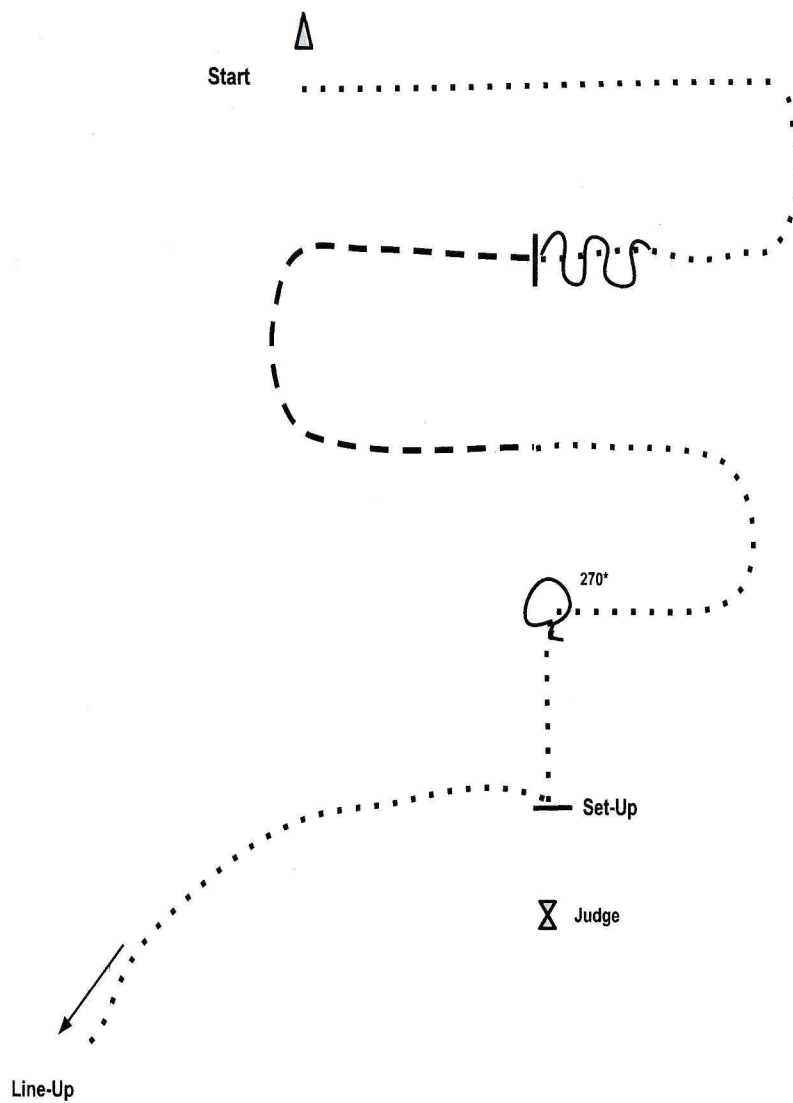


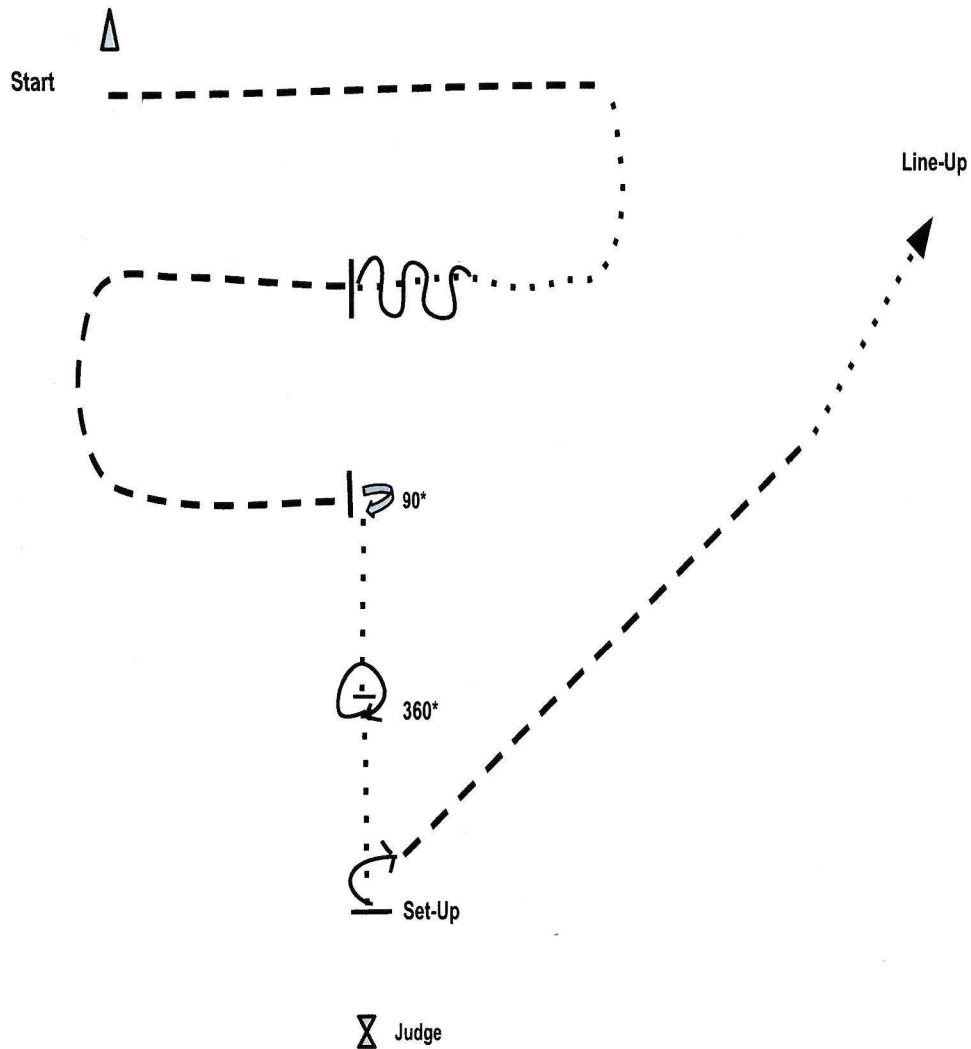
Pandhoeve Show - Maart 2024
Showmanship - Beginners



1. Walk
2. Stop & Back up - one horse length
3. Jog corner and halfway break to walk
4. Turn 270*
5. Walk to Set-Up
6. Set-Up
7. Walk to Line-Up

Pandhoeve Show - Maart 2024

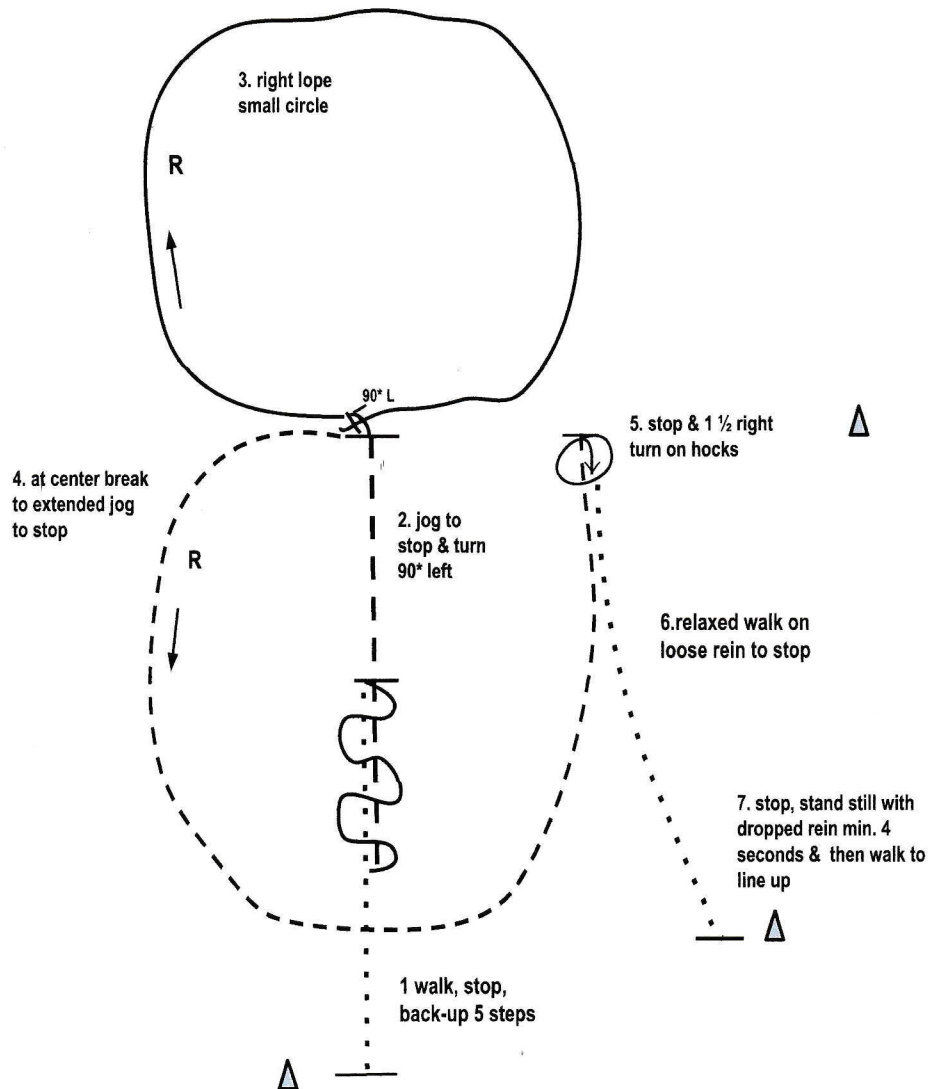
Showmanship - Advanced



1. Jpg & break to walk
2. 2 Stop & Back up
3. jog to stop
4. Turn 90° & walk
5. Stop & Turn 360°
6. Walk & Set-Up
7. Turn 220° and Jog, break to walk and Line -Up

Pandhoeve Show - Maart 2024

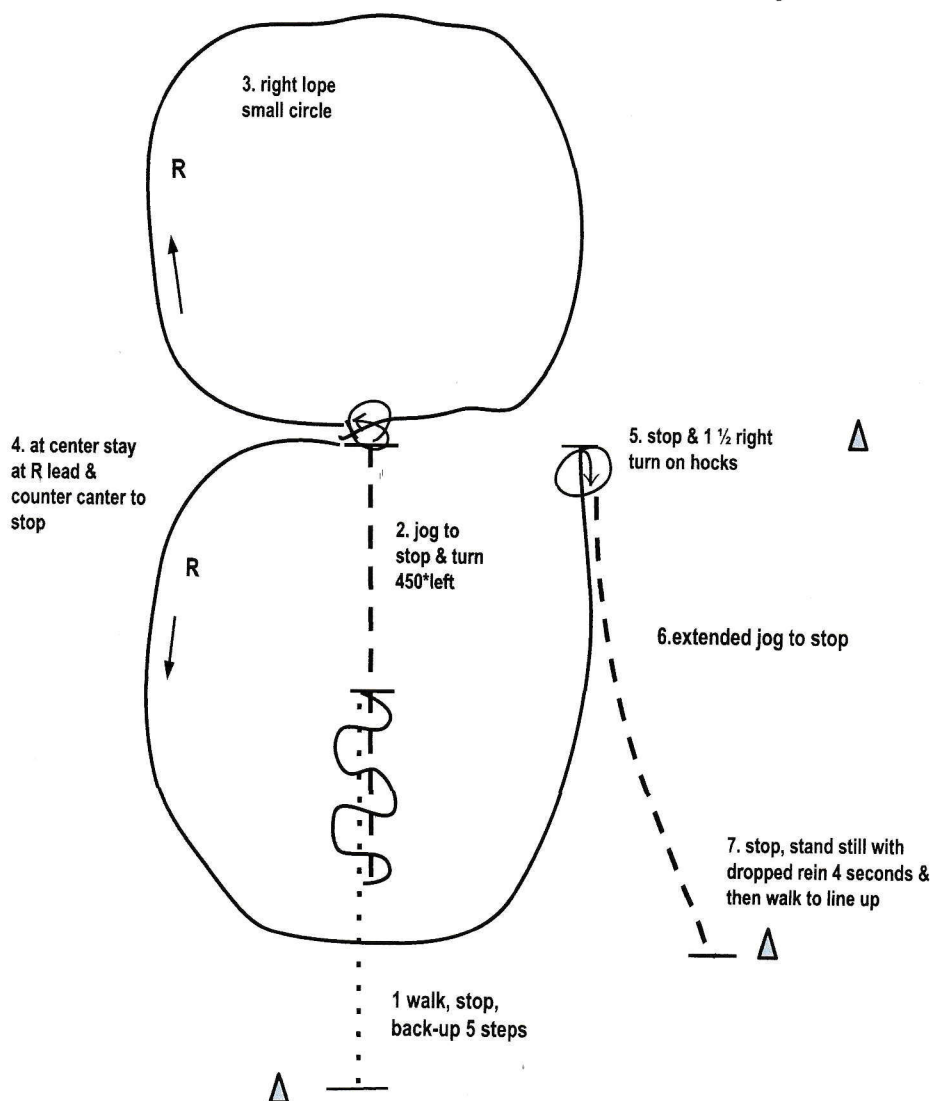
Horsemanship - Beginners



1. Walk, Stop & Back-up 5 steps
2. Jog to stop & turn 90° >Left
3. Lope small circle > Right lead
4. At center break to Extended Jog to stop
5. Stop & Turn 1 1/2 on hocks to Right
6. Relaxed walk on loose rein to stop
7. Stop & stand still with dropped rein for minimum 4 seconds, then walk to Line-Up

Pandhoeve Show - Maart 2024

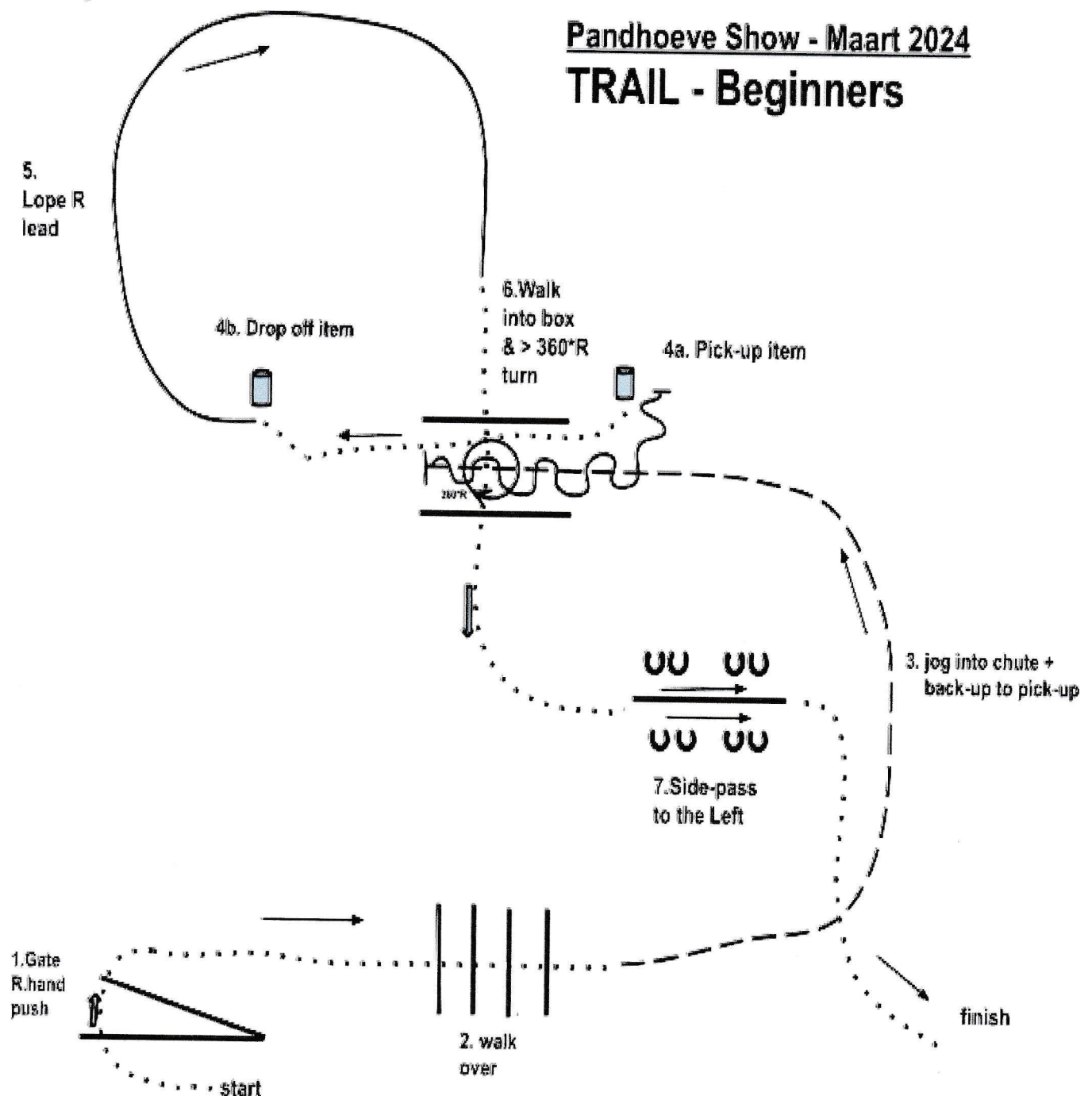
Horsemanship - Advanced



1. Walk, Stop & Back-up 5 steps
2. Jog to stop & turn 450° >Left
3. Lope small circle > Right lead
4. At center counter canter (stay in Right lead) to stop
5. Stop & Turn 1 1/2 on hocks to Right
6. Extended jog to stop
7. Stop & stand still with dropped rein for minimum 4 seconds, then walk to Line-Up

Pandhoeve Show - Maart 2024

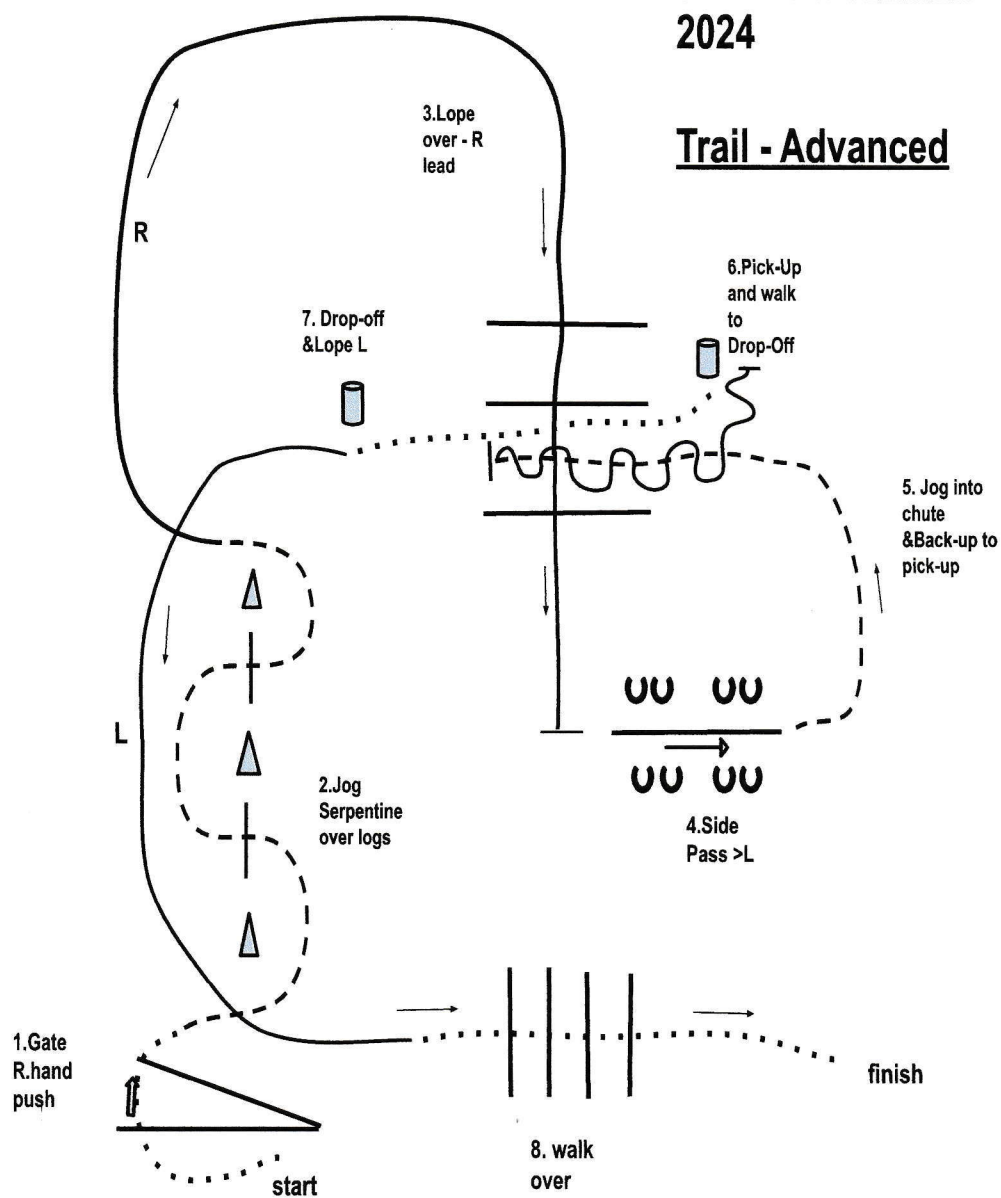
TRAIL - Beginners



1. Gate Right hand Push
2. Walk Over logs
3. Jog into chute and back up to pick-up
4. Walk through chute to drop-off item
5. Lope Right lead
6. Walk into box and turn 360° & walk out
7. Side-Pass to Left

Pandhoeve Show - Maart 2024

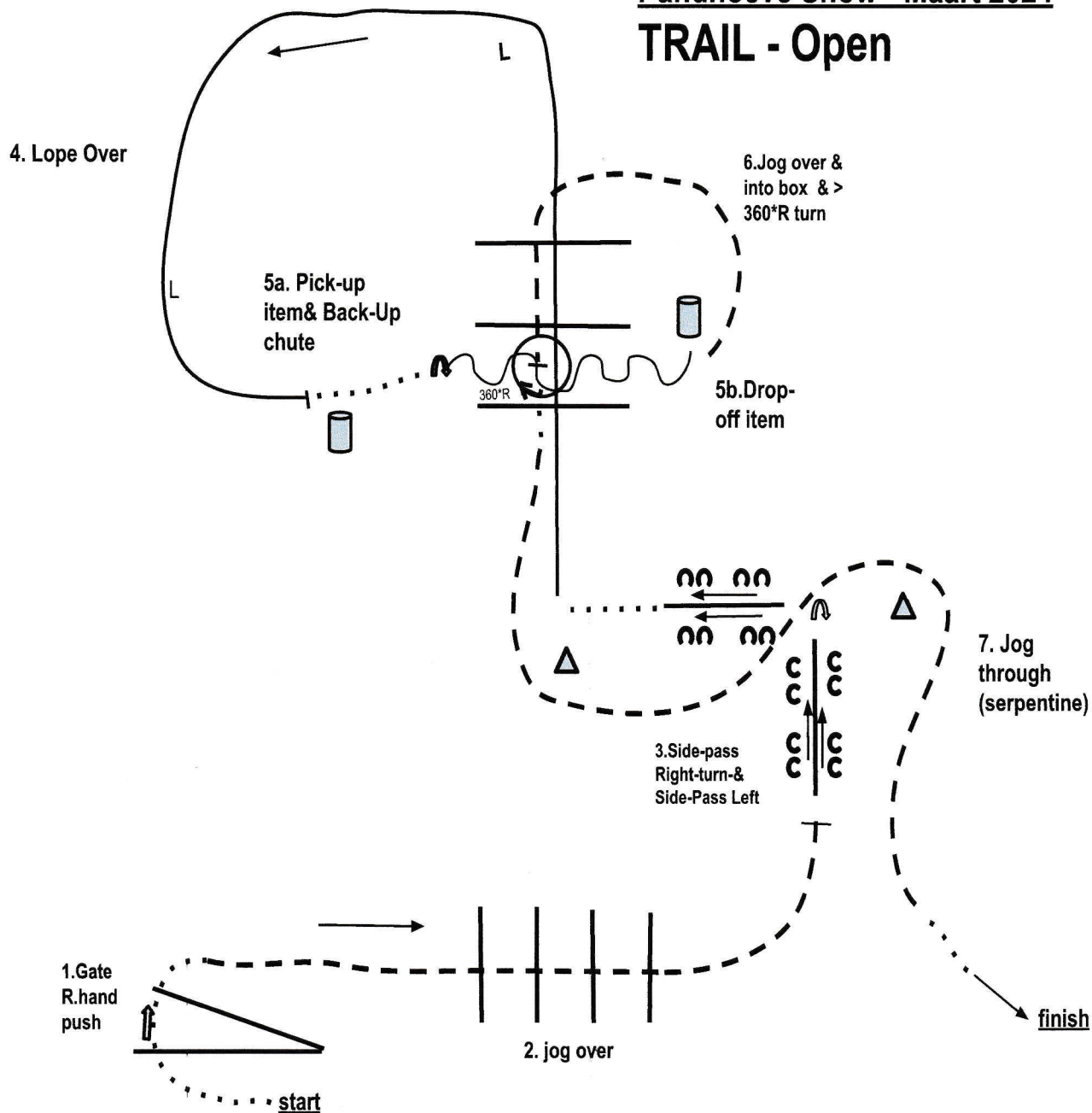
Trail - Advanced



1. Gate Right Hand Push
2. Jog Serpentine over logs
3. Lope over logs Right lead
4. Side Pass to Left
5. Jog into Chute and Back-up to Pick-Up
6. Pick-Up and walk to Drop-Off
7. Drop-Off and lope Left lead
8. Walk Over

Pandhoeve Show - Maart 2024

TRAIL - Open



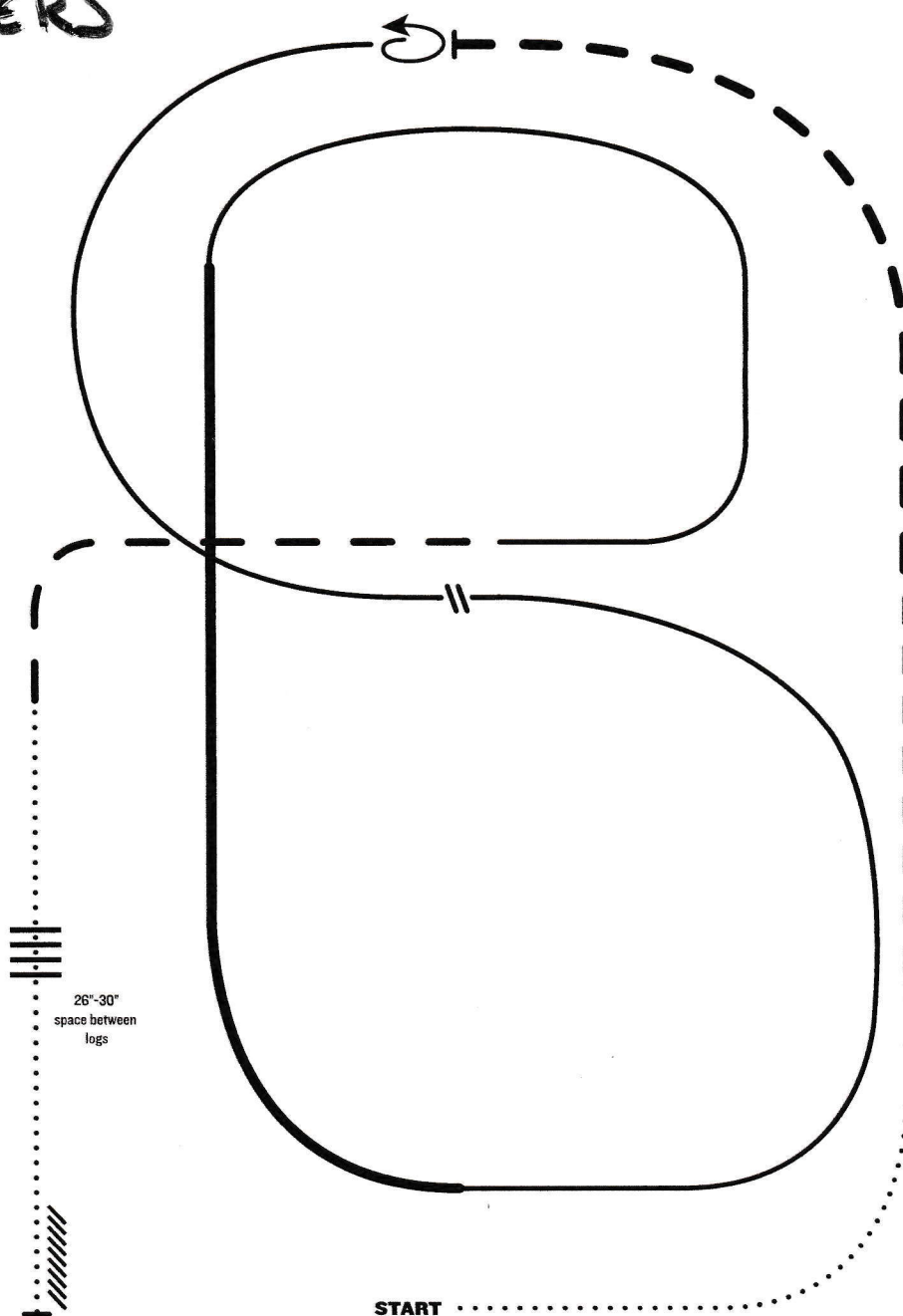
1. Gate Right hand Push
2. Jog Over logs
3. Side-Pass>R - turn & Side-Pass>L
4. Lope over Logs - (L lead on curve)
- 5A Pick-up Item
- 5B Back-up chute and Drop-off item
5. Jog over & into Box - turn 360°R & walk out
6. Jog serpentine

RANCH RIDING - PATTERN I

BEGINNERS

LEGEND

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



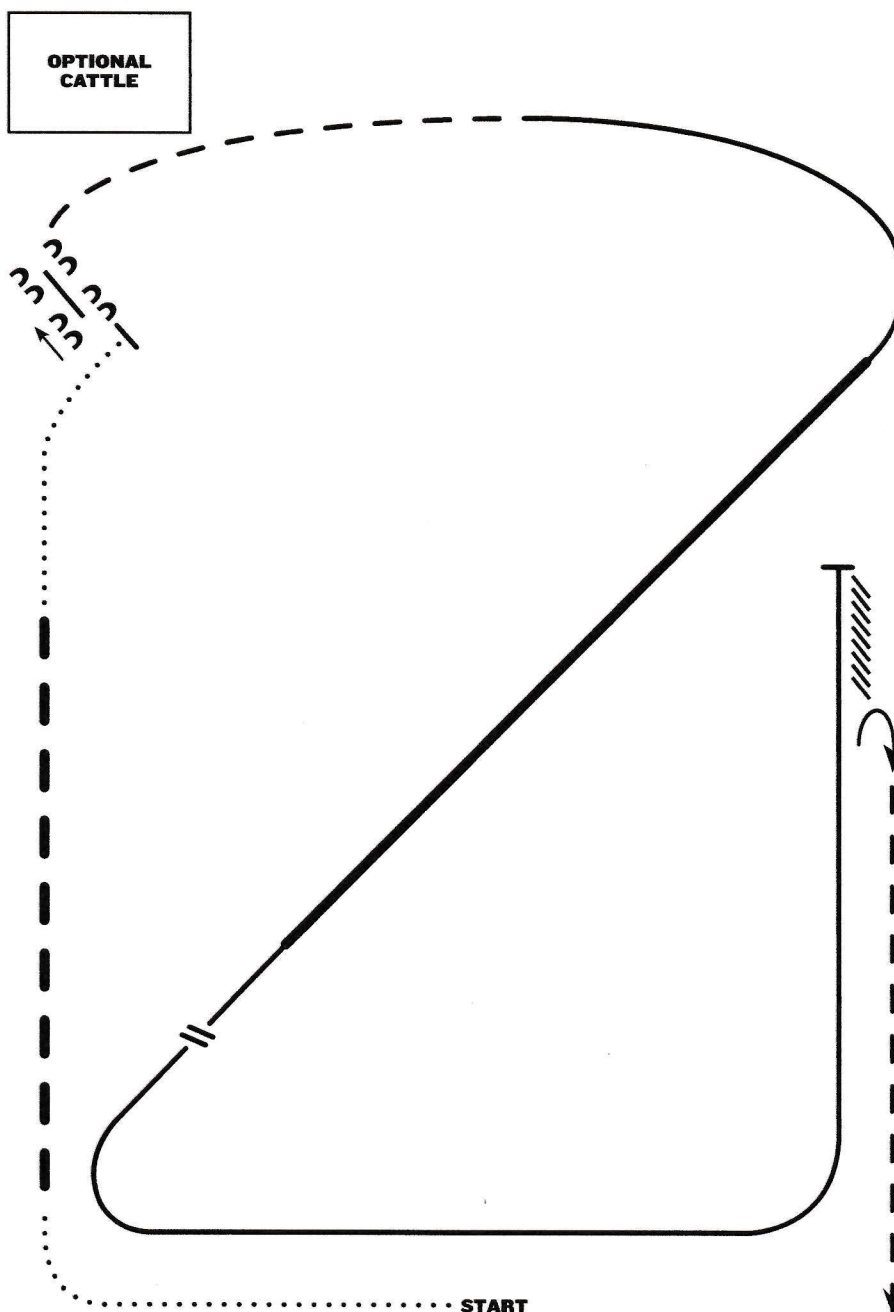
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. 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.

RANCH RIDING - PATTERN 10 ADVANCED

LEGEND

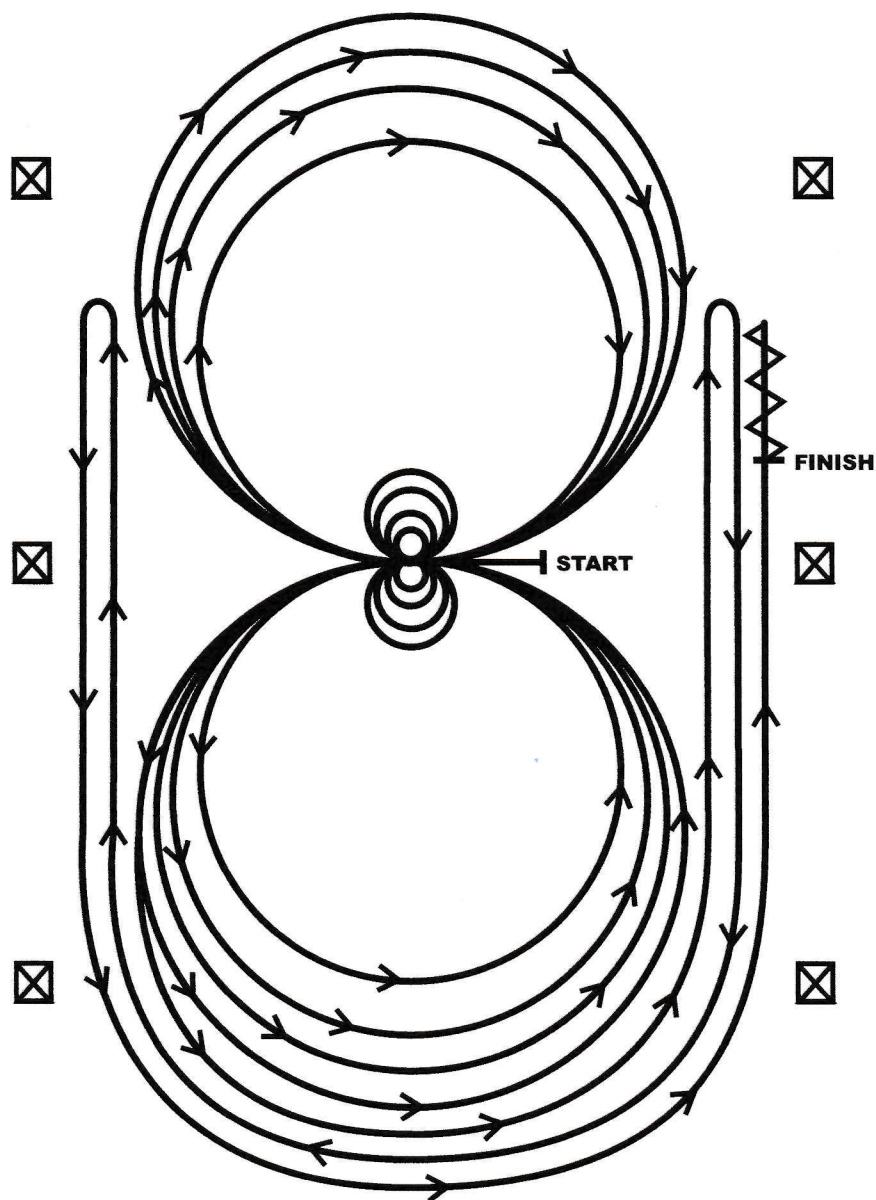
.....	Walk
...	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.

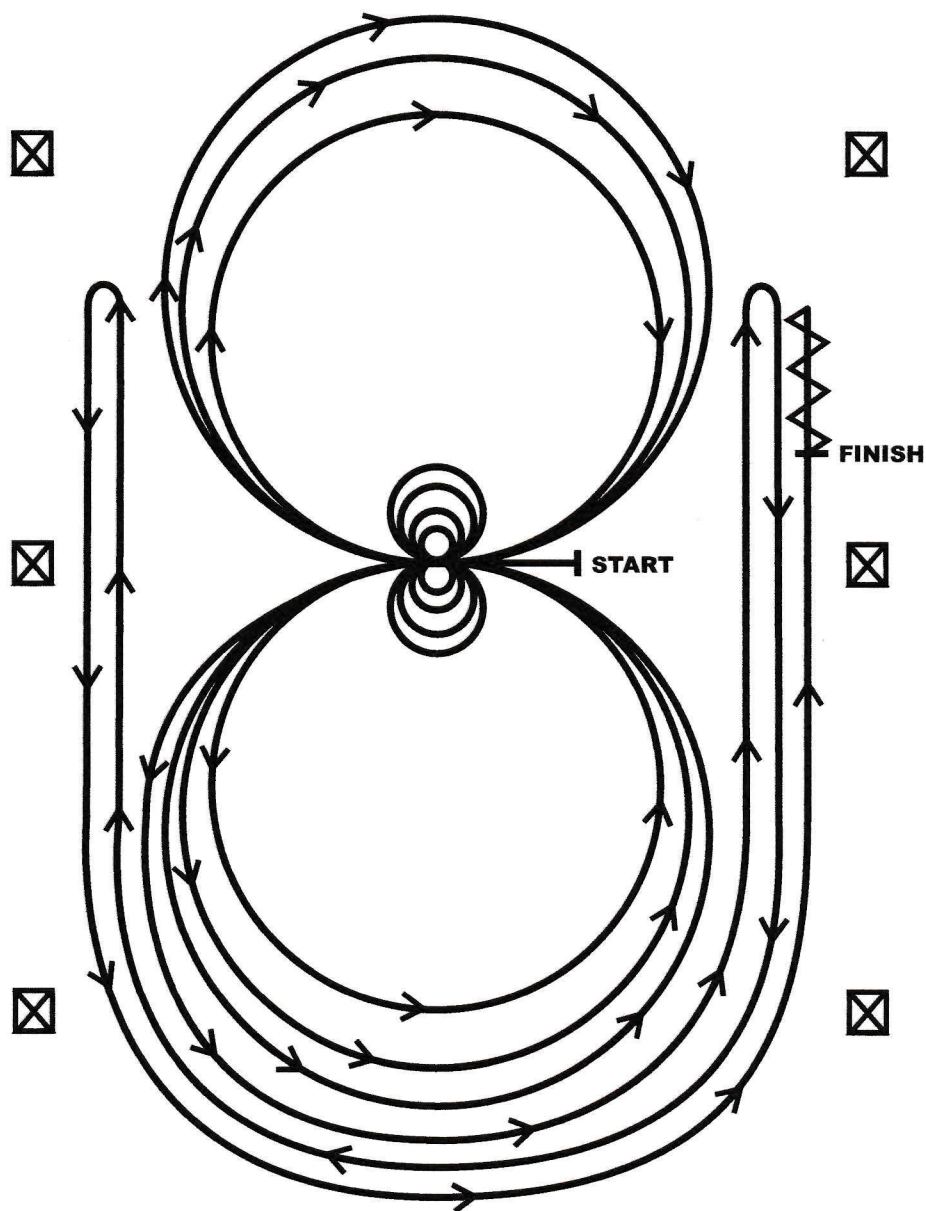
REINING PATTERN 5 BEGINNERS



Horses may walk or jog to the center of arena. Horses 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 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.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: 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 right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

REINING PATTERN 6 ADVANCED



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

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.