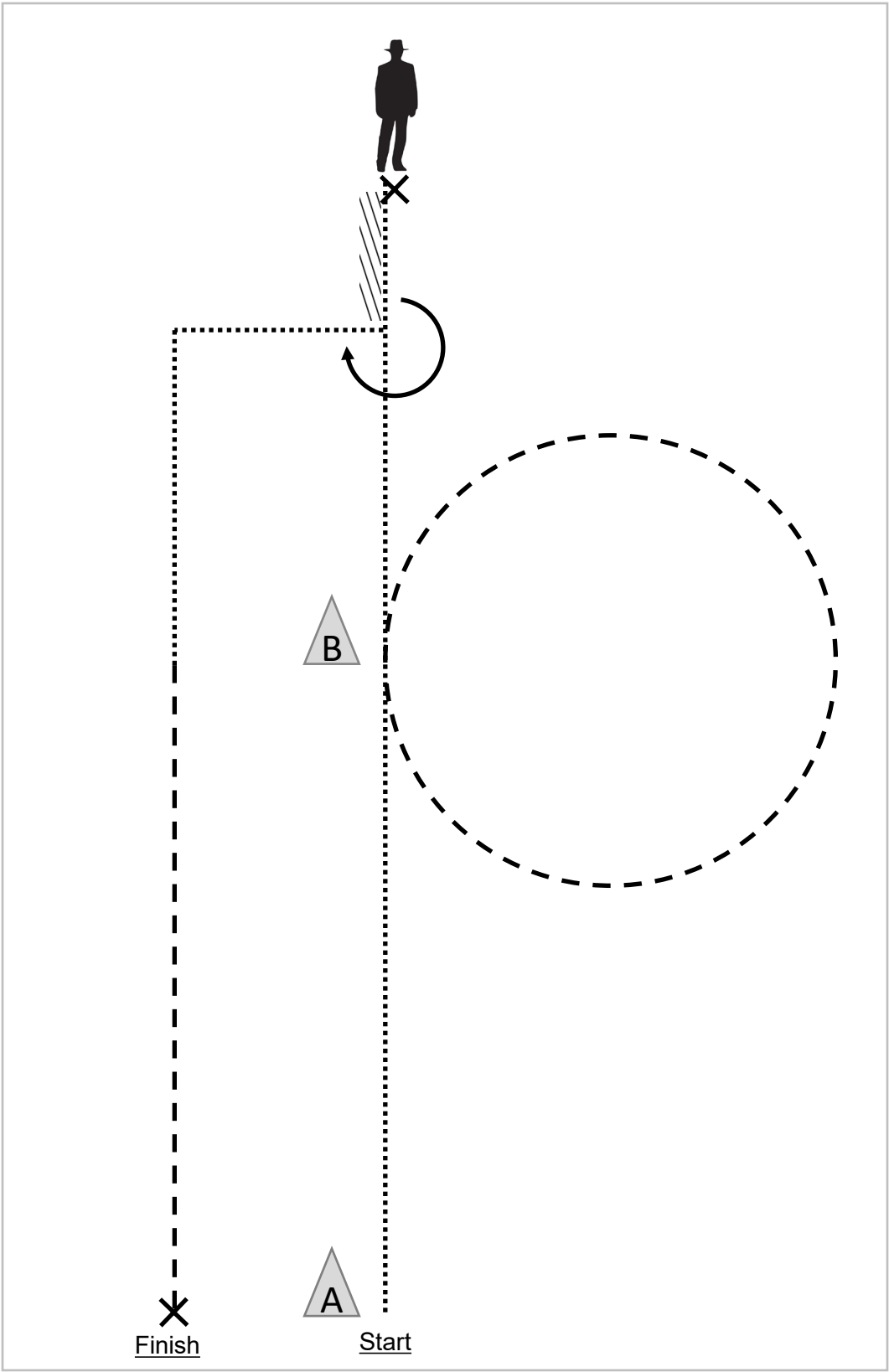


Instructions

Key

1. Begin beside cone A. Walk to cone B.
2. At cone B, walk a circle to the right. When the circle is complete, continue to walk to the judge and stop.
3. Set up for inspection.
5. Turn 180 degrees and trot.
6. Trot until even with cone A and stop.

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Ex. Trot . - . - . (dash-dot line)
- Lope = = = = = (solid line)
- Ex. Lope = = = = = (double solid line)
- Stop X (X mark)
- Sidepass → (arrow)
- Back ↙ (diagonal lines)
- Turn ↻ (curved arrow)
- Lead Change ≈ (wavy line)

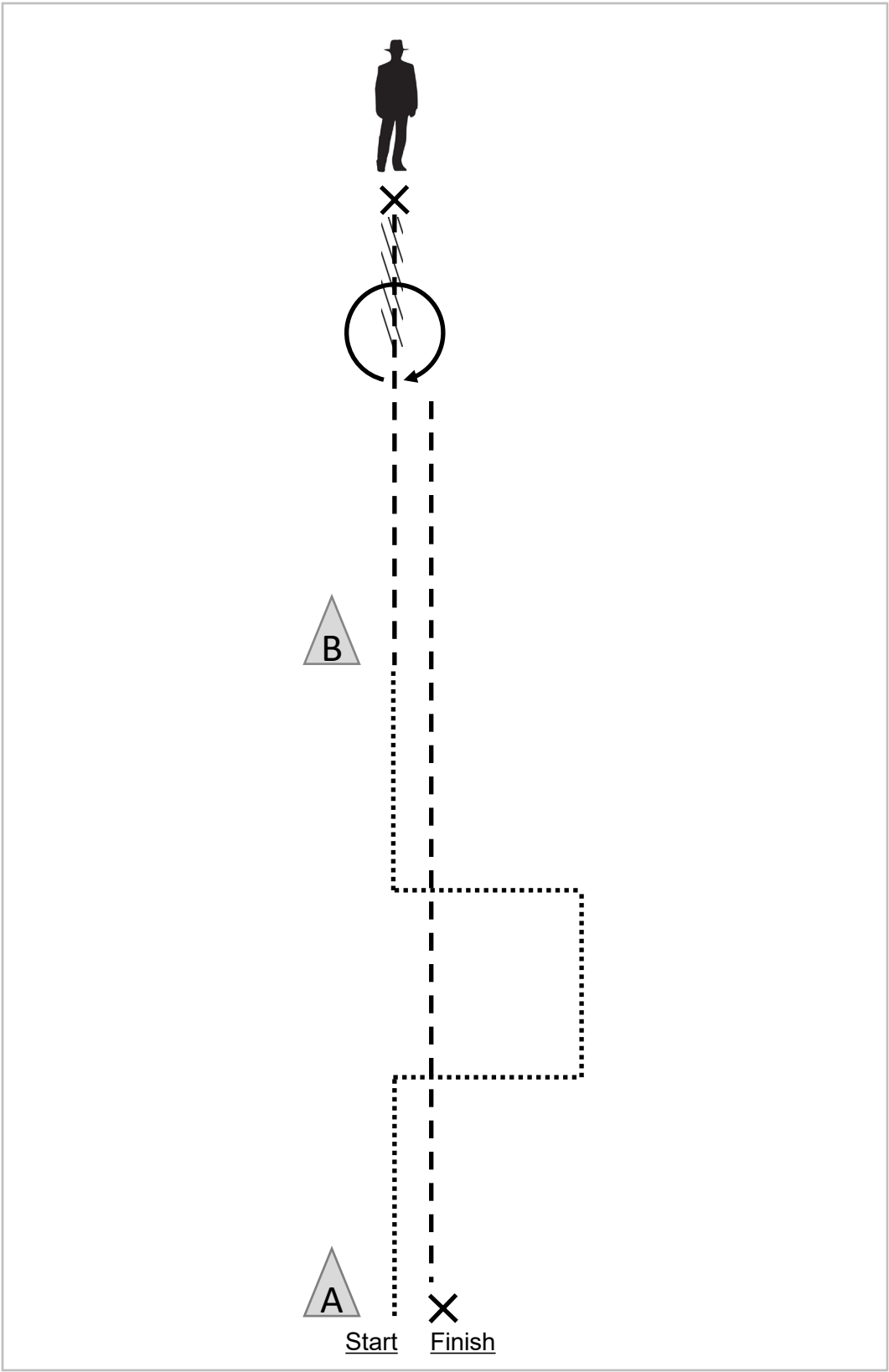


Instructions

1. Begin beside cone A. Walk to cone B.
2. At cone B, trot a circle to the right. When the circle is complete, continue to walk to the judge and stop.
3. Set up for inspection.
4. After the inspection, back at least 4 step.
5. Turn 270 degrees and walk a square corner until even with cone B.
6. Trot until even with cone A and stop.

Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Ex. Trot (dash-dot line)
- Lope = = = = = (solid line)
- Ex. Lope = = = = = (double solid line)
- Stop X (X mark)
- Sidepass → (arrow pointing right)
- Back ↖ (diagonal line with arrows pointing back)
- Turn ↻ (curved arrow)
- Lead Change ≈ (wavy line)

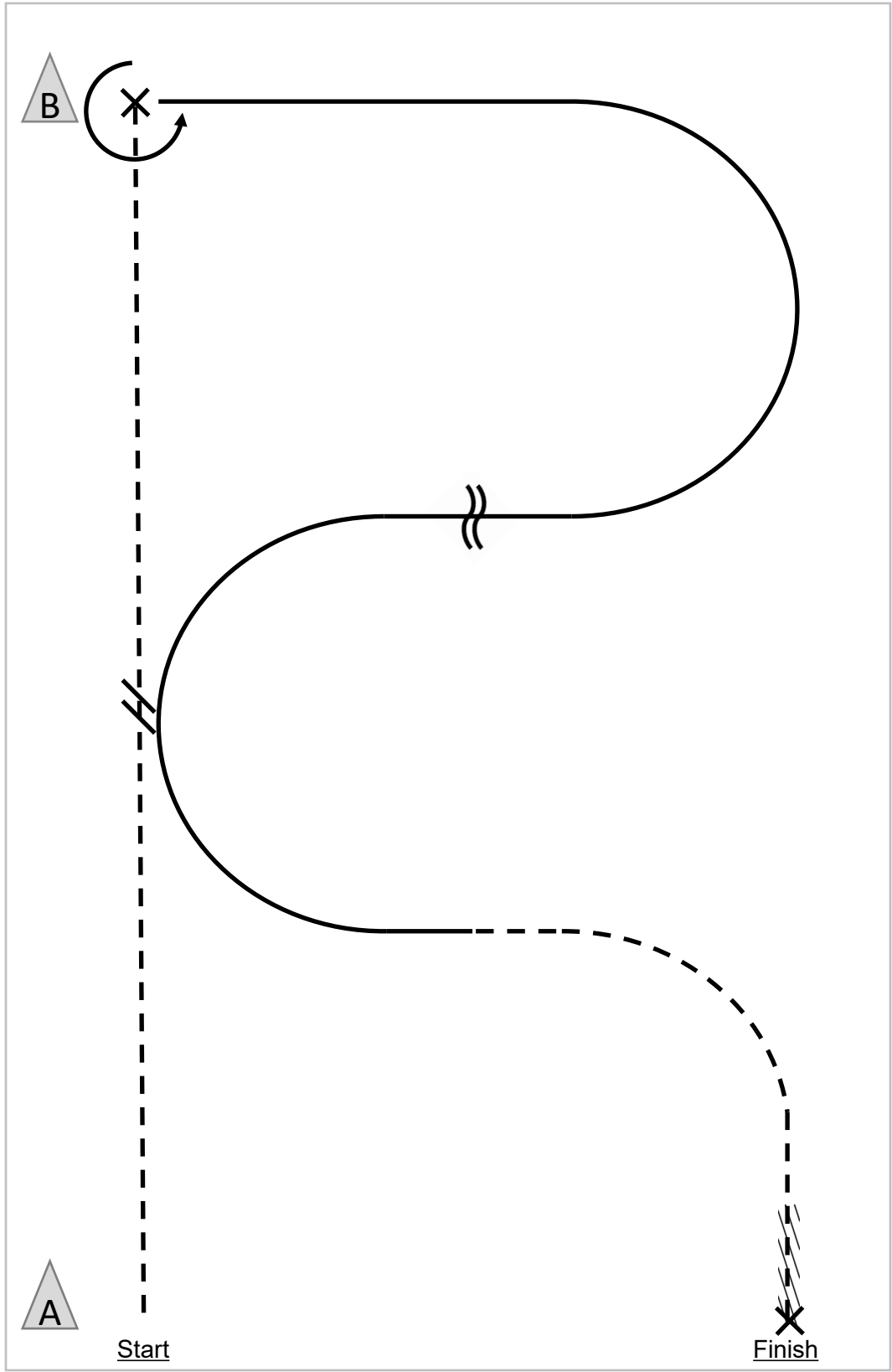


Instructions

1. Begin beside cone A. Remove horse's halter.
2. Walk a square corner to the right, left, left, and right (as drawn) to cone B.
3. At cone B, trot. Continue to trot to the judge and stop.
4. Set up for inspection.
5. After inspection, back at least four steps.
6. Turn 1 ½ times to the right.
7. Trot until even with A and (try to) stop. Catch your horse before they make it to the exit gate.

Key

- Walk (dotted line)
- Trot - - - - (dashed line)
- Ex. Trot . - . - (dash-dot line)
- Lope = = = = (solid line)
- Ex. Lope = = = = (double solid line)
- Stop X (X mark)
- Sidepass → (arrow)
- Back ↖ (backslash with arrow)
- Turn ↻ (circular arrow)
- Lead Change ≈ (wavy line)

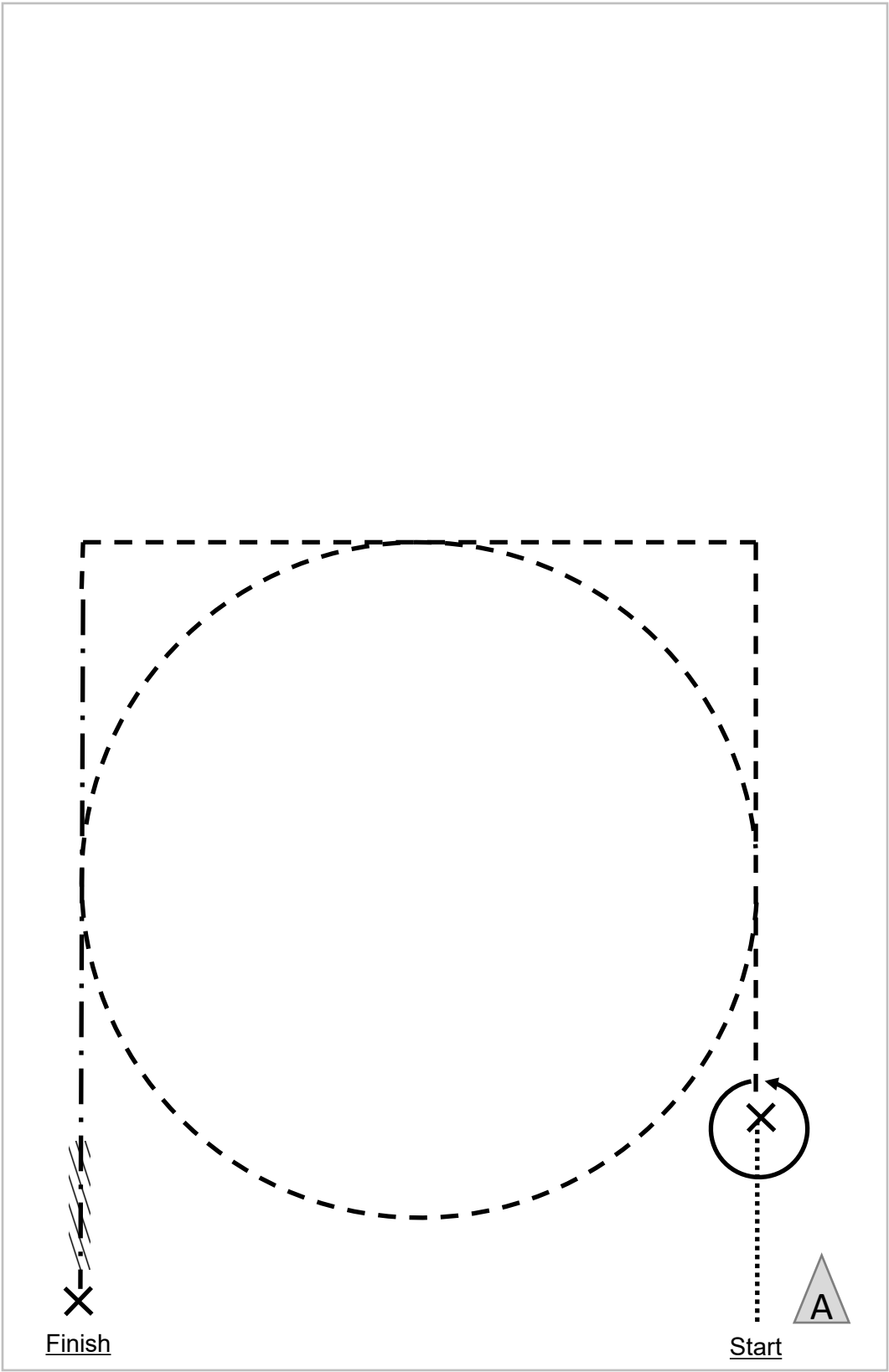


Instructions

Key

1. Begin beside cone A. Trot halfway to cone B on a right diagonal, halfway to cone B switch to a left diagonal.
2. Stop at cone B.
3. Turn left 270 degrees on the forehand
4. Pick up a right lead lope and begin a serpentine to the right.
5. Halfway through the serpentine change leads (simple or flying).
6. Transition to a sitting trot and stop when even with A. Back at least 5 steps.

Walk
Trot	- - - - -
Ex. Trot	- . - . -
Lope	=====
Ex. Lope	=====
Stop	X
Sidepass	→
Back	////
Turn	↻
Lead Change	≈

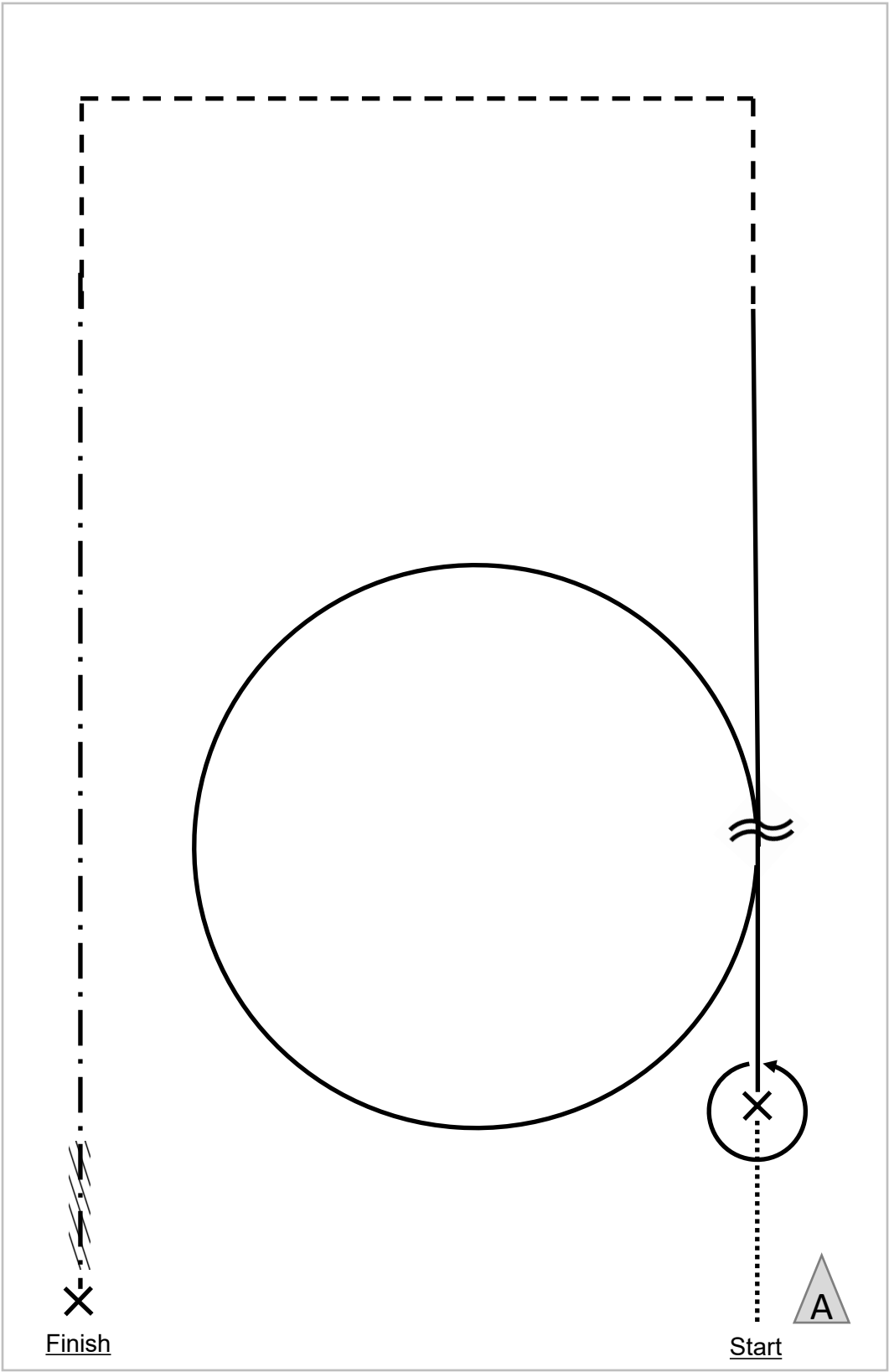


Instructions

1. Begin beside cone A. Walk forward two horse lengths and stop. Turn 360 degrees to the left.
2. Jog and continue to jog in a large circle to the left.
3. When the circle is complete, jog two square corners to the left.
4. Extend the jog until even with cone A and stop.
5. Back at least one horse length.

Key

- Walk (dotted line)
- Trot - - - - (dashed line)
- Ex. Trot . - . - (dash-dot line)
- Lope = = = = (solid line)
- Ex. Lope = = = = (double solid line)
- Stop X (X symbol)
- Sidepass → (arrow)
- Back ↙ (diagonal lines)
- Turn ↻ (curved arrow)
- Lead Change ≈ (wavy line)



Instructions

1. Begin beside cone A. Walk forward two horse lengths and stop. Turn 360 degrees to the left.
2. Lope in a left lead and lope a circle to the left.
3. When the circle is complete, execute a lead change (simple or flying) to the right lead.
4. Transition to a jog and jog two square corners to the left.
5. Extend the jog until even with cone A and stop.
6. Back at least one horse length.

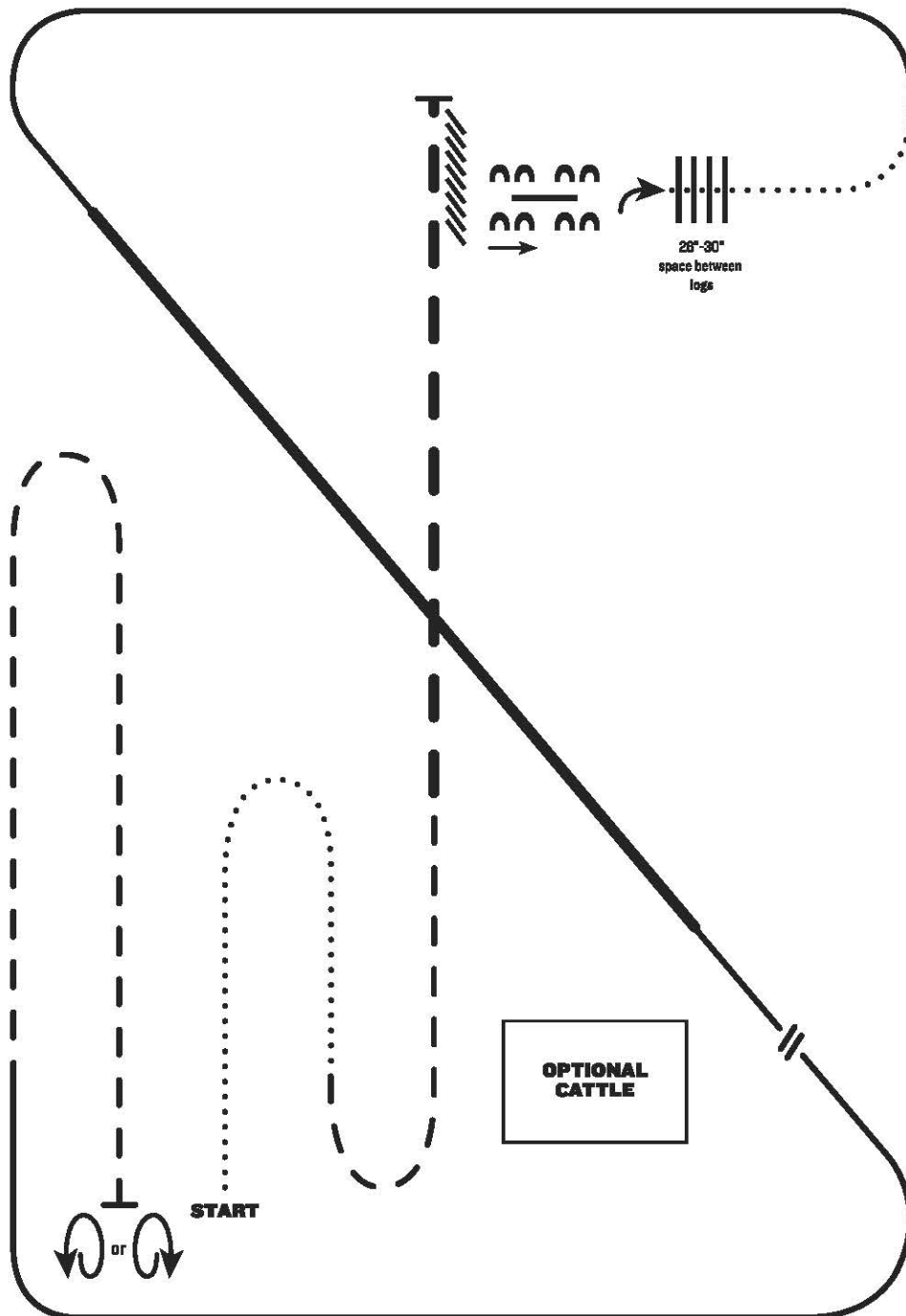
Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Ex. Trot . - . - . (dash-dot line)
- Lope = = = = = (solid line)
- Ex. Lope = = = = = (double solid line)
- Stop X (circle with X)
- Sidepass → (arrow)
- Back // // // (diagonal hatching)
- Turn ↻ (curved arrow)
- Lead Change ≈ (wavy line)

RANCH RIDING - PATTERN 7

LEGEND

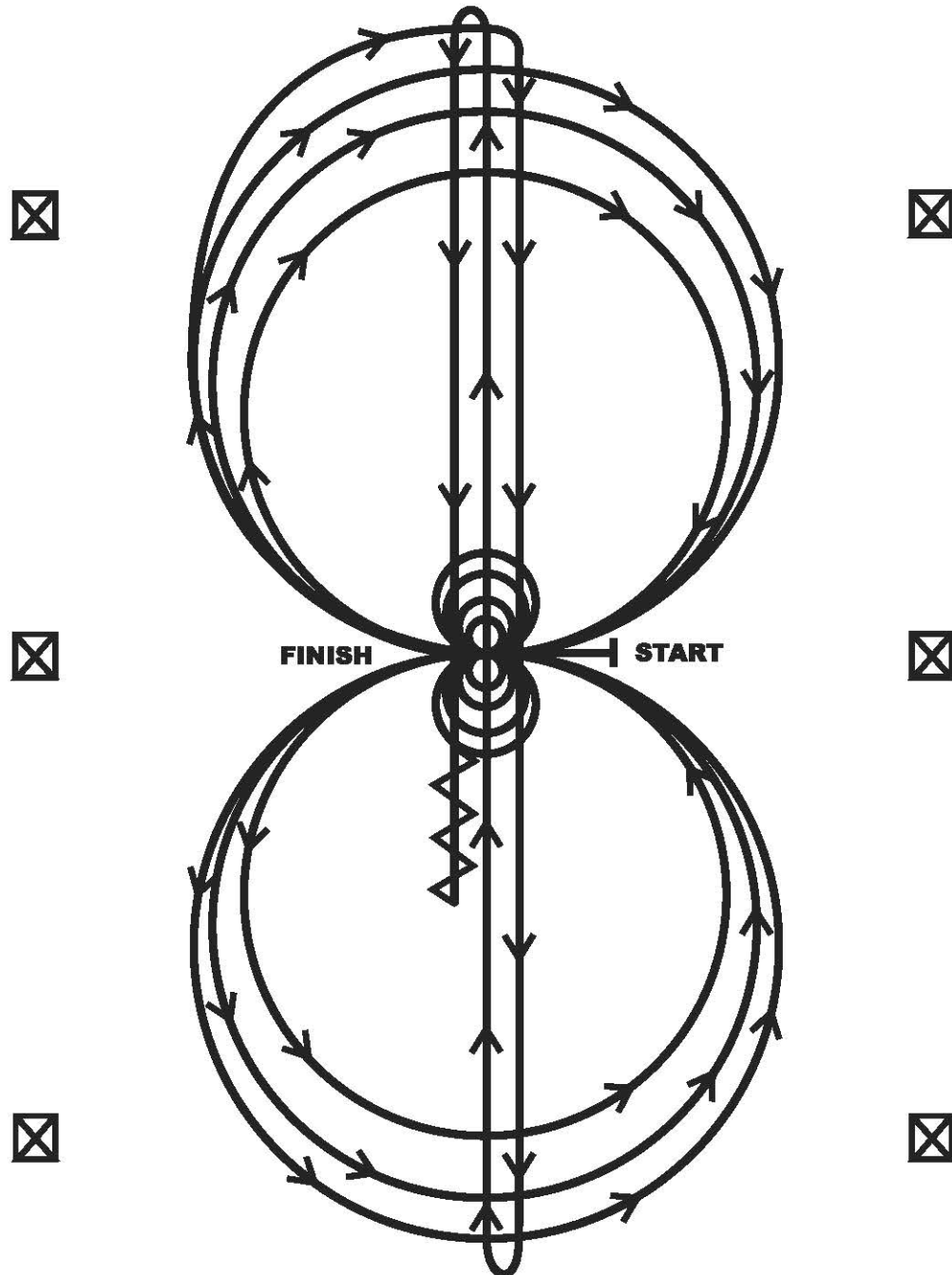
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

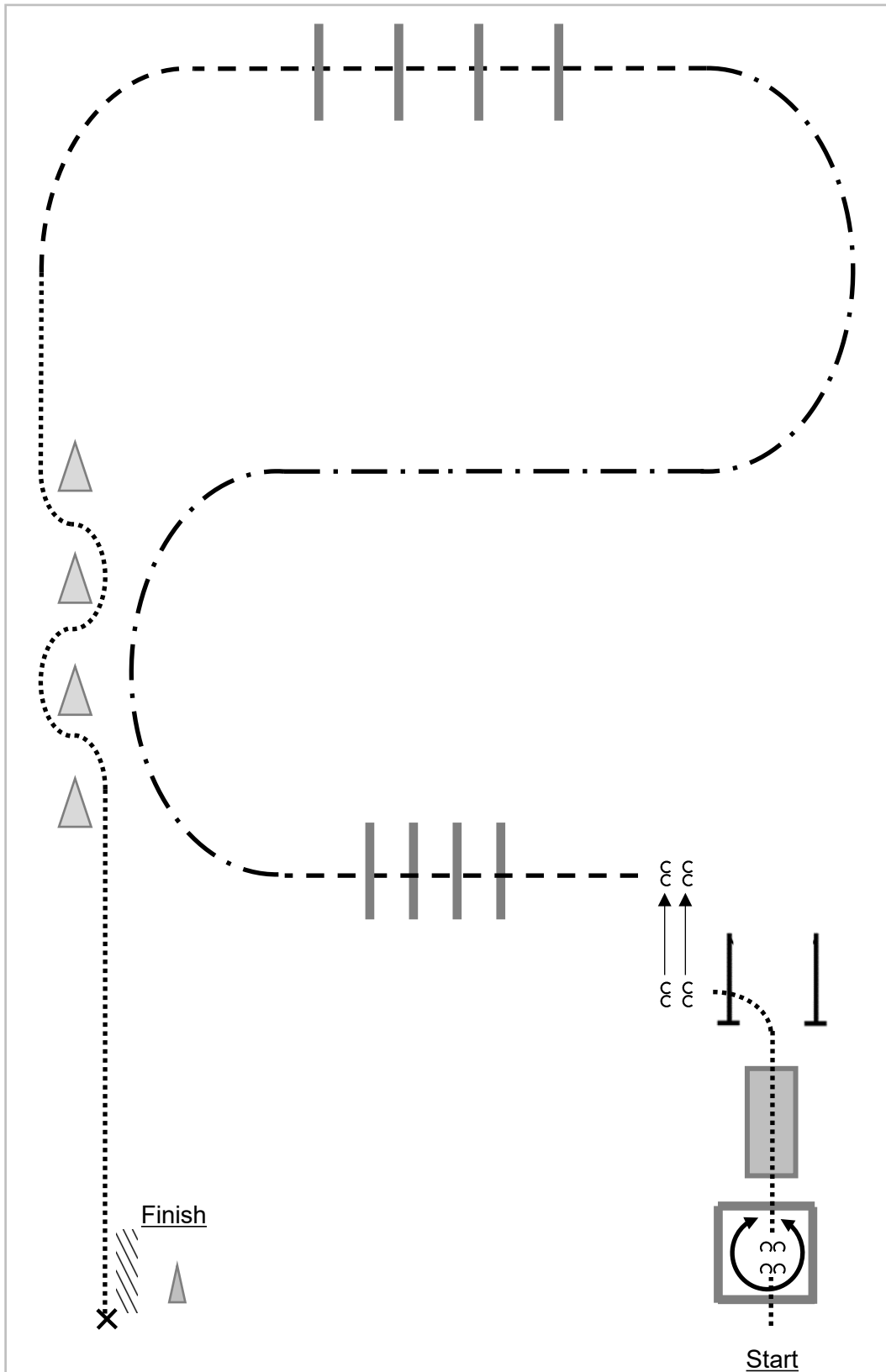
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

REINING PATTERN 2



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. 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 circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

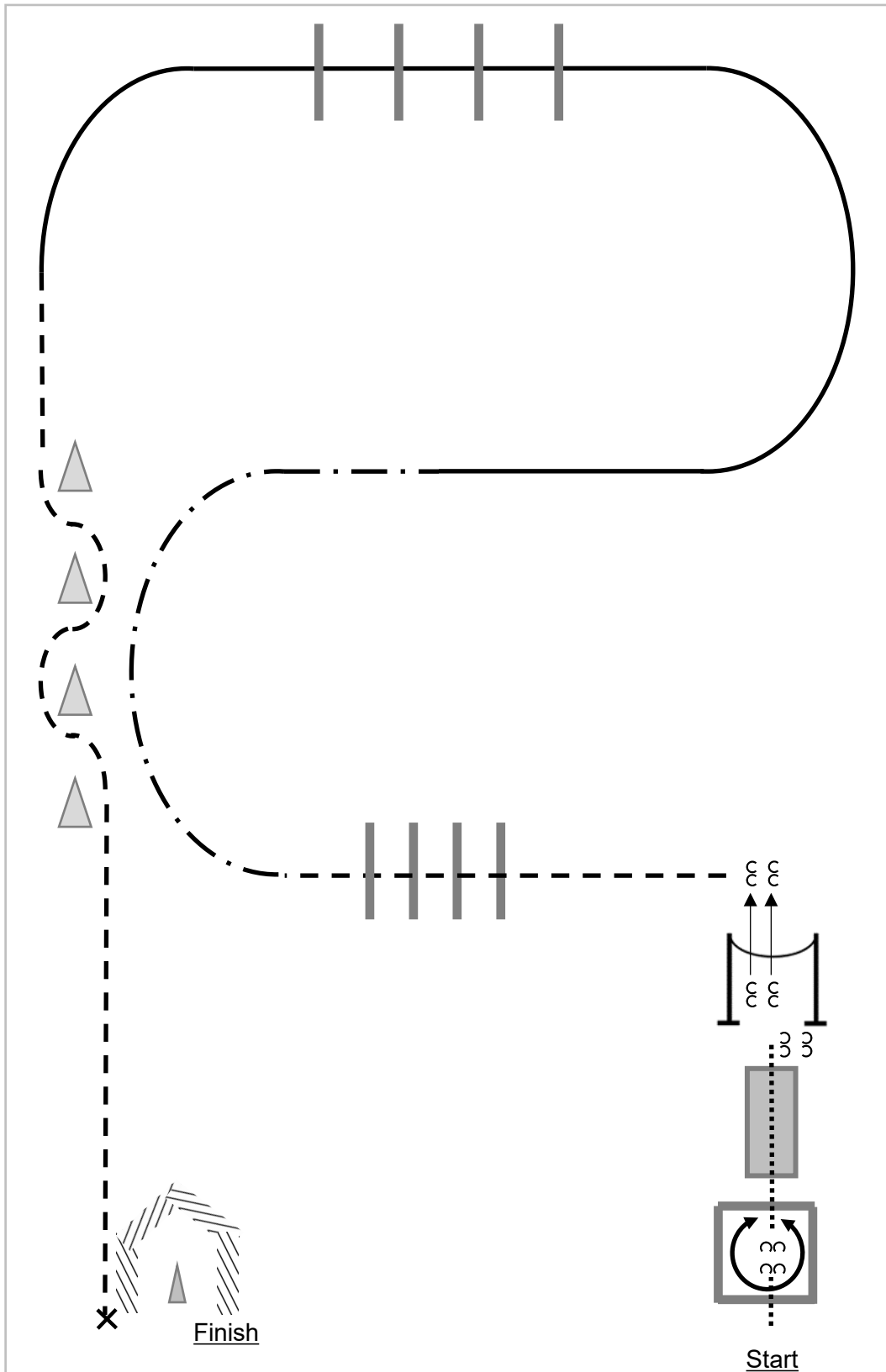


Instructions

Key

1. Begin before the box. Walk into the box and turn 360 either direction.
2. Walk out of the box and over the bridge.
3. Walk through the gate (Gate will be open for all exhibitors in this pattern).
4. Turn left and stop. Sidepass right at least 8 feet.
5. Jog over the logs. Extend the jog in a serpentine.
6. Return to a jog and jog over the logs.
7. Transition to a walk and walk through the serpentine of cones.
8. Stop beside the cone. Back at least one horse length.

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Ex. Trot - . - . - . (dash-dot line)
- Lope = = = = = (solid line)
- Ex. Lope = = = = = (double solid line)
- Stop X (X symbol)
- Sidepass → (arrow pointing right)
- Back ↖ (diagonal line with arrow)
- Turn ↻ (curved arrow)
- Lead Change ≈ (wavy line)

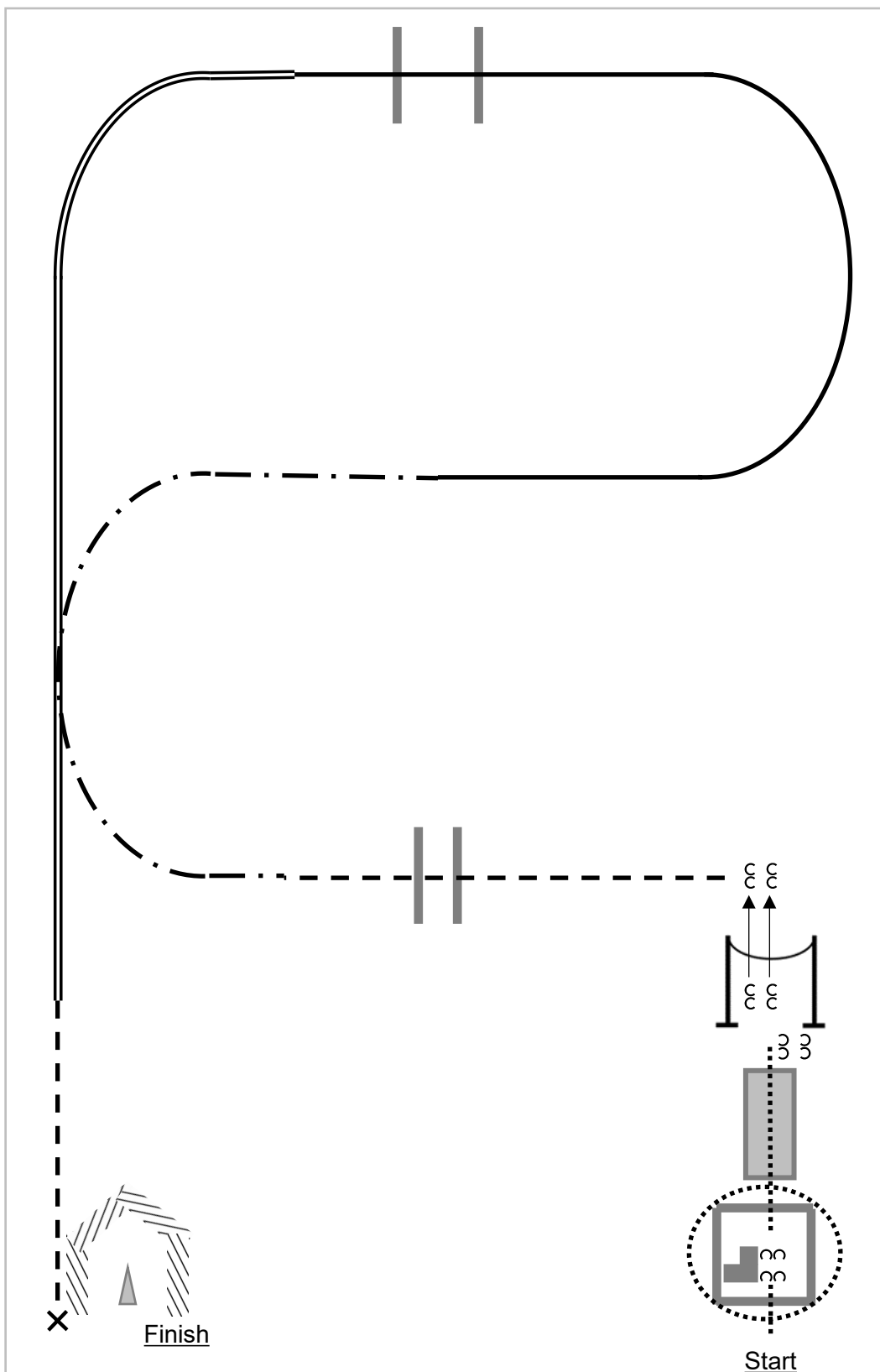


Instructions

1. Begin before the box. Walk into the box and turn 360 either direction.
2. Walk out of the box and over the bridge.
3. Walk to the gate and open it as a left hand push.
4. Sidepass right at least 8 feet.
5. Jog over the logs. Extend the jog in a loop to the right.
6. Lope over the logs.
7. Transition to a jog and jog through the serpentine.
8. Stop beside the cone. Back ½ a circle around the cone.

Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Ex. Trot - . - . - . (dash-dot line)
- Lope = = = = = (solid line)
- Ex. Lope = = = = = (double solid line)
- Stop X (X symbol)
- Sidepass → (arrow pointing right)
- Back ↖ (diagonal line with arrow)
- Turn ↻ (curved arrow)
- Lead Change ≈ (wavy line)



Instructions

1. Begin on foot and lead horse into box. Ground tie horse. Rider will walk a circle outside of the box (either direction).
2. Mount horse (use of steps is optional)
3. Walk out of box and over bridge.
4. Work gate as a left-hand push.
5. Sidepass right at least 8 feet.
6. Trot over the logs. Extend the trot in a loop.
7. Transition to a left lead and lope over the logs. Extend the lope.
8. Transition to a trot, stop beside the cone. Back a half circle around the cone.

Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Ex. Trot - . - . - . (dash-dot line)
- Lope = = = = = (solid line)
- Ex. Lope = = = = = (double solid line)
- Stop X (X symbol)
- Sidepass → (arrow pointing right)
- Back ↖ (diagonal arrow pointing up-left)
- Turn ↻ (curved arrow)
- Lead Change ≈ (wavy line)