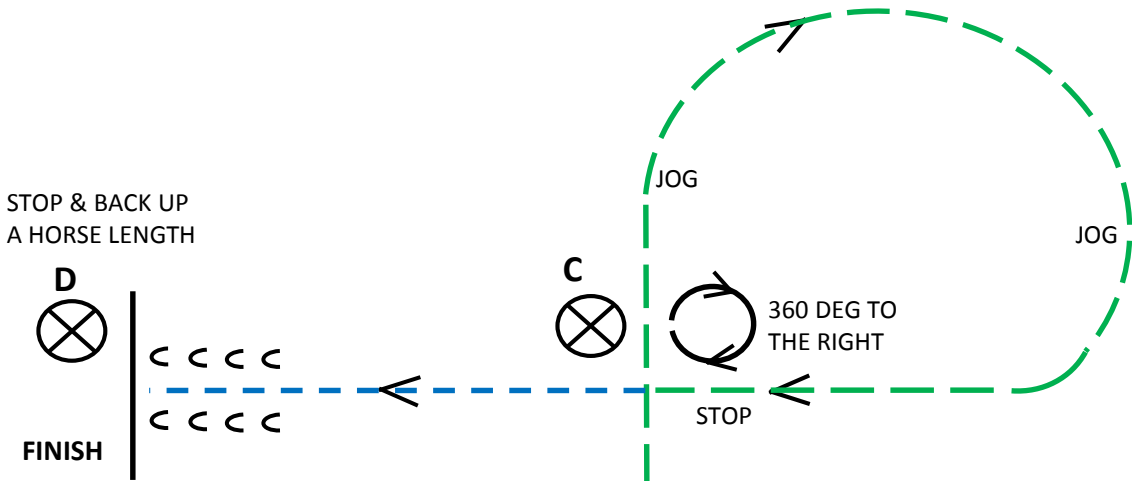


- INSTRUCTIONS:**
1. START AT CONE A AND WALK TO CONE B. AT CONE B JOG TO CONE C.
 2. AT CONE C, STOP, AND DO A 360 DEG TURN TO THE RIGHT
 3. JOG AROUND AS INDICATED TO CONE D. AT CONE D, DO A 90 DEG TURN TO THE RIGHT
 4. WALK TO CONE E AND START TO JOG AT CONE E FOLLOWING A DIAGONAL LINE TOWARDS THE JUDGE AND CONE F
 5. STOP AT CONE F, BACK UP 4 STEPS
 6. DO A 315 DEG TURN TO THE RIGHT, WALK UNTIL LINED UP WITH THE JUDGE
 7. SET UP FOR INSPECTION
 8. JOG TO FINISH

--- WALK
 --- JOG

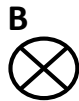


- INSTRUCTIONS:**
1. WALK FROM CONE A TO B
 2. AT CONE B, JOG AND CONTINUE AROUND TO THE RIGHT
 3. STOP AT CONE C AND DO A 360 DEG RIGHT TURN ON THE HINDQUARTERS
 4. WALK TO CONE D AND STOP WHERE INDICATED
 5. BACK UP A HORSE LENGTH

START



WALK



JOG



JOG



STOP

JOG



STOP & BACK UP
A HORSE LENGTH

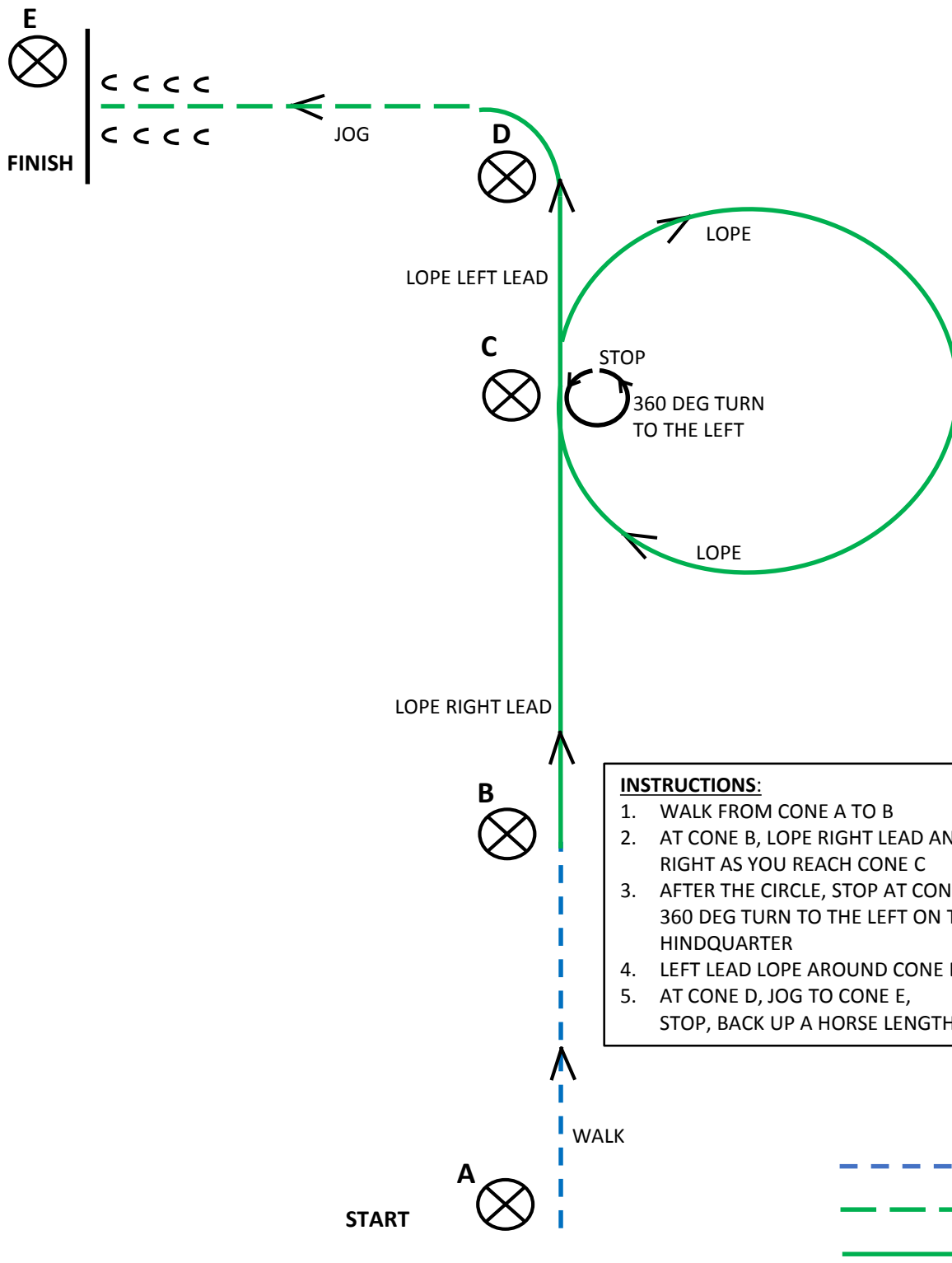
FINISH



Q4 2018: HORSEMANSHIP

INTERMEDIATE

STOP & BACK UP
A HORSE LENGTH



INSTRUCTIONS:

1. WALK FROM CONE A TO B
2. AT CONE B, LOPE RIGHT LEAD AND CIRCLE RIGHT AS YOU REACH CONE C
3. AFTER THE CIRCLE, STOP AT CONE C AND DO A 360 DEG TURN TO THE LEFT ON THE HINDQUARTER
4. LEFT LEAD LOPE AROUND CONE D
5. AT CONE D, JOG TO CONE E, STOP, BACK UP A HORSE LENGTH

- WALK
- - - JOG
- LOPE

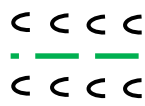
Q4 2018: HORSEMANSHIP

OPEN

STOP & BACK UP
A HORSE LENGTH



FINISH



JOG

2 3/4 TURN TO
THE RIGHT



STOP

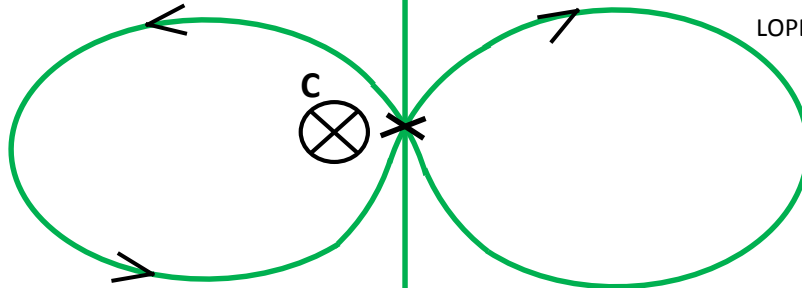
2 SPINS TO
THE LEFT



JOG

LOPE LEFT LEAD

LOPE LEFT LEAD



LOPE RIGHT LEAD

LOPE RIGHT LEAD



INSTRUCTIONS:

1. WALK FROM CONE A TO B
2. AT CONE B, RIGHT LEAD LOPE AND CIRCLE RIGHT AS INDICATED
3. AT CONE C CHANGE LEADS AND LOPE A CIRCLE TO THE LEFT, THEN CONTINUE ON THE LEFT LEAD STRAIGHT TO D
4. AT CONE D, STOP, DO 2 SPINS TO THE LEFT. STOP. DO 2 3/4 TURNS TO THE RIGHT.
5. JOG TO CONE E. STOP. BACK UP A HORSE LENGTH.

WALK



START

--- WALK

--- JOG

--- LOPE

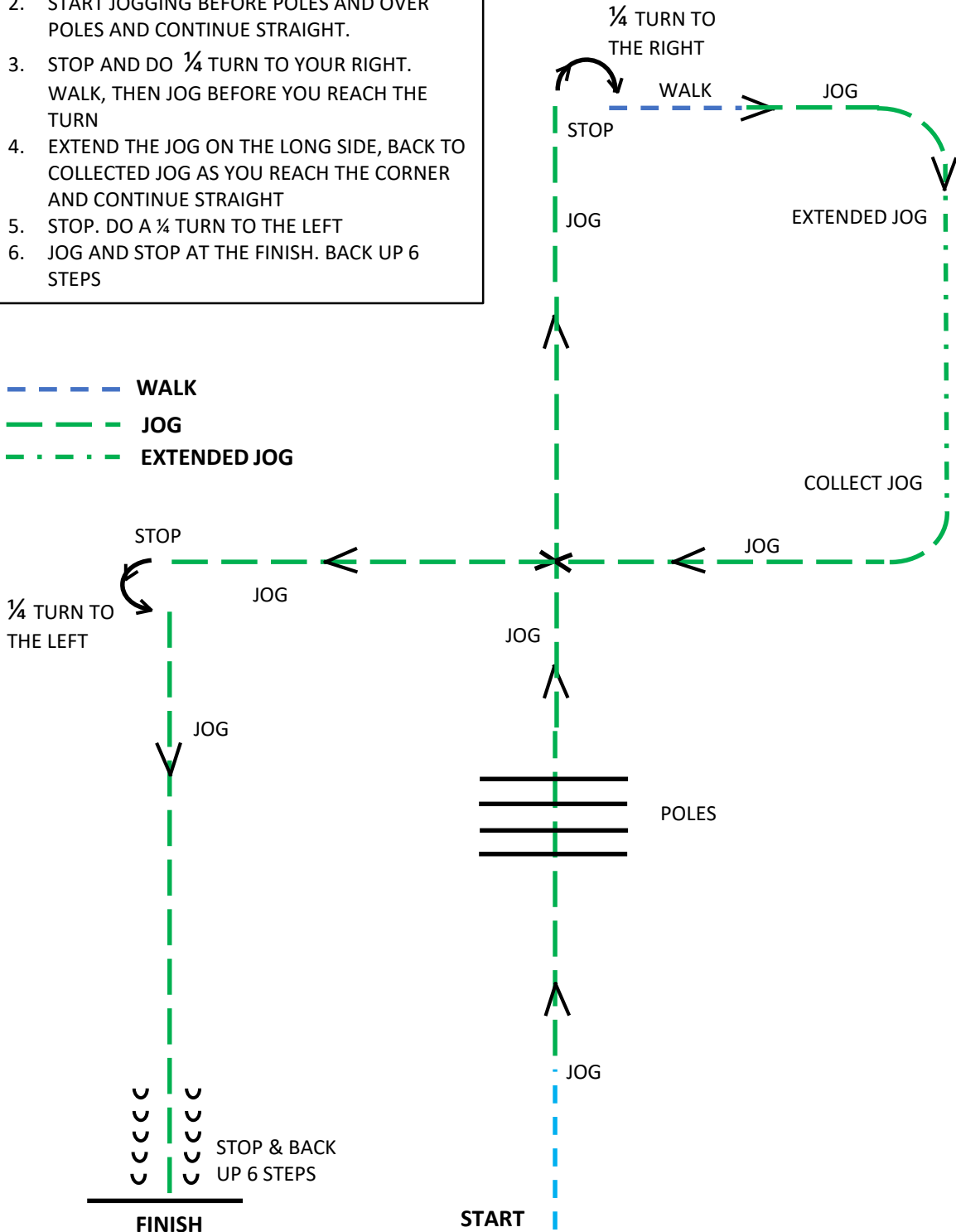
Q4 2018: RANCH RIDING

NOVICE

INSTRUCTIONS:

1. WALK FROM START.
2. START JOGGING BEFORE POLES AND OVER POLES AND CONTINUE STRAIGHT.
3. STOP AND DO $\frac{1}{4}$ 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 $\frac{1}{4}$ TURN TO THE LEFT
6. JOG AND STOP AT THE FINISH. BACK UP 6 STEPS

- WALK
- JOG
- . - . EXTENDED JOG



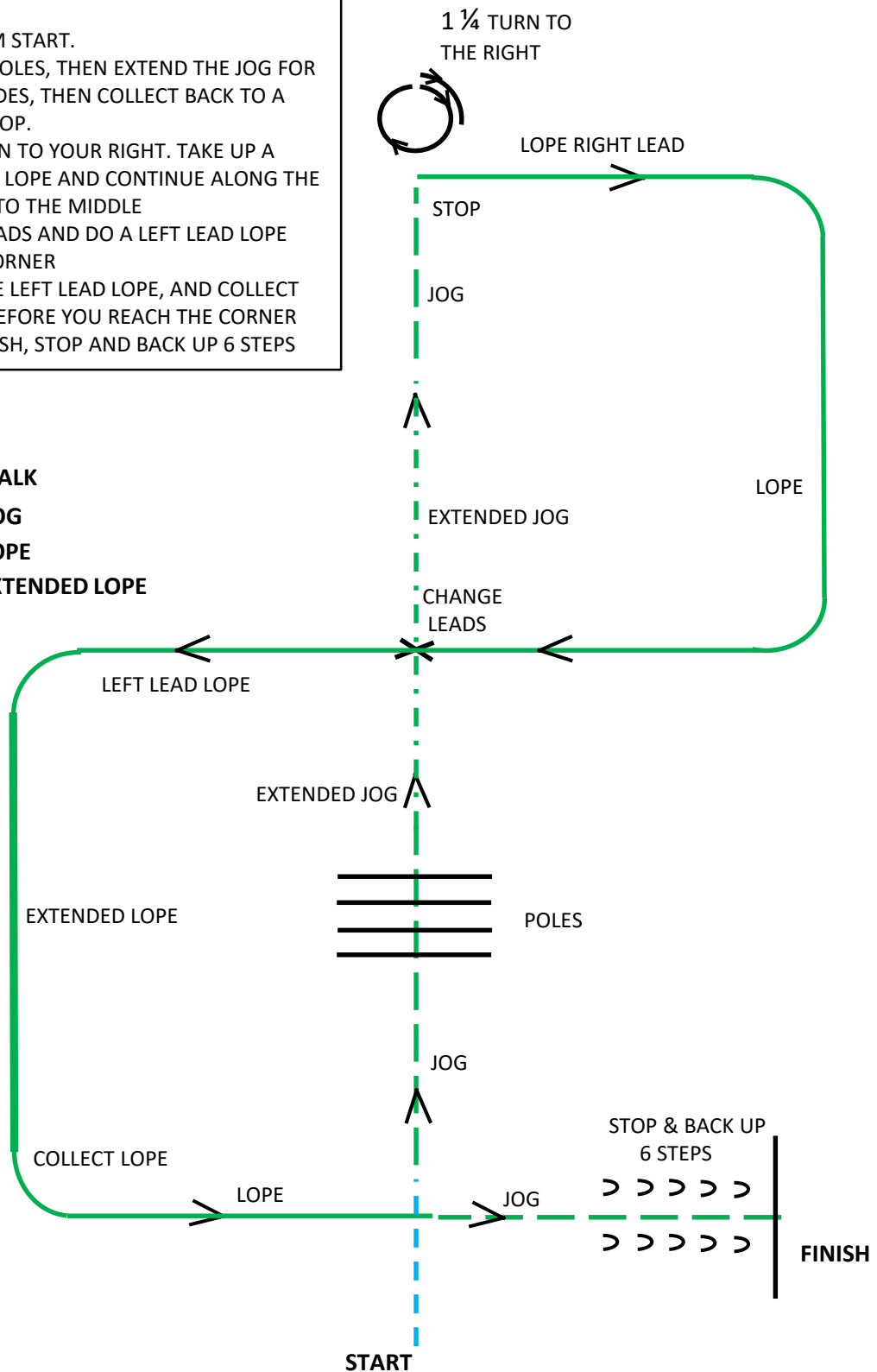
Q4 2018: RANCH RIDING

INTERMEDIATE & OPEN

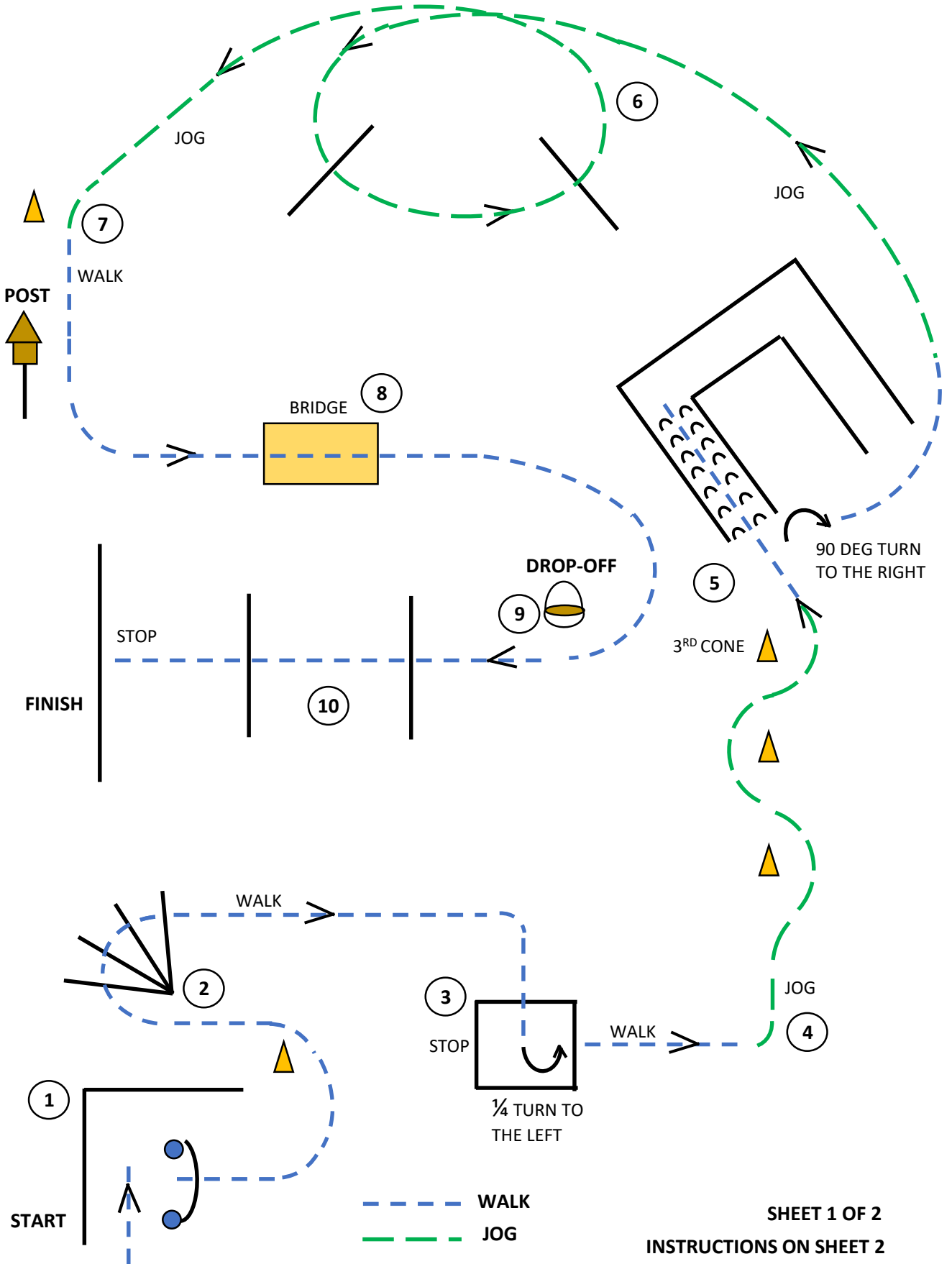
INSTRUCTIONS:

1. WALK FROM START.
2. JOG OVER POLES, THEN EXTEND THE JOG FOR A FEW STRIDES, THEN COLLECT BACK TO A JOG AND STOP.
3. DO 1 ¼ TURN TO YOUR RIGHT. TAKE UP A RIGHT LEAD LOPE AND CONTINUE ALONG THE LONG SIDE TO THE MIDDLE
4. CHANGE LEADS AND DO A LEFT LEAD LOPE AROUND CORNER
5. EXTEND THE LEFT LEAD LOPE, AND COLLECT THE LOPE BEFORE YOU REACH THE CORNER
6. JOG TO FINISH, STOP AND BACK UP 6 STEPS

-  WALK
-  JOG
-  LOPE
-  EXTENDED LOPE



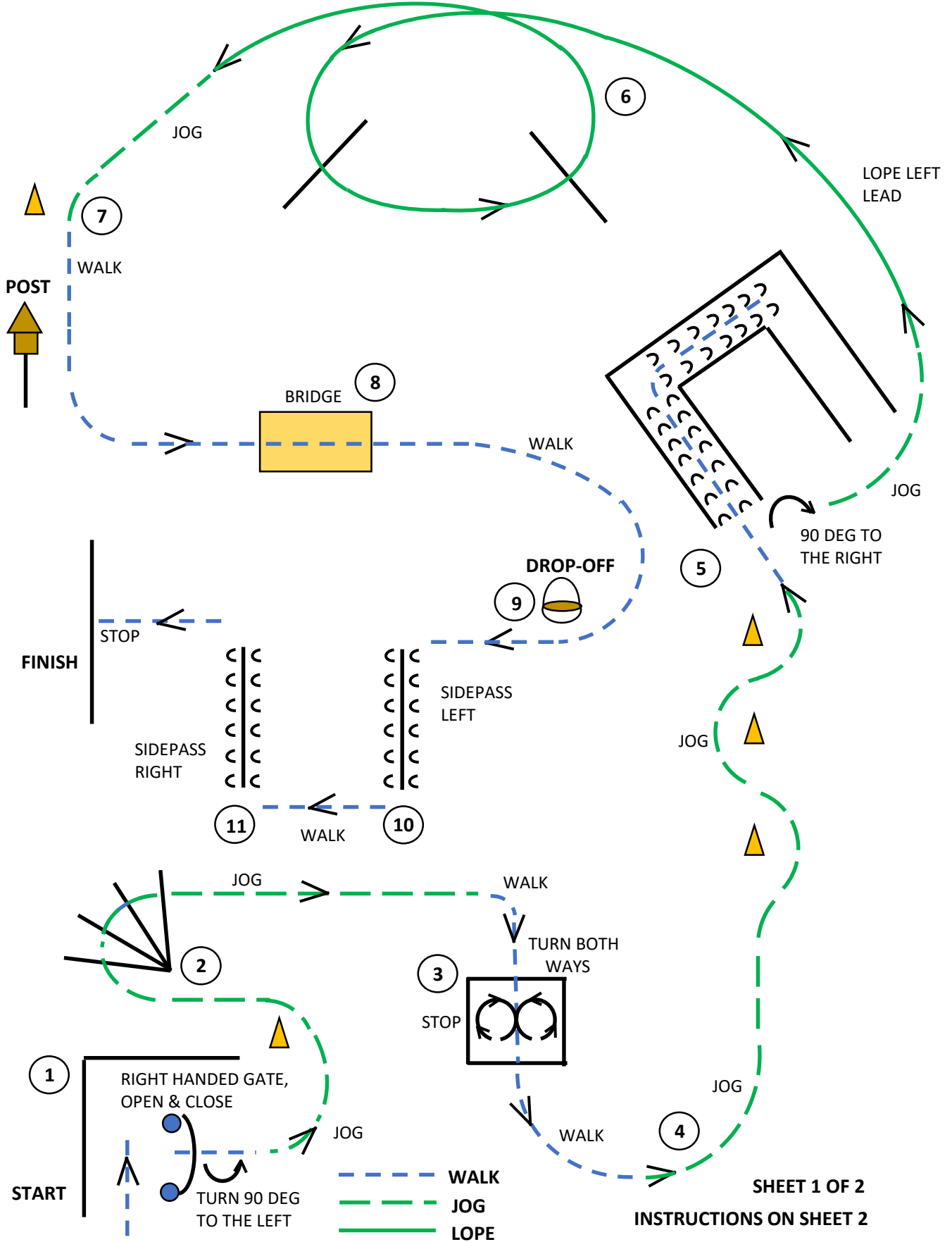
Q4 2018: TRAIL NOVICE



INSTRUCTIONS:

1. WALK INTO CHUTE AND OPEN RIGHT HANDED GATE. WALK THROUGH GATE AND AROUND CONE
2. JOG AT CONE AND OVER FAN.
3. WALK INTO BOX AND DO A $\frac{1}{4}$ TURN TO THE LEFT. WALK OUT OF BOX.
4. JOG A SERPENTINE THROUGH CONES.
5. WALK INTO CHUTE. BACK UP AND DO A $\frac{1}{4}$ TURN TO THE RIGHT.
6. JOG AROUND AND CIRCLE OVER 2 POLES.
7. WALK TO POSTBOX, REMOVE MAIL AND WALK TOWARDS BRIDGE
8. CROSS THE BRIDGE AND WALK AROUND TO THE DROP-OFF POINT (DRUM).
9. PUT THE MAIL IN THE BASKET ON TOP OF THE DRUM.
10. WALK OVER 2 POLES TO THE FINISH. STOP TO INDICATE COMPLETION OF PATTERN.

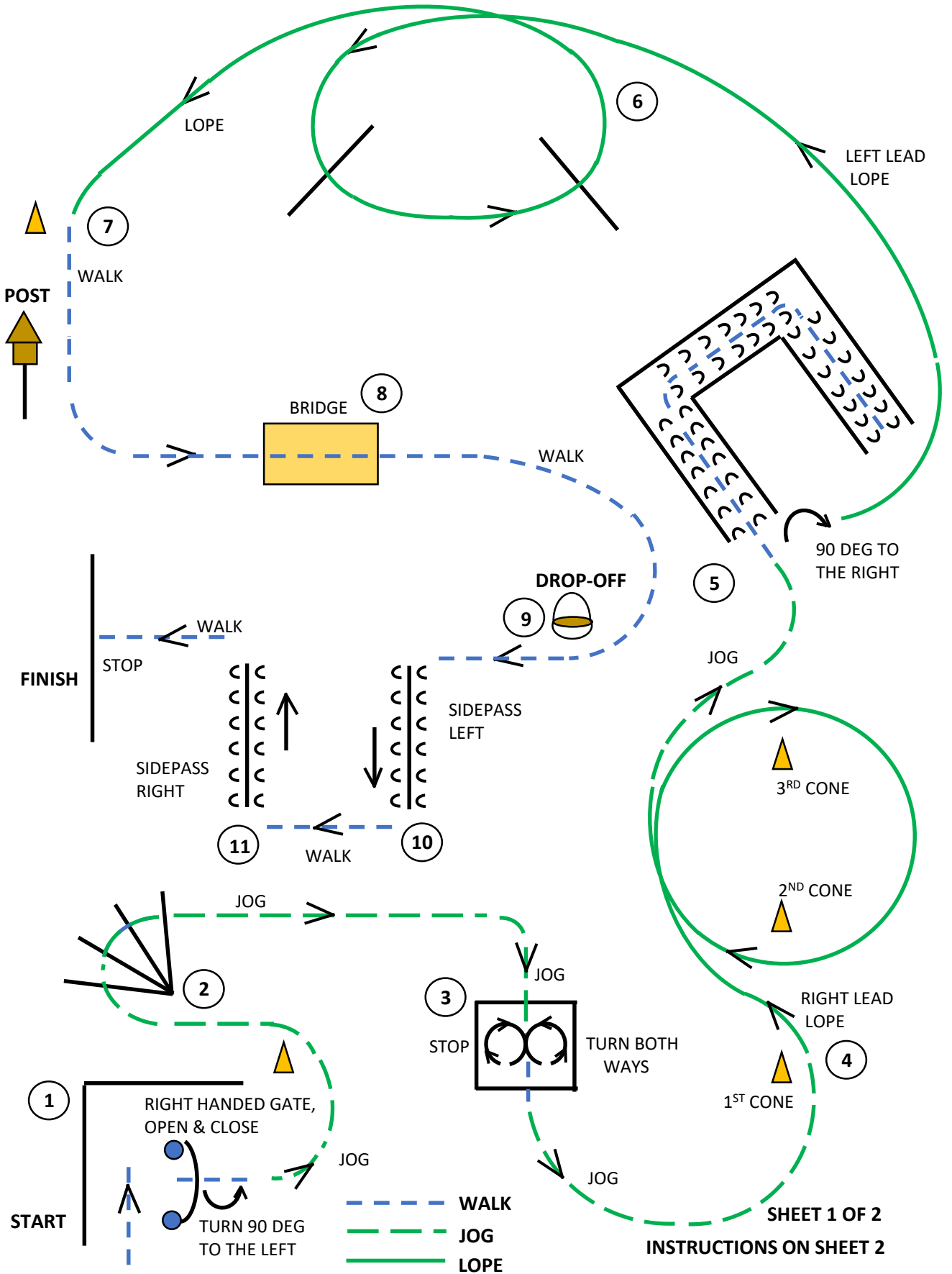
Q4 2018: TRAIL INTERMEDIATE



INSTRUCTIONS:

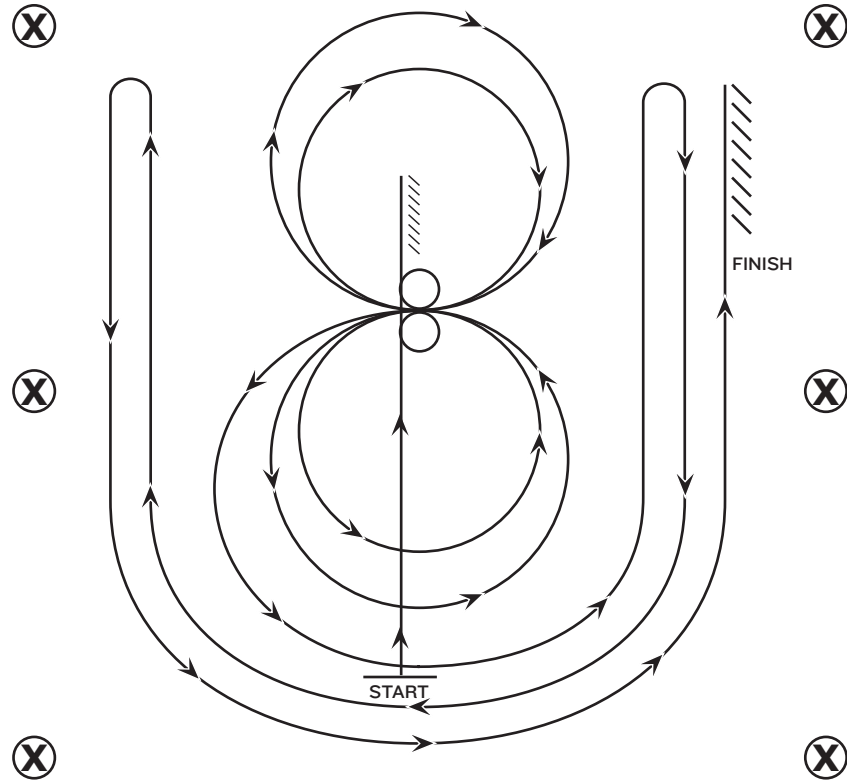
1. WALK INTO PASSAGE AND OPEN AND CLOSE RIGHT HANDED GATE. TURN 90 DEG TO THE LEFT, START JOGGING AROUND THE CONE.
2. JOG OVER FAN.
3. WALK INTO BOX AND DO A 360 DEG TURN BOTH WAYS, EITHER WAY FIRST. WALK OUT OF BOX.
4. JOG SERPENTINE THROUGH CONES.
5. WALK INTO CHUTE IN "L" SHAPE AND BACK OUT . DO A ¼ TURN TO THE RIGHT.
6. START JOGGING AND PICK UP A LEFT LEAD LOPE AROUND AND OVER POLES. THEN JOG.
7. WALK AT THE CONE. WALK TO POSTBOX, REMOVE MAIL.
8. WALK OVER BRIDGE AND AROUND TO THE DROP-OFF POINT (DRUM).
9. PUT THE MAIL IN THE BASKET ON TOP OF THE DRUM.
10. SIDEPASS LEFT OVER THE POLE. WALK TO THE SECOND POLE.
11. SIDEPASS RIGHT OVER THE POLE. WALK FORWARD AND STOP TO INDICATE COMPLETION OF PATTERN.

Q4 2018: TRAIL OPEN



INSTRUCTIONS:

1. WALK INTO CHUTE AND OPEN AND CLOSE RIGHT HANDED GATE. TURN 90 DEG TO THE LEFT, JOG AROUND CONE.
2. JOG OVER FAN AND AROUND INTO BOX. STOP.
3. DO A 360 DEG TURN BOTH WAYS. WALK OUT OF BOX.
4. JOG AROUND FIRST CONE AND TAKE UP A RIGHT LEAD LOPE. LOPE A SMALL AND SLOW CIRCLE AROUND THE SECOND AND THIRD CONES.
5. JOG BEFORE CHUTE. WALK AT THE CHUTE AND INTO THE "U" SHAPE AND BACK OUT. DO A $\frac{1}{4}$ TURN TO THE RIGHT.
6. TAKE UP A LEFT LEAD LOPE AND LOPE AROUND AND OVER THE POLES.
7. WALK AT THE CONE AND IN LINE WITH THE POSTBOX.
WALK TO POSTBOX, REMOVE MAIL AND WALK TOWARDS THE BRIDGE.
8. CROSS THE BRIDGE AND WALK AROUND TO THE DROP-OFF POINT (DRUM).
9. PUT THE MAIL IN THE BASKET ON TOP OF THE DRUM.
10. SIDEPASS LEFT OVER THE POLE. WALK TO SECOND POLE.
11. SIDEPASS RIGHT OVER THE POLE. WALK AND STOP TO INDICATE COMPLETION OF PATTERN.

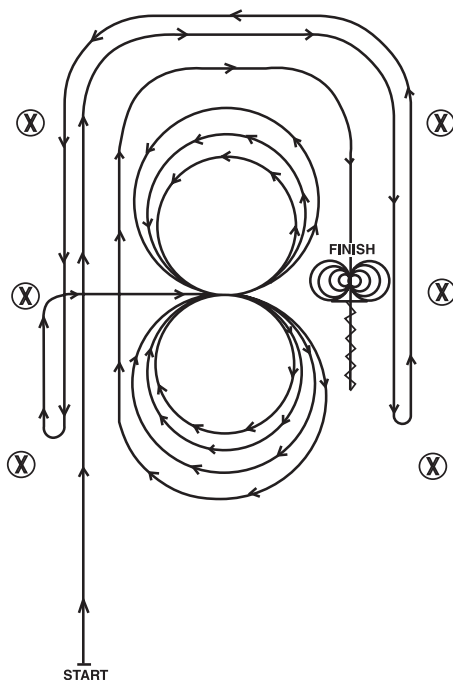


Pattern IB

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

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

REINING PATTERN 3

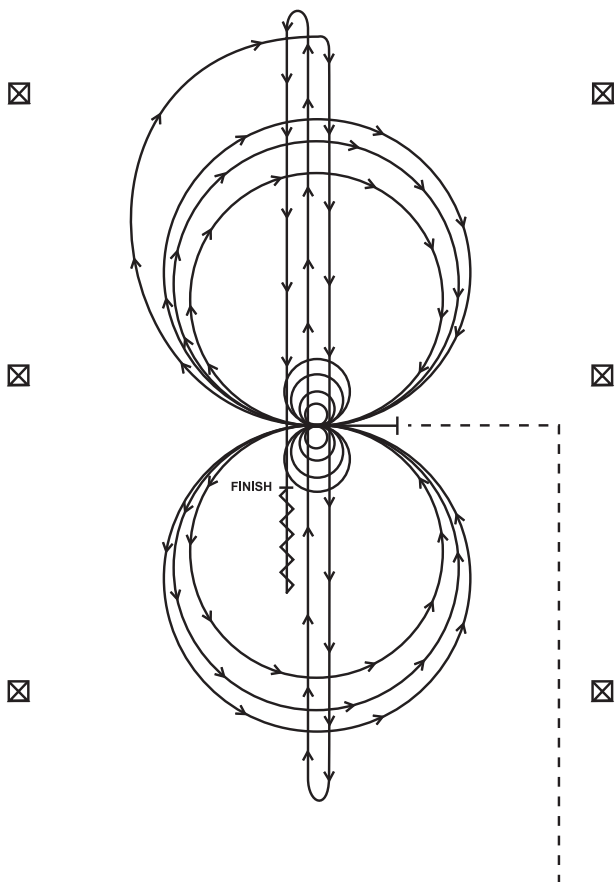


○ MARKER

1. Beginning, and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN II



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses 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 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 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.