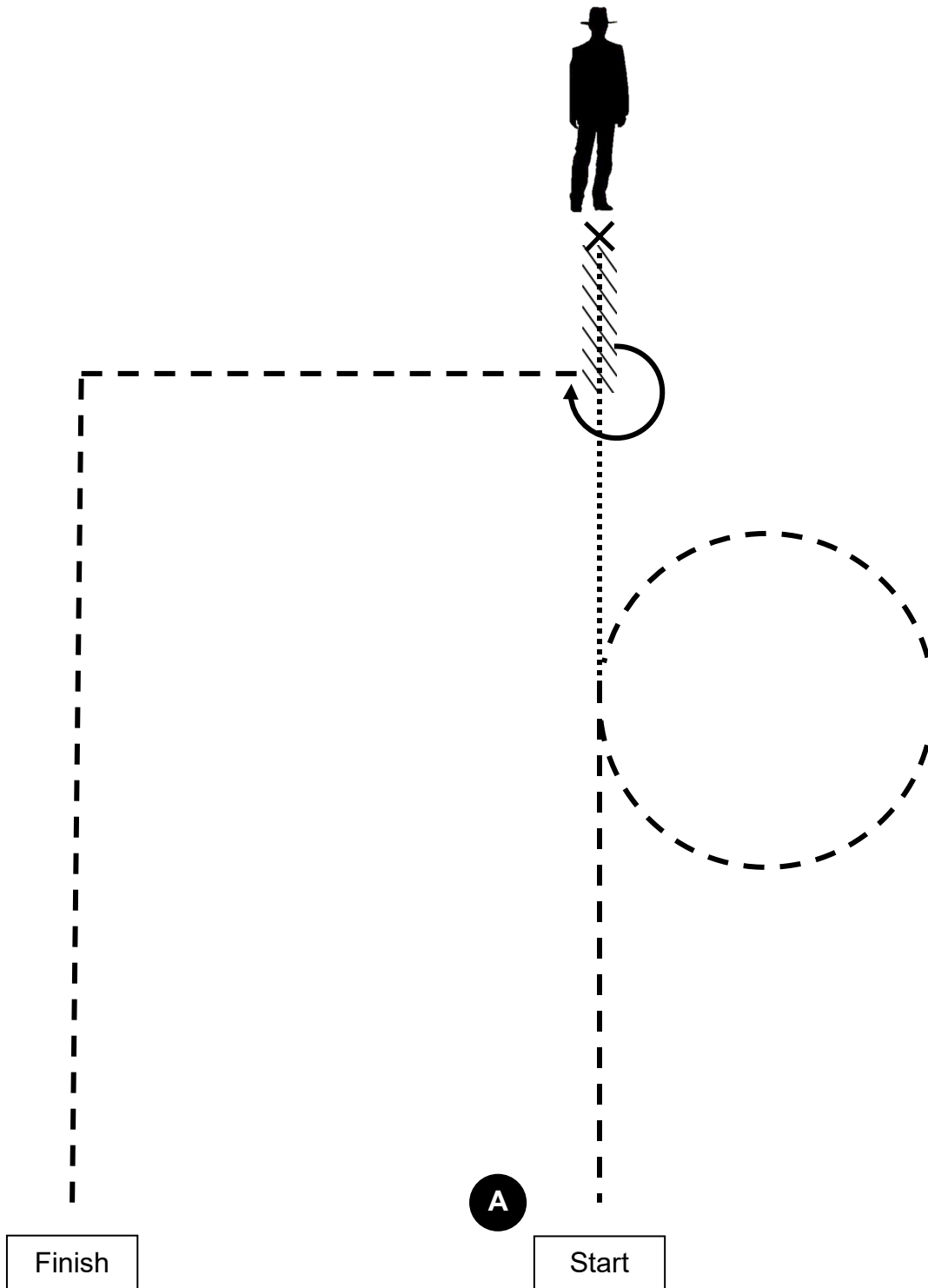


Instructions

1. Be ready at A. Trot halfway to the judge.
2. Transition to a walk and walk a circle to the right.
3. Continue to walk to the judge and stop.
4. Set up for inspection.
5. After inspection, back at least 5 steps.
6. Turn 270° to the right. Walk forward and make a square corner to the left to exit.

Key



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

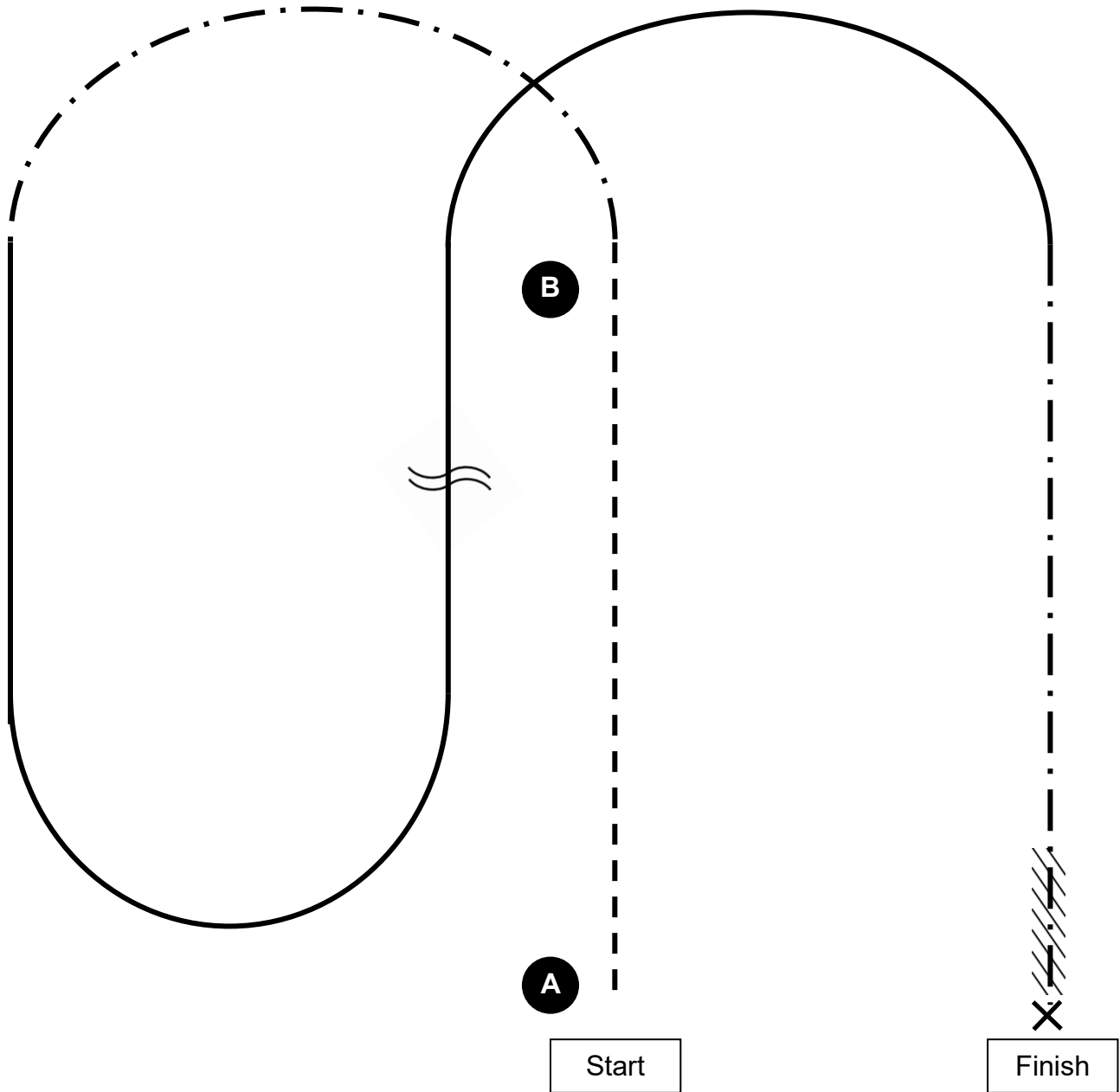


Instructions

1. Be ready at A. Trot halfway to the judge.
2. Trot a circle to the right.
3. Transition to a walk. Continue to the judge and stop.
4. Set up for inspection.
5. After inspection, back at least 5 steps.
6. Turn 270° to the right. Trot forward and make a square corner to the left to exit.

Key







- Walk (dotted line)
- Trot - - - - - (dashed line)
- Stop X (X symbol)
- Turn  (curved arrow)
- Back  (diagonal lines)



Instructions

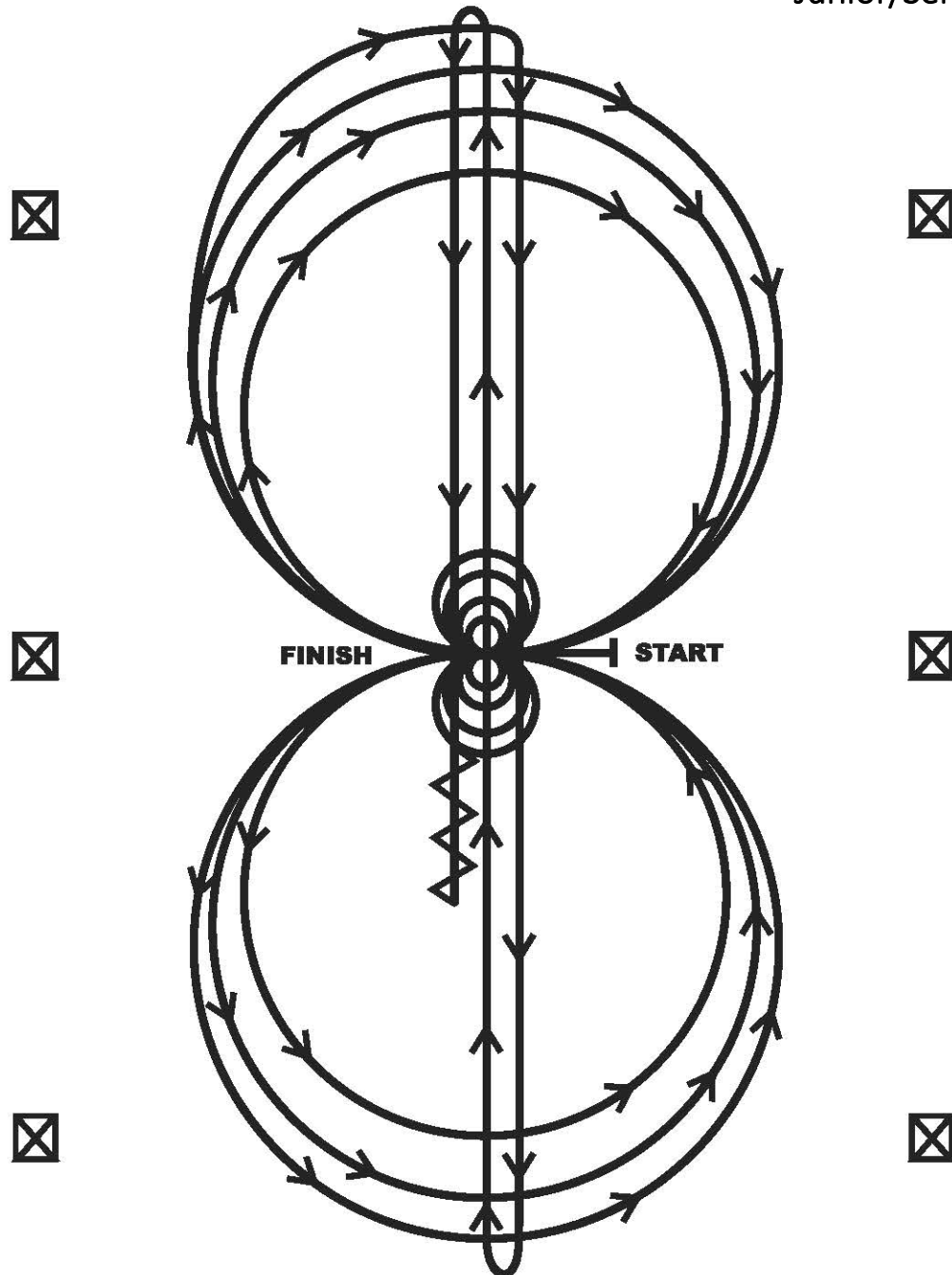
1. Be ready beside A. Sit the trot to B.
2. At B, pick up a posting trot on the right diagonal in a half circle.
3. Lope on the left lead and lope a loop back towards B.
4. Perform a lead change (simple or flying) and continue in the right lead in a loop to the right.
5. Drop to a posting trot on the left diagonal until even with A.
6. Stop and back at least 5 steps.

Key

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

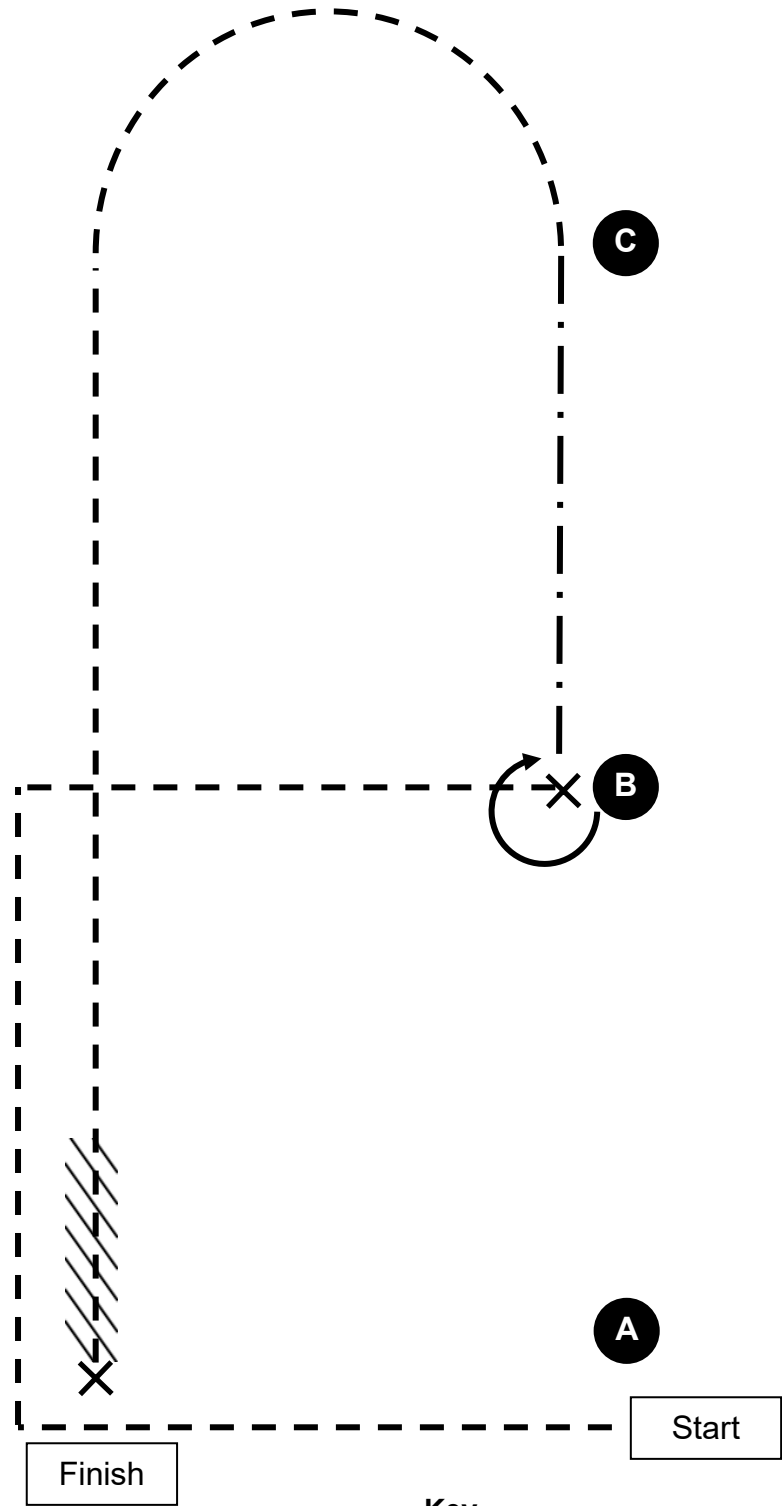
REINING PATTERN 2

Westark Horse Show Association
June 14th, 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 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.

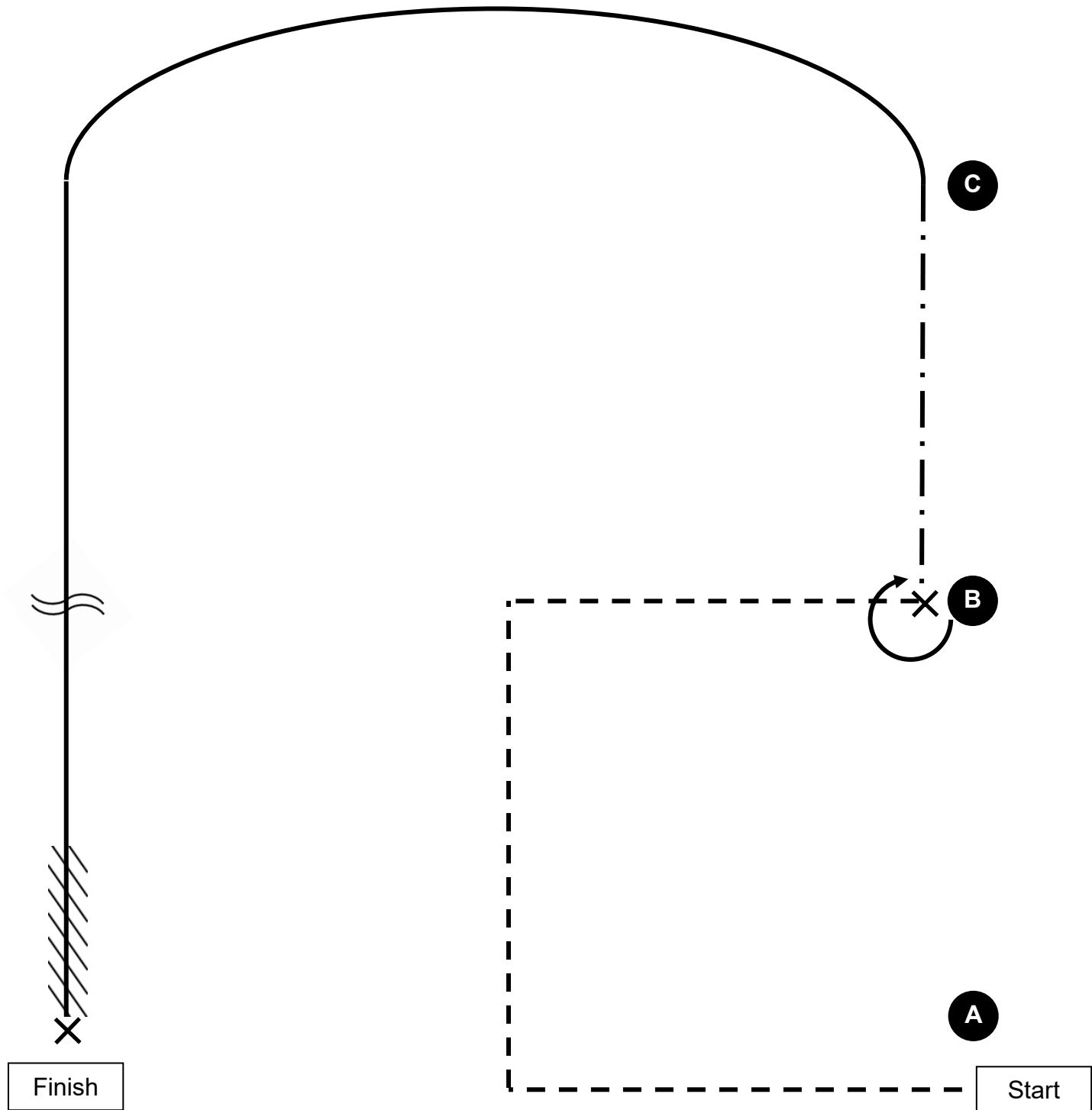


Instructions

1. Be ready beside A. Jog two square corners to the right and stop directly in front of B.
2. Turn 270° to the right.
3. Extend the jog to C.
4. At C transition back to a regular jog and jog a half circle left.
5. Continue to jog until even with A. Stop. Back at least 5 steps

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 beside A. Jog two square corners to the right and stop facing B, directly in front of it.
2. Turn 270° to the right.
3. Extend the jog from B to C.
4. At C transition to a left lead lope. Change leads (simple or flying) when even with B.
5. When even with A, stop. Back at least 5 steps.

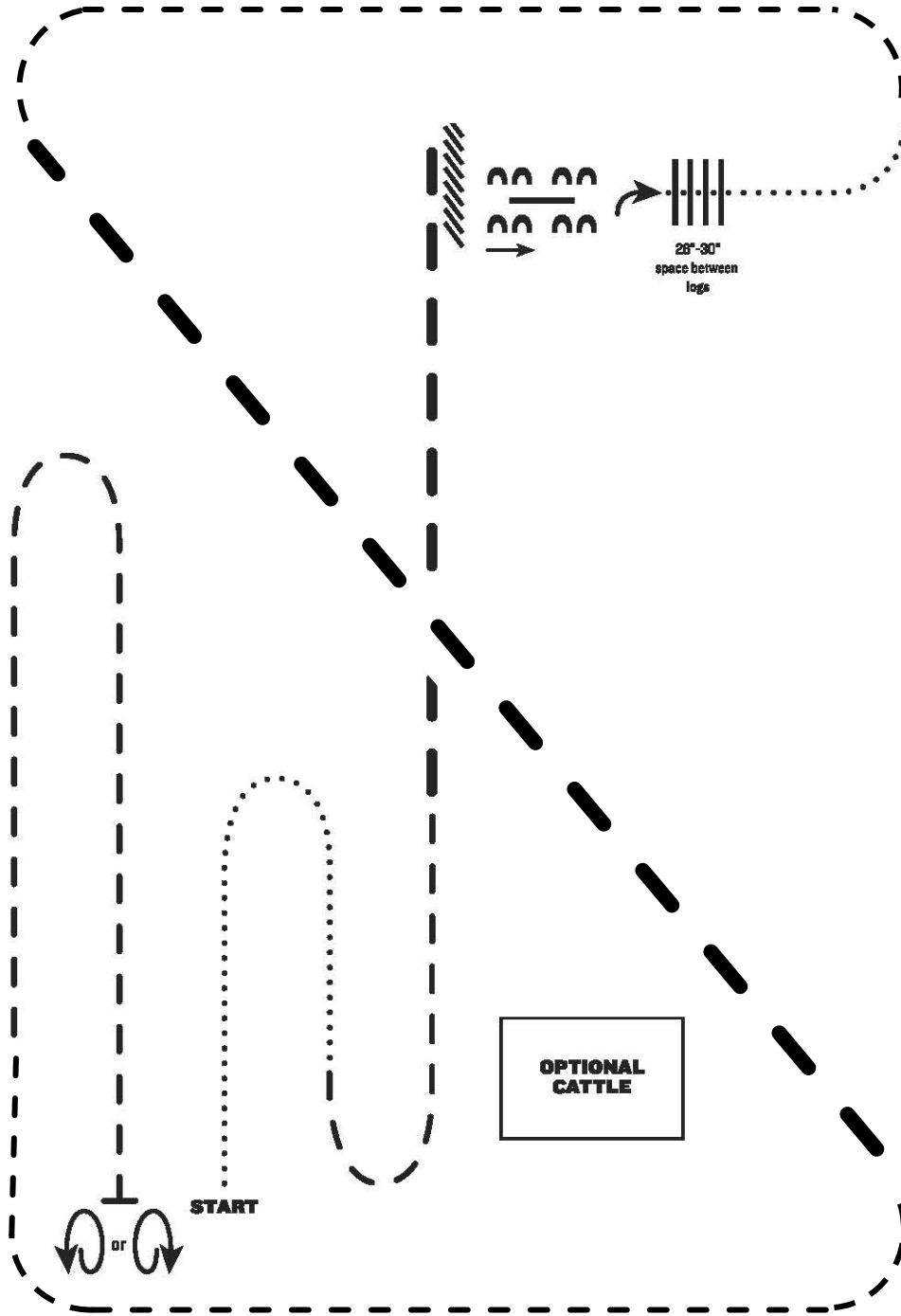
Key

Jog	— — — —
Extended Jog	— . — —
Lope	— — — —
Stop	X
Back	//////
Turn	↻
Lead Change	~~~~

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. ¼ turn right, walk over logs
7. Walk
8. Trot
9. Extended Trot
10. Trot
11. Stop, one 360 turn (either direction)

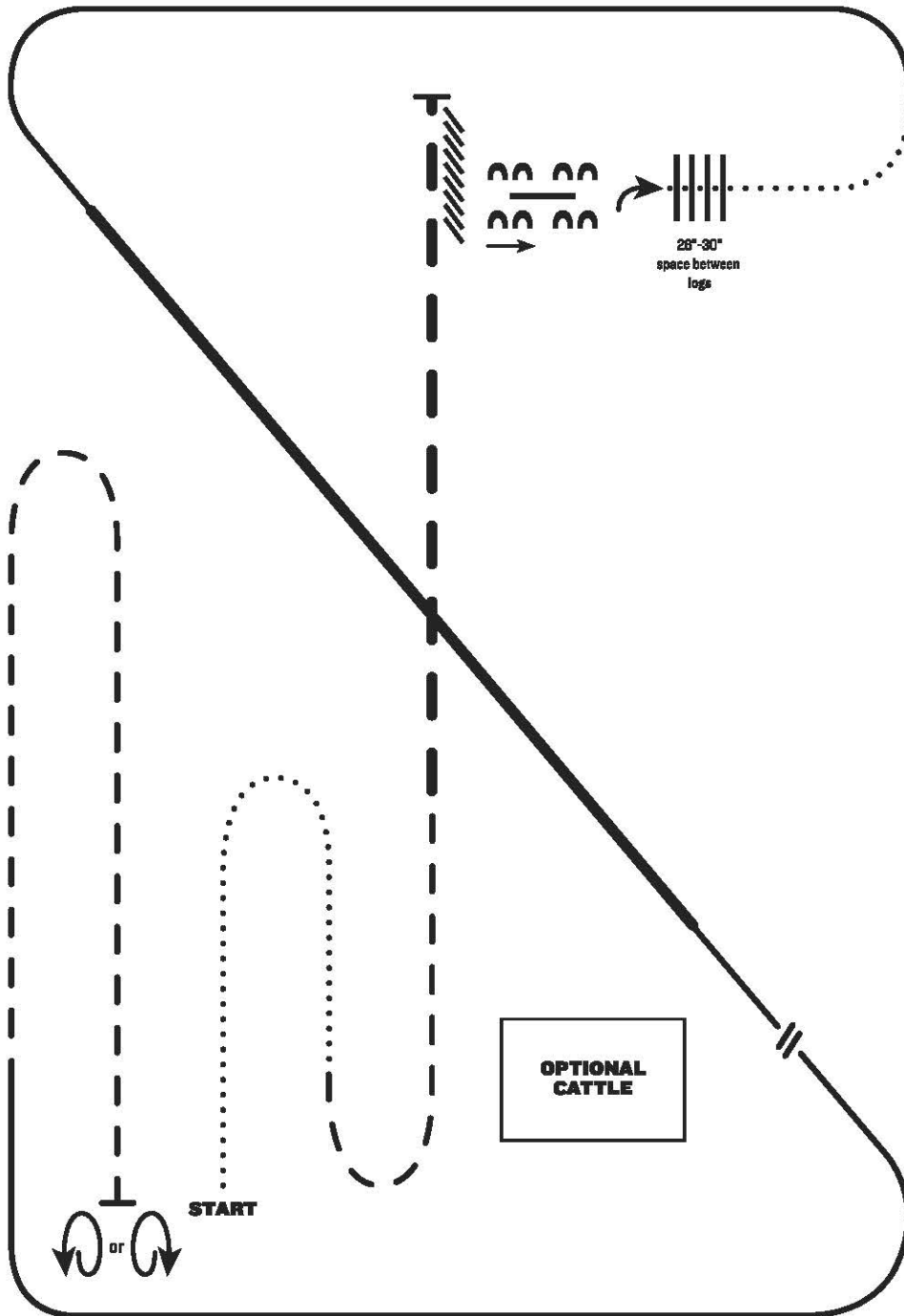
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 7

Junior/Senior Ranch Riding

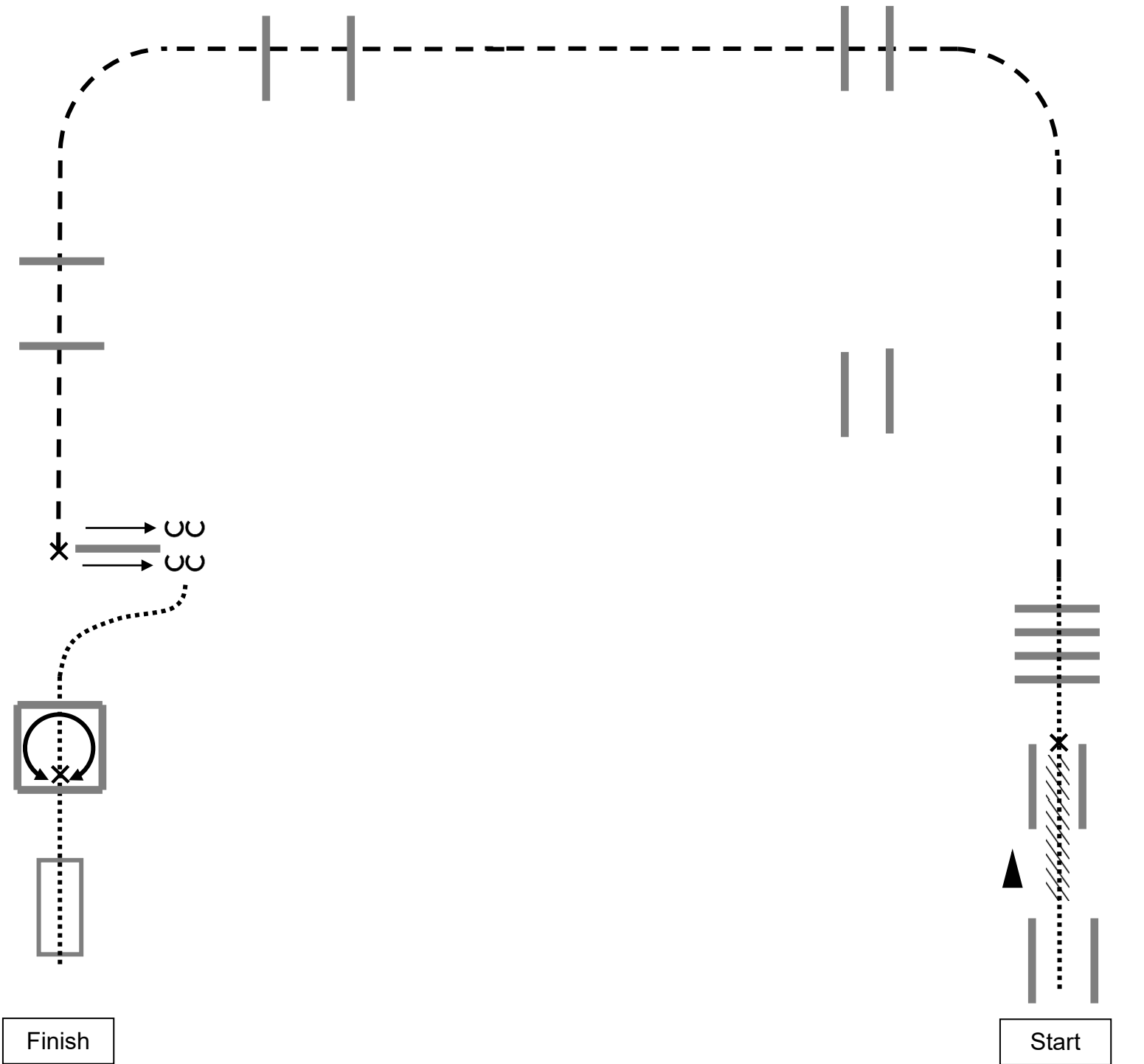
LEGEND

.....	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.



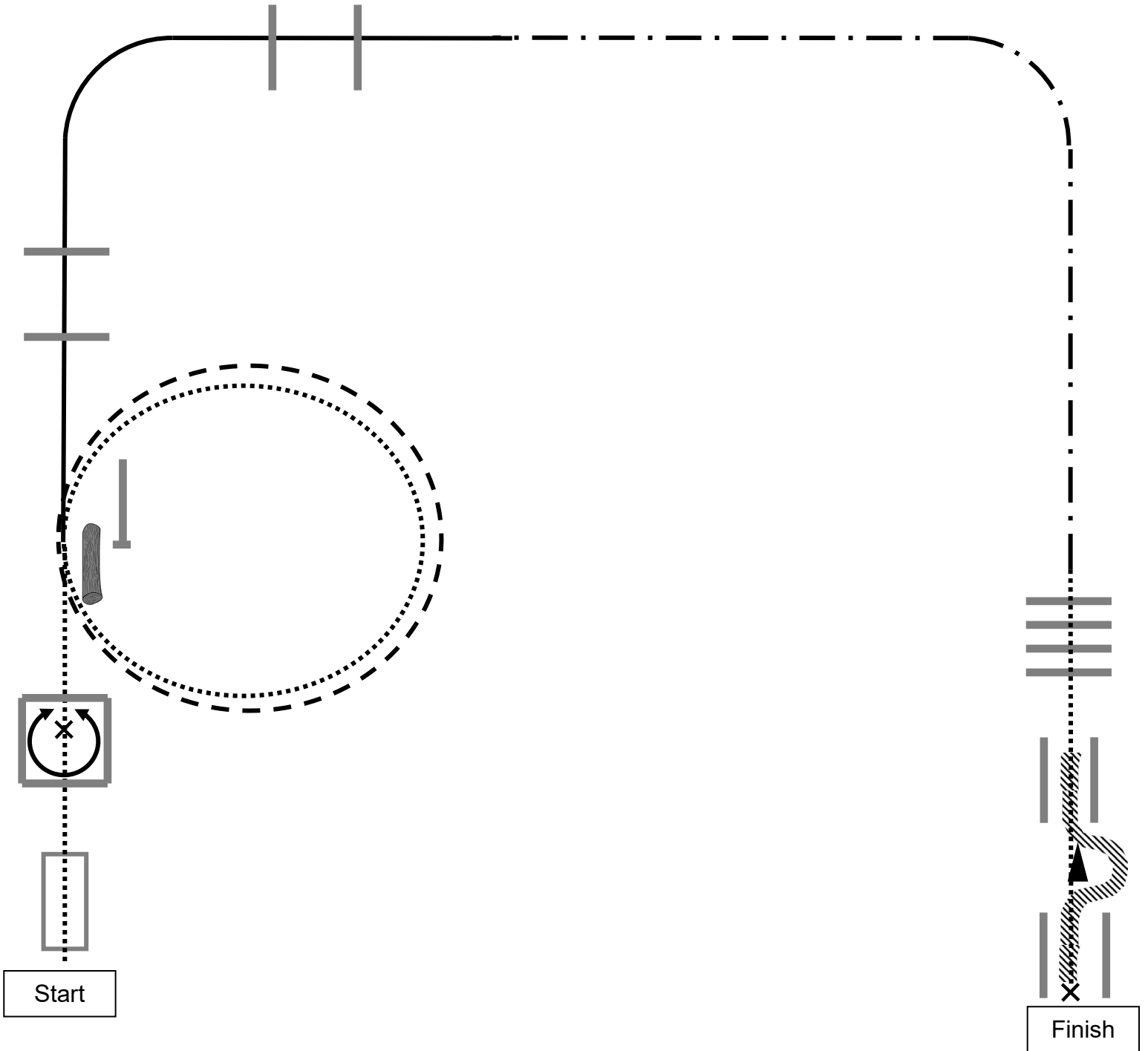
Instructions

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

1. Walk into the chute. Back up at least half-way down the chute.
2. Walk over the logs.
3. Trot over the first pair of logs.
4. Trot over the next 4 logs.
5. Stop beside the log. Sidepass left over it.
6. Walk into the box. Stop. Turn 360° either direction
7. Walk through the water box and continue to walk to exit.

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 into the box and stop. Turn 360° either direction. Walk out.
3. Drag the log in a large circle at a walk or a trot.
4. Lope over the logs.
5. Extend the trot around the corner.
6. Walk over the logs.
7. Walk into the chute (going around the cone on either side). Back the chute (go around the cone on either side.) Exit at a walk.

Key

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