



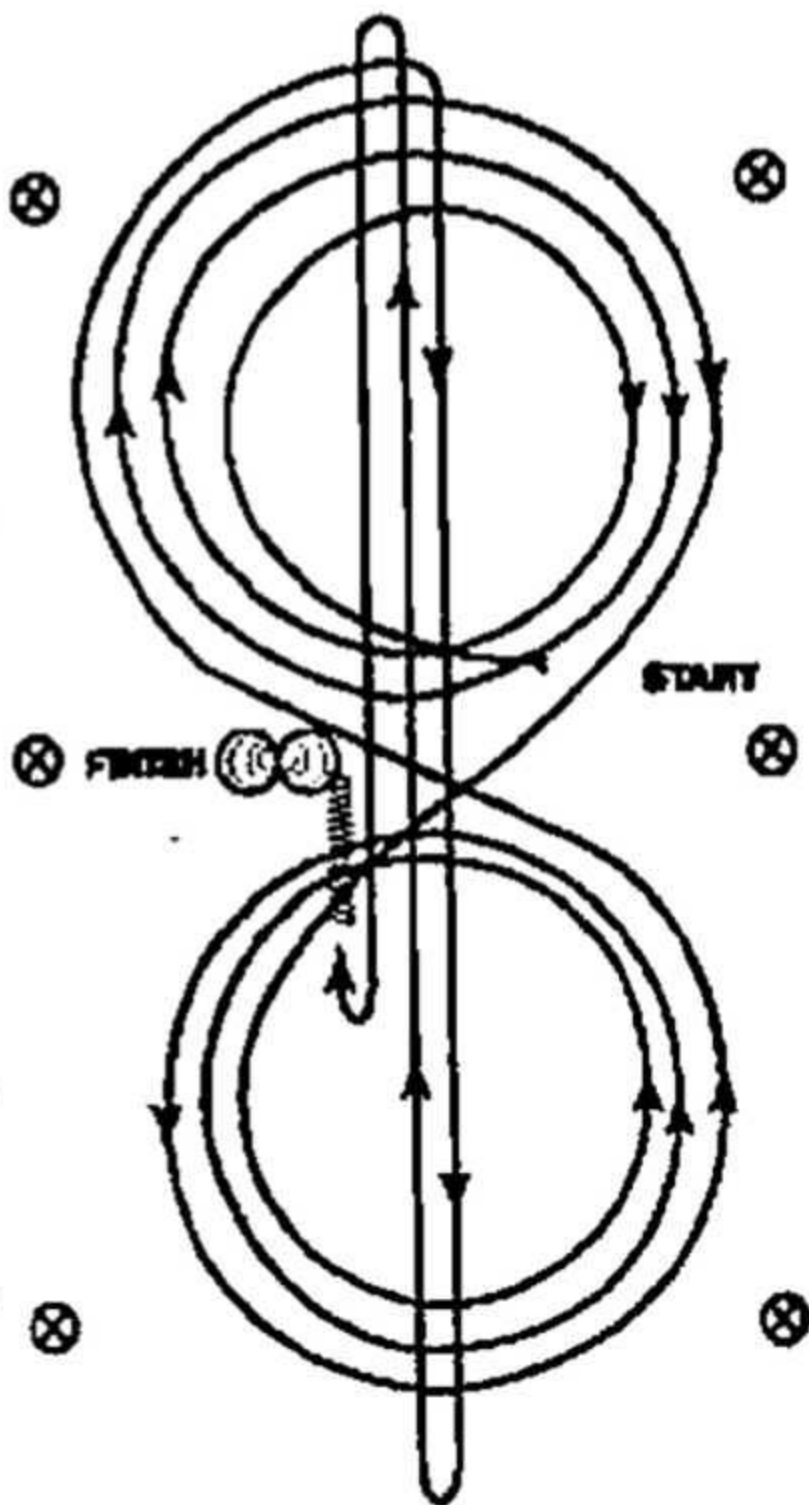
October 2024

Ranch Reining Pattern #2

1. AA Senior
2. AA Junior
3. Youth
4. Amateur

HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING LEFT WALL OR FENCE.

1. Beginning on the right lead, complete 3 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 stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Do a 360° spin to the right.
7. Do a 360° spin to the left.
8. Hesitate to show completion of pattern.



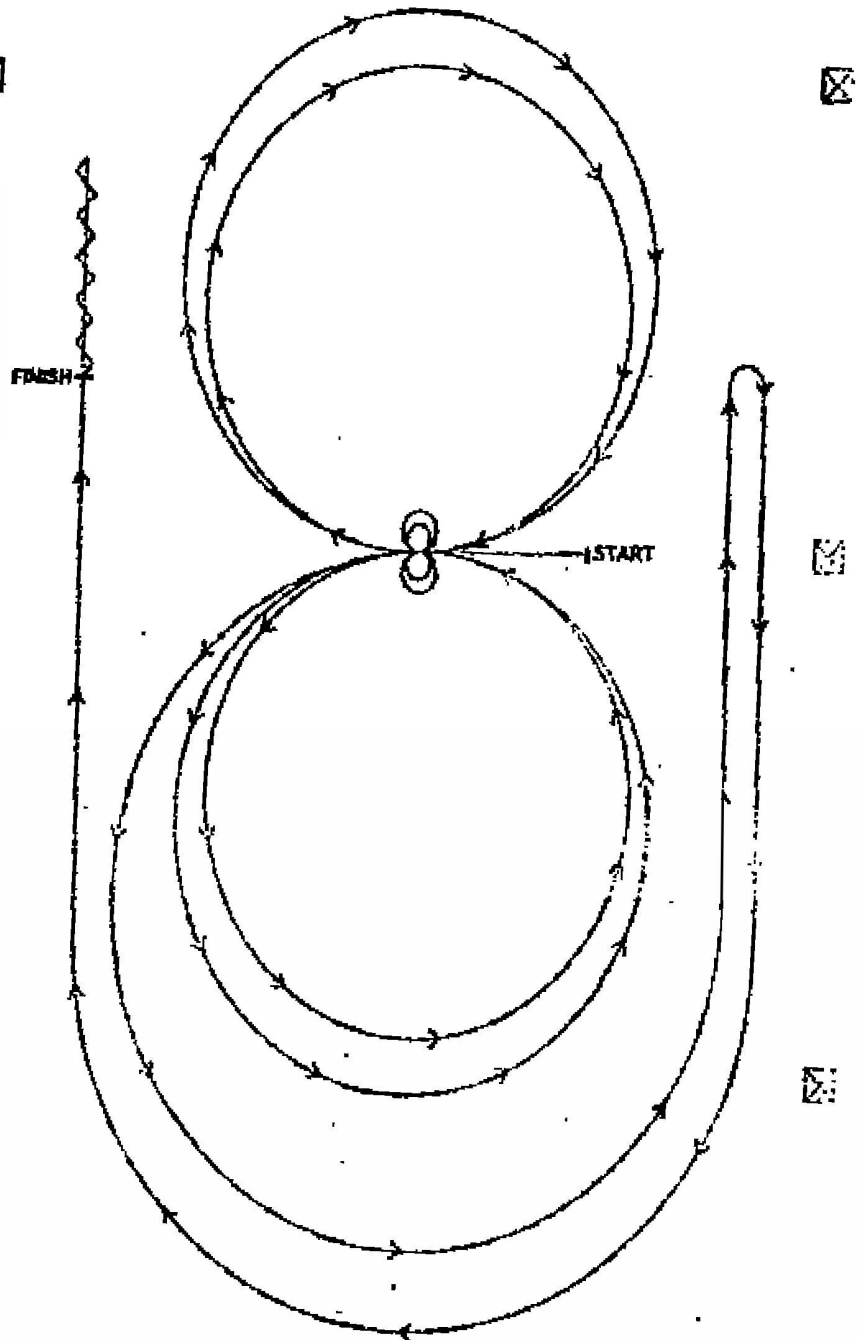
**Rider must drop bridle to designated judge.
EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.**



October 2024
Ranch Reining
Pattern #3
5. Novice Youth
6. Novice Amateur

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

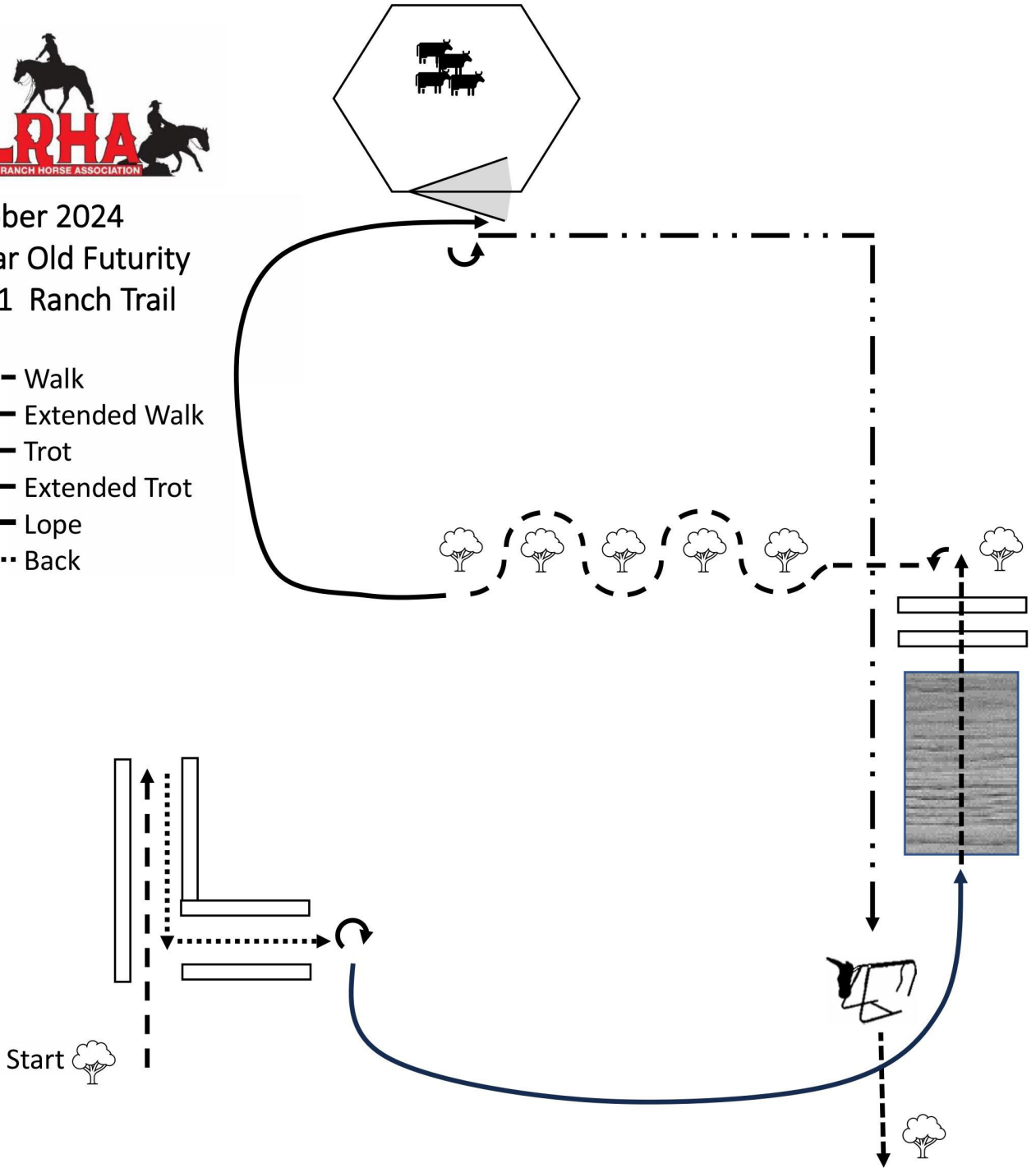


Rider may drop bridle to designated judge.
EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.



October 2024
2 Year Old Futurity
222.1 Ranch Trail

- Walk
- · — Extended Walk
- - - - Trot
- · · - Extended Trot
- Lope
- Back



Be ready at marker

1. Trot into chute, stop.
2. Back L.
3. 270° turn to the right.
4. Left lead lope to bridge.
5. Walk over bridge and poles, stop at marker.
6. Complete 90° turn to the left & trot serpentine.
7. Right lead lope to cattle pen & stop at gate.
8. Work gate to enter cattle pen.
9. Walk through cattle. Work gate to exit pen.
10. 180° turn to the left. Extended trot with square corner to steer.
11. Attempt to rope steer.
12. Dismount, ground tie, retrieve rope. Remount & walk to exit.

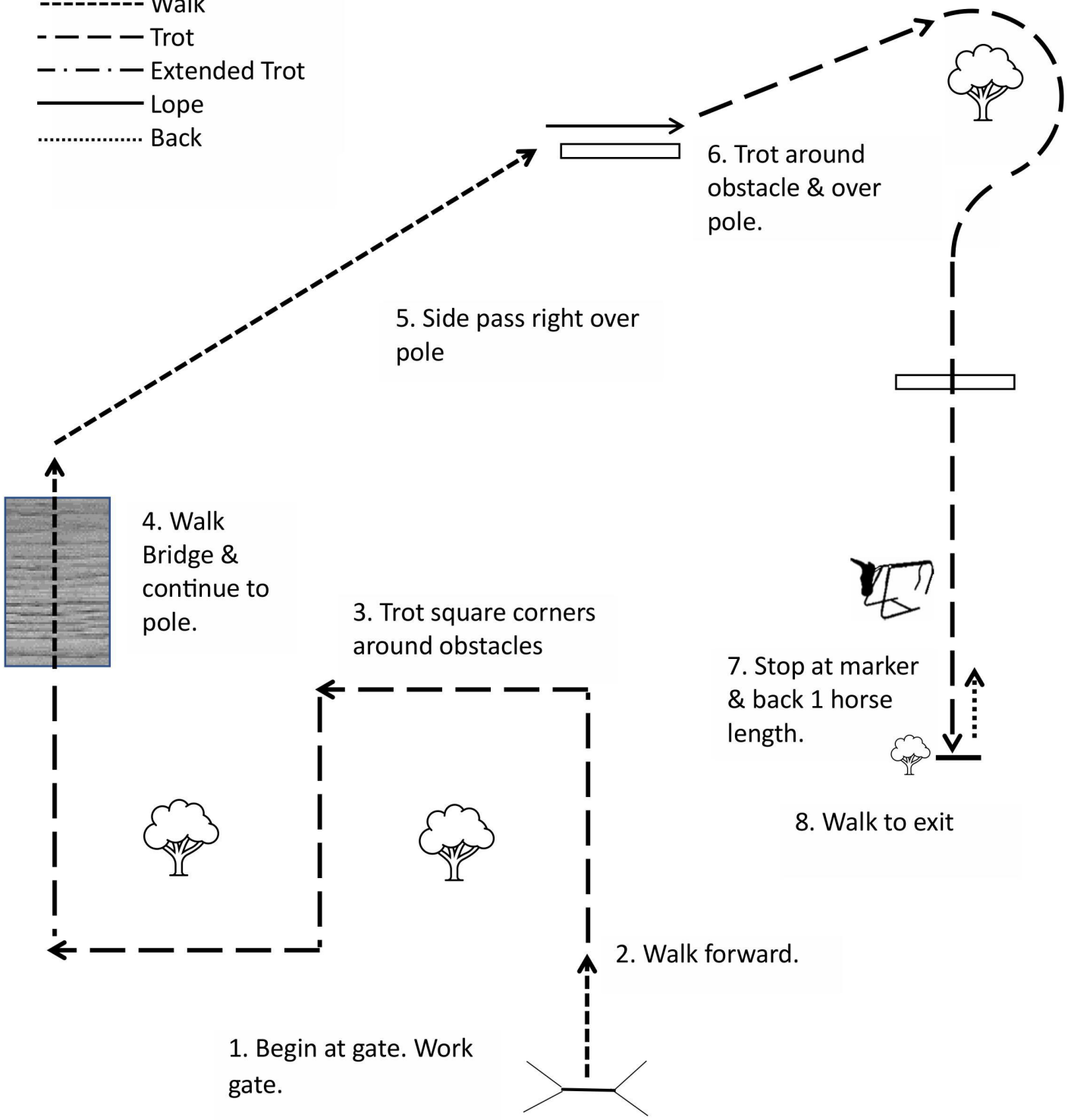
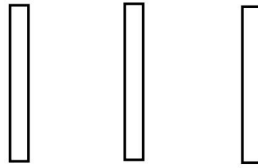


October 2024

Ranch Trail

15. Yearling In-hand

- Walk
- - - - Trot
- . . . - Extended Trot
- Lope
- Back



6. Trot around obstacle & over pole.

5. Side pass right over pole

4. Walk Bridge & continue to pole.

3. Trot square corners around obstacles

7. Stop at marker & back 1 horse length.

8. Walk to exit

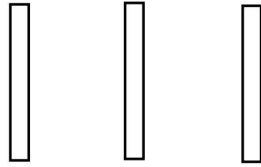
1. Begin at gate. Work gate.

2. Walk forward.

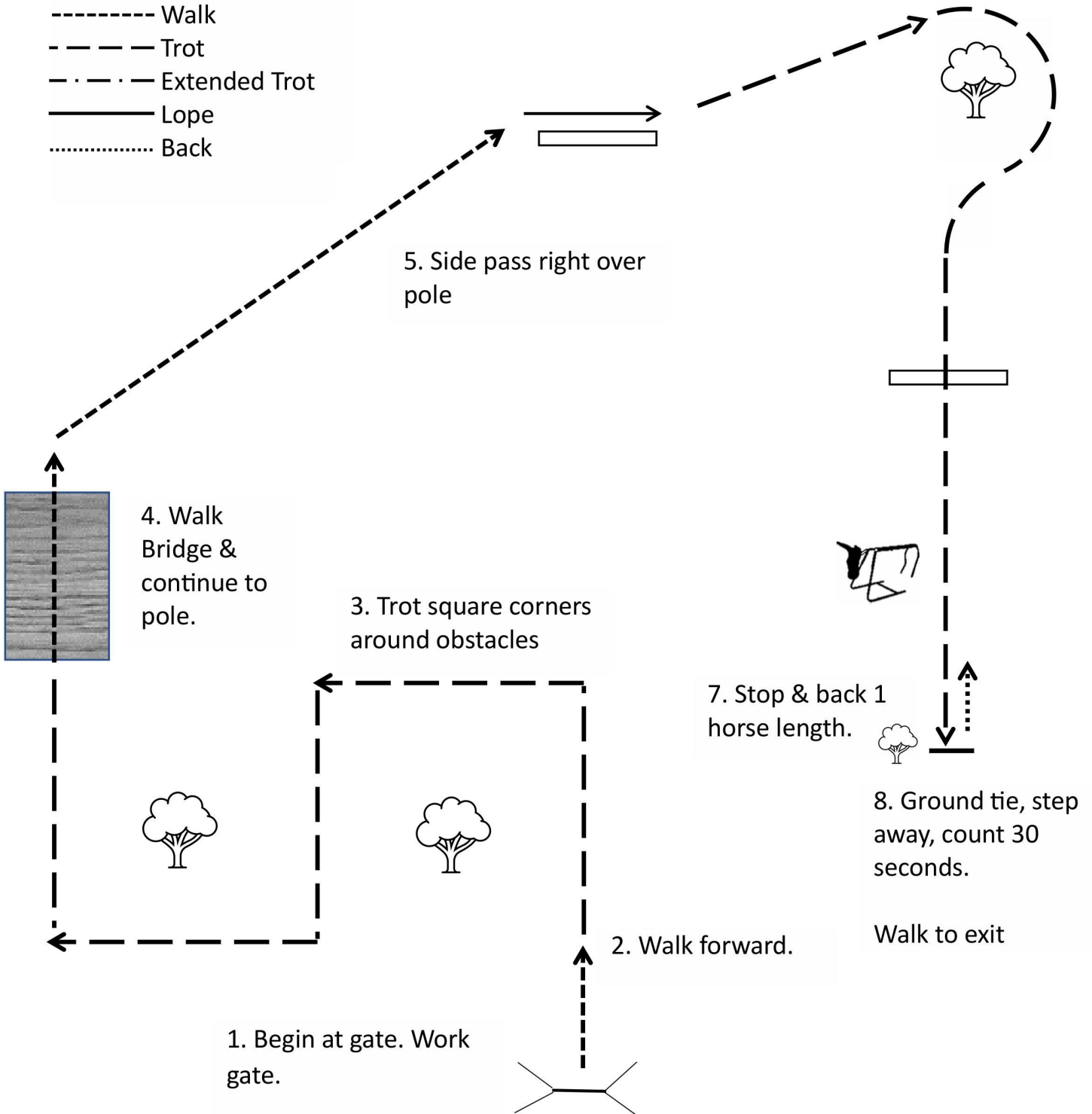


October 2024
 Ranch Trail
 16. 2-year-old In-hand

- Walk
- - - - Trot
- · - · - Extended Trot
- Lope
- Back



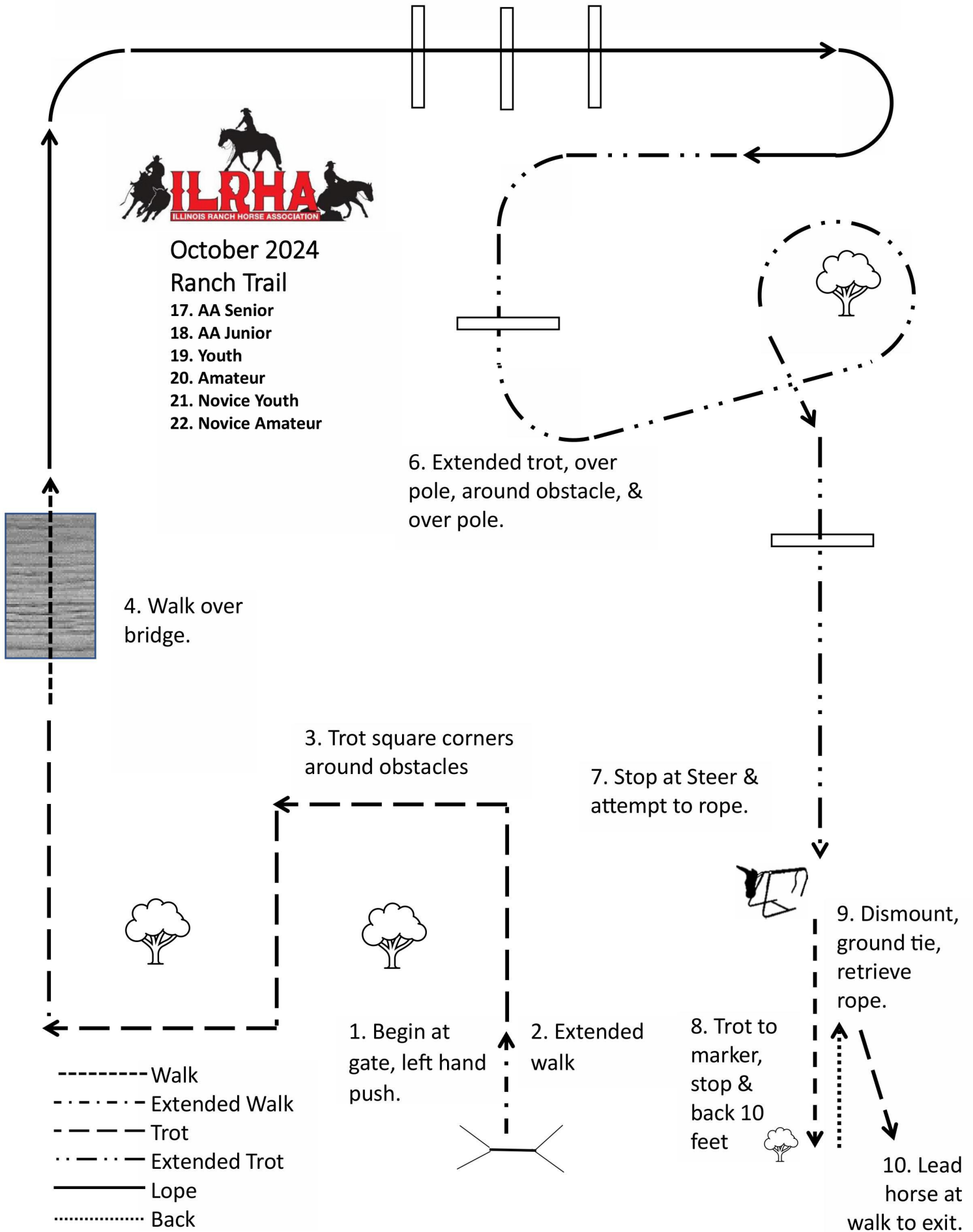
Horses must be saddled



5. Left lead (counter canter) around corner, over poles, & around corner.



October 2024
 Ranch Trail
 17. AA Senior
 18. AA Junior
 19. Youth
 20. Amateur
 21. Novice Youth
 22. Novice Amateur



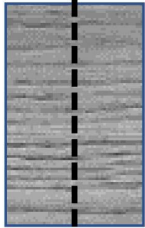
- Walk
- · - · - · - Extended Walk
- - - - - Trot
- · - · · - Extended Trot
- Lope
- Back

4. Right lead lope around corner & over poles.

5. Trot to and around obstacle to the left.



October 2024
Ranch Trail
23. Green as Grass



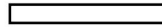
3. Walk over bridge.

2. Trot square corners around obstacles



1. Begin at gate, left hand push.

6. Extended trot over pole.



7. Stop at Steer & attempt to rope.



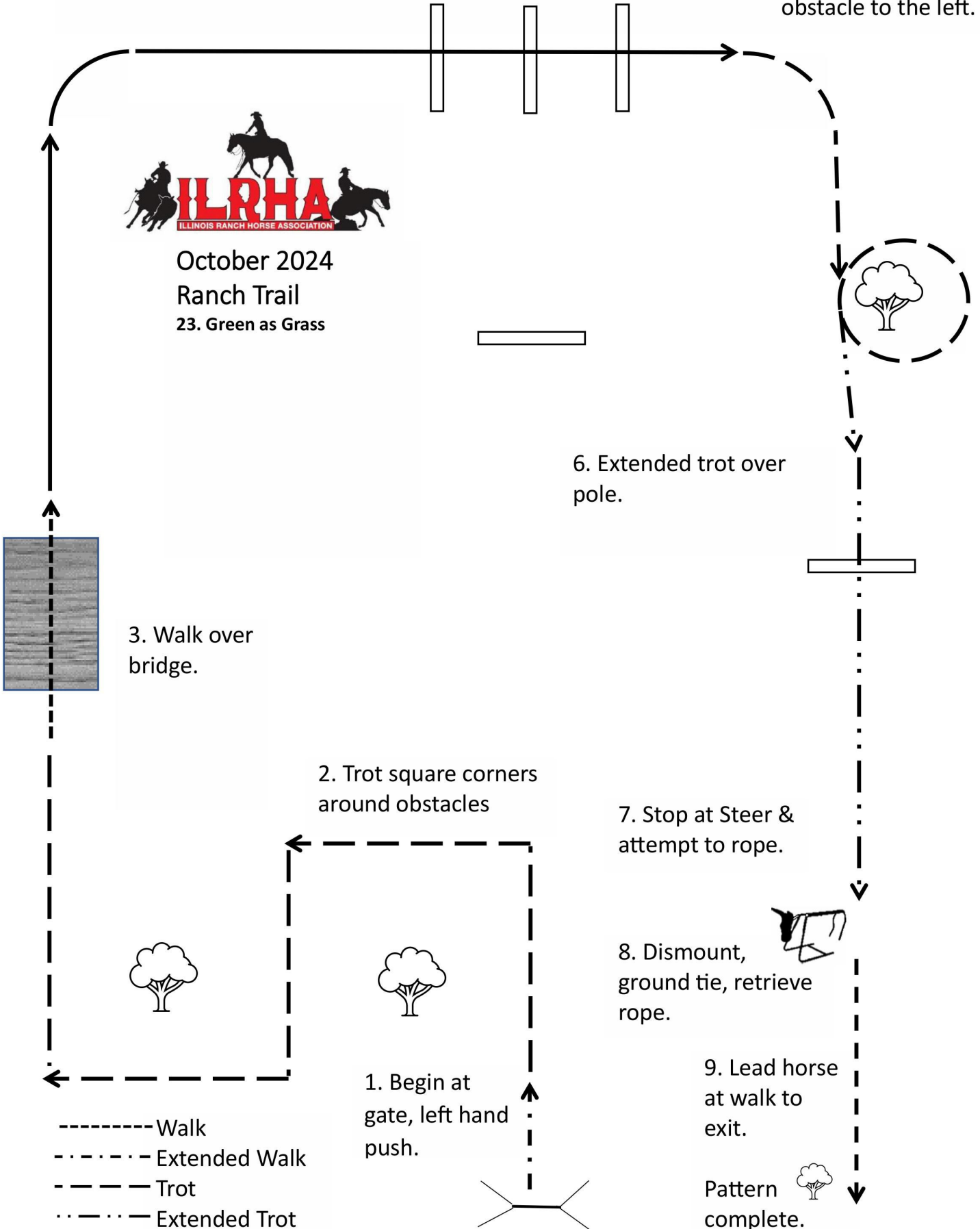
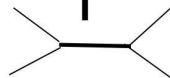
8. Dismount, ground tie, retrieve rope.

9. Lead horse at walk to exit.

Pattern complete.



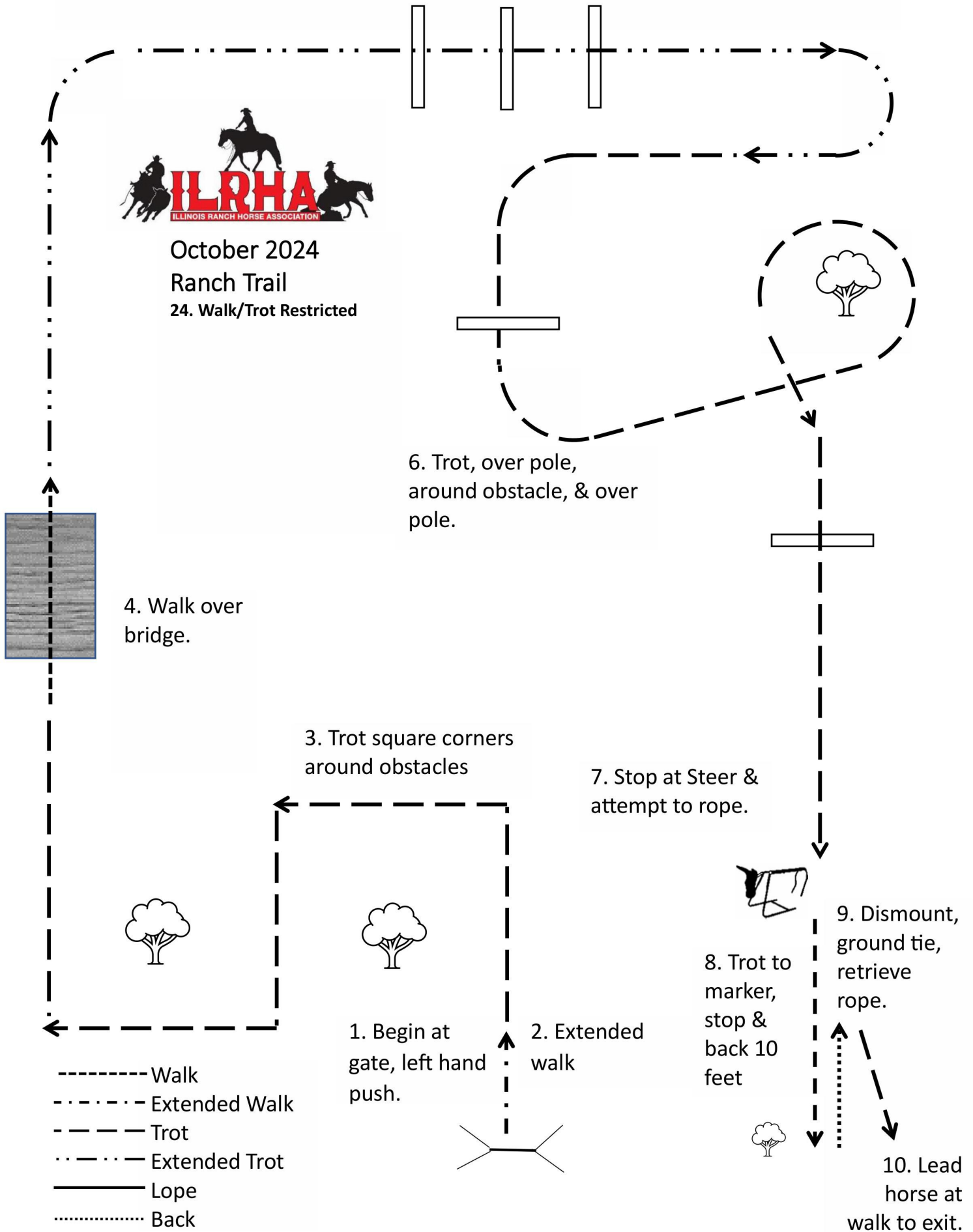
- Walk
- - - - - Extended Walk
- --- Trot
- · · · · Extended Trot
- Lope
- Back



5. Extended trot around corner, over poles, & around corner.



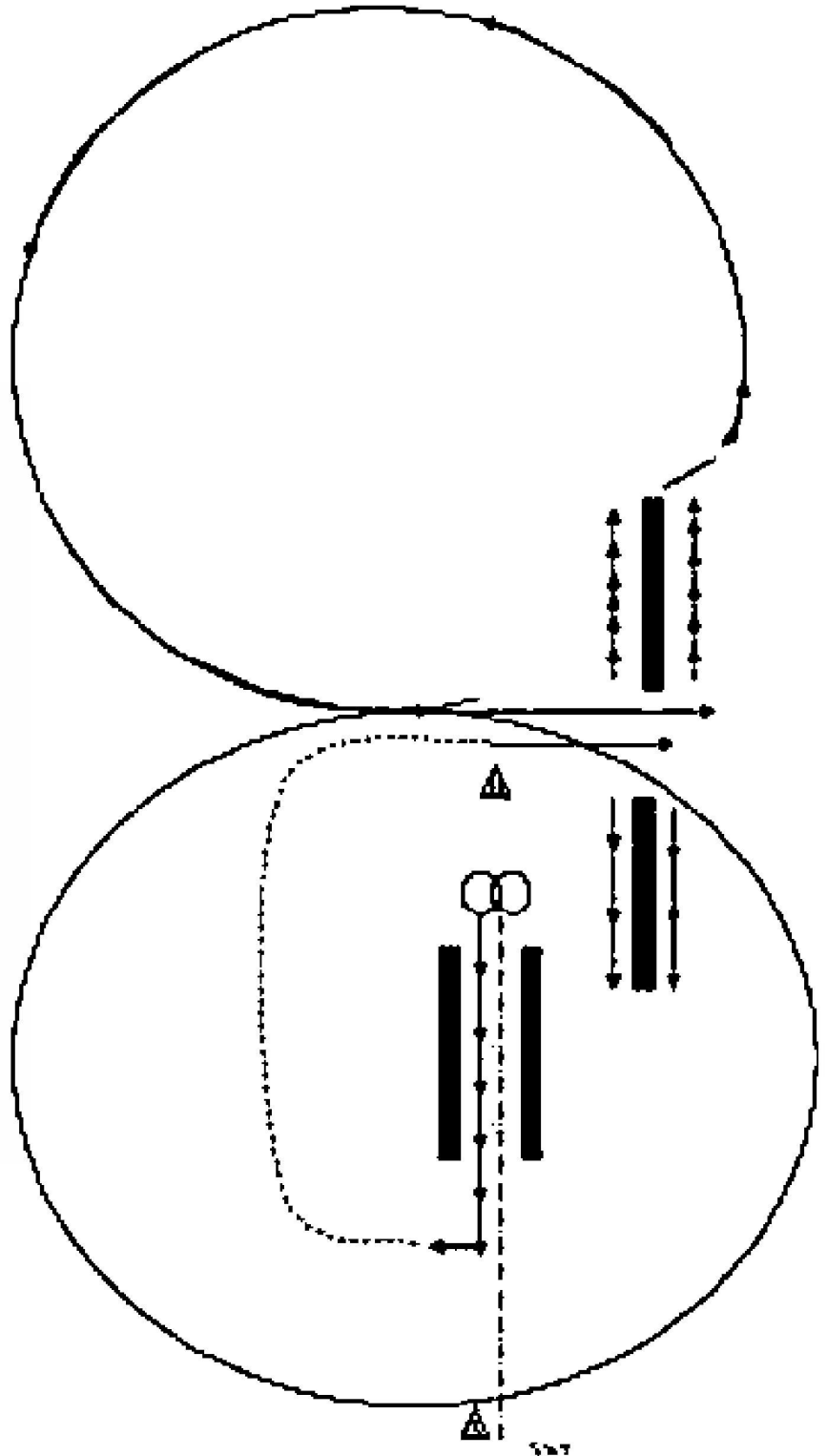
October 2024
Ranch Trail
24. Walk/Trot Restricted





October 2024
3 Year Old Futurity
333.2 Ranchmanship
Pattern #1

1. Extended Trot From Cone through chute; Stop.
2. 1 spin left.
3. 1 spin right.
4. Back through 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.

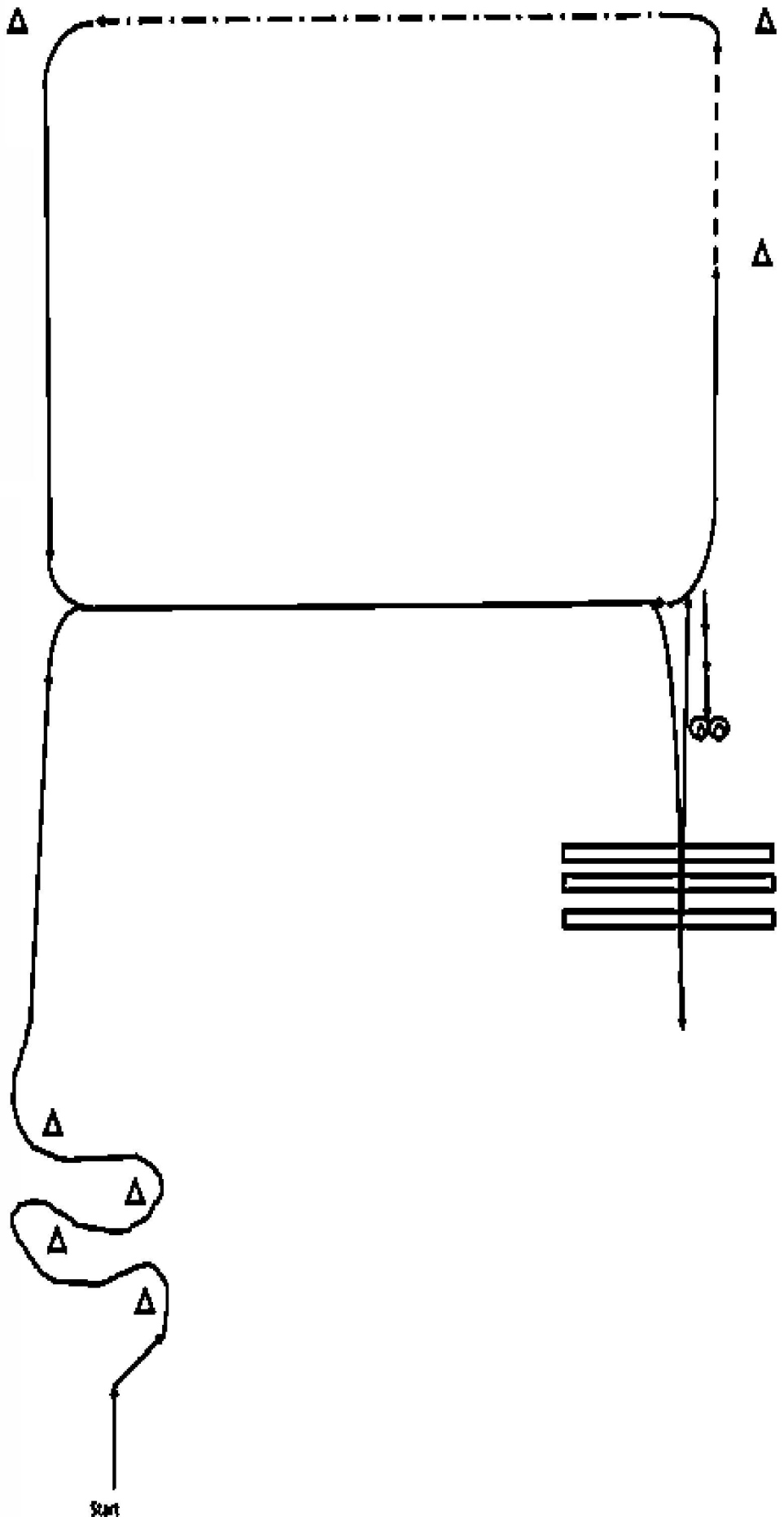




October 2024
Ranchmanship
Pattern #3

- 25. AA Senior
- 26. AA Junior
- 27. Youth
- 28. Amateur
- 29. Novice Youth
- 30. Novice Amateur

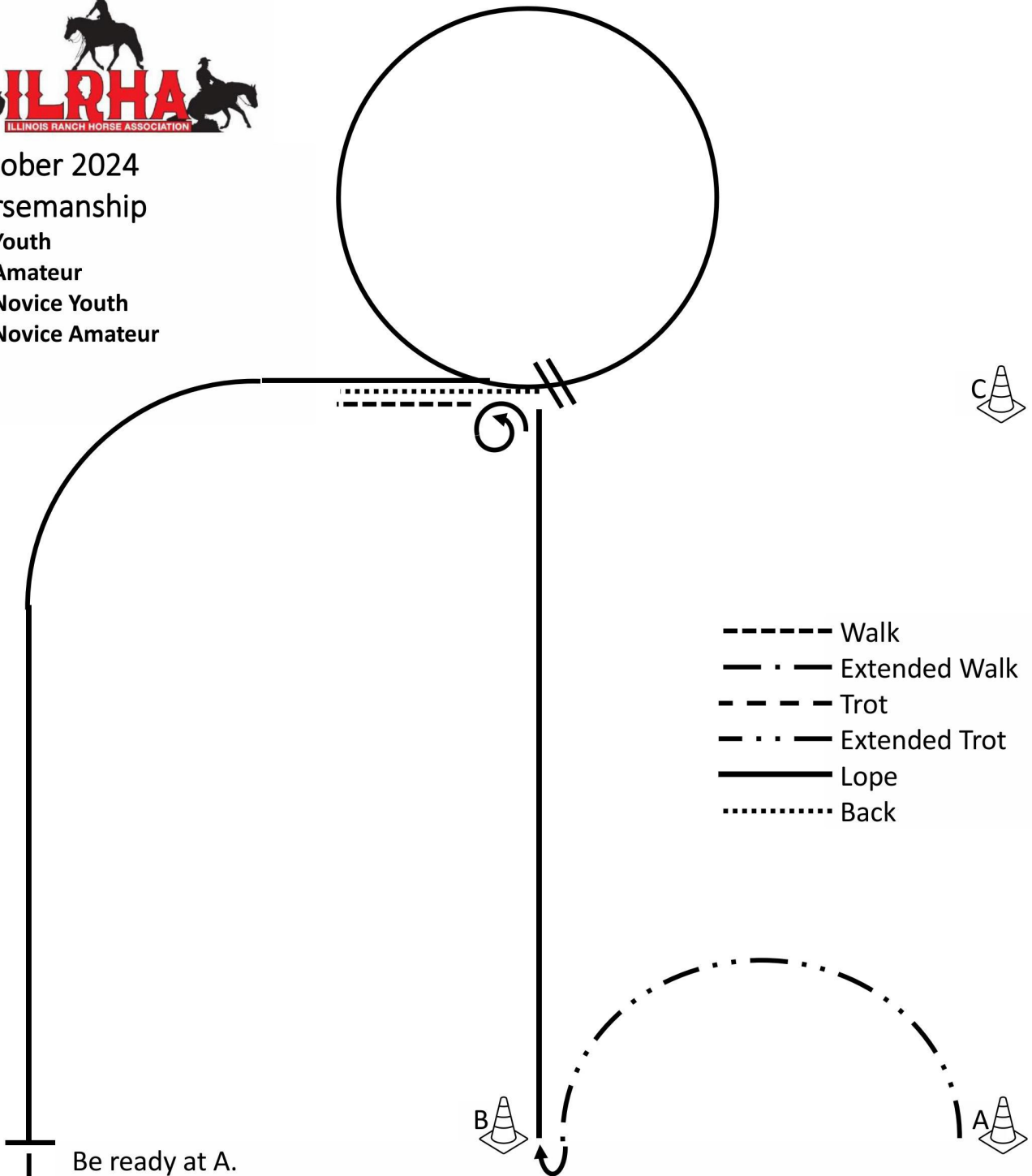
1. Trot Serpentine through the cones.
2. Clear last cone; Right Lead Lope.
3. In Center Change to Left Lead.
4. Lope to cone; transition to walk.
5. Walk to next cone.
6. Extended Trot to next cone.
7. Pick up left lead to center.
8. Change to right.
9. Lope through crossover.
10. Stop, Roll Back Left.
11. Lope Back through lope over.
12. Stop Back 8-10 feet.
13. 2 Spins Right.
14. 2 Spins Left.





October 2024
Horsemanship

- 31. Youth
- 32. Amateur
- 33. Novice Youth
- 34. Novice Amateur

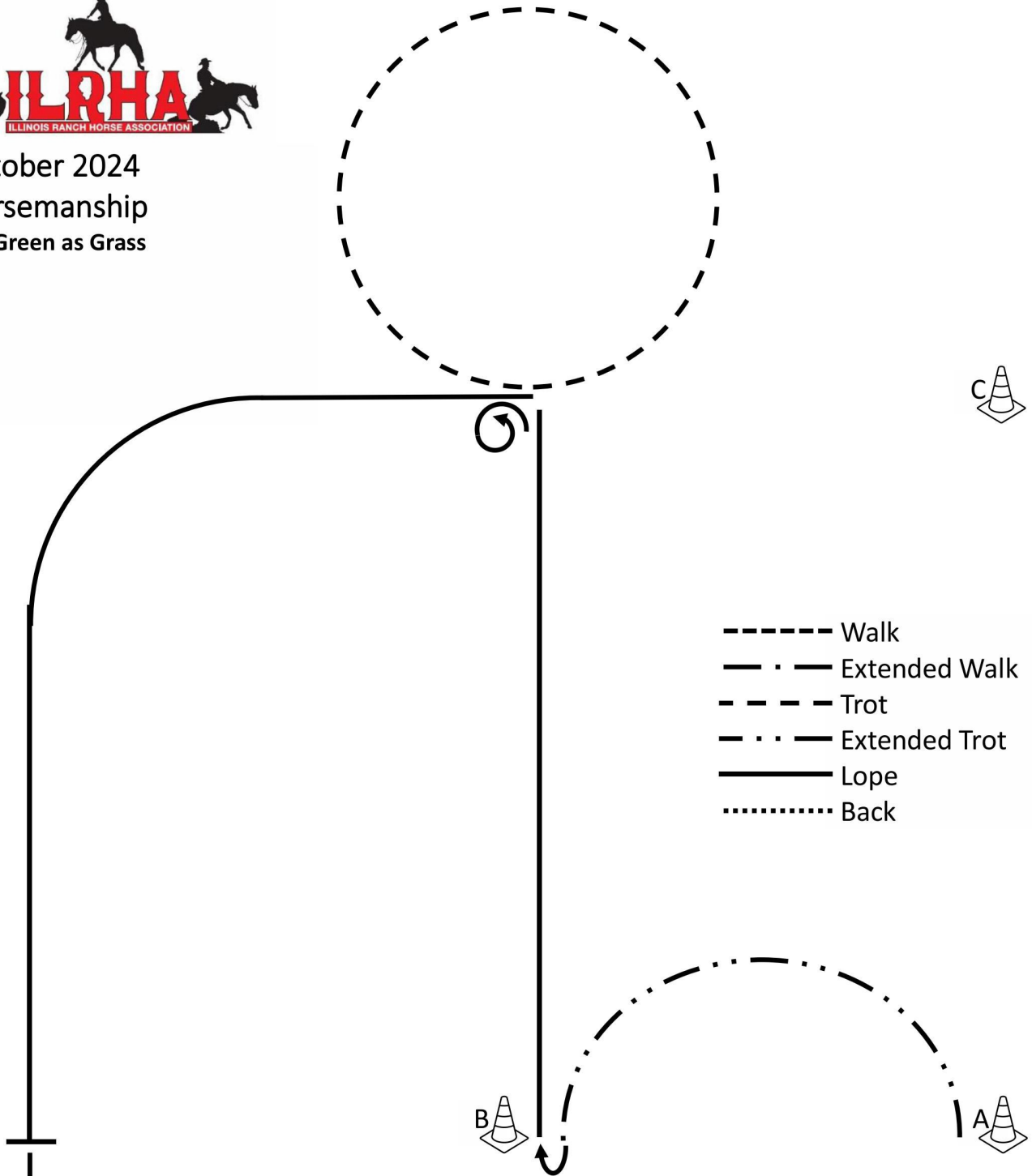


Be ready at A.

1. Extended trot half circle to B.
2. At B, stop & go directly into a right roll back & into the right lead. Lope until even with C, stop.
3. 450° turn (1 ¼) to the left.
4. Walk 6-8 steps.
5. Back to center of arena.
6. Right lead lope a medium speed circle to the right. When in the center of the arena, change leads.
7. Continue loping in the left lead until even with B, stop.
8. Extended walk to exit.



October 2024
Horsemanship
35. Green as Grass



Be ready at A.

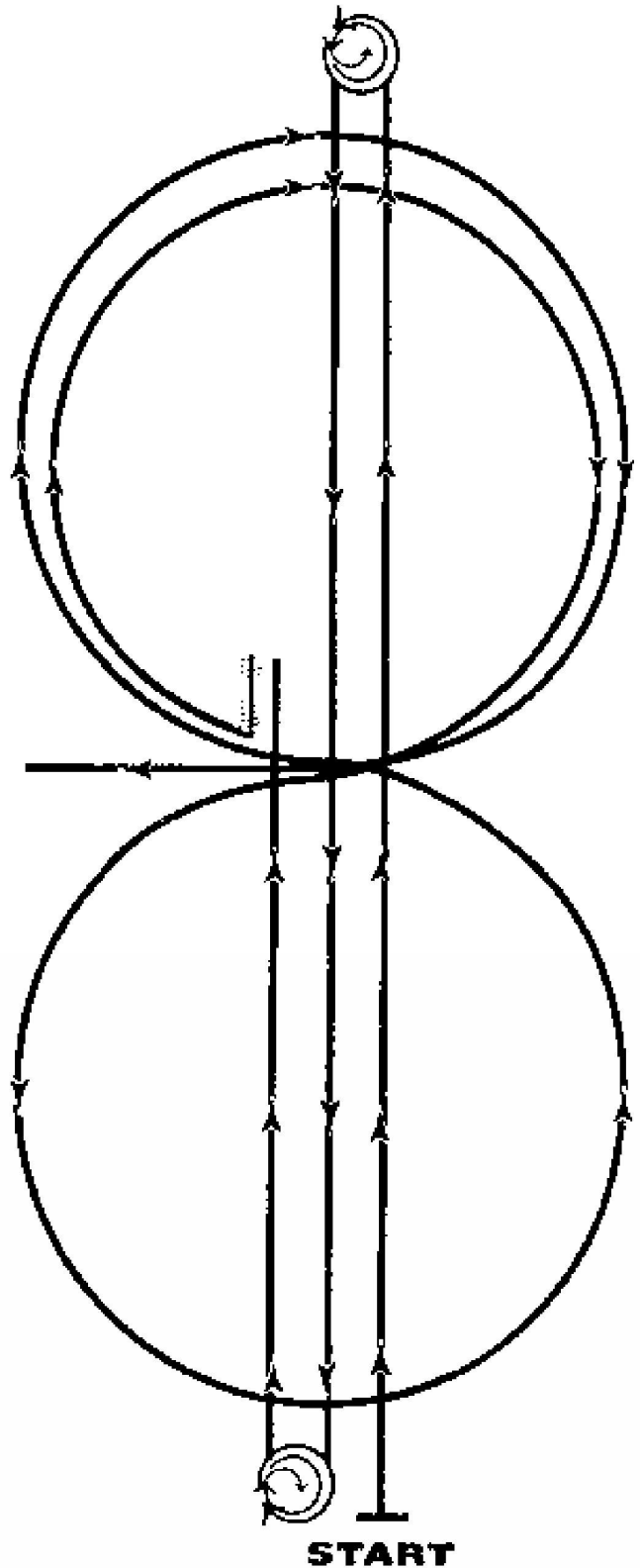
1. Extended trot half circle to B.
2. At B, stop & go directly into a right roll back & into the right lead. Lope until even with C, stop.
3. 450° turn (1 ¼) to the left.
4. Trot a circle to the right.
5. When even with B in the center of the circle, lope on the left lead.
6. Continue loping in the left lead until even with B, stop.
7. Extended walk to exit.



○ MARKER

October 2024
 Working Cow Horse
 Pattern #6
 28. All Age
 29. Amateur
 30. Youth

○ MARKER

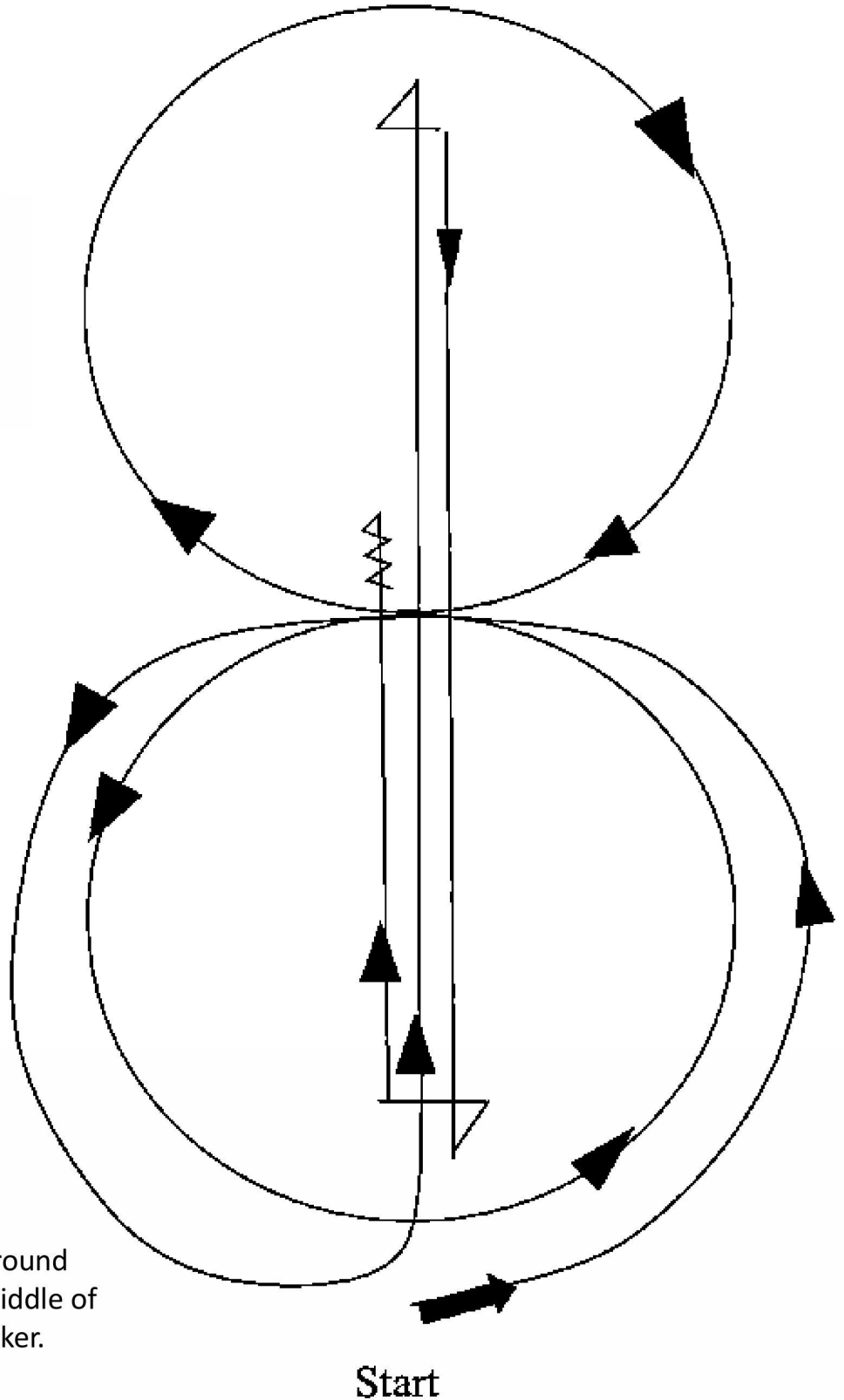


1. Start at end of arena.
2. Run down the middle of the arena, past the end marker and come to a sliding stop.
3. Complete 2½ spins to the left.
4. Run to the other end of the arena, past the end marker and come to a sliding stop.
5. Complete 2½ spins to the right.
6. Run back to the middle of the arena, past the center marker and stop.
7. Back 10 to 15 feet. Hesitate.
8. Complete 1/4 turn to the left.
9. Start a circle to the right, change leads in the middle to the left lead. Complete circle and change to the right lead. Close circle and stop.
10. Hesitate to complete pattern.



October 2024
Working Ranch Horse
Pattern #4

- 25. All Age
- 26. Amateur
- 27. Youth

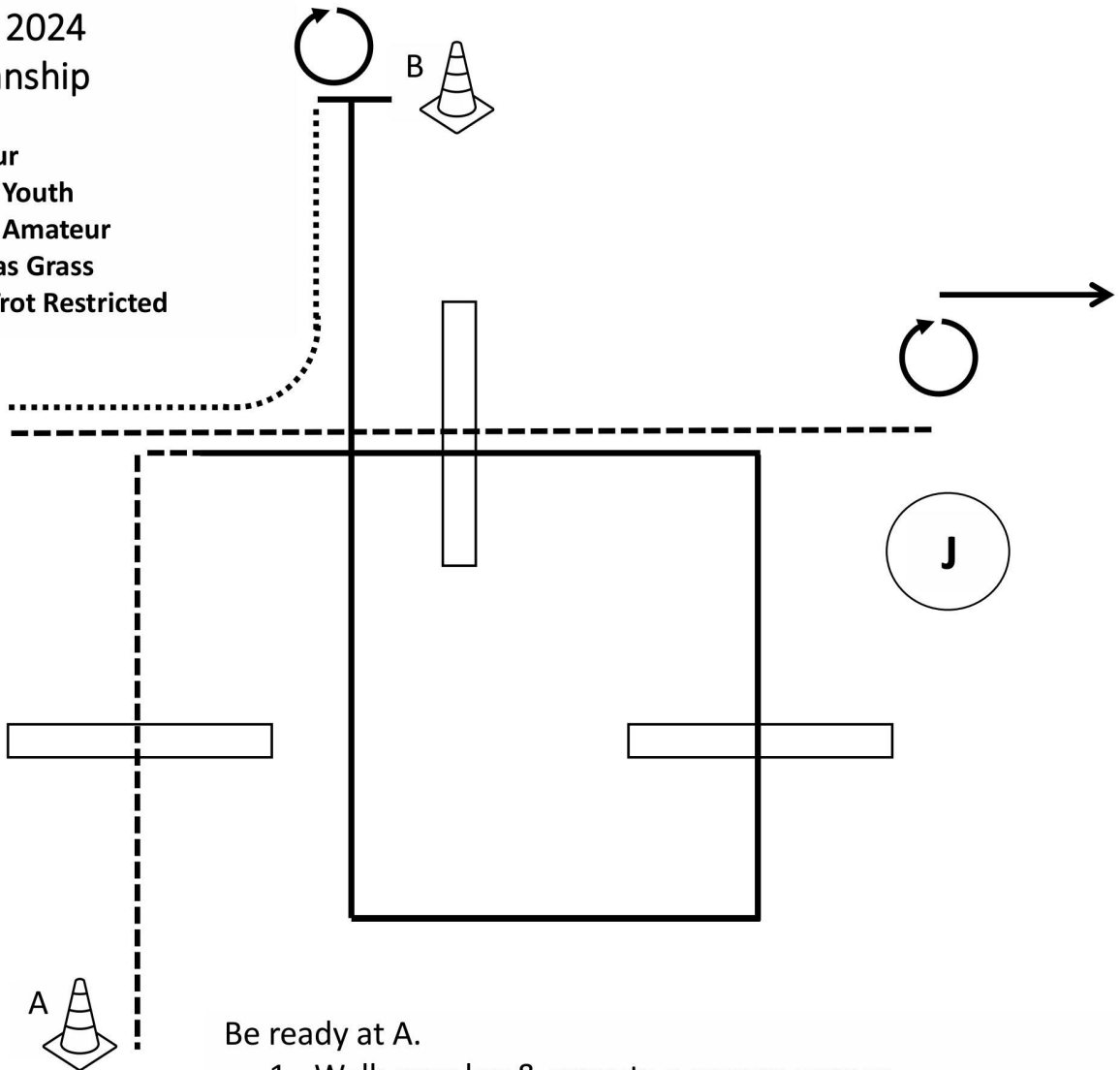


1. Enter the gate on the left lead, loping one circle left.
2. Change leads.
3. Lope one circle right.
4. Change leads.
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. 1½ spins left.
7. Continue down the middle of the arena, past the center marker. Stop.
8. 1½ spins right.
9. Continue down the middle of the arena, past the center marker. Stop. Back at least 10 feet.



October 2024
Showmanship

- 82. Youth
- 83. Amateur
- 84. Novice Youth
- 85. Novice Amateur
- 86. Green as Grass
- 87. Walk/Trot Restricted



- Walk
- . - Extended Walk
- Trot
- - - - - Extended Trot
- Back

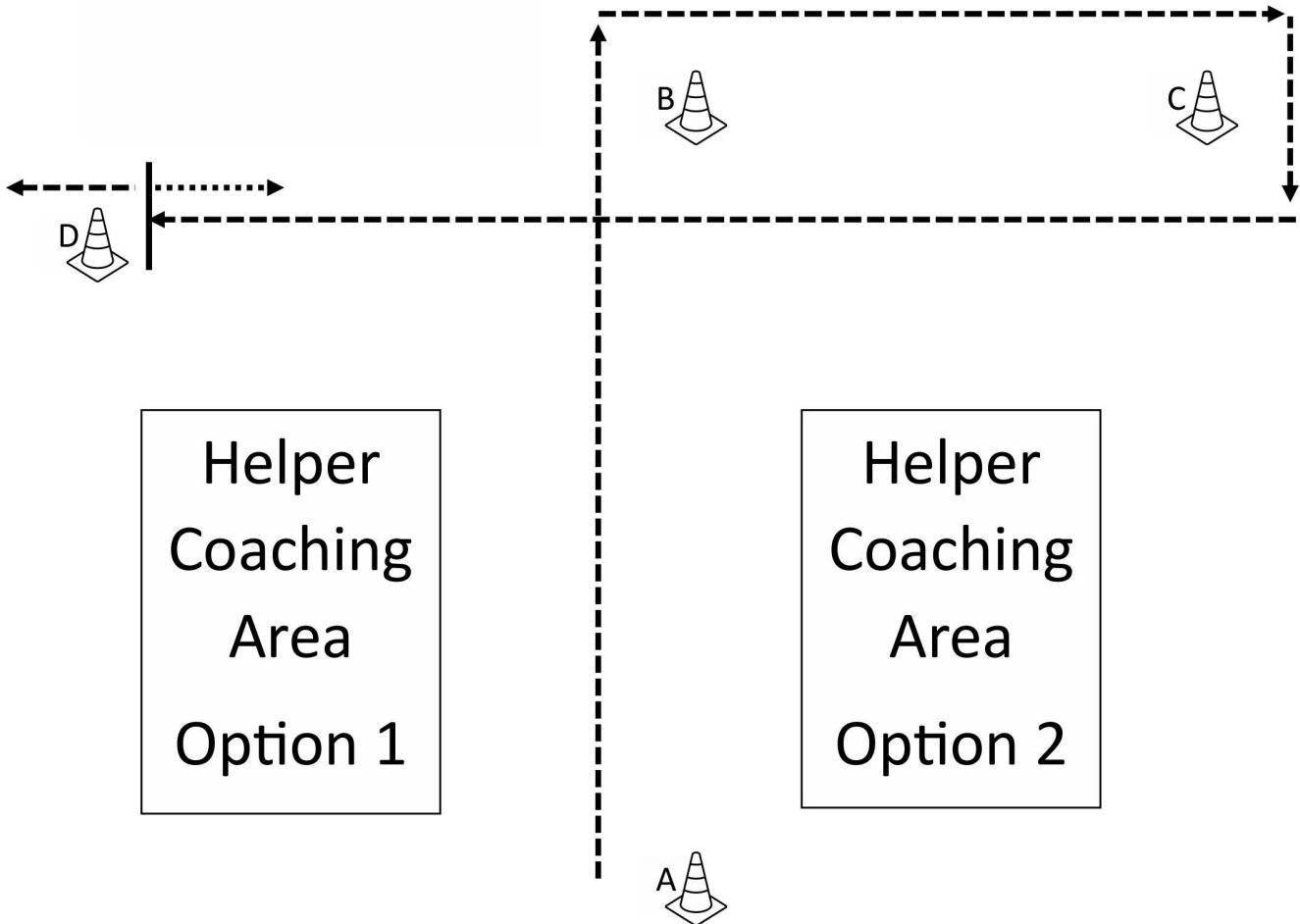
Be ready at A.

1. Walk over log & execute a square corner.
2. Trot to B making square corners & crossing over logs along the way.
3. Stop at B & complete 360 turn to the right.
4. Back around corner.
5. Walk until hip is even with judge.
6. Set-up for inspection.
7. When dismissed, complete 360 turn to the right.
8. Trot to exit.



October 2024
Horsemanship
82. Walk-Whoa 10 & Under

- Walk
- · — Extended Walk
- - - - Trot
- · · — Extended Trot
- Lope
- Back



Be ready at A

1. Walk to B.
2. Make a square corner at B.
3. Walk to C.
4. make a square corner around C.
5. Walk to D.
6. Stop at D.
7. Back 3 steps.

Walk to exit. Pattern complete.