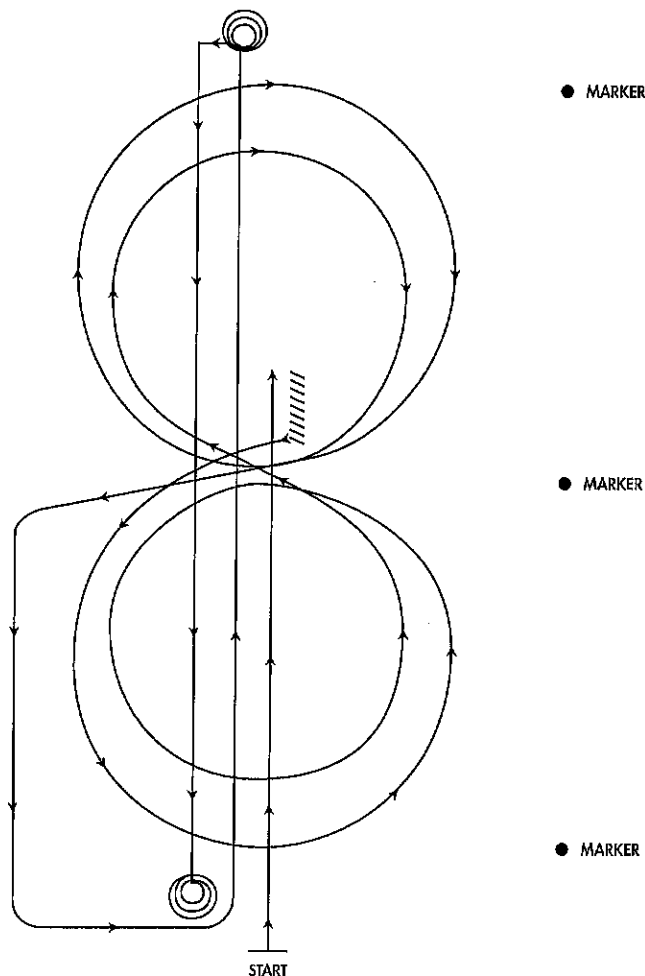


ALL WORKING  
COW HORSE

Classes #1, 2, 3

All Boxing

Classes #4, 5



### 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  $\frac{1}{4}$  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  $3\frac{1}{2}$  spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete  $3\frac{1}{2}$  spins to the left.
11. Hesitate to complete pattern

#### Pattern 5

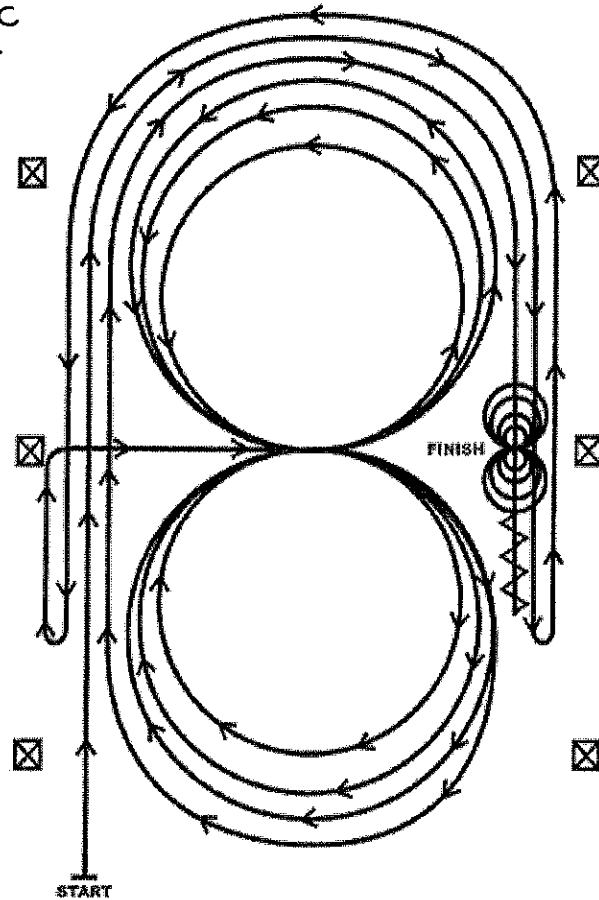
- |  |                               |
|--|-------------------------------|
| 1. Stop and back up and $\frac{1}{4}$ turn | 5. $3\frac{1}{2}$ spins right |
| 2. Left circles                            | 6. Stop                       |
| 3. Right circles                           | 7. $3\frac{1}{2}$ spins left  |
| 4. Stop                                    |                               |

# OPEN REINING

SR Reining #24

JR Reining #27

Hack/SB Runy #30



## **PATTERN 3**

1. Beginning and staying at least 20 feet (6.09 millimetre) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least twenty feet from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3.05 m). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

*Exhibitor may be requested to dismount and drop bridle to the designated judge.*

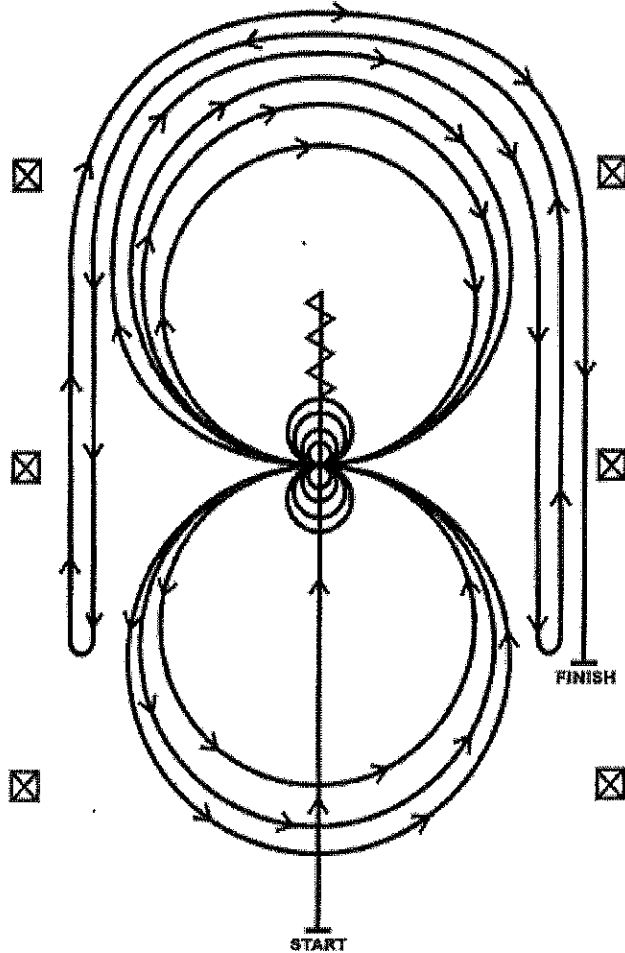
YOUTH & NP

YTH REINING #25

NP REINING #26

MASTERS #28

NOVICE NP #29

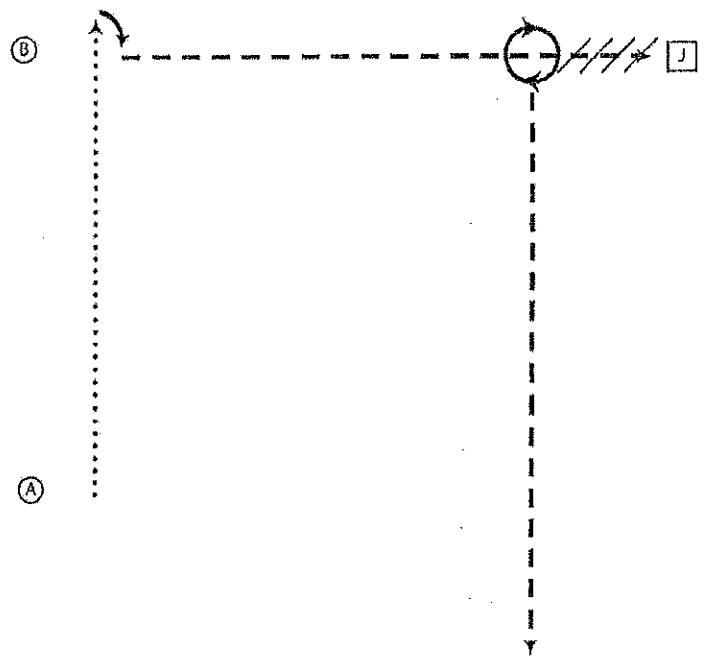


### PATTERN 10

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three 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 marker and do a left roll back at least 20 feet (6.09 m) 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 roll back 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 down 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. Hesitate to demonstrate completion of pattern.

*Exhibitor may be requested to dismount and drop bridle to the designated judge.*

**SHOWMANSHIP**      53 Youth Walk Trot    54 NP Walk Trot    55 NP Novice



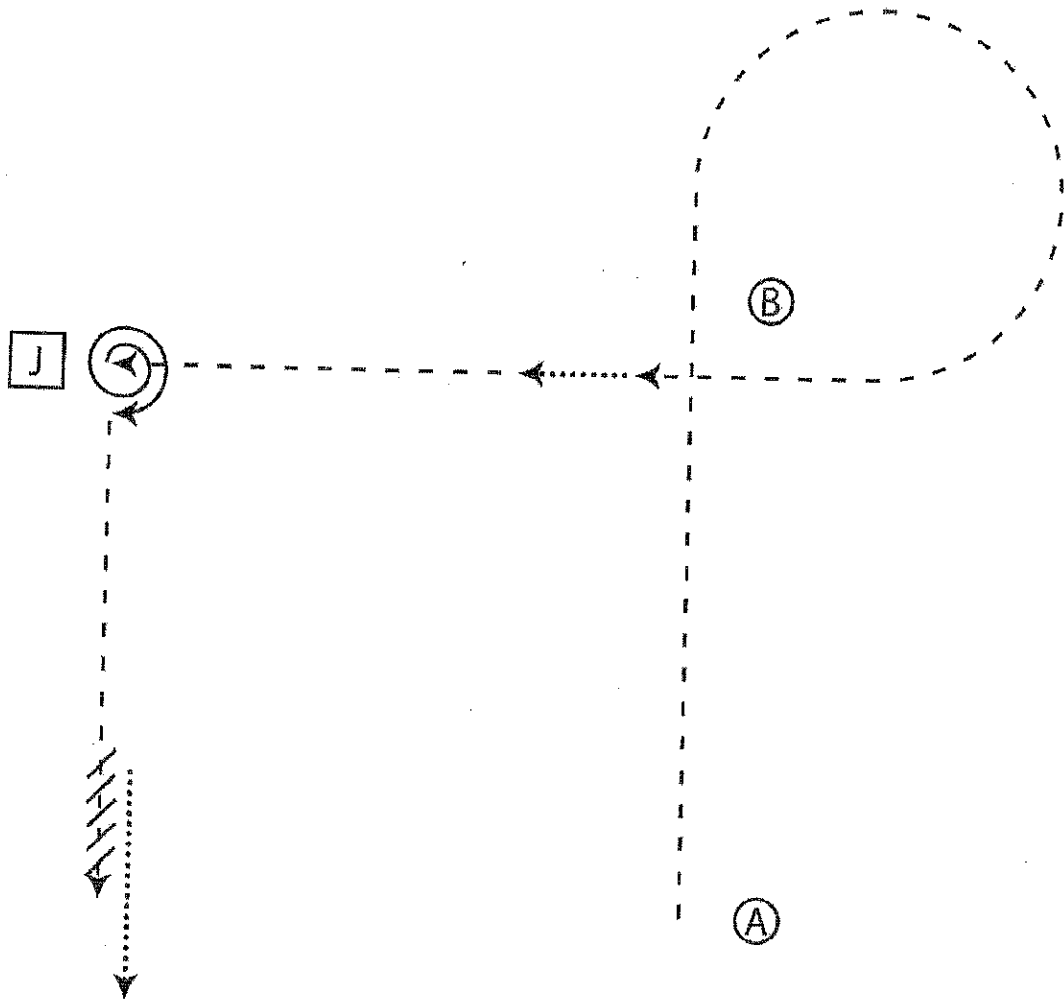
**KEY**      **INSTRUCTIONS**

- ..... Walk
- Trot
- \\\\\\\\\\\\\\\\\\\\ Back
- Ⓐ      Marker
- ⓐ      Judge

1. Start at A. Walk to B.
2. Execute a 90° turn to the right.
3. Trot to Judge, stop. Setup for inspection.
4. When excused back away.
5. Complete a 45° turn to the right.
6. Trot to exit the arena.

56 Non Pro  
57 Youth

# Showmanship at Halter



## KEY

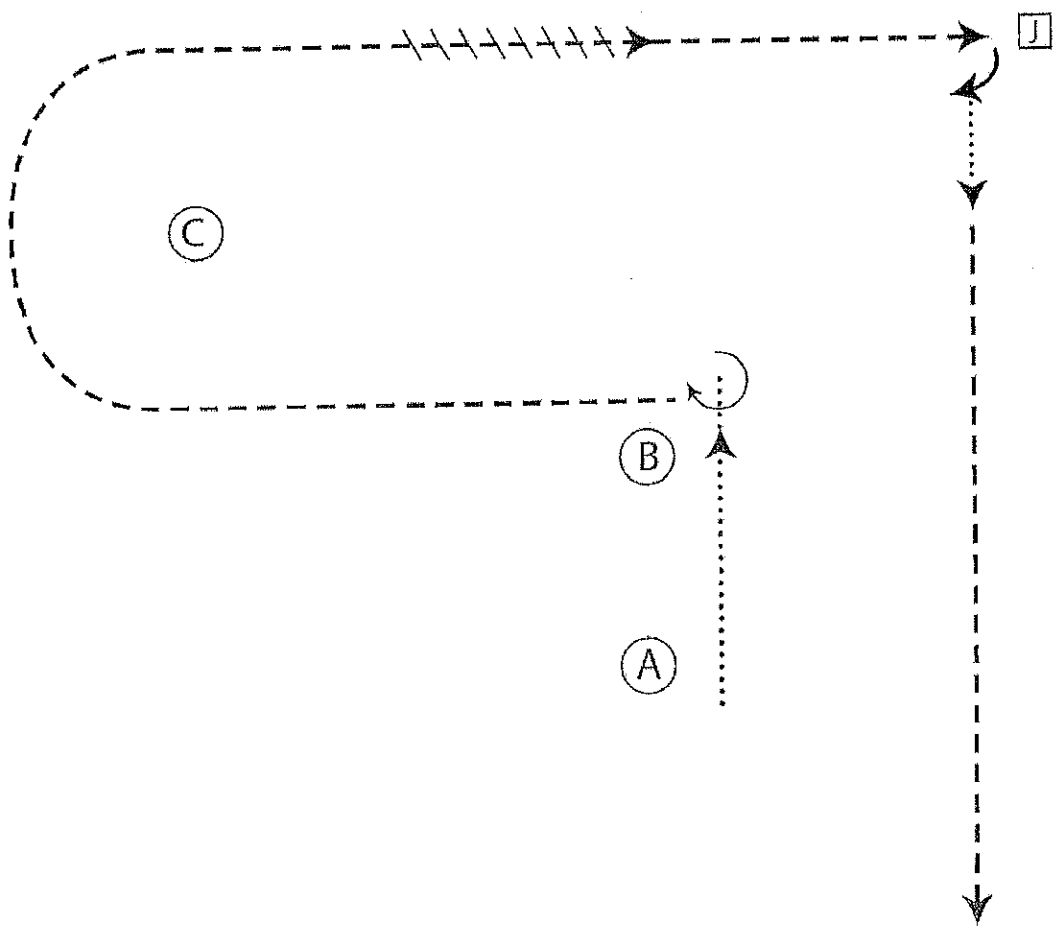
.....	WALK
- - - - -	JOG
//////	BACK
Ⓐ	MARKER
ⓙ	JUDGE

## INSTRUCTIONS

1. Begin at A. Jog from A to B and then in a circle around B and toward the Judge.
2. Break down to a walk for 3 steps and then jog a straight line to the Judge. Stop and set up for inspection.
3. When excused, execute a 630-degree turn (1 3/4).
4. Jog a straight line until even with A.
5. At A, stop and back.
6. Walk forward and exit the arena at a walk.



**SHOWMANSHIP** 58 NP Masters 59 Youth Novice 60 Ltd NP

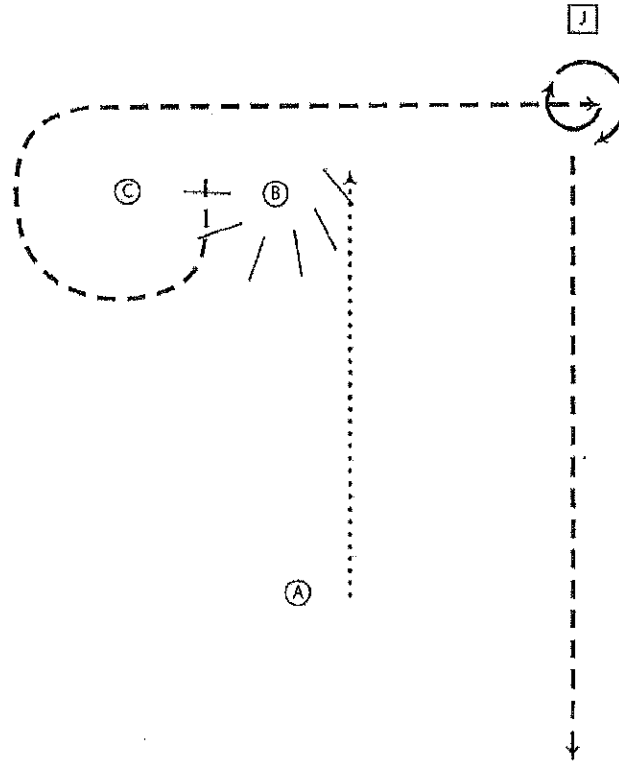


**KEY** **INSTRUCTIONS**

- ..... Walk
- - - - - Trot
- ////////// Back
- [ J ] Judge
- ( A ) Marker

1. Start at A. Walk from A to and slightly past B.
2. Stop and execute a 270° turn.
3. Trot around C towards Judge. When even with B, stop and back 5 steps.
4. Trot to Judge. Stop and set up for inspection.
5. When excused, execute a 90° turn. Walk forward 2 steps and then trot.
6. Exit the arena at a trot.

**ENGLISH SHOWMANSHIP**



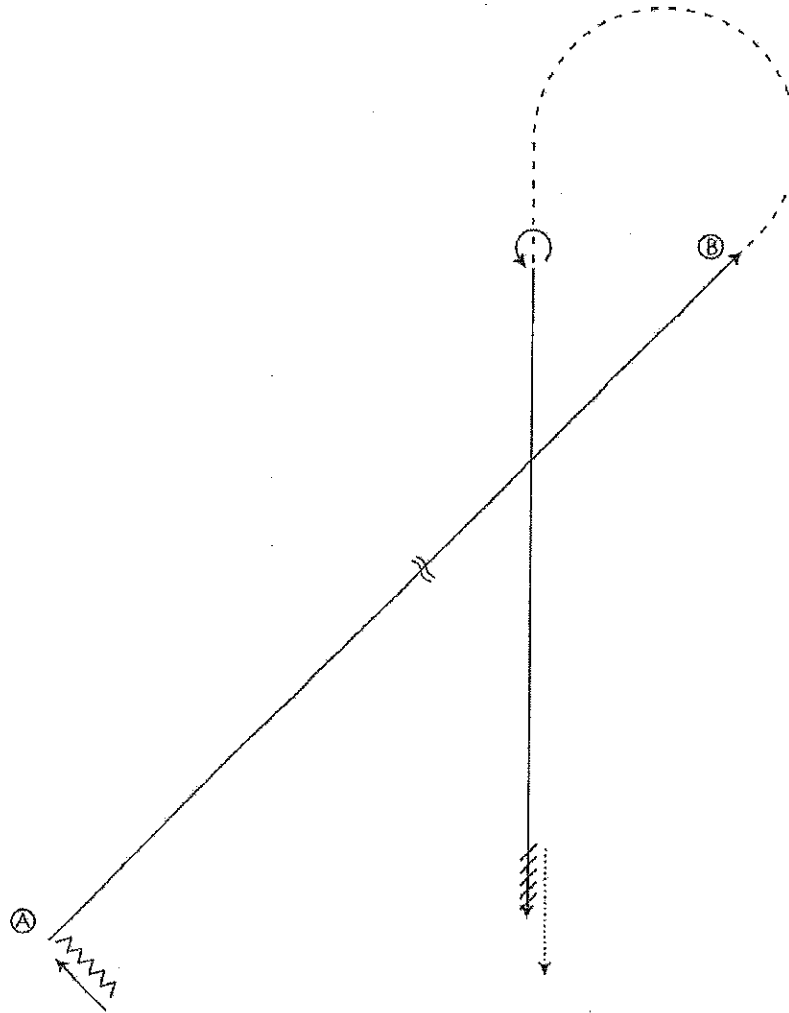
**KEY** **INSTRUCTIONS**

- ..... Walk
- - - - - Trot
- ////////// Back
- Ⓐ Marker
- Ⓜ Judge

1. Start at A. Walk to B.
2. Back half way around B.
3. Trot around C until even with Judge.
4. Stop and execute a 270° turn. Stop and set up for inspection.
5. When excused complete a 180° turn to the right.
6. Exit arena at the trot.

70 Non Pro  
71 Youth

# Bareback Horsemanship



## KEY

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
///////	BACK
~	CHANGE LEADS
~~~~~	SIDEPASS
Ⓐ	MARKER

## INSTRUCTIONS

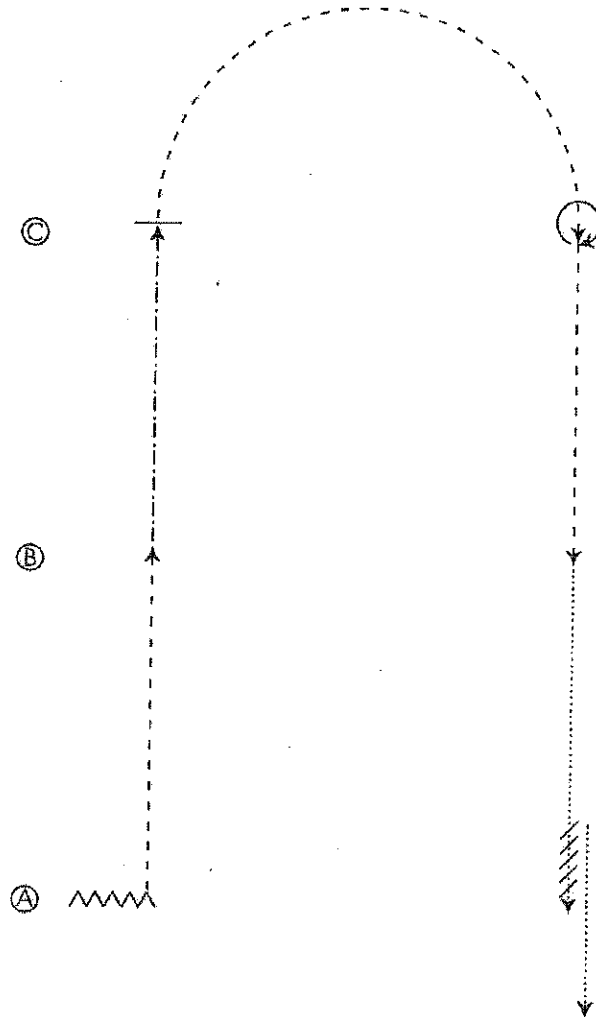
1. Side pass left to A.
2. Lope from A to B. Begin in the left lead and half way to B change leads (simple).
3. At B, break down to a jog and jog around B to the left.
4. When even with B, stop. Execute a 360-degree turn on the haunches to the left.
5. Lope in the right lead from B until even with A.
6. At A, stop and back.
7. Walk forward and exit the arena at a walk.





86 Youth Walk Trot  
 87 NP Walk Trot

# Western Horsemanship



## KEY

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
Ⓐ	MARKER

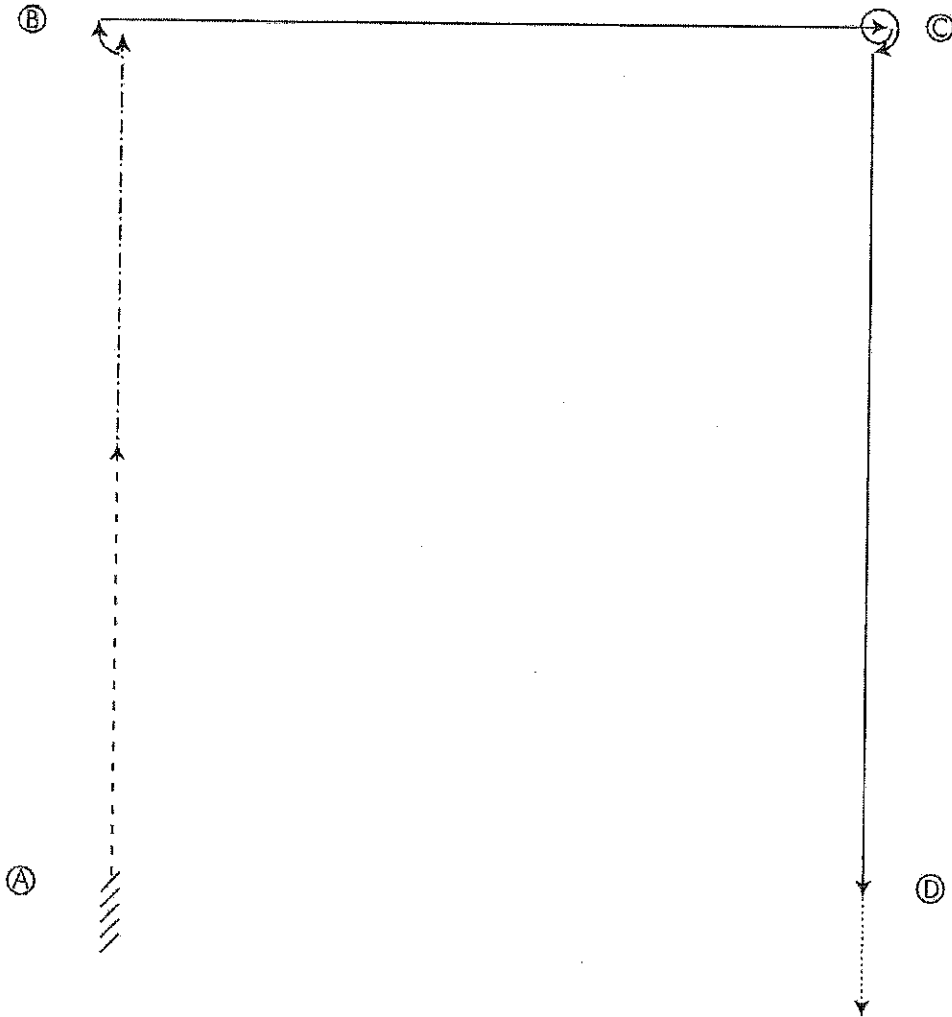
## INSTRUCTIONS

1. Begin at A. Side pass right.
2. Jog from A to B. At B, extend the jog from B to C.
3. At C, stop. Jog a half circle to the right.
4. When even with C again, stop. Execute a 360-degree turn on the haunches the right.
5. Jog from C until even with B.
6. At B, break down to a walk until even with A.
7. At A, stop and back. Walk forward and exit the arena at a walk.



88 ~~88~~ Ltd Non Pro  
 89 ~~88~~ Youth Novice  
 90 ~~89~~ NP Novice

# Western Horsemanship



## KEY

.....	WALK
-----	JOG
-. - . - . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
Ⓐ	MARKER

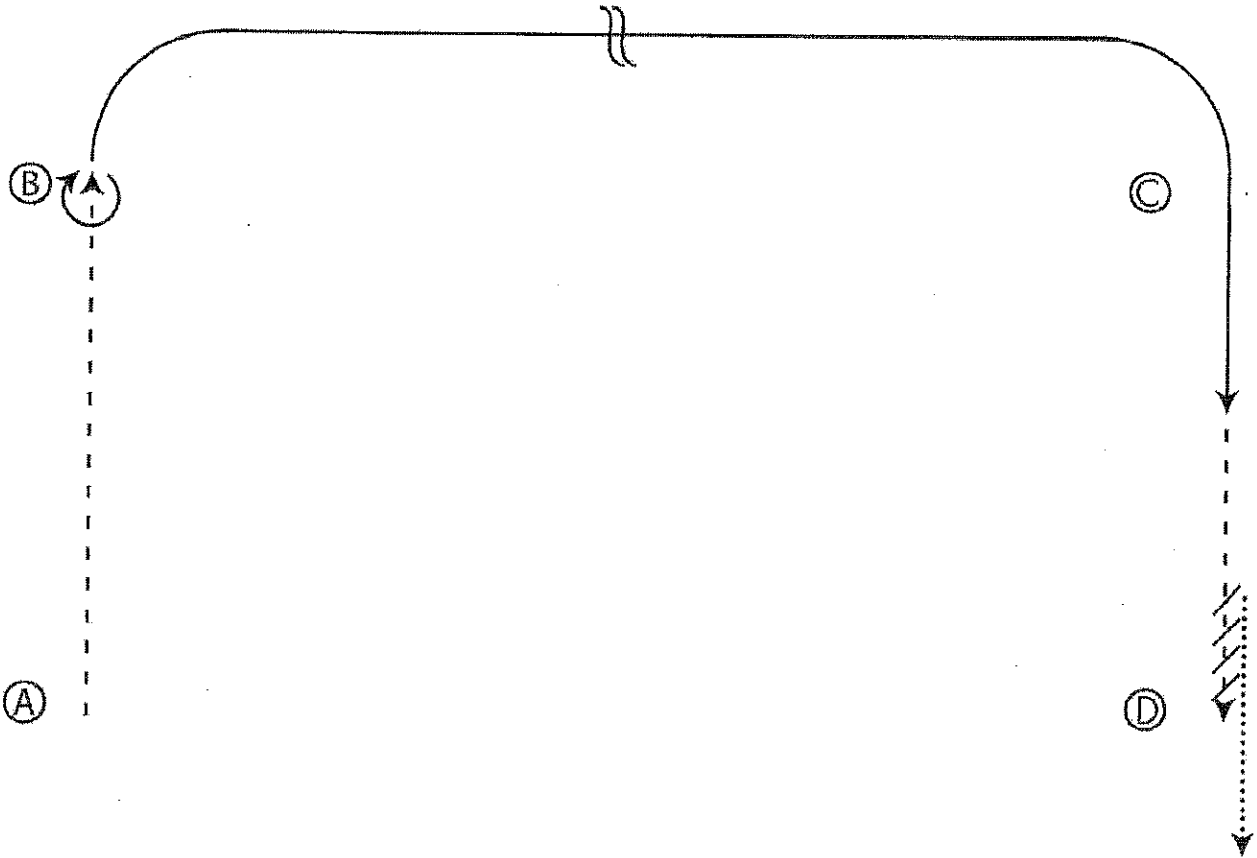
## INSTRUCTIONS

1. Begin at A. Back several steps.
2. Jog half way to B. Then extend the jog to B.
3. At B, stop. Execute a 90-degree turn on the forehand to the right.
4. Lope from B to C in the left lead.
5. At C, stop. Execute a 450-degree turn on the haunches to the right.
6. Lope from C to D in the right lead.
7. At D, break down to a walk and exit the arena at a walk.



91 98 Non Pro  
92 88 Youth  
93 92 NP Masters

# Western Horsemanship

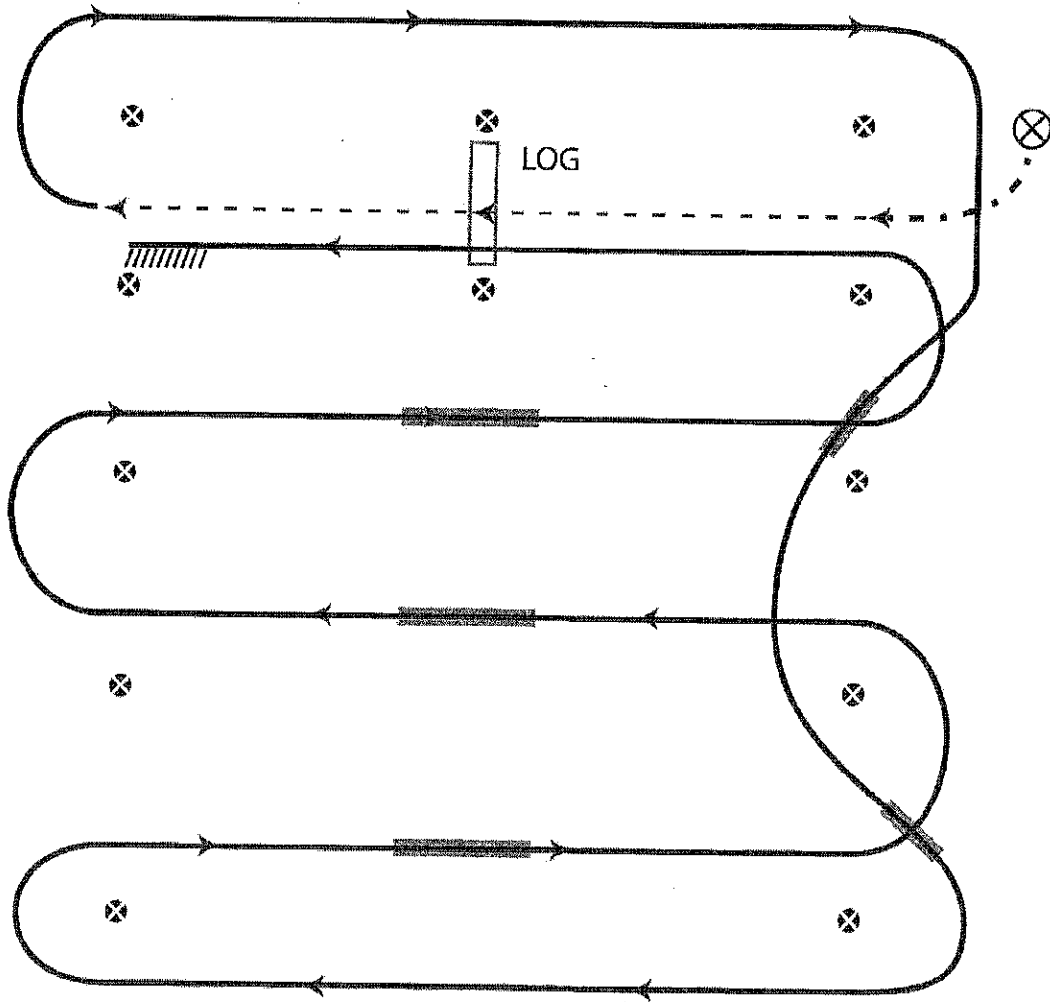


## KEY

## INSTRUCTIONS

.....	WALK
-----	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
Ⓐ	MARKER

1. Begin at A. Jog from A to B.
2. At B, stop. Execute a 360-degree turn on the haunches to the right.
3. Lope in the right lead around toward C. Half way to C, change leads (simple or flying).
4. Lope in the left lead (counter lead) around and past C half way to D.
5. Half way to D, break down to a jog and jog to D.
6. At D, stop and back. Walk forward and exit the arena at a walk.



**KEY**

- WALK
- . - . - JOG
- LOPE
- //// //// BACK
- MARKER
- RECOMMENDED CHANGING AREA
- ▭ LOG

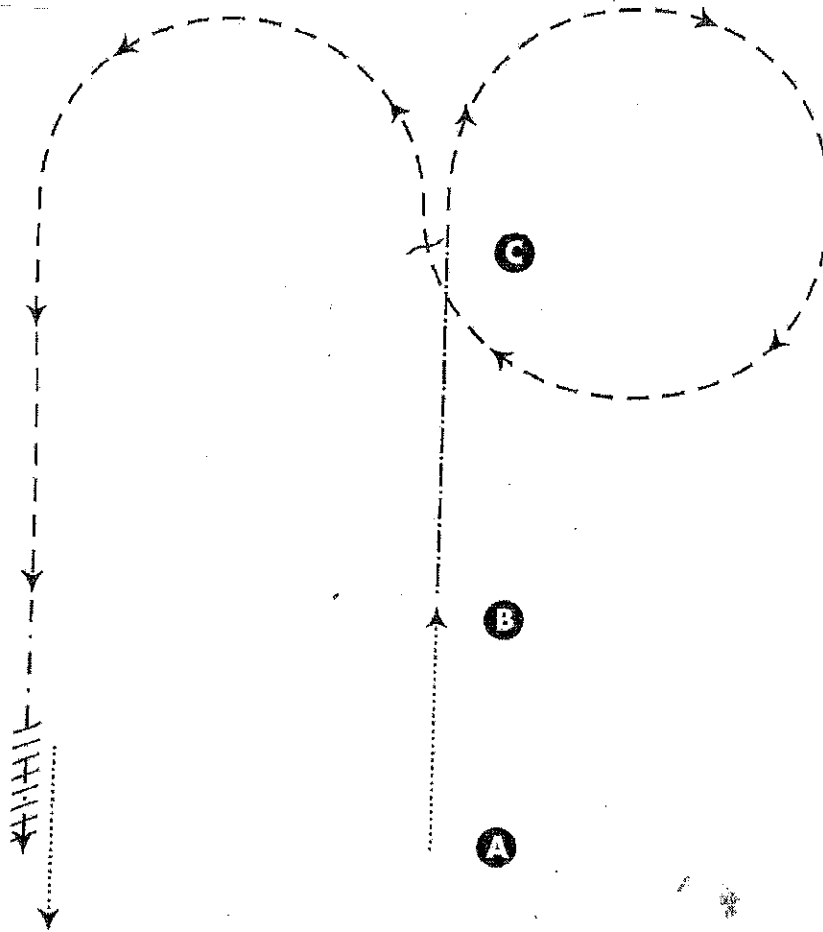
**INSTRUCTIONS**

1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back



~~120~~ Youth Walk Trot 122  
~~121~~ NP Walk Trot 123

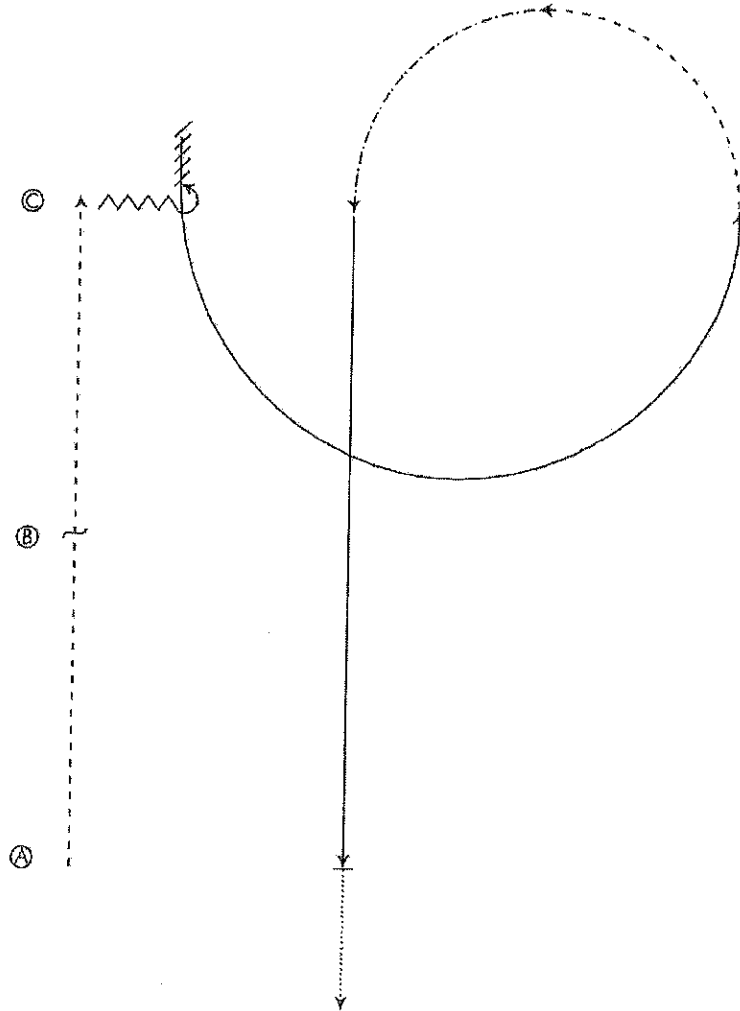
**HUNT SEAT EQUITATION**



KEY	INSTRUCTIONS
..... Walk	1. Start at A. Walk from A to B.
----- Trot	2. At B, trot and sit the trot from B to C.
- - - - - Extended Trot	3. At C, continue trotting and post on the left diagonal in a circle back around to C.
- - - - - Sitting Trot	4. When back at C, change diagonals and trot, posting on right diagonal in a half circle and then in a straight line towards A.
————— Canter	5. When even with B, sit the trot until even with A.
~ Change Diagonals	6. At A, stop and back.
////// Back	7. Walk forward and exit the arena at a walk.
≈ Change Leads	
————— Hand Gallop	

124 ~~122~~ Youth Novice  
 125 ~~123~~ Non Pro Novice

# Hunt Seat Equitation



## KEY

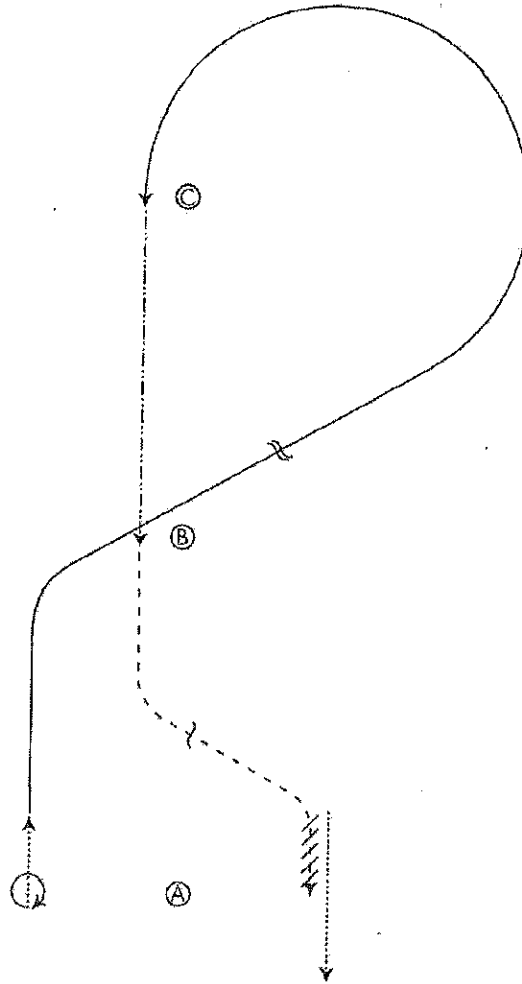
.....	WALK
-----	POSTING TROT
-----	SITTING TROT
-----	EXTENDED TROT
-----	CANTER
//////////	BACK
~	CHANGE LEADS
~~~~~	SIDEPASS
~	CHANGE DIAGONALS
Ⓐ	MARKER

## INSTRUCTIONS

1. Begin at A. Trot from A to B, posting on the left diagonal. At B, change diagonals and trot to C.
2. At C, stop. Side pass right.
3. Execute a 180-degree turn on the forehand to the left. Back several steps.
4. Canter a large half circle to the left in the left lead.
5. When even with C, break down to a trot and trot a smaller half circle to the left posting on the right diagonal. At the half-way point, sit the trot for the remaining portion.
6. At C, canter in the right lead a straight line from C until even with A.
7. At A, stop. Then walk forward and exit the arena at a walk.

124 124 Non Pro  
 127 125 Youth  
 128 126 Ltd Non Pro  
 129 127 NP Masters

# Hunt Seat Equitation



**KEY.**

**INSTRUCTIONS**

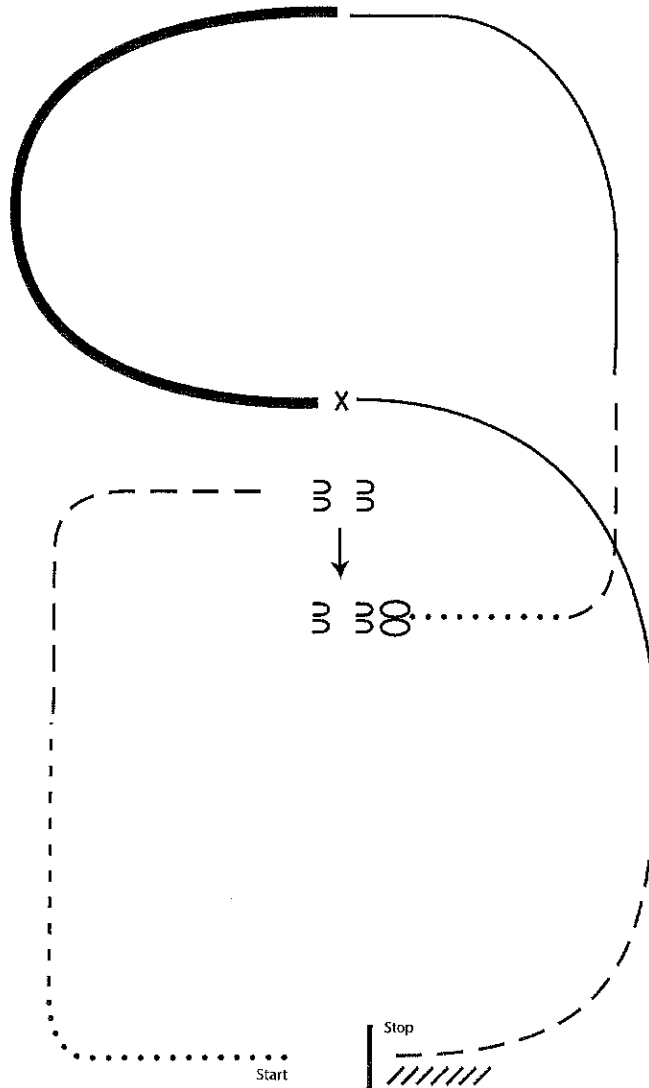
.....	WALK
-----	POSTING TROT
- - - - -	SITTING TROT
-----	EXTENDED TROT
—————	CANTER
//////////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS
~	CHANGE DIAGONALS
Ⓐ	MARKER

1. Begin at A. Execute a 360-degree turn on the forehand to the right. Walk forward.
2. Canter in the right lead an arc to the right.
3. Change leads (simple or flying) and canter a partial circle to the left in the left lead.
4. When even with C, break down to an extended trot, posting on the right diagonal to B.
5. At B, collect to a normal trot crossing between B and A, changing diagonals where shown.
6. When even with A, stop and back. Walk forward and exit the arena at a walk.





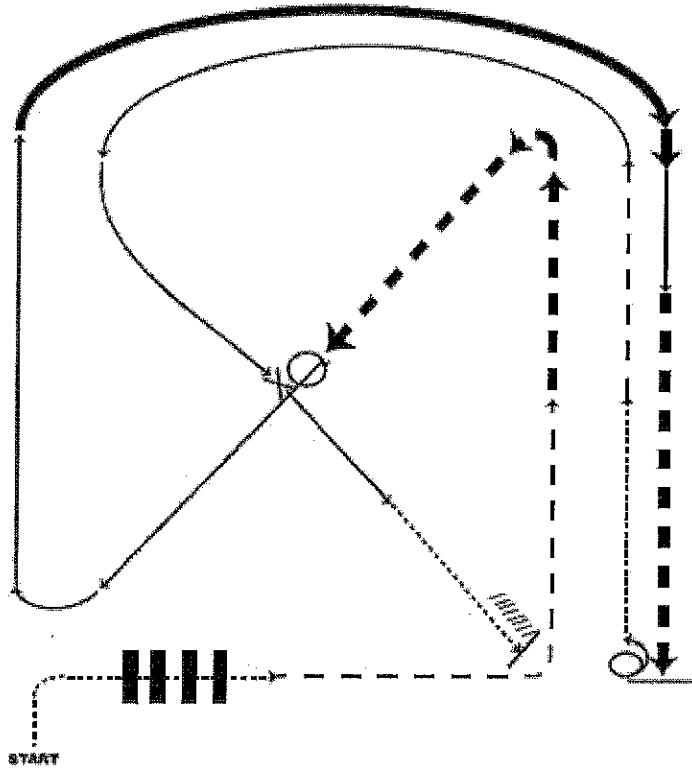
YTH Ranch Rdy #171  
 And All-Breed #208  
 NP Ranch Rdy #173



..... Walk	———— Lope	X Lead Change
----- Trot	———— Ext Lope	⊖ Sidepass
- - - - - Ext Trot	//// Back	↓
		⊖

### RANCH HORSE RIDING PATTERN 3

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
11. Extend Trot
12. Stop and back



1. Walk and walk over legs.
2. Jog.
3. Extended trot.
4. Stop. 360° turn to the right.
5. Lope-right lead.
6. Extended lope-collect to lope.
7. Extended trot.
8. Stop. 1 1/2 turns to the left.
9. Walk.
10. Jog.
11. Lope-left lead.
12. Change leads.
13. Walk-stop and back.

All Breed Ranch Ridy # 207  
 SR Ranch Ridy # 170  
 SR Ranch Ridy # 172