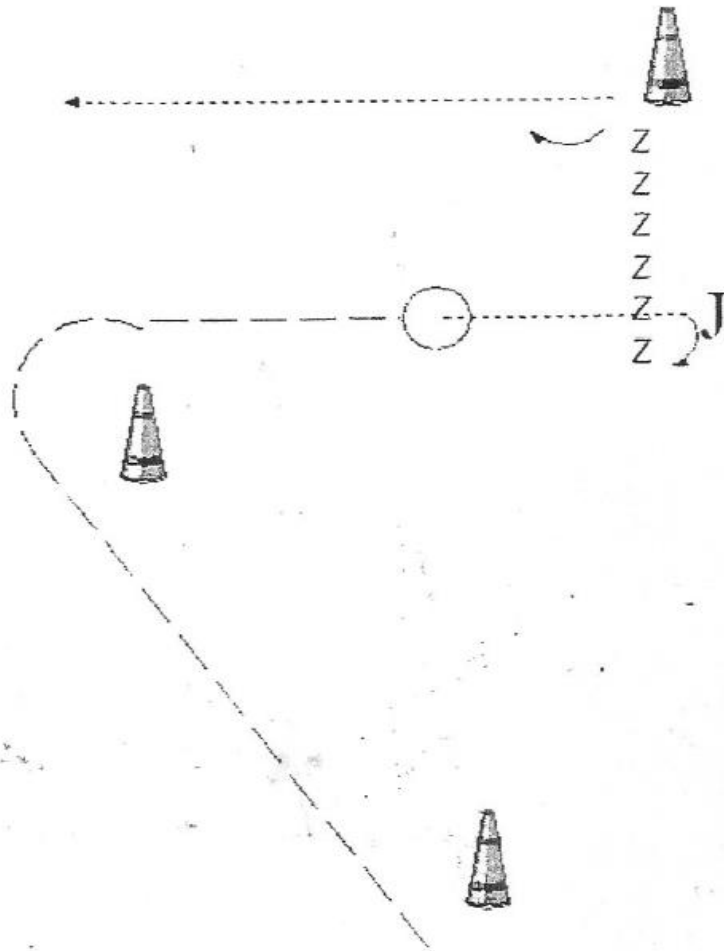


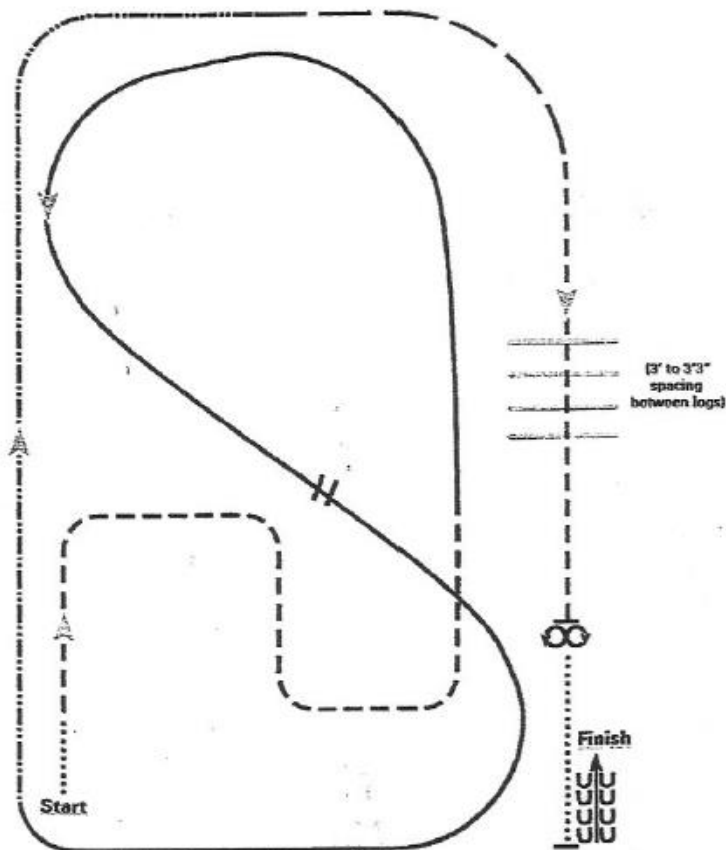
SHOWMANSHIP – all classes



1. Trot from 1st cone around 2nd cone
2. Stop half way to judge
3. Make a 360° turn
4. Walk to judge and set up for inspection
5. When dismissed make a 90° turn and back to last cone
6. Make a 90° turn and walk to line

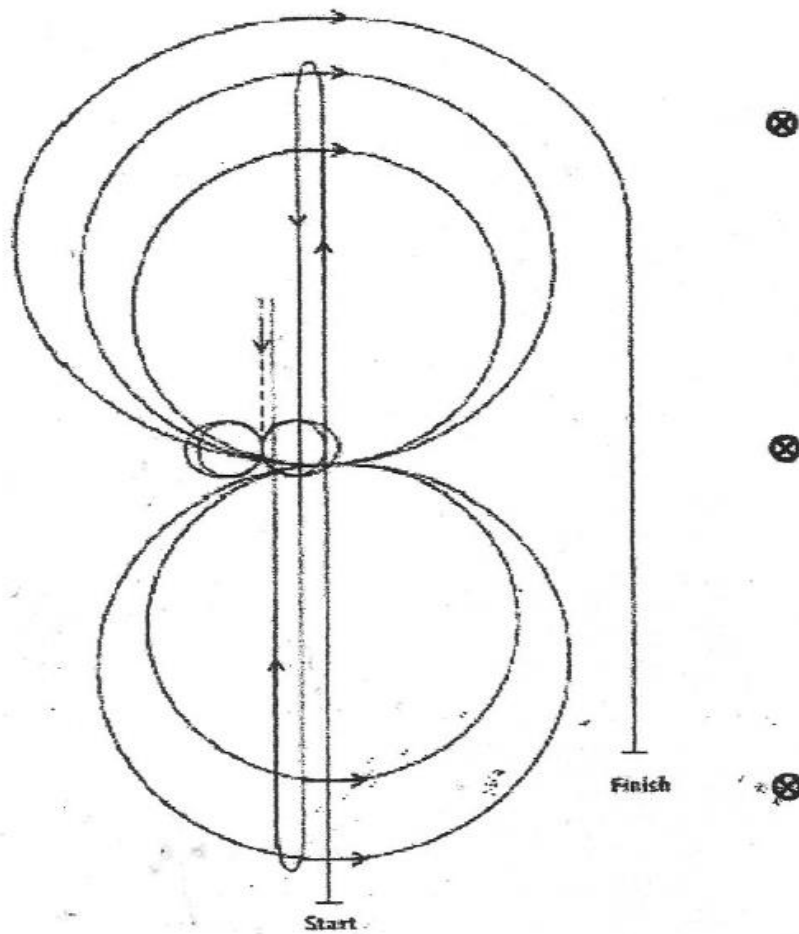
***ALL turns/pivots in Showmanship are to the right!

Ranch Riding Pattern #4



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

Ranch Reining



Ride Pattern as follows:

1. Run with speed to the far end of the arena past the end marker. Do a left rollback. (To avoid a penalty, the horse must be loping when passing the first markers).
2. Run to opposite end of arena past the end marker and do a right rollback.
3. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet.
4. Complete two right spins
5. Complete two and 1/4 left spins. Horse to be facing left fence.
6. Beginning on the Right Lead, Complete two circles to the right. First circle to be large and fast. Second circle to be small and slow. Change leads at the center of the arena.
7. Complete two left circles. First circle large and fast and second circle small and slow. change leads at the center of the arena.

8. Begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena at least 20 feet from fence. Run past center marker and do a sliding stop. Hesitate.