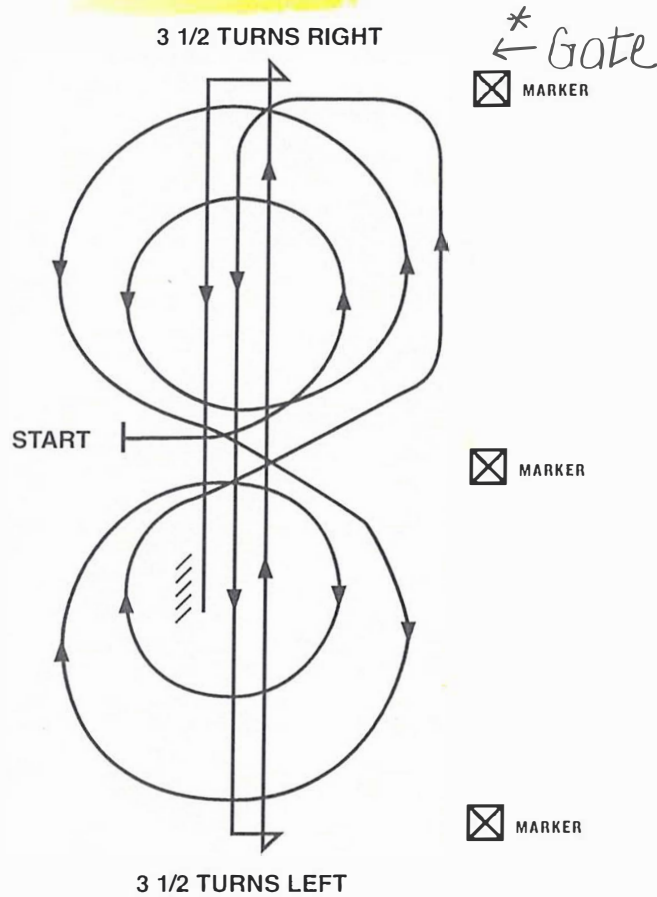


PALOOZA IN THE PINES REINING PATTERN
 VRH - STOCK HORSE



- LOPE: to center of arena, stop. Start pattern facing towards judge
1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
 2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker, and execute a square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

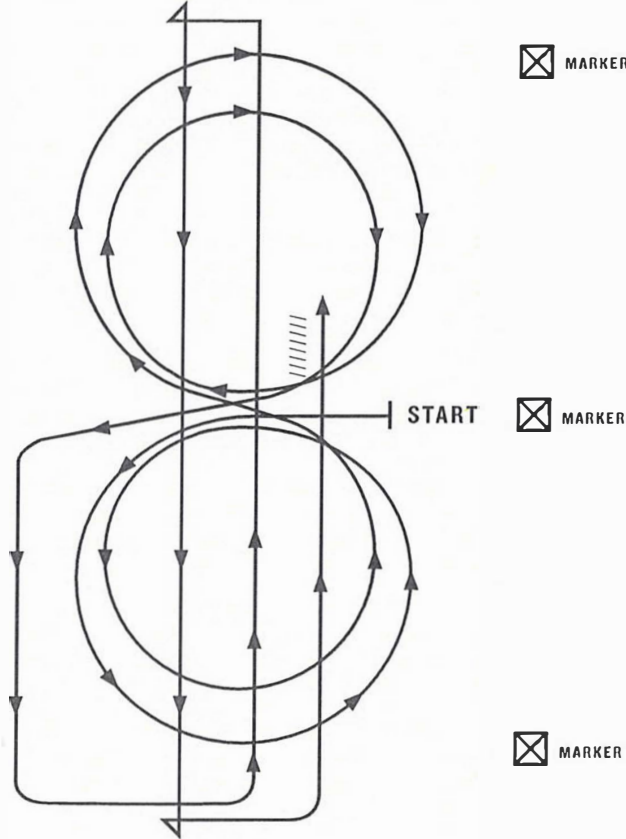
PATTERN 10

- | | |
|---------------------|----------------------|
| 1. Left circles | 5. Stop |
| 2. Right circles | 6. 3 1/2 right spins |
| 3. Stop | 7. Stop and back up |
| 4. 3 1/2 left spins | |

This pattern may be used as a lope-in pattern; refer to SHW505.2.

PALOOZA IN THE PINES
WORKING COW HORSE/BOX Pattern 11

3 1/2 TURNS LEFT



Gate →

3 1/2 TURNS RIGHT

LOPE to center of arena, stop. Start pattern facing towards judge

1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

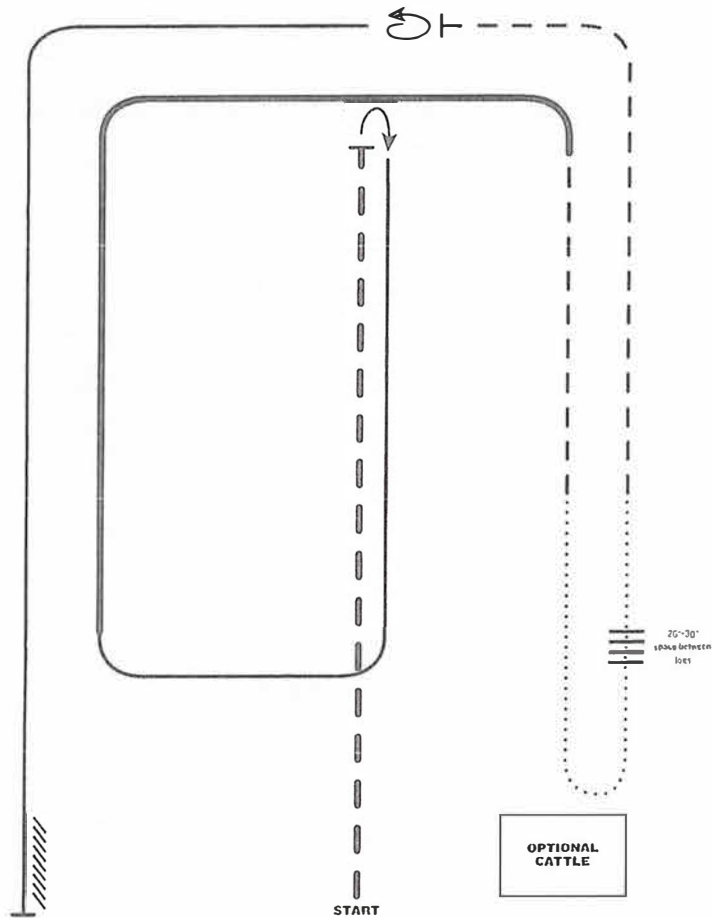
PATTERN II

- | | |
|---------------------|----------------------|
| 1. Left circles | 5. Stop |
| 2. Right circles | 6. 3 1/2 right spins |
| 3. Stop | 7. Stop and back up |
| 4. 3 1/2 left spins | |

This pattern may be used as a lope-in pattern; refer to SHW505.2.

AGHA RR
 Classes
 101-105

RANCH RIDING - PATTERN 15



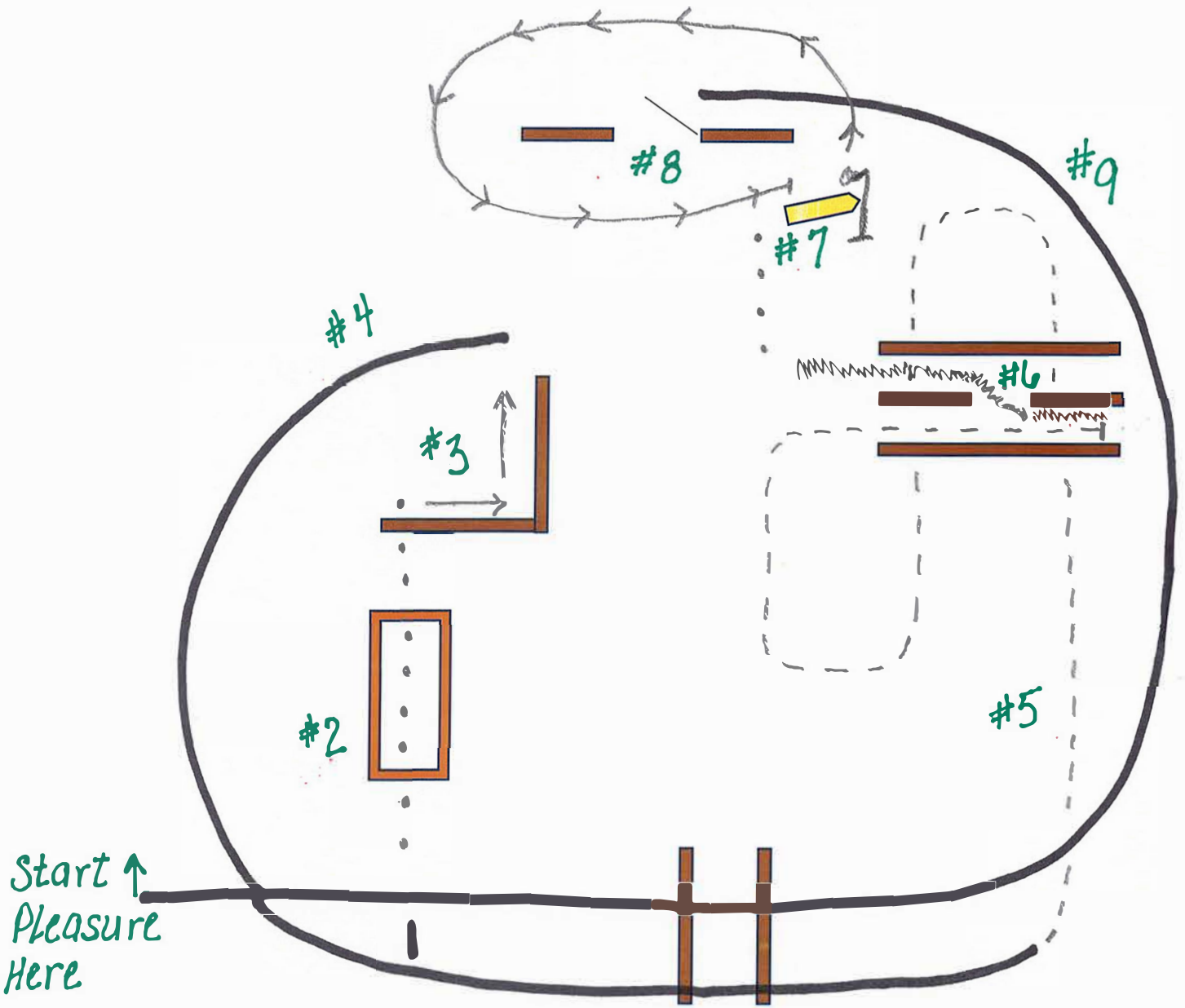
1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

LEGEND

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

Note: The diagram description of the pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the appropriate pace to best establish their horse's

SLIDIN DAZE TRAIL PATTERN



Start ↑
Pleasure
Here



- 1.) Enter arena with loop ready, rope steer head, drop your rope.
- 2.) Extend trot to bridge, break to walk, walk over bridge and front feet over pole.
- 3.) Side pass the "L" to the right
- 4.) Left lead lope as drawn, over 2 poles, break to trot around corner
- 5.) Trot over poles in serpentine, as drawn, finishing in the chute
- 6.) Back the poles in a zigzag
- 7.) Walk to calf, drag counterclock wise at a walk/trot. Nov.-Rookie-Youth carry rope.
- 8.) Work gate with a righthand push, pass through, close gate.
- 9.) Right lead lope as drawn, over 2 poles, stop at cone and position for pleasure.

Trail THEN Pleasure

