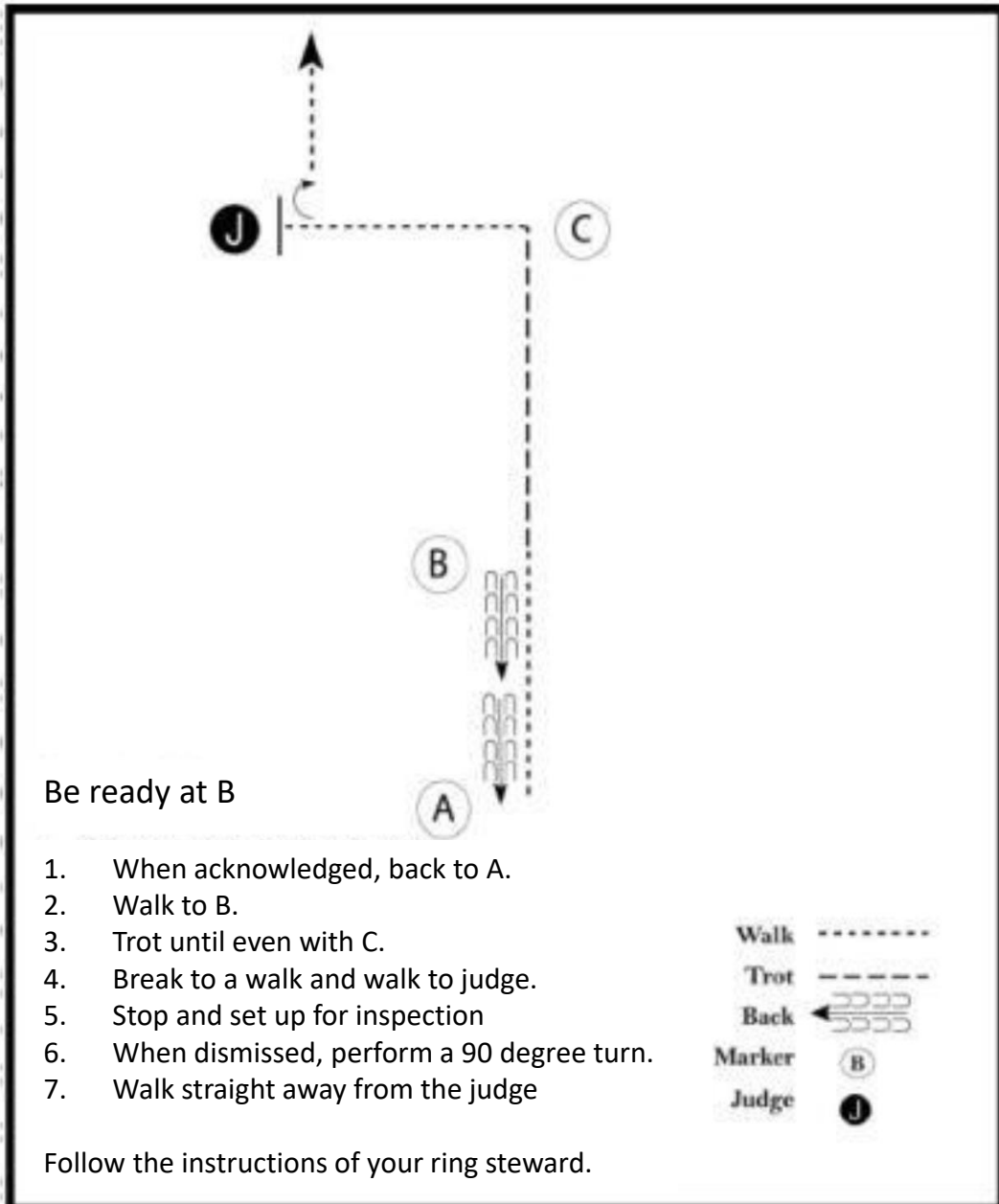




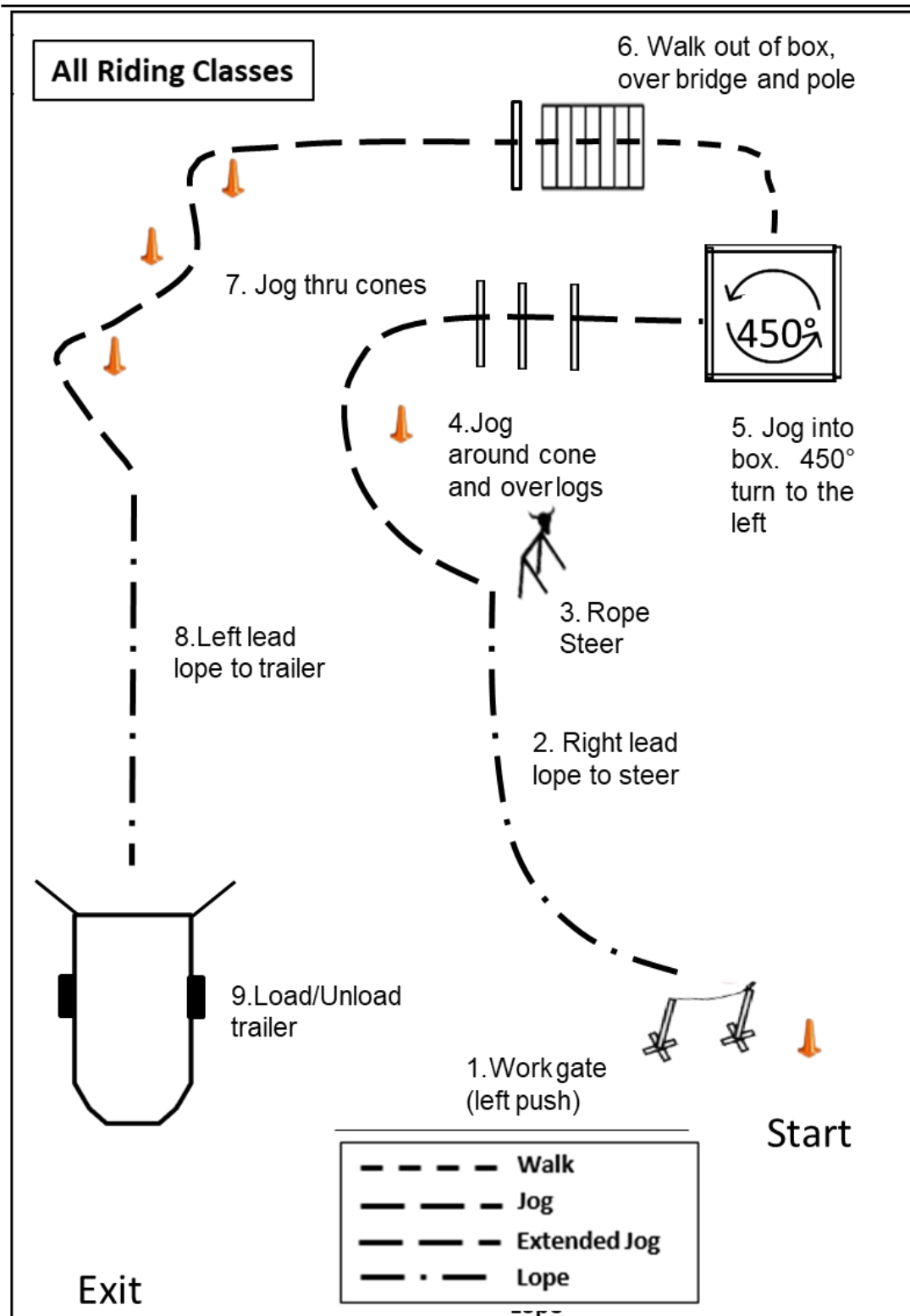
Slidin' In The Sun
Pattern Book
August 14-16, 2020
Lucky J Arena, Carthage, MO

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August 2020

Showmanship Pattern #2 – ALL DIVISIONS

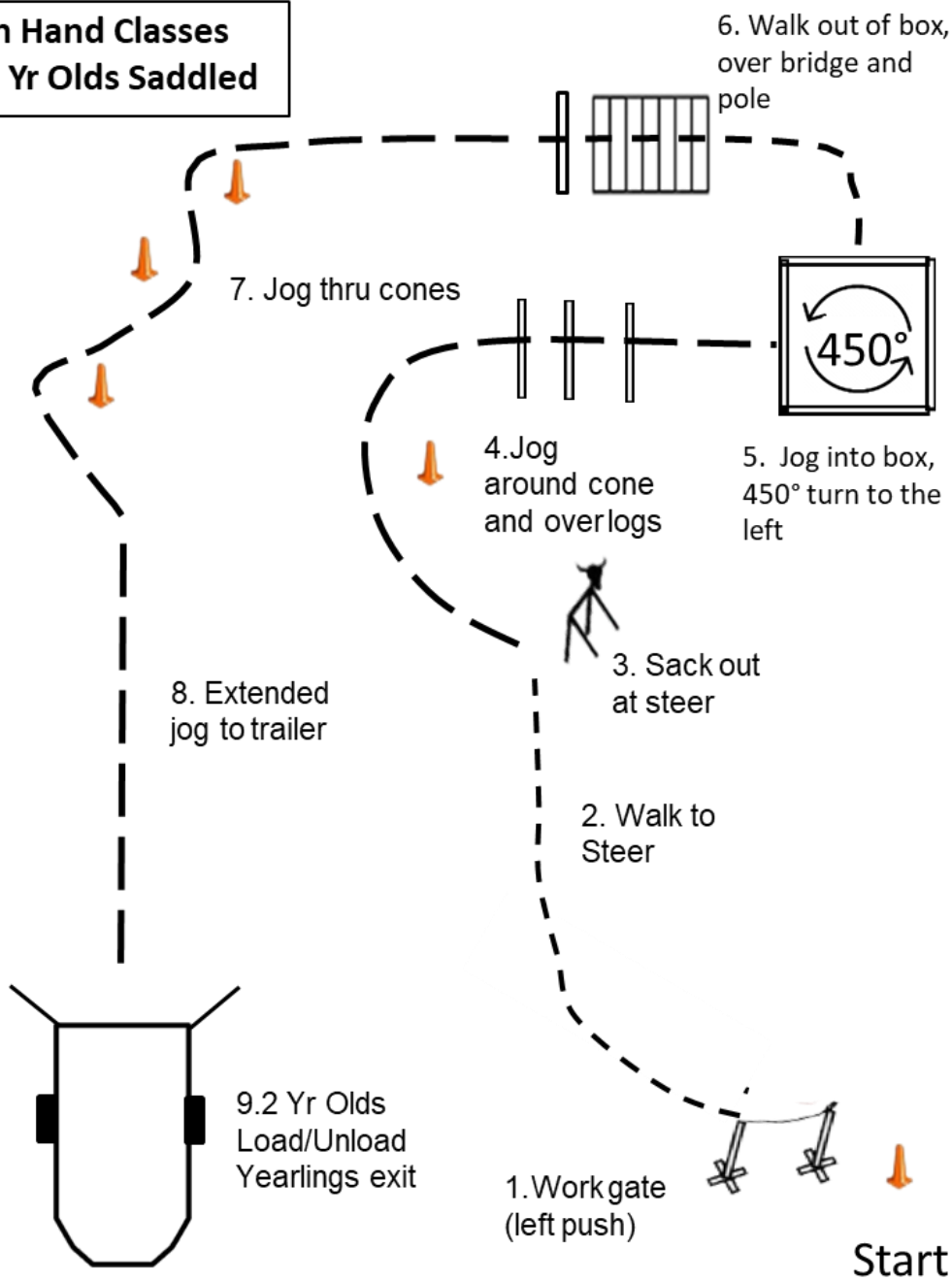


Ranch Trail Pattern #6



Ranch Trail Pattern #6

**In Hand Classes
2 Yr Olds Saddled**

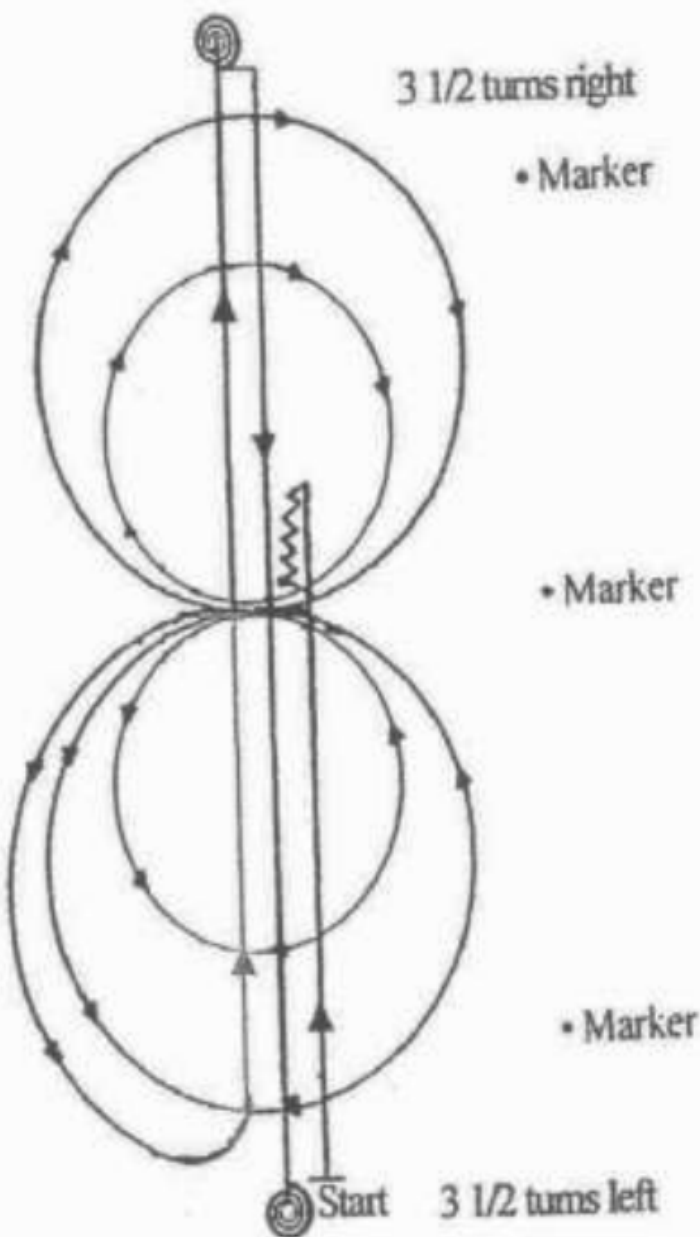


- Walk
- - - Jog
- — — Extended Jog

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WORKING COW HORSE PATTERN # 5



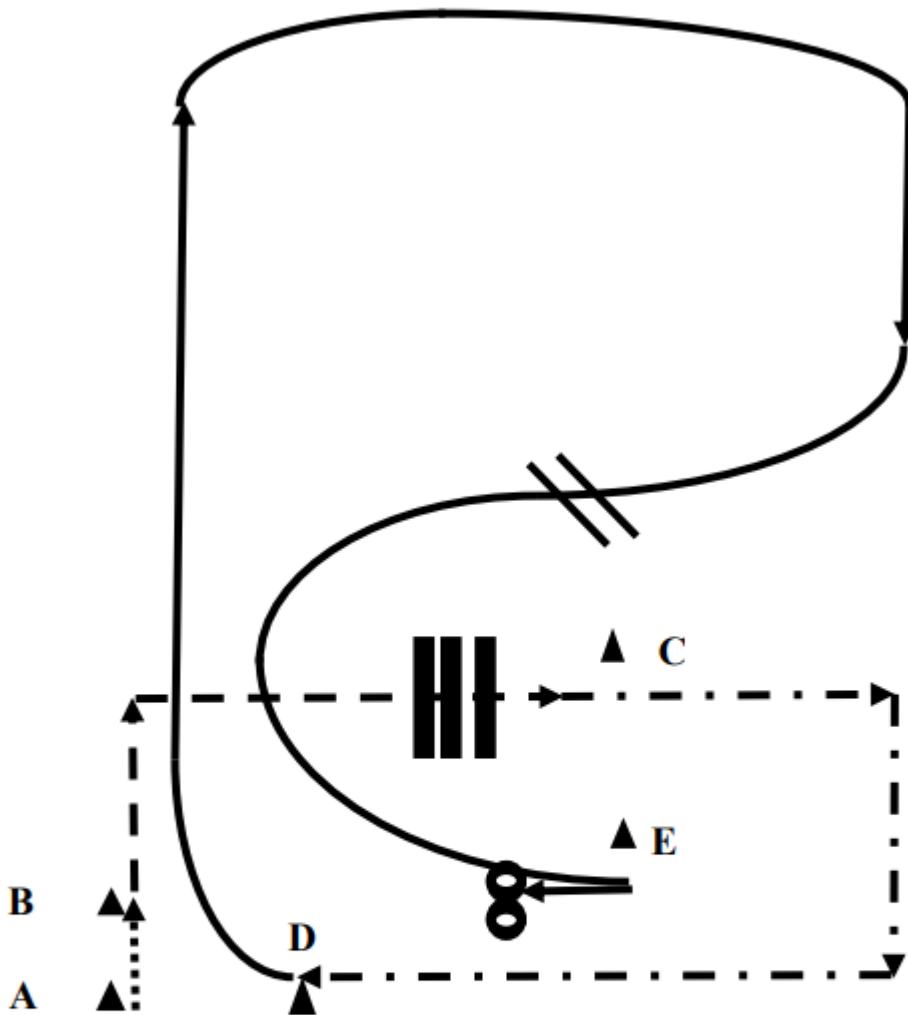
**THIS PATTERN WORKS BEST
WHEN THE EXIBITOR &
CATTLE ENTER FROM THE
SAME END OF ARENA.**

1. Start at end of arena. Run past center marker, stop, back at least 10 feet.
2. $\frac{1}{4}$ turn left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at center of arena.
3. Complete 2 circles to the right. The first small and slow, the second large and fast. Change leads at center of a arena.
4. Continue around end of arena without breaking gait or change leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete $3\frac{1}{2}$ spins to the right. Rundown center of arena past end marker, execute a square sliding stop.
6. Complete $3\frac{1}{2}$ spins to the left. Hesitate to complete pattern.

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RANCMANSHIP PATTERN #6



1. Walk from A to B.
2. At B trot over poles to C.
3. At C extended trot to D.
4. Lope right lead up arena and close circle to center and change to left lead.
5. Lope to right side of cone E and stop; back 8 to 10 feet.
6. Two (2) spins to the left.
7. $2\frac{1}{4}$ spins to the right.

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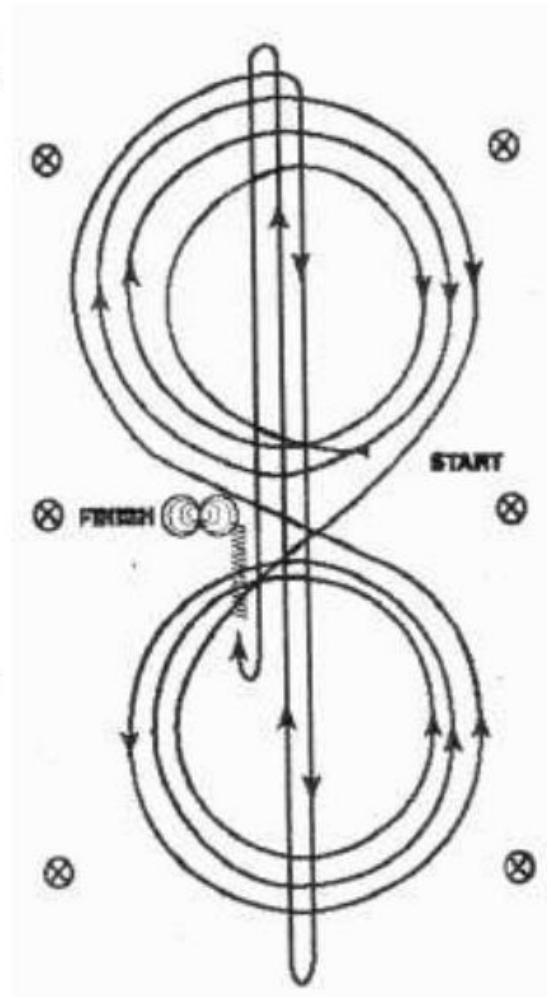
RANCH REINING PATTERN #2

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

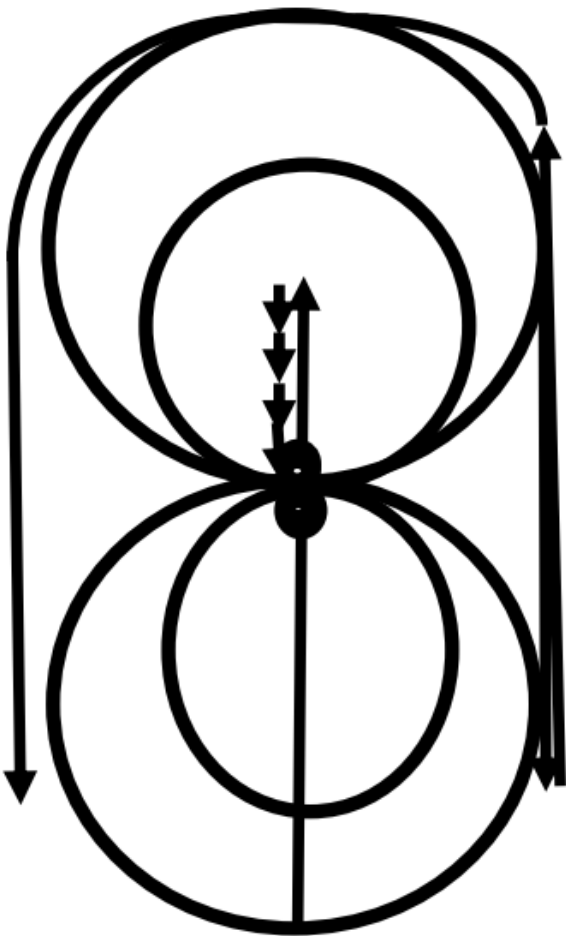
1. Beginning on the right lead, complete 3 circles to the right, the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
2. Complete 3 circles to the left the first circle small and slow, the next 2 circles large and fast. Change leads at the center 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 PATTERN # 7

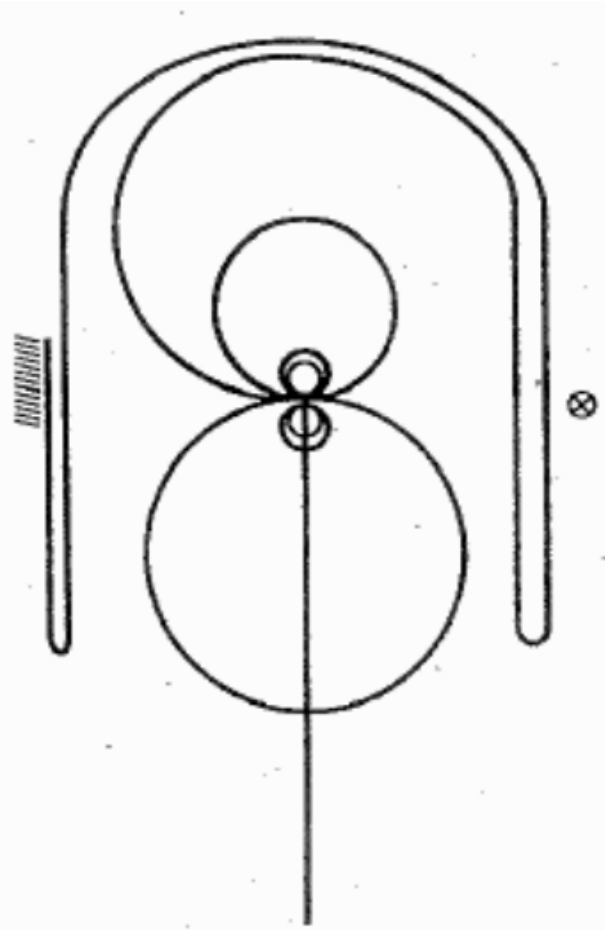


1. Run down center past marker and stop; Back 8-10 feet, 1/4 turn left.
2. Left lead lope large fast, small slow stop.
3. 3 spins left.
4. Beginning on the right lead complete 2 circles the first one large and fast and the second small and slow, stop.
5. 3 spins right.
6. Right lead lope but do not close circle, go past middle marker, stop roll back left.
7. Run down past middle marker, stop, Hesitate to show completion of 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.



Horsemanship Pattern #3 – ALL DIVISIONS

The diagram illustrates the path for Horsemanship Pattern #3. It starts at point A, moves vertically to point B, then continues vertically to point C. At C, the horse performs a 540-degree turn to the right on the hindquarters. The path then curves in a half-circle to the left, ending at a point even with C. From there, the horse backs four steps. A legend on the right side of the diagram defines the symbols used for different gaits and maneuvers.

1. Be ready at A.
2. Walk four steps from A.
3. Jog to B
4. Extend the jog from B to C
5. Stop at C and perform a 540 degree turn to the right on the hindquarters.
6. Lope a half circle on the left lead until even with C
7. When even with C stop and back four steps.

Walk
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	↙ ↘
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊞
Sidepass	← →