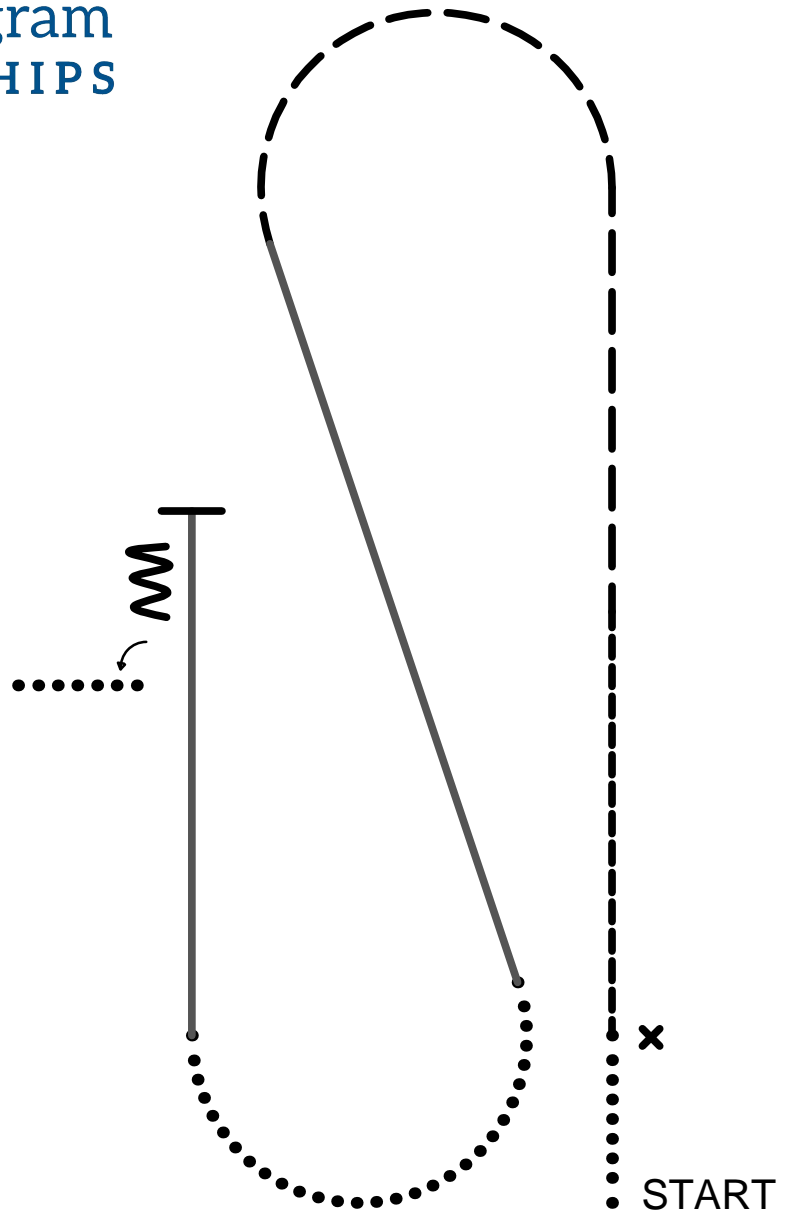


# Class 7003 Western Horsemanship



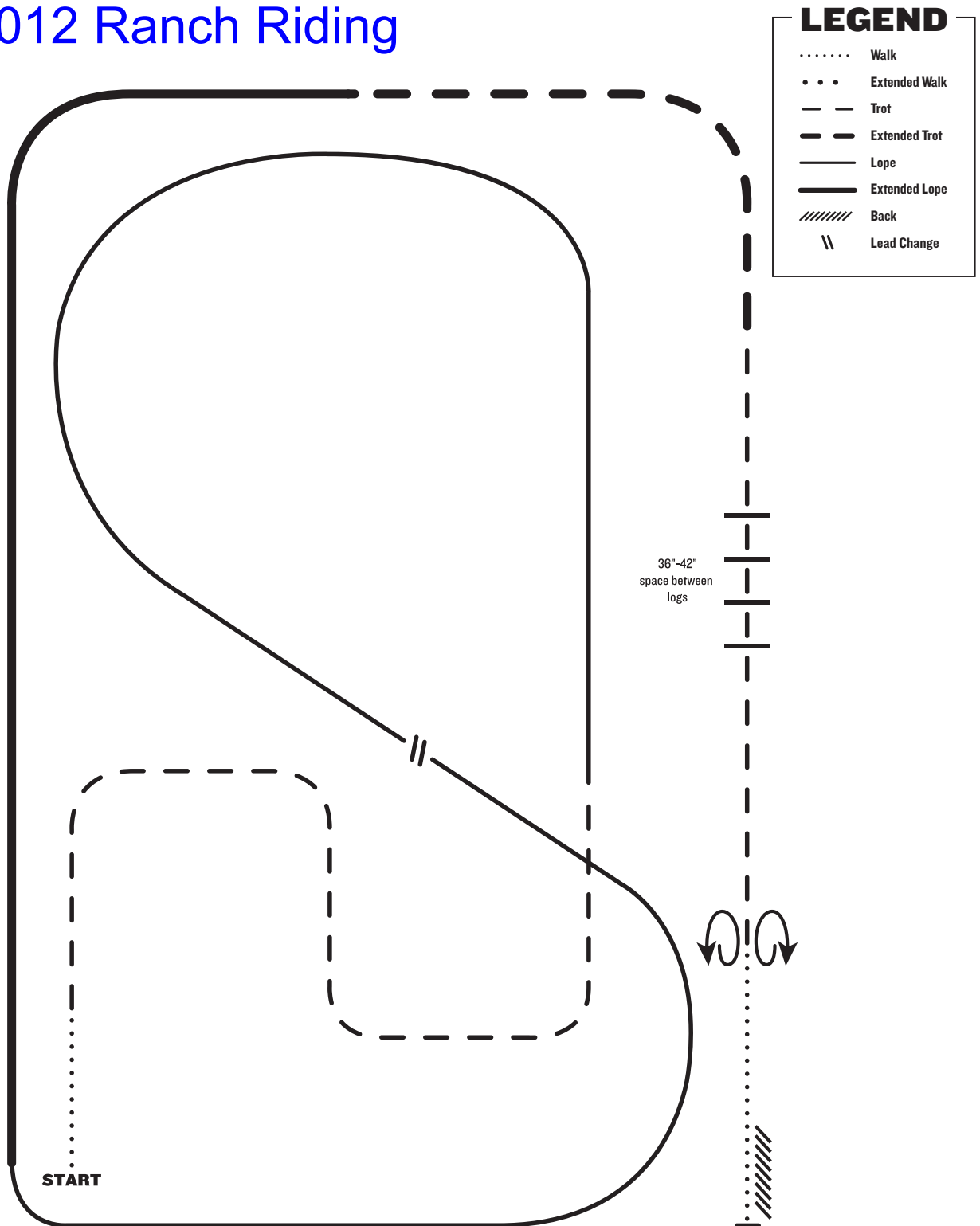
## Thoroughbred Incentive Program CHAMPIONSHIPS



NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

<ol style="list-style-type: none"> <li>1. Walk out of line, jog at cone</li> <li>2. Jog halfway down the line</li> <li>3. Extend the jog, half circle to the left</li> <li>4. Left lead lope along the diagonal to cone</li> <li>5. Break to walk, walk arc right</li> <li>6. Lope right lead</li> <li>7. Halt, back 2 horse lengths</li> <li>8. Turn 90 degrees left</li> <li>9. Walk off</li> <li>10. Return to line</li> </ol>	<p>Walk .....                  Jog - - - - -                  Extended Jog — — — — —                  Lope —————                  Extended Lope —————                  Halt ———                   Cone x                  Back Up w</p>
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# Class 7012 Ranch Riding



## LEGEND

- ..... Walk
- ... Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

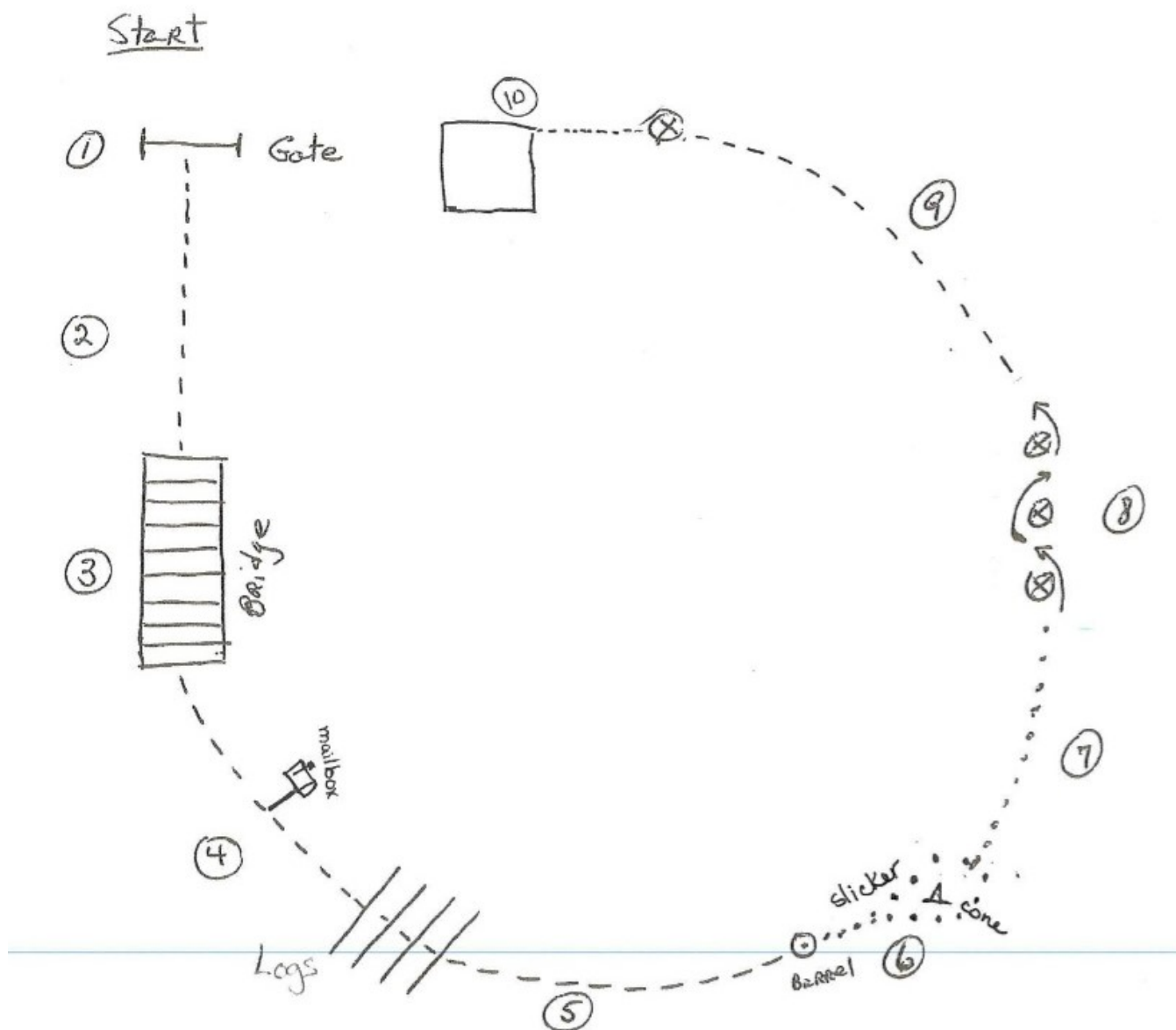
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# Class 7014 Ranch Trail



## Thoroughbred Incentive Program CHAMPIONSHIPS

..... Walk  
--- Trot



1. Go through gate (push gate or rope gate)
2. Trot to the bridge
3. Walk over the bridge and open mailbox
4. Trot to the logs and over them
5. Trot to the first barrel
6. Pick up slicker and carry around the cone and put back on the barrel
7. Walk to the back through
8. Back through the cones
9. Trot to cone
10. Walk into the box and turn 360 degrees

A maximum of 1 minute or 3 attempts will be allowed for each obstacle