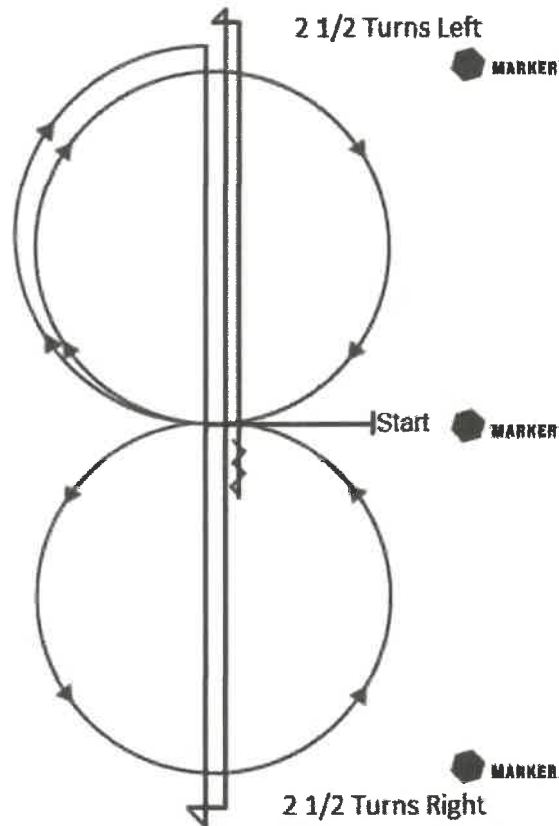


AQHA Boxing + working Cow Horse

WORKING COW HORSE PATTERN 6



Trot to center of arena, stop. Start pattern facing towards judge.

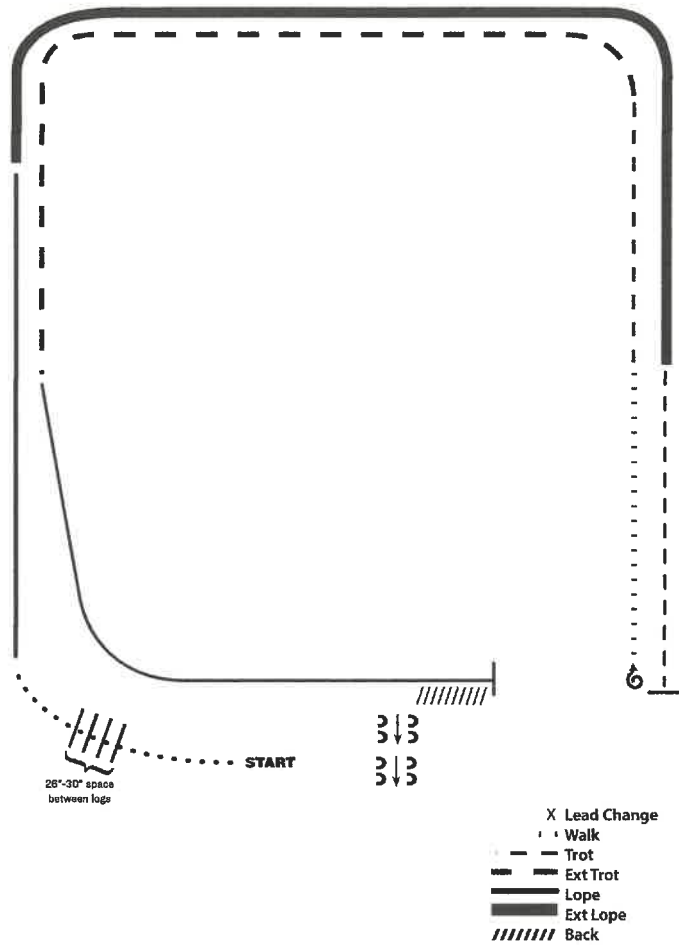
1. Beginning on the right lead lope one circle to the right. Change leads at the center of arena.
2. Complete one circle to the left. Change leads at the center of arena.
3. Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, and back at least 10 feet. Hesitate to complete pattern.

Pattern 6

- | | |
|-----------------|----------------------|
| 1. Right circle | 4. 2 1/2 right spins |
| 2. Left circle | 5. Stop |
| 3. Stop | 6. 2 1/2 left spins |
| | 7. Stop and back up |

AQHA and Stock Horse

RANCH RIDING - PATTERN 6



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

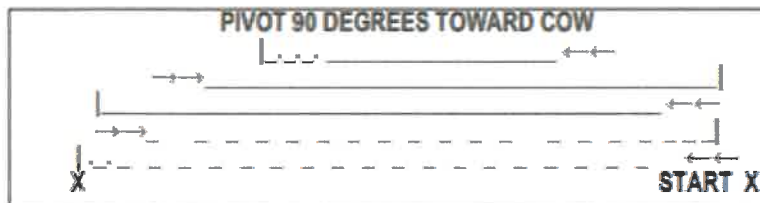
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

C. ASHA Working Cow Horse Class for Novice & Youth Divisions

This class has been developed for novice and youth riders as an entry level working cow horse class. The rider will enter the arena and perform the cow horse pattern. After completing the cow horse pattern, the rider will face the cow end of the arena and call for a cow. The rider will have 1 minute to work the cow. Timing will be done by the

announcer starting when the cow is turned into the arena. At 1 minute, the announcer will call time. The work in the cow horse class will consist of the following two parts.

Part One – Cow Horse Pattern – The rider shall trot into the arena, trot to first cone and start pattern. Markers: Marker placement shall be a minimum of 20 ft. from the wall.

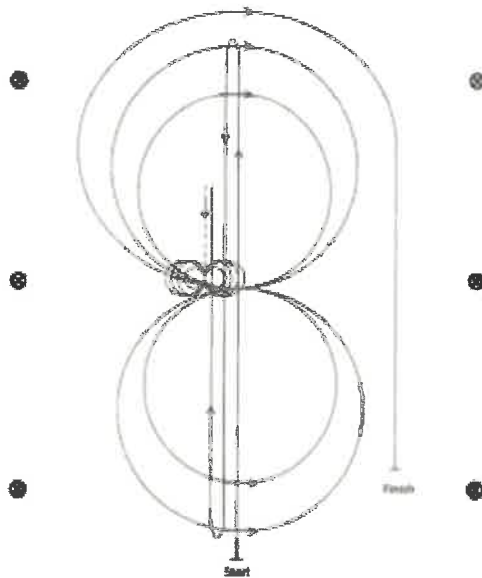


Enter arena at trot and trot to first cone

1. Extended Trot to second cone; Stop; Back two steps; Rollback towards cow
2. Extended Trot back to first cone; Stop; Back two steps; Rollback towards cow
3. Lope to second cone; Stop; Rollback towards cow
4. Lope to first cone; Stop; Rollback towards cow
5. Lope to center; Stop; Back; Pivot 90 degrees toward cattle and call for cow to be worked.

Part Two – Boxing the Cow – The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for one minute to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively move in on the cow to demonstrate his horse's ability to drive and block the cow on the entry fence.

ASHA Stock Horse Reining Pattern # 4



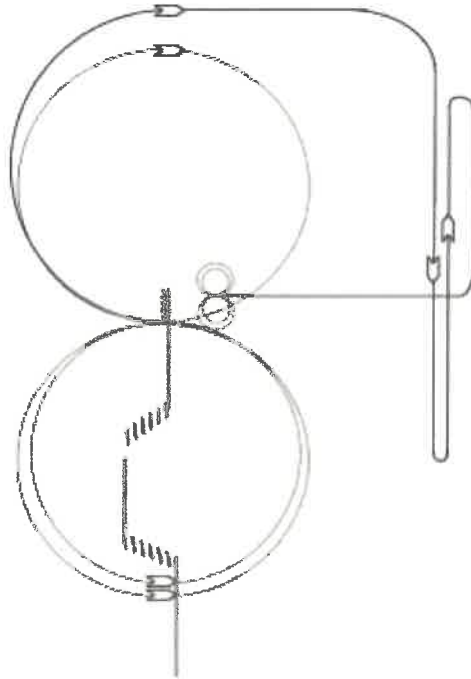
Mandatory Markers along Fence or Wall

The judge shall place markers on arena fence to establish distances.

Ride Pattern as Follows:

1. Run with speed to the far end of the arena past the end marker and execute a stop followed by a left rollback. (To avoid penalty, the horse must be at a lope when passing the first marker).
2. Run to the opposite end of the arena past the end marker and do a stop followed by a right rollback.
3. Run past the center marker and do a sliding stop. Back to the center of the arena or at least 10 feet. Hesitate.
4. Complete four right spins.
5. Complete four and 1/4 spins to the left. Horse to be facing the left fence. Hesitate.
6. Beginning on the right lead, complete two circles to the right. The first circle should be large and fast and the second circle small and slow. Change leads at the center of the arena.
7. Complete two circles to the left. The first circle should be large and fast and the second circle should be small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close the circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet from the fence. Hesitate to demonstrate completion of pattern.

ASHA Novice and Youth Stock Horse Reining Pattern #7



Ride Pattern as follows:

1. Enter arena at sitting trot.
2. Two-track left, straight trot, two-track right. (Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure).
3. Move up to an extended trot.
4. Stop and back; Make left 90 degree pivot.
5. Begin on right lead and lope 1 fast circle.
6. Change leads; lope two fast circles to left.
7. Change leads; lope, beginning a second RIGHT circle.
8. Continue circle to wall and lope down wall.
9. Make left roll back using wall as assistance.
10. Lope straight down wall; Make right roll back using wall as assistance.
11. Lope to middle of arena; stop.
12. Make two spins each direction.
13. Exit arena at a trot.