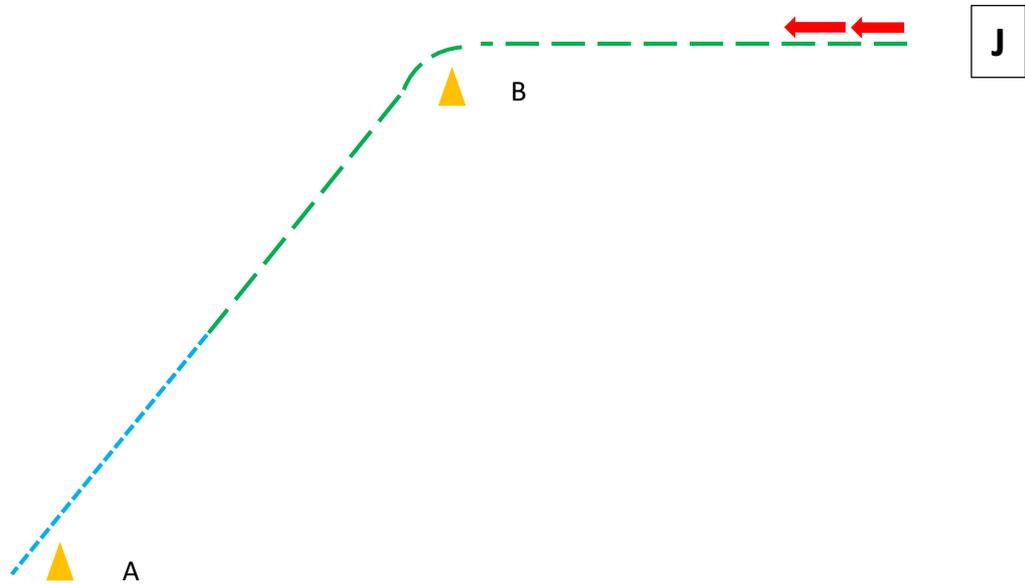


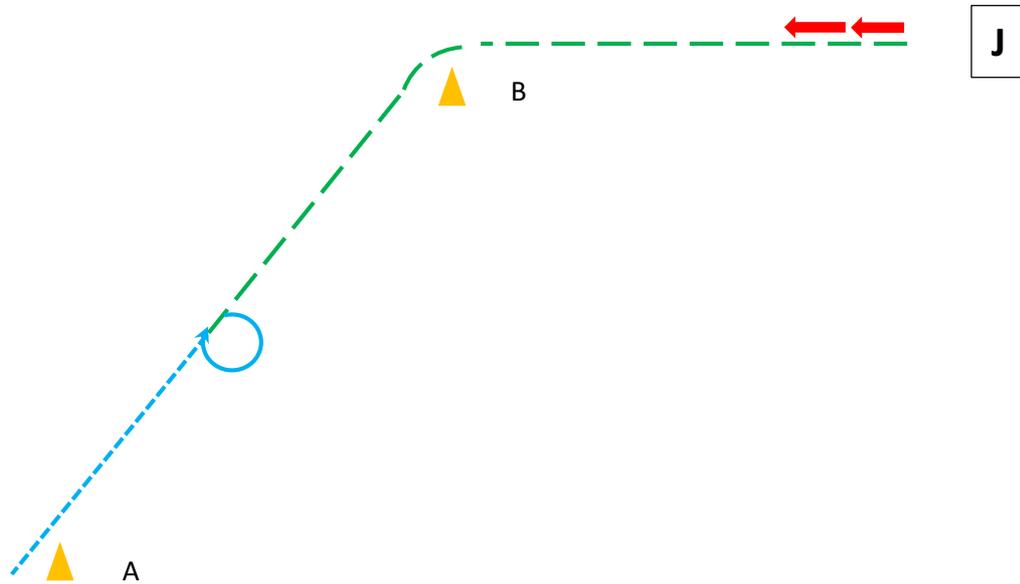
SHOWMANSHIP AT HALTER – NOVICE



INSTRUCTIONS:

1. Walk from cone A, then Jog
2. Jog to cone B and jog to the judge, stop
3. Set up
4. Back up a horse length

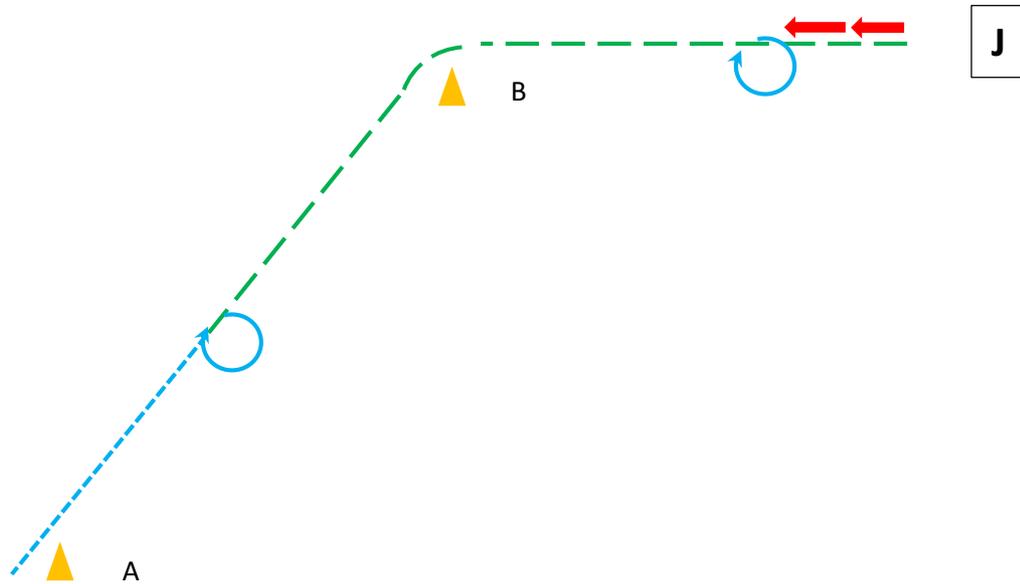
SHOWMANSHIP AT HALTER – INTERMEDIATE



INSTRUCTIONS:

1. Walk from cone A, then stop halfway between cone A and Cone B
2. Do a 360 degree turn to the right
3. Jog to cone B and jog to the judge, stop
4. Set up
5. Back up a horse length

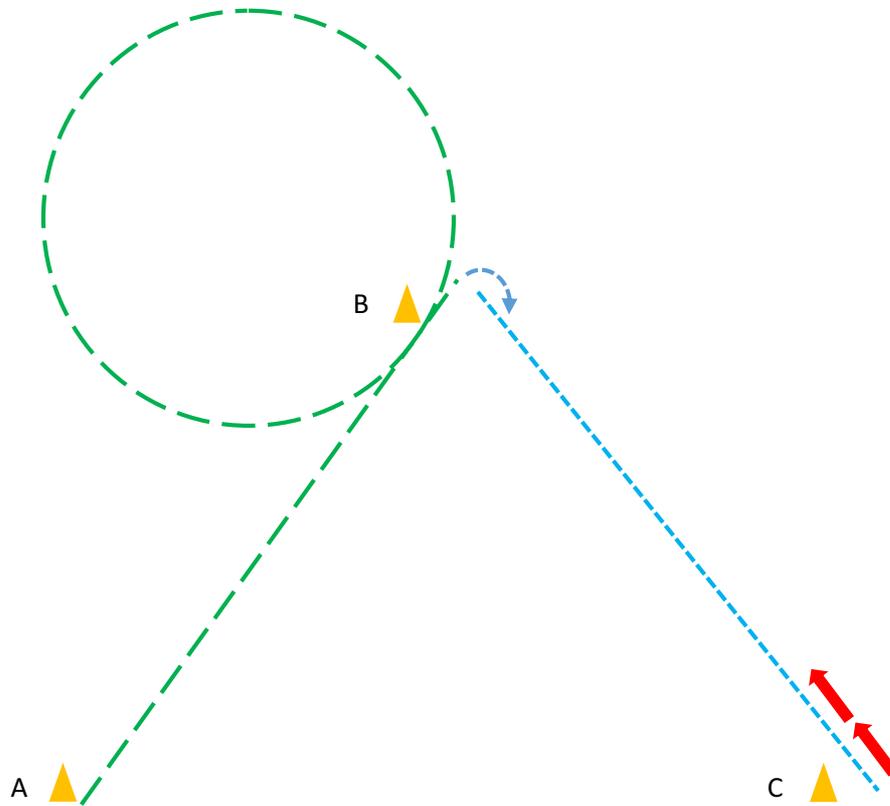
SHOWMANSHIP AT HALTER – OPEN



INSTRUCTIONS:

1. Walk from cone A, then stop halfway between cone A and Cone B
2. Do a 360 degree turn to the right
3. Jog to cone B and jog to the judge, stop
4. Set up
5. Back up a horse length
6. Do a 1 and a 1/4 turn to the right and leave arena / return to line up

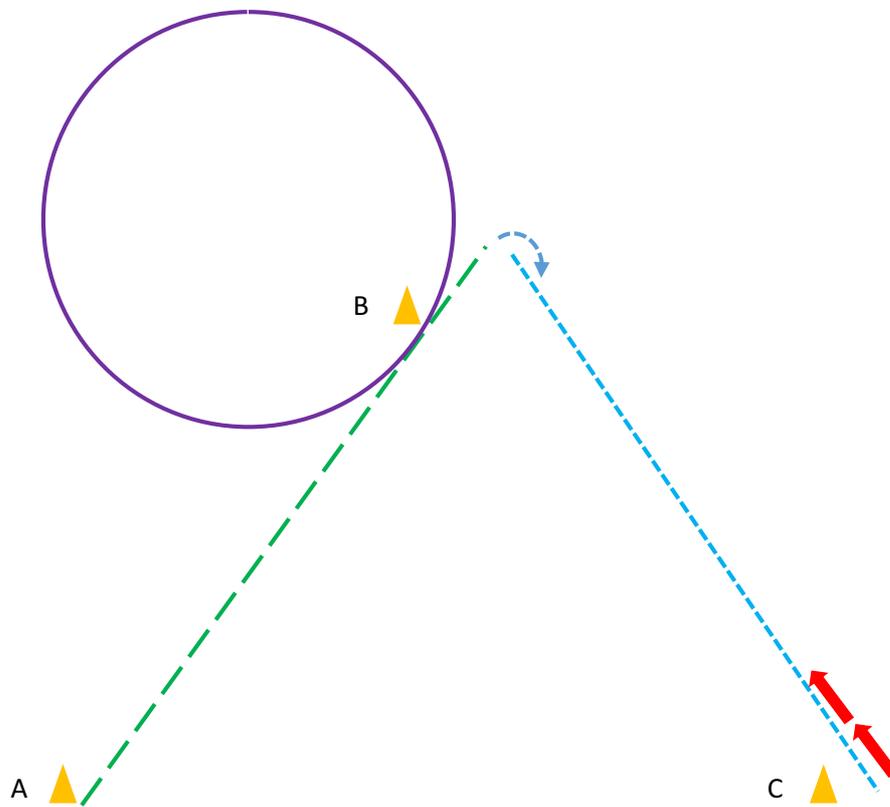
HORSEMANSHIP –NOVICE



INSTRUCTIONS:

1. Jog from cone A to cone B
2. At cone B jog a circle to the left, the jog past cone B
3. Stop and do a 45 degree turn towards Cone C
4. Walk to cone C, Stop at cone C, Back a horse length

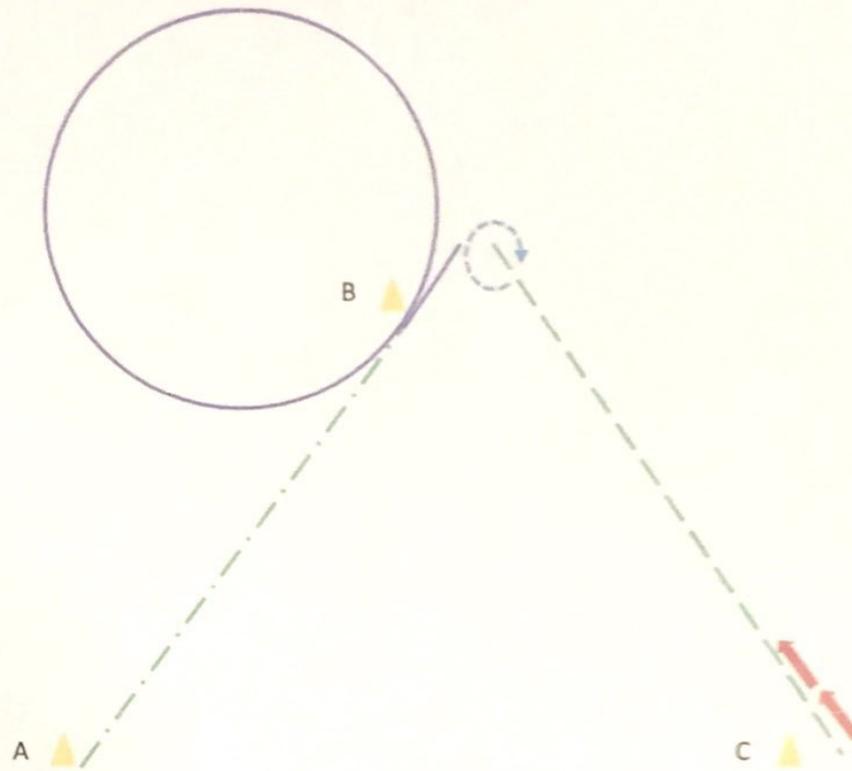
HORSEMANSHIP – INTERMEDIATE



INSTRUCTIONS:

1. Jog from cone A to cone B
2. At cone B lope, left lead and lope a circle to the left.
3. At Cone B jog and then jog past cone B, stop and do 45 degree turn towards Cone C
4. Walk to cone C, Stop at cone C, Back a horse length

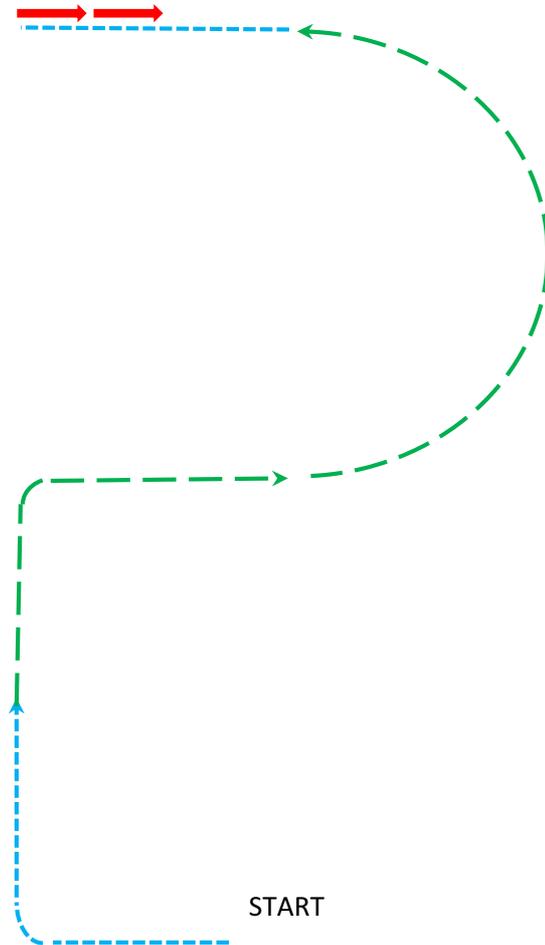
HORSEMANSHIP – OPEN



INSTRUCTIONS:

1. Extend the Jog from cone A to cone B
2. At cone B lope, left lead and lope a circle to the left.
3. Lope past Cone B, stop and do 1 and 1/4 turn right towards Cone C
4. Jog to cone C, Stop at cone C, Back a horse length

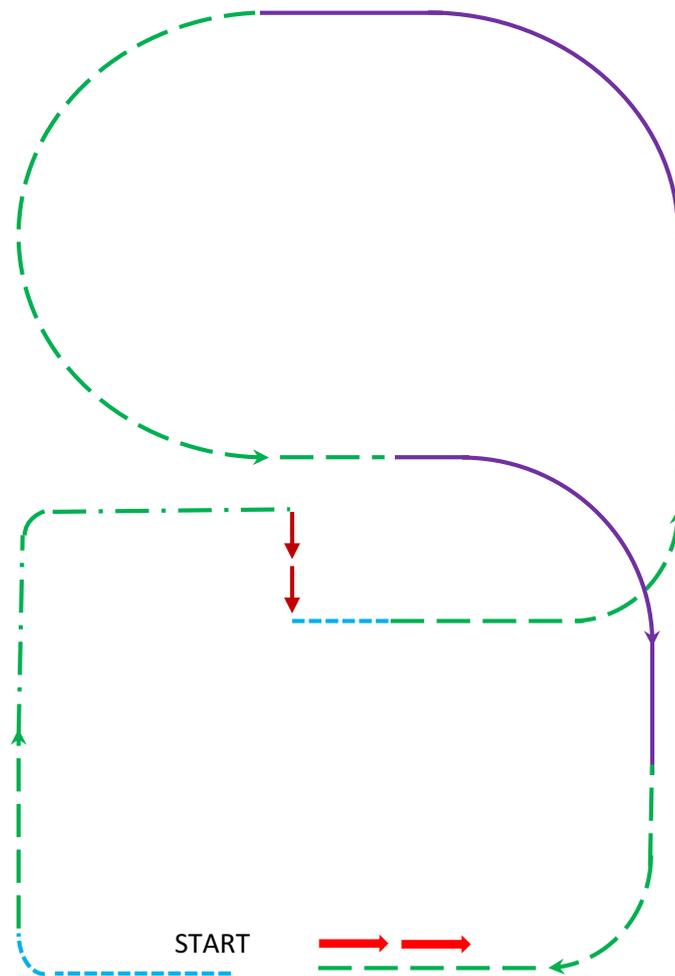
RANCH PLEASURE (RANCH RIDING) – NOVICE



INSTRUCTIONS:

1. Walk from the start, round the corner
2. Jog
3. Jog around to the right
4. Jog half circle to the left
5. Stop
6. Back

RANCH PLEASURE (RANCH RIDING) – INTERMEDIATE

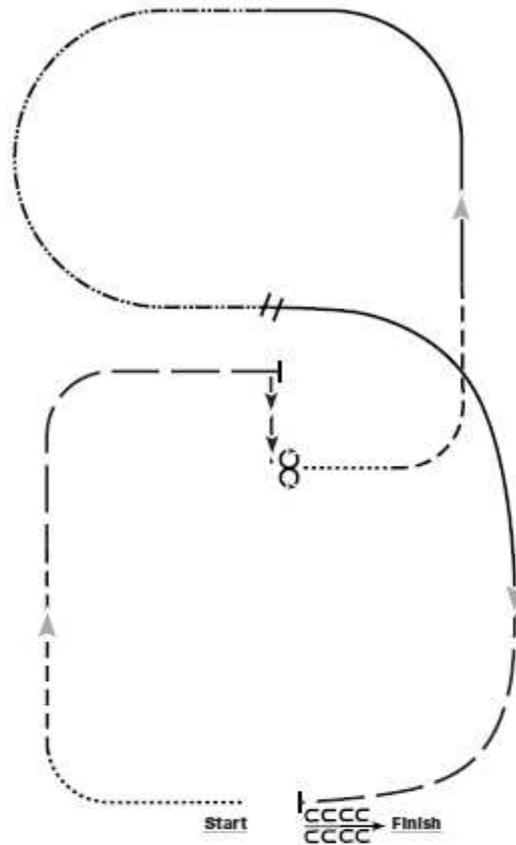


INSTRUCTIONS:

1. Walk from the start, round the corner
2. Jog
3. Extend Jog around to the right
4. Stop, Side pass to the right
5. Walk
6. Jog
7. Lope left lead
8. Jog
9. Lope right Lead
10. Jog
11. Stop, Back

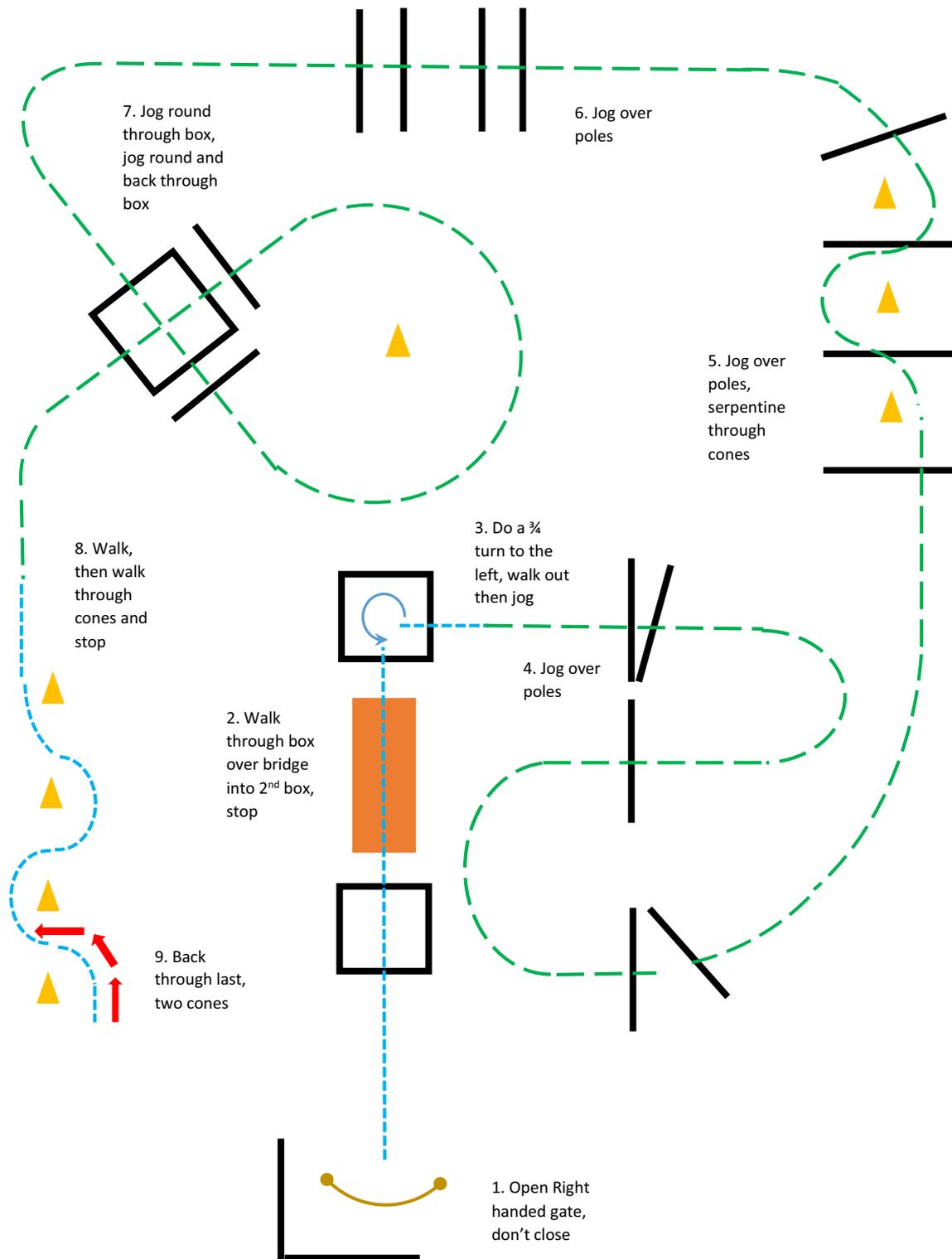
RANCH PLEASURE (RANCH RIDING) – OPEN

Ranch Riding Pattern #3

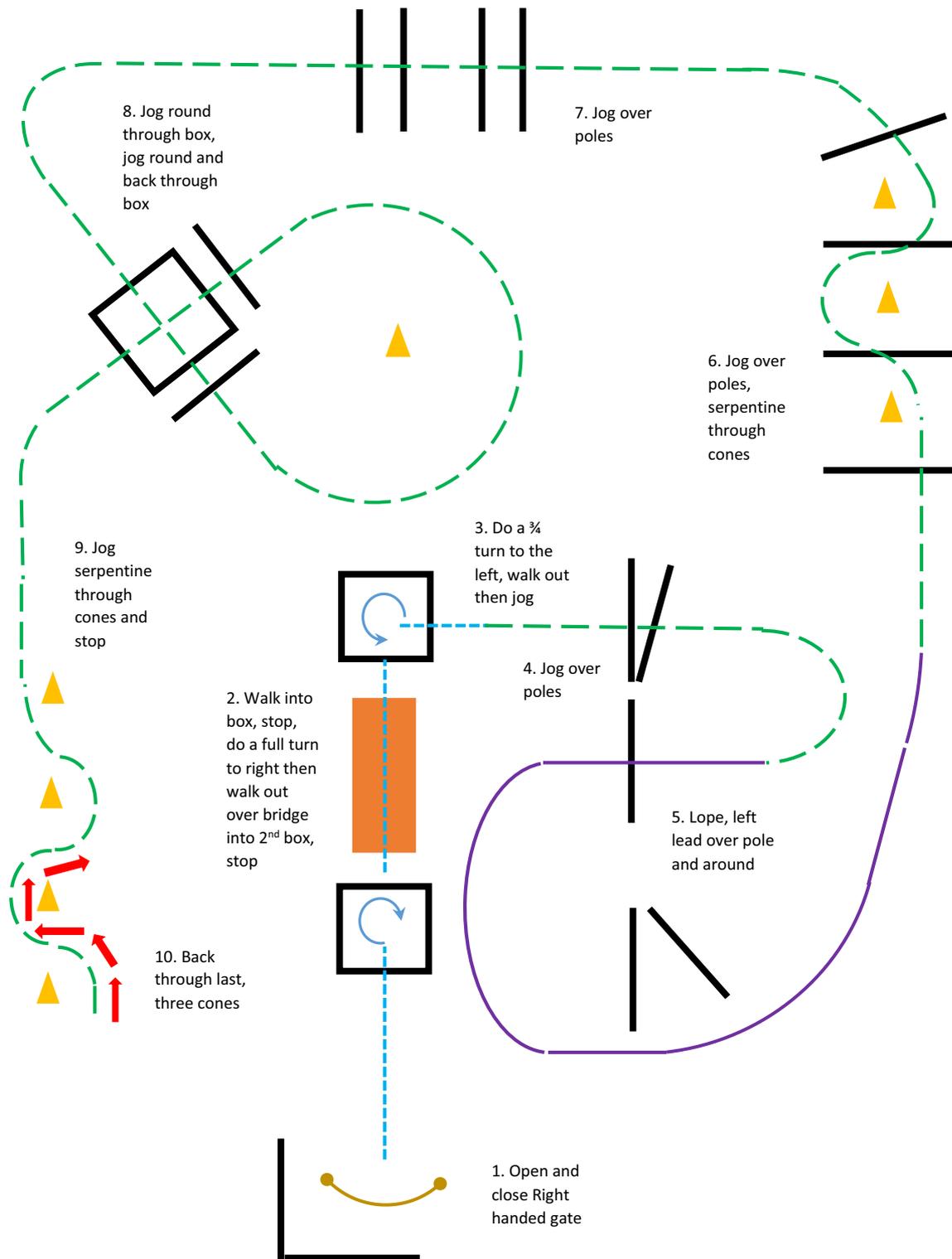


1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

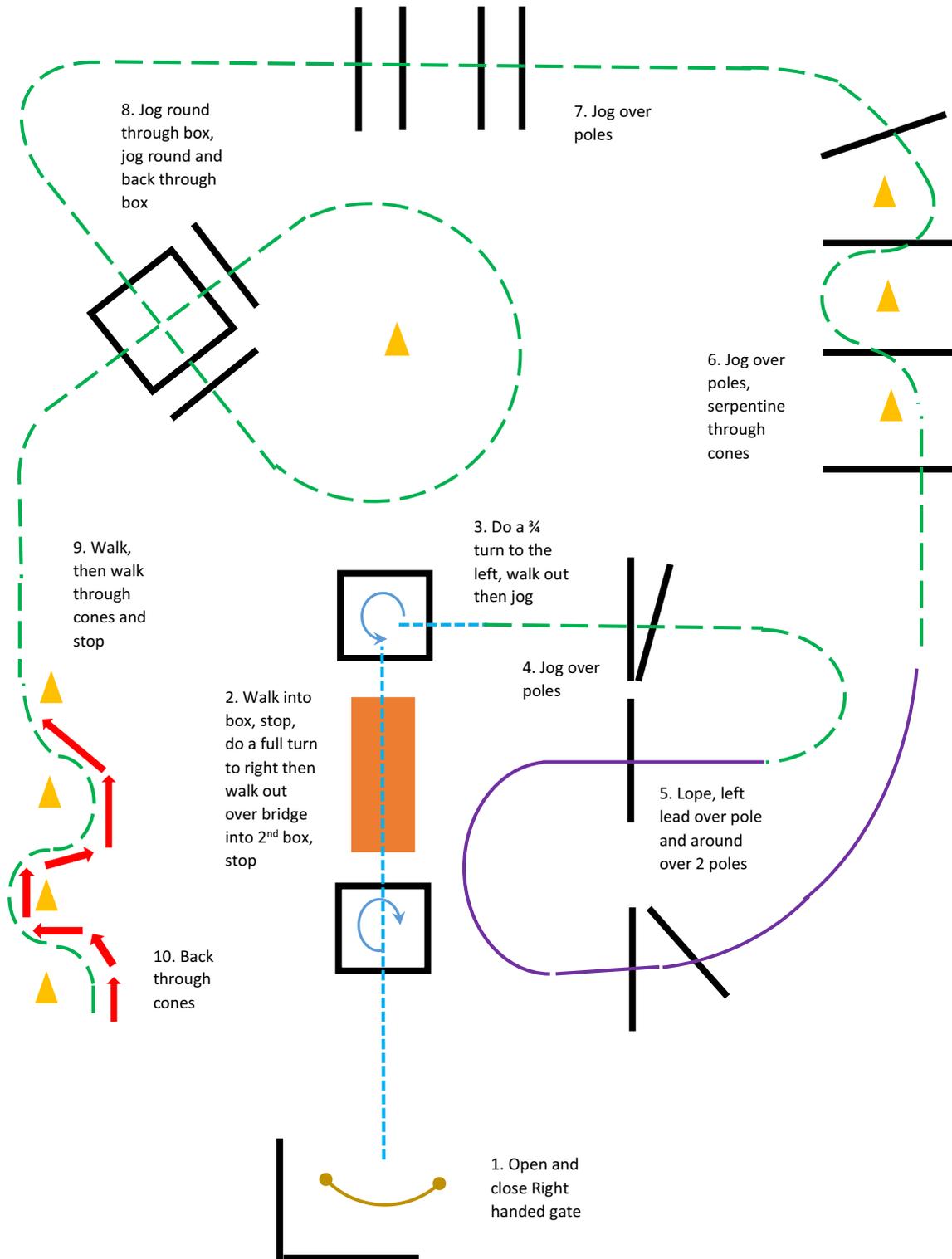
TRAIL – WALK TROT NOVICE



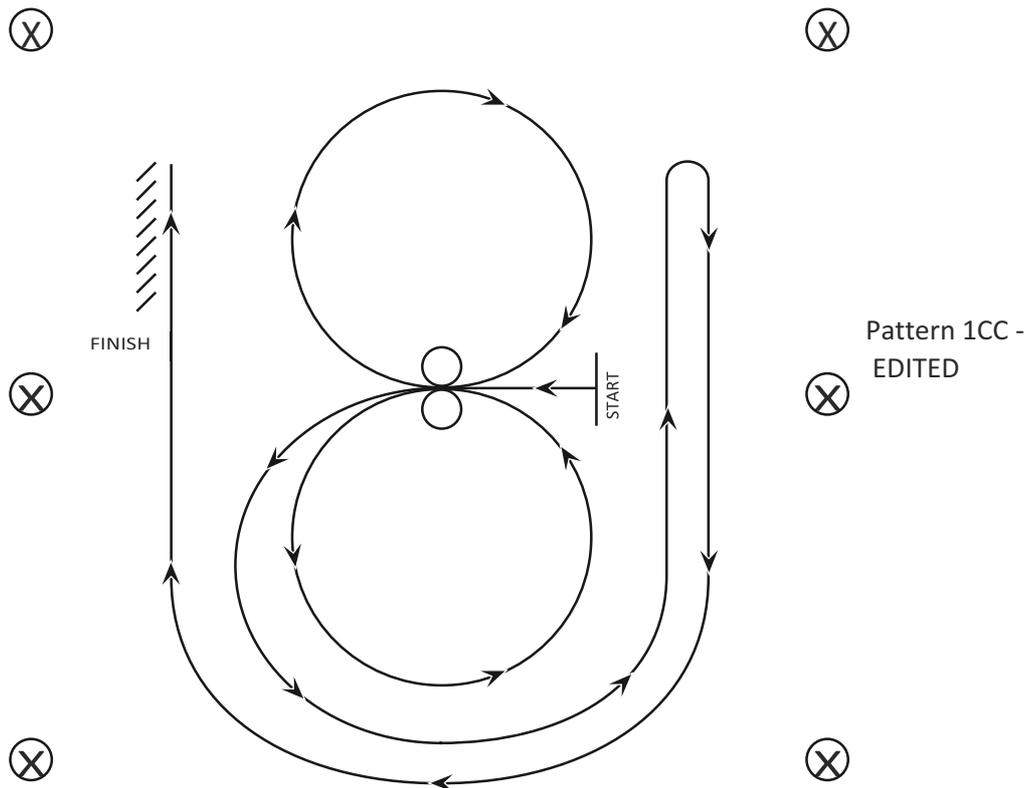
TRAIL – INTERMEDIATE



TRAIL – OPEN



REINING PATTERN 1CC (EDITED) – WALK TROT NOVICE

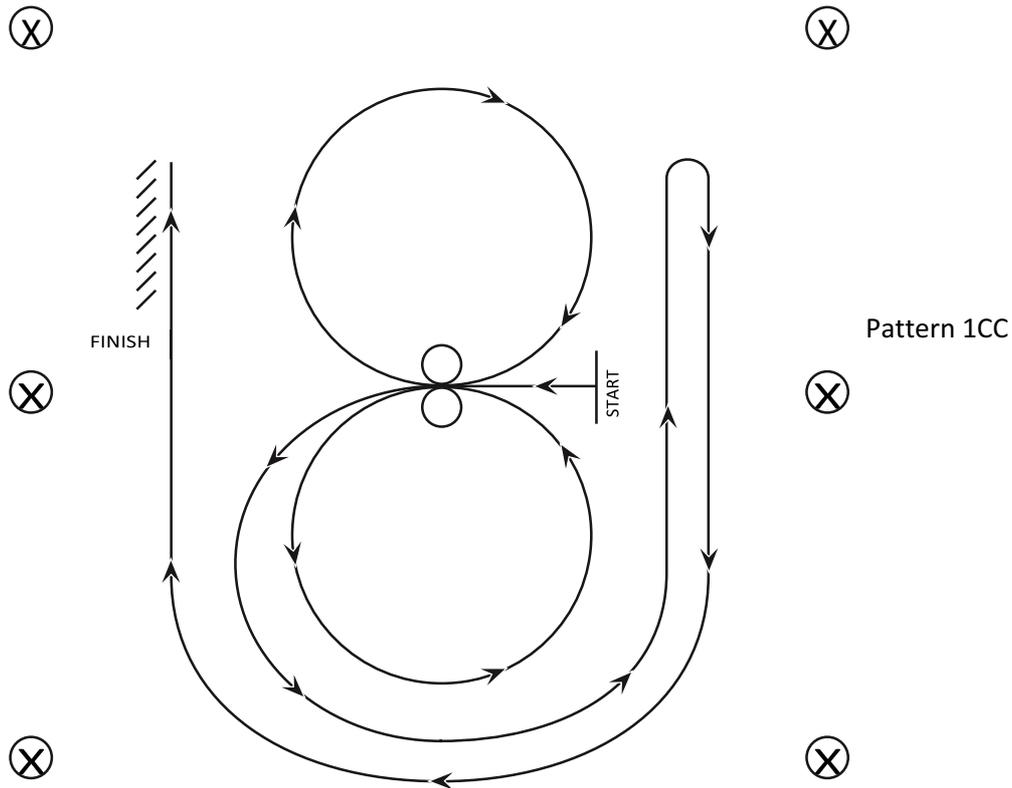


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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

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

REINING PATTERN 1CC – NOVICE LOPE PATTERN



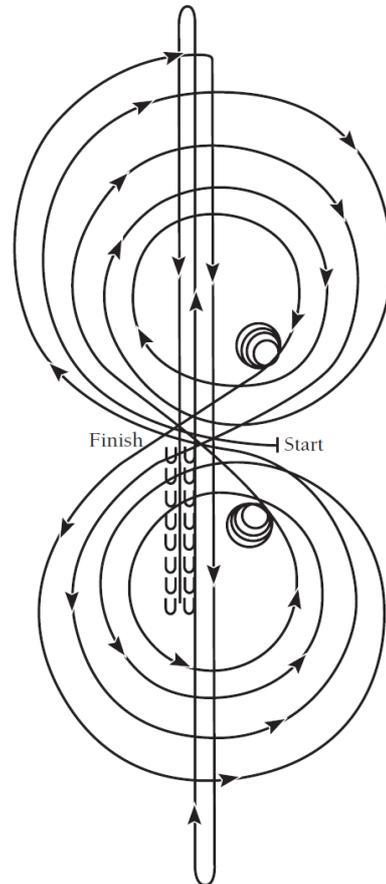
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on left lead, complete one circle to the left. Stop at center of the arena. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on right lead, complete one circle to the right. Stop at center. Hesitate.
4. Complete one spin to the right. Hesitate.
5. Beginning on 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 must dismount and drop the bridle to the designated judge

REINING PATTERN 4 – INTERMEDIATE & OPEN

Reining Pattern #4



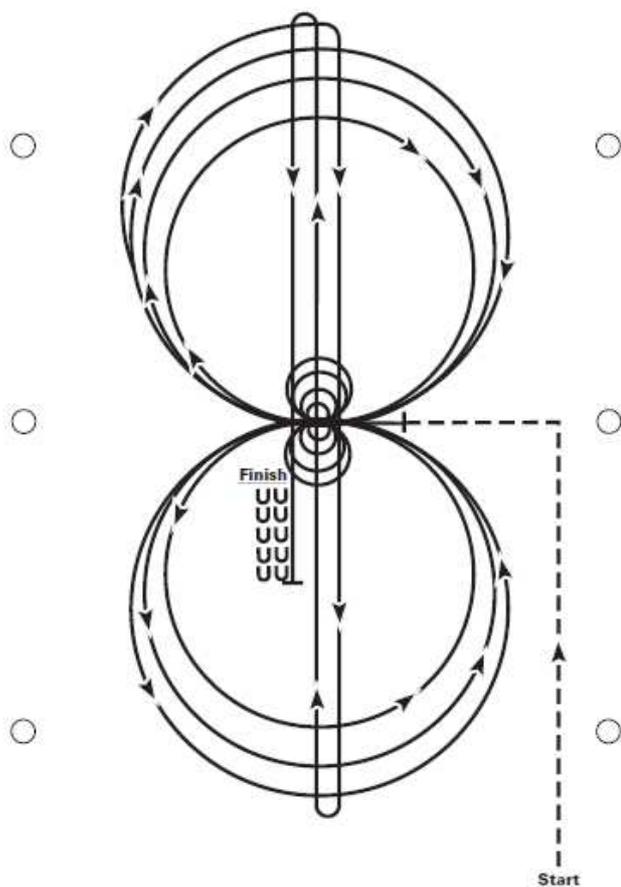
Horses may walk or *jog* to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
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 ten feet. Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

REINING PATTERN – INTERMEDIATE & OPEN PATTERN

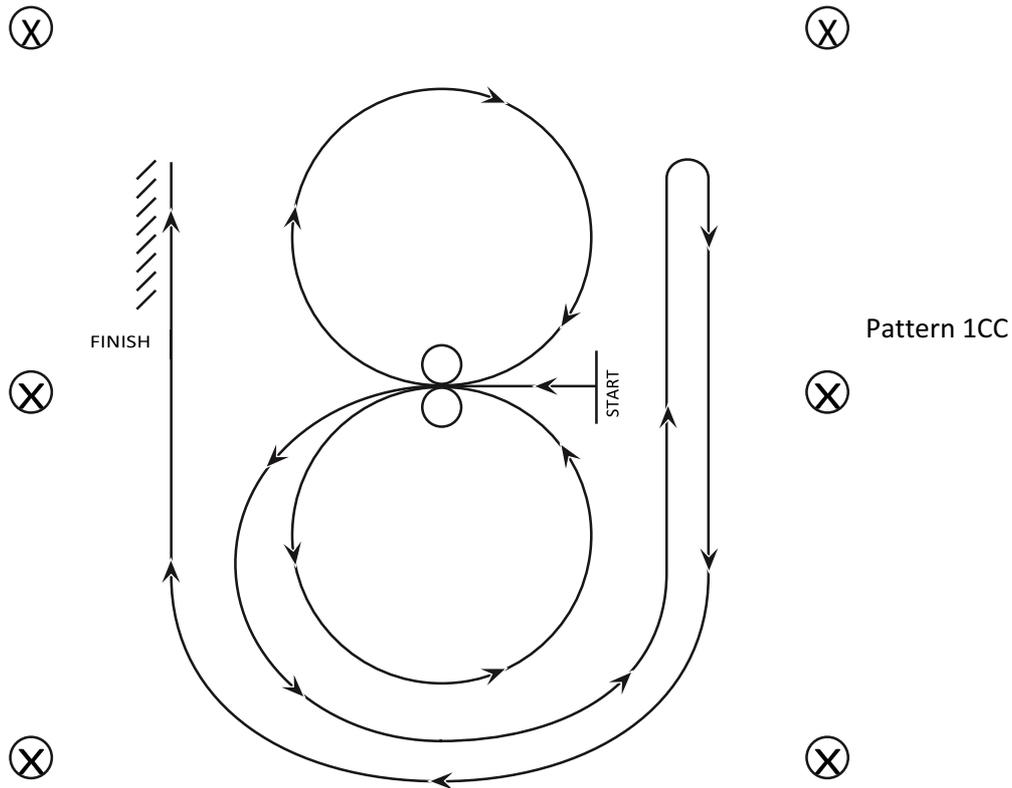
Reining Pattern #11



Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

- 1. Complete four spins to the left. Hesitate.*
- 2. Complete four spins to the right. Hesitate.*
- 3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.*
- 4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.*
- 5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback – no hesitation.*
- 6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.*
- 7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.*

REINING PATTERN 1CC – NOVICE LOPE PATTERN



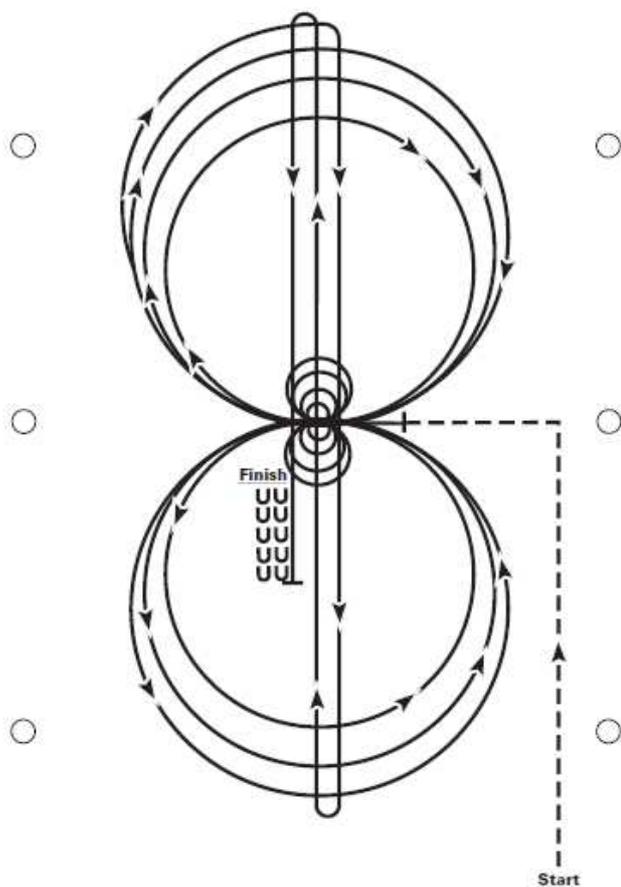
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on left lead, complete one circle to the left. Stop at center of the arena. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on right lead, complete one circle to the right. Stop at center. Hesitate.
4. Complete one spin to the right. Hesitate.
5. Beginning on 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 must dismount and drop the bridle to the designated judge

REINING PATTERN – INTERMEDIATE & OPEN PATTERN

Reining Pattern #11

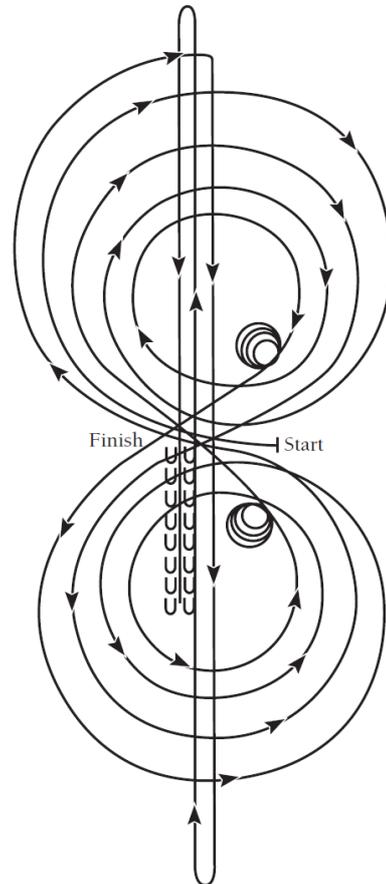


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

- 1. Complete four spins to the left. Hesitate.*
- 2. Complete four spins to the right. Hesitate.*
- 3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.*
- 4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.*
- 5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback – no hesitation.*
- 6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.*
- 7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.*

REINING PATTERN 4 – INTERMEDIATE & OPEN

Reining Pattern #4

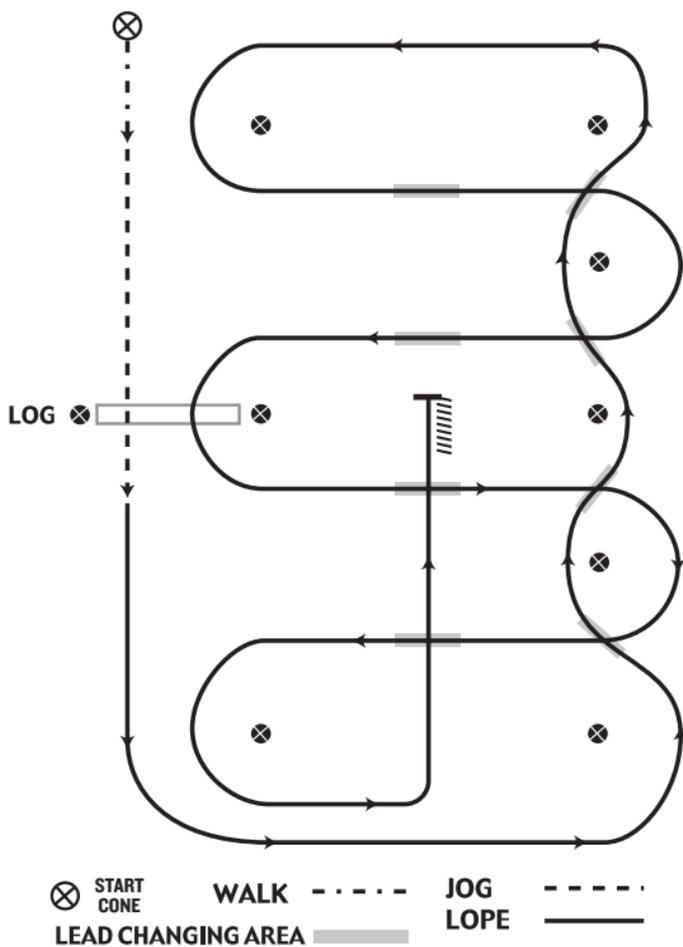


Horses may walk or *jog* to the center of the arena. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
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 ten feet. Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

WESTERN RIDING PATTERN I



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back