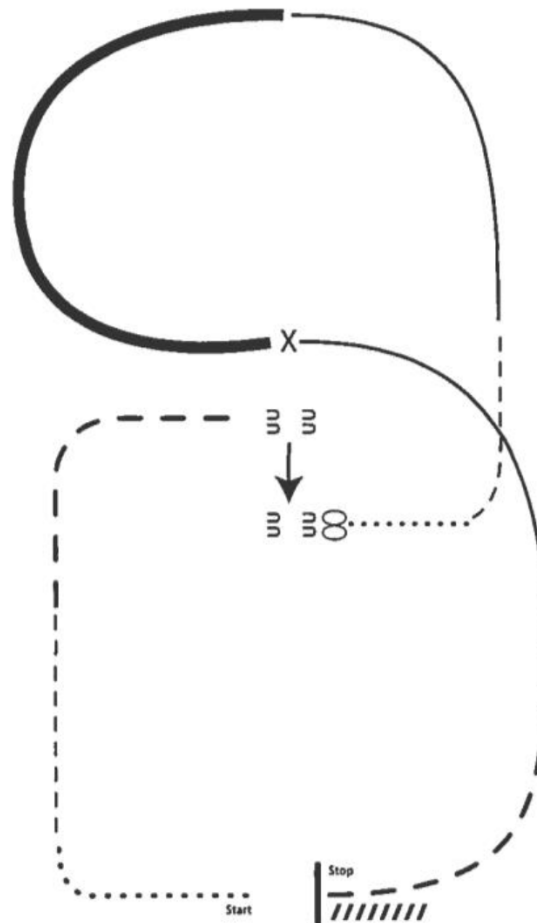


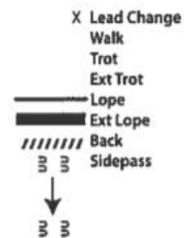


Open & NQPA Ranchmanship

NQPA Ranchmanship Pattern #1



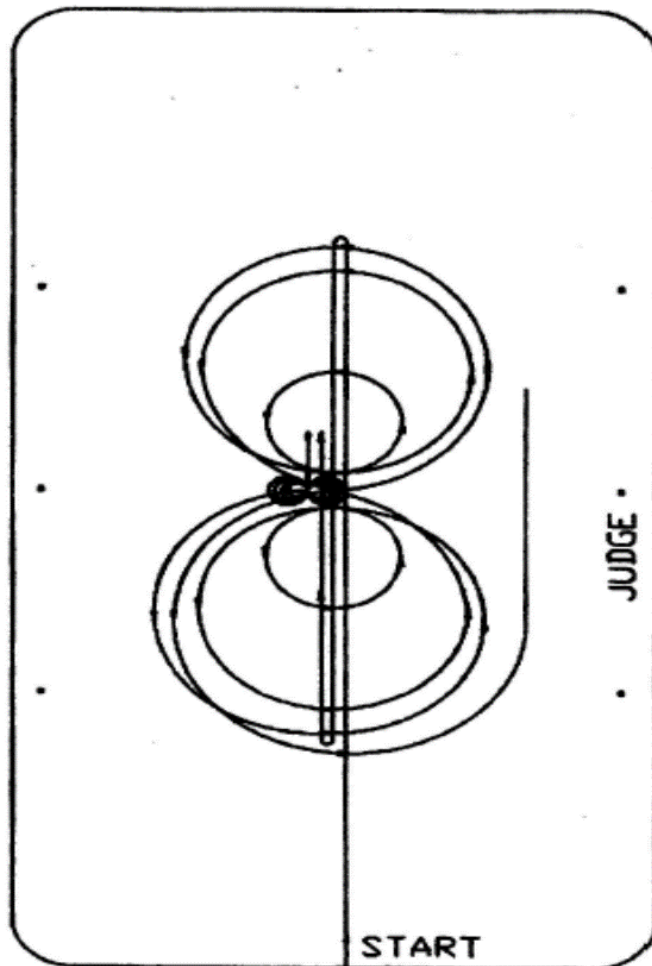
1. Walk.
2. Trot.
3. Extended trot to center of arena.
4. Stop and side pass to the right.
5. Turn 360° to the right, stop, and then turn 360° to the left.
6. Walk.
7. Trot.
8. Lope left lead.
9. Extend the lope.
10. Perform a simple or flying change of lead.
11. Collect the lope.
12. Extend the trot.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





Open & NQPA Reining

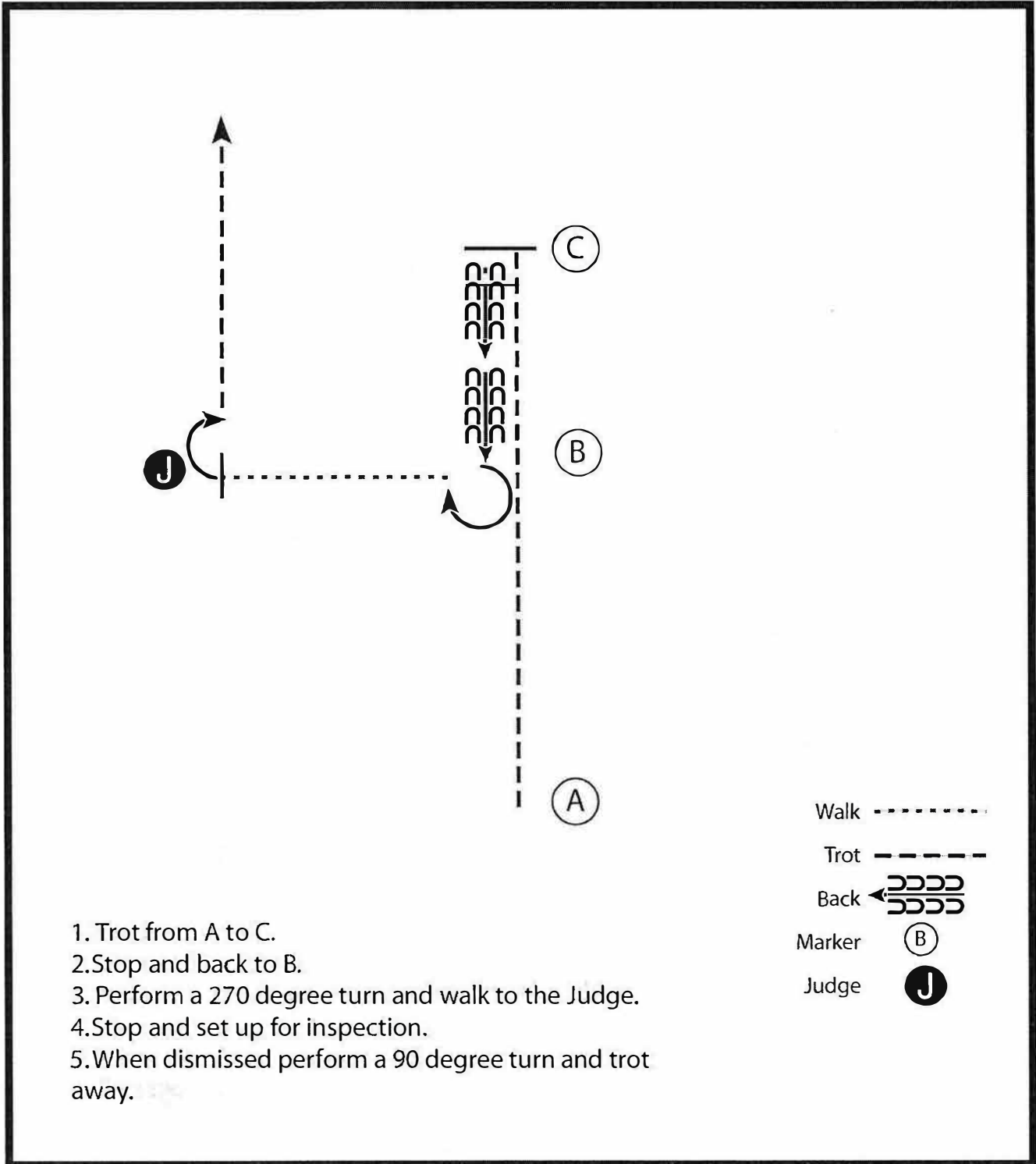
NQPA REINING PATTERN #4



1. Run at speed to the far end of the arena, past the end marker and do a left rollback - *no hesitation*.
2. Run to the opposite end of the arena, past the end marker, and do a right rollback - *no hesitation*.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. *Hesitate*
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. *Hesitate*.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena, past the center marker and do a sliding stop at least twenty feet from the wall or fence. *Hesitate* to demonstrate completion of the pattern.

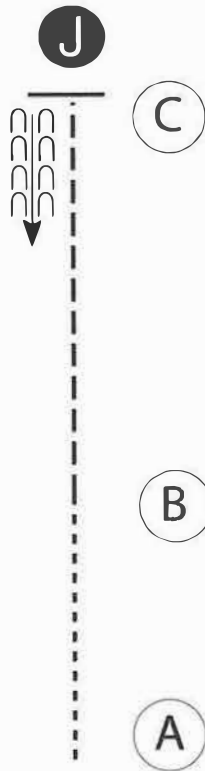


SHOWMANSHIP (all except Peewee)





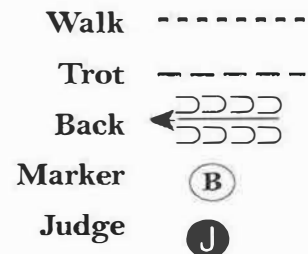
Pee Wee Showmanship



Be ready at A.

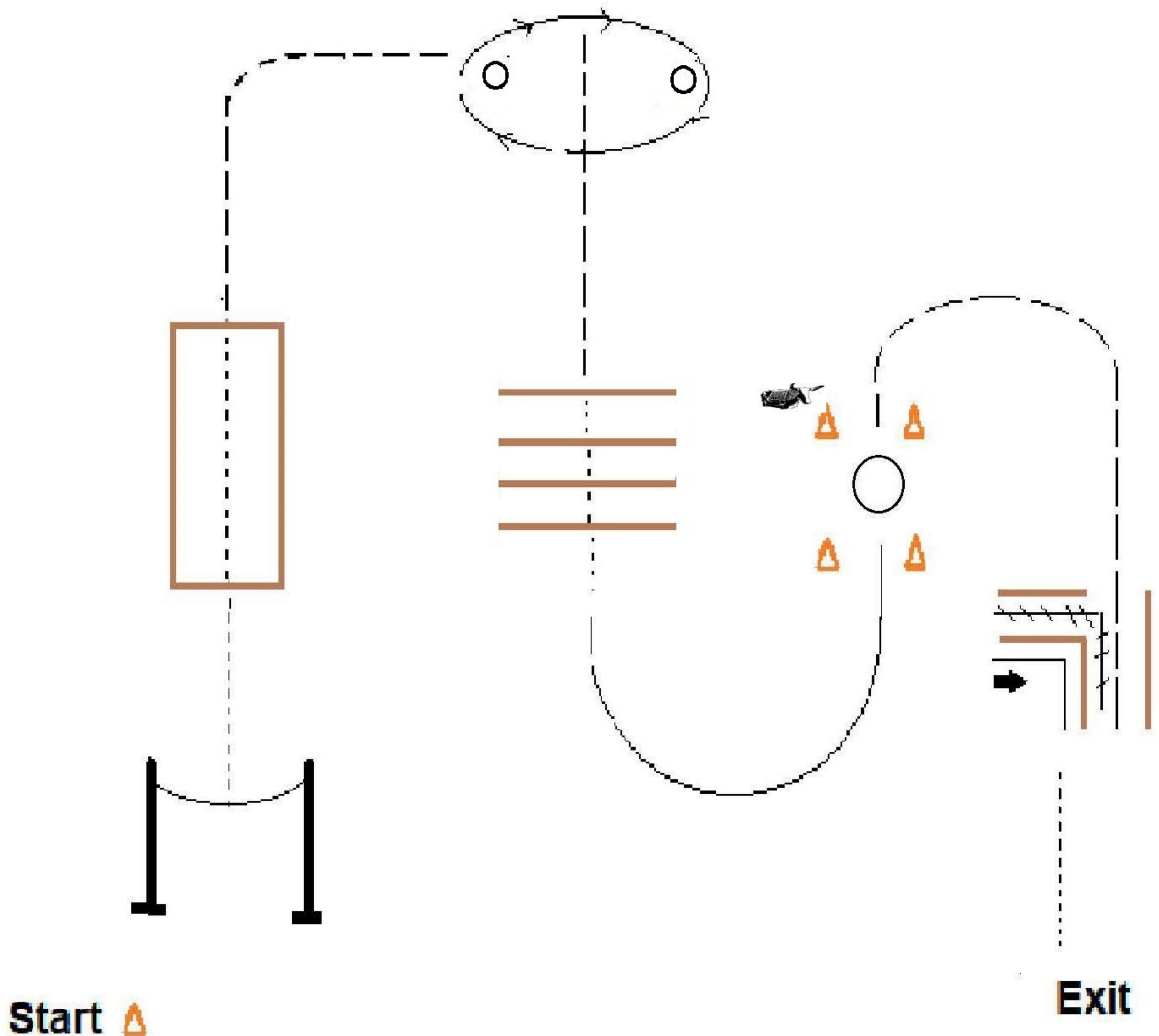
1. Walk to B.
2. Trot to C.
3. Stop and set up for inspection.
4. When dismissed, back approximately one horse length.

Follow the instructions of your ring steward.





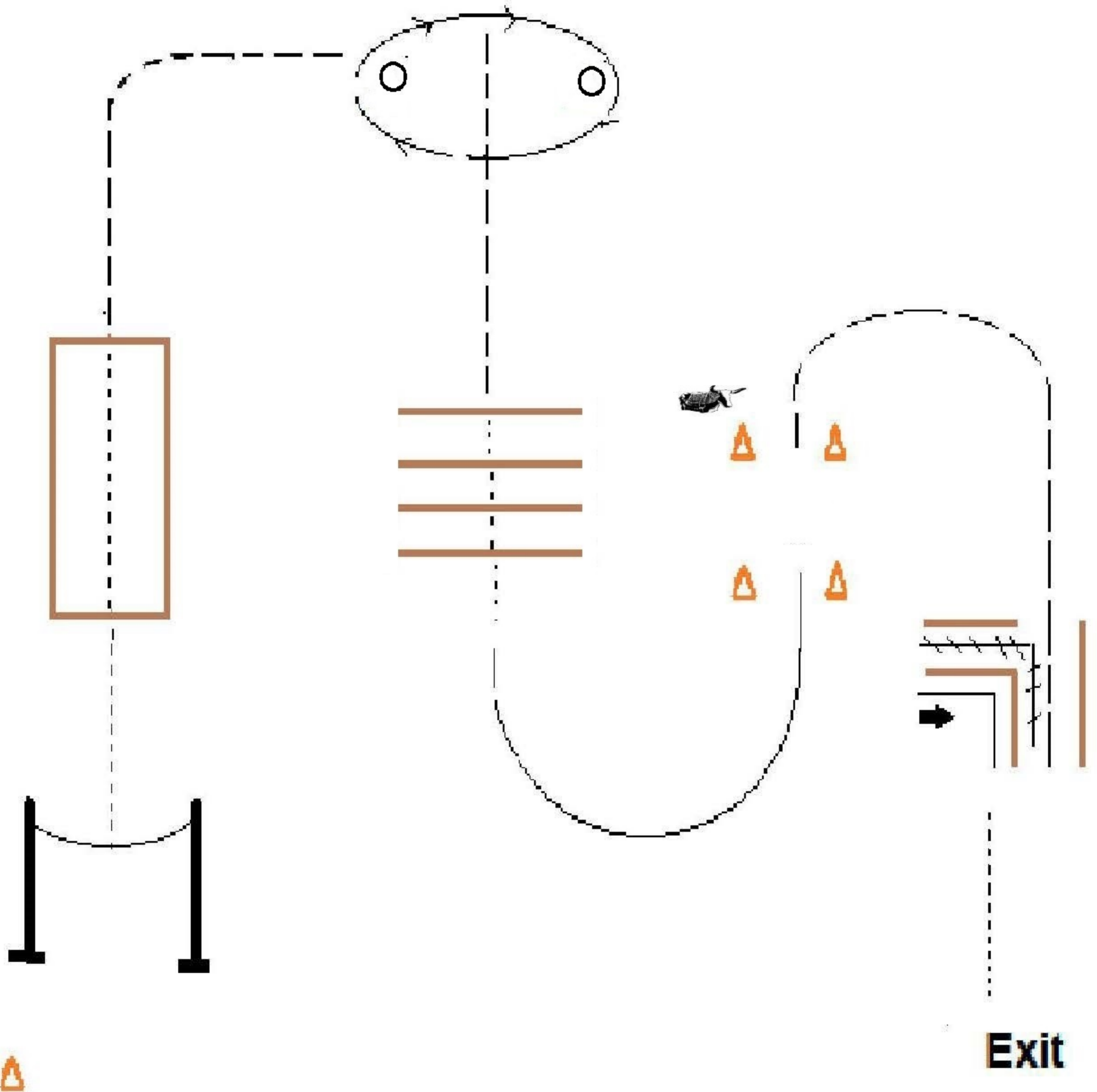
Open & NQPA Trail



1. Be ready at the cone. When acknowledged, walk to gate and work with left hand (push)
2. Walk to and over the bridge.
3. Trot to the 1st barrel pick up object. Continue, at a walk, around second barrel, as shown, and return object to original position.
4. Trot to logs, stop and walk through.
5. Proceed, at a lope on the left lead to the 4-cone box. Stop and perform a 360 degree turn to the right.
6. Continue at an extended jog to and through the chute.
7. Back through the L
8. Perform a 90 degree pivot to the right and side-pass the L
9. Perform a 90 degree pivot to the left and Walk out.



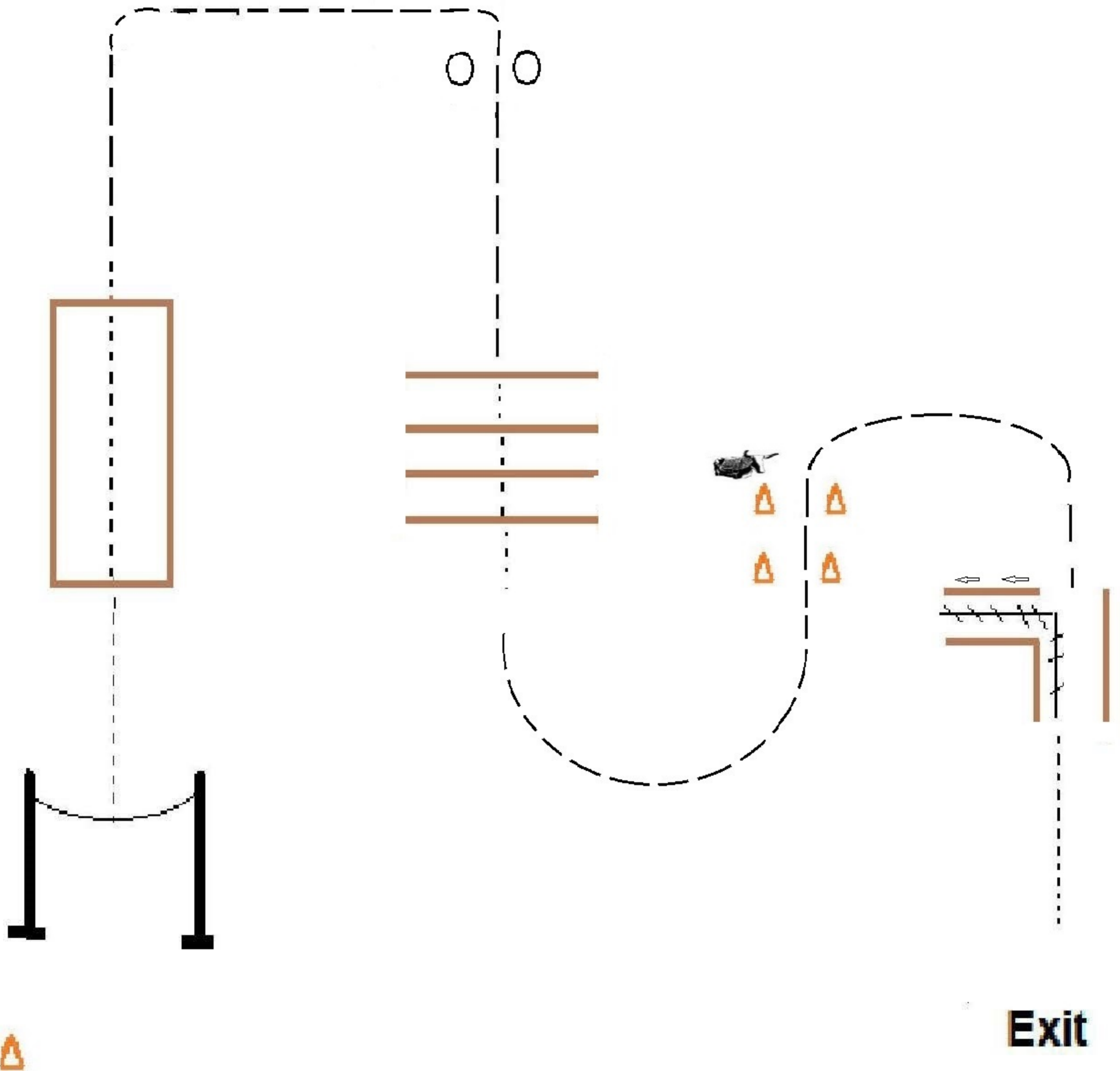
Ranch Trail



1. Be ready at the cone. When acknowledged, walk to gate and work with left hand (push)
2. Walk to and over the bridge.
3. Trot to the 1st barrel and drag log (at a walk) around second barrel, as shown, and return log to original position.
4. Trot to logs, stop and walk through.
5. Proceed, at a lope on the left lead to the 4-cone box. Stop and rope the dummy (no penalty for misses)
6. Continue at an extended jog to and through the chute.
7. Back through the L
8. Perform a 90 degree pivot to the right and side-pass the L
9. Perform a 90 degree pivot to the left and Walk out.



Walk/Trot & In-Hand Trail



1. Be ready at the cone. When acknowledged, walk to gate and work with left hand (push)
2. Walk to and over the bridge.
3. Jog through the barrels and to the logs.
4. Stop and walk through logs.
5. Continue at an extended jog into the box and break to a regular jog.
6. Continue at a jog to the 1st log and side pass to the right, over the log, as shown.
7. Step forward, positioning horse to the chute, and perform a 90 degree turn to the right.
8. Back through the L
9. Perform a 180 degree pivot to the right and walk out.