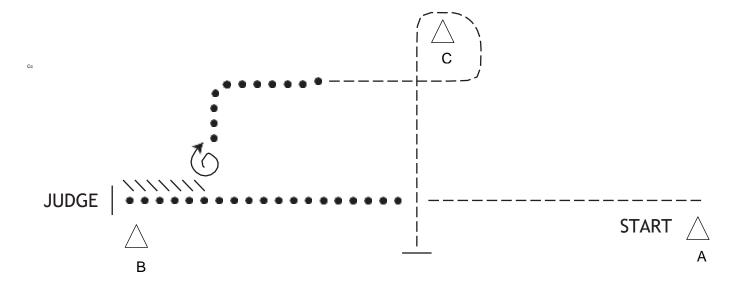
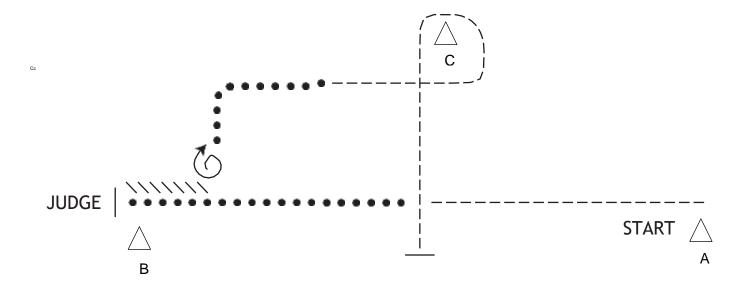
SHOWMANSHIP PATTERN - CLASS 19 **EQWD**



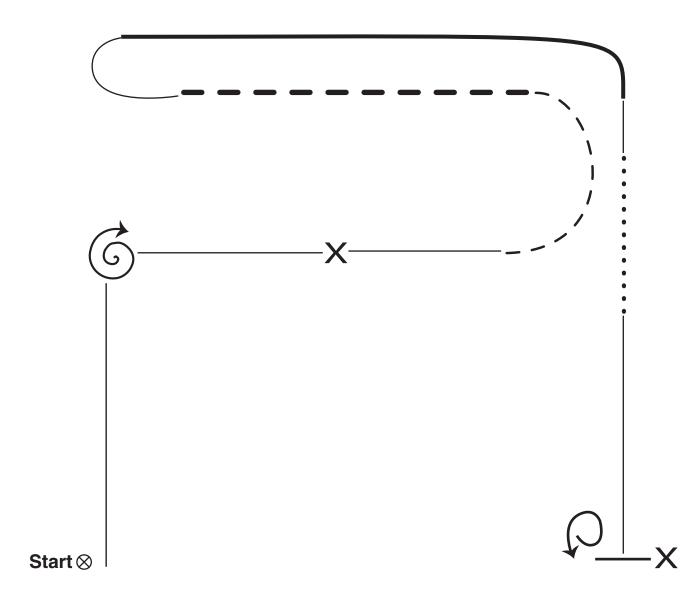
- Start at Cone A, trot half way, walk half way
 Stop at Cone B (Judge) and set-up for full inspection
 After inspection, back 2 horse lengths, execute 1 1/4 turn
 Walk the right hand turn. Trot a left circle around Cone C and across initial line
- 5. Stop and set-up for brief inspection6. Exit at a walk or trot

SHOWMANSHIP PATTERN - CLASSES 25, 26, 27 17 & UNDER, AMATEUR, OPEN



- Start at Cone A, trot half way, walk half way
 Stop at Cone B (Judge) and set-up for full inspection
 After inspection, back 2 horse lengths, execute 1 1/4 turn
 Walk the right hand turn. Trot a left circle around Cone C and across initial line
- 5. Stop and set-up for brief inspection6. Exit at a walk or trot

WESTERN HORSEMANSHIP CLASS 37 & 38 17 & UNDER, AMATEUR

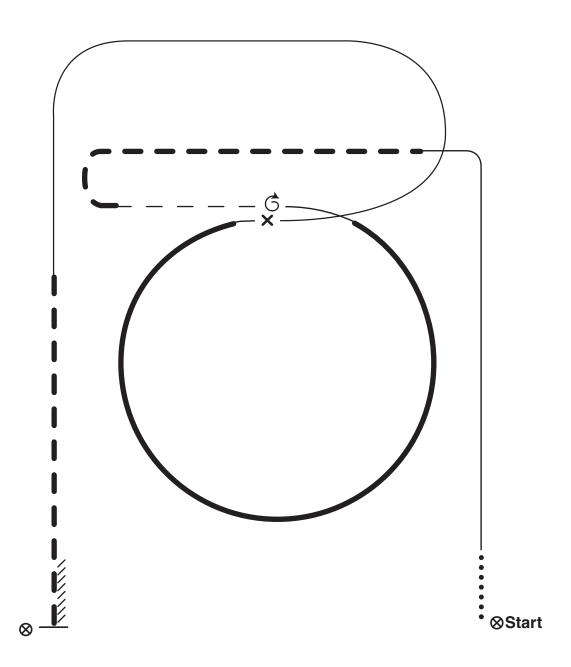


- Left lead lope
 I I/4 right turn
 Right lead lope, change leads

- 4. Jog
 5. Extended jog
 6. Right lead lope, increase in pace, collect
 7. Walk

- 8. Left lead lope 9. Stop, 360 left 10. Exit at walk or jog

WESTERN HORSEMANSHIP CLASS 39 **OPEN**

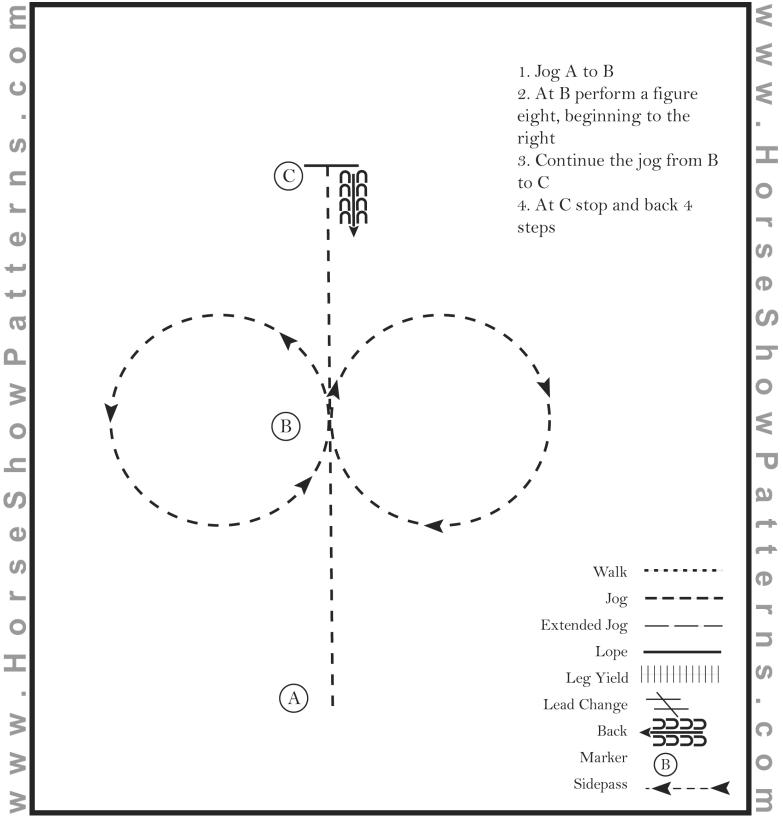


- Walk with a purpose
- Walk with a purpose
 Left lead lope, square corner slightly past red line
 Extended trot across arena and loop back toward the red line
 Jog to the center, stop
 360 turn right
 Right lead lope a large circle with speed, collect
 Change leads
 Lope left around the end of the arena
 Break to an extended trot
 Stop and back

- 1. 2. 3. 4. 5. 6. 7.

- 9.
- IO. Stop and back
- II. Exit at walk or trot

Western Horsemanship Class #40 WALK/TROT DIVISION



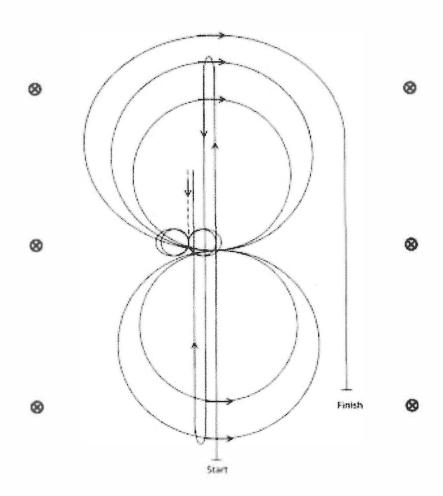
Pattern Provided by:

Montana 4-H State Horse Committee

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[WH/WT-5]

RANCH REINING CLASS #48 OPEN



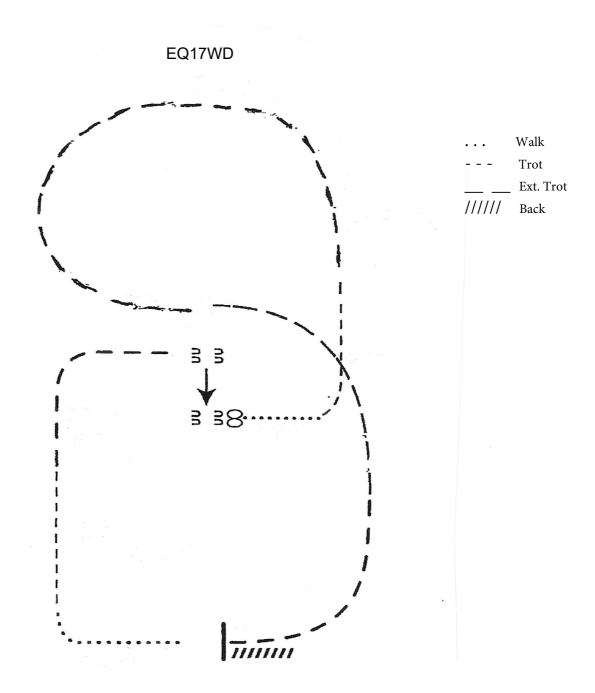
Mandatory Markers along Fence or Wall

The judge shall place markers on arena fence to establish distances.

Ride Pattern as follows:

- 1. Run with speed to the far end of the arena past the end marker. Do a left rollback. (To avoid a penalty, the horse must be loping when passing the first markers).
- 2. Run to opposite end of arena past the end marker and do a right rollback.
- 3. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet.
- 4. Complete two right spins
- 5. Complete two and 1/4 left spins. Horse to be facing left fence.
- 6. Beginning on the Right Lead, Complete two circles to the right. First circle to be large and fast. Second circle to be small and slow. Change leads at the center of the arena.
- 7. Complete two left circles. First circle large and fast and second circle small and slow. change leads at the center of the arena.
- 8. Begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena at least 20 feet from fence. Run past center marker and do a sliding stop. Hesitate.

RANCH RIDING PATTERN WALK/TROT CLASSES 49, 50, 51, 52 WALK/TROT DIVISION, 17 & UNDER, AMATEUR, OPEN



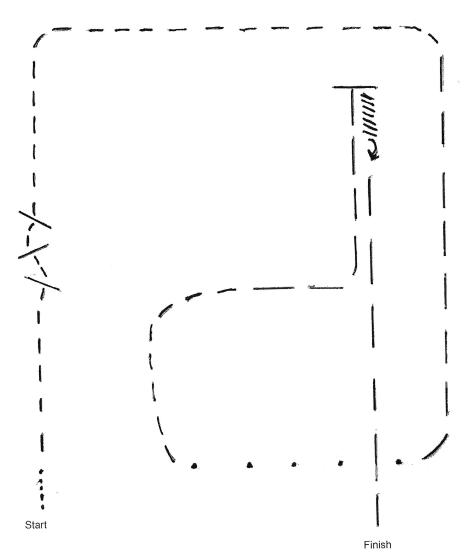
- 1. Walk to the left around corner of the arena
- 2. Trot
- 3. Extend alongside of the arena and around the corner to center
- 4. Stop, side pass right
- 5. 360 degree turn each direction (either way 1st)
- 6. Walk
- 7. Trot
- 8. Extended trot
- 9. Stop and back

RANCH RIDING CLASSES 53, 54, 55 17 & UNDER, AMATEUR, OPEN **Extended Walk Extended Trot OPTIONAL CATTLE** Extended Lope Back //////// \\ Lead Change

- I. Walk
- 2. Extended trot
- 3. Walk
- 4. Stop, side pass left over log
- 5. Trot
- 6. Lope right lead
- 7. Extended lope right lead
- 8. Collect lope and change leads (simple or flying)
- 9. Lope left lead
- 10. Stop and back
- II. I/2 turn right
- 12. Trot

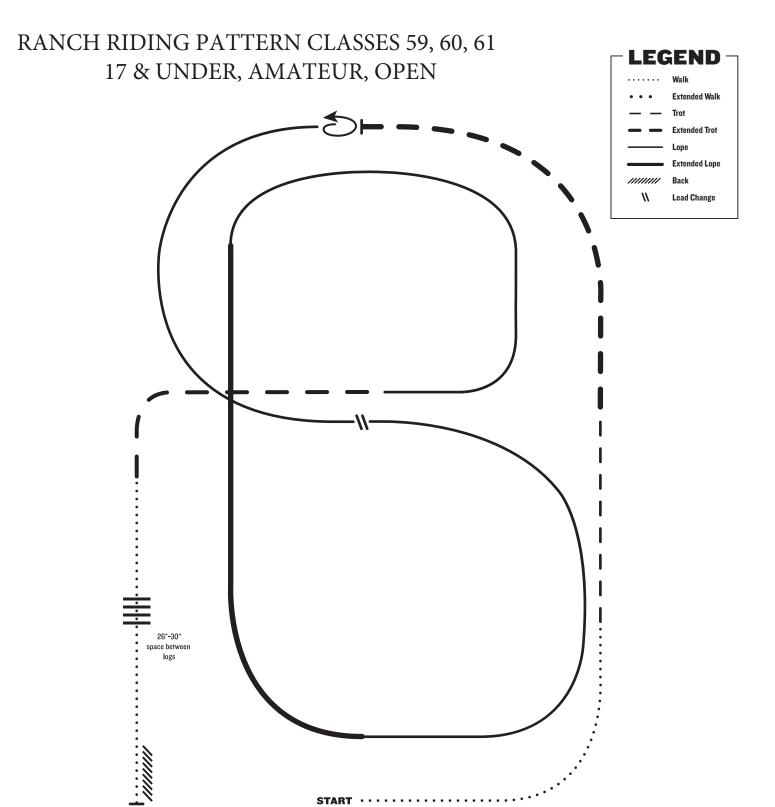
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING PATTERN - CLASSES 56, 57, 58 17 & UNDER, AMATEUR, OPEN



- 1. Walk
- 2. Trot over logs and around end of arena
- 3. Extend the trot down the arena
- 4. Extended walk
- 5. Trot around half circle
- 6. Extend the trot
- 7. Stop and back 1 horse length
- 8. 90° turn right
- 9. Extended trot to finish

Walk		
Extended Walk •	• •	•
Trot		
Extended Trot		
Back //////		



- I. Walk
- 2. Trot
- 3. Extend the trot, at the top of the arena, stop
- 4. 360° turn left
- 5. Left lead I/2 circle, lope to the center
- 6. Change leads (simple or flying)
- 7. Right lead I/2 circle
- 8. Extended lope up the long side of the arena (right lead)
- 9. Collect back to a lope around the top of the arena and back to center
- 10. Break down to an extended trot
- II. Walk over logs
- 12. 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.