

Ranch Reining Pattern #3

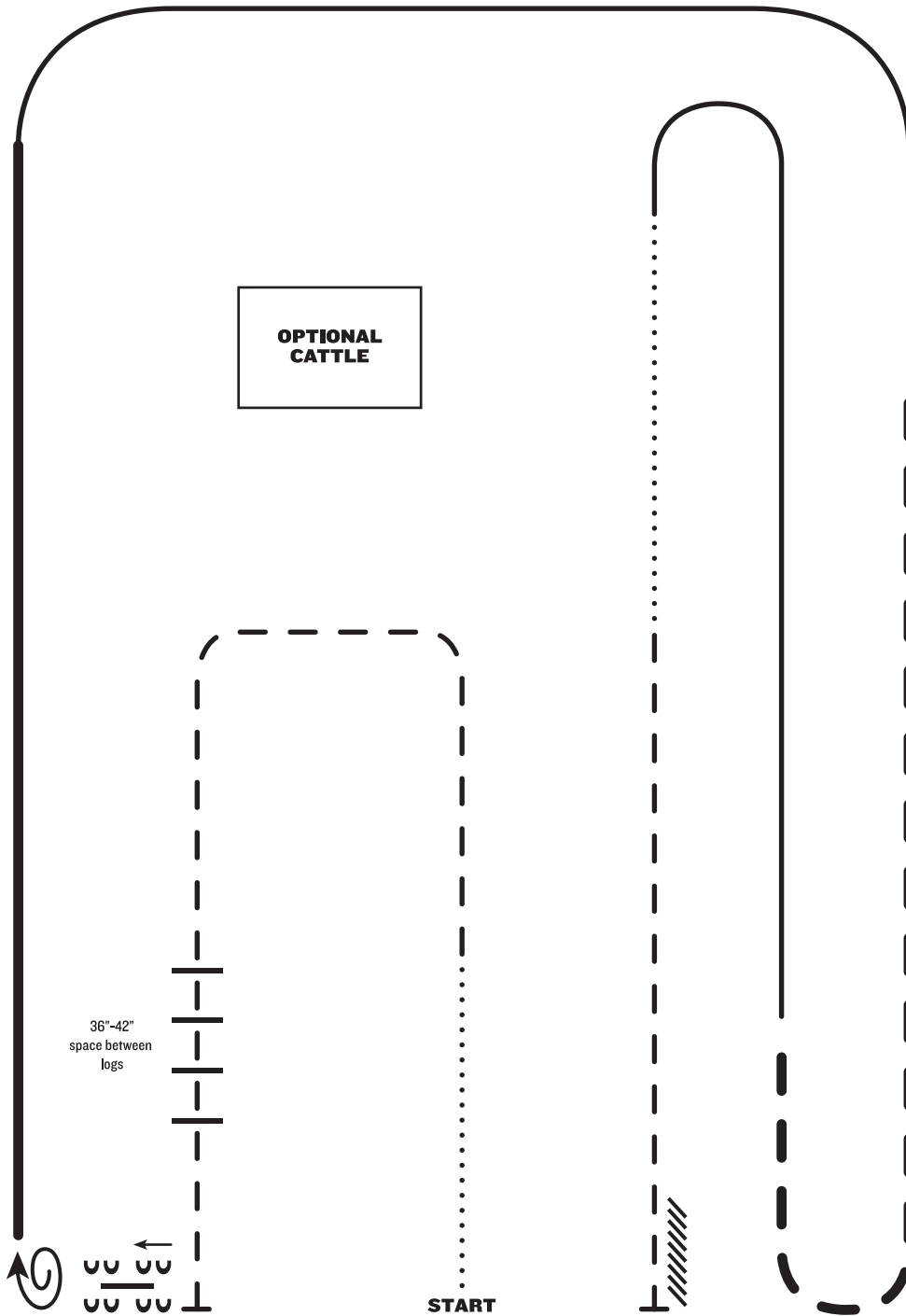
Mandatory markers: Along the arena fence or wall, the judge shall place a marker to indicate the center of the pattern; judge shall also place end markers at a sufficient distance from each end of the arena to accommodate the sliding stops and spins in the pattern.

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 RIDING - PATTERN 12

LEGEND

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



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. 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.

1. walk
2. Trot
3. Trot over logs, stop
4. Side pass right over logs
5. 1/2 turn right
6. Extend trot
7. Trot
8. Walk
9. Trot
10. Stop & Back,

