

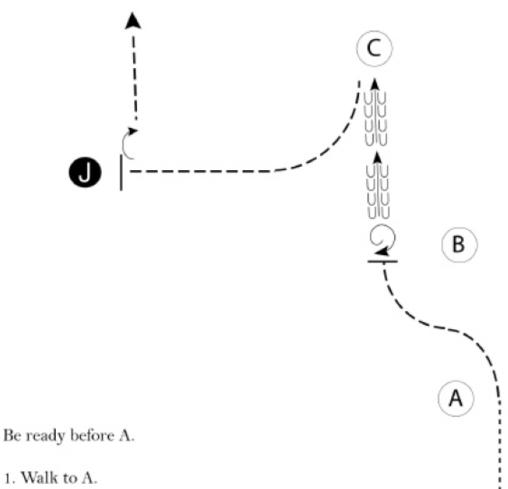
15/5 - 16/05



Rawhide Ranch - Dikberd 29 - 2200 Herentals

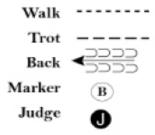
Showmanship at Halter

PRAB: W&J <13, Beginners, Nov Youth, Nov Amateur



- 1. Walk to A.
- 2. Trot to B as shown.
- 3. Stop at B and perform a 1 1/2 turn.
- 4. Back to C.
- 5. Trot to Judge.
- 6. Perform a 1/4 turn and set up for inspection.
- 7. When dismissed, exit at a trot.

Follow the instructions of your ring steward.





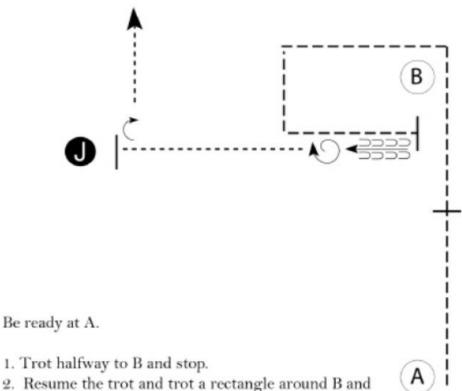
15/5 - 16/05



Rawhide Ranch – Dikberd 29 – 2200 Herentals

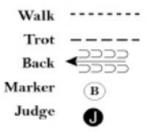
Showmanship at Halter

PRAB: Youth, Amateur, Open



- Trot halfway to B and stop.
- stop even with B.
- 3. Back approximately one horse length and perform a 540 degree turn.
- Walk to Judge.
- 5. Stop and set up for inspection.
- 6. When dismissed, perform a 90 degree turn and walk to exit.

Pattern is over once you have walked more than one horse length away from Judge.





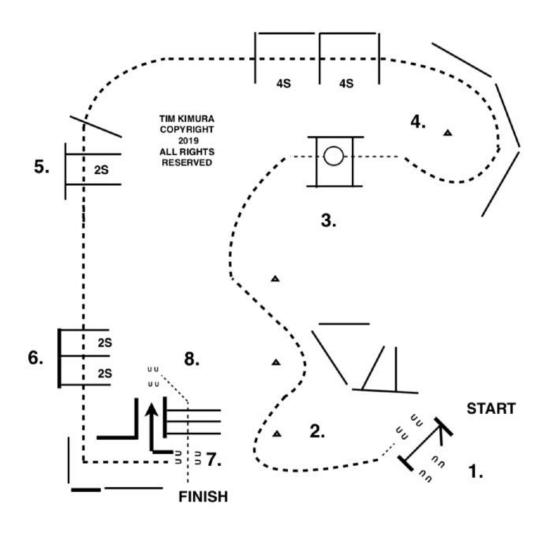
15/5 - 16/05



Rawhide Ranch - Dikberd 29 - 2200 Herentals

In hand Trail

PRAB: Open



- 1. GATE: WORK GATE LEFT HAND, OPEN WALK THRU AND CLOSE GATE.
- 2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG BETWEEN CONES.
- STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT THEN WALK OUT BOX.
- 4. JOG AROUND CONE AND BETWEEN POLES, THEN JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES
- 10. WALK OVER POLES.



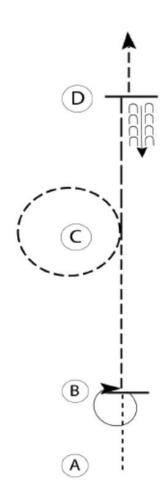
15/5 - 16/05

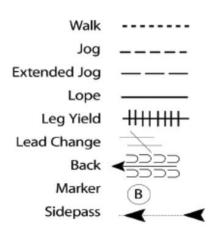


Rawhide Ranch - Dikberd 29 - 2200 Herentals

Western Horsemanship

PRAB: W&J <13, W&J >13





- 1. Walk from A to B.
- 2. At B stop and perform a 360 degree turn on the hindquarters to the right.
- 3. Jog to C, and jog a circle around C to the left.
- 4. Extend the jog to D.
- 5. At D stop, back five steps, and jog to the line.



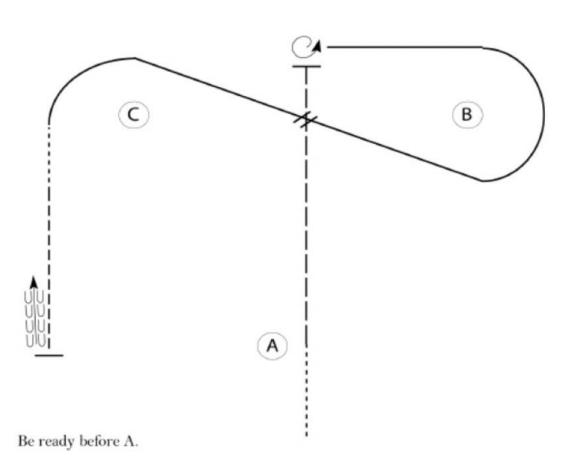
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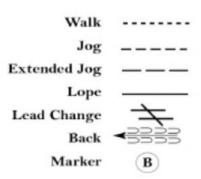
Western Horsemanship

PRAB: Beginners, Nov Youth, Nov Amateur



- 1. Walk to A.
- 2. Extended jog until just past B and C.
- 3. Stop and perform a 1 3/4 turn left.
- 4. Lope on the right lead around B.
- 5. Change leads halfway to C and lope around C.
- 6. Break to walk for 2 strides.
- 7. Jog until even with A.
- Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.





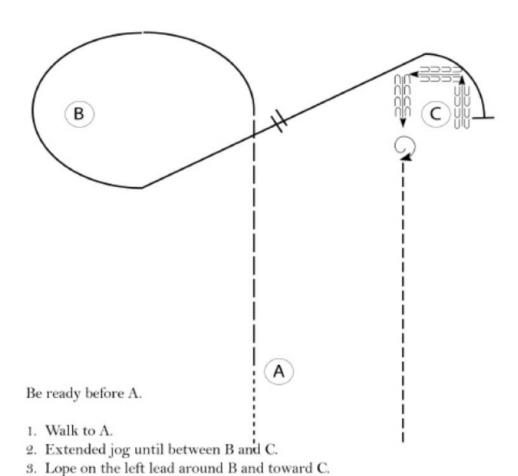
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Rawhide Ranch – Dikberd 29 – 2200 Herentals

Western Horsemanship

PRAB: Youth, Amateur



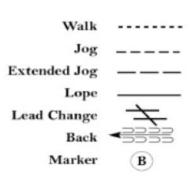
- 5. Lope on the right lead around C and stop. 6. Back around C.
- 7. Perform a 1 1/2 turn right.

4. Change leads halfway to C.

8. Jog to exit.

Pattern is over once you have passed A

Follow the instructions of your ring steward.





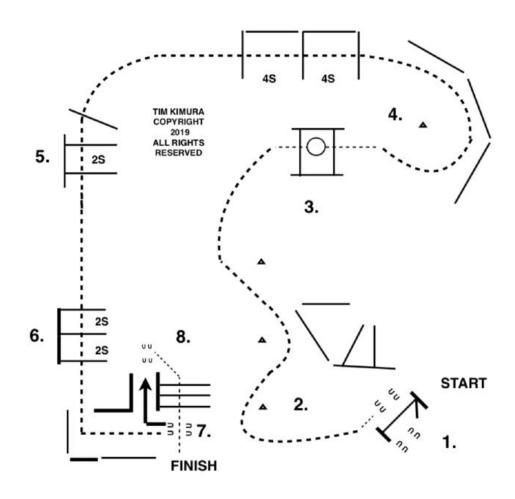
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Rawhide Ranch - Dikberd 29 - 2200 Herentals

Trail

PRAB: W&J <13, W&J >13



- 1. GATE: WORK GATE LEFT HAND, OPEN WALK THRU AND CLOSE GATE.
- 2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG BETWEEN CONES.
- 3. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT THEN WALK OUT BOX.
- 4. JOG AROUND CONE AND BETWEEN POLES, THEN JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES
- 10. WALK OVER POLES.



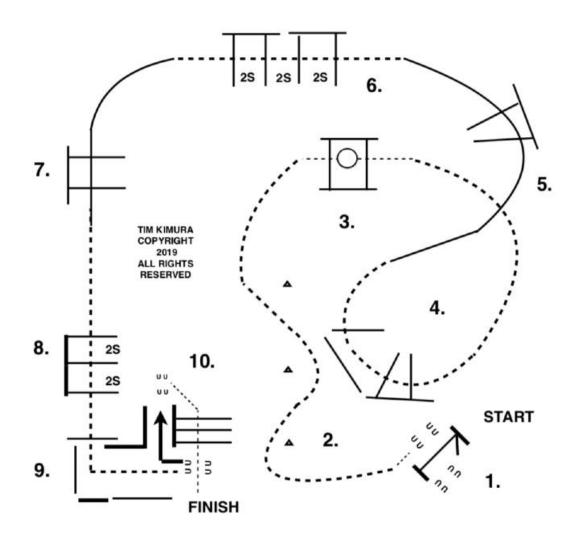
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Rawhide Ranch - Dikberd 29 - 2200 Herentals

Trail

PRAB: Beginners, Green Horse Open, Nov Youth, Nov Amateur



- 1. GATE: WORK GATE LEFT HAND, OPEN RIDE THRU AND CLOSE GATE.
- 2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG BETWEEN CONES.
- STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, THEN WALK OUT BOX.
- 4. JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. JOG OVER POLE, STOP IN CHUTE, BACK BETWEEN POLES
- 10. WALK OVER POLES.



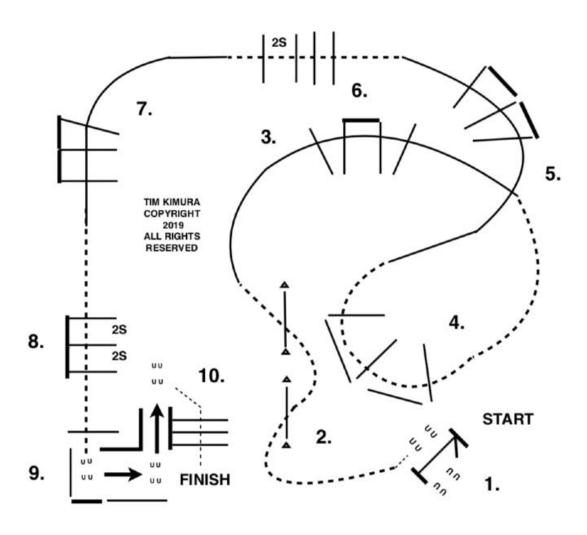
15/5 - 16/05



Rawhide Ranch - Dikberd 29 - 2200 Herentals

Trail

PRAB: Youth, Amateur



- 1. GATE: WORK GATE LEFT HAND, OPEN RIDE THRU AND CLOSE GATE.
- 2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG OVER POLES.
- 3. LOPE OVER POLES (RIGHT LEAD).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- JOG OVER POLE, STOP IN CHUTE, SIDE PASS LEFT AND AND BACK STRAIGHT BETWEEN POLES.
- 10. WALK OVER POLES.



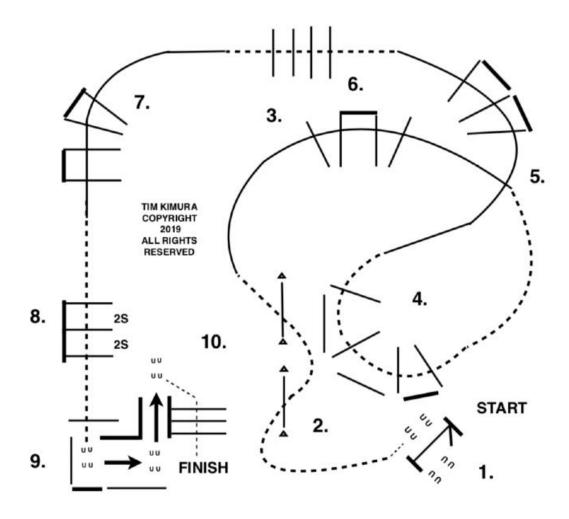
15/5 - 16/05



Rawhide Ranch - Dikberd 29 - 2200 Herentals

Trail

PRAB: Open



- 1. GATE: WORK GATE LEFT HAND, OPEN RIDE THRU AND CLOSE GATE.
- 2. YOU MAY WALK FORWARD, THEN JOG THRU SERPENTINE, JOG OVER POLES.
- 3. LOPE OVER POLES (RIGHT LEAD).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- JOG OVER POLE, STOP IN CHUTE, SIDE PASS LEFT AND AND BACK STRAIGHT BETWEEN POLES.
- 10. SIDE PASS A FEW MORE STEPS LEFT AND THEN WALK OVER POLES.



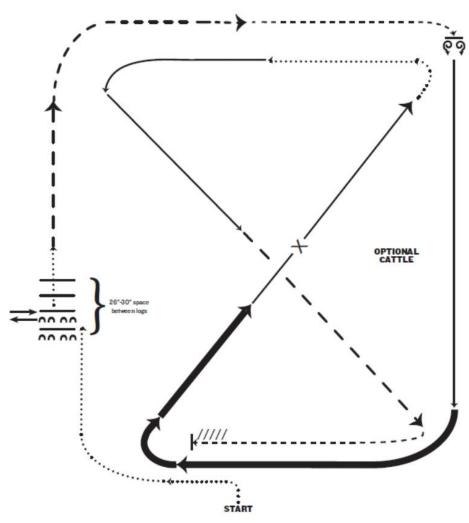
15/5 - 16/05



Rawhide Ranch - Dikberd 29 - 2200 Herentals

Ranch Riding

PRAB: Beginners



- I. Wall
- 2. Side pass left across first log, side pass I/2 way to right
- 3. Walk across logs
- 4. Extended trot
- 5. Trot
- 6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
- 7. Lope right lead
- 8. Extended lope (right lead)
- 9. Collect lope, change leads (simple or flying)
- IO. Walk
- II. Lope left lead
- 12. Extended trot
- 13. Trot
- 14. 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.



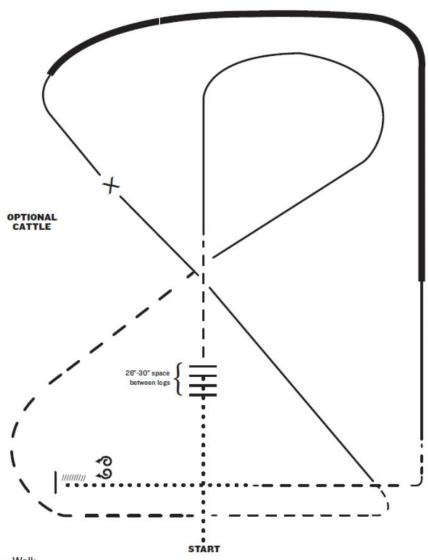
15/5 - 16/05



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Ranch Riding

PRAB: Open



- I. Walk
- 2. Walk over logs
- 3. Trot
- 4. Lope right lead
- 5. Extended trot
- 6. Trot
- 7. Lope left lead
- 8. Change leads (simple or flying)
- 9. Right lead, extended lope
- 10. Collect Lope
- II. Trot
- I2. Walk
- 13. Stop and back
- 14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.



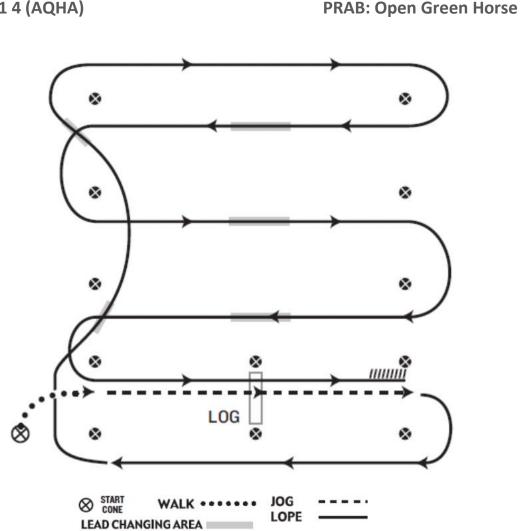
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Rawhide Ranch – Dikberd 29 – 2200 Herentals

Western Riding

Pattern L1 4 (AQHA)



- Walk at least I5 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to right lead & lope around end
- 3. First line change
- 4. Second line change, lope around end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Third crossing change
- 8. Lope over log
- 9. Lope, stop & back



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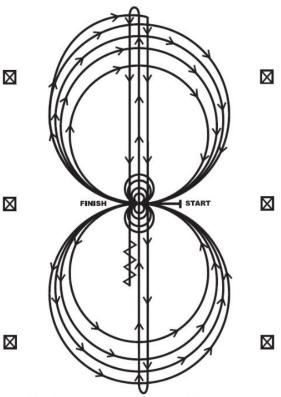


PRAB: Beginners

Rawhide Ranch - Dikberd 29 - 2200 Herentals

Reining

Pattern 4 (AQHA)



Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left walk or fonce.

- Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 4. Complete four spins to the left. Hesitate.
- Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
- Continue around 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 right rollback—no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 8. Run past the center marker and do a sliding stop. Back up
- to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



15/5 - 16/05

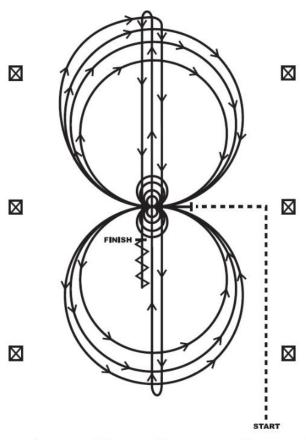


PRAB: Open

Rawhide Ranch - Dikberd 29 - 2200 Herentals

Reining

Pattern 11 (AQHA)



Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- Beginning on the right lead complete three 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.
- Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
- Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.