

RANCH HORSE SPECTACULAR PATTERNS

COW HORSE:

AQHA Cow Horse ALL: AQHA Pattern 4

APHA Cow Horse ALL: APHA Pattern 4

ALL Breed Cowhorse: AQHA Pattern 4

REINING:

Open All Breed Reining: AQHA Pattern 2

VRH Reining All: VRH Pattern 3

AQHA Reining All: AQHA Pattern 2

APHA Reining All: APHA Pattern 2

CoWN Reining All: STHT Pattern 2

RANCH PLEASURE:

CoWN Ranch Pleasure All: STHT Pattern 1

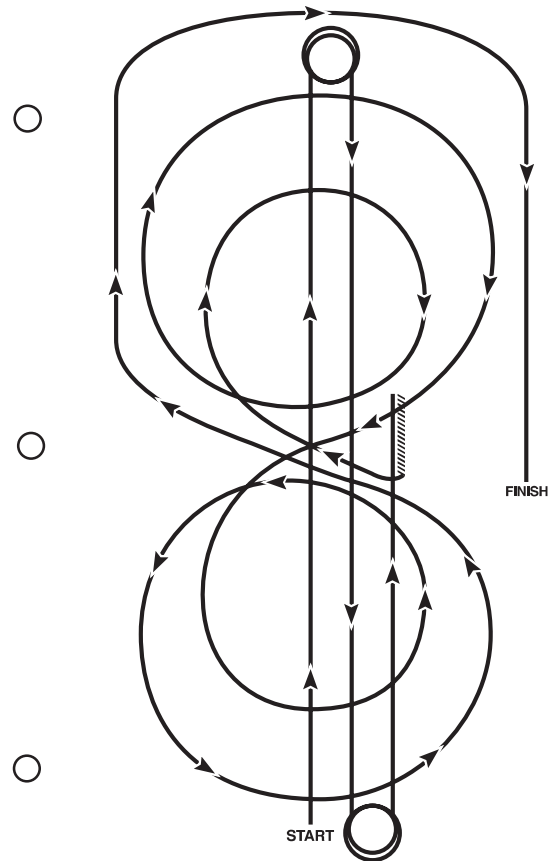
RANCH RIDING:

VRH Ranch Riding All: Optional Pattern 1

AQHA Ranch Riding All: AQHA Pattern 6

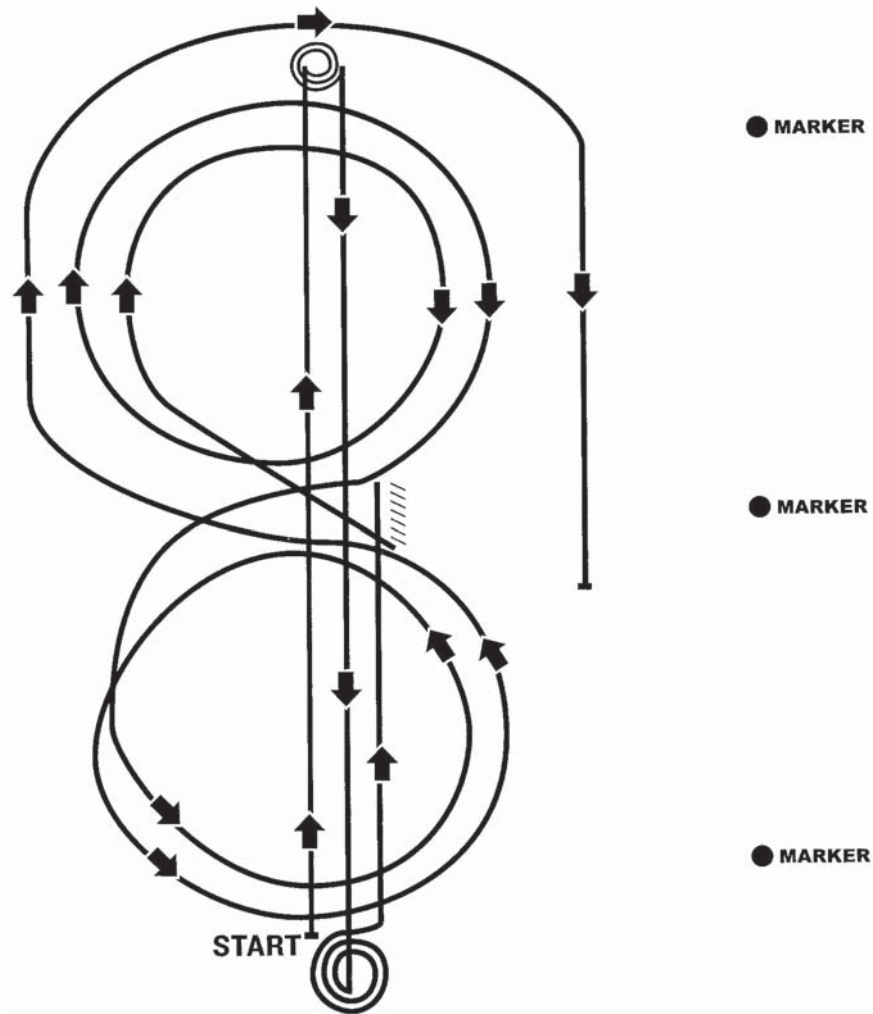
APHA Ranch Riding All: APHA Pattern 6

Working Cow Horse Pattern #4



1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet in a straight line.
6. Complete $\frac{1}{4}$ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads to the left at the center of the arena.
7. Complete one small slow circle and one large fast circle. Change leads to the right.
8. Run around the end of arena to the other side, past center marker, at least 20 feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.

WORKING COW HORSE PATTERN 4

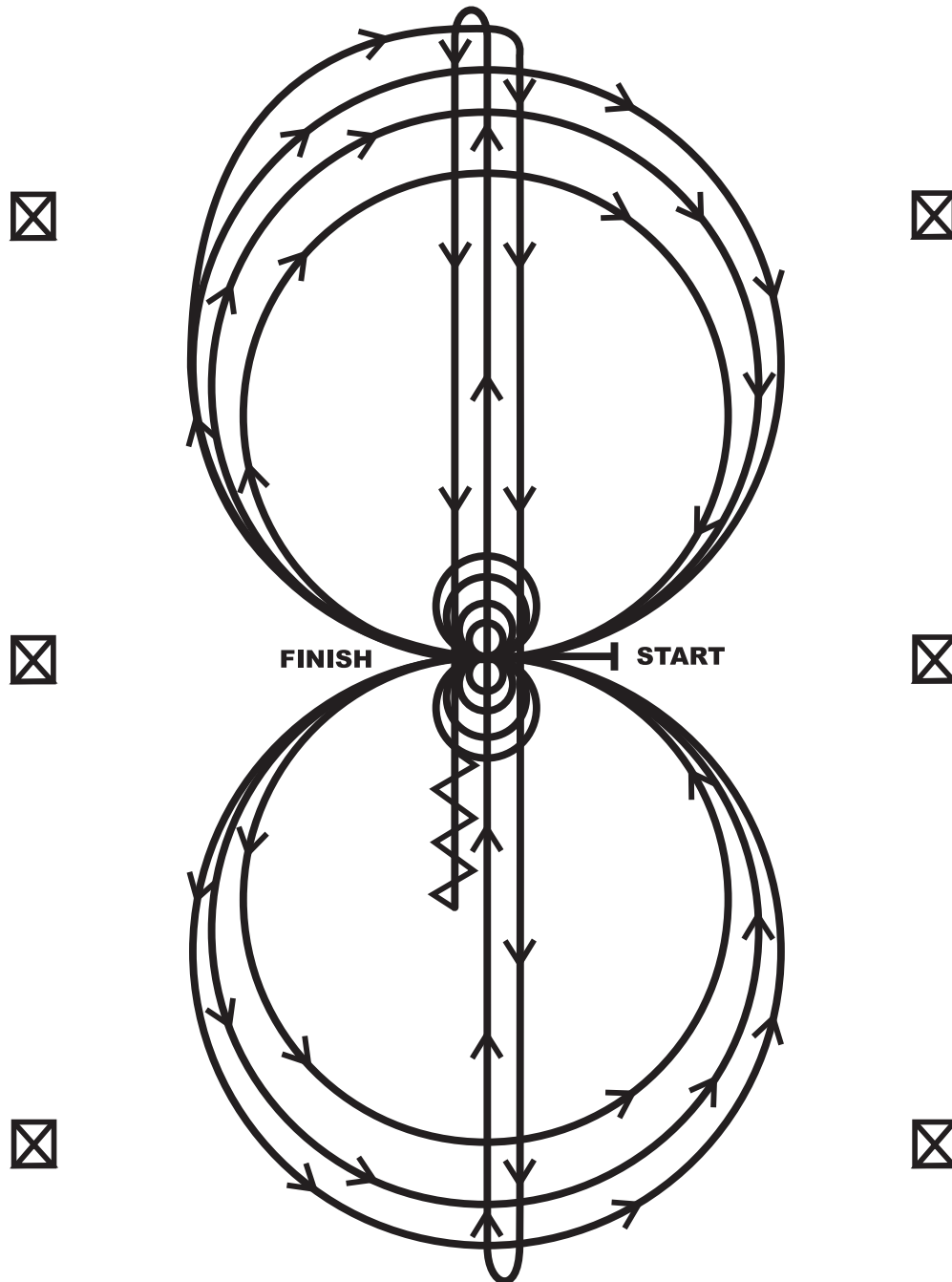


1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 1/4 turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
7. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

Pattern 4

- | | |
|----------------------|-----------------------------------|
| 1. Stop | 5. Stop and back up and 1/4 turn |
| 2. 3 1/2 left spins | 6. Right circles and left circles |
| 3. Stop | 7. Stop |
| 4. 3 1/2 right spins | |

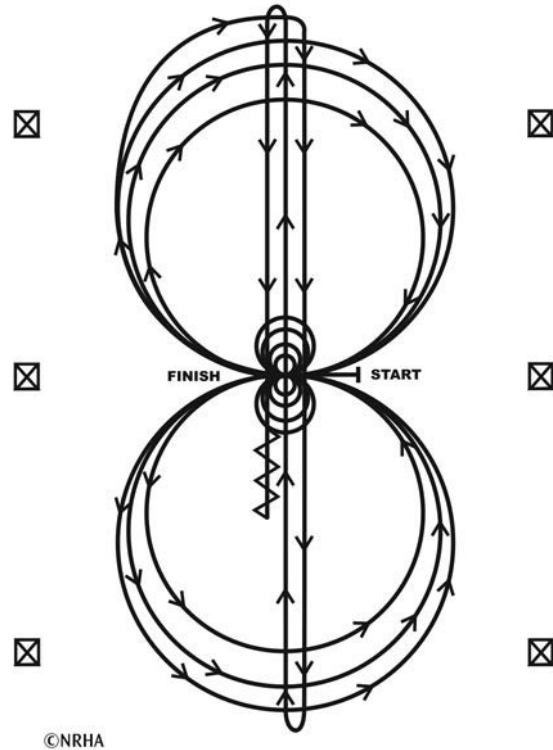
REINING PATTERN 2



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three 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 do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Reining Pattern #2



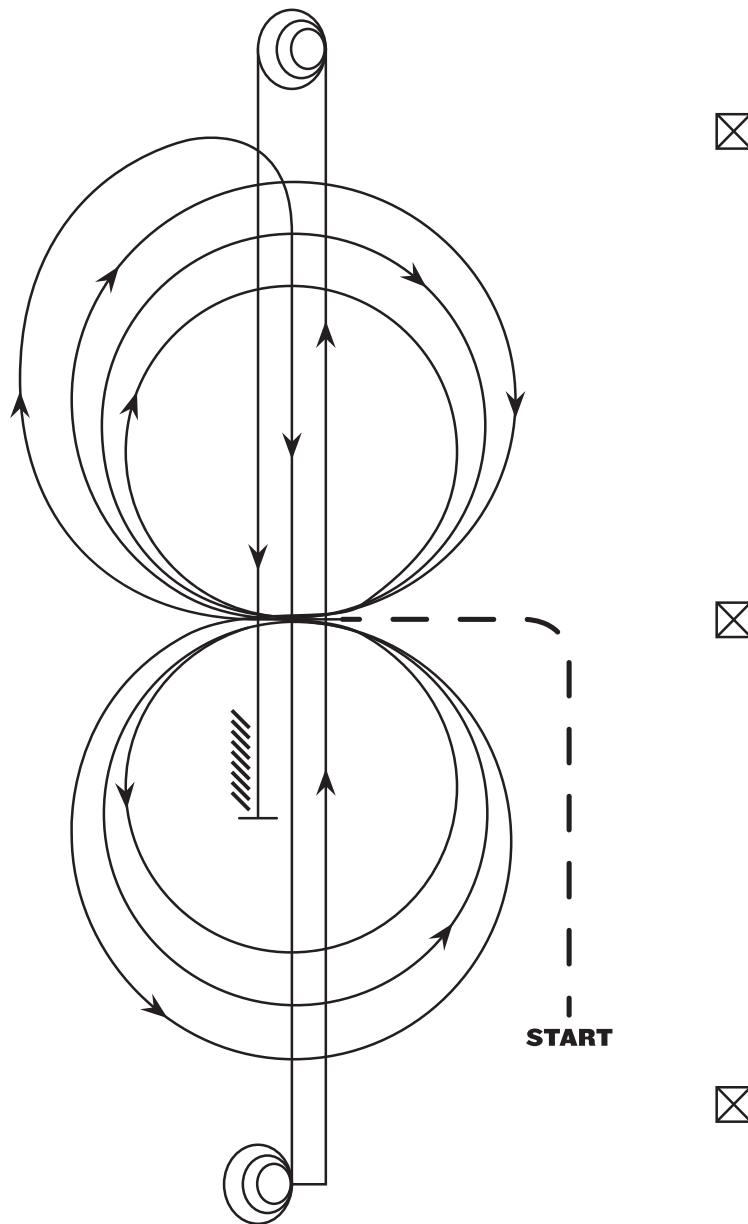
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Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three 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 do a sliding stop. Back up to the center of the arena or at least ten feet(3m). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.

VRH AND RHC RANCH REINING PATTERN 3

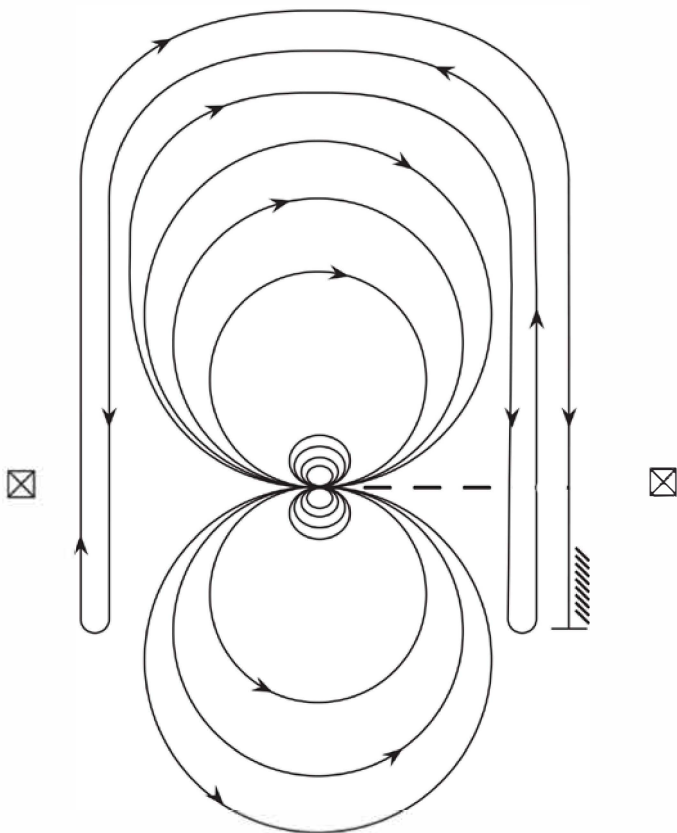


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

Stock Horse Reining Pattern 2



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

SHTX Patterns

Note about Stock Horse Pleasure Patterns: The pattern may be started either to the right or left direction. Markers shall be set up to designate gait changes. If the Class is held inside an arena, the course shall be set up to make approximately one pass of the arena in each direction. This may be modified due to space constraints or other conditions. If the pattern follows a different path in the arena, show management is strongly encouraged to offer a drawing of the path for exhibitors.

PATTERN I

- Extended Walk - 75 feet
- Trot - 120 feet
- Extended Trot - 240 feet
- Lope - 150 feet
- Stop and Reverse
- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Trot - 90 feet
- Stop and Back

PATTERN II

- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Trot - 120 feet
- Stop and Reverse
- Extended Walk - 75 feet
- Trot - 90 feet
- Extended Trot - 240 feet
- Lope - 150 feet
- Stop and Back

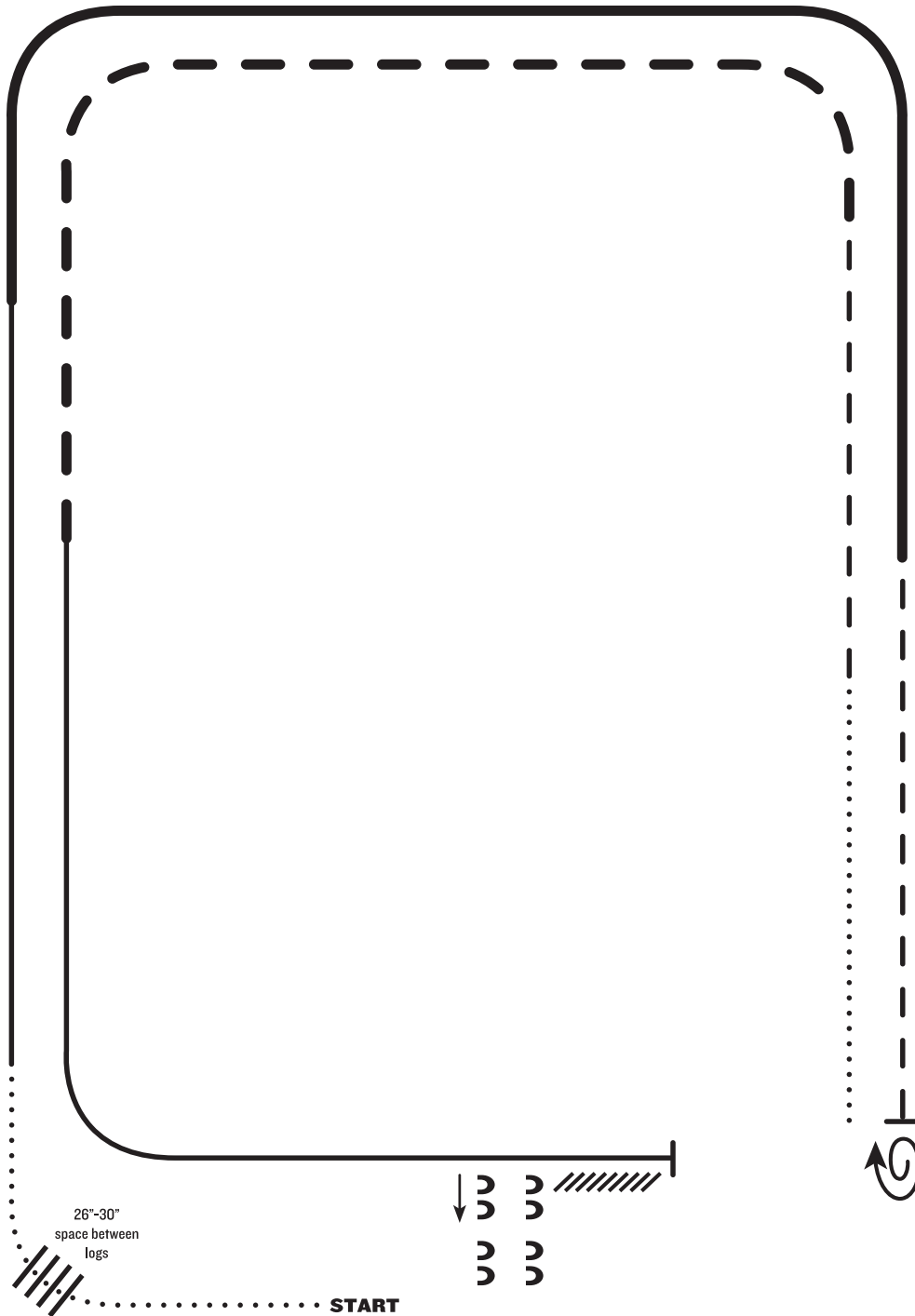
PATTERN III

- Ordinary Walk - 30 feet
- Lope - 150 feet
- Extended Trot - 240 feet
- Trot - 120 feet
- Stop and Reverse
- Trot - 90 feet
- Lope - 150 feet
- Extended Lope - 200 feet
- Extended Walk - 75 feet
- Stop and Back

RANCH RIDING - PATTERN 6

LEGEND

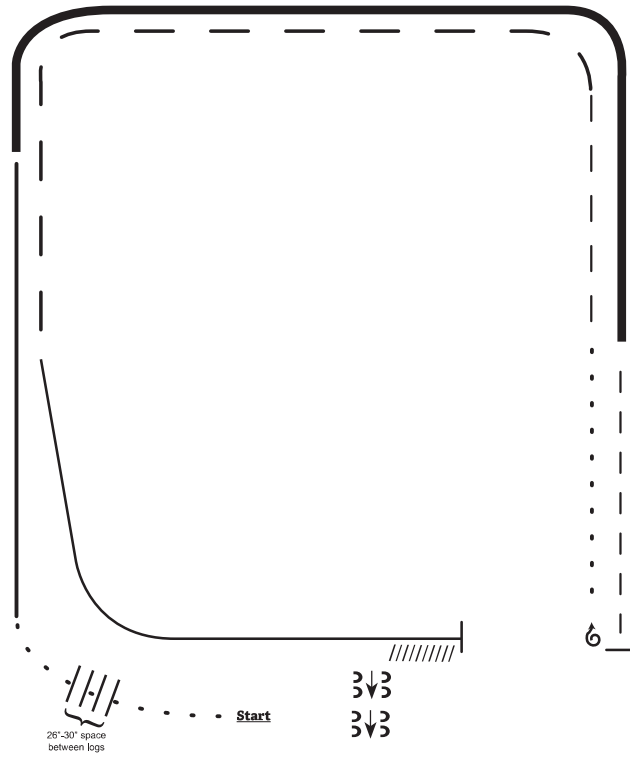
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
\\	Lead Change



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

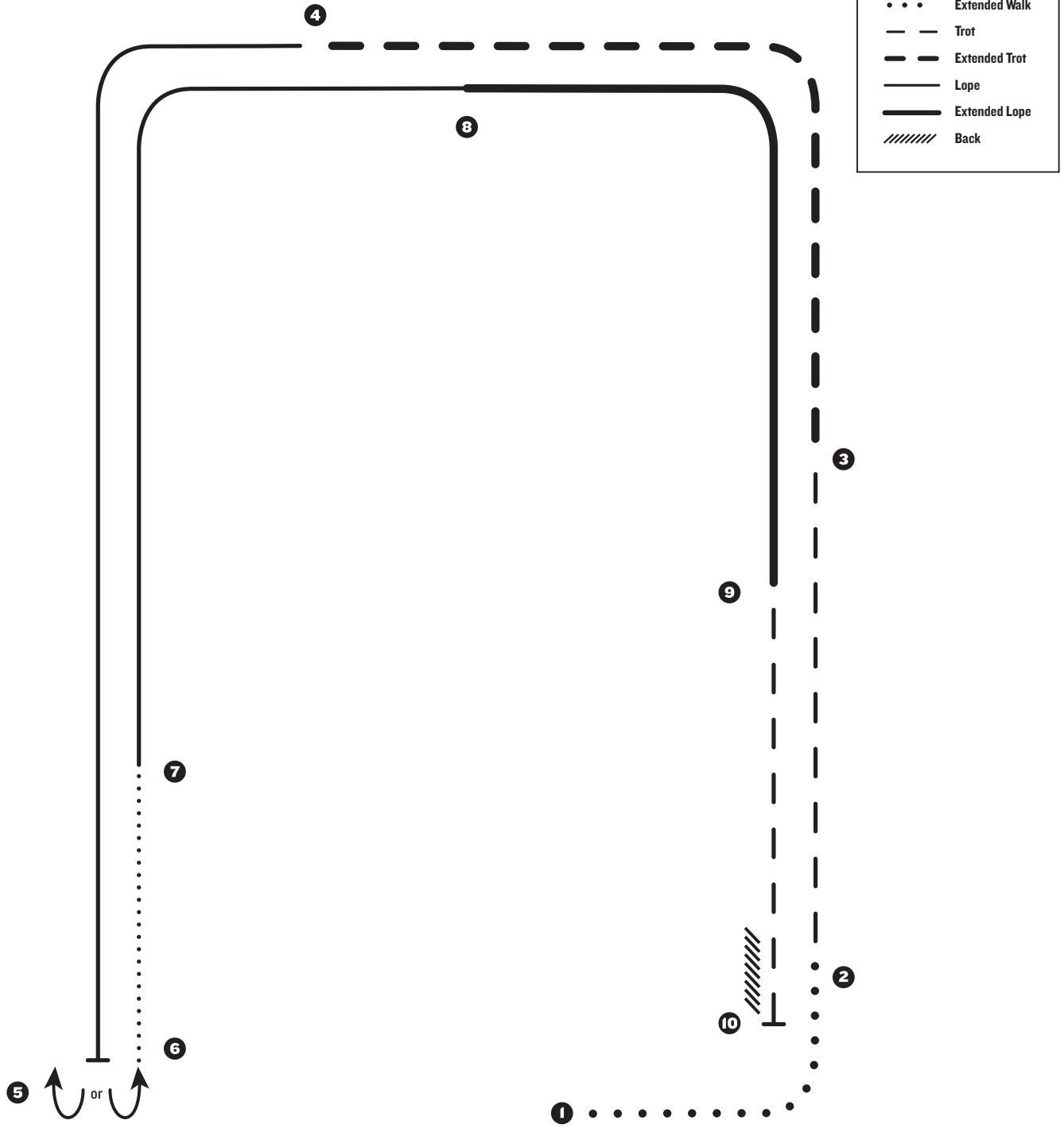
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Riding Pattern #6



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

OPTIONAL VRH AND RHC RANCH RIDING PATTERN I



LEGEND	
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
————	Lope
————	Extended Lope
///////	Back

When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Trail

Note: The drawn description of the pattern is only intended for the general depiction of the pattern. Exhibitors should use the space to best exhibit their horses

