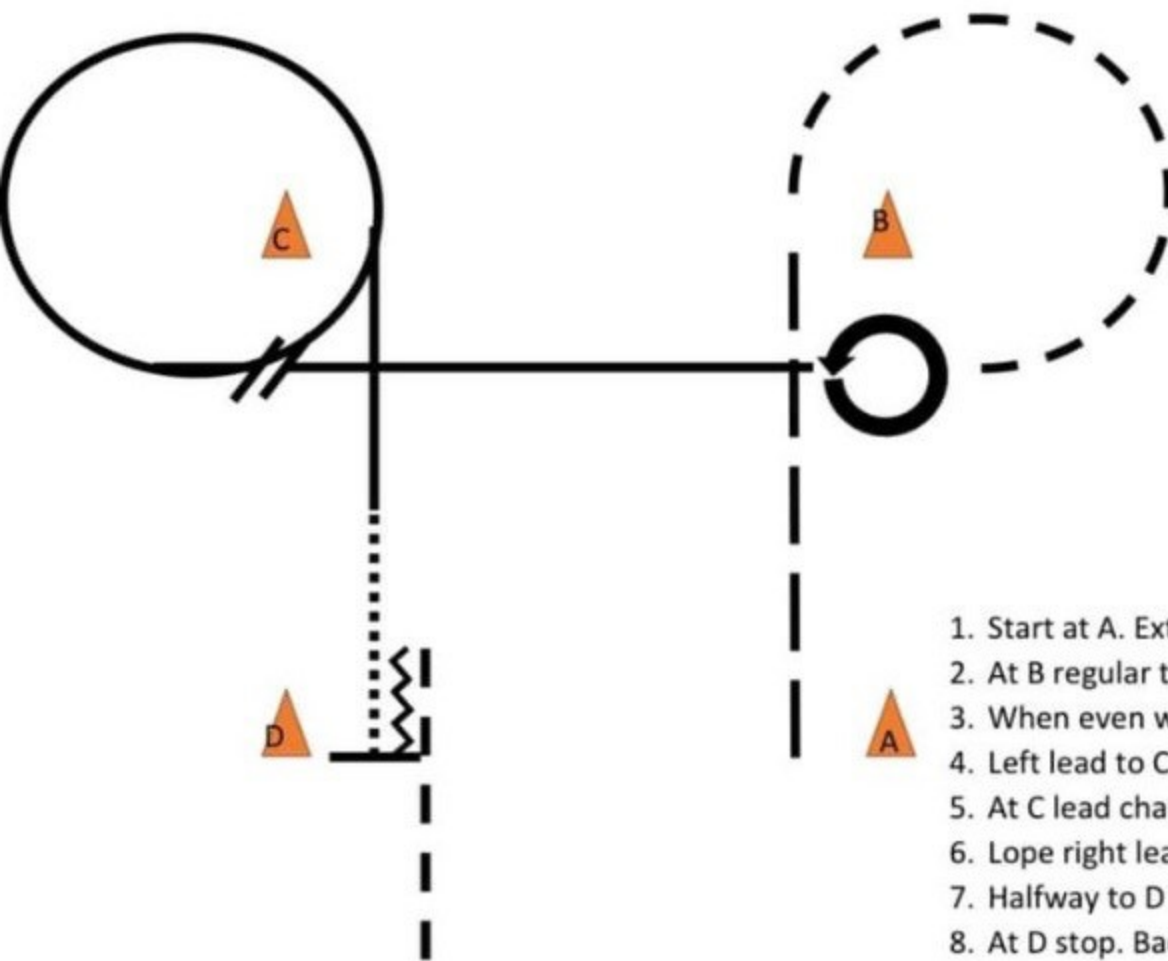


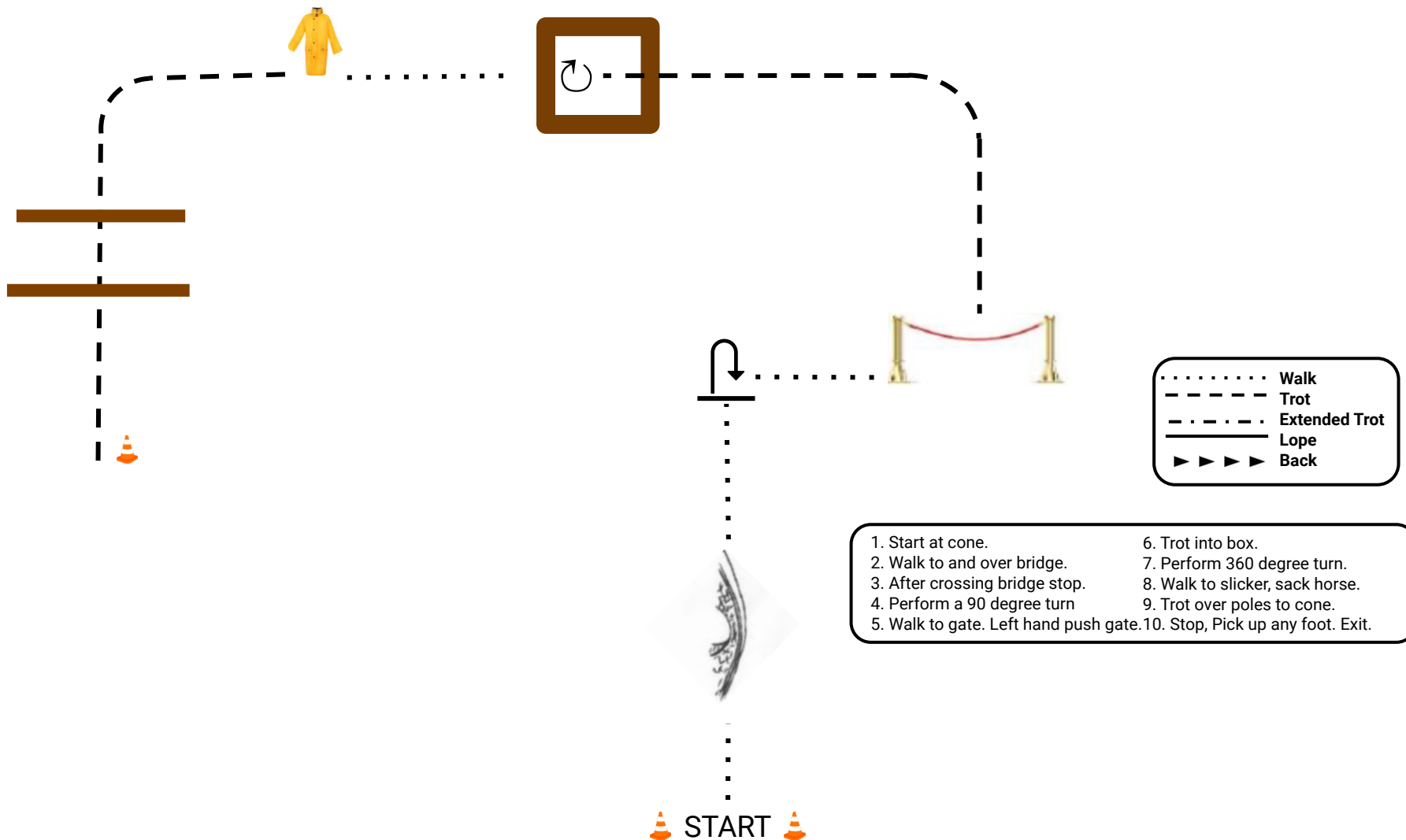
Horsemanship

W/T - Trot instead of lope where indicated.

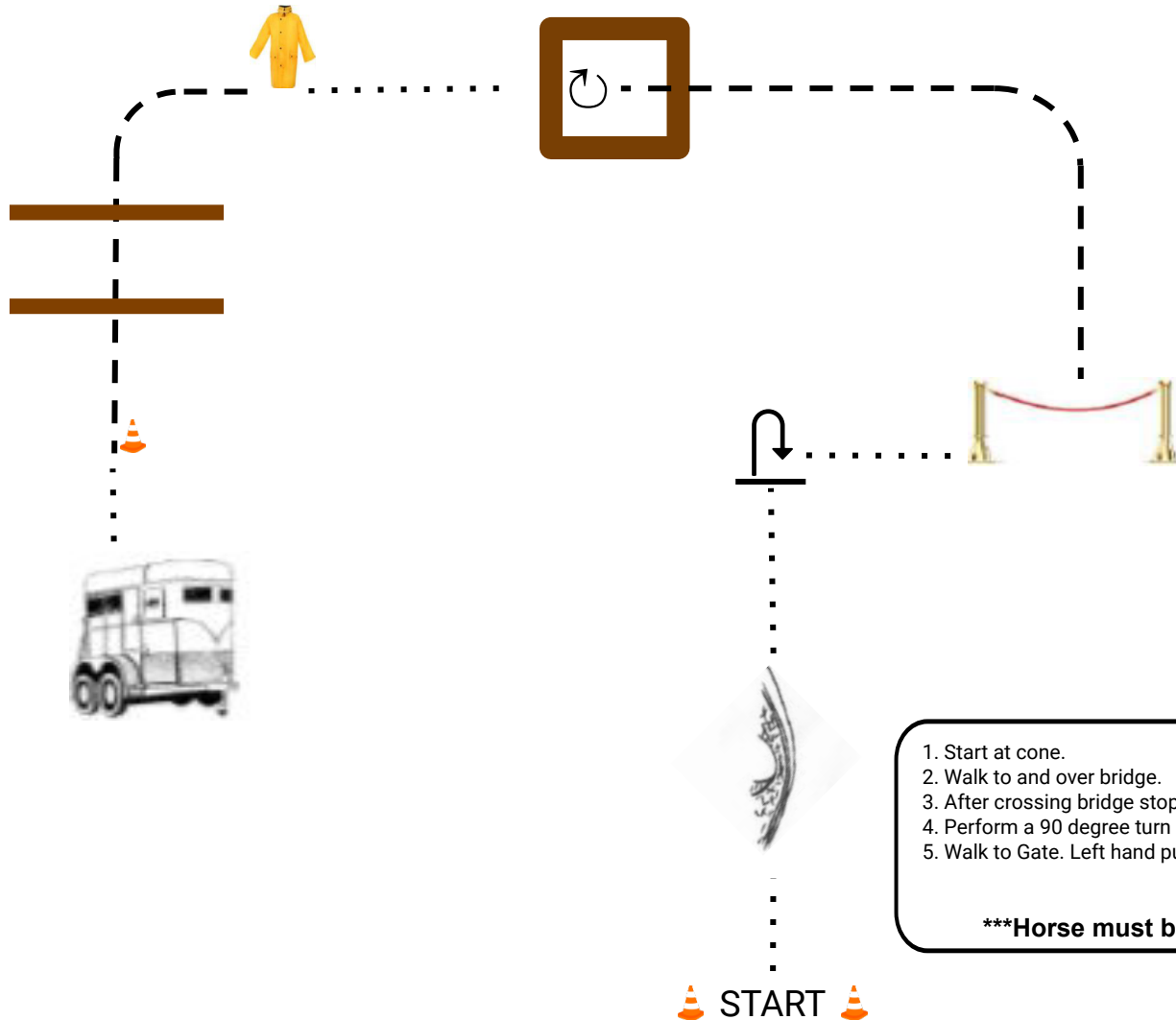


1. Start at A. Extended trot to B.
2. At B regular trot around B.
3. When even with A stop. 360* turn to the left.
4. Left lead to C.
5. At C lead change (simple or flying).
6. Lope right lead around C towards D.
7. Halfway to D break to walk.
8. At D stop. Back 5 steps.
9. Trot to exit.

May 2024: YEARLING IN HAND TRAIL



May 2024: 2 Yr old in hand & Walk/trot restricted

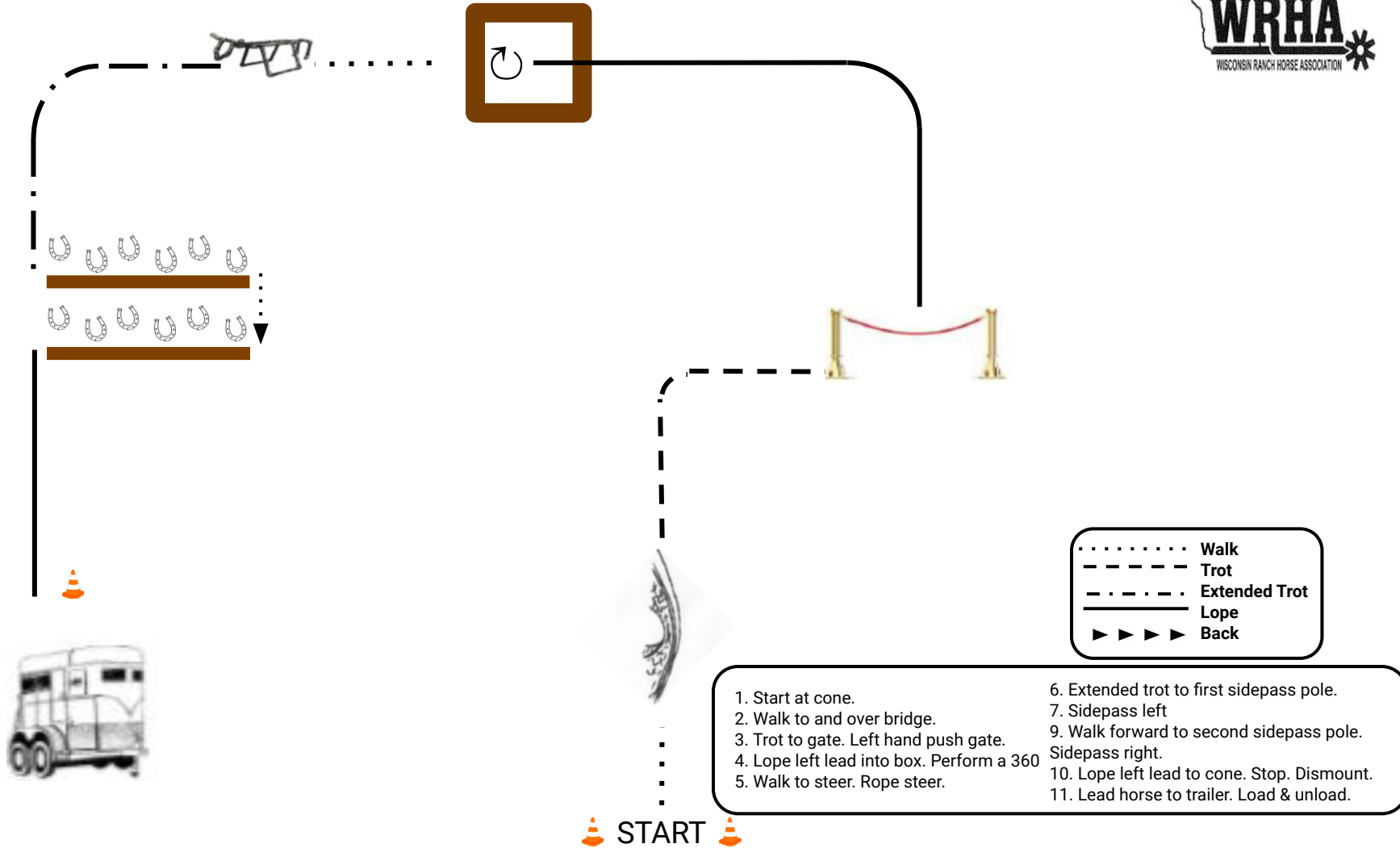


.....	Walk
----	Trot
- . - . - .	Extended Trot
—	Lope
▶▶▶▶	Back

1. Start at cone.
 2. Walk to and over bridge.
 3. After crossing bridge stop.
 4. Perform a 90 degree turn
 5. Walk to Gate. Left hand push gate.
 6. Trot into box.
 7. Perform 360 degree turn.
 8. Walk to slicker, sack horse.
 9. Trot over poles to cone.
 10. Walk to trailer. (W/T dismount) Load and unload horse.
- ***Horse must be saddled*****

May 2024: TRAIL

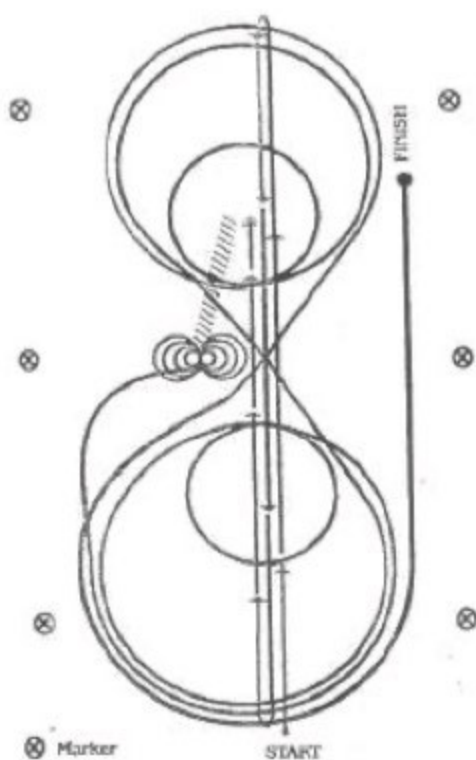
Pattern for all loping classes
All Age, Am, Novice Am, Youth,
GAG, Green Horse



.....	Walk
-----	Trot
- . - . - .	Extended Trot
—————	Lope
▶▶▶▶▶	Back

1. Start at cone.
2. Walk to and over bridge.
3. Trot to gate. Left hand push gate.
4. Lope left lead into box. Perform a 360
5. Walk to steer. Rope steer.
6. Extended trot to first sidepass pole.
7. Sidepass left
9. Walk forward to second sidepass pole. Sidepass right.
10. Lope left lead to cone. Stop. Dismount.
11. Lead horse to trailer. Load & unload.

REINING PATTERN # 1

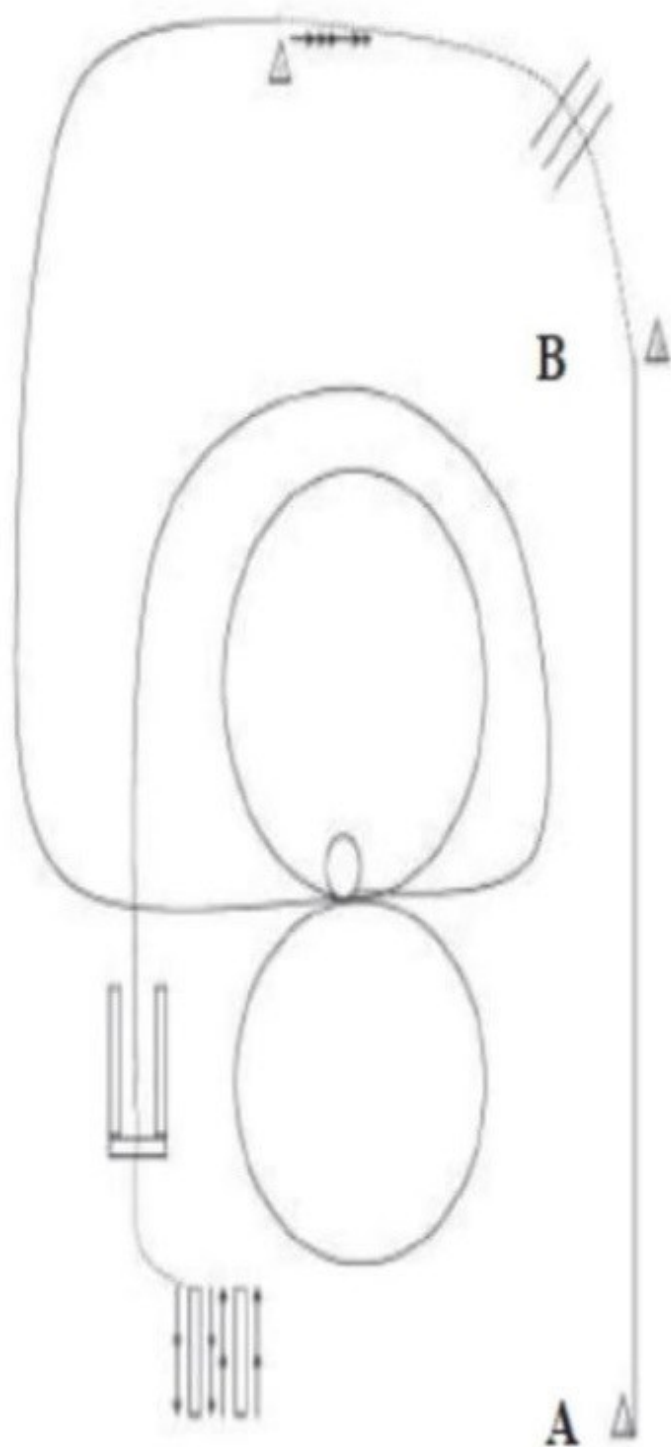


1. Run at speed to the far end of the arena past end markers and do a left rollback— no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete 4 spins to the right.
5. Complete 4¼ spins to the left so the horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 3 circles to the left, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
7. Complete 3 circles to the right, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of pattern.

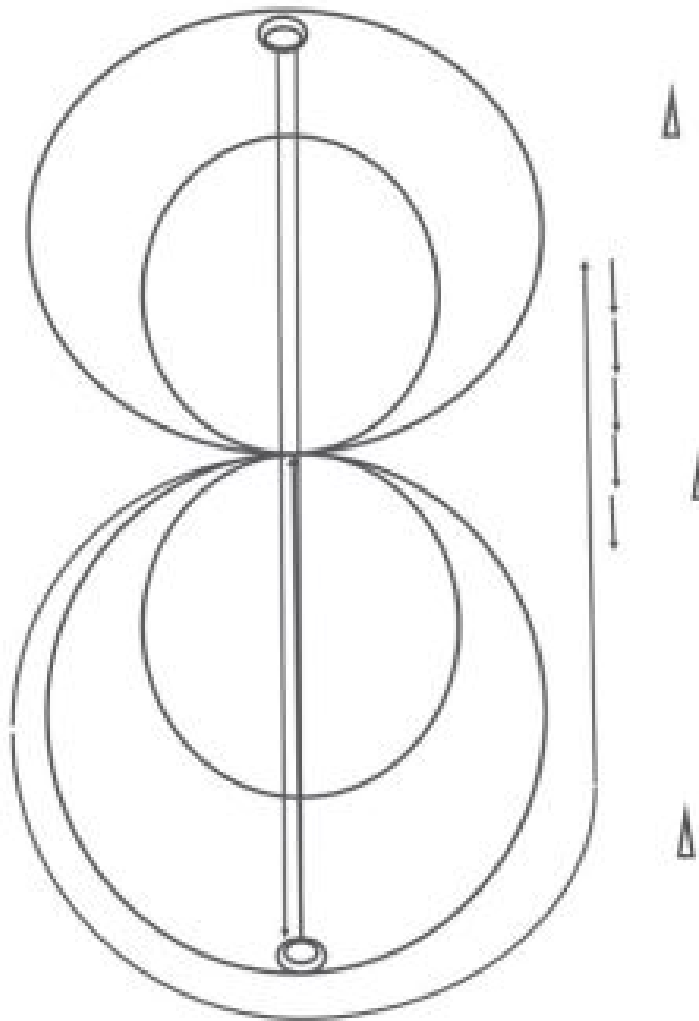
Rider may drop bridle to designated judge.

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.

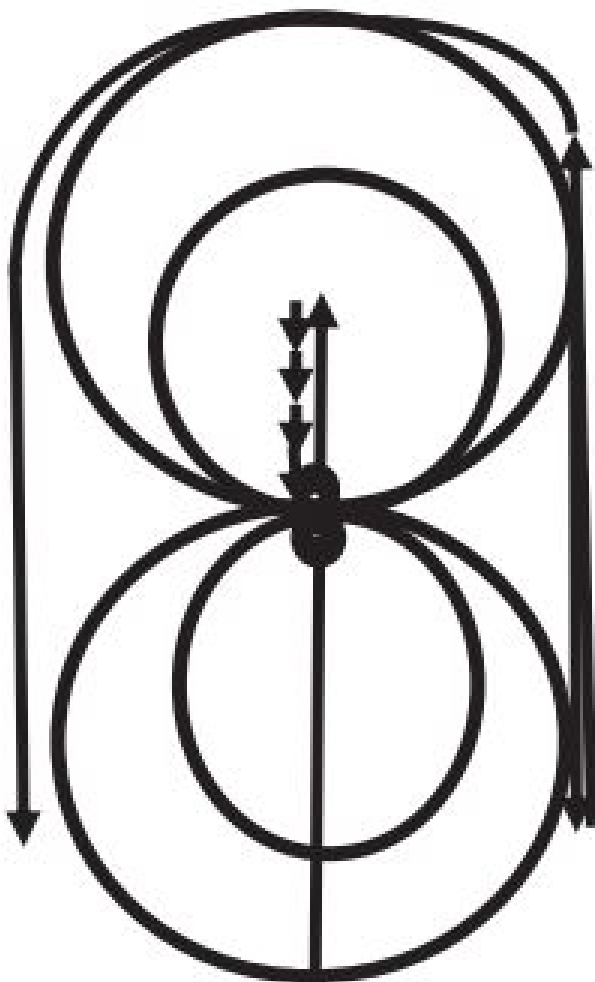


RANCH REINING PATTERN #8



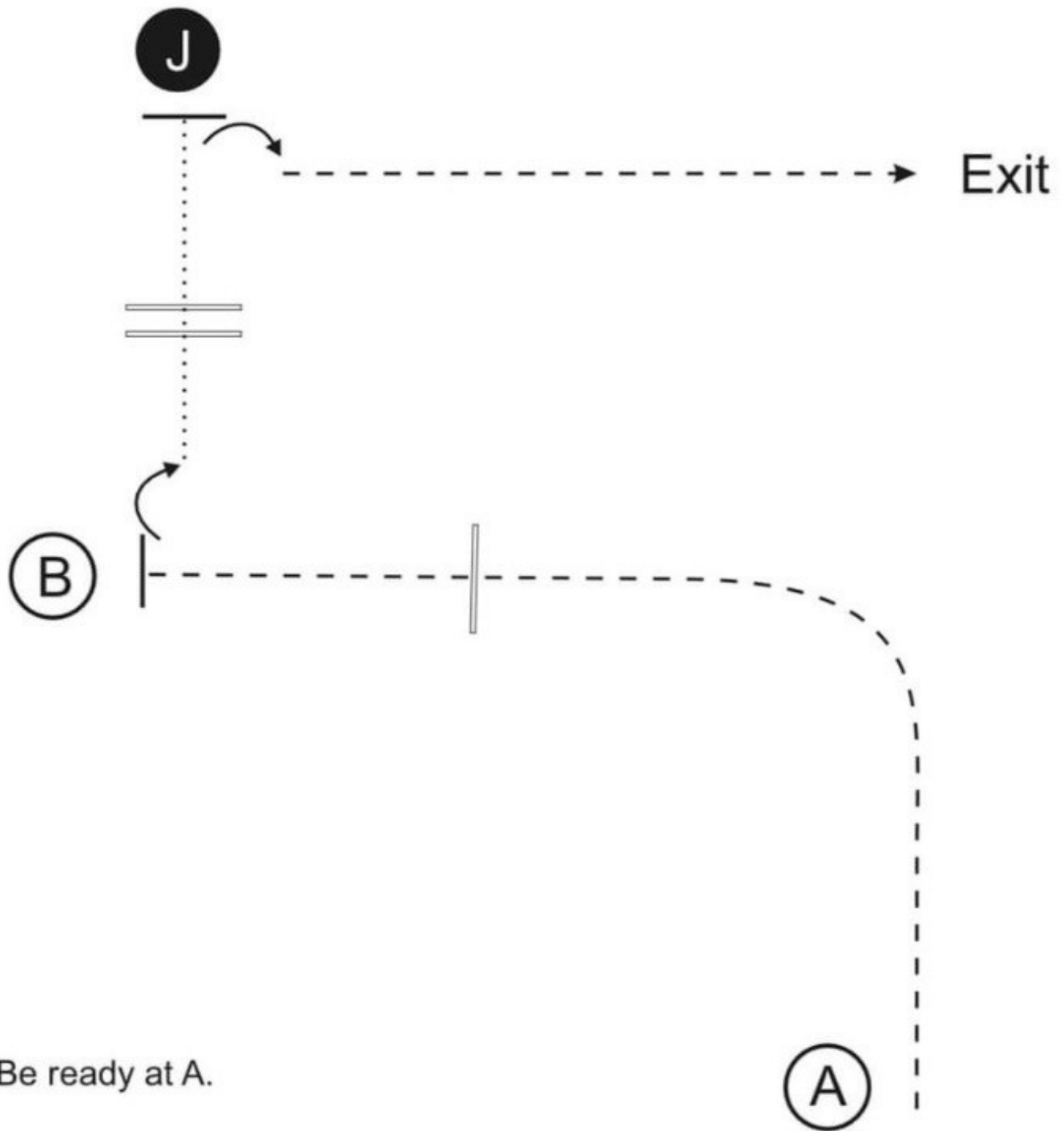
1. Run down past end marker;
Stop.
2. 2½ Spins to the right.
3. Run down past end marker;
Stop.
4. 2½ Spins to the left.
5. Lope left lead up to center
marker and turn left, complete
two circles, the first small
Slow, the second large fast.
6. Change to right lead and
Complete two circles, large
fast 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.

NOVICE RANCH REINING PATTERN # 7



1. Run down center past marker and stop; Back 8-10 feet, 1/4 turn left.
2. Left lead lope large fast, small slow stop.
3. 3 spins left.
4. Beginning on the right lead complete 2 circles the first one large and fast and the second small and slow, stop.
5. 3 spins right.
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 Showmanship



Be ready at A.

1. Trot from A to B over pole
2. Stop at B and perform 90 degree turn
3. Walk to judge over poles
4. Stop and set up for inspection
5. When dismissed, perform a 90 degree turn
6. Trot away from judge, Exit.

Walk.....
Trot - - - - -
Marker (B)
Judge (J)

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 $2\frac{1}{2}$ 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.

○ MARKER

○ MARKER

○ MARKER

