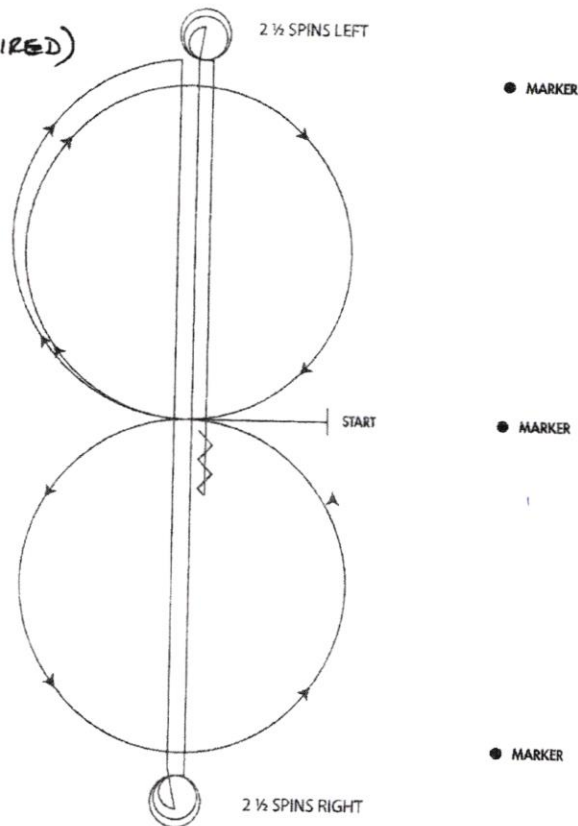


6, 7, 8, 17, 18, 19

WORKING COW HORSE  
BOXING (WHERE REQUIRED)



### Working Cow Horse Pattern #6

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

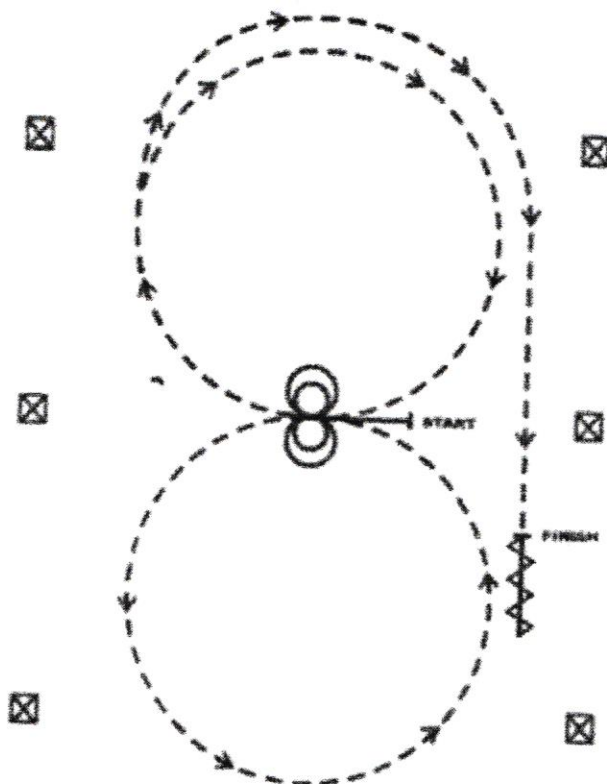
12. Beginning on the right lead lope one circle to the right. Change leads to the left.
13. Complete one circle to the left. Change leads to the right and go to the top of the arena.
14. Run down center of arena past the end marker and come to a sliding stop.
15. Complete 2 1/2 spins to the right.
16. Run to the other end of the arena, past the end marker and come to a sliding stop.
17. Complete 2 1/2 spins to the left.
18. Run past the center marker, stop, back at least 10 feet.
19. Hesitate to complete pattern

Pattern 6

- |                      |                     |
|----------------------|---------------------|
| 1. Right circle      | 5. Stop             |
| 2. Left circle       | 6. 2 1/2 spins left |
| 3. Stop              | 7. Stop and back up |
| 4. 2 1/2 spins right |                     |

20, 21

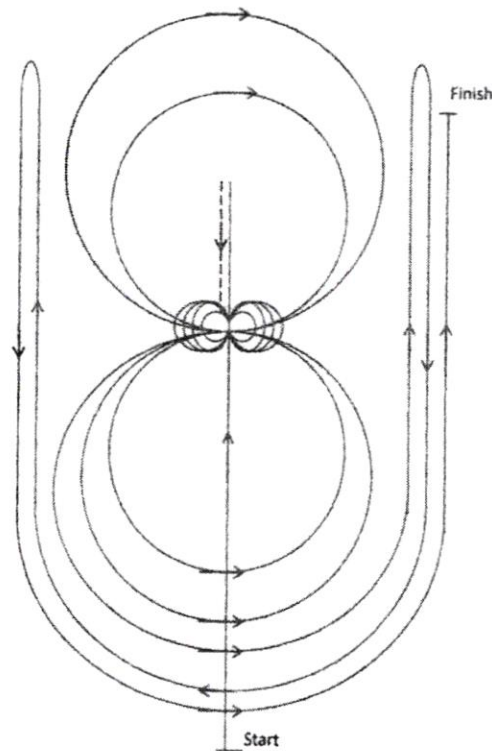
WALK TROT REINING



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

22, 23, 24, 25, 26, 27



### RANCH REINING PATTERN 5

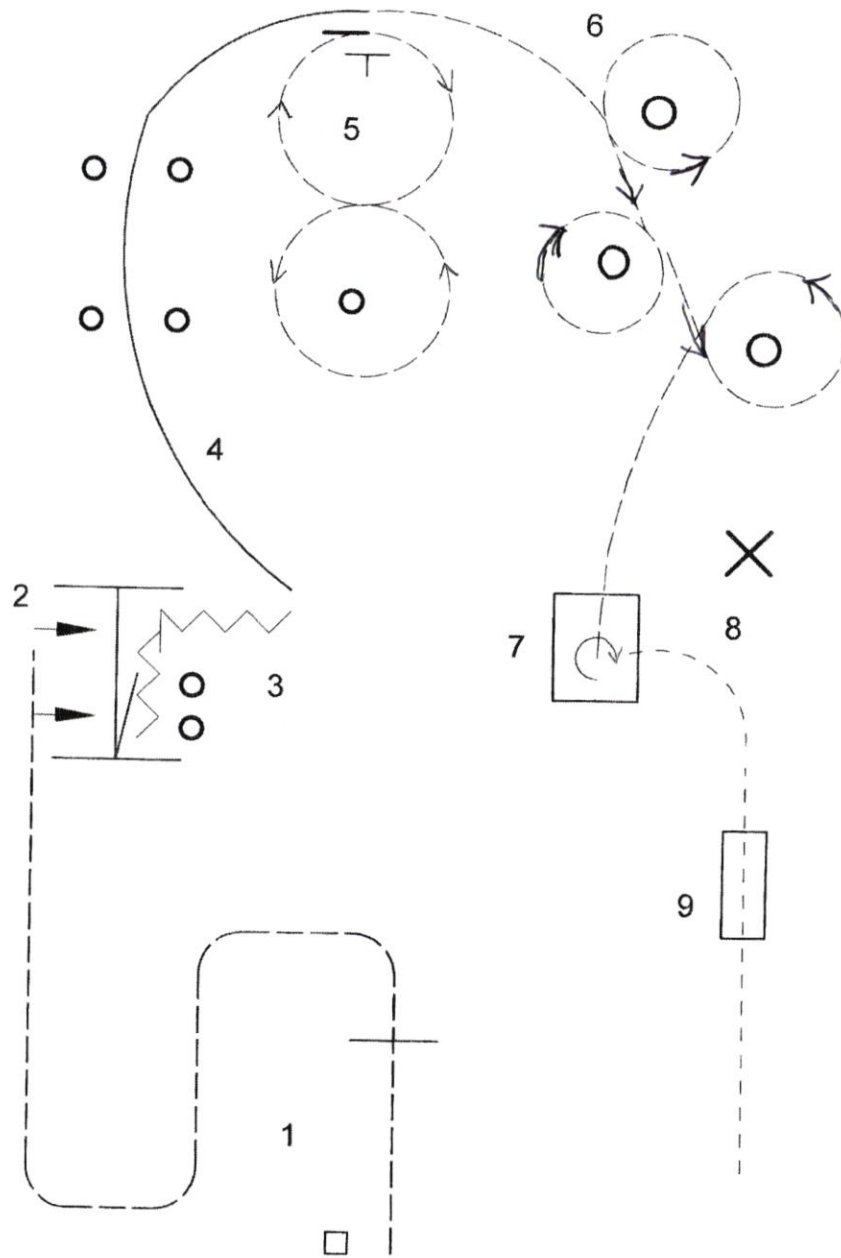
Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large 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 from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. 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 from the wall or fence. Hesitate to show completion of pattern.



43, 44, 48.

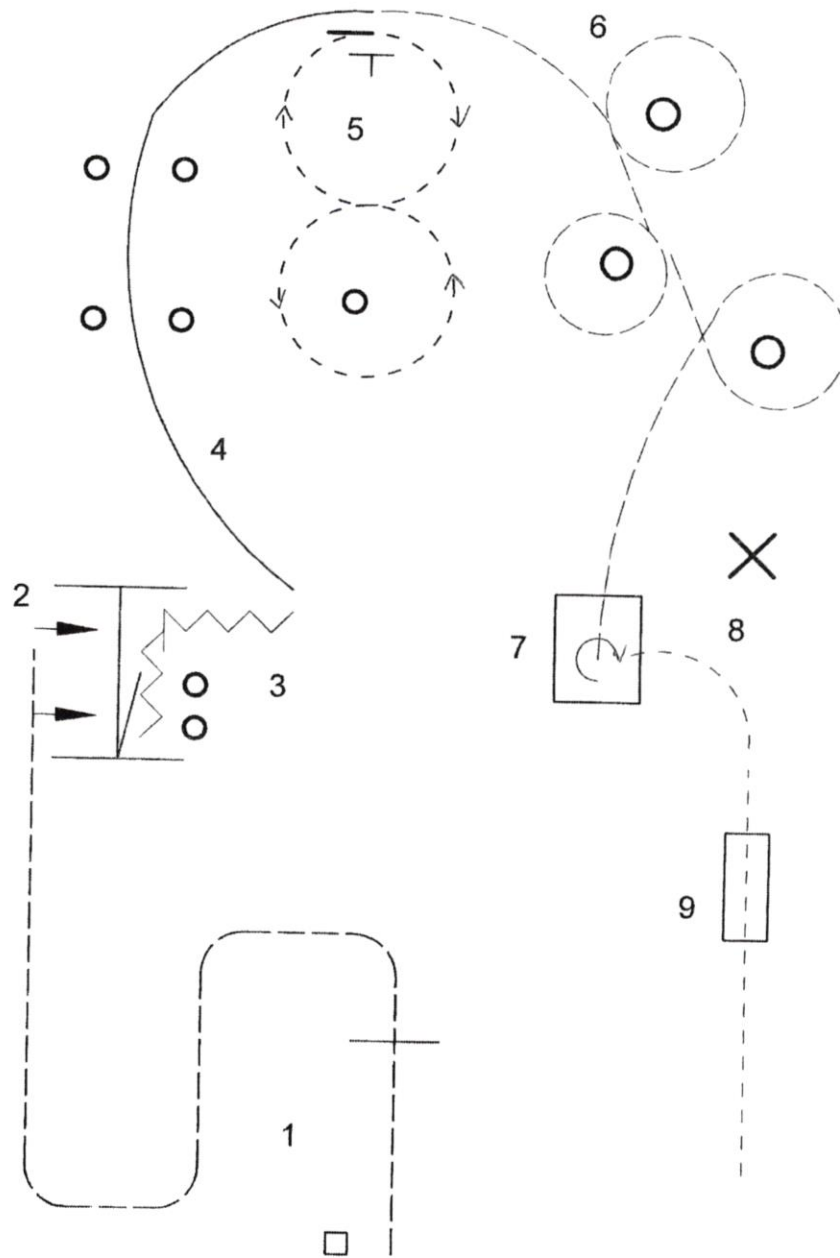


### RANCH TRAIL - AB Open, BBP, Open

Be ready at start marker

1. Extended trot over log and around serpentine
2. Stop and side pass right to gate
3. Right hand through gate, back out of gate in L
4. Lope right lead through trees
5. Drag log in figure 8 at trot
6. Trot around rocks, left, right, left
7. Trot into box, stop, 3/4 turn to right
8. Dismount, ground tie, brand calf
9. Lead horse out of box and over bridge to exit

45 , 47



### RANCH TRAIL - Green, NP, Amateur

Be ready at start marker

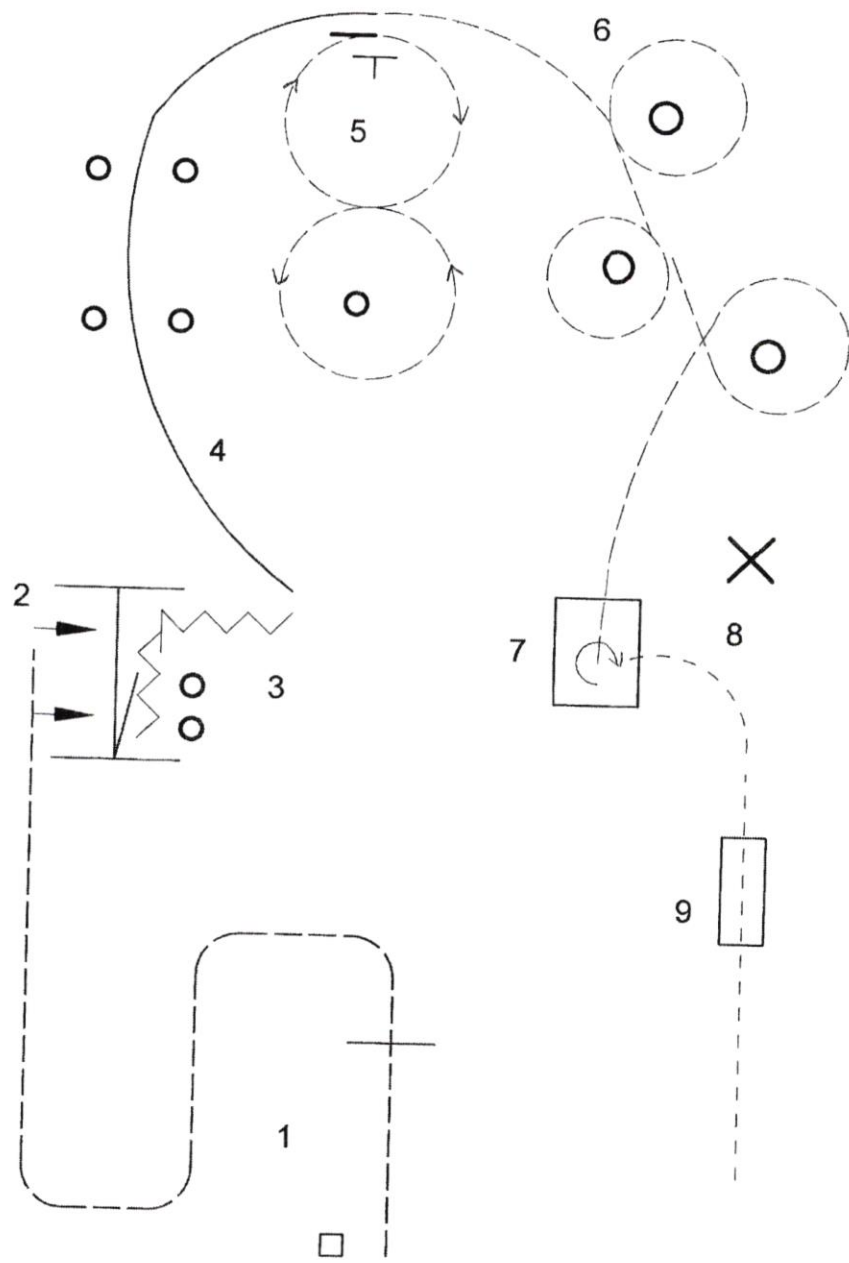
1. Extended trot over log and around serpentine
2. Stop and side pass right to gate
3. Right hand through gate, back out of gate in L
4. Lope right lead through trees
5. Drag log in figure 8 at a walk
6. Trot around rocks, left, right, left
7. Trot into box, stop, 3/4 turn to right
8. Dismount, ground tie, brand calf
9. Lead horse out of box and over bridge to exit



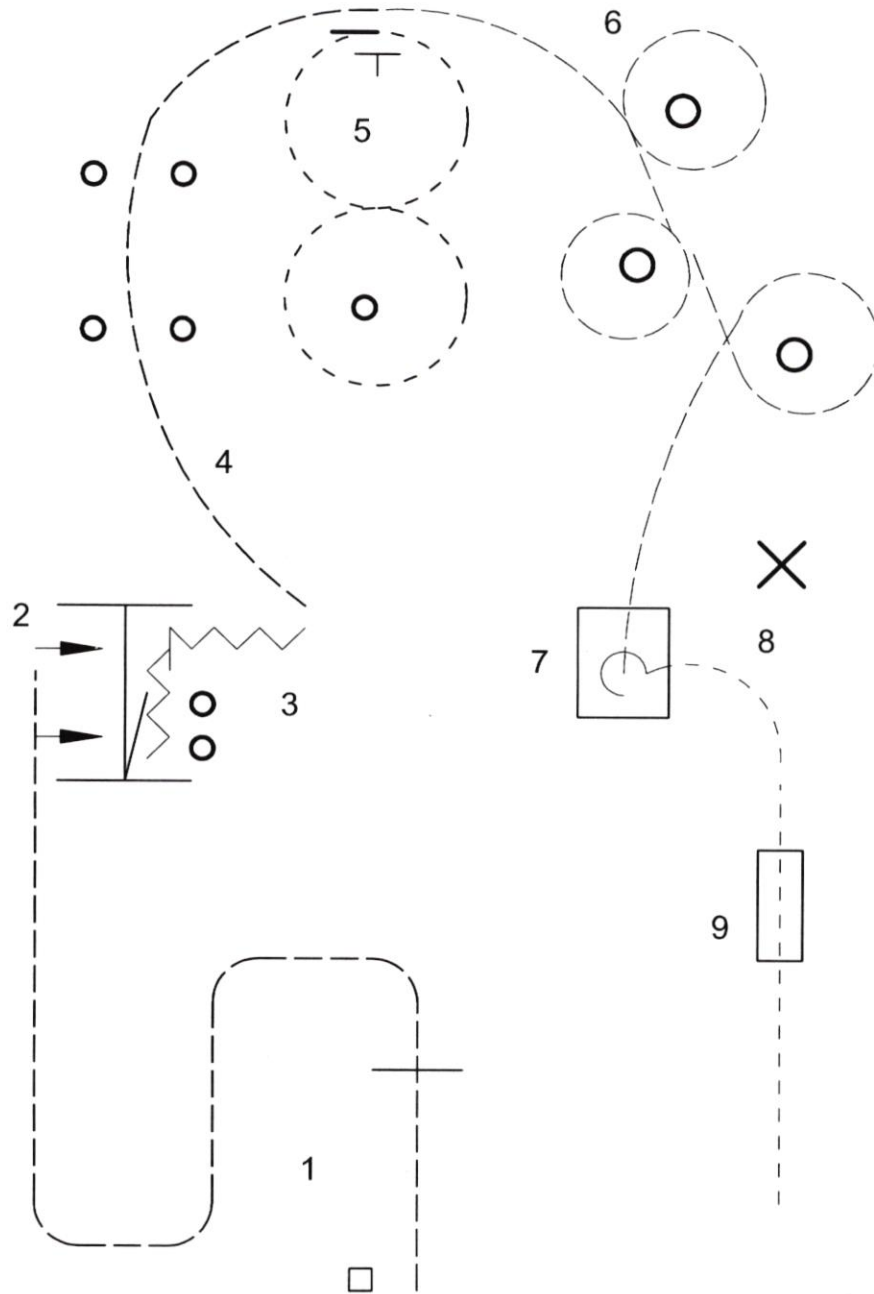
46, 49

### RANCH TRAIL - Youth, Novice NP

- Be ready at start marker
1. Extended trot over log and around serpentine
  2. Stop and side pass right to gate
  3. Right hand through gate, back out of gate in L
  4. Lope right lead through trees
  5. Carry rope in figure 8 at a trot
  6. Trot around rocks, left, right, left
  7. Trot into box, stop, 3/4 turn to right
  8. Dismount, ground tie, pick up left hind foot
  9. Lead horse out of box and over bridge to exit



39, 40, 41, 42



### RANCH TRAIL - All Walk Trot

Be ready at start marker

1. Extended trot over log and around serpentine
2. Stop and side pass right to gate
3. Right hand through gate, back out of gate in L
4. Extended trot through trees
5. Drag log in figure 8 at a walk (Open, NP, AM)  
Youth - carry rope in figure 8 at a trot
6. Trot around rocks, left, right, left
7. Trot into box, stop, 3/4 turn to right
8. Dismount, ground tie, brand calf
9. Lead horse out of box and over bridge to exit