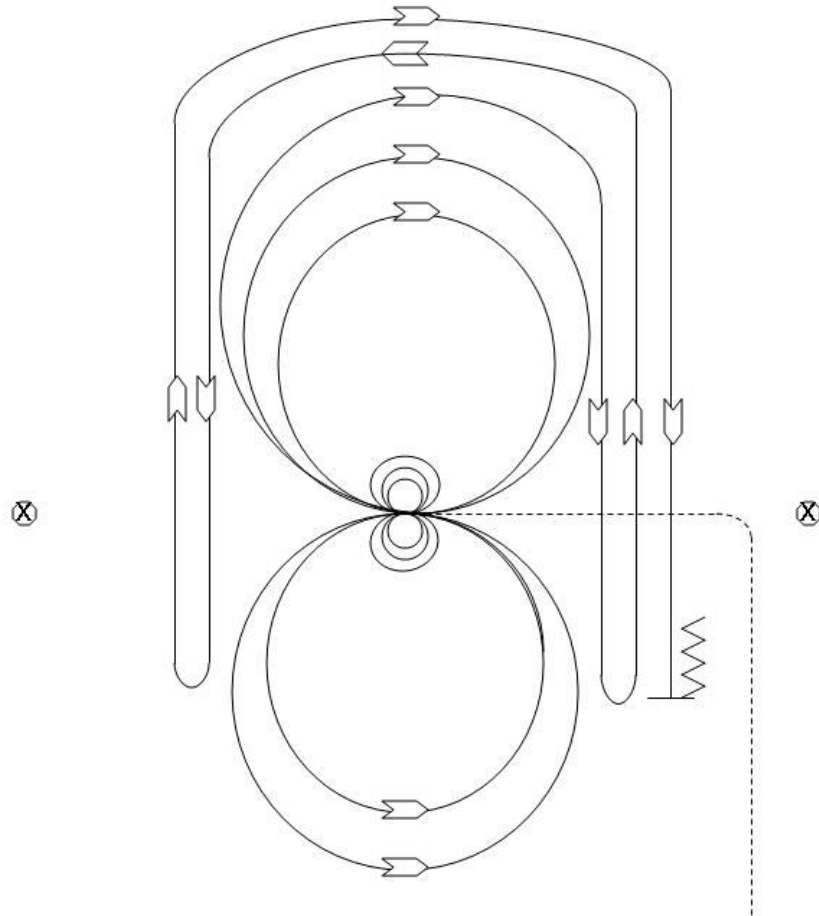




**2012**

**Pattern Book**

## SHOT Stock Horse Reining Pattern #1



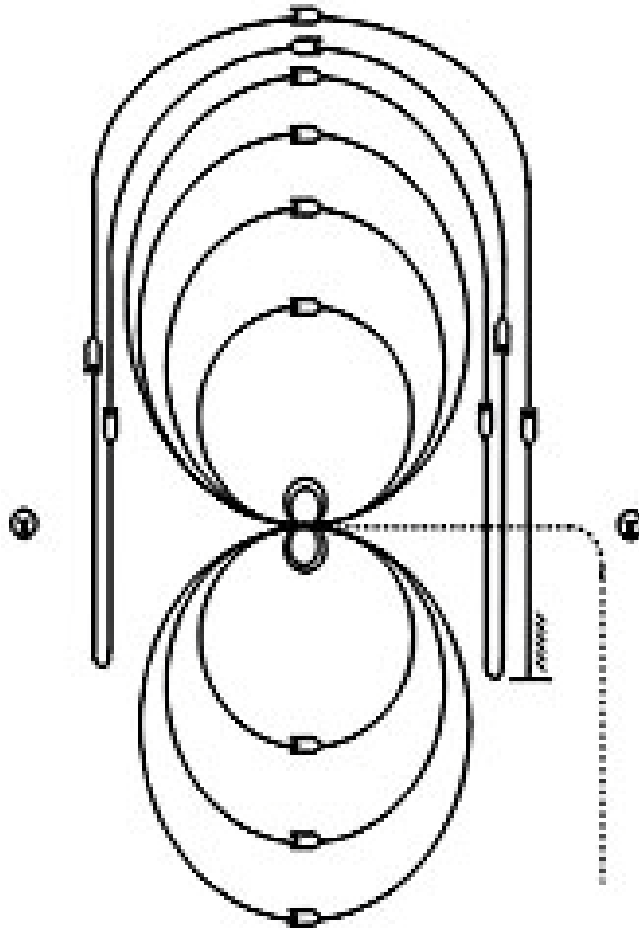
### **Mandatory Markers:**

The judge shall indicate with markers on arena fence the center of the pattern.

### **Ride pattern as follows:**

1. Trot to center of arena and stop.
2. Complete three spins in each direction
3. Begin on right lead and lope two large circles to the right, change leads.
4. Lope two large circles to the left, change leads.
5. 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 roll back at least 20 feet 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 marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. 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 from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

## SHOT Stock Horse Reining Pattern #2



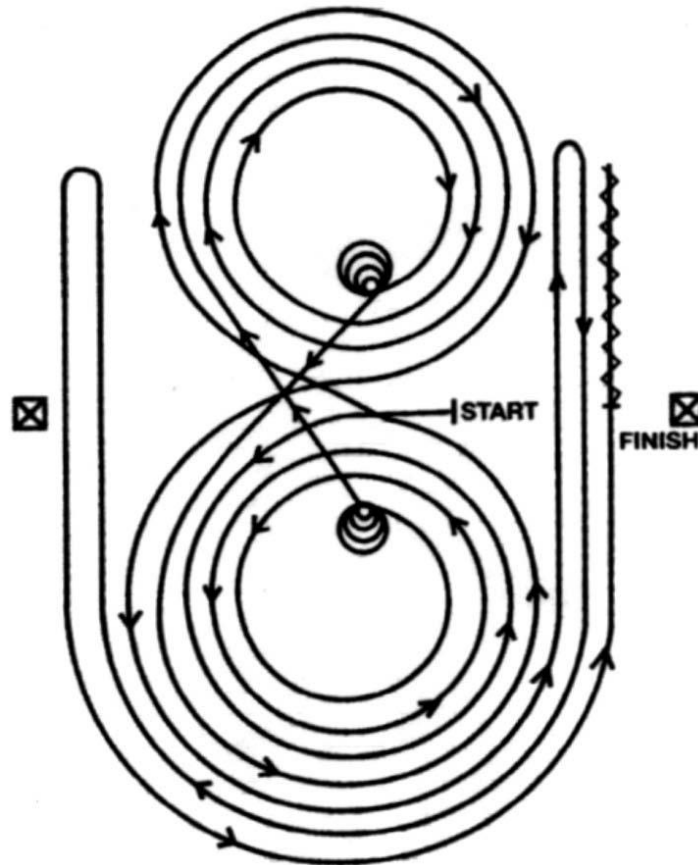
### **Mandatory Marker along Fence or Wall**

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 either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four spins to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four spins to the inside of the circle, slight hesitation, horse to be facing left wall.
8. Take a right lead & make a fast figure eight over the large circles, close the eight, & change leads.
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
10. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence, no hesitation.
11. 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 from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

## SHOT Stock Horse Reining Pattern #3



### **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. Enter arena at sitting trot. Walk or stop before lope.

Begin at the center of the arena facing the left wall or fence

2. Begin on the left lead and complete three circles to the left. (The first two circles should be large and fast; the third circle small and slow.) Stop at the center of the arena. Hesitate.

3. Complete four spins to the left. Hesitate.

4. Begin on the right lead and complete three circles to the right. (The first two circles should be large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

5. Complete four spins to the right. Hesitate.

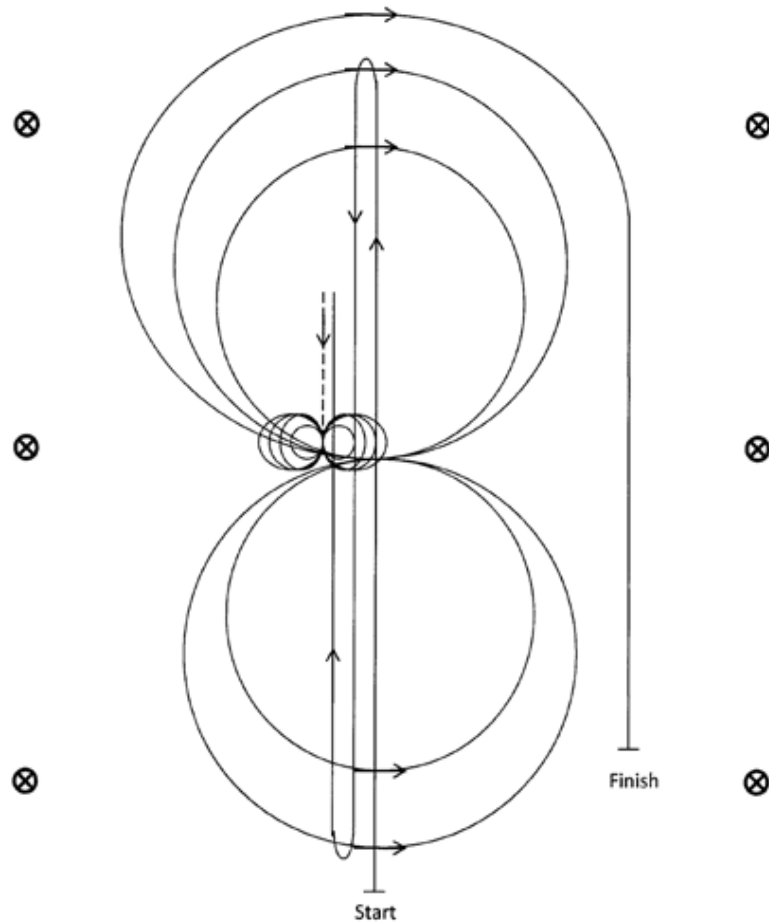
6. Begin on the left lead and run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right and change leads at the center of the arena.

7. 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 from the wall or fence – no hesitation.

8. 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 from the wall or fence – no hesitation.

9. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker & do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

## **SHOT Stock Horse Reining Pattern #4**



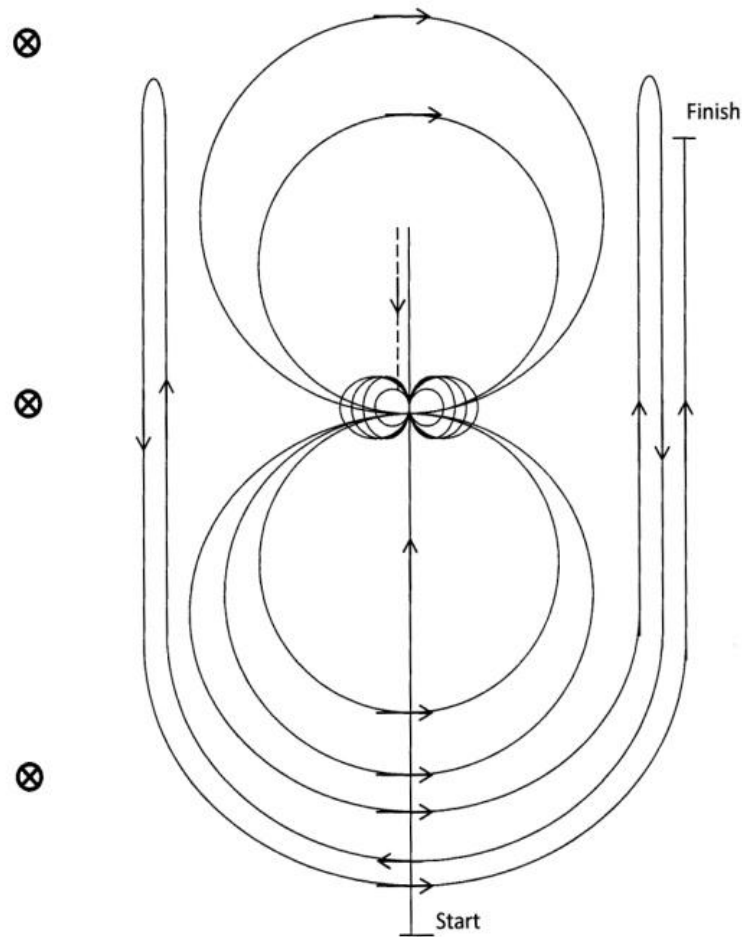
### **Mandatory Markers along Fence or Wall**

The judge shall place markers on arena fence to establish distances.

#### **Ride pattern as follows:**

1. Run with speed to the far end of the arena past the end marker and execute a stop followed by a left rollback. (To avoid penalty, the horse must be at a lope when passing the first marker.)
2. Run to the opposite end of the arena past the end marker and do a stop followed by a right rollback.
3. Run past the center marker and do a sliding stop. Back to the center of the arena or at least 10 feet. Hesitate.
4. Complete four right spins.
5. Complete four and 1/4 spins to the left. Horse should be facing the left fence. Hesitate.
6. Beginning on the right lead, complete two circles to the right. The first circle should be large and fast and the second circle small and slow. Change leads at the center of the arena.
7. Complete two circles to the left. The first circle should be large and fast and the second circle should be small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close the circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet from the fence. Hesitate to demonstrate completion of pattern.

## SHOT Stock Horse Reining Pattern #5



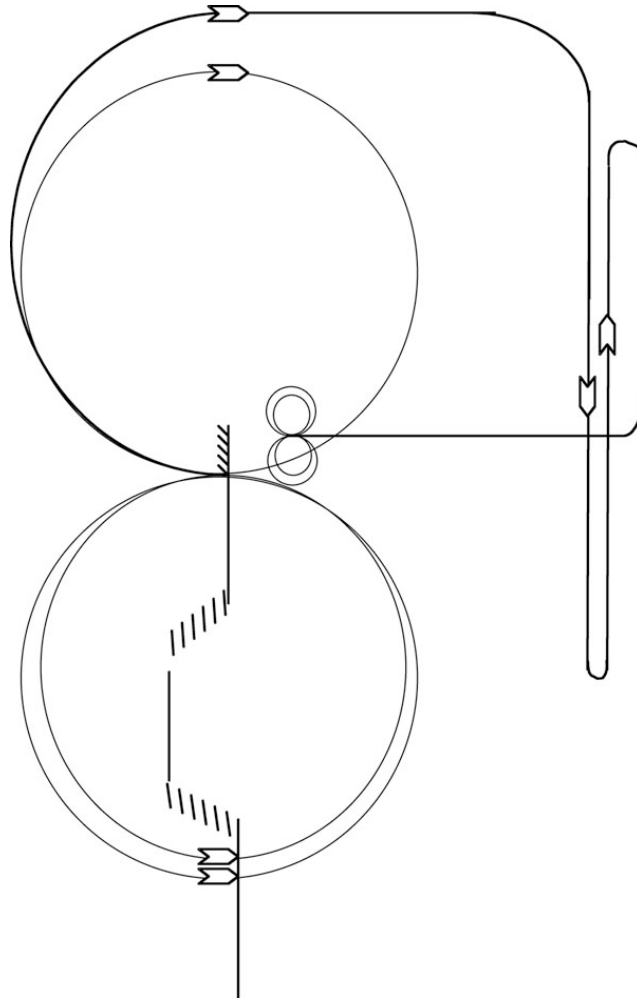
### **Mandatory Markers along Fence or Wall**

The judge shall indicate the area for the pattern with six markers on arena fence.

### **Ride pattern as follows:**

1. RUN past the center marker and do a SLIDING STOP. BACK to center of arena or at least 10 feet. Hesitate. (To avoid penalty, the horse must be loping when passing the first markers.)
2. Complete four RIGHT SPINS.
3. Complete FOUR and 1/4 LEFT SPINS. Horse to be facing left fence at completion. Slight hesitation.
4. Beginning on the left lead, complete TWO CIRCLES to the LEFT. First circle to be small and slow and second circle to be large and fast. CHANGE LEADS at the center of the arena.
5. Complete two CIRCLES to the RIGHT. First circle to be small and slow and second circle to be large and fast. CHANGE LEADS at center of arena.
6. Begin a large fast circle to the LEFT. Do not close this circle. RUN up the right side of the arena past the center marker and at least 20 feet from the fence. Do a RIGHT ROLLBACK.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a LEFT ROLLBACK.
8. Continue back around previous circle. RUN up the right side of the arena at least 20 feet from the fence and past the center marker. Do a SLIDING STOP. Hesitate to show completion of pattern.

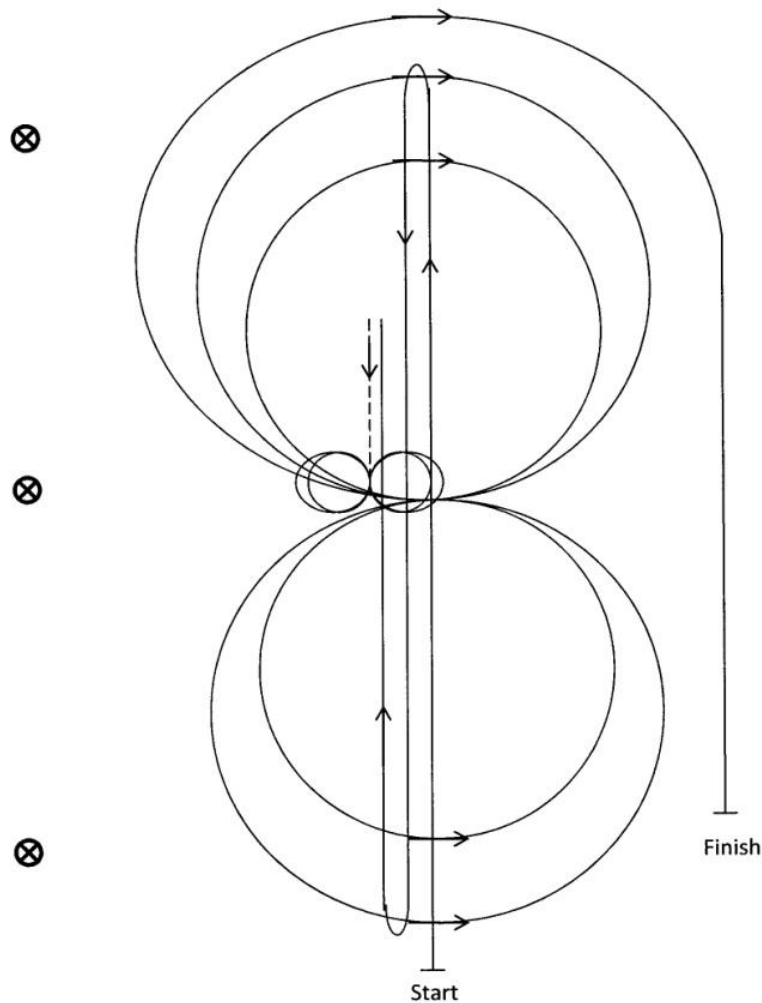
## SHOT Novice and Youth Stock Horse Reining Pattern # 1



### **Ride pattern as follows:**

1. Enter arena at SITTING TROT
2. TWO-TRACK LEFT, straight TROT, TWO-TRACK RIGHT  
[Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
3. Move up to an EXTENDED TROT
4. STOP and BACK; Make left 90 degree PIVOT
5. Begin on right lead and LOPE 1 fast circle
6. CHANGE LEADS; LOPE two fast circles to left
7. CHANGE LEADS; LOPE, beginning a second RIGHT circle
8. Continue circle to wall and LOPE down wall
9. Make LEFT ROLL BACK using wall as assistance
10. LOPE straight down wall; Make RIGHT ROLL BACK using wall as assistance
11. LOPE to middle of arena; STOP
12. Make TWO SPINS EACH DIRECTION
13. Exit arena at a TROT

## SHOT Novice and Youth Stock Horse Reining Pattern # 2



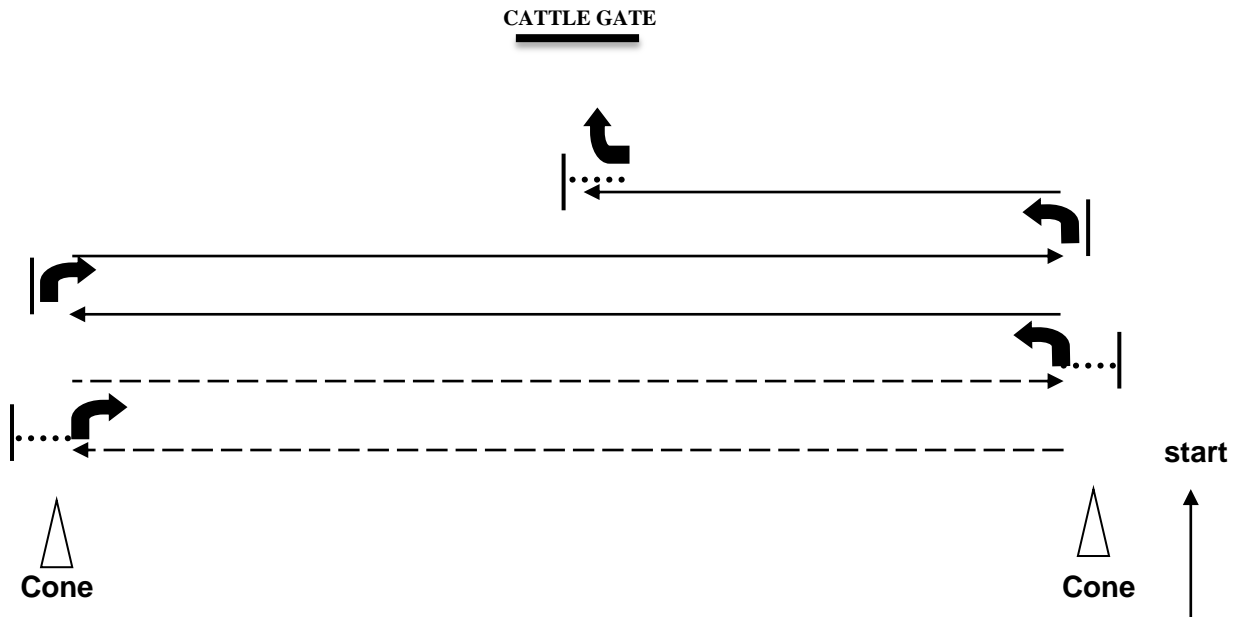
### **Ride pattern as follows:**

1. RUN with speed to the far end of the arena past the end marker. Do a LEFT ROLLBACK. ( To avoid a penalty, the horse must be loping when passing the first markers.)
2. RUN to opposite end of arena past the end marker and do a RIGHT ROLLBACK.
3. RUN past the center marker and do a SLIDING STOP. BACK to center of arena or at least 10 feet.
4. Complete TWO RIGHT SPINS
5. Complete TWO and 1/4 LEFT SPINS. Horse to be facing left fence.
6. Beginning on the Right Lead, Complete TWO CIRCLES to the RIGHT. First circle to be large and fast. Second circle to be small and slow. CHANGE LEADS at the center of the arena.
7. Complete two LEFT CIRCLES. First circle large and fast and second circle small and slow. CHANGE LEADS at the center of the arena.
8. Begin a large fast circle to the right, but do not close this circle. RUN straight down the right side of the arena at least 20 feet from fence. RUN past center marker and do a SLIDING STOP. Hesitate to show completion of pattern.

## Novice and Youth Working Cow Horse – DRY WORK PATTERN

The rider shall trot into the arena, trot to first cone and start pattern.

**Markers:** Marker placement shall be a minimum of 20 ft. from the wall.



Enter arena at trot and trot to first cone

1. Extended Trot to second cone; Stop; Back two steps; Rollback to right
2. Extended Trot back to first cone; Stop; Back two steps; Rollback to left
3. Lope to second cone; Stop; Rollback to right
4. Lope to first cone; Stop; Rollback to left
5. Lope to center; Stop, Back; Pivot 90 degrees toward cattle and call for cow to be worked.