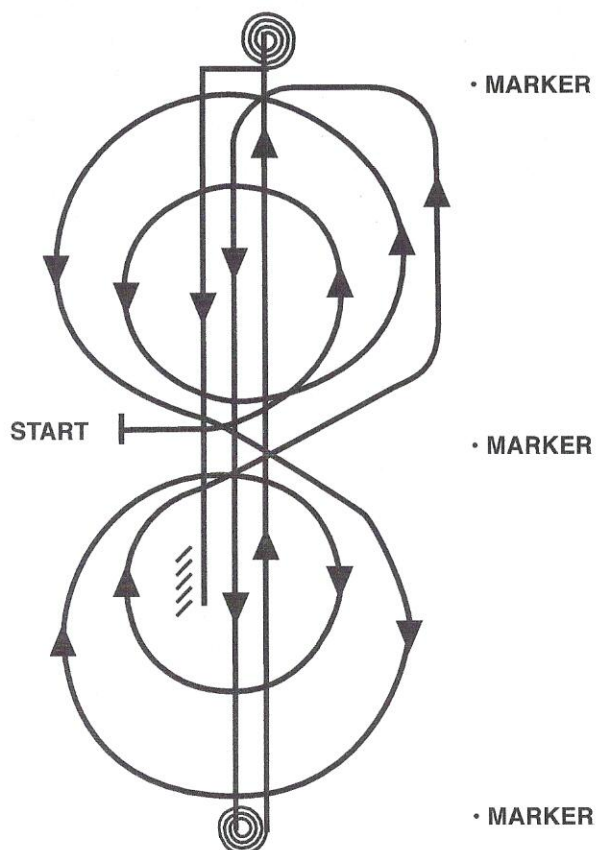


Thurs July 16th

WORKING COW HORSE PATTERN 10

3 1/2 TURNS RIGHT



3 1/2 TURNS LEFT

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

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

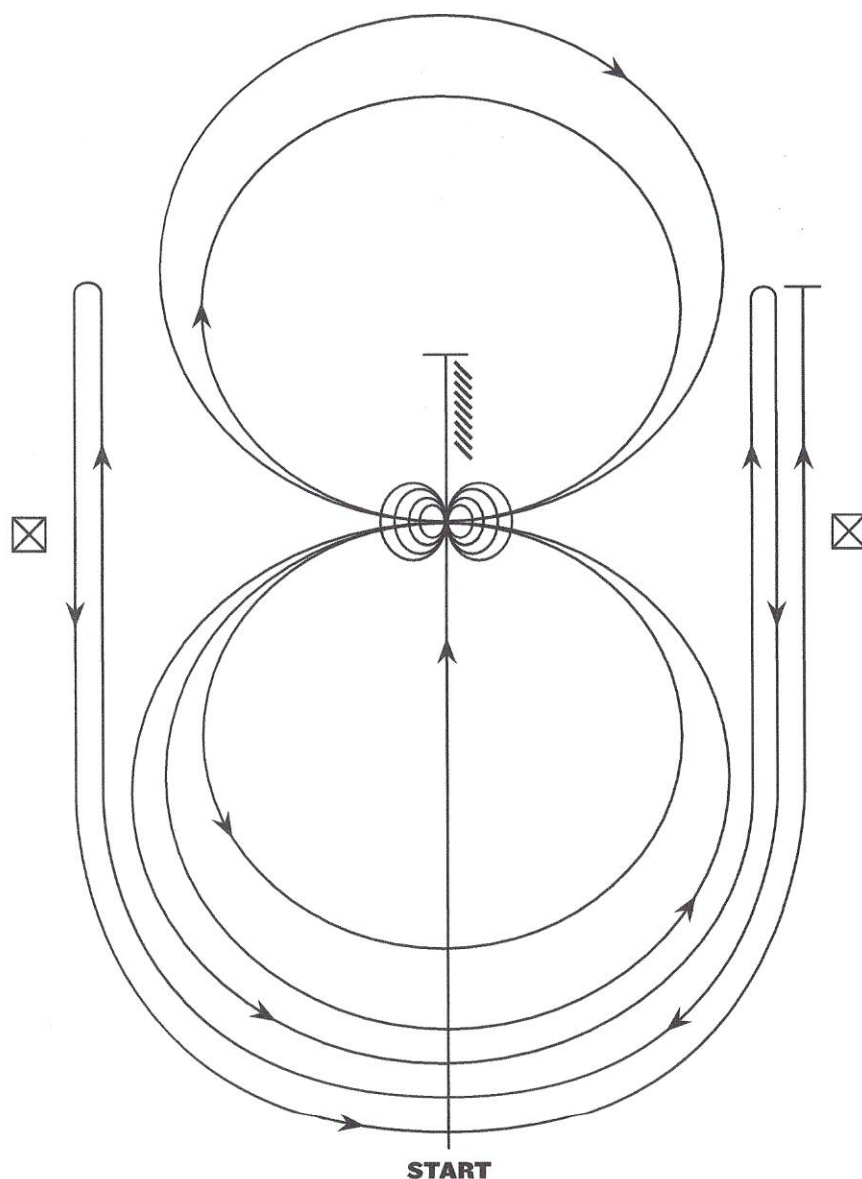
Pattern 10

- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

This pattern may be used as a lope-in pattern; refer to SHW505.2.

Thurs July 16th

VRH AND RHC RANCH REINING PATTERN 5



Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

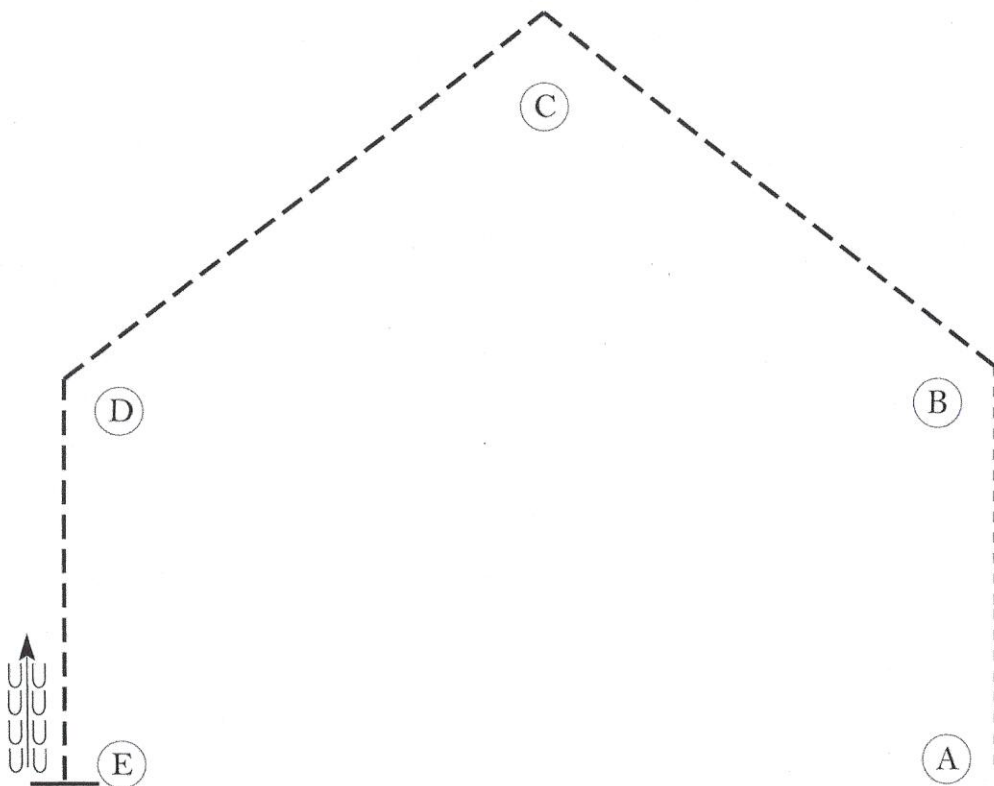
Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate to show completion of pattern.

Thurs July 16th

Equitation (All Walk/Trot)

Show Date:



Be ready at A.

1. Walk to B.
2. Trot on the left diagonal to C.
3. Change diagonals and trot on the right diagonal to D.
4. Sitting trot to E.
5. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← ← ← ← ←
Hand Gallop	-----

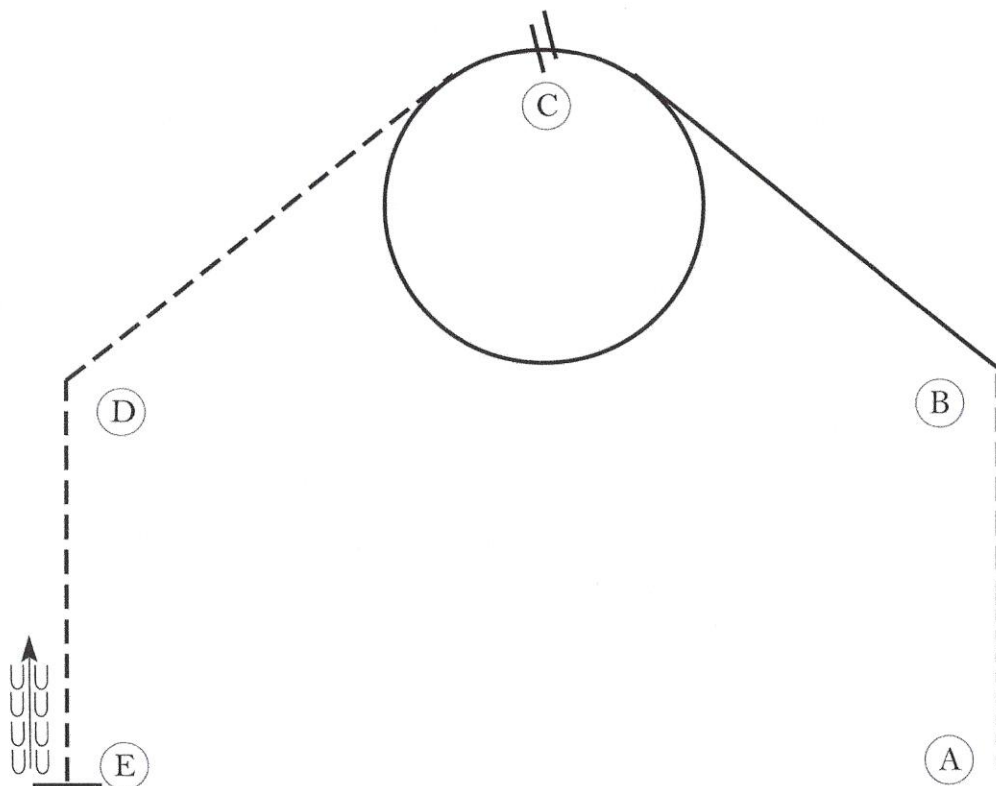
[HSE/WT-37]

Pattern Provided by:
Chele McGaulv

Thurs July 16th

Equitation (All Level 1)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the right lead to C.
4. Perform a simple lead change at C.
5. Canter a circle on the left lead around C.
6. Sitting trot to D.
7. Trot on the left diagonal to E.
8. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	←-----→
Hand Gallop	-----

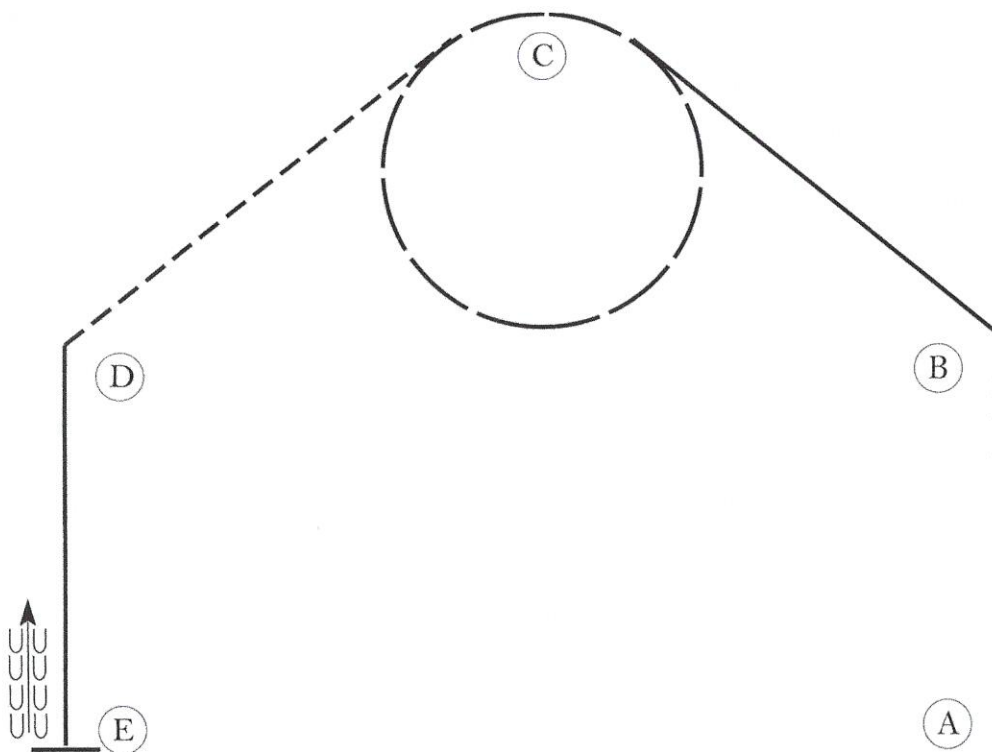
[HSE/2-37]

Pattern Provided by:
Chele McGaulv

Thurs July 16th

Equitation (Youth, Amateur, Select)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the left lead to C.
4. Hand gallop a circle around C.
5. Trot on the left diagonal to D.
6. Canter on the right lead to E.
7. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/3-37]

Pattern Provided by:
Chele McGaulv