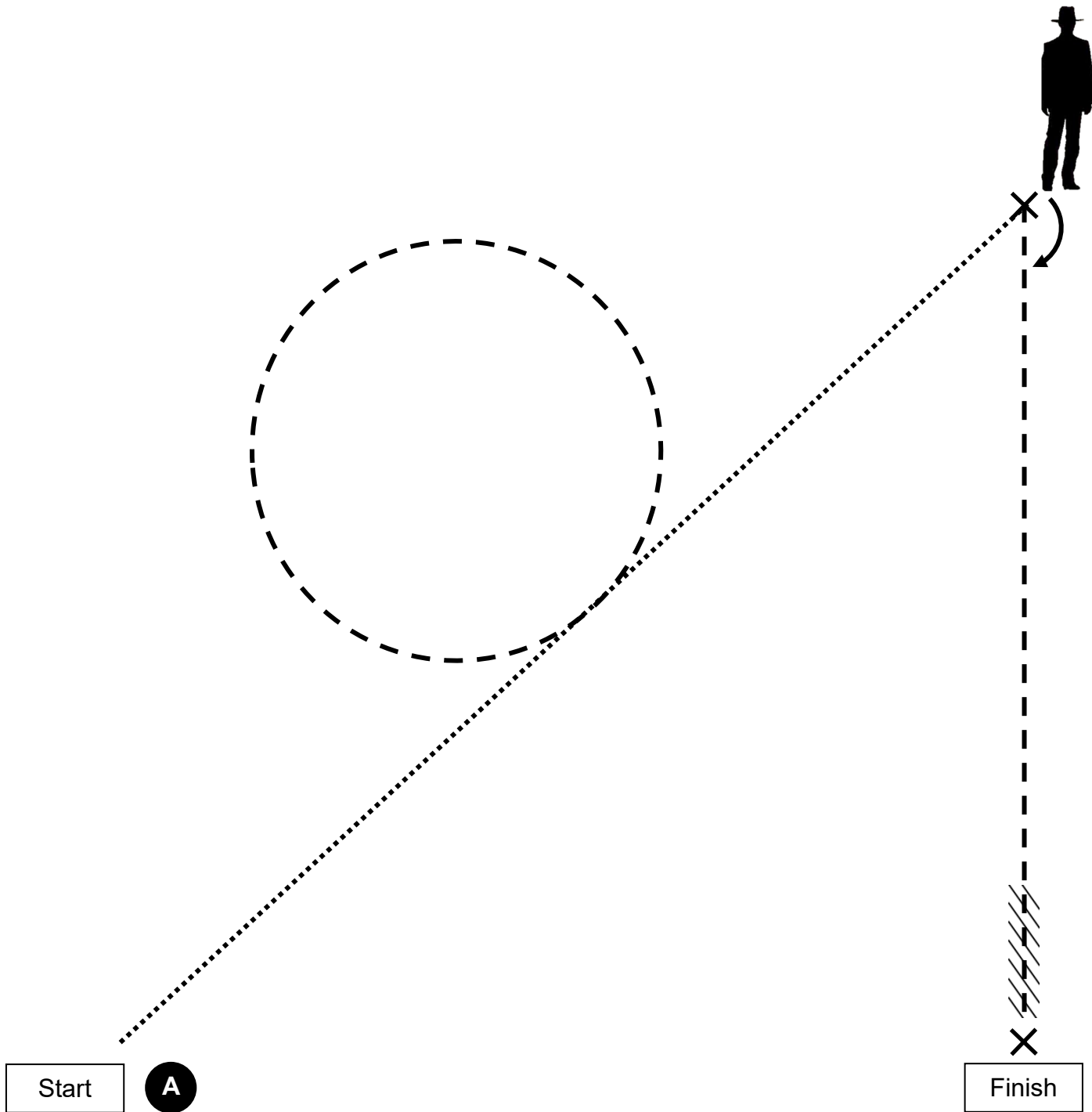


Instructions

1. Be ready beside A. Walk to the judge
2. Stop and set up for inspection.
3. After inspection, pivot to the right (about 135°) until facing the exit.
4. Trot until even with A.
5. Stop and back at least 5 steps.

Key

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

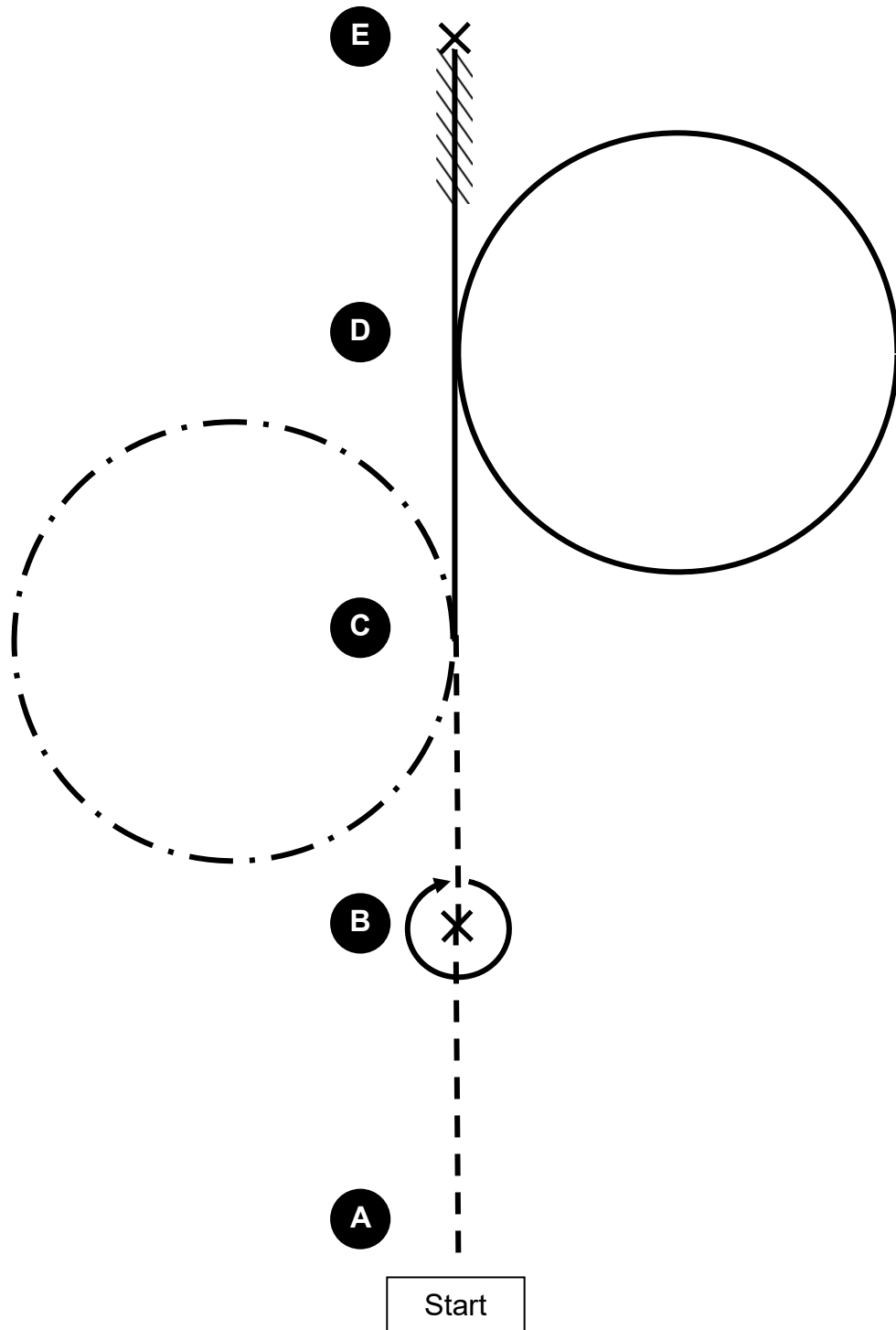


Instructions

1. Be ready beside A. Walk halfway to the judge. Trot a circle to the left.
2. When the circle is complete, transition to a walk and continue to the judge.
3. Stop and set up for inspection.
4. After inspection, pivot to the right (about 135°) until facing the exit.
5. Trot until even with A.
6. Stop and back at least 5 steps.

Key







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



Instructions

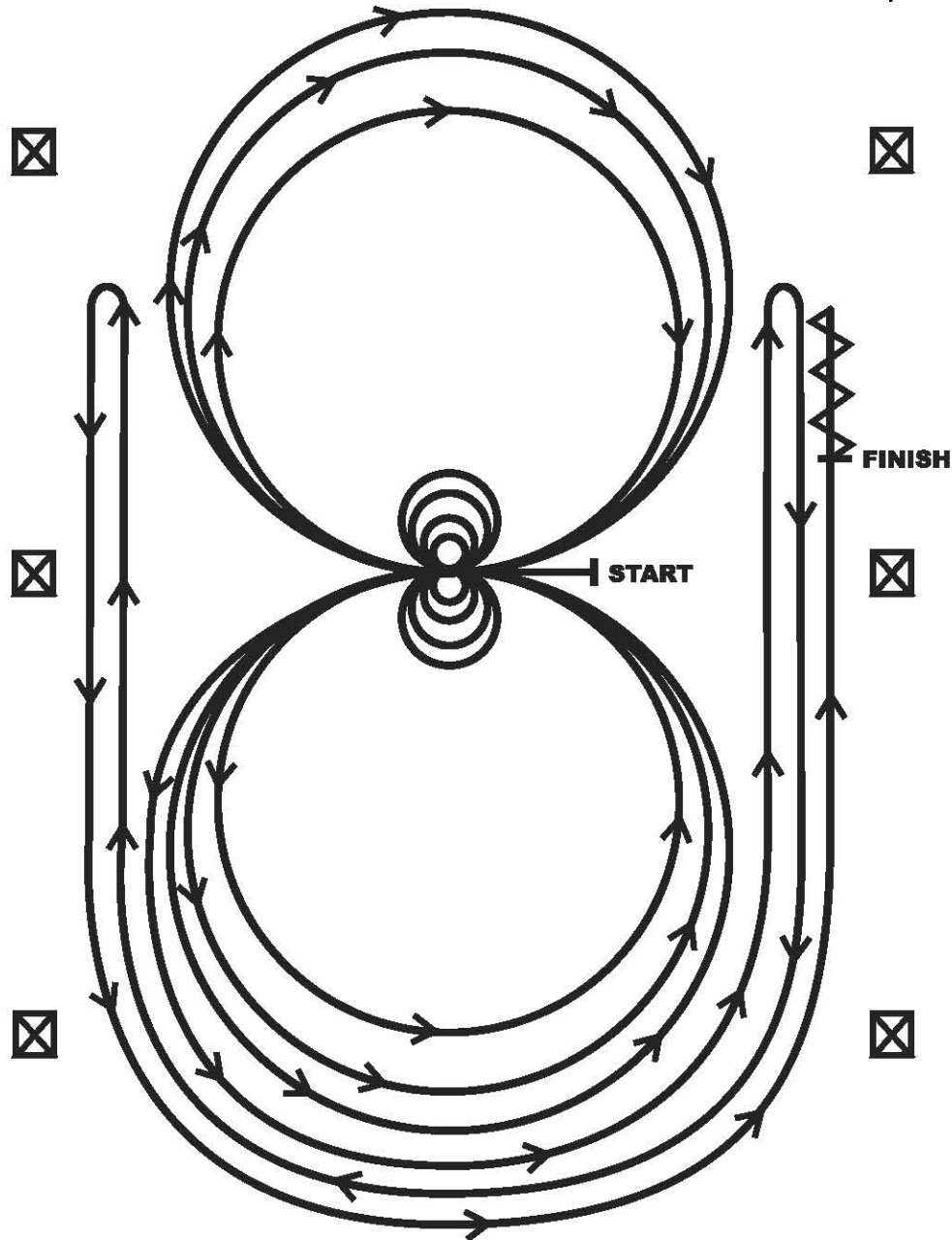
1. Be ready beside A. Sit the trot to B.
2. Stop at B, turn 360° to the right on the forehand. Drop your irons.
3. Sit the trot to C. At C, post a circle to the left on the right diagonal.
4. When the circle is complete, pick up a right lead to D.
5. At D, lope a circle to the right.
6. Continue to lope to E and stop. Back at least 5 steps.
Exit following the directions of the ring steward or announcer.

Key

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

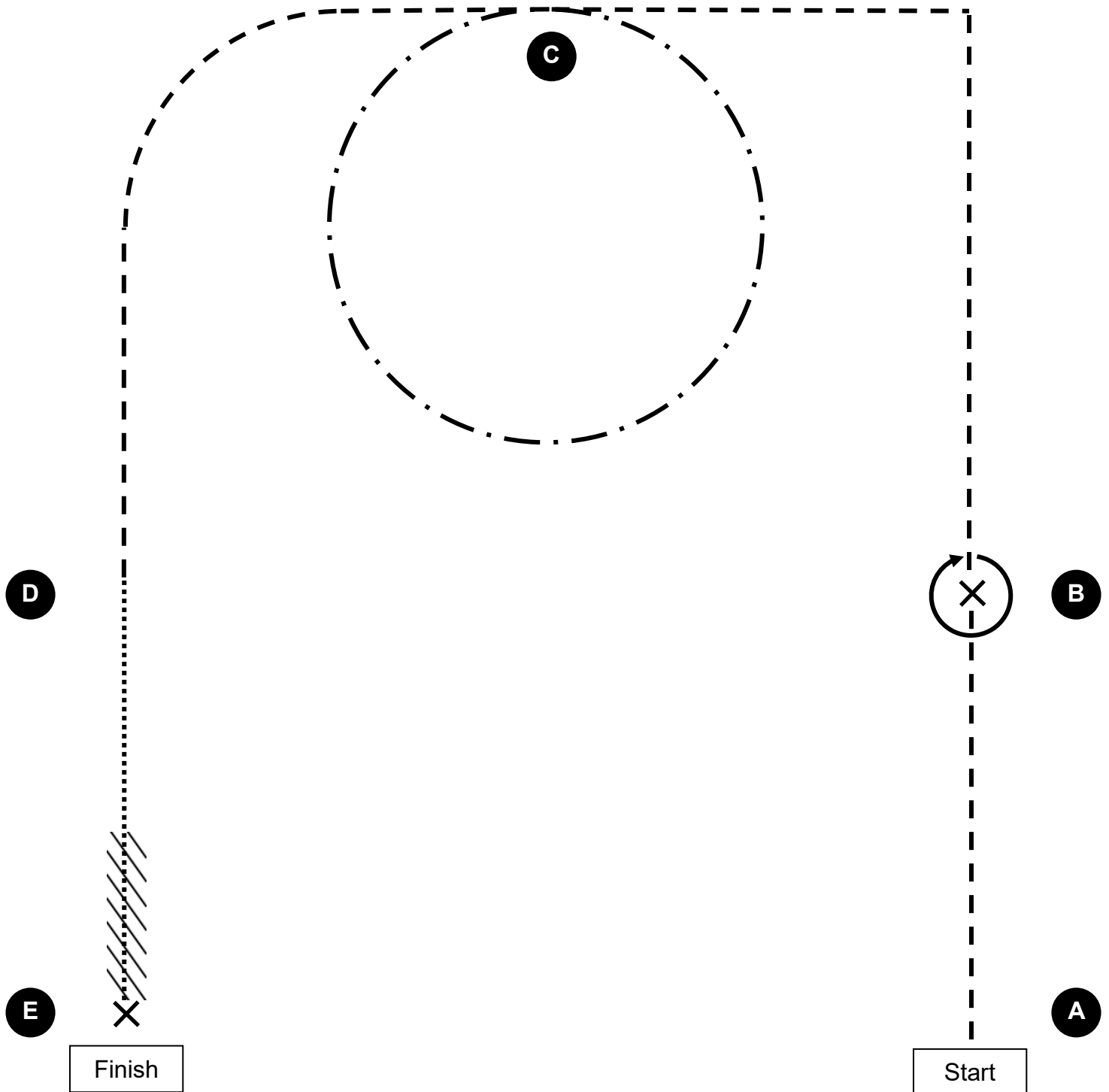
REINING PATTERN 6

Westark Horse Show Association
July 5th, 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. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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.
6. Continue back 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.
7. 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 the completion of the pattern.

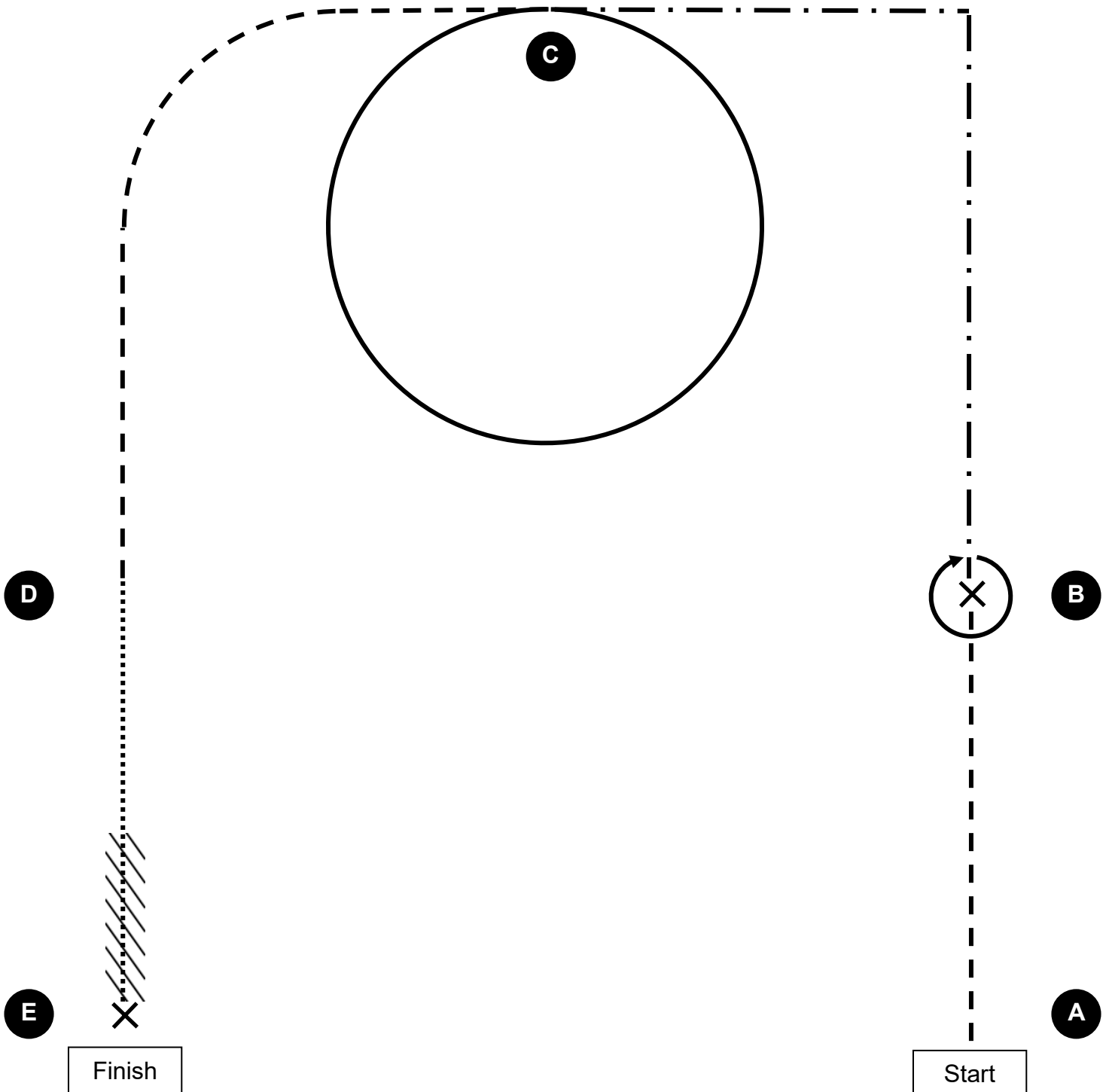


Instructions

1. Be ready beside A. Jog to B and stop.
2. Turn 360° to the right. Drop your stirrups.
3. Jog and make a square corner to the left.
4. When even with C, extend the jog in a circle to the left.
5. After circle is complete, drop to a jog and jog until even with D.
6. At D, transition to a walk. Walk to E and stop.
7. Back at least 5 steps.

Key

- Walk (dotted line)
- Jog - - - - - (dashed line)
- Extended Jog - . - . - . (dash-dot line)
- Stop X (circle with X)
- Back // // // // (diagonal hatching)
- Turn ↻ (curved arrow)



Instructions

1. Be ready beside A. Jog to B and stop.
2. Turn 360° to the right. Drop your stirrups.
3. Extend the jog and make a square corner to the left.
4. When even with C, lope on the left lead in a circle to the left.
5. After circle is complete, drop to a jog and jog until even with D.
6. At D, transition to a walk. Walk to E and stop.
7. Back at least 5 steps.

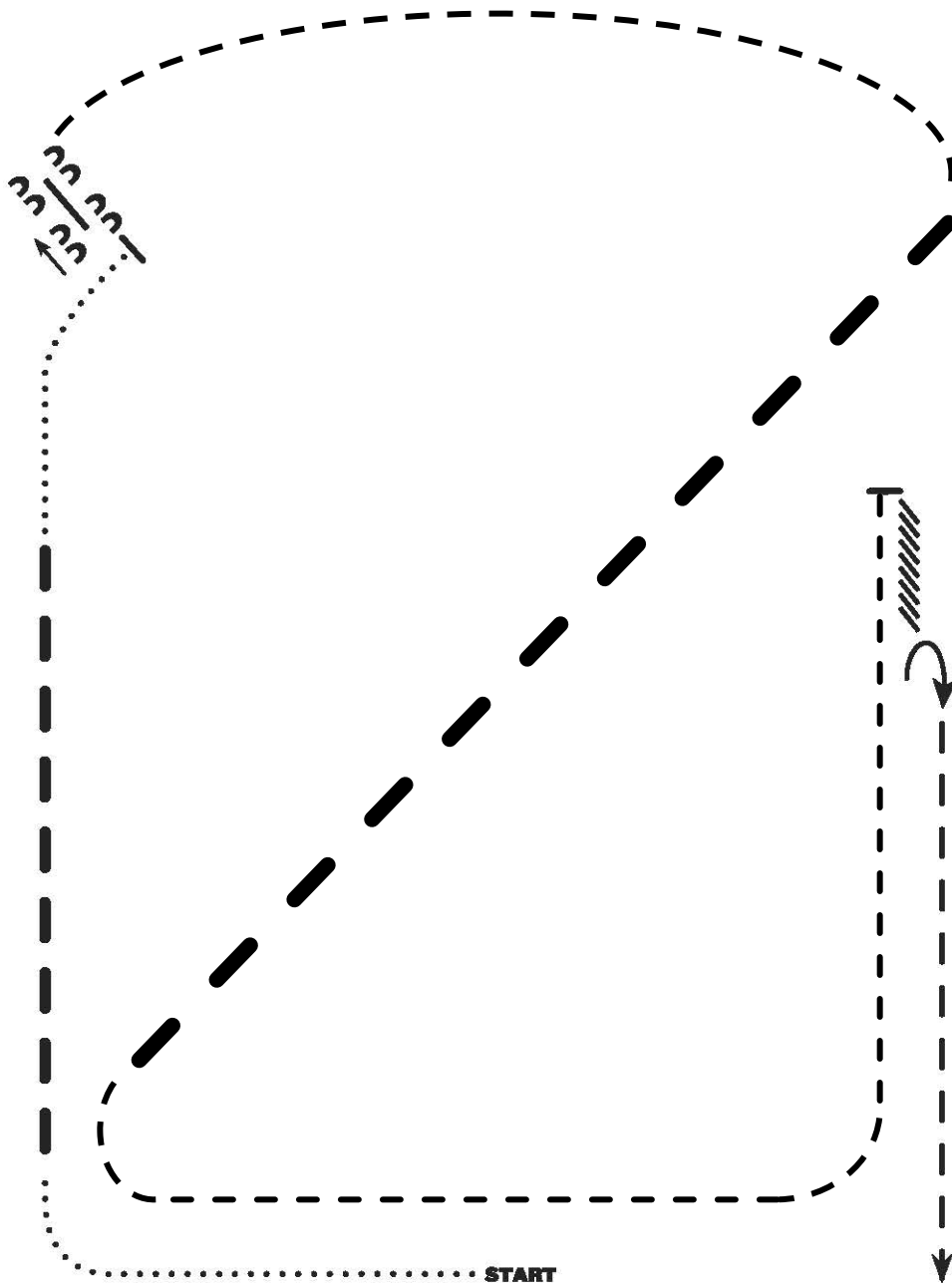
Key

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

RANCH RIDING - PATTERN 10

LEGEND

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



1. Walk
2. Extended Trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Extended Trot
7. Trot
8. Stop and back
9. ½ turn right
10. Trot

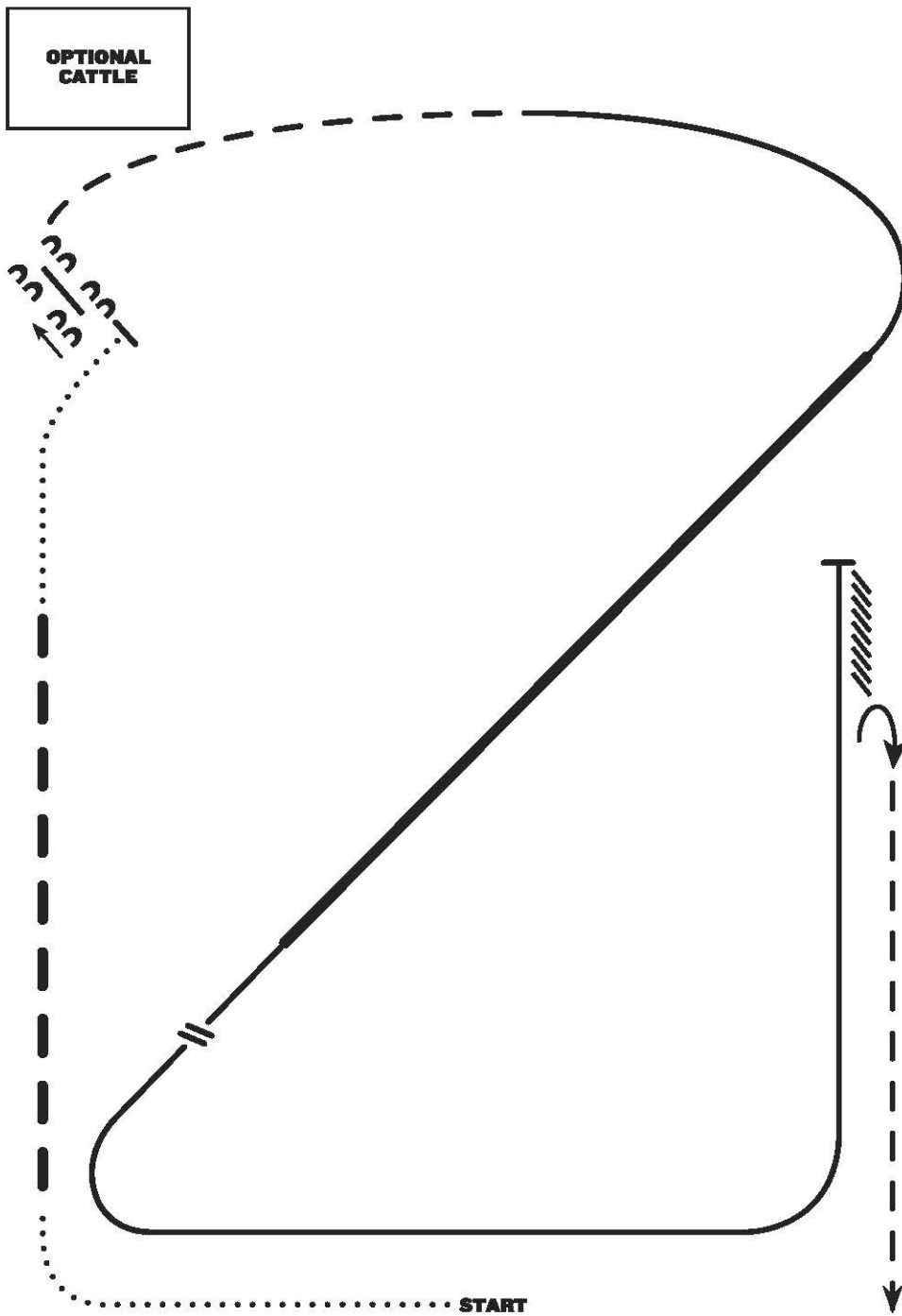
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 10

Junior/Senior Ranch Riding

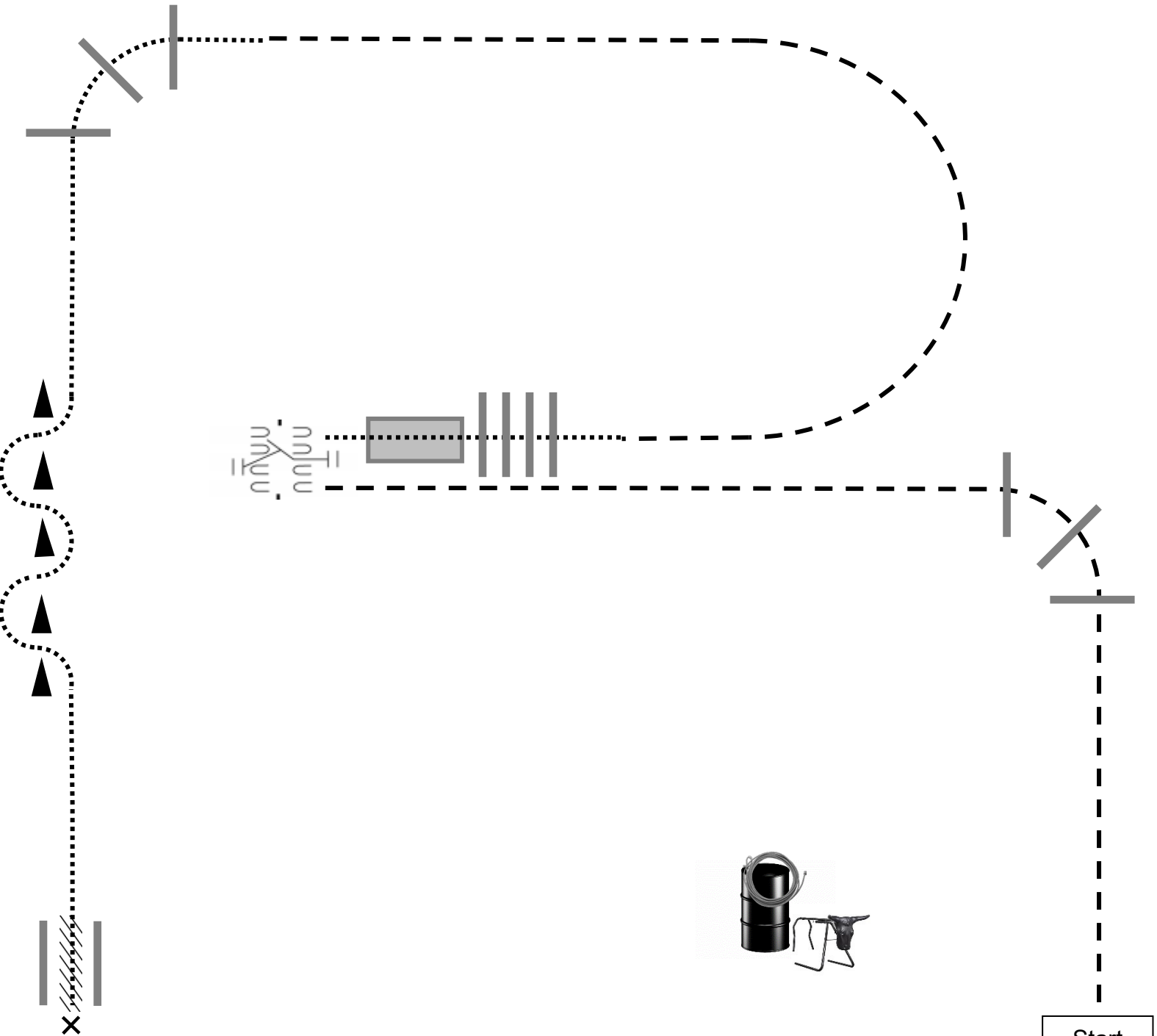
LEGEND

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



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.



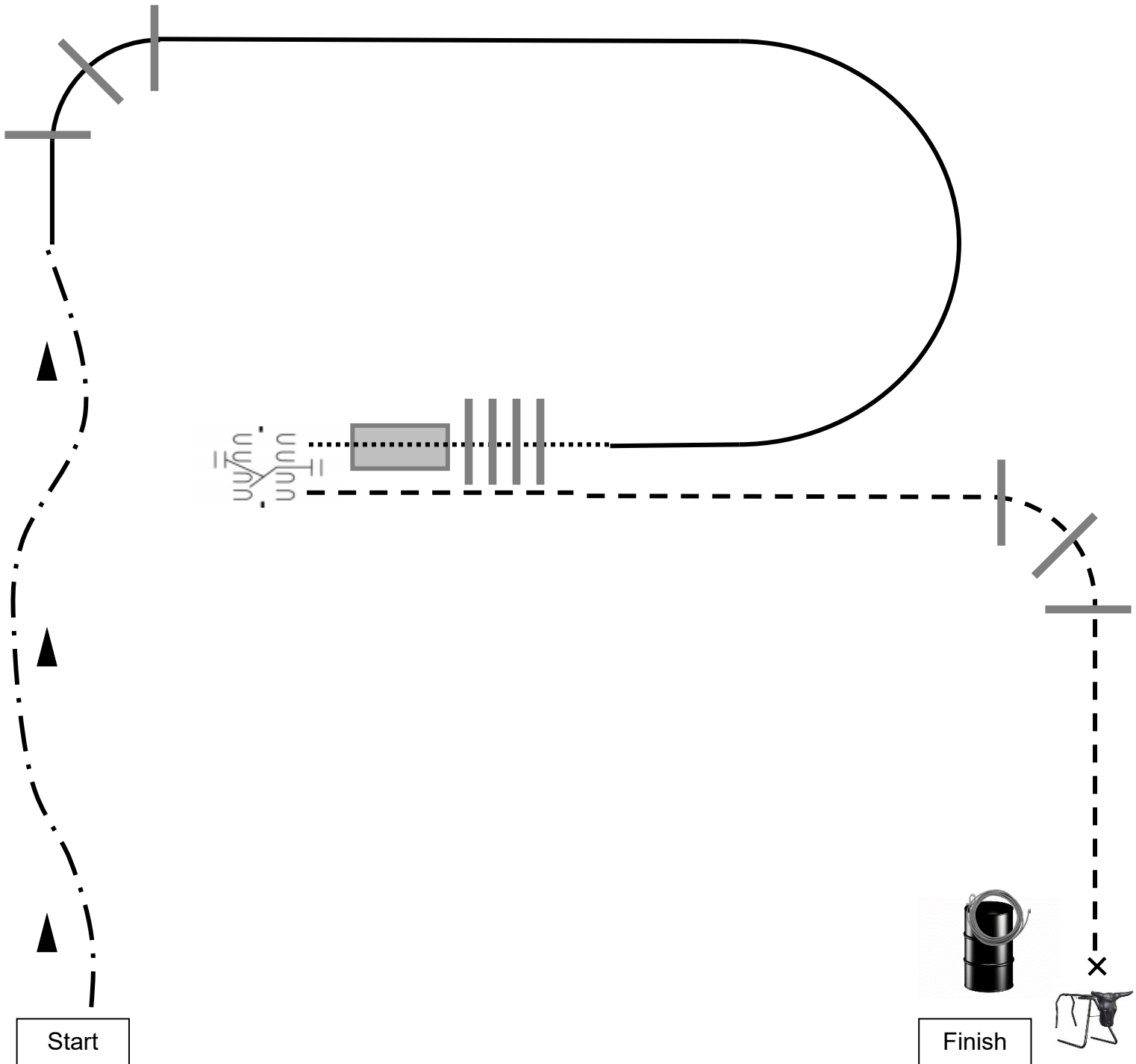
Instructions

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

1. Begin at a jog. Jog over the logs.
2. Stop at the gate. Walk through gate. (Gate will remain open for these classes).
3. Walk over the bridge.
4. Walk over the logs.
5. Jog in a loop to the next set of logs. Transition to a walk. Walk over the logs.
6. Walk through the serpentine and into the chute. Stop.
7. Back out of the chute. Exit by walking through the chute.

Key

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



Instructions

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

1. Extend the trot through the serpentine.
2. Lope over the logs.
3. Walk over the logs.
4. Walk over the bridge.
5. Stop beside the gate. Work gate as a left-hand push or pull.
6. Jog over the 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 →

