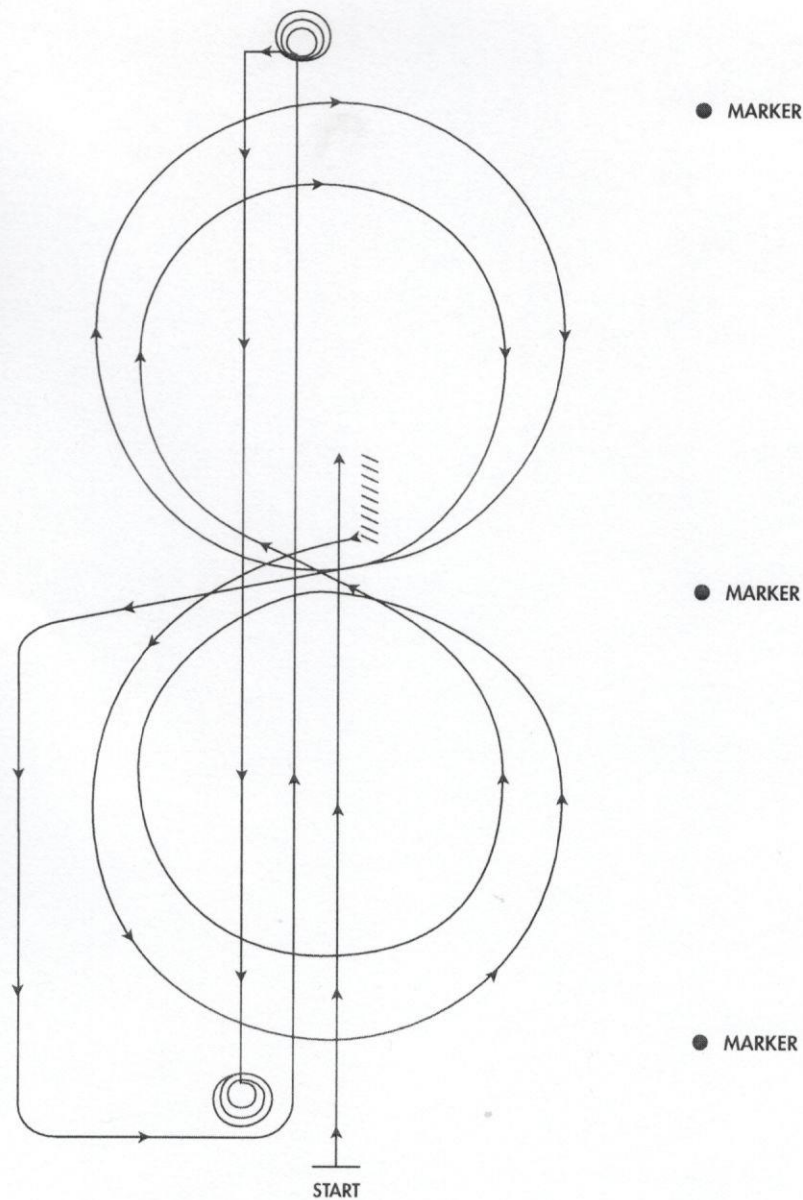


### Working Cow Horse Pattern #7

Trot to center of arena, stop. Start pattern facing toward judge.

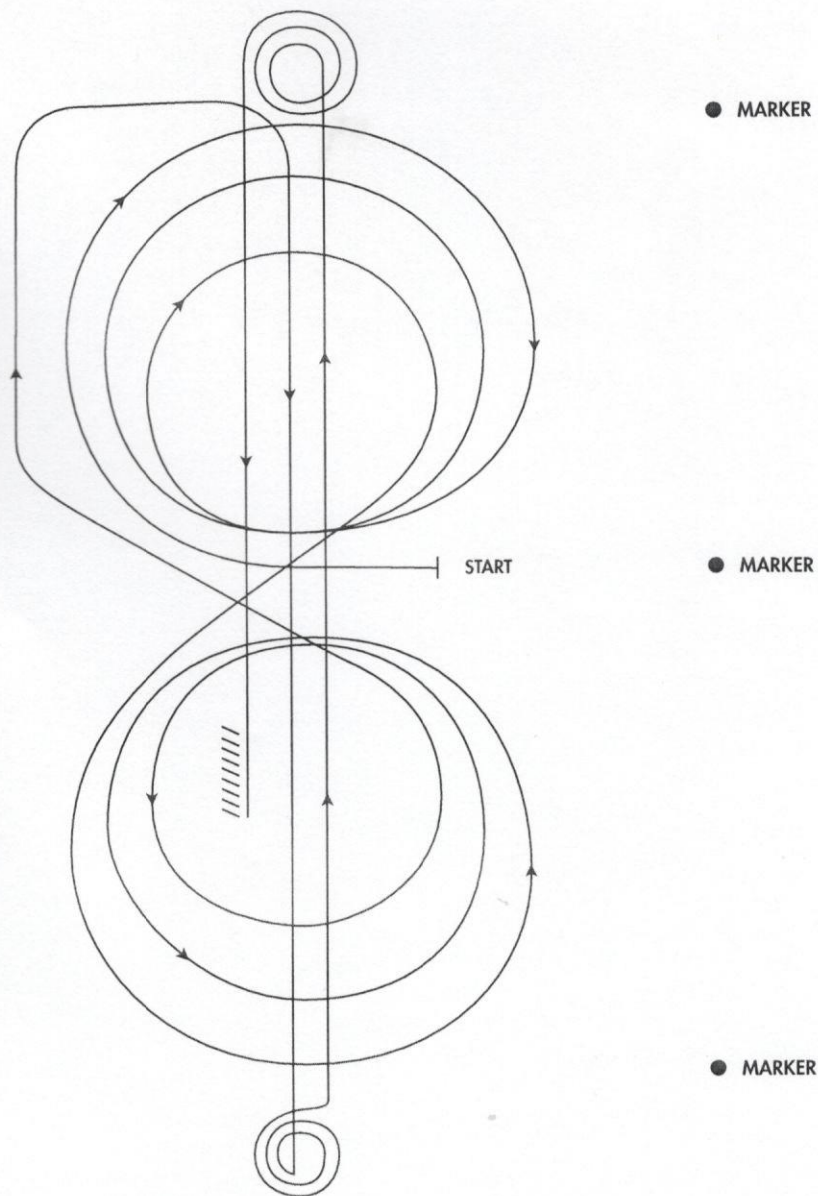
1. Begin at center of arena. Pick up right lead and complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the left.
2. Complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
5. Complete 2 ½ spins to the right.
6. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
7. Complete 2 ½ spins to the left.
8. Run past center marker and come to a sliding stop.
9. Back up at least 10 feet (3.05 m).
10. Hesitate to complete pattern.



### Working Cow Horse Pattern #5

This pattern works best when the exhibitor and cattle enter from the same end of arena.

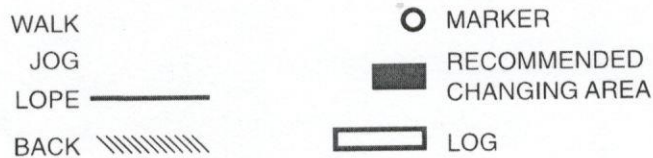
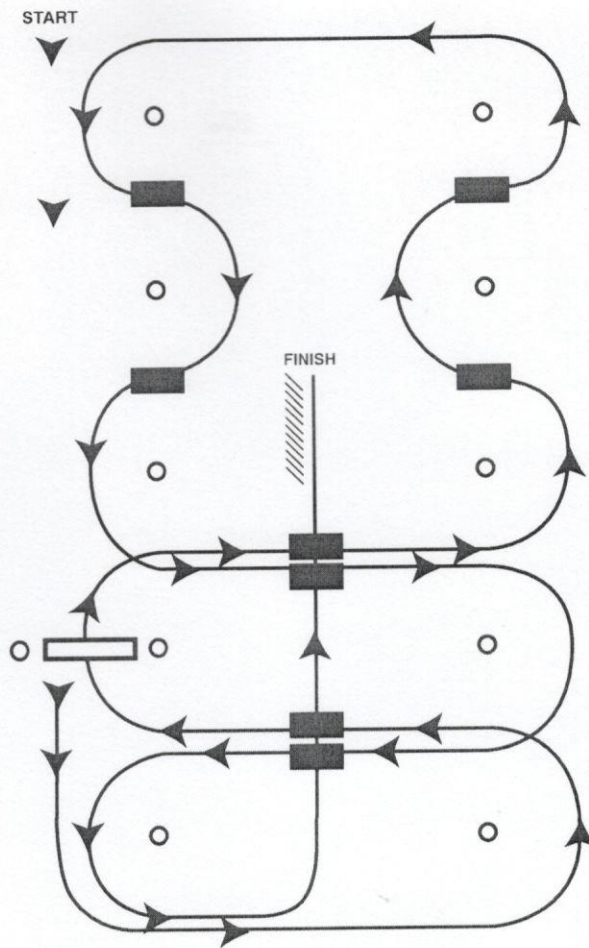
1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete  $\frac{1}{4}$  turn to the left.
5. Complete two circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete  $3\frac{1}{2}$  spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete  $3\frac{1}{2}$  spins to the left.
11. Hesitate to complete pattern



### WORKING COW HORSE PATTERN #3

Trot to center of arena, stop. Start pattern facing toward judge.

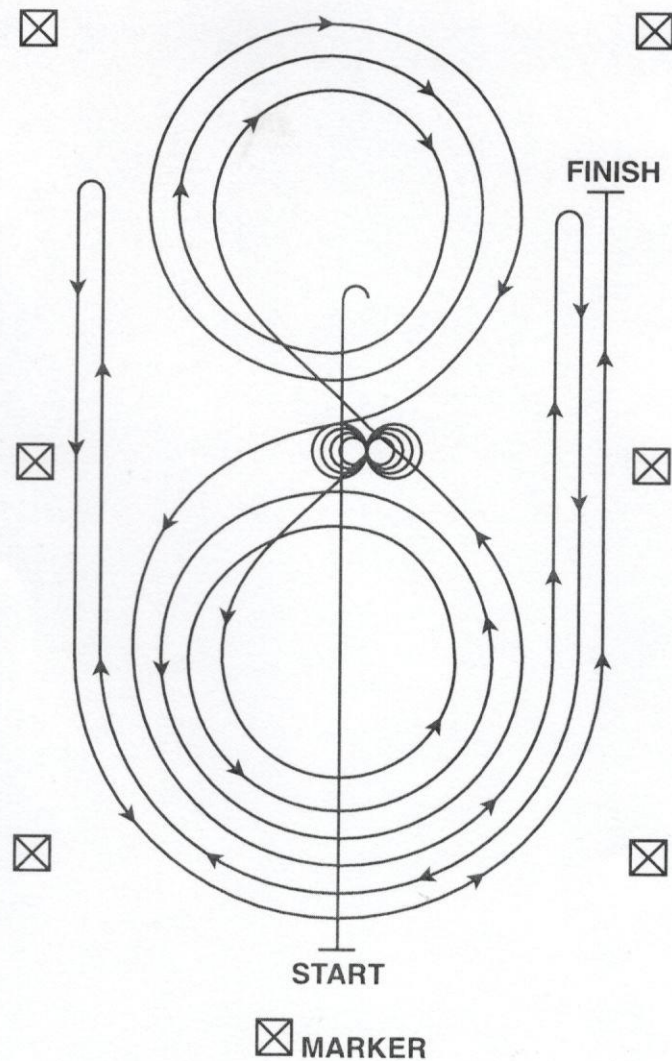
1. Begin on right lead complete 3 circles to right (2 big fast circles followed by 1 small slow circle), change to left lead.
2. Complete 3 circles to left (first 2 big, fast circles followed by 1 small, slow circle). Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 2 ½ spins to the right.
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 2 ½ spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back 10 to 15 feet (3–4.57 m) in a straight line.
10. Hesitate to complete pattern.



### WESTERN RIDING PATTERN 3

1. Walk, transition to jog, jog over log
2. Transition to left
3. First crossing change
4. Lope over log.
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

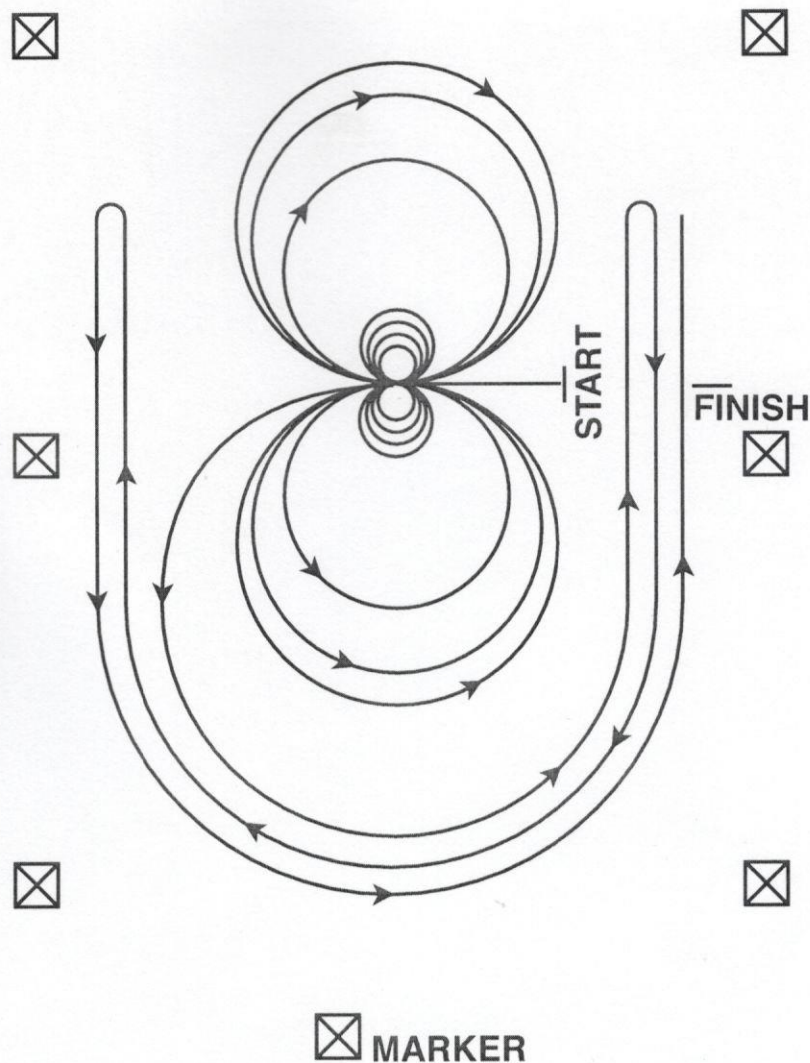




### PATTERN 9

1. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3.05 m). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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. 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.
6. Begin a large fast 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 20 feet (6.09 m) from the wall or fence - no hesitation.
7. Continue back around the 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 20 feet (6.09 m) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

*Exhibitor may be requested to dismount and drop bridle to the designated judge.*

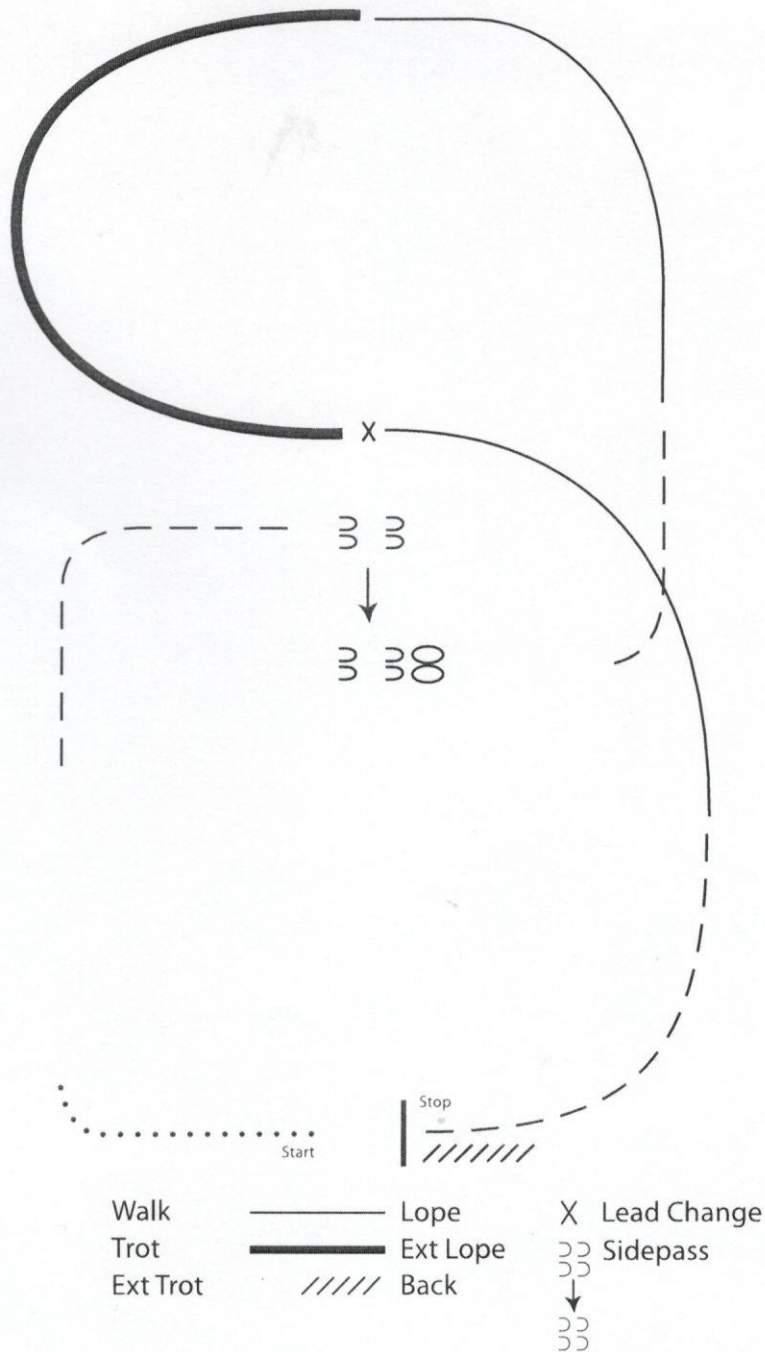


## PATTERN 6

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast 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 roll-back at least 20 feet (6.09 m) from the wall or fence - no hesitation.
6. Continue back 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 roll-back at least 20 feet (6.09 m) from the wall or fence - no hesitation.
7. 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate the completion of the pattern.

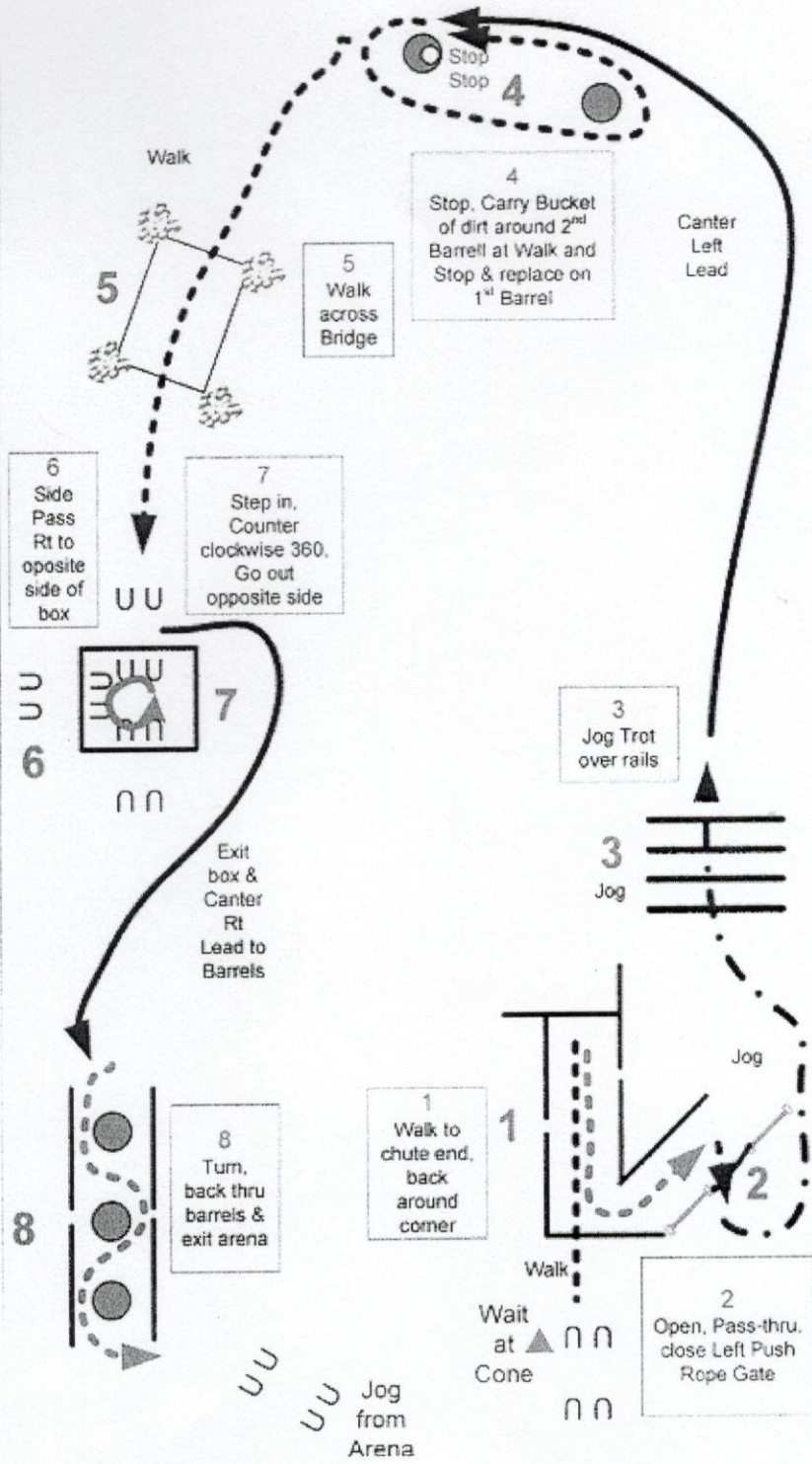
*Exhibitor may be requested to dismount and drop bridle to the designated judge.*



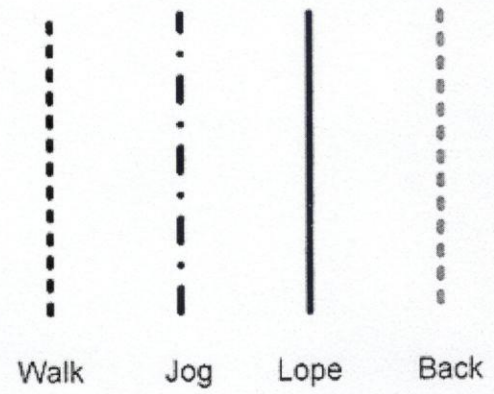
### RANCH HORSE RIDING PATTERN 3

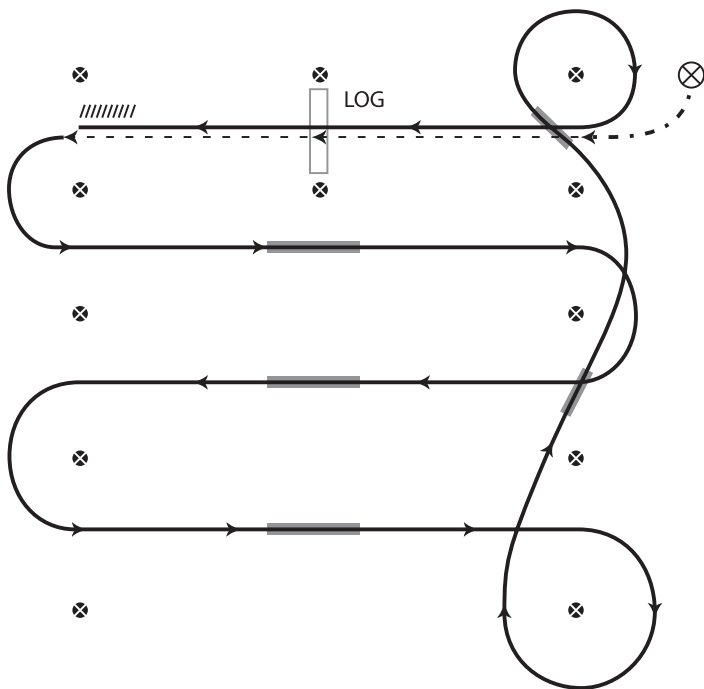
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Stop and back

# ~~BARRELS~~ RANCH TRAIL



## Gait Legend





WALK - - - - -

JOG - - - - -

LOPE ————

BACK // // // // //

○ MARKER

■ RECOMMENDED CHANGING AREA

□ LOG

## GREEN WESTERN RIDING PATTERN 2

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back