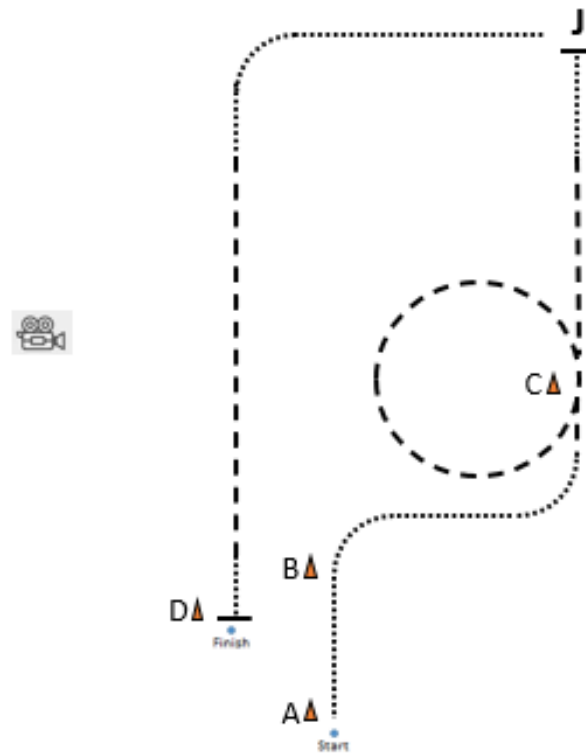




Beau Dandy's Virtual Horse Show



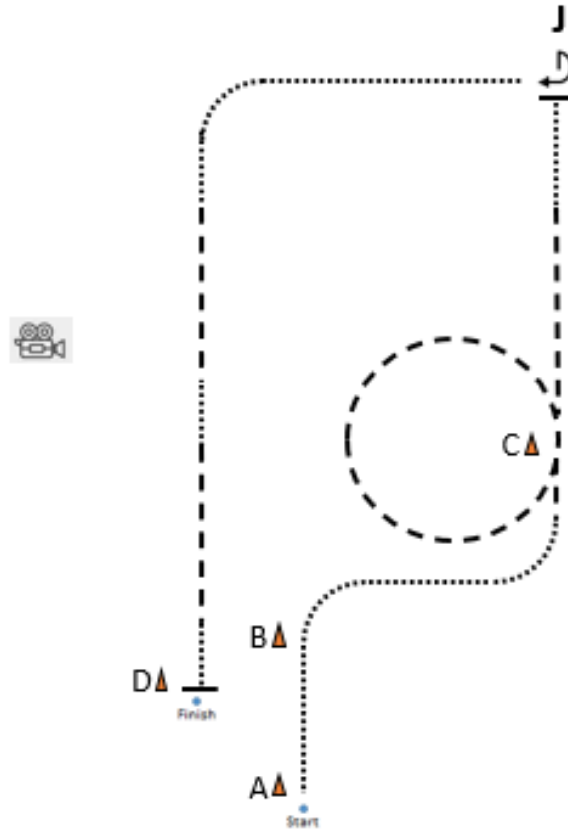
WRAN L5 Showmanship



1. Start pion A, Walk
2. Pion B bocht naar rechts, bocht naar links
3. Voor pion C Jog, Pion C cirkel links
4. Stop, Jury inspectie, Walk
5. Walk, Na bocht Jog
6. Voor pion D Walk
7. Pion D stop, Finish



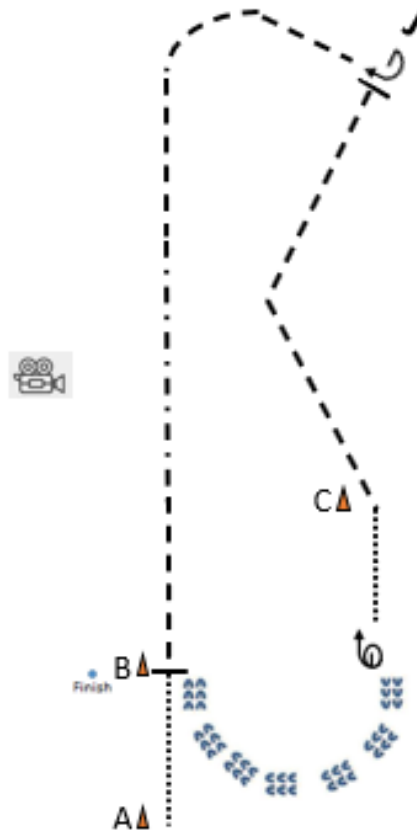
WRAN L4 Showmanship



1. Start pion A, Walk
2. Pion B bocht naar rechts, bocht naar links
3. Voor pion C Jog, Pion C cirkel links
4. Stop, Jury inspectie, Turn 270 graden rechts
5. Walk, Na bocht Jog
6. Enkele passen Walk
7. Voor pion D Walk
8. Pion D stop, Finish



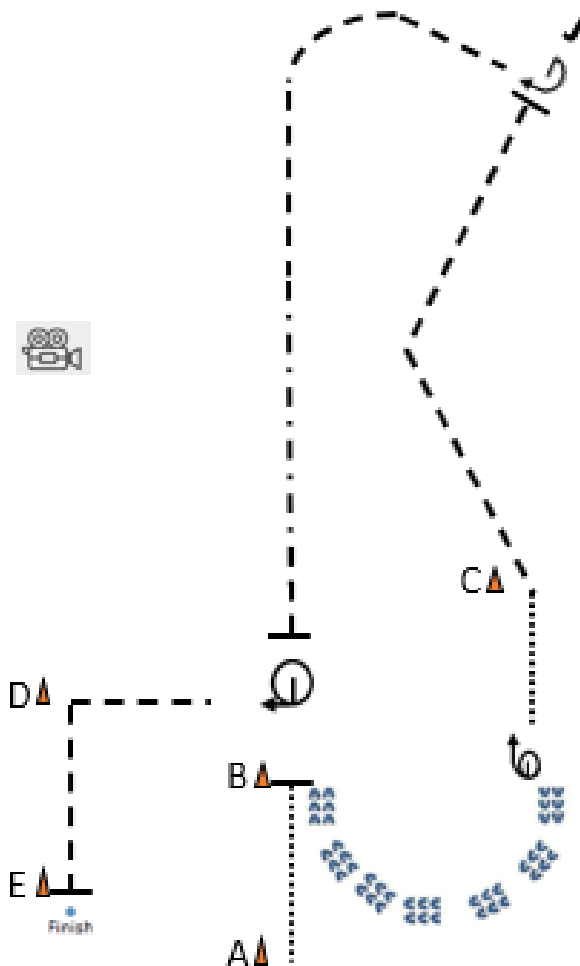
WRAN L2 Showmanship



1. Start pion A, Walk
2. Stop pion B, Back-up halve cirkel
3. Turn 540 graden rechts, Walk
4. Pion C Jog schuin naar links, schuin naar rechts
5. Stop, Turn 270 graden rechts, Jury inspectie, Walk
6. Jog, Enkele passen extended Jog, Jog
7. Stop pion B, Finish



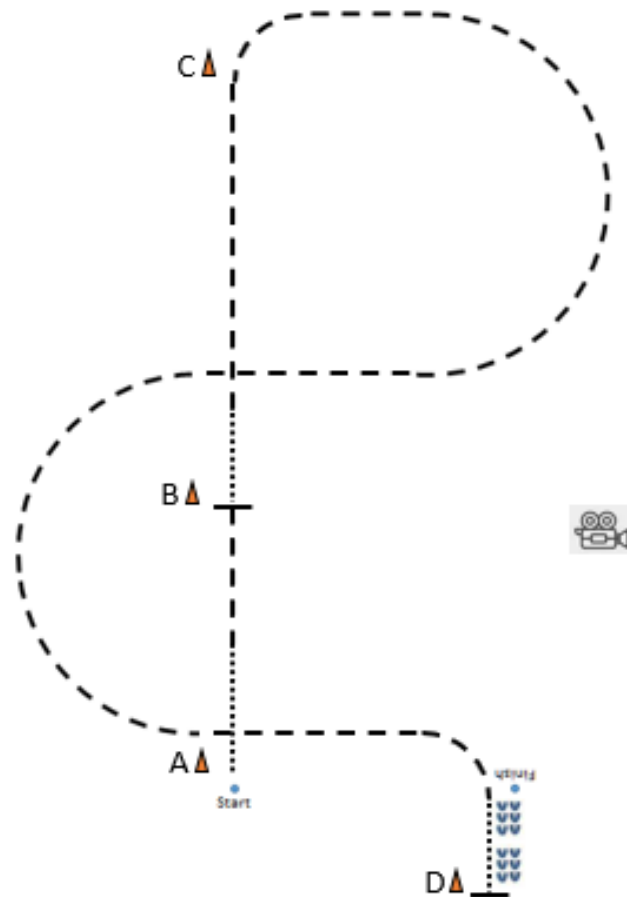
WRAN L1 Showmanship



1. Start pion A, Walk
2. Stop pion B, Back-up halve cirkel
3. Turn 540 graden rechts, Walk
4. Pion C Jog schuin naar links, schuin naar rechts
5. Stop, Turn 270 graden rechts, Jury inspectie, Walk
6. Jog, Enkele passen extended Jog, Jog
7. Stop ter hoogte van pion D, Turn 450 graden rechts, Jog
8. Pion D naar links, Stop pion E, Finish



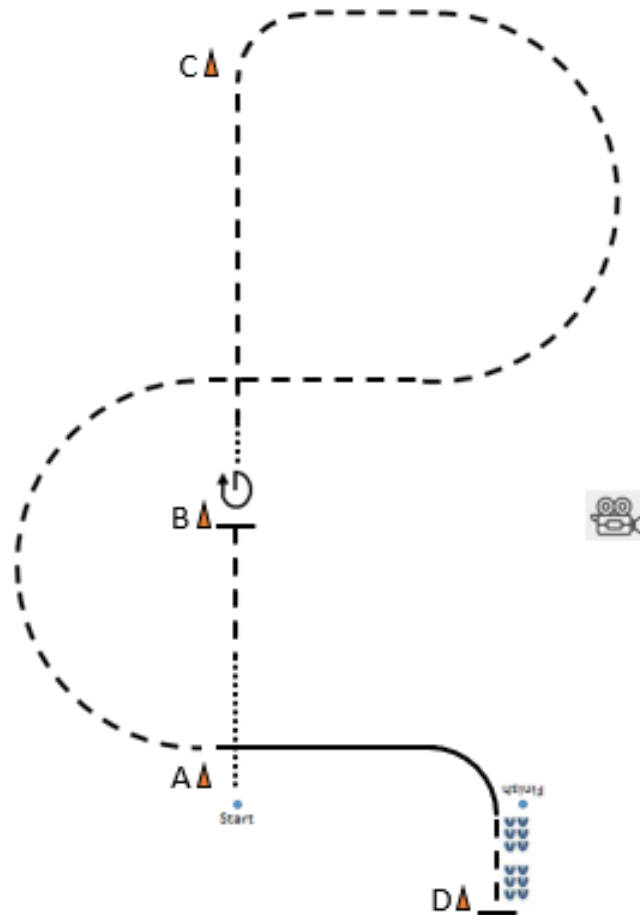
WRAN L5 Horsemanship



1. Start pion A, Walk
2. Na enkele passen Jog
3. Stop pion B, Sta enkele seconde stil, Walk
4. Voor pion C Jog
5. Voor pion D Walk
6. Stop pion D, Back-up enkele passen, Finish



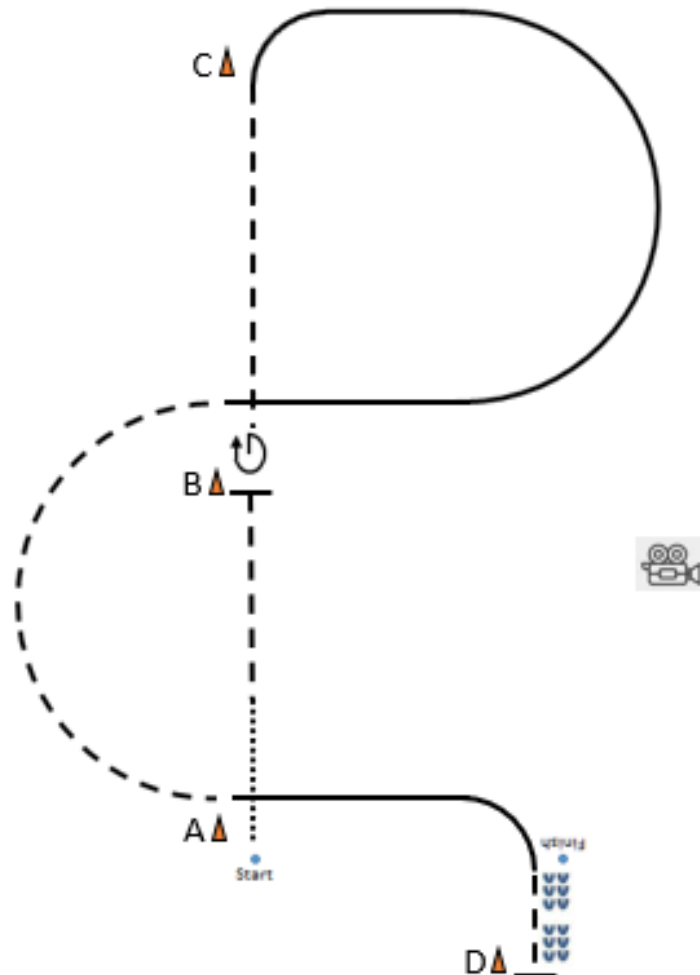
WRAN L4 Horsemanship



1. Start pion A, Walk
2. Na enkele passen Jog
3. Stop pion B, Turn 360 graden rechts, Walk
4. Voor pion C Jog
5. Pion A Lope rechts, Voor pion D Jog
6. Stop pion D, Back-up één paardenlengte, Finish



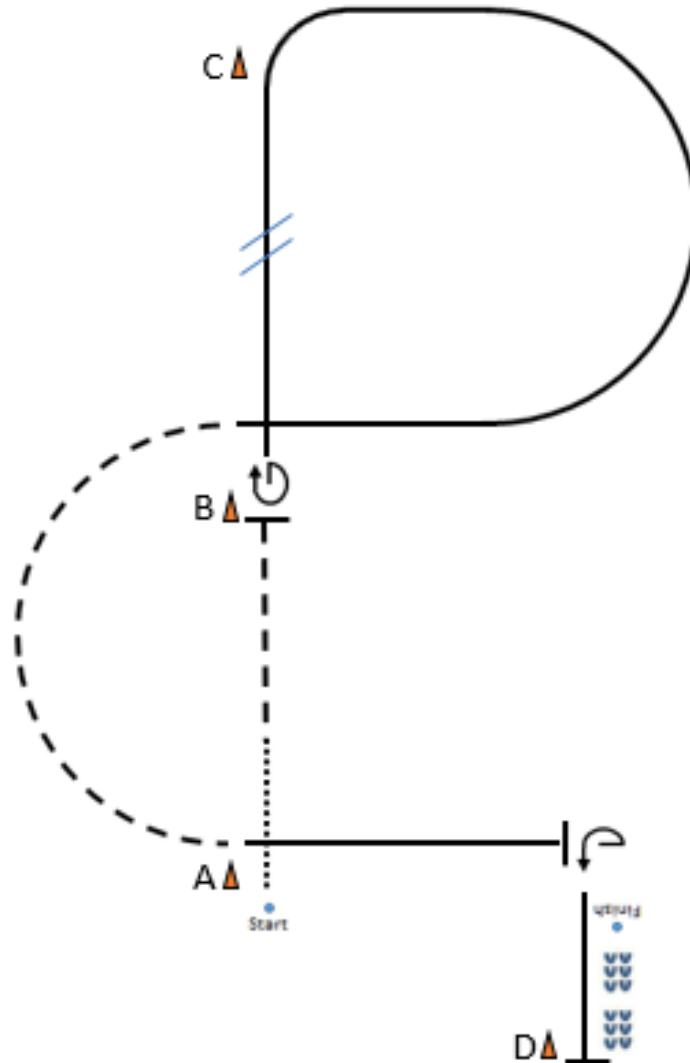
WRAN L3 Horsemanship



1. Start pion A, Walk
2. Na enkele passen Jog
3. Stop pion B, Turn 360 graden rechts, Jog
4. Pion C Lope rechts
5. Pion B Jog , Pion A Lope rechts
6. Voor pion D Jog
7. Stop pion D, Back-up één paarden lengte, Finish



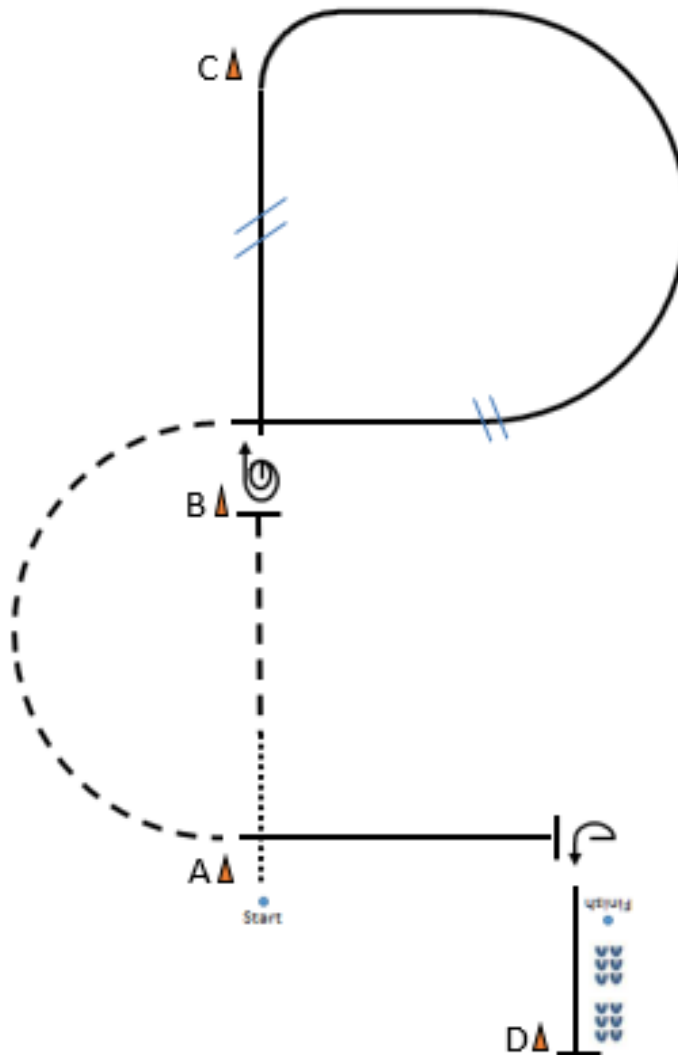
WRAN L2 Horsemanship



1. Start pion A, Walk
2. Na enkele passen Jog
3. Stop pion B, Turn 360 graden rechts, Lope links
4. Voor pion C Lead Change Lope rechts
5. Pion B Jog , Pion A Lope rechts
6. Ter hoogte van pion D, Stop, Turn 270 graden links
7. Lope rechts, Stop pion D, Back-up één paarden lengte, Finish



WRAN L1 Horsemanship



1. Start pion A, Walk
2. Na enkele passen Jog
3. Stop pion B, Turn 720 graden rechts, Lope links
4. Voor pion C Lead Change Lope rechts
5. Na Bocht Lead Change Lope links, Pion B Jog
6. Pion A Lope rechts
7. Ter hoogte van pion D, Stop, Turn 270 graden links
8. Lope rechts, Stop pion D, Back-up één paarden lengte, Finish



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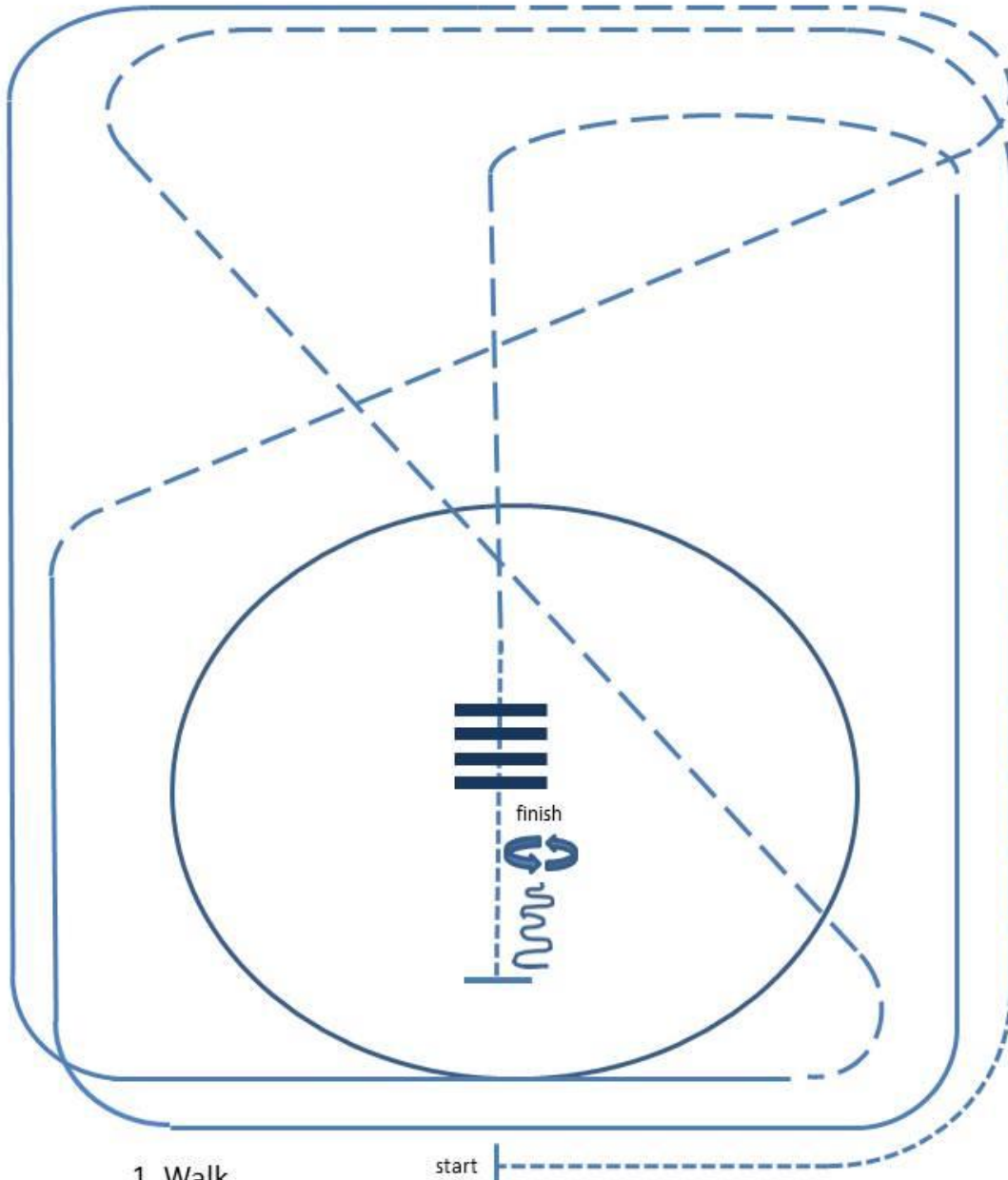
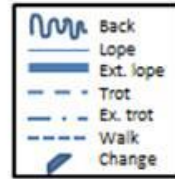


WRAN L4 Ranch Riding



Ranch Riding Pattern L4 - 16B

Showarena minimaal 20x40 meter



- | | |
|--|---------------------|
| 1. Walk | 7. Walk |
| 2. Trot | 8. Walk over |
| 3. Lope right lead circle,
lope right lead on long side | 9. Stop, back up |
| 4. Trot | 10. Turn left 180° |
| 5. Lope left lead | 11. Turn right 180° |
| 6. Trot | |

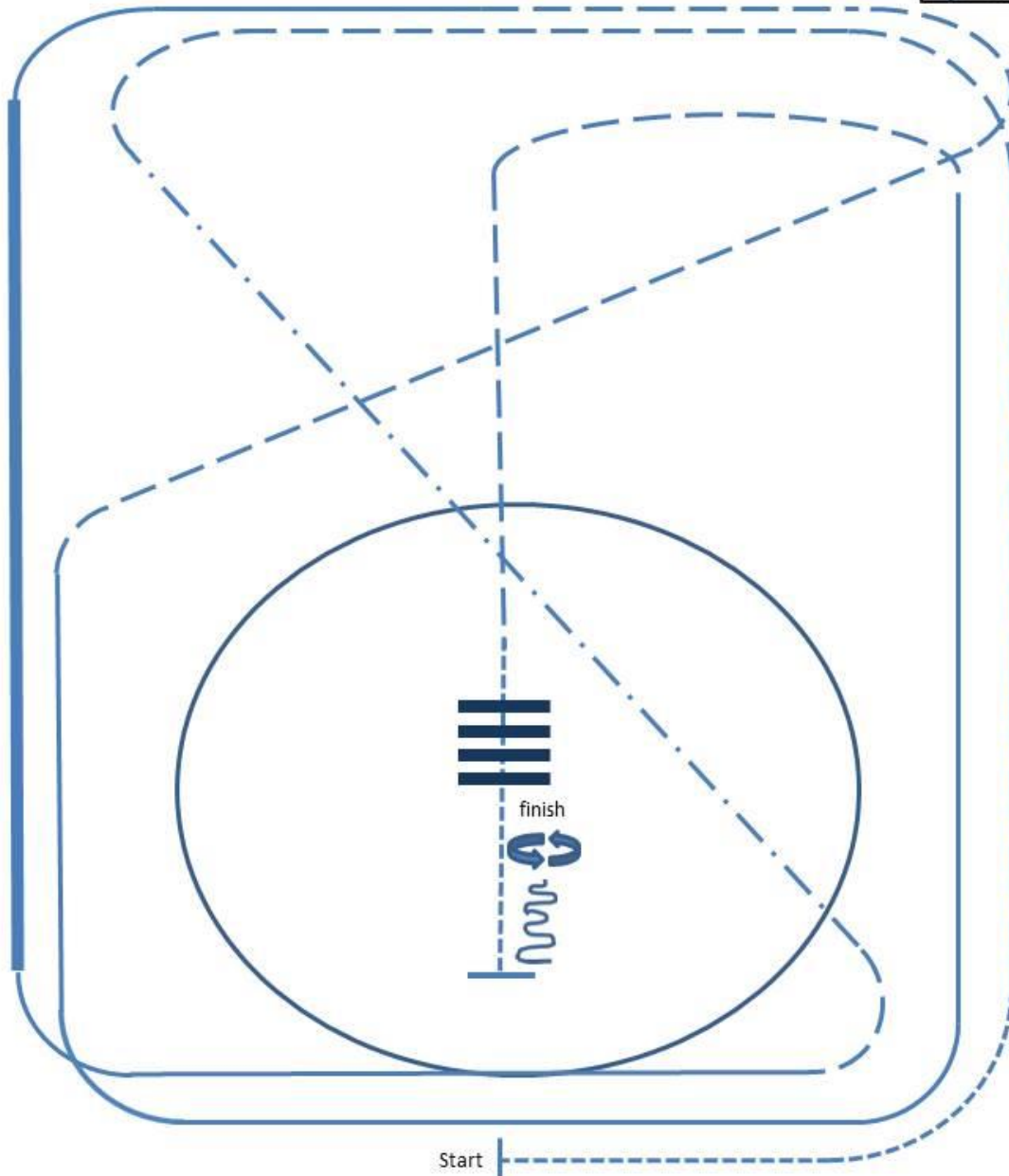
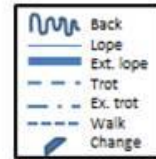


WRAN L3 Ranch Riding



Ranch Riding Pattern L3 - 16A

Showarena minimaal 20x40 meter



1. Walk
2. Trot
3. Ext. trot, trot
4. Lope right lead circle
5. Lope right lead, ext. lope right lead, lope right lead
6. Trot

7. Lope left lead
8. Trot
9. Walk
10. Walk over
11. Stop, back up
12. Turn left 180°
13. Turn right 180°

Start

finish



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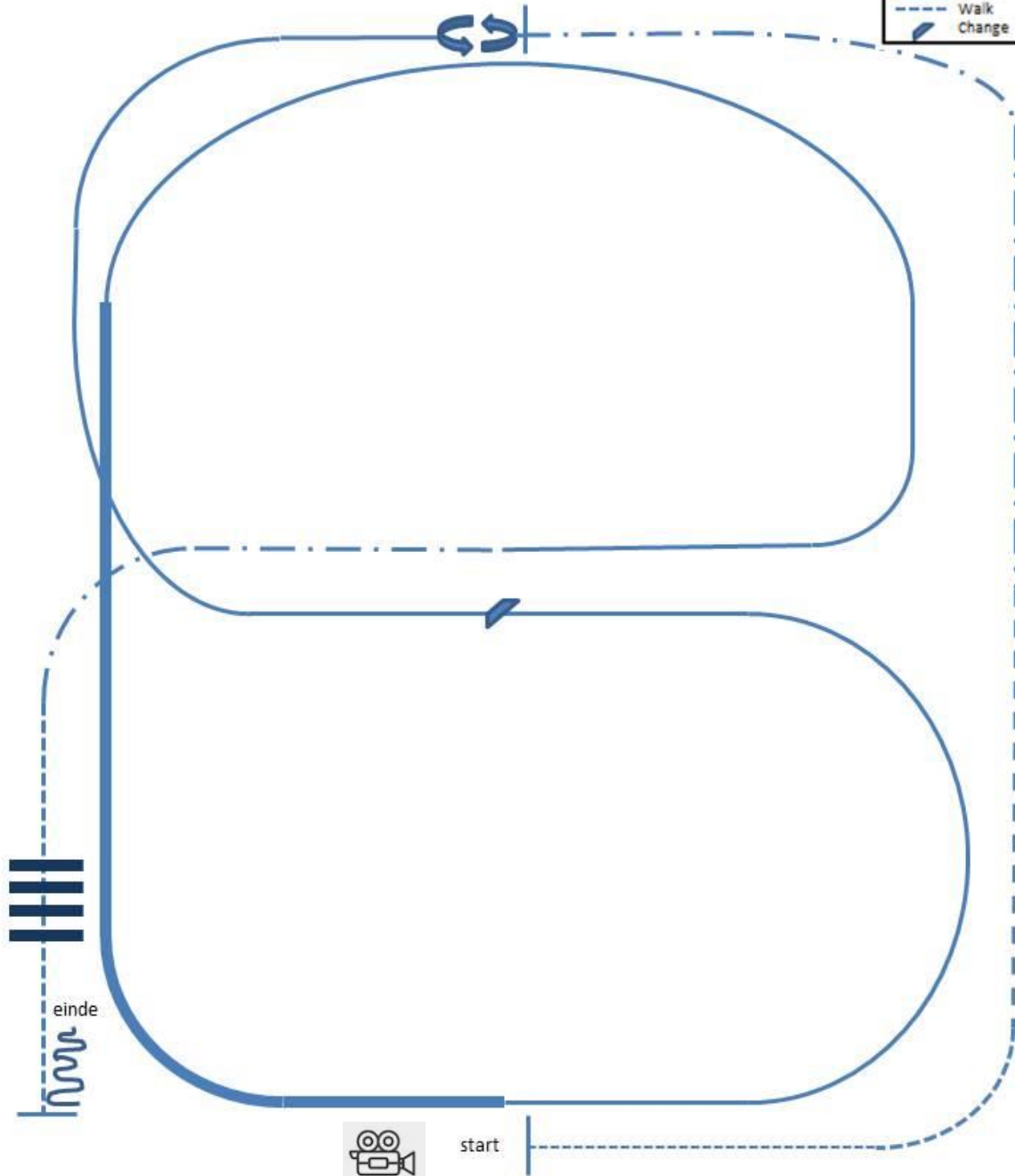
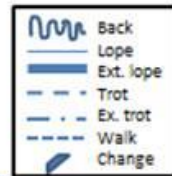


WRAN L2 Ranch Riding



Ranch Riding Pattern L1 & L2 - 1

Showarena minimaal 20x40 meter



1. Walk
2. Trot
3. Ext. trot
4. Turn left 360 gr.

5. Lope left lead
6. Change leads
7. Lope right lead
8. Ext. lope right lead

9. Lope right lead
10. Ext. trot
11. Walk over
12. Stop, Back up



Beau Dandy's Virtual Horse Show

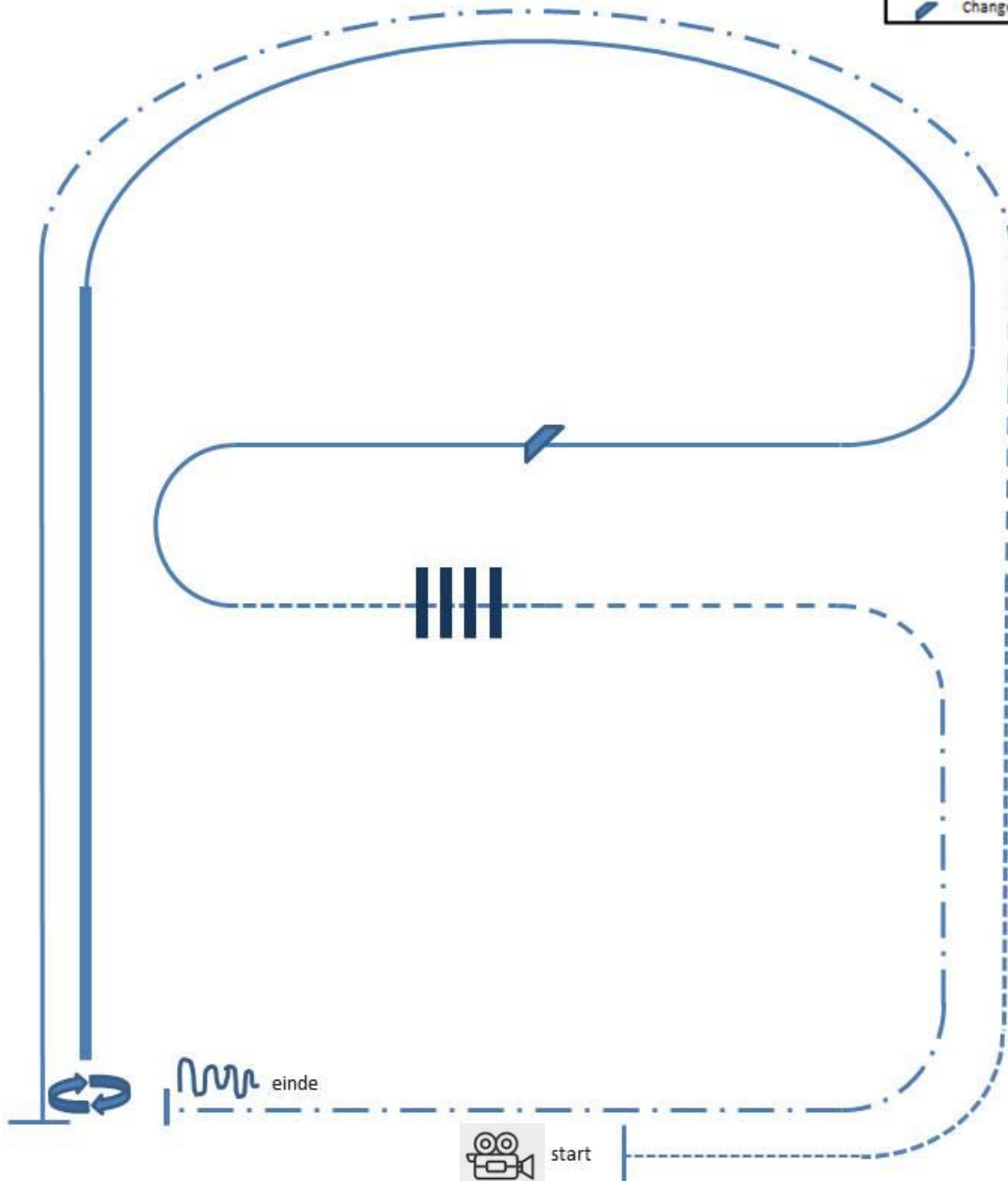
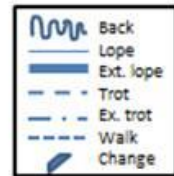


WRAN L1 Ranch Riding



Ranch Riding Pattern L1 & L2 - 2

Showarena minimaal 20x40 meter



1. Walk
2. Trot
3. Ext. trot
4. Lope left lead

5. Stop, turn right 540 gr.
6. Ext lope right lead
7. Lope right lead
8. Change leads
Lope left lead

9. Walk
10. Walk over
11. Trot
12. Ext. trot
- 13 Stop, Back up