



## Stock Horse Pleasure

### Gaits to be Performed in this Order

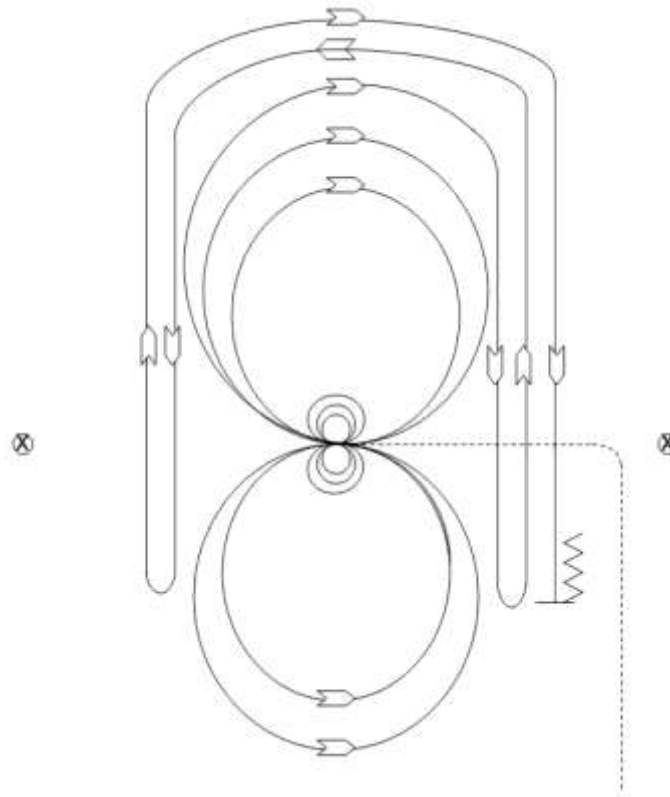
- 1) Extended Walk (75 feet)
- 2) Trot (150 feet)
- 3) Extended Trot (240 feet)
- 4) Lope (150 feet)
- 5) Stop and Reverse
- 6) Ordinary Walk (30 feet)
- 7) Lope (150 feet)
- 8) Extended Lope (200 feet)
- 9) Trot (90 feet)
- 10) Stop and Back

\*Distances are dependent on the size of space used for the event



# Stock Horse Reining

## Pattern #1

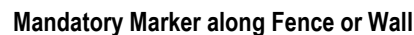


### Mandatory Markers:

The judge shall indicate with markers on arena fence the center of the pattern.

### Ride Pattern as Follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction.
3. Begin on right lead and lope two large circles to the right, change leads.
4. Lope two large circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. 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 roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



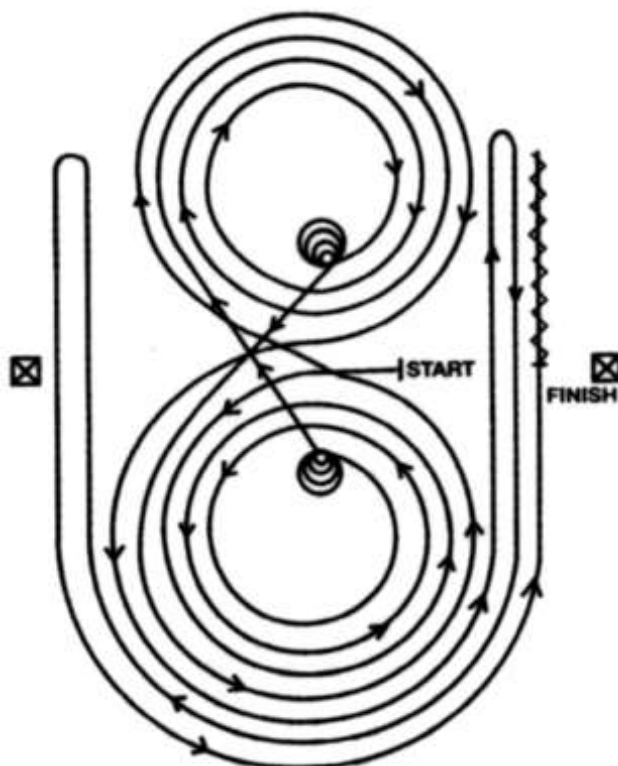
**Ride Pattern as Follows:**

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four spins to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
5. Begin on left lead and make a large fast circle.
6. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on stops.
7. Do four spins to the inside of the circle, slight hesitation, horse to be facing left wall.
8. Take a right lead & make a fast figure eight over the large circles, close the eight, & change leads.
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence, no hesitation. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence, no hesitation.
10. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



# Stock Horse Reining

## Pattern #3



### Mandatory Marker along Fence or Wall.

The judge shall indicate with markers on arena Fence or wall the center of pattern.

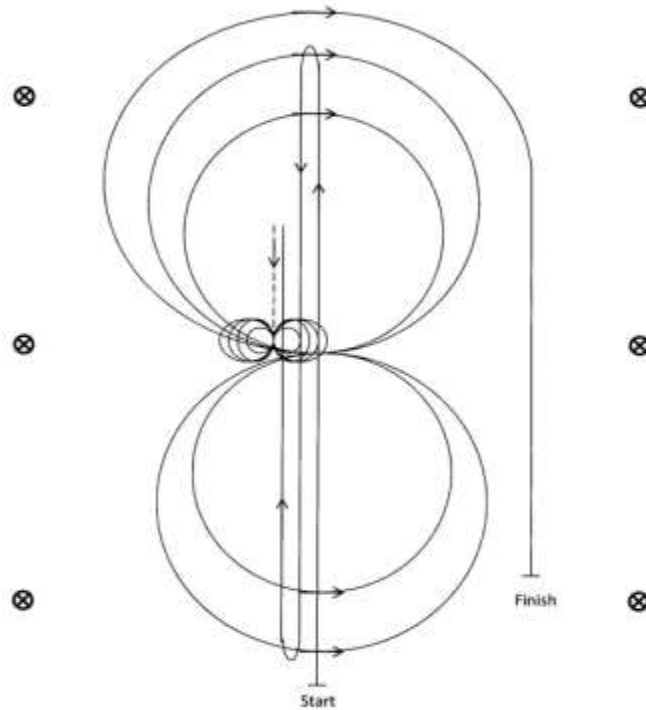
### Ride Pattern as Follows:

1. Enter arena at sitting trot. Walk or stop before lope. Begin at the center of the arena facing the left wall or fence.
2. Begin on the left lead and complete three circles to the left. (The first two circles should be large and fast; the third circle small and slow.) Stop at the center of the arena. Hesitate.
3. Complete four spins to the left. Hesitate.
4. Begin on the right lead and complete three circles to the right. (The first two circles should be large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
5. Complete four spins to the right. Hesitate.
6. Begin on the left lead and ran a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right and change leads at the center of the arena.
7. Continue around previous 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 from the wall or fence – no hesitation.
8. Continue 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 from the wall or fence – no hesitation.
9. 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 from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.



# Stock Horse Reining

## Pattern #4



### Mandatory Markers along Fence or Wall

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

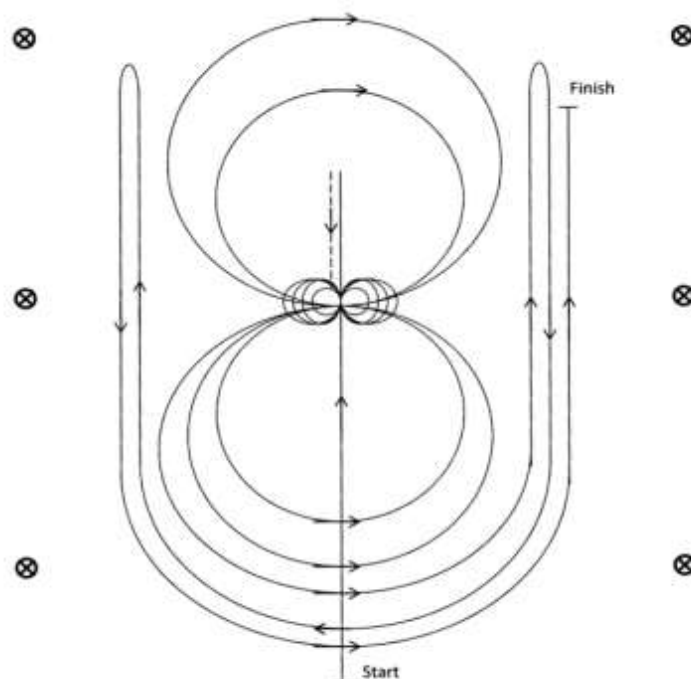
### Ride Pattern as Follows:

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.



# Stock Horse Reining

## Pattern #5

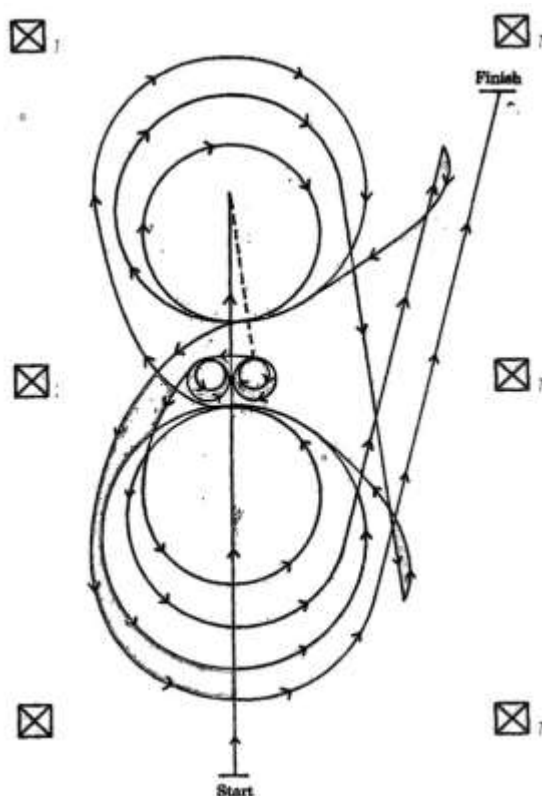


### Mandatory Markers along Fence or Wall

The judge shall indicate the area for the pattern with six markers on arena fence.

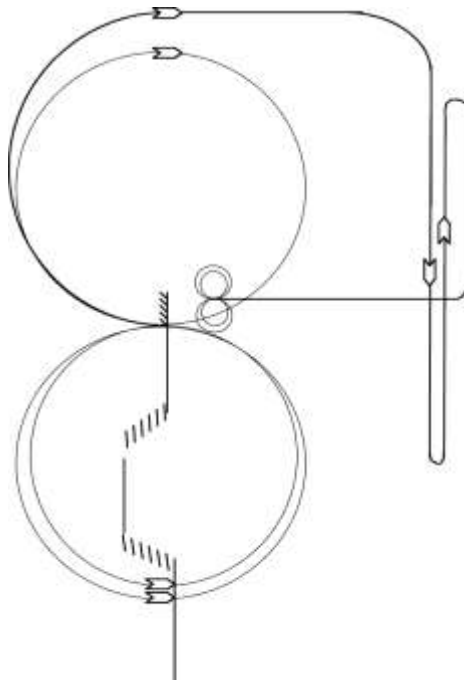
### Ride Pattern as Follows:

1. RUN past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate. (To avoid penalty, the horse must be loping when passing the first markers).
2. Complete four right spins.
3. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Slight Hesitation.
4. Beginning on the left lead complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. RUN up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate.



The judge shall indicate the area for the pattern with six markers on arena fence.

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete two right spins.
3. Complete two and 1/4 left spins. Horse to be facing left fence at completion.
4. Beginning on the left lead make a small slow circle. Then begin a large fast circle, do not close this circle, but run straight down the side, pass the center marker, stop and do a right roll back. (At least 20 ft from fence or wall)
5. Continue back to the center of the arena, horse should be on the right lead at center, make a small slow circle to the right, then begin a large fast circle, do not close this circle and run straight down the side pass the center marker, stop and do a left roll back. (At least 20 ft from fence or wall)
6. Continue back to center of the arena, horse should be on left lead at center, make a large fast circle to the left and at center change leads and make a large fast circle to the right. At center of the arena change leads and start circle to the left.
7. Do not close this circle, but run straight down the side past the center marker and do a sliding stop. (At least 20 ft from fence or wall)

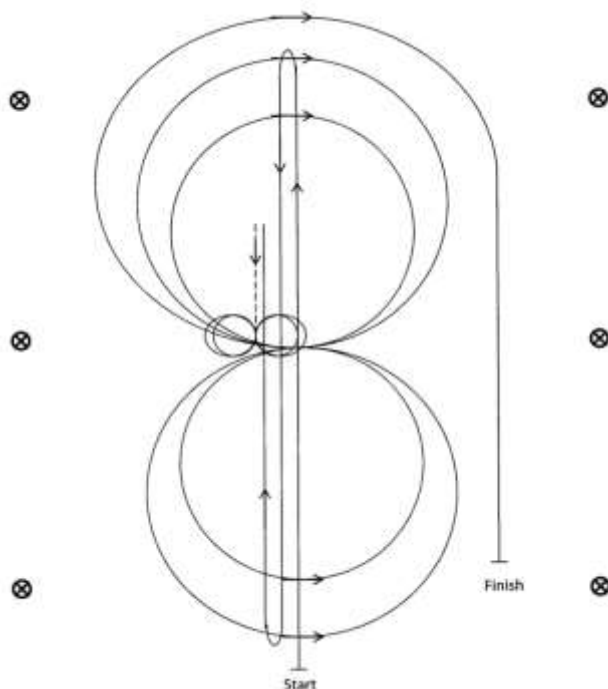


1. Enter arena at sitting trot.
2. Two-track left, straight trot, two-track right (Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure).
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.





## Novice & Youth Stock Horse Reining **Pattern #8**



### Ride Pattern as follows:

1. Run with speed to the far end of the arena past the end marker. Do a left rollback. (To avoid a penalty, the horse must be loping when passing the first markers).
2. Run to opposite end of arena past the end marker and do a right rollback.
3. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet.
4. Complete two right spins
5. Complete two and 1/4 left spins. Horse to be facing left fence.
6. Beginning on the Right Lead, Complete two circles to the right. First circle to be large and fast. Second circle to be small and slow. Change leads at the center of the arena.
7. Complete two left circles. First circle large and fast and second circle small and slow. change leads at the center of the arena.
8. Begin a large fast circle to the right, but do not close this circle. Run straight down the right side of the arena at least 20 feet from fence. Run past center marker and do a sliding stop. Hesitate.



# Stock Horse Cow Horse

## Open & Non-Pro

(Total of 3 Minutes)

### **PART ONE:** Boxing the Cow

The rider shall ride into the arena and face the cattle entry gate. 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 a sufficient amount of time 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.

### **PART TWO:** Fence Work

After the cow has been controlled on the end of the arena, the rider shall deliberately release the cow and drive it down the side of the arena. The cow should be turned on the fence at least once in each direction. The first run out for a turn shall be past the half-way mark of the arena. All turns down the side shall be completed before reaching the end fence.

### **PART THREE:** Optional Roping or Circling

For the third part of this class, the rider has the option to either rope and stop the cow or to take the cow to the middle of the arena and circle it at least once each direction. A rider may circle or rope the cow, but cannot combine the two to get credit for this portion of the class.

To rope the cow, the rider must be carrying a rope when the class starts. The rider may pull up after the fence work, take down the rope, and proceed to rope and stop the cow. The rider may only throw two loops. A no catch does not mean a score of zero for this portion of the class. A horse must be given credit for rating and tracking, but should not be scored higher than a horse that has also demonstrated the ability to stop and hold the cow.



## **Stock Horse Cow Horse**

**Limited Open & Non Pro**

**Green Horse**

**(Total of 2 Minutes)**

### **Part One – Boxing the Cow**

The rider shall ride into the arena and face the cattle entry gate. 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 a sufficient amount of time to demonstrate their horse's ability to "hold" the cow.

### **Part Two - Release Cow and Drive Cow Down Side of Arena to Opposite End of Arena**

After the cow has been controlled on the entrance end of the arena, the rider shall deliberately release the cow and set up for driving down the side of the arena. When coming out of corner, the horse shall be close enough to cow to demonstrate control with cow against the fence. This distance and control should be maintained for approximately three-fourths length of arena. Rider will then back horse off of cow and move horse toward center of arena to set cow up for boxing.

### **Part Three – Boxing the Cow at Opposite end of arena**

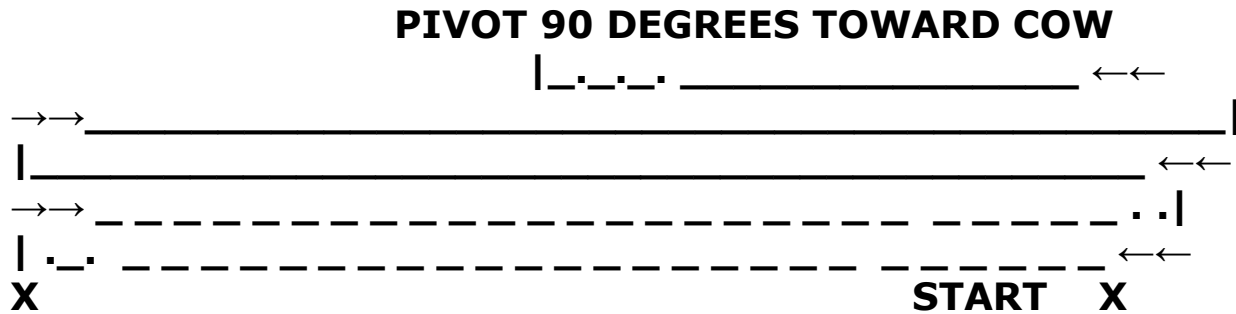
The exhibitor will again control or "hold" the cow at this end of the arena to demonstrate the horse's ability to "hold" the cow. Continue boxing until time expires.



# Stock Horse Cow Horse

## Novice & Youth

### (1 Minute Cow Work)



### **PART ONE: Enter the arena at the trot and start the pattern on the cow side of and at the first marker.**

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

### **PART TWO: Boxing the Cow** (1 Minute given to Work 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.