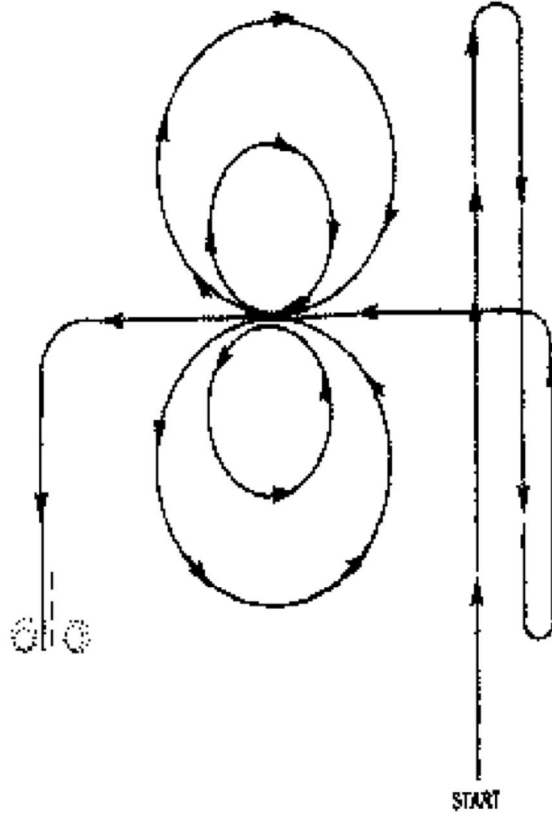




## WORKING RANCH HORSE/RANCH BOXING – PATTERN 1

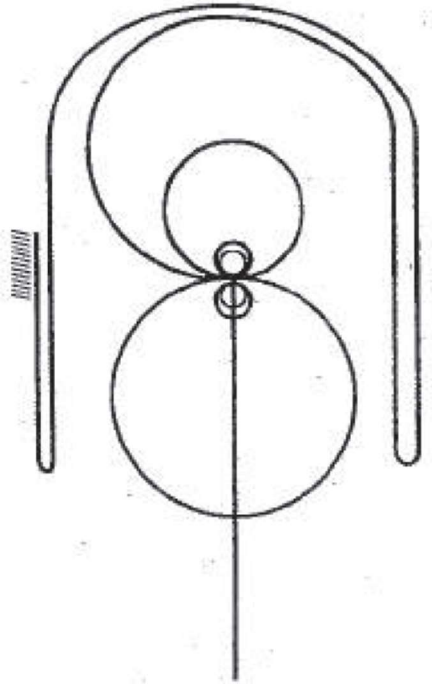
### MANDATORY MARKERS ALONG FENCE OR WALL RIDE PATTERN AS FOLLOWS:

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left.
5. Lope large circle to left with medium speed. Change leads.
6. Lope small slow circle to right.
7. Lope large circle to right with medium speed. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do 360 degree spin right
11. Do 360 degree spin Left
12. Hesitate to show completion of pattern.





## WORKING RANCH HORSE/RANCH BOXING – PATTERN 2

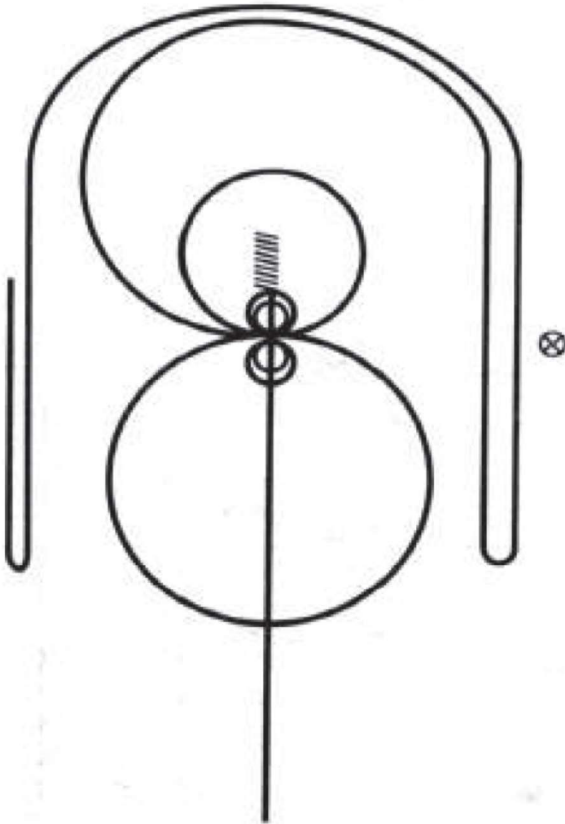


### MANDATORY MARKERS ALONG FENCE OR WALL- RIDE PATTERN AS FOLLOWS:

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 strait 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.



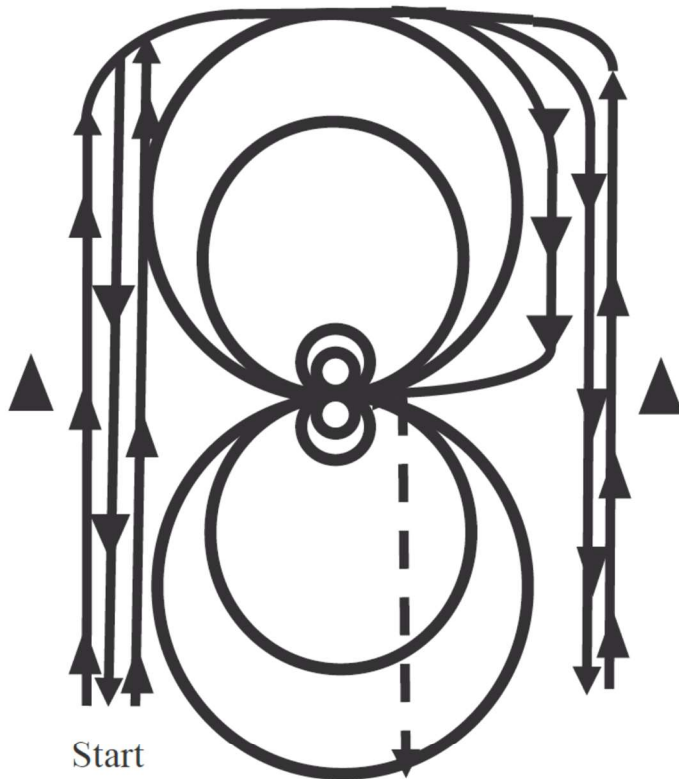
### WORKING RANCH HORSE/RANCH BOXING – PATTERN 3



#### **Mandatory Marker Along Fence or Wall Ride Pattern as follows:**

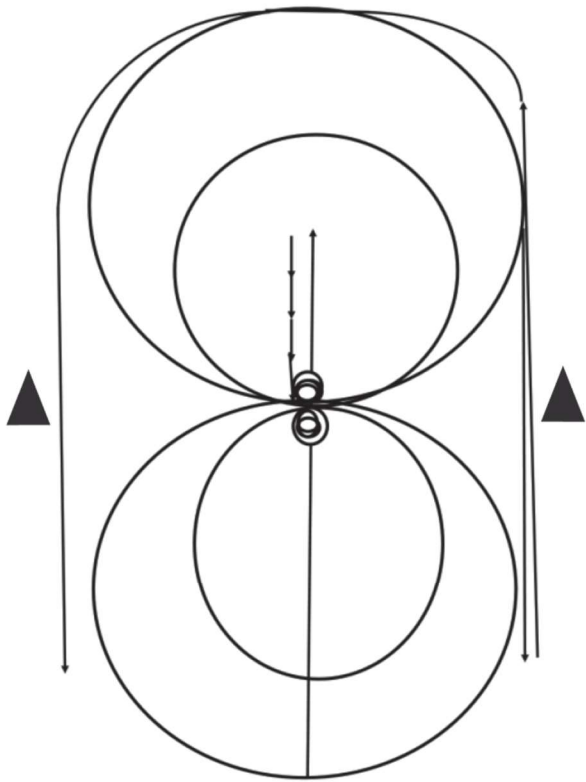
1. Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins right.
3. Complete 2 1/4 spins left.
4. Begin on right lead and complete one circle right small and slow. Change leads.
5. Complete one circle left large and 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. Hesitate to complete pattern.





**NOVICE RANCH REINING –  
PATTERN 5**

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.

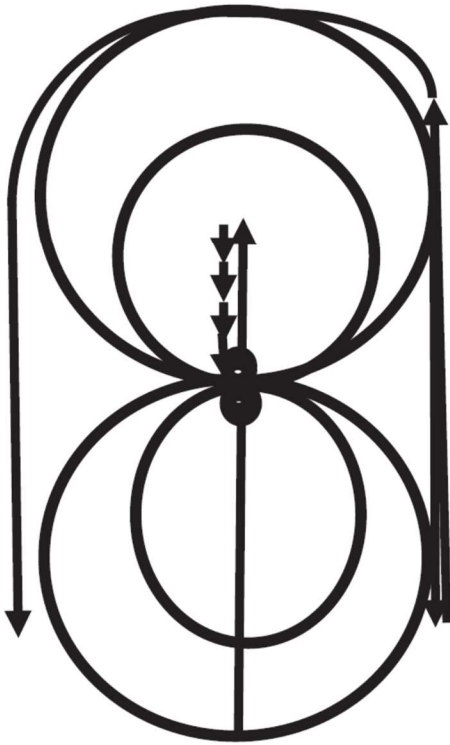


**NOVICE RANCH REINING –  
PATTERN 6**

1. Run down center past marker and stop; Back 8-10 feet, 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.



### NOVICE RANCH REINING – PATTERN 7



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



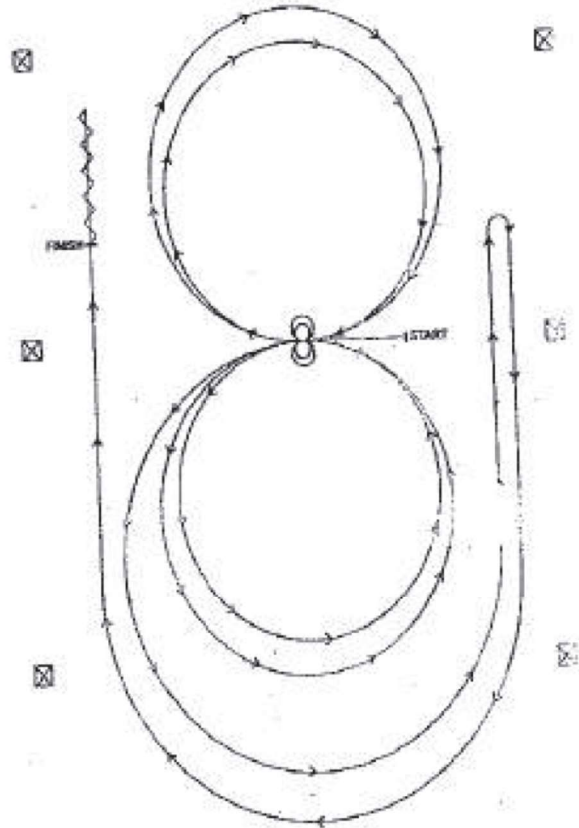
## NOVICE RANCH REINING – PATTERN 8

**HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.**

1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. 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 maker, 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.

Rider may drop bridle to designated judge.

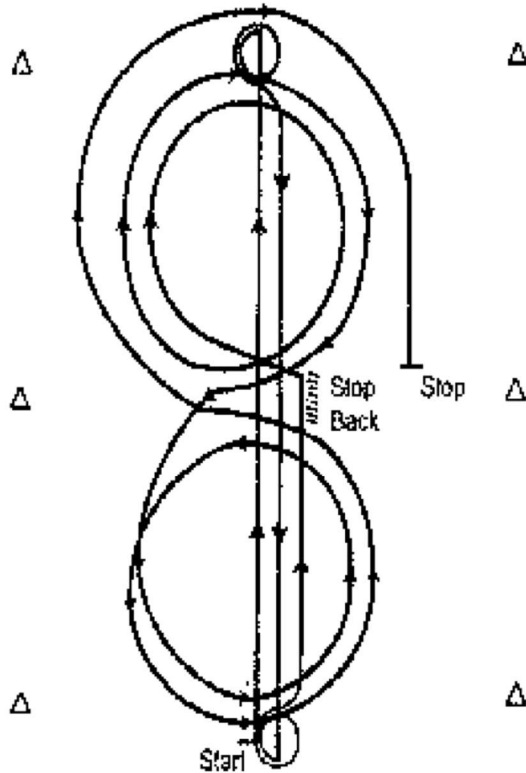
EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.







## RANCH REINING – PATTERN 9



### Δ BEGIN AT END OF THE ARENA

1. Run to far end of arena past the end marker and stop.
  2. Execute 1 1/2 (one and one-half) spins to the left.
  3. Run to other end of arena past the end marker and stop.
  4. Execute 1 1/2 (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 1/4 (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 arena to the other side, past center marker, at least 20 feet from the fence and stop, hesitate to complete pattern.
  10. Approach judge for inspection and dismissal.
- Rider may drop bridle to the designated judge.

Δ



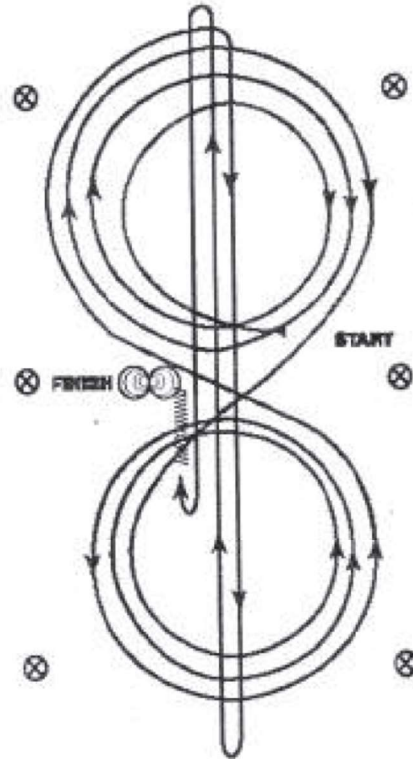
## RANCH REINING – PATTERN 10

**HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN, BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OF FENCE.**

1. Beginning on the right lead, complete 3 circle to the right, the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
2. Complete 3 circles to the left the first circle small and slow, the next 2 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 stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Do a 360 degree spin to the right.
7. Do a 360 degree spin to the left.
8. Hesitate to show completion of pattern.

Rider may drop bridle to the designated judge.

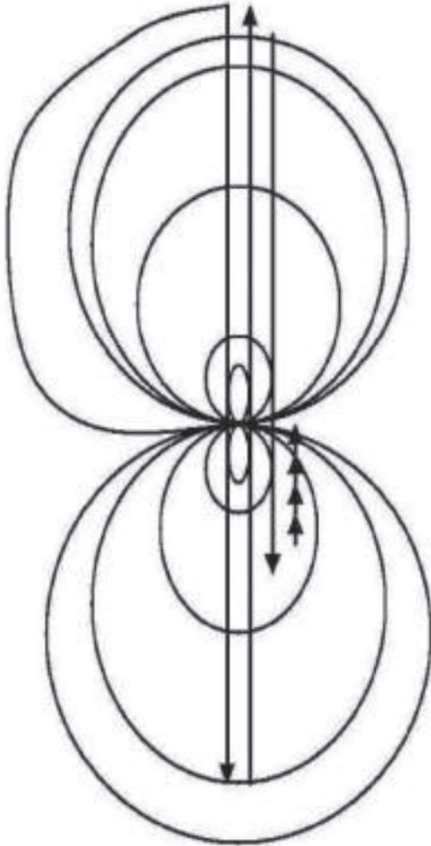
**EXHIBITORS THAT DO NOT TROT IN  
WILL BE DISQUALIFIED.**





## RANCH REINING – PATTERN 11

**HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING 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 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 (figure 8).
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 feet. Hesitate to demonstrate completion of the pattern.

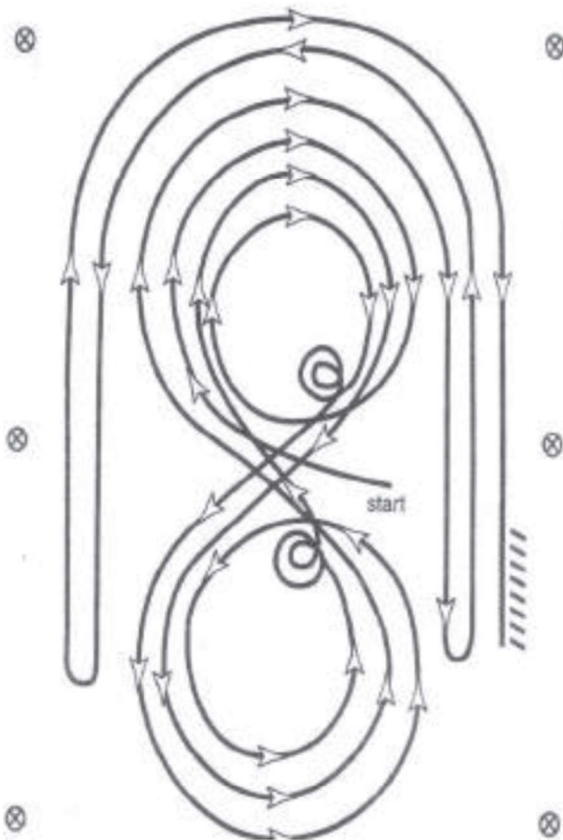
Rider must drop bridle to designated judge.

EXHIBITORS THAT DO NOT TROT  
IN WILL BE DISQUALIFIED.



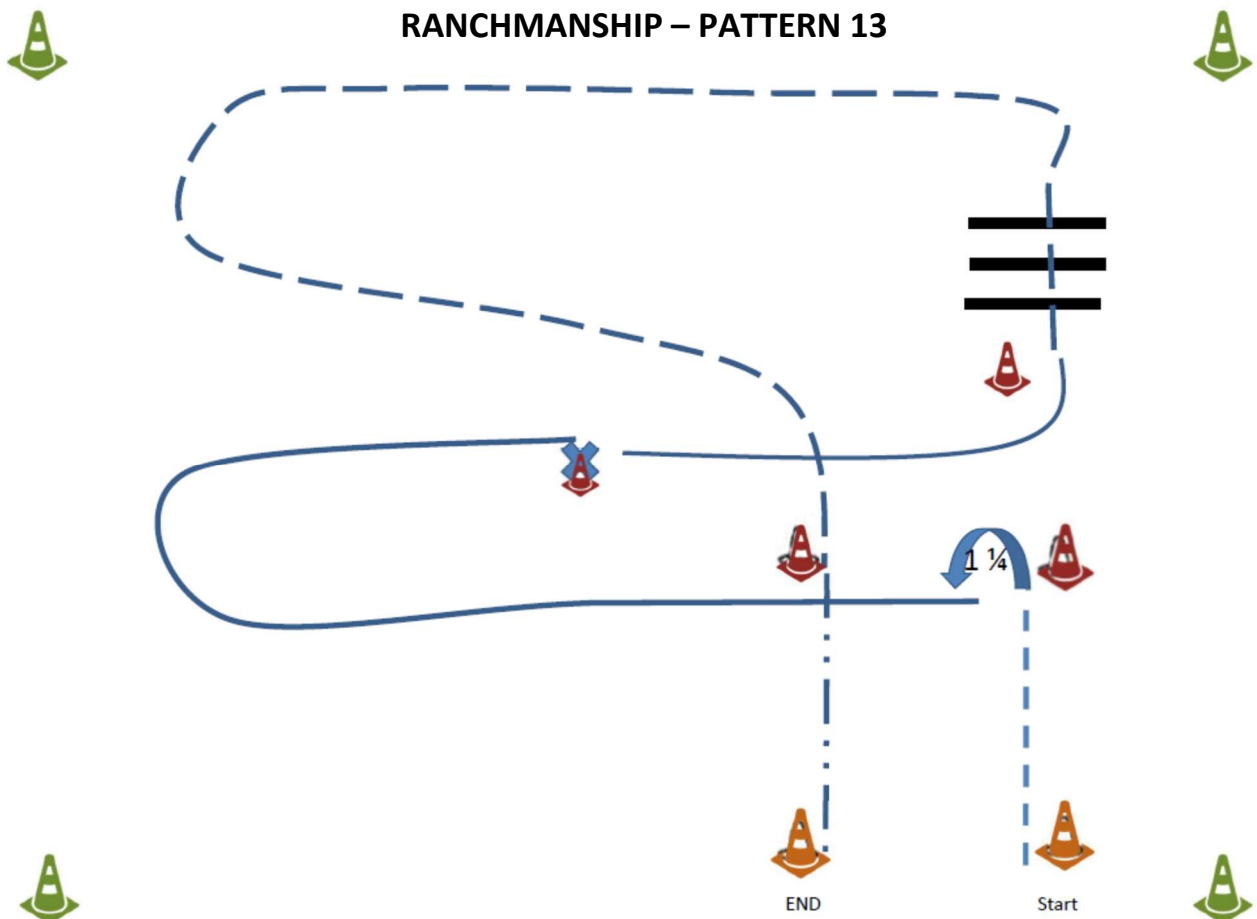
## RANCH REINING – PATTERN 12

**HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.**



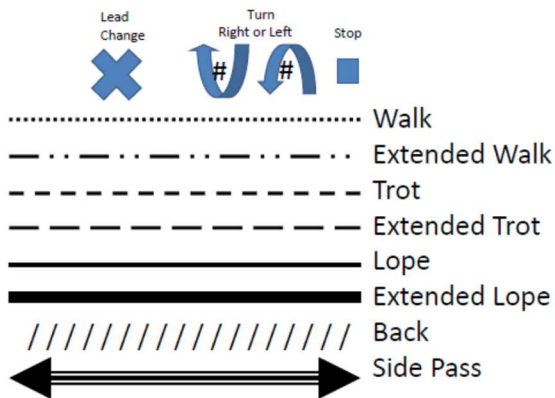
1. Starting at the center do 2 circles to the right. The first, a large fast circle. The second a small slow circle.
2. At center marker stop and do 2 spins to the right.
3. After the spins have been completed; slight hesitation.
4. Do 2 circles to the left. The first a large fast circle. The second a small slow circle.
5. At center marker stop and do 2 spins to the left.
6. After spins completed; slight hesitation.
7. Start a fast figure 8 to the right, changing leads at the 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 the 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.

### RANCMANSHIP – PATTERN 13



10 Cones  
3 Ground Poles

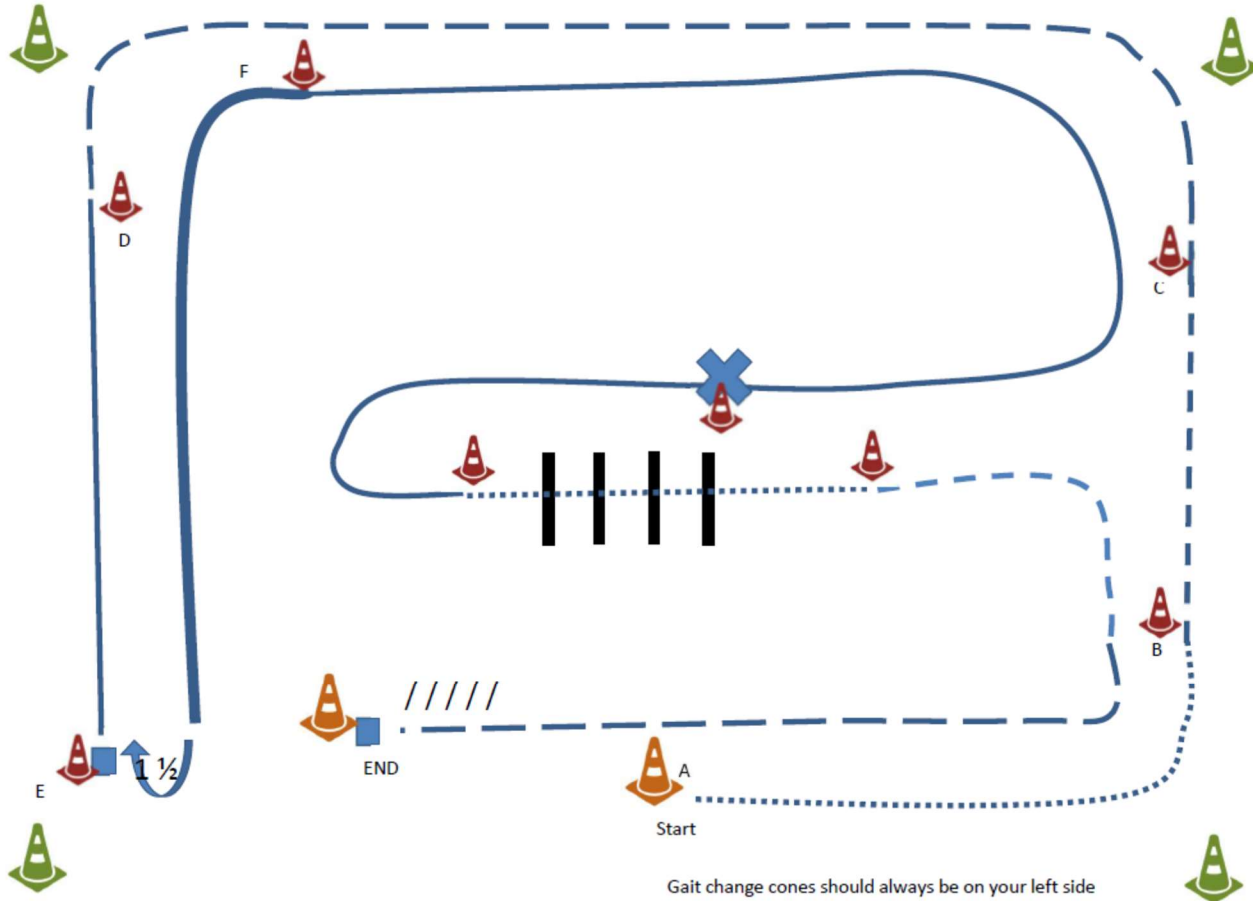
1. Trot to Cone/ Stop
2. 1 ¼ Spin Left
3. Right Lead Lope
4. Change Lead at cone (Simple or Flying)
5. Left Lead Lope
6. Extended Trot Over Poles to cone
7. At Cone Break to Extended Walk
8. Stop at Cone



Walk/Trot class will replace Lope with Extended Trot

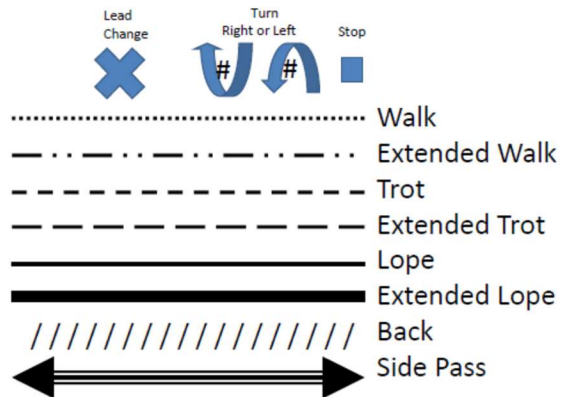


### RANCHMANSHIP – PATTERN 14



14 Cones  
4 Ground Poles

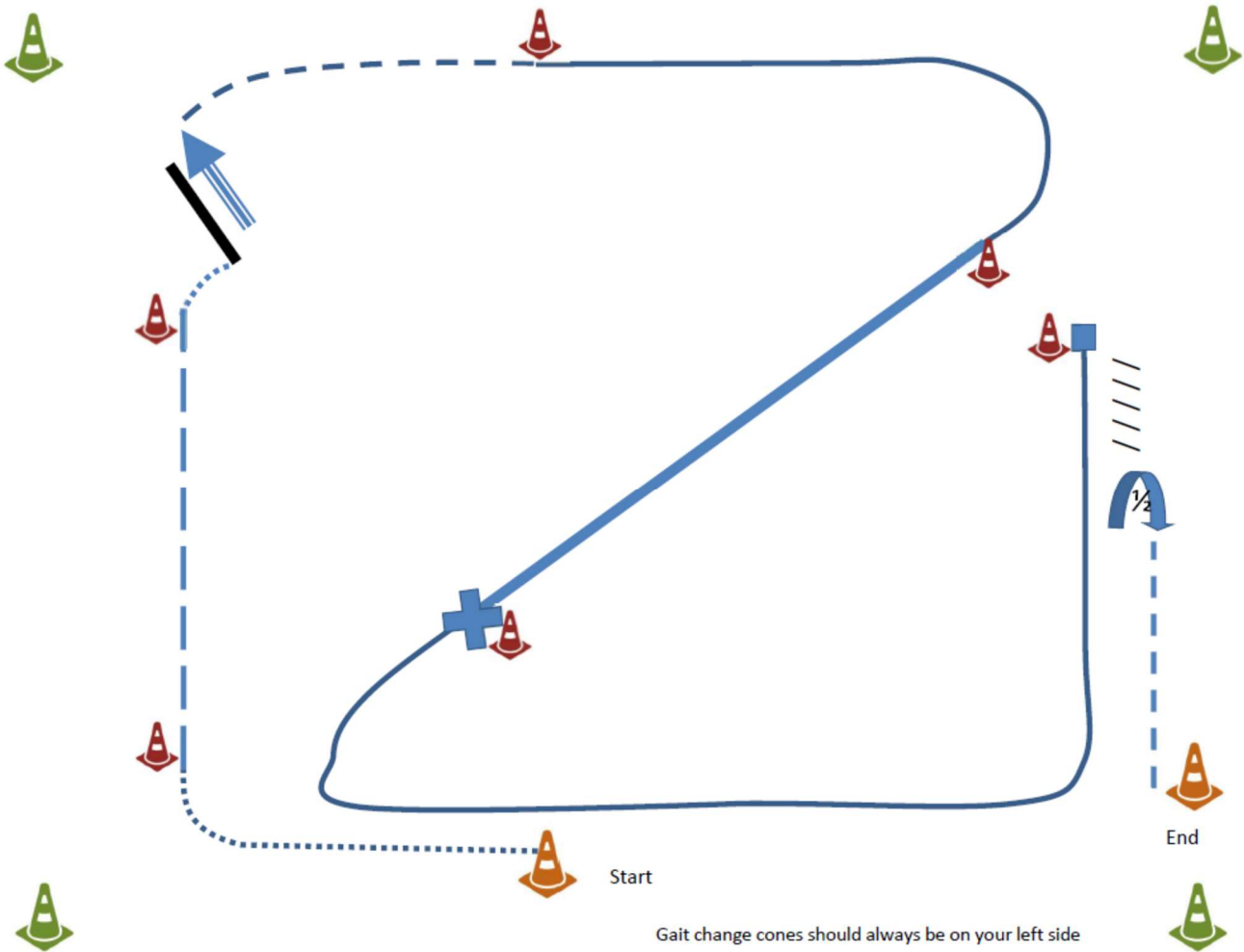
1. Walk Cone A to Cone B
2. Trot to Cone C
3. Extended Trot to D
4. Left Lead Lope to E
5. Stop 1 ½ turn right
6. Extended Right Lead Lope to F
7. Right Lead Lope to Center
8. Lead Change at cone (simple or flying)
9. Lope Left Lead
10. Walk over Logs
11. Trot to Cone B
12. Extended Trot
13. Stop and Back



Walk/Trot class will replace Lope with Extended Trot



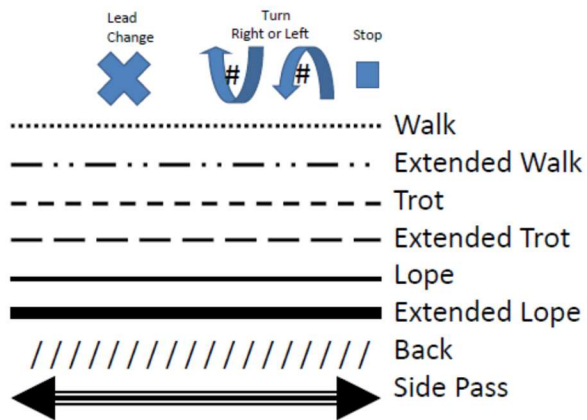
### RANCMANSHIP – PATTERN 15



12 Cones

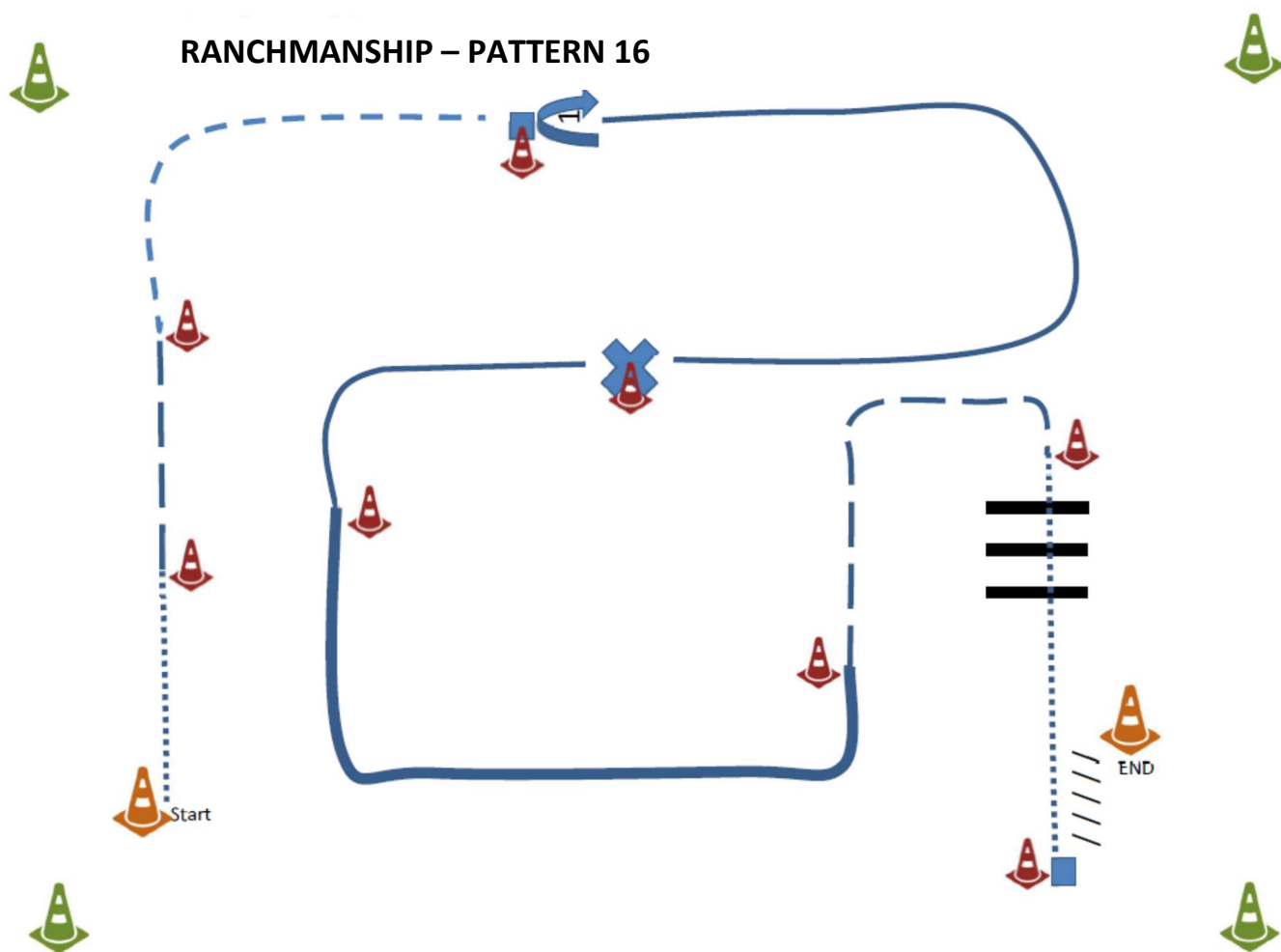
1 Ground Pole

1. Walk to cone
2. Extended Trot to cone
3. Walk to pole
4. Stop, Side pass pole Left
5. Trot to cone
6. Right Lead Lope to cone
7. Extended Lope Right lead
8. Change Leads at cone (simple or flying)
9. Left Lead Lope to cone
10. Stop and Back
11. 180 Turn Right
12. Trot to finish





# RANCHMANSHIP – PATTERN 16



14 Cones  
3 Ground Poles

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

Lead Change
Turn Right or Left
Stop

Walk
  Extended Walk

Trot
  Extended Trot

Lope
  Extended Lope

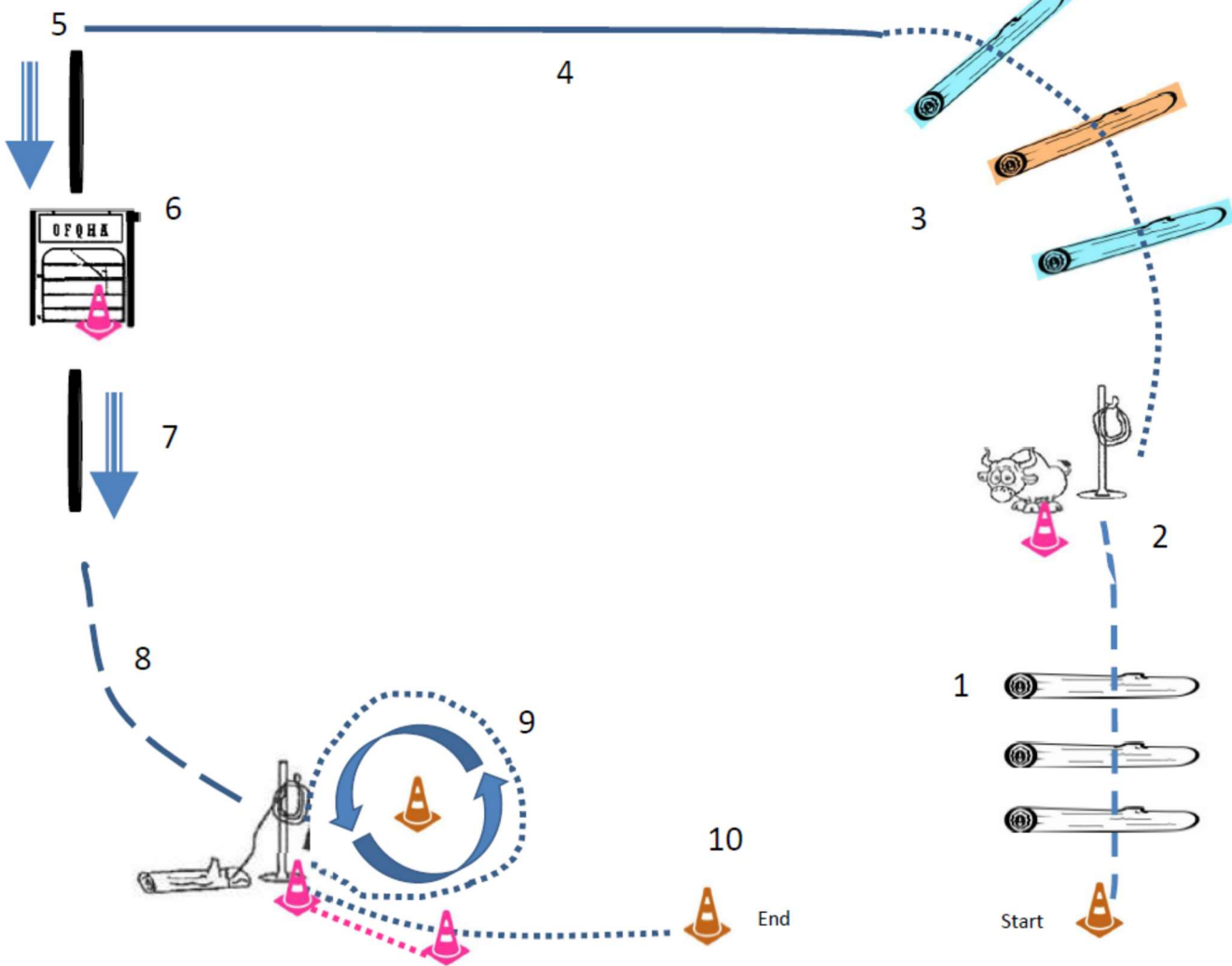
Back
  Side Pass

Walk/Trot class will replace Lope with Extended Trot





### RANCH TRAIL – PATTERN 17

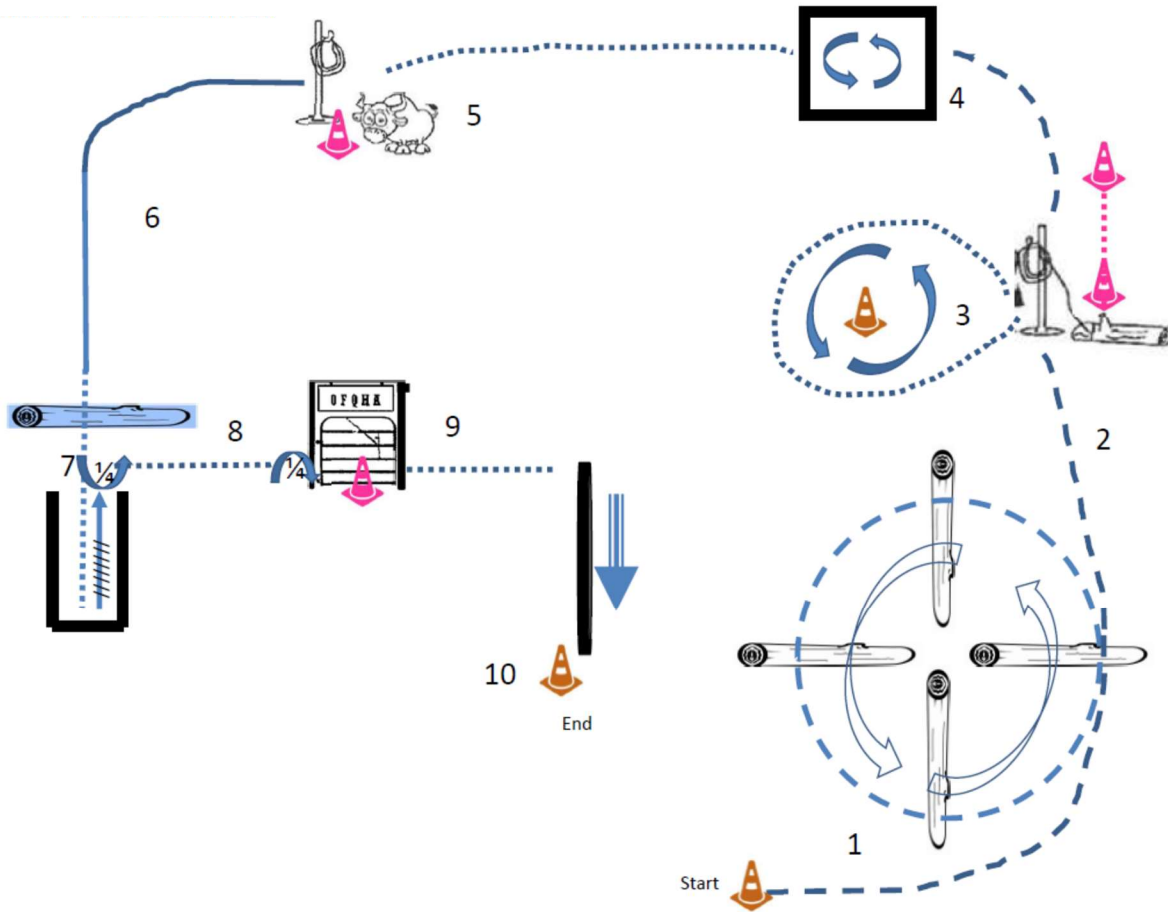


1. Trot over poles
2. Trot to Steer/ Attempt to Rope/ 2 Attempts **YOUTH** Swing rope, **no throw needed**
3. Walk over elevated pole, large log and 2<sup>nd</sup> elevated pole
4. Left Lead Lope to pole
5. Stop Side pass left
6. Work Gate with left Hand **YOUTH** gate will be unlatched, walk through gate holding gate, close gate, latch is not required.
7. Side pass right
8. Extended Trot To Log Drag
9. Walk/ Drag Log/ Return Log **YOUTH** drag cone to cone
10. Walk to cone finish

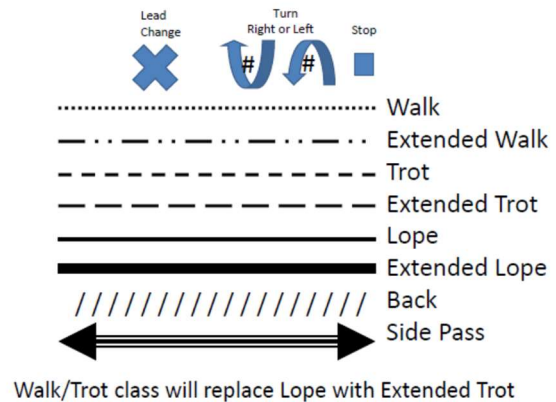
Lead Change	Turn Right or Left	Stop	
X	U #	■	
.....			Walk
- - - - -			Extended Walk
- - - - -			Trot
- - - - -			Extended Trot
=====			Lope
=====			Extended Lope
///////			Back
←=====→			Side Pass

Walk/Trot class will replace Lope with Extended Trot

### RANCH TRAIL – PATTERN 18

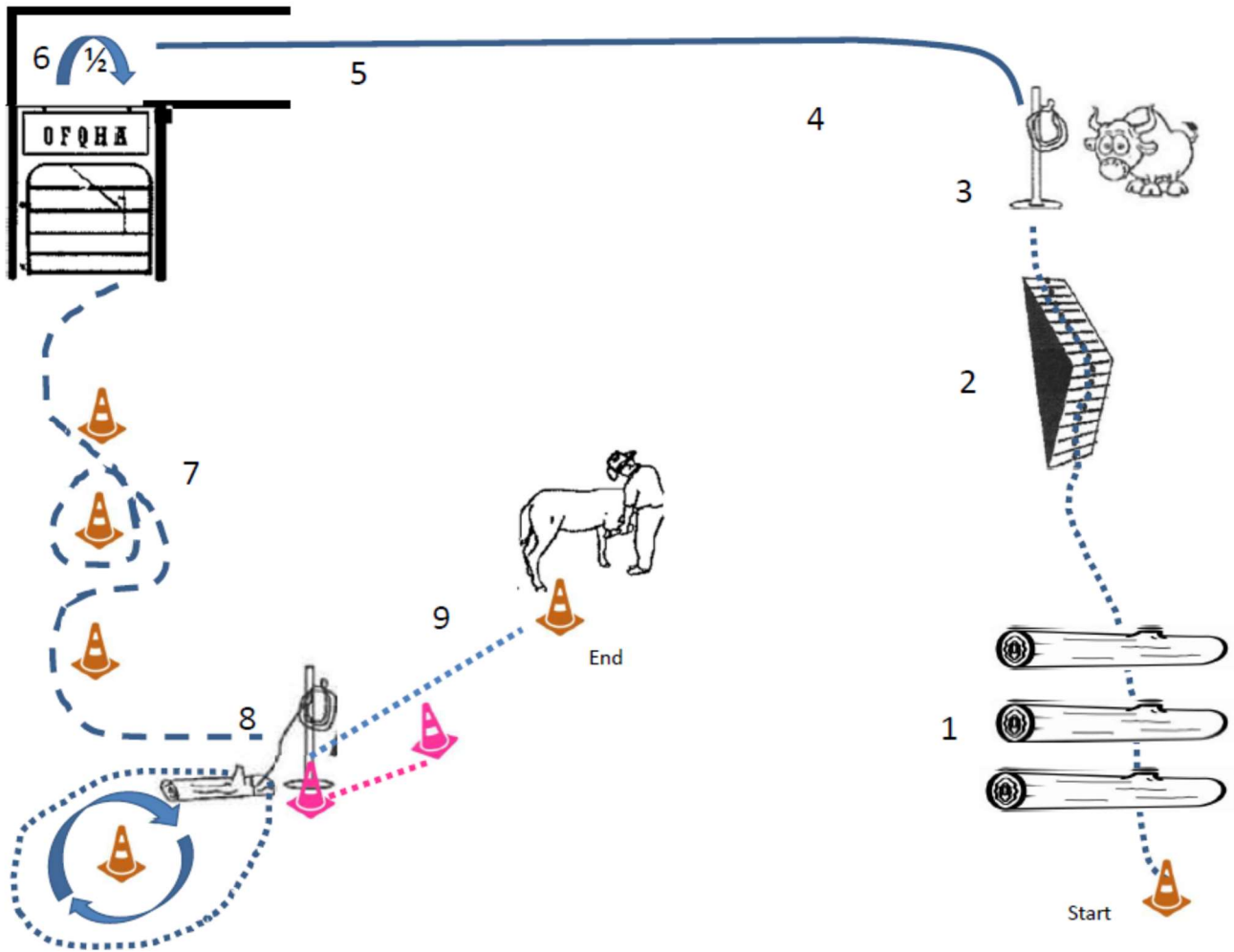


1. Trot large circle over poles
2. Trot to Log Drag
3. Walk, Drag log around cone **YOUTH – Drag cone to cone**
4. Trot to Box, enter box 360 turn Left
5. Walk to Steer/ Attempt to Rope/ 2 Attempts **YOUTH Swing no throw needed**
6. Left Lead Lope to elevated log
7. Break to walk, walk over elevated log
8. Walk into Chute/ Stop/ Back Out
9. ¼ turn left/ Walk to Gate/ ¼ turn right/ Work Gate with Left Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
10. Walk to Pole/ Side Pass Right over Ground Pole to cone





### RANCH TRAIL – PATTERN 19



1. Walk over poles
2. Walk to and over bridge
3. Walk to Steer/ attempt to Rope (2 Attempts) **YOUTH Swing rope, no throw needed**
4. Lope Left Lead into Chute
5. 180 Turn to the right in the Chute
6. Side Pass Right to Gate/Work Gate with Right Hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
7. Trot through cones/ circle middle cone
8. Trot to Log Drag/ Drag log and return **YOUTH Drag cone to cone**
9. Walk to cone/ Dismount/ Pick up Right front foot

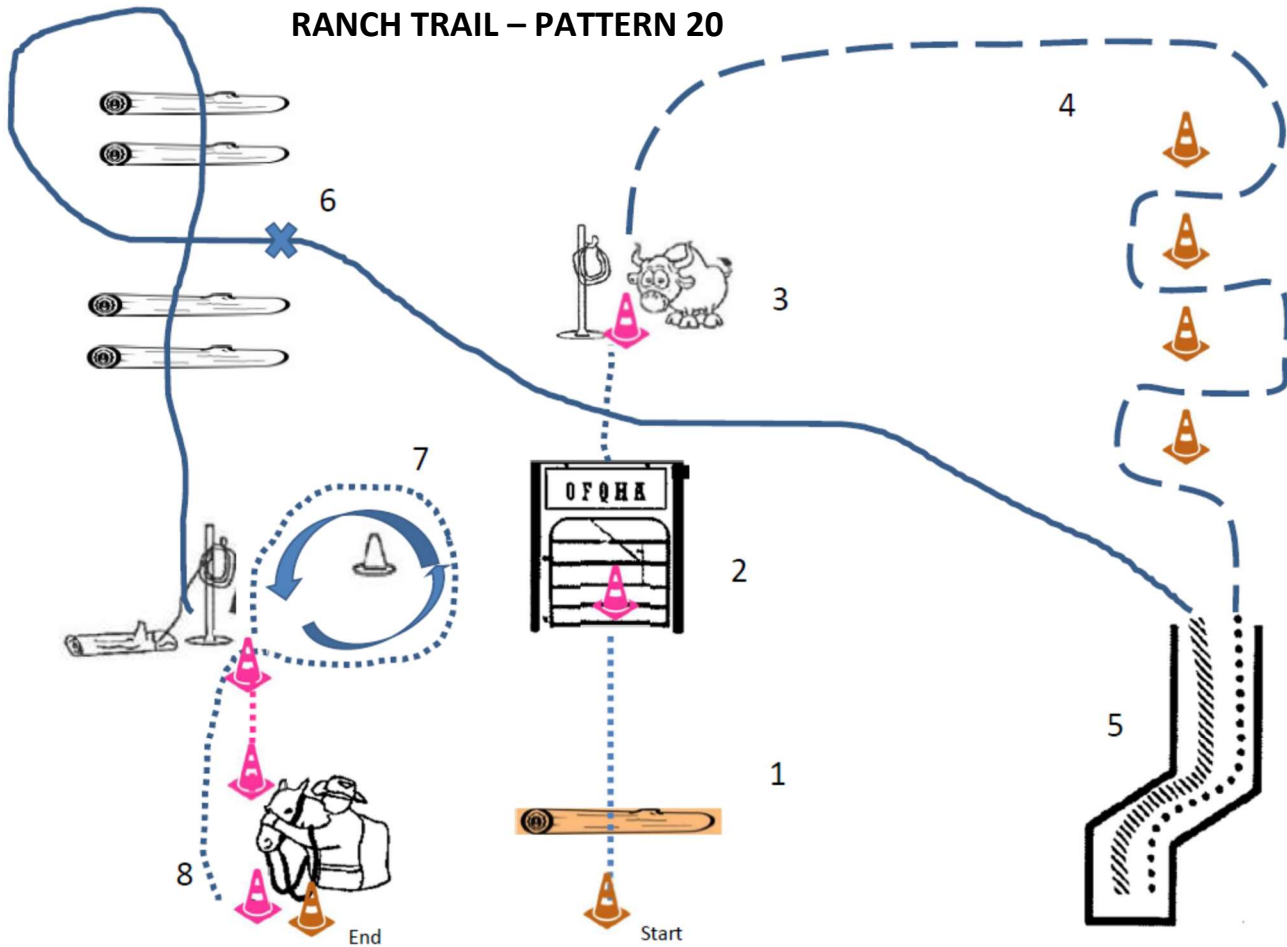
Lead Change:      Turn Right or Left:      Stop:

..... Walk  
 - - - - - Extended Walk  
 - - - - - Trot  
 - - - - - Extended Trot  
 \_\_\_\_\_ Lope  
 \_\_\_\_\_ Extended Lope  
 // // // // // Back  
 <====> Side Pass

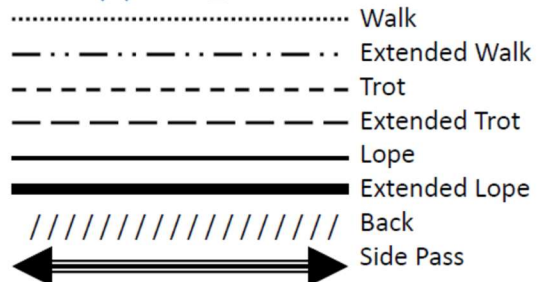
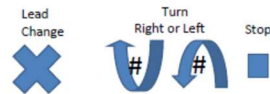
Walk/Trot class will replace Lope with Extended Trot



**RANCH TRAIL – PATTERN 20**



1. Step over large log, walk to gate
2. Work Gate with Right hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
3. Walk to Steer/ attempt to Rope (2 Attempts) **YOUTH swing rope, no throw needed**
4. Extended trot through cones to Chute
5. Walk into Chute/ Back out of Chute
6. Lope Left Lead across to poles / Change lead at poles / Right lead lope over poles to Log Drag
7. Drag Log around Cone/ Return Log **YOUTH Drag cone to cone**
8. Walk to Cone/ Dismount/ Unbridle and Rebridle **YOUTH Walk to cone/ Dismount**



Walk/Trot class will replace Lope with Extended Trot