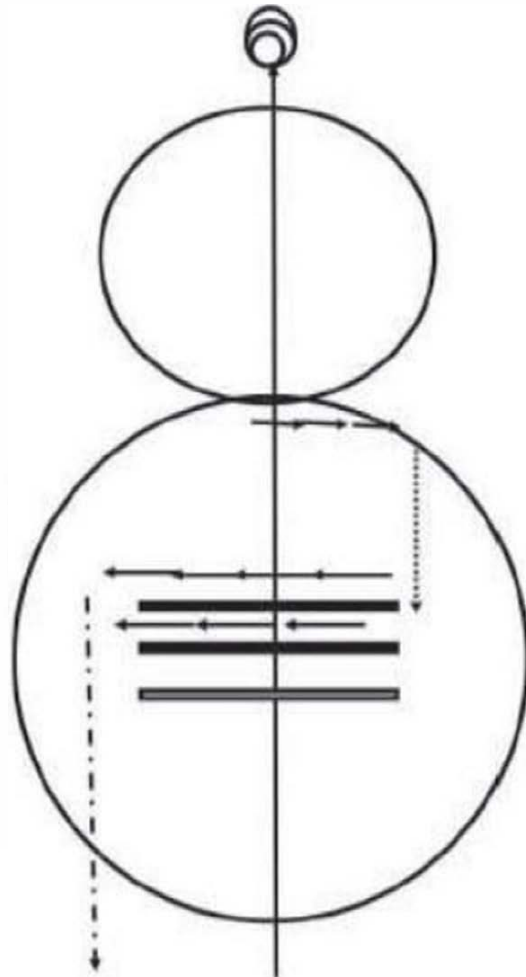




# Open & NQPA Ranchmanship

## NQPA Pattern #3

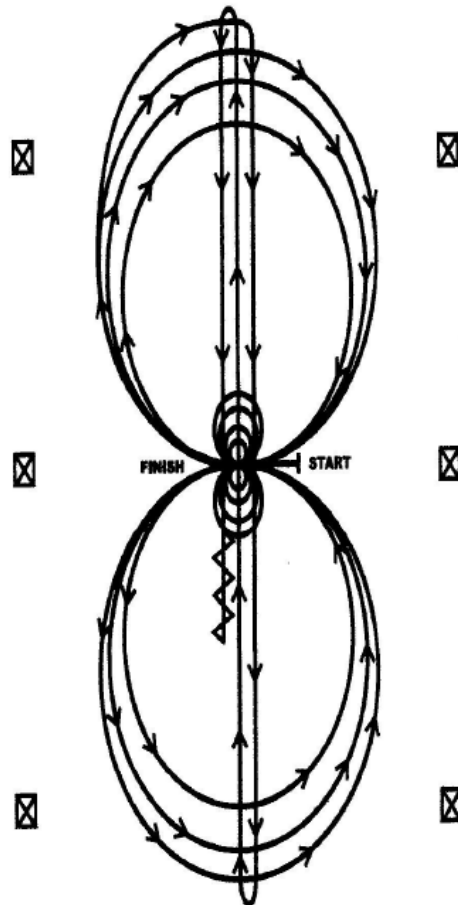


1. Left lead lope down the center of the arena, over poles, past the end marker and stop.
2. 3 and one half spins to the left.
3. Lope on the right lead to the center of the arena. Turn right and lope a small, slow circle. Change to the left lead.
4. Lope a large fast circle and stop in the center of the arena.
5. Back 6-8 feet, then do a 90 degree turn to the left.
6. Walk to the first pole the exhibitor comes to and side pass to the right.
7. Exit at a trot to the end of the arena.



# Open & NQPA Reining

## NQPA REINING PATTERN #6



Ponies may walk or trot to the center of arena. Ponies must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three (3) circles to the right; the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.

2. Complete three (3) circles to the left; the first circle small and slow, the next two circles fast and large. Change leads at the center of arena.

3. Continue around the previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a LEFT rollback-no hesitation.

4. Run up the middle to the opposite end of the arena past the end marker and do a RIGHT rollback—no hesitation.

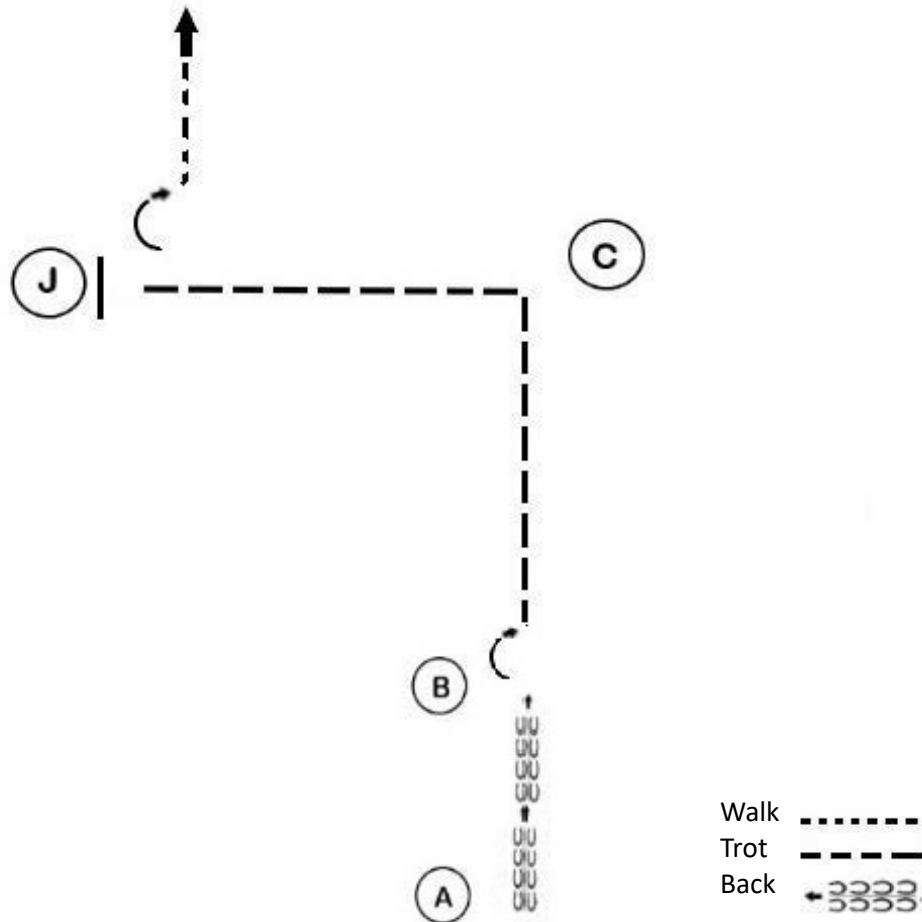
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet Hesitate.

6. Complete four (4) spins to the right. Hesitate

7. Complete four (4) spins to the left Hesitate to demonstrate the completion of the pattern.



## Showmanship (all except Peewee)

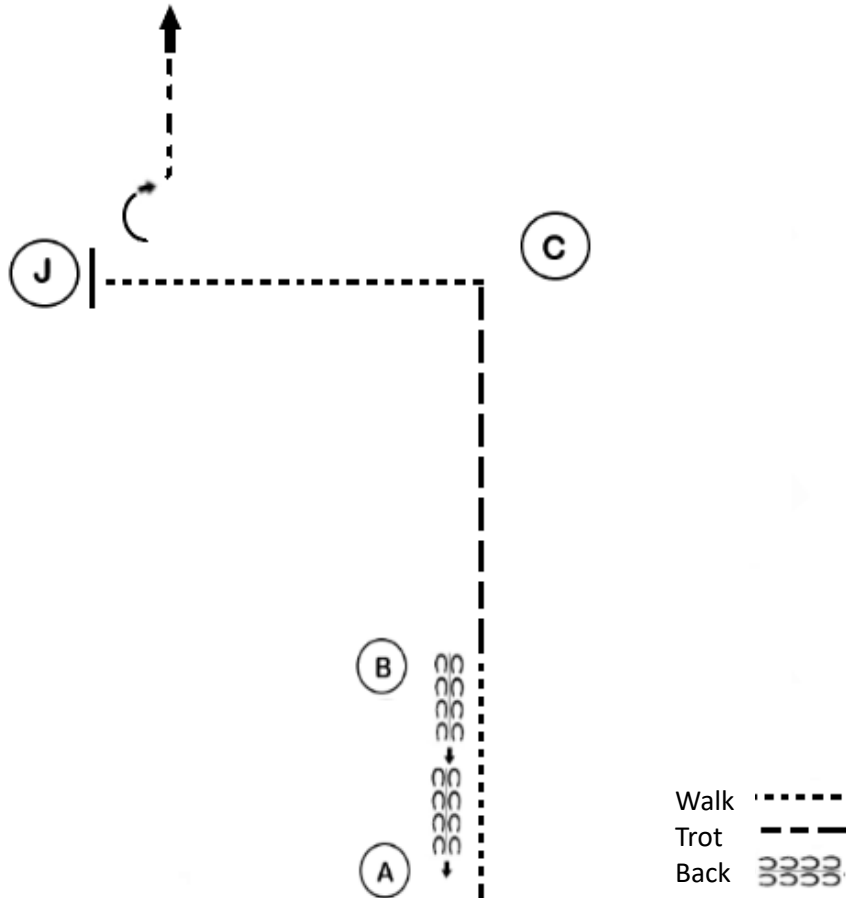


Be ready at A

1. When acknowledged, back to B
2. Perform a 180-degree turn to the right
3. Trot until even with C and continue trotting to judge
4. Stop and set up for inspection.
5. When dismissed, perform a 90-degree turn
6. Walk straight away from the judge and exit the arena



## Showmanship: Open/NQPA Peewee

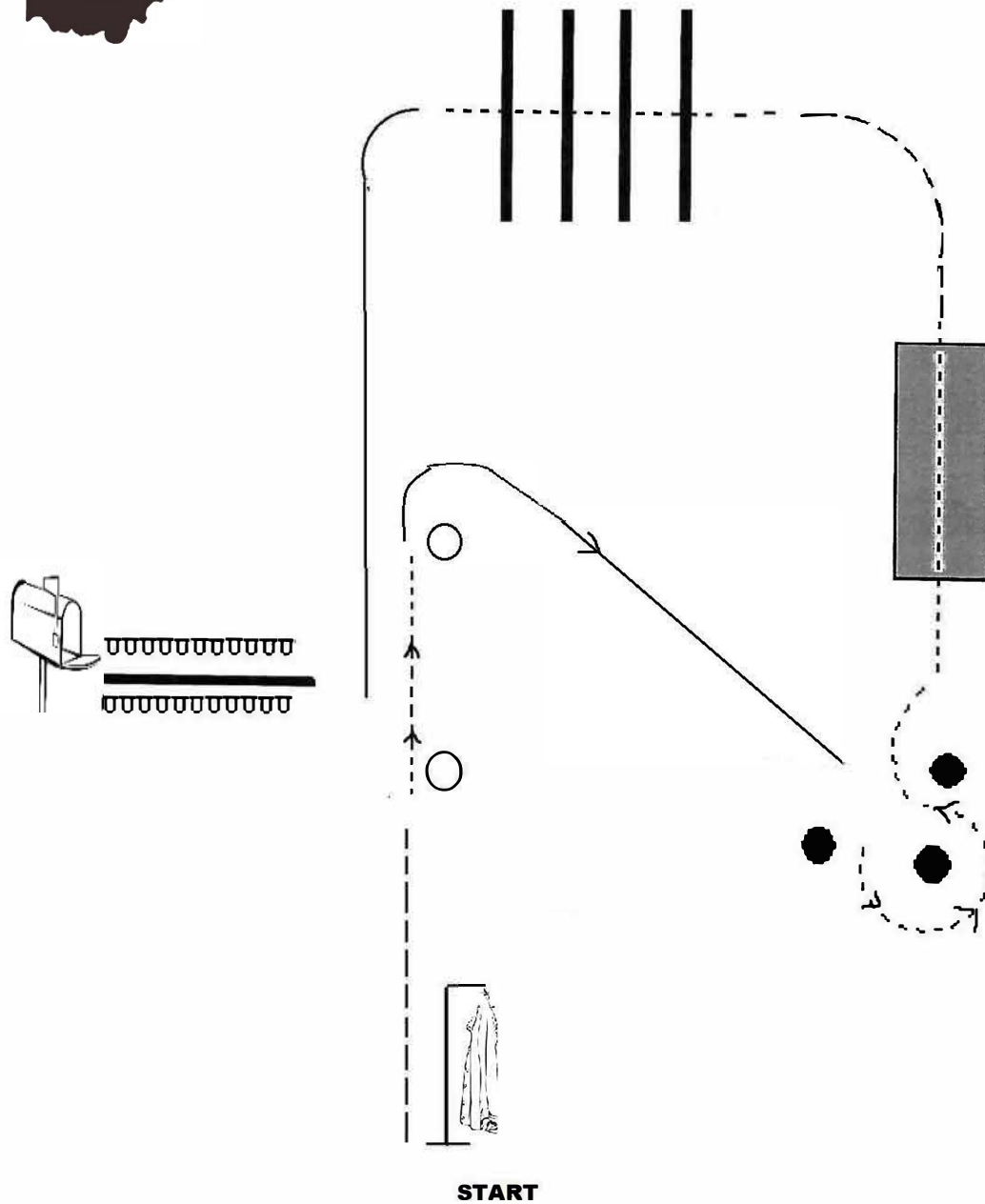


**Be ready at B**

1. When acknowledged, back to A
2. Walk to B
3. Trot until even with C
4. Break to a walk and walk to judge
5. Stop and set up for inspection
6. When dismissed, perform a 90-degree turn
7. Walk straight away from the judge and exit the arena



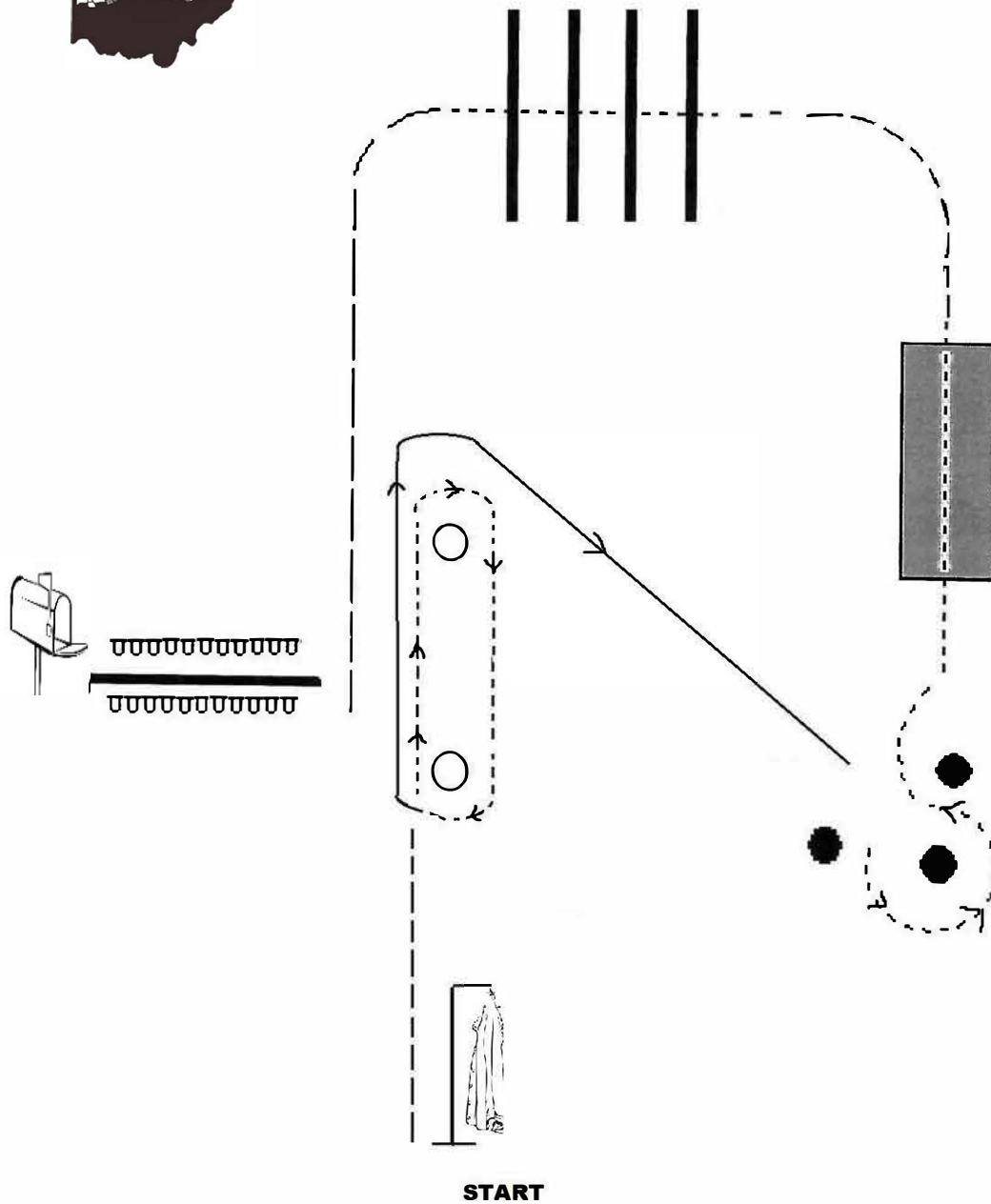
# Open & NQPA Trail



1. Sack horse with slicker
2. Trot to 1st barrel, pick up object, walk around 2nd barrel and return object to original position.
3. Lope on the right lead to the cones. Stop and perform a 180 turn to the left.
4. Back through the cones as shown.
5. Walk to and over the bridge.
6. Trot to the ground poles and walk through.
7. Lope on the left lead towards the mailbox.
8. Side-pass over the pole and work the mailbox.
9. Walk out



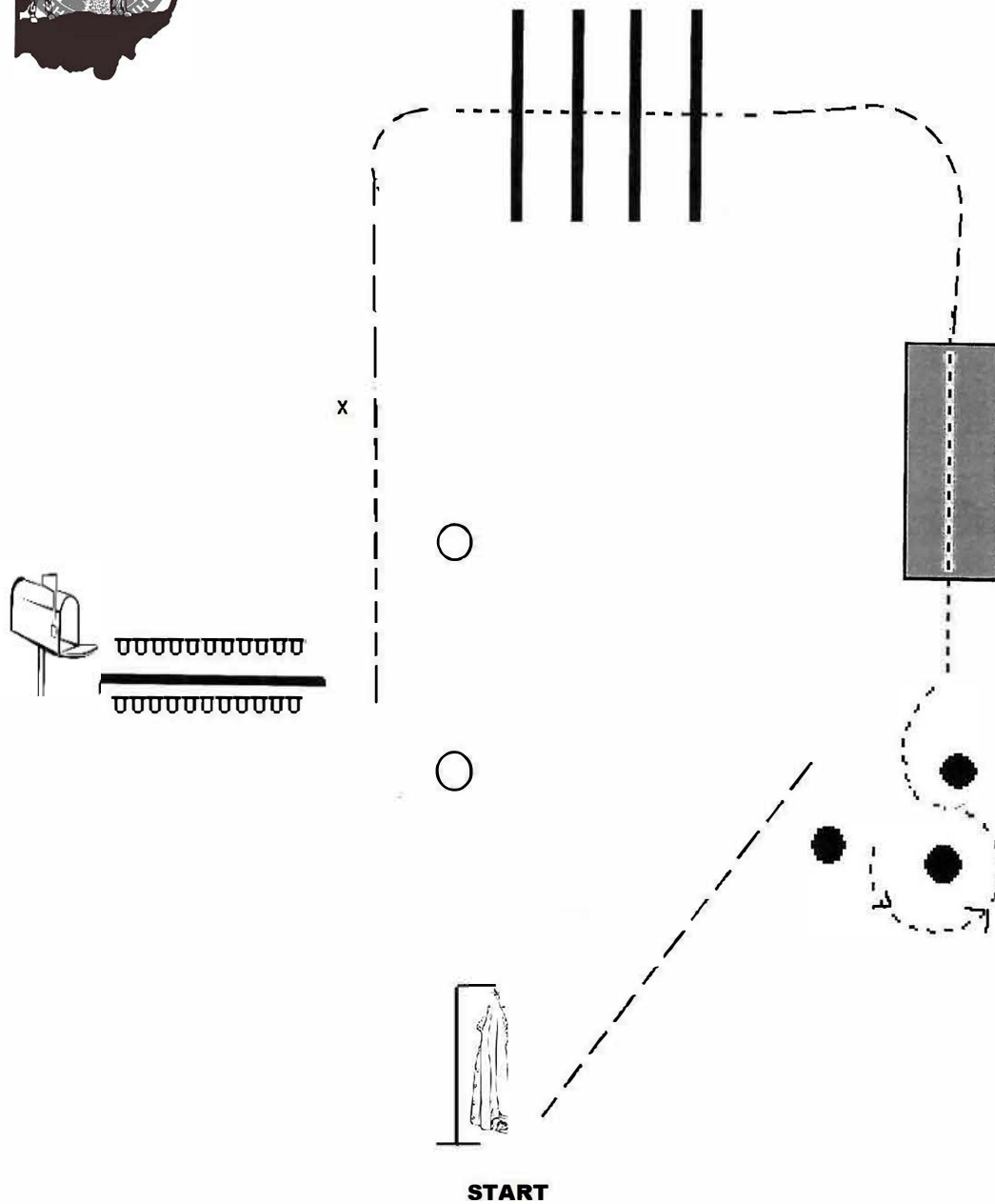
## RANCH TRAIL



1. Sack horse with slicker
2. Trot to first barrel and pick up drag. Continue around 2nd barrel and return drag to original position.
3. Lope on the right lead to the cones. Stop and perform a 180 degree turn to the left.
4. Back through the cones.
5. Walk to and over the bridge.
6. Trot to the poles and walk through
7. Extended trot towards the mailbox.
8. Side pass, over the pole and work the mailbox.
9. Walk forward, (clear of the log) Stop. Dismount and pick up horses right front foot. Walk out.



## WALK TROT & IN-HAND TRAIL



1. Sack Horse with slicker.
2. Trot to cones.
3. Back through cones as shown.
4. Walk to and over Bridge.
5. Trot to poles and walk over poles
6. Extended trot 1/2 way towards mailbox then break to jog.
7. Stop when even with pole and sidepass over pole
8. Work the mailbox
9. Walk out.