

May 10-11, 2025 Patterns Lynden, WA Judge: Kim Gately

PATTERNS ARE SELECTED FROM A VARIETY OF SOURCES.

REINING: NRHA RANCH RIDING: AQHA

RANCH REINING: AQHA VRH

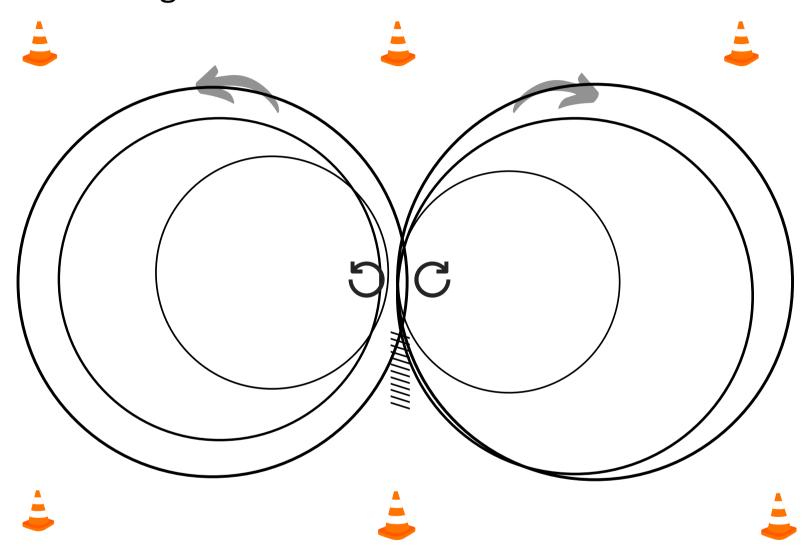
BEGINNER A & WALK TROT: CREATED BY NWRA

CERTAIN CLASSES HAVE MODIFICATIONS TO PATTERNS THAT ARE NOT SHOWN BELOW.

IT IS YOUR RESPONSIBILITY TO KNOW THE RULES/MODIFICATIONS FOR THE CLASS YOU

ARE ENTERING. (ALL MODIFICATIONS CAN BE FOUND IN THE NWRA RULE BOOK)

NWRA Pattern Beginner A/Junior Reiner 10& Under



Horses may walk or jog to the center of arena.

- 1.Complete 1 spin left
- 2.Complete 1 spin right
- 3.Beginning on the left lead, complete three circles to the left; the first two large & fast, third small and slow. Change leads in center.
- 4.On the right lead complete 3 circles to the right; first two large and fast, third small and slow.
- 5. Stop at center and back at least 5 feet.
- 6. Hesitate to show completion of pattern.

Beginner A (1A)
Junior Reiner 10 & Under (2A)

Beginner B (3B) Beginner B 18 & Under (4B)

Pattern 8

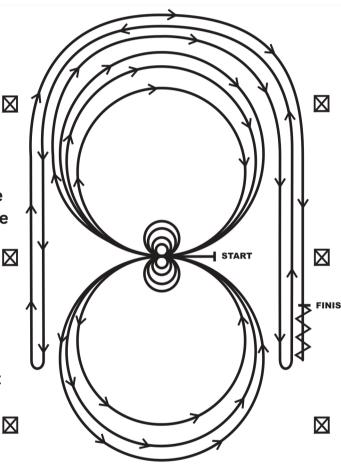
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the 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 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 maker and do a right rollback at least twenty fe

et (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.



Horses may walk or jog to the center of the arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible

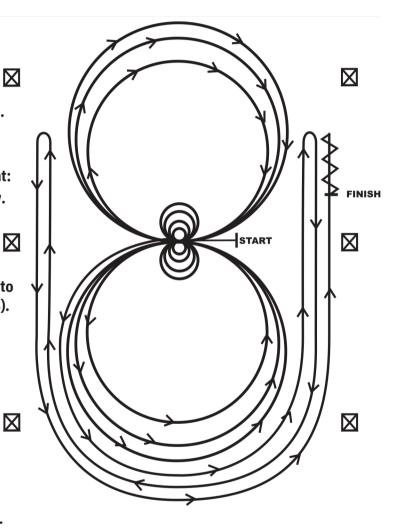
for posting this requirement.) Horses must walk or stop prior

to starting pattern. Beginning at the center of the arena fac-

ing 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 (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 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 demonstrate completion of pattern.

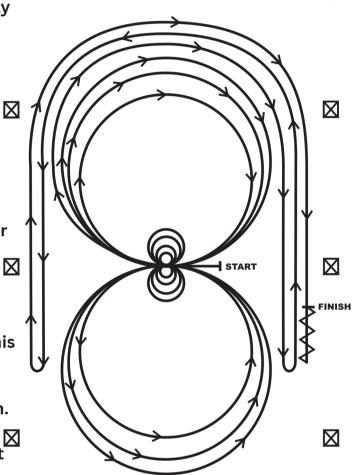
Beginner C (5)
Beginner Horse/Non Pro (6)
Maiden Horse/Open Rider (7)
Youth 13 & Under (8C)
Youth 14-18 (9C)



1st/2nd Year Horse/Open Rider (10)
1st/2nd Year Rider/Open Horse (11)
Randy Barr Memorial (12)
Novice Horse Open Rider (13D)
Novice Horse Non Pro Rider (14D)

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

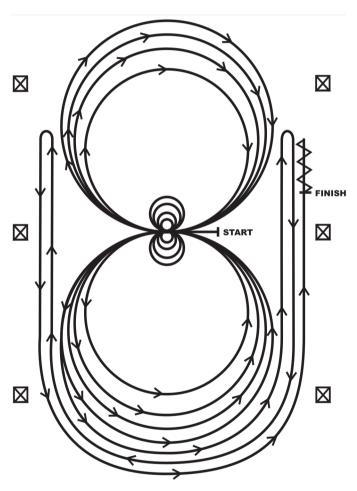
- 1. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena
- . 5. Begin a large circle to the right but do not close this circle. Run up 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 previous circle but do not close this circle. Run up 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 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 the completion of the pattern.



Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that hors- es be jogged to center. Show management is responsible for posting this requirement.) 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.

Novice Horse/Open Rider (15)
Limited NonPro (16E)
Intermediate NonPro (17E)
Limited Open (18)

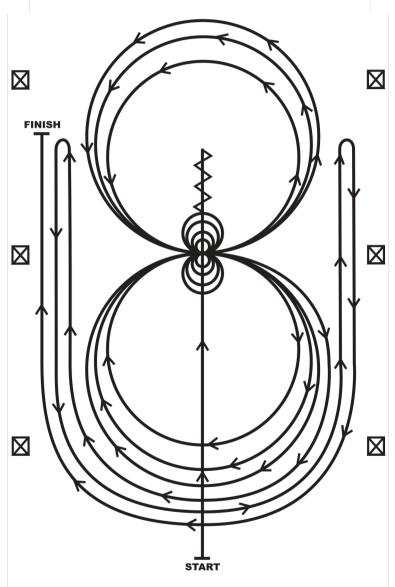


RUN IN PATTERN

Pattern 16

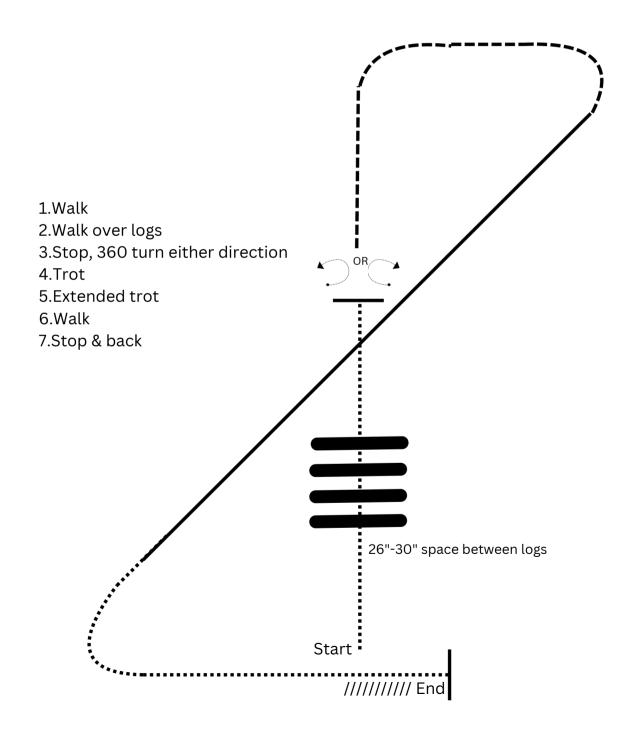
- 1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
- 2. Complete four spins to the left. Hesitate.
- 3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.
- 4. Beginning on the right lead, compete 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 two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
- 6. Begin a large circle to the right 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.
- 7. Continue back around previous circle but to not close this circle. Run up the right side of the arena and 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 up the left side of the arena past the cen- ter marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate comple- tion of pattern.

Non Pro (19) Open (20)



NWRA WALK TROT RANCH RIDING 5





13. Stop and back

14. 360° turn each direction (either direction 1st) (L-R or R-L)

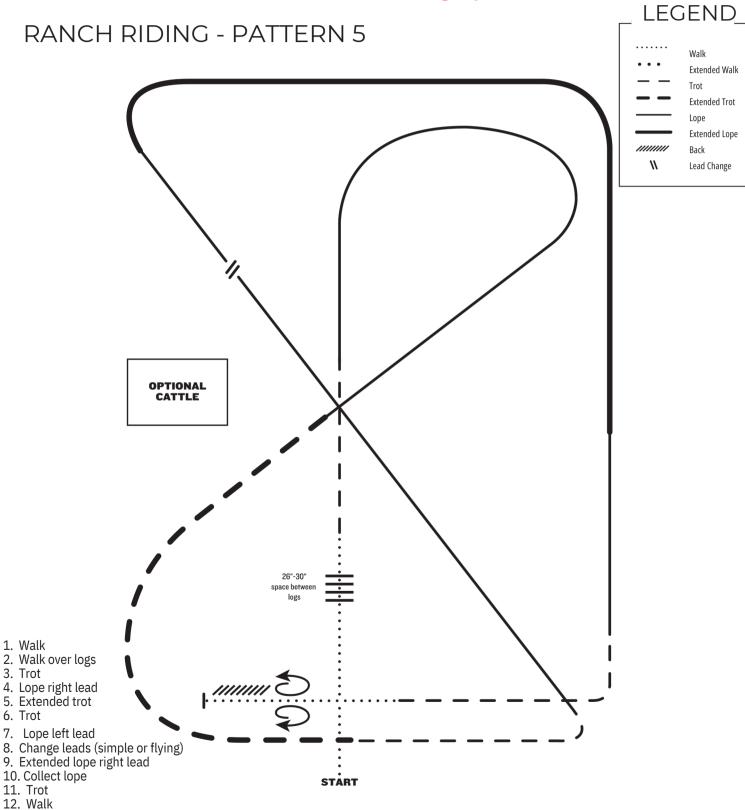
Ranch Riding Green Horse (23)

Ranch Riding NonPro (24)

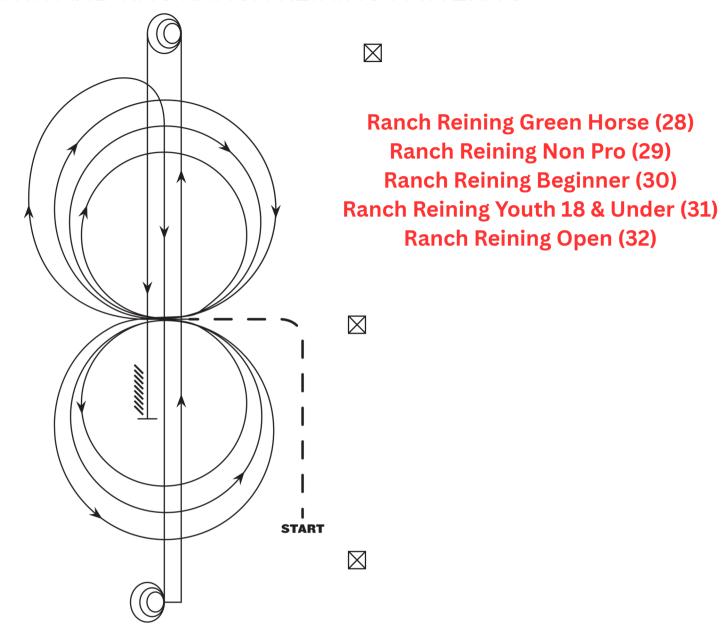
Ranch Riding Beginner (25)

Ranch Riding Youth 18 & Under (26)

Ranch Riding Open (27)



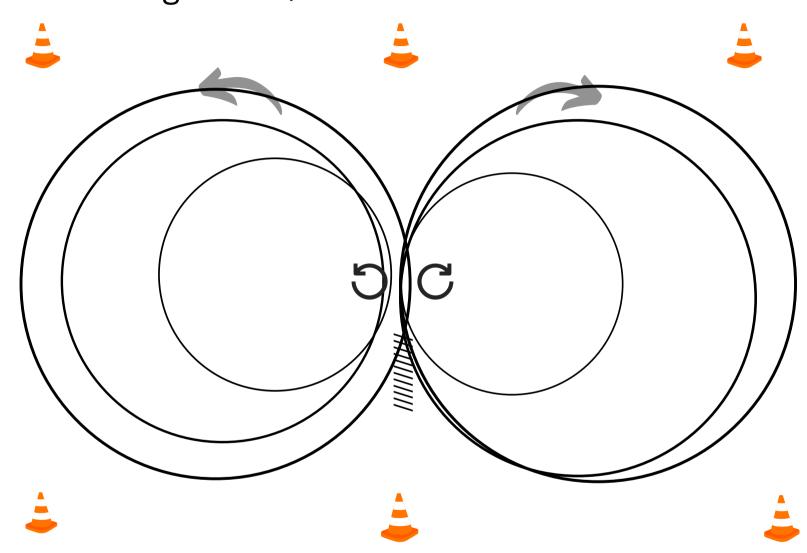
VRH AND RHC RANCH REINING PATTERN 3



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena. Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

- 1. Beginning on right lead, complete three circles to the right the first two large and fast; the third one small and slow. Change leads at center of arena.
- 2. Complete three circles to the left the first two large and fast; the third one small and slow. Change leads at center of arena.
- 3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
- 4. Complete 3 1/2 spins to the right.
- 5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
- 6. Complete 3 1/2 spins to the left.
- 7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

NWRA Pattern Beginner A/Junior Reiner 10& Under



Horses may walk or jog to the center of arena.

- 1.Complete 1 spin left
- 2.Complete 1 spin right
- 3.Beginning on the left lead, complete three circles to the left; the first two large & fast, third small and slow. Change leads in center.
- 4.On the right lead complete 3 circles to the right; first two large and fast, third small and slow.
- 5. Stop at center and back at least 5 feet.
- 6. Hesitate to show completion of pattern.

Beginner A (1A)
Junior Reiner 10 & Under (2A)

Beginner B (3B) Beginner B 18 & Under (4B)

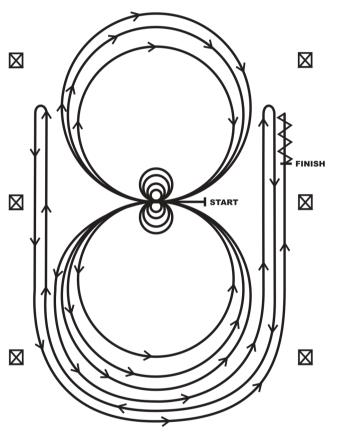
Pattern 6

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena arena facing the left wall or fence.

- 1. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. 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. Change leads at the center of the arena.
- 4. 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. Begin a large 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. 6. Continue back 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—
- 7. 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 the completion of the pattern.

no hesitation.

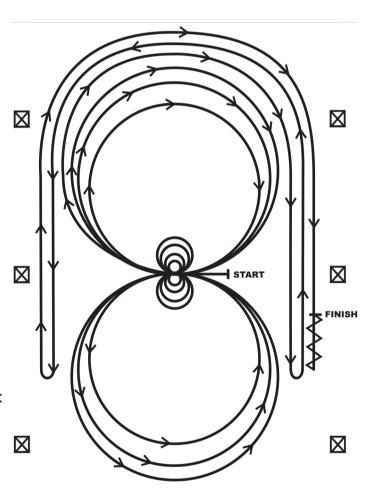


Beginner C (5) Beginner Horse/ Non Pro (6) Maiden Horse/Open Rider (7) Youth 13 & Under (8C) Youth 14-18 (9C)

Pattern 14

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) 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 two circles 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 at the center of the arena.
- 5. Begin a large circle to the right but do not close this circle. Run up 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 previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a right rollback at l east twenty feet (six meters) from the wall or fence—no hesitation. 7. 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 the completion of the pattern.

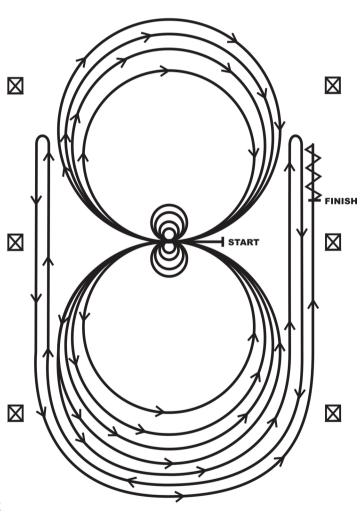


Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing 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.

1st/2nd Year Horse/Open Rider (10) 1st/2nd Year Rider/ Open Horse (11)

Randy Barr Memorial (12)
Novice Horse/Open Rider (13D)
Novice Horse/ Non Pro Rider
(14D)



Horses may walk or jog to the center of the arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible

for posting this requirement.) Horses must walk or stop prior

to starting pattern. Beginning at the center of the arena fac-

ing the left wall or fence.

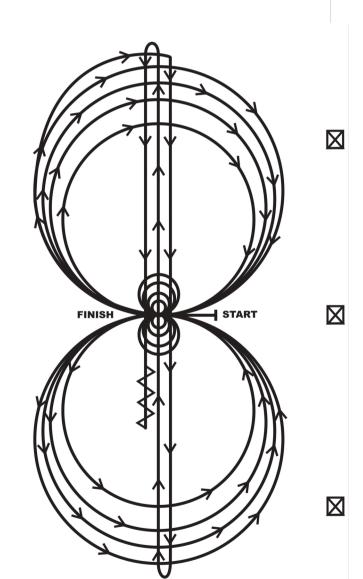
- 1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the left lead, complete three circles to the left: the first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

Novice Rider/Open Horse (15)
Limited Non Pro (16E)
Intermediate Non Pro (17E)
Limited Non Pro (18)

X

X

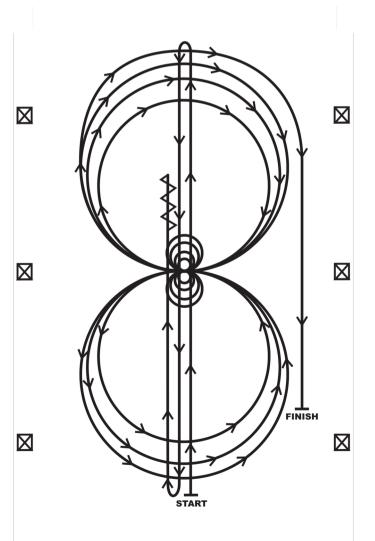
X



- 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.

Non Pro (19) Open (20)



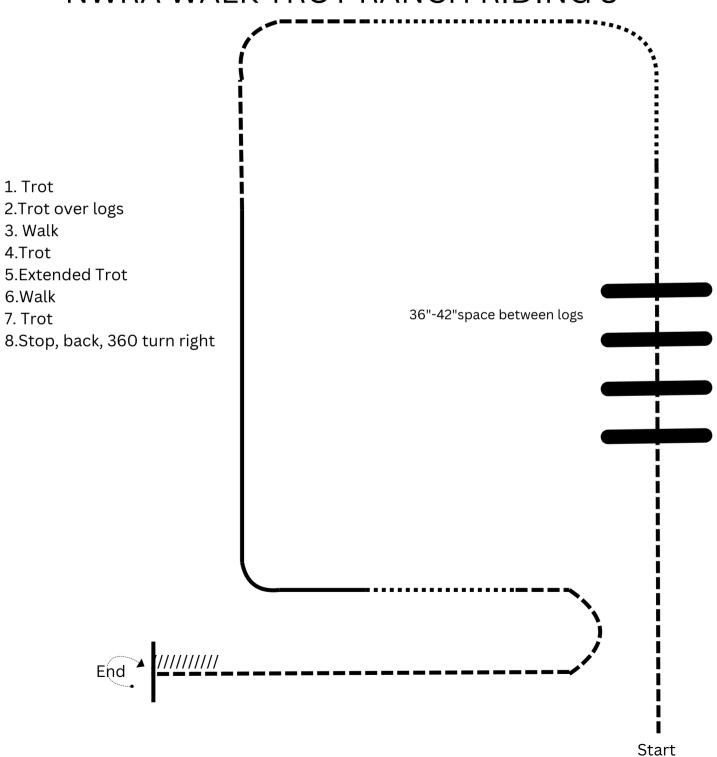
Walk
Trot

Extended Trot

W/T Ranch Riding 19+ (21)
W/T Ranch Riding 18 & Under (22)

//////// Back

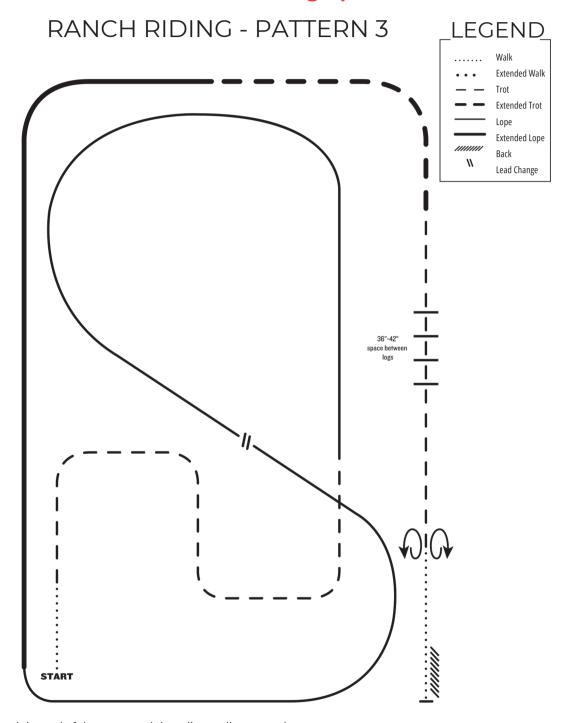
NWRA WALK TROT RANCH RIDING 3



Ranch Riding Green Horse (23) Ranch Riding NonPro (24)

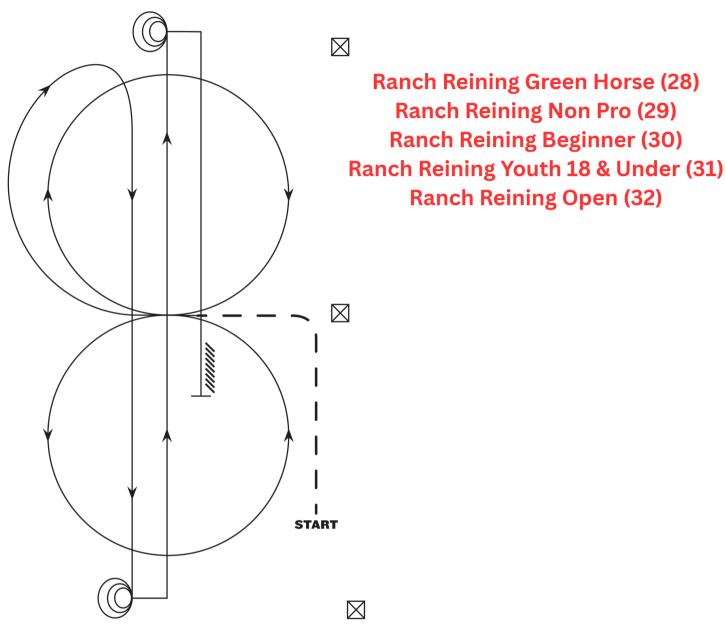
Ranch Riding Beginner (25)

Ranch Riding Youth 18 & Under (26)
Ranch Riding Open (27)



- 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)
- 5. Lope 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, 360° turn each direction (either direction 1st) (L-R or R-L)
- 11. Walk, stop and back

VRH AND RHC RANCH REINING PATTERN 6



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

- 1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
- 2. Complete one circle to the left. Change leads at center of arena.
- 3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
- 4. Complete 3 1/2 spins to the right.
- 5. Run up to other end of arena, past the end marker, do a sliding stop.
- 6. Complete 3 1/2 spins to the left.
- 7. Run past the center marker and do a sliding stop. Back at least 10 feet. completion pattern.

Hesitate to show