

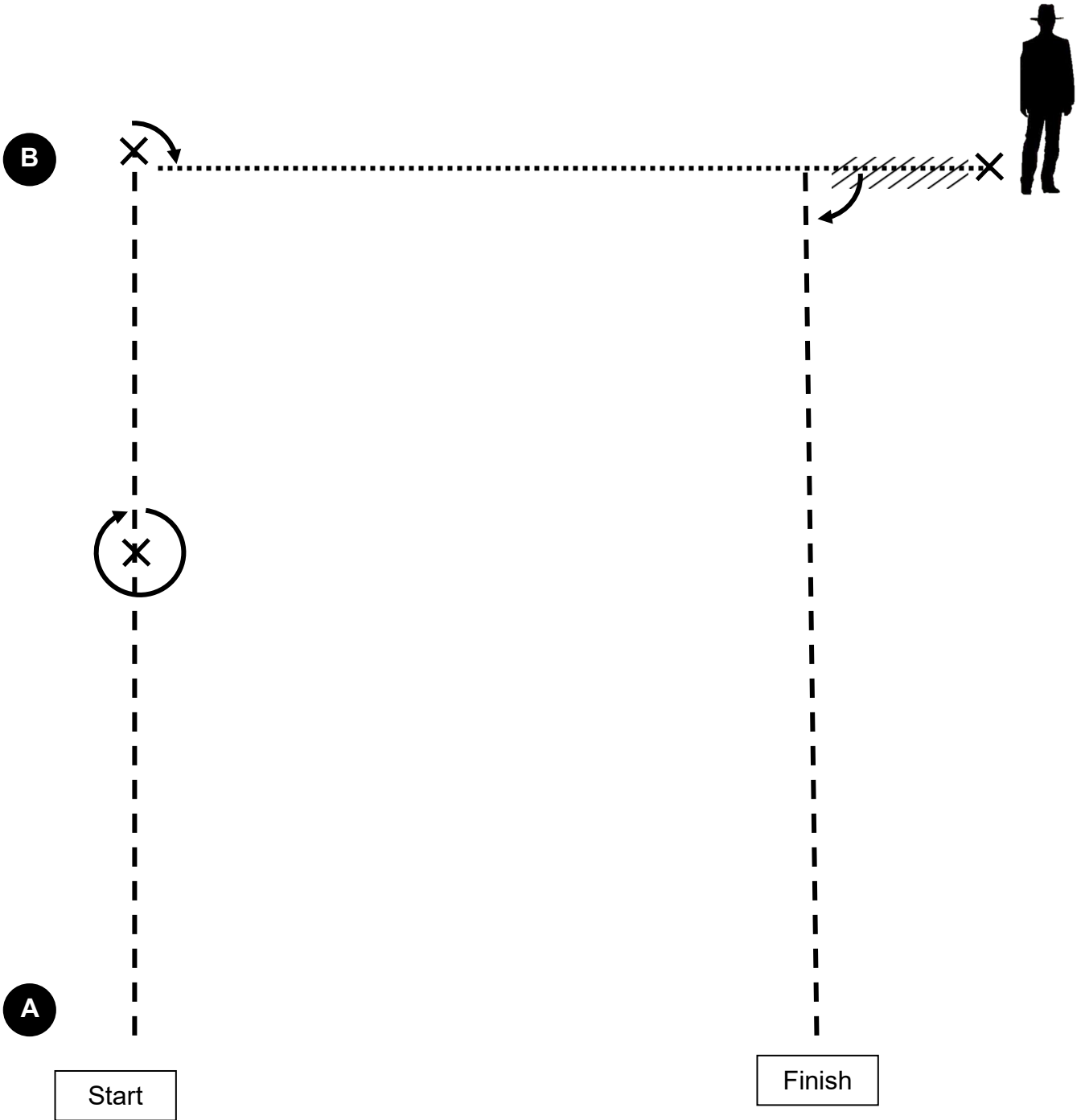


Instructions

1. Be ready at cone A. Trot to B and stop.
2. Turn 90° to the right and walk to the judge.
3. Stop and set up for inspection.
4. When dismissed, back at least 5 steps.
5. Turn 270° to the right and walk to exit.

Key



- | | |
|------|---|
| Walk | |
| Trot | - - - - |
| Stop | X |
| Turn |  |
| Back |  |

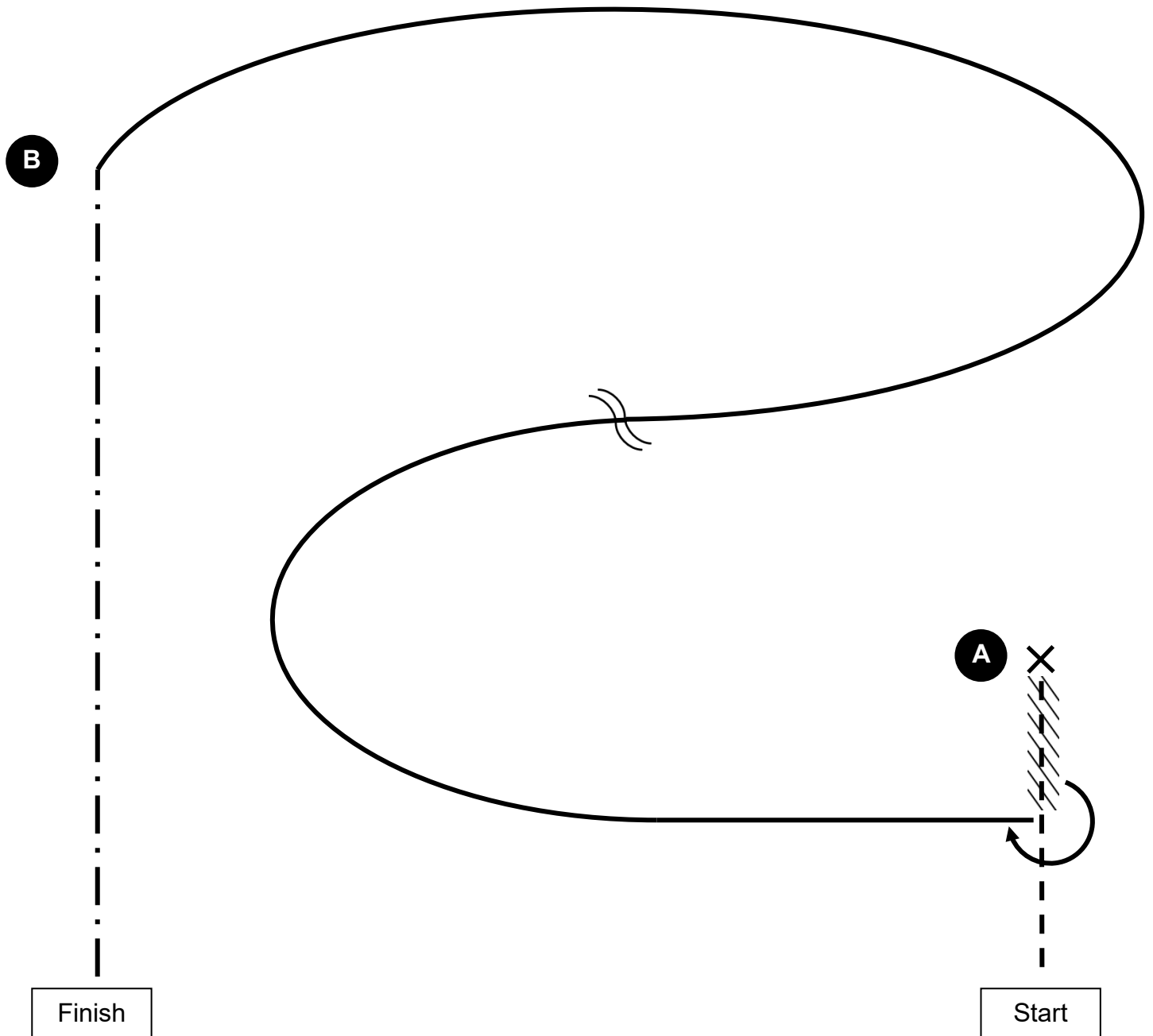


Instructions

1. Be ready at cone A. Trot to halfway to B and stop.
2. Turn 360° to the right then trot to B and stop.
3. Turn 90° to the right and walk to the judge.
4. Stop and set up for inspection.
5. After inspection, back at least 5 steps and turn 90° to the right and exit at a trot

Key








- | | |
|------|---|
| Walk | |
| Trot | - - - - |
| Stop | X |
| Turn |  |
| Back |  |



Instructions

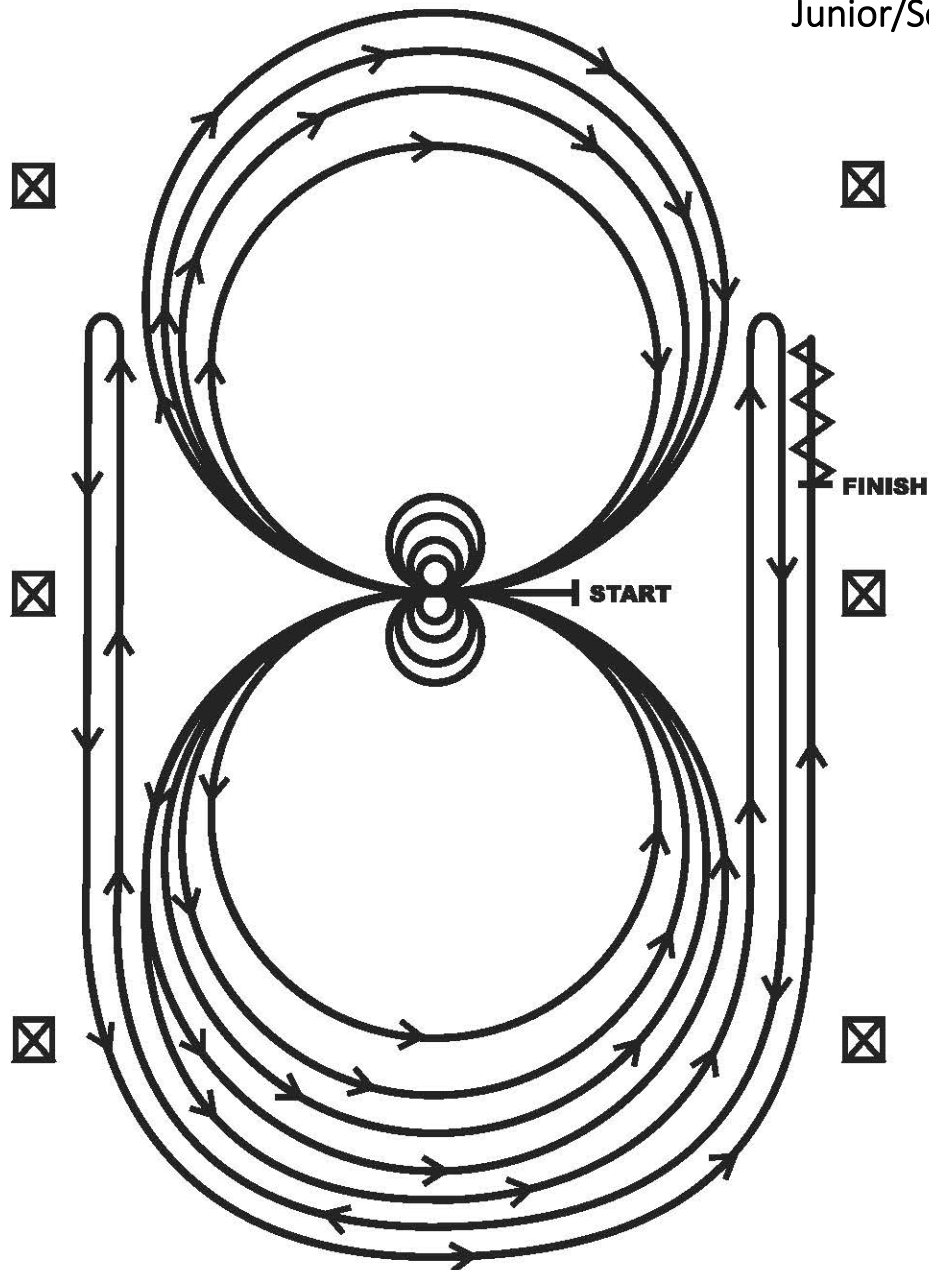
1. Be ready before A. Sit the trot to A and stop.
2. Back at least 5 steps. Perform a 270° turn on the forehand to the right.
3. Canter on the right lead in a half circle.
4. Change leads (simple or flying) and continue in the left lead to B.
5. At B, transition to a posting trot on the right diagonal.

Key

- Sitting Trot 
- Posting Trot 
- Canter 
- Stop 
- Back 
- Turn 
- Lead Change 

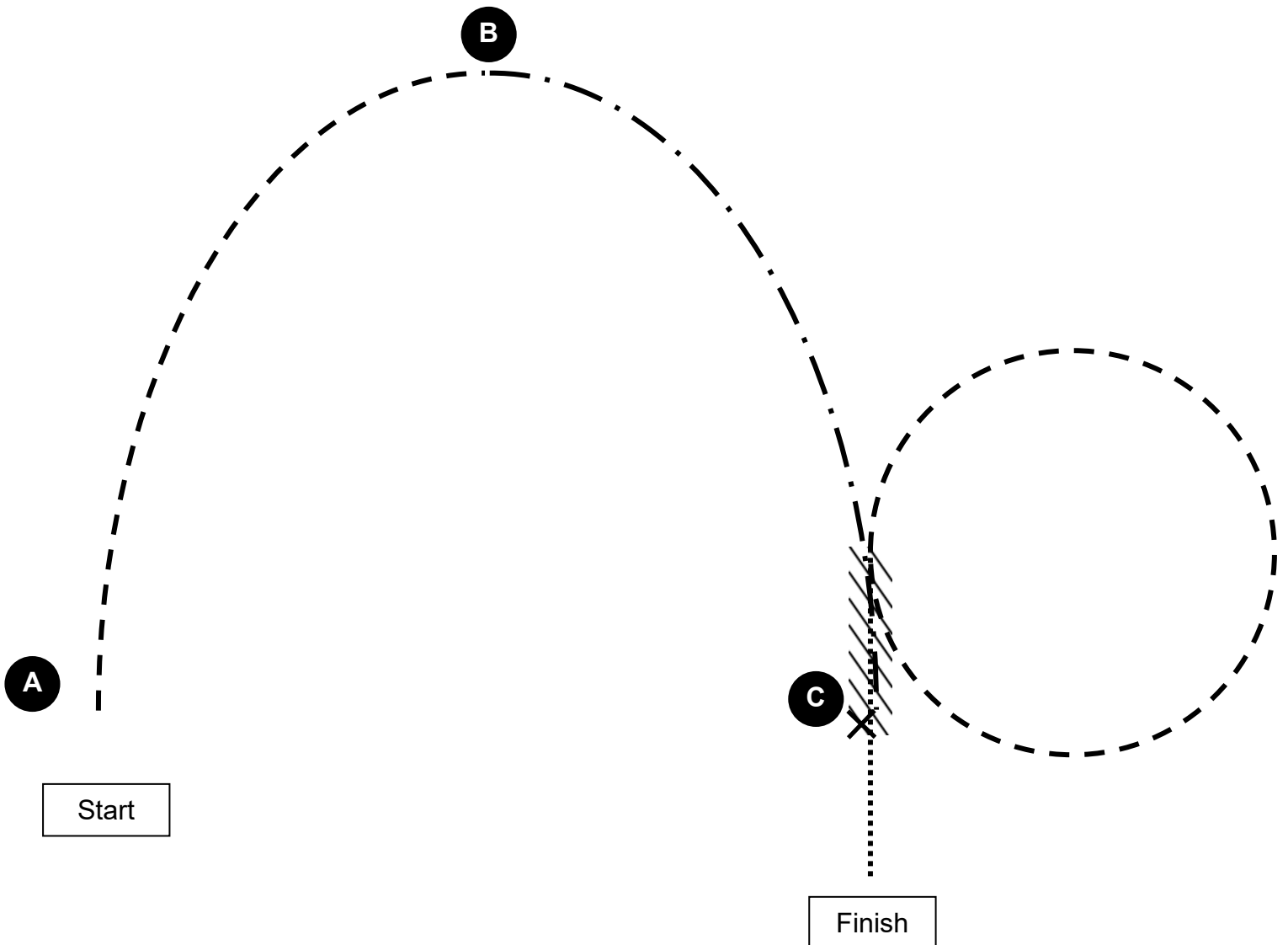
REINING PATTERN 5

Westark Horse Show Association
March 29th, 2025
Junior/Senior Reining



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 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.
2. Complete four spins to the left. Hesitate.
3. 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.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue 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 twenty feet (six meters) from the wall or fence—no hesitation.
8. 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

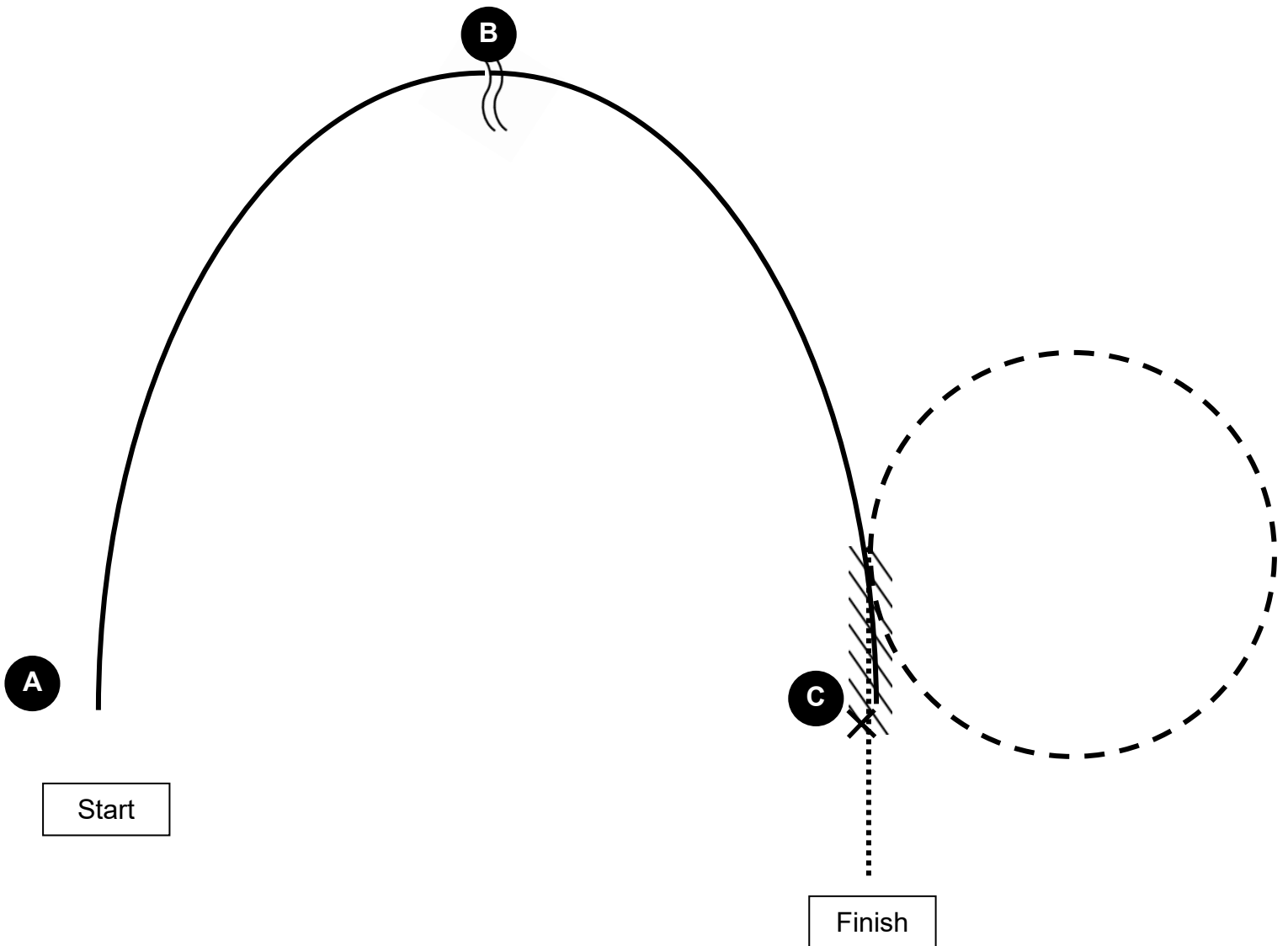


Instructions

1. Be ready at A. Jog to B.
2. Extend the jog to C and stop.
3. Back at least 5 steps.
4. Jog a circle to the left.
5. When circle is complete, transition to a walk and exit at a walk.

Key

- Walk (dotted line)
- Jog - - - - - (dashed line)
- Extended Jog - . - - - (dash-dot line)
- Stop X (X symbol)
- Back // // // // (diagonal hatching)



Instructions

1. Be ready at A. Pick up a left lead and counter canter to B.
2. At B change to the right lead (simple or flying) and continue to C.
3. At C, stop and back at least 5 steps.
4. Jog a circle to the left.
5. When circle is complete, transition to a walk and exit at a walk

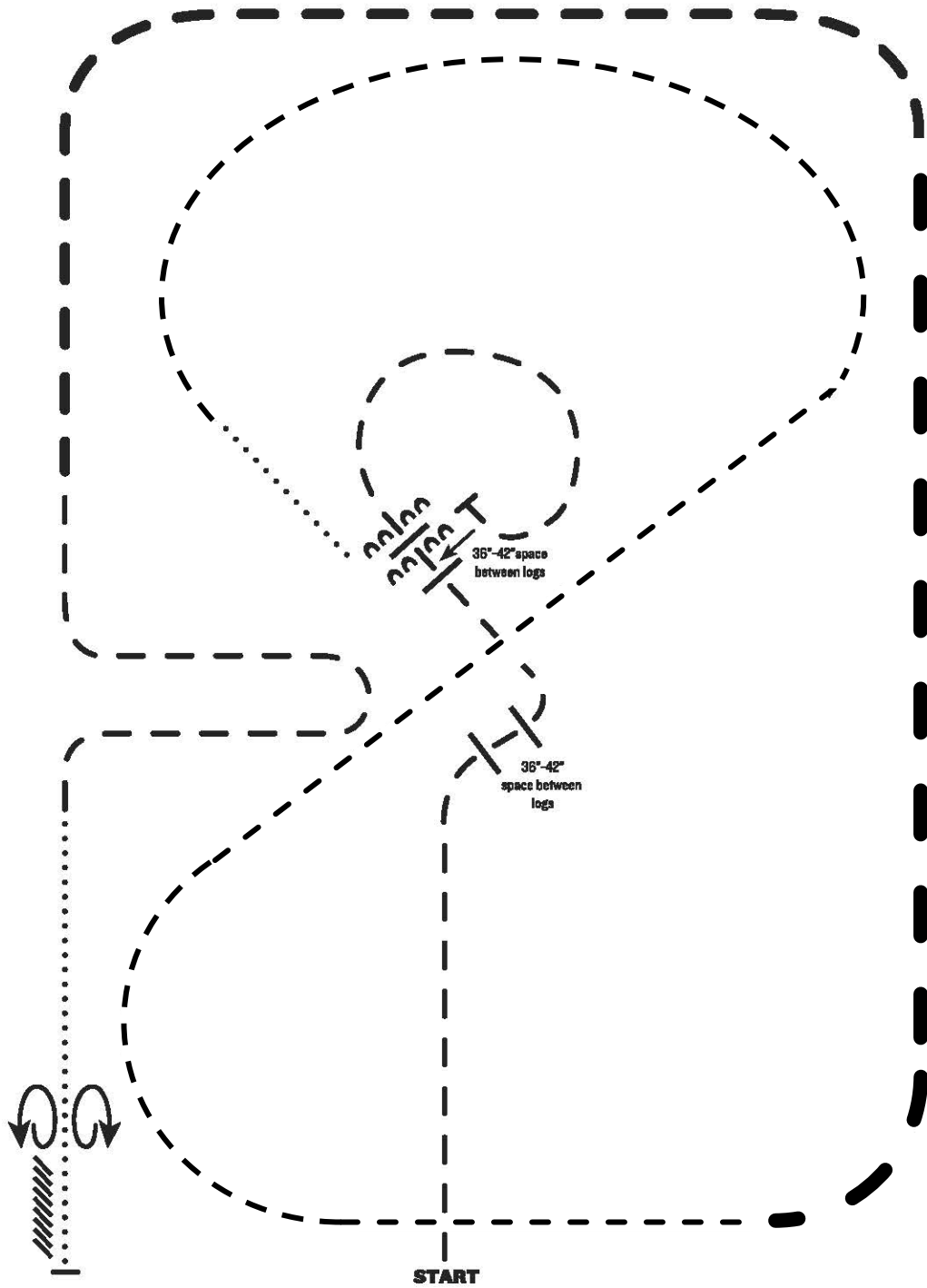
Key

- Walk (dotted line)
- Jog - - - - (dashed line)
- Stop X (X symbol)
- Back // // // // (diagonal lines)
- Lead Change ~ (wavy line)

RANCH RIDING - PATTERN 9

LEGEND

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



1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Trot
6. Extended Trot
7. Trot
8. Walk
9. Stop and back
10. 360 turn each direction (either direction 1st)

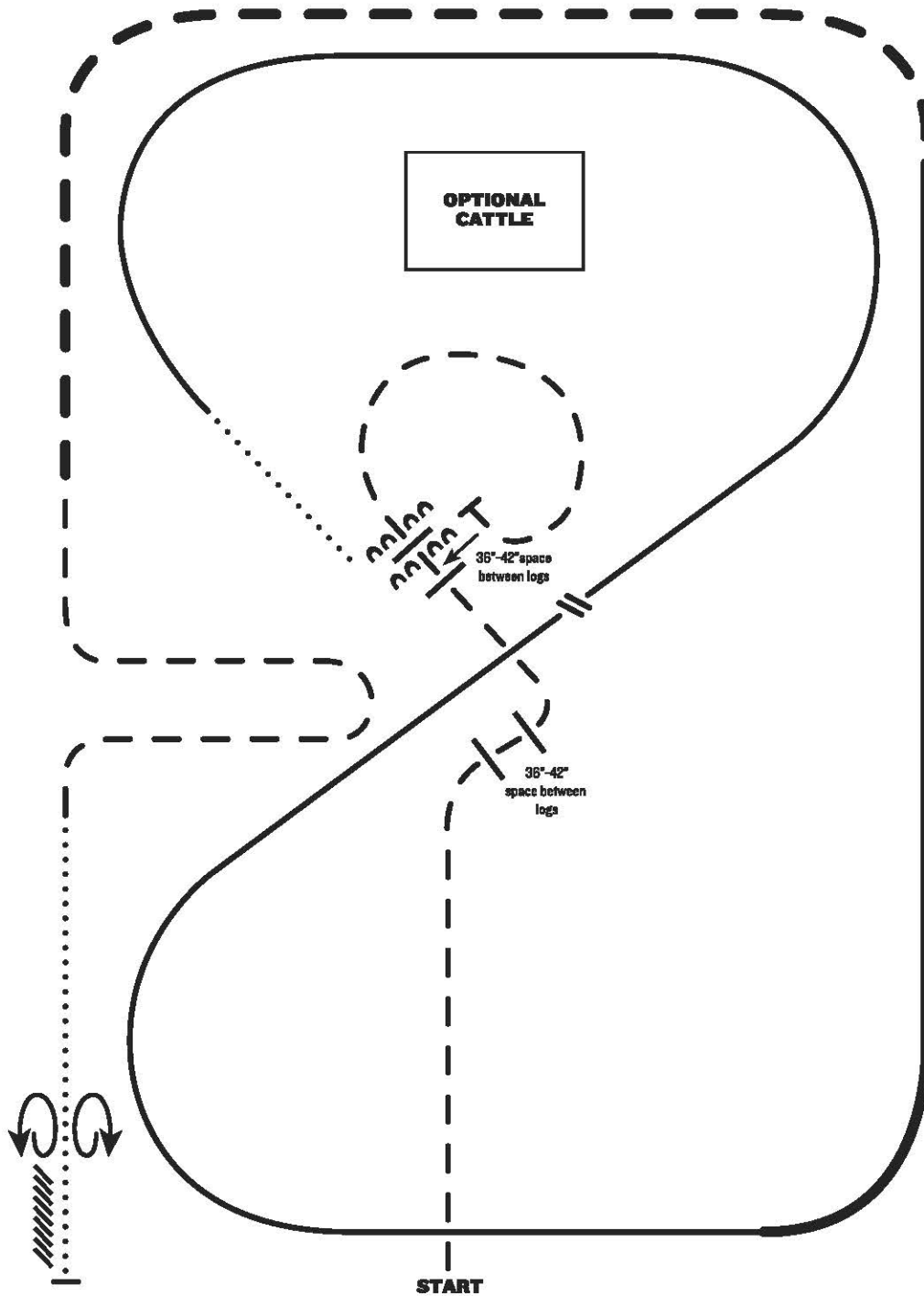
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 9

Junior/Senior Ranch Riding

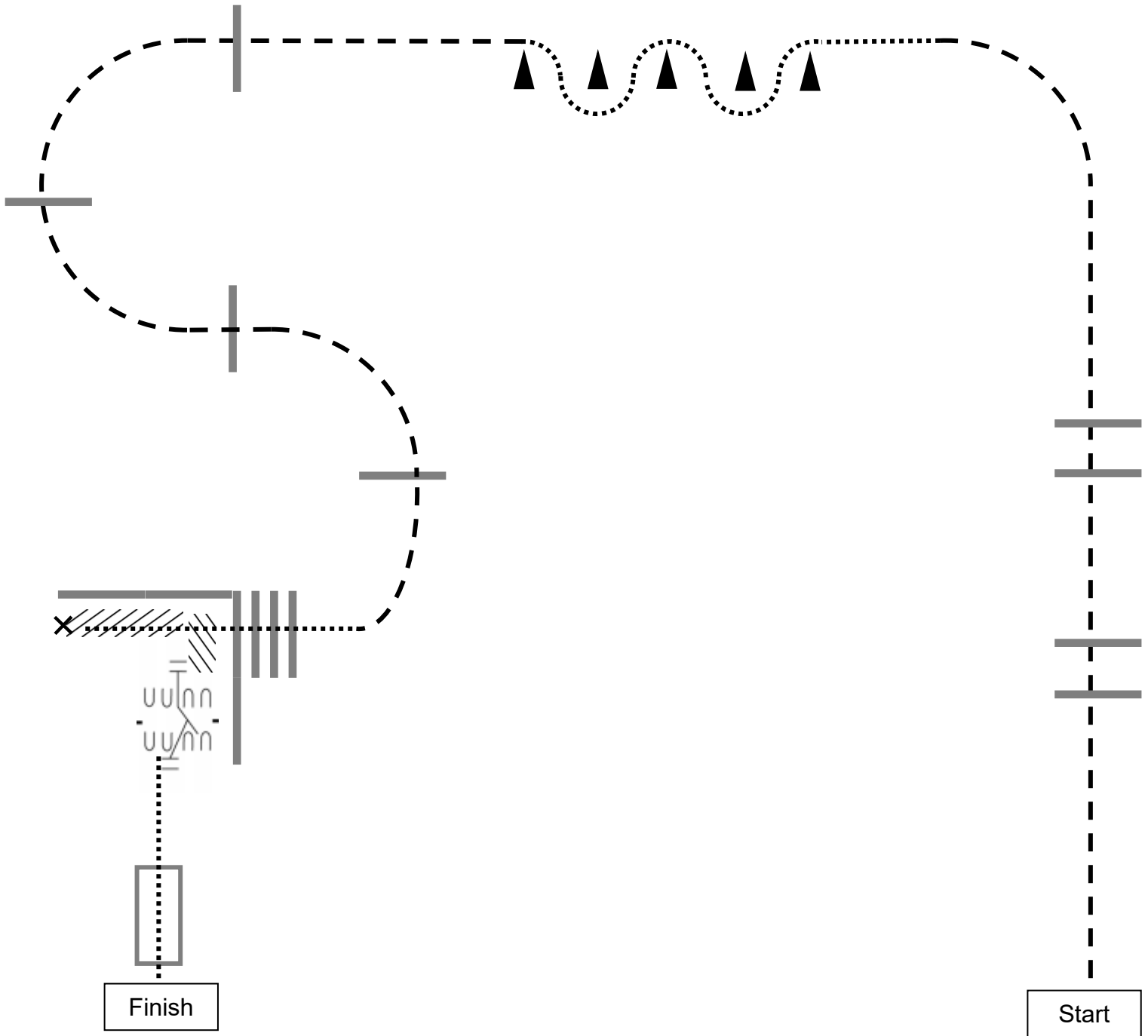
LEGEND

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



1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° 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.



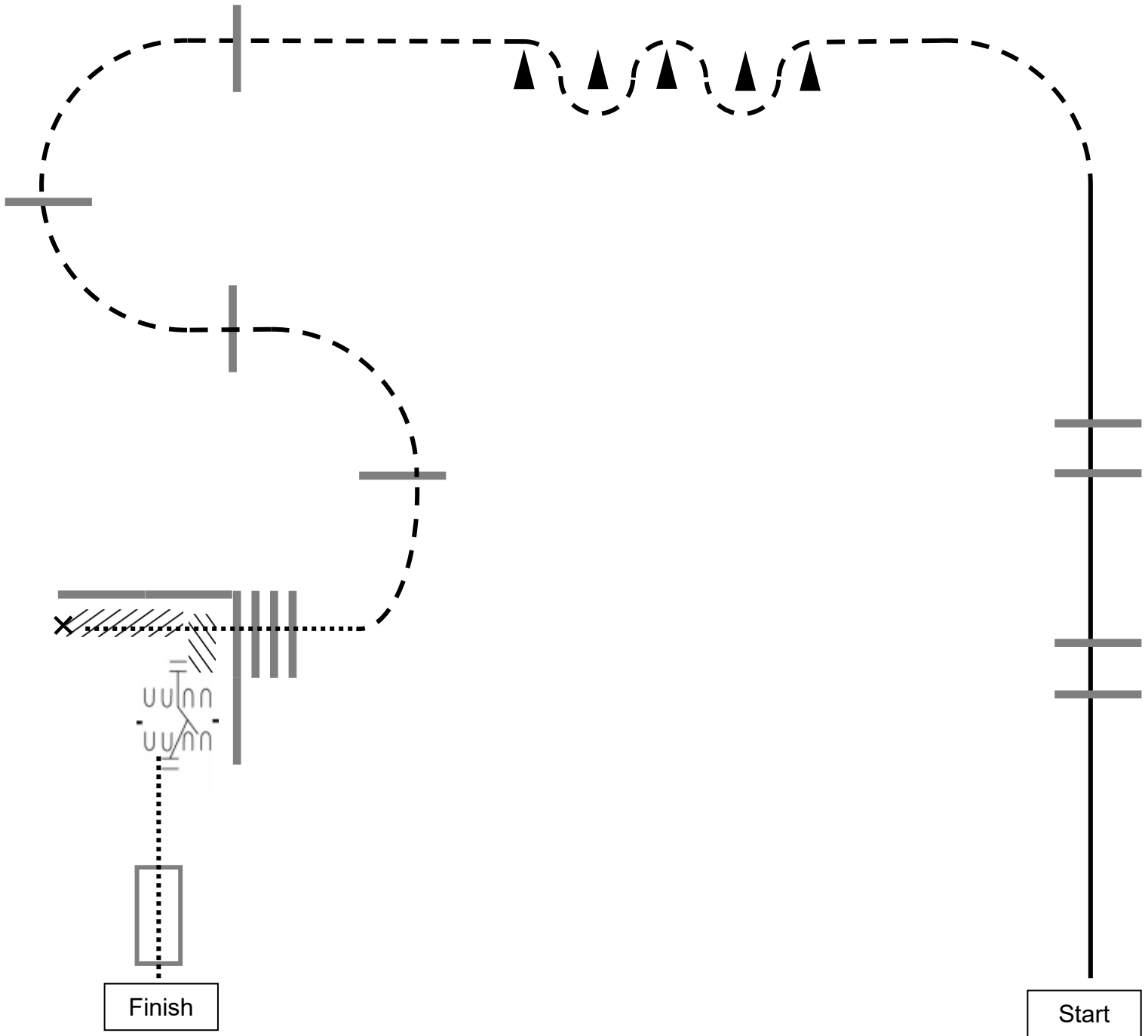
Instructions

***Please be ready when the contestant before you is working their last obstacle

1. Jog over the logs.
2. Walk through the serpentine.
3. Transition to a jog and jog over the logs.
4. Walk over the logs, into the chute.
5. Back the "L"
6. Walk through the gate. (Gate will be left open for all exhibitors in these divisions.)
7. Walk through the water box to finish. Exit at a walk.

Key

- Walk (dotted line)
- Trot - - - - (dashed line)
- Extended Trot - . - - (dash-dot line)
- Lope ———— (solid line)
- Extended Lope = = = = (triple line)
- Stop X (stop sign symbol)
- Back // // // (hatched area)
- Turn ↩ (curved arrow)
- Sidepass → (straight arrow)



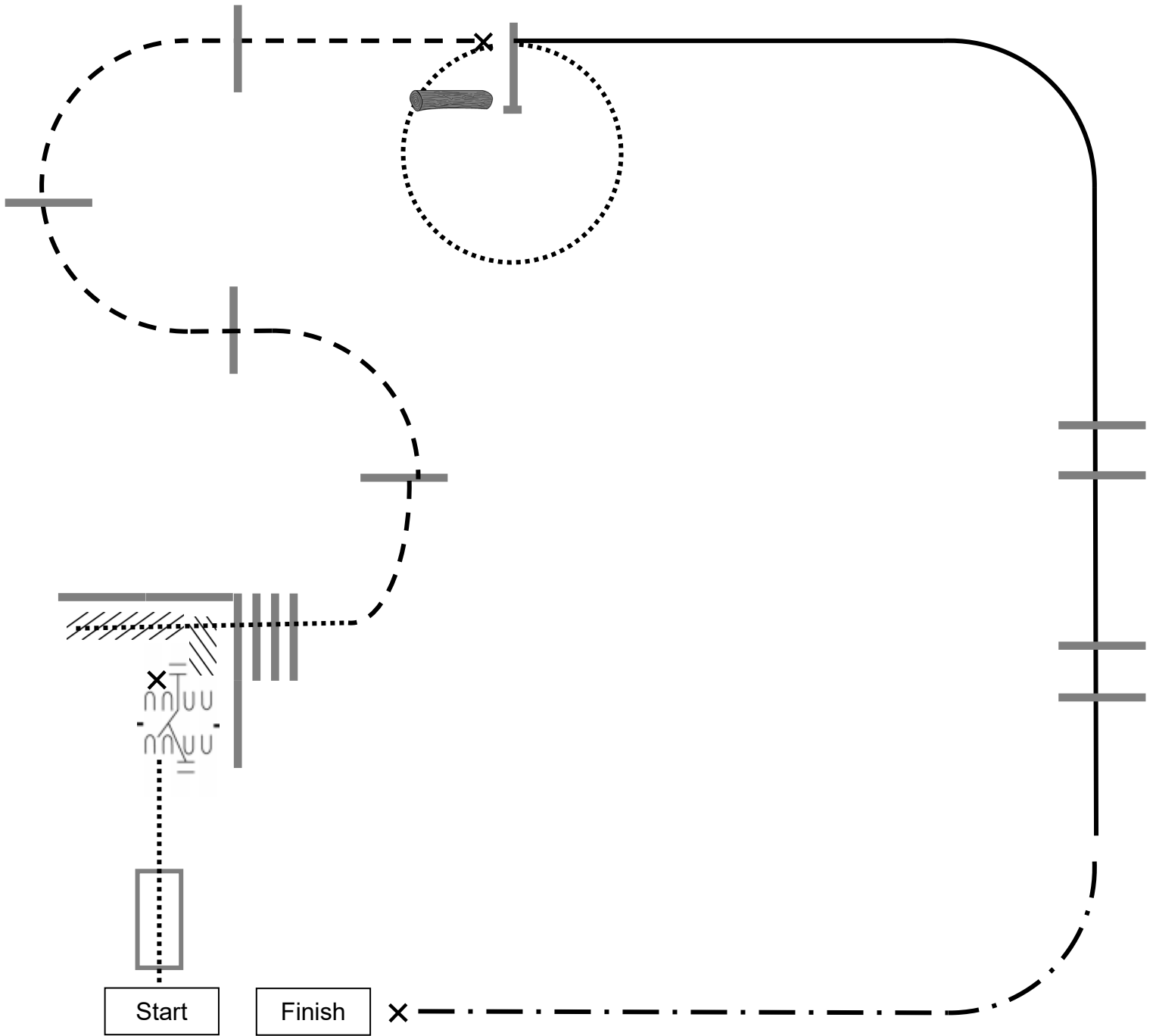
Instructions

***Please be ready when the contestant before you is working their last obstacle

1. Lope on the left lead over the logs.
2. Jog through the serpentine.
3. Jog over the logs.
4. Walk over the logs, into the chute.
5. Back the "L"
6. Work the gate as a left hand push.
7. Walk through the water box to finish. Exit at a walk.

Key

- Walk
- Trot - - - -
- Extended Trot - . - -
- Lope _____
- Extended Lope =====
- Stop X
- Back // / / / /
- Turn ↩
- Sidepass →



Instructions

***Please be ready when the contestant before you is working their last obstacle

1. Walk through the water box.
2. Walk to the gate and stop. Work the gate as a right-hand pull.
3. Back the "L".
4. Walk over the logs.
5. Trot over the logs.
6. Stop by the log drag. Pick up the rope and walk a circle while dragging the log. Replace the rope on the jump standard.
7. Lope over the logs on a right lead. Transition to an extended trot. Stop. Exit at a walk.

Key

Walk
Trot	- - - -
Extended Trot	- . - .
Lope	————
Extended Lope	=====
Stop	X
Back	//////
Turn	↶
Sidepass	→