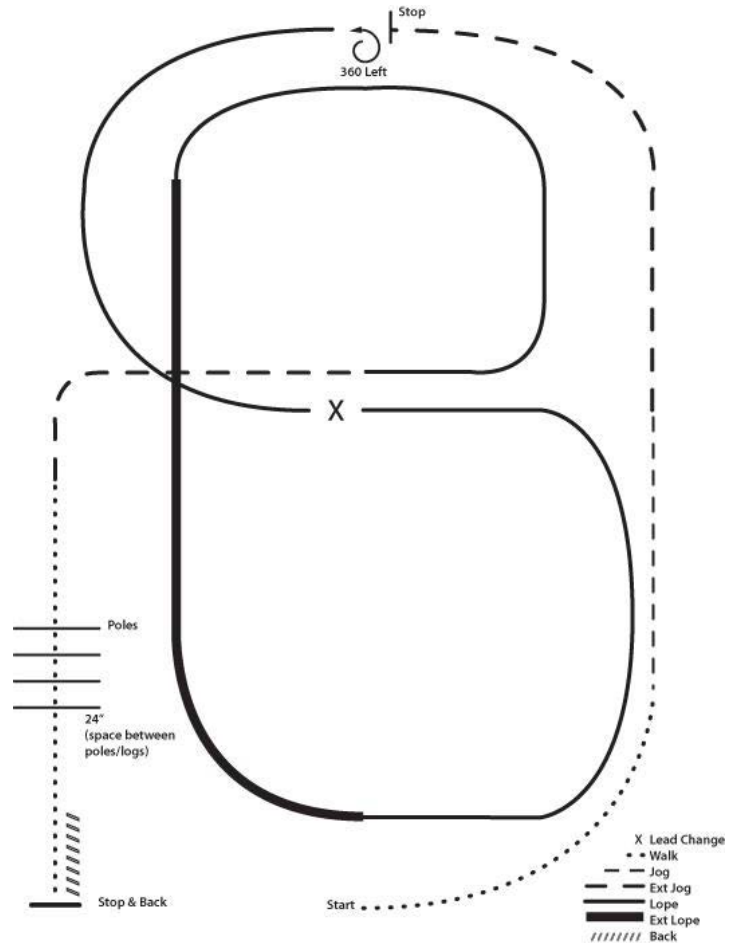


- Failure to perform a required maneuver will result in a horse placing below all other horses that perform all maneuvers.

The following apparel and/or equipment are discouraged:

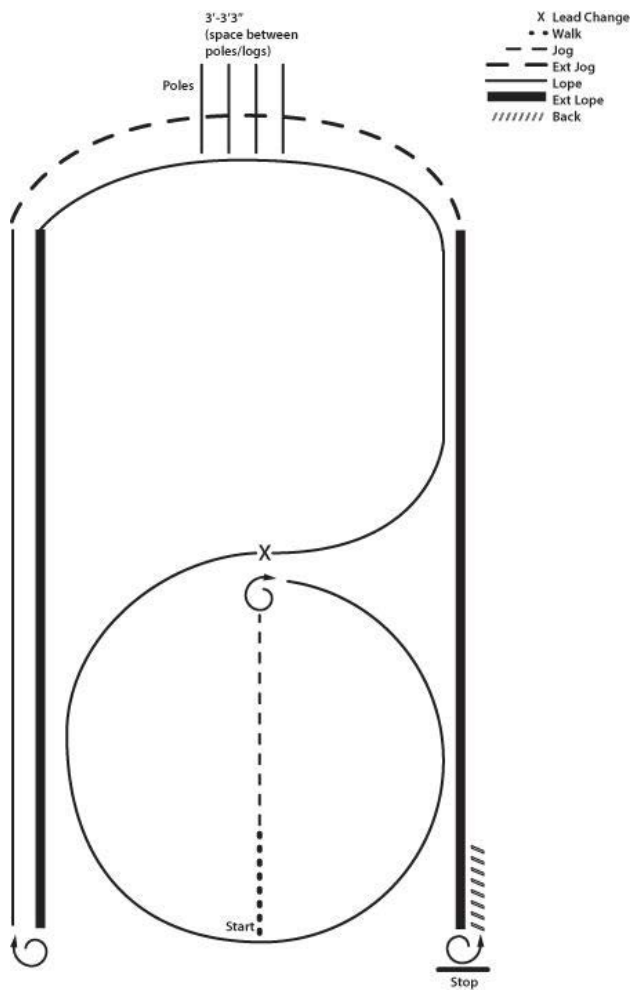
- Hoof polish.
- Braided or banded manes or tail extensions.
- Trimming inside ears and bridle path is allowed; also trimming of fetlocks or excessive (long) facial hair.
- Equipment with silver will not increase a score over a good working outfit.

Working Ranch Pattern 1



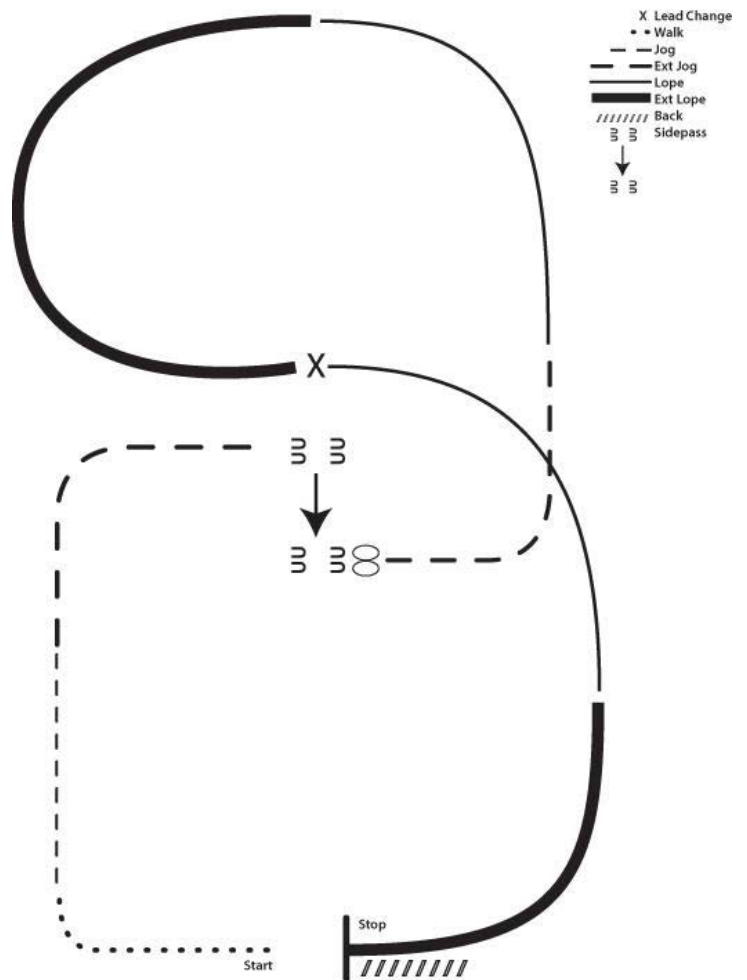
1. Walk
2. Jog
3. Extend the jog; at the top of the arena, stop
4. 360° turn to the left
5. Left lead ½ circle, lope to center
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extend lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back

Working Ranch Pattern 2



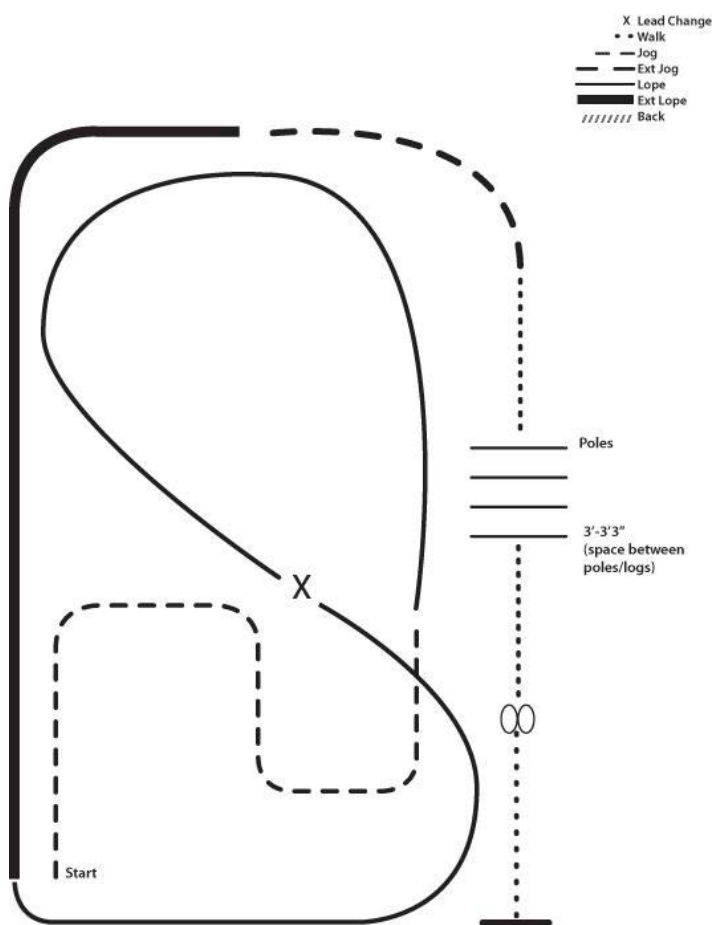
1. Walk
2. Jog
3. Stop, do 1¼ turn to the right
4. Lope small circle on the right lead
5. Change leads (simple or flying), lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do 2½ turns right
8. Lope straight on the right lead
9. Extend the jog around the end of the arena across poles/logs
10. Extend lope on right lead
11. Stop, do 2 turns left
12. Back

Working Ranch Pattern 3



1. Walk to the left around corner of the arena
2. Jog
3. Extend along side of the arena and around the corner to the center
4. Stop, side pass right
5. 360° turn each direction (either way first)
6. Extend the jog
7. Lope left lead
8. Extend the lope
9. Change leads (simple or flying)
10. Collect to the lope
11. Extend the lope
12. Stop and back

Working Ranch Pattern 4



1. Jog serpentine
2. Lope left lead around the end of the arena and then diagonally across the arena
3. Change leads (simple or flying) and lope on the right lead around end of the arena
4. Extend lope straight away and around corner to the center of the arena
5. Extend job around corner of the arena
6. Collect to a jog, jog over poles
7. Stop, do 360° turn each direction (either direction first, L-R or R-L)
8. Walk

Western Pleasure

In all pleasure classes, the judge should place the emphasis on manners, performance, conformation, and soundness; as well as on neatness and cleanliness of horse, tack, and rider.

Exhibitors may show in only one Western Pleasure class (exception is at the state show where the exhibitor may show a 2-year-old along with his or her district qualified horse). Stock-type includes, but is not limited to, Appaloosa, Buckskin, Palomino, Paint, and Quarter Horse. Non-stock-type includes, but is not limited to, American Saddlebred, American Show Horse, Arabian, Morgan, and Thoroughbred. These divisions should take into account breed differences in head carriage and animation. Although the breed distinctions are not mandatory, it is in the exhibitor's best interest to enter the appropriate division.

Horses will be judged both directions at the walk, jog, and lope as well as on the back, and all transitions between gaits.

Horses will be judged on quality of movement, attitude, and mannerisms as reflected in the horse's ears, mouth, tail, and way of going.

The walk should be a comfortable, ground covering four-beat gait.

The jog should be a soft, balanced two-beat diagonal gait showing proper cadence. "Walking behind" in the jog should be penalized.

Extension of the walk or jog should be an extension of the stride and an appropriate increase in the speed.

The lope should be a comfortable three-beat gait. A four-beat gait is not desirable and shall be penalized.

The back should be performed easily on command and performed quietly in a straight line without resistance.

Movement and head carriage should be appropriate for the horse's size, conformation, and breed. Extreme deviations in the head set should be penalized.