

PATTERN

BOOK

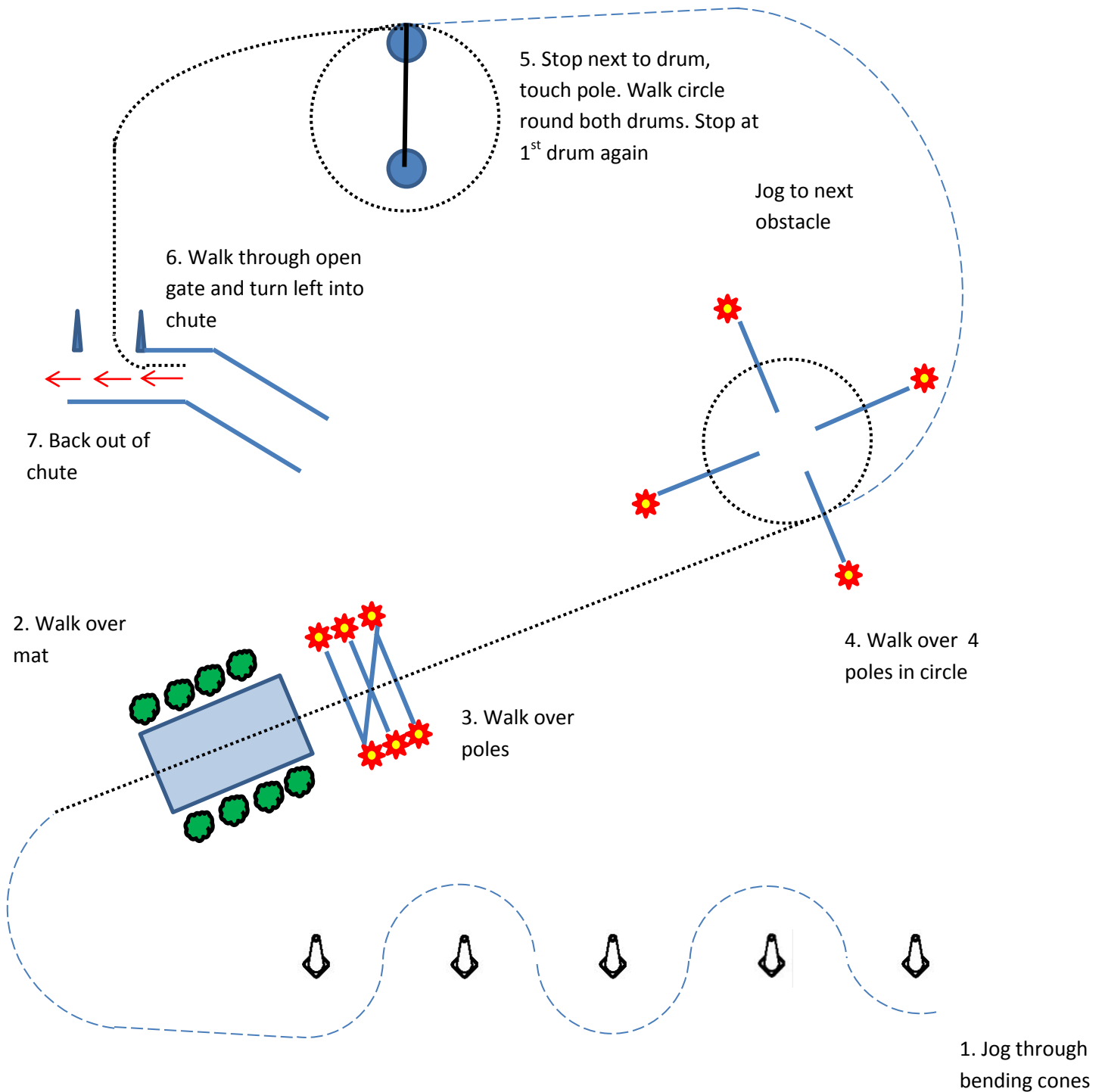


HORSE OF THE

YEAR

2011

FIRST PONY / LEAD REIN WESTERN TRAIL



NOVICE WESTERN TRAIL

6. Open gate, walk through and turn left into chute

7. Back out of chute

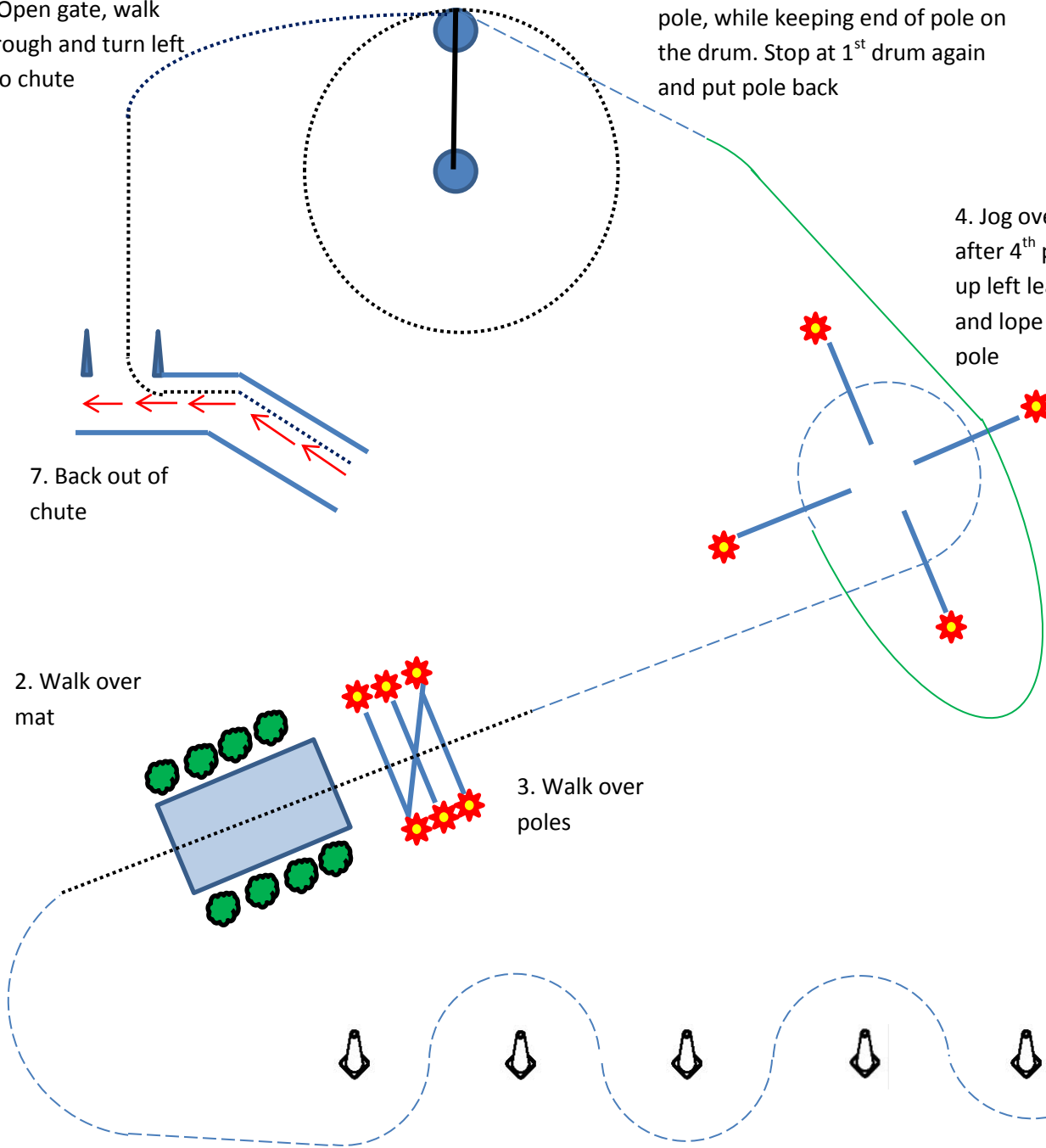
2. Walk over mat

3. Walk over poles

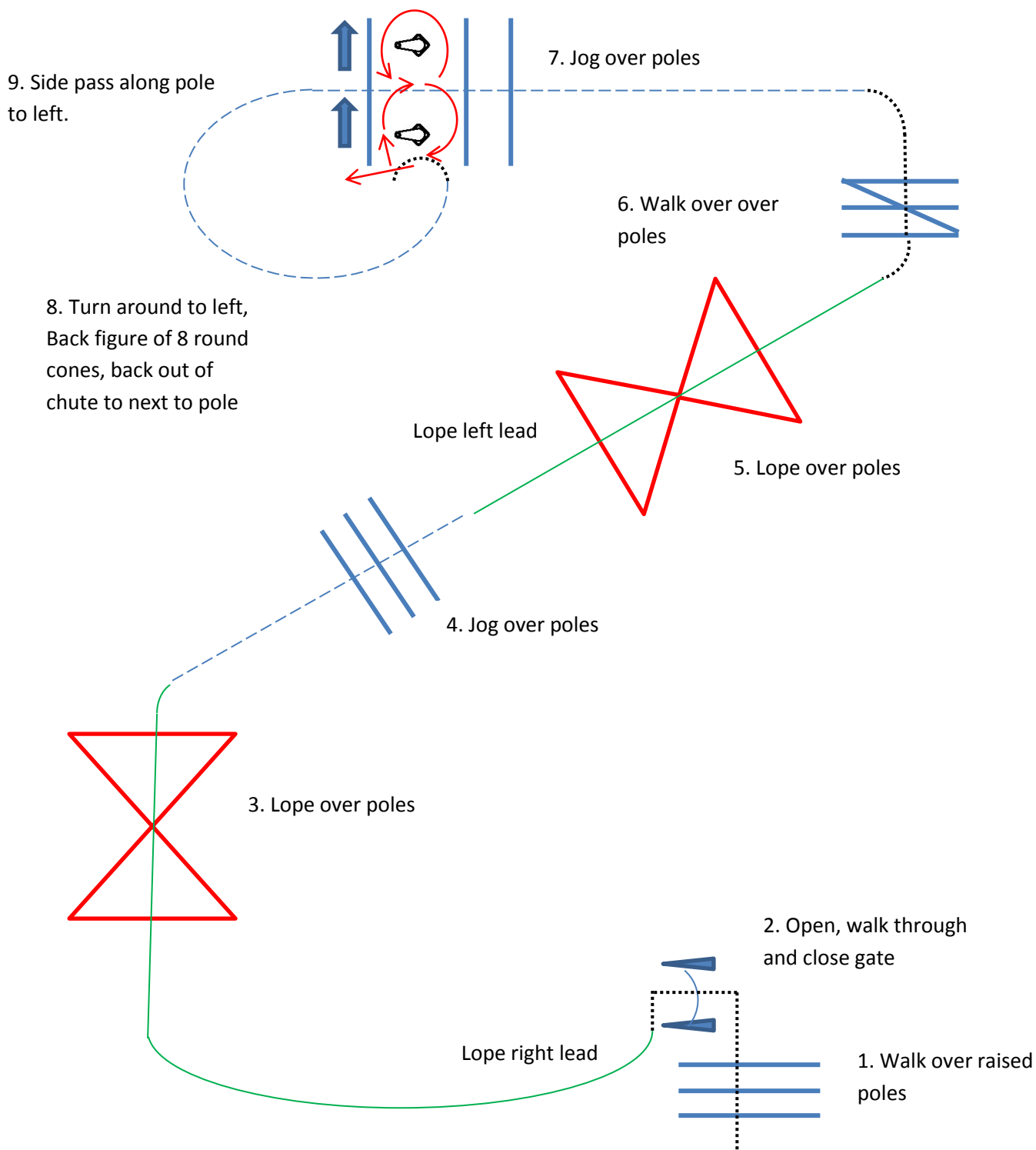
5. Stop next to drum, pick up pole. Walk circle round drums, holding pole, while keeping end of pole on the drum. Stop at 1st drum again and put pole back

4. Jog over 4 poles, after 4th pole pick up left lead lobe and lobe over 2nd pole

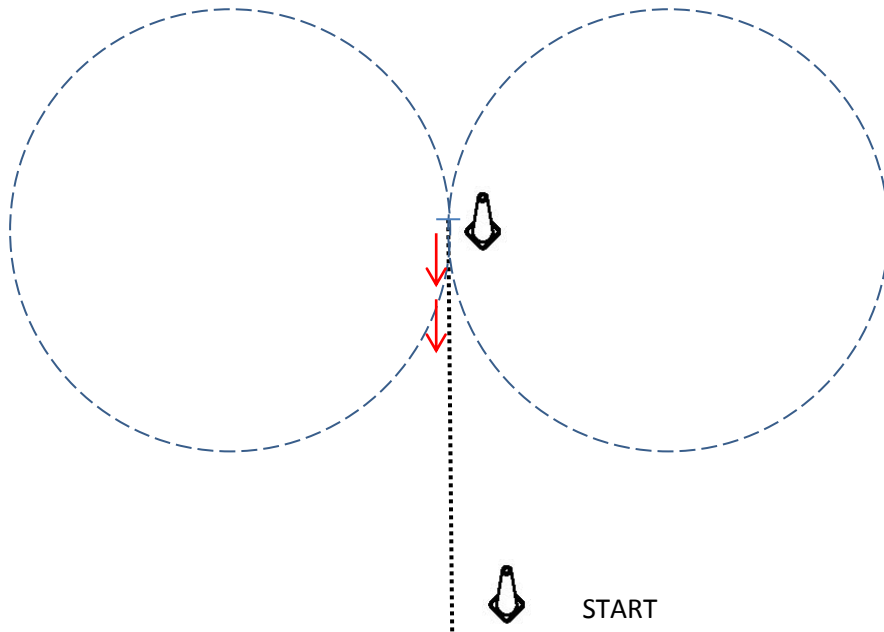
1. Jog through bending cones



INTERMEDIATE AND OPEN TRAIL



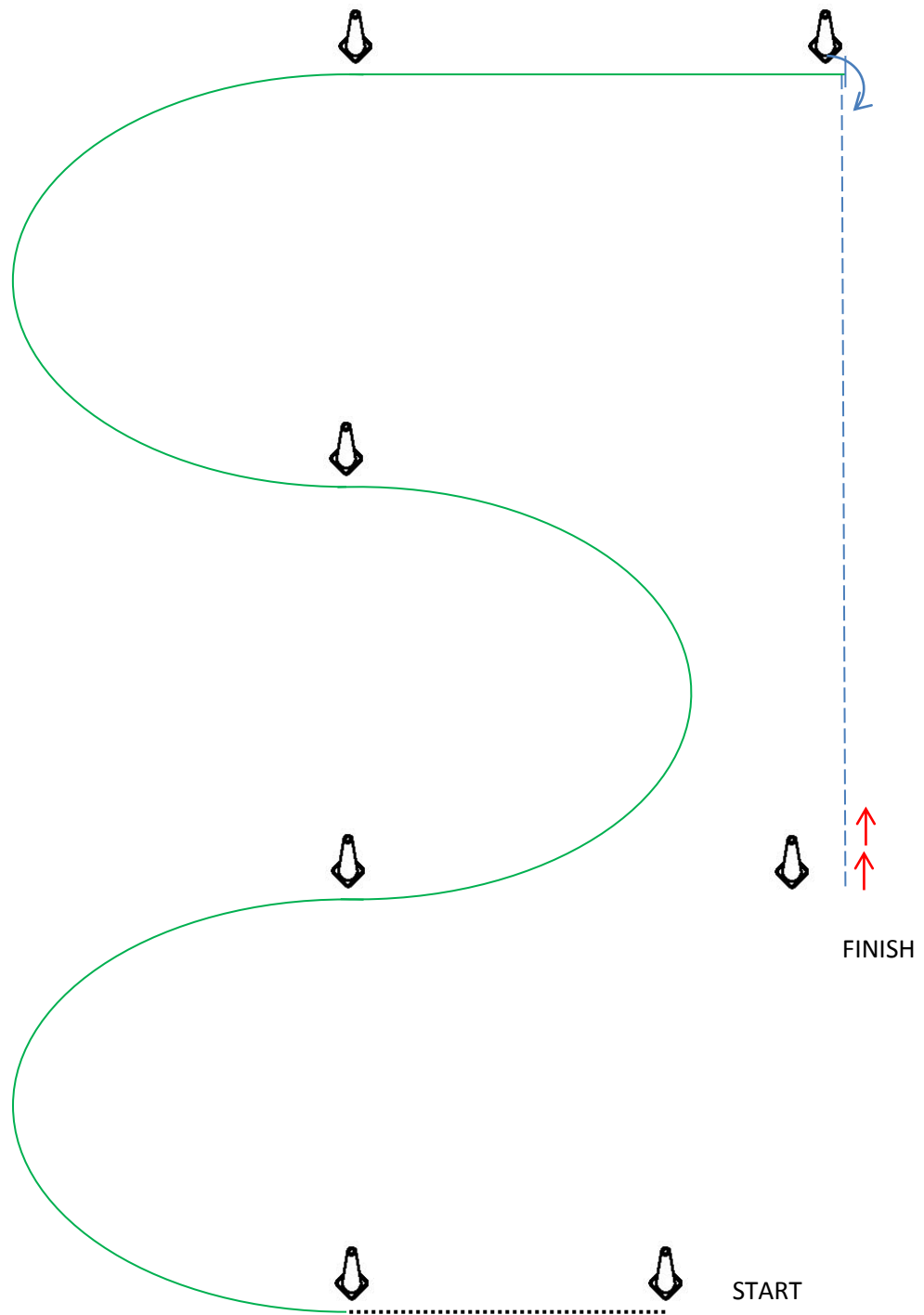
LEAD REIN / FIRST PONY WESTERN HORSEMANSHIP



Instructions:

1. Walk from 1st cone to 2nd cone
2. At 2nd cone jog circle to right
3. At 2nd cone jog circle to left
4. At 2nd cone stop and back a few steps

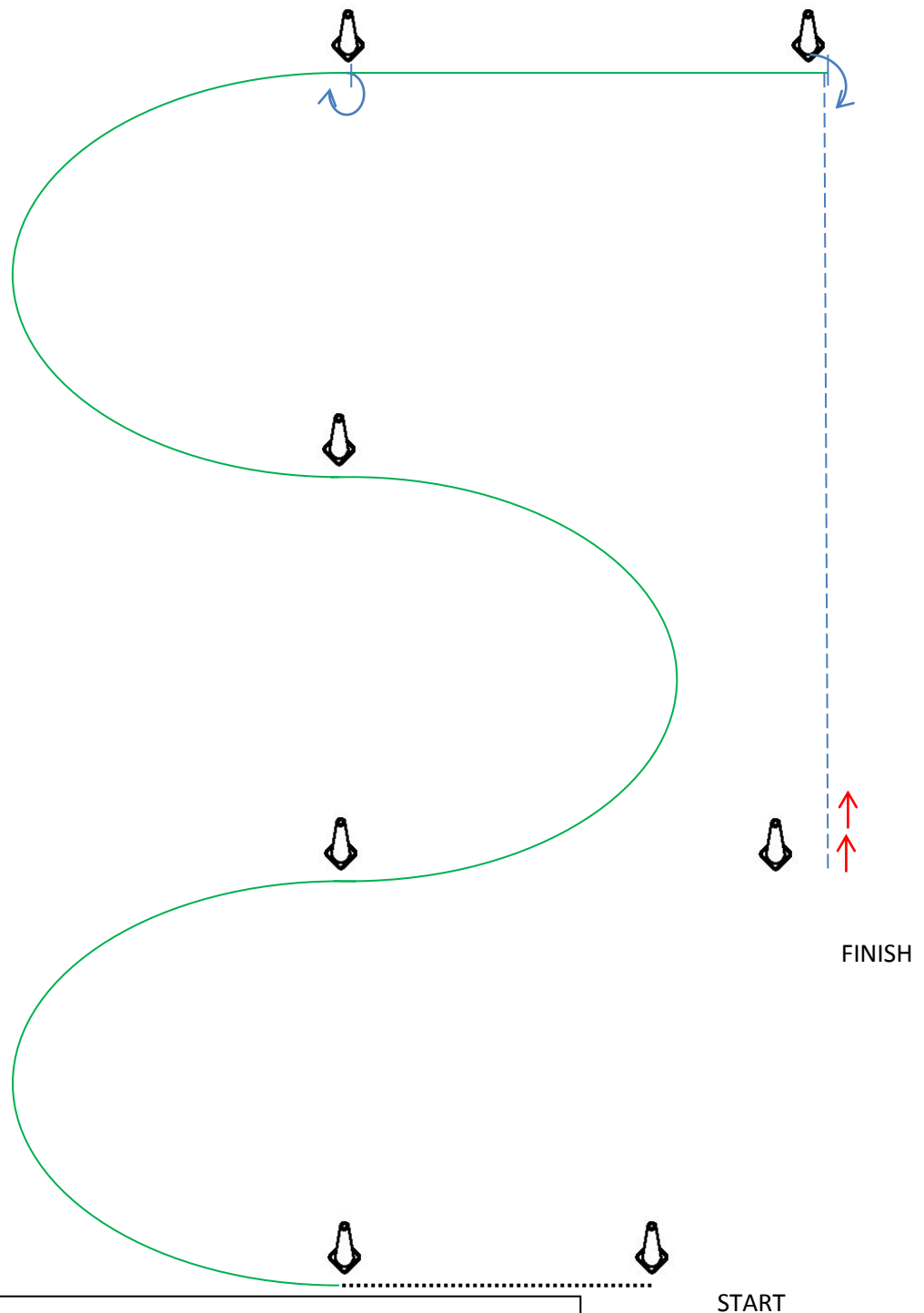
NOVICE HORSEMANSHIP PATTERN



Instructions:

1. Walk from cone 1 to cone 2
2. At cone 2, Lope $\frac{1}{2}$ circle right lead to cone 3,
3. At cone 3, walk a few steps and lope $\frac{1}{2}$ circle left lead to cone 4
4. At cone 4, walk a few steps and lope $\frac{1}{2}$ circle right lead to cone 6
5. At cone 6, stop, hesitate, turn 90 degrees to right on hind quarters
6. Jog from cone 6 to cone 7, at cone 7 stop and back a few steps

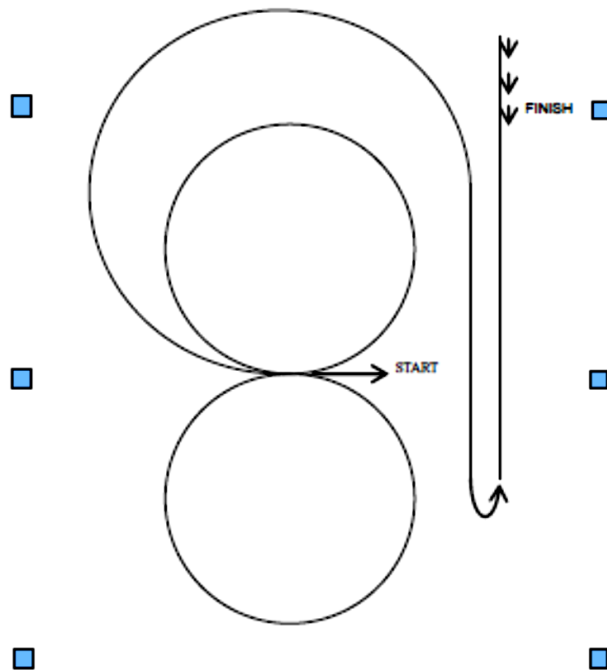
INTERMEDIATE & OPEN HORSEMANSHIP PATTERN



Instructions:

1. Walk from cone 1 to cone 2
2. At cone 2, Lope 1/2 circle right lead to cone 3,
3. At cone 3 lope 1/2 circle counter lead (right lead) to cone 4
4. At cone 4 lope 1/2 circle right lead to cone 5
5. At cone 5 stop, turn 180 degrees to right on hind quarters
6. At cone 5 lope left lead to cone 6
7. At cone 6, stop, hesitate, turn 90 degrees to right on hind quarters
8. Jog from cone 6 to cone 7, at cone 7 stop and back a few steps

LEAD REIN / FIRST PONY REINING

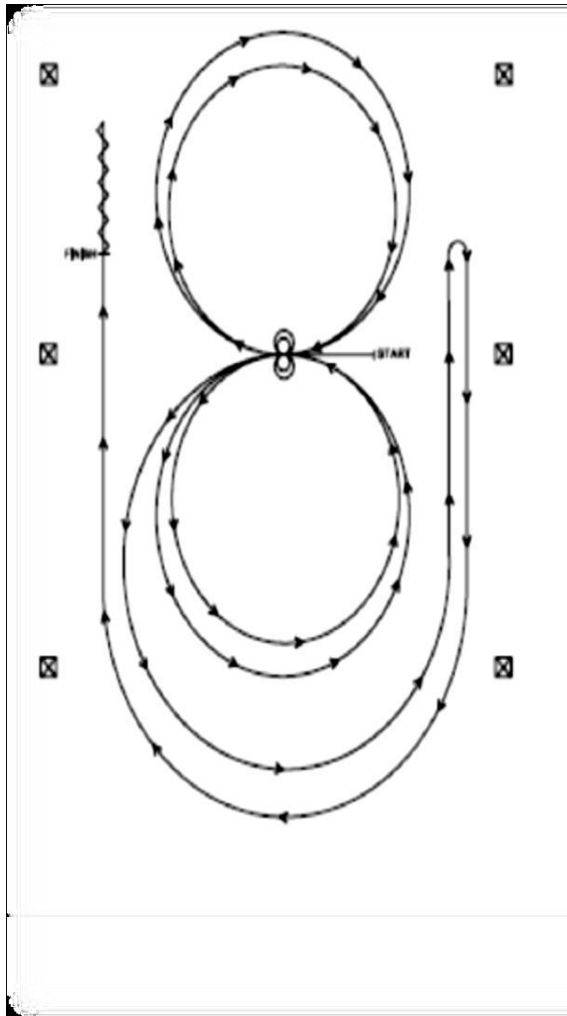


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Start at a jog and do a small circle to the right
2. Change rein and a small circle to the left
3. Continue round previous circle to right, do not close this circle. Jog up the right side of the arena, past the center marker, stop, hesitate, do a 180 ° turn on haunches to the left, at least 6 m from the wall or fence.
4. Continue back up right side of the arena, stop, hesitate. Back up a few steps

Rider must dismount and drop bridle to the designated judge.

GHS NOVICE REINING PATTERN 1



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.

2. Complete two spins to the left. Hesitate.

3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.

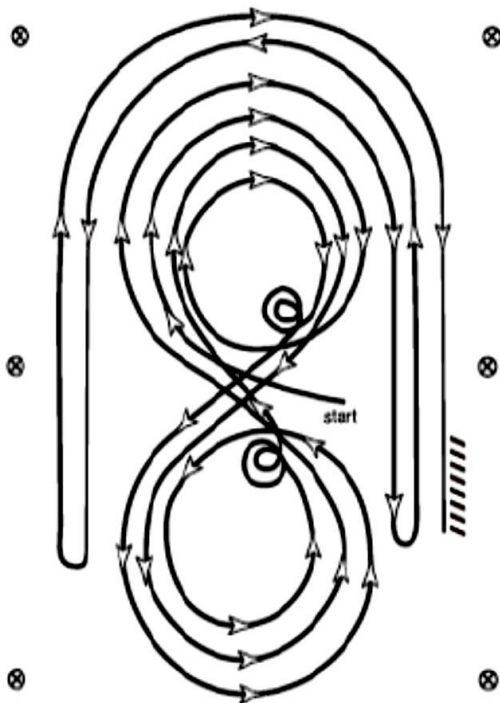
4. Complete two spins to the right. Hesitate.

5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.

6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider must dismount and drop the bridle to the designated judge.

GHS NOVICE REINING PATTERN 2



Horses must walk or stop prior to starting pattern.

1. Starting on the right lead complete 2 circles to the right, the first circle a large and fast and the second circle a small and slow, stop at the center of the arena, hesitate.

2. Complete 2 spins to the right, hesitate.

3. Beginning on left lead complete 2 circles to the left, the first large and fast, the second small and slow. Stop at the centre of the arena, hesitate.

4. Complete 2 spins to the left, hesitate

5. Beginning on the right lead make a large circle to the right, change leads through the trot in the centre of the arena and complete a large circle to the left and change leads, through the trot, at the centre of the arena.

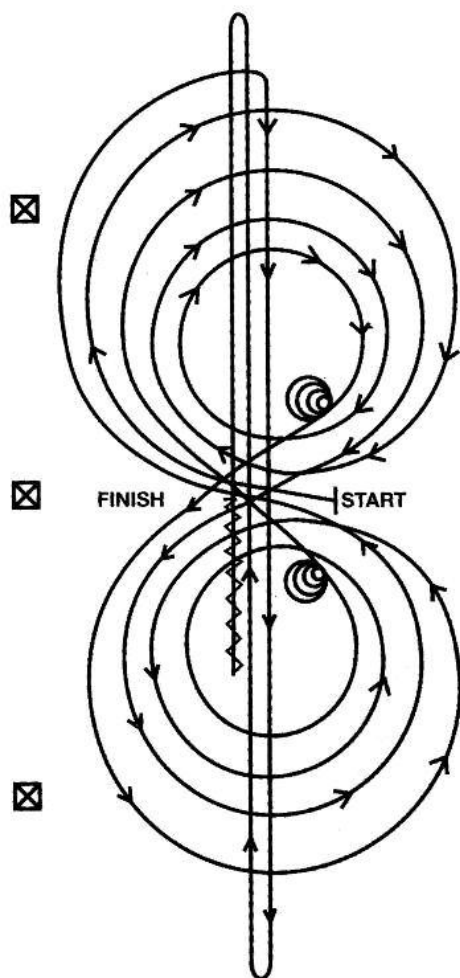
6. Begin a large fast circle to the right but do not close this circle. Rundown the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence – no hesitation.

9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre and do a right roll back at least 20 feet (6 meters) from the wall or fence - no hesitation

10. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

Rider must drop bridle to the designated judge

Intermediate and Open Reining NRHA Pattern 4



Horses may walk or trot to the center of the 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 two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

2. Complete four spins to the right. Hesitate.

3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

4. Complete four spins to the left. Hesitate.

5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)

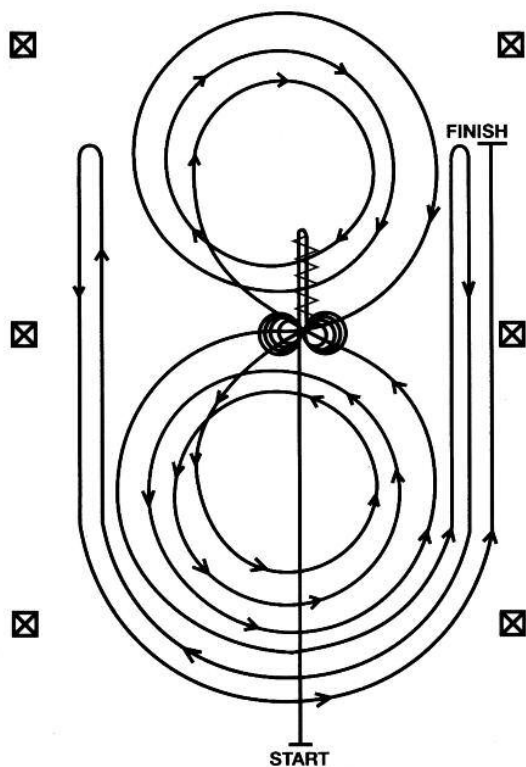
6. Continue around previous circle to the right. AT the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback – no hesitation.

7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.

8. 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 to demonstrate completion of the pattern.

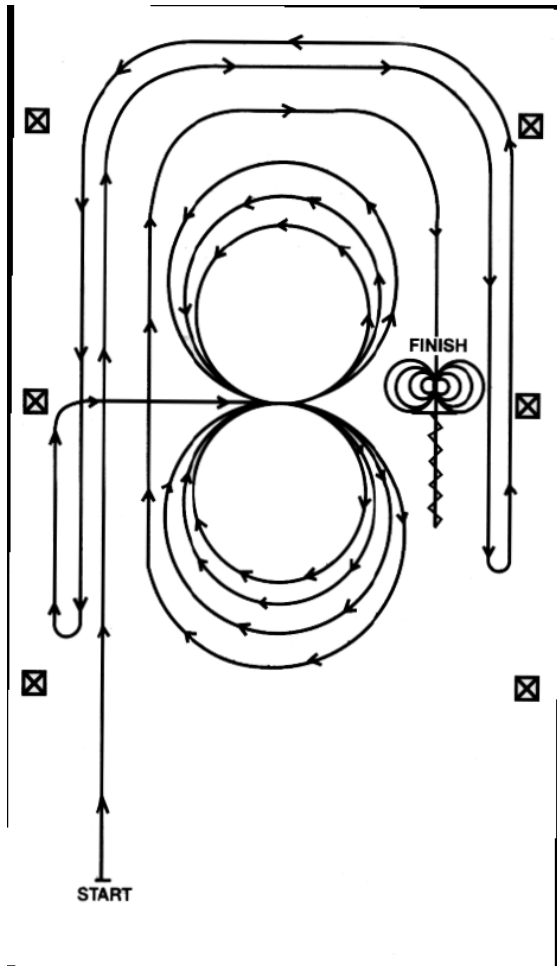
Rider must dismount and drop bridle to the designated judge.

Intermediate & Open Reining NRHA Pattern 9



1. 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.
 2. Complete four spins to the right. Hesitate.
 3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
 4. Beginning on the left lead, 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.
 5. 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.
 6. Begin a large fast 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 twenty feet (six meters) from the wall or fence – no hesitation.
 7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
 8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider must dismount and drop bridle to the designated judge.

Snaffle bit Reining Pattern 3



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.

2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.

3. Continue up the left side of the arena to the center marker. AT the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.

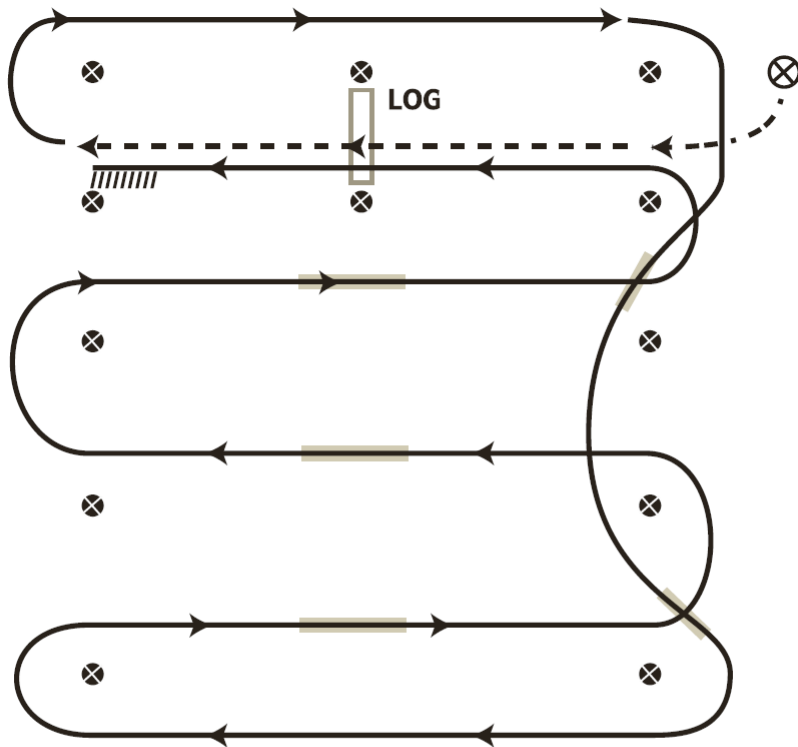
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

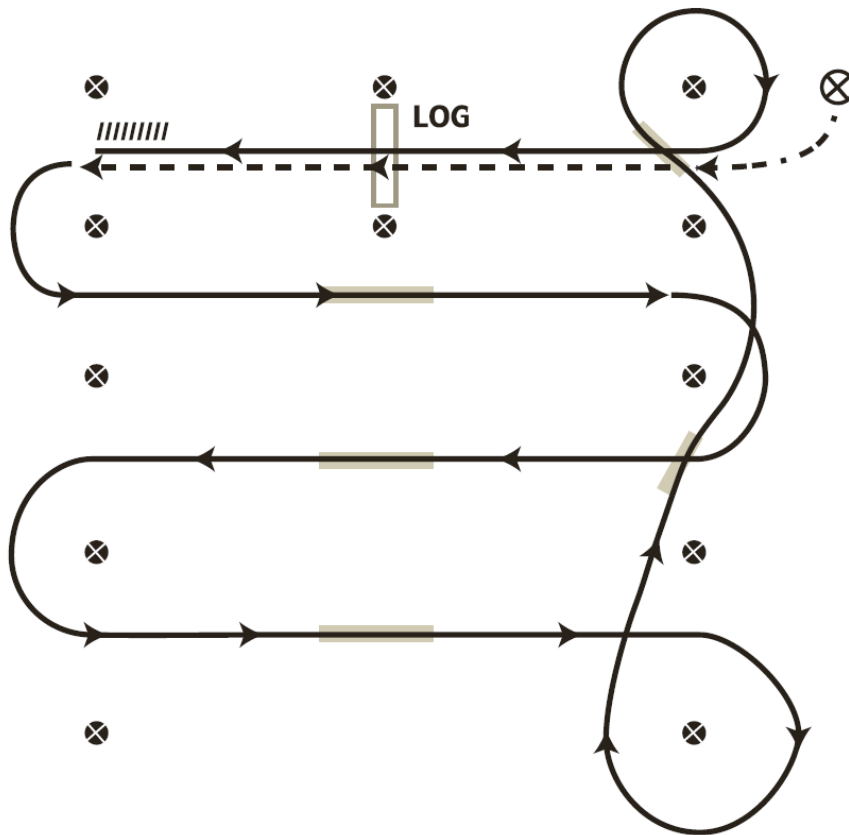
Rider must dismount and drop bridle to the designated judge.

Novice Western Riding AQHA Green Pattern 3



1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

Intermediate/Open Western Riding Green Pattern 2



1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

