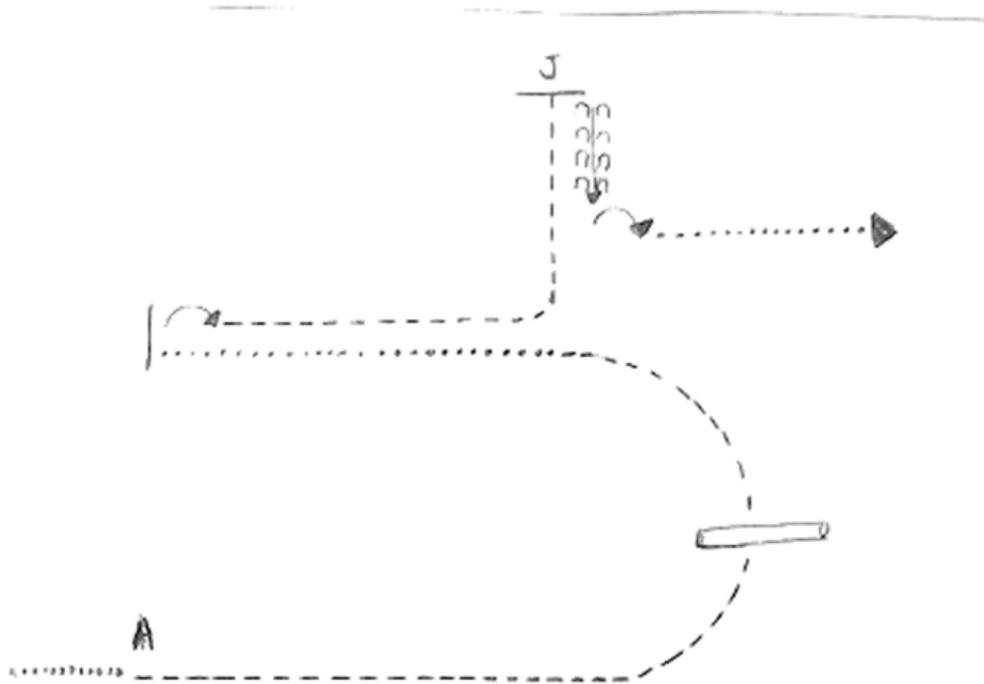


MoRHA'S SPRING FLING 2026

MoRHA'S Spring Fling 2026

Showmanship



Be ready before A

1. Walk to A
2. Trot in a half circle and over log until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a $\frac{1}{2}$ turn.
5. Trot to Judge as shown.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length
8. Perform a $\frac{1}{4}$ turn and walk straight away.

WALK

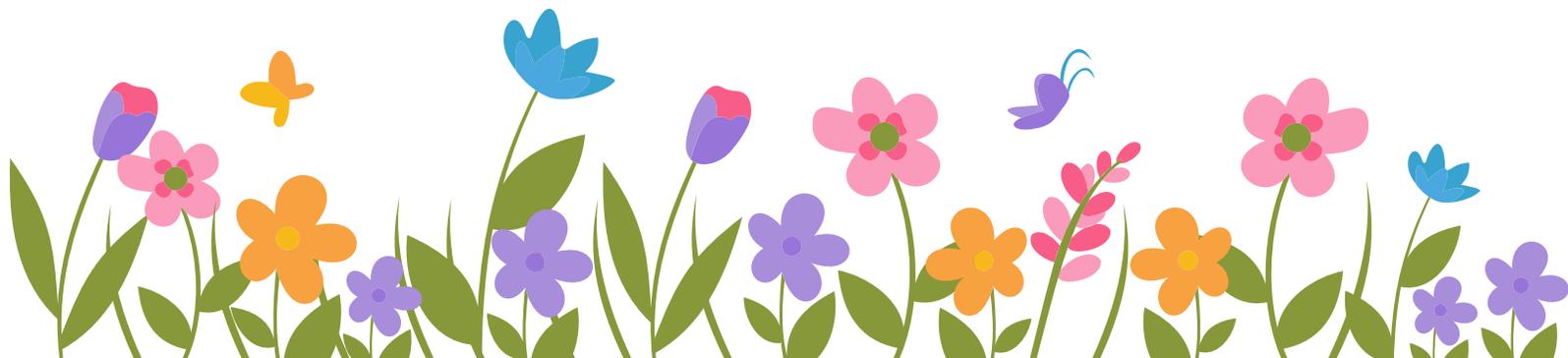
TROT - - - - -

BACK

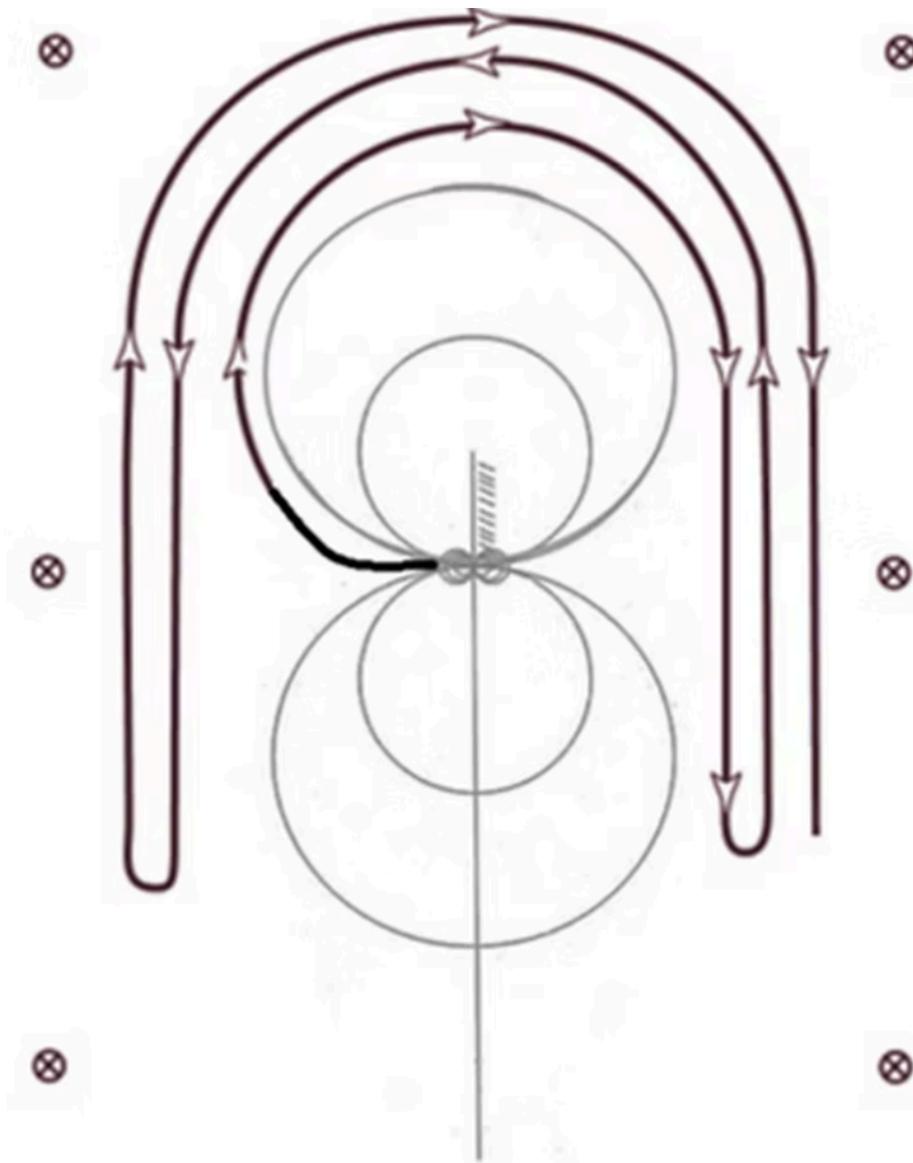
MARKER A |

JUDGE J

Please follow the instructions of the ring steward



MoRHA'S SPRING FLING 2026

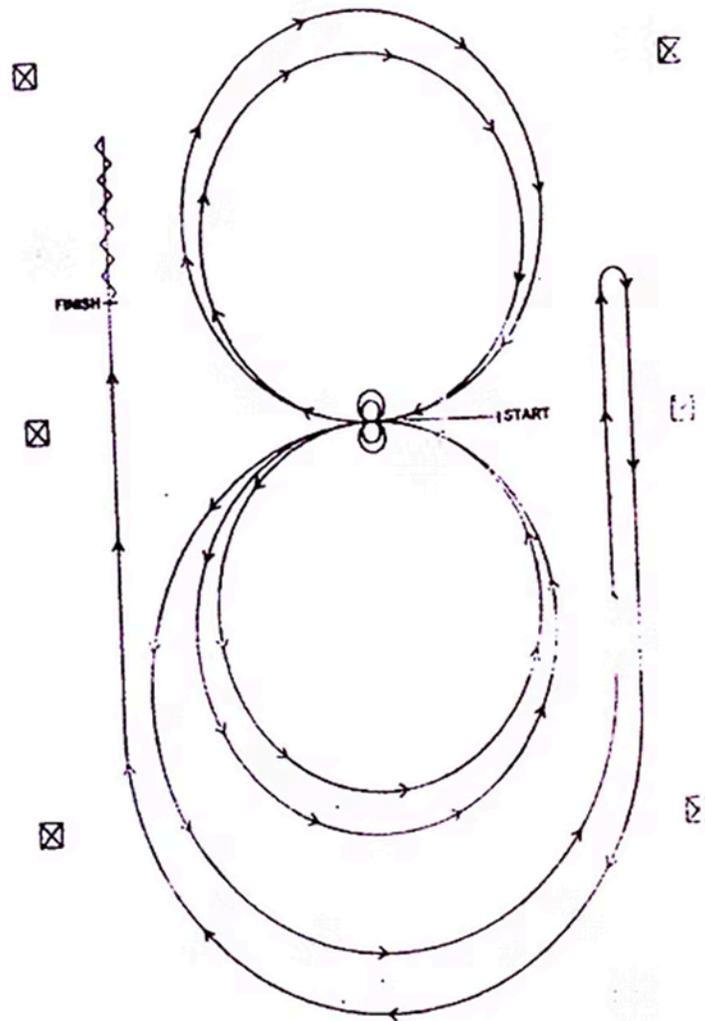


RANCH REINING PATTERN # 6

1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. Perform three (3) spins to the right.
4. Perform $3\frac{1}{4}$ spins to the left.
5. Beginning 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. Run down and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.



MoRHA'S SPRING FLING 2026



NOVICE RANCH REINING PATTERN # 3

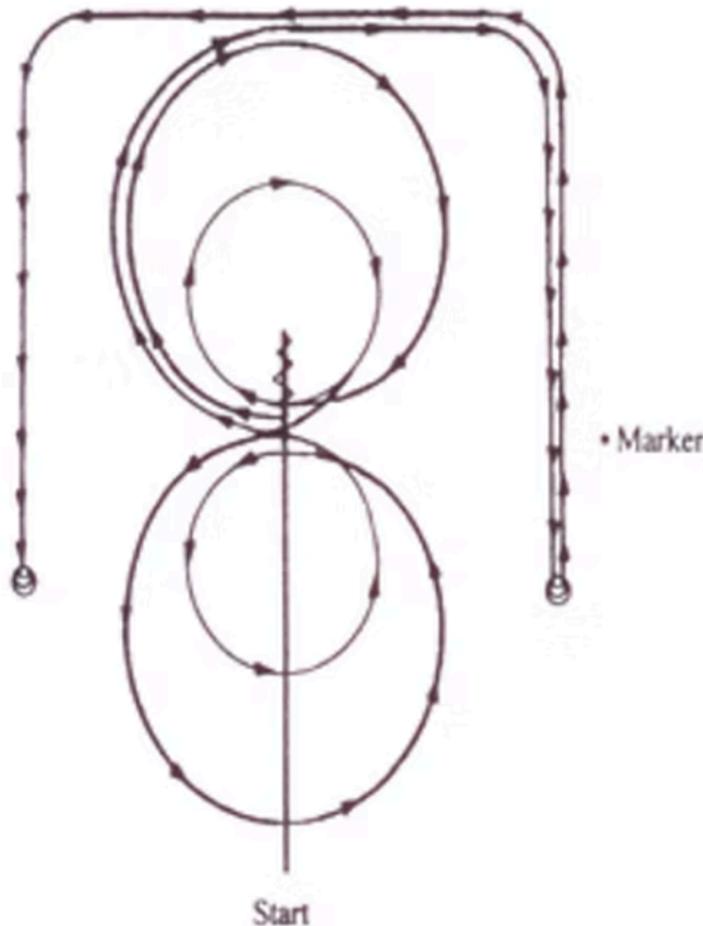
HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.

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

EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.



MoRHA'S SPRING FLING 2026



WORKING COW HORSE PATTERN # 1

1. Start at end of the arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence). Past center marker and come to a sliding stop.
7. Complete 3½ spins to the right.
8. Continue back down the side and end of the arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3½ spins to the left.
10. Hesitate to complete pattern.



MoRHA'S SPRING FLING 2026

MoRHA Trail Pattern

Novice Ama, Novice Youth

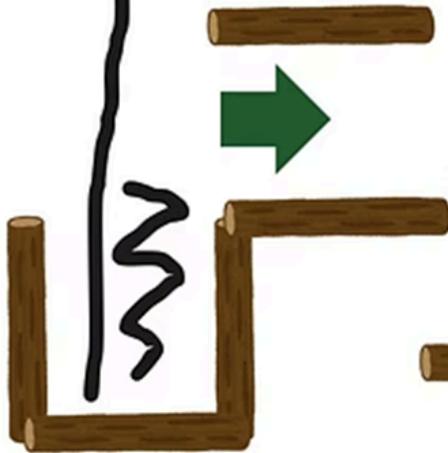
4. Left lead over poles into chute, stop



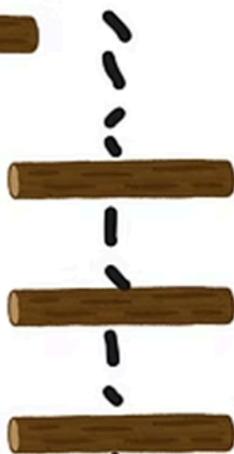
3. Pick up slicker, walk or trot in circle and place slicker back on post.



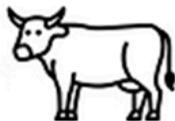
5. Back then side pass left



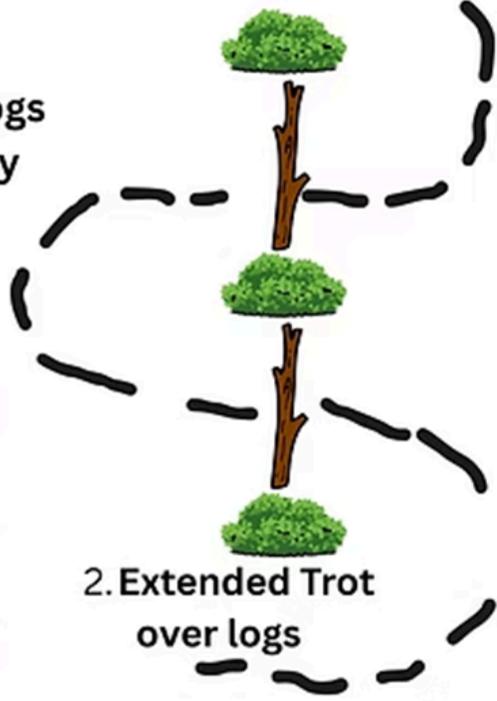
6. Jog 3 logs to dummy



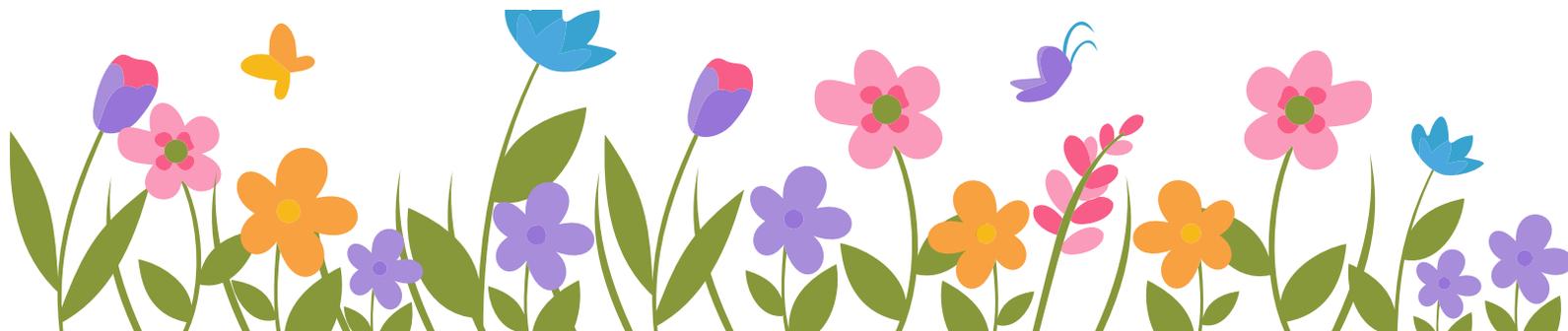
7. Attempt to rope dummy. pattern is complete retrieve rope before exiting



2. Extended Trot over logs



1. Work gate



MoRHA'S SPRING FLING 2026

MoRHA Trail Pattern Walk Trot 13 and Over

4. Jog over poles
into chute, stop

3. Pick up slicker, walk
or trot in circle and
place slicker back on post.

5. Back then
side pass left

6. Jog 3 logs
to dummy

2. Extended Trot
over logs

7. Attempt to rope dummy.
pattern is complete
retrieve rope before exiting

1. Work gate



MORHA'S SPRING FLING 2026

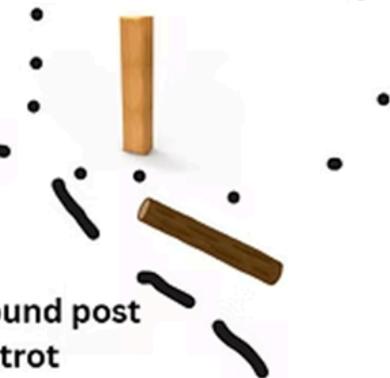
MoRHA Trail Pattern

Senior, Junior, Ama, Youth

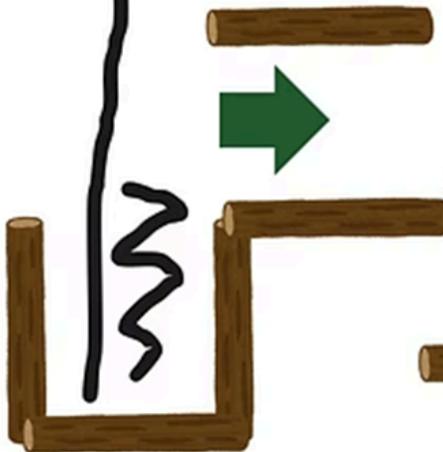
4. Left lead over poles into chute, stop



3. Drag log around post at walk or trot



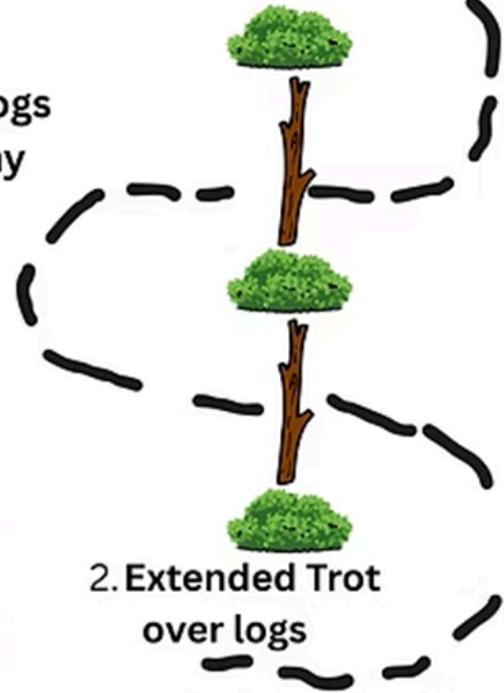
5. Back then side pass left



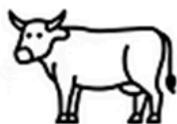
6. Jog 3 logs to dummy



2. Extended Trot over logs



7. Attempt to rope dummy. pattern is complete retrieve rope before exiting



1. Work gate

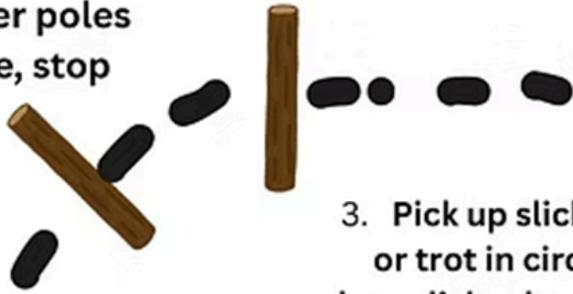


MoRHA'S SPRING FLING 2026

MoRHA Trail Pattern

Walk Trot 12 and Under

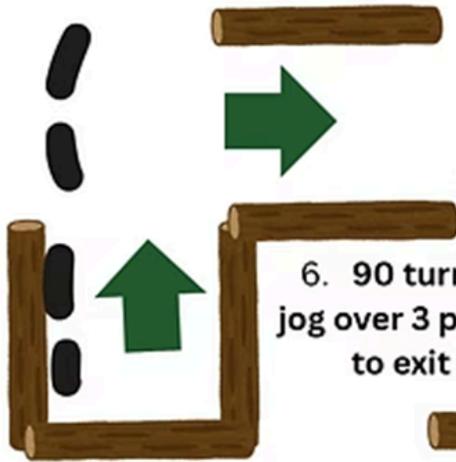
4. Jog over poles into chute, stop



3. Pick up slicker, walk or trot in circle and place slicker back on post.



5. Back the L



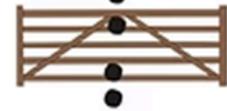
2. Walk over logs



6. 90 turn L jog over 3 poles to exit



1. Walk through open gate



MoRHA'S SPRING FLING 2026

MoRHA Trail Pattern

In Hand Yearling & 2 Year Olds

4. Ext Trot over poles into chute, stop

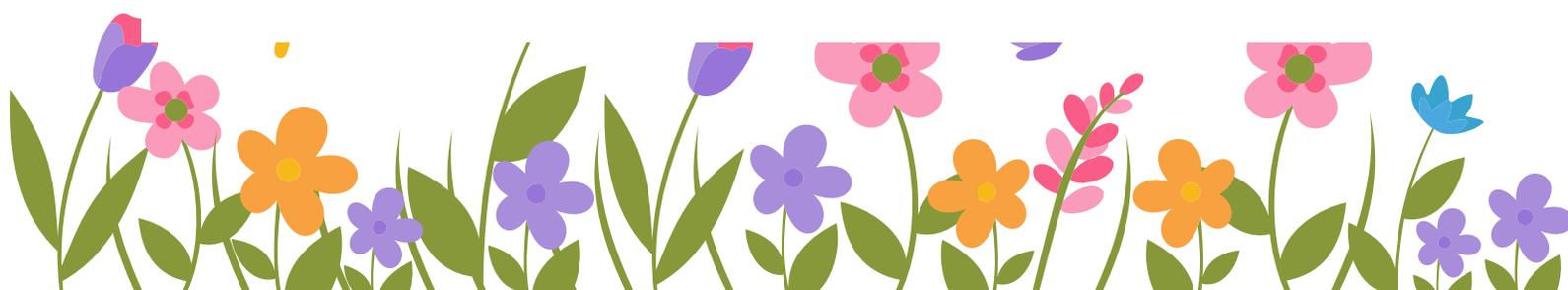
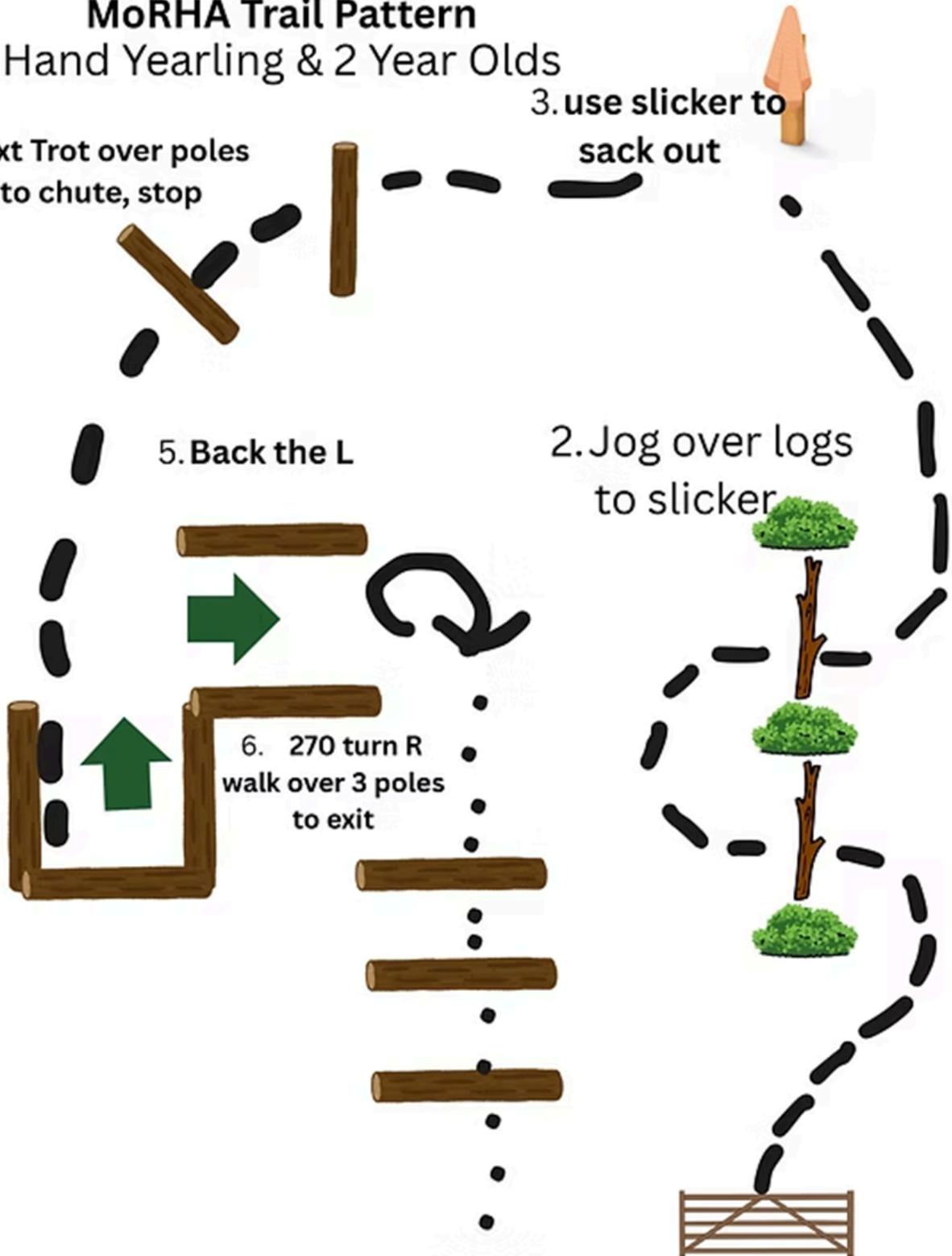
3. use slicker to sack out

5. Back the L

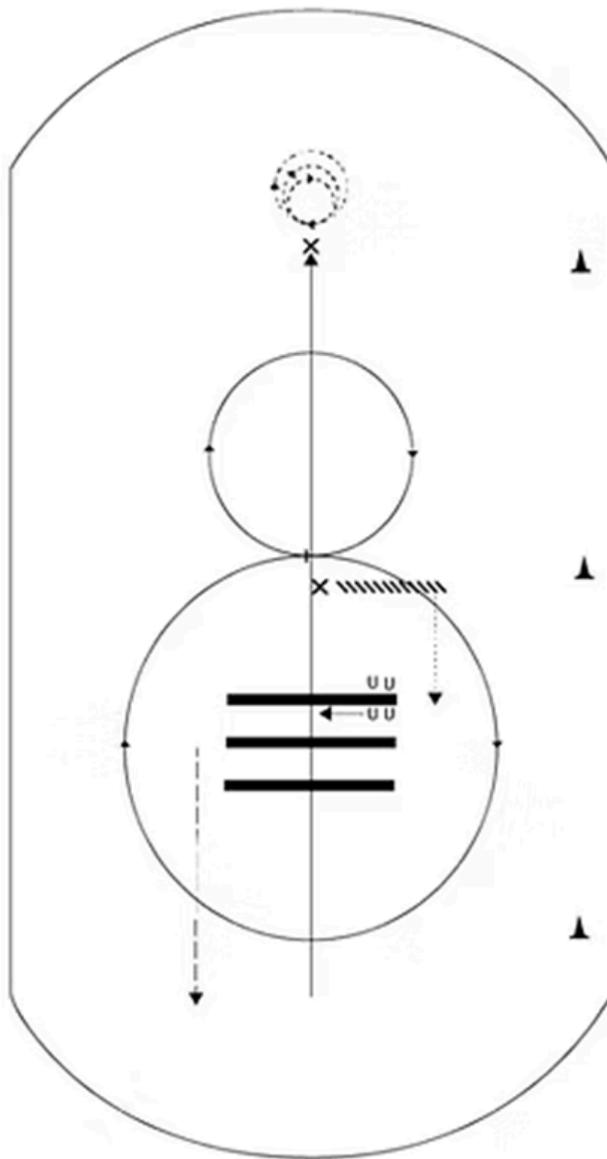
2. Jog over logs to slicker

6. 270 turn R
walk over 3 poles
to exit

1. Work Gate



MoRHA'S SPRING FLING 2026



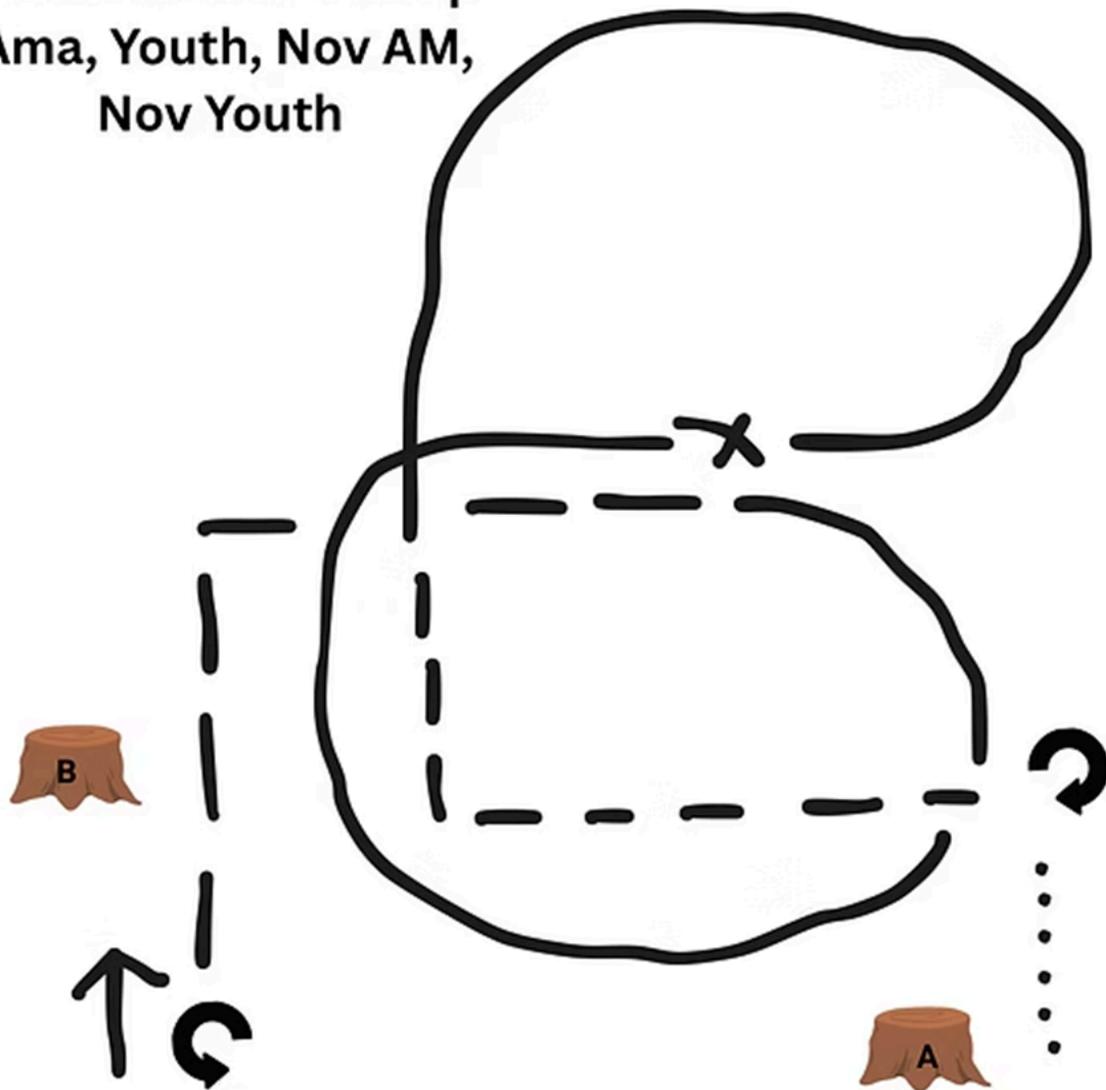
RANCHMANSHIP PATTERN #5

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; Turn 90 degrees left.
6. Walk to the first pole and side pass to the right.
7. Exit at trot to end of arena.

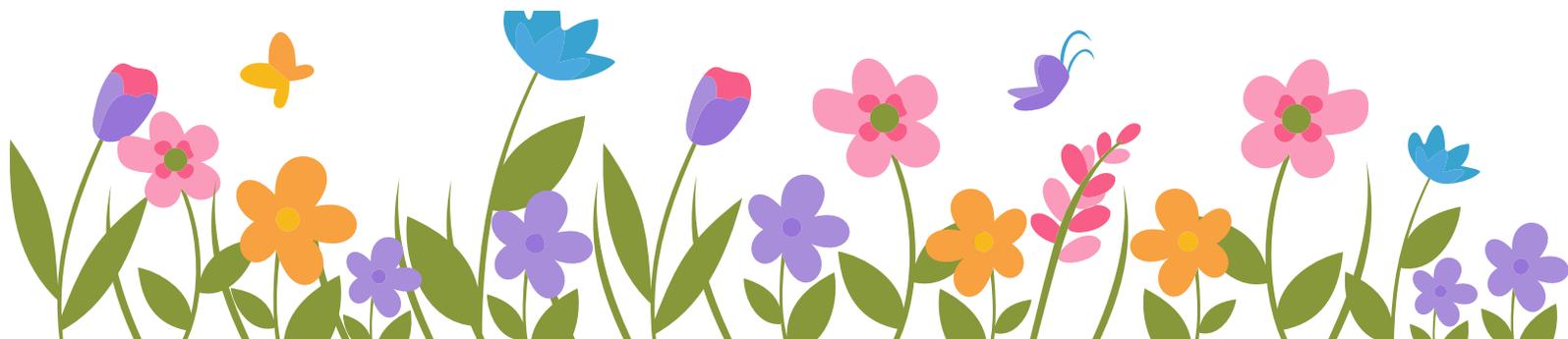


MORHA'S SPRING FLING 2026

Ranch Horsemanship
Ama, Youth, Nov AM,
Nov Youth

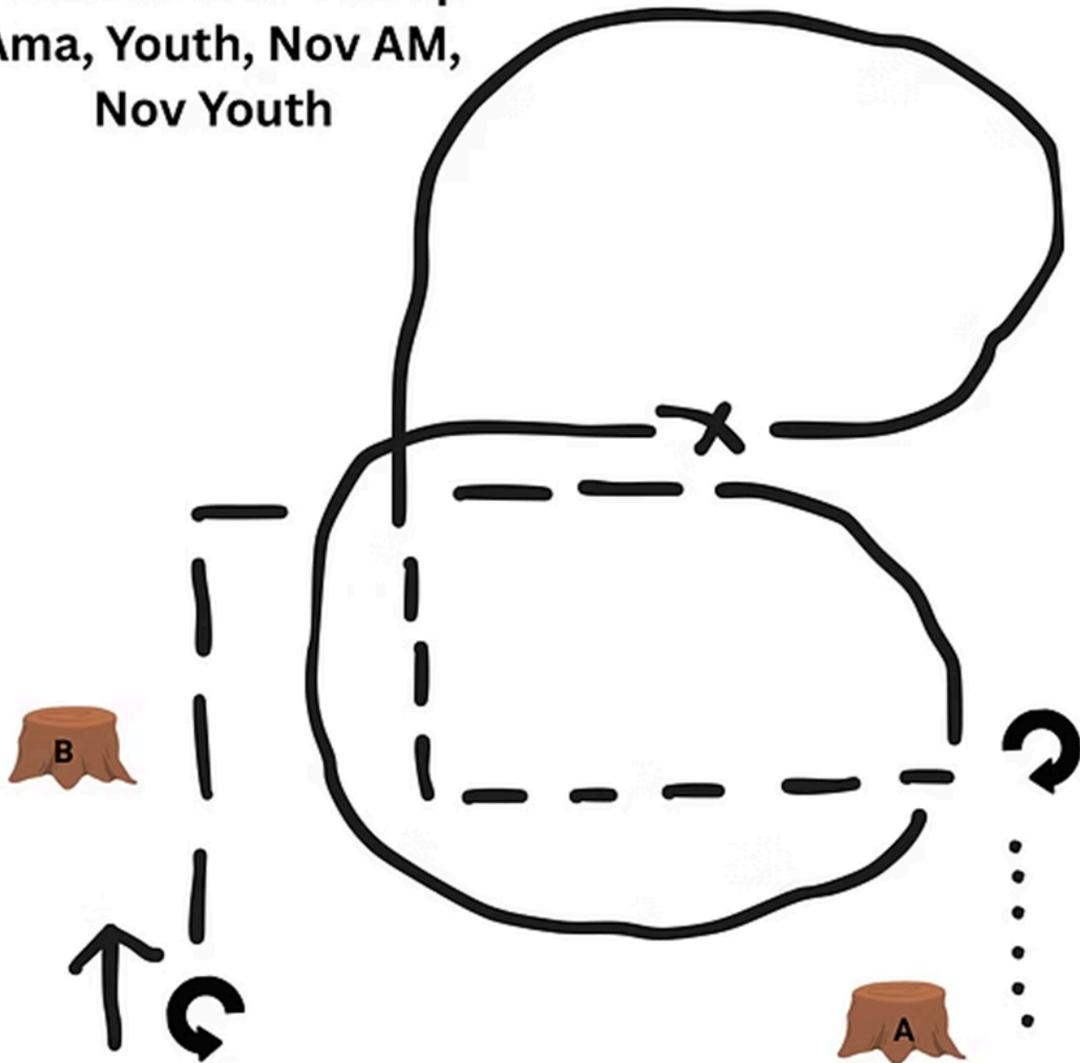


1. Walk until even with B
2. 270 Turn right
3. Trot a square corner
4. Lope right lead
5. simple or flying lead change
6. Lope left lead back to center
7. Extended trot until even with A
8. Stop 360 Left, back 5 steps



MoRHA'S SPRING FLING 2026

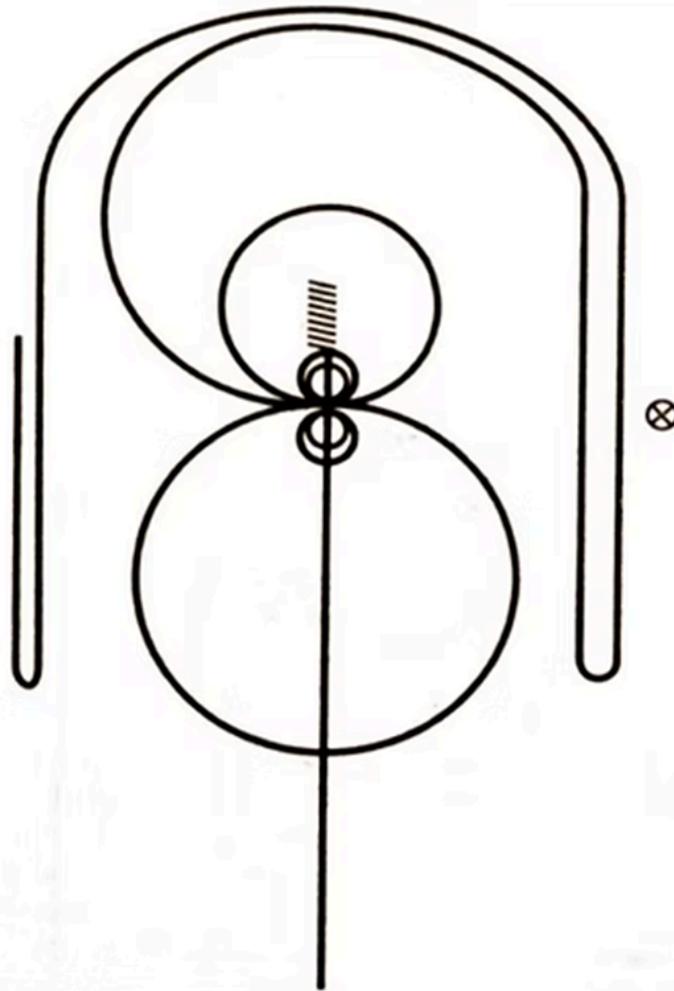
Ranch Horsemanship
Ama, Youth, Nov AM,
Nov Youth



1. Walk until even with B
2. 270 Turn right
3. Trot a square corner
4. Lope right lead
5. simple or flying lead change
6. Lope left lead back to center
7. Extended trot until even with A
8. Stop 360 Left, back 5 steps



MoRHA'S SPRING FLING 2026



WORKING RANCH HORSE PATTERN # 3

MANDATORY MARKERS 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 two (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 (1) 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.

