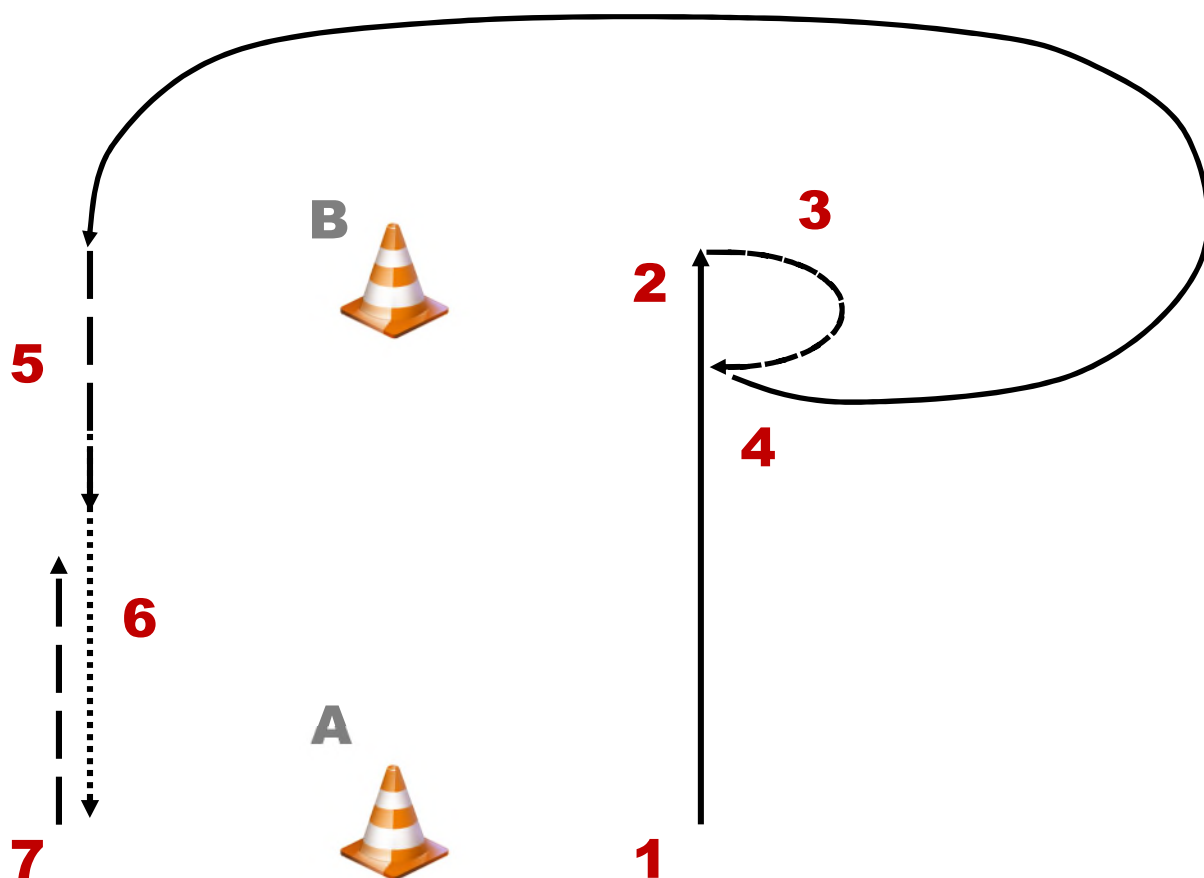




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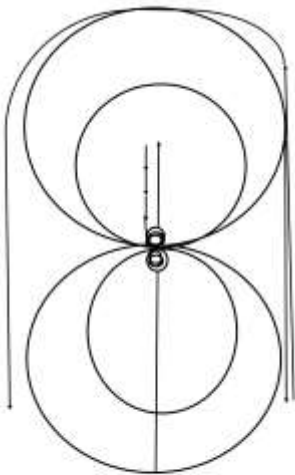


HORSEMANSHIP

1. Be ready at cone A
2. Lope on right lead to B and stop
3. Turn 180° to the right
4. Lope on left lead around the top of the arena and back to cone B
5. At cone B break to a walk and continue approximately 10 feet
6. Jog to cone A
7. Stop at cone A and back approximately 1 horse length

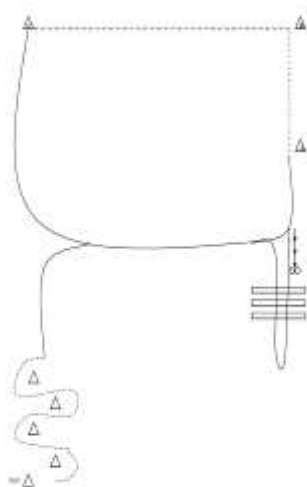
— — — — — Walk/Back
..... Trot
————— Lope

NOVICE RANCH REINING PATTERN 9



1. Run down center past marker and stop; Back 8-10 feet, 1/4 turn left.
2. Right lead lope large fast, small slow stop.
3. 3 spins right.
4. Beginning on the left lead complete 2 circles the first one large and fast and the second small and slow, stop.
5. 3 spins left.
6. Right lead lope but do not close circle, go past middle marker, stop Roll back left.
7. Run down past middle marker, stop, Hesitate to show completion of pattern.

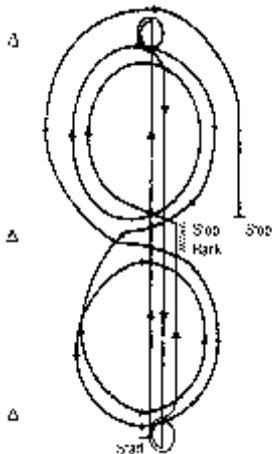
RANCHMANSHIP PATTERN #3



Ranchmanship Pattern #3

1. Trot Serpentine through the cones.
2. Clear last cone; Right Lead Lope.
3. In Center Change to Left Lead.
4. Lope to cone; transition to walk.
5. Walk to next cone.
6. Extended jog to next cone.
7. Pick up left lead to center.
8. Change to right.
9. Lope through crossover.
10. Stop, Roll Back Left.
11. Lope Back through lope over.
12. Stop Back 8-10 feet.
13. 2 Spins Right.
14. 2 Spins Left.

RANCH REINING PATTERN #1



△ BEGIN AT END OF THE ARENA

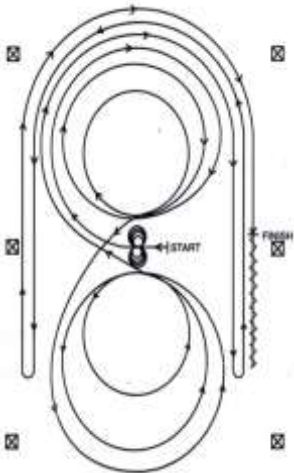
1. Run to far end of arena past the end marker and stop.
2. Execute 1 1/2 (one and one-half) spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Execute 1 1/2 (one and one-half) spins to the right.
5. Run past the center marker and stop.
6. Back 10 to 15 feet in a straight line.
7. Complete 1/4 (one-quarter) of a turn to the left, hesitate. On right lead complete one small, slow circle and one large, fast circle. Change leads to left.
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around the end of arena to the other side, past center marker, at least 20 feet from the fence and stop, hesitate to complete pattern.
10. Approach judge for inspection and dismissal.

△ Rider may drop bridle to the designated judge.

REINING PATTERN # 8

Horses must trot to the center of arena. Horses must stop prior to starting pattern.
Beginning at the center of arena facing the left wall or fence.

1. Complete 4 spins to the left. Hesitate.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on the right lead, complete 3 circles to the right the first circle large and fast; the 2nd circle small and slow; the 3rd circle large and fast. Change leads at the center of the arena.
4. Complete 3 circles to the left, the first circle large and fast; the 2nd circle small and slow; the 3rd circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet from the wall or fence—no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20 feet from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of the pattern.

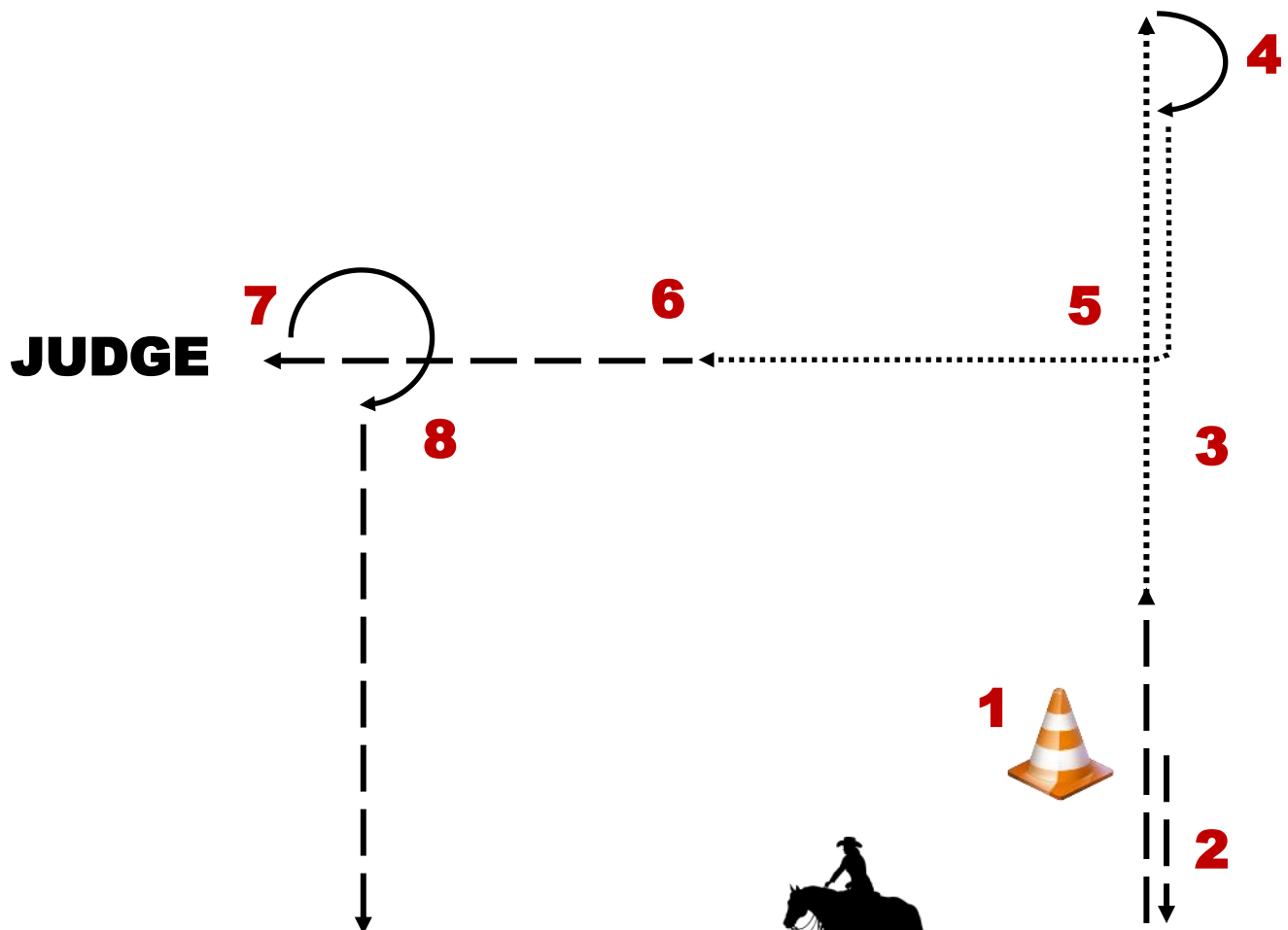


** EXHIBITORS THAT DO NOT TROT IN
WILL BE DISQUALIFIED.

SHOWMANSHIP

1. Be ready at cone
2. Back 10-12 feet
3. Walk 1/3 down the line, then trot to the end of the line
4. Stop and perform a 180° turn
5. Trot back in line with judge and halfway
6. Walk the remainder of the line to the judge
7. Set up for inspection
8. Once dismissed, perform a 270° turn and walk or jog to the exit

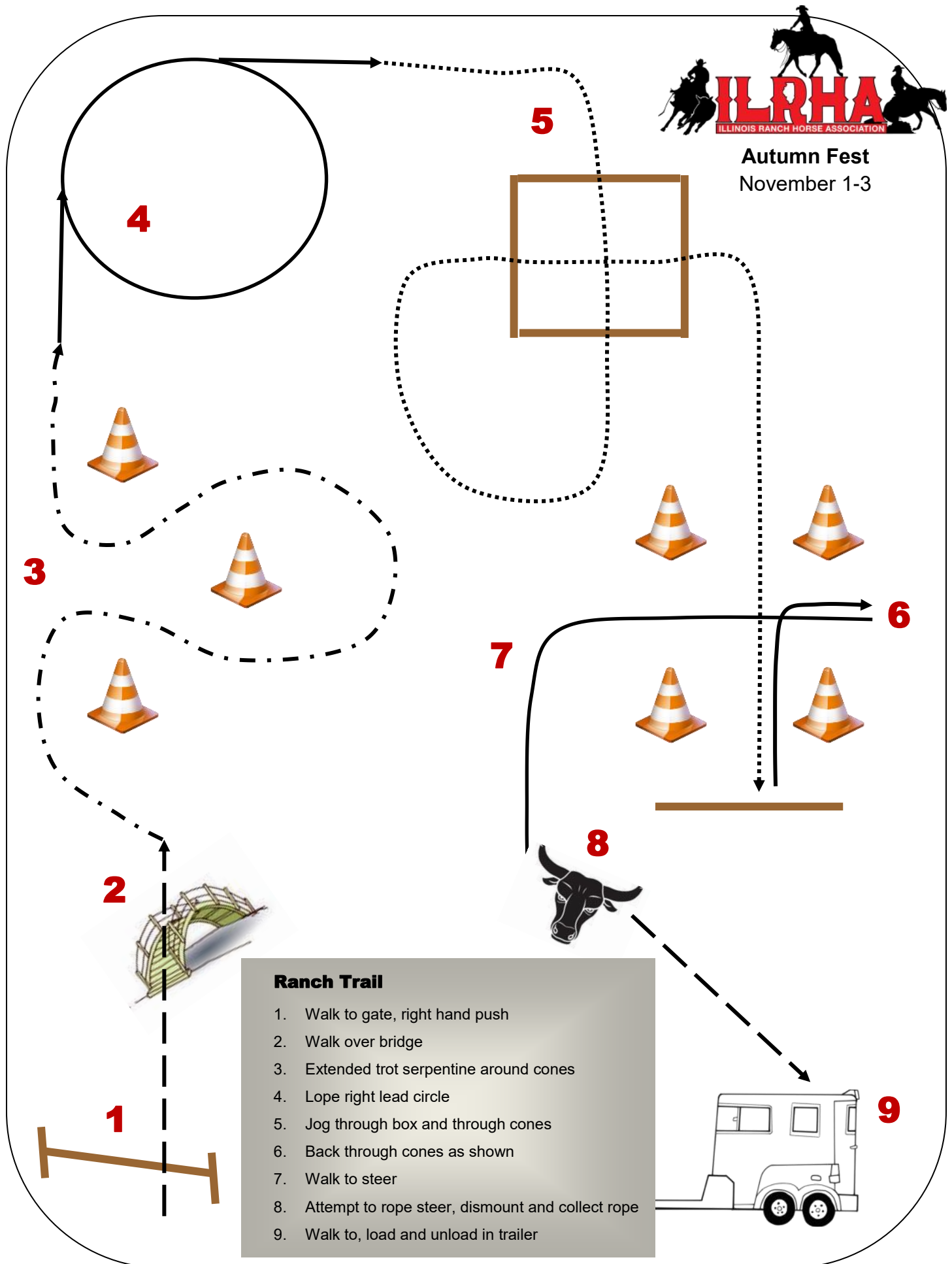
— — — Walk/Back
..... Trot



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Ranch Trail

1. Walk to gate, right hand push
2. Walk over bridge
3. Extended trot serpentine around cones
4. Lope right lead circle
5. Jog through box and through cones
6. Back through cones as shown
7. Walk to steer
8. Attempt to rope steer, dismount and collect rope
9. Walk to, load and unload in trailer

WORKING RANCH HORSE PATTERN # 1

MANDATORY MARKERS ALONG FENCE OR WALL RIDE PATTERN AS FOLLOWS:

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left.
5. Lope large circle to left with medium speed. Change leads.
6. Lope small slow circle to right.
7. Lope large circle to right with medium speed. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do 360 degree spin right or left.
11. Do 360 degree spin opposite direction that was taken in #10.
12. Hesitate to show completion of pattern.

