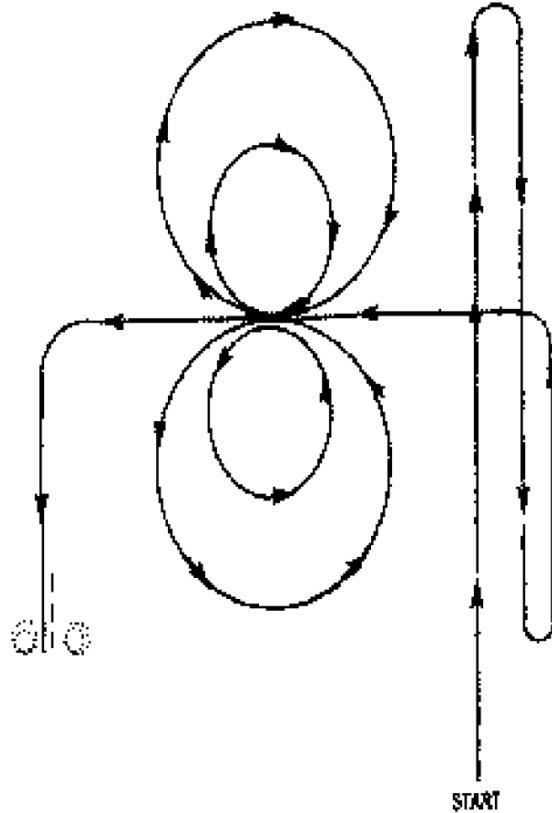


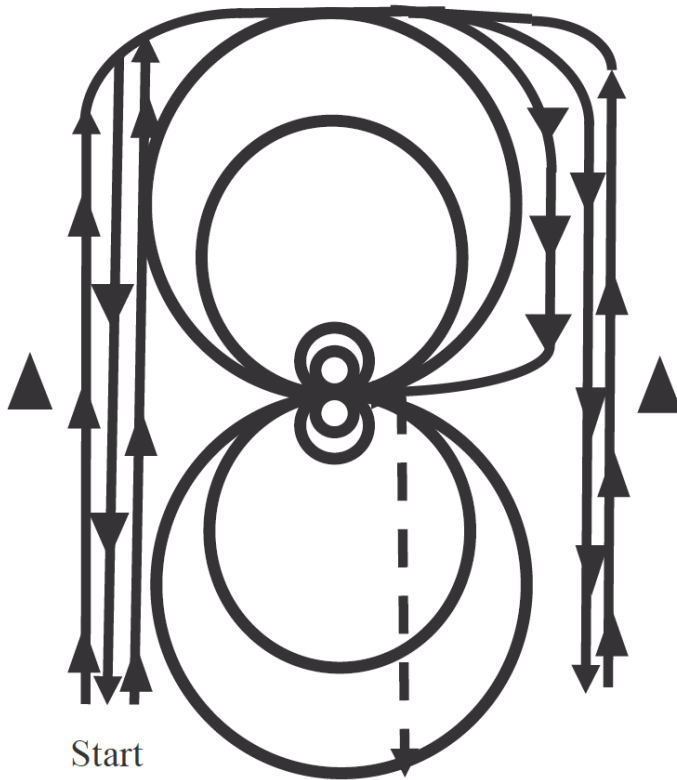


## WORKING RANCH HORSE/RANCH BOXING – PATTERN 1

### 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.



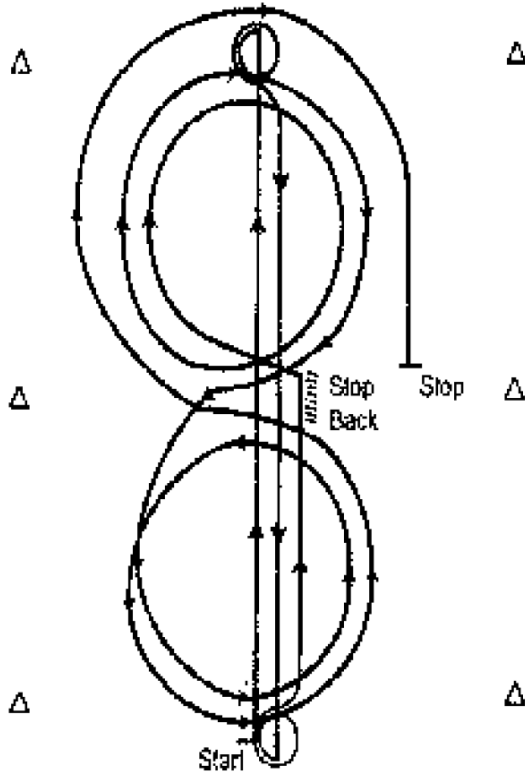


**Green/Youth RANCH REINING –  
PATTERN 5**

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.



## RANCH REINING – PATTERN 9



### △ 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.

