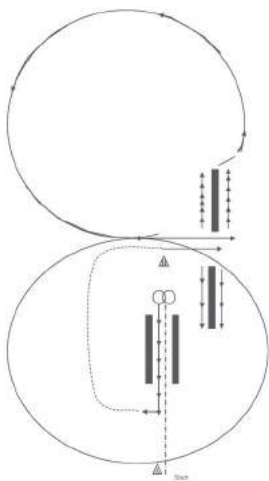




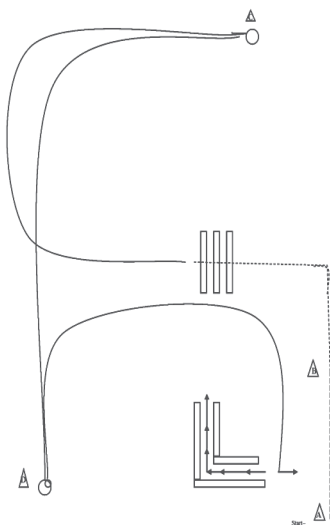
2025 PATTERNS



Ranchmanship Pattern #1

1. Extended Trot From Cone through chute; Stop.
2. 1 spin left.
3. 1 spin right.
4. Back through chute 1/4 turn left.
5. Trot to cone.
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.

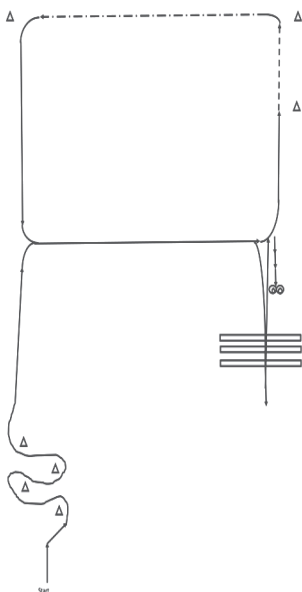
RANCMANSHIP PATTERN #2



Ranchmanship Pattern #2

1. Walk A-B.
2. At cone trot to and over cross poles.
3. After poles are cleared Right lead lope.
4. At Cone ;Stop.
5. 1½ spin left.
6. Left lead lope to cone; Stop.
7. 1½ spins right.
8. Lope right lead to chute; Stop; 90° turn.
9. Back thru Chute.

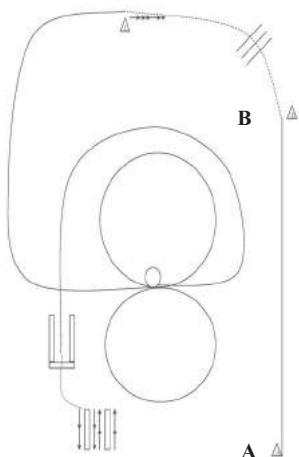
RANCMANSHIP PATTERN #3



Ranchmanship Pattern #3

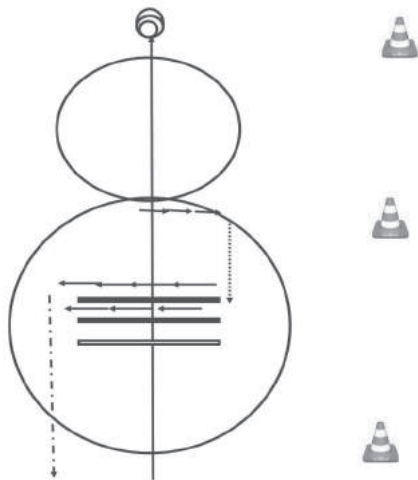
1. Trot Serpentine through the cones.
2. Clear last cone; Right Lead Lope.
3. In Center Change to Left Lead.
4. Lope to cone; transition to walk.
5. Walk to next cone.
6. Extended Trot to next cone.
7. Pick up left lead to center.
8. Change to right.
9. Lope through crossover.
10. Stop, Roll Back Left.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

RANCMANSHIP PATTERN #4



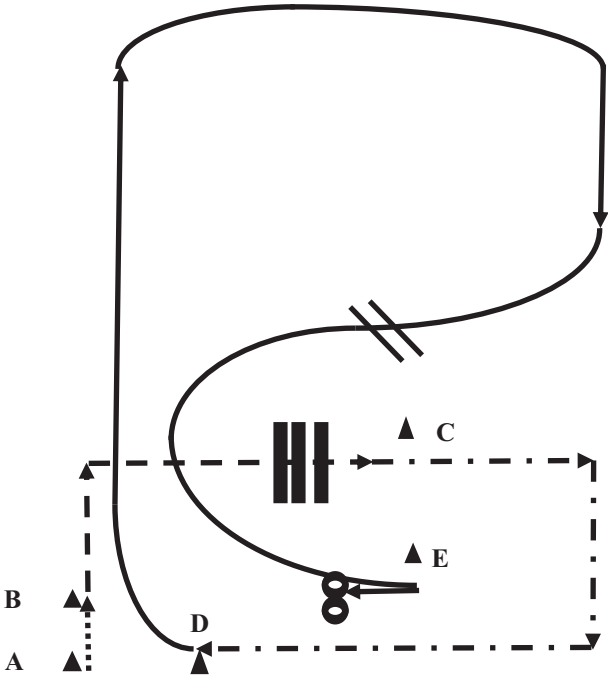
1. Left lead lope A to B.
2. At B break to a trot.
3. Cross Over Poles.
4. Trot to next cone and stop.
5. Back 5 steps.
6. Left lead lope to center, small slow circle.
7. Stop.
8. 2 spins left.
9. Right lead lope small slow; in center change to left lead.
10. Continue to lope left lead into chute; in chute transition to walk.
11. Walk to log and side pass right.
12. Side pass left.

RANCMANSHIP PATTERN #5



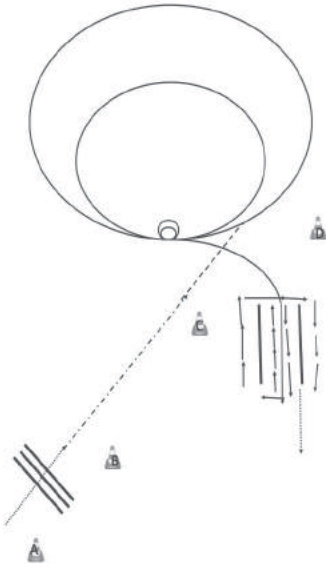
1. Left lead lope down center of arena over poles past the end marker; stop.
2. 3 1/2 spins left.
3. Lope Right lead to center of pen, Turn right lope small slow circle change to left lead.
4. Lope large fast circle stop in center of pen.
5. Back 6-8 feet 90 turn left.
6. Walk to the first pole exhibitor comes to and side passes to the right.
7. Exit at trot to end of arena.

RANCHMANSHIP PATTERN #6



1. Walk from A to B.
2. At B trot over poles to C.
3. At C extended trot to D.
4. Lope right lead up arena and close circle to center and change to left lead.
5. Lope to right side of cone E and stop; back 8 to 10 feet.
6. Two (2) spins to the left.
7. $2\frac{1}{4}$ spins to the right.

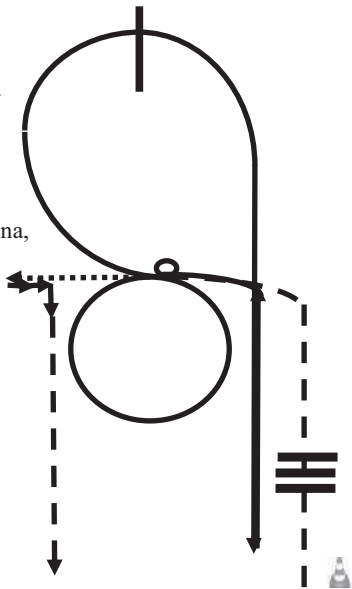
RANCHMANSHIP PATTERN # 7



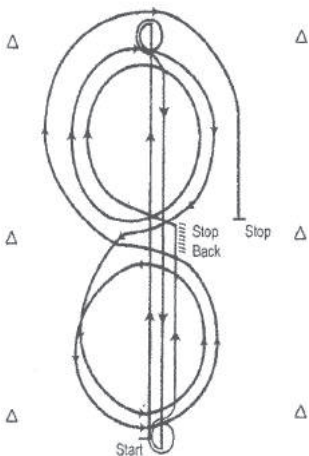
1. Walk from A to B.
2. At B extended trot to C.
3. At C return to trot.
4. At D left lead lope large fast to a small slow and stop in the center.
5. 2 spins left.
6. Trot thru chute, stop, 90 to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.

RANCHMANSHIP PATTERN # 8

1. Start at cone, trot over poles to the center of arena and stop.
2. 1 spin right.
3. Right lead lope over pole and run-down arena, stop, roll back to left.
4. Left lead lope small slow.
5. In middle transition to a walk, walk 10 to 15 feet.
6. Stop; back 8-10 feet, 90° turn to left; and trot out of arena.



RANCH REINING PATTERN #1



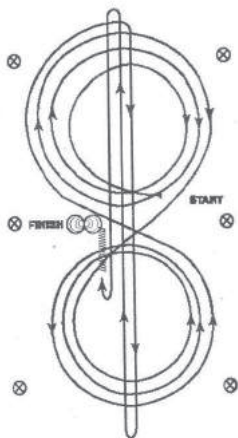
BEGIN AT END OF THE ARENA

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.

RANCH REINING PATTERN #2

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

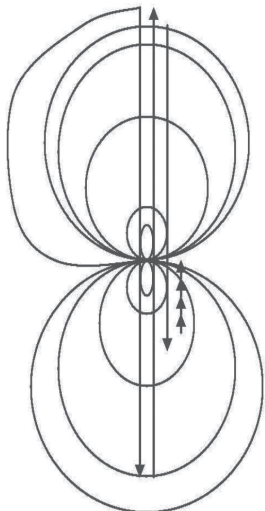
1. Beginning on the right lead, complete 3 circles to the right, the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
 2. Complete 3 circles to the left the first circle small and slow, the next 2 circles large and fast. Change leads at the center 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 #3

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



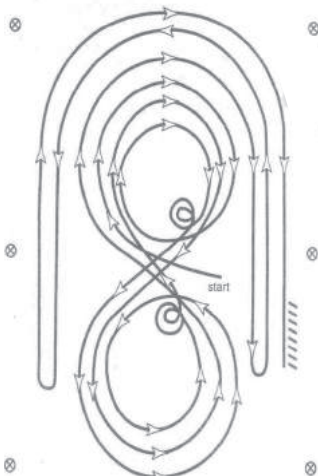
1. Beginning on the right lead, complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Stop at the center of the arena.
2. Complete 2 spins to the right. Hesitate.
3. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, 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 #4

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.



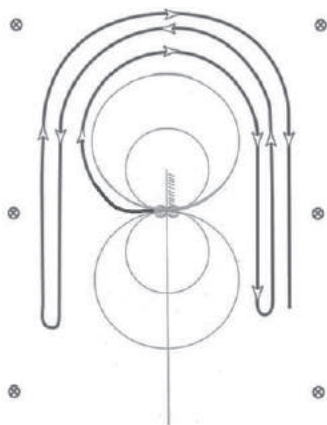
1. Starting at the center do 2 circles to the right. The first, a large fast circle. The second a small slow circle.
2. At center marker stop and do 2 spins to the right.
3. After the spins have been completed; slight hesitation.
4. Do 2 circles to the left. The first a large fast circle. The second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

Rider must drop bridle to the designated judge.

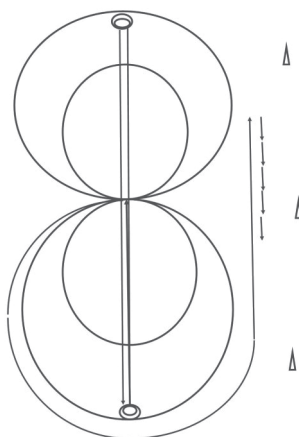
RANCH REINING PATTERN #5

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



RANCH REINING PATTERN #6



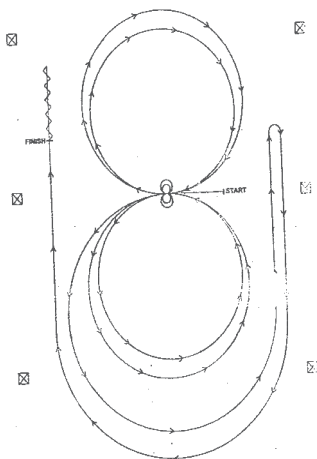
1. Run down past end marker; Stop.
2. $2\frac{1}{2}$ Spins to the right.
3. Run down past end marker; Stop.
4. $2\frac{1}{2}$ Spins to the left.
5. Lope left lead up to center marker and turn left, complete two circles, the first small Slow, the second large fast.
6. Change to right lead and Complete two circles, large fast and second small slow.
7. Change to left lead and continue around end of arena, run down past center marker; stop; Back 8-10 feet.

YOUTH/NOV/GREEN RANCH REINING PATTERN #1

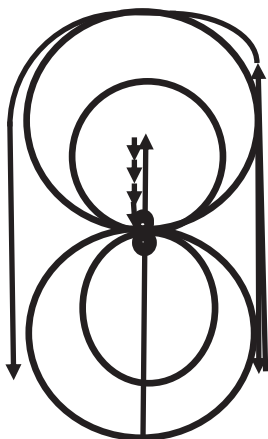
HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.

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.

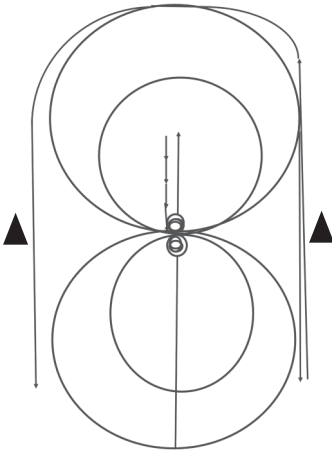


YOUTH/NOV/GREEN RANCH REINING PATTERN # 2



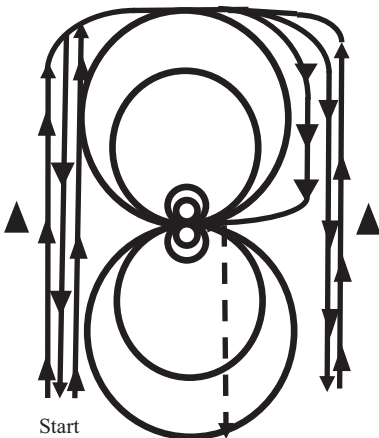
1. Run down center past marker and stop; Back 8-10 feet, 1/4 turn left.
2. Left lead lope large fast, small slow stop.
3. 3 spins left.
4. Beginning on the right lead complete 2 circles the first one large and fast and the second small and slow, stop.
5. 3 spins right.
6. Right lead lope but do not close circle, go past middle marker, stop roll back left.
7. Run down past middle marker, stop, Hesitate to show completion of pattern.

**YOUTH/NOV/
GREEN RANCH
REINING
PATTERN 3**



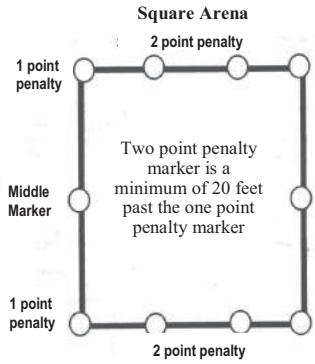
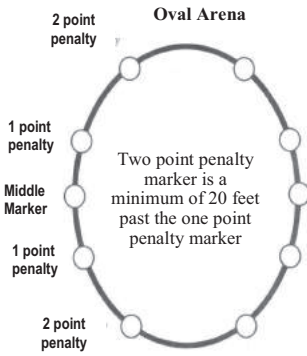
1. Run down center past marker and stop; Back 8-10 feet, 1/4 turn left.
2. Right lead lope large fast, small slow stop.
3. 3 spins right.
4. Beginning on the left lead complete 2 circles the first one large and fast and the second small and slow, stop.
5. 3 spins left .
6. Right lead lope but do not close circle, go past middle marker, stop. Roll back left.
7. Run down past middle marker, stop, Hesitate to show completion of pattern.

**YOUTH/NOV/
GREEN RANCH
REINING
PATTERN 4**



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.

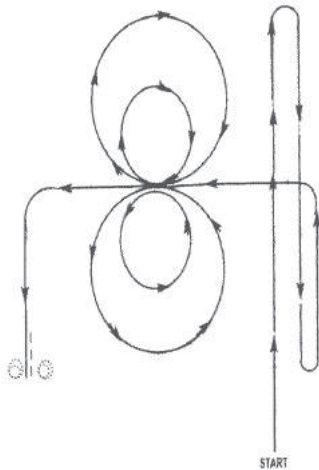
SECTION V-3. Arena Marker Diagram



WORKING RANCH HORSE PATTERN # 1

MANDATORY MARKERS ALONG FENCE OR WALL RIDE PATTERN AS FOLLOWS:

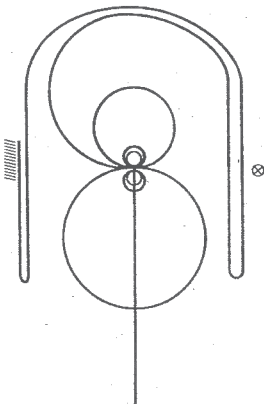
1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left.
5. Lope large circle to left with medium speed. Change leads.
6. Lope small 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 or left.
11. Do 360 degree spin opposite direction that was taken in #10.
12. Hesitate to show completion of pattern.



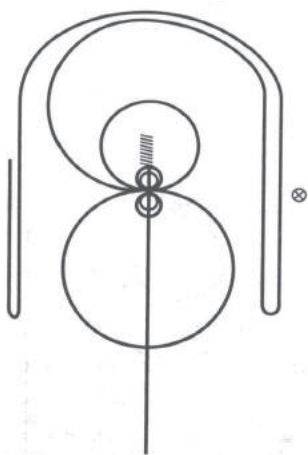
WORKING RANCH HORSE PATTERN # 2

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 ¼ 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.



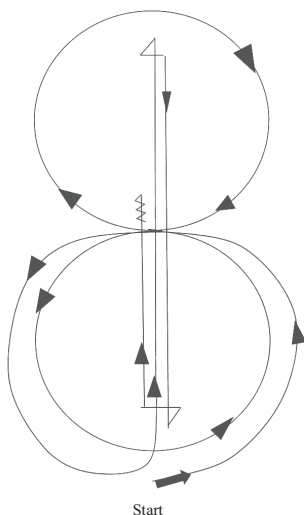
WORKING RANCH HORSE PATTERN # 3



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.

WORKING RANCH HORSE PATTERN # 4



1. Enter the gate on the left lead, loping one circle left.
2. Change leads.
3. Lope one circle right.
4. Change leads.
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. 1 1/2 spins left.
7. Continue down the middle of the arena, past the center marker. Stop.
8. 1 1/2 spins right.
9. Continue down the middle of the arena, past the center marker. Stop. Back at least 10 feet.

DIAGRAM 2. Over/Under Spin

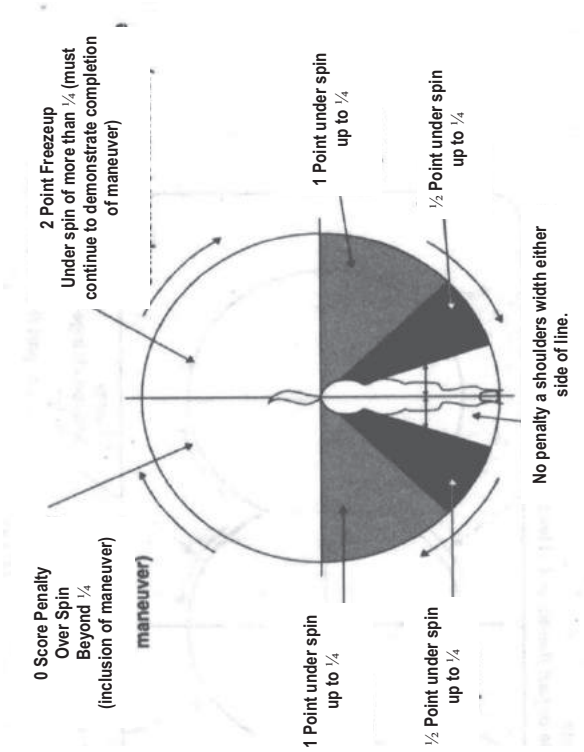
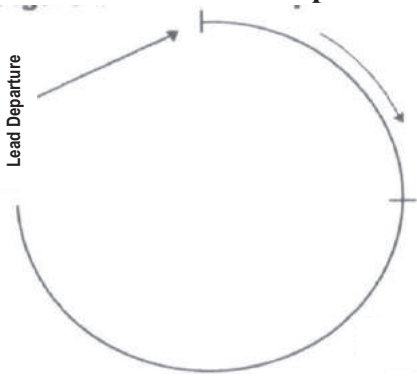
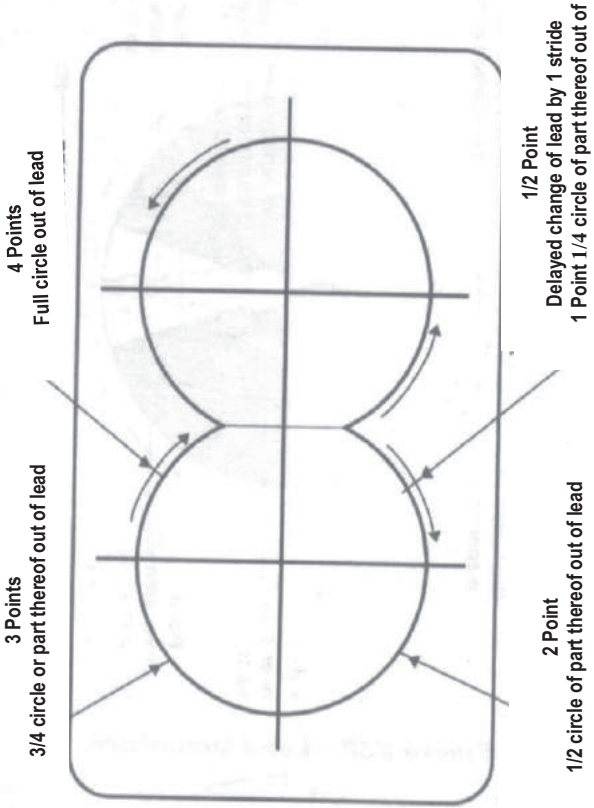


DIAGRAM 2a. Lead Departure



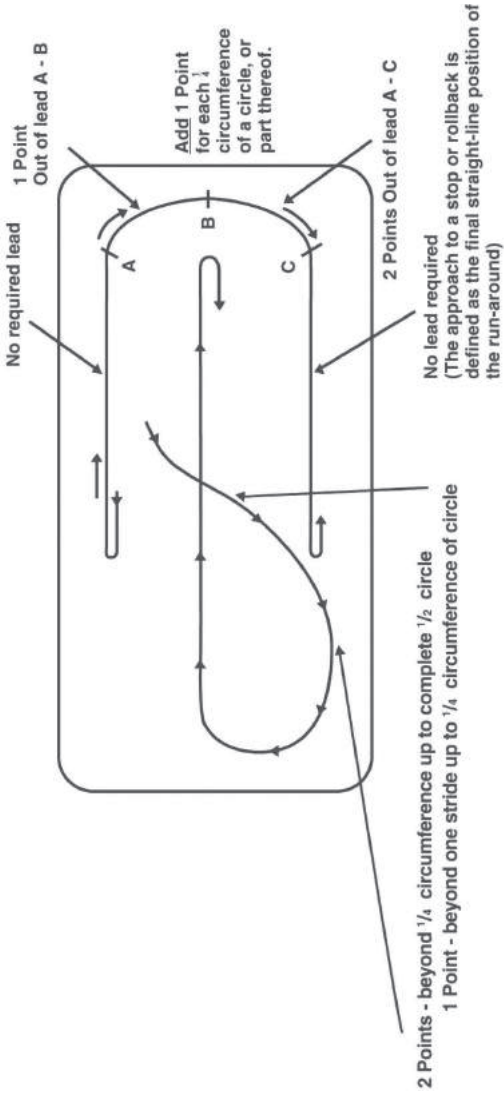
Stopping in the first $\frac{1}{4}$ circumference of a circle after a canter departure is NOT to be considered an inclusion on a maneuver, rather a break of gait penalty shall apply.

DIAGRAM 3. Out of Lead/Delayed Change



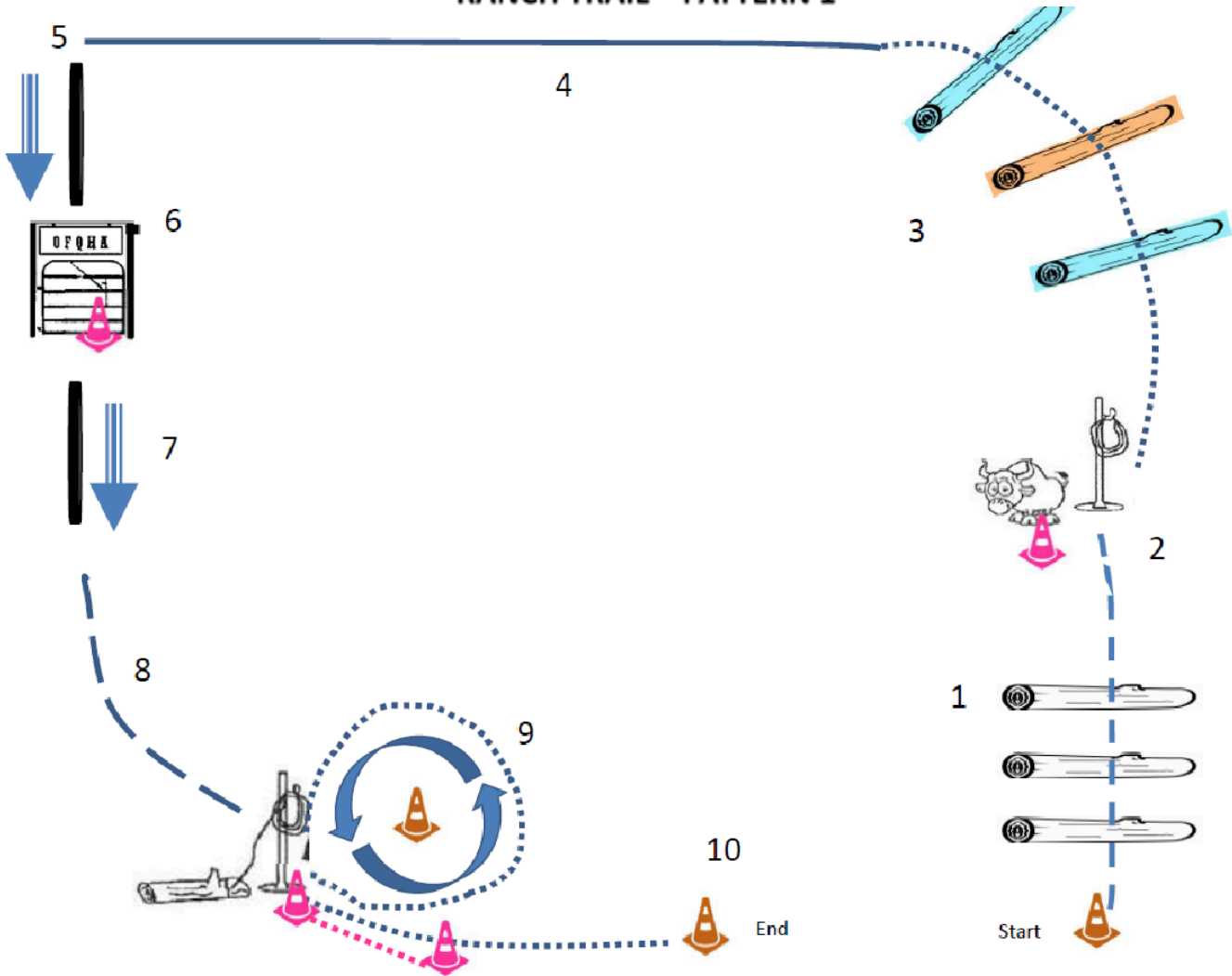
Add 1 Point for each 1/4 circumference of a circle, or part thereafter.

DIAGRAM 4. Out of Lead on Run-Around





RANCH TRAIL – PATTERN 1

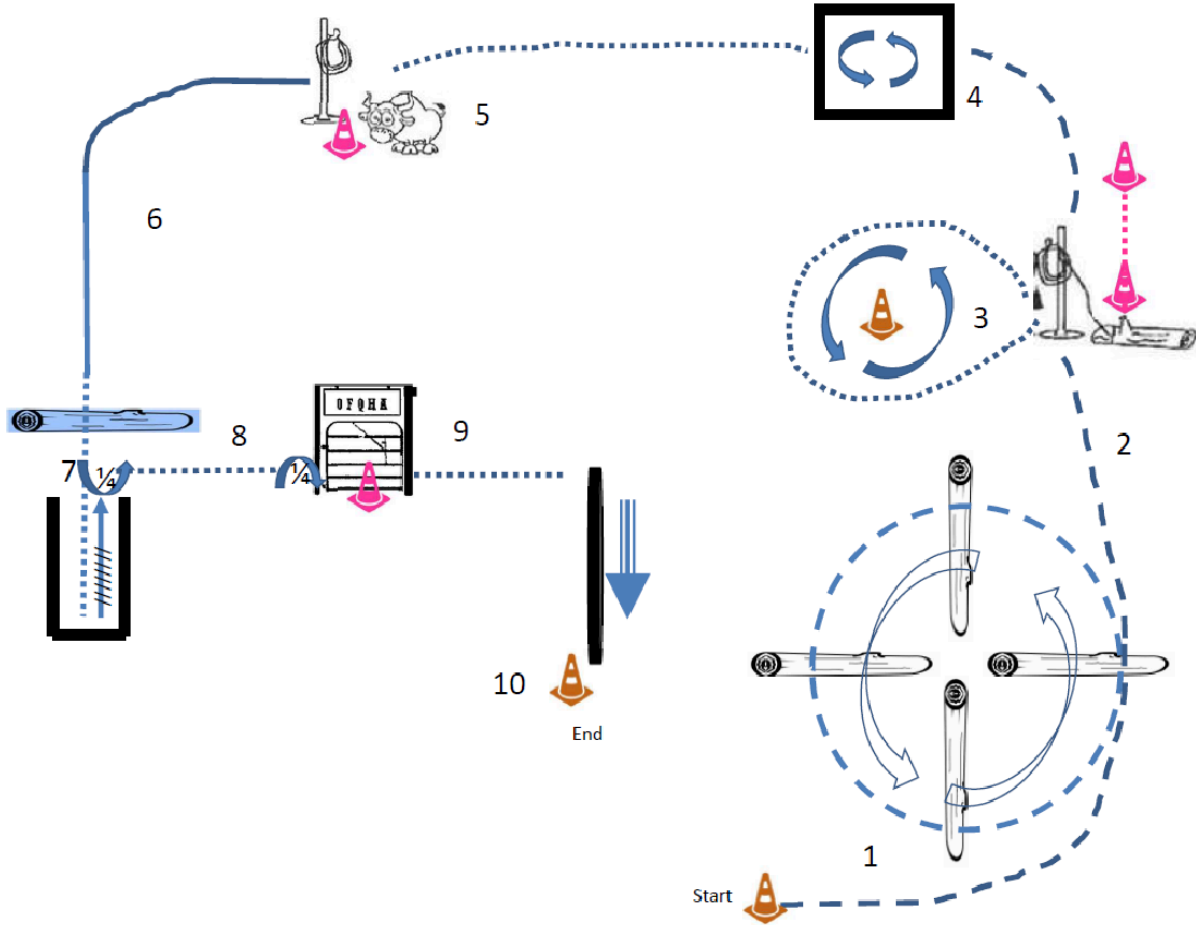


1. Trot over poles
2. Trot to Steer/ Attempt to Rope/ 2 Attempts **YOUTH Swing rope, no throw needed**
3. Walk over elevated pole, large log and 2nd elevated pole
4. Left Lead Lope to pole
5. Stop Side pass left
6. Work Gate with left Hand **YOUTH gate will be unlatched, walk through gate holding gate, 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

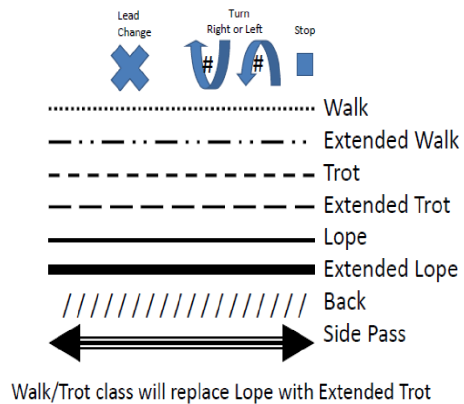
Lead Change	Turn Right or Left	Stop	
X	# U #	■	
.....			Walk
- . - . - . - . - . - .			Extended Walk
- - - - -			Trot
- - - - -			Extended Trot
—————			Lope
—————			Extended Lope
//////////			Back
←————→			Side Pass

Walk/Trot class will replace Lope with Extended Trot

RANCH TRAIL – PATTERN 2

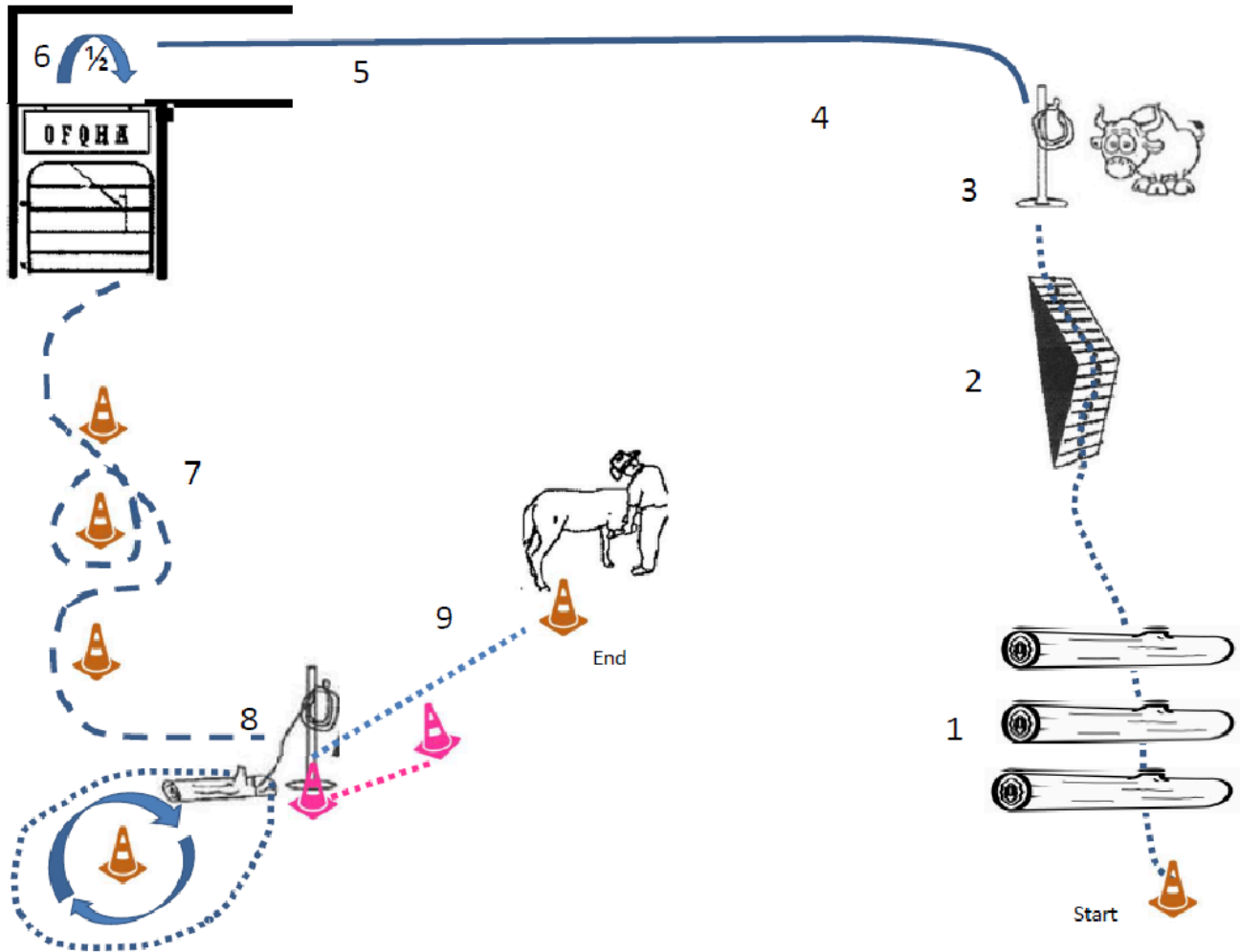


1. Trot large circle over poles
2. Trot to Log Drag
3. Walk, Drag log around cone **YOUTH – Drag cone to cone**
4. Trot to Box, enter box 360 turn Left
5. Walk to Steer/ Attempt to Rope/ 2 Attempts **YOUTH Swing no throw needed**
6. Left Lead Lope to elevated log
7. Break to walk, walk over elevated 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 3



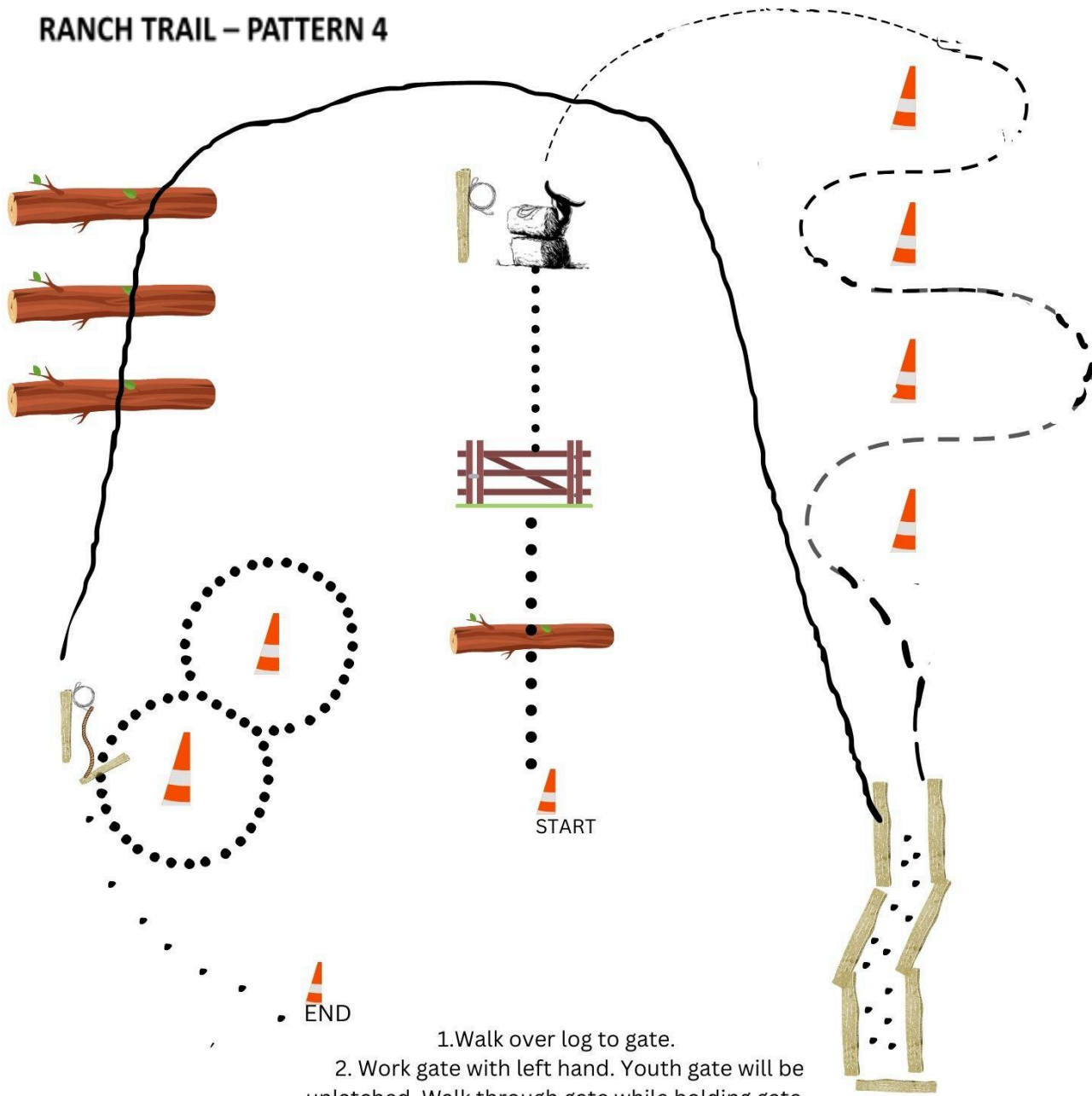
1. Walk over poles
2. Walk to and over bridge
3. Walk to Steer/ attempt to Rope (2 Attempts) **YOUTH Swing rope, no throw needed**
4. Lope Left Lead into Chute
5. 180 Turn to the right in the Chute
6. Side Pass Right to Gate/Work Gate with Right Hand **YOUTH gate will be unlatched, walk through gate 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 4

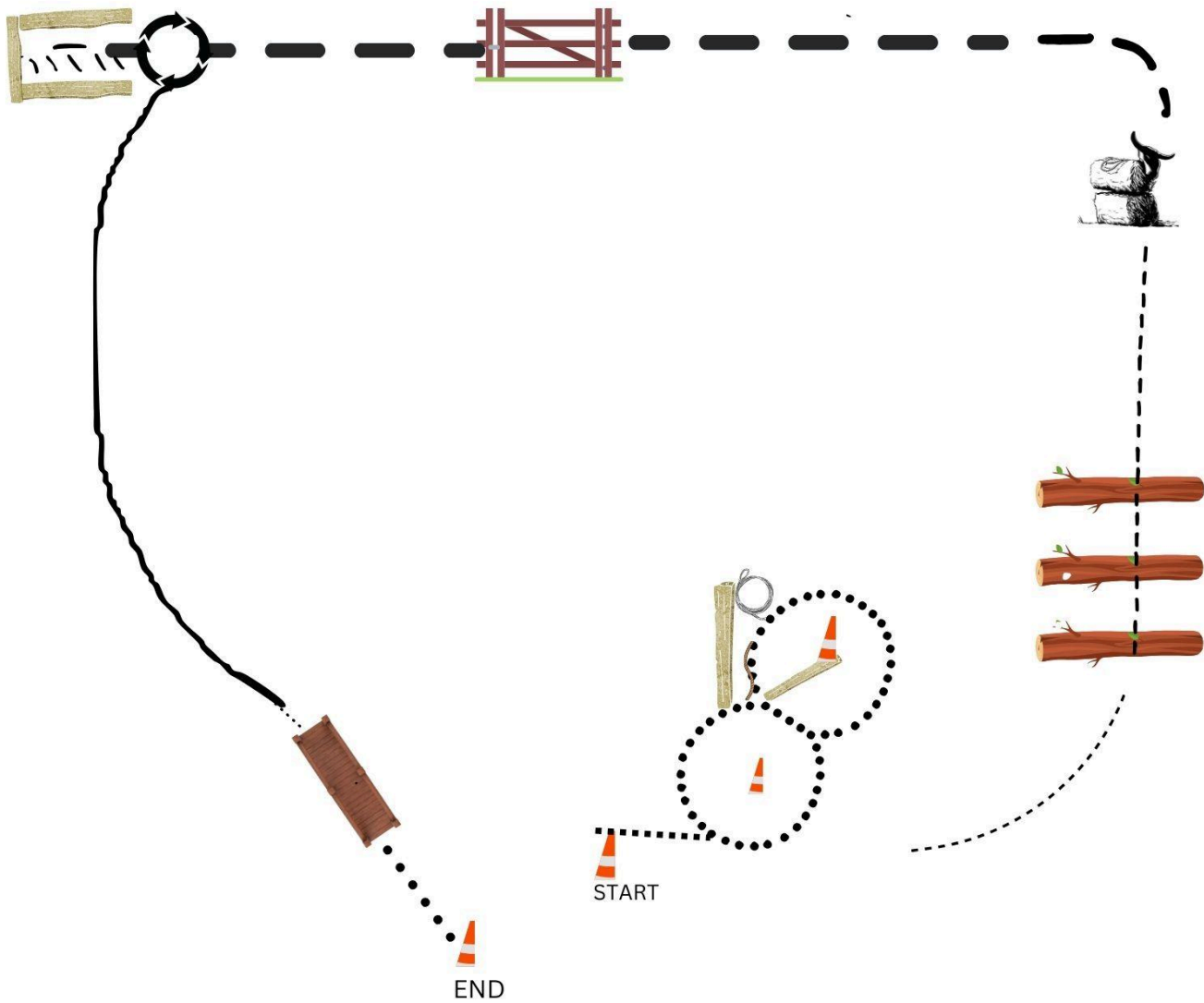


1. Walk over log to gate.
2. Work gate with left hand. Youth gate will be unlatched. Walk through gate while holding gate. Close gate, latch is not required.
3. Walk to steer and rope (2 attempts). Youth swing rope, no throw needed.
4. Trot through serpentine cones.
5. Walk into shoot.
6. Back out of shoot.
7. Lope left lead over logs to log drag.
8. Drag log in figure 8 around cones. Youth drag from cone to cone.
9. Walk to end cone.

••••• Walk
 - - - - Trot
 ——— Lope



The Ohio Foundation Quarter Horse Association – 2025 Pattern Book



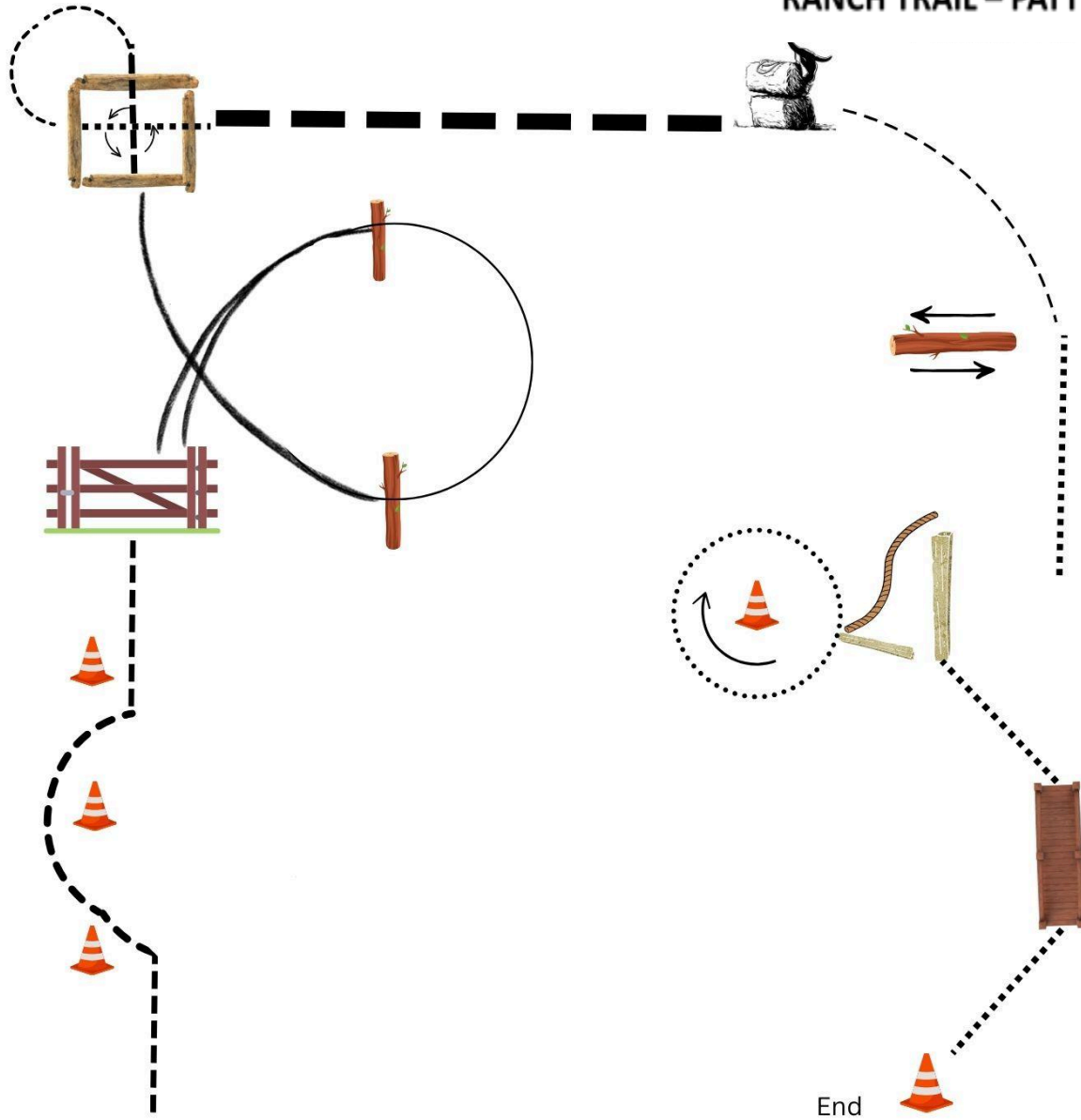
- Walk
- Trot
- Lope

1. Walk to drag figure 8. Youth only drag from cone to cone.
2. Trot over poles to steer.
Rope steer (2 Attempts). Youth only swing, throw is not required.
3. Extended trot to gate.
Work with right hand. Youth gate will be unlatched. Walk through gate while holding gate. Close gate, latch is not required.
4. Extended trot to shoot.
5. Back out of shoot and do 1 1/4 turn
6. Lope left lead to bridge.
7. Walk over bridge to cone.

RANCH TRAIL – PATTERN 5



RANCH TRAIL – PATTERN 6



Start

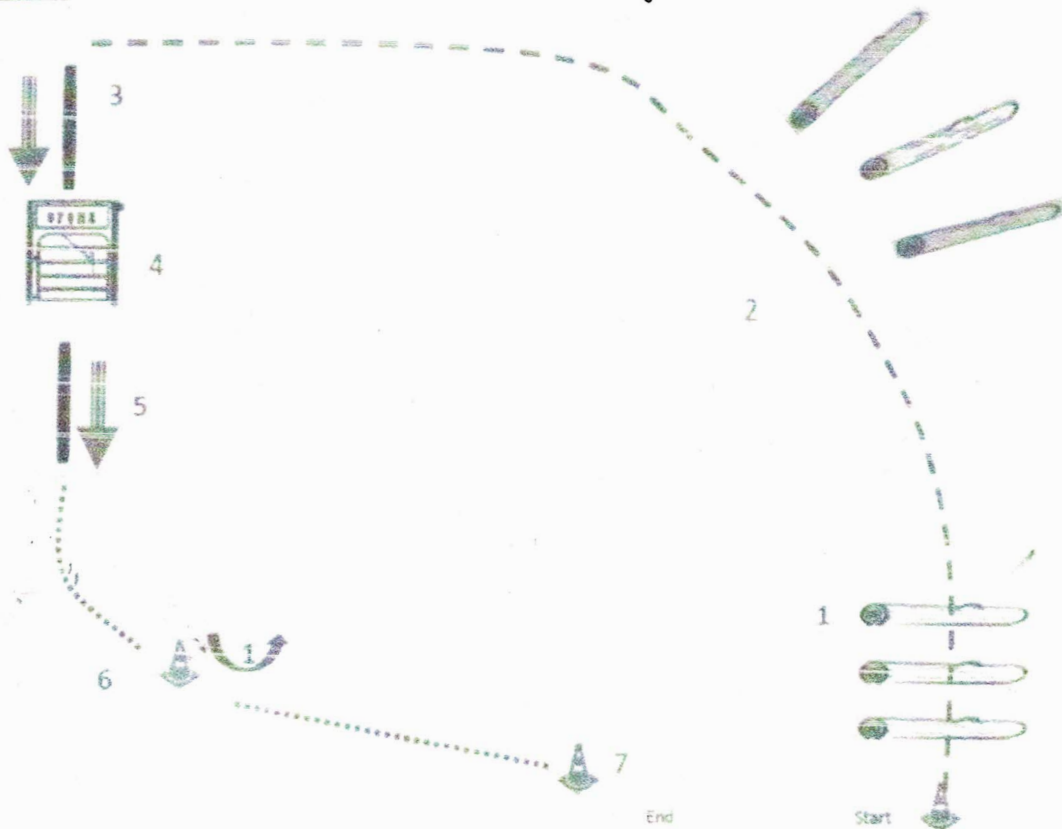
1. Jog though serpentine to gate.
2. Work gate with left hand. Youth gate will be unlatched. Walk through gate while holding gate. Close gate, latch is not required.
3. Lope on right lead over poles.
4. Jog through box and into box
5. Stop and do 360 turn to left.
6. Walk out and extended jog to steer and rope(2 attempts). Youth only swing. No throw required.
7. Jog to pole and side pass both ways.
8. Walk to log drag and drag log to right. Youth only required to drag from cone to cone.
9. Walk to and over bridge.
10. Walk to end.

••••• Walk
 - - - - Trot
 _____ Lope

End

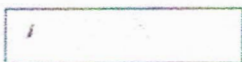


In Hand Trail - Pattern

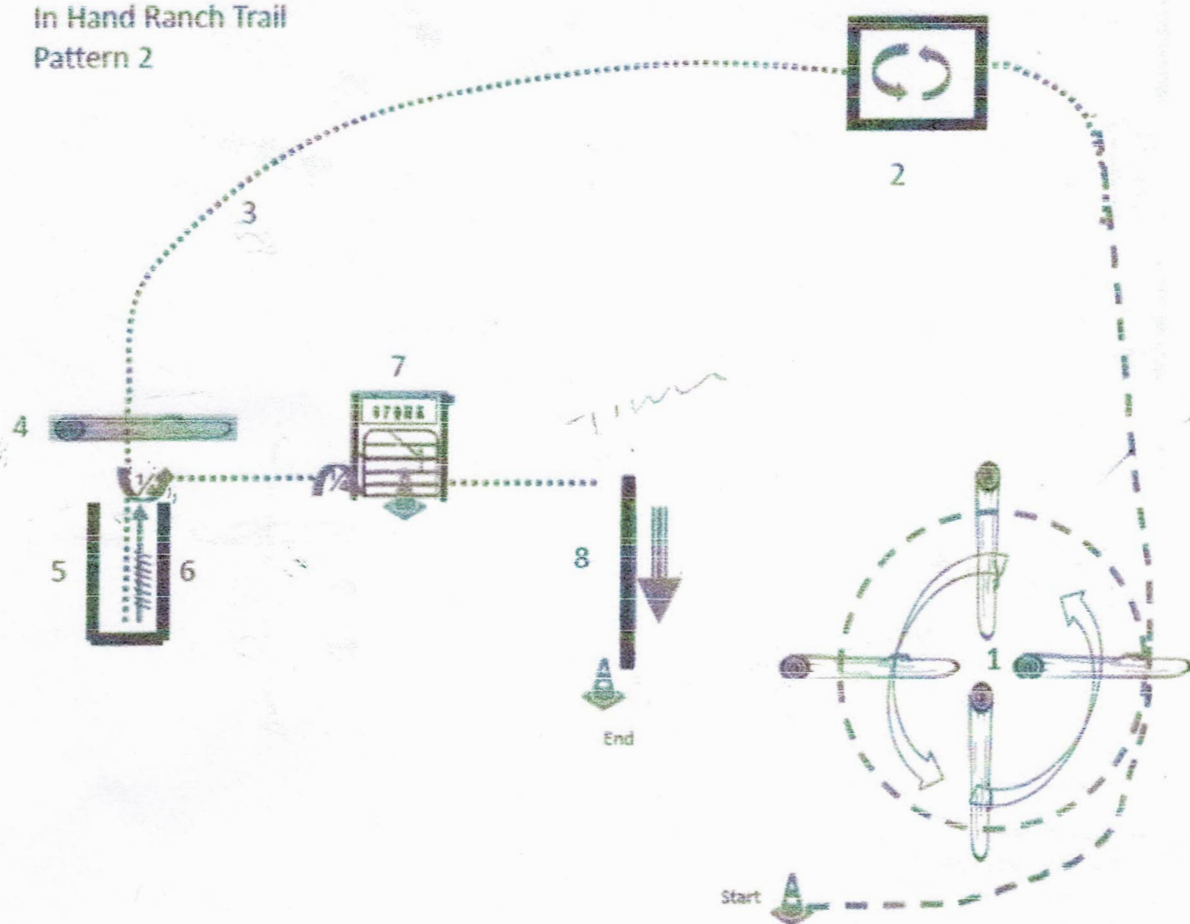


1. Trot over poles
2. Trot to Side Pass Pole
3. Stop Side pass left
4. Work Gate with left Hand
5. Side pass right
6. Walk to Cone 360 Left
7. Walk to cone finish

..... Walk
- - - - - Trot
//// //// //// //// //// Back

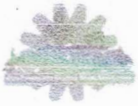


In Hand Ranch Trail Pattern 2

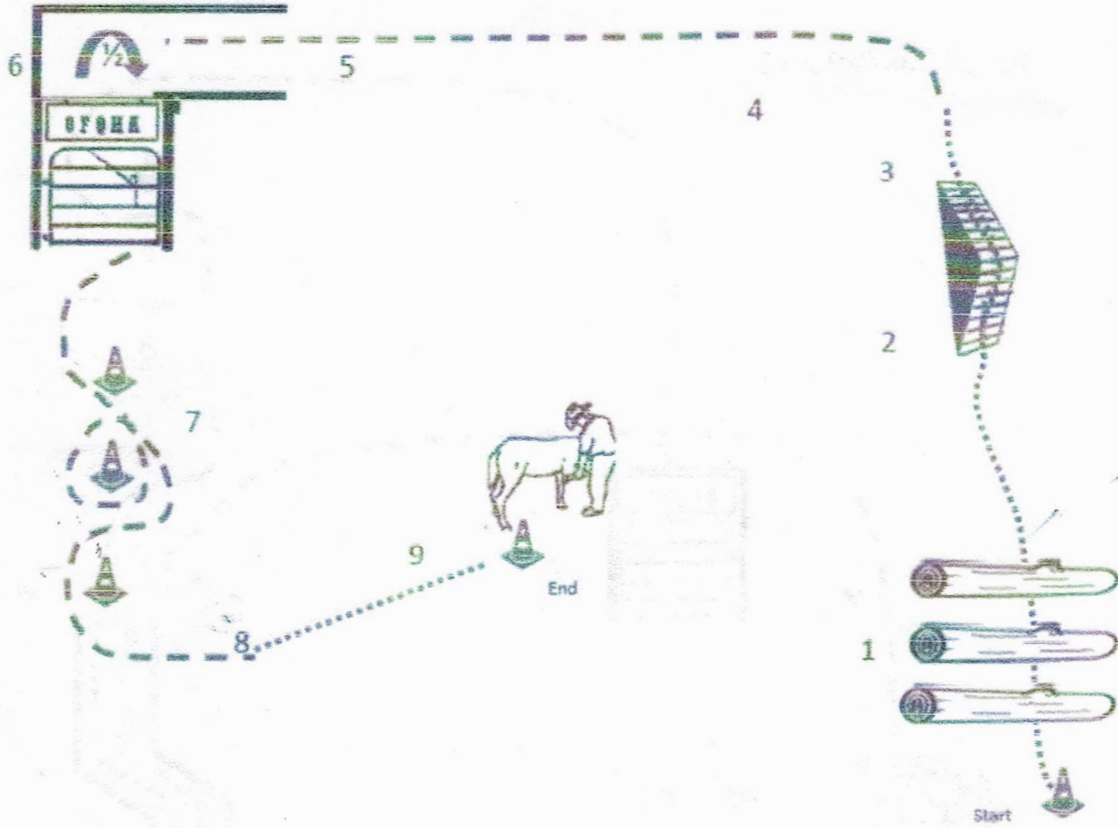


1. Trot large circle over poles
2. Trot to Box, enter box 360 turn Left
3. Walk to elevated log
4. Break to walk, walk over elevated log
5. Walk into Chute/ Stop pick up Left front foot
6. Back Out
7. 1/4 turn left/ Walk to Gate/ 1/4 turn right/ Work Gate with Left Hand
8. Walk to Pole/ Side Pass Right over Ground Pole to cone

..... Walk
 ----- Trot
 //////////// Back

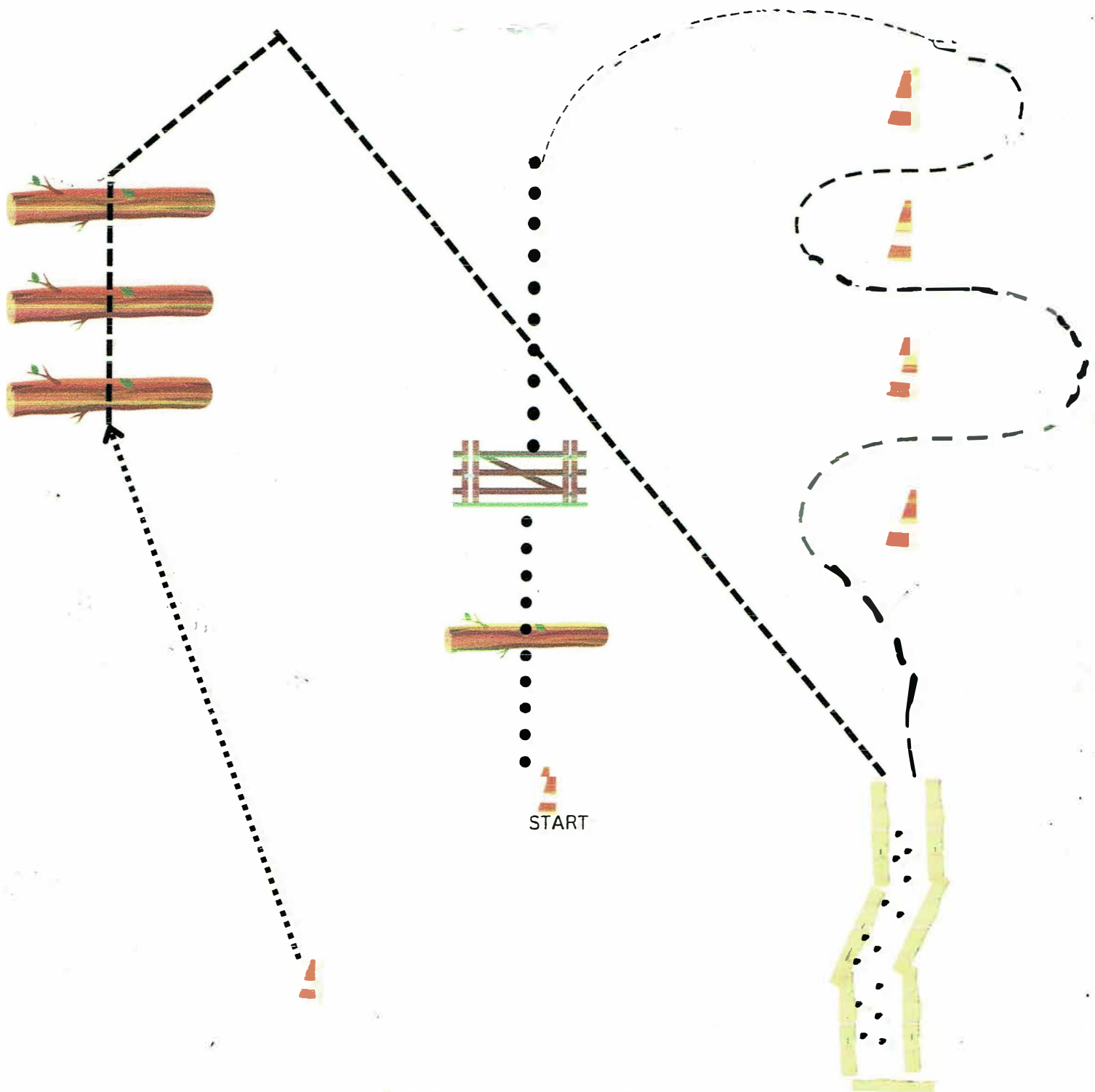


In Hand Trail - Pattern 3



1. Walk over poles
2. Walk to and over bridge
3. Trod Lead into Chute
4. 180 Turn to the right in the Chute
5. Side Pass Right to Gate/Work Gate with Right Hand Trot through cones/ circle middle cone
6. Walk to cone/ Pick up Right front foot

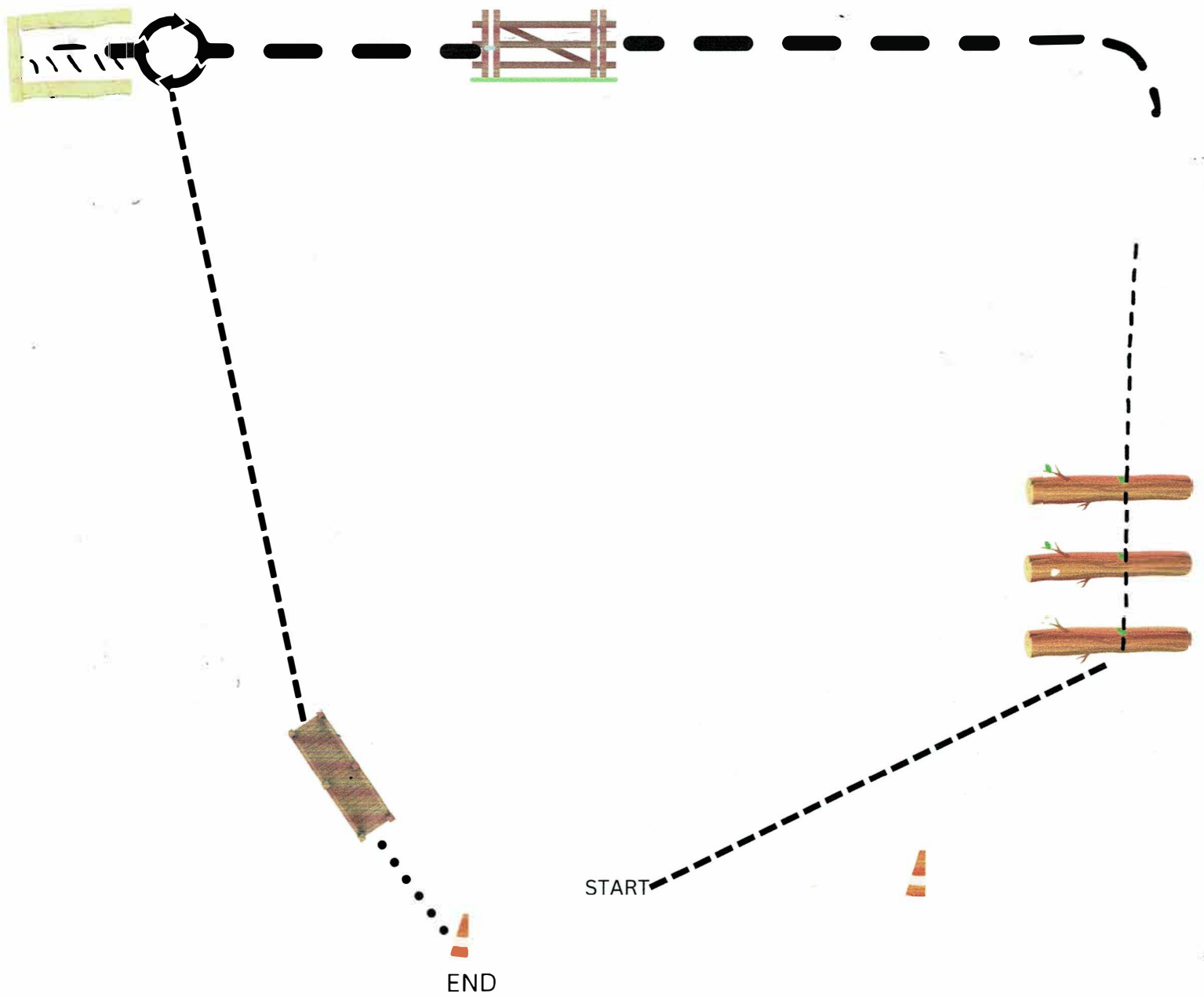




- 1 Walk over the logs to the gate.
- 2 Work gate with left hand.
- 3 Trot through serpentine cones.
- 4 Walk into chute.
- 5 Back out of chute.
- 6 Trot through logs.
- 7 Walk to the end cone.

..... Walk
 - - - - - Trot
 _____ Lope

INHAND TRAIL PATTERN #4



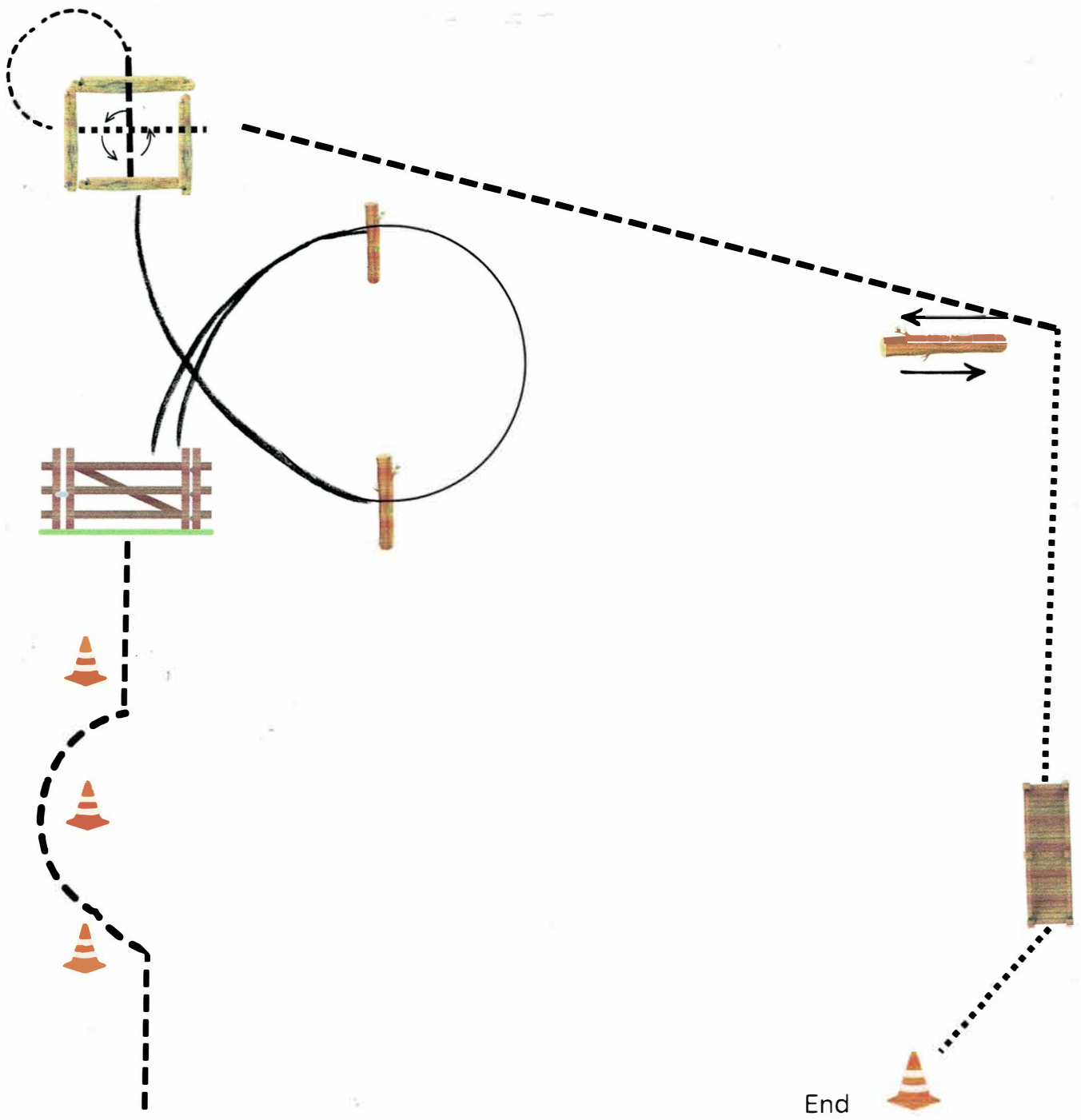
START

END

1. Trot over poles to the gate.
2. Work with your right hand.
3. Trot to chute.
4. Back out of chute and do 1 1/4 turn
5. Trot to bridge.
5. Walk over the bridge to cone.

- Walk
- Trot
- Lope

INHAND TRAIL PATTERN #5



 Start

1. Jog through the serpentine to the gate.
2. Work gate with left hand. Youth gate will be unlatched. Walk through the gate while holding the gate. Close gate, latch is not required.
3. Trot over poles.
4. Jog through box and into box
5. Stop and do 360 turn to left.
6. Walk out and Trot to pole.
7. Side pass both ways.
8. Walk to and over the bridge.

••••• Walk
 - - - - Trot
 ————— Lope

INHAND TRAIL PATTERN #6