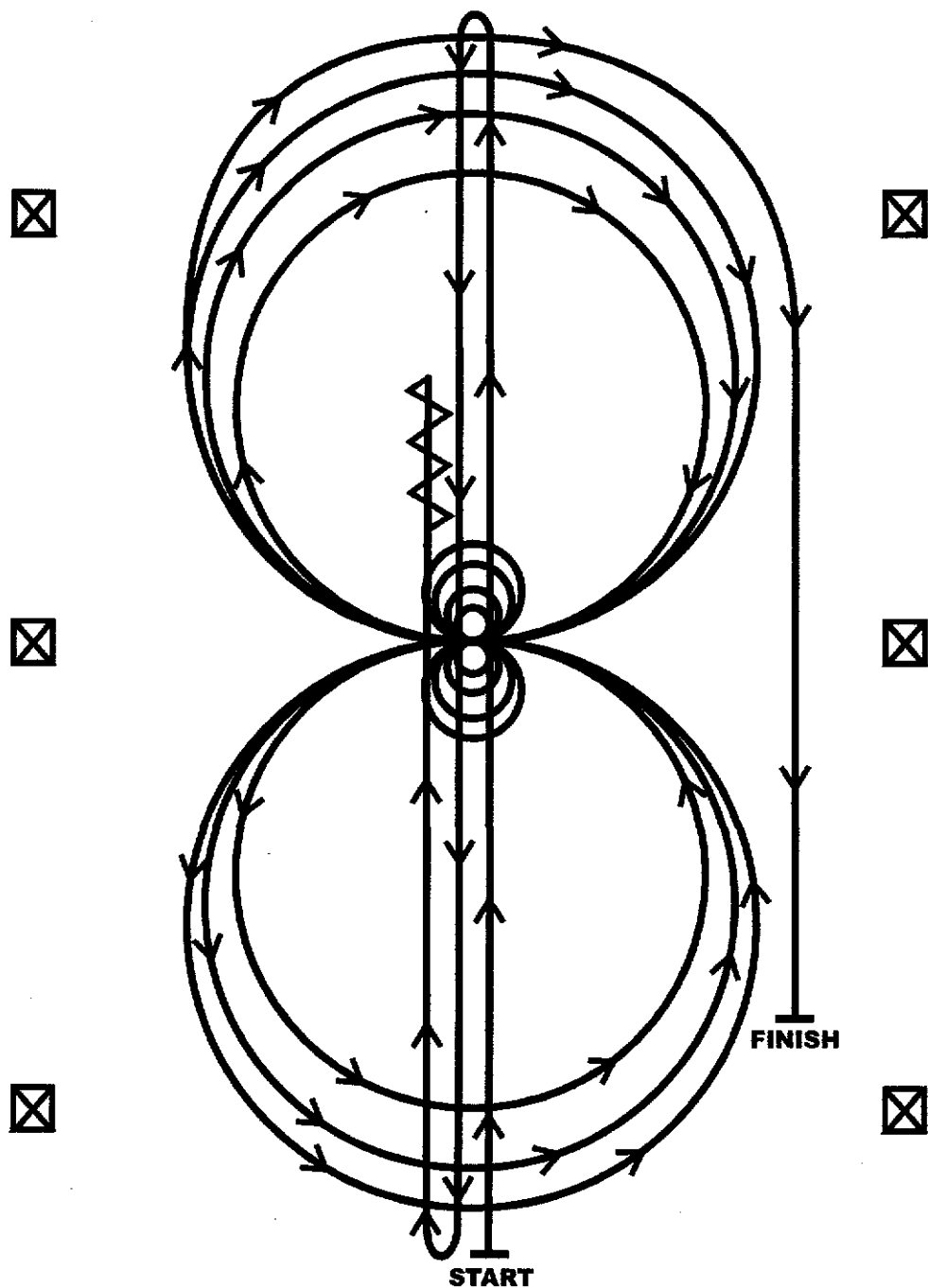


REINING PATTERN 7

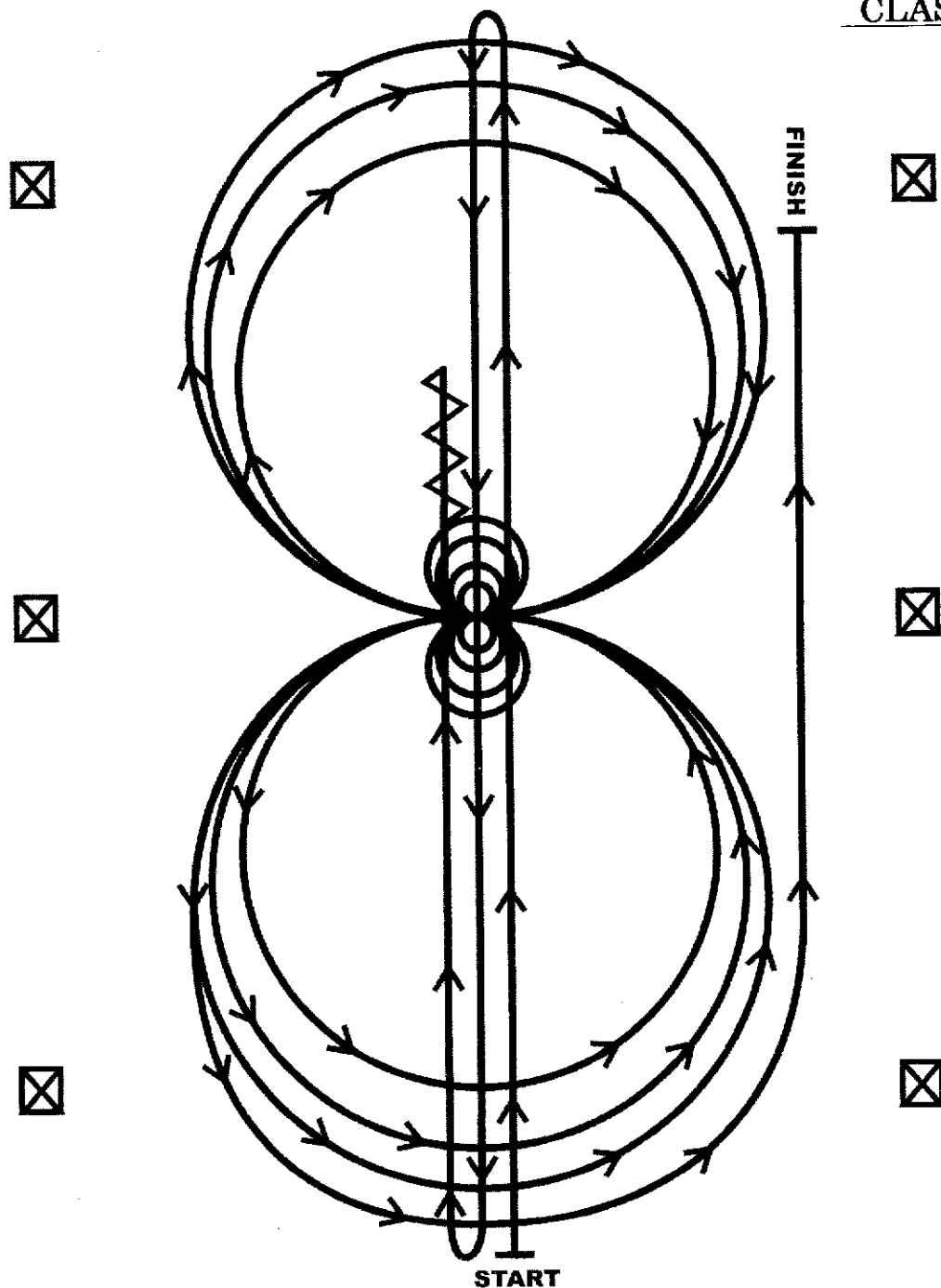


1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.

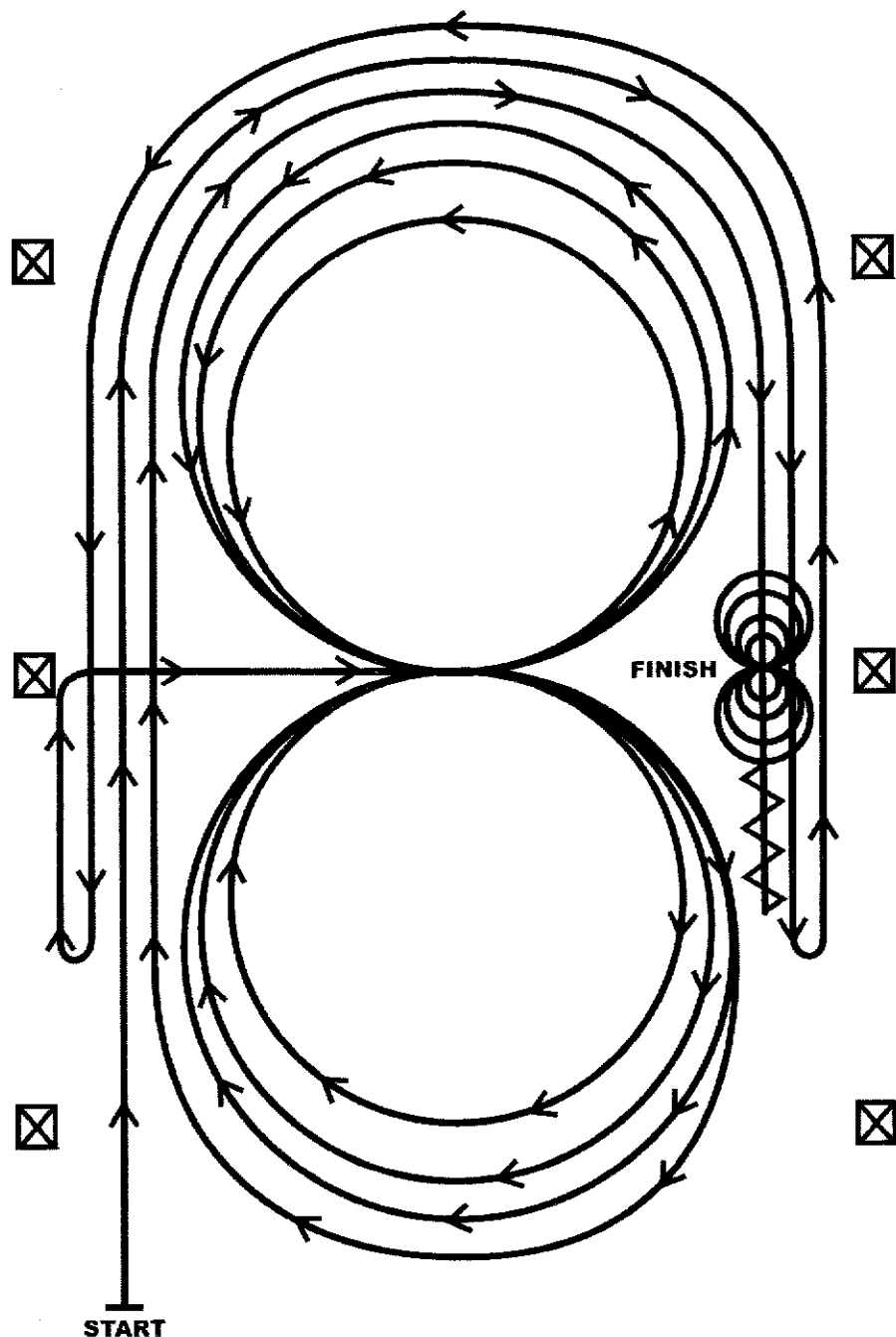
REINING PATTERN I

REINING LADIES & GENTS TO RIDE

CLASSES 2 & 3



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

REINING PATTERN 3

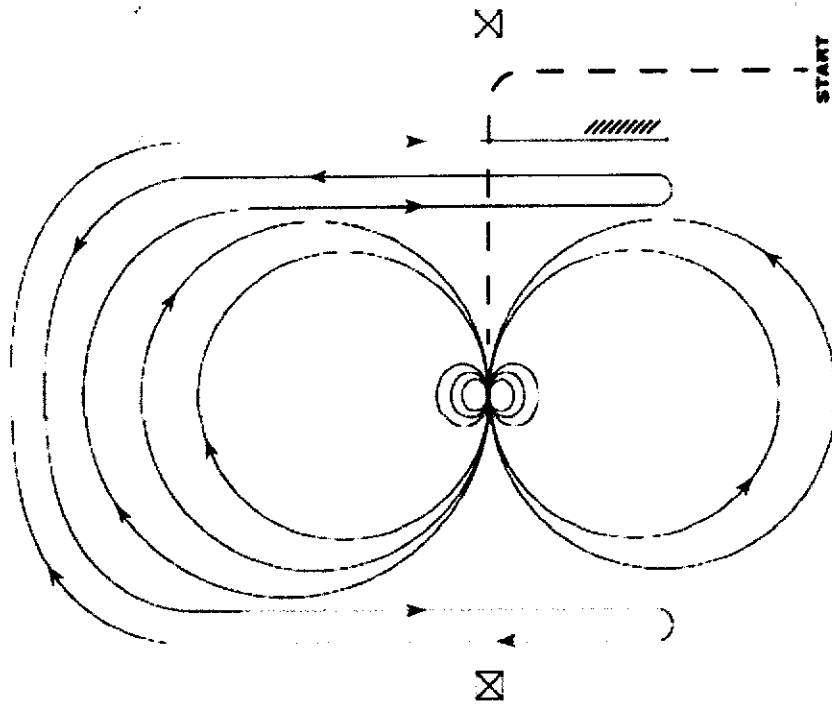
1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up 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 completion of the pattern.

RANCH REINING PATTERN 1

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

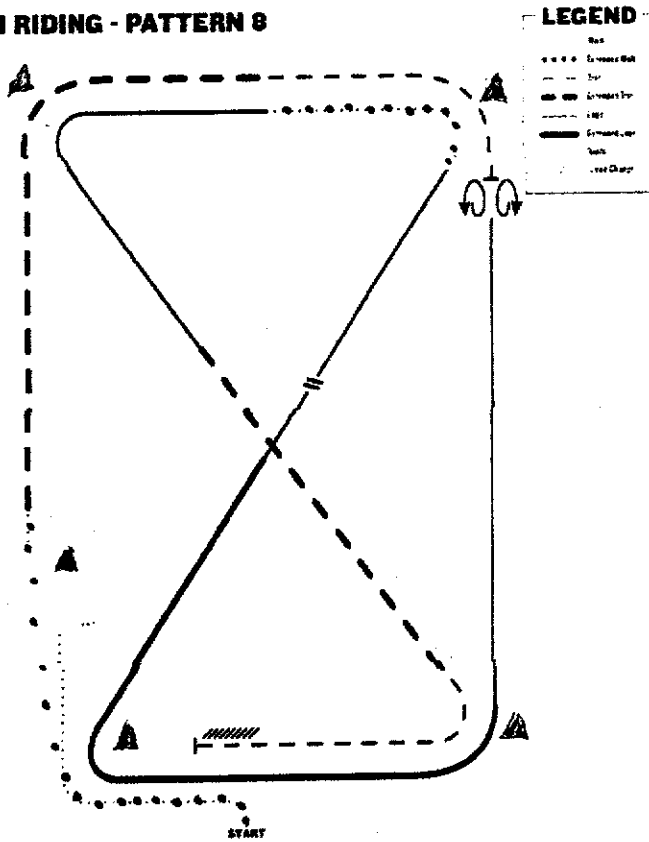
Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of the pattern.



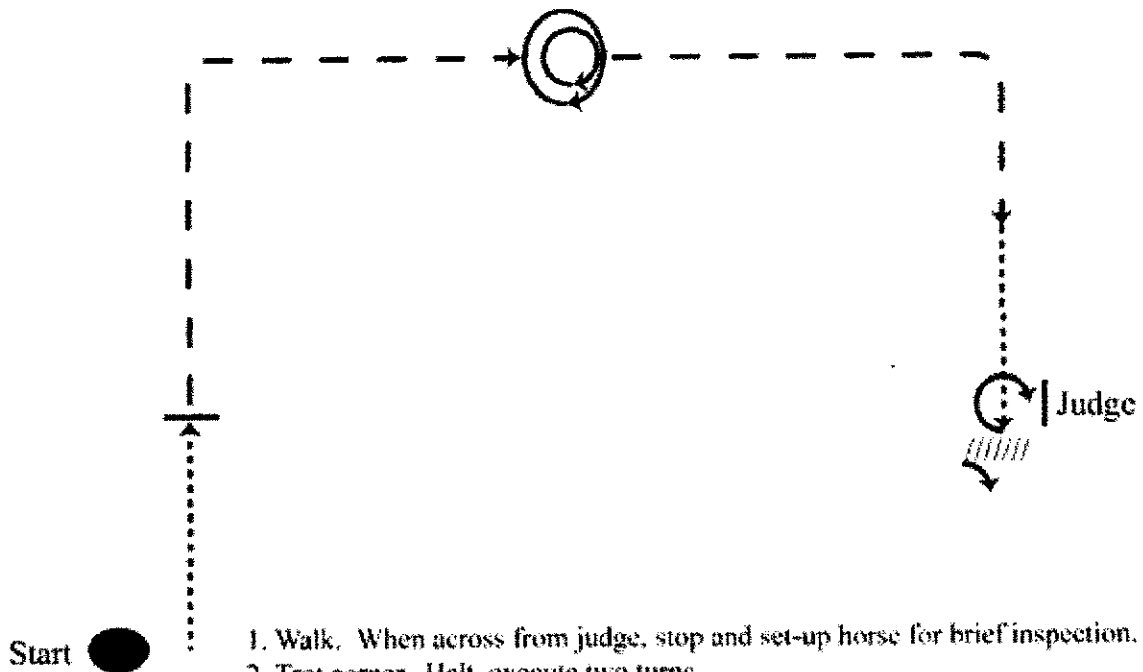
RANCH RIDING – PATTERN 8

RANCH RIDING - PATTERN 8



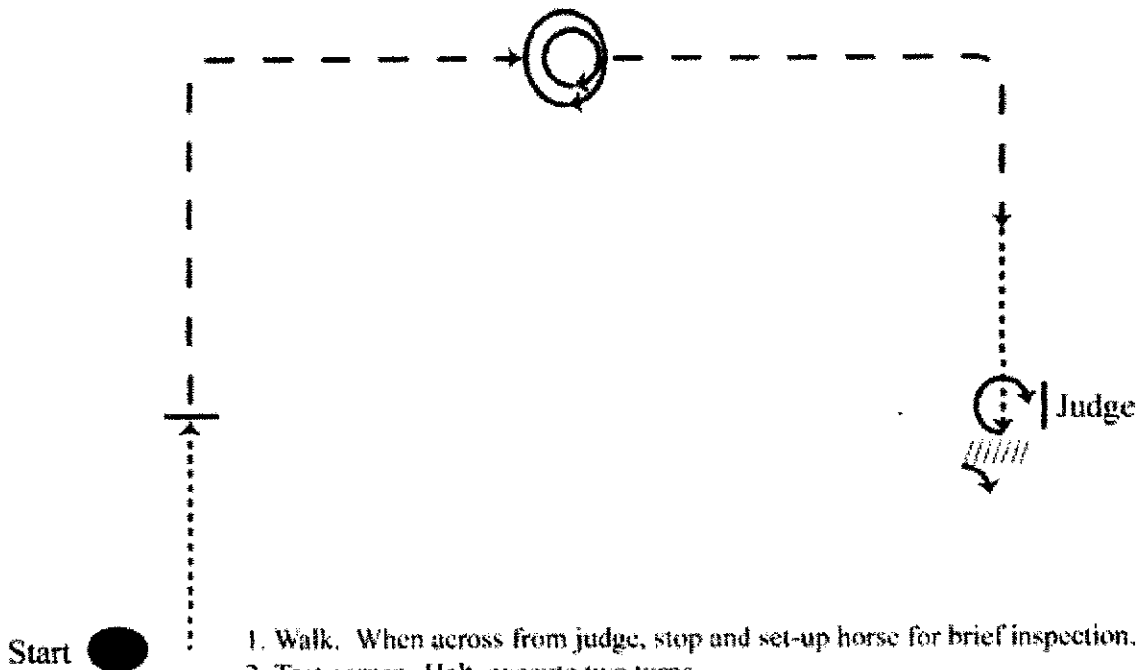
1. Walk to cone.
2. Extended trot to corner .
3. Half way across, down to a trot and turn at cone.
4. Stop 360 turn in each direction.
5. Lope Right Lead to cone.
6. Extended lope right lead turning right at cone.
7. Going diagonally across arena, collect lope, change leads, (simple or flying), continue lope left lead to corner cone.
8. Go left and walk
9. Half way, lope left lead around corner cone. Go left.
10. Go Diagonally across arena with left lead.
11. Halfway down, do an extended trot to corner cone.
12. Trot to cone, stop and backup.
13. Pause and exit.

SHOWMANSHIP 17 & UNDER CLASS 16



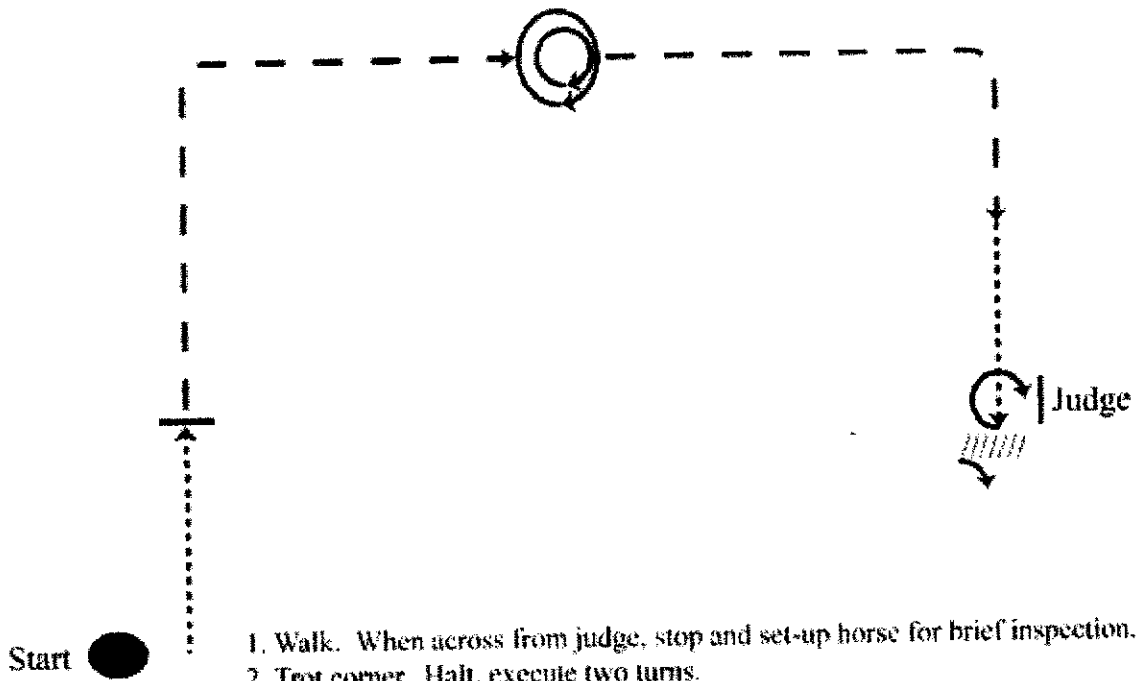
1. Walk. When across from judge, stop and set-up horse for brief inspection.
2. Trot corner. Halt, execute two turns.
3. Trot corner, walk, halt, 270° turn.
4. Set up for full inspection.
5. Back. 1/4 turn and exit at a walk or trot.

SHOWMANSHIP PONY CLASS 17



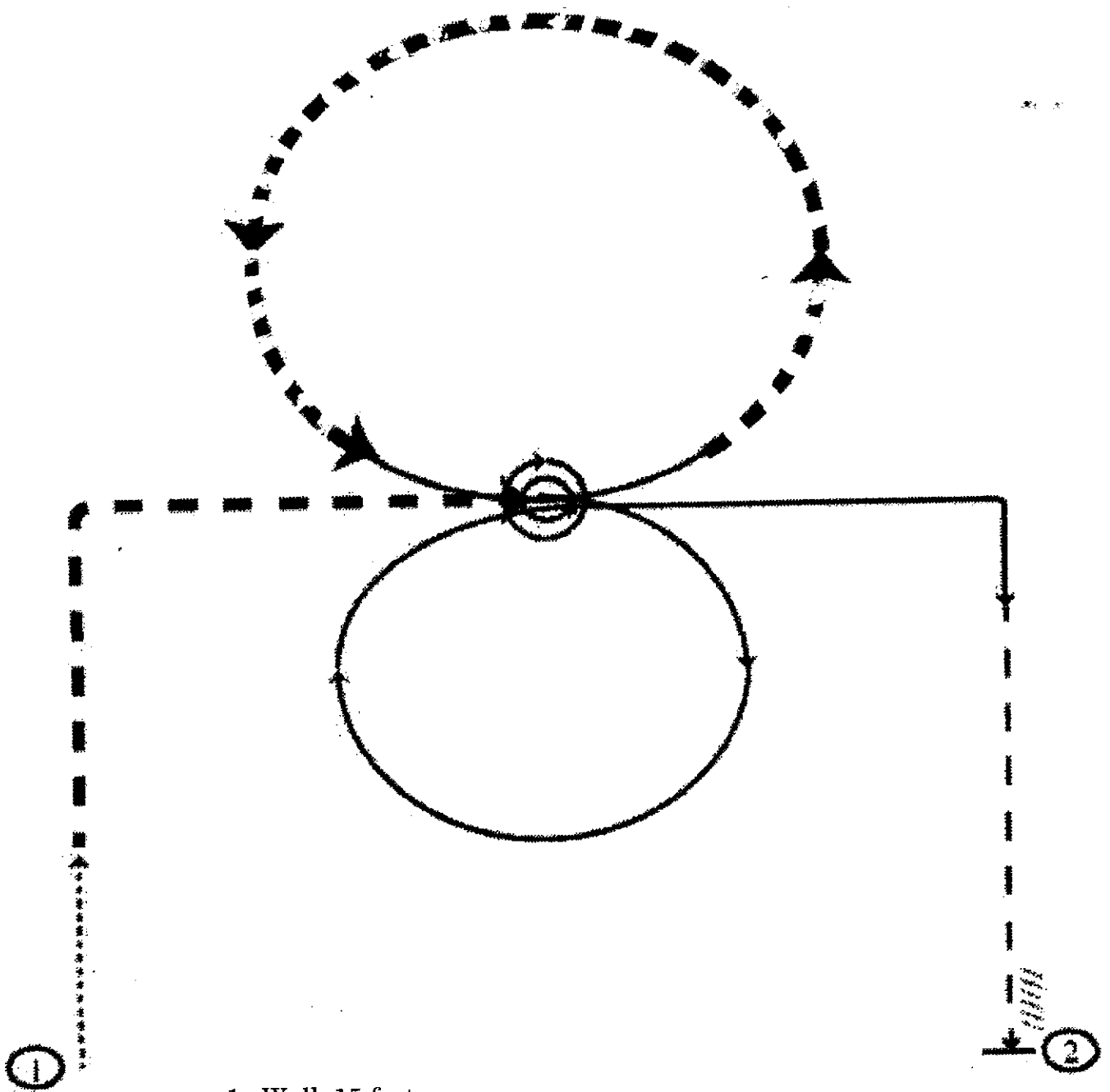
1. Walk. When across from judge, stop and set-up horse for brief inspection.
2. Trot corner. Halt, execute two turns.
3. Trot corner, walk, halt, 270° turn.
4. Set up for full inspection.
5. Back. 1/4 turn and exit at a walk or trot.

SHOWMANSHIP OPEN CLASS 18



1. Walk. When across from judge, stop and set-up horse for brief inspection.
2. Trot corner. Halt, execute two turns.
3. Trot corner, walk, halt, 270° turn.
4. Set up for full inspection.
5. Back. 1/4 turn and exit at a walk or trot.

HORSEMANSHIP W/J CLASS 39

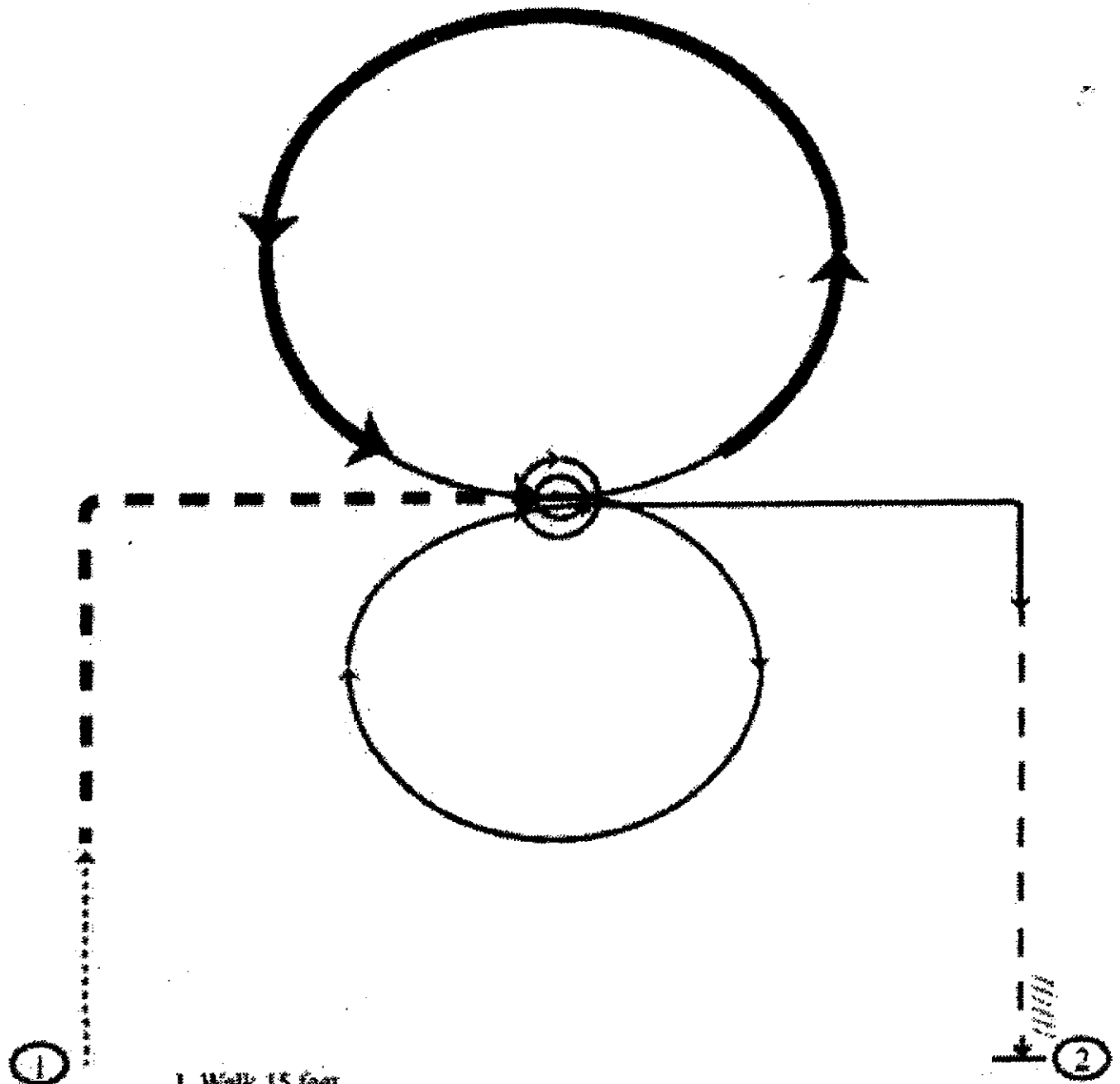


1. Walk 15 feet.
2. Extended jog to the middle of arena
3. 360 degree turn to the right and 360 turn to left.
4. Extended Jog, a left lead circle, Lead change right.
5. Down to a Jog and do a smaller circle.
6. Jog to corner and go right.
7. Jog to cone. Stop and back 3 horse lengths.
8. Exit at a walk or jog.

HORSEMANSHIP OPEN CLASS 40

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1. Walk 15 feet.
2. Extended jog to the middle of the arena.
3. 360° turn to the right and 360° to the left.
4. Lope a left lead circle, building speed before collecting to the lope.
Change leads, flying or simple.
5. Lope a smaller circle to the right without losing cadence.
6. Lope a corner to the right.
7. Jog to marker. Stop and back 2 horse lengths.
8. Exit at a walk or jog.