

2024

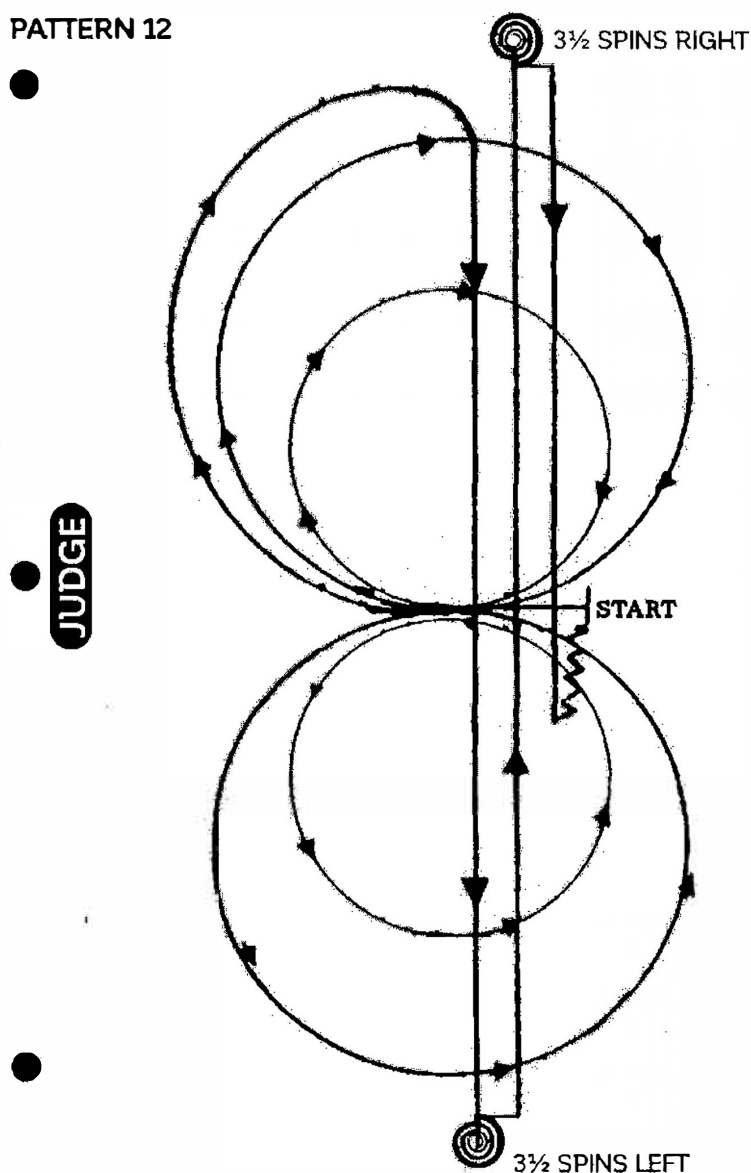
**FORT WORTH
STOCK SHOW
& RODEO**

Pattern Book

AQHA & NRCHA Working

Cow Horse

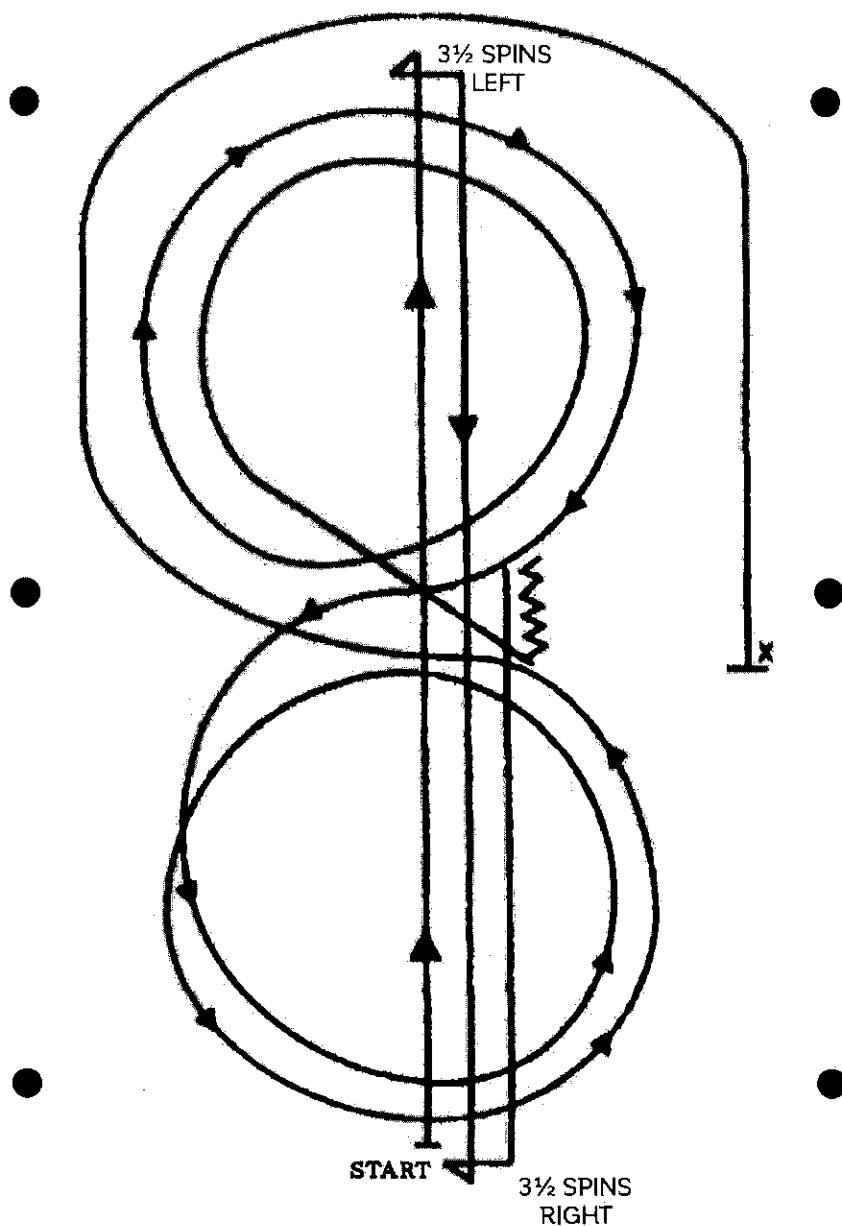
PATTERN 12



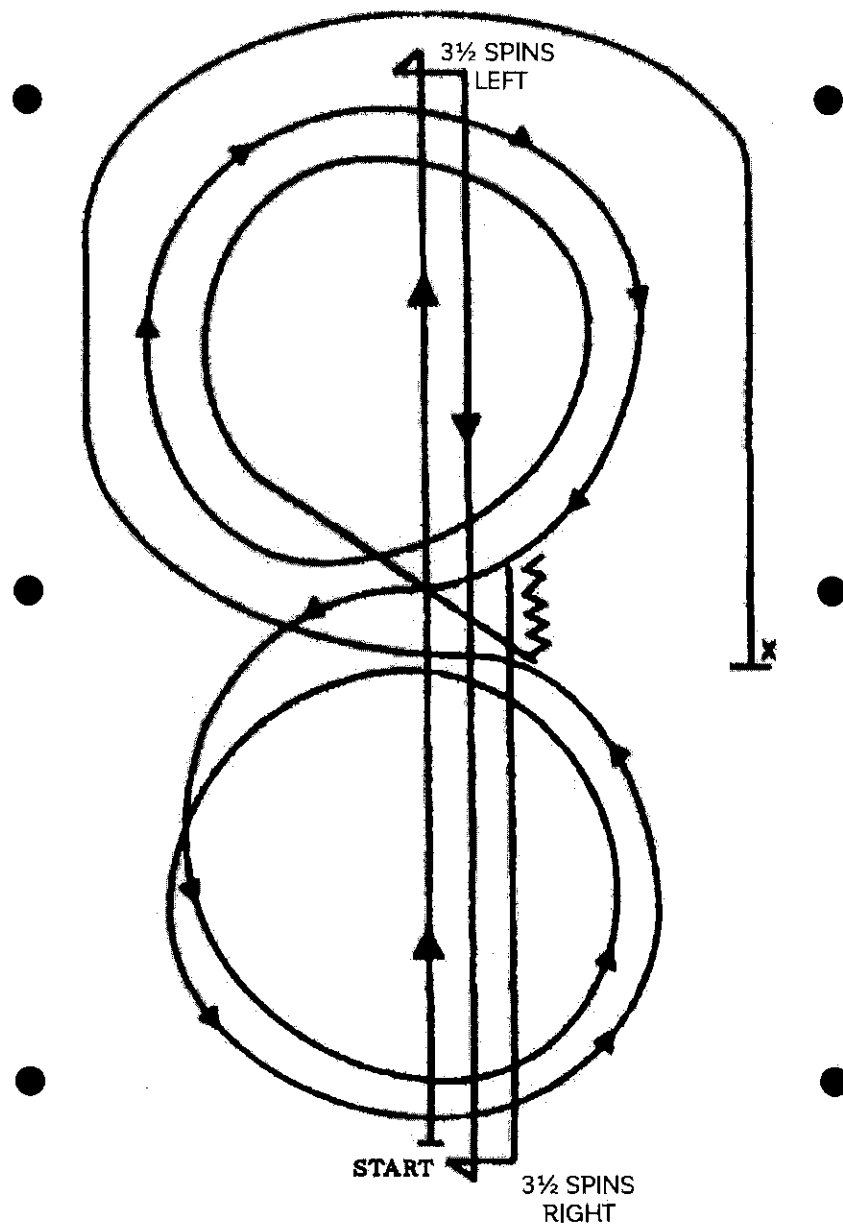
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, 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 left, the first circle large and fast, and 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 the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ 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 pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6

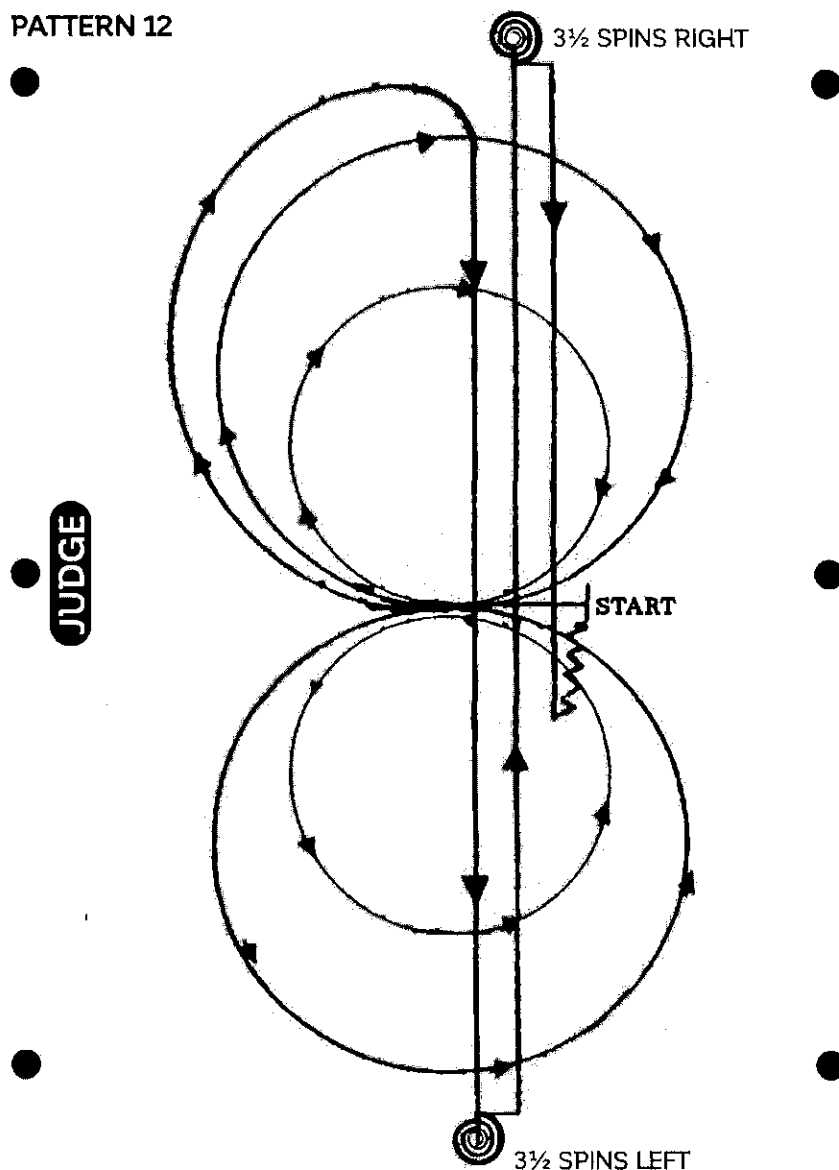
PATTERN 4 May be used for NHSRA Events

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete a $\frac{1}{4}$ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

PATTERN 4 May be used for NHSRA Events

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete a $\frac{1}{4}$ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

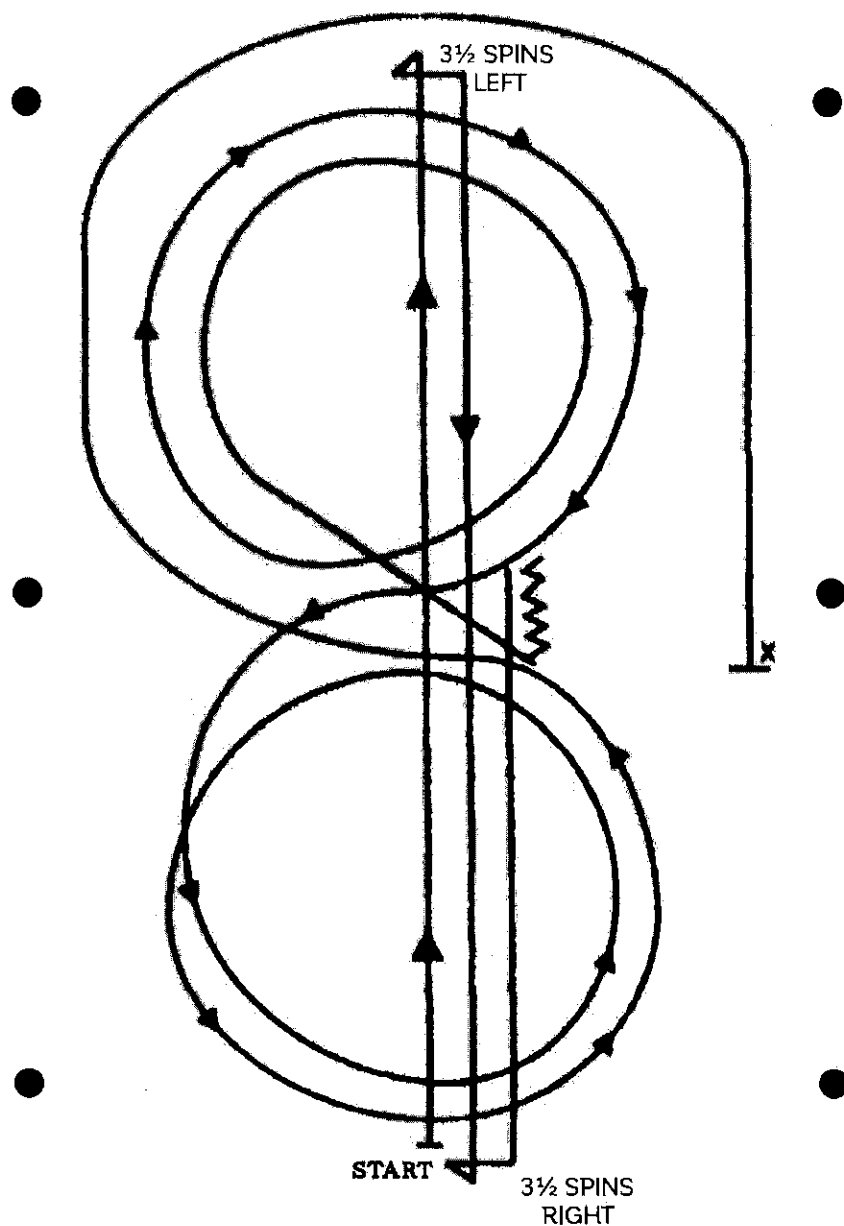
PATTERN 12



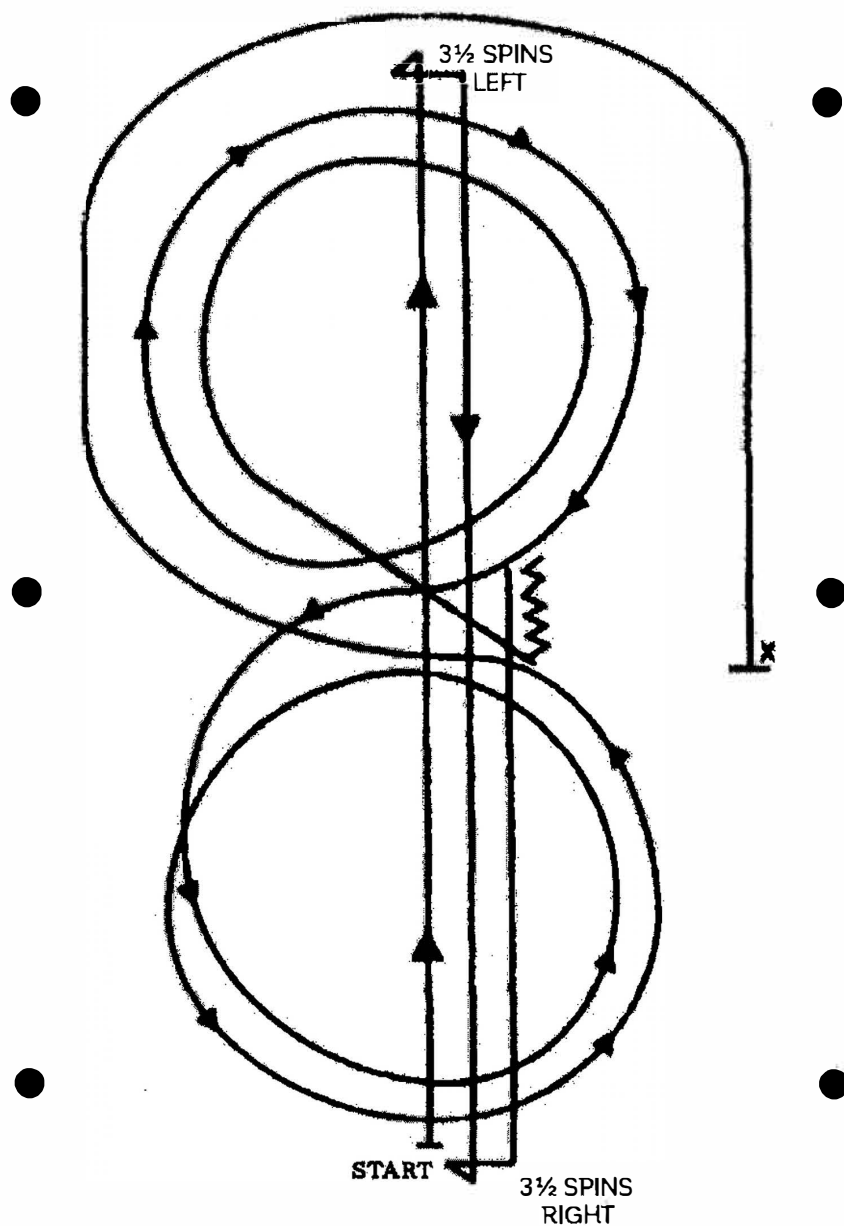
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, 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 left, the first circle large and fast, and 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 the end marker, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 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 pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6

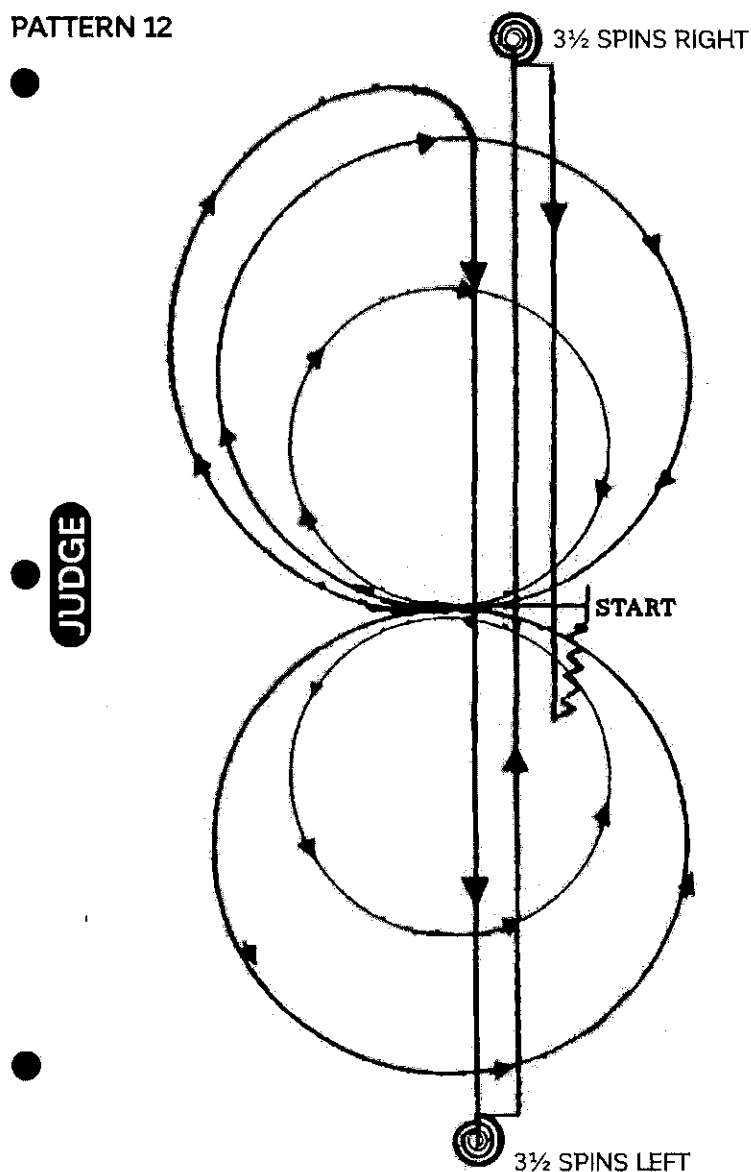
PATTERN 4 May be used for NHSRA Events

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3½ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3½ spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete a ¼ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

PATTERN 4 May be used for NHSRA Events

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete a $\frac{1}{4}$ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

PATTERN 12



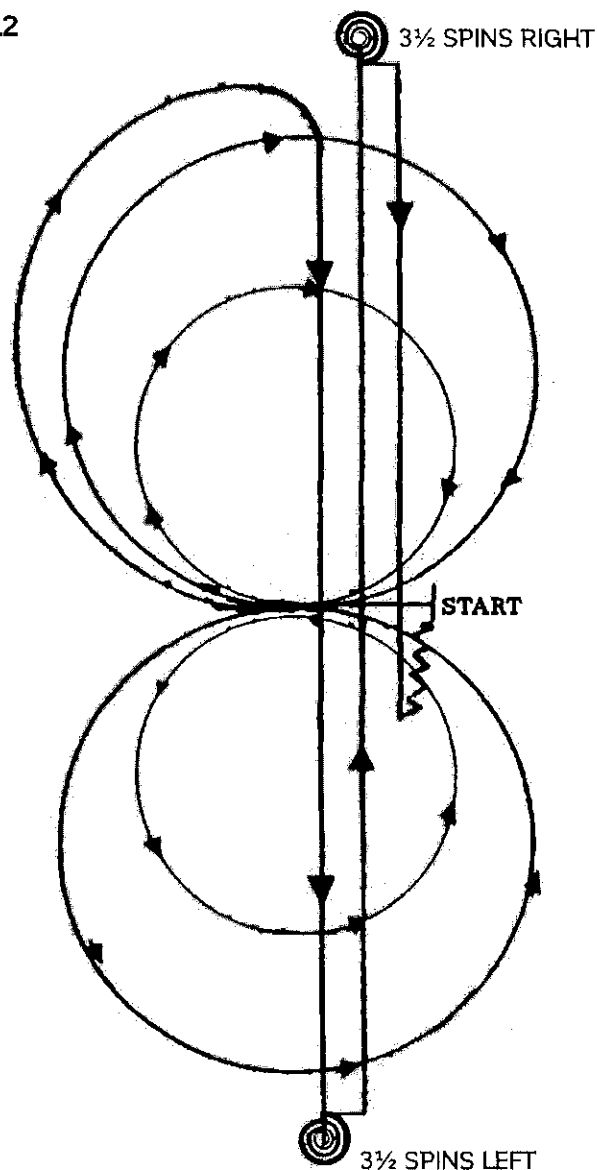
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, 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 left, the first circle large and fast, and 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 the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ 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 pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6

PATTERN 12

JUDGE

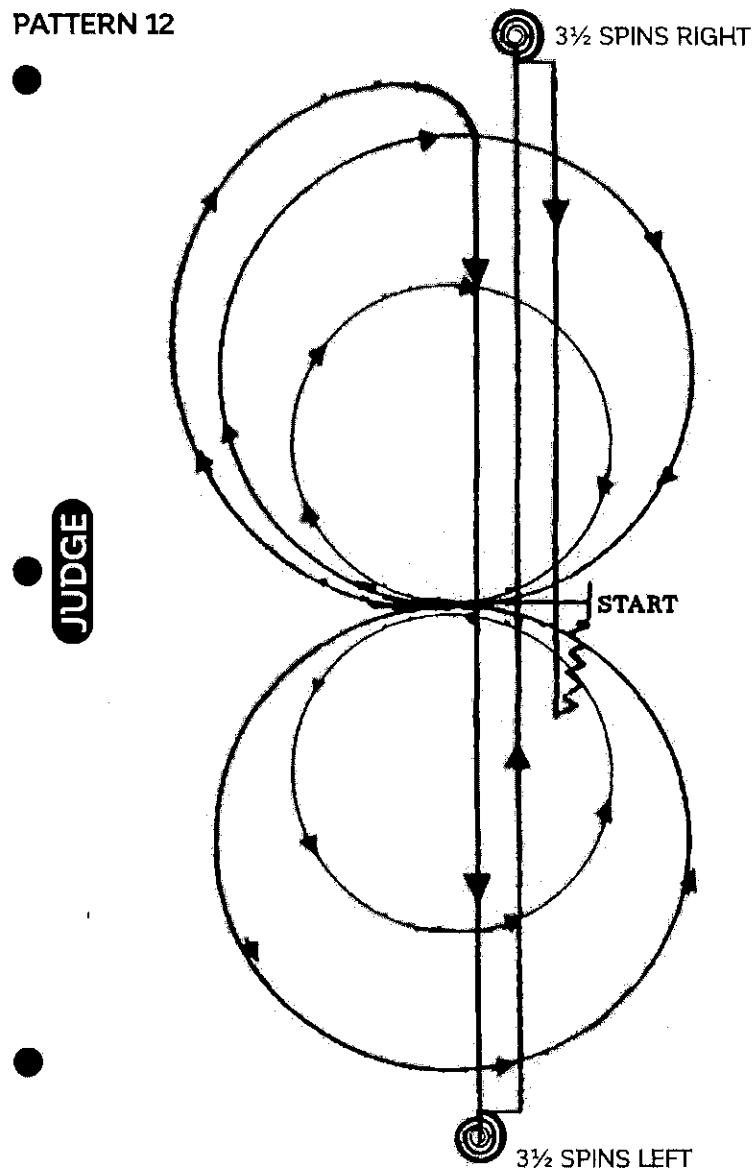


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 circles to the right, 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 left, the first circle large and fast, and 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 the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ 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 pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6

PATTERN 12



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

1. Beginning on the right lead complete 2 circles to the right, 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 left, the first circle large and fast, and 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 the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ 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 pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6