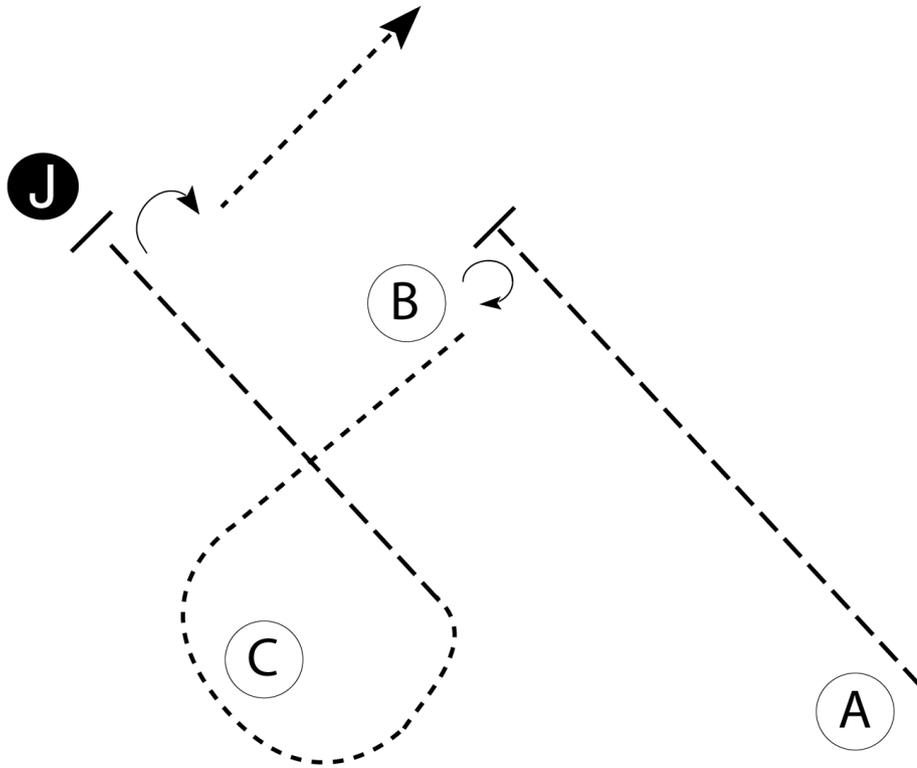




WINTER CHALLENGE SERIES

PATTERN BOOK

**JANUARY 12 & 13, 2019
IOWA EQUESTRIAN CENTER**



Be ready at A.

1. Trot from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Walk to and around C as shown.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk away.

Follow the instructions of your ring steward.

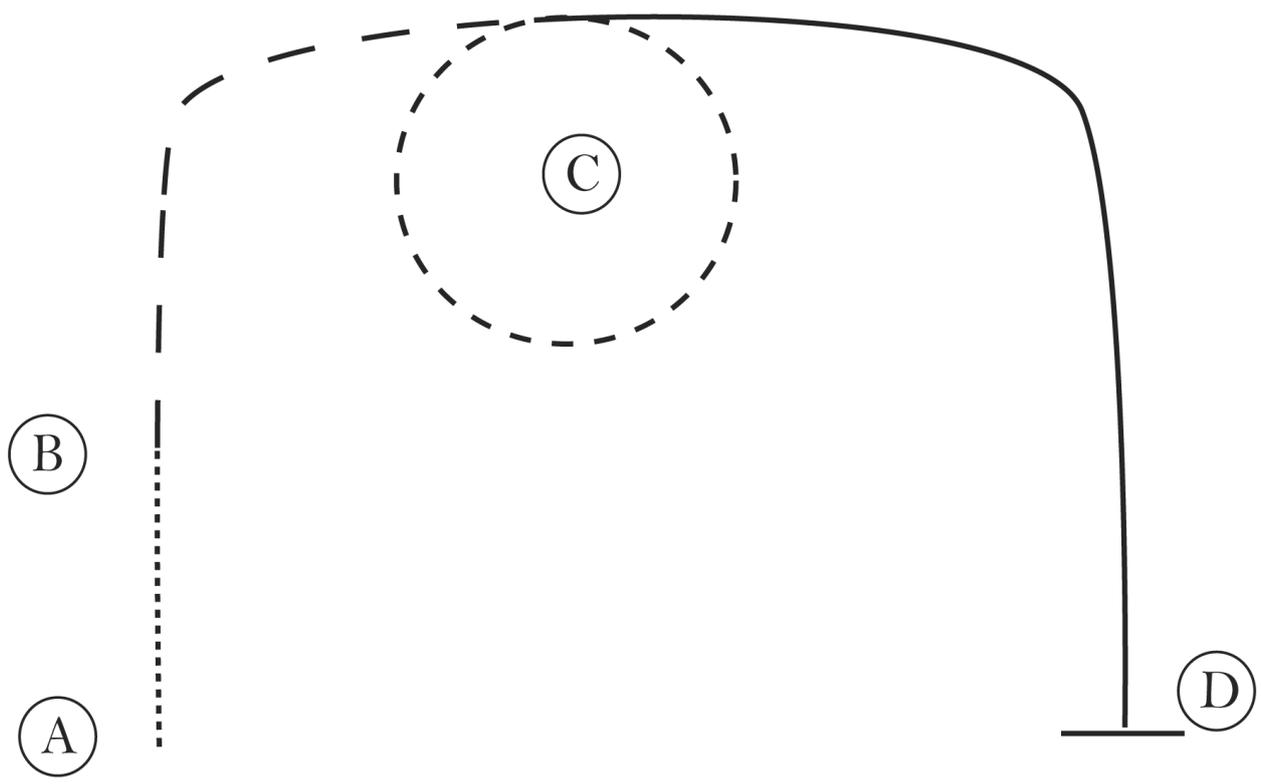
Walk	-----
Trot	- - - - -
Back	← 
Marker	Ⓚ
Judge	Ⓝ

[S/2-47]

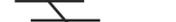
Pattern Provided by:
The Judges

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Walk A to B
2. At B extend the jog to C
3. Jog around C
4. At C lope on the left lead to D
5. Stop at D

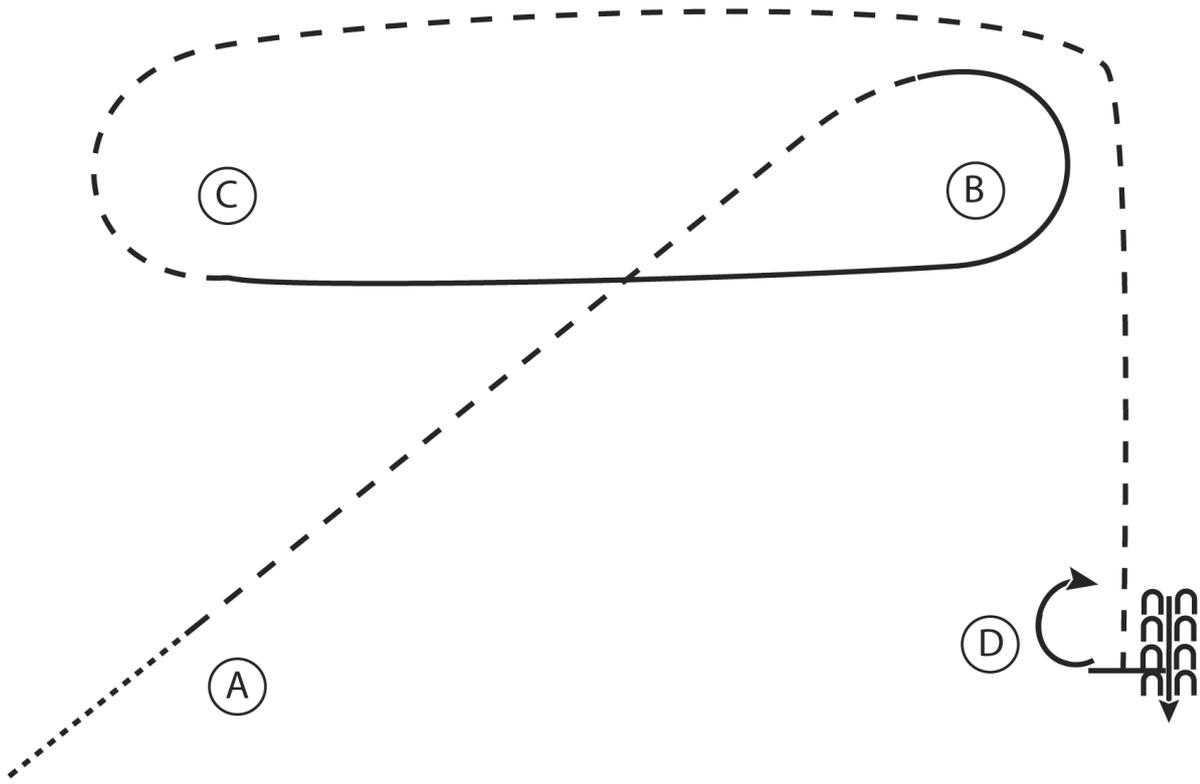
Walk	
Jog	
Extended Jog	
Lope	
Leg Yield	
Lead Change	
Back	
Marker	
Sidepass	

[WH/2-33]

Pattern Provided by:
The Judges

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

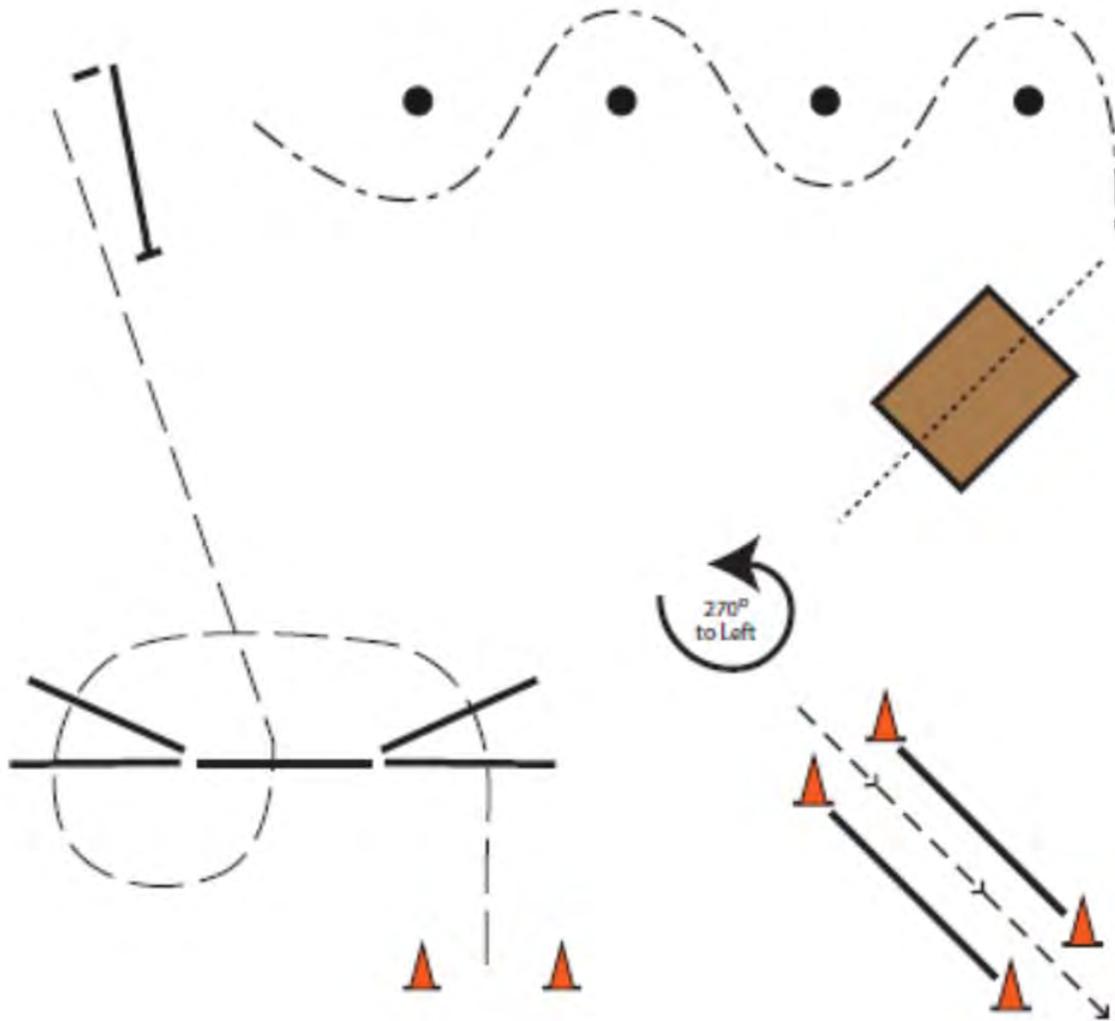


1. Walk to A
2. Sitting trot to B
3. At B canter on the right lead around B to C
4. At C posting trot around C and B to D
5. At D stop and perform a 180 degree turn to the right on the hindquarters
6. Back 4 steps

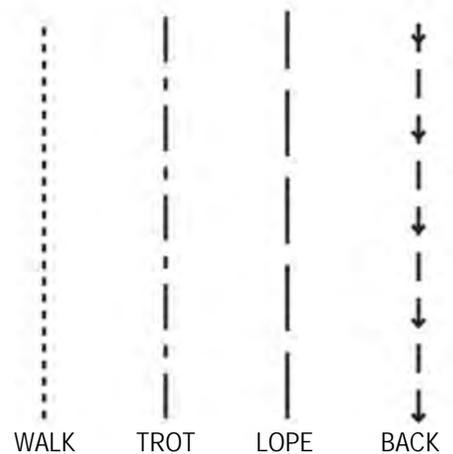
Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘↙
Back	←←←←
Marker	⊙ (B)
Sidepass	←-----→

[HSE/2-10]

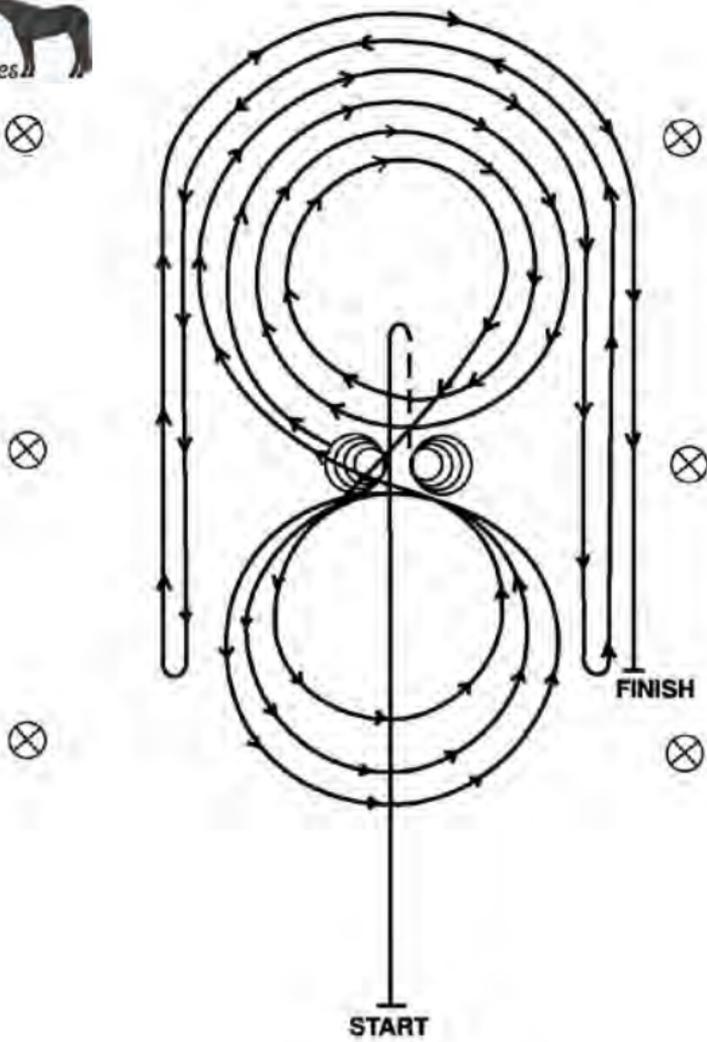
Pattern Provided by:
The Judges



1. Be ready at start cones
2. Lope Left Lead thru Ground Poles and up to Gate
3. Open Gate, Right Hand Push, Close Gate
4. Trot Serpentine
5. Walk Over Bridge.
6. Stop, Perform 270 turn to Left
7. Back Thru Cones
8. Exit When Dismissed



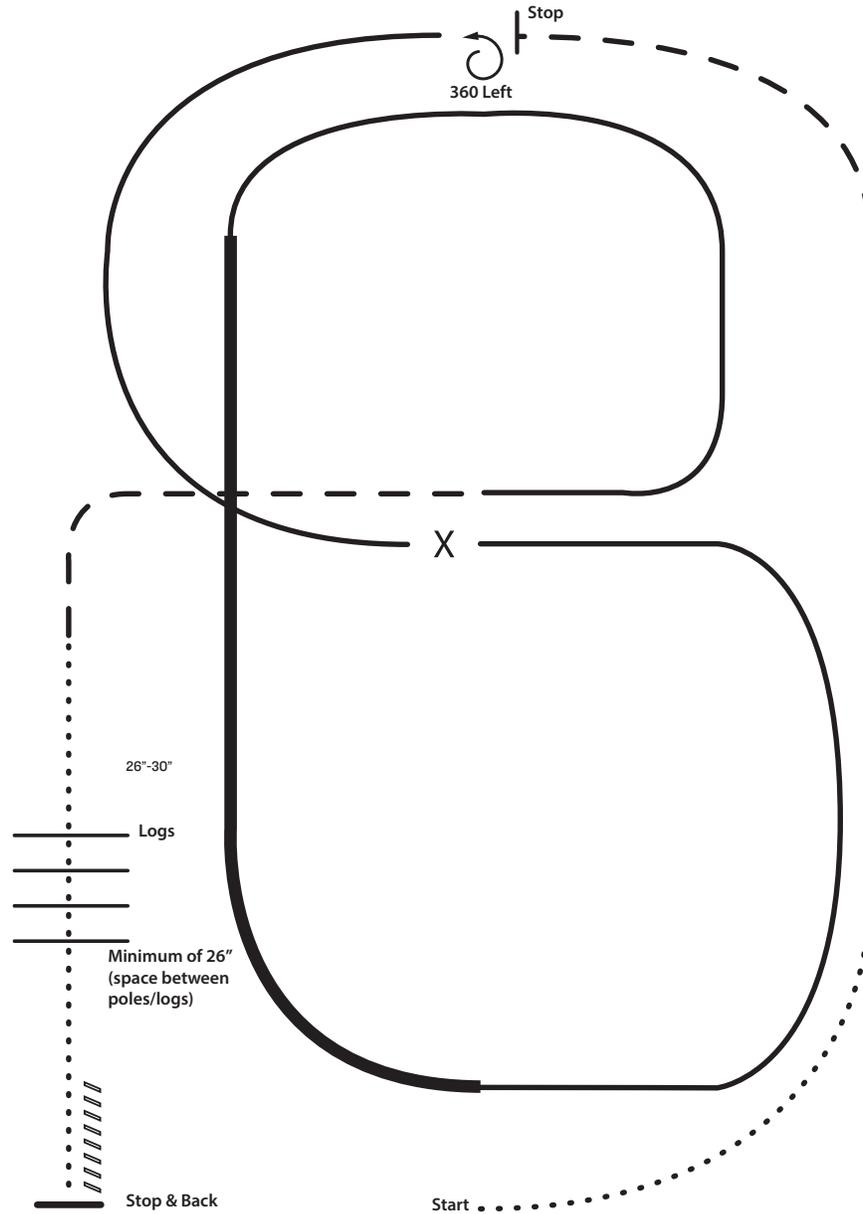
REINING PATTERN 10



⊗ MARKER

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 right lead, complete three circles to the right: 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 left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. 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 left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. 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 20 feet (6 meters) from the wall or fence - no hesitation.
8. Continue back around 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop the bridle to the designated judge.

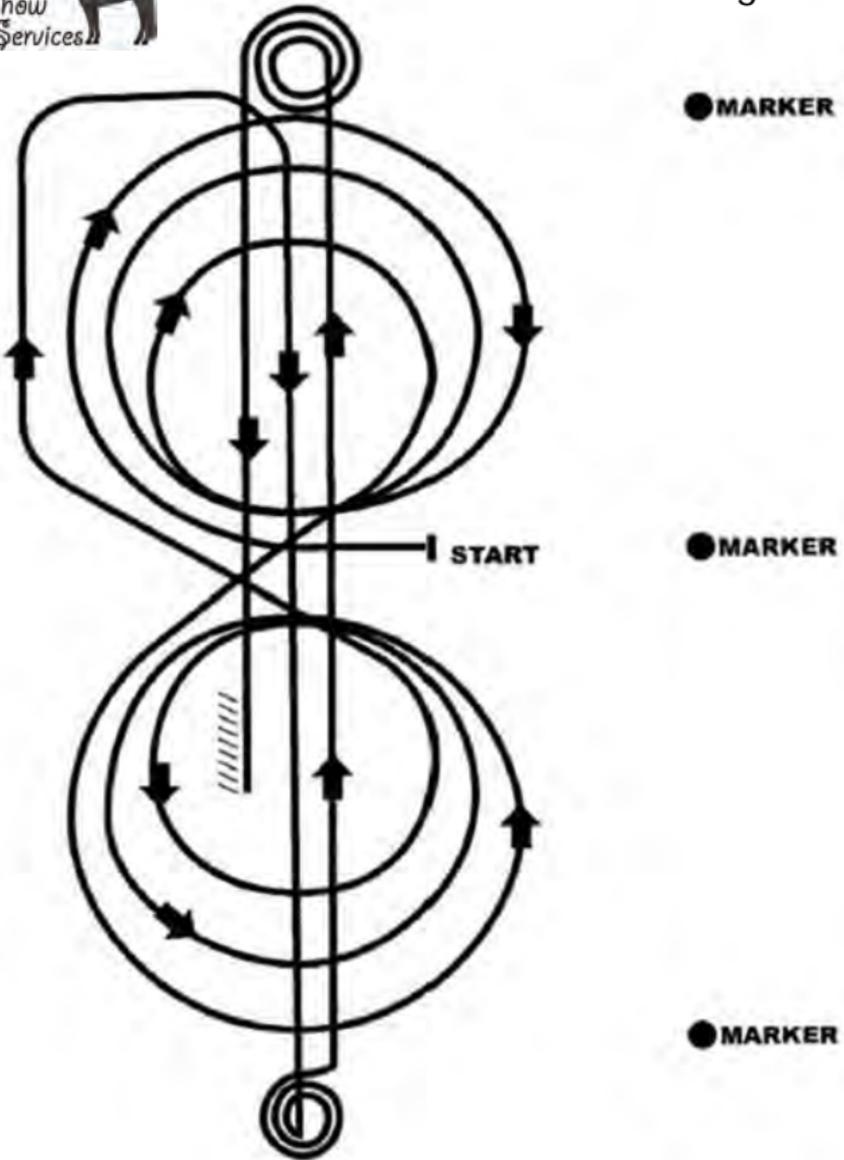


- X Lead Change
- Walk
- - - Trot
- — — Ext Trot
- Lope
- Ext Lope
- //////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

VRH Ranch Reining Pattern 3

Saturday, January 12th
Ranch Reining

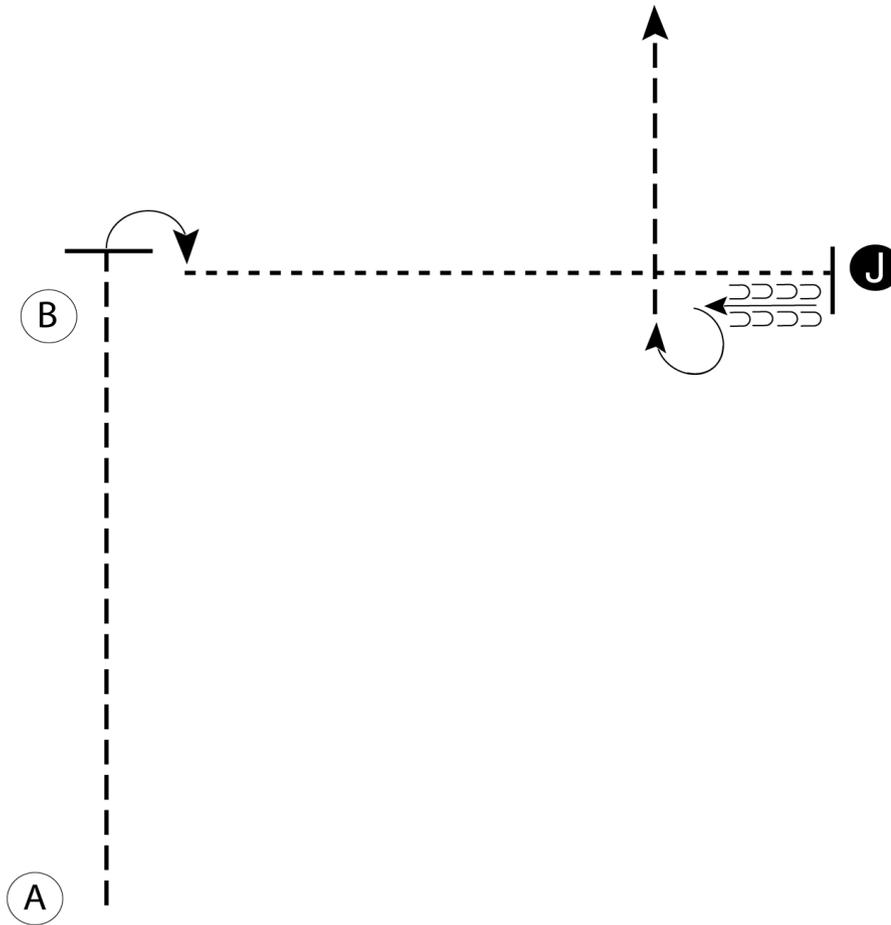


Mandatory Marker along Fence or Wall

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. Start pattern facing toward judge.
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



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

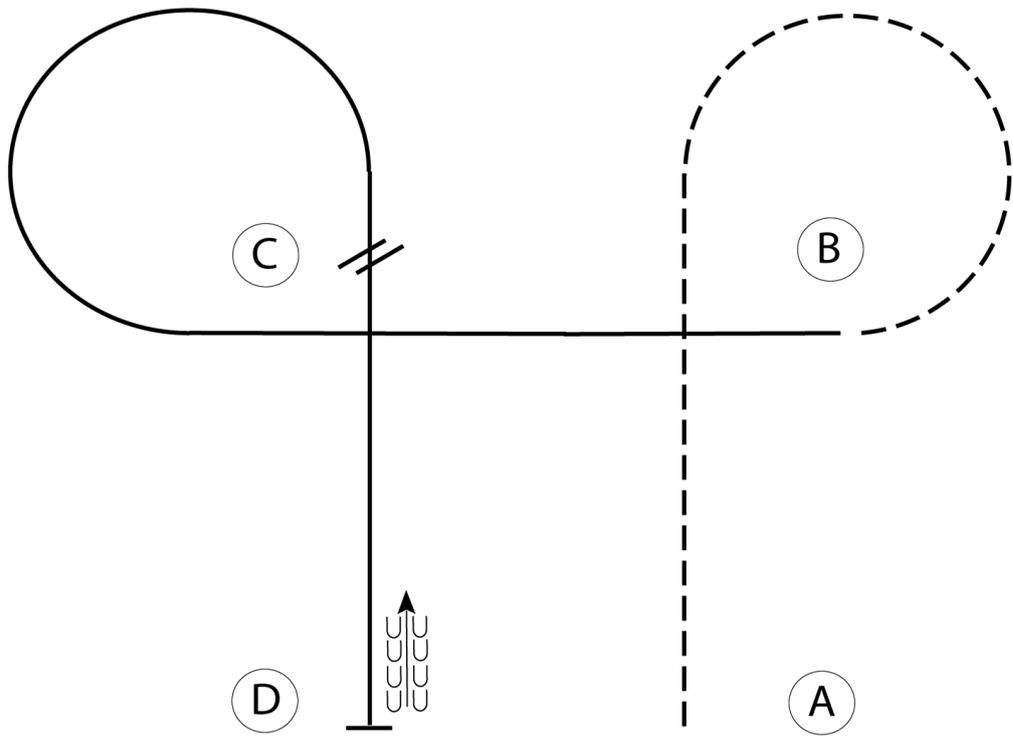
Walk	-----
Trot	- - - - -
Back	← 
Marker	Ⓟ
Judge	Ⓝ

[S/1-14]

Pattern Provided by:
The Judges

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Jog A to B.
2. Jog a circle around B.
3. At B, lope on the right lead to C.
4. Lope a circle around C.
5. At C, perform a simple lead change and continue to D.
6. At D, stop and back one horse length.

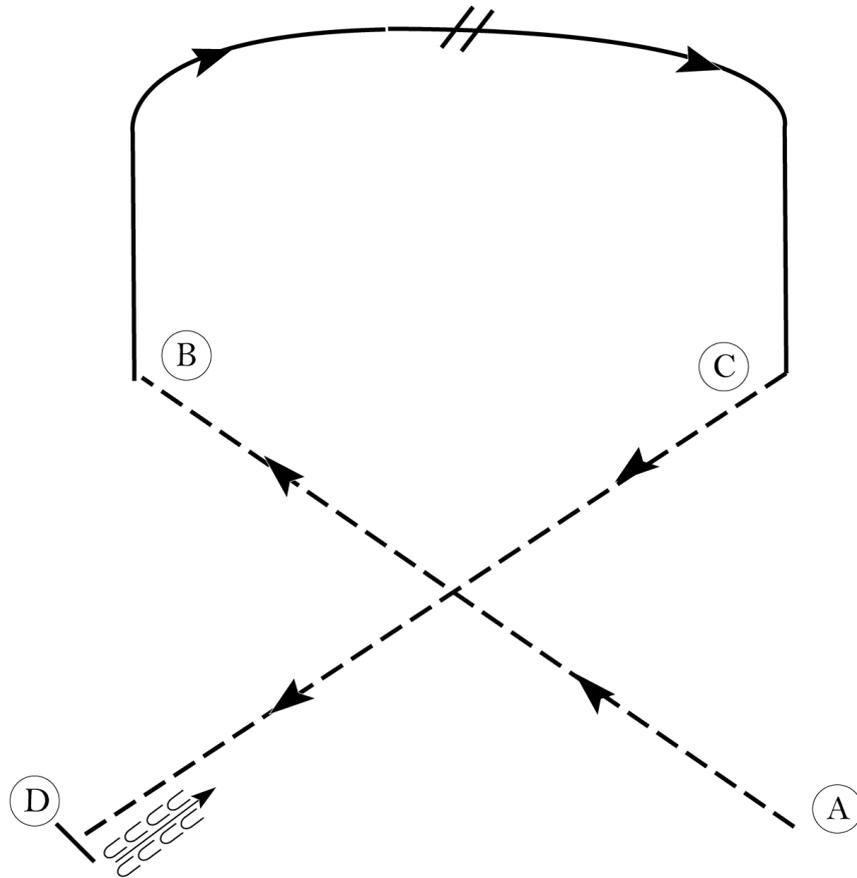
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ⊔ ⊔ ⊔ ⊔
Marker	⊙ B
Sidepass	←-----→

[WH/2-13]

Pattern Provided by:

V@R a*^•



Be ready at A.

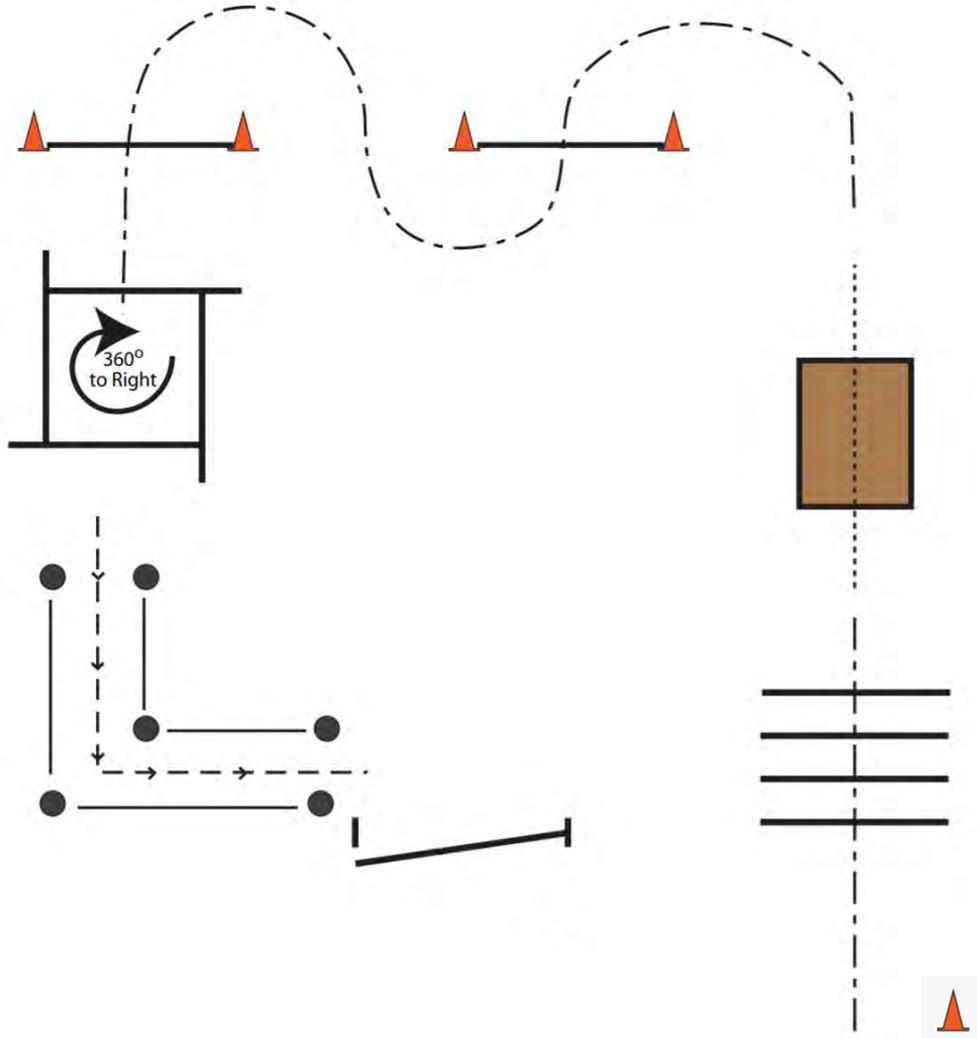
1. Sitting trot 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Canter on the left lead toward C.
4. At the top of the arc, change leads and canter on the right lead to C.
5. Posting trot on the right diagonal 1/2 way to D.
6. Sitting trot to D.
7. Halt at D and back approximately one horse length.

Exit at a sitting trot.

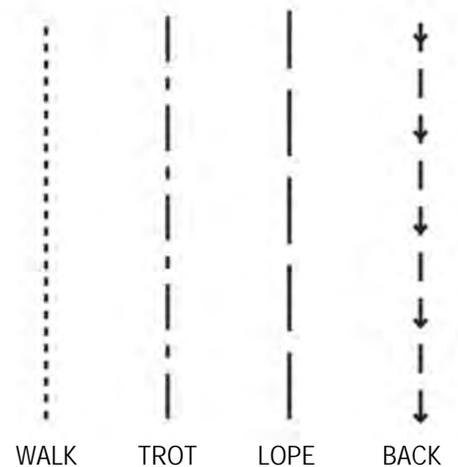
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	(B)
Sidepass	← ← ← ← ←
Hand Gallop	— — — — —

[HSE/3-23]

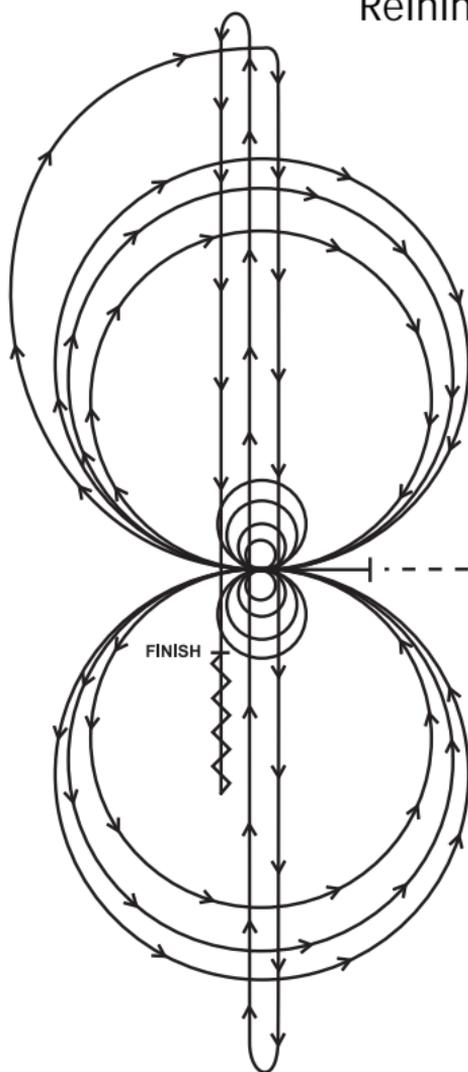
Pattern Provided by:
The Judges



1. Be ready at start cone
2. Trot over Poles
3. Walk Over Bridge
4. Trot Serpentine
5. Trot into Box, 360 to Right
6. Walk out of Box
7. Back Thru L
7. Open Gate, Left Hand Push, Walk Thru, Close Gate
8. Exit at Walk

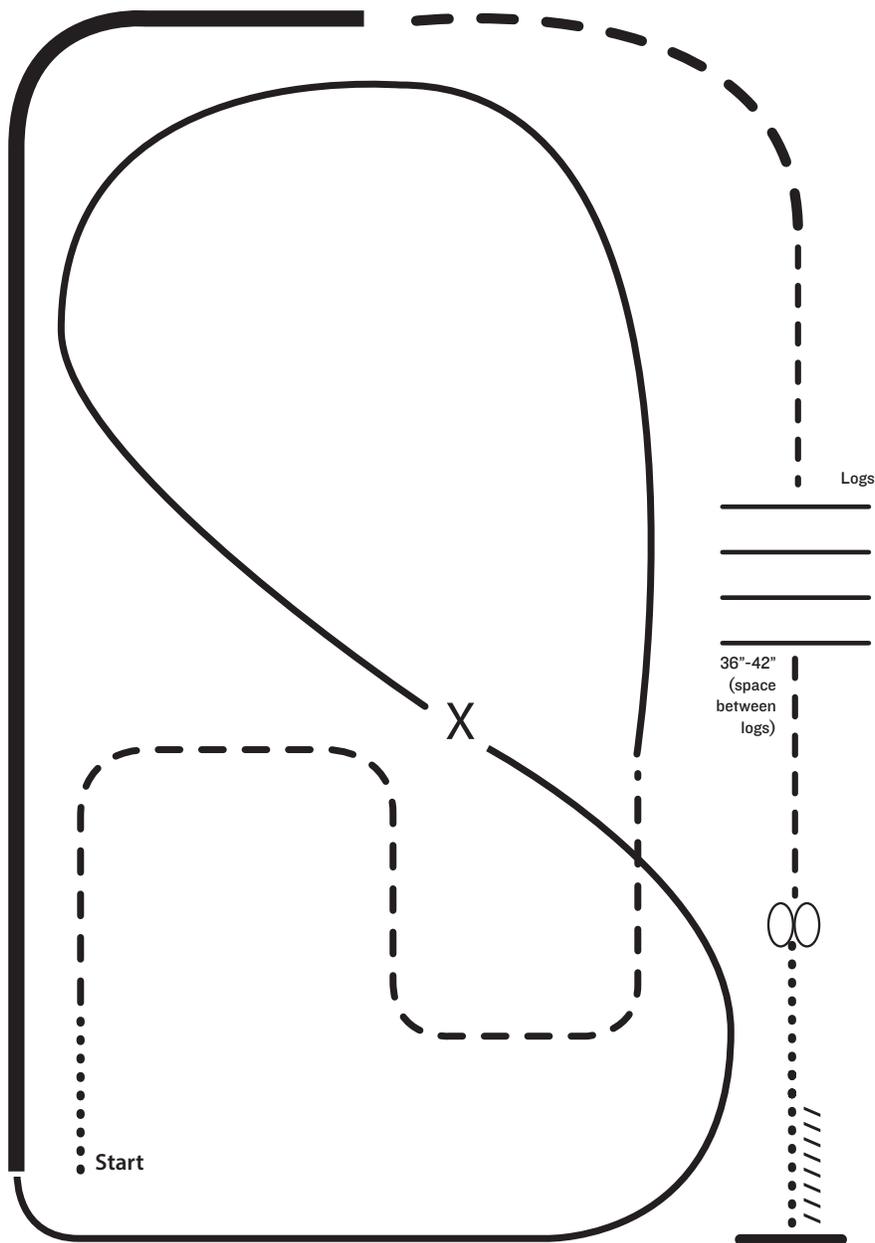


REINING PATTERN II



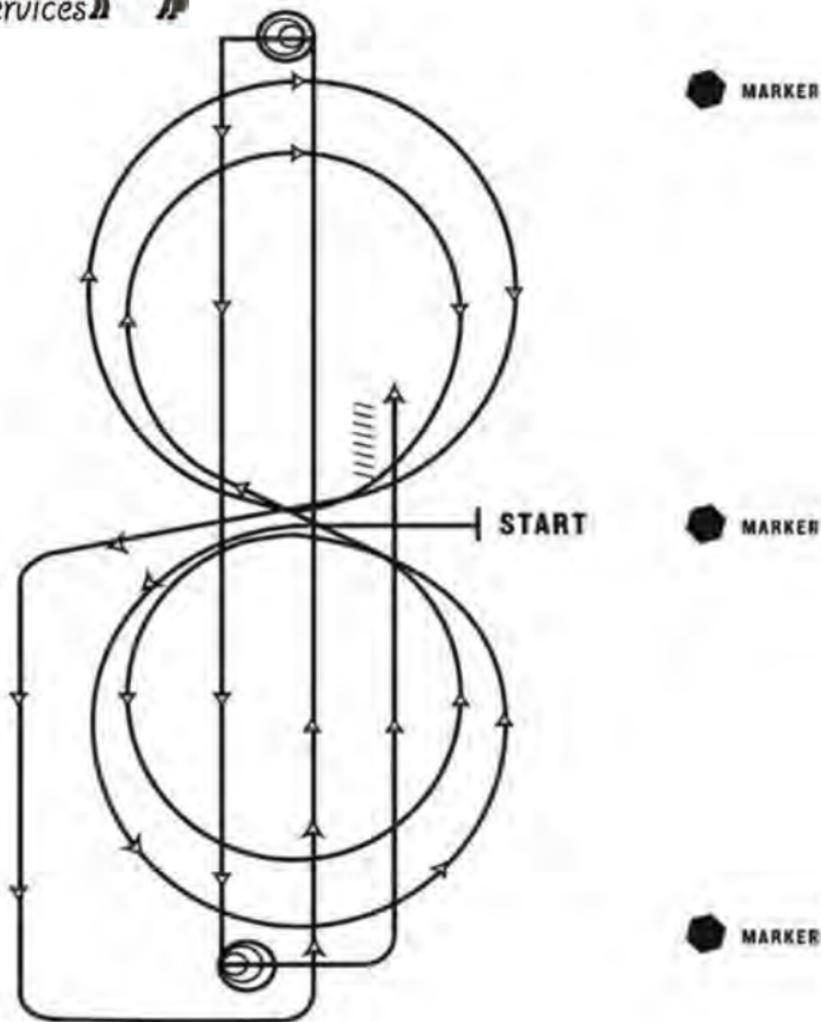
Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. 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 to demonstrate completion of the pattern.



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

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back



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