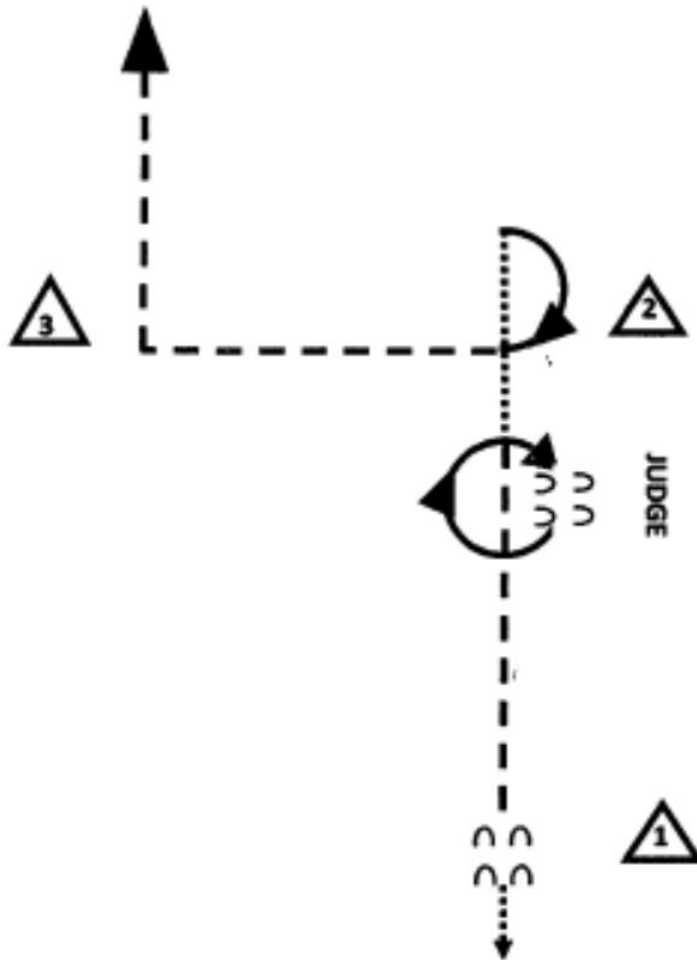




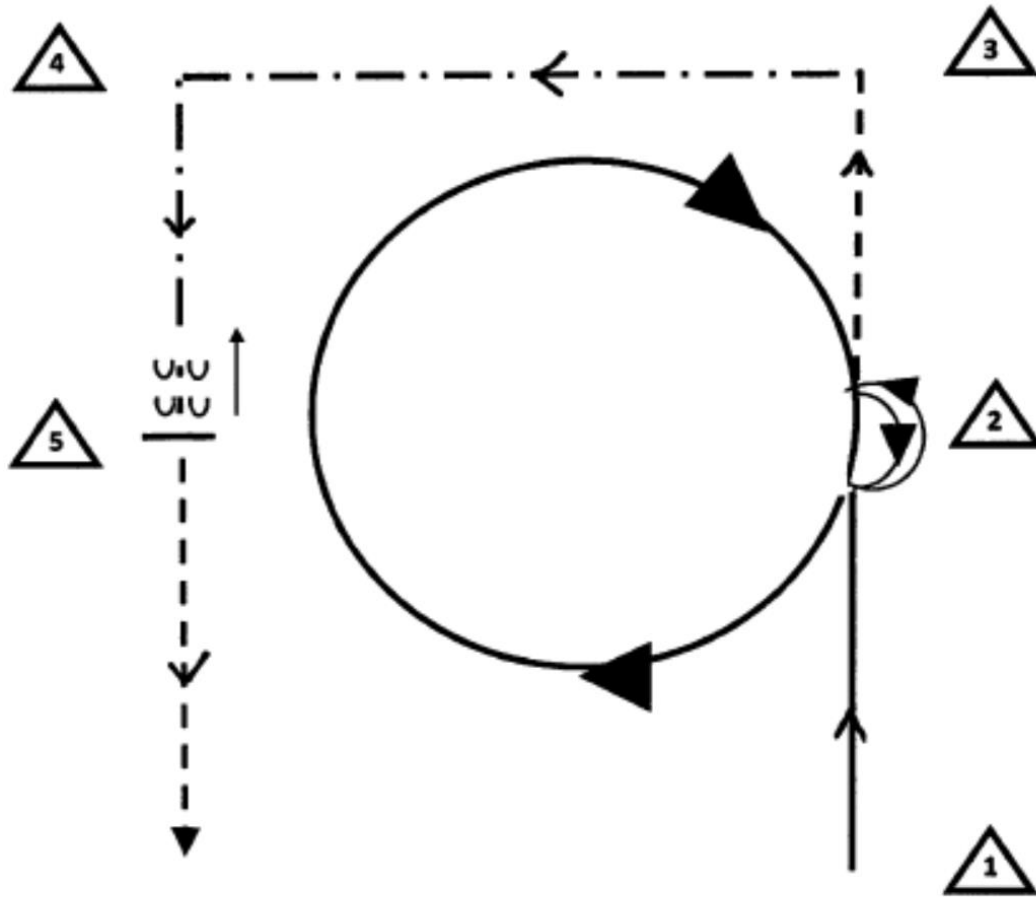
WINTER CHALLENGE SERIES

PATTERN BOOK

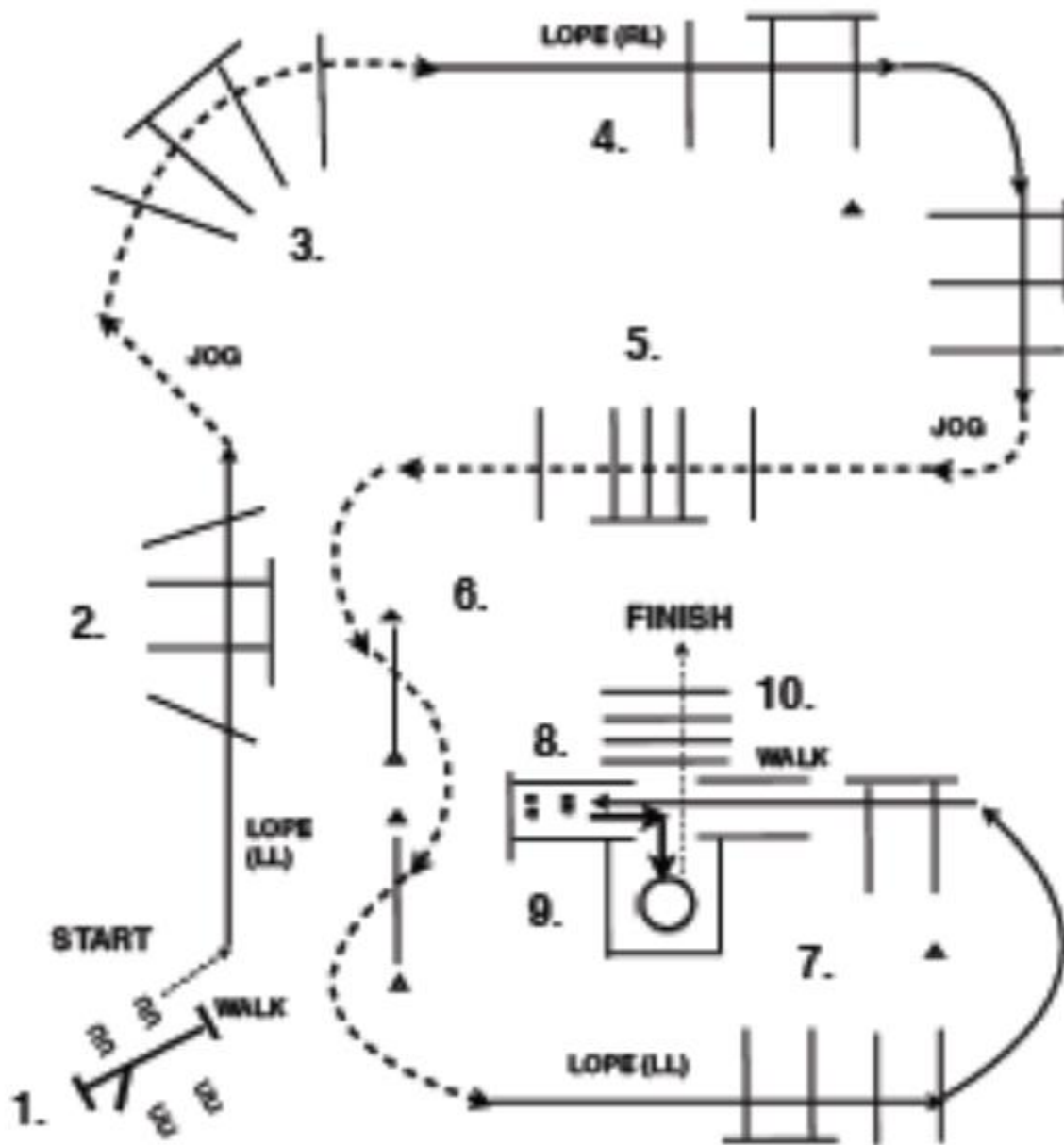
MARCH 9 & 10, 2019
IOWA EQUESTRIAN CENTER



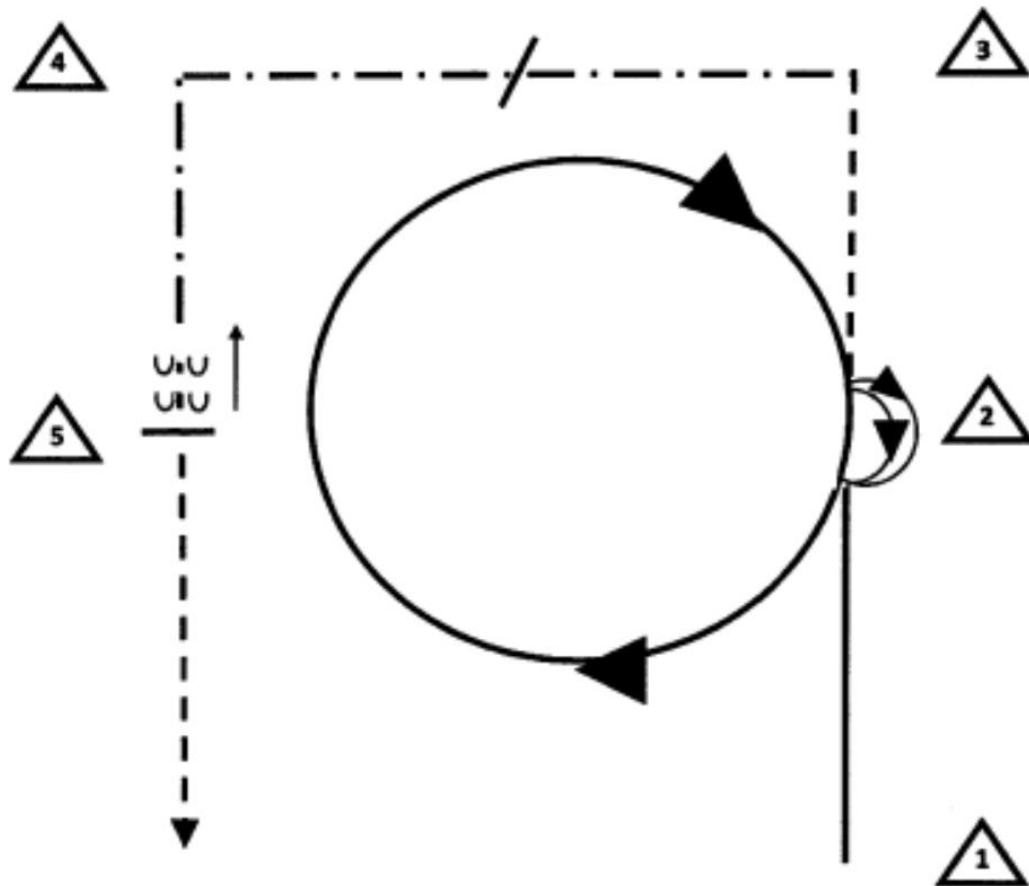
1. Be ready at Cone 1. Back four steps.
2. Trot until opposite judge.
3. Perform a 90° degree turn such that you are facing the Judge.
4. Set up for inspection.
5. When dismissed, perform a 270° turn and walk to Cone 2.
6. Perform a 270° turn and trot to Cone 3.
7. At Cone 3 do a square turn towards out gate. Exit the arena at a trot.



1. Be ready at Cone 1.
2. Lope left lead to Cone 2.
3. At Cone 2, perform a 180° turn to the right.
4. Lope a small circle on the right lead.
5. Upon returning to Cone 2, stop and perform a 180° turn to the left
6. Jog to Cone 3. At Cone 3, do a square turn and then extend the jog to Cone 4
7. At Cone 4, do a square turn, continuing at the extended jog
8. At Cone 5, stop. Back five steps.
9. Exit the arena at the jog

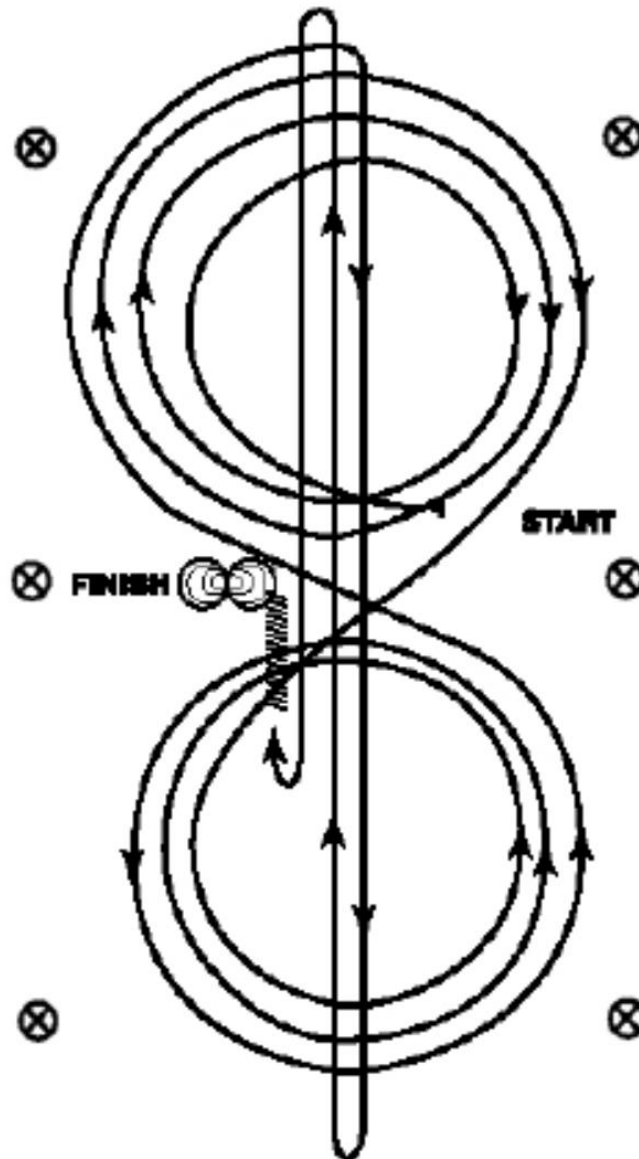


1. GATE: RIGHT HAND, RIDE THRU CLOSE.
2. WALK FORWARD, THEN LOPE OVER POLES (LL).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG OVER POLES AND AROUND CONES.
7. LOPE OVER POLES (LL), LOPE INTO CHUTE.
8. BACK THRU POLES AND INTO BOX.
9. EXECUTE A 360 TURN EITHER WAY, WALK OUT.
10. WALK OVER POLES.



1. Be ready at Cone 1.
2. Canter left lead to Cone 2.
3. At Cone 2, perform a 180° turn on the haunches to the right.
4. Canter a small circle on the right lead.
5. Upon returning to Cone 2, stop and perform a 180° turn on the forehand
6. Sitting trot to Cone 3. At Cone 3, turn left, posting trot left diagonal
7. Halfway to Cone 4 change to right diagonal.
8. Execute a square turn at Cone 4, then sitting trot to Cone 5
9. At Cone 5, stop, back five steps.
10. Exit the arena at the jog

REINING PATTERN 2

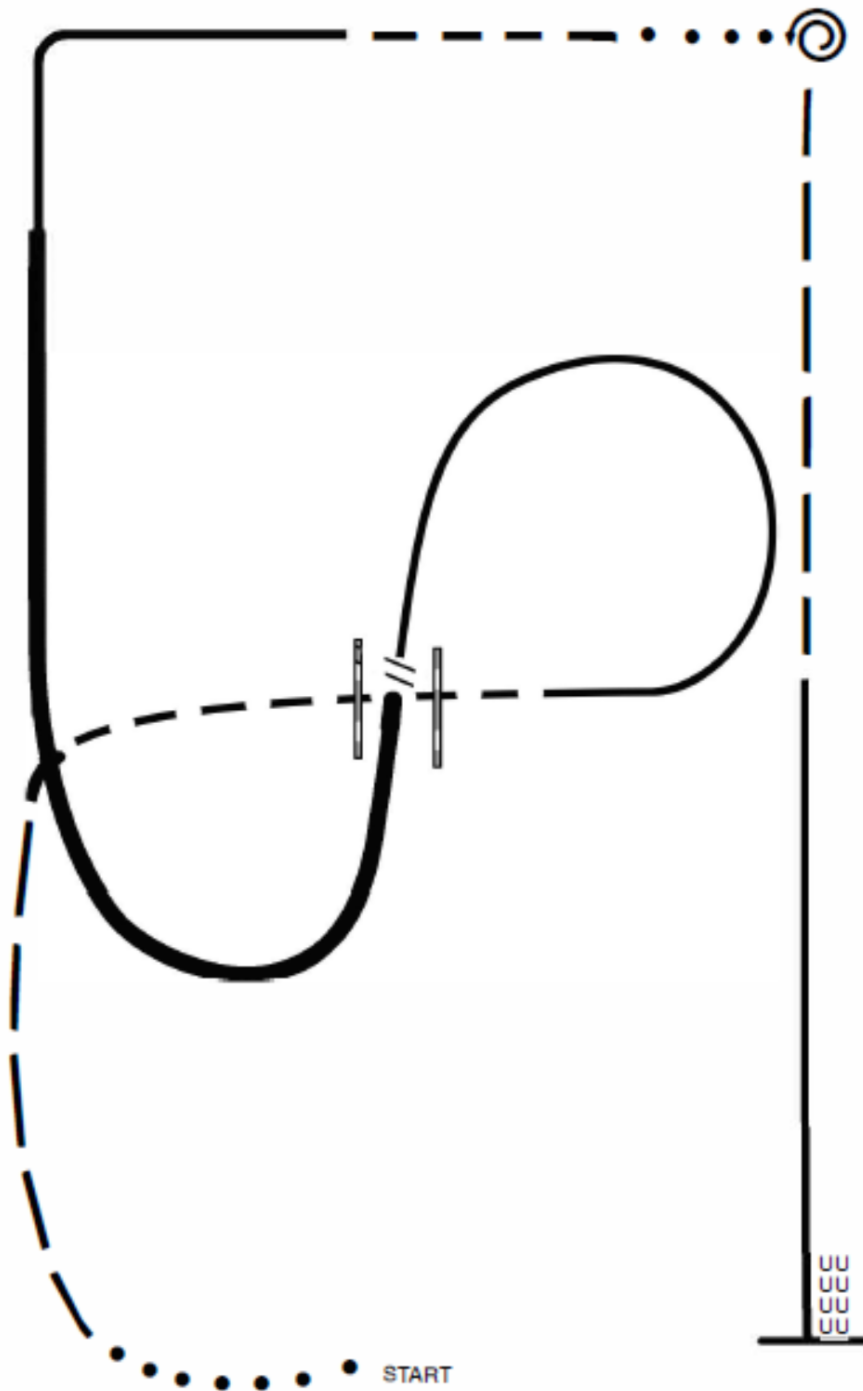


Horse must walk or stop prior to starting pattern.

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 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

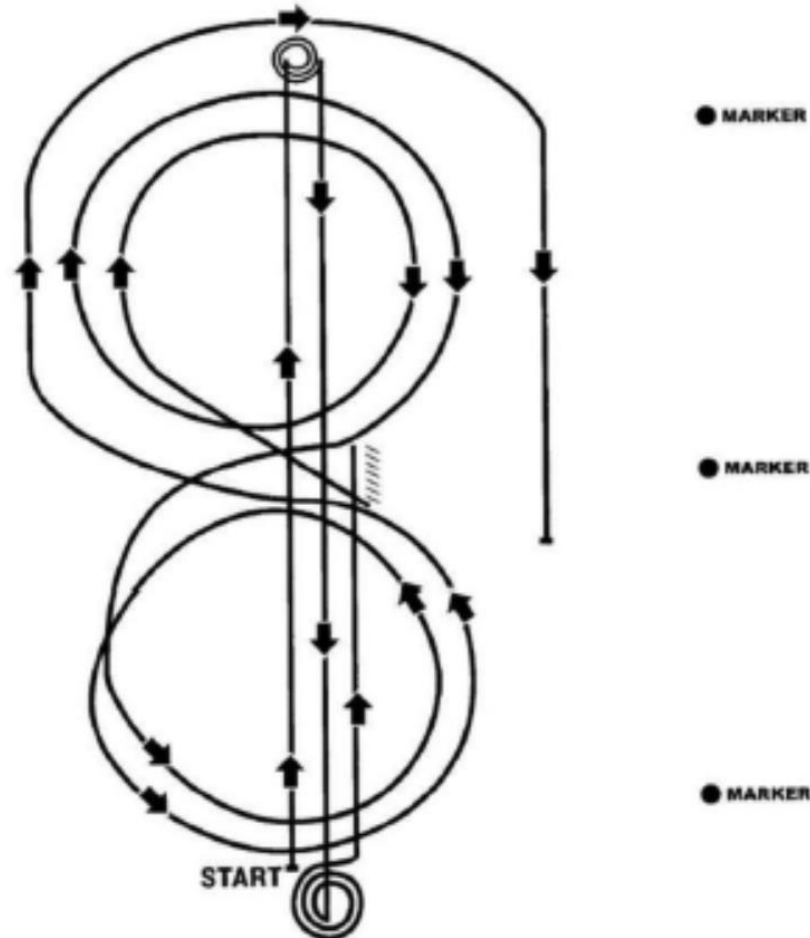
Rider may drop bridle to the designated judge.



All Divisions

1. Walk
2. Extended trot
3. Trot
4. Trot poles
5. Lope left lead
6. Change leads between poles
7. Extended lope
8. Lope right lead
9. Trot
10. Walk
11. 1 3/4 turn left
12. Extended trot
13. Lope left lead
14. Stop & back

VRH Ranch Reining Pattern 4

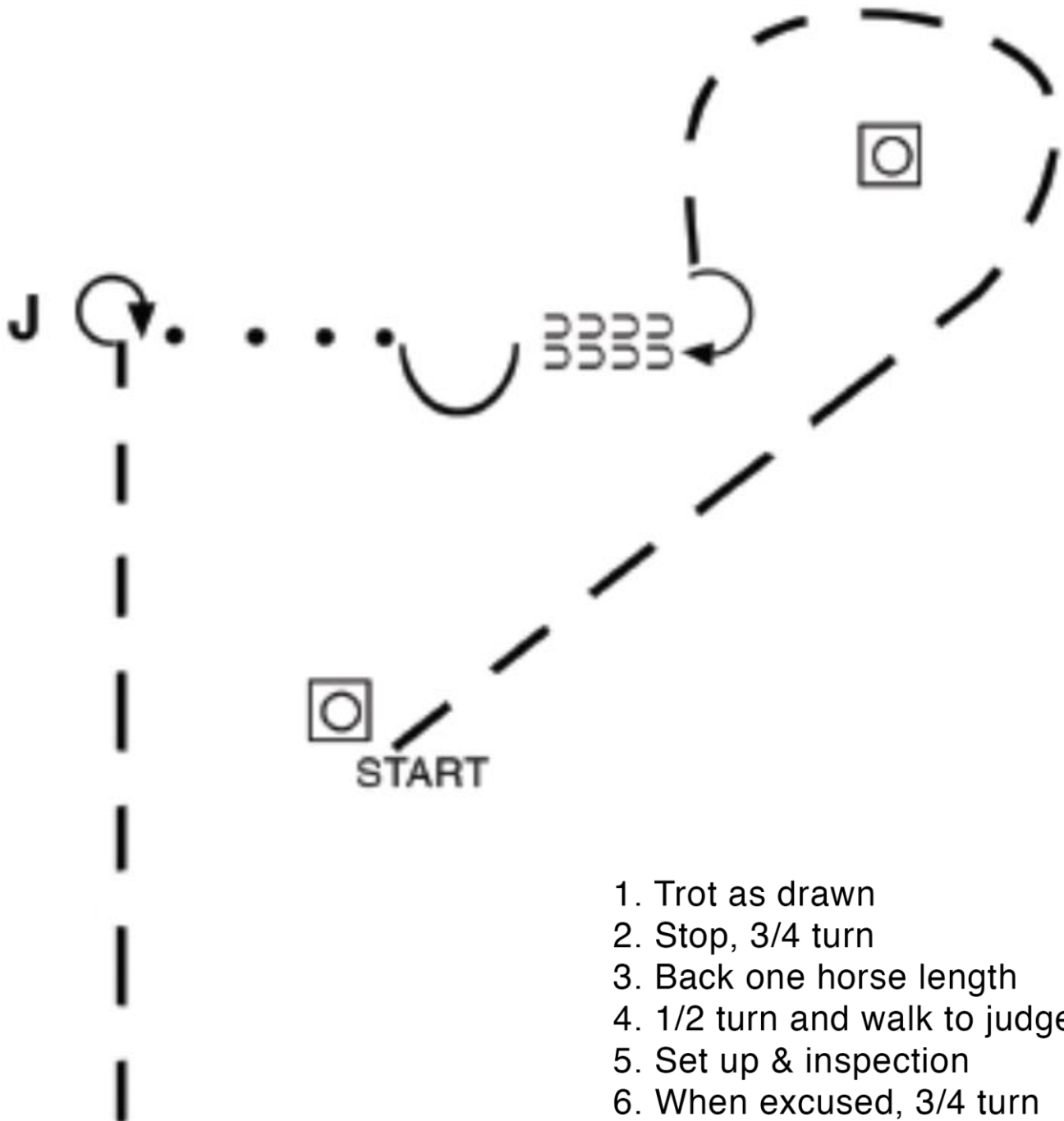


Mandatory Marker along Fence or Wall

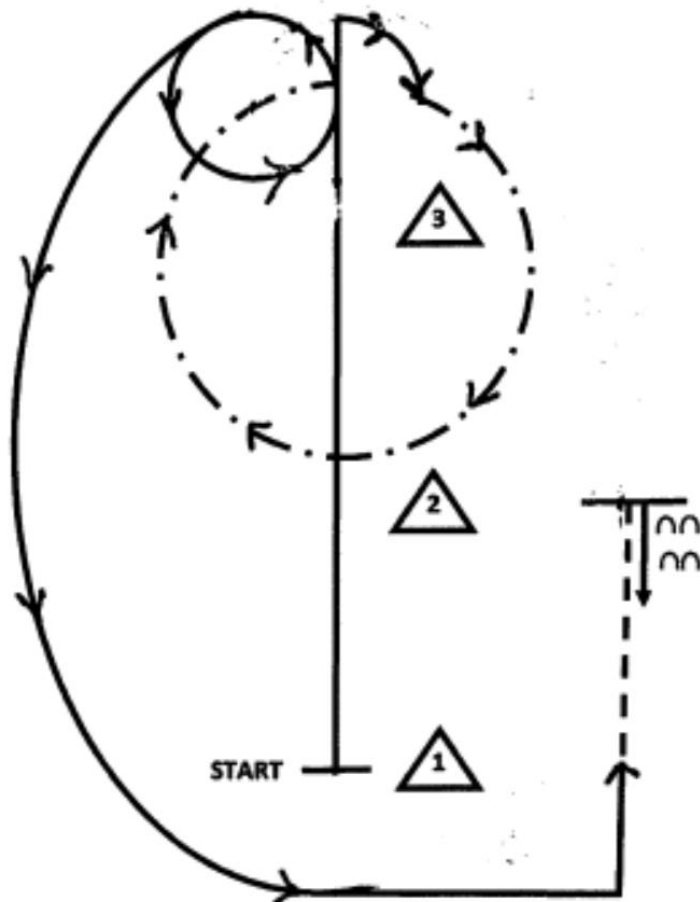
The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

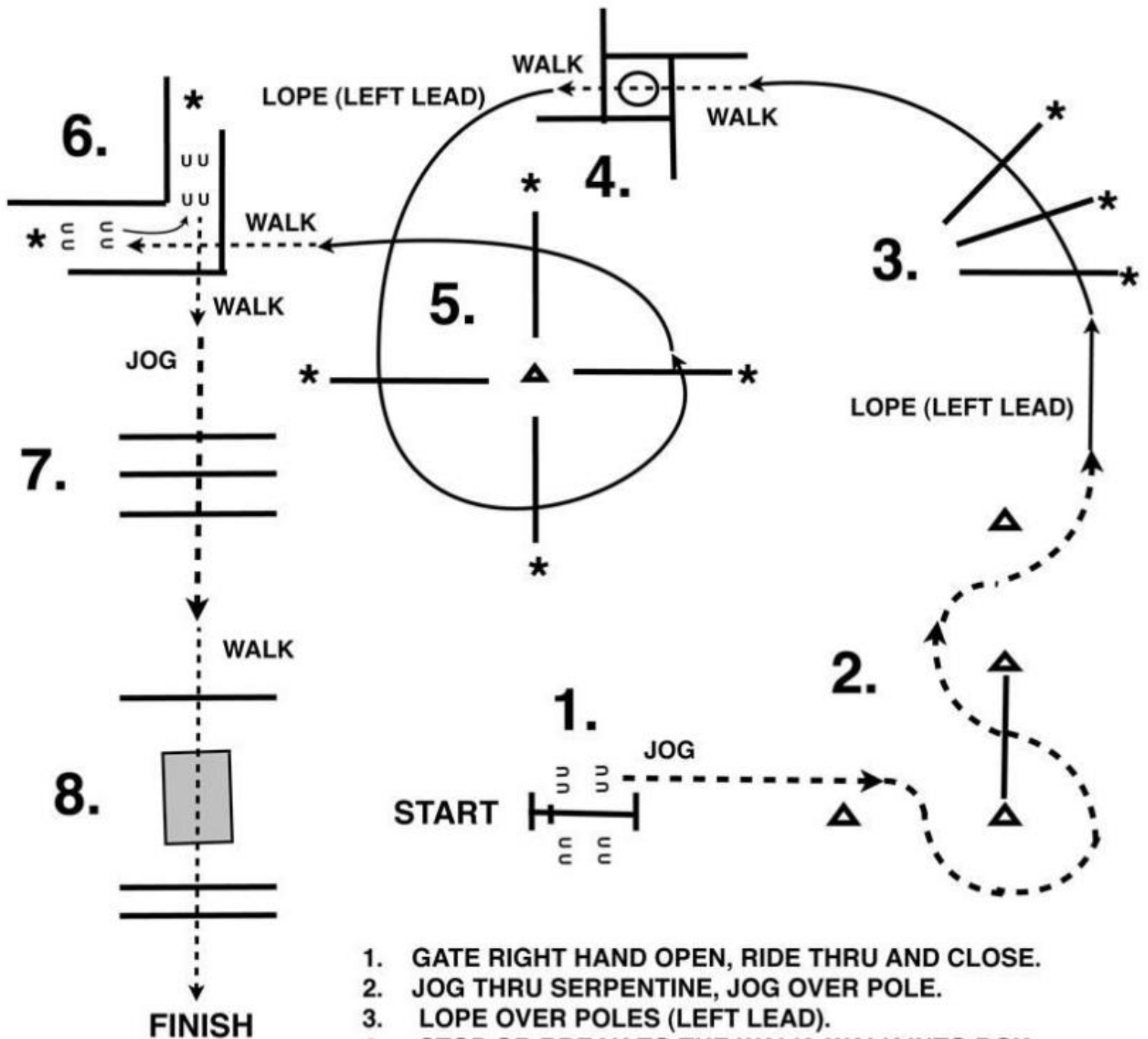
1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight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



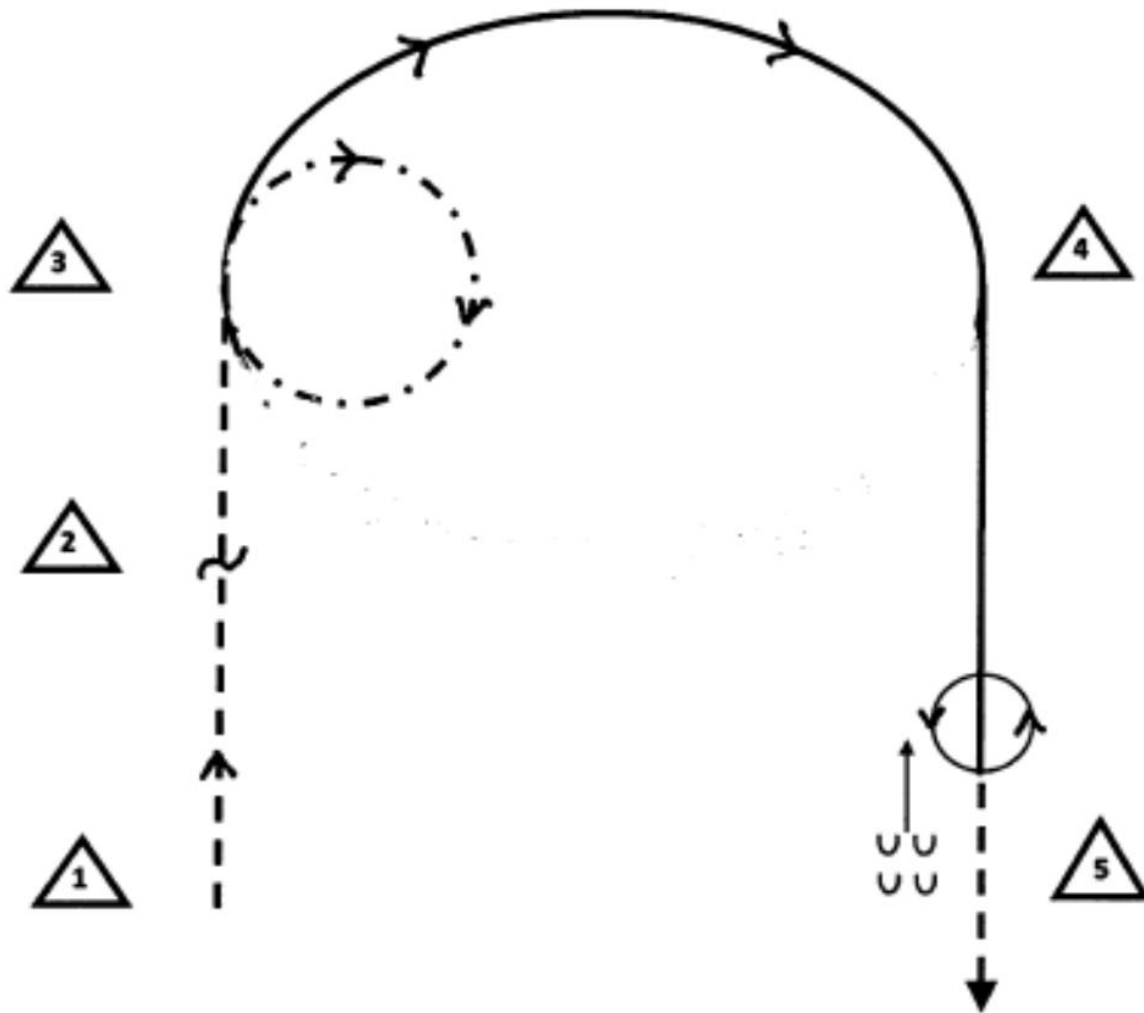
1. Trot as drawn
2. Stop, 3/4 turn
3. Back one horse length
4. 1/2 turn and walk to judge
5. Set up & inspection
6. When excused, 3/4 turn and trot away



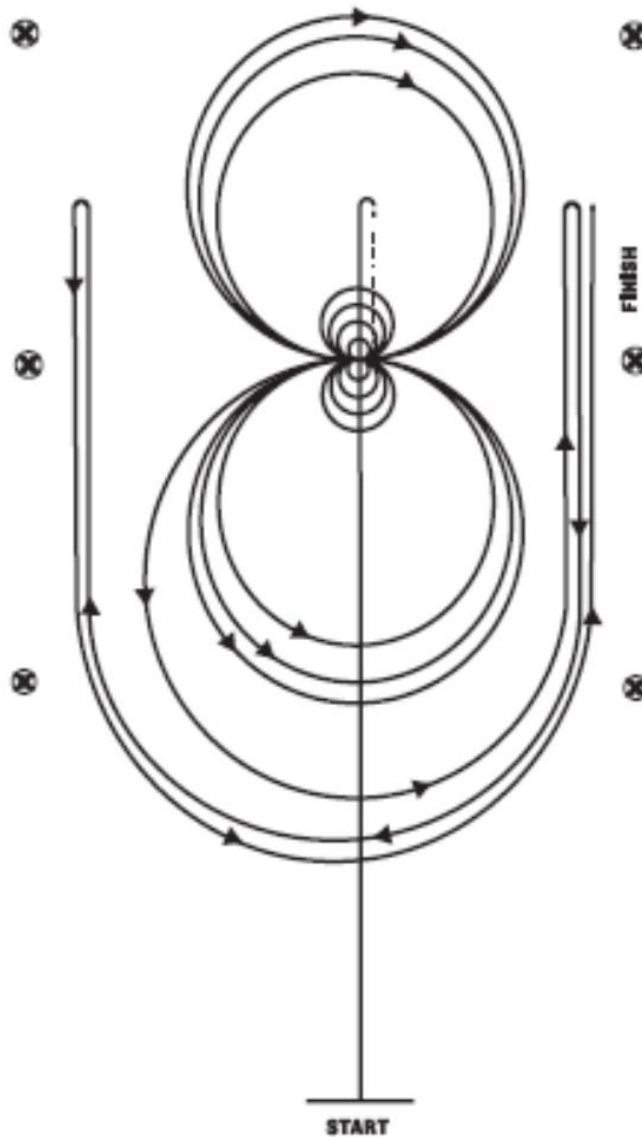
1. Be ready at Cone 1
2. Lope left lead past Cone 3
3. At Cone 3, stop and perform a 90° turn to the right
4. Extend the trot in a circle to the right, around Cone 3.
5. Upon completion of circle, stop, perform a 450° turn to the left
6. Lope with speed until below Cone 1. When by Cone 1, collect to the regular lope.
7. Lope square corner, then drop to the jog.
8. When opposite Cone 2, stop and back five steps.
9. Exit the arena at the jog



1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.

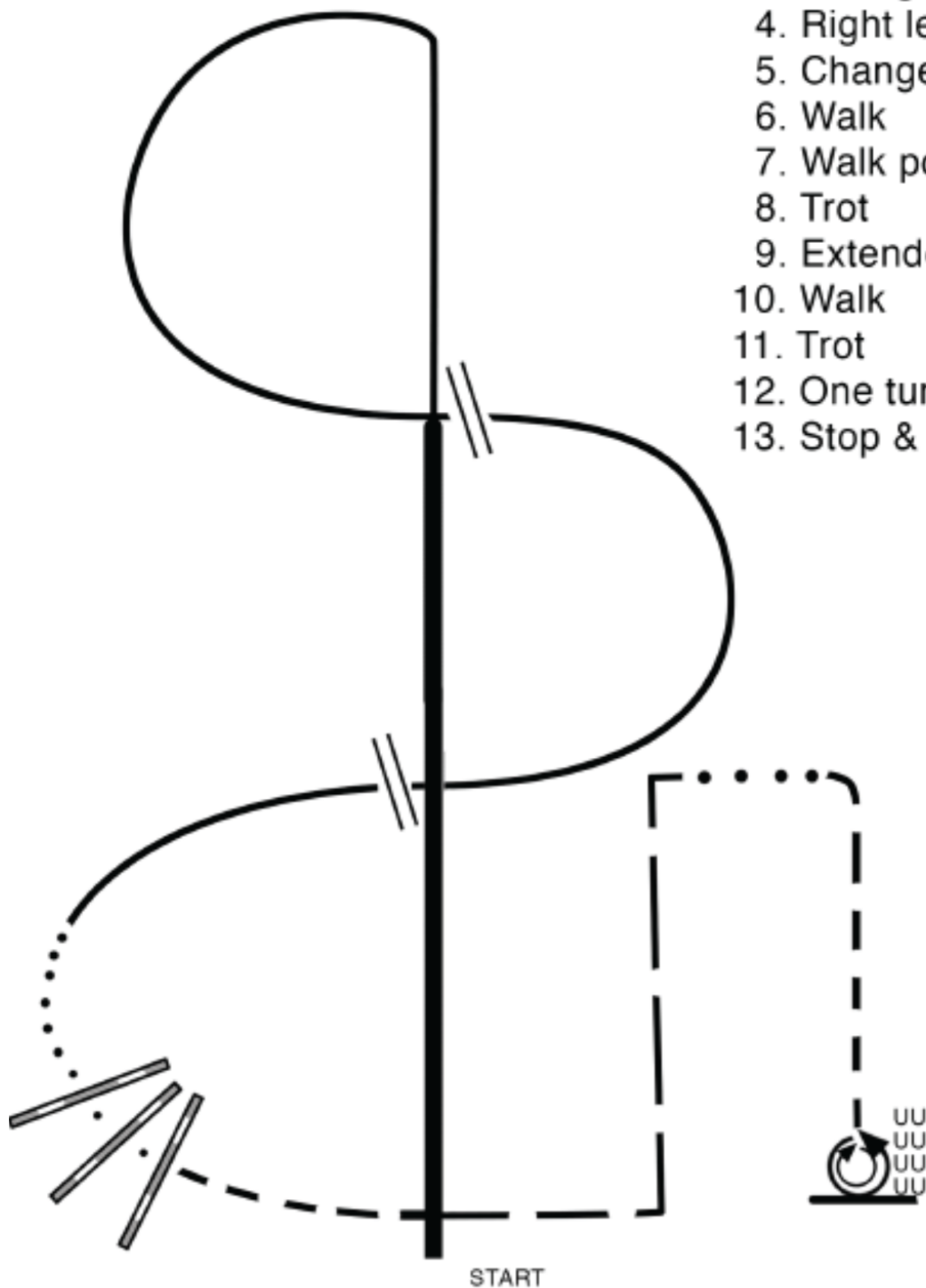


1. Be ready at Cone 1.
2. Proceed at the posting trot, left diagonal to Cone 2.
3. At Cone 2, change diagonals.
4. At Cone 3, perform a small circle to the right at the sitting trot.
5. Upon completion of the circle, pick up your right lead canter and canter with speed until opposite Cone 4.
6. At Cone 4, collect to the regular canter.
7. Canter to Cone 5, then back four steps.
8. Execute a 360° turn on the haunches to the left.
9. Exit the arena at the sitting trot

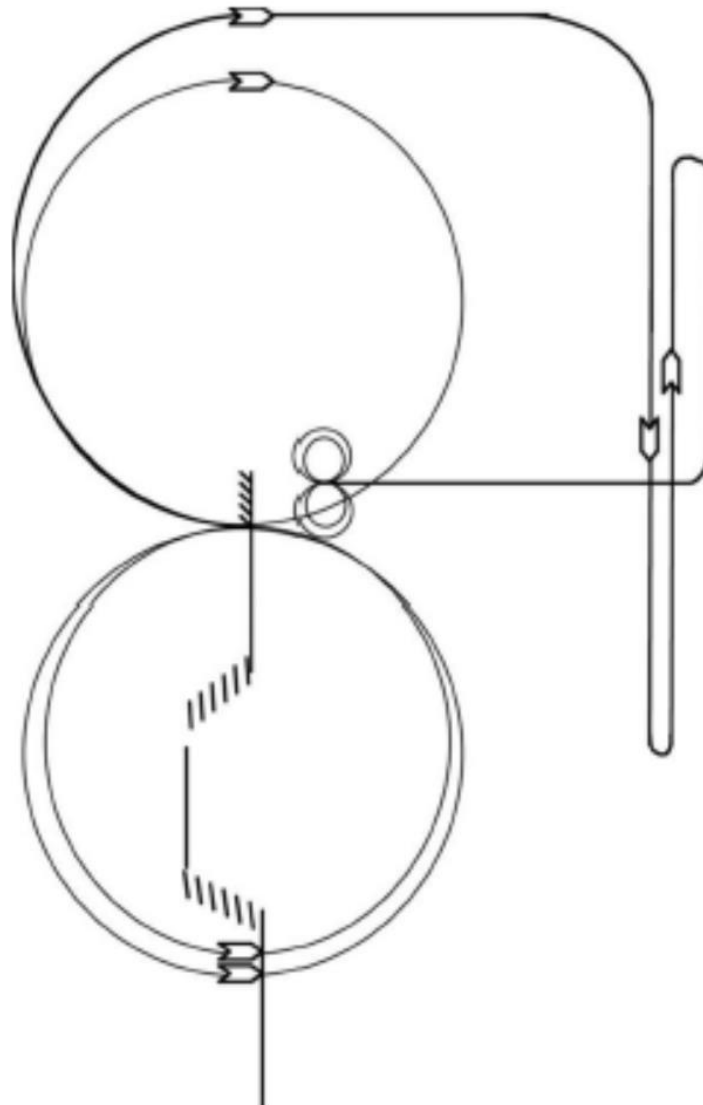


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the right: the first two circles large and fast; the third circle
6. Begin a large fast circle to the left but do not close the circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close the circle. Run up the left side of the arena and 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 sitting stop at least 20 feet (6 meters) from the wall or fence.

1. Extended lope half the arena, left lead
2. Left lead lope as drawn
3. Change leads
4. Right lead lope as drawn
5. Change leads, left lead lope
6. Walk
7. Walk poles
8. Trot
9. Extended trot with square turn
10. Walk
11. Trot
12. One turn each way
13. Stop & back



VRH Ranch Reining Pattern 6



Ride pattern as follows:

- 1.** Enter arena at sitting trot
- 2.** Two-track left, trot straight, then two-track right
[Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
- 3.** Move up to an extended trot
- 4.** Stop and back; make left 90 degree pivot
- 5.** Begin on right lead and lope one fast circle
- 6.** Change leads; lope two fast circles to left
- 7.** Change leads; lope, beginning a second right circle
- 8.** Continue circle to wall and lope down wall
- 9.** Make left roll back using wall as assistance
- 10.** Lope straight down wall; Make right roll back using wall as assistance
- 11.** Lope to middle of arena; stop
- 12.** Make two spins each direction
- 13.** Exit arena at a trot