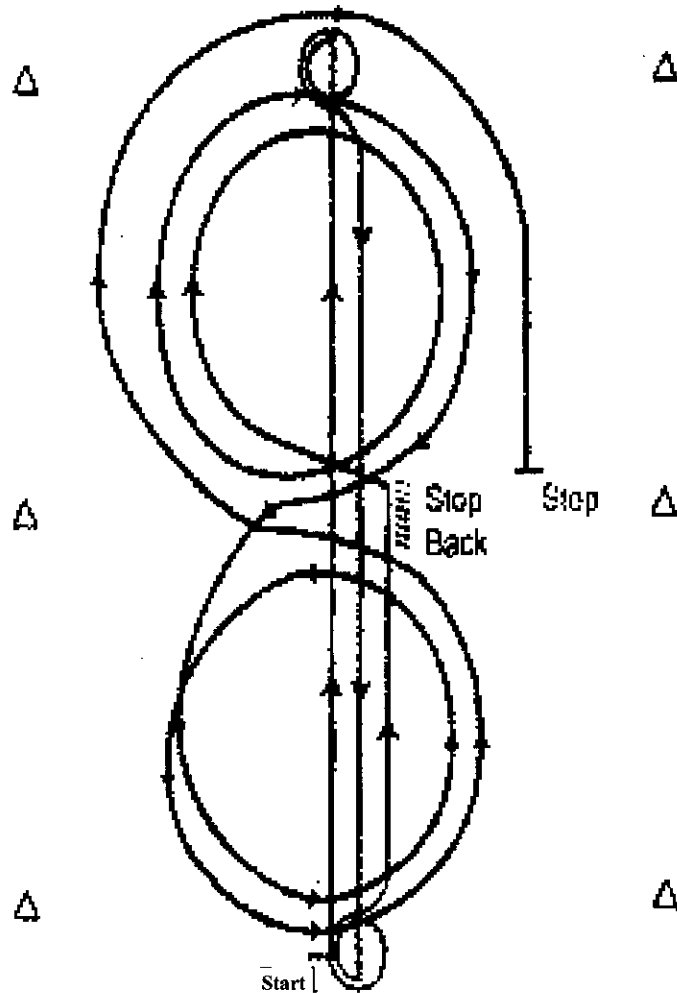




2019 PATTERN BOOK

RANCH REINING PATTERN 1

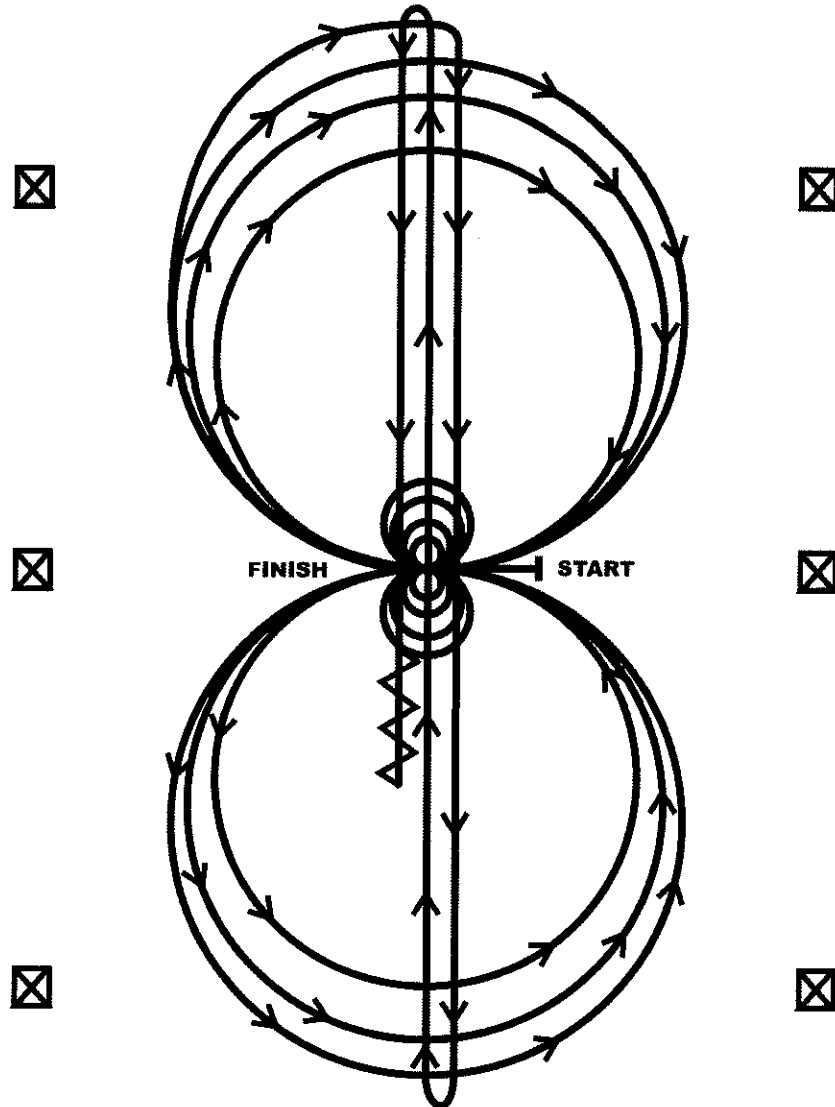


BEGIN AT END OF THE ARENA

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.

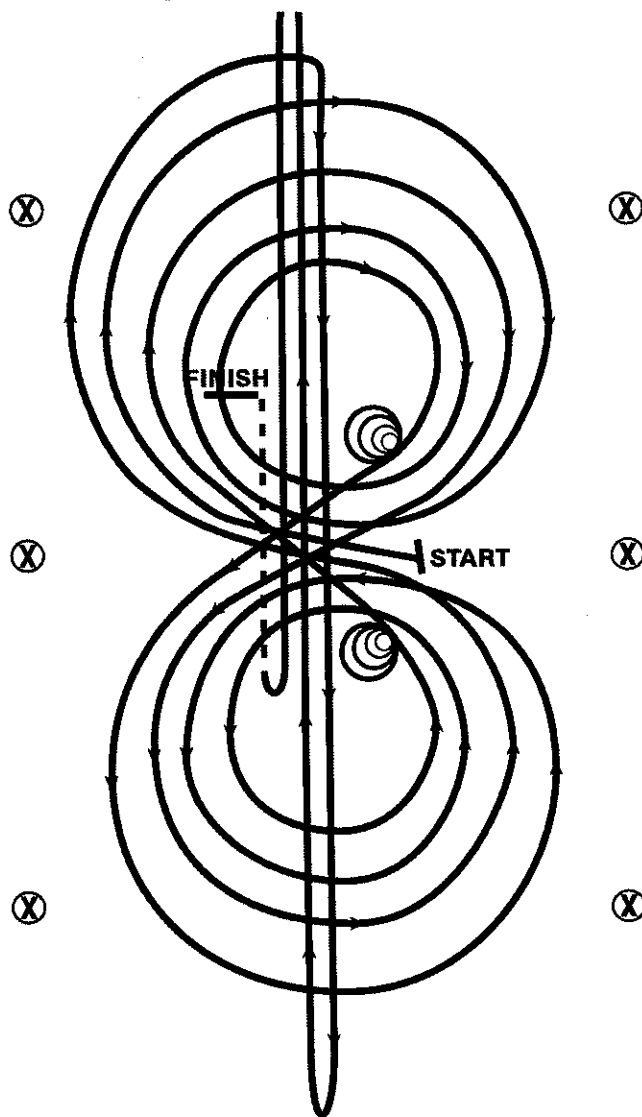
RANCH REINING PATTERN 2



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 circle 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.

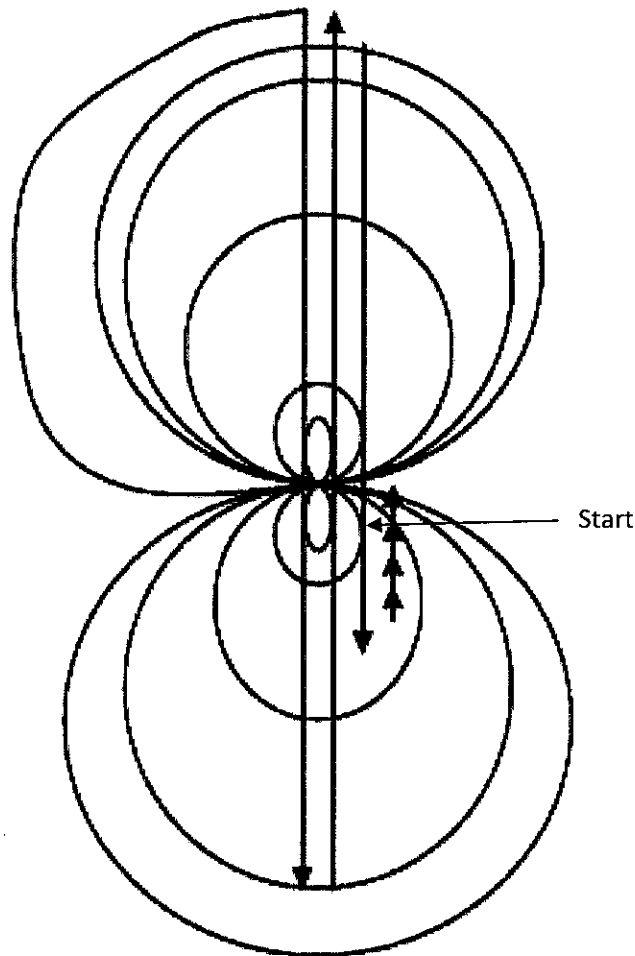
Beginning at the center of the arena facing the left wall or fence.

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 the center of the 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 feet (3 meters).

Hesitate to demonstrate completion of the pattern.

Rider may dismount and the drop bridle to the designated judge.

RANCH REINING PATTERN 4

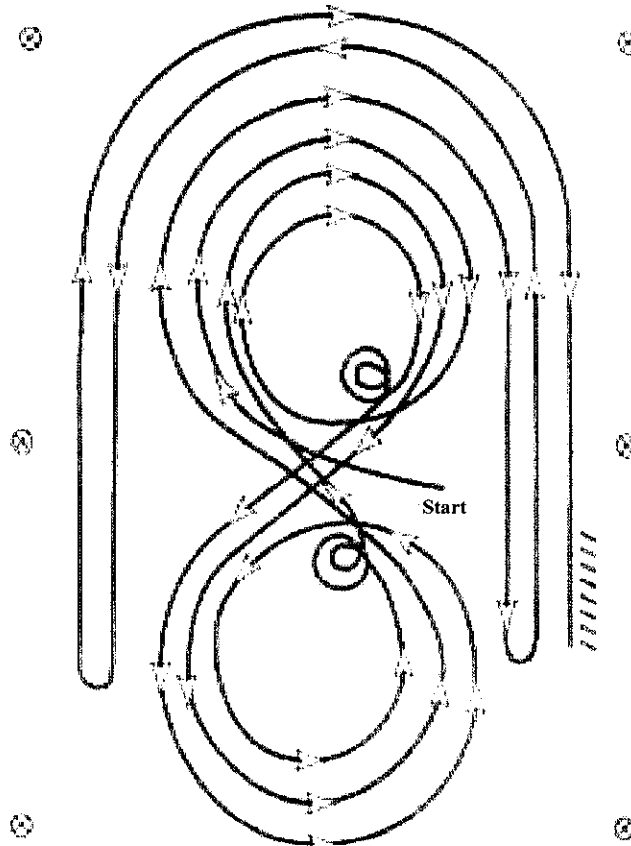


Horse must walk or stop prior to starting the pattern.
Beginning at the center of the arena facing the left Wall or Fence.

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 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.

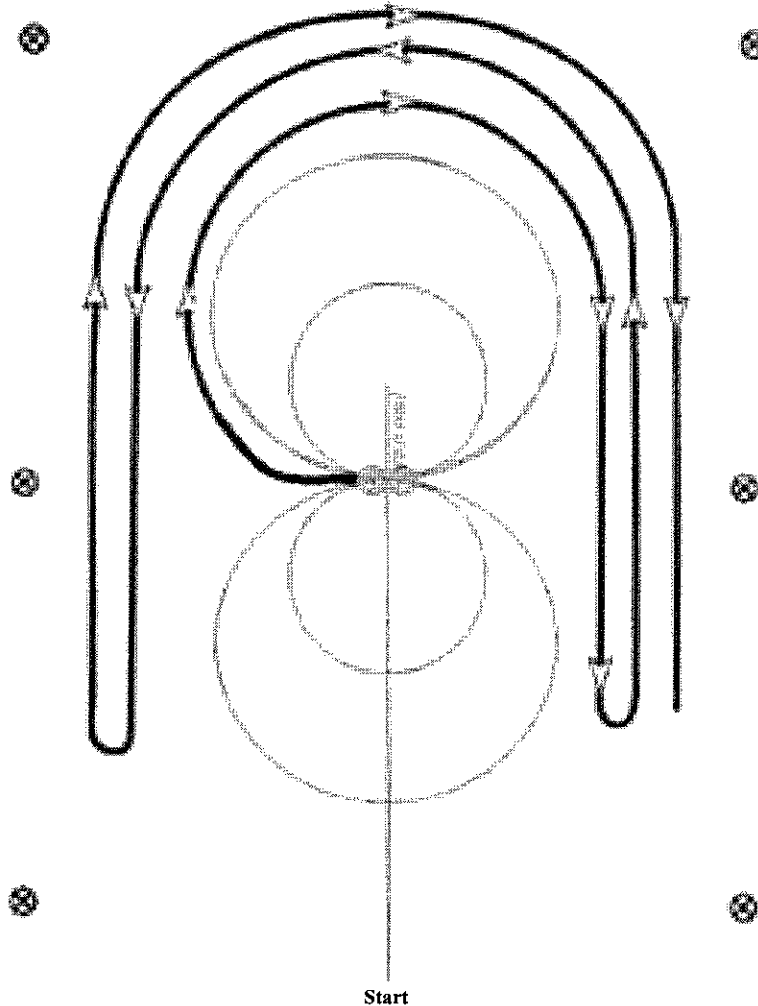
Rider may drop bridle to designated judge.

RANCH REINING PATTERN 5



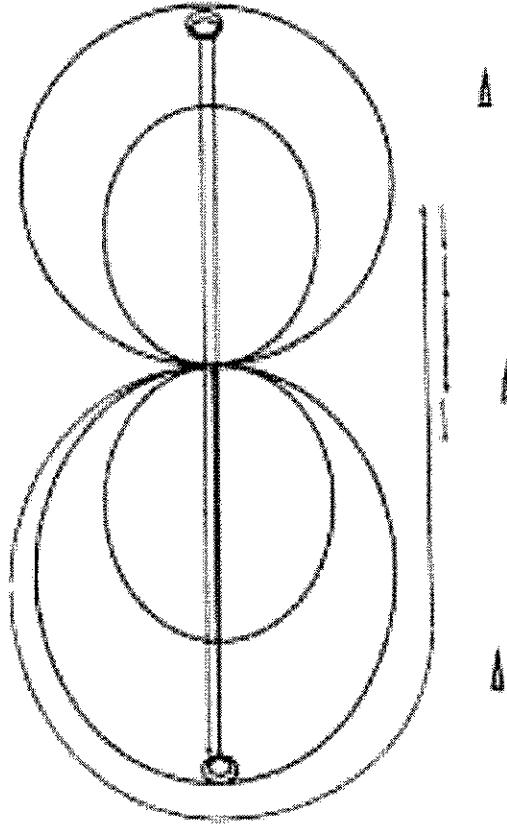
1. Starting at the center do 2 circles to the right. The first, a large fast circle. The second a small slow circle.
 2. At center marker stop and do 2 spins to the right. There should be no hesitation between stop and spin.
 3. After the spins have been completed; slight hesitation.
 4. Do 2 circles 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. 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 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 may drop bridle to designated judge.

RANCH REINING PATTERN 6



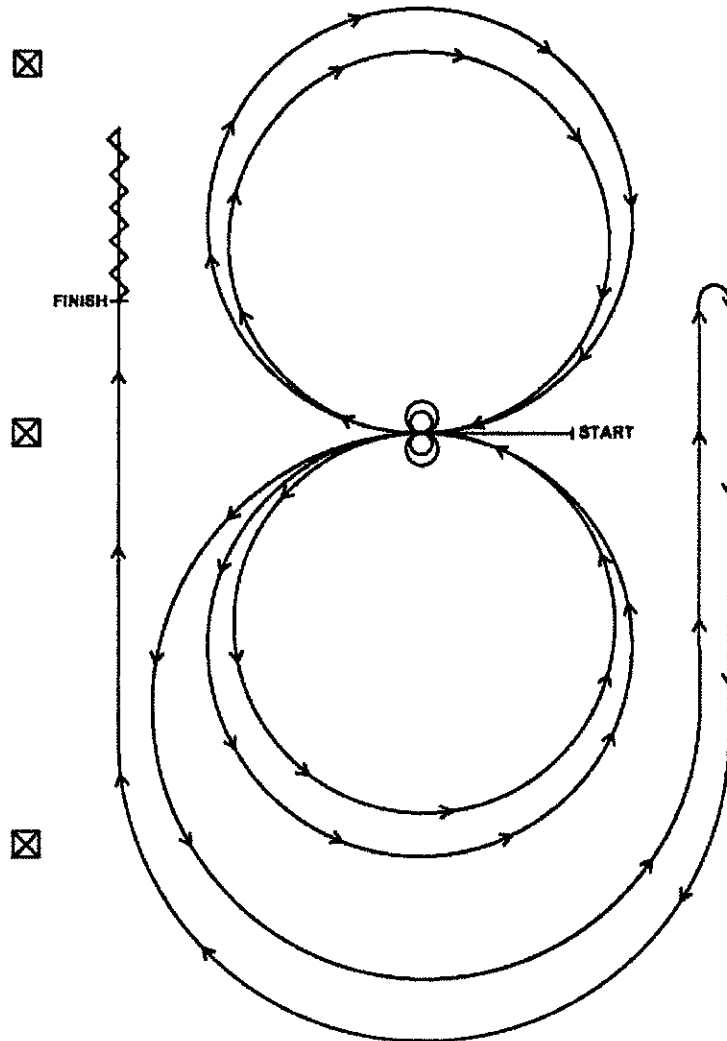
1. Run in past middle marker. Stop.
 2. Back 8-10 feet to center of arena.
 3. 3 spins to the right.
 4. 3 $\frac{1}{4}$ to the left.
 5. Begin on the right lead, lope 2 circles, first large fast, second small slow; change leads to the left.
 6. First circle small slow; second circle large fast; change 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.
- Rider may drop bridle to designated judge.

RANCH REINING PATTERN 7



1. Run down past end marker, Stop.
2. 2 1/2 Spins to the right.
3. Run down past end marker, Stop.
4. 2 1/2 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.

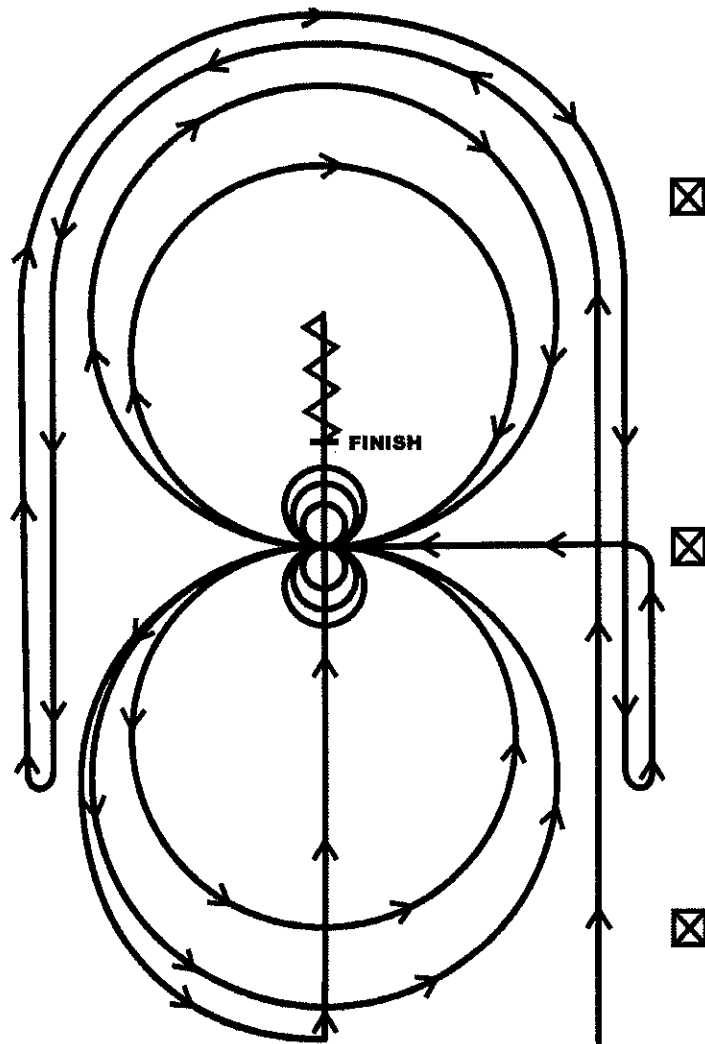
GREEN / YOUTH REINING PATTERN 8



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. Stop at the center of the arena. Hesitate.
 2. Complete two spins to the left. Hesitate.
 3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
 4. Complete two 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.
- Rider may be asked to drop the bridle to designated judge.

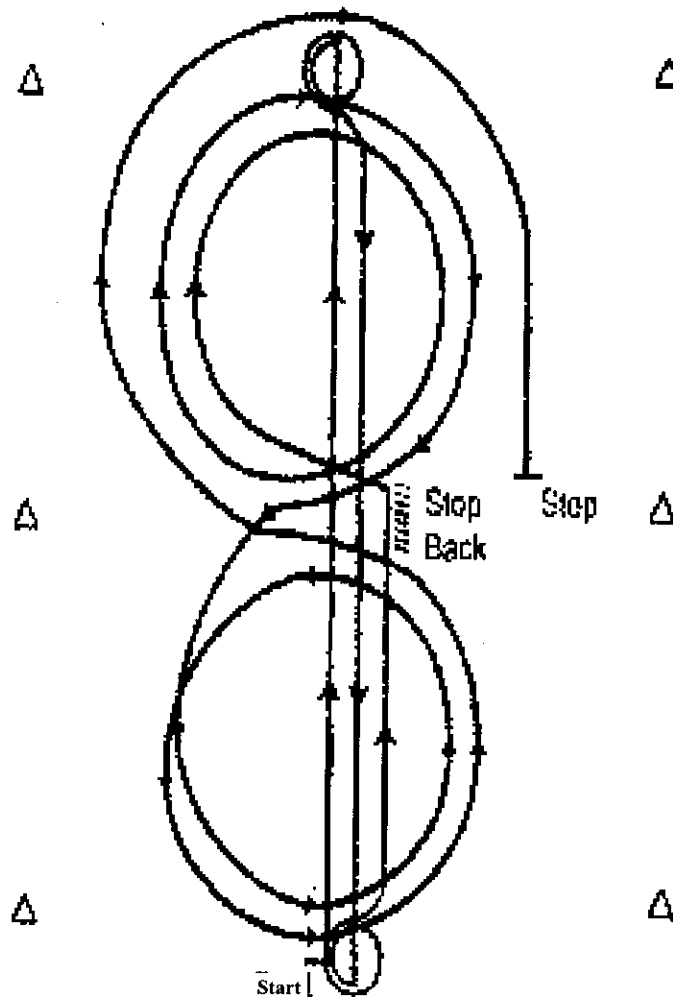
GREEN / YOUTH REINING PATTERN 9



- 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 rollback
- 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.

Hesitate to show completion of pattern.

GREEN / YOUTH REINING PATTERN 10

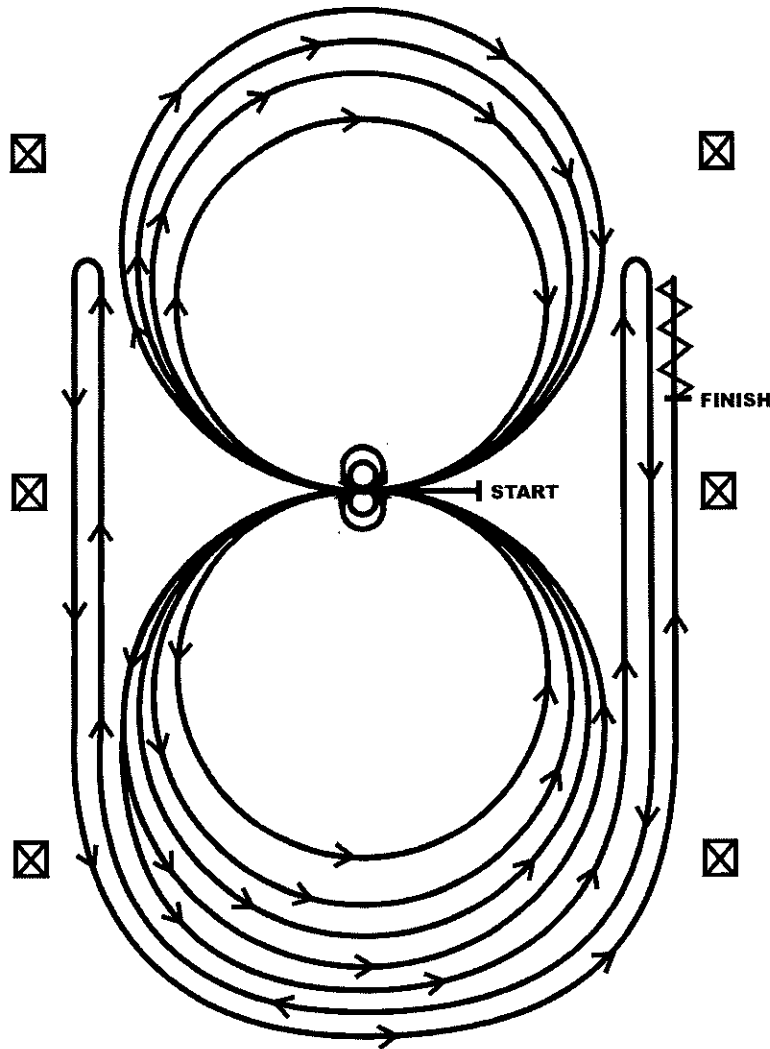


BEGIN AT END OF THE ARENA

1. Run to far end of arena past the end marker and stop.
2. Execute 1 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.

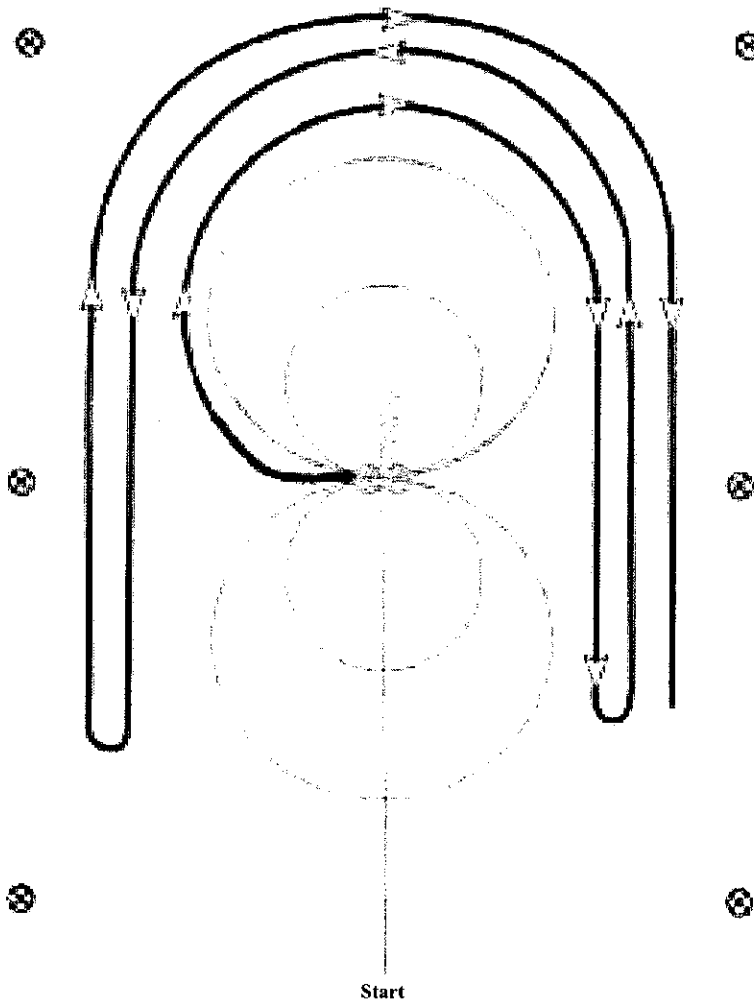
GREEN / YOUTH REINING PATTERN 11



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.

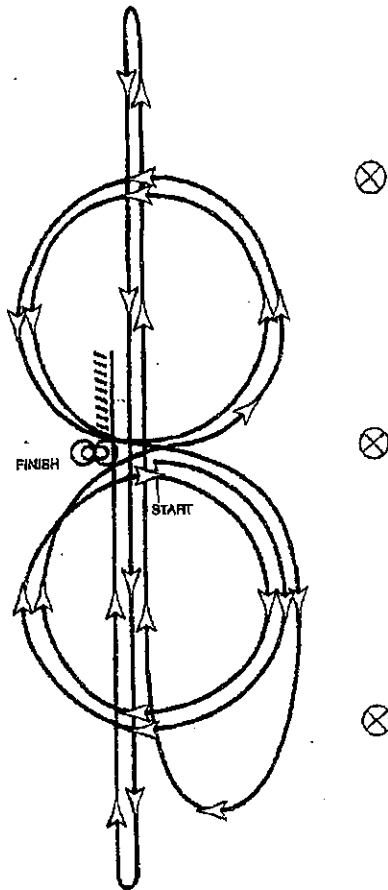
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first 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 right side of the arena past the center marker and do a right 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. 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.
8. Continue back around previous 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



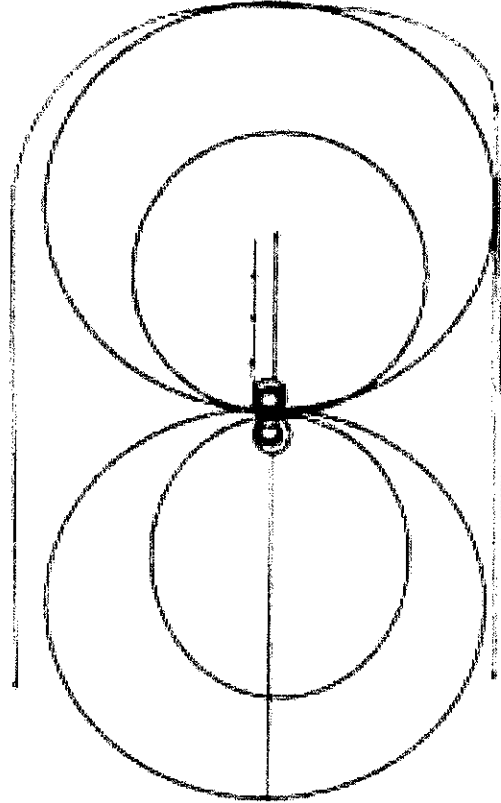
1. Run in past middle marker. Stop.
 2. Back 8-10 feet to center of arena.
 3. 3 spins to the right.
 4. $3\frac{1}{4}$ to the left.
 5. Begin on the right lead, lope 2 circles, first large fast, second small slow; change leads to the left.
 6. First circle small slow; second circle large fast; change 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.
- Rider may drop bridle to designated judge.

GREEN / YOUTH REINING PATTERN 13



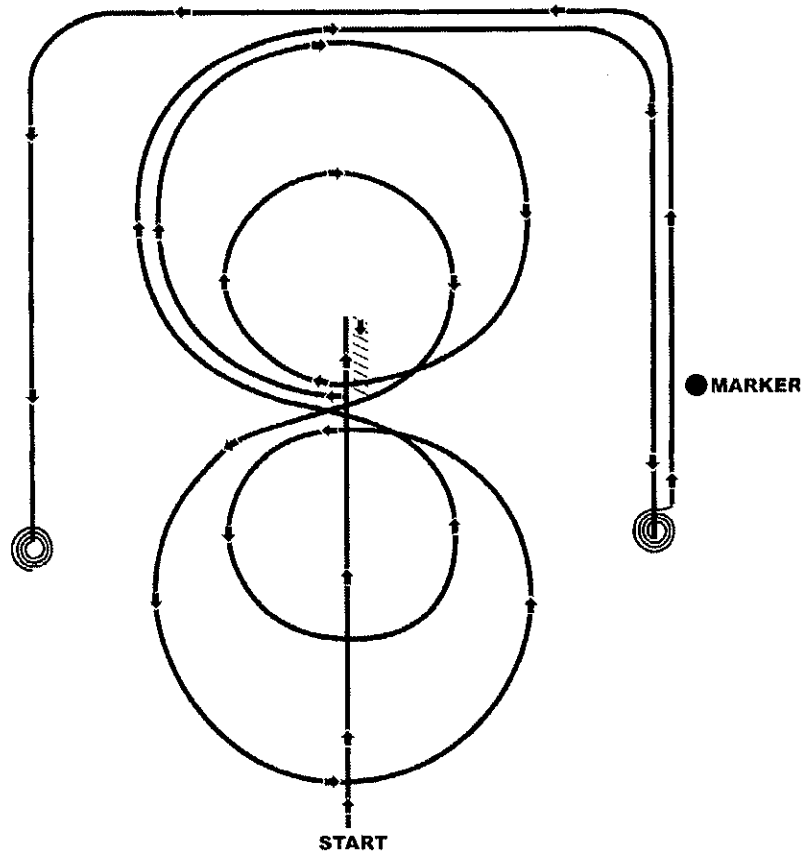
- 1) Beginning at the center, take a right lead and do two circles to the right, away from the judge, of moderate size and speed.
- 2) At the center of the arena, change leads and do two circles to the left both of moderate size and speed
- 3) At the center of the arena, change leads
- 4) Go to the end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

GREEN / YOUTH REINING PATTERN 14



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.

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 15



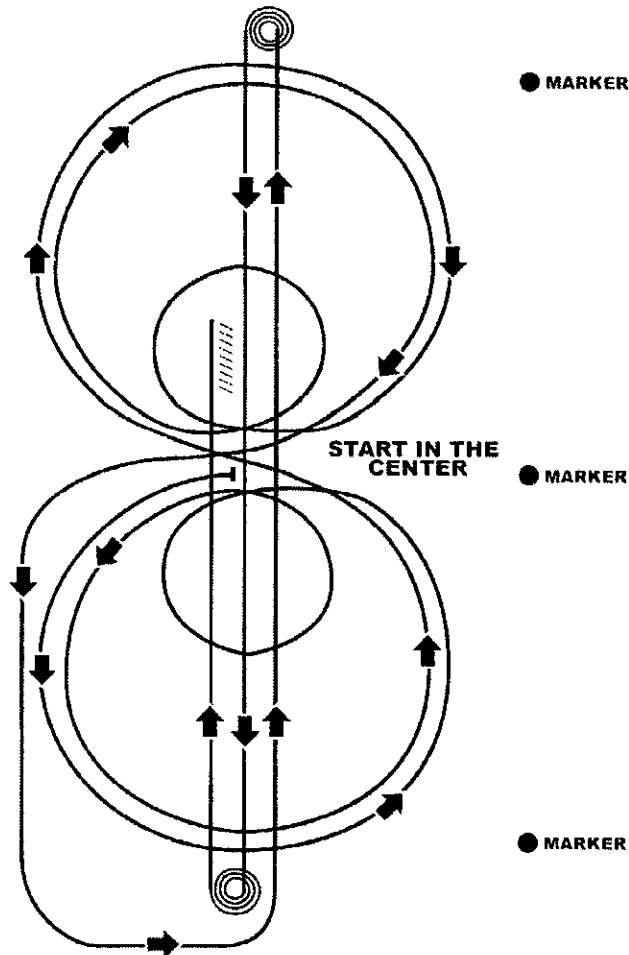
PATTERN 1

1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. 1/4 turn to 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 largefast 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 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 1/2 spins to the left. Hesitate to complete pattern.

Pattern 1

- | | |
|----------------------------------|----------------------|
| 1. Stop and back up and 1/4 turn | 4. Stop |
| 2. Right circles | 5. 3 1/2 right spins |
| 3. Left circles | 6. Stop |
| | 7. 3 1/2 left spins |

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 16



Mandatory Marker Along Fence or Wall

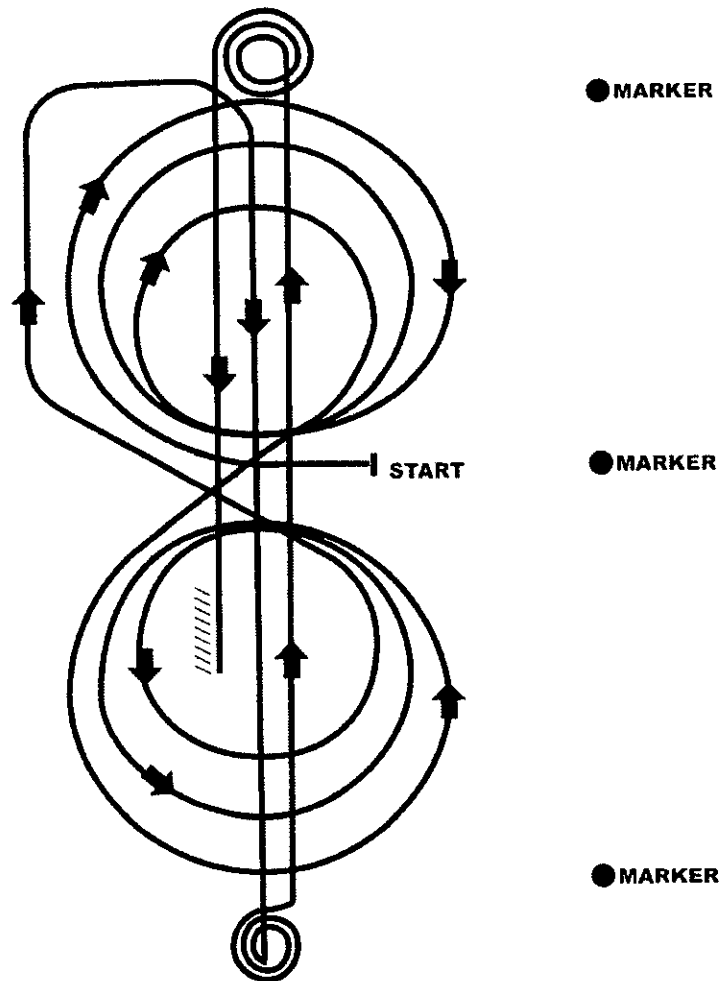
Trot to center of arena and stop. Start pattern facing toward judge.

1. Pick up left lead, complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at 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 1/2 spins to the left. Hesitate.
5. Run to far end past the marker to a sliding stop. Hesitate
6. Complete 3 1/2 spins to the right. Hesitate.
7. Run past center marker to a sliding stop. Hesitate. Back at least 10 feet. Hesitate to complete pattern.

Pattern 2

- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 17



Mandatory Marker Along Fence or Wall

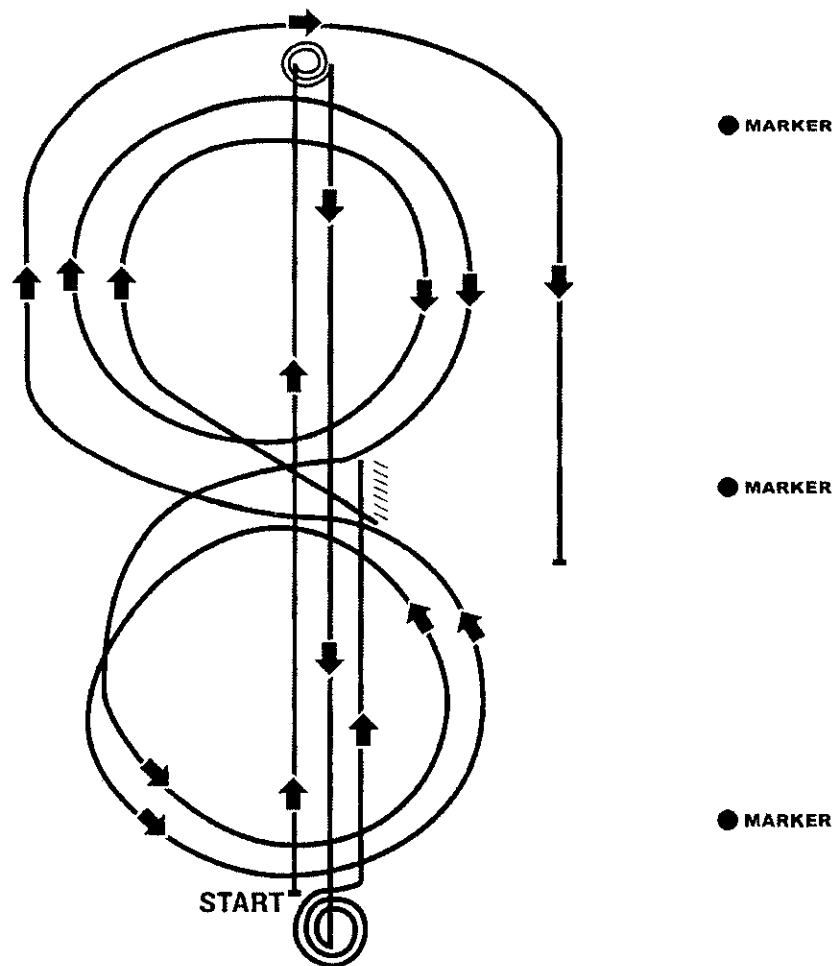
Trot to center of arena and stop. Start pattern facing toward judge.

1. Begin on right lead and complete three circles to 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 1/2 spins to the right.
5. Run up center of arena past the end marker, come to a sliding stop.
6. Complete 3 1/2 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 3

- | | |
|------------------|----------------------|
| 1. Right circles | 4. 3 1/2 right spins |
| 2. Left circles | 5. Stop |
| 3. Stop | 6. 3 1/2 left spins |
| | 7. Stop and back up |

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 18

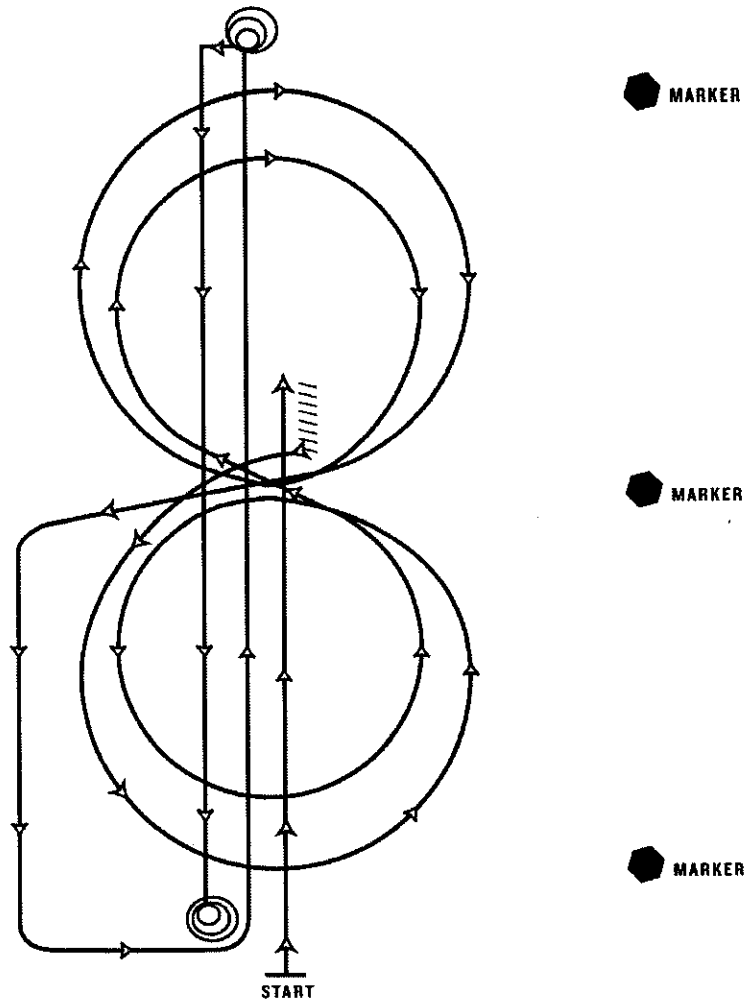


1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 1/4 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 4

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Stop 2. 3 1/2 left spins 3. Stop 4. 3 1/2 right spins | <ol style="list-style-type: none"> 5. Stop and back up and 1/4 turn 6. Right circles and left circles 7. Stop |
|---|--|

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 19

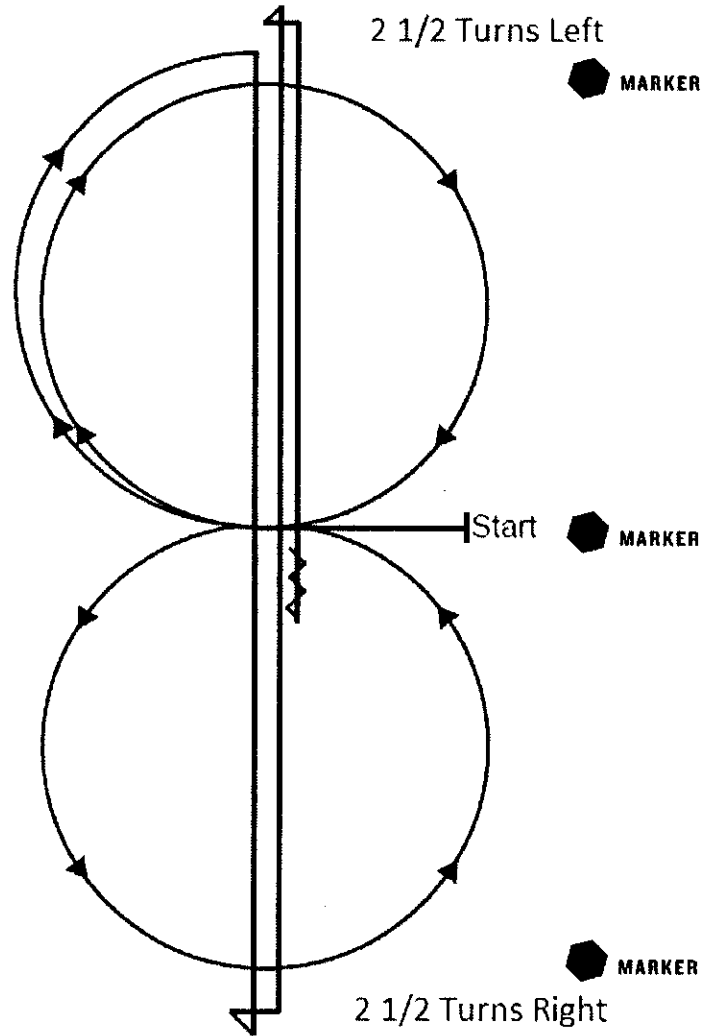


1. Start at end of arena. Run past the center marker and stop. Back up at least 10 feet. Complete 1/4 turn to the left.
2. Complete 2 circles to the left, the first one large and fast, and the second one small and slow. Change leads at the center of the arena.
3. Complete two circles to the right, the 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 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 1/2 spins to the left. Hesitate to complete pattern.

Pattern 5

- | | |
|----------------------------------|----------------------|
| 1. Stop and back up and 1/4 turn | 4. Stop |
| 2. Left circles | 5. 3 1/2 right spins |
| 3. Right circles | 6. Stop |
| | 7. 3 1/2 left spins |

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 20



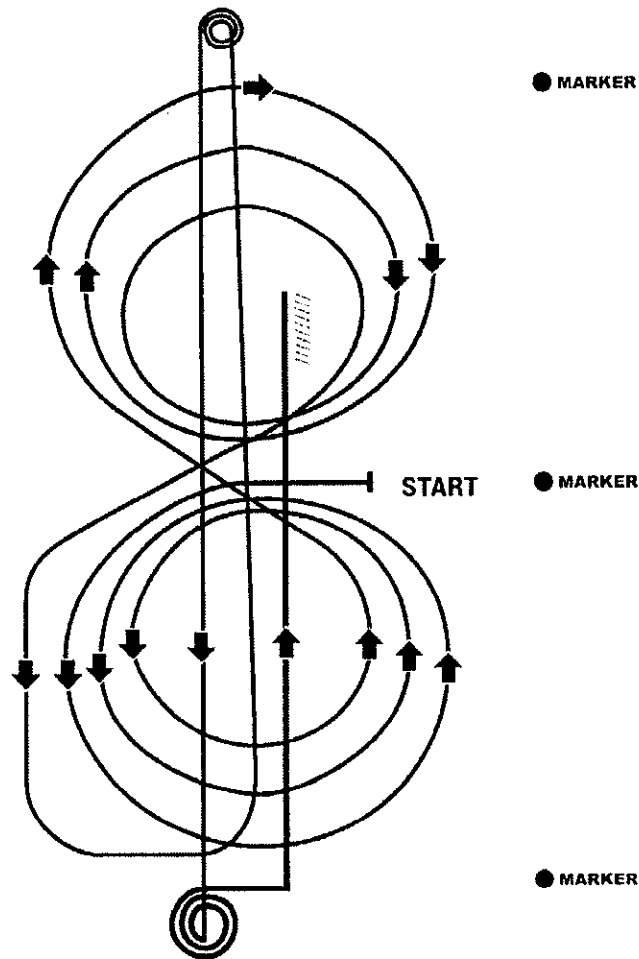
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning 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 1/2 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 1/2 spins to the left.
7. Run past the center marker, stop, and back at least 10 feet. Hesitate to complete pattern.

Pattern 6

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. Right circle 2. Left circle 3. Stop | <ol style="list-style-type: none"> 4. 2 1/2 right spins 5. Stop 6. 2 1/2 left spins 7. Stop and back up |
|--|---|

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 21



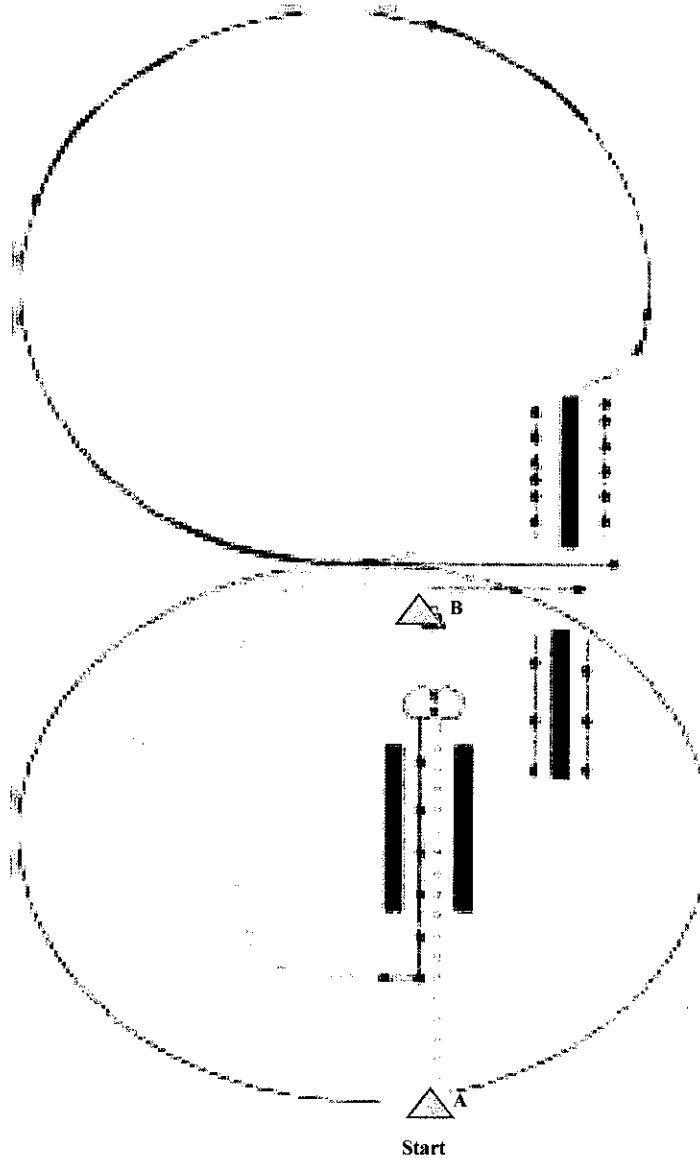
Trot to center of arena and stop. Start pattern facing toward judge.

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, run down center of arena past end marker, come to a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 1/2 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 8

- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

RANCHMANSHIP PATTERN 22



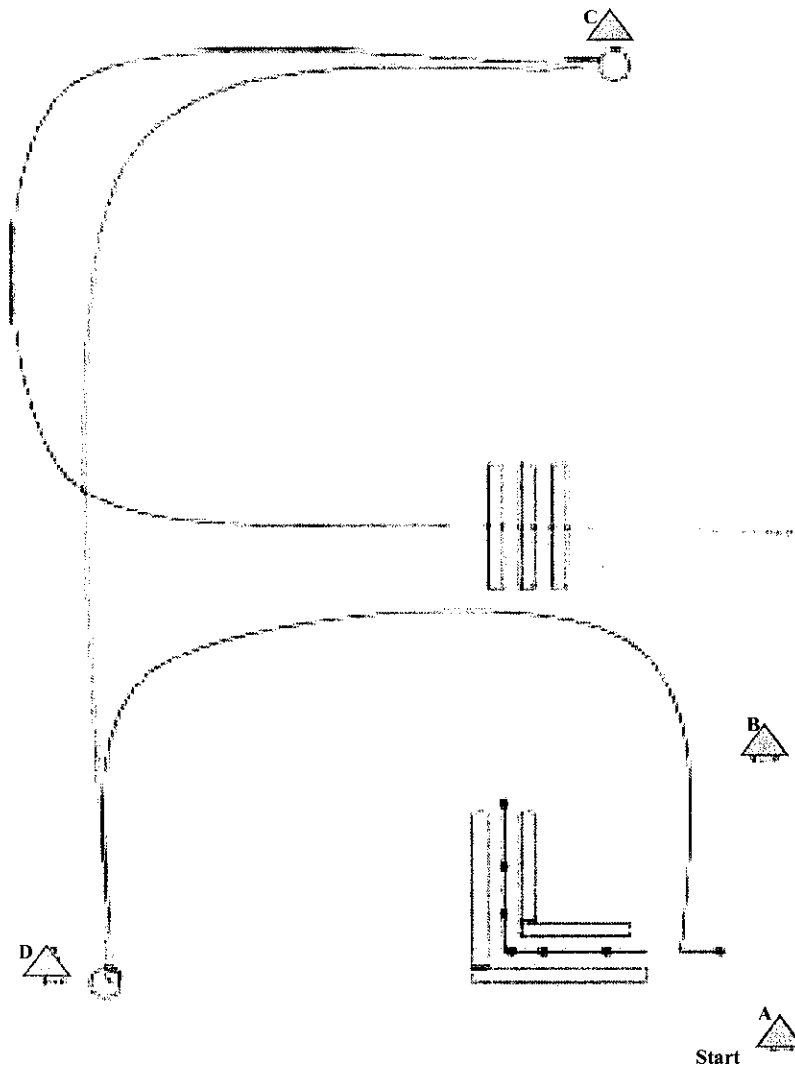
4 Logs, 2 Cones

1. Extended Trot From Cone thru Chute; Stop
2. 1 Spin Left.
3. 1 Spin Right.
4. Back thru 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.

Walk Trot will
complete an extended
Trot where it asks for
a lope.

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RANCHMANSHIP PATTERN 23

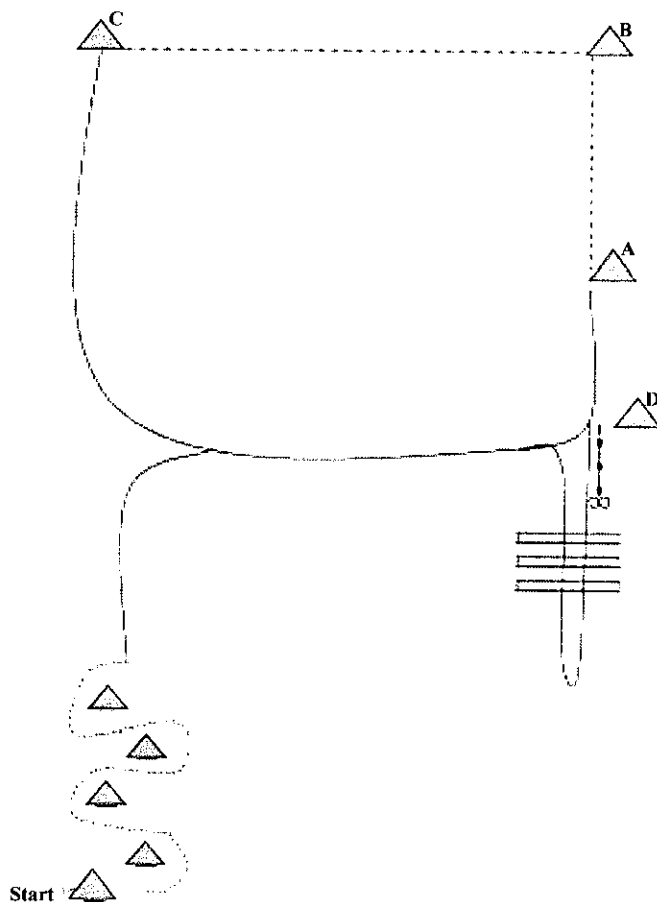


8 Logs, 4 Cones

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. 1¹/₂ spin left.
6. Left lead lope to cone; Stop.
7. 1/ spins right.
8. Lope right lead to chute; Stop; 90° turn.
9. Back thru Chute.

Walk Trot will
complete an extended
Trot where it asks for a
lope.

RANCHMANSHIP PATTERN 24

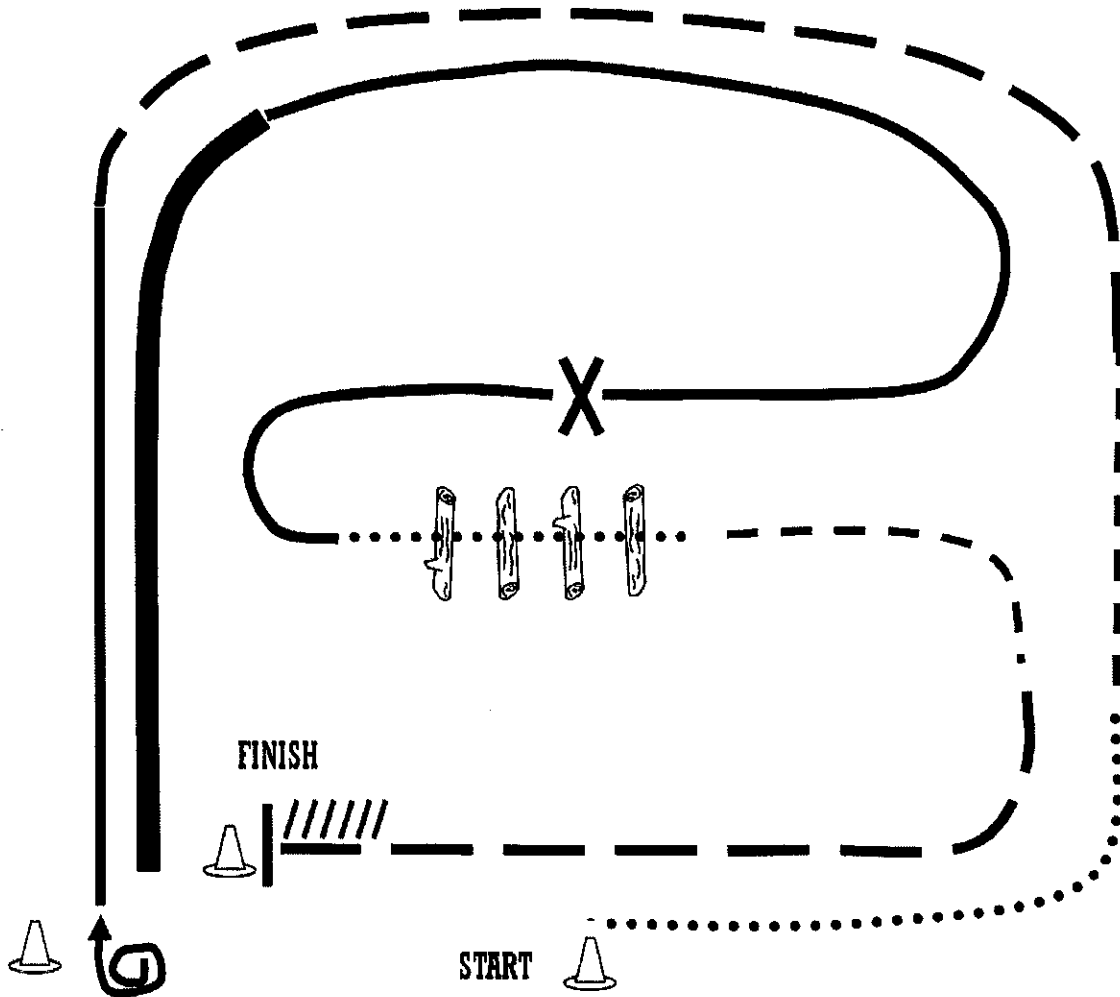


9 Cones, 3 Logs

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 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.

**Walk Trot will
complete an extended
Trot where it asks for a
lope.**

RANCHMANSHIP PATTERN 27



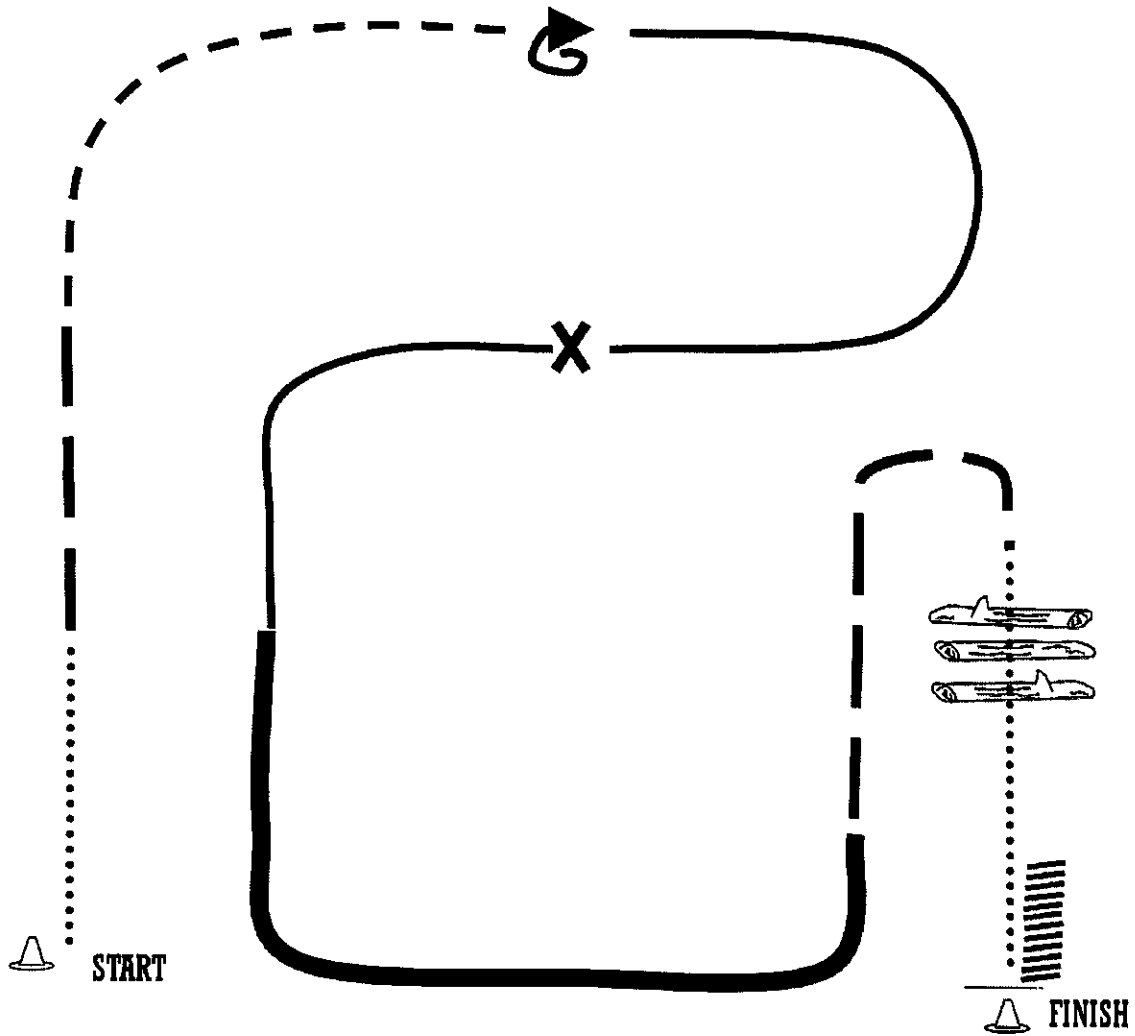
1. WALK
2. TROT
3. EXTENDED TROT
4. LOPE LEFT LEAD
5. STOP / 1½ TURN RIGHT
6. EXTENDED RIGHT LEAD LOPE
7. COLLECTED RIGHT LEAD LOPE
8. LEAD CHANGE (SIMPLE OR FLYING)

8. LOPE LEFT LEAD
9. WALK OVER LOGS
10. TROT
11. EXTENDED TROT
12. STOP AND BACK

- WALK
- - - - - TROT
- EXTENDED TROT
- LOPE
- EXTENDED LOPE
- ////////// BACK

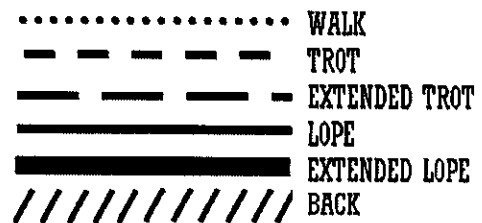
WALK/TROT CLASS WILL REPLACE LOPE WITH EXTENDED TROT.

RANCHMANSHIP PATTERN 28



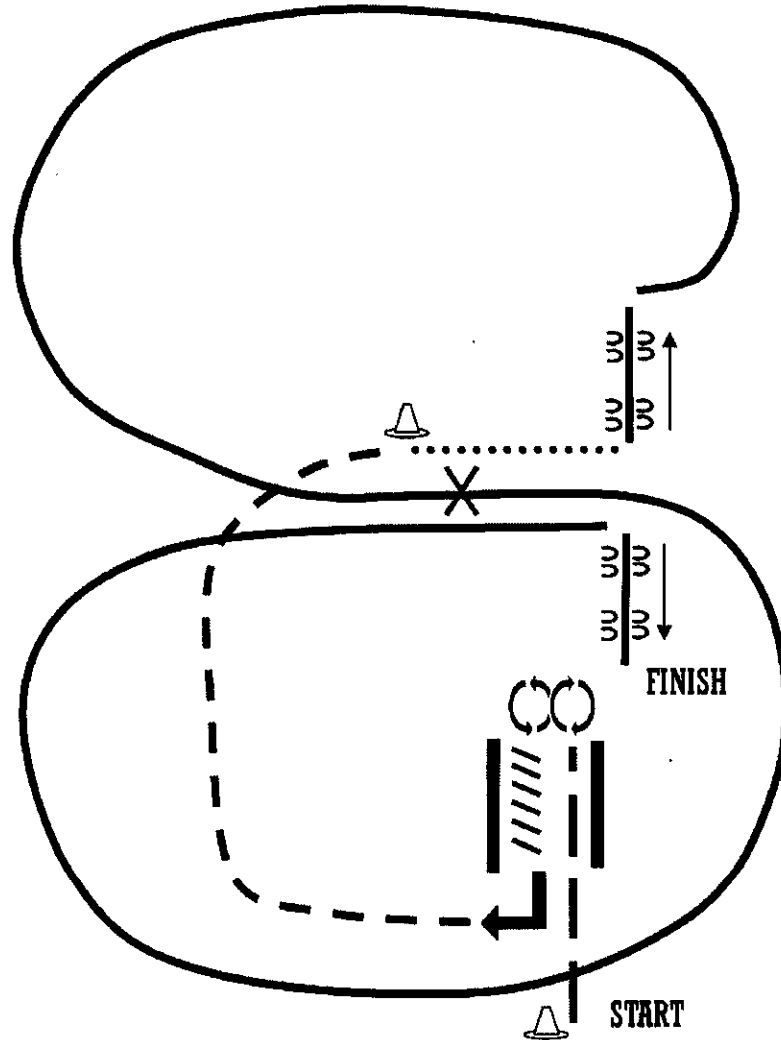
1. WALK
2. EXTENDED TROT
3. TROT
4. STOP / TURN 360° TO THE RIGHT
5. RIGHT LEAD LOPE
6. CHANGE LEAD (SIMPLE OR FLYING)

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

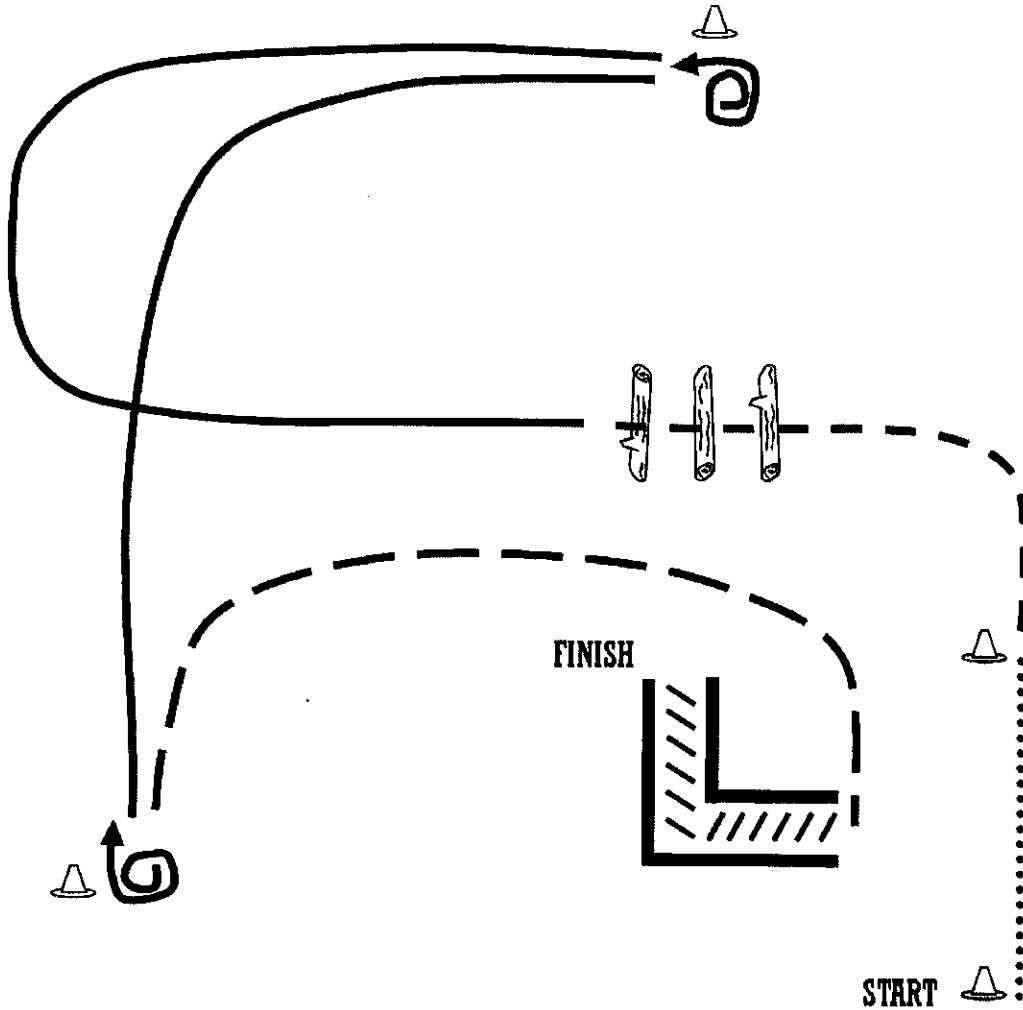


- | | |
|---------------------------------------|---|
| 1. EXTENDED TROT THROUGH CHUTE / STOP | 8. LOPE LEFT LEAD |
| 2. 360° TURN LEFT | 9. CHANGE LEAD (SIMPLE OR FLYING) |
| 3. 360° TURN RIGHT | 10. LOPE RIGHT LEAD |
| 4. BACK THROUGH CHUTE / 90° TURN LEFT | 11. STOP AT SIDEPASS POLE / SIDE PASS RIGHT |
| 5. TROT TO CONE | |
| 6. AT CONE WALK TO SIDE PASS POLE | |
| 7. SIDE PASS LEFT | |

- | | |
|------------|---------------|
| | WALK |
| - - - - - | TROT |
| — — — — — | EXTENDED TROT |
| ===== | LOPE |
| ===== | EXTENDED LOPE |
| ////////// | BACK |

WALK/TROT CLASS WILL REPLACE LOPE WITH EXTENDED TROT.

RANCHMANSHIP PATTERN 30

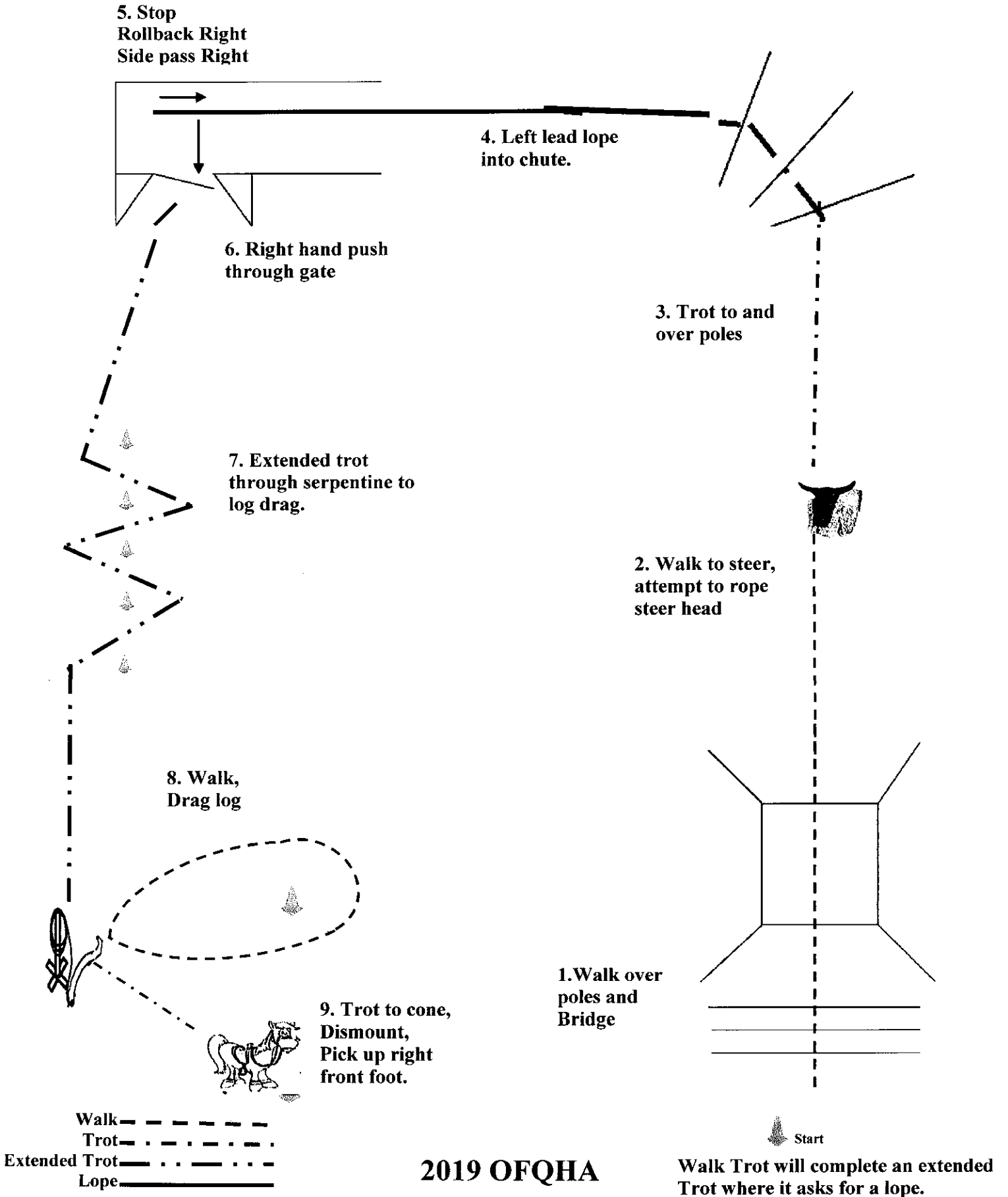


1. WALK
2. AT CONE TROT TO AND OVER LOGS
3. LOPE RIGHT LEAD TO CONE
4. AT CONE STOP / 1 ½ TURN LEFT
5. LOPE LEFT LEAD TO CONE
6. AT CONE STOP / 1 ½ TURN RIGHT
7. EXTENDED TROT TO CHUTE / STOP
8. ½ TURN LEFT / BACK THROUGH CHUTE

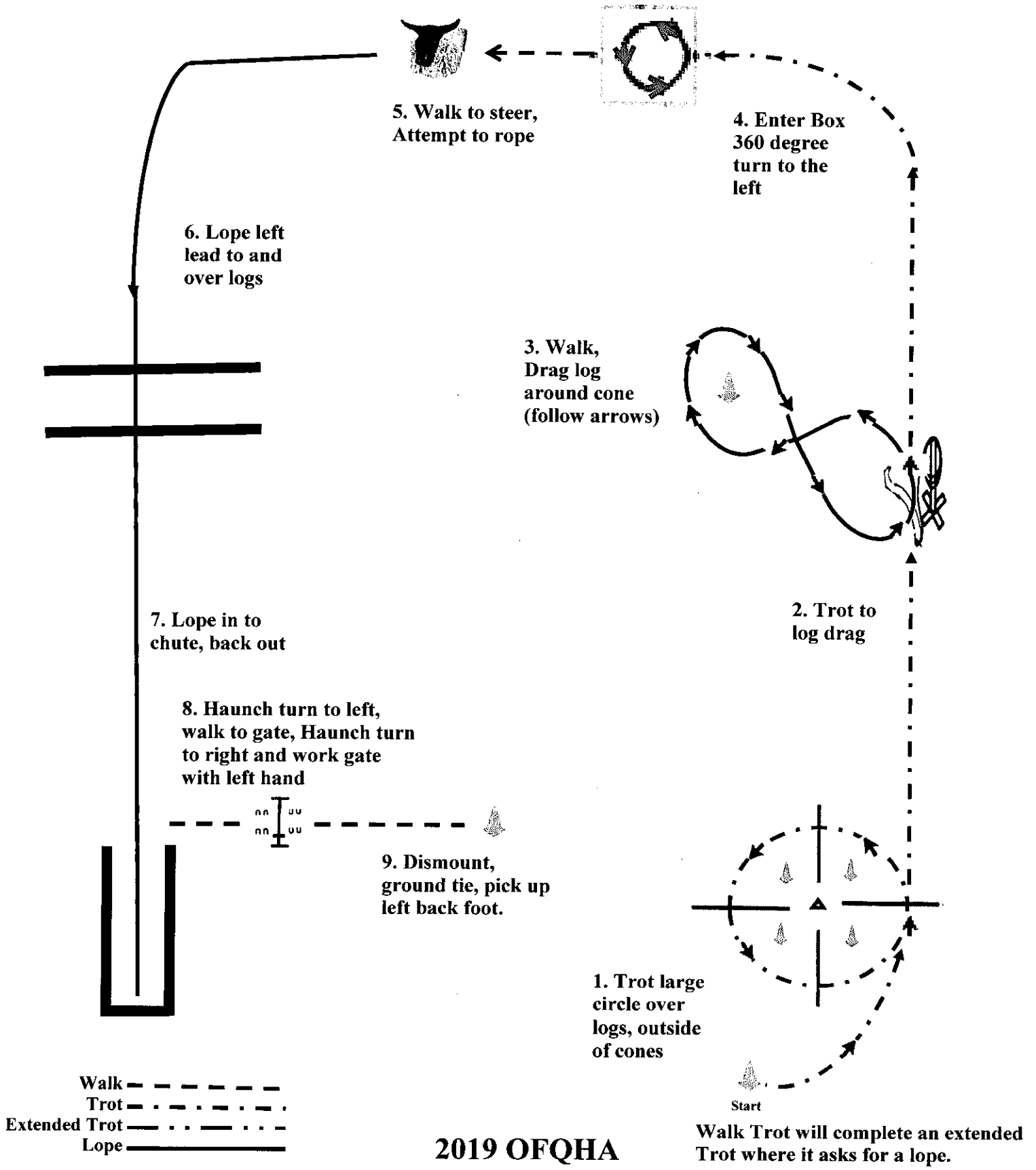
.....	WALK
-----	TROT
-----	EXTENDED TROT
=====	LOPE
=====	EXTENDED LOPE
//////////	BACK

WALK/TROT CLASS WILL REPLACE LOPE WITH EXTENDED TROT.

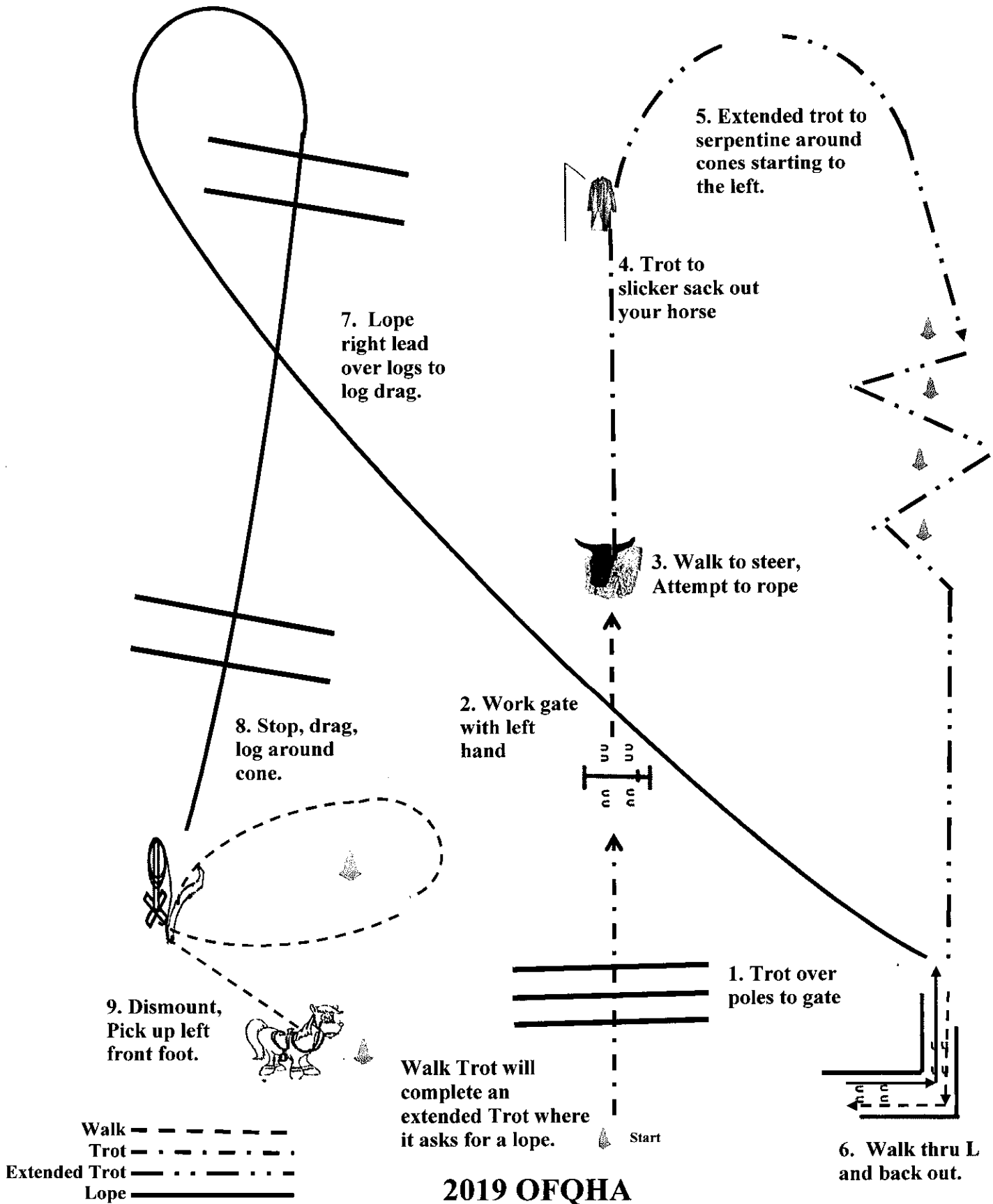
RANCH TRAIL PATTERN 31



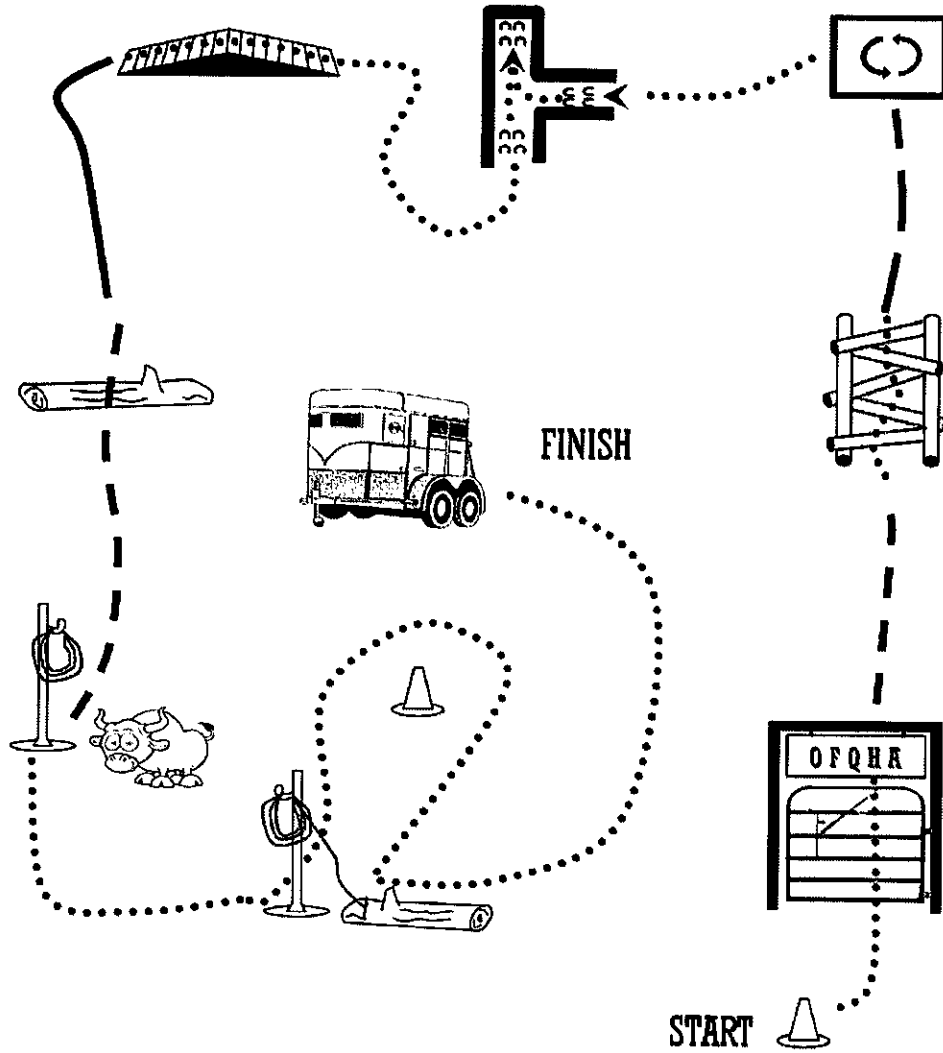
RANCH TRAIL PATTER 32



RANCH TRAIL PATTERN 33



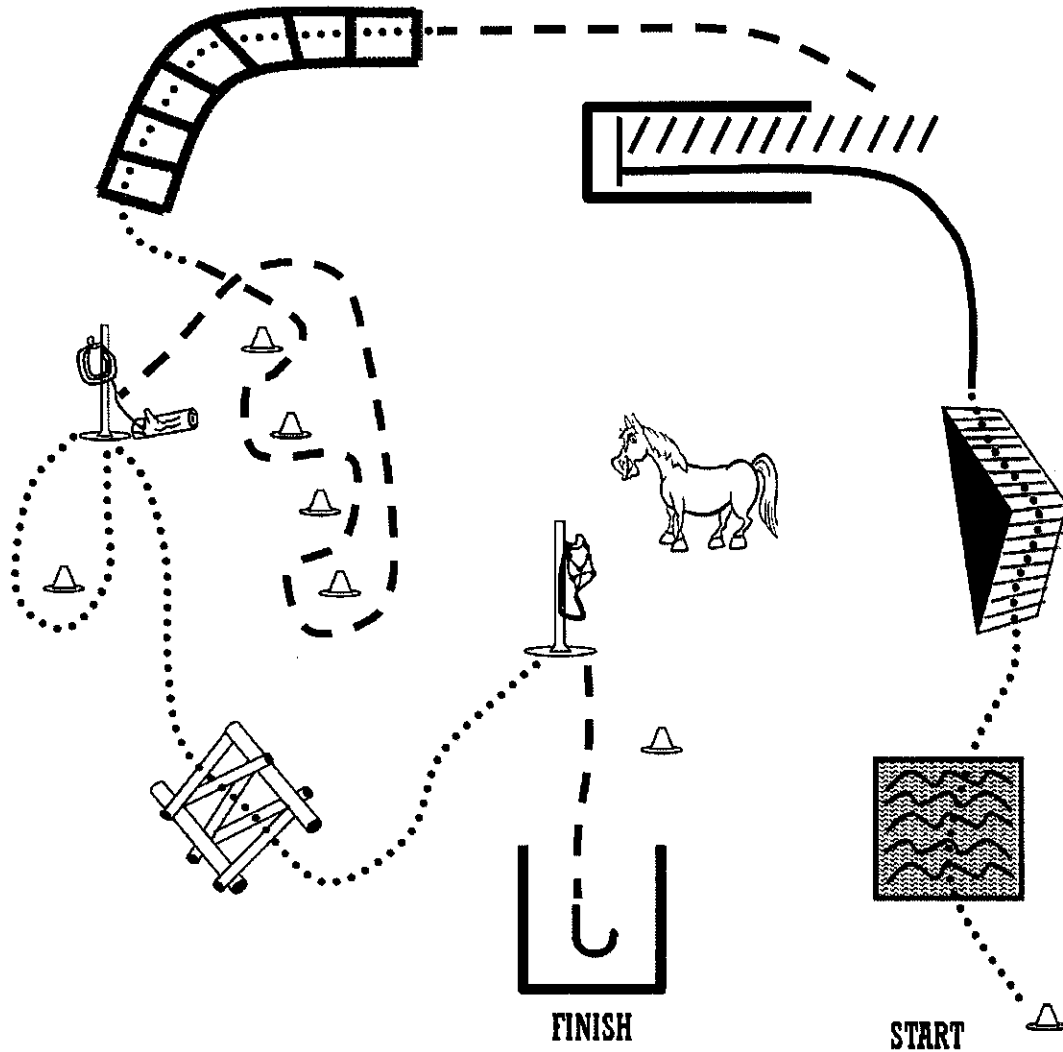
RANCH TRAIL PATTERN 34



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 ROPE STEER
 9. ROPE STEER (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 THE TRAILER.)
- WALK
 - - - - - TROT
 - - - - - EXTENDED TROT
 _____ LOPE

WALK/TROT CLASS WILL REPLACE LOPE WITH EXTENDED TROT.

RANCH TRAIL PATTERN 36



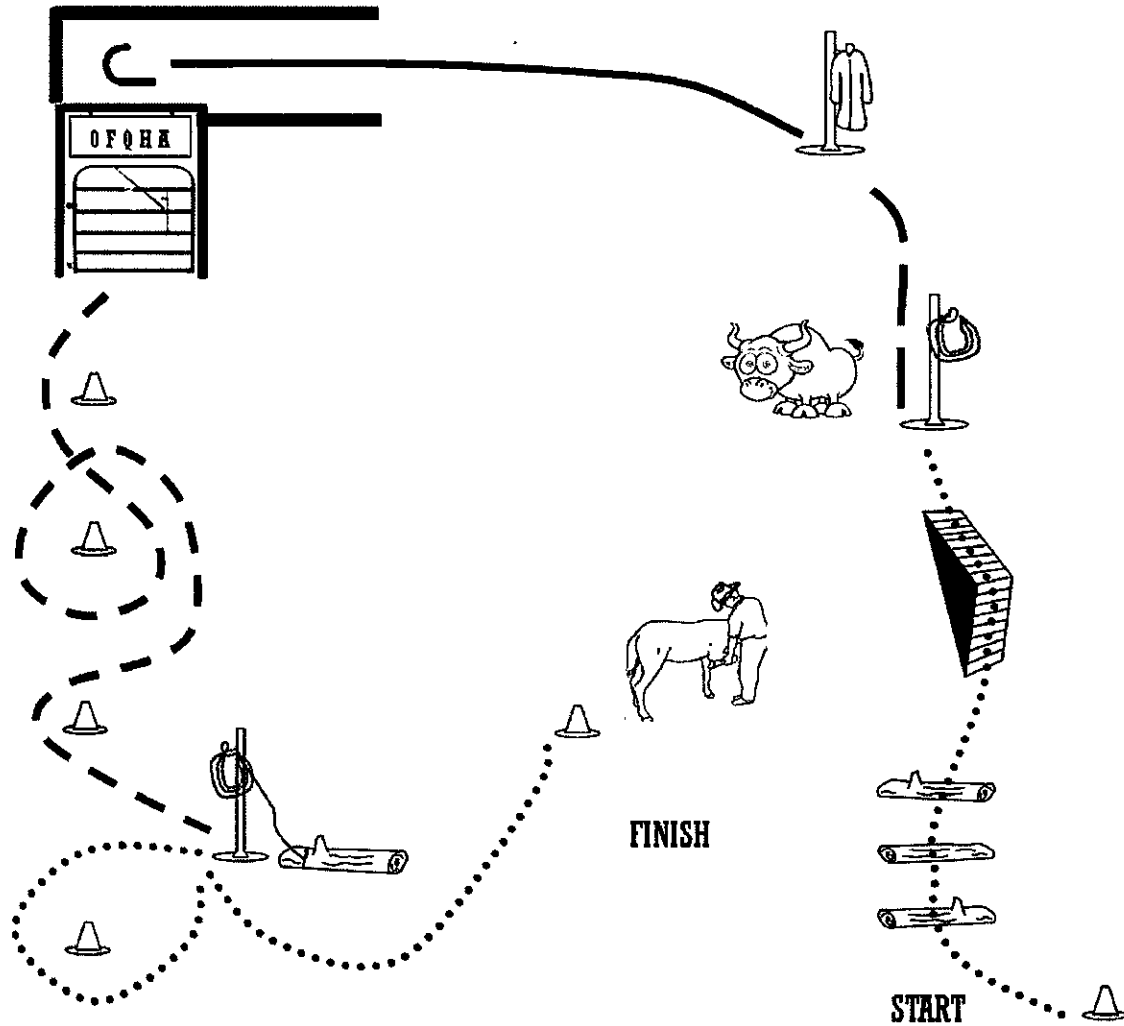
1. WALK TO AND THROUGH WATERBOX
2. WALK TO AND OVER BRIDGE
3. LEFT LEAD LOPE INTO CHUTE / STOP / BACK OUT
4. TROT TO LADDER AND WALK THROUGH
5. TROT THROUGH SERPENTINE CONES
6. TROT TO LOG DRAG / DRAG LOG AROUND CONE / RETURN LOG
7. WALK TO AND THROUGH CROSSBUCK

8. WALK TO ROPE HALTER / HALTER DUMMY HORSE (KNOT MUST BE TIED CORRECTLY)
9. TROT INTO CHUTE / TURN 180° LEFT
10. 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.

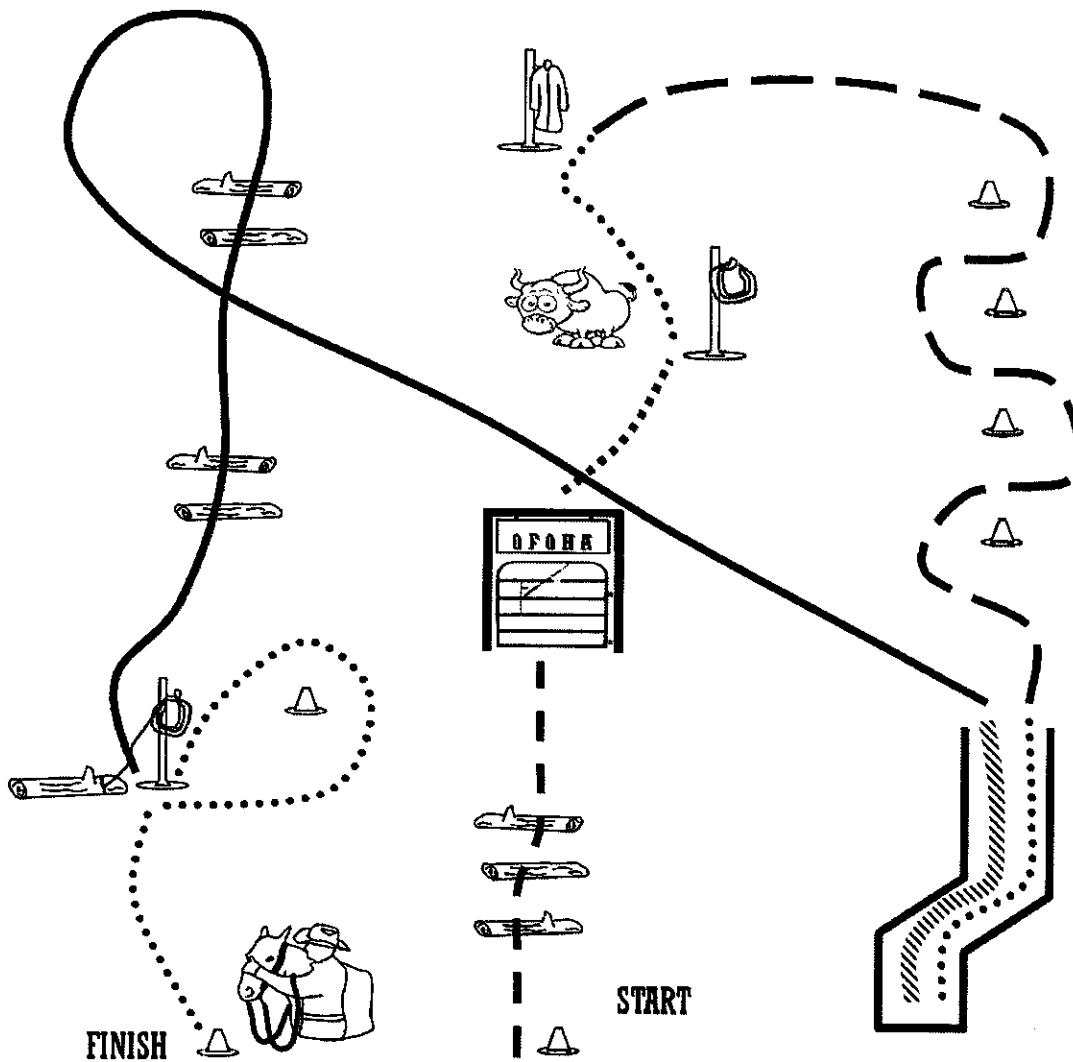
RANCH TRAIL PATTERN 37



1. WALK OVER LOGS
 2. WALK TO AND OVER BRIDGE
 3. WALK TO STEER / ROPE STEER (2 ATTEMPTS)
 4. EXTENDED TROT TO SLICKER / SACK HORSE OUT
 5. LOPE RIGHT LEAD INTO CHUTE
 6. 180° TURN TO THE RIGHT IN 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 LOG
 10. WALK TO CONE / DISMOUNT
PICKUP HORSES RIGHT FRONT FOOT
- WALK
 - - - - - TROT
 - - - - - EXTENDED TROT
 _____ LOPE

WALK/TROT CLASS WILL REPLACE LOPE WITH EXTENDED TROT.

RANCH TRAIL PATTERN 38



1. TROT OVER LOGS TO GATE
2. WORK GATE WITH RIGHT HAND
3. WALK TO ROPE STEER / ROPE STEER (2 ATTEMPTS)
4. WALK TO SLICKER / SACK HORSE OUT
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
 - - - - - EXTENDED TROT
 _____ LOPE
 // // // // // BACK

WALK/TROT CLASS WILL REPLACE LOPE WITH EXTENDED TROT.

