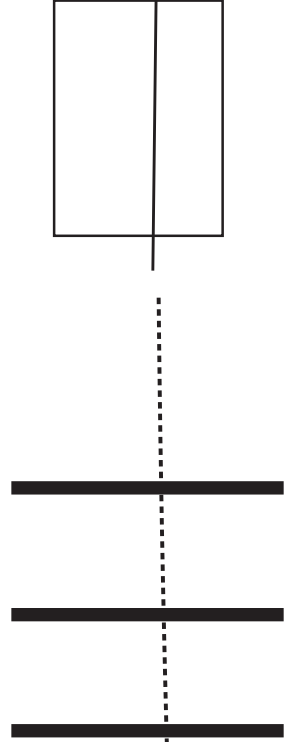
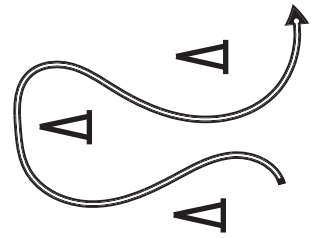
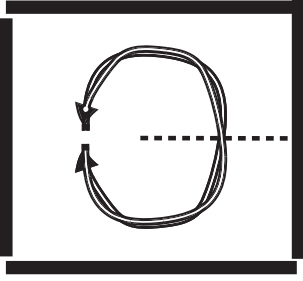
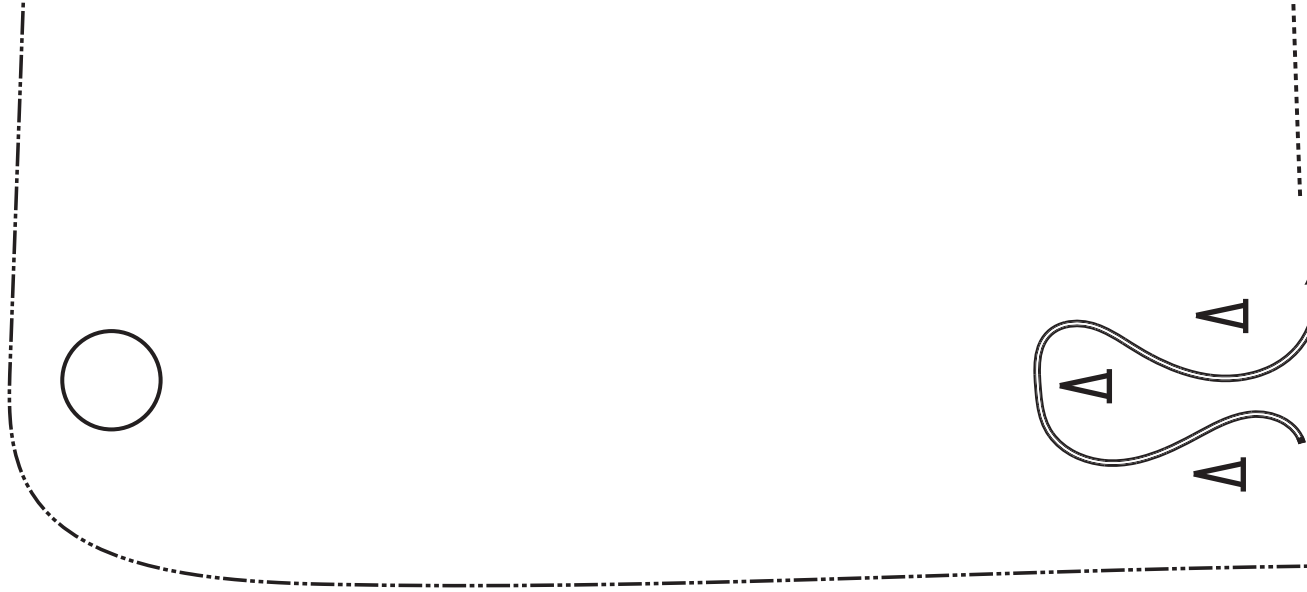


Western/Gaited/English Trail

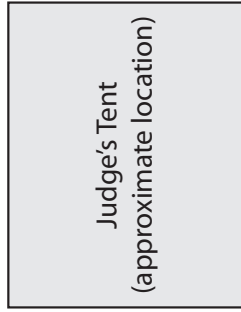
Exit 



1. Work Gate, Left Hand Push (real gate in fence on side)
2. Sidepass left
3. Lope/Canter/Gait around barrel
4. Back through cones as drawn
5. Jog or gait over poles
6. Walk over bridge
7. Jog or gait into box
8. 360 in box, either direction
9. Exit pattern at walk



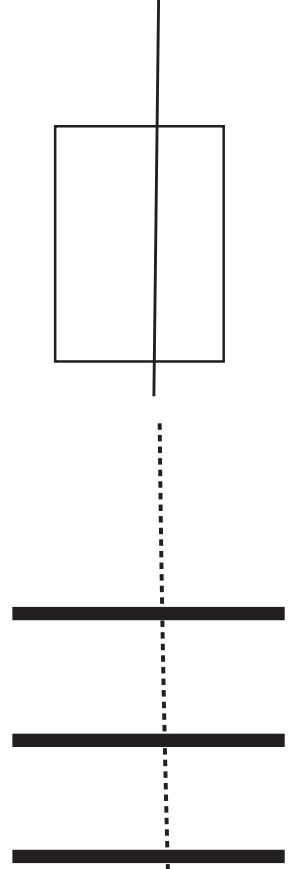
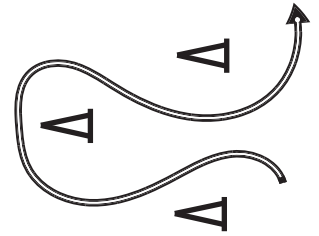
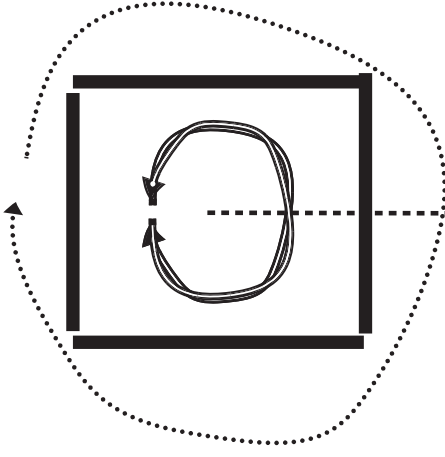
Start



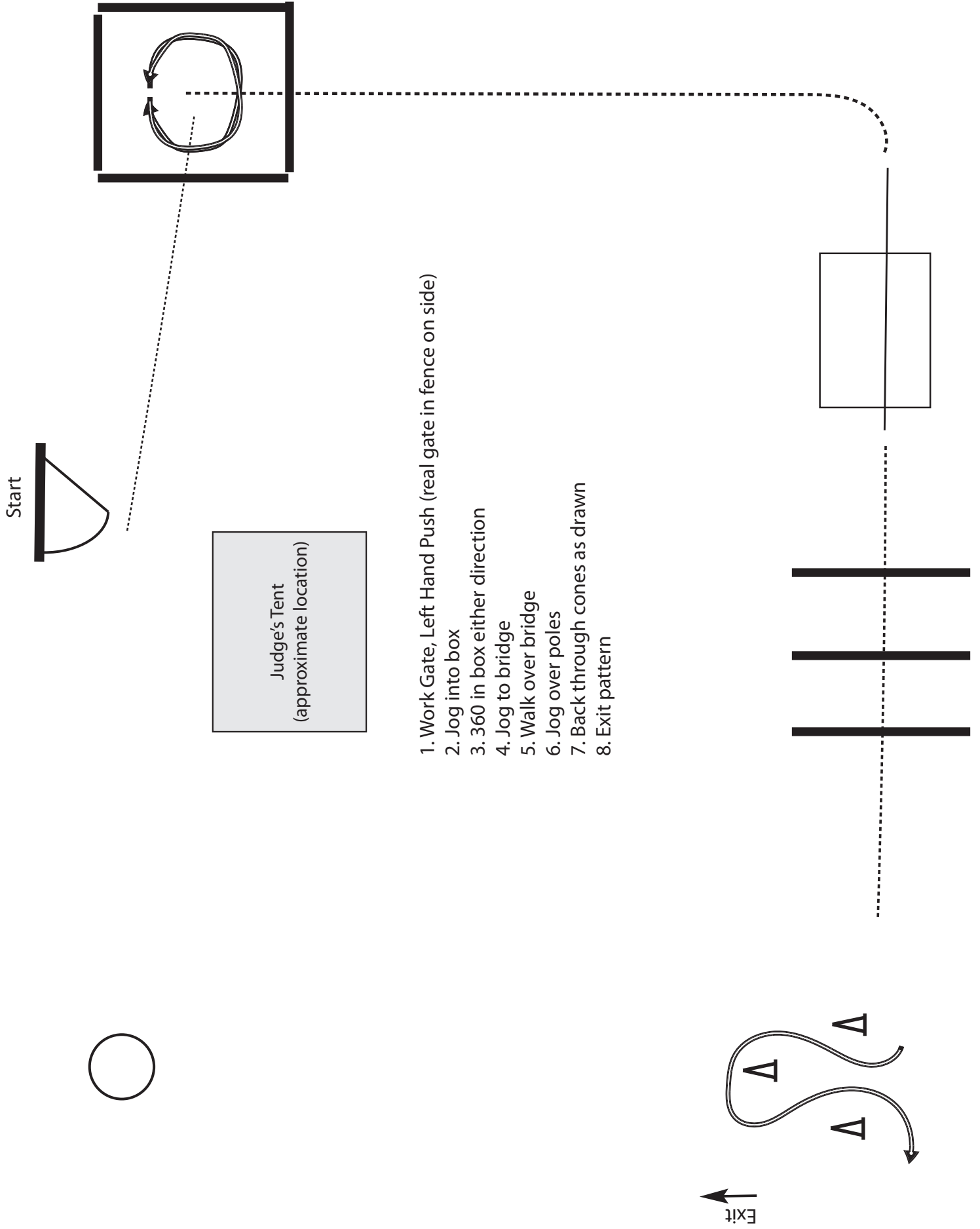
1. Work Gate, Left Hand Push (real gate in fence on side)
2. Sidepass left
3. Lope around barrel
4. Back through cones as drawn
5. Extended trot over poles
6. Walk over bridge
7. Jog into box
8. 360 in box, either direction
9. Dismount, ground tie, walk around box to complete pattern, exit

Ranch Trail

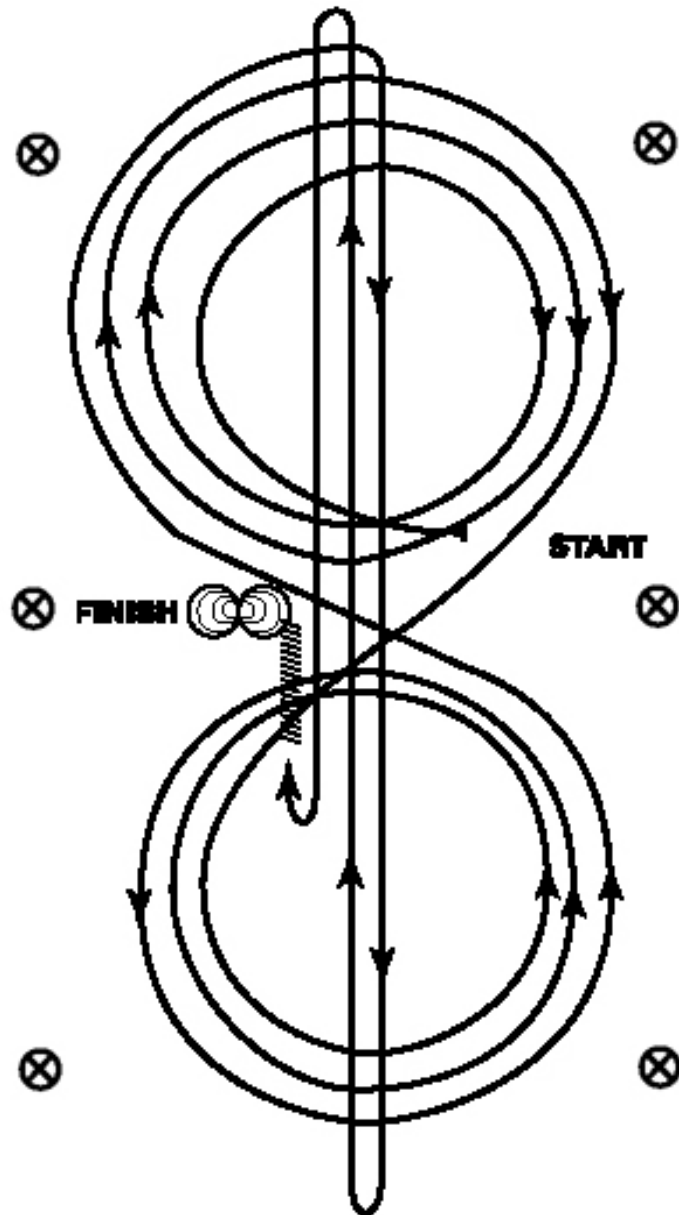
Exit ↑



In Hand Trail



REINING PATTERN 2



Horse must walk or stop prior to starting pattern.

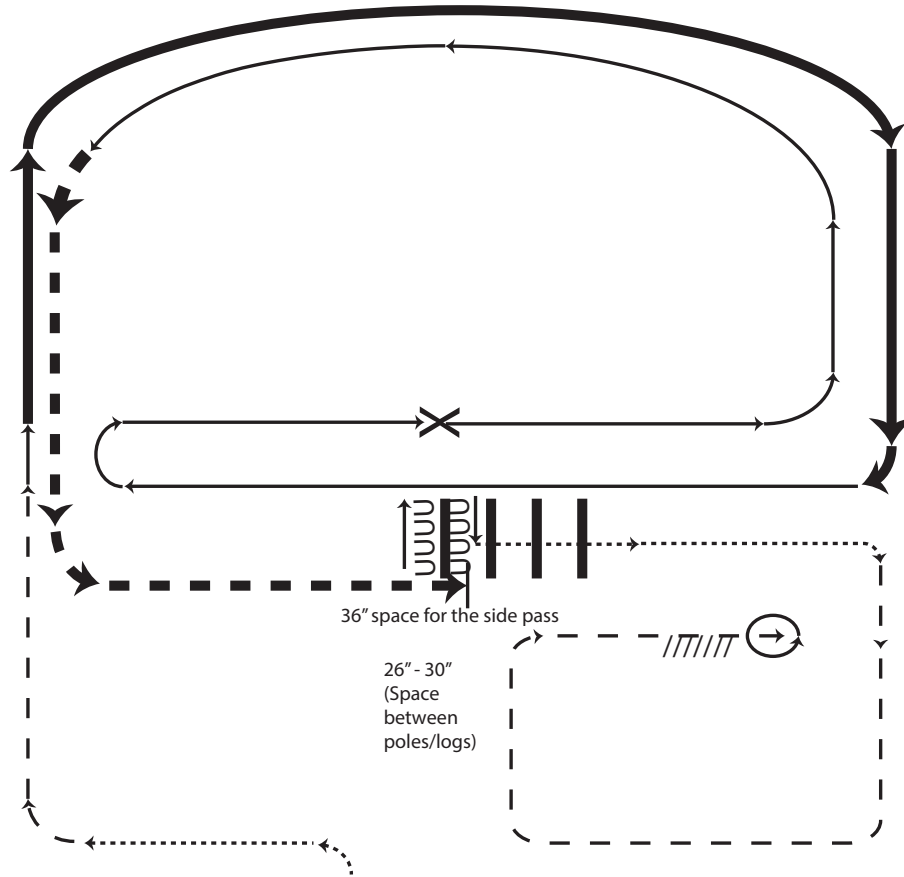
Beginning at the center of the arena facing the left wall or fence.

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 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

Reining Classes (all except Ranch and Gaited)

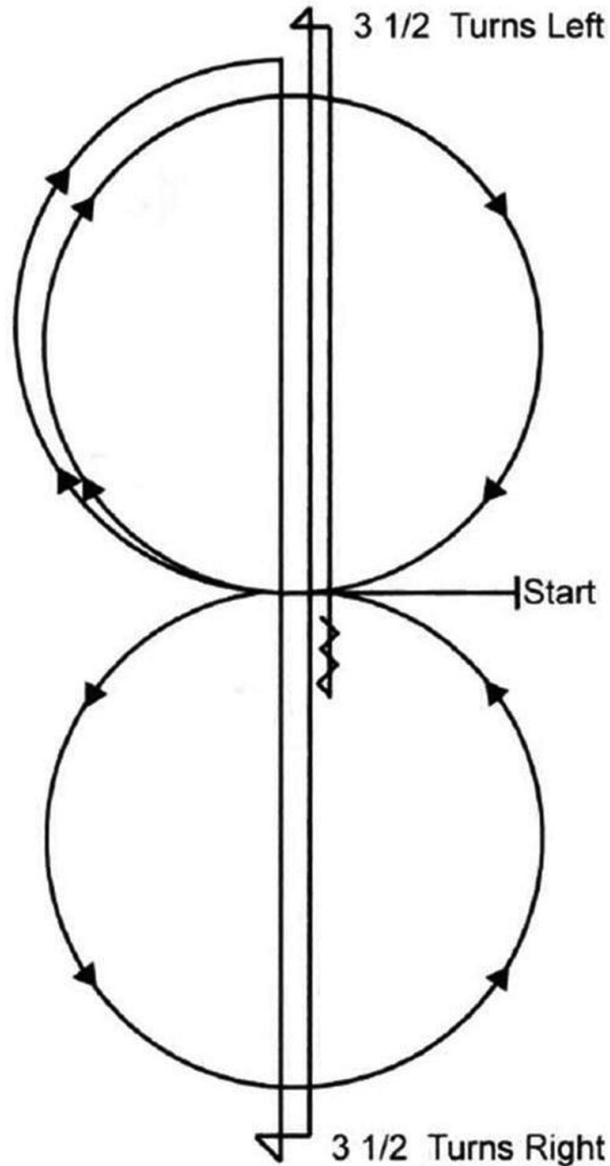
RANCH RIDING - PATTERN 5



- X Lead Change
- • Walk
- - Trot
- — Ext Trot
- ▬▬▬▬ Lope
- ▬▬▬▬ Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

Ranch Reining



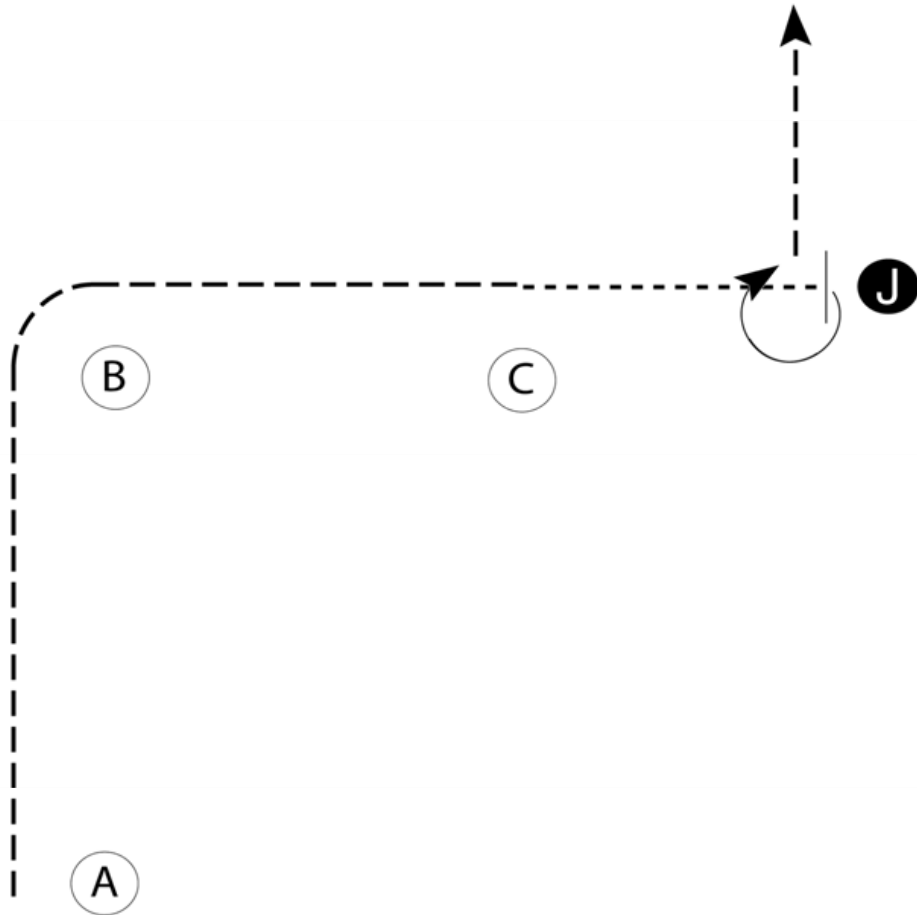
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

- 1.** Start by trotting into center of arena and stop. Start pattern facing toward judge.
- 2.** Begin on right lead and lope one circle to the right. Change leads to the left.
- 3.** Complete one circle to the left. Change leads to the right and go to the top of the arena.
- 4.** Run down the center of arena to far end past the end marker and come to a sliding stop.
- 5.** Complete 3 1/2 spins to the right
- 6.** Run down to other end of arena, past the end marker, come to a sliding stop.
- 7.** Complete 3 1/2 spins to the left
- 8.** Run past the center marker and come to a sliding stop
- 9.** Back at least 10 feet in a straight line
- 10.** Hesitate to complete pattern

Western Showmanship



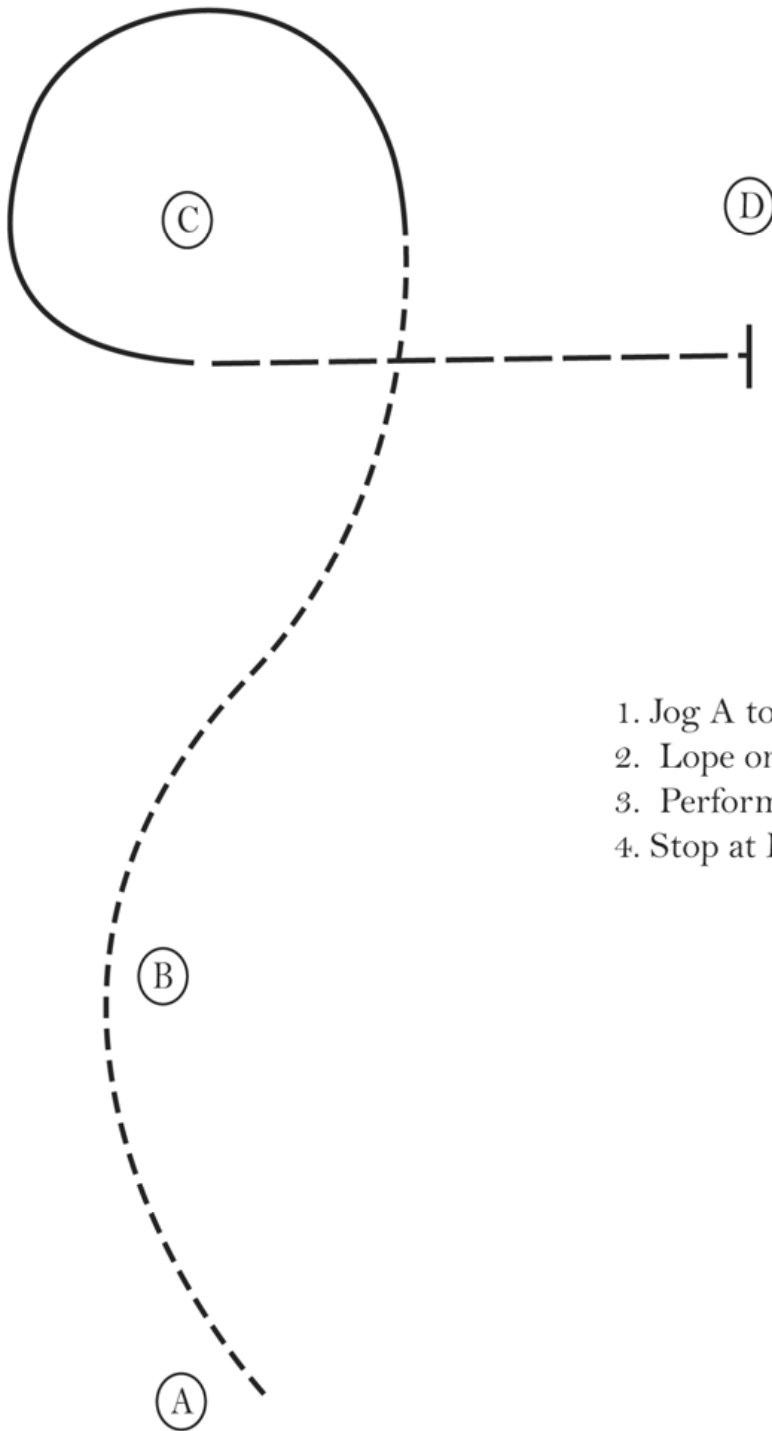
Be ready at A.

1. Jog from A around B and to C.
2. Walk from C to Judge and set up for inspection
3. When dismissed perform a 270 degree turn and trot to lineup.

Follow the instructions of your ring steward.

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

Western Horsemanship

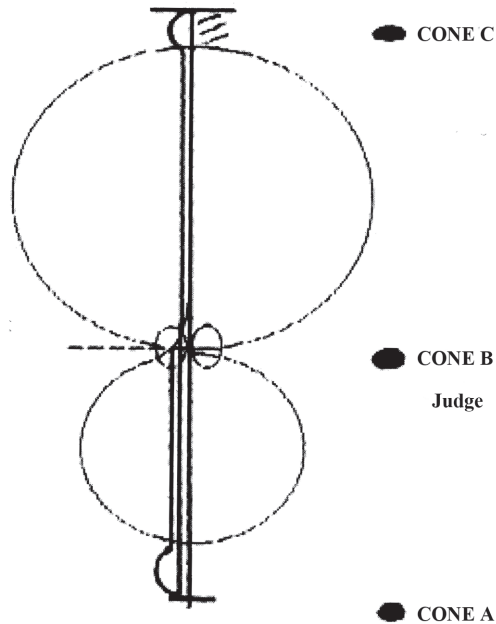


1. Jog A to C
2. Lope on the left lead around C
3. Perform an extended jog from C to D
4. Stop at D

Walk
Jog	-----
Extended Jog	— — — —
Lope	————
Leg Yield	
Lead Change	
Back	
Marker	Ⓚ
Sidepass	

Gaited Horse Reining

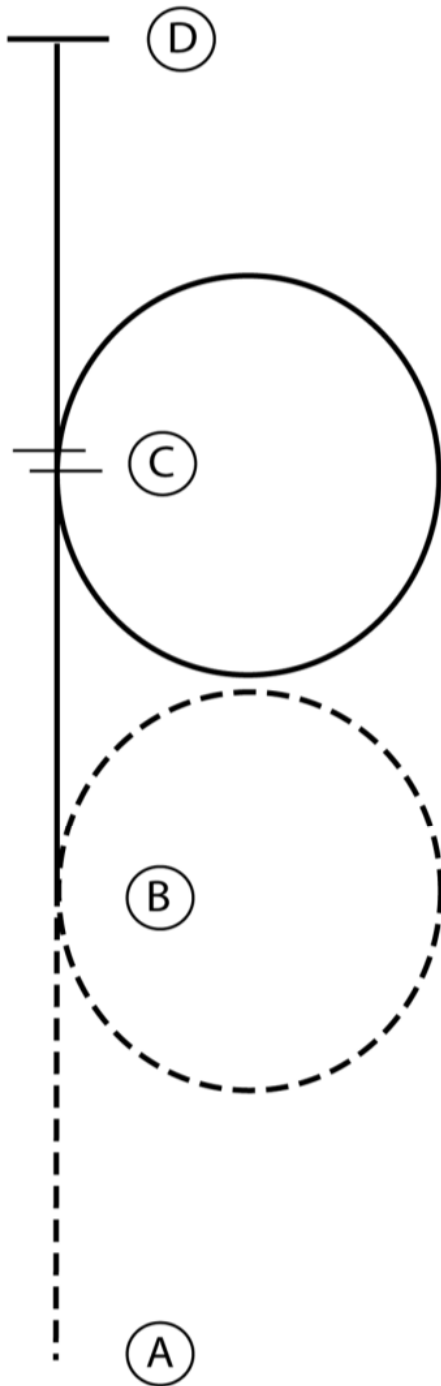
ILLUSTRATION OF JUVENILE 12-17 REINING PATTERN



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

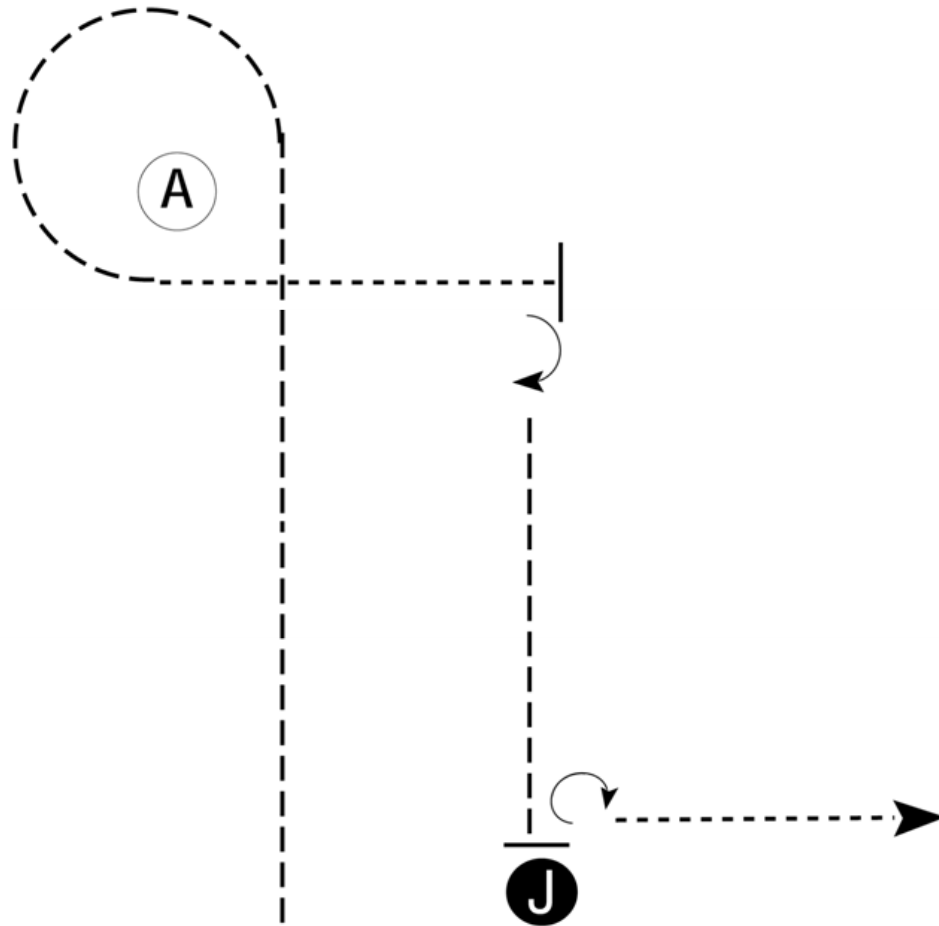
1. At center of arena, complete large, fast circle to the left - simple lead change.
2. Complete a small, slow circle to the right - simple lead change.
3. Lope straight up the center of arena - Stop - even with CONE C - back up 3 steps - Relax
4. 1 - 180 degree turn to the left - lope straight down 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. Sitting trot A to B
2. At B posting trot circle to the right around B on the left diagonal
3. At B canter on the right lead to and in a circle around C
4. At C perform a simple lead change and continue to D
5. Stop at D

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘
Back	←←← ←←←
Marker	⊙
Sidepass	←-----→



Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	ⓐ
Judge	ⓙ

Ranch Showmanship