



World Show Pattern Book

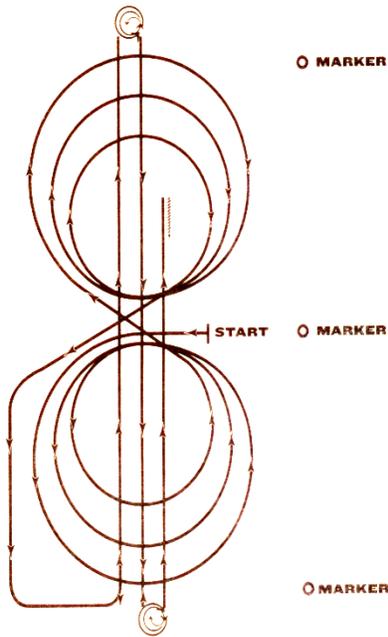
July 13-20, 2018

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## America's Top Ranch Hand- WCH # 7

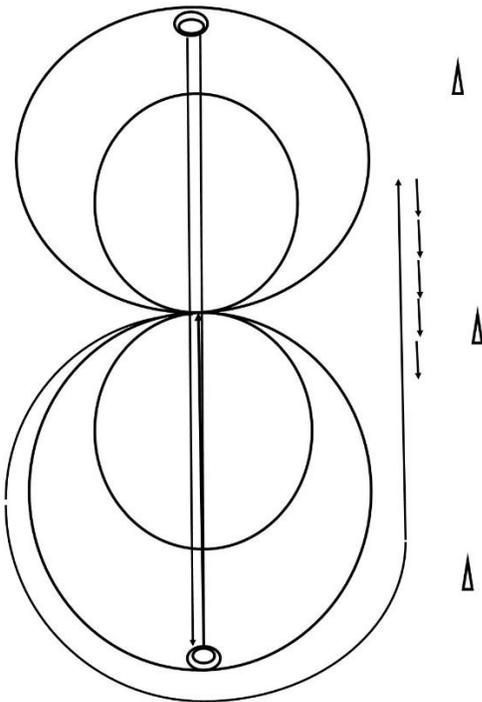
Trot to center of arena. Stop.

Start pattern facing judge.



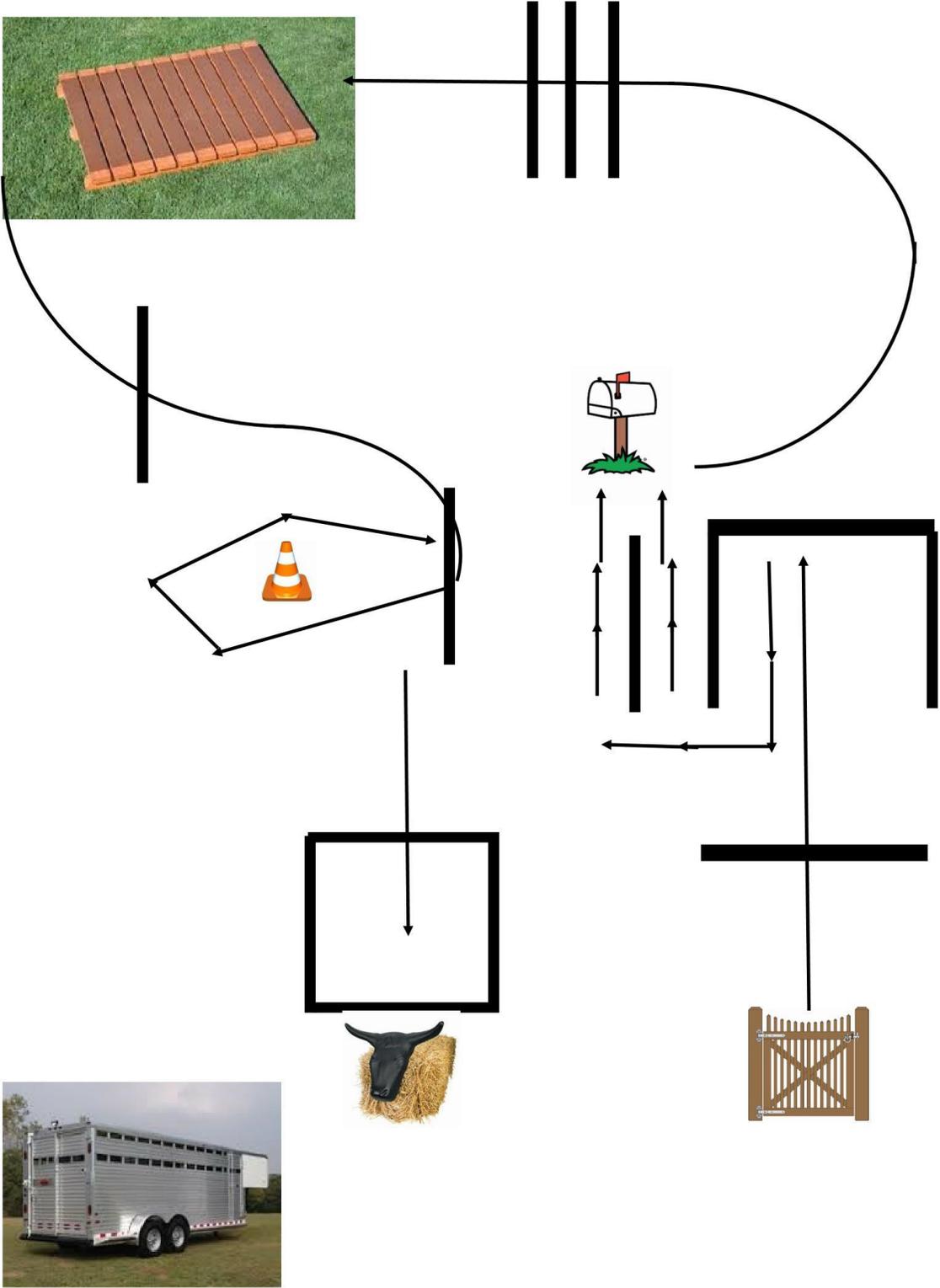
1. Start in center of arena and pick up left lead. Complete three circles; two large, fast circles, then one small slow circle. Change leads to the right.
2. Complete three circles to the right; two large, fast circles, then one small slow circle. Change leads to the left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker and come to a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.

## Ranch Reining- #8- Junior, Senior, Amateur, Youth, Select



1. Run down past end marker; Stop.
2. 2½ Spins to the right.
3. Run down past end marker; Stop.
4. 2½ Spins to the left.
5. Lope left lead up to center marker and turn left, complete two circles, the first small Slow, the second large fast.
6. Change to right lead and Complete two circles, large fast and second small slow.
7. Change to left lead and continue around end of arena, run down past center marker; stop; Back 8-10 feet.

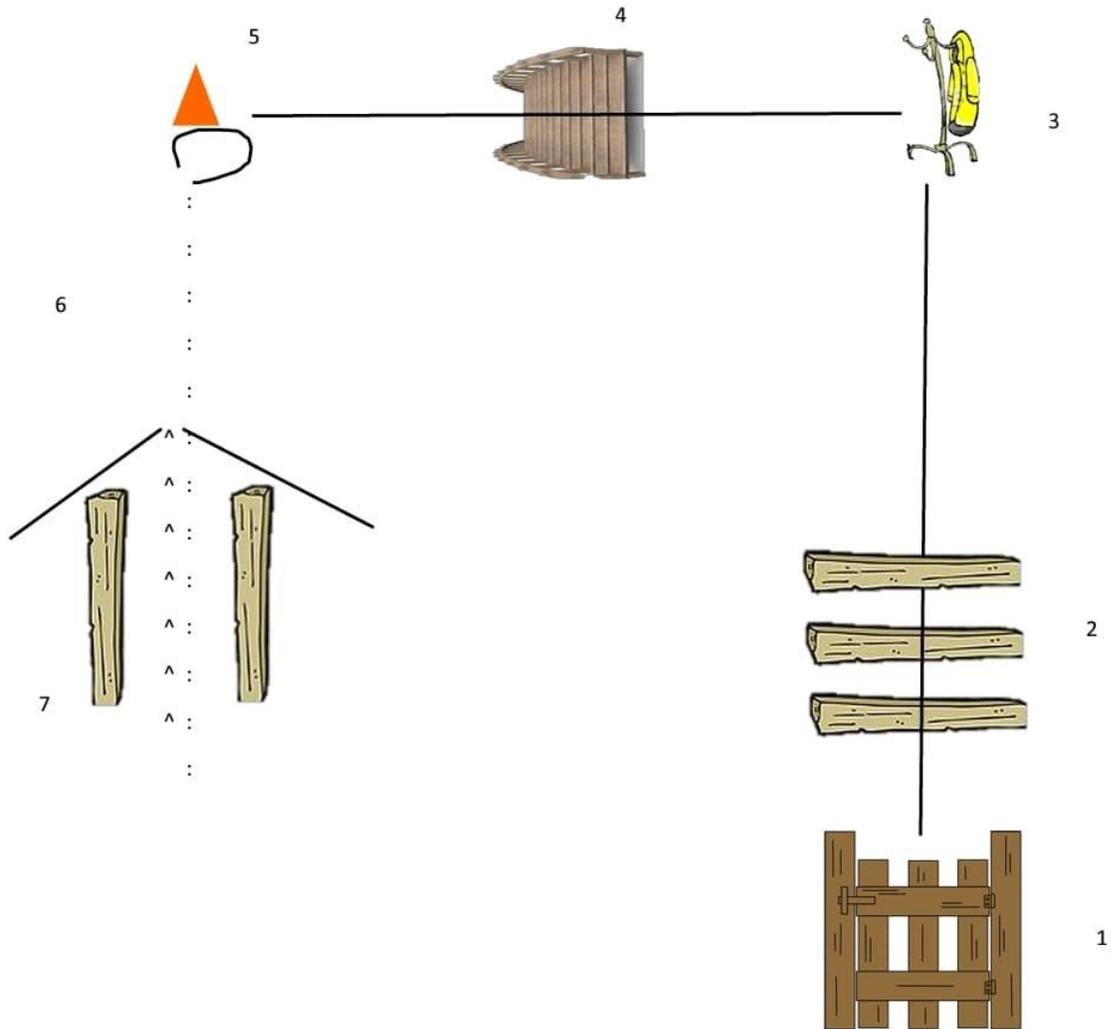
Ranch Trail- Junior, Senior, Amateur, Youth, Select, Novice Amateur, Novice Youth



2018 ARHA World Championship Show  
Junior Ranch Trail, Senior Ranch Trail, Amateur Ranch Trail, Youth Ranch Trail, Novice Amateur Ranch Trail, Novice Youth Ranch Trail

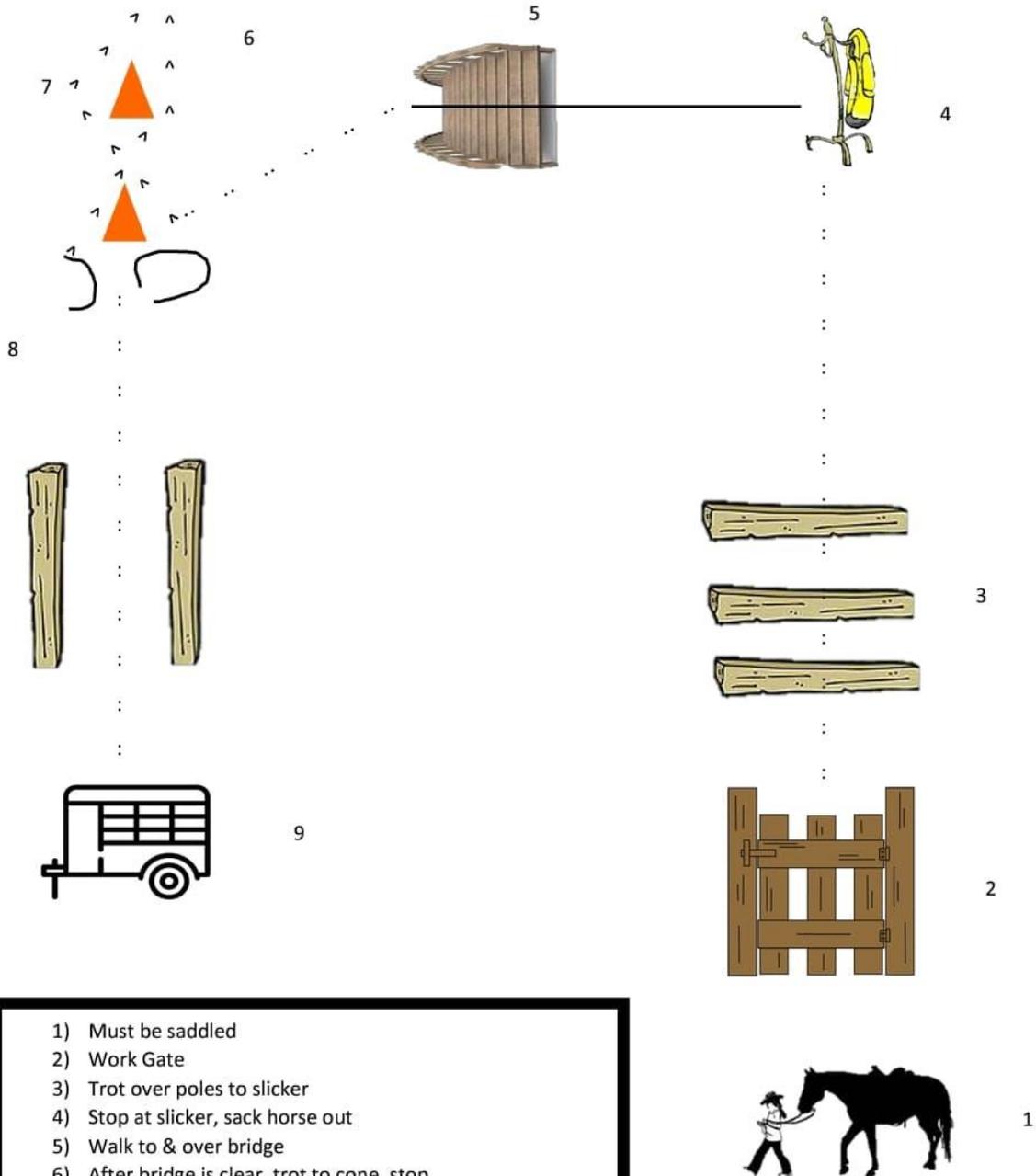
1. Work Gate
2. Trot over pole into chute; stop
3. Back out of chute to sidepass pole
4. Side pass left to mailbox
5. Work Mailbox
6. Walk away from Mailbox and then left lead lope
7. Lope over poles to before bridge and walk
8. Walk over bridge
9. Once bridge is clear trot to log drag
10. Drag Log around marker to original spot
11. Extended Jog into box and stop
12. Rope Steer
13. Ground Tie, Walk Around Rope Dummy (you may pull rope off dummy if you catch)
14. Lead horse to trailer
15. Load/Unload  
Please get your rope when you leave arena

# YEARLING IN-HAND TRAIL



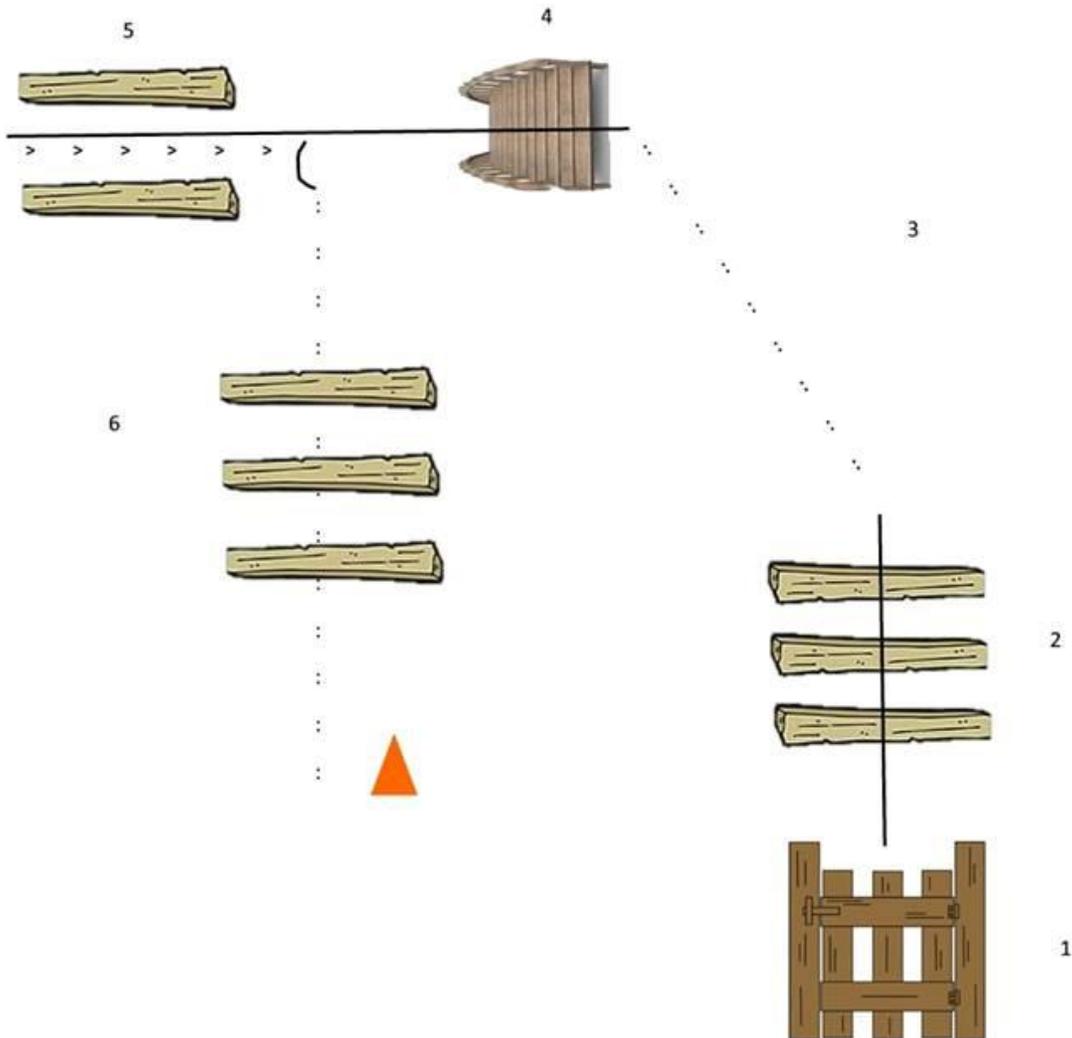
- 1) Work Gate
- 2) Walk over poles to slicker
- 3) Stop at slicker, sack horse out
- 4) Walk to & over bridge to cone
- 5) Stop at cone 270\* turn
- 6) Trot thru chute, stop, back completely out
- 7) Walk to either side of chute to exit

# TWO YEAR OLD IN-HAND TRAIL

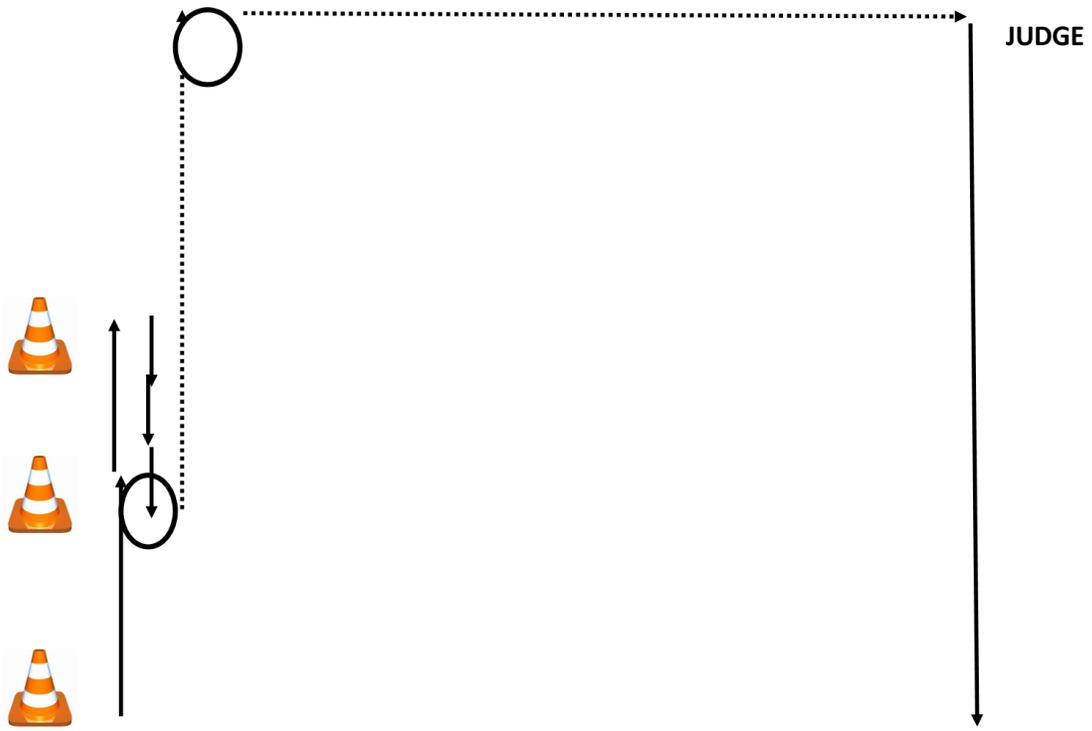


- 1) Must be saddled
- 2) Work Gate
- 3) Trot over poles to slicker
- 4) Stop at slicker, sack horse out
- 5) Walk to & over bridge
- 6) After bridge is clear, trot to cone, stop
- 7) At cone 270\* turn, back thru cones in figure 8, 180\* turn
- 8) Trot thru chute to trailer, stop
- 9) Load; unload

# 10 & UNDER TRAIL

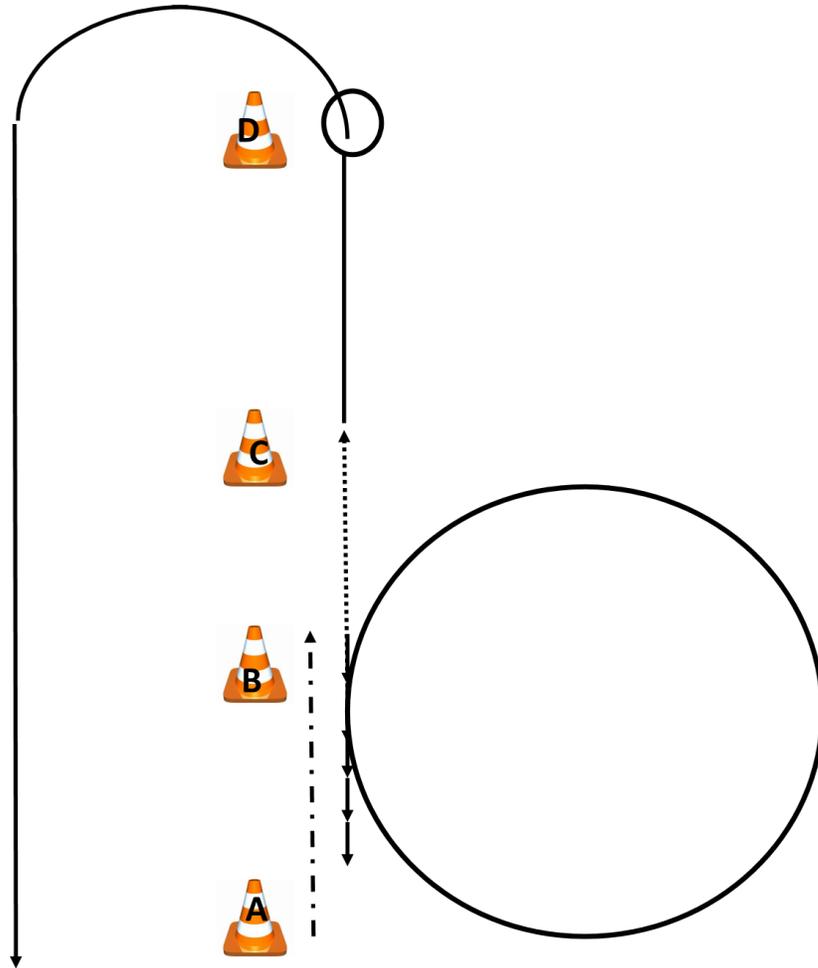


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| <ol style="list-style-type: none"> <li>1) Work Gate</li> <li>2) Walk over poles</li> <li>3) Trot to bridge</li> <li>4) Break to walk; walk over bridge</li> <li>5) Walk thru chute, back out, 90° turn to left</li> <li>6) Trot thru logs to cone and stop. Exit arena</li> </ol> |
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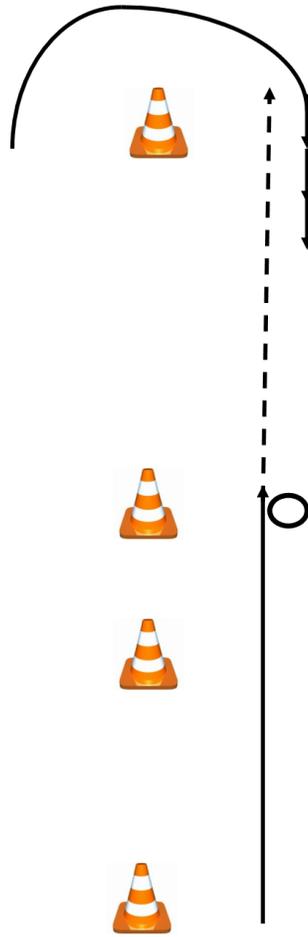
Amateur, Youth, and Select Showmanship

1. Walk A to B Stop
2. 360° turn
3. Walk to C, Stop
4. Back to B
5. Trot until even with judge and stop
6. 450° turn
7. Trot to judge; stop
8. Set up for inspection
9. When dismissed 90° turn exit pen at a walk



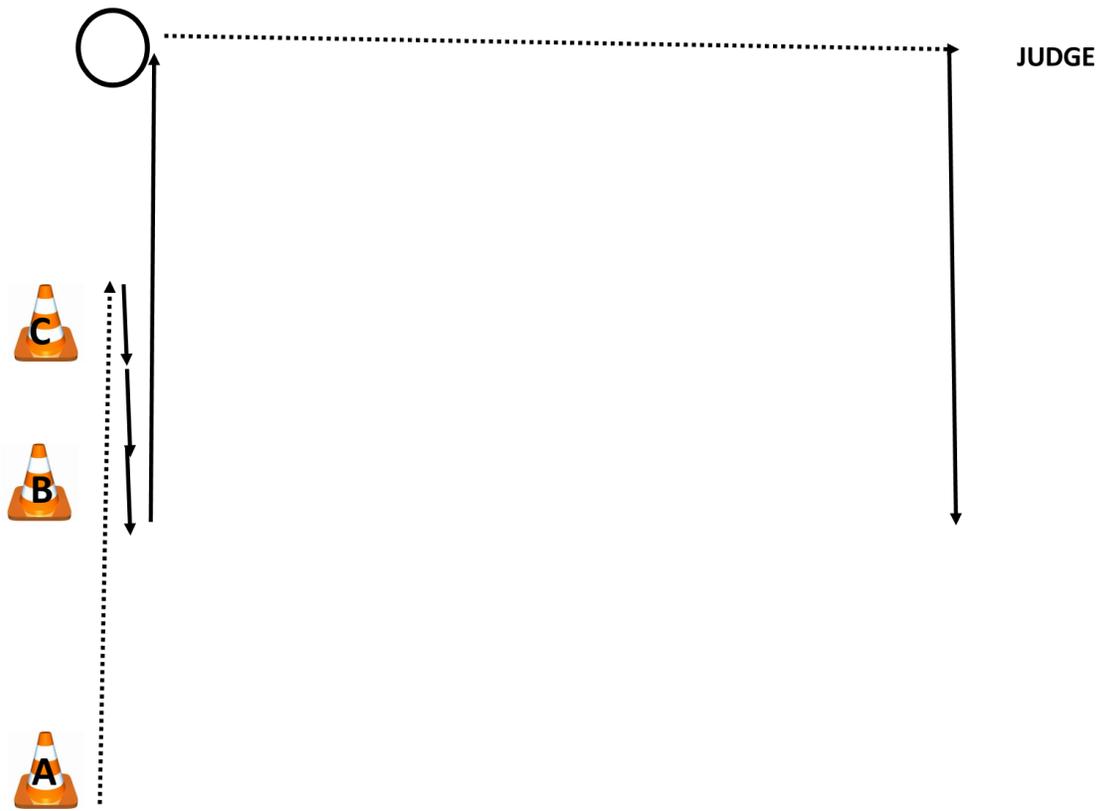
Amateur, Youth, Novice Amateur, Novice Youth, Select Horsemanship

1. Start at A trot to B Stop
2. Back 5 Steps
3. Right lead lope circle to the right
4. At B transition to a walk
5. Walk B to C
6. At C Left Lead Lope to D and Stop
7. 360 Right, 360 Left
8. Walk Around D
9. Favorite Gait from D to A, Stop at A to be dismissed



10 & Under Walk Trot Horsemanship

1. Walk A To C
2. At C stop 360 right
3. Trot to D, Stop
4. Back 3 steps
5. Walk around D to exit arena



Novice Amateur Novice Youth & 10 & Under Showmanship

1. Trot A-C; Stop at C
2. Back to B
3. Walk until even with judge; stop
4. 450° turn
5. Trot to judge; stop
6. Set up for inspection
7. After dismissed 90° turn right and exit arena at a walk

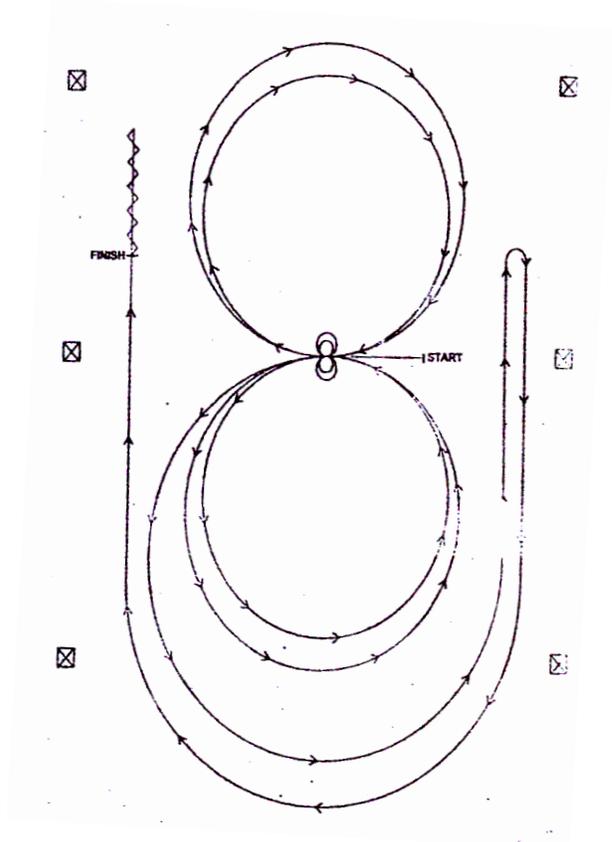
## Novice Ranch Reining #3

**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.

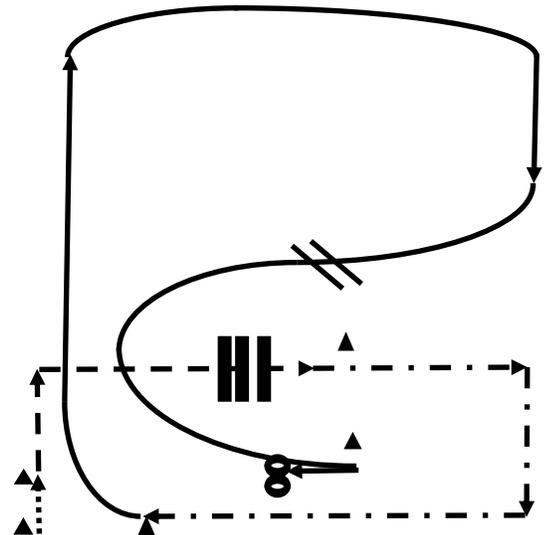
Rider may drop bridle to designated judge.

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

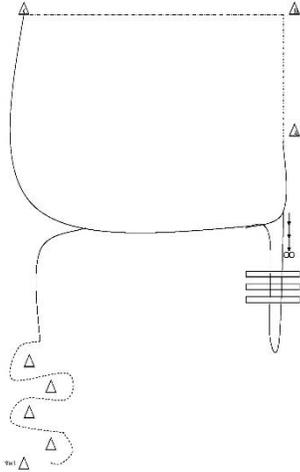


## Ranchmanship World Show Classes #6

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. 2¼ spins to the right.

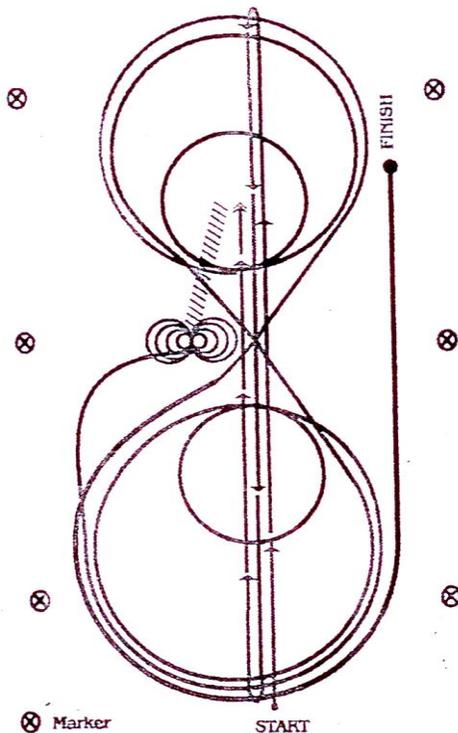


## Ranchmanship Sweepstakes #3



1. Trot Serpentine through the cones.
2. Clear last cone; Right Lead Lope.
3. In Center Change to Left Lead.
4. Lope to cone; transition to walk.
5. Walk to next cone.
6. Extended jog to next cone.
7. Pick up left lead to center.
8. Change to right.
9. Lope through crossover.
10. Stop, Roll Back Left.
11. Lope Back through lope over.
12. Stop Back 8-10 feet.
13. 2 Spins Right.
14. 2 Spins Left.

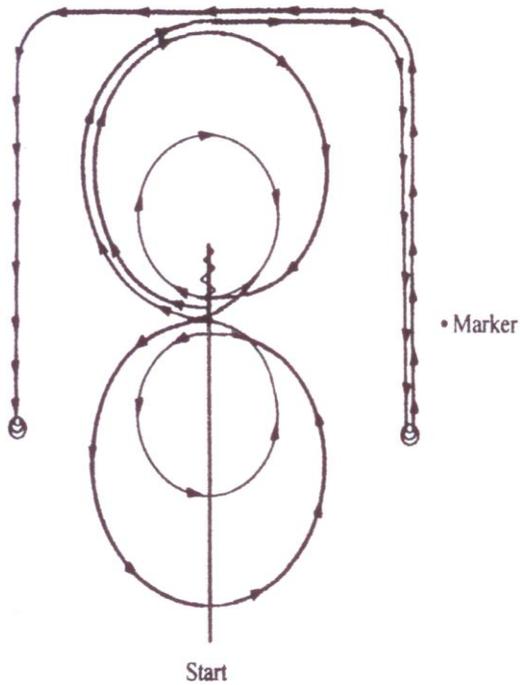
## Reining #1



1. Run at speed to the far end of the arena past end markers and do a left rollback— no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete 4 spins to the right.
5. Complete 4¼ spins to the left so the horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete 3 circles to the left, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
7. Complete 3 circles to the right, the first circle large and fast, the second circle small and slow, the third circle large and fast. Change leads in the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of pattern.

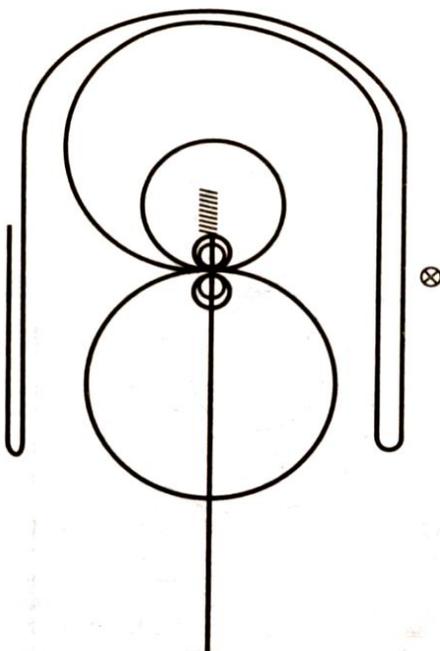
Rider may drop bridle to designated judge.

## Working Cow Horse # 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 #3



1. Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins right.
3. Complete 2 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 straight 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 maker and do a right rollback.
8. Continue past center marker and do a sliding stop.
9. Hesitate to complete pattern.