

2024
REGION 7 SHOW

WORKING
WESTERN
PATTERNS

REGION 7 SHOW

Ranch Riding Classes 906, 1008, 1010, 907, 1009, 1011

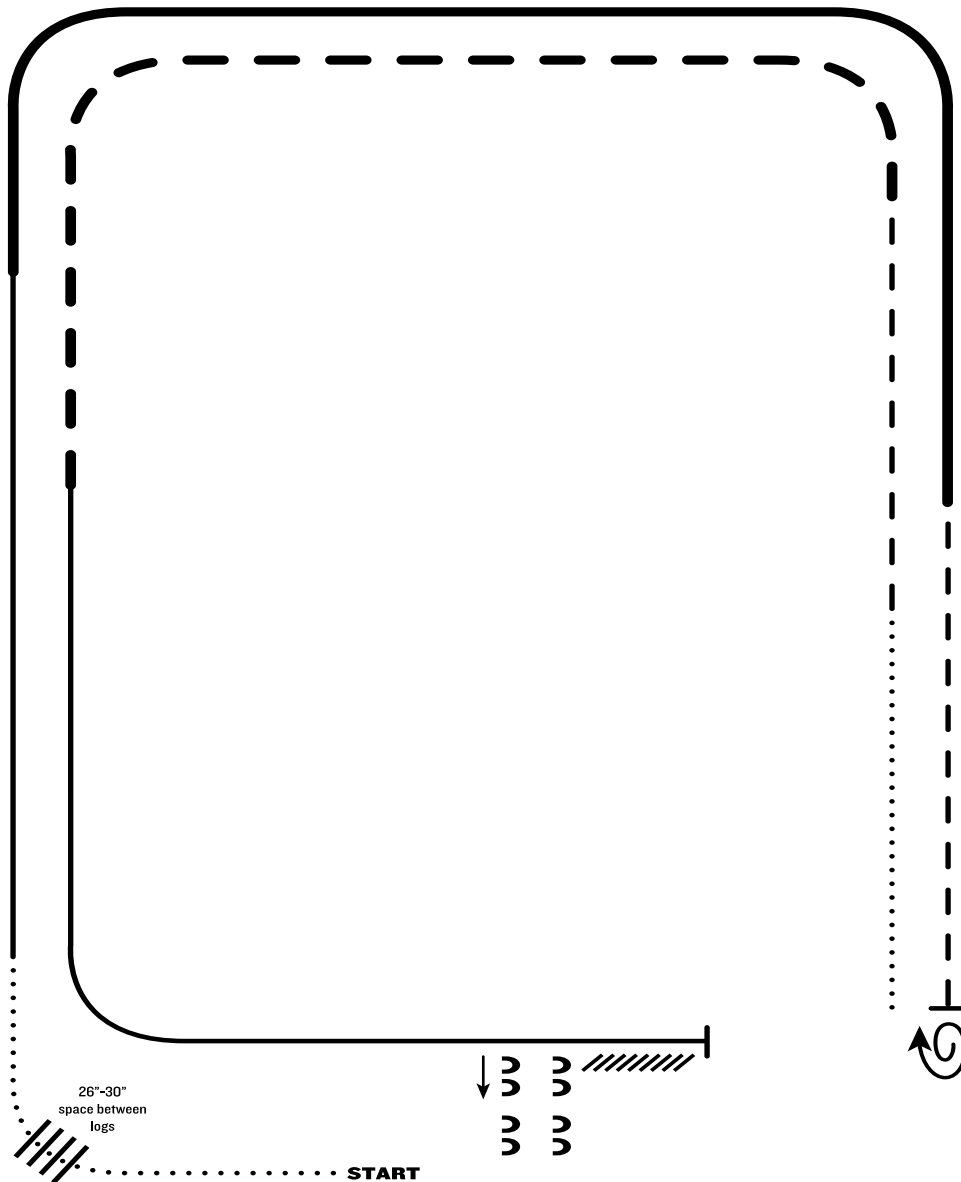
Call Judge Gardner

Pattern 6

RANCH RIDING - PATTERN 6

LEGEND

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



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

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.

REGION 7 SHOW

1027 - Region 7 West Horsemanship JTR 18 & Under CH

1028 - Region 7 Western Horsemanship AATR CH

Call Judge Gardner

Western Horsemanship

LEVEL 2 • PATTERN W

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.

Walk from marker A to marker B.

Jog to marker C.

Lope on the left lead to marker D.

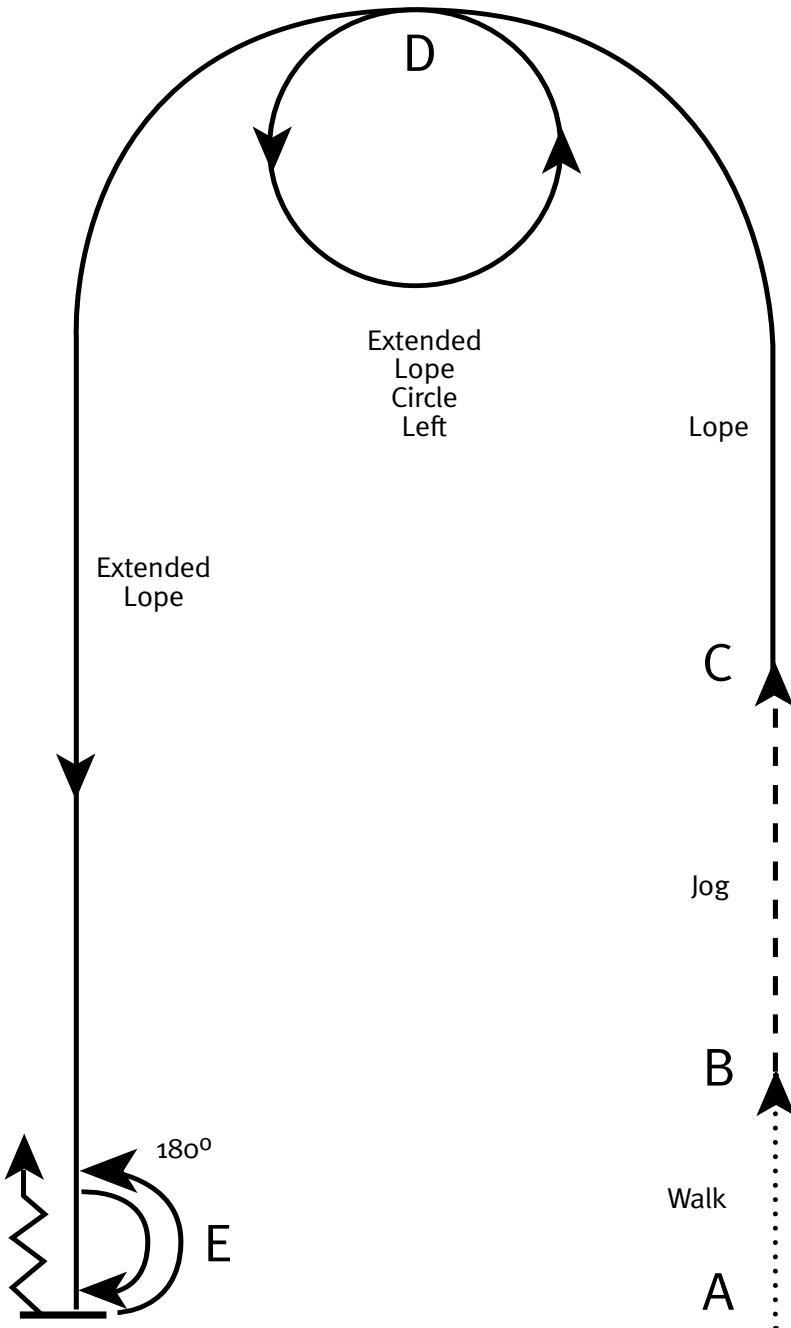
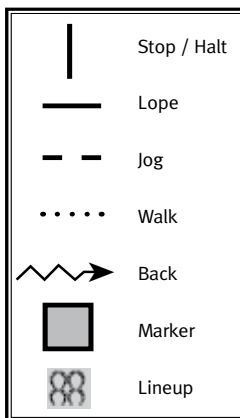
Extended lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on haunches to the left.

Execute a 180-degree turn on haunches to the right.

Back four steps.

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



This pattern is appropriate to use for all age groups

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

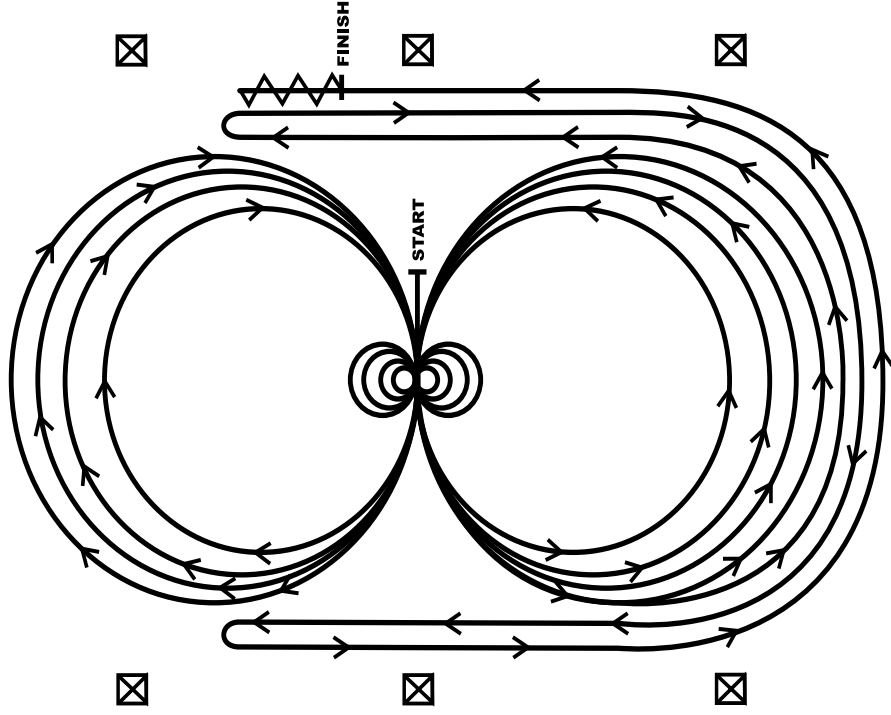
REGION 7 SHOW

1049 & 1050 Reining Seat Equitation

Call Judge Miller-Gerardi

Pattern 5

Pattern 5



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 8)
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.

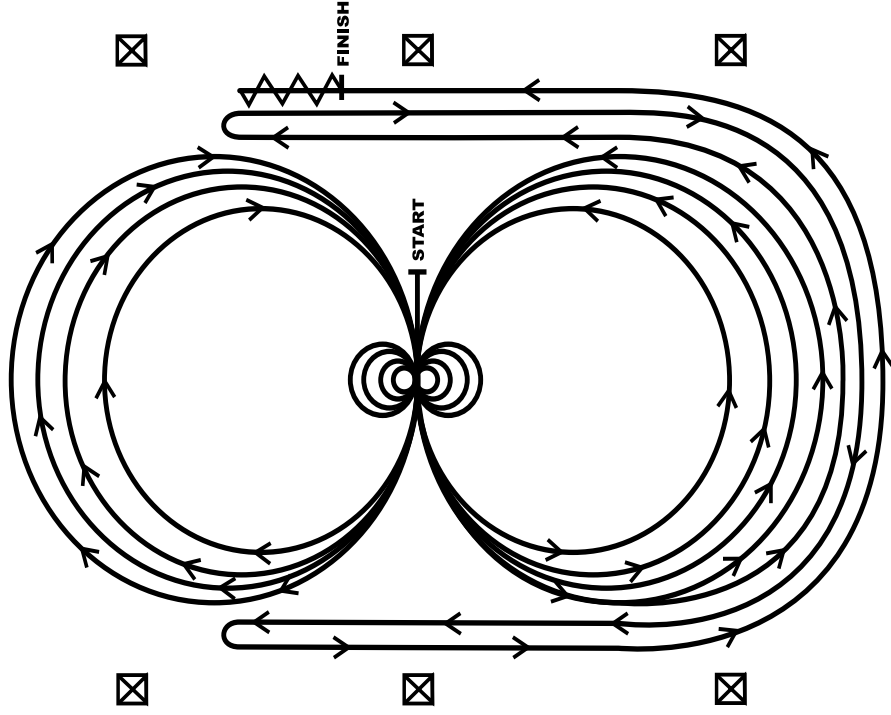
REGION 7 SHOW

837 & 841 - Reining Junior Horse

Call Judge Miller-Gerardi

Pattern 5

Pattern 5



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 8)
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.

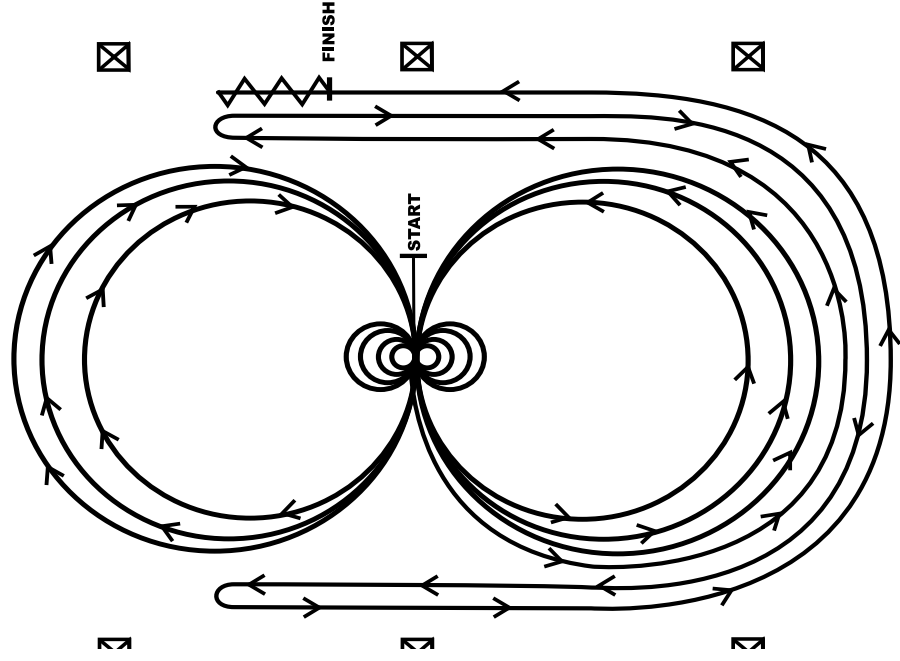
REGION 7 SHOW

838, 839, 840, 842, 843 & 844 (ATR, AOTR, Non-pro)

Call Judge Gerardi/Miller

Pattern 13

Pattern 13



Pattern 13

Horses may walk or jog 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 left lead, complete two circles to the left: the first circle large and fast; the second 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 two circles to the right: the first being large and fast; the second 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.
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 20 feet (6meters) 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demon-

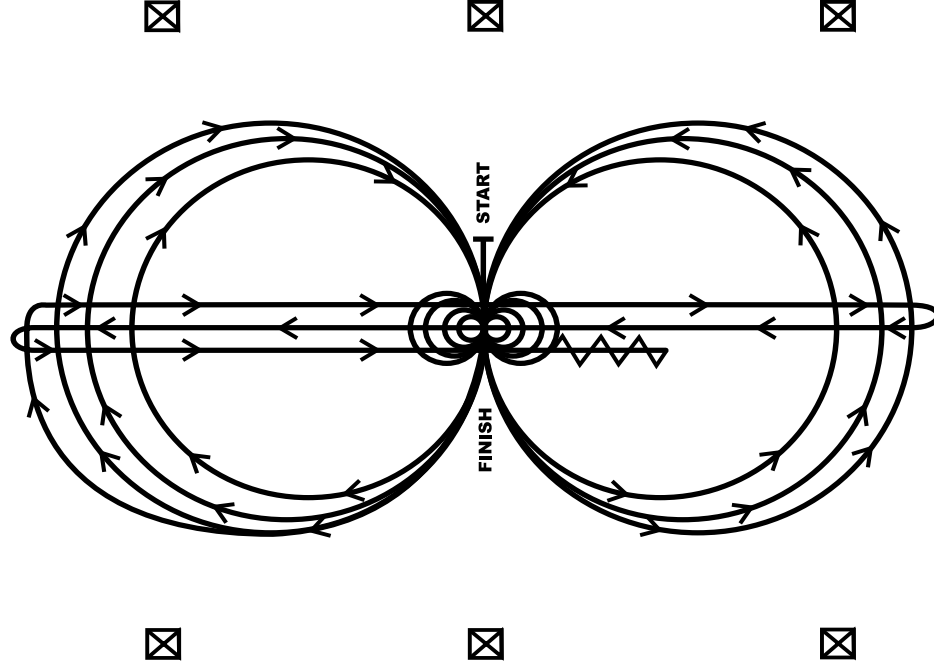
REGION 7 SHOW

945, 946 - Open Reining

Call Judge Miller-Gerardi

Pattern 2

Pattern 2



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.

REGION 7 SHOW

753, 754 Reined Cow Horse Open

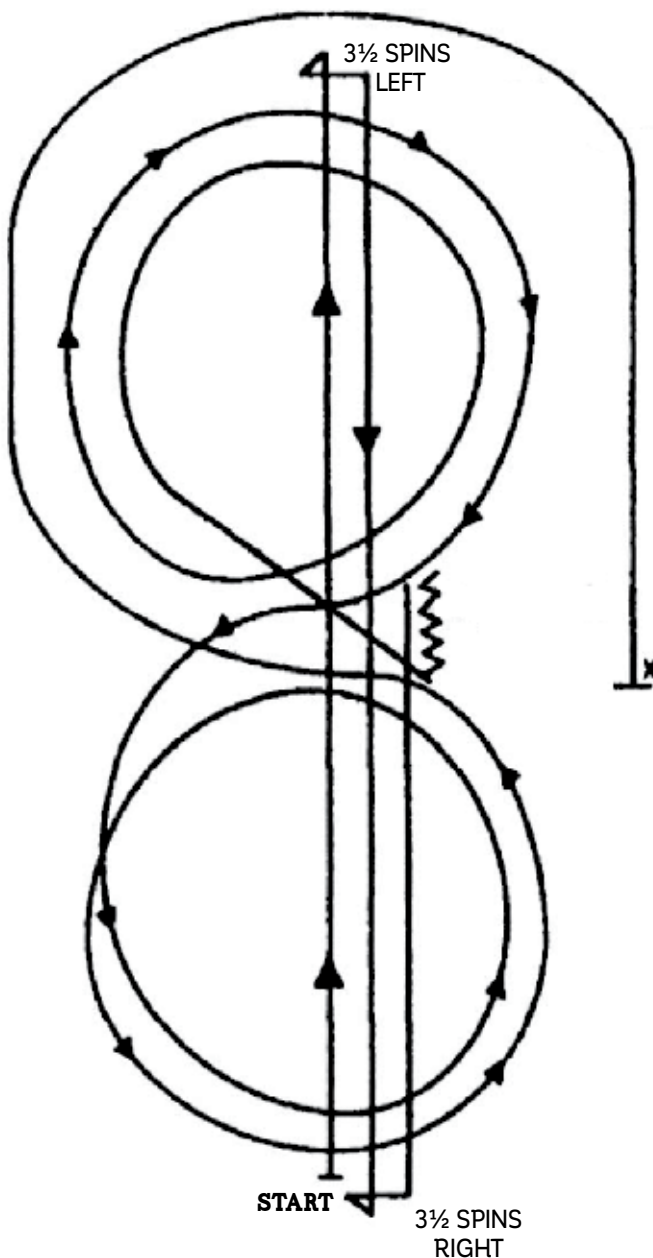
Call Judge Gerardi/Miller

Pattern 4



PATTERN 4

May be used for NHSRA Events



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete $3\frac{1}{2}$ spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a $\frac{1}{4}$ turn to the left.
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small and slow circle and one large and fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

REGION 7 SHOW

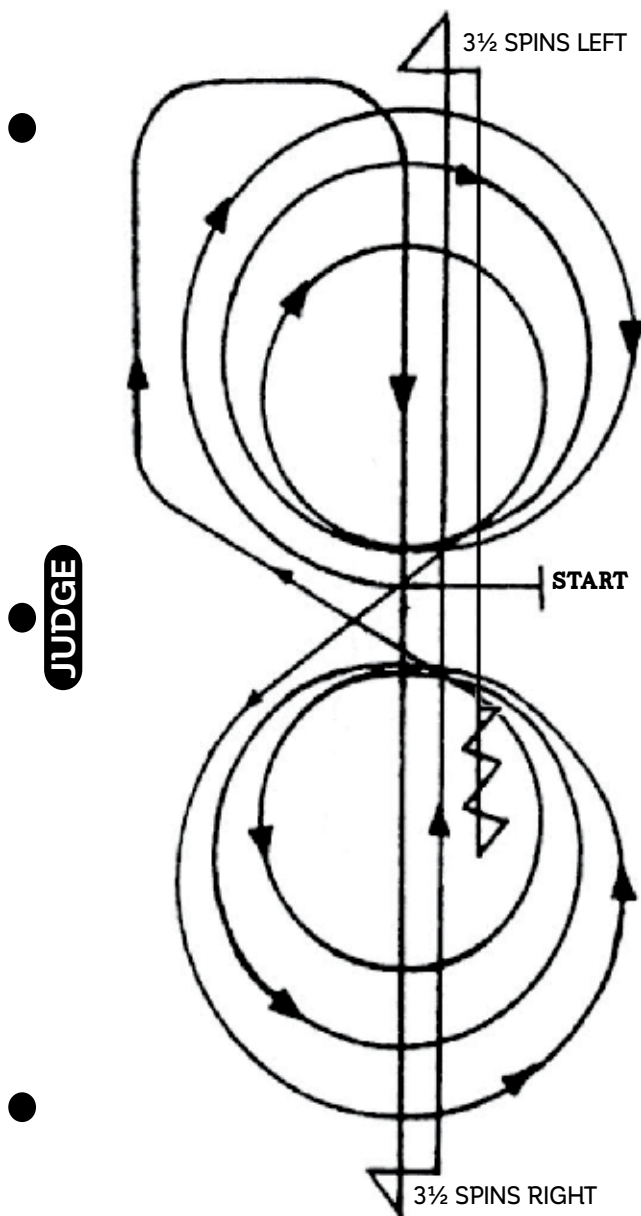
755, 756, 757, 758 Reined Cow ATR

Call Judge Gerardi/Miller

Pattern 3



PATTERN 3



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

1. Begin on right lead complete three circles to right, two large fast circles followed by one small and slow circle, change to left lead.

2. Complete three circles to left, two large fast circles followed by one small and slow circle. Change to right lead.

3. Continue loping around end of arena without breaking gait. Run up center of arena to far end past the end marker and come to a sliding stop.

4. Complete 3½ spins to the right.

5. Run up center of arena past the end marker, and come to a sliding stop.

6. Complete 3½ spins to the left.

7. Run back to middle of the arena past the center marker and come to a sliding stop.

● Back at least 10 feet in a straight line. Hesitate to complete pattern.

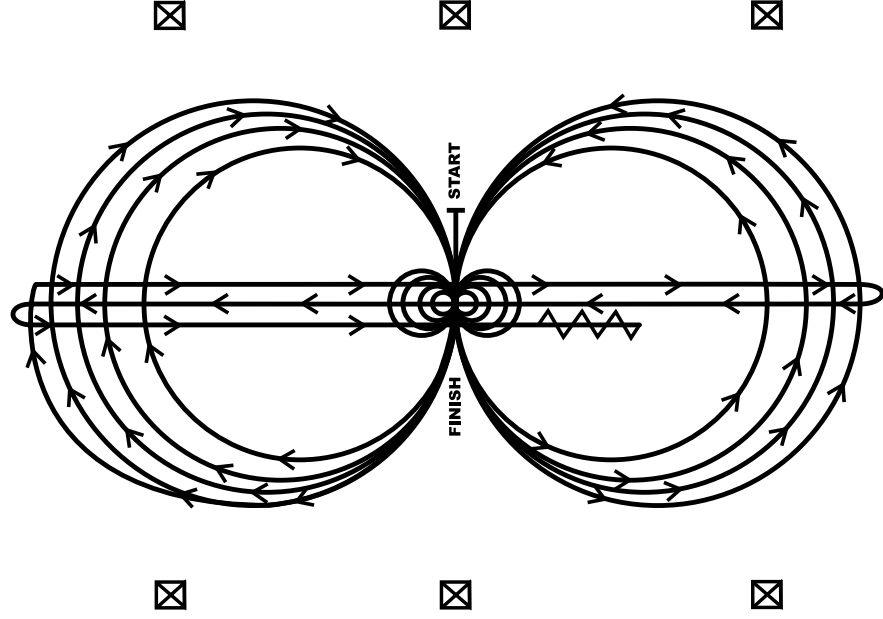
● *This pattern may be used as a lope in pattern, please refer to rule 20.6.

REGION 7 SHOW

1006, 1007 Reining JTR

Pattern 4

Pattern 4



Pattern 4

Horses may walk or jog 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.

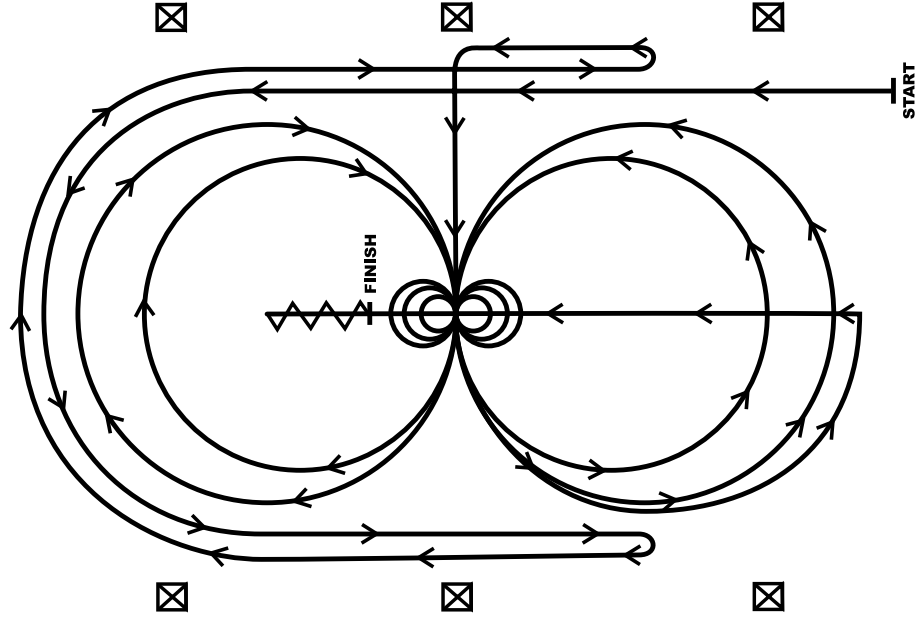
1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two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

REGION 7 SHOW

1005 Short Stirrup Reining

Pattern B

Pattern B



Pattern B

To be used for the Youth 10 & Under Short Stirrup and Para-Reining only.

1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center. Hesitate.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center. Hesitate.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.