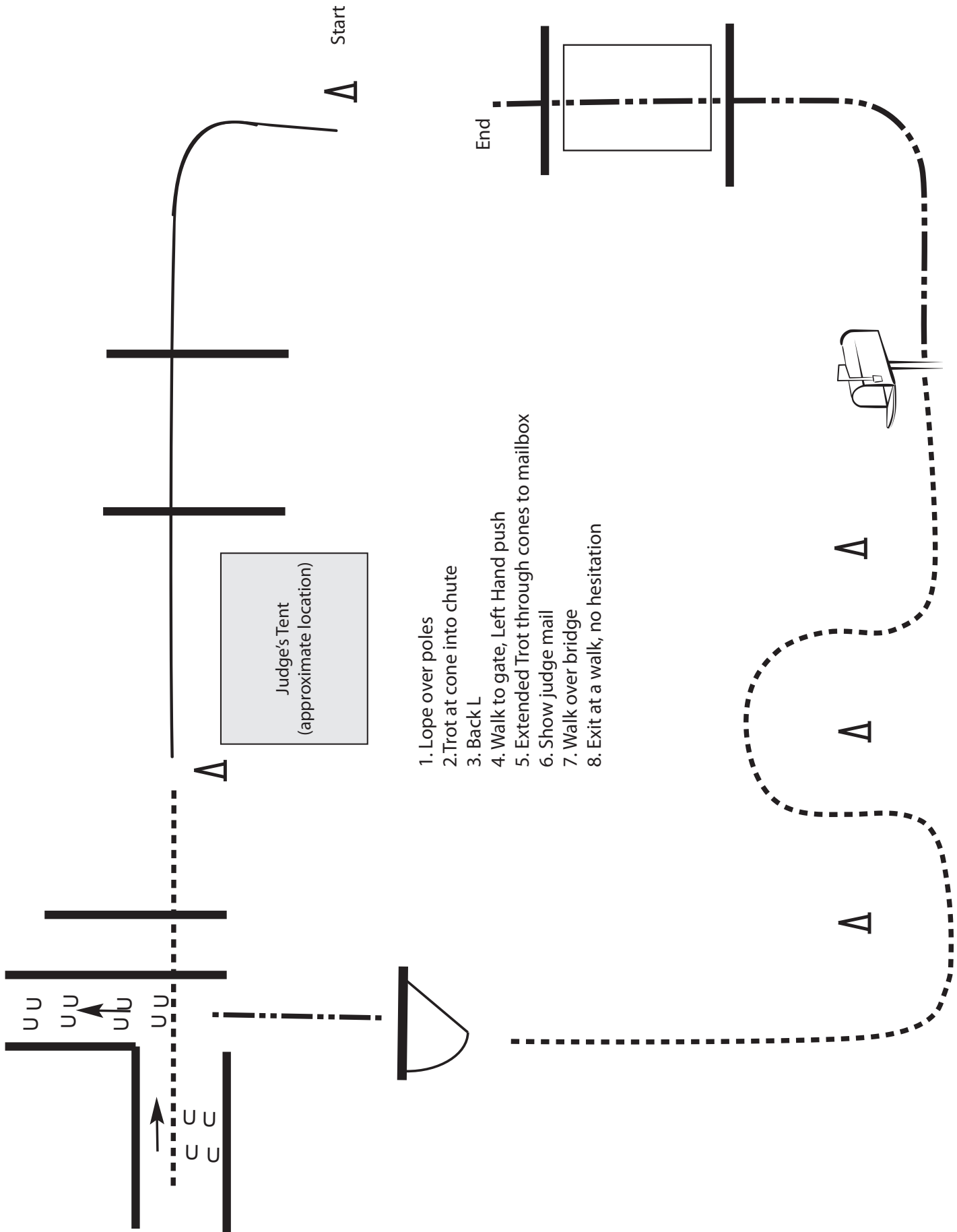
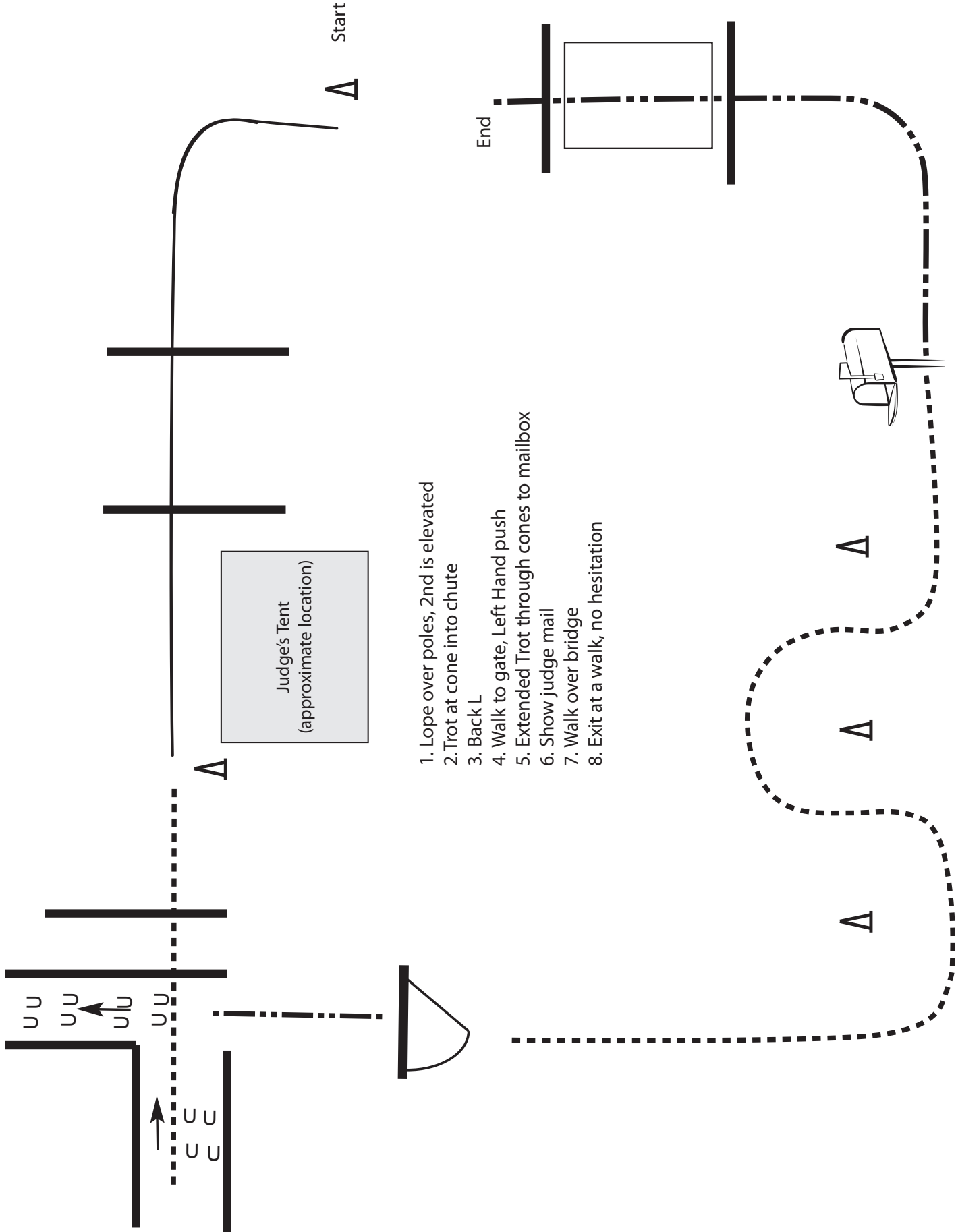


Western/Gaited/English Trail



Ranch Trail



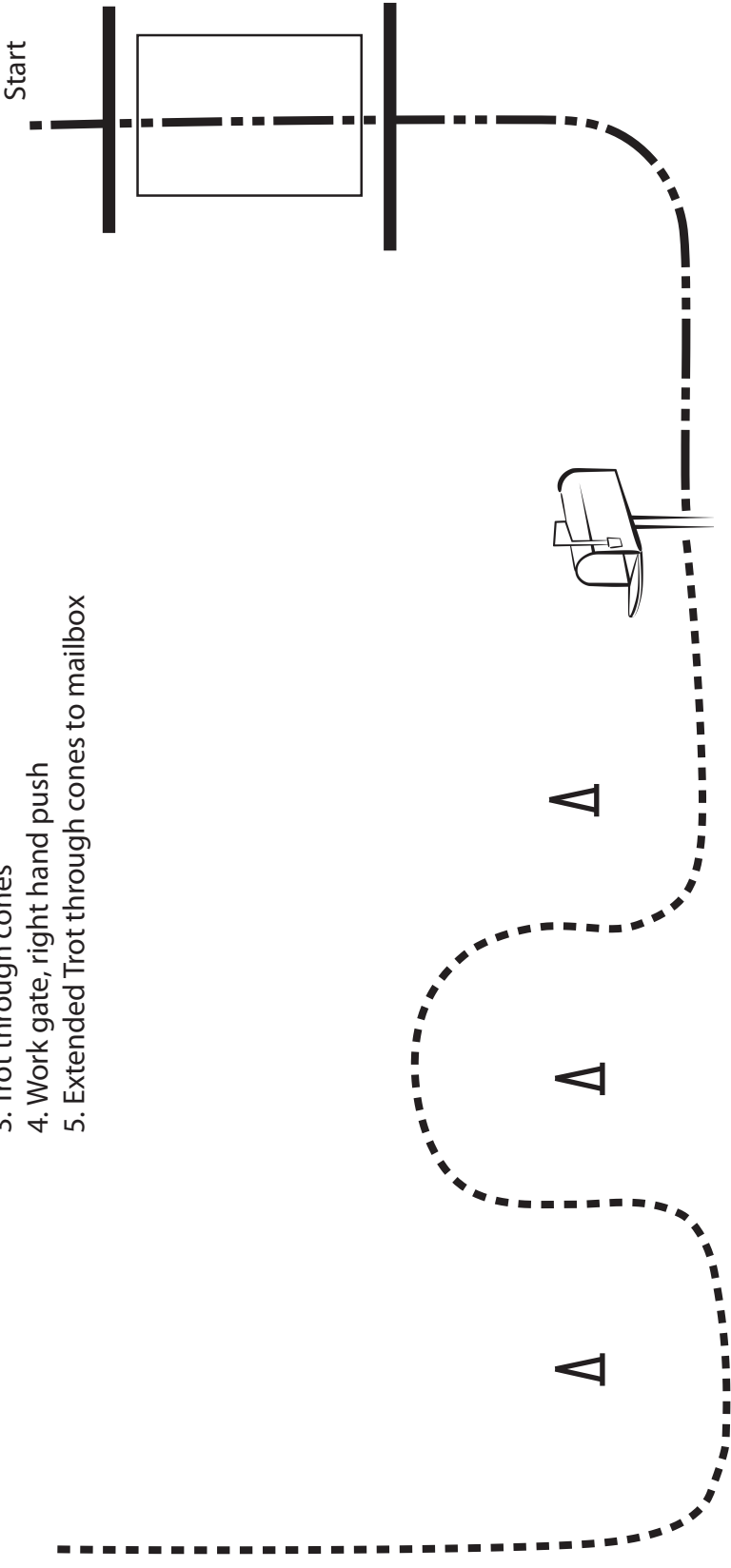
1. Lope over poles, 2nd is elevated
2. Trot at cone into chute
3. Back L
4. Walk to gate, Left Hand push
5. Extended Trot through cones to mailbox
6. Show judge mail
7. Walk over bridge
8. Exit at a walk, no hesitation

In Hand Trail

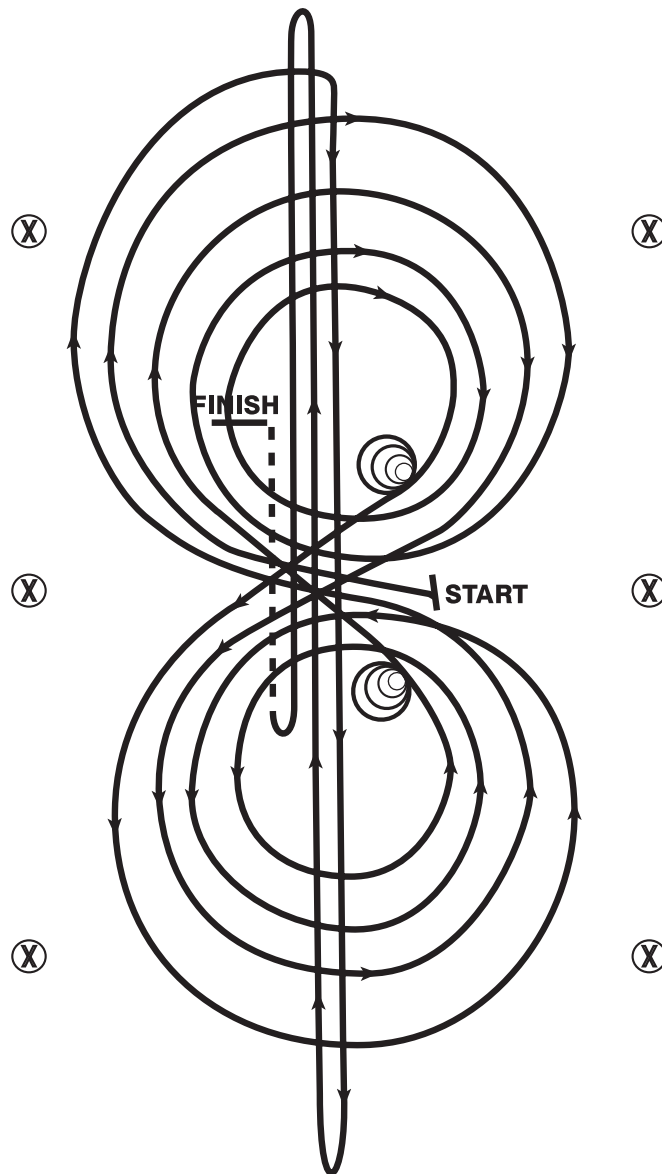
Judge's Tent
(approximate location)

- 1. Walk over bridge to mailbox
- 2. Show judge mail
- 3. Trot through cones
- 4. Work gate, right hand push
- 5. Extended Trot through cones to mailbox

End



REINING PATTERN 4



Horse must walk or stop prior to starting pattern.

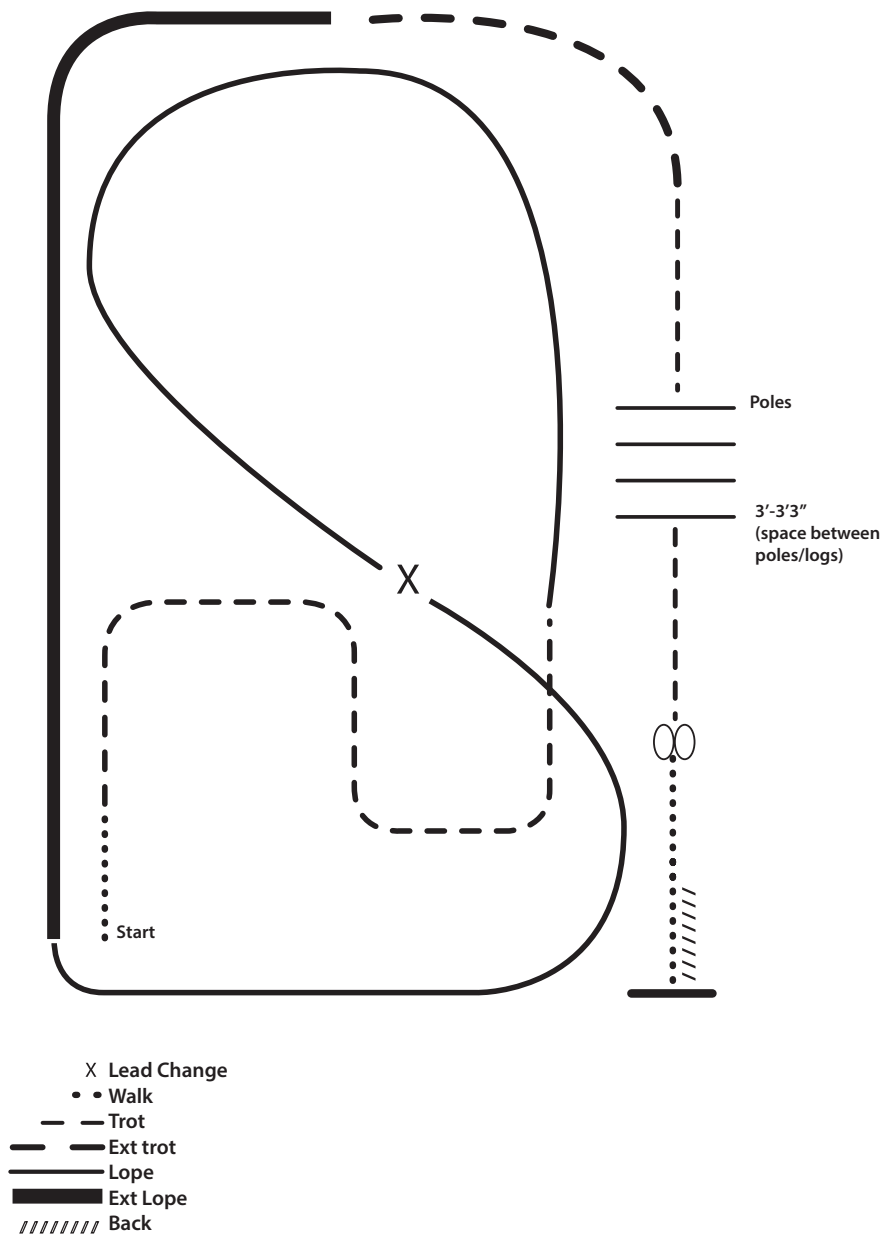
Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. 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. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. 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 to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

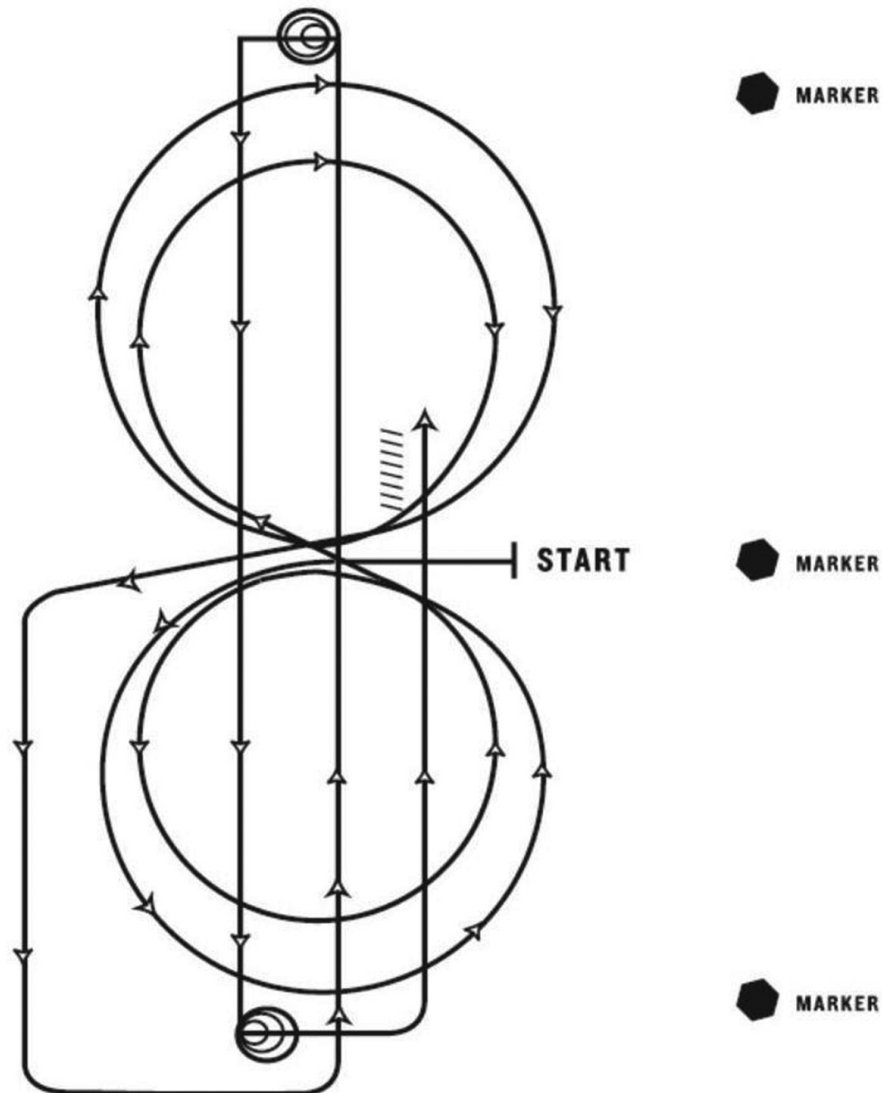
Reining Classes (all except Ranch and Gaited)

RANCH RIDING – PATTERN 4



- 1.** Walk
- 2.** Trot serpentine
- 3.** Lope left lead around the end of the arena and then diagonally across the arena
- 4.** Change leads (simple or flying) and
- 5.** Lope on the right lead around end of the arena
- 6.** Extend lope on the straight away and around corner to the center of the arena
- 7.** Extend trot around corner of the arena
- 8.** Collect to a trot
- 9.** Trot over poles
- 10.** Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- 11.** Walk, stop and back

Ranch Reining



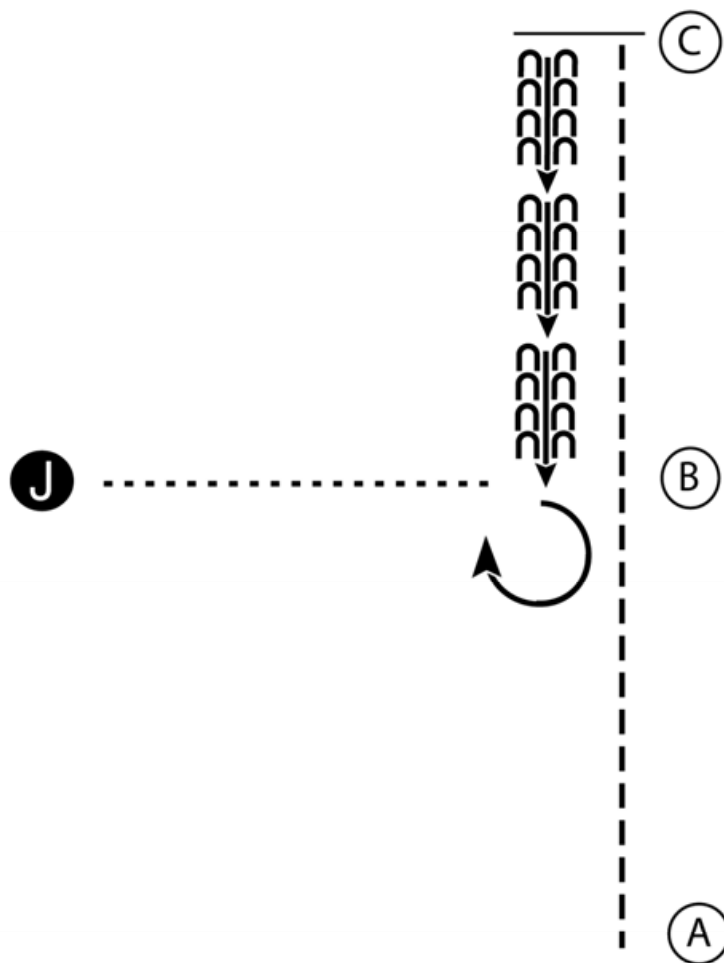
Mandatory Marker along Fence or Wall

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 left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern

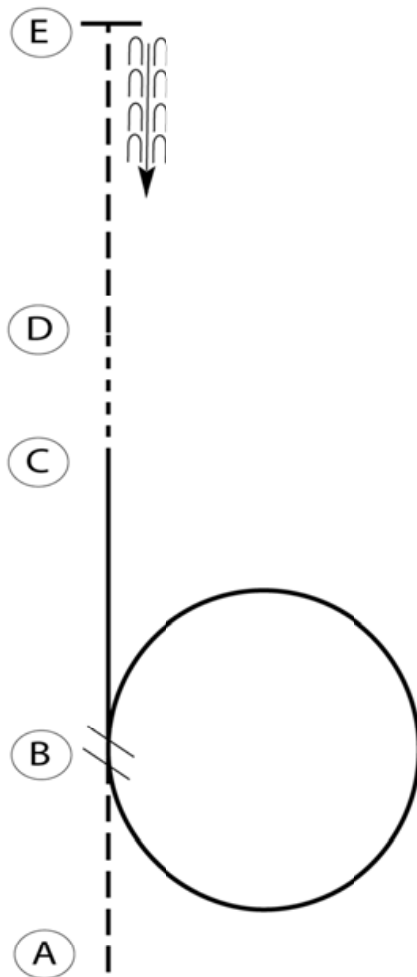
Western Showmanship



1. Trot from A to C.
2. Stop at C.
3. Back to B.
4. Perform a 270 degree turn.
5. Walk to the judge and set up for inspection.
6. When dismissed walk to line-up.

Walk
Trot - - - - -
Back 
Marker (B)
Judge (J)


Western Horsemanship



Be ready at A.

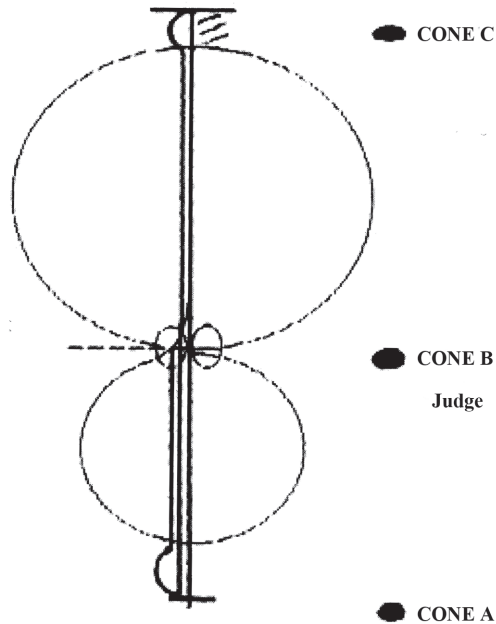
1. Jog from A to B.
2. Lope a circle to the right on the right lead.
3. Change leads at B.
4. Lope on the left lead to C.
5. Walk from C to D.
6. Jog from D to E.
7. Stop at E and back one horse length.

Retire to the rail or line up at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← 
Marker	(B)
Sidepass	← — — — — →

Gaited Horse Reining

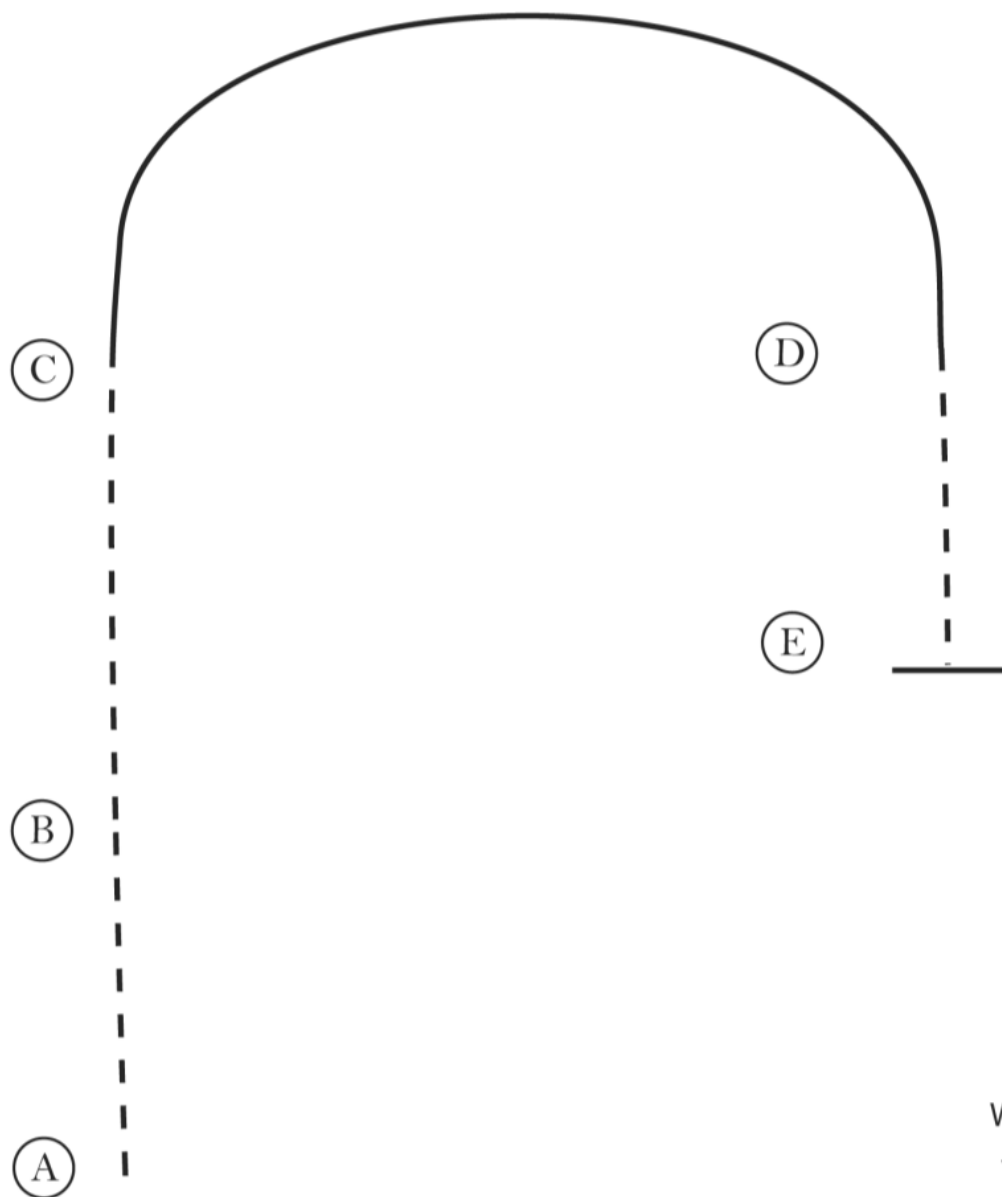
ILLUSTRATION OF JUVENILE 12-17 REINING PATTERN



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

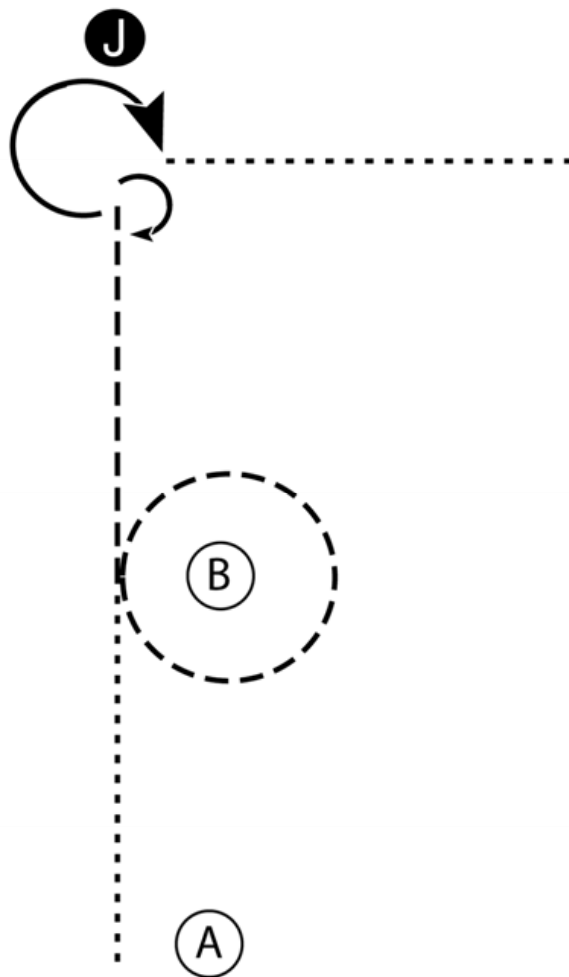
1. At center of arena, complete large, fast circle to the left - simple lead change.
2. Complete a small, slow circle to the right - simple lead change.
3. Lope straight up the center of arena - Stop - even with CONE C - back up 3 steps - Relax
4. 1 - 180 degree turn to the left - lope straight down 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

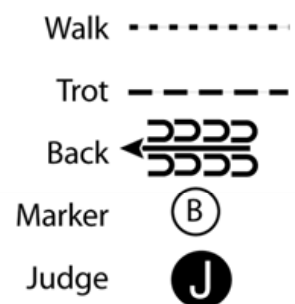


1. Sitting trot A to B
2. At B posting trot to C on the left diagonal
3. At C canter on the right lead around to D
4. At D posting trot to E on the right diagonal
5. Stop at E

Walk
Trot	-----
Extended Trot	— — —
Canter	————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	← — — — →



1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 180 degree turn. Set up for inspection.
4. When dismissed perform a 270 degree turn.
5. Walk straight away from the Judge.



Ranch Showmanship