



The Ranch Horse Program

Foundation (Level 1)

Horse accepts rider aids. Does not need to be "round" or "connected" continually. If a rein cue is given, the horse should respond without tossing head or resisting. Horse should respond to leg cues obediently and with confidence. Relaxation through transitions should be apparent.

Movements added:

<p>Walk</p>	<p>Jog-Trot</p>
<p>Scores will positively reflect: <i>A free flowing walk</i> <i>On the loose rein</i> <i>Long strided and ground covering.</i> <i>Appropriate bend for circles and corners, Appropriate straightness on lines.</i></p>	<p>Scores will positively reflect: <i>A good working Jog-Trot</i> <i>A well engaged hind, displaying supple joints.</i> <i>Appropriate bend for circles and corners, Appropriate straightness on lines</i></p>
<p>Circles 50 - 80 ft in diameter</p>	<p>Transitions</p>
<p>Scores will positively reflect: <i>An appropriate bend</i> <i>Good lateral and horizontal balance</i> <i>Good rhythm maintained throughout the circle</i> <i>Accurate geometry (the circle must be a true circle in shape)</i></p>	<p>Scores will positively reflect: <i>Soft obedience to rider's signals.</i> <i>Balanced gaits, before as well as after the transition.</i></p>
<p>Hesitations</p>	<p>S Changes / Changes of bend</p>
<p>Scores will positively reflect: <i>A momentary stop, no longer than 3 seconds.</i> <i>All 4 feet immobile for duration of stop.</i> <i>Free flowing, willing and confident gait before and after stop.</i> <i>Good horizontal balance.</i> <i>Soft obedience to rein signals</i></p>	<p>Scores will positively reflect: <i>Accurate geometry (The S Shape should contain a half circle in one direction, a stride or two straight, and another half circle in the other direction. Both half circles should be the same size.)</i> <i>An easily and obediently demonstrated change of bend in the middle.</i> <i>Good rhythm maintained throughout the maneuver.</i></p>

Stop	¼ Turns
<p>Scores will positively reflect: <i>Well loaded hind quarters.</i> <i>Good balance, horizontally as well as laterally.</i> <i>Soft obedience to rider's signals.</i></p>	<p>Scores will positively reflect: <i>Well loaded hind quarters, staying in place (not moving forwards or backwards).</i> <i>Agile, laterally moving front quarters.</i> <i>Soft obedience to rein signals, and good lateral balance.</i> <i>Correct bend to the direction of the turn.</i> <i>Obedient departure to the free flowing, balanced jog/trot.</i></p>
Long Jog-Trot	
<p>Scores will positively reflect: <i>A clear demonstration of a more ground covering Jog-Trot.</i> <i>Some lengthening of stride.</i> <i>Appropriate bend for circles and corners, Appropriate straightness on lines.</i> <i>A rider should post.</i></p>	

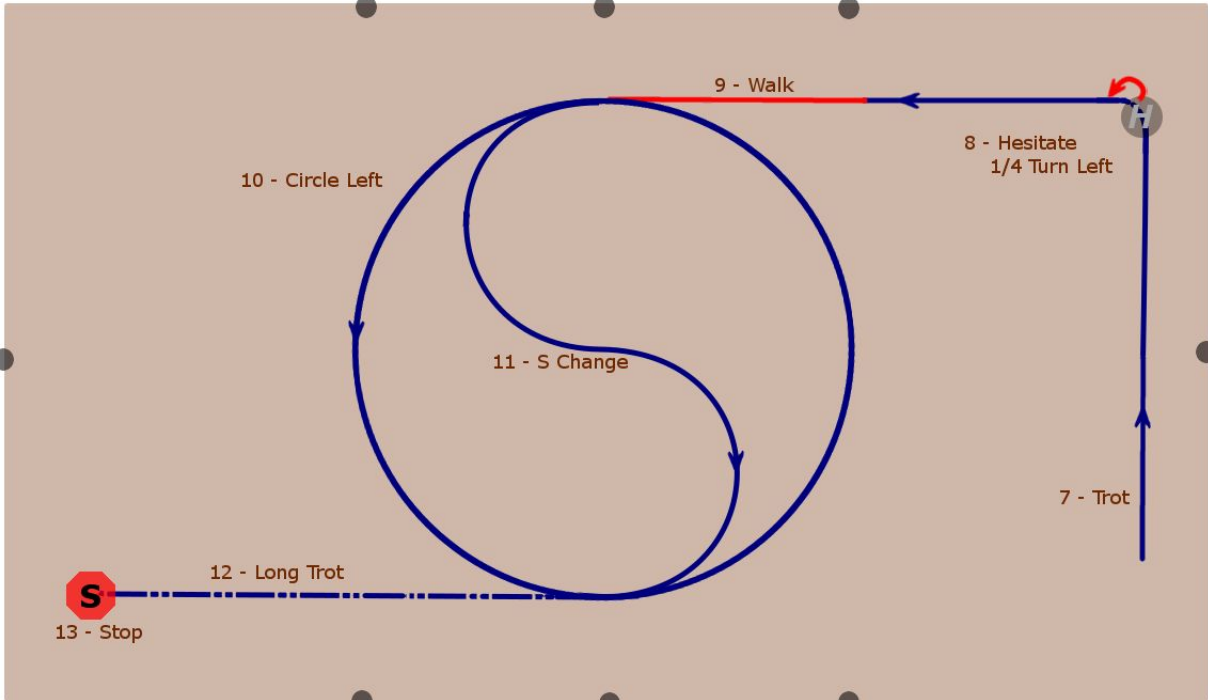
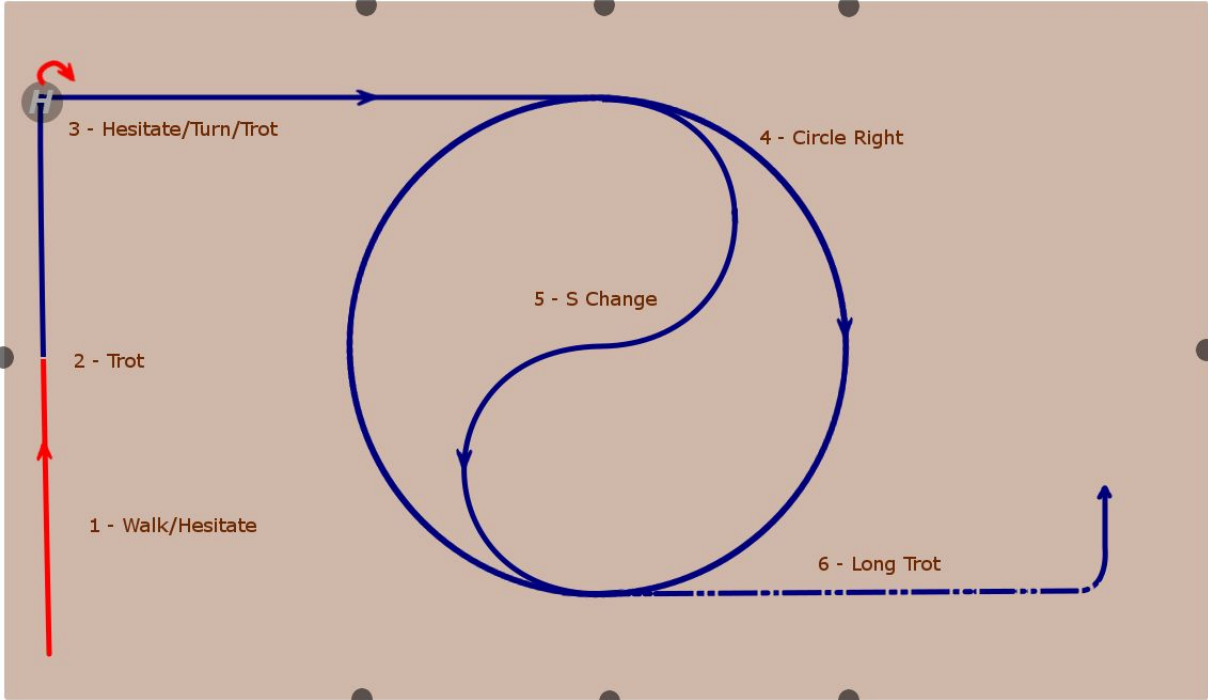


RH Foundation Test General Horsemanship

Test Description

1	Walk	Walk to middle marker	
2	Jog-Trot	Jog-Trot to corner	
3	Hesitate/Turn/Jog-Trot	Hesitate, Turn 90* on the hind, leave the turn at a Jog-Trot, Jog-Trot to middle marker.	2
4	Jog-Trot Circle right	Jog-Trot one circle to the right	
5	S Change	After a full circle, Change directions thru the middle of the circle, in the shape of an S.	2
6	Long Jog-Trot	After the S Change, lengthen the stride at a Jog-Trot, continue to corner	
7	Jog-Trot	Jog-Trot to the middle marker of the short side.	
8	Hesitate/Turn/Jog-Trot	Hesitate, Turn 90* on the hind, leave the turn at a Jog-Trot, Jog-Trot to first marker.	
9	Walk	Walk from marker to marker	
10	Jog-Trot Circle Left	Jog-Trot one circle to the left	
11	S Change	After a full circle, Change directions thru the middle of the circle, in the shape of an S.	2
12	Long Jog-Trot	Lengthen the stride at the Jog-Trot, stop well short of the end of the arena	
13	Stop	Stop, loosen reins and pet horse	

Foundation Test GH - Test Diagram



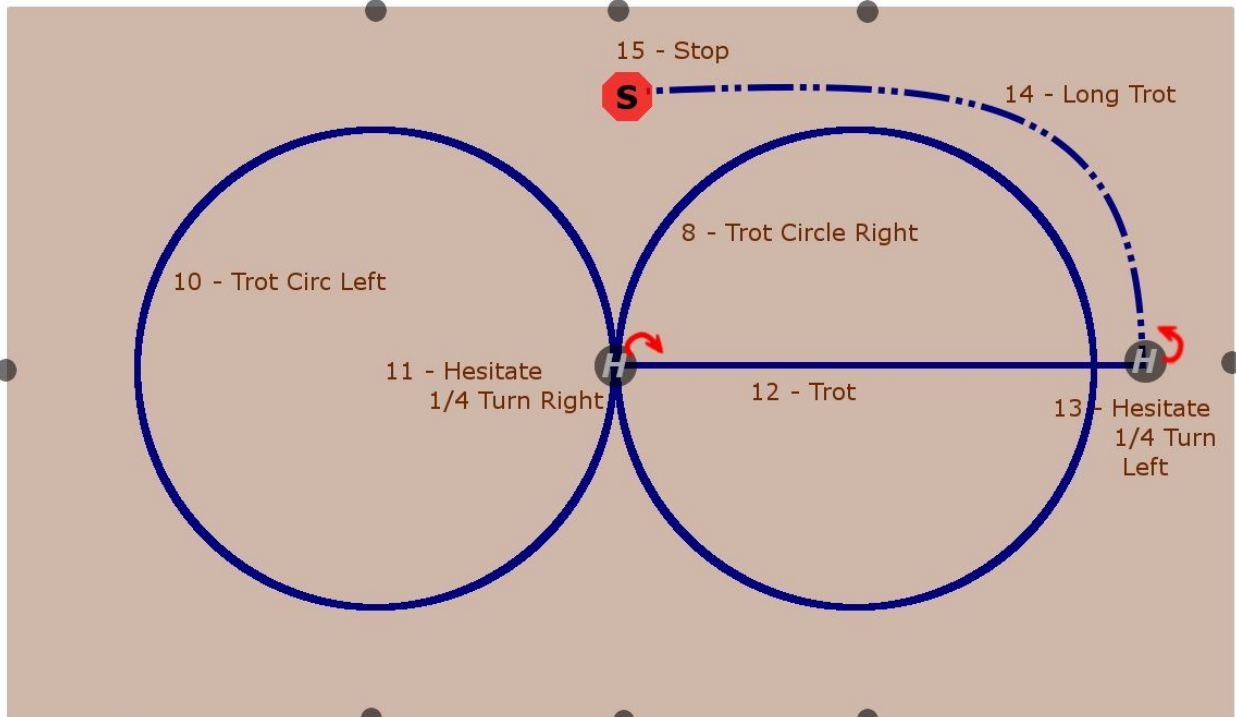
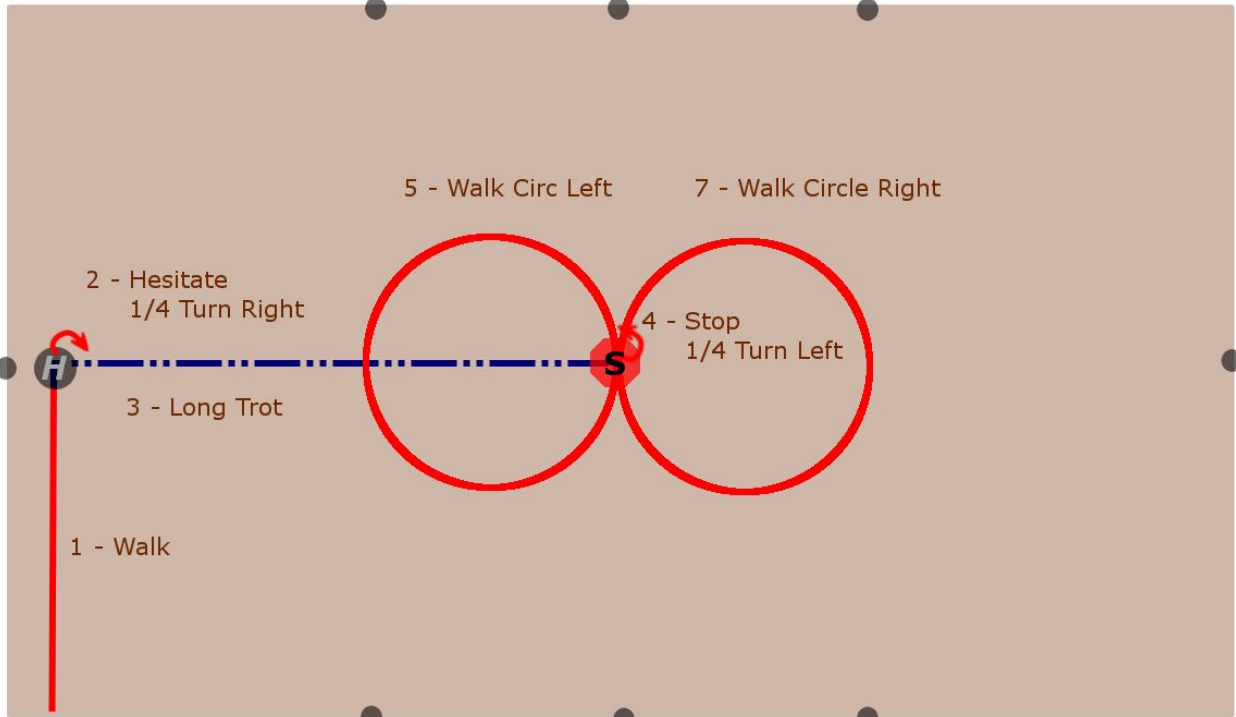


RH Foundation Test Ranch Reining

Test Description

1	Walk	Walk to marker on short side	
2	Hesitate/Turn	Hesitate, Turn 90* on the hind to the right, leave the turn at a Jog-Trot,	
3	Long Trot	Long Trot to center of the arena	
4	Stop/Turn	Stop, Turn 90* on the hind to the left, leave the turn at a walk.	2
5	Walk Circle Left	Walk a small circle to the left	
6	Change of bend	Change of bend from left to right	2
7	Walk Circle Right	Walk a small circle to the right	
8	Trot Circle Right	Trot a large circle to the right	
9	Change of Bend	Change of bend from right to left	2
10	Jog-Trot Circle Left	Jog-Trot a large circle to the left	
11	Hesitate/Turn	Returning to the center, hesitate, turn 90* to the right, leave the turn at a trot.	
12	Jog-Trot	Trot towards marker at the short side	
13	Hesitate/Turn	Hesitate, Turn 90* on the hind to the left, leave the turn at a Jog-Trot,	
14	Long Trot	Long Trot in an arc to the middle marker of the long side	
15	Stop	Stop, loosen reins and pet your horse	2

Foundation Test RR - Test Diagram



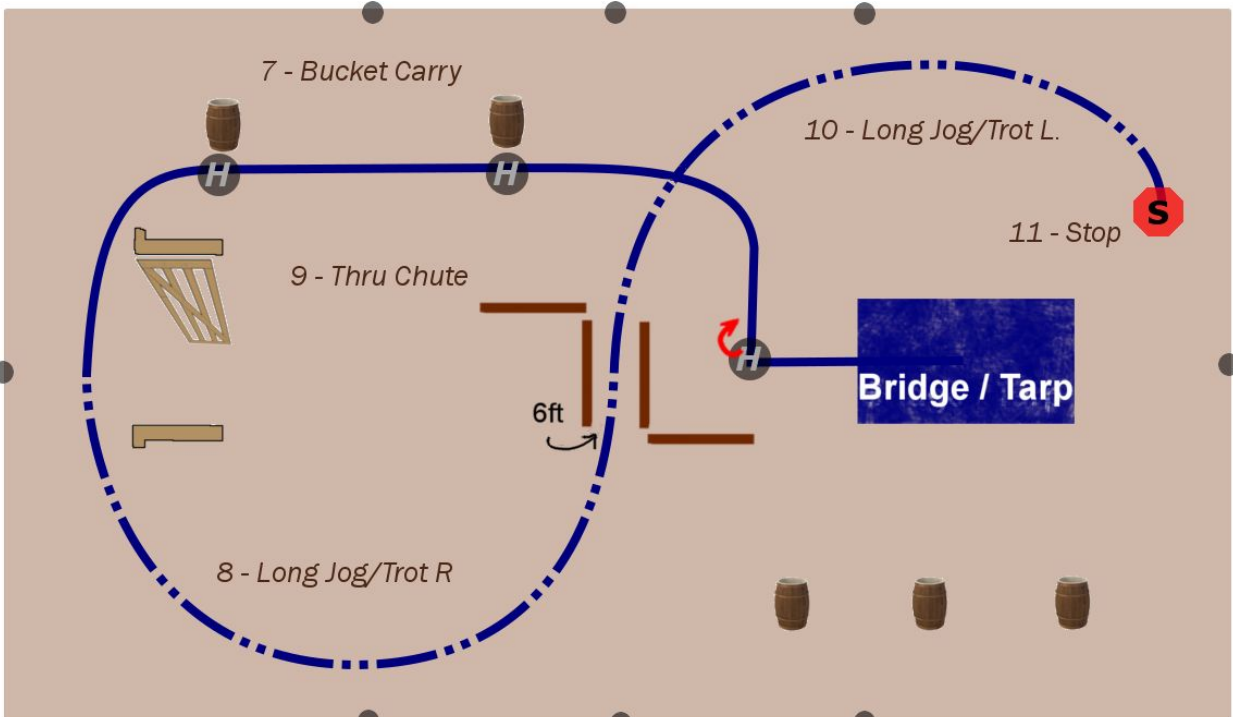
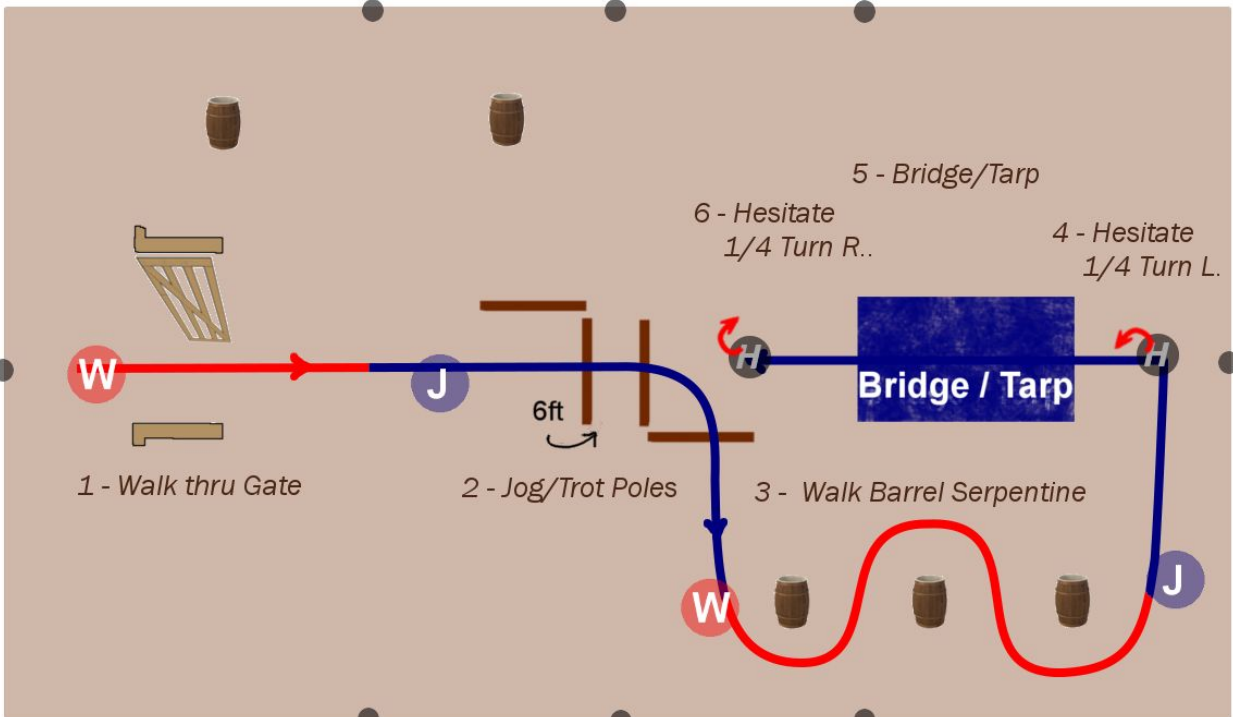


RH Foundation Test Obstacle Skills

Test Description

1	Walk	Walk through an open gate	
2	Trot over Poles	At the first markers, pick up the jog-trot. Trot over three poles as marked on the diagram.	2
3	Walk	Transition to a walk and make a serpentine around the 3 barrels.	
4	Jog-Trot Hesitate ¼ Turn L.	Transition to a jog-trot. At the marker on the short side, hesitate and ride a ¼ turn to the left. Leave the turn at a trot.	
5	Bridge	Trot over the bridge/Tarp	
6	Hesitate ¼ Turn R.	After the bridge, hesitate and ride a ¼ turn to the left. Leave the turn at a trot.	
7	Bucket Carry	At the first barrel, hesitate. Pick up a bucket or other object Trot to the second barrel, hesitate. Drop the bucket, then continue at the trot.	2
8	Long Jog-Trot right	At the marker of the short side, transition to a Long Trot, and make a ½ circle to the right, towards the poles at the center.	
9	Chute	Long Trot through the chute	2
10	Long Trot left	Continue to Long Trot in a ½ circle to the left.	
11	Stop	Before the marker of the short side, stop. Loosen your reins and pet your horse.	

Foundation Test OS - Test Diagram





Progression (Level 2)

Horse demonstrates lateral and vertical suppleness. Horse demonstrates self-carriage necessary for the movements for at least 60% of the time. Horse should be relaxed and show steady rhythm and tempo throughout the test. Horse should be soft to the aids.

Movements added:

180* Turn (½ Turn)	Sidepass 10 feet (or more)
<p>Scores will positively reflect:</p> <p><i>Well engaged hind quarters.</i></p> <p><i>Bend to the direction of the turn (not counterbent).</i></p> <p><i>Soft responses to leg aids.</i></p> <p><i>Soft responses to rein aids.</i></p> <p><i>Agile lateral crossing of front legs, outside leg crossing in front of the inside.</i></p> <p><i>Hind quarters either immobile or stepping in place, but not stepping back.</i></p>	<p>Scores will positively reflect:</p> <p><i>Agile, confident lateral motion, both hind and front quarters moving equally.</i></p> <p><i>Slight bend to the opposite direction of travel.</i></p> <p><i>Soft responses to leg aids.</i></p> <p><i>Soft responses to rein aids.</i></p> <p><i>Correct footfalls (When side passing left, the right fore should step in front of the left fore and likewise the right hind should step in front of the left hind. Conversely, when side passing right, the left fore should step in front of the right fore and likewise the left hind should step in front of the right hind.)</i></p>
Back 10 feet (or more)	
<p>Scores will positively reflect:</p> <p><i>A two beat footfall, right front with the left hind, and left front with the right hind.</i></p> <p><i>Agile, confident, willing backwards travel.</i></p> <p><i>A straight linear motion (unless otherwise specified)</i></p> <p><i>Softness in the bridle without underbridling (nose tucking too far against towards the chest).</i></p> <p><i>Smooth continuous motion from start to finish.</i></p>	

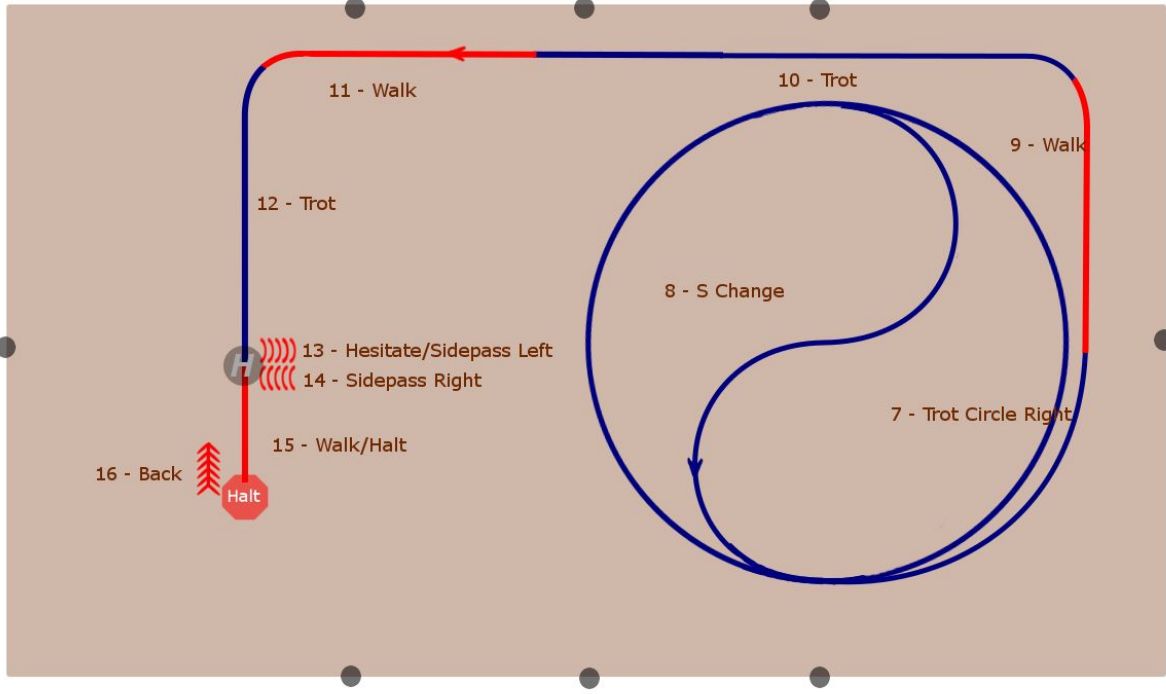
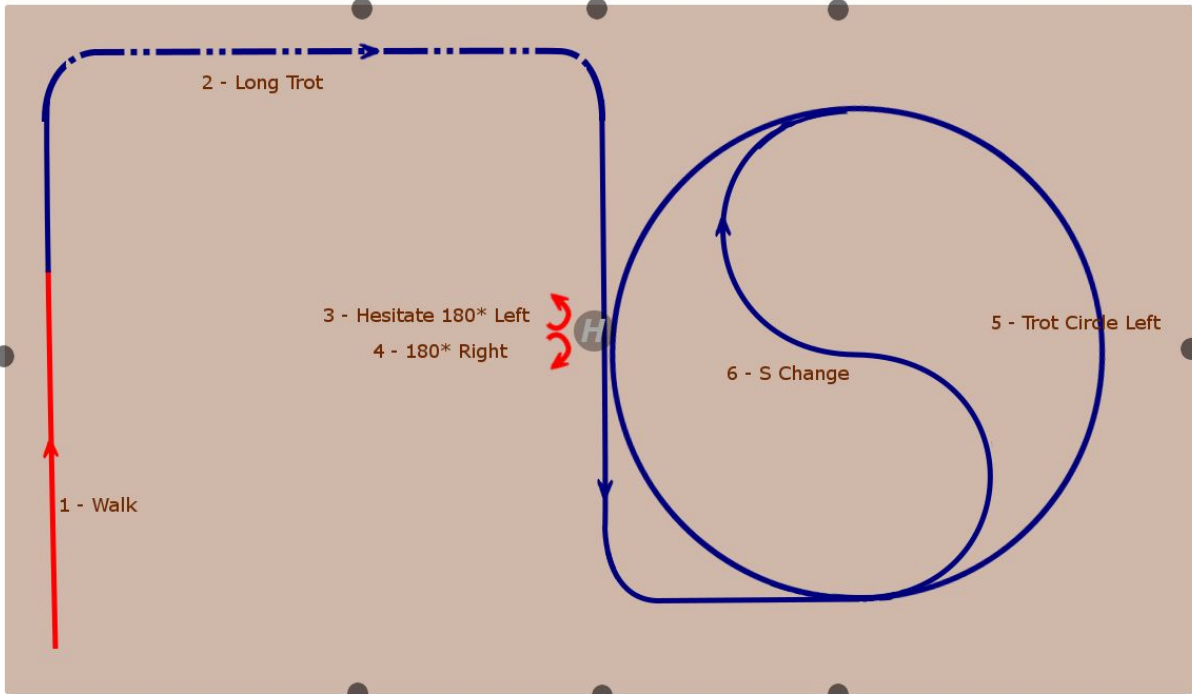


RH Progression Test General Horsemanship

Test Description

1	Walk	Walk past the middle marker	
2	Jog-Trot/Long Jog-Trot	Transition to a Jog-Trot, lengthen the stride from marker to marker on the long side, transition back to a Jog-Trot towards the center of the arena	
3	Stop/180*	At Center of the arena, Stop , turn on the haunches left 180*	2
4	180*	Turn on haunches right 180*, leave the turn at the Jog-Trot, at middle marker turn left	2
5	Jog-Trot Circle Left	Jog-Trot one circle to the left	
6	S Change	After a full circle, change directions thru the middle of the circle, in the shape of an S.	
7	Jog-Trot Circle Right	Jog-Trot one circle to the right	
8	S Change	After a full circle, change directions thru the middle of the circle, in the shape of an S. Continue to the middle marker of the short side	
9	Walk	Walk	
10	Jog-Trot	Transition to a Jog-Trot	
11	Walk	After the middle marker, transition to a walk	
12	Jog-Trot/Stop	Turn towards the middle of the arena and transition to a Jog-Trot. Stop	
13	Sidepass Right	Sidepass right for at least 10 feet	2
14	Sidepass Left	Sidepass left for at least 10 feet	2
15	Walk/Halt	Walk at least 15 feet, Halt 4 seconds	
16	Back	Back at least 10 feet Stop, loosen reins and pet horse	

Progression Test GH - Test Diagram



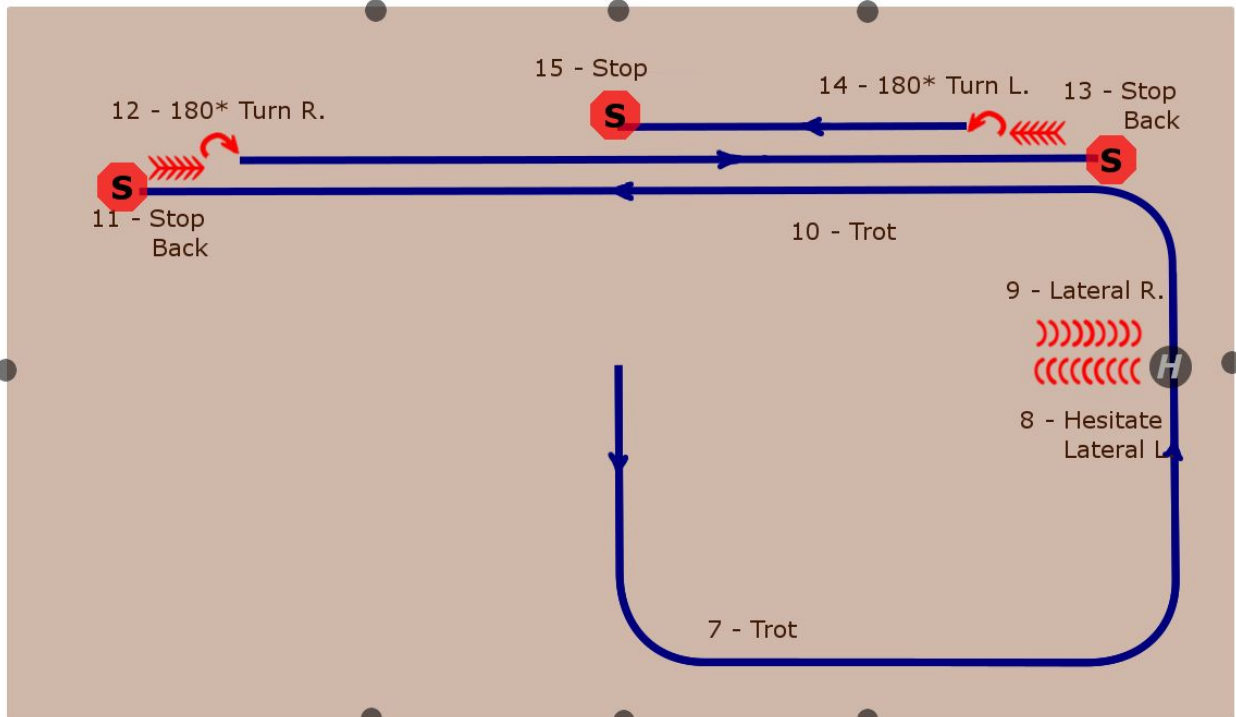
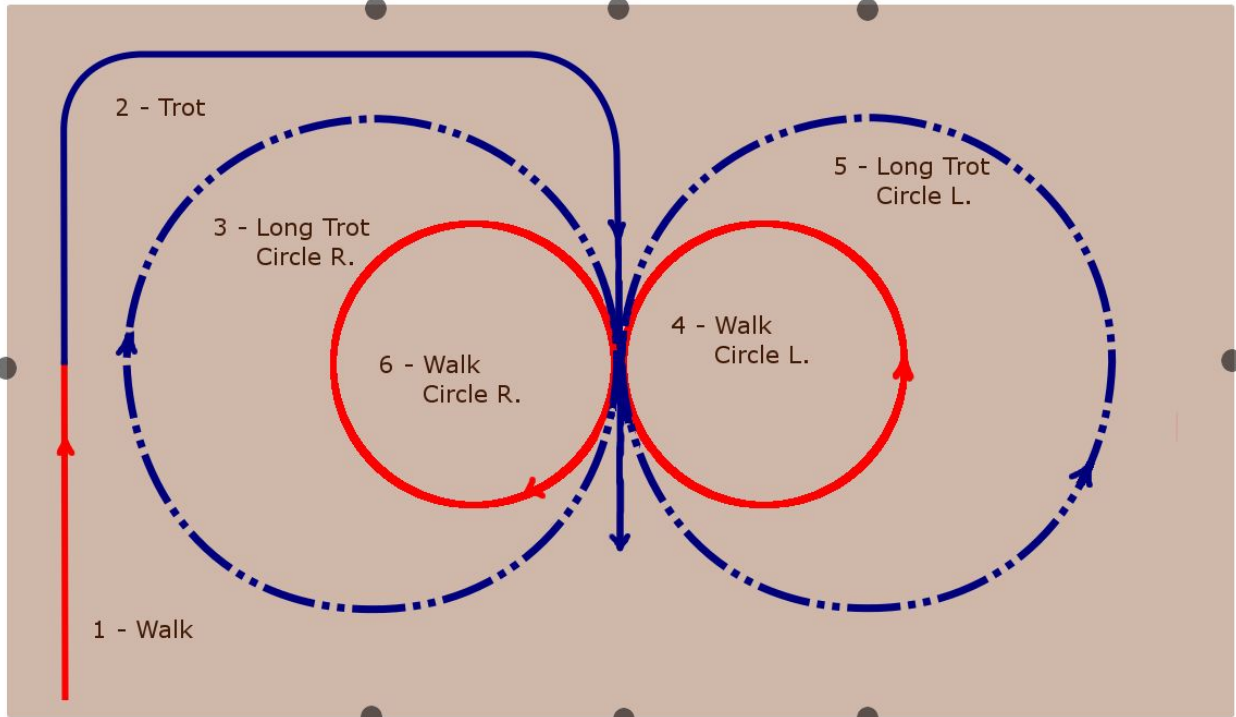


RH Progression Test Ranch Reining

Test Description

1	Walk	Walk to the marker	
2	Jog-Trot	At the marker, transition to a Jog-Trot. At the middle marker of the long side, turn toward the center of the arena	
3	Long Trot Circle Left	At Center of the arena, transition to a Long Trot, and ride a full circle to the left.	
4	Walk Circle Right	At the Center of the arena, transition to a walk, and ride a small circle to the right.	
5	Long Trot Circle Right	At Center of the arena, transition to a Long Trot, and ride a full circle to the right.	
6	Walk Circle Left	At the Center of the arena, transition to a walk, and ride a small circle to the left.	
7	Jog-Trot	At the Center of the arena, transition to a trot, and ride to the center marker of the other short side.	
8	Hesitate Lateral Left	At the marker, hesitate, then ride a lateral at least 10ft to the left.	2
9	Lateral Right	Ride a lateral at least 10ft to the right, back to the marker.	2
10	Jog-Trot	Proceed at the Jog.	
11	Hesitate Back	Ride past the far marker, then hesitate and back at least 10ft. You may hesitate if you wish.	
12	180* Right	Ride ½ a Turnaround to the right. Leave the turnaround at a trot.	2
13	Hesitate Back	Ride past the last marker, then hesitate and back at least 10ft. You may hesitate if you wish.	
14	180* Left	Ride ½ a Turnaround to the left. Leave the turnaround at a trot.	2
15	Stop	At the middle marker, stop, loosen reins and pet your horse.	

Progression Test RR - Test Diagram



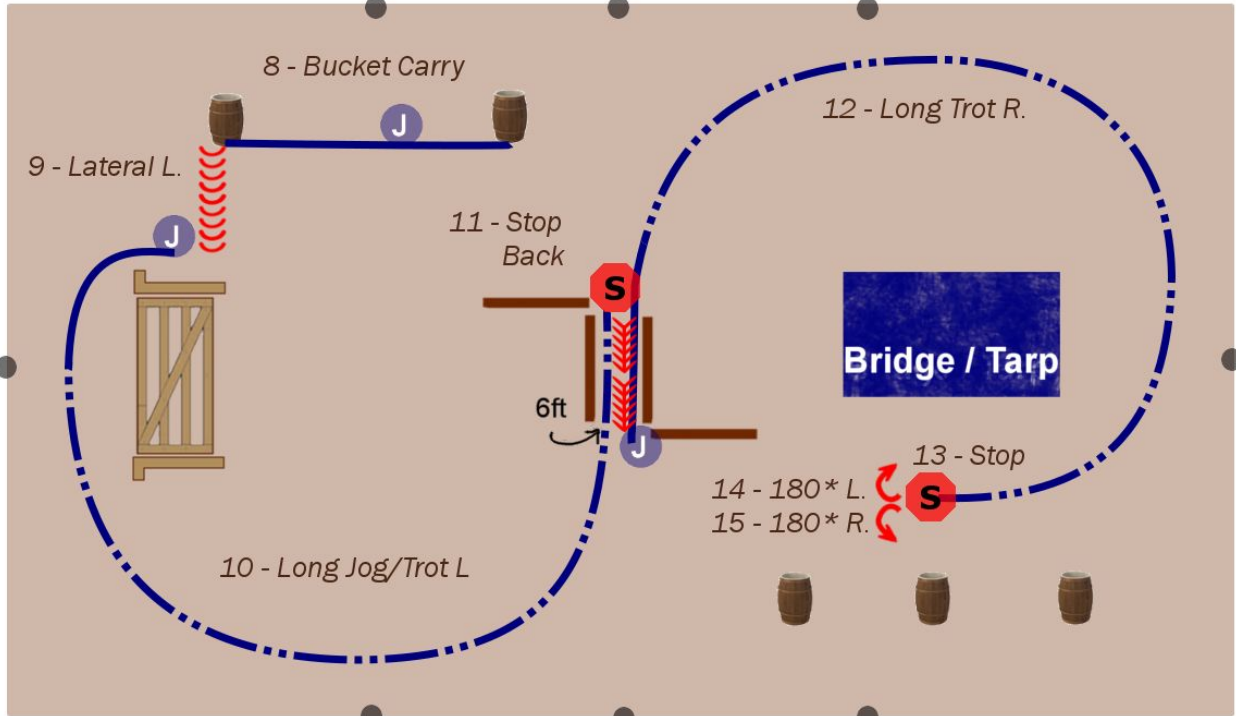
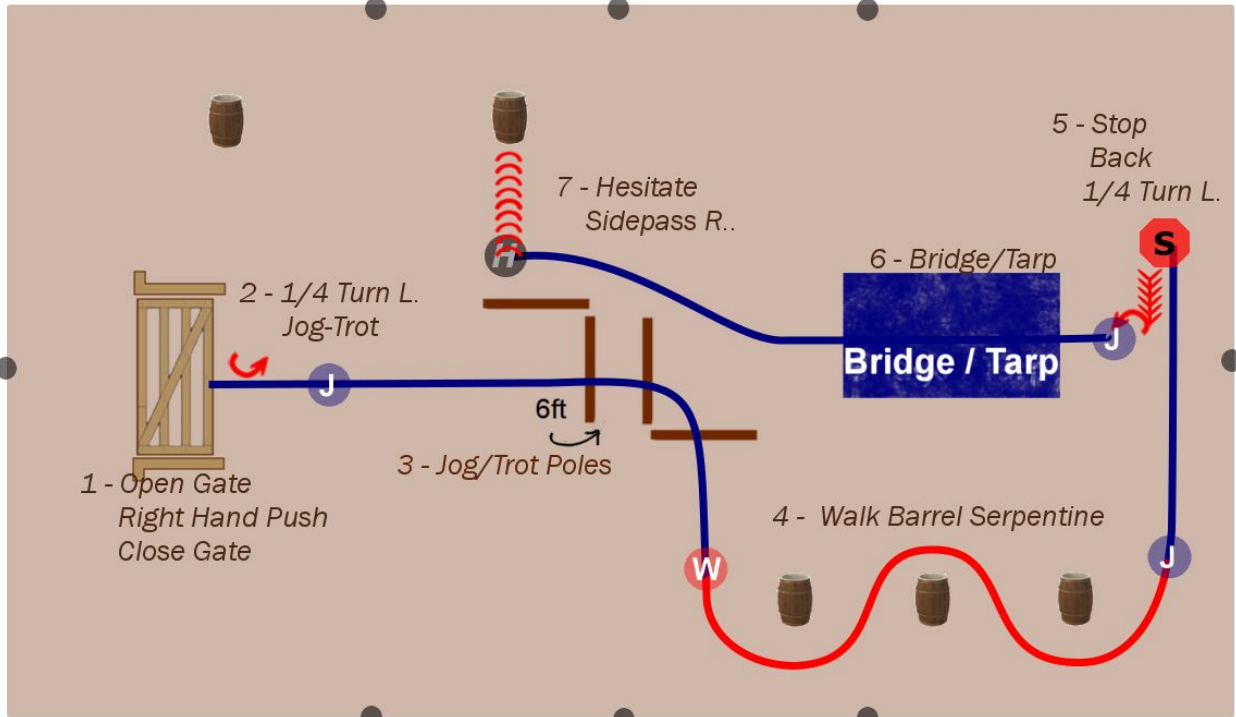


RH Progression Test Obstacle Skills

Test Description

1	Gate	Open Gate, right hand push. Close gate.	
2	¼ Turn L. Jog	Turn 90* on the hind to the left, leave the turn at a Jog-Trot	
3	Jog/Trot Poles	Trot over three poles as marked on the diagram.	
4	Walk serpentine	Transition to a walk and make a serpentine around the 3 barrels. Transition to a trot after the last barrel	
5	Stop Back ¼ Turn L.	After the marker, Stop. Back at least 10 ft. Turn 90* on the hind to the left, leave the turn at the Jog/Trot.	
6	Bridge/Tarp	Jog/Trot over the Bridge or Tarp.	
7	Hesitate Lateral R.	Even with the first barrel, yet about 15 ft away, hesitate. Approach the barrel using a lateral to the right.	2
8	Bucket Carry	Pick up a bucket or other object Trot to the second barrel, hesitate, to deposit the bucket.	
9	Lateral L.	Leave the barrel using lateral to the left, about 15ft.	2
10	Long Jog/Trot L.	Leave the lateral at a trot. At the marker, transition to a Long Trot. Continue thru the chute.	
11	Stop Back	Stop. Your horse's front feet should be at the end of the chute. Back your horse till your horse's front feet are well clear of the beginning end of the chute.	
12	Long Jog/Trot R.	Trot thru the chute, and transition to a Long Trot.	
13	Stop	Stop	
14	½ Turn L	Ride a 180* turn on the haunches to the right.	2
15	½ Turn R.	Ride a 180* turn on the haunches to the left. Loosen your reins and pet your horse.	2

Progression Test OS - Test Diagram





Connection (Level 3)

Horse should give to aids softly and respond with alertness and obedience. Horse should accept connection and demonstrate relaxation throughout the test. The connection between horse and rider should be soft and the horse should demonstrate balance and self-carriage.

Movements added:

360* Turn (Turnaround)	Lope Circle (50 - 80 feet in diameter)
<p>Scores will positively reflect: <i>Well engaged hind quarters. Bend to the direction of the turn (not counterbent). Soft responses to leg aids. Soft responses to rein aids. Agile lateral crossing of front legs, outside leg crossing in front of the inside. Hind quarters either immobile or stepping in place, but not stepping back.</i></p>	<p>Scores will positively reflect: <i>A free flowing 3-beat gait Balanced well vertically, as well as laterally. Appropriate bend on the circle.</i></p>
Sidepass at a Jog-Trot	
<p>Scores will positively reflect: <i>A slight bend in the opposite direction of travel (when sidepassing to the left, horse should have a slight right bend, conversely, if sidepassing to the right, horse should have a slight bend to the left). Hind quarters moving laterally as much as the front quarters. Soft, agile responses to rider's aids. No loss of rhythm from a regular working jog/trot.</i></p>	

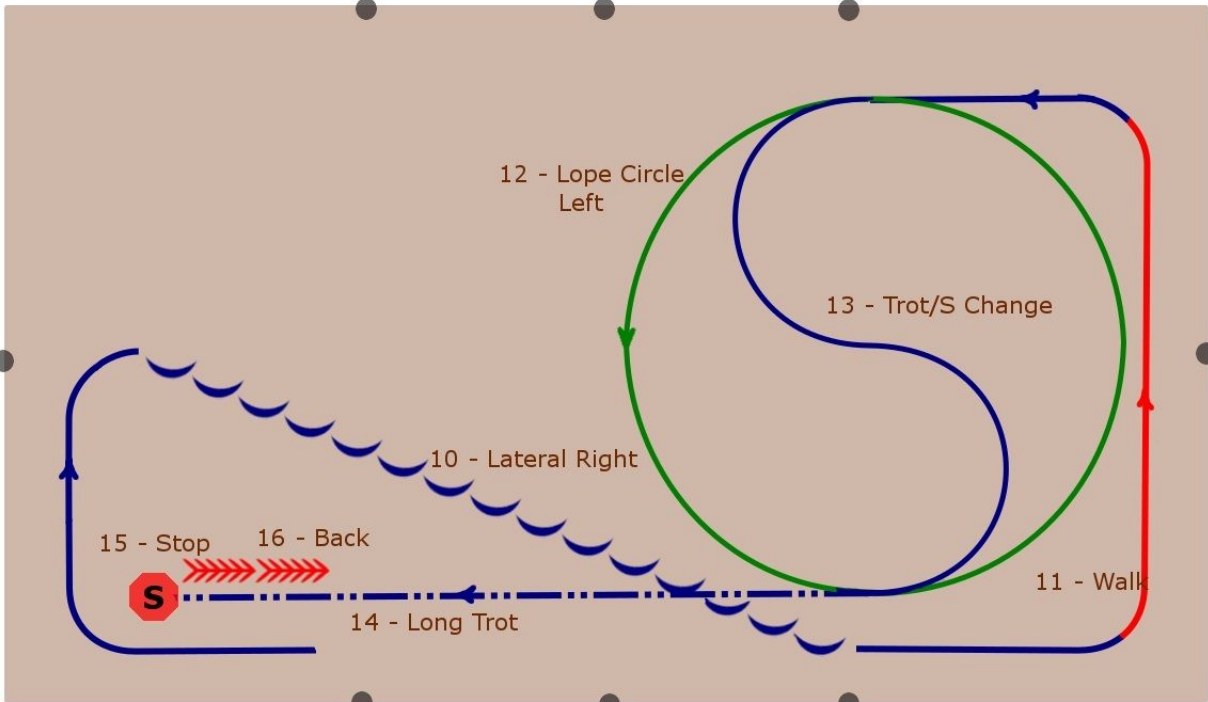
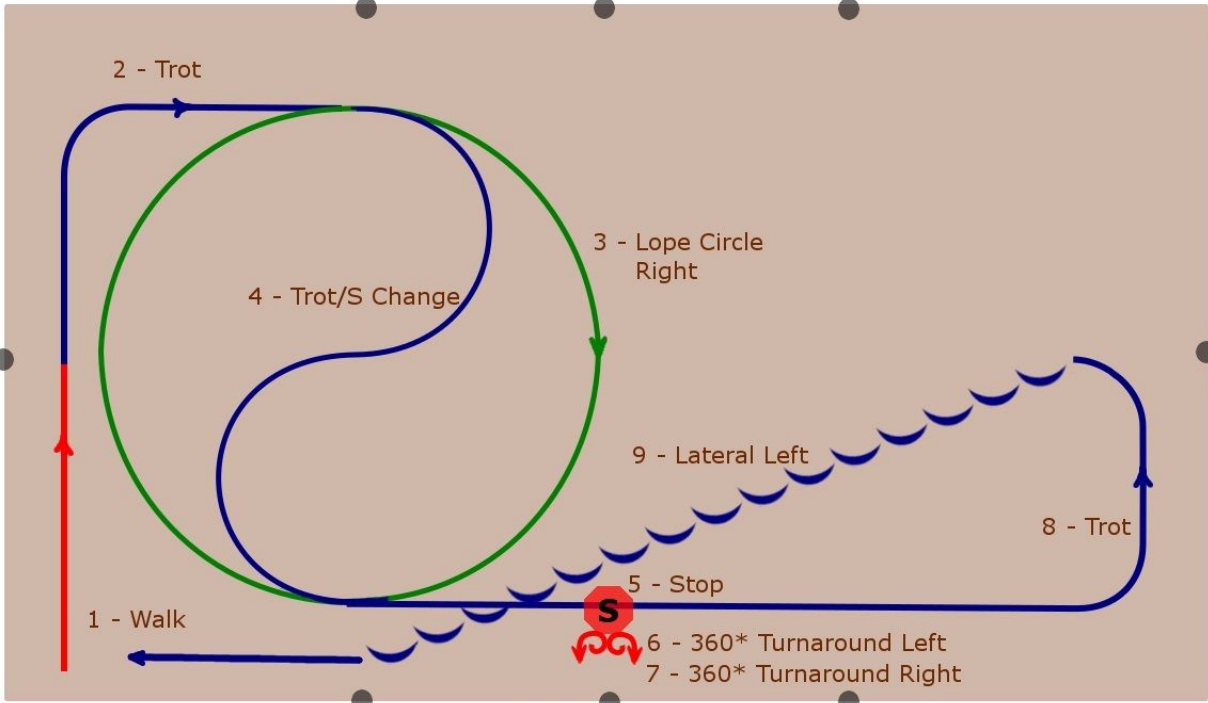


RH Connection Test General Horsemanship

Test Description

1	Walk	Walk to the middle marker.	
2	Jog-Trot	Transition to a trot.	
3	Lope Circle Right	At the first marker, transition to a lope, lope a full circle to the left	2
4	S Change	At the marker, transition to a trot and change directions thru the middle of the circle, in the shape of an S.	
5	Stop	Stop	
6	360* Left	At the middle marker turn on the haunches 360* to the left, hesitate after completing the turn.	
7	360* Right	Turn on the haunches 360* to the right, hesitate after completing the turn.	
8	Trot	Trot to the marker on the short side and turn toward the center.	
9	Lateral Left	Perform a lateral to the left. At the last marker resume a trot. Trot to the marker of the other short side and turn toward the center.	2
10	Lateral Right	Perform a lateral to the right. At the last marker resume a trot.	2
11	Walk/Trot	At the corner, transition to a walk. Walk the short side and transition to a trot in the next corner.	
12	Lope Circle Left	At the first marker, transition to a lope. Lope a full circle to the left.	2
13	S Change	At the marker, transition to a trot and change directions thru the middle of the circle, in the shape of an S.	
14	Long Trot	Long Trot well past the last marker	
15	Stop	Stop	
16	Back	Back to the last marker Stop, loosen reins and pet horse.	

Connection Test GH - Diagram



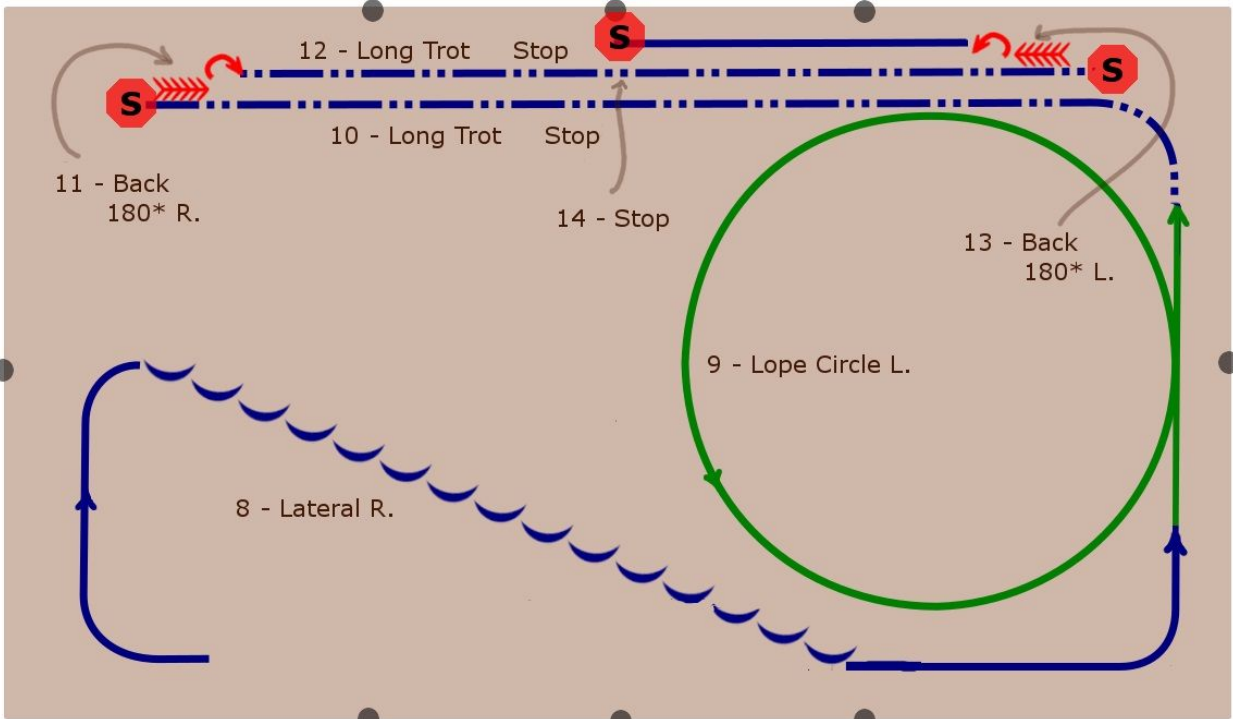
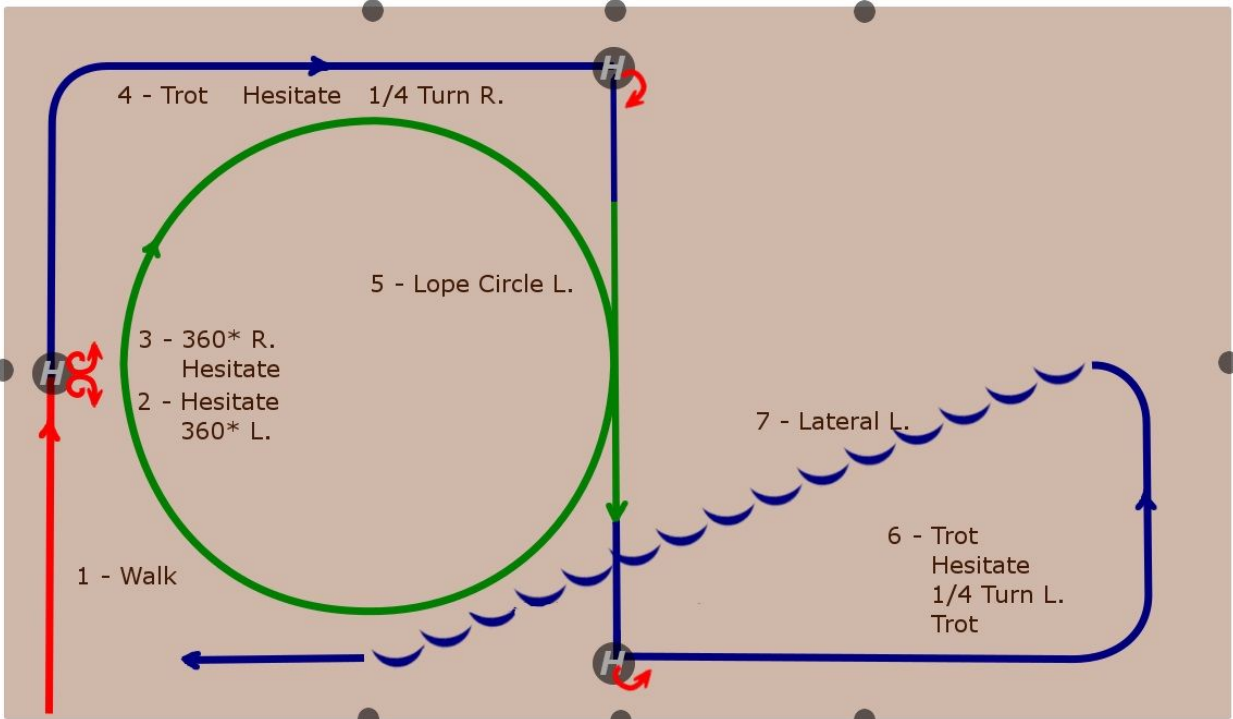


RH Connection Test Ranch Reining

Test Description

1	Walk	Walk to the middle marker.	
2	Hesitate 360* L.	At the marker, hesitate briefly, then ride a full turnaround to the left. Hesitate briefly after completing the turnaround.	
3	360*R. Hesitate.	Ride a full turnaround to the right. Hesitate briefly after completing the turnaround.	
4	Trot Hesitate ¼ Turn R.	Trot to the middle marker of the long side. Hesitate, then turn a ¼ turn to the right. Leave the turn at the trot.	
5	Lope Circle L.	Before the center of the arena, transition to the lope, right lead. At the center ride a large circle to the right. After completing the circle, continue straight.	2
6	Trot Hesitate ¼ Turn L.	Transition to the trot. At the middle marker of the long side, hesitate, then turn a ¼ turn to the left. Leave the turn at the trot.	
7	Lateral L.	At the marker on the short side, turn down the center. Ride a lateral the the left, at the trot. At the last marker of the long side, continue to trot to the marker of the other short side.	2
8	Lateral R.	At the marker on the short side, turn down the center. Ride a lateral the the right, at the trot. At the last marker of the long side, continue at the trot.	2
9	Lope Circle L.	Before the marker on the short side, transition to the lope. At the marker ride a large circle to the left. After completing the circle, continue straight.	2
10	Long Trot Stop	Transition to the Long Trot. After the last marker of the long side, stop.	
11	Back 180* R.	Back at least 10ft. You may hesitate. Turn a ½ a turnaround to the right. You may hesitate.	
12	Long Trot Stop	Transition to the Long Trot. After the last marker of the long side, stop.	
13	Back 180* L.	Back at least 10ft. You may hesitate. Turn a ½ a turnaround to the right. You may hesitate.	
14	Stop	Trot to the middle marker and stop, loosen reins and pet horse	

Connection Test RR - Diagram



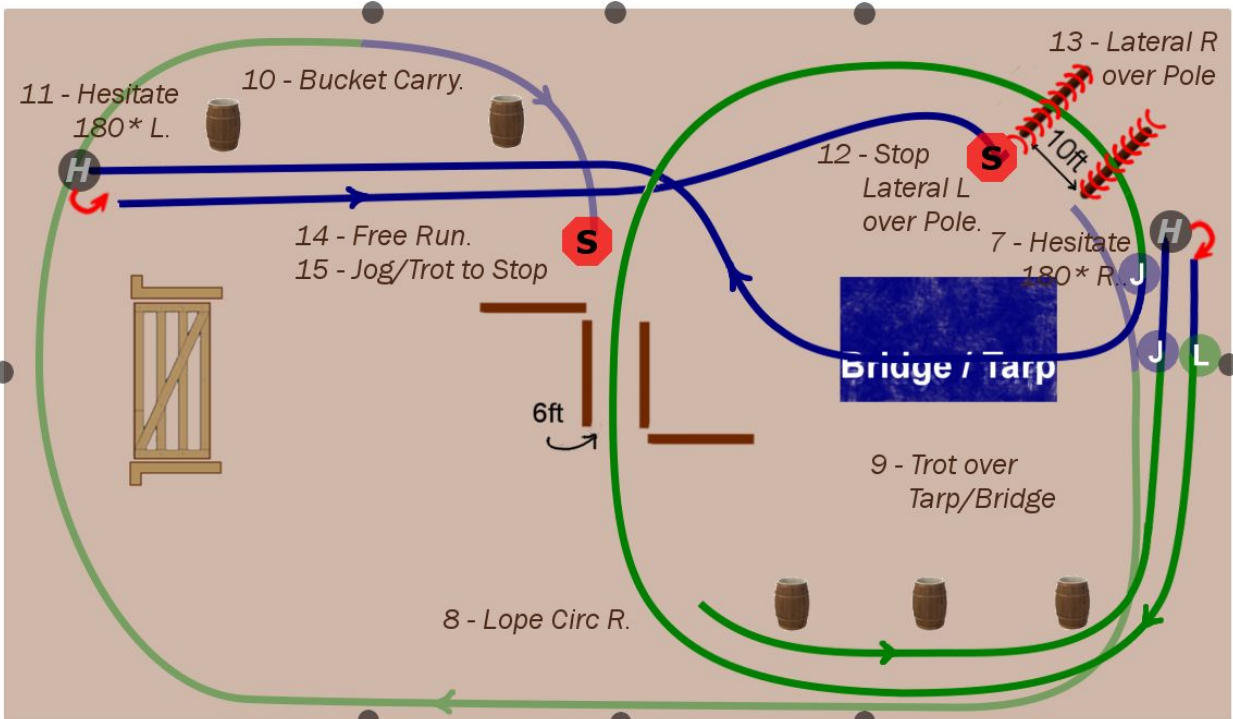
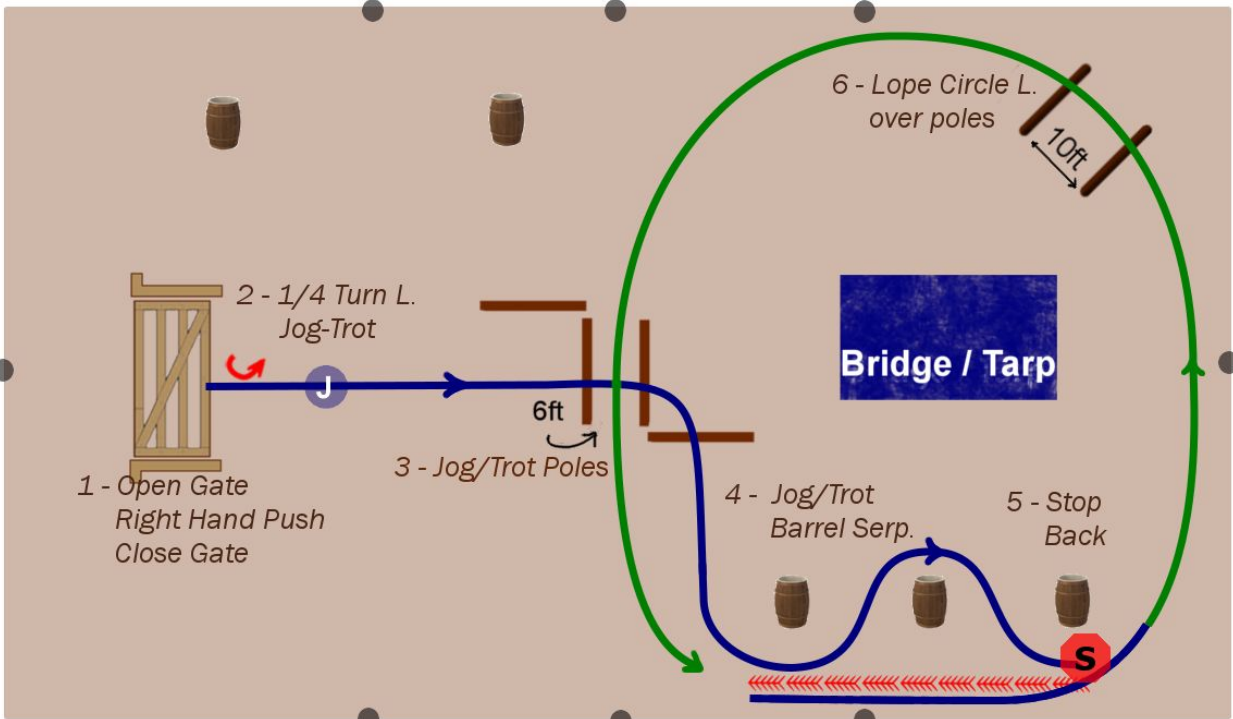


RH Connection Test Obstacle Skills

Test Description

1	Gate	Open Gate, right hand push. Close gate.	
2	¼ Turn L. Jog	Turn 90* on the hind to the left, leave the turn at a Jog-Trot	
3	Jog/Trot Poles	Trot over three poles as marked on the diagram.	
4	Jog/Trot serpentine	Jog/Trot a serpentine around the 3 barrels.	
5	Stop Back	Even with the last barrel, stop. Back till even with the first barrel. Continue at the Jog/Trot.	
6	Lope Circ L. over poles	Transition to a lope, left lead, right after the last barrel. Lope over the poles, and thru the chute as shown in diagram. Continue to the marker on the short side, then transition to a Jog/Trot.	2
7	Hesitate ½ Turn	After the marker, hesitate. Then turn a 180* turn on the haunches to the right. Leave the turn at the trot.	
8	Lope Circle R. over poles	At the marker, transition to right lead lope, and continue thru the chute and over the poles as shown in diagram.	2
9	Trot over Tarp/Bridge	After the poles, transition to a jog/trot and continue over the bridge/tarp.	
10	Bucket Carry	Continue past the barrels. Pick up the bucket or other object without hesitating and carry it to the next barrel. Drop the bucket there, without hesitating.	
11	Hesitate ½ Turn L.	After the barrel, hesitate. Then turn a 180* turn on the haunches to the left. Leave the turn at the trot.	
12	Stop Lateral L.	Lined up with the first pole, stop. Sidepass to the left, with your horse's front legs on one side of the pole, and the hind legs on the other.	
13	Lateral R.	Walk to the next pole. Sidepass to the right, with your horse's front legs on one side of the pole, and the hind legs on the other.	
14	Free Run	At the marker, pick up a right lead lope. Lope most of the way around the arena.	2
15	Stop	At first marker of the long side, transition to a jog/trot. Turn towards the center. Before the chute, stop. Loosen your reins and pet your horse.	

Connection Test OS - Diagram





Expansion (Level 4)

Horse should maintain balance in transitions and be able to shorten and lengthen frame while maintaining a soft connection to the bit.

Rhythm and relaxation should be maintained throughout the ride.

Impulsion and connection at this level is progressing towards self-carriage that ultimately will help the horse maintain straightness.

Movements added:

Simple Change of Lead	Lope on the straight line.
<p>Scores will positively reflect:</p> <p><i>Balance well demonstrated in both lope segments, the one before and after the change.</i></p> <p><i>One or two strides at the walk or trot, well balanced and relaxed.</i></p> <p><i>Agile responses to the transitions.</i></p> <p><i>Correct bend as needed, i.e. straight on a line or left to right (or right to left) on the S change</i></p>	<p>Scores will positively reflect:</p> <p><i>Balance well demonstrated in both lope segments, the one before and after the change.</i></p> <p><i>One or two strides at the walk or trot, well balanced and relaxed.</i></p> <p><i>Agile responses to the transitions.</i></p> <p><i>Correct bend as needed, i.e. straight on a line or left to right (or right to left) on the S change</i></p>
Lengthened Trot	
<p>Scores will positively reflect:</p> <p><i>A clear lengthening of stride without quickening of rhythm.</i></p> <p><i>Precise transitions, in and out of the Lengthened Trot line.</i></p> <p><i>A horse travelling with his hind well engaged, good thrust coming from the hind end.</i></p> <p><i>Smooth increase in power, without strides getting choppy.</i></p> <p><i>A rider should post.</i></p>	

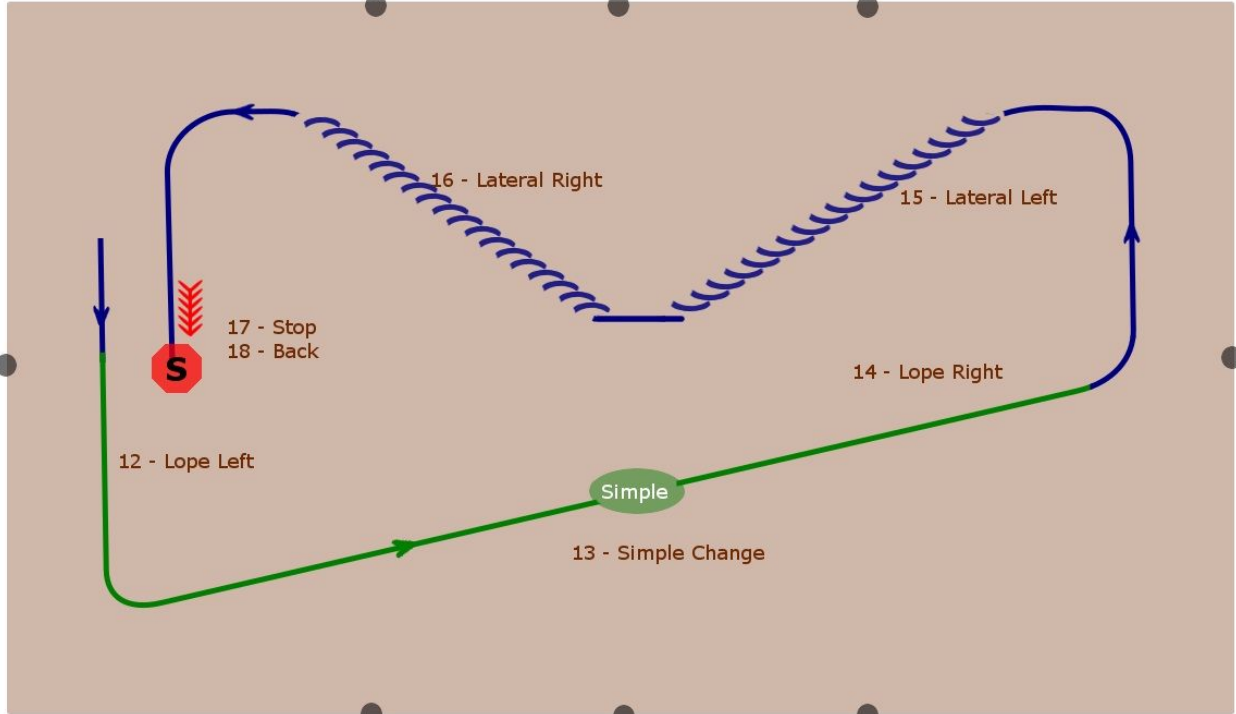
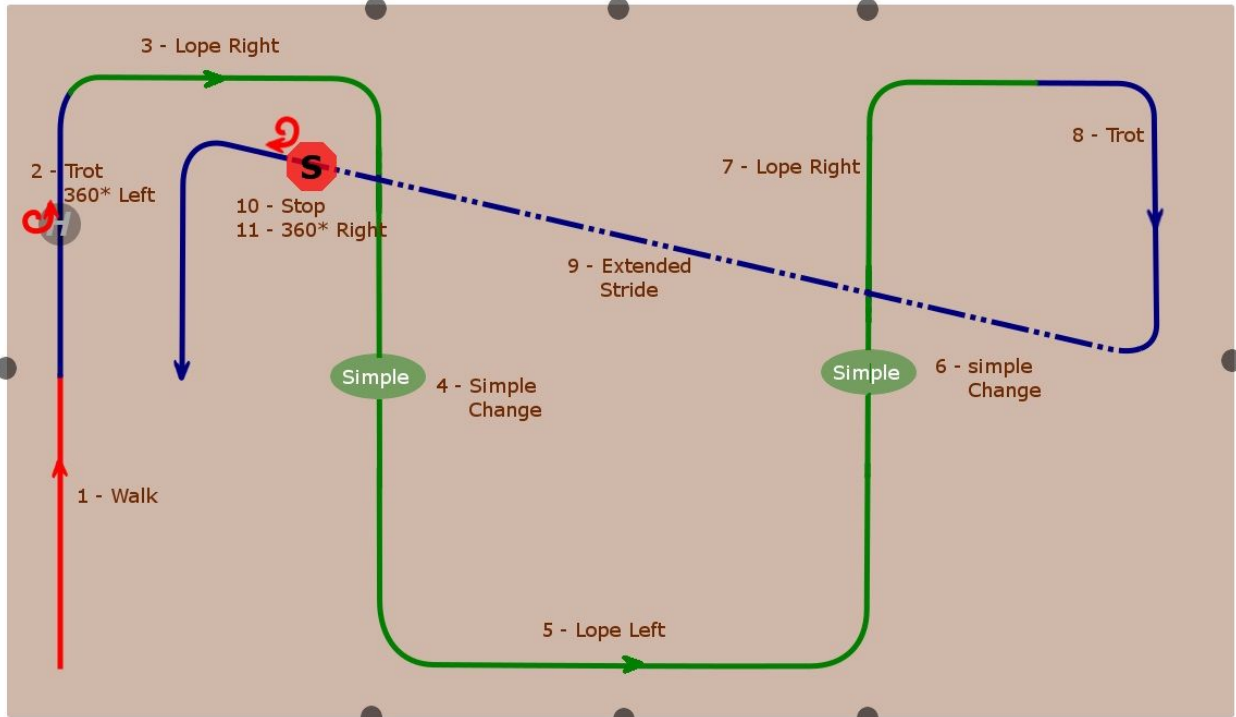


RH Expansion Test General Horsemanship

Test Description

1	Walk	Enter at a walk	
2	Jog-Trot/360* Left	Transition to a trot, Hesitate, one full turnaround to the left, hesitate, continue at a trot	
3	Lope Right	Transition to a Lope, right lead	
4	Simple Change	At the middle, change to the left lead through the walk or trot. Continue in the left lead lope	2
5	Lope Left	Left lead Lope	
6	Simple Change	At the middle, change to the right lead through the walk or trot. Continue in the right lead lope.	2
7	Lope Right	Right lead Lope	
8	Jog-Trot	Transition to a trot	
9	Extended Stride	At the middle marker, trot across the arena diagonally and extend the stride.	
10	Stop	Past the end marker, Stop.	
11	360* Right	One full turnaround to the right. Hesitate. Continue at the trot.	
12	Lope Left	At the middle marker, transition to a left lead lope. At the end of the short side, lope diagonally across the arena towards the middle marker on the other short side.	
13	Simple Change	At the middle, change to the right lead through the walk or trot. Continue in the right lead lope.	2
14	Lope Right	Right lead Lope.	
15	Lateral Left	At the middle marker, transition to a trot. Before the first marker of the long side, trot a lateral to the left, for at least 30 ft.	2
16	Lateral Right	After the middle marker, trot a lateral to the right, for at least 30 ft. Continue at a trot.	2
17	Stop	Stop	
18	Back	Back for at least 10 ft. Stop, loosen reins and pet your horse.	

Expansion GH - Diagram



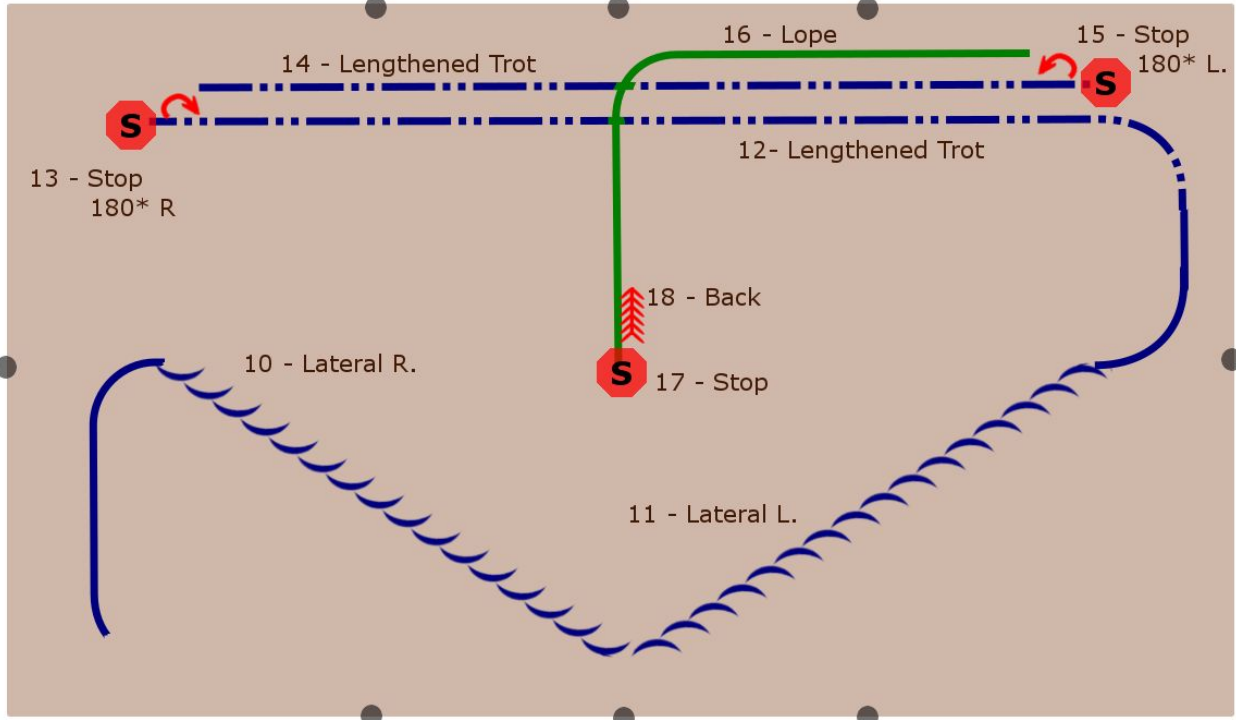
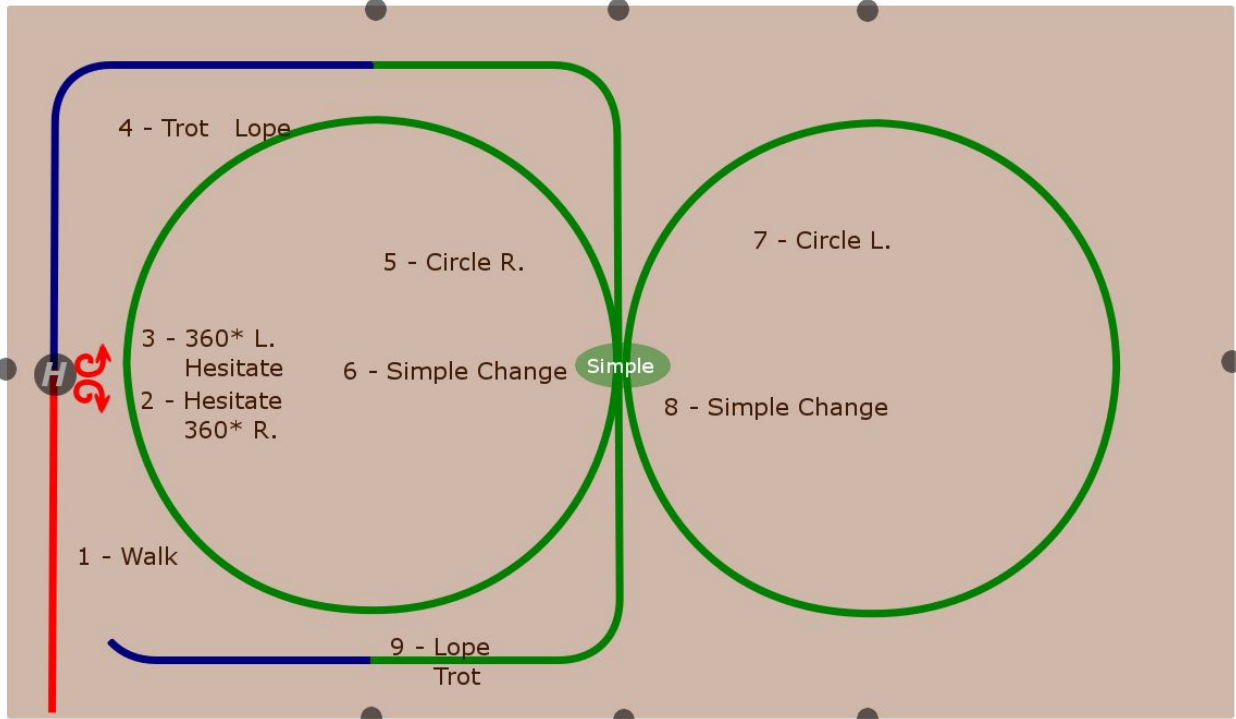


RH Expansion Test Ranch Reining

Test Description

1	Walk	Enter at a walk	
2	Hesitate 360* L.	At the marker, hesitate briefly, then ride a full turnaround to the left. Hesitate briefly after completing the turnaround.	
3	360*R. Hesitate.	Ride a full turnaround to the right. Hesitate briefly after completing the turnaround.	
4	Trot Lope	Trot through the corner. Before the first marker of the long side, transition to a lope, right lead. At the middle marker of the long side, turn towards the center of the arena.	
5	Lope Circle R.	At the center of the arena, lope a full circle to the right.	
6	Simple Change	At the center of the arena, change to the left lead through the walk or trot.	
7	Lope Circle L.	At the center of the arena, lope a full circle to the left.	
8	Simple Change	At the center of the arena, change to the right lead through the walk or trot. Continue in the right lead lope.	
9	Lope Trot	At the middle marker, turn right. Before the corner, transition to a trot. At the marker of the short side, turn toward the center of the arena.	
10	Lateral R	Ride a lateral to the right.	2
11	Lateral L.	At the middle marker, ride a lateral to the left. At the short side marker, turn left and continue at a trot.	2
12	Lengthened Trot	In the corner, lengthen the stride, continue past the last marker.	
13	Stop 180* R.	After the marker, stop. Hesitate briefly. Ride a ½ Turnaround to the right. Leave the turnaround at a trot.	2
14	Lengthened Trot	Lengthen the stride. Continue past the last marker.	
15	Stop 180* L	After the marker, stop. Hesitate briefly. Ride a ½ Turnaround to the left. Leave the turnaround at a lope.	2
16	Lope L.	Lope to the middle marker and turn to the center of the arena	
17	Stop	Stop at the center of the arena.	
18	Back	Back for at least 10 ft. Stop, loosen reins and pet your horse.	

Expansion Test RR - Diagram



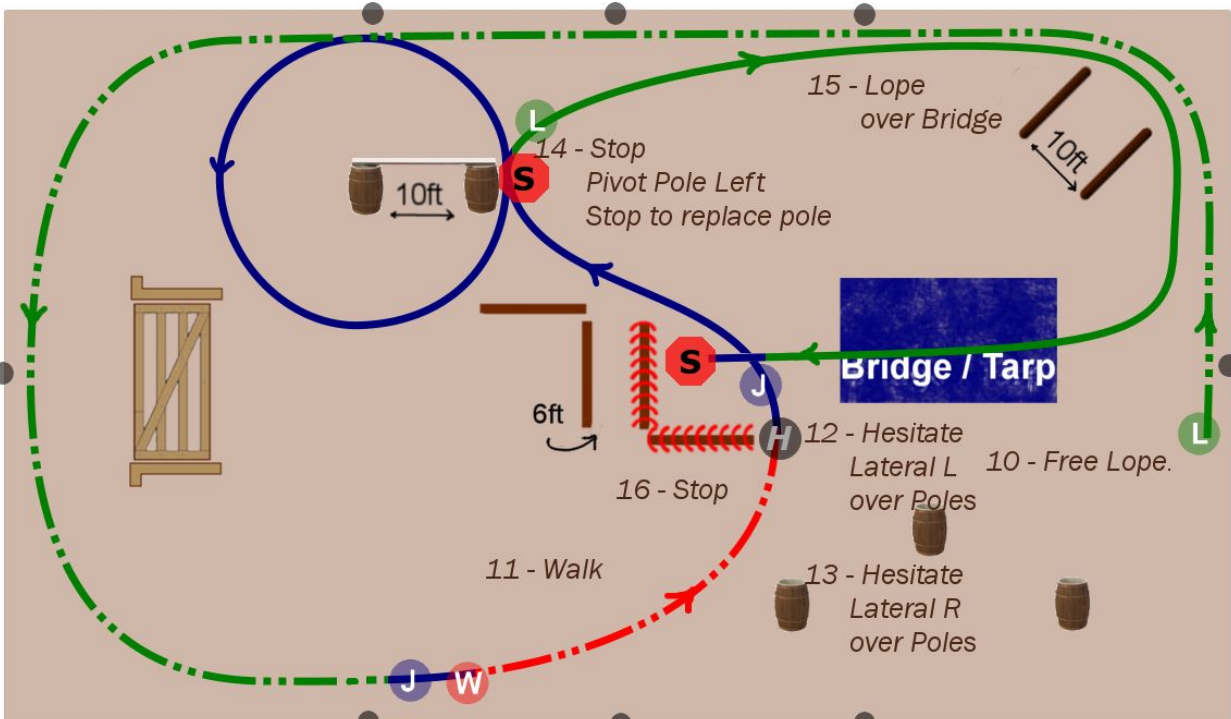
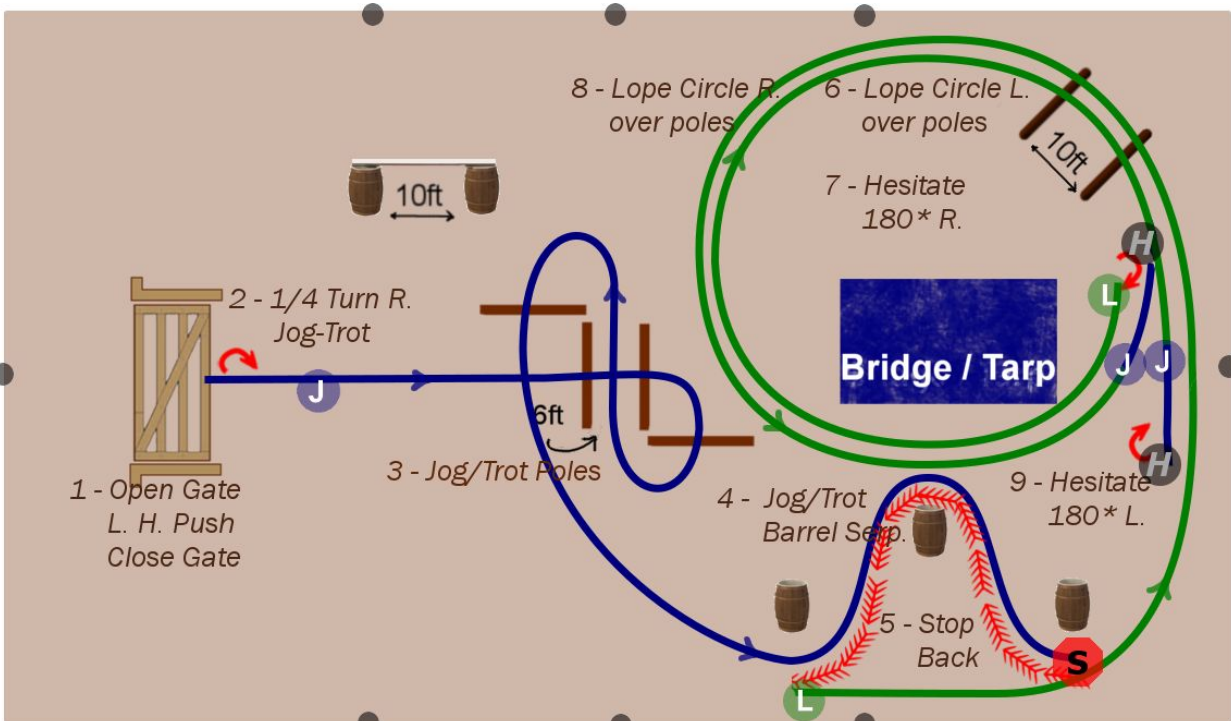


RH Expansion Test Obstacle Skills

Test Description

1	Gate	Open Gate, left hand push. Close gate.	
2	¼ Turn R. Jog	Turn 90* on the hind to the right, leave the turn at a Jog-Trot	
3	Jog/Trot Poles	Trot over poles as marked on the diagram.	
4	Jog/Trot serpentine	Jog/Trot a serpentine around the 3 barrels.	
5	Stop Back serpentine	Even with the last barrel, stop. Back a serpentine as marked on the diagram. Continue at the Jog/Trot.	2
6	Lope Circ R. over poles	Transition to a lope, right lead. Lope over the poles, and around the tarp/bridge as shown in diagram. Continue to the marker on the short side, then transition to a Jog/Trot.	
7	Hesitate ½ Turn R.	After the marker, hesitate. Then turn a 180* turn on the haunches to the right. Leave the turn at the lope.	2
8	Lope Circle R. over poles	Continue around the tarp and over the poles as shown in diagram.	
9	Hesitate ½ Turn L.	At the poles, transition to a jog/trot. After the marker hesitate. Then turn a 180* turn on the haunches to the left. Leave the turn at the lope.	2
10	Free Run	Lope most of the way around the arena.	
11	Walk	At the first marker, transition to a walk thru a few steps jog/trot. Walk to the end of the pole in the center.	
12	Hesitate Lateral L.	Hesitate, then sidepass to the left, with your horse's front legs on one side of the pole, and the hind legs on the other. . Follow the L shape to the end of the second ground pole.	
13	Lateral R.	Sidepass to the right, with your horse's front legs on one side of the pole, and the hind legs on the other. Follow the L shape to the end. Continue at a Jog/Trot	
14	Stop Pivot Pole	Stop to pick up the one end of the pivot pole. Maneuver the pivot pole obstacle at a trot to the right. Stop to replace the pole	2
15	Lope over bridge	Transition to lope, right lead. Lope past the groundpoles, and turn down the center at the marker. Lope over the bridge/tarp	
16	Stop	After the bridge, transition to a Jog/trot. Before the ground pole, stop, loosen your reins and pet your horse.	

Expansion Test OS - Diagram





Transformation (Level 5)

Horse should have smooth, balanced transitions through all gaits and respond to the lightest and softest of aids. Impulsion should be maintained during the test and the horse and rider should be in balance and harmony for at least 70% of the test.

Movements added:

Flying Changes	Lope-Stop Transitions
<p>Scores will positively reflect: <i>Relaxed poll and topline, with little elevation for the actual change.</i> <i>Hind end changing slightly ahead of the front end.</i> <i>Correct bend before, during and after the change.</i> <i>No loss of rhythm</i></p>	<p>Scores will positively reflect: <i>A relaxed lope to a relaxed stop.</i> <i>The hind end well engaged and under the horse.</i> <i>The front end light and agile, ready to respond to the rider's next request.</i> <i>Soft reaction to stopping signals, reflected by a soft poll and topline.</i> <i>(A slide will be neither rewarded nor penalized).</i></p>
Rollback / Turnback	720* Turn (2 full Turnarounds)
<p>Scores will positively reflect: <i>A stopping transition which immediately flows into the ½ turn towards the new direction. This is a full stop, which does not pause.</i> <i>A well executed ½ turn into the new direction (see instructions for ½ turn in Progression).</i> <i>Immediate departure to the new direction. A pause to rebalance your horse is allowed, but will not be rewarded as highly as fluidly transitioning into the new line.</i> <i>No backwards motion during stopping transition or ½ turn.</i> <i>Soft lateral as well as horizontal balance.</i> <i>Good rhythm and relaxation approaching and departing the maneuver</i></p>	<p>Scores will positively reflect: <i>Well engaged hind quarters.</i> <i>Bend to the direction of the turn (not counterbent).</i> <i>Soft responses to leg aids.</i> <i>Soft responses to rein aids.</i> <i>Agile lateral crossing of front legs, outside leg crossing in front of the inside.</i> <i>Hind quarters either immobile or stepping in place, but not stepping back.</i></p>



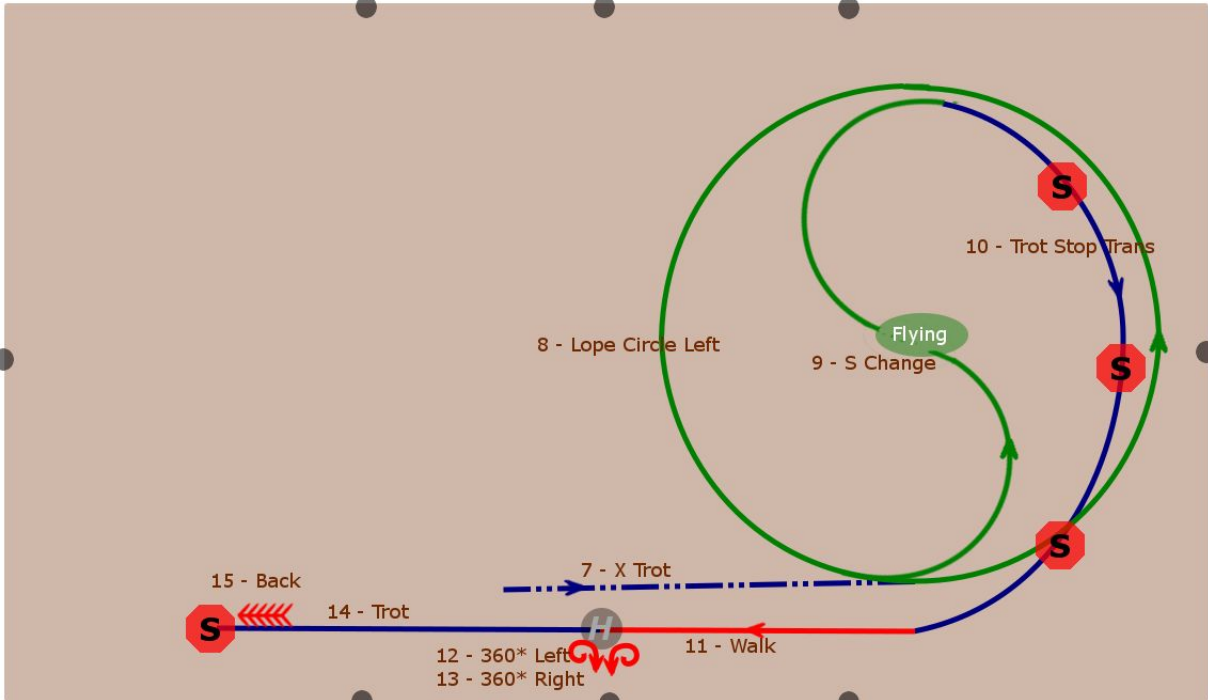
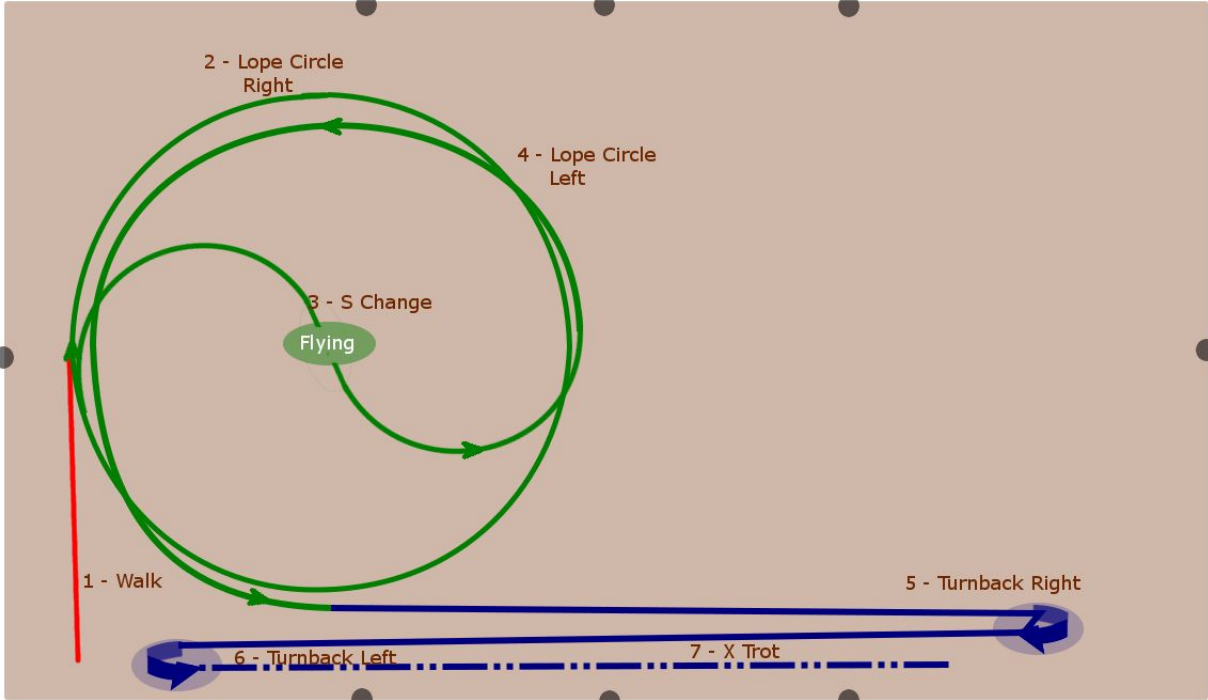
RH Transformation Test General Horsemanship

Test Description

1	Walk	Walk to middle marker	
2	Lope Circle Right	Lope one full circle to the right	
3	S Change	After a full lope circle, change directions thru the middle of the circle, in the shape of an S. At the center of the S, lope a flying change to the left lead	2
4	Lope Circle Left	Lope 3/4 of a circle to the left, transition to a trot at the first marker of the long side	
5	Turnback Right	Jog-Trot past the last marker, ride a turnback to the right, leave the turnback at a trot.	2
6	Turnback Left	Jog-Trot past the first marker, ride a turnback to the left, leave the turnback at a trot.	2
7	Lengthen Stride	At a trot, lengthen the stride to the last marker	
8	Lope circle left	Lope one full circle to the left	
9	S Change	After a full lope circle, change directions thru the middle of the circle, in the shape of an S. At the center of the S, lope a flying change to the right lead.	2
10	Jog-Trot Stop Transitions	Transition to a trot. Stop at each location denoted on the diagram	
11	Walk	Walk to the middle marker, Hesitate	
12	360* Left	Ride a full turnaround to the left	
13	360* Right	Ride a full turnaround to the right	
14	Jog-Trot	Jog-Trot to Stop	
15	Back	Back for at least 10 ft	

Stop, loosen reins and pet horse.

Transformation GH - Diagram



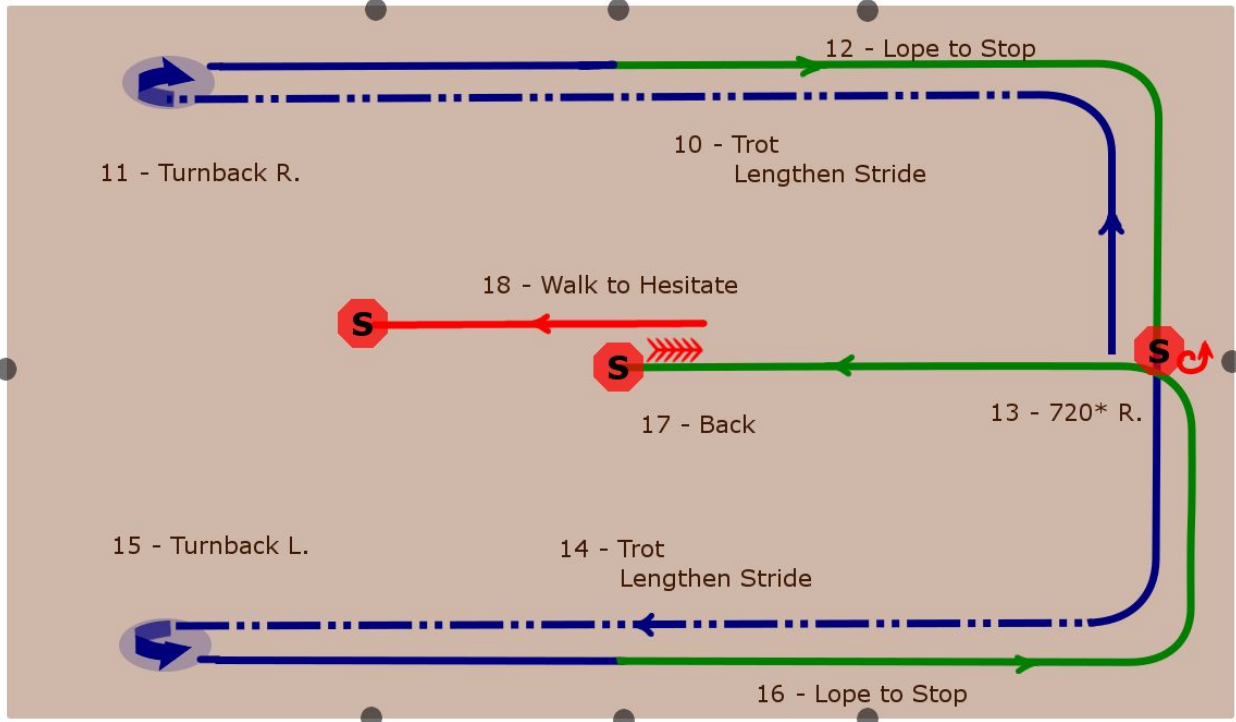
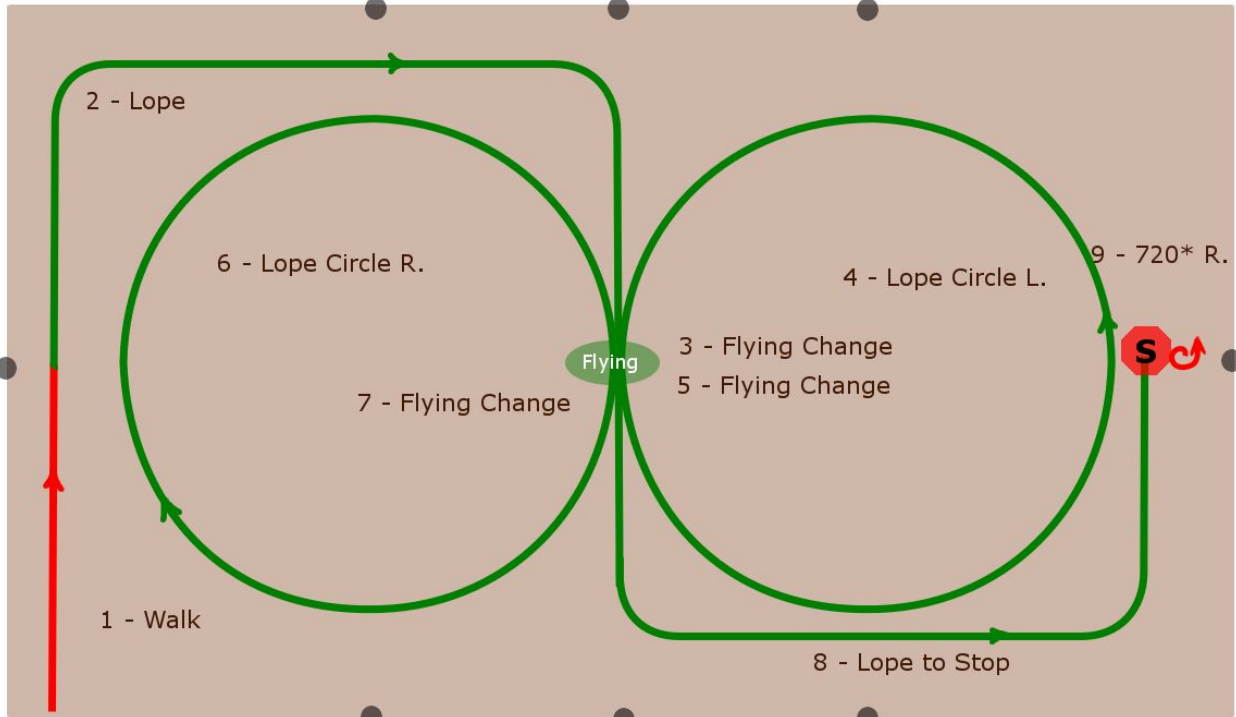


RH Transformation Test Ranch Reining

Test Description

1	Walk	Walk to middle marker	
2	Lope	Transition to a lope, right lead. At the middle marker of the long side, turn toward the center of the arena.	
3	Flying Change	At the center, ride a flying lead change to the left lead	2
4	Lope Circle L.	Ride a full circle to the left.	
5	Flying Change	At the center, ride a flying lead change to the right lead.	2
6	Lope Circle R.	Ride a full circle to the right.	
7	Flying Change	At the center, ride a flying lead change to the right lead.	2
8	Lope Stop	Lope to the marker of the short side Stop	
9	720* R.	Ride 2 full turnarounds to the right.	
10	Trot Lengthen Stride	Transition to a trot. After the corner, lengthen your stride.	
11	Turnback R.	After the last marker of the long side, ride a turnback (rollback) to the right. Leave the turnback at a trot.	2
12	Lope R. Stop	At the middle marker, transition to a lope, right lead. At the marker on the short side, stop.	
13	720* L.	Ride 2 full turnarounds to the left.	
14	Trot Lengthen stride	Continue at a trot. After the corner, lengthen your stride.	
15	Turnback L.	After the last marker of the long side, ride a turnback (rollback) to the left. Leave the turnback at a trot.	2
16	Lope Stop	At the middle marker, transition to a lope. At the marker of the shortside, turn toward the center of the arena. Stop at the center of the arena.	
17	Back	Back at least 10ft.	
18	Walk Stop	Walk till even with the last marker. Stop, loosen reins and pet your horse.	

Transformation RR - Diagram



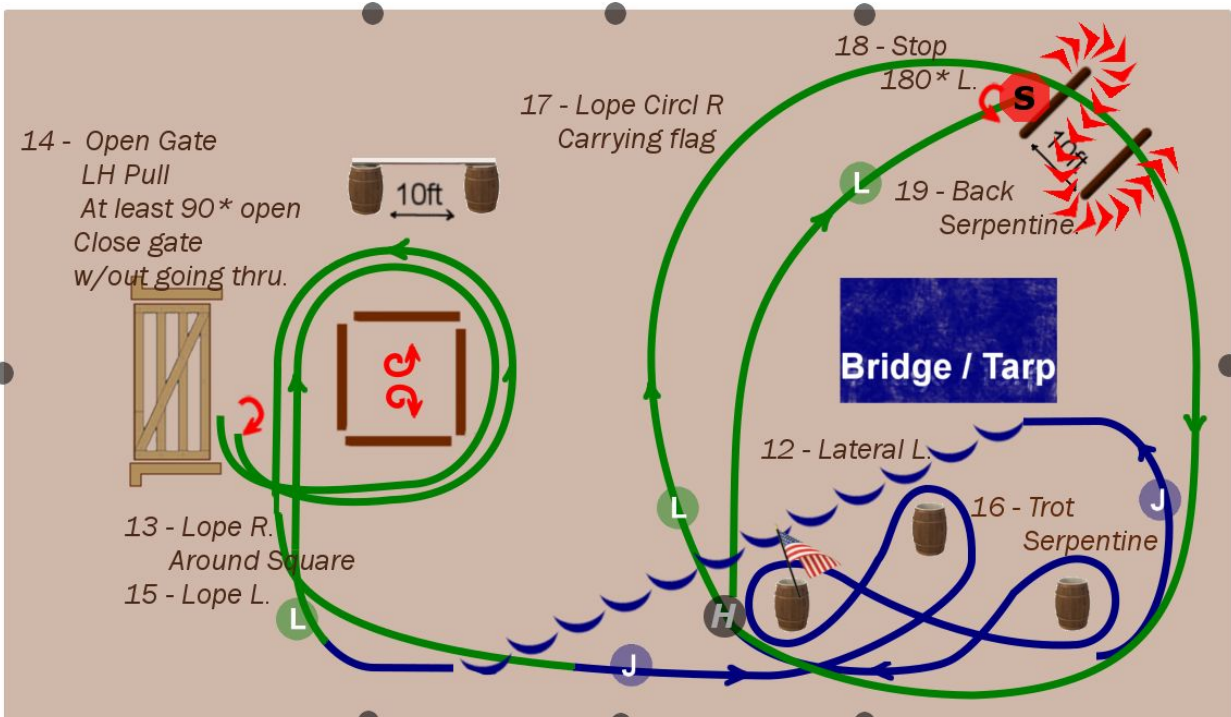
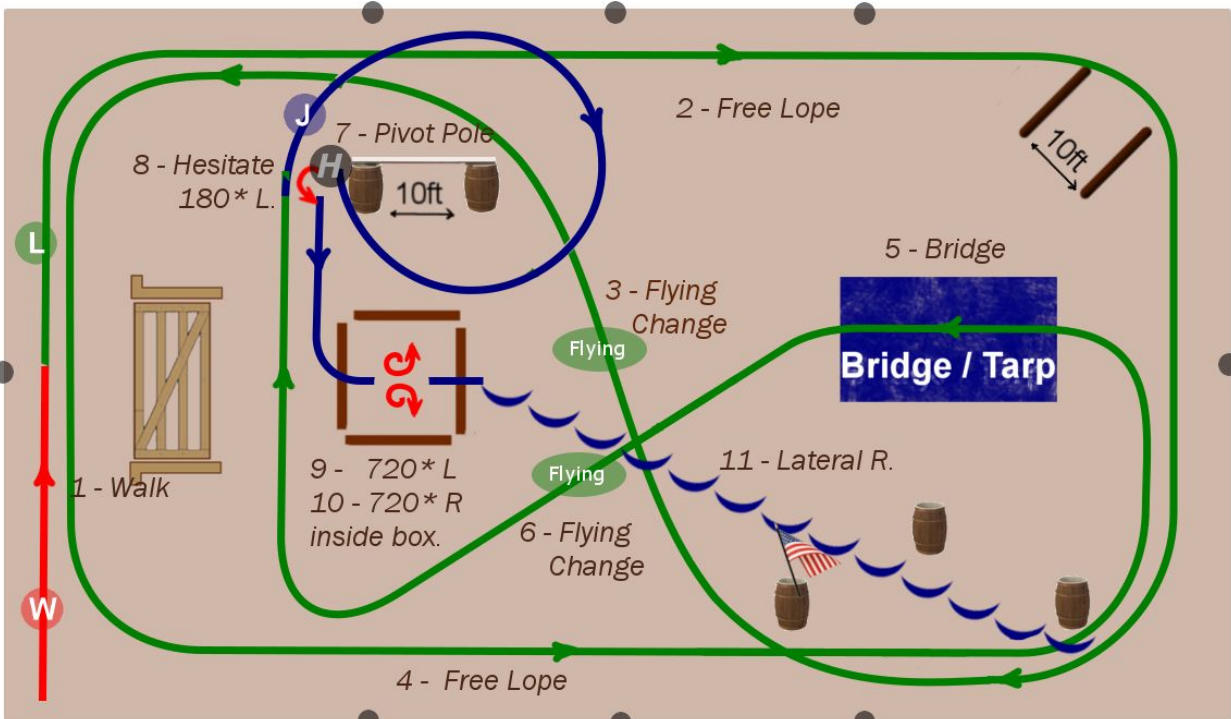


RH Transformation Test Obstacle Skills

Test Description

1	Walk	Walk to the marker	
2	Free Lope R.	Lope (R. Lead) with speed around the arena to past the 3 barrels.	
3	Flying Lead Change	In the Center, use a flying lead change to switch to the left lead.	2
4	Free Lope L.	Continue loping (L. Lead) with speed around the arena, to the marker of the short side	
5	Bridge	Lope across bridge, then turn slightly to the left.	
6	Flying Lead Change	In the Center, use a flying lead change to switch to the right lead.	2
7	Pivot Pole	Slow to a trot, and pick up the pole atop the barrel. Pivot around the barrel at a trot.	
8	Hesitate 180* L.	At the barrel, hesitate and replace the pivot pole. Ride a ½ turn to the left, leave the turn at the jog/trot. Enter the square as outlined in the diagram	
9	720* L.	Inside the square, ride 2 full turnarounds to the left.	2
10	720* R.	Inside the square, ride 2 full turnarounds to the right.	2
11	Lateral R.	Leave the square at a jog/trot and immediately ride a lateral to the right.	
12	Lateral L.	Continue at a jog/trot. Turn towards the center of the arena before the bridge. Ride a lateral to the left to the first marker of the long side. Turn towards the center.	
13	Small Lope Circle R.	Lope a small circle (R. Lead) staying as close as possible to the the square.	
14	Gate LH pull	Lope to gate, and smoothly transition down. Have the gate on your left. Using a left hand pull, open the gate at least 90*. Close the gate from the same side. Ride a ½ turn to the right.	
15	Small Lope Circle L.	Lope a small circle (L. Lead) staying as close as possible to the the square.	
16	Jog/Trot Serpentine	At the center marker, transition to a jog/trot. Ride a serpentine around the barrels as shown in the diagram.	
17	Carry Flag	At the barrel closest to the camera, pick up a flag, coat, sack or other flapping object with your right hand. Transition to a lope (R. Lead), carry the flag across the jumps in a full circle back to the barrel, and replace it.	
18	Stop 180* L.	Lope (R. Lead) to the left jump and stop. Ride a ½ turn to the left.	
19	Back Serpentine	Back around and in between the jumps, as shown in the diagram. Stop and pet your horse.	

RH Transformation OS - Diagram





Completeness (Level 6)

Demonstrates self-carriage throughout the test. Rider and horse should be in complete harmony and balance. Rhythm, Relaxation, Connection, Impulsion, and Straightness should be maintained at the highest level achievable according to the conformation of the

horse.

Movements added:

<ul style="list-style-type: none"> • Small Lope Circle 	Extended Lope
<p>Scores will positively reflect: <i>A circle approximately 30ft (10m) in diameter. Good bend and horizontal balance. A well engaged hind. Impulsion reflecting strength and balance. Good rhythm and relaxation. Soft responses to aids.</i></p>	<p>Scores will positively reflect: <i>A clear lengthening of stride. Some quickening of strides will not be penalized, as long as strides are clearly longer as well. Clear transitions in and out of the extended lope. Correct bend or straightness as needed. Good rhythm and relaxation. Soft responses to aids.</i></p>
Rollback / Turnback at the Lope	
<p>Scores will positively reflect: <i>A stopping transition which immediately flows into the ½ turn towards the new direction. This is a full stop, which does not pause. A well executed ½ turn into the new direction (see instructions for ½ turn in Progression). Immediate departure to the new direction. A pause to rebalance your horse is allowed, but will not be rewarded as highly as fluidly transitioning into the lope line. No backwards motion during stopping transition or ½ turn. Soft lateral as well as horizontal balance. Good rhythm and relaxation approaching and departing the maneuver.</i></p>	



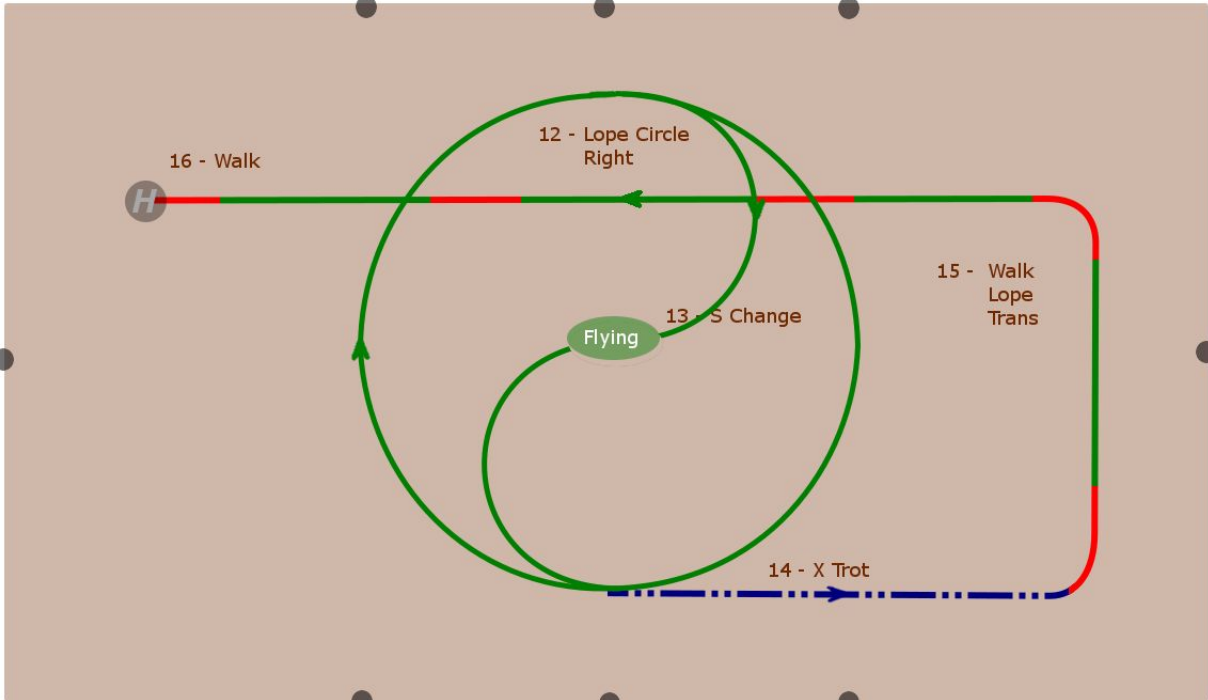
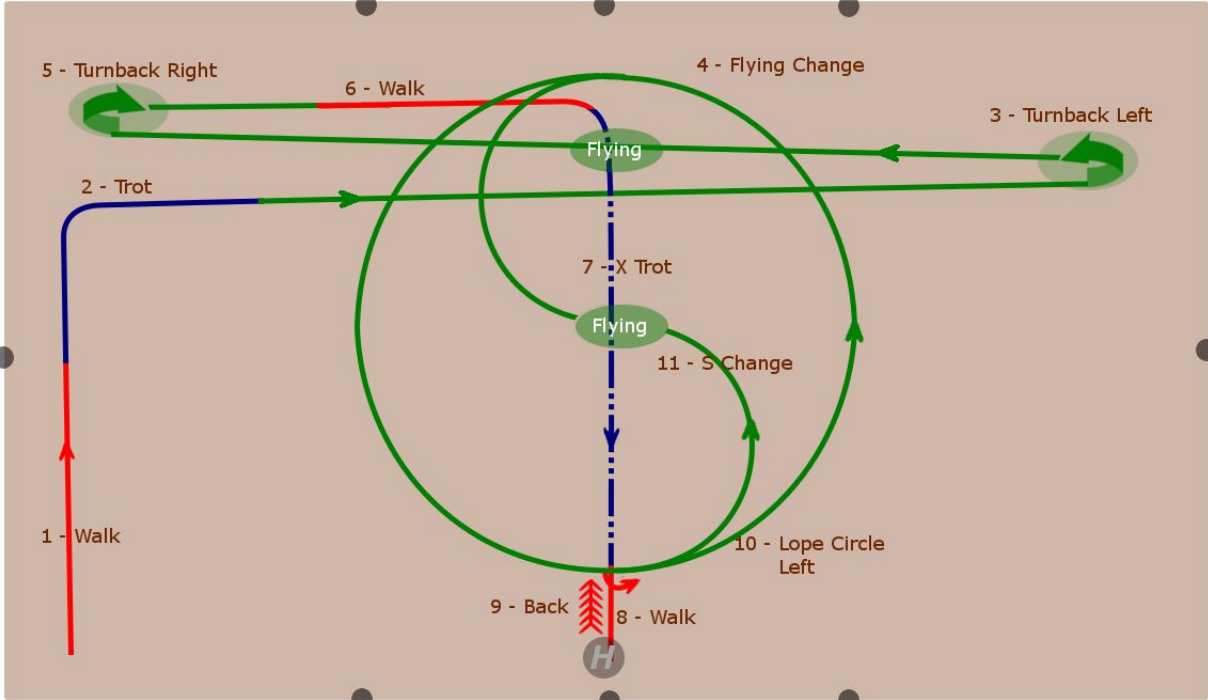
RH Completeness Test General Horsemanship

Test Description

1	Walk	Walk to the middle marker	
2	Jog-Trot	Jog-Trot, then transition to a Lope, left lead	
3	Turnback Left	Lope past the last marker and ride a turnback to the left. Leave the turnback at the lope, left lead.	2
4	Flying Change	At the middle marker, ride a flying change to the right lead lope.	2
5	Turnback Right	Lope past the first marker and ride a turnback to the right. Leave the turnback at a lope.	2
6	Walk	Transition to a walk	3
7	Lengthen Stride	Transition to a trot thru the middle of the arena, lengthen the stride	
8	Walk	Just before the middle marker, transition to a walk. Walk no more than 4 steps. Hesitate.	
9	Back	Back at least 10 ft, then turn on the haunches to the left.	
10	Lope Circle Left	Lope a full circle on the left lead.	
11	S Change	After a full lope circle, change directions thru the middle of the circle, in the shape of an S. At the center of the S, lope a flying change to the right lead	
12	Lope Circle Right	Lope a full circle on the right lead.	
13	S Change	After a full lope circle, change directions thru the middle of the circle, in the shape of an S. At the center of the S, lope a flying change to the left lead	
14	Lengthen Stride	Transition to the trot and lengthen the stride	
15	Walk Lope Transitions	Ride 4 Walk Lope transitions, as follows: Walk to Lope left lead, Walk to Lope right lead, Walk to Lope left lead, and Walk to Lope right lead.	2
16	Walk	Walk to Hesitate.	

Stop, loosen reins and pet horse.

Completeness GH - Diagram



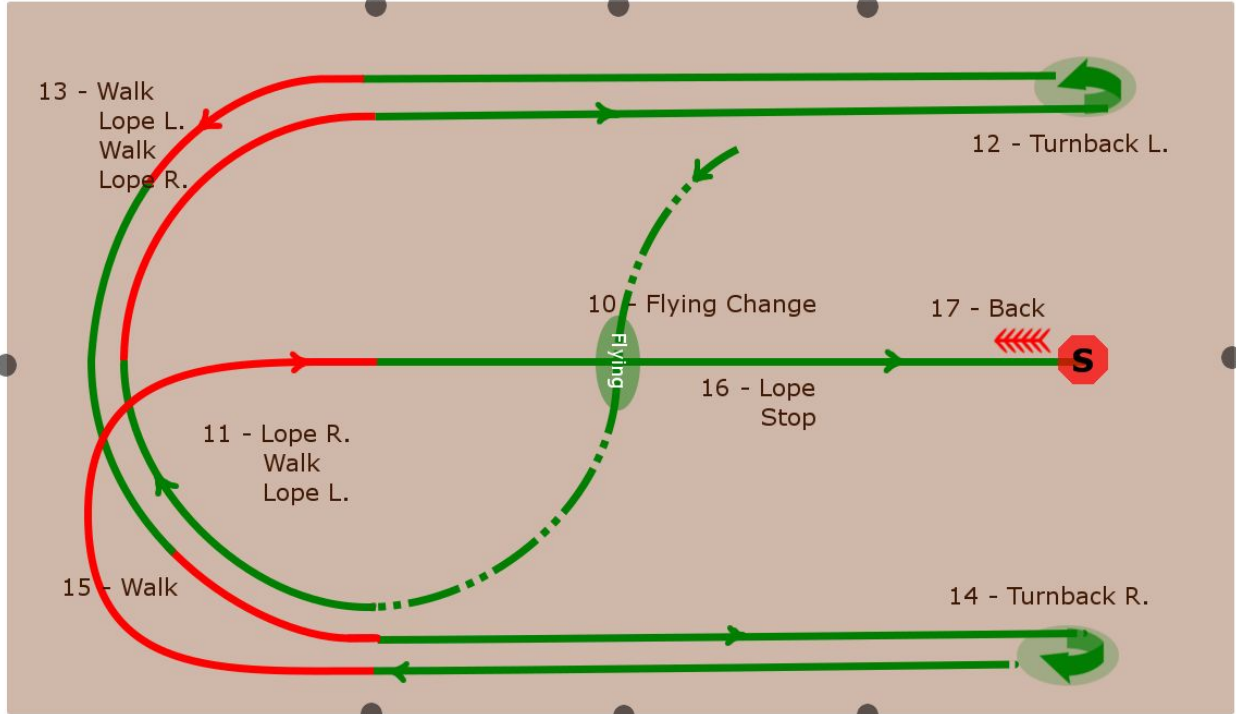
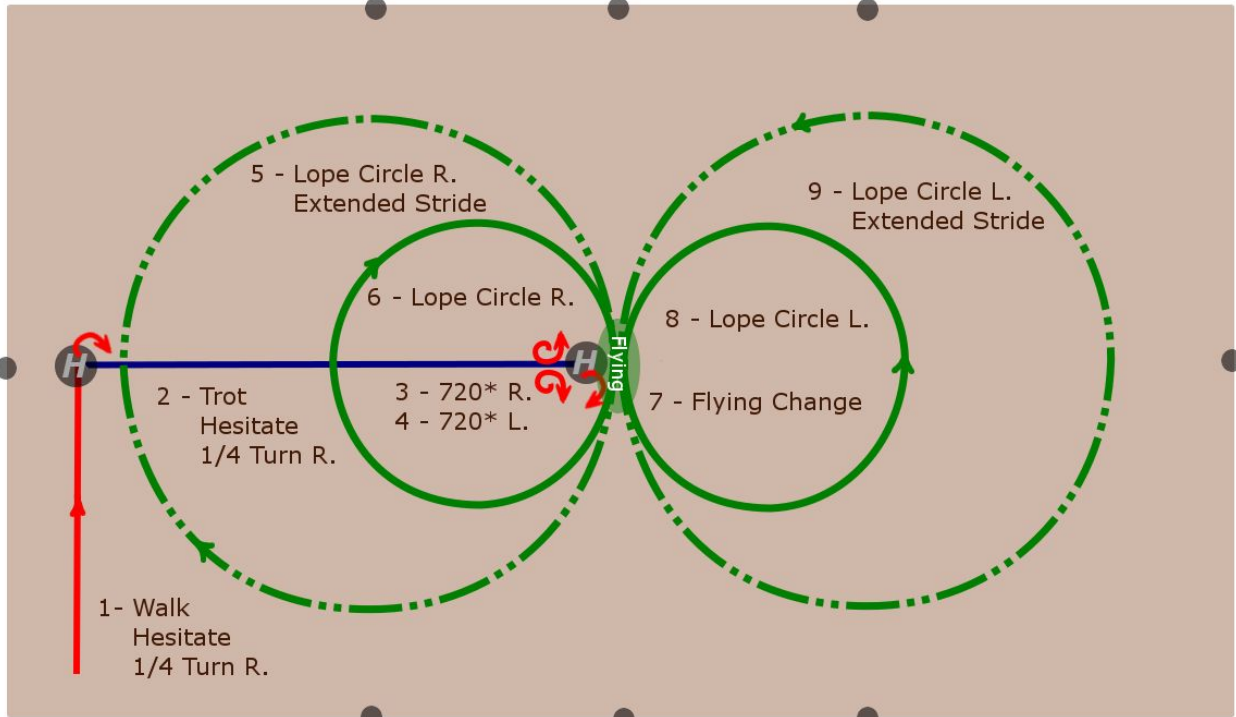


RH Completeness Test Ranch Reining

Test Description

1	Walk Hesitate ¼ Turn R.	Walk to the marker. Hesitate. Turn 90* on the hind to the right, leave the turn at a Jog-Trot,	
2	Trot Hesitate ¼ Turn R.	Trot to the center. Hesitate. Turn 90* on the hind to the left.	
3	720* L.	Ride 2 full turnarounds to the left. Hesitate.	
4	720* R.	Ride 2 full turnarounds to the right. Hesitate.	
5	Extended lope circle R	Transition to a lope and lope a full circle to the right at an extended stride.	2
6	Lope circle R.	Transition to a lope and lope a small circle to the right.	
7	Flying Change	Change leads to the left lead through a flying change.	2
8	Extended lope circle L.	Lope a full circle to the left at an extended stride.	2
9	Lope circle L.	Transition to a lope and lope a small circle to the left.	
10	Flying Change	Change leads to the right lead through a flying change. Continue at a extended lope to the last marker of the long side.	2
11	Lope Walk Lope	Transition to a lope at the last marker. At the marker of the short side, transition to a walk At the first marker of the long side, transition to a lope, Left lead.	
12	Turnback L.	Past the last marker, ride a turnback (rollback) to the left. Leave the turnback at the lope.	
13	Walk Lope L. Walk Lope R.	At the last marker, transition to a walk. Before the marker on the short side transition to a left lead lope. After the marker, transition to walk. At the first marker of the long side, transition to the right lead lope.	
14	Turnback R.	Past the last marker, ride a turnback (rollback) to the right. Leave the turnback at the lope.	
15	Walk	At the last marker of the long side, transition to a walk. At the marker of the short side, turn towards the center.	
16	Lope Stop	Even with the first marker of the long side, transition to the lope. Past the last marker, stop.	
17	Back	Back for at least 10ft. Stop, loosen reins and pet your horse.	

Completeness RR - Diagram





RH Completeness Test Obstacle Skills

Test Description

1	Free Walk	Walk to the marker and turn to the gate	
2	Gate RH Pull	Using your right hand, pull the gate towards you, then back through. Close the gate.	
3	Lope to Flag, stop	Lope (Left lead) to the flag, and stop. Pick up the flag	
4	Free lope L. Flag Carry	Carrying the flag, lope (L. lead) around the arena, exhibiting good speed. Returning to the barrel, stop and replace the flag.	2
5	Free Walk	Walk (right) around the far barrel. Change bend and walk (left) past the flag barrel till even with the center marker.	
6	Lope R	Lope (R. lead) to the Pivot Pole. Hesitate and pick up the pole.	
7	Lope Circle R	Lope (R. lead) around the Pivot Pole. Hesitate and return the pole. Change directions using a 180* L.	
8	Lope Circle L.	Lope (L. lead) around the Pivot Pole. Hesitate and return the pole. Change directions using a 180* R.	
9	Lateral L	Trot to the center marker and turn towards the middle of the arena. Move your horse laterally to the L for at least 25ft.	
10	Lope over Bridge	Transition to a lope (L. lead) before the last barrel. At the marker turn toward the center and lope across the tarp obstacle, which includes 1' jumps at each end of the tarp/bridge.	
11	Stop , 180* L.	Stop. Turn a ½ turn L. Leave the turn at a lope (L. lead)	3
12	Lope over Bridge	Lope across the tarp obstacle, which includes 1' jumps at each end of the tarp/bridge.	
13	Lateral R.	Before the first marker, transition to a trot. At the marker turn towards the middle of the arena. Move your horse laterally to the R for at least 25ft.	
14	Flying Change R	After the center marker, lope a serpentine around the three barrels. The first flying change is to the right.	
15	Flying Change L.	Lope serpentine - second flying change L.	
16	Flying Change R.	Continue between the tarp and the 3 barrels and return to the last marker. At approx the center, ride a flying change R.	
17	Gate LH Pull	Stop at the gate. Pull the gate towards you using your left hand. Back thru the gate and close it. Ride a 180* R. Leave the turn at the lope.	
18	Flying Change L.	Continue at the lope to the other end of the arena and circle back to the center. Ride a flying change L. Continue past the pivot pole and enter the square.	
19	720* L	Ride two full turnarounds to the Left	
20	720* R.	Ride two full turnarounds to the right. Stop, loosen your reins and pet your horse.	

Completeness OS - Diagram

