



Cowboy Dressage®

Remuda Trail Walk Walk (Outside court)






Call Sheet

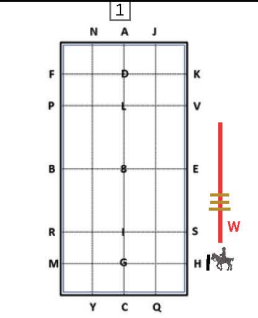
1. **H** Stop and Salute. Turn Right and continue Working Walk
Obstacle 1 Proceed Working Walk Over Ground poles
2. **Obstacle 2** Stop before the pole through the Working Walk. Side pass to the right until clear of pole, continue at the Free Walk around the end of the court.
3. **Obstacle 3** Weave through the cones at the Free Walk
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 Walk to A.
6. **A** Stop. Right Hand Push rope gate, open and close. Continue Working Walk.
7. **N** Continue Working Walk
8. **F** 10 Meter circle Left at the Working Walk
9. **F-E** Change Direction at the Free Walk, Continue to S
10. **S-C-R** Half of a 20 Meter circle Right. S-C Free Walk and C-R Working Walk
11. **R** Half turn on Haunches Right through the working walk
12. Continue Free Walk to C
13. **C** Working Walk continue to E
14. **E** Half of a 10m circle Left Working Walk
- 8** Stop and Salute.

Cowboy Dressage™ Remuda Trail Walk-Walk (Trail Outside of court)				NO.
PURPOSE		REQUIREMENTS		CONDITIONS
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	Arena: Cowboy Dressage 20m x 40 M
		Free Walk	10 M circle	Average Time: 5:45
		Half Turn on Haunch	Stop	Maximum Possible Points: 230
		Back	Rope Gate	
TEST		DIRECTIVE IDEAS	POINTS	REMARKS
1.	H OBT 1	Stop and Salute Proceed to Obstacle 1: Working Walk 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 Free Walk	Quality of transitions; Balance of stop in relation to pole; Accuracy of side pass	
3.	OBT 3	Weave through cones at the Free Walk	Clear walk rhythm. Bend, shape, and balance through cones.	
4.	OBT 4	Working Walk Into Poles. Stop at end of poles. Lift and Replace item	Quality of transition; Straightness through poles; Stop balance through lift	
5.	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	
6.	A	Stop. Right Hand Push Rope Gate, Open and Close. Continue Working walk	Clear balance and control; Straightness on rail; Quality of walk	
7.	N	Working Walk	Quality of Walk; Bend in corner	
8.	F	10M Circle Left Working Walk.	Clear walk rhythm. Bend, shape, and size of circle.	
9.	F-E	Change Direction Free Walk. Continue to S	Quality of Walk; Straightness	
10.	S-C-R S-C C-R	Half of a 20M Circle Right, Free Walk Working Walk	Quality of Walk; shape and size of circle; bend; Clear Transition	
11.	R	Half turn on Haunches Right Through the Walk.	Quality of walk; Balance of Turn on Haunch	
12.		Continue Free Walk to C.	Quality of transition; quality of walk; bend.	
13.	C	Working Walk Continue to E.	Quality of transition and Walk; bend; Straightness on rail.	
14.	E 8	Half of a 10M circle Left Working Walk Stop. Salute.	Clear Walk rhythm. Bend and Balance on half circle; Balance in Stop;	
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 _____

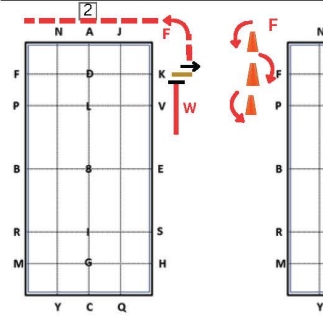
Remuda Trail Walk- Walk (Trail around Court)

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

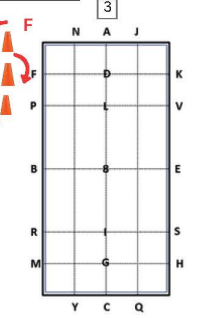
Gate 
 Ground poles 
 Half turn on haunches L/R 
 Barrel 
 Pylons 



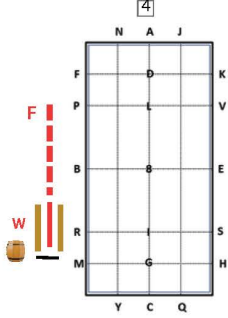
H. Stop and salute
OBT 1. Proceed to Obstacle 1
 Working Walk over poles



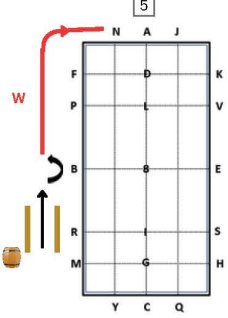
OBT 2. Stop thru walk at pole
 Side pass right until clear
 of pole
 Develop Free Walk



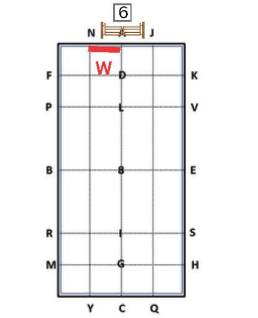
OBT 3. Weave thru cones
 Free Walk.



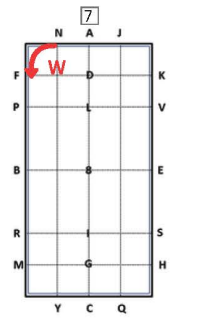
OBT 4. Working Walk into poles,
 Stop next to barrel at end of poles
 Lift and replace bucket



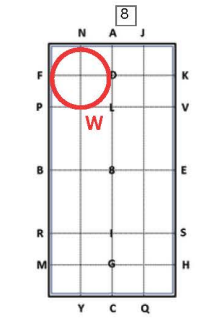
OBT 5. Back thru poles
 Half turn on haunches left
 when clear of poles
 Proceed Working Walk



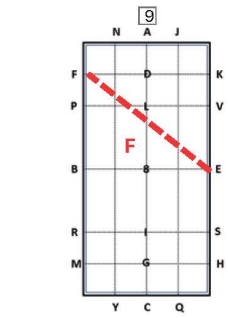
A STOP. Right hand push gate.
 Open and close
 Continue working walk



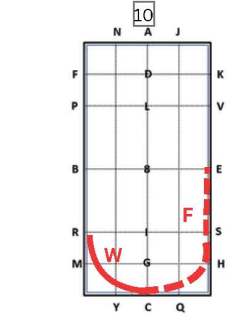
N. Working walk



F. 10m. circle left Working walk



F - E Change direction
 Free Walk
 Continue Free walk to S



S 20m half circle right
S-C Free Walk
C-R Working Walk

Remuda Trail

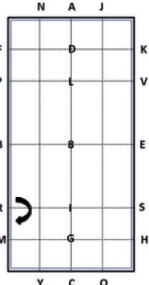
Walk - Walk (Trail around Court)

Page 2

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

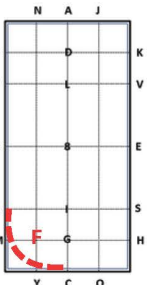
Gate 
 Ground poles 
 Half turn on haunches L/R 
 Barrel 

11



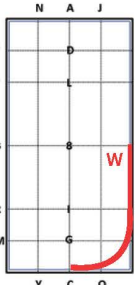
R Half turn on Haunches Right
 Thru the Walk

12



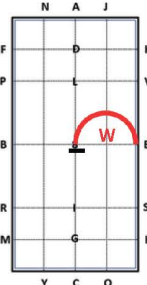
Continue Free Walk to C

13



C Working Walk
 Continue to E

14



E. Half of a 10m circle Left Working walk
 B. Stop. Salute