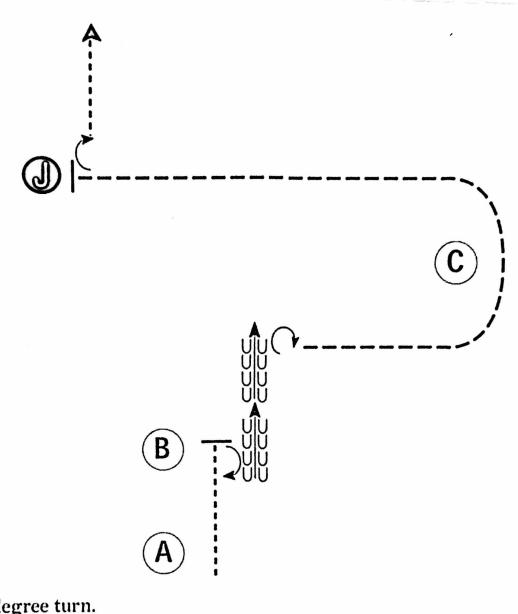
## Showmanship-All Classes



Be ready at A.

1. Walk to B.

0

S

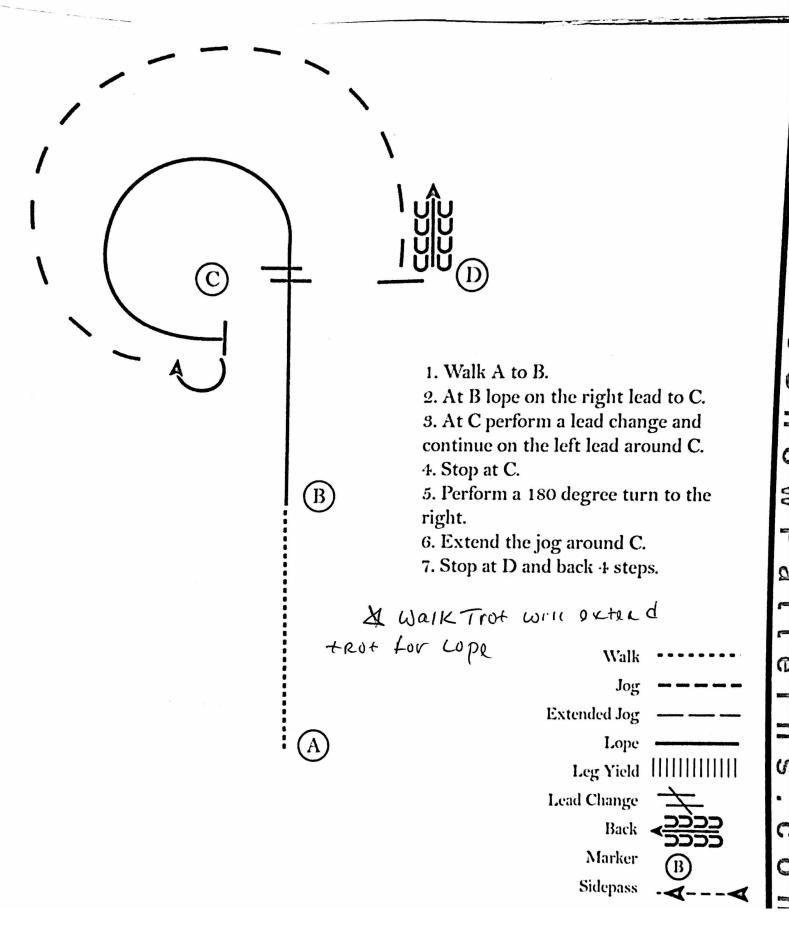
- 2. Perform a 180 degree turn.
- 3. Back approximately one horse length.
- 4. Perform a 270 degree turn.
- 5. Trot around C and to judge.
- 6. Stop and set up for inspection.
- 7. When dismissed, perform a 90 degree turn.
- 8. Walk straight away from judge.

Follow the instructions of your ring steward.

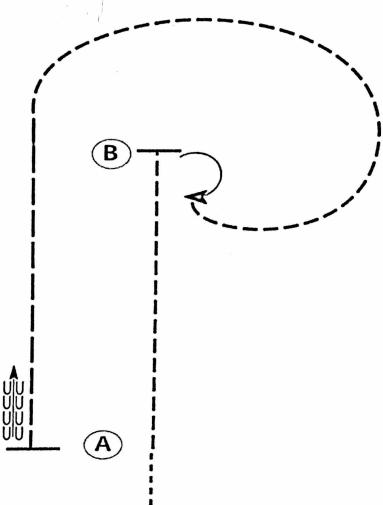
Walk Trot Back Marker

Judge

# Horsemanship-All Classes



# Horsemanship-Small Fry



Be ready before A.

- 1. Walk to A.
- 2. Jog to B.
- 3. Turn 180 degrees to the right.
- 4. Jog back around to B.
- 5. Extend the jog from B to A.
- 6. Stop at A and back approximately one horse length.

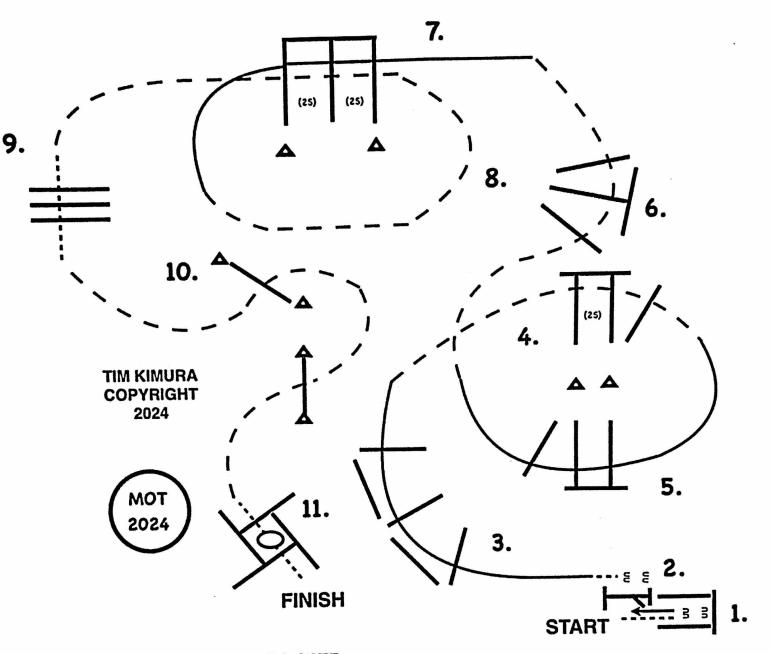
Follow the instructions of your ring steward.

Walk	
Jog	
Extended Jog	
Lope	-
Leg Yield	
Lead Change	<del>_</del>
Back	<b>₹</b> 2222
Marker	B
Sidepass	4

# CCOHSA Small Fry Trail Oct, 2024

2. Walk into box, 270 turn left Walk out box	3. Trot into chute, back L walk out of chute	
,	4. Trot serpentine	
*		<b>X</b>
		X
1. Trot poles		X
<b>Start</b>	5. Walk over poles	

## Trail-All Classes (except small Fry)

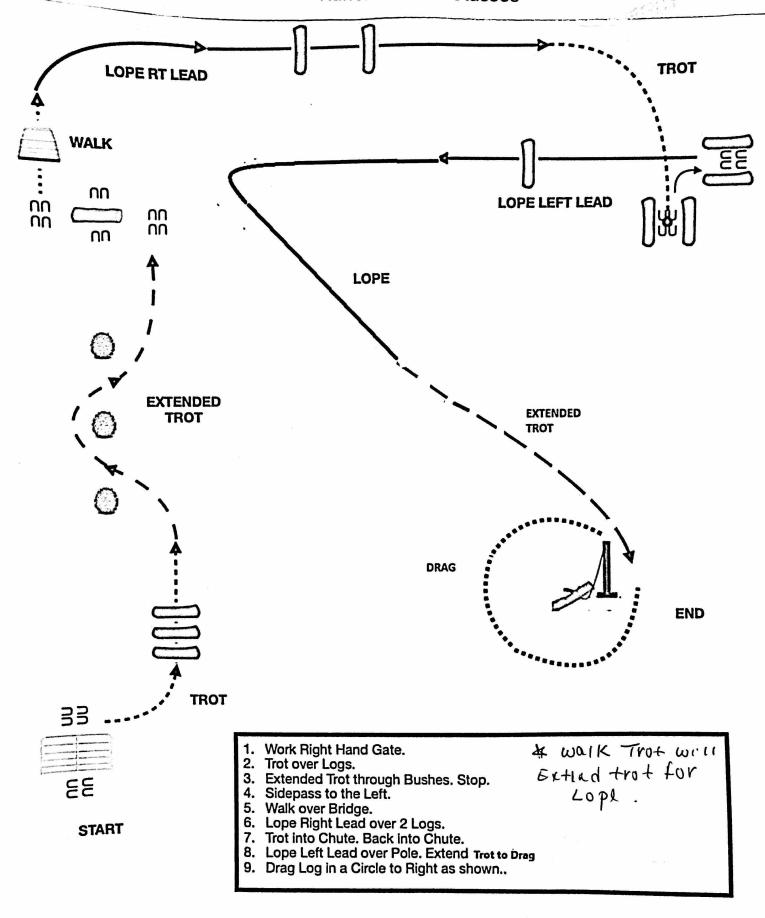


& Walk TROT Will tro

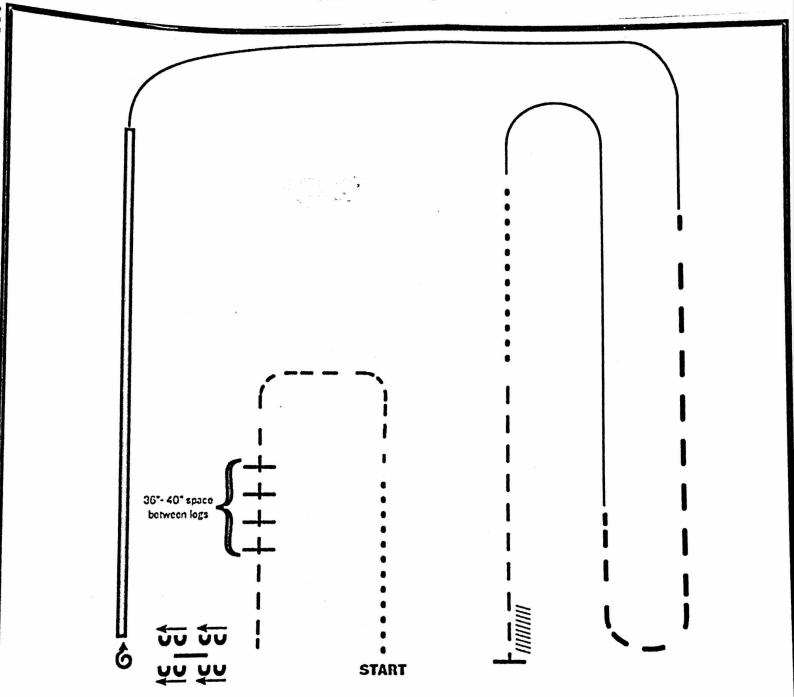
For Lopes.

- WALK INTO CHUTE, BACK UP TO GATE.
- 2. WORK GATE LEFT HAND.
- YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
- 1. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD).
- BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 0. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 1. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

#### Ranch Trail-All Classes



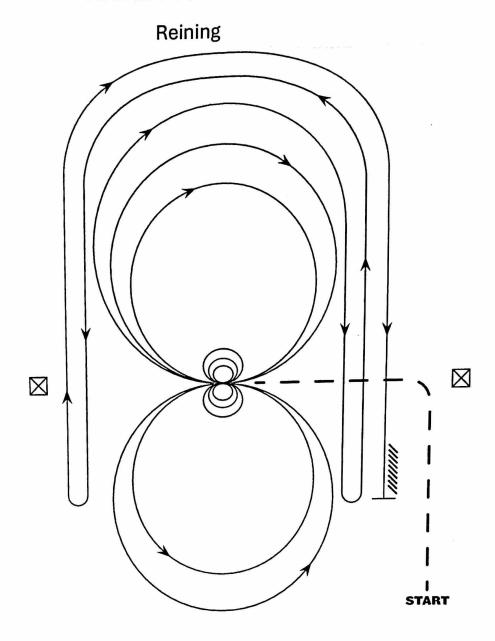
## Ranch Riding-All Classes



- I. Walk
- 2. Trot
- 3. Trot logs
- 4. Sido pass right
- 5. 11/2 turns right
- 6. Extended lope (right lead)
- 7. Lope right lead
- 8. Extended trot
- 9. Lope left lead
- 10. Walk
- II. Trot
- 12. Stop and back

M WAIK-Trot will ortand trot For Lope.

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

- I. Complete 3 spins in one direction. Hesitate.
- 2. Complete 3 spins in the opposite direction. Hesitate.
- 3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
- 4. Complete two large fast circles to the left. Change leads at center of arena.
- 5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
- 6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
- 7. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.