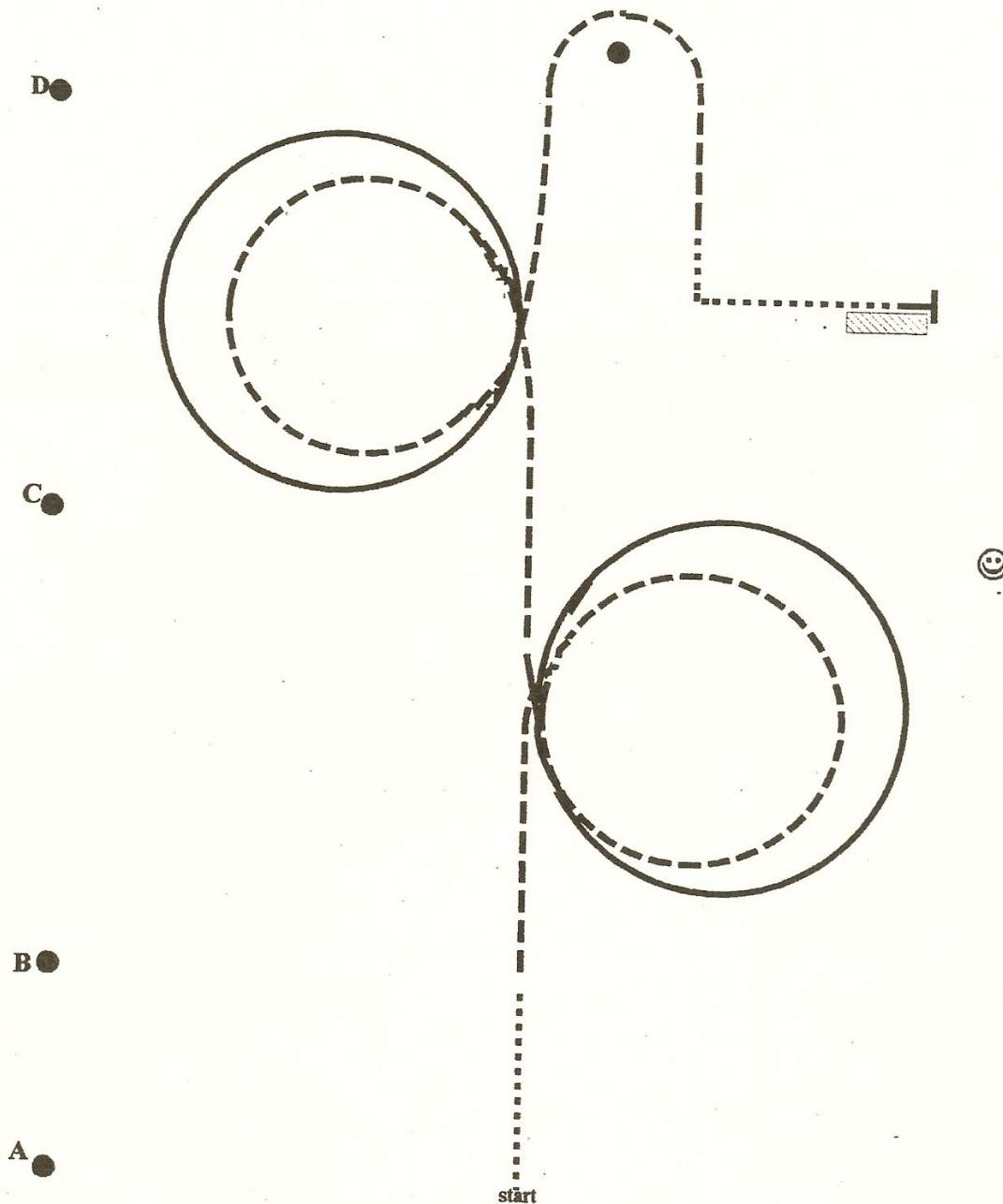


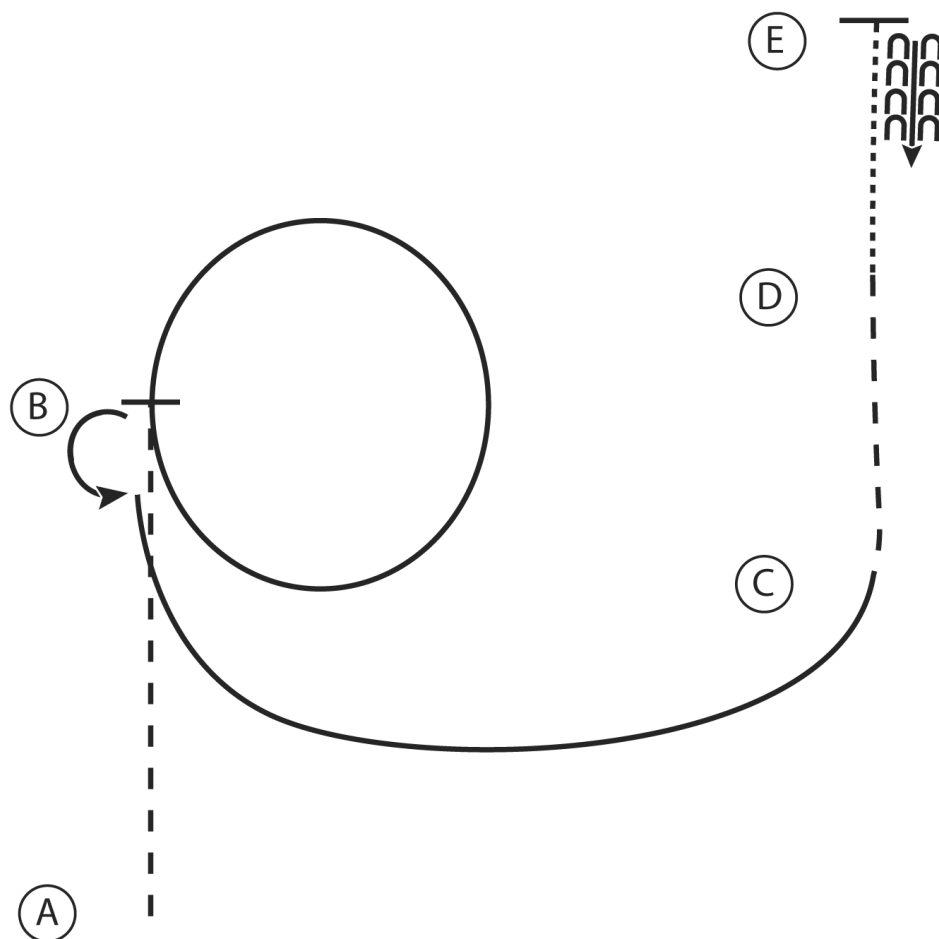
Colt to Maturity 2-year / Green Horse Level 1

Western & English



1. Walk from marker A to marker B. Pick up jog and jog circle to right. Lope circle to right.
2. After completion of right circle break to a jog. Jog towards marker C and jog circle to left. Lope circle to left.
3. After completion of left circle break to jog and jog around marker. Slow to walk and turn 90° corner left and walk towards judge. Stop. Settle. Back 5 steps.
4. Dismount, unsaddle, saddle, and mount at judge's discretion.

Colt to Maturity 3-year/Green Horse Level 2



1. Jog A to B
2. At B lope a circle to the right on the right lead
3. Stop at B and perform a 180 degree turn to the left
4. Lope a half circle around to C
5. At C jog to D
6. At D walk to E
- 7 At E stop and back 4 steps

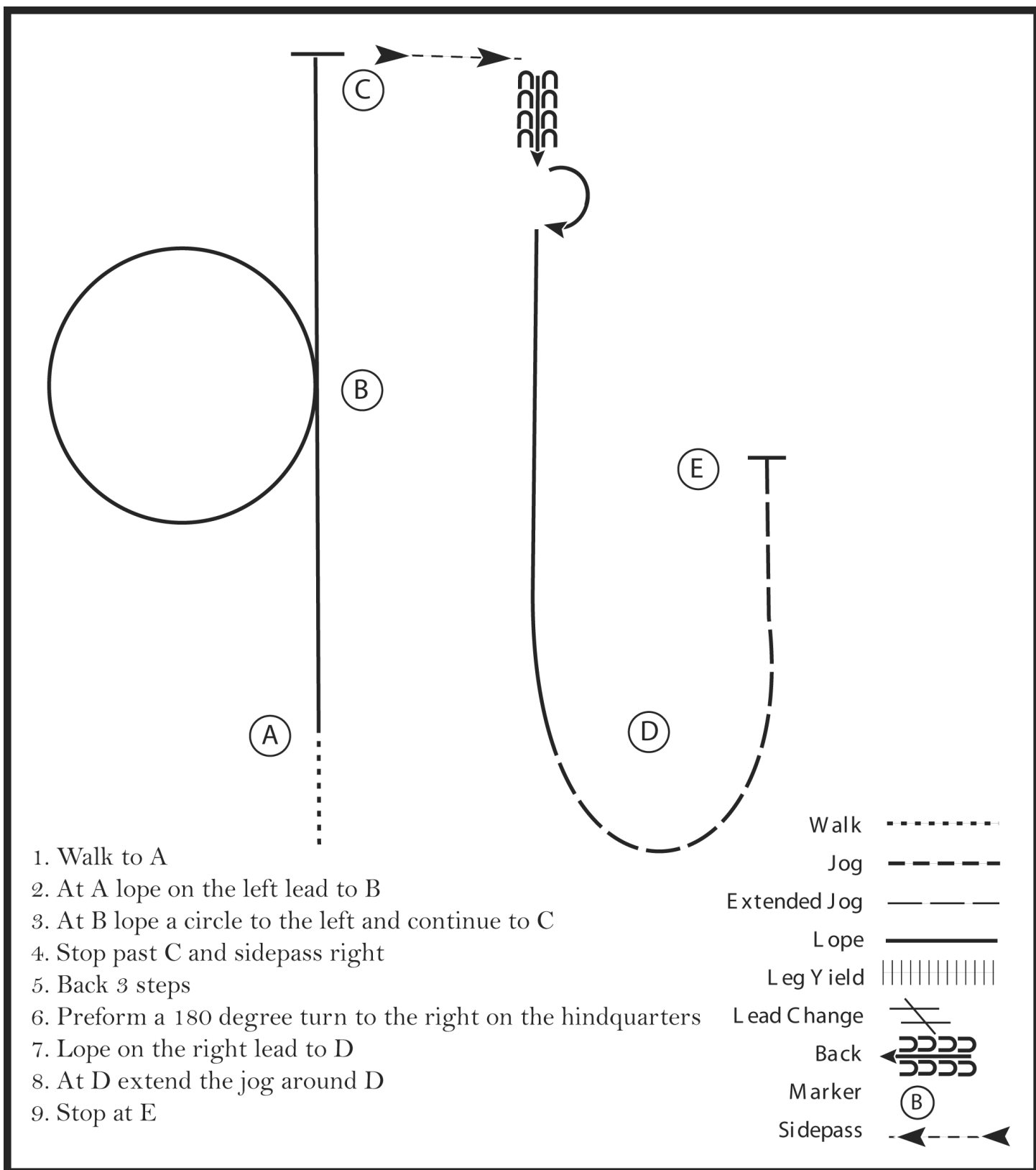
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↗↘
Back	←←←←
Marker	(B)
Sidepass	←---→

[WH/3-11]

Pattern Provided by:

Montana 4-H State Horse Committee

Colt to Maturity 4-year/Green Horse Level 3

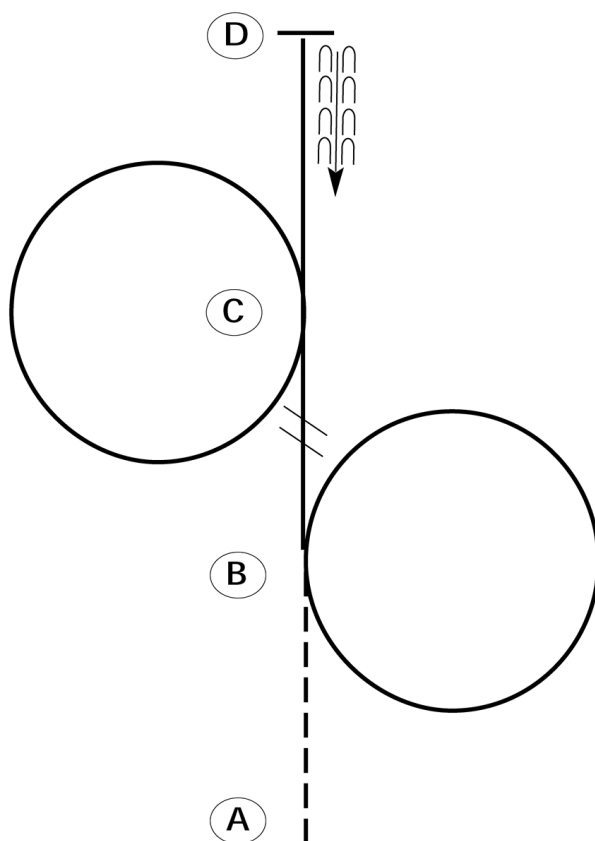


[WH/3-26]

Pattern Provided by:

Montana 4-H State Horse Committee

Colt to Maturity 5-year/Green Horse Level 4



Be ready at A.

1. Jog from A to B.
2. Lope a circle to the right at B.
3. Change leads 1/2 way between B and C.
4. Lope a circle to the left at C.
5. Continue to lope to D.
6. Stop and D and back one horse length.

Retire to the rail or line up at a jog.

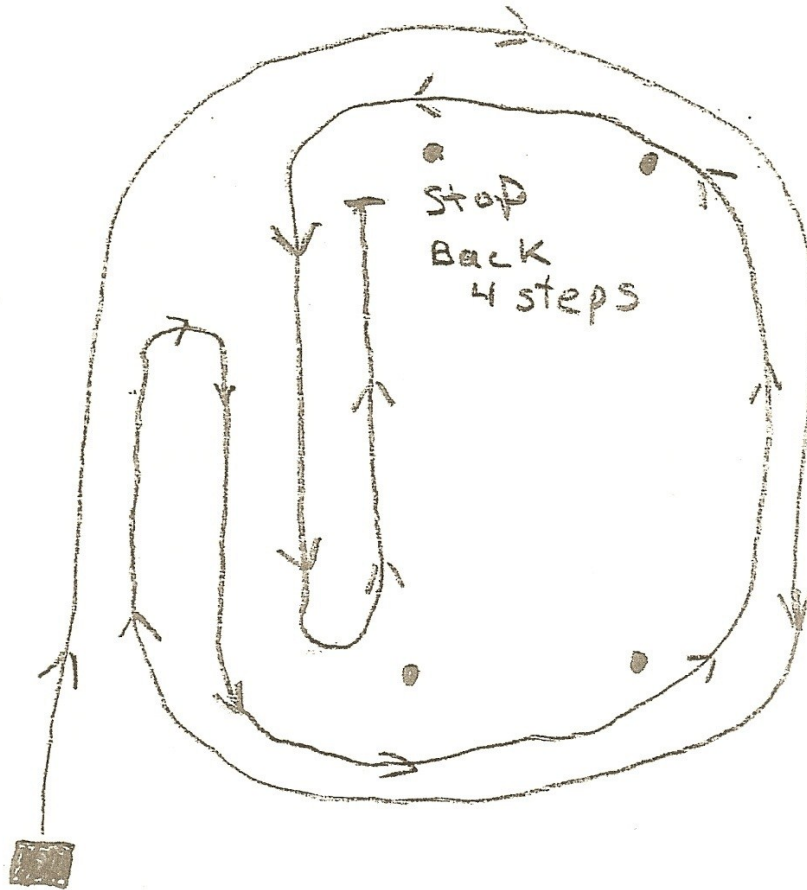
Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[WH/3-24]

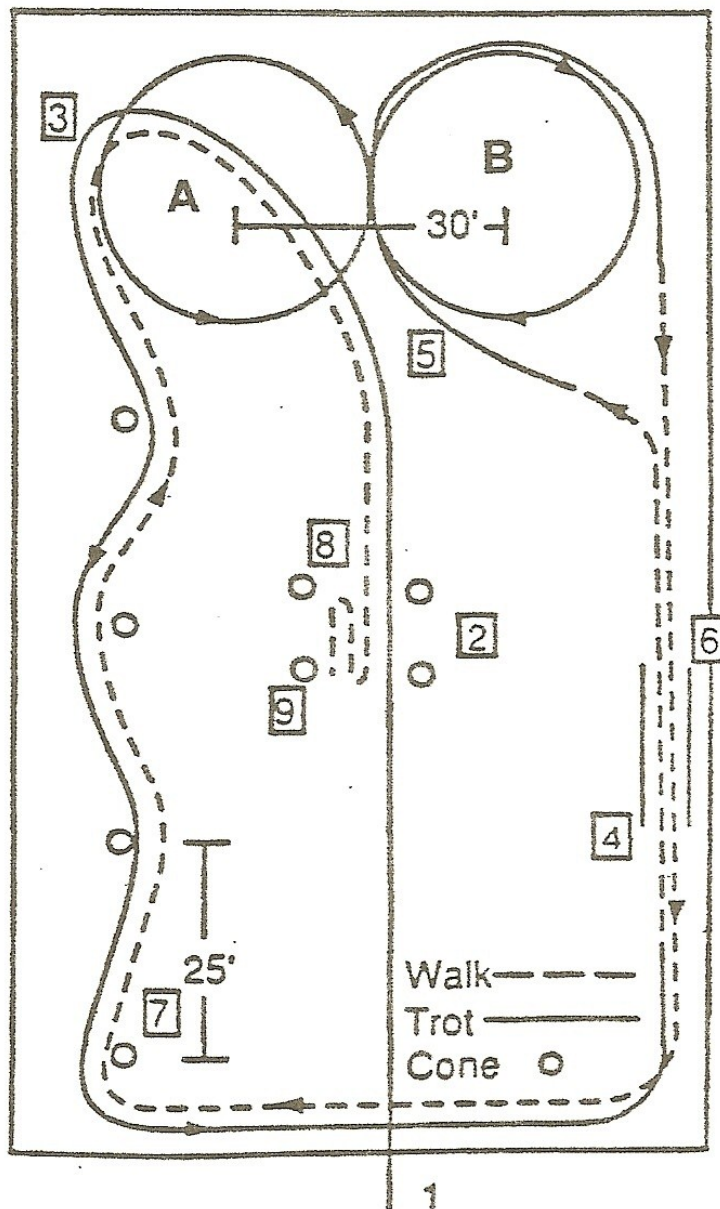
Pattern Provided by:

Montana 4-H State Horse Committee

Driving Level 2—2 year old ground driven
Driving Level 3—3 year old driven with cart

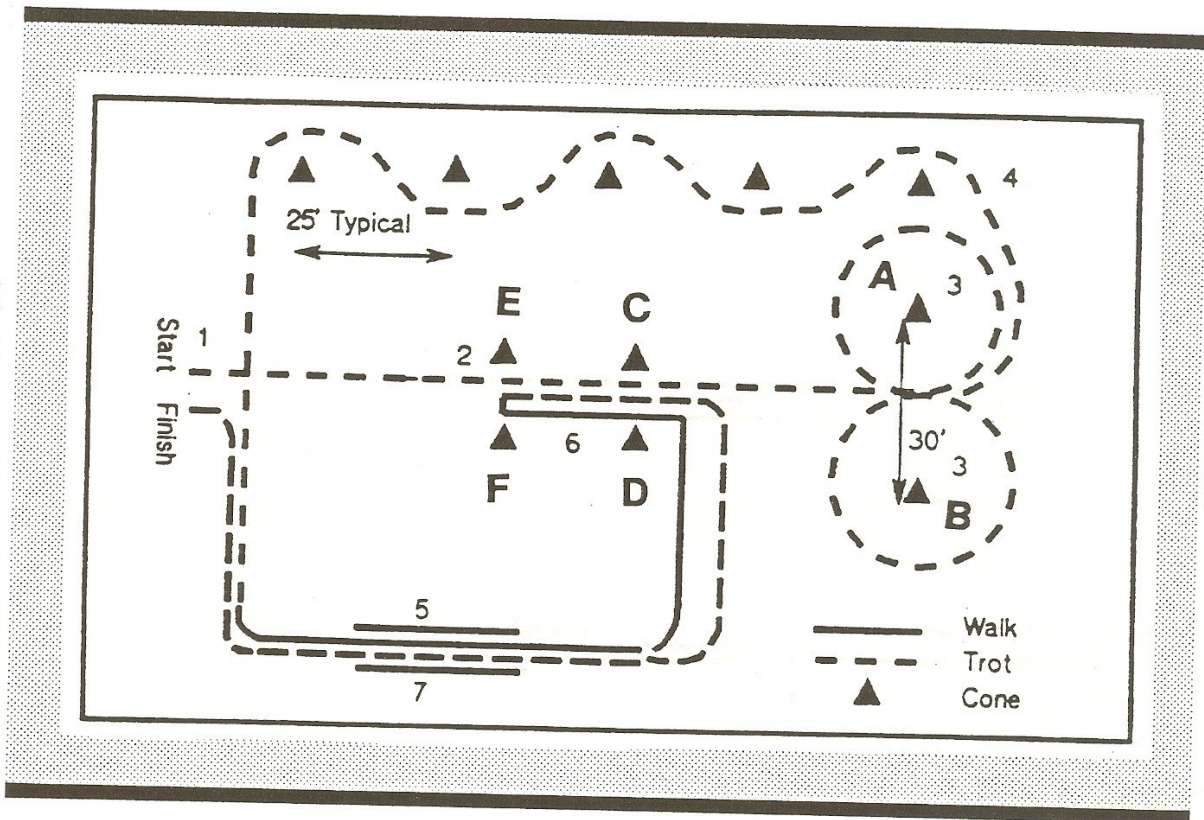


Driving Level 3



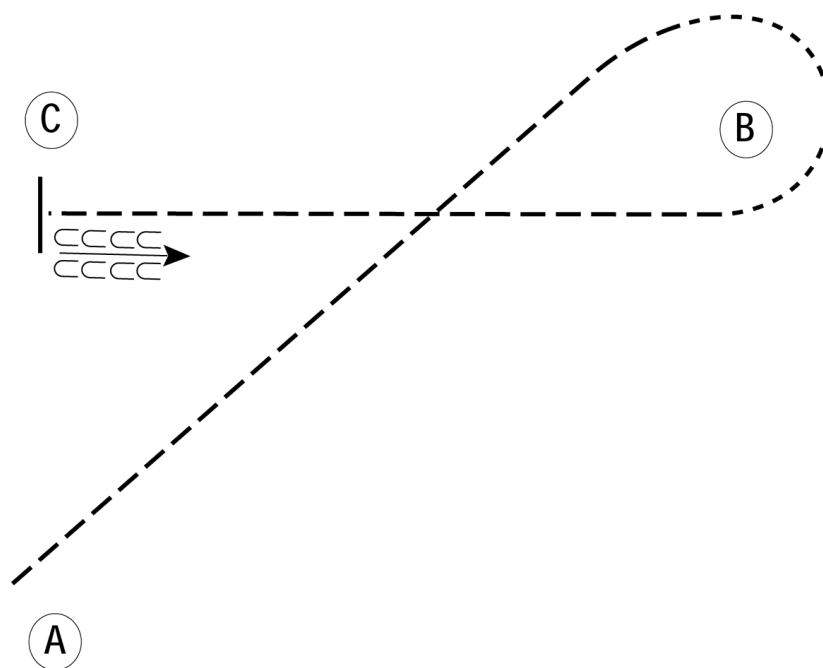
1. Enter at a trot;
2. Trot through 10 foot square (four cones);
3. Trot a serpentine of five cones (25' apart);
4. Walk with right wheel(s) between poles (6-8" apart);
5. (a)(b) Trot a figure-eight;
6. Walk with left wheel(s) between between poles;
7. Walk a serpentine;
8. Walk into square, stop with wheels (front) between front cones, back four steps, return to forward position;
9. Stand quietly until dismissed by judge.

Driving Level 4



1. Enter at a trot;
2. Trot through two pairs of cones (CDEF, 10' square)
3. Trot a figure-eight (B, then A);
4. Trot a serpentine of five cones (25' apart)
5. Walk with right wheel(s) between poles (6-8" apart);
6. Walk to top of four cone square (CDEF), pivot 90° to the right, back to the furthest set of cones (EF), stand ten seconds, trot out of square;
7. Trot with left wheel(s) between poles and exit.

English Horsemanship (Level 1)



Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. Walk around B.
3. Posting trot on the right diagonal to C.
4. Stop at C. Back approximately one horse length.
5. Follow the instructions of your ring steward.

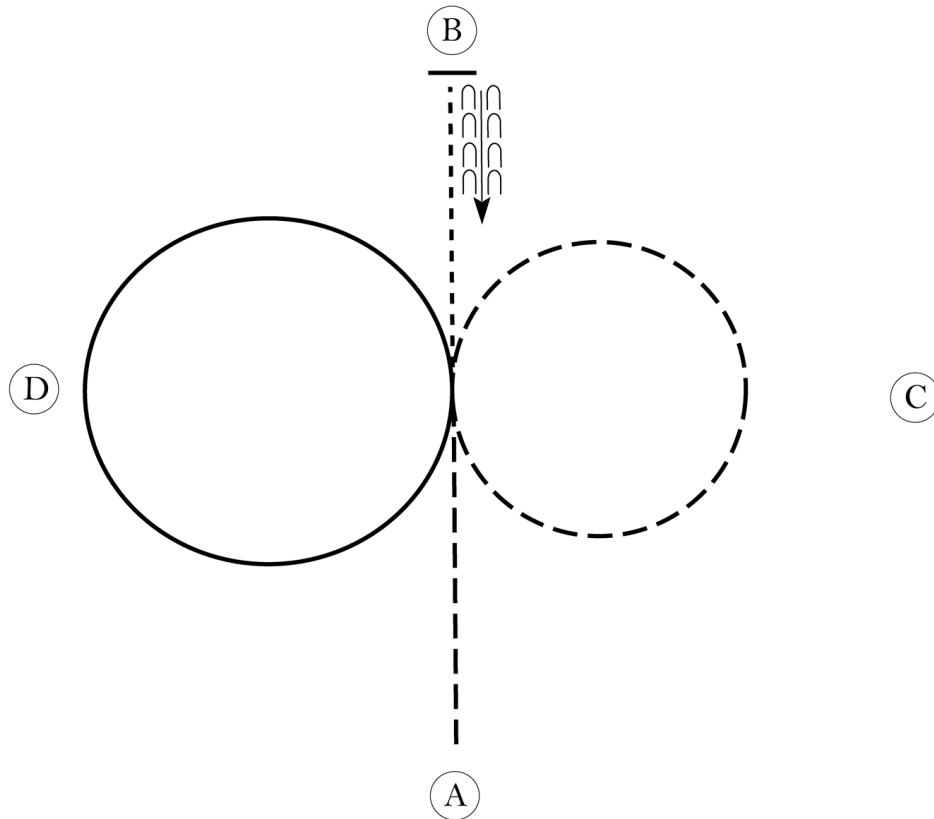
Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← — — — —
Marker	ⓑ
Sidepass	← — — — —
Hand Gallop	— — — — —

[HSE/WT-26]

Pattern Provided by:

Montana 4-H State Horse Committee

English Horsemanship (Level 2)



Be ready with your horse's tail to A.

1. Sitting trot halfway to B.
2. Rising trot circle to right.
3. Canter a circle to the left.
4. Working walk to B.
5. Stop in front of B and back approximately one horse length.

Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

[HSE/1-45]

Pattern Provided by:

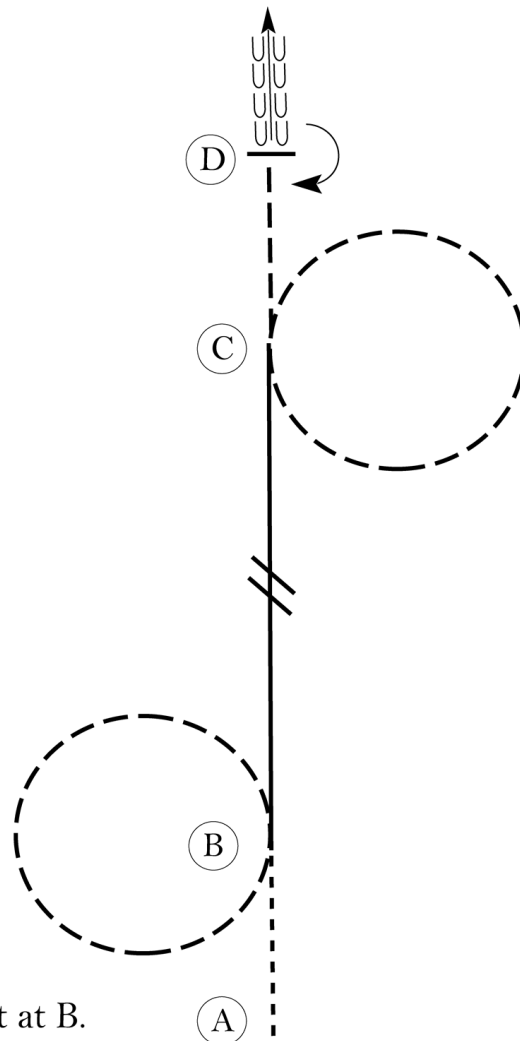
Montana 4-H State Horse Committee

English Horsemanship (Level 3)

Be ready before A.

1. Walk A to B.
2. Posting trot a circle to the left at B.
3. Canter on the left lead halfway to C.
4. Change leads halfway to C.
5. Canter on the right lead to C.
6. Posting trot a circle to the right at C.
7. Sitting trot from C to D.
8. Stop at D.
9. Perform a 180 degree turn to the right on the forehand.
10. Back approximately one horse length.

Follow the instructions of your ring steward.



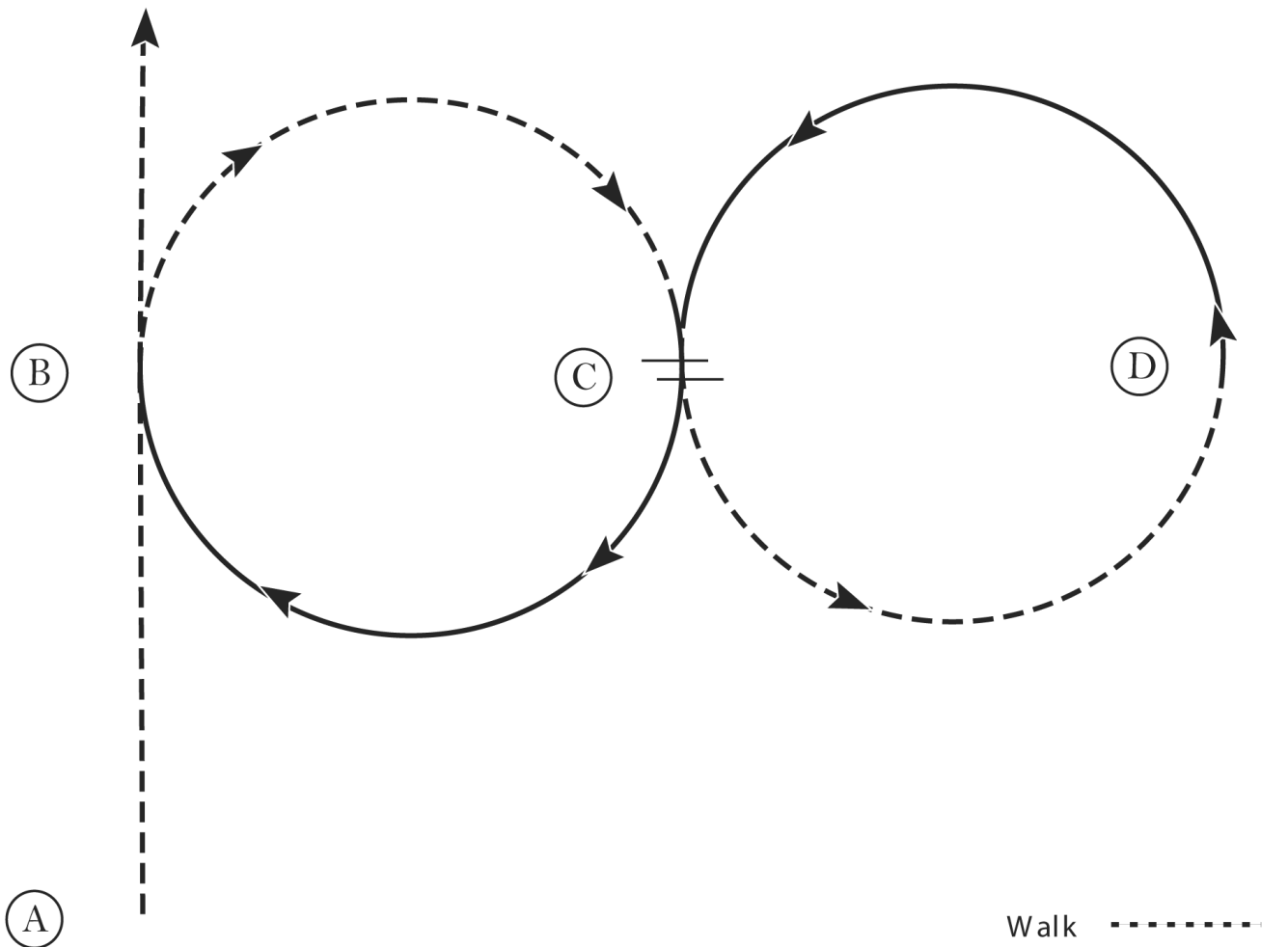
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↖ ↗
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/3-42]

Pattern Provided by:

Montana 4-H State Horse Committee

English Horsemanship (Level 4)



1. Sitting trot A to B
2. At B posting trot a half circle to C on the left diagonal
3. At C change diagonals and posting trot a half circle to D
4. At D canter a half circle to C on the left lead
5. At C perform a lead change and canter a half circle to B on the right lead
6. Sitting trot to exit at B

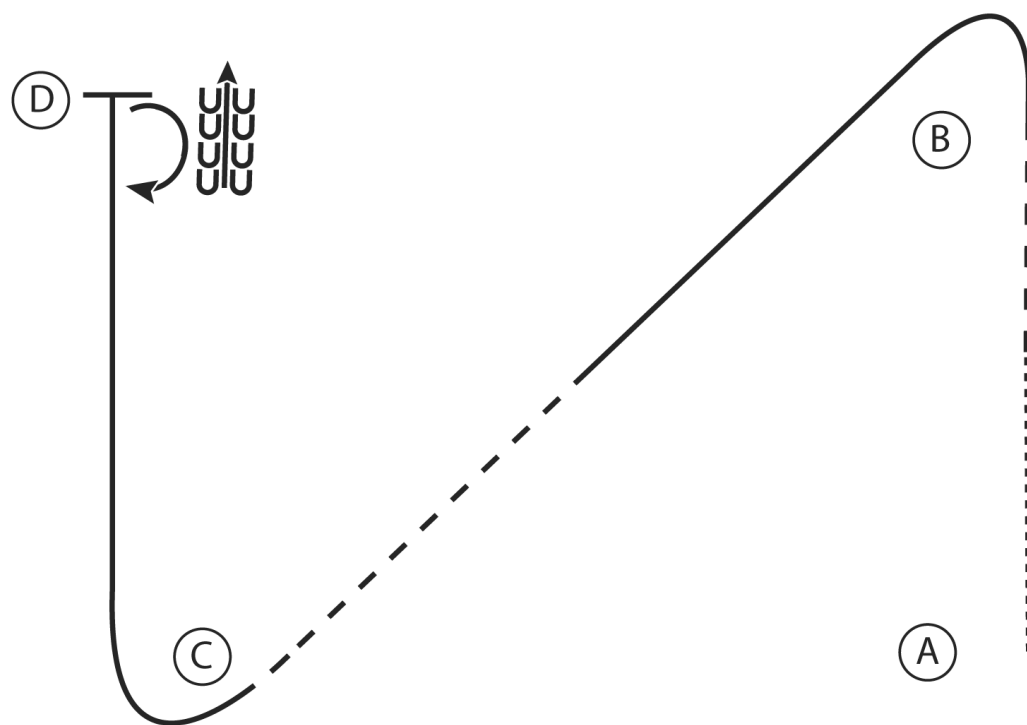
Walk
Trot	-----
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	(B)
Sidepass	←- - - -→

[HSE/2-34]

Pattern Provided by:

Montana 4-H State Horse Committee

English Horsemanship (Level 5)



1. Walk halfway from A to B
2. Sitting trot to B
3. At B canter on the left lead halfway to C
4. Posting trot to C
5. At C canter on the right lead to D
6. Stop at D and perform a 180 degree turn to the right on the forehand
7. Back 4 steps

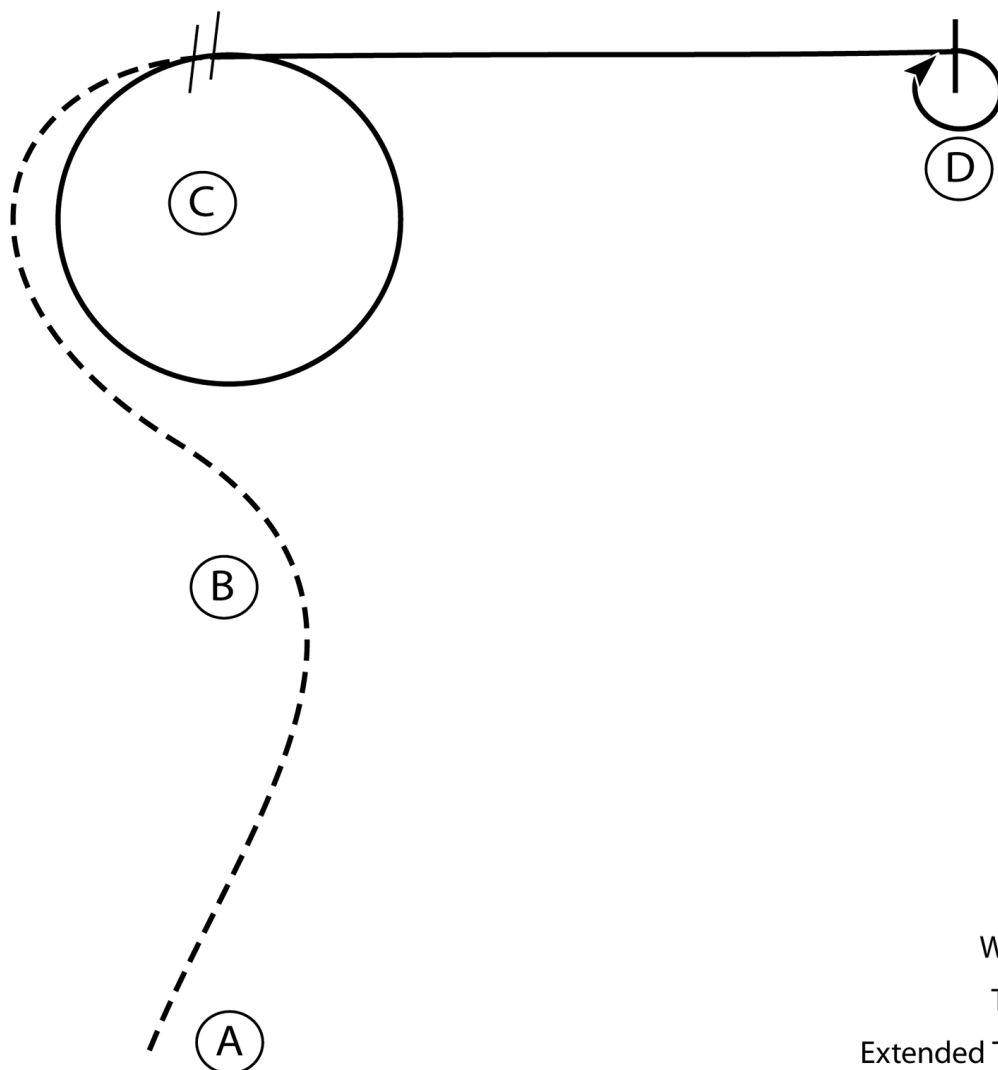
Walk
Trot	-----
Extended Trot	-----
Canter	————
Leg Yield	
Lead Change	↗↘
Back	←←←←
Marker	(B)
Sidepass	←←←←

[HSE/2-11]

Pattern Provided by:

Montana 4-H State Horse Committee

English Horsemanship (Level 6)



1. Posting trot A to B on the right diagonal
2. At B change diagonals and continue to C
3. At C counter canter a circle to the right on the left lead
4. At C perform a flying lead change and continue to D
5. At D stop and perform a 360 degree turn to the right on the hindquarters

Walk
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

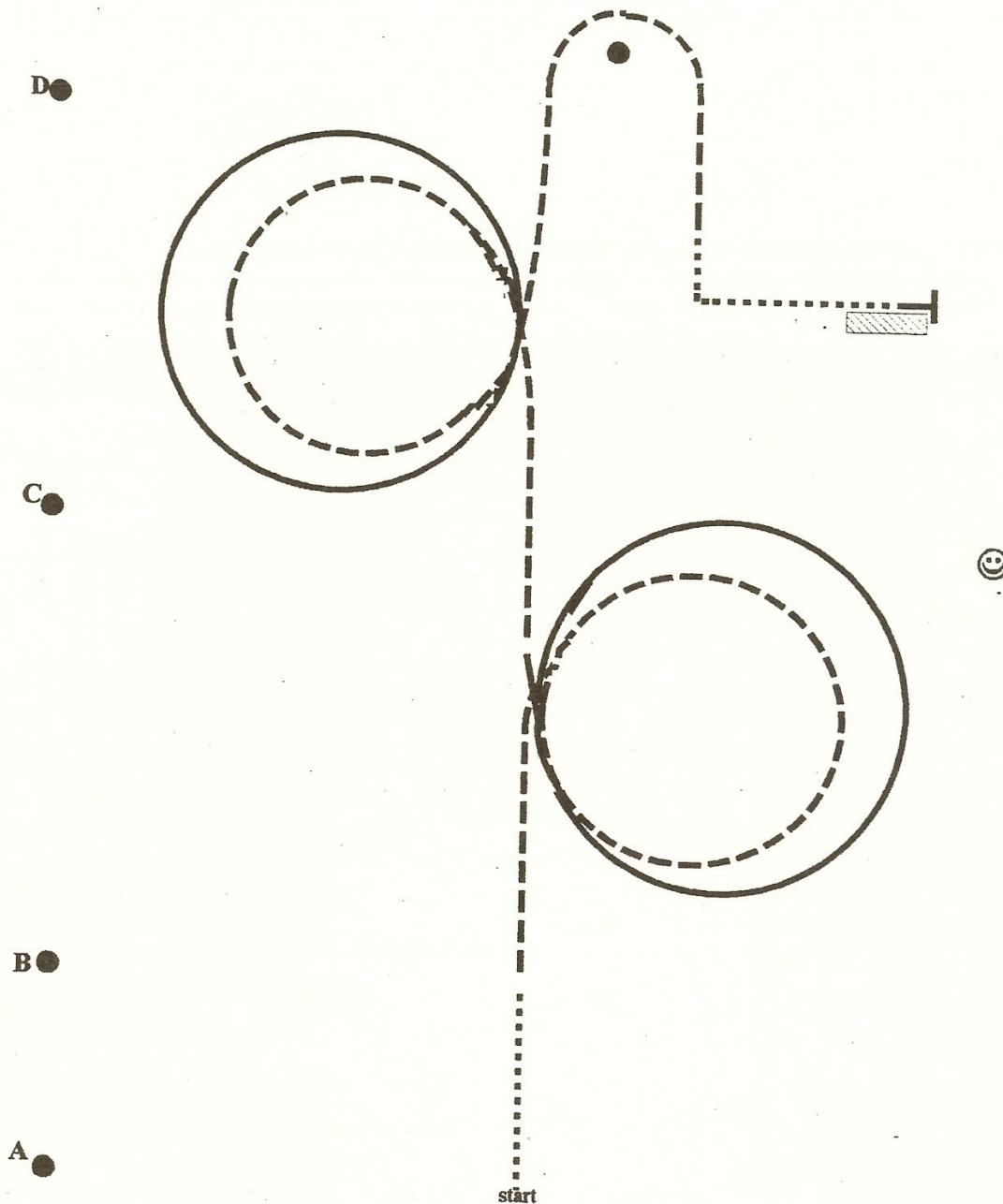
[HSE/3-9]

Pattern Provided by:

Montana 4-H State Horse Committee

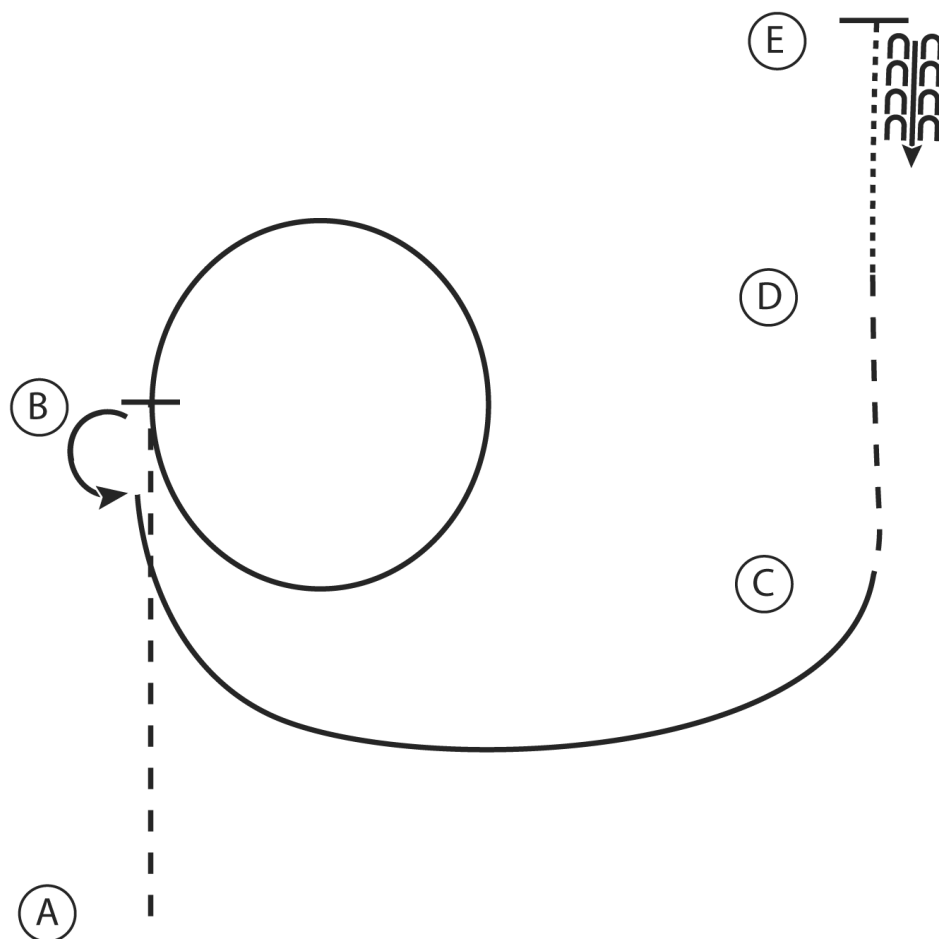
Colt to Maturity 2-year / Green Horse Level 1

Western & English



1. Walk from marker A to marker B. Pick up jog and jog circle to right. Lope circle to right.
2. After completion of right circle break to a jog. Jog towards marker C and jog circle to left. Lope circle to left.
3. After completion of left circle break to jog and jog around marker. Slow to walk and turn 90° corner left and walk towards judge. Stop. Settle. Back 5 steps.
4. Dismount, unsaddle, saddle, and mount at judge's discretion.

Colt to Maturity 3-year/Green Horse Level 2



1. Jog A to B
2. At B lope a circle to the right on the right lead
3. Stop at B and perform a 180 degree turn to the left
4. Lope a half circle around to C
5. At C jog to D
6. At D walk to E
- 7 At E stop and back 4 steps

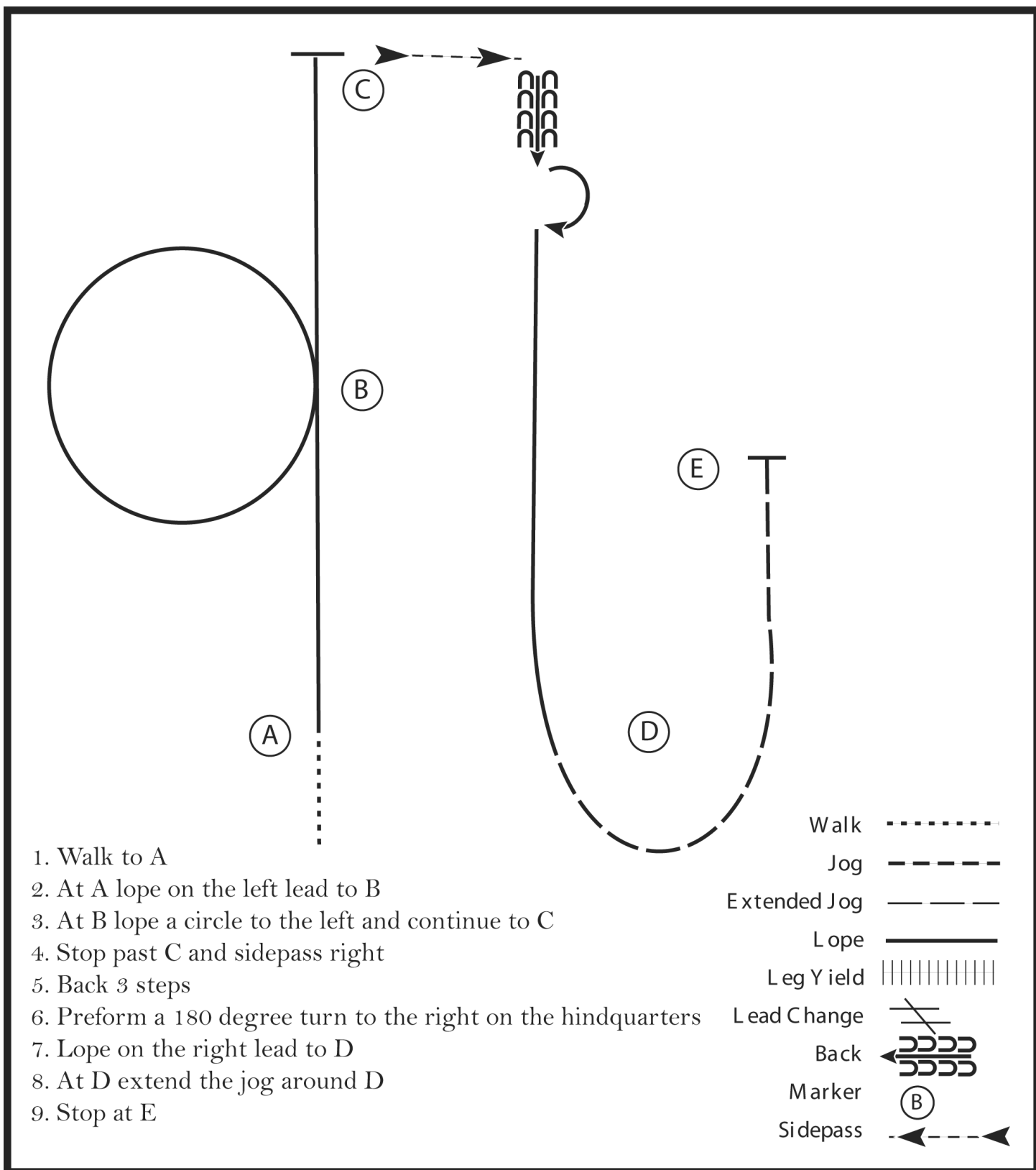
Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↖ ↗
Back	←←←←
Marker	(B)
Sidepass	←---→

[WH/3-11]

Pattern Provided by:

Montana 4-H State Horse Committee

Colt to Maturity 4-year/Green Horse Level 3

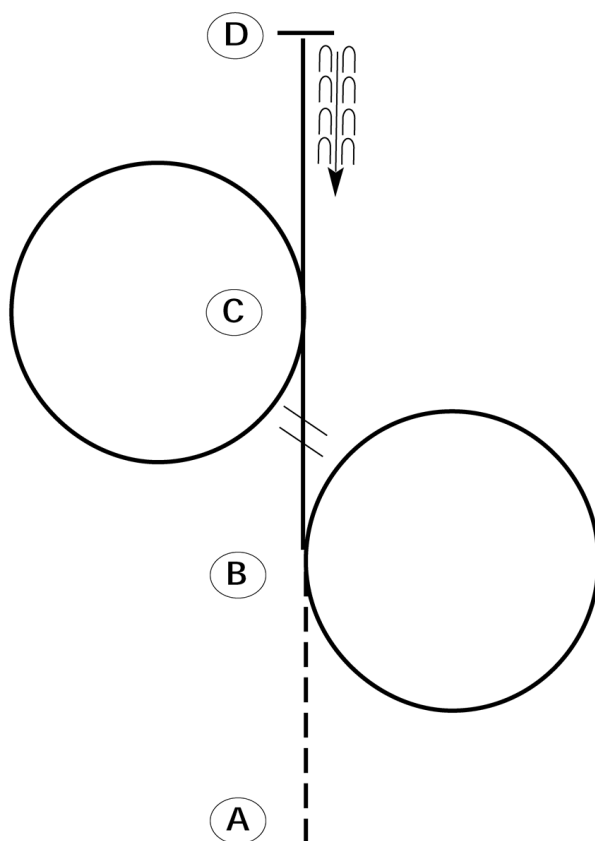


[WH/3-26]

Pattern Provided by:

Montana 4-H State Horse Committee

Colt to Maturity 5-year/Green Horse Level 4



Be ready at A.

1. Jog from A to B.
2. Lope a circle to the right at B.
3. Change leads 1/2 way between B and C.
4. Lope a circle to the left at C.
5. Continue to lope to D.
6. Stop and D and back one horse length.

Retire to the rail or line up at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[WH/3-24]

Pattern Provided by:

Montana 4-H State Horse Committee

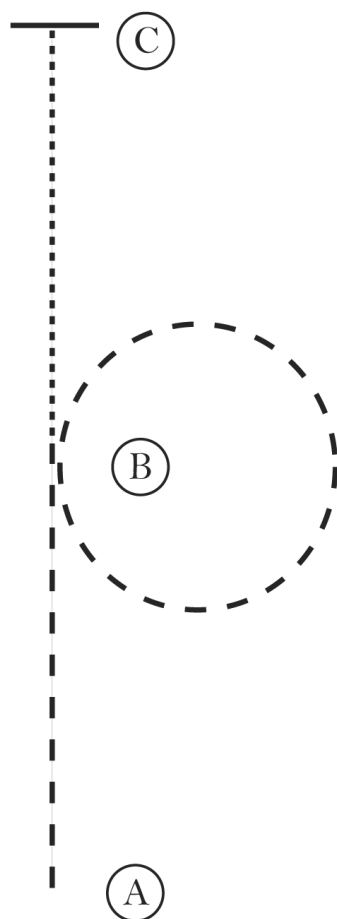
SHOWMANSHIP WILL BE RAN AS USUAL—JUDGE PROVIDING
A PATTERN THAT MORNING FOR SENIOR SHOWMANSHIP

YEARLINGS WILL DO A SHOWMANSHIP PATTERN AT JUDGES
DISCRETION ALONG WITH THE YEARLING TRAIL COURSE

WESTERN & ENGLISH HORSEMANSHIP 7 PATTERNS ARE
PREPARED BY THE PARTICIPANTS—CAN BRING MUSIC
AND/OR COSTUMES IF DESIRED

PACKING—PARTICIPANTS WILL SHOW JUDGE THEIR
ACCOMPLISHMENTS AS PER PACKING 4-H MANUAL

Western Horsemanship (Level 1)



1. Jog A to B
2. Jog a circle around B
3. At B walk to C
4. Stop at C

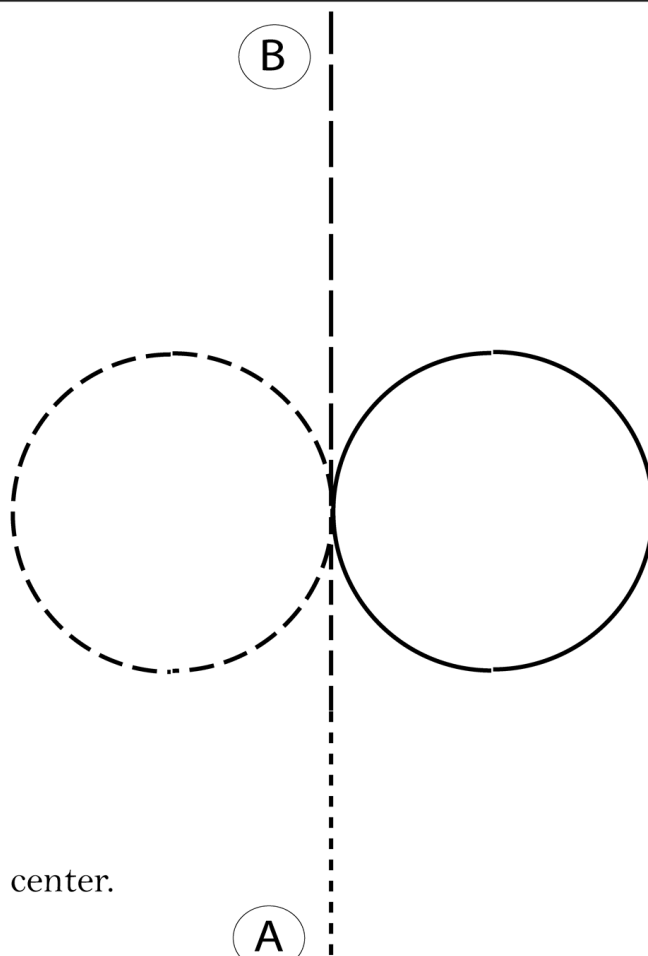
Walk
Jog	-----
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[WH/1-26]

Pattern Provided by:

Montana 4-H State Horse Committee

Western Horsemanship (Level 2)






Be ready at A.

1. Walk halfway to center.
2. Jog to center.
3. Lope a circle to the right.
4. Jog a circle to the left.
5. Extend the jog to B.

Pattern is over once you have passed B at the jog.

Follow the directions of your ring steward.

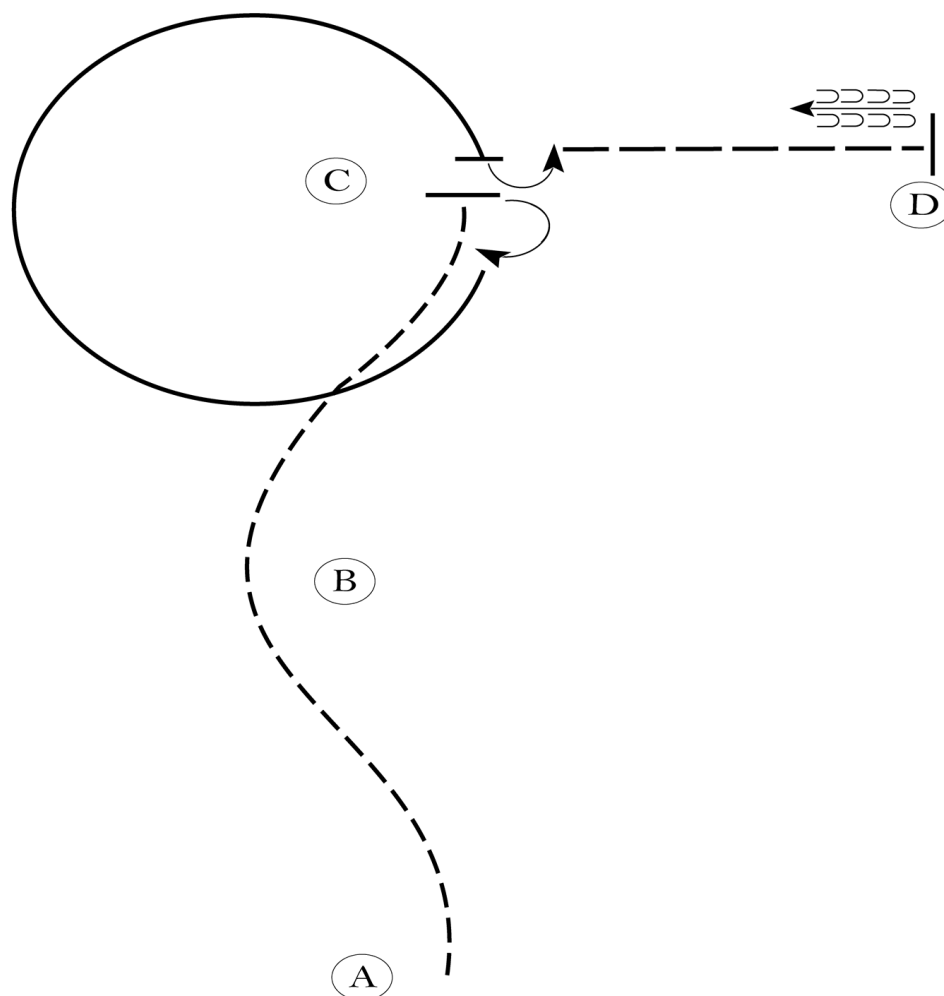
Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	
Back	
Marker	

[WH/1-75]

Pattern Provided by:

Montana 4-H State Horse Committee

Western Horsemanship (Level 3)



1. Jog A to C.
2. Stop at C and perform a 180 degree turn to the right
3. Lope a circle around C on the right lead.
4. Stop at C and perform a 90 degree turn to the left.
5. Extended jog to D.
6. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

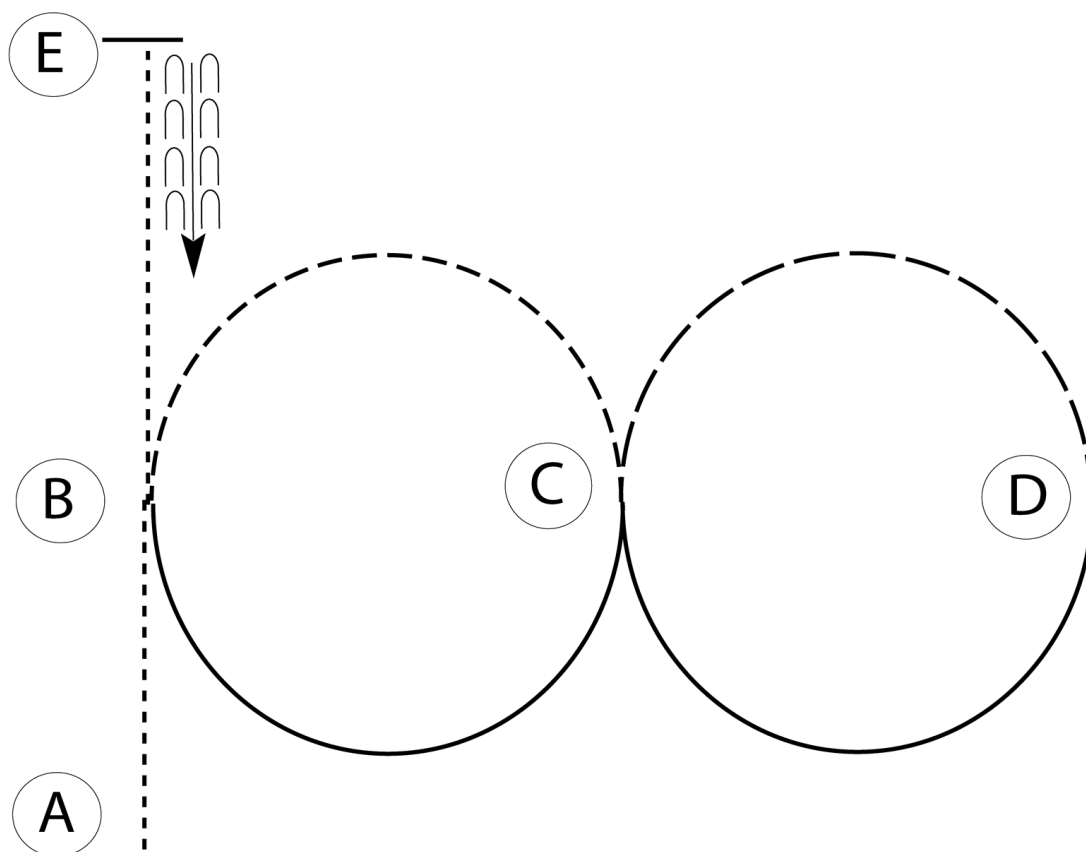
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/1-1]

Pattern Provided by:

Montana 4-H State Horse Committee

Western Horsemanship (Level 4)



Be ready at A.

1. Walk A to B.
2. Jog a half circle to C.
3. Lope a half circle on the left lead to D.
4. Extend the jog in a half circle to C.
5. Lope a half circle on the right lead to B.
6. Walk to E.
7. Stop at E and back approximately one horse length.

Follow the instructions of your ring steward.

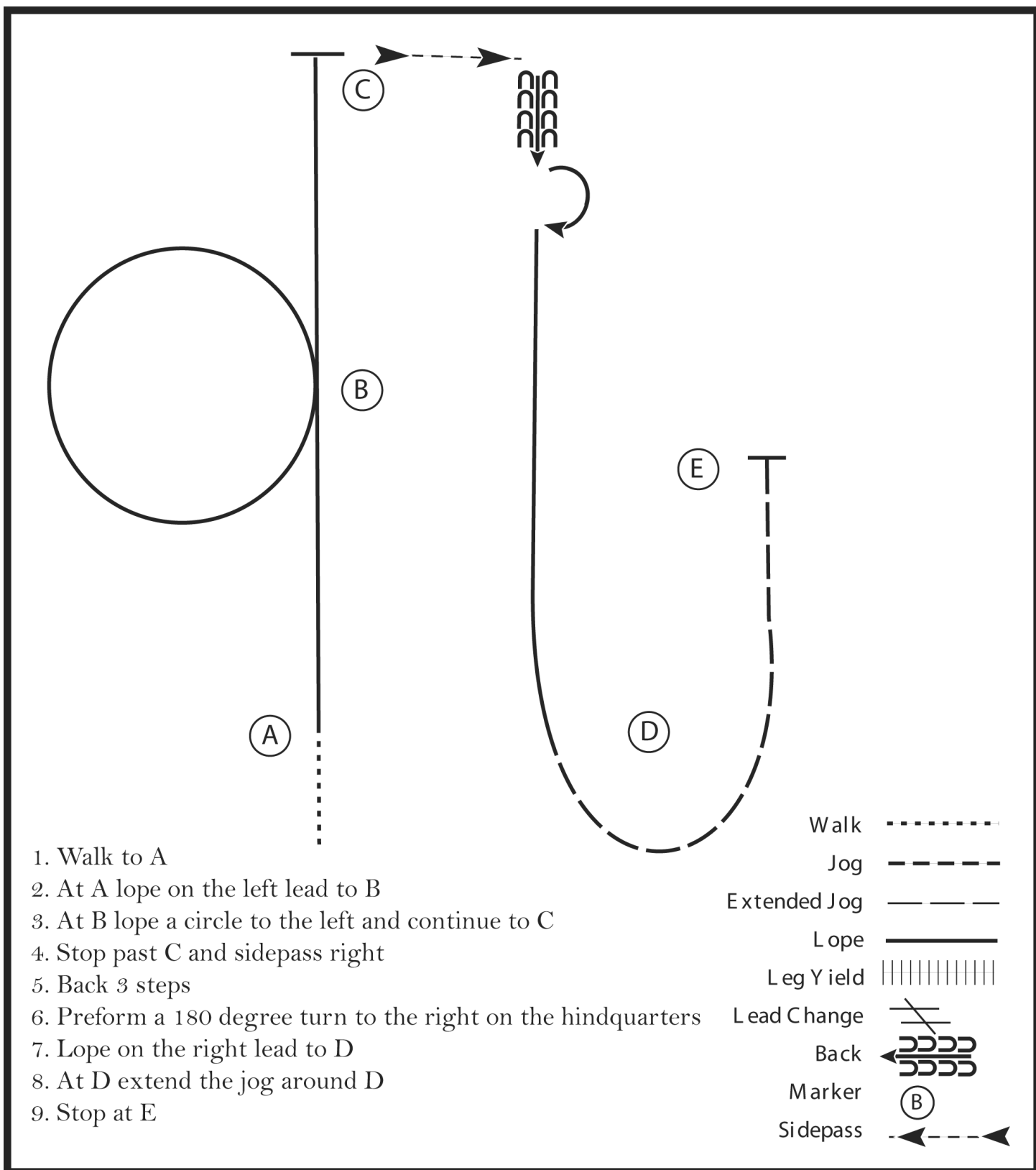
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	—/—
Back	← — — — —
Marker	(B)

[WH/2-3]

Pattern Provided by:

Montana 4-H State Horse Committee

Western Horsemanship (Level 5)

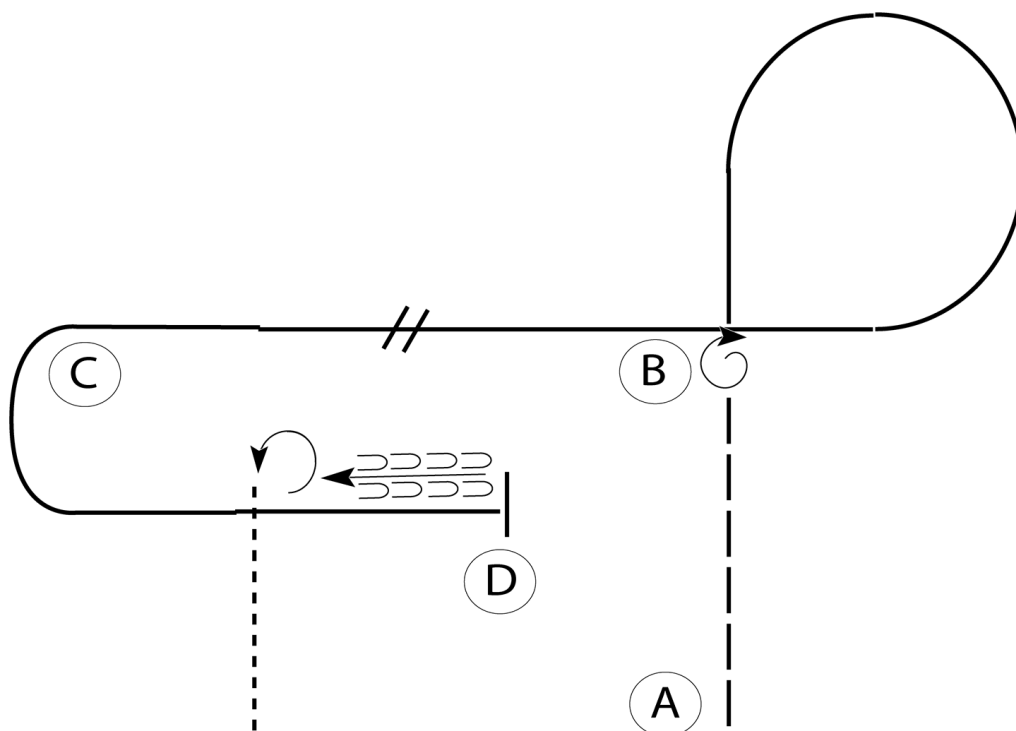


[WH/3-26]

Pattern Provided by:

Montana 4-H State Horse Committee

Western Horsemanship (Level 6)



Be ready at A.

1. Extend the jog from A to B.
2. Stop at B and complete a 360 degree spin right.
3. Lope a large fast circle to the right.
4. At B, slow to a lope.
5. Halfway between B and C, change leads.
6. Lope on the left lead to D.
7. Stop at D and back approximately one horse length.
8. Spin $\frac{3}{4}$ turn to the left and walk off.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← ——— →

[WH/3-70]

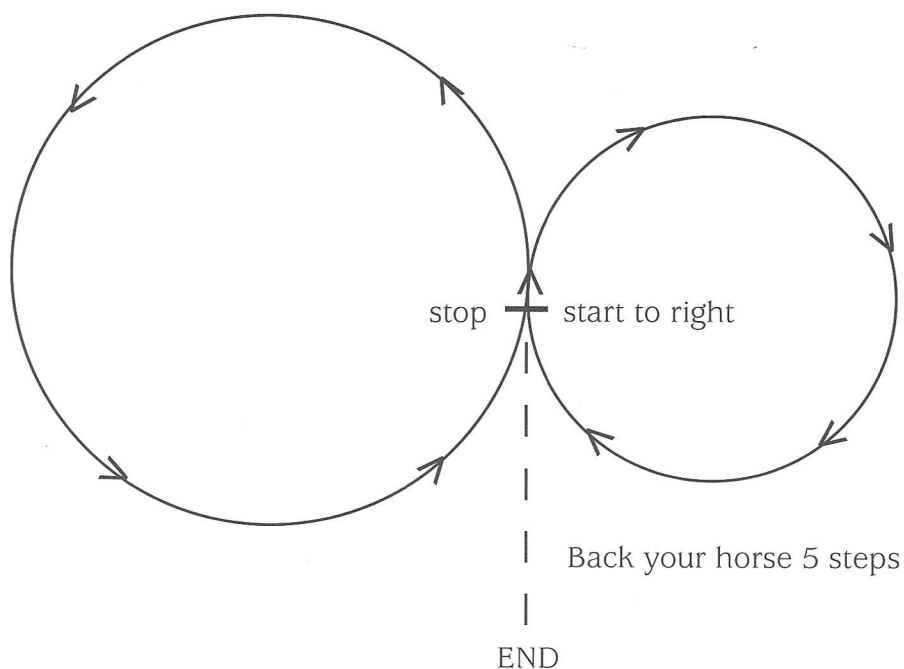
Pattern Provided by:

Montana 4-H State Horse Committee

Working Ranch Horse Pattern, Level 1

Walk to the center of the arena, facing the judge or the left wall.

1. Beginning in the right direction, trot a small circle.
2. At the center of the arena, change direction.
3. Trot in a large circle to the left.
4. Stop in the center of the arena.
5. Back your horse five steps.

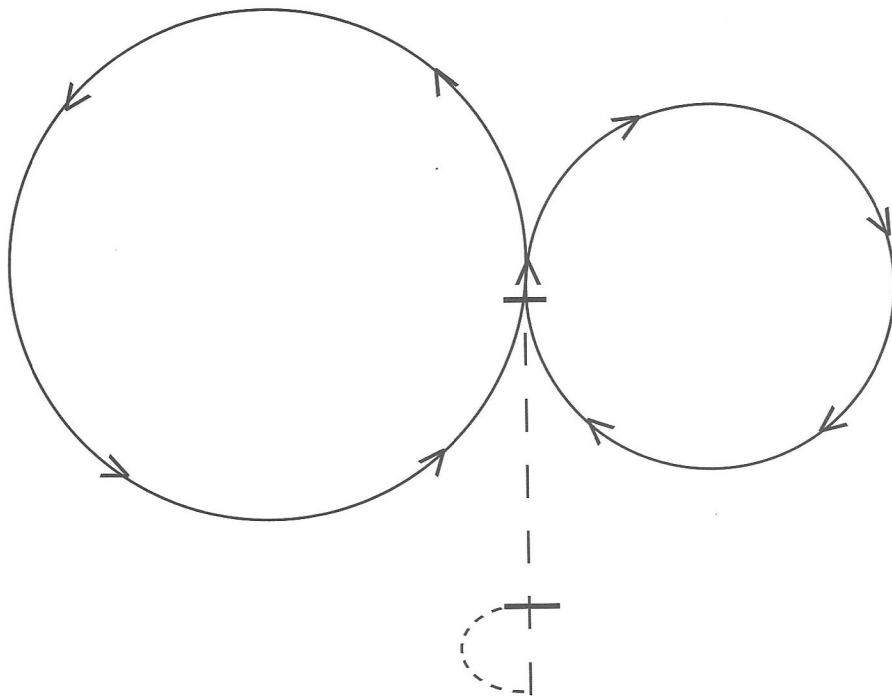


Working Ranch Horse Pattern, Level 2

Level 2

Walk to center of arena facing the judge or the left wall.

1. Beginning on a right lead, lope a small, slow circle.
2. Using a simple lead change, change leads at the center of the arena.
3. Lope a large, slow circle to the left.
4. Stop in the center of the arena.
5. Back your horse ten feet.
6. Complete one half spin to the left.
7. Complete one half spin to the right.
8. Hesitate to show completion of pattern.



After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall move and hold the cow on the prescribed number located at some point in the arena. The contestant must hold the animal a sufficient time to demonstrate the ability of the horse to contain the cow.

Numbers 1, 2, and 3 will be posted on the fence inside the arena. Contestant will be given a randomly drawn number of 1 to 3 signifying where the animal is to be boxed.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

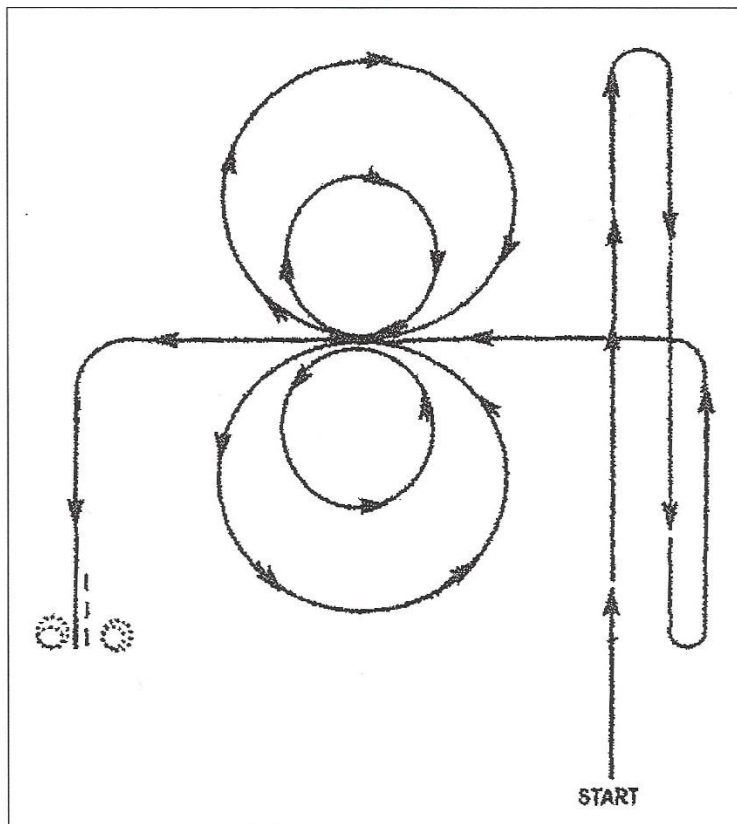
The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.

Level 2

Working Ranch Horse Pattern, Level 3

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin to the right.
11. Do 360 degree spin to the left.
12. Hesitate to show completion of pattern.

After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Cattle to be used must be yearlings or older, no bulls.



The contestant must get at least one (1) turn in each direction. To be considered a turn, the contestant must be close to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling the fence.

After turning cow on the fence each way contestant will stop horse to complete run.

Score of zero:

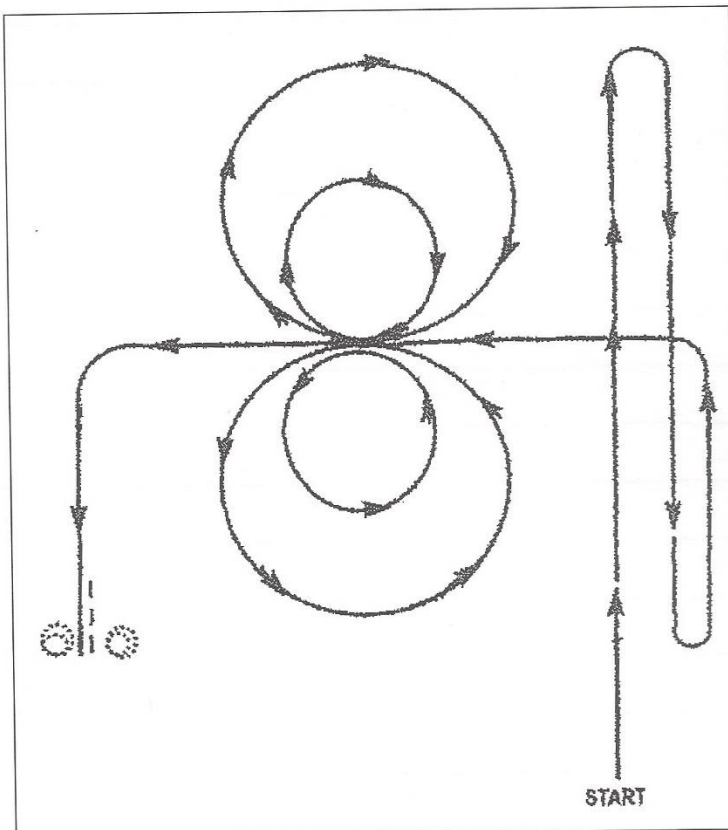
- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not completed.

Working Ranch Horse Pattern, Level 4

1. Start on right side of arena and lope to far end of arena.
2. Stop and rollback to the right. Continue to other end of arena.
3. Stop and rollback to the left. Continue to center of arena.
4. Lope small, slow circle to left. Change leads.
5. Lope right circle with medium speed. Change leads.
6. Lope large fast circle to left. Change leads.
7. Lope large fast circle to right. Change leads.
8. Continue down arena.
9. Stop and back 15 feet.
10. Do two 360 degree spins to the left.
11. Do two 360 degree spins to the right.
12. Hesitate to show completion of pattern.

After the exhibitor has completed his/her reining pattern, he/she will call for the cow to be turned into the arena. Upon receiving the cow, contestant shall hold the cow on the prescribed end of the arena sufficient time to demonstrate the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Cattle to be used must be yearlings or older, no bulls.



The contestant must get at least one (1) turn in each direction. To be considered a turn, the contestant must be close to the cow to be the cause of the turn. The turn must be tight enough so as not to be considered just circling the fence.

After turning cow on the fence each way contestant will stop horse to complete run.

Score of zero:

- Fall of rider not caused by falling motion of horse.
- Leaving the arena before the pattern or work is complete.
- Any horse that is out of control while working the cow, thus endangering the rider, shall be whistled out.

The judge may blow his whistle at any time to terminate the work. A score of zero will be charged if the work is not complete.