



Cowboy Dressage®

Remuda Trail Walk Jog (outside court)

Call Sheet

1. **H** Stop and Salute. Turn Right and continue Working Jog
Obstacle 1 Proceed Working Jog Over Ground poles
2. **Obstacle 2** Stop before the pole through the Working Walk. Side pass to the right until clear of pole, continue at the Working Jog around the end of the court.
3. **Obstacle 3** Weave through the cones at the Working Jog
4. **Obstacle 4** Working walk through the poles, stop at the end of the poles next to the barrel (Table/post). Lift and replace item.
5. **Obstacle 5** Back through the poles. When clear of poles Half Turn on Haunches to the Left. Proceed Working Jog to A.
6. **A** Stop. Right Hand Push rope gate, open and close. Continue Working Walk.
7. **N** Working Jog
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 Haunches Right through the working walk
13. **Q** Working Jog continue to A
14. **A** Turn down centerline
8 Stop through the walk and Salute.

Cowboy Dressage™ Remuda Trail Walk-Jog (Trail OUTSIDE 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 Working Jog 10 M circle Working Jog Free Jog Stop Back Rope Gate		Arena: Cowboy Dressage 20m x 40 M Average Time: Maximum Possible Points: 230
TEST		DIRECTIVE IDEAS	POINTS	REMARKS
1.	H OBT 1	Stop and Salute Proceed to Obstacle 1: Working Jog over Ground Poles	Balance in stop; Quality of Transition; Straightness and Balance over Poles.	
2.	OBT 2	Stop through walk at pole. Side-pass Right until clear of pole. Develop Working Jog	Quality of transitions; Balance of stop in relation to pole; Accuracy of side pass	
3.	OBT 3	Weave through cones at the Working Jog	Clear walk rhythm. Bend, shape, and balance through cones.	
4.	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	
5.	OBT 5	Back through poles. Half Turn on Haunches Left when clear of Poles, Proceed Working Jog.	Quality of backup; Quality and balance in TOH; Quality of transition and Jog	
6.	A	Stop. Right Hand Push Rope Gate, Open and Close. Continue Working walk	Stop; Clear balance and control; Straightness on rail; Quality of walk	
7.	N	Working Jog.	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.	
Exit Arena at Free Walk at A				
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 _____

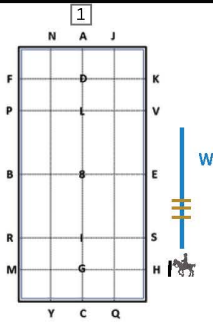
Remuda Trail

Walk- Jog (Trail around Court)

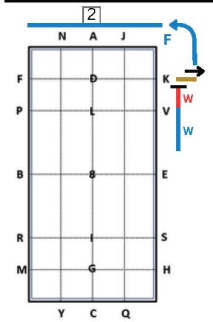
Page 1

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

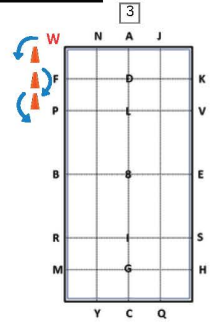
Gate
 Ground poles
 Half turn on haunches L/R
 Barrel
 Pylons



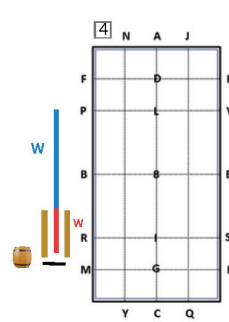
H. Stop and salute
OBT 1. Proceed to Obstacle 1
 Working Jog over poles



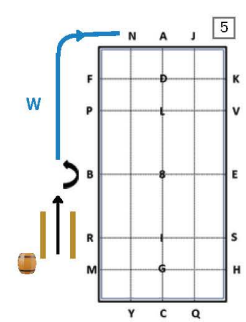
OBT 2. Stop thru walk at poles
 Side pass right until clear of poles
 Develop working jog



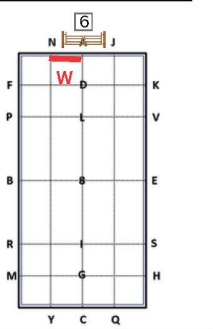
OBT 3. Weave thru cones
 working jog.
 Continue working jog



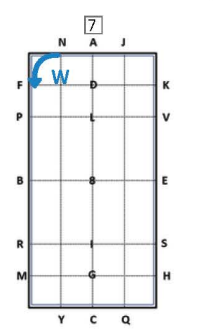
OBT 4. Working Walk into poles,
 Stop next to barrel at end of poles
 Lift and replace bucket



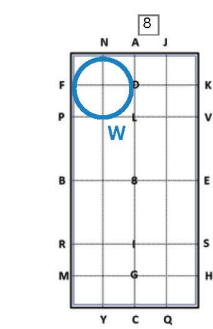
OBT 5. Back thru poles
 Half turn on haunches left
 when clear of poles.
 Proceed working jog



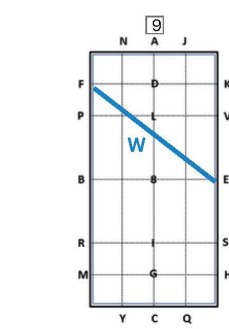
A STOP. Right hand push gate.
 Open and close
 Continue working walk



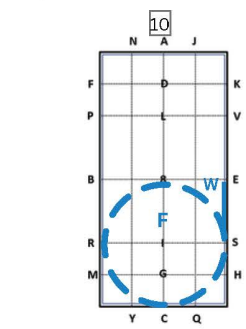
N. Working jog



F. 10m. circle left Working jog



F - E Change direction
 Working jog



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

Remuda Trail

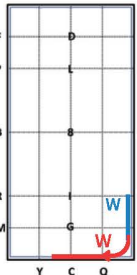
Walk - Jog (Trail around Court)

Page 2

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

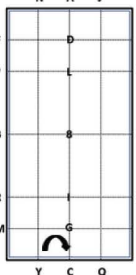
Gate 
 Ground poles 
 Half turn on haunches L/R 
 Barrel 

11



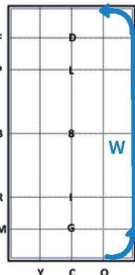
Between H and Q Working Walk

12



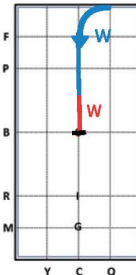
Before Y Half turn on Haunches Right Through the walk

13



Q Working Jog Continue to A

14



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