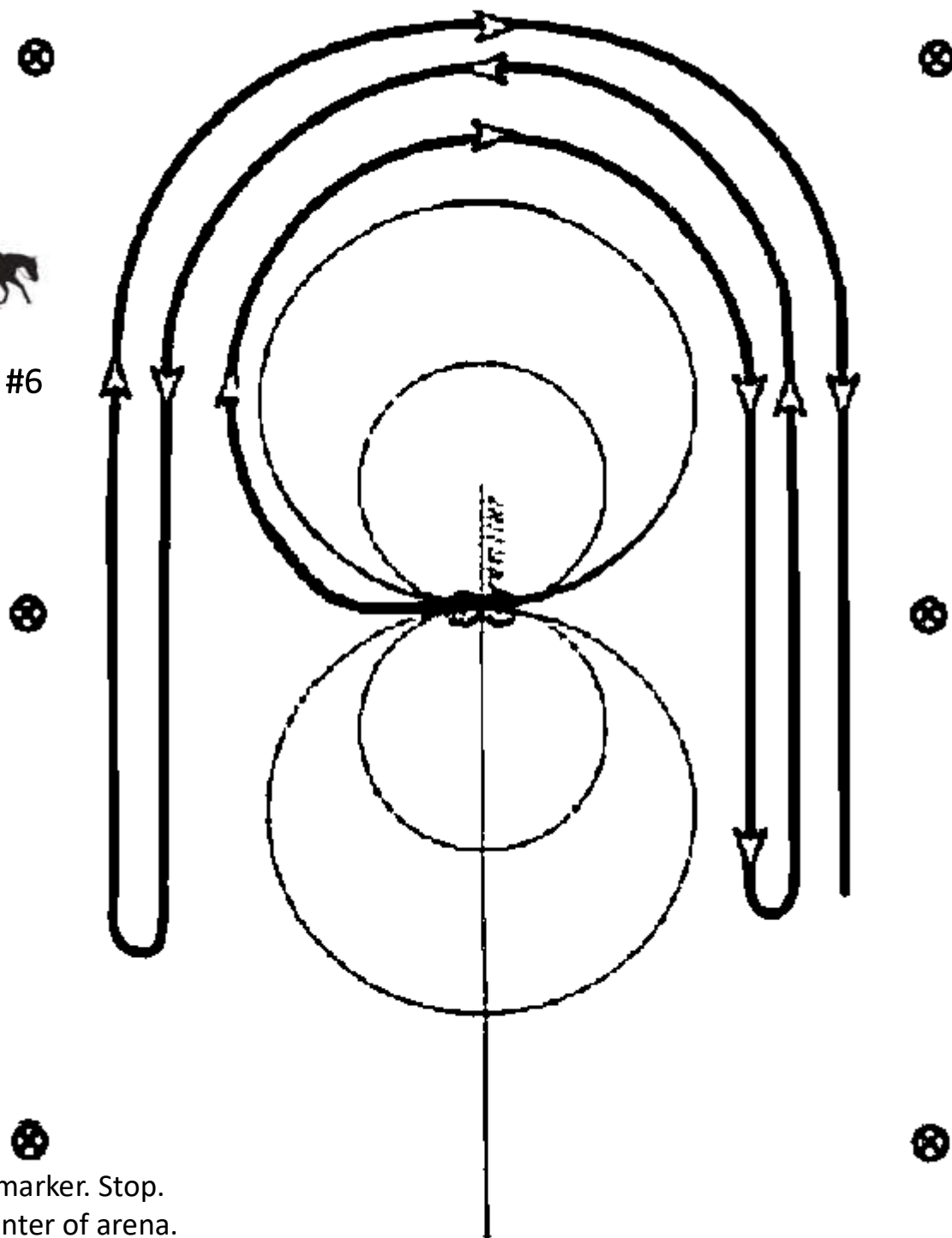




October 2025

Ranch Reining Pattern #6

1. Senior Horse
2. Junior Horse
3. Youth
5. Amateur

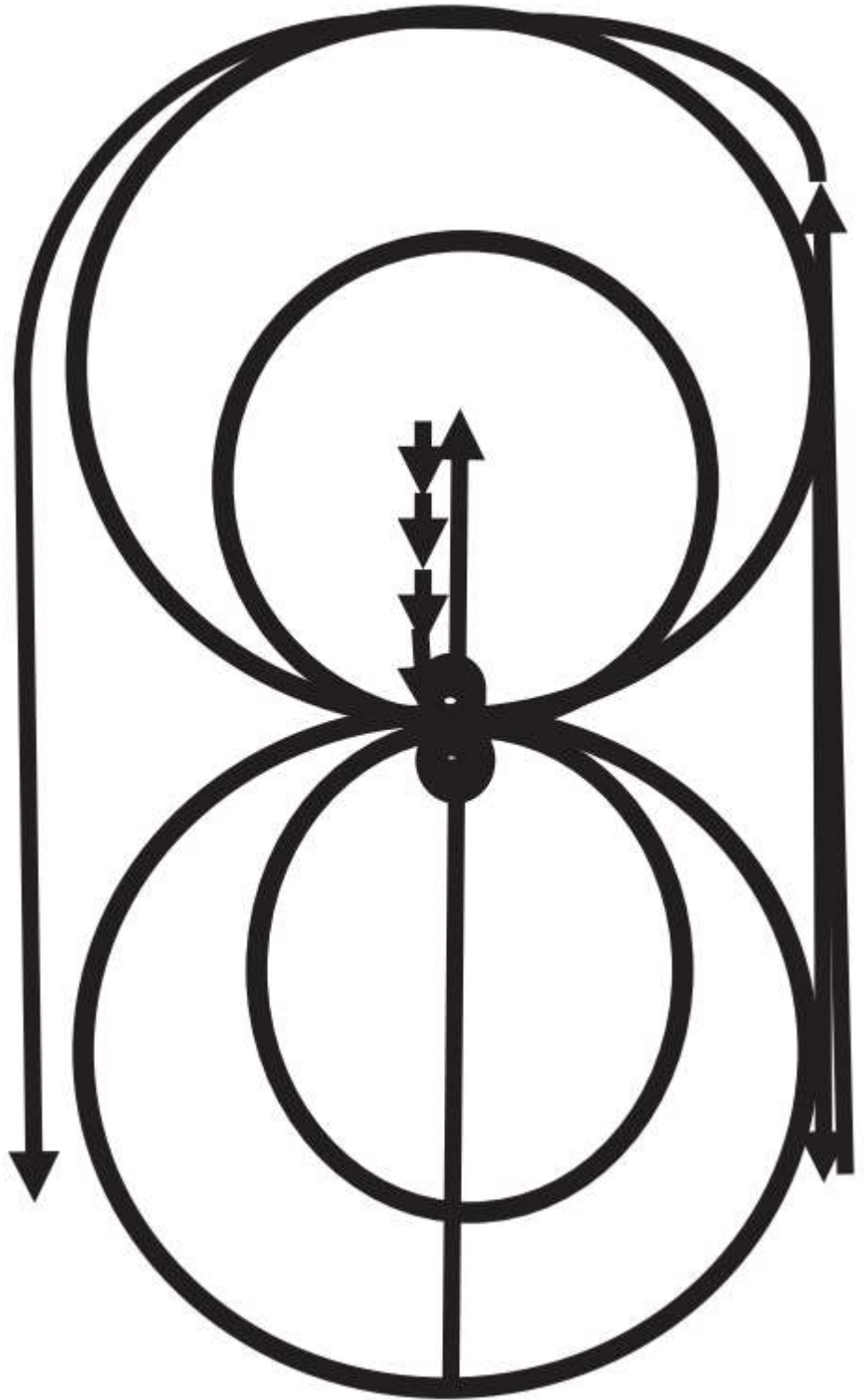


1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. 3 $\frac{1}{4}$ to the left.
5. Begin on the right lead, lope circles, first large fast, second small slow; change lead to the left.
6. First circle small slow; second circle large fast; change leads.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

Rider must drop bridle to designated judge.



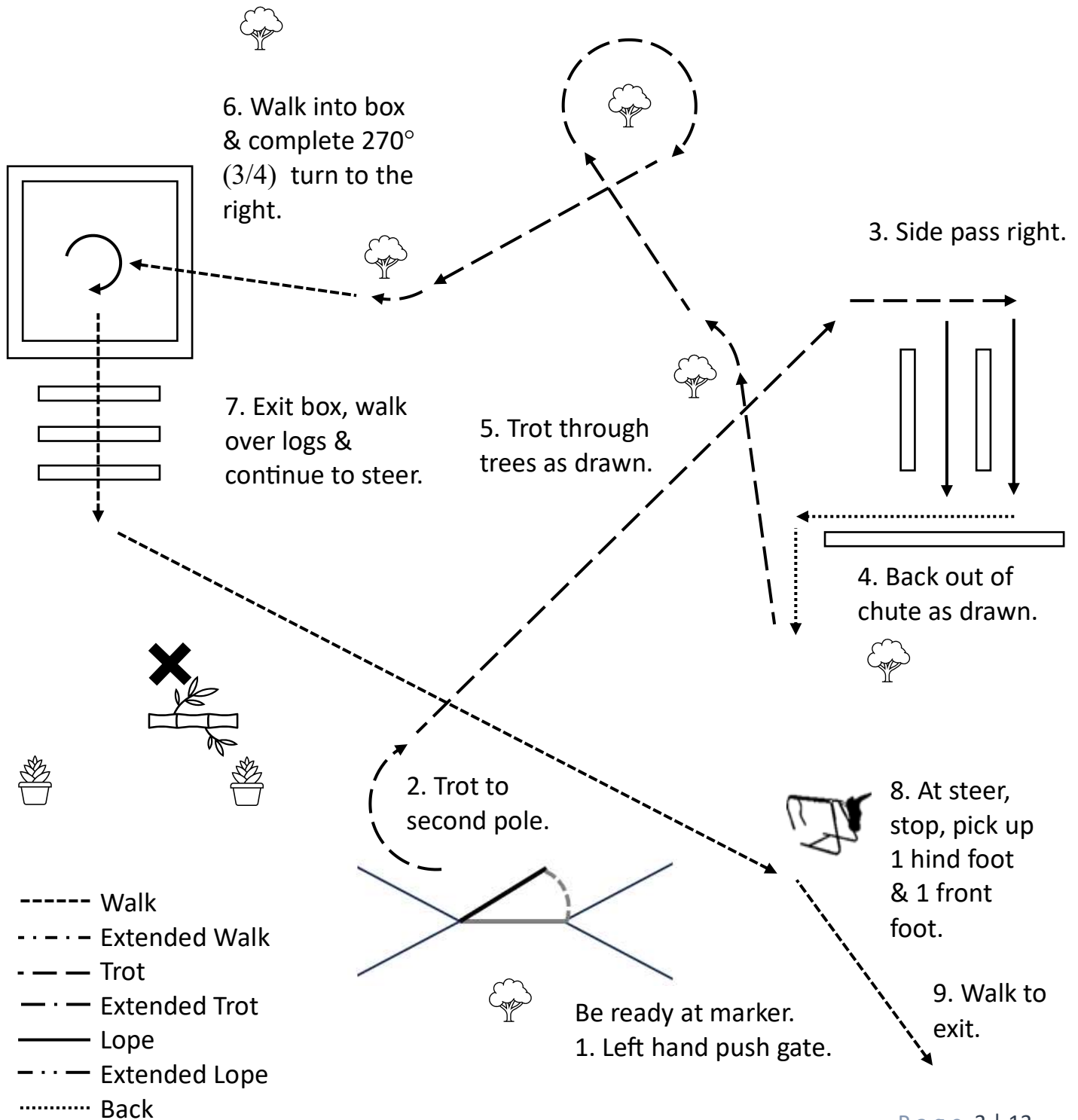
October 2025
Ranch Reining
Novice Pattern #7
4. Novice Youth
6. Novice Amateur



1. Run down center past marker and stop; back 8-10 feet, $\frac{1}{4}$ 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 the circle, go past the middle marker, stop roll back left.
7. Run down past middle marker, stop, hesitate to show completion of pattern.



October 2025
Ranch Trail
15. Yearling In-Hand





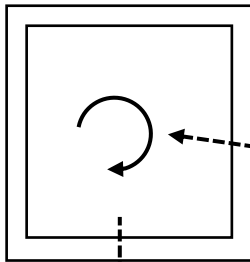
October 2025
Ranch Trail
16. Two Yr. Old



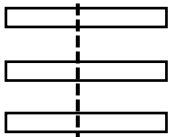
**All horses MUST
be saddled**



6. Walk into box
& complete 270°
(3/4) turn to the
right.



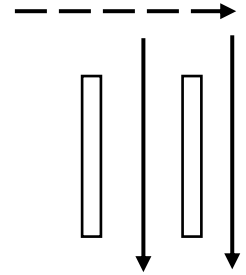
7. Exit box, walk
over logs &
continue to steer.



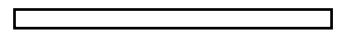
5. Trot through
trees, over log as
drawn.



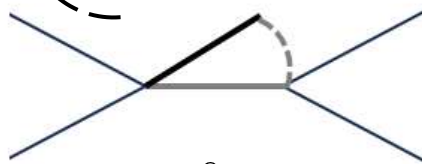
3. Side pass right.



4. Back out of
chute as drawn.



2. Trot to
second pole.



Be ready at marker.
1. Left hand push gate.

8. At steer,
stop, pick up
1 hind foot
& 1 front
foot.



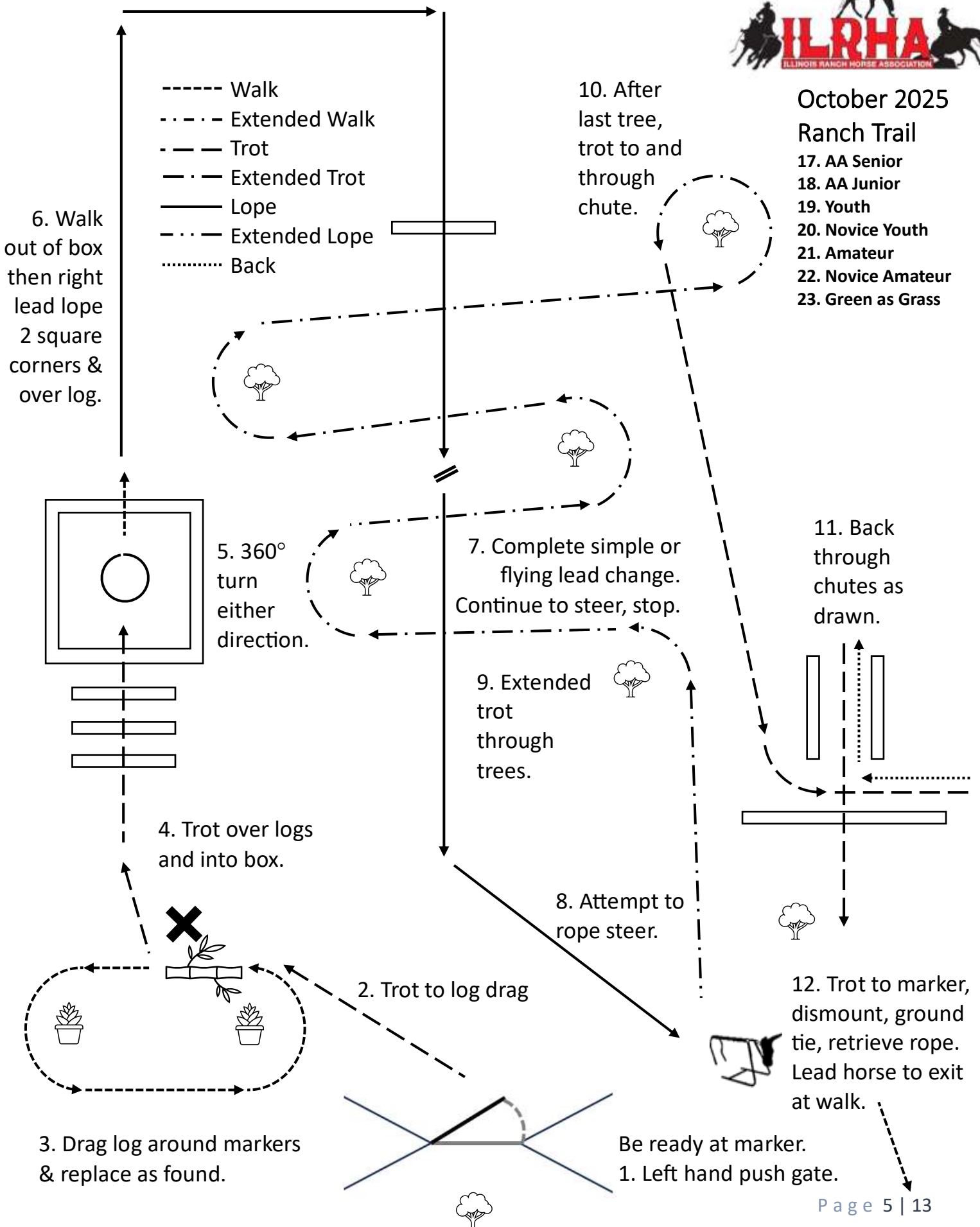
9. Walk to
exit.

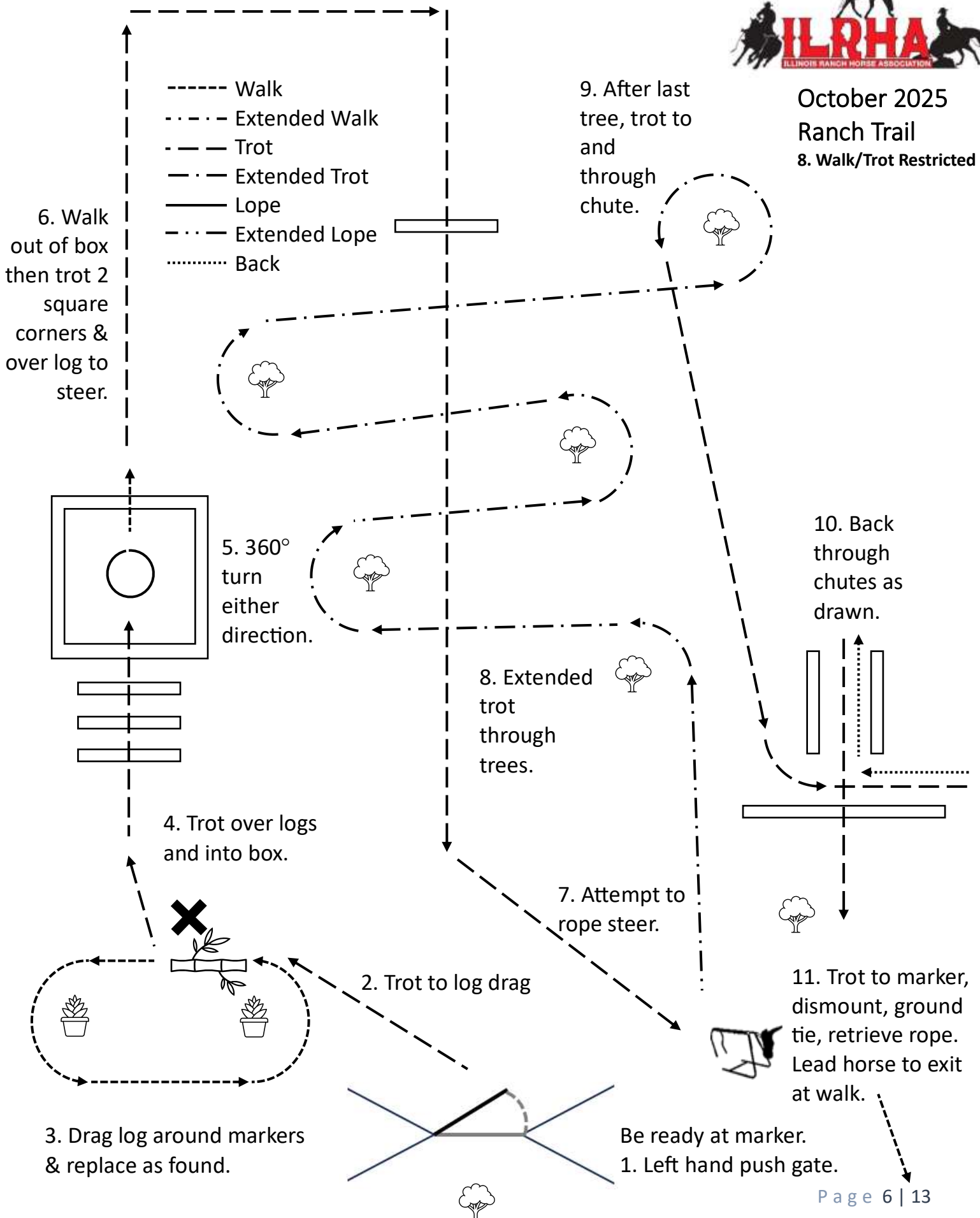
- Walk
- . . . - Extended Walk
- - - Trot
- . - Extended Trot
- Lope
- . . - Extended Lope
- Back

October 2025

Ranch Trail

- 17. AA Senior
- 18. AA Junior
- 19. Youth
- 20. Novice Youth
- 21. Amateur
- 22. Novice Amateur
- 23. Green as Grass







October 2025

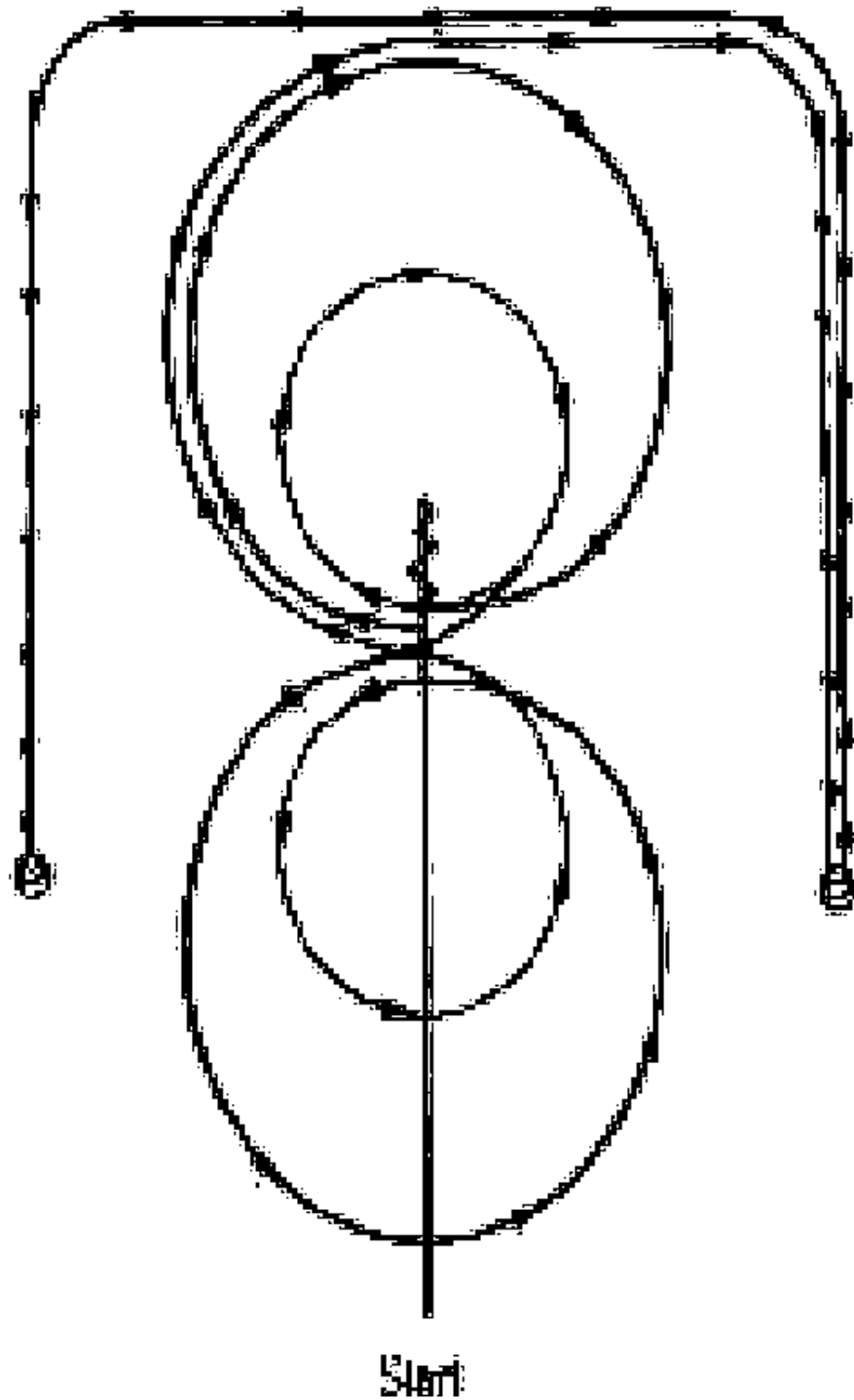
Working Cow Horse

Pattern #1

46. All Age

47. Youth

48. Amateur

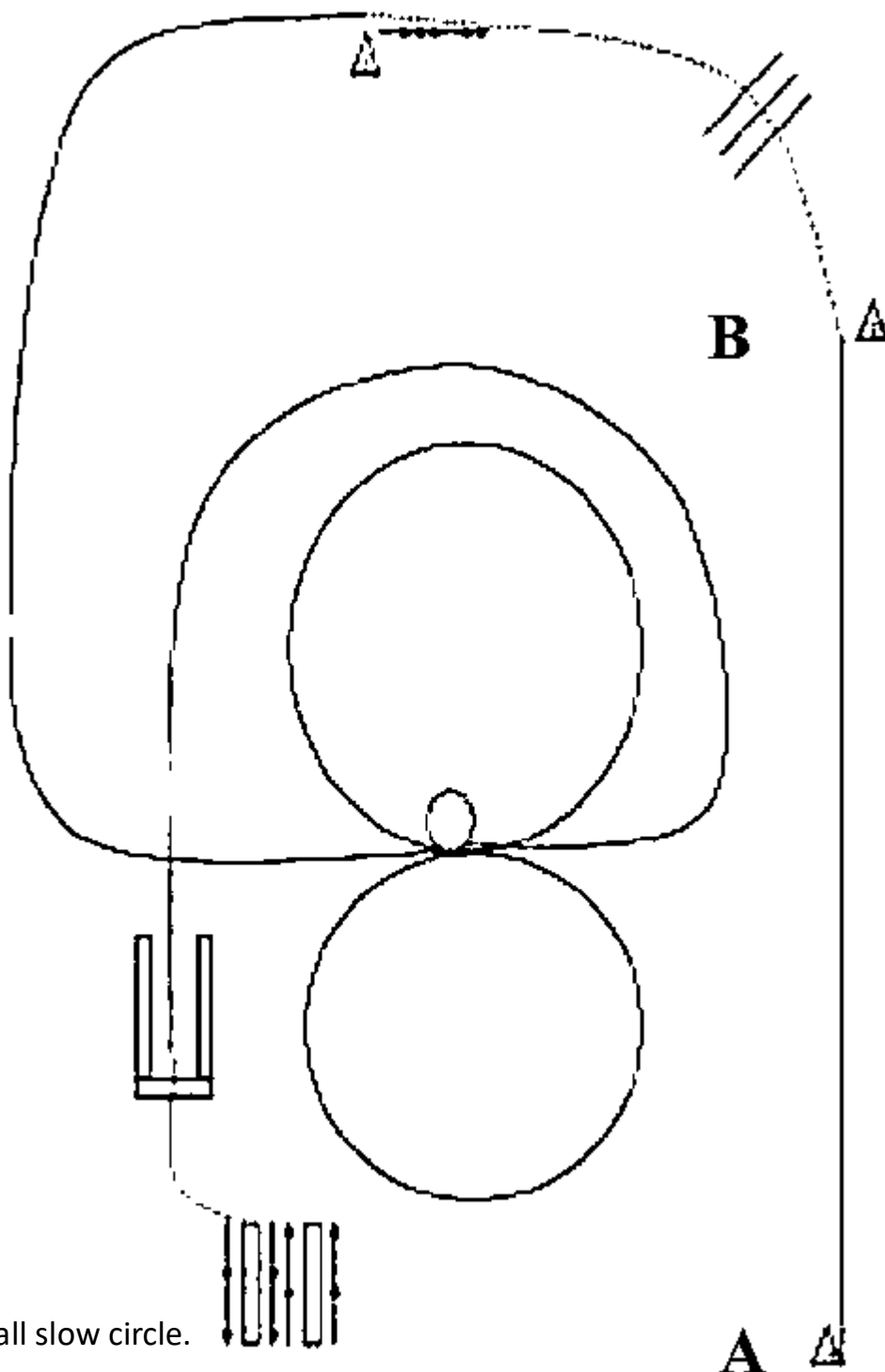


1. Start at end of the arena.
Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this 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.



October 2025
Ranchmanship
Pattern #4

- 25. AA Senior
- 26. AA Junior
- 27. Youth
- 28. Novice Youth
- 29. Amateur
- 30. Novice Amateur
- 31. Green as Grass
- 32. Walk/Trot Restricted



Be Ready at A

1. Left lead lope A to B.
2. At B break to a trot.
3. Cross Over Poles.
4. Trot to next cone and stop.
5. Back 5 steps.
6. Left lead lope to center, small slow circle.
7. Stop.
8. 2 spins left.
9. Right lead lope small slow; in center change to left lead.
10. Continue to lope left lead into chute; in chute transition to walk.
11. Walk to log and side pass right.
12. Side pass left.

Walk/Trot Restricted: Extended Trot where the lope is called for.



October 2025

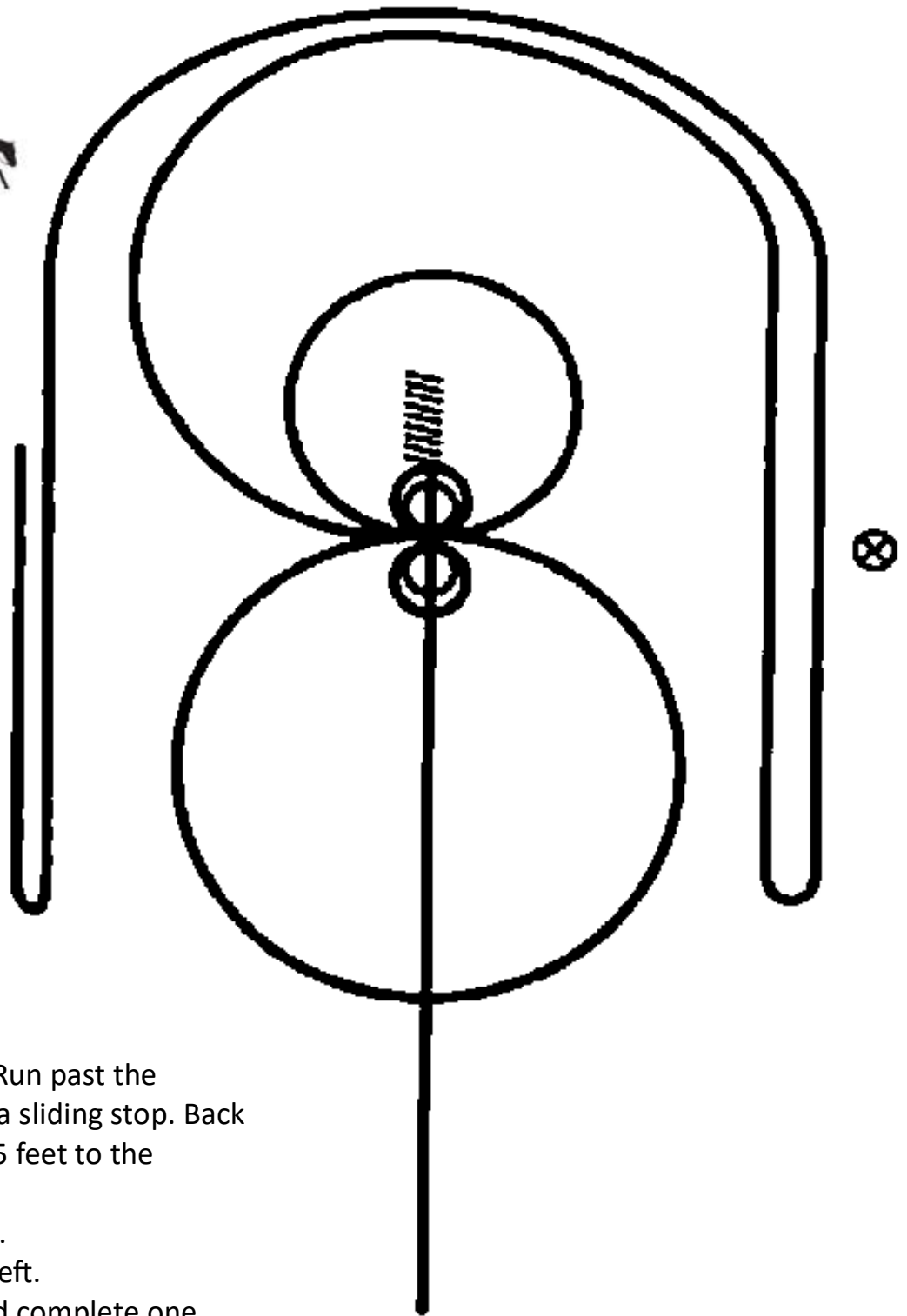
Working Ranch Horse

Pattern # 3

55. All Age

56. Youth

57. Amateur



**MANDATORY
MARKERS ALONG
FENCE OR WALL RIDE
PATTERN AS FOLLOWS:**

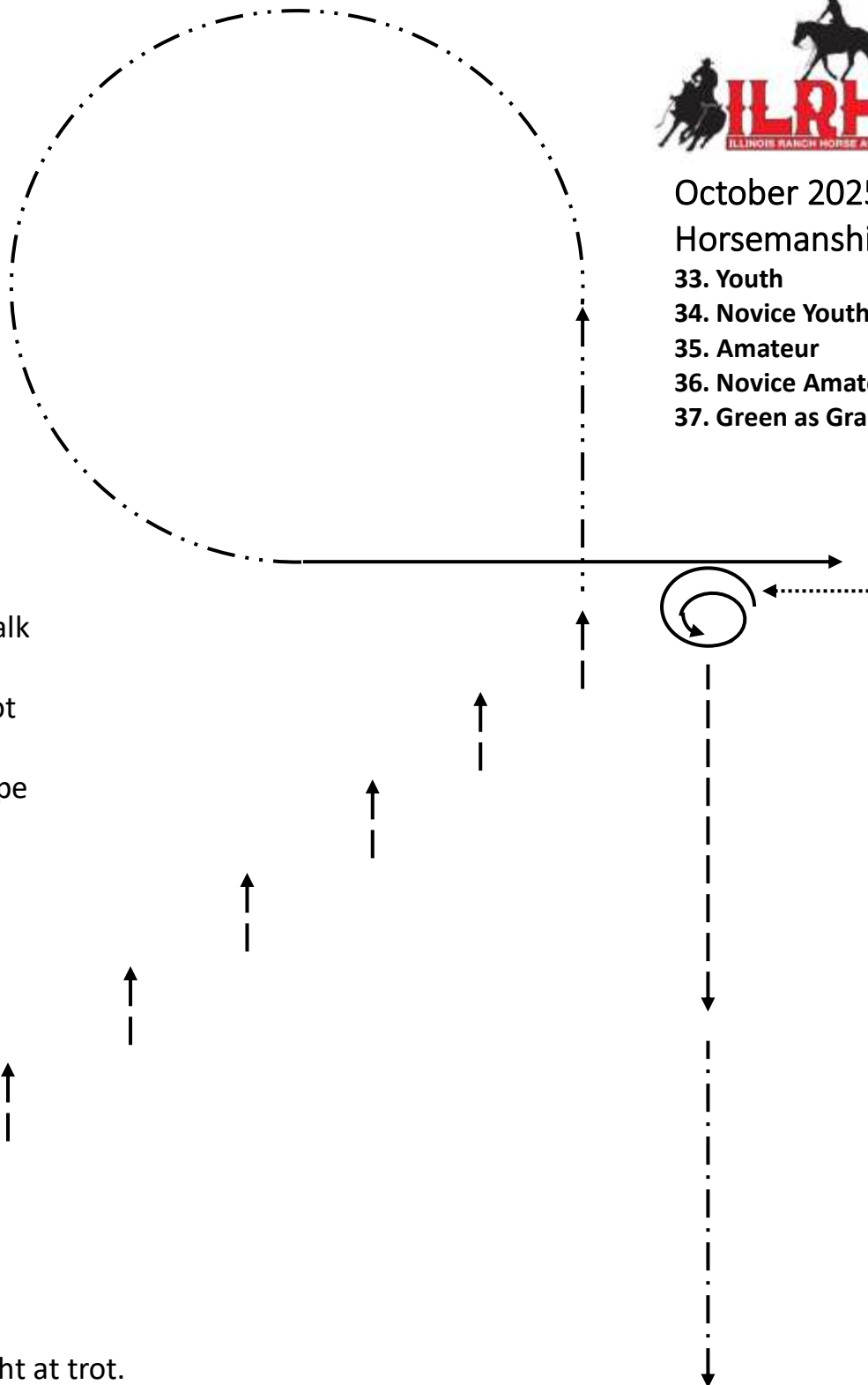
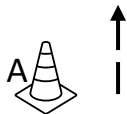
1. Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins right.
3. Complete 2 1/4 spins left.
4. Begin on right lead and complete one circle right small and slow. Change leads.
5. Complete one circle left large and 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.



October 2025
Horsemanship

- 33. Youth
- 34. Novice Youth
- 35. Amateur
- 36. Novice Amateur
- 37. Green as Grass

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



Be ready at A.

1. Leg yield to right at trot.
2. Lope left lead & complete circle to left with speed.
3. Collect lope & continue to B, stop.
4. Back 8 steps.
5. 1 $\frac{3}{4}$ turn to the left.
6. Drop stirrups & trot 10 strides. Stop. Pick-up stirrups or continue without stirrups.
7. Extended trot to exit.

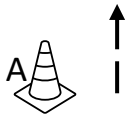


October 2025

Horsemanship

38. Walk/Trot Restricted

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



Be ready at A.

1. Leg yield to right at trot.
2. Circle to left at an extended trot.
3. Continue to B, stop.
4. Back 8 steps.
5. 1 $\frac{3}{4}$ turn to the left.
6. Drop stirrups & trot 10 strides. Stop. Pick-up stirrups or continue without stirrups.
7. Extended trot to exit.

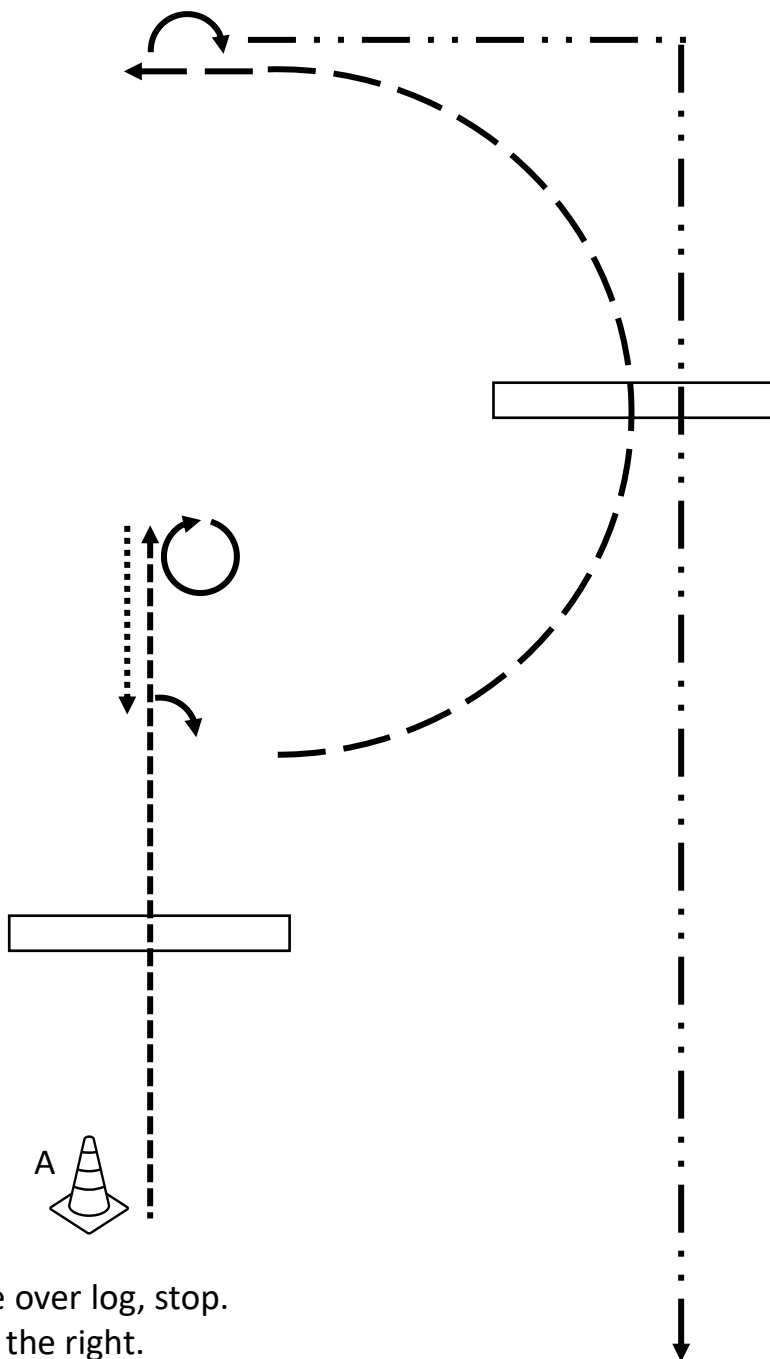


J

October 2025
Ranch Showmanship

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

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



Be ready at A.

1. Walk halfway to judge over log, stop.
2. Complete 360 turn to the right.
3. Back at least 1 horse length.
4. Complete 90 turn to the right.
5. Trot to judge as drawn, over log.
6. Complete 180 turn to the right, so hip is in line with judge.
7. Set-up for inspection.
8. When dismissed, extended trot square corner, over log, to exit.



October 2025

Walk-Whoa

91. 10 & Under

Be ready at A

1. Walk to B.
2. Go around B to C.
3. Make a circle around C.
4. Stop at D.
5. Back 2 steps.

Pattern complete. Walk to exit

