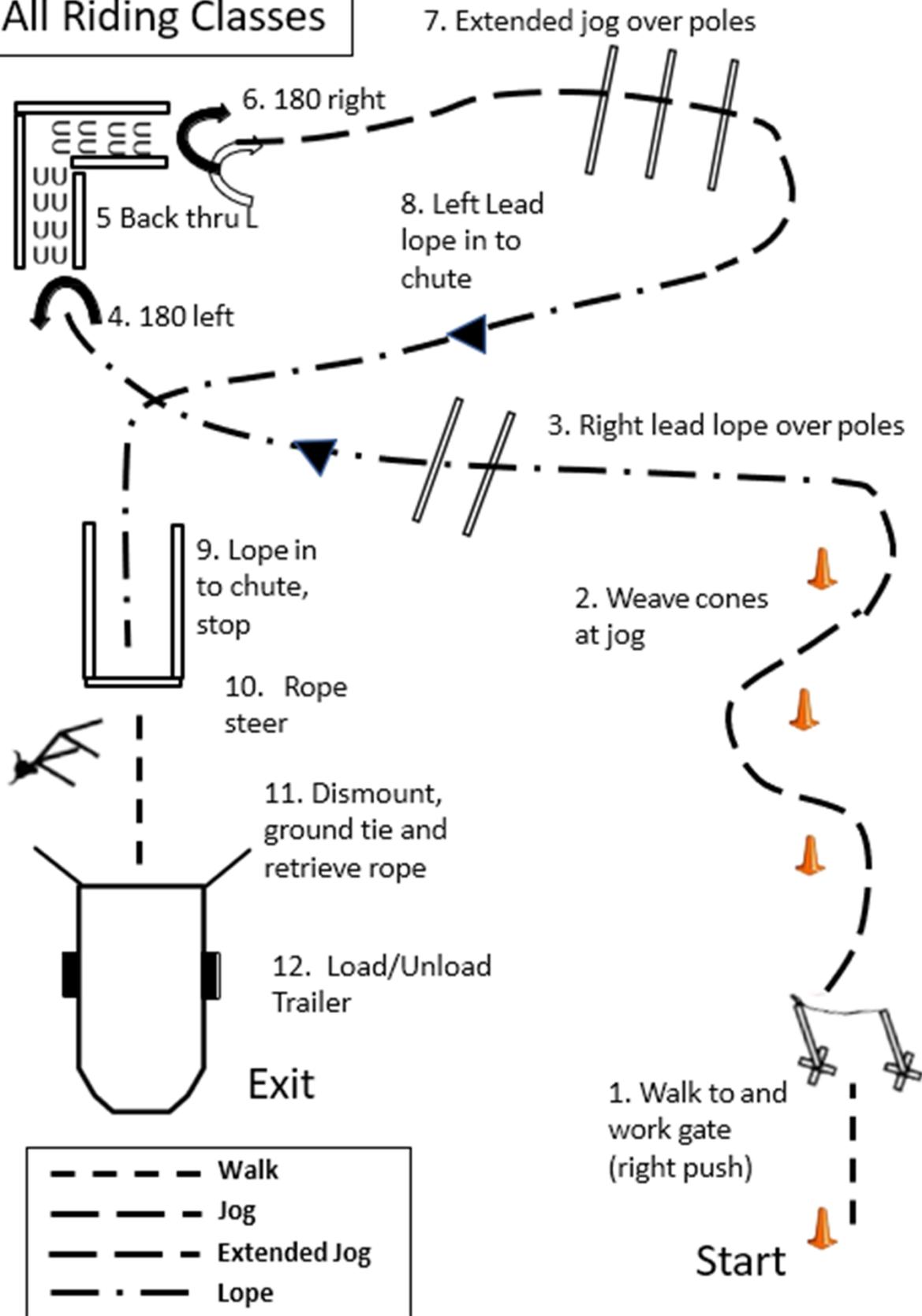


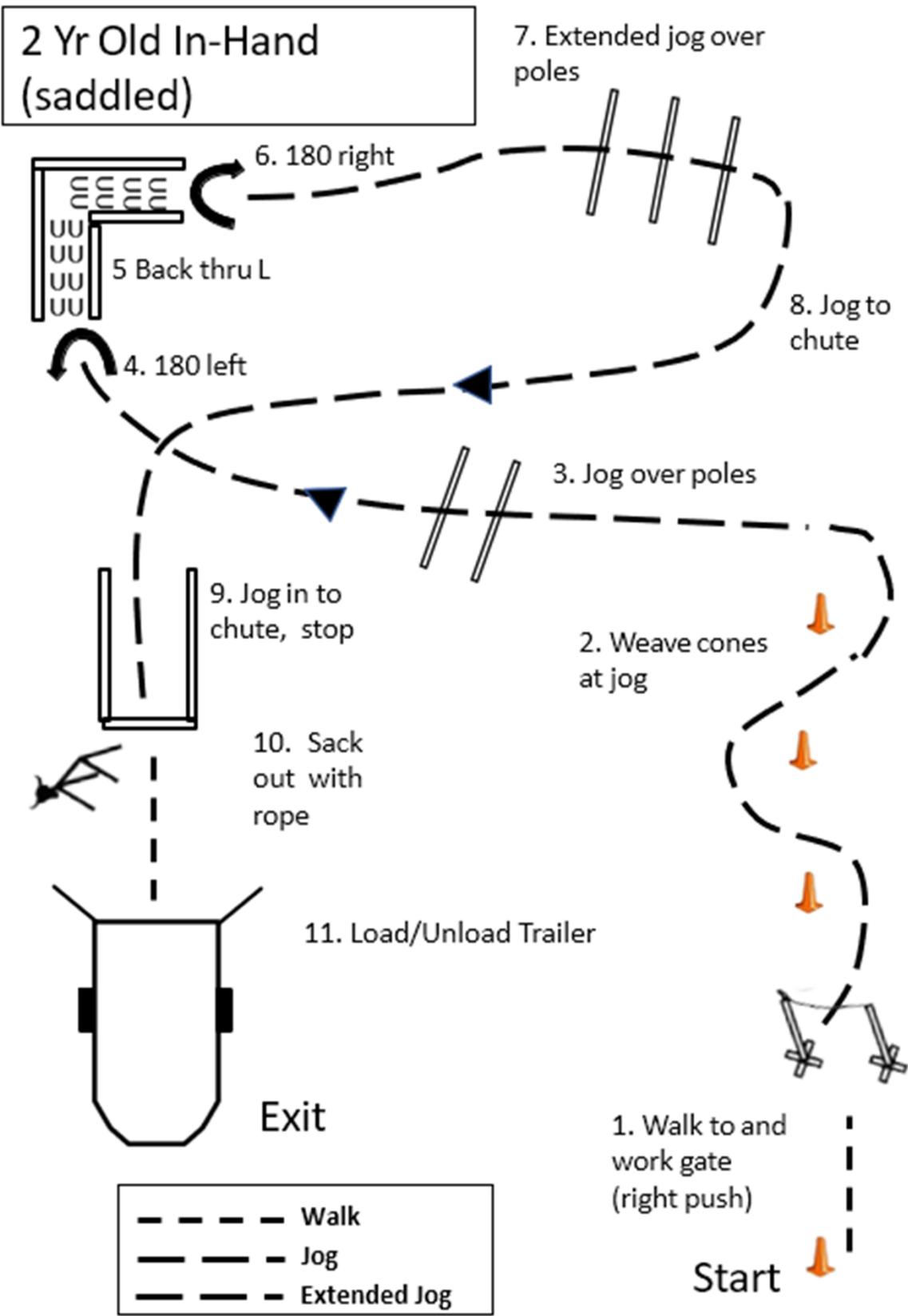
Ranch Trail

All Riding Classes



MoRHA
March 2022 Patterns

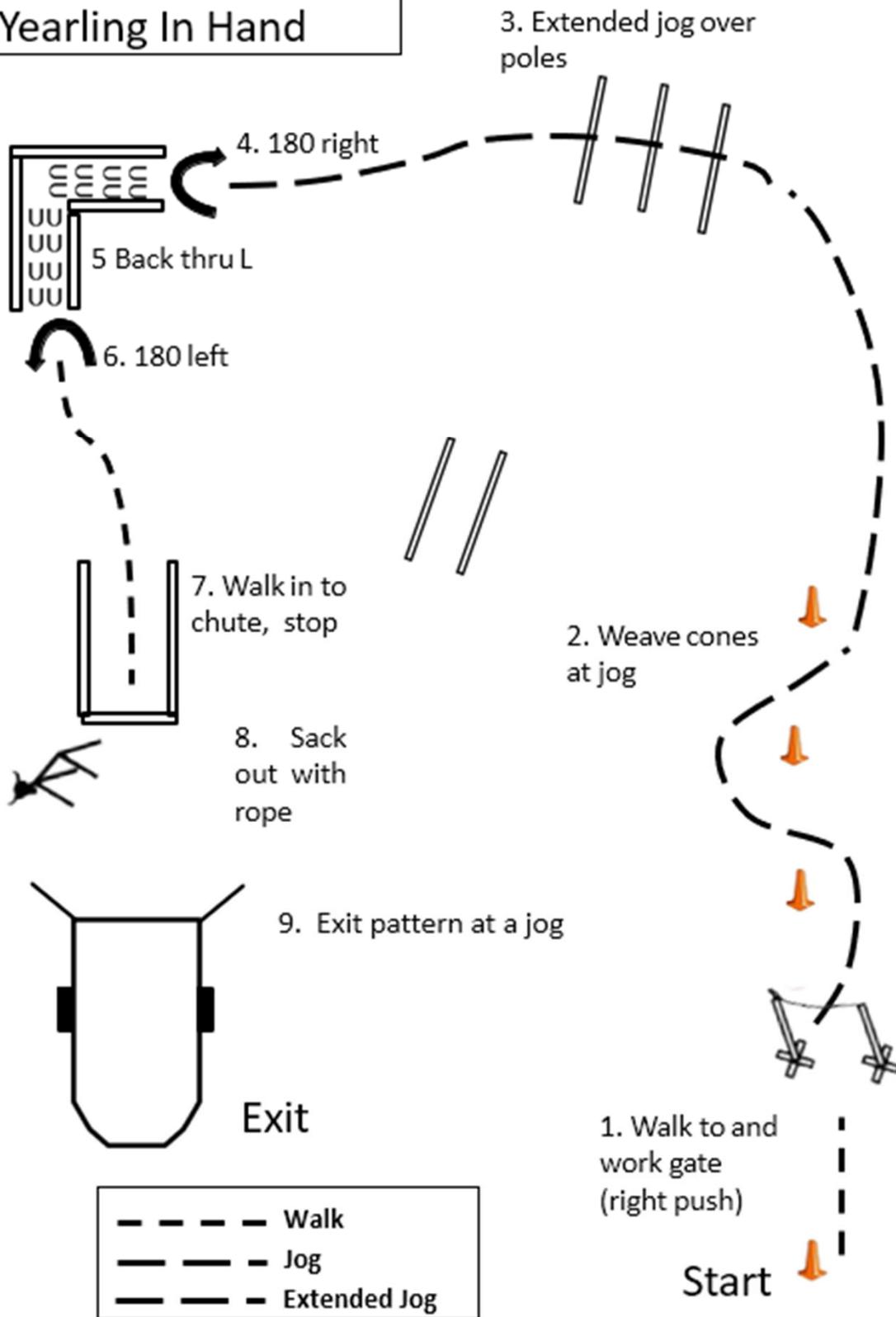
Ranch Trail



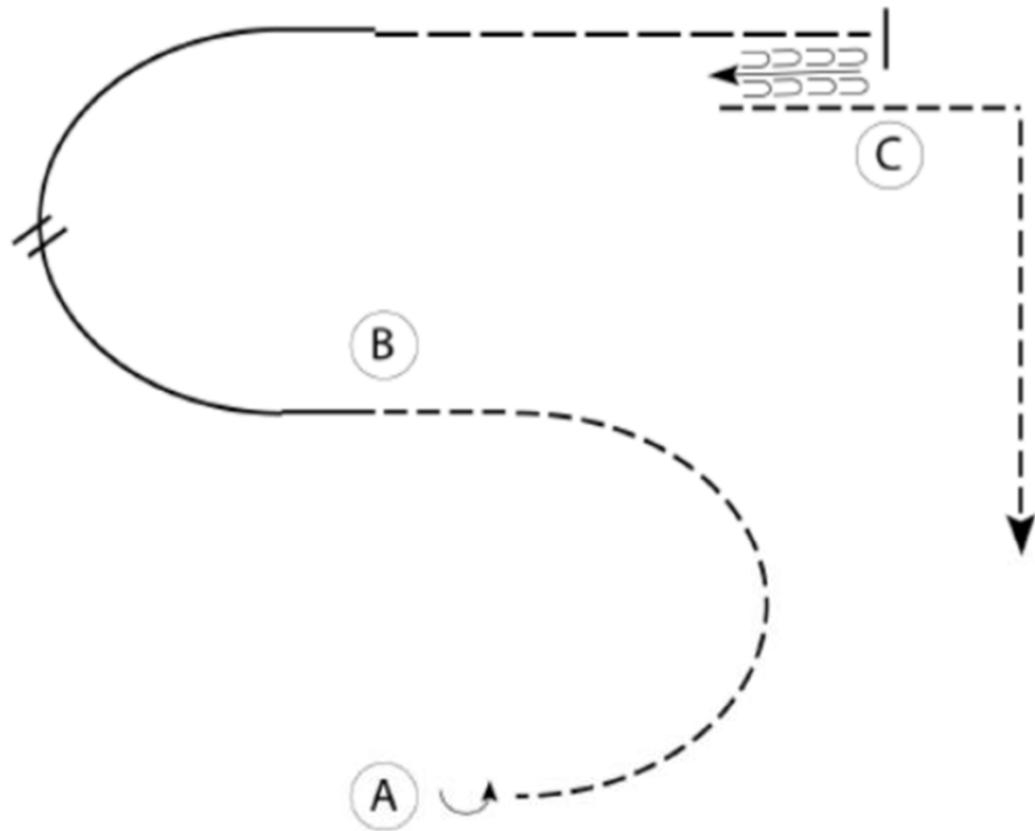
MoRHA
March 2022 Patterns

Ranch Trail

Yearling In Hand



Horsemanship



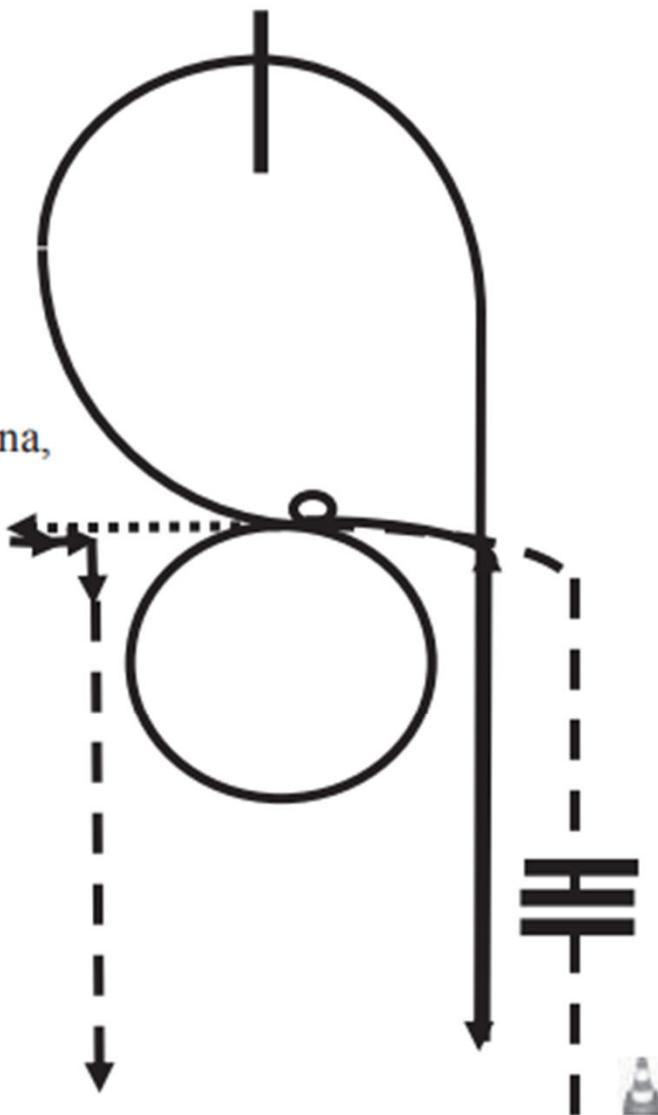
Be ready facing A.

1. When acknowledged, perform a 180 turn to the left.
2. Jog a half circle to B.
3. Lope left lead quarter circle and change leads (simple or flying)
4. Continue circle on right lead until in line with B.
5. Break to the extended jog to C.
6. Stop and back at C.
7. Jog to exit as shown.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

RANCHMANSHIP PATTERN # 8

1. Start at cone, trot over poles to the center of arena and stop.
2. 1 spin right.
3. Right lead lope over pole and run-down arena, stop, roll back to left.
4. Left lead lope small slow.
5. In middle transition to a walk, walk 10 to 15 feet.
6. Stop; back 8-10 feet, 90° turn to left; and trot out of arena.



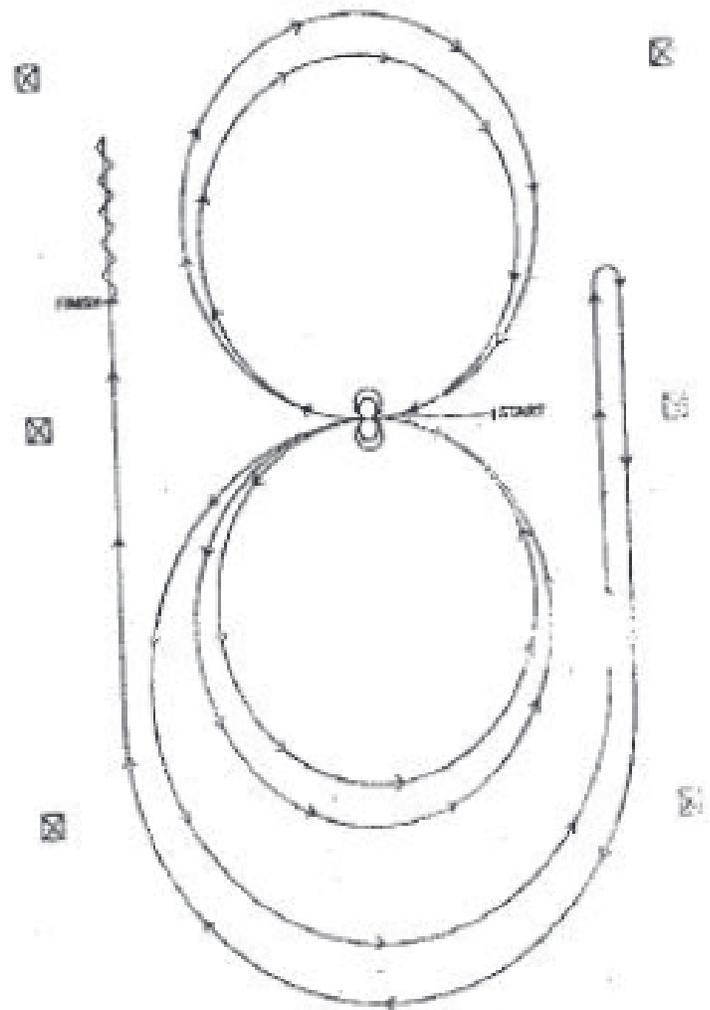
NOVICE RANCH REINING PATTERN #3

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 maker, 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.

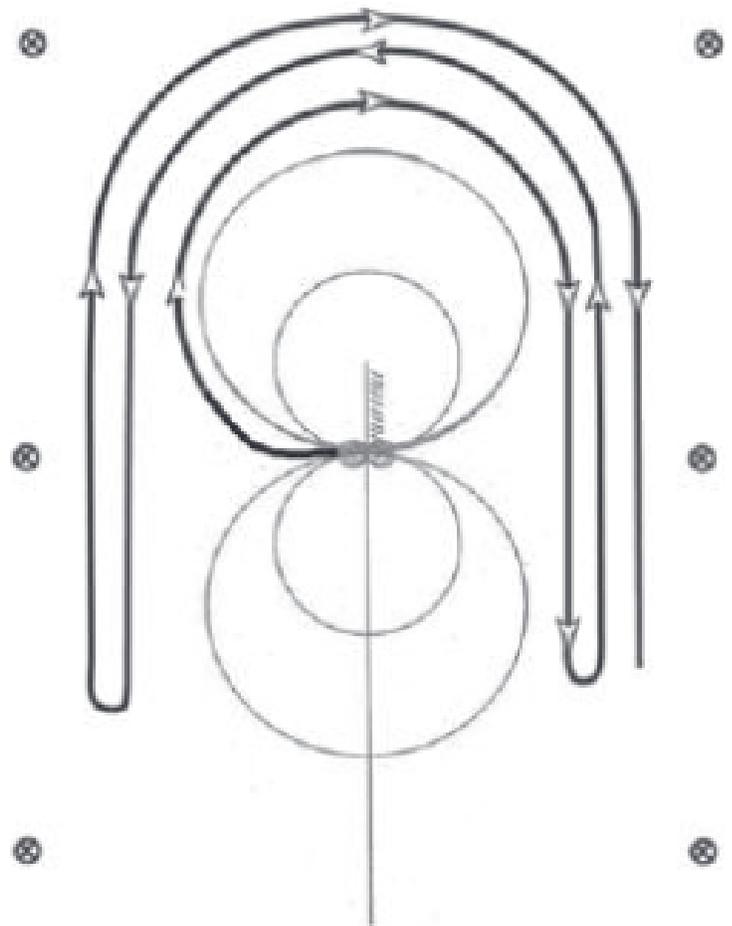
EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.



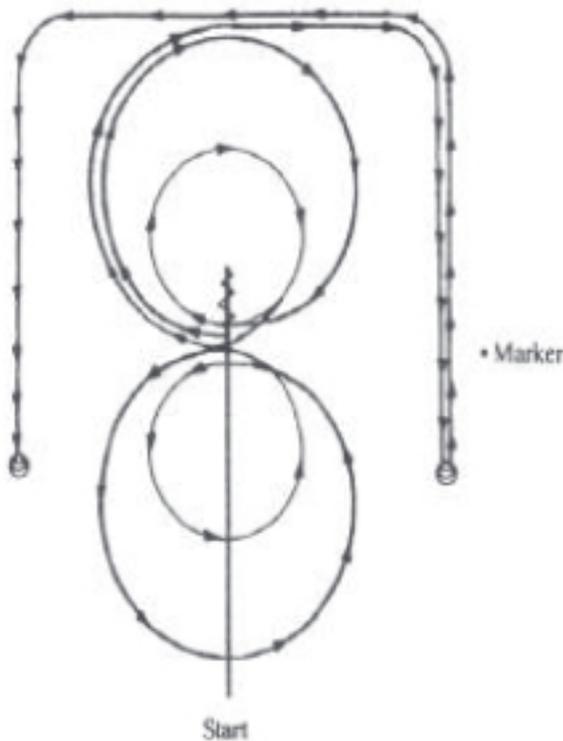
RANCH REINING PATTERN #6

1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. $3\frac{1}{4}$ to the left.
5. Begin on the right lead, lope circles, first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left.
8. Rundown and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.

Rider must drop bridle to the designated judge



WORKING COW HORSE PATTERN# 1

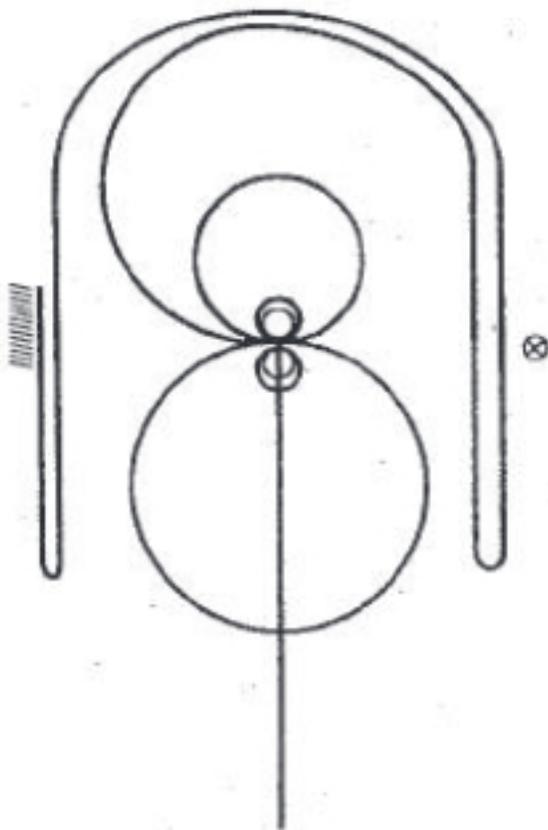


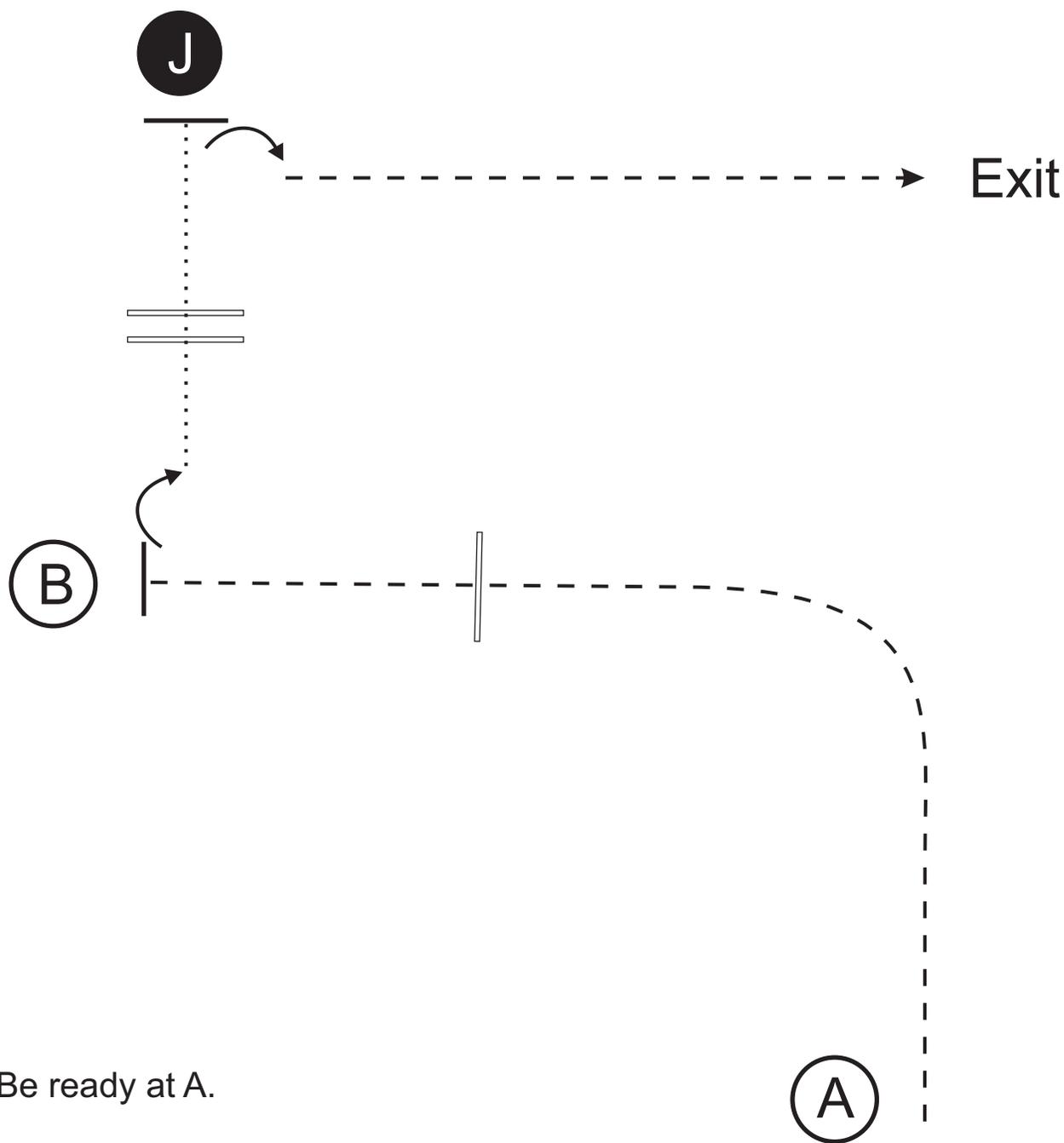
1. Start at end of the arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) Past center marker and come to a sliding stop.
7. Complete 3½ spins to the right.
8. Continue back down the side and end of the arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3½ spins to the left.
10. Hesitate to complete pattern.

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 $\frac{1}{4}$ 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 strait 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.





Be ready at A.

1. Trot from A to B over pole
2. Stop at B and perform 90 degree turn
3. Walk to judge over poles
4. Stop and set up for inspection
5. When dismissed, perform a 90 degree turn
6. Walk away from judge, Exit.

Walk
Trot - - - - -
Marker (B)
Judge (J)