

feet from end of the arena.

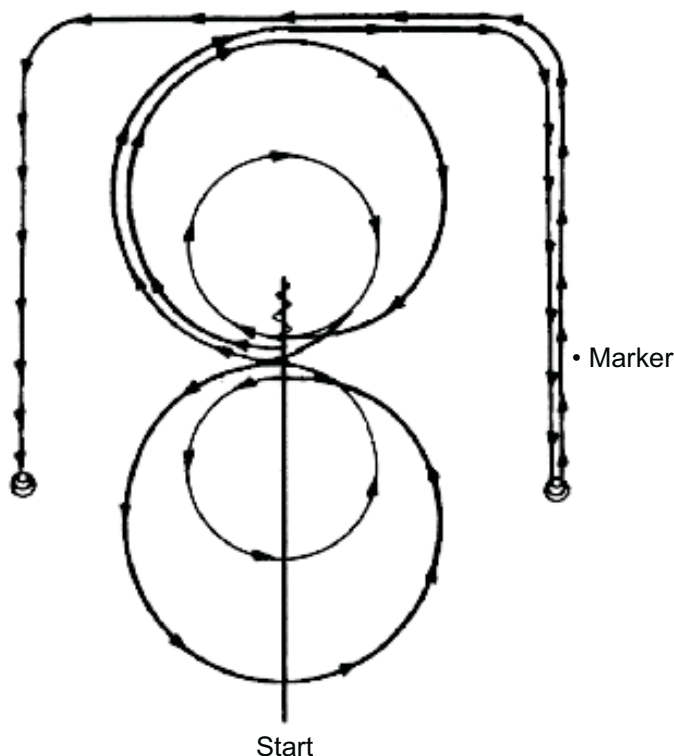
20.3 Where designated in the pattern for stops to be beyond a marker, the horse should begin the stop after he/she passes the specified marker.

20.4 Run in Patterns are drawn so that the bottom of the page represents the end of the arena entered by contestants and must be run as such. In the event that an arena has only one gate and it is in the exact middle of the side, that side shall represent the right side of the page the pattern is drawn on. Walk in patterns are to be started either facing towards or away from the Judge.

20.5 All horses will be judged immediately upon entering the arena and judging will cease after the last maneuver. Any fault incurred prior to the commencement of a pattern will be scored accordingly.

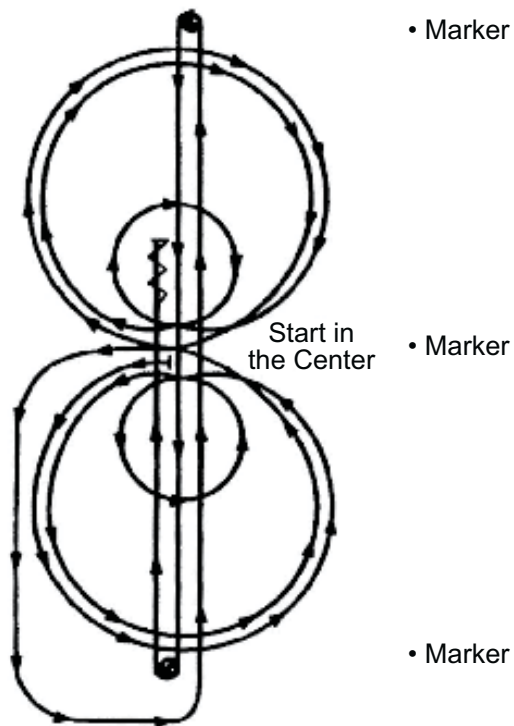
20.6 “PATTERNS 2, 3, 7 AND 8 MAY BE MODIFIED TO LOPE IN PATTERNS WHEN POSTED AS SUCH BY SHOW MANAGEMENT. Rider will walk through the gate and, without trotting, pick up the correct lead within the first quarter circle. Continue loping around the circle to the center of arena. At the center, without stopping or breaking gait, begin pattern. When using a lope to the center pattern, judging of the pattern will begin at the center of arena. Penalties occurring while loping to the center of arena to begin pattern will be assessed.”

20.7 All judges decisions are final unless subject to the Self-Adjusted Monitor System.



PATTERN 1

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

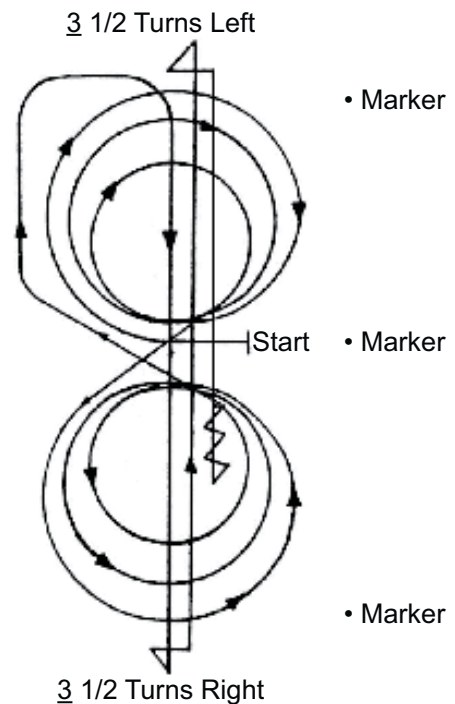


PATTERN 2

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

1. Beginning on the left lead, complete 3 circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at the center of arena.
2. Complete 3 circles to the right. The first one large and fast, the second small and slow, and the third large and fast. Change leads at the center of arena.
3. Continue loping to run down.
4. Run to far end past the marker to a sliding stop. Hesitate.
5. Complete 3 1/2 spins to the left. Hesitate
6. Run to far end past marker to a sliding stop. Hesitate
7. Complete 3 1/2 spins to the right. Hesitate
8. Run past center marker to a sliding stop. Hesitate
9. Back at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6

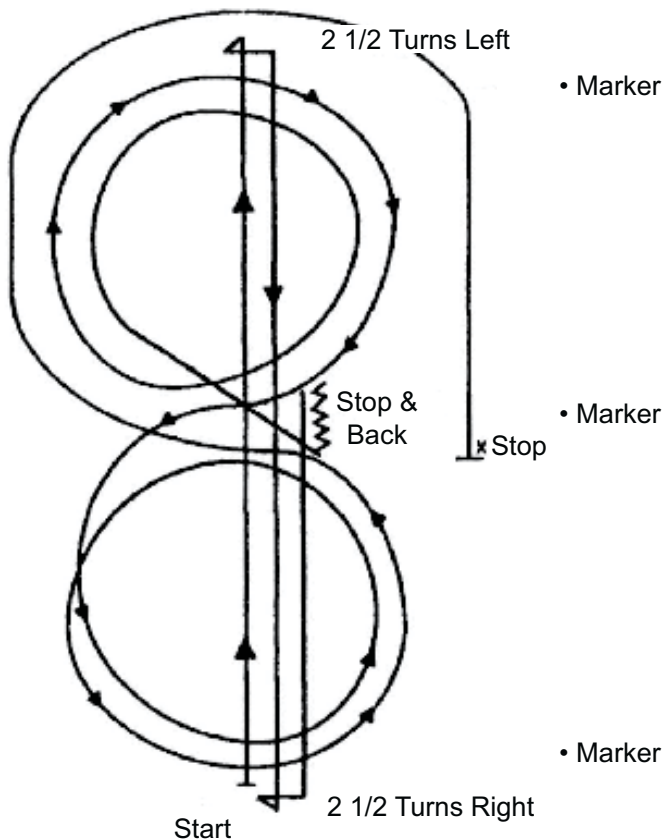


PATTERN 3

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

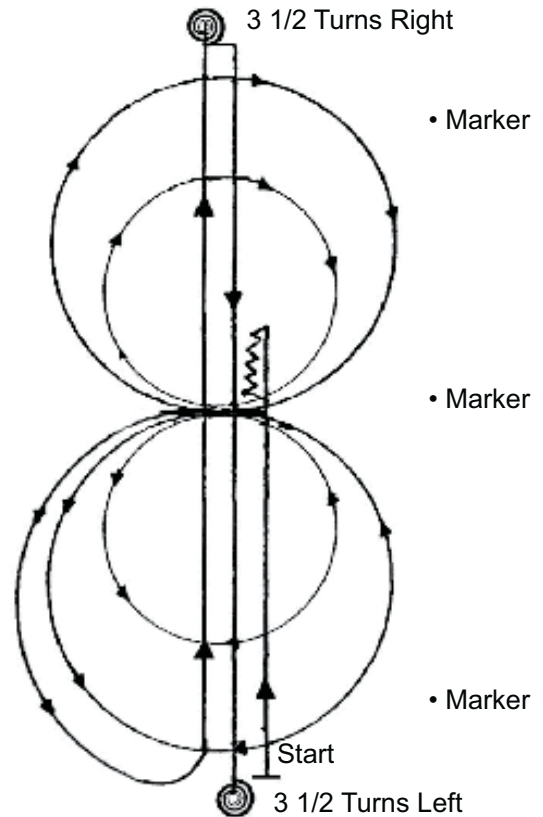
1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back at least 10 feet in a straight line. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern, please refer to rule 20.6



PATTERN 4

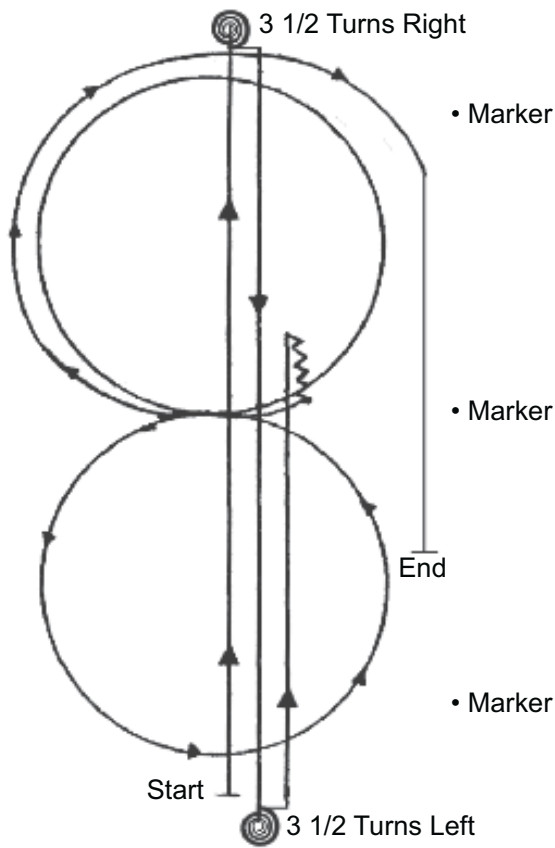
1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 2 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 2 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.



PATTERN 5

This pattern works best when the exhibitor and cattle enter from the same end of arena.

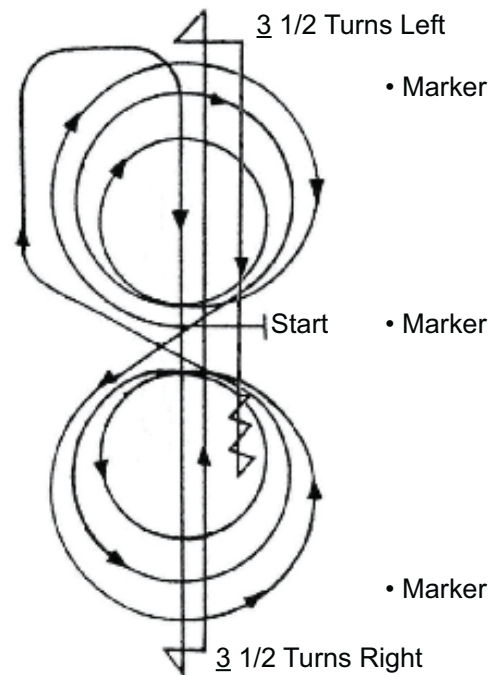
1. Start at end of arena. Run past center marker, stop, back at least 10 feet.
2. 1/4 turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and slow,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



PATTERN 6

Start at end of arena.

1. Run down the middle of the arena, past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the right.
3. Run to the other end of the arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run past the center marker, stop, back at least 10 feet, complete 1/4 turn to the left.
6. Beginning on right lead, complete one circle to right, change leads. Complete one circle to left, change leads.
7. Complete 3/4 of a right circle, run past center marker, stop. Hesitate to complete pattern.

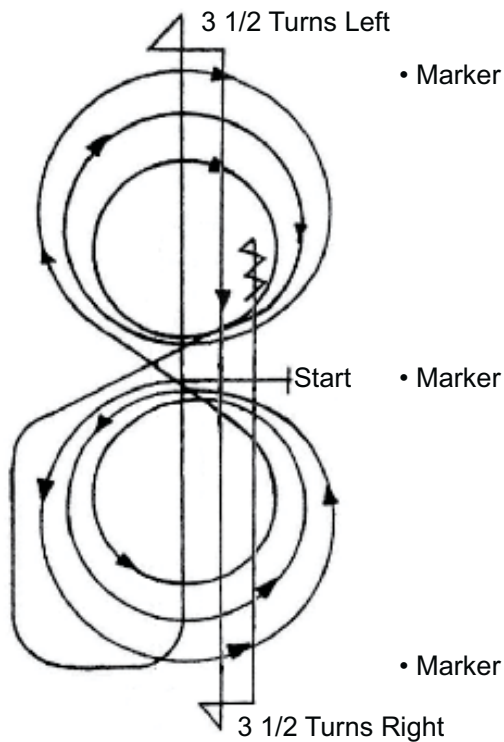


PATTERN 7

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

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

*This pattern may be used as a lope in pattern, please refer to rule 20.6

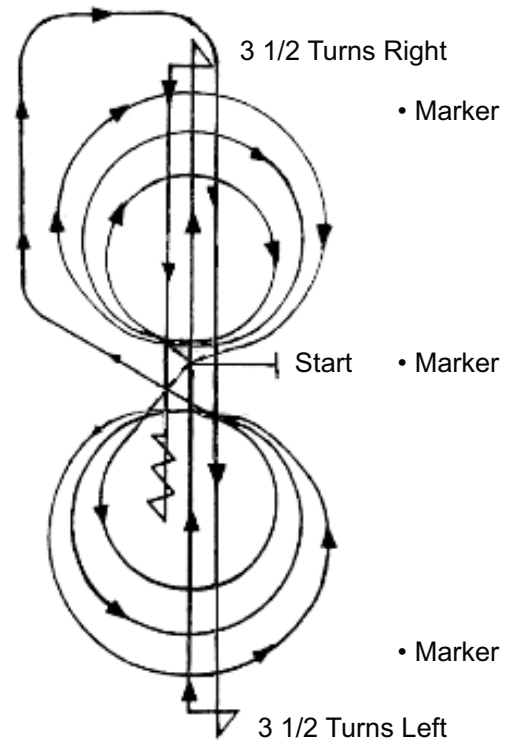


PATTERN 8

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

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

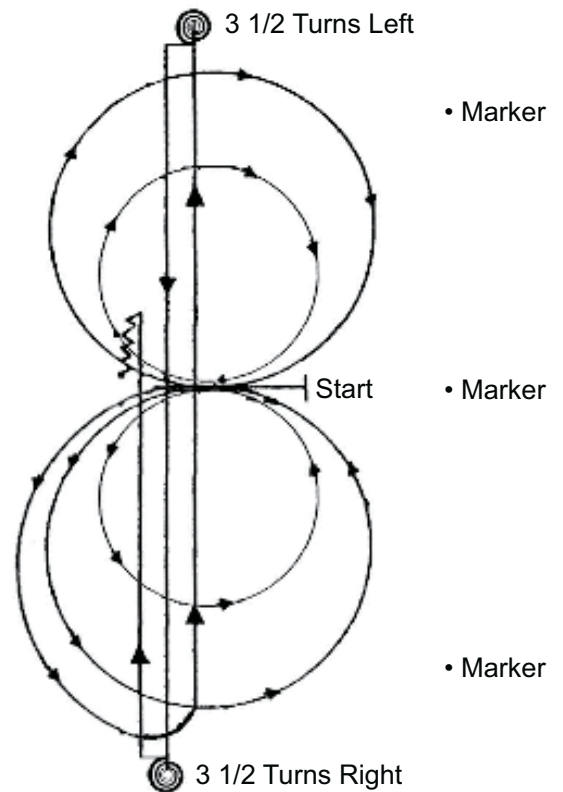
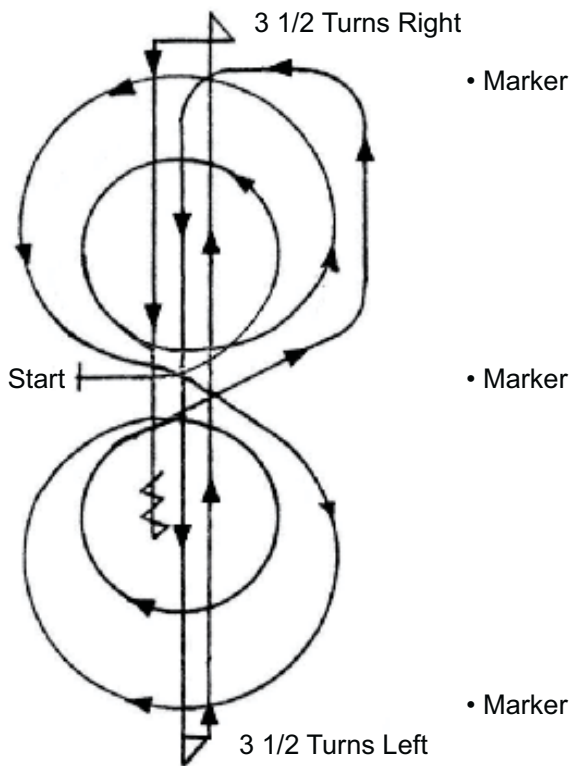
*This pattern may be used as a lope in pattern, please refer to rule 20.6



PATTERN 9

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

1. Beginning on the right lead complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the 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.
8. Back up at least 10 feet. Hesitate to complete pattern.



PATTERN 10

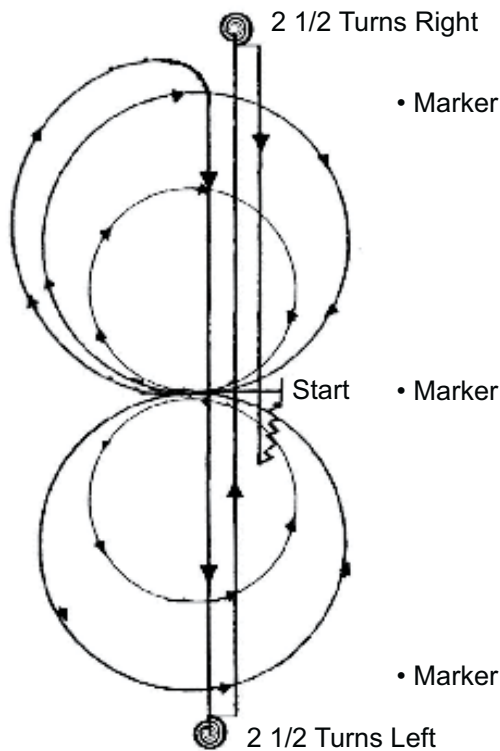
Trot to center of arena, stop. Start pattern facing away from judge.

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of 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 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.
8. Back up at least 10 feet. Hesitate to complete pattern.

PATTERN 11

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



PATTERN 12

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

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

21. PATTERN DESCRIPTIONS (MANEUVERS)

The NRCHA has divided its patterns into sets of seven Maneuver groups, which are scored as described below. These patterns break down as follows:

Pattern 1

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

Pattern 7*

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

Pattern 2*

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

Pattern 8*

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

Pattern 3*

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

Pattern 9

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

Pattern 4

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

Pattern 10

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

Pattern 5

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

Pattern 11

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

Pattern 6

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

Pattern 12

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

*This pattern may be used as a lope in pattern, please refer to rule 20.6.