



Cowboy Dressage®

k u ‡ K . ° .

Call Sheet






1. **A** Stop and Salute. Continue Right hand push rope gate, open and closed
Continue working walk
2. **At about N** Turn down Line and develop Working Jog
Obstacle 1 Proceed Working Jog Over Ground poles
3. **Obstacle 2** Stop Through the walk before the Pole. Side pass to the right until clear of pole, continue at the Working Jog around the end of the court to the left
4. **Obstacle 3** Weave through the cones at the Working Jog
5. **Obstacle 4** Working walk through the poles, stop at the end of the poles next to the barrel (Or table/post). Lift and replace the item on the barrel (or table/post).
6. **Obstacle 5** Back through the poles. When clear of the poles half turn on the haunches to the Left. Proceed working walk
7. **Before Mid-line E-8-B** Half circle Left to the rail and develop the Working Jog to N
8. **F** 10 Meter circle Left at the working jog
9. **F-E** Change Direction at the Working Jog, Continue to S
10. **S** 20 Meter circle Right Free jog
S Working Jog
11. **Between H and Q** Develop Working Walk
12. **Before Y** Half turn on the Haunches Right through the working walk
13. **Q** Working jog continue to A
14. **A** Turn down centerline
8 Stop through the walk, Salute.

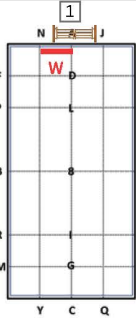
Cowboy Dressage™ Remuda Trail Walk-Jog 1A (Trail inside court)				NO.
<u>PURPOSE</u>		<u>REQUIREMENTS</u>		<u>CONDITIONS</u>
To confirm that the horse moves forward in a relaxed, confident manner in all gaits and over basic ranch obstacles while the rider demonstrates an increased ability to ride the horse in harmony with soft feel. The horse demonstrates a greater degree of balance while accepting a soft connection through the bridle.		Working Walk 20 M circle Free Jog Free Walk 10 M circle Working Jog Working Jog Stop Free Jog Half turn on Haunches Back		Arena: Cowboy Dressage 20m x 40 M Average Time: 5:45 Maximum Possible Points: 230
TEST		DIRECTIVE IDEAS	POINTS	REMARKS
1.	A	Stop and Salute. Continue to Right Hand Push Rope Gate, Open and Close. Continue Working walk	Clear balance and control; Quality of walk	
2.	At about N OBT 1	Turn down line to OBT 1. Proceed Working Jog over Ground Poles	Quality of Transition; Straightness and Balance over Poles.	
3.	OBT 2	Stop through walk before pole. Side-pass Right until clear of pole. Develop Working Jog around end of court.	Quality of transitions; Balance of stop in relation to pole; Accuracy of side pass	
4.	OBT 3	Weave through cones at the Working Jog	Clear jog rhythm. Bend, shape, and balance through cones.	
5.	OBT 4	Walk Into Poles. Stop at end of poles. Lift and replace Item.	Quality of transition; Straightness through poles; Stop; Balance in item transfer	
6.	OBT 5	Back through poles. Half Turn on Haunches Left when clear of poles. Proceed Working Walk.	Quality of backup; Quality and balance in TOH; Quality of transition and walk	
7.	Before mid line	Half circle left to the rail and proceed Working Jog to N.	Quality of transition and Jog; Bend in corner	
8.	F	10M Circle Left Working Jog.	Clear jog rhythm. Bend, shape, and size of circle.	
9.	F-E	Change Direction Working Jog.	Quality of Jog; Straightness	
10.	S S	20M Circle Right, Free Jog. Working Jog	Quality of Jog; shape and size of circle; bend.	
11.	Between H and Q	Working Walk	Quality of transition; quality of walk; bend.	
12.	Before Y	Half turn on Haunches Right Through the Walk.	Quality of walk; Balance of Turn on Haunch	
13.	Q	Working Jog Continue to A.	Quality of transition and Jog; bend; Straightness on rail.	
14.	A 8	Turn down centerline. Stop through the walk. Salute.	Clear jog rhythm. Straightness on centerline and stop; Clear walk; Stop	
<i>Exit Arena at Free Walk at A</i>				
COLLECTIVE REMARKS				
Gaits: Freedom and Regularity		x2		
Soft Feel; Refer to definition		x3		
Harmony and Partnership		x2		
Rider: Rider position and effective use of aids		x2		
FURTHER REMARKS				
				Subtotal _____
				Errors/Penalties (- _____)
				Total Points _____

Remuda Trail

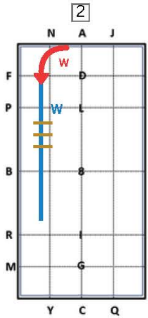
Walk- Jog 1A (Trail inside Court)

Page 1

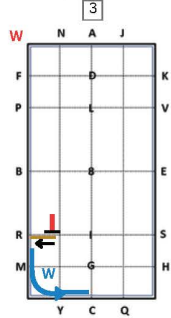
Working walk ——— W	Gate 
Free Walk - - - - F	Ground poles 
Working Jog ——— W	Half turn on haunches L/R 
Free Jog - - - - F	Barrel 
Back ← Stop →	Pylons 



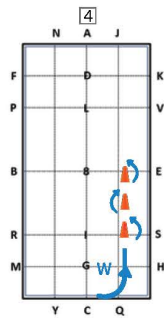
A. Stop and salute
Continue to right hand push gate. Open and close.
Continue Working walk



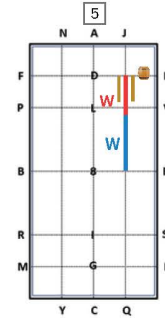
At about N Turn down line to **OBT 1**
OBT 1 Working jog over the ground poles



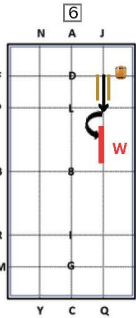
OBT 2. Stop thru walk before pole. Side pass right until clear of pole. Develop Working Jog around end of court



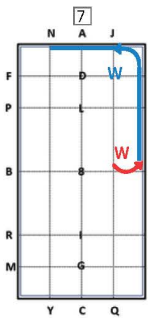
OBT3. Weave thru cones at the working jog



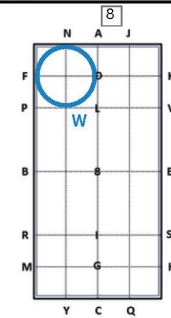
OBT 4. Walk into poles
Stop at end of poles
Lift and replace item



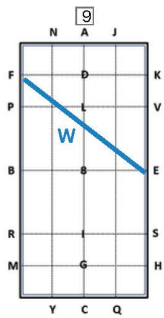
OBT 5. Back thru poles, Half turn on Haunches Left when clear of poles. Proceed Working walk



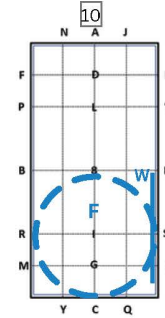
Before Mid Line Half circle left to the rail and proceed Working Jog to N



F. 10m. circle left Working jog



F - E Change direction Working jog








S. 20m Circle right Free jog
S. Working jog

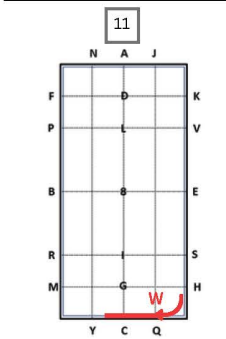
Remuda Trail

Walk - Jog 1A (Trail inside Court)

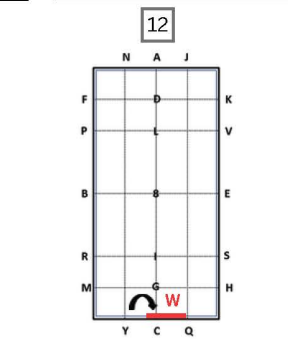
Page 2

Working walk — W
 Free Walk - - F
 Working Jog — W
 Free Jog - - F
 Back ← Stop —

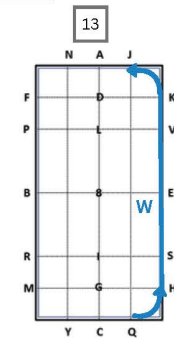
Gate 
 Ground poles 
 Half turn on haunches L/R 
 Barrel 
 Pylons 



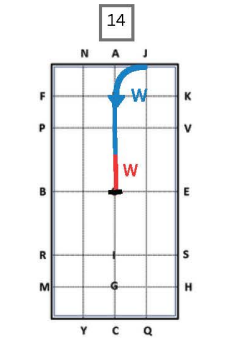
Between H and Q Working Walk



Before Y Half turn on Haunches Right
Through the walk



Q Working Jog
Continue to A



A. Turn down centerline
B. Stop through the walk. Salute