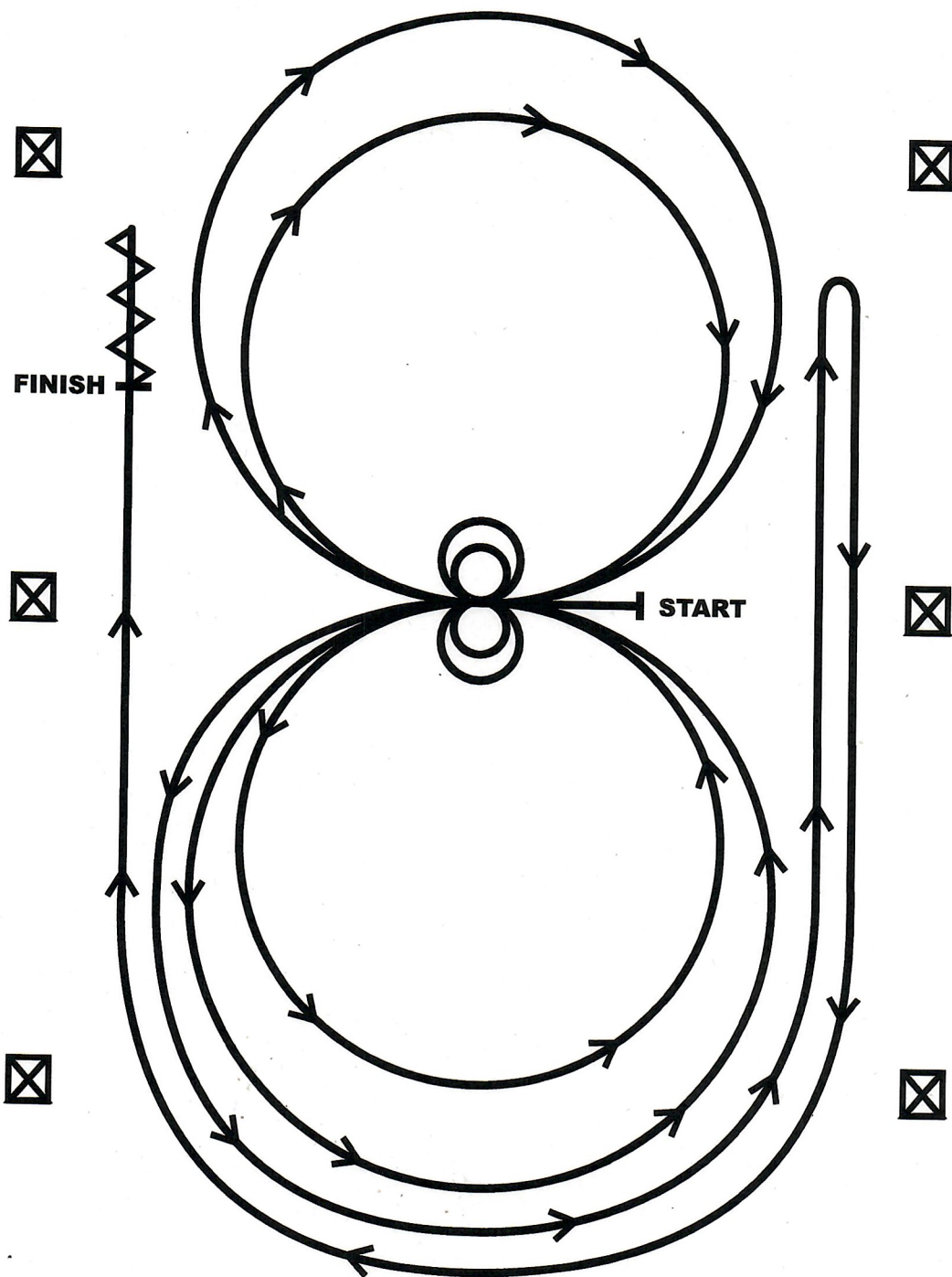
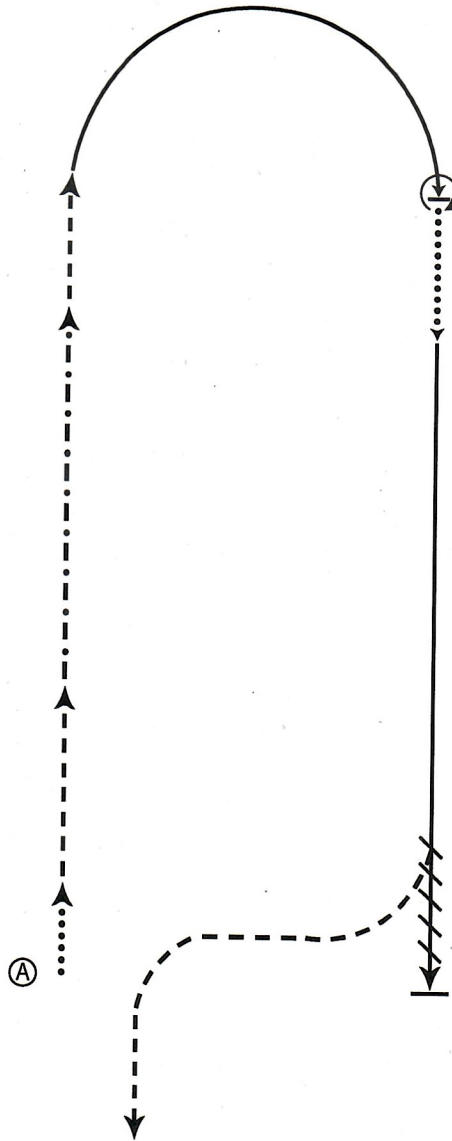


Ranch REINING PATTERN



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.



KEY

.....	Walk
o o o o o o	Extended Walk
- - - - -	Jog
- . - . - .	Extended Jog
/ / / / / /	Back
—————	Lope
—————	Extended Lope
≈	Change Leads
W W W W	Side pass
A, B, C	Markers

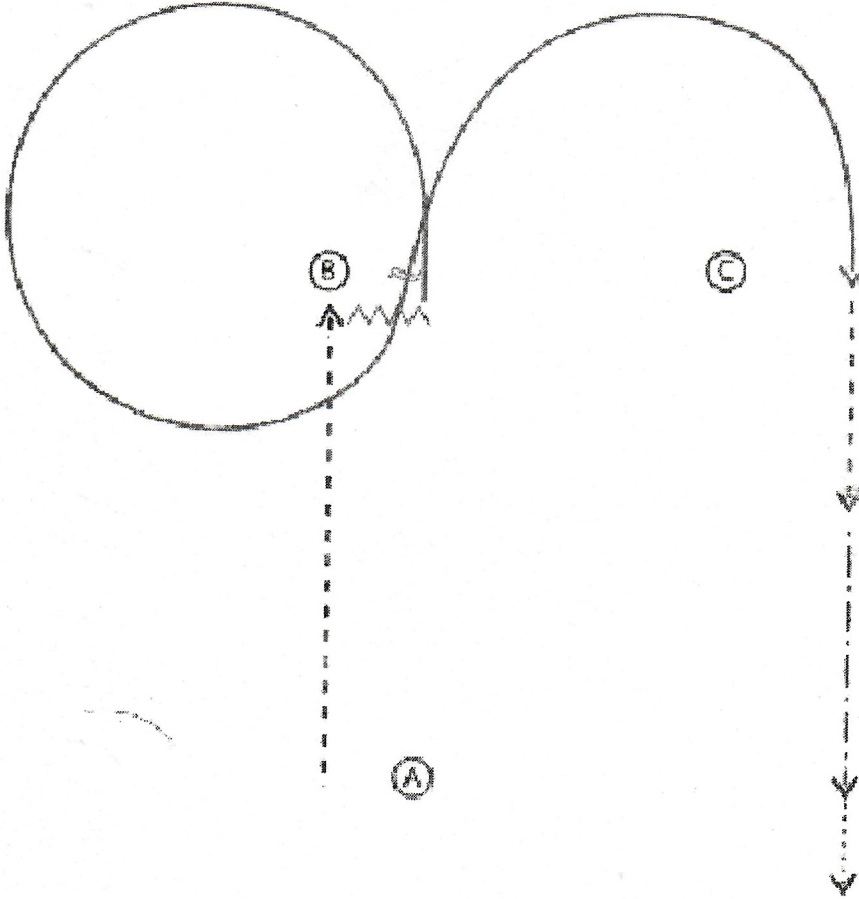
INSTRUCTIONS

1. Begin at A. Walk one horse length.
2. Jog.
3. Extend the jog.
4. Collect to the jog.
5. Lope in right lead. Stop.
6. 360-degree haunch turn right. Walk.
7. Lope in left lead to A. Stop.
8. Back.
9. Jog serpentine until two horse lengths past A. Pattern is complete. Exit the arena.

[Redacted text]

Classes
[Redacted text]

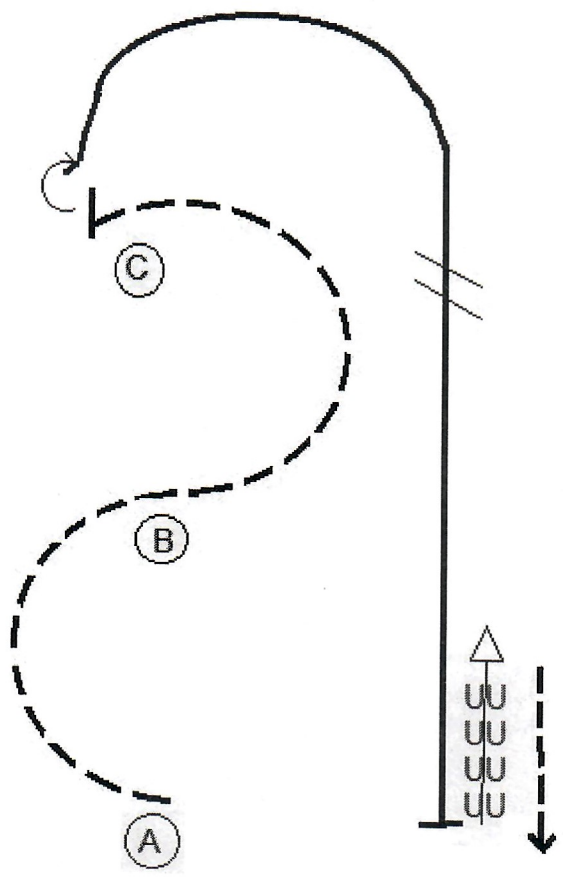
[Redacted text] Horsemanship (All)
Western



Line up in ring with tail to the rail

1. Be Ready at A
2. Jog from A to B
3. At B, sidepass to the right
4. Lope a circle to the left on the left lead
5. When even with B change leads (simple or flying) and lope a half circle to C
6. At C, break down to a jog. Jog half way to A, extend the jog until even with A
7. At A, break down to a walk and exit

Hunt Seat Equitation



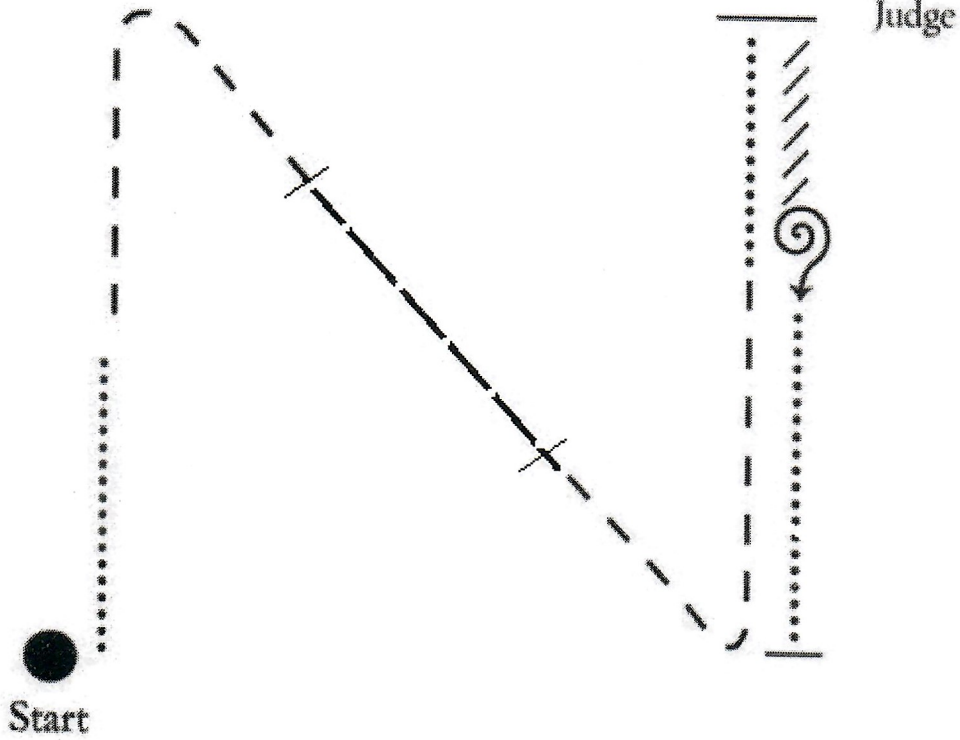
Line up in ring with tail to the rail

1. Be Ready At A
2. Trot a 1/2 circle from A to B
3. At B, change diagonals and continue to trot in 1/2 circle to C
4. Halt at C
5. Perform a 90degree turn on the forehand to the right
6. Canter on the right lead in a 1/2 circle
7. When across from C, perform a simple lead change
8. Continue to canter and halt across from A
9. Back one horse length
10. Exit at a sitting trot

Lawrence Appaloosa Ho. Assoc. Inc.
Crown Plaza, May 7 1999

Classes
[Redacted]

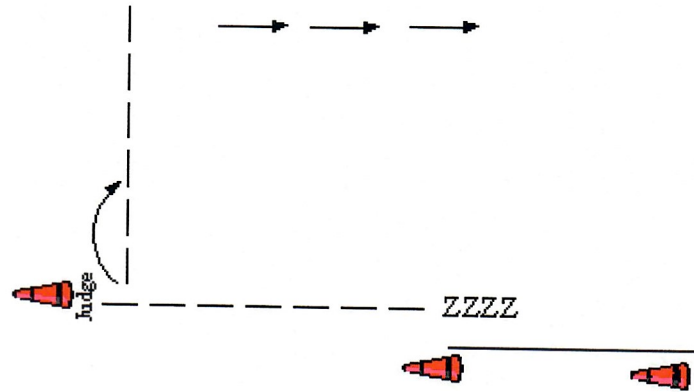
English Showmanship (All)



Line up in ring with tail to the rail
Exhibitor at the start cone at all times

1. Walk 1/2 of line
2. Trot corner and 1/3 of line
3. Extend trot 1/3 of line
4. Go back to regular trot 1/3 of line, corner and 1/2 line
5. Walk 1/2 line to judge
6. Stop and set up for inspection
7. After inspection, back 8 steps
8. Execute 1 1/2 turns to right
9. Walk to exit

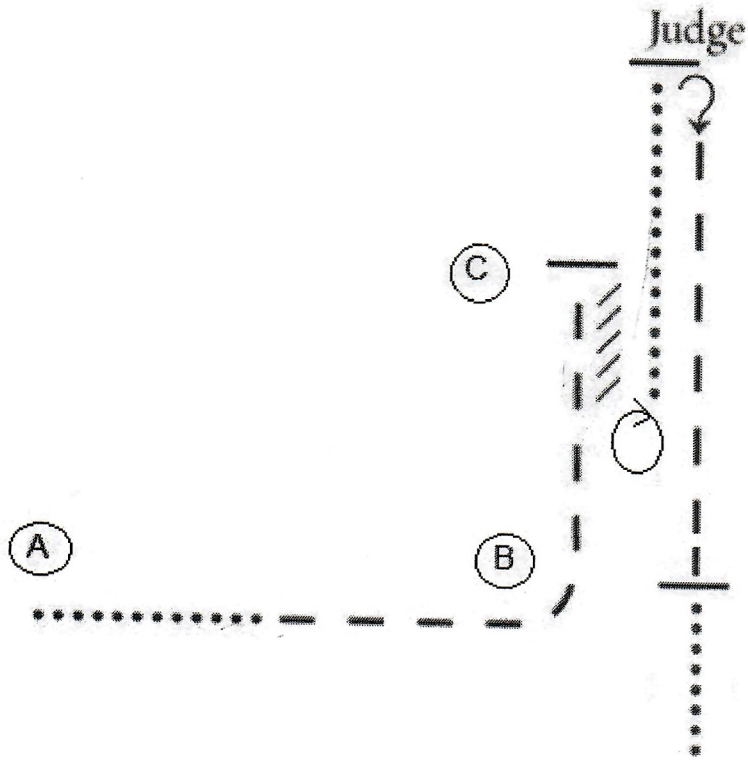
Mini Horse
SHOWMANSHIP
PATTERN 12



1. Walk from 1st to 2nd cone
2. Stop, back 4 steps
3. Continue to judge at jog
4. Stop for inspection
5. After dismissal, pivot and jog to line
6. Line up head to tail

Ware Appaloosa Horse Association
Spring Fling - May 7 & 8, 2016
Showmanship - Ranch

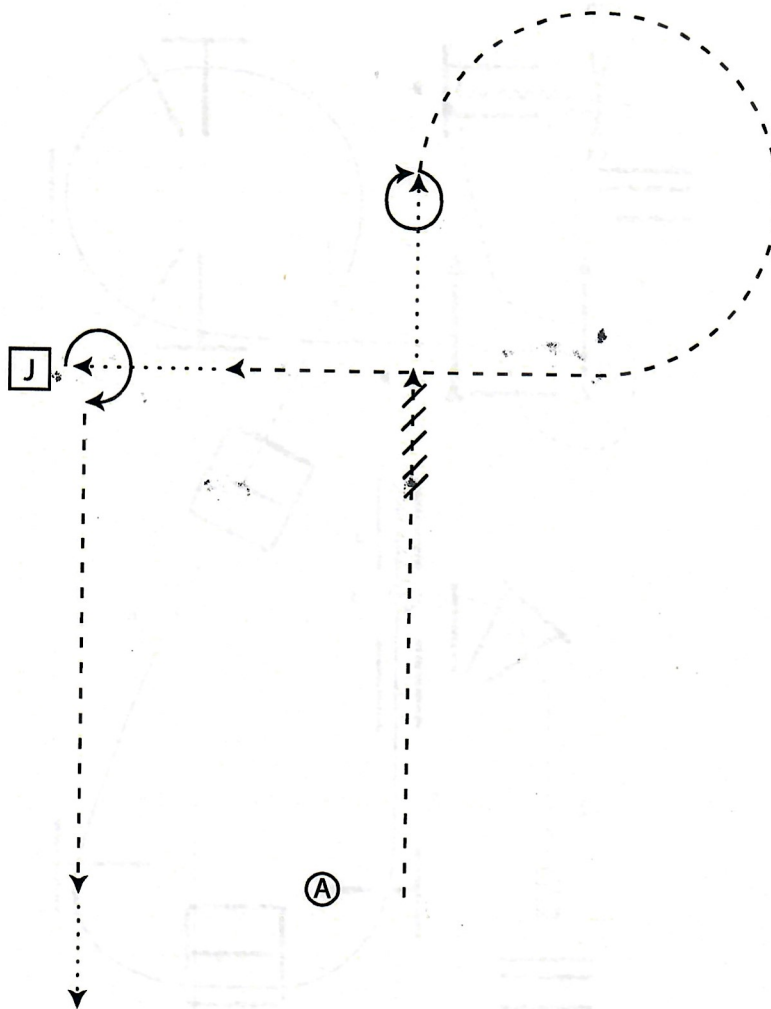
Classes



Line up in ring with tail to the rail

1. Be Ready at A
2. Walk half way between A and B
3. Trot corner around B and to C
4. Stop and back 5 steps
5. perform 360 turn
6. Walk to Judge
7. Set up for inspection
8. After inspection, perform 1/2 turn
9. Trot until even with B and walk to exit

Western Showmanship at Halter



KEY

.....	WALK
-----	JOG
-.-.-.-.-	EXTENDED JOG
//////////	BACK
Ⓐ	MARKER
Ⓜ	JUDGE

INSTRUCTIONS

1. Begin at A. Jog from A until even with the Judge. Stop.
2. Back.
3. Walk forward. Stop.
4. Execute a 360-degree turn.
5. Jog a circle to the right and toward the Judge. Break down to a walk to the Judge.
6. Stop, set up for inspection.
7. When excused, execute a 270-degree turn.
8. Jog a straight line until even with A.
9. At A, break down to a walk. Pattern is complete after 3 steps at a walk.
10. Exit the arena at a walk.

