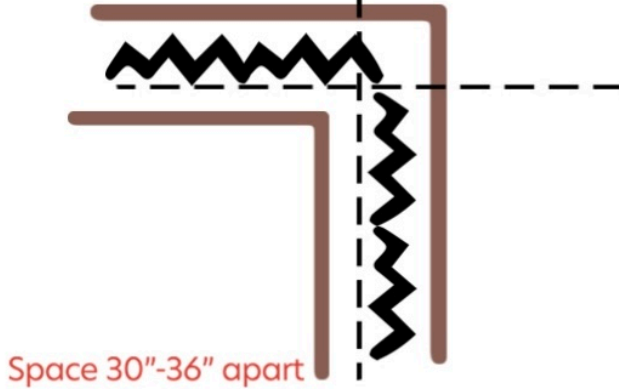




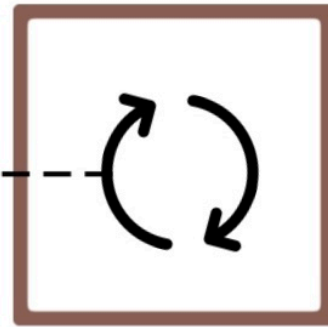
March 16-17 show Frankfort, KY



Space 30"-36" apart

Practice entering the L at a trot,
backing L, and exiting at the trot

Practice entering in the box and
stopping in the box. Practice
turning both ways in the box.



Space 6-7' apart



Practice building a loop
with a rope, throwing the
rope, and walking with a
rope.

A rope will be provided if
you do not own one.

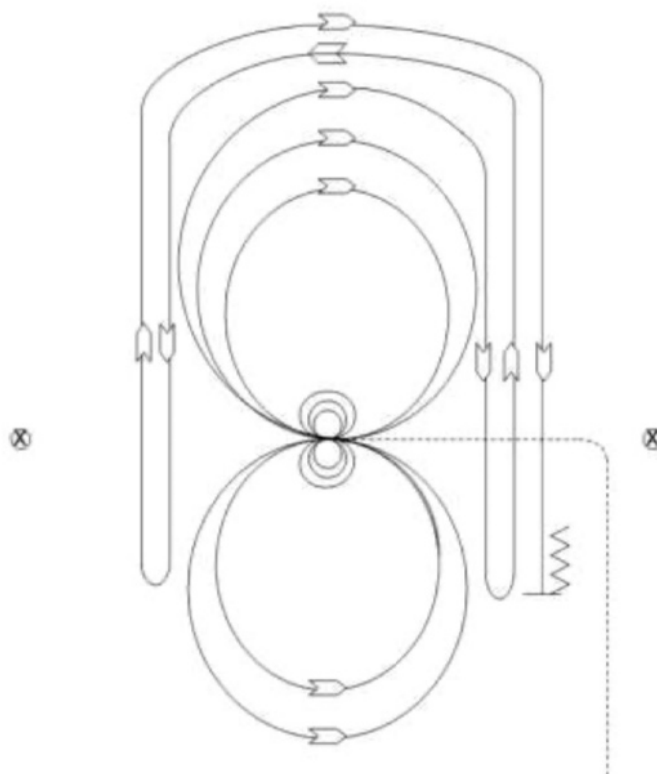
Don't forget to brush up
on other mandatory
obstacles! Sidepassing,
lope overs, bridge, and
gate will we required.





Novice, Jr/Sr Youth, & Intro 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:

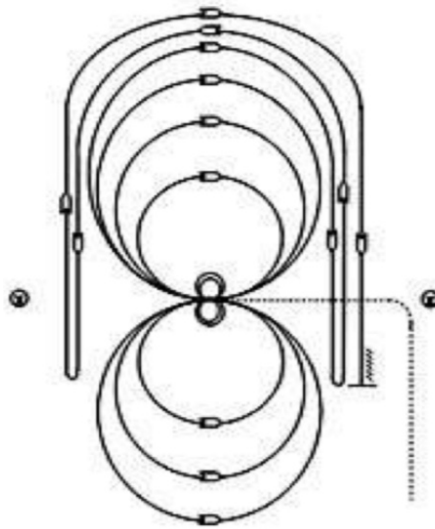
1. Trot to center of arena and stop.
2. Complete three spins in each direction.
3. Begin on right lead and lope two large circles to the right, change leads.
4. Lope two large circles to the left, change leads.
5. Begin a large circle to the right but do not close this circle. Run down the right side 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.

Open, Non-Pro, Limited, & Green Horse



Stock Horse Reining

Pattern #2



Mandatory Marker along Fence or Wall

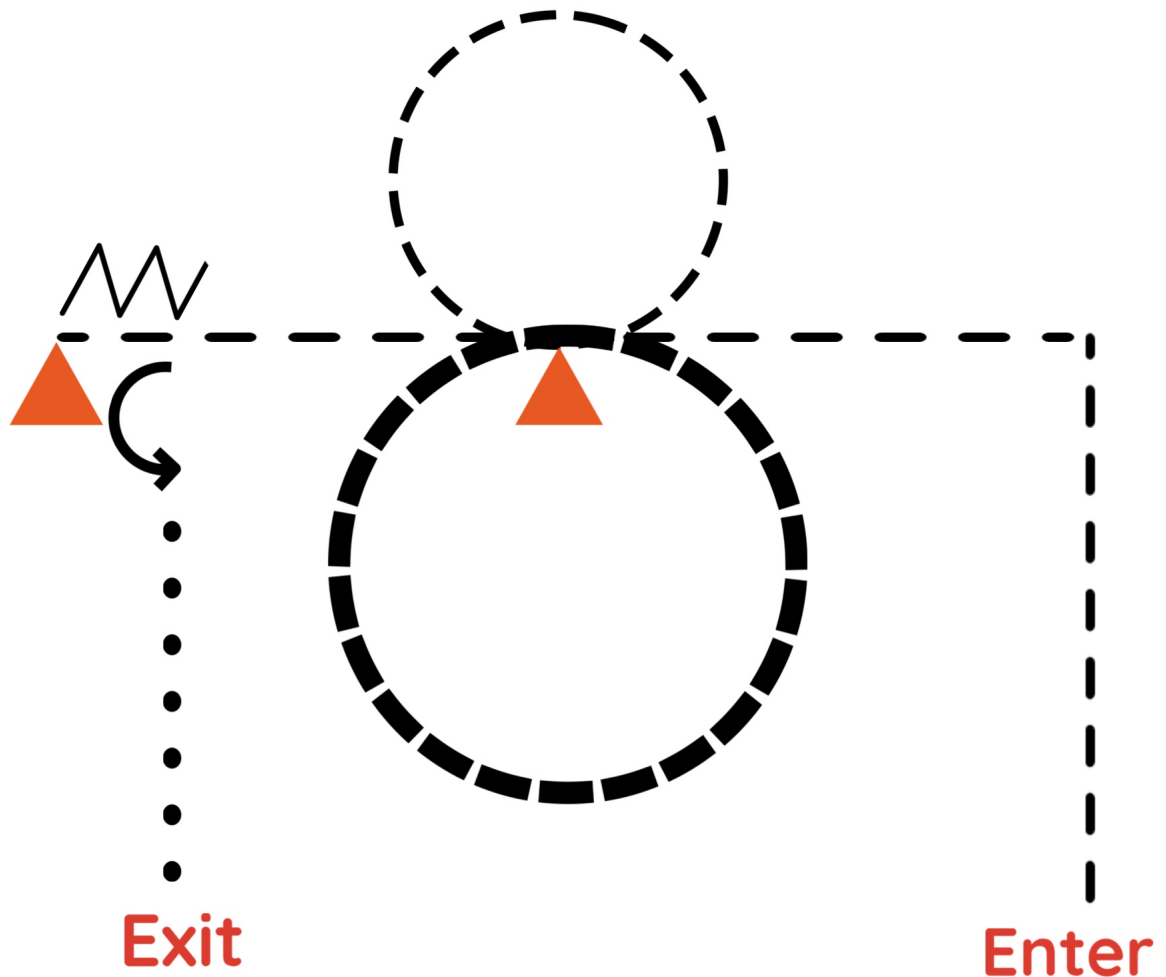
The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride Pattern as Follows:

1. 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.



Walk Trot Reining

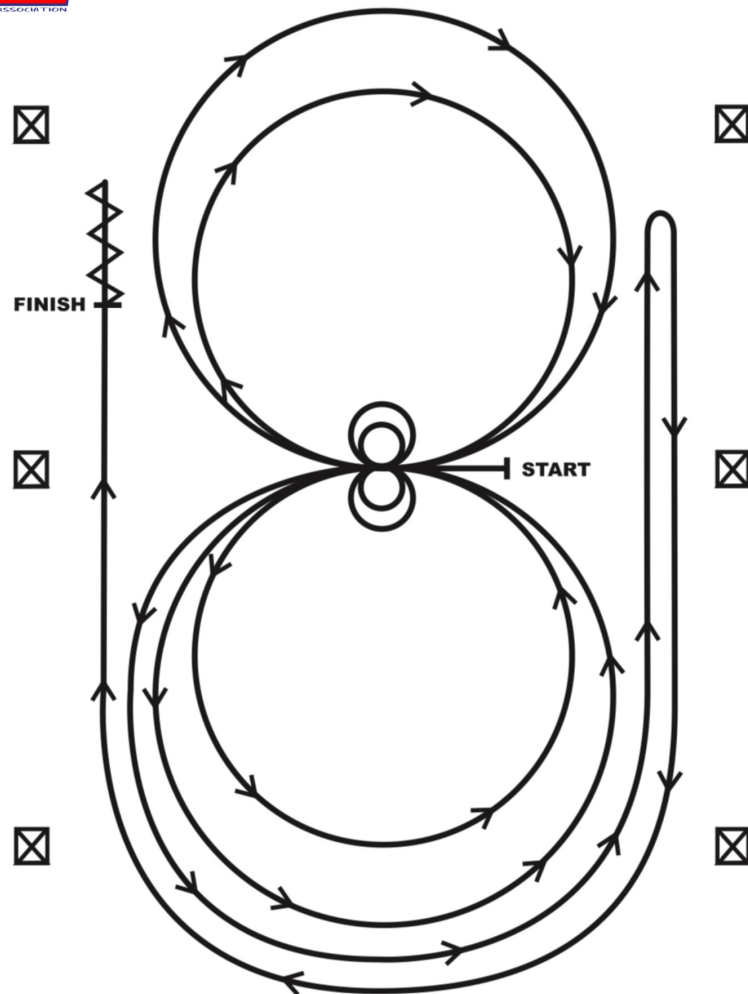


1. Enter by trotting in and then turn left
2. At the cone trot a small circle to the right
3. Extend the trot on a large circle to the left
4. Collect the trot and stop at the last cone
5. Back 4-5 steps and perform a 90 turn left walk to exit

Riders may two-hand in a curb bit without penalty.



Rookie Youth Reining



Rookie can legally two-hand in a curb bit

Enter at the trot. Walk or stop before lope departure.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two 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. Hesitate to demonstrate completion of the pattern.



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 Non-Pro & Green Horse
(Total of 2 Minutes)
& LIMITED OPEN CLASSES

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.



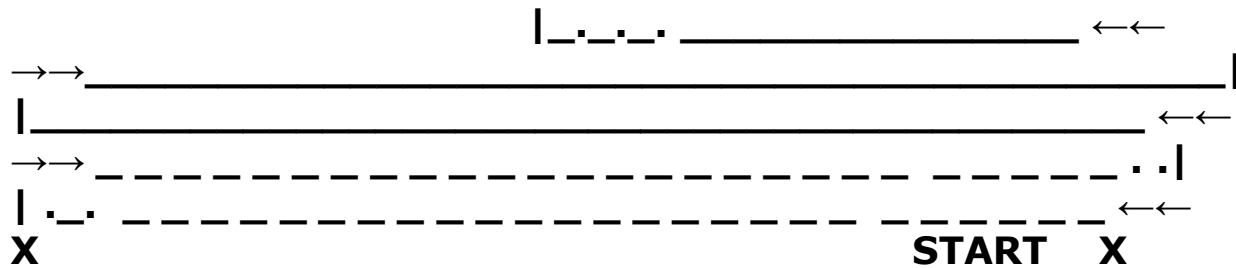
Stock Horse Cow Horse

Novice & Youth

(1 Minute Cow Work)

& INTRODUCTORY

PIVOT 90 DEGREES TOWARD COW



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)

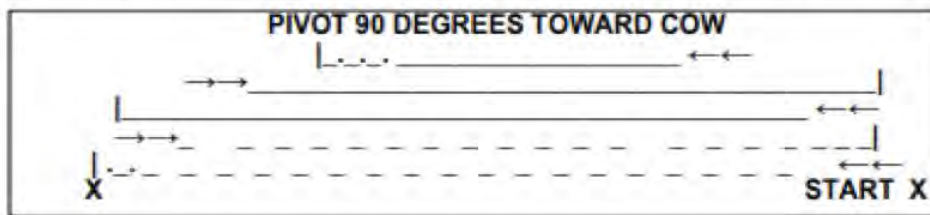
The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for one minute to demonstrate the horse's ability to "hold" the cow. If the cow does not immediately challenge the horse, the rider shall aggressively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



STOCK HORSE COWHORSE

ADULT & YOUTHWALK / TROT

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.



1. Enter the arena at a trot and trot to the cow side of the first cone.
2. Continue trotting to second cone stop and back two steps, Rollback towards the cow
3. Trot back to first cone, stop and back two steps, rollback towards the cow
4. Extend the trot back to second cone, stop and back two steps, roll back towards the cow
5. Extend the trot back to first to cone, stop and back two steps, roll back towards the cow
6. Extend the trot to center, stop, pivot $\frac{1}{4}$ turn towards cow, hesitate to demonstrate competition of pattern, exit at a trot.

NO LIVE COW WILL BE WORKED IN WALK TROT DIVISIONS



STOCK HORSE PLEASURE PATTERN
Signs are posted around arena to follow.
Exhibitors compete individually.

PLEASURE CLASSES

- 1) Extended Walk - 75 feet
- 2) Trot - 120 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





Signs are posted around arena to follow.
Exhibitors compete individually.

WALK / TROT PLEASURE

- 1) Extended Walk
- 2) Trot
- 3) Extended Trot
- 4) Stop and Reverse
- 5) Ordinary Walk
- 6) Trot
- 7) Stop and Back

