## FRIDAY PATTERNS 4-4-2025 RANCH REINING

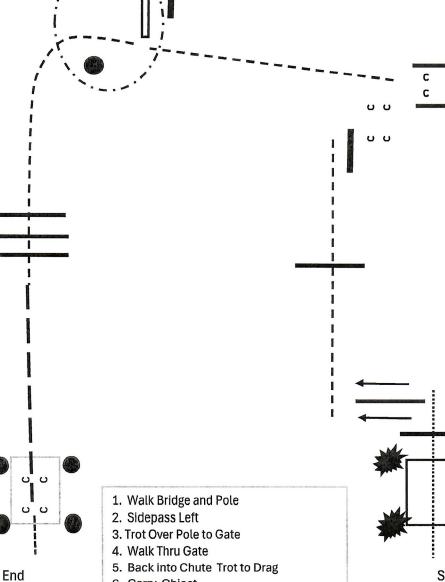


SF Ranch Trail 4-4-2025

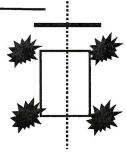


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- 6. Carry Object
- 7. Trot Poles
- 8. Ex-Trot into Markers
- 9. Stop Drop Reins Sit Still for Count of 5 Walk out and exit



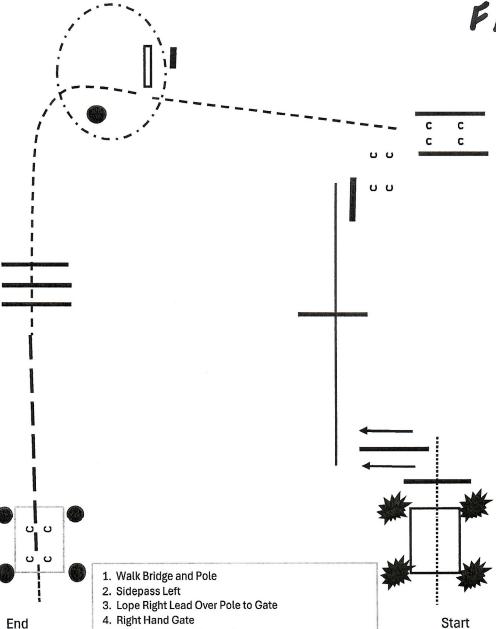
Start



Ranch Trail 4-4-2025

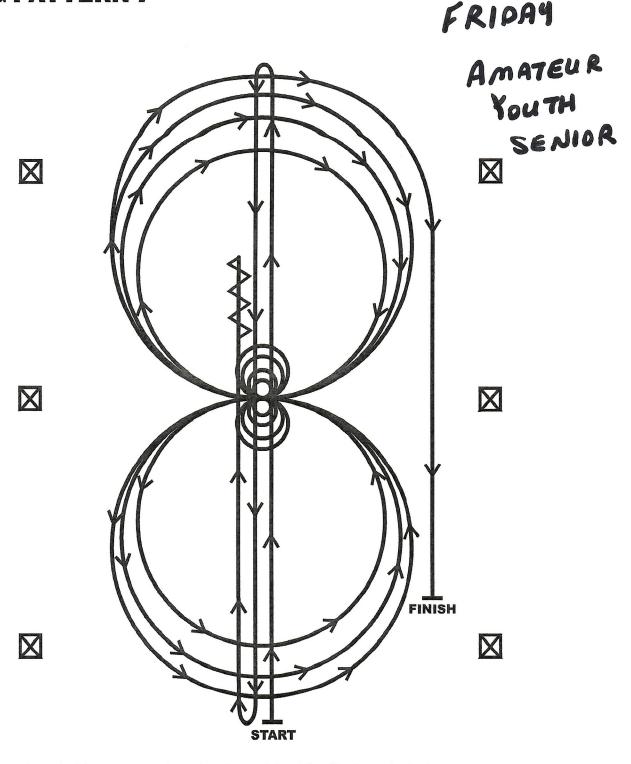


FRIDAY



- 5. Back into Chute Trot to Drag6. Drag / Carry \*\* Novice and Youth Carry Object \*\*
- 7. Trot Poles
- 8. Ex-Trot into Markers
- 9. Ground Tie Strike Board With Hammer 3 Times \* Lead horse to Exit \*

## **REINING PATTERN 7**



- 1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
- 2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
- 3. 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.
- 4. Complete four spins to the right. Hesitate.
- 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
- 6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
- 7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
- 8. Begin a large 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 sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

## FRIDAY **REINING PATTERN 11** L-I GREEN -1 NONCE JUNIOR X X X X X

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

- I. 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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

START