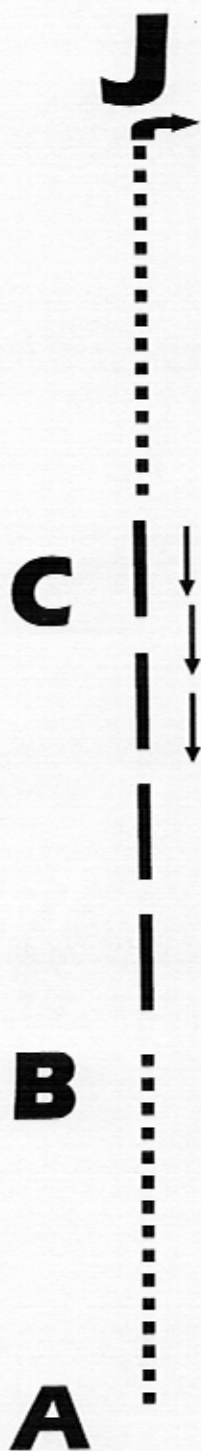


Ranch

1. YOUTH W/ SHOWMANSHIP
2. YOUTH W/IT SHOWMANSHIP 11+ under
3. AM W/IT SHOWMANSHIP



### SET-UP AT CONE

1. Walk to B
2. Trot from B to C
3. Stop @ C
4. Back 3 Steps
5. Walk to Judge
6. Set Up for Inspection
7. 90 ° turn to the right
8. Walk Out of Arena

Spring Round Up

# Spring Round Up

Ranch Showmanship (#4 Green #5 Novice)

Show Date: 04-21-2023

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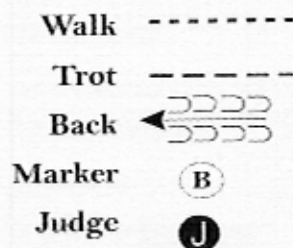
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Be ready at A.

1. Walk to B.
2. Trot to C.
3. Stop and set up for inspection.
4. When dismissed, back approximately one horse length.

Follow the instructions of your ring steward.



[S/1-41]

Pattern Provided by:

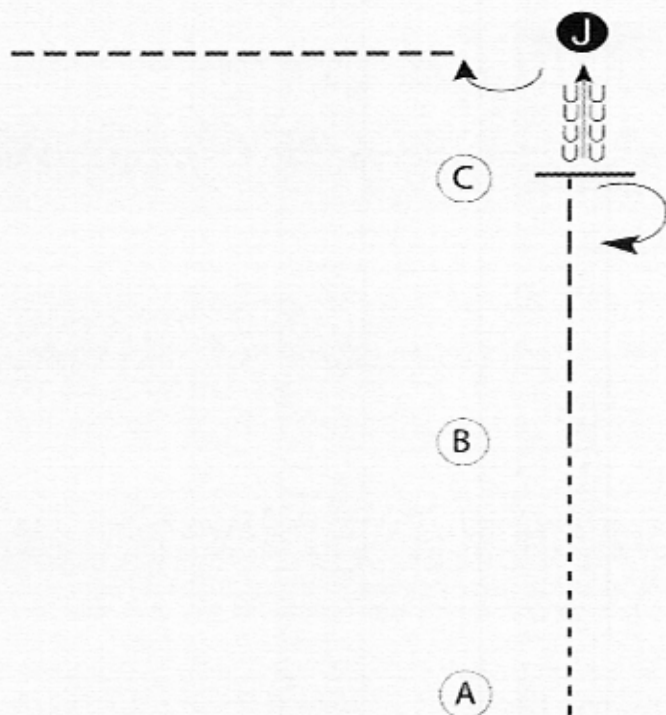
# Spring Round Up

Ranch Showmanship (#6 Youth #7 Am #8 Open)

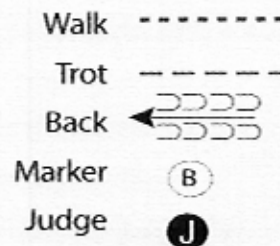
Show Date: 04-21-2023

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1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and perform a 180 degree turn.
4. Back to Judge, set up for inspection.
5. When dismissed perform a 90 degree turn and trot straight away from Judge.



[S/2-6]

Pattern Provided by:

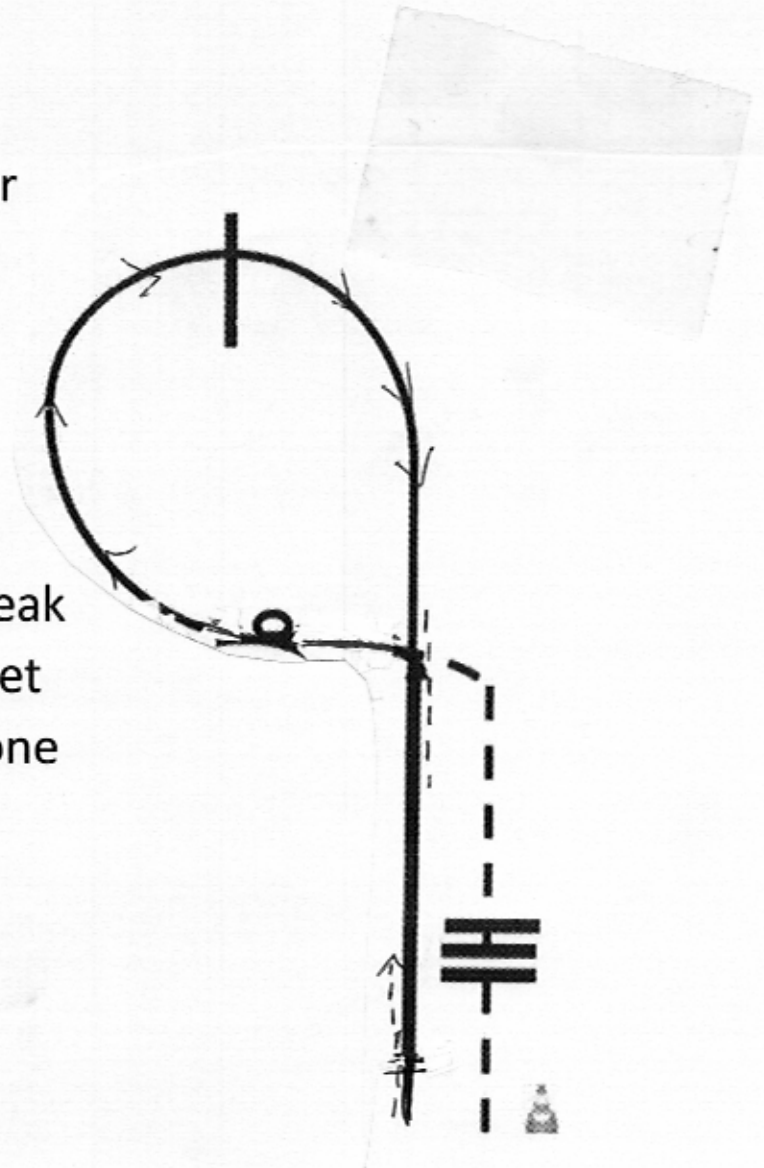
# 37

# 38

Ranchmanship Walk Trot – Youth, Youth WT 11 and Under, Amateur Walk Trot

# 39

1. Start at cone, trot over poles to center of arena and stop.
2. One spin right
3. Extended trot over Pole
4. In middle of arena break to a walk and walk 20 feet
5. Trot until even with cone  
Halt and back 5 steps

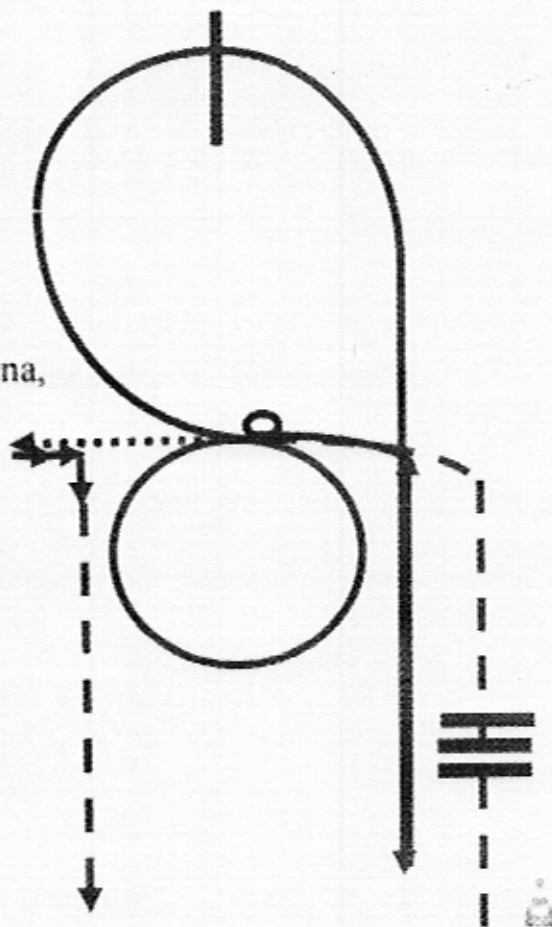




40 - 41 - 42 - 43 - 44

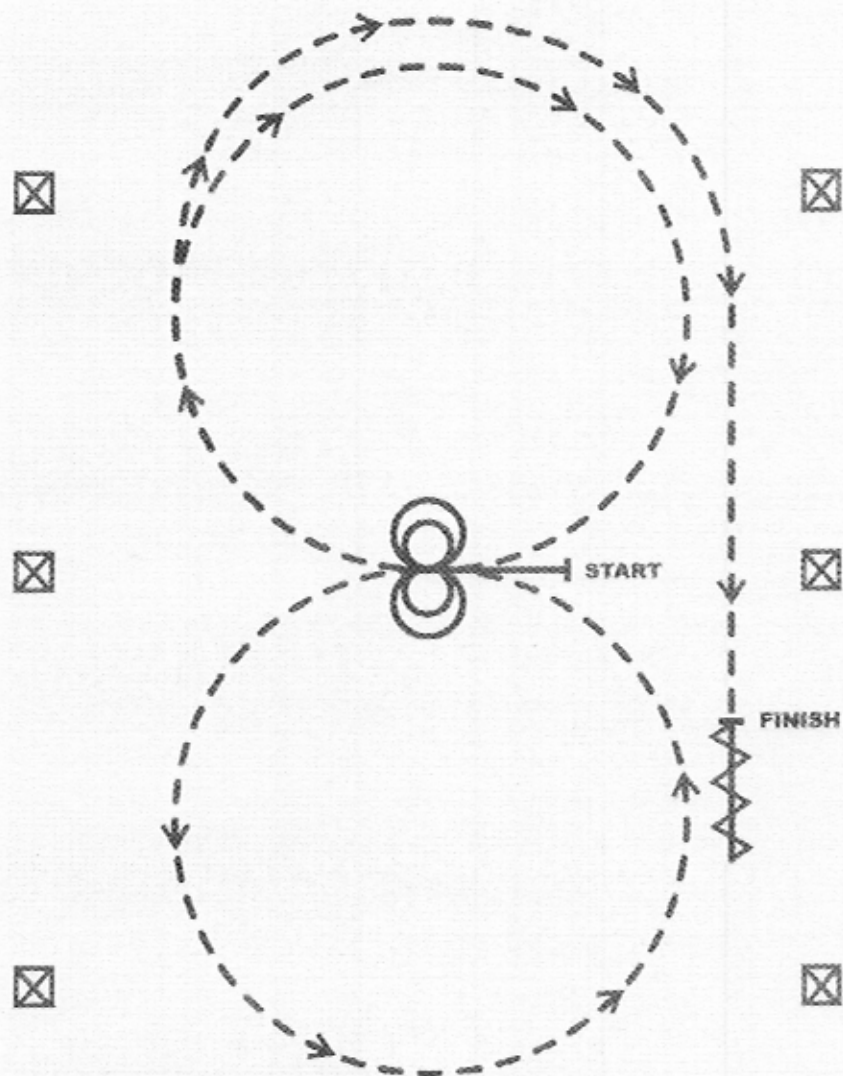
## RANCHMANSHIP PATTERN # 8

1. Start at cone, trot over poles to the center of arena and stop.
2. 1 spin right.
3. Right lead lope over pole and run-down arena, stop, roll back to left.
4. Left lead lope small slow.
5. In middle transition to a walk, walk 10 to 15 feet.
6. Stop; back 8-10 feet, 90° turn to left; and trot out of arena.



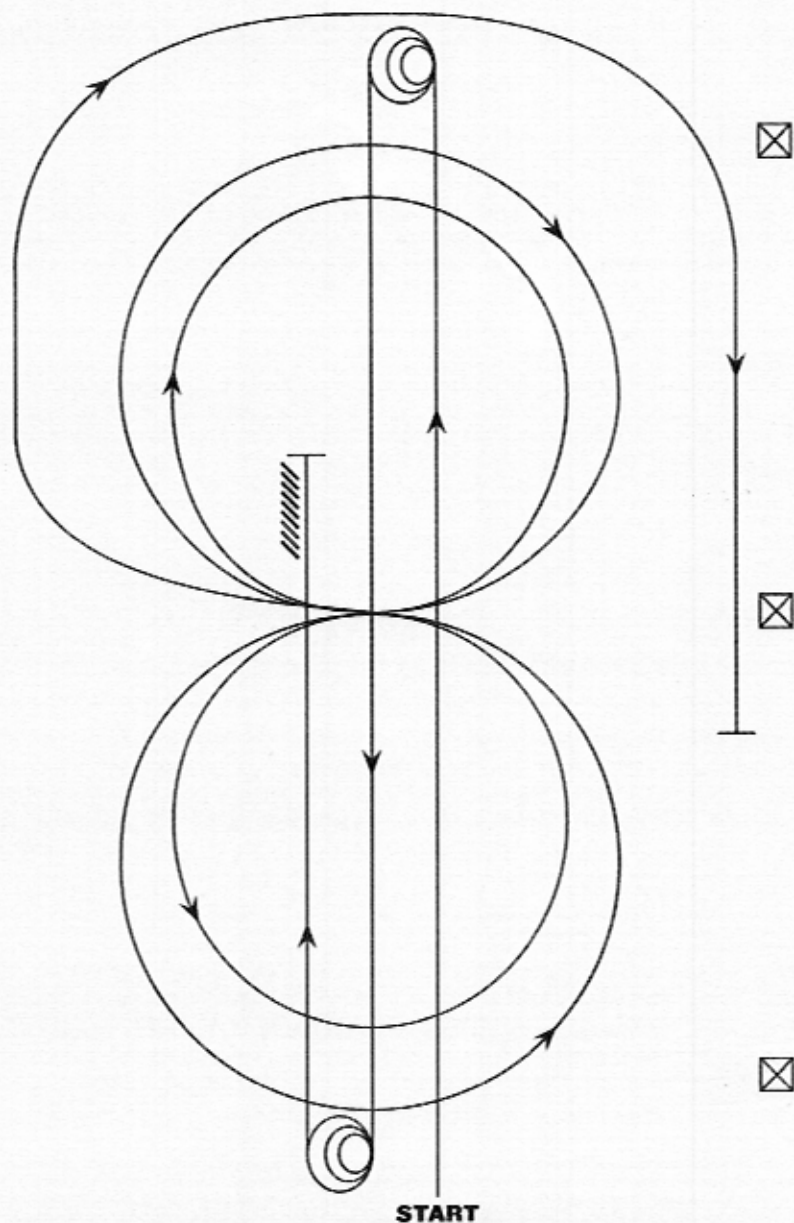
## REINING

WALK, JOG, 60, 69, 70



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

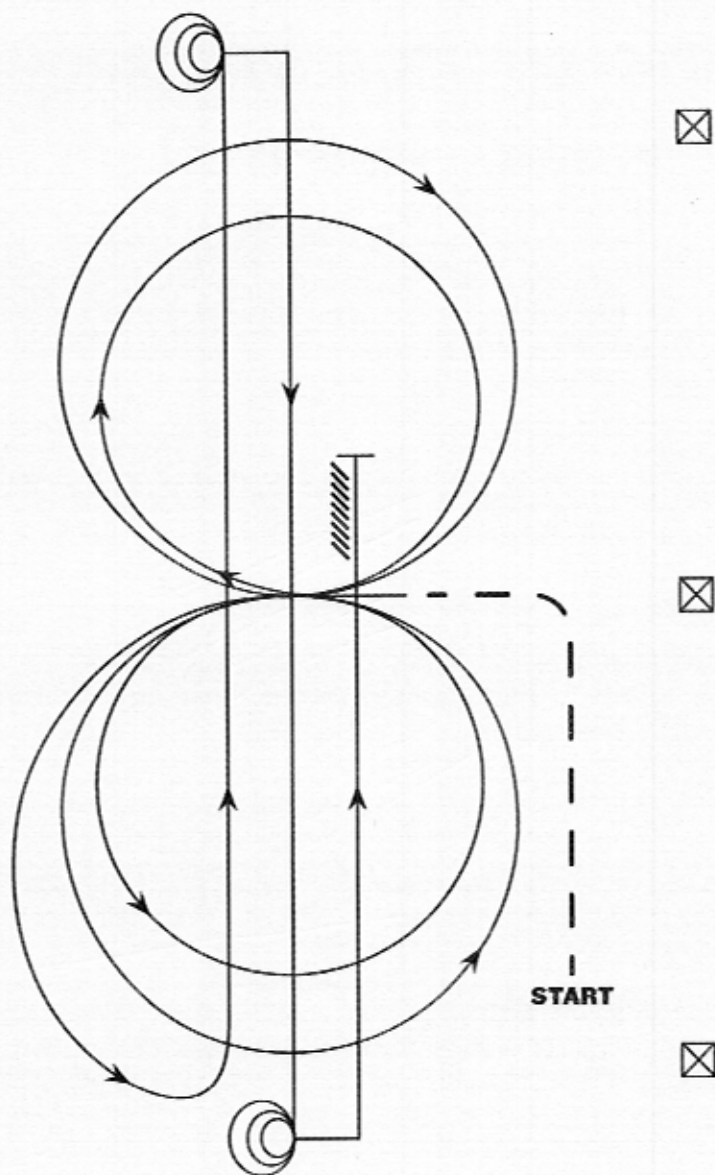
1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

**RANCH REINING PATTERN 4**

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

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

**RANCH REINING PATTERN 7**

**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena wall or fence 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.

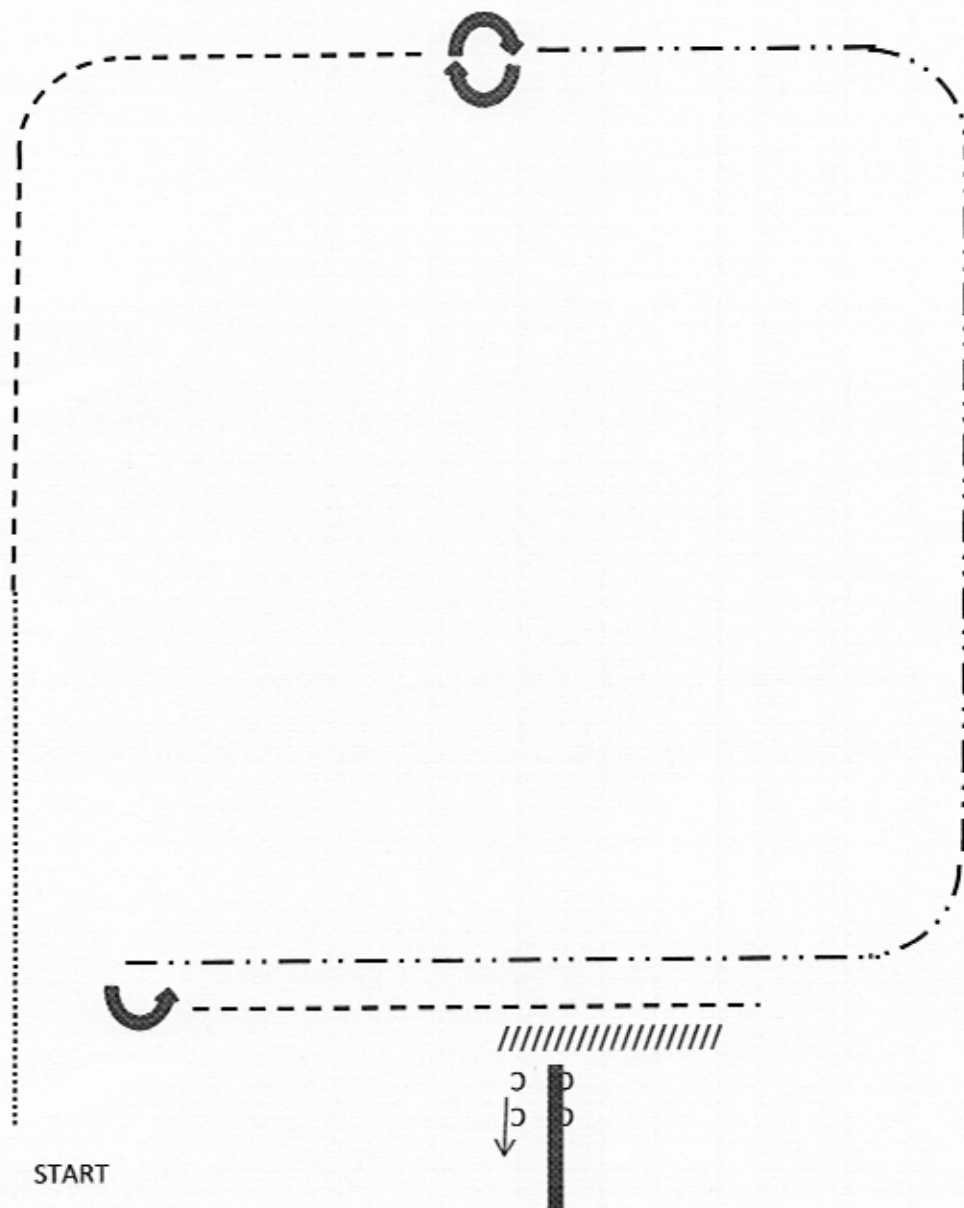
1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle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



**RANCH RIDING**

77-78-79

**WALK TROT**



START

**USE ONLY 1/2 of Arena**

- |                  |                          |
|------------------|--------------------------|
| 1. Walk          | 5. Stop, 180 Left        |
| 2. Trot          | 6. Trot, past center     |
| 3. 360 Right     | 7. Stop & Back to center |
| 4. Extended Trot | 8. Side Pass Rail Right  |

WALK	-----
TROT	- - - - -
EXT TROT	· - - - ·

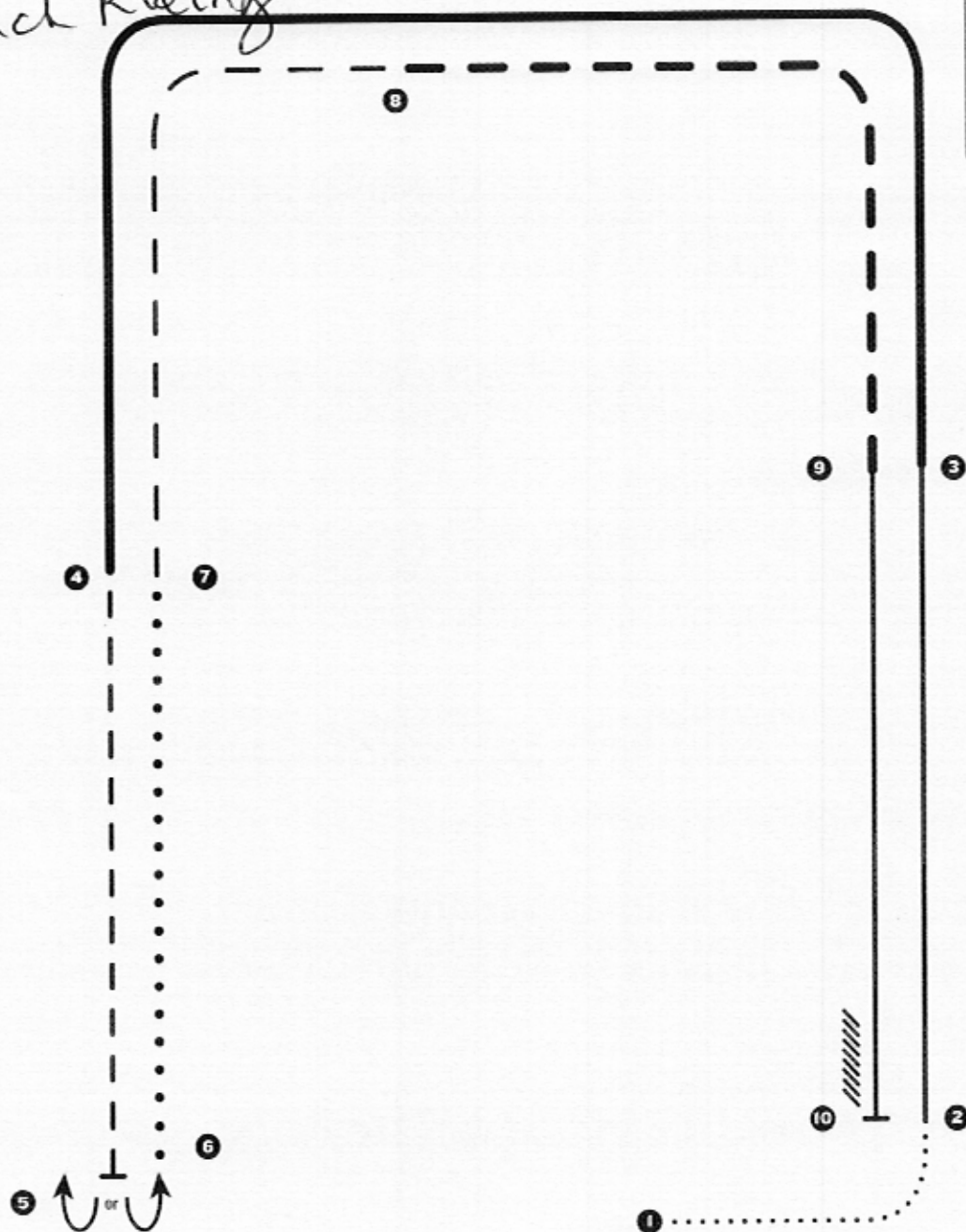
## RANCH RIDING

## PATTERN 2

Ranch Riding

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

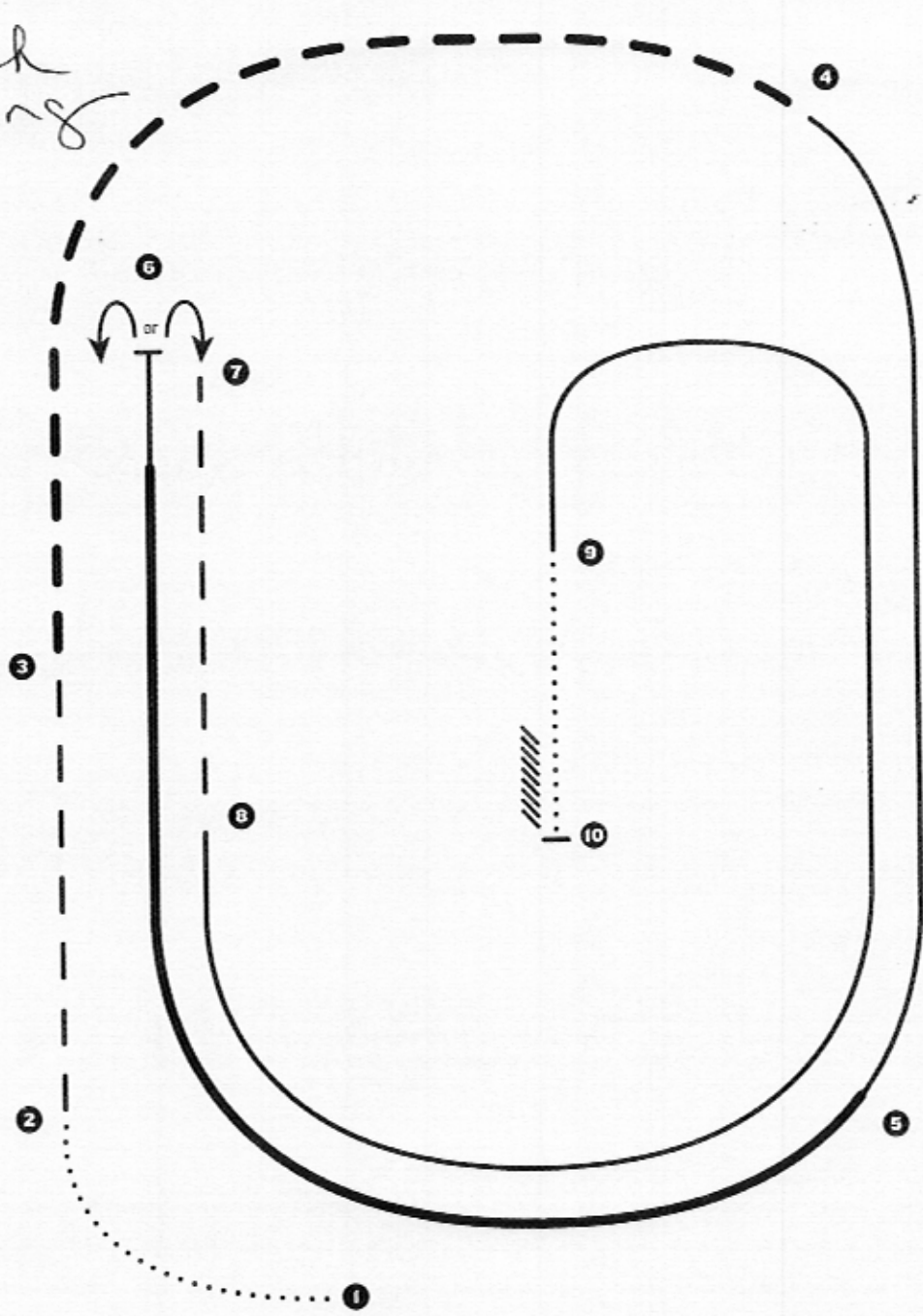
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

**PATTERN 3**

Ranch Riding

**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. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 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.

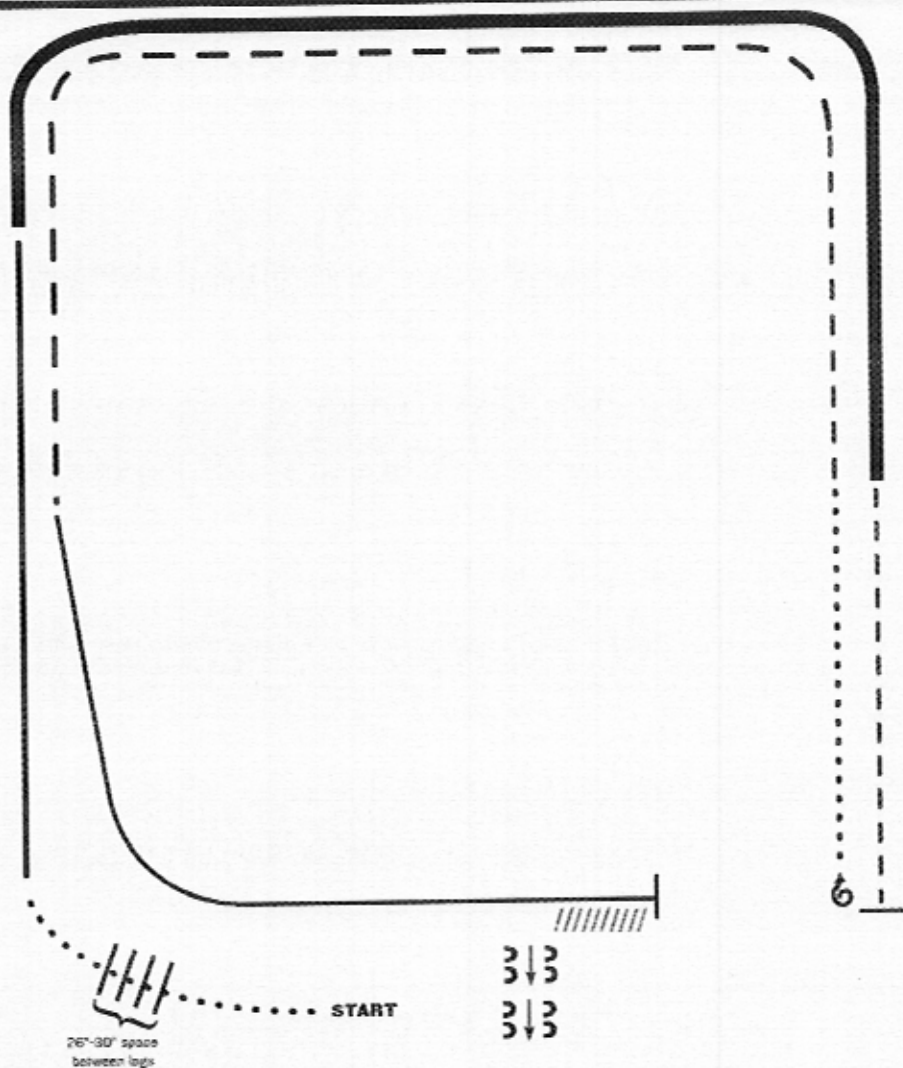
# Spring Round Up

#85 #86 #87 #88 Level 1 Rookie (Ranch Riding)

Show Date: 04-21-2023

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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

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.

[RR/AQHA-6]

Pattern Provided by:

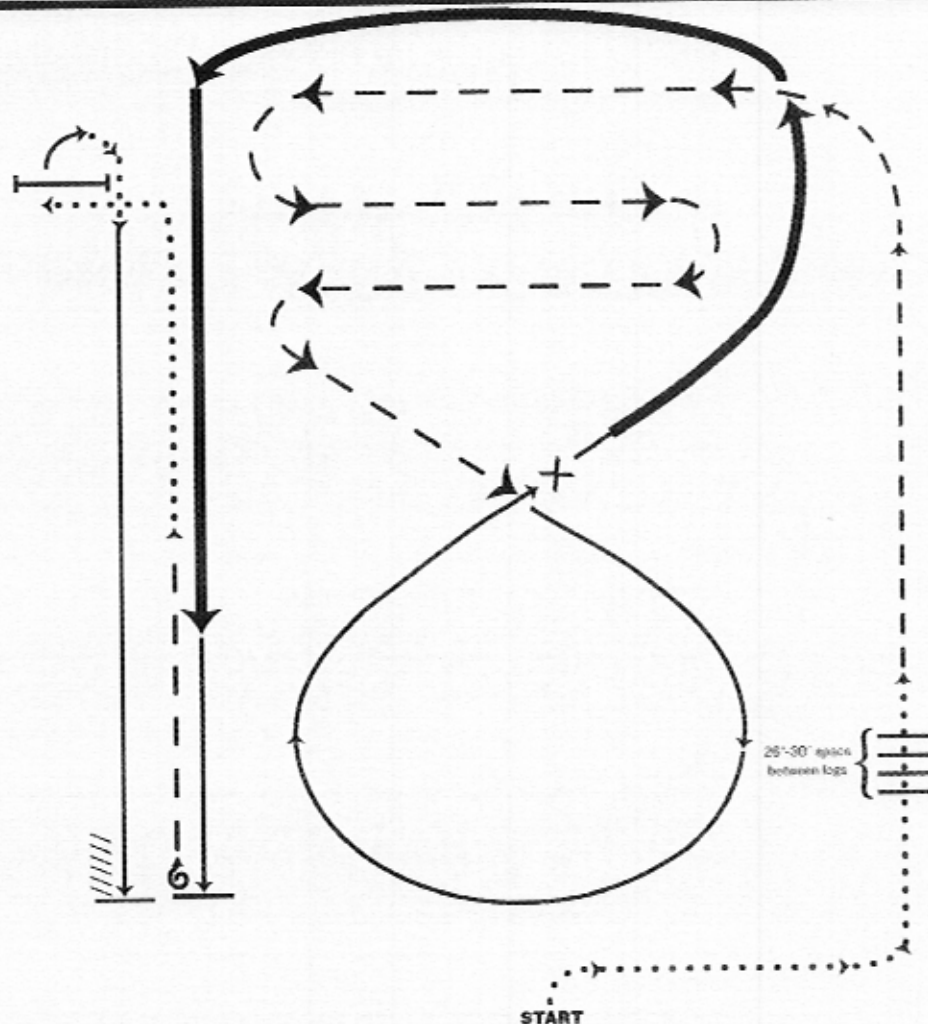
# Spring Round Up

#89,90,91,92,93 (Youth,Am,Select,Jr,Sr)

Show Date: 04-21-2023

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



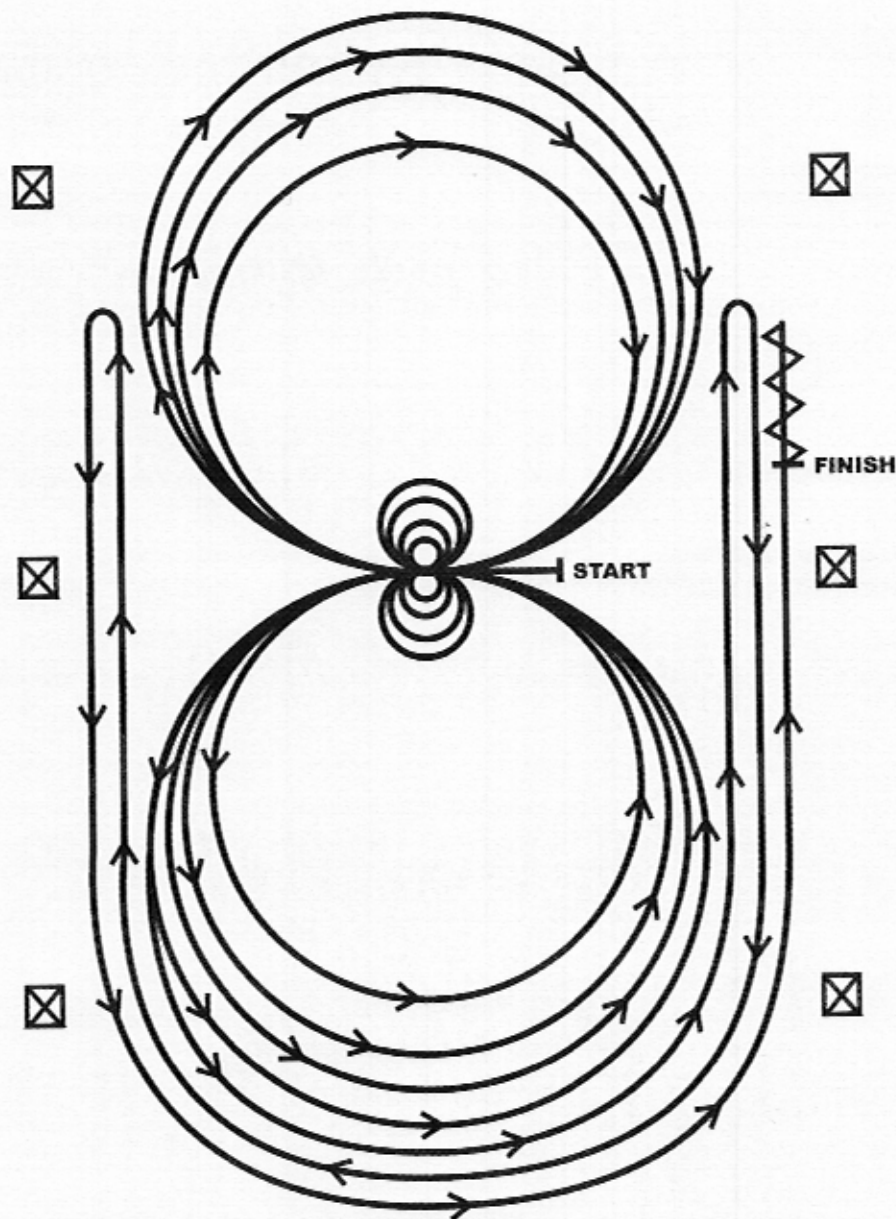
1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentino
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

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.

[RR/AQHA-13]

Pattern Provided by:

**LEVEL ONE - LONE YOUTH - AM - SELECT**  
**REINING PATTERN 5** 94-95-96-97

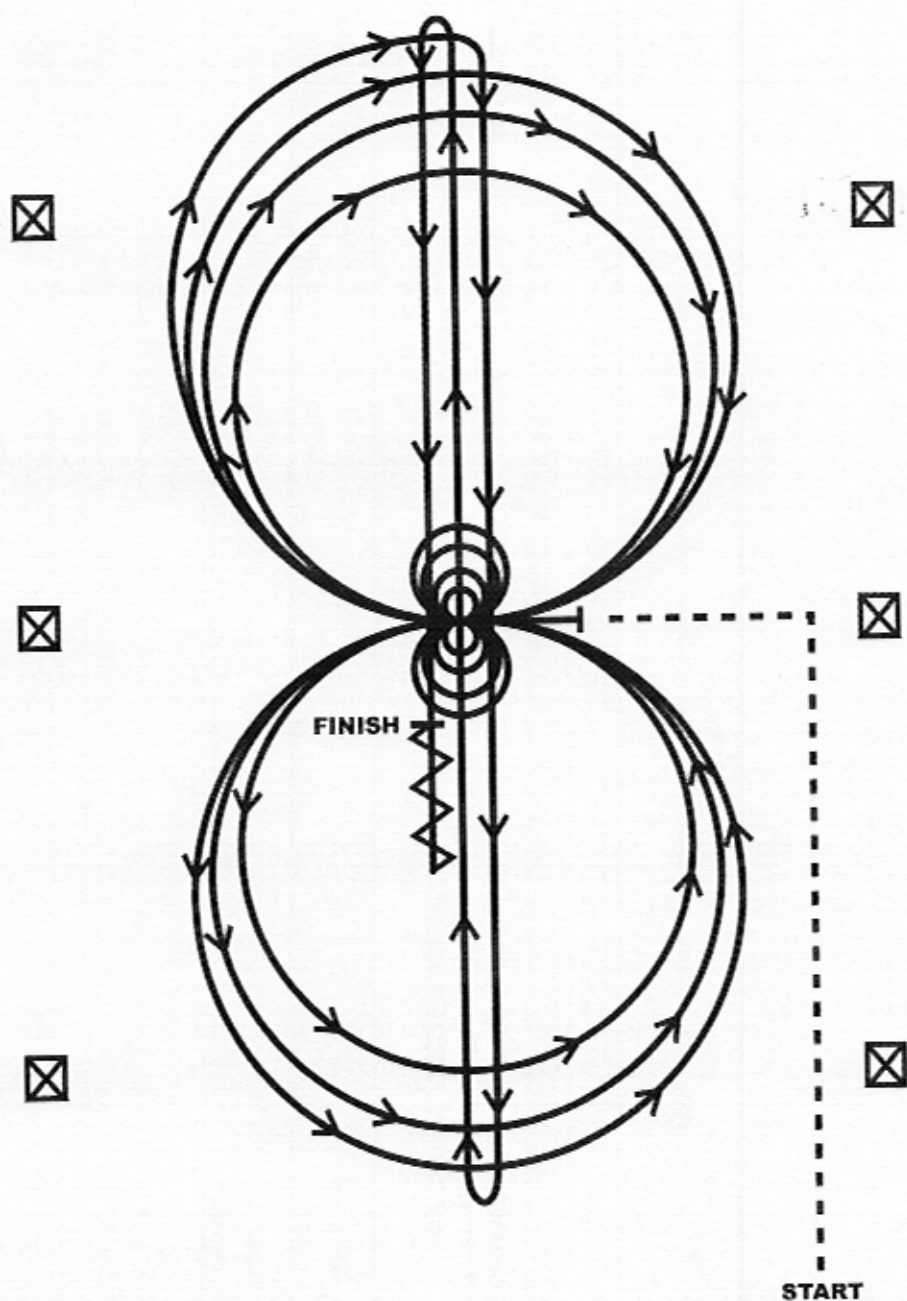


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

YOUTH - AM - SELECT - OPEN  
**REINING PATTERN 11**

98-99-100-101



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

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.