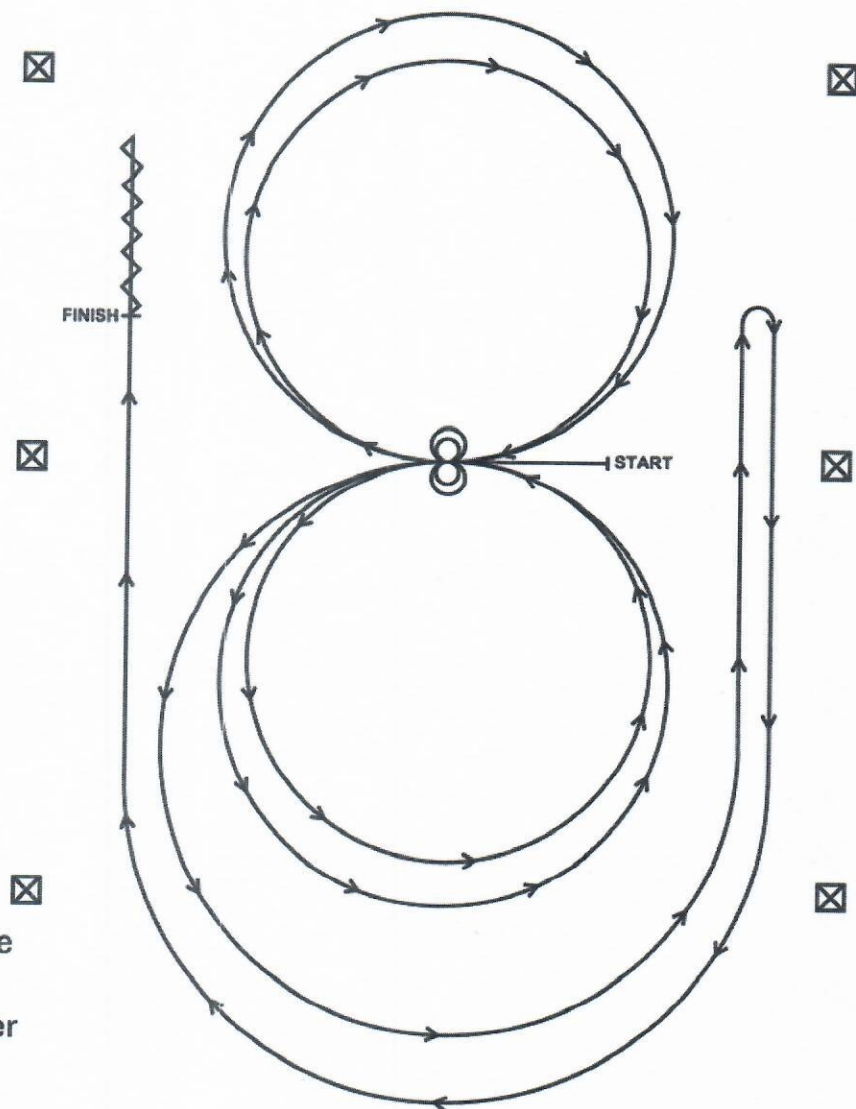


REINING PATTERN 12

Approved only for Level I (Novice) Youth and Amateur, Youth 13 & Under and EWD Jog, Lope Para-reining (Independent)



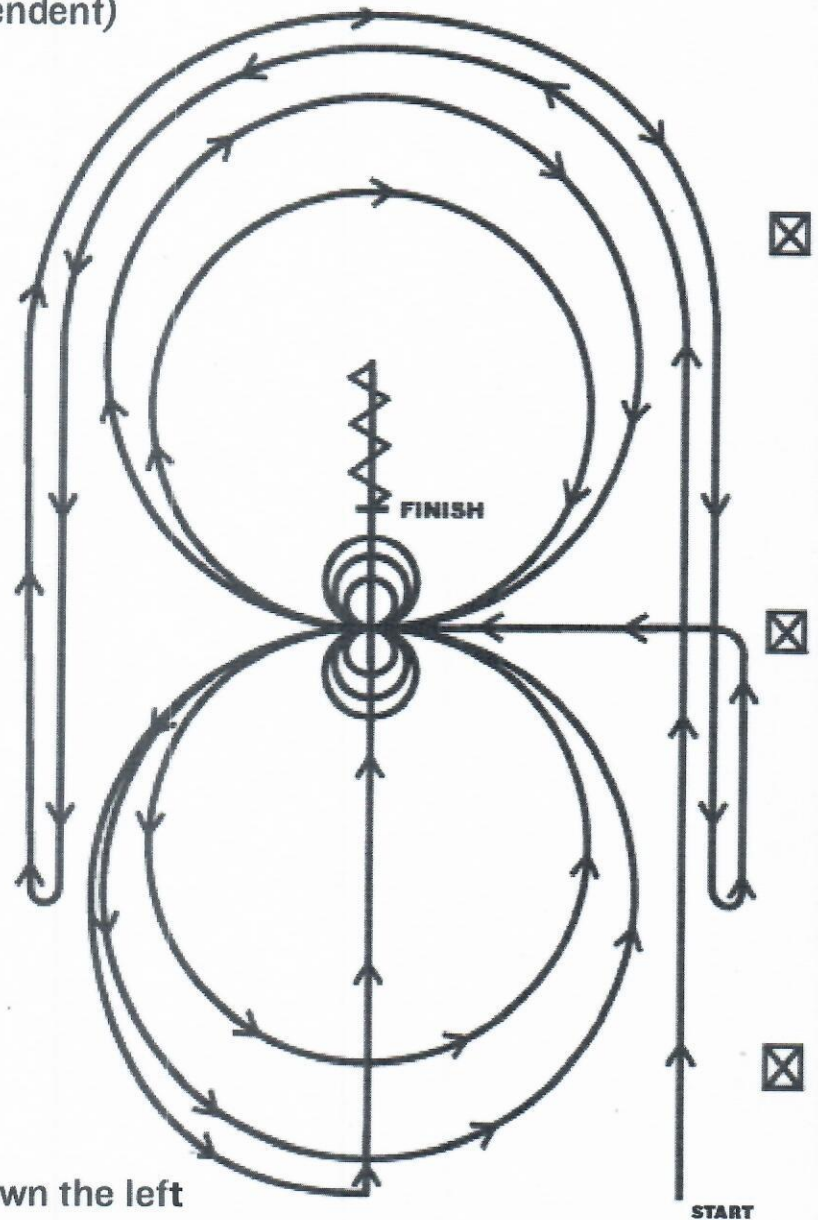
Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two 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.

Hesitate to show completion of pattern.

REINING PATTERN 13

Approved only for Level I (Novice) Youth and Amateur, Youth 13 & Under and EWD Jog, Lope Para-reining (Independent)



- 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 rollback
- 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.

Hesitate to show completion of pattern.

Ranch Riding

PATTERN # 1

LEFT
LEAD

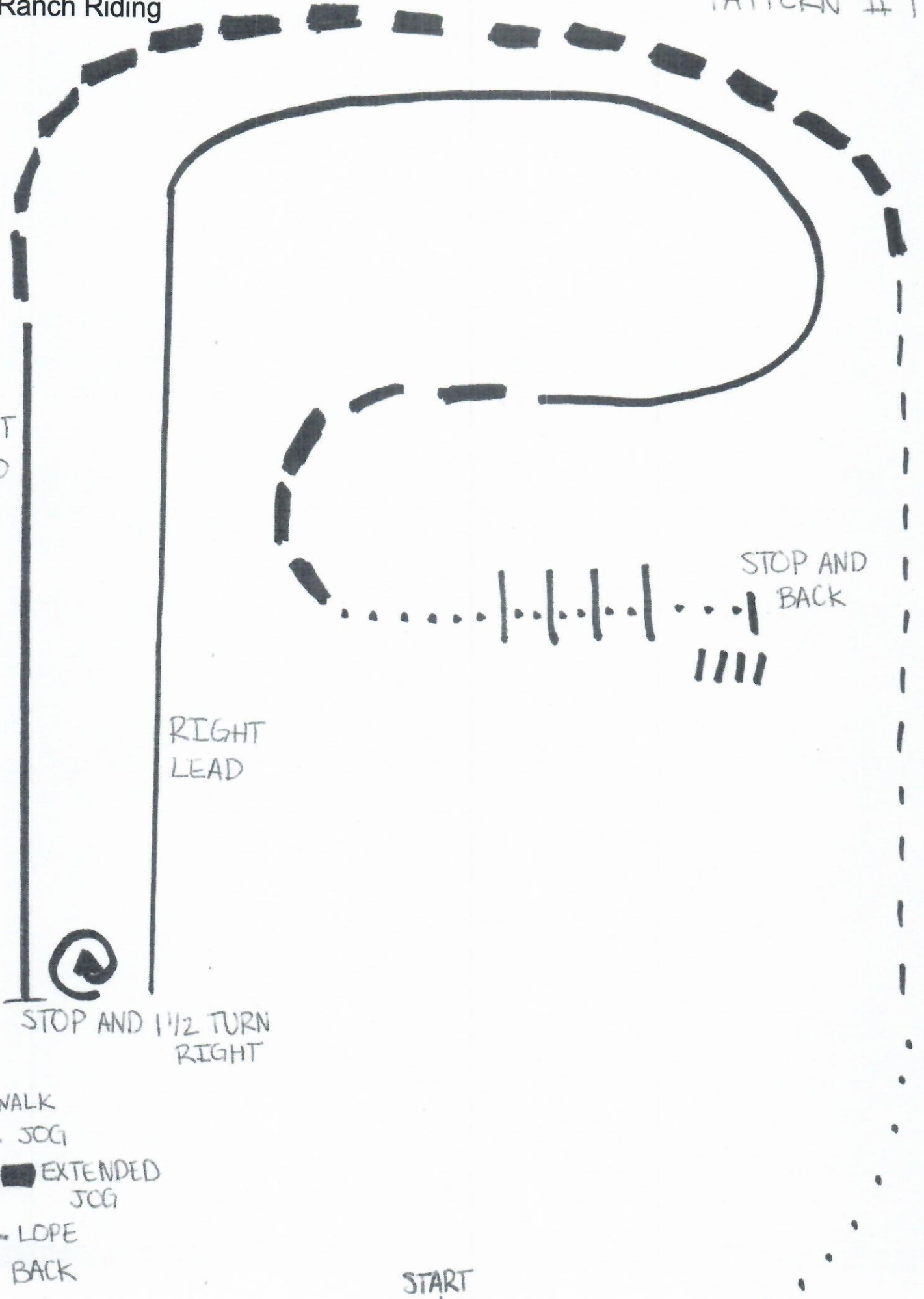
RIGHT
LEAD

STOP AND
BACK

STOP AND 1 1/2 TURN
RIGHT

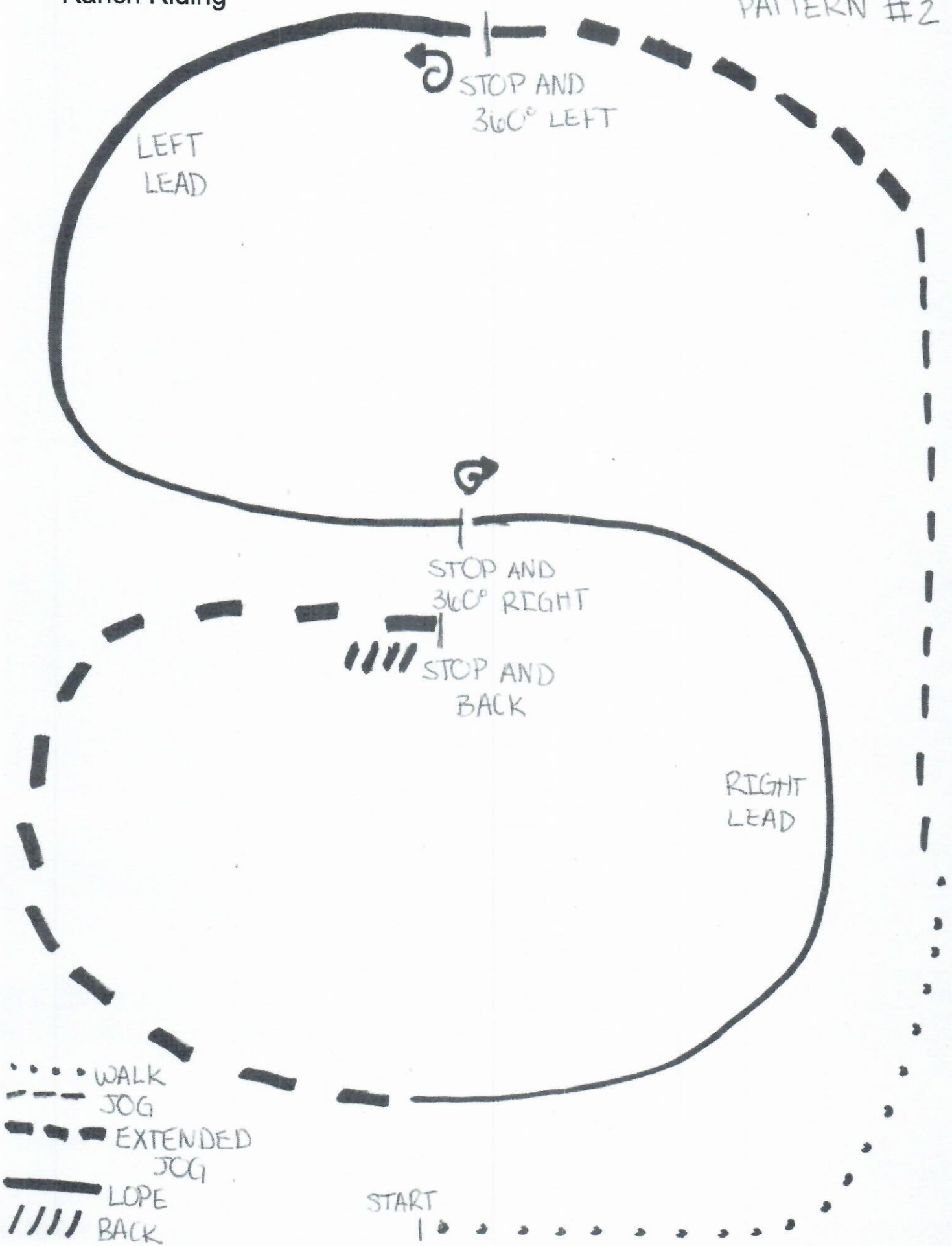
- ... WALK
- - - JOG
- ■ ■ EXTENDED
JOG
- LOPE
- /// BACK

START

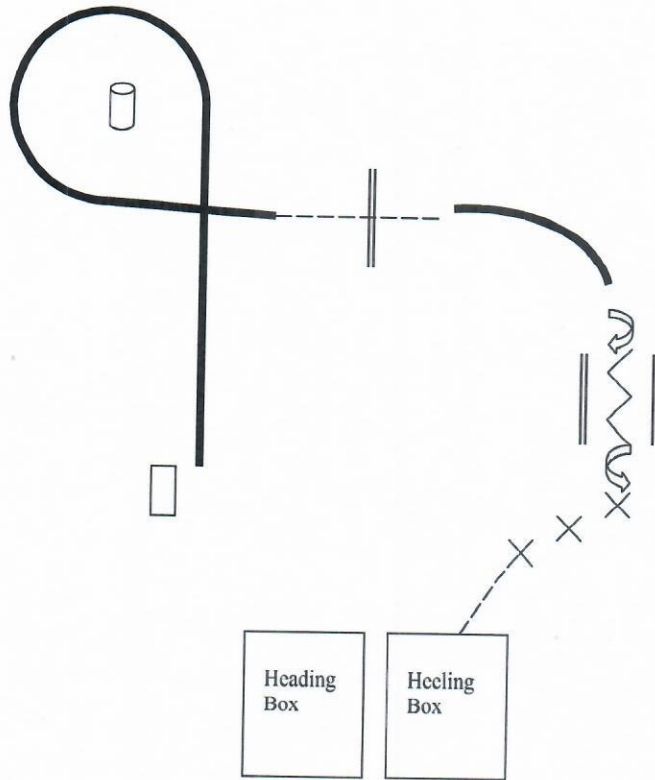


Ranch Riding

PATTERN #2



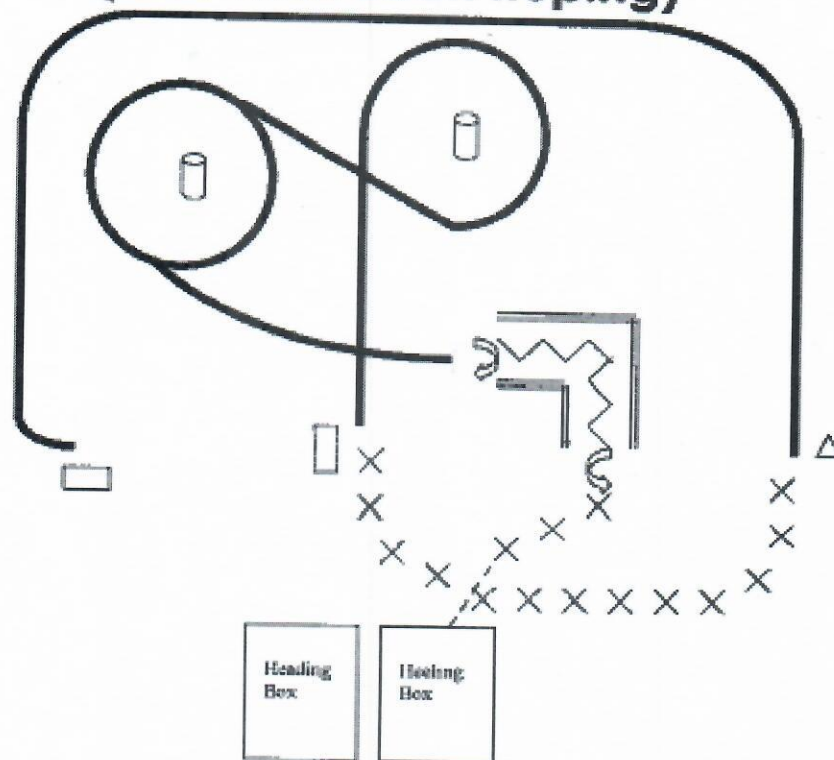
Beginner Roping Horsemanship Pattern (Obstacle Sack Roping)



----- Walk × × Trot ——— Lope  Back

1. Enter heeling box and settle horse.
2. Throw out and recoil rope, then build loop.
3. Walk out of box.
4. Move into trot.
5. Stop at back-thru obstacle.
6. Turn on the forehand to the left.
7. Back thru obstacle.
8. Turn on the forehand to the right.
9. Lope on left lead.
10. Walk over obstacle.
11. Lope on right lead and make a circle around the barrel.
12. Continue loping to the heading obstacle.
13. Stop. Head and dally, then exit.

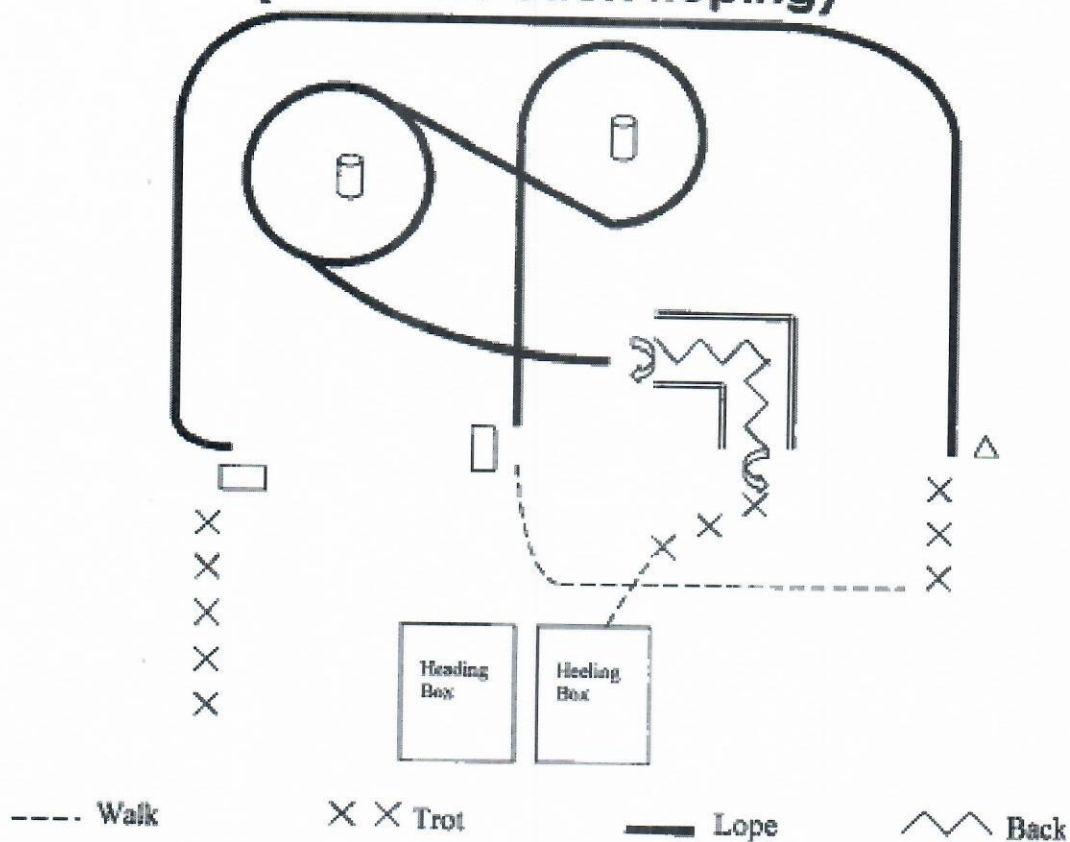
Intermediate Roping Horsemanship Pattern (Obstacle Sack Roping)



- - - - Walk X X Trot ——— Lope  Back

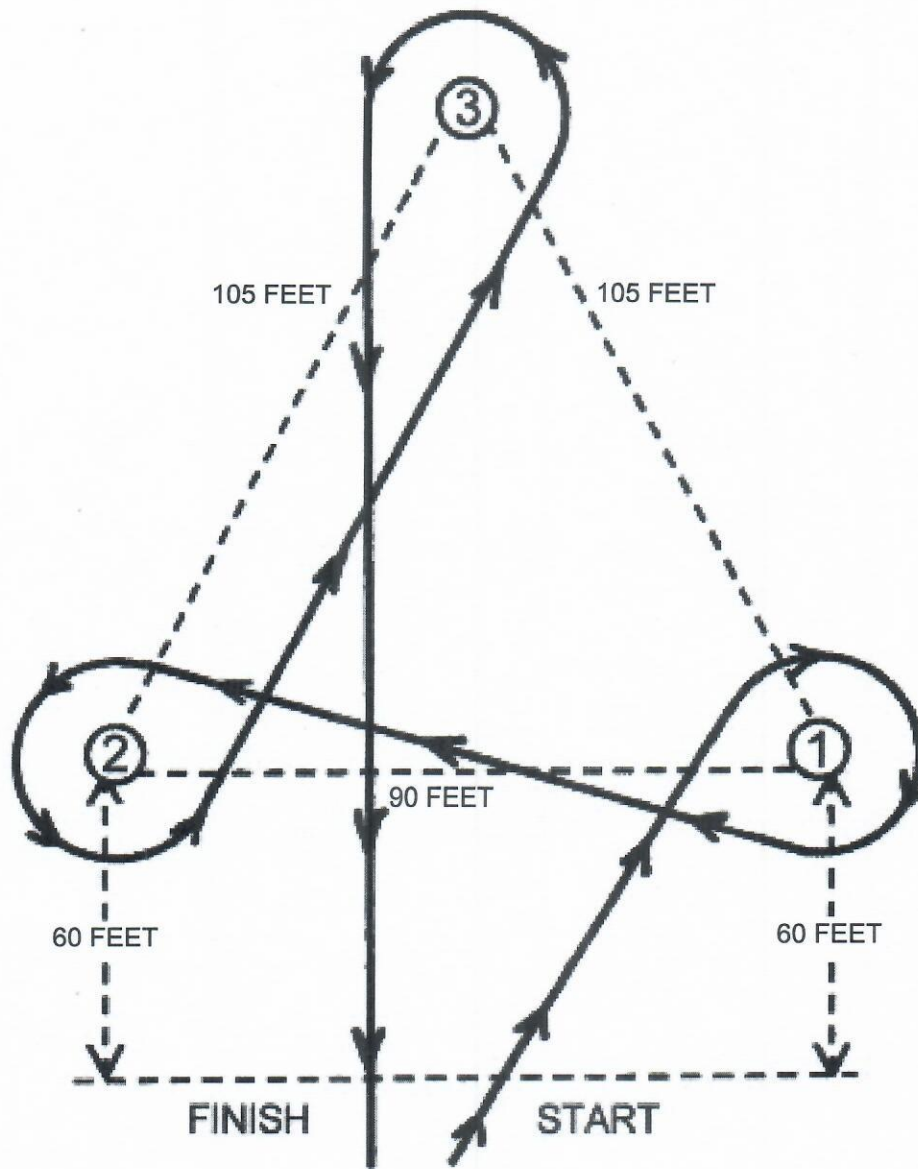
1. Enter heeling box and settle horse.
2. Throw out and recoil rope, then build loop.
3. Walk out of box.
4. Move into extended trot.
5. Stop at back-thru obstacle.
6. Turn on the forehand to the left.
7. Back thru obstacle.
8. Turn on the forehand to the right.
9. Lope on right lead.
10. Make a complete circle around the first barrel.
11. Change leads (simple or flying).
12. Make a circle around the second barrel.
13. Rate horse to the heading obstacle.
14. Stop. Rope horns, dally, then recoil and build rope.
15. Pick up the trot and move to the left to the rail.
16. At cone, pick up left lead, continue on the rail.
17. Rate horse to heeling obstacle.
18. Stop. Rope feet, dally, then recoil rope and exit.

Advanced Roping Horsemanship Pattern (Obstacle Sack Roping)



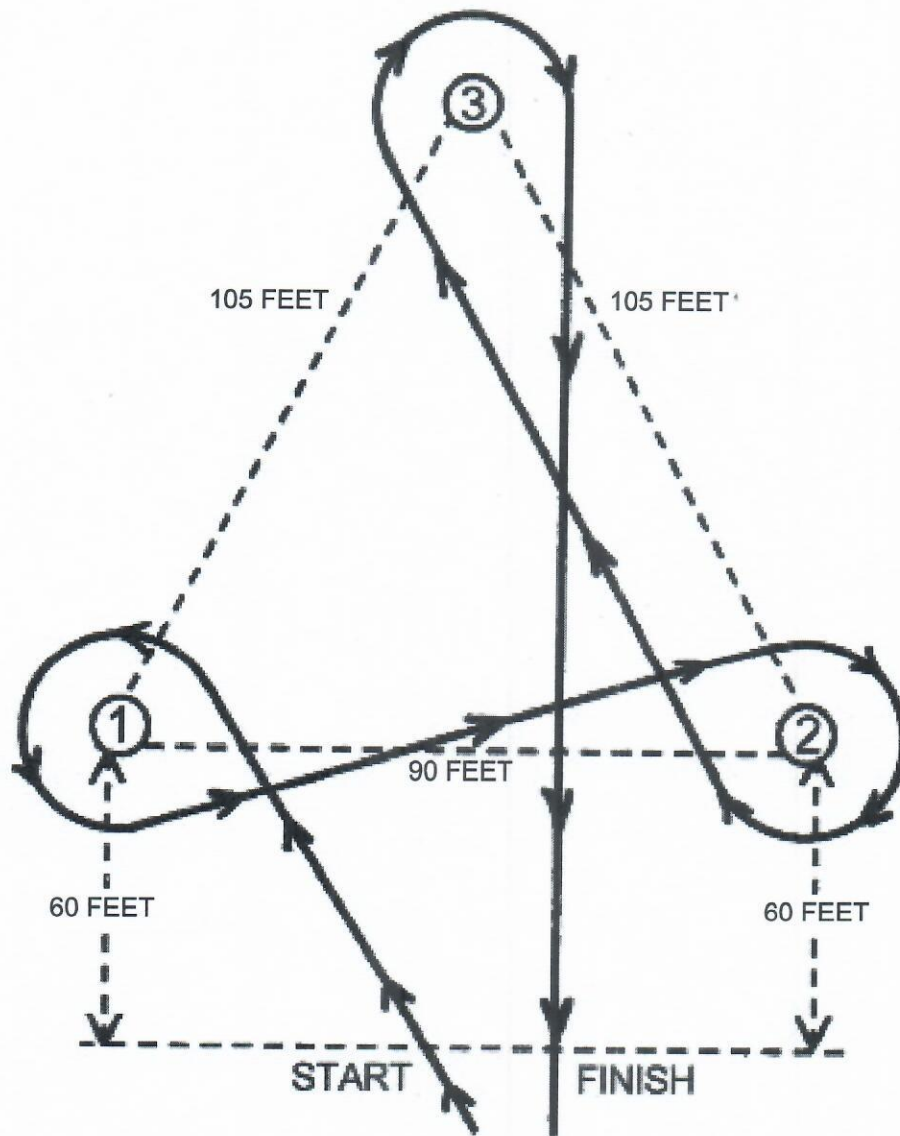
1. Enter heeling box and settle horse.
2. Throw out and recoil rope, then build loop.
3. Walk out of box.
4. Move into extended trot.
5. Stop at back-thru obstacle.
6. Turn on the forehand to the left.
7. Back thru obstacle.
8. Turn on the forehand to the right.
9. Lope on right lead.
10. Make a complete circle around the first barrel.
11. Change leads (simple or flying).
12. Make a circle around the second barrel.
13. Rate horse to the heading obstacle.
14. Stop. Rope horns, dally, then recoil and build rope.
15. Move left to the logging obstacle, and log to the rail.
16. Trot to the left, along rail.
17. At cone, pick up left lead, continue on the rail.
18. Rate horse to heeling obstacle.
19. Stop. Rope feet, dally, then recoil rope and exit at the trot.

BARREL RACING
RIGHT RUN CLOVERLEAF PATTERN



1. The contestant will cross the start line and go to the left of barrel one (1), complete a 360-degree turn to the right.
2. Go on to barrel two (2) pass it on the right, complete a 360-degree turn to the left.
3. At barrel three(3), the same passage to the right of the barrel and a 360-degree turn to the left is accomplished.
4. As soon as the last turn is completed; the contestant will ride back across the start/finish line.

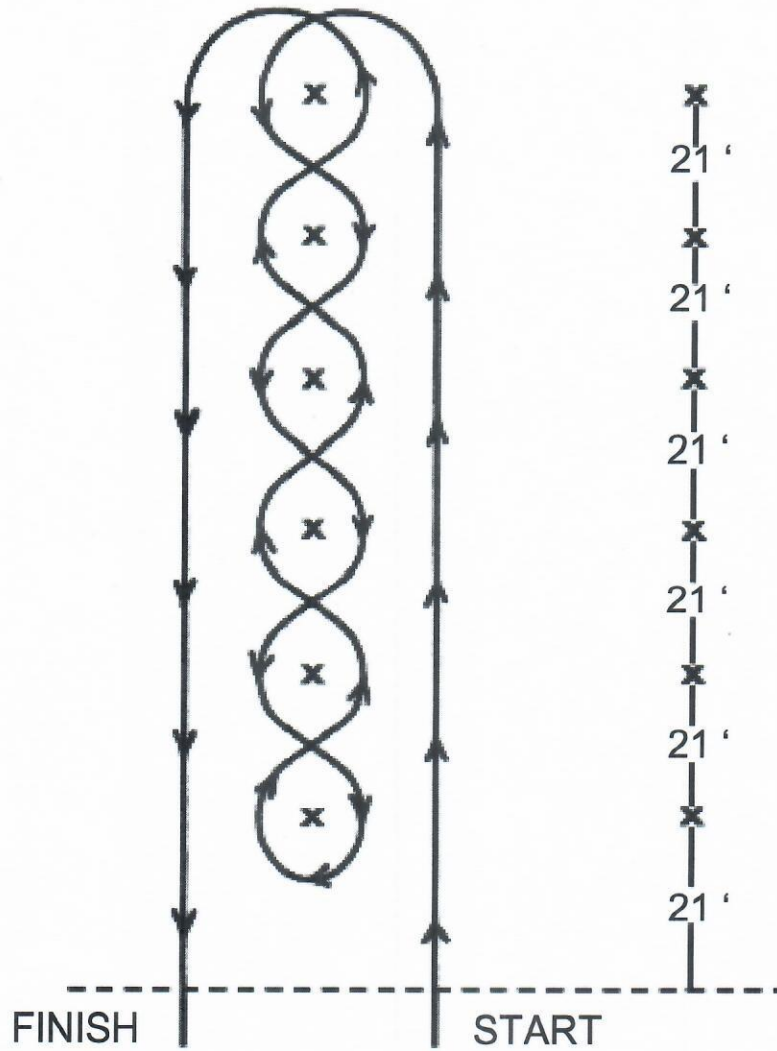
BARREL RACING
LEFT RUN CLOVERLEAF PATTERN



1. The contestant will cross the start line and will go to the right of barrel one (1), complete a 360 degree turn to the left.
2. Go on to barrel two (2), pass it on the left, complete a 360 degree turn to the right.
3. At barrel three (3), the same passage to the left of the barrel and a 360 degree turn to the right is accomplished.
4. As soon as the last turn is completed, the contestant will ride back across the start/finish line.

WASHINGTON POLES

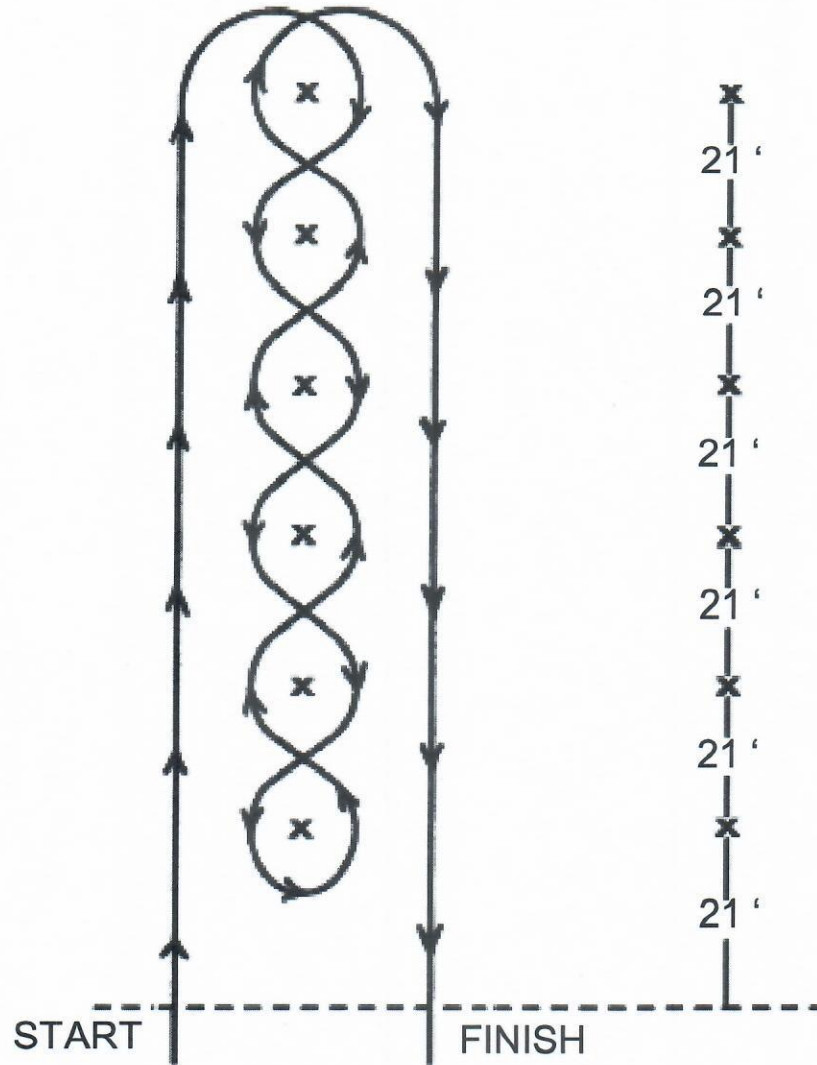
RIGHT RUN PATTERN



1. A contestant will cross the start line and run down the right side of the poles, make a 180 degree turn to the left around the last pole, and continue the run weaving in and out of the next four (4) poles.
2. A 180 degree turn to the right around the last pole will be made, continue the run weaving in and out of the next four (4) poles.
3. At the last pole, make a 180 degree turn to the left and run down the left side of the poles to cross the start/finish line.

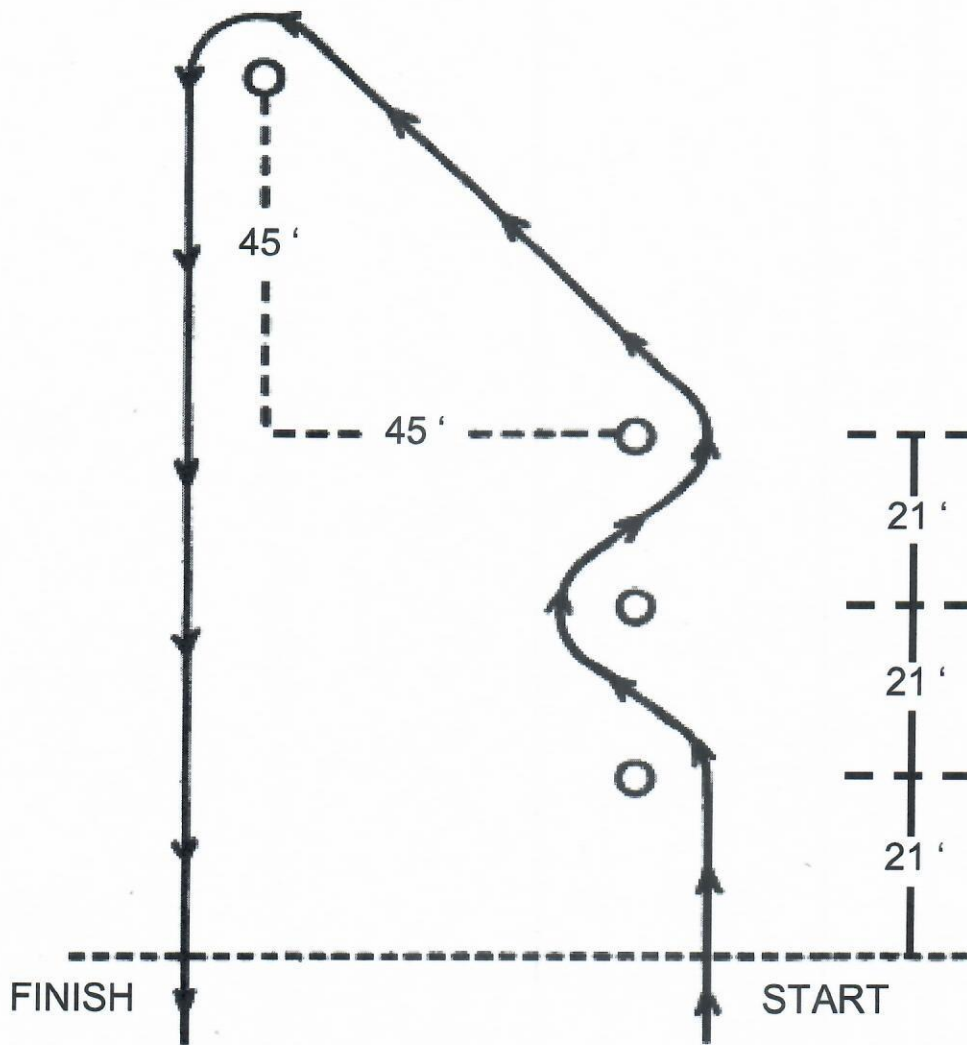
WASHINGTON POLES

LEFT RUN PATTERN



1. A contestant will cross the start line and run down the left side of the poles, make a 180 degree turn to the right around the last pole, and continue the run weaving in and out of the next four (4) poles.
2. A 180 degree turn to the left around the last pole will be made, continue the run weaving in and out of the next four (4) poles.
3. At the last pole, make a 180 degree turn to the right and run down the right side of the poles to cross the start/finish line.

MOUNTAIN COWHORSE
PATTERN



1. The contestant is allowed a running start over the start line after a signal from the Timer.
2. Pass to the right of the first small barrel, weave to the left of the second and to the right of the third small barrel.
3. Make a left turn around the third small barrel, go on to the large barrel passing on the right, make a left turn around the barrel, run straight back across the start/finish line.

FIGURE 8 COWHORSE

This class is designed to demonstrate the rider's ability to guide his/her horse between and around obstacles at his/her best speed.

Walk/Trot and **Beginner** riders will be judged.

Intermediate and **Advanced** riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Rider must begin to the right hand side of the first small barrel, around the left hand side of barrel two, completing a figure 8 by going around barrel one with a left hand turn. The rider then proceeds to barrel three completing a right hand turn around the barrel with a straight run back across the start/finish line.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

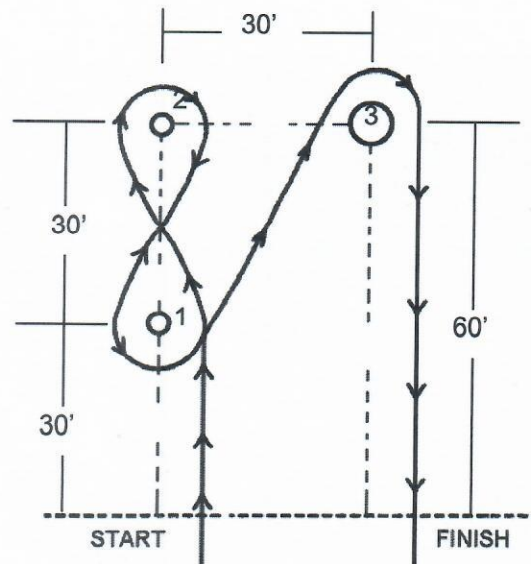
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of two (2) small plastic barrels and one (1) large (55-gallon) plastic barrel.
2. Barrels one and two will be placed in a straight line with the first barrel placed thirty (30) feet from the starting line and barrel two placed thirty (30) feet from barrel one.
3. Barrel three will be placed thirty (30) feet to the right of barrel two. Barrel two will then be sixty (60) feet from the start/finish line.
4. A clearly visible start line will be provided.

PATTERN



BOWTIE

This class is designed to demonstrate the rider's ability to guide his/her horse between obstacles of differing sizes at his/her best speed.

Walk/Trot and **Beginner** riders will be judged.

Intermediate and **Advanced** riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Right run bowtie pattern: The rider will go to barrel one (1) and complete a 360 degree right turn (left side of barrel) then go to barrel two (2), complete another 360 degree right turn and finish pattern with a straight run to start/finish line.
3. Left run bowtie pattern: The rider will go to barrel two (2) and complete a 360 degree left turn (right side of barrel) then go to barrel one (1), complete another 360 degree left turn and finish pattern with a straight run to start/finish line.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

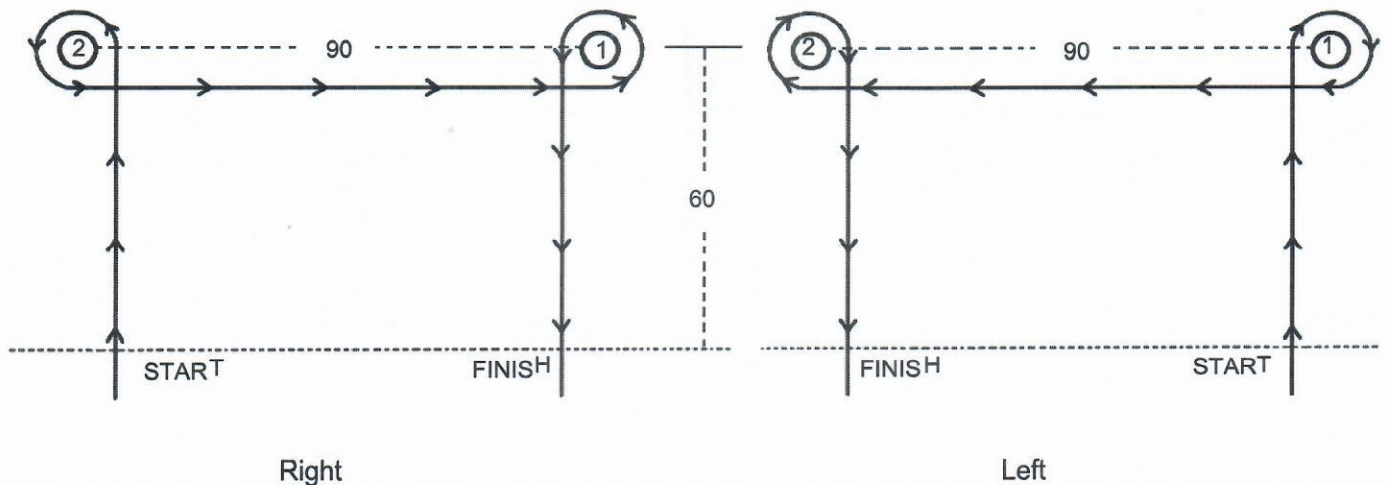
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of two (2) large (55-gallon) plastic barrels.
2. Barrel one (1) will be placed sixty (60) feet from the starting line.
3. Barrel two (2) will be placed ninety (90) feet to the right of barrel one (1) and sixty (60) feet from the start/finish line.
4. A clearly visible start line will be provided.

PATTERN



BIG T

This class is designed to demonstrate the rider's ability to guide his/her horse between obstacles of differing sizes at his/her best speed.

Walk/Trot and Beginner riders will be judged.

Intermediate and Advanced riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Right run "T" pattern: The rider must pass to the left side of the first pole to begin the weaving pattern through the second and third poles, after passing on the left side of the third pole, the rider will then proceed to barrel one and complete a 360 degree right hand turn around the barrel then proceed to barrel two completing another 360 degree right hand turn. The rider must weave back through the poles and across the start/finish line to complete the pattern.
3. Left run "T" pattern: The rider must pass to the right side of the first pole to begin the weaving pattern through the second and third poles, after passing on the right side of the third pole, the rider will then proceed to barrel one and complete a 360 degree left hand turn then proceed to barrel two completing another 360 degree left hand turn. The rider must weave back through the poles and across the start/finish line to complete the pattern.

TIMING – STARTS AND FINISHES

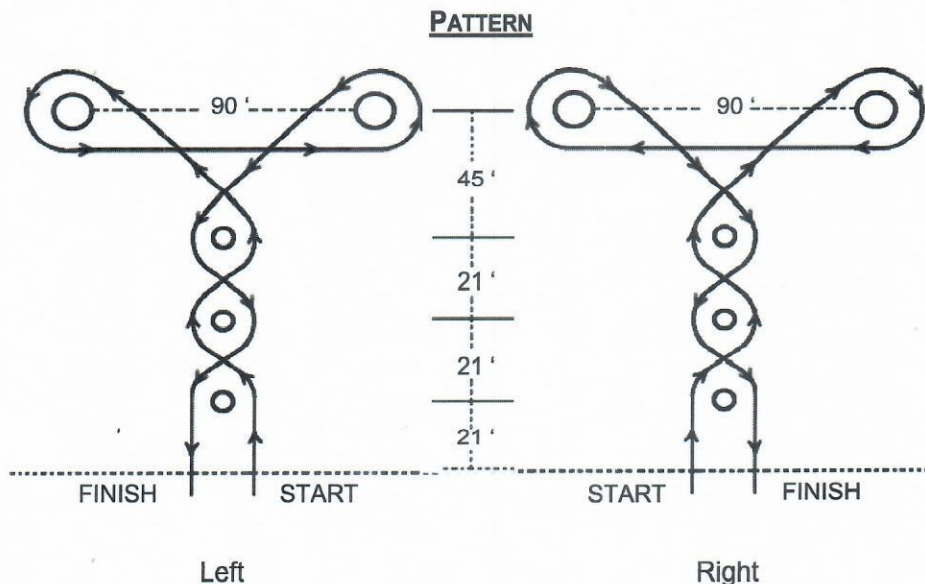
1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of two (2) large (55-gallon) plastic barrels and three (3) standard size poles.
2. The first pole will be set twenty-one (21) feet from the start/finish line, with each following pole set twenty-one (21) feet from the next in a straight line.
3. Barrel one (1) will be placed forty-five (45) feet from the last placed pole and forty-five (45) feet to the right.
4. Barrel two (2) will be placed forty-five (45) feet from the last placed pole and forty-five (45) feet to the left. (There will be ninety (90) feet between barrels one and two).
5. A clearly visible start line will be provided.



SPEED BARRELS

Speed Barrels is a serpentine pattern designed to test the ability of the horse to change leads at speed.

Walk/Trot and **Beginner** riders will be judged.

Intermediate and **Advanced** riders will execute the pattern as a timed, speed event.

CLASS ROUTINE

1. The contestant is allowed a running start over the line after a signal from the starter or timer, such as "Timers are ready".
2. The speed barrel pattern is run around three (3) barrels.
3. A contestant may start either to the right or to the left of the first barrel and then run the remainder of the pattern accordingly.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner of the runoff must run the pattern within two (2) seconds of its original time or the runoff must be held again.

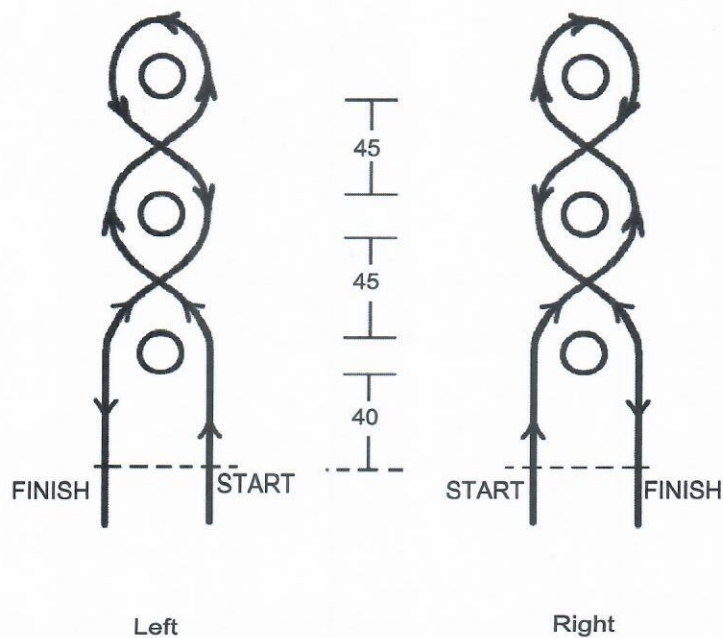
JUDGING

1. Failure to correctly follow the pattern will result in a "no time" and the exhibitor will not score on the run.
2. A five (5) second penalty shall be added for each pole knocked over while running the pattern.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. Barrel one (1) is to be placed forty (40) feet from the start/finish line.
2. Barrels two (2) and three (3) are to be placed forty (45) feet from each other in a straight line.
3. A clearly visible start line will be provided.

PATTERN



FAST AND FURIOUS FLAGS

This class is designed to demonstrate the rider's ability to guide his/her horse around obstacles and at the same time, removing and then placing an object while in motion.

Walk/Trot and **Beginner** riders will be judged.

Intermediate and **Advanced** riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Right run flag pattern: Rider must pass to the left of barrel one (1), remove the flag from the bucket, pass to the left of barrel two (2), pass to the left of barrel three (3) and place the flag in the bucket on barrel three (3), flag may be placed in bucket with rider right side up or flag side down. Pattern is completed with a straight run across start/finish line.
3. Left run flag pattern: Rider must pass to the right of barrel three (3), remove the flag from the bucket, pass to the right of barrel two (2), pass to the left of barrel one (1) and place the flag in the bucket on barrel one (1) flag may be placed in bucket with rider right side up or flag side down. Pattern is completed with a straight run across start/finish line.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

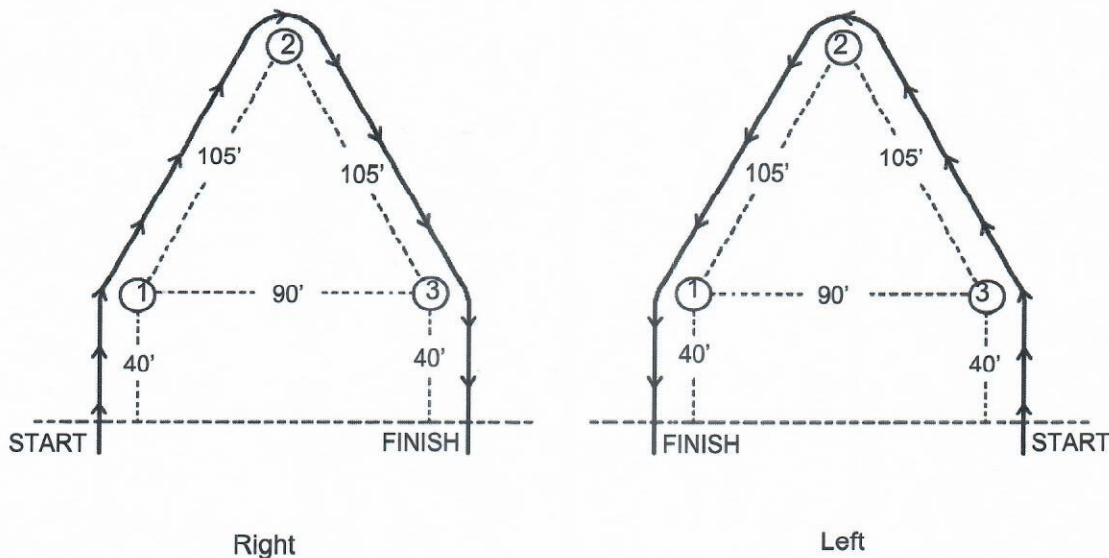
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. Failure to stick the flag shall result in a disqualification (no time).
4. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of three (3) large (55-gallon) plastic barrels, two (2) five gallon buckets, and 1 flag. Sand must be used in buckets, and be 3" to 5" from the top of bucket. Flag stick must be 14" to 18" long and must be placed straight up and down on the edge of bucket with flag open.
2. Barrels will be placed in a triangle pattern with barrels one (1) and three (3) placed forty (40) feet from the start/finish line and ninety (90) feet across from each other.
3. Barrel two (2) will be placed one-hundred-fifty (105) feet from barrels one (1) and three (3).
4. A clearly visible start line will be provided.

PATTERN



KEYHOLE

This class is designed to demonstrate the rider's ability to enter and then turn horse around in a small area without disturbing the pattern.

Walk/Trot and **Beginner** riders will be judged.

Intermediate and **Advanced** riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Rider must cross the start/finish line, run into the circle of the keyhole, (all four of the horse's feet must enter the circle), turn his/her horse in either direction (right or left) within the circle, return through the pattern with a straight run across the start/finish line. Horse's feet must not touch the ground **on or outside** of any portion of the keyhole pattern, (circle or wings).

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

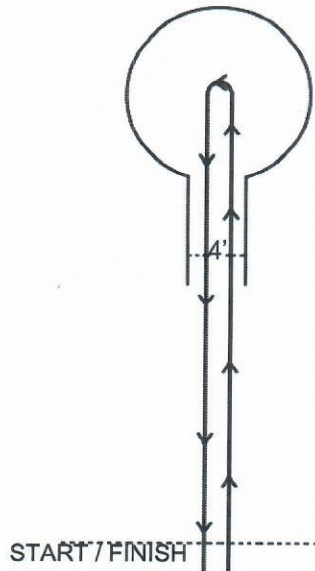
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. Horse's feet touching the ground on or outside of any portion of the keyhole patten (circle or wings) will result in a disqualification (no time).
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

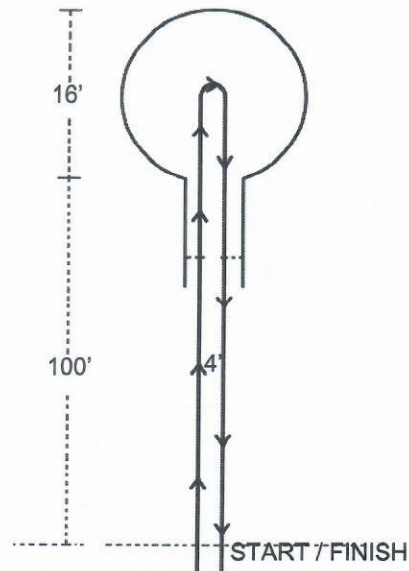
SETTING THE COURSE

1. The pattern shall be clearly marked on the ground.
2. The pattern will be marked with a distance from the bottom of the keyhole circle of one-hundred (100) feet from the start finish line.
3. Keyhole circle shall be sixteen (16) feet in diameter.
4. Keyhole wings shall be marked at a distance of four (4) feet across from each other and at least ten (10) feet in length. (The opening to the circle will be four (4) feet).
5. A clearly visible start line will be provided.

PATTERN

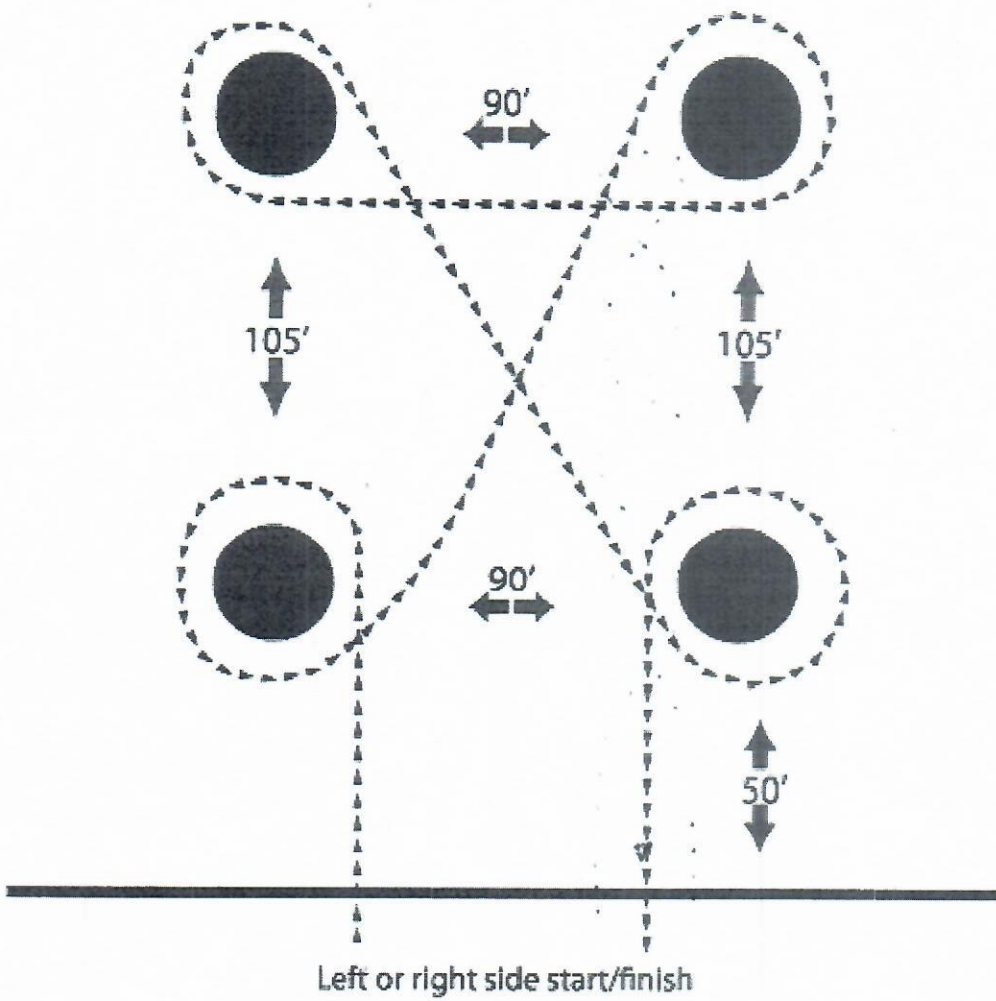


Left Turn Inside

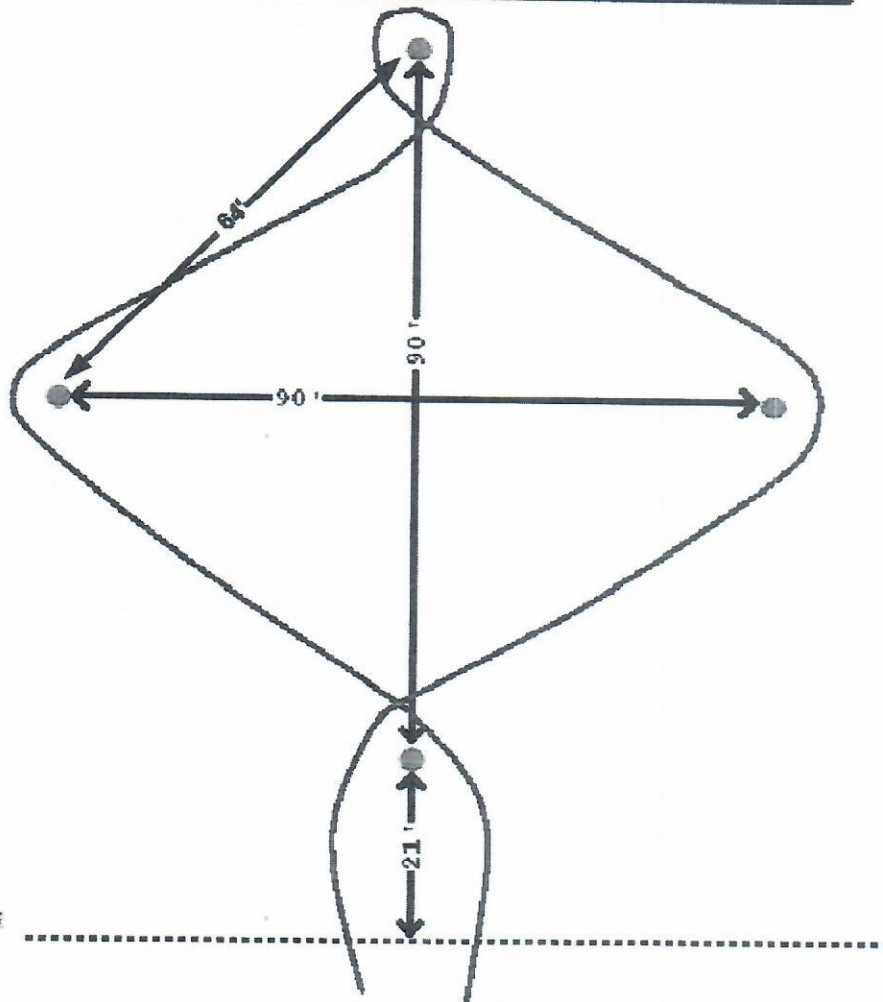


Right Turn Inside

4 Leaf Clover

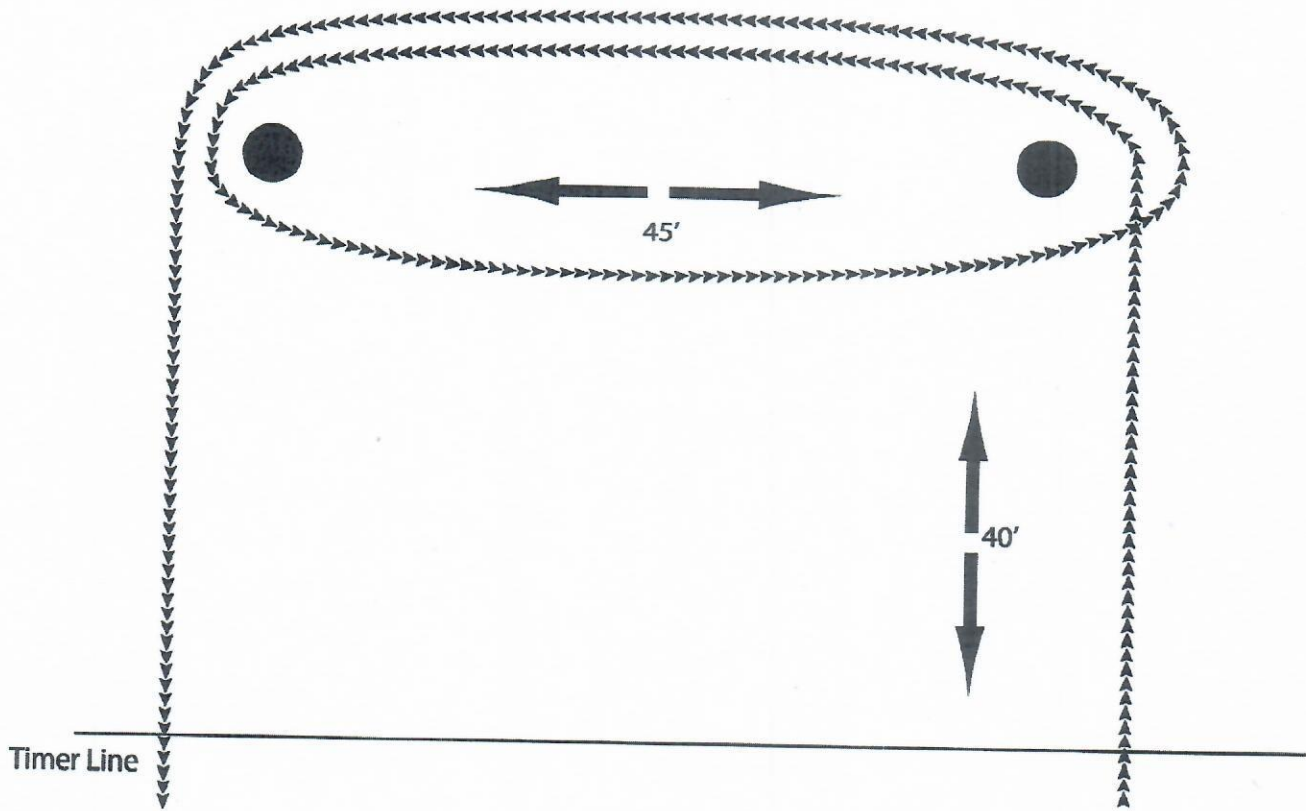


CAT'S CRADLE

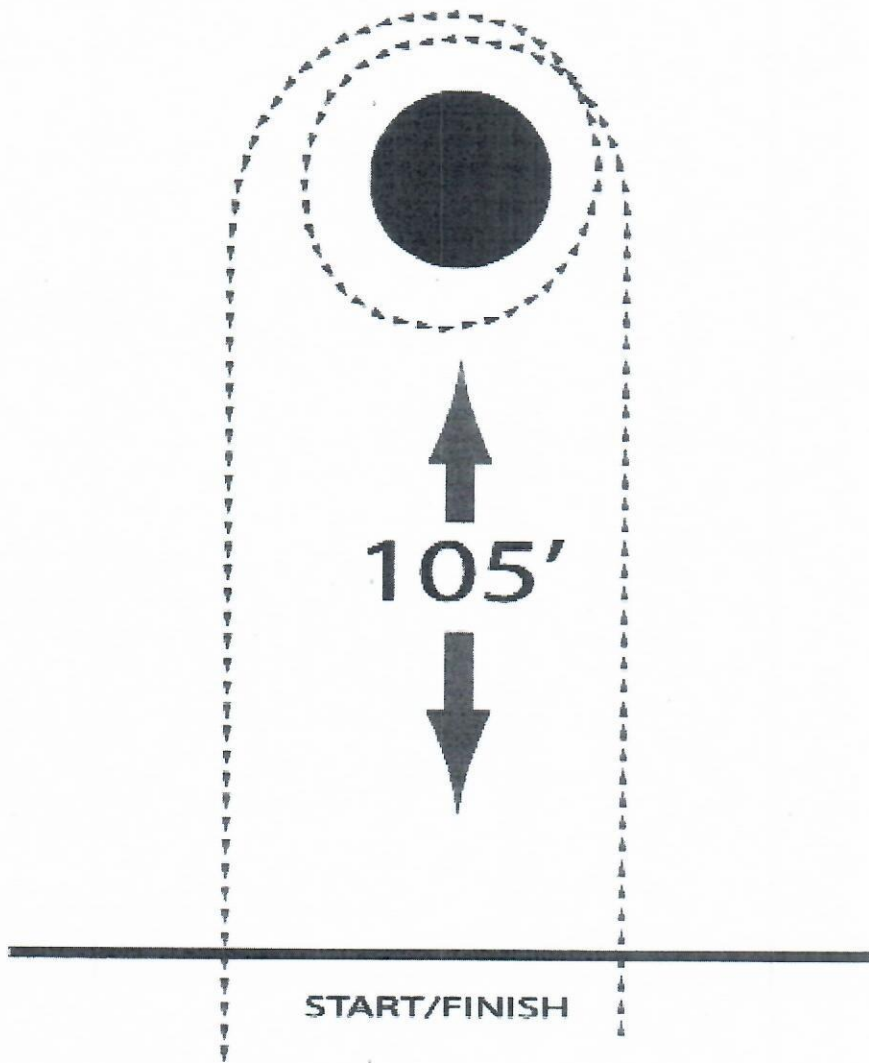


Left or right hand pattern may be used.
Equipment: 4 large (55 gallon) barrels

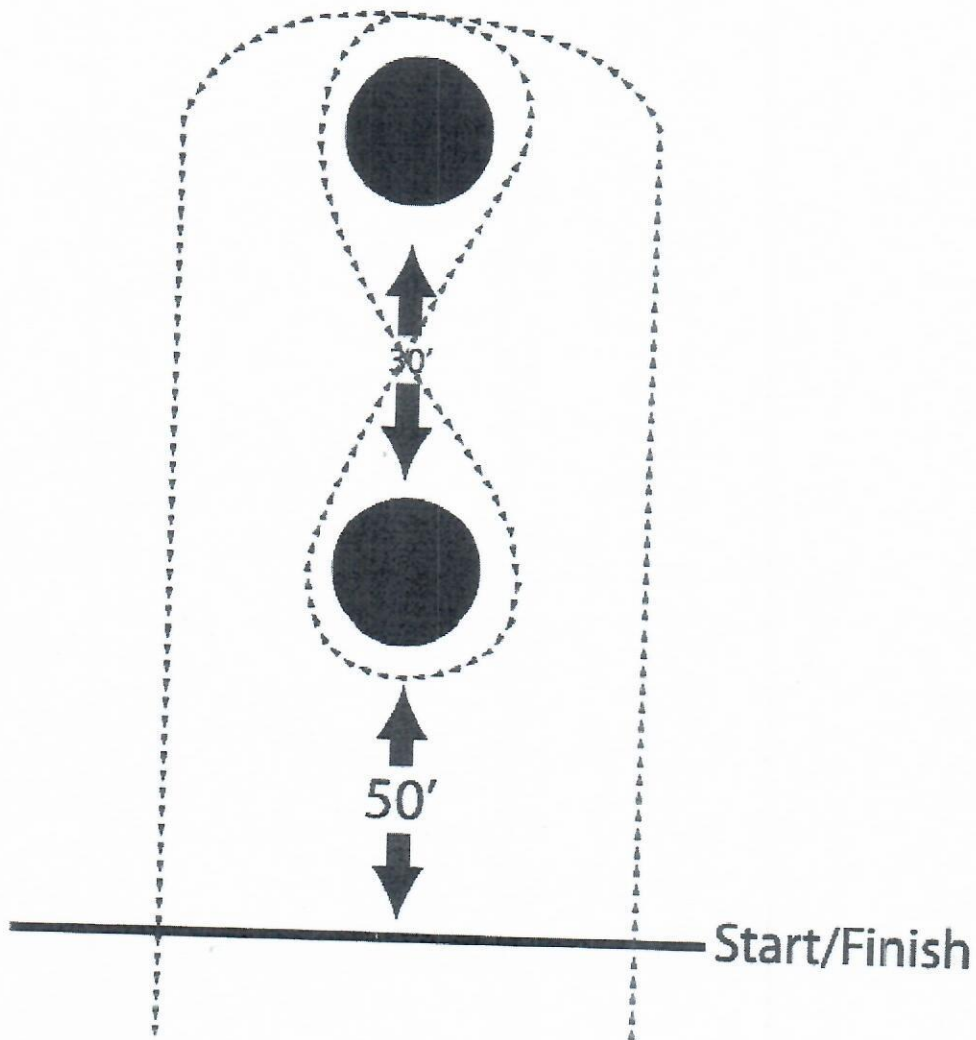
Oval Poles



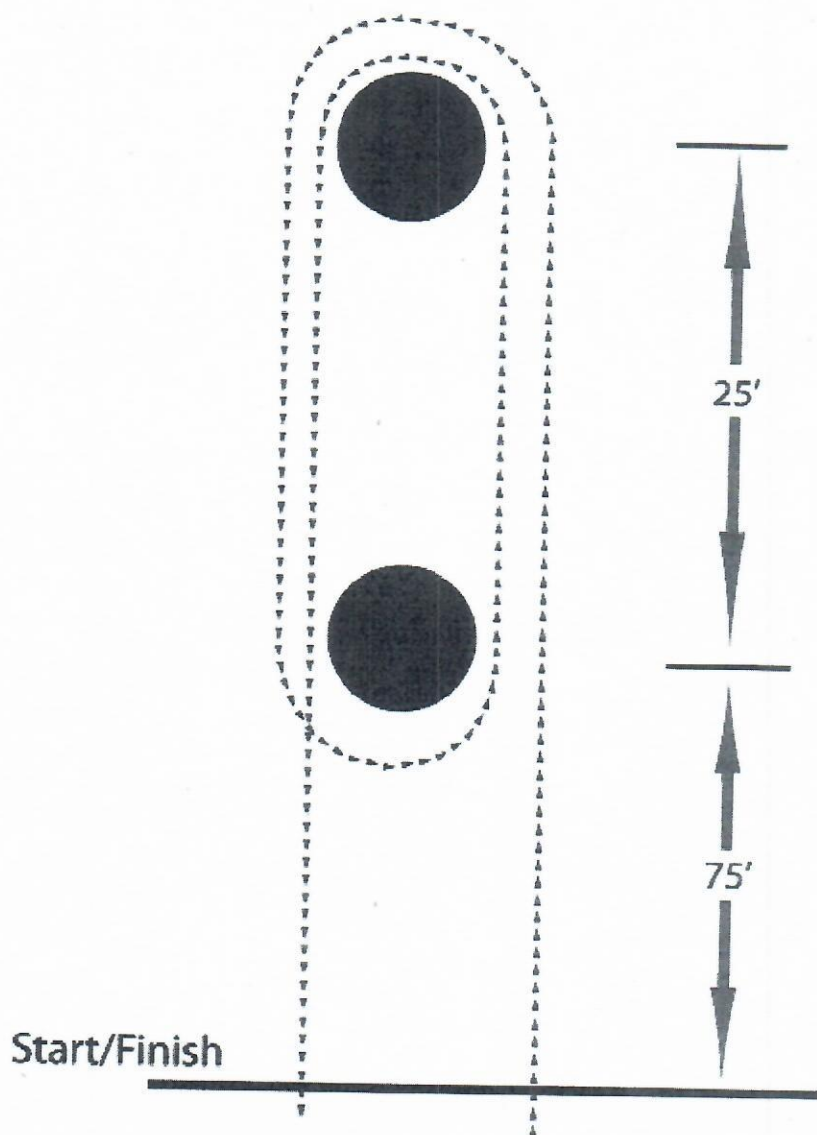
TURN N' BURN



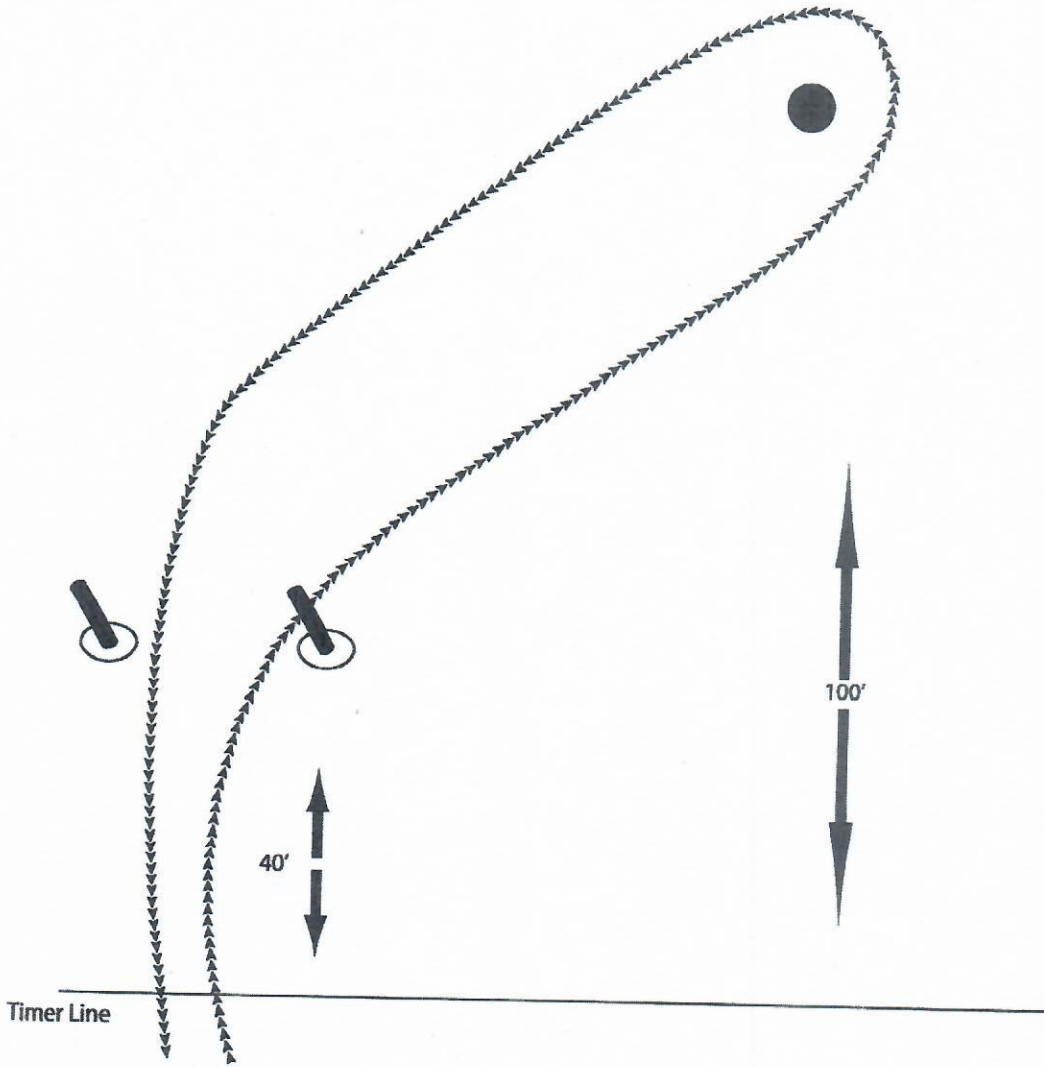
CRAZY 8



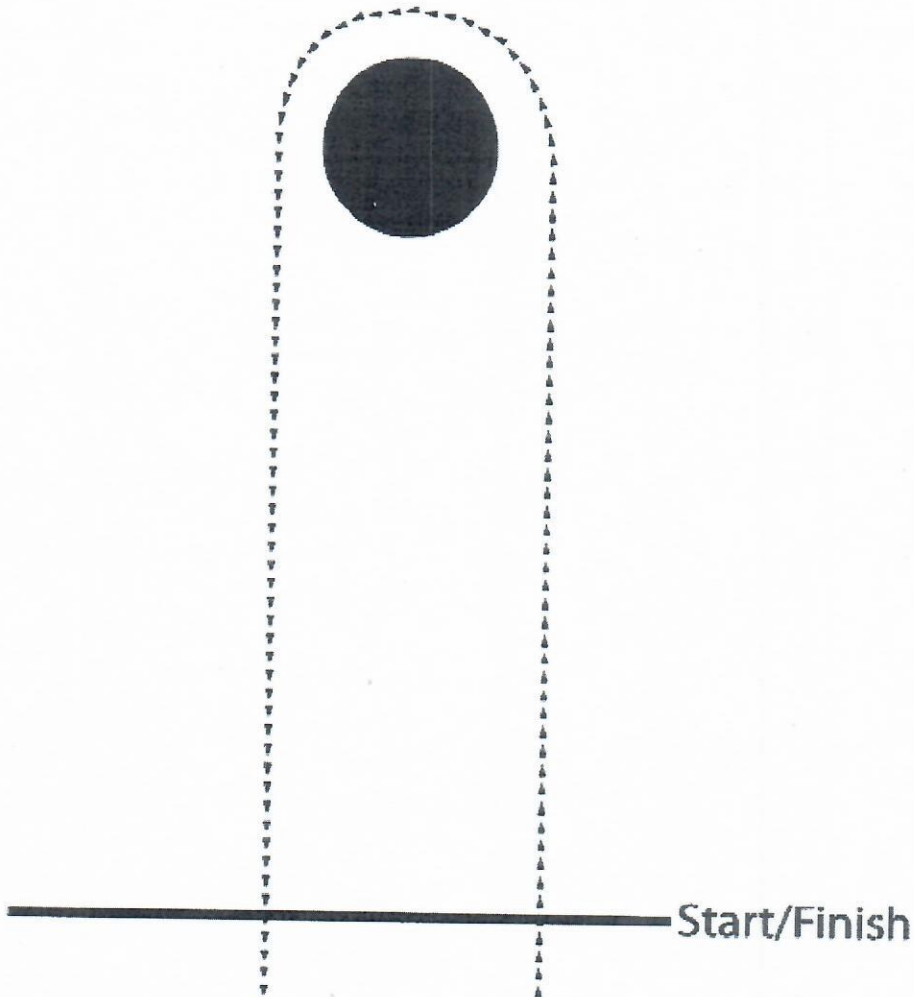
BIG O



Gated Stake 1

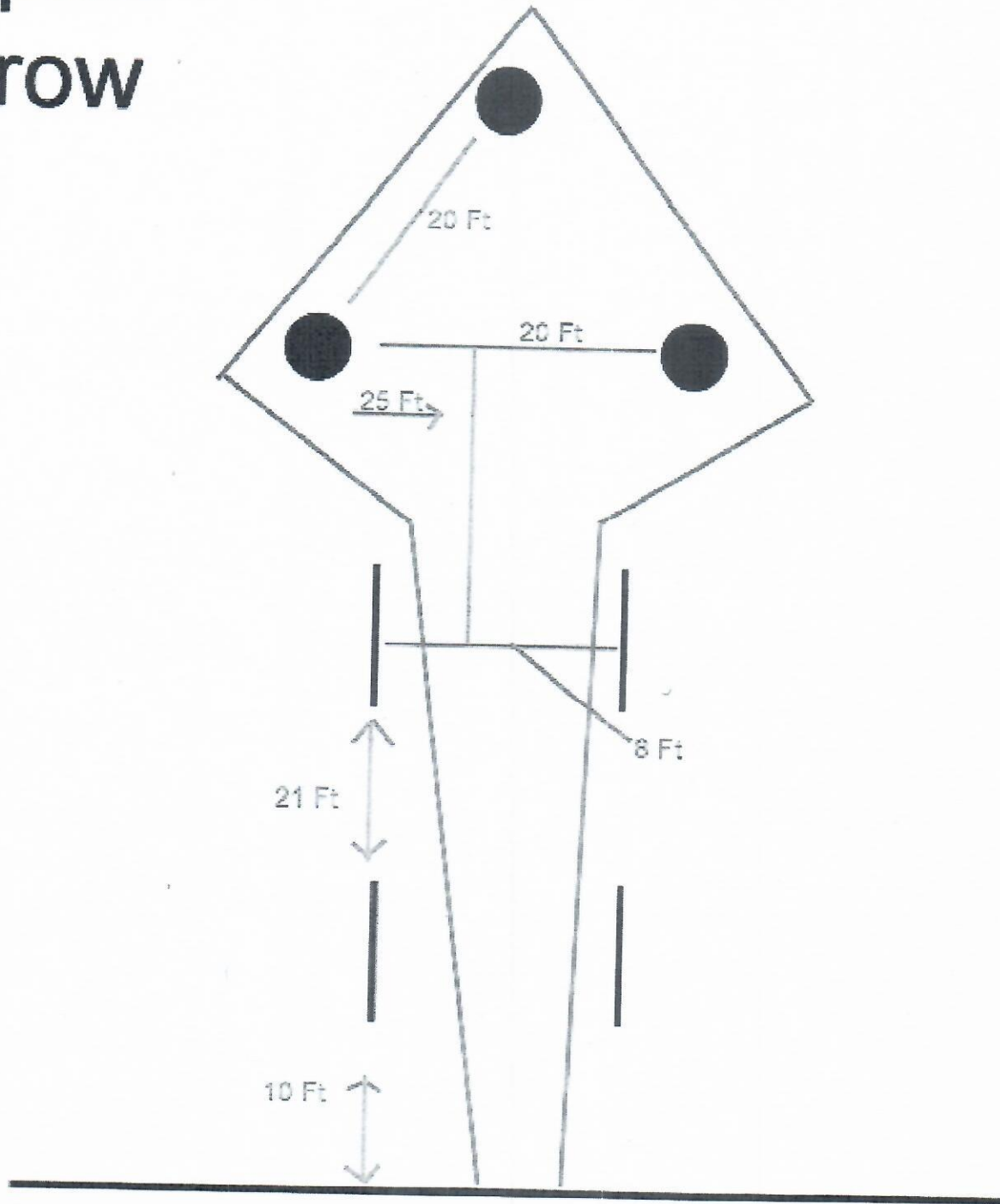


EASTER EGG RACE



Can run in either direction while
carrying a spoon and hard boiled egg

Cupids Arrow



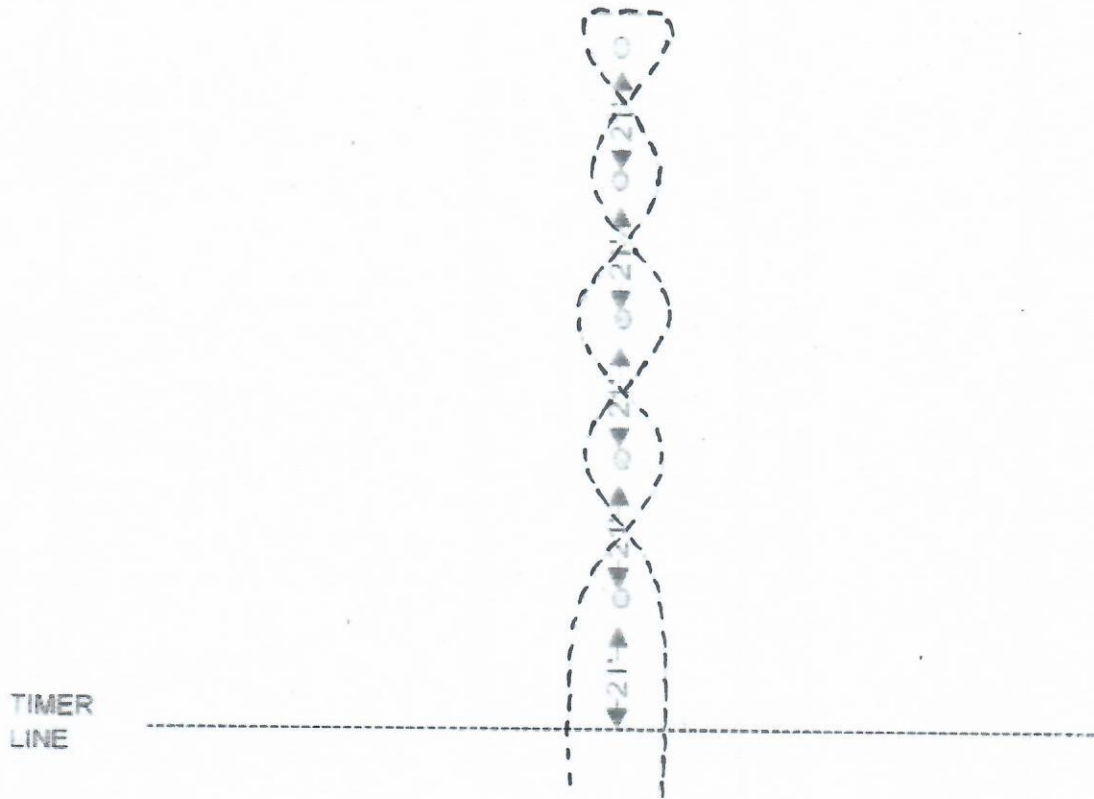
—
Pole

●
Barrel

May be run in either direction.
Run through middle of poles
Proceed left or right.

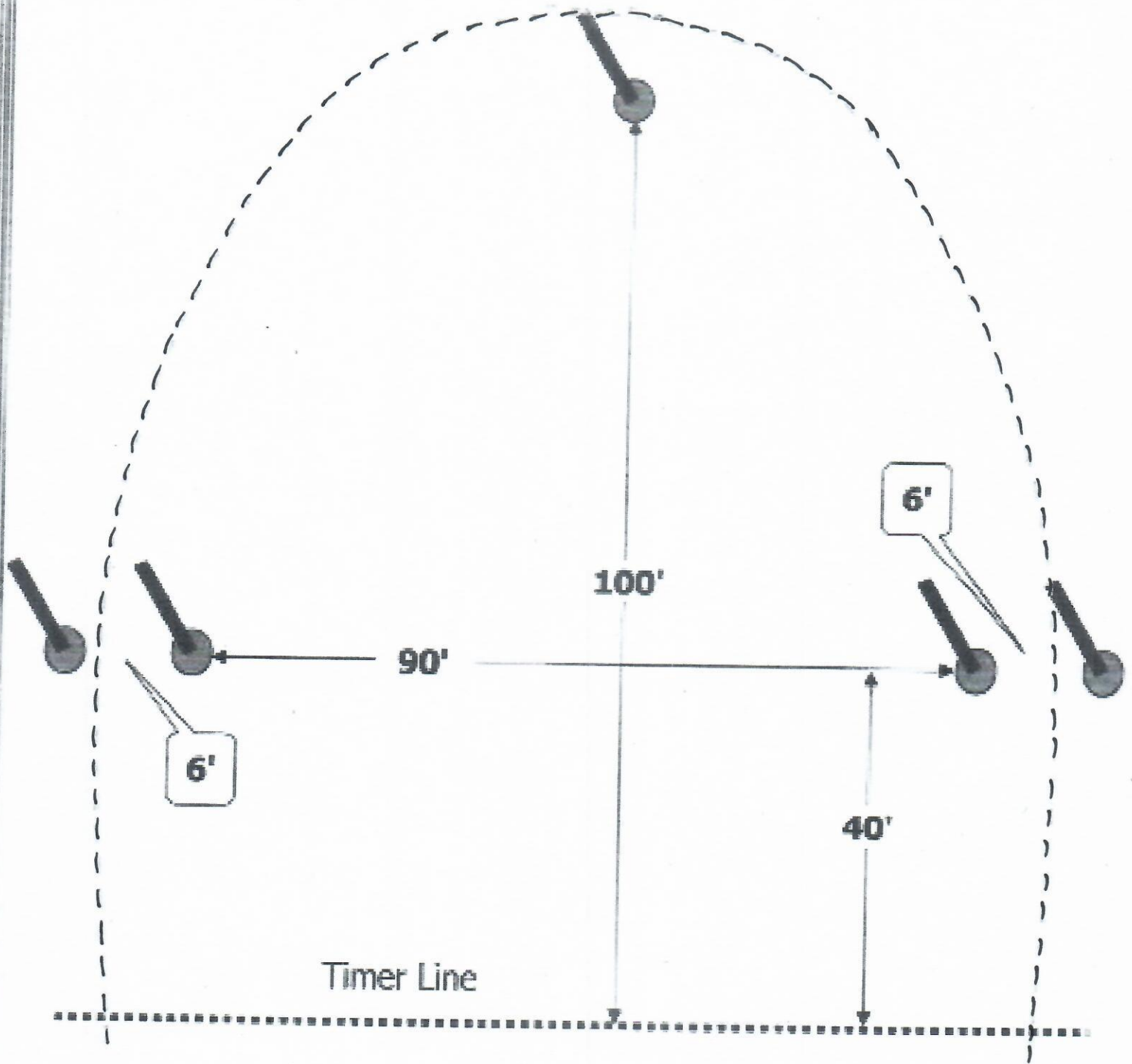
Go around the OUTSIDE of all three barrels (Like a triangle - Do not turn barrels)
Proceed home by running through the middle of poles.

POLE BENDING



Left or right hand pattern may be used. Five poles are to be used

Gated Stake



Left or right hand pattern may be used.