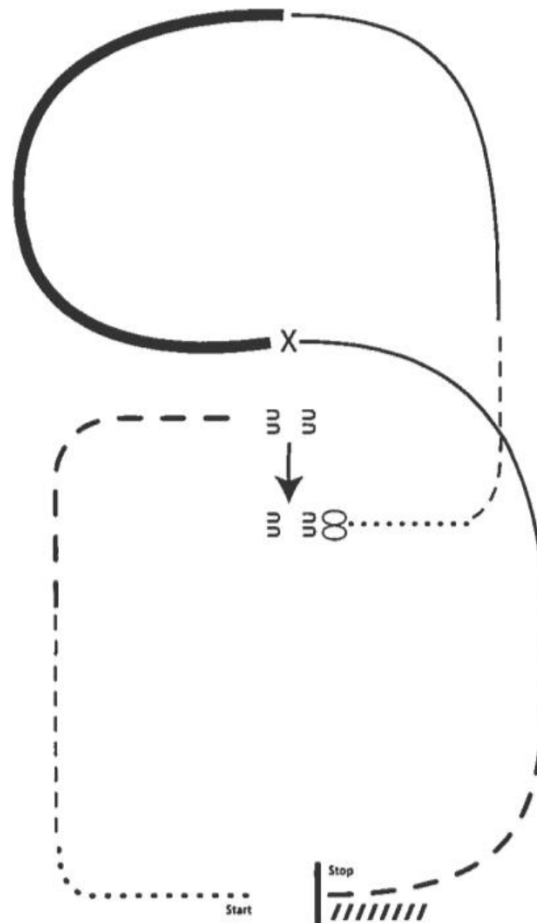


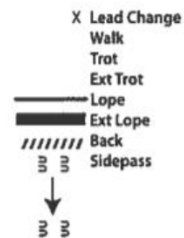


Open & NQPA Ranchmanship

NQPA Ranchmanship Pattern #1



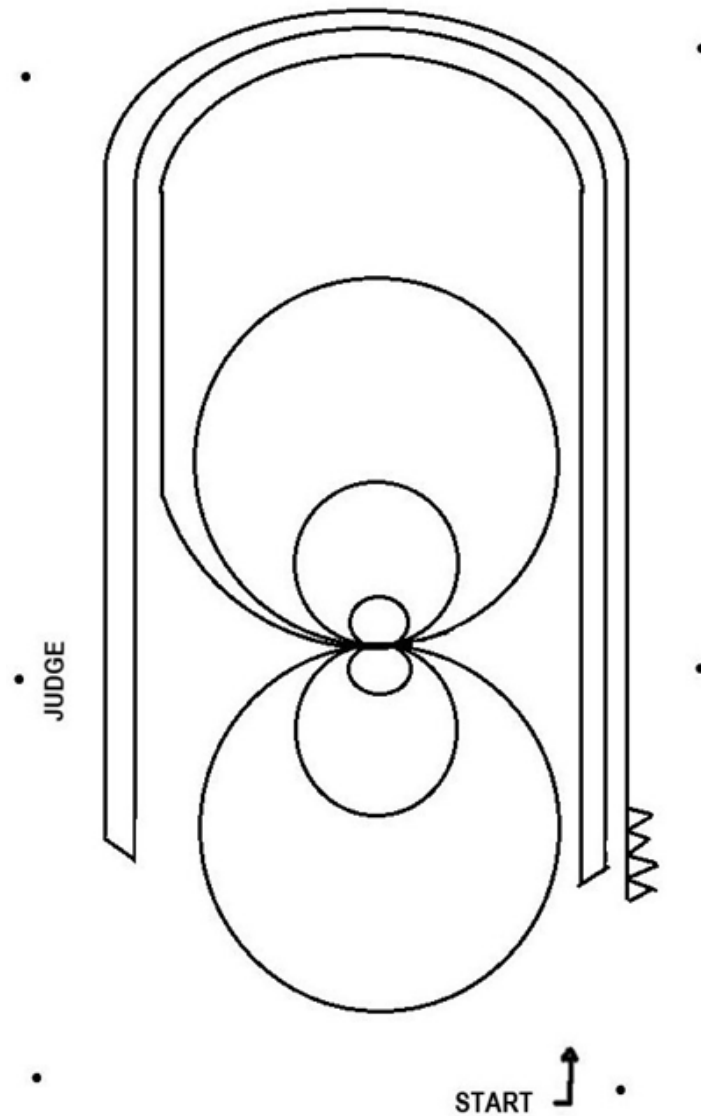
1. Walk.
2. Trot.
3. Extended trot to center of arena.
4. Stop and side pass to the right.
5. Turn 360° to the right, stop, and then turn 360° to the left.
6. Walk.
7. Trot.
8. Lope left lead.
9. Extend the lope.
10. Perform a simple or flying change of lead.
11. Collect the lope.
12. Extend the trot.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





Open & NQPA Reining

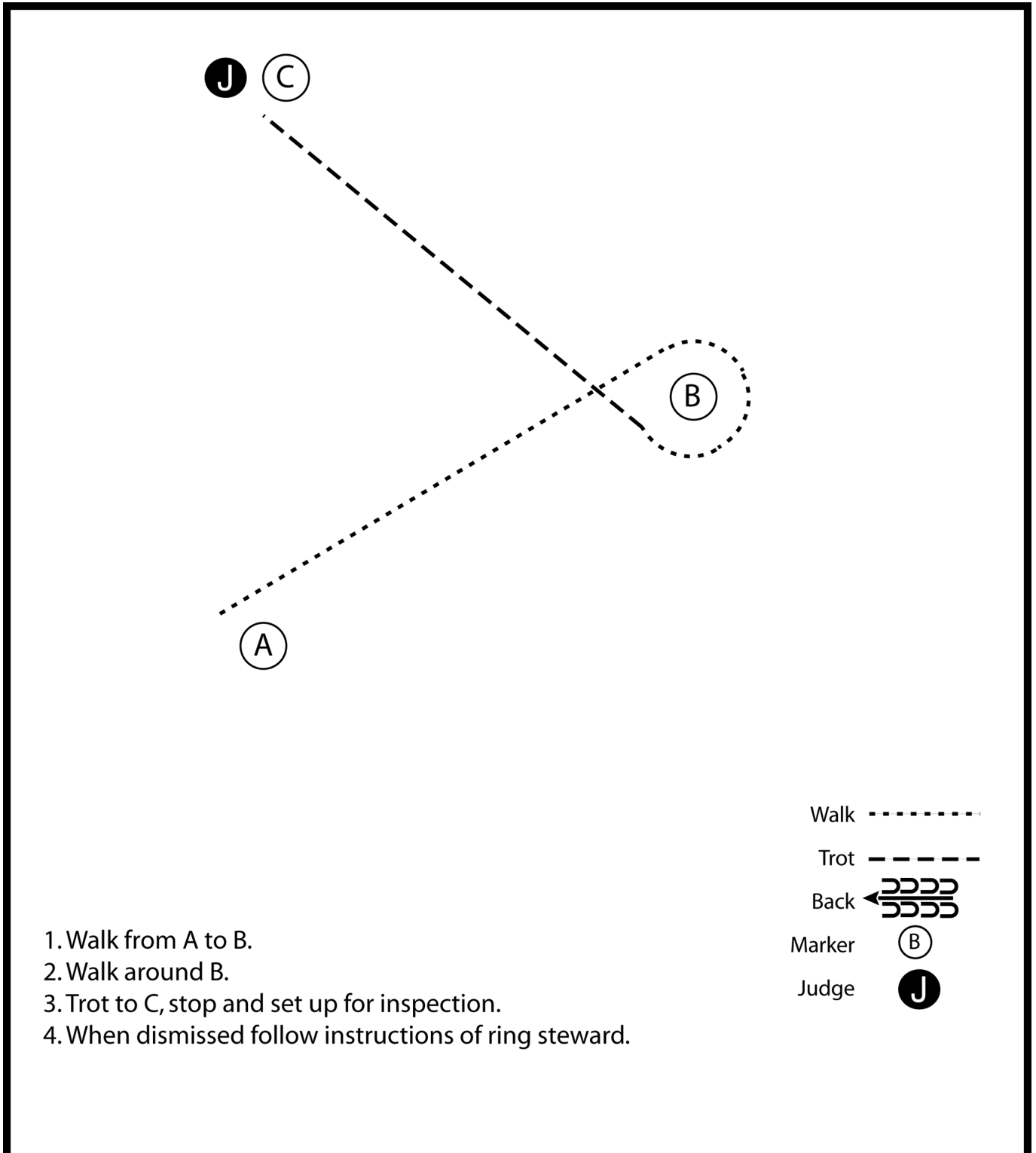
NQPA Reining Pattern #2



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.

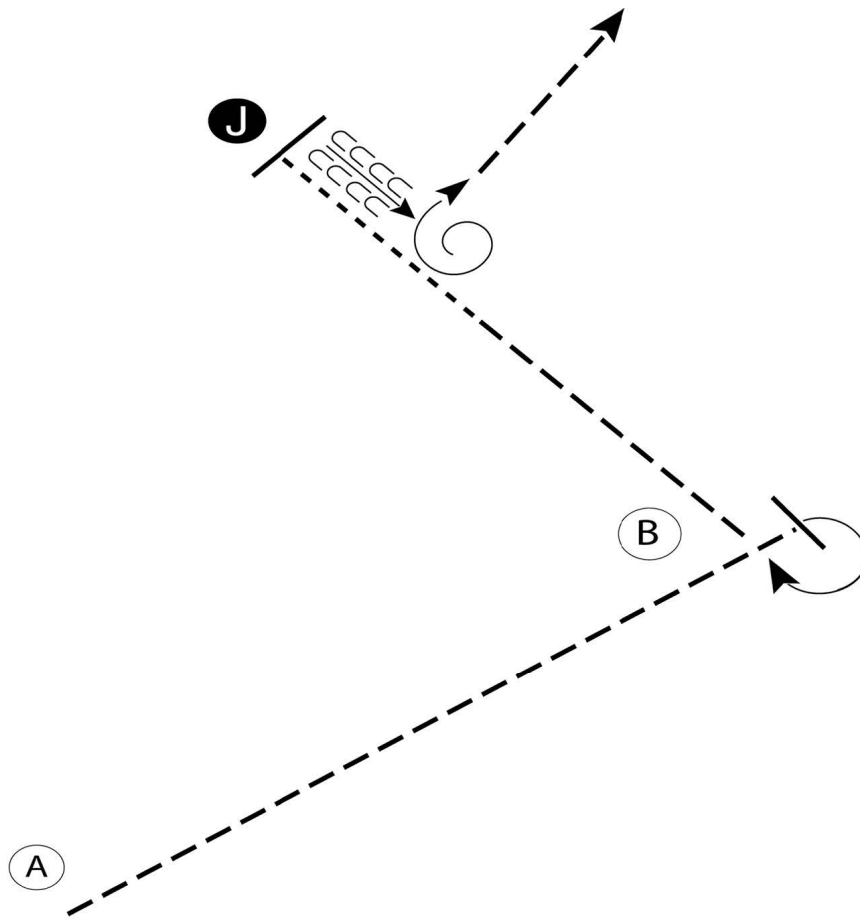


Open/NQPA Peewee Showmanship





Showmanship: All (except Peewee)

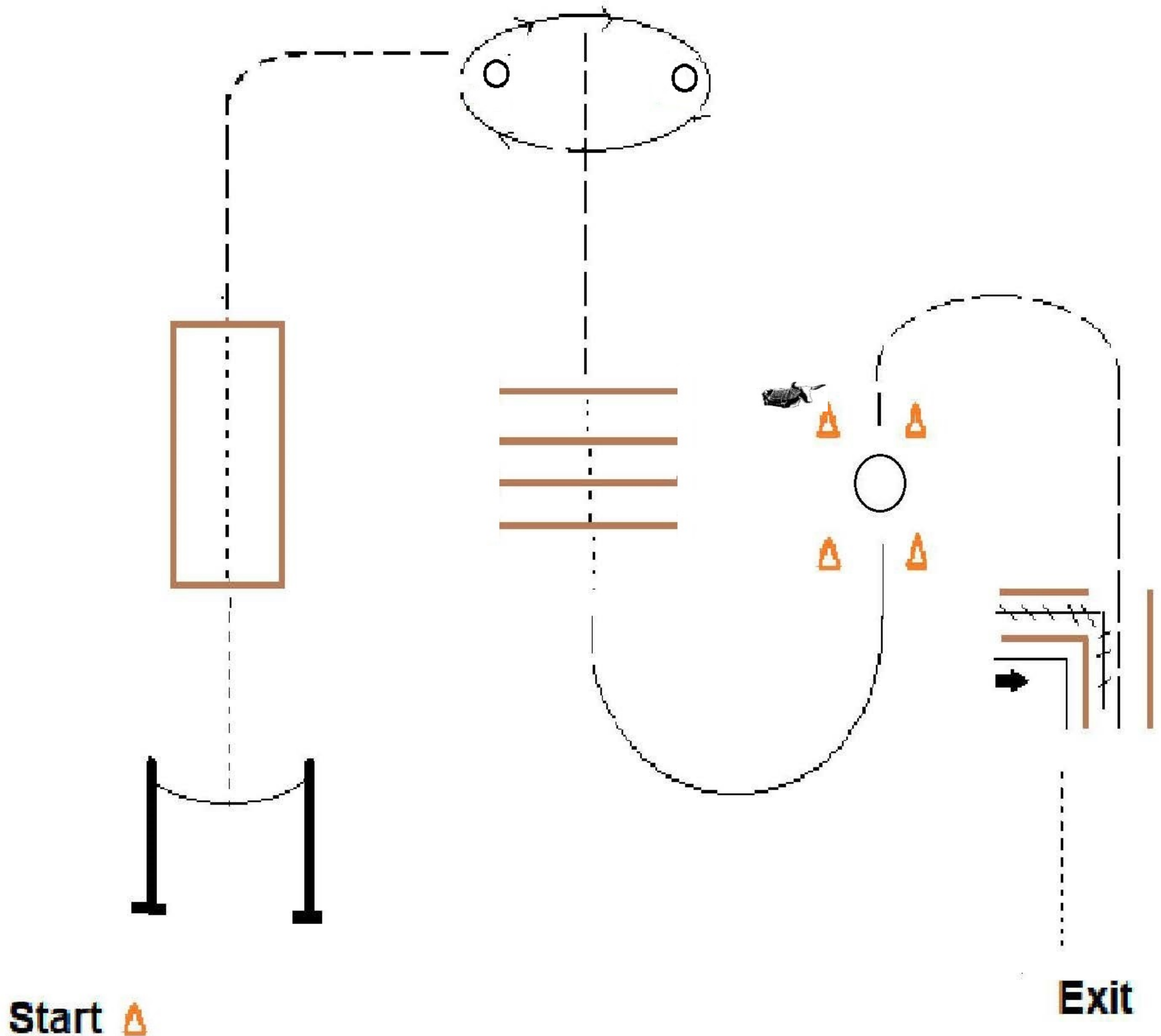


1. Begin at A. Trot past B and stop
2. Perform a 270 degree turn
3. Trot halfway to the Judge
4. Break to the walk and walk to the Judge
5. Stop and set up for inspection
6. When dismissed back one horse length
7. Perform a 450 degree turn and trot away

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



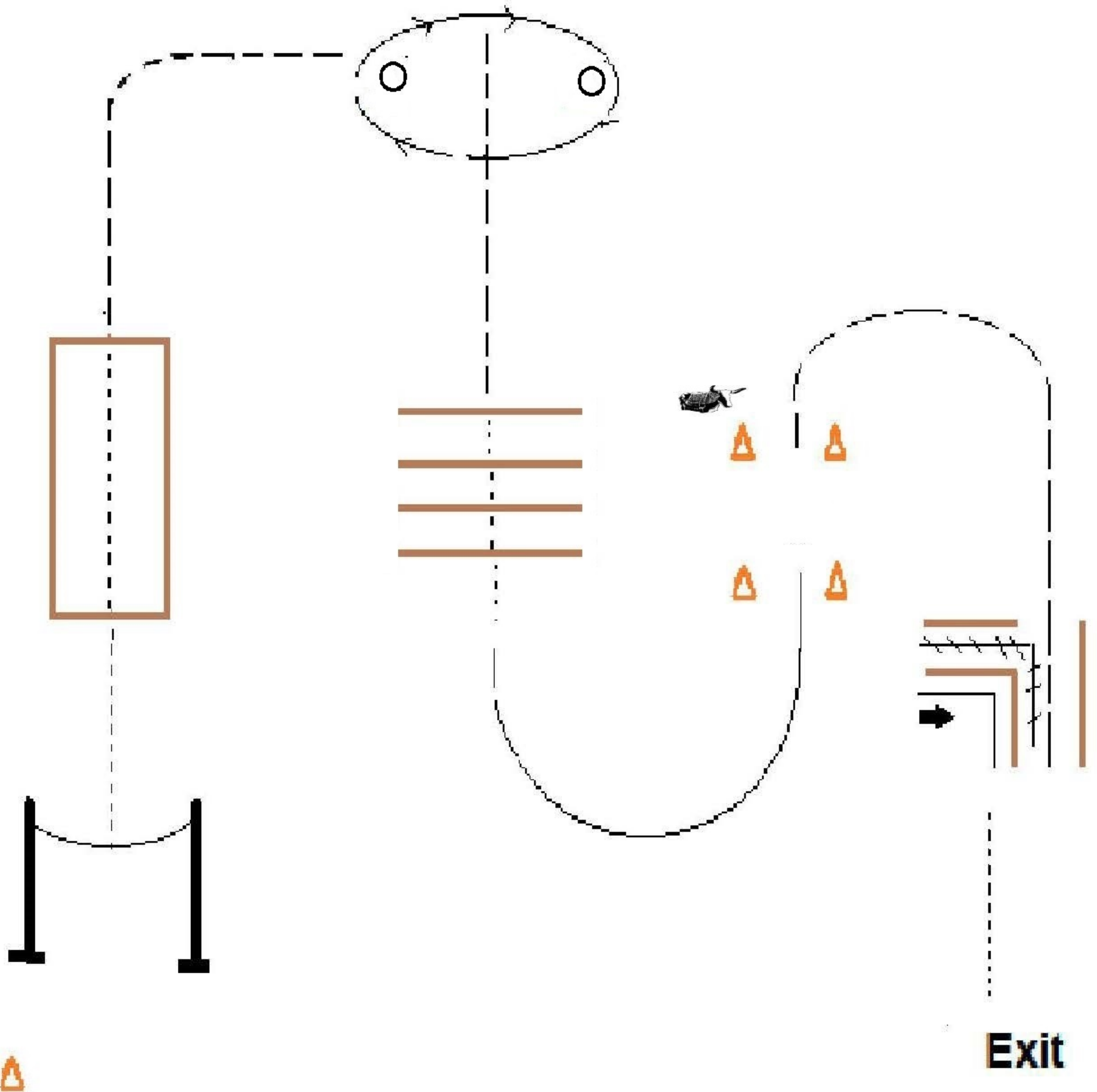
Open & NQPA Trail



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.



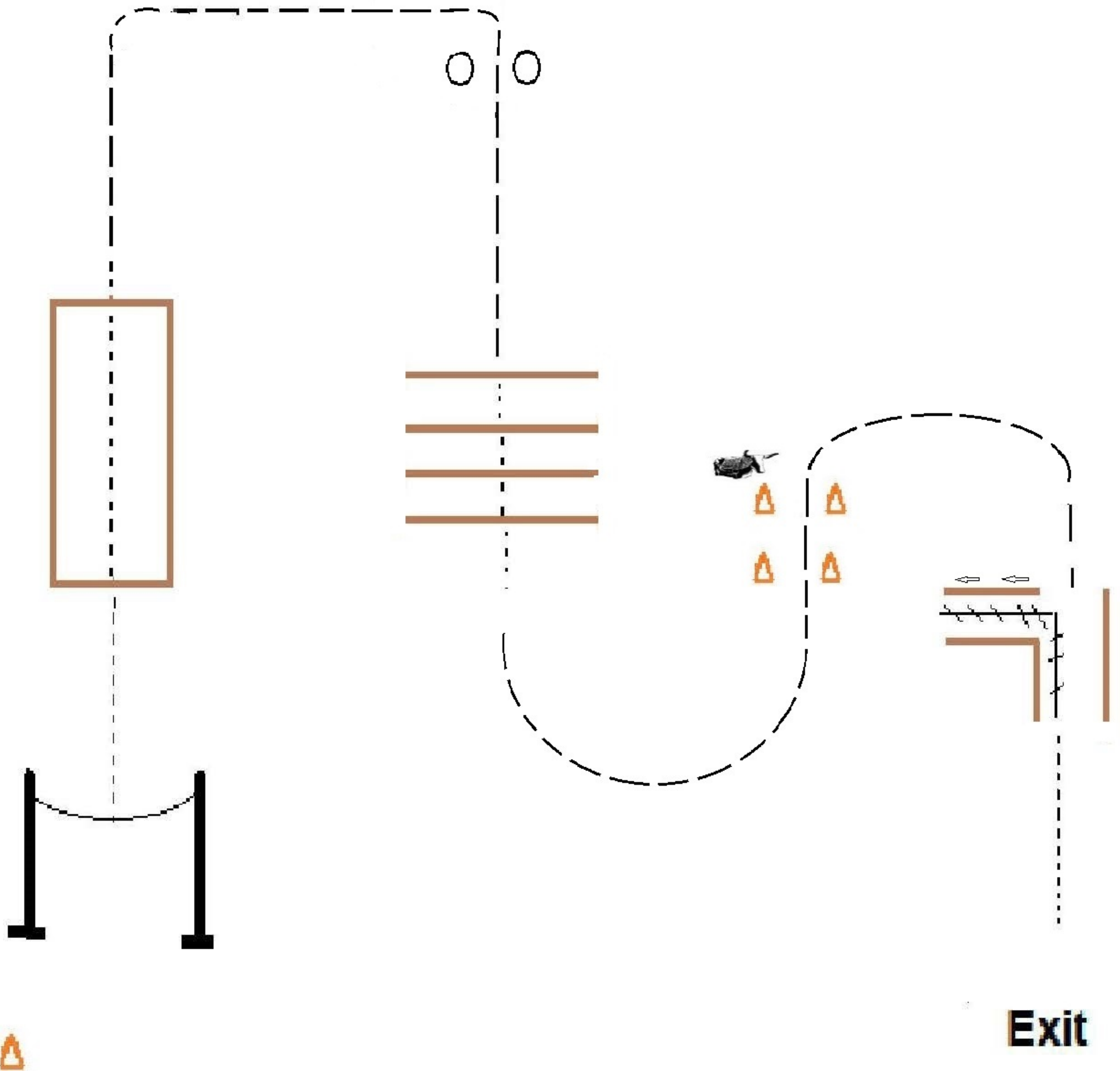
Ranch Trail



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.