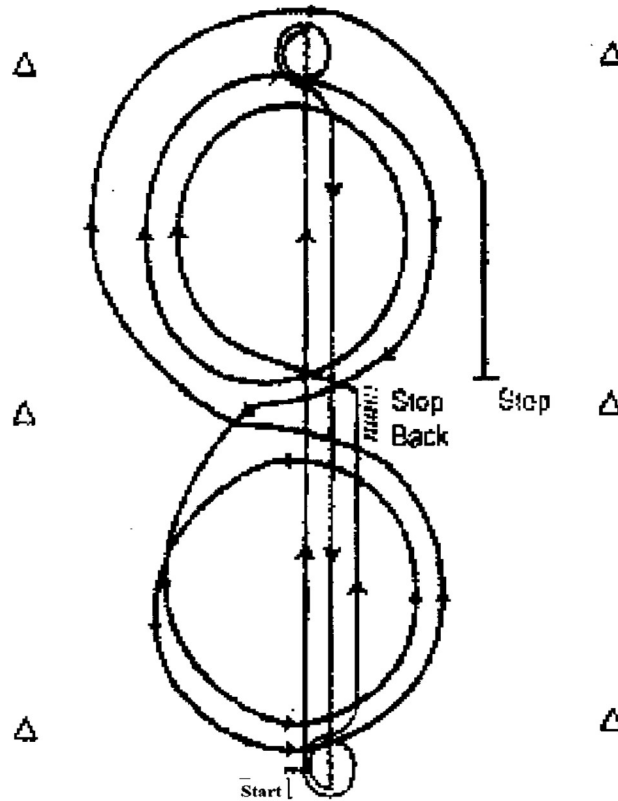




2020 Pattern Book

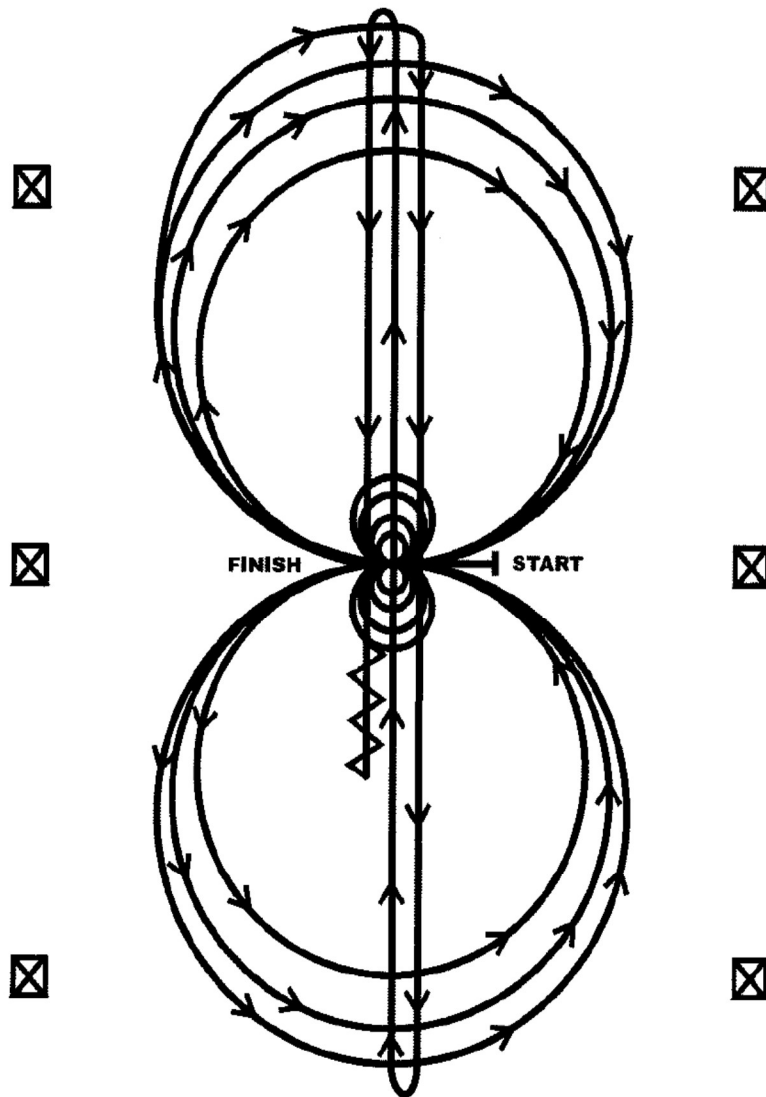
RANCH REINING PATTERN 1



Begin at the End of the Arena

1. Run to far end of arena past the end marker and stop.
2. Execute 1 ½ (One and One Half) spins to the left
3. Run to the other end of arena past the end marker and stop.
4. Execute 1 ½ (one and one half) spins to the right.
5. Run past the center marker and stop.
6. Back 10 to 15 feet in a straight line.
7. Complete ¼ (one quarter) of a turn to the left, hesitate. One right lead complete one small slow circle and one large, fast circle change leads to the left
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around the end of arena to the other side, past center marker, at least 20 feet from the fence and stop, hastate to complete patter.
10. Approval judge for inspection and dismissal

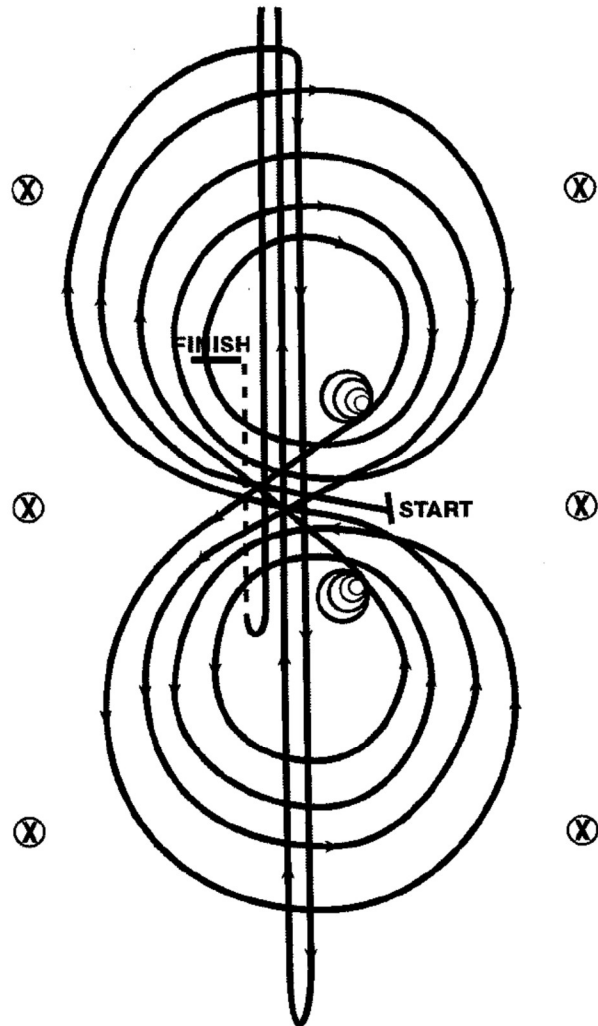
RANCH REINING PATTERN 2



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

1. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena
2. Complete three circles to the left: the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern

RANCH REINING PATTERN 3



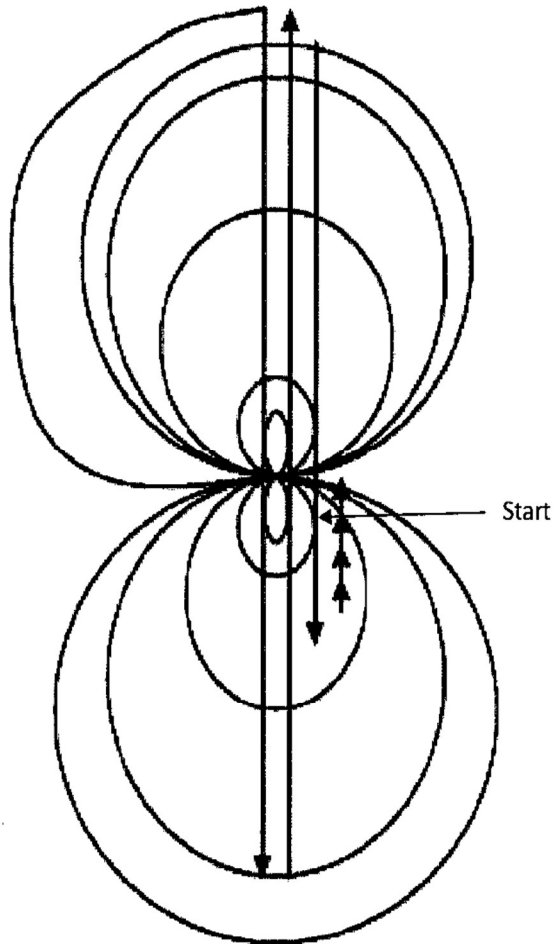
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. 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 center of arena.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena run a large fast circle to the left and change leads at the center of the arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feed (3 meters).

Hesitate to demonstrate completion of the pattern.

RANCH REINING PATTERN 4

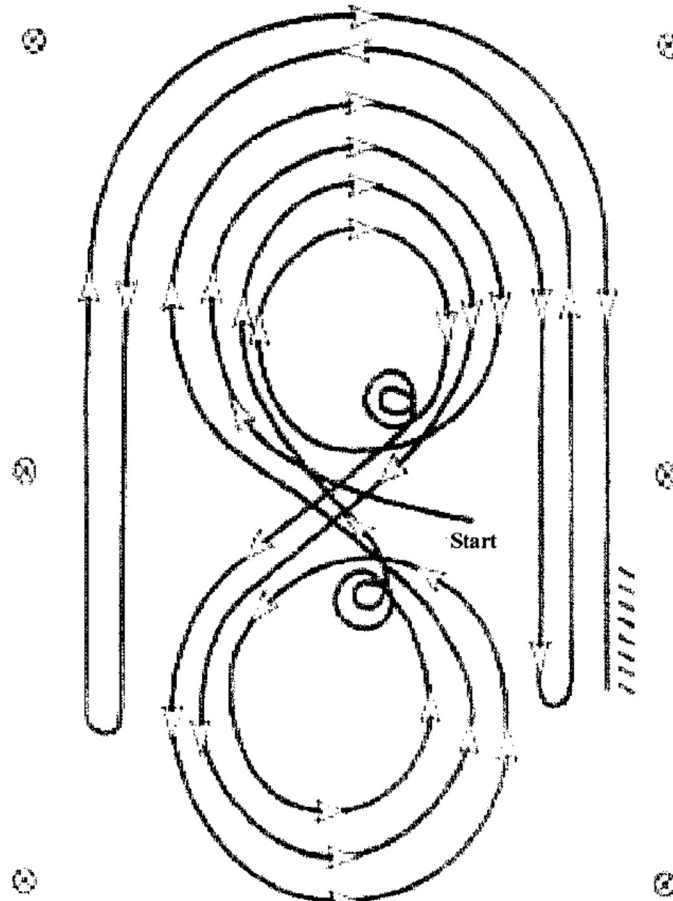


Horse must walk or stop prior to starting the pattern.

Beginning at the center of the arena facing the left wall or fence.

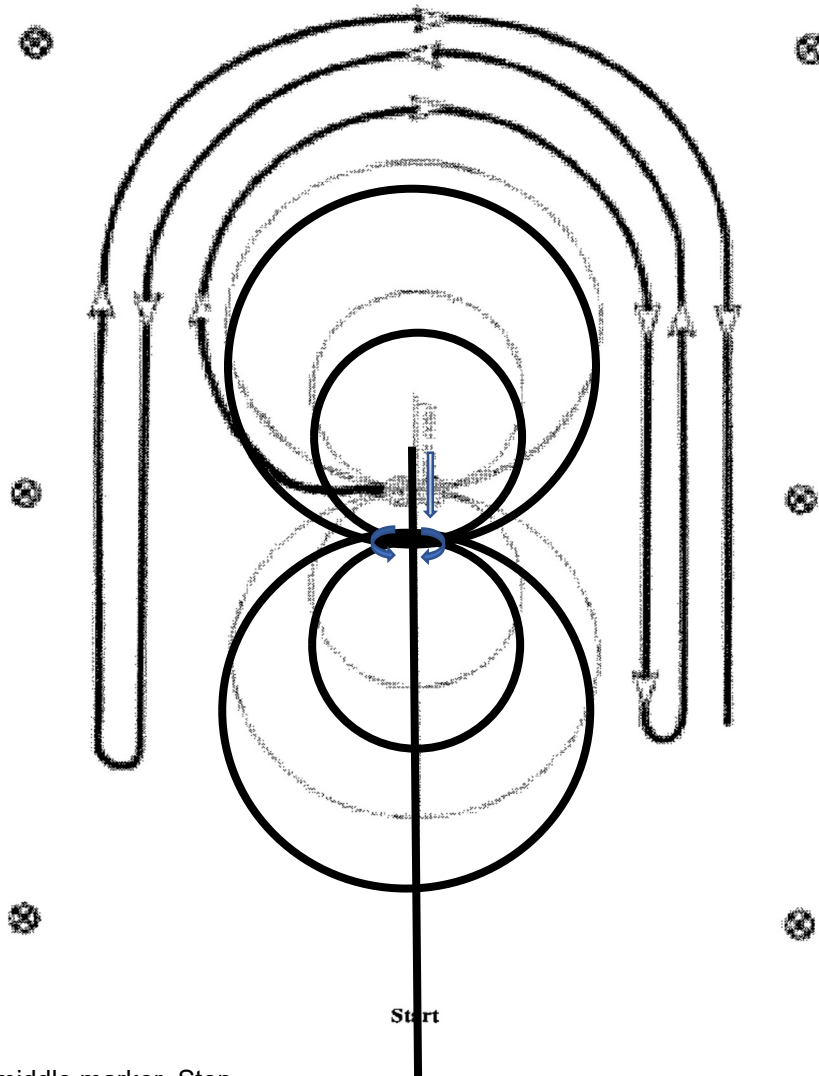
1. Beginning on the right lead, complete 2 circles to the right, the first circle large and fast, the second circle small and slow, stop at the center of the arena
2. Complete 2 spins to the right. Hesitate.
3. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Stop at the center of the arena.
4. Complete 2 spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, and change leads at the center of the arena, run a large fast circle to the left and change leads at the center of arena.
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.
7. Run up the middle to the opposite end of the arena past the end of the arena past the end marker and do a left rollback – no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate to demonstrate completion of the pattern.

RANCH REINING PATTERN 5



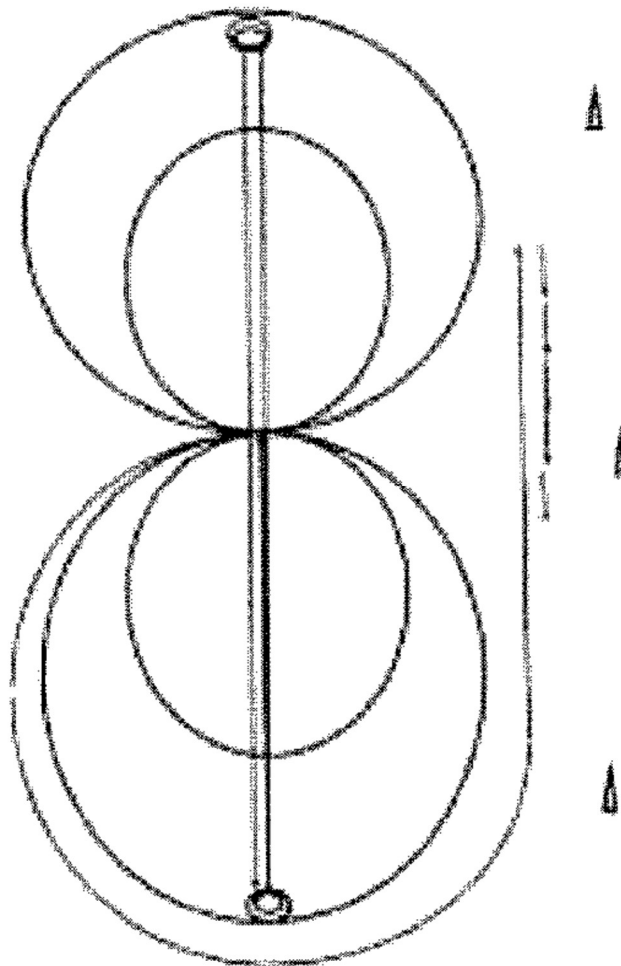
1. Starting at the center do 2 circles to the right. The first a large fast circle. The second a small slow circle.
2. At center marker stop and do 2 spins to the right. There should be no hesitation between stop and spin.
3. After the spins have been completed; slight hesitation.
4. Do 2 circles the left. The first a large fast circle. The second a small slow circle.
5. At center marker stop and do 2 spins to the left. There should be no hesitation between stop and spins.
6. After spins completed; slight hesitation
7. Start a fast figure 8 to the right changing leads at center marker.
8. After figure 8 and both lead changes completed, continue a large circle to the right. Do not close this circle. Run down the right side of arena past the center marker, stop and do a rollback to the left. Remain at least 20 feet from the wall or fence. There should be no hesitation between stop and rollback.
9. Continue back around previous circle. Do not close this circle. Run down left side of arena past center marker, stop and do a rollback to the right. Remain at least 20 feet from wall or fence. There should be no hesitation between stop and rollback.
10. Proceed back around previous two circles. Do not close this circle. Run down right side of arena past center marker and stop. Back at least 10 feet. Hesitate to show completion of pattern.

RANCH REINING PATTERN 6



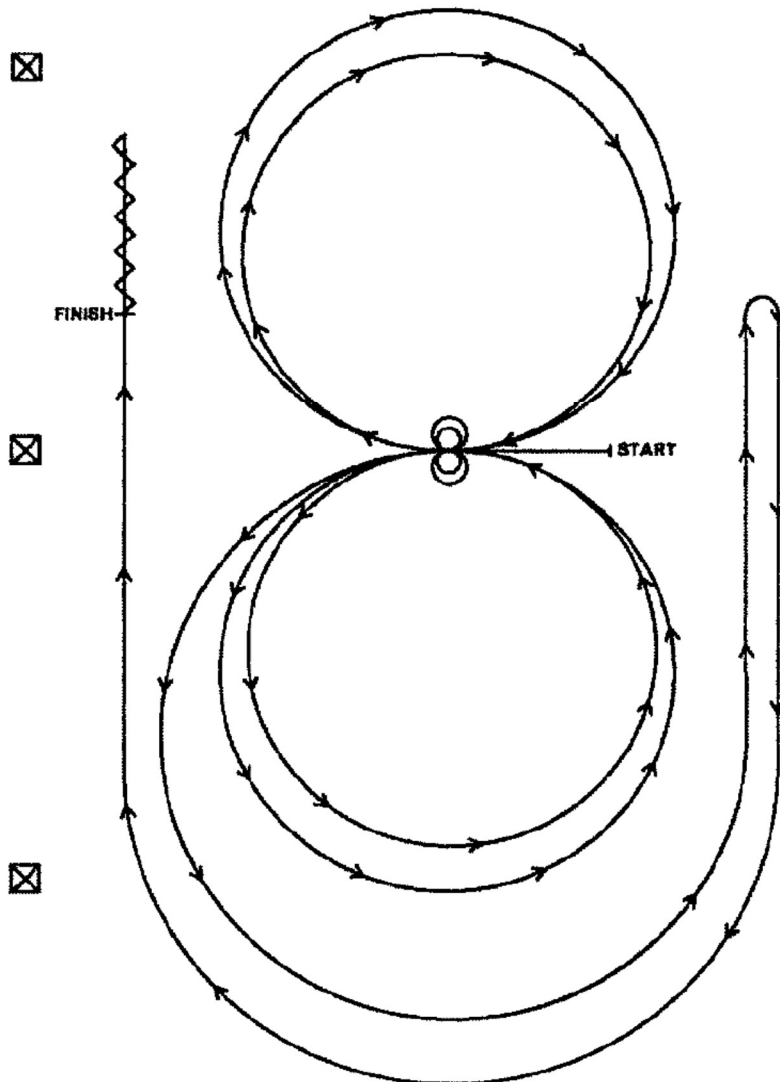
1. Run in past middle marker, Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. 3 ¼ spins to the left.
5. Begin on the right lead, lope 2 circles, first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. 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.

RANCH REINING PATTERN 7



1. Run down past end marker, stop.
2. 2 ½ spins to the right
3. Run down past end marker, stop.
4. 2 ½ spins to 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, the first large fast, the second small slow.
7. Change to left lead and continue around end of arena, run down past center marker, stop; Back 8-10 feet.

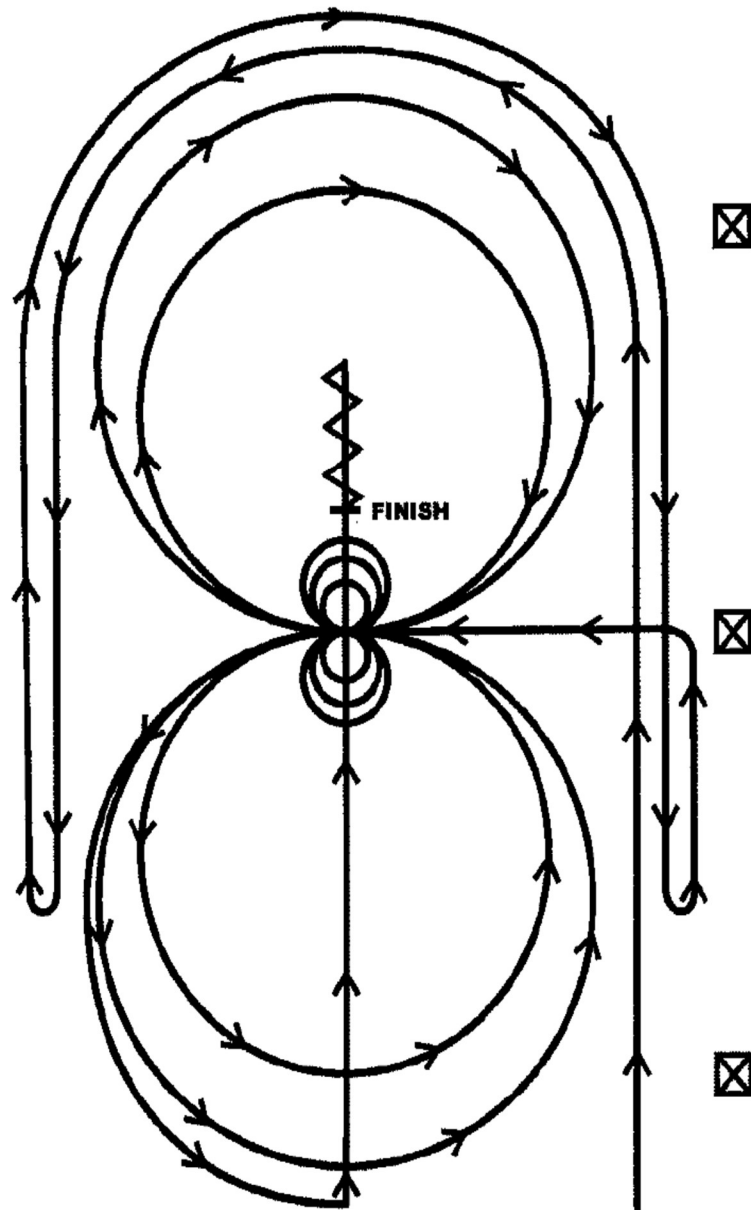
GREEN / YOUTH REINING PATTERN 8



Horses should jog into the center of the arena. Horses must stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

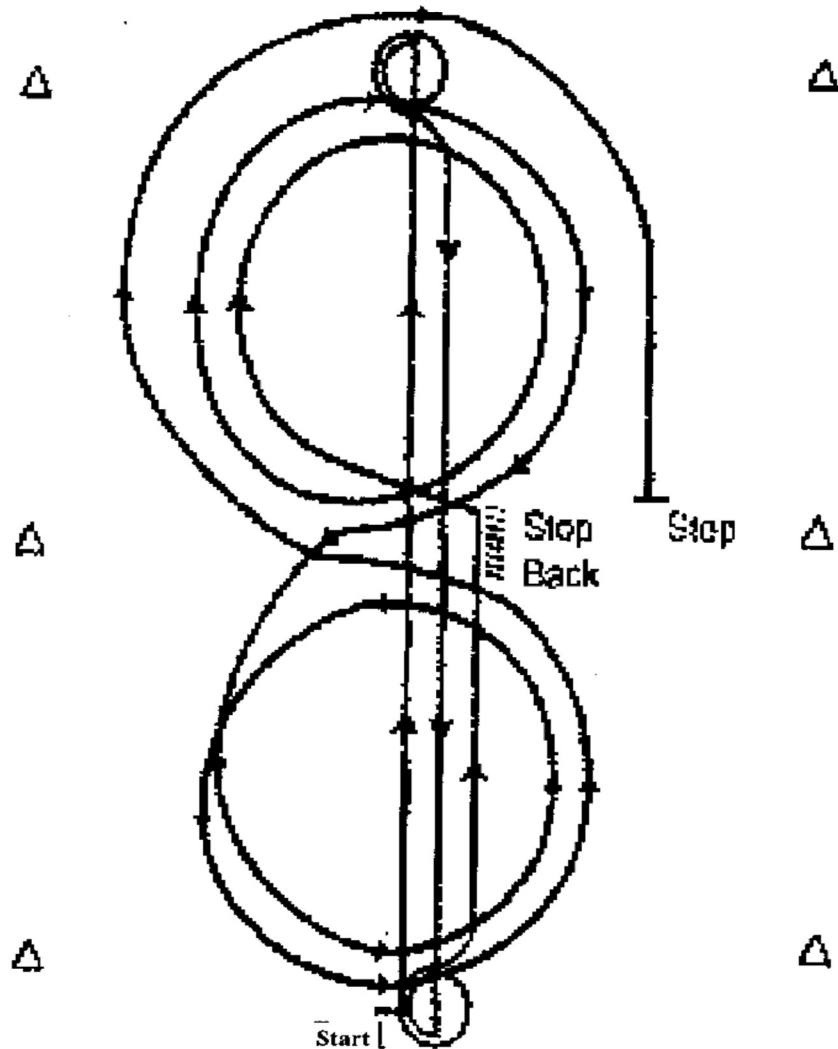
1. Beginning on the left lead, complete two circles to the left (Large Fast & small slow). Stop at the center of the arena. Hesitate.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right (Large fast & small slow). Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.
7. Hesitate to show completion of pattern

GREEN / YOUTH REINING PATTERN 9



1. Run around the end of the arena. Run down the left side past center marker, right rollback
2. Run around end of arena, run down right side past center marker, left roll-back.
3. Left circles, one large fast and one small slow, stop at center.
4. 3 spins left, hesitate.
5. Right circles, one large fast and one small slow, stop at center
6. 3 spins right, hesitate.
7. Begin large fast circle to left at the top of the circle, run down the center of arena past center marker, stop.
8. Back up at least 10 feet hesitate.

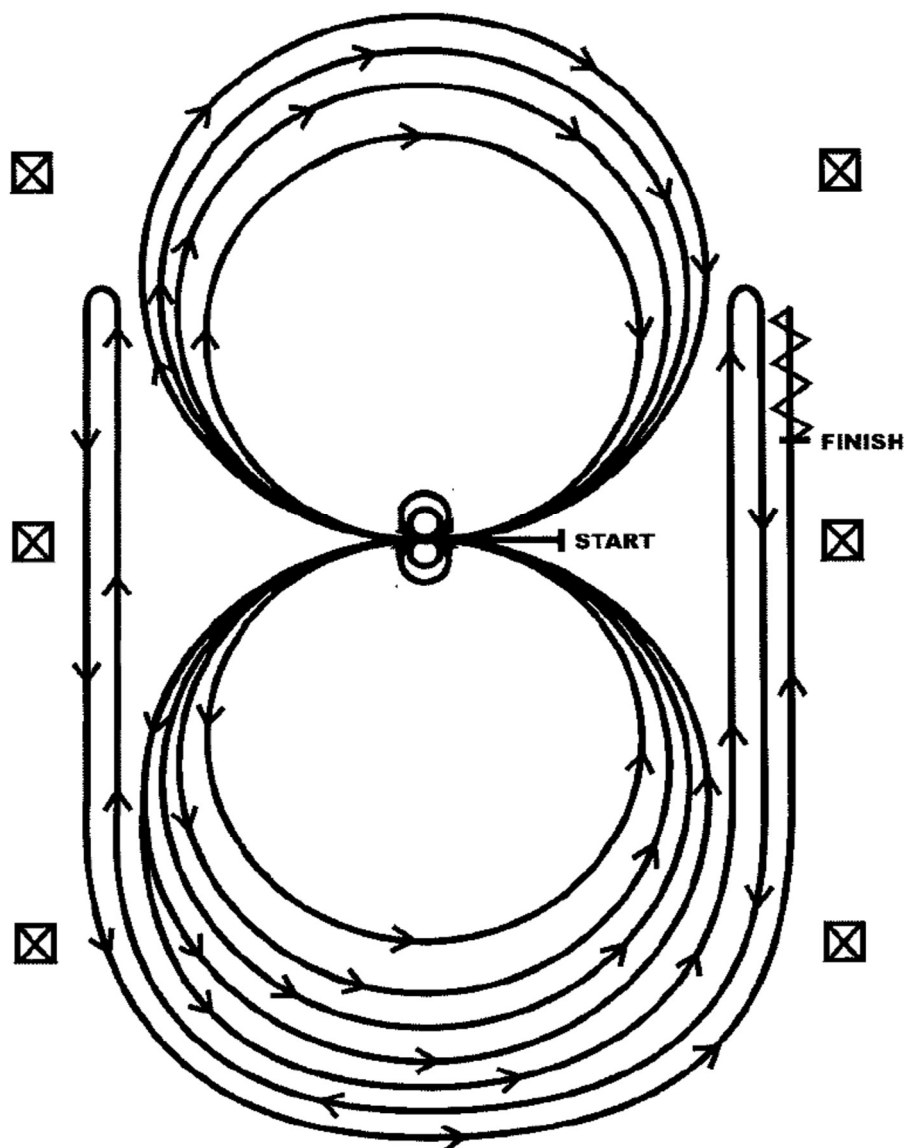
GREEN / YOUTH REINING PATTERN 10



Begin at end of the Arena

1. Run to far end of arena past the end marker and stop.
2. Execute 1 ½ (one and one half) spins to the left.
3. Run to the other end of arena past the end marker and stop.
4. Execute 1 ½ (one and one-half) spins to the right.
5. Run past the center marker and stop.
6. Back 10 to 14 feet in a straight line.
7. Complete ¼ (one-quarter) of a turn to the left, hesitate. On right lead complete one small, slow circle and one large, fast circle. Change leads to left.
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around the end of the arena to the other side, past center marker, at least 20 feet from the fence and stop.
10. Approach judge for inspection and dismissal

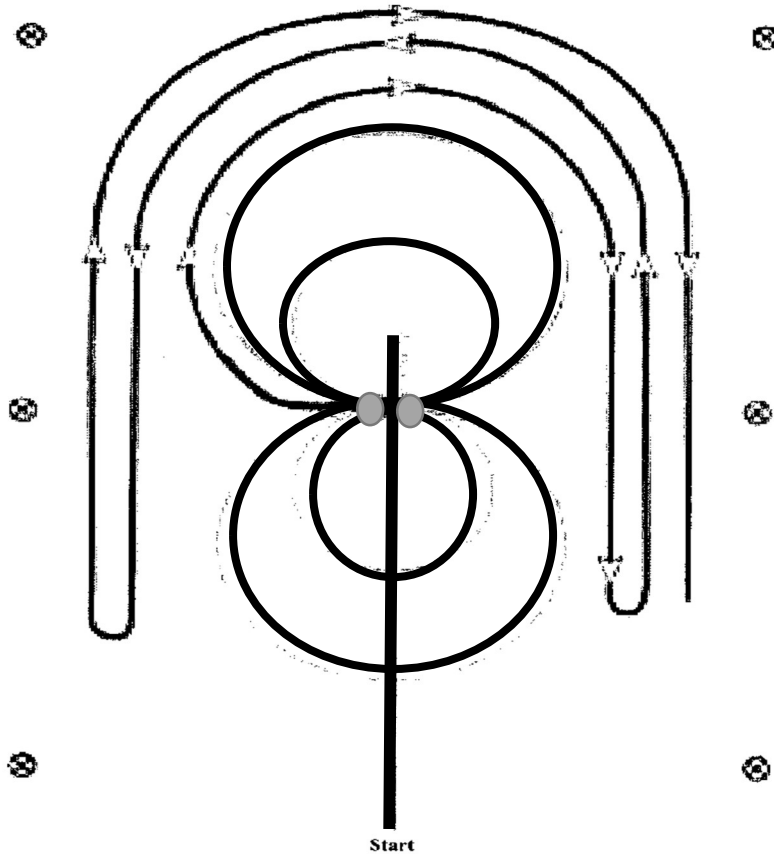
GREEN / YOUTH REINING PATTERN 11



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

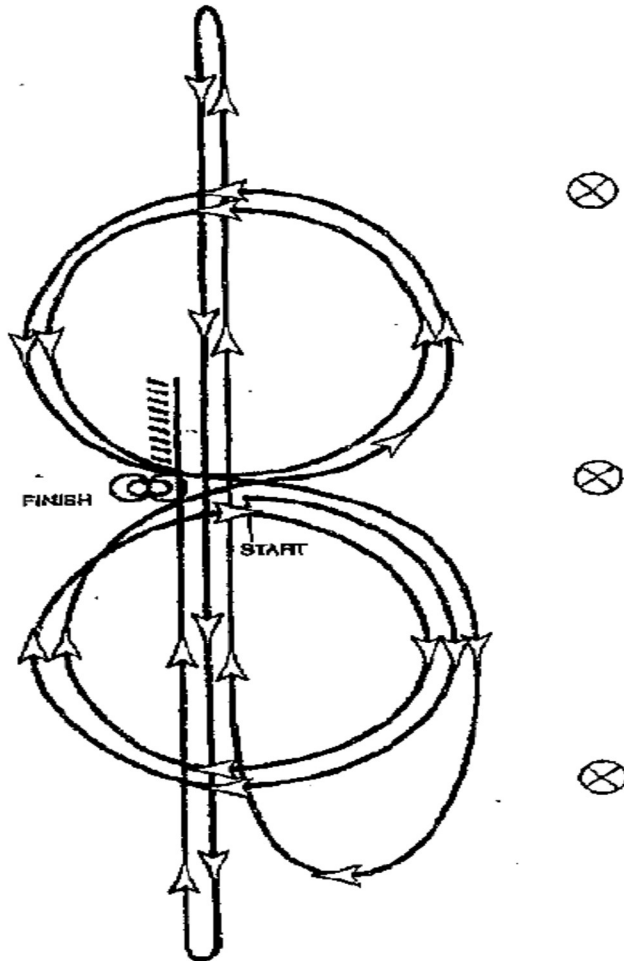
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast: the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first two circles large and fast: the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete two 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. Continue around previous circle to the left 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 twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

GREEN / YOUTH REINING PATTERN 12



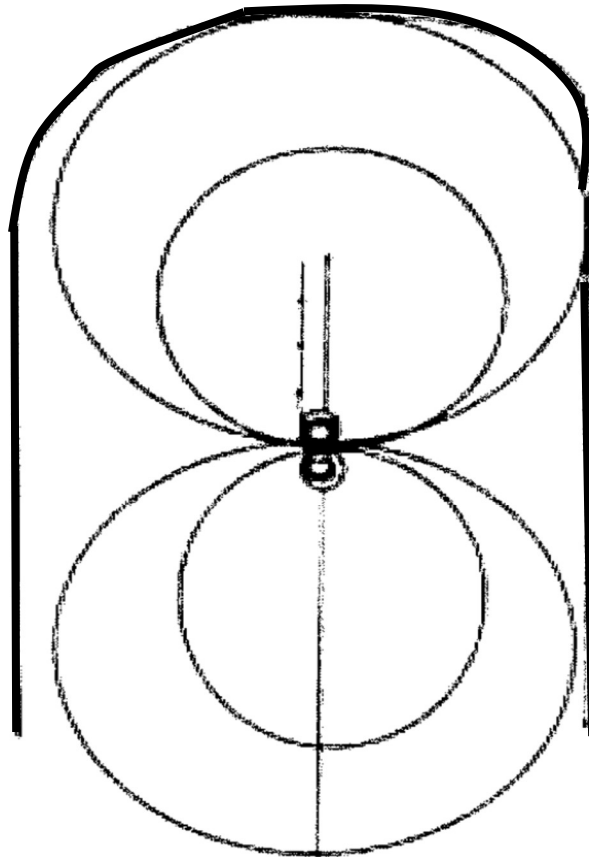
1. Run in past middle marker, stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. 3 ¼ spins to the left
5. Begin on the right lead, lope 2 circles first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change lead
7. Run 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.

GREEN / YOUTH REINING PATTERN 13



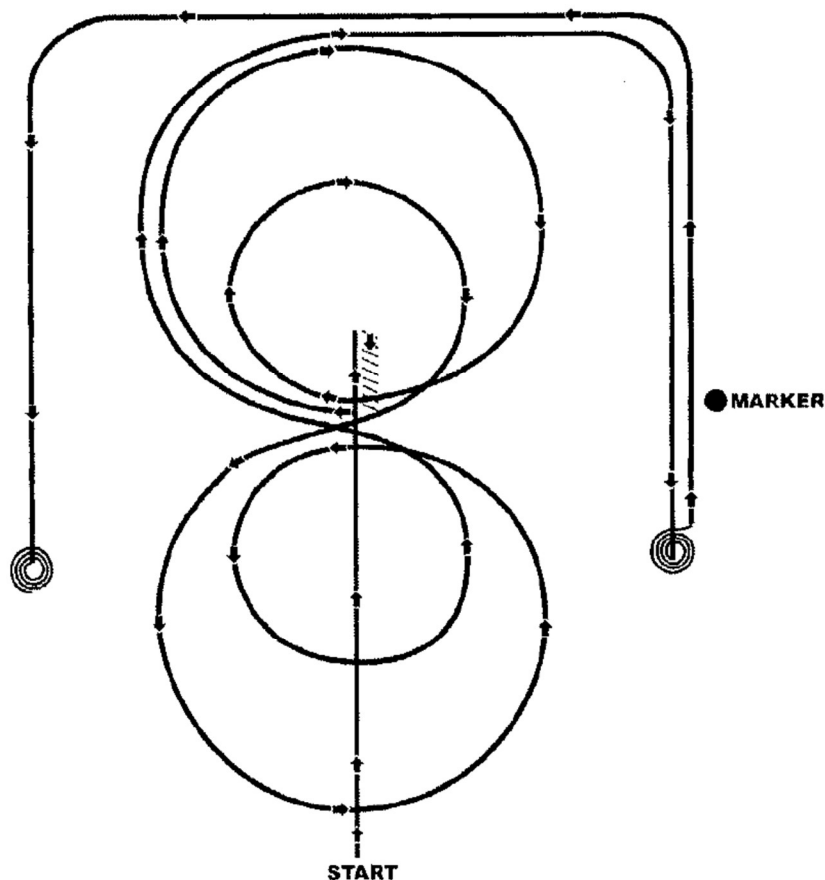
1. Beginning at the center, take a right lead and do two circles to the right, away from the judge, of moderate size and speed.
2. At the center of the arena, change leads and do two circles to the left both of moderate size and speed.
3. At the center of the arena, change leads
4. Go to the end of the arena without stopping or breaking gait, and begin rundown near the approximate center of the arena, run the length of the arena past marker.
5. Do a square sliding stop, then hesitate.
6. Turn right and begin a rundown past the center marker of the arena
7. Do a sliding stop, and back to the center of the arena or at least 10 feed (3 meters). Let horse settle in approximate area of stop.
8. Do two spins to the right
9. Do two spins to the left.
10. Hesitate to show completion of pattern

GREEN / YOUTH REINING PATTERN 14



1. Run down center past marker and stop; Back 8-10 feet $\frac{1}{4}$ turn left
2. Right lead lope large fast, small slow stop.
3. 3 spins right
4. Beginning on the left lead complete 2 circles the first one large and fast and the second small and slow, Stop
5. 3 Spins Left
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.

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 15

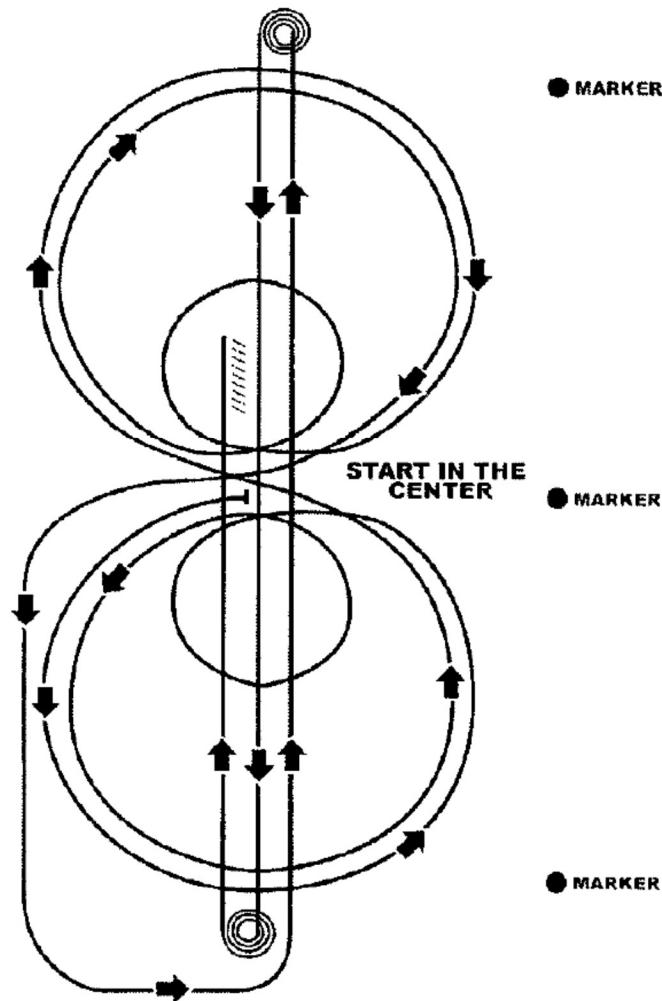


1. Start at end of arena, Run down middle past center marker to a sliding stop. Back at least 10 feet to center. $\frac{1}{4}$ turn to the left.
2. Pick up right lead, large fast circle, small slow circle. Change leads at center of arena.
3. Circling to the left, complete a large fast circle, then a small slow circle. Change leads at center of arena.
4. Start a circle to the right, but do not close this circle. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete $3 \frac{1}{2}$ spins to the right.
6. Continue back down side and around end of arena to other side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete $3 \frac{1}{2}$ spins to the left. Hesitate to complete pattern

Pattern 15

1. Stop and back up and $\frac{1}{4}$ turn
2. Right Circles
3. Left Circles
4. Stop
5. $3 \frac{1}{2}$ Right spins
6. Stop
7. $3 \frac{1}{2}$ Left spins

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 16

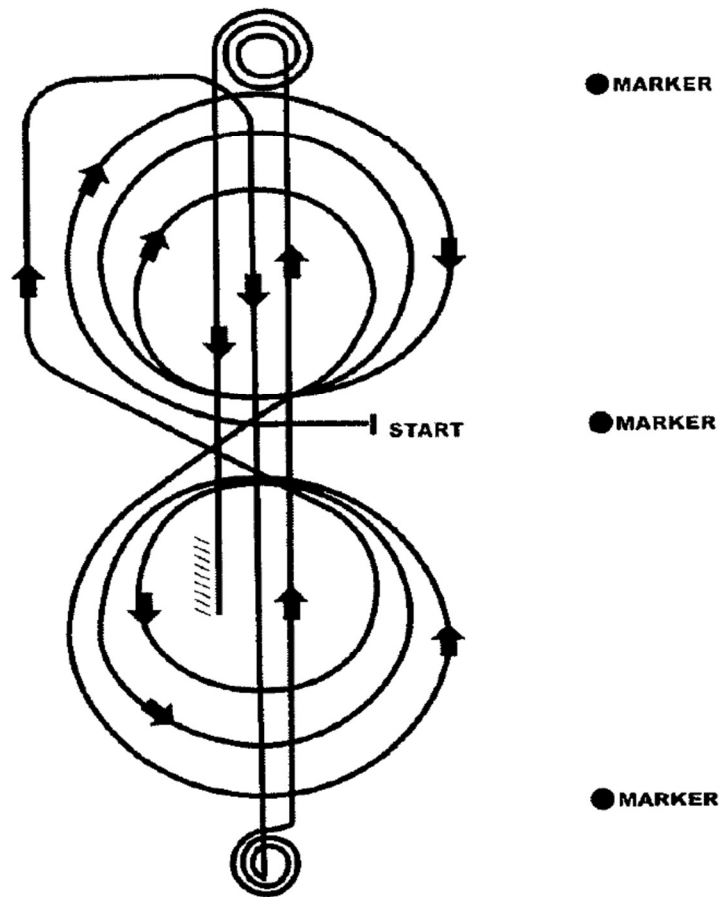


1. Pick up the left lead, complete three circles to the left. The first one large and fast, the 2nd small and slow, the third large and fast. Change leads at the center of arena.
2. Complete three circles to the right. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of arena.
3. Do not stop, continue on to run downs. Run to far end past the marker to a sliding stop. Hesitate.
4. Complete 3 ½ spins to the left. Hesitate.
5. Run to far end past the marker to a sliding stop. Hesitate.
6. Complete 3 ½ spins to the right. Hesitate.
7. Run past center marker to a sliding stop. Hesitate. Back at least 10 feet. Hesitate to complete pattern.

Pattern16:

1. Left Circles
2. Right Circles
3. Stop
4. 3 ½ Left Spins
5. Stop
6. 3 ½ Right Spins
7. Stop and back up

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 17



Mandatory Marker Along Fence or Wall

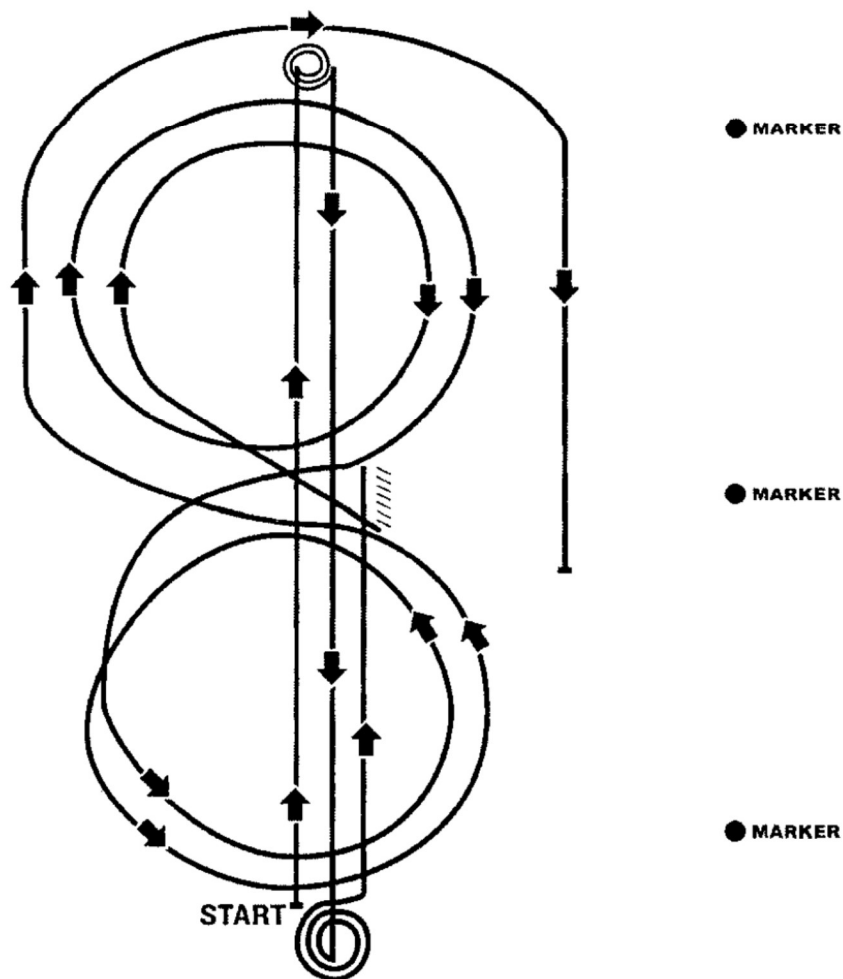
Trot to center of arena and stop.

1. Begin on right lead and complete three circles to the right, two large fast circles followed by one small slow circle, change to left lead.
2. Complete three circles to left, two large, fast circles followed by one small slow circle, Change to right lead
3. Continue loping around end of arena without breaking gait. Run up center of arena to far end past the end marker and come to a sliding stop.
4. Complete 3 ½ spins to the right.
5. Run up center of arena past the end marker, come to a sliding stop.
6. Complete 3 ½ spins to the left.
7. Run back to middle of the arena past the center marker and come to a sliding stop. Back at least 10 feet. Hesitate to complete pattern.

Pattern 17

1. Right Circles
2. Left Circles
3. Stop
4. 3 ½ right spins
5. Stop
6. 3 ½ left spins
7. Stop and back up

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 18

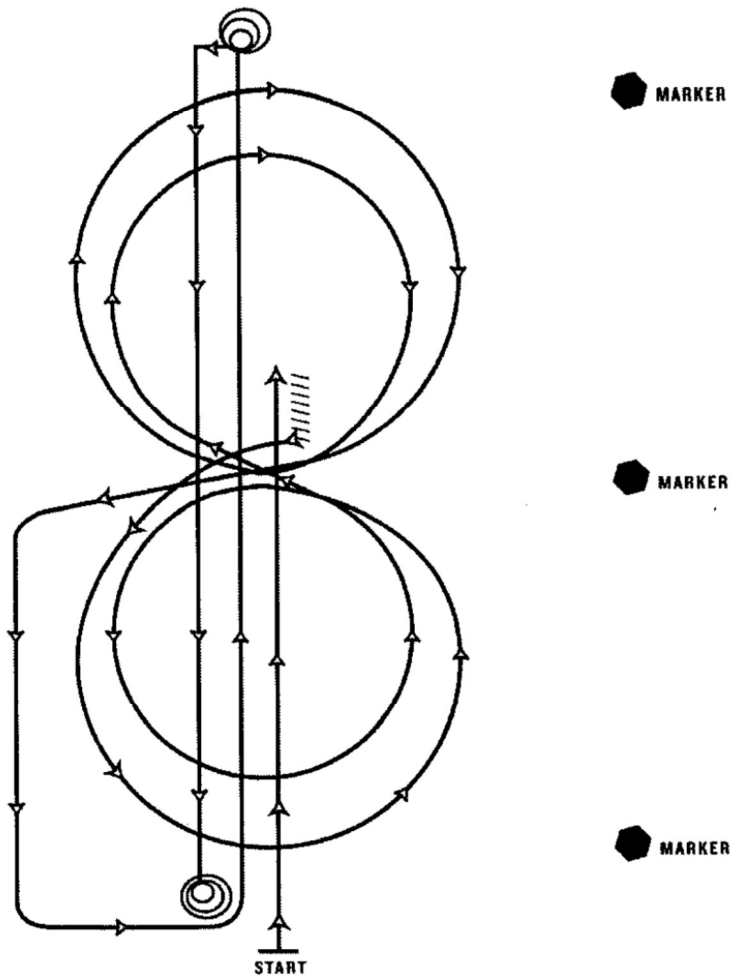


1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 ½ spins to the left
3. Run to other end of arena past the end marker and stop.
4. Complete 3 ½ spins to the right
5. Run past the center marker and stop. Back at least 10 feed. Complete ¼ turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
7. Run around end of arena to the other side past the center marker at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

Pattern 18

1. Stop
2. 3 ½ left spins
3. Stop
4. 3 ½ right spins
5. Stop and back up ¼ turn
6. Right circles and left circles
7. Stop

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 19



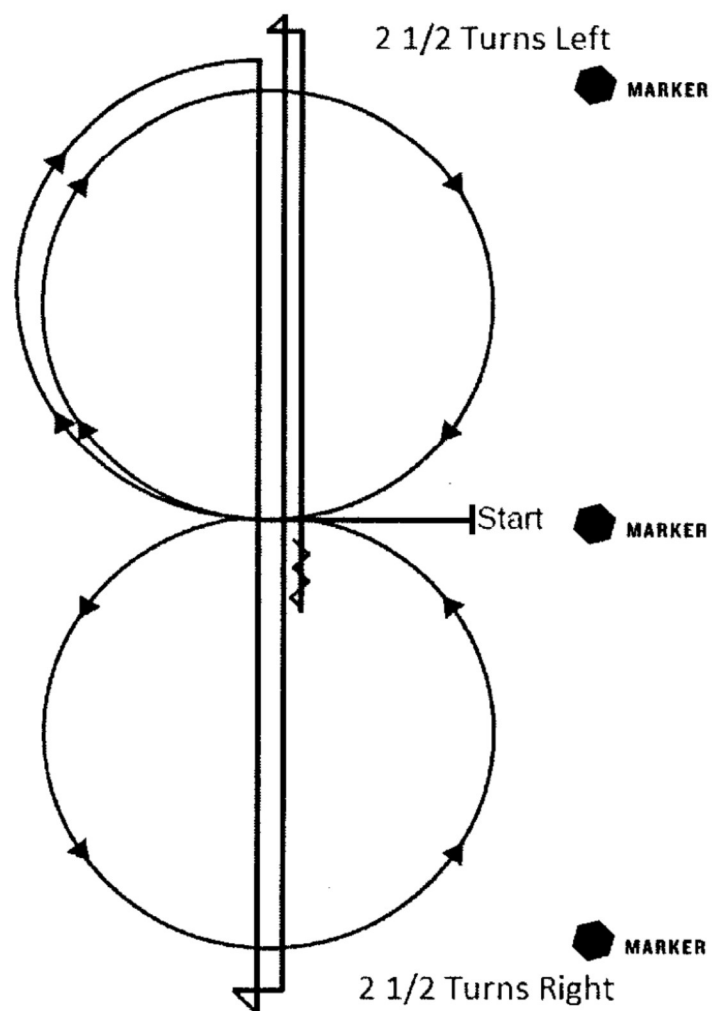
1. Start at end of arena. Run past the center marker and stop. Back up at least 10 feet. Complete $\frac{1}{4}$ turn to the left.
2. Complete 2 circles to the left the first one large and fast, and the second one small and slow. Change leads at the center of the arena.
3. Complete two circles to the right, the first one small and slow, the second one large and fast. Change leads at the center of the arena.
4. 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.
5. Complete $3 \frac{1}{2}$ spins to the right
6. Run down center of arena past end marker and come to a square sliding stop.
7. Complete $3 \frac{1}{2}$ spins to the left. Hesitate to complete pattern.

Pattern 19

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

WORKING COW/RANCH HORSE / RANCH BOXING

PATTERN 20



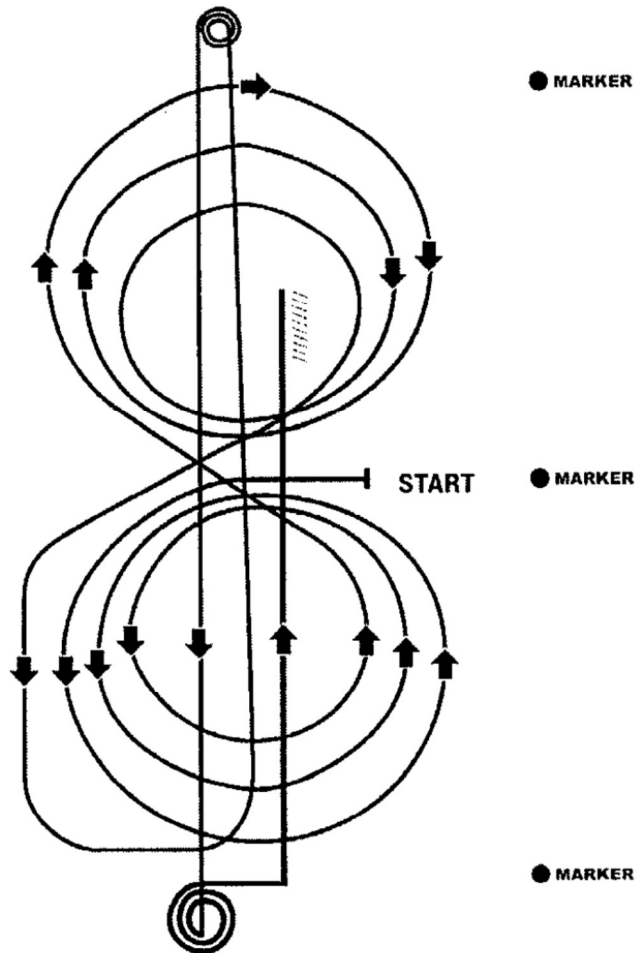
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginnin on the right lead lope one circle to the right. Change leads at the center of arena.
2. Complete one circle to the left. Change leads at the center of arena.
3. Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 ½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 ½ spins to the left.
7. Run past the center marker, stop, and back at least 10 feet, Hesitate to complete pattern.

Pattern 20

1. Right circle
2. Left Circle
3. Stop
4. 2 ½ right spins
5. Stop
6. 2 ½ left spins
7. Stop and back up

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 21



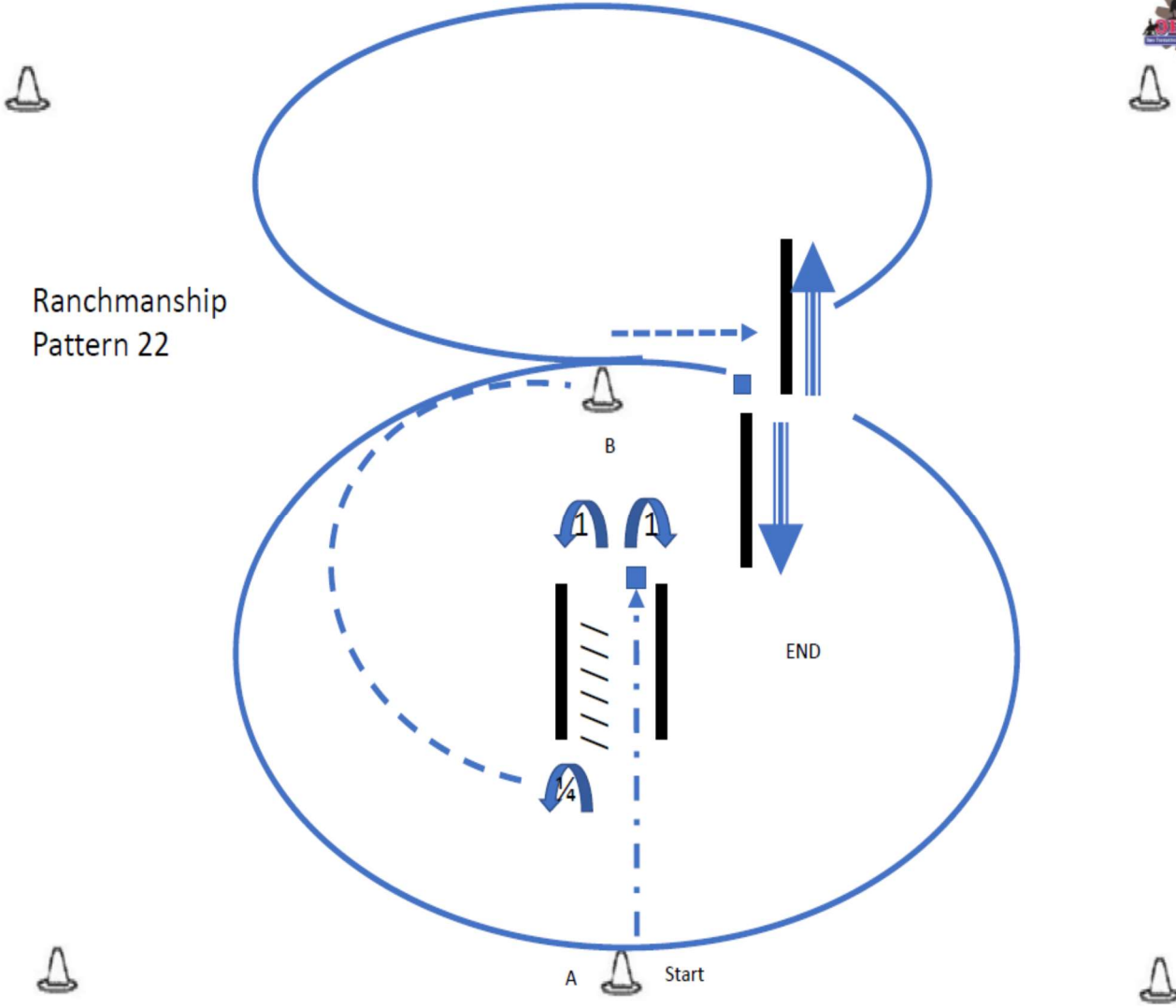
Trot to center of arena and stop. Start pattern facing toward judge.

1. Beginning on the left lead, complete three circles; two large fast circles; then one small slow circle. Change leads at center of arena.
2. Complete three circles to the right; two fast circles, then one small slow circle. Change leads at center of arena.
3. Continue around end of arena without breaking gait or changing leads.
4. Complete 3 ½ spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 ½ spins to the right
7. Run down center of arena past center marker and come to a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern 21

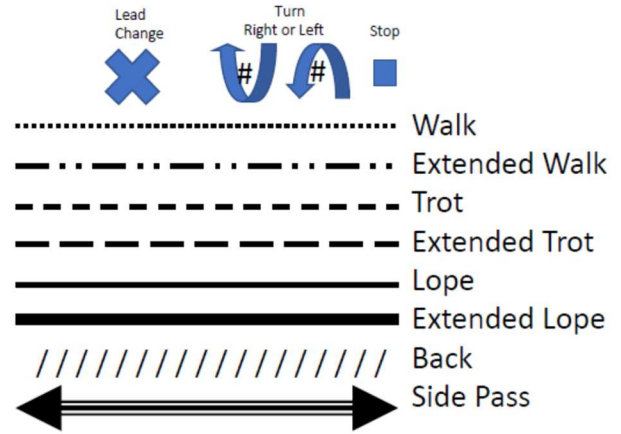
1. Left circles
2. Right circles
3. Stop
4. 3 ½ left spins
5. Stop
6. 3 ½ Right Spins
7. Stop and back up

RANCMANSHIP PATTERN 22



6 Cones
4 Ground Poles

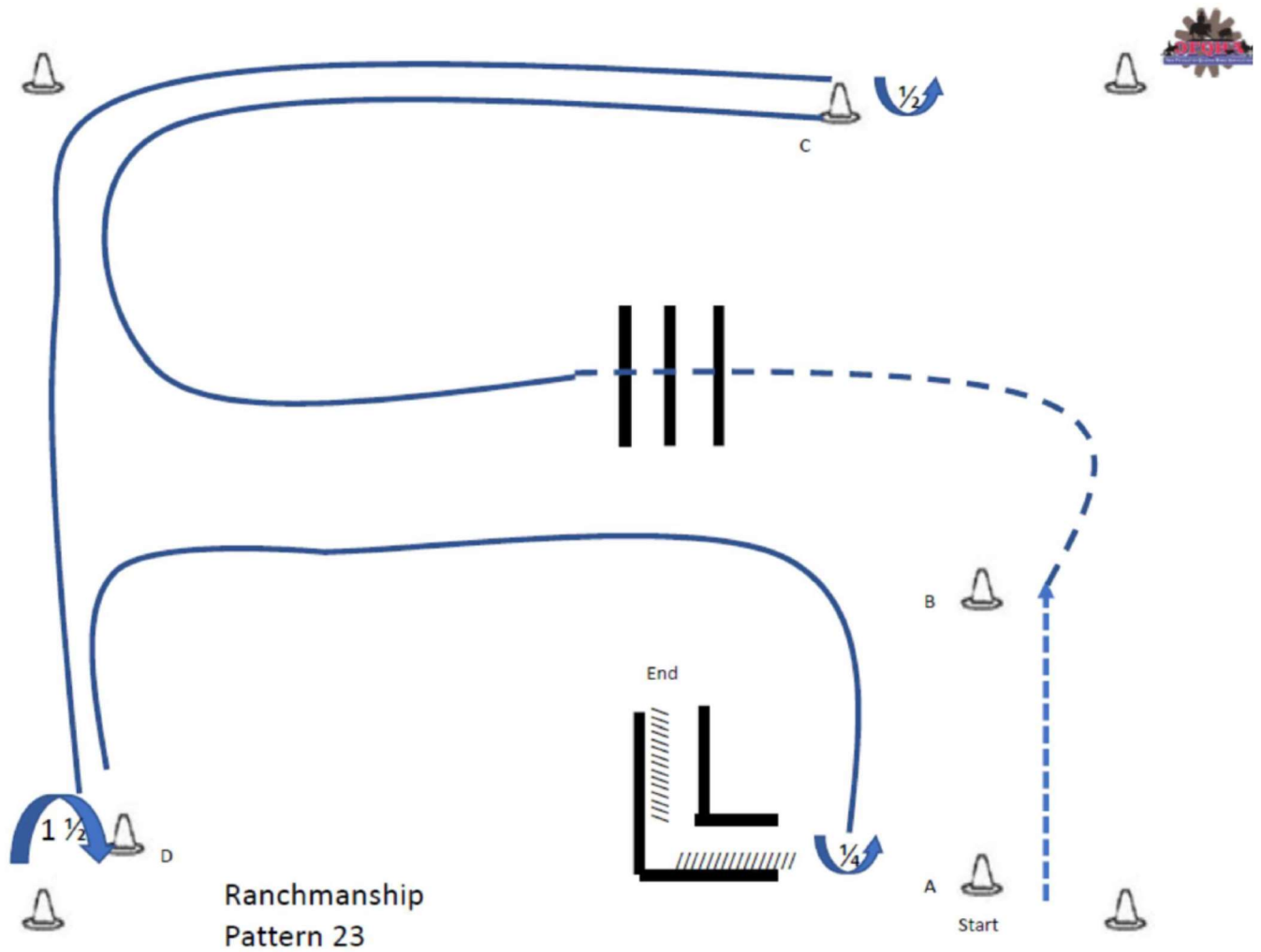
1. Extended Trot from Cone thru Chute; Stop
2. 1 Spin Left
3. 1 Spin Right
4. Back thru Chute; ¼ turn Left
5. Trot to Cone B
6. At Cone walk to side pass pole
7. Side Pass Left
8. Lope Left Lead
9. Change to Right Lead
10. Lope Right Circle; Stop; at side pass pole.
11. Side Pass Right



Walk/Trot class will replace Lope with Extended Trot

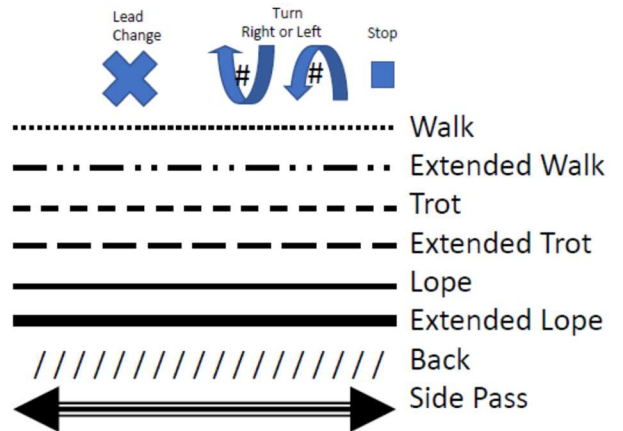
RANCHMANSHIP PATTERN 23

OFQHA – Ranchmanship Pattern 23



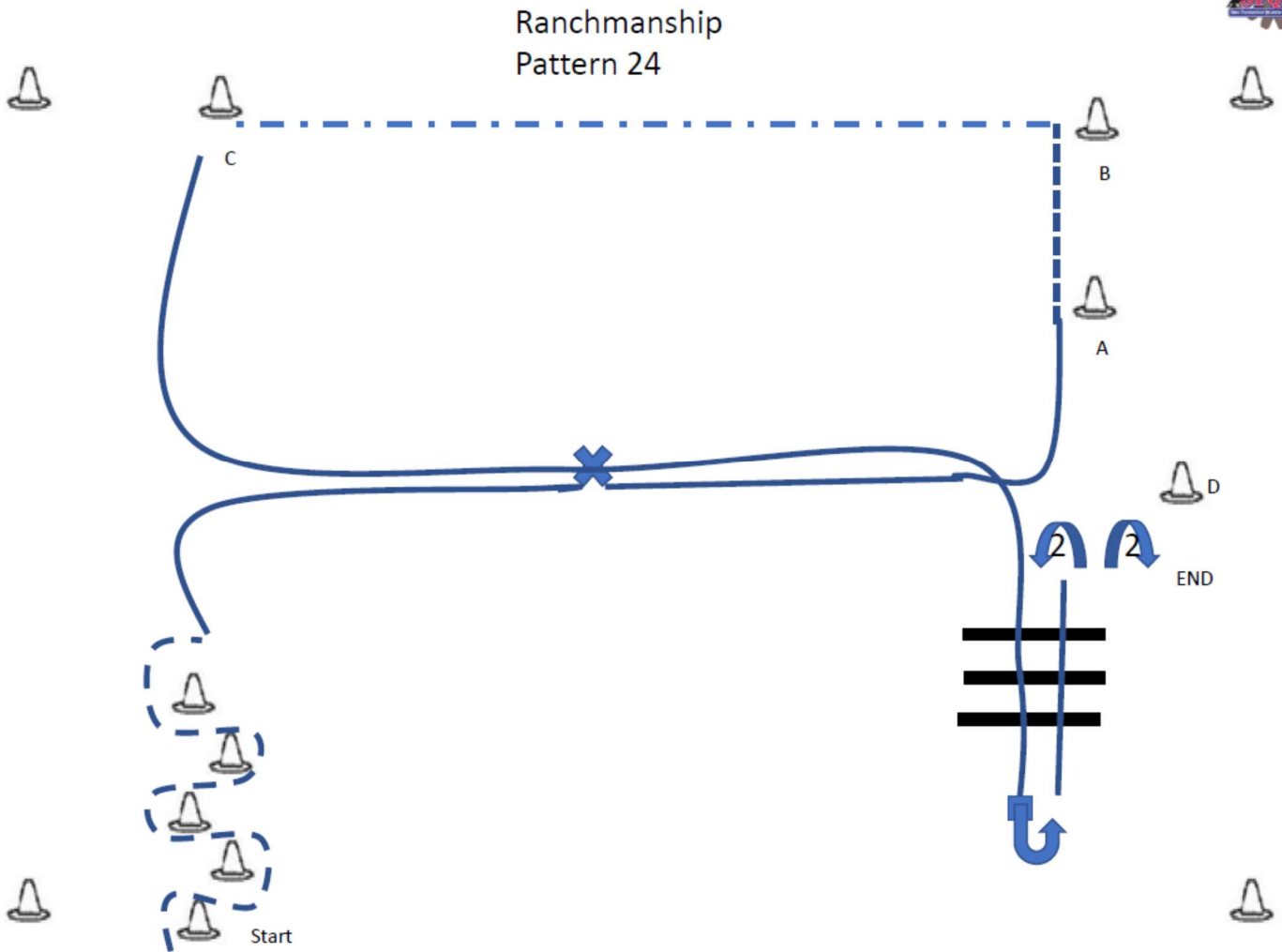
8 Cones
7 Ground Poles

1. Walk A to B
2. At cone B trot to and over ground poles
3. After poles are cleared Right Lead Lope
4. At Cone C Stop
5. 1/2 spin Left
6. Left Lead Lope to Cone D; stop
7. 1 1/2 Spin Right
8. Right Lead Lope to Chute; Stop 1/4 turn Left
9. Back Thru Chute. Finish



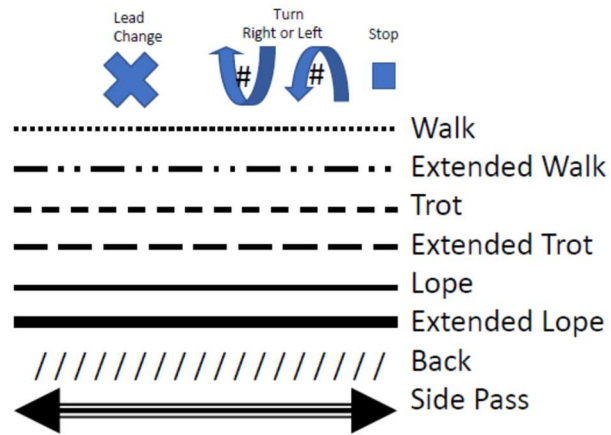
Walk/Trot class will replace Lope with Extended Trot

RANCHMANSHIP PATTERN 24



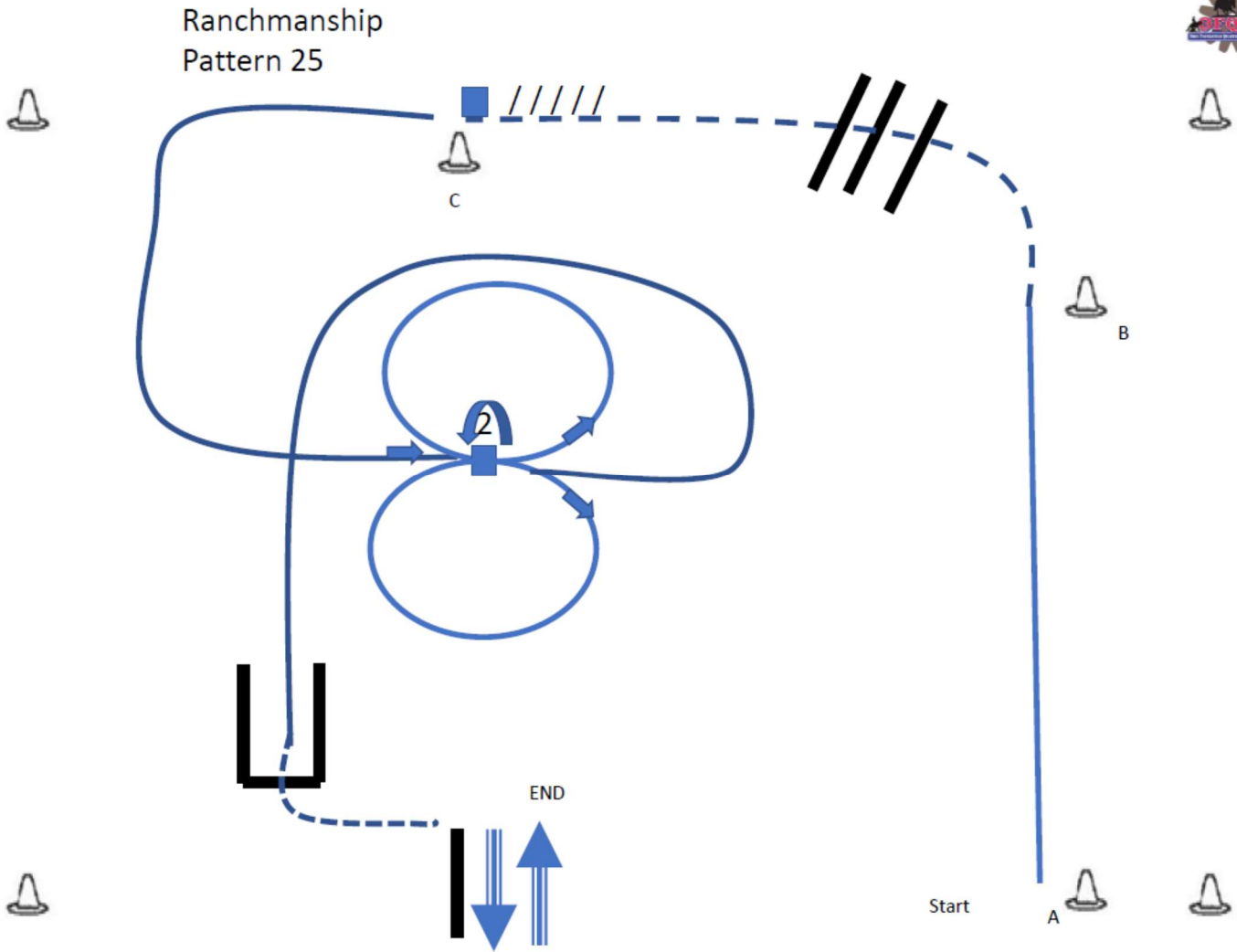
13 Cones
3 Ground Poles

1. Trot serpentine through the cones
2. Clear last cone; Right Lead Lope
3. In center change to Left Lead
4. Lope to cone; transition to walk
5. Walk to next cone
6. Extended jog to next cone
7. Pick up left lead lope to center
8. Change to right lead
9. Lope through crossover
10. Stop, Rollback left
11. Lope Back through lope over
12. Stop Back 8-10 Feet
13. 2 Spins Right
14. 2 Spins Left



Walk/Trot class will replace Lope with Extended Trot

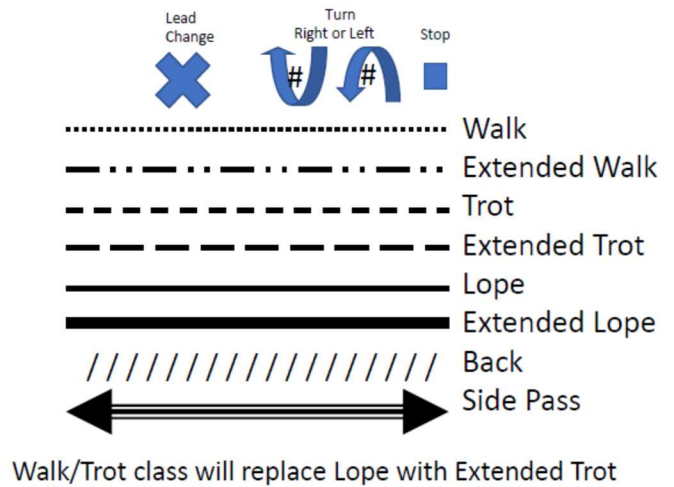
RANCMANSHIP PATTERN 25



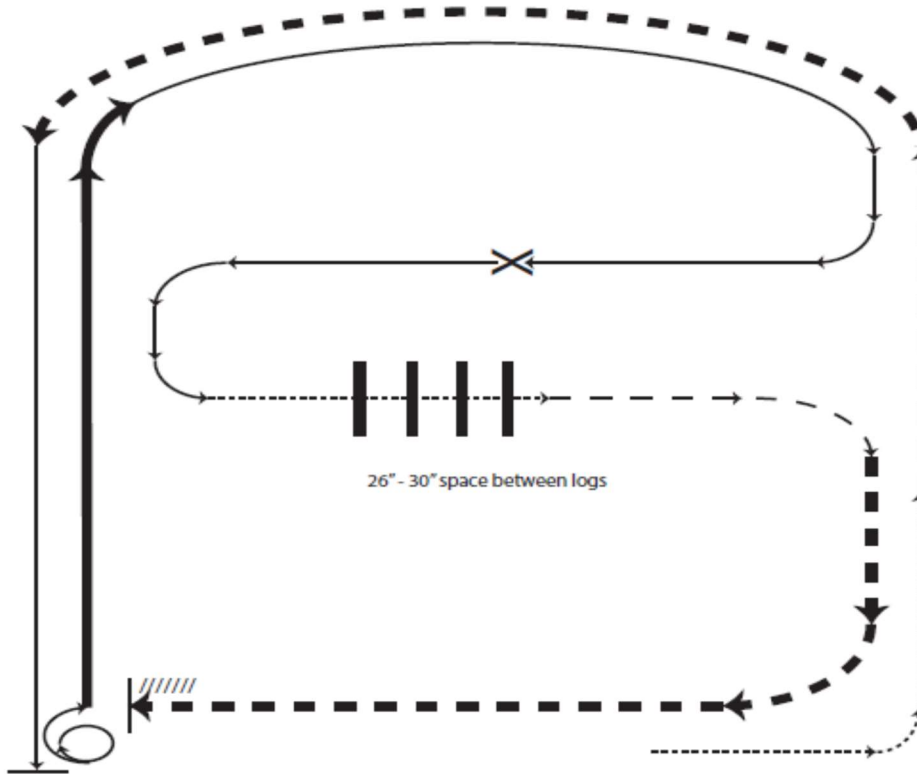
7 Cones

7 Ground Poles

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. Let 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, transition to walk
11. Walk to log and side pass right
12. Side pass Left
13. Finish



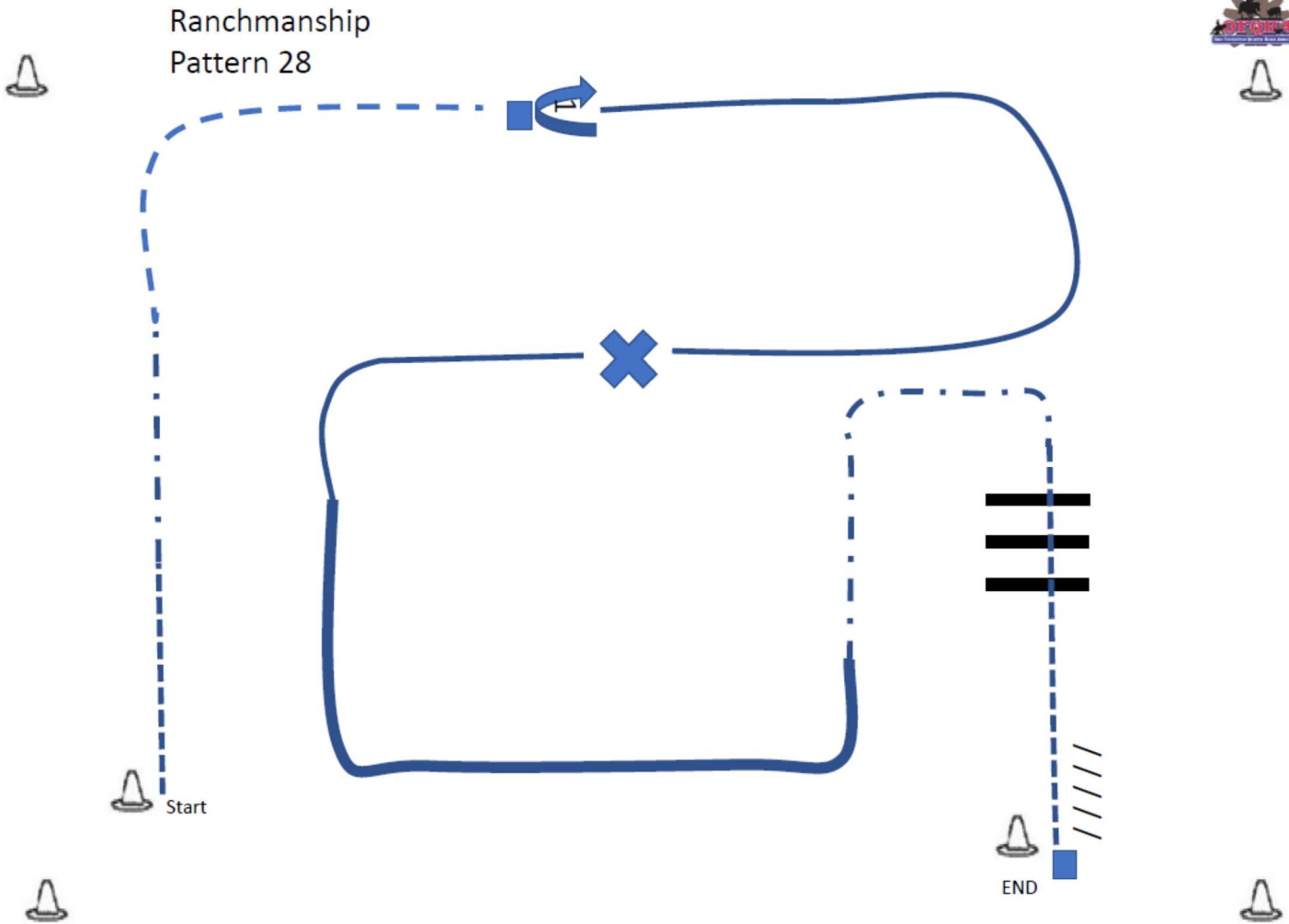
RANCMANSHIP PATTERN 27



- X Lead Change
- Walk
- Trot
- Ext Trot
- Lope
- Ext Lope
- //// Back

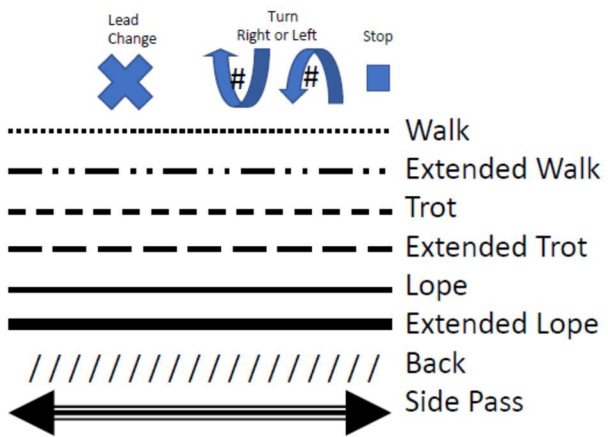
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

RANCMANSHIP PATTERN 28



6 Cones
3 Ground Poles

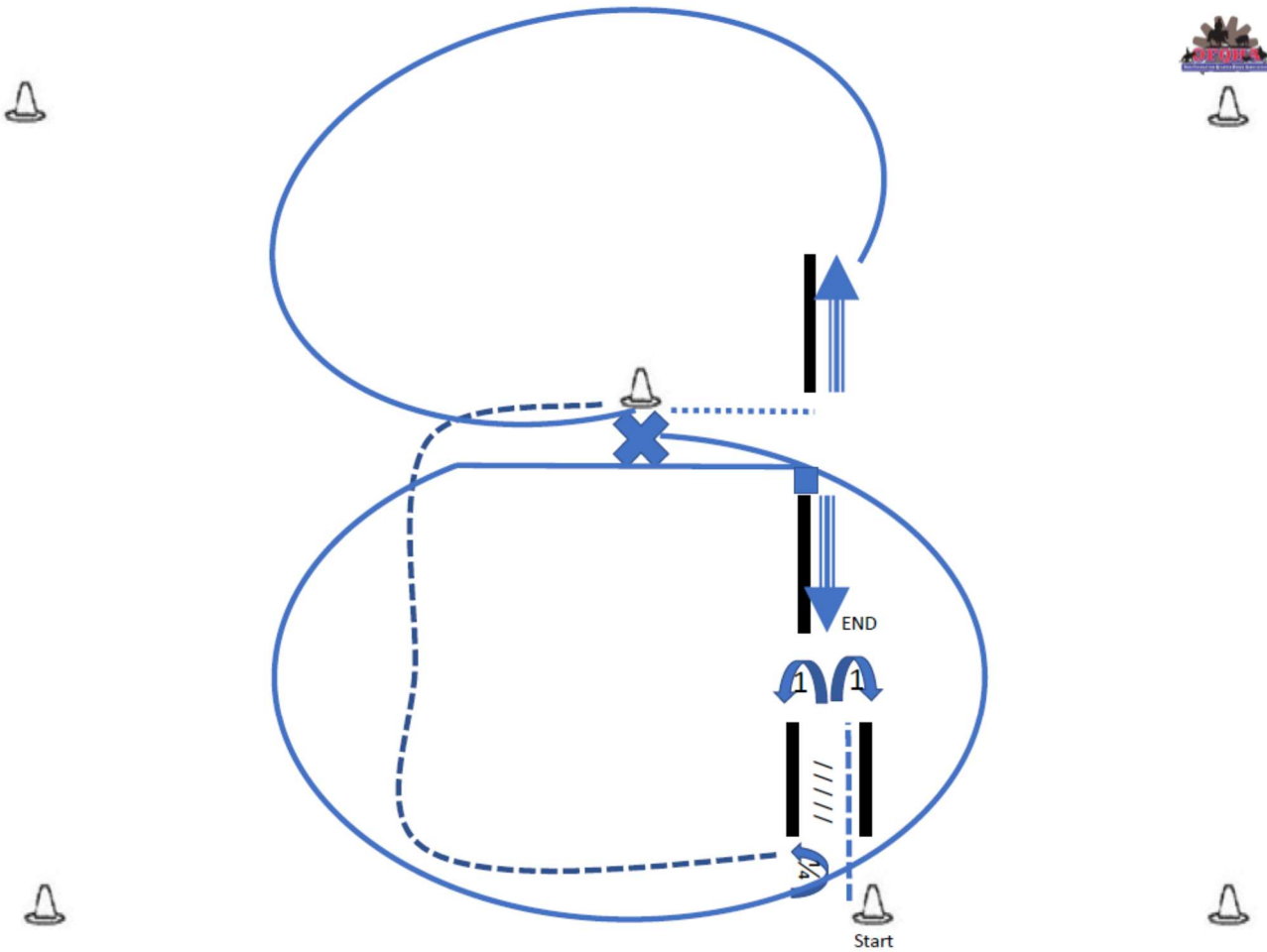
1. Walk
2. Extended Trot
3. Trot
4. Stop/ Turn 360 to the Right
5. Right Lead Lope
6. Change Lead (Simple or Flying)
7. Lope Left Lead
8. Extended Lope Left Lead
9. Extended Trot
10. Walk over logs/ Stop and Back



Walk/Trot class will replace Lope with Extended Trot

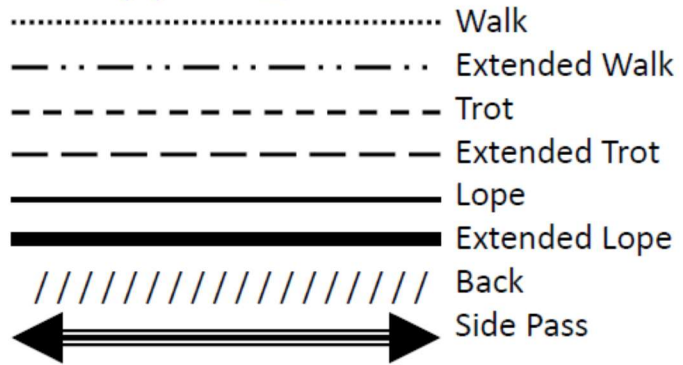
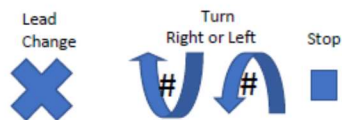
RANCHMANSHIP PATTERN 29

Ranchmanship
Pattern 29



6 Cones
4 Ground Poles

1. Trot through chute/ stop
2. 360 Turn Left
3. 360 Turn Right
4. Back through chute ¼ turn left
5. Trot to Cone
6. At Cone walk to side pass pole
7. Side Pass Left
8. Lope Left Lead
9. Change Lead (Simple or Flying)
10. Lope Right Lead Stop at Side pass pole/
Side Pass Right



Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL OBSTACLE GUIDE

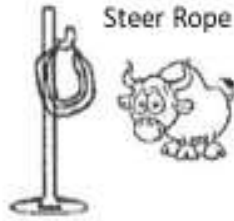


Mandatory Obstacles



Log Drag

Drag log off the left side of the horse in a circle and return



Steer Rope

2 Attempts to rope the steer. Not catching is not a DQ



Gate

Work gate with Right or left hand as directed in the pattern

Optional Obstacles

Log



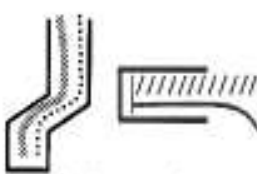
Logs arranged in various patterns in groups of 2-4

Cross Buck



Logs arranged cavaletti style raised on one end

Chute



Ground poles arranged in a variety of shapes, entry and exit are defined in the pattern

Bridge



Wooden Bridge 16" high at the center walk over

Slicker



Walk to and sack out horse, place slicker over horses head

Cones



Cones in groups of 2-5; ride through per pattern
Single Cone mark start and finish

Ground Pole



Side Pass Right or Left per Pattern

Dismount

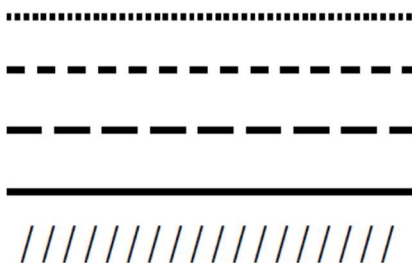
Pick up hoof



Unbridle/ Rebridle



Trailer Load/ Unload



Walk

Trot

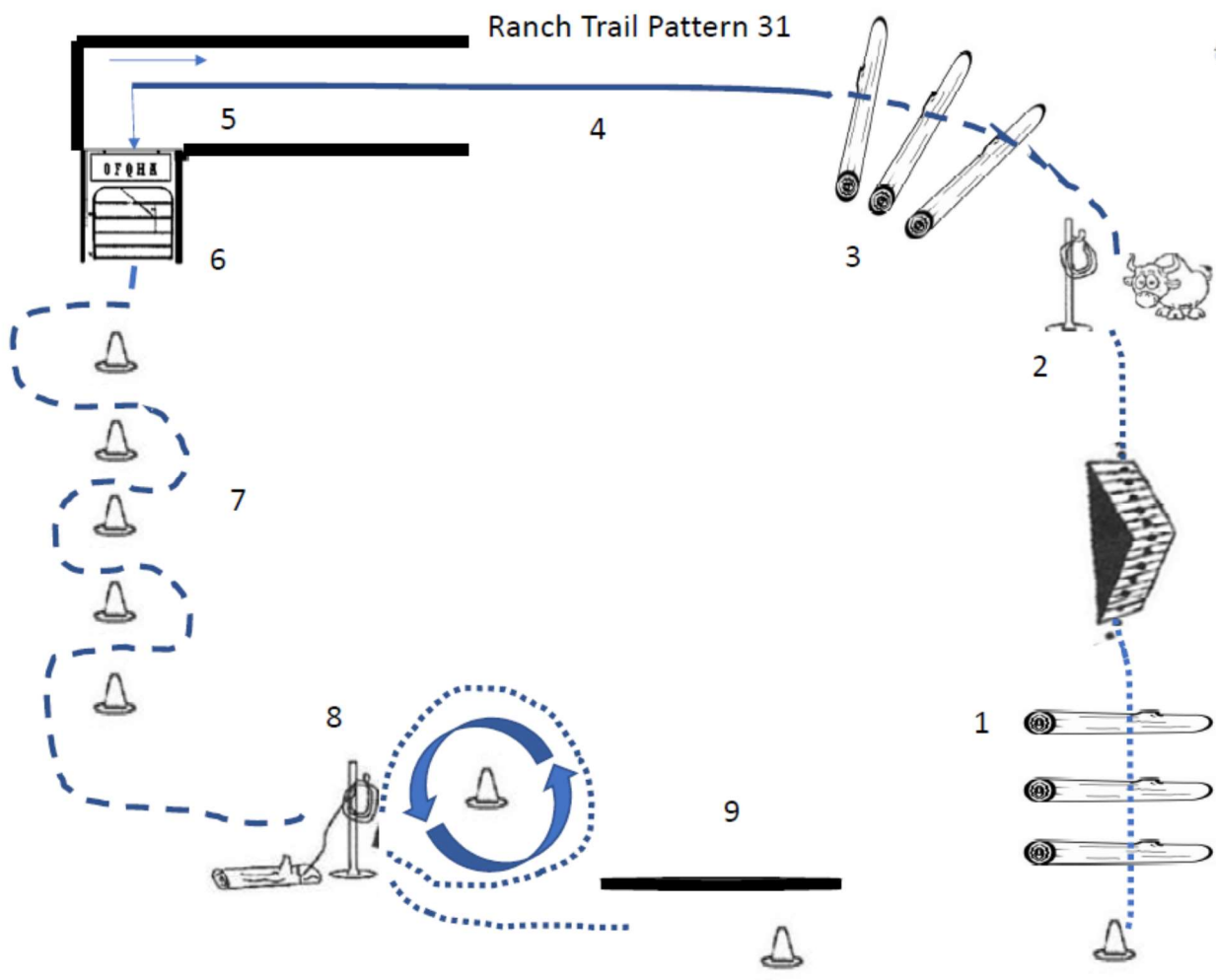
Extended Trot

Lope

Back

Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL PATTERN 31



8 Cones
 9 Ground Poles
 Bridge, Log Drag, Rope, Gate

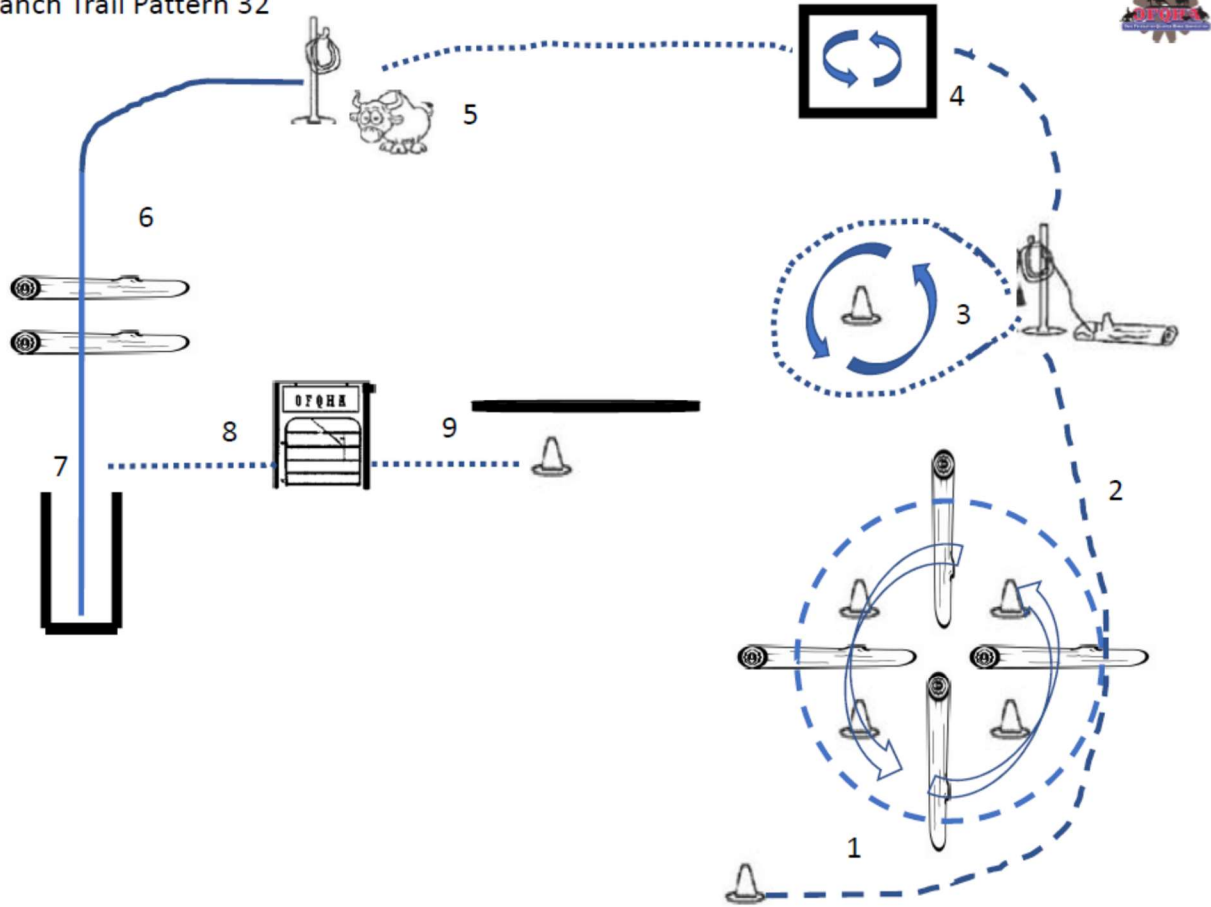
1. Walk over poles and Bridge
2. Walk to Steer/ Attempt to Rope/ 2 Attempts
3. Trot to and over poles
4. Left Lead Lope into Chute
5. Stop Rollback Right/ Side pass Right
6. Work Gate with Right Hand
7. Extended Trot through Cones/ Serpentine/ To Log Drag
8. Walk/ Drag Log/ Return Log
9. Walk to cone/ Side Pass Left over the ground pole

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

Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL PATTERN 32

Ranch Trail Pattern 32



13 Ground Poles
 7 Cones
 Gate, Steer, log Drag

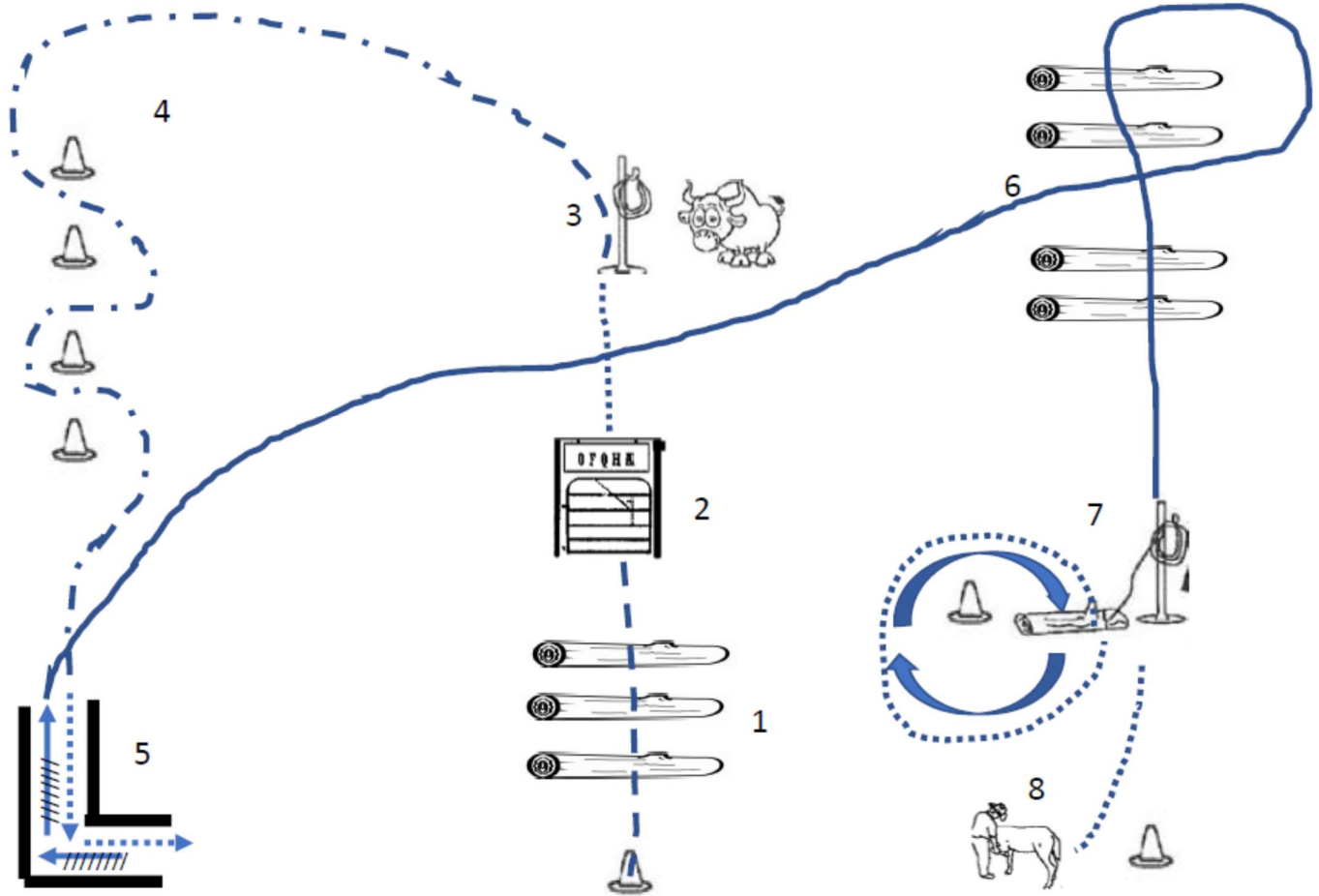
1. Trot large circle over logs outside of cones
2. Trot to Log Drag
3. Walk, Drag log around cone
4. Trot to Box, enter box 360 turn Left
5. Walk to Steer/ Attempt to Rope/ 2 Attempts
6. Left Lead Lope to and Over Logs
7. Lope into Chute/ Stop/ Back Out
8. Haunch turn left/ Walk to Gate/ Haunch turn right/ Work Gate with Right Hand
9. Walk to Cone/ Side Pass Right over Ground Pole

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

Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL PATTERN 33

Ranch Trail Pattern 33



11 Logs
7 Cones
Gate, Log Drag, Rope

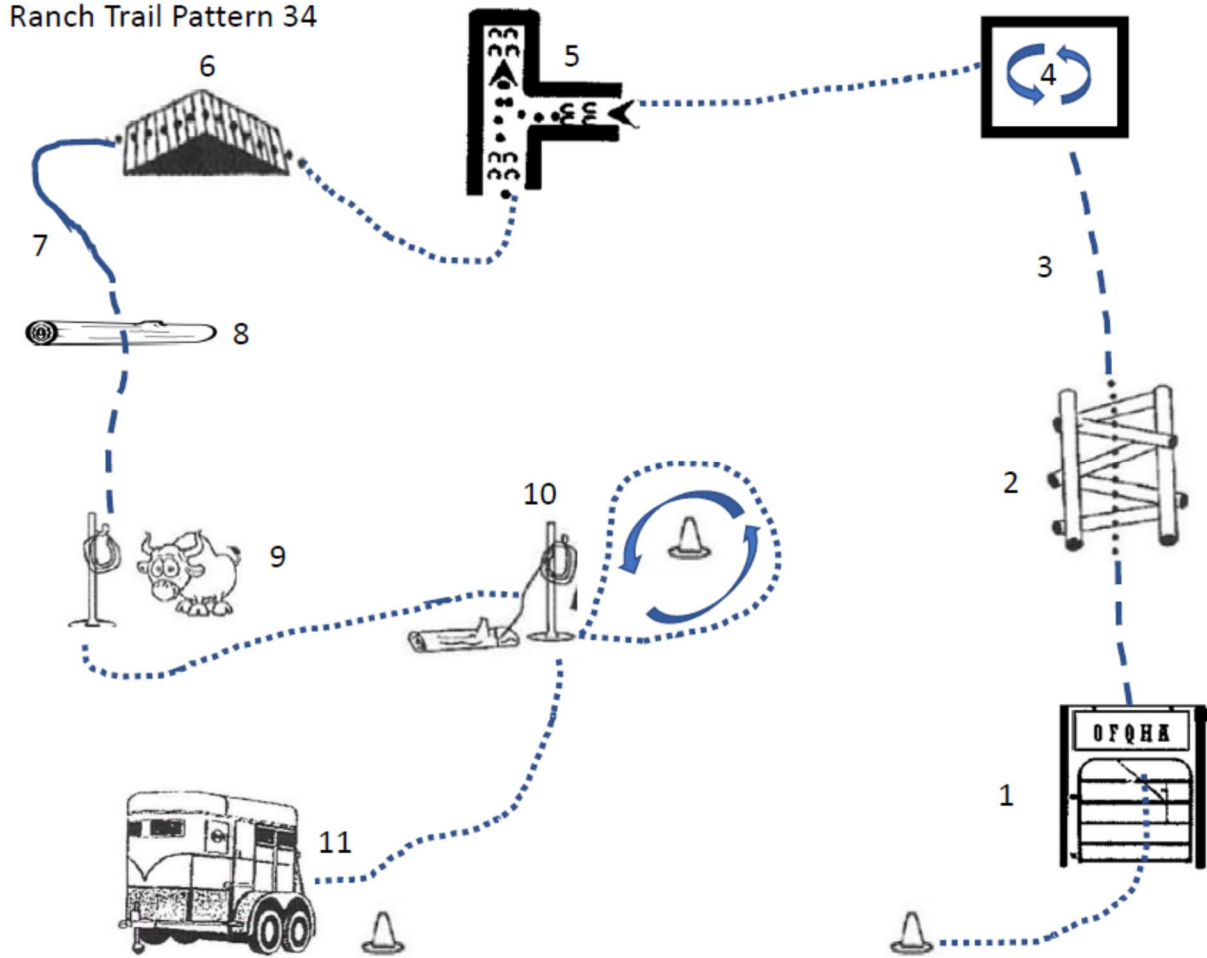
1. Trot over poles to Gate
2. Work Gate with Left Hand
3. Walk to Steer/ Attempt to Rope/ 2 Attempts
4. Trot to Slicker/ Sack out Horse
5. Extended Trot to Serpentine through Cones to Chute
6. Walk into Chute/ Back out
7. Left Lead Lope over Logs to Log Drag
8. Walk to Log Drag/ Drag Log around Cone/ Return Log
9. Walk to Cone/ Dismount/ Pick up Left Front Foot

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

Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL PATTERN 34

Ranch Trail Pattern 34



3 Cones)

18 Ground Poles (Crossbuck)

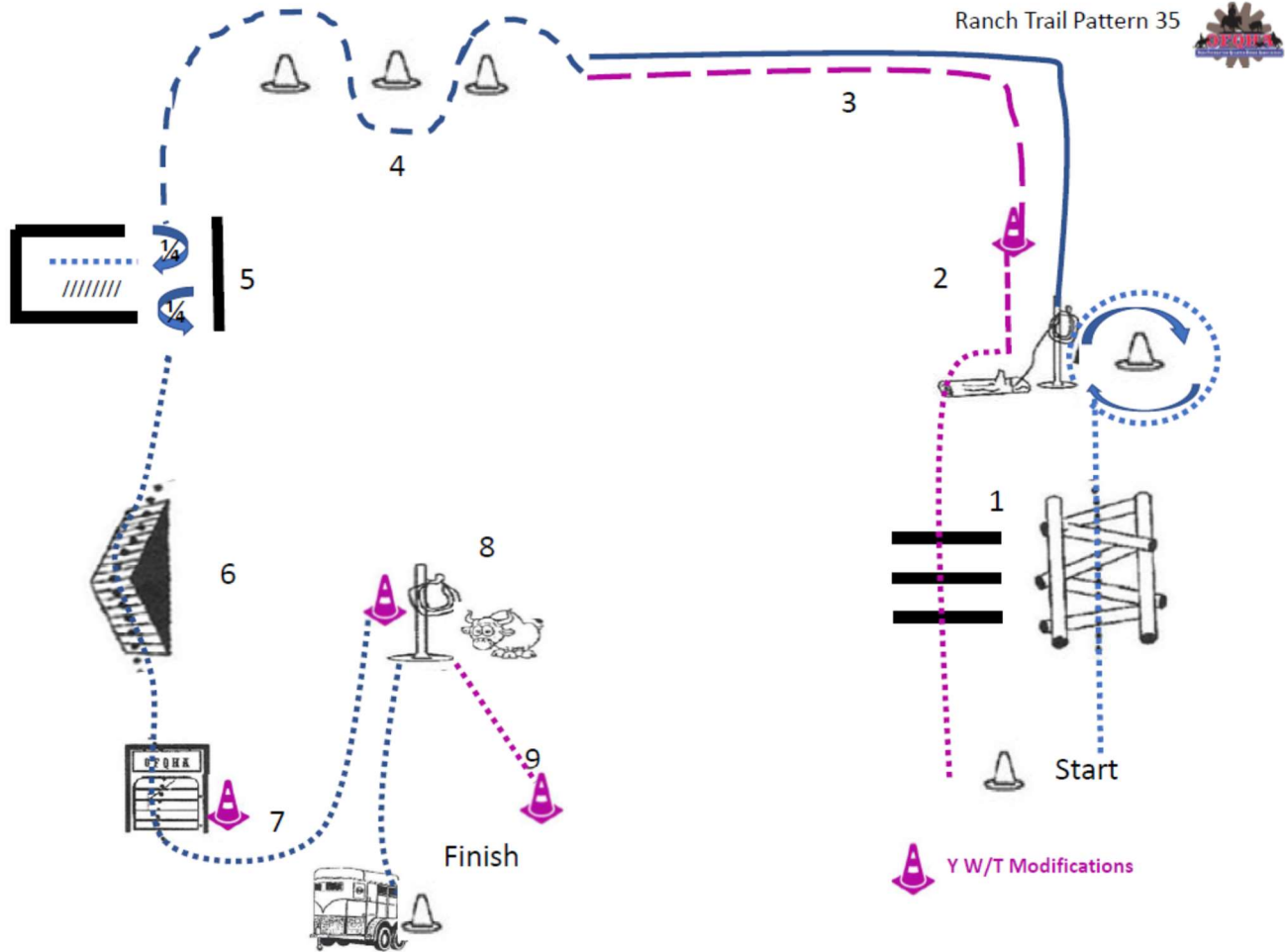
Gate, Trailer, Rope, Log Drag, Bridge

1. Walk to Gate /Work Gate with Right hand
2. Trot to Crossbuck/ Walk through Crossbuck
3. Extended Trot to Box
4. Enter Box / 1 ¼ Turn Left
5. Walk to Maze/ Walk into "L"/ Back Out
6. Walk to and over Bridge
7. Left Lead Lope
8. Trot over Log and to Steer Rope
9. Rope Steer Attempt / 2 Attempts
10. Walk to Log Drag/ Drag Log around Cone/ Return Log
11. Walk to Trailer/ Dismount/ Load and Unload Horse (Rider must lead horse into and out of trailer)

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

Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL PATTERN 35



6 Orange Cones, 5 Pink
 14 Ground Poles
 Gate, Trailer, Log Drag, Rope, Bridge

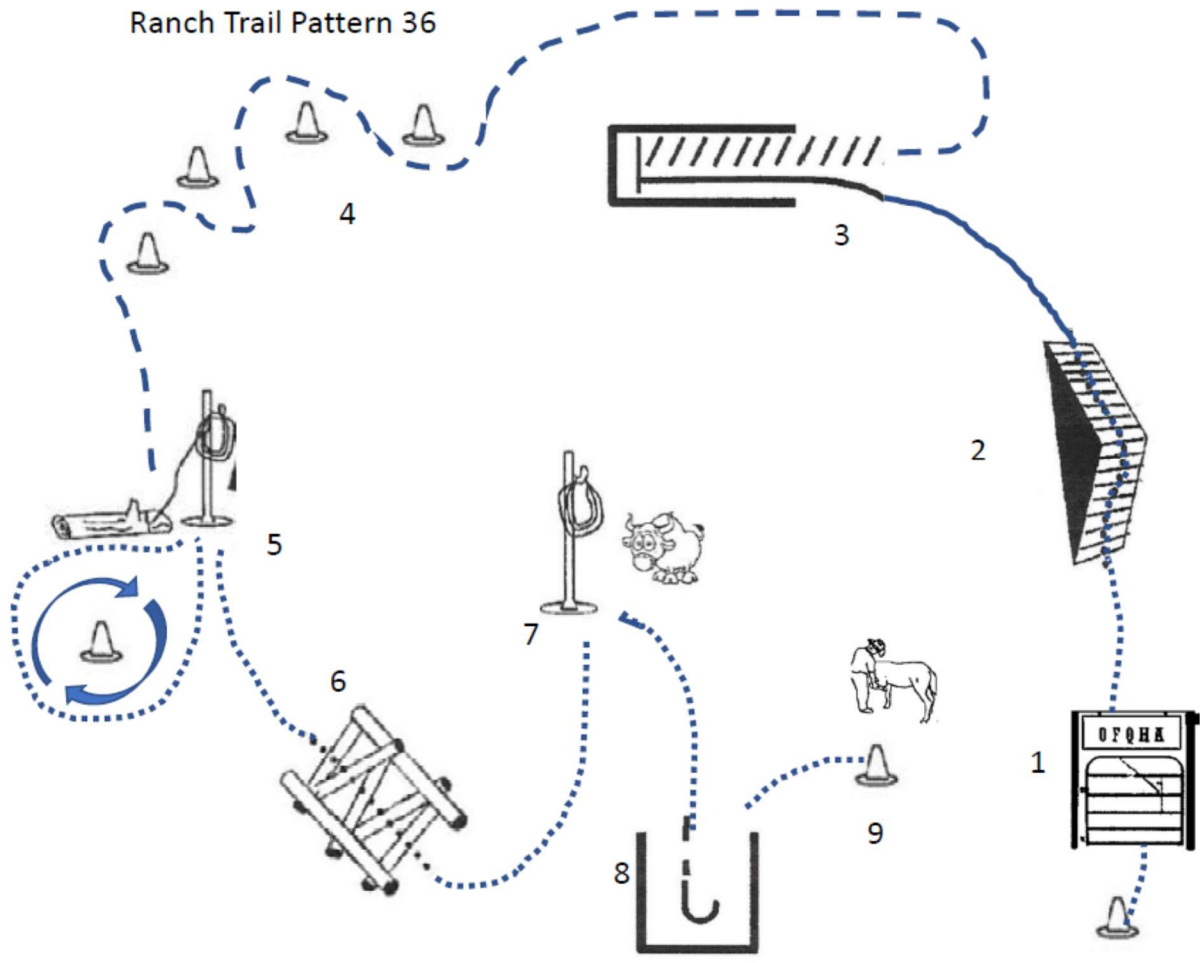
1. Walk through Crossbuck **YOUTH W/T walk over ground poles**
2. Drag log around cone/ return log – **Youth W/T Drag log to Cone drop rope and move to next obstacle**
3. Left Lead Lope
4. Trot through Cones
5. Walk to chute ¼ turn Right, walk into chute, back out, ¼ turn left
6. Walk over bridge
7. Walk to gate and work with Left Hand **Youth W/T walk through and close gate (Latch will remain open)**
8. Walk to Steer, attempt to rope steer (2 attempts) **Youth W/T Swing rope over horse – no attempt to rope needed**
9. Walk to Trailer/Dismount/Load and unload Horse (Rider must lead horse into and out of trailer) **Youth W/T Walk to cone and dismount**

YOUTH W/T Modifications

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

Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL PATTERN 36



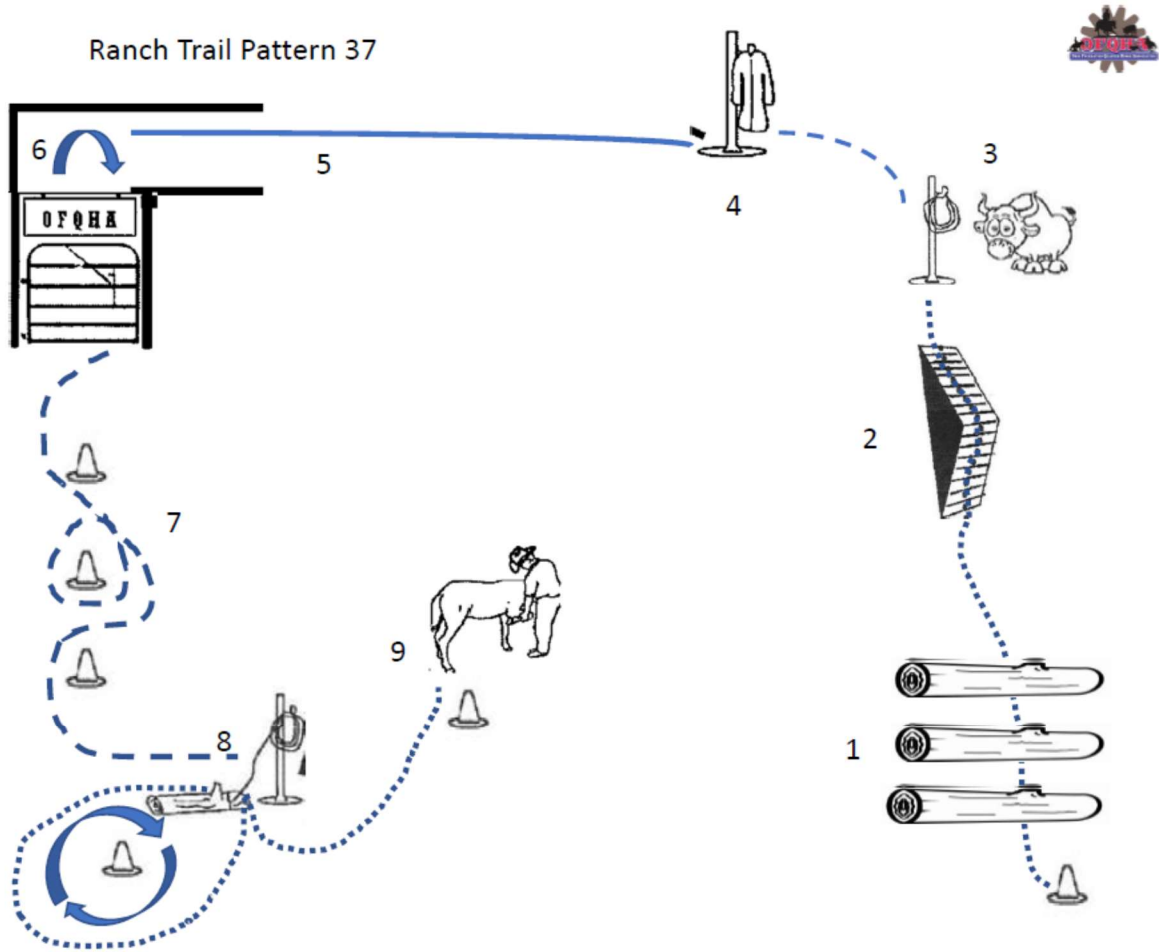
7 Cones
 13 Ground Poles
 Gate, Steer, Log Drag, Bridge

1. Walk to Gate and work with Right Hand
2. Walk to and over Bridge
3. Left Lead Lope into chute/ Stop / Back Out
4. Trot to Cones
5. Trot to Log Drag/ Drag Log around Cone/ Return Log
6. Walk to and through Crossbuck
7. Walk to Steer Rope/Attempt to Rope/ 2 Attempts
8. Trot into Chute/ Turn 180 Left
9. Dismount/ Ground tie Horse/ Walk to and touch Cone/ Return to Horse

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

Walk/Trot class will replace Lope with Extended Trot

RANCHMANSHIP PATTERN 37



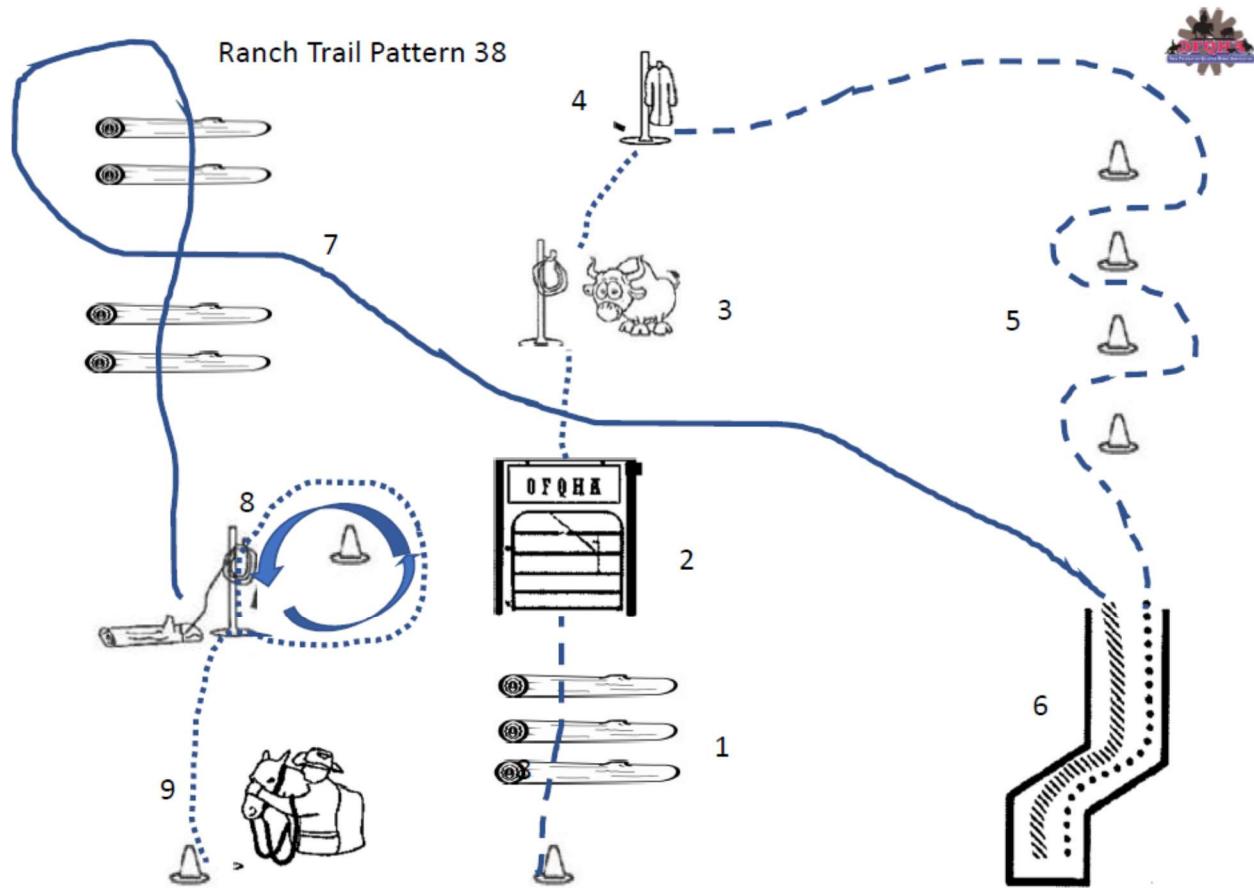
6 Cones
 6 logs
 Gate, Rope, Log Drag, Bridge, Sack Out

1. Walk over logs
2. Walk to and over bridge
3. Walk to Steer/ attempt to Rope (2 Attempts)
4. Extended Trot to Slicker/ Sack out Horse
5. Lope Right Lead into Chute
6. 180 Turn to the right in the Chute
7. Side Pass Right to Gate/Work Gate with Right Hand
8. Trot through cones/ circle middle cone
9. Trot to Log Drag/ Drag log and return
10. Walk to cone/ Dismount/ Pick up Right front foot

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

Walk/Trot class will replace Lope with Extended Trot

RANCHMANSHIP PATTERN 38

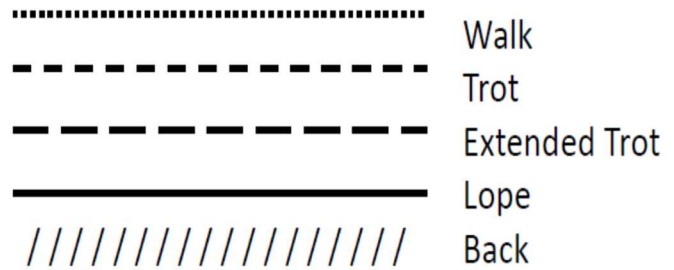


7 Cones

14 Ground Poles

Gate, Rope, Log Drag, Sack Out

1. Trot over logs to Gate
2. Work Gate with Right hand
3. Walk to Steer/ attempt to Rope (2 Attempts)
4. Walk to Slicker/ Sack out Horse
5. Extended trot through cones to Chute
6. Walk into Chute/ Back out of Chute
7. Lope Right Lead over logs to Log Drag
8. Drag Log around Cone/ Return Log
9. Walk to Cone/ Dismount/ Unbridle and Rebridle



Walk/Trot class will replace Lope with Extended Trot