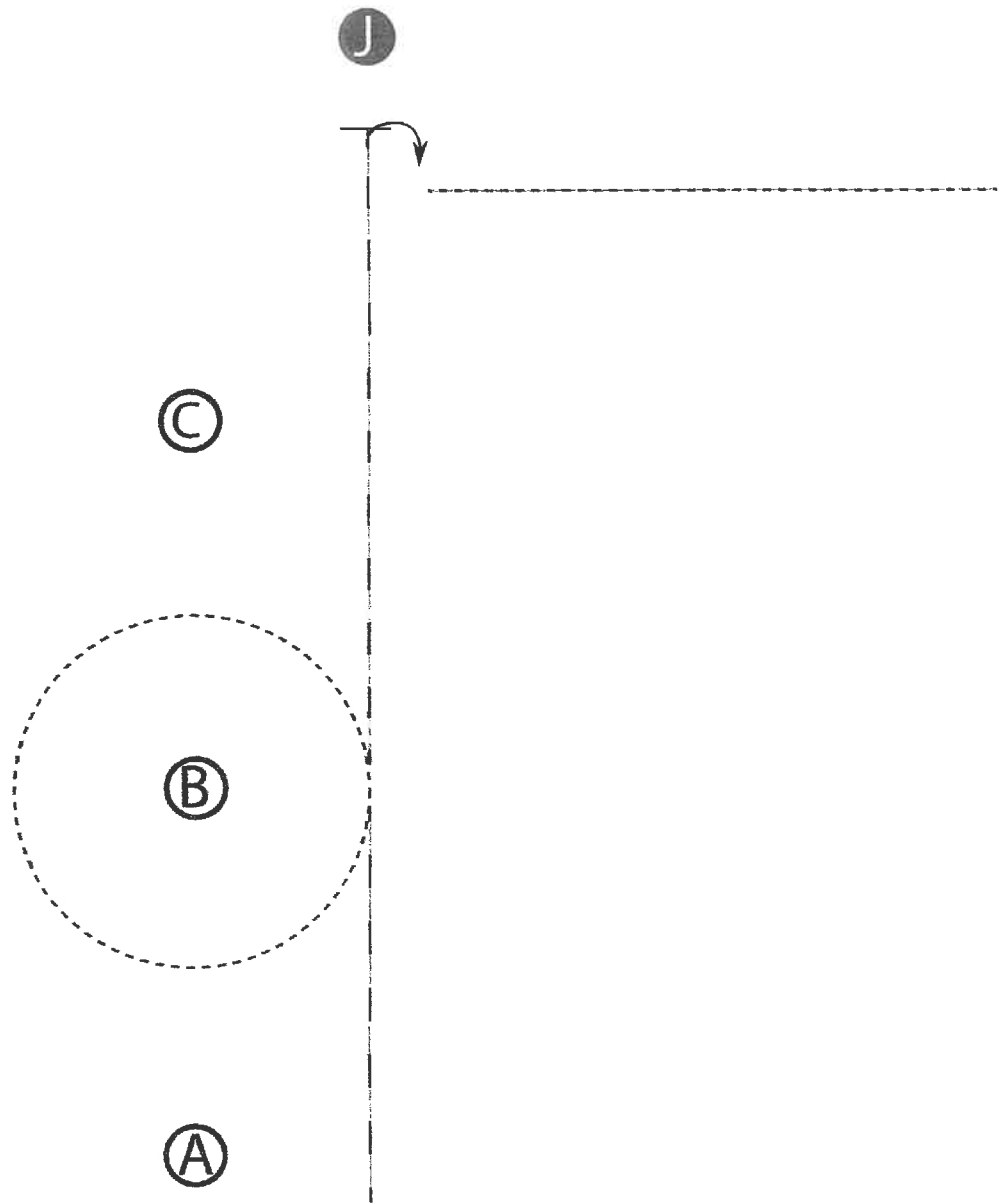


#200  
#204  
#208

# Walk Jog Showmanship Novice Showmanship Green Horse Showmanship

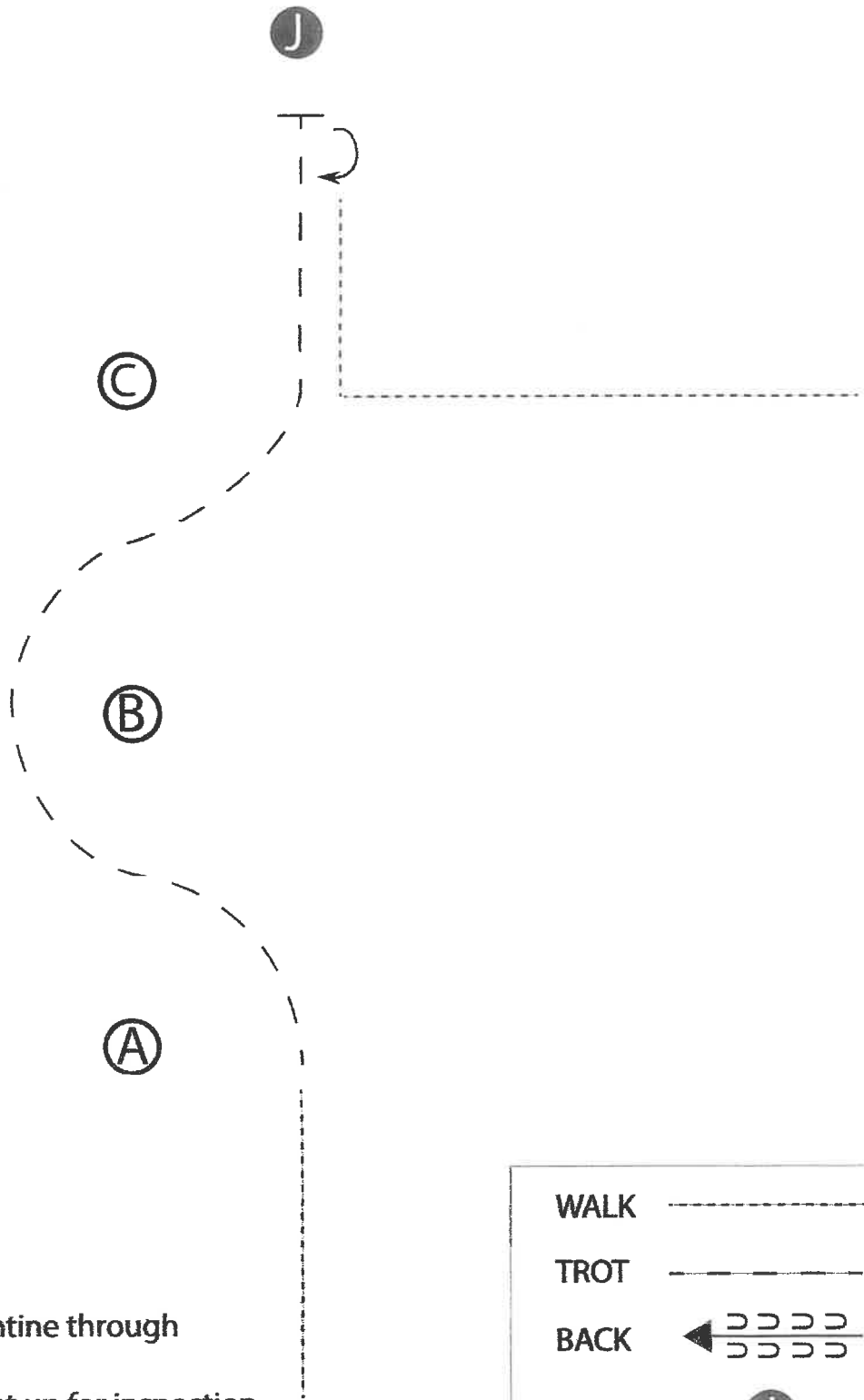


Be ready at A.

1. Trot from A to B.
2. At B, break to a walk.
3. Make a circle at B, keeping the marker as the center point of your circle.
4. Trot from B to Judge.
5. Halt and set up for inspection.
6. When dismissed, turn 90 degrees and walk away.

WALK	-----
TROT	- - - - -
BACK	← ㄥㄥㄥㄥ ㄥㄥㄥㄥ
JUDGE	⊙ J
MARKER	⊙ A

# #212 Open Showmanship

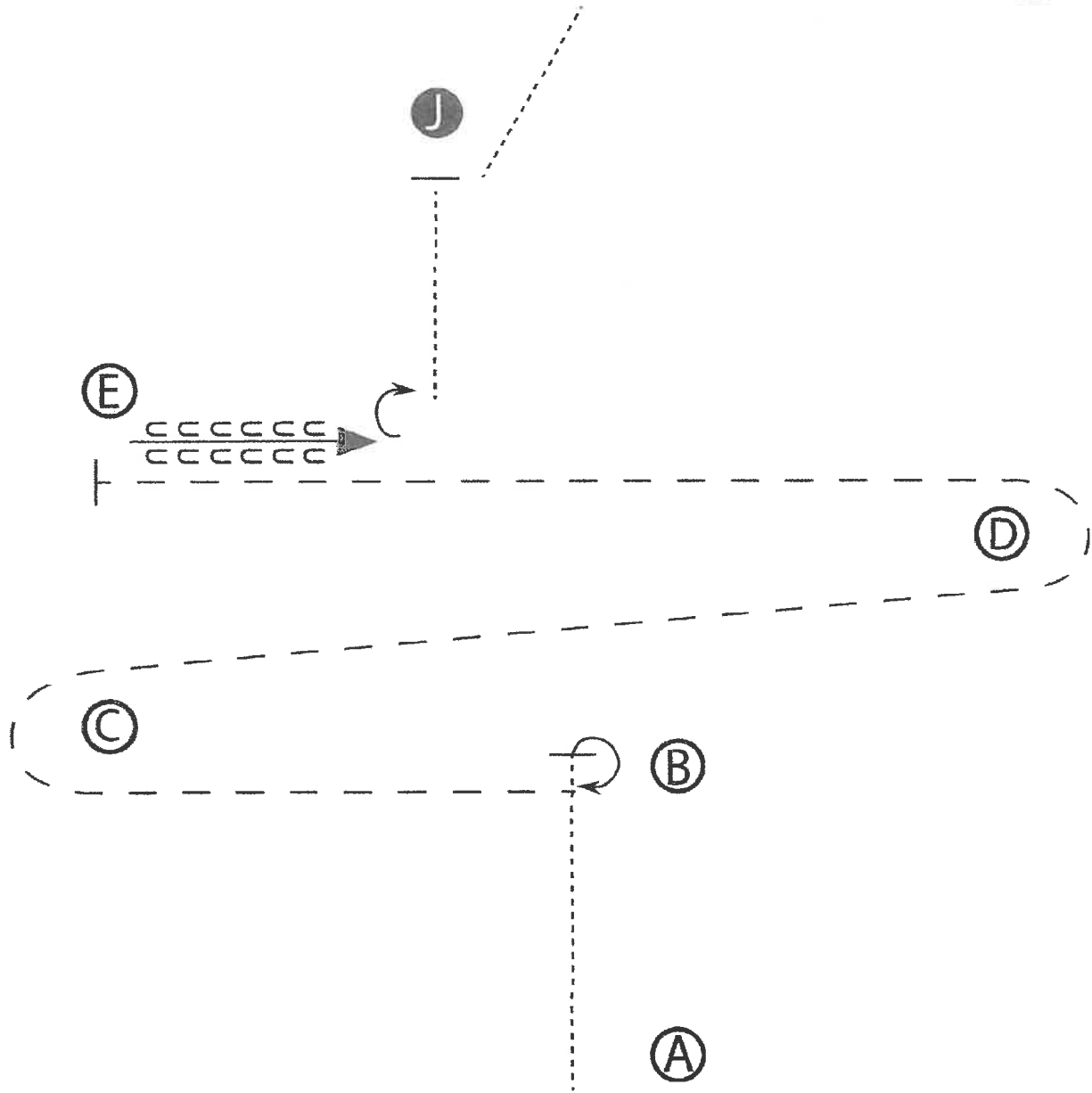


Begin before A.

1. Walk to A.
2. At A, trot and serpentine through cones as shown.
3. At judge, halt and set up for inspection.
4. When dismissed, turn 180 degrees.
5. Walk to C and make a square corner.
6. Walk to lineup.

WALK	-----
TROT	-----
BACK	← $\frac{\text{3333}}{\text{3333}}$
JUDGE	⊙ J
MARKER	⊙ A

# #225 Showmanship Challenge



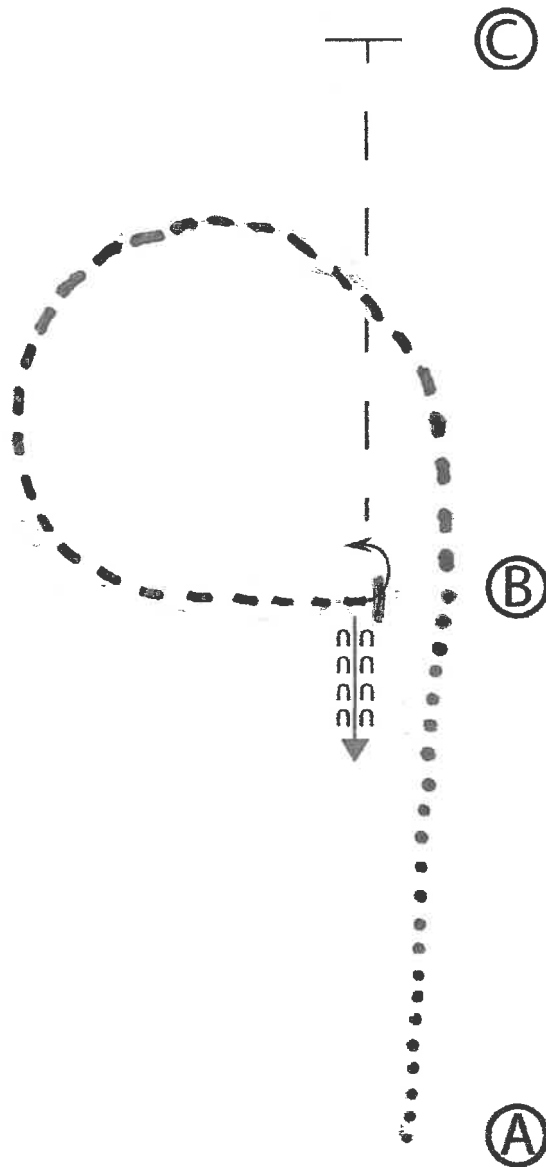
Be ready at A.

1. Walk from A to B.
2. Halt and turn 270 degrees.
3. Trot around C and around D.
4. At E, halt and back two horse lengths.
5. Perform a 90 degree turn and walk to Judge.
6. Halt and set up for inspection.
7. When dismissed, walk to lineup.

WALK	-----
TROT	- - - - -
BACK	← ≡ ≡ ≡ ≡
JUDGE	ⓐ
MARKER	ⓐ

#201  
#205

# Walk Jog Horsemanship Novice Horsemanship



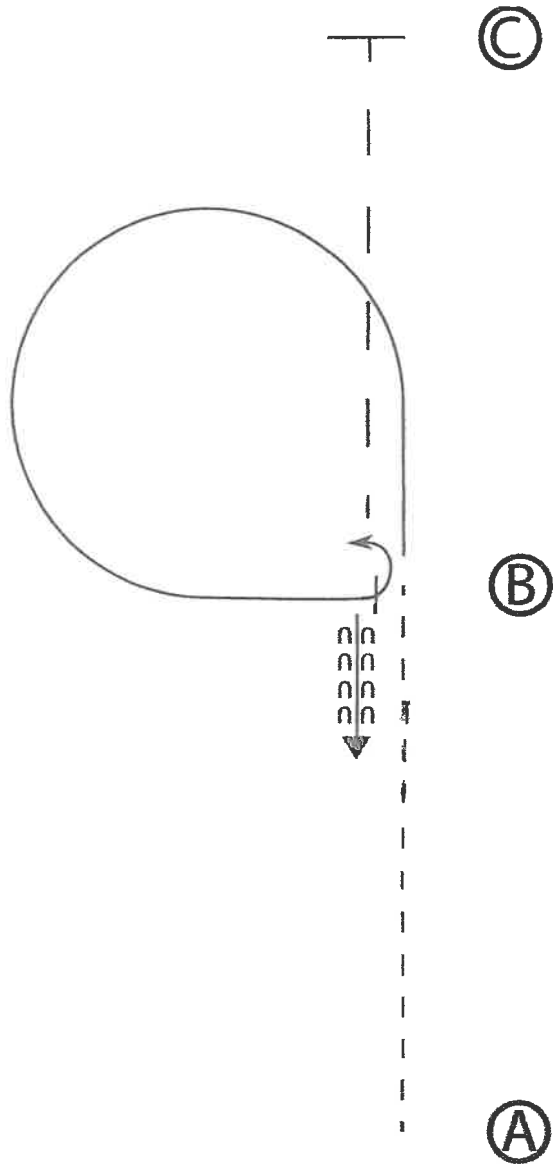
Begin at A.

1. WALK from A to B
2. At B, JOG.
3. Circle left and halt facing B.
4. Turn 90 degrees and back one horse length.
5. Extend the jog to C.
6. Halt at C.

WALK	.....
JOG	-----
EXTEND JOG	- . - . - .
LOPE	—————
BACK	← ..... .....
MARKER	Ⓐ

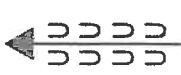
#213

# Open Horsemanship

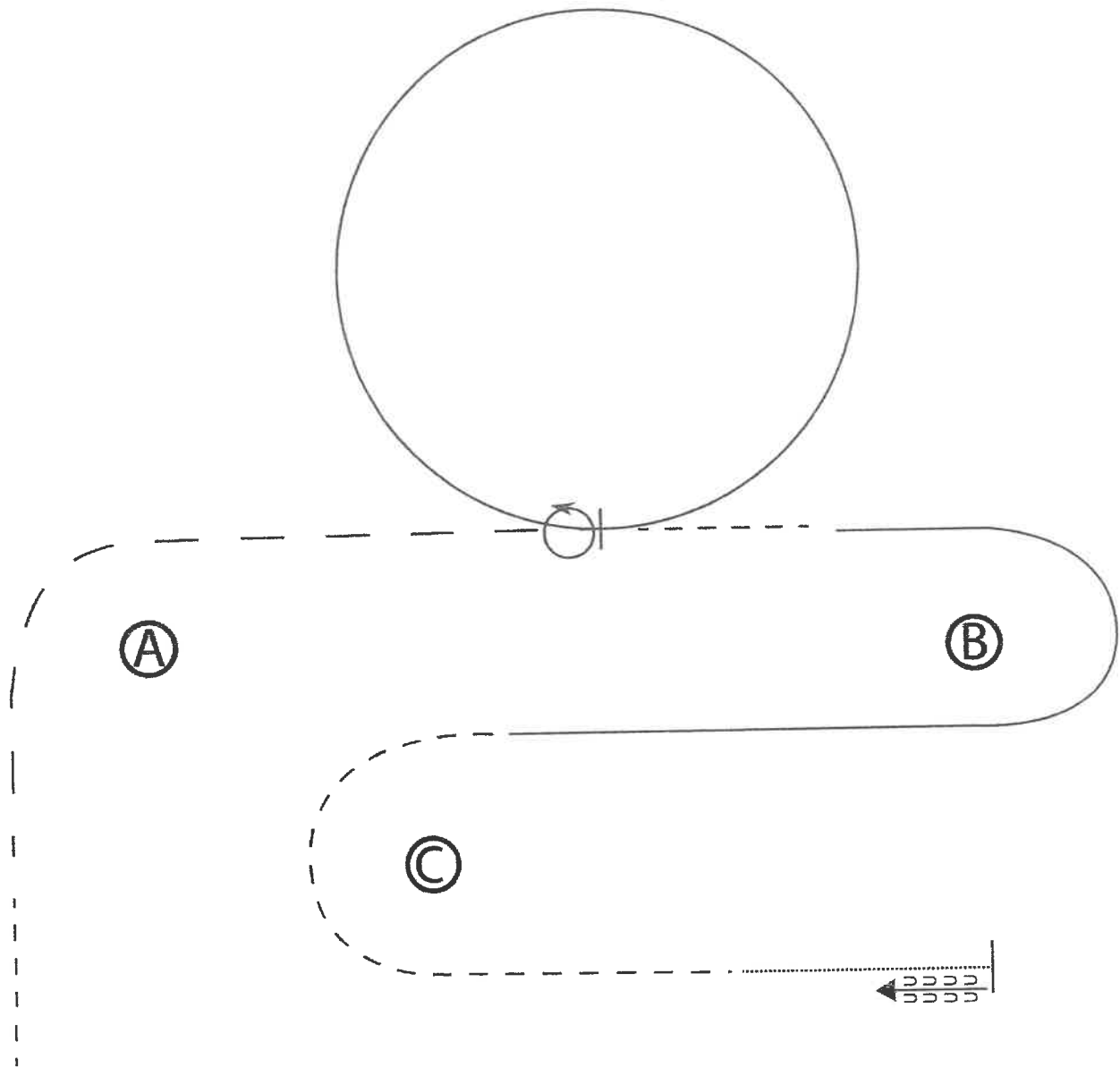


Begin at A.

1. Jog from A to B.
2. At B, lope left lead.
3. Circle left and halt facing B.
4. Turn 90 degrees and back one horse length.
5. Extend the jog to C.
6. Halt at C.

WALK	.....
JOG	-----
EXTEND JOG	- - - - -
LOPE	—————
BACK	← 
MARKER	Ⓐ

# # 226 Horsemanship Stakes



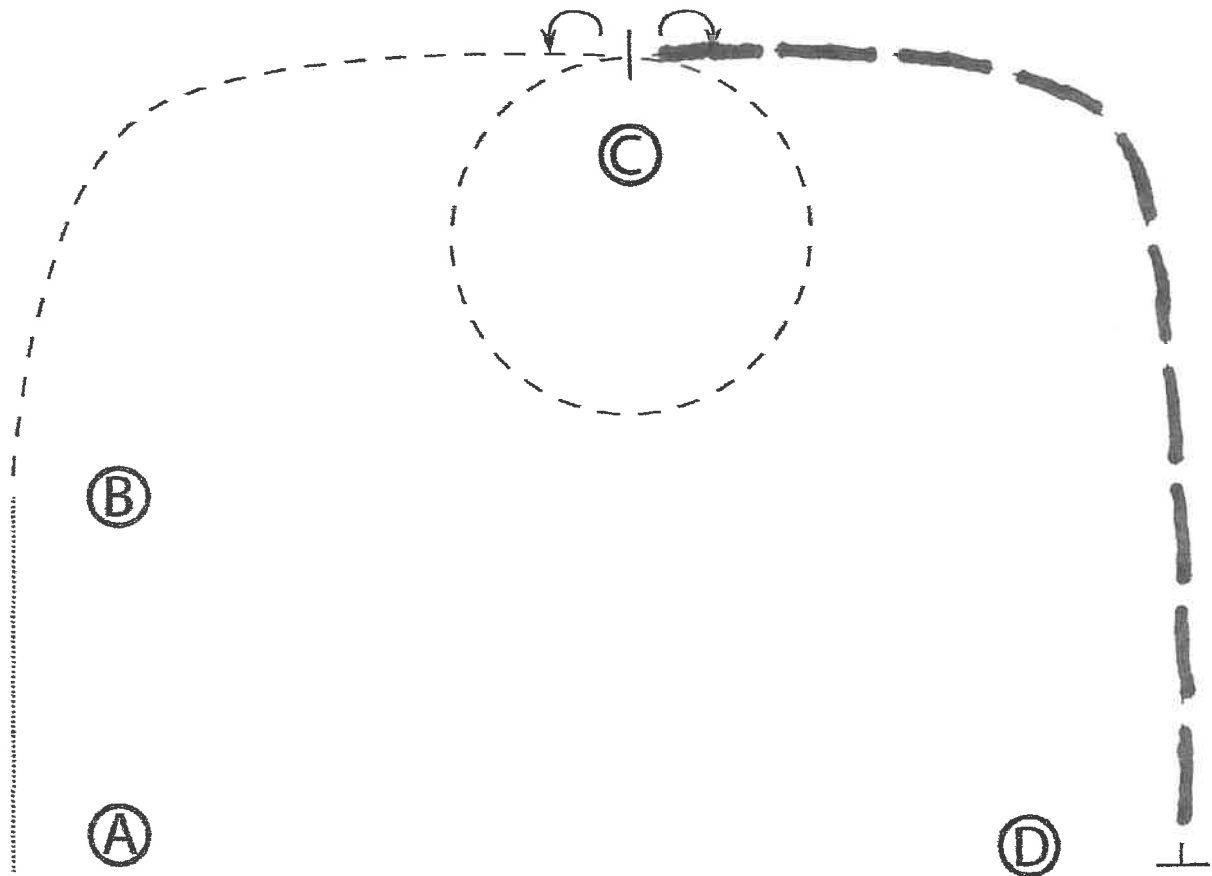
Begin before A.

1. Jog halfway to A.
2. Extend the jog around A and halfway to B.
3. Halt and turn 360 degrees to the left.
4. Lope a large circle to the left.
5. Break to the jog. Before B, Pick up right lead.
6. Lope around B. Before C, break to the jog.
7. Jog around C. Halfway to B, break to the walk.
8. When even with B, halt and back one horse length.

WALK	.....
JOG	- - - - -
EXTEND JOG	- - - - -
LOPE	—————
BACK	← $\frac{\text{v v v v}}{\text{v v v v}}$
MARKER	Ⓐ

# #219

# walk Jog Ranch Horsemanship



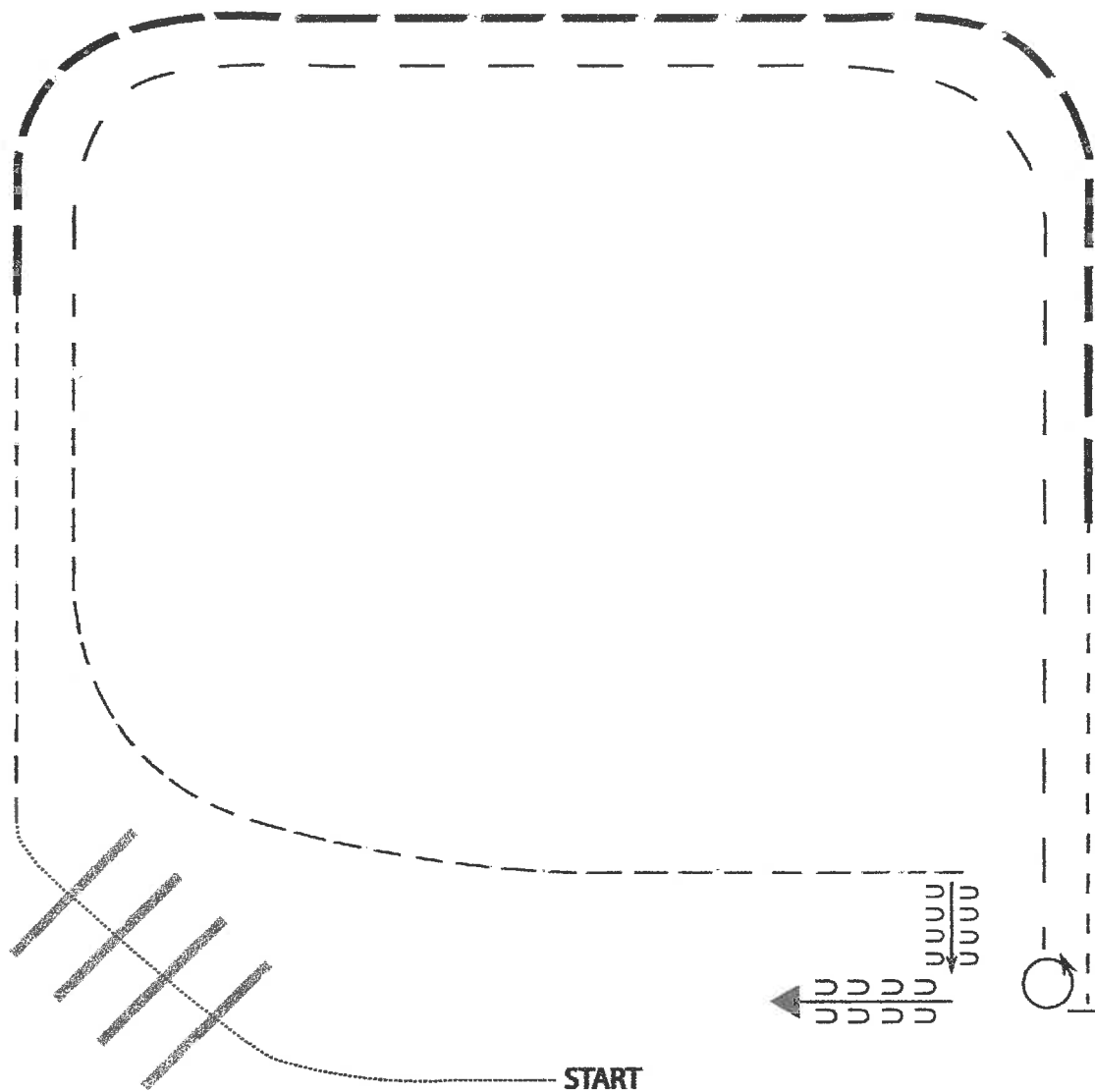
Be ready at A.

1. Walk from A to B.
2. Jog from B to C.
3. Halt and turn 180 degrees to the left.
4. Jog a circle.
5. Back at C, halt and turn 180 degrees to the right.
6. Extended Jog to D and halt

WALK	.....
JOG	-----
EXTEND JOG	— — —
BACK	←
MARKER	Ⓐ

#217

# Walk Jog Ranch Riding

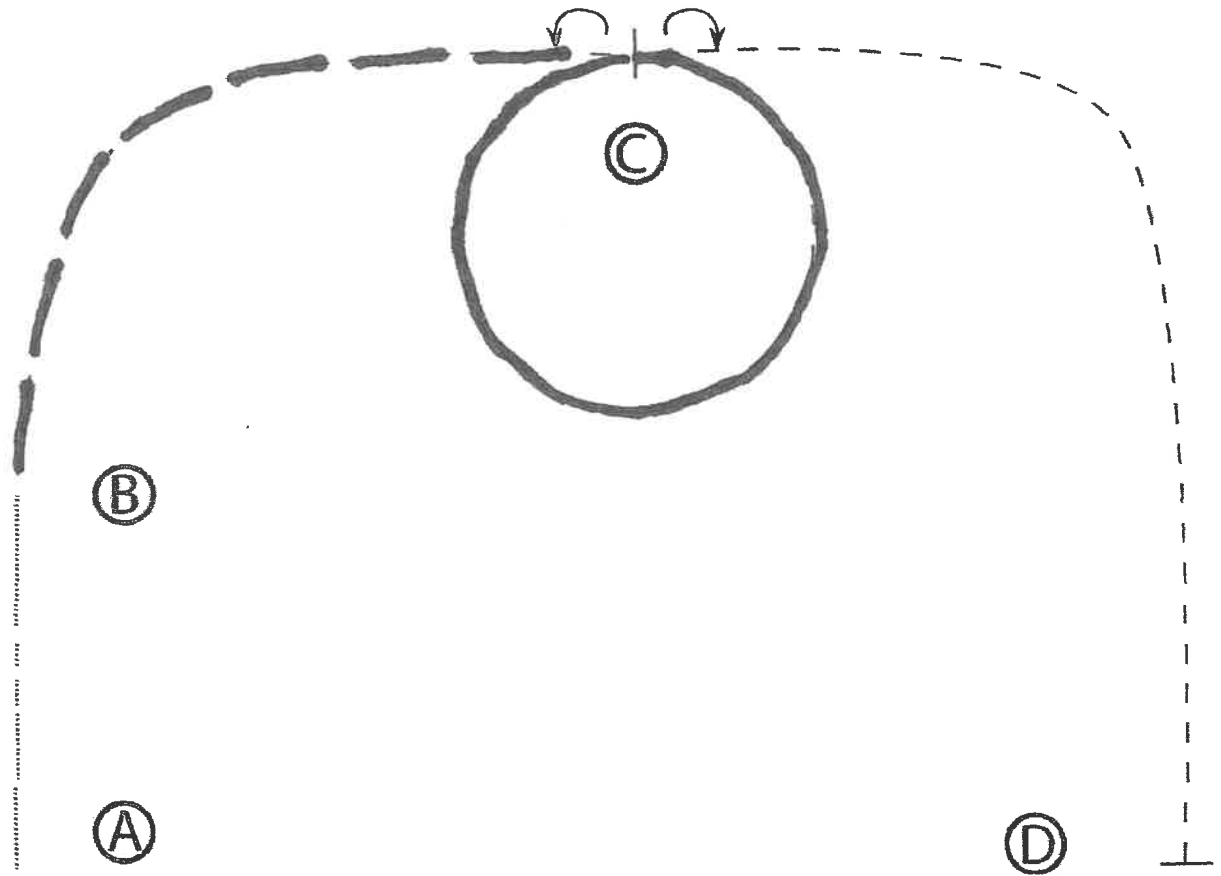


1. Walk over poles.
2. Jog
3. Extended lope around top of arena.
4. Break to jog.
5. Stop, turn 540 degrees left.
6. Extend the jog around top of arena.
7. Jog
8. Stop. Sidepass right.
9. Back two horse lengths.

WALK	.....
JOG	-----
EXTEND JOG	- - - - -
LOPE	—————
EXTEND LOPE	—————
BACK	← ㄩ ㄩ ㄩ ㄩ ㄩ ㄩ ㄩ ㄩ



# #223 Open Ranch Horsemanship

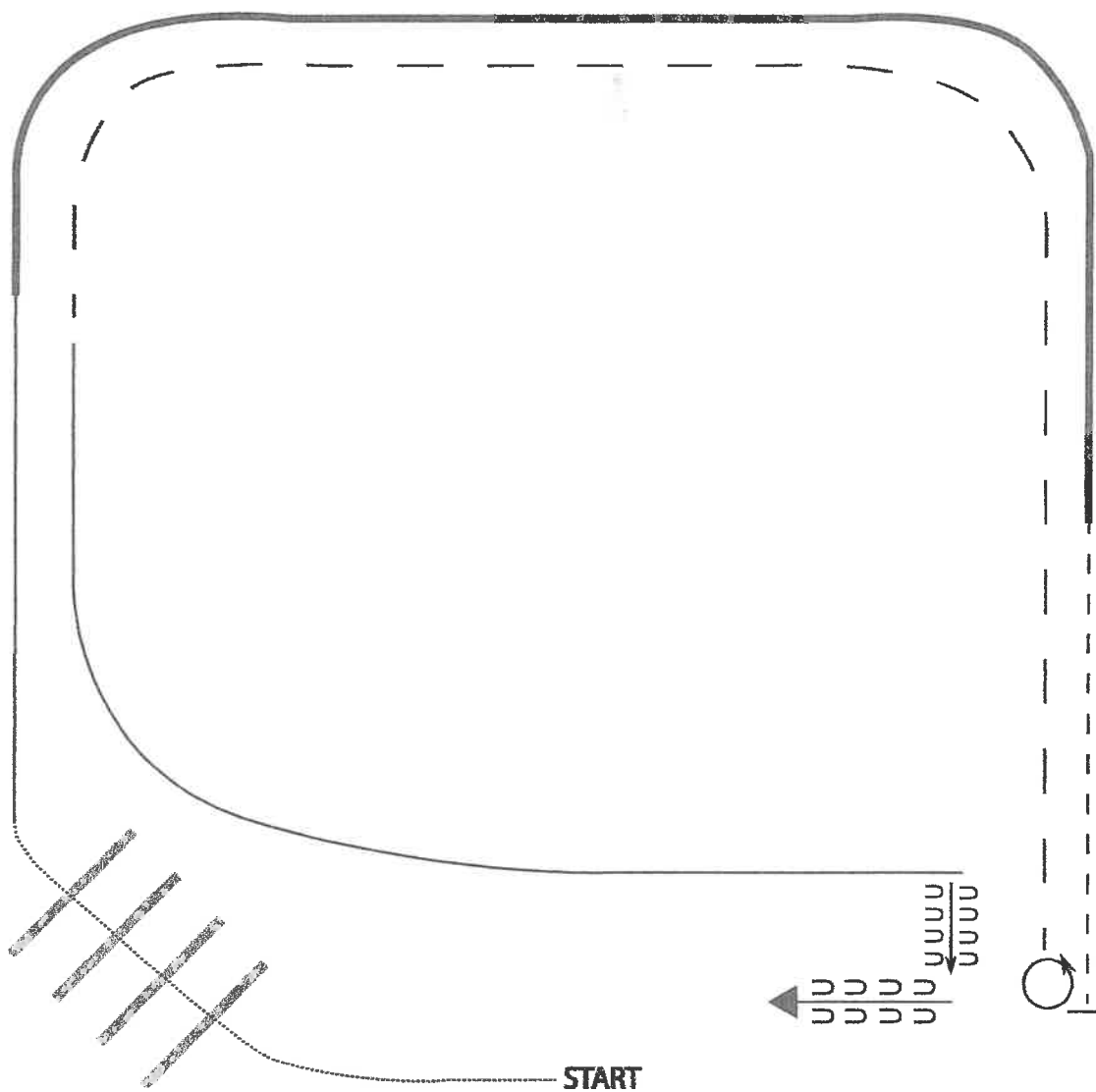


Be ready at A.

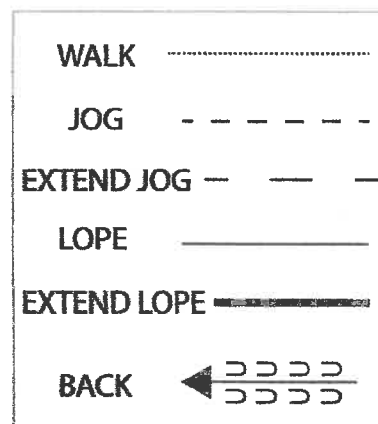
1. Walk from A to B.
2. Extend the Jog from B to C
3. Halt and turn 180 degrees to the left.
4. Lope left lead circle
5. Back at C, halt and turn 180 degrees to the right.
6. Jog to D and halt.

WALK	.....
JOG	- - - - -
EXTEND JOG	— — — — —
LOPE	—————
BACK	← 33333 33333
MARKER	Ⓐ

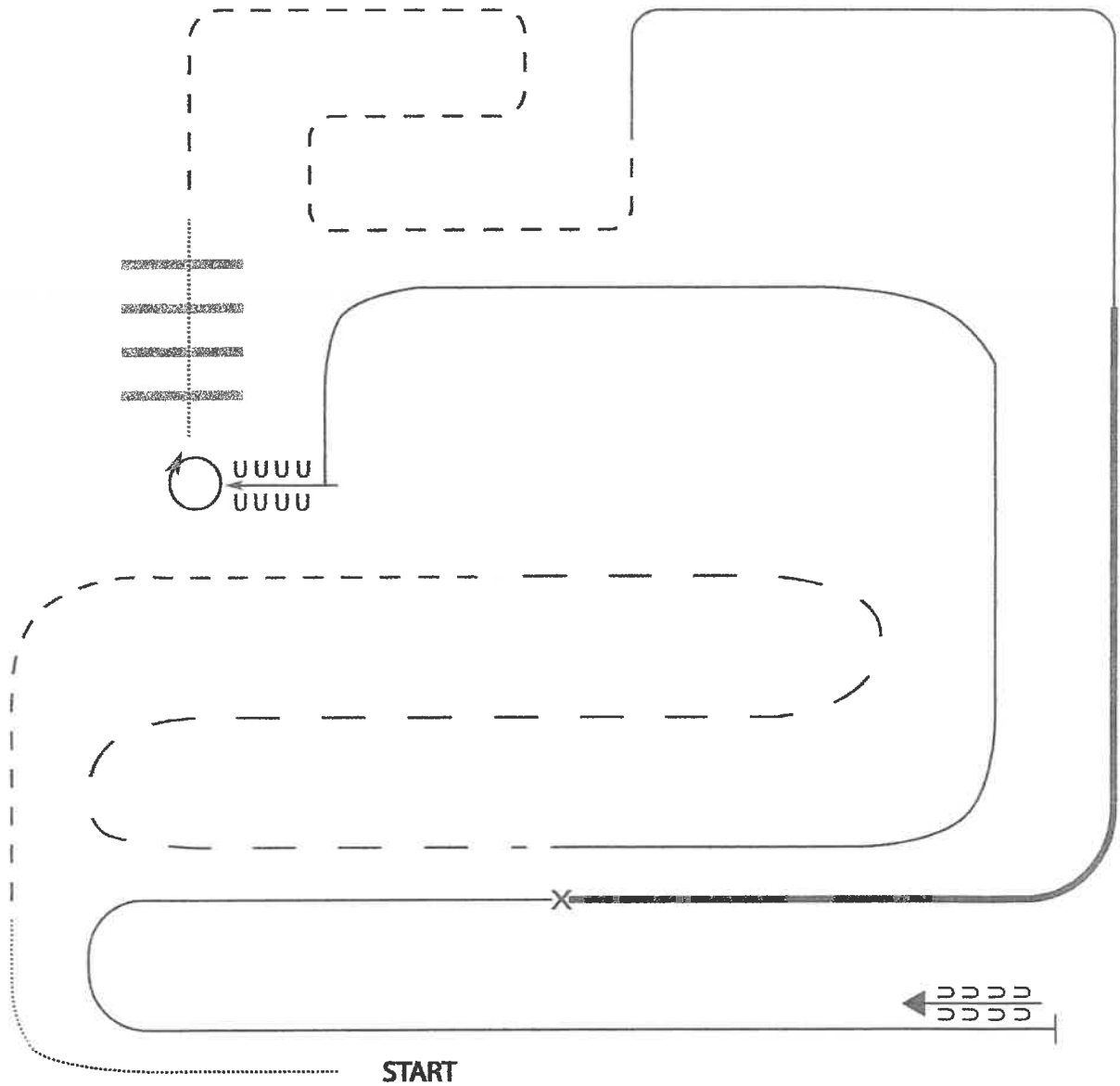
# #221 Ranch Riding



1. Walk over poles.
2. Lope right lead.
3. Extended lope around top of arena.
4. Break to jog.
5. Stop, turn 540 degrees left.
6. Extend the jog around top of arena.
7. Lope left lead.
8. Stop. Sidepass right.
9. Back two horse lengths.



# #228 Ranch Riding Stakes



1. Walk.
2. Jog.
3. Extend jog, serpentine as drawn.
4. Lope left lead.
5. Stop. Sidepass right.
6. Turn 540 degrees right.
7. Walk over poles.
8. Jog figure as drawn.
9. Lope right lead.
10. Extend the lope.
11. Change leads.
12. Slow to lope.
13. Stop and back 10 feet.

