

# Ranch It Up

## Walk Trot (Ranch Showmanship)

Show Date:

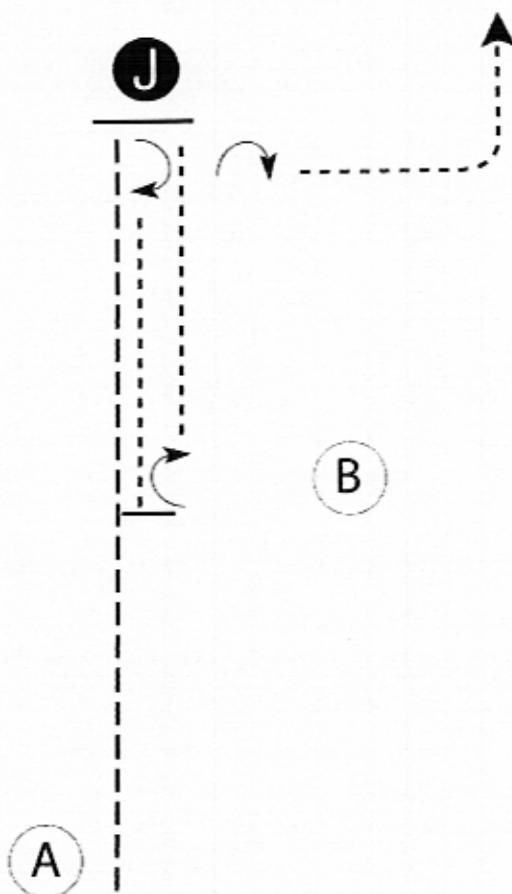
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Be ready .

1. When acknowledged, trot from A to judge.
2. Stop and perform a 180 degree turn.
3. Walk to B.
4. Stop and perform a 180 degree turn.
5. Walk to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90 degree turn and walk away.

Follow the instructions of your ring steward.



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

[S/WT-90]

Pattern Provided by:  
*Show 2*

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Be ready .

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

[S/2-90]

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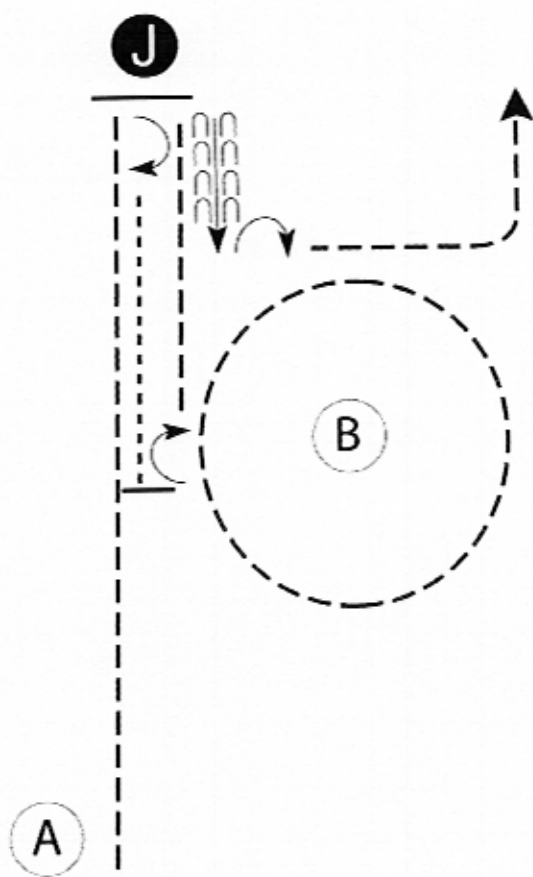
# Ranch It Up

## Youth Am Select (Ranch Showmanship)

Show Date:

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Be ready .

1. When acknowledged, trot from A to judge.
2. Stop and perform a 180 degree turn.
3. Walk to B.
4. Stop and perform a 180 degree turn.
5. Trot a circle around B.
6. Continue to trot to judge.
7. Stop and set up for inspection.
8. When dismissed, back approximately one horse length.
9. Perform a 90 degree turn and trot away.

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

Follow the instructions of your ring steward.

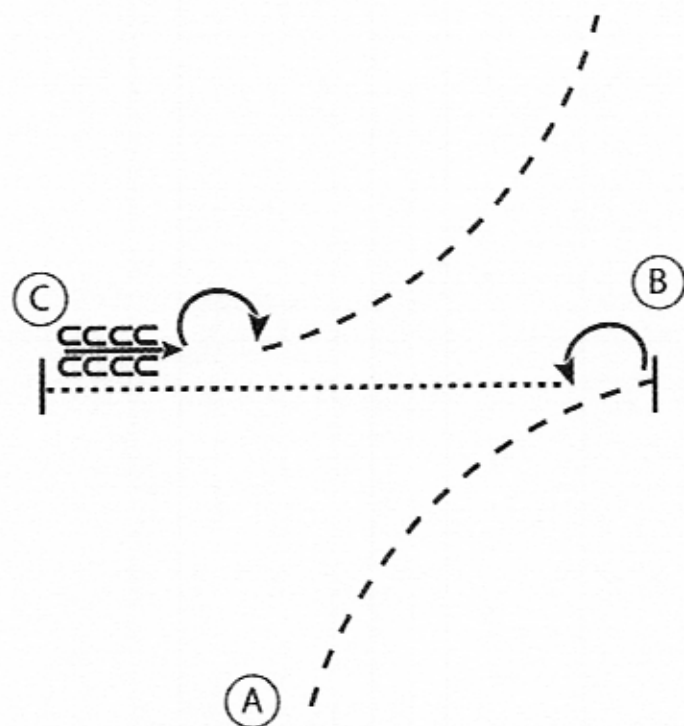
[S/3-90]

Pattern Provided by:  
*Show 2*

# Ranch It Up

## Walk Trot (Working Horsemanship )

Show Date:



1. Jog a quarter circle from A to B
2. Stop at B and perform a 180 degree turn to the left on the hindquarters
3. Walk to C
4. At C stop and back 4 steps
5. Perform a 180 degree turn to the right
6. Jog a quarter circle to exit

Walk	.....
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↗↘
Back	← C C C C
Marker	(B)
Sidepass	←-----→

[WH/WT-13]

Pattern Provided by:

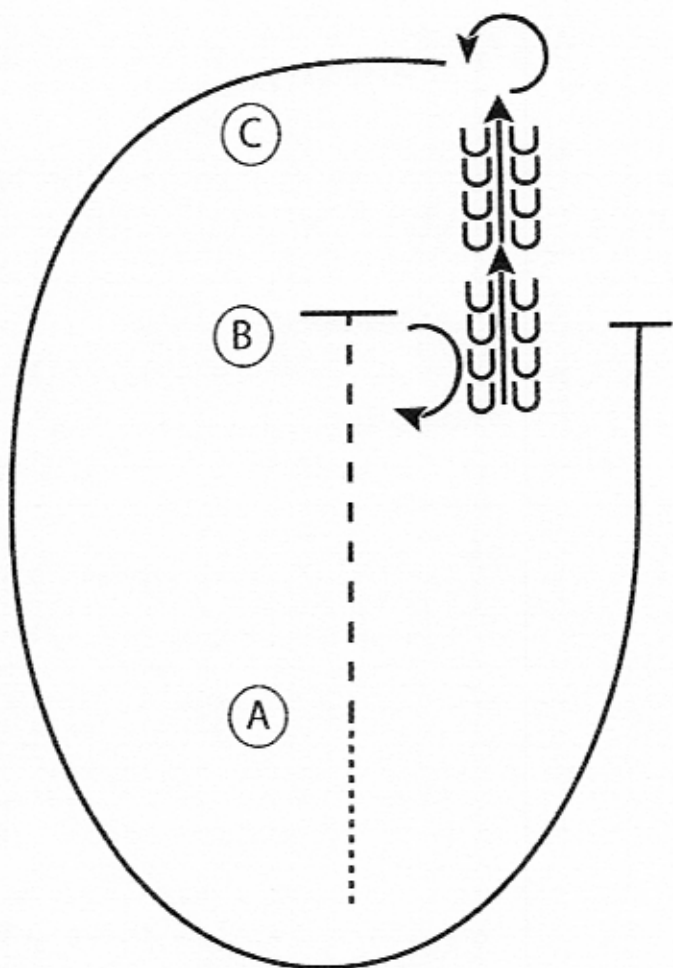
Show 2

# Ranch It Up

All Breed, Rookie, Level 1 (Working Horsemanship)

Show Date:

1. Walk to A
2. Jog A to B
3. Stop at B and perform a 180 degree turn to the right
4. Back to C
5. At C perform a 270 degree turn to the left
6. Lope a circle around A, returning to B
7. Stop at B



Walk	.....
Jog	- - - - -
Extended Jog	— — — — —
Lope	— — — — —
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	— — — — —

[WH/2-14]

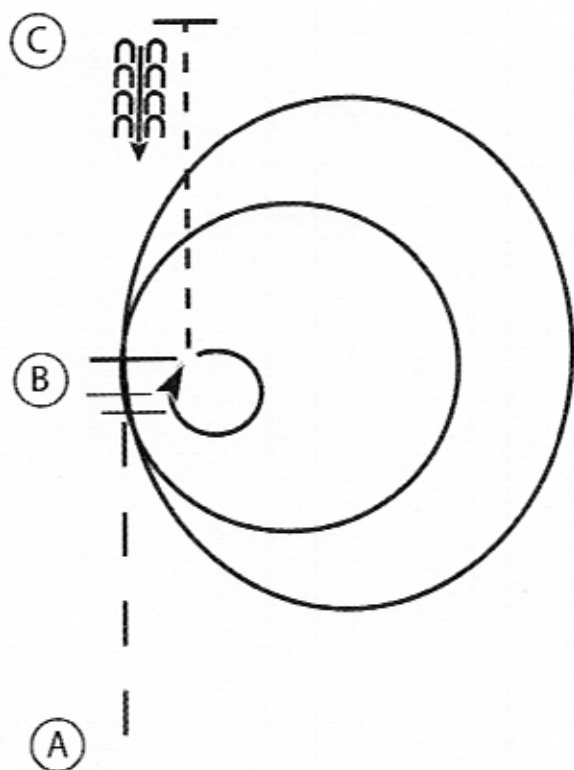
Pattern Provided by:

Show 2

# Ranch It Up

## Youth Am Select (Working Horsemanship)

Show Date:



1. Extend the jog A to B
2. At B lope a circle to the right on the left lead
3. At B change leads and continue with speed in a circle to the right
4. Stop at B and perform a 360 to the right
5. Jog B to C
6. Stop at C and back 4 steps

Walk	.....
Jog	-----
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

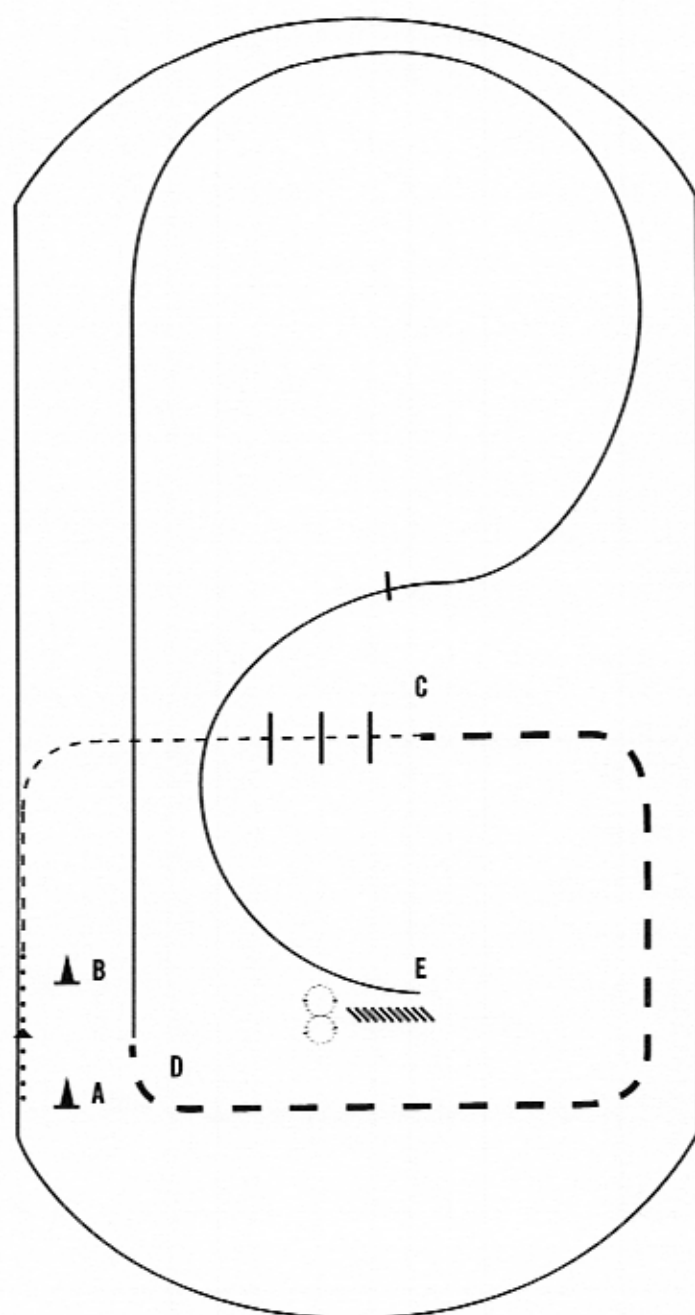
[WH/3-14]

Pattern Provided by:  
**Show 2**



# RANCMANSHIP PATTERN #4

## WALK TROT



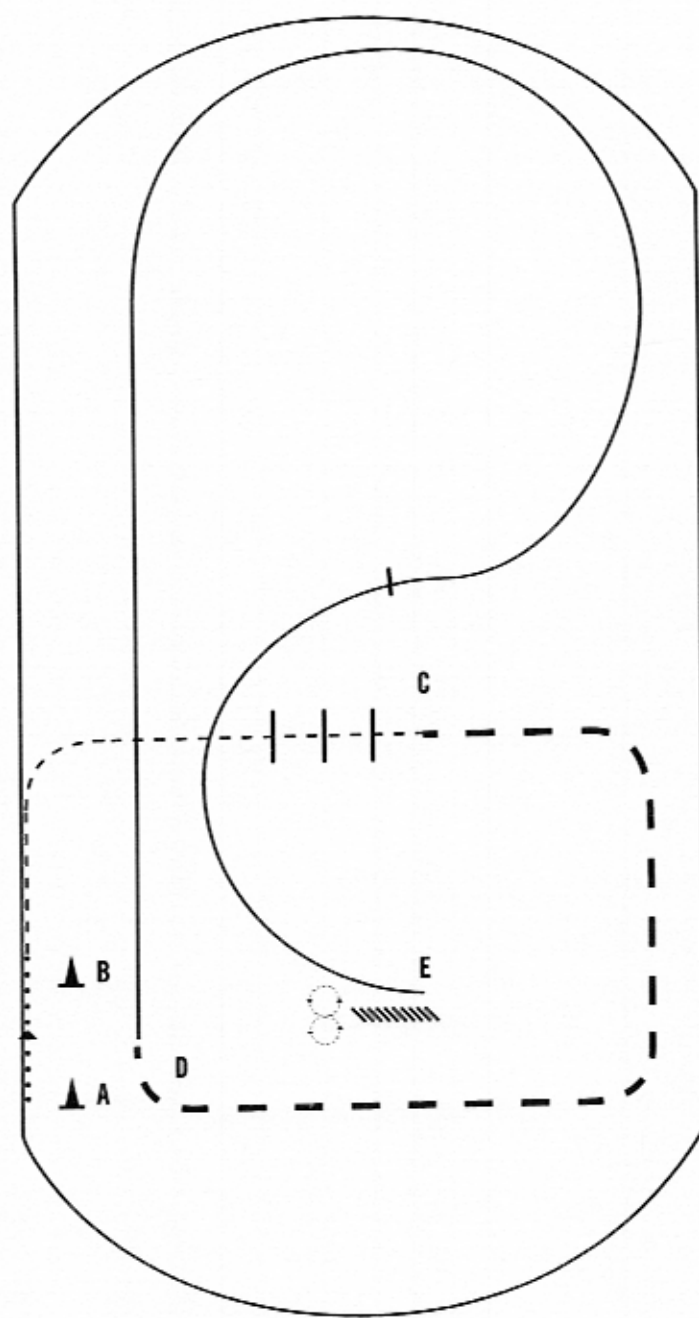
- | = Lead Change
- X = Stop
- ..... = Walk
- - - - = Trot
- = Lope ✕
- = Ext. Lope ✕
- - - - = Ext. Trot
- //// = Back

1. Walk from A to B
2. At B, trot over poles to C
3. At C, extended trot to D
4. ~~TROT~~ up arena and close circle to center,
5. ~~EXT~~ to the right side of cone E and stop; back 8 to 10 feet
6. 1 spins to the left
7. 1 1/4 spins to the right

\* Please note that the key is not accurate for trot / ext trot (this pattern)

# RANCHMANSHIP PATTERN #4

ALL BREED - ROOKIE - LEVEL 1



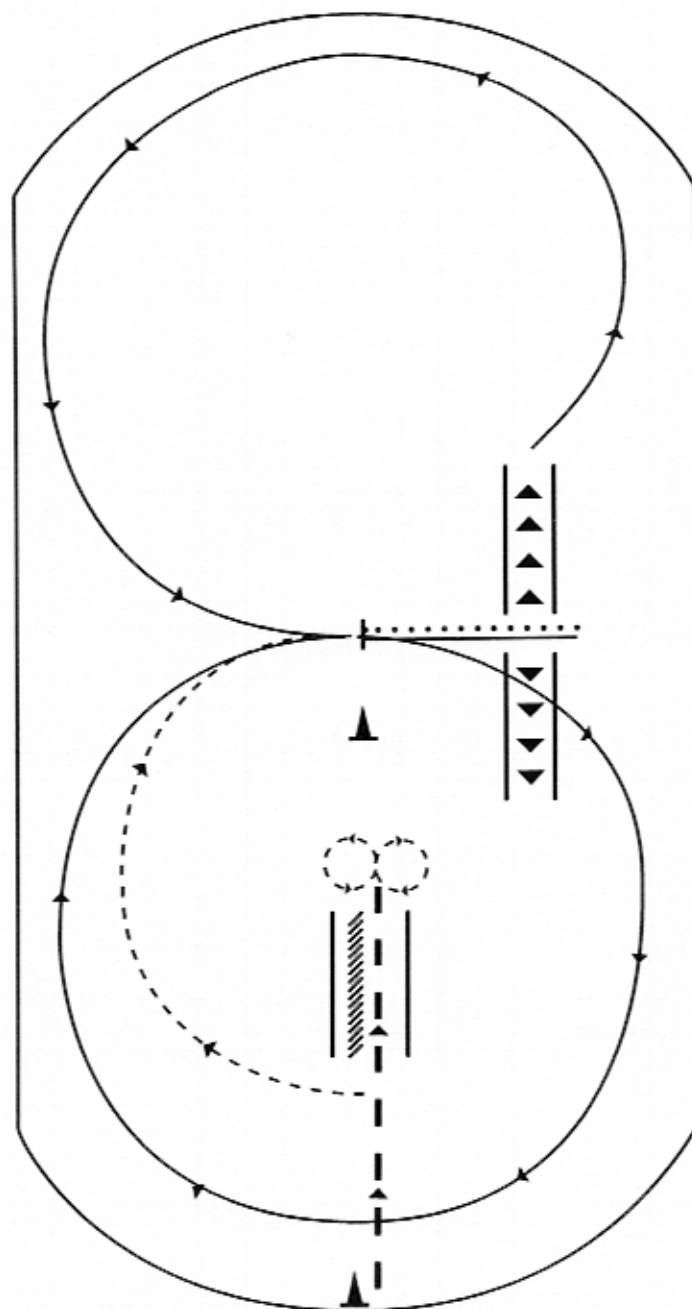
- | = Lead Change
- X = Stop
- ..... = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- //// = Back

1. Walk from A to B
2. At B, trot over poles to C
3. At C, extended trot to D
4. Lope on the right lead up arena and close circle to center, change to left lead
5. Lope to the right side of cone E and stop; back 8 to 10 feet
6. 2 spins to the left
7. 2 1/4 spins to the right



# RANCHMANSHIP PATTERN #1

YOUTH - AM - SELECT



- | = Lead Change
- X = Stop
- ..... = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - = Ext. Trot
- //// = Back

1. Extended trot from cone through chute; Stop.
2. 1 spin left
3. 1 spin right
4. Back through chute, 1/4 turn left
5. Trot to cone
6. At cone, walk to side pass pole
7. Side pass left
8. Lope left lead
9. Change to right lead
10. Lope right circle; Stop at side pass pole
11. Side pass right