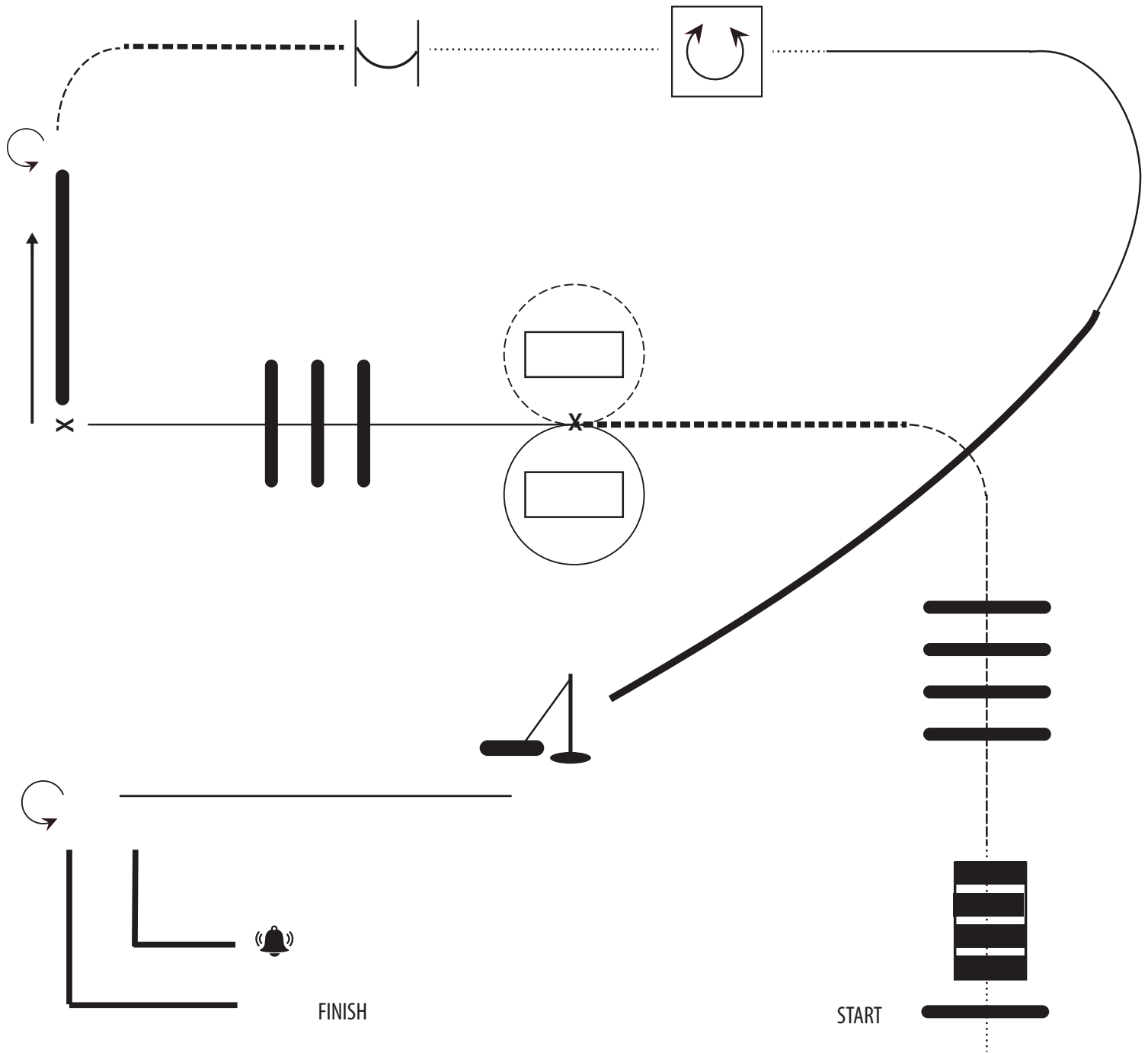




MONARCH SHOW SERIES NATIONAL CHAMPIONSHIP

CLASS 22/23: OPEN BREED RANCH HORSE TRAIL



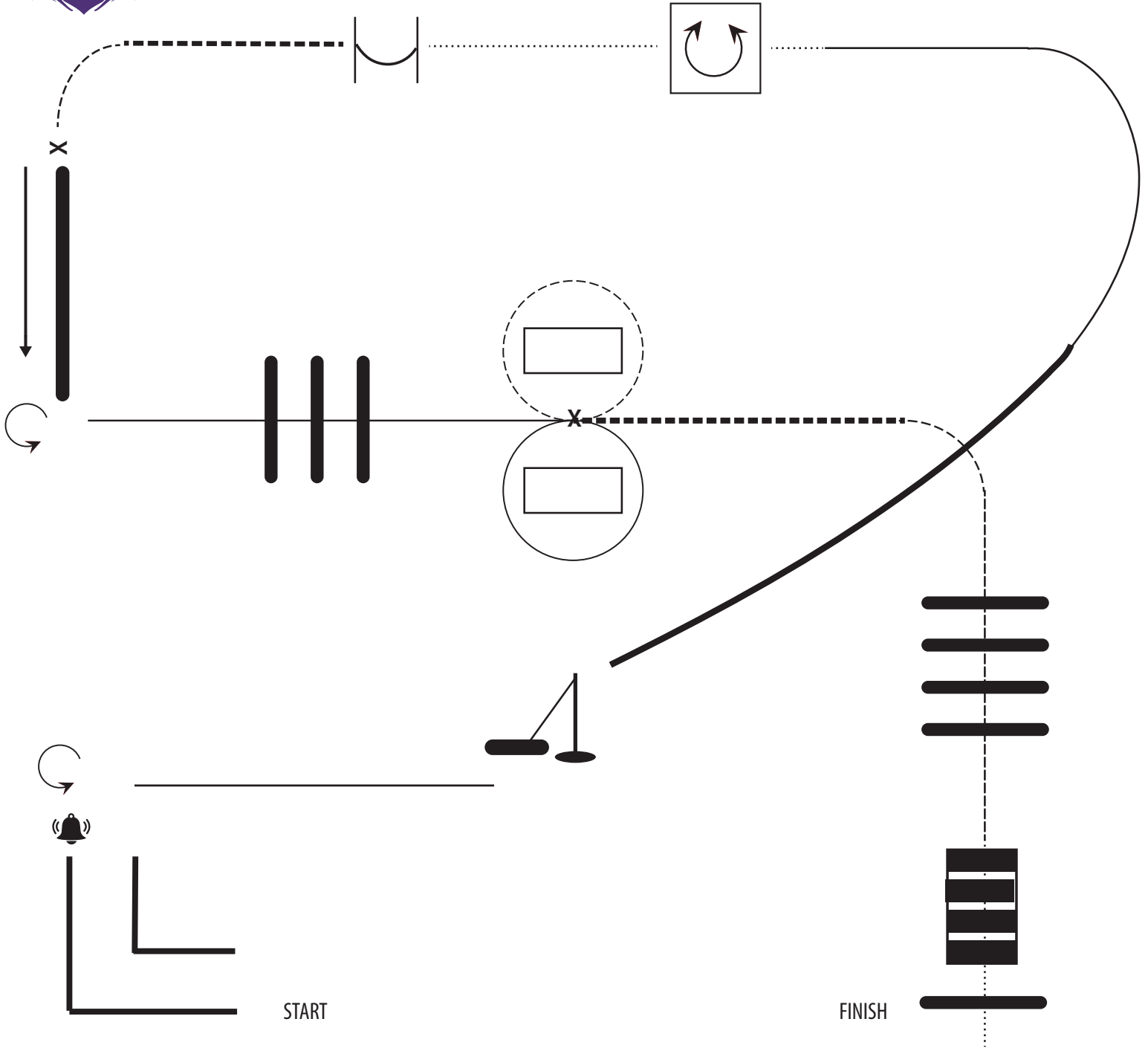
1. Enter the ring at a walk and walk over the log and the bridge
2. Pick up a jog, and jog over the cavalettis
3. Extend the jog to the middle of the arena, collect to a regular jog and jog around the hay bale to the right
4. Halt. Lope around the hay bale to your left on the left lead
5. Continue lopeing over the cavalettis to the sidepass obstacle
6. Halt. Sidepass the log left to right
7. Pivot and pick up a jog around the corner and extend the jog to the gate.
8. Open the gate, go through and close the gate.
9. Walk to the box, walk into the box, turn 360 degrees either direction and walk out of the box
10. Lope on the right lead around the corner, and extend the lope to the next obstacle
11. Drag the log in a circle at a walk or jog
12. Lope on the left lead to the next obstacle
13. Back through the L, ring the dinner bell, pivot and exit the ring

KEY	
WALK
JOG	- - - - -
LOPE	—————
HALT	X
PIVOT	↻
SIDEPASS	→



MONARCH SHOW SERIES NATIONAL CHAMPIONSHIP

CLASS 24: OPEN BREED RANCH HORSE TRAIL CHAMPIONSHIP



1. Walk to the starting point and back through the L and ring the dinner bell
2. Pivot and lope on the right lead to the next obstacle
3. Drag the log in a circle at a walk or jog
4. Extend the lope on the left lead and collect to a regular lope around the corner to the next obstacle
5. Walk into the box, turn 360 degrees either direction and walk out of the box
6. Walk to the gate, open the gate, go through and close the gate
7. Extend the jog to the turn, collect the jog around the turn to the sidepass obstacle.
8. Halt. Sidepass the log from right to left
9. Pivot and pick up a lope on the right lead, lope over the cavalettis
10. Continue loping a circle on the right lead around the barrel to your right
11. Halt. Jog a circle around the barrel to your left
12. Extend the jog. Collect to a regular jog around the turn and over the cavalettis
13. Drop down to a walk. Walk over the bridge and the log, exit the ring

KEY	
WALK
JOG	-----
LOPE	—————
HALT	X
PIVOT	↻
SIDEPASS	→