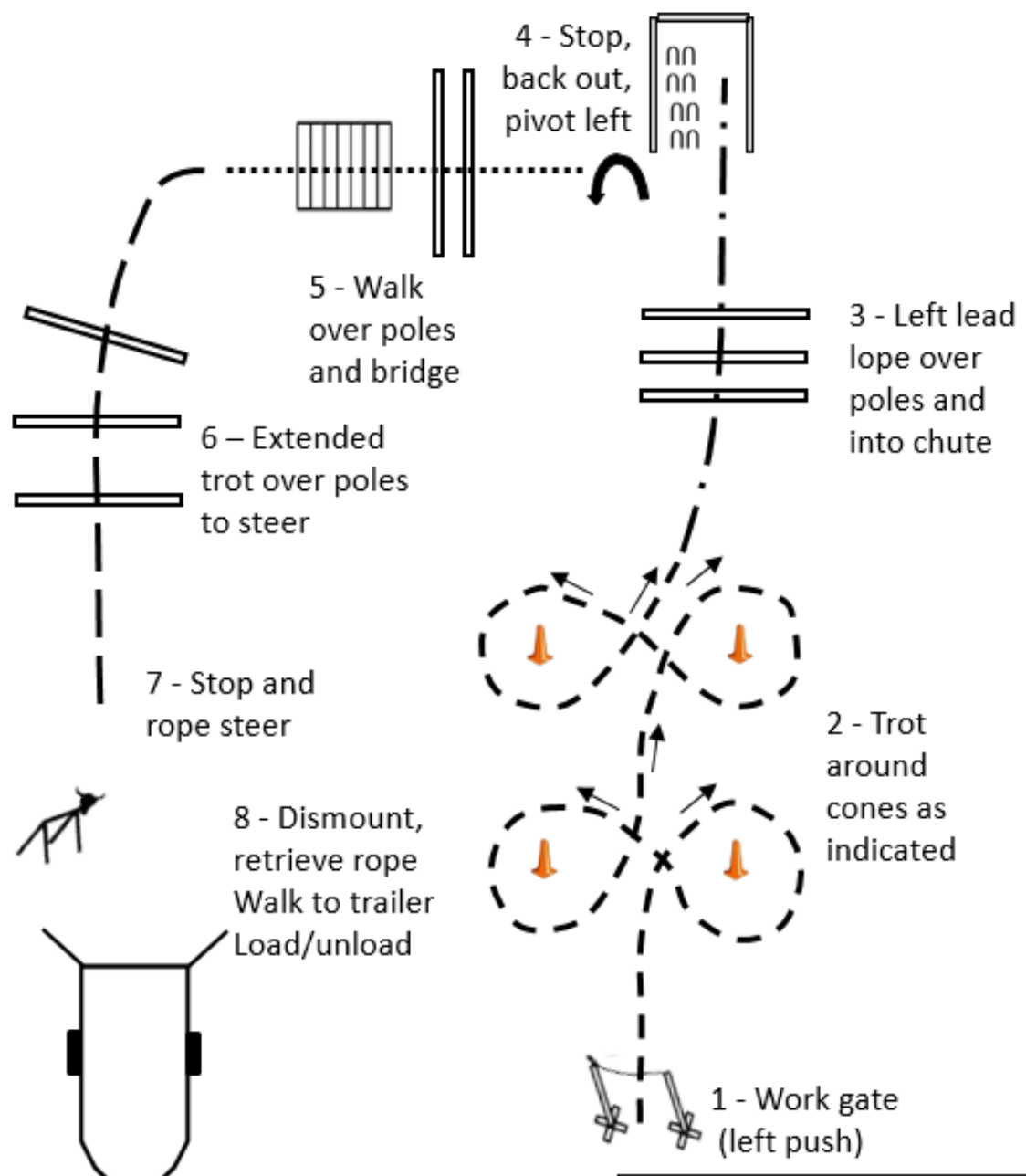
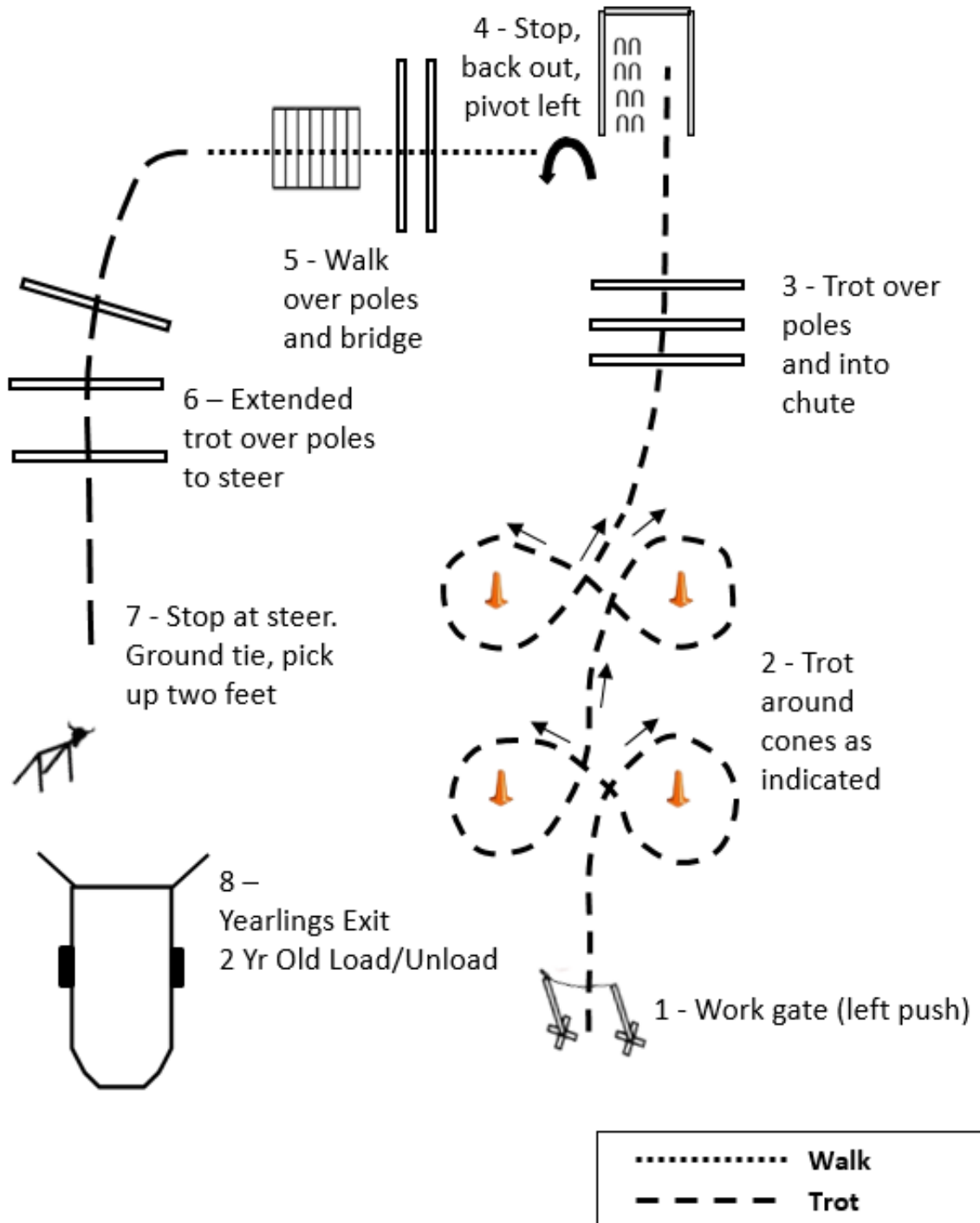


All Riding Classes

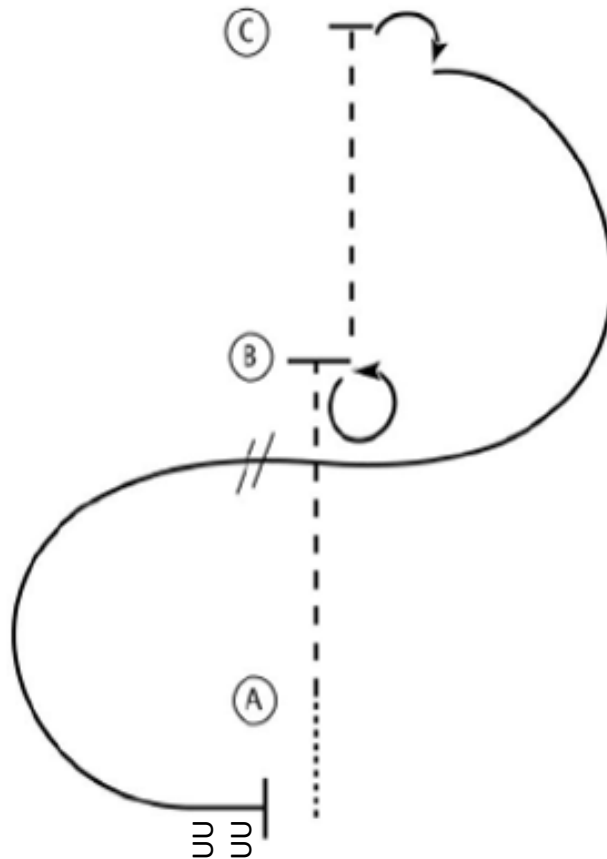


.....	Walk
- - - - -	Trot
—————	Extended Trot
- . - . - .	Lope

In Hand Classes
2 Yr Olds Saddled



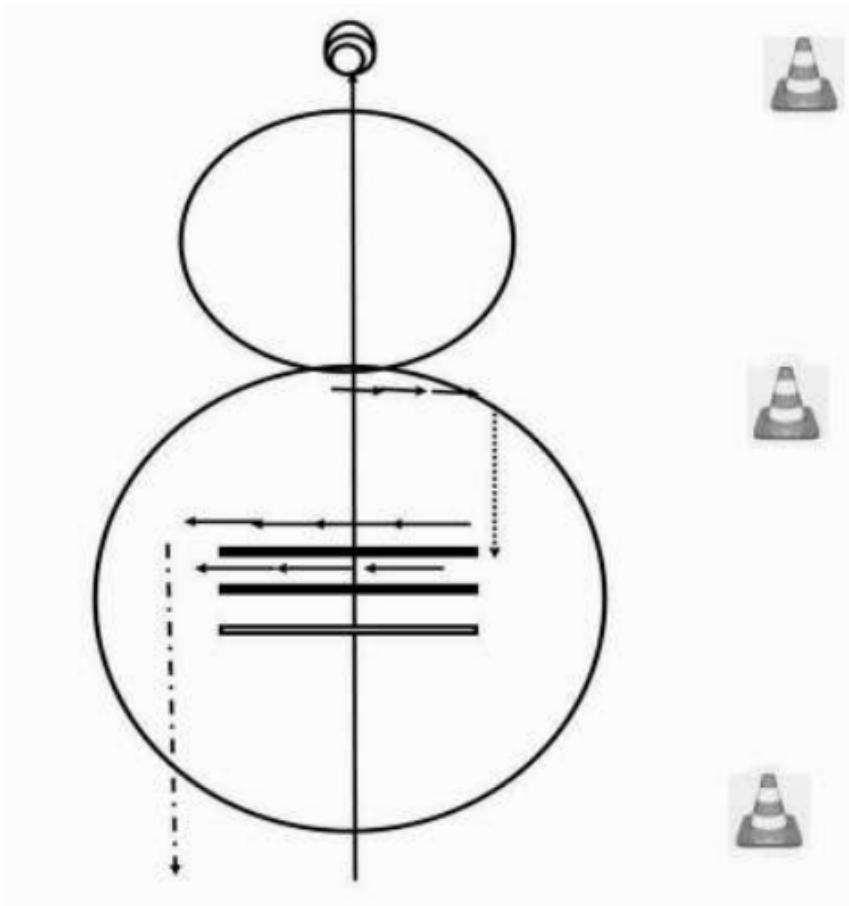
Horsemanship #1



1. Walk to A.
2. Jog A to B.
3. Stop at B and perform a 360 degree turn to the left.
4. Jog B to C.
5. Stop at C and perform a 90 degree turn to the right.
6. Lope a half circle to B on the right lead.
7. At B perform a lead change and lope a half circle to A on the left lead.
8. Stop at A. **Back one horse length**

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

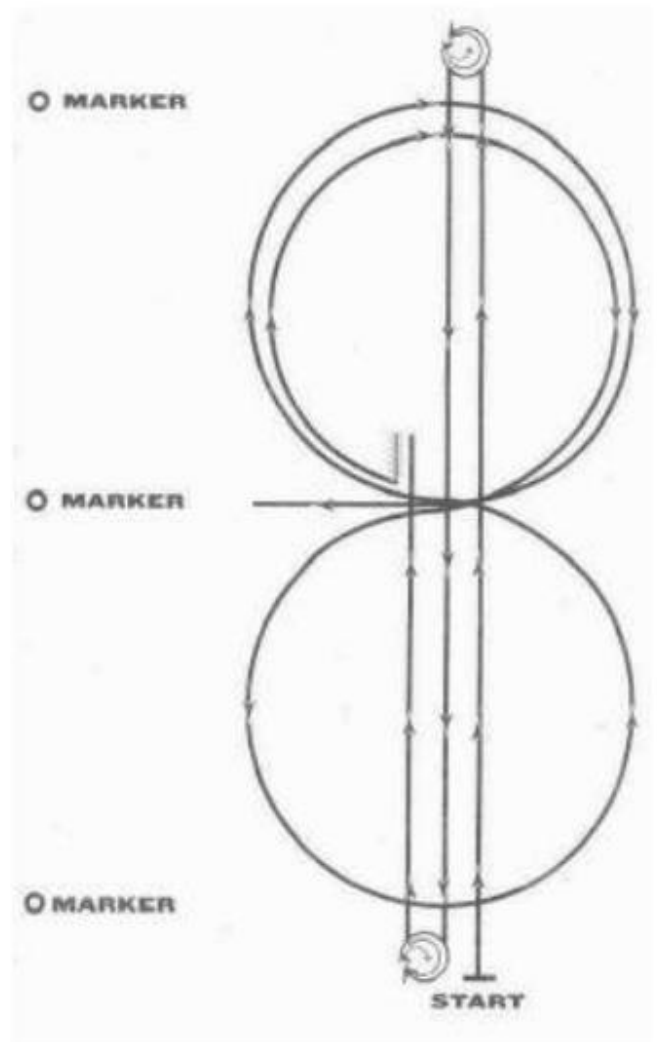
RANCHMANSHIP PATTERN #5



1. Left lead lope down center of arena over poles past the end marker; stop.
2. 3 1/2 spins left.
3. Lope Right lead to center of pen, Turn right lope small slow circle change to left lead.
4. Lope large fast circle stop in center of pen.
5. Back 6-8 feet 90 turn left.
6. Walk to the first pole exhibitor comes to and side passes to the right.
7. Exit at trot to end of arena.

WORKING COW HORSE PATTERN # 6

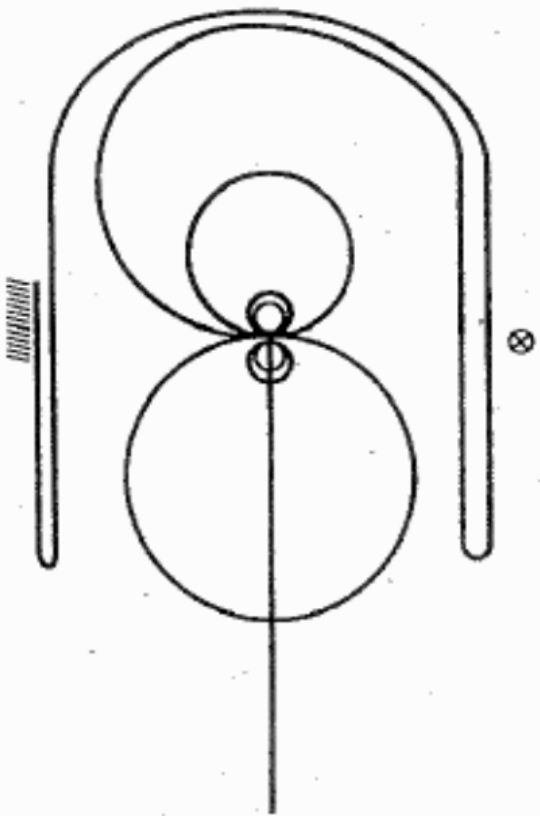
1. Start at end of arena.
2. Run down the middle of the arena, past the end marker and come to a sliding stop.
3. Complete $2\frac{1}{2}$ spins to the left.
4. Run to the other end of the arena, past the end marker and come to a sliding stop.
5. Complete $2\frac{1}{2}$ spins to the right.
6. Run back to the middle of the arena, past the center marker and stop.
7. Back 10 to 15 feet. Hesitate.
8. Complete $\frac{1}{4}$ turn to the left.
9. Start a circle to the right, change leads in the middle to the left lead. Complete circle and change to the right lead. Close circle and stop.
10. Hesitate to complete pattern.

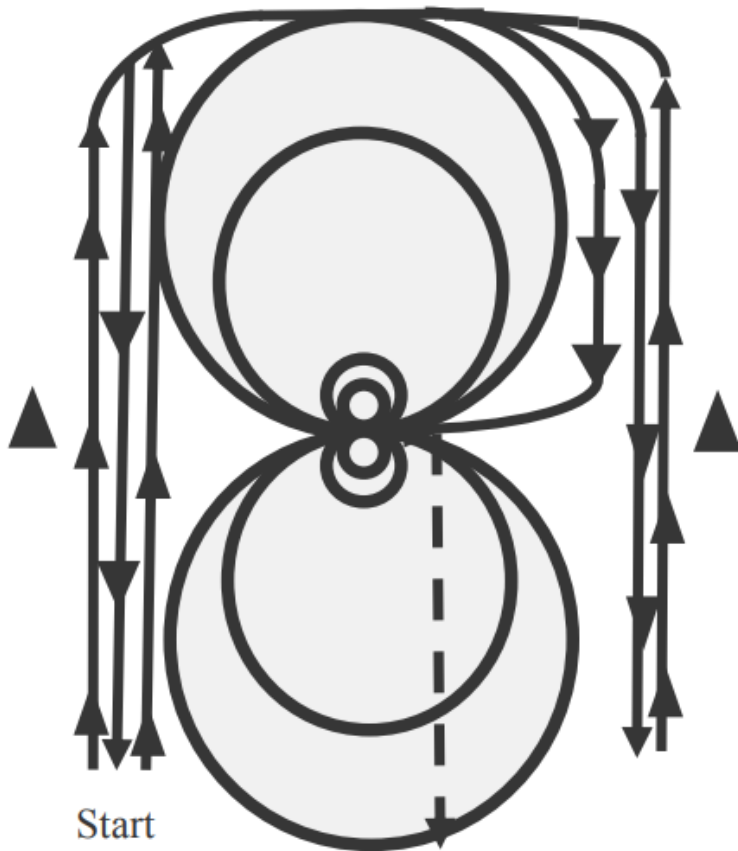


WORKING RANCH HORSE PATTERN # 2

MANDATORY MARKERS ALONG FENCE OR WALL- RIDE PATTERN AS FOLLOWS:

1. Start at end of arena. Run down middle to center marker to a square sliding stop.
2. Complete 2 spins to right.
3. Complete 2 $\frac{1}{4}$ spins left.
4. Begin on right lead and complete one circle right small and slow. Change leads.
5. Complete one circle left large and fast. Change leads.
6. Continue loping around end of arena without breaking gait. Run strait down the right side of the arena past the center marker and do a left rollback.
7. 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.
8. Continue past center marker and do a sliding stop.
9. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.

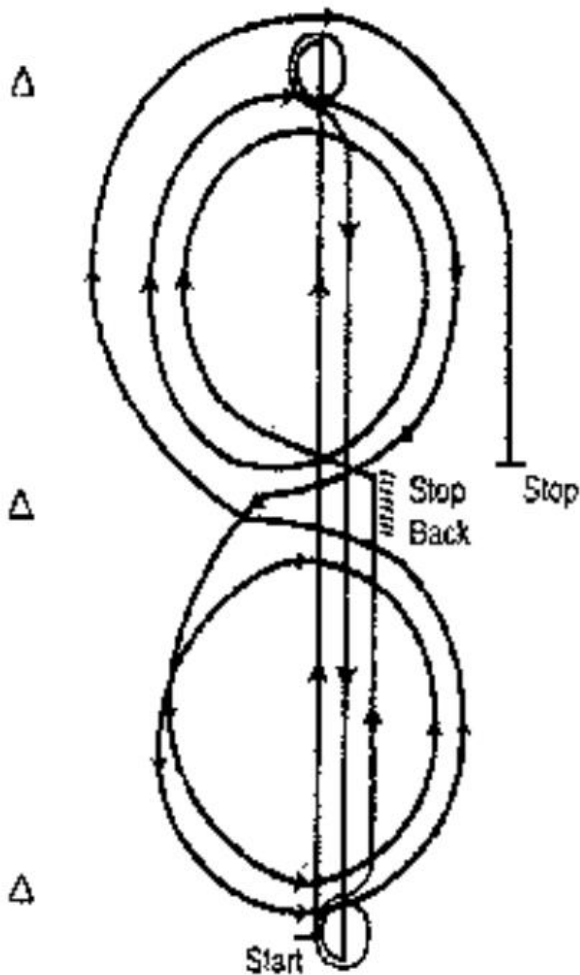




NOVICE RANCH REINING PATTERN 10

1. Start on left side of arena, Lope on your right lead around end and run past center marker, Stop, Roll back left.
2. Run past center marker, Stop, Rollback right.
3. Lope back around end at center marker close into right circle. Complete 2 circles on the right lead the first one a small slow, second a large fast, Stop in center.
4. 2 Spins Right.
5. On the left lead complete two circles the first large and fast, second small slow, Stop at center.
6. 2 Spins Left, hesitate;
7. Back 8 –10 feet; exit arena at trot.

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.