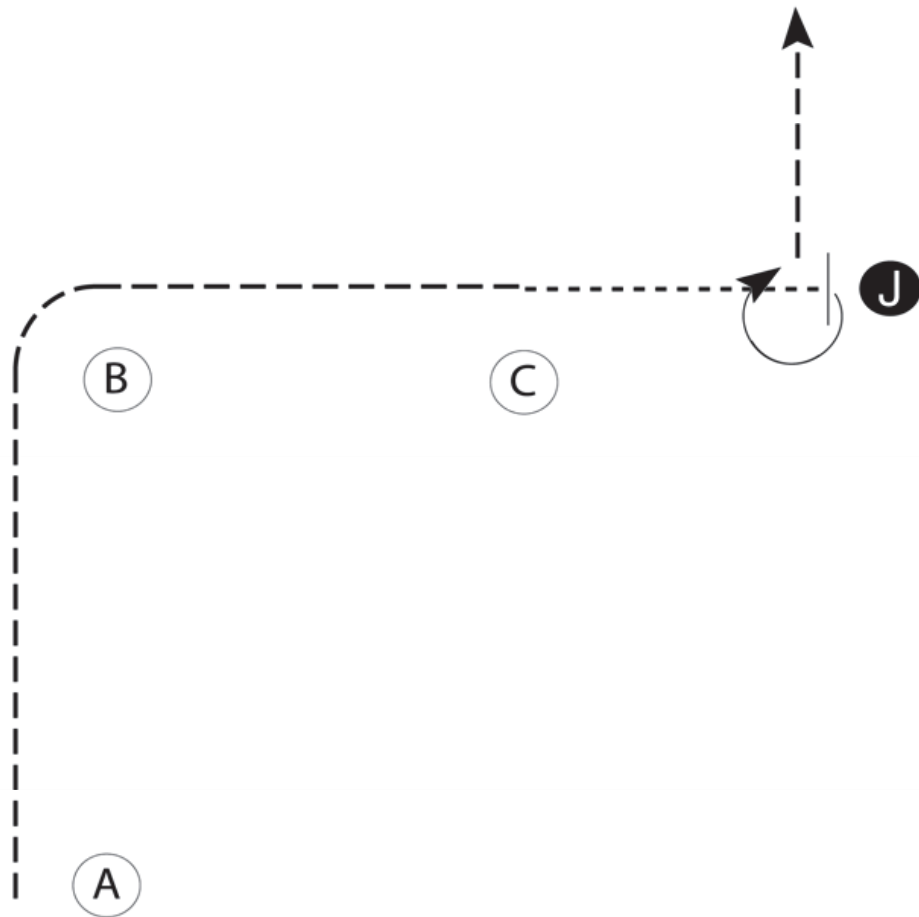


Western Showmanship



Be ready at A.

1. Jog from A around B and to C.
2. Walk from C to Judge and set up for inspection
3. When dismissed perform a 270 degree turn and trot to lineup.

Follow the instructions of your ring steward.

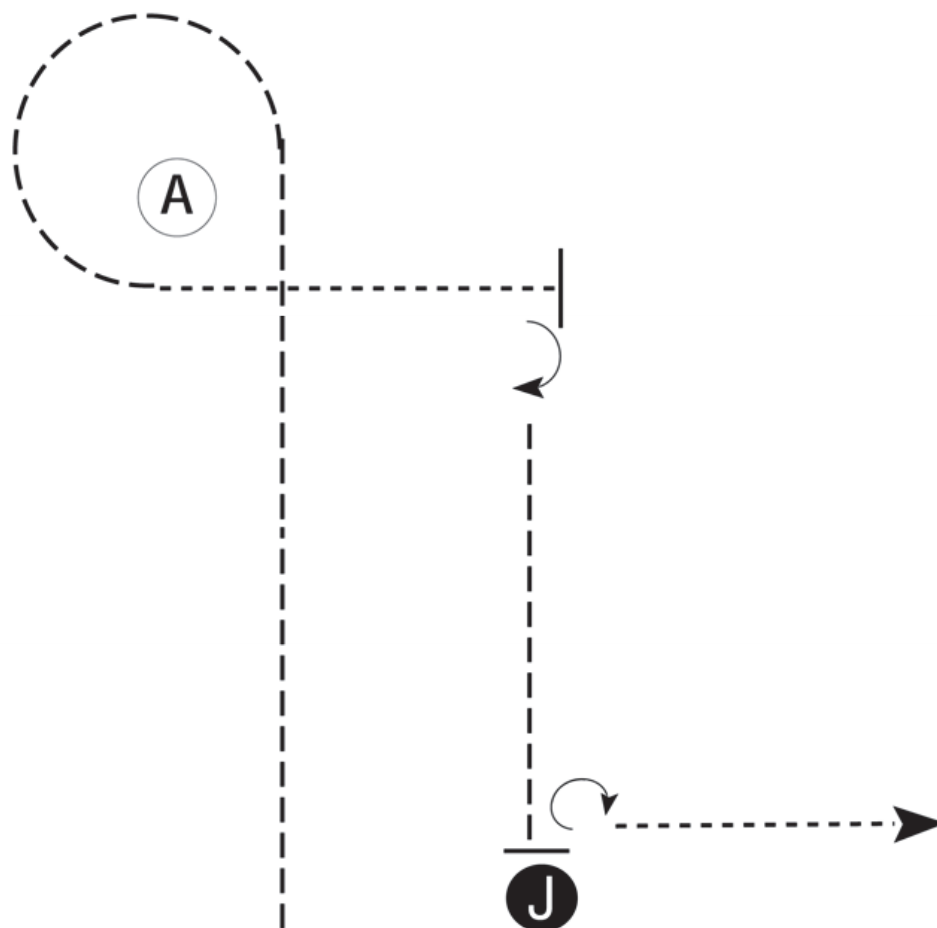
Walk - - - - -

Trot - - - - -

Back ← 

Marker (B)


Judge (J)



Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

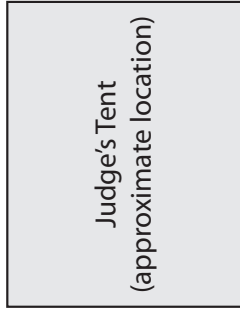
Follow the instructions of your ring steward.

| | |
|---------------|---|
| Walk | ----- |
| Trot | - - - - - |
| Back | ←  |
| Marker | ⓑ |
| Judge | ⓐ |

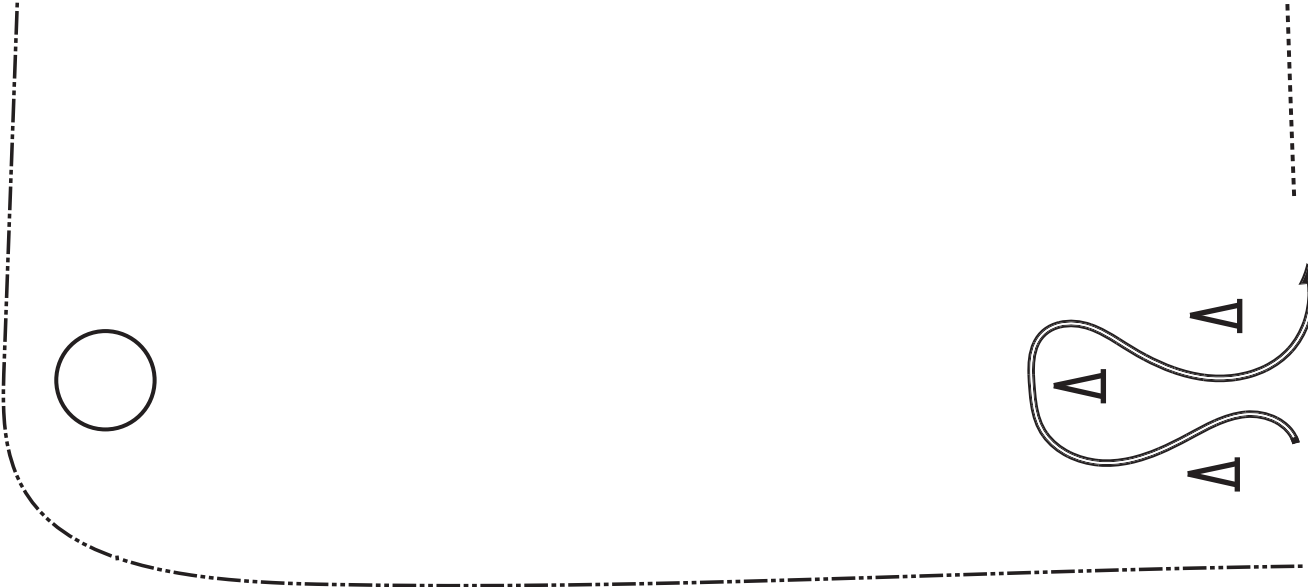
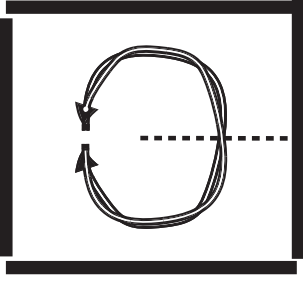
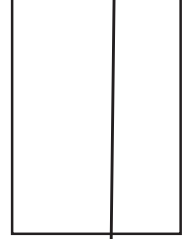
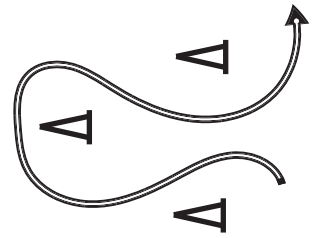
Ranch Showmanship

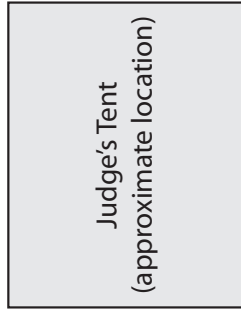
LCHA Western Trail

Exit 

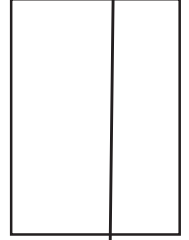
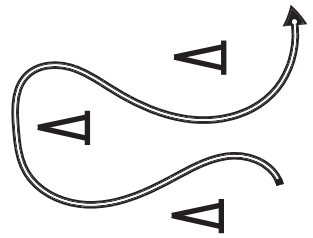


1. Work Gate, Left Hand Push (real gate in fence on side)
2. Sidepass left
3. Lope/Canter/Gait around barrel
4. Back through cones as drawn
5. Jog or gait over poles
6. Walk over bridge
7. Jog or gait into box
8. 360 in box, either direction
9. Exit pattern at walk

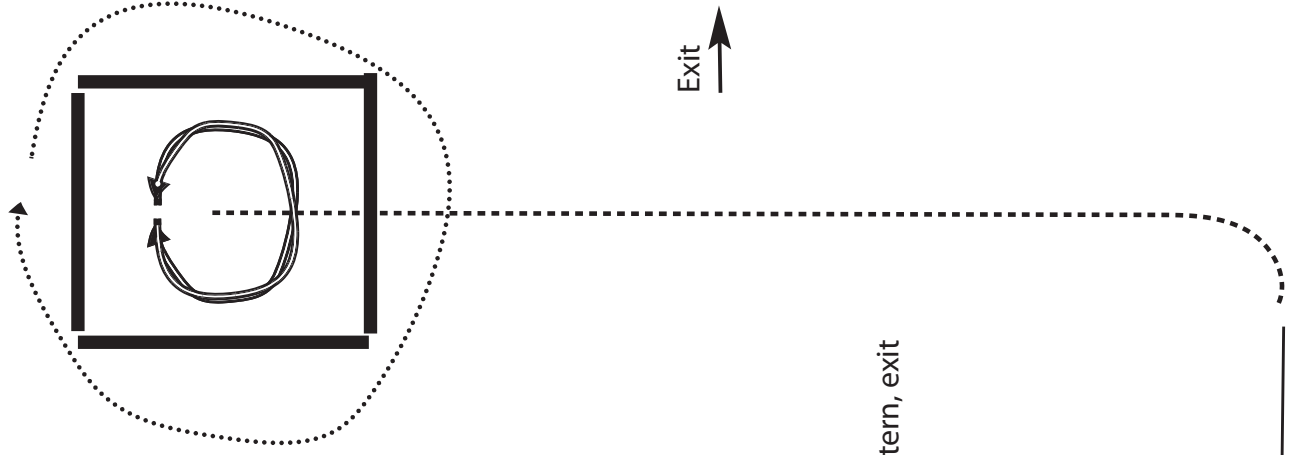




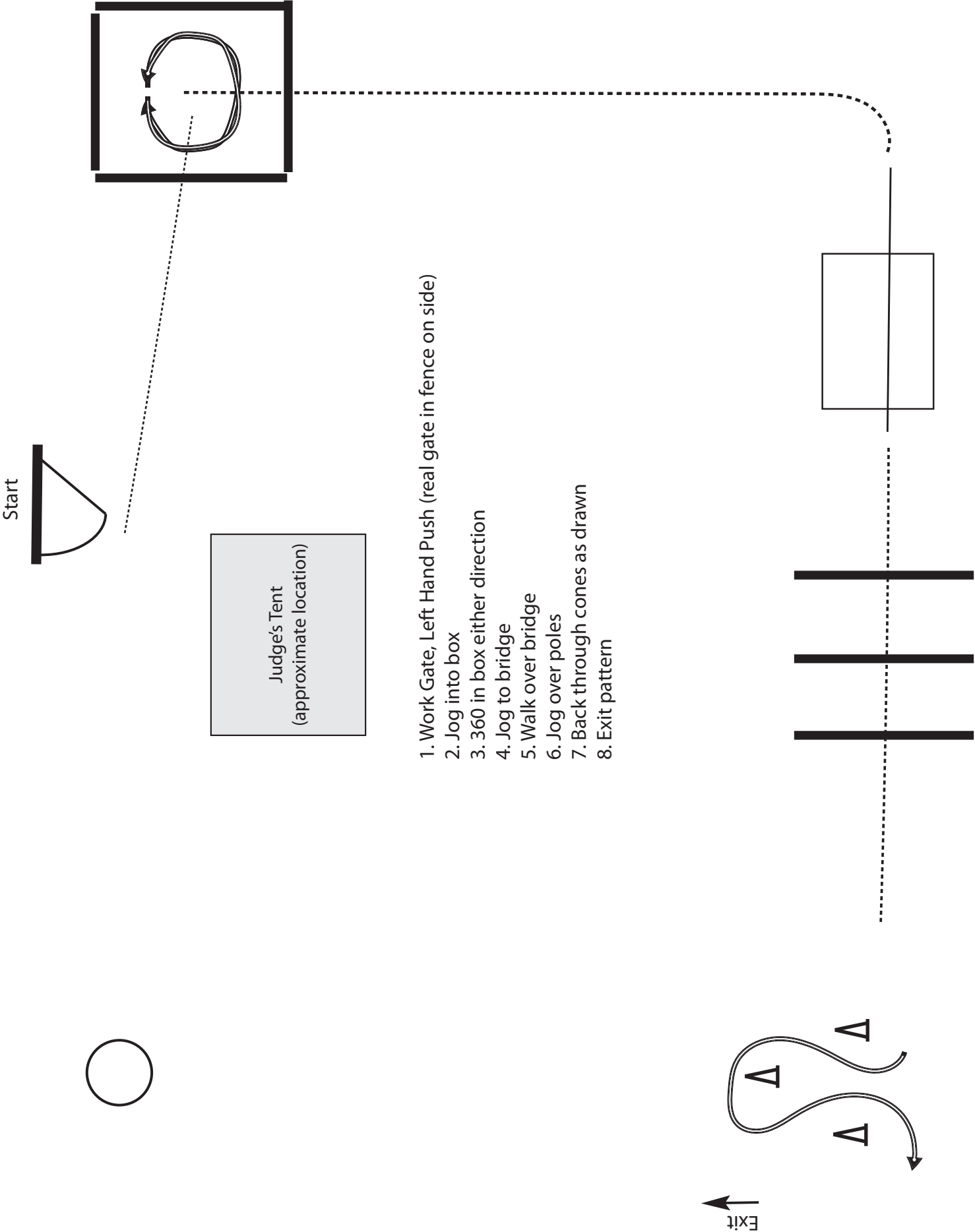
1. Work Gate, Left Hand Push (real gate in fence on side)
2. Sidepass left
3. Lope around barrel
4. Back through cones as drawn
5. Extended trot over poles
6. Walk over bridge
7. Jog into box
8. 360 in box, either direction
9. Dismount, ground tie, walk around box to complete pattern, exit



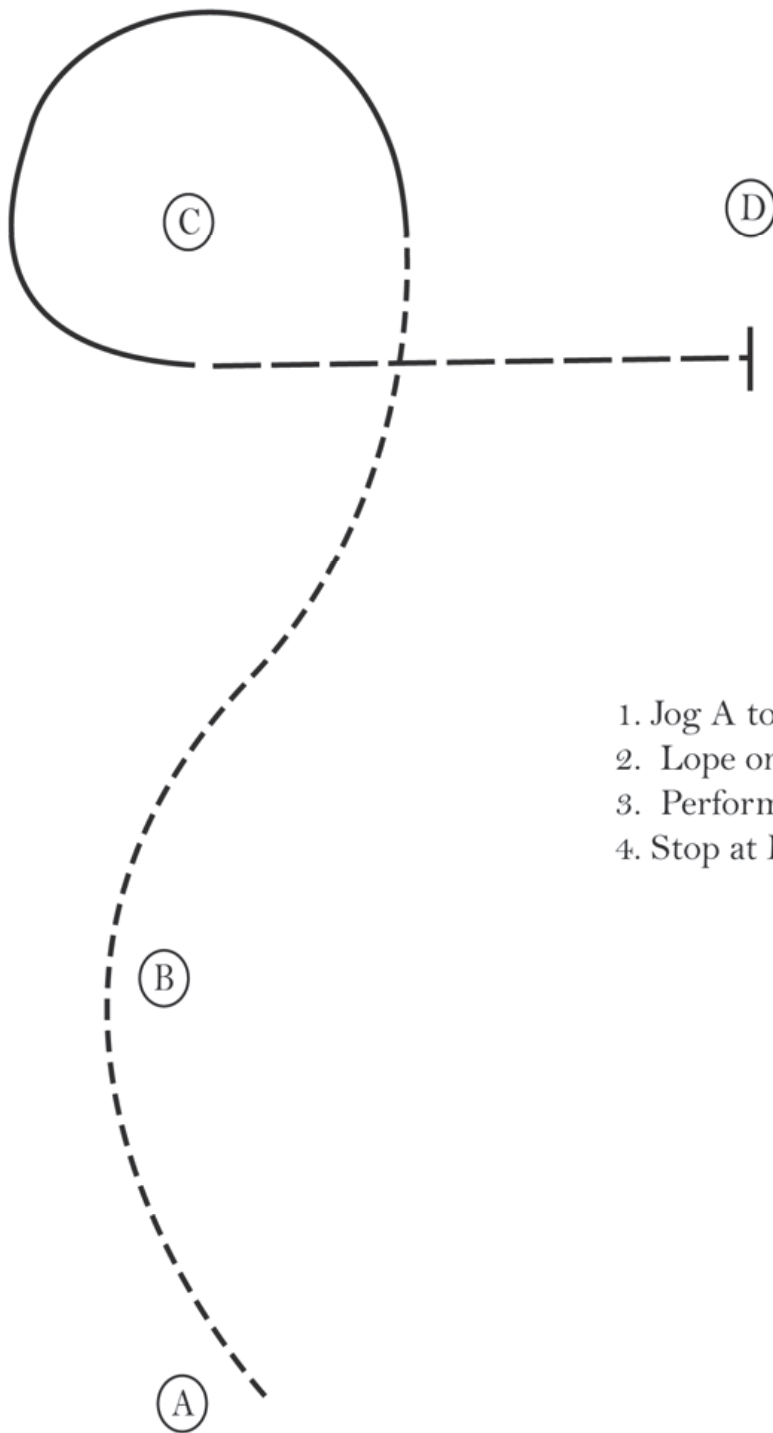
Ranch Trail



In Hand Trail



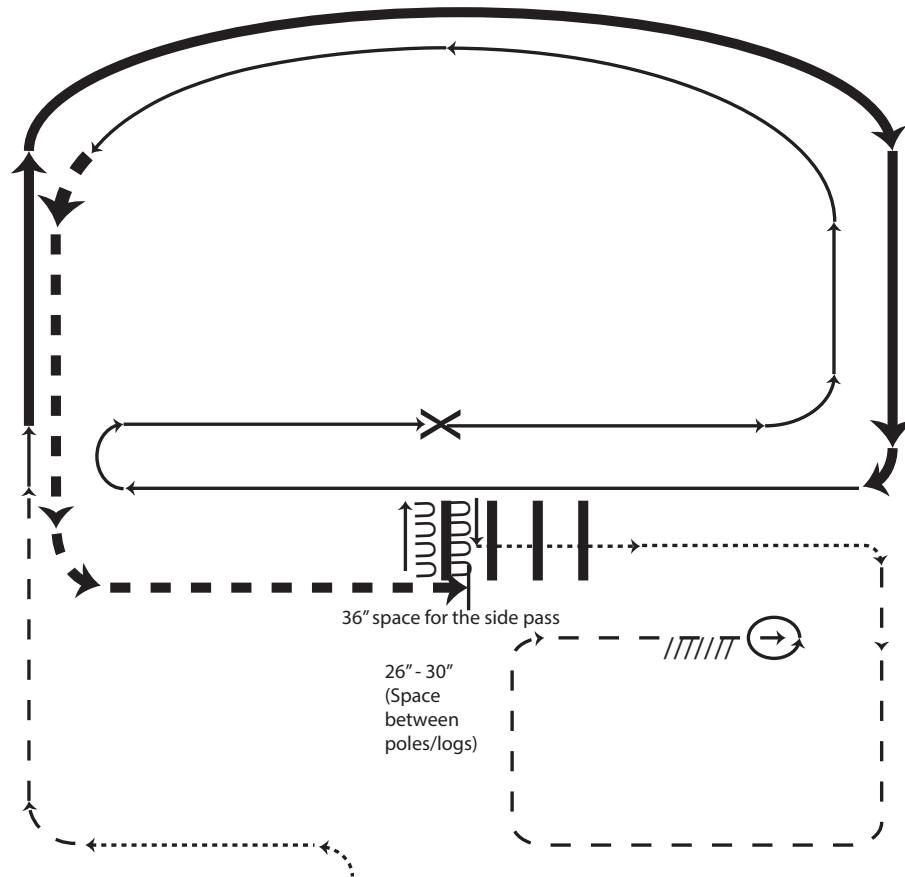
Western Horsemanship



1. Jog A to C
2. Lope on the left lead around C
3. Perform an extended jog from C to D
4. Stop at D

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

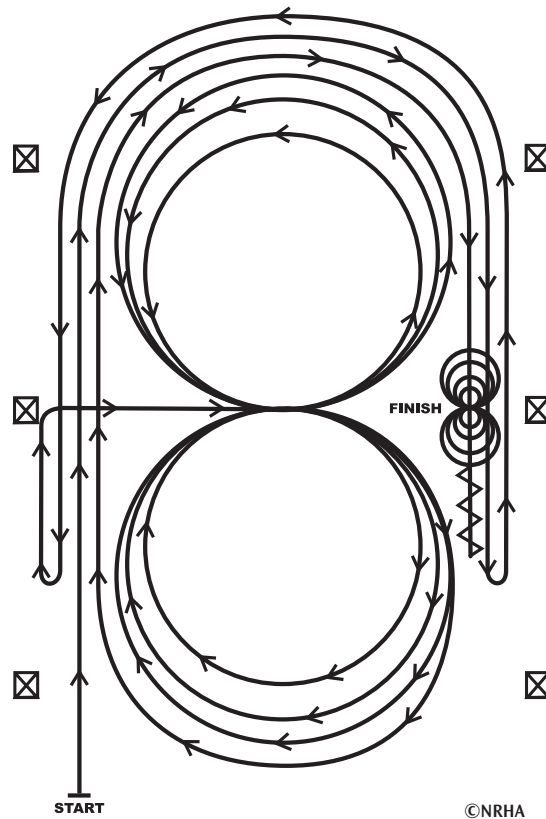
RANCH RIDING – PATTERN 5



- X Lead Change
- • Walk
- Trot
- Ext Trot
- Lope
- Ext Lope
- ////// Back

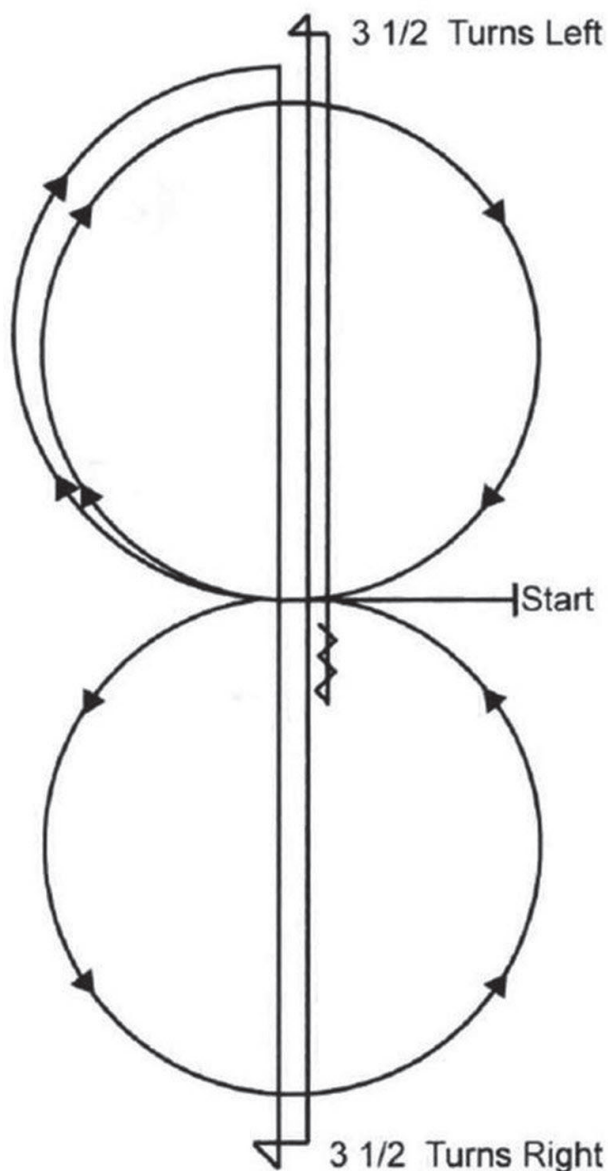
1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

Reining



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up 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 completion of the pattern.

Ranch Reining



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 stop. Start pattern facing toward judge.
2. Begin on right lead and lope one circle to the right. Change leads to the left.
3. Complete one circle to the left. Change leads to the right and go to the top of the arena.
4. Run down the center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run down to other end of arena, past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern