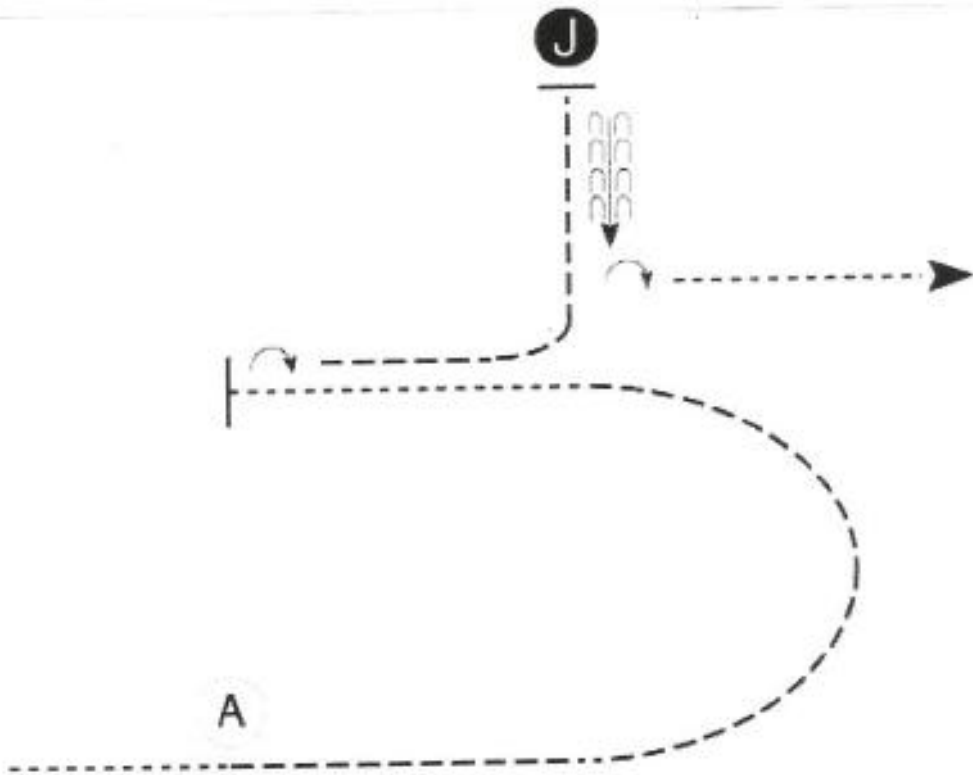


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Showmanship



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

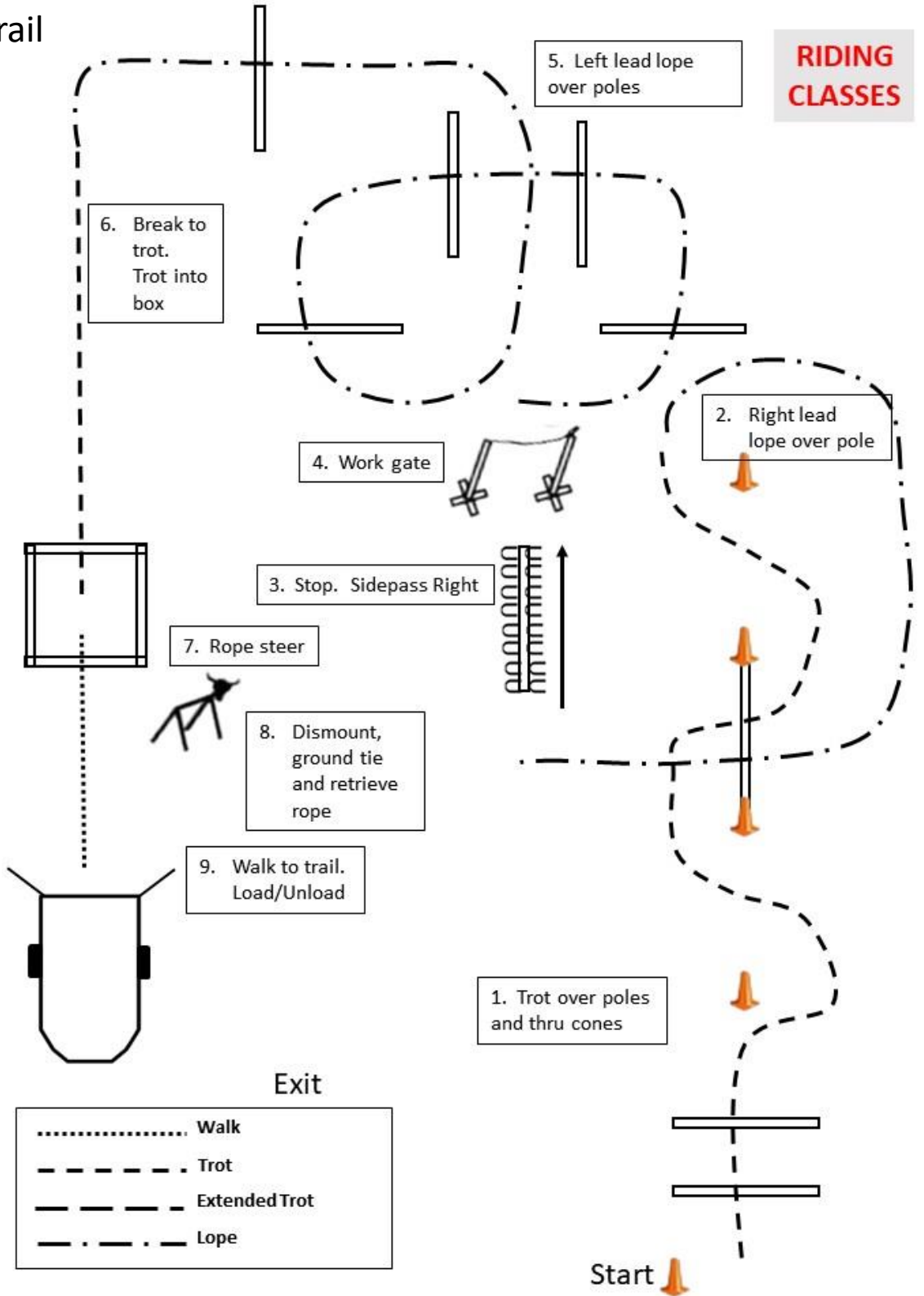
Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← -----
Marker	B
Judge	J

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**RIDING
CLASSES**

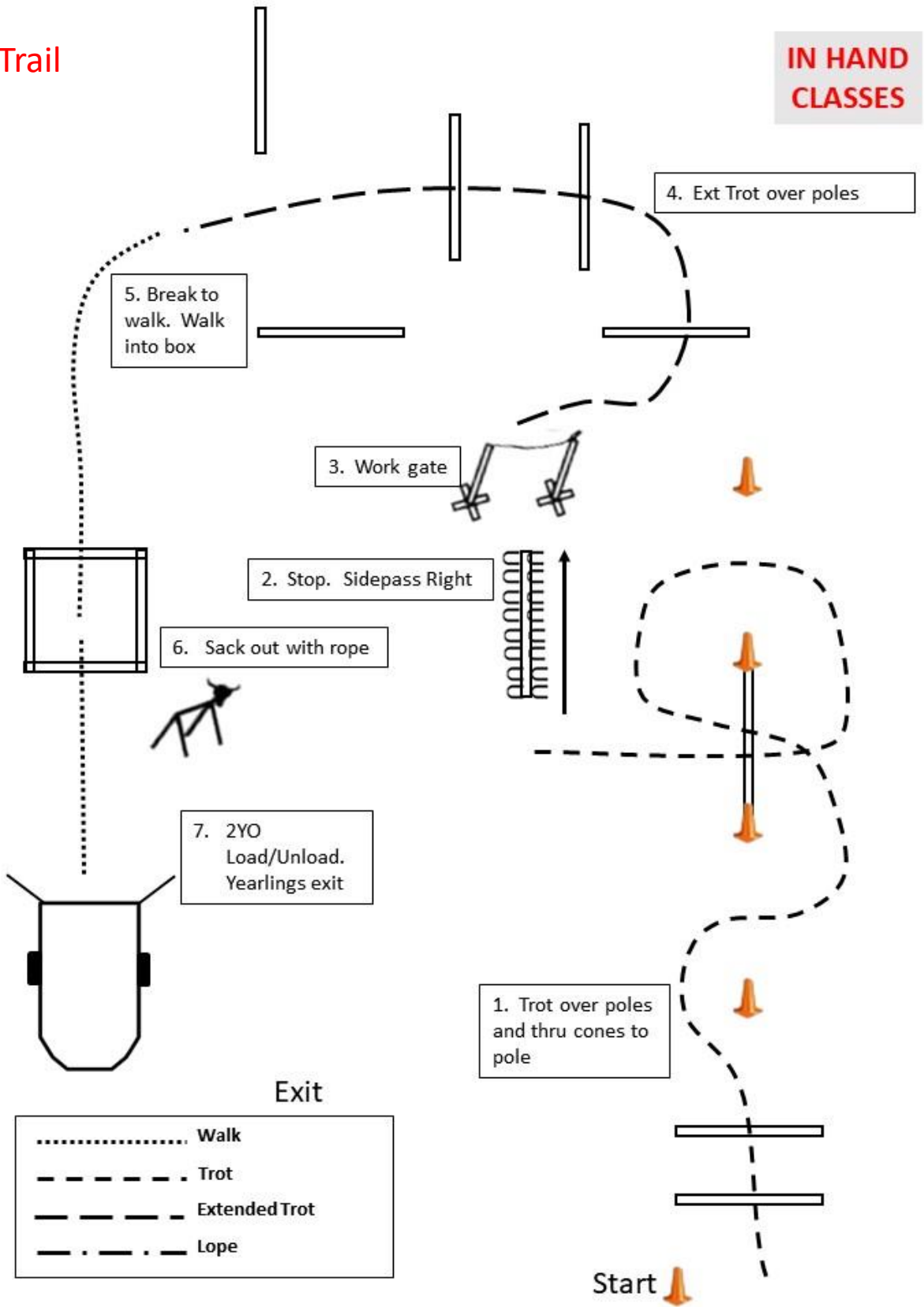
Ranch Trail



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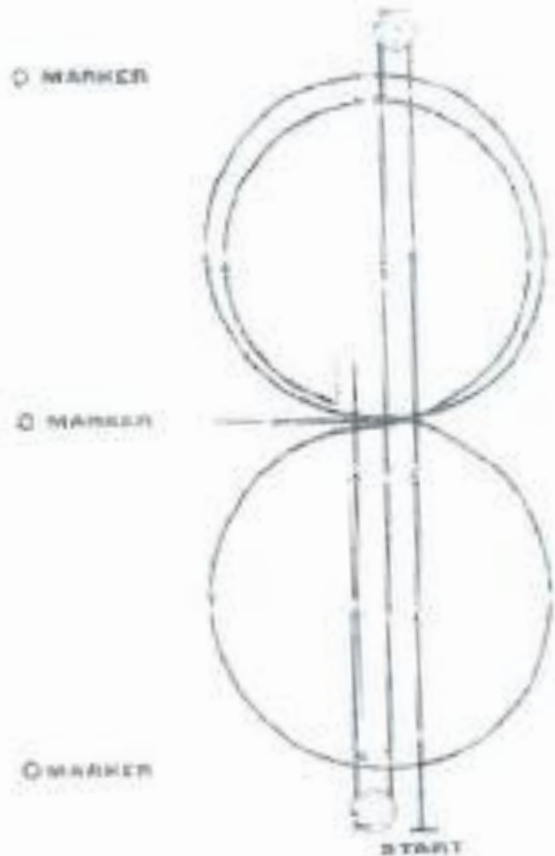
Ranch Trail

IN HAND
CLASSES

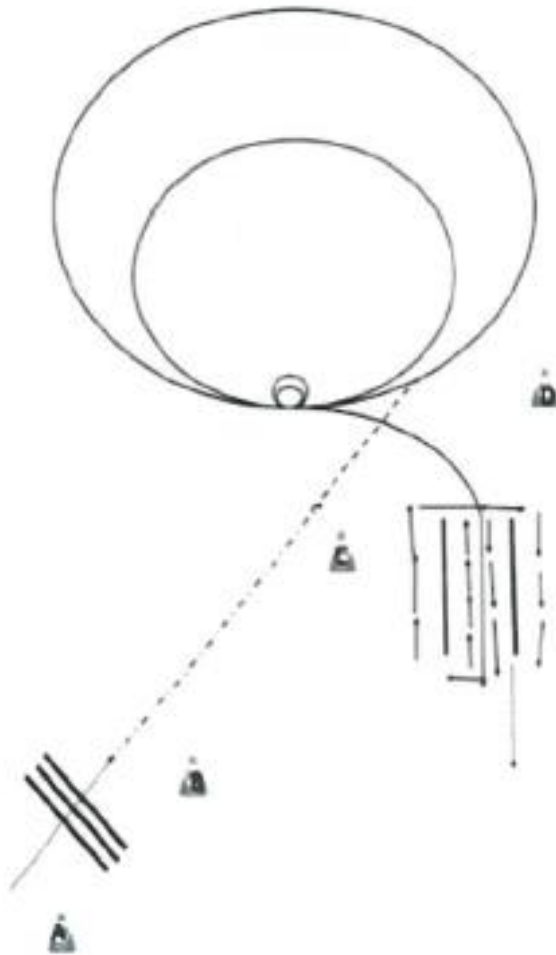


WORKING COW HORSE PATTERN # 6

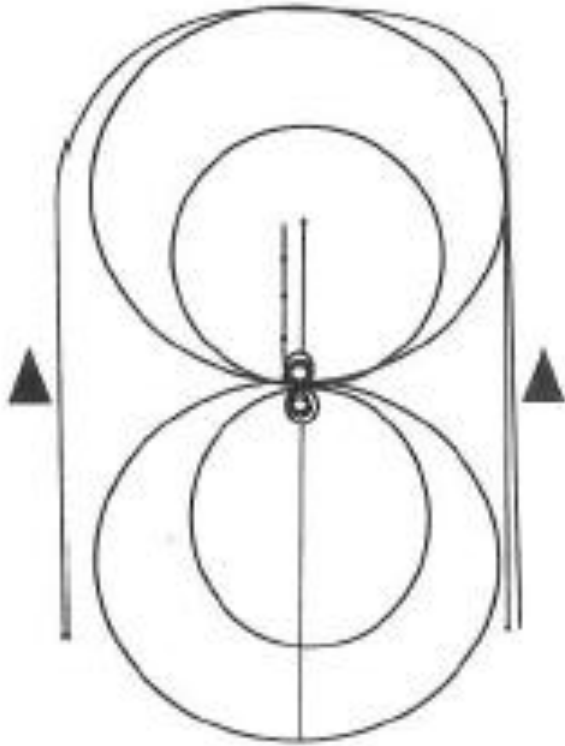
1. Start at end of arena.
2. Run down the middle of the arena, past the end marker and come to a sliding stop.
3. Complete $2\frac{1}{4}$ spins to the left.
4. Run to the other end of the arena, past the end marker and come to a sliding stop.
5. Complete $2\frac{1}{2}$ spins to the right.
6. Run back 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.



RANCMANSHIP PATTERN # 7



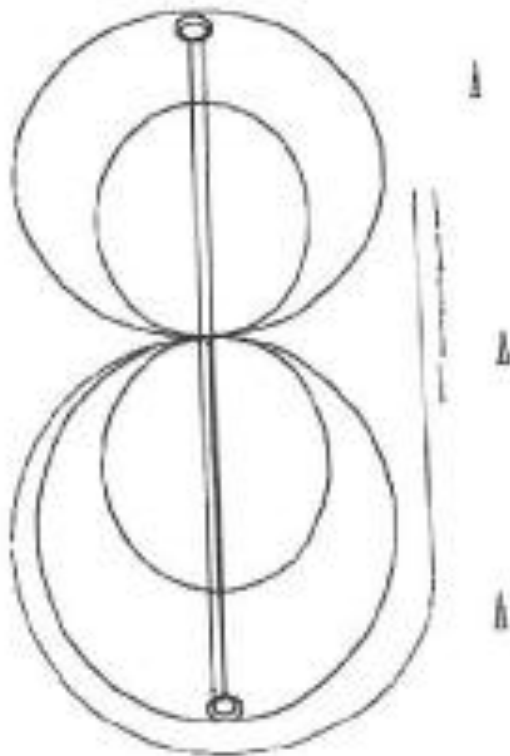
1. Walk from A to B.
2. At B extended trot to C.
3. At C return to trot.
4. At D left lead lope large fast to a small slow and stop in the center.
5. 2 spins left.
6. Trot thru chute, stop, 90 to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.



**NOVICE
RANCH REINING
PATTERN 9**

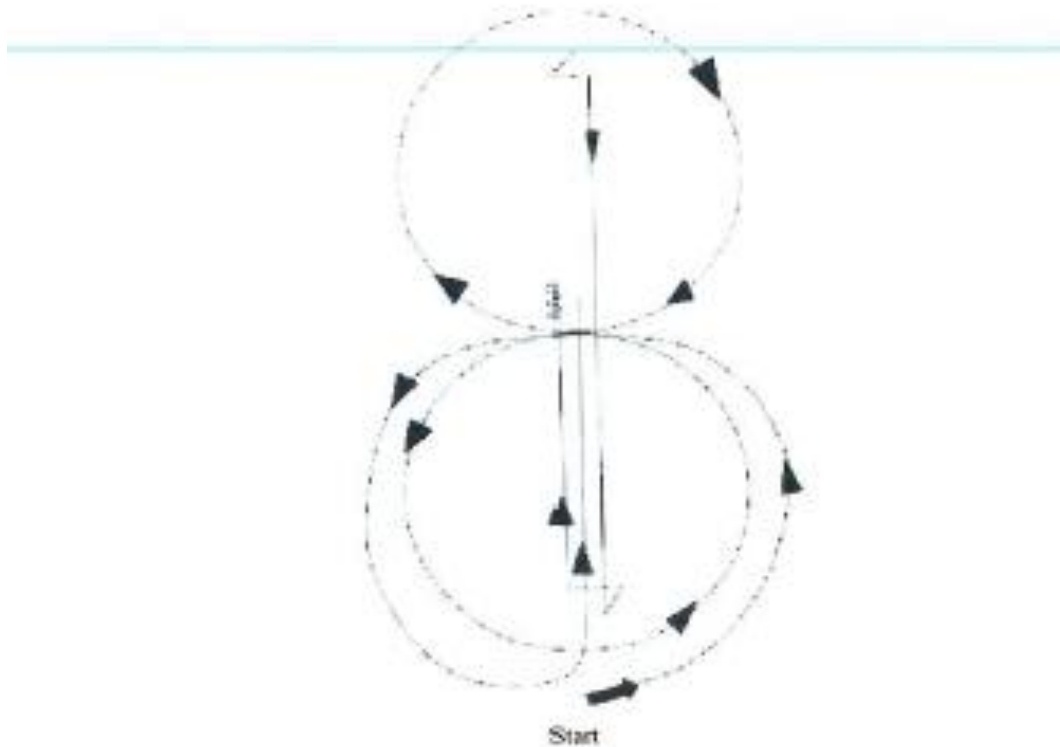
1. Run down center past marker and stop; Back 8-10 feet, 1/4 turn left.
2. Right lead lope large fast, small slow stop.
3. 3 spins right.
4. Beginning on the left lead complete 2 circles the first one large and fast and the second small and slow, stop.
5. 3 spins left.
6. Right lead lope but do not close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

RANCH REINING PATTERN #8



1. Run down past end marker; Stop.
2. $2\frac{1}{2}$ Spins to the right.
3. Run down past end marker; Stop.
4. $2\frac{1}{2}$ Spins to the left.
5. Lope left lead up to center marker and turn left, complete two circles, the first small Slow, the second large fast.
6. Change to right lead and Complete two circles, large fast and second small slow.
7. Change to left lead and continue around end of arena, run down past center marker; stop; Back 8-10 feet.

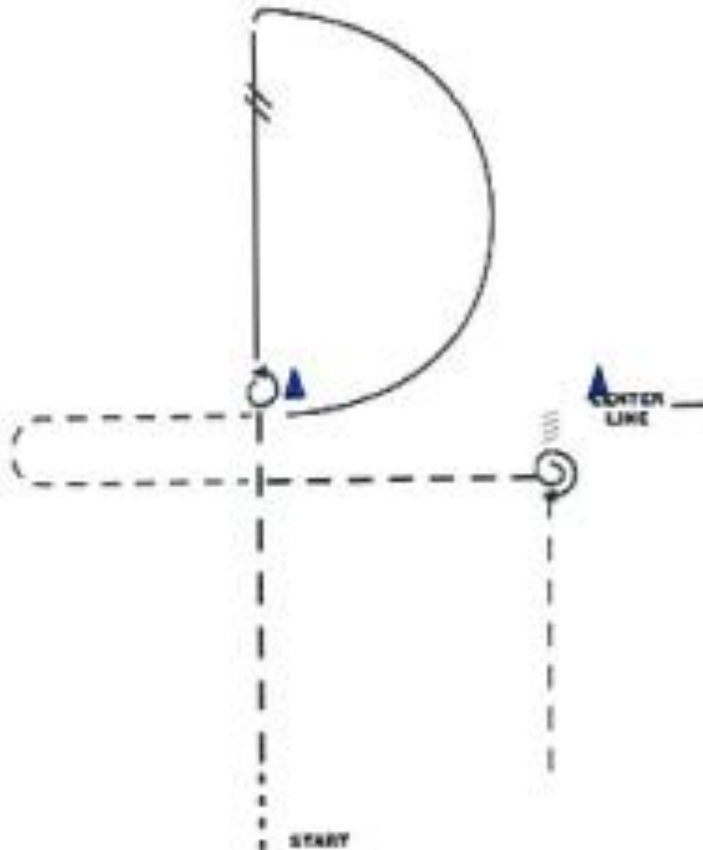
WORKING RANCH HORSE PATTERN # 4



1. Enter the gate on the left lead, loping one circle left.
2. Change leads.
3. Lope one circle right.
4. Change leads.
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. 1½ spins left.
7. Continue down the middle of the arena, past the center marker. Stop.
8. 1½ spins right.
9. Continue down the middle of the arena, past the center marker. Stop.
Back at least 10 feet.

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Horsemanship



1. Extended walk, extended jog, stop
2. 360 left
3. Left lead
4. Change leads (simple or flying)
5. Right lead $\frac{1}{2}$ circle
6. Break to a jog
7. Past center, extended jog, stop
8. $1 \frac{1}{2}$ turn right
9. Neck exit at jog

▲ = Come