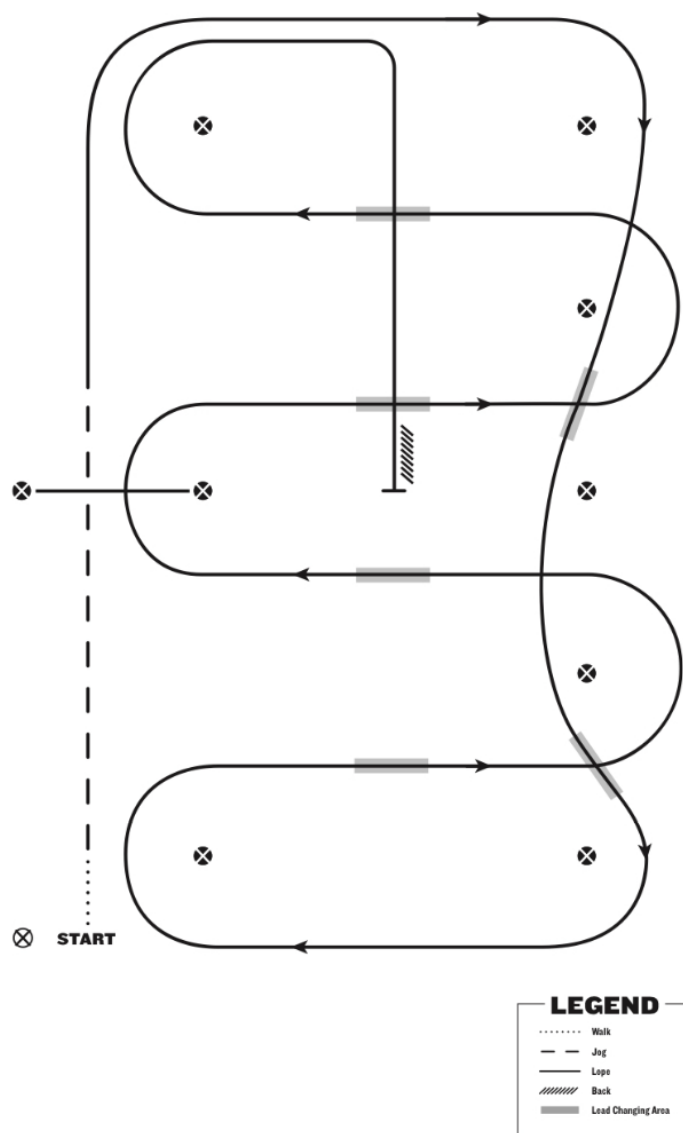
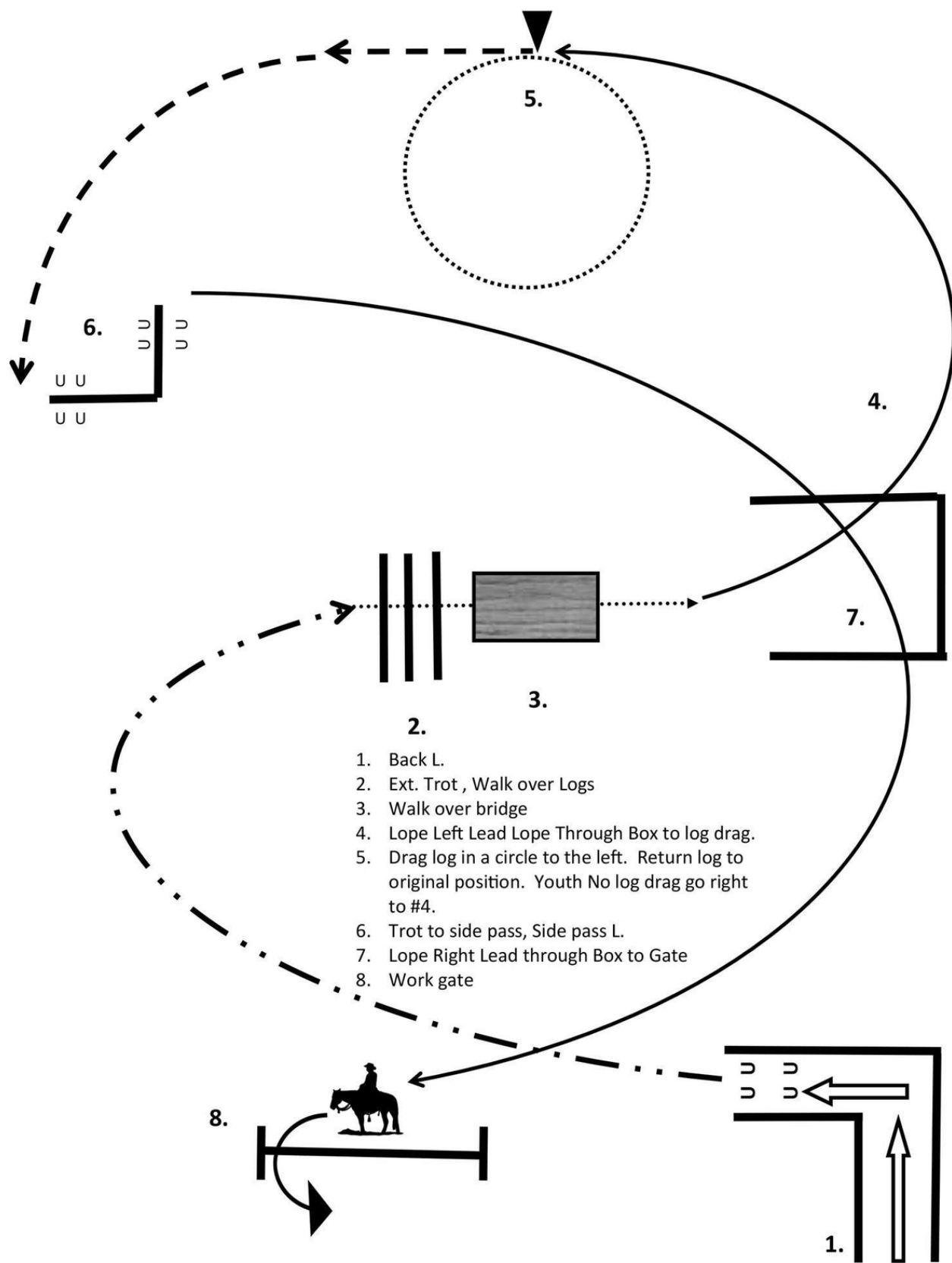


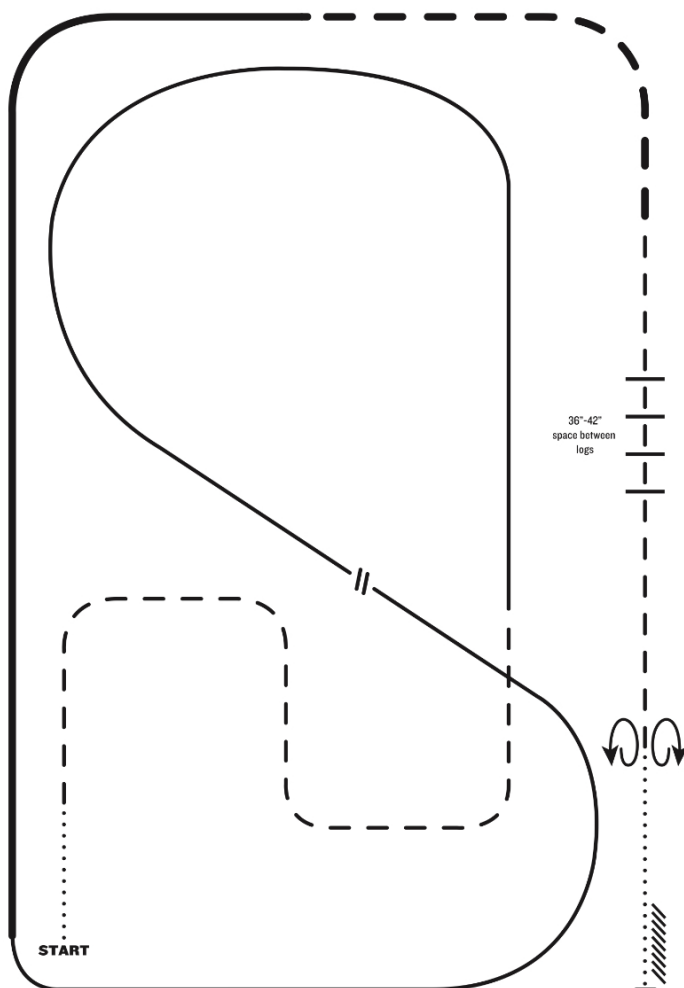
## LEVEL 1 WESTERN RIDING PATTERN 6



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back



### RANCH RIDING - PATTERN 3



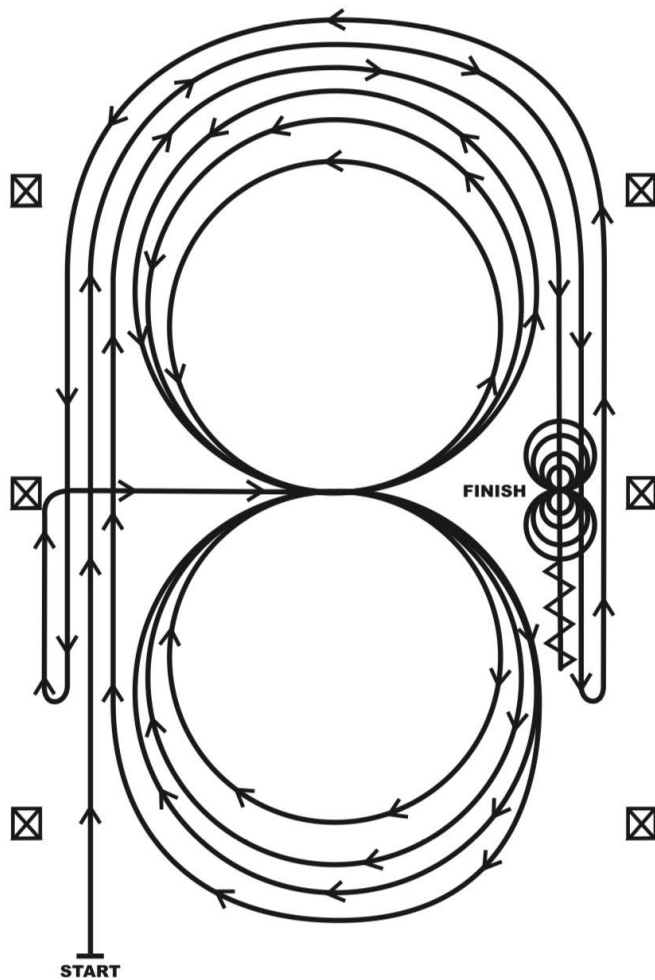
#### LEGEND

|       |               |
|-------|---------------|
| ..... | Walk          |
| ..... | Extended Walk |
| ---   | Trot          |
| ---   | Extended Trot |
| ---   | Lope          |
| ---   | Extended Lope |
| ////  | Back          |
| W     | Lead Change   |

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

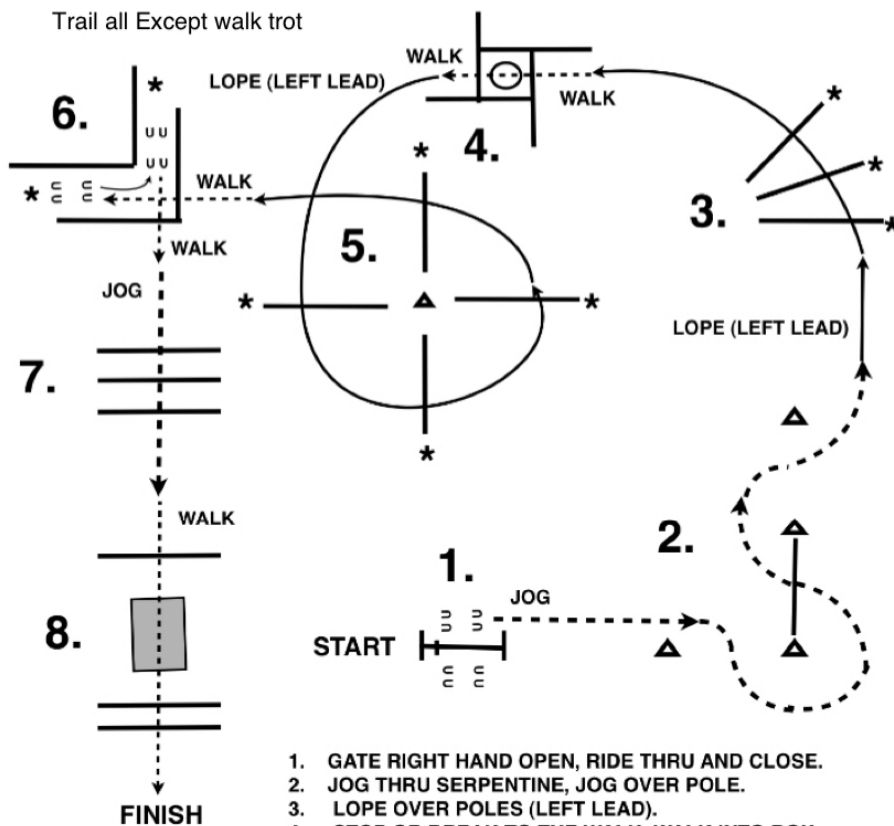
*Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.*

### REINING PATTERN 3



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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 in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up 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 completion of the pattern.

Trail all Except walk trot



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.