

WO-YEAR OLD CLASS

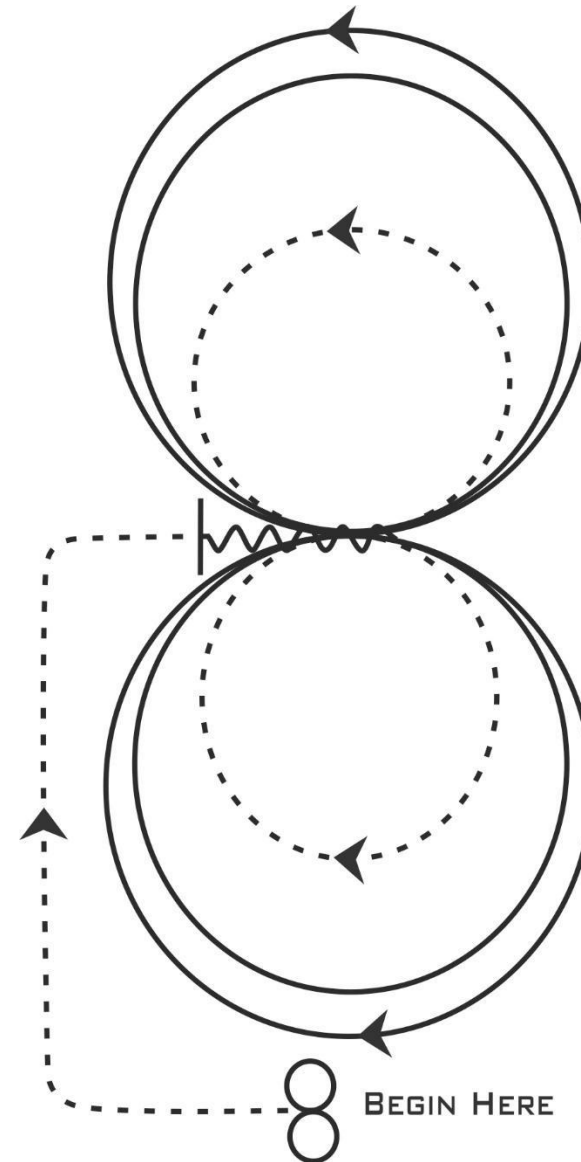
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Pivot on the forehand – one complete turn each direction
- 2) Trot along perimeter to center; stop
- 3) Trot a medium size circle to the left; at center, pick up the left lead
- 4) Lope 2 large circles to the left
- 5) Stop
- 6) Trot a medium circle to the right; at center, pick up the right lead
- 7) Lope 2 large circles to the right
- 8) Just beyond center, stop and back 10 feet
- 9) Pause to show completion of pattern

Call for cow

Pattern 1 (shows 1 - 2)



TWO-YEAR OLD CLASS

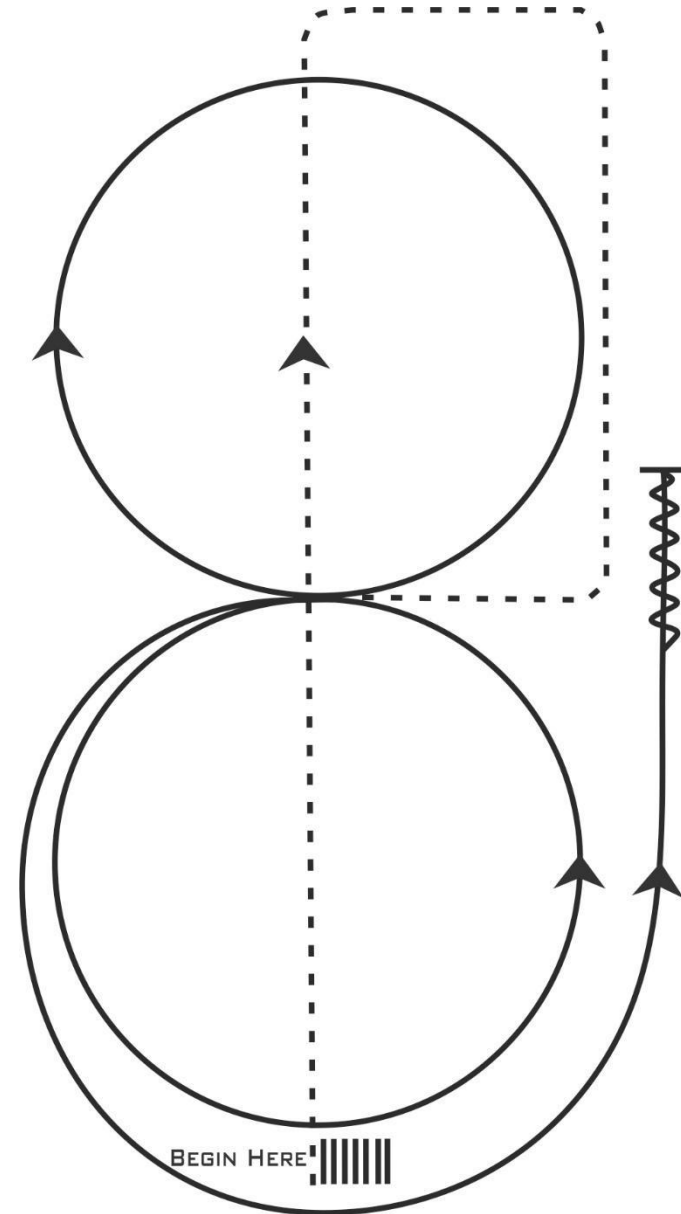
Pattern 2 (shows 3 - 4)

Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Sidepass to the right 10 feet; sidepass to the left 10 feet
- 2) Trot up the center of the arena at a working trot, continue around the right perimeter to the center of the arena
- 3) Pick up the right lead from the trot
- 4) Lope 1 large circle to the right
- 5) At center, do a simple lead change (drop to trot), pick up left lead
- 6) Lope 1 $\frac{3}{4}$ large circles to the left
- 7) Do not close circle, but continue loping along fence past center
- 8) Just beyond center: stop and back 10 feet
- 9) Pause to show completion of pattern

Call for cow



TWO-YEAR OLD CLASS

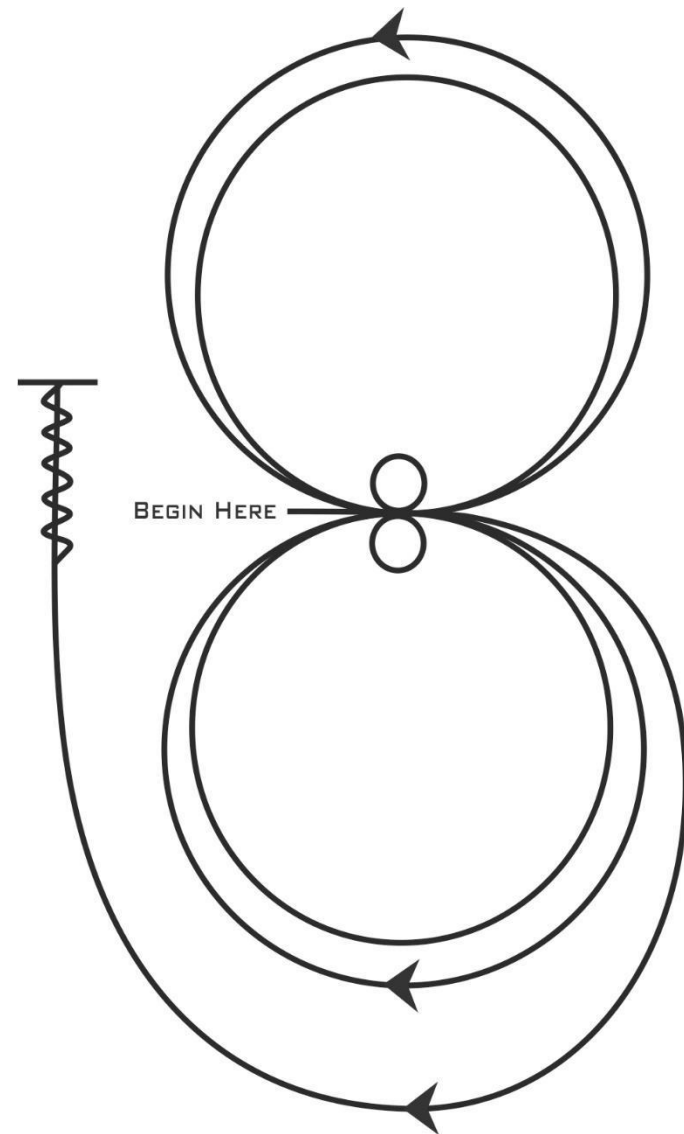
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Start in center facing judge or direction judge specifies
- 2) Begin with 1 haunch turn to the left; then 1 haunch turn to the right
- 3) Pick up the left lead, lope 2 medium relaxed-pace circles to the left
- 4) At the center of arena, do a simple lead change (drop to trot) to right
- 5) Lope 2 medium relaxed-pace circles to the right
- 6) Continue loping a larger, faster circle to the right; do not close circle
- 7) Continue up perimeter of the arena
- 8) Stop past the center marker and back 10 feet
- 9) Pause to show completion of the pattern

Call for cow

Pattern 3 (shows 5 - 6)



YOUTH CLASS – BEGINNING LEVEL

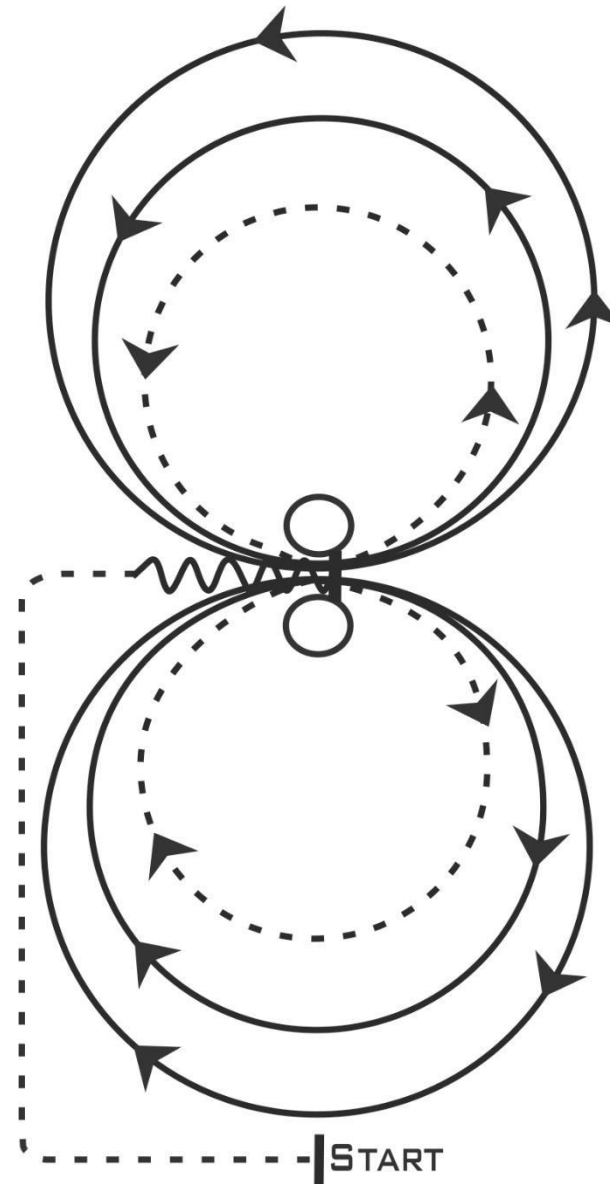
Pattern 2

Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Trot along perimeter to center of arena
- 2) Stop
- 3) Do one complete forehand turn each direction
- 4) Trot one small circle to the right
- 5) Trot one small circle to the left
- 6) At center of arena, pick up the right lead; lope 2 circles, the 1st circle large and moderate speed, the 2nd circle medium size and slow
- 7) At center of arena, perform a simple (drop to trot) lead change
- 8) Pick up the left lead; lope 2 circles, the 1st circle large and moderate speed, the 2nd circle medium size and slow
- 9) Stop at center of arena; back at least 10 feet
- 10) Pause to show completion of pattern

Call for cow



YOUTH CLASS – ADVANCED LEVEL

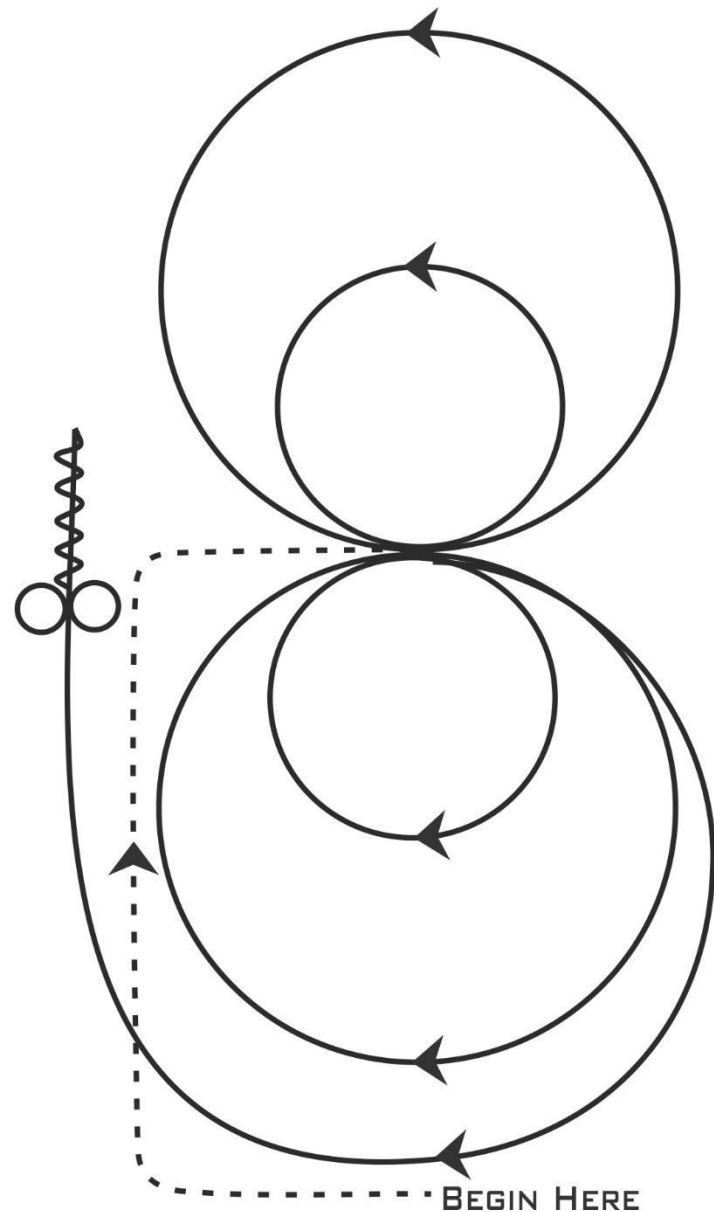
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Trot along perimeter to center, stop facing judge or direction specified by judge.
- 2) Pick up left lead, lope a large circle to the left
- 3) Lope a small circle to the left
- 4) Center of arena, change leads – either simple (drop to trot) or flying lead change to right lead
- 5) Lope a large circle to the right
- 6) Lope a small circle to the right
- 7) Continue on right lead around end of arena, do not close circle
- 8) Stop past center marker
- 9) Back 10 feet
- 10) Complete 1 spin to the left; 1 spin to the right
- 11) Pause to show completion of pattern

Call for cow

Pattern 1



YOUTH CLASS – ADVANCED LEVEL

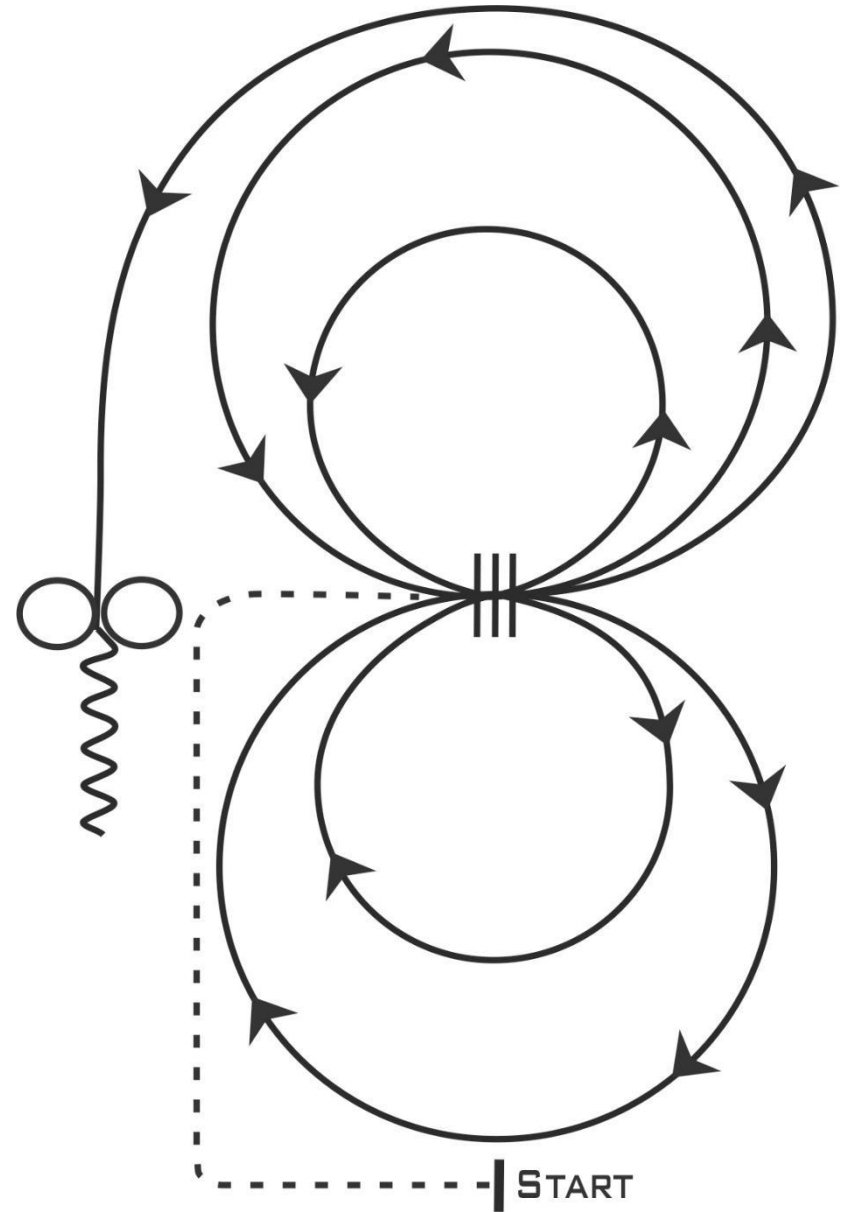
Pattern 2

Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Trot along perimeter to center of arena
- 2) Sidepass each direction at least 6 feet
- 3) Pick up the right lead and lope 1 small circle to the right
- 4) At center of arena, perform a simple lead change (drop to trot), picking up the left lead and lope 1 small circle to the left
- 5) At center of arena, change leads (either simple or flying), loping 1 large, faster circle to the right
- 6) At center of arena, change leads (either simple or flying), loping 1 large, faster circle to the left
- 7) Continue on left lead around end of arena; do not close circle
- 8) Stop past center
- 9) Back at least 10 feet
- 10) Complete one full spin to the right; one full spin to the left
- 11) Pause to show completion of pattern

Call for cow



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

Reining pattern counts for 1/3 of total score.

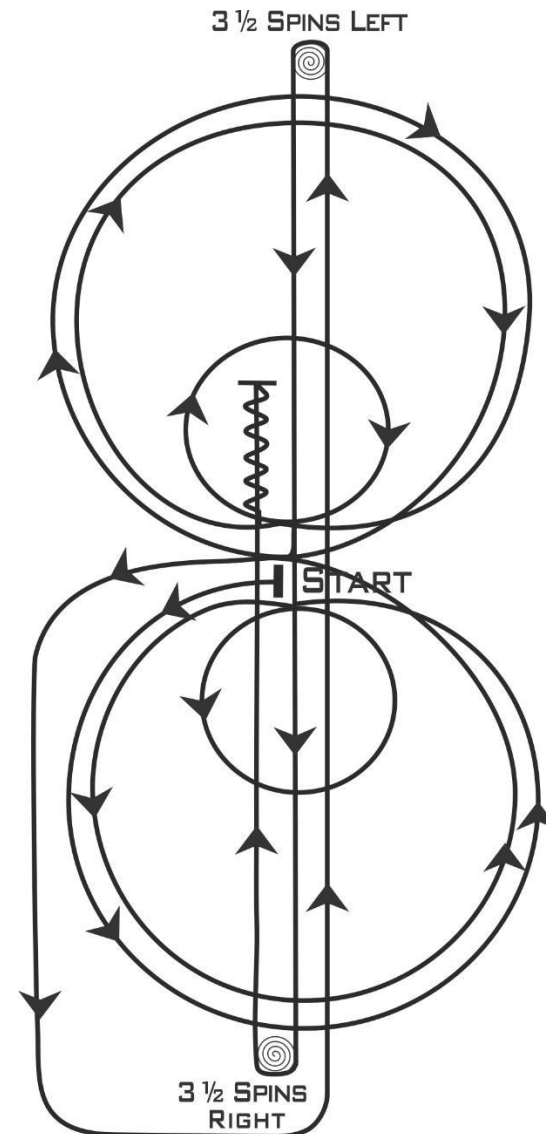
Reining Pattern

Trot to center of arena; stop. Start pattern facing judge or direction specified by judge.

- 1) Beginning on the left lead, complete 3 circles to the left. The first one large and fast, second small and slow, third large and fast. Change leads at the center of the arena.
- 2) Complete 3 circles to the right. The first one large and fast, second small and slow, third large and fast. Change leads at the center of the arena.
- 3) Continue to loping to run down.
- 4) Run to far end past the marker, do a sliding stop. Hesitate
- 5) Complete 3 ½ spins to the left. Hesitate.
- 6) Run to far end past the marker, do a sliding stop. Hesitate
- 7) Complete 3 ½ spins to the right. Hesitate.
- 8) Run past center marker to a sliding stop. Hesitate
- 9) Back at least 10 feet. Hesitate to show completion of pattern

Call for cow

NRCHA Pattern 2



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

Reining pattern counts for 1/3 of total score.

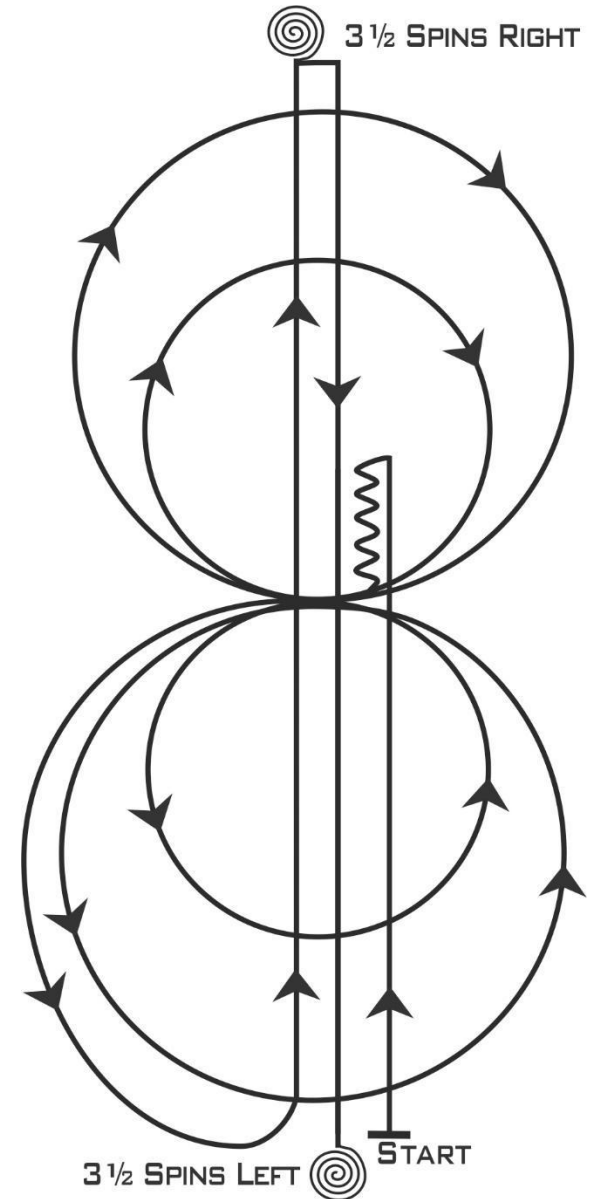
Reining Pattern

works best if cattle & rider enter from same end of arena

- 1) Start at end of arena, Run past center marker, stop, back up at least 10 feet.
- 2) $\frac{1}{4}$ turn to the left. Complete 2 circles to the left. First circle large and fast; second circle small and slow. Change leads at center of arena.
- 3) Complete 2 circles to the right. First circle small and slow; second circle large and fast. Change leads at the center of arena.
- 4) Continue around end of arena without breaking gait or changing leads; run down center of arena past end marker; execute a square sliding stop.
- 5) Complete $3\frac{1}{2}$ spins to the right.
- 6) Run down center of arena past end marker; execute a square sliding stop.
- 7) Complete $3\frac{1}{2}$ spins to the left. Hesitate to show completion of pattern.

Call for cow

NRCHA Pattern 5



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

Reining pattern counts for 1/3 of total score.

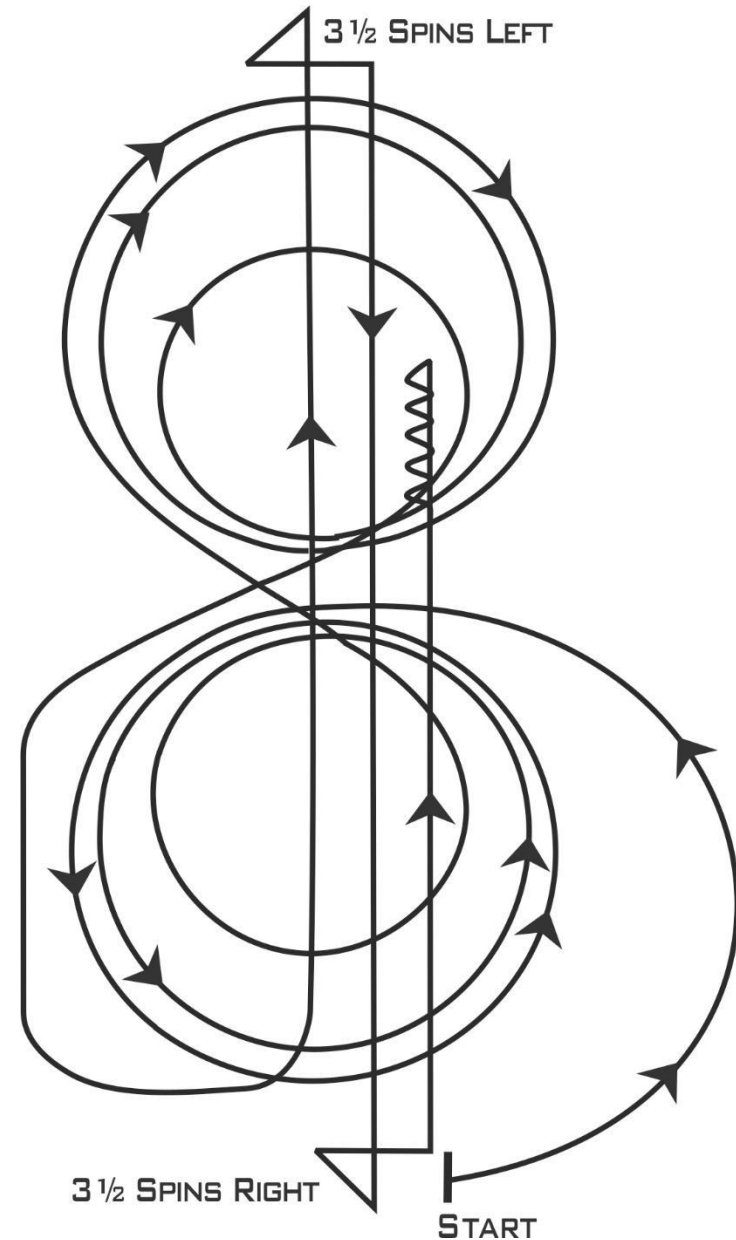
Reining Pattern

Begin on the left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge or direction specified by the judge.

- 1) Beginning on the left lead, complete 3 circles; 2 large and fast circles, then one small and slow circle. Change leads in center to the right.
- 2) Complete 3 circles to the right; 2 large and fast circles, then one small and slow circle. Change leads in center to the left.
- 3) Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
- 4) Complete 3 ½ spins to the left.
- 5) Run down center of arena past end marker, come to a square sliding stop.
- 6) Complete 3 ½ spins to the right.
- 7) Run Down center of arena past center marker, come to a square sliding stop.
- 8) Back up at least 10 feet. Hesitate to show completion of pattern.

Call for cow

NRCHA Pattern 8



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

NRCHA Pattern 9

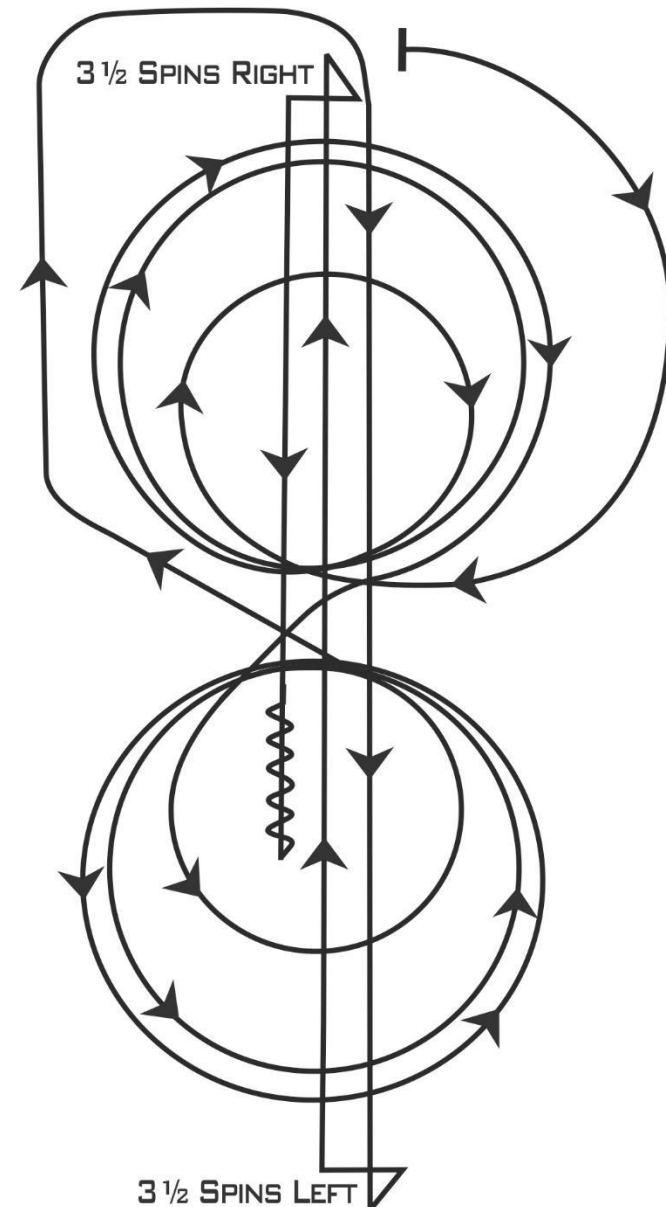
Reining pattern counts for 1/3 of total score.

Reining Pattern

Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge (R 20.6) or direction specified by judge.

- 1) Beginning on the right lead, complete 3 circles to the right; the first circle small and slow, followed by 2 large and fast circles. Change leads in the center of the arena.
- 2) Complete 3 circles to the left; the first circle small and slow, followed by 2 large and fast circles. Change leads in the center of the arena.
- 3) Continue loping around end of arena without breaking gait or changing leads.
- 4) Run down center of arena past end marker, come to a square sliding stop. Hesitate.
- 5) Complete 3 ½ spins to the left.
- 6) Run down center of arena past end marker, come to a square sliding stop. Hesitate.
- 7) Complete 3 ½ spins to the right.
- 8) Run past center marker, come to a square sliding stop.
- 9) Back up at least 10 feet. Hesitate to show completion of pattern.

Call for cow



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

NRCHA Pattern 11

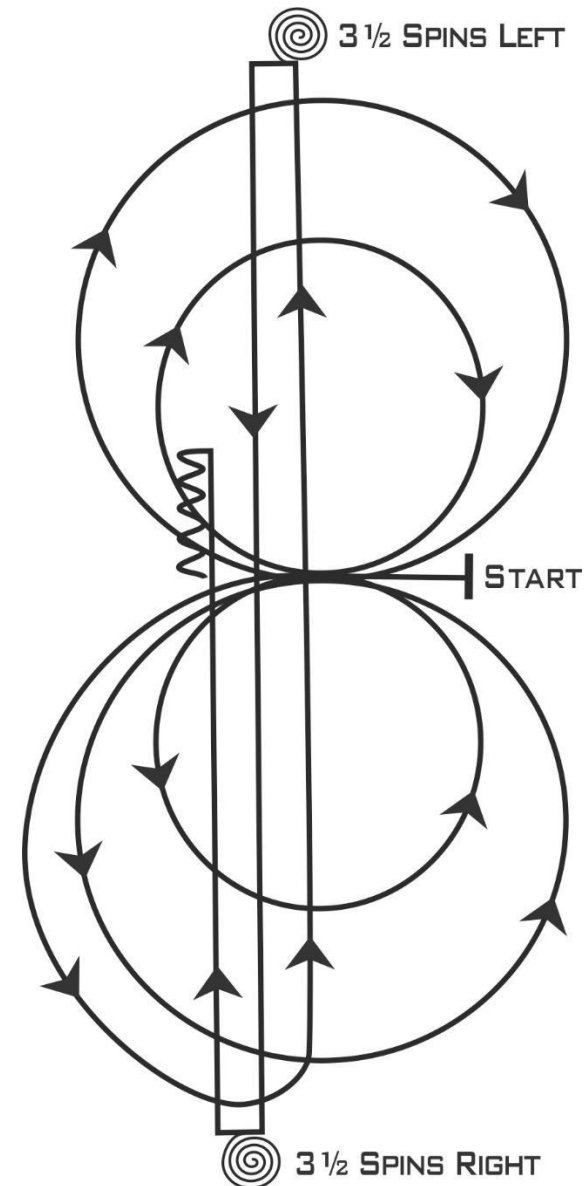
Reining pattern counts for 1/3 of total score.

Reining Pattern

Trot to center of arena, stop. Start pattern facing towards judge or direction as specified by judge.

- 1) Beginning on the left lead, complete 2 circles to the left; first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
- 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 the arena.
- 3) Continue around end of arena without breaking gait or changing leads. Run down center of arena past the end marker, execute a square sliding stop.
- 4) Complete 3 ½ spins to the left.
- 5) Run down center of arena past end marker. Execute a square sliding stop.
- 6) Complete 3 ½ spins to the right.
- 7) Run down center of arena past center marker; execute a square sliding stop.
- 8) Back at least 10 feet. Hesitate to show completion of pattern.

Call for cow



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

NRCHA Pattern 12

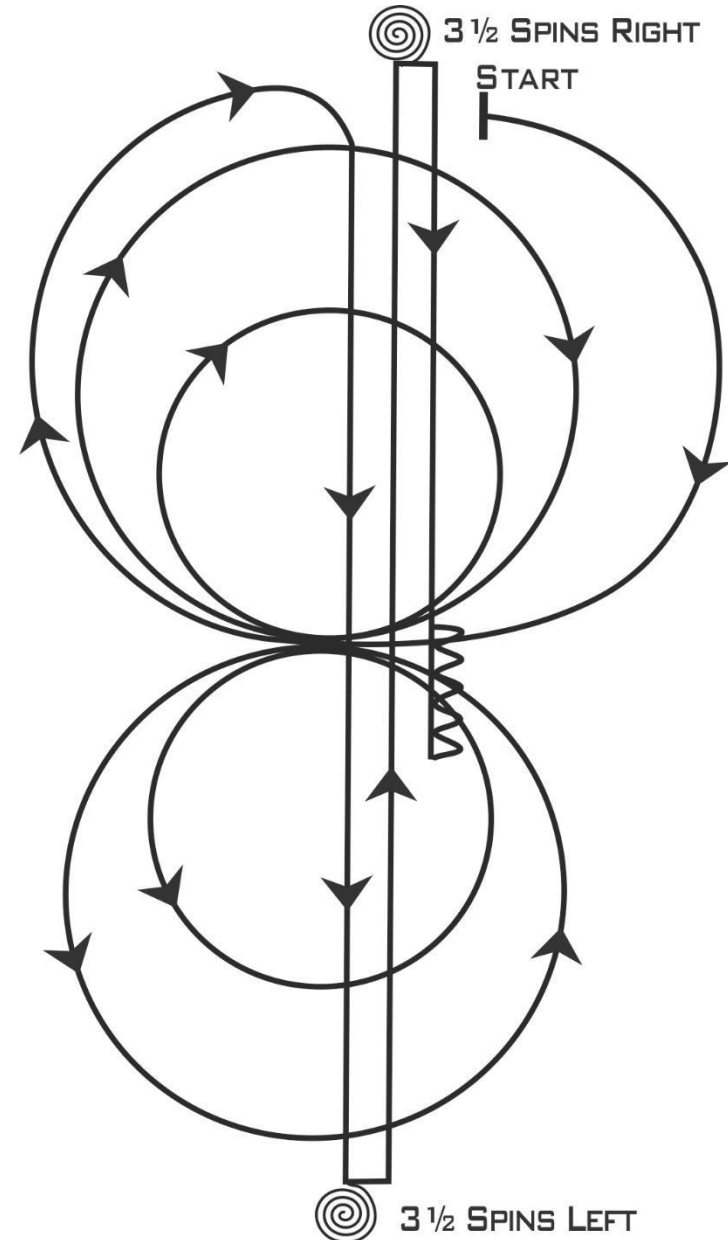
Reining pattern counts for 1/3 of total score.

Reining Pattern

Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge (Rule 20.6) or direction specified by judge.

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

Call for cow



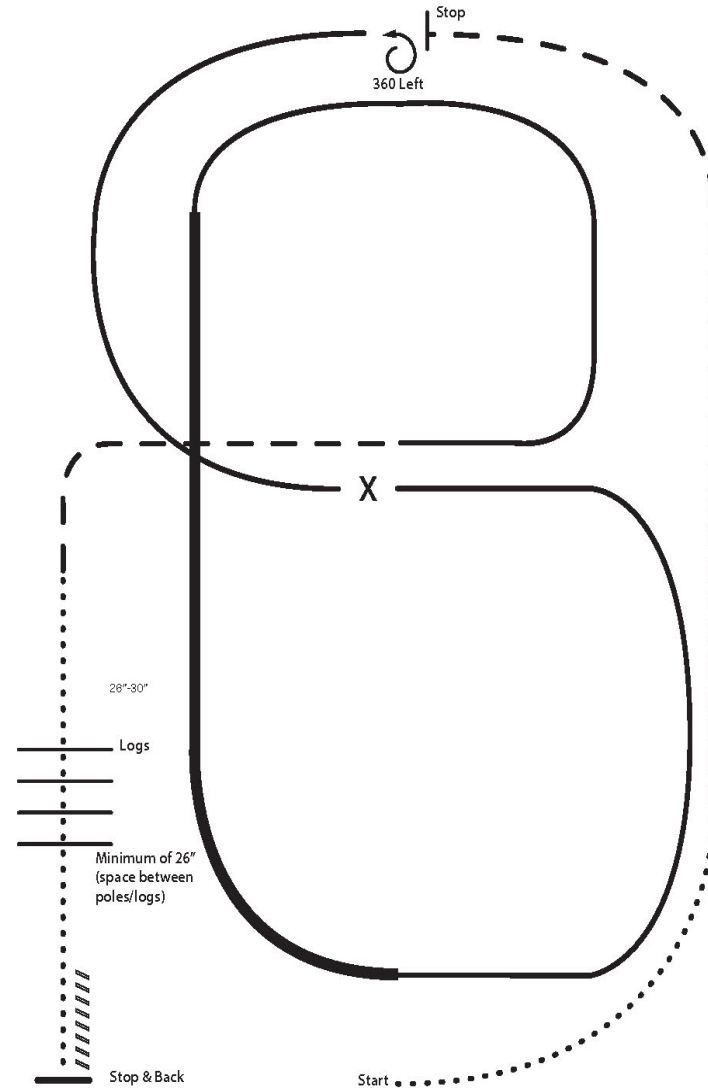
**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

AQHA Pattern 1

Pattern

- 1) Walk
- 2) Trot
- 3) Extend the trot, at the top of the arena, stop
- 4) 360 degree turn to the left
- 5) Left lead ½ circle, lope to the center
- 6) Change leads (simple or flying)
- 7) Right lead ½ circle
- 8) Extended lope up the long side of the arena (right lead)
- 9) Collect back to a lope around the top of the arena and back to center
- 10) Break down to an extended trot
- 11) Walk over logs
- 12) Stop and back

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- █ Extended Lope
- ///// Back



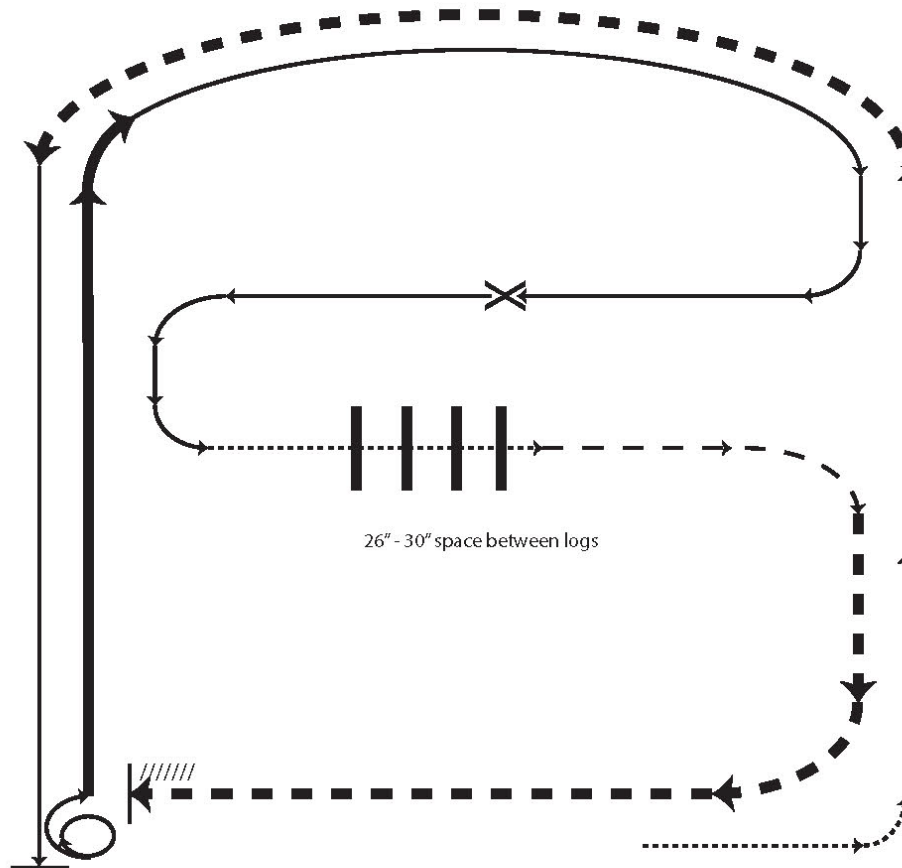
**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

AQHA Pattern 2

Pattern

- 1) Walk
- 2) Trot
- 3) Extend the trot
- 4) Left lead lope
- 5) Stop, 1 ½ turn right
- 6) Extended lope
- 7) Collect to working lope – right lead
- 8) Change leads (simple or flying)
- 9) Walk
- 10) Walk over logs
- 11) Trot
- 12) Extended trot
- 13) Stop and back

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- █ Extended Lope
- ///// Back



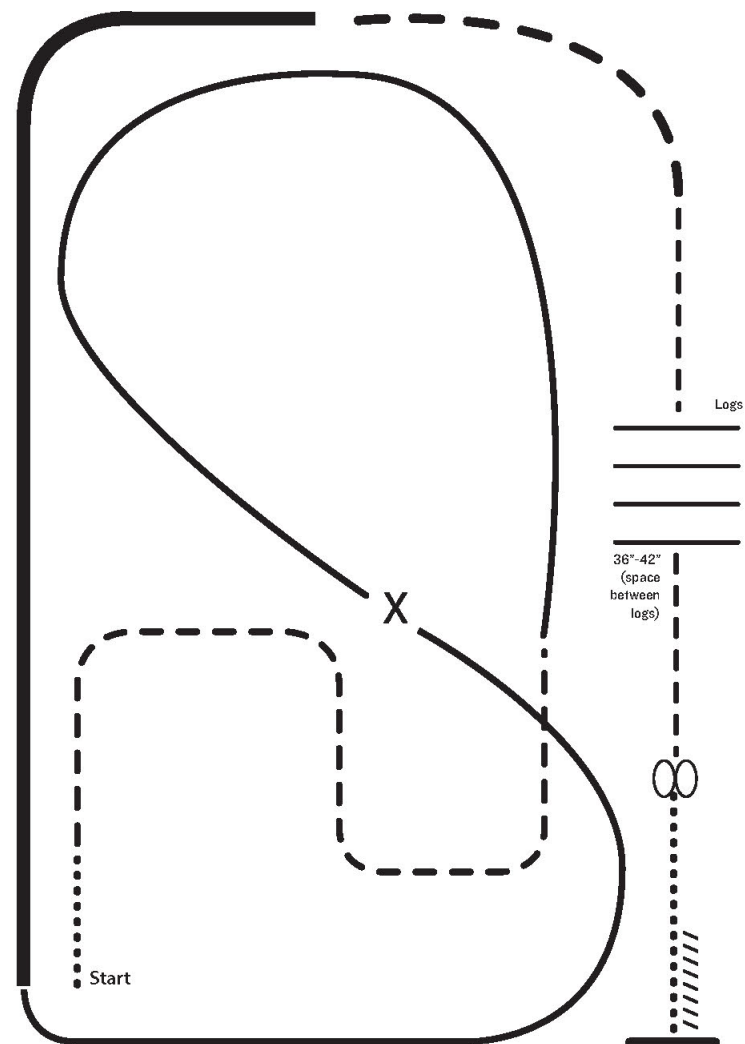
**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

AQHA Pattern 3

Pattern

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

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- Extended Lope
- ///// Back



**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

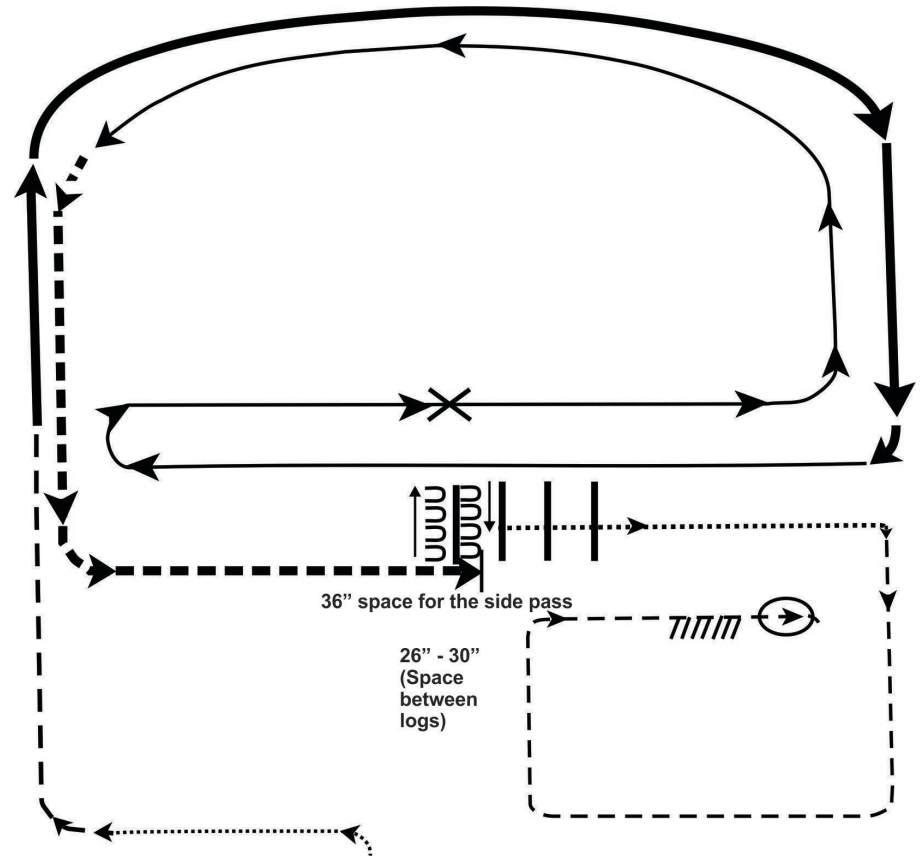
AQHA Pattern 4

Pattern

- 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, ½ way
- 9) Walk over logs
- 10) Walk
- 11) Trot square
- 12) Stop, 360 degree turn left, back

Note: drawn description of this pattern is only intended for general depiction of pattern. Exhibitors should utilize the arena space to best exhibit their horses.

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — Lope
- █ Extended Lope
- ///// Back



**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

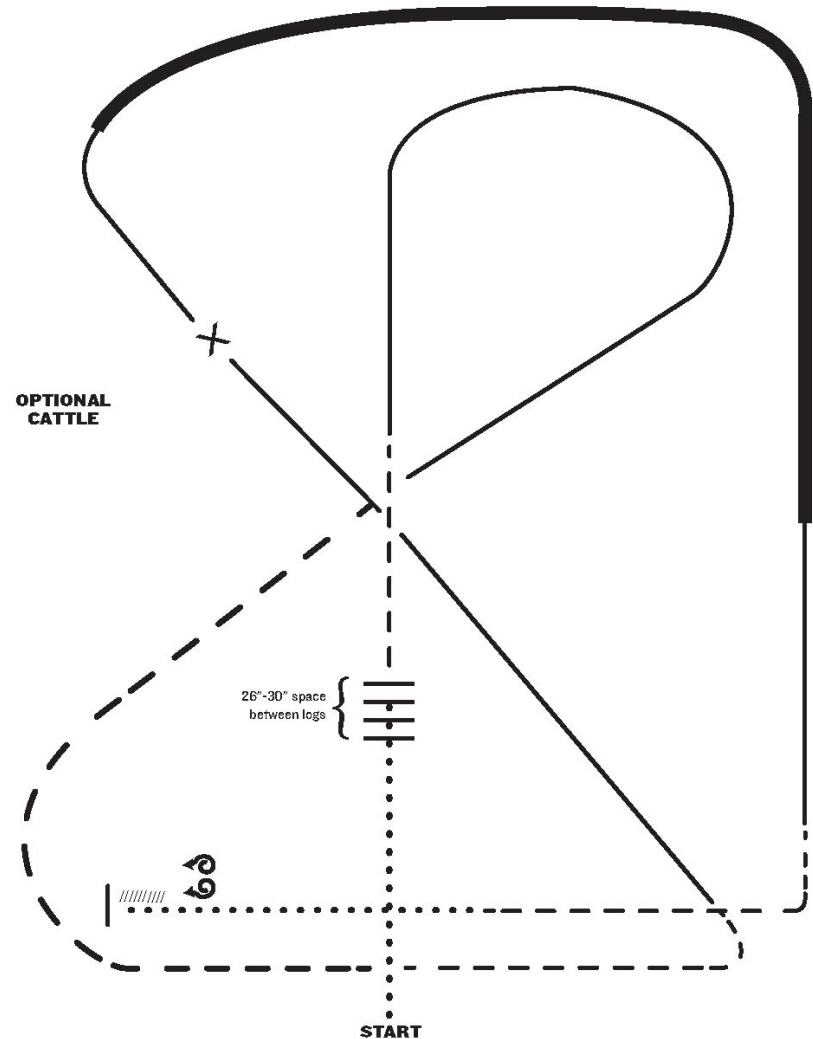
AQHA Pattern 5

Pattern

- 1) Walk
- 2) Walk over logs
- 3) Trot
- 4) Lope right lead
- 5) Extended trot
- 6) Trot
- 7) Lope left lead
- 8) Change leads (simple or flying)
- 9) Right lead, extended lope
- 10) Collect lope
- 11) Trot
- 12) Walk
- 13) Stop and back
- 14) 360 degree turn each direction (either direction 1st) (L-R or R-L)

Note: drawn description of this pattern is only intended for general depiction of pattern. Exhibitors should utilize the arena space to best exhibit their horses.

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- █ Extended Lope
- ///// Back



**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

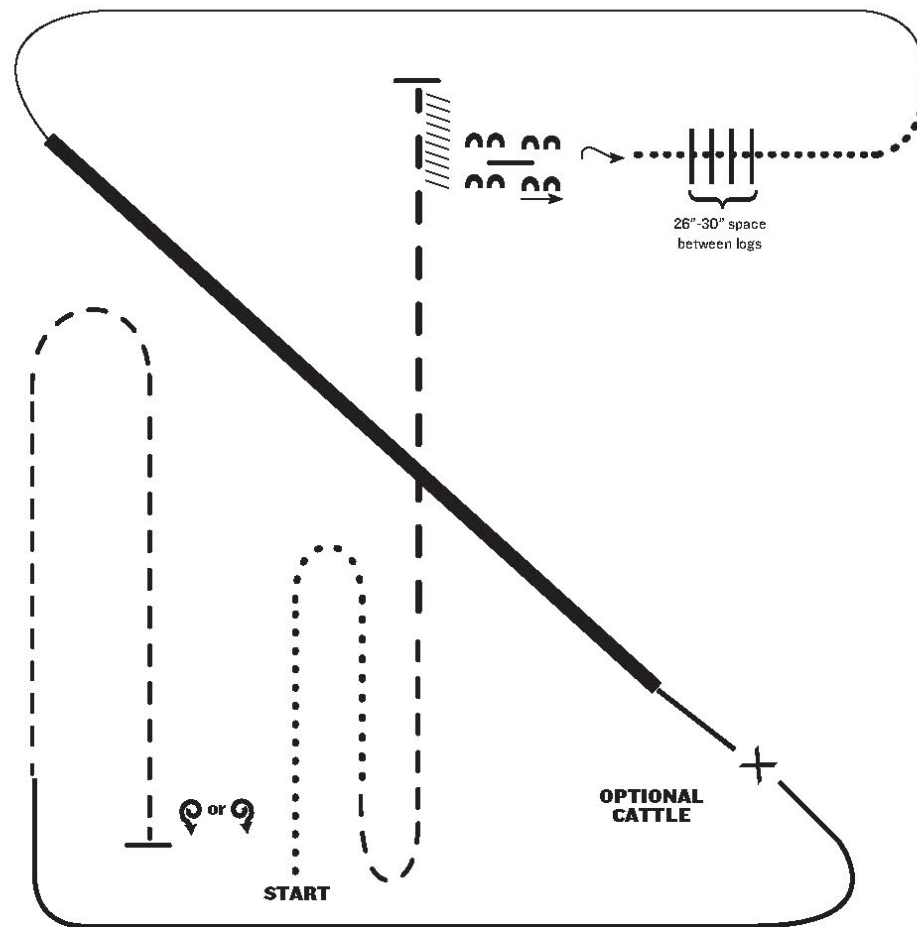
AQHA Pattern 7

Pattern

- 1) Walk
- 2) Trot
- 3) Extended trot
- 4) Stop and back
- 5) Side pass over log right
- 6) ¼ turn right, walk over logs
- 7) Walk
- 8) Lope left lead
- 9) Extended lope – left lead
- 10) Collect lope, change leads (simple or flying)
- 11) lope right lead
- 12) Trot
- 13) Stop, one 360 degree turn either direction

Note: drawn description of this pattern is only intended for general depiction of pattern. Exhibitors should utilize the arena space to best exhibit their horses.

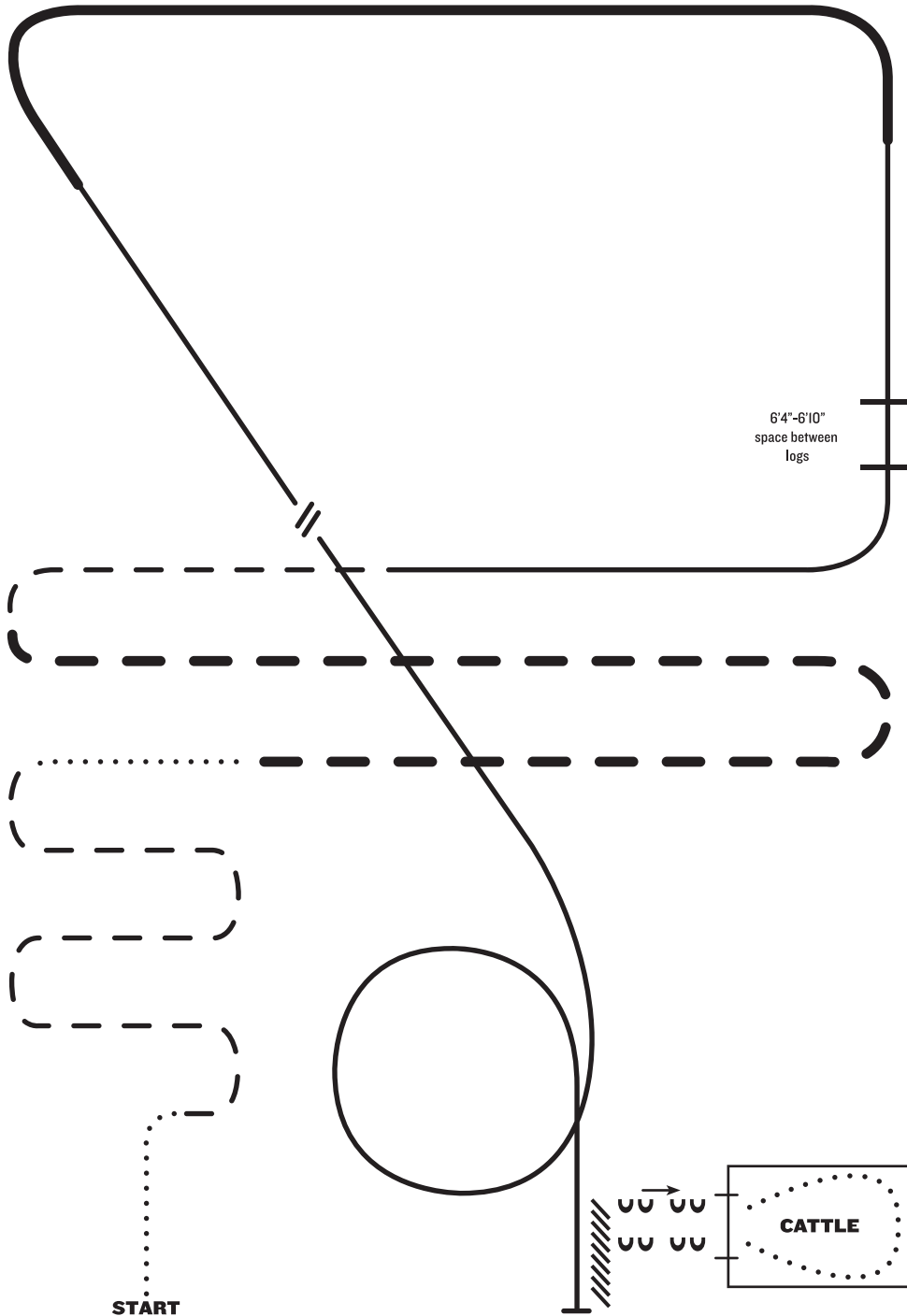
- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- █ Extended Lope
- ///// Back



RANCH RIDING - PATTERN 11

LEGEND

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



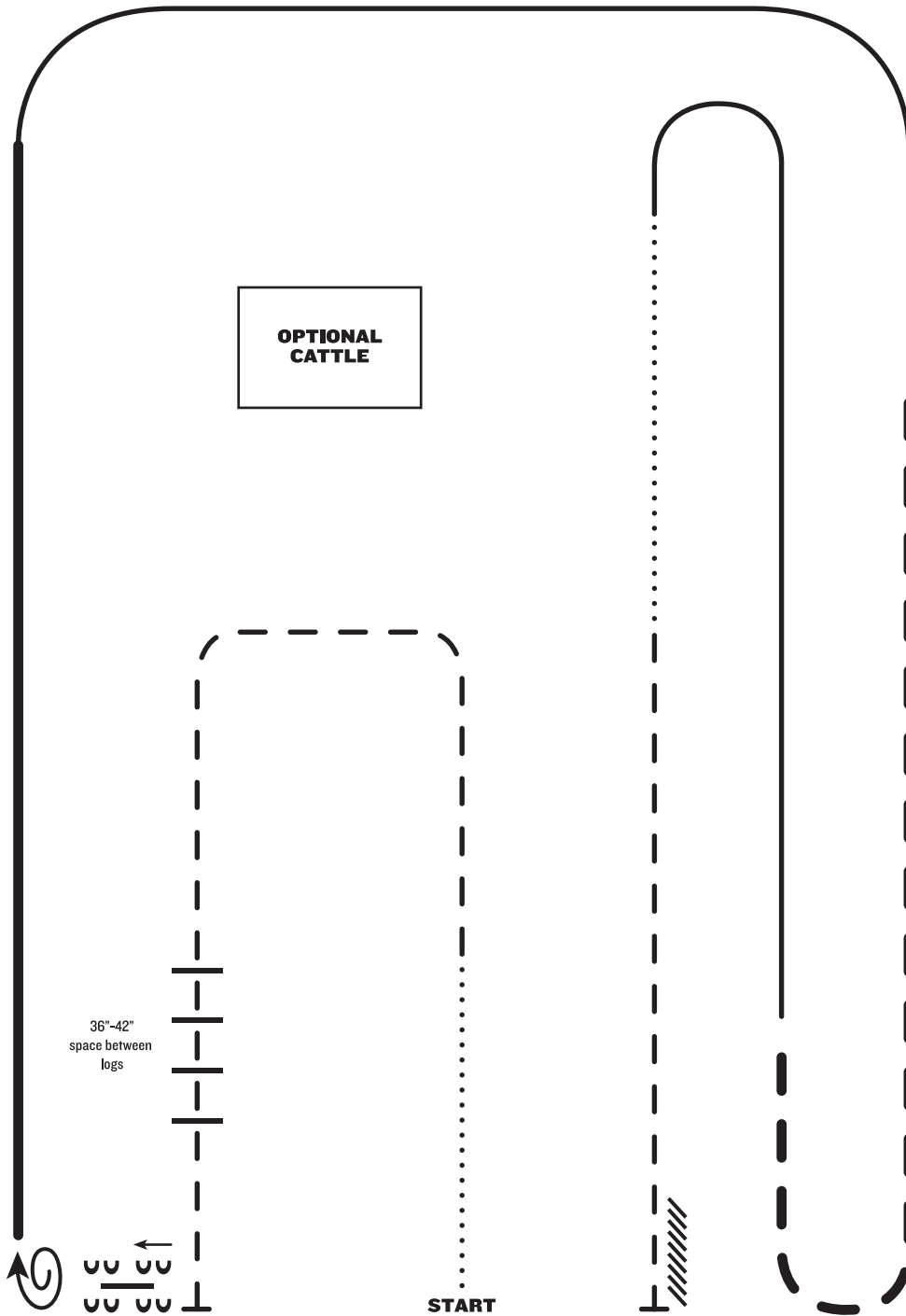
1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs
8. Extended lope left lead
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back
13. Side pass to gate, left hand push into pen
14. Walk through cattle, right hand push out

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.

RANCH RIDING - PATTERN 12

LEGEND

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



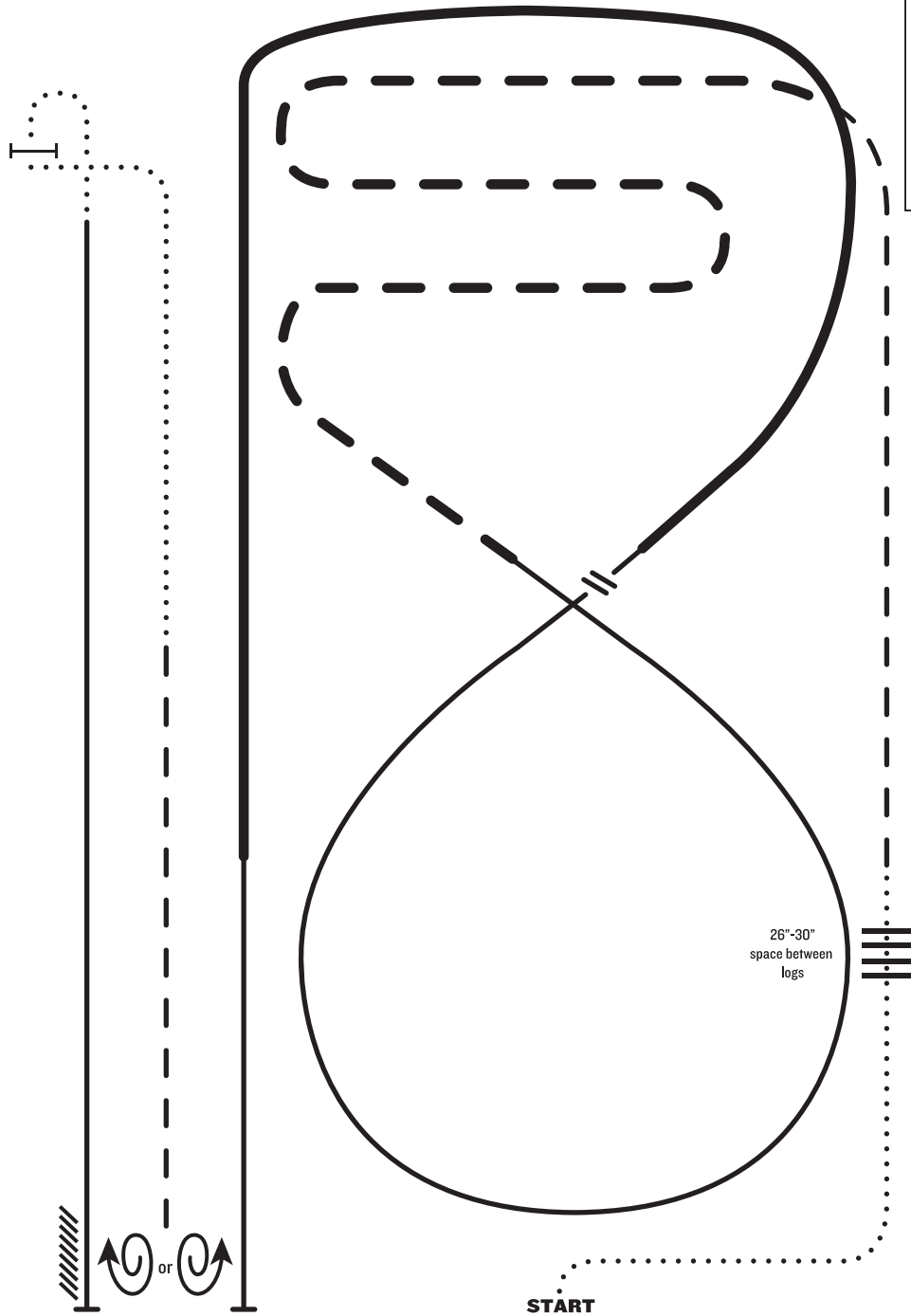
1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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.

RANCH RIDING - PATTERN 13

LEGEND

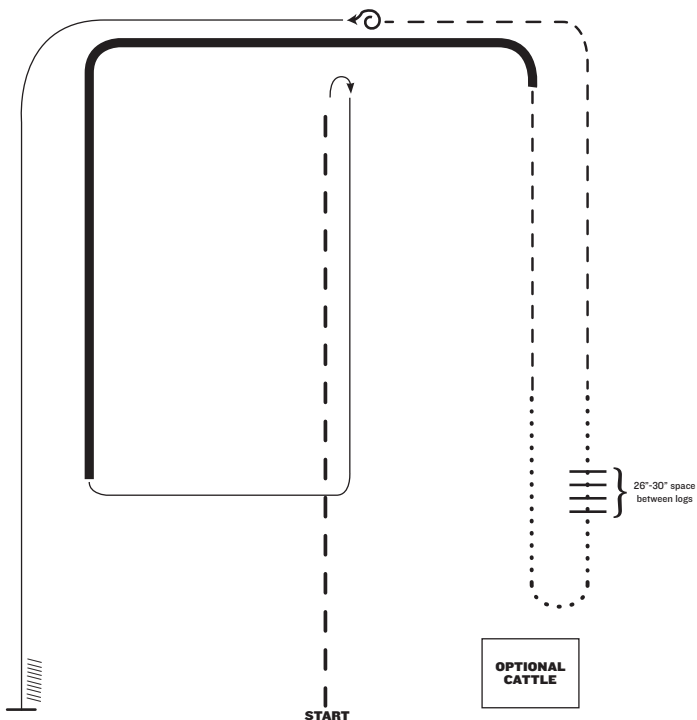
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

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.

RANCH RIDING – PATTERN 15



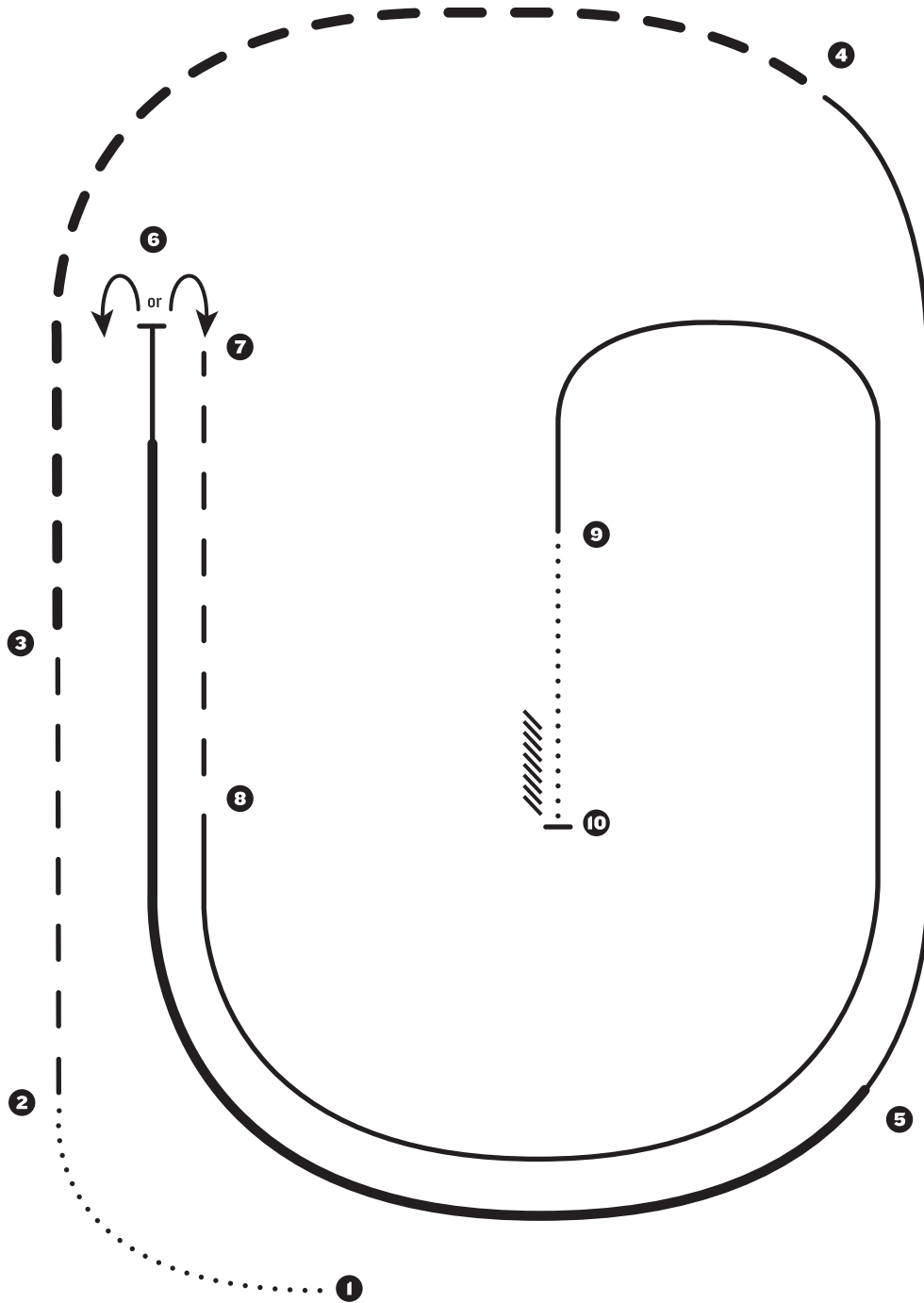
1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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.

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 3

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
————	Lope
————	Extended Lope
///////	Back



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

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.