

Show MHA Class 27 & 28
 Date May 28-29, 2023 Judge Causesy

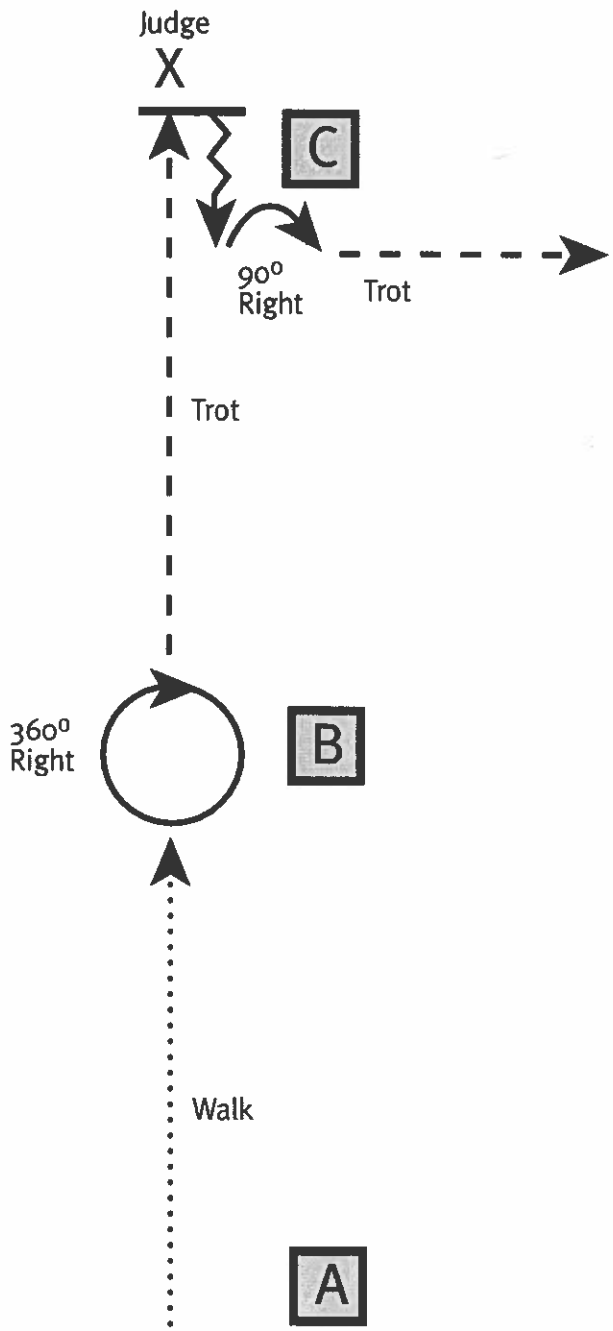
A H A

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Showmanship

PATTERN G • LEVEL 1

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing



- Be ready at marker A.
- Walk to marker B. Stop.
- Perform a 360-degree (1) haunch turn to the right. Stop.
- Trot to marker C. Stop.
- Set up for inspection.
- After dismissal, back four steps.
- Perform a 90-degree turn to the right and trot into the completion line as directed by the ringmaster or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

PATTERN L • LEVEL 2

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

Be ready at marker A.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

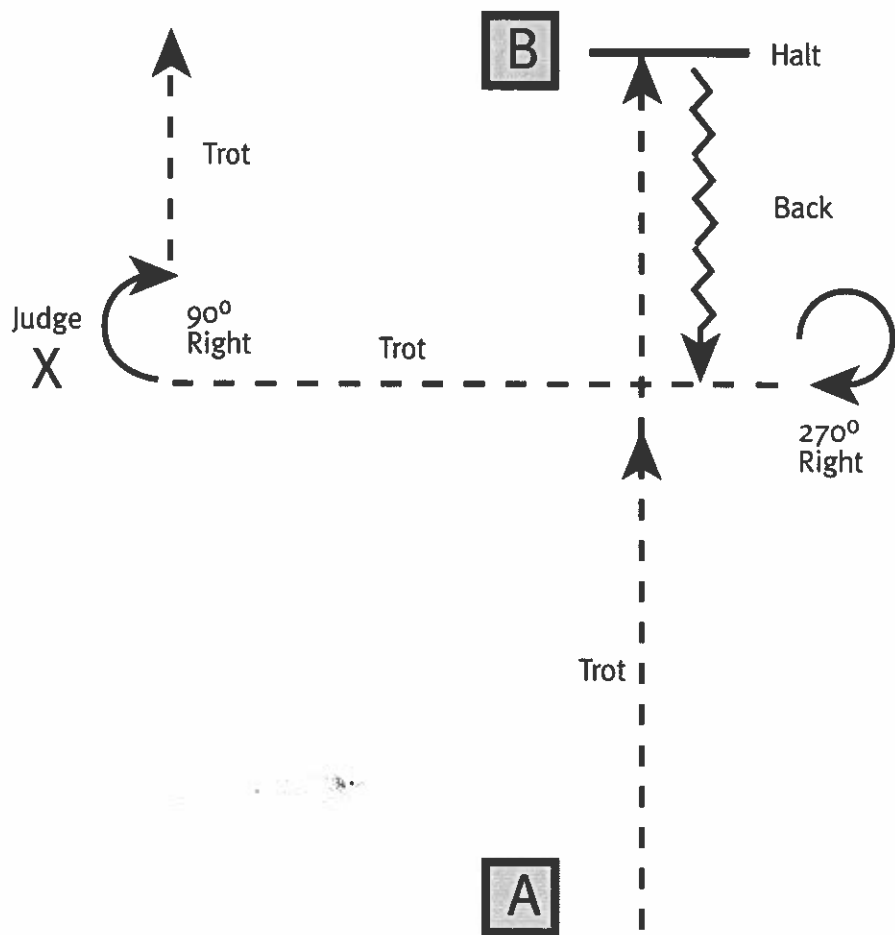
Stop and perform a 270-degree turn.

Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

Return to the lineup at the trot as directed by the ringmaster or exit at the trot.



—	Stop / Halt
—	Canter
- - -	Trot
•••••	Walk
~>	Back
■	Marker
⊗	Lineup

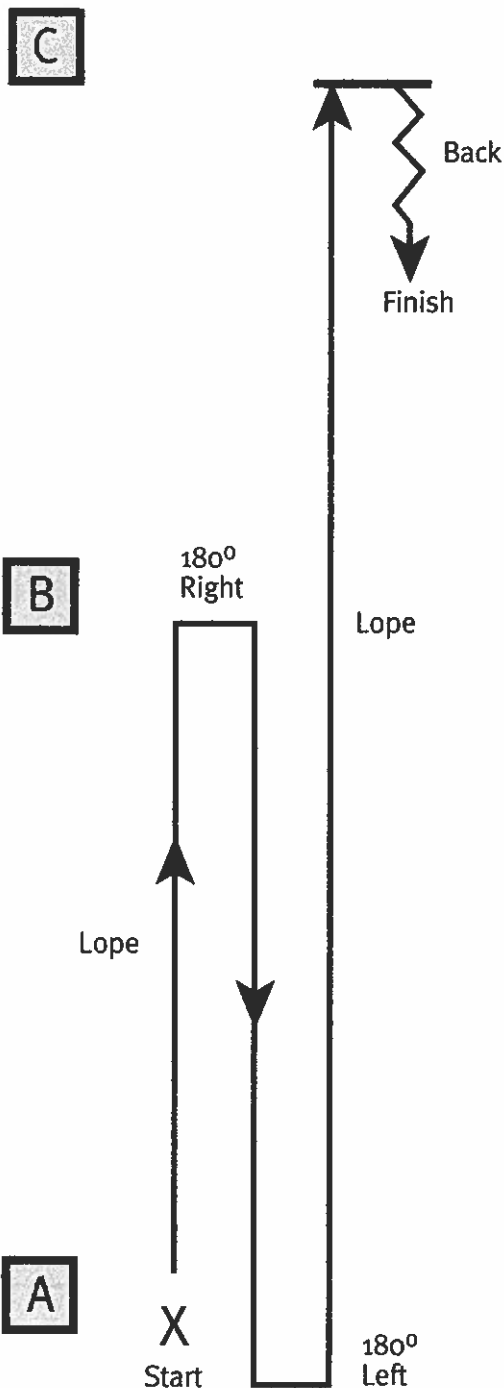
Show MAHA Class JTR 99 E, LOD
 Date May 28-29 Judge Causey

A H A

Western Horsemanship

LEVEL 1 • PATTERN A • Tests 1,2,6

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



Be ready at Marker A.

Starting at Marker A, lope left lead to Marker B. Stop.

At Marker B, turn 180-degrees on hindquarters right.

Lope right lead to Marker A.

Stop at Marker A, and turn 180-degrees on hindquarters left.

Lope left lead to Marker C.

Stop at Marker C and back approximately ten feet.

After completing pattern, jog to far end of arena and form a new line or exit arena at the jog.

—	Stop / Halt
—	Lope
- - -	Jog
.....	Walk
~>	Back
□	Marker
🐎	Lineup

This pattern may only be used for:

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

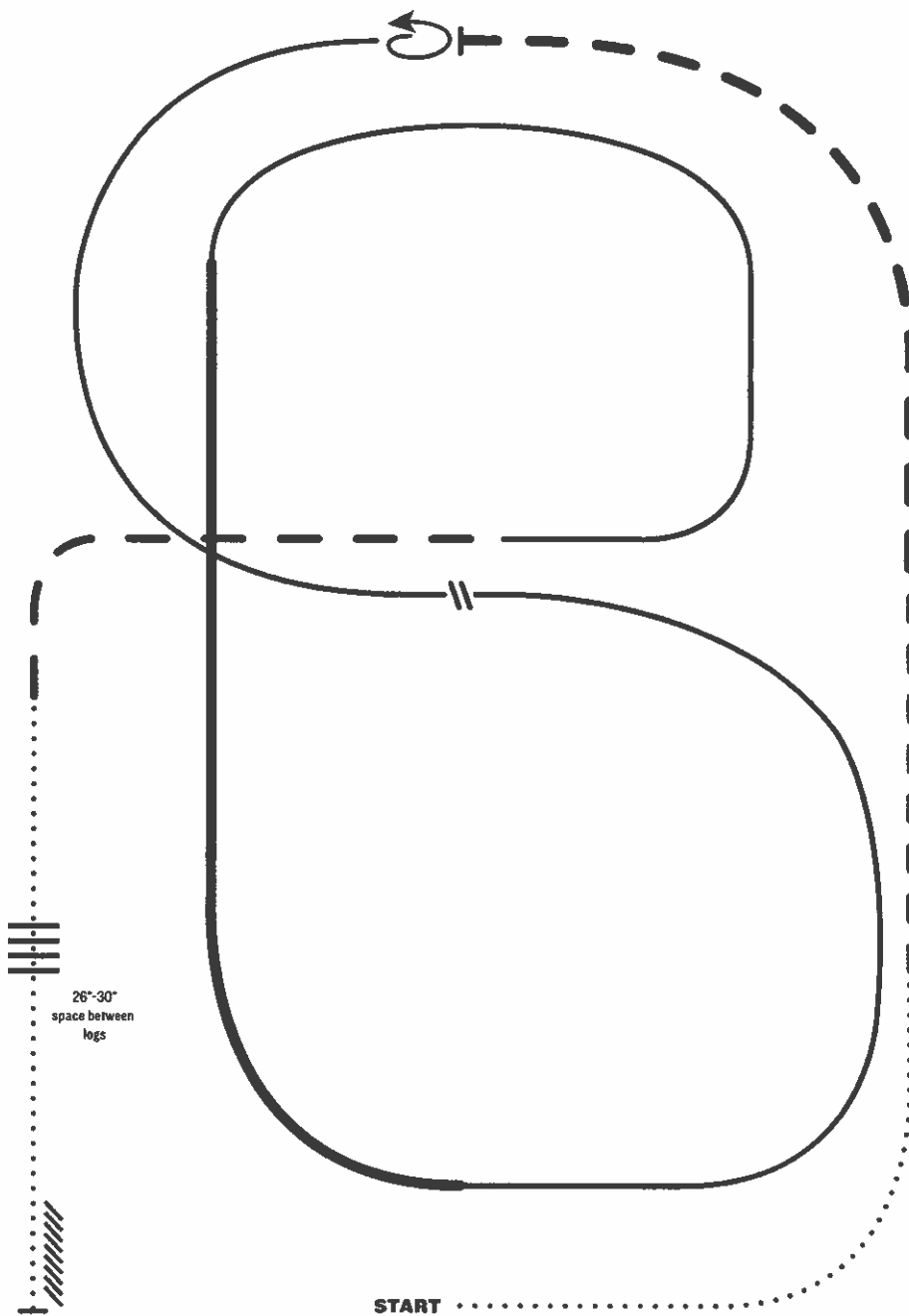
If used at a Regional or National Show, pattern may not be run from the lineup.

#131 OPEN Ranch Horse Riding
 class #132 PB Ranch Riding open
 #133 HARanch Riding open

RANCH RIDING - PATTERN I

LEGEND

.....	Walk
...	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. 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.

class 134

PB Ranch Riding ATR

135

HA Ranch Riding ATR

RANCH RIDING - PATTERN 3

136

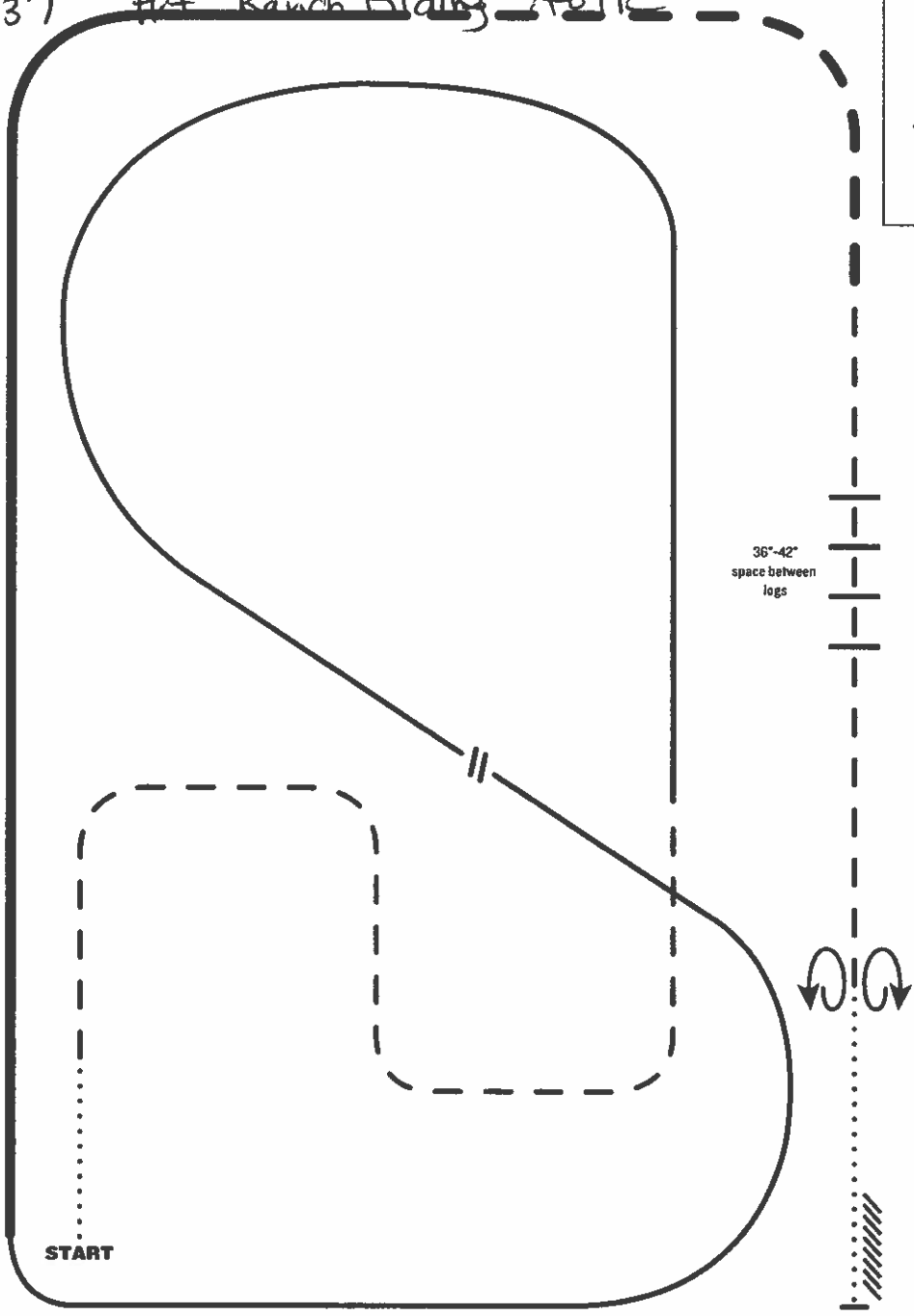
PB Ranch Riding AOTR

137

HA Ranch Riding AOTR

LEGEND

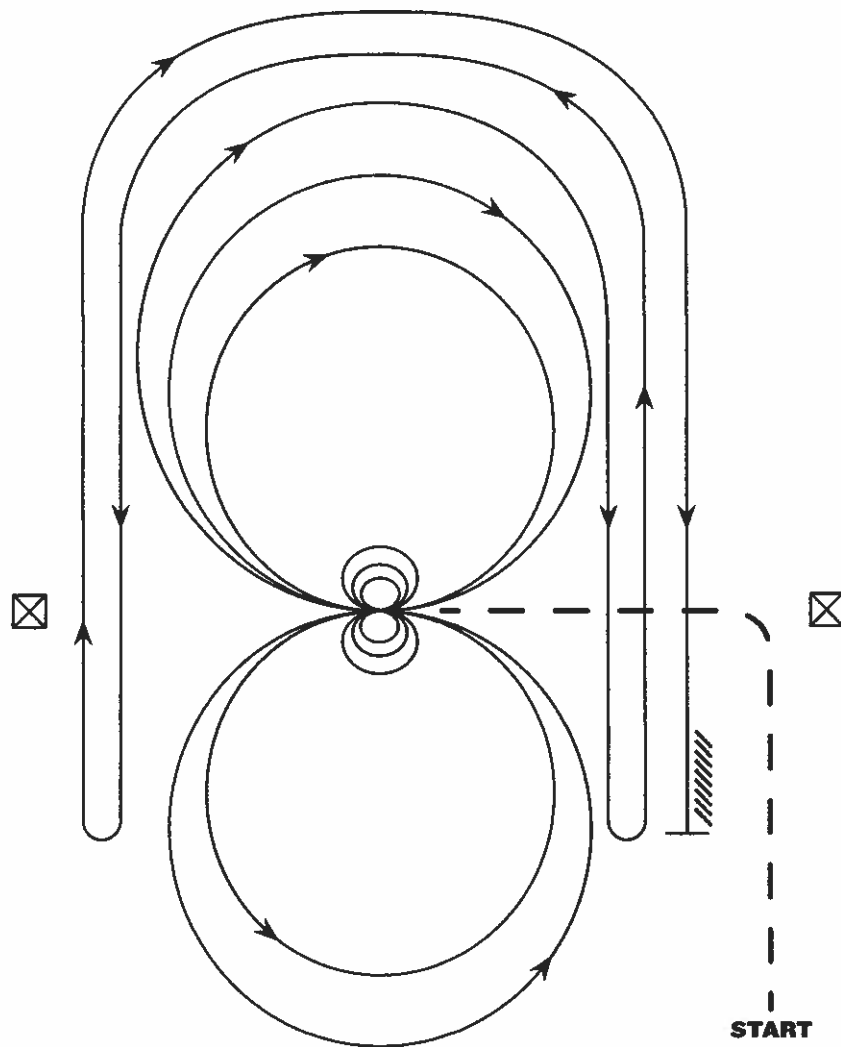
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, 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.

VRH AND RHC RANCH REINING PATTERN 1



Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

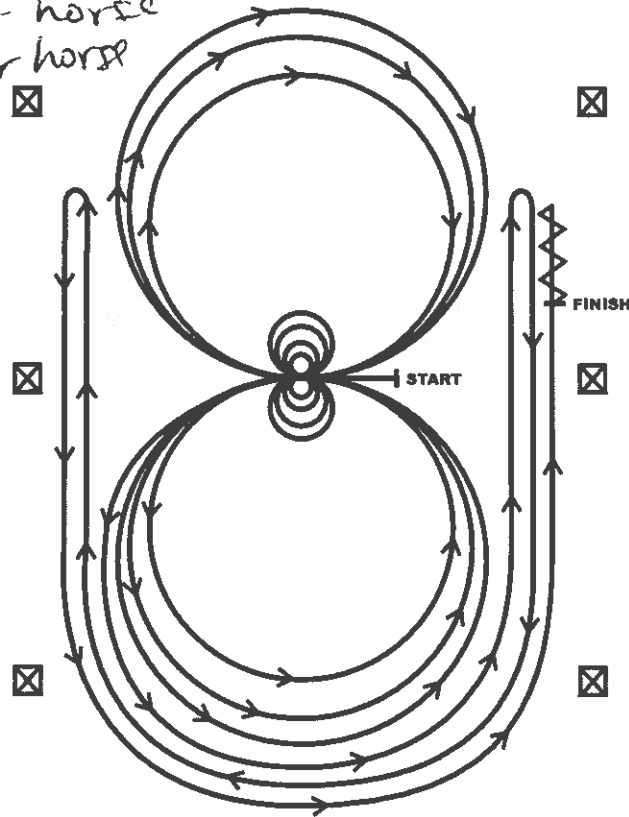
Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
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.

PATTERN

6

- Class
#147 PB Open
#148 HA Open
#149 PB Junibr horse
#150 HA Junibr horse
#151 Open Junibr horse



PATTERN

6

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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 (six meters) from the wall or fence—no hesitation.
6. Continue back 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 (six meters) from the wall or fence—no hesitation.
7. 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

PATTERN

#152 Reining seat EQ

2

#154 PB AAOTR

#155 HA AAOTR

#156 17V

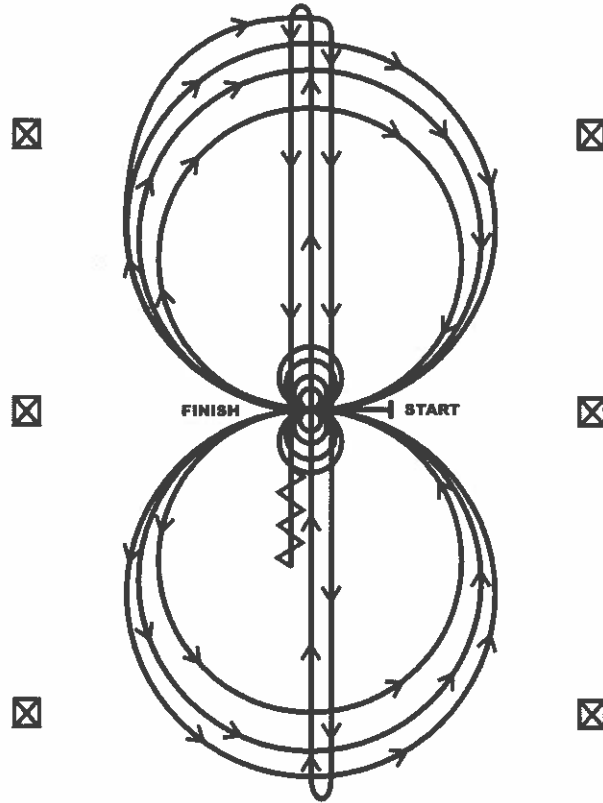
#157 PB ATR

#158 HA ATR

#159 PB JTR

#161 HA JTR

#162 Jackpot



PATTERN

2

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.