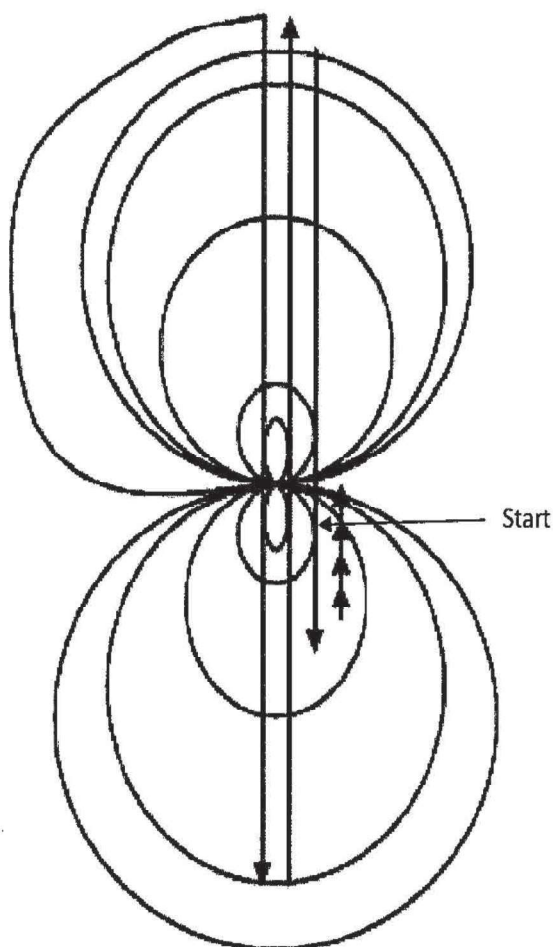


RANCH REINING PATTERN 4

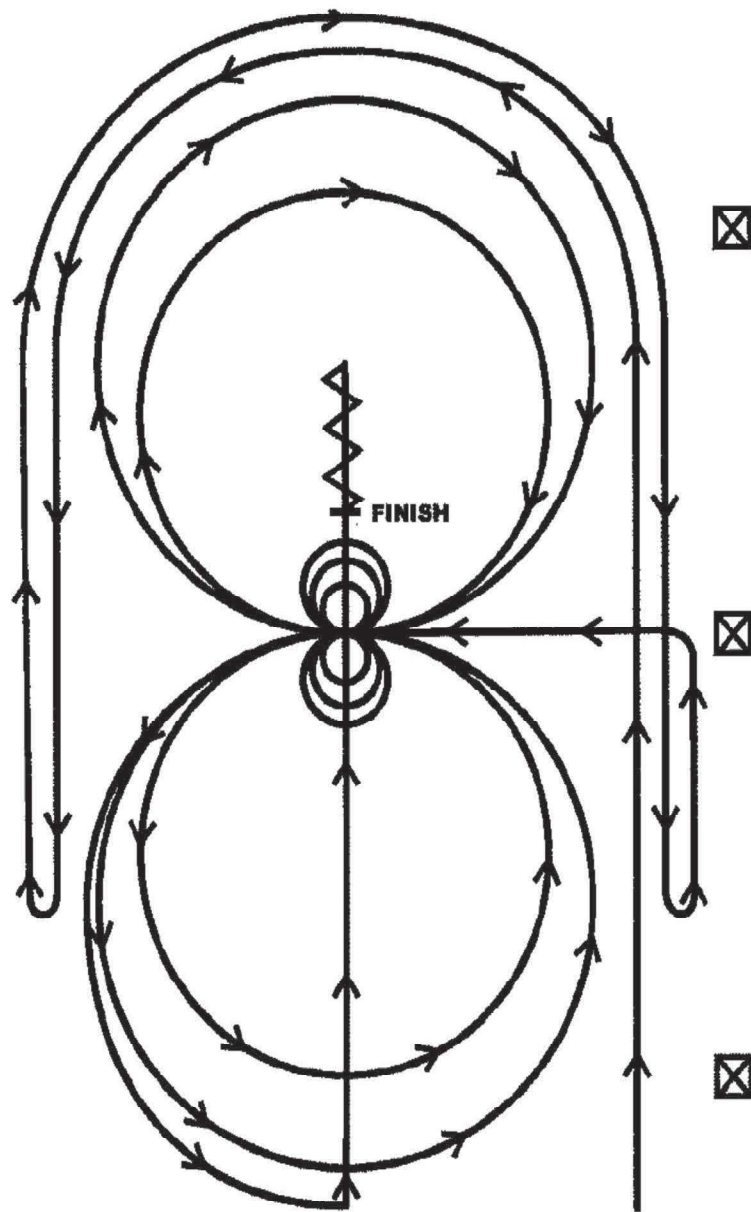


Horse must walk or stop prior to starting the pattern.

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

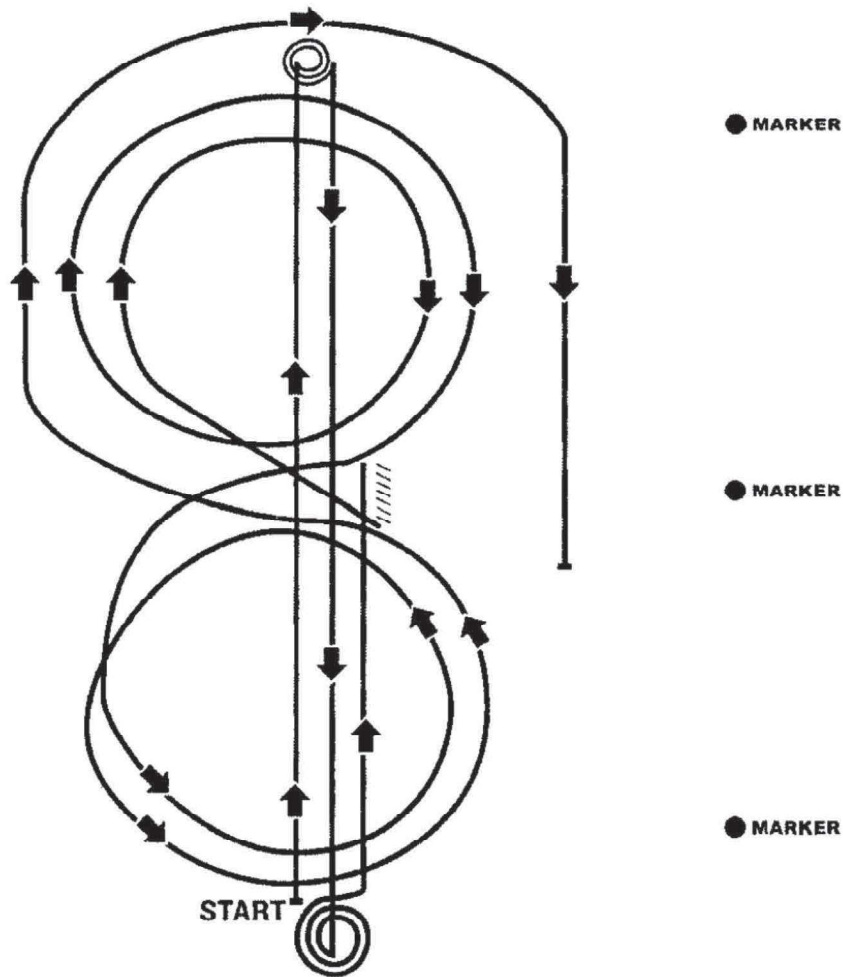
1. Beginning on the right lead, complete 2 circles to the right, the first circle large and fast, the second circle small and slow, stop at the center of the arena
2. Complete 2 spins to the right. Hesitate.
3. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, the second circle small and slow. Stop at the center of the arena.
4. Complete 2 spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, and change leads at the center of the arena, run a large fast circle to the left and change leads at the center of 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 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. Hesitate to demonstrate completion of the pattern.

GREEN / YOUTH REINING PATTERN 9



1. Run around the end of the arena. Run down the left side past center marker, right rollback
2. Run around end of arena, run down right side past center marker, left roll-back.
3. Left circles, one large fast and one small slow, stop at center.
4. 3 spins left, hesitate.
5. Right circles, one large fast and one small slow, stop at center
6. 3 spins right, hesitate.
7. Begin large fast circle to left at the top of the circle, run down the center of arena past center marker, stop.
8. Back up at least 10 feet hesitate.

WORKING COW/RANCH HORSE / RANCH BOXING PATTERN 18



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 ½ spins to the left
3. Run to other end of arena past the end marker and stop.
4. Complete 3 ½ spins to the right
5. Run past the center marker and stop. Back at least 10 feed. Complete ¼ turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
7. Run around end of arena to the other side past the center marker at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

Pattern 18

1. Stop
2. 3 ½ left spins
3. Stop
4. 3 ½ right spins
5. Stop and back up ¼ turn
6. Right circles and left circles
7. Stop