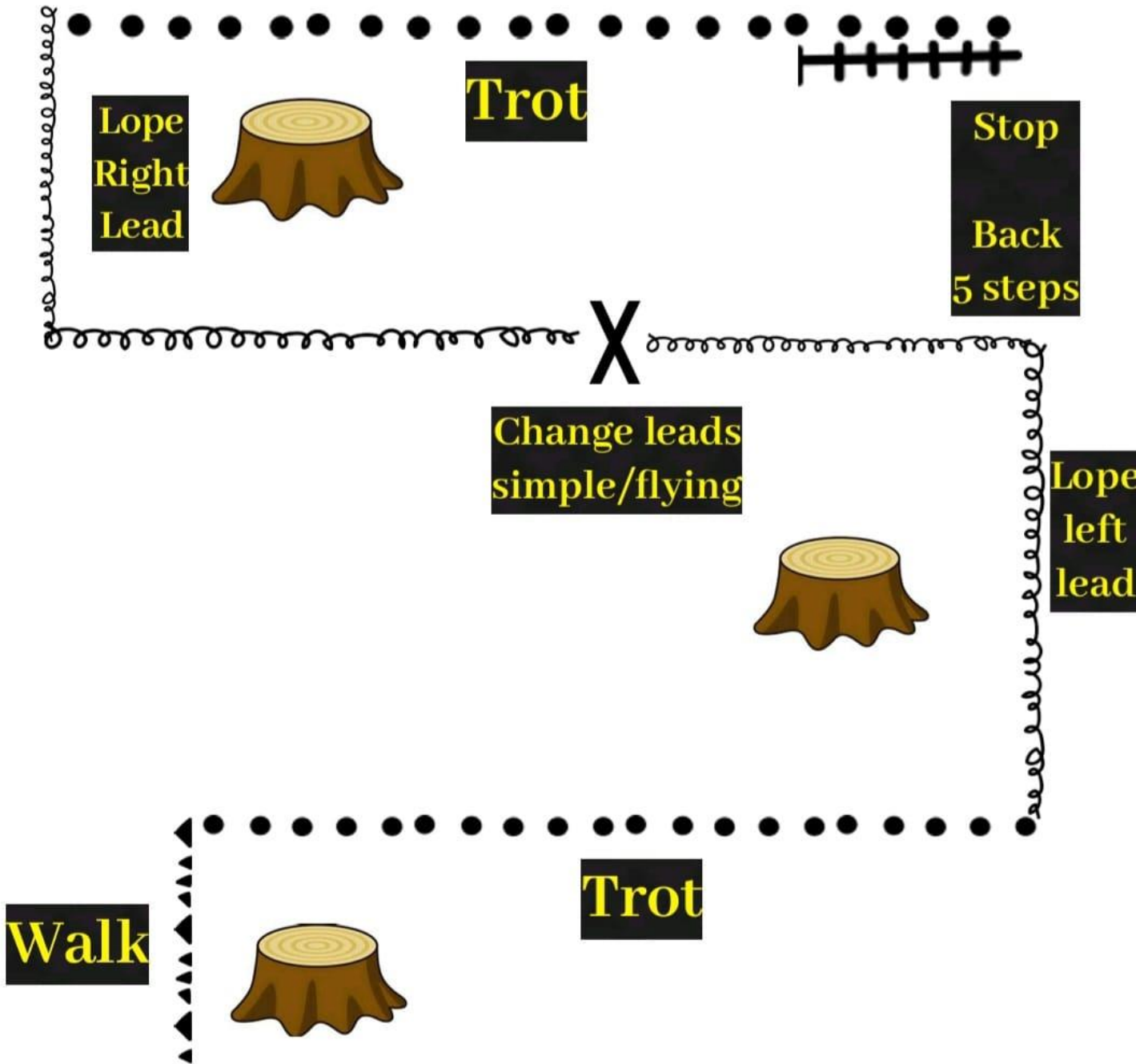
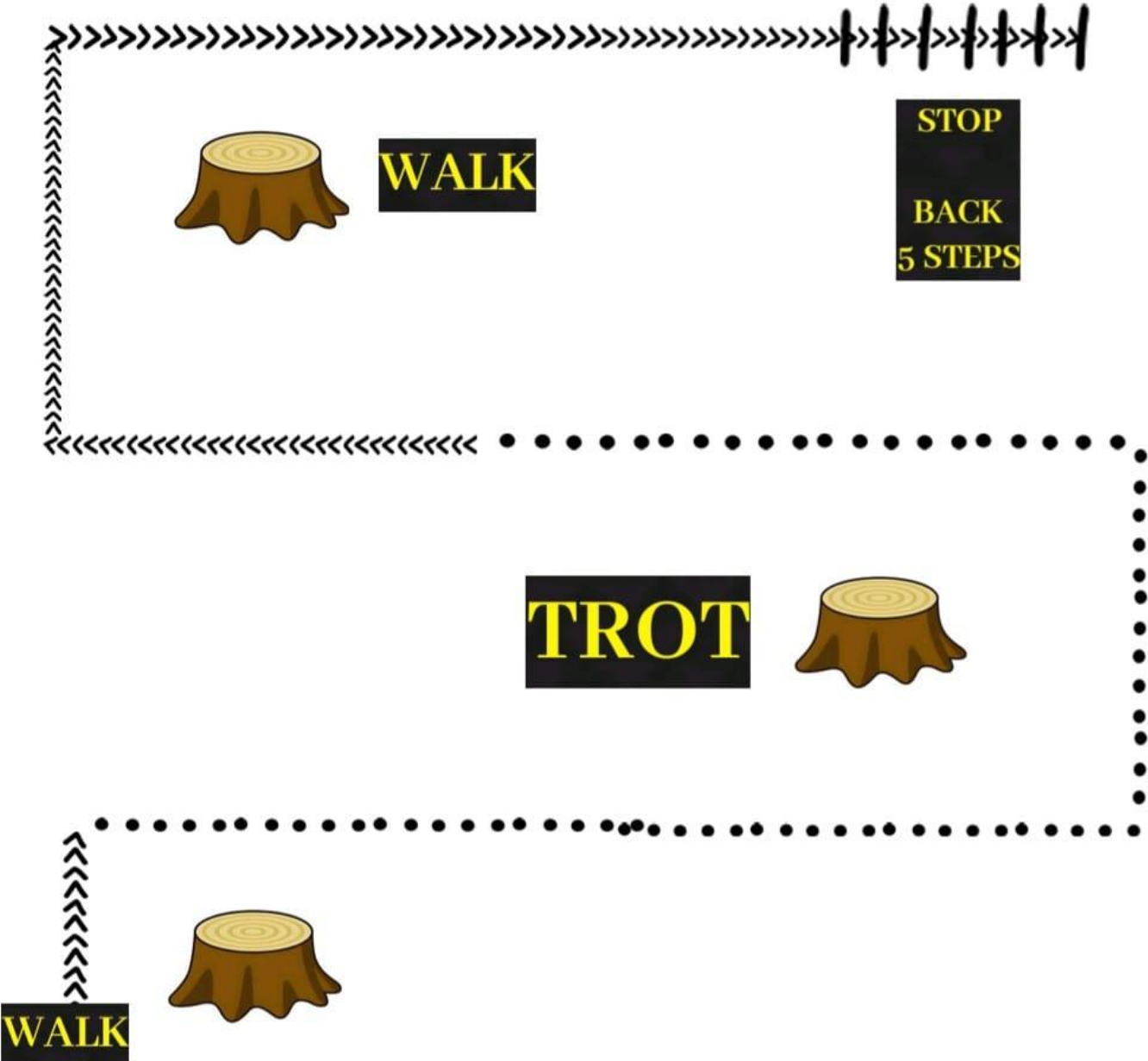


# Showmanship All Classes

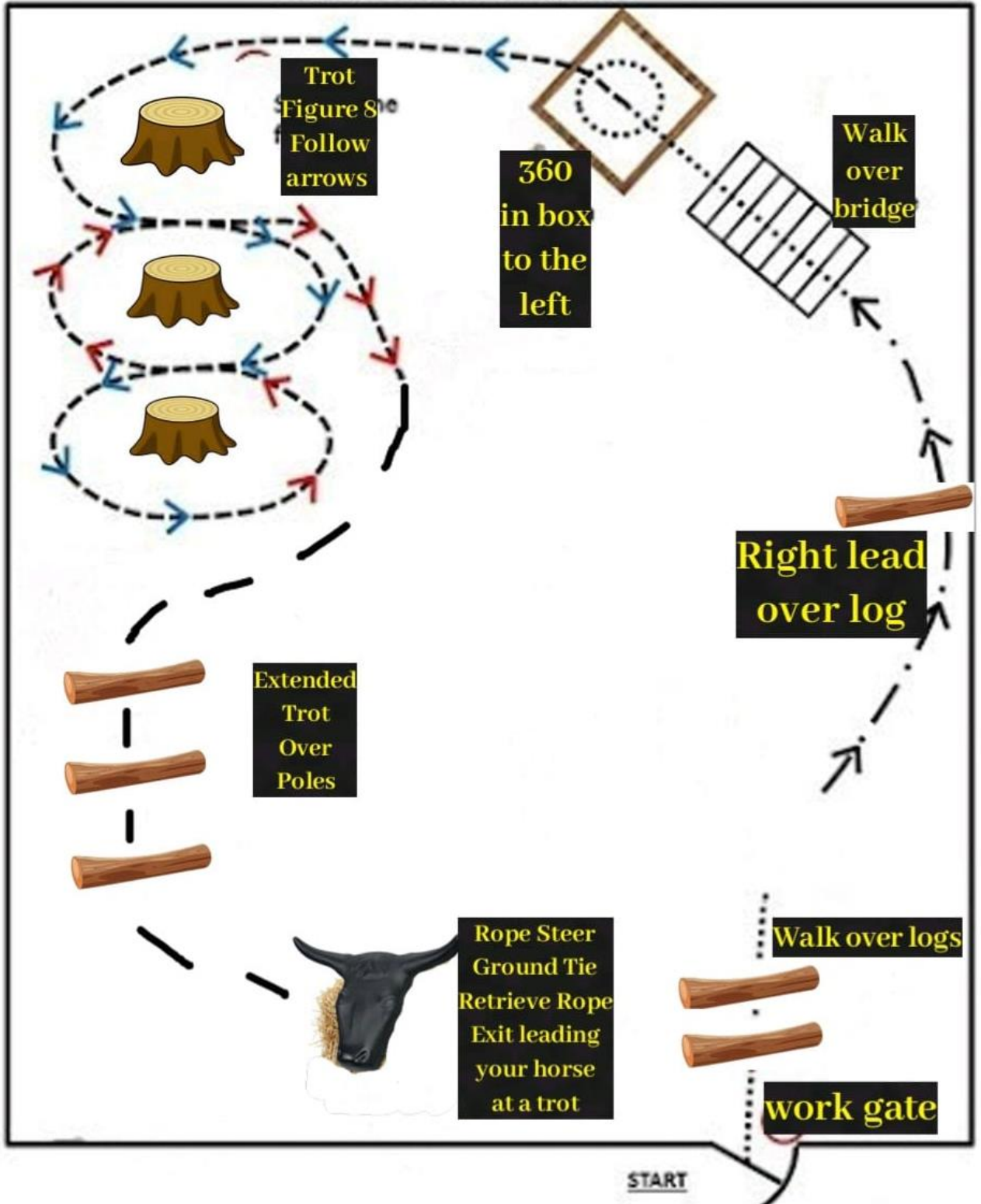


# Horsemanship

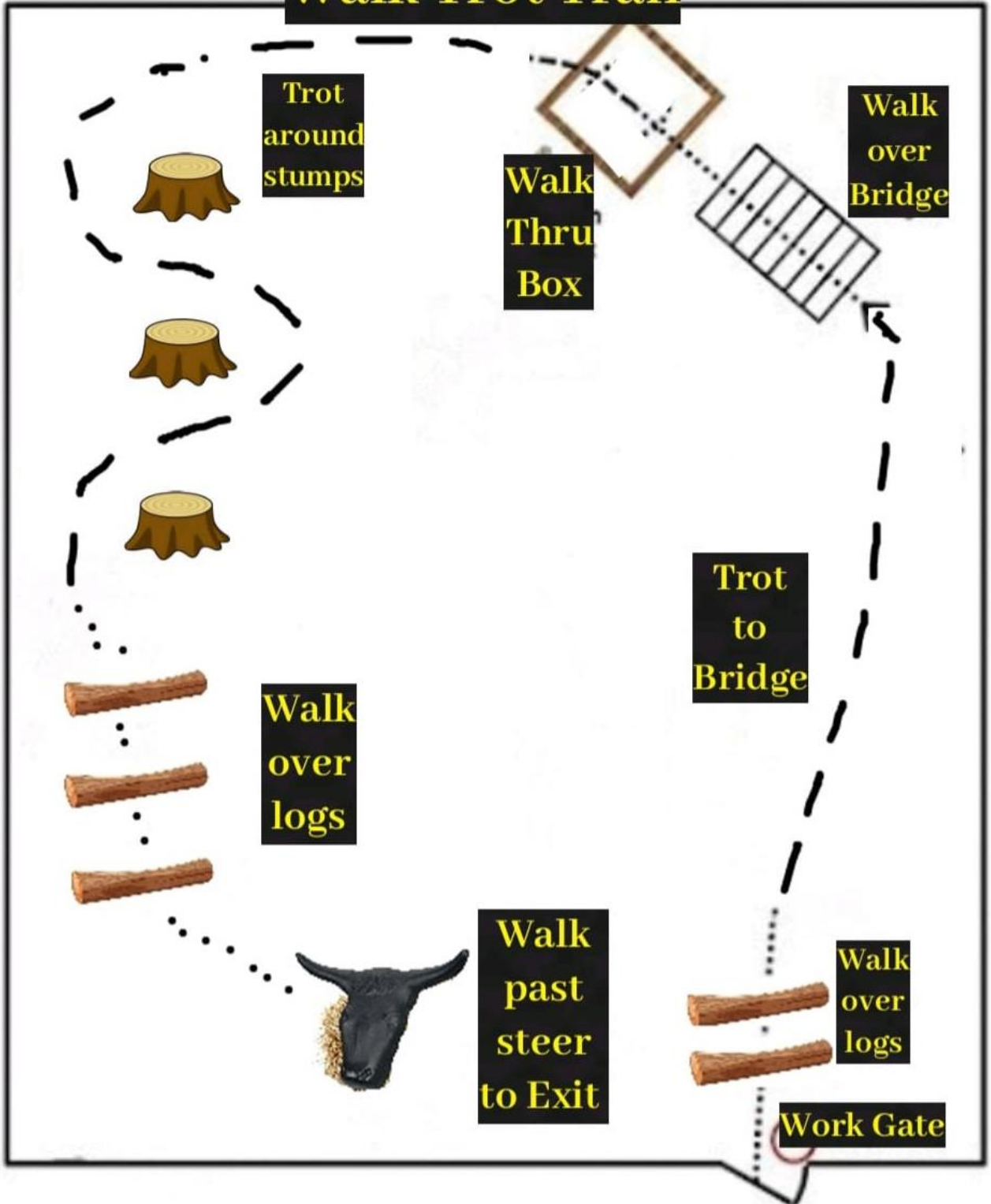


**WALK TROT HORSEMANSHIP**

# Ranch Trail Pattern

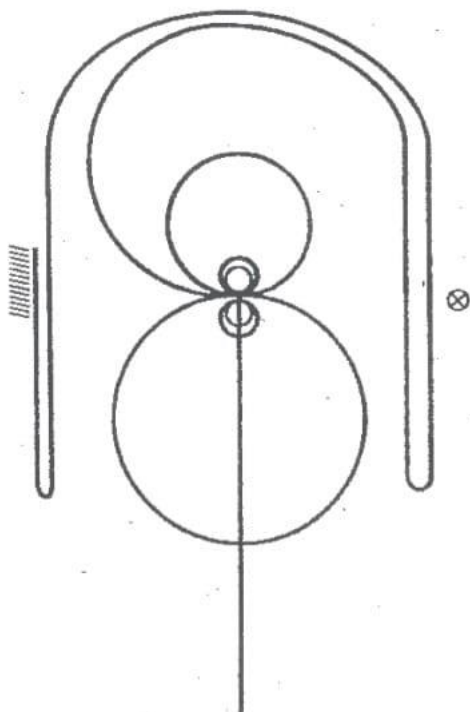


# Walk Trot Trail





## WORKING RANCH HORSE PATTERN # 2



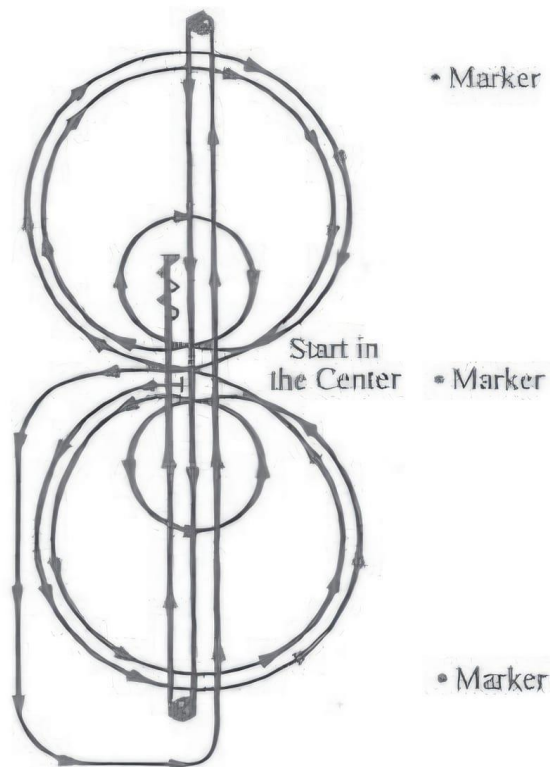
### MANDATORY MARKERS ALONG FENCE OR WALL- RIDE PATTERN AS FOLLOWS:

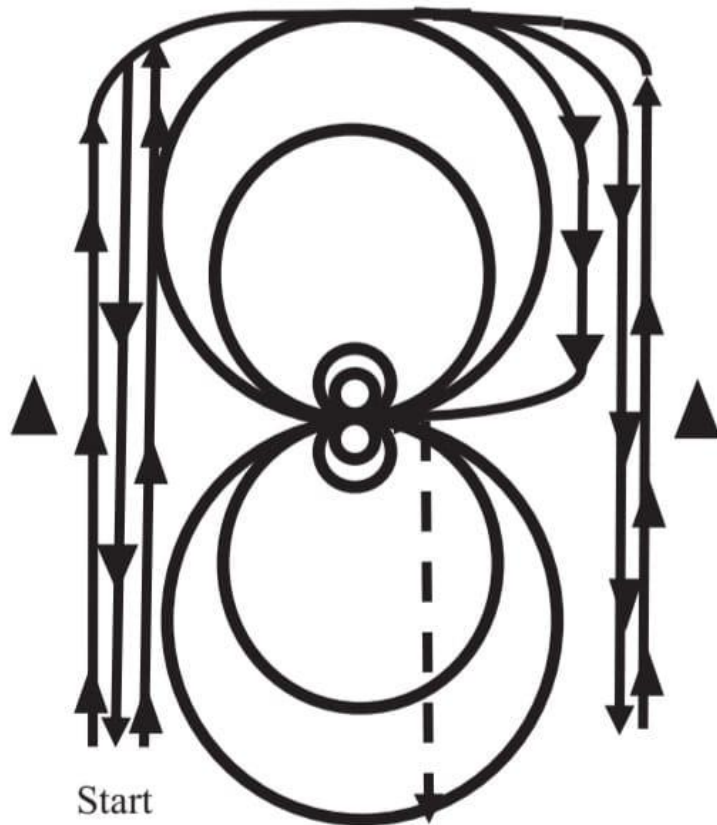
1. Start at end of arena. Run down middle to center marker to a square sliding stop.
2. Complete 2 spins to right.
3. Complete 2  $\frac{1}{4}$  spins left.
4. Begin on right lead and complete one circle right small and slow. Change leads.
5. Complete one circle left large and fast. Change leads.
6. Continue loping around end of arena without breaking gait. Run 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. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.

## WORKING COW HORSE PATTERN # 2

**TROT TO CENTER OF ARENA, STOP.  
START PATTERN FACING TOWARDS  
JUDGE.**

1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of the arena.
2. Complete 3 circles to the right. The first large and fast, the second small and slow, the third large and fast. Change leads at the center of the arena.
3. Continue loping to run down.
4. Run to far end past the marker to a sliding stop. Hesitate.
5. Complete 3½ spins to the left. Hesitate.
6. Run to far end past markers to a sliding stop. Hesitate.
7. Complete 3½ spins to the right. Hesitate.
8. Run past center marker to a sliding stop. Hesitate.
9. Back at least 10 feet. Hesitate to complete pattern.





**NOVICE  
RANCH REINING  
PATTERN 10**

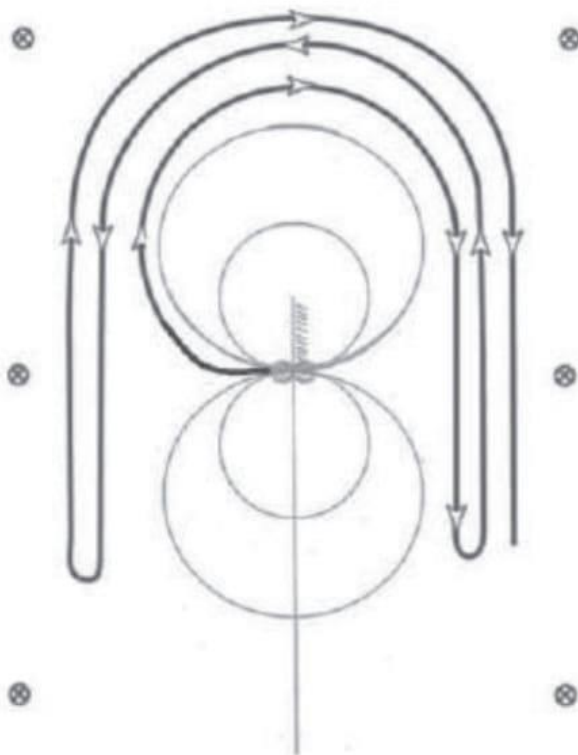
1. Start on left side of arena, Lope on your right lead around end and run past center marker, Stop, Roll back left.
2. Run past center marker, Stop, Rollback right.
3. Lope back around end at center marker close into right circle. Complete 2 circles on the right lead the first one a small slow, second a large fast, Stop in center.
4. 2 Spins Right.
5. On the left lead complete two circles the first large and fast, second small slow, Stop at center.
6. 2 Spins Left, hesitate;
7. Back 8 –10 feet; exit arena at trot.



## RANCH REINING PATTERN #6

1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4.  $3\frac{1}{4}$  to the left.
5. Begin on the right lead, lope circles , first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left.
8. Rundown and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.

*Rider must drop bridle to the designated judge*





# In-Hand Trail Pattern - 2yr olds must be saddled

