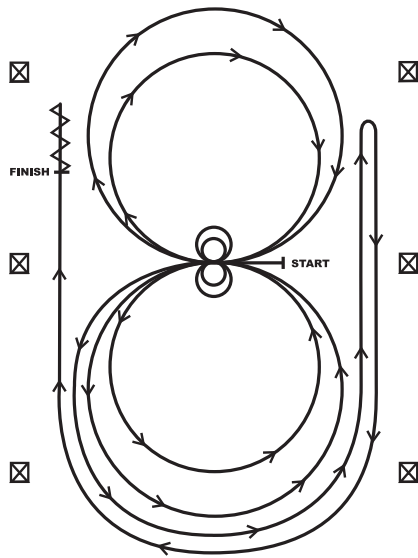


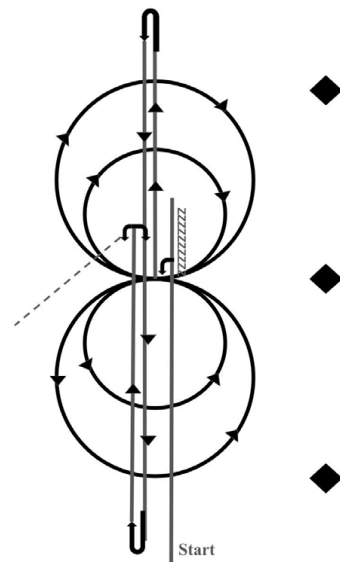
## Reining Pattern I



### Mandatory Marker Along Fence or Wall

1. Walk or jog to the center of the arena. Horse must stop prior to starting the pattern.
2. Complete two spins to the left. Hesitate.
3. Complete two circles to the left on the left lead; first circle should be large and fast, the second circle small and slow. Change leads.
4. Complete two circles to the right on the right lead; first circle should be large and fast, the second circle small and slow. Stop at the center of the arena and hesitate.
5. Complete two spins to the right. Hesitate.
6. On the left lead, go around the end of the arena, run down the side past the center mark. Stop and roll back right.
7. Continue around the end of the arena to run down the side past the center marker. Stop and back.

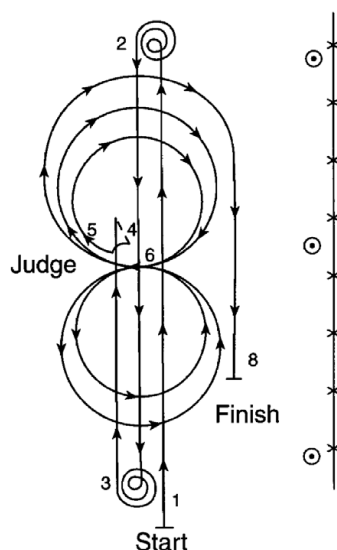
## Reining Pattern 2



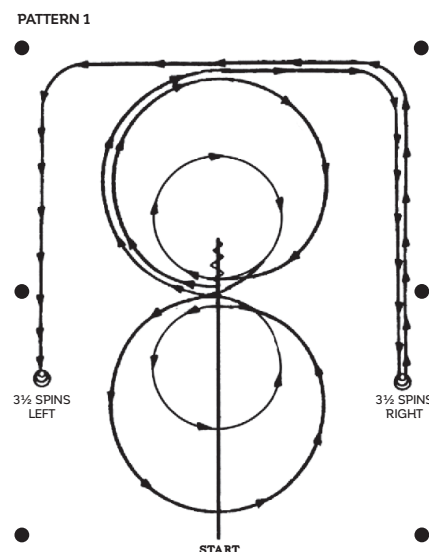
### Mandatory Marker Along Fence or Wall

1. to 2. Run with speed, past center marker.
2. Stop and back up to center of pattern. Turn 90° to the left.
3. Settle horse for approximately 10 seconds. Start lope. Circles should be made inside the end markers.
4. Ride two circles to the right, first circle small – should be slow – and second circle larger and faster. Change leads.
5. Ride two circles to the left, first circle small slow, second circle larger and faster. Change leads and run to far end of arena.
6. Left roll back over hocks (should be made past far end marker). Run to opposite end of arena.
7. Right roll back over hocks (should be made past near end marker).
8. Run past center marker and stop. Let horse settle, then in approximate area of stop, do the pivots.
9. Pivot right or left no more than 90°.
10. Pivot opposite direction, no more than 180°.

## Reining Pattern 3



## Reining Pattern 4



*Courtesy NRCHA 2024 Rulebook*

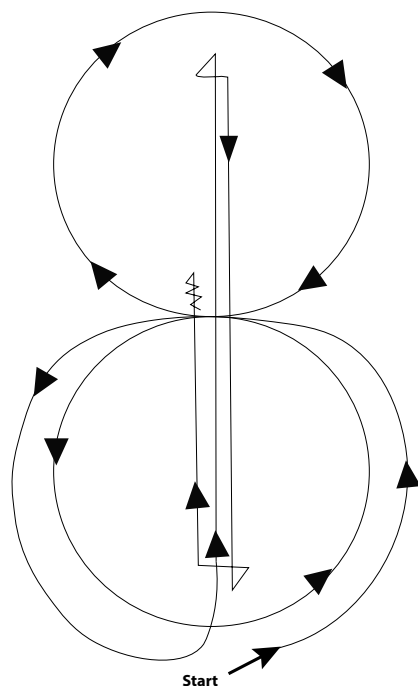
### Mandatory Marker Along Fence or Wall

1. Run to the far end of arena, stop and do  $2\frac{1}{2}$  spins to the left.
2. Run to the opposite end of the arena, stop and do  $2\frac{1}{2}$  spins to the right.
3. Run past center of arena, do sliding stop, back over slide tracks to center, hesitate.
4. Make a pivot to the left to face left wall. Hesitate.
5. Begin on right lead and make two circles to the right, the first small and slow – the second large and fast. Change leads at center of arena.
6. Make two circles to the left, first small and slow – the second large and fast. Change leads at the center of the arena.
7. Begin a large fast circle to the right. Do not close this circle, but run straight down the side past the center, do a sliding stop. (Stop to be at least 20 feet from wall or fence).

### Mandatory Marker Along Fence or Wall

1. Start at the end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center.  $\frac{1}{4}$  turn left.
2. Beginning on the right lead, complete 2 circles to the right. The first one large and fast, the second small and slow. Change leads at the center of arena.
3. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete  $3\frac{1}{2}$  spins to the right.
6. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
7. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete the pattern.

## Reining Pattern 5

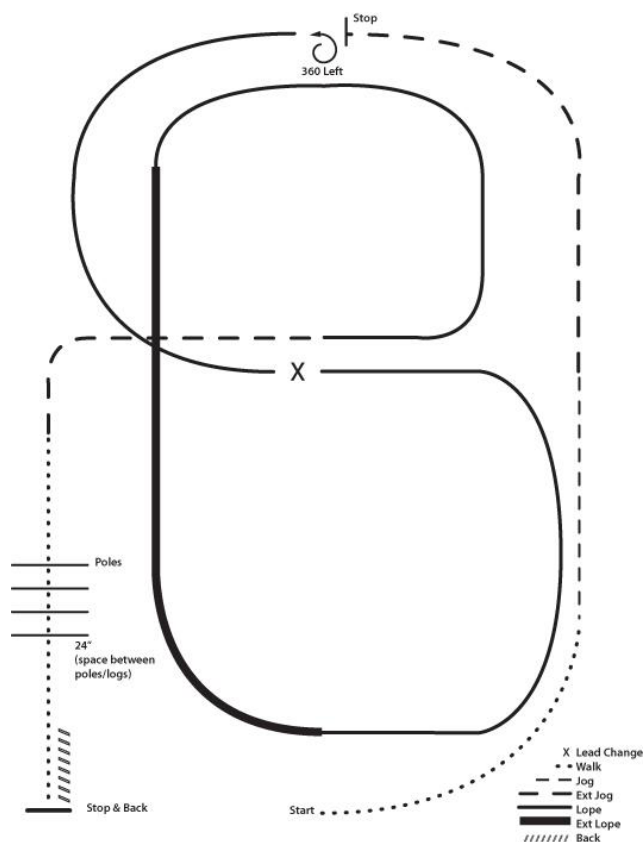


*Courtesy NRCHA 2024 Rulebook*

### Mandatory Marker Along Fence or Wall

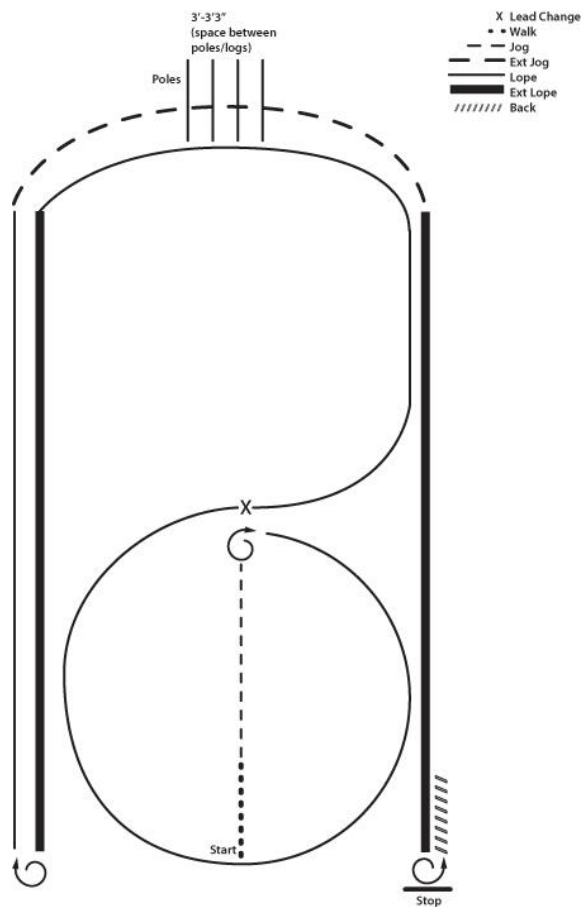
1. Enter the gate on the left lead, loping in. Lope  $1\frac{1}{2}$  circle to the left.
2. Change leads (simple or flying).
3. Lope one circle to the right.
4. Change leads (simple or flying).
5. Continue on the left lead around the end, continue up the middle of the arena past the end marker. Stop.
6. Rollback left.
7. Continue down the middle of the arena, past the end marker. Stop.
8. Rollback right.
9. Continue down the middle of the arena past the enter marker. Stop. Back at least 10 feet.

## Working Ranch Pattern 1



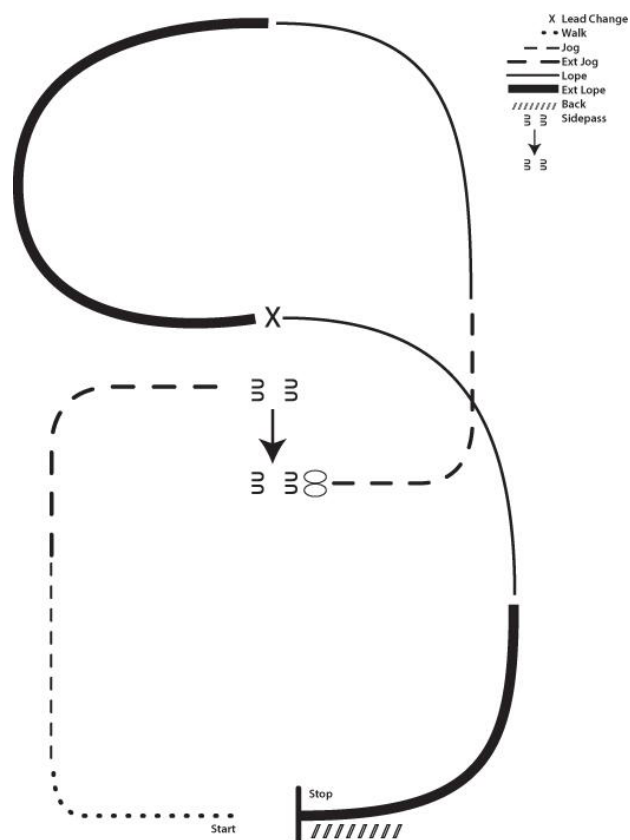
1. Walk
2. Jog
3. Extend the jog; at the top of the arena, stop
4.  $360^\circ$  turn to the left
5. Left lead  $\frac{1}{2}$  circle, lope to center
6. Change leads (simple or flying)
7. Right lead  $\frac{1}{2}$  circle
8. Extend lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back

## Working Ranch Pattern 2



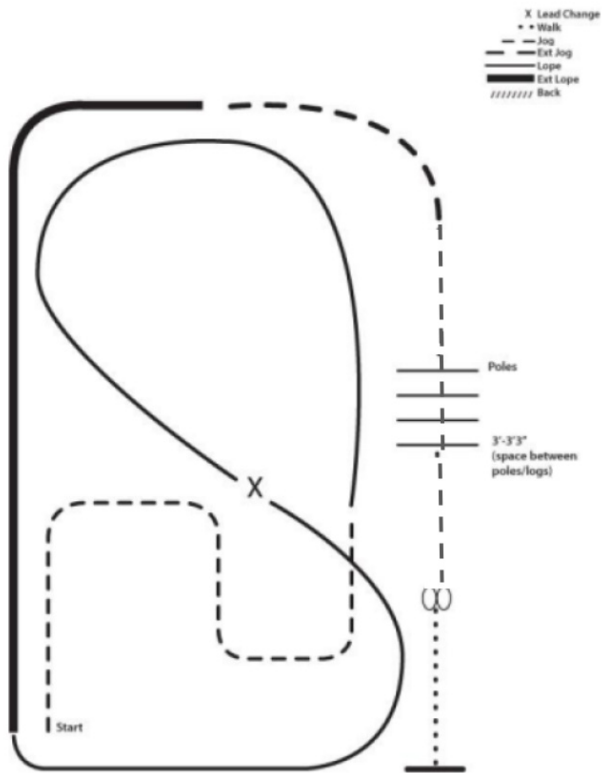
1. Walk
2. Jog
3. Stop, do  $1\frac{1}{4}$  turn to the right
4. Lope small circle on the right lead
5. Change leads (simple or flying), lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do  $2\frac{1}{2}$  turns right
8. Lope straight on the right lead
9. Extend the jog around the end of the arena across poles/logs
10. Extend lope on right lead
11. Stop, do 2 turns left
12. Back

## Working Ranch Pattern 3



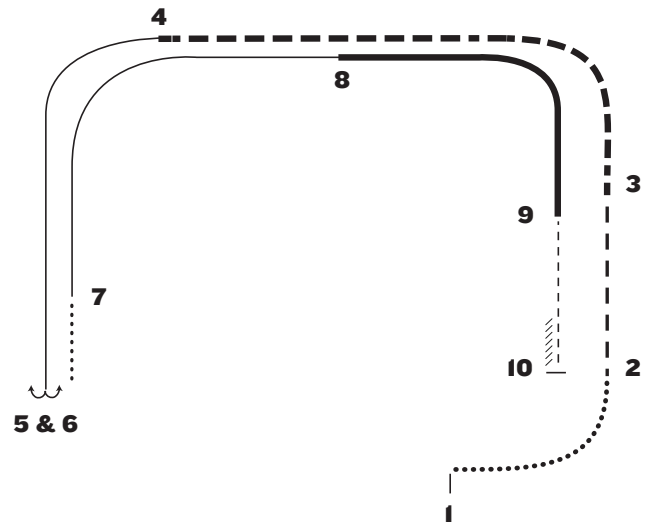
1. Walk to the left around corner of the arena
2. Jog
3. Extend along the side of the arena and around the corner to the center
4. Stop, side pass right
5.  $360^\circ$  turn each direction (either way first)
6. Extend the jog
7. Lope left lead
8. Extend the lope
9. Change leads (simple or flying)
10. Collect to the lope
11. Extend the lope
12. Stop and back

## Working Ranch Pattern 4



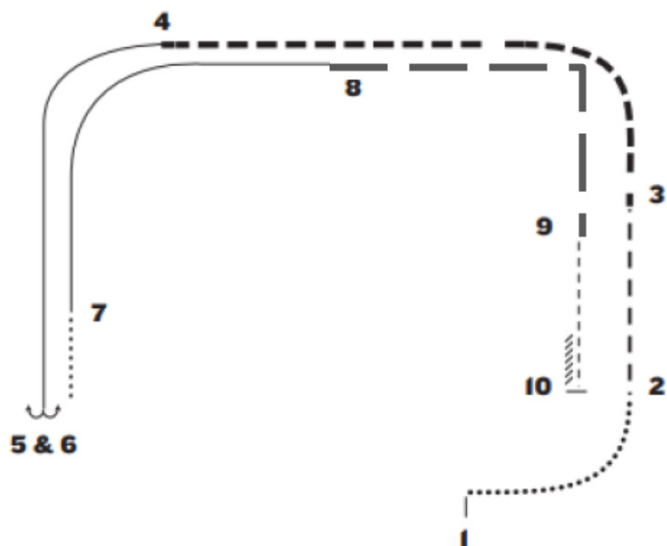
1. Jog serpentine
2. Lope left lead around the end of the arena and then diagonally across the arena
3. Change leads (simple or flying) and lope on the right lead around end of the arena
4. Extend lope straight away and around corner to the center of the arena
5. Extend jog around corner of the arena
6. Collect to a jog, jog over poles
7. Stop, do 360° turn each direction (either direction first)
8. Walk

## Working Ranch Pattern 5



1. Extended walk from 1 to 2
2. Trot to 3
3. Extended trot to 4
4. Lope to 5 and stop
5. Reverse in either direction
6. Walk to 7
7. Lope to 8
8. Extended trot to 9
9. Trot to 10
10. Stop and back

## Working Ranch Pattern 6



1. Walk from 1 to 2
2. Lope to 3
3. Extended lope to 4
4. Trot to 5 and stop
5. Reverse in either direction
6. Extended walk to 7
7. Trot to 8
8. Extended trot to 9
9. Lope to 10
10. Stop and back