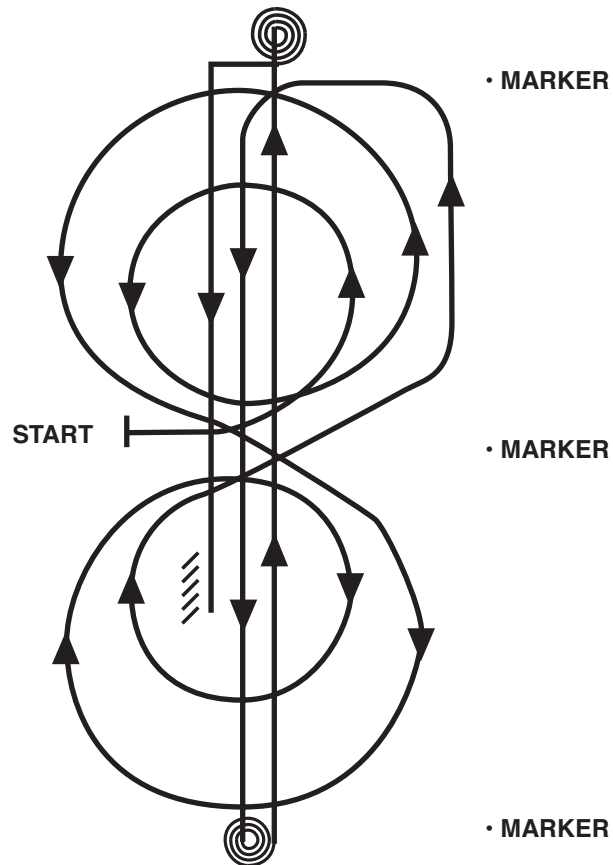


WORKING COW HORSE PATTERN 10

3 1/2 TURNS RIGHT



3 1/2 TURNS LEFT

Trot to center of arena, stop. Start pattern facing away from judge.

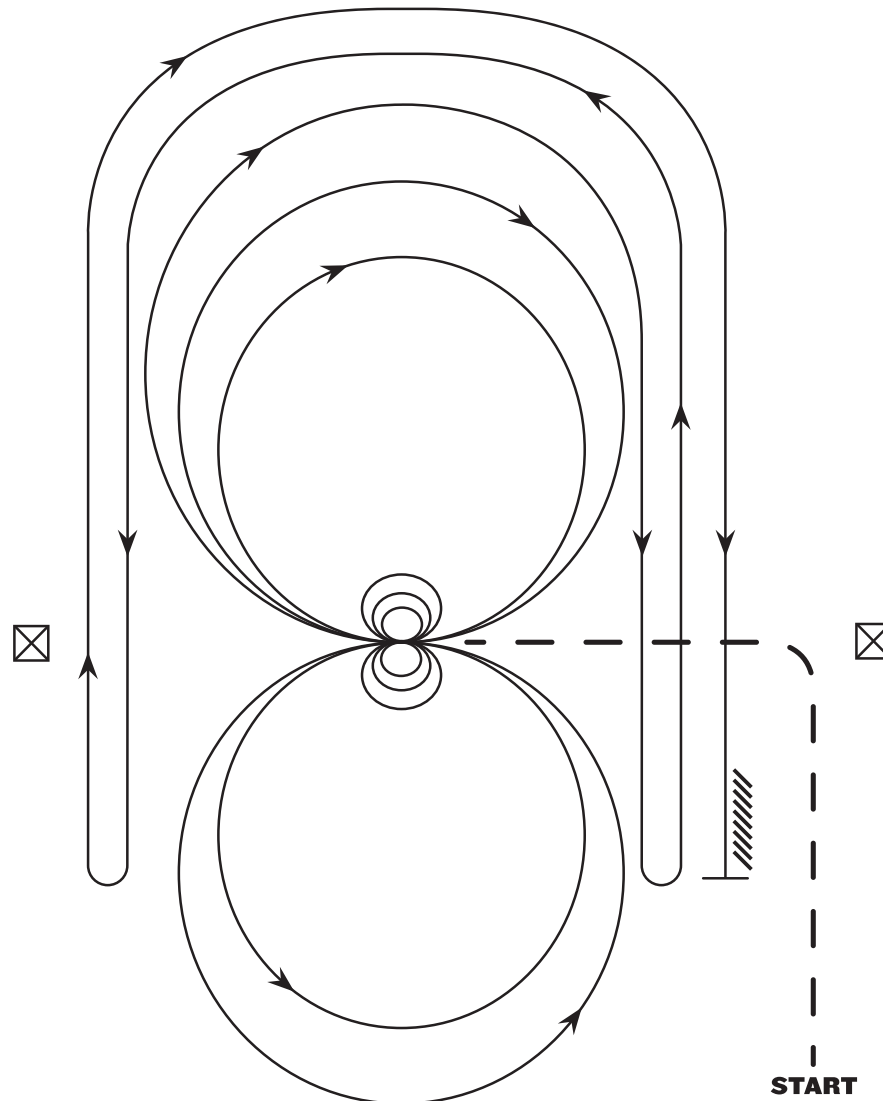
1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena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

Pattern 10

- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

This pattern may be used as a lope-in pattern;
refer to SHW505.2.

VRH AND RHC RANCH REINING PATTERN I

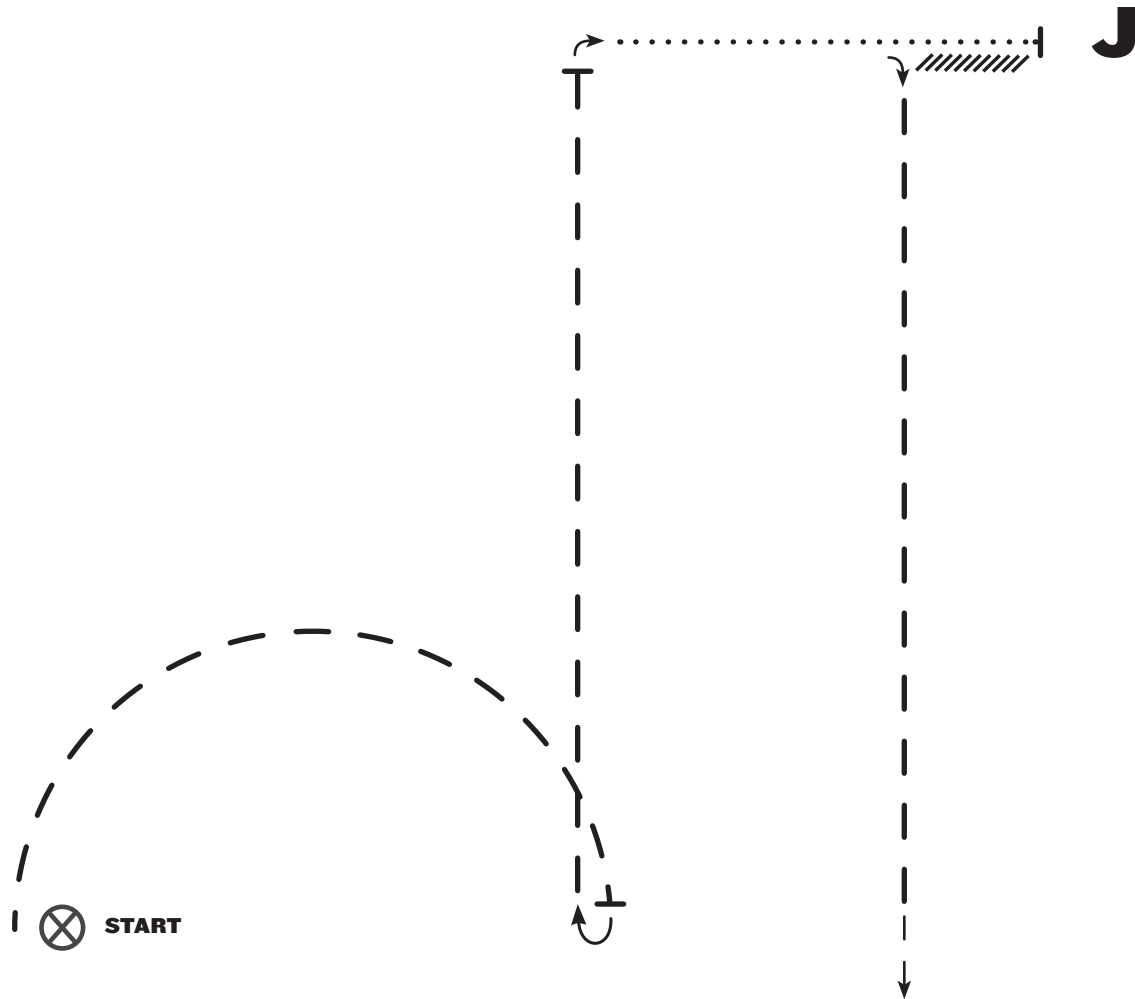


Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

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 pattern.

Showmanship

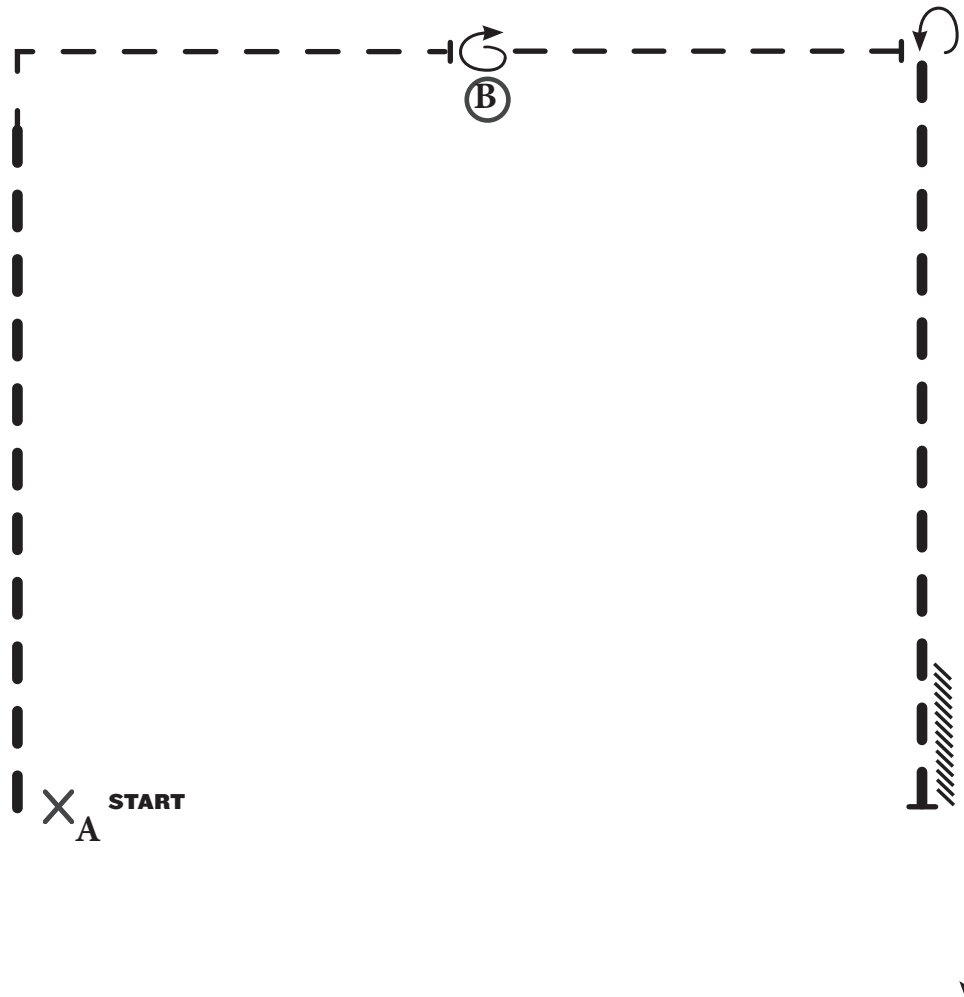


1. Trot a half circle, stop
2. 180° (1/2) turn
3. Trot up arena, stop with horse's hip in line with judge
4. 90° (1/4) turn
5. Walk to judge, stop
6. Set up
7. Inspection
8. When dismissed, back 6 steps
9. 90° (1/4) turn
10. Trot down arena, pattern is complete when past the start cone, continue trotting to exit

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.

Western Horsemanship

WALK/TROT AMATEUR • WALK/TROT YOUTH

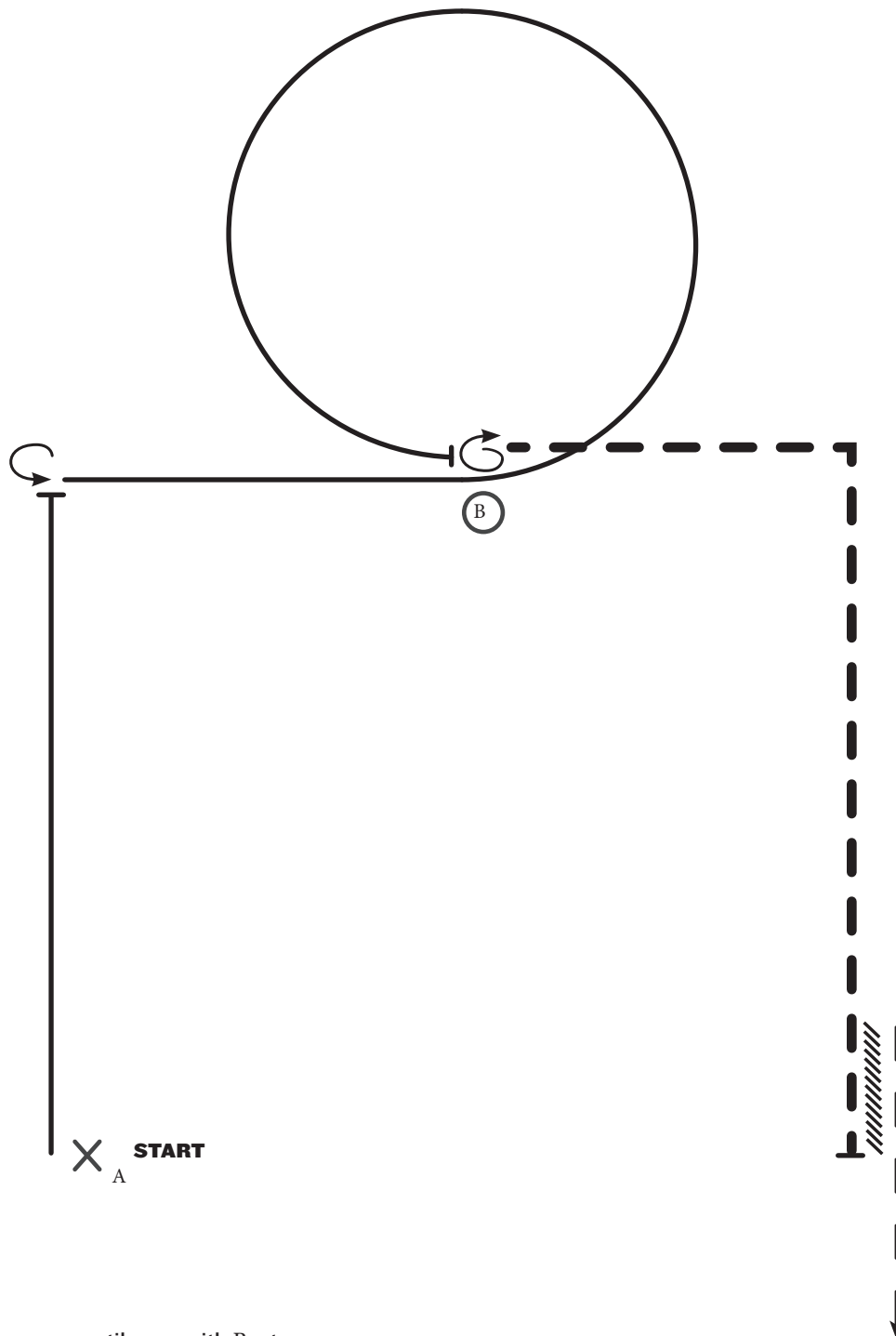


1. Extended jog up arena
2. Collect, and jog a square corner to the right, continue jogging to B, stop
3. 360° (l) turn right
4. Jog across arena, stop
5. 270° (3/4) turn left
6. Extended jog down arena, when even with start cone, stop
7. Back, pattern is complete, exit at a walk or jog

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.

Western Horsemanship

ALL LOPING



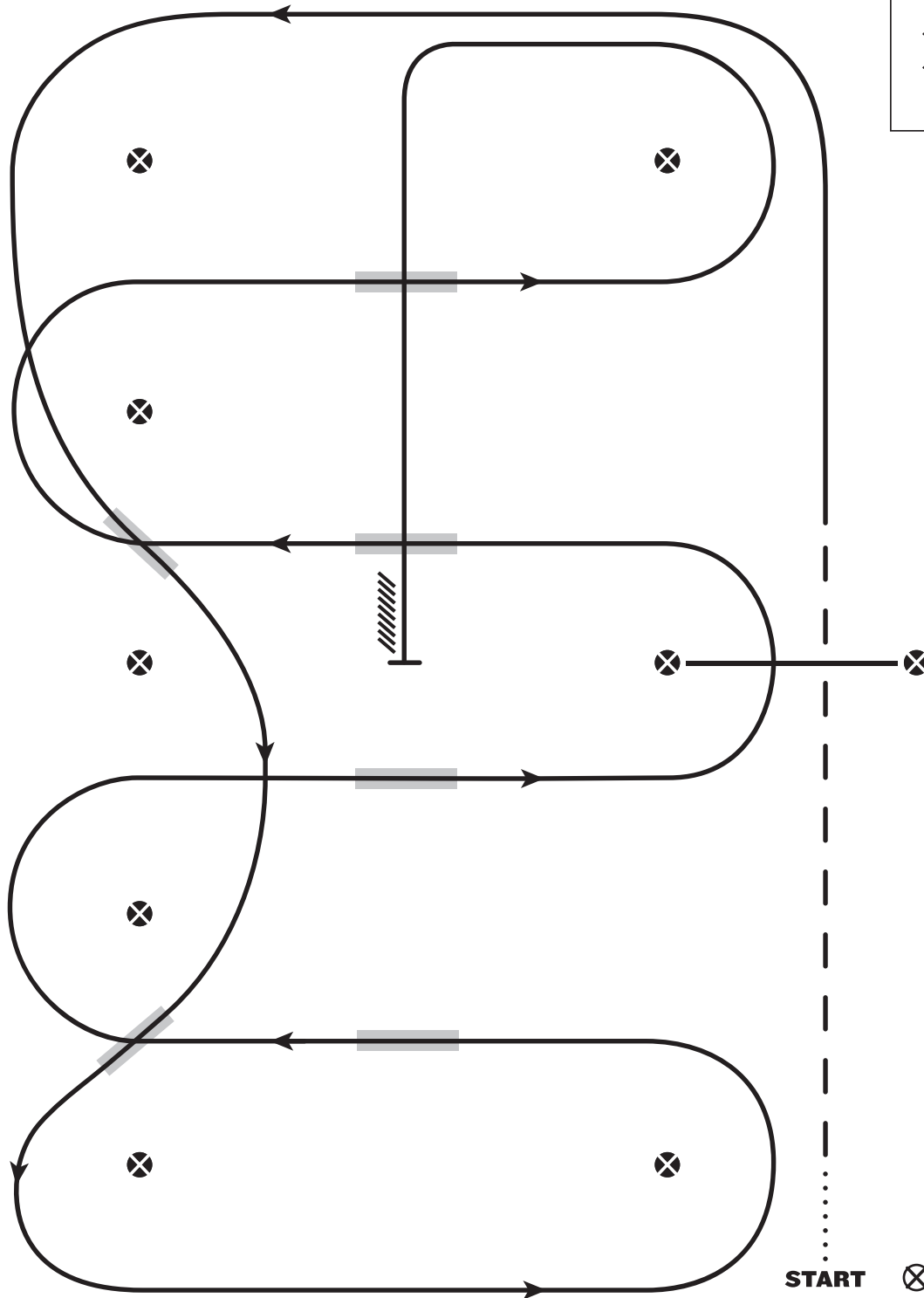
1. Lope right lead up arena until even with B, stop
2. 270° (3/4) turn left
3. Lope left lead to B, at B, lope a circle to the left, at B, stop
4. 360° (1) turn right
5. Extended jog square corner to the right
6. Continue extended jogging down arena, when even with start cone, stop
7. Back, pattern is complete, exit at a walk or 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.

LEVEL I WESTERN RIDING PATTERN 1

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

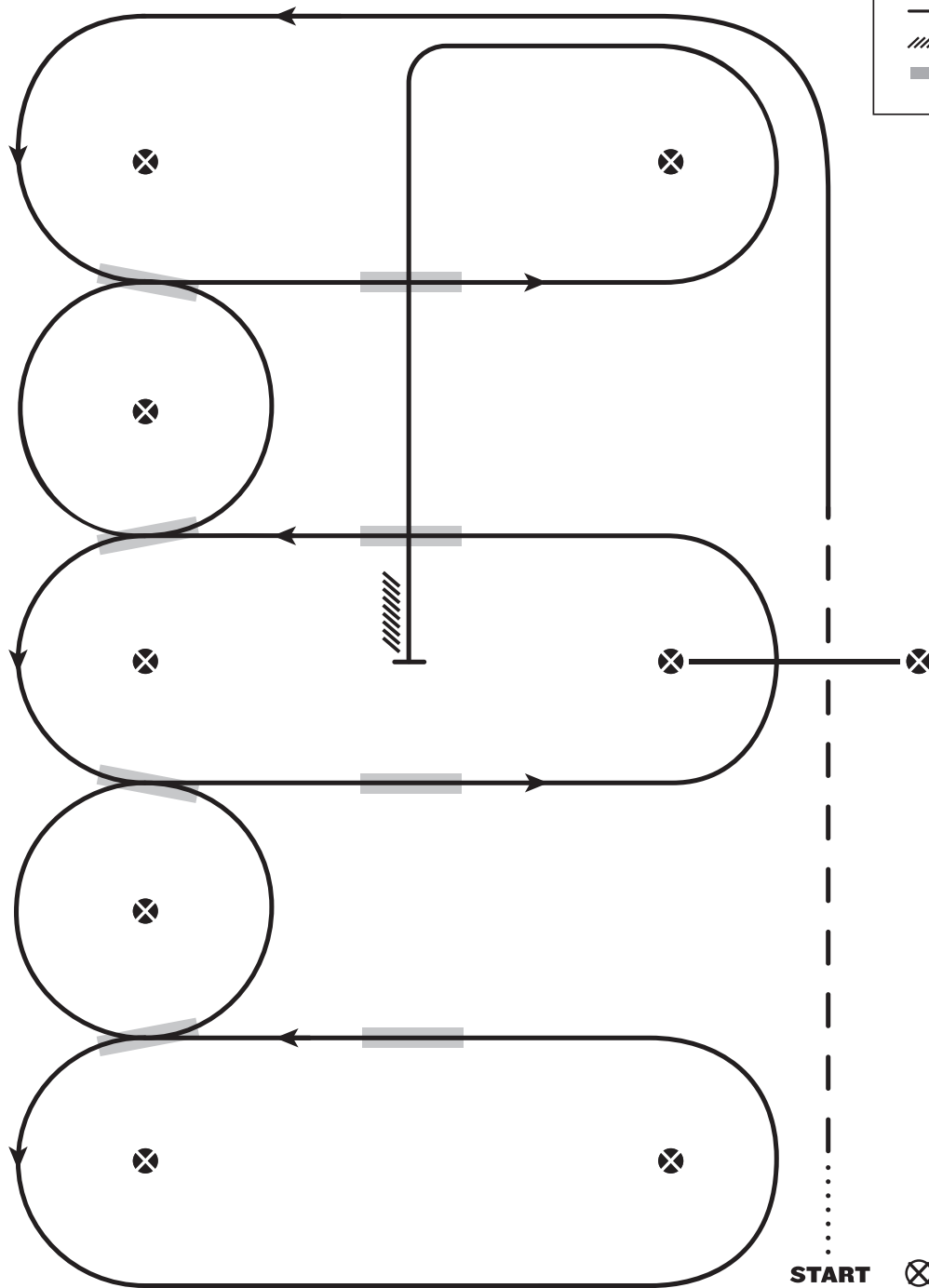


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

WESTERN RIDING - PATTERN I

LEGEND

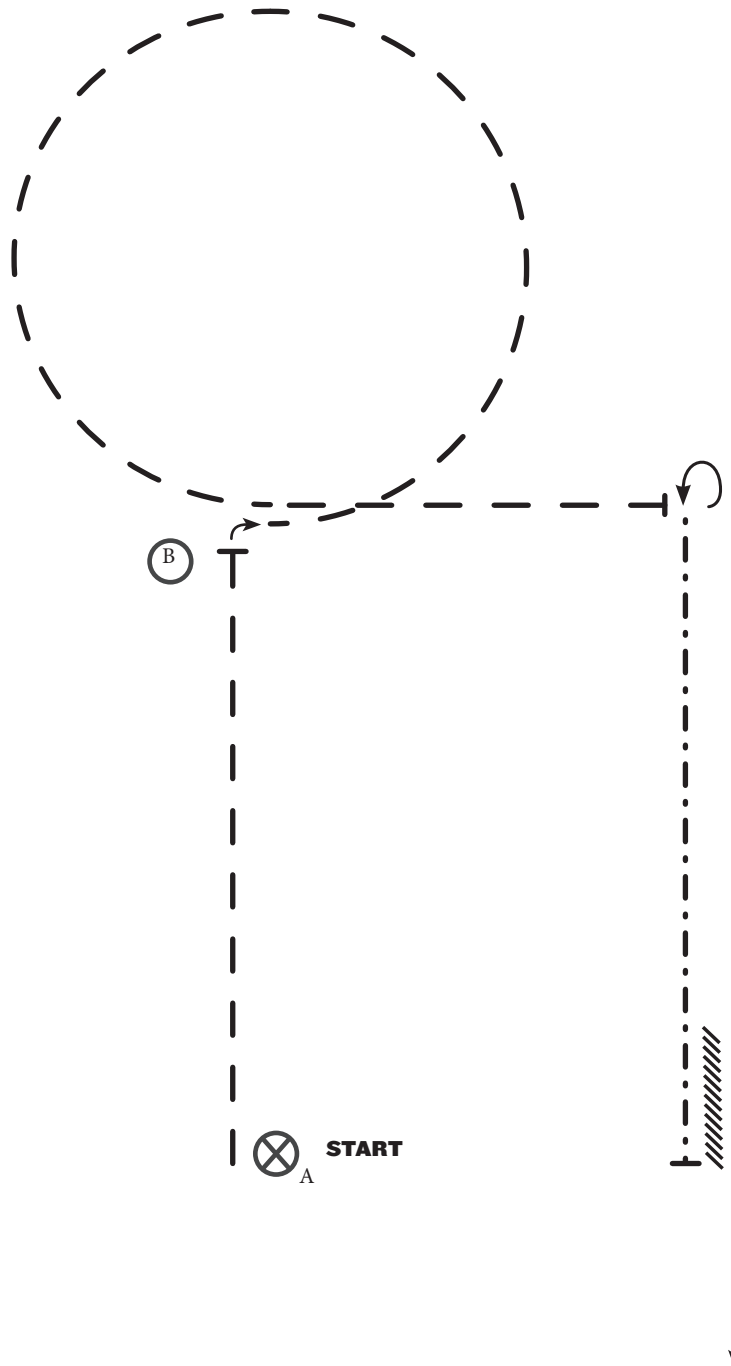
.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

Hunt Seat Equitation

WALK/TROT AMATEUR • WALK/TROT YOUTH

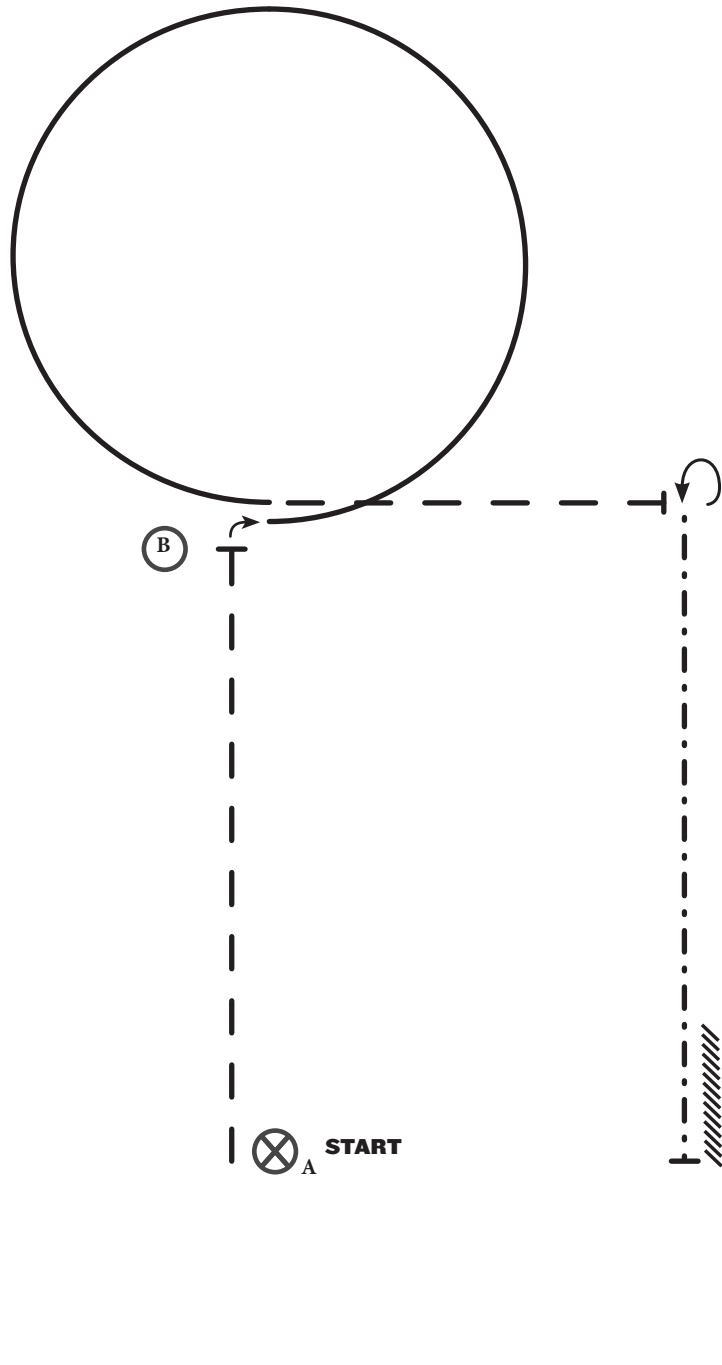


1. Posting trot left diagonal to B, halt
2. 90° (1/4) forehand turn right
3. Posting trot right diagonal around a circle to the left and continue straight, as drawn, halt
4. 270° (3/4) forehand turn left
5. Sitting trot down arena until even with start cone, halt
6. Back, pattern is complete, exit at a 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.

Hunt Seat Equitation

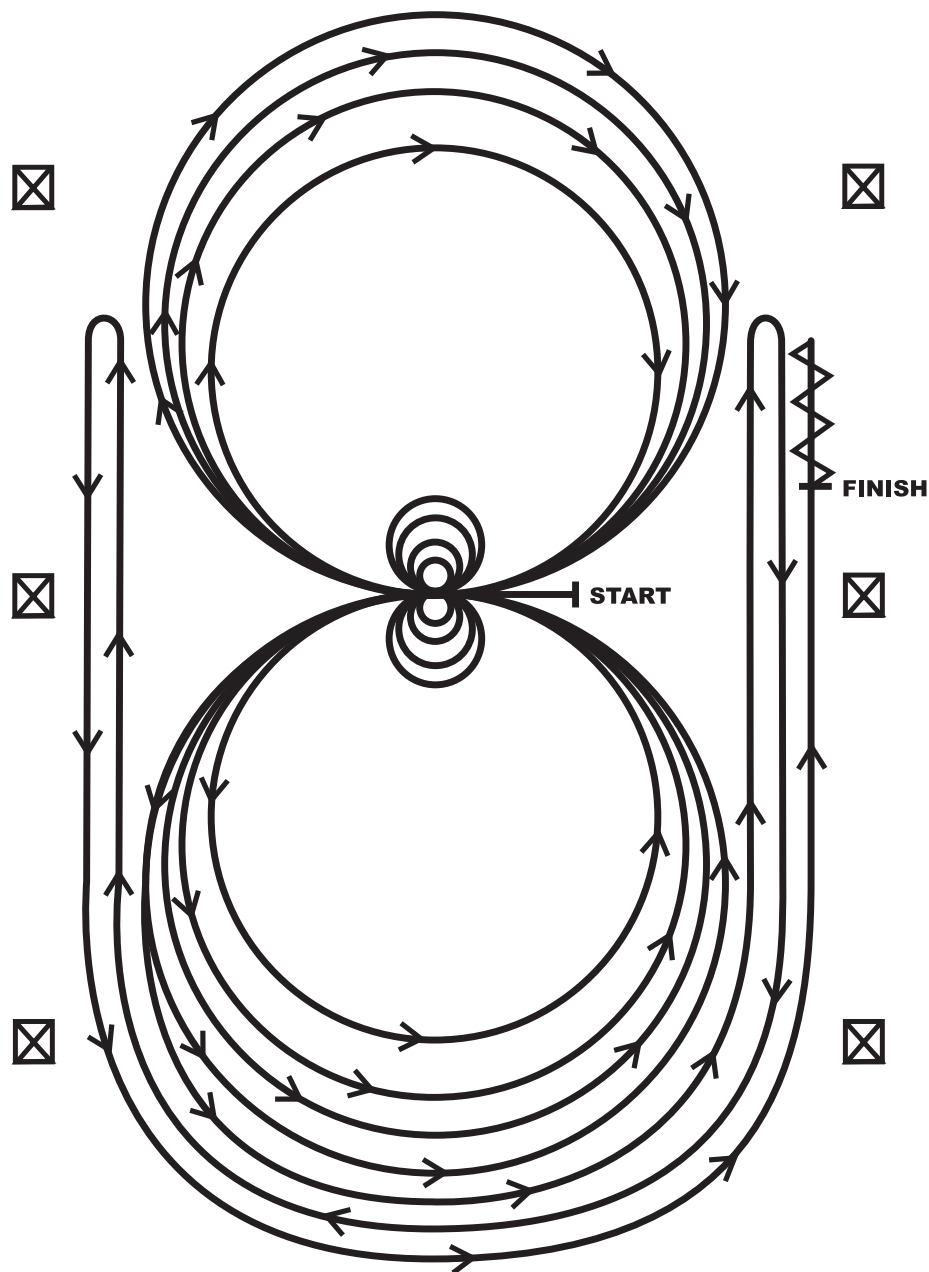
ALL LOPING



1. Posting trot left diagonal to B, halt
2. 90° (1/4) forehand turn right
3. Canter left lead around a circle to the left
4. At B, posting trot right diagonal across arena, as drawn, halt
5. 270° (3/4) forehand turn left
6. Sitting trot down arena until even with start cone, halt
7. Back, pattern is complete, exit at a 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.

REINING PATTERN 5



Horses may walk or jog to the center of arena. Horses 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 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. Hesitate.
2. Complete four spins to the left. Hesitate.
3. 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. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.