

PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES

GOOD LUCK & HAVE FUN

- 1. WALK**
- 2. JOG AROUND CORNER**
- 3. EXTENDED JOG**
- 4. LOPE RIGHT LEAD**
- 5. MODERATE EXTENDED LOPE**
[RIGHT LEAD]
- 6. RETURN TO STANDARD LOPE,**
CHANGE LEADS (SIMPLE OR FLYING)

- 7. LEFT LEAD LOPE AS SHOWN,**
THEN BREAK TO JOG
- 8. STOP! 180° TURN EITHER WAY,**
BACK, AND SIDEPASS RIGHT
- 9. WALK FORWARD TO FINISH**

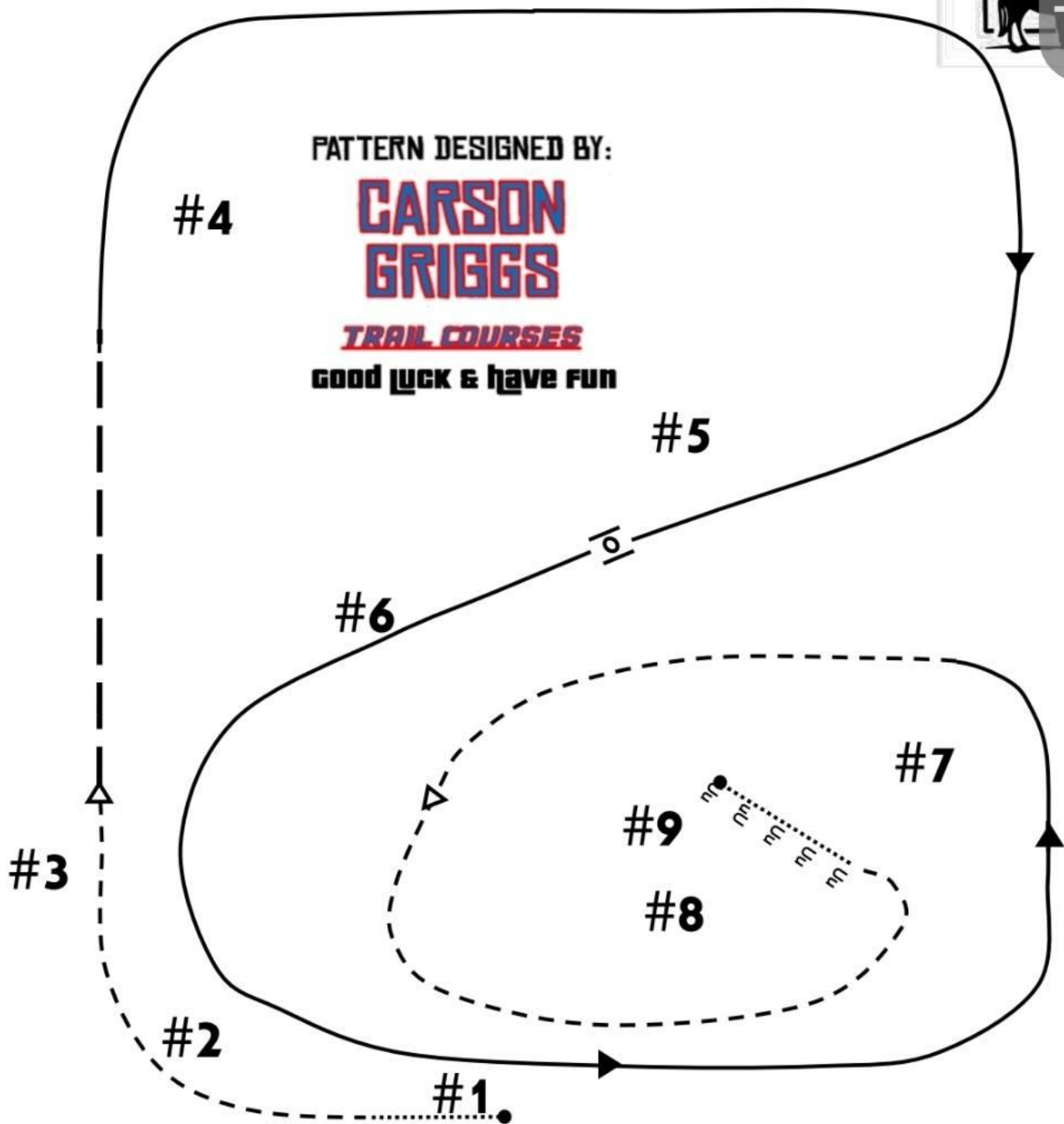


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1. WALK

2. JOG AROUND CORNER

3. EXTENDED JOG

4. LOPE RIGHT LEAD

5. CHANGE LEADS (SIMPLE OR FLYING)

6. LEFT LEAD LOPE AS SHOWN

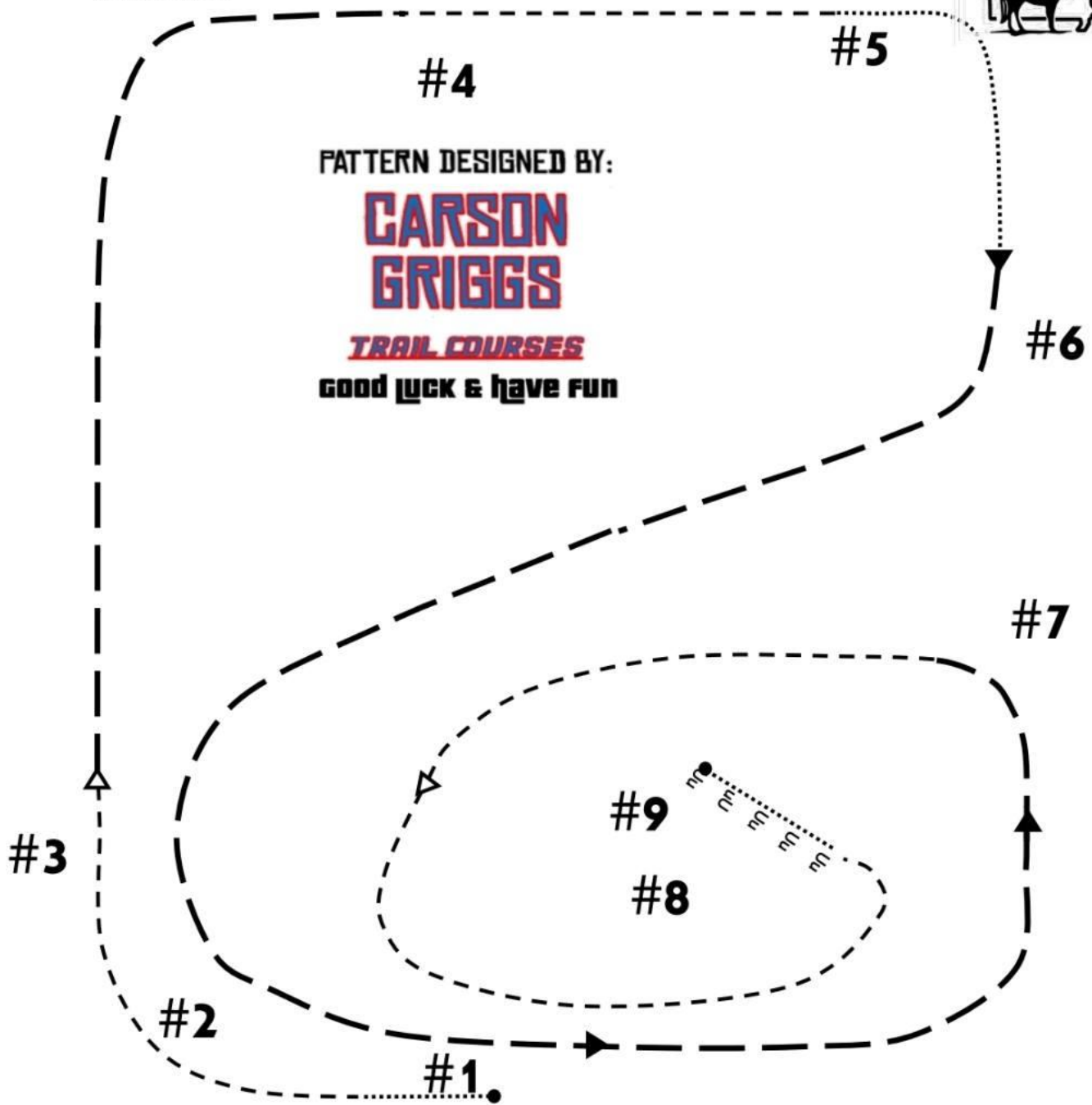
7. BREAK TO JOG

8. WALK FORWARD AND HALT

9. BACK TO FINISH PATTERN

RANCH HORSEMANSHIP
WALK JOG

Spring Fling 2025



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- | | |
|----------------------------------|---------------------------------|
| 1. WALK | 6. EXT. JOG AS SHOWN |
| 2. JOG AROUND CORNER | 7. JOG AT STANDARD PACE |
| 3. EXTENDED JOG | 8. WALK FORWARD AND HALT |
| 4. RETURN TO STANDARD JOG | 9. BACK TO COMPLETE TEST |
| 5. BREAK TO WALK | |

RANCH SHOWMANSHIP
YOUTH, AMATEUR

SPRING FLING 2025

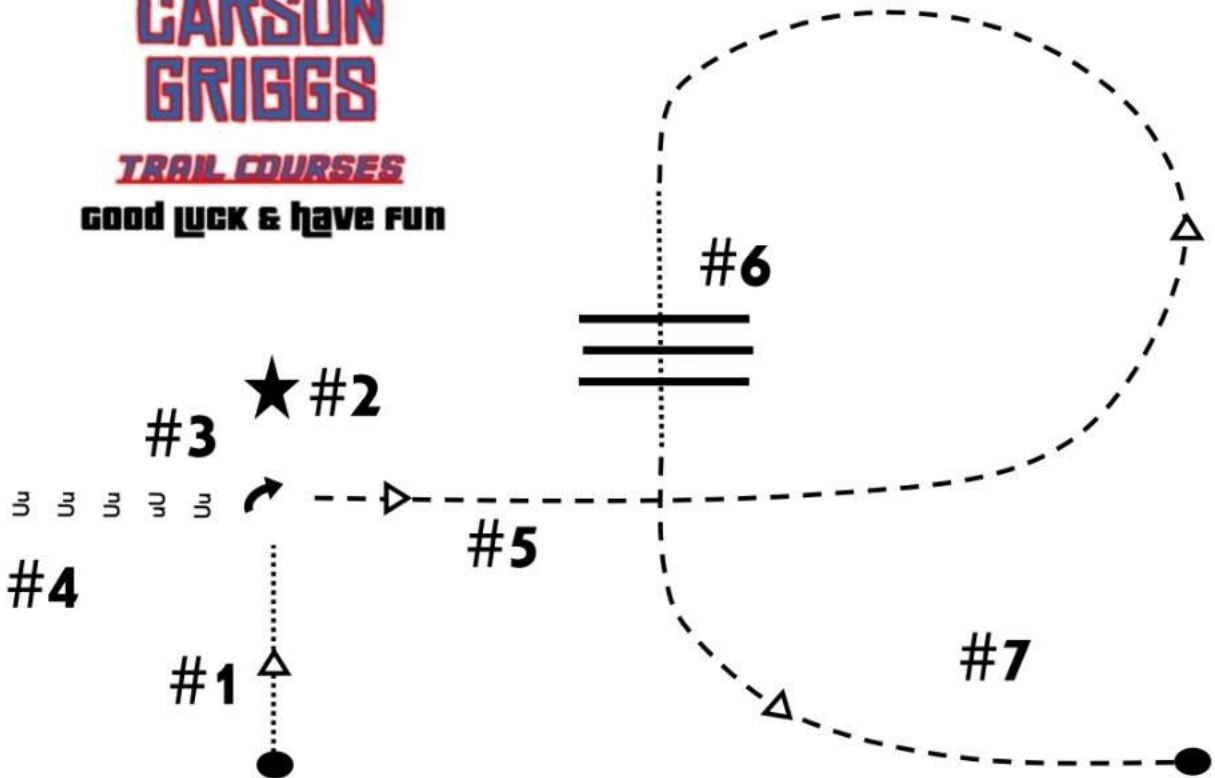


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GOOD LUCK & HAVE FUN



- 1. WALK TO JUDGE**
- 2. SETUP FOR INSPECTION**
- 3. 90 DEG. TURN TO RIGHT**
- 4. BACK STRAIGHT**

- 5. JOG CIRCLE TO LOGS**
- 6. WALK OVER LOGS**
- 7. JOG AWAY TO FINISH**

RANCH SHOWMANSHIP
NOVICE YOUTH, NOVICE AMATEUR

SPRING FLING 2025

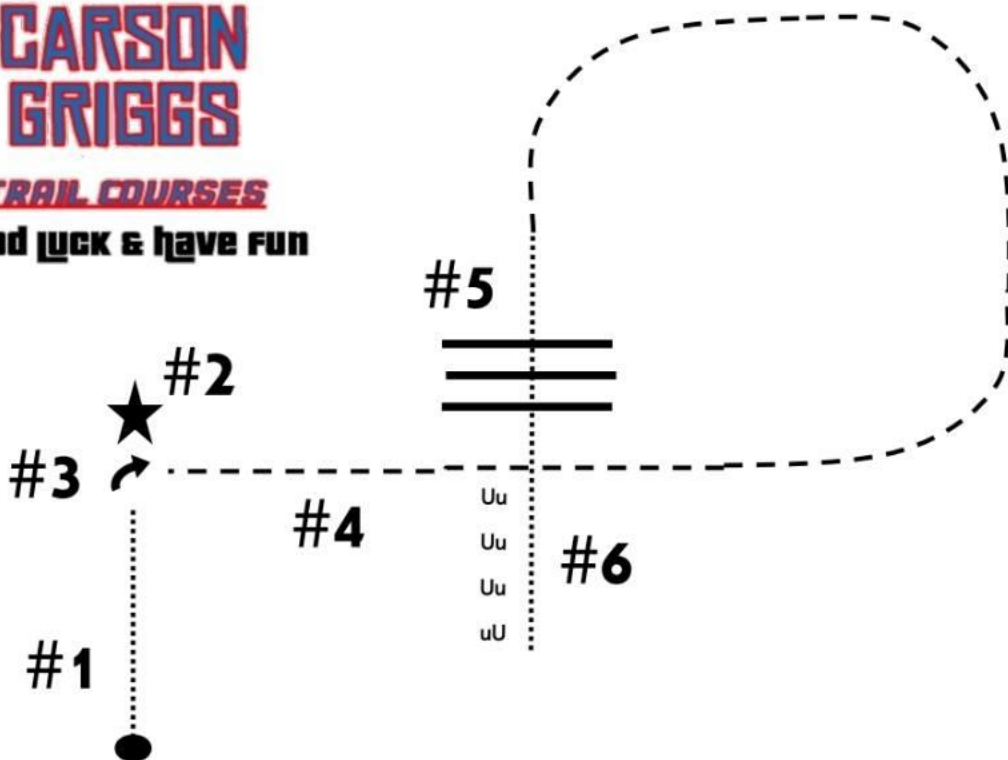


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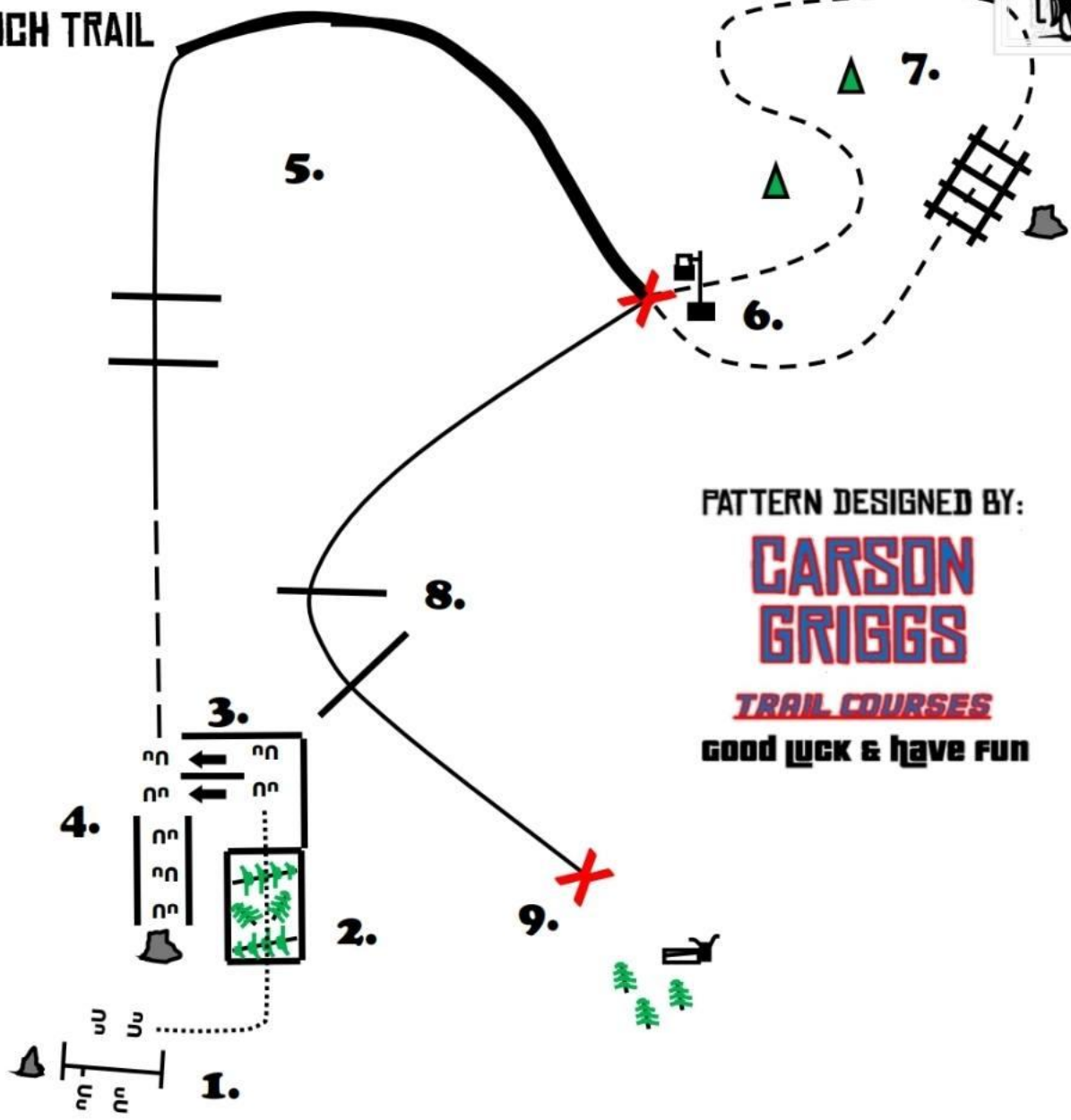


- 1. WALK TO JUDGE**
- 2. SET UP FOR INSPECTION**
- 3. 90 DEG TURN TO THE RIGHT**
- 4. JOG IN CIRCLE TO APPROACH LOGS**
- 5. WALK OVER LOGS**
- 6. BACK TO FINISH PATTERN**

SPRING Fling 2025



RANCH TRAIL



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CARSON GRIGGS
TRAIL COURSES
Good luck & have fun

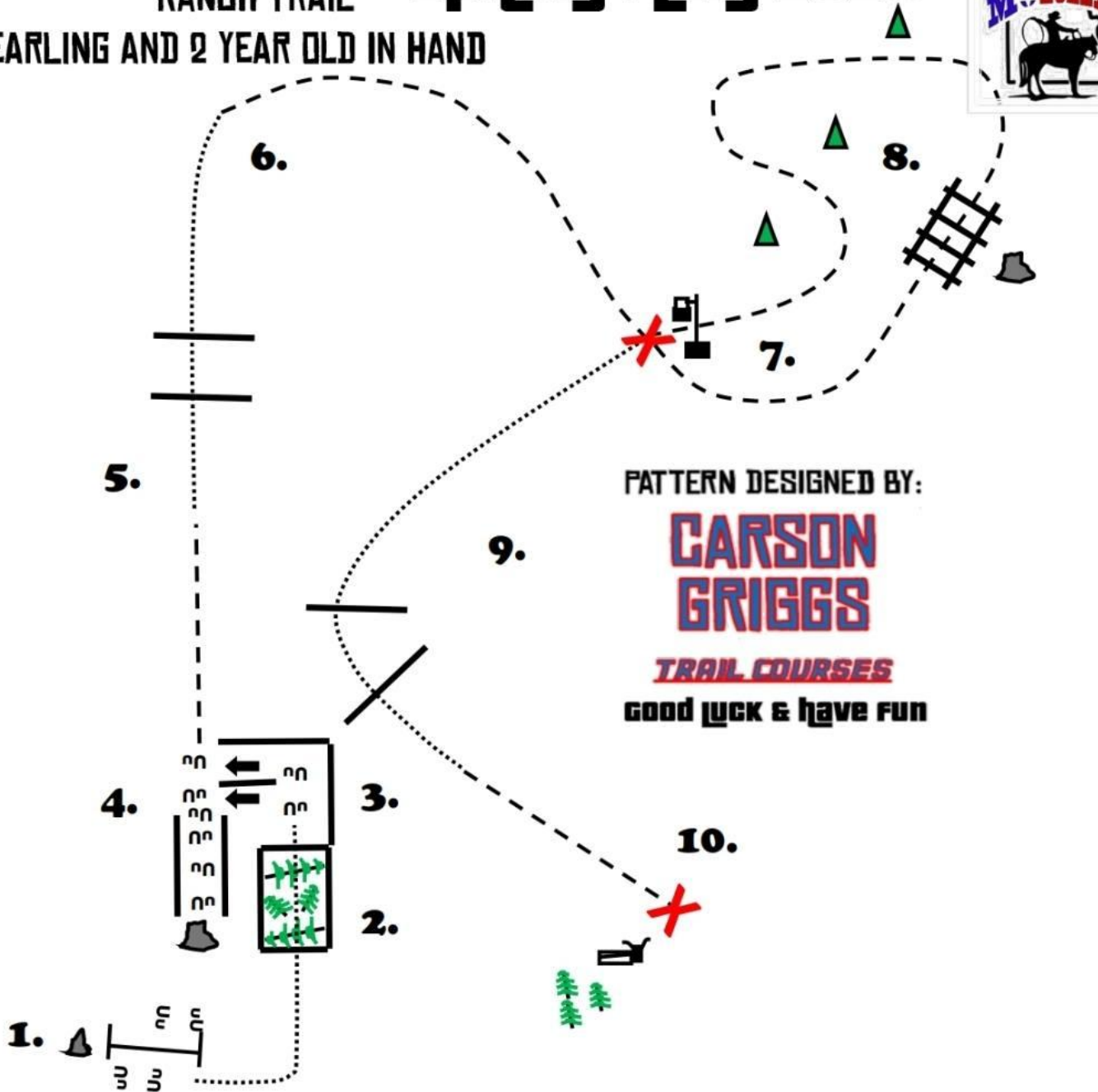
- 1. OPEN GATE RIGHT HAND**
- 2. WALK THRU BOX WITH BRUSH**
- 3. SIDEPASS LEFT OVER SMALL LOG**
- 4. BACK INTO CHUTE, EXTENDED JOG OUT OF CHUTE**
- 5. LOPE RIGHT LEAD OVER LOGS THEN MODERATE EXTENSION OF LOPE UP TO THE POST WITH BUCKET**
- 6. STOP. RETRIEVE BUCKET FROM POST**
- 7. JOG OVER RAILROAD TRACK AND THRU FOREST WITH BUCKET. RETURN BUCKET TO POST**
- 8. LOPE LEFT LEAD OVER POLES**
- 9. STOP AND ATTEMPT TO ROPE DUMMY**

RANCH TRAIL

Spring Fling 2025



YEARLING AND 2 YEAR OLD IN HAND



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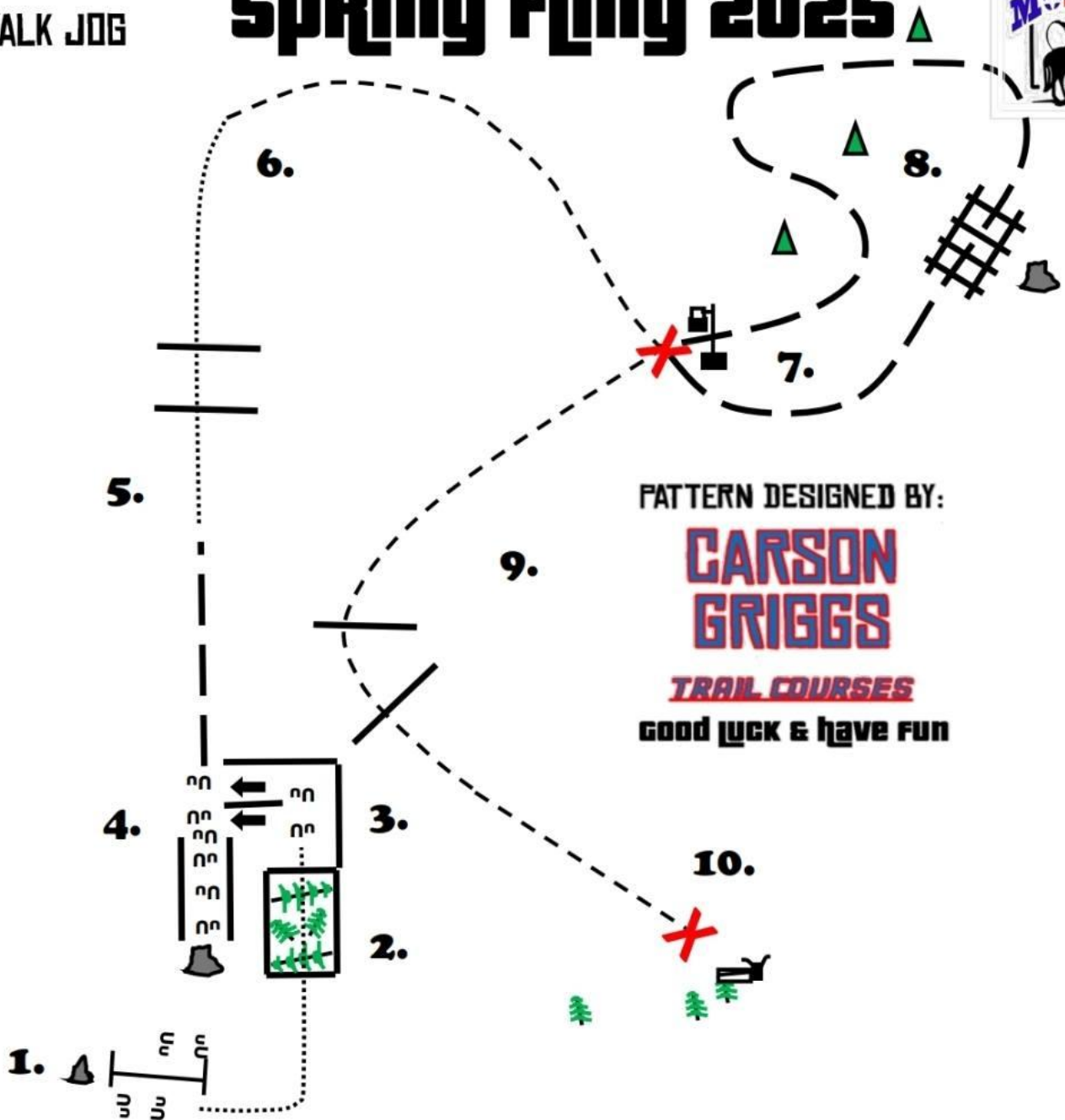
TRAIL COURSES

GOOD LUCK & HAVE FUN

1. OPEN GATE LEFT HAND
2. WALK THRU BOX WITH BRUSH
3. SIDEPASS LEFT
4. BACK INTO CHUTE, THEN PICK UP ONE FRONT HOOF AND ONE BACK HOOF, JOG OUT OF CHUTE
5. WALK OVER LOGS AS PICTURED
6. JOG BETWEEN OBSTACLES

7. STOP. RETRIEVE BUCKET FROM POST
8. JOG OVER RAILROAD TRACK AND THRU FOREST WITH BUCKET. RETURN BUCKET TO POST
9. WALK AWAY FROM POST, THEN CROSS OVER LOGS
10. STOP, GROUND TIE AND STAND QUIETLY FOR 30 SECONDS TO COMPLETE TEST

SPRING Fling 2025



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TRAIL COURSES

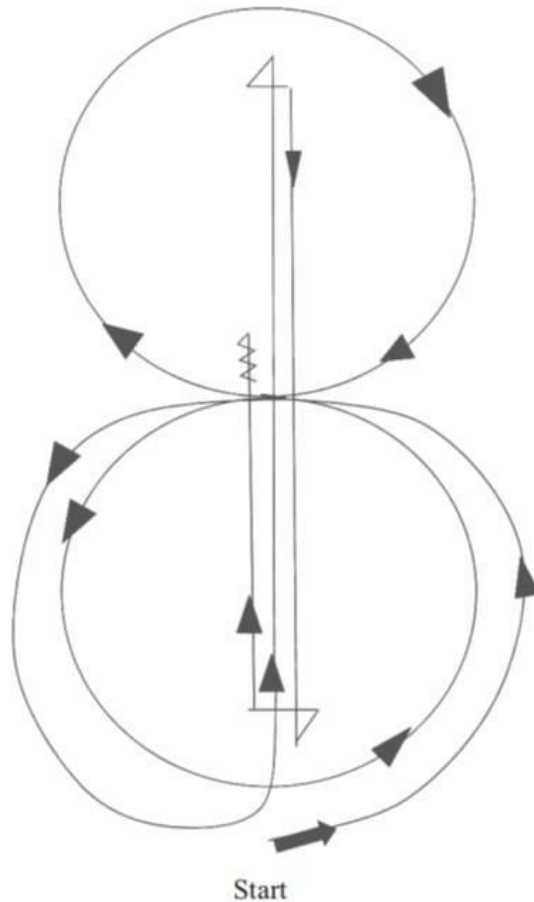
GOOD LUCK & HAVE FUN

1. OPEN GATE LEFT HAND
2. WALK THRU BOX WITH BRUSH
3. SIDEPASS LEFT
4. BACK INTO CHUTE, EXT. JOG OUT OF CHUTE
5. WALK OVER LOGS AS PICTURED
6. JOG BETWEEN OBSTACLES
7. STOP. RETRIEVE BUCKET FROM POST

8. EXTENDED JOG OVER RAILROAD TRACK AND THRU FOREST WITH BUCKET. RETURN BUCKET TO POST
9. JOG AWAY FROM POST, THEN CROSS OVER LOGS
10. STOP, ATTEMPT TO ROPE DUMMY TO FINISH PATTERN

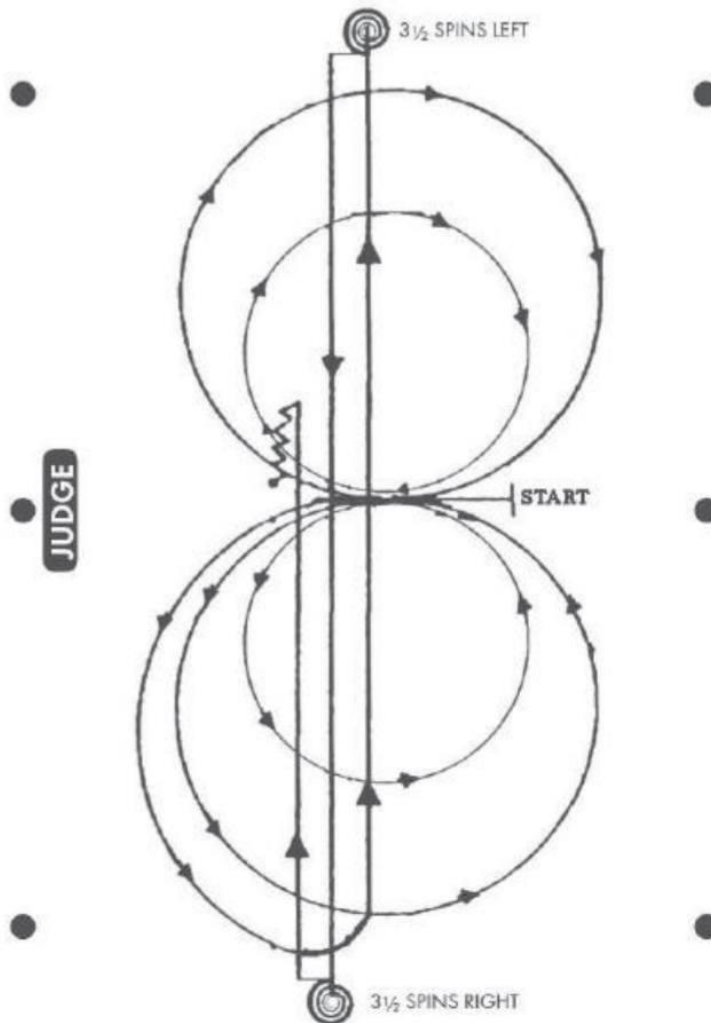


WORKING RANCH HORSE PATTERN # 4



1. Enter the gate on the left lead, loping one circle left.
2. Change leads.
3. Lope one circle right.
4. Change leads.
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. 1½ spins left.
7. Continue down the middle of the arena, past the center marker. Stop.
8. 1½ spins right.
9. Continue down the middle of the arena, past the center marker. Stop.
Back at least 10 feet.

WORKING COW HORSE PATTERN # 9

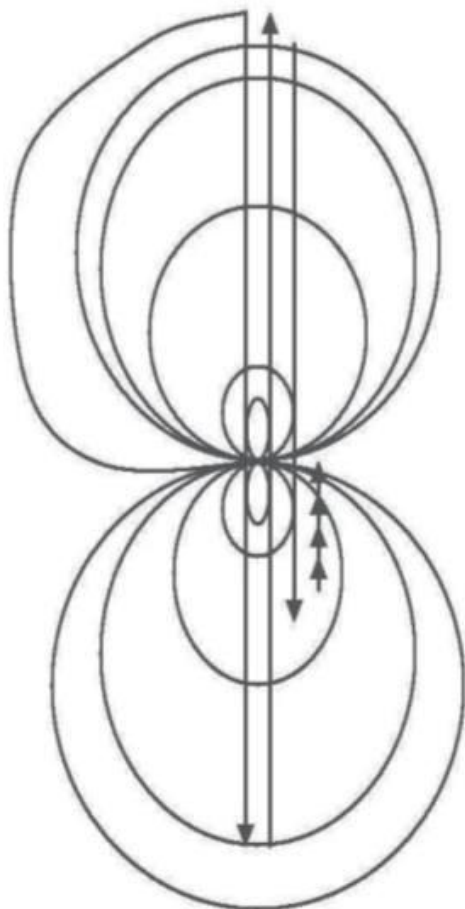


Trot to center of arena, stop. Start pattern facing towards the judge.

1. Beginning on the left lead 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.
2. Complete 2 circles to the right, the first large and fast, 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 without breaking gait or changing leads, run down center of the arena past the end marked, execute a square sliding stop.
4. Complete $3\frac{1}{2}$ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete $3\frac{1}{2}$ 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 a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

RANCH REINING PATTERN #4

HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING LEFT WALL OR FENCE.



1. Beginning on the right lead, complete 2 circles to the right, the first circle large and fast, the second circle small and slow. Stop at the center of the arena.
2. Complete 2 spins to the right. Hesitate.
3. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Stop at center of the arena.
4. Complete 2 spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, and change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of arena (figure 8).
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider must drop bridle to designated judge.

EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.

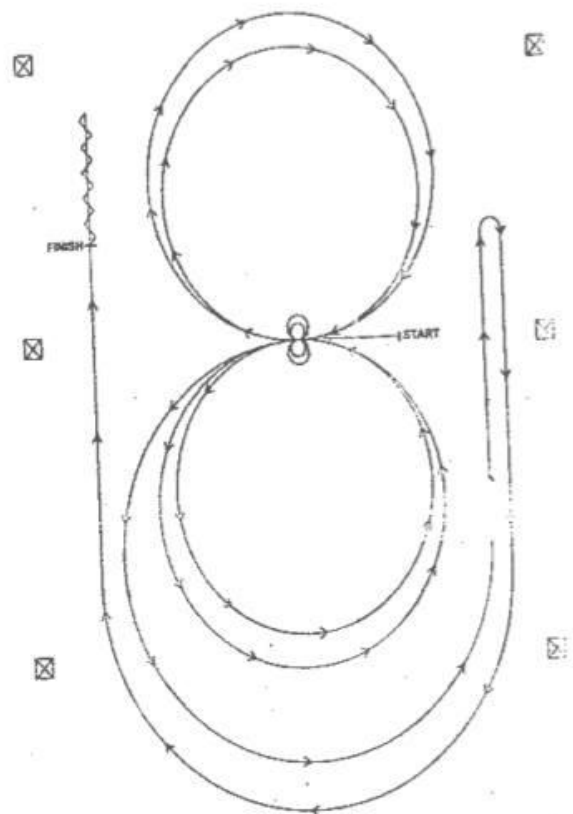
NOVICE RANCH REINING PATTERN #3

HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.

1. Beginning on the left lead, complete 2 circles to the left. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete 2 circles to the right. Stop at the center of the arena. Hesitate.
4. Complete 2 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.

Rider may drop bridle to designated judge.

EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.



RANCHMANSHIP PATTERN # 8

1. Start at cone, trot over poles to the center of arena and stop.
2. 1 spin right.
3. Right lead lope over pole and run-down arena, stop, roll back to left.
4. Left lead lope small slow.
5. In middle transition to a walk, walk 10 to 15 feet.
6. Stop; back 8-10 feet, 90° turn to left; and trot out of arena.

