

WESTERN HORSEMAN



2020 Stock Horse World Show Patterns

Half of the SHTX divisions will do Trail A in go-round 1, while the remaining divisions will do Trail B. Those will be swapped for go-round 2 so all divisions will compete on both courses.

The same scenario applies for each Pleasure pattern.

Pattern 1 (around Trail A)

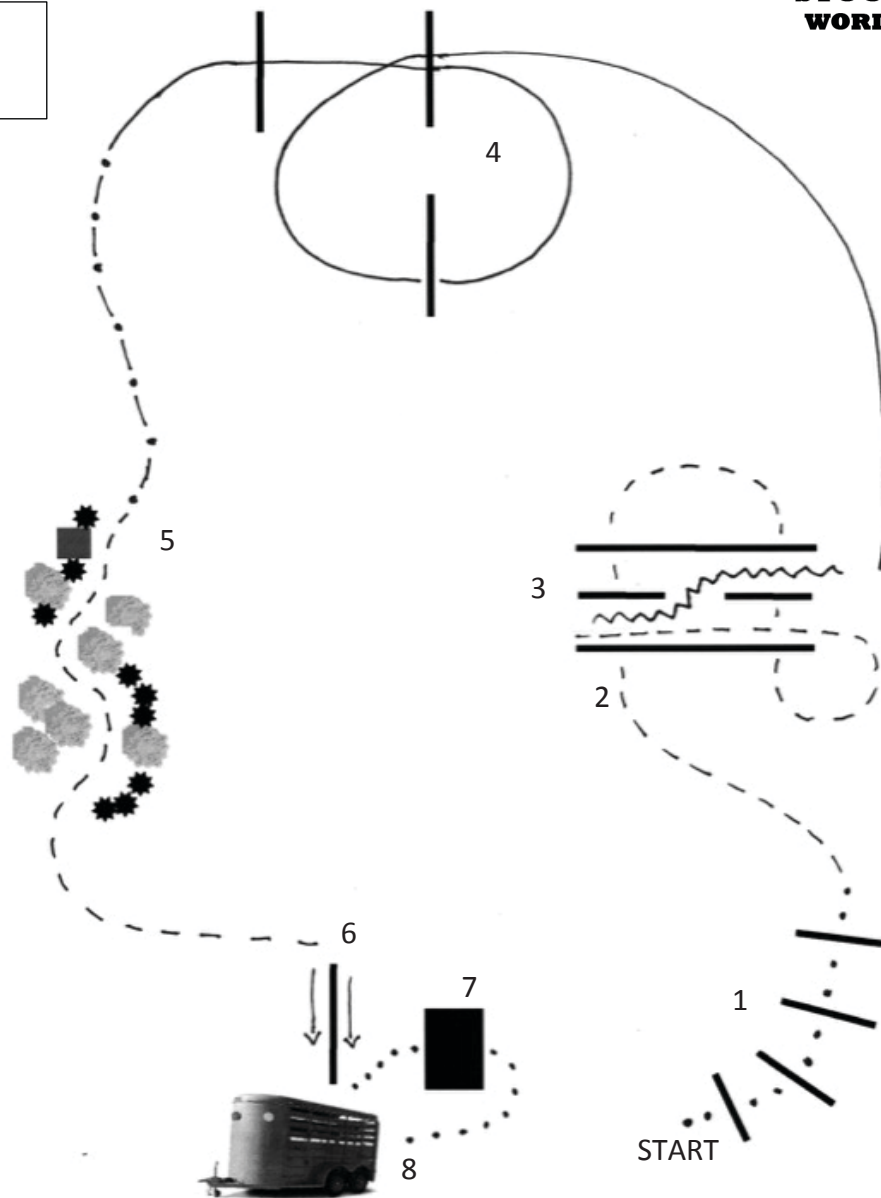
- Extended Walk
- Trot
- Extended Trot
- Lope
- Stop & Reverse
- Ordinary Walk
- Lope
- Extended Lope
- Trot
- Stop & Back

Pattern 3 (around Trail B)

- Ordinary Walk
- Lope
- Extended Trot
- Trot
- Stop and Reverse
- Trot
- Lope
- Extended Lope
- Extended Walk
- Stop and Back

The daily schedule specifies which divisions are on which course each day.

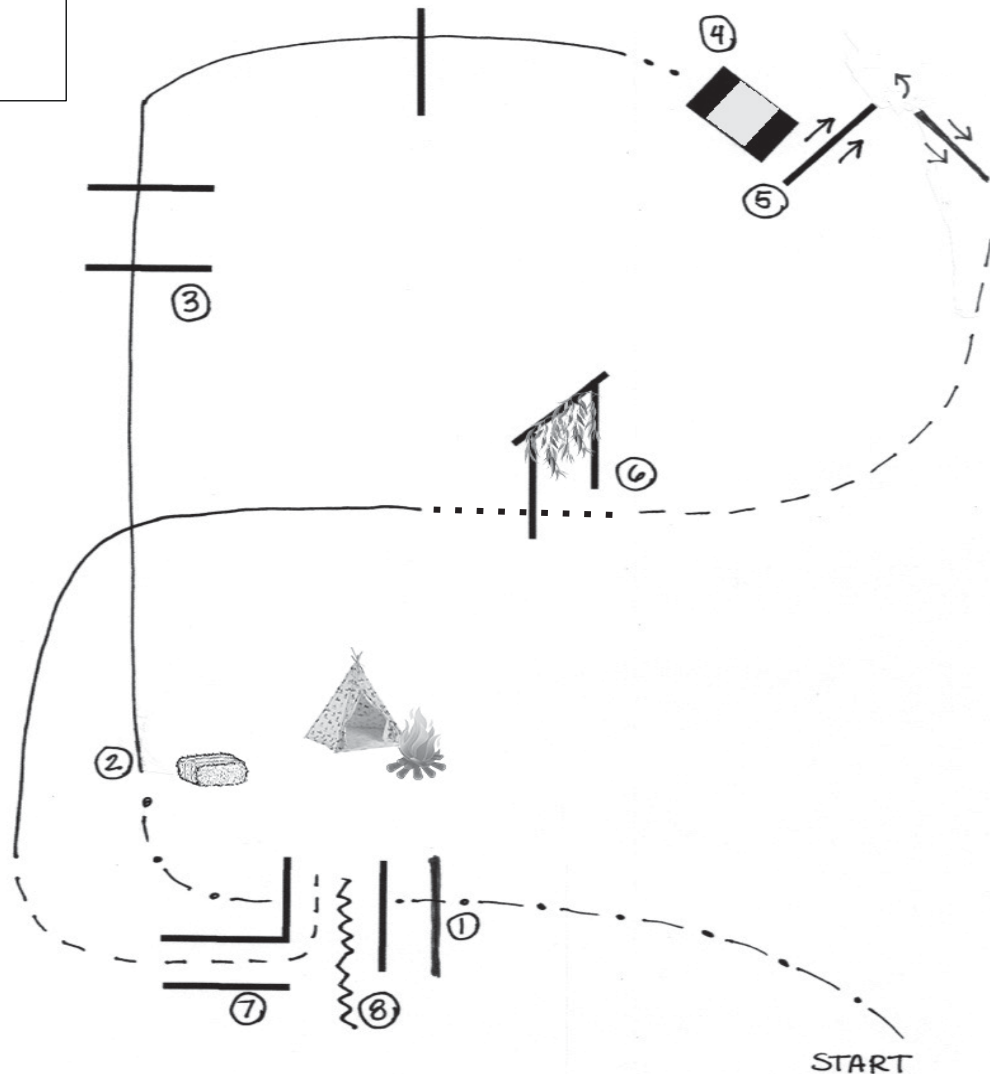
TRAIL A



Today's job on the ranch includes prowling pastures. You'll cover a variety of terrain as you check things across the ranch.

1. At a walk, pick a path over the logs through the stumps and rocks. It doesn't matter your path as long as you cross all 4 big logs.
2. Pick up a trot and trot over the chute, curve to the right and trot over the chute again. Continue trotting into the chute as shown.
3. Stop & Back through the chute as shown.
4. Lope in the left lead over the logs as shown.
5. Extend the trot to the brush. Collect to a regular trot and navigate through the brush, rocks and limbs at a trot. Continue trotting to the side pass log.
6. Side pass to the right to the trailer.
7. Walk over the bridge to the trailer.
8. Dismount. Secure your reins/romals in whatever way you are comfortable with (around the neck/around the saddle horn...whatever works for you) and load your horse in the trailer. Pattern ends once your horse is in the trailer.

TRAIL B

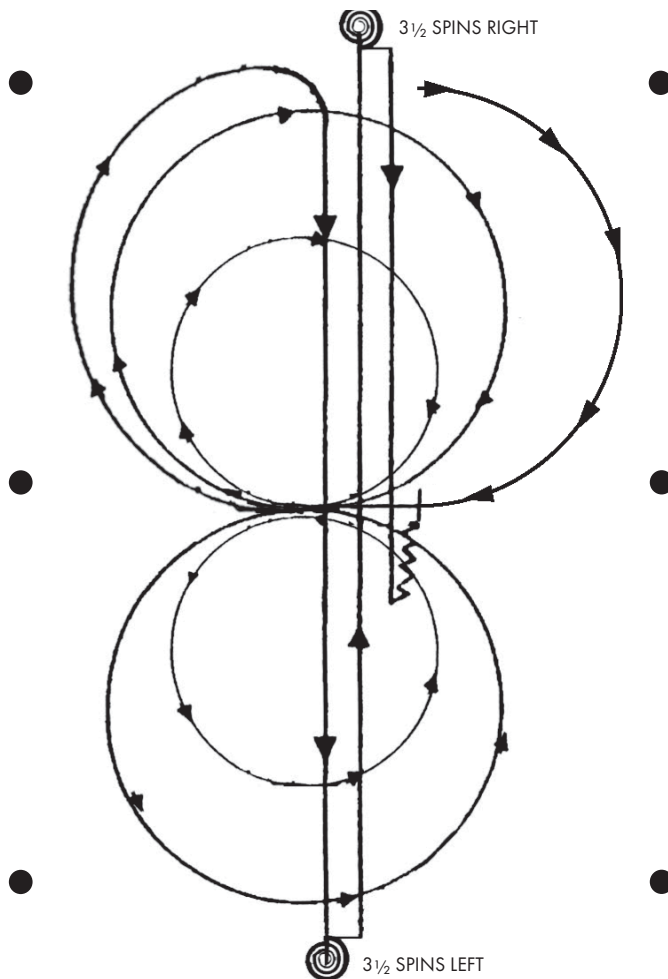


Lots to do on the ranch today, and you'll need to start with a rope. Get going at an extended trot.

1. Extended trot over the logs and to the bale of hay. Stop.
2. Swing your rope and throw at the bale. Coil and secure your rope for the rest of the day. *If your rope doesn't freely release from the bale, you are welcome to ride forward to loosen your loop and get your rope off the bale.*
3. Lope Right lead over the logs.
4. Break to a walk and cross the double bridge.
5. As you step off the bridge, step over the log with your horse's front feet and side pass to the left. Turn $\frac{1}{4}$ left and side pass right over the second log. When you are clear of the log, head toward the cowboy curtain at a trot.
6. Break to a walk and walk under the cowboy curtain of leaves & branches. Pick up the left lead.
7. Lope around the campsite. Break to a trot and trot into the L. Dismount and ground tie. Walk to the campfire and pick up an item out of the Dutch oven.
8. Return to your horse and back out of the chute on foot. Pattern ends.

Take the item from the Dutch oven and bring to the Show Office for a Door Prize!

Stock Horse Reining Pattern 10 -- Lope In

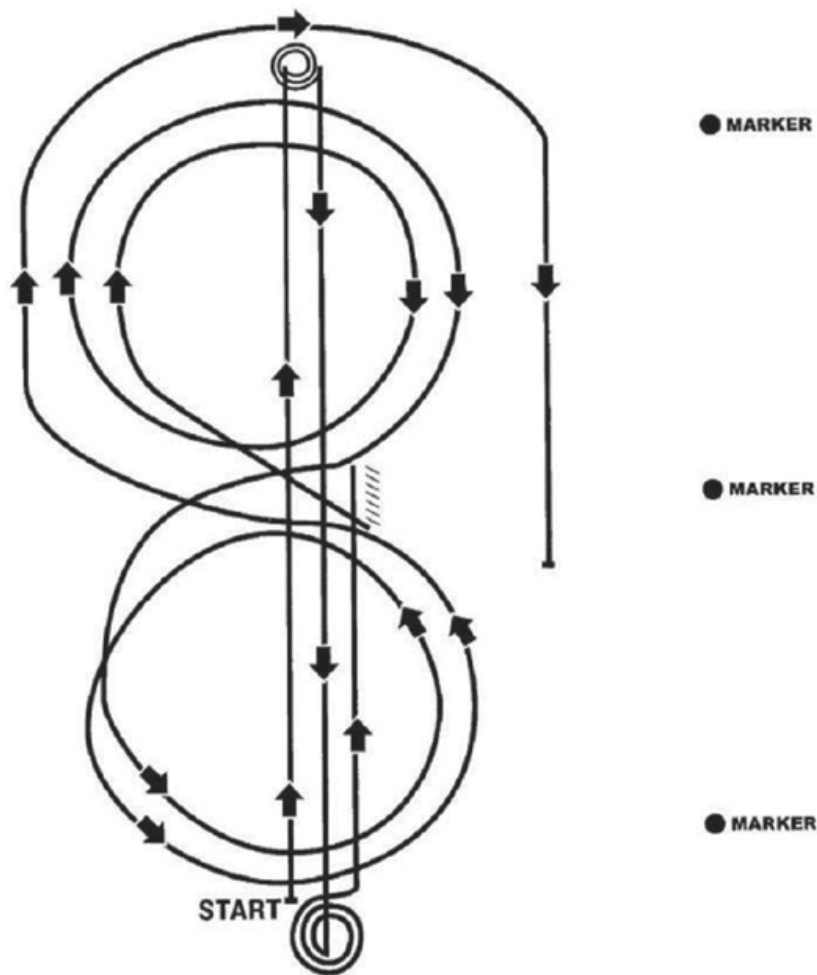


Go-Round 1 ALL DIVISIONS

Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

Stock Horse Reining Pattern 4



Go-Round 2 ALL DIVISIONS

Mandatory Marker along Fence or Wall

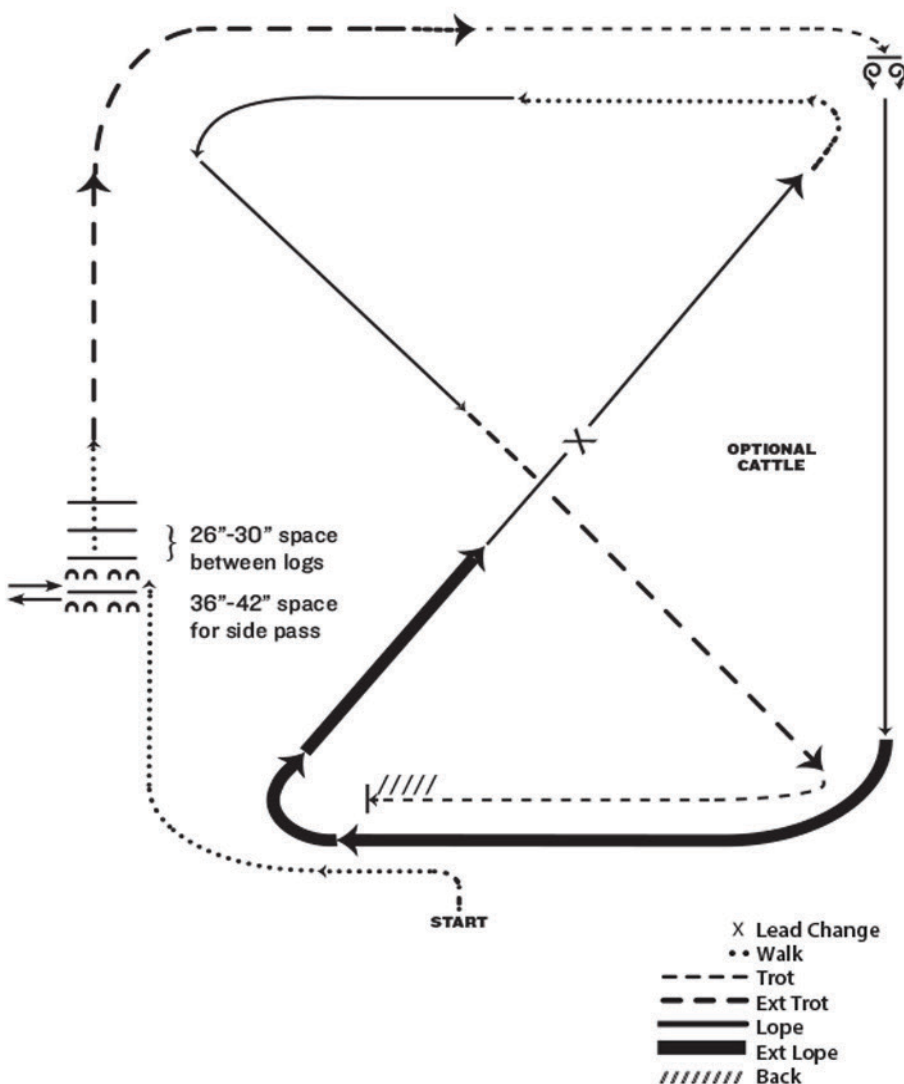
The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

RANCH RIDING – PATTERN 8

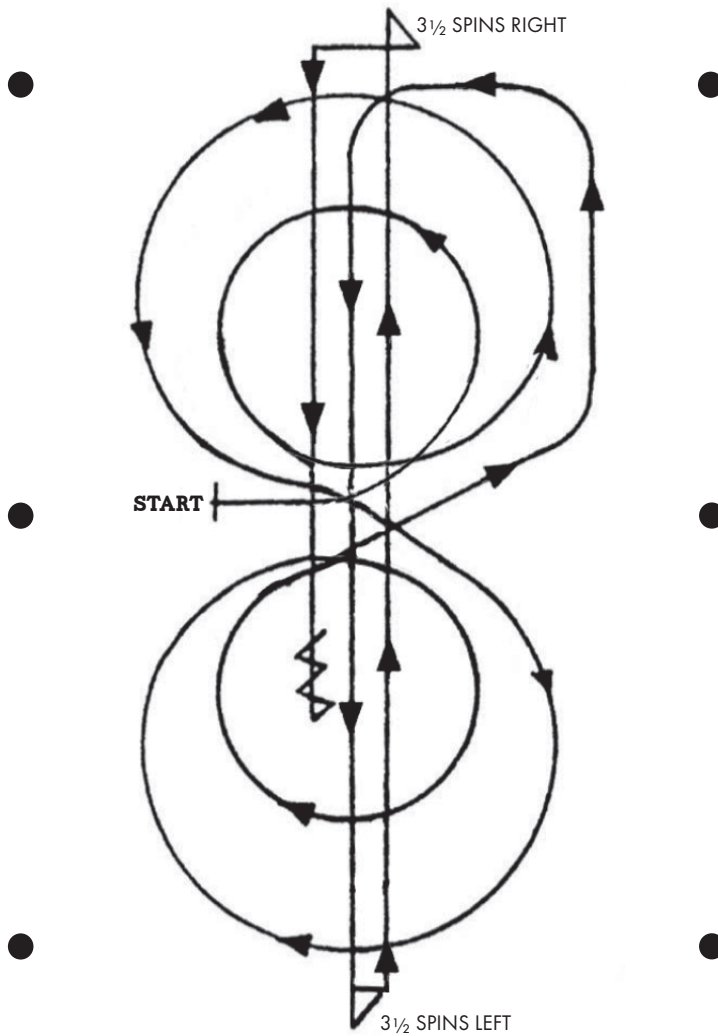
AQHA Ranching Heritage Ranch Riding



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

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.

Stock Horse Reining Pattern 9



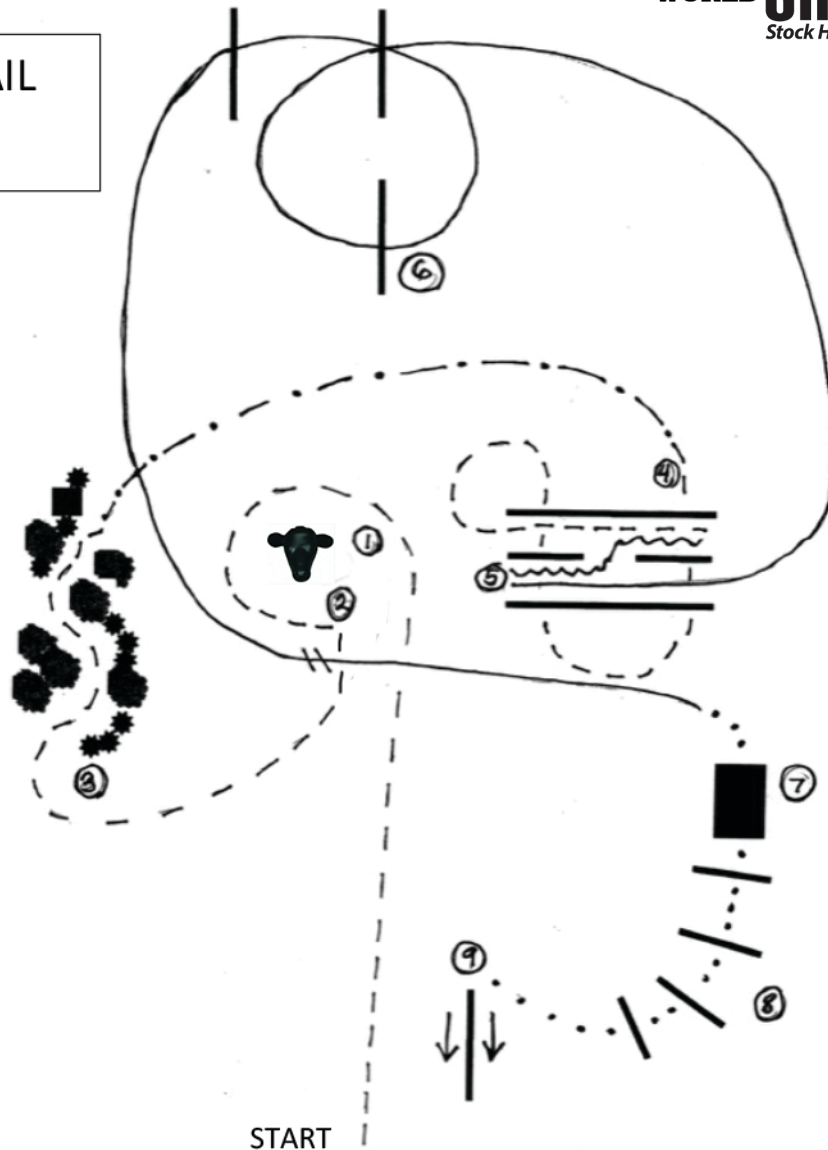
AQHA Ranching Heritage
& SHTX Derby
(RHC cow & reining will be held separately)

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

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern. Please refer to rule 20.6.

DERBY TRAIL



There's a sick calf on the ranch that needs doctoring. Be prepared with a rope.

1. Enter the arena at a trot. As you approach the "sick calf" dummy, begin swinging your rope. Trot a circle around the "sick calf" while swinging your rope.
2. Stop & rope the calf. (2 loop limit). Dismount, ground tie and remove your rope from the calf. (If you don't catch, dismount, ground tie and walk to the calf). Remount. At some point, secure your rope before you continue the pattern.
3. Trot to the trees and trot through the brush
4. Extend the trot to the chute. Trot over the chute, curving to the right. Trot over the chute again and trot into the chute as shown.
5. Back through the chute as shown.
6. Pick up the left lead. Lope out of the chute and across the logs as drawn. Continue lopeing toward the hay bale.
7. Change leads (flying or simple) and lope right lead toward the bridge. Break to the walk and cross the bridge.
8. Pick your way through the stumps and rocks, crossing all 4 big logs. It doesn't matter what path, but you must cross all 4 logs.
9. Walk to the sidepass log. Stop and Sidepass left. Pattern ends. Your work on the ranch is done.