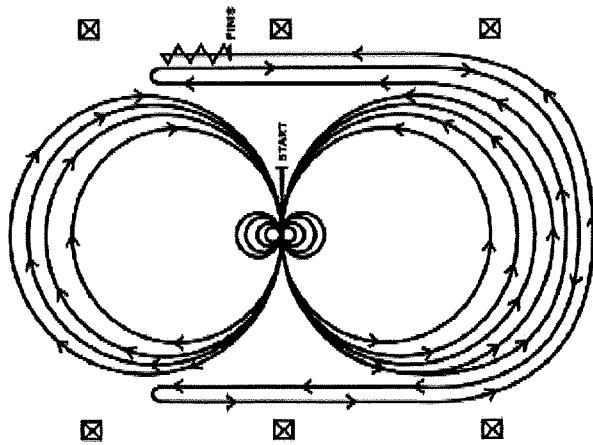


All Reining

ALL RANCH RIDING

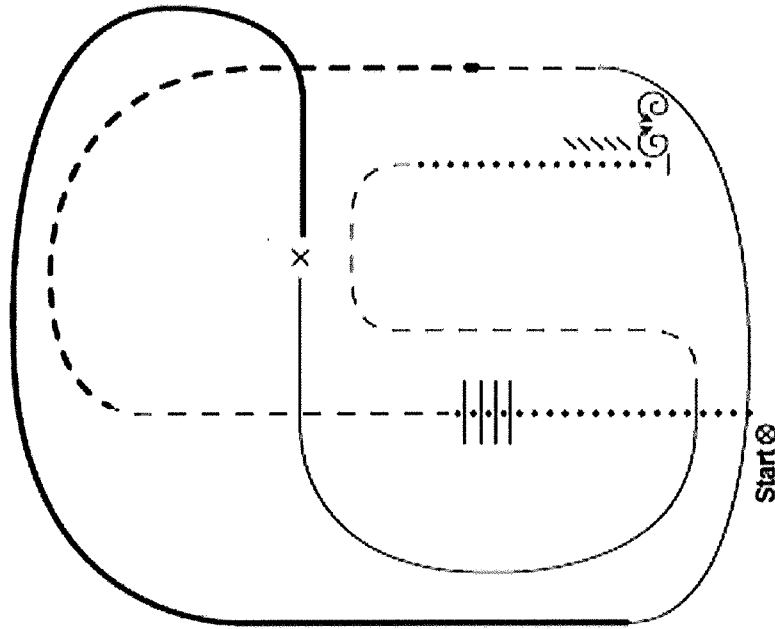


PATTERN 5

Horse may walk or jog to the center of the arena. Horse must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

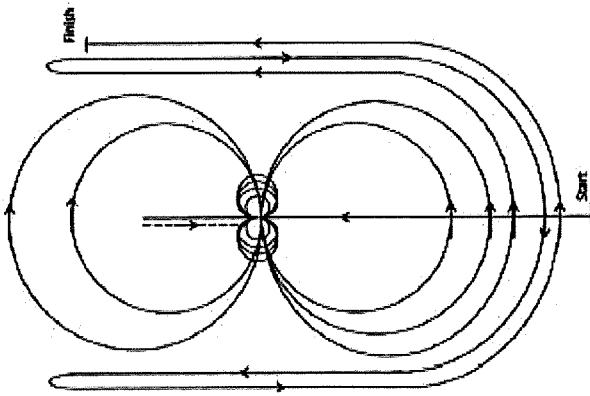
1. Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Combine around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and stop before to the designated judge.



- I. Walk and walk over legs
2. Trot
3. Extended trot; collect to trot
4. Lope - right lead
5. Extended lope
6. Change leads (simple or flying)
7. Lope - left lead
8. Trot
9. Walk
10. Stop; 360 degrees in both directions (either way first); back 2 horse lengths
- III. Exit at a walk or trot

All Ranch Riding



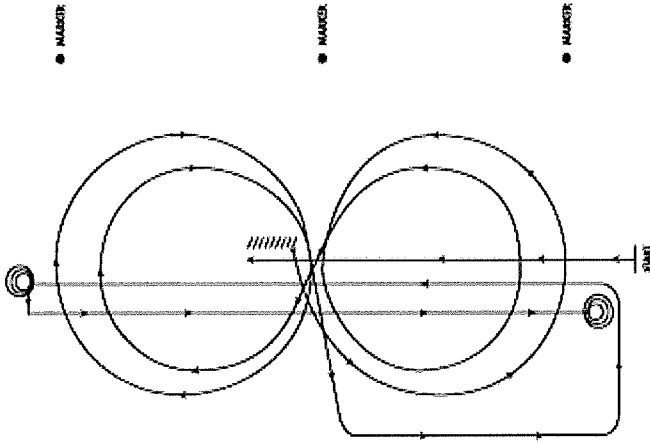
RANCH REINING PATTERN 5

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run up 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 slow completion of pattern.

All Cowhorse & Boxing




Working Cow Horse Pattern #5

This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena.
 2. Run past the center marker and stop.
 3. Back up at least 10 feet.
 4. Complete 1/4 turn to the left.
 5. Complete two circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
 6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
 7. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
 8. Complete 3 1/2 spins to the right.
 9. Run down center of arena past end marker and come to a square sliding stop.
 10. Complete 3 1/2 spins to the left.
 11. Hesitate to complete pattern.
- Pattern 5
1. Stop and back up and 1/4 turn
 2. Left circles
 3. Right circles
 4. Stop
 5. 3 1/2 spins right
 6. Stop
 7. 3 1/2 spins left

back 

walk 

jog 

extended trot 

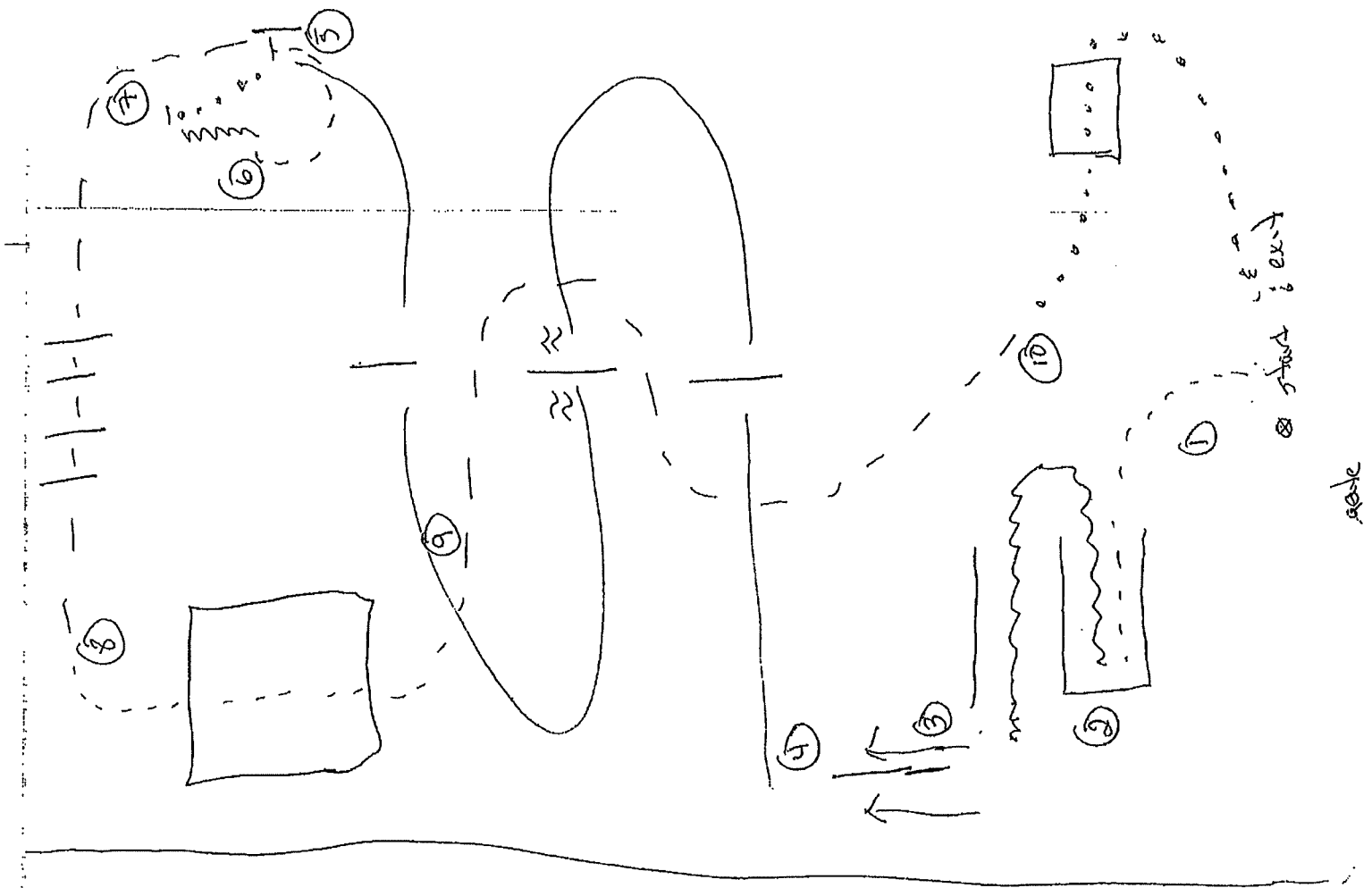
lope 

side pass 

Be ready at marker

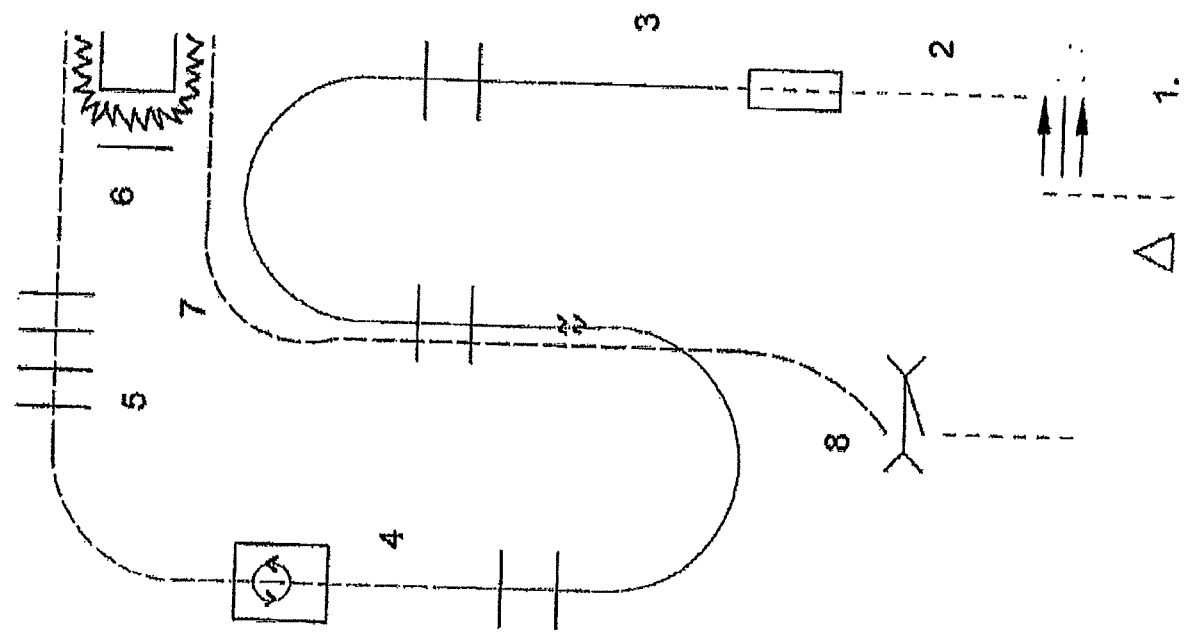
1. Jog into box, stop.
2. Back up (u-turn)
3. Sidepass left over pole
4. Lope left lead over log, change lead over or near 2nd log, continue right lead over 3rd log, lope to rope
5. Stop, pick up rope, walk forward. Stop, build loop, Throw rope in front of horse, back five steps, re-coil rope.
6. Jog left circle, stop replace rope.
7. Extend trot over poles.
8. Collect trot, collect trot through box.
9. Extend trot, serpentine around logs
10. Walk, walk over bridge, walk out of arena.

Ranch Trail



reside

ALL OPEN TRAIL → NP → YOUTH

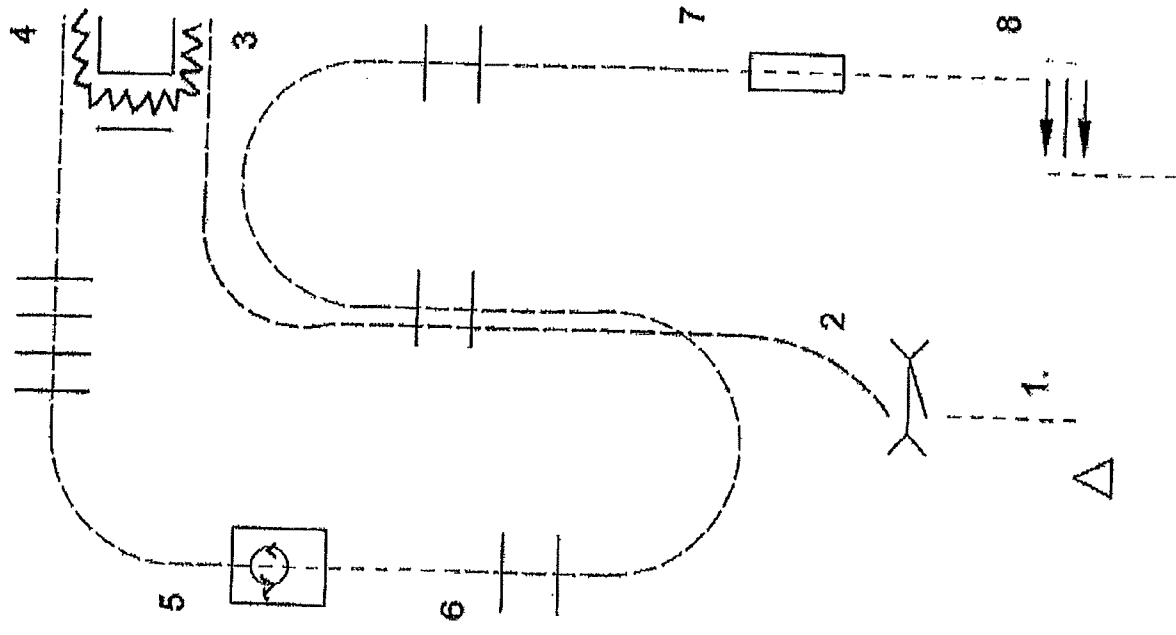







WALK - - - - -
 JOG _____
 EXT JOG - - - - -
 LOPE - - - - -
 BACK ~~~~~

Be ready at marker

1. Walk to pole, sidepass right
2. Walk over bridge.
3. Lope left lead over two pairs of poles, change leads and lope in right lead over poles.
4. Jog into box, stop and turn 360 to left.
5. Jog over poles and stop by back through.
6. Back around box, through chute.
7. Extend the jog over poles to gate.
8. Work gate with left hand, walk to exit

ALL WALK TROT TRAIL



- WALK 
- JOG 
- EXT JOG 
- LOPE 
- BACK 

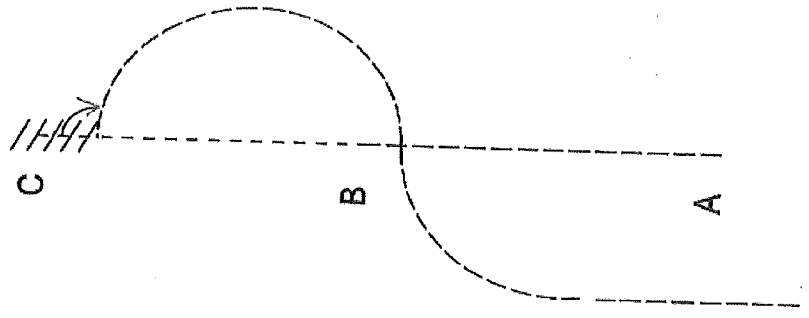
Be ready at marker

1. Walk to gate, work with right hand.
2. Extend the jog over poles to back through.
3. Back around box, through chute.
4. Jog over logs and into box, stop.
5. Turn 360 to the left and walk out of box.
6. Jog serpentine over poles.
7. Walk over the bridge.
8. Sidepass right over pole and walk to exit.

WESTERN EQUITATION - WALK-TROT

1

ALL WALK TROT

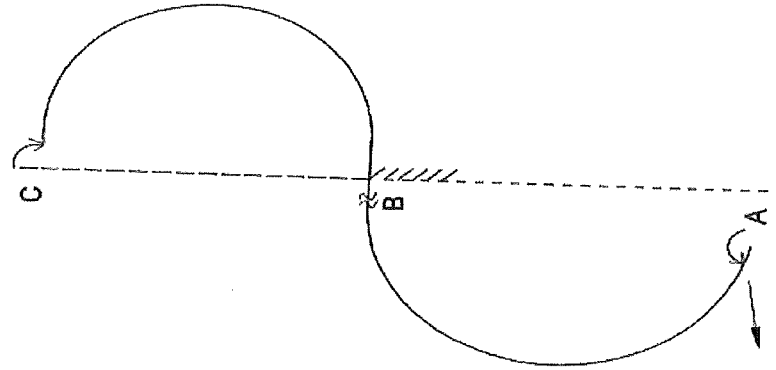


1. Begin at A, jog to B.
2. At B, walk to C and stop.
3. Back 5 steps and turn 90 on hindquarters to right.
4. Jog 1/2 circle to B.
5. Continue at jog to left, jog to exit.

KATHRYN ERICKSON

WESTERN HORSEMANSHIP

ALL

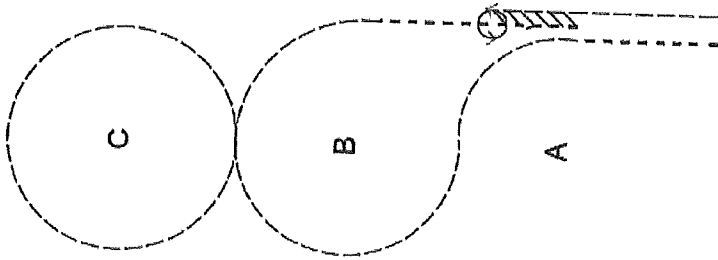


1. At A, extended jog to B.
2. At B, stop and back 5 steps, jog to C.
3. Stop at C, turn right 90 on hindquarters. Canter right lead 1/2 circle.
4. At B, execute a simple or flying lead change, lope 1/2 circle to left.
5. Stop in front of A. Turn right 180 on forehand. Exit at a walk.

KATHRYN ERICKSON

HUNT SEAT EQUITATION
WALK - TROT

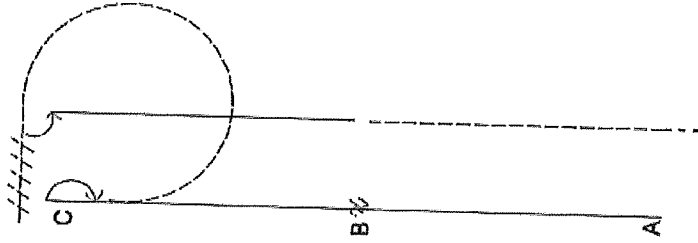
ALL WALK TROT



1. Begin before A. Walk to A.
2. At A, posting trot serpentine around B and in a circle around C.
3. When even with B, break down to a walk to A.
4. At A, stop. Back 5 steps. Turn 360 on hindquarters to left.
5. Posting trot forward, exit or return to line up.

HUNT SEAT EQUITATION

YOUTH
NON PRO
MASTERS



1. Canter on the left lead from A, changing leads at B, continue to C.
2. At C, stop, turn 180 on the haunches to the right.
3. Circle to the left, posting trot to a point above C.
4. When even with C, stop and back 5 steps.
5. Turn 90 on the forehead to the left.
6. Canter on the right lead from C to B, break down to a sitting trot.
7. When even with A, stop. Walk forward and exit/return to line up at the walk.