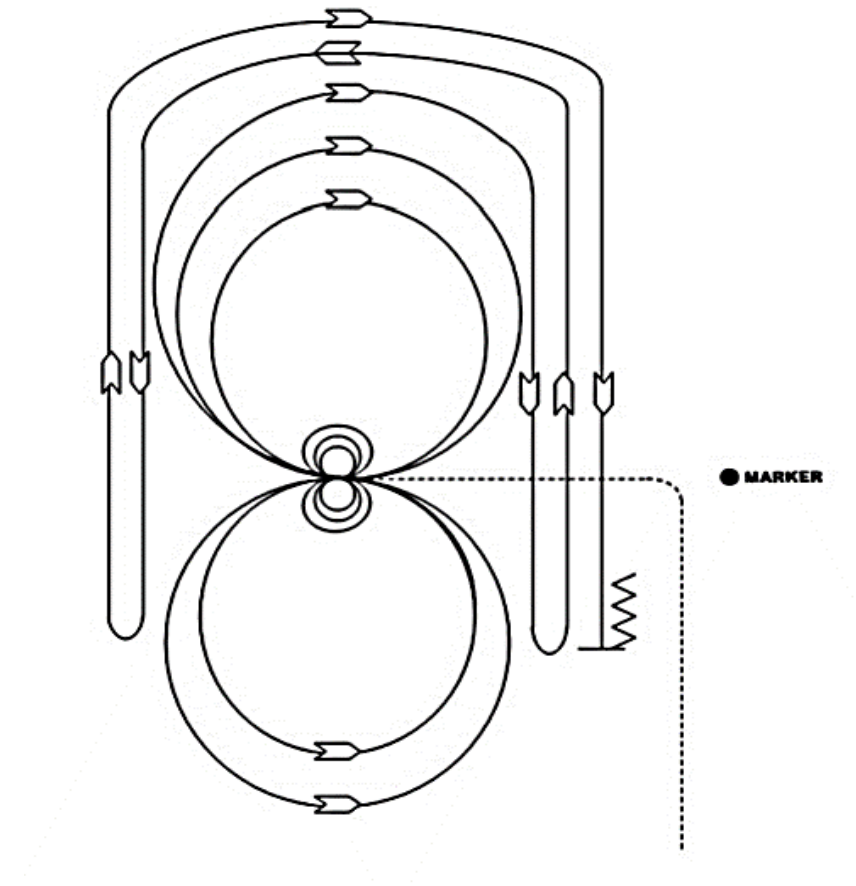


## Ranch Reining Patterns

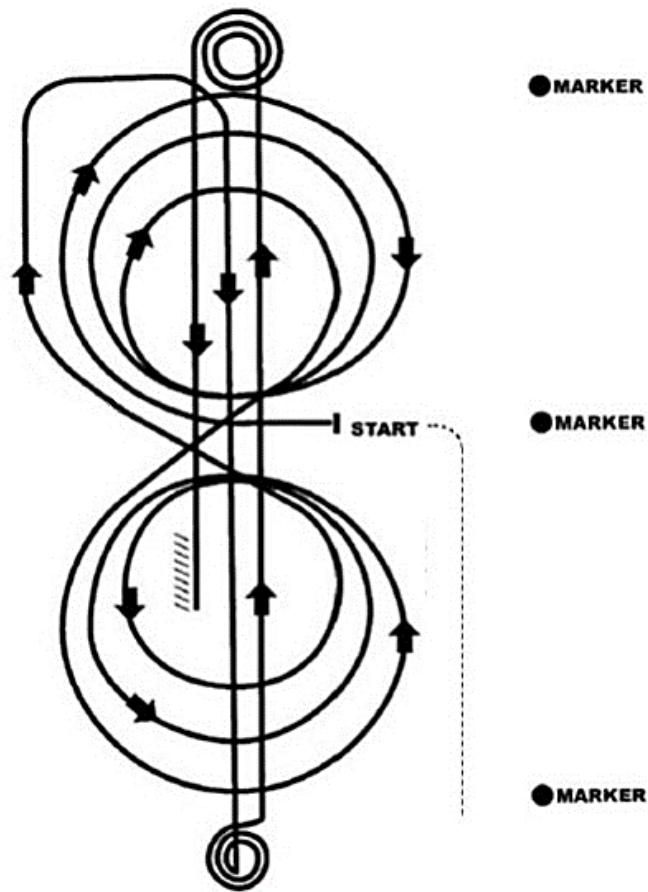


### Ranch Reining Pattern #1

Mandatory markers: Along the arena fence or wall, the judge shall place a marker to indicate the center of the pattern.

Trot to center of the arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on the right lead, complete 2 large, fast circles to the right. Change leads at the center of the arena.
4. Complete 2 large, fast circles to the left. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least 20' from the wall or fence, no hesitation.
6. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20' from the wall or fence, no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20' from the wall or fence. Back up at least 10'. Hesitate to show completion of the pattern.



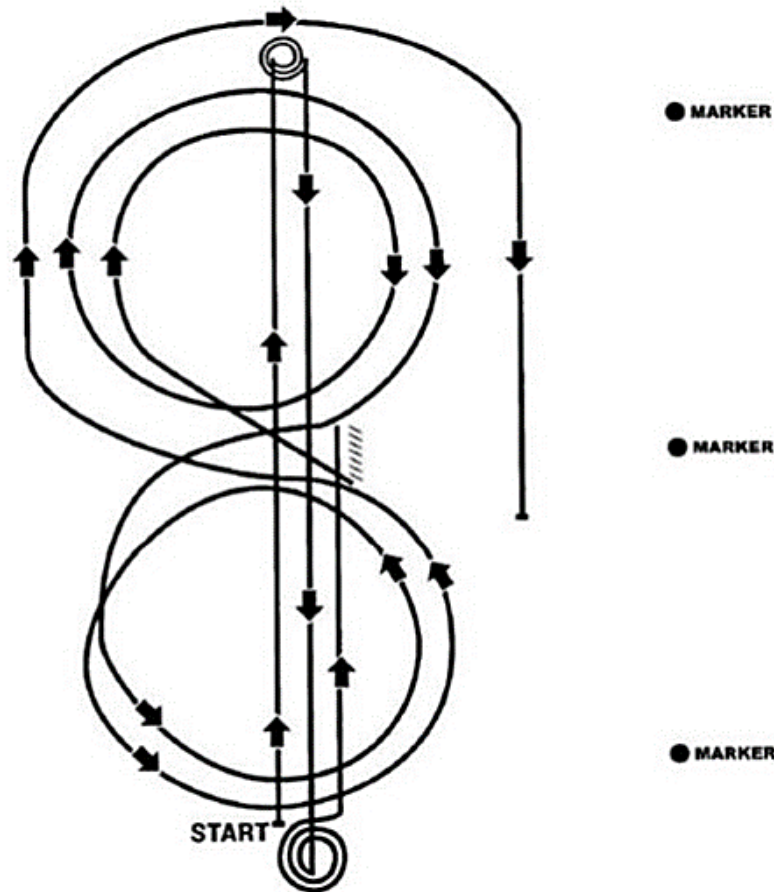
## Ranch Reining Pattern #2

Mandatory markers: Along the arena fence or wall, the judge shall place a marker to indicate the center of the pattern; judge shall also place end markers at a sufficient distance from each end of the arena to accommodate the sliding stops and spins in the pattern.

Trot to the center of the arena and stop or walk before departure.

Start pattern facing the left wall/judge.

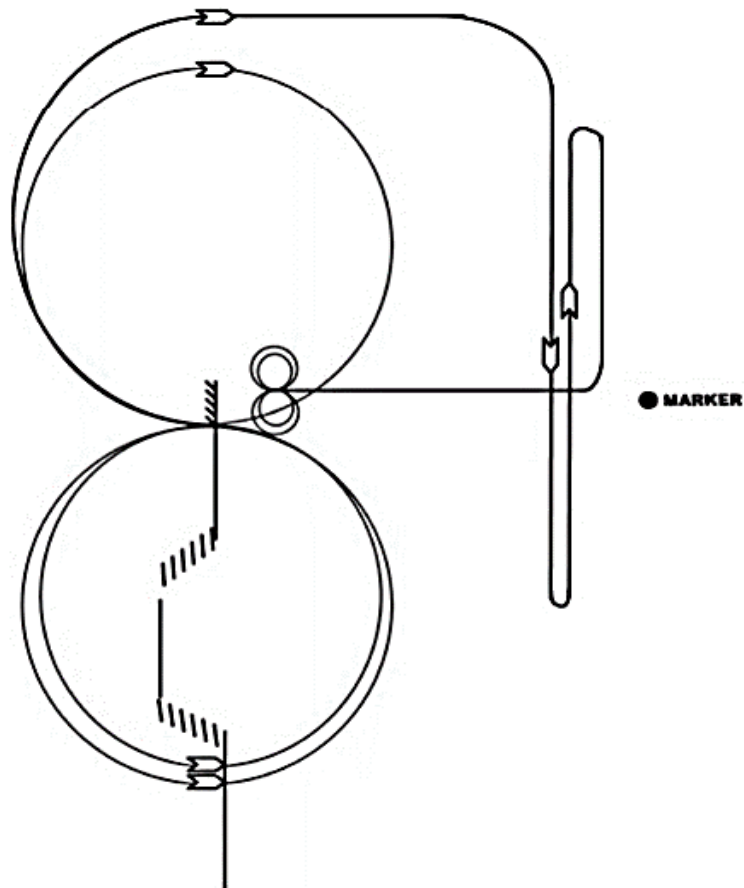
1. Beginning on the right lead, complete 3 circles to the right, the first 2 large and fast, the third small and slow. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first 2 large and fast, the third small and slow. Change leads at the center of the arena.
3. Begin a large circle to the right, but do not close this circle. Run down the center of the arena, past the end marker, and do a sliding stop.
4. Complete 3-1/2 spins to the right.
5. Run up the center of the arena to the opposite end, past the end marker, and do a sliding stop.
6. Complete 3-1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10'. Hesitate to show completion of the pattern.



### Ranch Reining Pattern #3

Mandatory markers: Along the arena fence or wall, the judge shall place a marker to indicate the center of the pattern; judge shall also place end markers at a sufficient distance from each end of the arena to accommodate the sliding stops and spins in the pattern.

1. Run up the center of the arena past the end marker and do a sliding stop.
2. Complete 3-1/2 spins to the left.
3. Run down to the opposite end of the arena, past the end marker and do a sliding stop.
4. Complete 3-1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10'. Complete 1/4 turn to the left, hesitate.
6. Beginning on the right lead, complete 2 circles to the right, the first circle small and slow, the second large and fast. Change leads at the center of the arena.
7. Complete 2 circles to the left, the first circle small and slow, the second large and fast. Change leads at the center of the arena.
8. Begin a large circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20' from the wall or fence. Hesitate to show completion of the pattern.



## Ranch Reining Pattern #4

Mandatory markers: Along the arena fence or wall, the judge shall place a marker to indicate the center of the pattern.

1. Enter arena at a sitting trot. Two-track left, trot straight, and then two-track right. (Two-track is moving the pony forward and laterally simultaneously. The pony's body is straight in the direction indicated, with the forehand and hindquarters on two distinct parallel tracks.)
  2. Extend the trot to the center of the arena. Stop and back, pivot 1/4 to the left.
  3. Beginning on the right lead, lope a fast circle. Change leads at the center of the arena.
  4. Lope 2 fast circles to the left. Change leads at the center of the arena.
  5. Begin a circle to the right, but do not close this circle. Lope along the arena wall or fence and do a left rollback, using the wall/fence for assistance.
  6. Lope straight along the wall or fence and do a right rollback using the wall/fence for assistance.
  7. Lope to the middle of the arena and stop.
  8. Complete 2 spins in one direction. Hesitate.
  9. Complete 2 spins in the opposite direction. Hesitate to show completion of pattern.
- Exit the arena at a trot.