

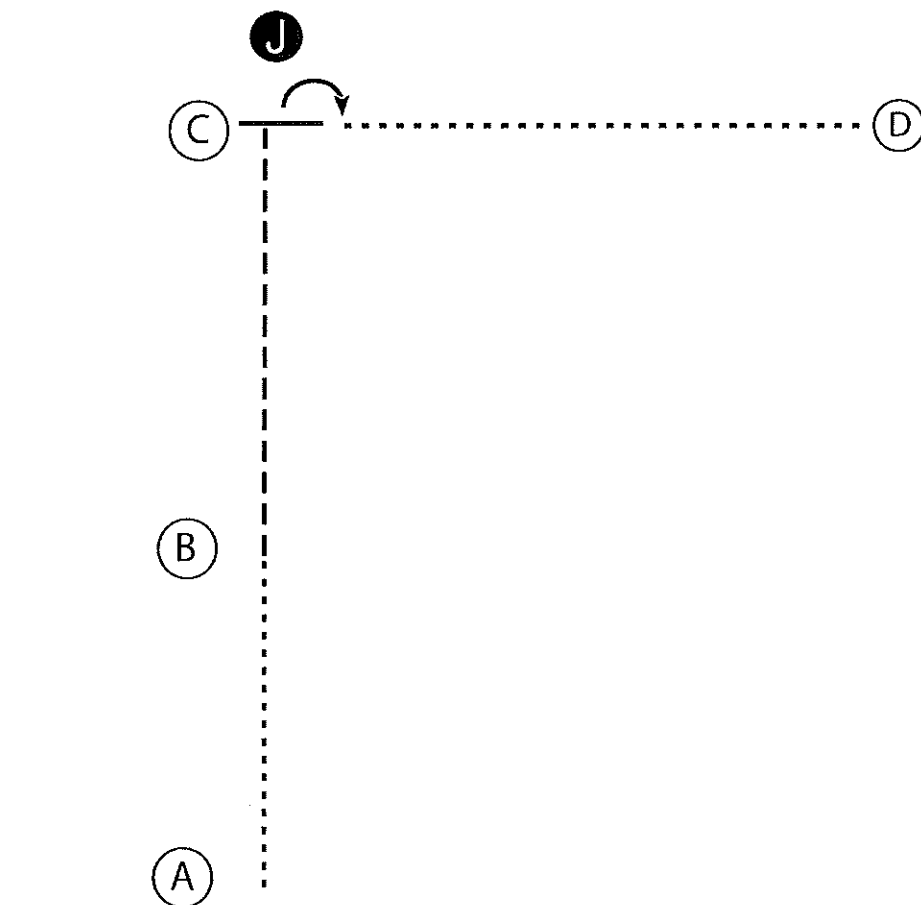
County Fair

Showmanship

Show Date:

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1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk to D.

Walk - - - - -

Trot - - - - -

Back ←

Marker (B)

Judge (J)

[S/1-4]

Pattern Provided by:

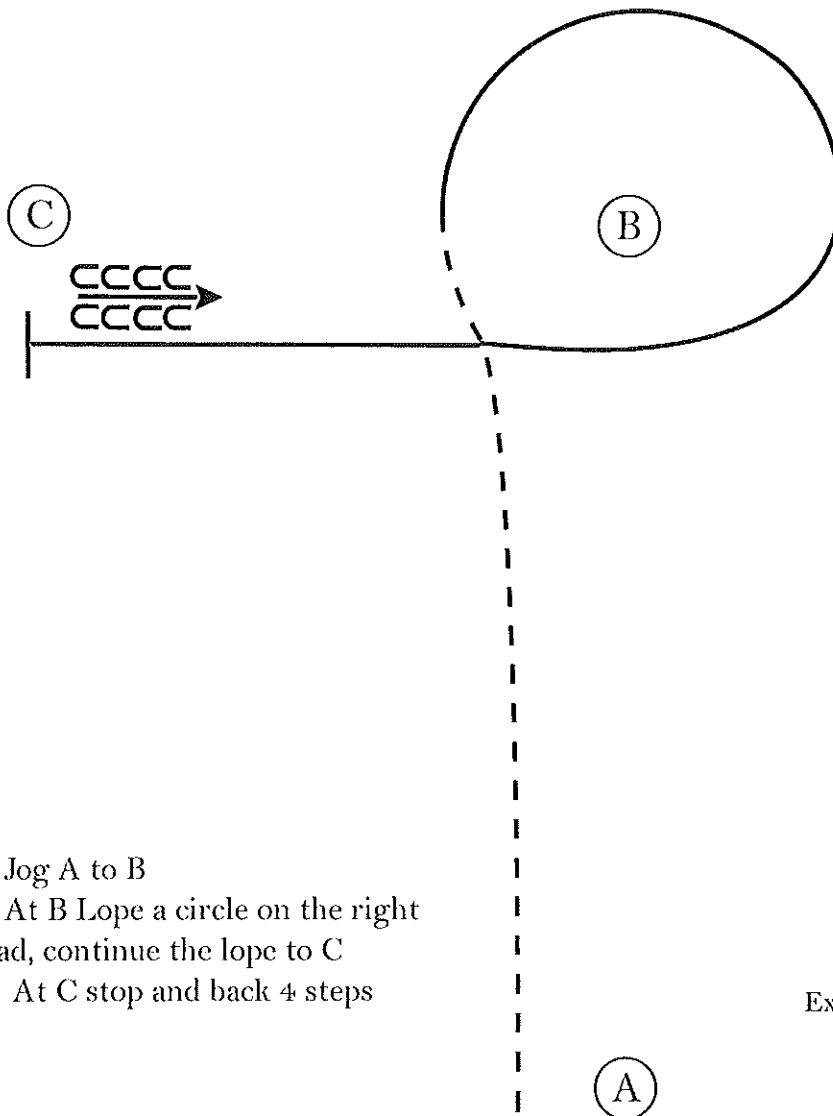
County Fair

Western Horsemanship

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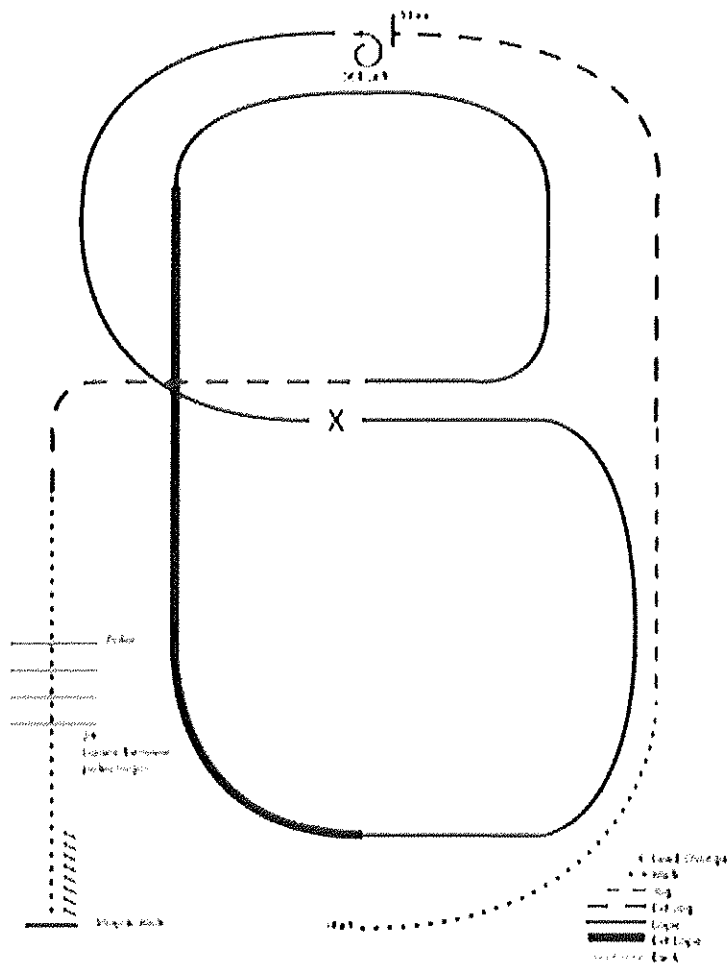
1. Jog A to B
2. At B Lope a circle on the right lead, continue the lope to C
4. At C stop and back 4 steps

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

Pattern Provided by:

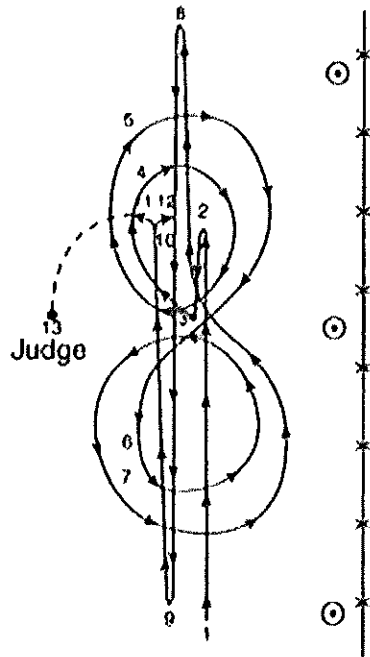
[WH/1-7]

Working Ranch Pattern 1



1. Walk
2. Jog
3. Extend the jog; at the top of the arena, stop
4. 360° turn to the left
5. Left lead ½ circle, lope to center
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extend lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back

Reining Pattern 2



Mandatory Marker Along Fence or Wall

1. to 2. Run with speed, past center marker.
2. Stop and back up to center of pattern. Turn 90° to the left.
3. Settle horse for approximately 10 seconds. Start lope. Circles should be made inside the end markers.
4. Ride two circles to the right, first circle small – should be slow – and second circle larger and faster.
5. Ride two circles to the left, first circle small slow, second circle larger and faster. Change leads and run to far end of arena.
6. Left roll back over hocks (should be made past far end marker). Run to opposite end of arena.
7. Right roll back over hocks (should be made past near end marker).
8. Run past center marker and stop. Let horse settle, then in approximate area of stop, do the pivots.
9. Pivot right or left no more than 90°.
10. Pivot opposite direction, no more than 180°.