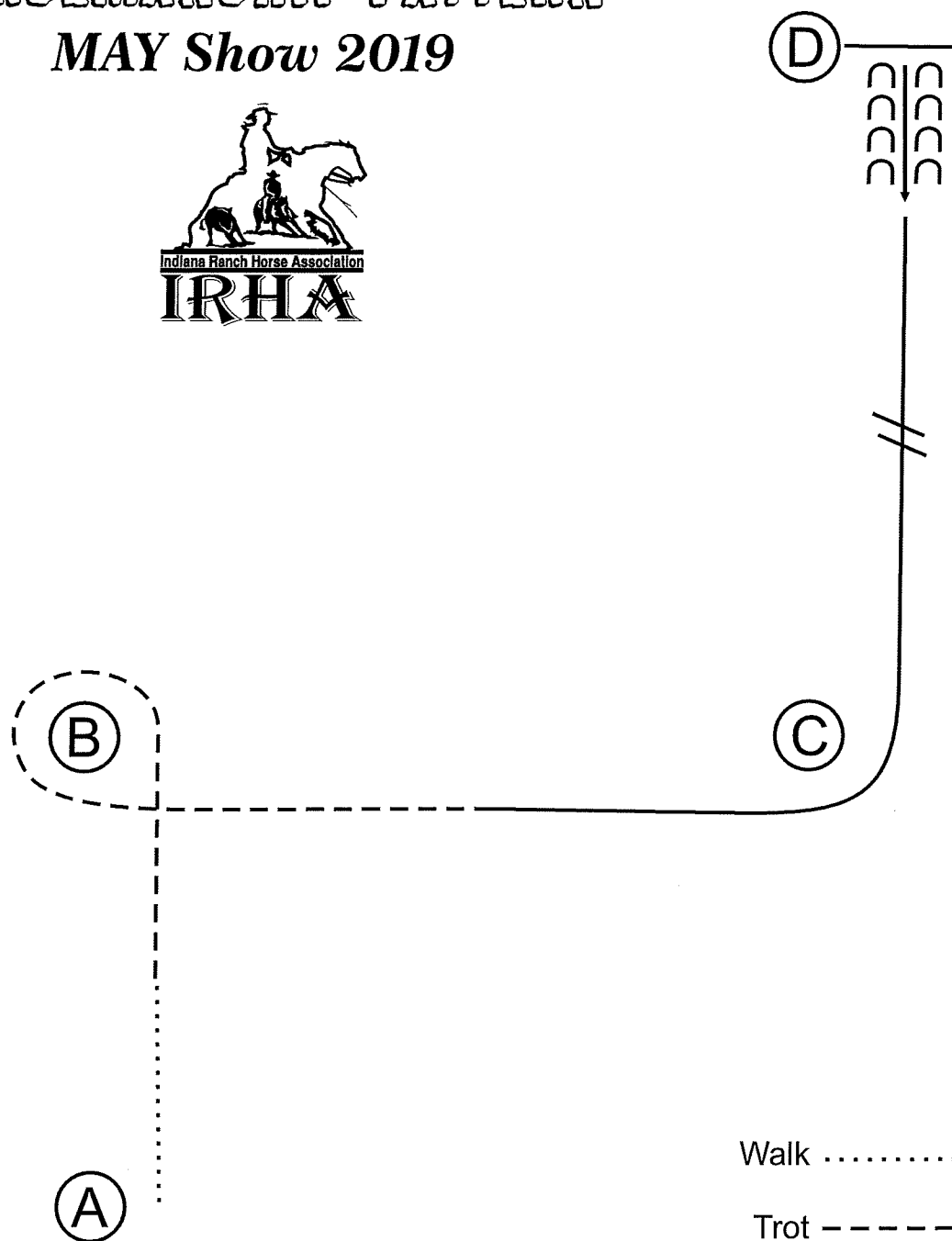


# HORSEMANSHIP PATTERN

MAY Show 2019



Be ready at A.

1. Walk toward B.
2. Halfway between A and B jog
3. Jog around B and towards C
4. Halfway between B and C lope left lead
5. Continue past C and towards D
6. Complete simple lead change halfway bet. C and D
7. At D stop and back 4 steps

Follow instructions of ring steward.

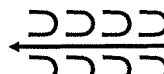
Walk .....

Trot - - - - -

Extended Trot - - - - -

Lope \_\_\_\_\_

Simple Lead Change 

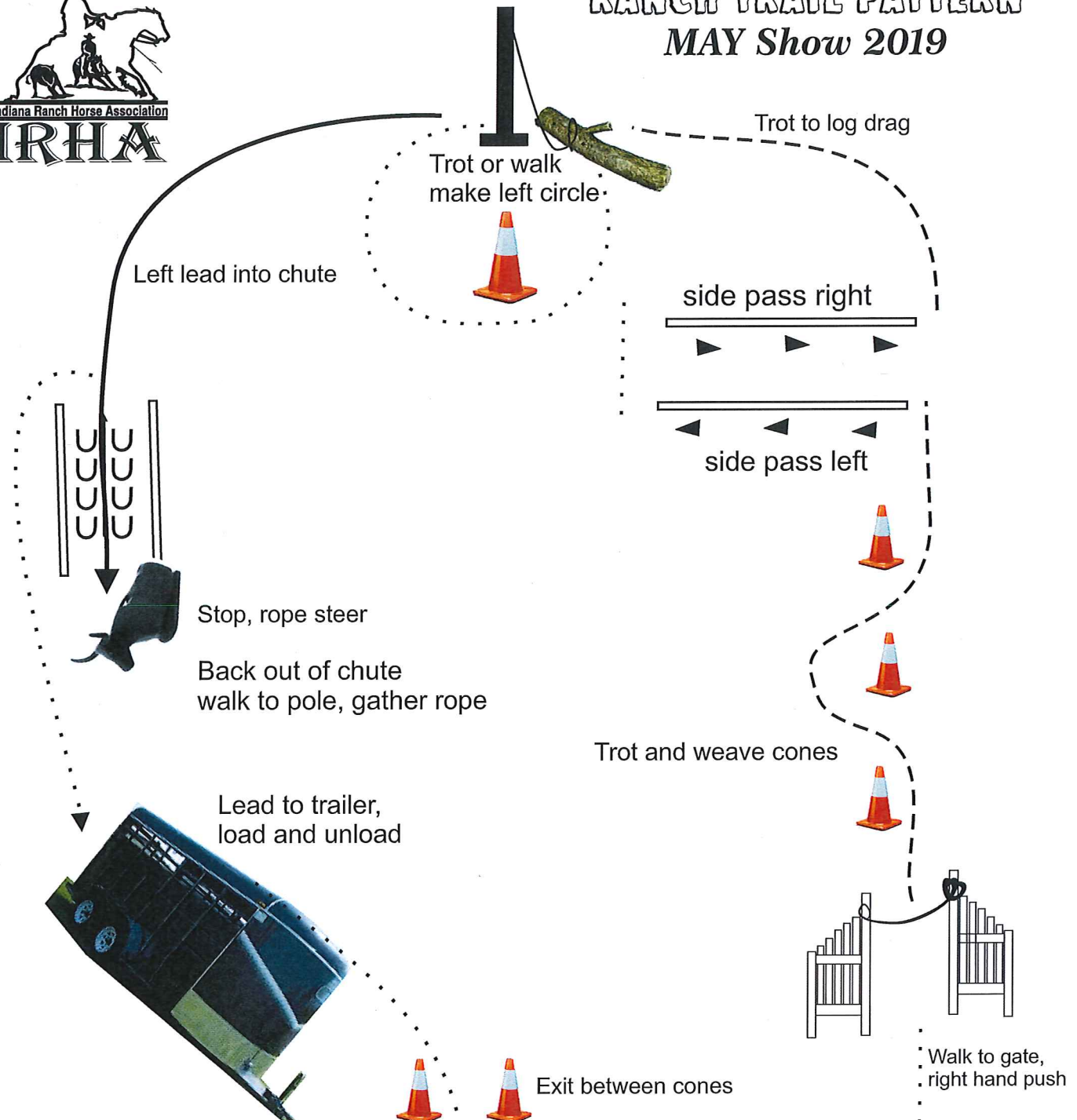
Back 

Marker (B)



# RANCH TRAIL PATTERN

## MAY Show 2019



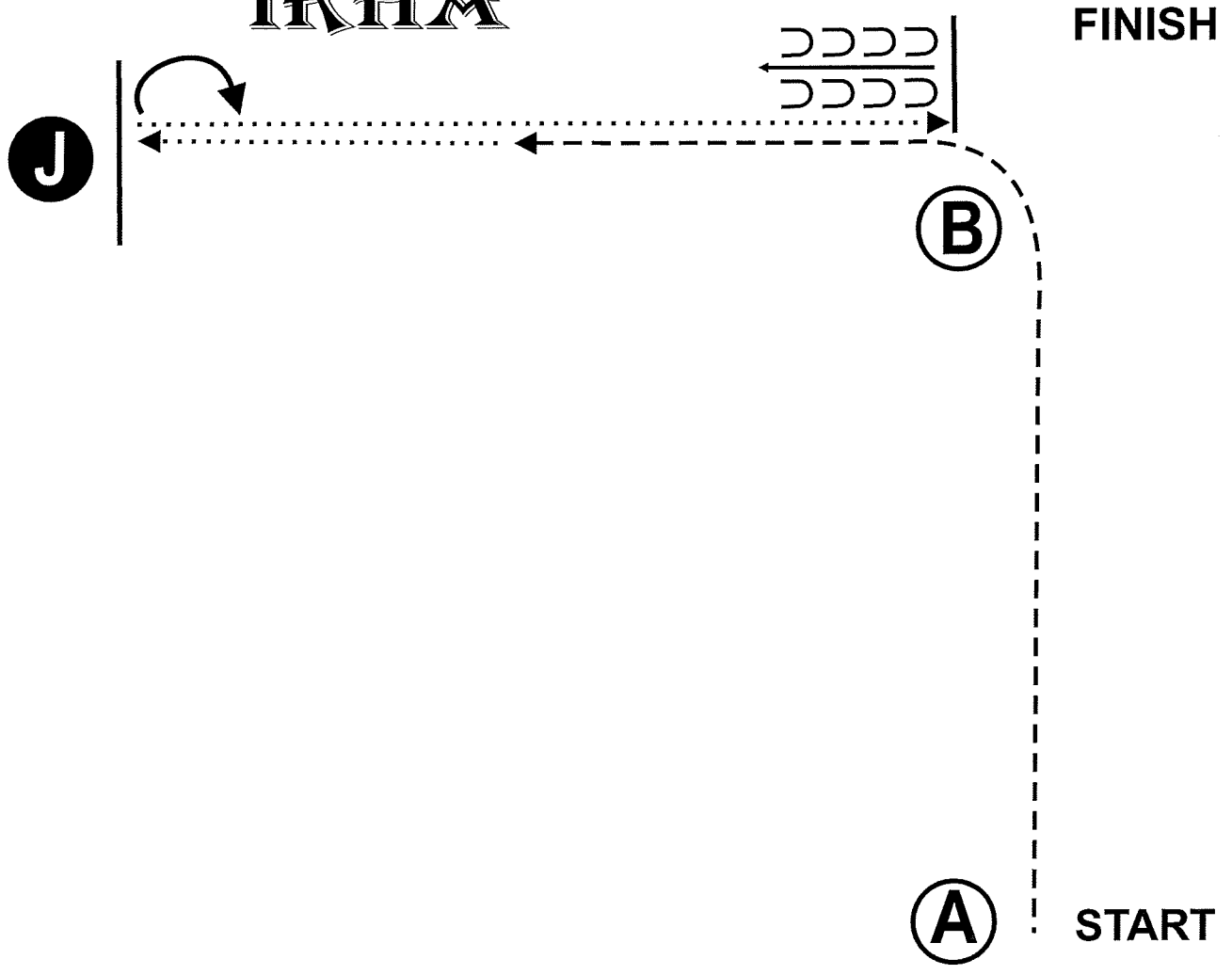
1. Start at A, Walk to gate, right hand push
2. Trot & Weave cones to the first side pass pole
3. Side Pass left
4. Walk up and side pass right
5. Trot to log drag on right side of horse  
make left circle at walk or trot around cone  
replace rope
6. Lope left lead into chute
7. Stop, rope steer
8. Back out of chute, walk to pole
9. Dismount and gather rope
10. Lead to trailer, load and unload
11. Exit between cones

Walk .....  
 Trot - - - - -  
 Extended Trot - - - - -  
 Canter \_\_\_\_\_



# SHOWMANSHIP PATTERN


## MAY Show 2019




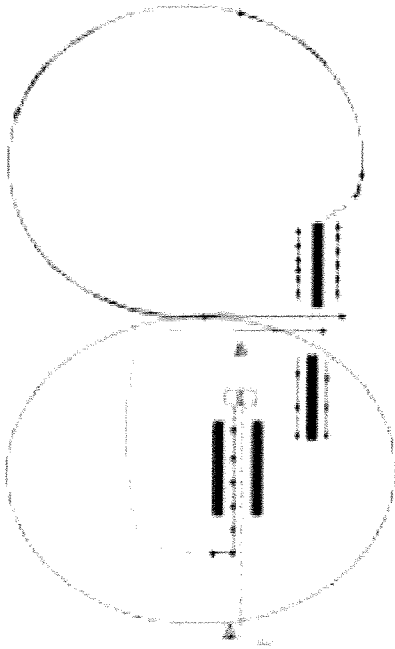
1. Trot from A to and around cone B.
2. Break to walk halfway to judge.
3. Stop and set up for inspection.
4. After inspection complete 180 degree turn to the right.
4. Walk to B, stop at B and back one horse length
5. Exit

Walk .....

Trot - - - - -

Back ← 

Judge 



## Ranchmanship Pattern #1

1. Extended Trot From Cone thru Chute; Stop.
2. 1 Spin Left.
3. 1 Spin Right.
4. Back thru 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.

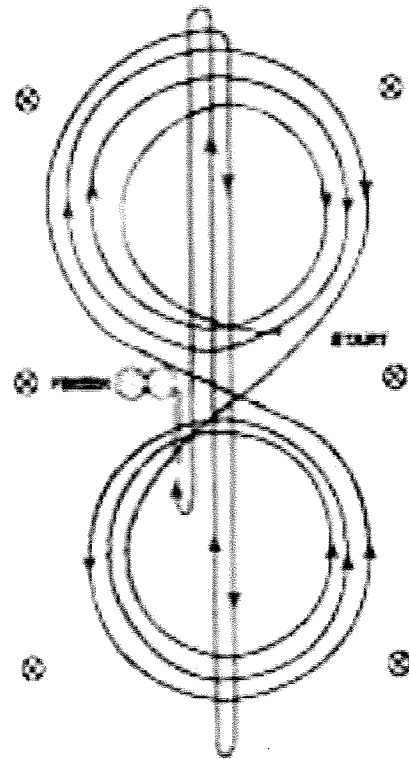
## RANCH REINING PATTERN #2

**HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OF FENCE.**

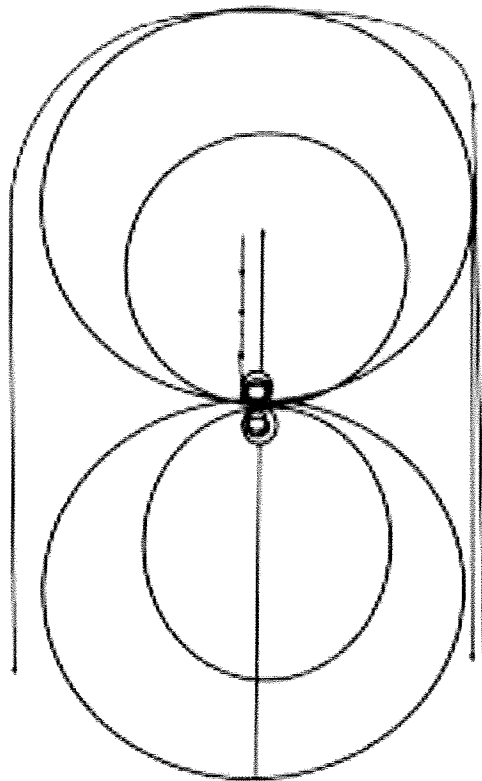
1. Beginning on the right lead, complete 3 circle to the right, the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
2. Complete 3 circles to the left the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Do a 360 degree spin to the right.
7. Do a 360 degree spin to the left.
8. Hesitate to show completion of pattern.

Rider may drop bridle to the designated judge.

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

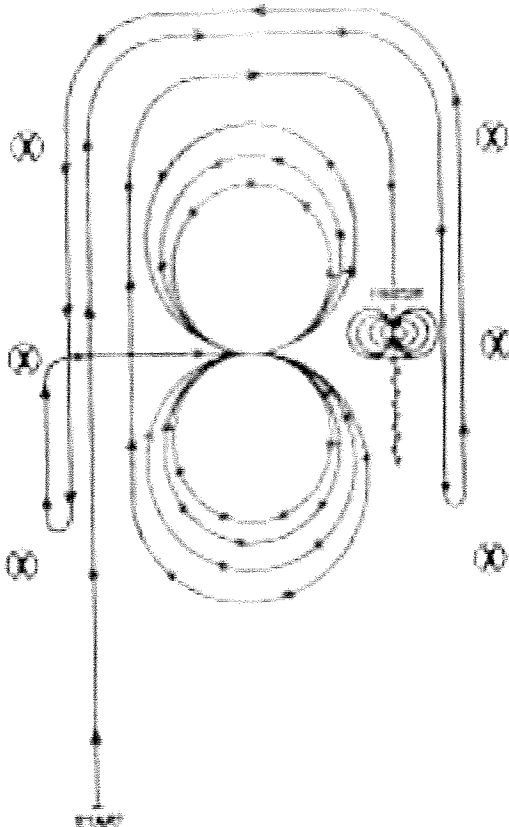


**NOVICE  
RANCH REINING  
PATTERN 9**



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.

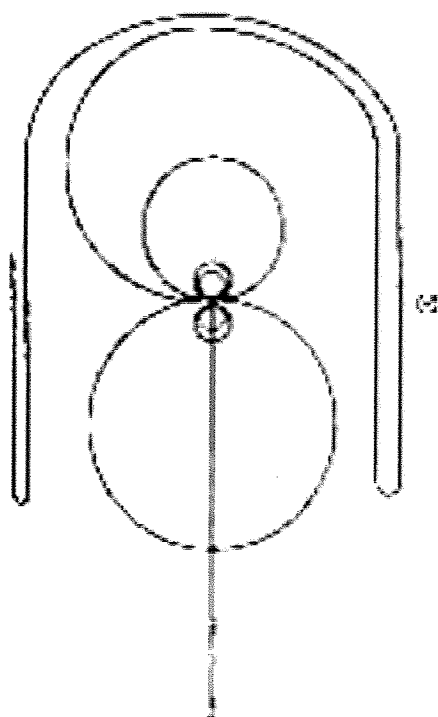
## REINING PATTERN # 3



1. Beginning, and staying at least 20 feet (6 meters) from the wall or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete 3 circles to the right, the first 2 circles large and fast, the third circle small and slow. Change leads at the center of the arena.
4. Complete 3 circles to the left, the first 2 circles large and fast, the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20 feet from the wall or fence, circle the top of the arena past the center marker and do a sliding stop. Back up at least 10 feet. Hesitate.
6. Complete 4 spins to the right.
7. Complete 4 spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may 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.