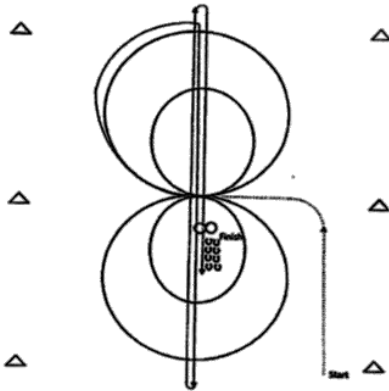


Pattern # 2

Ranch Horse Reining Pattern #2



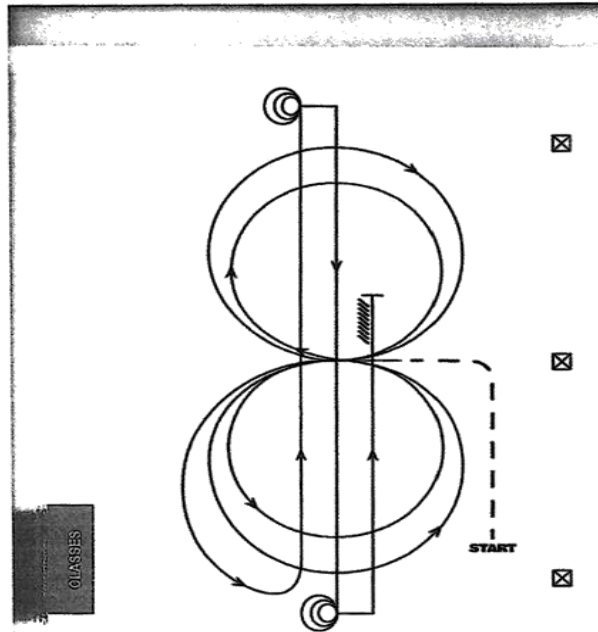
Trot to center of Arena. Stop. Start pattern facing towards Judge.

1. Beginning on the right lead complete two circles to the right. The first circle small and slow, the next circle large and fast. Change leads at the center of arena.
2. Complete two circles to the left. The first circle small and slow, the next circle large and fast. Change leads in the center of the arena.
3. Begin large circle to right, but do not close the circle. Run down center of arena past the end marker and do a right roll back, no hesitation.
4. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
5. Run past the center marker, stop, back 10 feet.
5. 1 spin to right, 1 spin to left. Hesitate to complete pattern.

Classes

1, 4, 7, 7.2, 8.2, 10.1,
and 12.1

Pattern # 6



RANCH REINING #6

Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

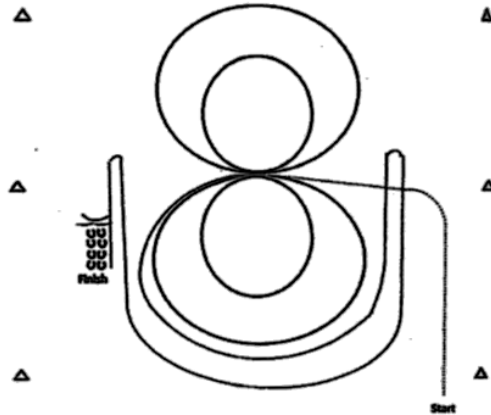
1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

Classes

2, 2.2, 3.2, 5, 5.2, 6.2,

Pattern #4

Ranch Horse Reining Pattern #4

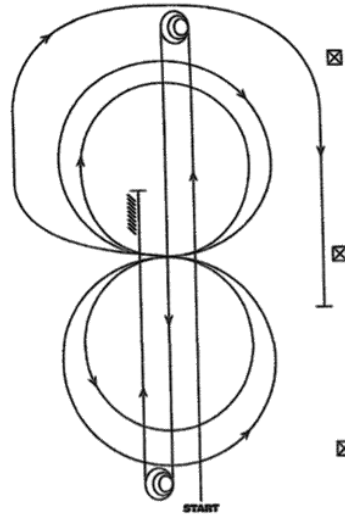


Pattern can be a trot or Lope in Pattern

1. Beginning on the left lead complete two circle to the left, The first circle small and slow, the next circle large and fast, Change leads at the center of arena.
2. Complete two circles to the right, The first circle small and slow, the next circle large and fast, Change leads in the center of the arena.
3. Begin large circle to left, but do not close the circle, run down the right side of the arena past center marker, and roll back right, no hesitation.
4. Continue around the end of the arena to run down the left side of the arena past center marker and do a left roll back, no hesitation.
5. Run past the middle marker, Stop, Back up 10 feet, 1/4 turn to right, 1/2 turn to left, 1/4 turn to Right. Hesitate to complete pattern.

Classes

9.1, 11.1 + 13.1



Pattern #5
for
Pinto Ranch
Cow Work (Bokling) -
Dry Work

RANCH REINING #5

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

2025 PWA Rule Book 213

Classes

32.2 through 37.2

Ranch Pleasure

PATTERN 5

- Lope 150 feet
- Extended Lope 200 feet
- Ordinary Walk 30 feet
- Trot 120 feet
- Stop and Reverse
- Extended Trot 240 feet
- Trot 90 feet
- Extended Walk 75 feet
- Lope 150 feet
- Stop and Back

- WT Classes
- Ex Trot 150ft
 - Ex Trot 200ft
 - Ordinary Walk 30ft
 - Trot 120 ft
 - Stop & Reverse
 - Ex Trot 240ft
 - Trot 90ft
 - Ex Walk 75ft
 - Ex Trot 150ft
 - Stop & Back

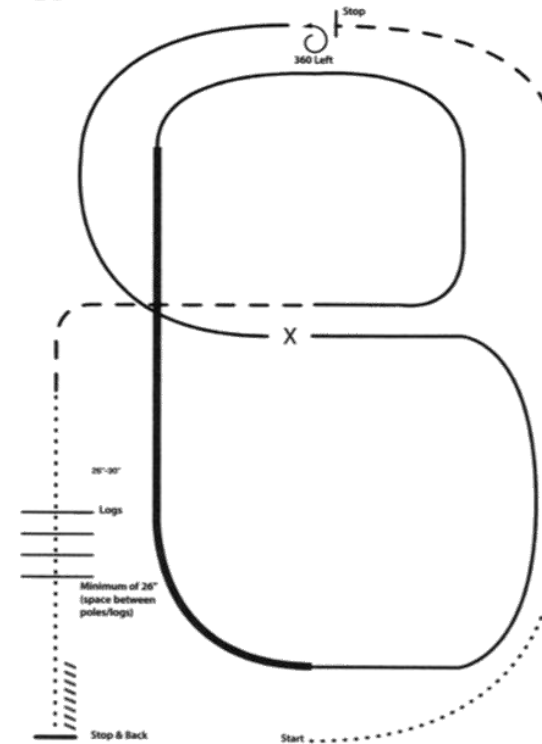
Classes

60 through 48.1

* WT Classes - Extended Lope and Lope will execute at Extended trot instead.

RANCH RIDING - PATTERN 1

Pattern 1



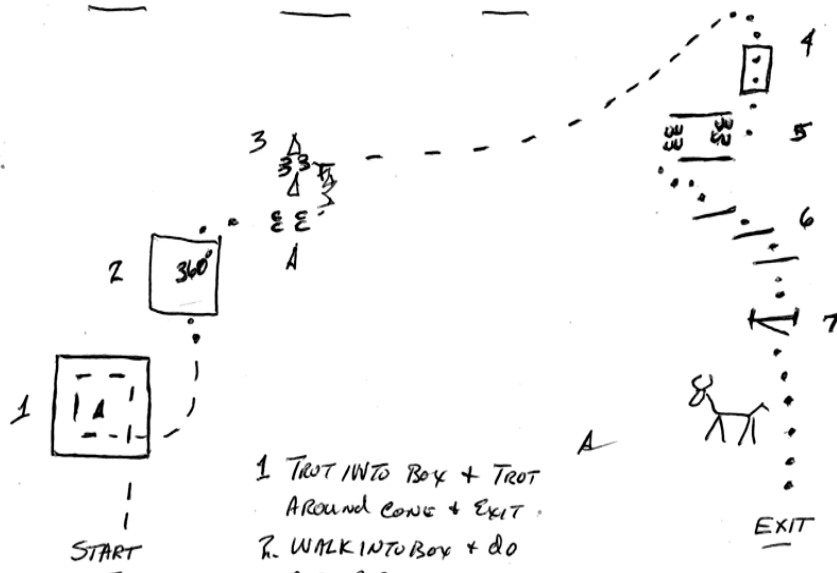
- X Lead Change
- - - Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- ////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the 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

Classes
86 through
97.2

Pinto Yearling In Hand Ranch Fundamentals

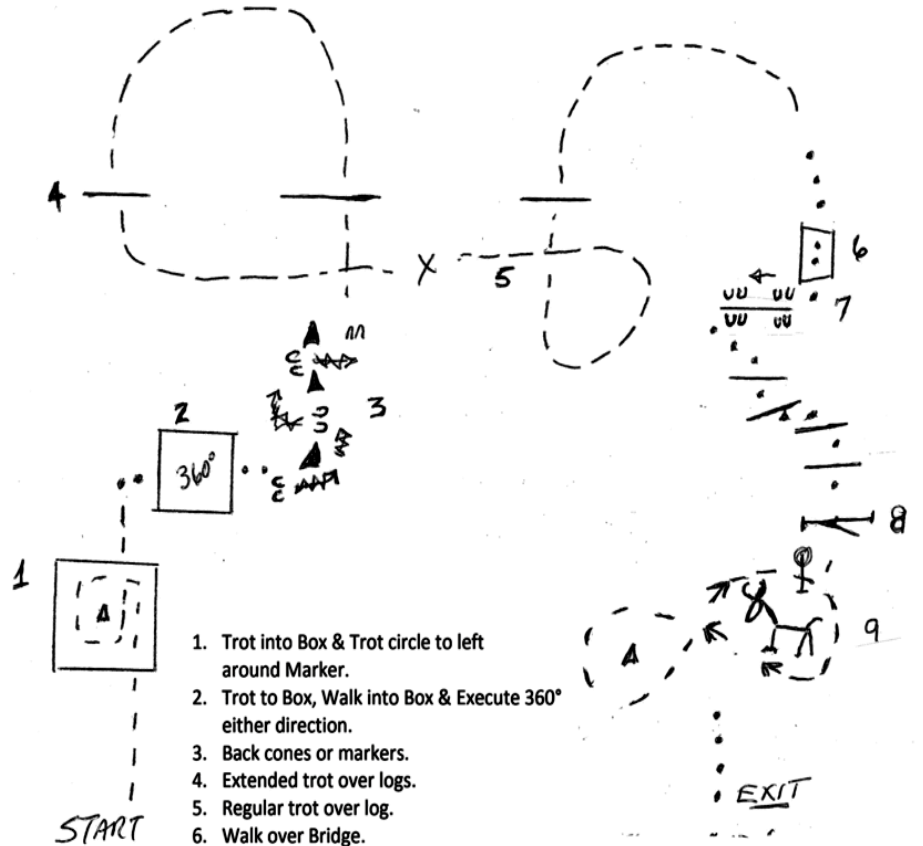
Classes
98.2-99.2



1. TROT INTO BOX + TROT AROUND CONE + EXIT
2. WALK INTO BOX + DO A 360° PIVOT
3. BACK AROUND CONE
- A. TROT TO BRIDGE & WALK BRIDGE
5. Sidepass Right
6. WALK LOGS
7. WORK Gate

Ranch Trail Walk/Trot Green & Open

Classes
100-101

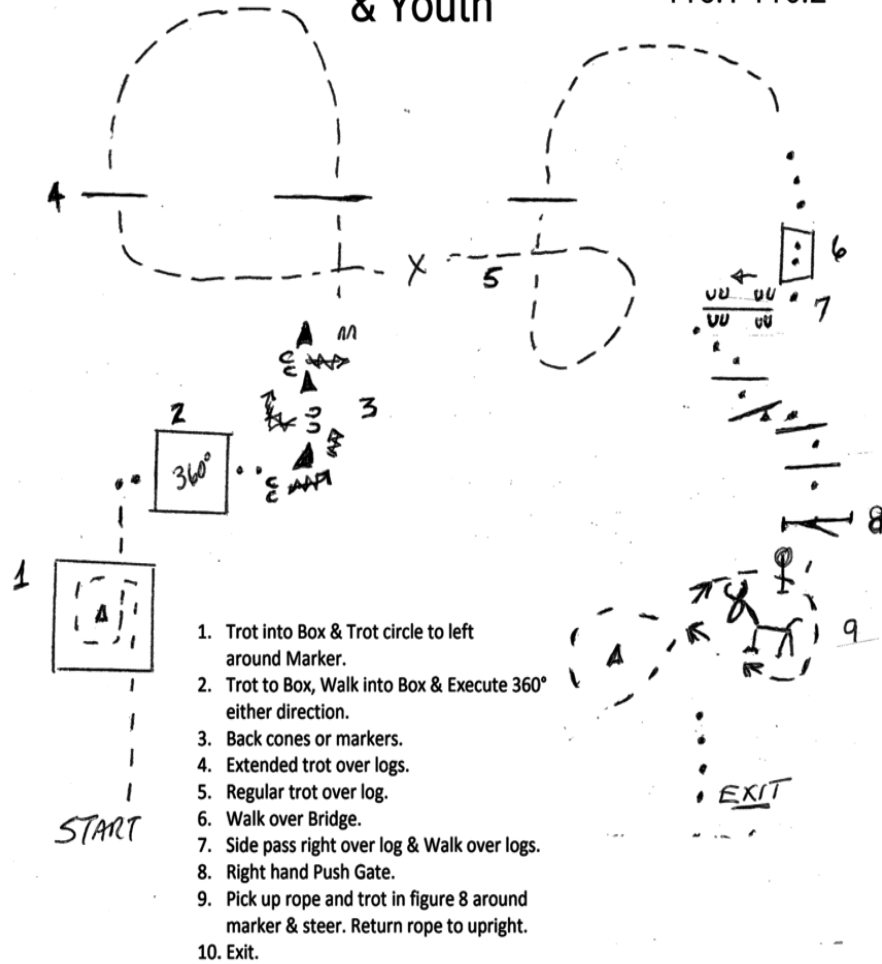


1. Trot into Box & Trot circle to left around Marker.
2. Trot to Box, Walk into Box & Execute 360° either direction.
3. Back cones or markers.
4. Extended trot over logs.
5. Regular trot over log.
6. Walk over Bridge.
7. Side pass right over log & Walk over logs.
8. Right hand Push Gate.
9. Drag log (walk or trot) in figure 8 around marker & steer.
10. Exit.

Ranch Trail Walk/Trot

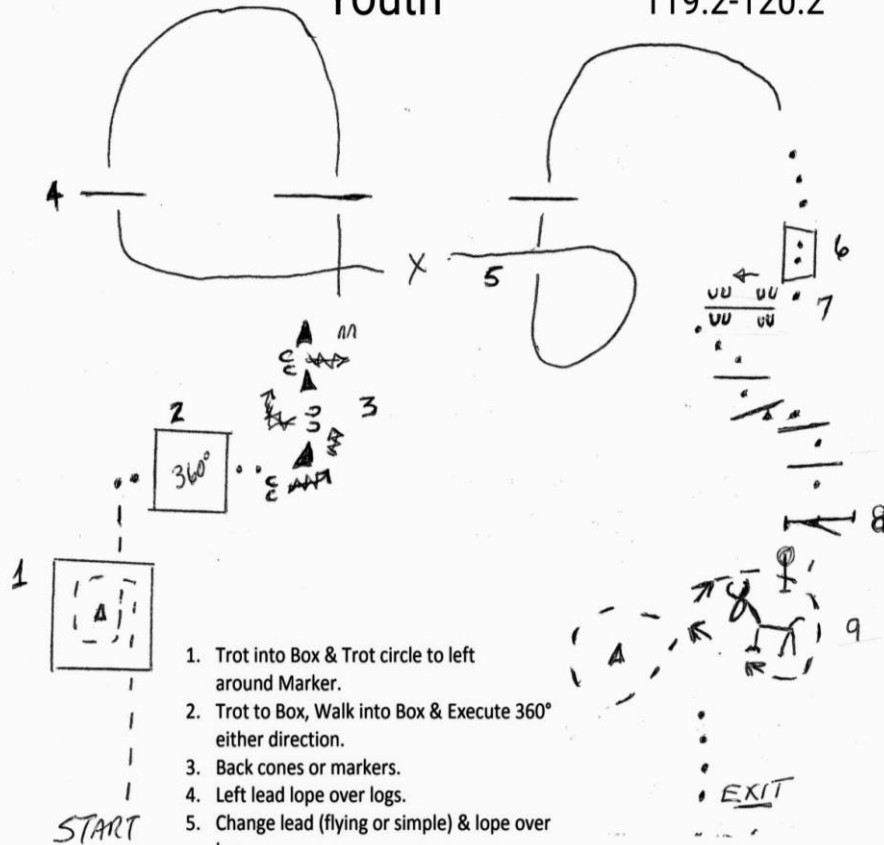
Rookie, Amateur & Youth

Classes
102-103
108-109.1
115.1-116.2



Ranch Trail Rookie, Novice & Youth

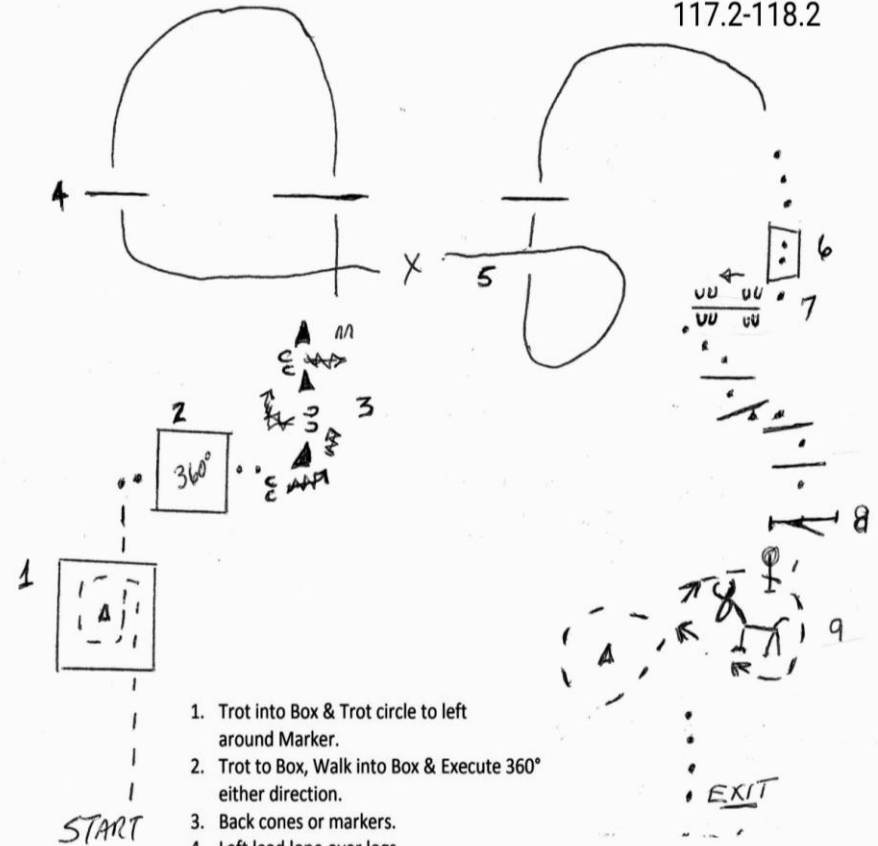
Classes
106-106.1
110.1-112.1
119.2-120.2



1. Trot into Box & Trot circle to left around Marker.
2. Trot to Box, Walk into Box & Execute 360° either direction.
3. Back cones or markers.
4. Left lead lunge over logs.
5. Change lead (flying or simple) & lunge over log.
6. Walk over Bridge.
7. Side pass right over log & Walk over logs.
8. Right hand Push Gate.
9. Pick up rope and trot in figure 8 around marker & steer. Return rope to upright.
10. Exit.

Ranch Trail Green, Open & Amateur

Classes
104-105.1
107-107.1
113.2-114.2
117.2-118.2



1. Trot into Box & Trot circle to left around Marker.
2. Trot to Box, Walk into Box & Execute 360° either direction.
3. Back cones or markers.
4. Left lead lunge over logs.
5. Change lead (flying or simple) & lunge over log.
6. Walk over Bridge.
7. Side pass right over log & Walk over logs.
8. Right hand Push Gate.
9. Drag log (walk or trot) in figure 8 around marker & steer.
10. Exit.