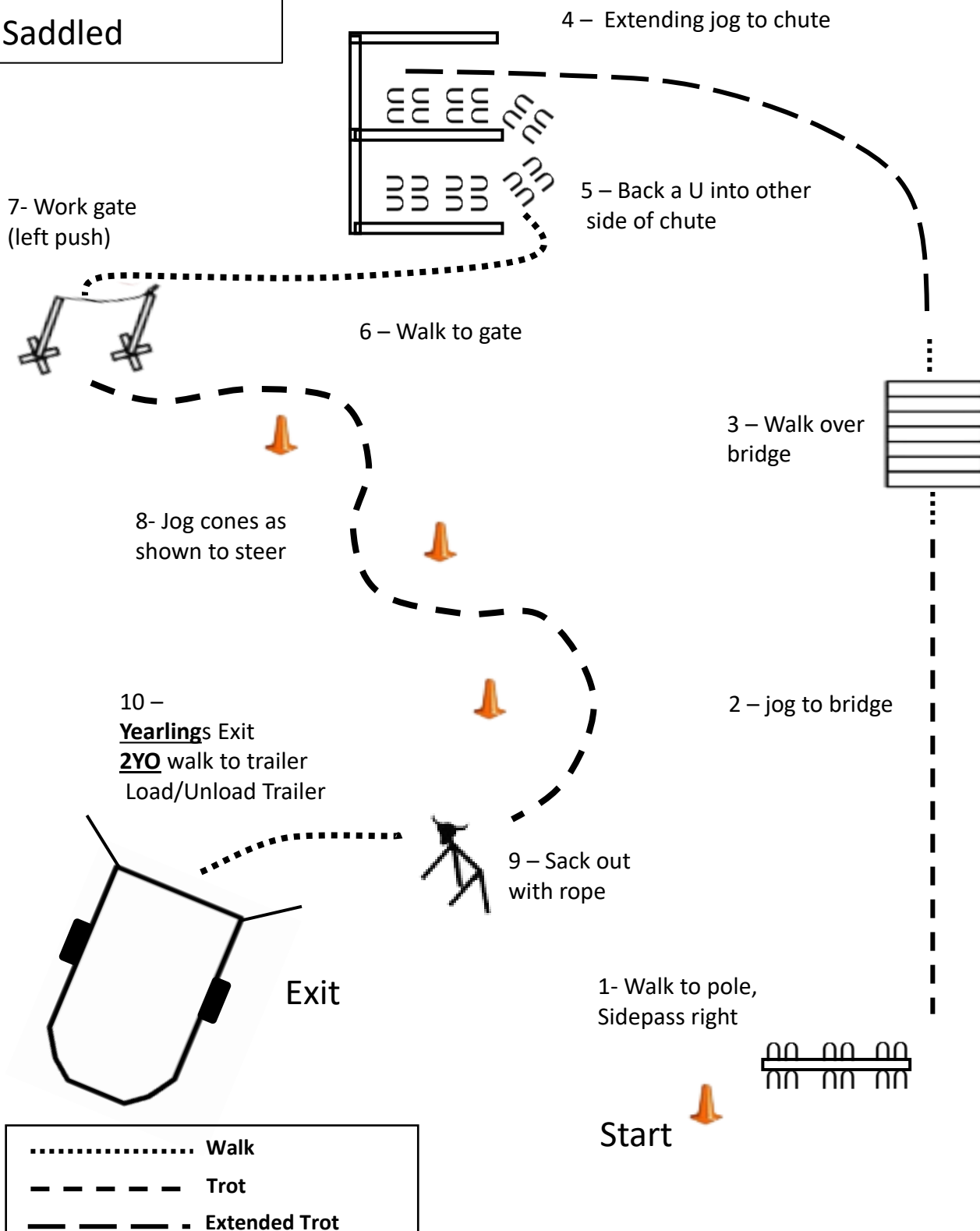


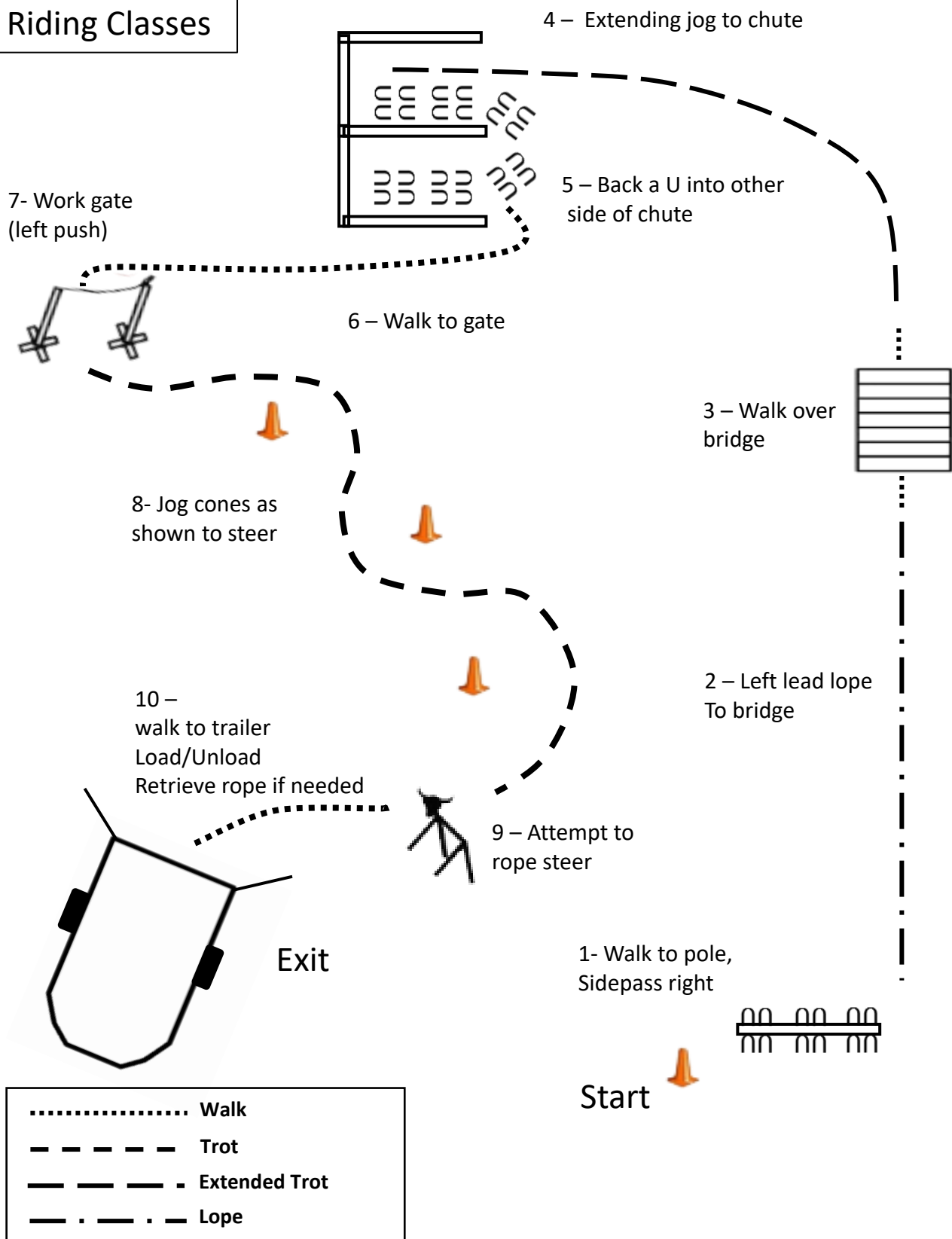


In Hand Classes
2 Year Olds
Saddled



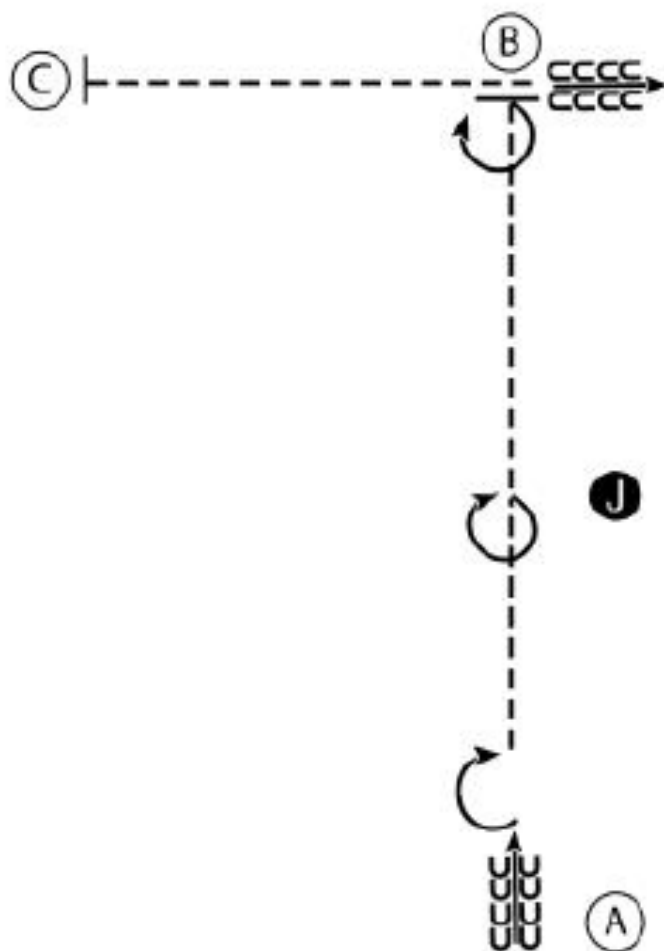


Riding Classes

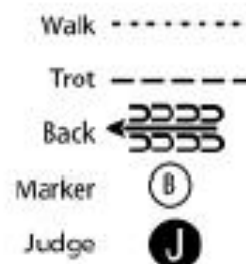




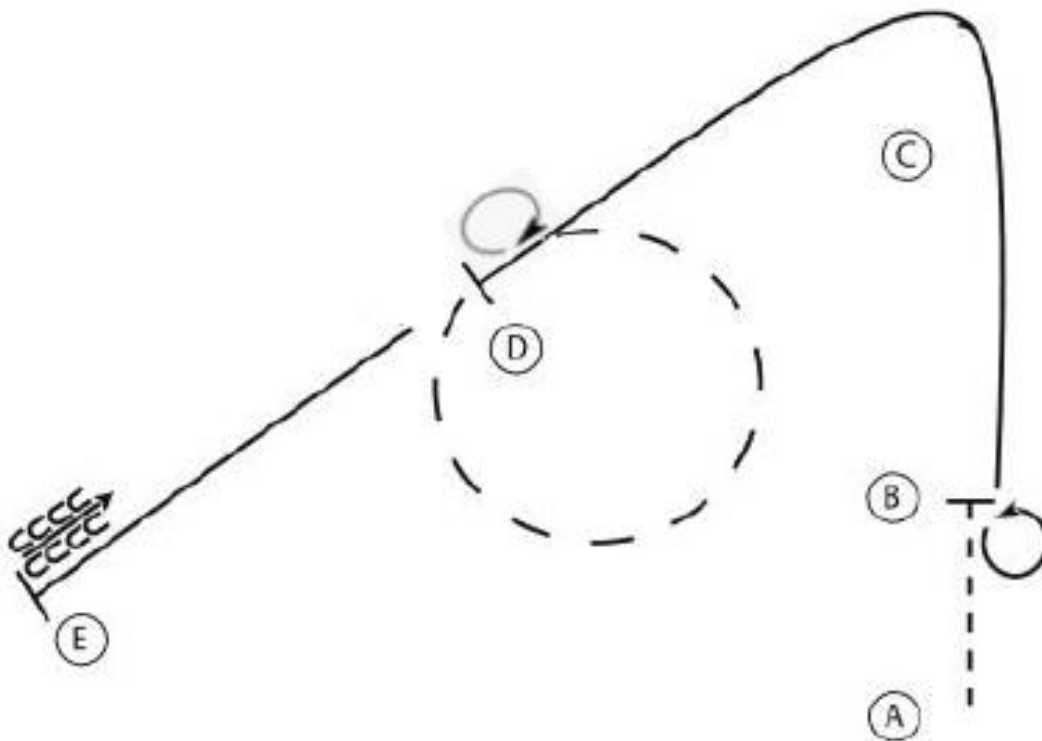
Showmanship – all divisions



1. Begin facing away from the Judge. Back four steps
2. Perform a 180-degree turn
3. Trot to the Judge. Perform a 360-degree turn, stop and setup for inspection
4. When dismissed trot to B
5. Perform a 270-degree turn.
6. Back four steps and trot to C.
7. Stop

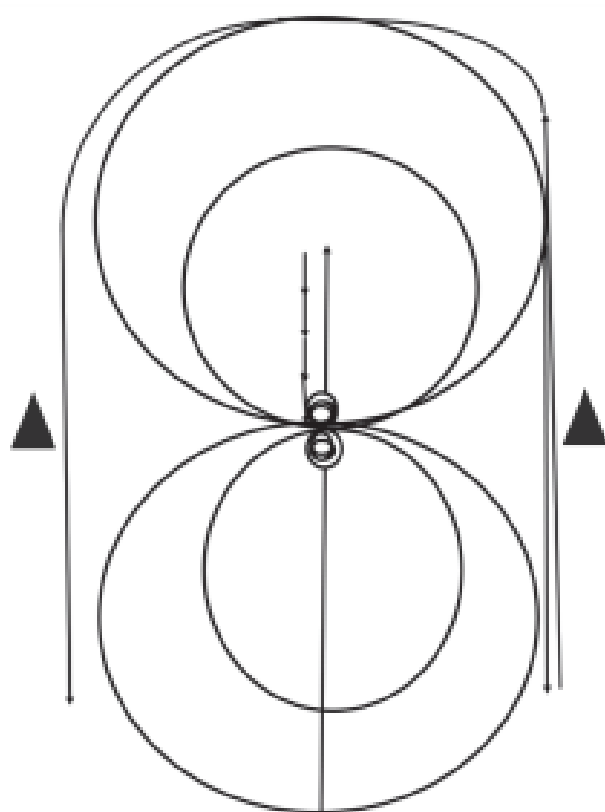


Horsemanship – all divisions



1. Jog A to B
2. Stop at B and perform a 360 degree turn to the left
3. Lope on the left lead around C to D
4. Stop at D and perform a 360 degree turn to the right
5. Extend the job in a circle around D
6. After closing the circle, lope on the right lead to E
7. Stop at E and back 4 steps

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	
Back	
Marker	
Sidepass	

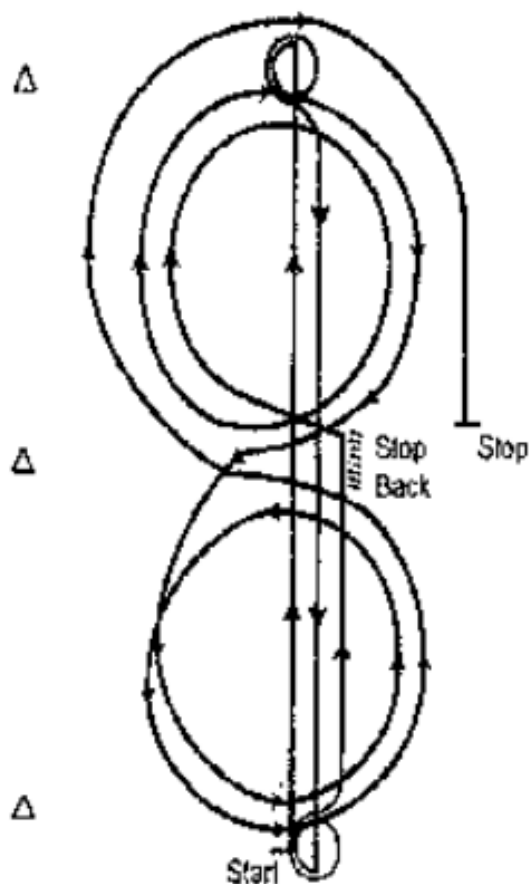


NOVICE RANCH REINING PATTERN 9

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.



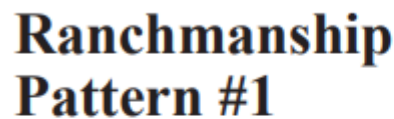
RANCH REINING PATTERN #1



△ 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.



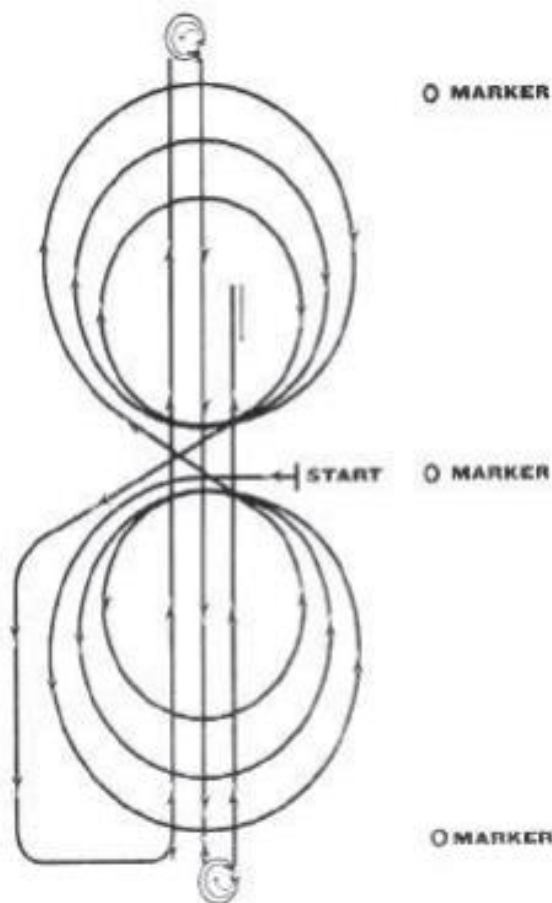
1. Extended Trot From Cone through chute; Stop.
2. 1 spin left.
3. 1 spin right.
4. Back through chute 1/4 turn left.
5. Trot to cone.
6. At cone walk to side pass pole.
7. Side pass left.
8. Lope left lead.
9. Change to right lead.
10. Lope right circle; Stop at side pass pole.
11. Side pass right.



WORKING COW HORSE PATTERN # 7

Trot to center of arena. Stop.
Start pattern facing judge.

1. Start in center of arena and pick up left lead. Complete three circles; two large, fast circles, then one small slow circle. Change leads to the right.
2. Complete three circles to the right; two large, fast circles, then one small slow circle. Change leads to the left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
4. Complete $3\frac{1}{2}$ spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete $3\frac{1}{2}$ spins to the right.
7. Run down center of arena past center marker and come to a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.





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.

