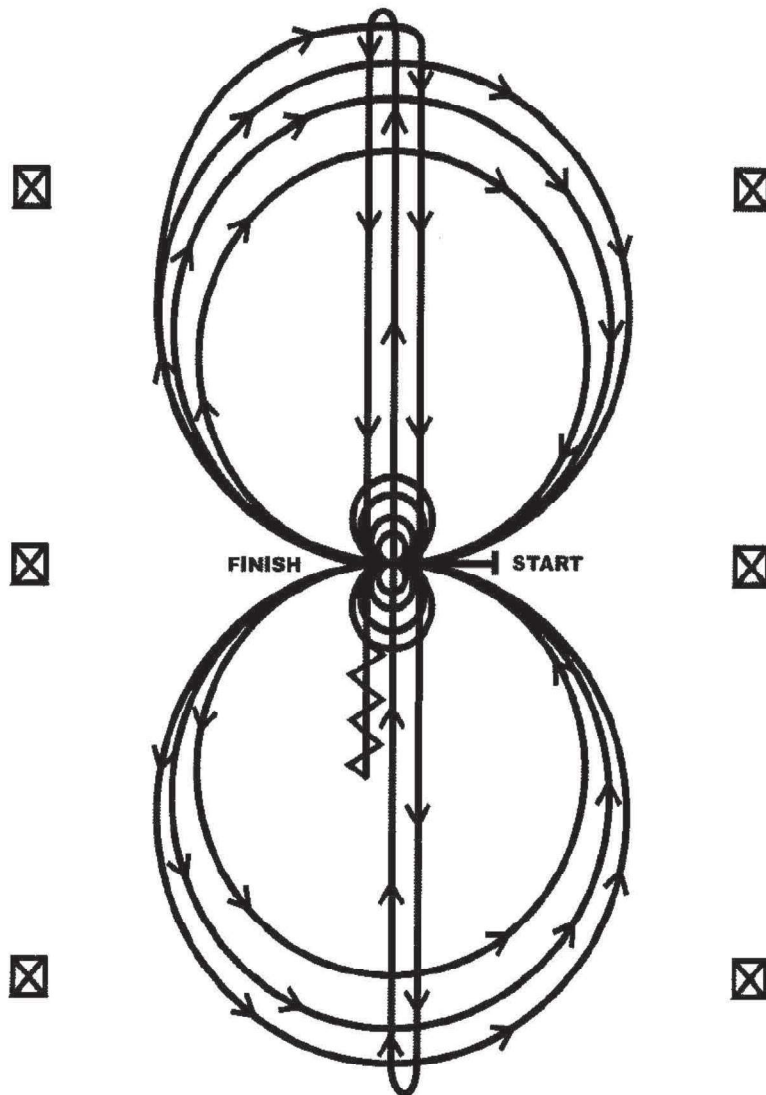


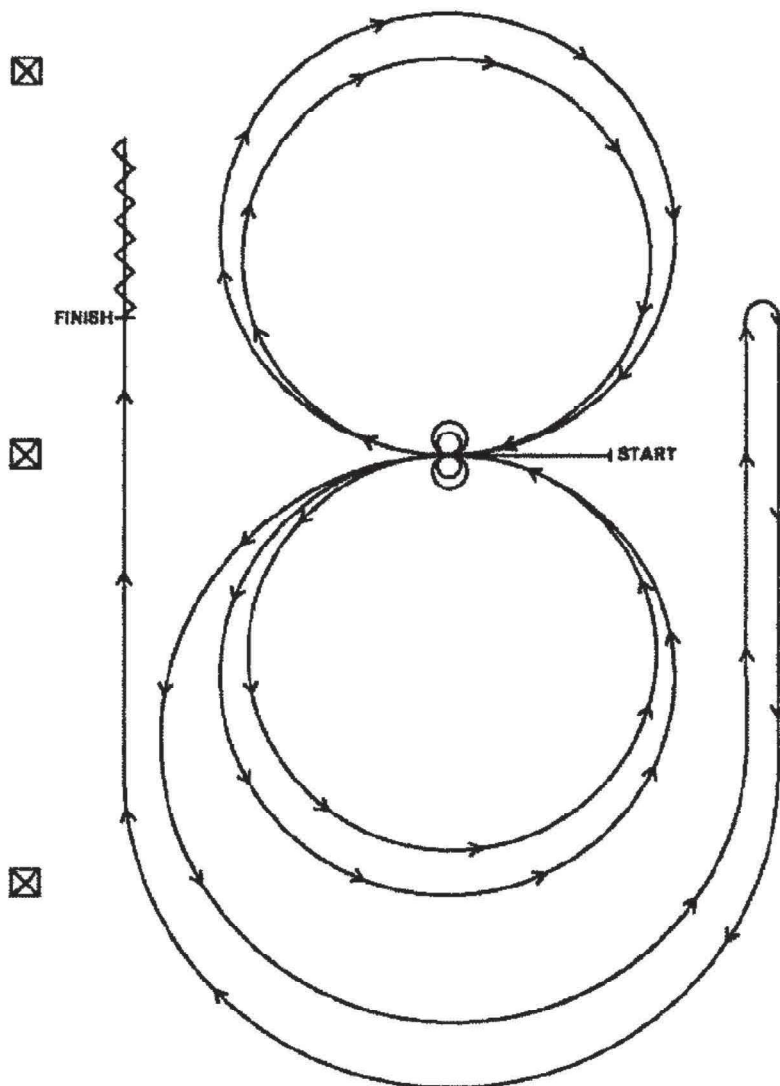
RANCH REINING PATTERN 2



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 right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena
2. Complete three circles to the left: the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. 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
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern

GREEN / YOUTH REINING PATTERN 8



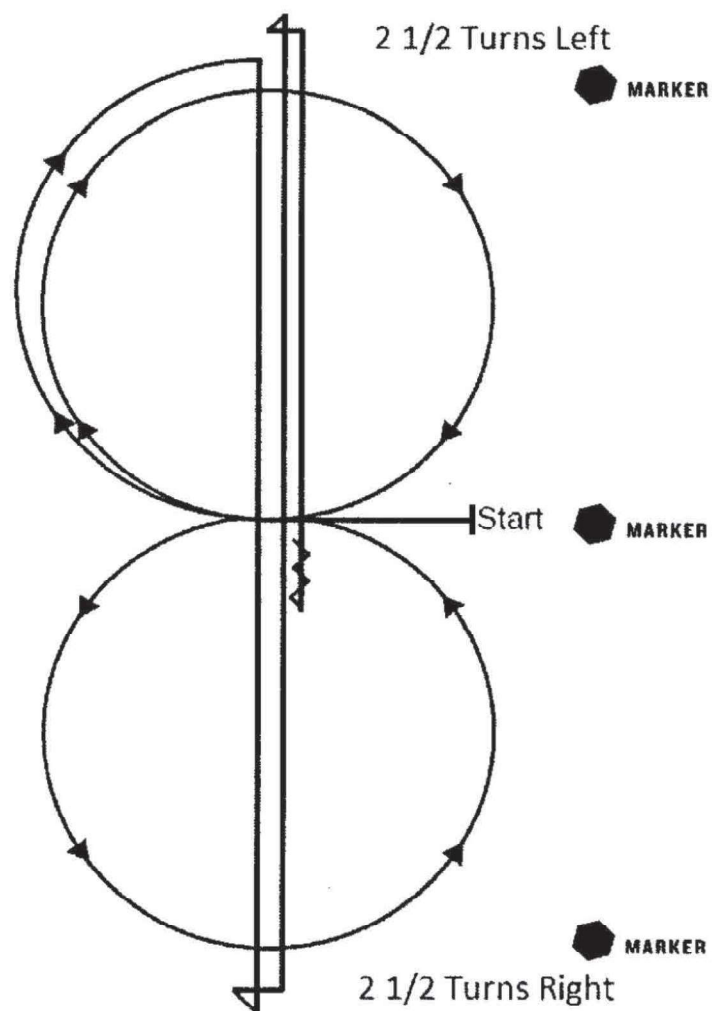
Horses should jog into the center of the arena. Horses must stop prior to starting the pattern.

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

1. Beginning on the left lead, complete two circles to the left (Large Fast & small slow). Stop at the center of the arena. Hesitate.
2. Complete 2 spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right (Large fast & small slow). Stop at the center of the arena. Hesitate.
4. Complete 2 spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.
7. Hesitate to show completion of pattern

WORKING COW/RANCH HORSE / RANCH BOXING

PATTERN 20



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

1. Beginnin on the right lead lope one circle to the right. Change leads at the center of arena.
2. Complete one circle to the left. Change leads at the center of arena.
3. Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 ½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 ½ spins to the left.
7. Run past the center marker, stop, and back at least 10 feet, Hesitate to complete pattern.

Pattern 20

1. Right circle
2. Left Circle
3. Stop
4. 2 ½ right spins
5. Stop
6. 2 ½ left spins
7. Stop and back up