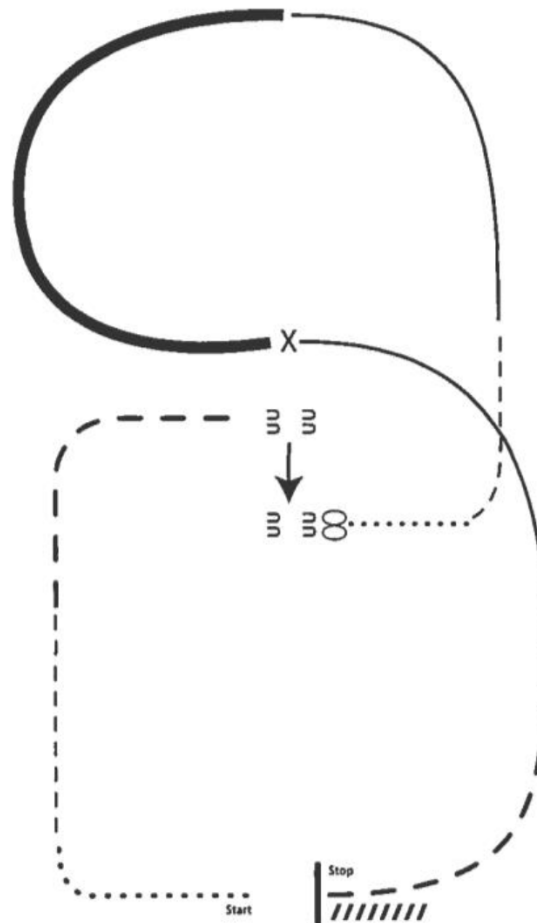


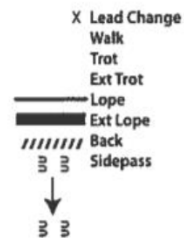


Open & NQPA Ranchmanship

NQPA Ranchmanship Pattern #1



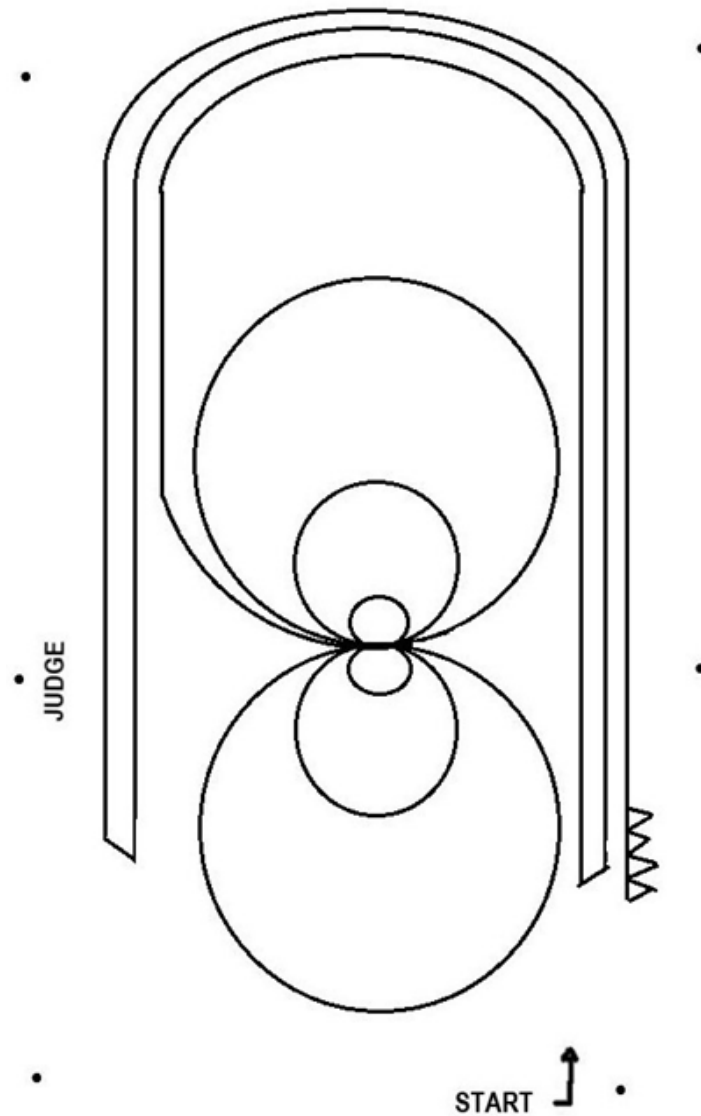
1. Walk.
2. Trot.
3. Extended trot to center of arena.
4. Stop and side pass to the right.
5. Turn 360° to the right, stop, and then turn 360° to the left.
6. Walk.
7. Trot.
8. Lope left lead.
9. Extend the lope.
10. Perform a simple or flying change of lead.
11. Collect the lope.
12. Extend the trot.
13. Stop and back.





Open & NQPA Reining

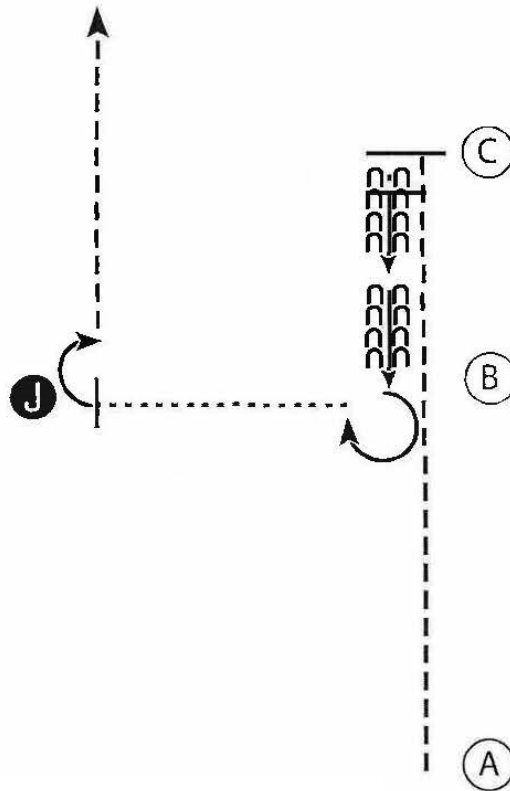
NQPA Reining Pattern #2



1. Walk to the center of the arena, facing the left wall.
2. Spin once to the left
3. Spin once to the right
4. Depart on the right lead, completing one small slow Circle, and one large fast circle
5. Change leads in the center of the arena.
6. On the left lead, perform one small slow circle, and one large fast circle.
7. Change leads in center of arena
8. On the right Lead, begin a large fast circle, but do not close it, Run down the right wall of the arena, 20 feet off The rail, past the center marker, stop and roll back to the left.
9. Run around the top of arena, down the left wall 20 feet off the rail, past the center marker, stop and roll-back to the right.
10. Run around the top of the arena, down the right wall, 20 feet off the rail, past the center marker, stop and back at least 10 feet.



SHOWMANSHIP: ALL (except Peewee)

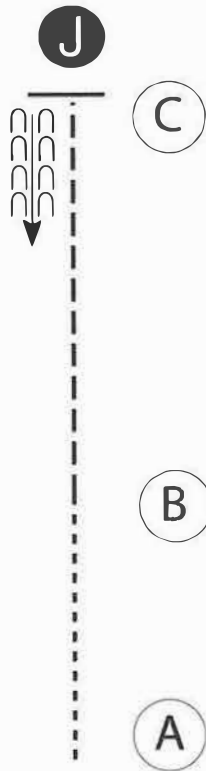


1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.

Walk
 Trot - - - - -
 Back ←
 Marker (B)
 Judge (J)




Open/NQPA Peewee Showmanship



Be ready at A.

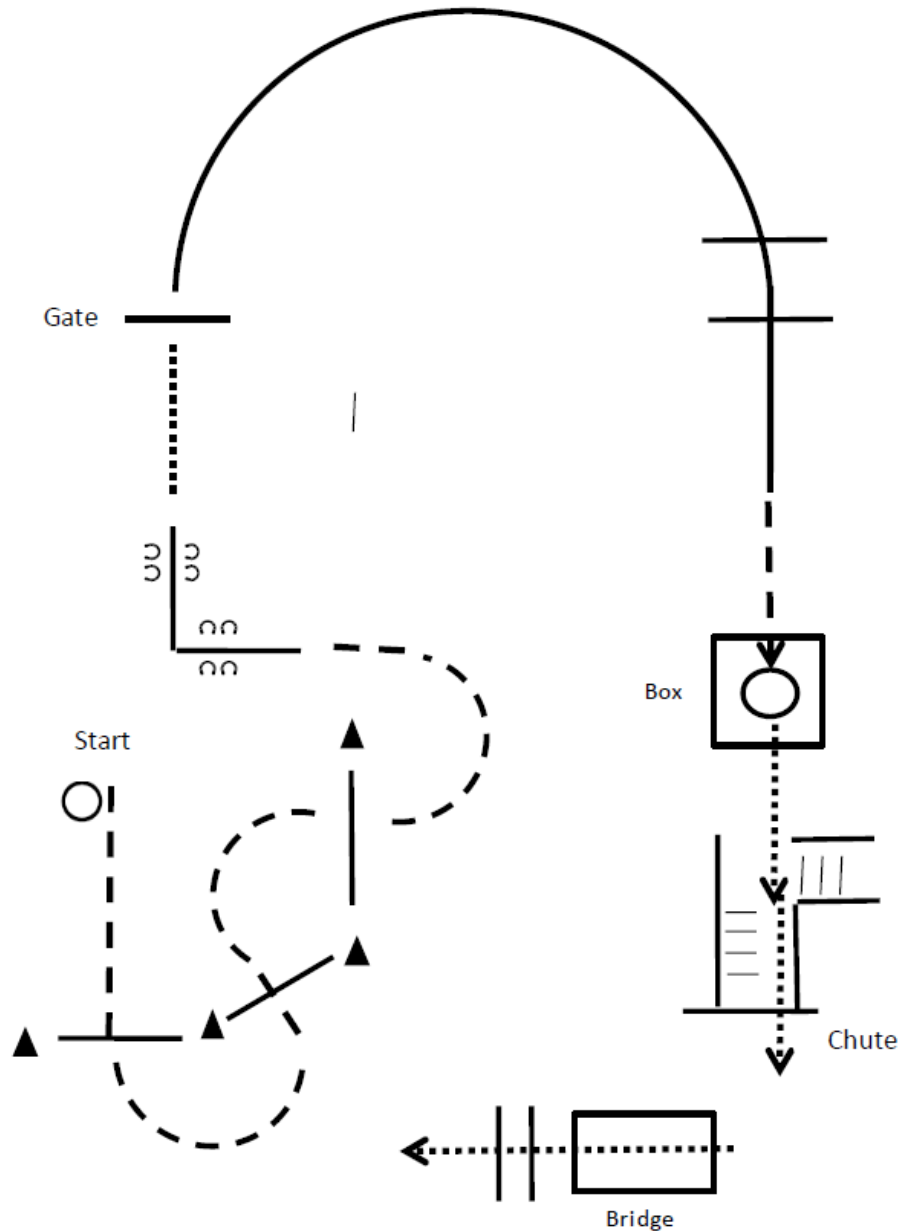
1. Walk to B.
2. Trot to C.
3. Stop and set up for inspection.
4. When dismissed, back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓐ



Open & NQPA Trail

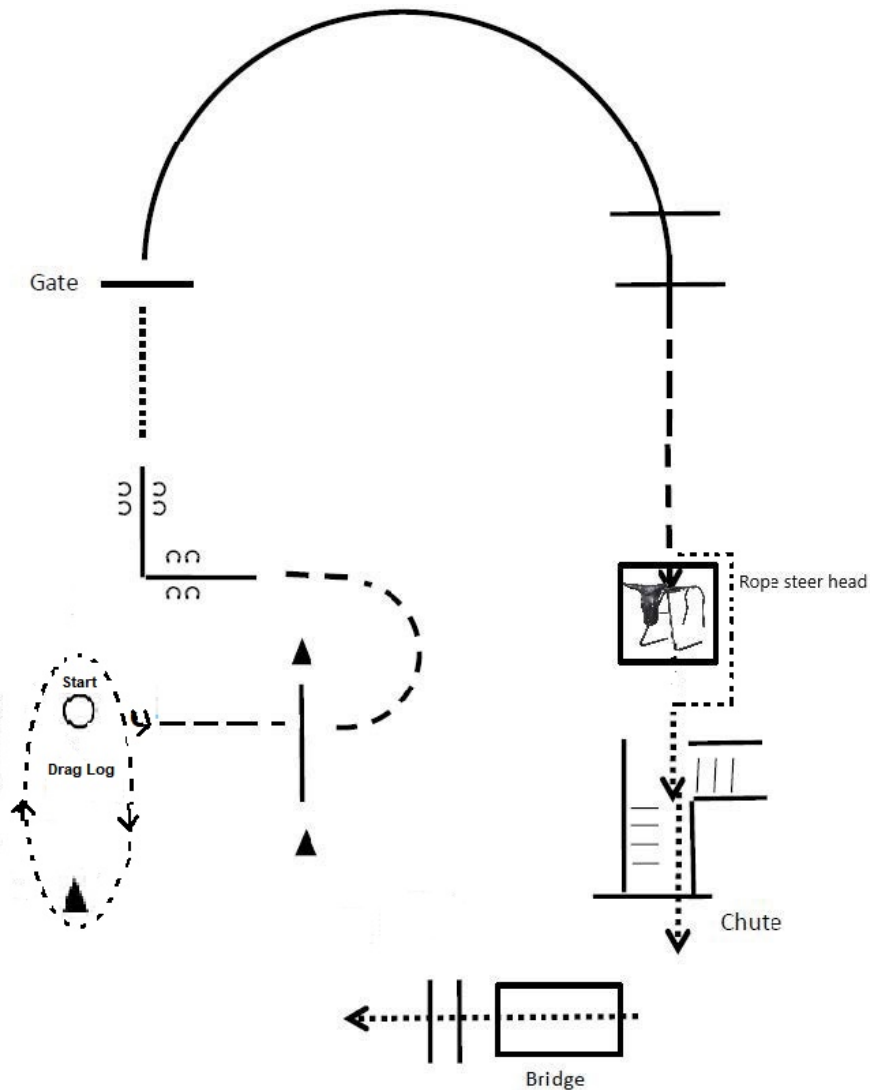


1. Trot serpentine around cones and over poles.
2. Side pass left over the poles
3. Walk to gate and work gate with left hand.
4. Lope right lead over poles.
5. Trot to and into box.
6. Stop and perform a 360 degree turn to the left.
7. Exit box and walk into chute. Back the L and walk back through the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



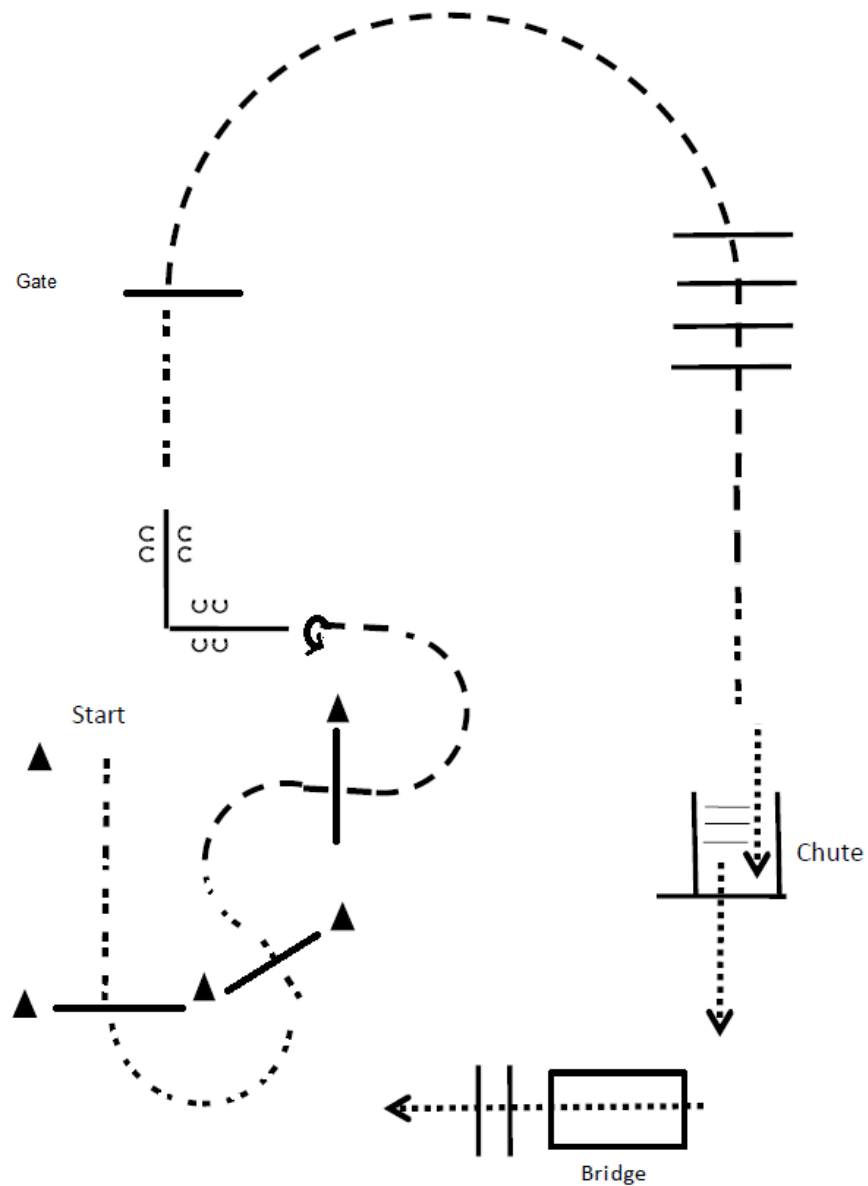
Open & SOQPA Ranch Trail



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 3rd 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.