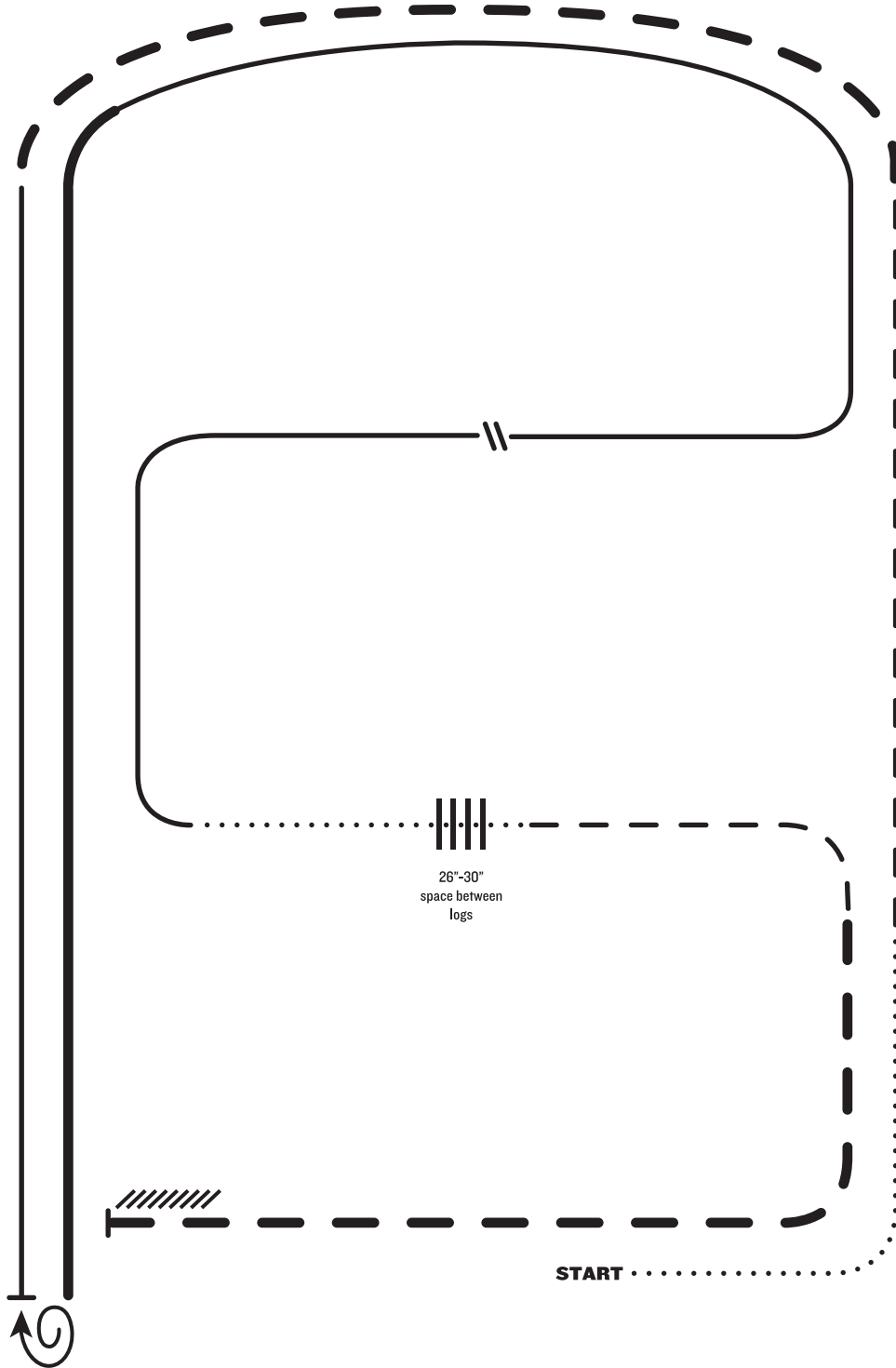


RANCH RIDING - PATTERN 2

LEGEND

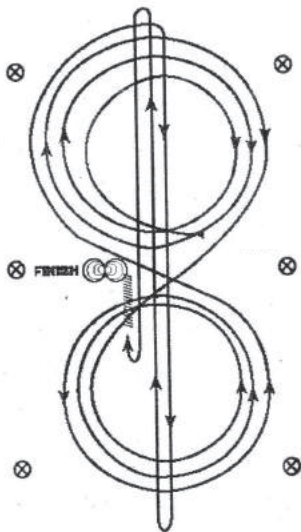
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
_____	Lope
_____	Extended Lope
//////	Back
\\	Lead Change



1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

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

REINING PATTERN # 2



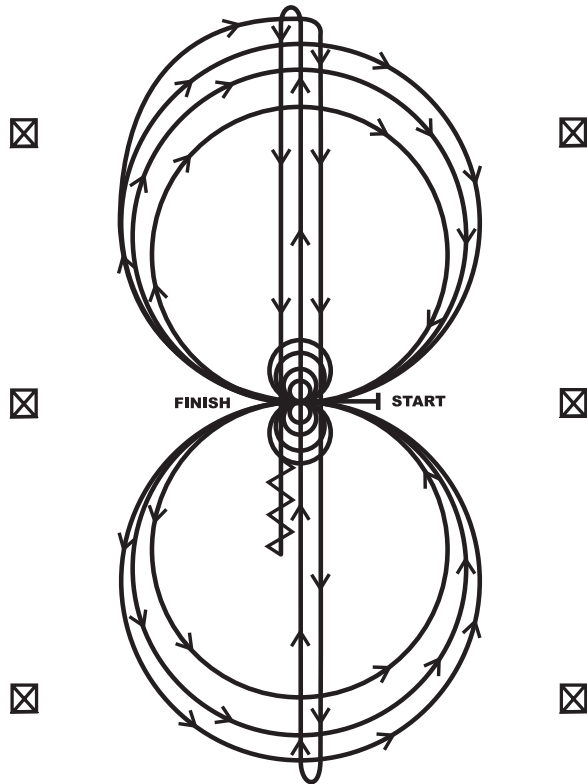
HORSE MUST TROT IN. STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OF FENCE.

1. Beginning on the right lead, complete 3 circles to the right, the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
2. Complete 3 circles to the left the first circle small and slow, the next 2 circles large and fast. Change leads at the center of the arena.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Complete 4 spins to the right.
7. Complete 4 spins to the left. Hesitate to demonstrate the completion of pattern.

Rider may drop bridle to the designated judge.

EXHIBITORS THAT DO NOT TROT IN
WILL BE DISQUALIFIED.

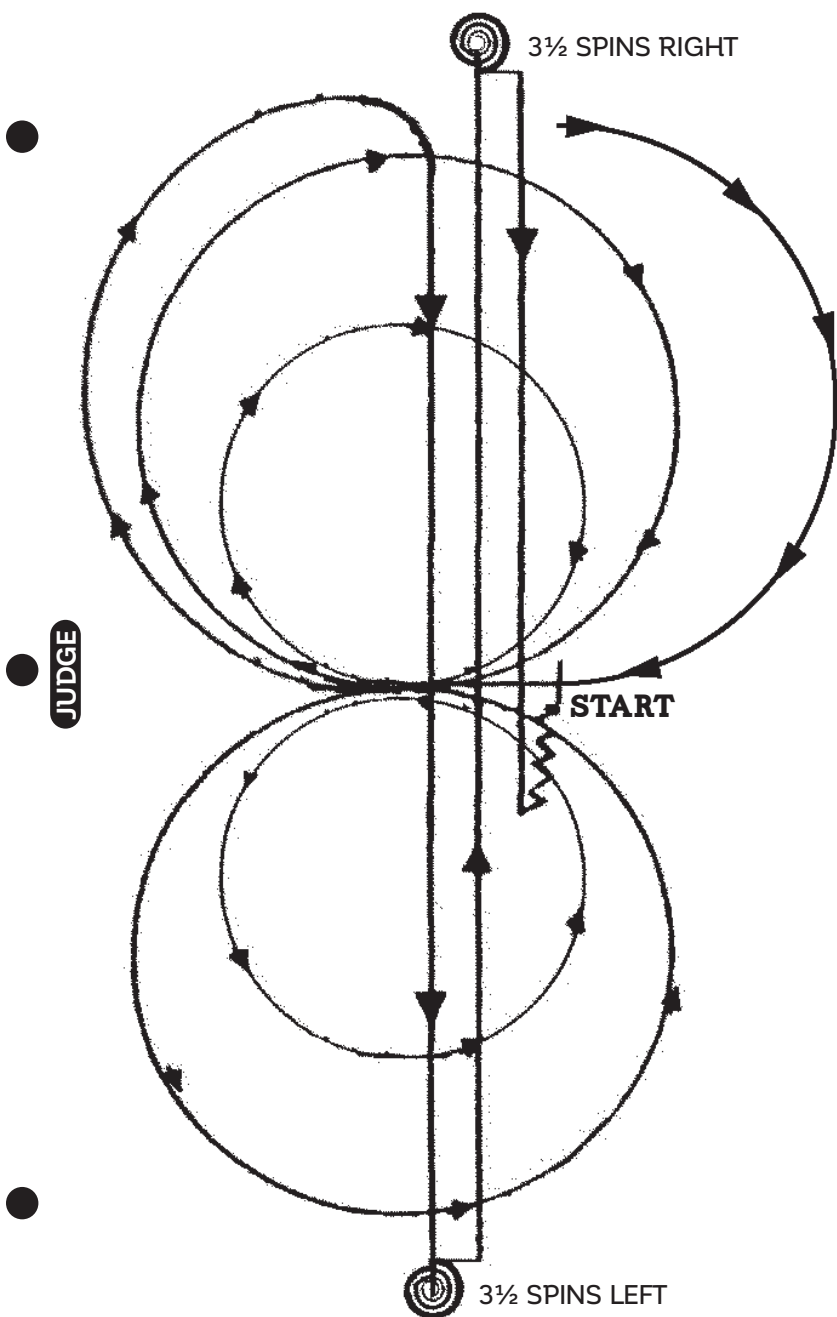
Pattern 2



Pattern 2

Horses may walk or jog to the center of 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 circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

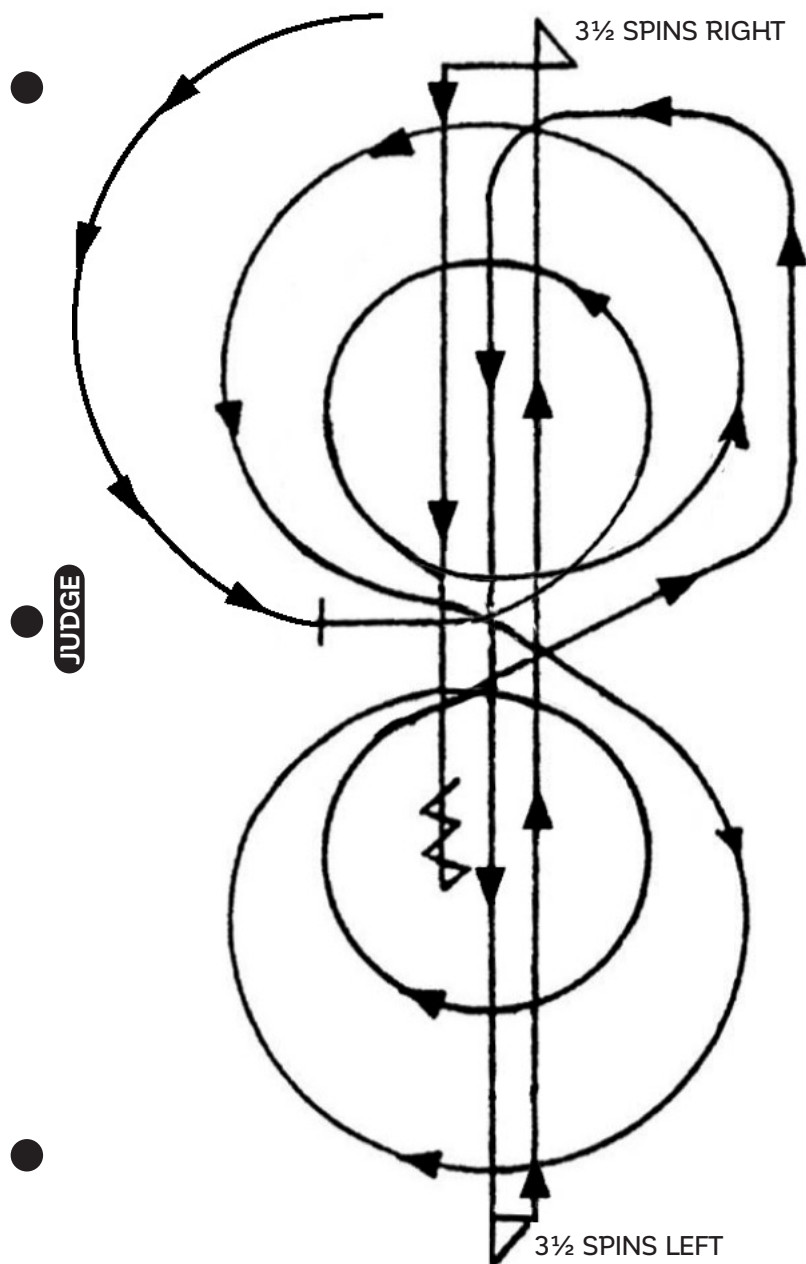


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and 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 the arena past the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

NRCHA ★ PATTERN 10 - LOPE AWAY

NATIONAL REINED COW HORSE ASSOCIATION



Start on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of 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 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 3½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.