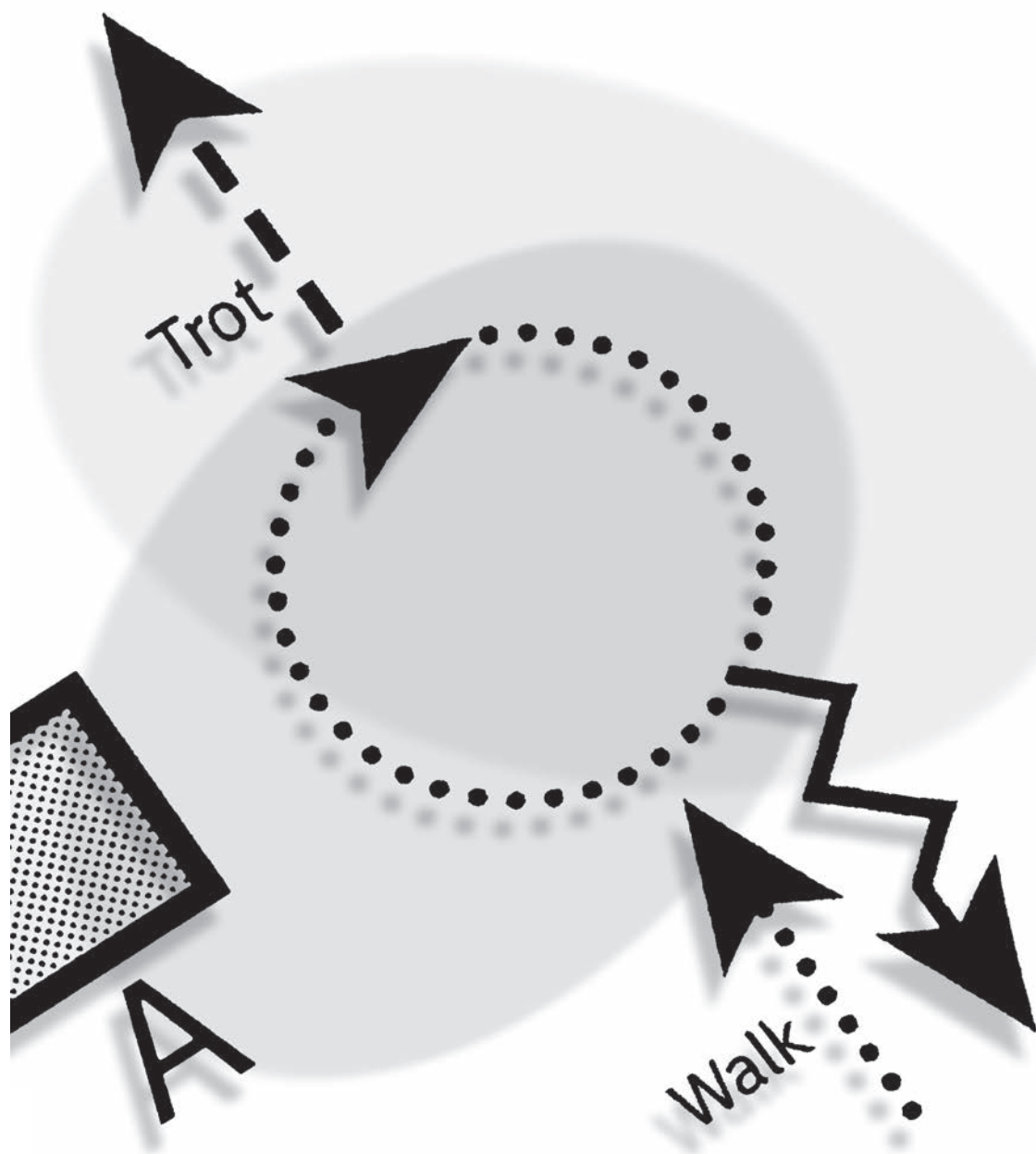


**REGION 4 CHAMPS**

---

# **PATTERNS**

## **PLAY BOOK**



# PATTERN INDEX

<u>PATTERN</u>	<u>JUDGE</u>	<u>REGIONAL CLASS</u>
40V	Porcher	#46 Hunt Seat Equitation Medal JTR
21/A	Godwin	#512 R4 Hunt Seat Equitation 13 & Under
48/CC	Godwin	#513 R4 Hunt Seat Equitation 14-18
34/P	Godwin	#514 R4 Hunt Seat Equitation AATR
2	Porcher	#51 Reining Seat Medal JTR
3	Cosenza	#401 R4 Reining Seat Equitation AATR
5	Cosenza	#402 R4 Reining Seat Equitation 14-18
5	Cosenza	#403 R4 Reining Seat Equitation 13 & Under
28J	Porcher	#48 Saddle Seat Equitation Medal JTR
37/T	Homer-Brown	#452 R4 Saddle Seat Equitation 14-18
26/G	Homer-Brown	#453 R4 Saddle Seat Equitation 11-13
52/L	Godwin	#402 R4 Showmanship 14-18
47/G	Godwin	#403 R4 Showmanship 11-13
61/V	Godwin	#442 R4 Showmanship AATH 19 & Over
42/B	Godwin	#445 R4 Showmanship 10 & Under
48P	Porcher	#50 Western Horsemanship Medal JTR
54/U	Potts	#481 R4 Western Horsemanship 14-18
52/T	Potts	#482 R4 Western Horsemanship 13 & Under
64/EE	Potts	#551 R4 Western Horsemanship AATR 50 & Over
62/CC	Potts	#552 R4 Western Horsemanship AATR 19-49
4	Cosenza	#478 R4 Arabian Ranch Horse Open
4	Cosenza	#479 R4 HA/AA Ranch Horse Open
2	Cosenza	#508 R4 Arabian Ranch Horse ATR
2	Cosenza	#509 R4 HA/AA Ranch Horse ATR
2	Cosenza	#400 R4 Arabian Reining AAOTR
2	Cosenza	#473 R4 HA/AA Reining AAOTR
5	Cosenza	#405 R4 Arabian Reining Junior Horse/Futurity
5	Cosenza	#470 R4 HA/AA Arabian Reining Junior Horse/Futurity
7	Cosenza	#521 R4 HA/AA Reining Open
7	Cosenza	#534 R4 Arabian Reining Open
8	Cosenza	#471 R4 Arabian Reining JTR
8	Cosenza	#472 R4 HA/AA Reining JTR
5	Cosenza	#420 Limited Reined Cow Horse ATR
5	Cosenza	#421 HA/AA Limited Reined Cow Horse ATR
8	Cosenza	#422 Arabian Reined Cow Horse
8	Cosenza	#423 HH/AA Reined Cow Horse
11	Porcher	#72 Limited Reined Cow Horse ATR
11	Porcher	#73 HA/AA Limited Reined Cow Horse ATR
12	Porcher	#74 Reined Cow Horse
12	Porcher	#75 HA/AA Reined Cow Horse

# Hunter/Jumping Seat

## LEVEL 2 • PATTERN V • Tests 1,3,4,5

Walk into the ring.

Canter left lead down rail to center of figure eight.

Execute a figure eight —

First Circle—Trot to the left

Second Circle—Canter right lead

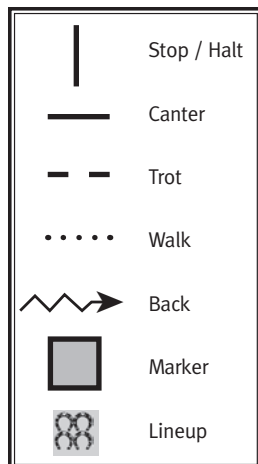
Continue cantering a half circle.

Halt. Back five steps.

Reverse towards the rail.

Trot to gate, demonstrating one change of diagonal beginning on the correct diagonal. Halt.

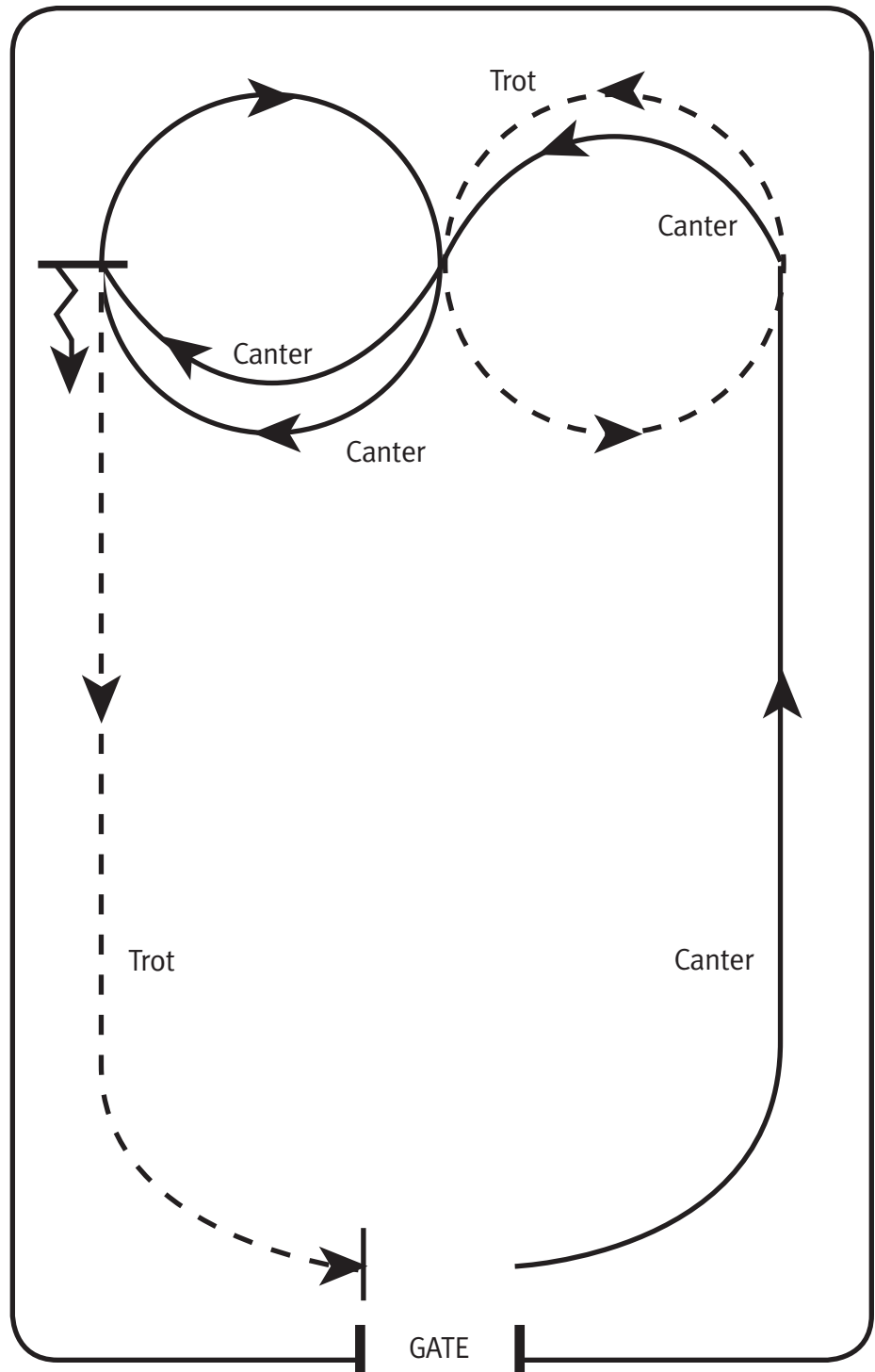
Exit at a walk.



*This pattern may only be used for:*

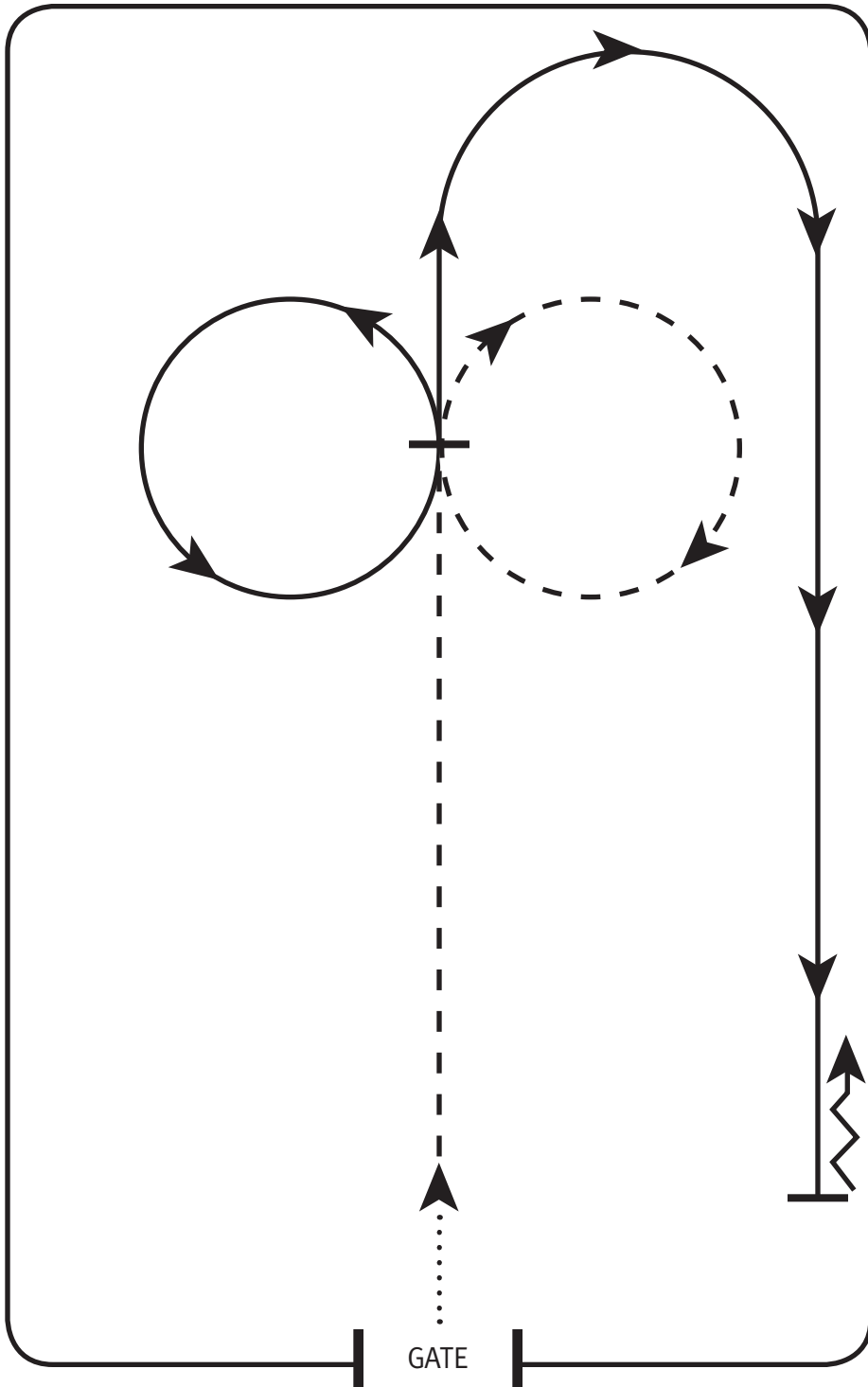
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

*If used at a Regional or National Show, pattern may not be run from the lineup.*



# Hunter/Jumping Seat

LEVEL 1 • PATTERN A • Tests 1,5










Enter arena at a walk.

Trot down the center of the arena on the left diagonal. Continue into a circle to the right at the trot.

Transition to the canter and demonstrate a circle to the left. Halt.

Canter on the right lead around the top of the arena and down the straightaway. Halt. Back five steps.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

*This pattern may only be used for:*

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

*If used at a Regional or National Show, pattern may not be run from the lineup.*

# Hunter/Jumping Seat

LEVEL 2 • PATTERN CC • Tests 1,12,14,15

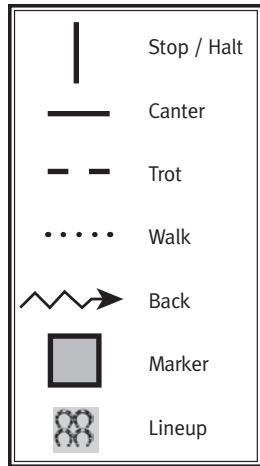
Enter arena at the walk, and turn to the right. On a straight line, begin with the incorrect lead.

Halfway down the line, change (simple or flying) to the correct lead.

At end of line, trot a three-loop serpentine.

Halt.

Turn on the forehand to the right, return to line at the sitting trot or sitting trot to the gate and exit at the walk.



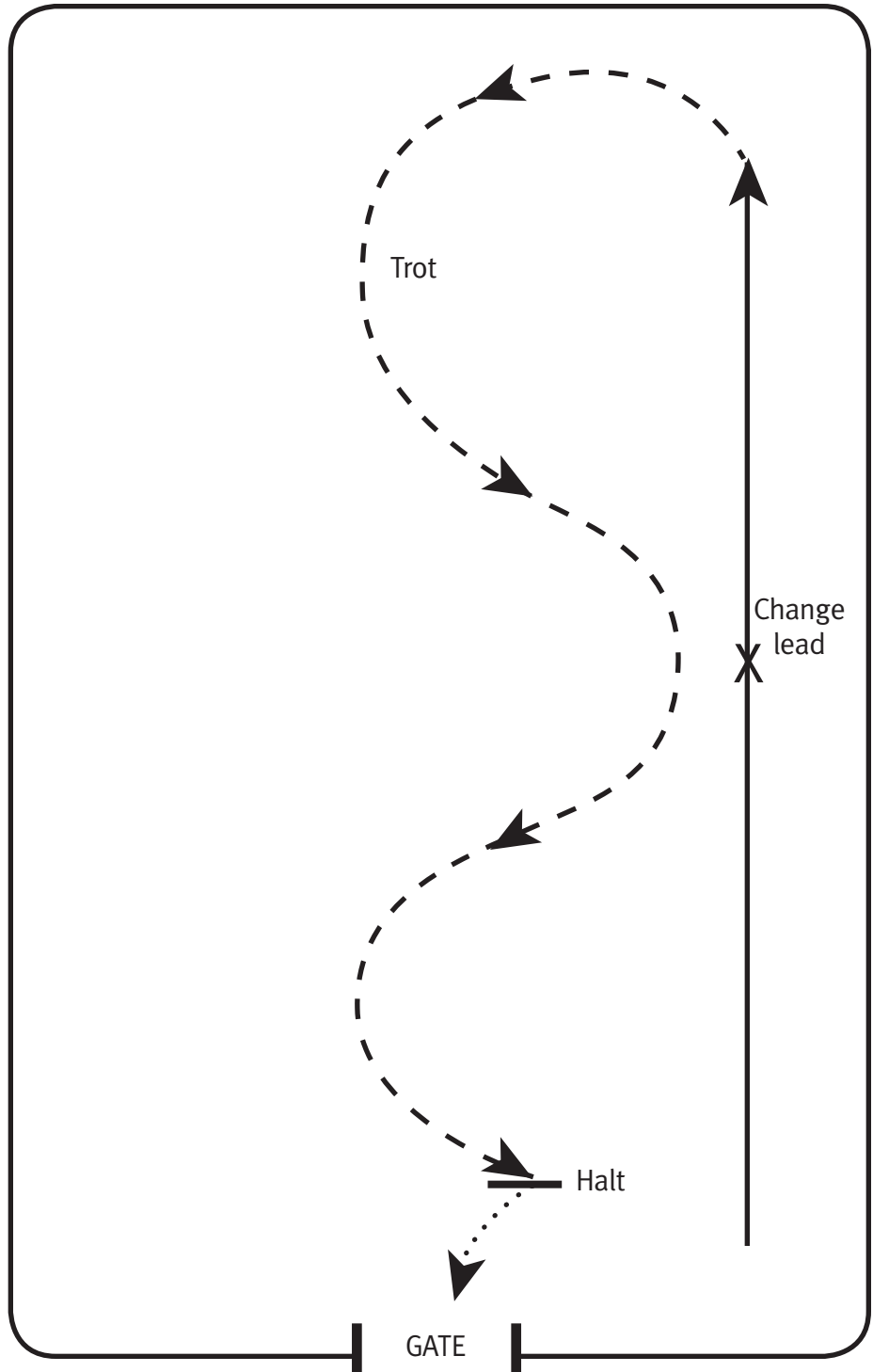
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

- 13 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



# Hunter/Jumping Seat

## LEVEL 1 • PATTERN P • EQUITATION—Tests 1,5

Enter at a walk.

Pick up sitting trot.

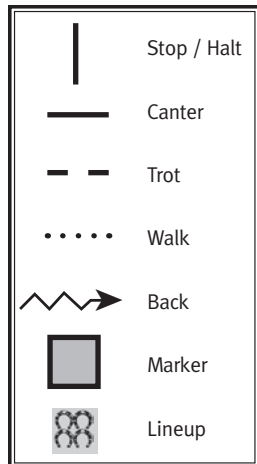
Continue at posting trot on the correct diagonal.

Pick up canter, correct lead.

Cut diagonally across arena and change lead (simple change).

Continue around end of arena.

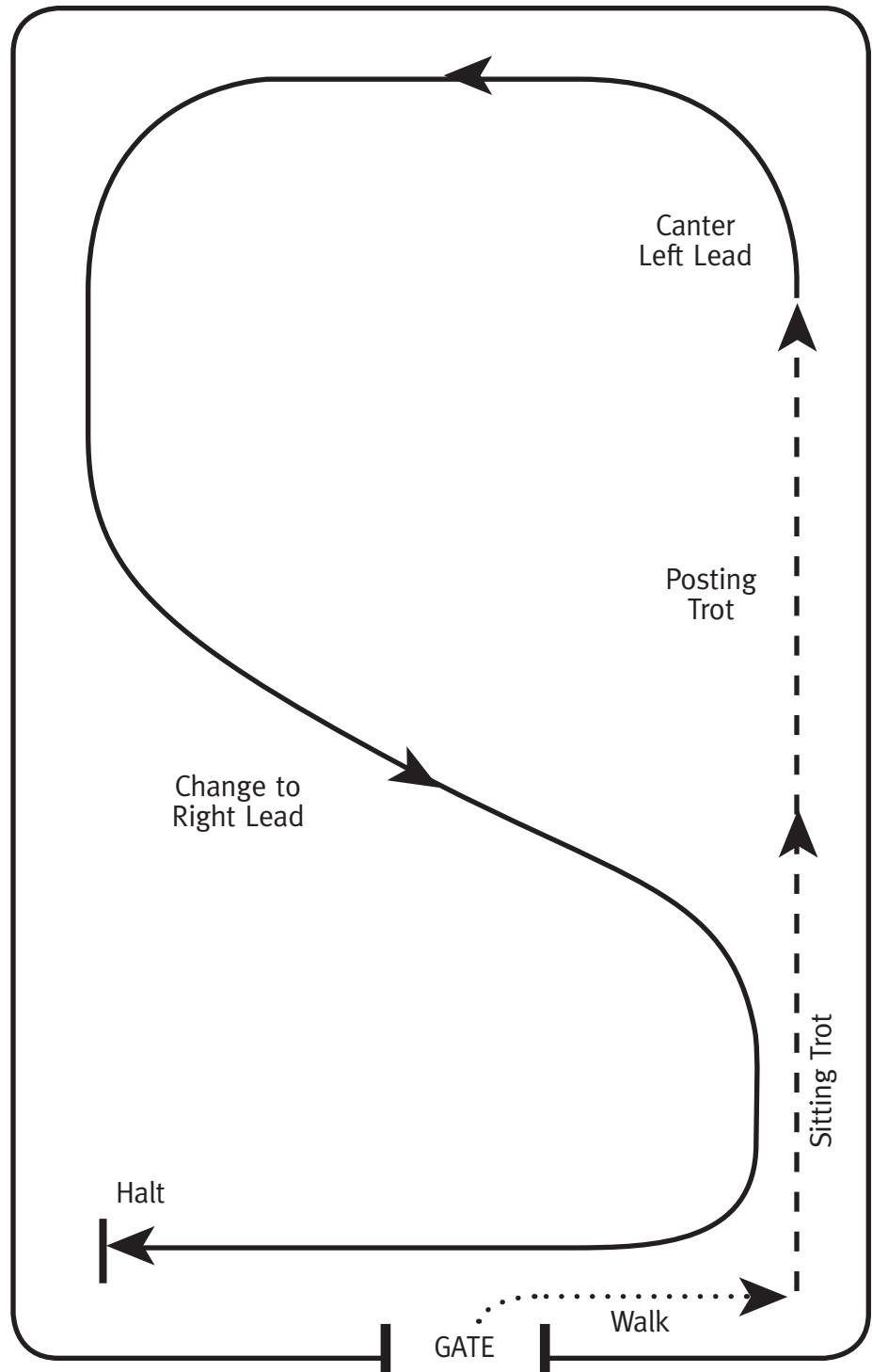
Halt. Return to lineup or exit at a walk.



*This pattern may only be used for:*

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

*If used at a Regional or National Show, pattern may not be run from the lineup.*

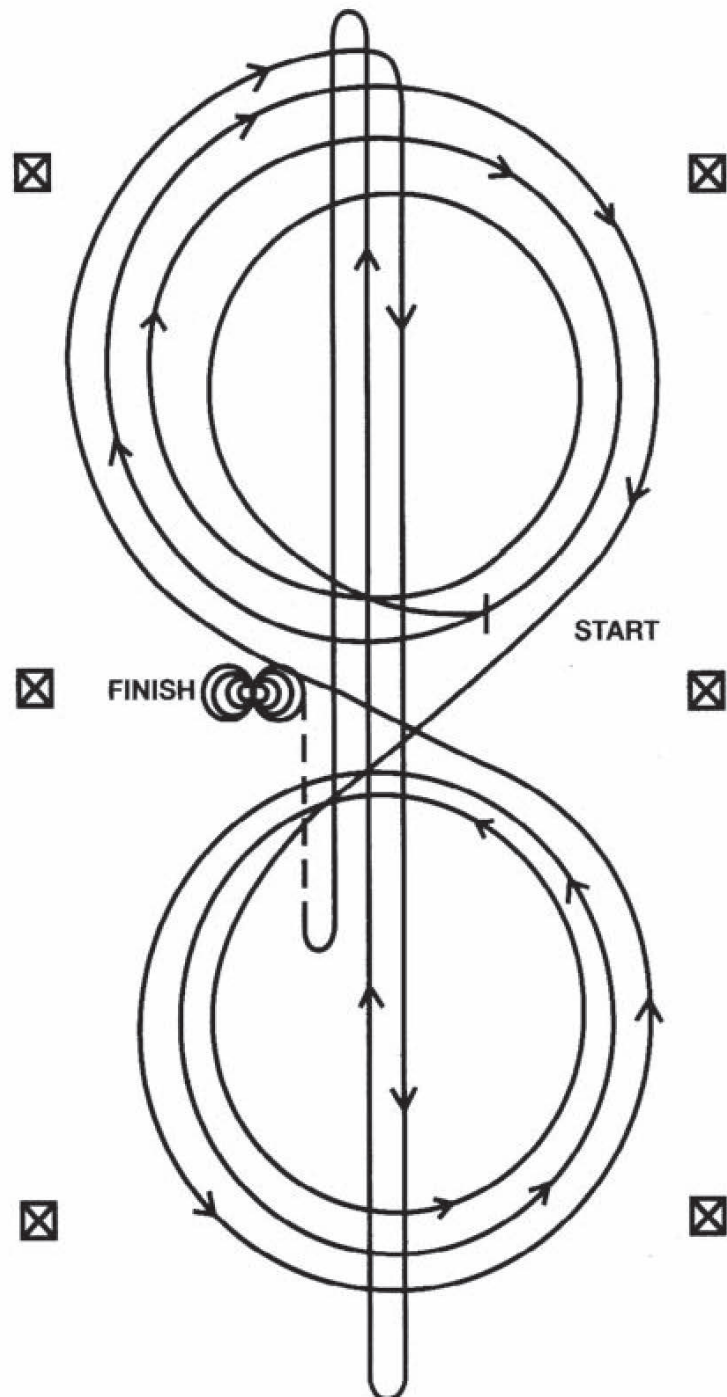


# Reining Seat

## PATTERN 2

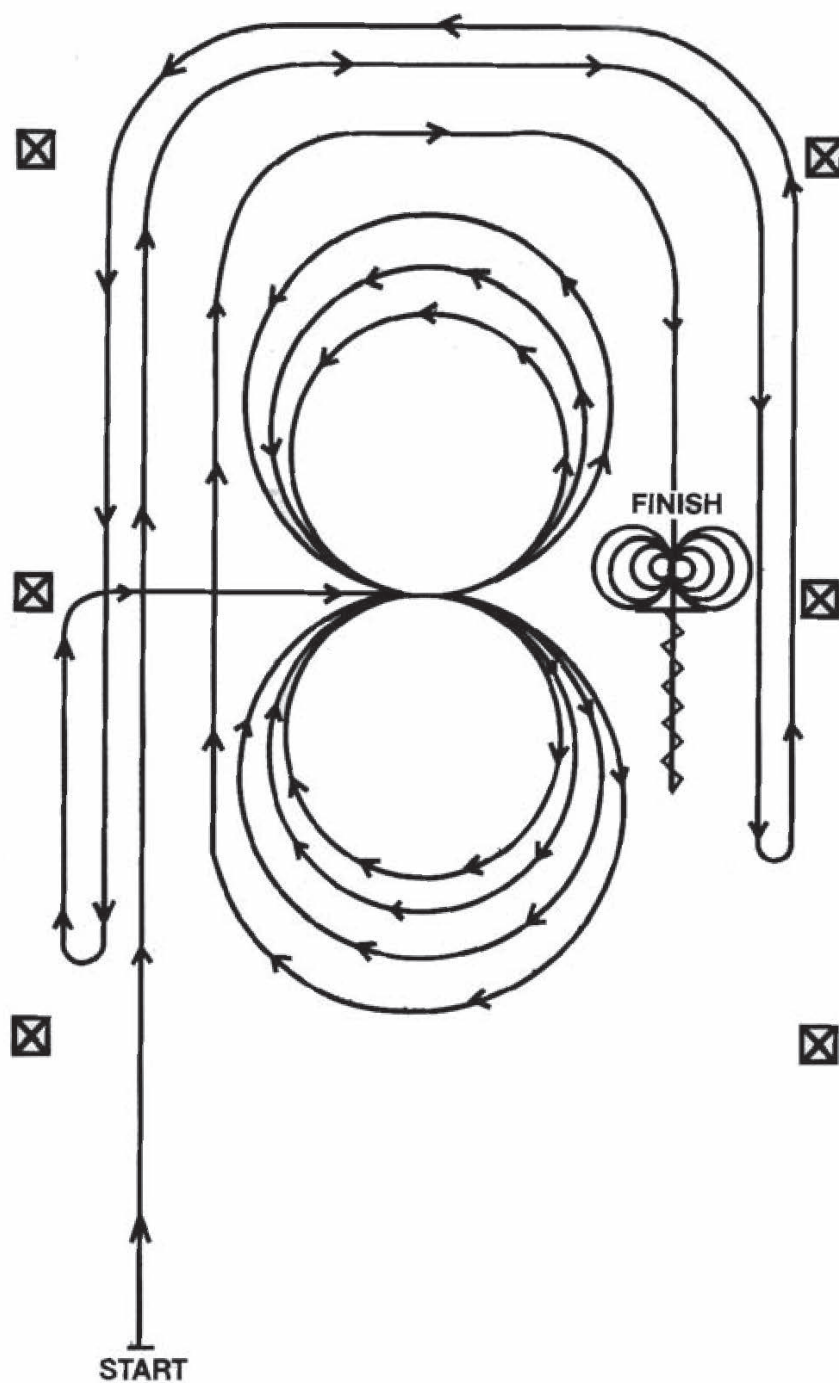
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback — no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.



# Reining Seat

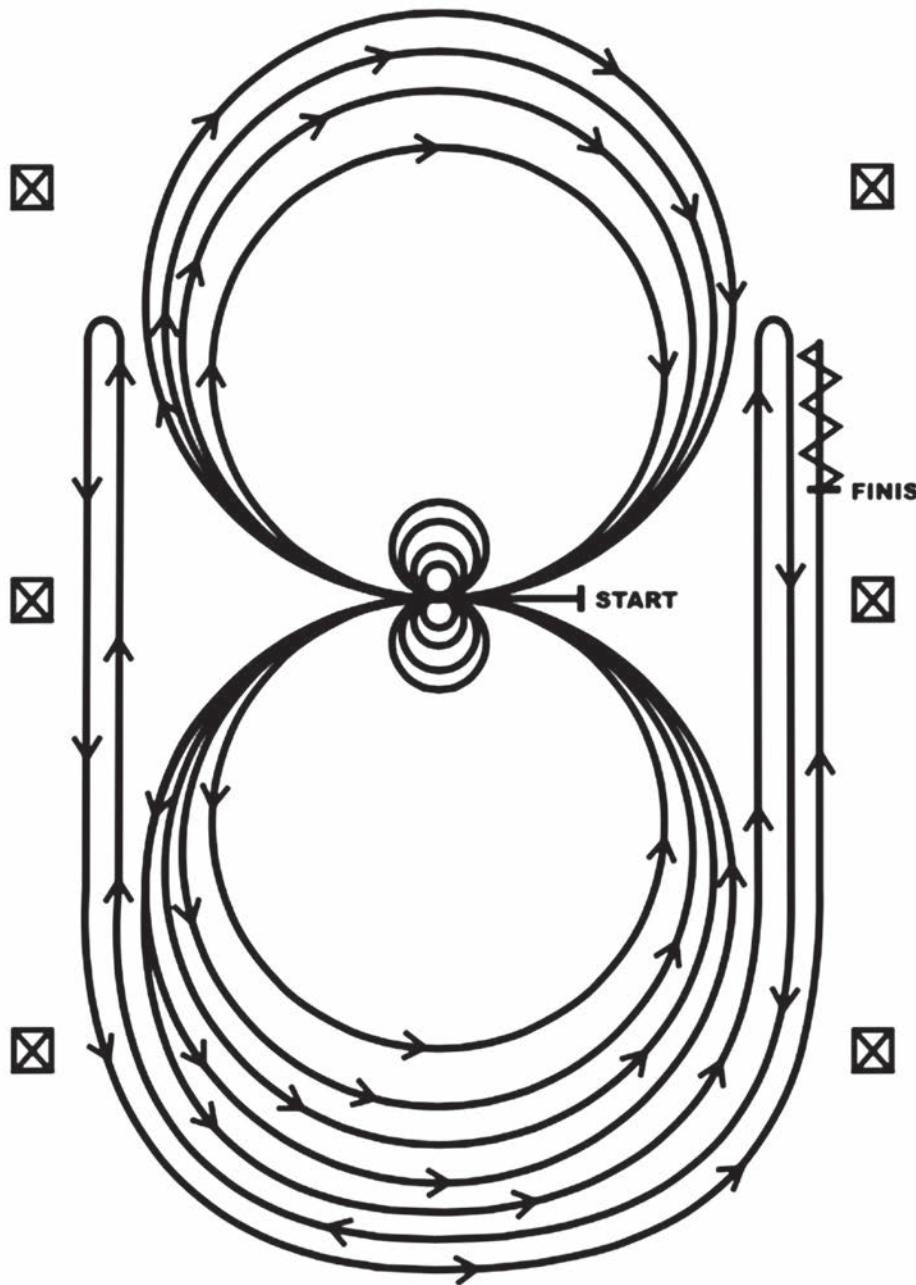
## PATTERN 3



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 of 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 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 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 (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.



# Reining Seat PATTERN 5



Horses may walk or jog to the center of 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 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.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: 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 right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure eight)
6. Continue around previous 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 around 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 the 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# Saddle Seat

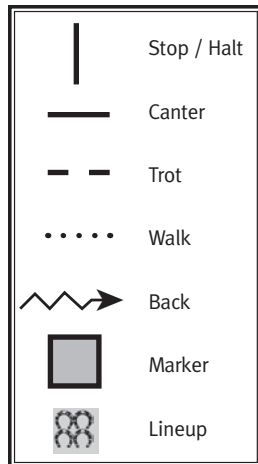
## LEVEL 1 • PATTERN J • Tests 6,9,10

From the starting point, canter a half circle on the left lead to the center of the ring. Halt facing left rail.\*

Execute one figure eight at the trot beginning on the right diagonal and demonstrating one change of diagonal. Halt facing left rail.\*

Canter a half circle on the right lead to the midpoint of the far end of the ring. Halt.

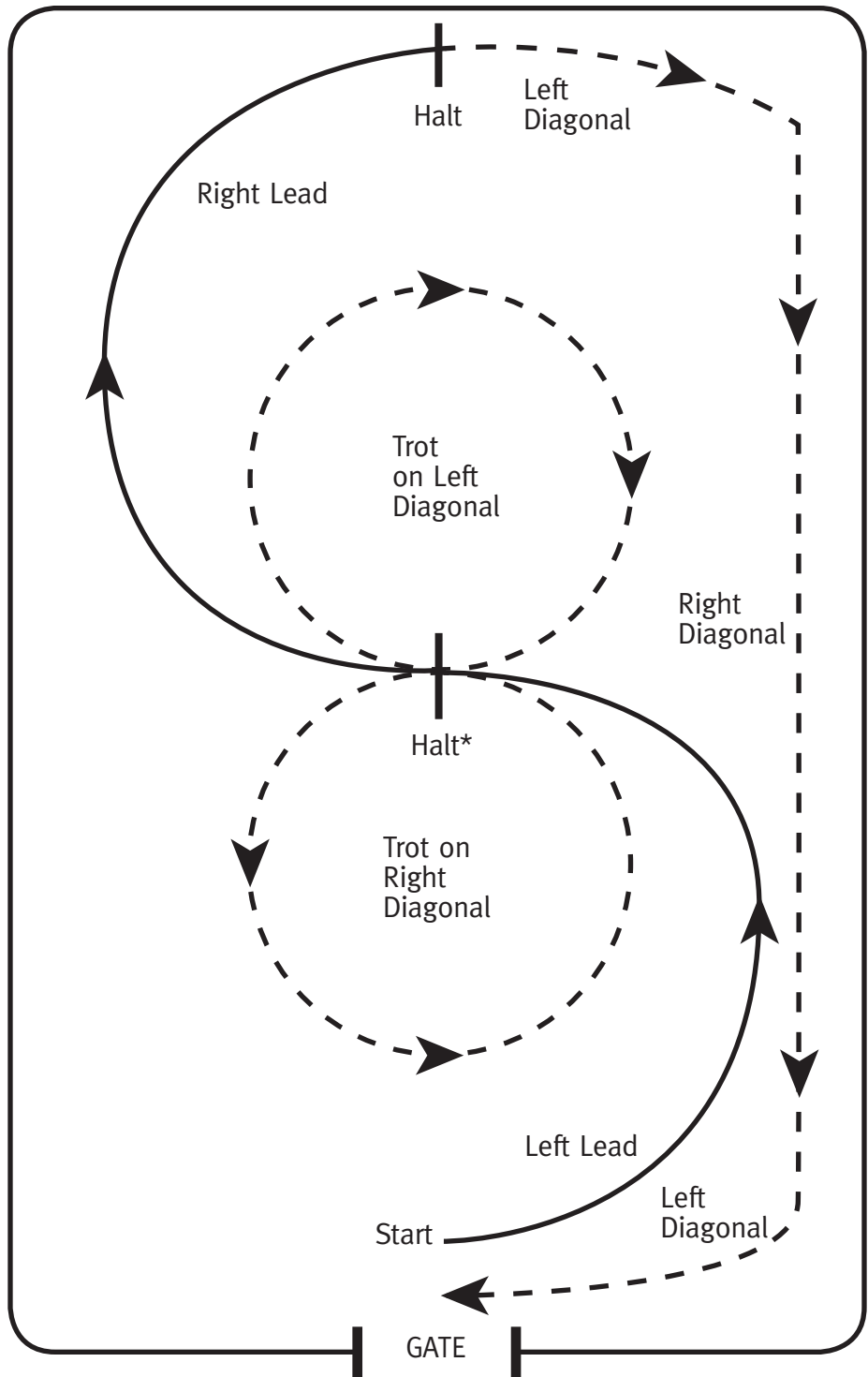
Beginning on the left diagonal trot down the right rail demonstrating two changes of diagonal. Exit the ring without stopping.



*This pattern may only be used for:*

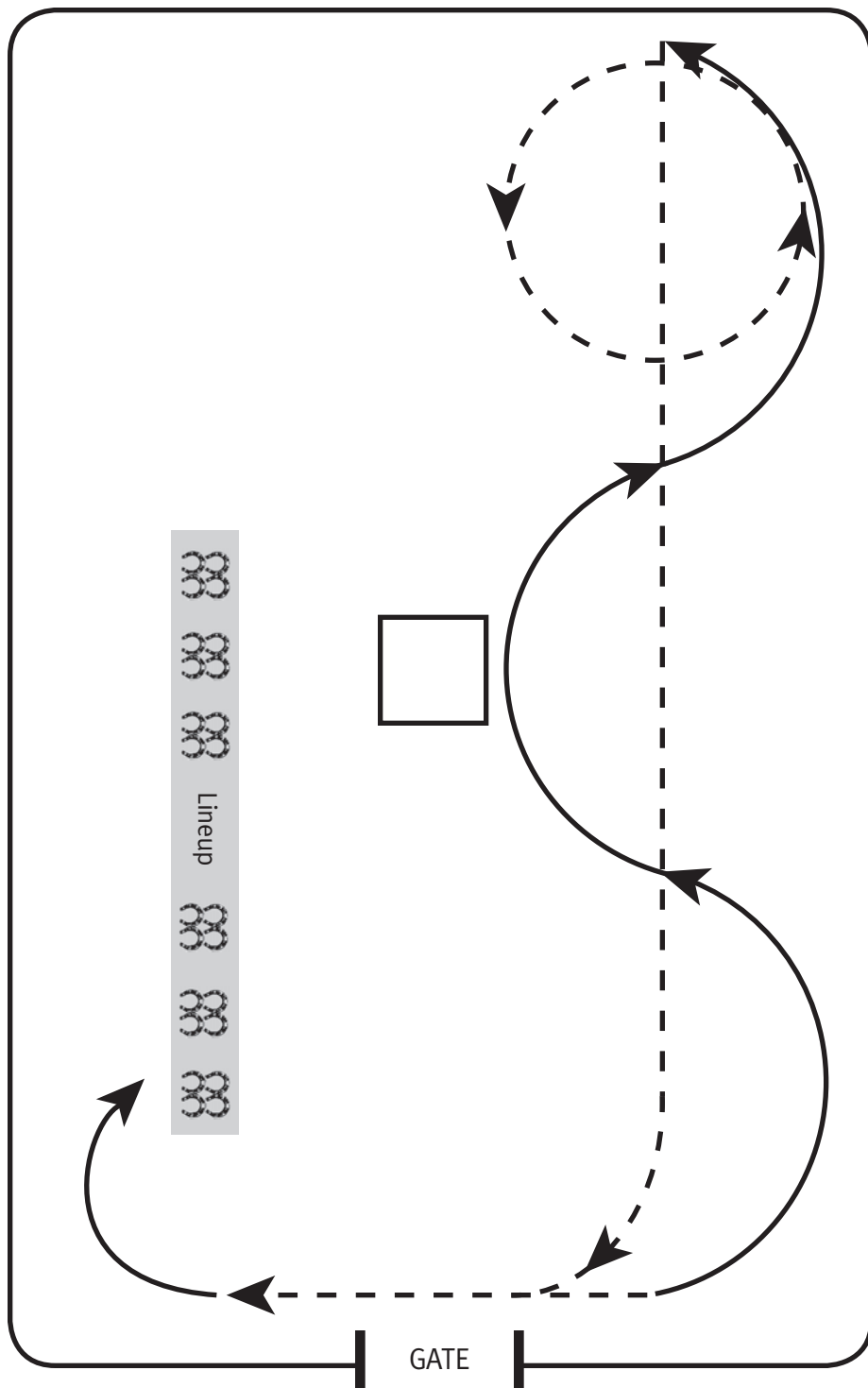
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

*If used at a Regional or National Show, pattern may not be run from the lineup.*



# Saddle Seat

LEVEL 2 • PATTERN T • Tests 2,6,11



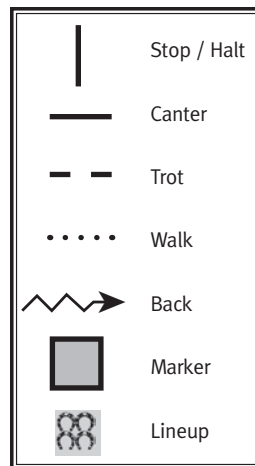
Enter the ring at a walk and turn right.

Execute a three loop serpentine at the canter demonstrating two simple changes of lead beginning on the left lead. Halt.

Trot a circle to the left on the right diagonal. Halt.

Turn to the left and trot a line down the center of the serpentine. Change diagonal every four strides beginning on the left diagonal. Halt.

Return to the lineup or exit the ring at the trot.



*This pattern may only be used for:*

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

*If used at a Regional or National Show, pattern may not be run from the lineup.*

# Saddle Seat

## LEVEL 1 • PATTERN G • Tests 2,6,10

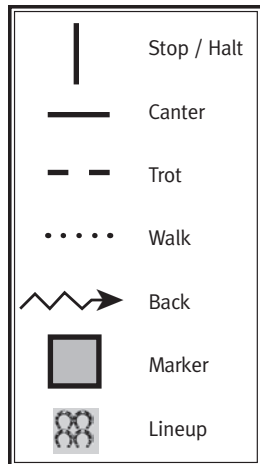
Trot down the rail to the center of the turn. Halt.\*

Canter one circle on the correct lead. Halt. Reverse.

Trot one circle on the correct diagonal.

Continue trotting and trot down the rail showing one change of diagonal at the midpoint of the rail.

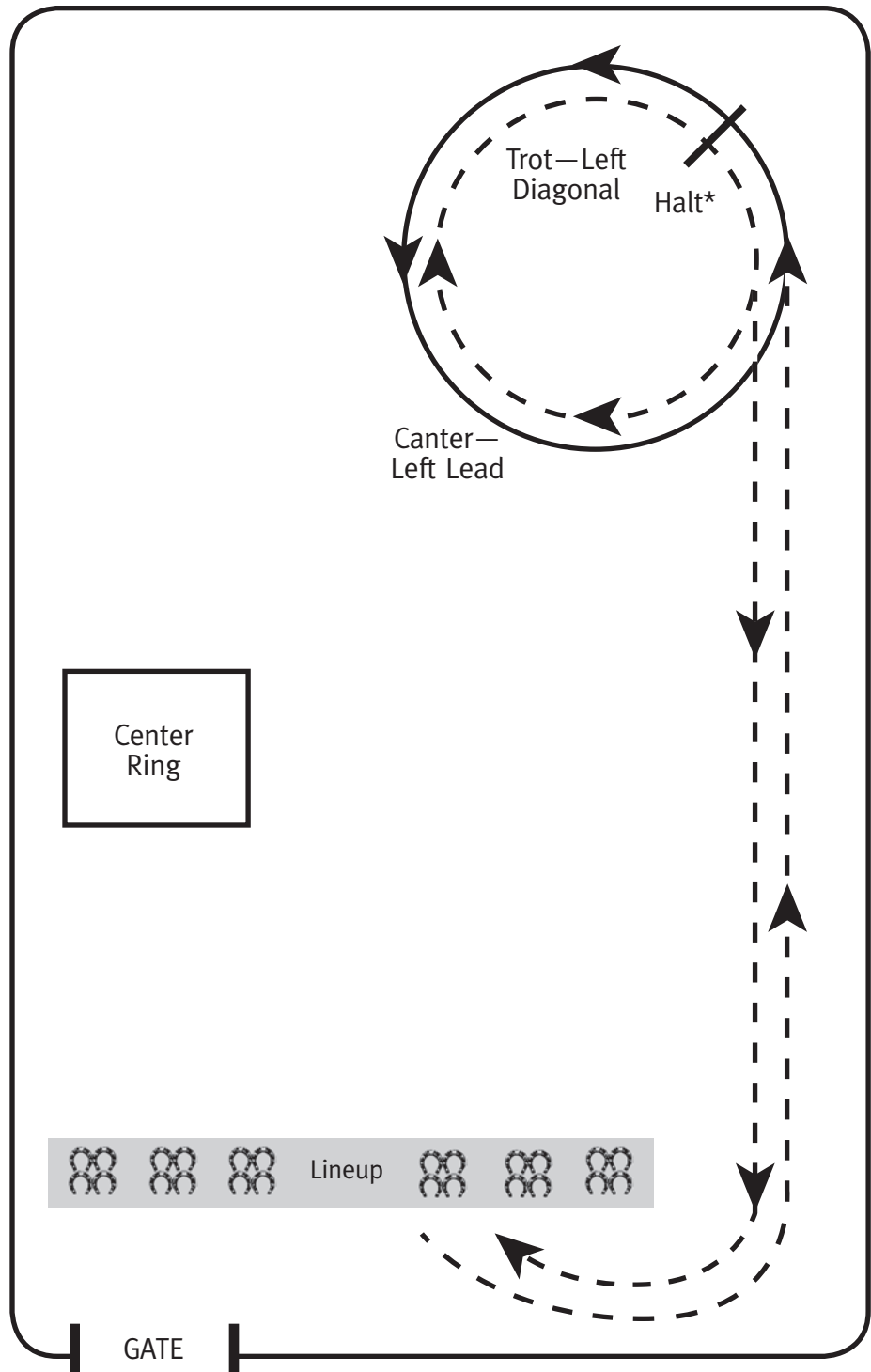
Return to the lineup or exit arena at a trot.



*This pattern may only be used for:*

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

*If used at a Regional or National Show, pattern may not be run from the lineup.*



# Showmanship

## PATTERN L • LEVEL 2

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

Be ready at marker A.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

Stop and perform a 270-degree turn.

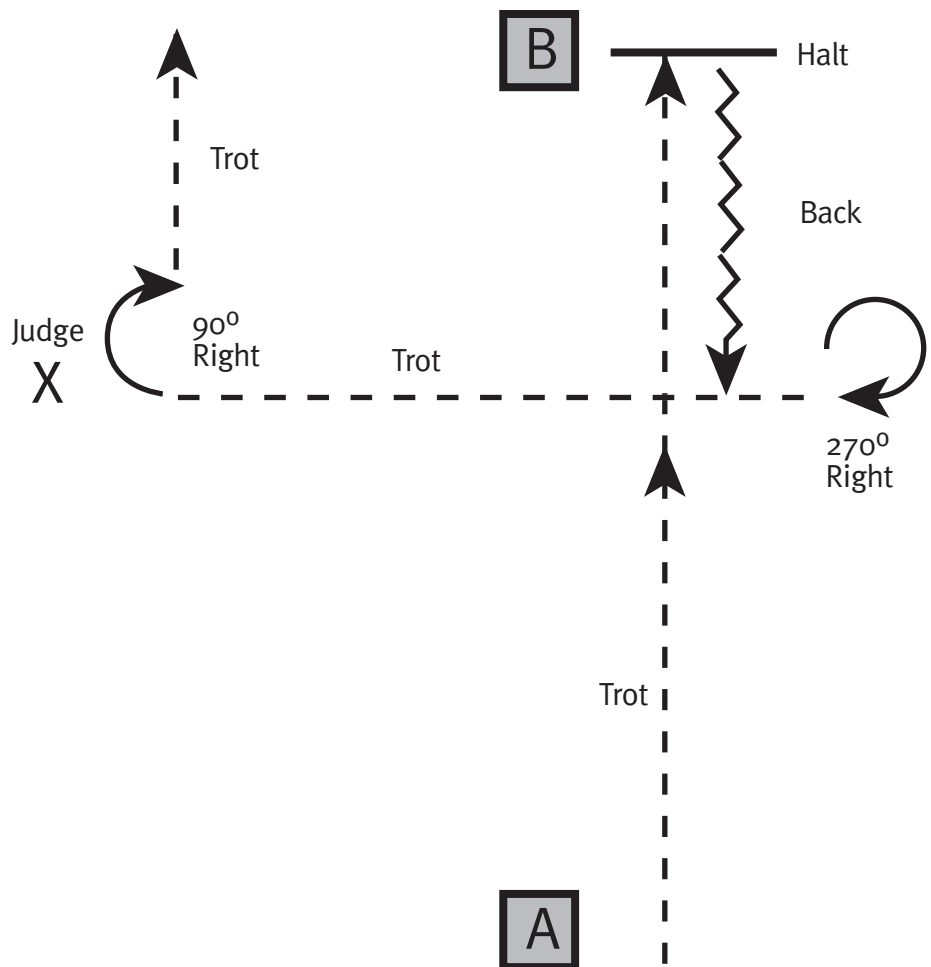
Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

Return to the lineup at the trot as directed by the ringmaster or exit at the trot.

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❑ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



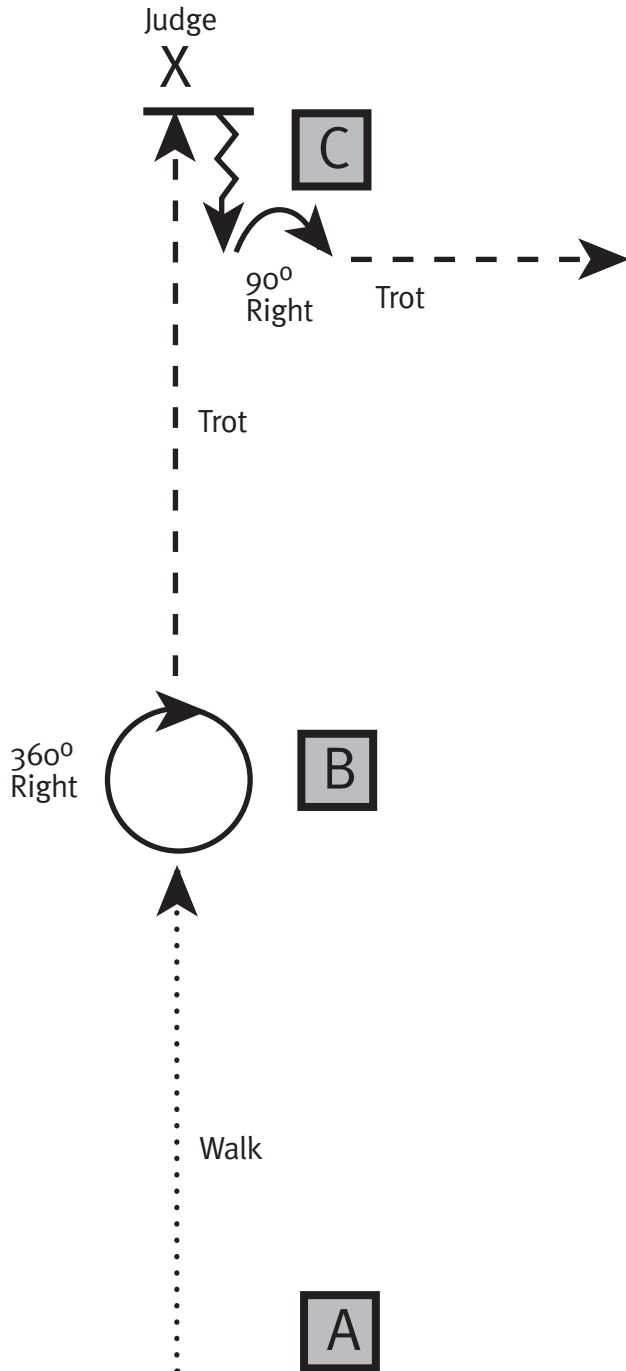
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❑ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

# Showmanship

## PATTERN G • LEVEL 1

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*



Be ready at marker A.

Walk to marker B. Stop.

Perform a 360-degree (1) haunch turn to the right. Stop.

Trot to marker C. Stop.

Set up for inspection.

After dismissal, back four steps.

Perform a 90-degree turn to the right and trot into the completion line as directed by the ringmaster or exit at the trot.

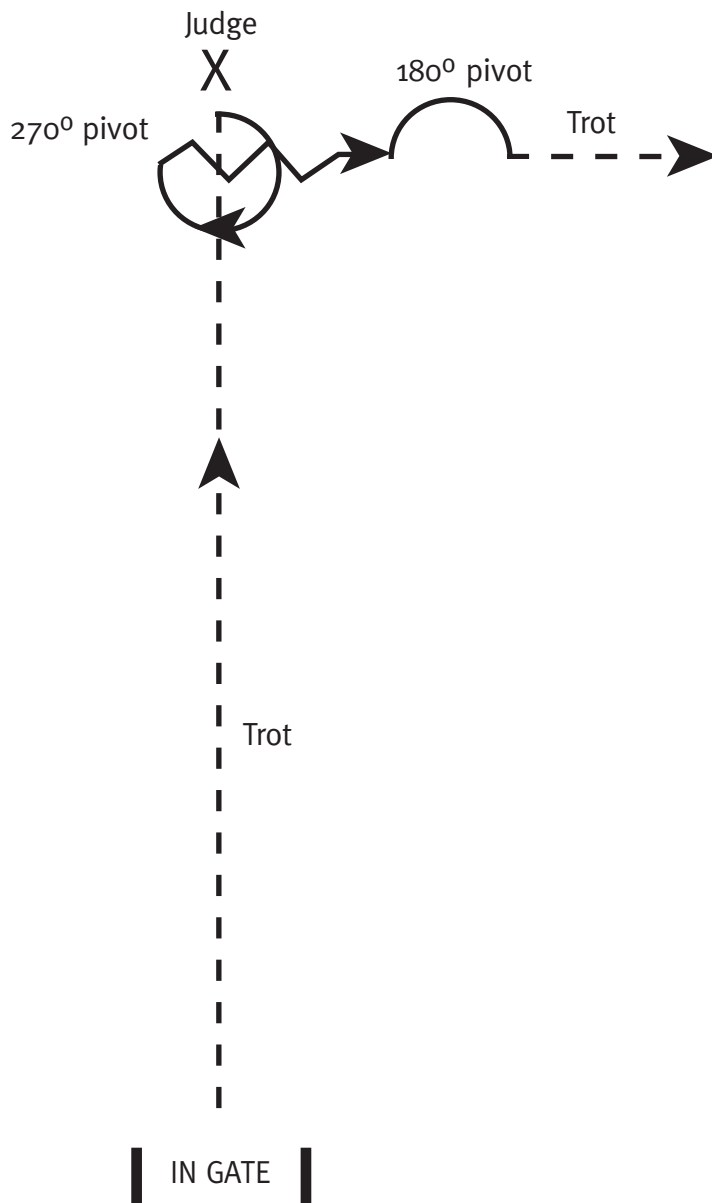
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❑ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

# Showmanship

## PATTERN V • LEVEL 2

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*



Trot to judge.

Stop. Execute a 3/4 turn (270-degree pivot) and set up.

After inspection and when dismissed, back four steps.

Do a 180-degree turn and trot to lineup at direction of ringmaster or exit at the trot.

	Stop / Halt
—	Canter
- -	Trot
.....	Walk
~>	Back
■	Marker
⊗	Lineup

# Showmanship

## PATTERN B • LEVEL 1

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

Be ready at marker A.

Walk from marker A to marker B.

Trot from marker B to marker C.

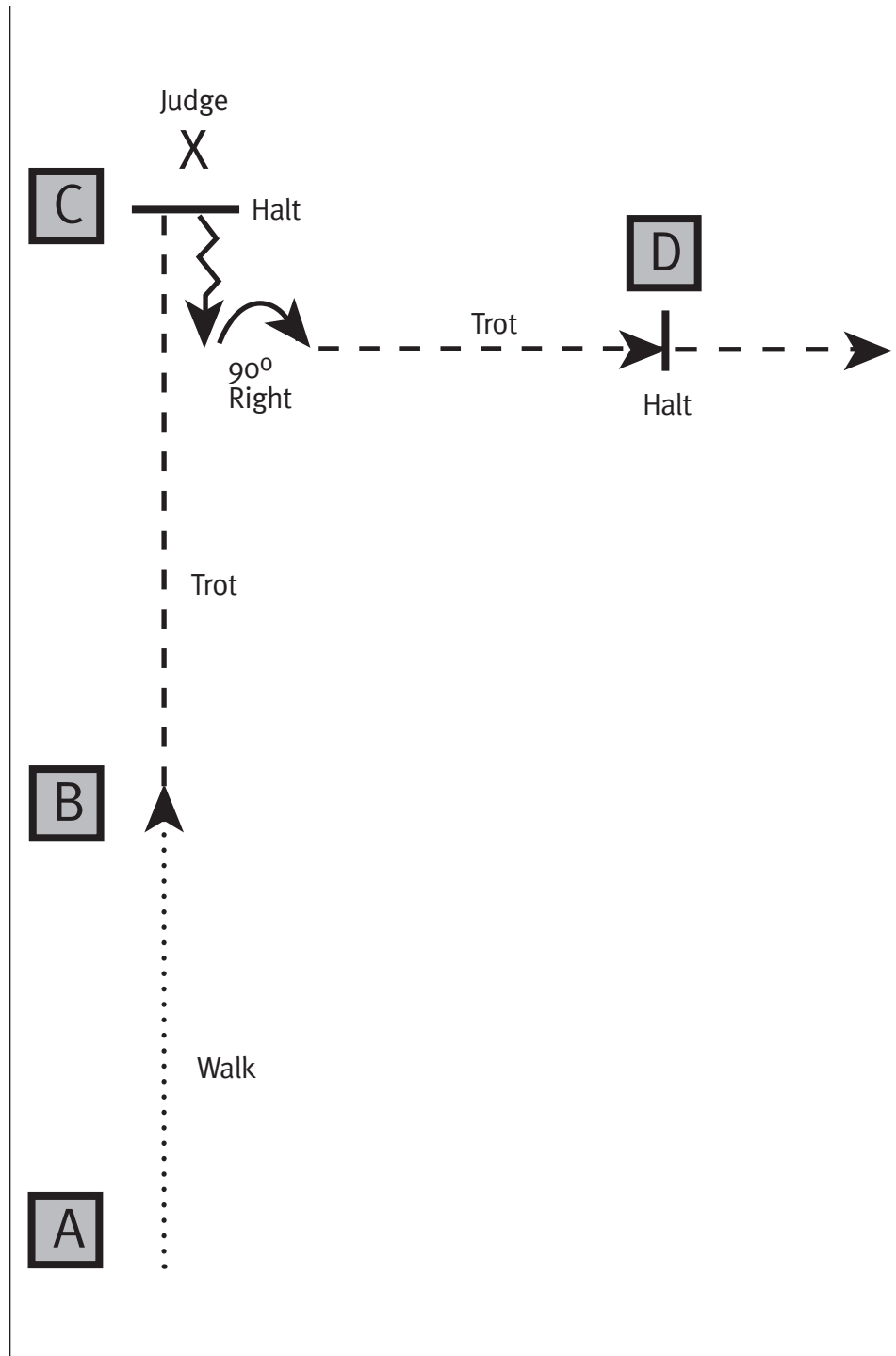
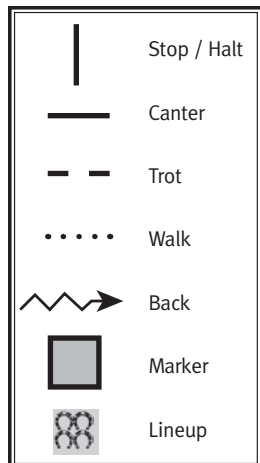
Stop at marker C and set up for inspection.

When dismissed, back four steps.

Perform a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup as directed by the ringmaster or exit at the trot.

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❑ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.





# Western Horsemanship

## LEVEL 2 • PATTERN P • Tests 1,2,3,6

The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena to best exhibit their horses.

Be ready at marker A.

Lope right lead to marker B and stop.

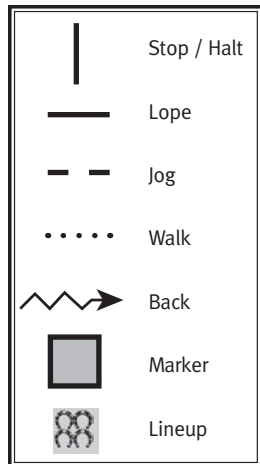
Execute a 360-degree turn on hindquarters right.

Lope left lead to marker C and stop.

Execute a 360-degree turn on the hindquarters left.

Jog to marker D and Stop. Back ten steps.

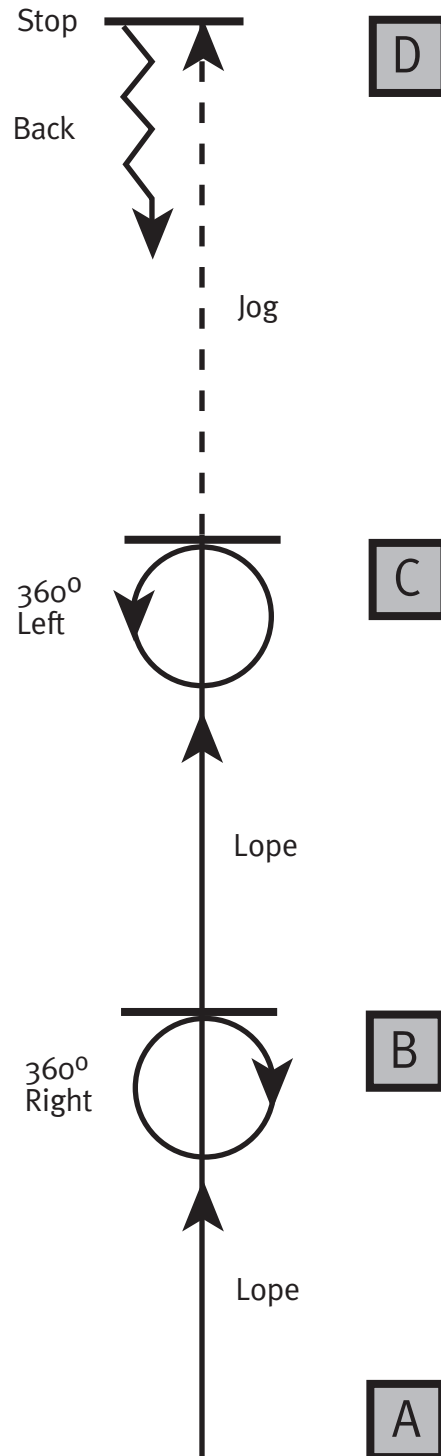
Return to the lineup at the jog or exit the arena at the jog.



This pattern may only be used for:

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

If used at a Regional or National Show, pattern may not be run from the lineup.



# Western Horsemanship

## LEVEL 2 • PATTERN U • Tests 1,2,3,8,10

The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena to best exhibit their horses.

Be ready at in-gate.

Lope on right lead.

Lope circle around marker A on right lead.

At marker B, stop and drop stirrups. Extended jog around to the left of marker C.

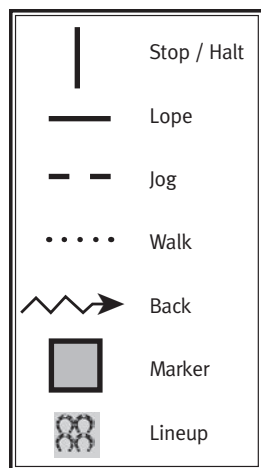
At marker C, stop and pick up stirrups.

Pick up a lope on the left lead.

Lope a circle around marker D on the left lead.

Stop and back about ten feet.

Return to lineup at the jog or exit arena at the jog.



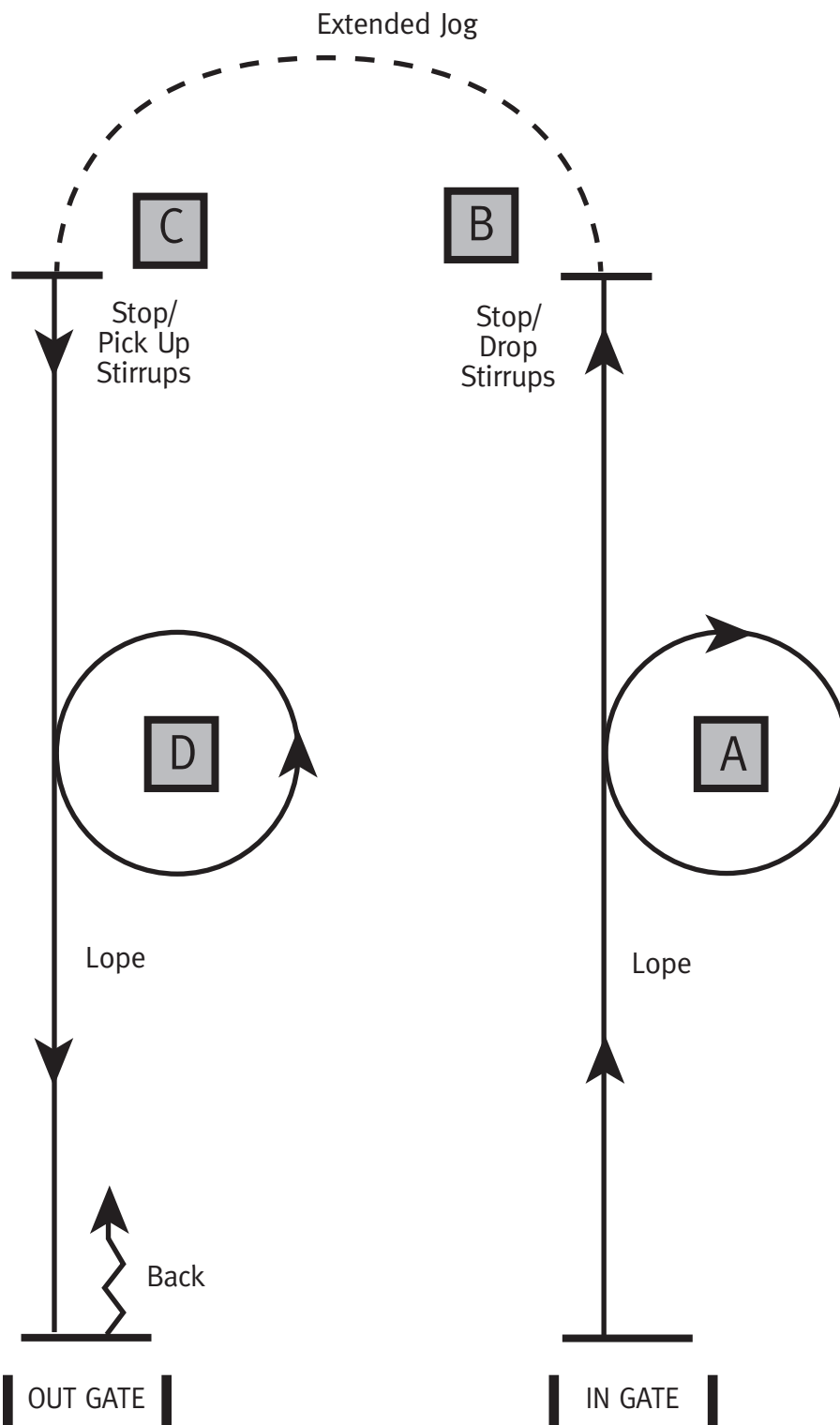
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

- 13 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



# Western Horsemanship

## LEVEL 2 • PATTERN T • Tests 1,2,3,4,6

The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena to best exhibit their horses.

Be ready at marker A.

Jog to middle.

Stop, 360-degree turn to the left on the haunches.

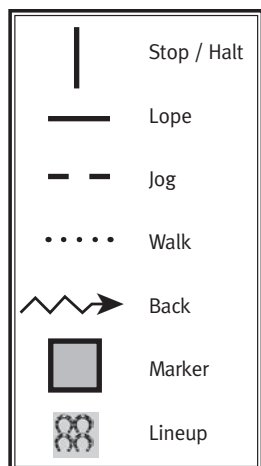
Lope a circle on the left lead.

Simple change of lead through walk or jog.

Lope right lead, break to jog.

Stop and back.

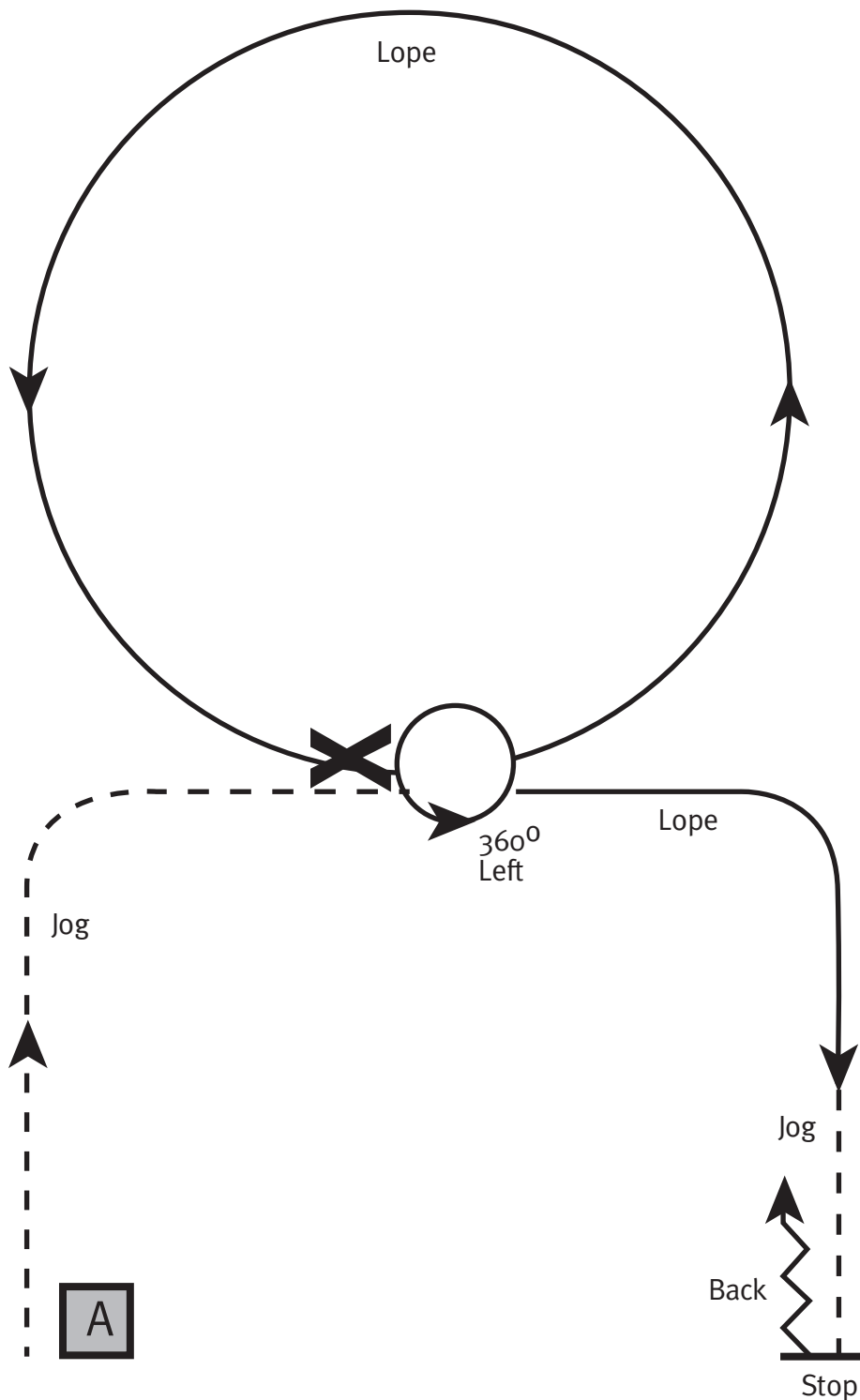
Return to lineup at the jog or exit arena at the jog.



This pattern may only be used for:

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

If used at a Regional or National Show, pattern may not be run from the lineup.



# Western Horsemanship

## LEVEL 2 • PATTERN EE • Tests 1,2,3,6,10

The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena to best exhibit their horses.

Be ready at A.

Extended lope on the left lead to B and stop.

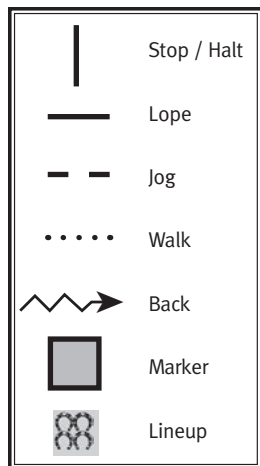
Execute 270-degree turn to the right.

Lope on the right lead to C, continuing at the lope make a small circle continuing to D and stop.

Execute a 180-degree turn to the left.

Extended jog to E. Stop and back ten feet.

Return to lineup at the jog or exit arena at the jog.



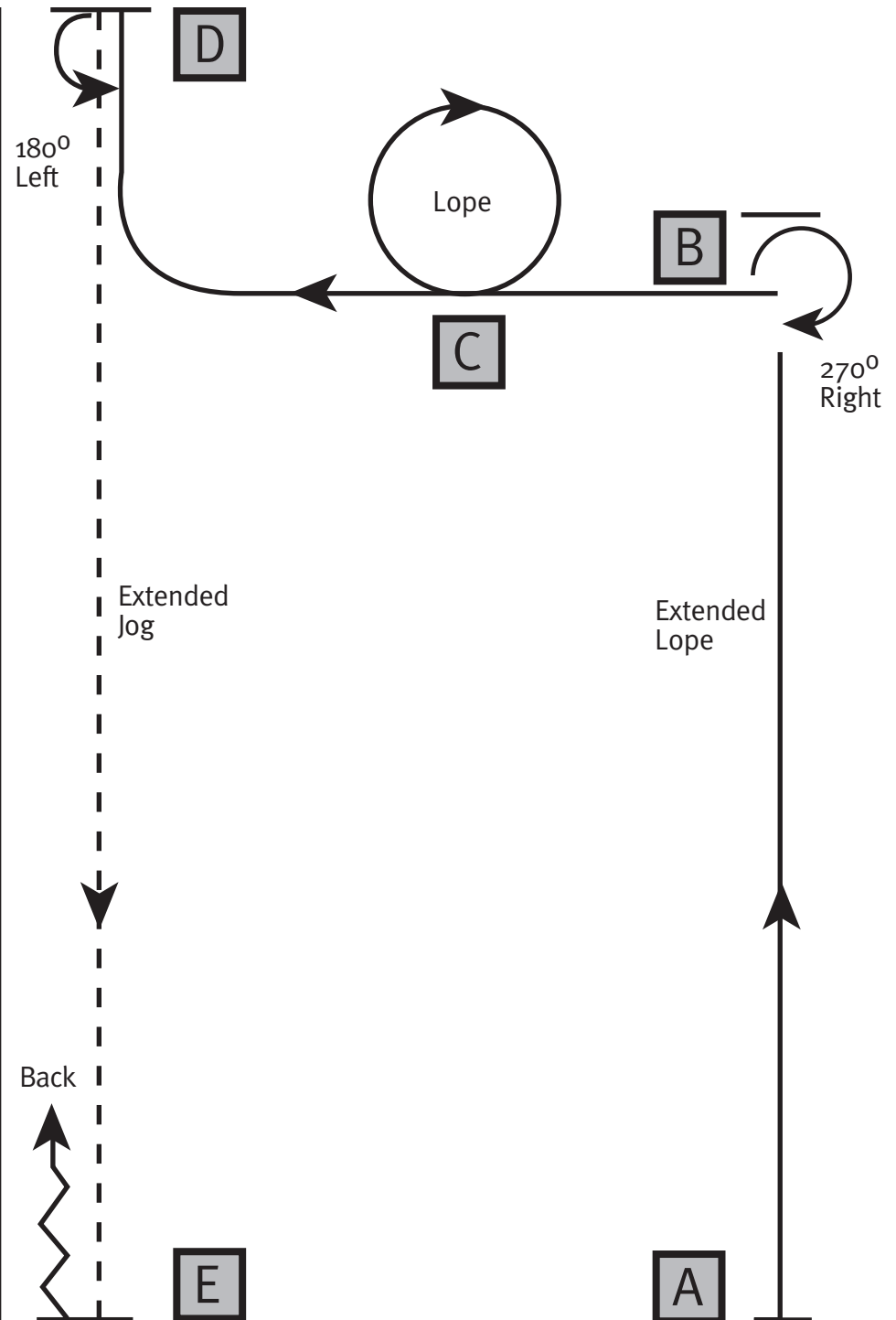
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

- 13 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



# Western Horsemanship

## LEVEL 2 • PATTERN CC • Tests 1,2,3,6,8,10

The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena to best exhibit their horses.

Be ready at marker A. Drop stirrups.

Jog to marker B. Stop. Pickup stirrups.

Lope a semi-circle on the right lead to marker C.

Turn 180-degrees on the haunches to the left.

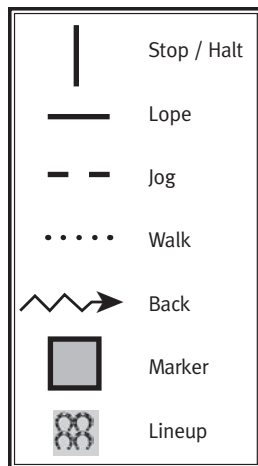
Lope a semi-circle on the left lead to marker B.

Stop.

Back approximately five steps.

Execute the extended jog across the diagonal to marker D. Stop at D.

Return to the lineup at the jog or exit the arena at the jog.



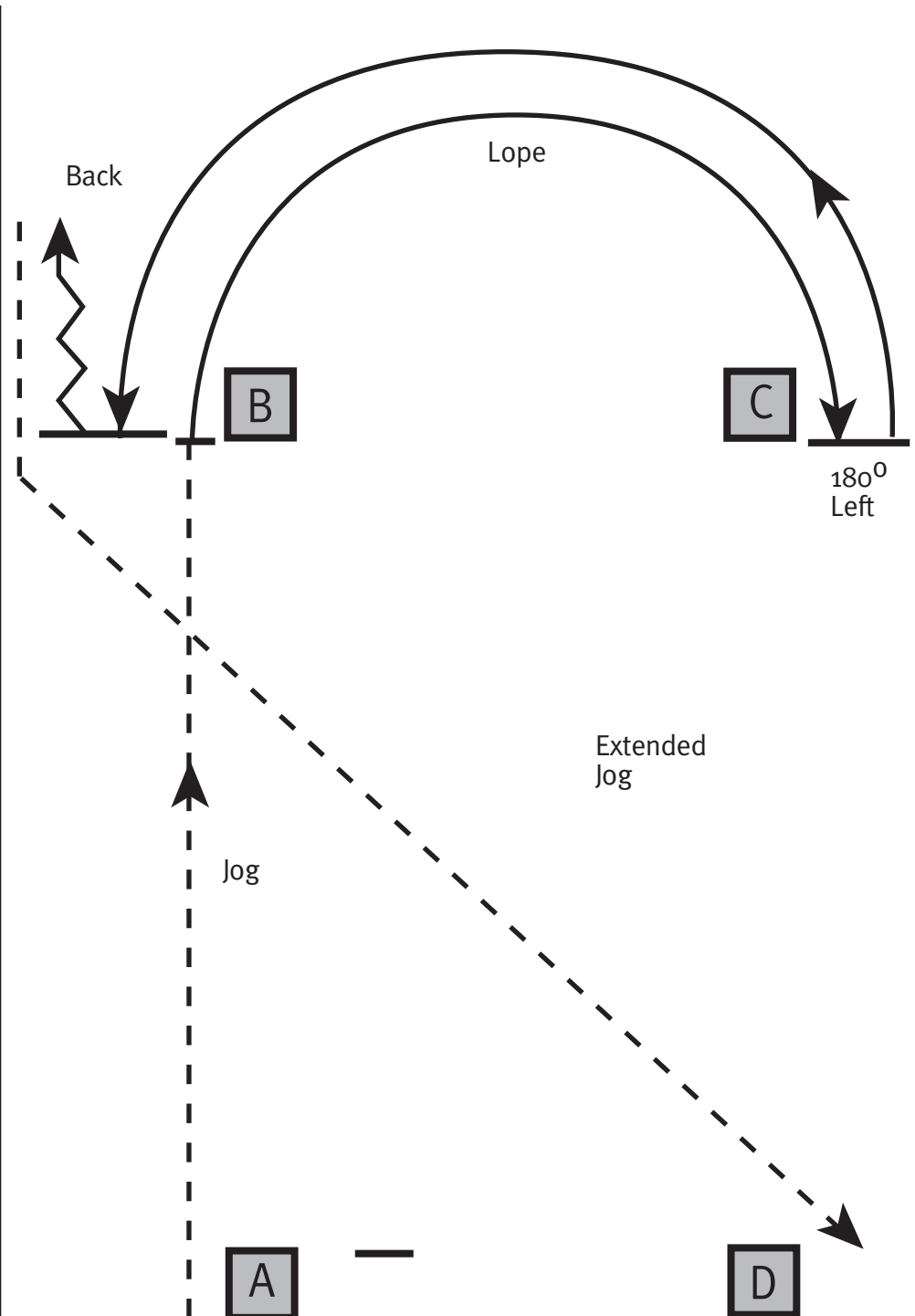
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

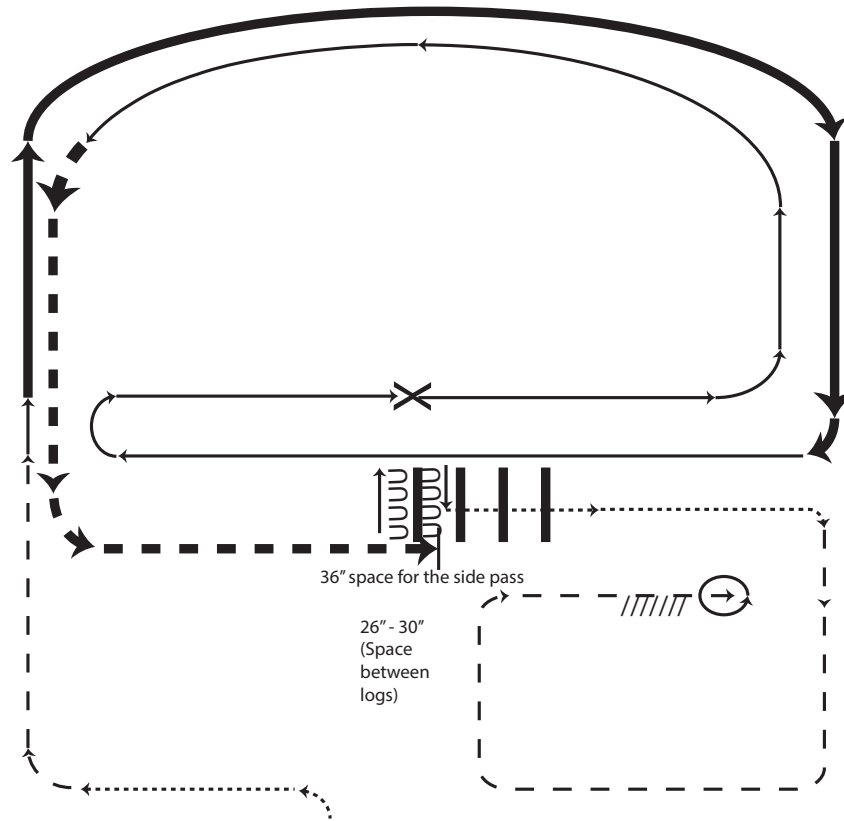
- 13 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



478 REGION 4 Arabian Ranch Horse Riding Open |Pattern #4

479 REGION 4 HA/AA Ranch Horse Riding Open |Pattern #4



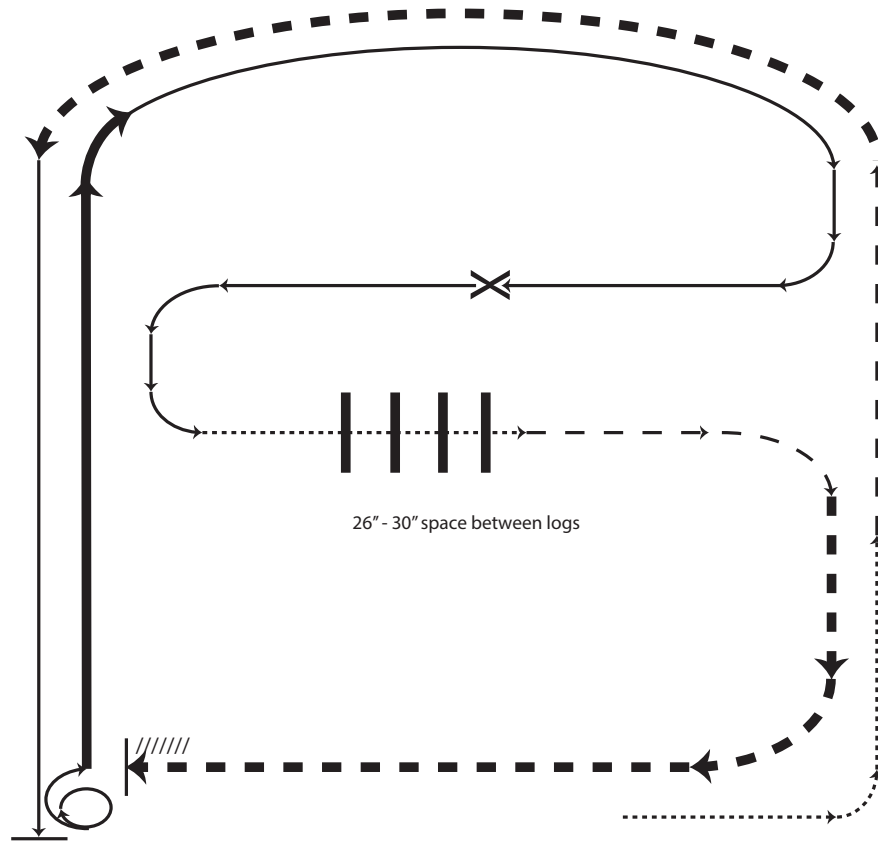
1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads(simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

- X Lead Change
- • Walk
- - Trot
- — Ext Trot
- — Lope
- — Ext Lope
- ////// Back

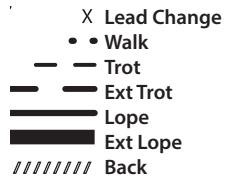
### RANCH RIDING - PATTERN 4

508 REGION 4 Arabian Ranch Horse Riding ATR |Pattern #2

509 REGION 4 HA/AA Ranch Horse Riding ATR |Pattern #2



### **RANCH RIDING - PATTERN 2**



1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

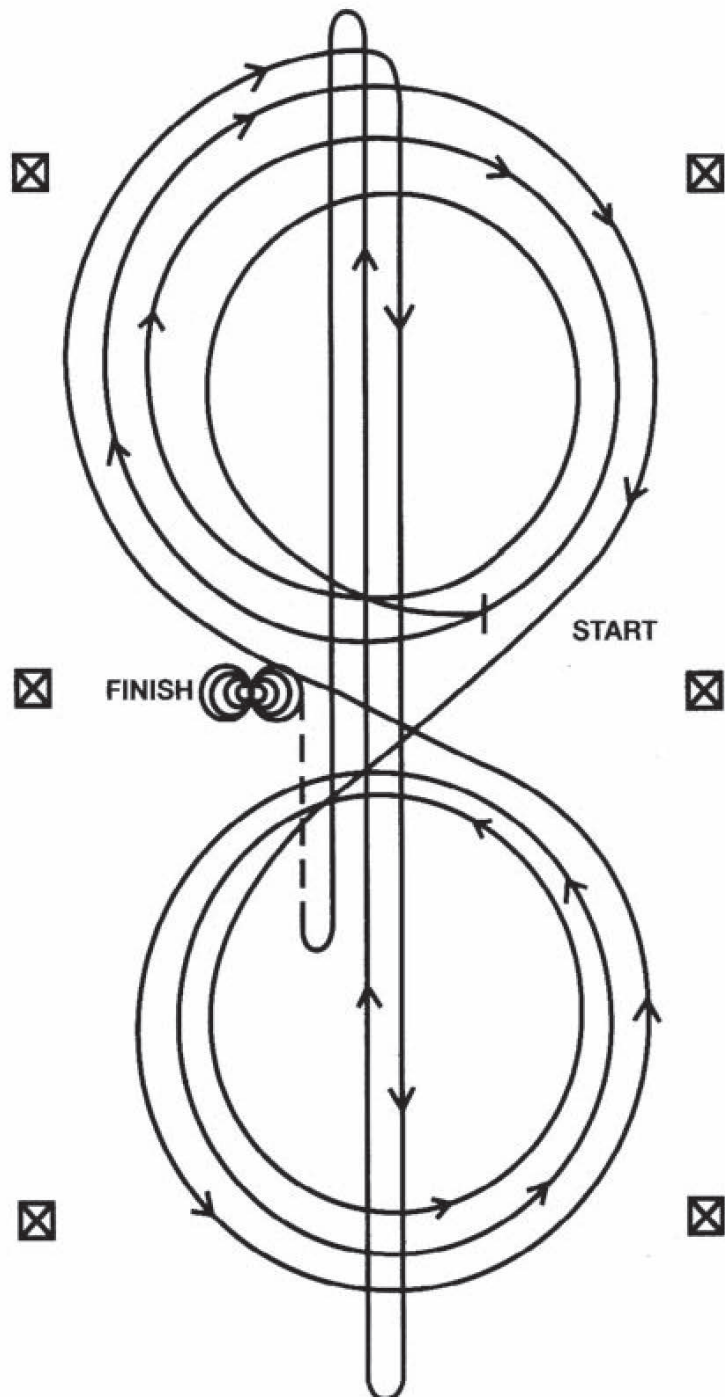
400	REGION 4 Arabian Reining AAOTR  Pattern #2
400.1	REGION 4 Arabian Reining Horse Intermediate Non-Pro AATR
400.2	REGION 4 Arabian Reining Horse Limited Non-Pro AATR
400.3	REGION 4 Arabian Reining Horse Primetime Non-Pro AATR
400.4	REGION 4 Arabian Reining Horse Rookie Non-Pro AATR

# Reining

## PATTERN 2

Horses may walk or jog to the center of 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 circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback — no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

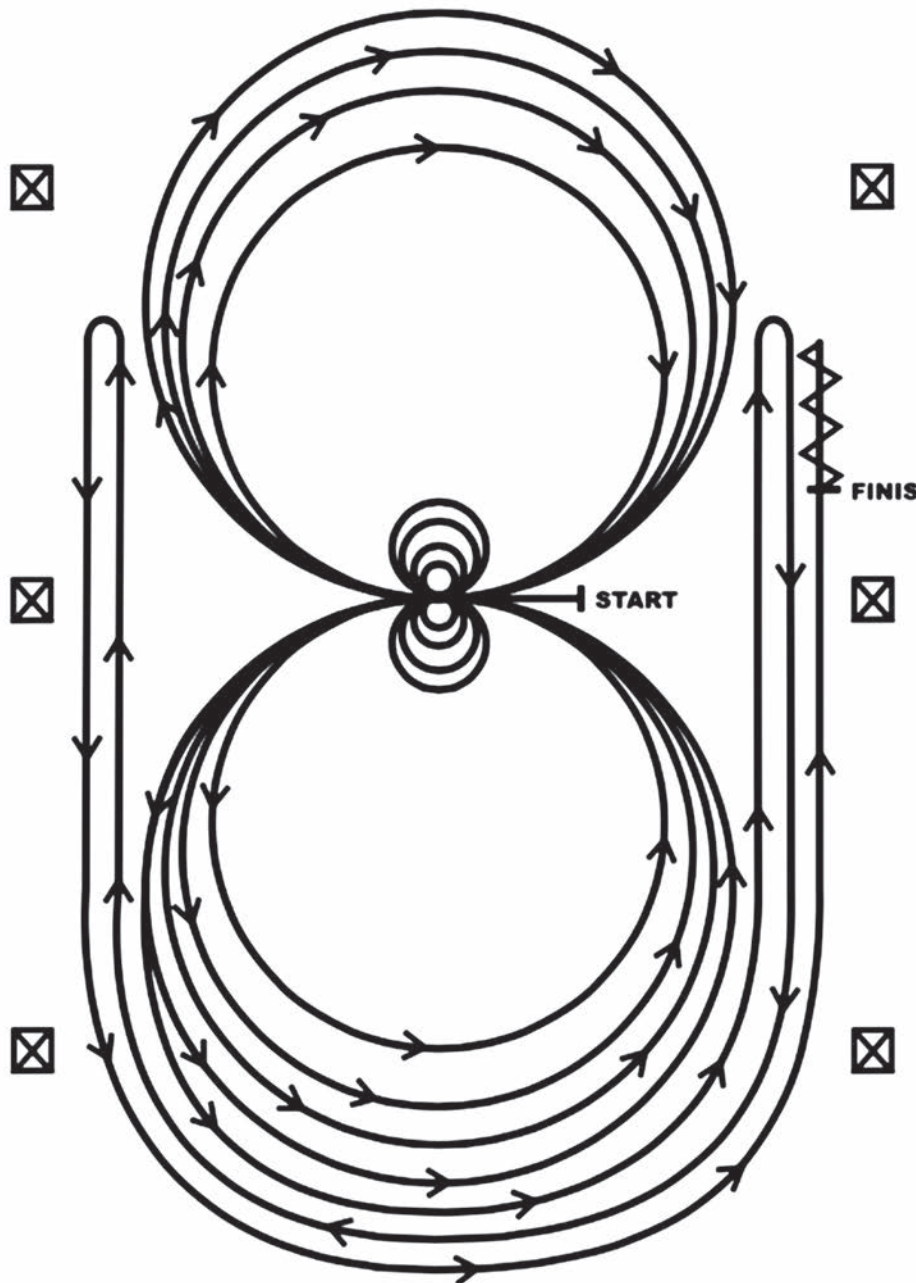




- 402 REGION 4 Reining Seat Equitation 14-18  
 403 REGION 4 Reining Seat Equitation 13 & Under  
 404 REGION 4 Arabian Reining Futurity ★  
 405 REGION 4 Arabian Reining Horse Junior Horse \$\$  
 469 REGION 4 HA/AA Reining Horse Futurity ★  
 470 REGION 4 HA/AA Reining Junior Horse \$\$

# Reining

## PATTERN 5



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

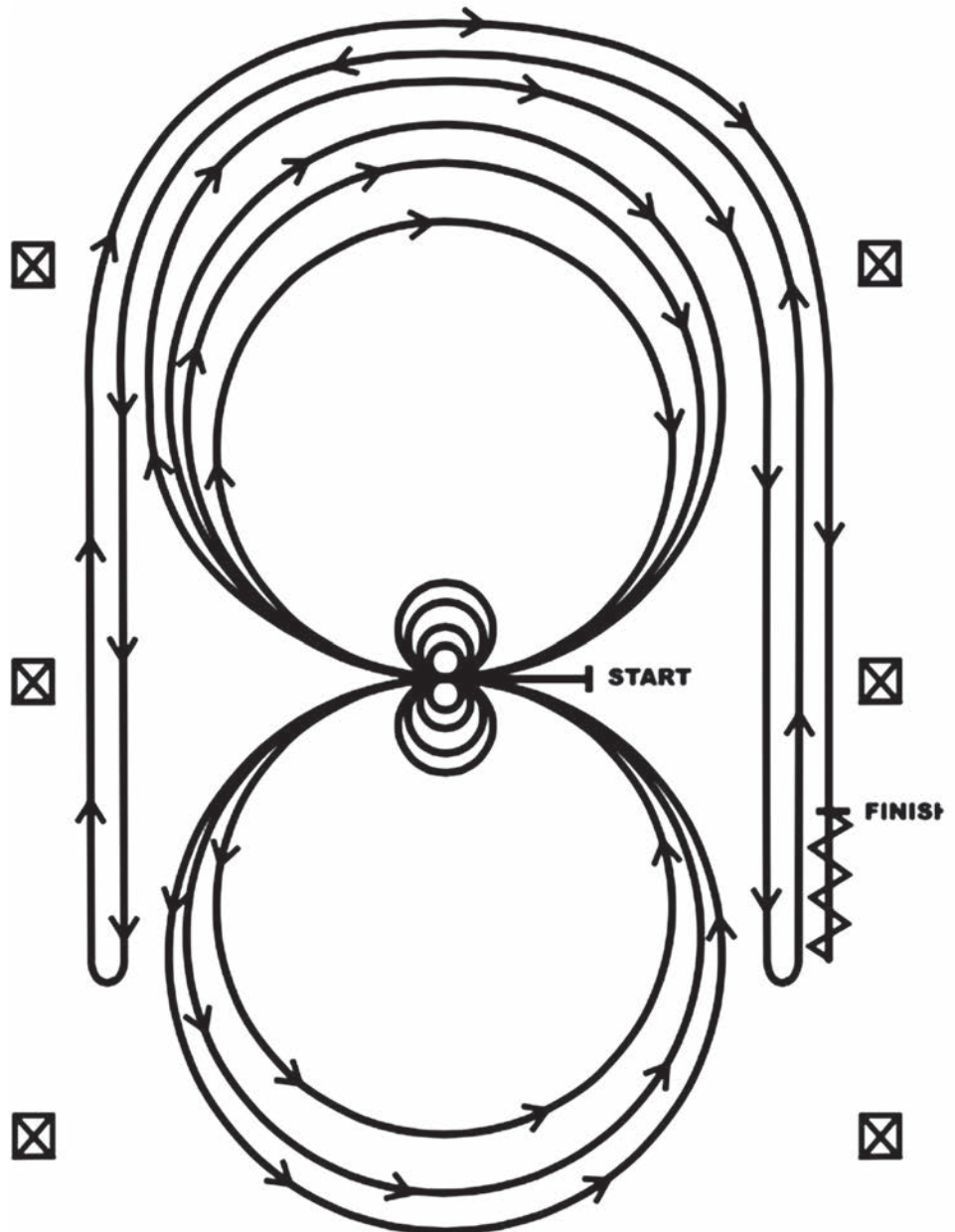
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first 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 right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure eight)
6. Continue around previous 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 around 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 the 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

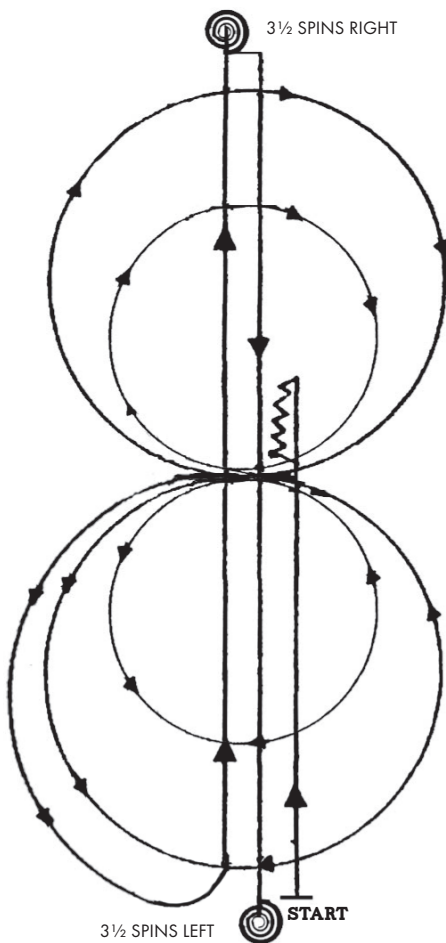
# Reining

## PATTERN 8

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

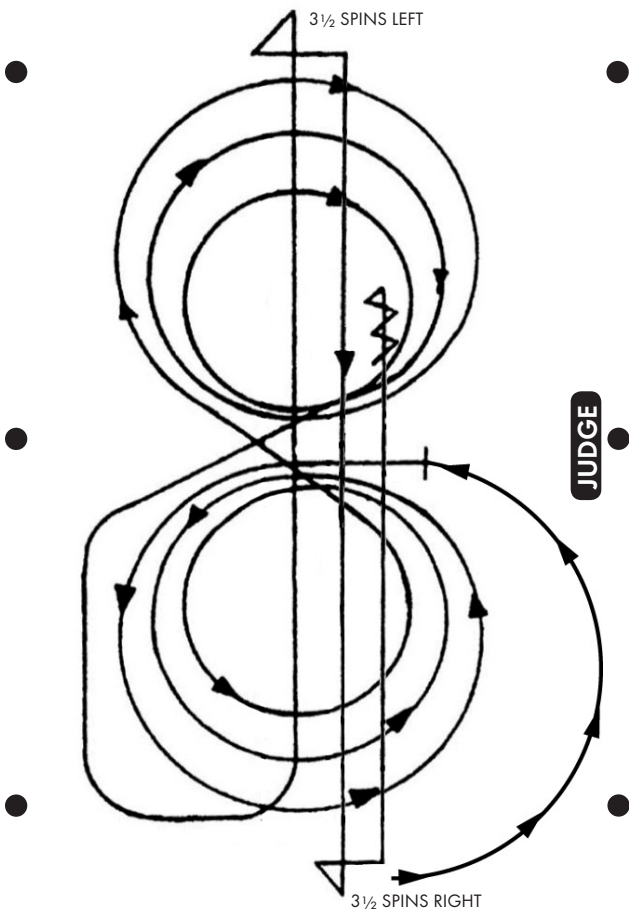
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right 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.
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 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 down the 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



**PATTERN 5**

This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena. Run past center marker, stop, and back at least 10 feet.
2.  $\frac{1}{4}$  turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and slow, the second circle large and fast Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete  $3\frac{1}{2}$  spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete pattern.

**PATTERN 8-LOPE AWAY**

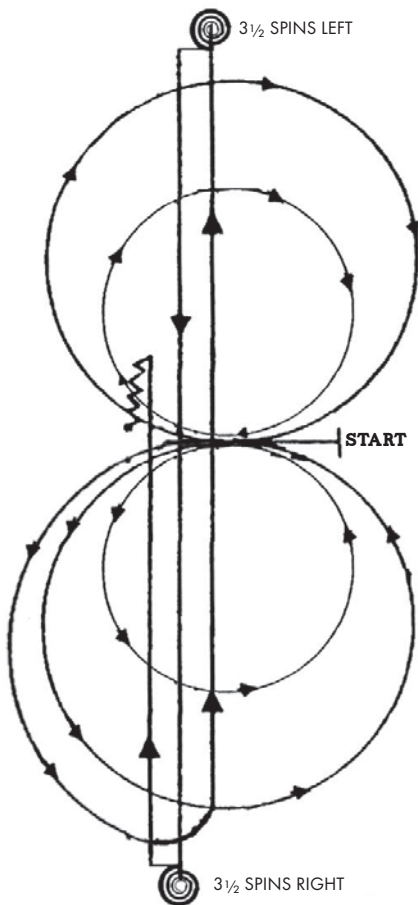
Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker come to square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

**PATTERN 11**

#72 Limited Reined Cow Horse ATR

#73 HA/AA Limited Reined Cow Horse ATR

**JUDGE**

Trot to center of arena, stop. Start pattern facing towards judge.

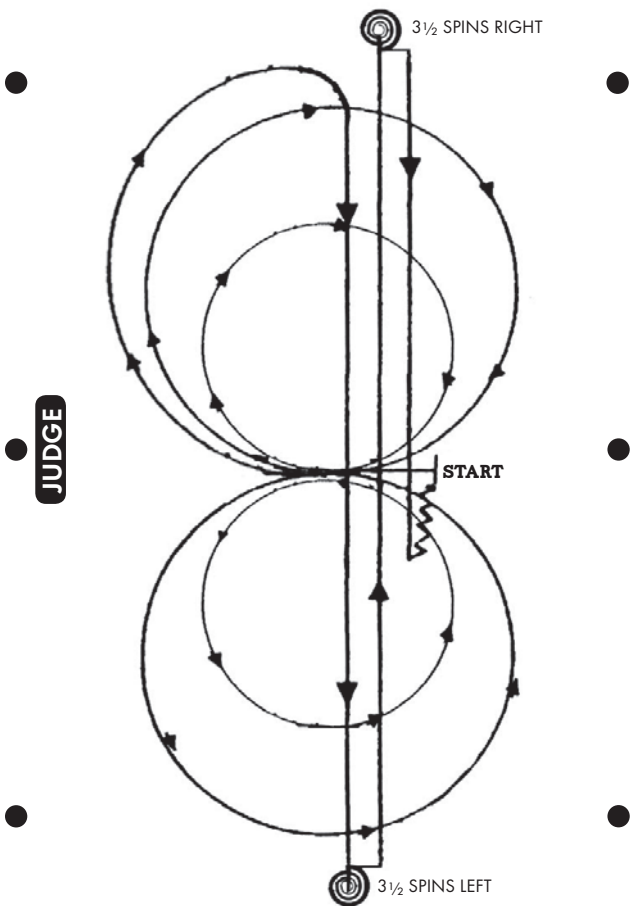
1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.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

\*This pattern may be used as a lope in pattern, please refer to rule 20.6

**PATTERN 12**

#74 Reined Cow Horse

#75 HA/AA Reined Cow Horse



Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete 2 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.
2. Complete 2 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. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

\*This pattern may be used as a lope in pattern, please refer to rule 20.6