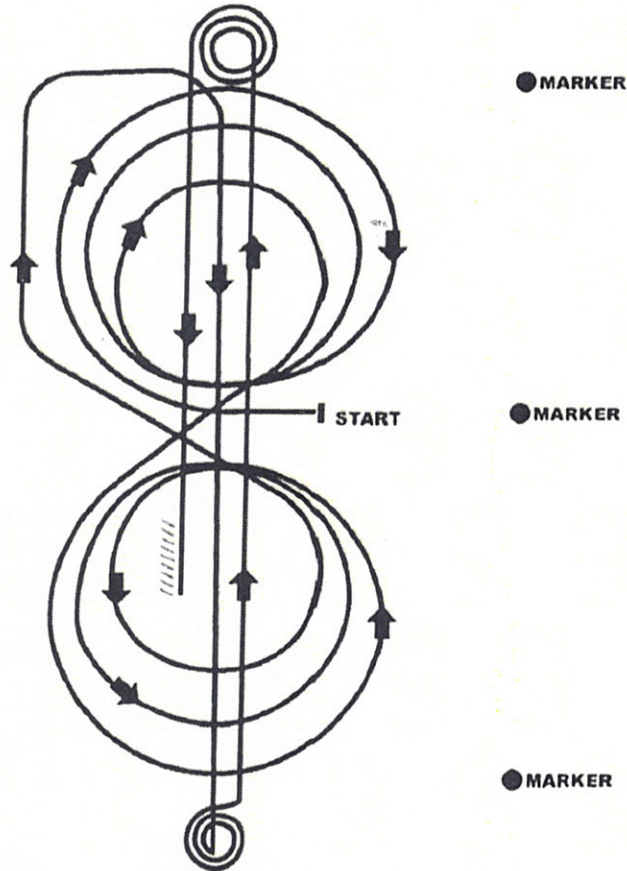


Stock Horse Reining Pattern 3



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

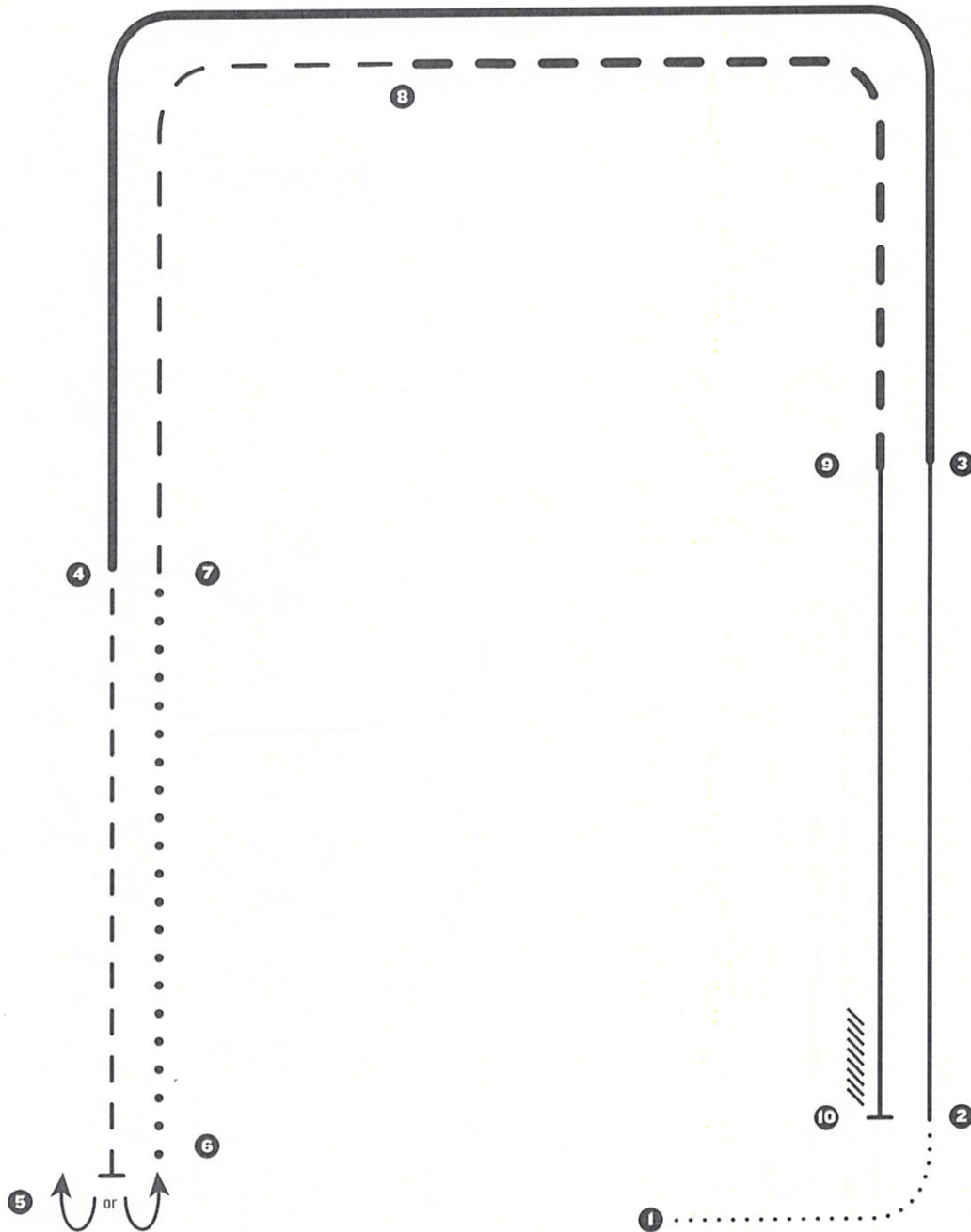
Ride pattern as follows:

1. Start by trotting into center of arena and stop.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop
10. Back at least 10 feet in a straight line

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2

LEGEND

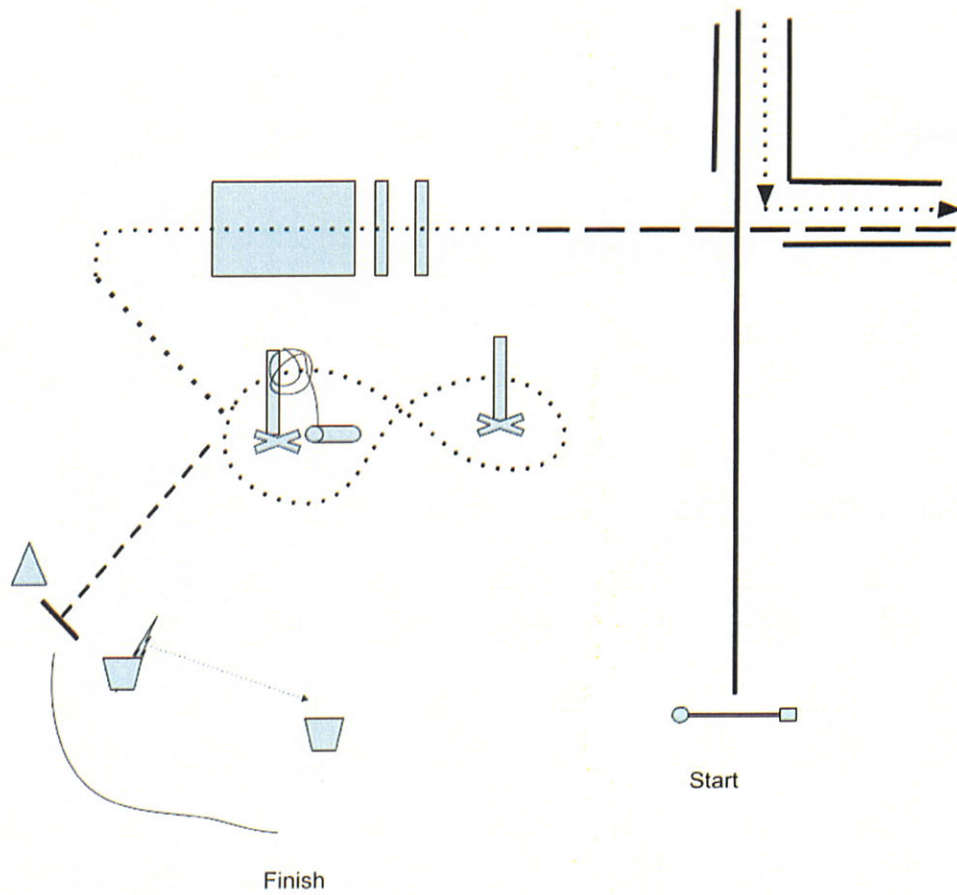
	Walk
	Extended Walk
	Trot
	Extended Trot
	Lope
	Extended Lope
	Back



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5; reverse (either direction)
6. Extended Walk from 6 to 7 - 75 feet
7. Trot from 7 to 8 - 90 feet
8. Extended Trot from 8 to 9 - 240 feet
9. Lope from 9 to 10 - 150 feet
10. Stop and Back at 10 - approximately one horse length

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.



1. RH push gate
2. Lope on left lead into chute
3. Back through the L and extended trot out of chute
4. Walk over poles and bridge, walk to log drag
5. Drag the log (all novice carry)
6. Trot to cone then dismount and ground tie horse
7. Walk to bucket, pick up branding iron from 1st bucket, set in the second bucket
8. Return to horse, walk with horse on foot to finish