

Ranch Pleasure

- A.** This class is a pattern class that is judged on the pony's ability to work each part of the pattern correctly and efficiency with a free forward motion. The look should be that of a natural-moving pony heading out to get a job done. Ponies in this class should look like they are soft to ride so that riders would want to sit on them for 8 to 10 hours working on a ranch. The rider should have light contact, and the pony should not be shown with a full drape of the reins.
- 1. Walk:** The pony should have a four-beat gait, with a level top line and a relaxed appearance, yet is bright and attentive.
 - 2. Trot:** At the trot, the pony's motion should seem effortless and efficient. As in all gaits, this is a ground-covering gait. This pony is confident, yet still soft in his motion. He is flat with his knee and hock and has some cushion in his pastern. His expression is bright and alert.
 - 3. Extended Trot:** At the extended trot, the pony has an obvious lengthening to his stride with an increase in pace. This pony is still smooth but appears to have more length with less effort being exerted. Riders may post the extended trot, stand in the stirrups with or without holding the horn, or sit the gait.
 - 4. Lope:** This is a natural, three-beat gait, displaying forward motion. At the lope, the pony has a relaxed, yet alert and confident appearance, with a level top line or above.
 - 5. Extended Lope:** At the extended lope, a pony has an obvious lengthening of his stride and an increase in his pace, without going into an all-out gallop.
 - 6. Lead Changes:** Riders may complete a simple or flying lead change, whichever best suits the pony's skill level.
 - 7. 360:** Make a steady, efficient turn.
 - 8. Back:** The pony should back in a straight line and should be soft in the bridle, not gaping his mouth or bracing.
 - 9. Penalties:** Exhibitors showing ponies with unnaturally slow gaits should be heavily penalized.
- B. Tack and Attire.** Blinged-out show attire is NOT to be given preference over suitable working attire. Working attire is a long-sleeved western shirt with a collar, jeans, western boots, western hat or approved safety helmet. Vest, chaps, and chinks are optional. Saddles and bridles with silver are acceptable but are not to be given preference over clean working saddle and bridles.
- C. Manes and Tails.** Banded manes are allowed, with NO preference over natural or roached manes. Tail extensions are allowed but are discouraged for this class.

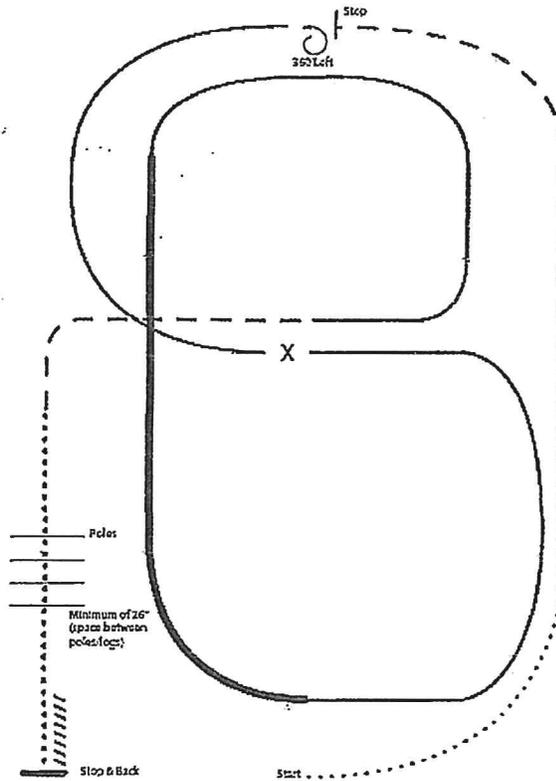
Reason for class: This class has been popular with some of the other breed shows and I feel that POAC would have lots of entries for this class and it might attract families that can't afford the high dollar show clothing and tack. It might also appeal to the novice group that maybe doesn't have a pony that move in the fashion we see pony move in the pleasure classes today. This class might be a class for new families and for the junior pony that hasn't learned all of the collection that we see today. I however do NOT want to follow all of AQHA rules of not being able to ride in other pleasure classes if you enter this one. POA is an all-around pony.

Patterns will be developed as the rules for this class are approved.

RANCH RIDING - PATTERN 1

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the 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 poles
12. Stop and back

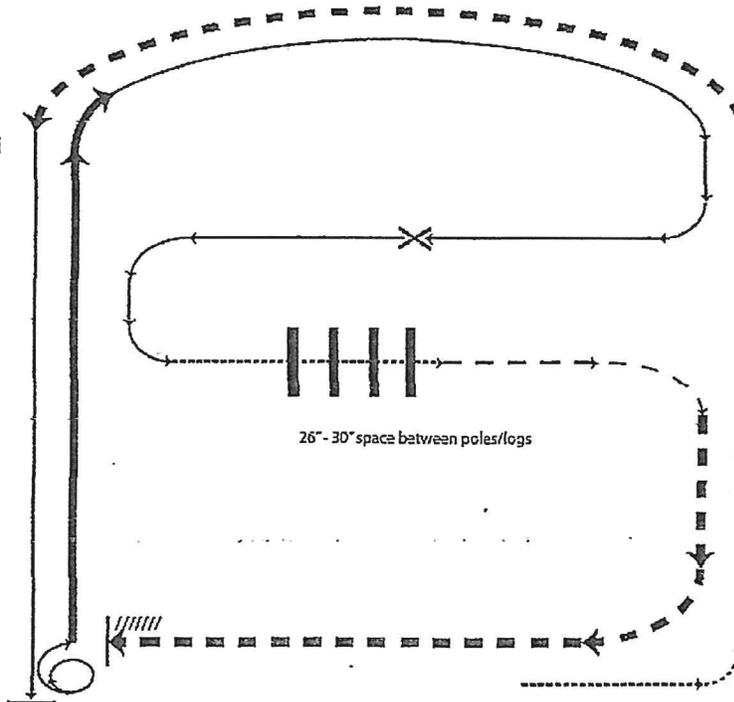
- X Lead Change
- ♦♦♦ Walk
- - - Trot
- — — Ext Trot
- — — Lope
- — — Ext Lope
- ||||| Back



RANCH RIDING - PATTERN 2

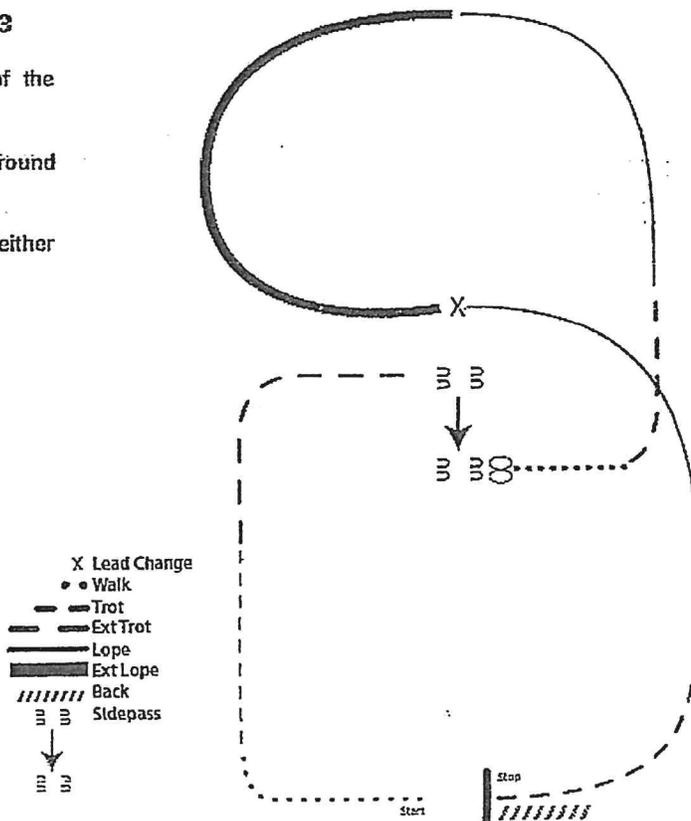
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

- X Lead Change
- ♦♦♦ Walk
- - - Trot
- — — Ext Trot
- — — Lope
- — — Ext Lope
- ||||| Back



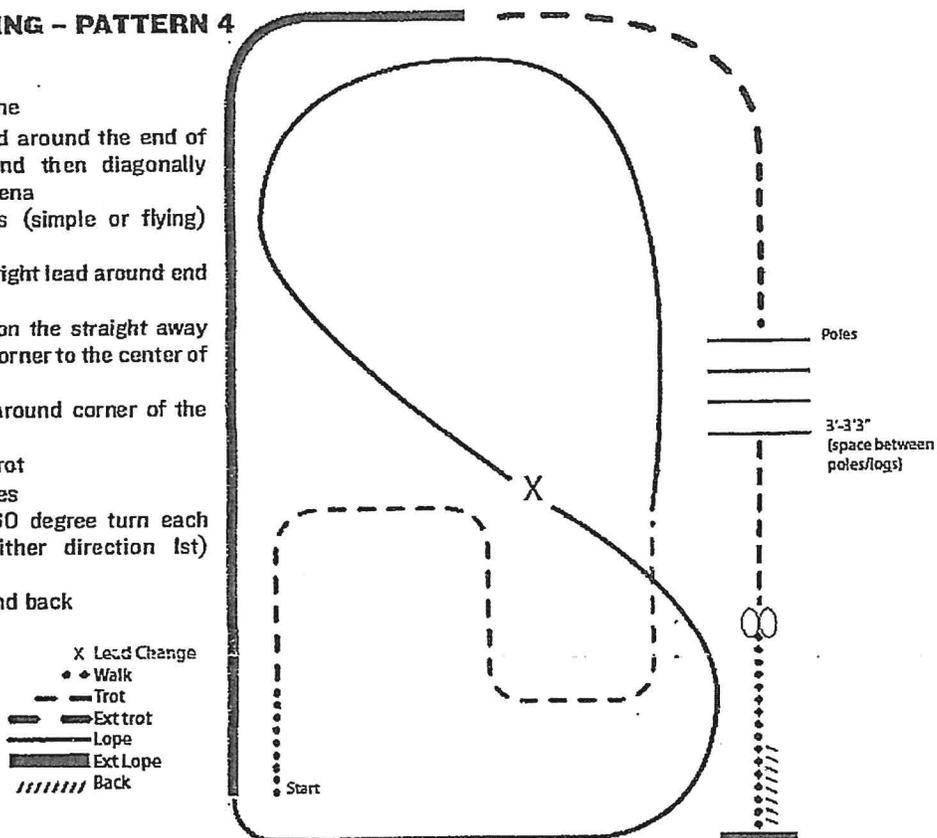
RANCH RIDING - PATTERN 3

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



RANCH RIDING - PATTERN 4

1. 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) and
5. Lope on the 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 poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back



RANCH RIDING - PATTERN 5

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

- X Lead Change
 ••••• Walk
 - - - Trot
 - - - Ext Trot
 - - - Lope
 - - - Ext Lope
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