

RANCH PONY PLEASURE

The purpose of Ranch Pony Pleasure should reflect the versatility, attitude, and movement of a working pony. The pony's performance should simulate a pony riding outside the confines of an arena and that of a working ranch pony. This class should show the pony's ability to work at a forward, working speed while under control by the rider. Light contact should be rewarded and pony shall not be shown on a full drape of reins or with excessive contact. The overall manners and responsiveness of the pony while performing the maneuver requirements are the primary consideration. This class is judged 100% on performance.

Class Requirements

- Each pony will work individually, performing both required and optional maneuvers, and scored on the basis of 0-100, with 70 denoting an average performance.
- The required maneuvers will include the walk, trot, and lope both directions and the extended trot and extended lope in at least on direction; as well as stops (not sliding) and back with four obstacles to be completed.
- Obstacles may include: gate, walk-overs (20"-24") or trot-overs (30"-36"), drag (preferably not cans in a trash bag), carrying an object from one place to another, hobble or ground-tie, or throwing a rope at an object (actual catching of the object is not the test).
- The maneuvers may be arranged in various combinations with final approval by the judge.
- Gaits should be forward moving, free flowing and ground covering. Transitions should be performed where designated, with smoothness and responsiveness.
- One of the suggested patterns may be used, however a judge may utilize a different pattern as long as all required maneuvers are included. Should a judge use one of his/her own patterns, it is recommended to not have the stop following an extended lope.
- The use of natural logs is encouraged.
- Posting at the extended trot is acceptable.

Scoring

A contestant shall be penalized each time the following occur:

One (1) Point Penalties

- Too slow per gait
- Over-bridled
- Out of frame
- Break of gait at walk or jog for 2 strides or less

Three (3) Point Penalties

- Break of gait at walk or jog for more than 2 strides
- Break gait at lope
- Wrong lead or out of lead
- Overly draped reins

Five (5) Point Penalties

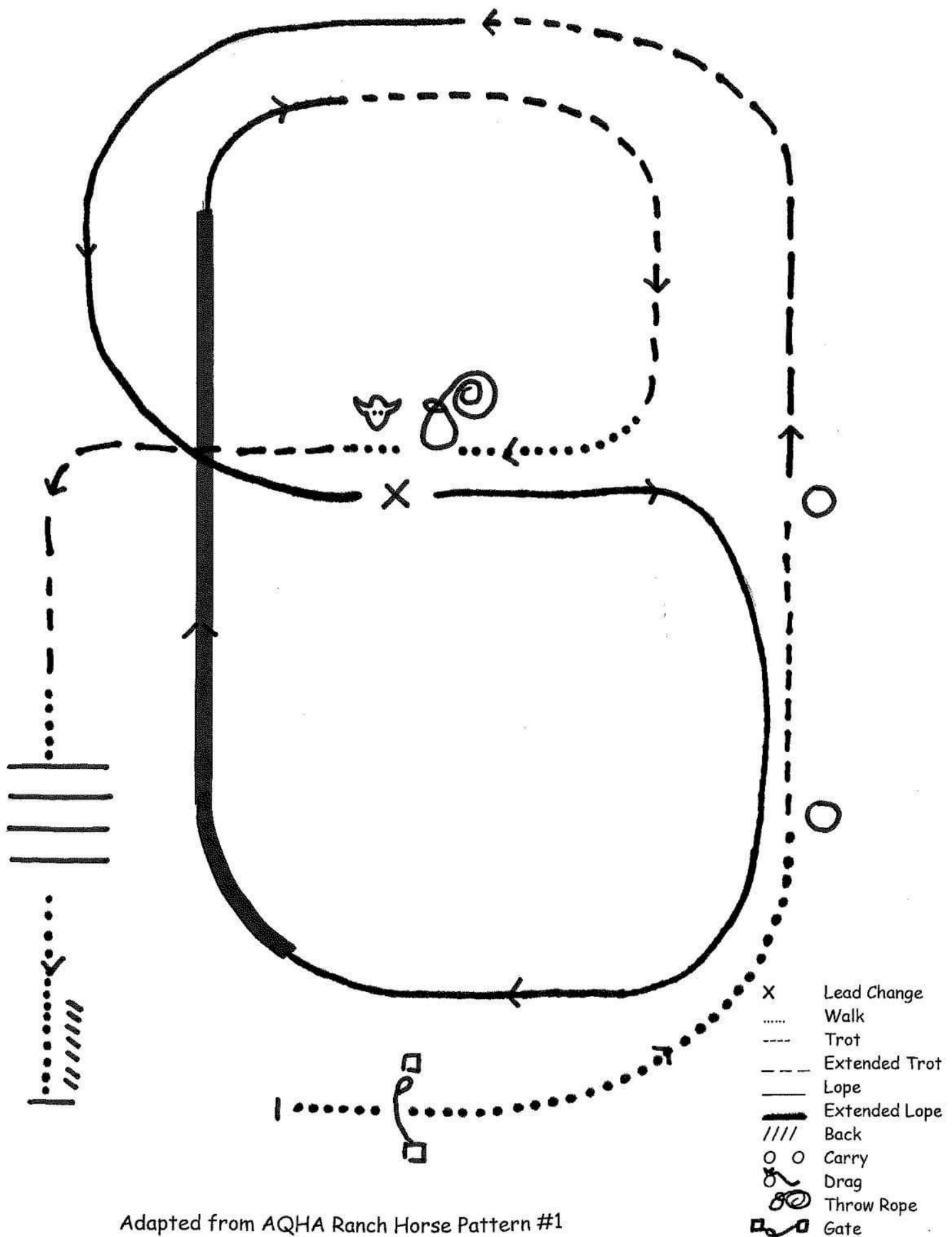
- Blatant disobedience (kick, bite, buck, rear, etc.)
 - Must be placed below horses performing all maneuvers
 - Eliminates maneuver
 - Incomplete maneuver
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Zero (0) Score

- Willful abuse
- Major disobedience or schooling

No specific penalties will be incurred for nicks/hits on poles but deduction may be made in maneuver score.

Ranch Pony Pattern #1

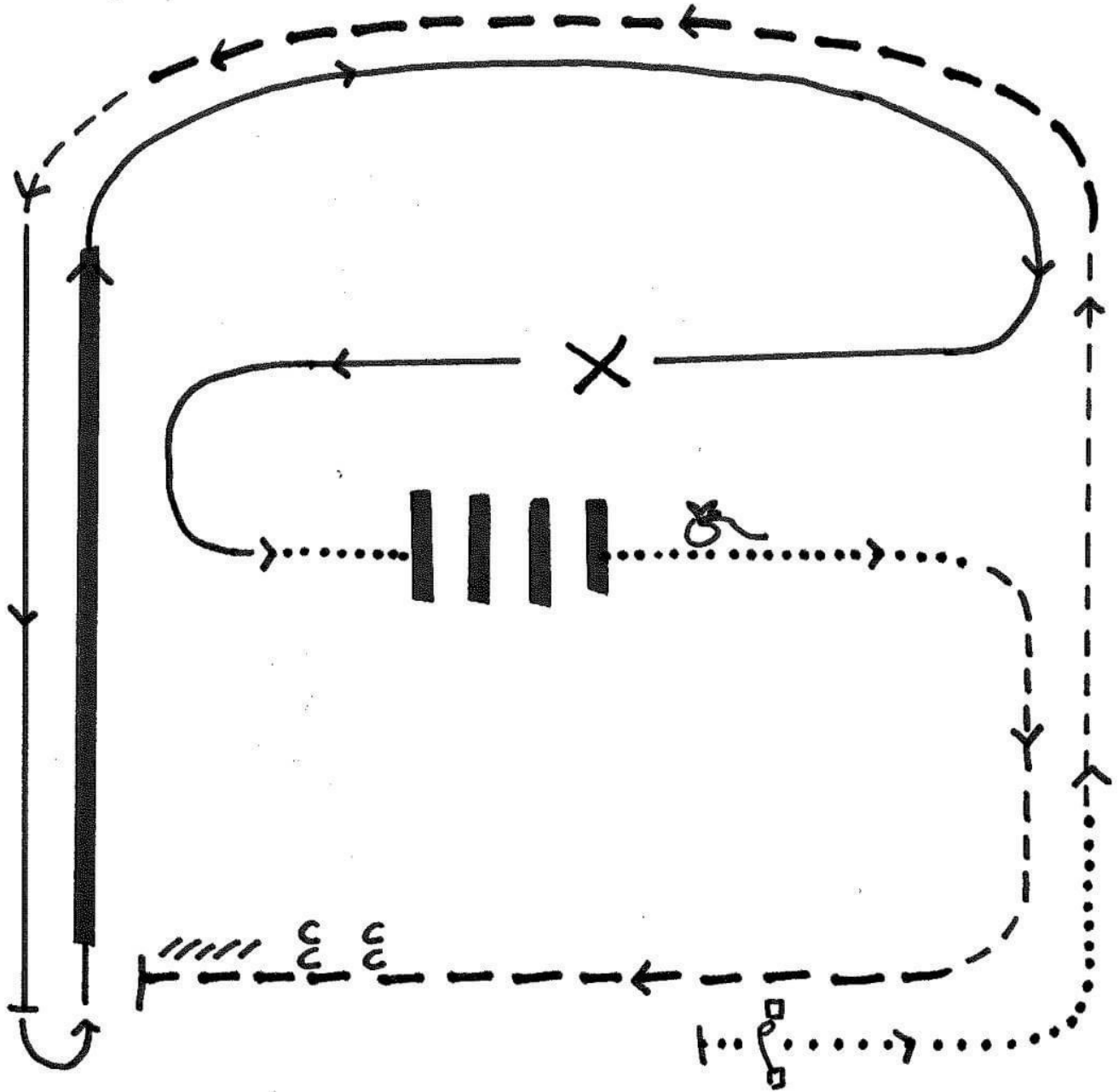


Adapted from AQHA Ranch Horse Pattern #1

Ranch Pony - Pattern #1

1. Walk to gate
2. Gate - right hand push or pull
3. Walk to barrel pick up item to carry
4. Trot to second barrel and leave item carried
5. Extend the trot, at top of arena, lope left lead
6. Lope left lead half circle, lope to center
7. Change leads (simple or flying)
8. Right lead half circle
9. Extend lope up the long side of the arena (right lead), collect back to lope around corner
10. Trot around corner
11. Walk around corner, stop in center of arena
12. Throw rope at target, gather rope if possible
13. Walk and transition to extended trot through trot and turn left down arena
14. Transition to walk through trot
15. Walk over poles
16. Stop and back

Ranch Pony Pattern #2



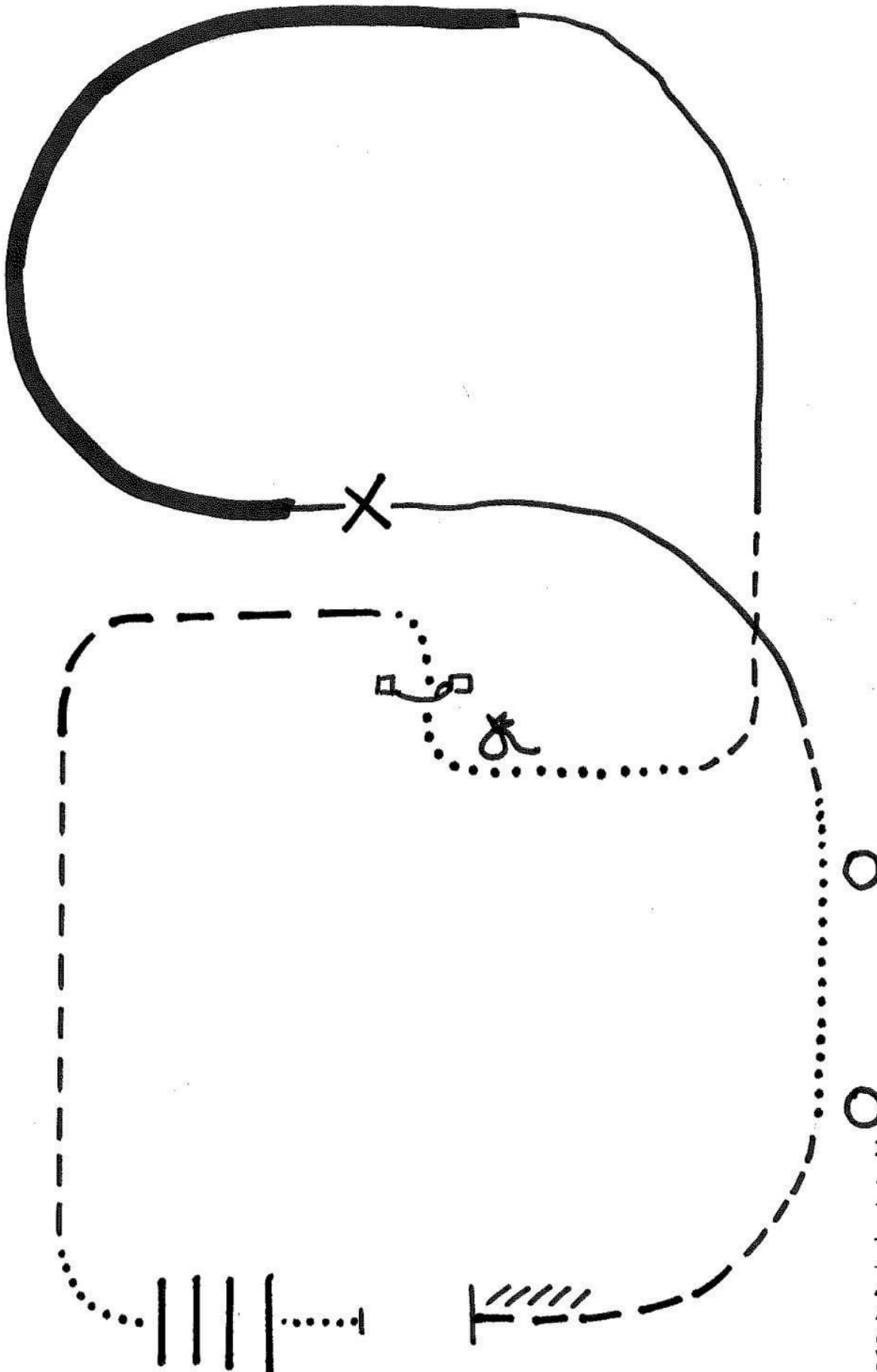
- X Lead Change
- Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- //// Back
- ○ Carry
- ⊗ Drag
- ⊗ Throw Rope
- Gate

Adapted from AQHA Ranch Horse Pattern #2

Ranch Pony - Pattern #2

1. Walk to gate
2. Gate - right hand push or pull
3. Trot
4. Extend trot
5. Transition to left lead lope through trot
6. Lope left lead down rail
7. Stop; Half turn on haunches left
8. Transition to extended lope right lead through right lead lope
9. Collect to right lead lope
10. Change leads (simple or flying)
11. Left lead lope
12. Walk
13. Walk over poles
14. Drag for 10-15 feet
15. After drag transition to trot
16. Extended trot
17. Stop and back
18. Dismount and ground tie (split reins) or hobble (romel reins) for a count of 20; lead out

Ranch Pony Pattern #3



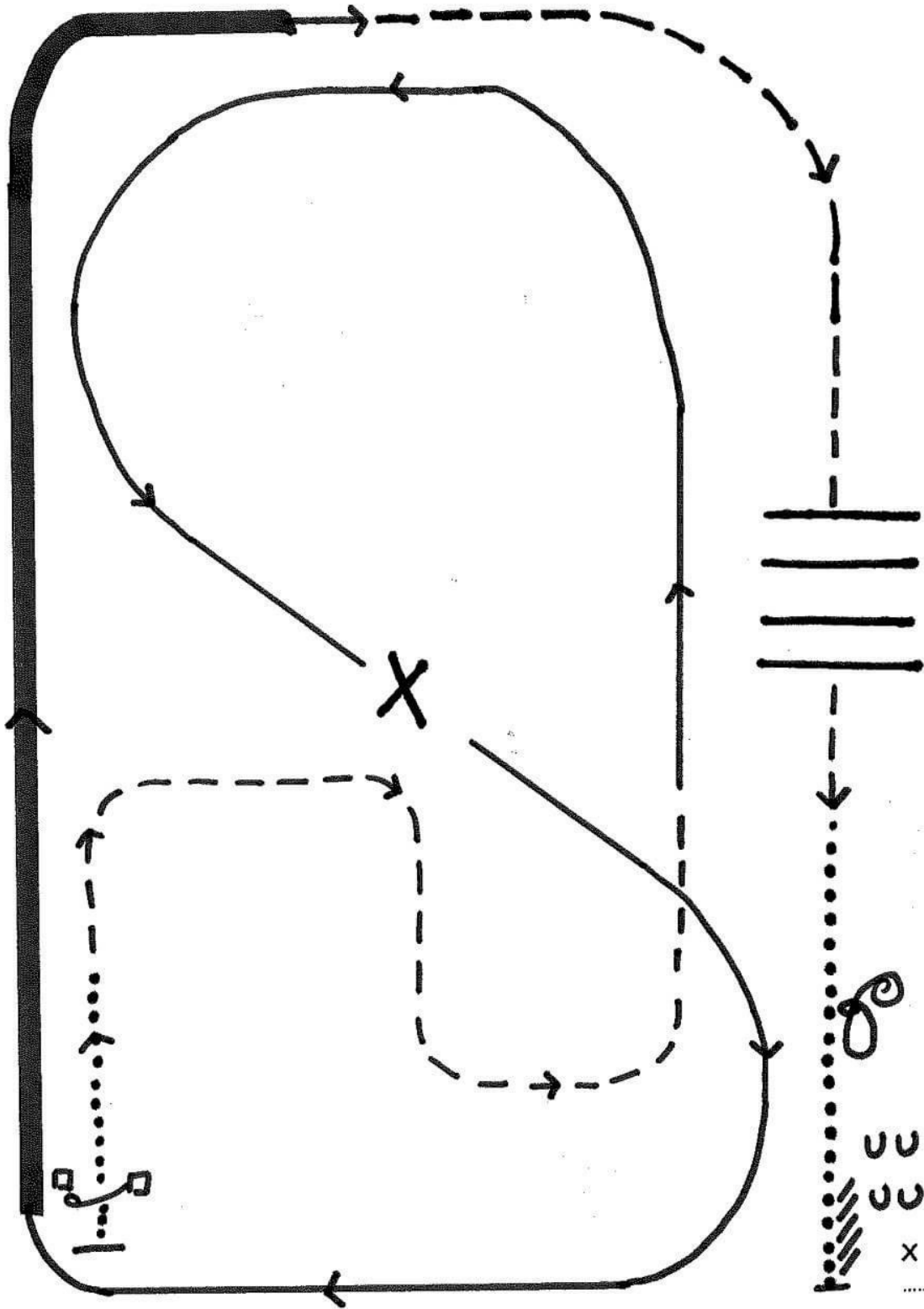
- X Lead Change
- Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- //// Back
- ○ Carry
- ⊠ Drag
- ⊠ Throw Rope
- ⊠ Gate

Adapted from AQHA Ranch Horse Pattern #3

Ranch Pony - Pattern #3

1. Walk to poles
2. Walk over poles
3. Walk
4. Trot
5. Extended Trot
6. Walk to gate
7. Gate - Right hand push or pull
8. Drag 10-15 feet
9. Trot
10. Lope left lead
11. Extended lope left lead
12. Collect to lope
13. Change leads (simple or flying)
14. Lope right lead
15. Transition to walk through trot
16. Walk to barrel and collect item to carry
17. Walk to second barrel and leave carried item
18. Transition to extended trot through trot
19. Stop and back

Ranch Pony Pattern #4



- X Lead Change
- Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- //// Back
- ○ Carry
- Drag
- Throw Rope
- Gate

Adapted from AQHA Ranch Horse Pattern #4

Ranch Pony - Pattern #4

1. Walk to gate
2. Gate - right hand push or pull
3. Trot
4. Lope left lead
5. Change leads (simple or flying)
6. Lope right lead
7. Extended lope along rail and around corner
8. Transition to extended trot through lope
9. Trot
10. Trot over poles
11. Walk
12. Stop and throw rope at target; gather rope if possible
13. Walk
14. Stop and back
15. Dismount and ground tie (split reins) or hobble (romel reins) for a count of 20; lead out