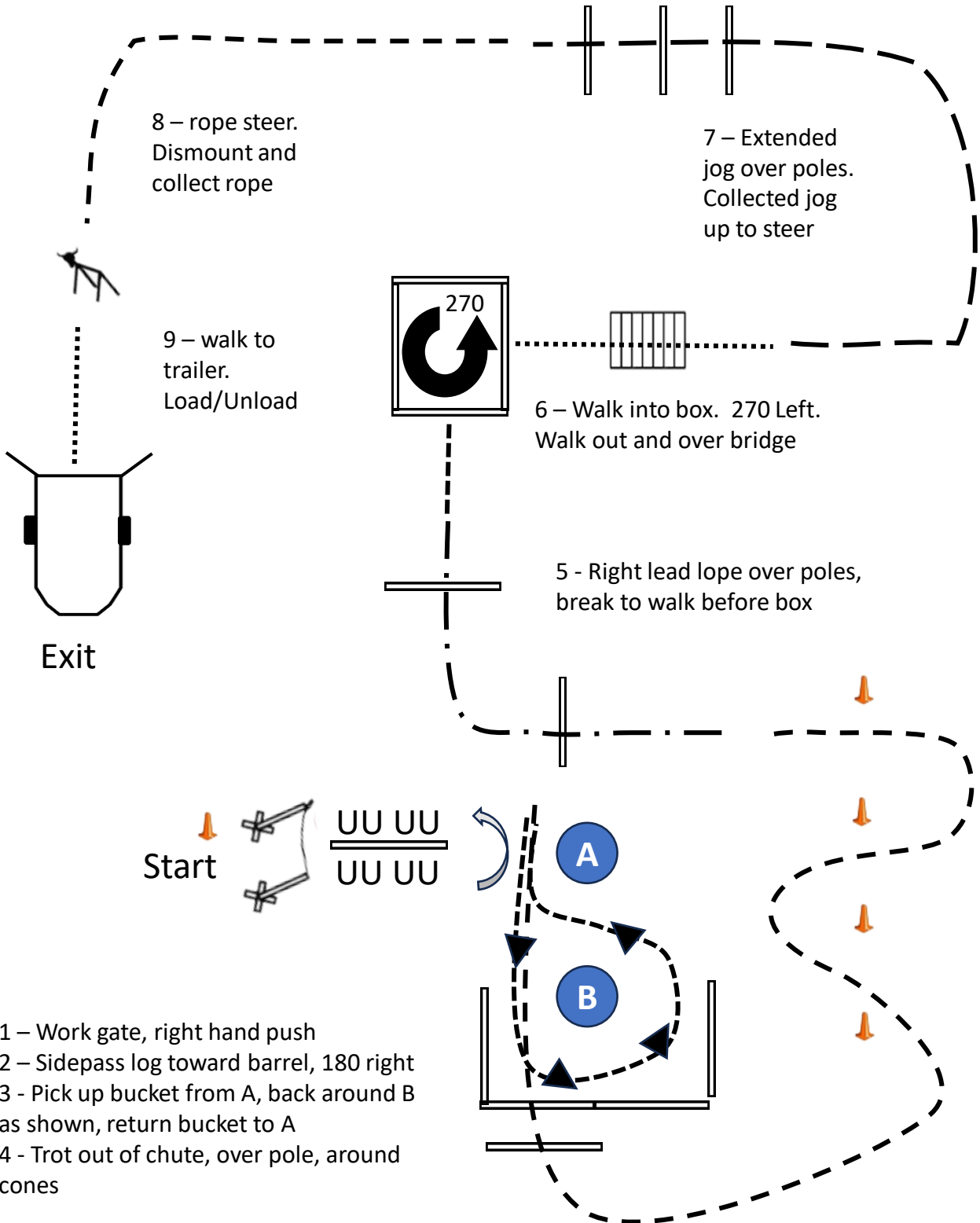


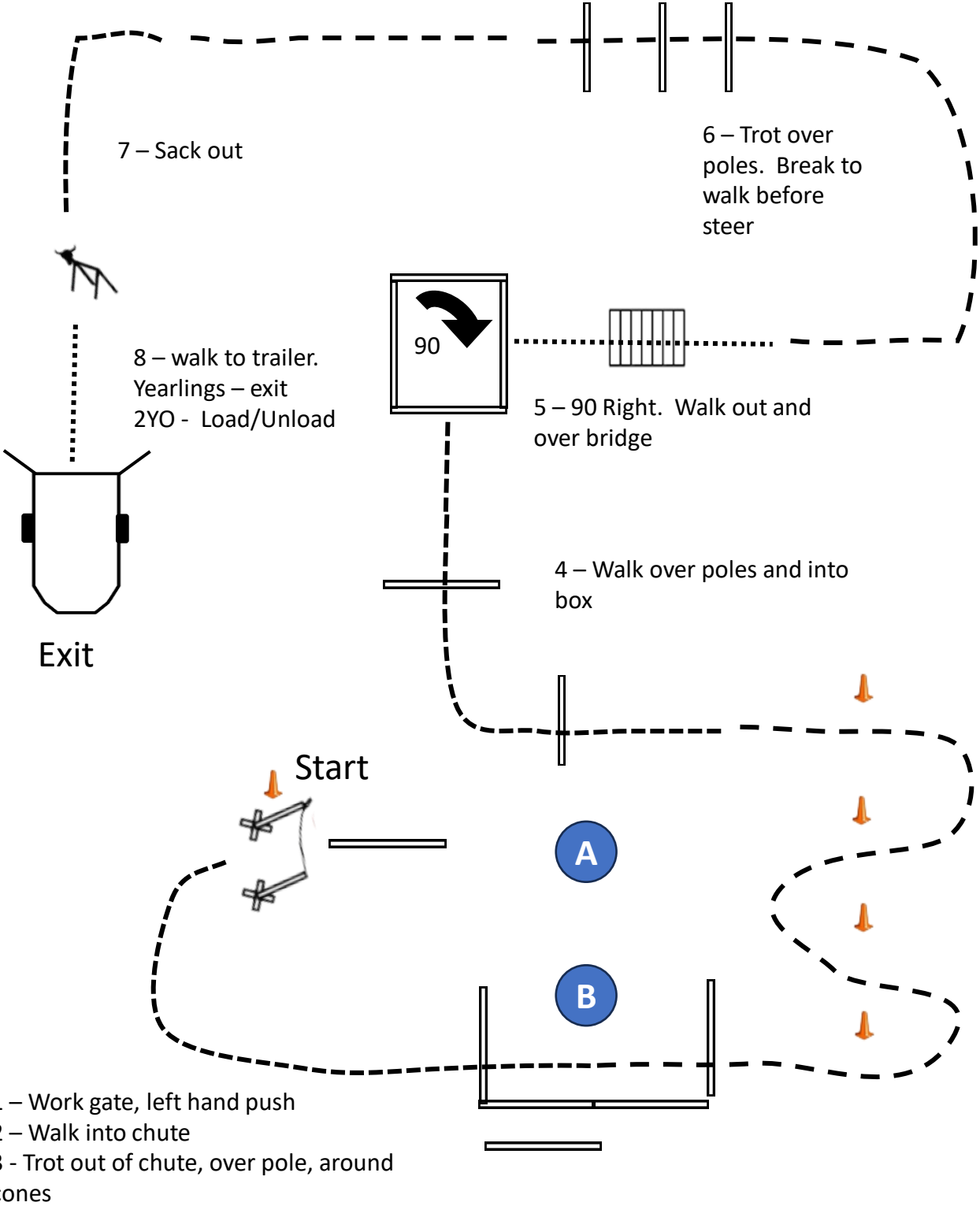
All Riding Classes

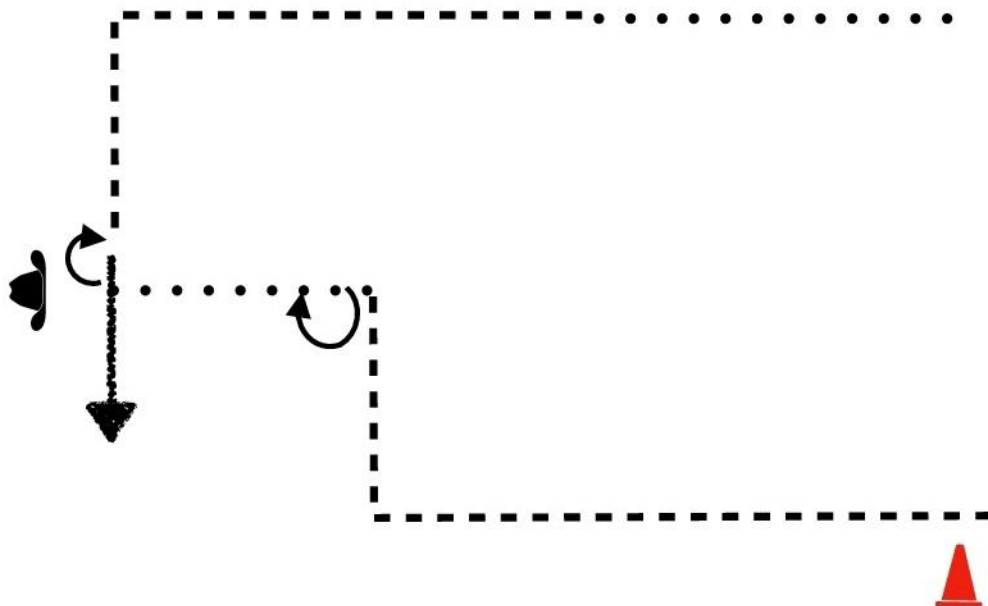
.....	Walk
- - - -	Trot
— — — —	Extended Trot
- . - .	Lope



In-hand Classes 2YO Saddled

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

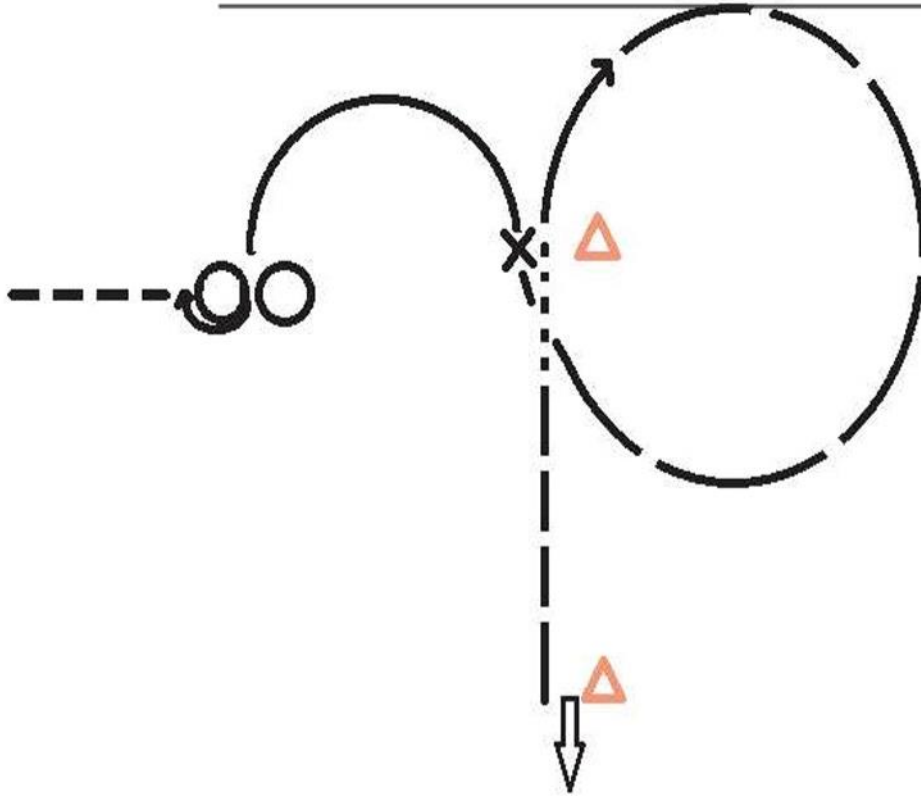




1. **Be ready at cone**
2. **Trot line, corner**
3. **Stop with hip even with judge**
4. **Perform a 270 degree turn**
5. **Walk to judge, stop**
6. **Setup**
7. **Inspection**
8. **After inspection, perform a 90 degree turn, back 8 to 10 steps**
9. **Trot, corner, break to a walk pattern is complete**

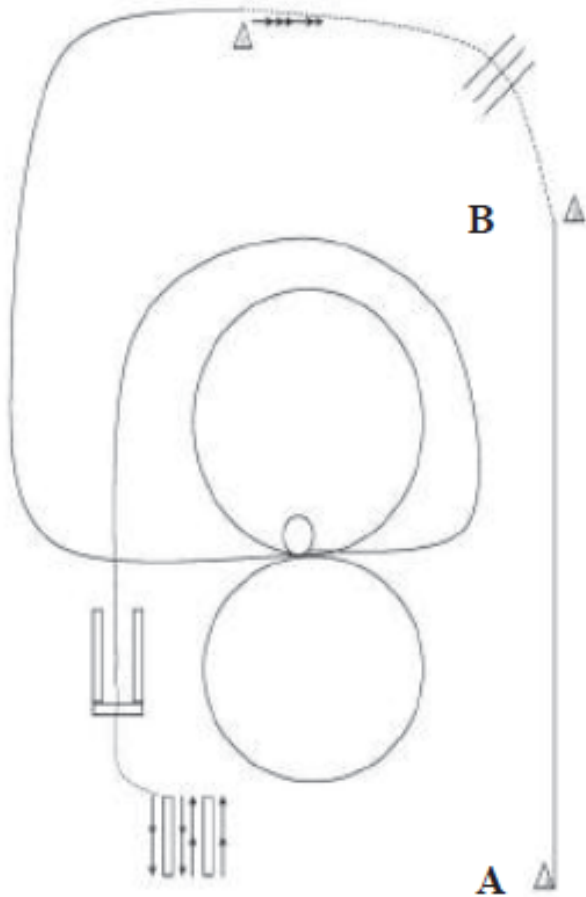
All Showmanship

All Horsemanship



Be Ready At The Marker

1. Back 4 Steps
2. Extend the trot and break to a walk for 2 horse lengths before the 2nd marker
3. At the marker, extend the lope in a large circle
4. At the marker, change leads and collect the lope in a ½ circle
5. Stop, pivot 360* left, then 450* to the right
6. Pattern is complete. Exit at a jog



RANCHMANSHIP PATTERN #4

1. Left lead lope A to B.
2. At B break to a trot.
3. Cross Over Poles.
4. Trot to next cone and stop.
5. Back 5 steps.
6. Left lead lope to center, small slow circle.
7. Stop.
8. 2 spins left.
9. Right lead lope small slow; in center change to left lead.
10. Continue to lope left lead into chute; in chute transition to walk.
11. Walk to log and side pass right.
12. Side pass left.

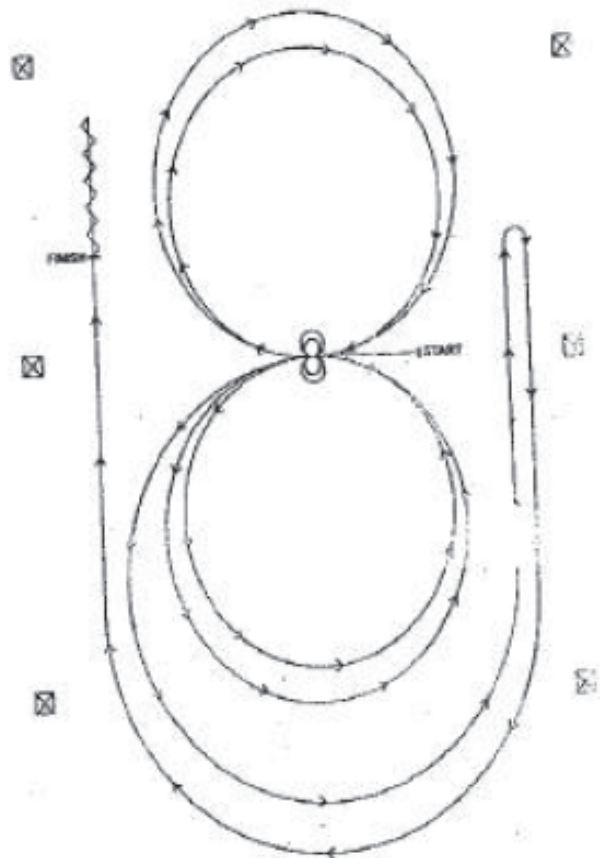
NOVICE RANCH REINING PATTERN #3

HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.

1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center maker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider may drop bridle to designated judge.

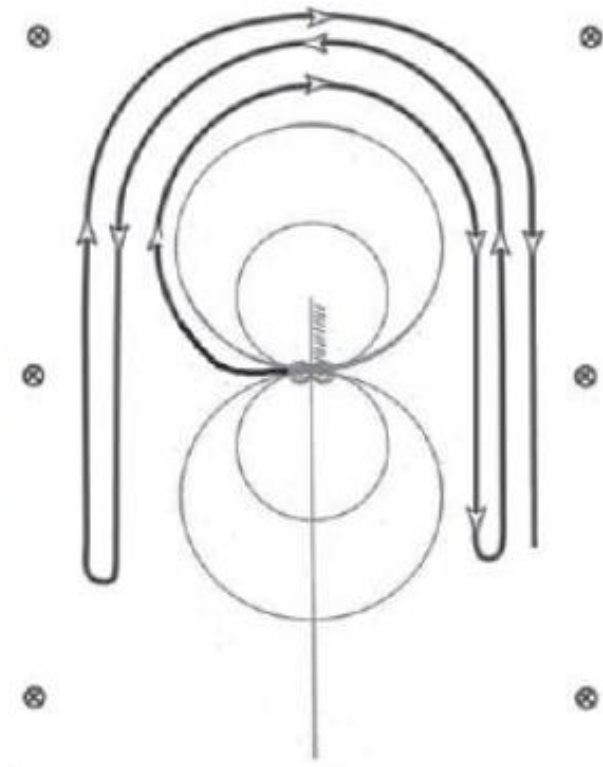
EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.



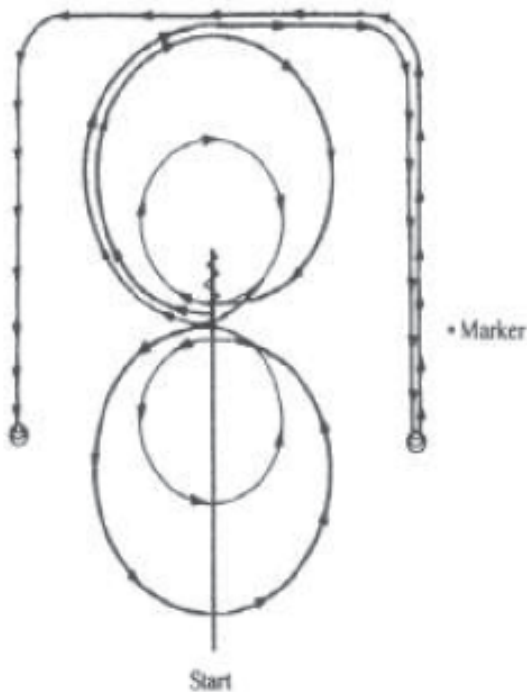
RANCH REINING PATTERN #6

1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. $3\frac{1}{4}$ to the left.
5. Begin on the right lead, lope circles , first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left.
8. Rundown and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.

Rider must drop bridle to the designated judge



WORKING COW HORSE PATTERN# 1

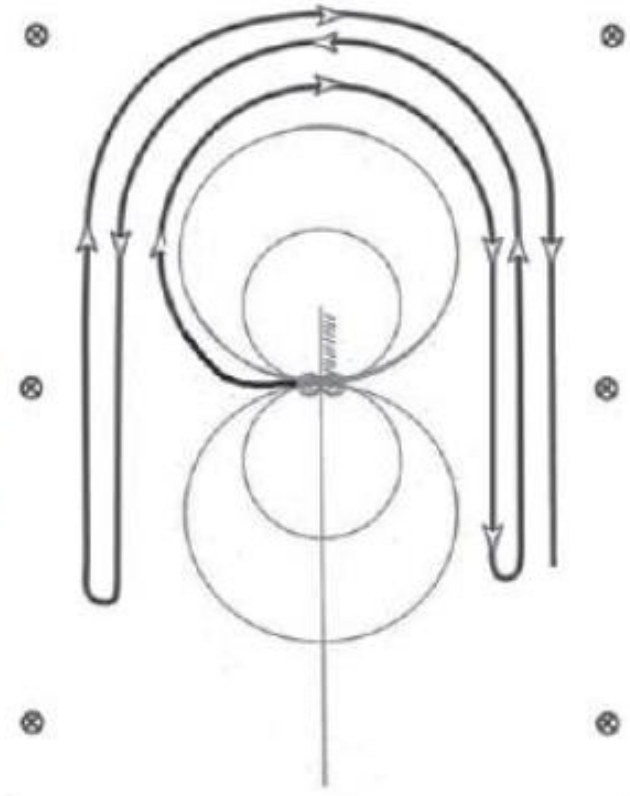


1. Start at end of the arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) Past center marker and come to a sliding stop.
7. Complete $3\frac{1}{2}$ spins to the right.
8. Continue back down the side and end of the arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete $3\frac{1}{2}$ spins to the left.
10. Hesitate to complete pattern.

RANCH REINING PATTERN #6

1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. $3\frac{1}{4}$ to the left.
5. Begin on the right lead, lope circles, first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left.
8. Rundown and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.

Rider must drop bridle to the designated judge



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.

