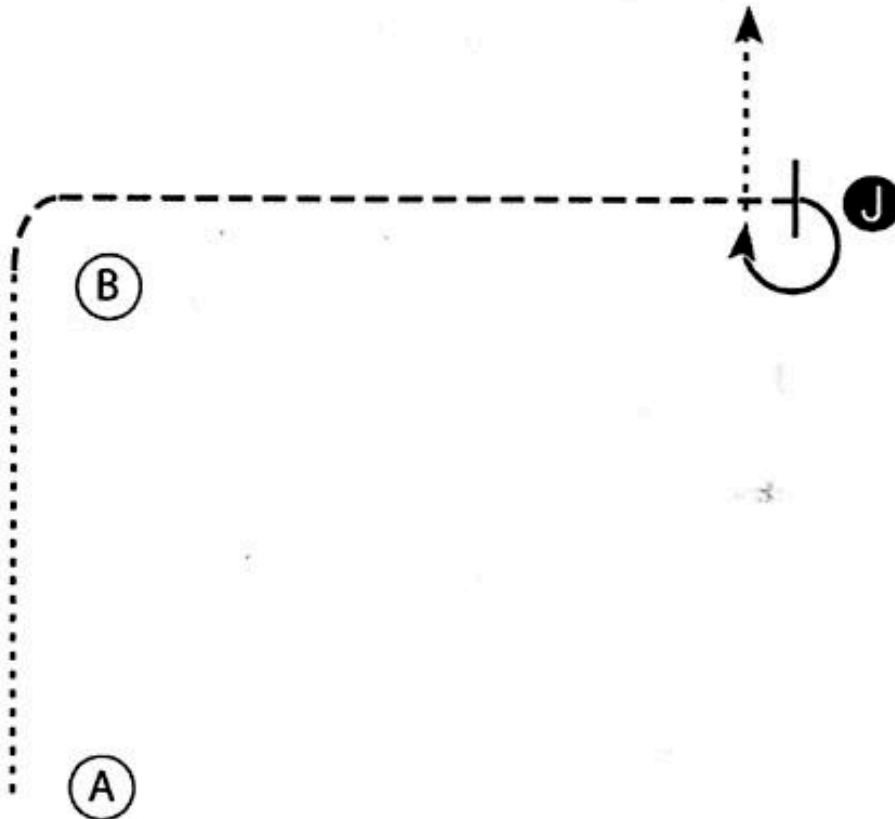
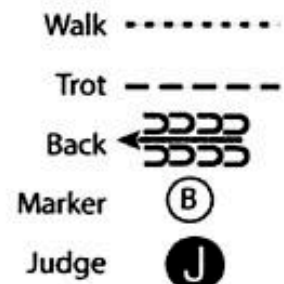


# All Showmanship

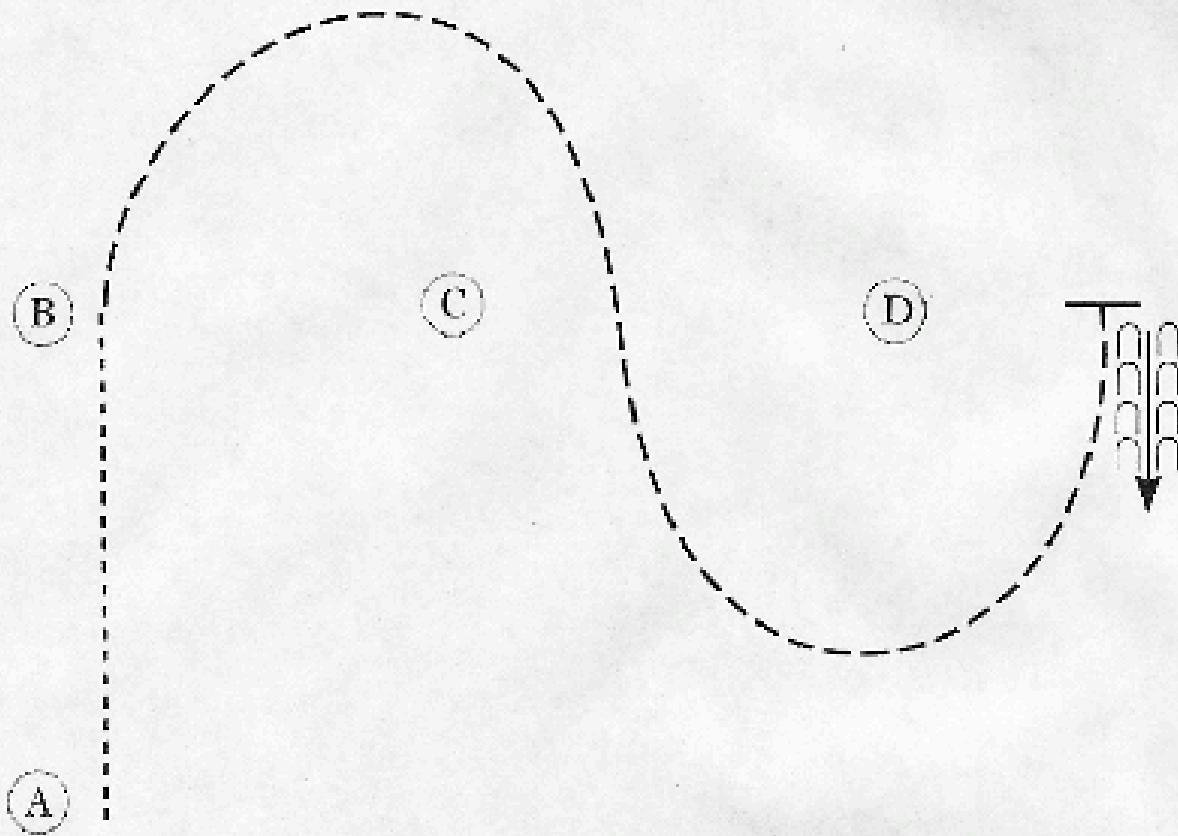


1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



# Horsemanship

## W/T 0-8



Be ready at A.

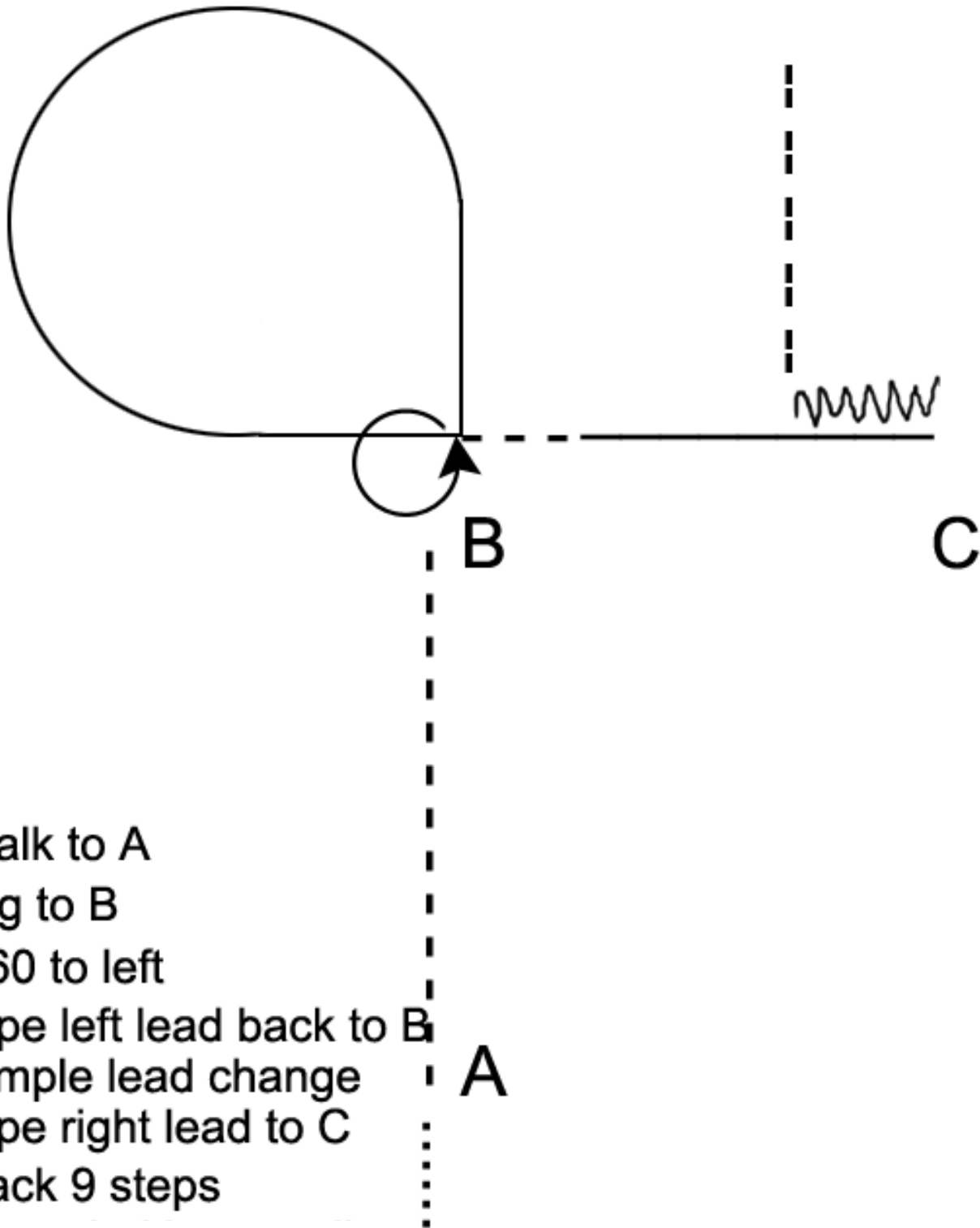
1. Walk A to B.
2. Jog at B, around C and to D.
3. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

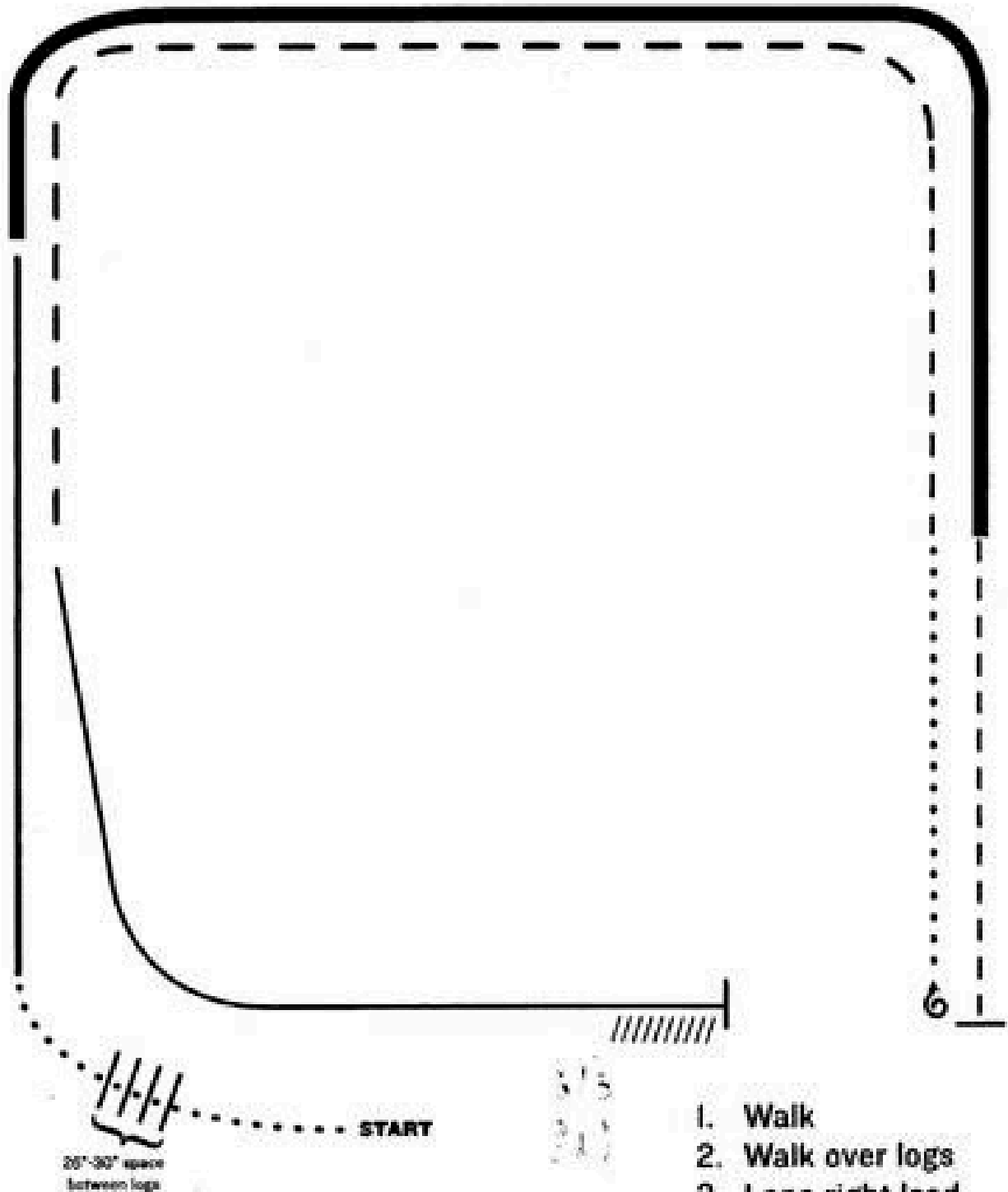
Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ○ ○ ○ ○
Marker	⊙ B
Sidepass	← — — — — →

# Horsemanship

## 9-13 & 14-19

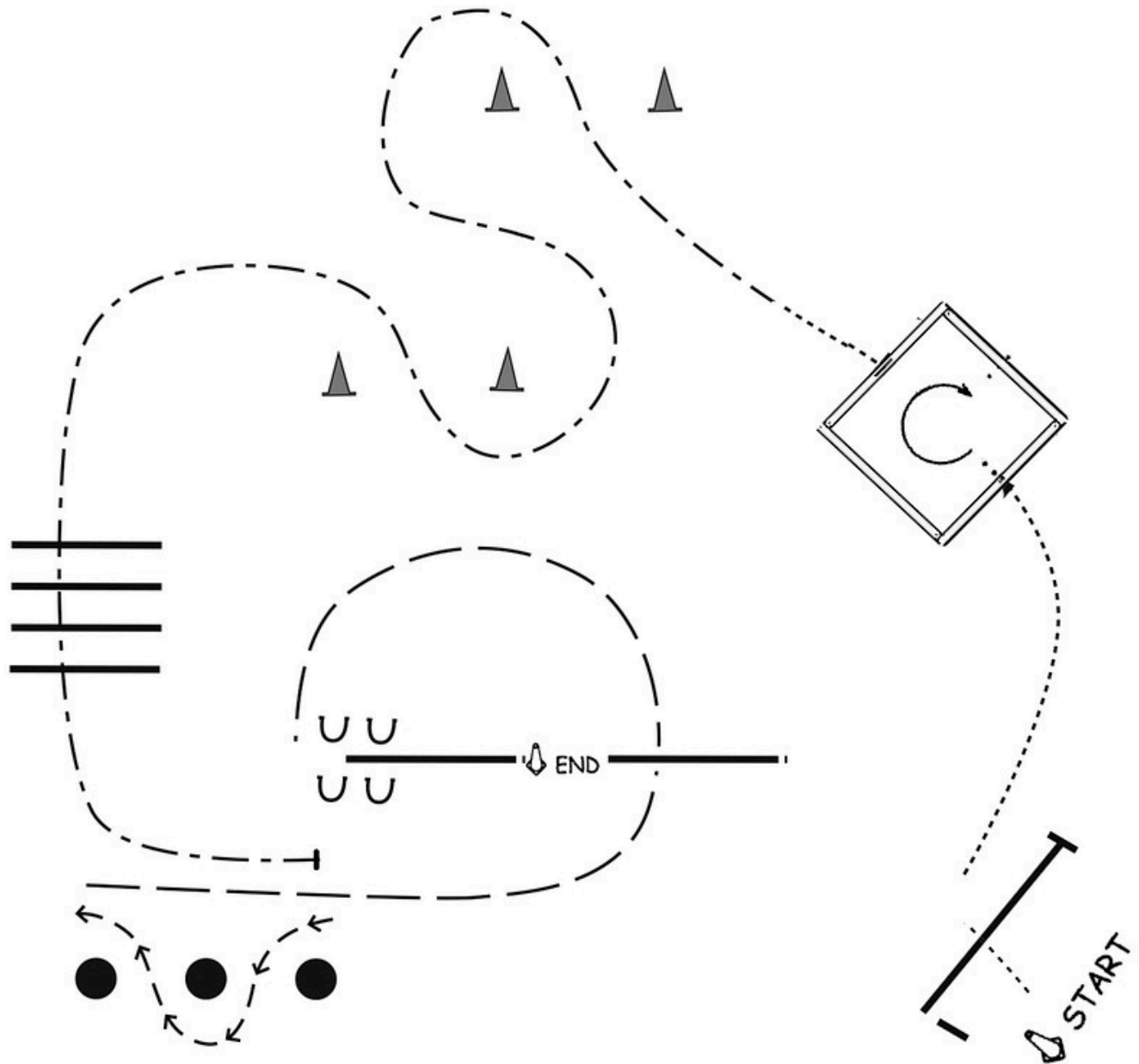


# Ranch Riding



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back

# Trail W/T 0-8

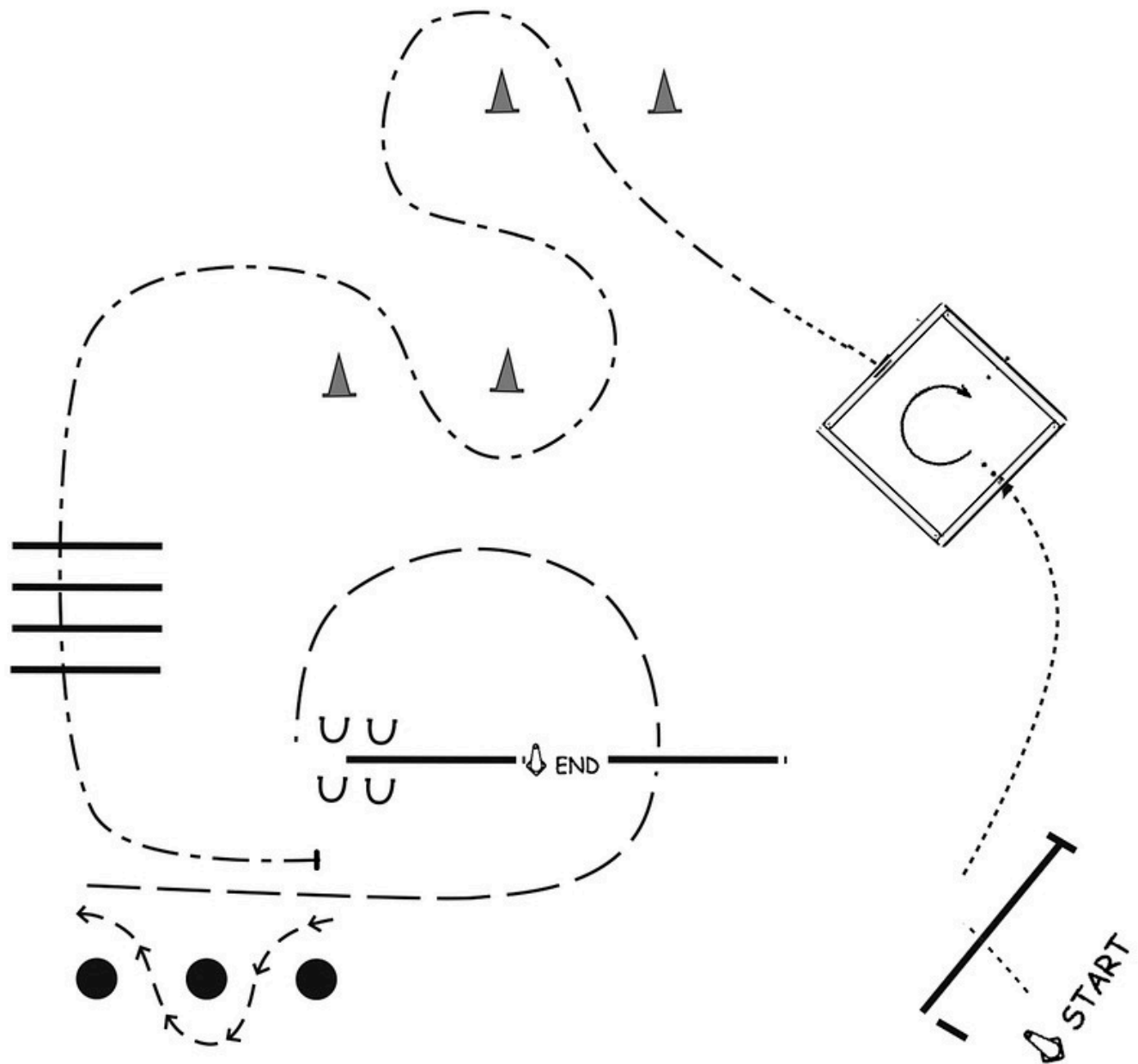


Be ready at Start cone.

1. Work right hand gate.
  2. Walk into the box. Turn 360 degrees to the right and walk out.
  3. Jog through cones
  4. Jog over poles to third barrel.
  5. Back through the barrels.
  6. Jog over the poles. Stop at second pole.
  7. Side pass left over one pole. Stop.
- Exit at a walk when dismissed.

# Trail

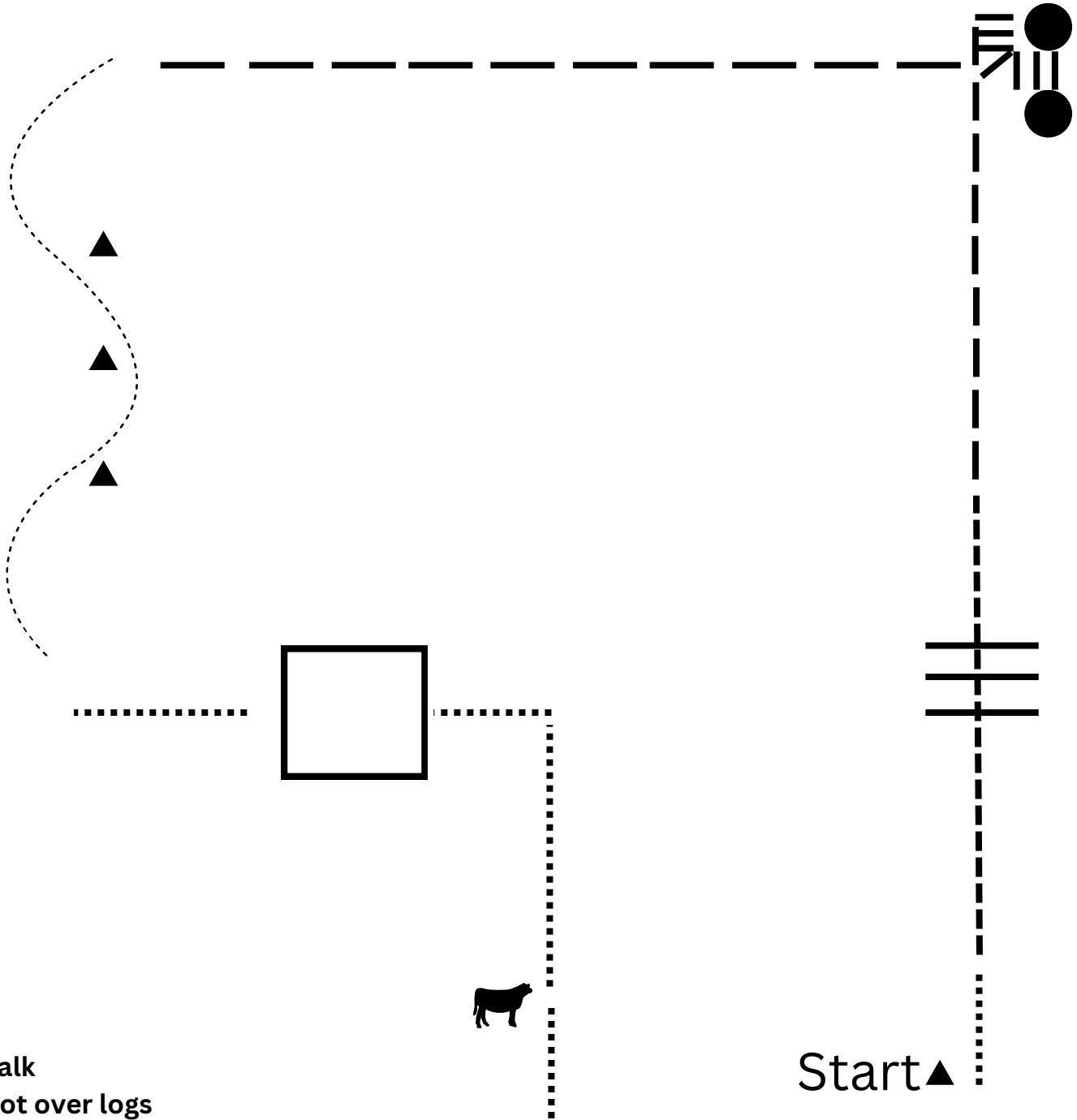
## 9-13 & 14-19



Be ready at Start cone.

1. Work right hand gate.
  2. Walk into the box. Turn 360 degrees to the right and walk out.
  3. Jog through cones
  4. Jog over poles to third barrel.
  5. Back through the barrels.
  6. Lope over the poles. Stop at second pole.
  7. Side pass left over one pole. Stop.
- Exit at a walk when dismissed.

# Ranch Trail



1. Walk
2. Trot over logs
3. Extended trot to barrels
4. Stop. Back between barrels
5. Lope left lead
6. Break to trot, trot through serpentine
7. Break to walk, walk through box and corner
8. Stop and throw rope at dummy
9. Recoil rope, exit at walk