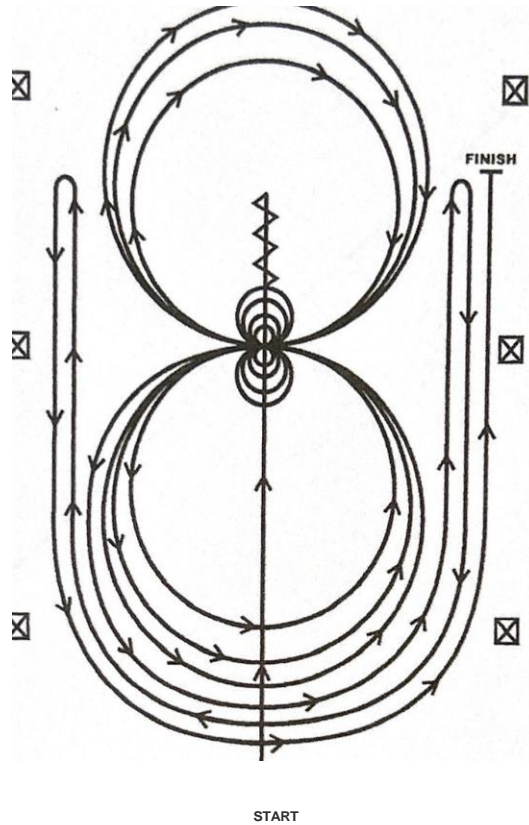


The Maine Event Spring Premiere Patterns

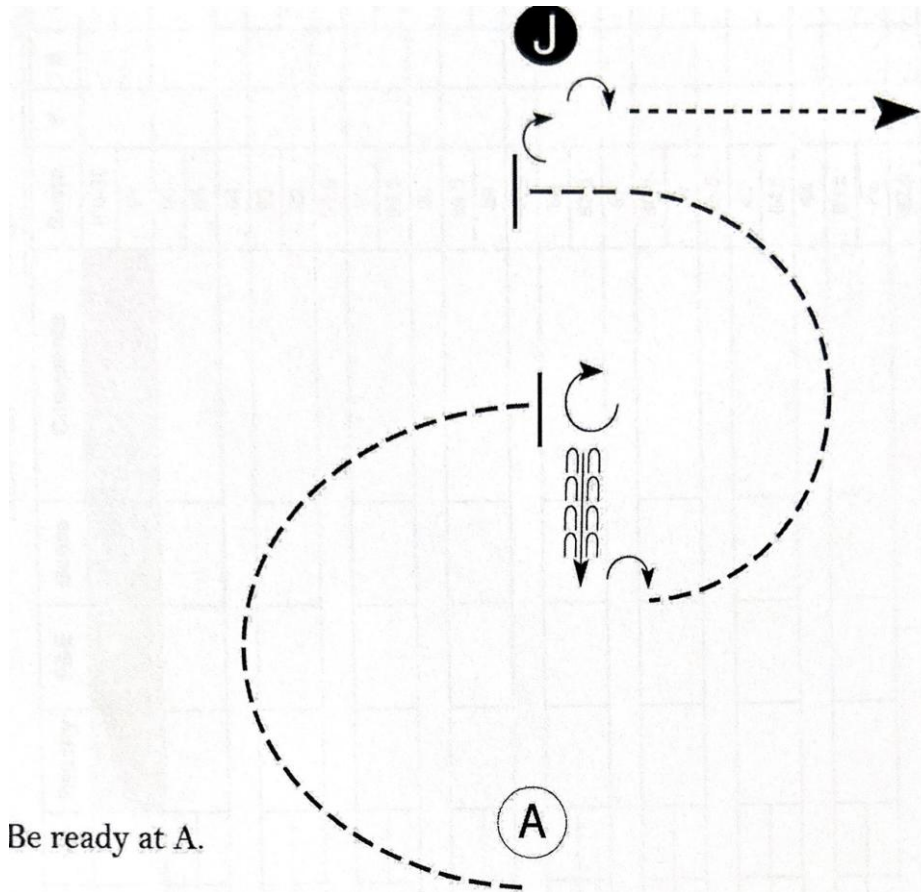
REINING

REINING PATTERN 12



- 1 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.
- 2 Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the fell wall or fence Hesitate.
4. Beginning on the left lead, complete 3 circles to the left, the first 2 large and fast, the third small and slow. Change leads at the center of the arena.
- 5 Complete three circles to the right the first two circles large and fast: the third circle small and slow Change loads at the center for the arena.
6. . Begin a circle to the left but do not close the circle
7. Continue back around previous circle but do not close the circle. Run up the left side of the arena and past the center marker and do a left roll back at least 20 feet (6 meters) from the wall or fence-no hesitation
- 8 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 20 feet (6 meters) from the wall or fence. Hesitate to show completion of pattern

Showmanship



1. Trot a half circle to center of pattern.
2. Stop and perform a 5/4 turn.
3. Back one horse length.
4. Perform a 1/4 turn.
5. Trot a half circle.
6. Perform a 1/4 turn and set up for inspection.
7. When dismissed, perform a 1/4 turn.

Walk -----
 Trot -----●-----

1. Walk to exit.

Back :) :) :) :)
 : > : > : > : >

Follow the instructions of your ring steward.

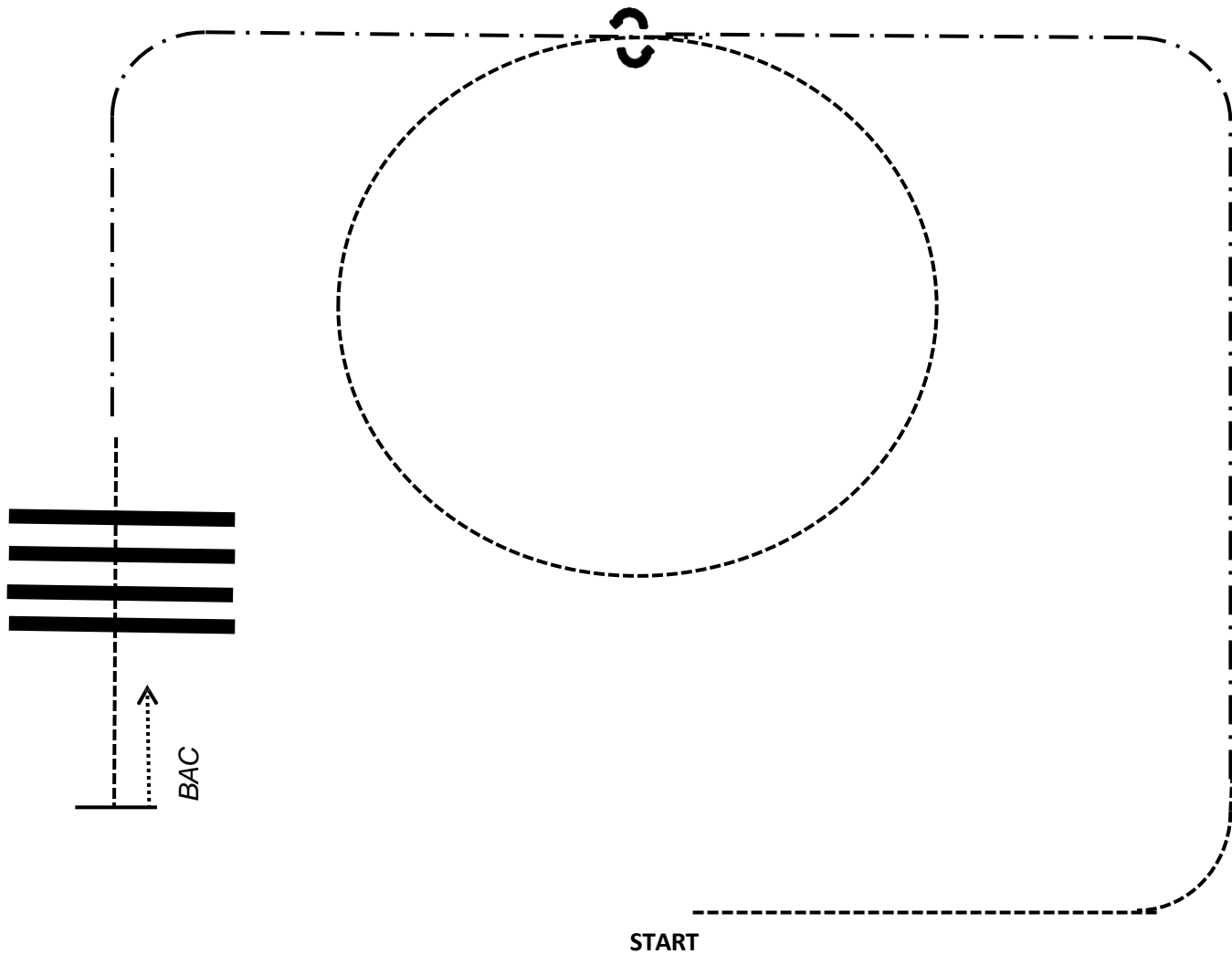
Marker Judge (R)



RANCH RIDING WALK TROT Regular and Champ

Pattern # 1

WALK	-----
TROT	-----
EXT	-----
TROT	-----

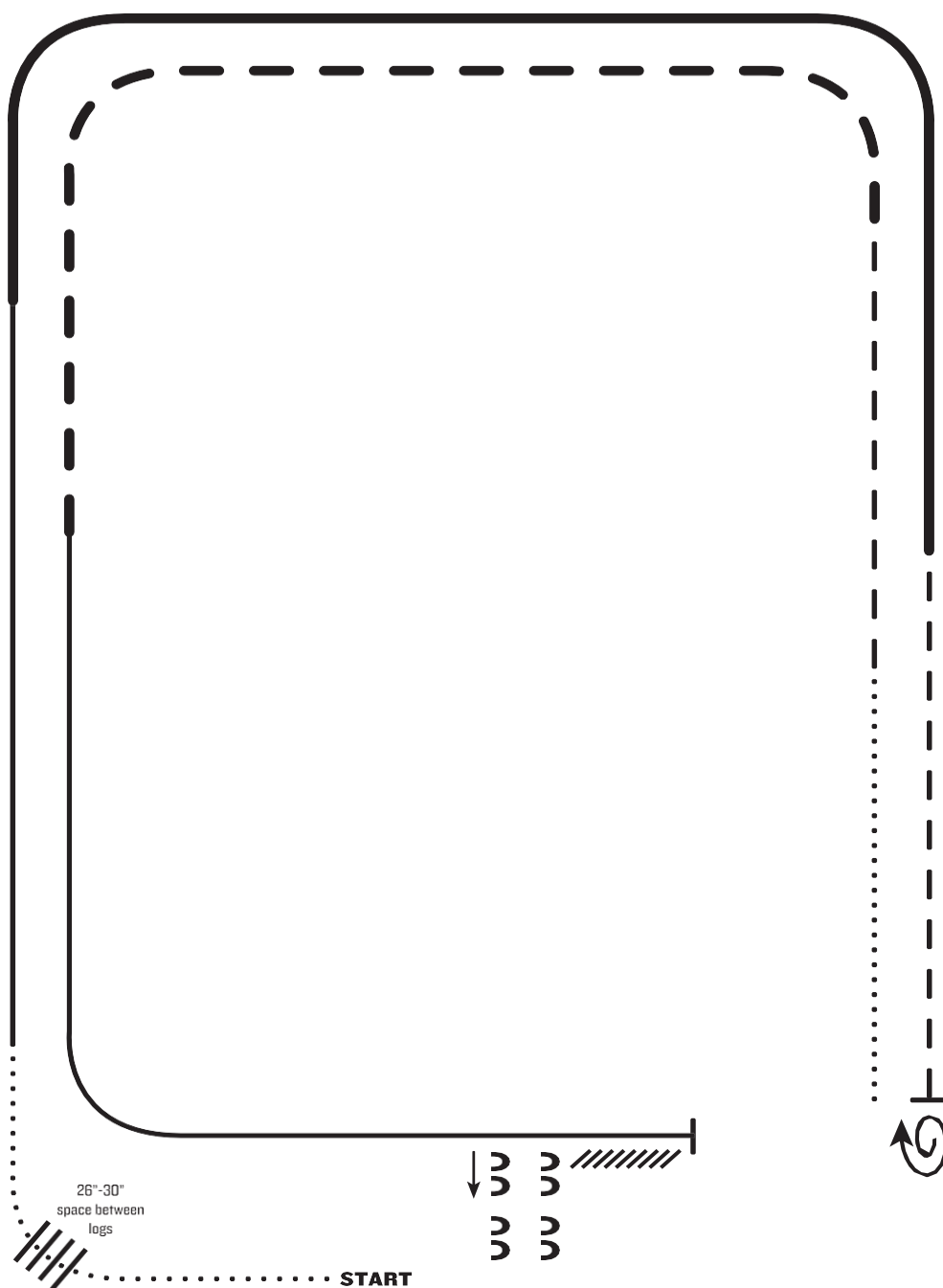


1. WALK
2. EXT. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT to Center of ARENA
4. TROT CIRCLE to LEFT
5. Stop. 180 Left.
6. 360 TURN LEFT
7. EXT. TROT
8. WALK over RAILS
9. STOP / BACK 1 Horse Length

RANCH RIDING – Regular and Championship

LEGEND

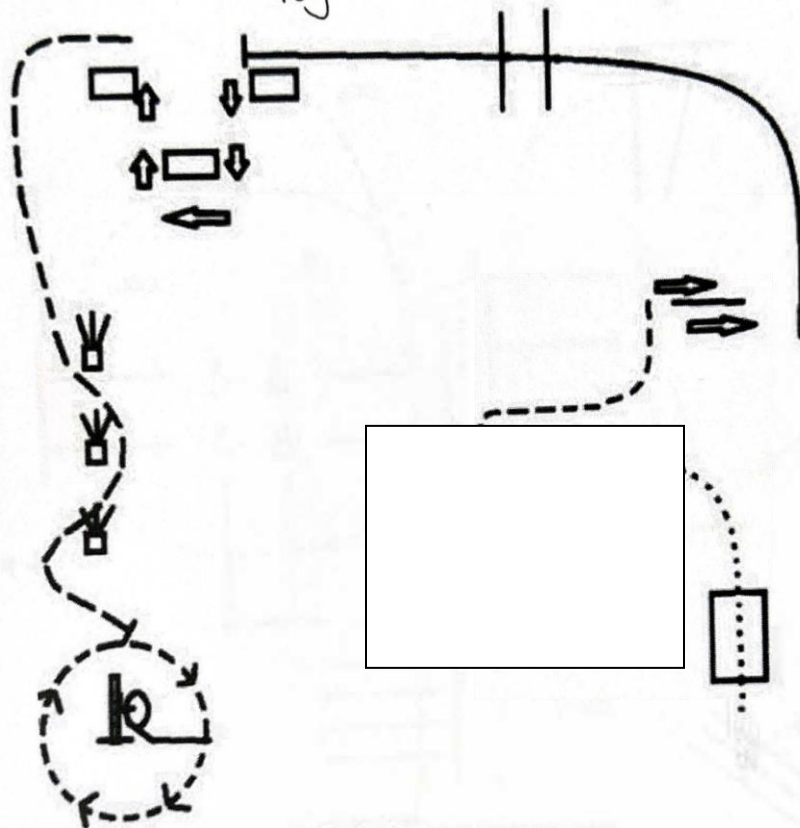
.....	Walk
■ ■ ■	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
\\	Lead Change



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

ALL RANCH TRAIL

Walk Trot will not do log drag. Walk Trot will do extended trot not lope. No gate in this trail.



1. Walk to and over bridge.
 2. Trot to side pass pole
 3. Side pass pole to right
 4. Lope left lead (ext trot for WT) to and over poles
 5. Stop at Hay bales
 6. Back through hay bales as shown
 7. Extend trot through serpentine as shown
 8. Stop at log drag
 9. Work log drag to the right.
- Exit ring when complete.