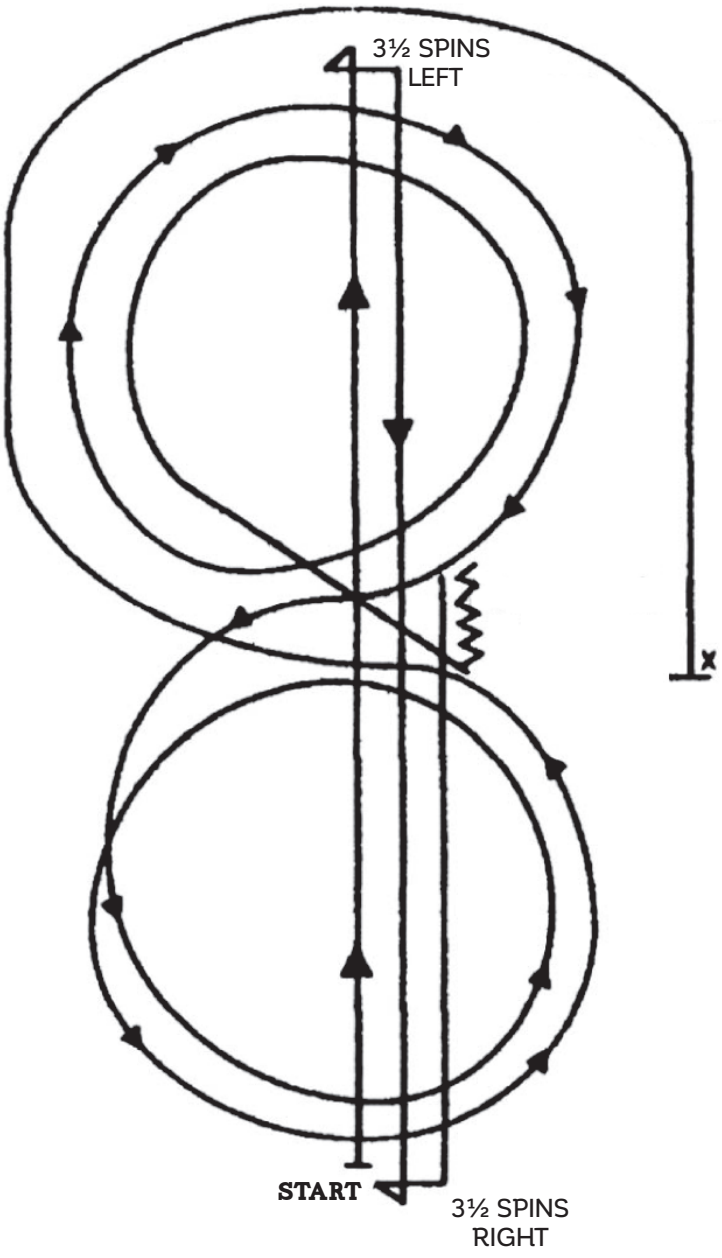
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PATTERN 4

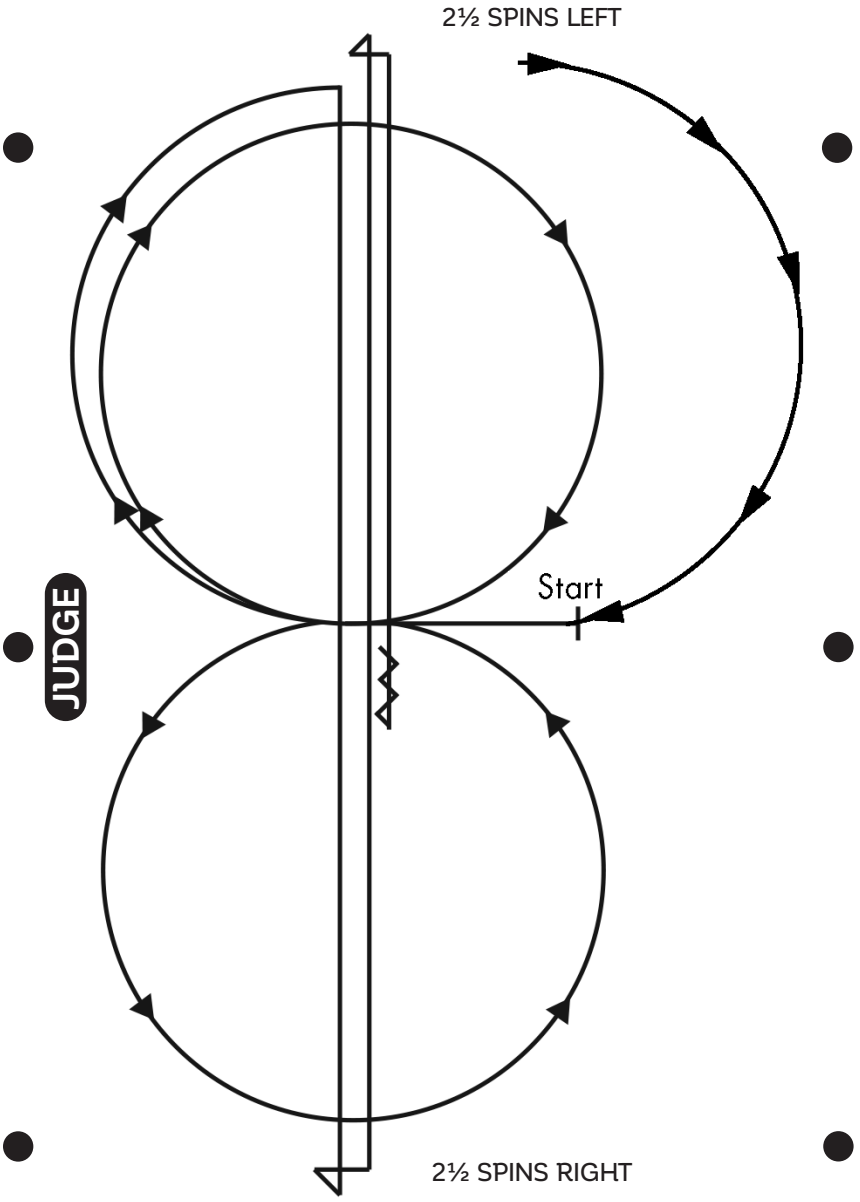
May be used for NHSRA Events



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3½ spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3½ spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a 1/4 turn to the left.
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small and slow circle and one large and fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

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PATTERN 6
LOPE TOWARD

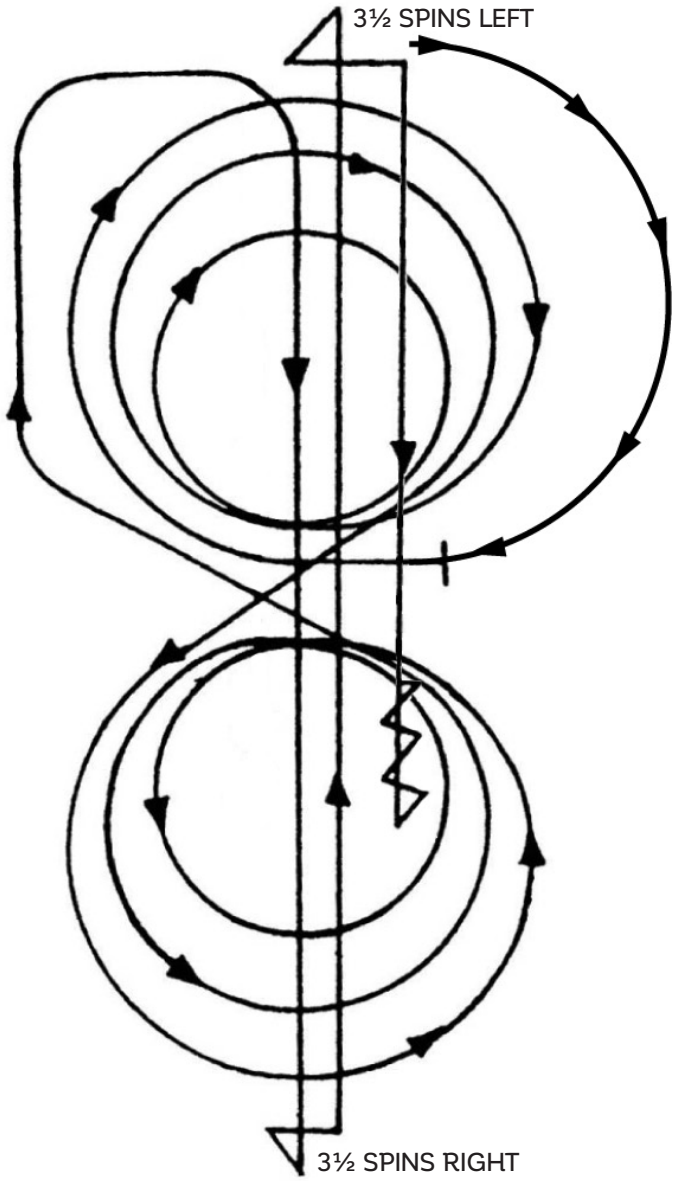


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

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PATTERN 7
LOPE TOWARD

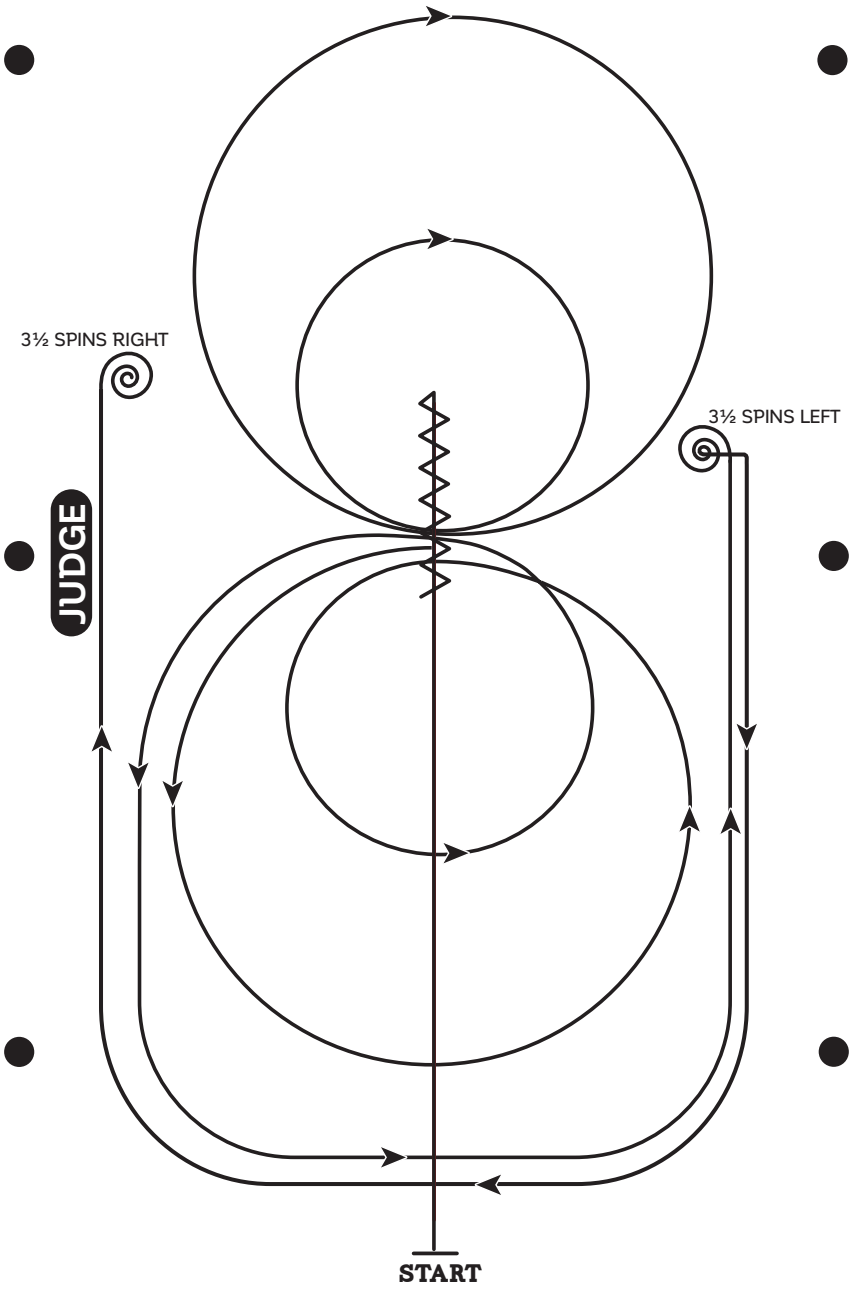


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on right lead and complete three circles, the first large and fast, the second small and slow, the third large and fast. Change leads to the left.
2. Complete three circles, the first large and fast, the second small and slow, the third, large and fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete 3½ spins to the right.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3½ spins to the left.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

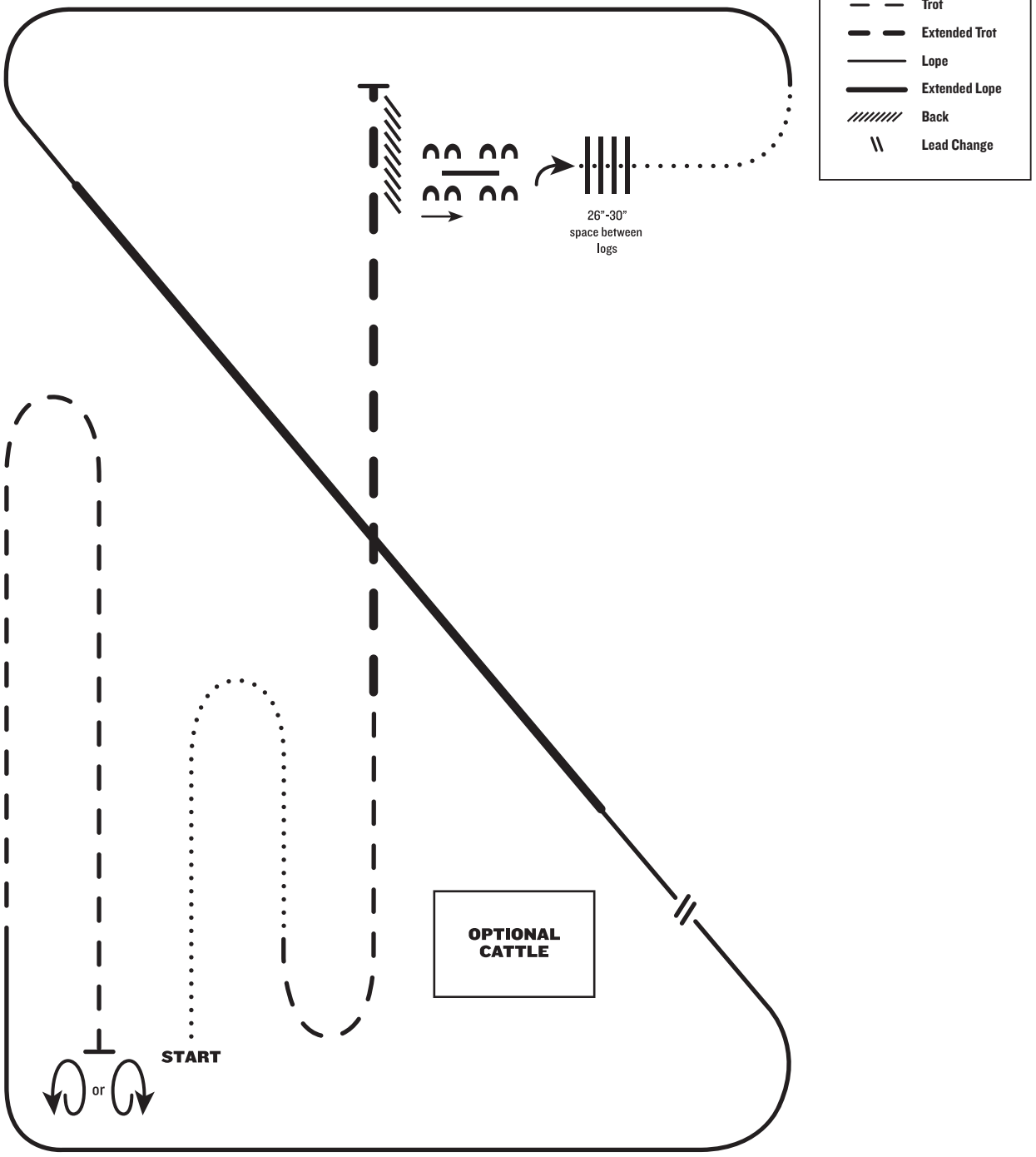
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PATTERN 13



1. Start at end of arena. Run down middle past center to a sliding stop. Back at least 10 feet to center ¼ turn left.
2. Complete two 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. Complete two 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.
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 3½ spins to the left.
6. Continue back down the side and end of the arena to the other side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3½ spins to the right. Hesitate to complete pattern.

RANCH RIDING - PATTERN 7



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 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° turn either direction

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.

Revised 05-2021