

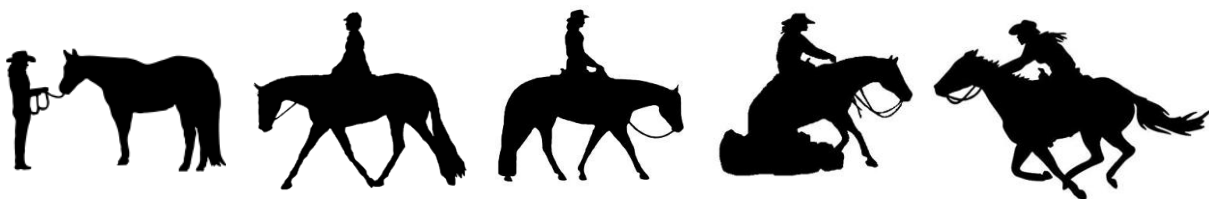
# HCWR



## Patternbog

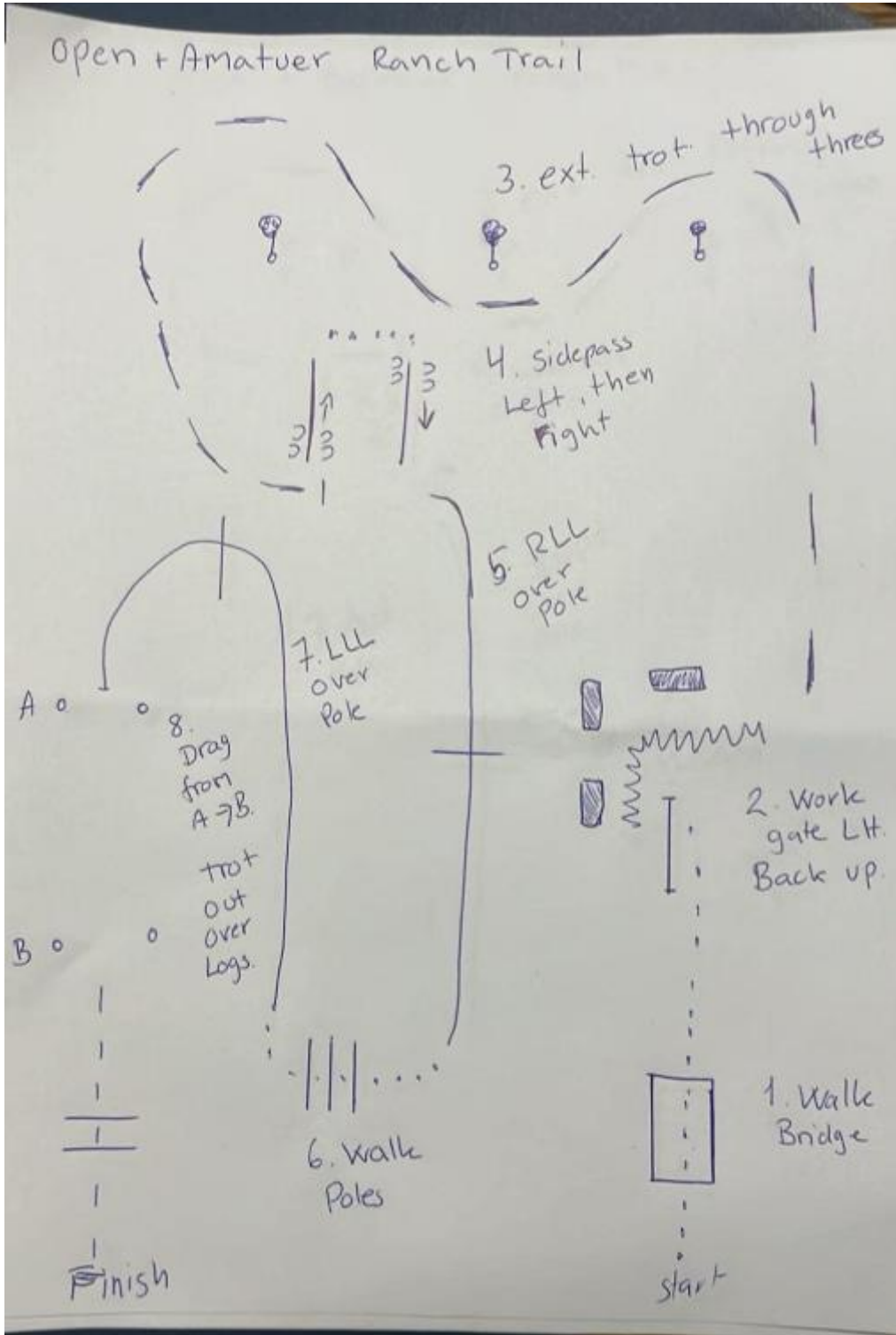
## Take It Easy

## 15. marts 2025



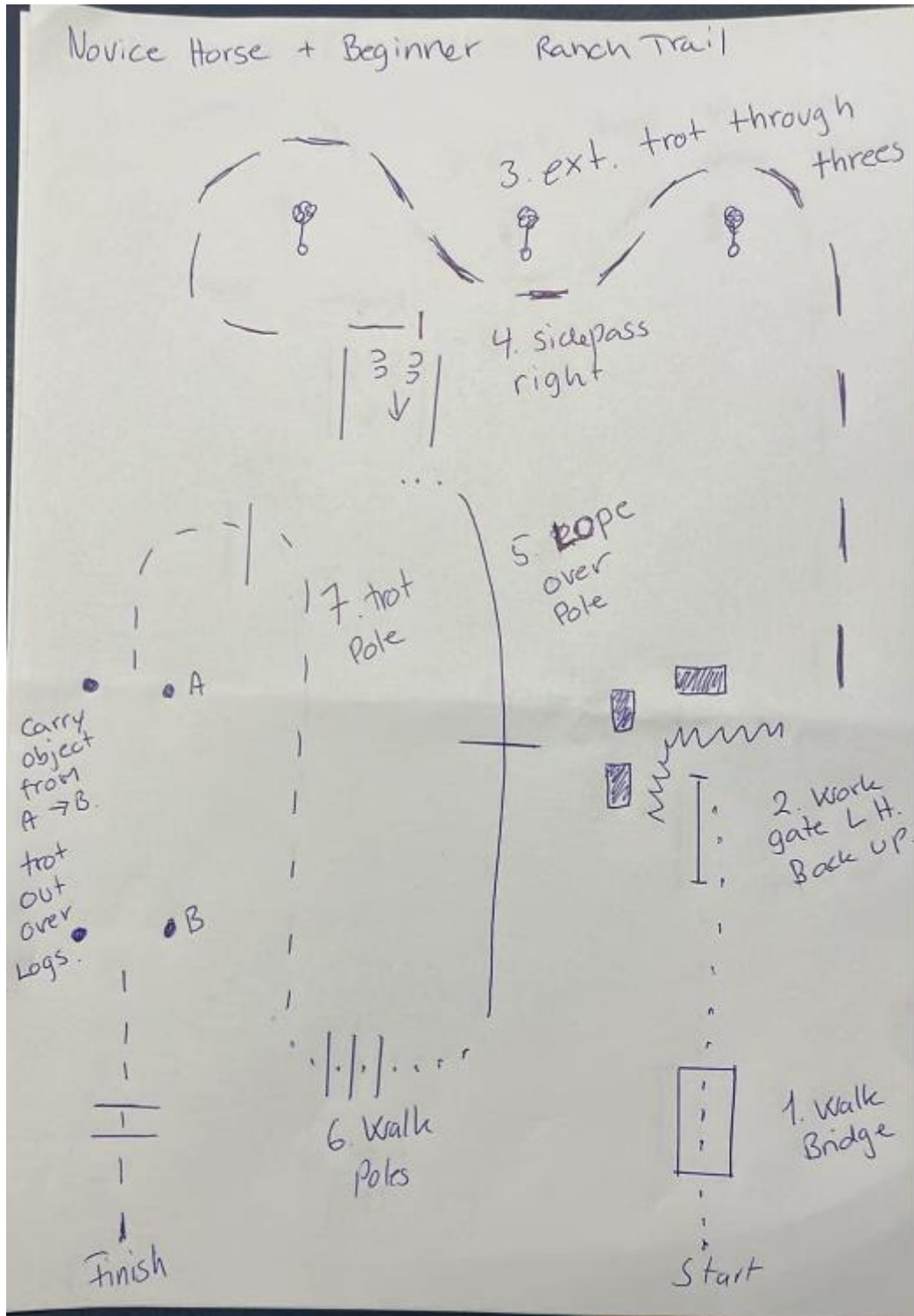
# OPEN + AMATEUR

## Ranch Trail



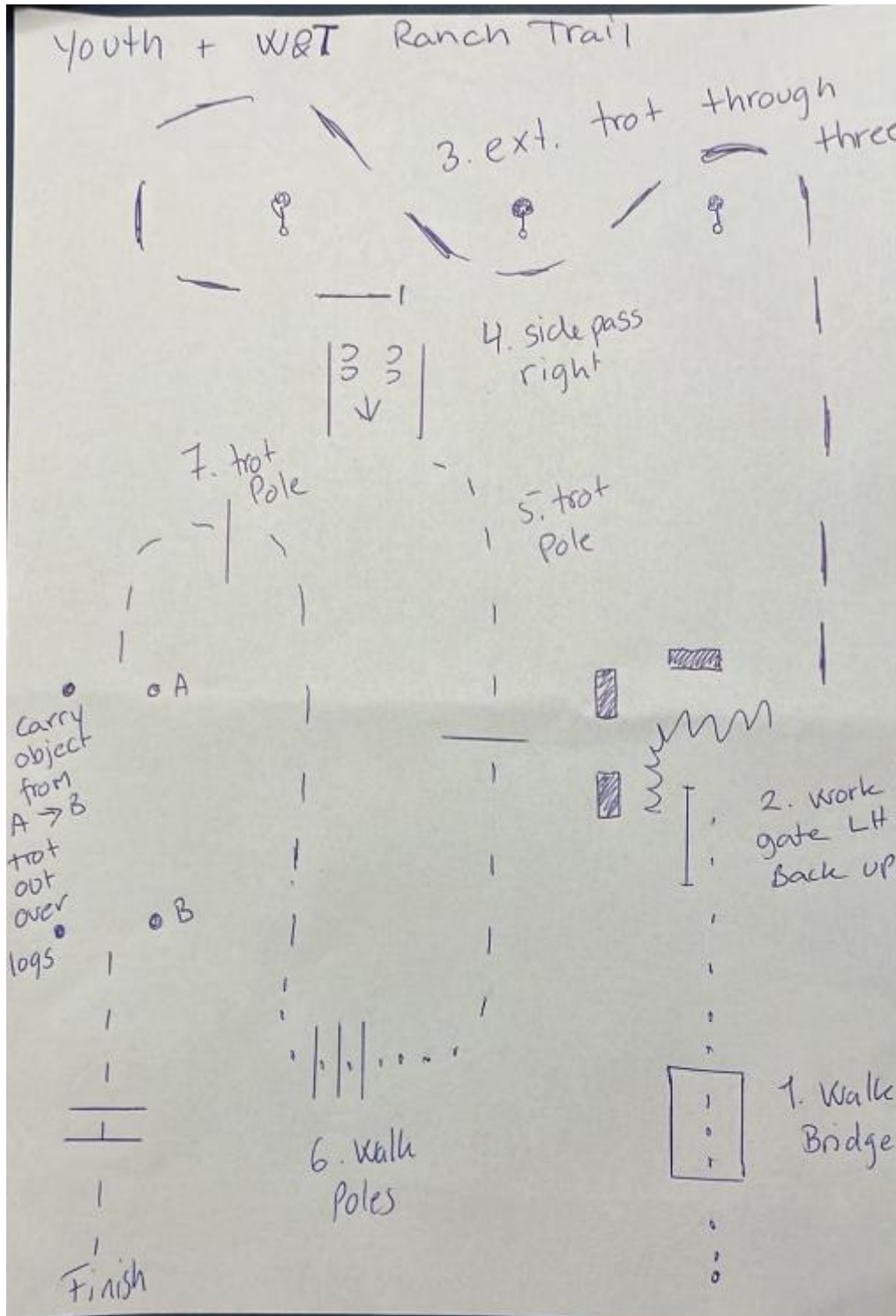
# NOVICE HORSE + BEGINNER

## Ranch Trail



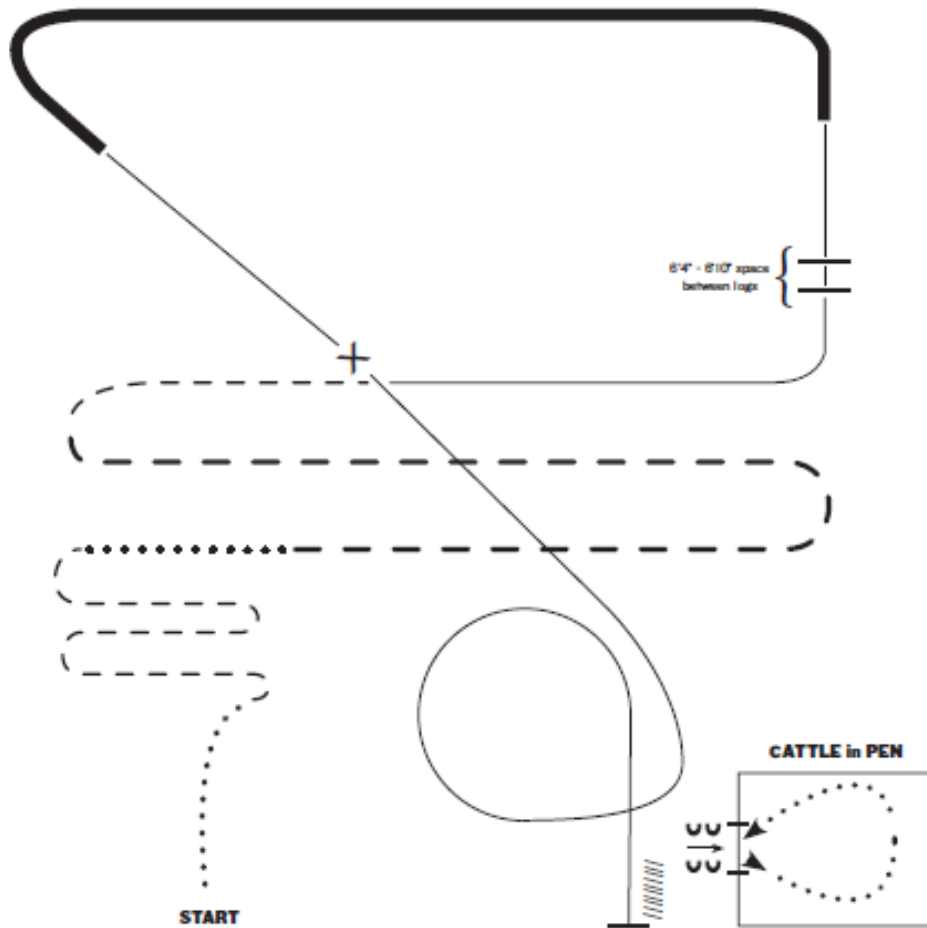
# YOUTH + WALK & TROT

## Ranch Trail



# OPEN

## Ranch Riding - Pattern 11

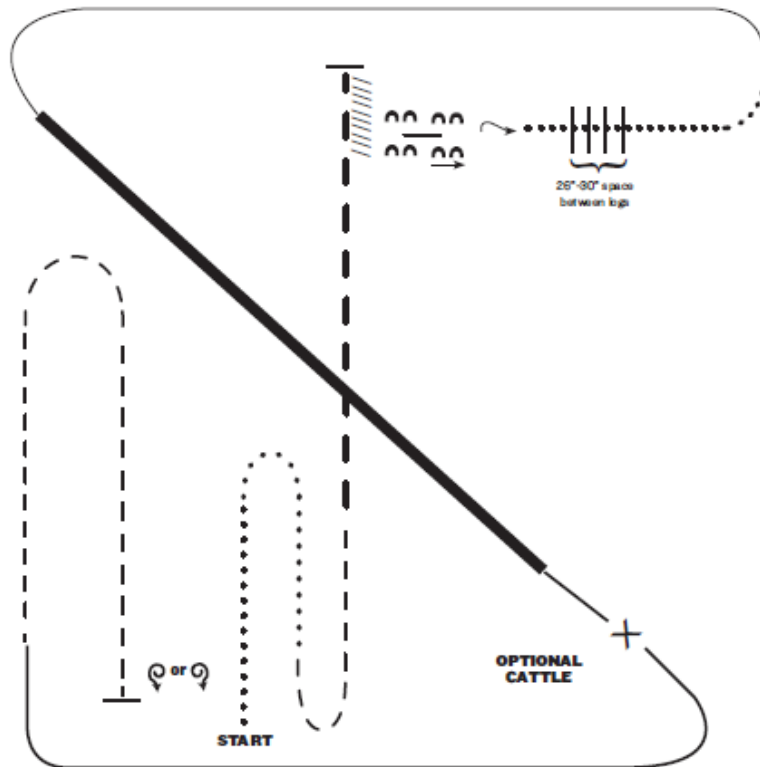


1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back
13. Side pass to gate, left hand push into pen
14. Walk through cattle, right hand push out

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.

# AMATEUR

## Ranch Riding - Pattern 7



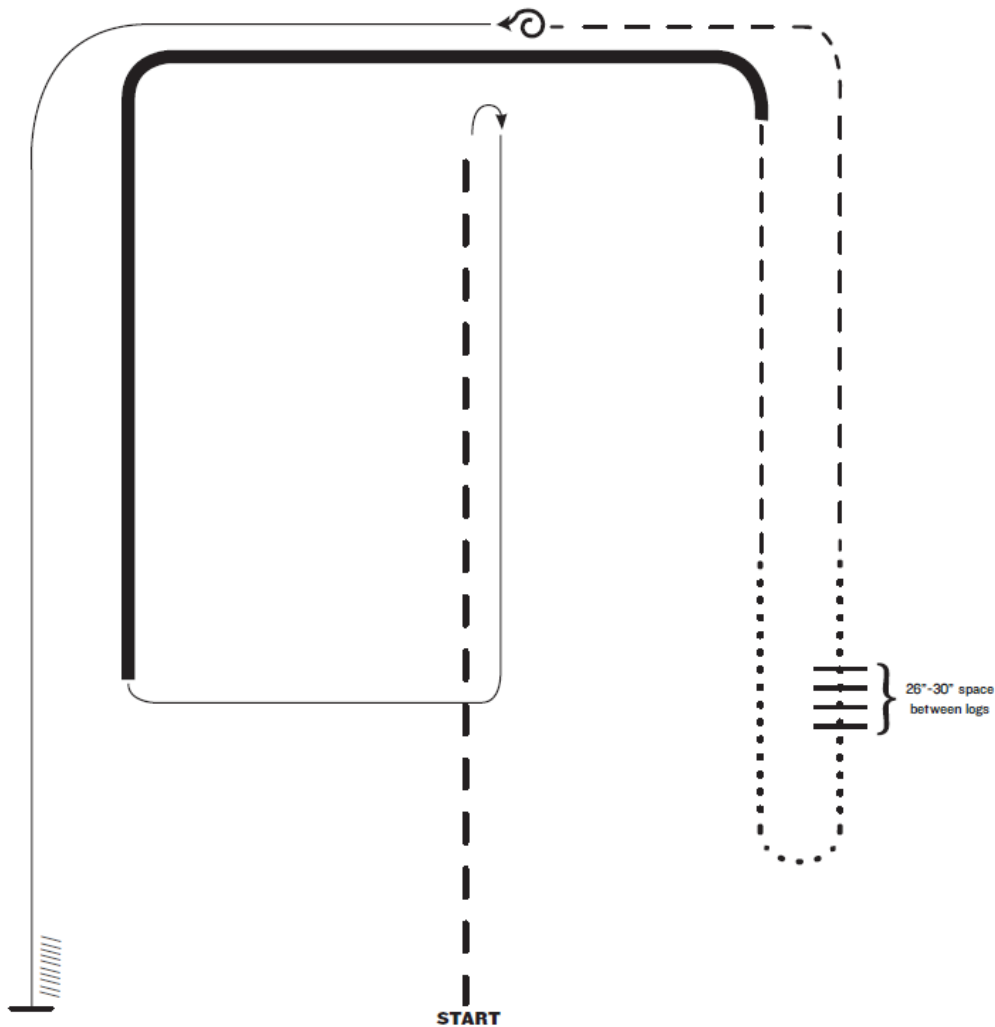
1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

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.



# NOVICE HORSE

## 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 left
11. Lope left lead
12. Stop and back

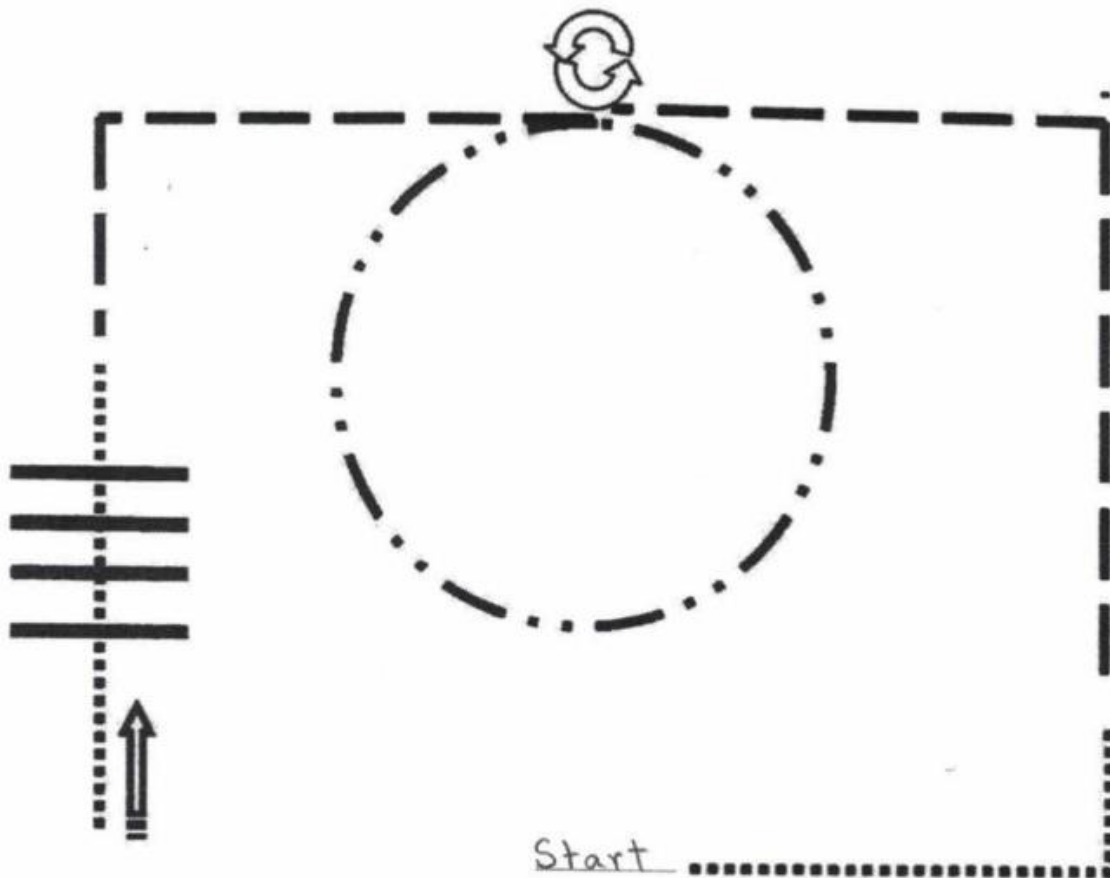
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



# YOUTH + WALK & TROT

## Ranch Riding - Pattern W&T

1. WALK
2. EXTEND TROT 1/2 WAY UP THE ARENA
3. TURN LEFT EXTEND TROT TO CENTER
4. TROT CIRCLE TO THE LEFT
5. STOP
6. 360 degree TURN TO LEFT
7. EXTENDED TROT
8. WALK OVER RAILS
9. STOP & BACK ONE HORSE LENGTH

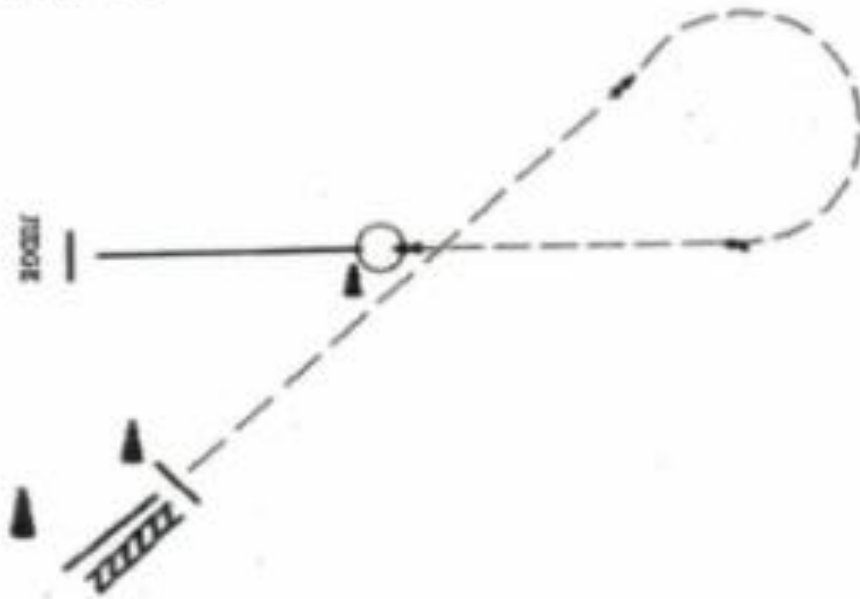


# AMATEUR

## Showmanship at Halter

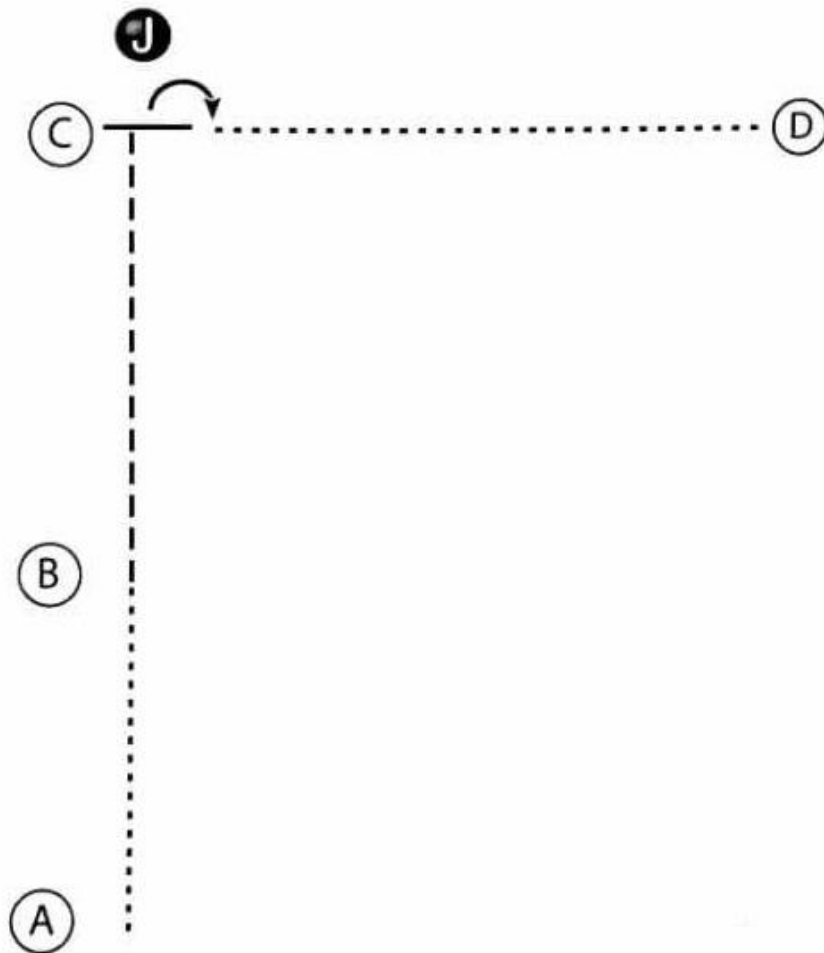
### Showmanship

- \*Pattern begins with exhibitor set up at 2nd cone
- \*Back to 1st cone
- \*Trot forward past 3rd cone, execute a loop back to 3rd cone
- \*Stop, do a 360° turn, walk to judge
- \*Stop, set up for inspection
- \*When excused, turn right and line up at the direction of the ring steward



# YOUTH + NOVICE HORSE + BEGINNER

## Showmanship at Halter



1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk to D.

Walk - - - - -

Trot - - - - -

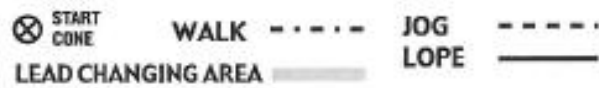
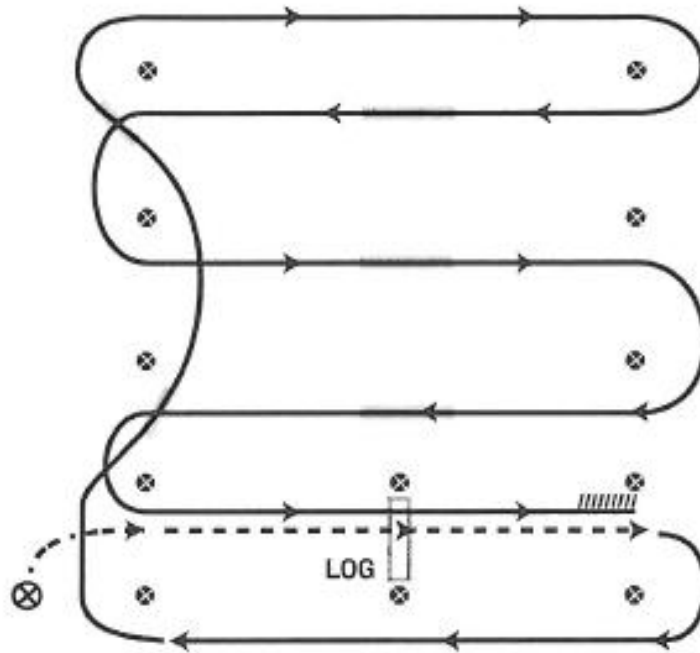
Back ←

Marker (B)

Judge (J)

# OPEN

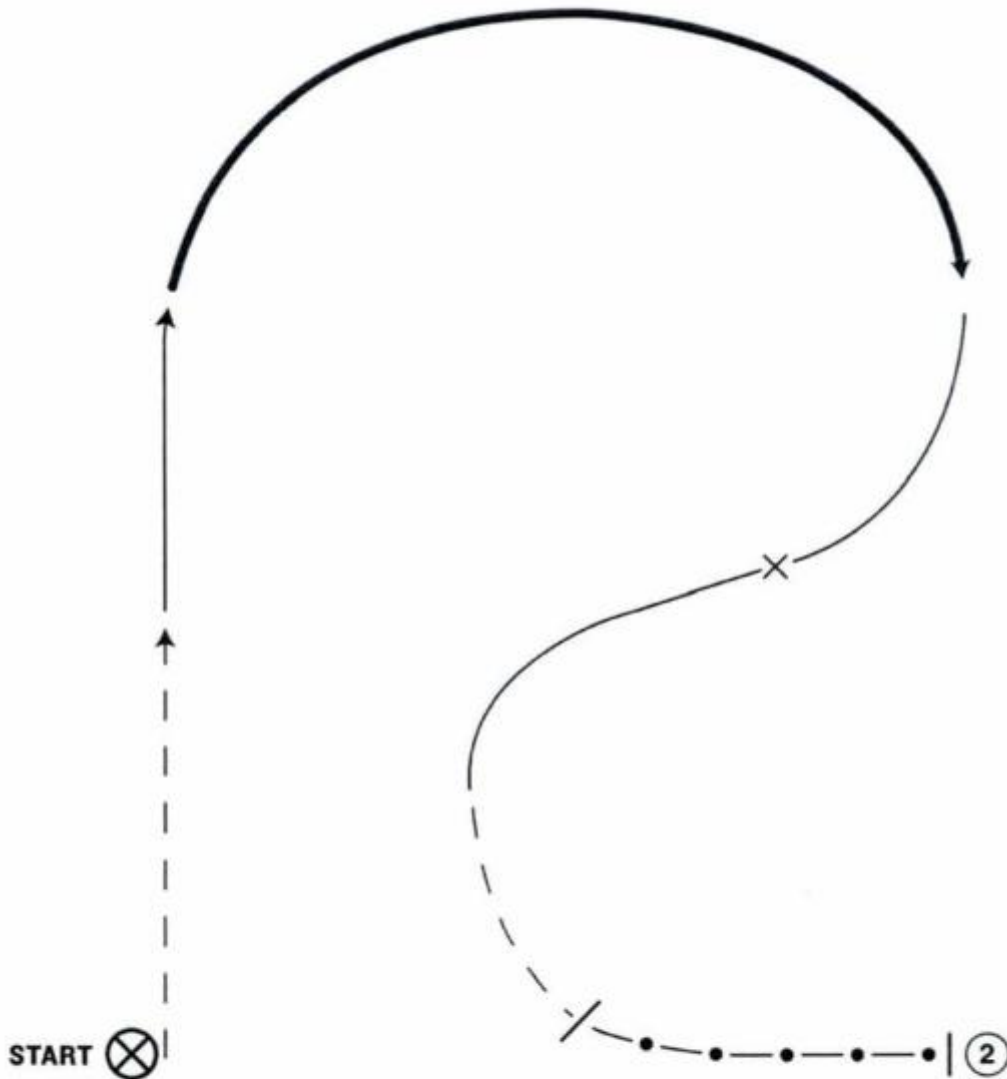
## Western Riding - Level 1 Pattern 3



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

# OPEN

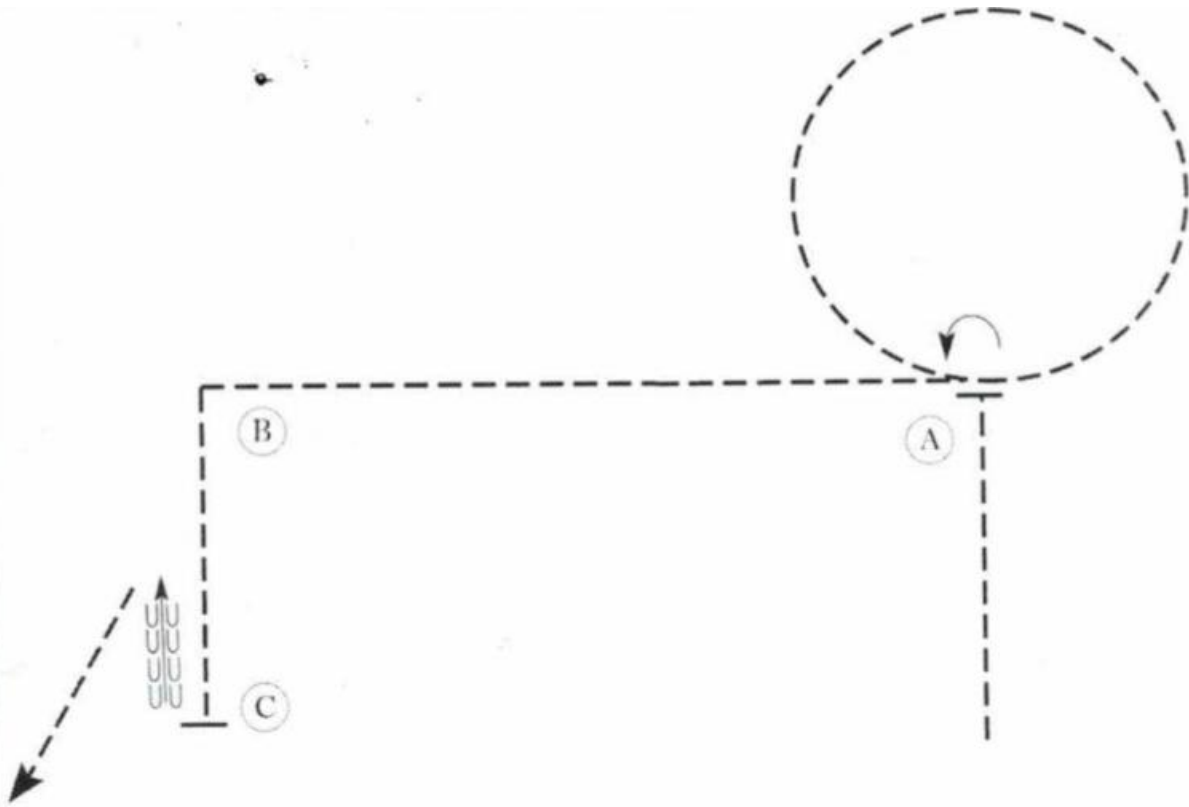
## Hunt Seat Equitation



1. Posting trot from marker 1 on the left diagonal down the long side
2. Right lead canter
3. Hand gallop around the end before collecting to the canter
4. Simple change of leads and canter 1/2 way to marker 2
5. Posting trot around the corner right diagonal
6. Sitting trot to marker 2
7. Halt
8. Exit at a walk or trot

# WALK & TROT

## Hunt Seat Equitation

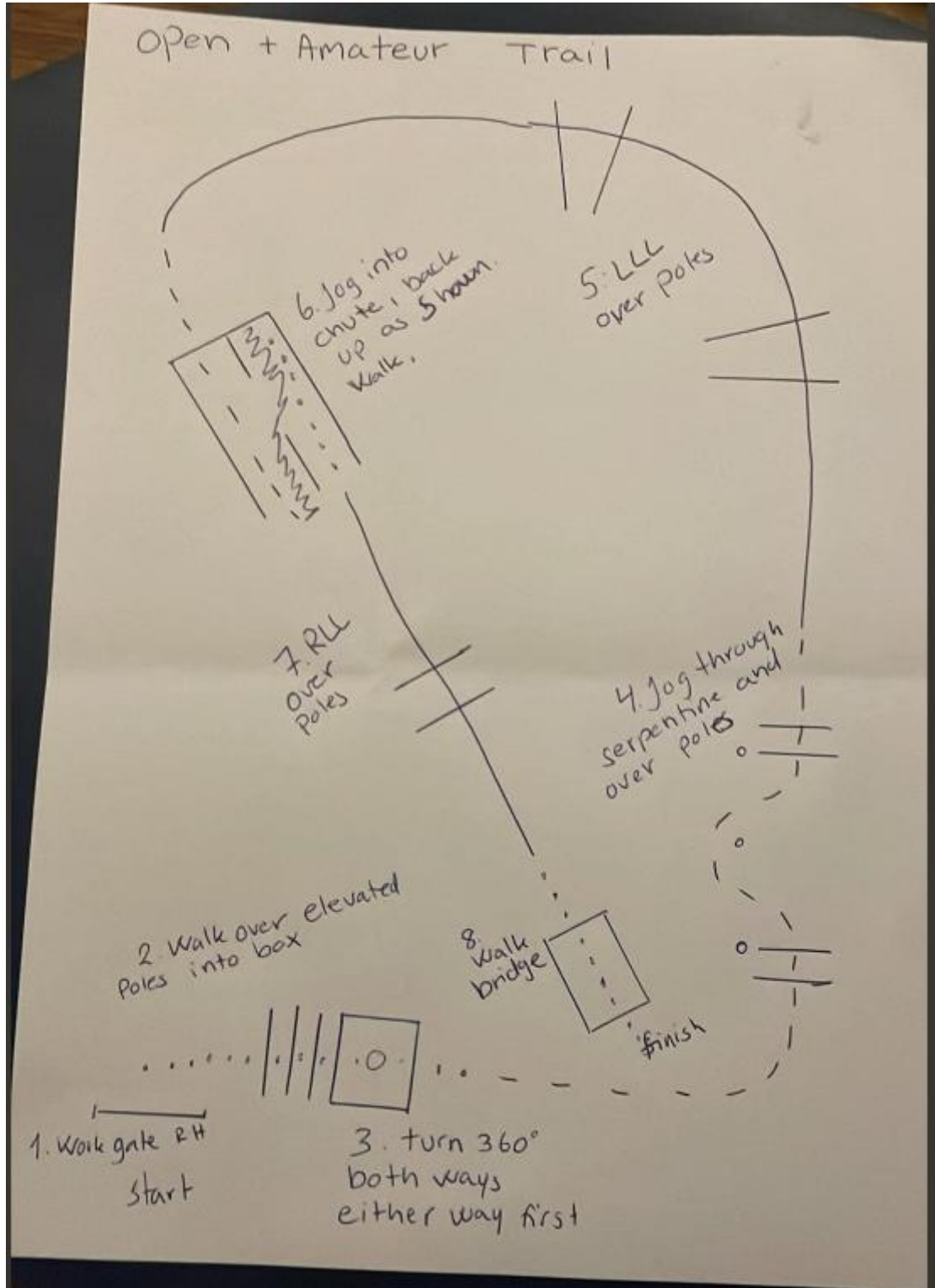


1. Walk past A.
2. Stop and perform a 90 degree turn on the forehand to the left.
3. Trot a large circle to the right on the left diagonal.
4. Halfway to B, perform a sitting trot to B.
5. As you pass B, pick up the right diagonal and continue to C.
6. Stop at C and back one horse length and exit at a trot.

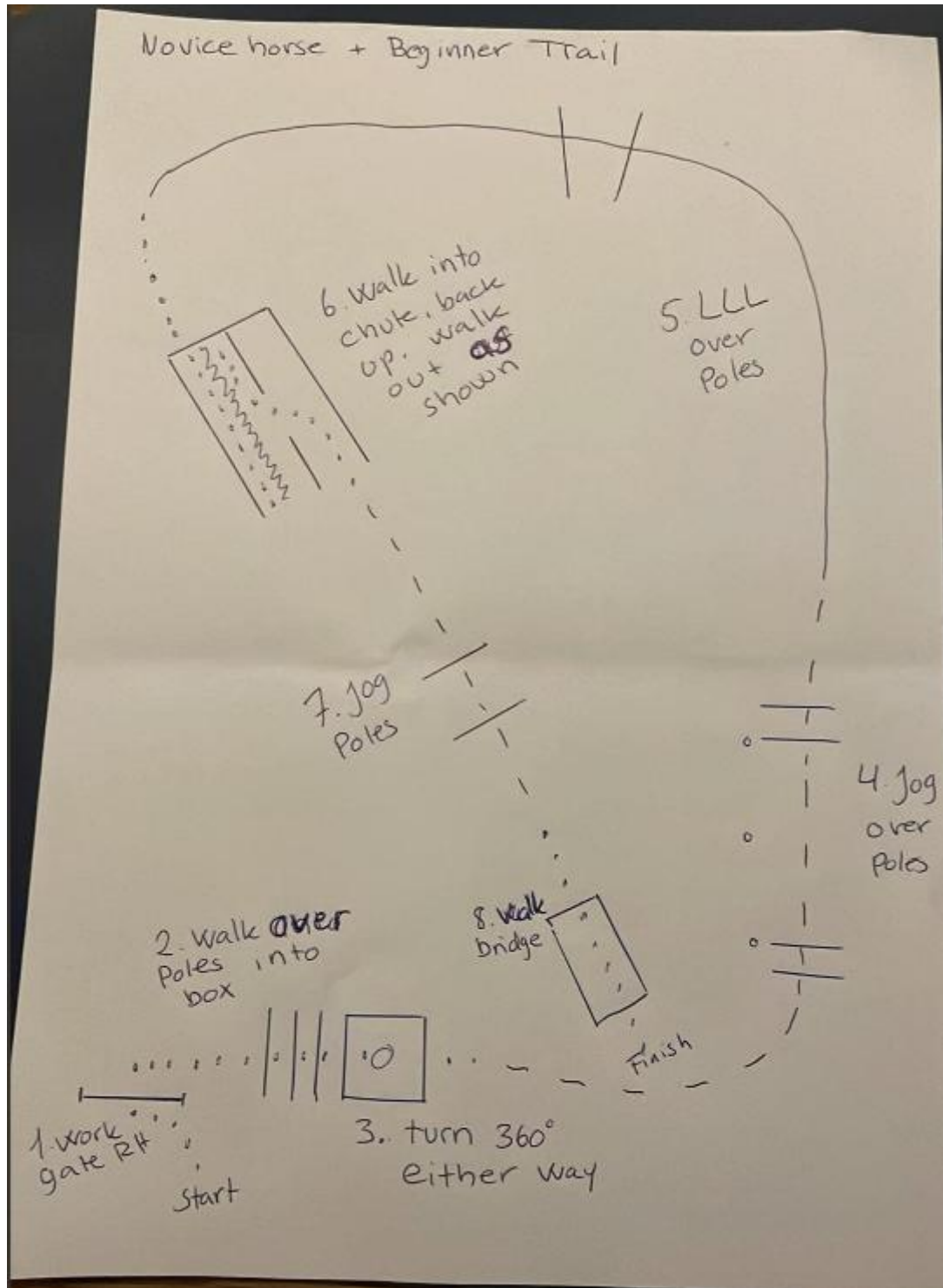
Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	(B)
Sidepass	←←
Hand Gallop	-----

# OPEN + AMATEUR Trail



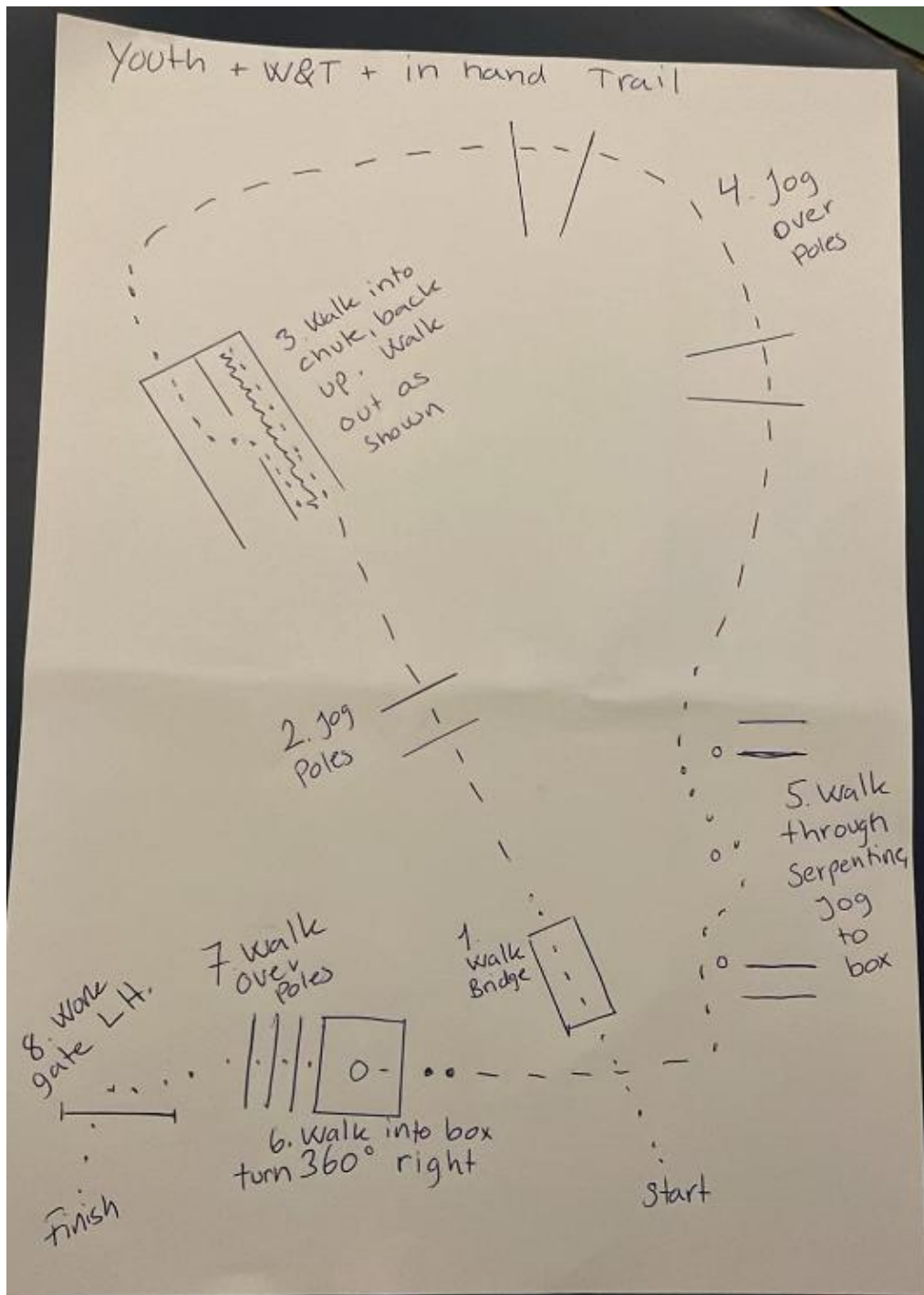
# NOVICE HORSE + BEGINNER Trail





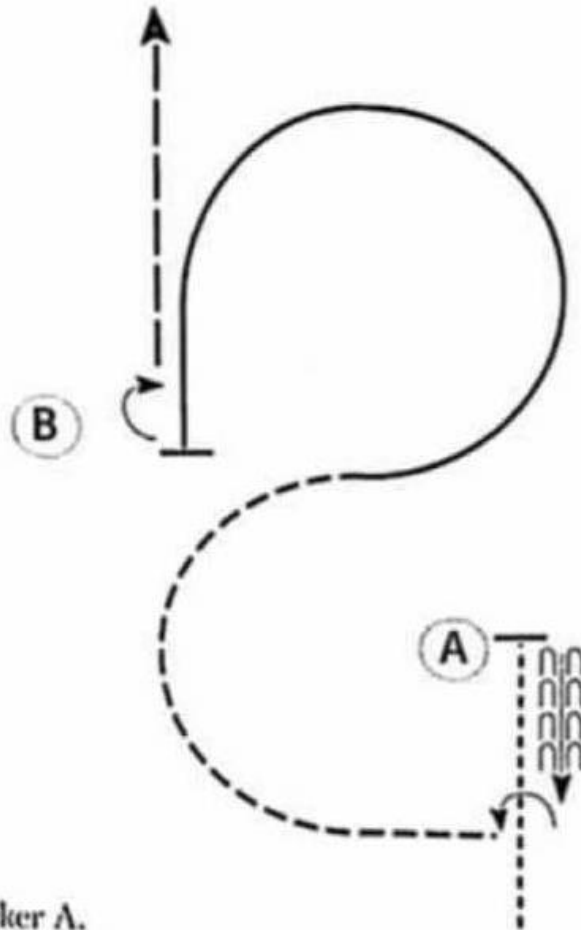
# YOUTH + WALK & TROT + TRAIL IN HAND 1-2-3 YO

## Trail



# OPEN + AMATEUR

## Horsemanship



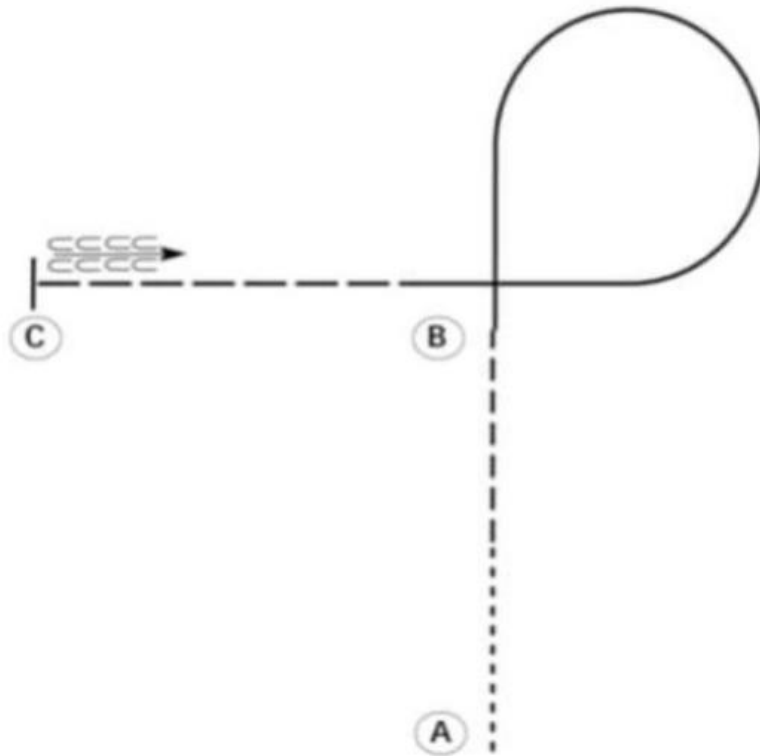
Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Extend the jog to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	↔

# NOVICE HORSE + BEGINNER Horsemanship



Be ready at A.

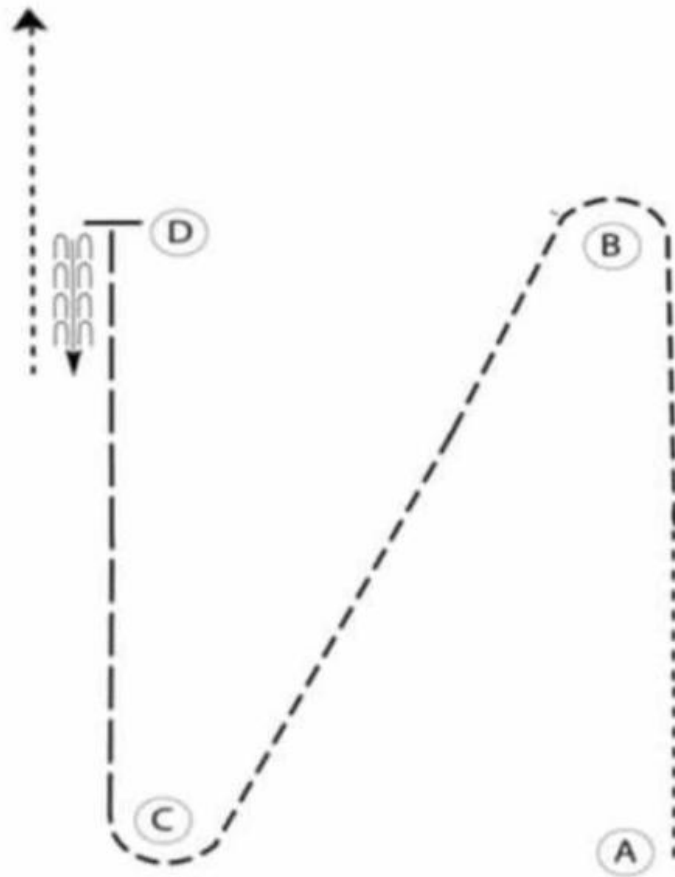
1. Walk from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Lope a circle to the right.
4. Perform an extended jog from B to C.
5. Stop at C and back one horse length.

Retire to the rail or line up at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	////
Back	←←←←
Marker	(B)
Sidepass	←←

# YOUTH + WALK & TROT

## Horsemanship



Be ready at A.

1. Walk halfway to B.
2. Jog to and around B.
3. Continue to jog to and around C.
4. Jog to and around C.
5. Extend the jog from C to D.
6. Stop at D and back approximately one horse length
7. Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←
Marker	(B)
Sidepass	←

# NRHA.dk EASY

## Easy Level 1 (Walk & Trot)

1. Trot down the center line, past the end marker, stop and rollback (180o turn) to the left – no hesitation.
2. Trot down the center line to the opposite end of the arena past the end marker, stop and rollback (180o turn) to the right – no hesitation.
3. Trot down the center line past the center marker, stop and back up to the center of the arena – hesitate.
4. Complete 1 (one) spin to the right – hesitate.
5. Complete 1 ¼ spin to the left – hesitate.
6. Trot 2 circles to the right. First circle large and fast, second circle small and slow, change direction.
7. Trot 2 circles to the left. First circle large and fast, second circle small and slow. Stop in the center of the arena. Hesitate to demonstrate completion of the pattern.

# NRHA.dk EASY

## Easy Level 2

Walk or trot to the center of the arena.

1. Perform 2 circles to the left. First circle large and on left lead lope, second circle small at the trot, change direction.
2. Perform 2 circles to the right. First circle small at the trot, second circle large on right lead lope.
3. At the center of the arena, transition to trot and change direction, continue around to the left, but do not close the circle. Trot down the side of the arena past the center marker, stop and rollback to the right (at least 6 meters from the wall) – no hesitation.
4. Trot all the way around and down the opposite side of the arena, past the center marker, stop and back up at least 3 meters – hesitate.
5. Complete 2 spins to the right – hesitate.
6. Complete 2 spins to the left – hesitate.

# NRHA.dk EASY

## Easy Level 3

Walk or trot to the center of the arena.

1. Beginning on the right lead, lope 2 circles to the right. First circle large, second circle small. Stop at the center of the arena – hesitate.

2. Complete 2 spins to the right – hesitate.

3. Beginning on the left lead, lope 2 circles to the left. First circle large, second circle small. Stop at the center of the arena – hesitate.

4. Complete 2 spins to the left – hesitate.

5. Lope to the right on the right lead, but do not close the circle, lope down the side of the arena, past the center marker. Stop and rollback to the left (at least 6 meters from the wall) – no hesitation.

6. Lope all the way around the arena and down the opposite side of the arena, past the center marker. Stop and back up at least 3 meters. Hesitate to demonstrate completion of the pattern.



# NRHA.dk EASY

## Easy Level 4

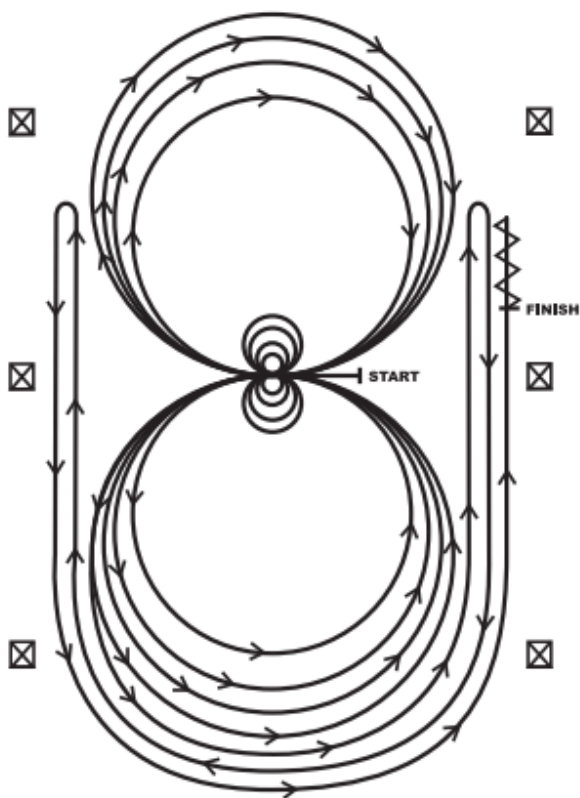
1. Complete 3 spins to the right – hesitate.
2. Complete 3 spins to the left – hesitate.
3. Beginning to the left on the left lead, lope 3 circles, first circle large with increased speed, second circle small and slow, third circle large with increased speed. Change lead at the center of the arena (simple or flying)
4. Beginning to the right on the right lead, lope 3 circles, first circle large with increased speed, second circle small and slow, third circle large with increased speed, change lead at the center of the arena (simple or flying).
5. Continue around the to the left on the left lead, but do not close this circle and lope down the centerline from the top of the arena past the end marker, stop and rollback to the left, no hesitation.
6. Lope down the centerline to the opposite end of the arena, past the end marker, stop and rollback to the right, no hesitation.
7. Lope down the centerline, past the center marker, stop and back up at least 3 meters. Hesitate to demonstrate completion of the pattern.



# Novice Horse Reining

## NRHA.dk Green as Grass Horse

**Pattern 5**



### **Pattern 5**

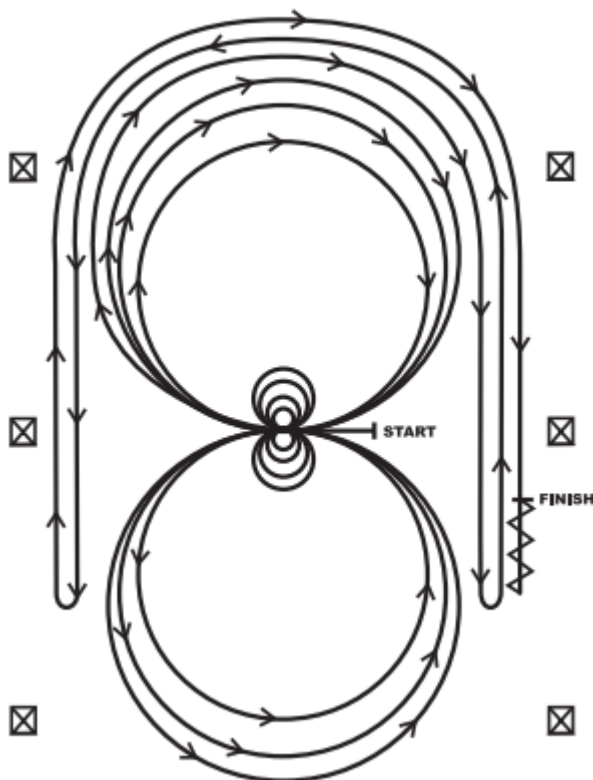
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, 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. (Figure 8)
6. 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 (six meters) from the wall or fence—no hesitation.
7. 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 (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# Amateur Reining

## NRHA.dk NonPro

**Pattern 14**



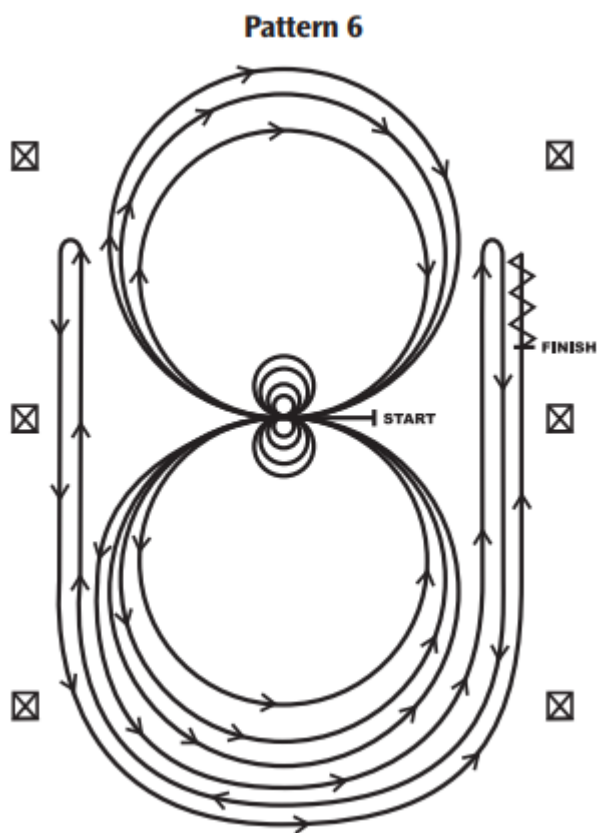
### **Pattern 14**

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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 at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

# Beginner Reining

## NRHA.dk Greener Than Grass



### Pattern 6

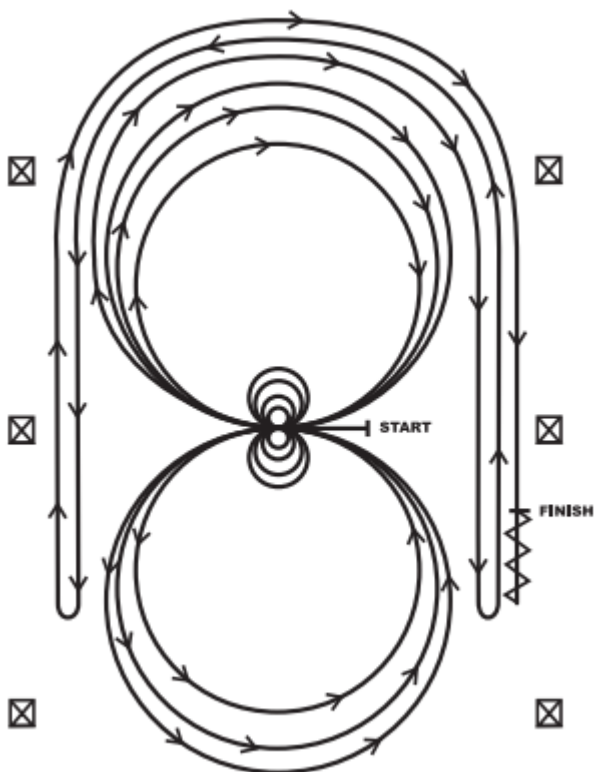
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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 (six meters) from the wall or fence—no hesitation.
6. Continue back 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 (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

# NRHA.dk Rookie 1

# NRHA.dk Rookie 2

**Pattern 8**



## **Pattern 8**

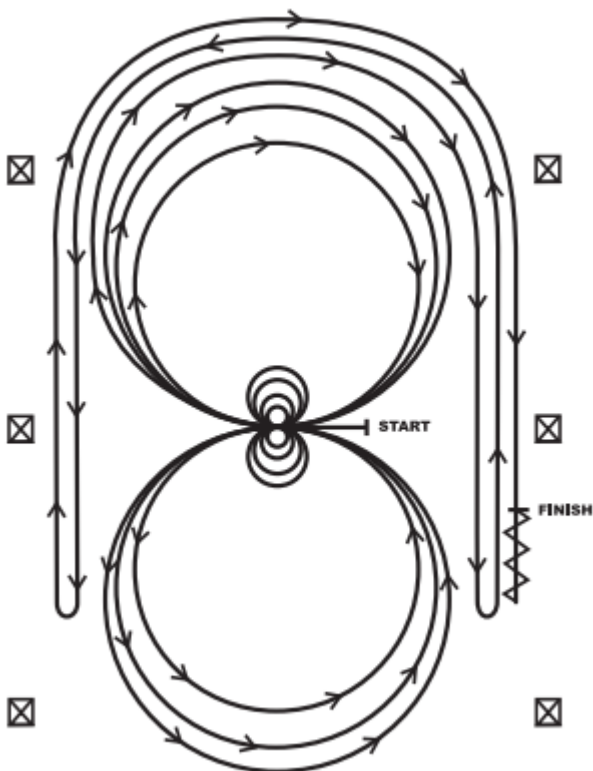
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) 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 rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

# Youth Reining

## NRHA.dk Youth

**Pattern 8**



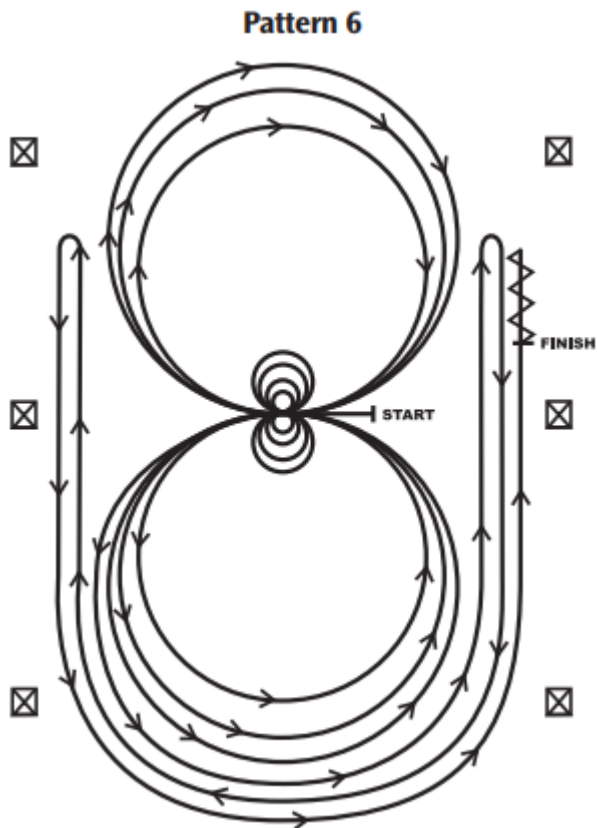
### **Pattern 8**

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) 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 rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



# NRHA.dk Prime Time

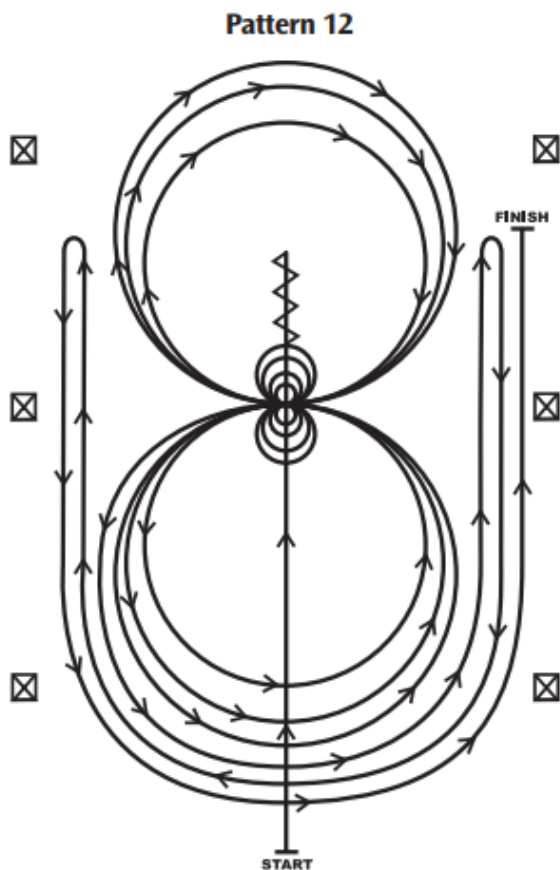


## Pattern 6

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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 (six meters) from the wall or fence—no hesitation.
6. Continue back 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 (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

# NRHA.dk Rookie Professional



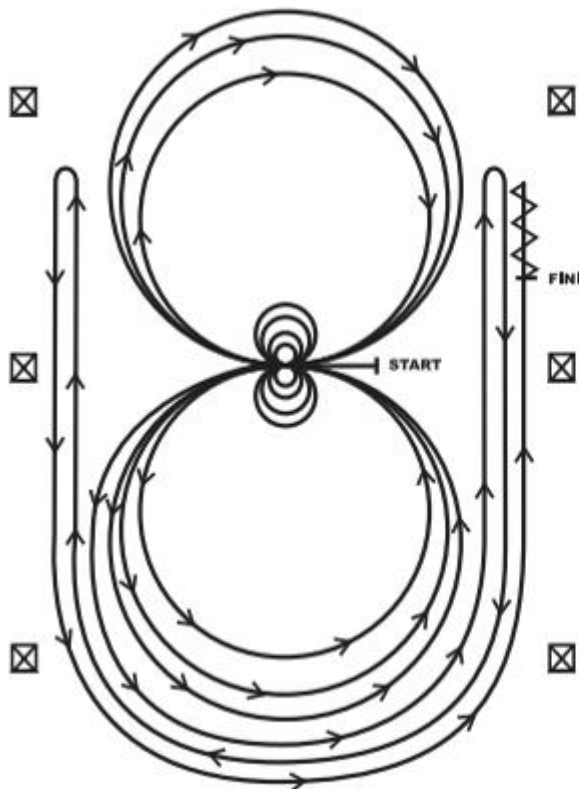
## Pattern 12

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, compete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

# Open Reining

## NRHA.dk Open

### Pattern 15



### Pattern 15

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run straight down the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) 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 left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.