

RANCH HORSE

ASSOCIATION OF MICHIGAN



MAY 2018 PATTERNS

Showmanship

Horsemanship

Ranchmanship (2)

Ranch Reining (2)

Novice Ranch Reining (3)

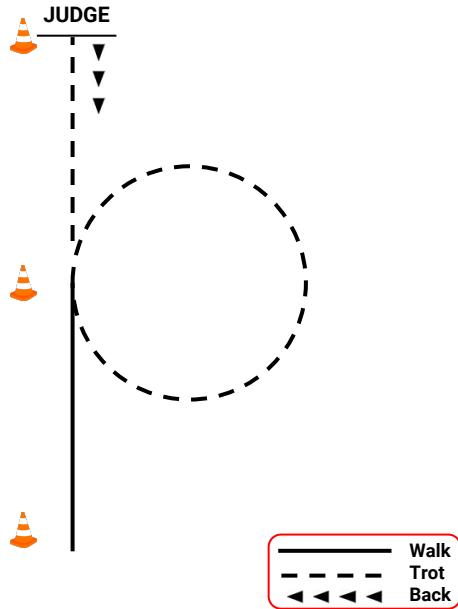
Working Ranch Horse (2)

Working Cow Horse (8)

Reining (7)

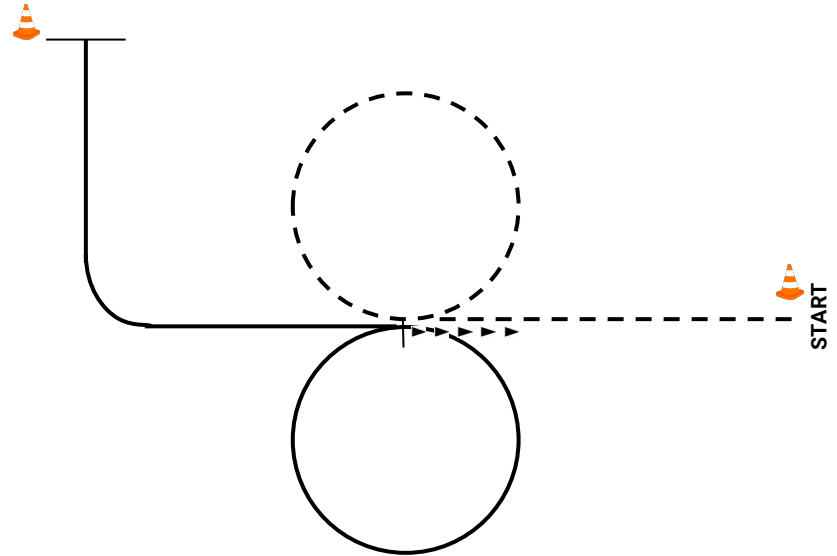
Trail

SHOWMANSHIP

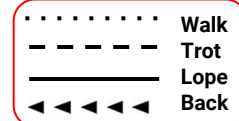


1. Start at first cone
2. Walk to second cone
3. Trot a circle to the right, close at second cone
4. Continue to trot to third cone
5. Stop at third cone
6. Back three to four steps
7. Walk to judge for inspection

HORSEMANSHIP

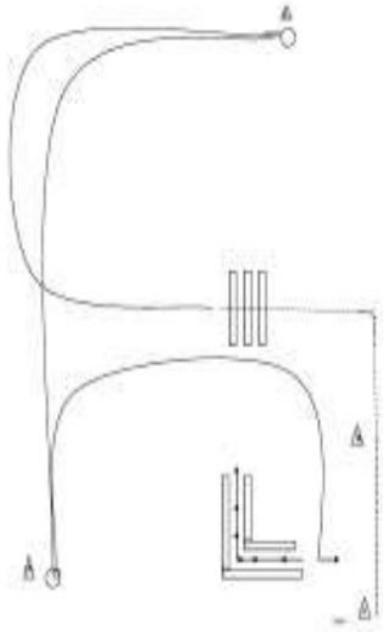


1. Start at first cone
2. Trot small circle to the right
3. Lope small circle to the left
4. Stop at center, back 5 steps
5. Lope right lead to cone, stop



RANCHMANSHIP

RANCHMANSHIP PATTERN #2



Ranchmanship Pattern #2

1. Walk A-B.
2. At cone trot to and over cross poles.
3. After poles are cleared Right lead lope.
4. At Cone ;Stop.
5. 1½ spin left.
6. Left lead lope to cone; Stop.
7. 1½ spins right.
8. Lope right lead to chute; Stop; 90° turn.
9. Back thru Chute.

RANCH REINING

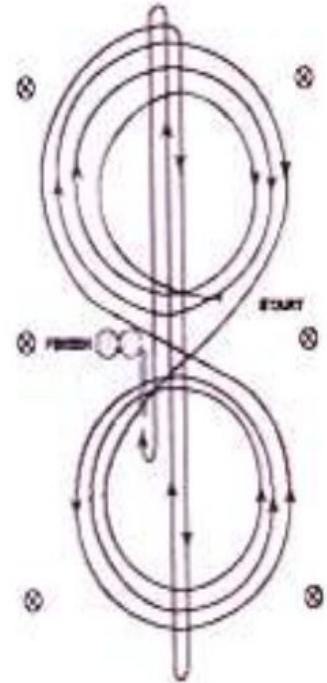
RANCH REINING PATTERN #2

HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN, BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OF FENCE.

1. Beginning on the right lead, complete 3 circle to the right, the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
2. Complete 3 circles to the left the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Do a 360 degree spin to the right.
7. Do a 360 degree spin to the left.
8. Hesitate to show completion of pattern.

Rider may drop bridle to the designated judge.

** EXHIBITORS THAT DO NOT TROT IN
WILL BE DISQUALIFIED.



NOVICE RANCH REINING

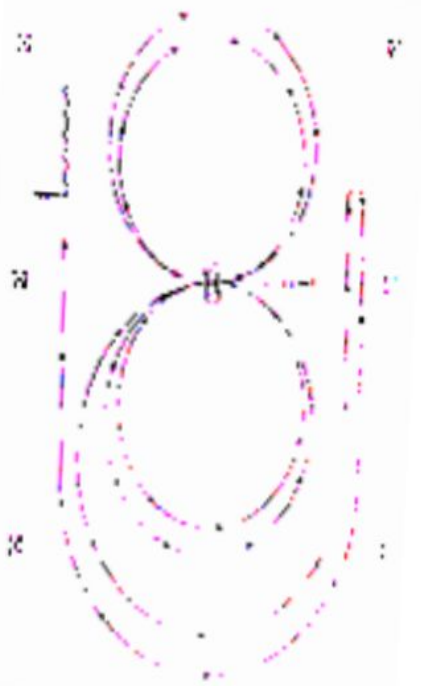
NOVICE RANCH REINING PATTERN #3

HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.

1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider may drop bridle to designated judge.

** EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.

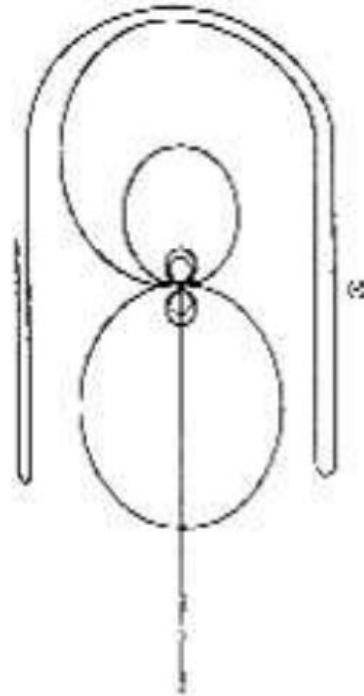


WORKING RANCH HORSE

WORKING RANCH HORSE PATTERN # 2

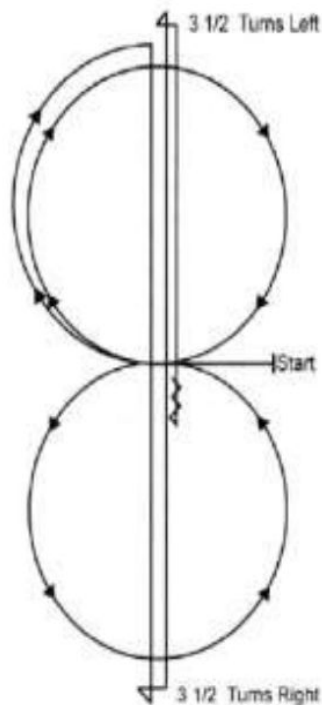
MANDATORY MARKERS ALONG FENCE OR WALL- RIDE PATTERN AS FOLLOWS:

1. Start at end of arena. Run down middle to center marker to a square sliding stop.
2. Complete 2 spins to right.
3. Complete 2 ¼ spins left.
4. Begin on right lead and complete one circle right small and slow. Change leads.
5. Complete one circle left large and fast. Change leads.
6. Continue loping around end of arena without breaking gait. Run straight down the right side of the arena past the center marker and do a left rollback.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback.
8. Continue past center marker and do a sliding stop.
9. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.



WORKING COW HORSE

WORKING COW HORSE PATTERN # 8



TROT TO CENTER OF ARENA, STOP. START PATTERN FACING THE JUDGE.

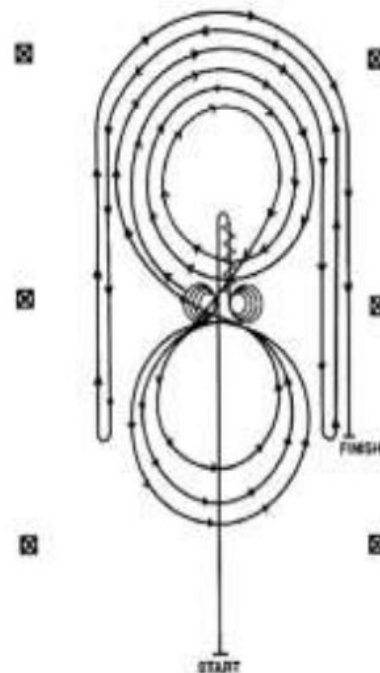
1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 3½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 3½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

**** EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.**

REINING

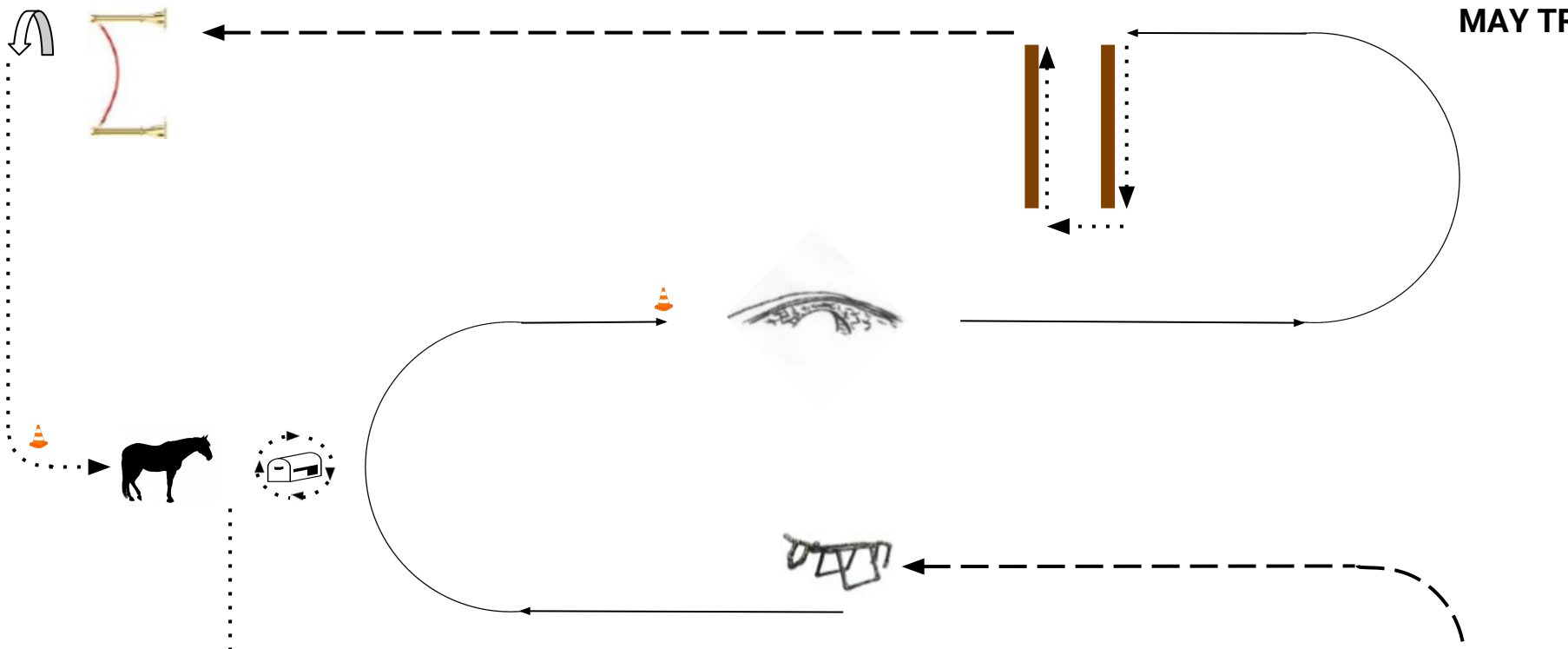
REINING PATTERN # 7

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four 4¼ spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead complete 3 circles to the right; the first two circles are large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete 3 circle to the left; the first circle small and slow, the next two circle large and fast. Change leads at the center of the arena.
6. Begin a large fast 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 left rollback at least 20 feet from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet from the wall or fence – no hesitation.
8. Continue back around previous circle 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 wall or fence. Hesitate to demonstrate completion of the pattern.



Rider may drop bridle to the designated judge.

MAY TRAIL



- Walk
- - - - - Trot
- Lope

1. Start between cones
2. Trot over poles to cow
3. Rope cow
4. Lope Right lead to cone
5. Stop
6. Walk over bridge
7. Lope Left lead to first pole
8. Side pass left
9. Walk forward, side pass right
10. Trot to gate
11. Right hand push gate
12. 180° to left
13. Walk to mailbox
14. Dismount and ground tie
15. Walk around mailbox
16. Lead horse to trailer
17. Load and unload



🚧 START 🚧