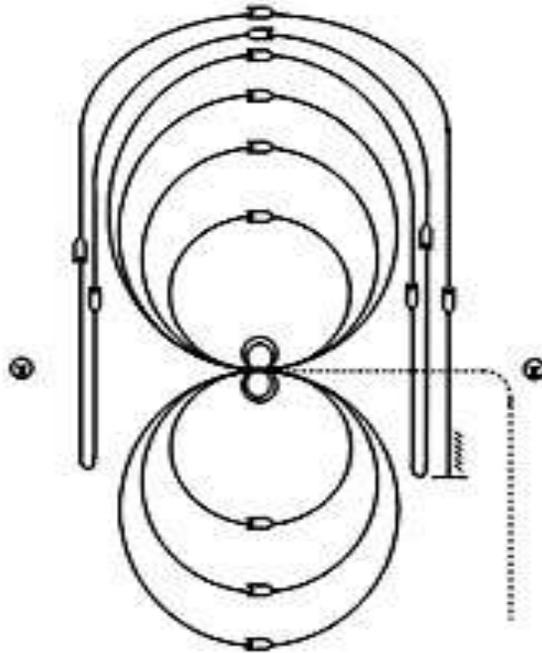


Stock Horse Reining

Pattern #2



Mandatory Marker along Fence or Wall

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

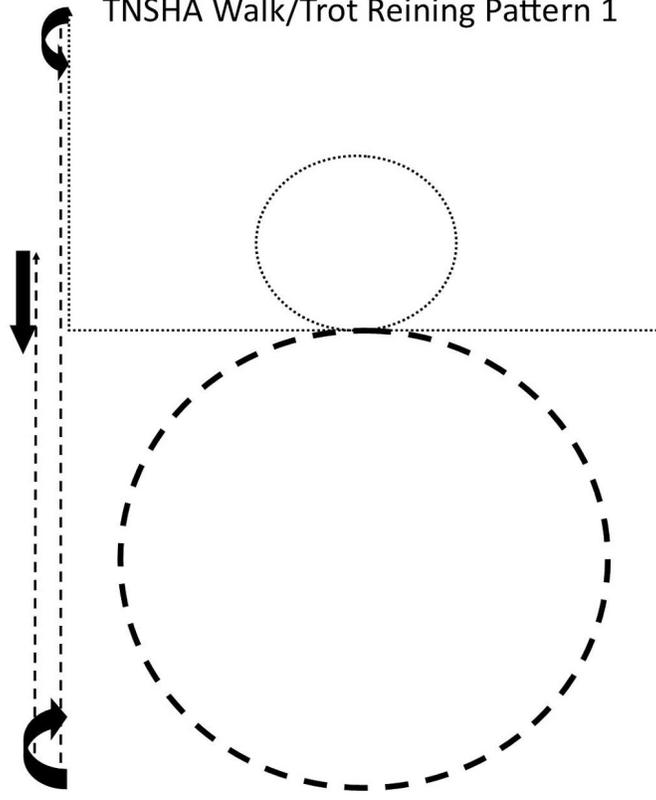
Ride Pattern as Follows:

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.



ALL WALK/TROT

TNSHA Walk/Trot Reining Pattern 1



1. Trot to center of arena, stop and show hesitation before departure.
2. Trotting make a small right circle coming back to the center.
3. Make a large left circle at the extended trot
4. Resume the ordinary trot thru the center and make a right corner down the side of the arena past the end marker. Stop and rollback to the left no hesitation.
5. Extend the trot down the side of the arena past the end marker. Stop and rollback to the right no hesitation.
6. Extend the trot past the center marker, stop and back 10 feet. Hesitate to show 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)

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.

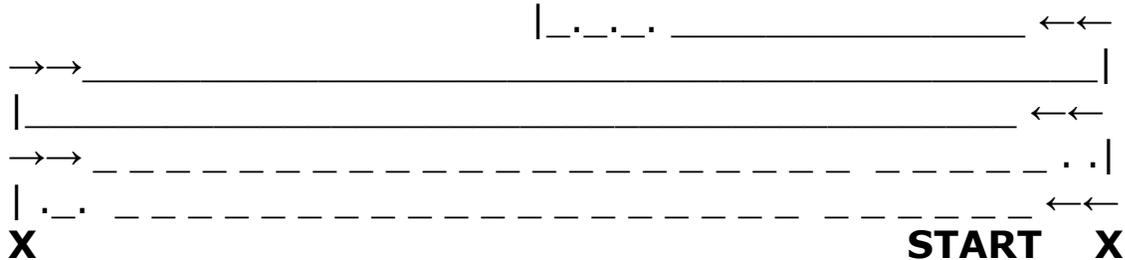


Stock Horse Cow Horse

Novice & Youth

(1 Minute Cow Work)

PIVOT 90 DEGREES TOWARD COW



PART ONE:

1. Rider shall trot into the arena, trot to first cone, and start pattern.
2. Extended Trot to second cone; Stop; Back Two steps; Rollback to right
3. Extended Trot back to first cone; Stop; Back two steps; Rollback to left
4. Lope to second cone; Stop; Rollback to right
5. Lope to first cone; Stop; Rollback to left
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 to Work Cow)

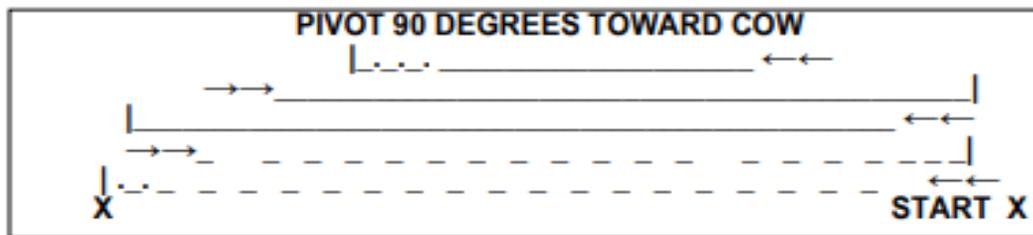
The rider shall signal for their cow to be turned into the arena. Upon entry into the arena, the cow shall be controlled on the entry end of the arena for one minute to demonstrate the horse’s ability to “hold” the cow. If the cow does not immediately challenge the horse, the rider shall aggressively 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 & YOUTH WALK/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



- 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

STOCK HORSE
PLEASURE
PATTERN



*****WALK / TROT*****

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