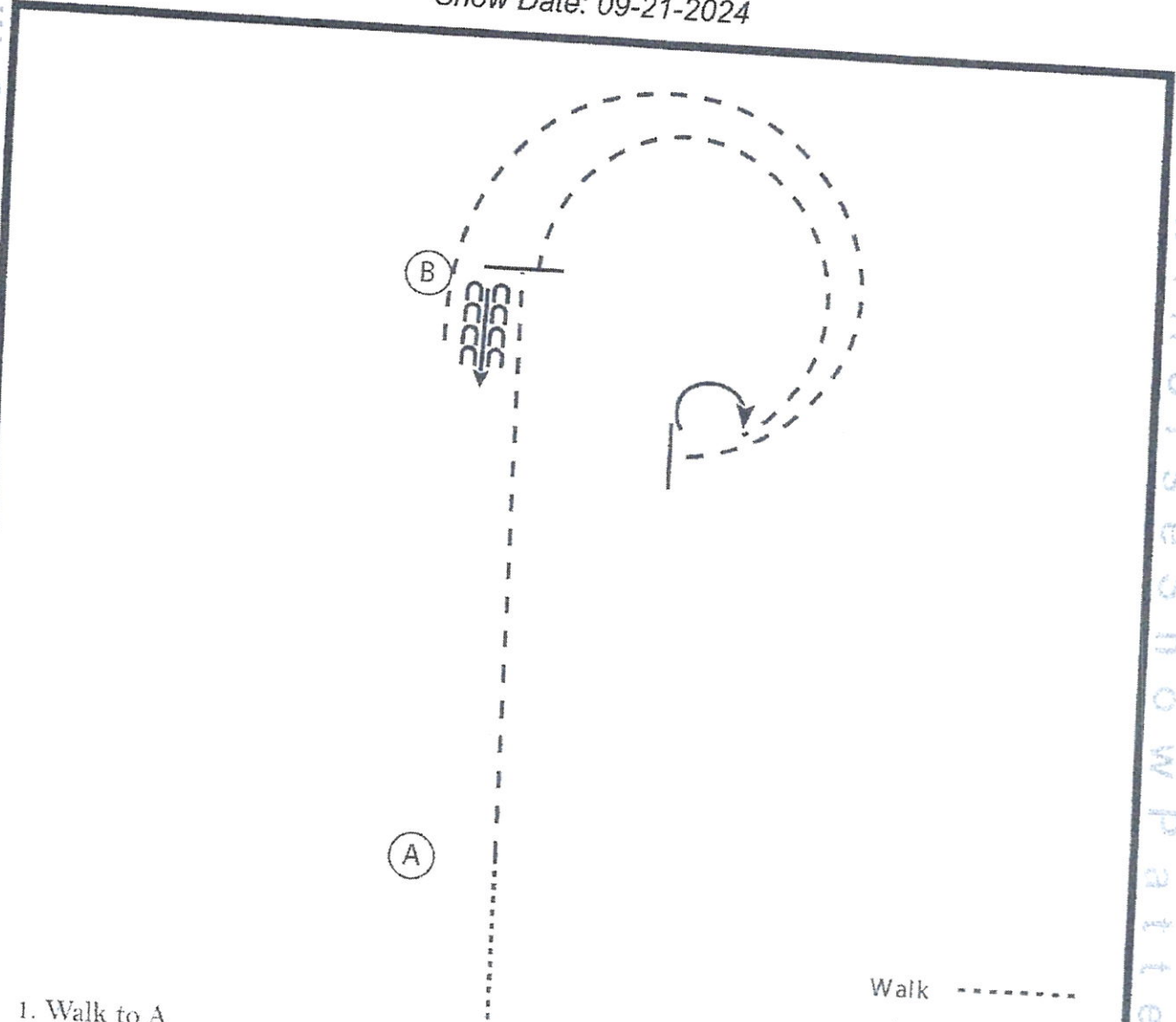


Horsemanship (Class 27 & 31)

Show Date: 09-21-2024

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1. Walk to A
2. Jog A to B
3. At B stop and back
4. Jog 3/4 circle to the right
5. Stop and perform a 180 degree turn to the right on the hindquarter
6. Jog a circle back to B
7. Stop at B

|              |                |
|--------------|----------------|
| Walk         | -----          |
| Jog          | - - - - -      |
| Extended Jog | — — — — —      |
| Lope         | —————          |
| Leg Yield    |                |
| Lead Change  | — / —          |
| Back         | ← [wavy lines] |
| Marker       | ⊙              |
| Sidepass     | ← - - - - - ←  |

Pattern Provided by:  
The Management

[WH/WT-12]

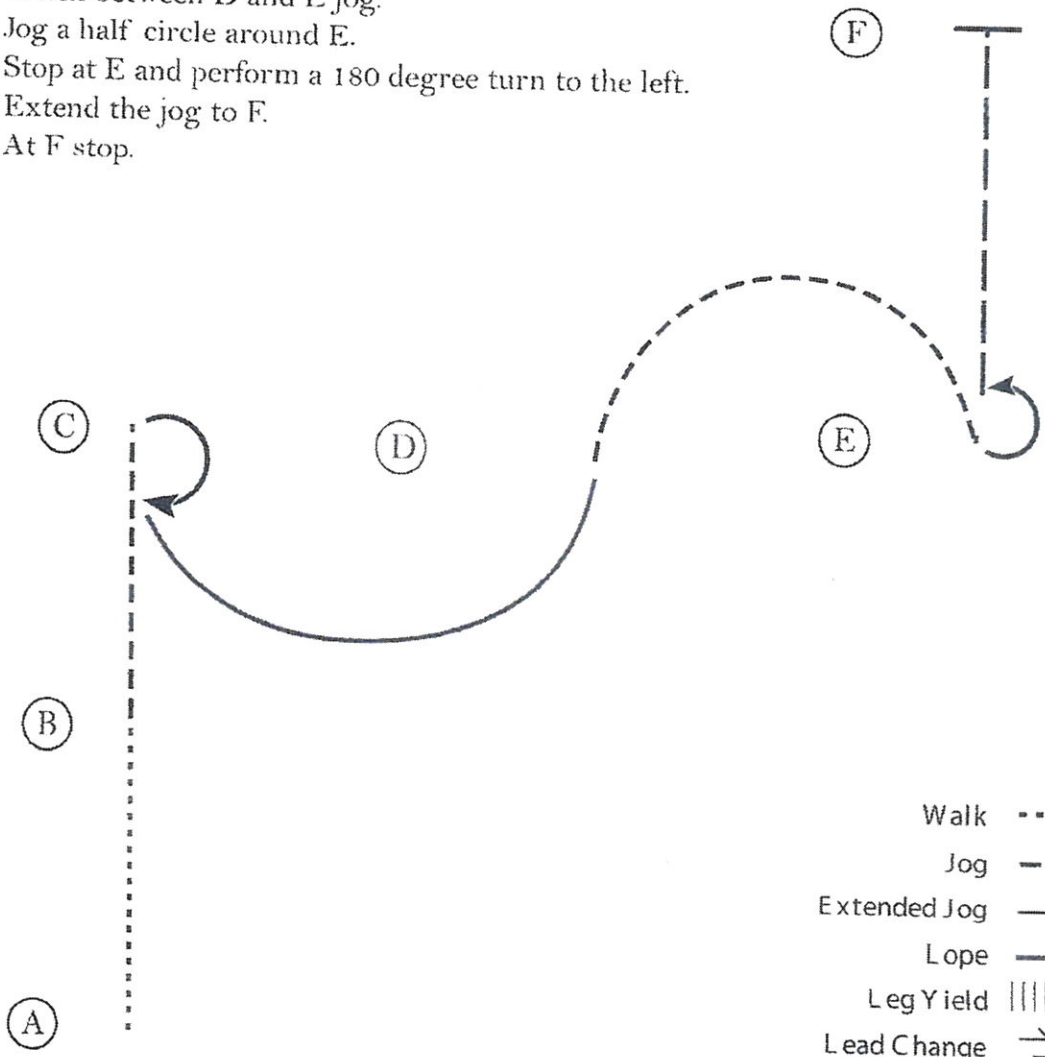
Horsemanship (Class 28, 29 & 30)

Show Date: 09-21-2024

www.HorseShowPatterns.com

www.HorseShowPatterns.com

1. Walk A to B.
2. At B jog to C.
3. At C perform a 180 degree turn to the right.
4. Lope a half circle around D on the left lead.
5. When between D and E jog.
6. Jog a half circle around E.
7. Stop at E and perform a 180 degree turn to the left.
8. Extend the jog to F.
9. At F stop.

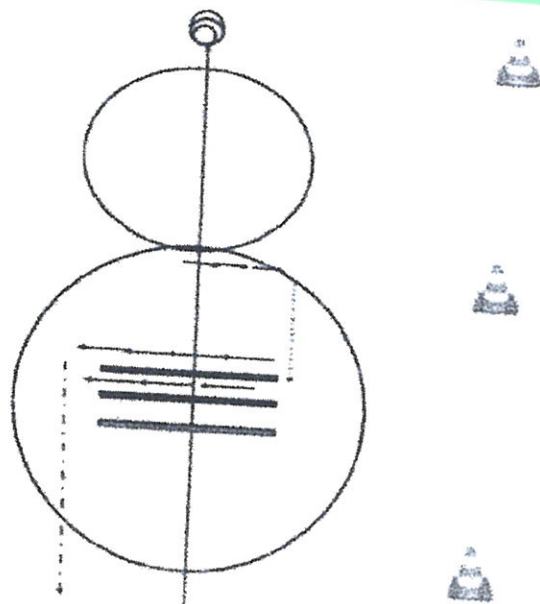


|              |       |
|--------------|-------|
| Walk         | ..... |
| Jog          | ----- |
| Extended Jog | ————— |
| Lope         | ————— |
| Leg Yield    |       |
| Lead Change  | ↘↙    |
| Back         | ←←←←← |
| Marker       | ⊙     |
| Sidepass     | ←←←←← |

Pattern Provided by:  
The Management

[WH/2-5]

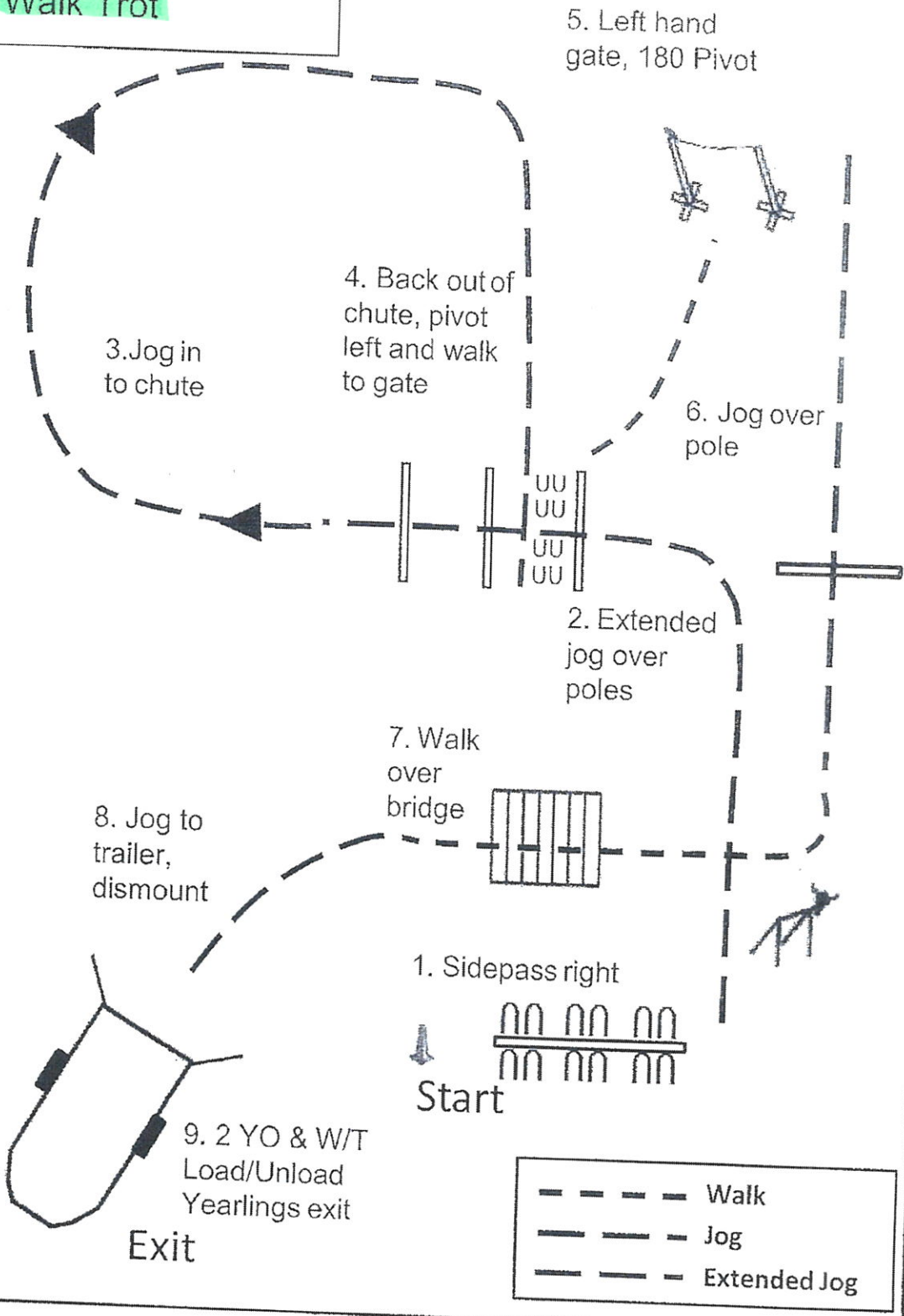
**RANCHMANSHIP PATTERN #5**



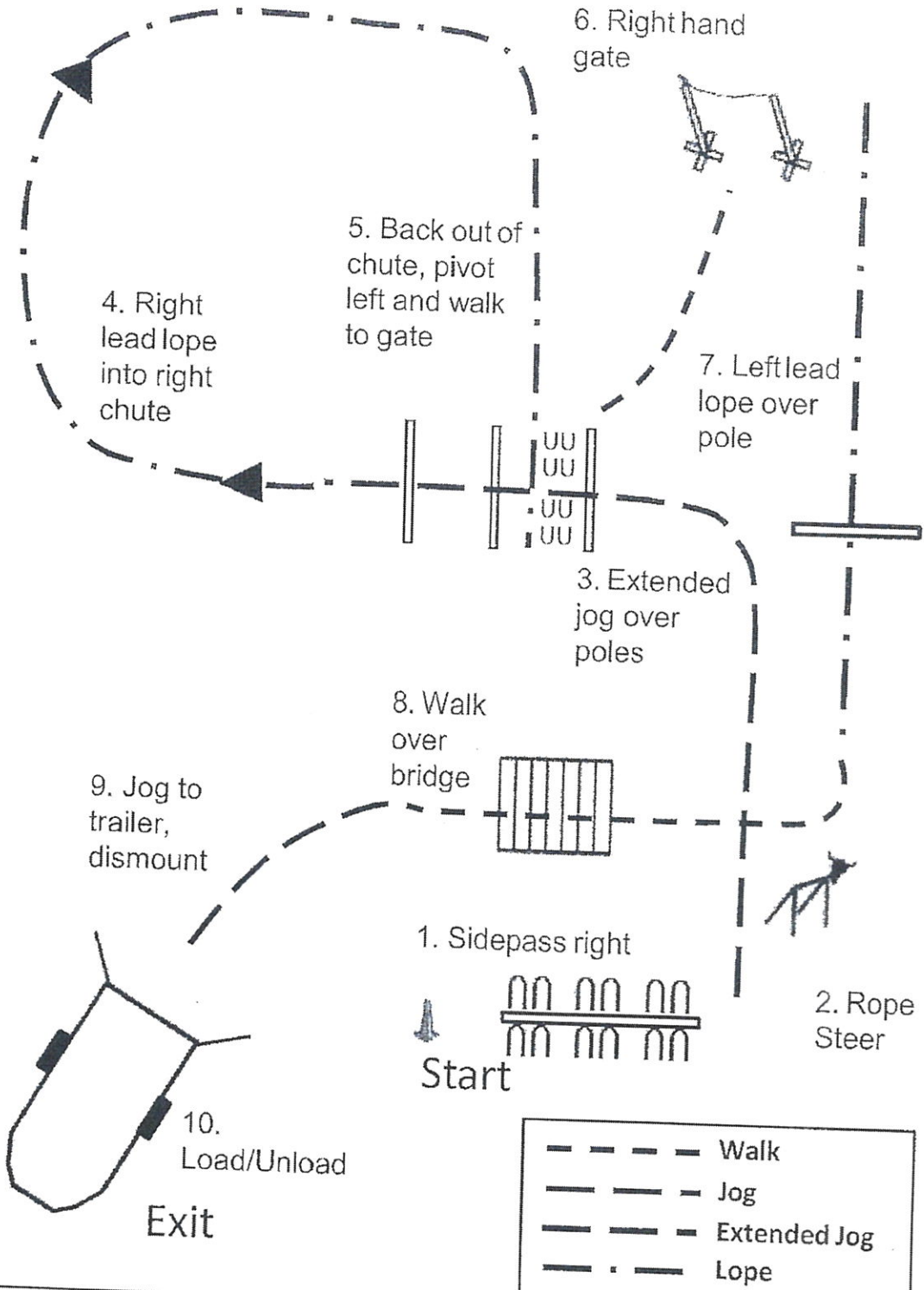
1. Left lead lope down center of arena over poles past the end marker; stop.
2. 3 1/2 spins left.
3. Lope Right lead to center of pen. Turn right lope small slow circle change to left lead.
4. Lope large fast circle stop in center of pen.
5. Back 6-8 feet 90 turn left.
6. Walk to the first pole exhibitor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

Yearling, 2 YO and  
Walk Trot

2 YO must be saddled



# Riding Classes

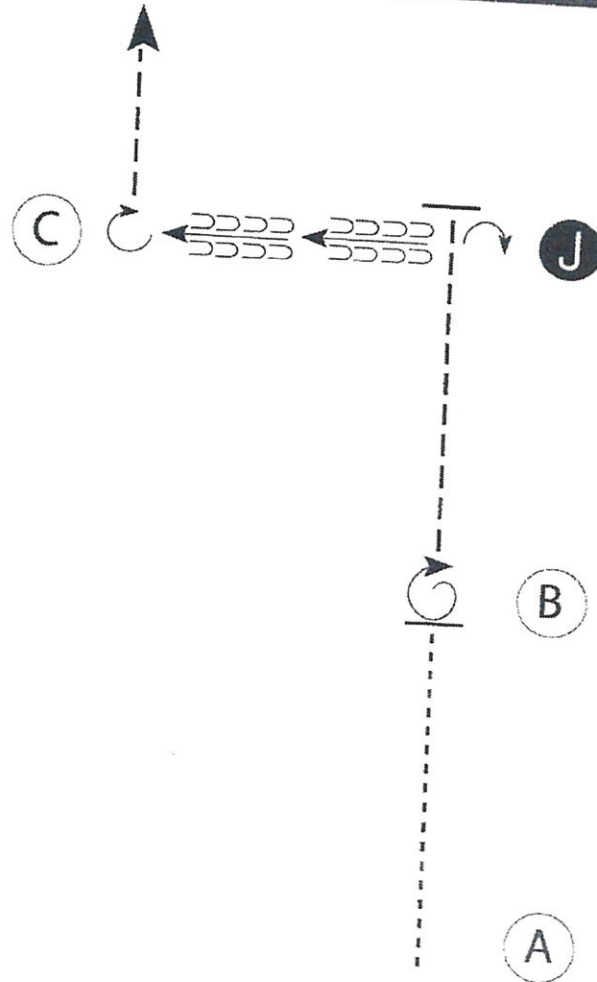


Showmanship (79, 80 & 81)

Show Date: 09-21-2024

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk A to B.
2. Stop at B and perform a 360 degree turn.
3. Trot until even with Judge.
4. Stop and perform a 90 degree turn; set up for inspection.
5. When dismissed, back to C.
6. Perform a 270 degree turn and trot straight away.

Walk -----  
 Trot - - - - -  
 Back ← ← ← ← ←  
 Marker (B)  
 Judge (J)

Follow the instructions of your ring steward.

Pattern Provided by:  
The Management

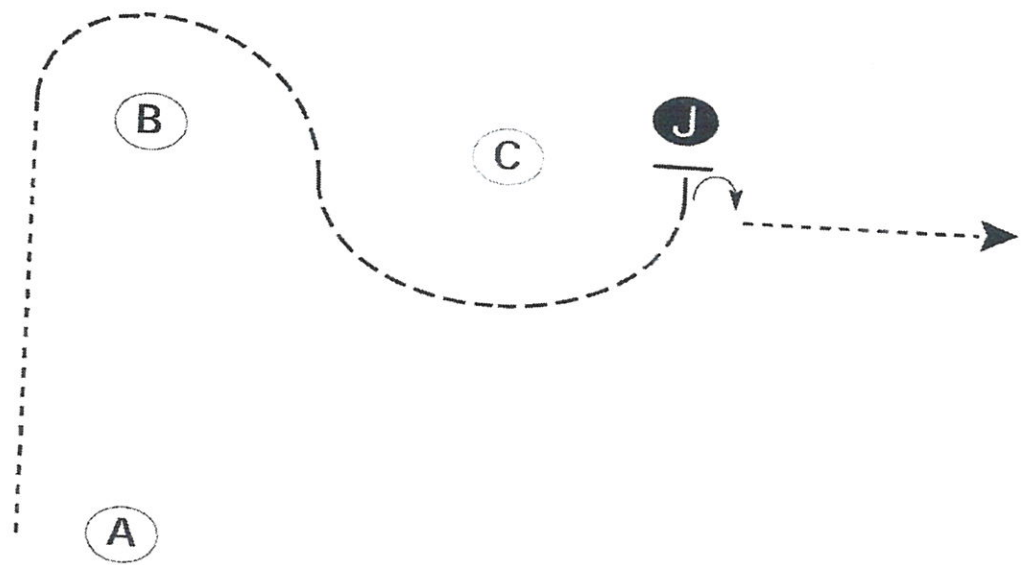
[S/2-4]

Showmanship (Class 82 & 83)

Show Date: 09-21-2024

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk from A to B.
2. Trot from B, around C and to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn.
5. Walk straight away from the judge.
6. Follow the instructions of your ring steward.

|        |           |
|--------|-----------|
| Walk   | -----     |
| Trot   | - - - - - |
| Back   | ←←←←←     |
| Marker | ⊙ B       |
| Judge  | ● J       |

Pattern Provided by:  
*The Management*

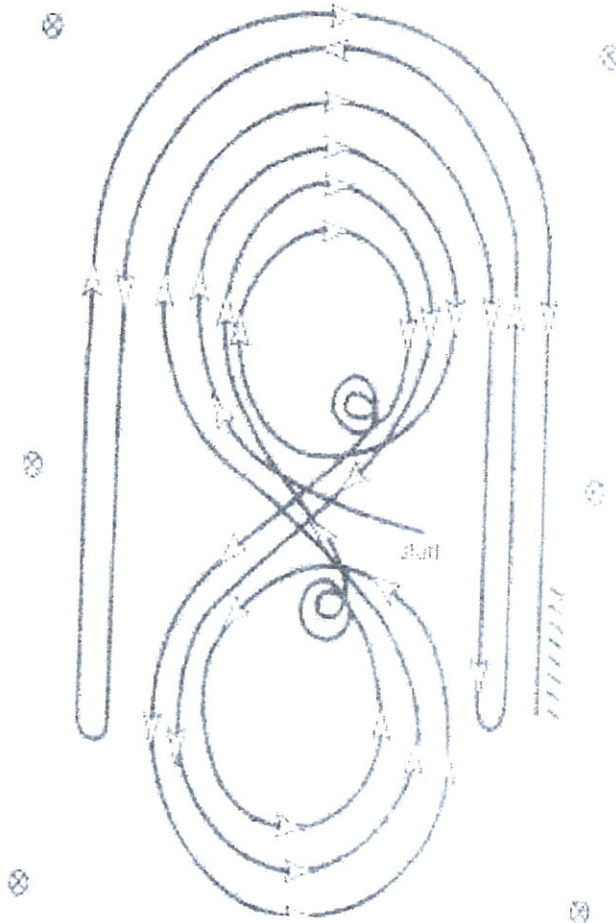
[S/WT-19]





## RANCH REINING PATTERN #5

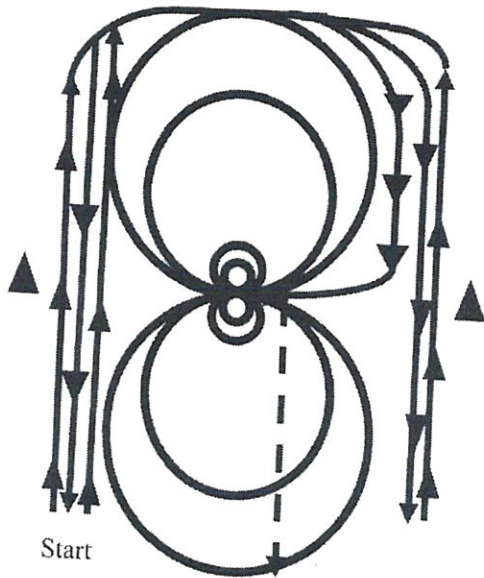
HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.



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.*

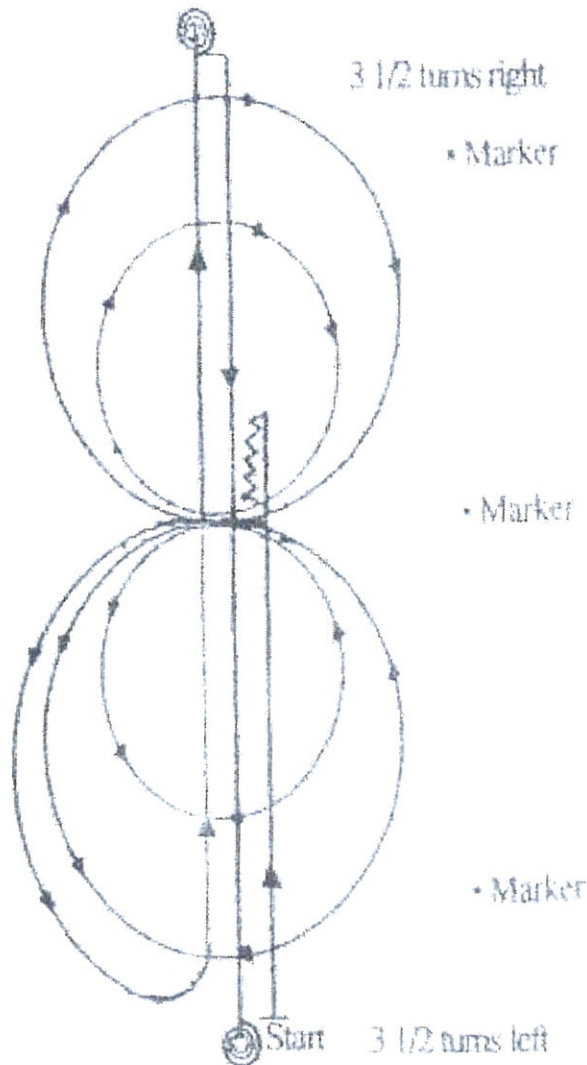
## Novice Am & Green As Grass



### NOVICE RANCH REINING PATTERN 10

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.

# WORKING COW HORSE PATTERN # 5



**THIS PATTERN WORKS BEST WHEN THE EXHIBITOR & CATTLE ENTER FROM THE SAME END OF ARENA.**

1. Start at end of arena. Run past center marker, stop, back at least 10 feet.
2.  $\frac{1}{4}$  turn left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at center of arena.
3. Complete 2 circles to the right. The first small and slow, the second large and fast. Change leads at center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete  $3\frac{1}{2}$  spins to the right. Rundown center of arena past end marker, execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete pattern.