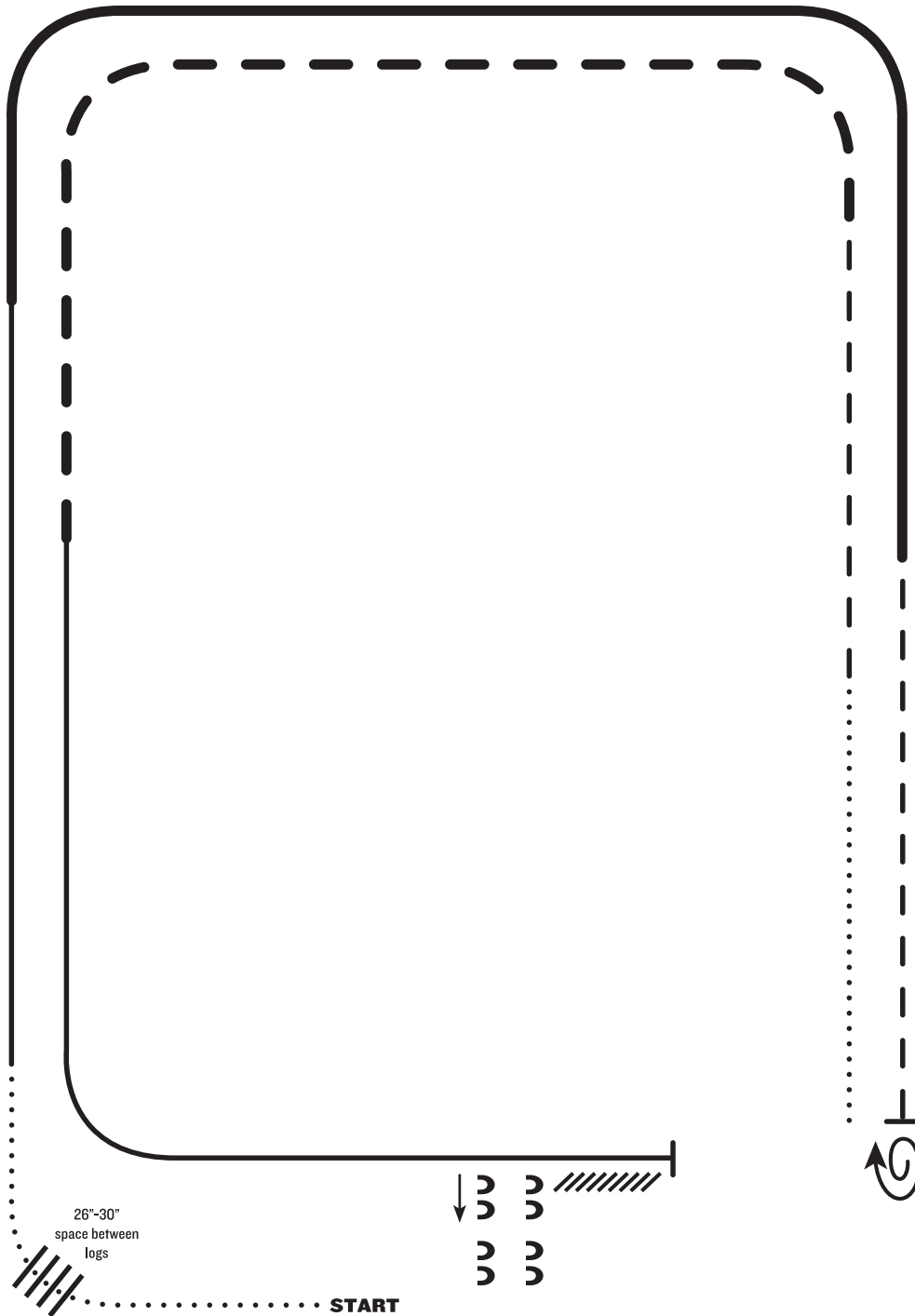


RANCH RIDING - PATTERN 6

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
\\	Lead Change



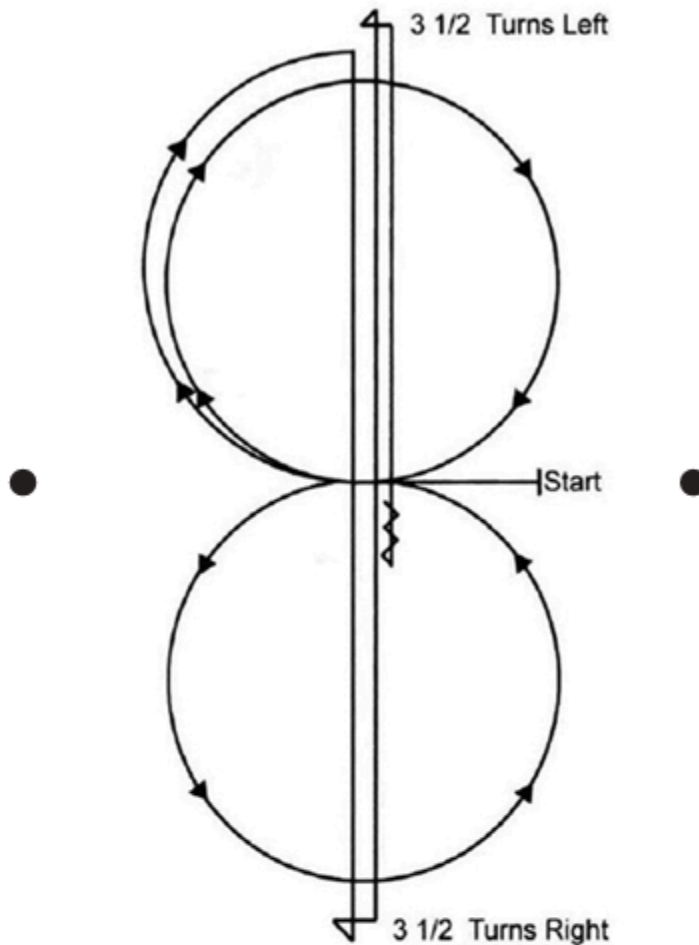
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.



Reining
Novice, L1 Novice and Novice Youth

Stock Horse Reining pattern 7



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

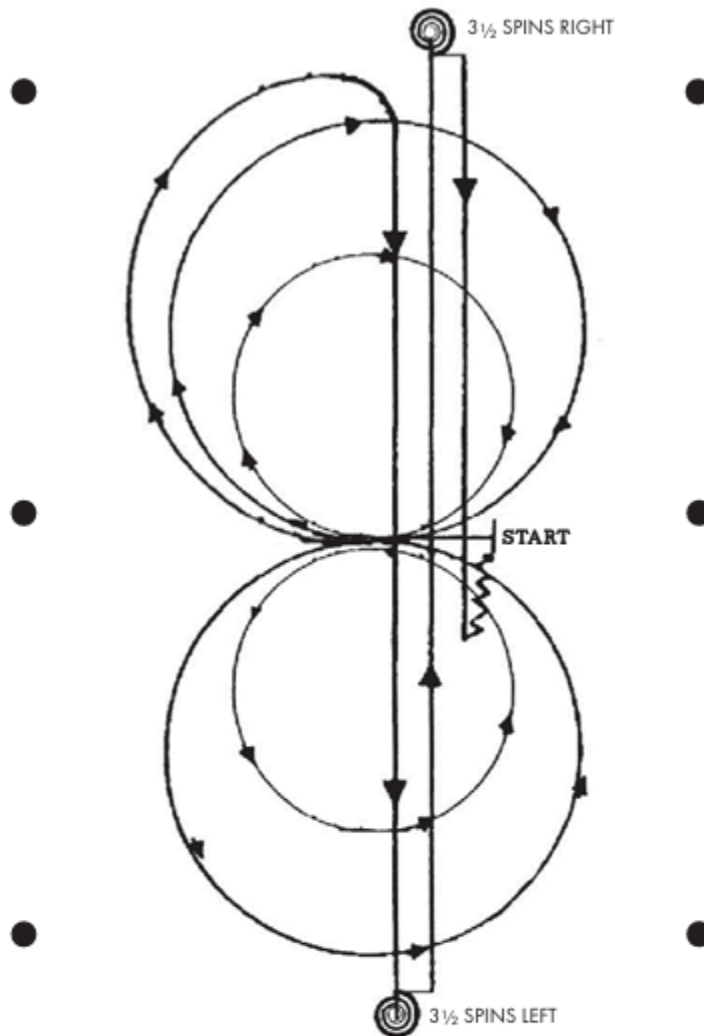
- 1.** Start by trotting into center of arena and stop.
- 2.** Begin on right lead and lope one circle to the right. Change leads to the left.
- 3.** Complete one circle to the left. Change leads to the right and go to the top of the arena.
- 4.** Run down the center of arena to far end past the end marker and come to a sliding stop.
- 5.** Complete 3 1/2 spins to the right
- 6.** Run down to other end of arena, past the end marker, come to a sliding stop.
- 7.** Complete 3 1/2 spins to the left
- 8.** Run past the center marker and come to a sliding stop
- 9.** Back at least 10 feet in a straight line
- 10.** Hesitate to complete pattern



Reining

*Open, Open JR, Non-Pro, Ltd Non Pro
Non Pro Box, Intermediate, Non Pro JR
Youth*

Stock Horse Reining Pattern 10

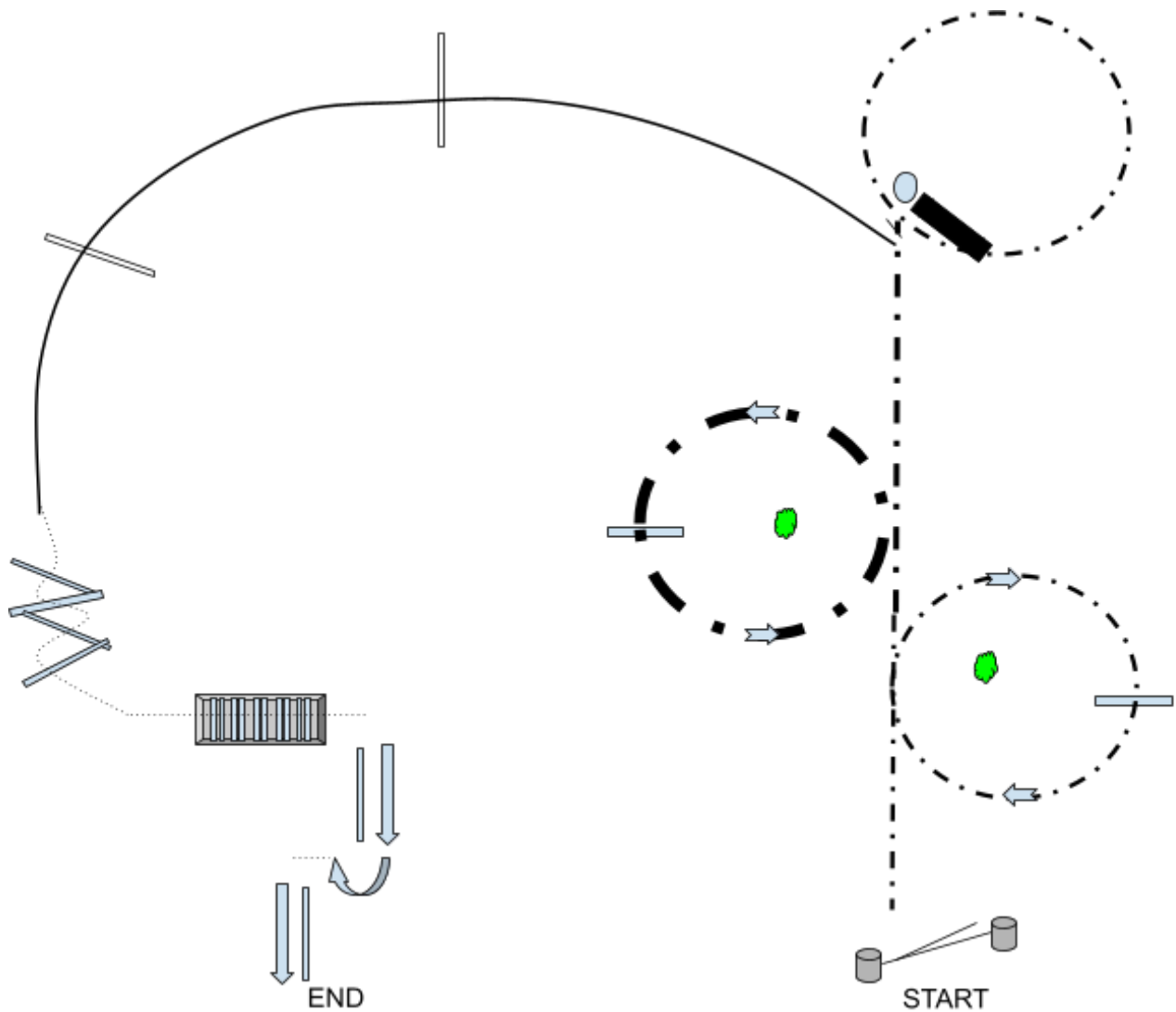


Trot to center of arena, stop.

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.

Trail

All Divisions



1. Open Gate
2. Trot first circle to the right
3. Extended trot next circle to the left
4. Trot to Drag. Drag to the right (youth/novice trot circle).
5. Lope left lead over logs
6. Walk over log garden (find your own path)
7. Walk to and over bridge
8. Side pass right, and do a 180 to the right
9. Sidepass left. Hesitate to show completion.

