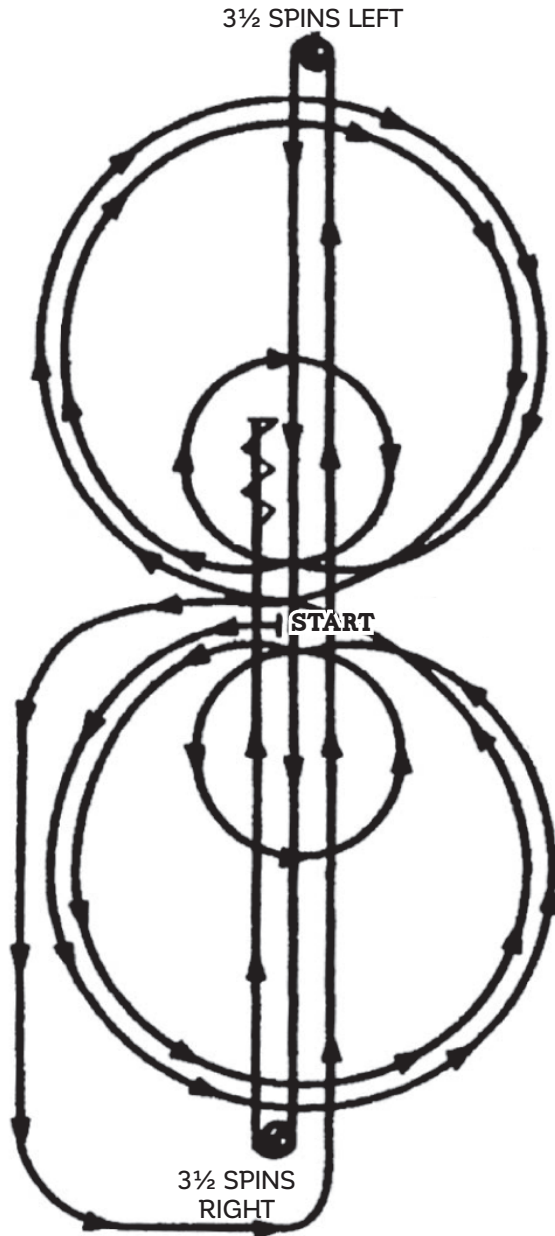


PATTERN 2



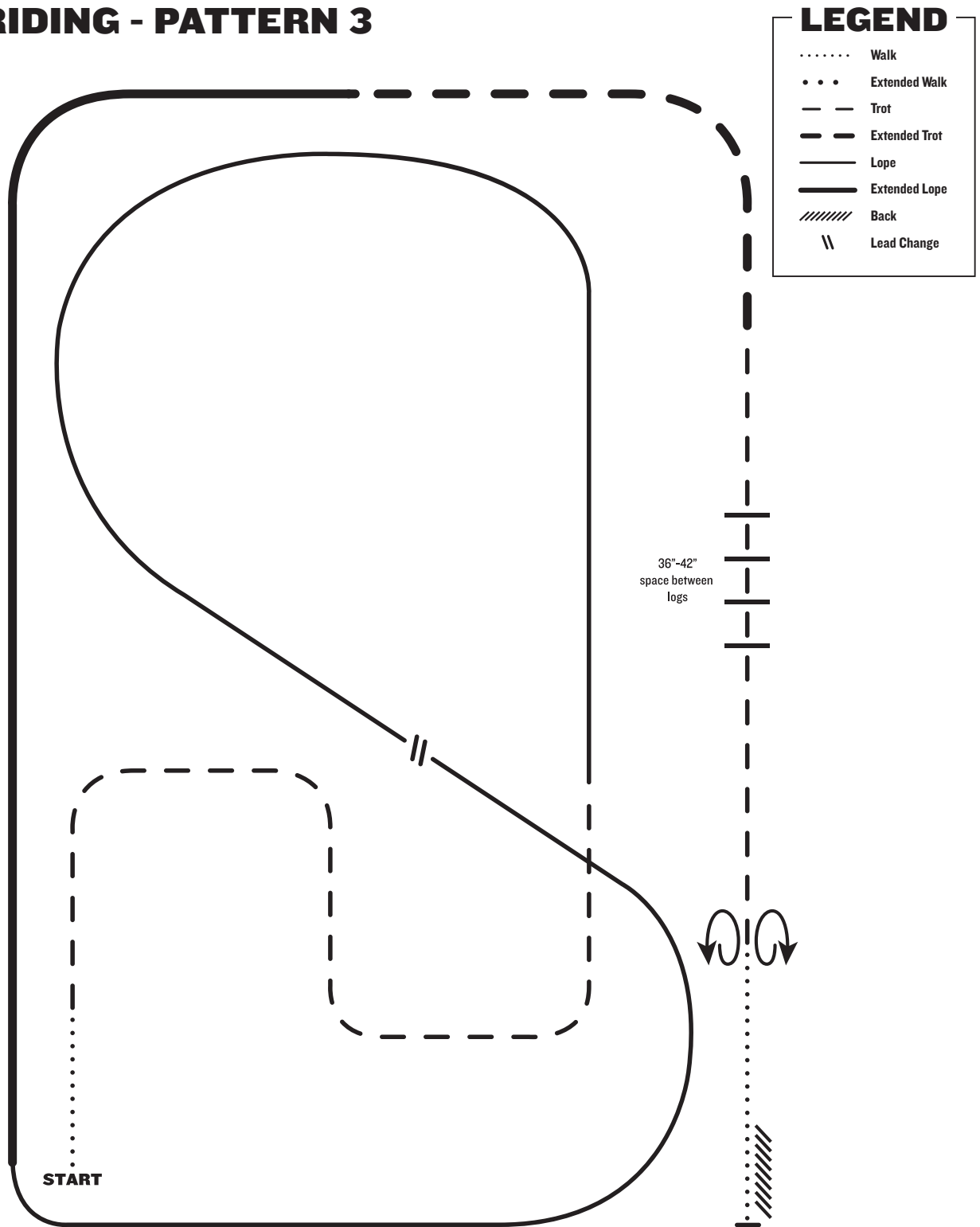
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena.
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast. Change leads at the center of arena.
3. Continue loping to run down. Run to far end past the marker to a sliding stop.
4. Complete 3½ spins to the left.
5. Run to far end past marker to a sliding stop.
6. Complete 3½ spins to the right.
7. Run past center marker to a sliding stop. Back at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6.

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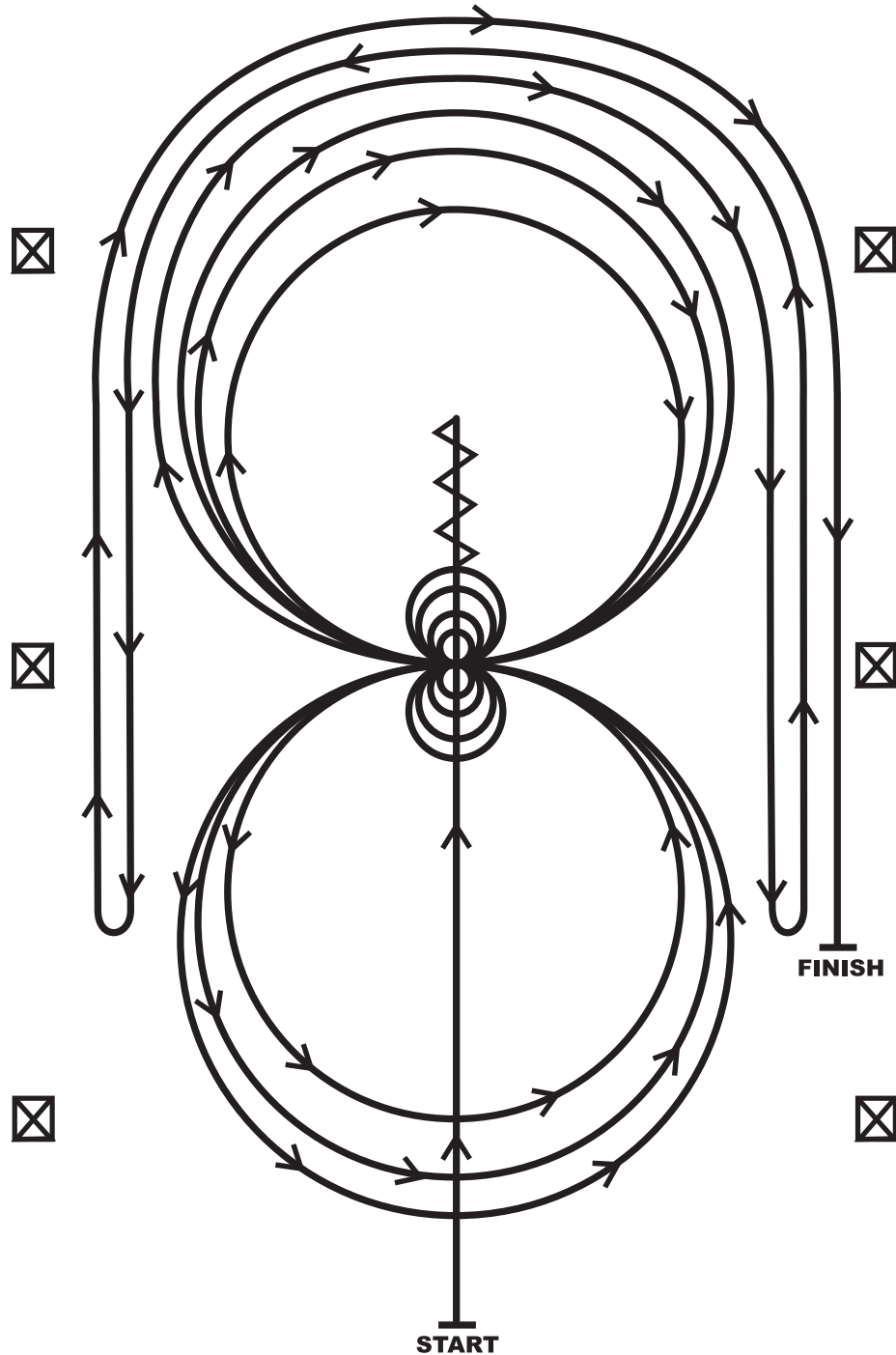
RANCH RIDING - PATTERN 3



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

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REINING PATTERN 10



1. 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.
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 left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. 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 rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 down 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. Hesitate to demonstrate completion of the pattern.