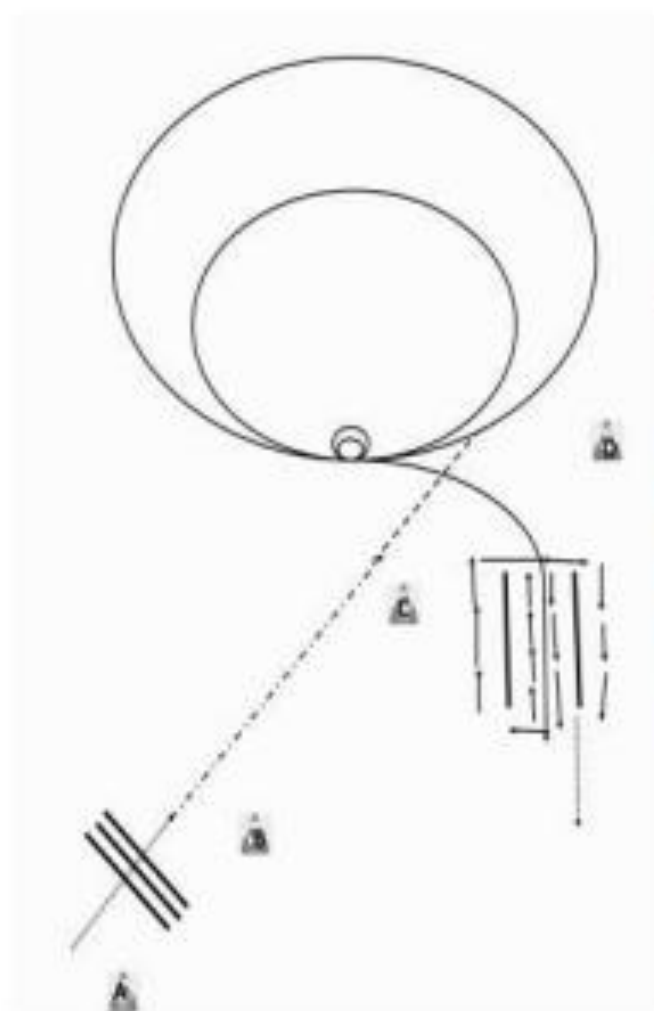


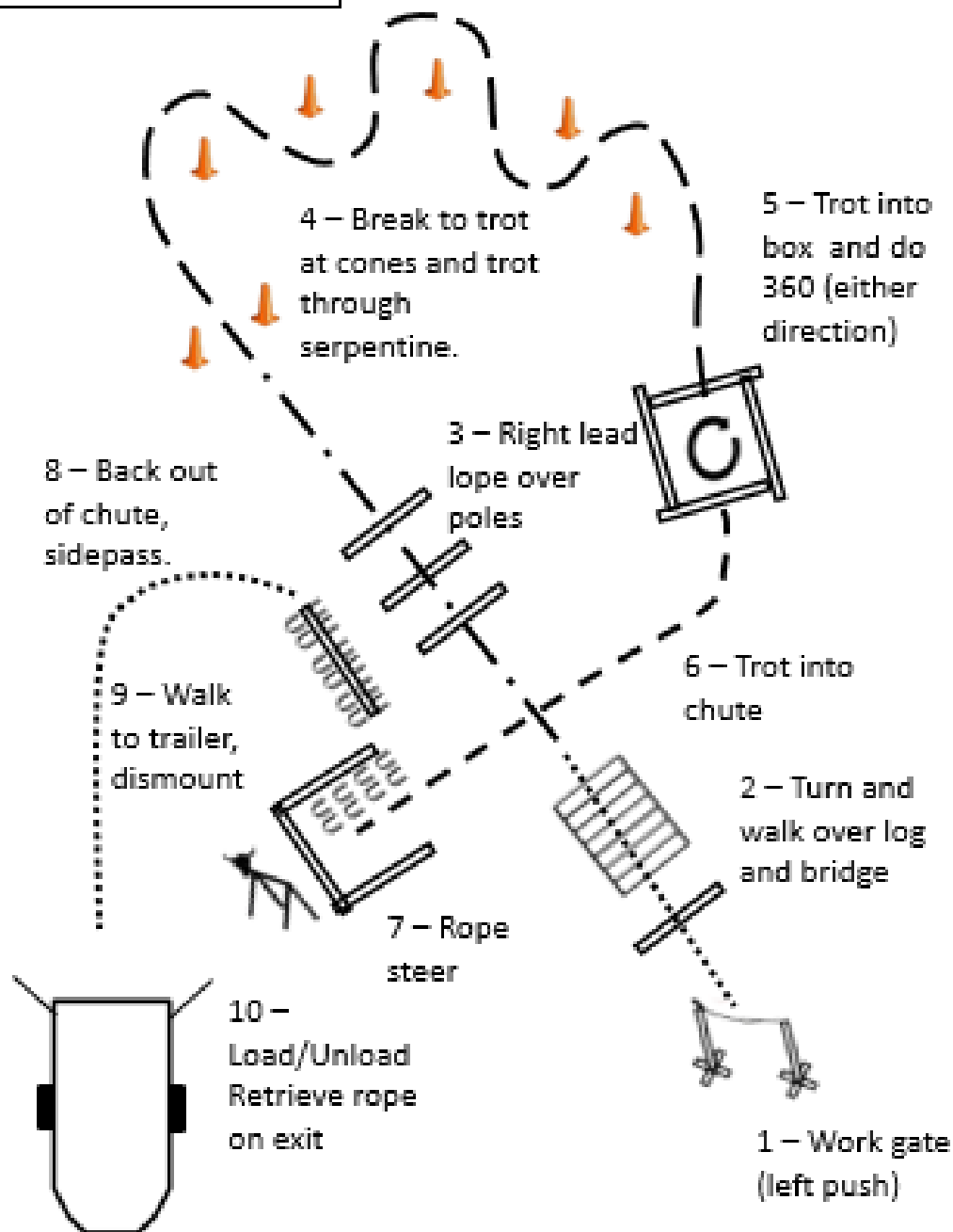
## RANCHMANSHIP PATTERN # 7



1. Walk from A to B.
2. At B extended trot to C.
3. At C return to jog.
4. At D left lead lope large fast to a small slow and stop in the center.
5. 2 spins left.
6. Trot thru chute, stop, 90 to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.

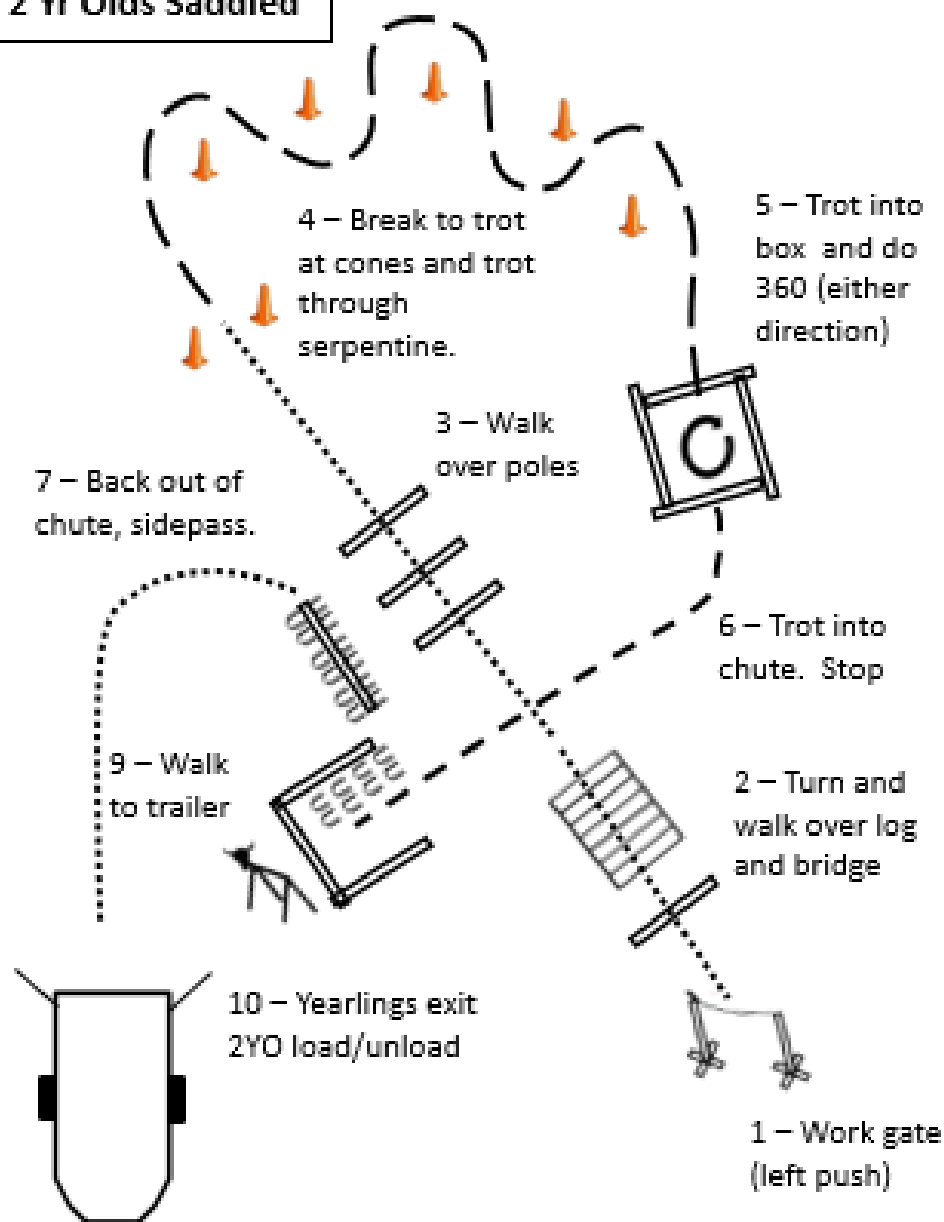
MoRHA's Fall Finale  
2021  
MoRHA Trail Pattern #5

All Riding Classes



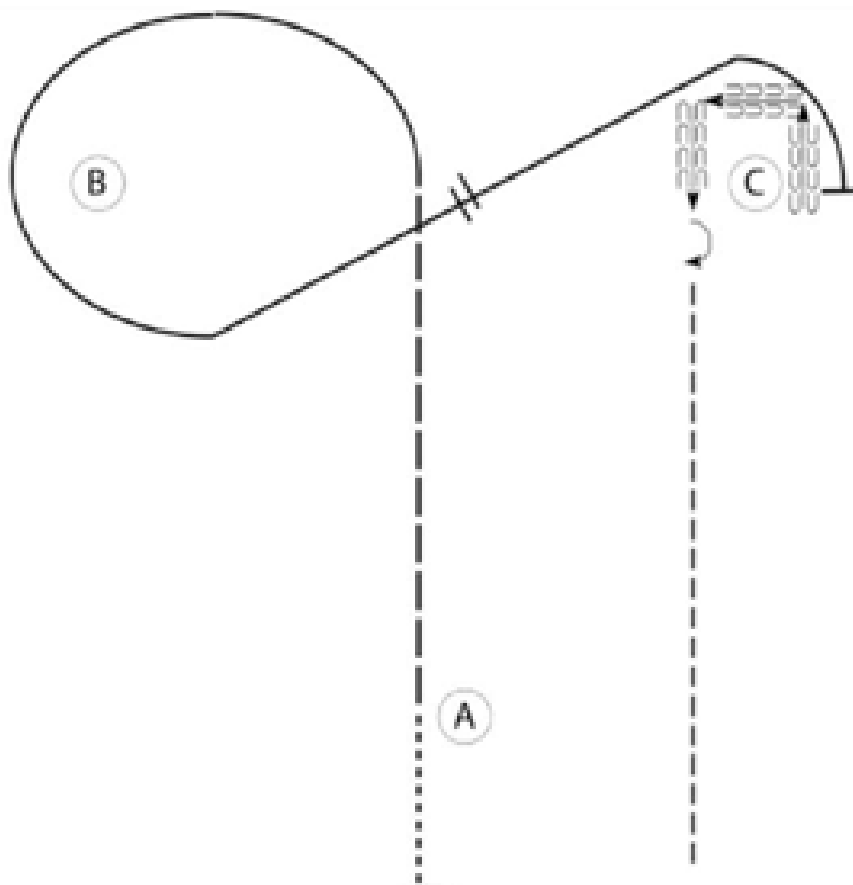
MoRHA's Fall Finale  
2021  
MoRHA Trail Pattern #5

In Hand Classes  
2 Yr Olds Saddled



..... Walk  
- - - - Trot

## Horsemanship #4

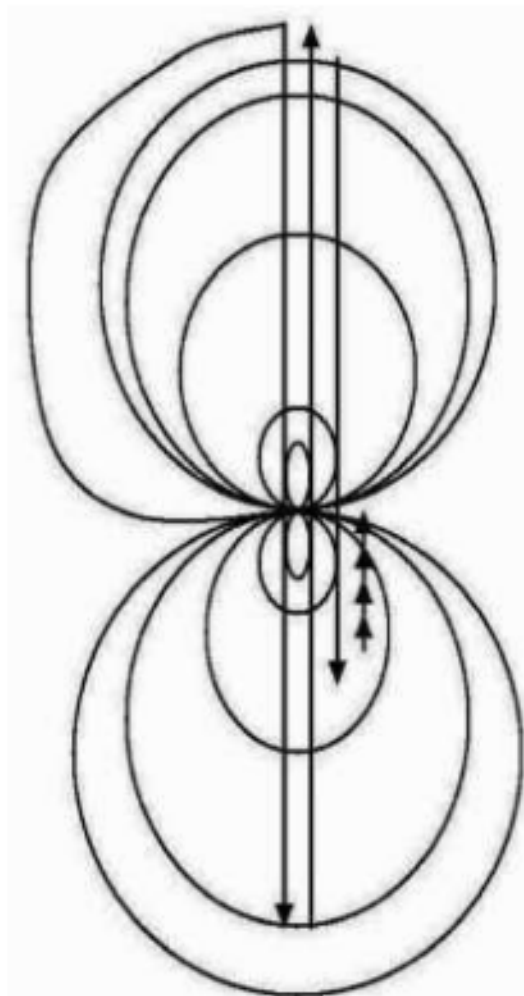


1. Walk to A.
2. Extended jog until between B and C.
3. Lope on the left lead around B and toward C.
4. Perform a lead change halfway to C.
5. Lope on the right lead around C and stop.
6. Back around C.
7. Perform a 180 degree turn right.
8. Jog to exit

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	//
Back	← — — — —
Marker	ⓑ

## RANCH REINING PATTERN #4

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



1. Beginning on the right lead, complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Stop at the center of the arena.
2. Complete 2 spins to the right. Hesitate.
3. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Stop at center of the arena.
4. Complete 2 spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, and change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of arena (figure 8).
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to designated judge.

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

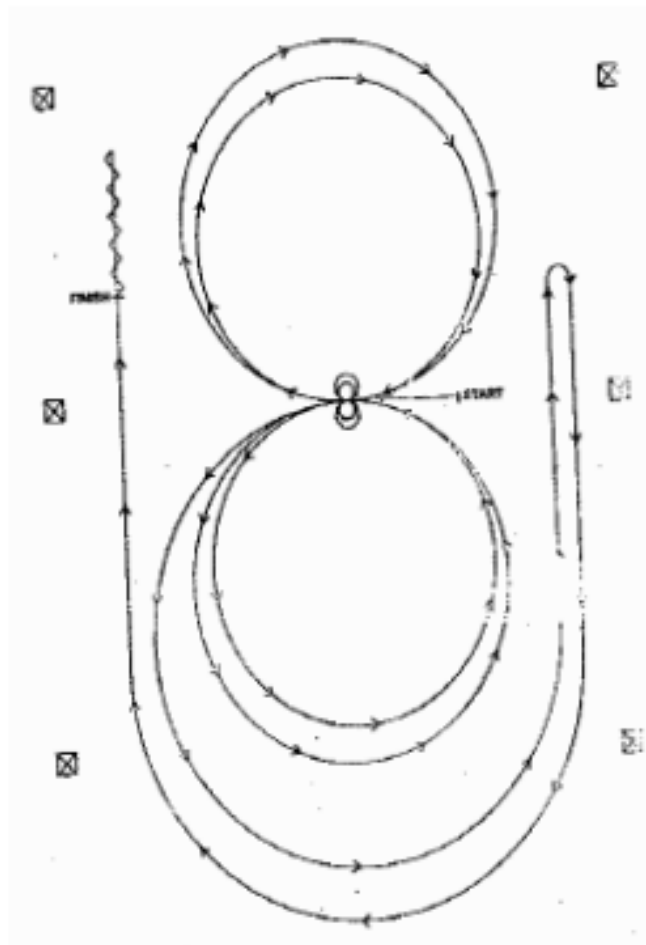
## NOVICE RANCH REINING PATTERN #3

**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.**

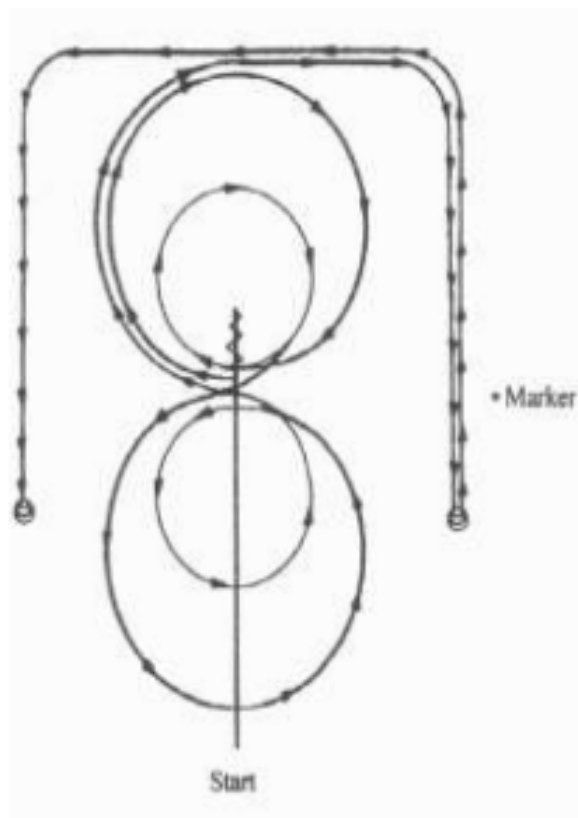
1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the 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 COW HORSE PATTERN# 1



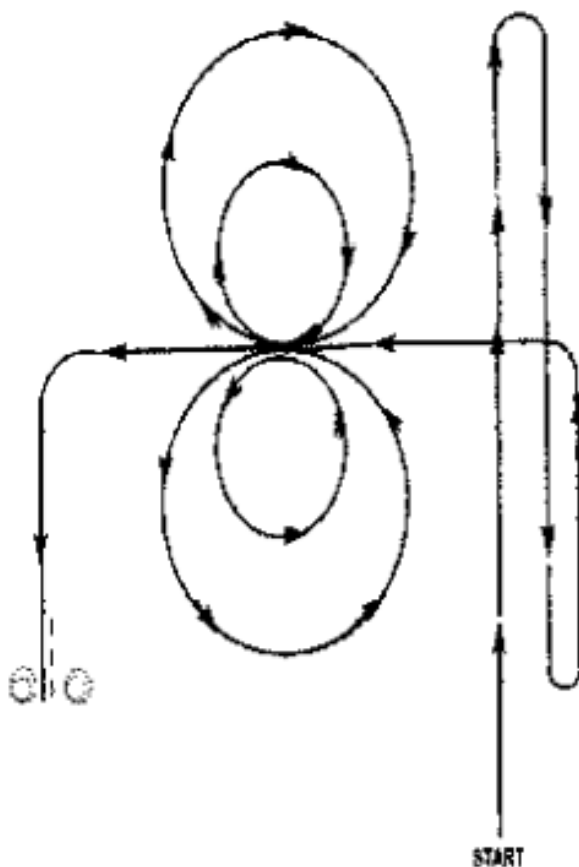
1. Start at end of the arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this 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  $3\frac{1}{2}$  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  $3\frac{1}{2}$  spins to the left.
10. Hesitate to complete pattern.

MoRHA's Fall Finale  
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## WORKING RANCH HORSE PATTERN # 1

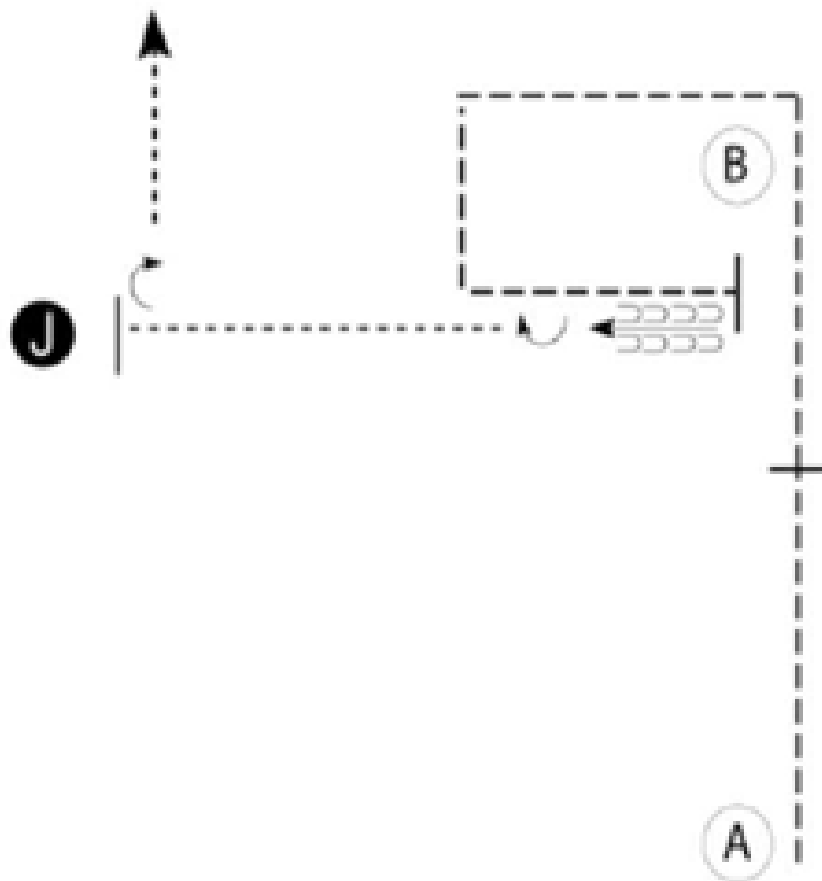
### MANDATORY MARKERS ALONG FENCE OR WALL RIDE PATTERN AS FOLLOWS:

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left.
5. Lope large circle to left with medium speed. Change leads.
6. Lope small slow circle to right.
7. Lope large circle to right with medium speed. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do 360 degree spin right or left.
11. Do 360 degree spin opposite direction that was taken in #10.
12. Hesitate to show completion of pattern.





## Showmanship #2



Be ready at A.

1. Trot halfway to B and stop.
2. Resume the trot and trot around B as shown and stop even with B.
3. Back approximately one horse length and perform a 180 degree turn
4. Walk to Judge.
5. Stop and set up for inspection
6. When dismissed, perform a 90 degree turn and walk to exit

Walk	-----
Trot	- - - - -
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊞ B
Judge	● J