

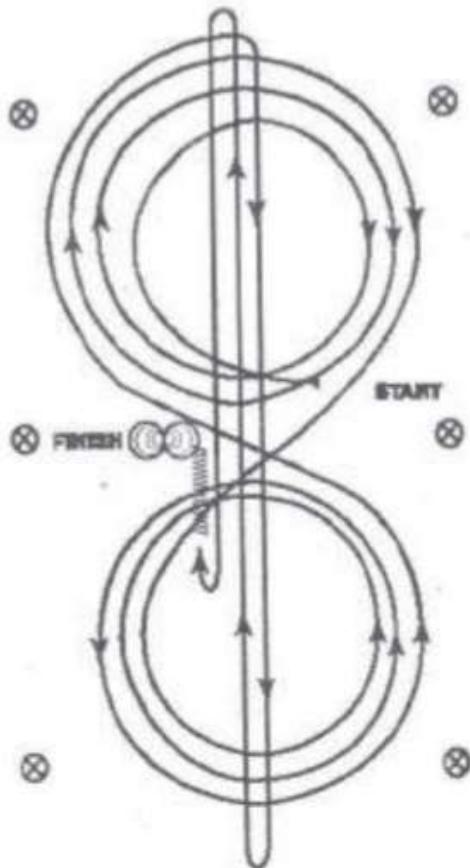
## RANCH REINING PATTERN #2

**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 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.

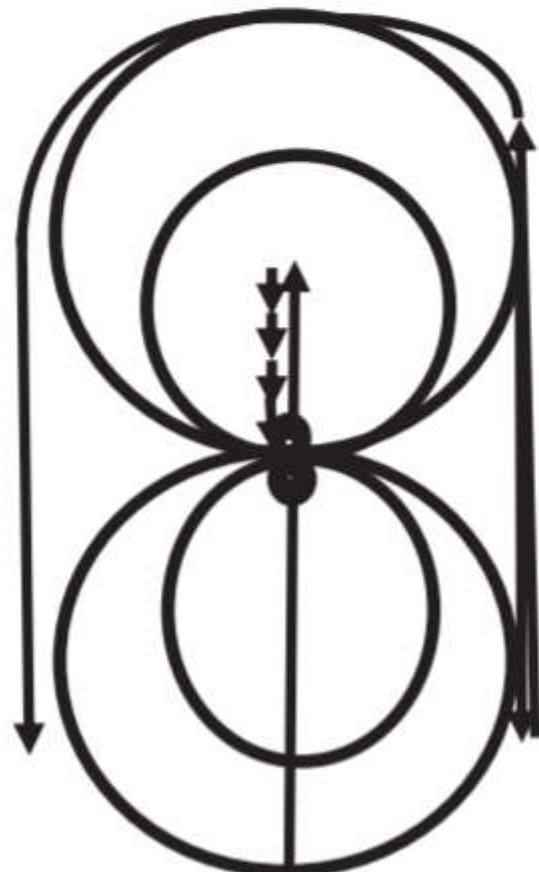
Rider may drop bridle to the designated judge.

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



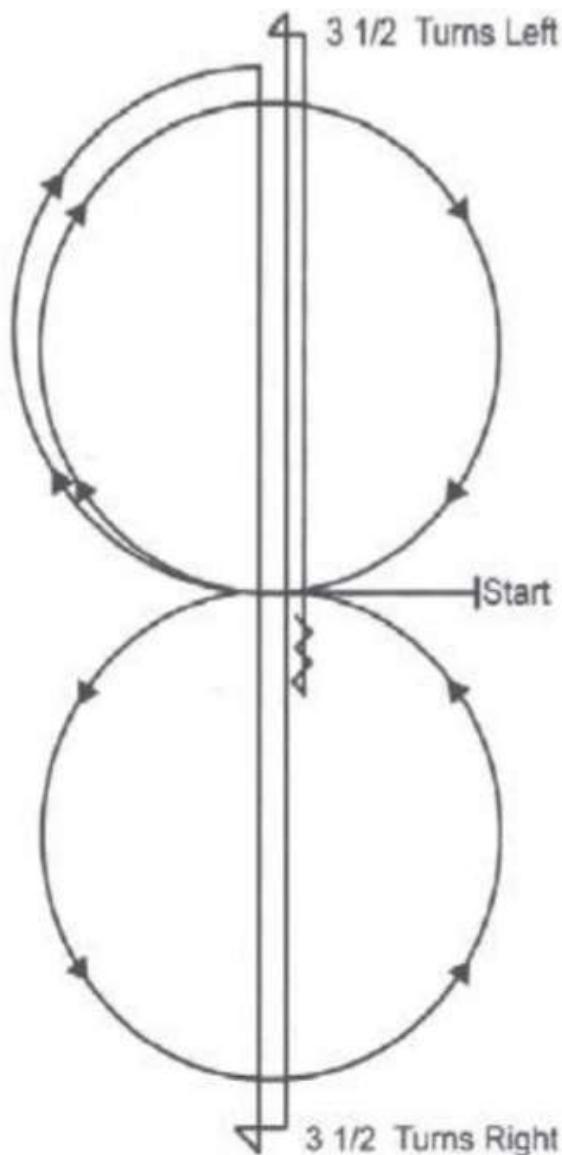
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## NOVICE RANCH REINING PATTERN # 7



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.

## WORKING COW HORSE PATTERN # 8



**TROT TO CENTER OF ARENA, STOP. START PATTERN FACING THE JUDGE.**

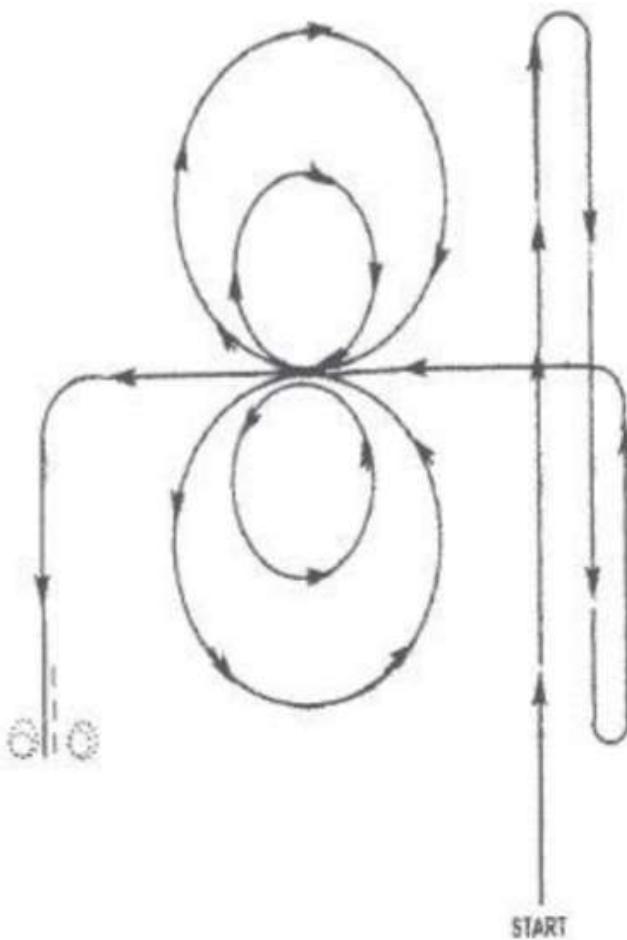
1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete  $3\frac{1}{2}$  spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

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

## WORKING RANCH HORSE PATTERN # 1

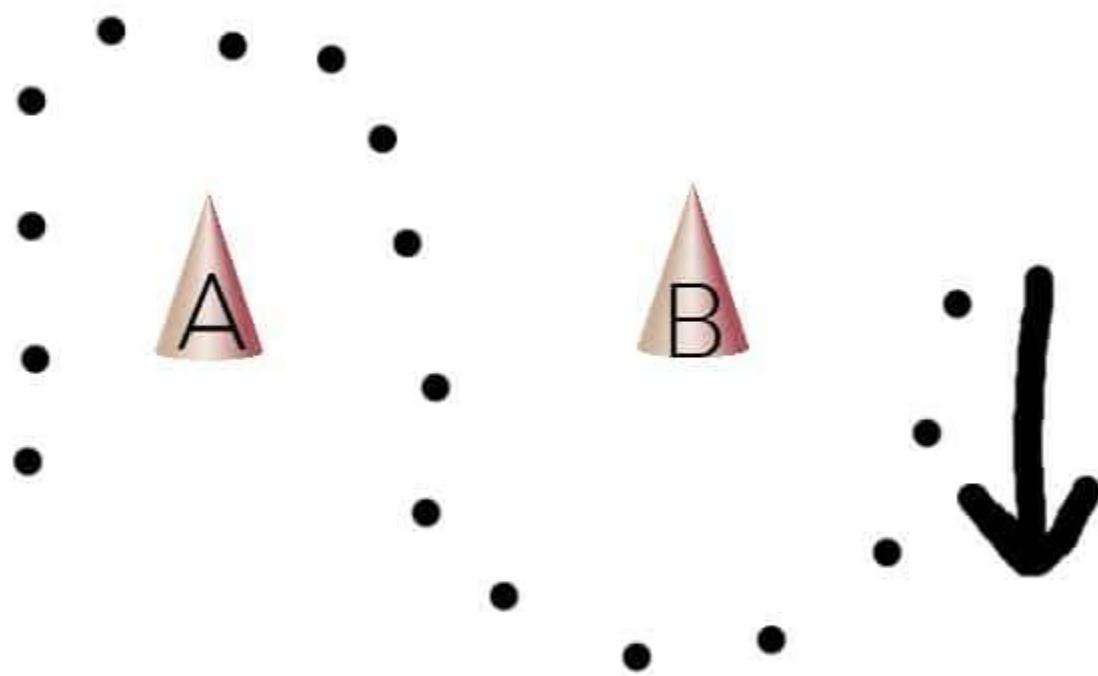
MANDATORY MARKERS ALONG FENCE OR WALL RIDE PATTERN AS FOLLOWS:

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.

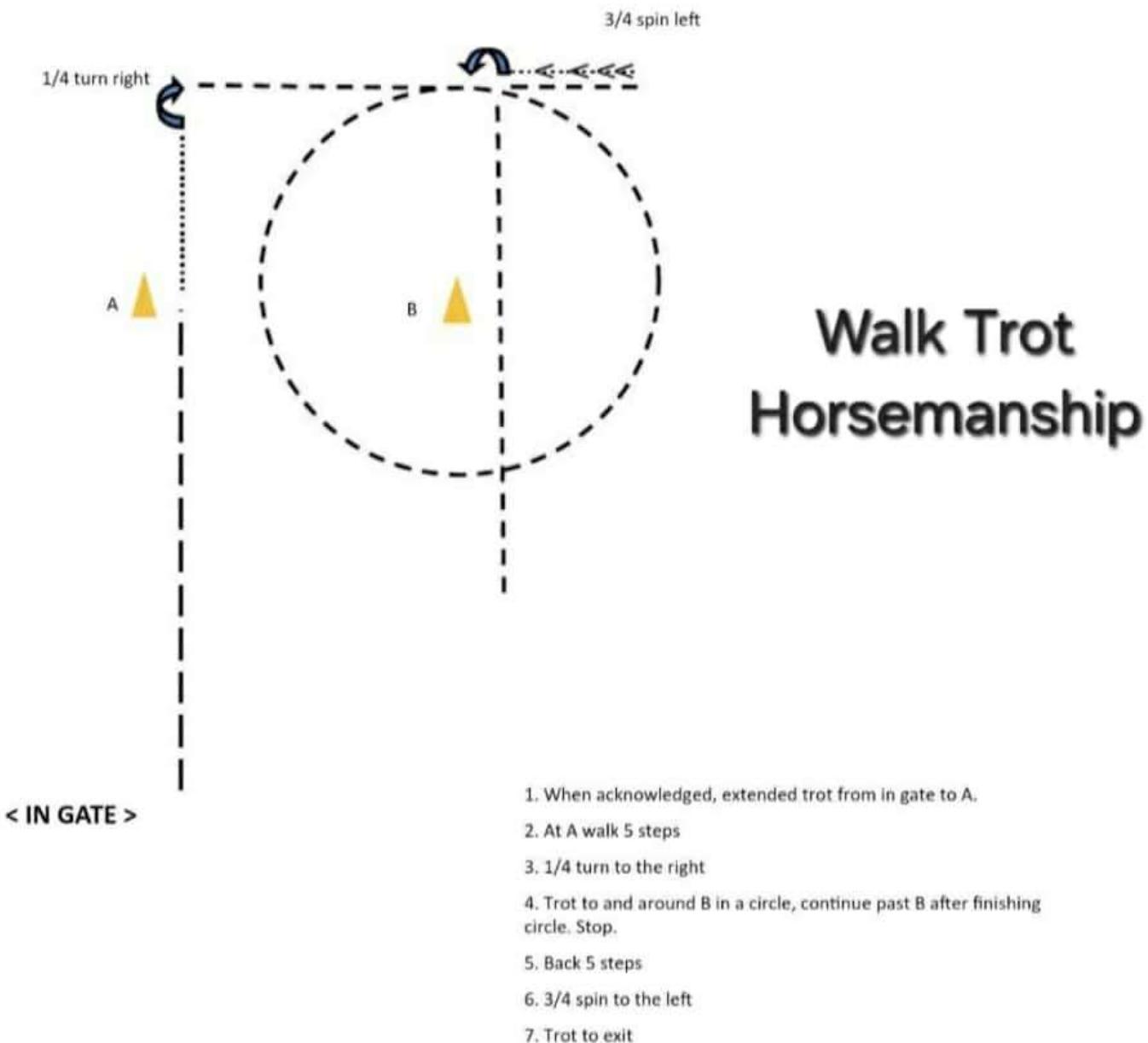


# Horsemanship

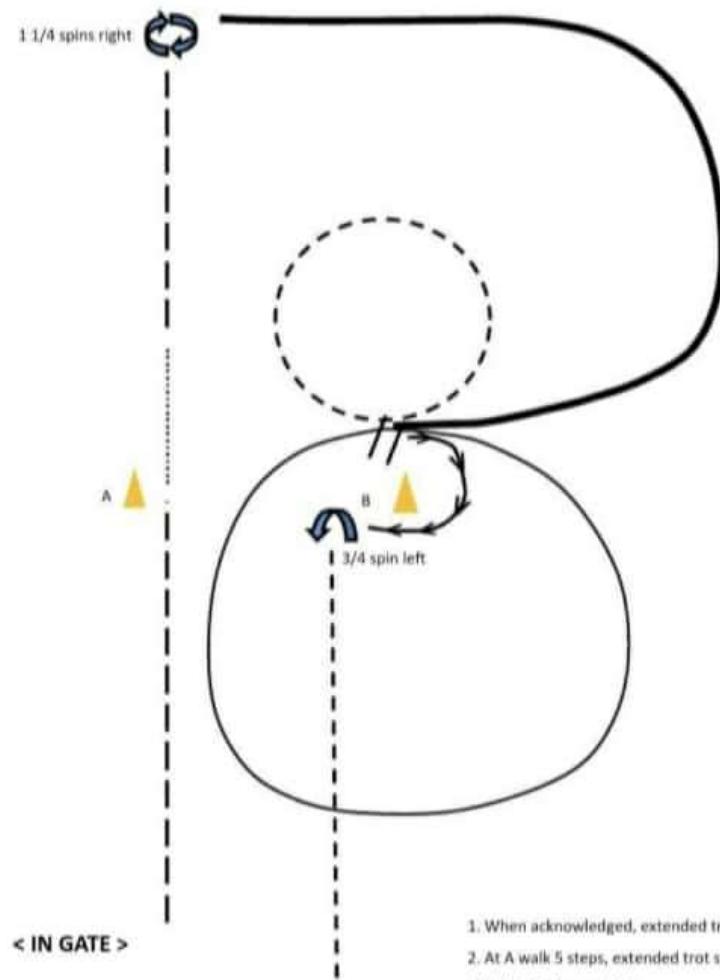
## Walk/Whoa Lil Buckaroo



1. Walk around A & B as shown
2. Back 5 steps
3. Exit anyway at a walk



## Horsemanship



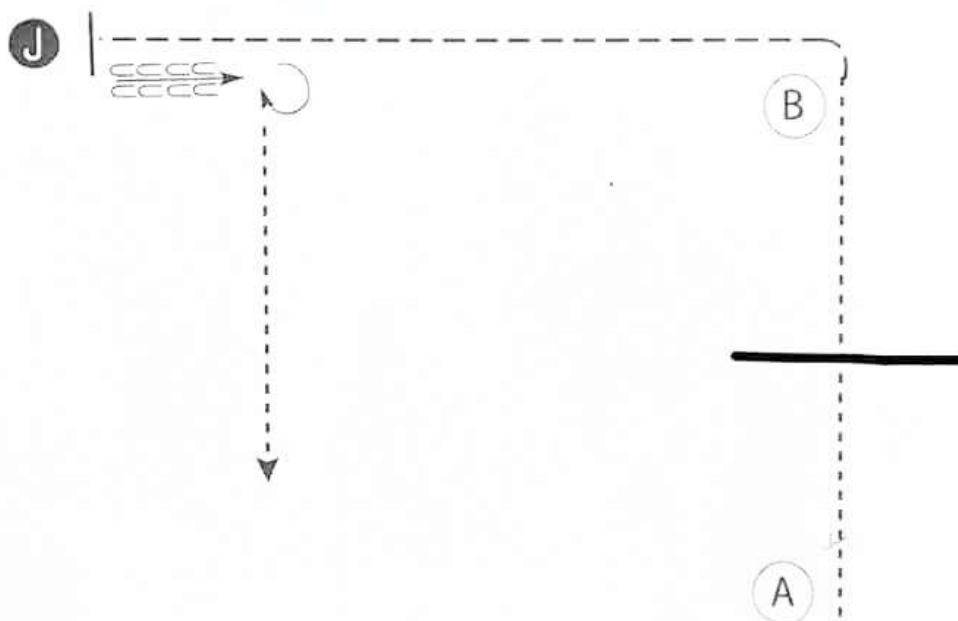
< IN GATE >

1. When acknowledged, extended trot from in gate to A.
2. At A walk 5 steps, extended trot straight ahead as shown.
3. Halt, 1 1/4 spins right
4. Right lead lope with speed to B
5. Simple Lead change thru the walk
6. Left lead circle to the left
7. At B trot a smaller circle to the right
8. At B halt, back around B
9. 3/4 spin left, trot to exit

# MoRHA Showmanship

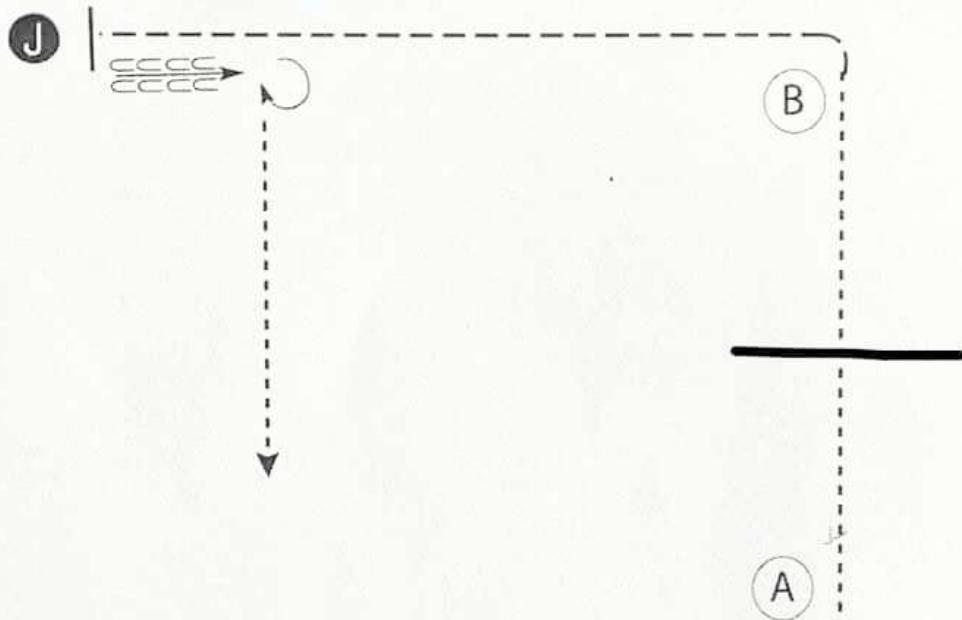
## Walk/Whoa

## Lil Buckaroo



1. Walk from A around B to C
2. C Set up for inspection
3. When dismissed back 5 steps
4. 270° turn Right walk away

# MoRHA Showmanship



Walk from A to B  
Over log

Jog around B to Judge

Stop, Set up for inspection  
Back, 270 Rt walk out

# WALK|WHOA TRAIL

## Lil Buckaroo

3. Walk to box



2. Attempt  
to rope  
steer

4. Turn 90°  
left and  
walk to  
bridge

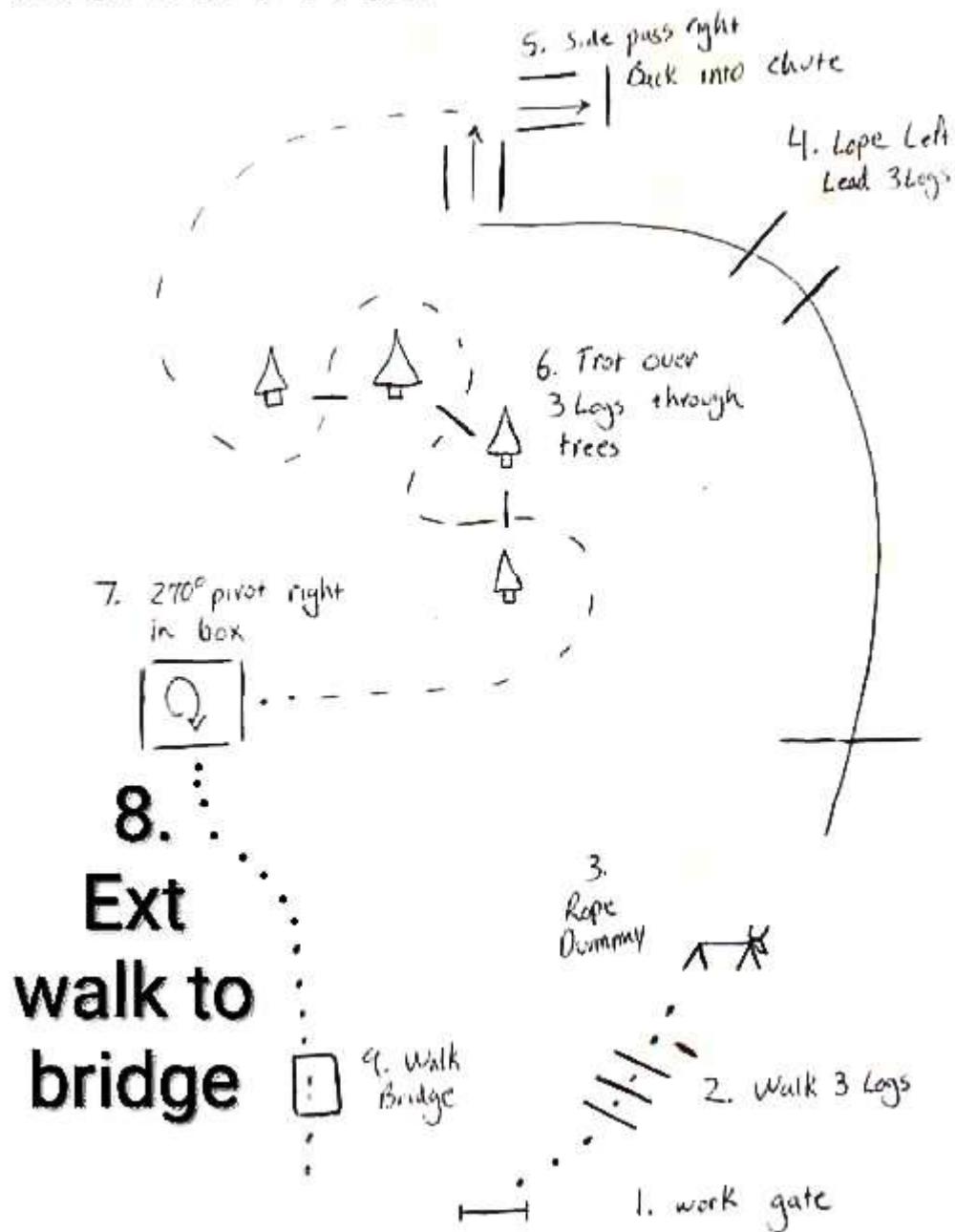


5. Walk over  
bridge

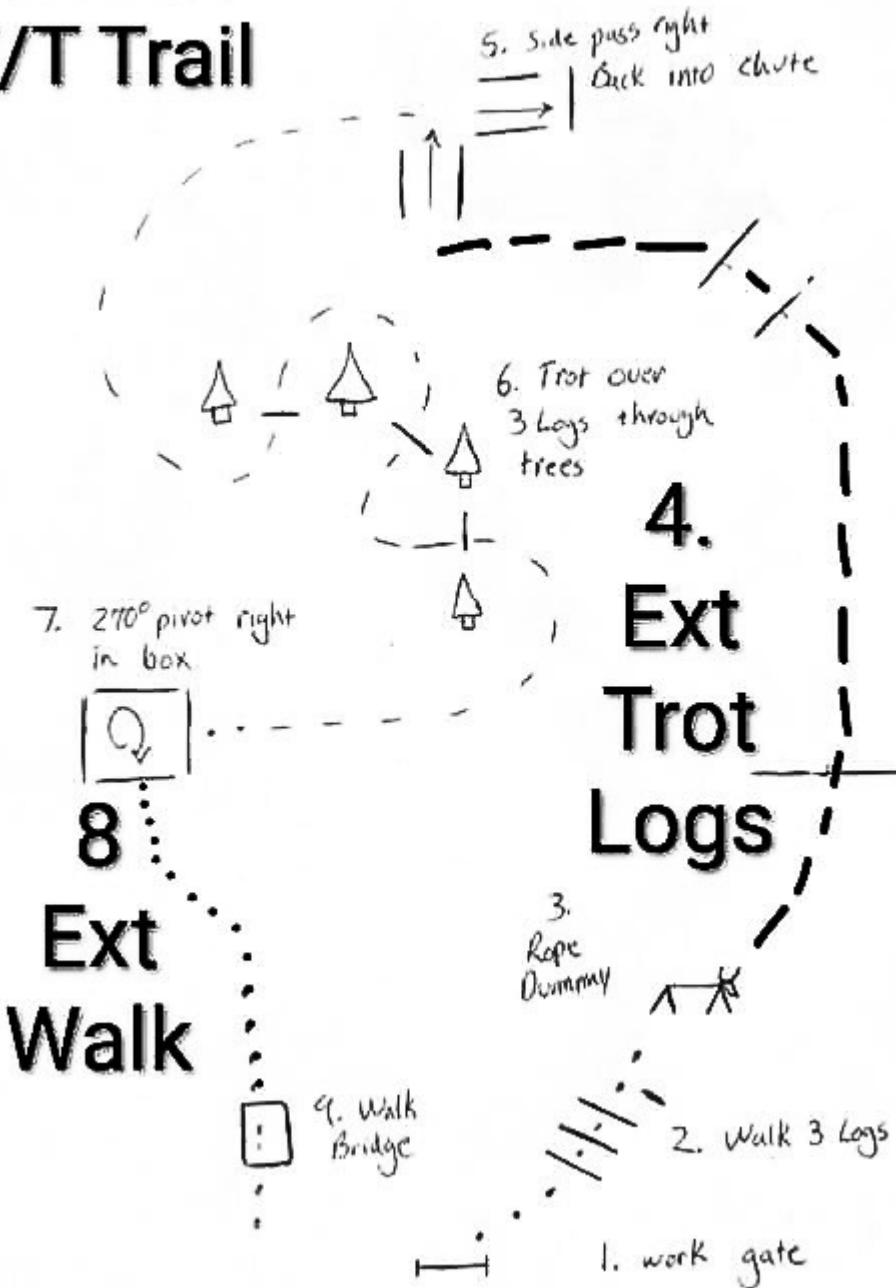


1. Walk  
over  
poles

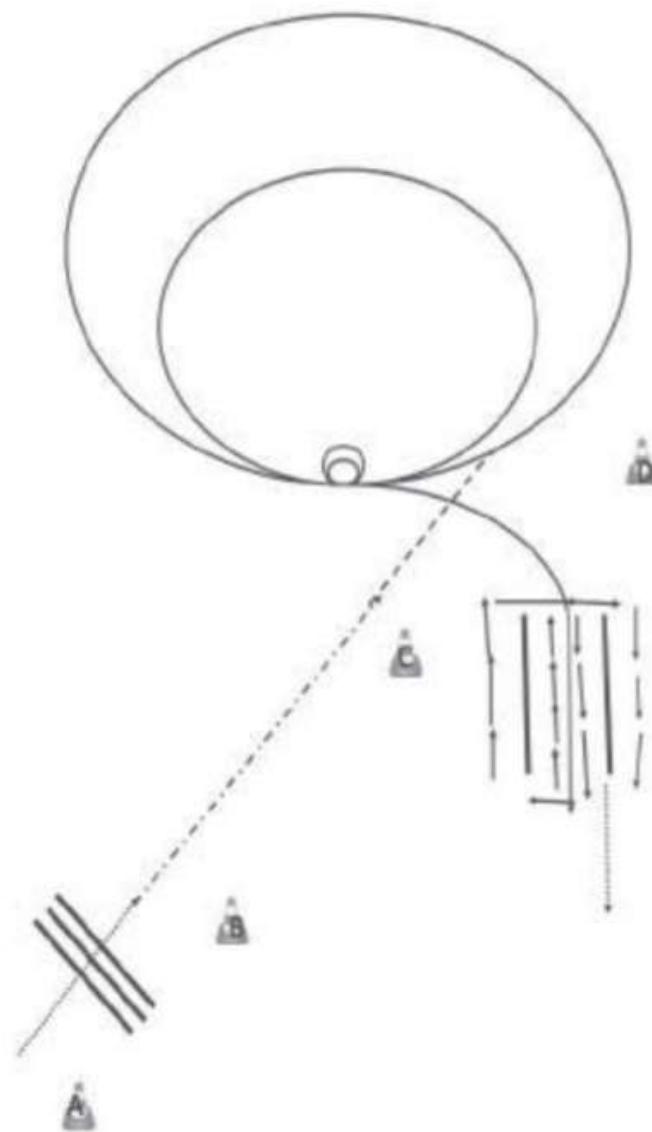
# MoRHA Trail



# MoRHA W/T Trail



## 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.