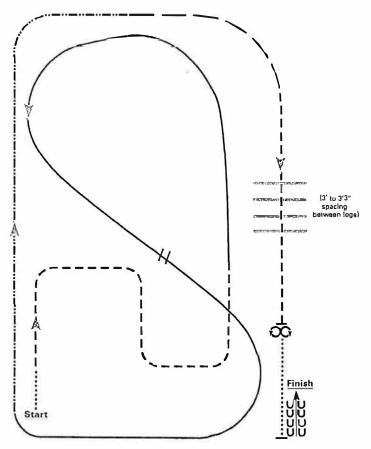
Class 44 -Ranch Riding, all ages

Ranch Riding Pattern #3

Class 78 -Amateur Ranch Riding, all ages

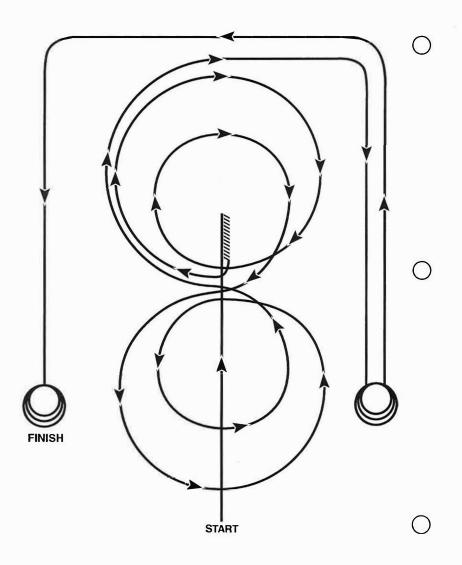
Class 117 -Youth Ranch Riding, 18 & under



- 1. Walk
- 2. Trot serpentine
- 3. Lope left lead around the end of the arena and then diagonally across the arena
- 4. Change leads (simple or flying) and
- 5. Lope on the right lead around end of the arena
- 6. Extend lope on the straight away and around corner to the center of the arena
- 7. Extend trot around corner of the arena
- 8. Collect to a trot
- 9. Trot over poles
- 10. Stop, do 360 turn each direction (either direction 1st) (L-R or R-L)
- 11. Walk, stop and back

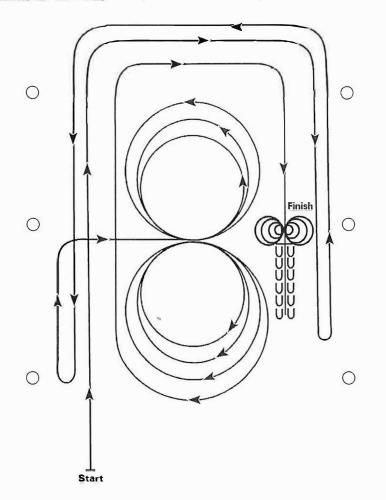
Class 73 - Amateur Ranch Reining, all ages

Working Cow Horse Pattern #1



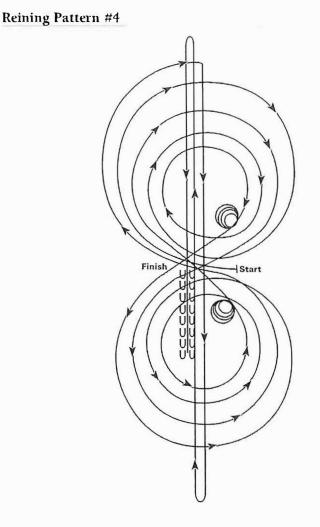
- 1. Start at end of arena. Run down middle past center marker to a sliding stop.
- 2. Back up 10 to 15 feet to center. ¹/₄ turn left.
- 3. Pickup right lead, large fast circle, small slow circle.
- 4. Change leads to left, large fast circle, small slow circle.
- 5. Change leads to right, do not close 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 side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
- 9. Complete 3¹/₂ spins to the left.
- 10. Hesitate to complete pattern.

Reining Pattern #3



- 1. Beginning lope straight up the left side of the arena, circle the top end of the arena, staying at least twenty feet (6.09 m) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback no hesitation.
- 2. Continue straight up the right side of the arena, circle back around the top of the arena, staying at least twenty feet from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback no hesitation.
- 3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
- 5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, staying at least twenty feet from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (3m). Hesitate.
- 6. Complete four spins to the right. Hesitate.
- 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

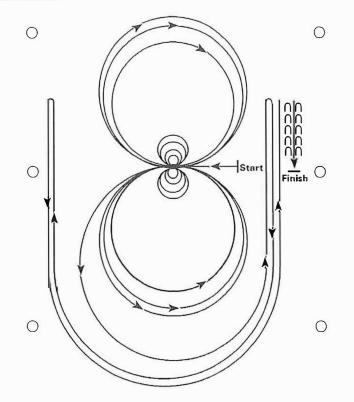


Horses may walk or jog to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

- 1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 4. Complete four spins to the left. Hesitate.
- 5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
- 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 ten feet. Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

Reining Pattern #6

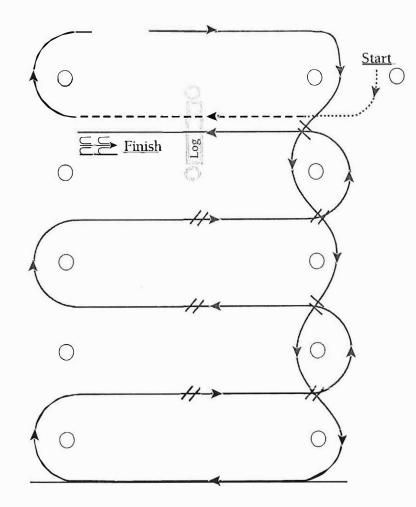


Horses may walk or jog to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

- 1. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6.09m) from the wall or fence no hesitation.
- 6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6.09m) from the wall or fence – no hesitation.
- 7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

Western Riding Pattern #4



1. Walk, transition to jog, jog over log.

2. Transition to lope, lope to right around end.

3. First line change.

4. Second line change.

5. Third line change.

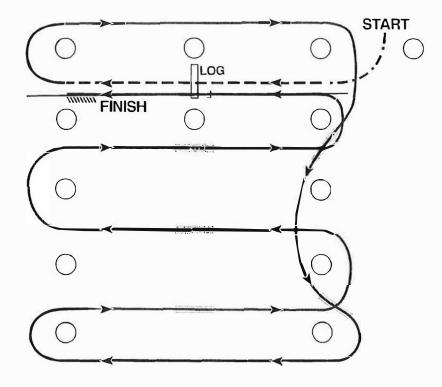
- 6. Fourth line change.
- 7. First crossing change.
- 8. Second crossing change.

9. Third crossing change.

10. Lope over log.

11. Lope, stop and back.

Green Western Riding Pattern #4

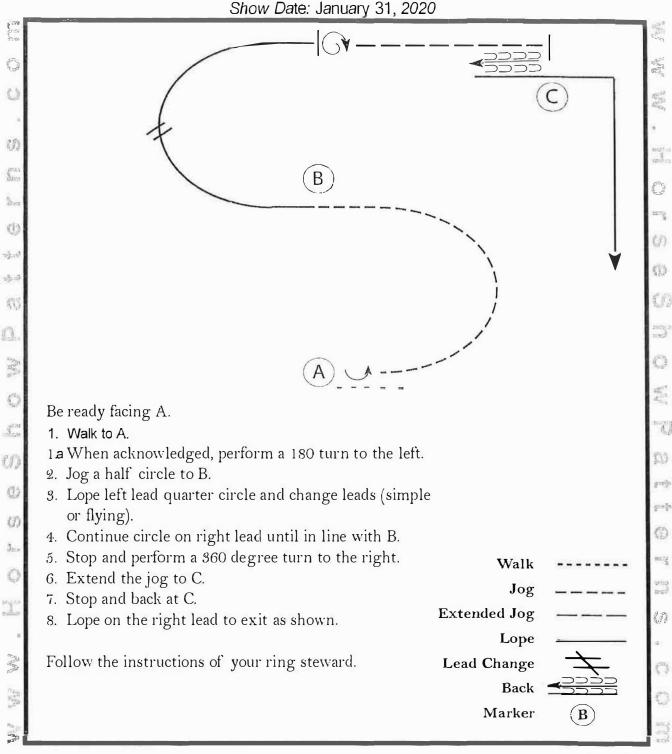


- 1. Walk, transition to log, jog over log.
- 2. Transition to right lead and lope around end.
- 3. First line change.
- 4. Second line change, lope around end of arena.
- 5. First crossing change.
- 6. Second crossing change.
- 7. Third crossing change.
- 8. Lope over log.
- 9. Lope, stop and back.

Class 119 - Youth Western Horsemanship, 18 & under

2020 FWSSR Paint Horse Show

Western Horsemanship (Amateur, Masters, Youth 18 & U)



[WH/3-106]

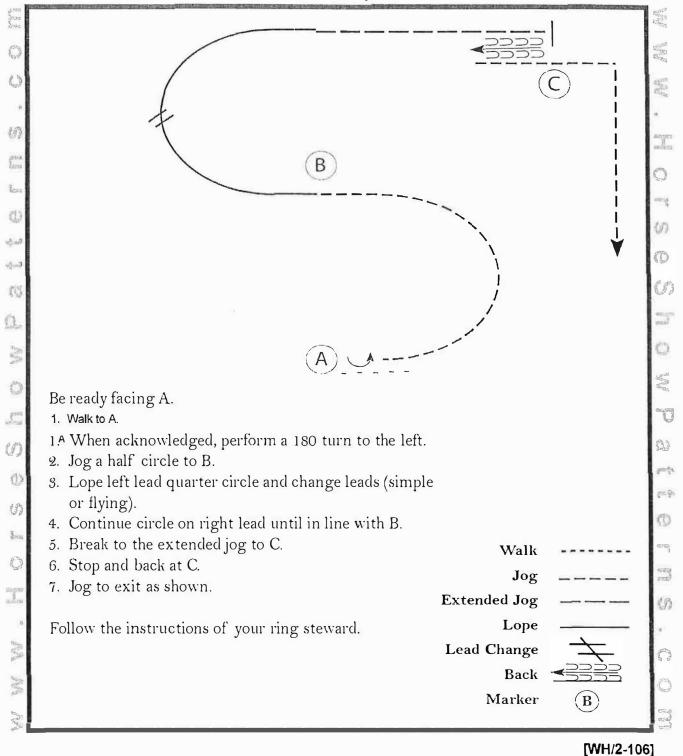
Pattern Provided by:

FWSSR Judges

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Western Horsemanship (Novice Youth, Novice Amateur, Youth 13 & U)

Show Date: January 31, 2020

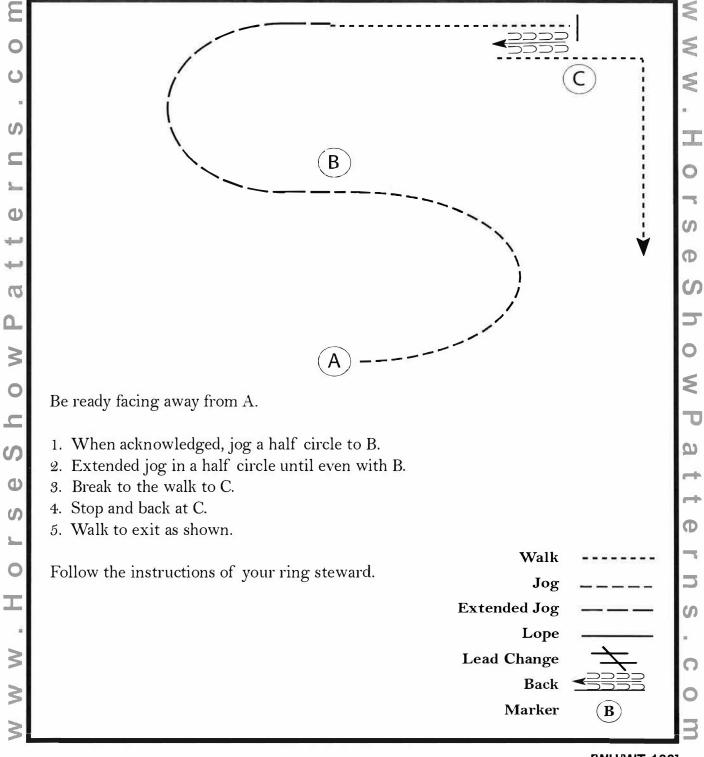


Pattern Provided by:

FWSSR Judges

Western Horsemanship (Walk Trot Youth, Walk Trot Amateur)

Show Date: January 31, 2020

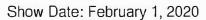


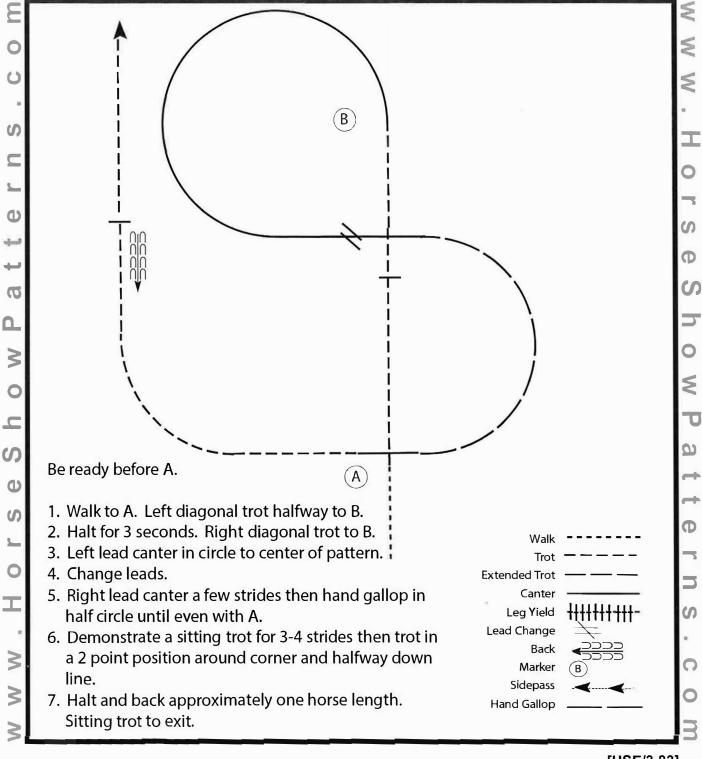
Pattern Provided by: FWSSR Judges

[WH/WT-106]

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Hunt Seat Equitation (Amateur, Masters, Youth 18 & U)



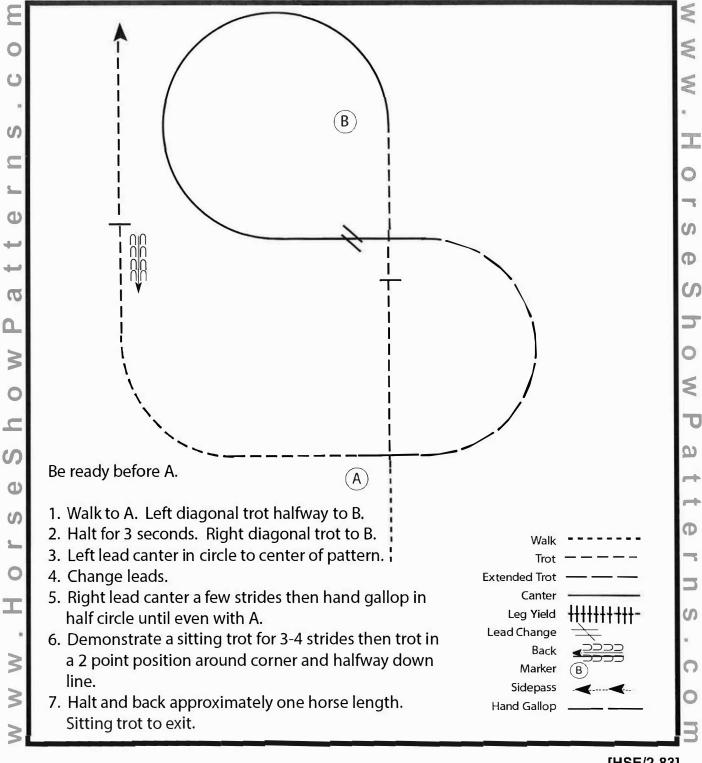


Pattern Provided by: FWSSR Judges Class 129 - Youth Hunt Seat Equitation, 13 & under

2020 FWSSR Paint Horse Show

Hunt Seat Equitation (Novice Youth, Novice Amateur, Youth 13 & U)

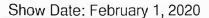
Show Date: February 1, 2020

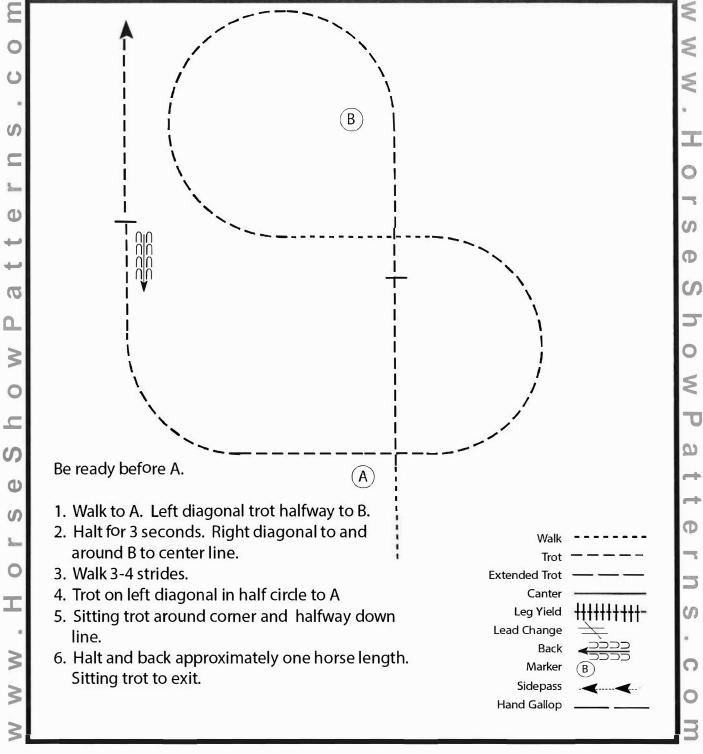


Pattern Provided by: FWSSR Judges [HSE/2-83]

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Hunt Seat Equitation (Walk Trot Youth, Walk Trot Amateur)





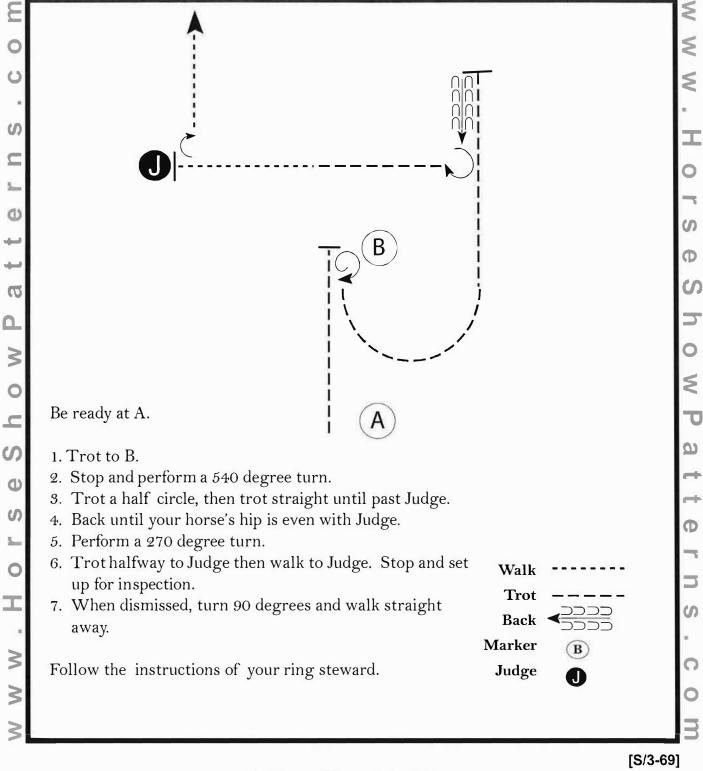
[HSE/WT-83]

Pattern Provided by: FWSSR Judges Class 112 - Youth Showmanship at Halter, 18 & under

2020 FWSSR Paint Horse Show

Showmanship at Halter (Amateur, Masters, Youth 18 & U)

Show Date: February 2, 2020

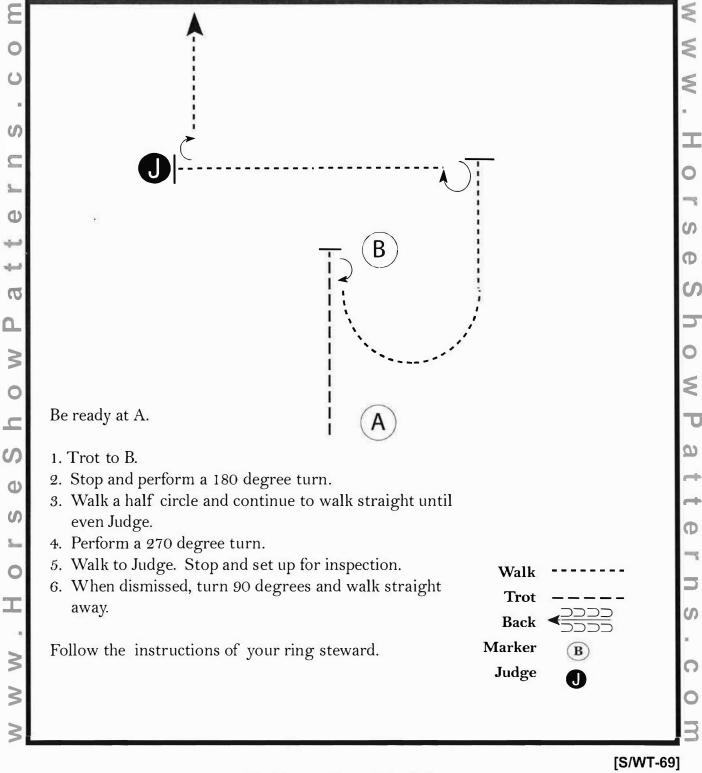


Pattern Provided by:

FWSSR Judges

Showmanship at Halter (Amateur Walk Only)

Show Date: February 2, 2020



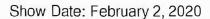
Pattern Provided by: FWSSR Judges

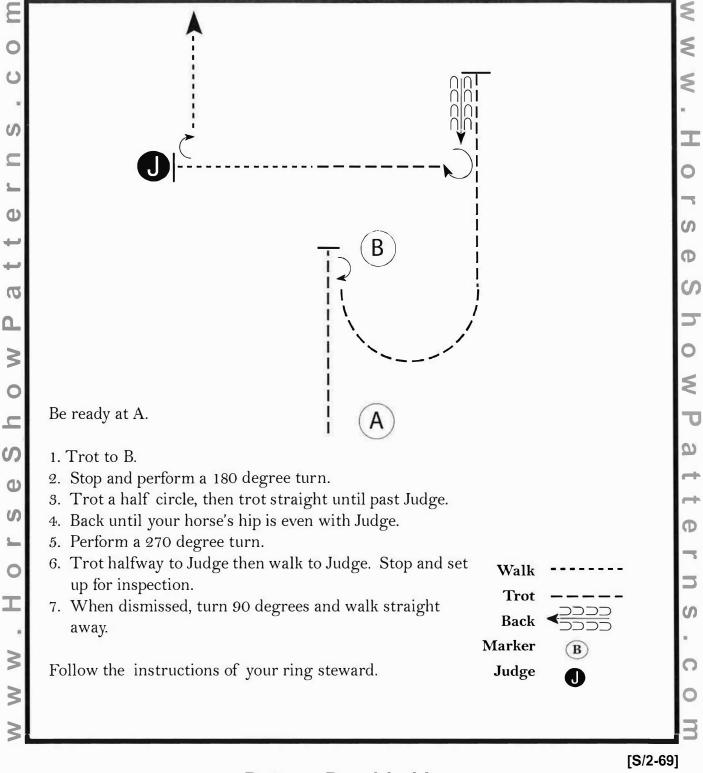
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Class 111 - Youth Showmanship at Halter, 13 & under

2020 FWSSR Paint Horse Show

Showmanship at Halter (Novice Youth, Novice Amateur, Youth 13 & U)



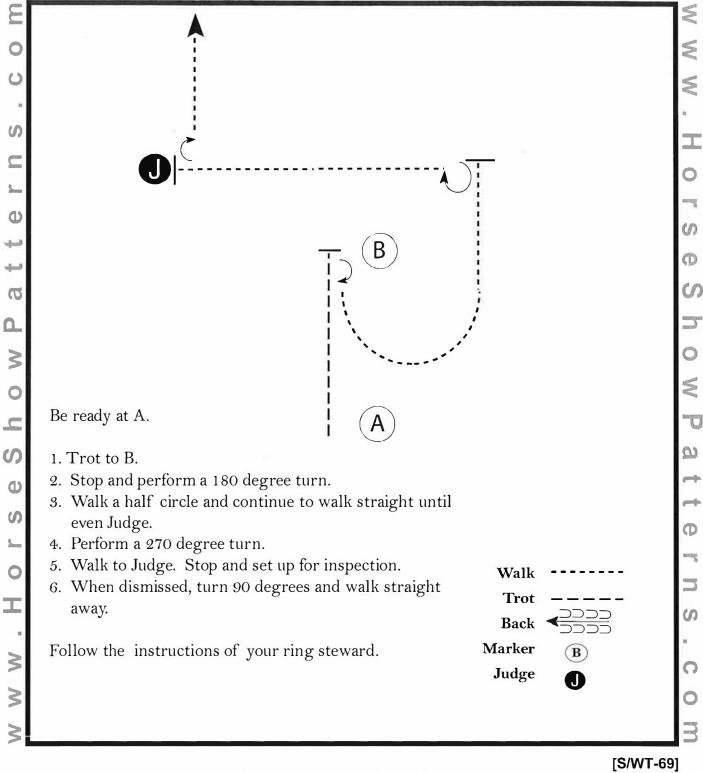


Pattern Provided by:

FWSSR Judges

Showmanship at Halter (Walk Trot Youth)

Show Date: February 2, 2020



Pattern Provided by:

FWSSR Judges

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Class 47 - Senior Trail, 6 years & over Class 46 - Junior Trail, 5 years & under

3. EXECUTE A 360 TURN EITHER

4. BACK OUT BOX, BACK AROUND

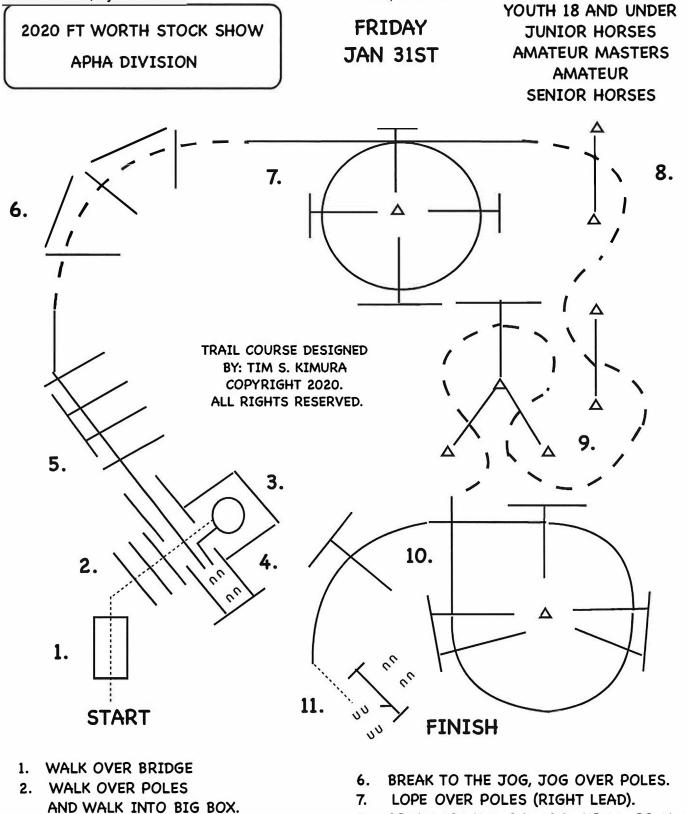
5. YOU MAY WALK FORWARD AND

LOPE OVER POLES (RL).

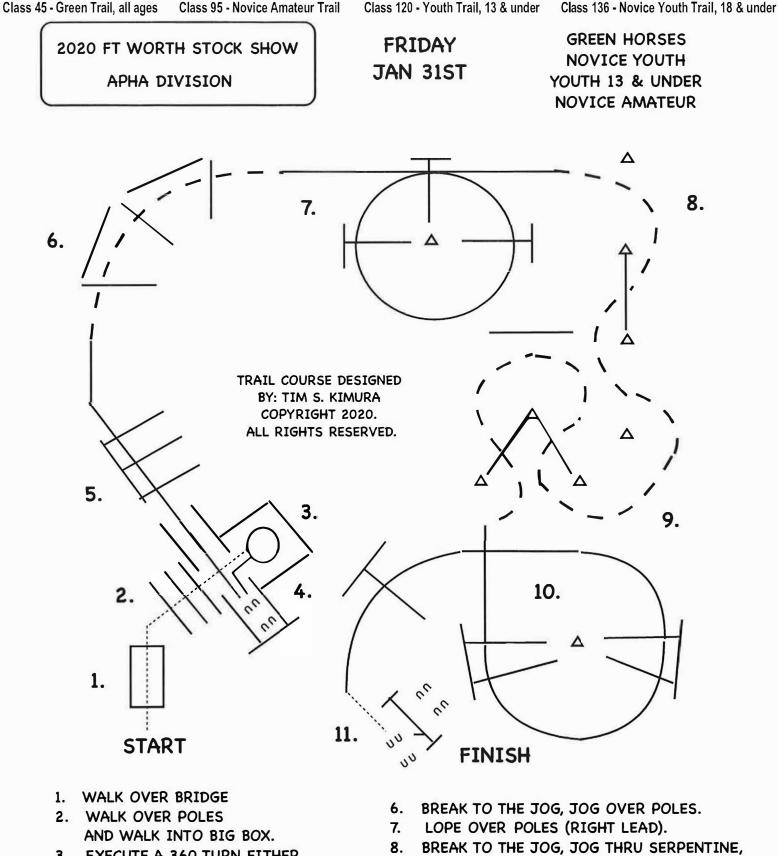
CORNER AND BETWEEN POLES.

DIRECTION.

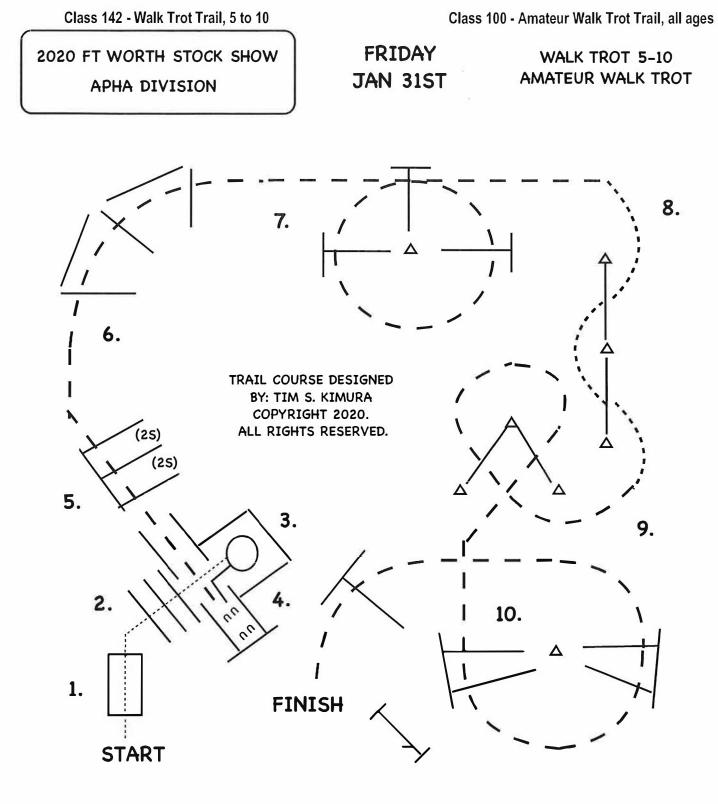
Class 81 - Amateur Trail, all ages Class 121 - Youth Trail, 18 & under Class 82 - Amateur Masters Trail, 45 & over



- 8. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLES.
 - 9. JOG OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. BREAK DOWN TO THE WALK BEFORE GATE. DON'T STOP, AND WALK UP TO GATE. THEN WORK GATE LEFT HAND. OPEN, RIDE THRU AND CLOSE GATE.



- 3. EXECUTE A 360 TURN EITHER DIRECTION.
- 4. BACK OUT BOX, BACK AROUND CORNER AND BETWEEN POLES.
- 5. YOU MAY WALK FORWARD AND LOPE OVER POLES (RL).
- 8. BREAK TO THE JOG, JOG THRU SERPENTINE, JOG OVER POLE.
- 9. JOG OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. BREAK DOWN TO THE WALK BEFORE GATE. DON'T STOP, AND WALK UP TO GATE. THEN WORK GATE LEFT HAND. OPEN, RIDE THRU AND CLOSE GATE.



- 1. WALK OVER BRIDGE
- 2. WALK OVER POLES AND WALK INTO BIG BOX.
- 3. EXECUTE A 360 TURN EITHER DIRECTION.
- 4. BACK OUT BOX, BACK AROUND CORNER AND BETWEEN POLES.
- 5. YOU MAY WALK FORWARD AND JOG OVER POLES.

- 6. JOG OVER POLES.
- 7. JOG OVER POLES.
- 8. STOP OR BREAK TO THE WALK, WALK THRU SERPENTINE, WALK OVER POLES.
- 9. JOG OVER POLES.
- 10. JOG OVER POLES.

