

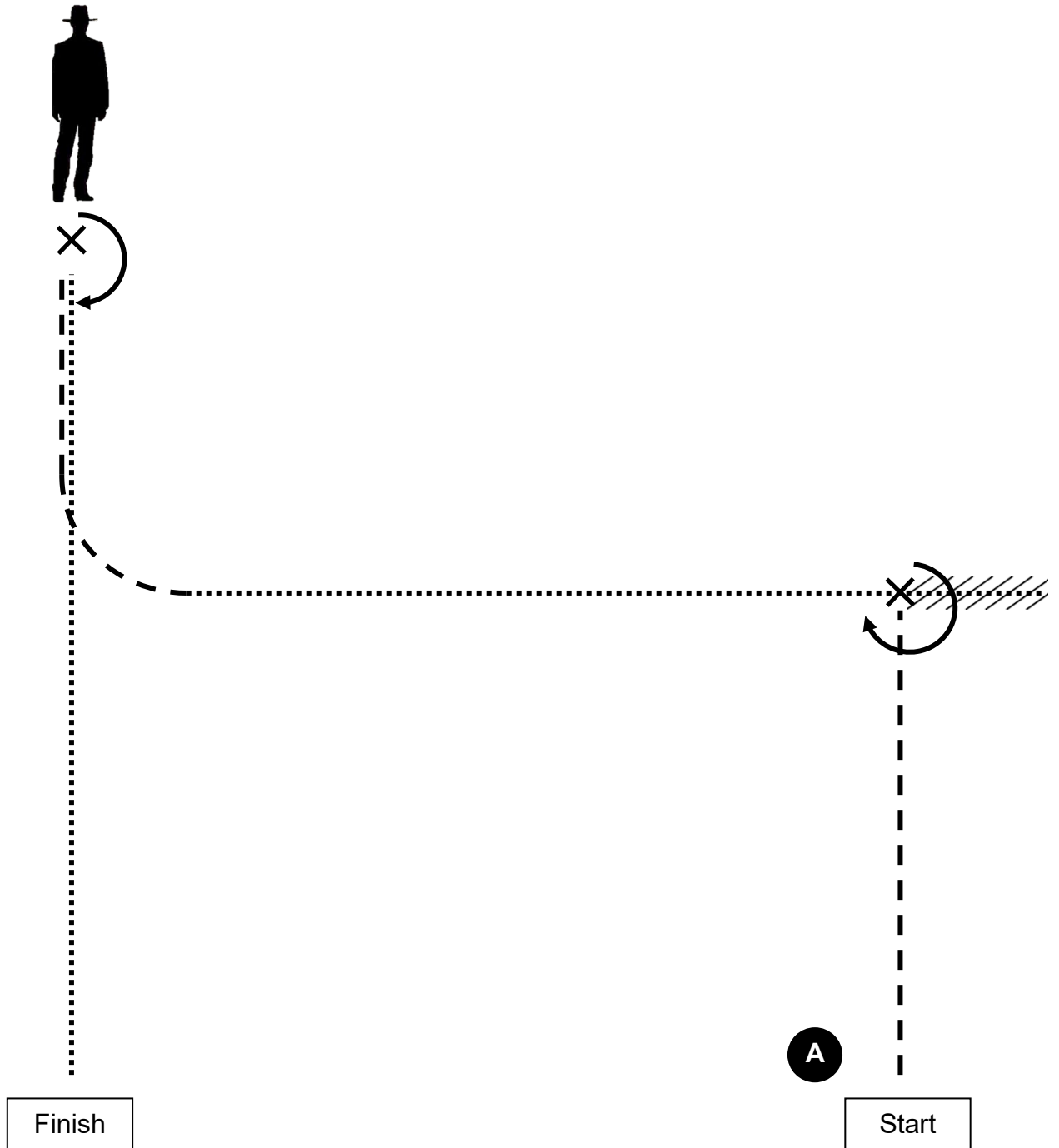


### Instructions

1. Be ready at cone A. Trot forward and to the left across the arena.
2. Break to a walk and turn the corner towards the judge.
3. At the judge, stop and set up for inspection.
4. After inspection, back at least 5 steps.
5. Turn 180° to the right and exit the arena at a walk.

### Key



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

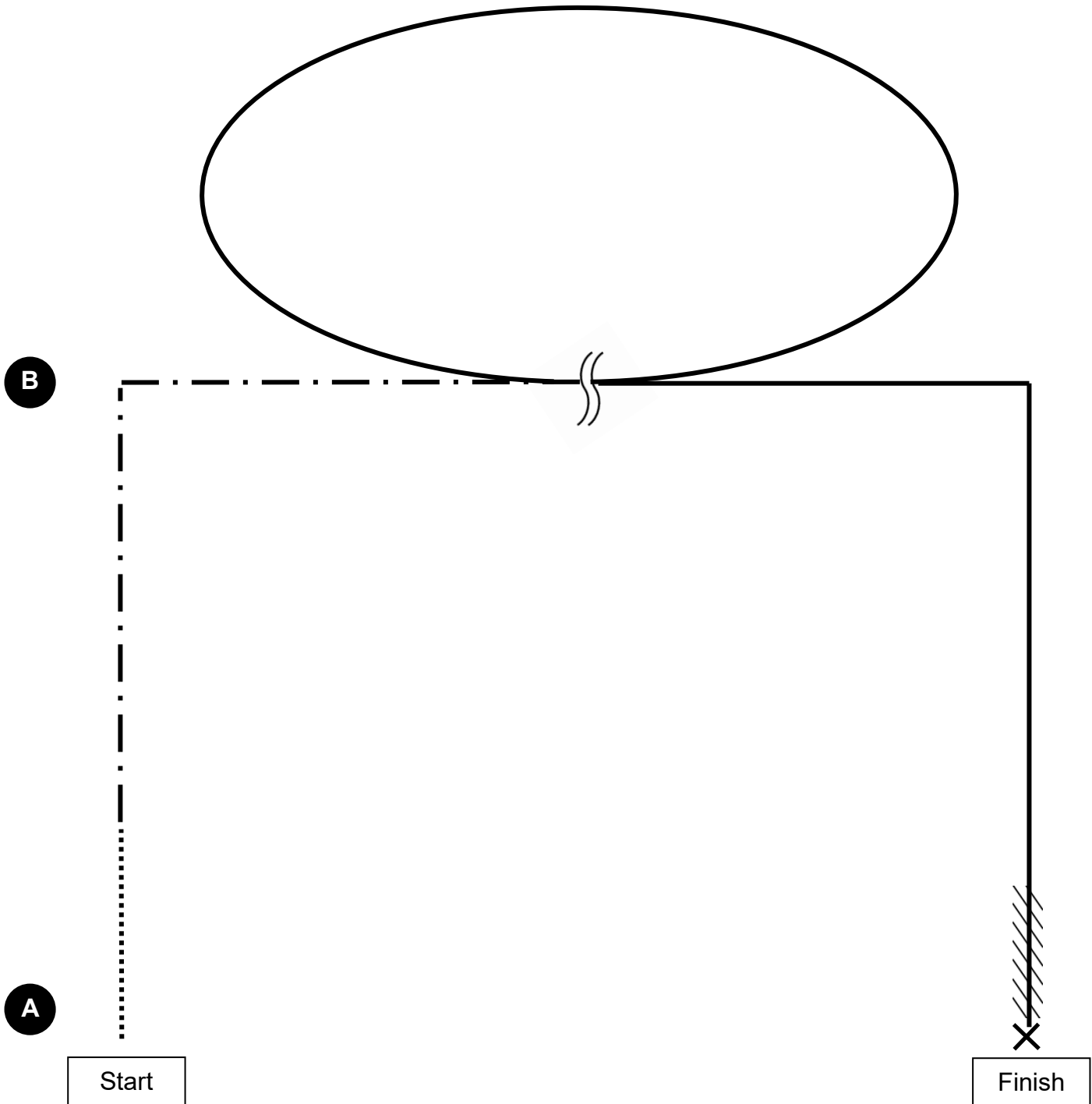


### Instructions

1. Be ready at cone A. Trot forward halfway to the judge and stop.
2. Turn 270° to the right. Back at least 5 steps.
3. Walk forward in a straight line. Begin trotting and turn to trot to the judge.
4. At the judge, stop and set up for inspection.
5. After inspection, turn 180° to the right. Exit the arena at a walk.

### Key






- Walk .....  
 Trot - - - - -  
 Stop X  
 Turn   
 Back 



**Instructions**

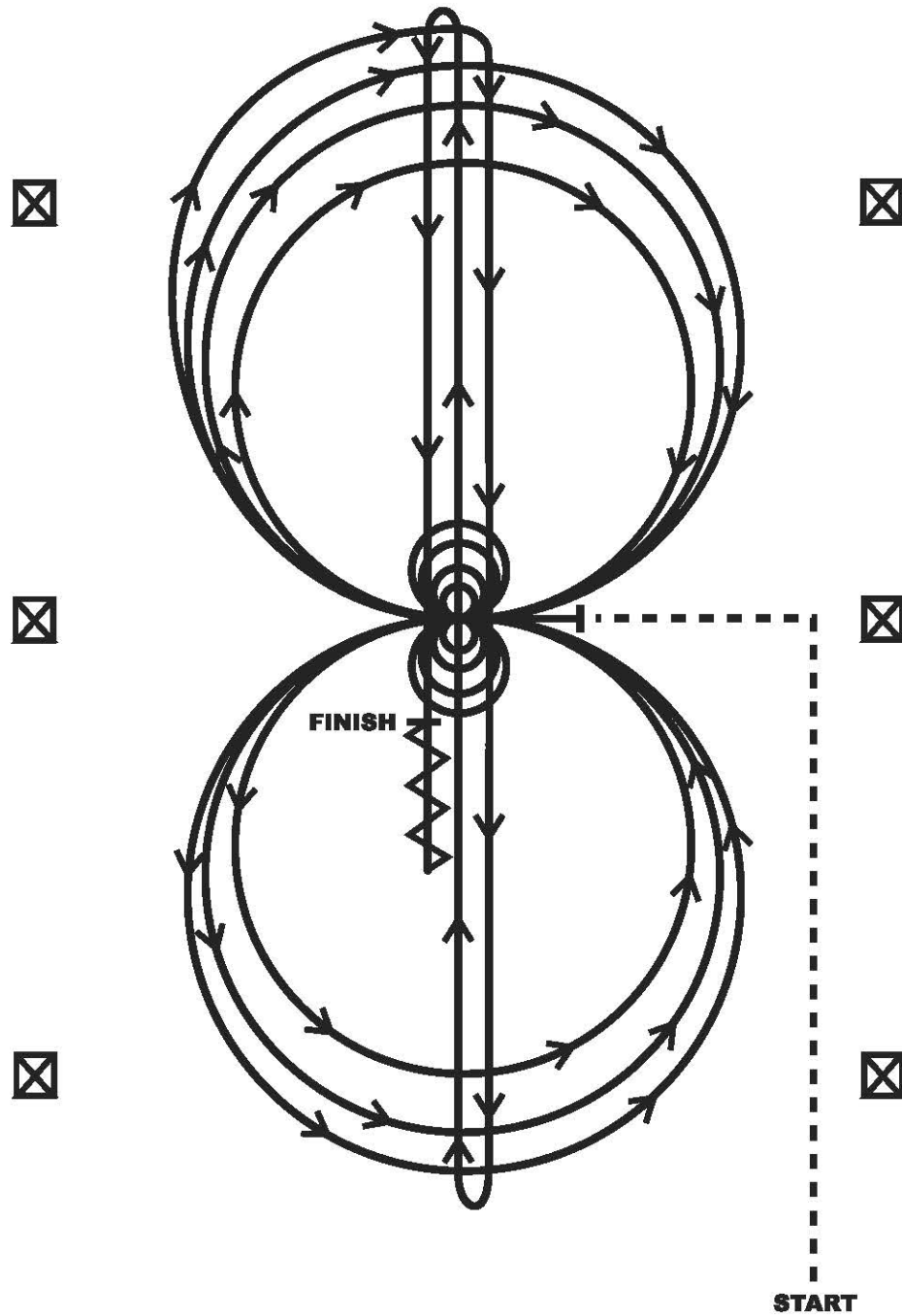
1. Be ready at cone A. Walk forward two horse lengths.
2. Transition to a posting trot on the left diagonal and trot a square corner at B.
3. Halfway across the arena, lope an oval to the left in the left lead.
4. When the oval is complete, perform a lead change (flying or simple) and continue in the right lead.
5. Lope a square corner to the right and continue until even with A.
6. Stop. Back at least 5 steps.

**Key**

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

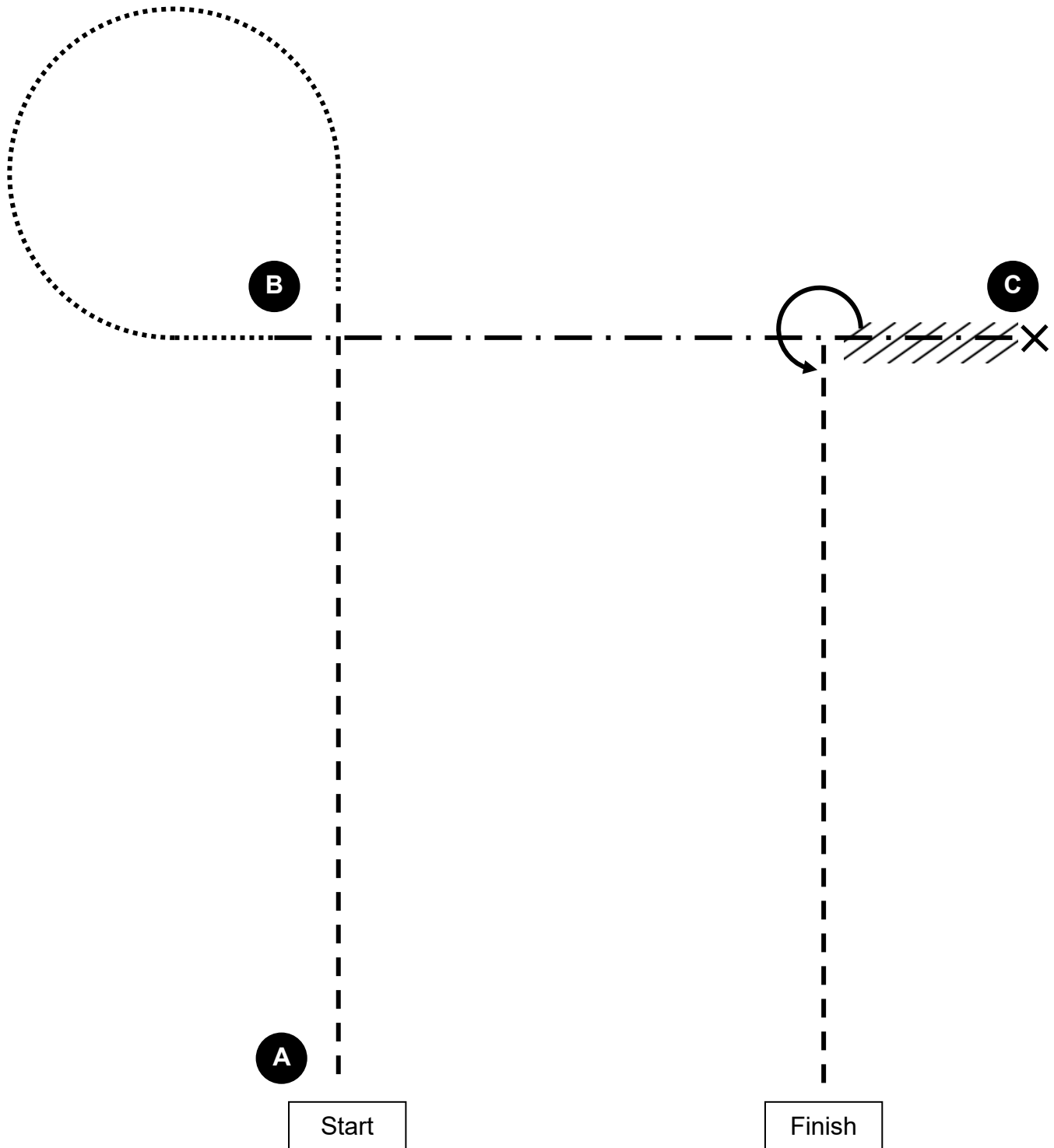
# REINING PATTERN 11

Westark Horse Show Association  
April 26<sup>th</sup>, 2025  
Junior/Senior Reining



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.

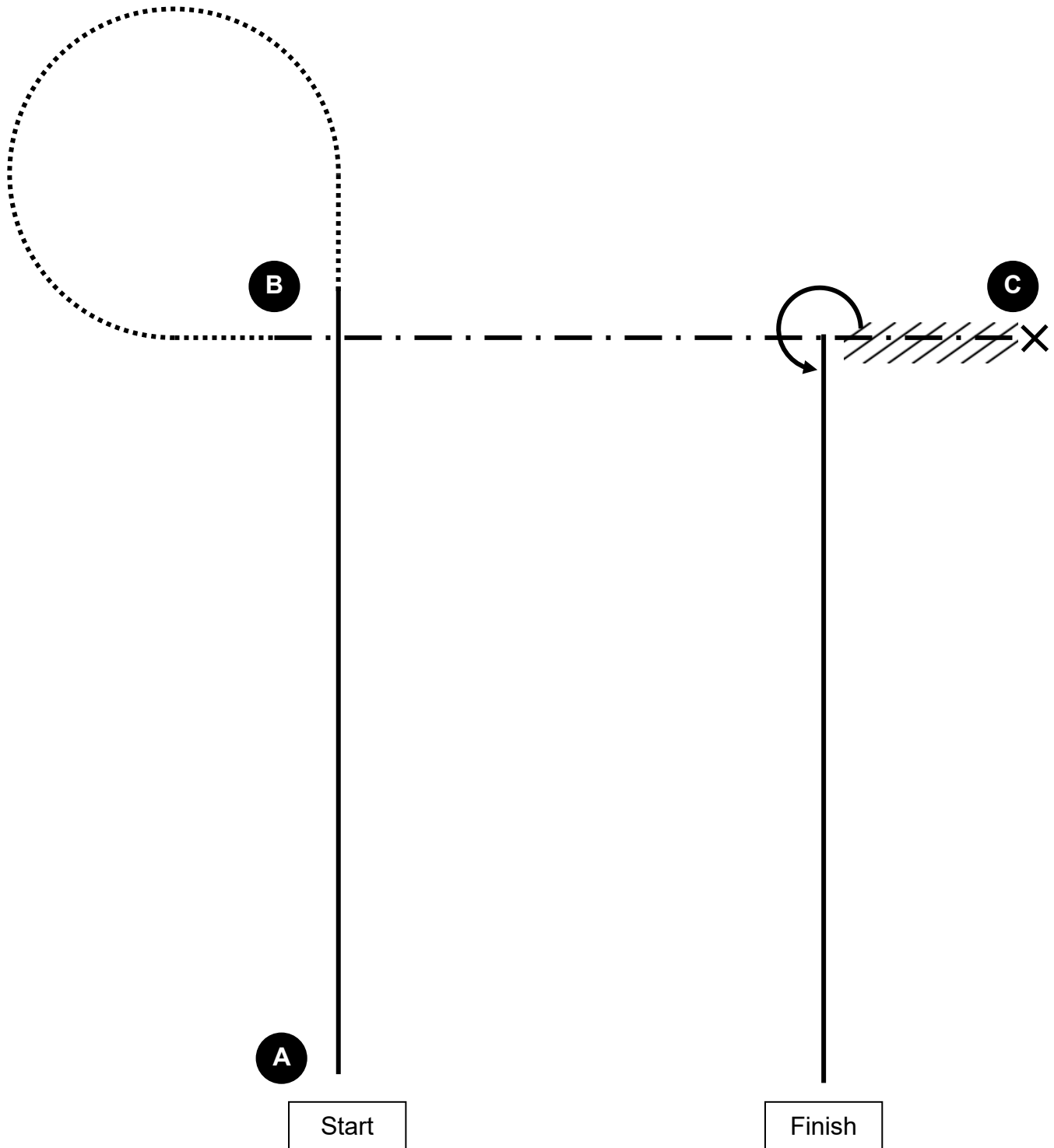


### Instructions

1. Be ready at A. Jog to B.
2. At B, break to a walk and walk a loop around the marker.
3. When loop is complete pick up an Extended jog until even with C.
4. Stop. Back at least 5 steps.
5. Turn 270° left and jog to exit.

### Key

- Walk ..... (dotted line)
- Jog - - - - - (dashed line)
- Extended Jog - . - - - (dash-dot line)
- Stop X (X symbol)
- Back // // // // (hatched area)
- Turn ↶ (curved arrow)



### Instructions

1. Be ready at A. Lope on the right lead to B.
2. At B, break to a walk and walk a loop around the marker.
3. When loop is complete pick up an Extended jog until even with C.
4. Stop. Back at least 5 steps.
5. Turn 270° left and pick up a left lead to exit.

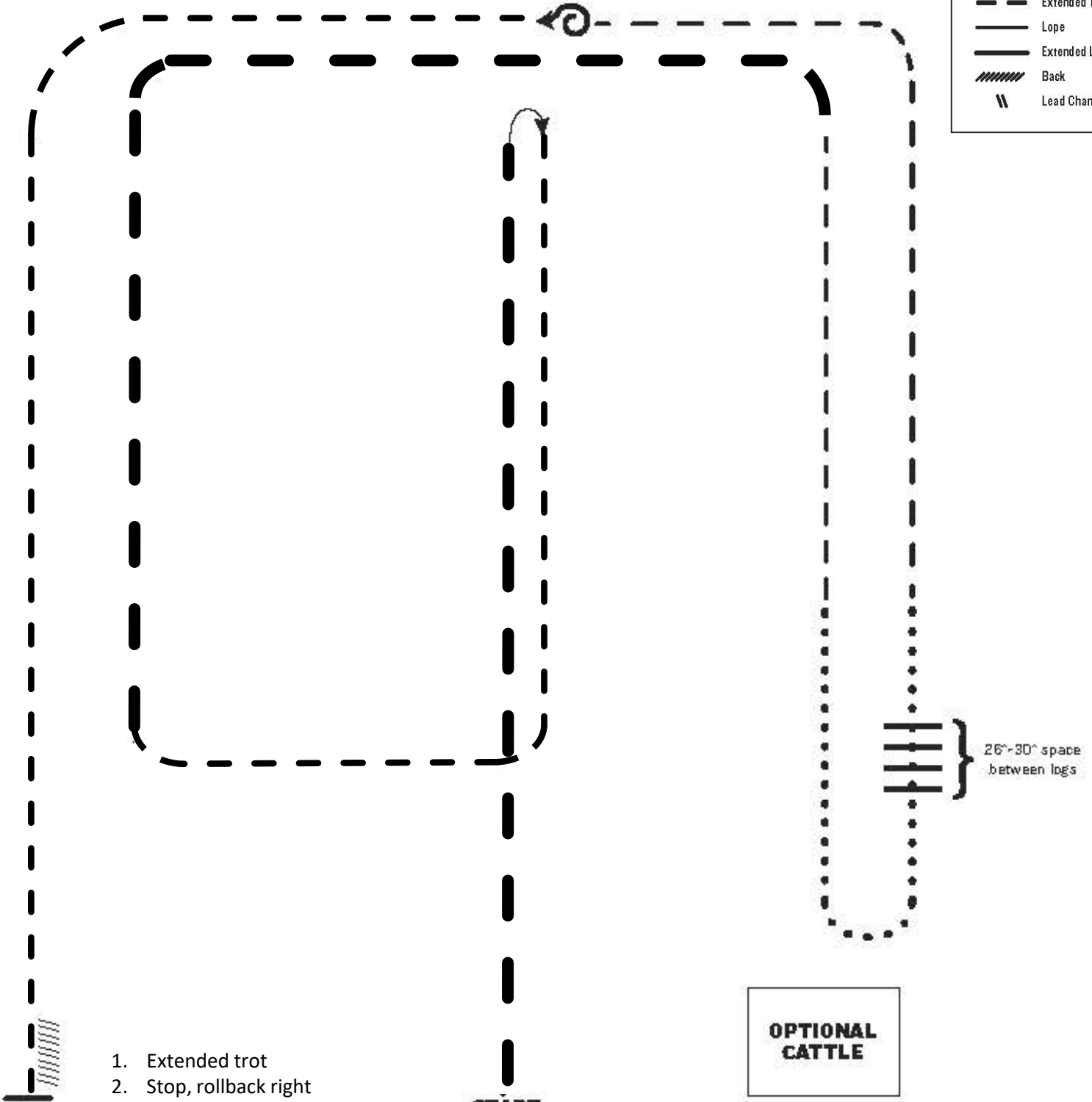
### Key

- Walk ..... (dotted line)
- Jog - - - - (dashed line)
- Extended Jog - . - - (dash-dot line)
- Lope \_\_\_\_\_ (solid line)
- Stop X (X symbol)
- Back // // // // (hatched area)
- Turn ↻ (curved arrow)

# RANCH RIDING - PATTERN 15

## LEGEND

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



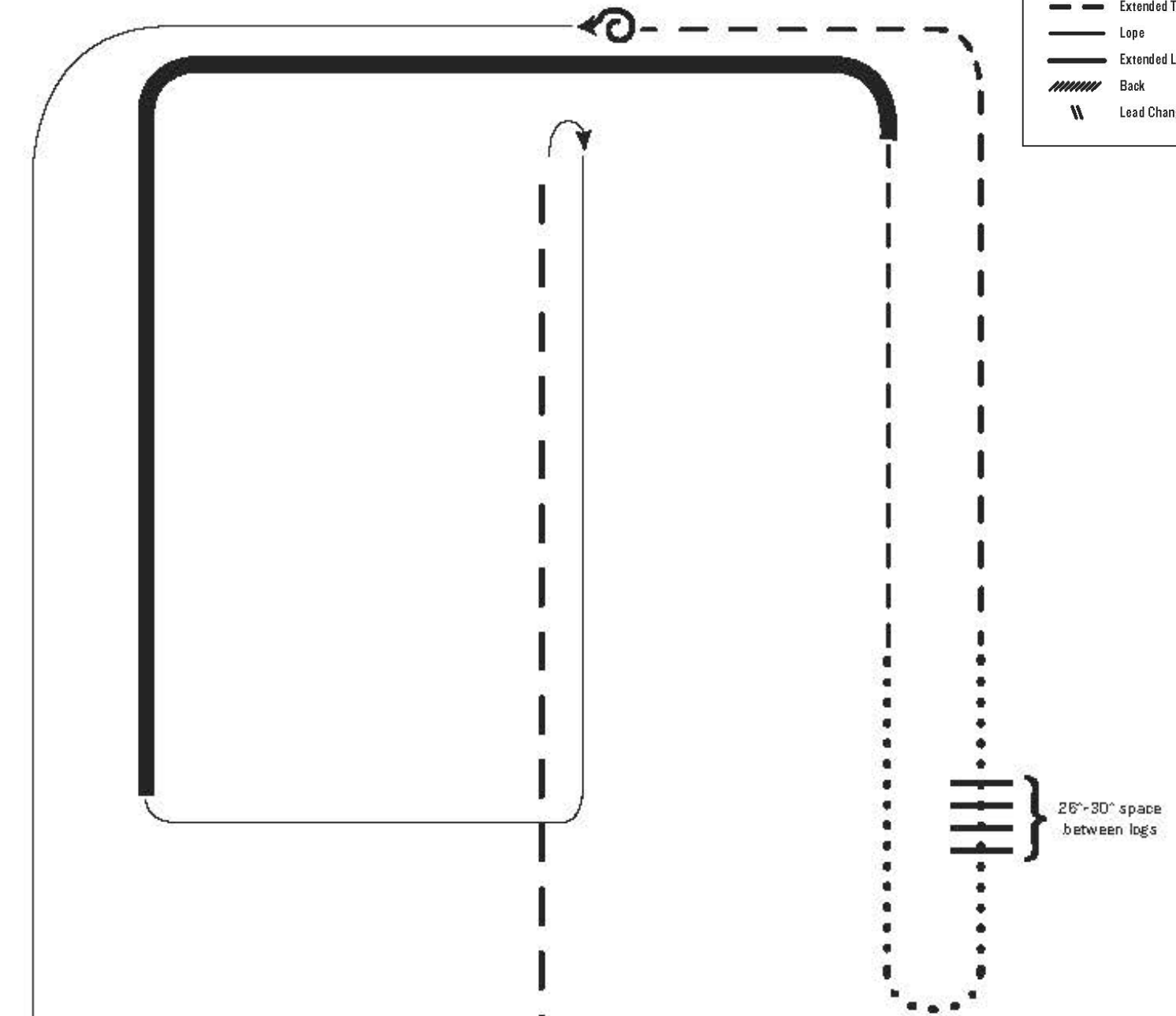
1. Extended trot
2. Stop, rollback right
3. Trot
4. Extended trot
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Trot
12. Stop and back

**OPTIONAL  
CATTLE**

# RANCH RIDING - PATTERN 15

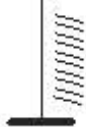
## LEGEND

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



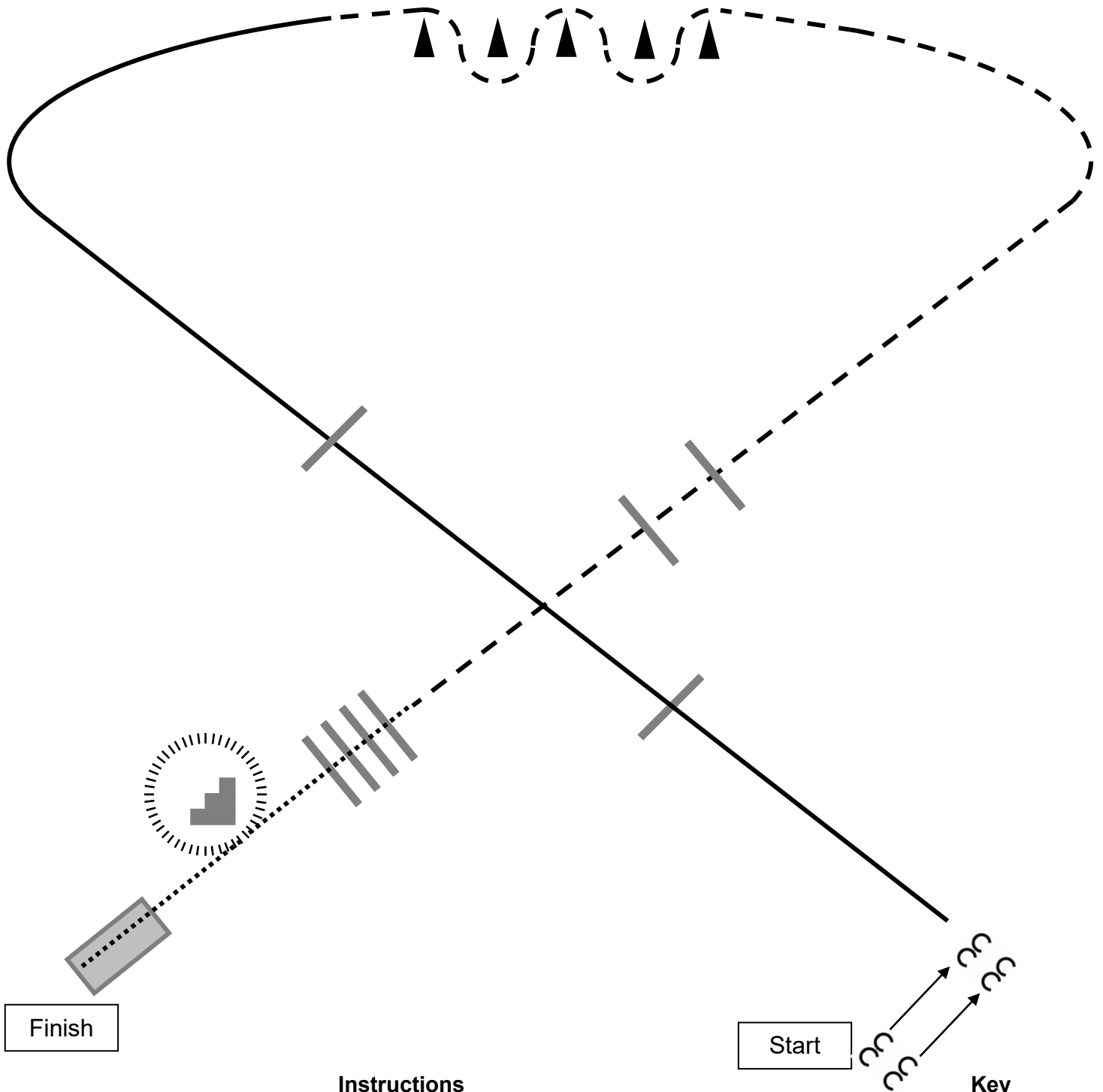
**OPTIONAL  
CATTLE**

1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back









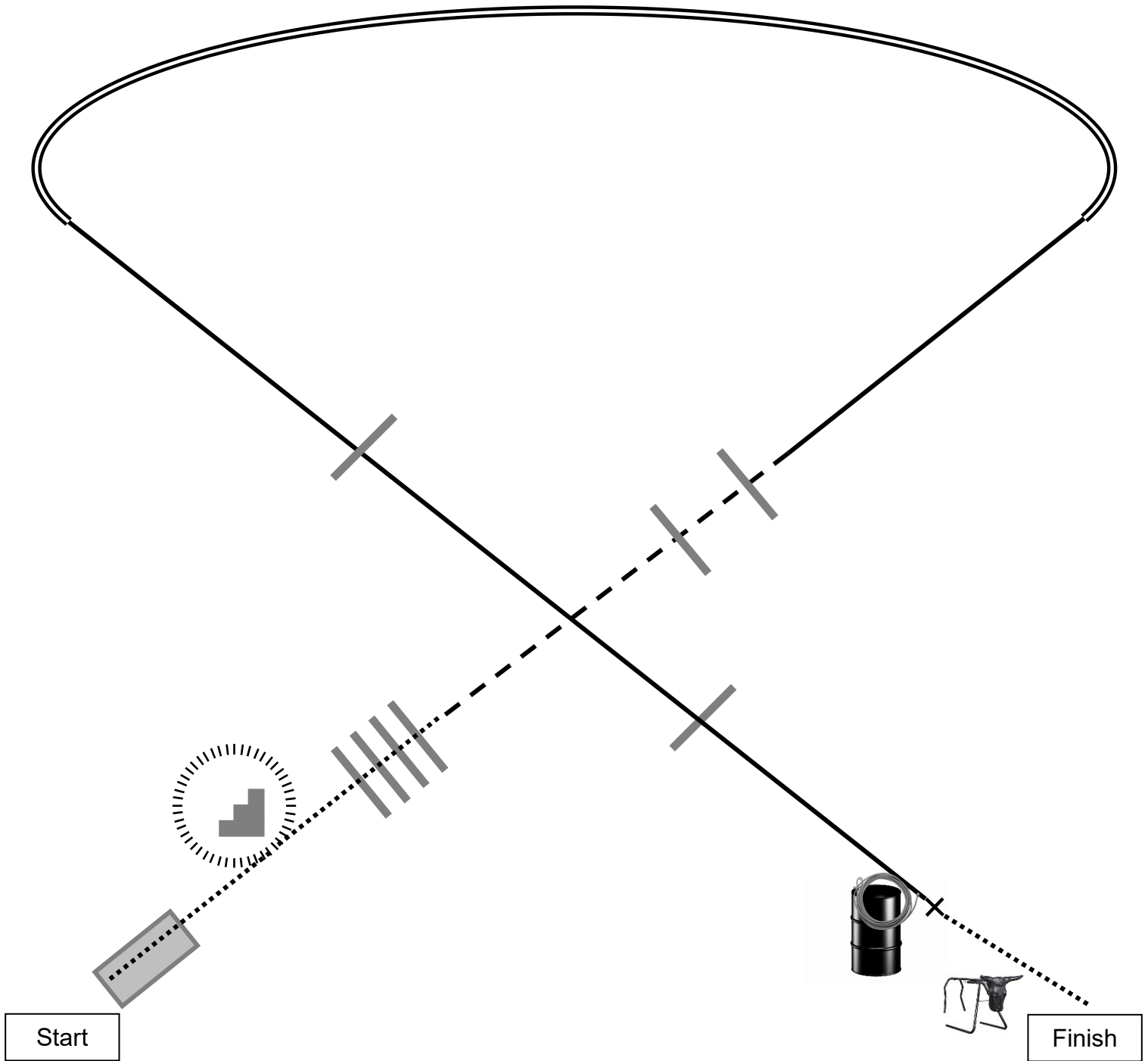
### Instructions

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

1. Begin by sidepassing to the right.
2. Lope on a right lead over the logs.
3. Transition to a jog. Jog through the serpentine.
4. Jog over the logs.
5. Walk over the logs.
6. Stop beside the mounting block. Back a circle around the block.
7. Walk over the bridge to finish.

### 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. Begin on foot. Lead horse over bridge.
2. Mount horse. (Use of the mounting block is optional it will not affect obstacle score.)
3. Back a circle around the mounting block.
4. Walk over the logs.
5. Jog over the logs.
6. Lope, extend the lope around the end of the arena, collect lope over logs.
7. Stop and rope the dummy. A rope will be provided, or you may use your own. Exit at a walk to finish.

### Key

- Walk .....
- Trot - - - - -
- Extended Trot - . - - -
- Lope \_\_\_\_\_
- Extended Lope \_\_\_\_\_
- Stop X
- Back // // // //
- Turn ↩
- Sidepass →