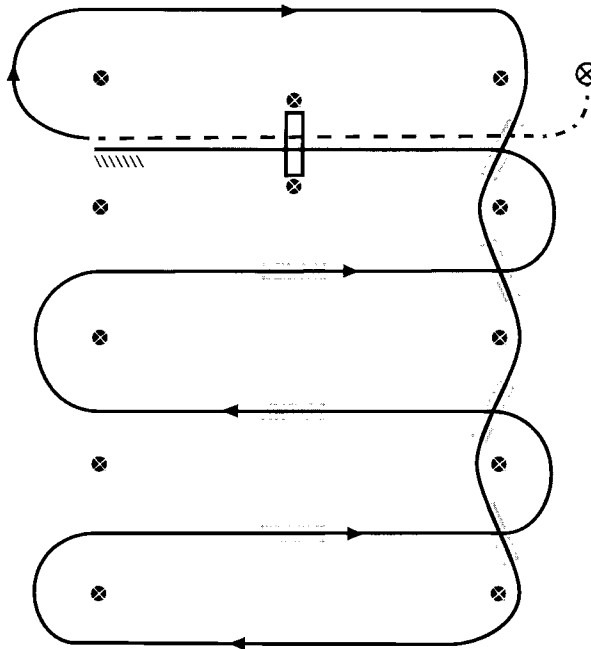


WESTERN RIDING PATTERN 4

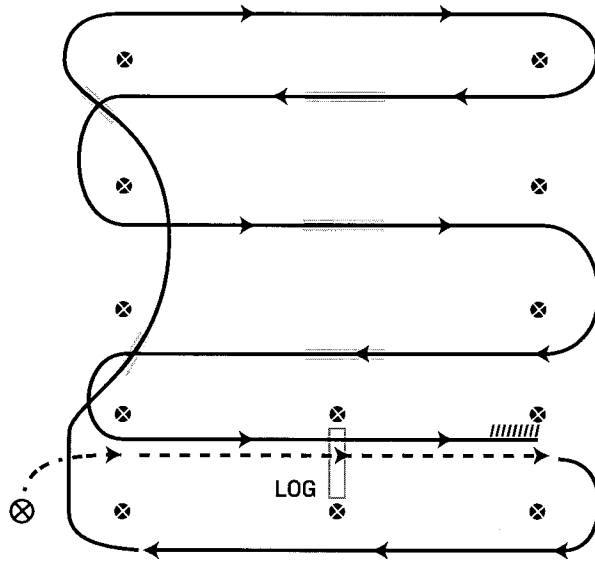


⊗ START CONE WALK - - - - JOG - - - -
 LEAD CHANGING AREA LOPE ————

1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

Devitt

LEVEL I WESTERN RIDING PATTERN 3

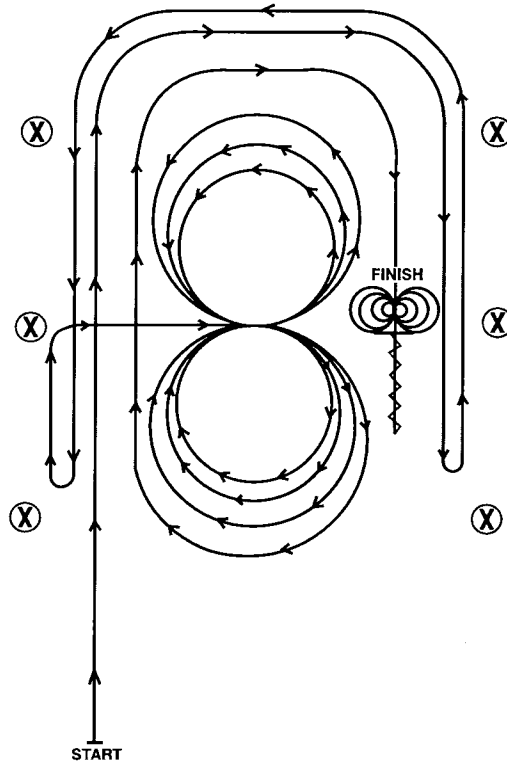


⊗ START CONE WALK - - - - - JOG - · - · - ·
 LEAD CHANGING AREA LOPE —————

1. Walk, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

Devitt

REINING PATTERN 3



○ MARKER

1. Beginning, and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, 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 staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, 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 staying at least 20 feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
 6. Complete four spins to the right.
 7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.