

WO-YEAR OLD CLASS

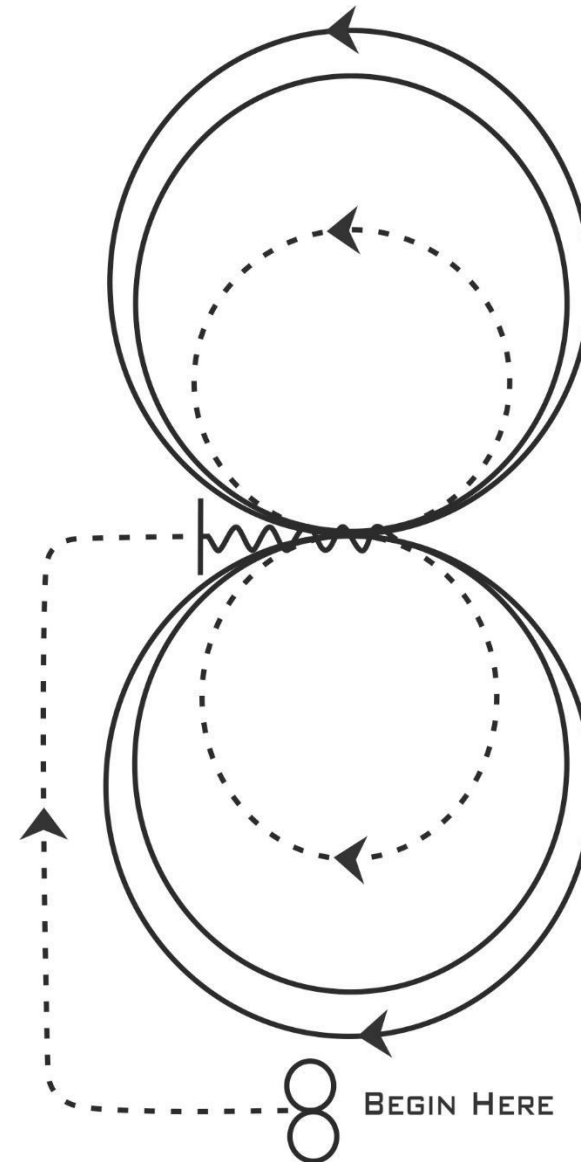
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Pivot on the forehand – one complete turn each direction
- 2) Trot along perimeter to center; stop
- 3) Trot a medium size circle to the left; at center, pick up the left lead
- 4) Lope 2 large circles to the left
- 5) Stop
- 6) Trot a medium circle to the right; at center, pick up the right lead
- 7) Lope 2 large circles to the right
- 8) Just beyond center, stop and back 10 feet
- 9) Pause to show completion of pattern

Call for cow

Pattern 1 (shows 1 - 2)



TWO-YEAR OLD CLASS

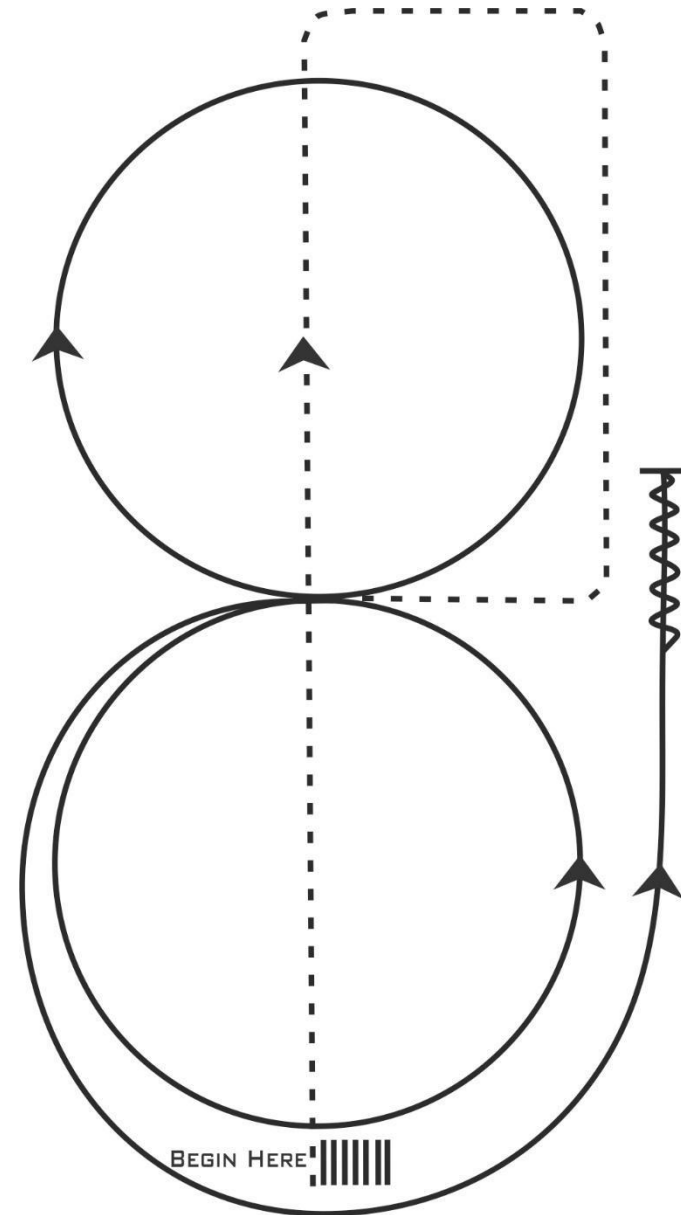
Pattern 2 (shows 3 - 4)

Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Sidepass to the right 10 feet; sidepass to the left 10 feet
- 2) Trot up the center of the arena at a working trot, continue around the right perimeter to the center of the arena
- 3) Pick up the right lead from the trot
- 4) Lope 1 large circle to the right
- 5) At center, do a simple lead change (drop to trot), pick up left lead
- 6) Lope 1 $\frac{3}{4}$ large circles to the left
- 7) Do not close circle, but continue loping along fence past center
- 8) Just beyond center: stop and back 10 feet
- 9) Pause to show completion of pattern

Call for cow



TWO-YEAR OLD CLASS

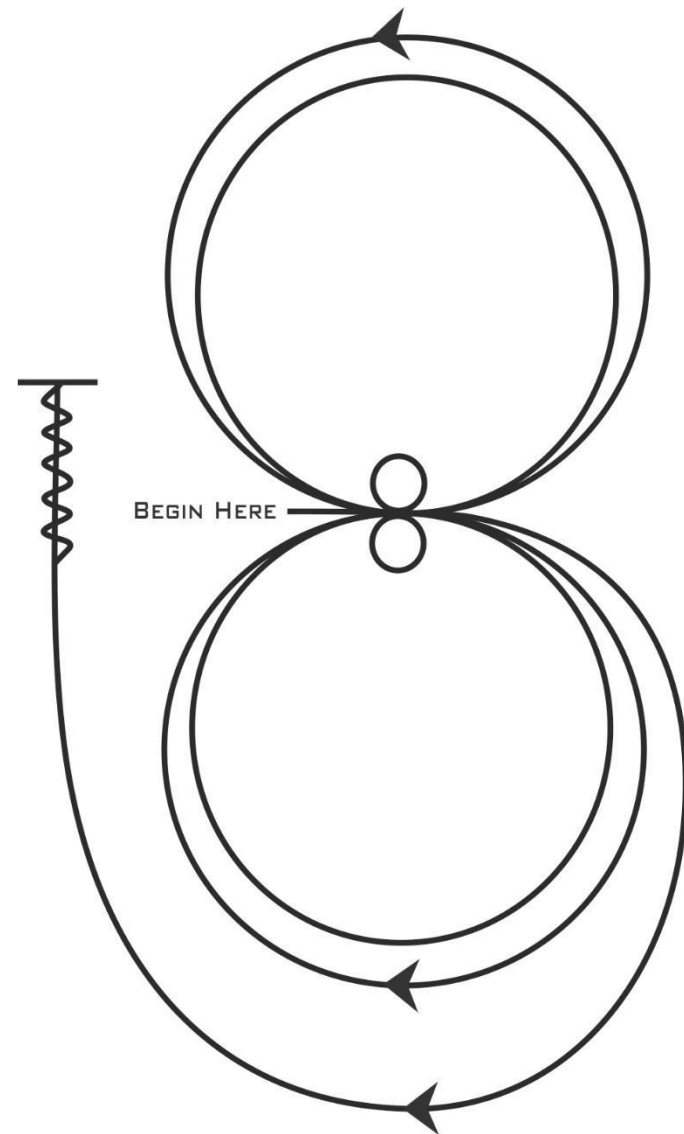
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Start in center facing judge or direction judge specifies
- 2) Begin with 1 haunch turn to the left; then 1 haunch turn to the right
- 3) Pick up the left lead, lope 2 medium relaxed-pace circles to the left
- 4) At the center of arena, do a simple lead change (drop to trot) to right
- 5) Lope 2 medium relaxed-pace circles to the right
- 6) Continue loping a larger, faster circle to the right; do not close circle
- 7) Continue up perimeter of the arena
- 8) Stop past the center marker and back 10 feet
- 9) Pause to show completion of the pattern

Call for cow

Pattern 3 (shows 5 - 6)



TWO-YEAR OLD CLASS

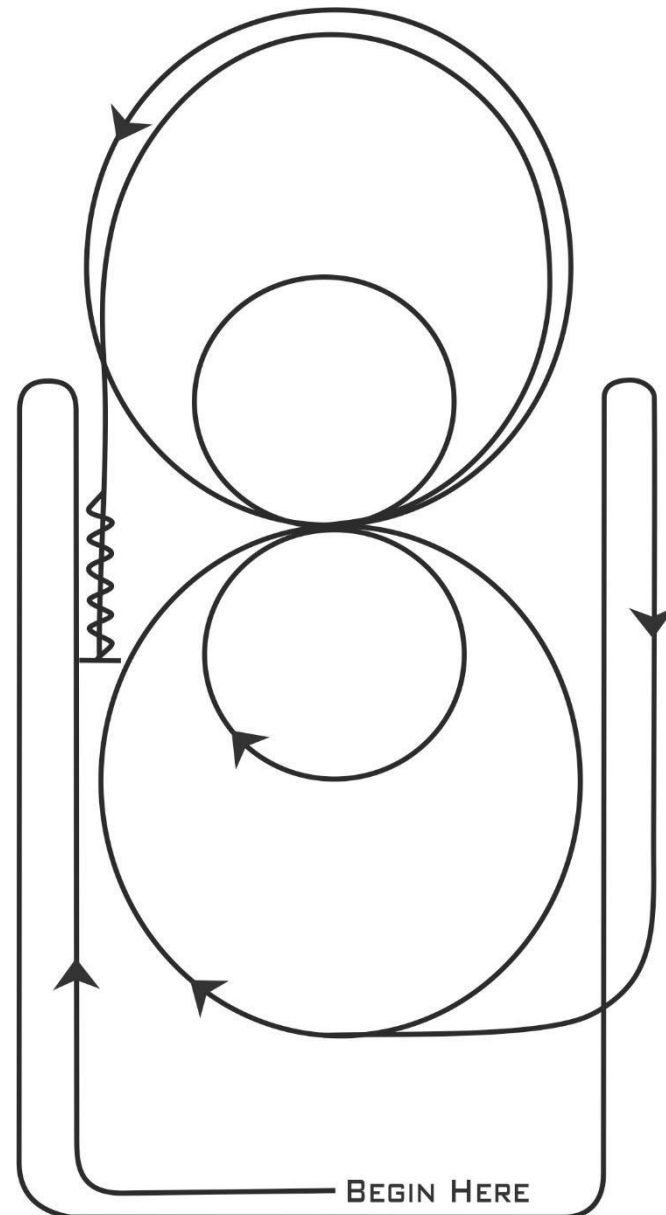
Pattern 4 (shows 7 - 8)

Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Lope along the perimeter on opposite side from judge; go past center marker and do a left rollback at least 10 feet from the fence
- 2) Continue back around other perimeter of arena at a lope, go past center marker and do a right rollback at least 10 feet from the fence
- 3) Continue to lope in right lead around the end of arena and close into circles
- 4) Lope 2 circles to the right, the 1st large fast, the 2nd small slow
- 5) At center, do a simple lead change (drop to trot), pick up left lead
- 6) Lope 2 circles to the left, the 1st large fast, the 2nd small slow
- 7) Lope additional left, large fast circle; do not close the circle
- 8) Lope past the center marker; stop and back 10 feet
- 9) Pause to show completion of pattern

Call for cow



YOUTH CLASS – BEGINNING LEVEL

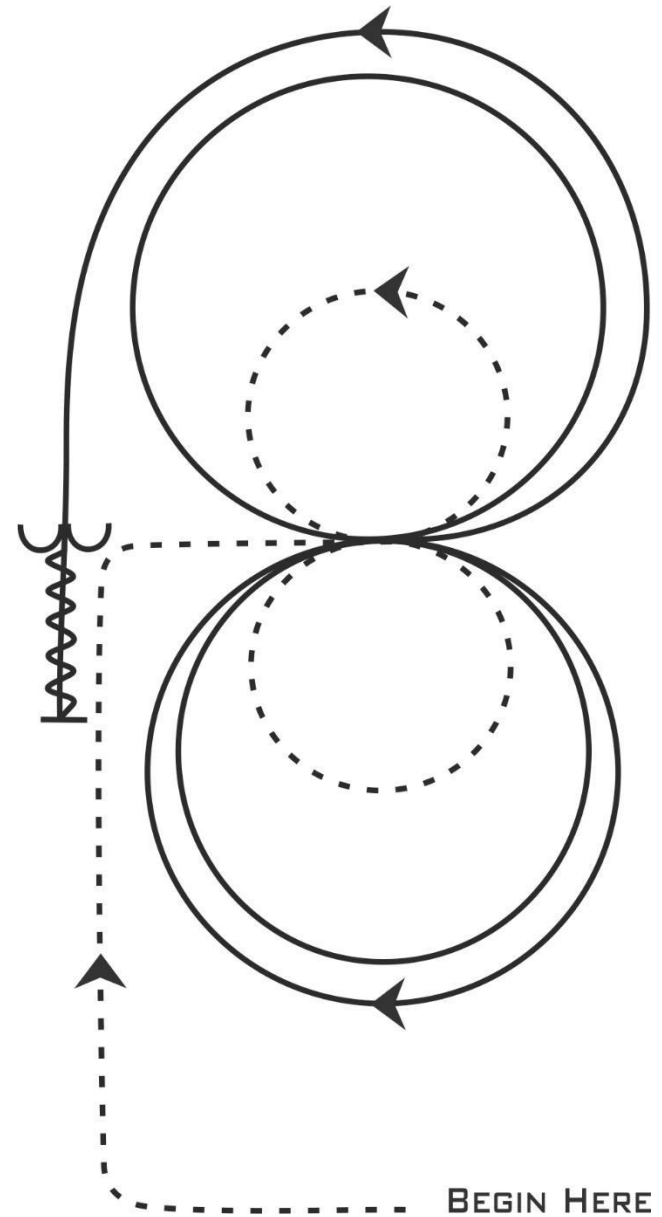
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Trot along perimeter to center
- 2) Continue trotting a small circle to the left; at the center of the arena, pick up the left lead
- 3) Lope 1 medium-sized circle to the left
- 4) At center of arena, break down to trot
- 5) Trot small circle to the right; at the center of the arena, pick up the right lead
- 6) Lope 2 medium circles to the right
- 7) At center of arena, do a simple lead change (drop to trot) to the left
- 8) Continue loping a larger, faster circle to the left, but do not close the circle; continue loping up the perimeter of arena past center marker
- 9) Stop and back at least 10 feet
- 10) Complete one 180° pivot to the left and one 180° pivot to the right
- 11) Pause to show completion of pattern.

Call for cow

Pattern 1



YOUTH CLASS – BEGINNING LEVEL

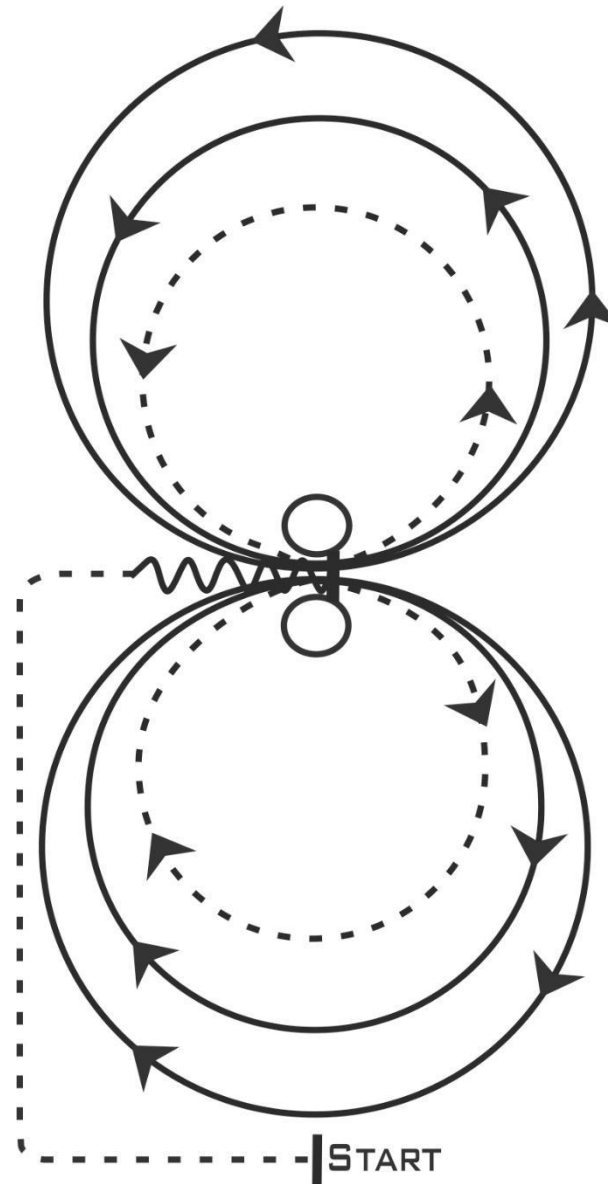
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Trot along perimeter to center of arena
- 2) Stop
- 3) Do one complete forehand turn each direction
- 4) Trot one small circle to the right
- 5) Trot one small circle to the left
- 6) At center of arena, pick up the right lead; lope 2 circles, the 1st circle large and moderate speed, the 2nd circle medium size and slow
- 7) At center of arena, perform a simple (drop to trot) lead change
- 8) Pick up the left lead; lope 2 circles, the 1st circle large and moderate speed, the 2nd circle medium size and slow
- 9) Stop at center of arena; back at least 10 feet
- 10) Pause to show completion of pattern

Call for cow

Pattern 2



YOUTH CLASS – ADVANCED LEVEL

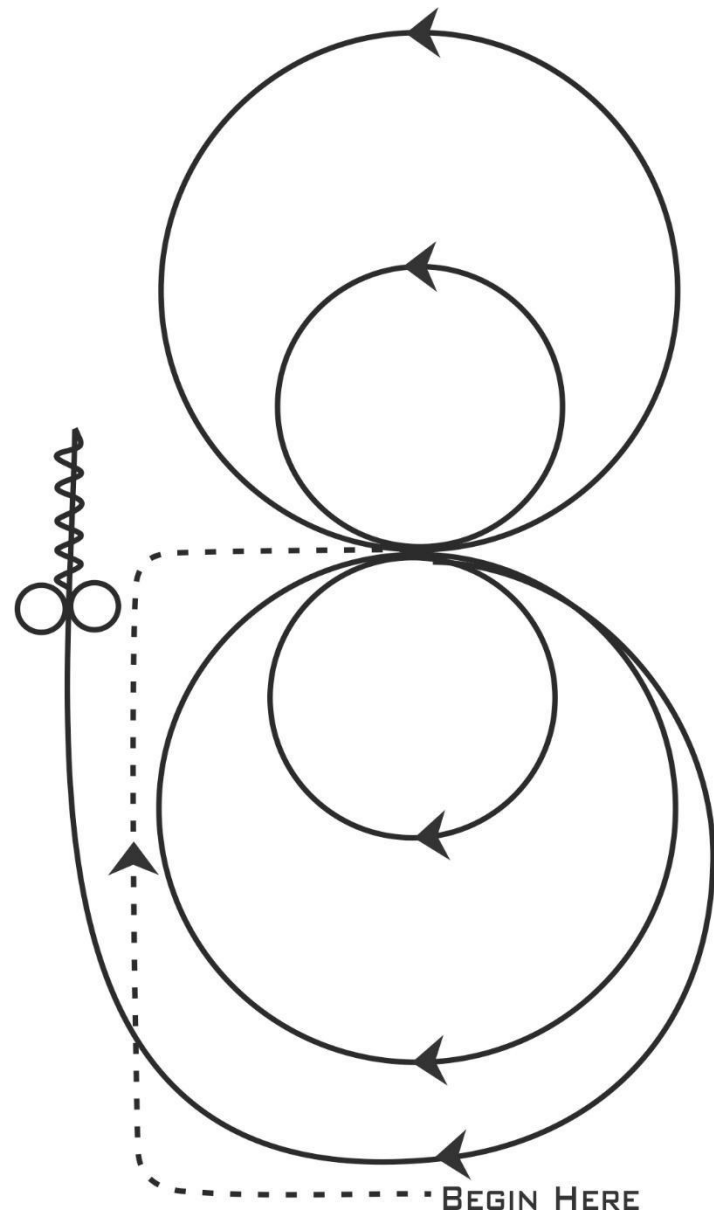
Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Trot along perimeter to center, stop facing judge or direction specified by judge.
- 2) Pick up left lead, lope a large circle to the left
- 3) Lope a small circle to the left
- 4) Center of arena, change leads – either simple (drop to trot) or flying lead change to right lead
- 5) Lope a large circle to the right
- 6) Lope a small circle to the right
- 7) Continue on right lead around end of arena, do not close circle
- 8) Stop past center marker
- 9) Back 10 feet
- 10) Complete 1 spin to the left; 1 spin to the right
- 11) Pause to show completion of pattern

Call for cow

Pattern 1



YOUTH CLASS – ADVANCED LEVEL

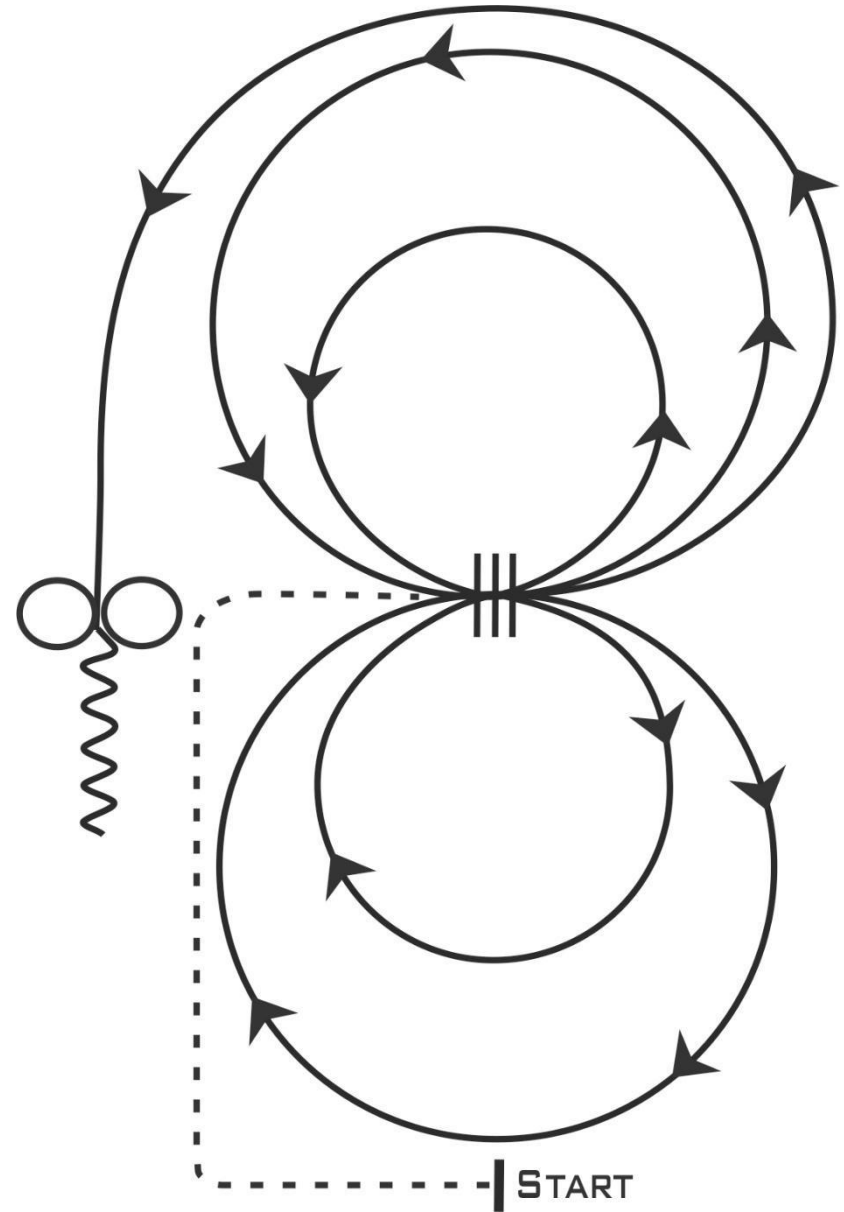
Pattern 2

Reining pattern counts for 1/3 of total score.

Reining Pattern

- 1) Trot along perimeter to center of arena
- 2) Sidepass each direction at least 6 feet
- 3) Pick up the right lead and lope 1 small circle to the right
- 4) At center of arena, perform a simple lead change (drop to trot), picking up the left lead and lope 1 small circle to the left
- 5) At center of arena, change leads (either simple or flying), loping 1 large, faster circle to the right
- 6) At center of arena, change leads (either simple or flying), loping 1 large, faster circle to the left
- 7) Continue on left lead around end of arena; do not close circle
- 8) Stop past center
- 9) Back at least 10 feet
- 10) Complete one full spin to the right; one full spin to the left
- 11) Pause to show completion of pattern

Call for cow



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

Reining pattern counts for 1/3 of total score.

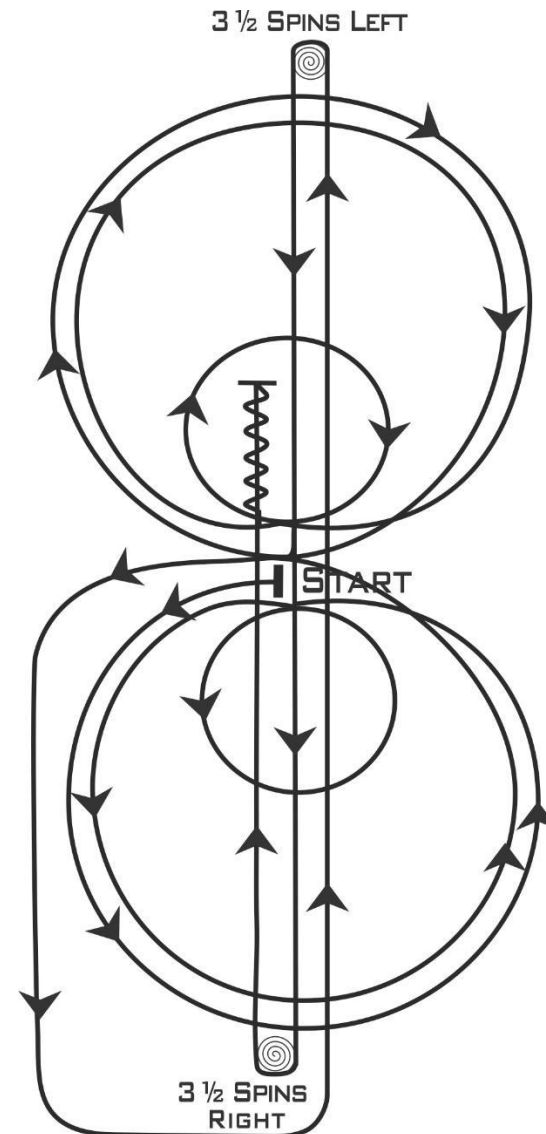
Reining Pattern

Trot to center of arena; stop. Start pattern facing judge or direction specified by judge.

- 1) Beginning on the left lead, complete 3 circles to the left. The first one large and fast, second small and slow, third large and fast. Change leads at the center of the arena.
- 2) Complete 3 circles to the right. The first one large and fast, second small and slow, third large and fast. Change leads at the center of the arena.
- 3) Continue to loping to run down.
- 4) Run to far end past the marker, do a sliding stop. Hesitate
- 5) Complete 3 ½ spins to the left. Hesitate.
- 6) Run to far end past the marker, do a sliding stop. Hesitate
- 7) Complete 3 ½ spins to the right. Hesitate.
- 8) Run past center marker to a sliding stop. Hesitate
- 9) Back at least 10 feet. Hesitate to show completion of pattern

Call for cow

NRCHA Pattern 2



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NRCHA Pattern 5

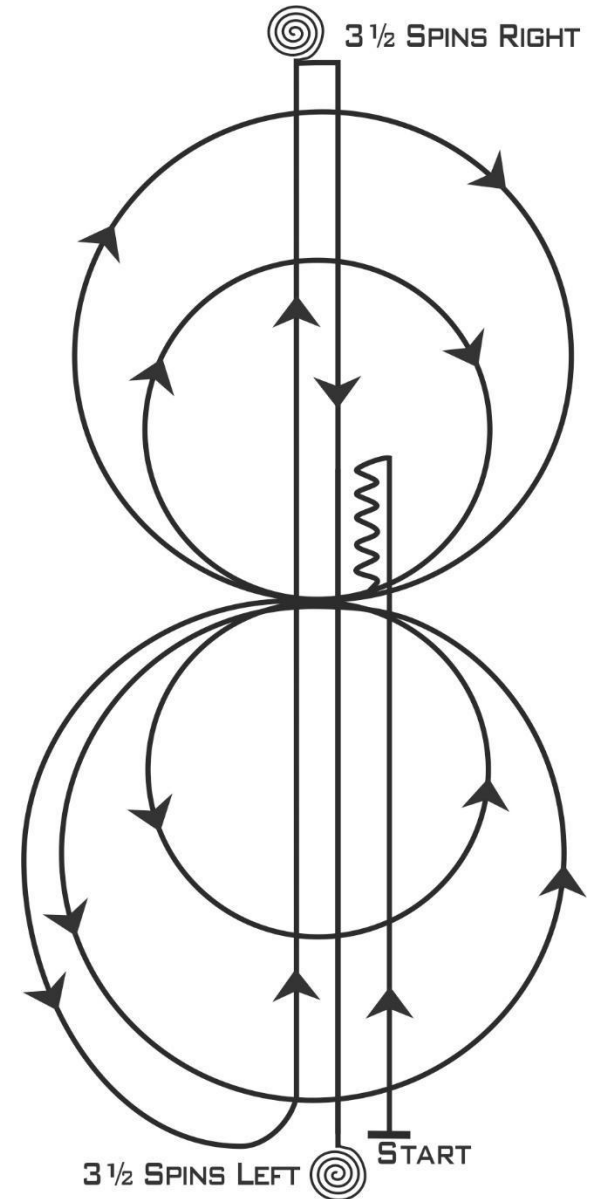
Reining pattern counts for 1/3 of total score.

Reining Pattern

works best if cattle & rider enter from same end of arena

- 1) Start at end of arena, Run past center marker, stop, back up at least 10 feet.
- 2) $\frac{1}{4}$ turn to the left. Complete 2 circles to the left. First circle large and fast; second circle small and slow. Change leads at center of arena.
- 3) Complete 2 circles to the right. First circle small and slow; second circle large and fast. Change leads at the center of arena.
- 4) Continue around end of arena without breaking gait or changing leads; run down center of arena past end marker; execute a square sliding stop.
- 5) Complete $3\frac{1}{2}$ spins to the right.
- 6) Run down center of arena past end marker; execute a square sliding stop.
- 7) Complete $3\frac{1}{2}$ spins to the left. Hesitate to show completion of pattern.

Call for cow



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NRCHA Pattern 7

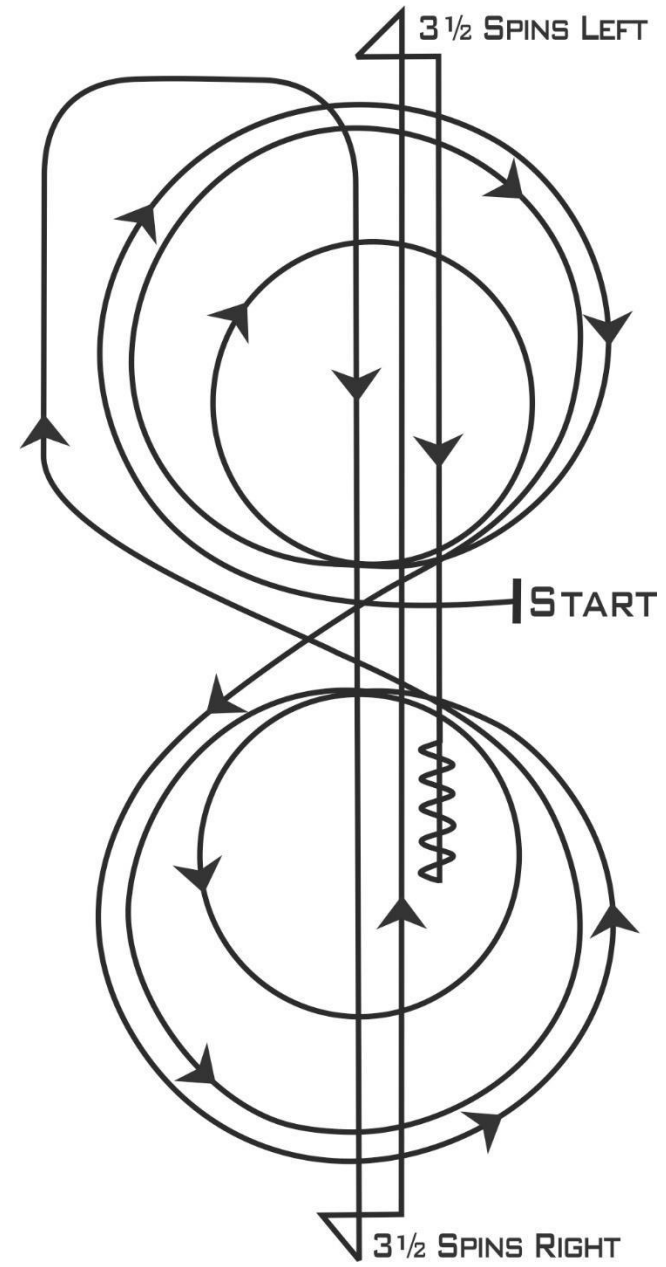
Reining pattern counts for 1/3 of total score.

Reining Pattern

Trot to center of arena; stop. Start pattern facing judge or direction specified by judge.

- 1) Beginning on right lead, complete 3 circles. First large and fast, the second small and slow, the third large and fast. Change leads at the center of the arena.
- 2) Complete 3 circles. First large and fast, the second small and slow, the third large and fast. Change leads in the center to the right.
- 3) Continue loping around end of arena without breaking gait or changing leads.
- 4) Run down center of arena past end marker and come to a sliding stop, hesitate.
- 5) Complete 3 ½ spins to the right.
- 6) Run down center of arena past end marker and come to a sliding stop, hesitate.
- 7) Complete 3 ½ spins to the left.
- 8) Run past center marker, come to a sliding stop.
- 9) Back up at least 10 feet. Hesitate to show completion of pattern.

Call for cow



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

Reining pattern counts for 1/3 of total score.

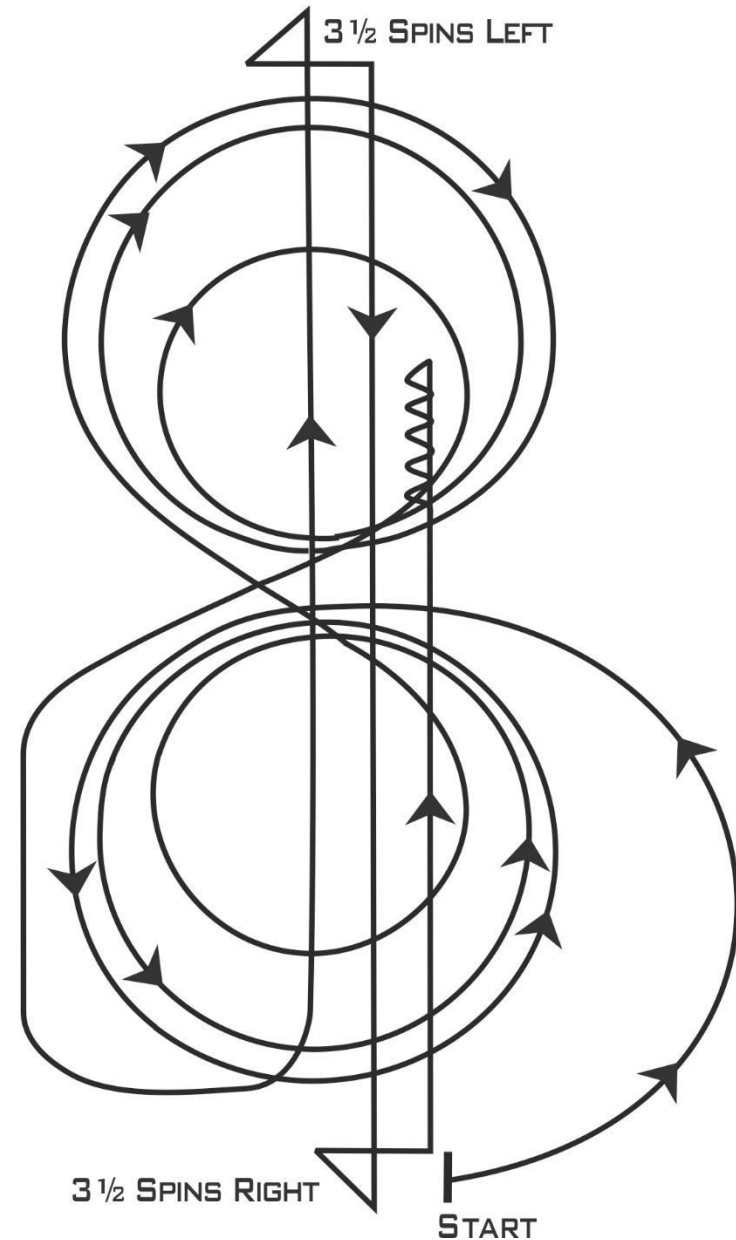
Reining Pattern

Begin on the left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge or direction specified by the judge.

- 1) Beginning on the left lead, complete 3 circles; 2 large and fast circles, then one small and slow circle. Change leads in center to the right.
- 2) Complete 3 circles to the right; 2 large and fast circles, then one small and slow circle. Change leads in center to the left.
- 3) Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
- 4) Complete 3 ½ spins to the left.
- 5) Run down center of arena past end marker, come to a square sliding stop.
- 6) Complete 3 ½ spins to the right.
- 7) Run Down center of arena past center marker, come to a square sliding stop.
- 8) Back up at least 10 feet. Hesitate to show completion of pattern.

Call for cow

NRCHA Pattern 8



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

NRCHA Pattern 9

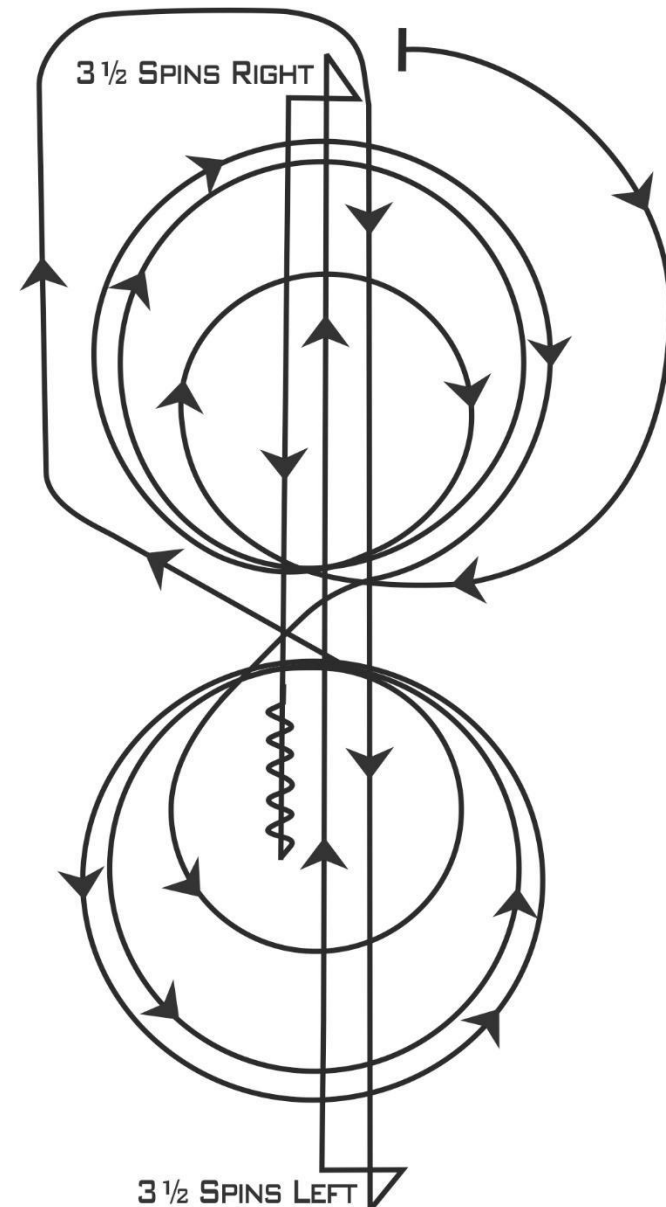
Reining pattern counts for 1/3 of total score.

Reining Pattern

Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge (R 20.6) or direction specified by judge.

- 1) Beginning on the right lead, complete 3 circles to the right; the first circle small and slow, followed by 2 large and fast circles. Change leads in the center of the arena.
- 2) Complete 3 circles to the left; the first circle small and slow, followed by 2 large and fast circles. Change leads in the center of the arena.
- 3) Continue loping around end of arena without breaking gait or changing leads.
- 4) Run down center of arena past end marker, come to a square sliding stop. Hesitate.
- 5) Complete 3 ½ spins to the left.
- 6) Run down center of arena past end marker, come to a square sliding stop. Hesitate.
- 7) Complete 3 ½ spins to the right.
- 8) Run past center marker, come to a square sliding stop.
- 9) Back up at least 10 feet. Hesitate to show completion of pattern.

Call for cow



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NRCHA Pattern 11

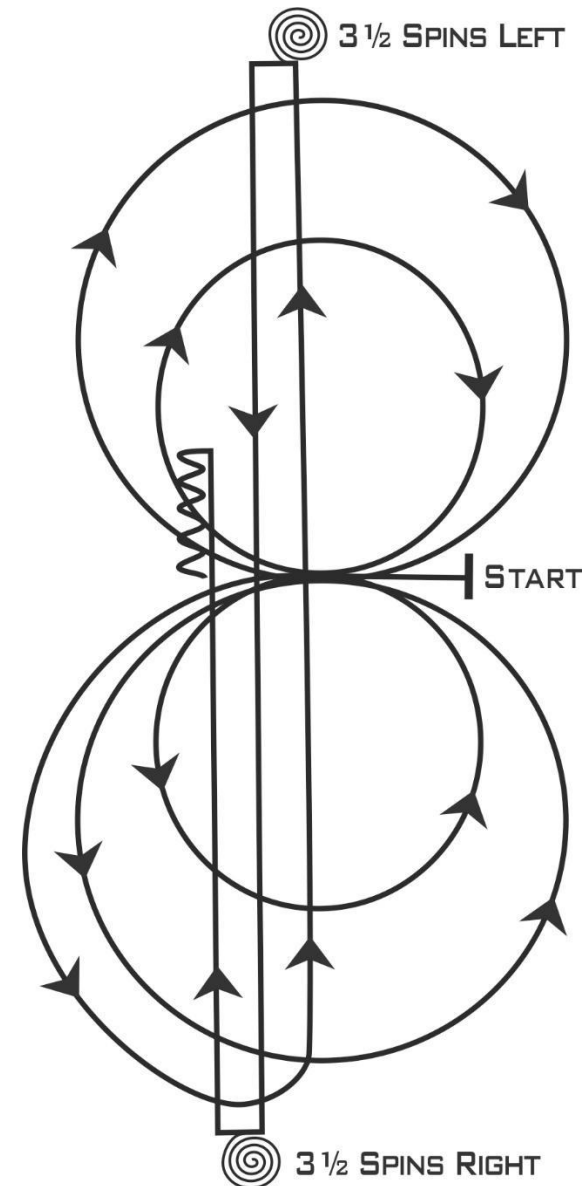
Reining pattern counts for 1/3 of total score.

Reining Pattern

Trot to center of arena, stop. Start pattern facing towards judge or direction as specified by judge.

- 1) Beginning on the left lead, complete 2 circles to the left; first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
- 2) Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
- 3) Continue around end of arena without breaking gait or changing leads. Run down center of arena past the end marker, execute a square sliding stop.
- 4) Complete 3 ½ spins to the left.
- 5) Run down center of arena past end marker. Execute a square sliding stop.
- 6) Complete 3 ½ spins to the right.
- 7) Run down center of arena past center marker; execute a square sliding stop.
- 8) Back at least 10 feet. Hesitate to show completion of pattern.

Call for cow



NOVICE, LIMITED, GREEN, PRIME & ADVANCED CLASS

NRCHA Pattern 12

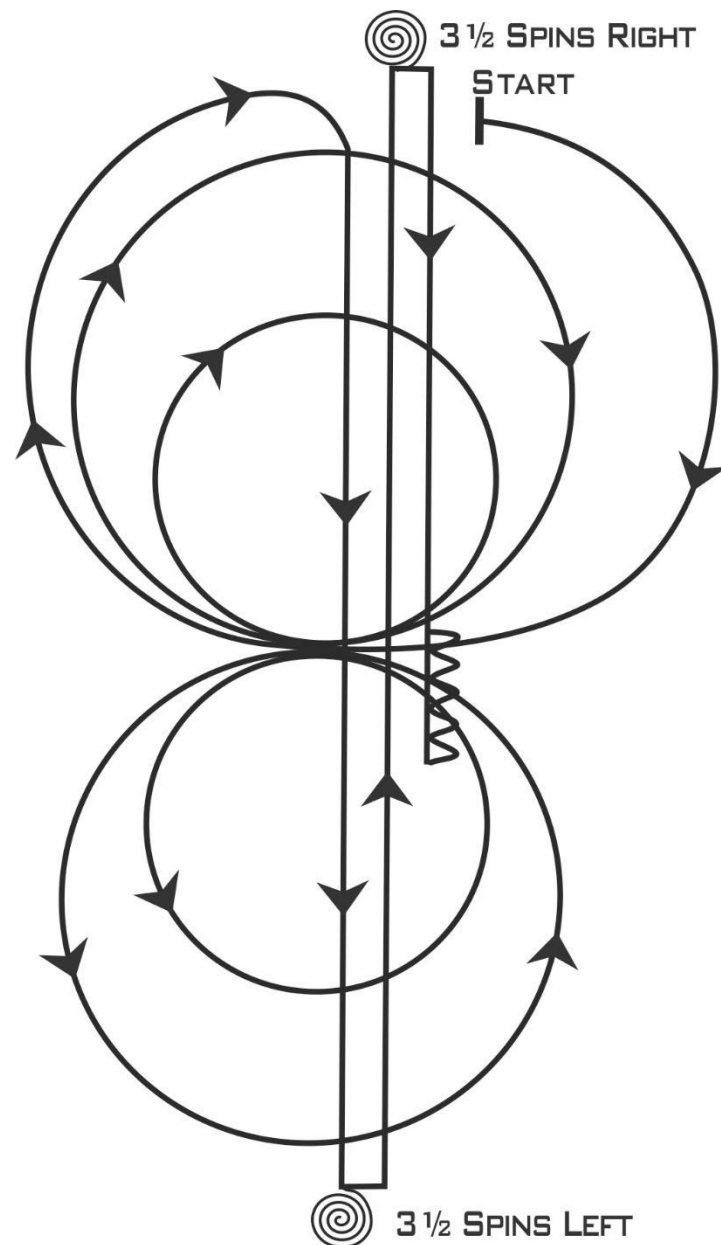
Reining pattern counts for 1/3 of total score.

Reining Pattern

Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge (Rule 20.6) or direction specified by judge.

- 1) Beginning on the right lead, complete 2 circles to the right; the first circle large and fast, the 2nd circle small and slow. Change leads at center of the arena.
- 2) Complete 2 circles to the left; the first circle large and fast, the 2nd circle small and slow. Change leads at center of the arena.
- 3) Continue around end of arena without breaking gait or changing leads. Run down center of the arena past the end marker, execute a square sliding stop.
- 4) Complete 3 1/2 spins to the left.
- 5) Run down center of arena past the end marker; execute a square sliding stop.
- 6) Complete 3 1/2 spins to the right.
- 7) Run down center of arena past the center marker; execute a square sliding stop.
- 8) Back at least 10 feet. Hesitate to show completion of pattern.

Call for cow



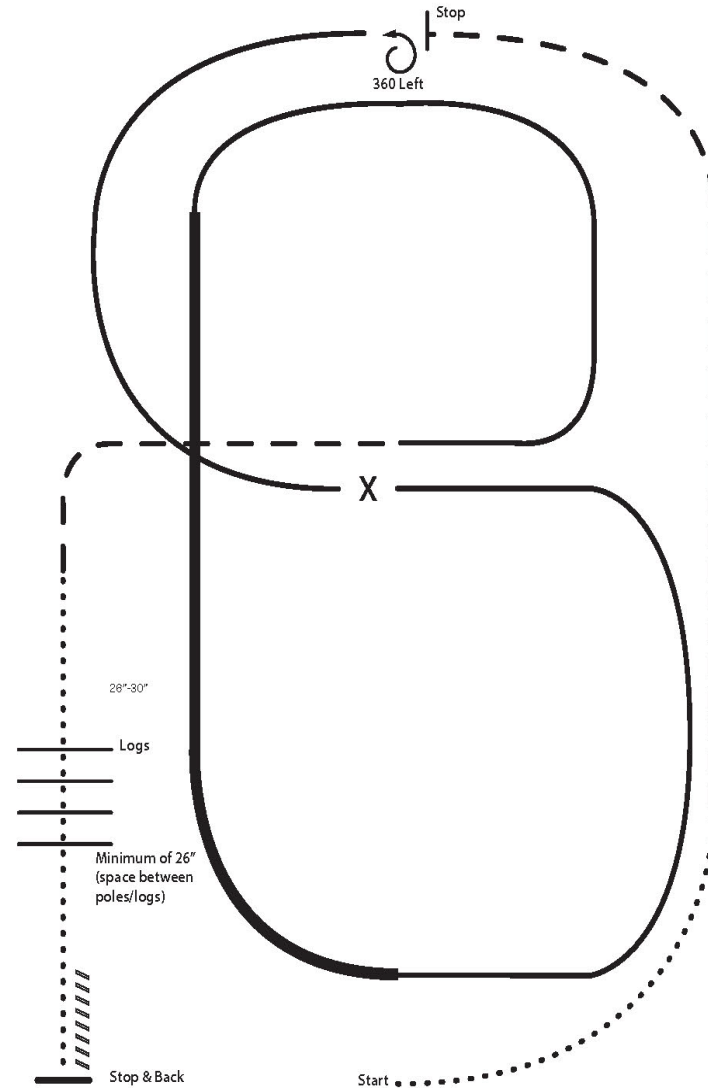
**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

AQHA Pattern 1

Pattern

- 1) Walk
- 2) Trot
- 3) Extend the trot, at the top of the arena, stop
- 4) 360 degree turn to the left
- 5) Left lead ½ circle, lope to the center
- 6) Change leads (simple or flying)
- 7) Right lead ½ circle
- 8) Extended lope up the long side of the arena (right lead)
- 9) Collect back to a lope around the top of the arena and back to center
- 10) Break down to an extended trot
- 11) Walk over logs
- 12) Stop and back

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- █ Extended Lope
- ///// Back



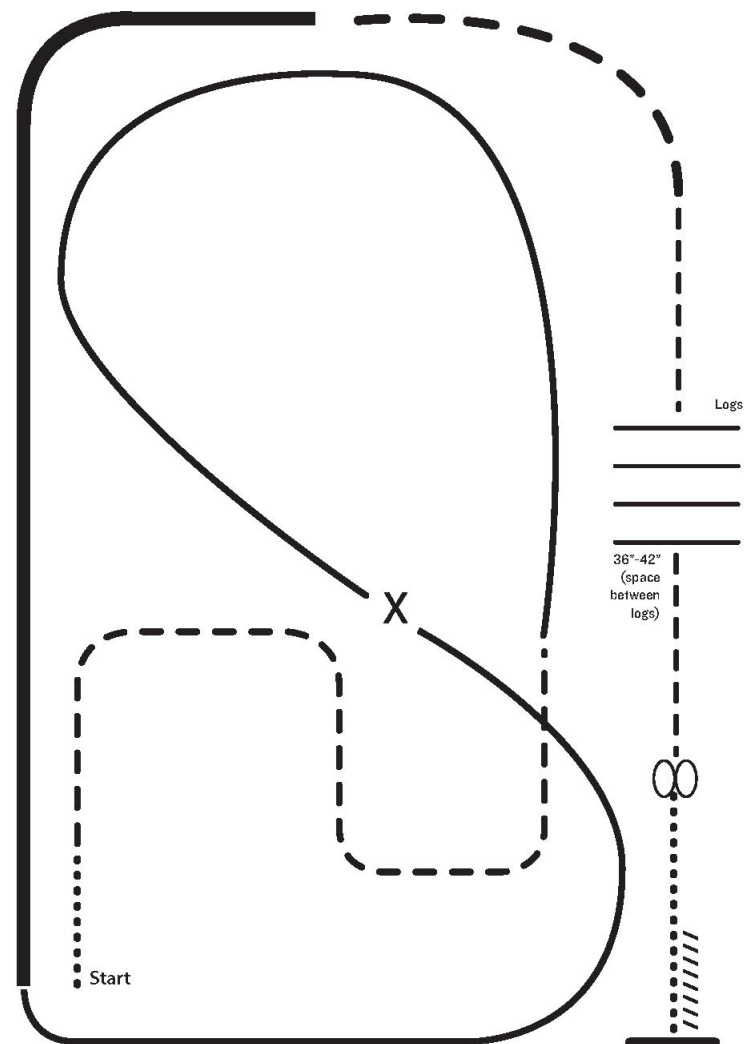
**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

AQHA Pattern 3

Pattern

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

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- Extended Lope
- ///// Back



**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

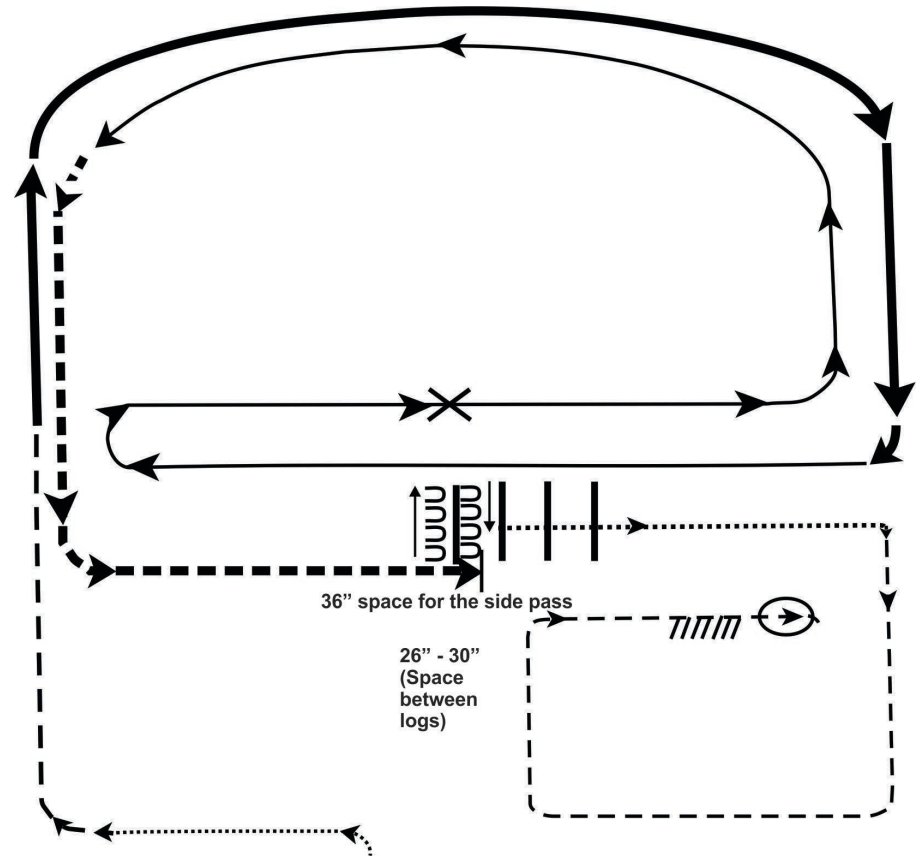
AQHA Pattern 4

Pattern

- 1) Walk
- 2) Trot
- 3) Extended lope – right lead
- 4) Lope – right lead
- 5) Change leads (simple or flying)
- 6) Lope left lead
- 7) Extended trot
- 8) Stop, side pass left, side pass right, ½ way
- 9) Walk over logs
- 10) Walk
- 11) Trot square
- 12) Stop, 360 degree turn left, back

Note: drawn description of this pattern is only intended for general depiction of pattern. Exhibitors should utilize the arena space to best exhibit their horses.

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — Lope
- █ Extended Lope
- ///// Back



**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

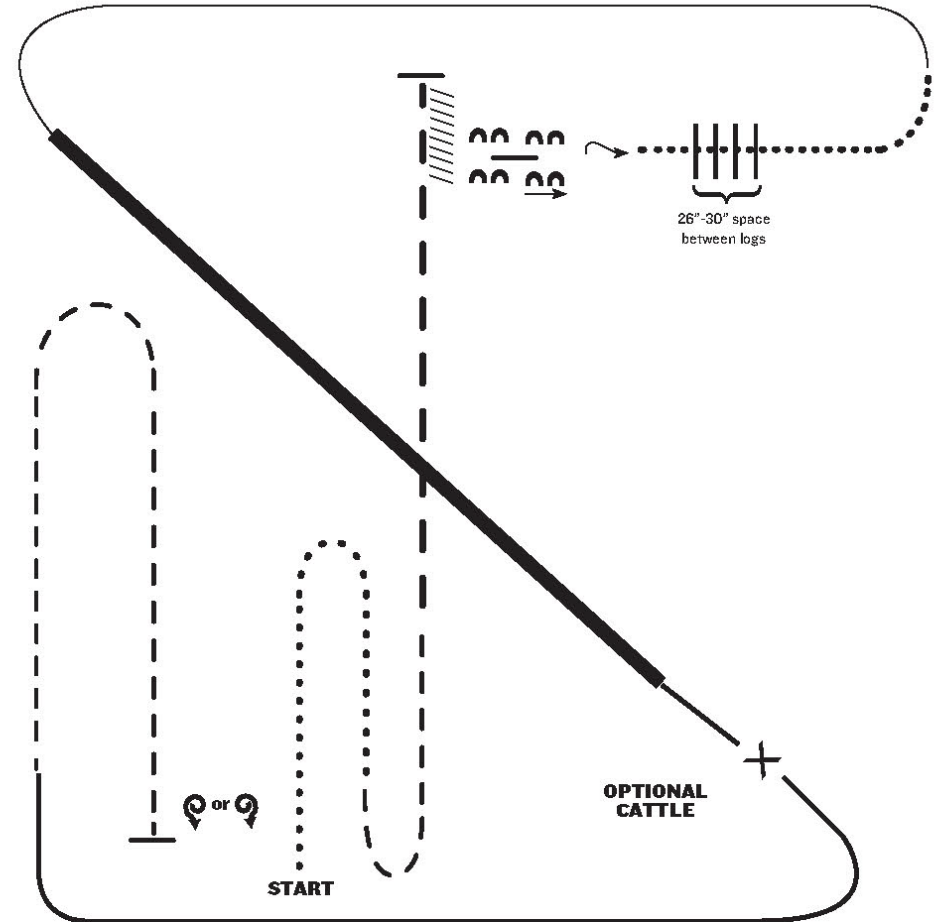
AQHA Pattern 7

Pattern

- 1) Walk
- 2) Trot
- 3) Extended trot
- 4) Stop and back
- 5) Side pass over log right
- 6) ¼ turn right, walk over logs
- 7) Walk
- 8) Lope left lead
- 9) Extended lope – left lead
- 10) Collect lope, change leads (simple or flying)
- 11) lope right lead
- 12) Trot
- 13) Stop, one 360 degree turn either direction

Note: drawn description of this pattern is only intended for general depiction of pattern. Exhibitors should utilize the arena space to best exhibit their horses.

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- █ Extended Lope
- ///// Back



**RANCH RIDING ADVANCED HORSE/RIDER or
STALLION STAKES CLASS and
RANCH RIDING GREEN HORSE/RIDER or
STALLION STAKES**

AQHA Pattern 8

Pattern

- 1) Walk
- 2) Side pass left across first log, side pass ½ way to right
- 3) Walk across logs
- 4) Extended trot
- 5) Trot
- 6) Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
- 7) Lope right lead
- 8) Extended lope – right lead
- 9) Collect lope, change leads (simple or flying)
- 10) Walk
- 11) Lope left lead
- 12) Extended trot
- 13) Trot
- 14) Stop and back

Note: drawn description of this pattern is only intended for general depiction of pattern. Exhibitors should utilize the arena space to best exhibit their horses.

- X Lead Change
- Walk
- - - Trot
- - - Extended Trot
- — — Lope
- █ Extended Lope
- ///// Back

