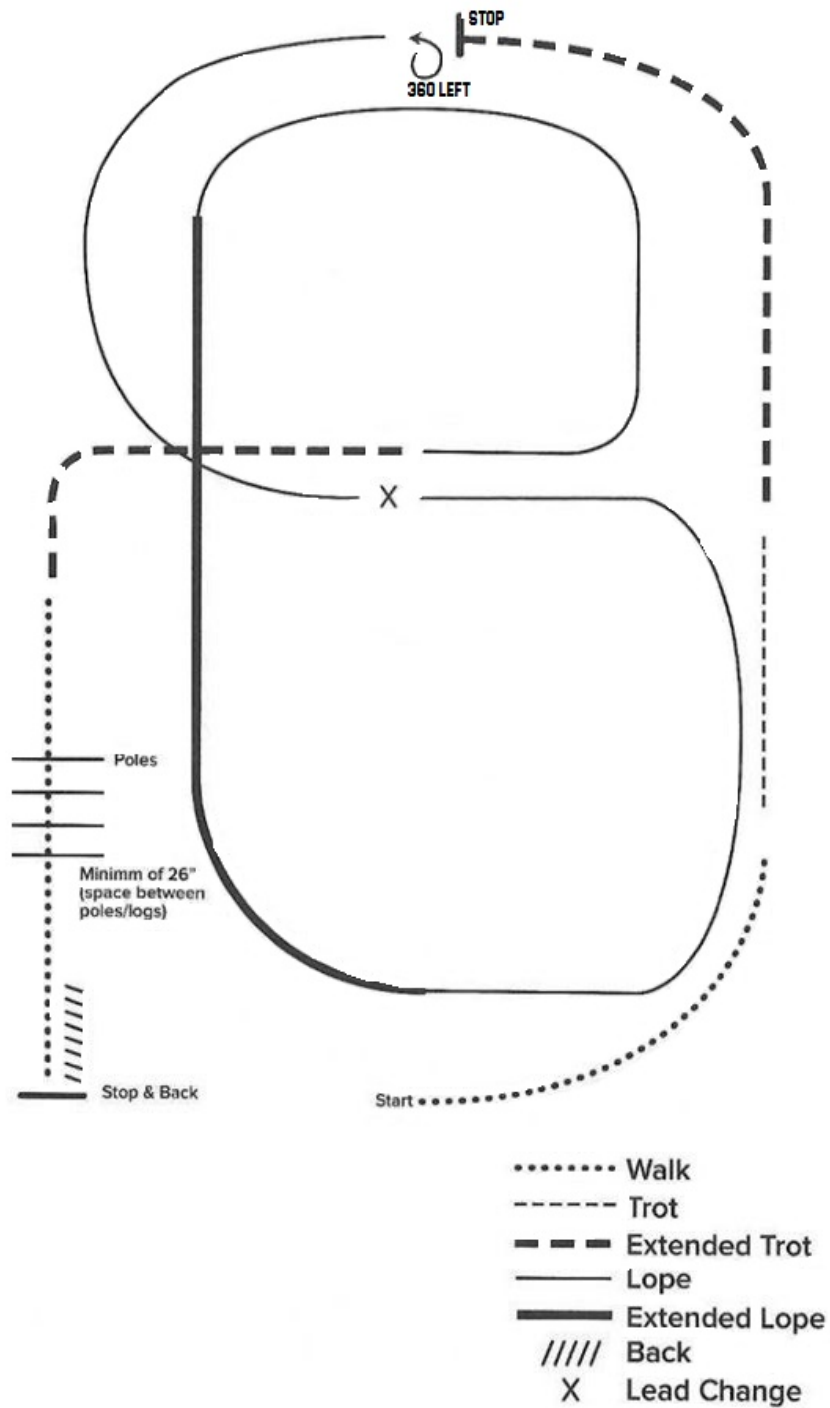


# Open & NQPA Ranchmanship

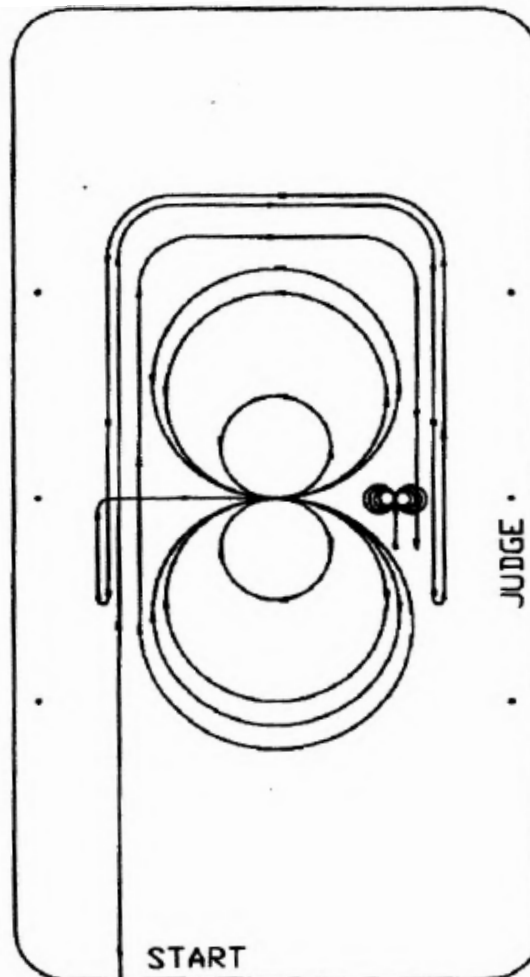
## NQPA Ranchmanship - Pattern #2





# Open & NQPA Reining

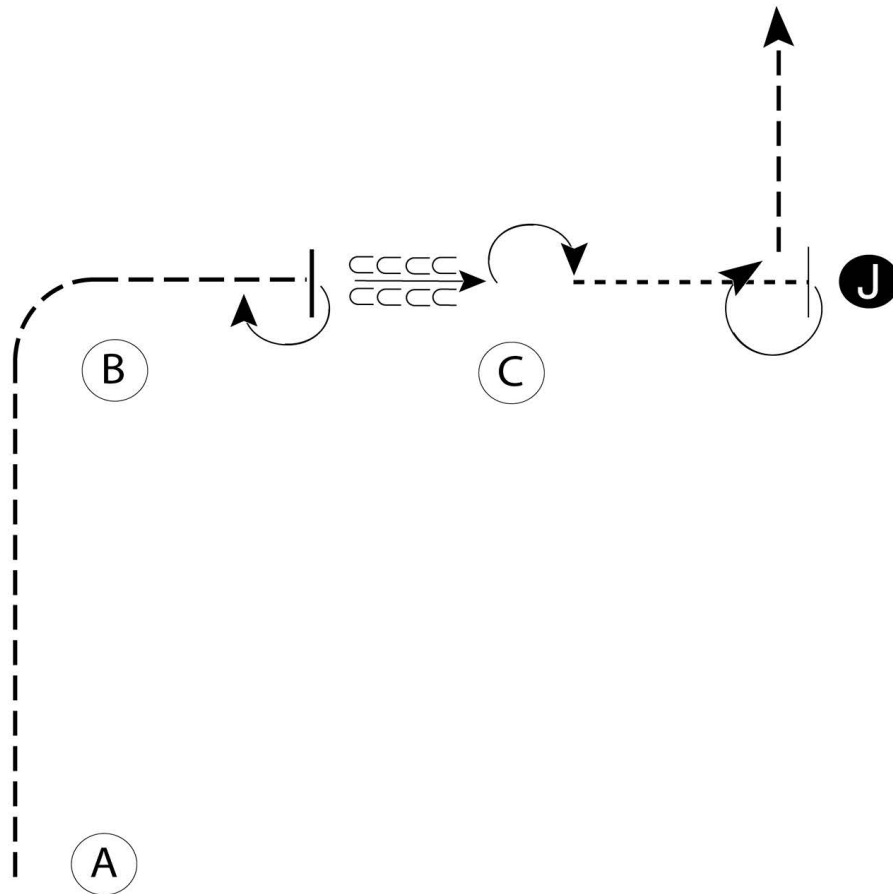
## NQPA REINING PATTERN #5



1. Beginning and staying at least twenty feet from the fence, lope straight up the left side of the arena, circle the top end of the arena and run straight down the opposite side (right side) of the arena, past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena, staying at least twenty feet from the fence. Circle back around the top of the arena and run straight down the left side of the arena, past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. (at the center marker, you should be on the right lead) Continue to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast and the third circle small and slow. Change leads in the center of the arena.
4. Complete three circles to the left; the first two circles large and fast and the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty five feet from the fence. Circle the top of the arena and straight down the right side of the arena, past the center marker, and do a sliding stop. Back up at least ten feet. Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.



## Showmanship: All (except Peewee)

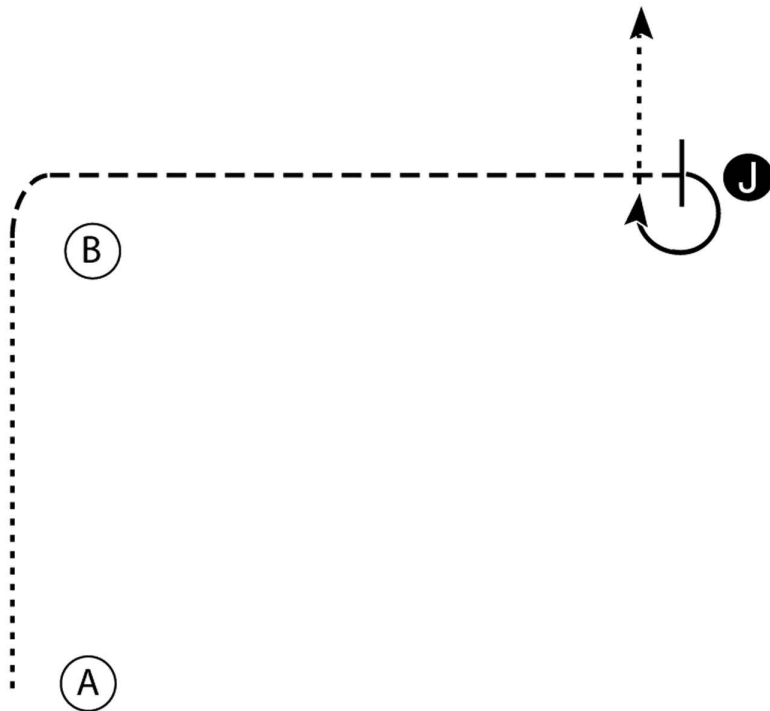


1. Jog from A around B
2. Half way to C stop and perform a 180 degree turn
3. Back to C
4. Perform a 180 degree turn, walk to Judge and set up for inspection
5. When dismissed, perform a 270-degree turn and trot away

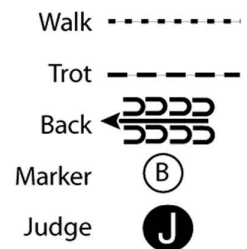
Walk	-----
Trot	-----
Back	←
Marker	Ⓟ
Judge	Ⓝ



# Open & NQPA Peewee Showmanship

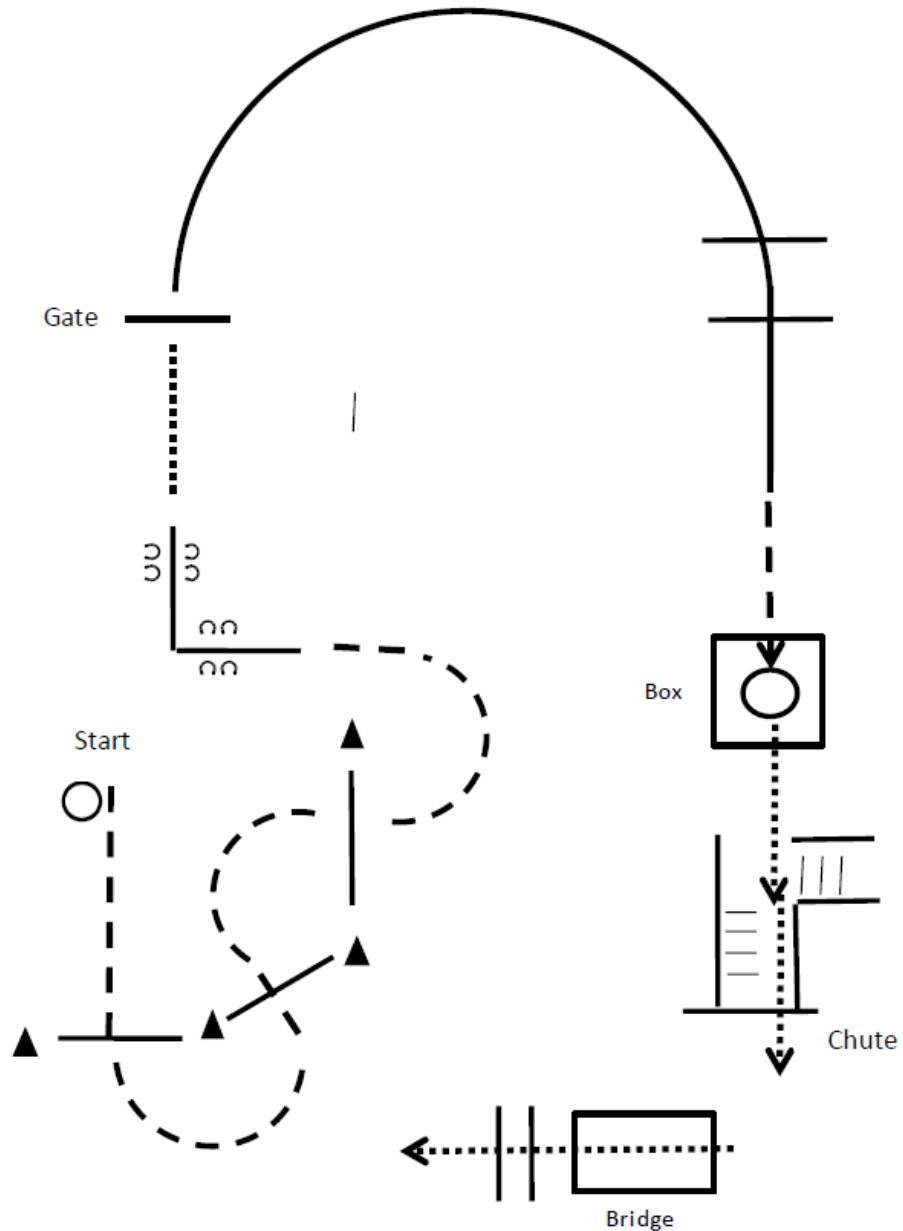


1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.





## Open & NQPA Trail

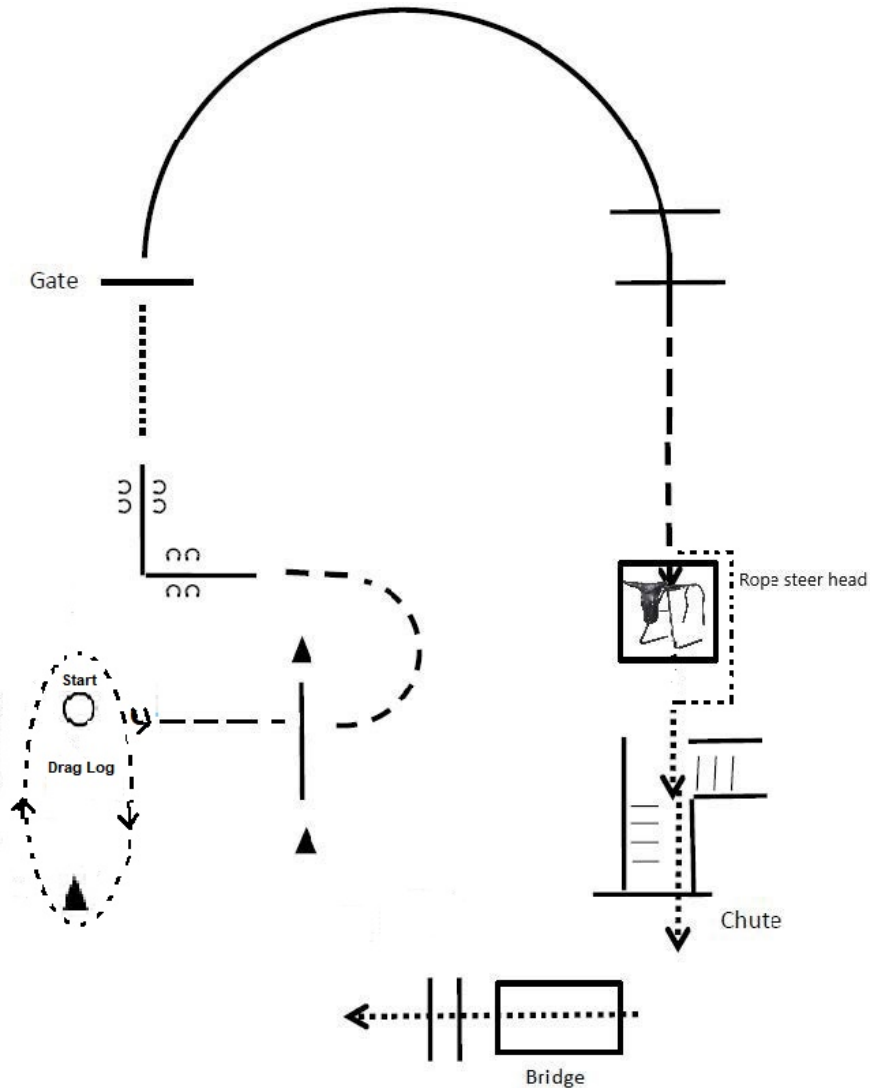


1. Trot serpentine around cones and over poles.
2. Side pass left over the poles
3. Walk to gate and work gate with left hand.
4. Lope right lead over poles.
5. Trot to and into box.
6. Stop and perform a 360 degree turn to the left.
7. Exit box and walk into chute. Back the L and walk back through the chute to the bridge.
8. Walk over bridge and poles to complete pattern.

Lope over Poles: 7 ft apart  
Walk over Poles: 2 ft apart



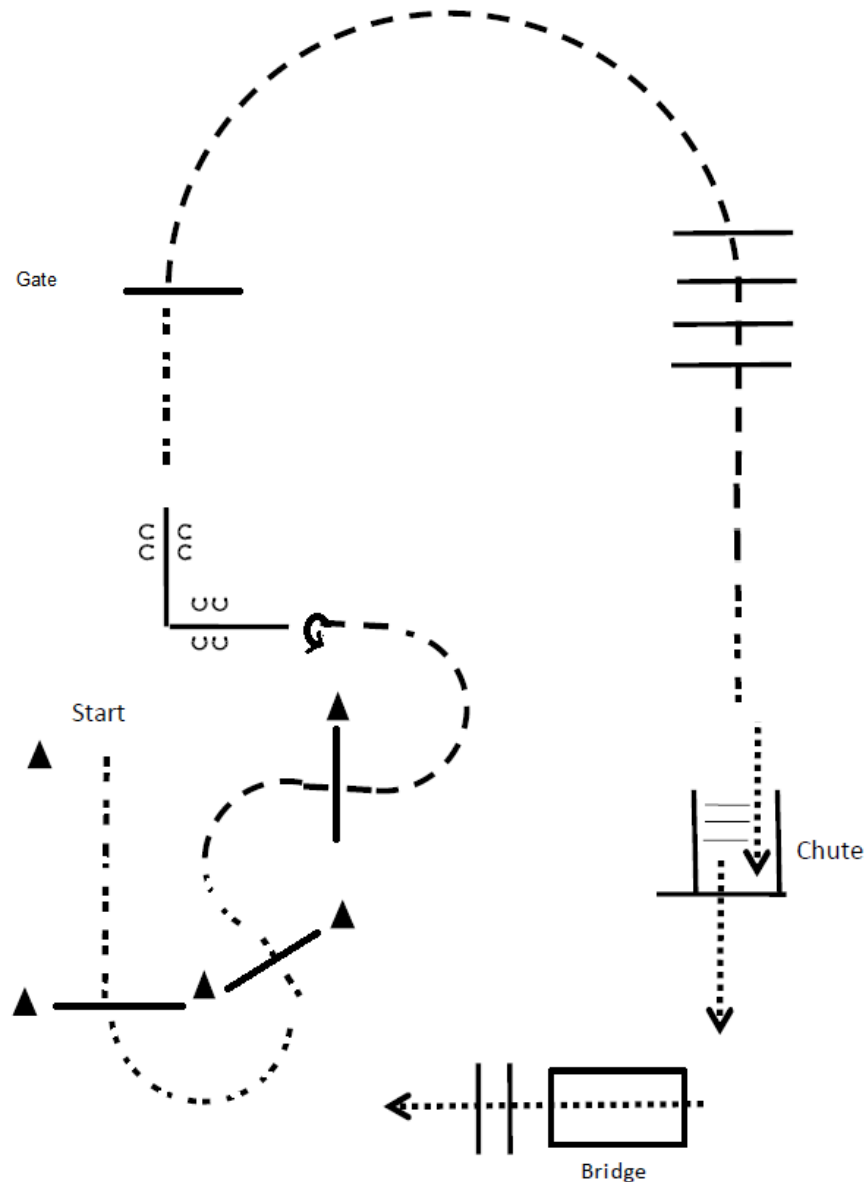
## Open & SOQPA Ranch Trail



1. At a walk, drag log around cones.
2. Stop and do a 90 degree turn to the left.
3. Trot over pole.
4. Side pass left over poles.
5. Walk to gate and work gate with left hand.
6. Lope right lead over poles and break to trot.
7. Stop at the box and attempt to rope the steer head. *(no deduction for misses)*
8. Walk around box, as shown, to and into the chute.
9. Back the L and walk back through the chute to the bridge.
10. Walk over the bridge and elevated poles to complete the pattern.



## Open & NQPA W/T & In-Hand Trail



1. Walk a serpentine over first two poles.
2. Trot over 3<sup>rd</sup> pole to the side pass.
3. Turn 90 degrees and side pass over poles.
4. Walk through the gate (it will be open)
5. Trot to and over poles.
6. Walk into chute. Back out of chute. Walk back through the chute.
7. Continue walking to and over the bridge and poles to complete the pattern.