



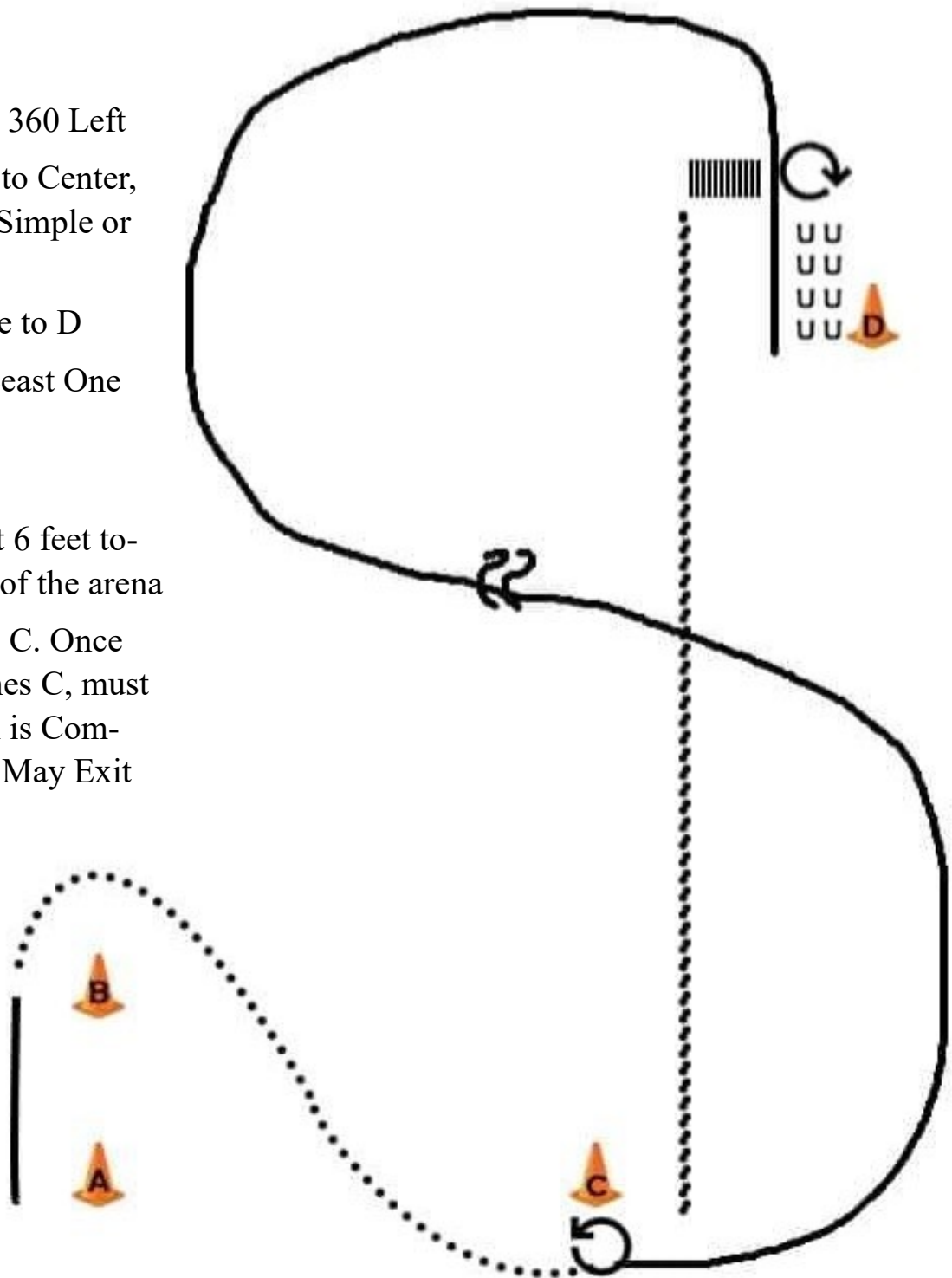
Pattern Book

\$6

Horsemanship

Youth, Amateur, Novice Youth, Novice Amateur

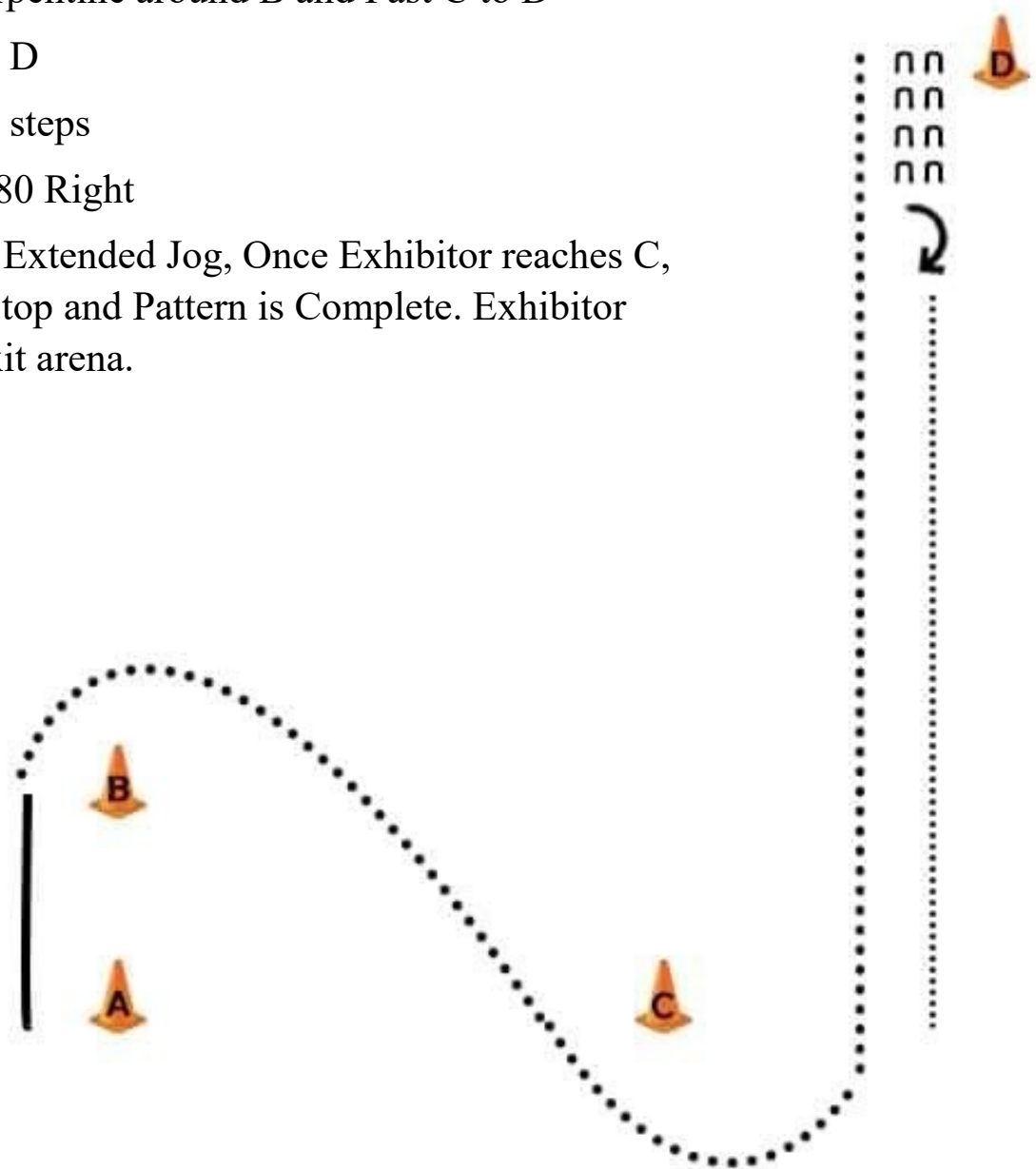
1. Walk A to B
2. At B Jog to C
3. At C Stop, Turn 360 Left
4. Left Lead Lope to Center, Change Leads (Simple or Flying)
5. Right Lead Lope to D
6. Stop, Back At Least One Horse Length
7. 360 Right Turn
8. Sidepass at least 6 feet toward the center of the arena
9. Extended Jog to C. Once Exhibitor Reaches C, must stop and Pattern is Complete. Exhibitor May Exit Arena



Horsemanship

10 & Under Walk Trot

1. Walk A to B
2. At B, Pick up Jog
3. Jog Serpentine around B and Past C to D
4. Stop at D
5. Back 4 steps
6. Turn 180 Right
7. Exit at Extended Jog, Once Exhibitor reaches C, Must Stop and Pattern is Complete. Exhibitor may exit arena.

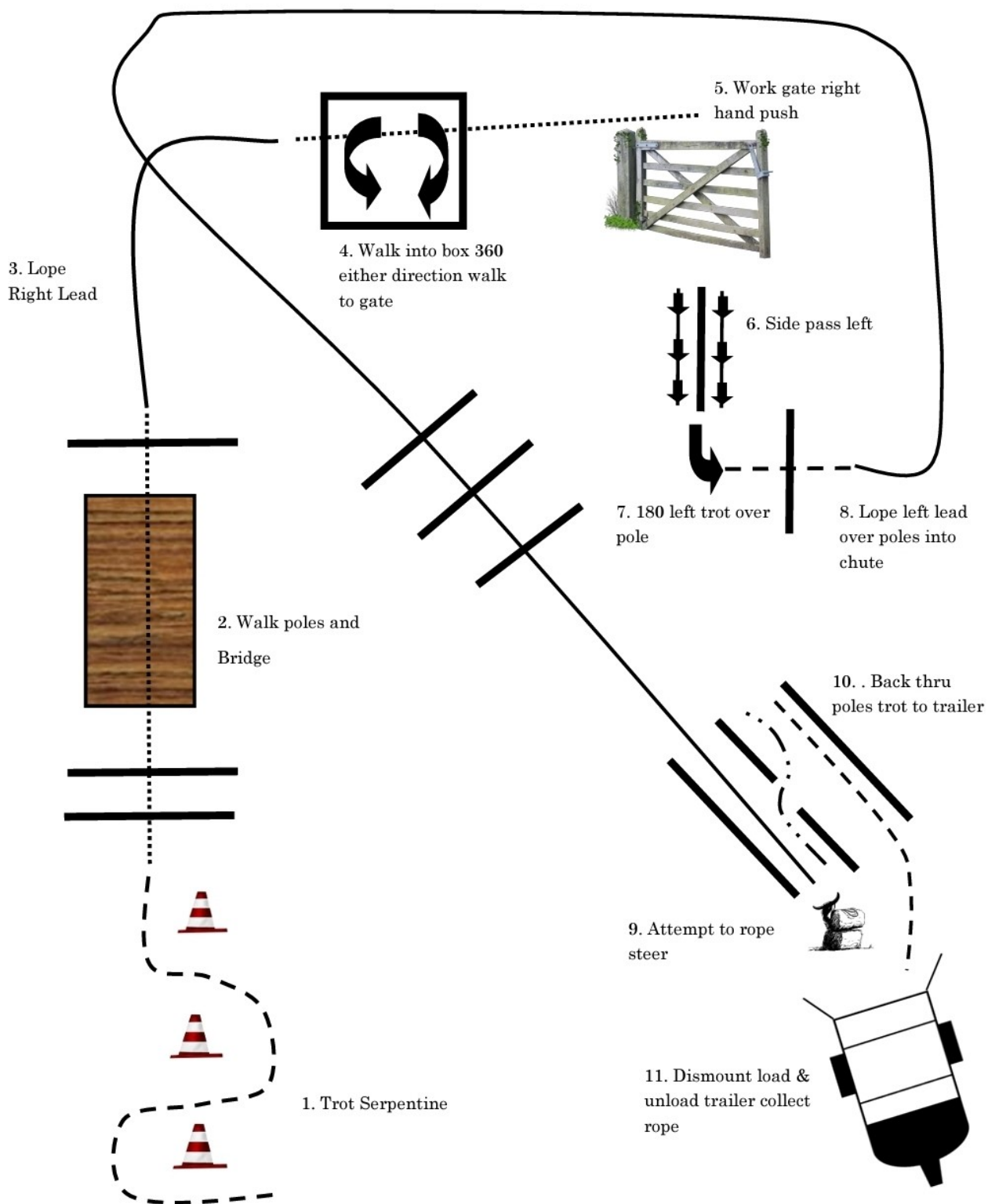


Junior, Senior, Amateur, Youth, Nov Amateur, Nov Youth

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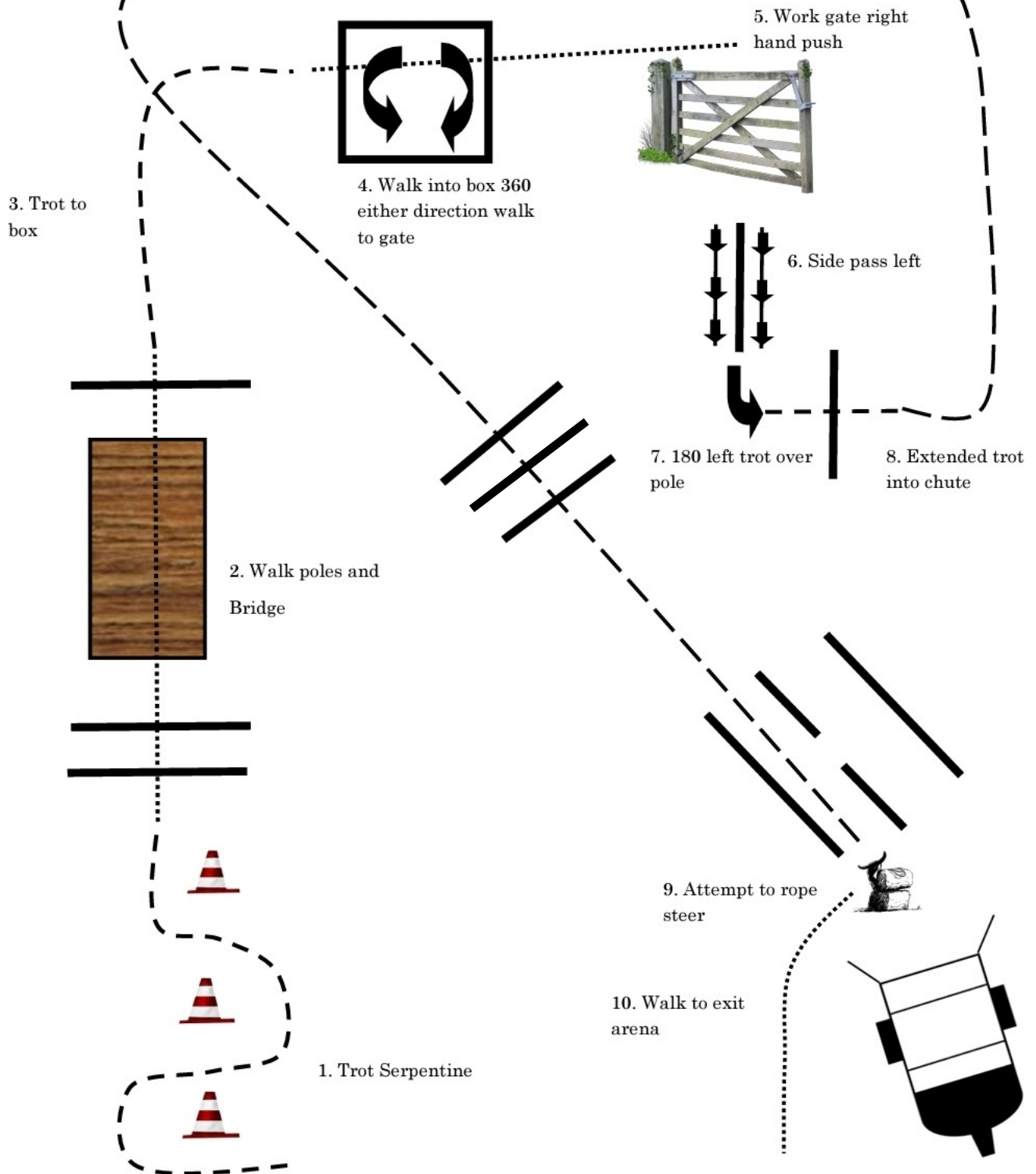
Ranch Trail

SR/JR/AMA/Select/NovAMA/ YTH/NovYTH



Ranch Trail

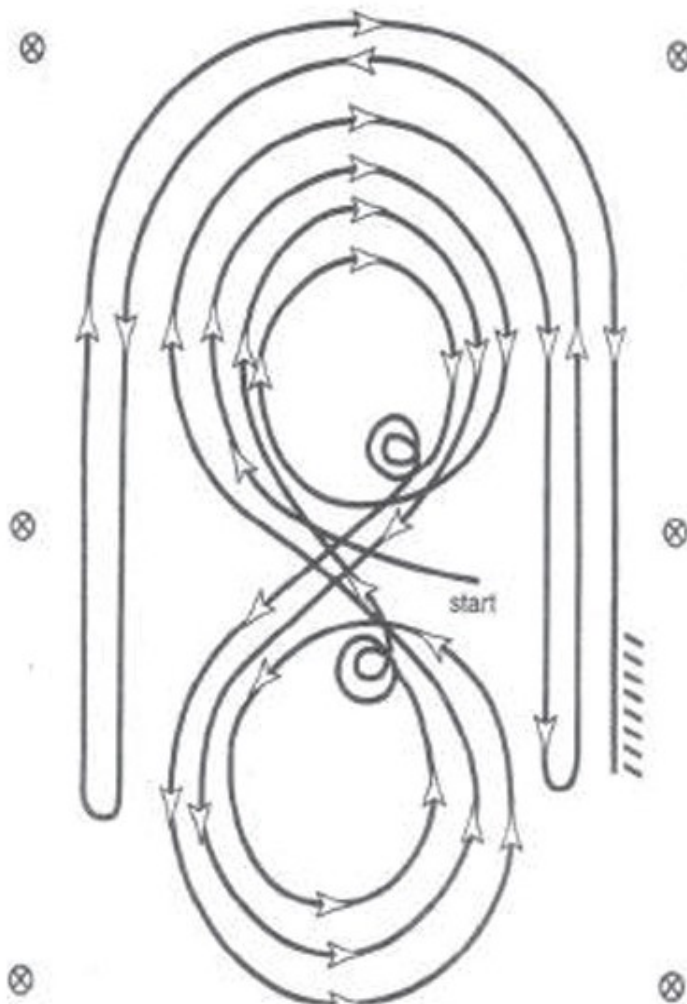
10 & Under



Ranch Reining Pattern 5

Junior, Senior, Amateur, Youth

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. Starting at the center do 2 circles to the right. The first, a large fast circle. The second a small slow circle.
2. At center marker stop and do 2 spins to the right.
3. After the spins have been completed; slight hesitation.
4. Do 2 circles to the left. The first a large fast circle. The second a small slow circle.
5. At center marker stop and do 2 spins to the left.
6. After spins completed; slight hesitation.
7. Start a fast figure 8 to the right, changing leads at the center marker.
8. After figure 8 and both lead changes completed, continue a large circle to the right. Do not close this circle. Run down the right side of arena past the center marker, stop and do a rollback to the left. Remain at least 20 feet from the wall or fence. There should be no hesitation between stop and rollback.
9. Continue back around previous circle. Do not close this circle. Run down left side of arena past the center marker, stop and do a rollback to the right. Remain at least 20 feet from wall or fence. There should be no hesitation between stop and rollback.
10. Proceed back around previous two circles. Do not close this circle. Run down right side of arena past center marker and stop. Back at least 10 feet. Hesitate to show completion of pattern.

Ranch Reining Novice Pattern 3

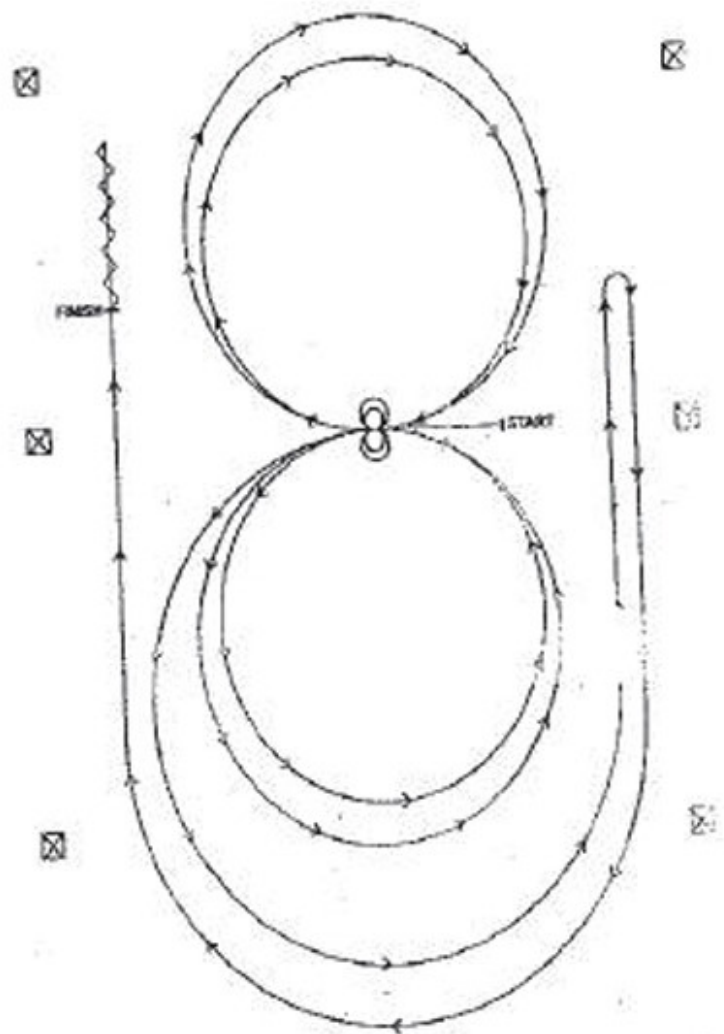
Novice Youth, Novice Amateur

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 marker, 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.

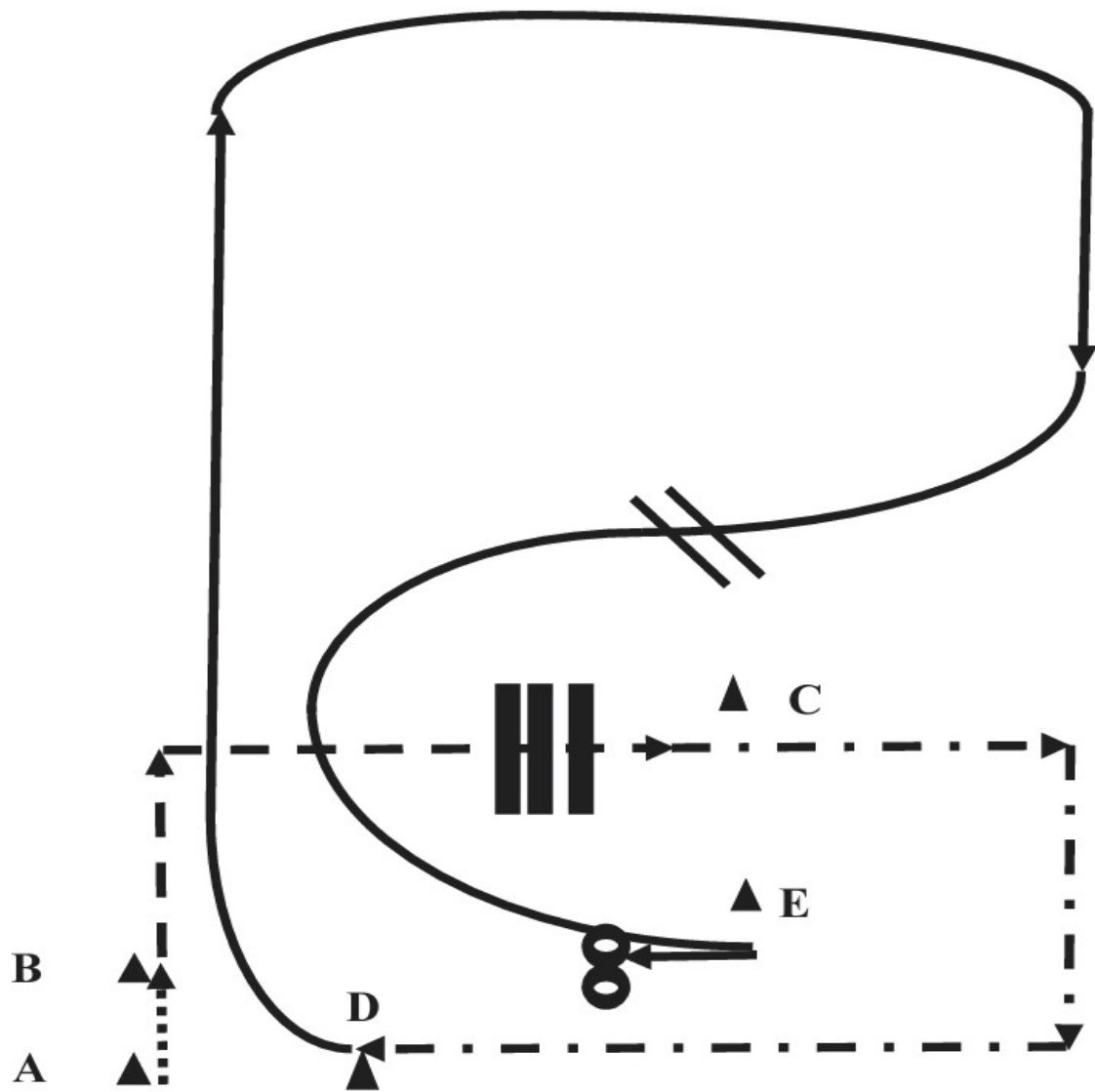
Rider may drop bridle to designated judge.

EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.



\$\$ Ranchmanship Sweepstakes \$\$

PRELIMINARY Pattern 6

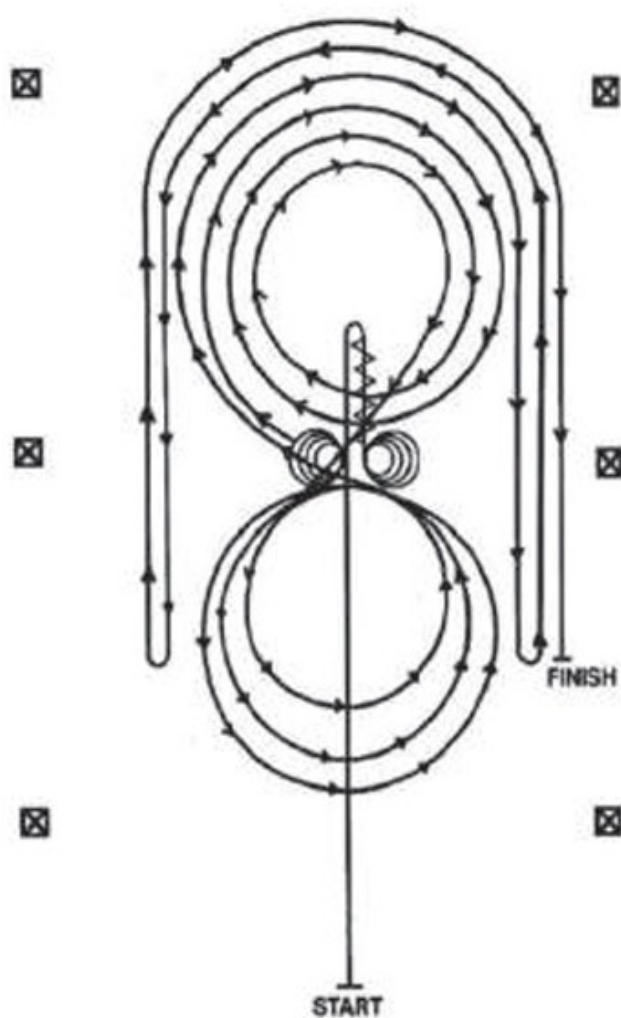


1. Walk from A to B.
2. At B trot over poles to C.
3. At C extended trot to D.
4. Lope right lead up arena and close circle to center and change to left lead.
5. Lope to right side of cone E and stop; back 8 to 10 feet.
6. Two (2) spins to the left.
7. 2¼ spins to the right.

Reining Pattern 7

Junior, Senior, Amateur, Youth

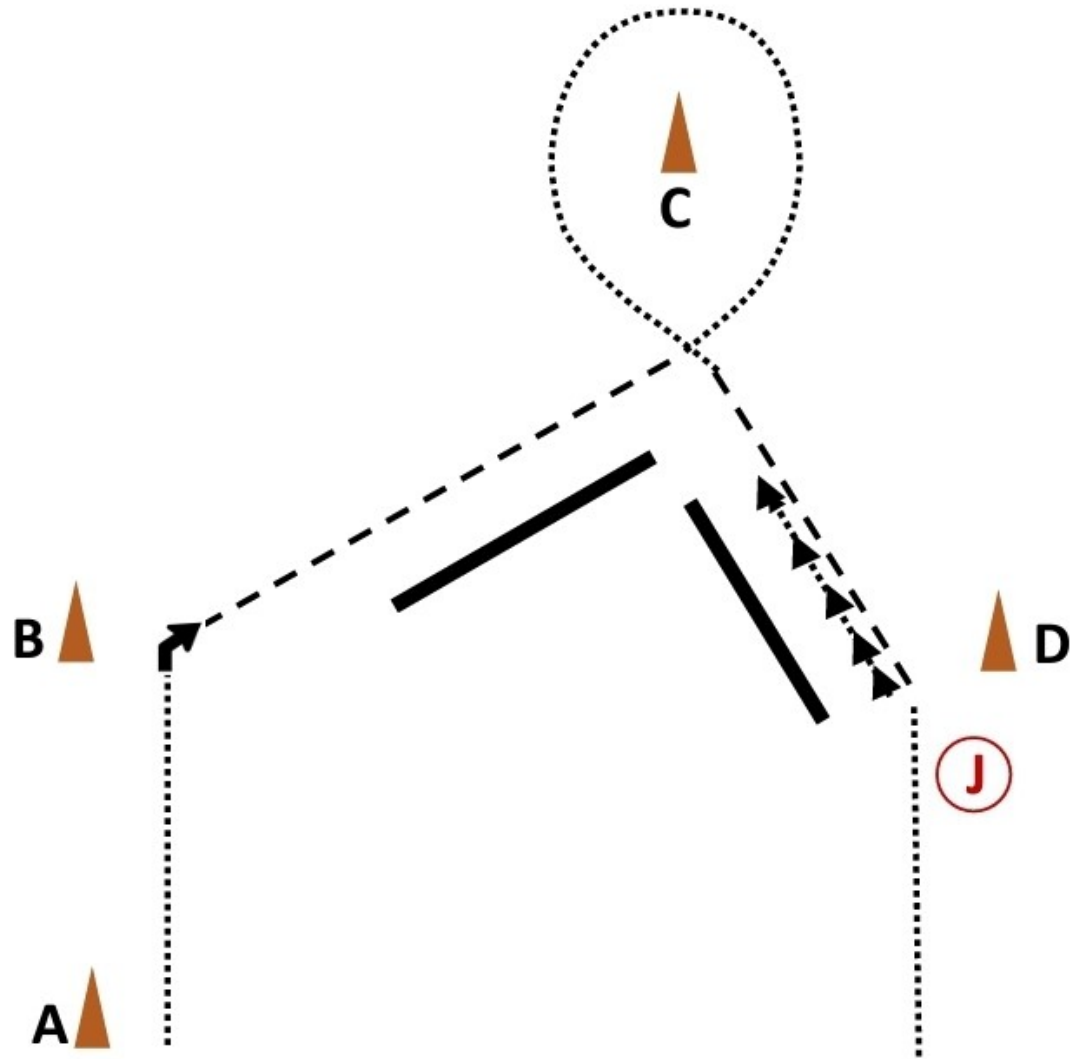
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four $4\frac{1}{4}$ spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead complete 3 circles to the right; the first two circles are large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete 3 circles to the left; the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least 20 feet from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Hesitate to demonstrate completion of the pattern.



1. Begin at A.
2. Walk A to B
3. Halt, 45 degree turn
4. Trot next to pole & begin to trot around C
5. Break to a walk for 5 steps
6. Continue around C at trot to D, Stop Set up for Inspection
7. When dismissed, back next to pole and in between poles as shown
8. 135 degree turn
9. Walk until even with A
10. At A, trot a small circle to the left and exit at a trot

Showmanship

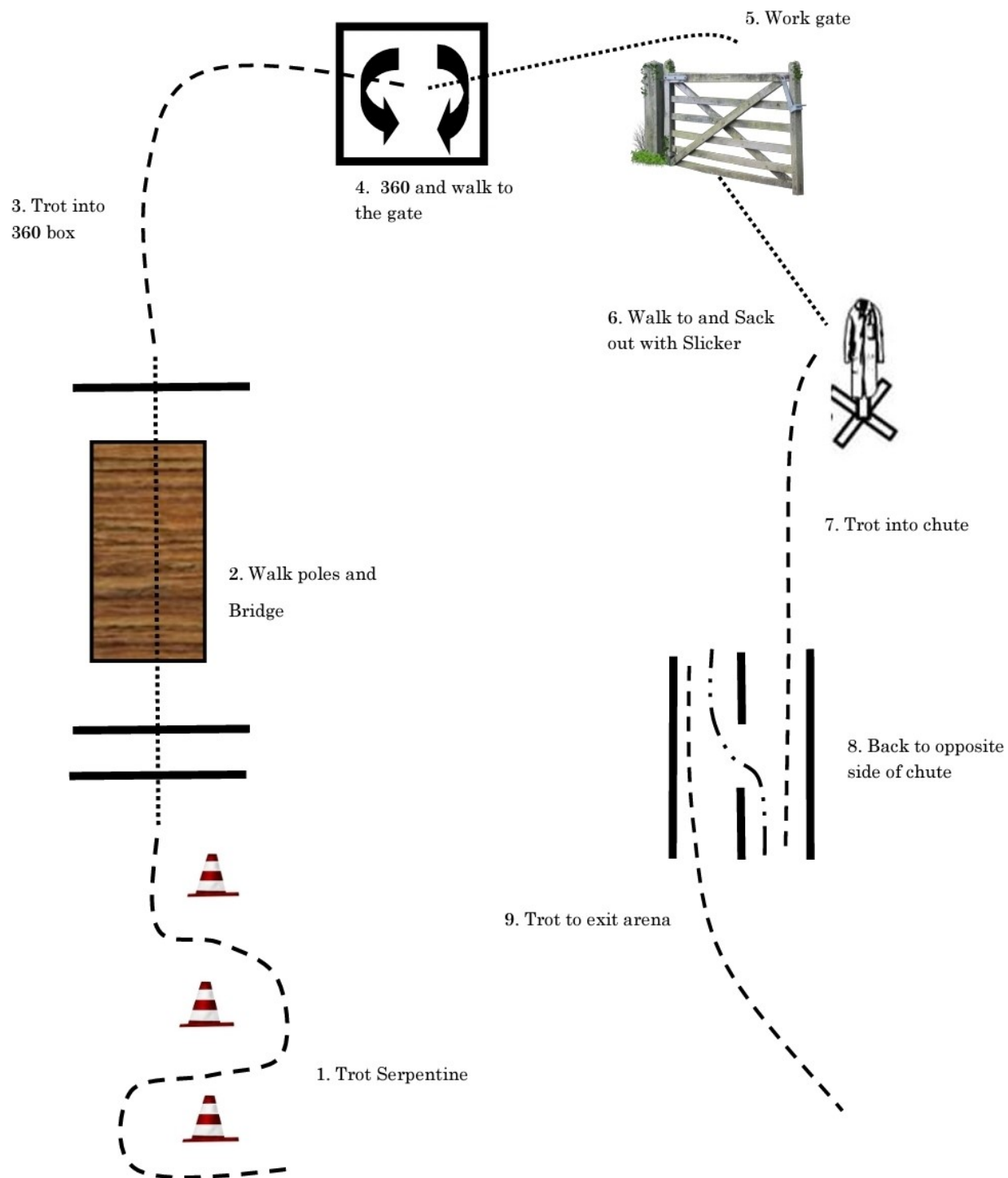
10 & Under Walk Trot



1. Begin at A
2. Walk A to B
3. Halt, 45 degree turn
4. Trot Next to Pole
5. Walk around C
6. Trot next to pole to D, Stop. Set Up for Inspection
7. When Dismissed, Back 6 steps
8. Walk to exit as shown

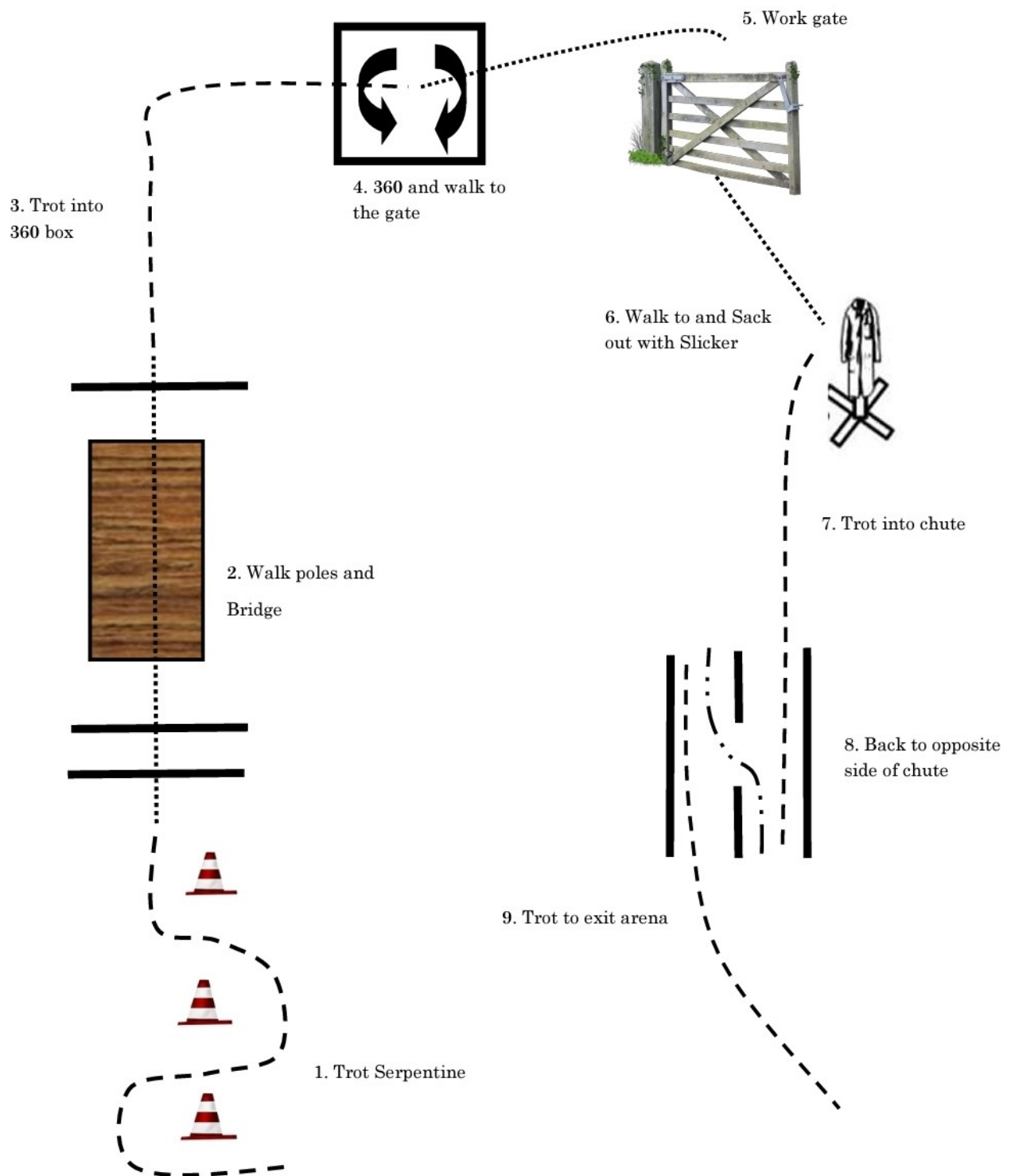
Yearling In Hand Trail

Yearling In Hand Trail



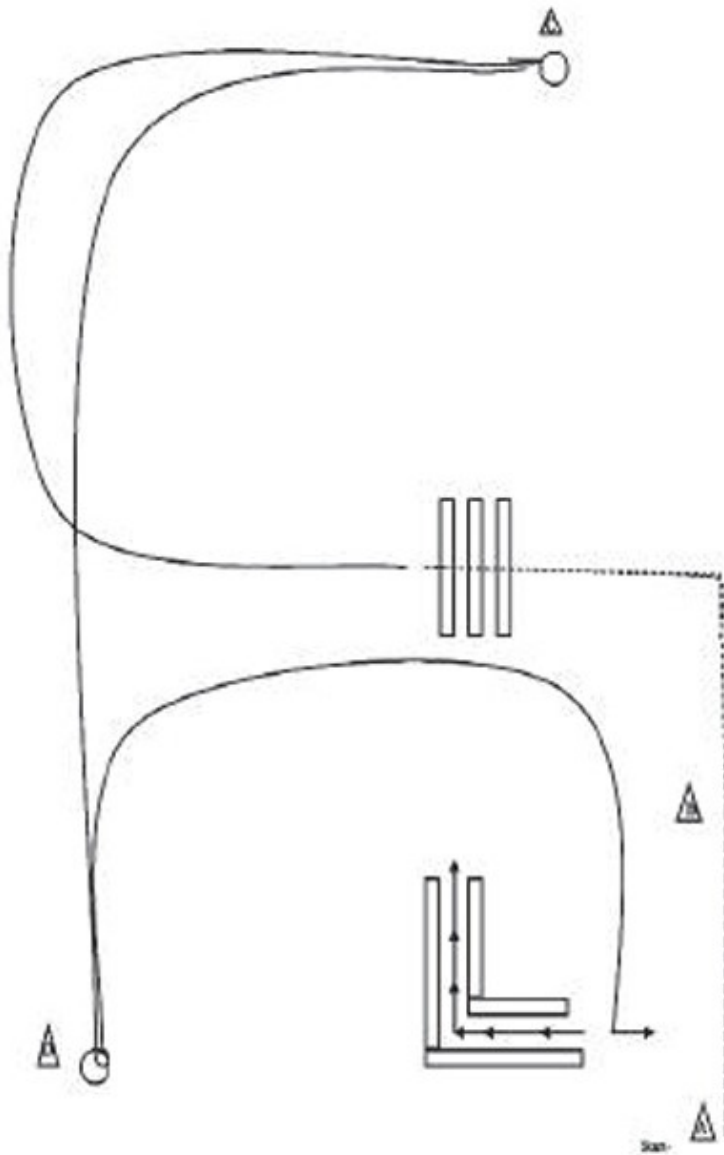
2 Year Old In Hand Trail

2 Year Old In
Hand Trail
Must be saddled



\$\$ Ranchmanship Sweepstakes \$\$

FINALS Pattern 2

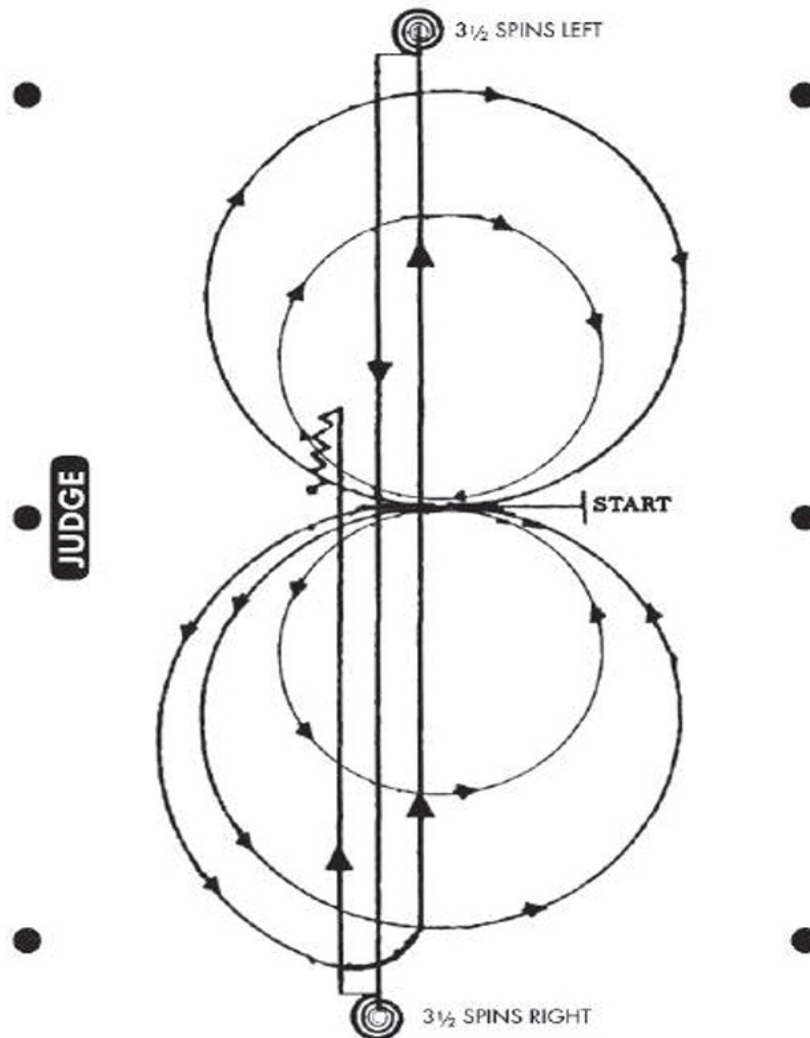


Ranchmanship Pattern #2

1. Walk A-B.
2. At cone trot to and over cross poles.
3. After poles are cleared Right lead lope.
4. At Cone ;Stop.
5. 1½ spin left.
6. Left lead lope to cone; Stop.
7. 1½ spins right.
8. Lope right lead to chute; Stop; 90° turn.
9. Back thru Chute.

Working Cow Horse Pattern 9

Junior, Senior, Amateur, Youth

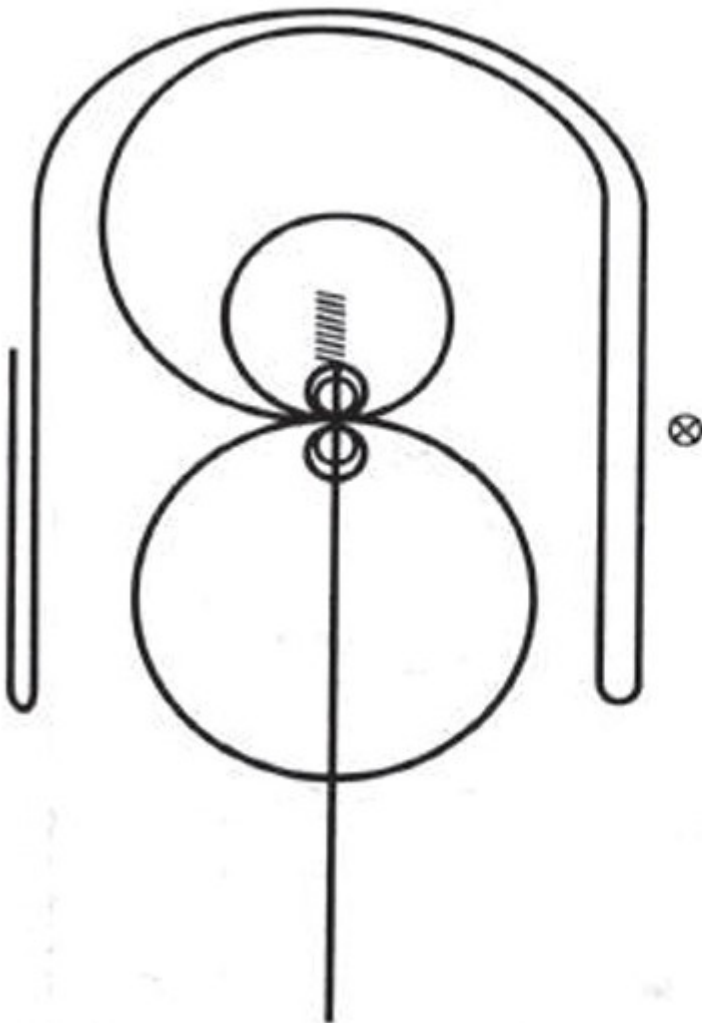


Trot to center of arena, stop. Start pattern facing towards the judge.

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

Working Ranch Horse Pattern 3

Junior, Senior, Amateur, Youth

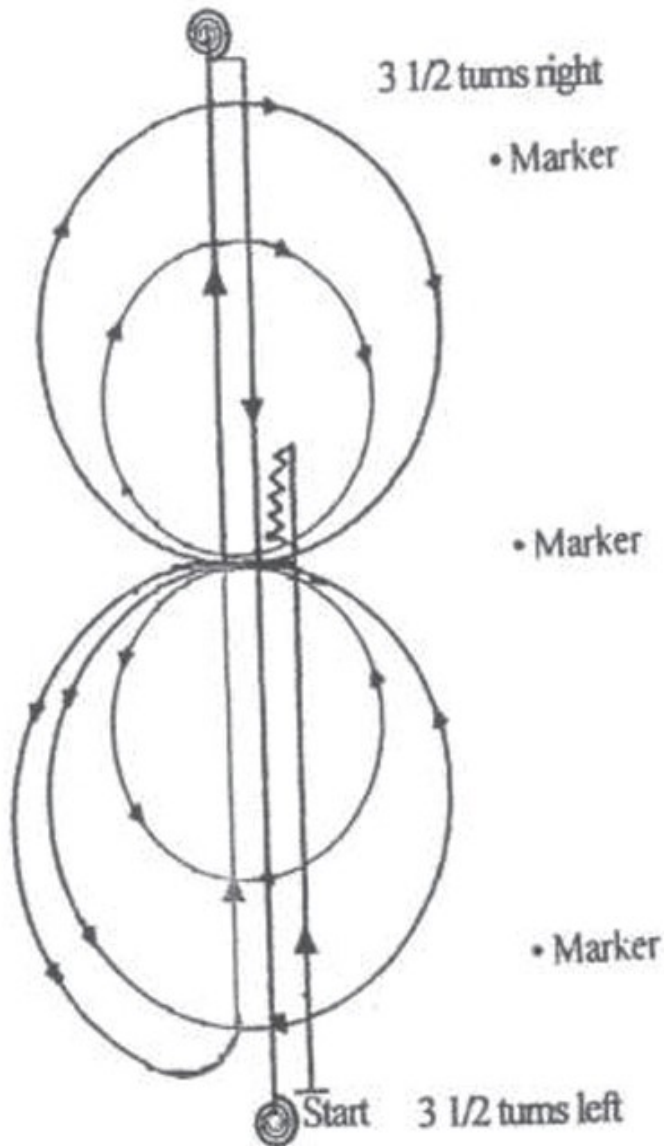


Mandatory Marker Along Fence or Wall Ride Pattern as follows:

1. Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins right.
3. Complete 2 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 straight 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. Hesitate to complete pattern.

ATRH Reined Work

ARHA WCH Pattern 5



**THIS PATTERN WORKS BEST
WHEN THE EXHIBITOR &
CATTLE ENTER FROM THE
SAME END OF ARENA.**

1. Start at end of arena. Run past center marker, stop, back at least 10 feet.
2. $\frac{1}{4}$ turn left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at center of arena.
3. Complete 2 circles to the right. The first small and slow, the second large and fast. Change leads at center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete $3\frac{1}{2}$ spins to the right. Rundown center of arena past end marker, execute a square sliding stop.
6. Complete $3\frac{1}{2}$ spins to the left. Hesitate to complete pattern.