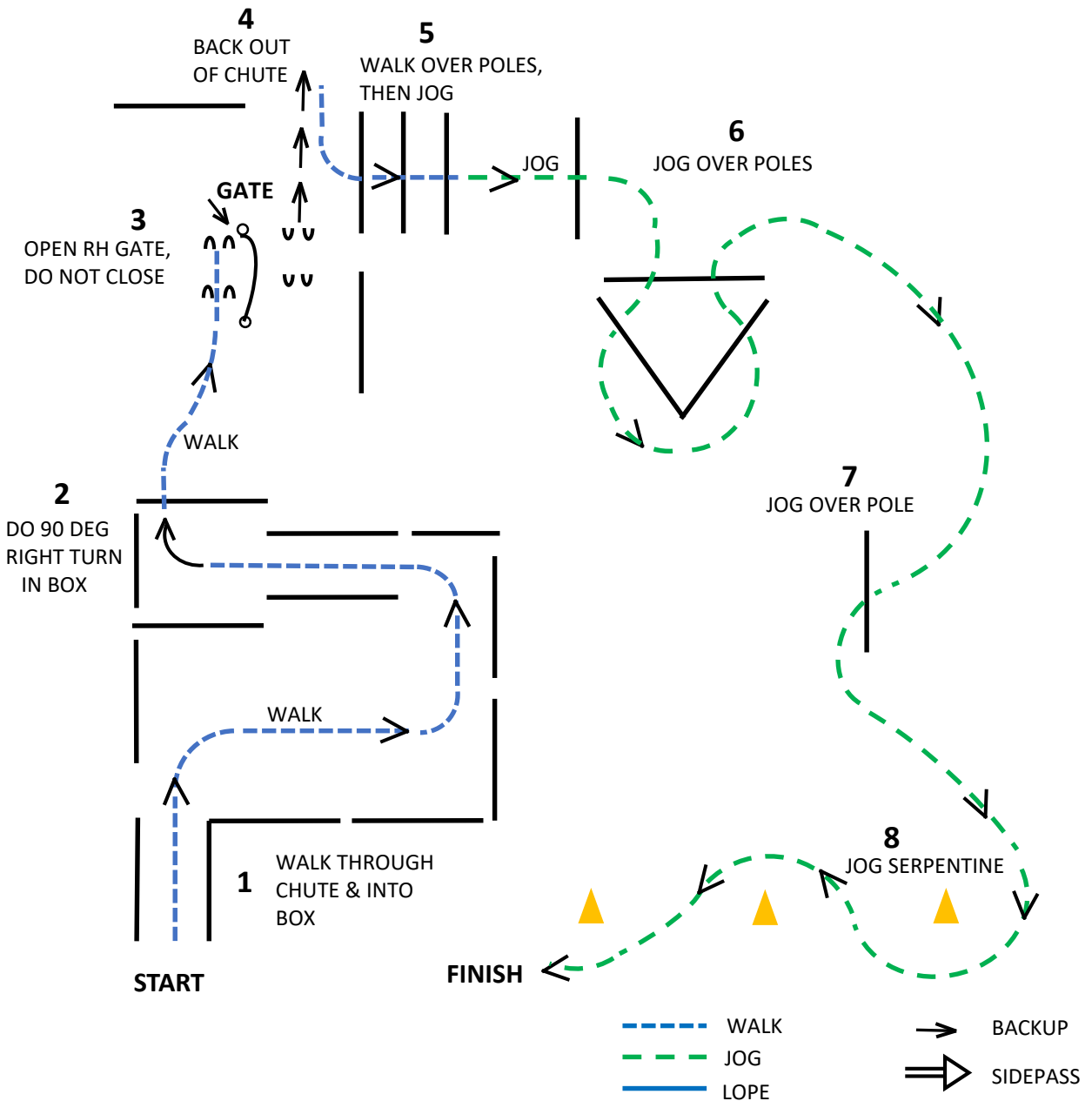
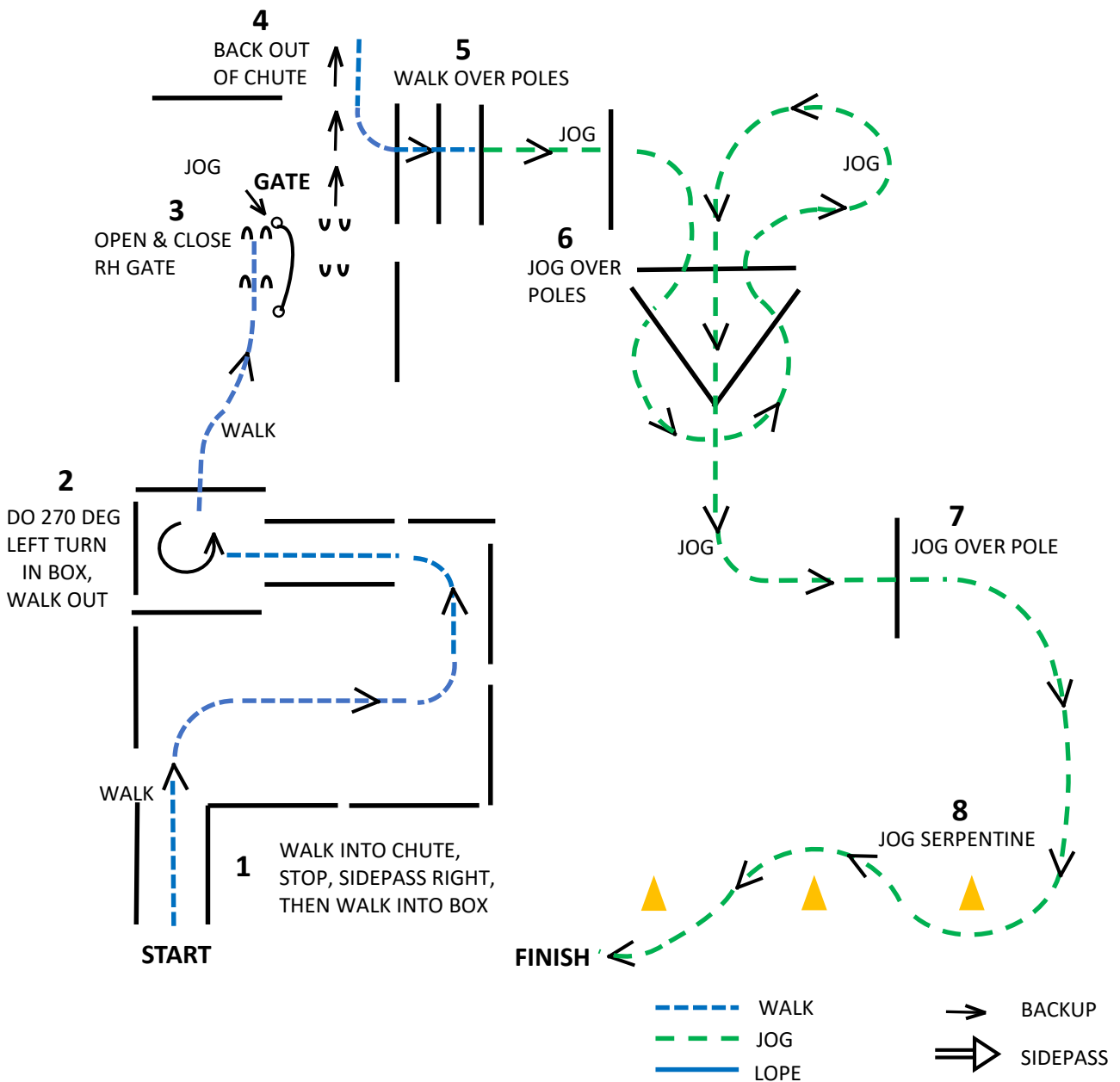


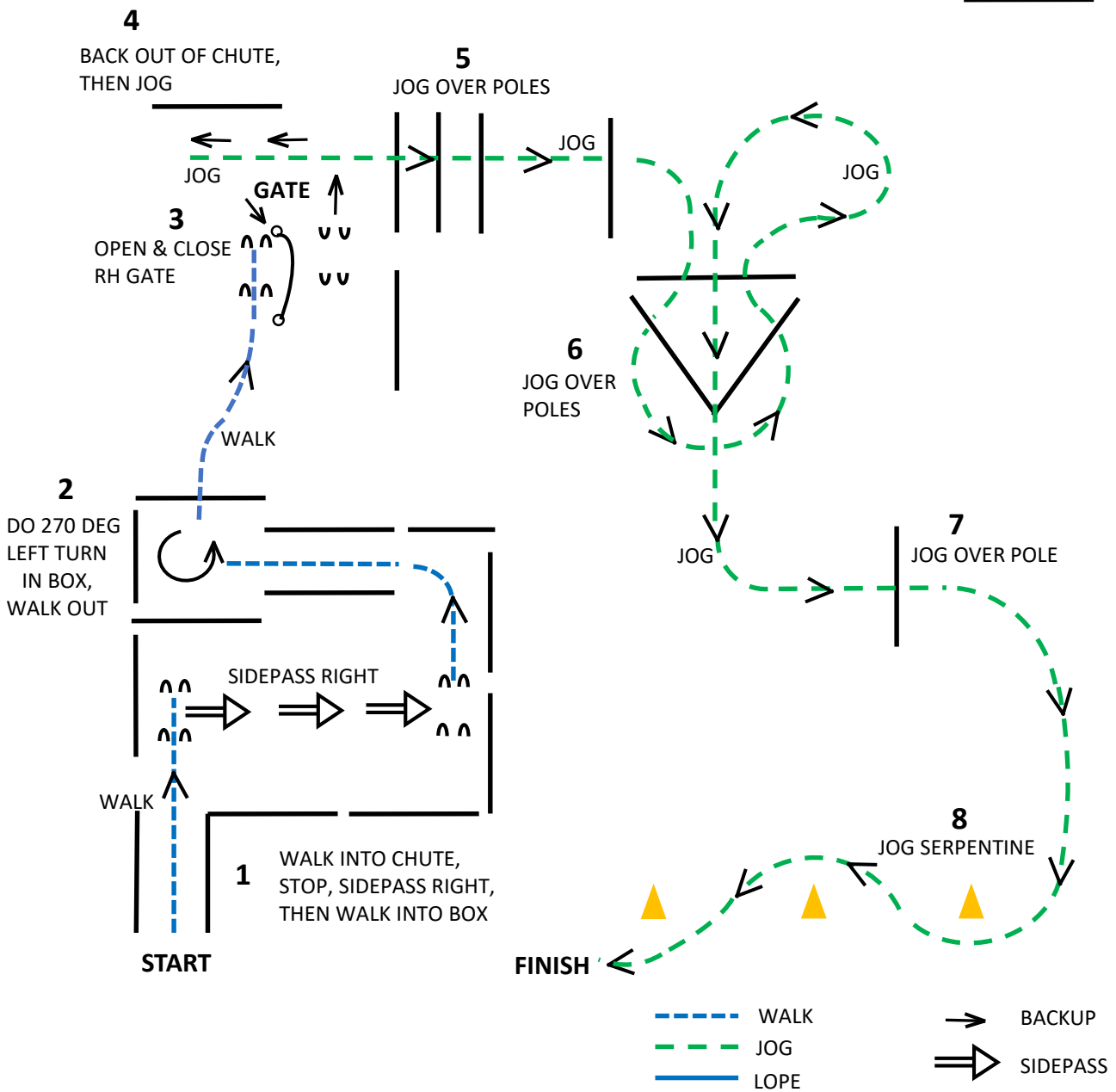
1. WALK THROUGH CHUTE & INTO BOX
2. DO 90 DEG RIGHT TURN IN BOX
3. OPEN RH GATE, DO NOT CLOSE
4. BACK OUT OF CHUTE
5. WALK OVER POLES, THEN JOG
6. JOG OVER POLES
7. JOG OVER POLE
8. JOG SERPENTINE, STOP AT FINISH



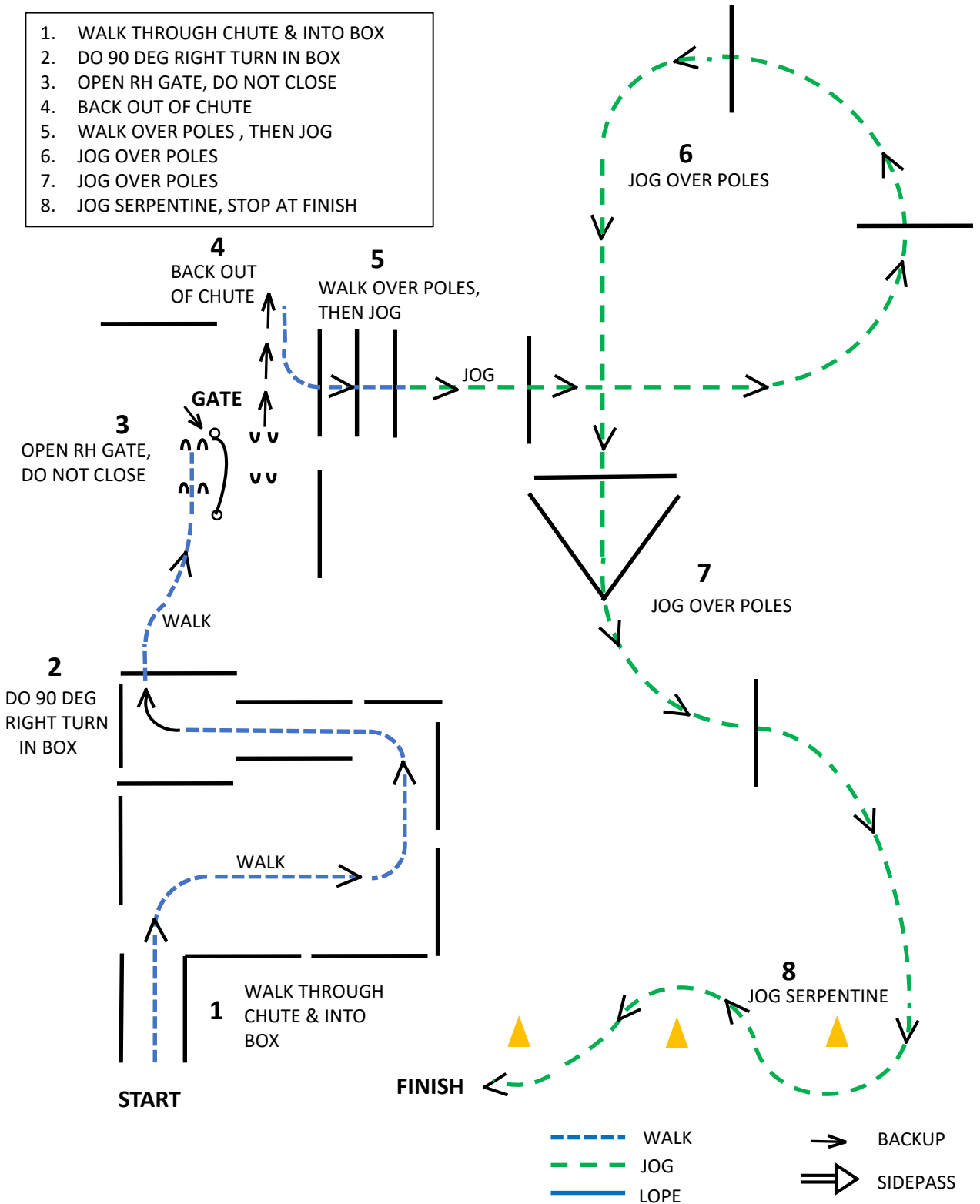
1. WALK THROUGH CHUTE, THEN WALK INTO BOX
2. DO 270 DEG LEFT TURN IN BOX, WALK OUT
3. OPEN & CLOSE RH GATE
4. BACK OUT OF CHUTE
5. WALK OVER POLES
6. JOG OVER POLES
7. JOG OVER POLE
8. JOG SERPENTINE, STOP AT FINISH



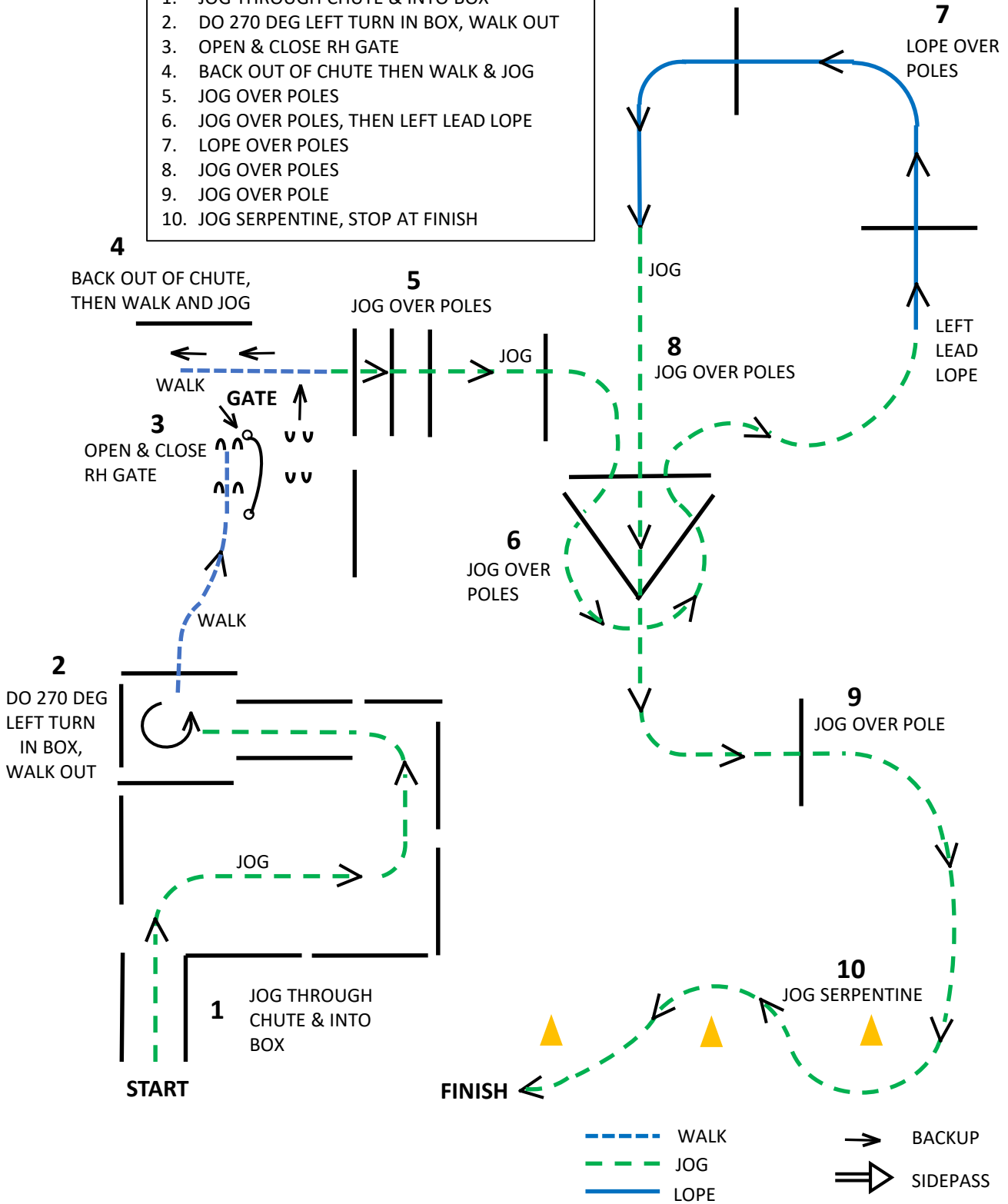
1. WALK INTO CHUTE, STOP, SIDEPASS RIGHT, THEN WALK INTO BOX
2. DO 270 DEG LEFT TURN IN BOX, WALK OUT
3. OPEN & CLOSE RH GATE
4. BACK OUT OF CHUTE THEN JOG
5. JOG OVER POLES
6. JOG OVER POLES
7. JOG OVER POLE
8. JOG SERPENTINE, STOP AT FINISH



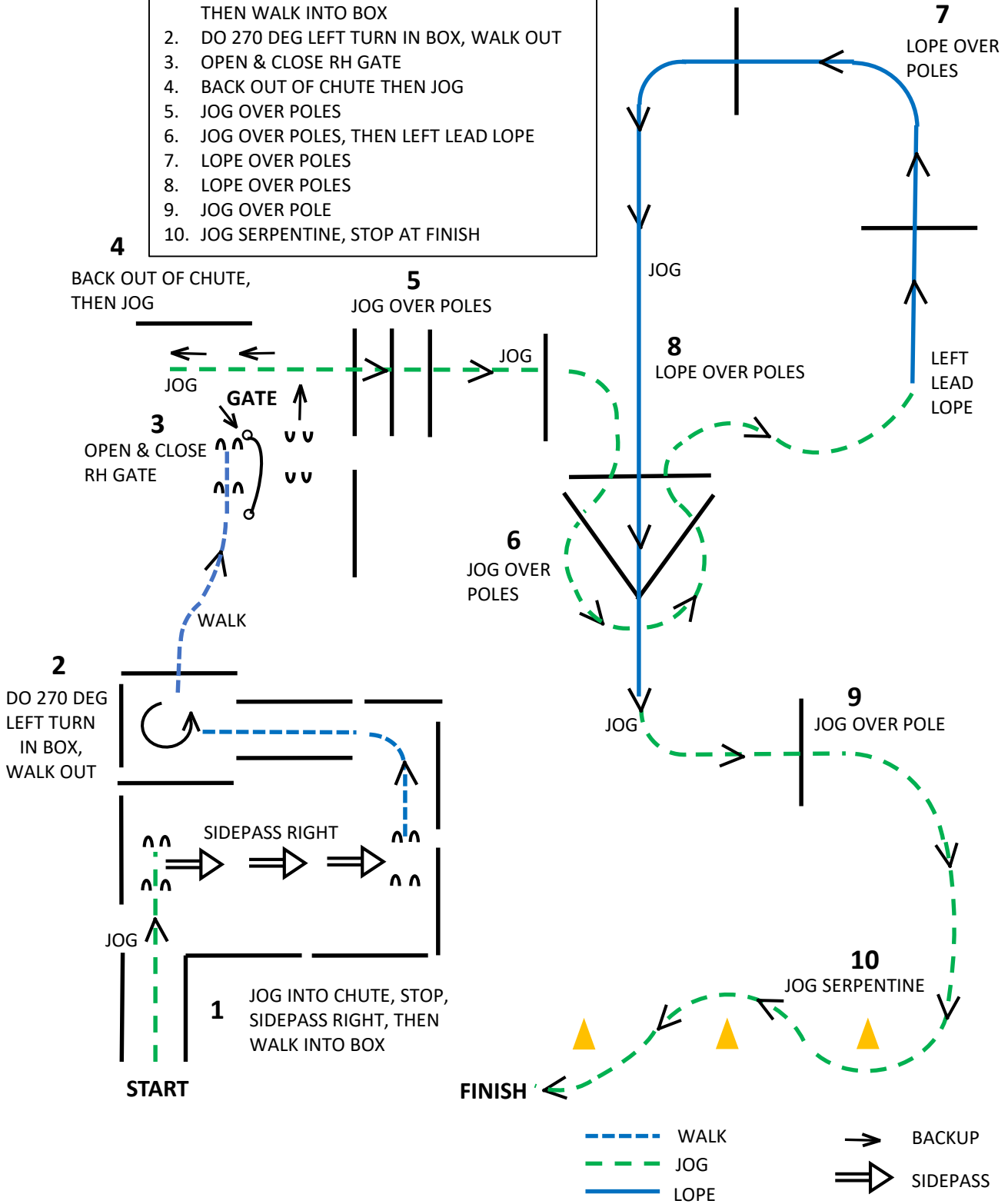
1. WALK THROUGH CHUTE & INTO BOX
2. DO 90 DEG RIGHT TURN IN BOX
3. OPEN RH GATE, DO NOT CLOSE
4. BACK OUT OF CHUTE
5. WALK OVER POLES, THEN JOG
6. JOG OVER POLES
7. JOG OVER POLES
8. JOG SERPENTINE, STOP AT FINISH



1. JOG THROUGH CHUTE & INTO BOX
2. DO 270 DEG LEFT TURN IN BOX, WALK OUT
3. OPEN & CLOSE RH GATE
4. BACK OUT OF CHUTE THEN WALK & JOG
5. JOG OVER POLES
6. JOG OVER POLES, THEN LEFT LEAD LOPE
7. LOPE OVER POLES
8. JOG OVER POLES
9. JOG OVER POLE
10. JOG SERPENTINE, STOP AT FINISH



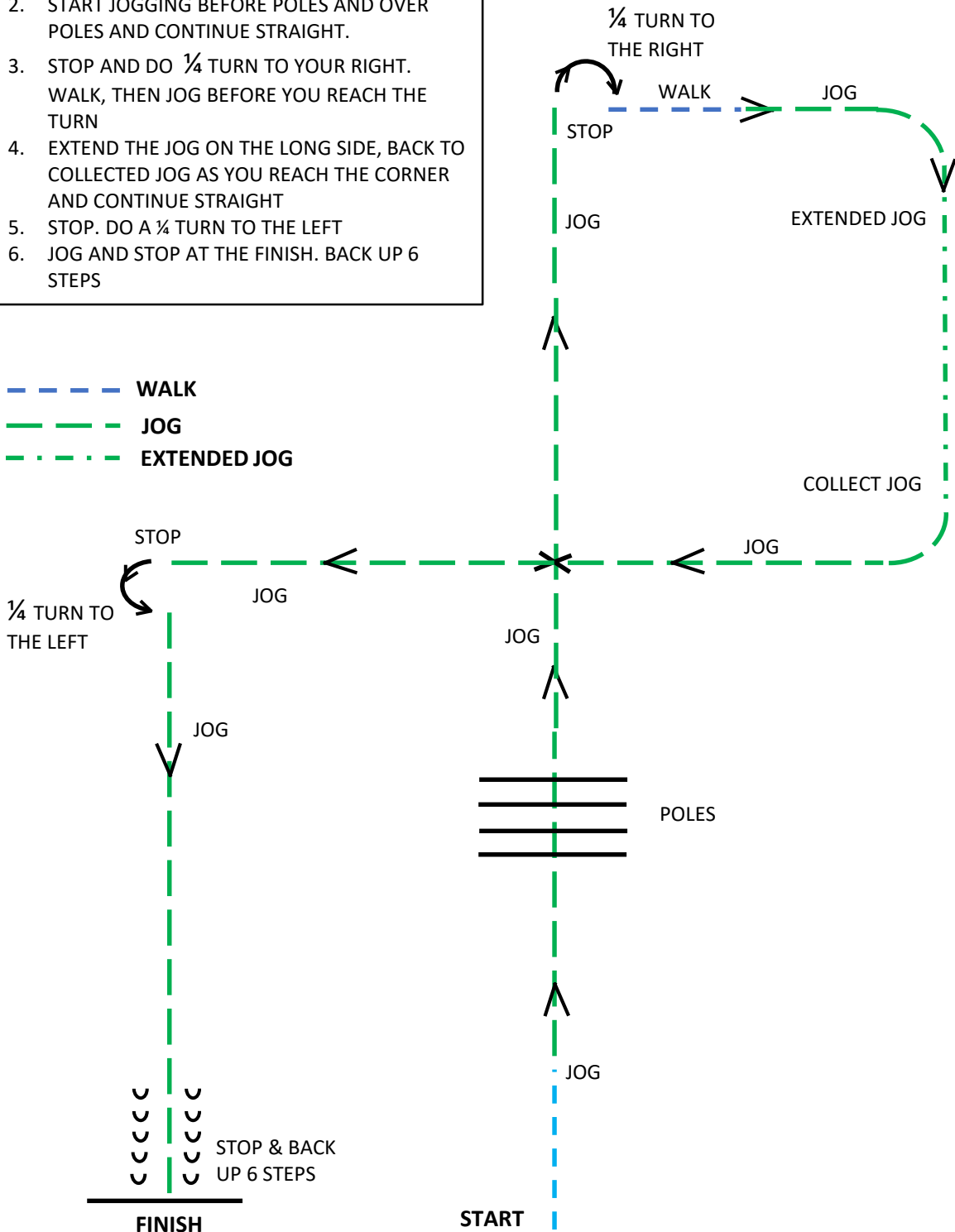
1. JOG INTO CHUTE, STOP, SIDEPASS RIGHT, THEN WALK INTO BOX
2. DO 270 DEG LEFT TURN IN BOX, WALK OUT
3. OPEN & CLOSE RH GATE
4. BACK OUT OF CHUTE THEN JOG
5. JOG OVER POLES
6. JOG OVER POLES, THEN LEFT LEAD LOPE
7. LOPE OVER POLES
8. LOPE OVER POLES
9. JOG OVER POLE
10. JOG SERPENTINE, STOP AT FINISH



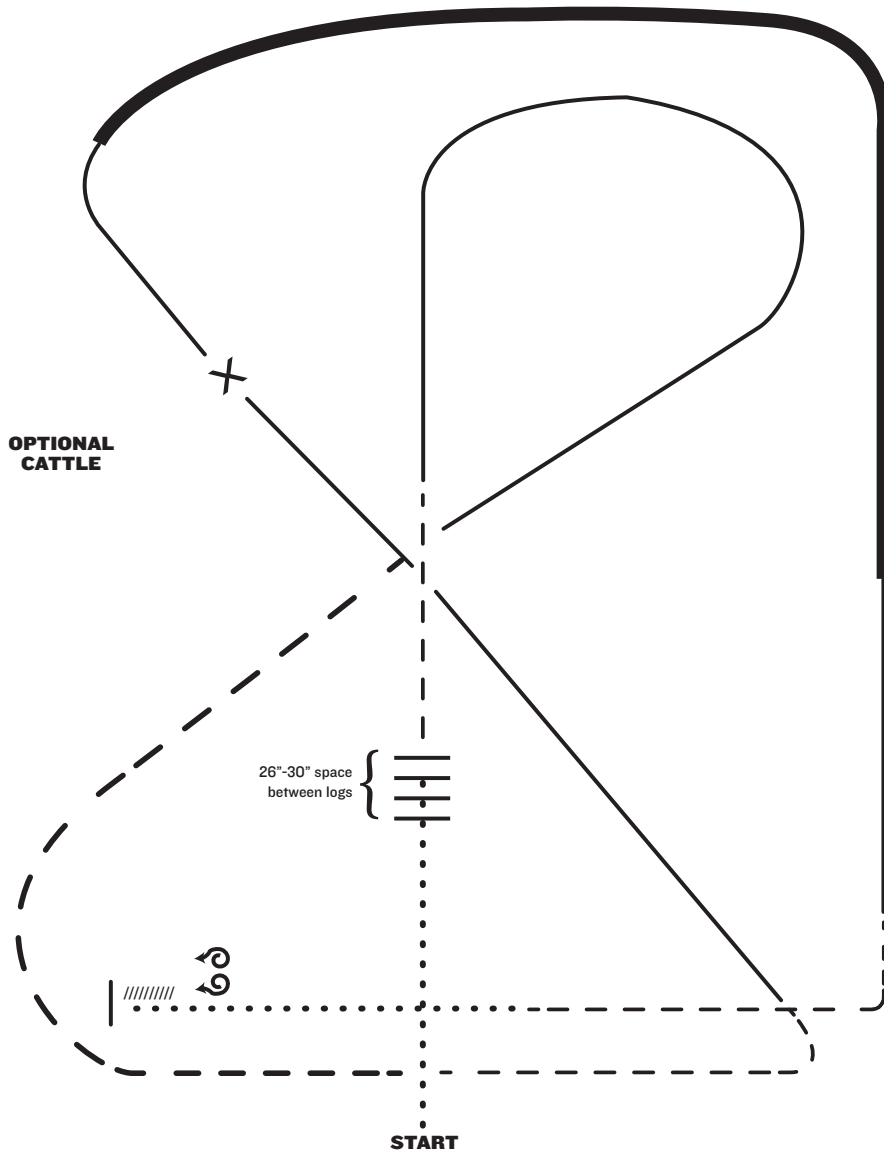
Q2 2019 2020 RANCH RIDING NOVICE

INSTRUCTIONS:

1. WALK FROM START.
2. START JOGGING BEFORE POLES AND OVER POLES AND CONTINUE STRAIGHT.
3. STOP AND DO ¼ TURN TO YOUR RIGHT. WALK, THEN JOG BEFORE YOU REACH THE TURN
4. EXTEND THE JOG ON THE LONG SIDE, BACK TO COLLECTED JOG AS YOU REACH THE CORNER AND CONTINUE STRAIGHT
5. STOP. DO A ¼ TURN TO THE LEFT
6. JOG AND STOP AT THE FINISH. BACK UP 6 STEPS



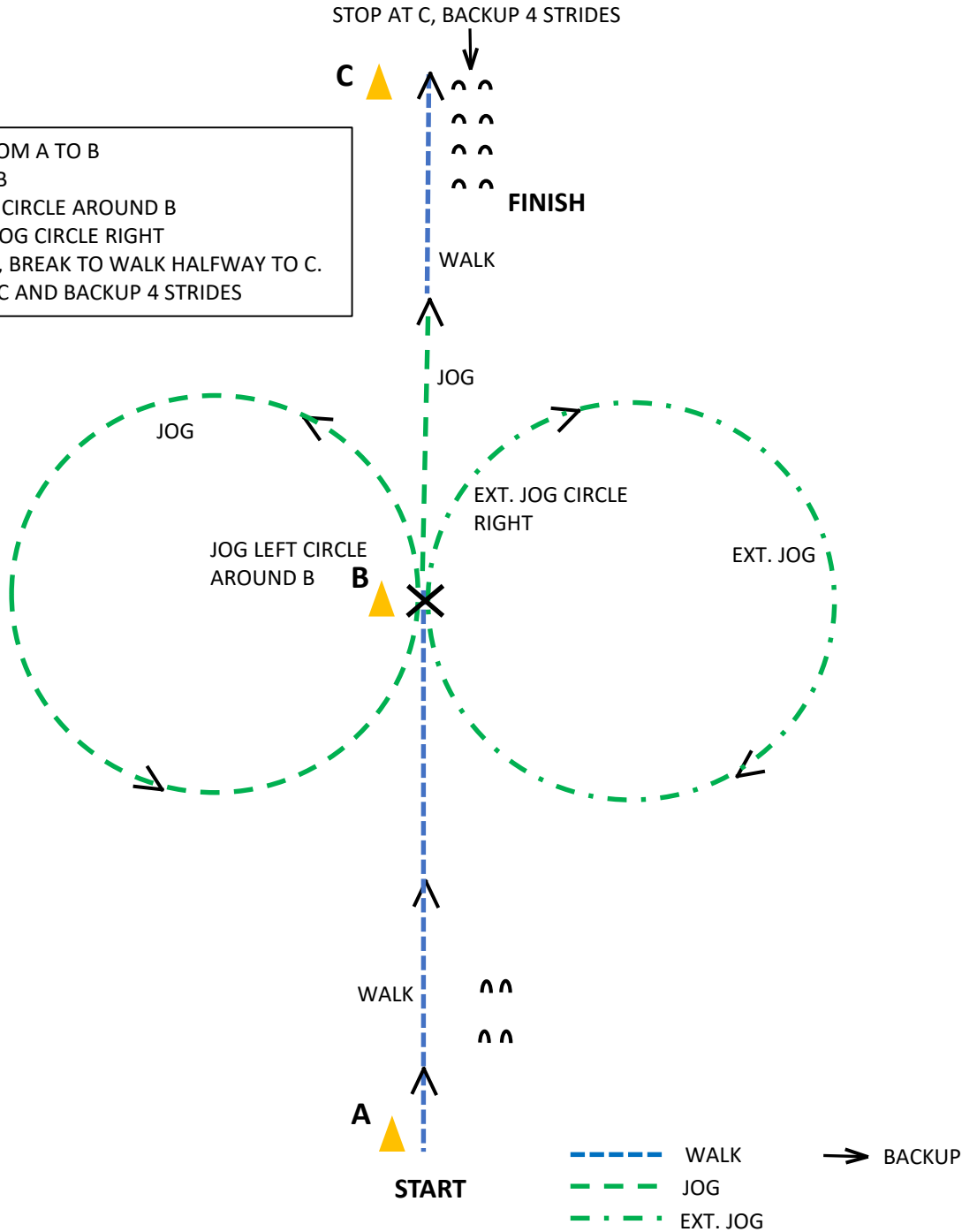
RANCH RIDING - PATTERN 5



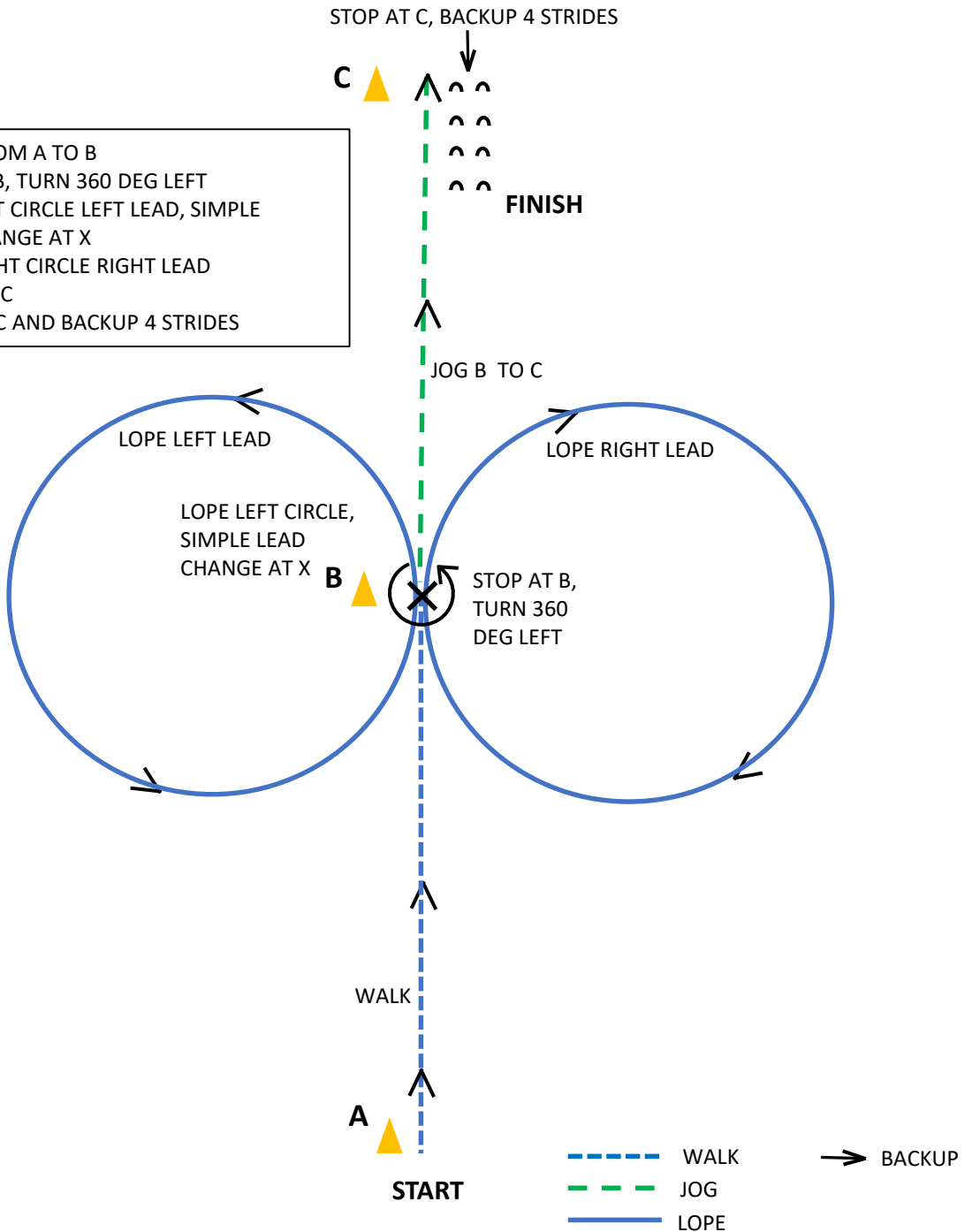
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

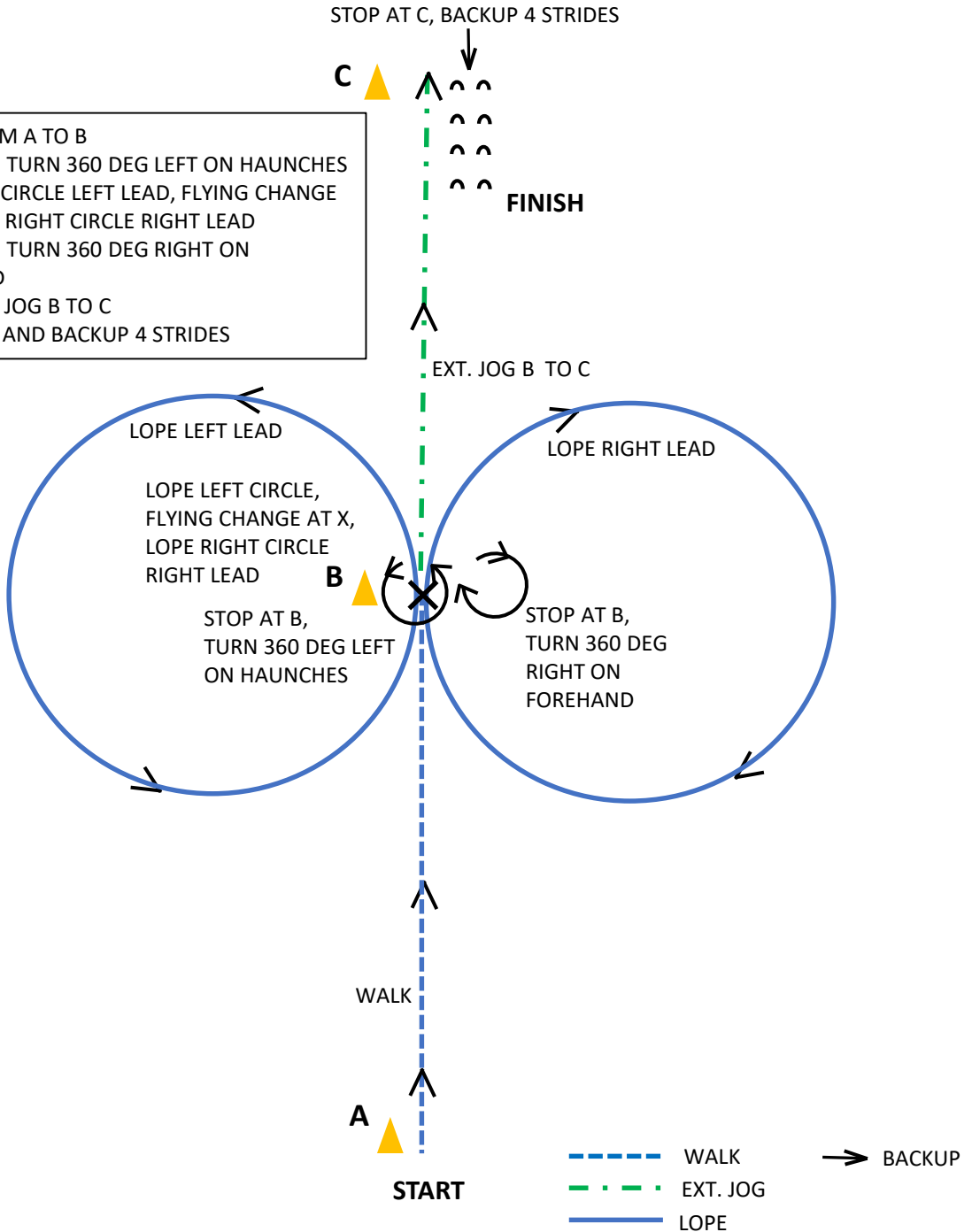
1. WALK FROM A TO B
2. STOP AT B
3. JOG LEFT CIRCLE AROUND B
4. EXTEND JOG CIRCLE RIGHT
5. JOG TO C, BREAK TO WALK HALFWAY TO C.
6. STOP AT C AND BACKUP 4 STRIDES

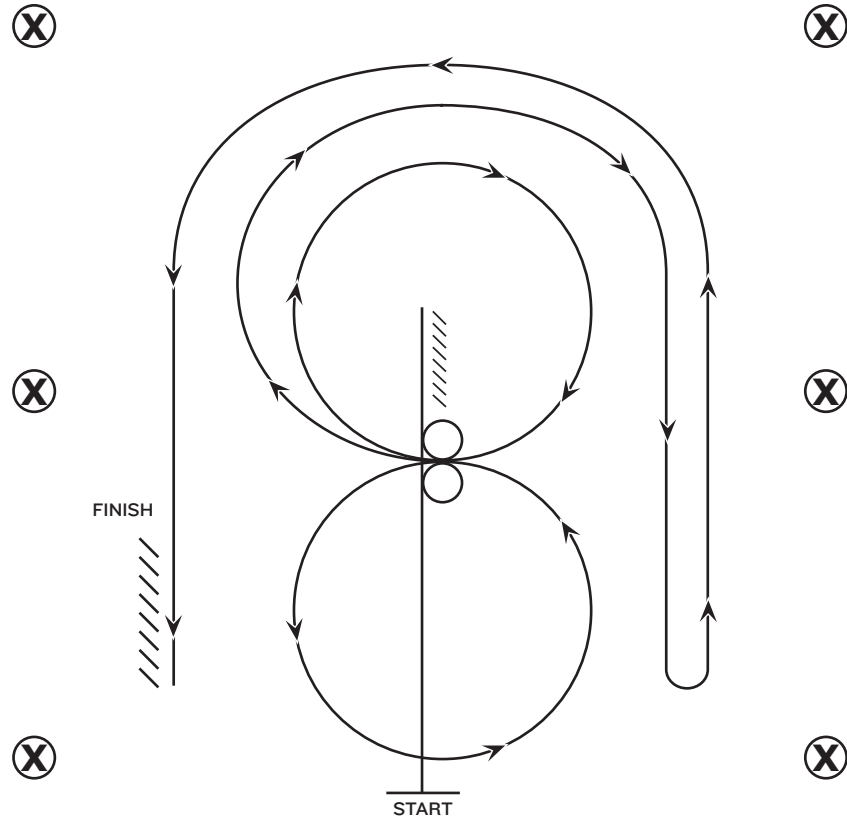


1. WALK FROM A TO B
2. STOP AT B, TURN 360 DEG LEFT
3. LOPE LEFT CIRCLE LEFT LEAD, SIMPLE LEAD CHANGE AT X
3. LOPE RIGHT CIRCLE RIGHT LEAD
4. JOG B TO C
6. STOP AT C AND BACKUP 4 STRIDES



1. WALK FROM A TO B
2. STOP AT B, TURN 360 DEG LEFT ON HAUNCHES
3. LOPE LEFT CIRCLE LEFT LEAD, FLYING CHANGE AT X, LOPE RIGHT CIRCLE RIGHT LEAD
4. STOP AT B, TURN 360 DEG RIGHT ON FOREHAND
5. EXTENDED JOG B TO C
6. STOP AT C AND BACKUP 4 STRIDES



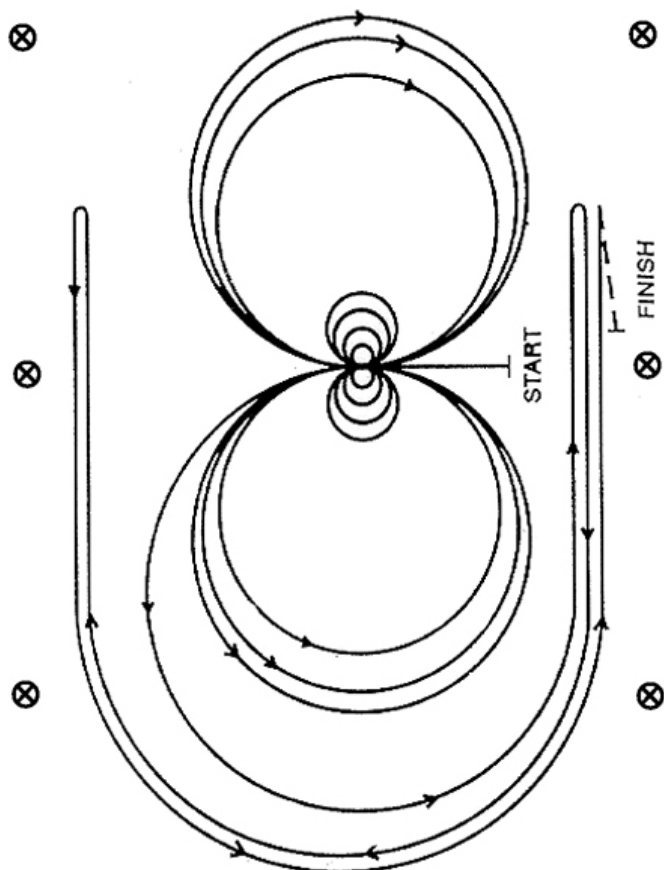


Pattern IC

1. Run past center of the arena, stop and back up to the center.
2. Complete one spin to the right.
3. Complete one and one quarter spin to the left.
4. Beginning on the right lead, complete one circle to the right. Stop at the center of the arena. Hesitate.
5. Beginning on the left lead, complete one circle to the left. Stop at the center of the arena. Hesitate.
6. Beginning on the right lead, go around the end of the arena and run down the right side of the arena past center marker. Stop and roll back to the left.
7. Continue around the end of the arena and run down the left side of the arena. Stop and back up.

Rider must dismount and drop the bridle to the designated judge.

REINING PATTERN 6



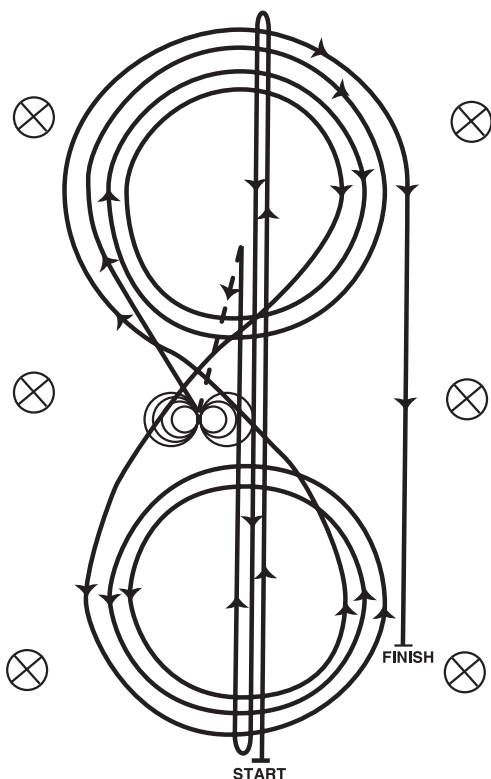
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
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 20 feet (6 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
 2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
 3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
 4. Complete four spins to the right.
 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
 6. Beginning on the right lead, 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.
 7. 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.
 8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.

