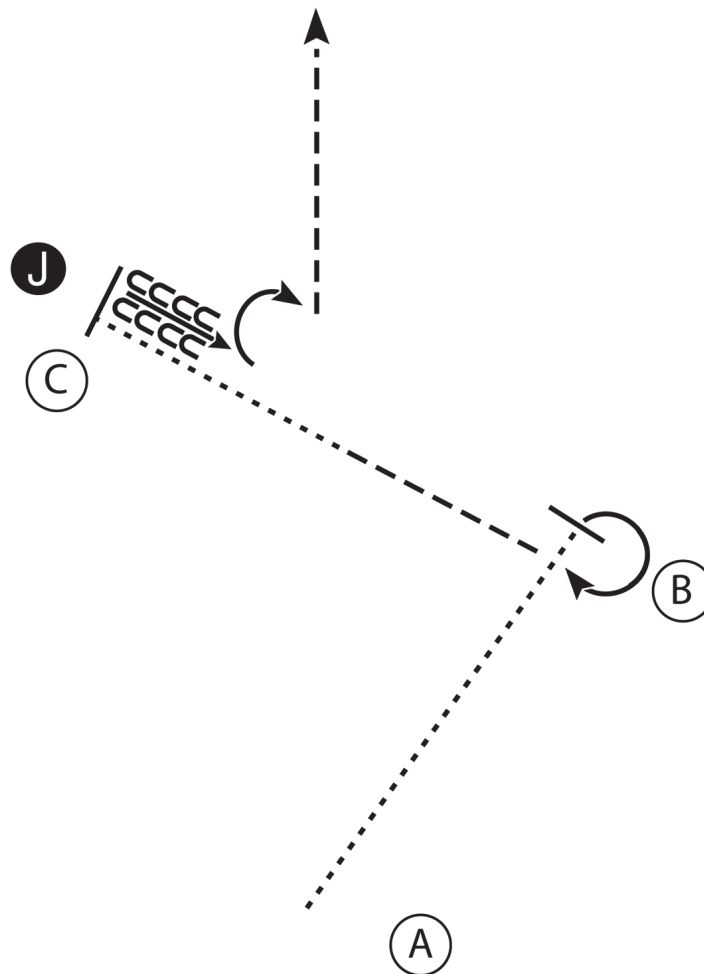



LCHA Western Showmanship

Classes 8-9

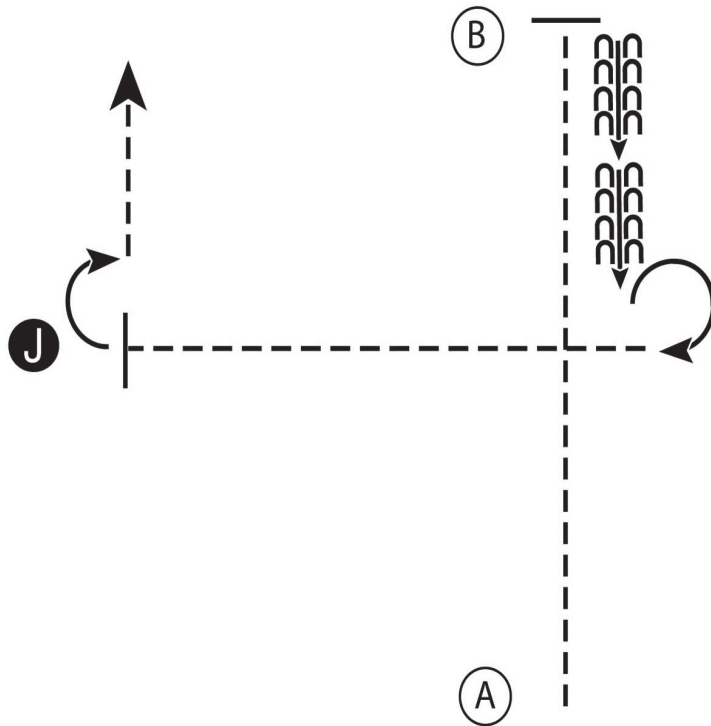


1. Walk from A to B.
2. Stop and perform a 270 degree turn.
3. Trot half way to C, break to walk and walk to C.
4. Stop and set up for inspection.
5. When dismissed back four steps.
6. Perform a 90 degree turn and trot to line-up.


Walk
Trot - - - - -
Back ← 
Marker (B)
Judge (J)

LCHA Ranch Showmanship

Classes 10-11

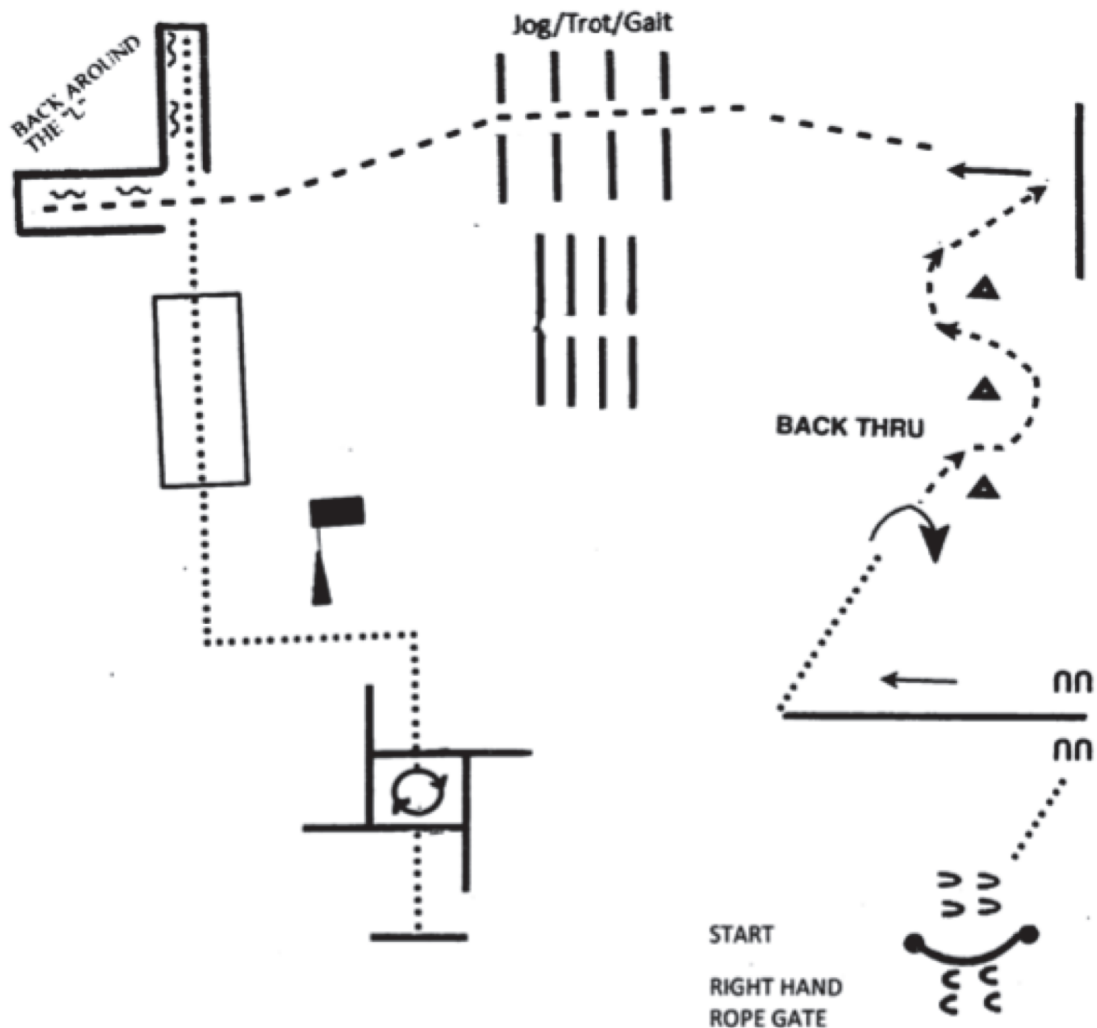


1. Trot A to B
2. Stop at B and back halfway to A
3. Stop and perform a 270 degree turn
4. Trot to judge and set up for inspection
5. When dismissed perform a 90 degree turn and trot away from judge

Walk
Trot -----
Back 
Marker (B)
Judge (J)

LCHA Western & Ranch Trail

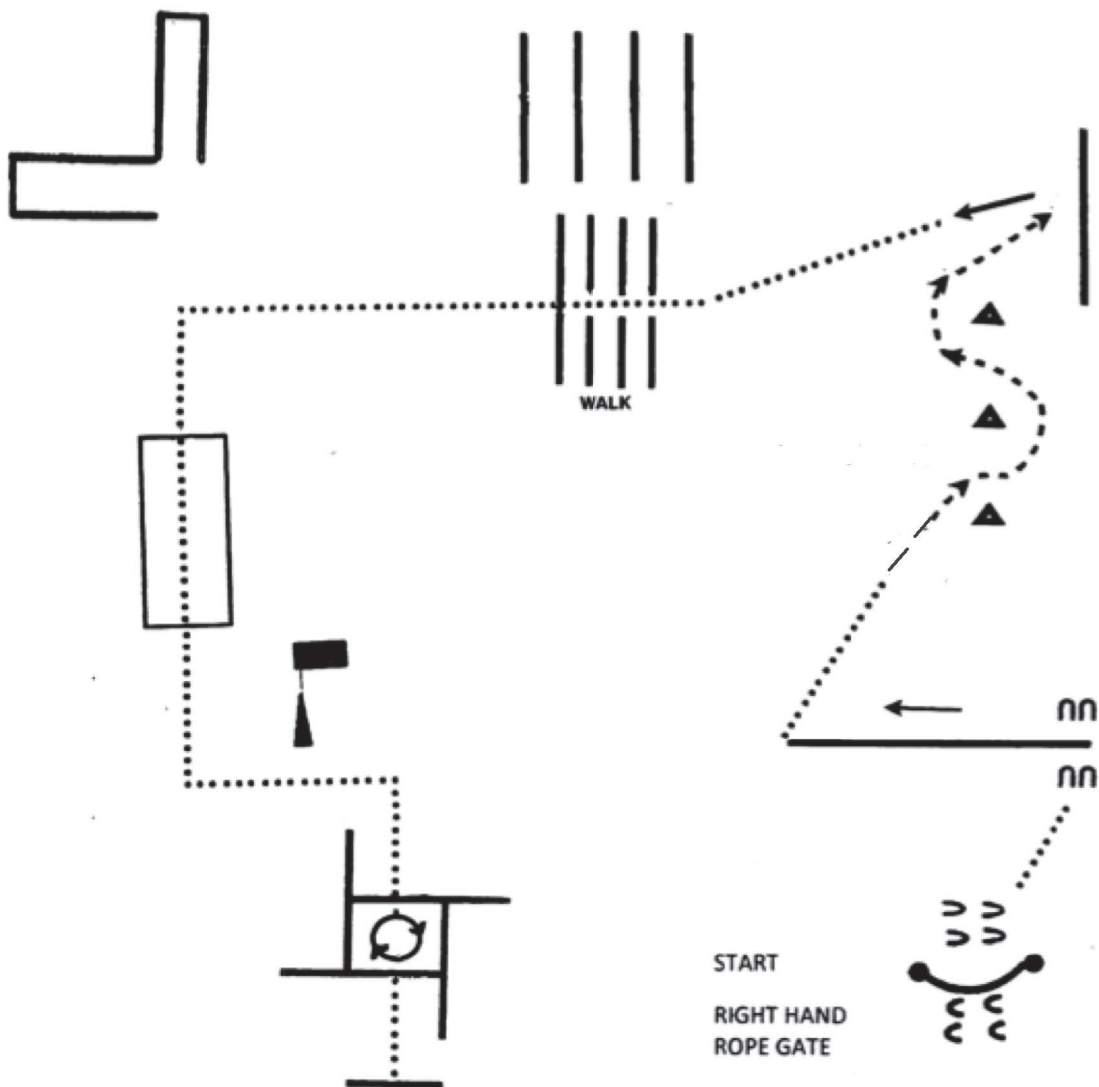
Classes 12, 13, 14, 15



Walk to gate, right hand push, pass through with forward motion, and close.
 Walk to right end of pole. Sidepass to left (pole under horse's body).
 Walk almost to cone, turn 180°, back through 3 cones, halt at flower box.
 Jog/Trot/Gait across 4 poles (use the poles to the right).
 Continue Jog/Trot/Gait into the chute. Stop. Back the L.
 Walk forward and across bridge.
 Turn left to mailbox, remove & return mail, close door.
 Turn right, walk into box, turn 360° to the right, walk to flower box and halt.

LCHA In-Hand Trail

Class 16

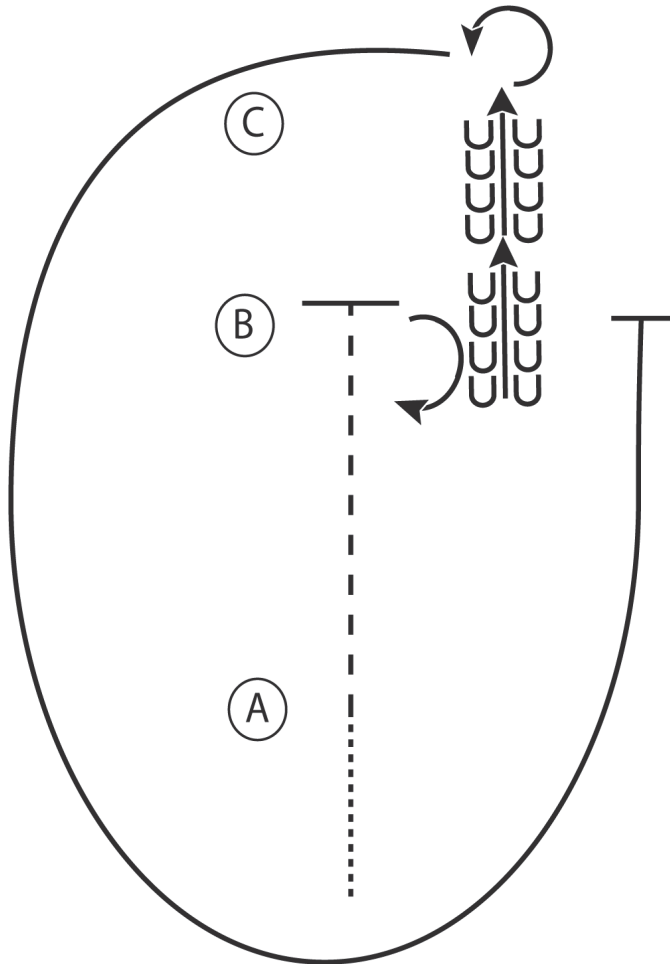


- Walk to gate, right hand push, pass through with forward motion, and close
- Walk to right end of pole. Sidepass to left (pole under horse's body)
- Walk almost to cone. Pick up trot. Trot Serpentine through 3 cones. Stop at flower box
- Walk across 4 poles
- Walk to and across the bridge
- Turn left to mailbox, remove & return mail, close door
- Turn right, walk into box, turn 360 degrees to the right, walk to flower box and halt

LCHA Western Horsemanship

Classes 52-53

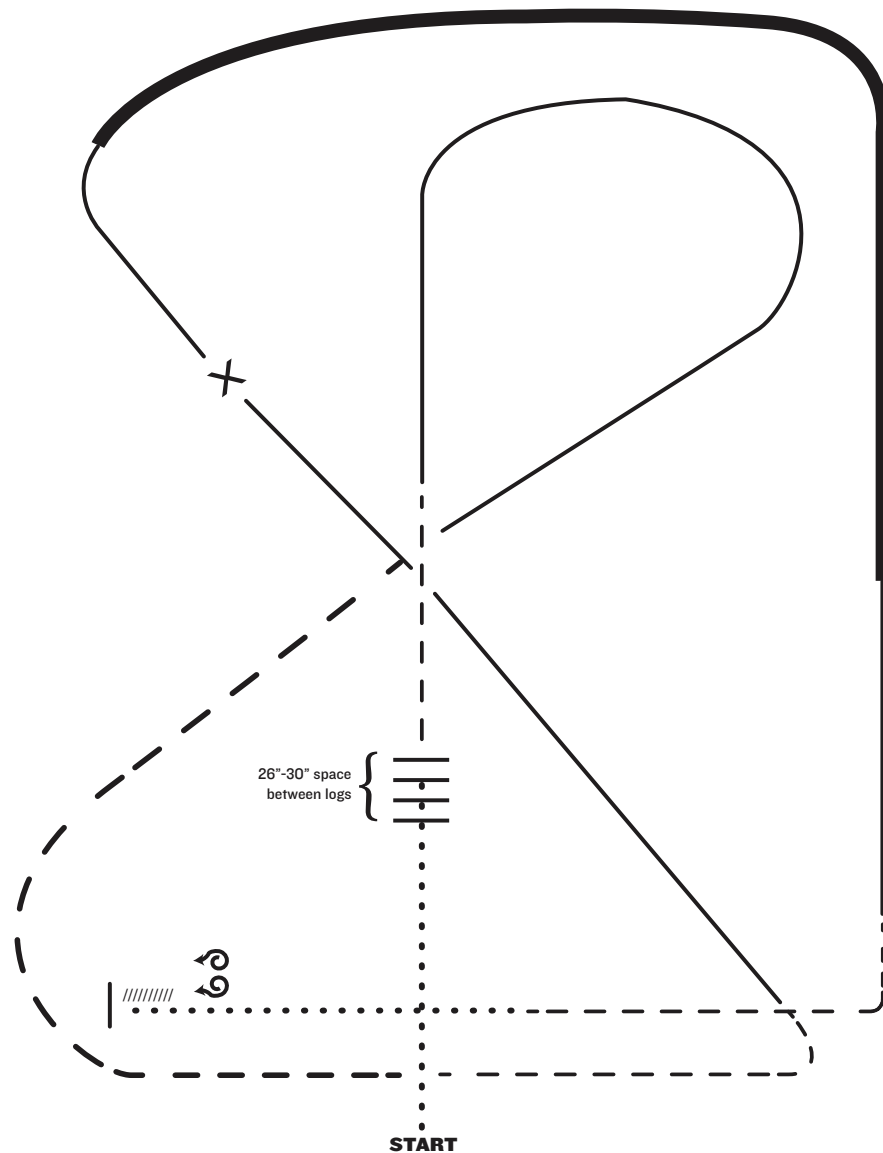
1. Walk to A
2. Jog A to B
3. Stop at B and perform a 180 degree turn to the right
4. Back to C
5. At C perform a 270 degree turn to the left
6. Lope a circle around A, returning to B
7. Stop at B



Walk
Jog	-----
Extended Jog	— — — —
Lope	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

LCHA Ranch Riding

Classes 54-55

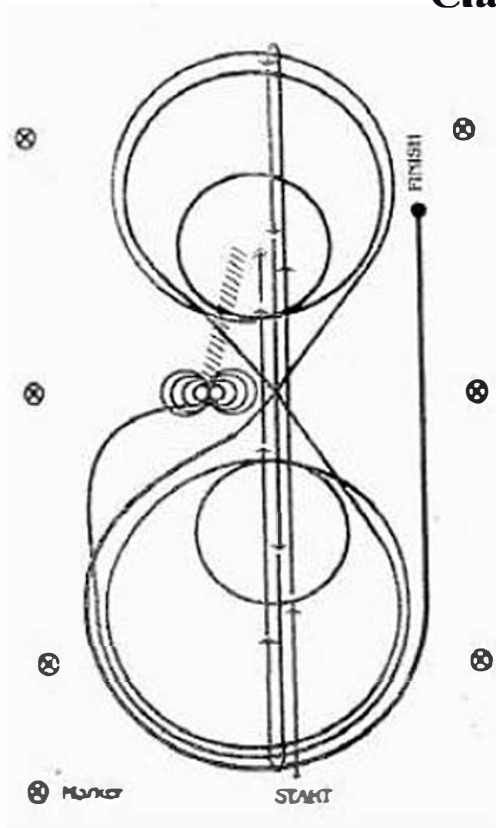


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

LCHA REINING

Classes 36-38

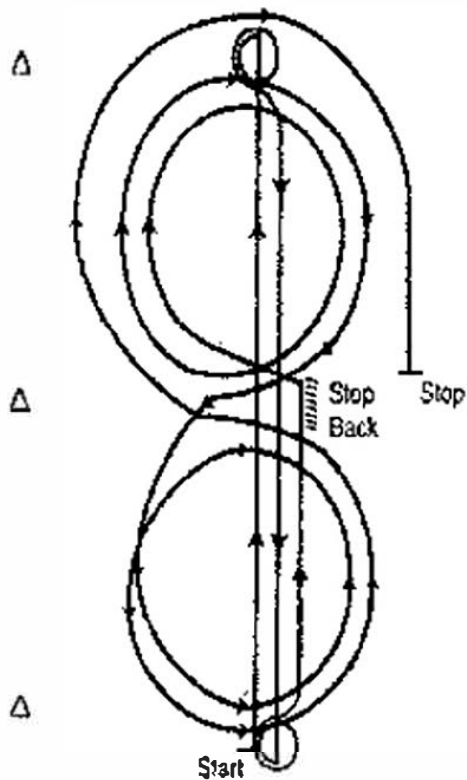


1. Run at speed to the far end of the arena past end markers and do a left rollback- no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete 4 spins to the right.
5. Complete 4½ spins to the left so the horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 3 circles to the left, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
7. Complete 3 circles to the right, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of pattern.

Rider may drop bridle to designated judge.

LCHA RANCH REINING

Classes 39 - 41



△ BEGIN AT END OF THE ARENA

1. Run to far end of arena past the end marker and stop.
 2. Execute 1 1/2 (one and one-half) spins to the left.
 3. Run to other end of arena past the end marker and stop.
 4. Execute 1 1/2 (one and one-half) spins to the right.
 5. Run past the center marker and stop.
 6. Back 10 to 15 feet in a straight line.
 7. Complete 1/4 (one-quarter) of a turn to the left, hesitate. On right lead complete one small, slow circle and one large, fast circle. Change leads to left.
 8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
 9. Run around the end of arena to the other side, past center marker, at least 20 feet from the fence and stop, hesitate to complete pattern.
 10. Approach judge for inspection and dismissal.
- △ Rider may drop bridle to the designated judge.