



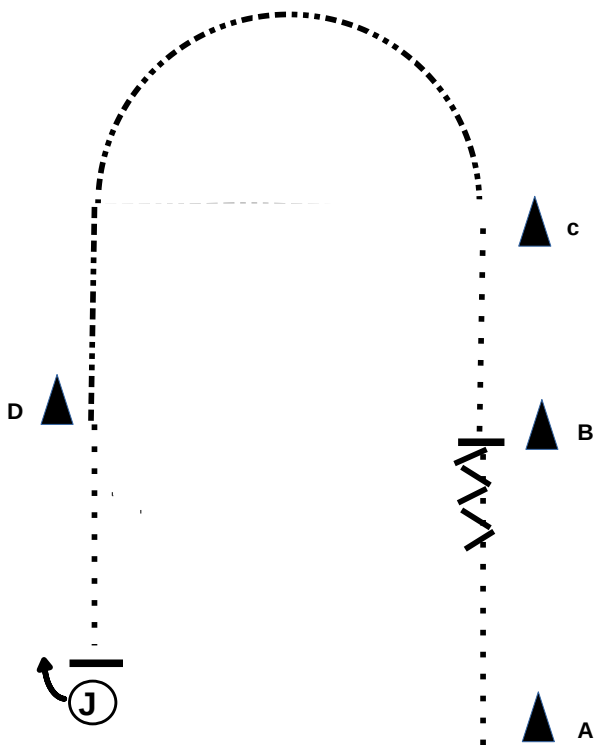
PATTERNS

22.-29.08.2021

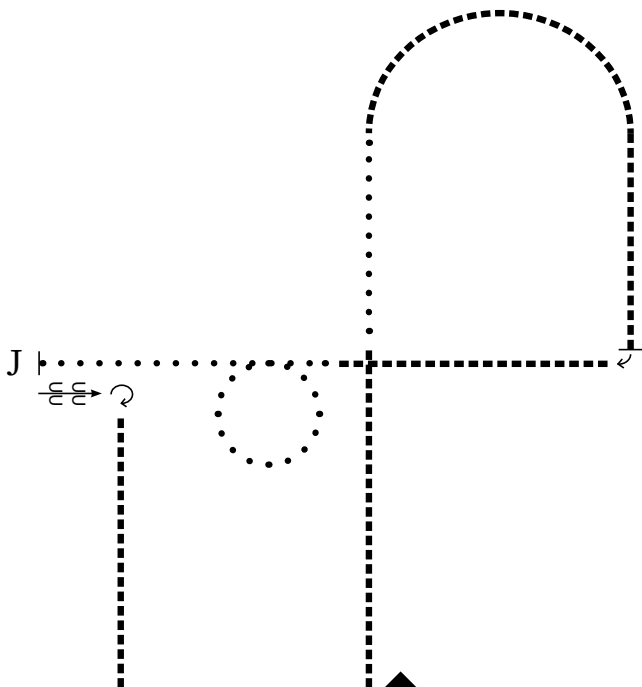
KREUTH/ RIEDEN



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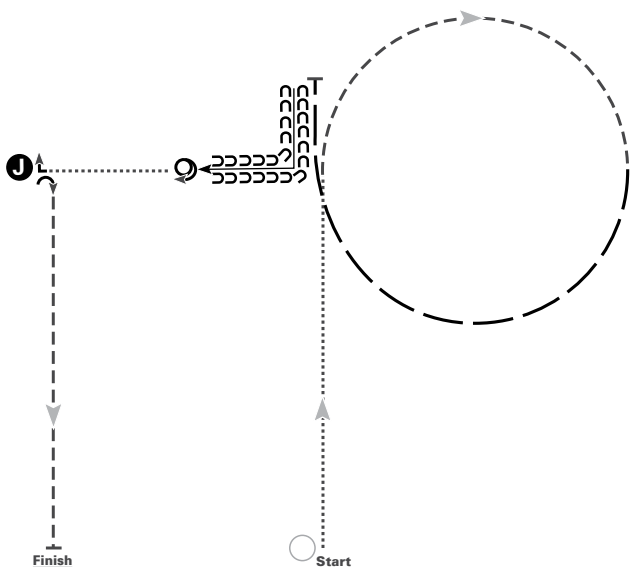
1. WALK FROM A TO B
2. STOP AT B, BACK UP APPROX. 1 HORSE LENGTH
3. WALK FROM B TO C
4. AT C TROT HALF CIRCLE TO THE LEFT
5. CONTINUE TO TROT TILL D
6. WALK FROM D TO JUDGE
7. SET UP FOR INSPECTION
8. $\frac{1}{4}$ TURN



1. TROT UNTIL EVEN WITH JUDGE
2. WALK
3. TROT CURVE AND LINE UNTIL EVEN WITH JUDGE
4. STOP, 90 DEGREE TURN
5. TROT HALFWAY TO JUDGE.
6. WALK CIRCLE TO THE LEFT AND TO JUDGE
7. STOP AND SET UP
8. INSPECTION
9. BACK APPROXIMATELY ONE HORSE LENGTH, 270 DEGREE TURN AND TROT AWAY. PATTERN COMPLETE WHEN EVEN WITH THE START CONE.

Pattern Legend

.....	Walk
-----	Trot
— — — —	Extended Trot
← — — — —	Back
▲	Cone
J	Judge

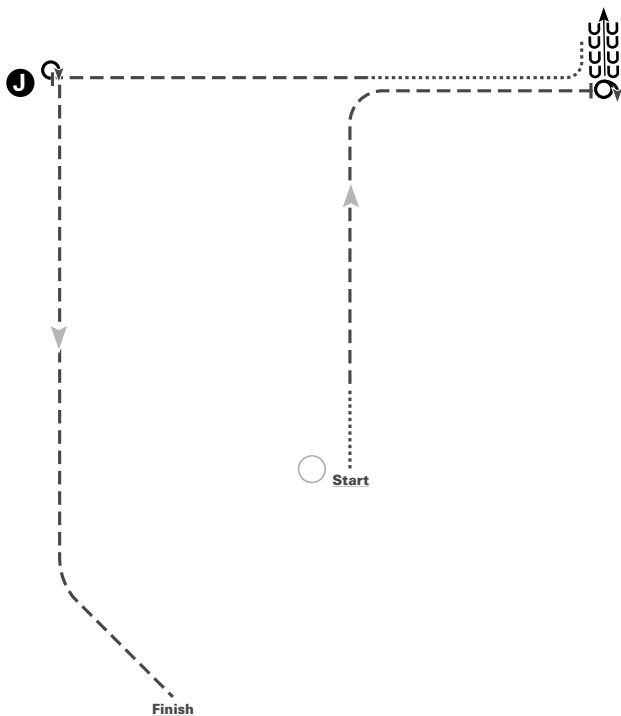


BE READY AT CONE.

1. WALK UNTIL EVEN WITH JUDGE.
2. TROT ½ CIRCLE THEN EXTEND TROT ½ CIRCLE STOPPING APPROXIMATELY 2 HORSE LENGTHS PAST JUDGE.
3. BACK AN "L" IN LINE WITH JUDGE.
4. PERFORM A 540 DEGREE TURN.
5. WALK TO JUDGE, EXECUTE A 90 DEGREE TURN.
6. SET UP FOR INSPECTION.
7. INSPECTION.
8. AFTER INSPECTION, PERFORM A 180 DEGREE TURN.
9. TROT UNTIL EVEN WITH START CONE, STOP.

Pattern Legend

Walk
Jog/Trot	----
Lope/Canter	————
Extended Trot/Jog	— — — —
Leg Yield	
Hand Gallop
Change Lead/Diagonal	≠
Change Speed	≡
Back	←←←
Judge	ⓐ
Cone	○
Sidepass	←←←←

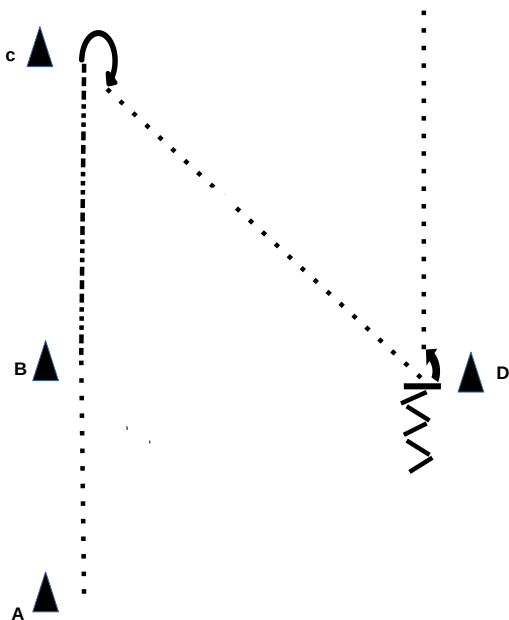


BE READY AT CONE.

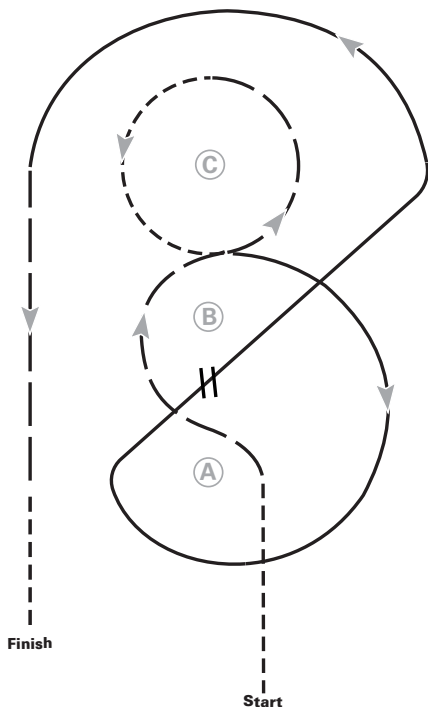
1. WALK 1 HORSE LENGTH.
2. TROT CORNER TO RIGHT, STOP.
3. PERFORM A 45 DEGREE TURN.
4. BACK APPROXIMATELY 2 HORSE LENGTHS.
5. WALK CORNER 1/2 WAY, TROT TO JUDGE. STOP.
6. SET UP FOR INSPECTION.
7. INSPECTION.
8. AFTER INSPECTION, EXECUTE A 270 DEGREE TURN TO THE RIGHT.
9. TROT TO EXIT.

Pattern Legend

Walk
Jog/Trot	----
Lope/Canter	———
Extended Trot/Jog	— — —
Leg Yield	
Hand Gallop
Change Lead/Diagonal	≠
Change Speed	≡
Back	←←←
Judge	J
Cone	○
Sidepass	←←←←←



1. WALK FROM A TO B
2. TROT FROM B TO C, STOP
3. PERFORM A 135° TURN TO THE RIGHT
4. WALK DIAGONAL FROM C TO D
5. AT D PERFORM 135° TURN TO LEFT
6. BACK UP APPROX. 1 HORSE LENGTH
7. WALK TO LINE UP

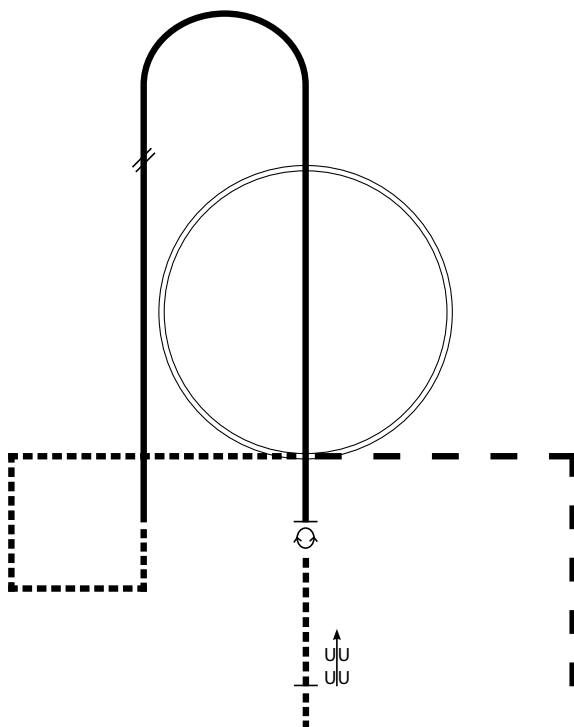


BE READY BEFORE A

1. BEGIN AT A JOG AND BUILD TO AN EXTENDED JOG BY THE TIME YOU REACH A. EXTEND THE JOG THROUGH A, B AND C AS SHOWN.
2. AT THE TOP OF C, SLOW TO A JOG AND JOG A HALF CIRCLE.
3. RIGHT LEAD LOPE AROUND A AS SHOWN.
4. PERFORM A SIMPLE LEAD CHANGE BETWEEN A AND B.
5. LOPE LEFT LEAD THEN LOPE IN A HALF CIRCLE AROUND C.
6. WHEN EVEN WITH C, EXTEND THE JOG UNTIL EVEN WITH A.
7. SLOW TO A JOG AND JOG TO EXIT.

Pattern Legend

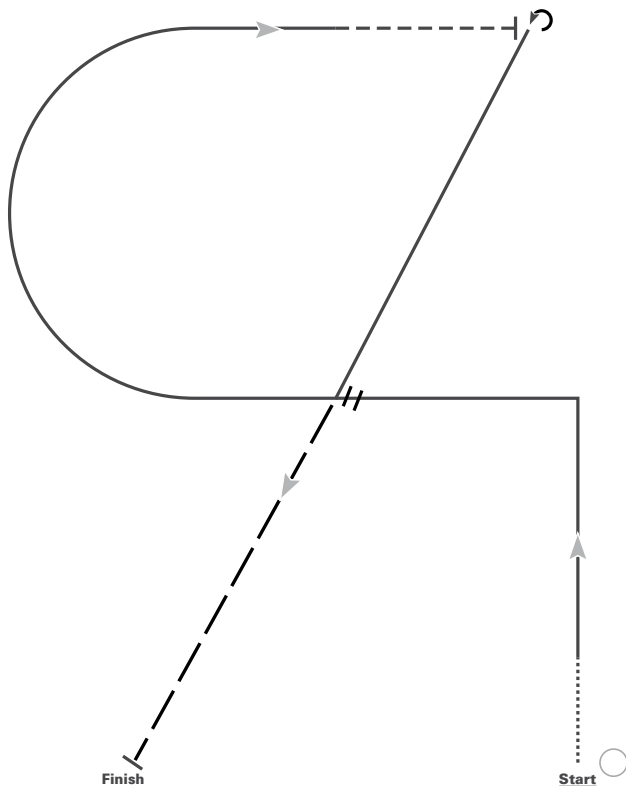
Walk
Jog/Trot	----
Lope/Canter	————
Extended Trot/Jog	— — — —
Leg Yield	
Extended Lope	— · — · — ·
Change Lead/Diagonal	≠
Back	←←←
Judge	Ⓟ
Marker	○
Sidepass	←←←←←



1. EXTENDED JOG TO SQUARE CORNER TO CENTER.
2. RIGHT LEAD EXTENDED LOPE LARGE CIRCLE TO THE RIGHT.
3. JOG THREE SQUARE CORNERS.
4. LEFT LEAD LOPE LINE.
5. CHANGE LEADS, CONTINUE RIGHT LEAD ARC AND LINE.
6. STOP, PERFORM A 360 DEGREE TURN EITHER DIRECTION.
7. JOG LINE UNTIL EVEN WITH CONE.
8. STOP AND BACK APPROXIMATELY ONE HORSE LENGTH.
9. EXIT AT THE JOG.

Pattern Legend

• • • • •	Walk
- - - - -	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
///	Change Leads
← 3 3 3 3	Back
▲	Cone

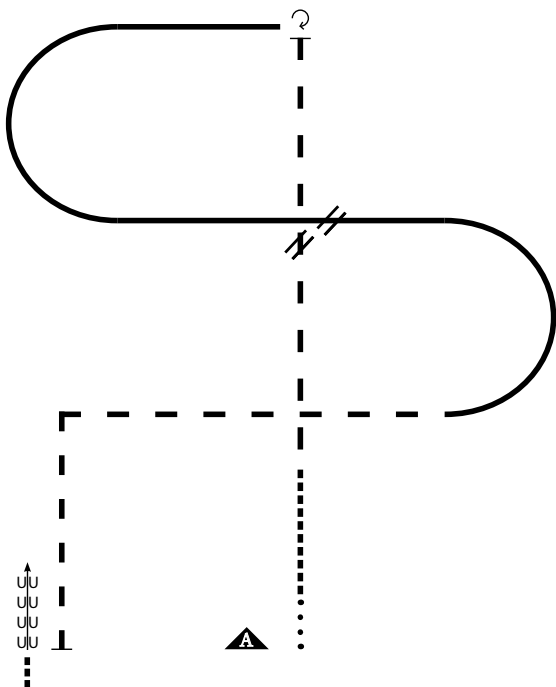


BE READY AT CONE.

1. WALK 2 HORSE LENGTHS.
2. LOPE LEFT LEAD, MAKE A SQUARE CORNER AT THE MIDDLE OF THE ARENA.
3. SIMPLE LEAD CHANGE AT THE CENTER OF THE ARENA.
4. RIGHT LEAD $\frac{1}{2}$ CIRCLE.
5. BREAK TO JOG, STOP.
6. PERFORM A 225 DEGREE TURN TO THE LEFT.
7. LOPE LEFT LEAD TO CENTER.
8. BREAK TO EXTENDED JOG. STOP EVEN WITH CONE.

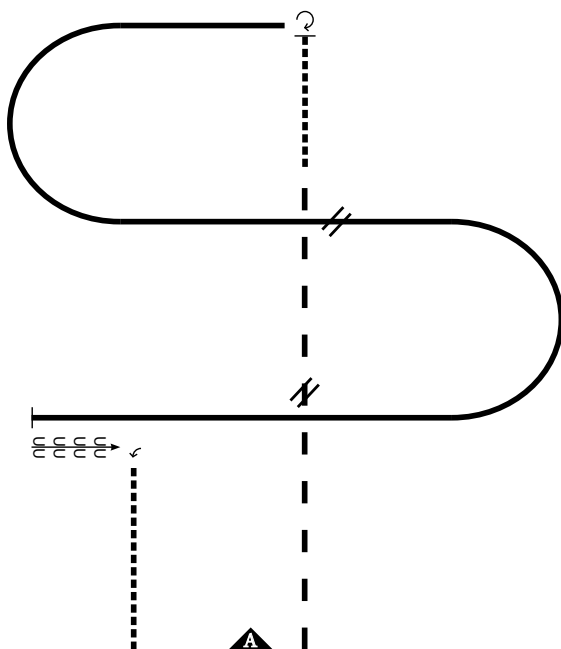
Pattern Legend

Walk
Jog/Trot	----
Lope/Canter	————
Extended Trot/Jog	— — — —
Leg Yield	
Hand Gallop	— · — · — · — ·
Change Lead/Diagonal	≠
Change Speed	≡
Back	←←←
Judge	ⓐ
Cone	○
Sidepass	←←←←



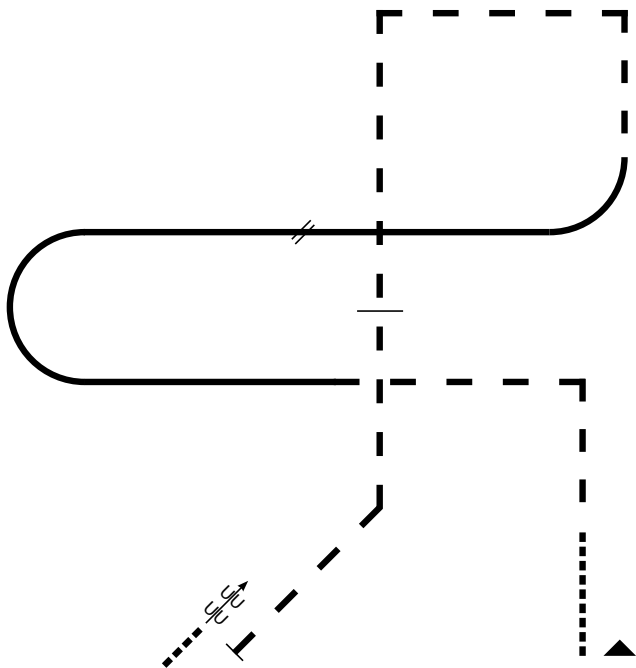
1. WALK TWO HORSE LENGTHS.
2. SITTING TROT.
3. TROT RIGHT DIAGONAL.
4. CHANGE DIAGONALS HALFWAY, CONTINUE LEFT DIAGONAL TROT.
5. STOP. 270° FOREHAND TURN RIGHT.
6. CANTER LEFT LEAD ARC.
7. CHANGE LEADS. CANTER RIGHT LEAD ARC.
8. TROT RIGHT DIAGONAL SQUARE CORNER.
9. STOP AND BACK. EXIT AT SITTING TROT.

.....	Walk
-----	Sitting Trot
- - - - -	Trot
~~~~~	Leg Yield
—————	Canter
=====	Hand Gallop
//	Change Leads
← 3 3 3 3	Back
▲ A	Cone



1. TROT RIGHT DIAGONAL.
2. CHANGE DIAGONALS HALFWAY, CONTINUE LEFT DIAGONAL TROT.
3. SITTING TROT.
4. STOP. 270° FOREHAND TURN RIGHT.
5. CANTER LEFT LEAD ARC.
6. CHANGE LEADS. CANTER RIGHT LEAD ARC AND LINE.
7. STOP AND BACK. 90° FOREHAND TURN LEFT.
8. WALK ONE HORSE LENGTH, EXIT AT SITTING TROT.

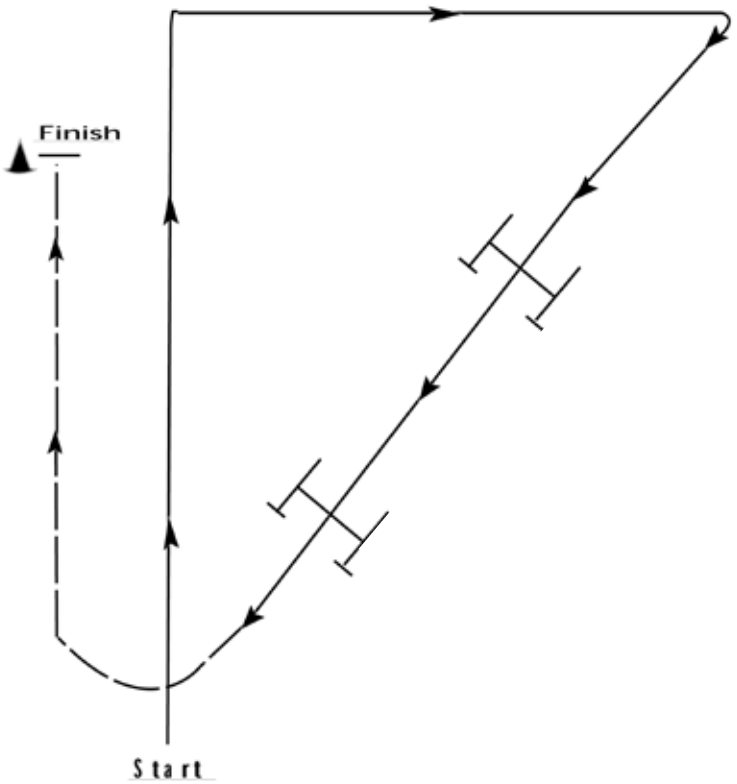
.....	Walk
.....	Sitting Trot
- - -	Trot
~~~~~	Leg Yield
=====	Canter
=====	Hand Gallop
///	Change Lead/Diagonal
←- - - -	Back
▲	Cone



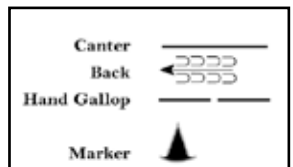
1. SITTING TROT HALFWAY TO SQUARE CORNER.
2. RIGHT DIAGONAL THROUGH SQUARE CORNER.
3. CANTER RIGHT LEAD AS DRAWN.
4. CHANGE LEADS, CONTINUE LEFT LEAD AROUND CORNER.
5. PICK UP RIGHT DIAGONAL AND TROT TWO SQUARE CORNERS.
6. CHANGE DIAGONALS.
7. SLIGHT ANGLE RIGHT, CONTINUE ON LEFT DIAGONAL.
8. HALT AND BACK APPROXIMATELY ONE HORSE LENGTH.
9. EXIT AT THE SITTING TROT.

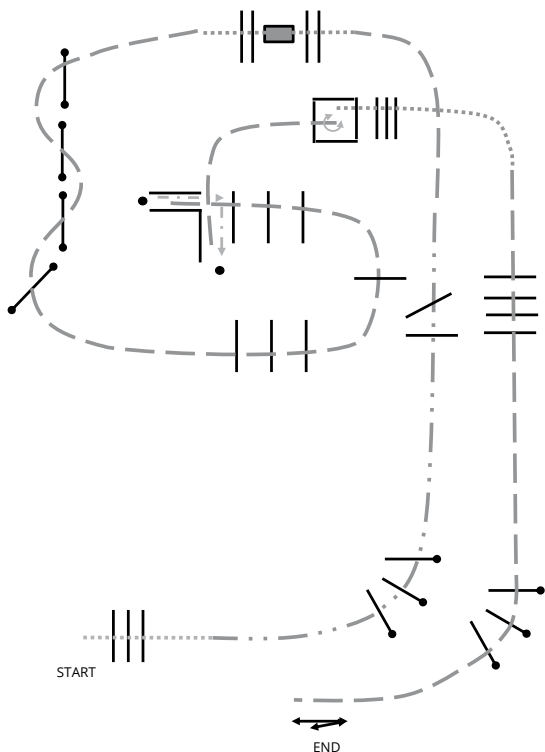
Pattern Legend

• • • • •	Walk
-----	Sitting Trot
- - - - -	Trot
=====	Canter
=====	Hand Gallop
//	Change Leads
← 3 3 3 3	Back
▲	Cone



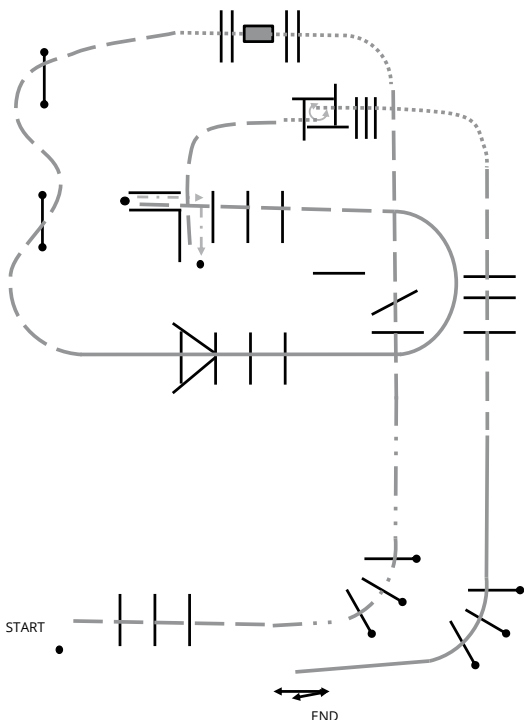
1. AFTER 2ND FENCE, HAND GALLOP TO MARKER AND STOP
2. DROP YOUR REINS TO SIGNIFY COMPLETION





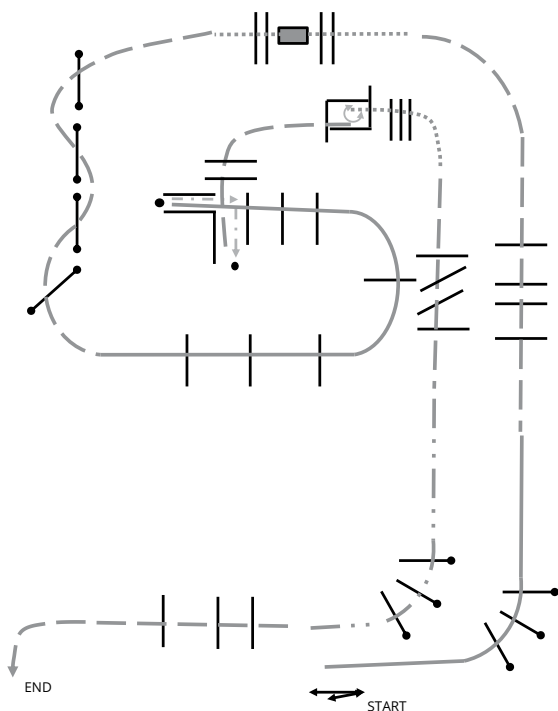
1. WALK OVER POLES
2. EXTENDED JOG OVER POLES, BACK TO REGULAR JOG
3. WALK OVER POLES AND BRIDGE
4. JOG SERPENTINE OVER POLES
5. JOG OVER POLES AND INTO CHUTE
6. BACK „L“
7. JOG OVER POLE, STOP IN BOX, 360 DEGREE TURN (RIGHT), WALK OUT OVER POLES
8. JOG OVER POLES, WORK GATE (LH)

.....	WALK
— — — — —	JOG
— . . — —	EXTENDED JOG
=====	LOPE
=====	EXTENDED LOPE
=====	SIDE PASS
↓ ↓	
↻	TURN 360°
← . . .	BACK UP
←	STOP



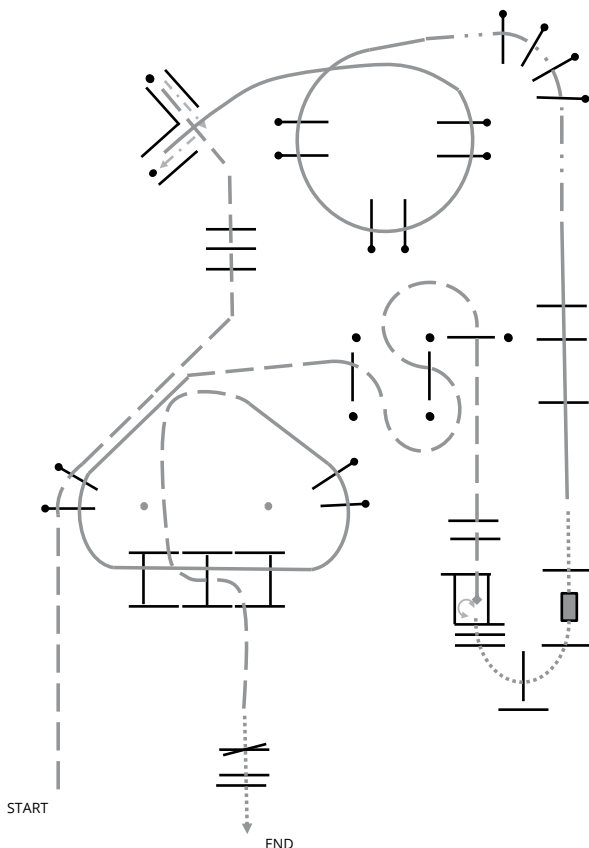
1. JOG OVER POLES
 - a) JOG
 - b) EXTENDED JOG
 - c) JOG
2. BREAK TO A WALK, WALK OVER POLES AND BRIDGE
3. JOG SERPENTINE OVER POLES
4. LOPE (LL) OVER POLES
5. JOG OVER POLES AND INTO CHUTE
6. BACK „L“
7. JOG OUT, WALK OVER POLE, STOP IN BOX
8. 360 DEGREE TURN EITHER DIRECTION
9. WALK OVER POLES
10. JOG OVER POLES
11. LOPE (RL) OVER POLES
12. WORK GATE

.....	WALK
— — — — —	JOG
— . . . —	EXTENDED JOG
=====	LOPE
=====	EXTENDED LOPE
⇓⇓	SIDE PASS
↻	TURN 360° (no matter which direction)
← - - - ←	BACK UP
←	STOP



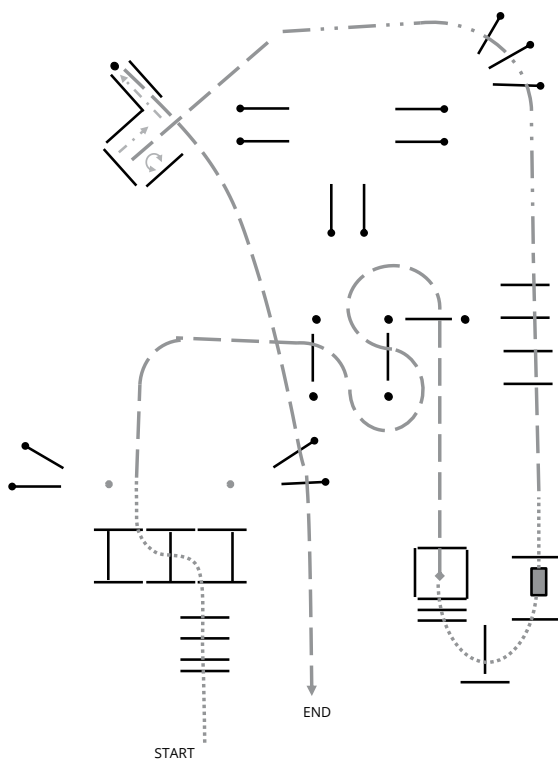
1. WORK GATE
2. LOPE (LL) OVER POLES
3. JOG OVER POLES
4. WALK OVER POLES AND BRIDGE
5. JOG SERPENTINE OVER POLES
6. LOPE (LL) OVER POLES, INTO CHUTE
7. BACK „L“
8. JOG OVER POLES, STOP IN BOX
9. 360 DEGREE TURN EITHER DIRECTION
10. WALK OVER POLES
11. JOG OVER POLES
 - a) JOG
 - b) EXTENDED JOG
 - c) JOG

.....	WALK
— — — — —	JOG
— . . . —	EXTENDED JOG
—————	LOPE
=====	EXTENDED LOPE
↓ ↓	SIDE PASS
↻	TURN 360° (no matter which direction)
← - - -	BACK UP
←	STOP



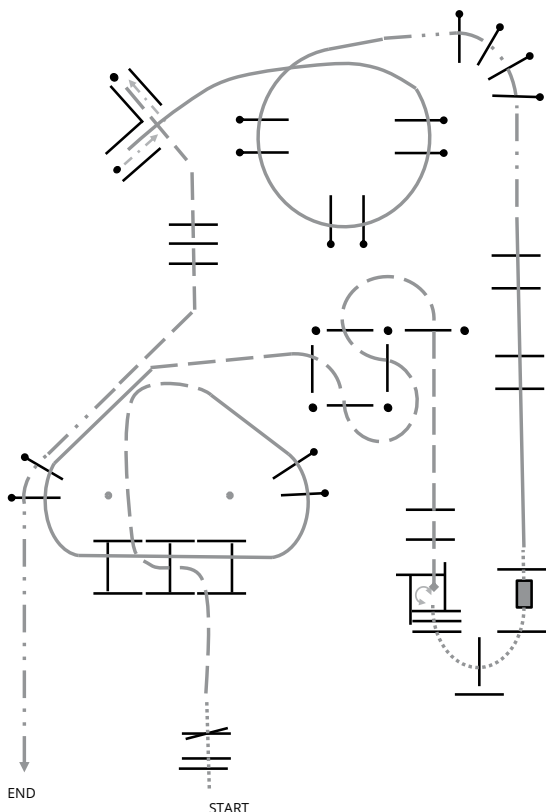
1. JOG OVER POLES INTO CHUTE
2. BACK „L“
3. LOPE (RL) OVER POLES
4. EXTENDED JOG OVER POLES
5. LOPE (RL) OVER POLES
6. WALK OVER POLES AND BRIDGE INTO BOX
7. 360 DEGREE TURN (EITHER WAY)
8. JOG OUT OF BOX OVER POLES
9. JOG SERPENTINE
10. LOPE (LL) OVER POLES
11. JOG OVER POLES
12. WALK OVER POLES

.....	WALK
— — — — —	JOG
— . . . —	EXTENDED JOG
=====	LOPE
=====	EXTENDED LOPE
⇓⇓	SIDE PASS
↻	TURN 360°
	(no matter which direction)
← - - -	BACK UP
←	STOP



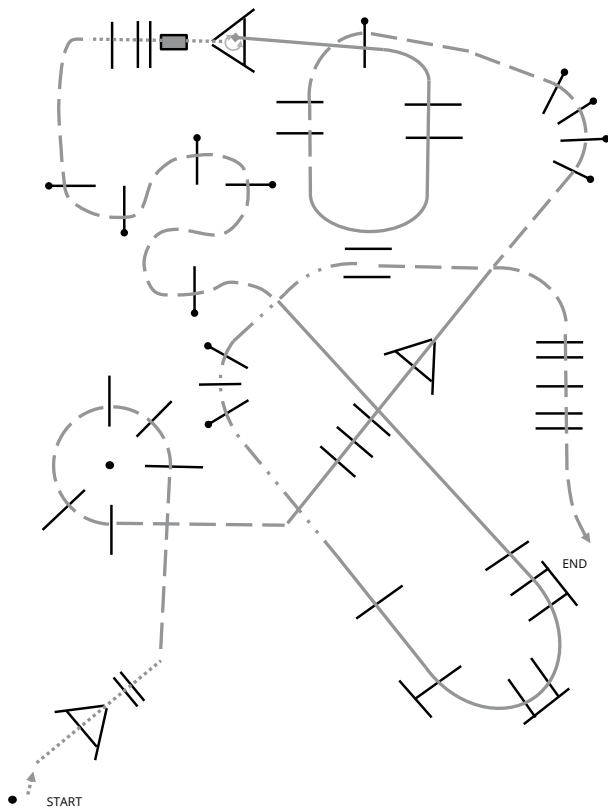
1. WALK OVER POLES
2. JOG SERPENTINE OVER POLES,
JOG IN BOX, STOP
3. WALK OUT OF BOX, OVER
POLES AND BRIDGE
4. a) JOG OVER POLES
b) EXTENDED JOG OVER POLES
c) JOG INTO BOX
5. 360 DEGREE TURN RIGHT
6. BACK „L“
7. JOG OUT OF CHUTE,
JOG OVER POLES

.....	WALK
-----	JOG
--- . . ---	EXTENDED JOG
=====	LOPE
=====	EXTENDED LOPE
↓ ↓	SIDE PASS
↻	TURN 360°
← - - -	BACK UP
←	STOP



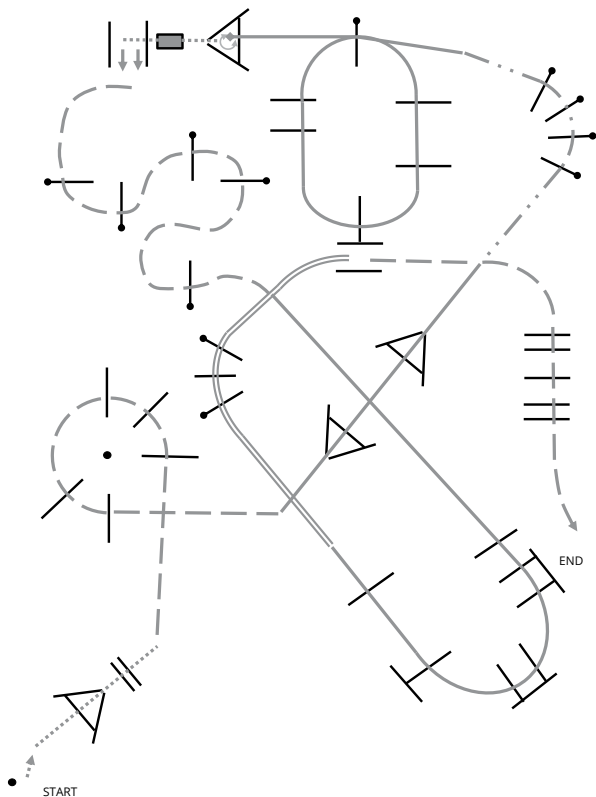
1. WALK OVER POLES
2. JOG OVER POLES
3. LOPE (RL) OVER POLES
4. JOG SERPENTINE OVER POLES,
JOG OVER POLES INTO BOX
5. 360 DEGREE TURN (EITHER
WAY)
6. WALK OUT OF BOX, OVER
POLES AND BRIDGE
7. LOPE (LL) OVER POLES
8. EXTENDED JOG OVER POLES
9. LOPE (LL) OVER POLES, LOPE
INTO CHUTE
10. BACK „L“
11. a) JOG OVER POLES
b) EXTENDED JOG OVER
POLES

.....	WALK
— — — — —	JOG
— . . . —	EXTENDED JOG
— — — — —	LOPE
— — — — —	EXTENDED LOPE
— — — — —	SIDE PASS
↓ ↓	TURN 360°
↻	(no matter which direction)
← - - - ←	BACK UP
←	STOP



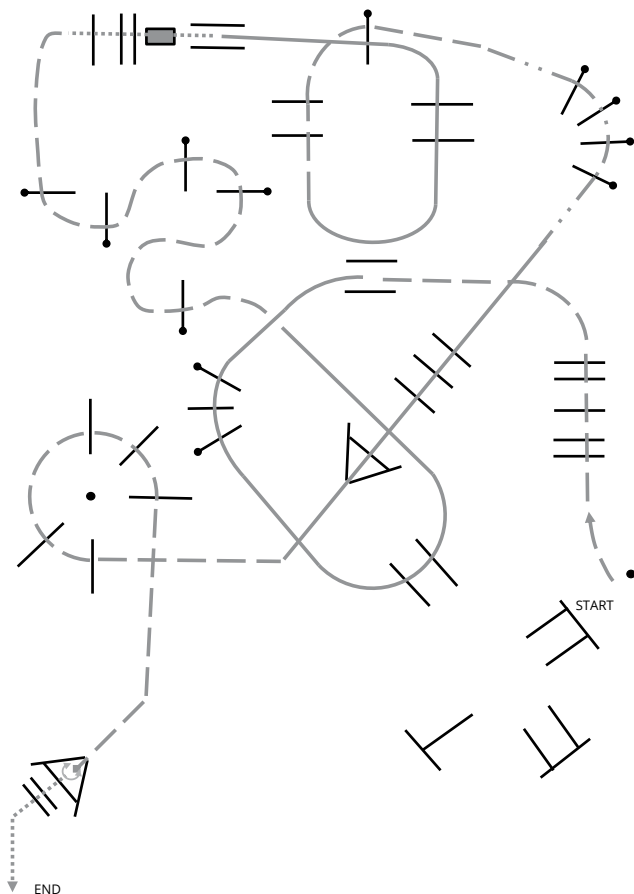
1. WALK OVER POLES
2. JOG OVER POLES
3. LOPE (LL) OVER POLES
4. JOG OVER POLES
5. LOPE (LL) OVER POLES
6. STOP IN TRIANGLE, 360 DEGREE TURN (EITHER WAY)
7. WALK OVER BRIDGE AND POLES
8. JOG SERPENTINE OVER POLES
9. LOPE (RL) OVER POLES
10. EXTENDED JOG OVER POLES INTO CHUTE
11. JOG OVER POLES

.....	WALK
— — — — —	JOG
— . . . —	EXTENDED JOG
— — — — —	LOPE
=====	EXTENDED LOPE
— — — — —	SIDE PASS
↓ ↓	TURN 360°
↻	(no matter which direction)
← - - - ←	BACK UP
← — — ←	STOP



1. WALK OVER POLES
2. JOG OVER POLES
3. LOPE (LL) OVER POLES
4. EXTENDED JOG OVER POLES
5. LOPE (LL) OVER POLES
6. STOP IN TRIANGLE, 360 DEGREE TURN (EITHER WAY)
7. WALK OVER BRIDGE AND POLES
8. SIDE-PASS (L) TO OPENING
9. JOG SERPENTINE OVER POLES
10. a) LOPE (RL) OVER POLES
b) EXTEND THE LOPE OVER POLES TO CHUTE
11. JOG OVER POLES

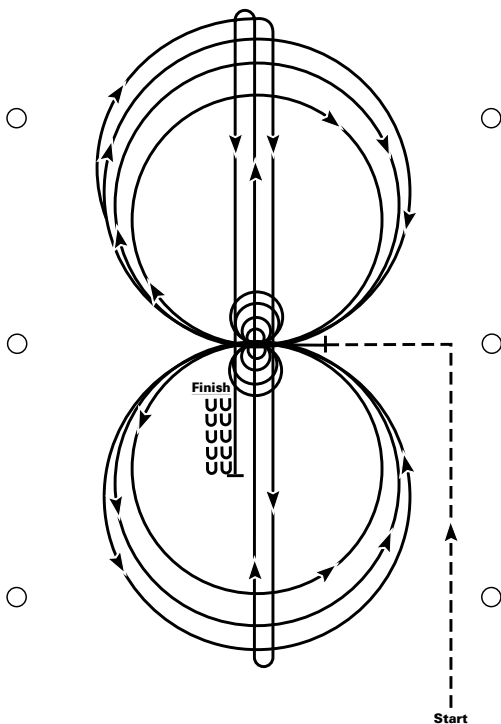
.....	WALK
— — — — —	JOG
— . . . —	EXTENDED JOG
— — — — —	LOPE
====	EXTENDED LOPE
— — — — —	SIDE PASS
↓ ↓	TURN 360°
↻	(no matter which direction)
← - - -	BACK UP
←	STOP



1. JOG OVER POLES INTO CHUTE
2. LOPE (LL) OVER POLES
3. JOG SERPENTINE OVER POLES
4. WALK OVER BRIDGE AND POLES INTO CHUTE
5. LOPE (RL) OVER POLES
6. JOG OVER POLES, EXTEND THE JOG OVER MORE POLES
7. LOPE (RL) OVER POLES
8. JOG OVER POLES
9. STOP IN TRIANGLE, 360 DEGREE TURN (EITHER WAY)
10. WALK OVER POLES

.....	WALK
— — — — —	JOG
— . . . —	EXTENDED JOG
—————	LOPE
=====	EXTENDED LOPE
⇓⇓	SIDE PASS
↻	TURN 360° (no matter which direction)
← - - -	BACK UP
←	STOP

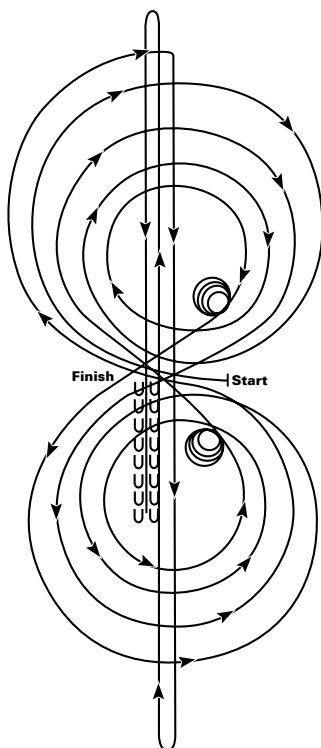
Reining Pattern #11



HORSES MUST JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING THE PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
2. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
3. 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.
4. 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.
5. BEGIN A LARGE CIRCLE TO THE RIGHT, BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE CENTER OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK – NO HESITATION.
6. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK – NO HESITATION.
7. 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 TO DEMONSTRATE COMPLETION OF THE PATTERN.

Reining Pattern #4

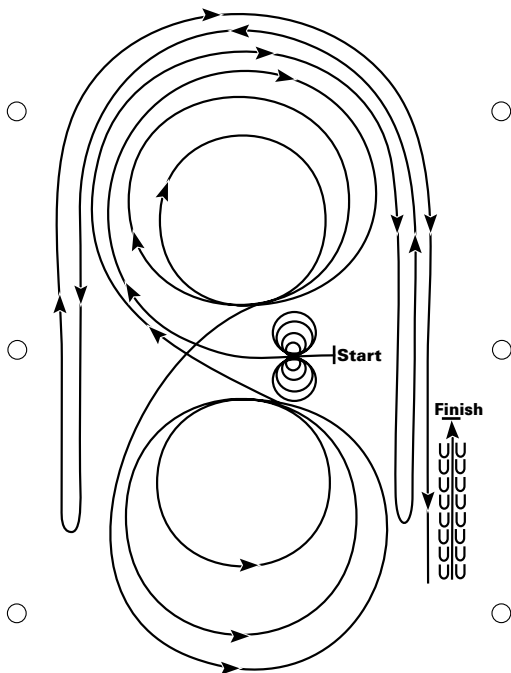


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. BEGINNING ON THE RIGHT LEAD, COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST 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 RIGHT. HESITATE.
3. 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.
4. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
5. BEGINNING ON THE RIGHT LEAD, RUN A LARGE FAST CIRCLE TO THE RIGHT, CHANGE LEADS AT THE CENTER OF THE ARENA, RUN A LARGE FAST CIRCLE TO THE LEFT, AND CHANGE LEADS AT THE CENTER OF THE ARENA. (FIGURE 8)
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 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 TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE

Reining Pattern #8

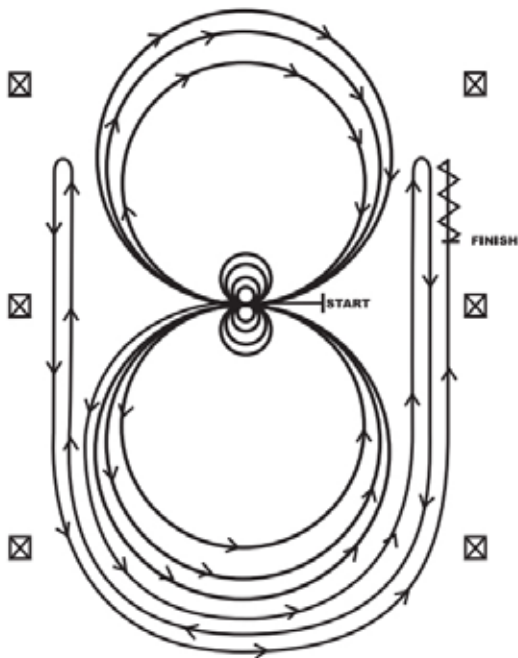


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
2. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
3. BEGINNING ON THE RIGHT LEAD, COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
4. COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
5. BEGIN A LARGE CIRCLE TO THE RIGHT BUT DO NOT CLOSE THIS CIRCLE. RUN STRAIGHT DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A LEFT ROLLBACK AT LEAST TWENTY FEET (6.09M) 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 ROLLBACK AT LEAST TWENTY FEET (6.09M) FROM THE WALL OR FENCE - NO HESITATION.
7. CONTINUE BACK AROUND THE 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 (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

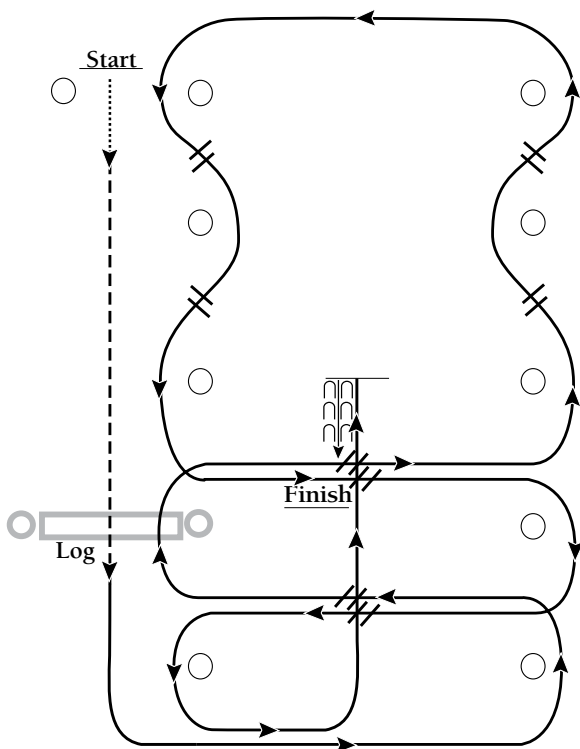
Reining Pattern #15



HORSES MAY WALK OR JOG TO THE CENTER OF ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING THE LEFT WALL OR FENCE.

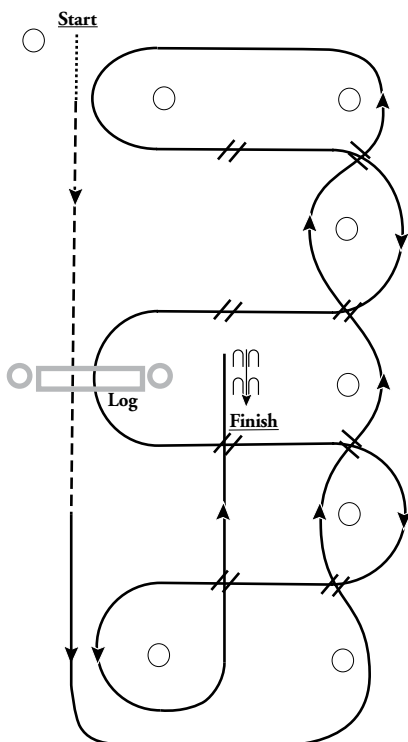
1. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
2. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
3. BEGINNING ON THE LEFT LEAD, COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
4. COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST CIRCLE LARGE AND FAST; THE SECOND CIRCLE SMALL AND SLOW; THE THIRD CIRCLE LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
5. BEGIN A LARGE CIRCLE TO THE LEFT BUT DO NOT CLOSE THIS CIRCLE. RUN STRAIGHT DOWN 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.
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 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 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 PAT

Western Riding Pattern #3



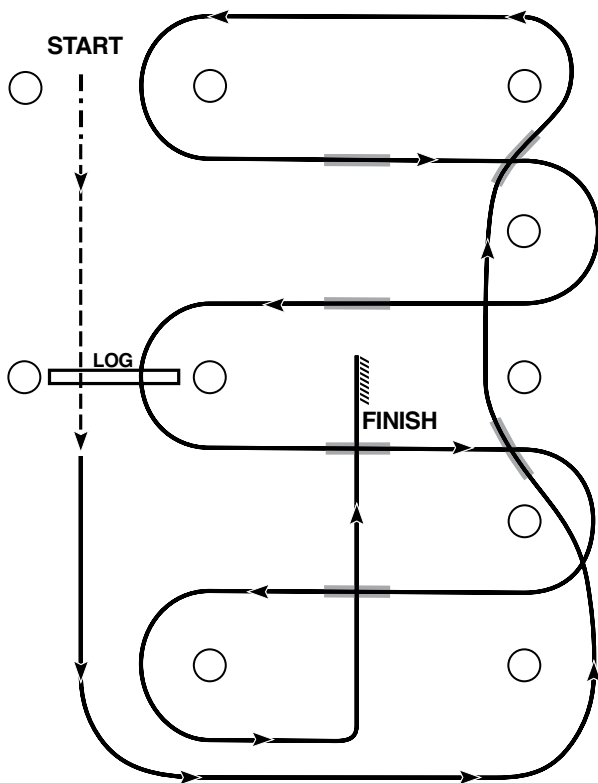
1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE, LOPE TO LEFT AROUND END.
3. FIRST CROSSING CHANGE.
4. LOPE OVER LOG.
5. SECOND CROSSING CHANGE.
6. FIRST LINE CHANGE.
7. SECOND LINE CHANGE.
8. THIRD LINE CHANGE.
9. FOURTH LINE CHANGE.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK

Western Riding Pattern #1

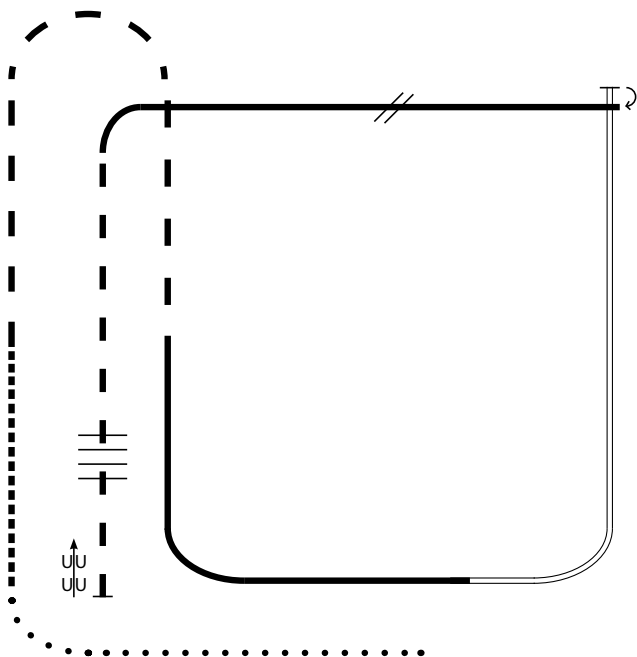


1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE.
5. THIRD LINE CHANGE.
6. FOURTH LINE CHANGE AND LOPE AROUND THE END OF ARENA.
7. FIRST CROSSING CHANGE.
8. SECOND CROSSING CHANGE.
9. LOPE OVER LOG.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK.

Green Western Riding Pattern #1

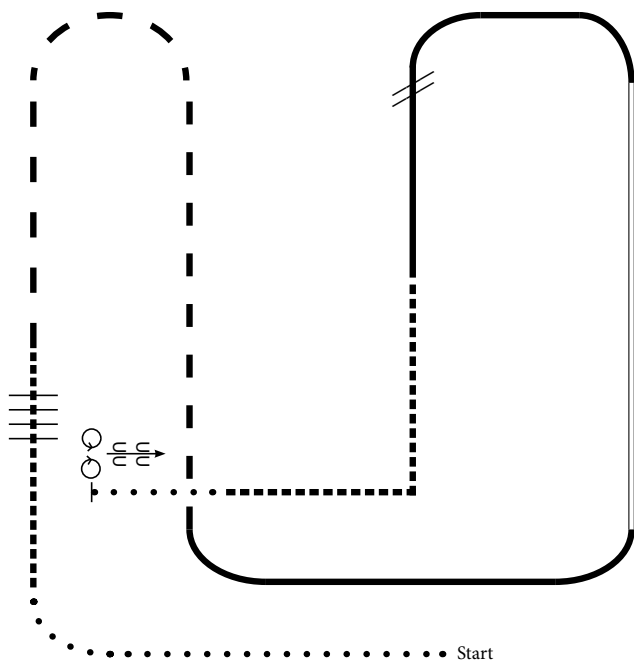


1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LEFT LEAD AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE, LOPE AROUND END OF ARENA
5. FIRST CROSSING CHANGE.
6. SECOND CROSSING CHANGE.
7. LOPE OVER LOG.
8. THIRD CROSSING CHANGE.
9. FOURTH CROSSING CHANGE.
10. LOPE UP THE CENTER, STOP AND BACK.



1. WALK
2. TROT
3. EXTENDED TROT
4. LOPE LEFT LEAD
5. EXTENDED LOPE
6. STOP AND ROLLBACK TO THE RIGHT
7. LOPE RIGHT LEAD
8. LEAD CHANGE
9. LOPE LEFT LEAD
10. EXTENDED TROT
11. EXTENDED TROT OVER LOGS
12. STOP AND BACK

.....	Walk
-----	Trot
- - - - -	Extended Trot
—————	Lope
=====	Extended Lope
← — — — —	Back



- 1.WALK
- 2.TROT
- 3.TROT OVER LOGS
- 4.EXTENDED TROT
- 5.LOPE LEFT LEAD
- 6.EXTENDED LOPE
- 7.LOPE
- 8.LEAD CHANGE
- 9.LOPE RIGHT LEAD
- 10.TROT
- 11.WALK
- 12.STOP, 360 TURN EACH DIRECTION
- 13.STOP AND BACK

.....	Walk
.....	Trot
- - -	Extended Trot
————	Lope
=====	Extended Lope
← 3333	Back

