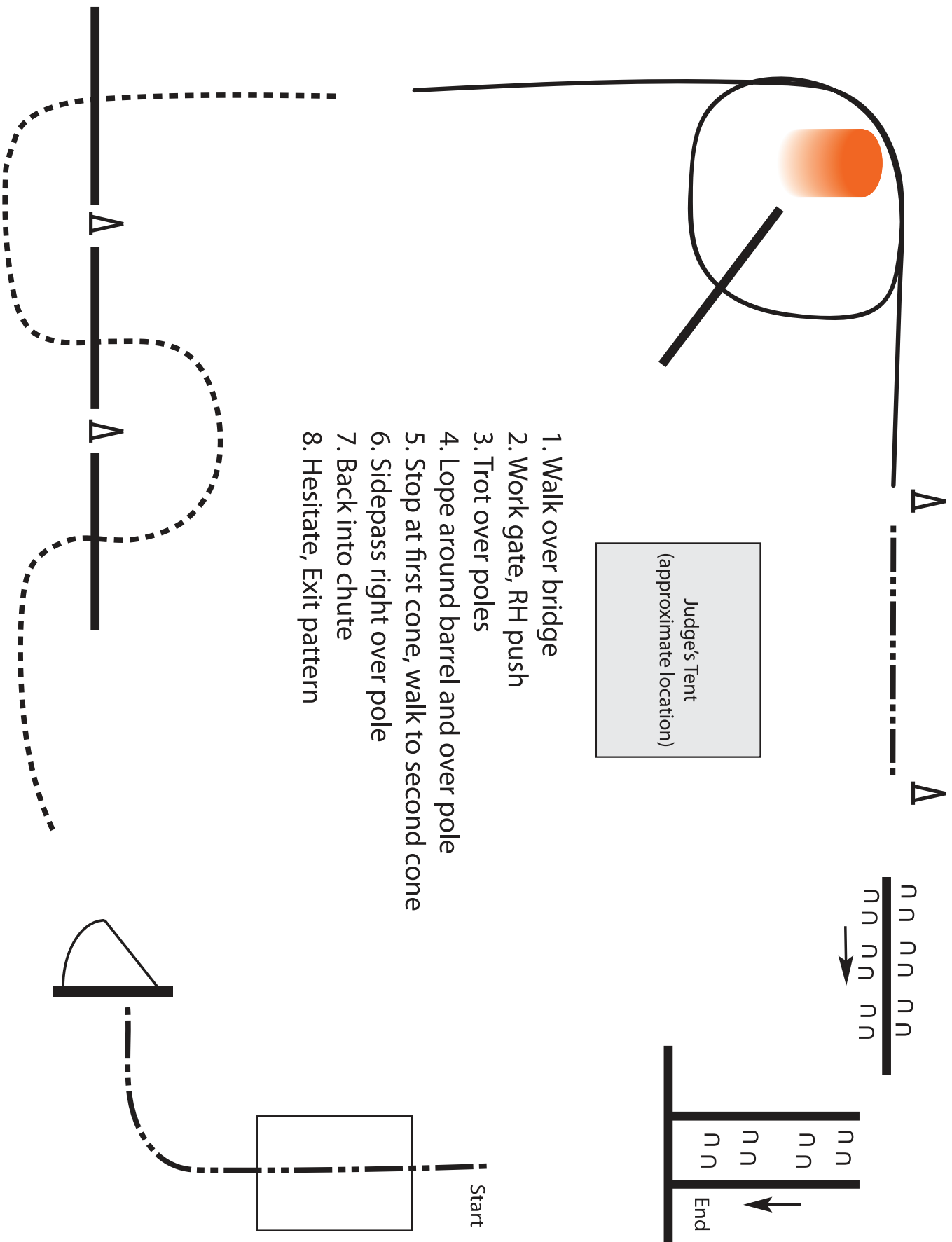
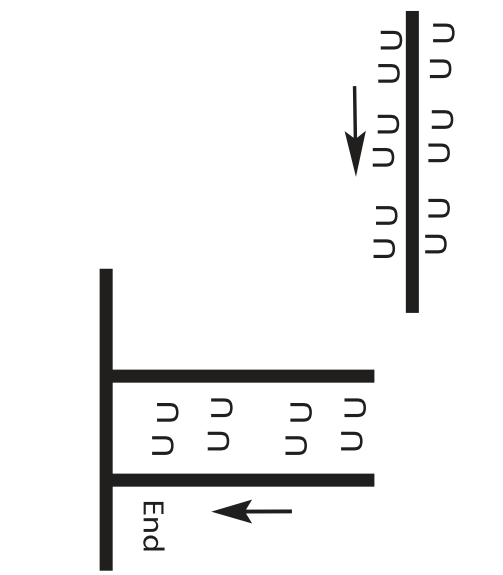


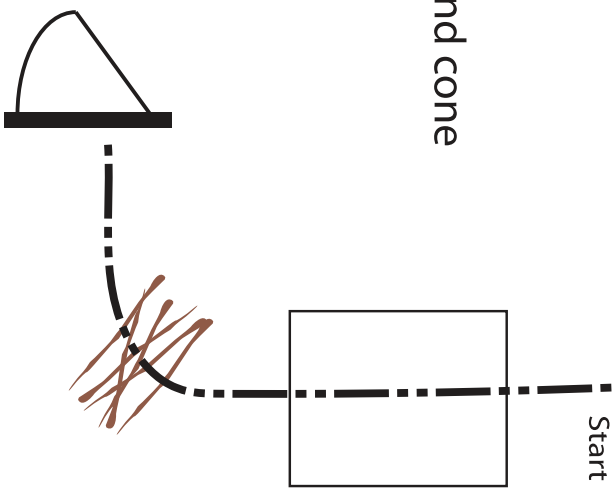
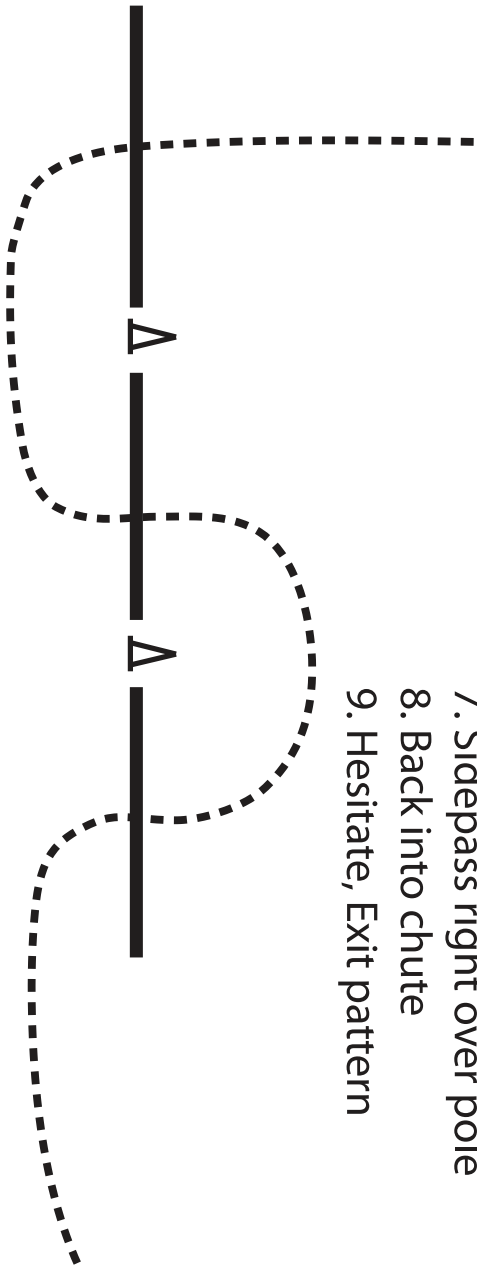
Western/Gaited/English Trail





Judge's Tent
(approximate location)

1. Walk over bridge
2. Walk over limbs
3. Work gate, RH push
4. Trot over poles
5. Lope around barrel and over pole
6. Stop at first cone, drag limb to second cone
7. Sidepass right over pole
8. Back into chute
9. Hesitate, Exit pattern

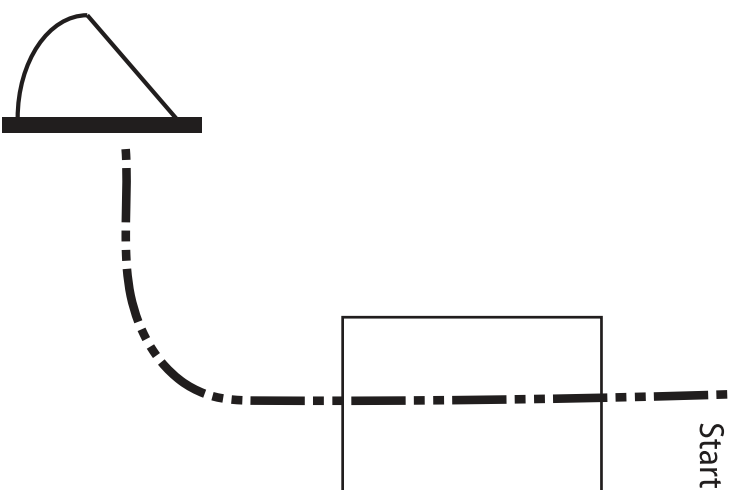
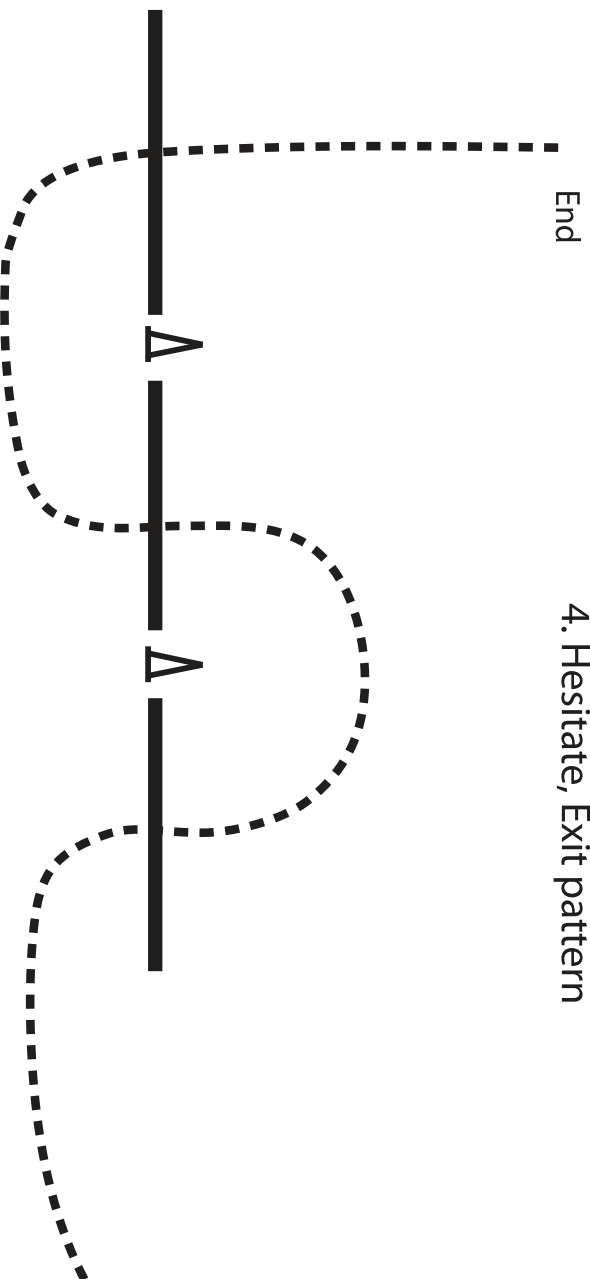


Ranch Trail

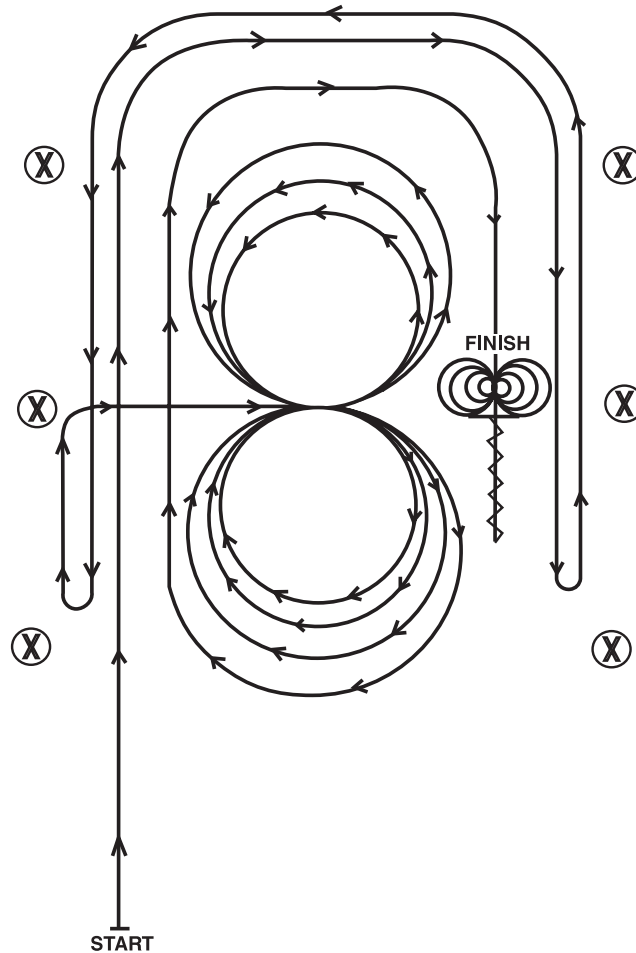
Judge's Tent
(approximate location)

1. Walk over bridge
2. Work gate, RH push
3. Trot over poles
4. Hesitate, Exit pattern

In Hand Trail



REINING PATTERN 3



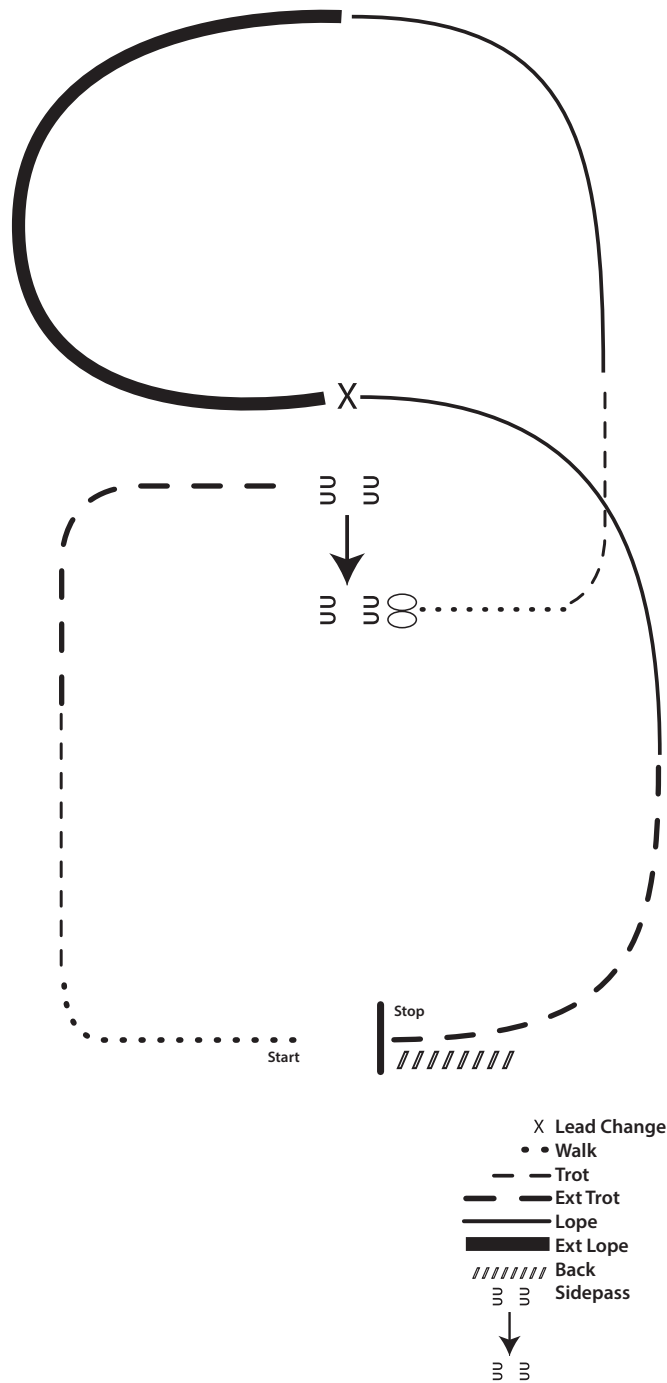
○ MARKER

1. Beginning, and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, 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 staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, 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 staying at least 20 feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

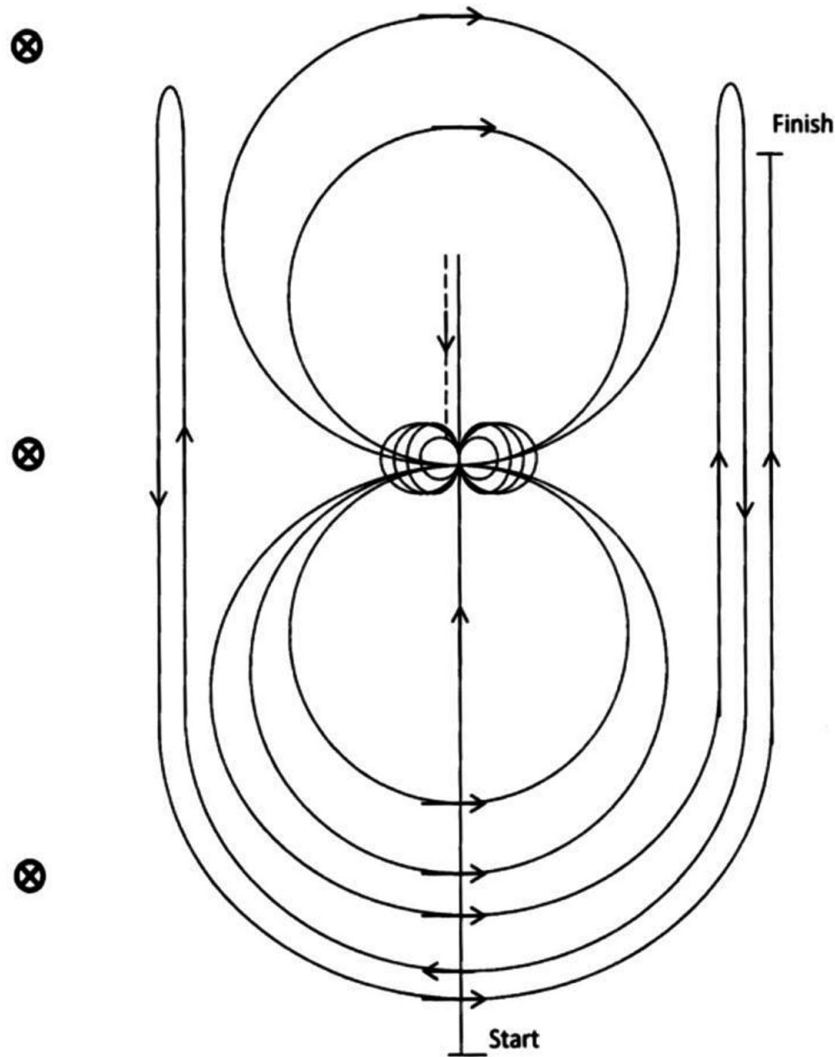
Reining Classes (all except Ranch and Gaited)

RANCH RIDING - PATTERN 2



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

Ranch Reining



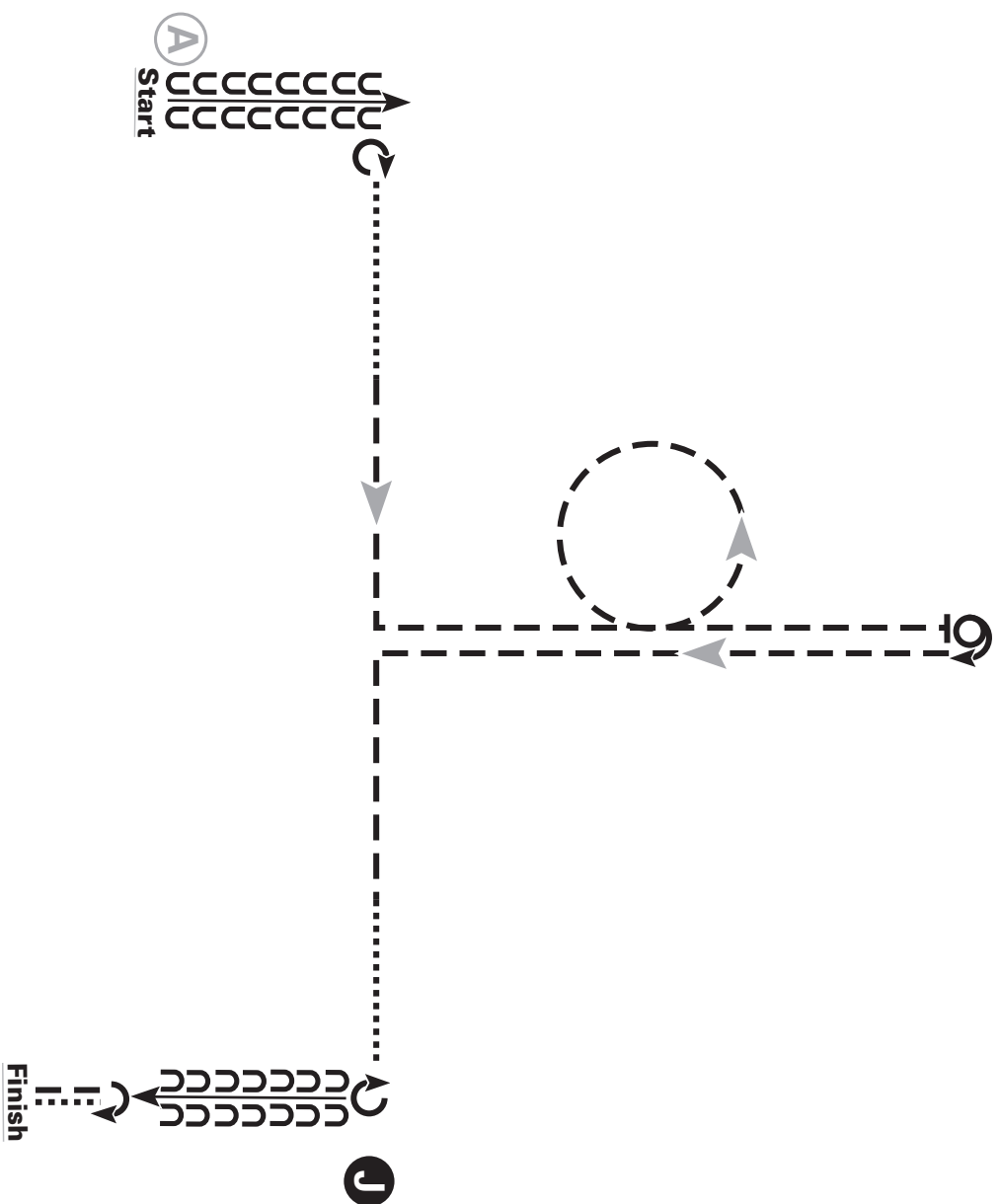
Mandatory Markers along Fence or Wall

The judge shall indicate the area for the pattern with six markers on arena fence.

Ride pattern as follows:

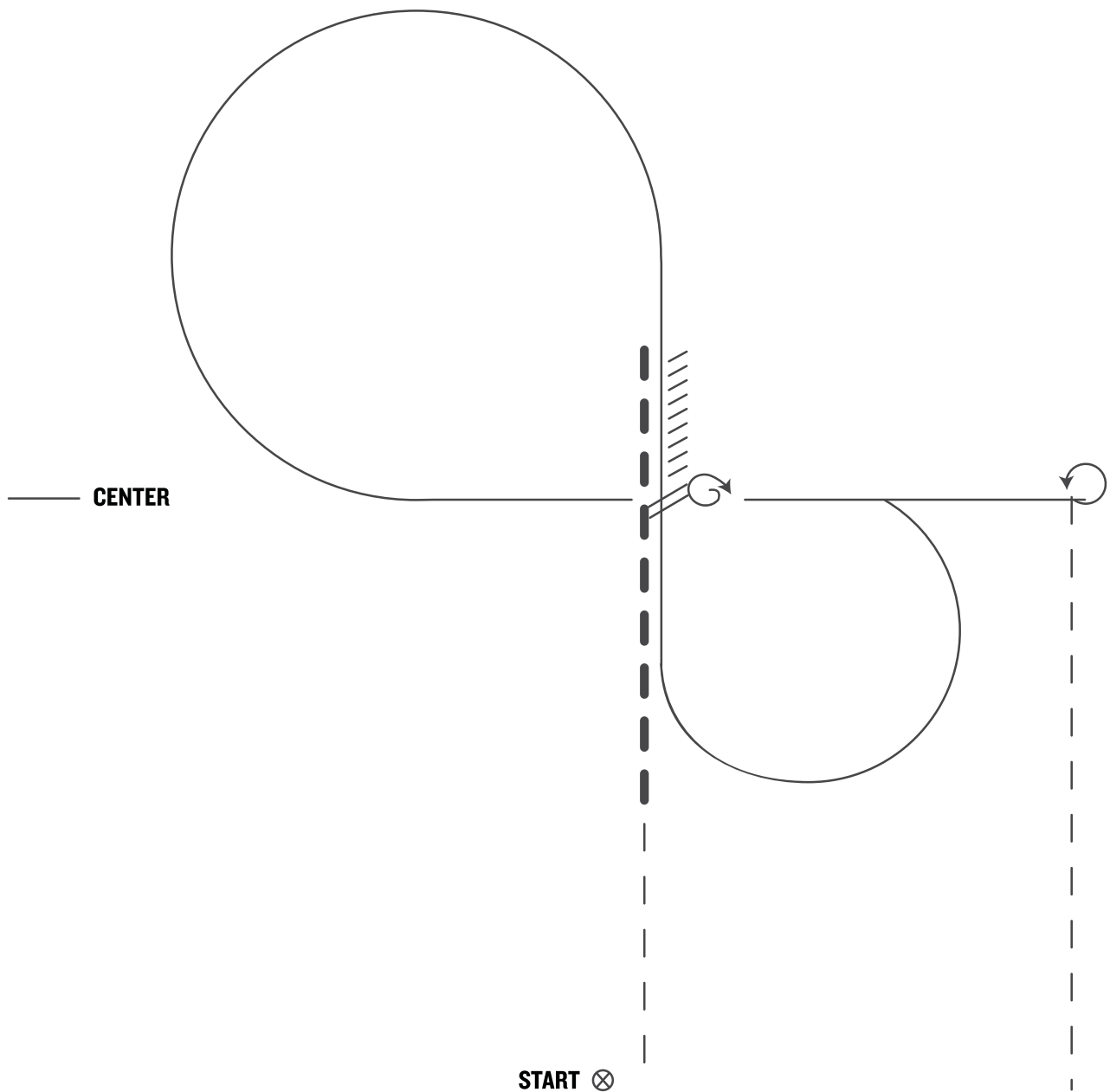
1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.

Western Showmanship



1. Begin at A. Back until horse's hip is even with the judge.
2. Perform a 270 degree turn to the right and walk ½ way to center line of arena.
3. Trot then perform a square corner at center line of arena, trot a circle to the left then continue to trot a straight line.
4. Stop and perform a 540 degree turn to the right.
5. Trot a square corner to the left toward the judge, ½ way to judge break to walk, walk to judge.
6. Set up for inspection.
7. When dismissed perform a 270 degree turn, back until horse's hip is even with cone A, perform a 180 degree turn to the right.
8. Exit at a walk or trot.

Western Horsemanship

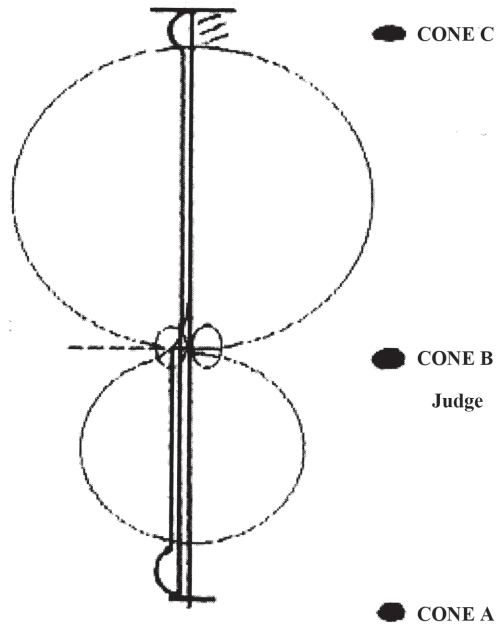


1. Jog from start marker, building to an extended jog past the center
2. Stop and back to center
3. 1 1/4 right turn
4. Lope a cadenced right lead circle, change leads (simple or flying)
5. Left lead circle
6. Continue to lope on the left lead with cadence through the center of the arena
7. Stop, 3/4 turn to the left
8. Exit at the moderate extension of the jog

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.

Gaited Horse Reining

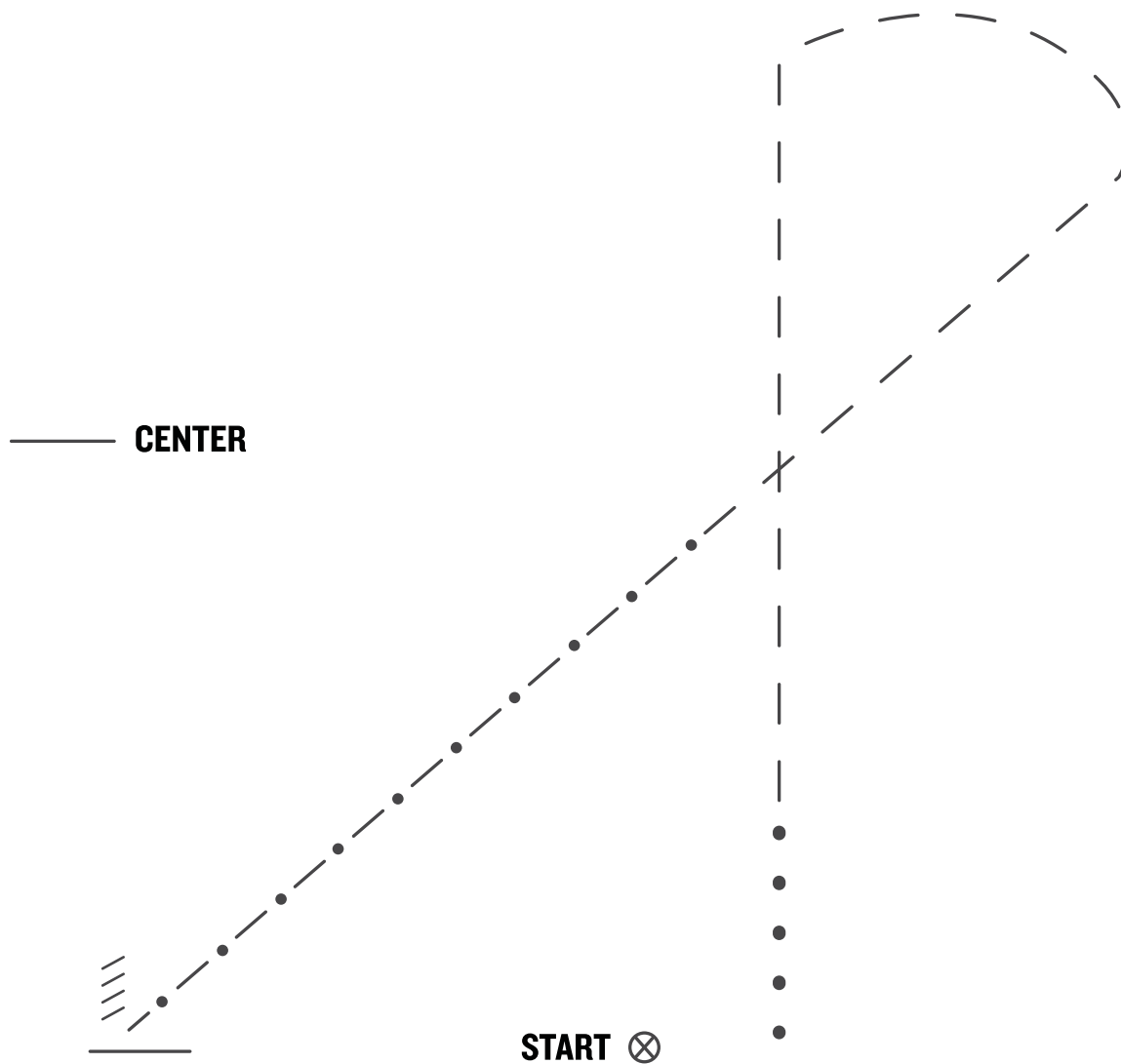
ILLUSTRATION OF JUVENILE 12-17 REINING PATTERN



Enter the arena at a walk. Advance at a saddle gait, with the rail to your left, to CENTER CONE on left.

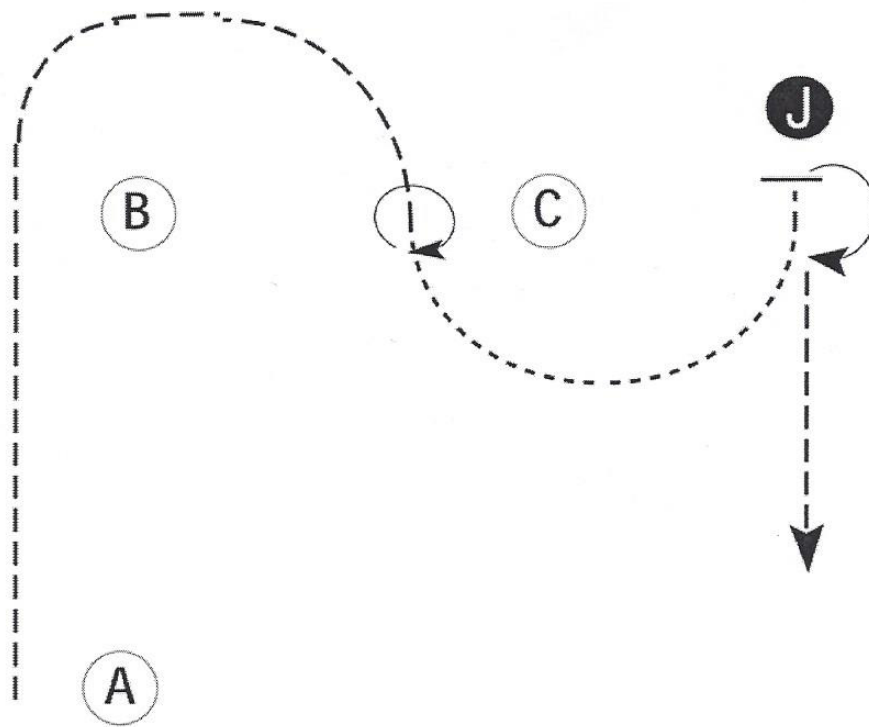
1. At center of arena, complete large, fast circle to the left - simple lead change.
2. Complete a small, slow circle to the right - simple lead change.
3. Lope straight up the center of arena - Stop - even with CONE C - back up 3 steps - Relax
4. 1 - 180 degree turn to the left - lope straight down center of arena (left lead).
5. Stop - even with CONE A.
6. 1 - 180 degree turn to the right - lope straight up the center of the arena (right lead).
7. Stop even with CONE B - Relax.
8. 1 - 360 degree spin to the left - Relax
9. 1 1/4 - 360 degree spin to the right - Relax
10. Saddle to Judge for inspection

Hunt Seat Equitation



1. Forward walk, right diagonal, change to left diagonal at center
2. Left diagonal around to the diagonal line
3. At the center, sitting trot
4. Halt, back
5. Exit at the walk or 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.



Be ready at A.

1. Trot from A around B and to C.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge. Stop and set up for inspection.
4. When dismissed perform a 180 degree turn and trot straight away from the Judge.

Walk	-----
Trot	-----
Back	←=====
Marker	⊙ B
Judge	● J

Ranch Showmanship