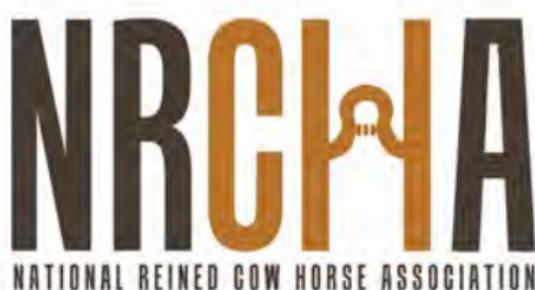
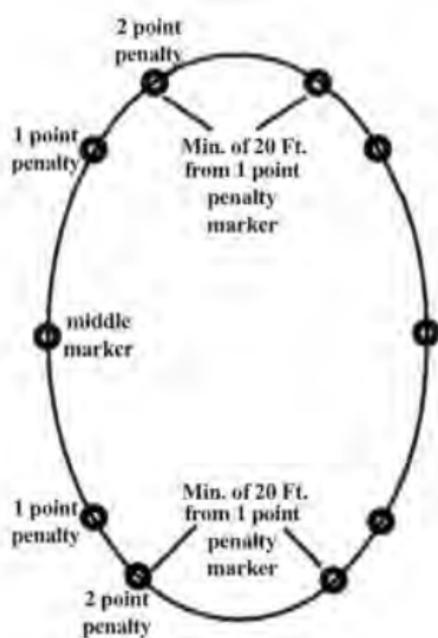
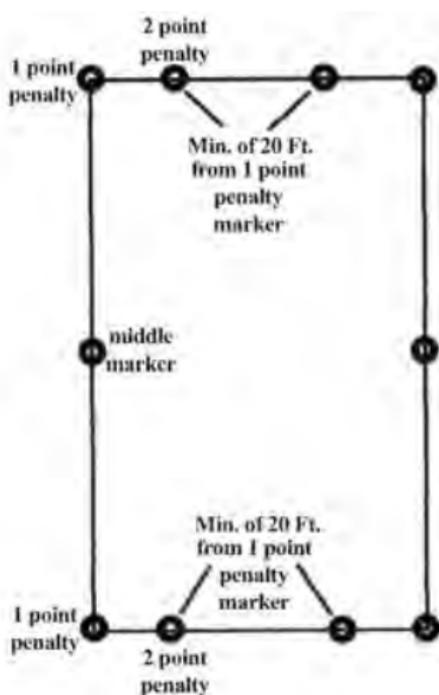


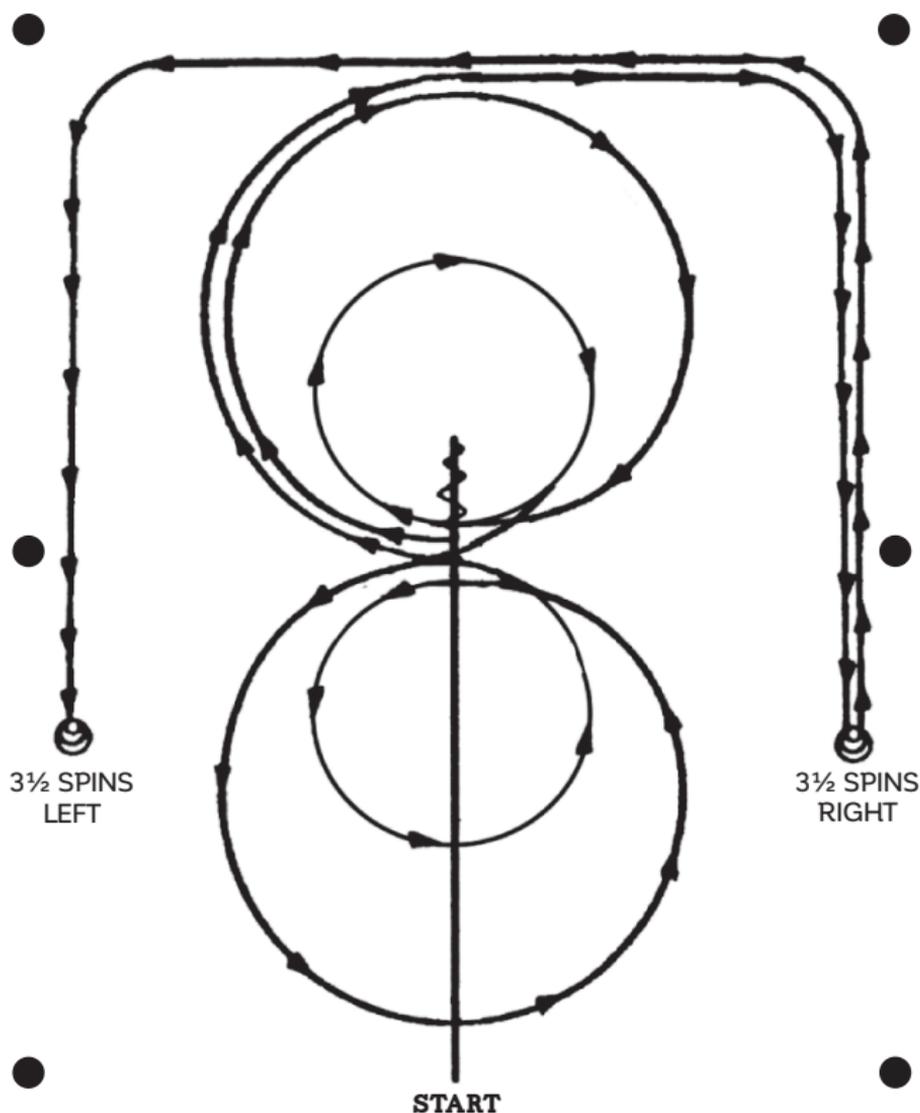
# **NRCHA Patterns for NHRSA Reined Cow Horse Events**



# Arena Setup Guidelines

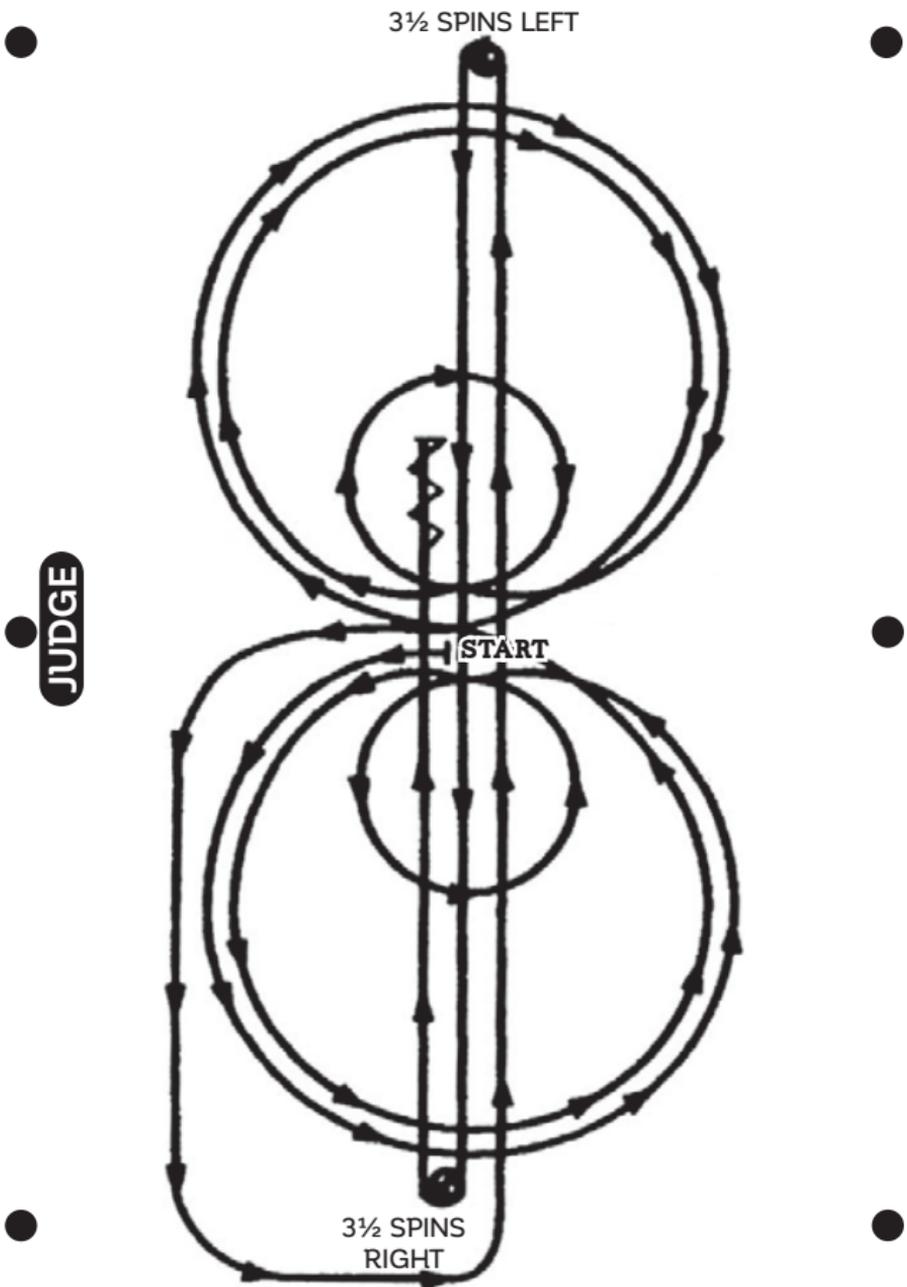


## PATTERN 1



1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center.  $\frac{1}{4}$  turn left.
2. Beginning on the right lead, complete 2 circles to the right. The first one large and fast, the second small and slow. Change leads at the center of arena.
3. Complete 2 circles to the left. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
4. Continue around end of arena without breaking gait or changing leads, run down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete  $3\frac{1}{2}$  spins to the right.
6. 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.
7. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete pattern.

## PATTERN 2

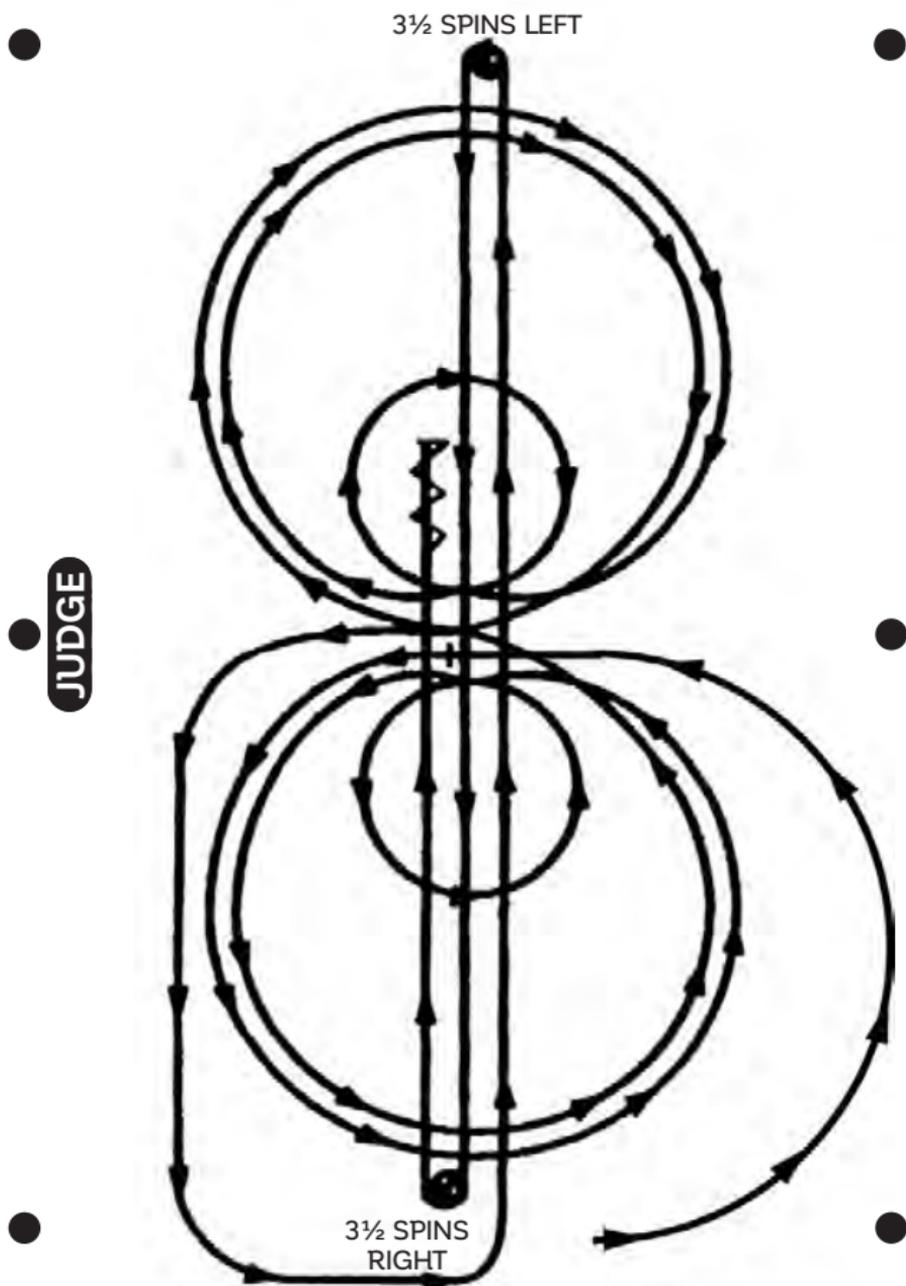


Trot to center of arena, stop. Start pattern facing towards judge.

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. Run to far end past the marker to a sliding stop.
4. Complete  $3\frac{1}{2}$  spins to the left.
5. Run to far end past marker to a sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the right.
7. Run past center marker to a sliding stop. 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.

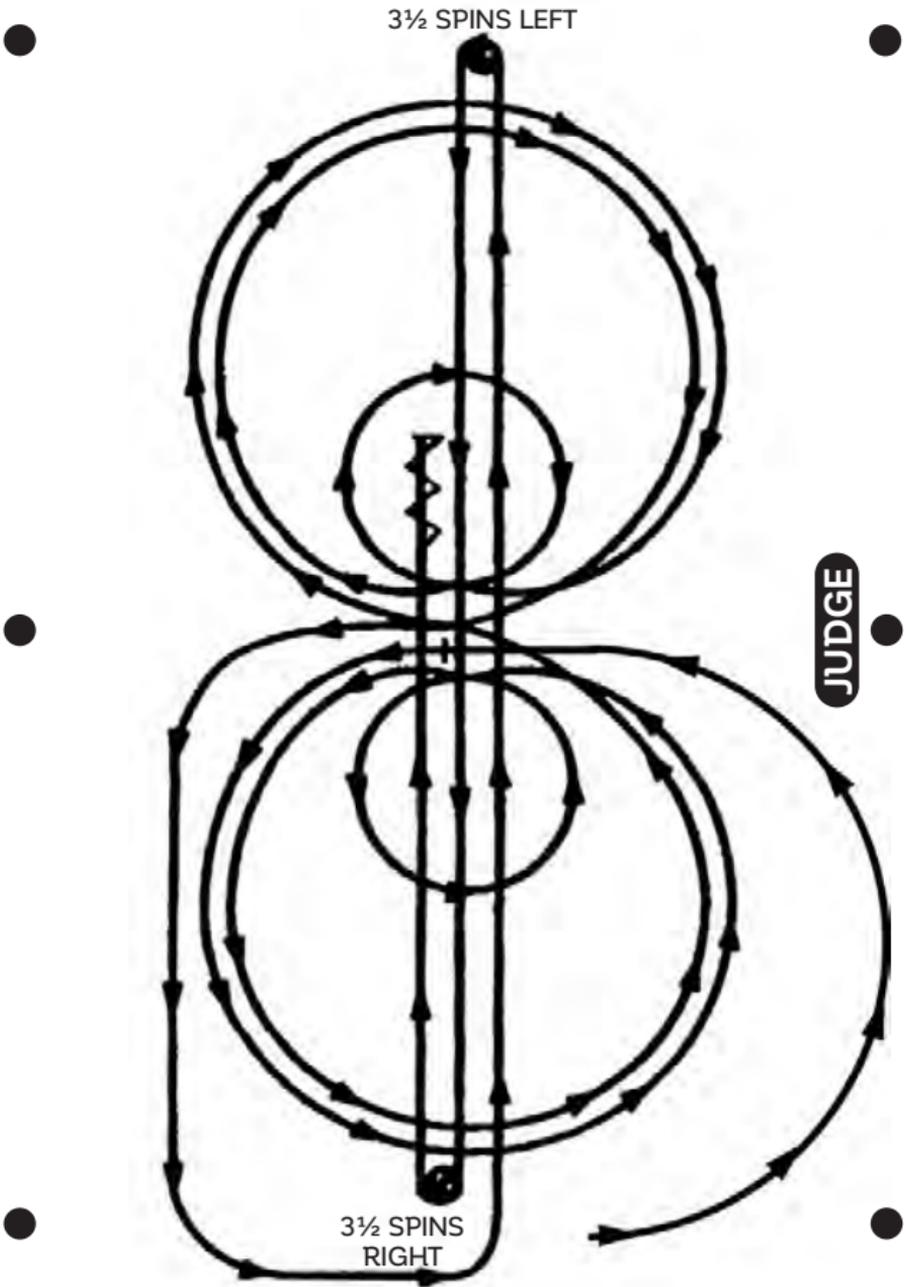
## PATTERN 2- LOPE TOWARD



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6

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. Run to far end past the marker to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run to far end past marker to a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past center marker to a sliding stop. Back at least 10 feet. Hesitate to complete pattern.

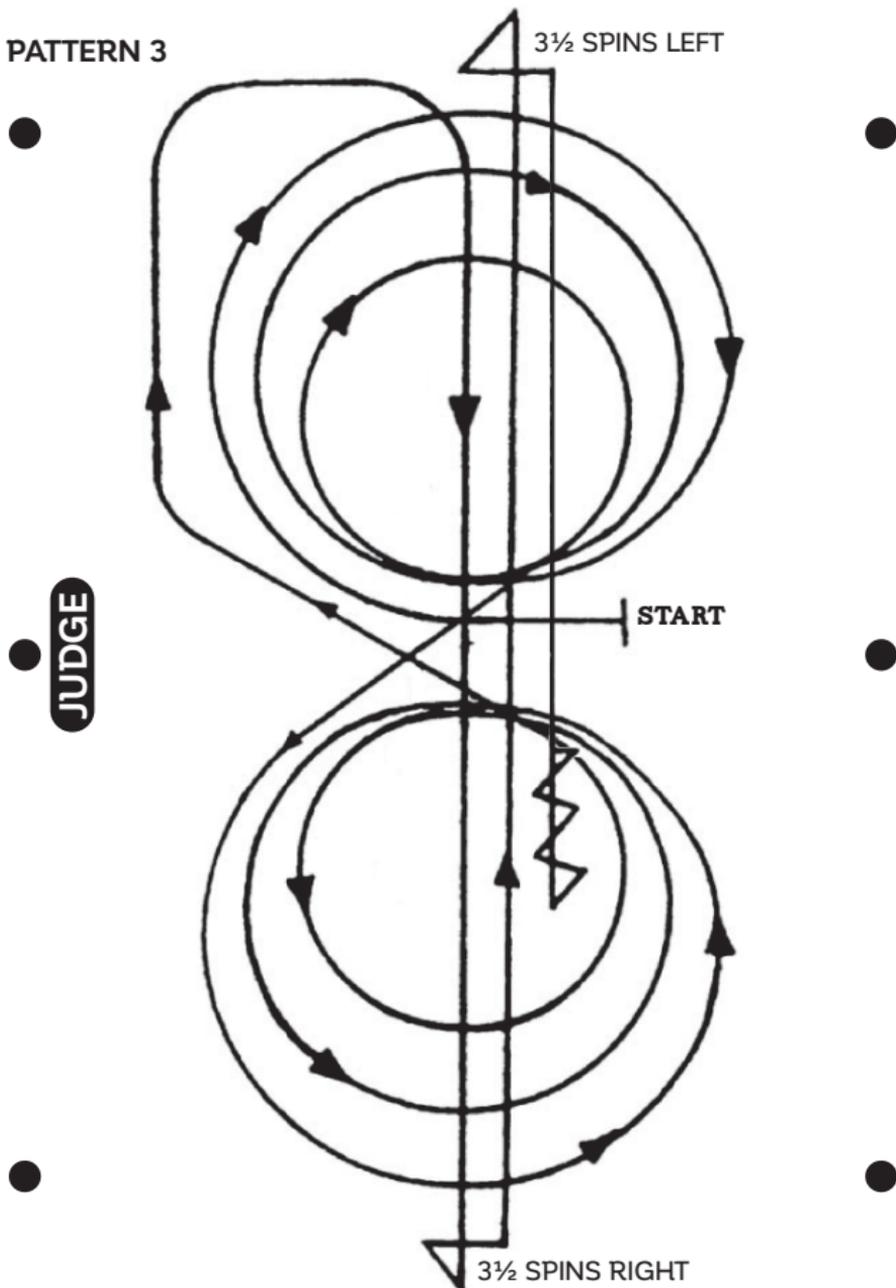
## PATTERN 2- LOPE AWAY



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6

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. Run to far end past the marker to a sliding stop.
4. Complete 3½ spins to the left.
5. Run to far end past marker to a sliding stop.
6. Complete 3½ spins to the right.
7. Run past center marker to a sliding stop. Back at least 10 feet. Hesitate to complete pattern.

### PATTERN 3

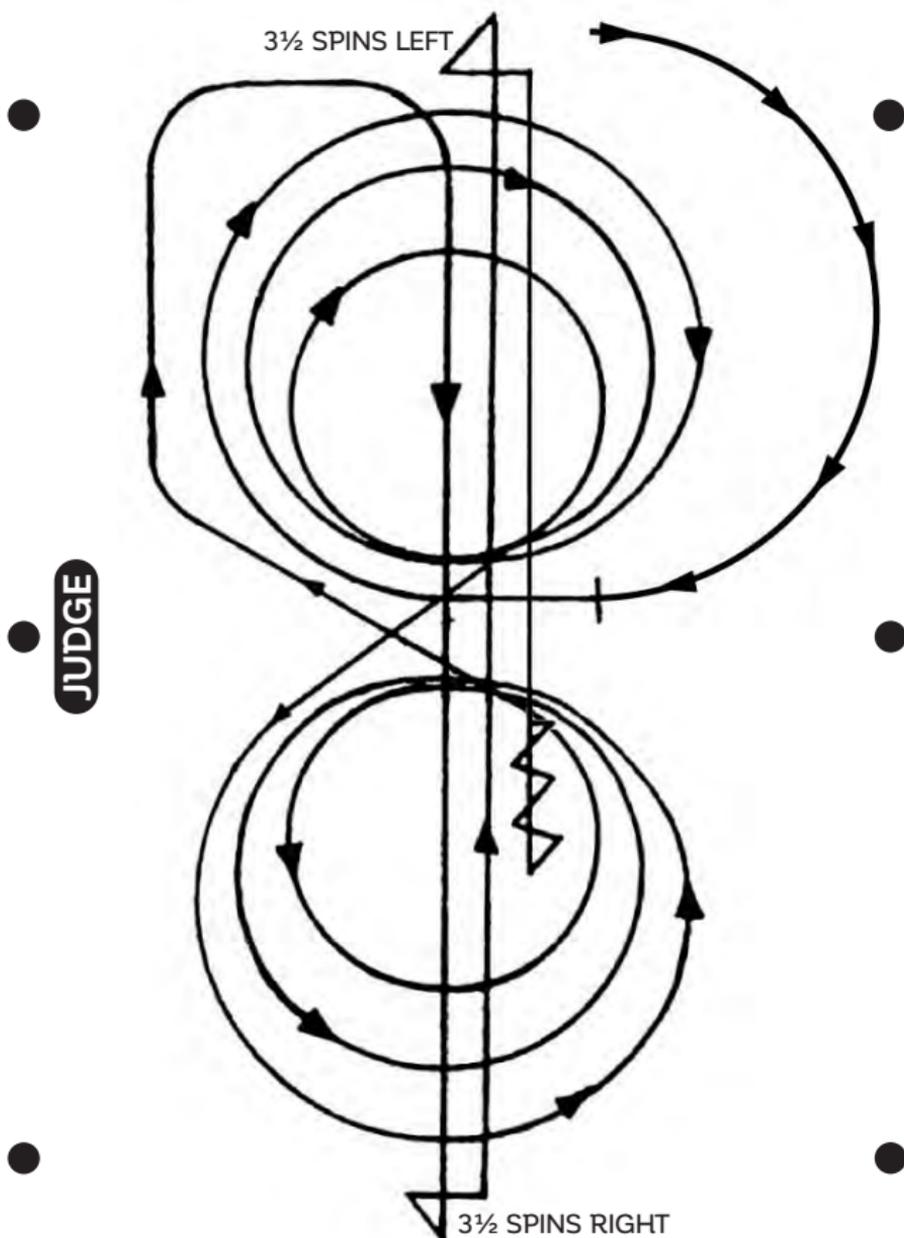


Trot to center of arena, stop. Start pattern facing towards judge.

1. Begin on right lead complete three circles to right, two large fast circles followed by one small and slow circle, change to left lead.
2. Complete three circles to left, two large fast circles followed by one small and slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait. Run up center of arena to far end past the end marker and come to a sliding stop.
4. Complete 3½ spins to the right.
5. Run up center of arena past the end marker, and come to a sliding stop.
6. Complete 3½ spins to the left.
7. Run back to middle of the arena past the center marker and come to a sliding stop. 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.

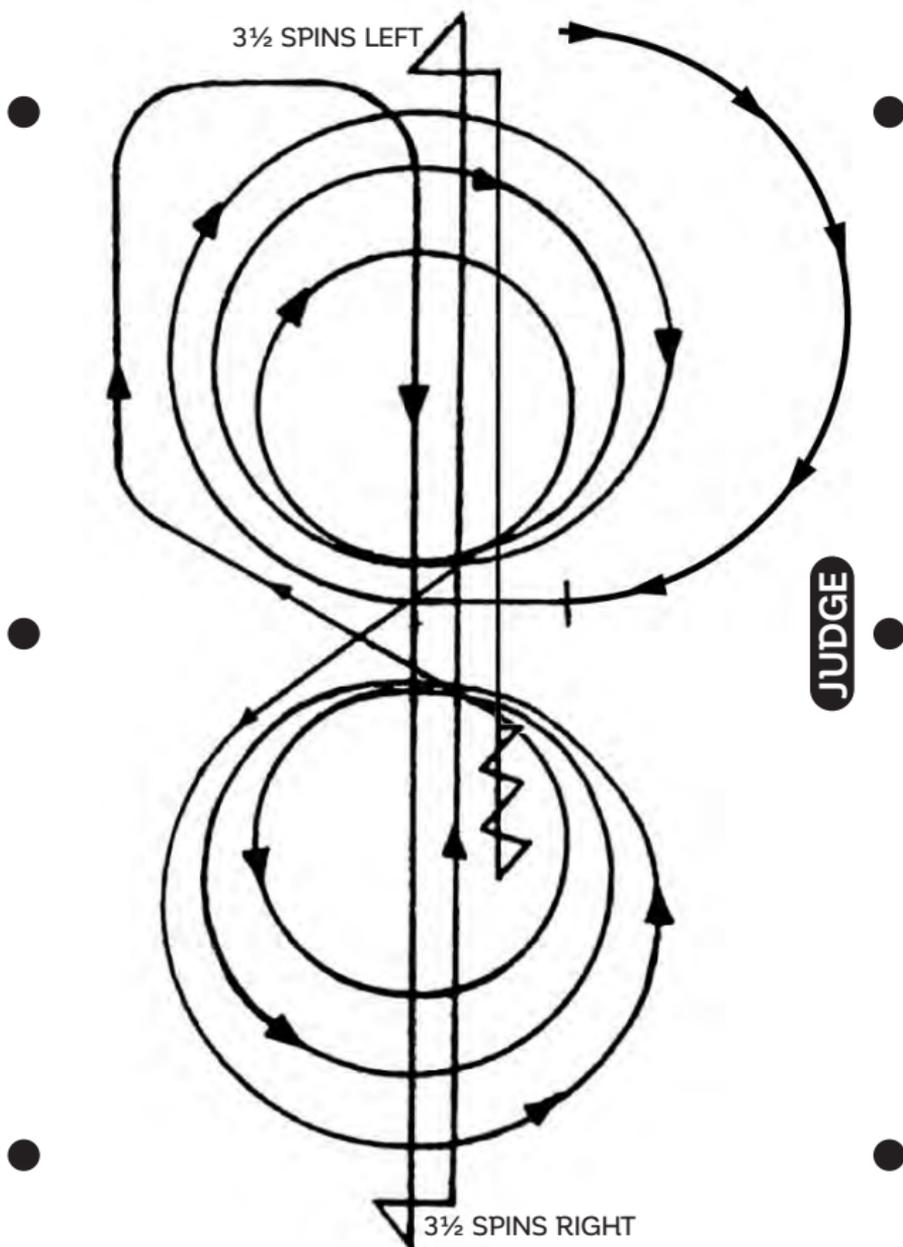
## PATTERN 3-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Begin on right lead complete three circles to right, two large fast circles followed by one small and slow circle, change to left lead.
2. Complete three circles to left, two large fast circles followed by one small and slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait. Run up center of arena to far end past the end marker and come to a sliding stop.
4. Complete 3½ spins to the right.
5. Run up center of arena past the end marker, and come to a sliding stop.
6. Complete 3½ spins to the left.
7. Run back to middle of the arena past the center marker and come to a sliding stop. Back at least 10 feet in a straight line. Hesitate to complete pattern.

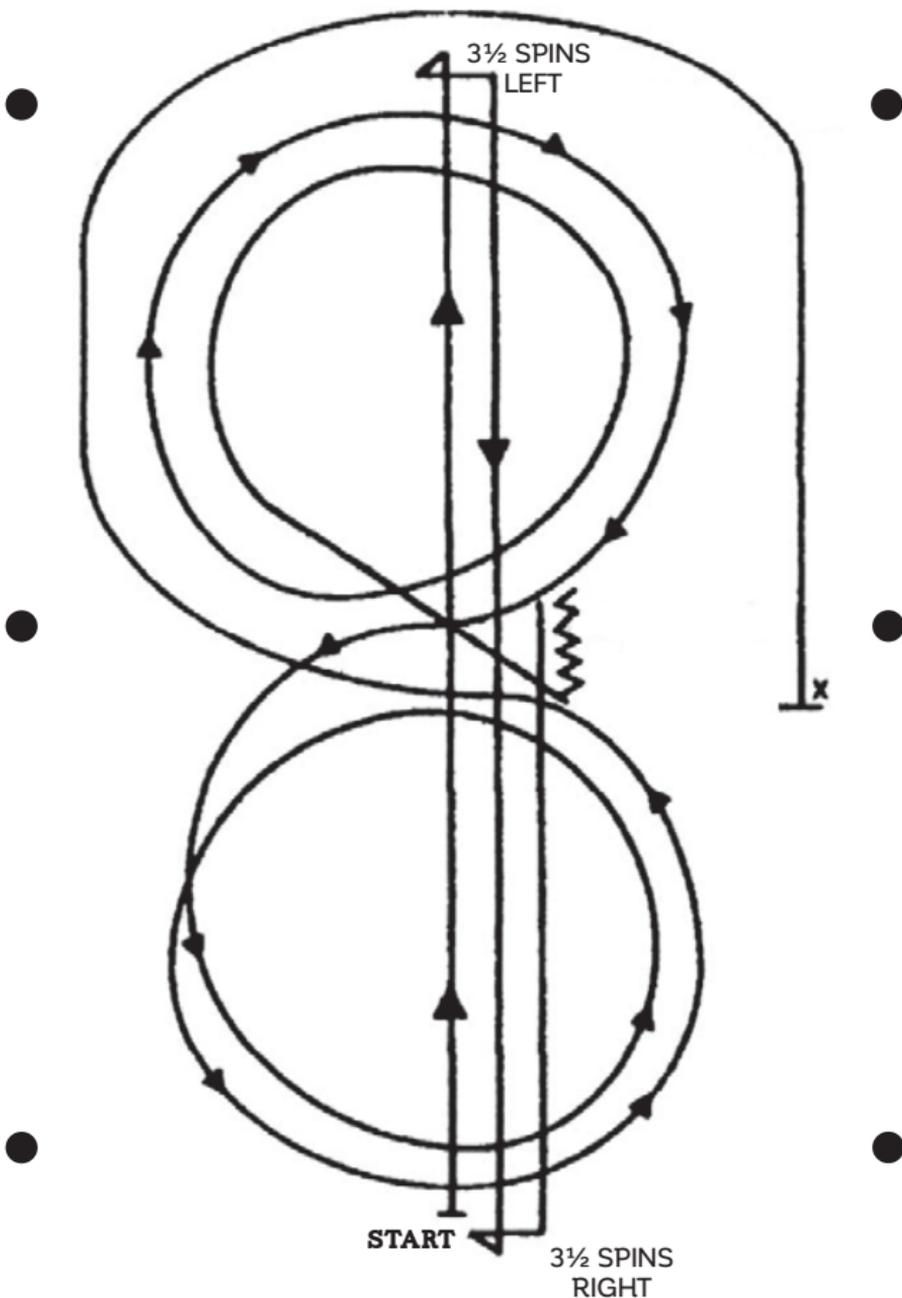
## PATTERN 3-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

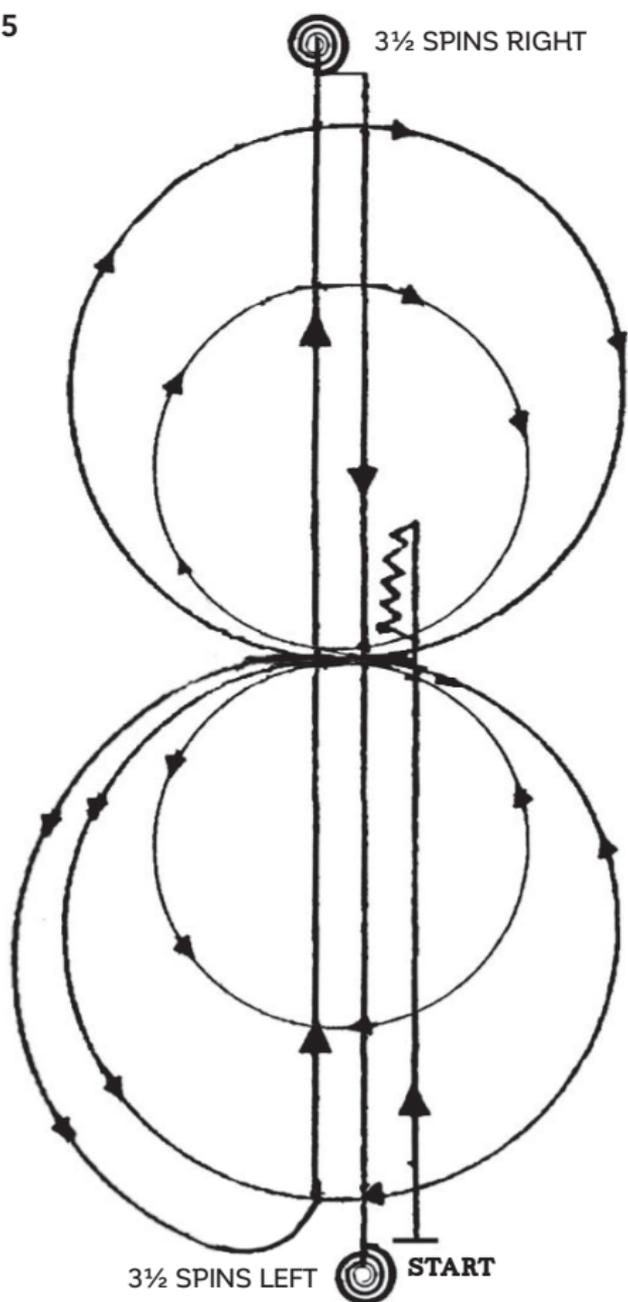
1. Begin on right lead complete three circles to right, two large fast circles followed by one small and slow circle, change to left lead.
2. Complete three circles to left, two large fast circles followed by one small and slow circle. Change to right lead.
3. Continue loping around end of arena without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

## PATTERN 4



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete  $3\frac{1}{2}$  spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete  $3\frac{1}{2}$  spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a  $\frac{1}{4}$  turn to the left.
6. Beginning on the right lead, complete two 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 and slow circle and one large and 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.

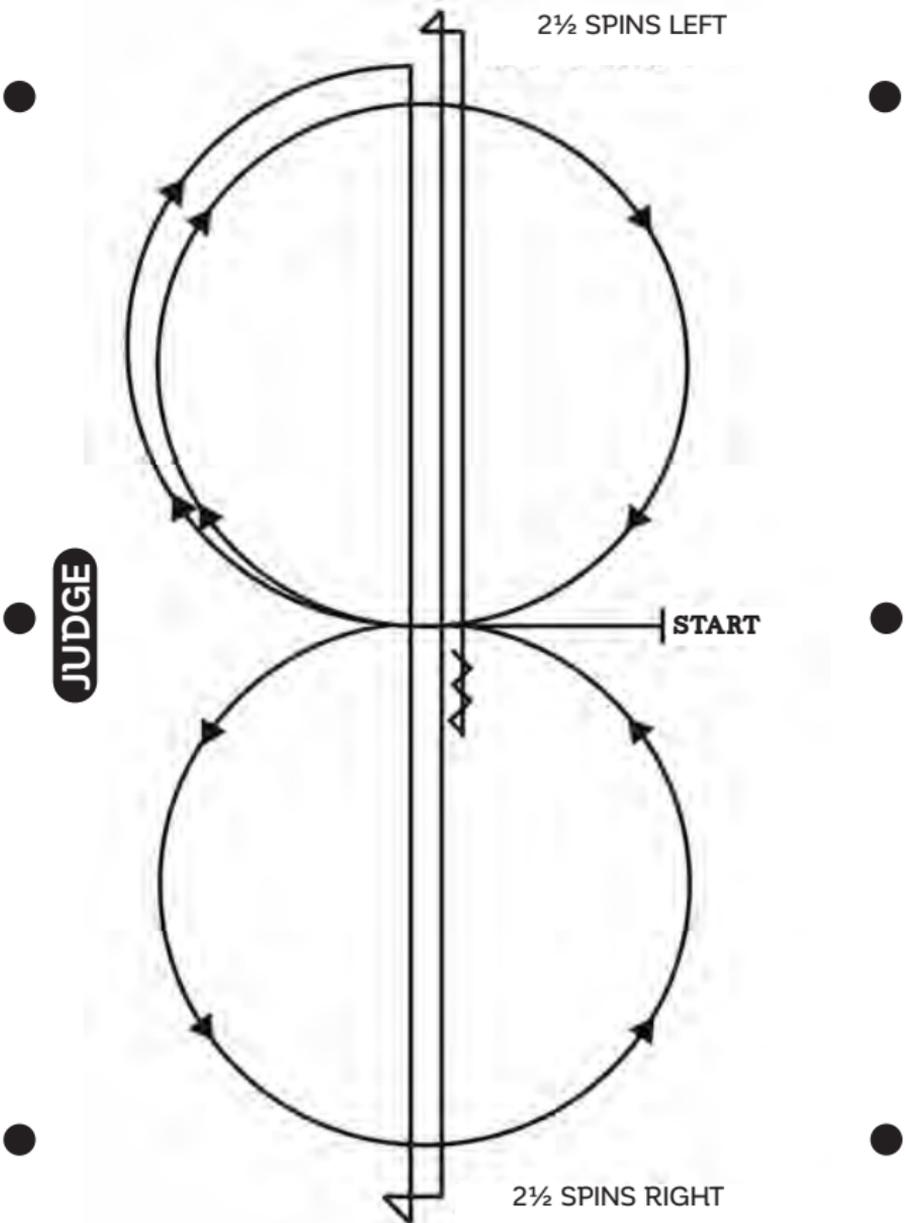
## PATTERN 5



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, and back at least 10 feet.  $1/4$  turn to left.
2. Complete two 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 two 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  $3\frac{1}{2}$  spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete pattern.

## PATTERN 6

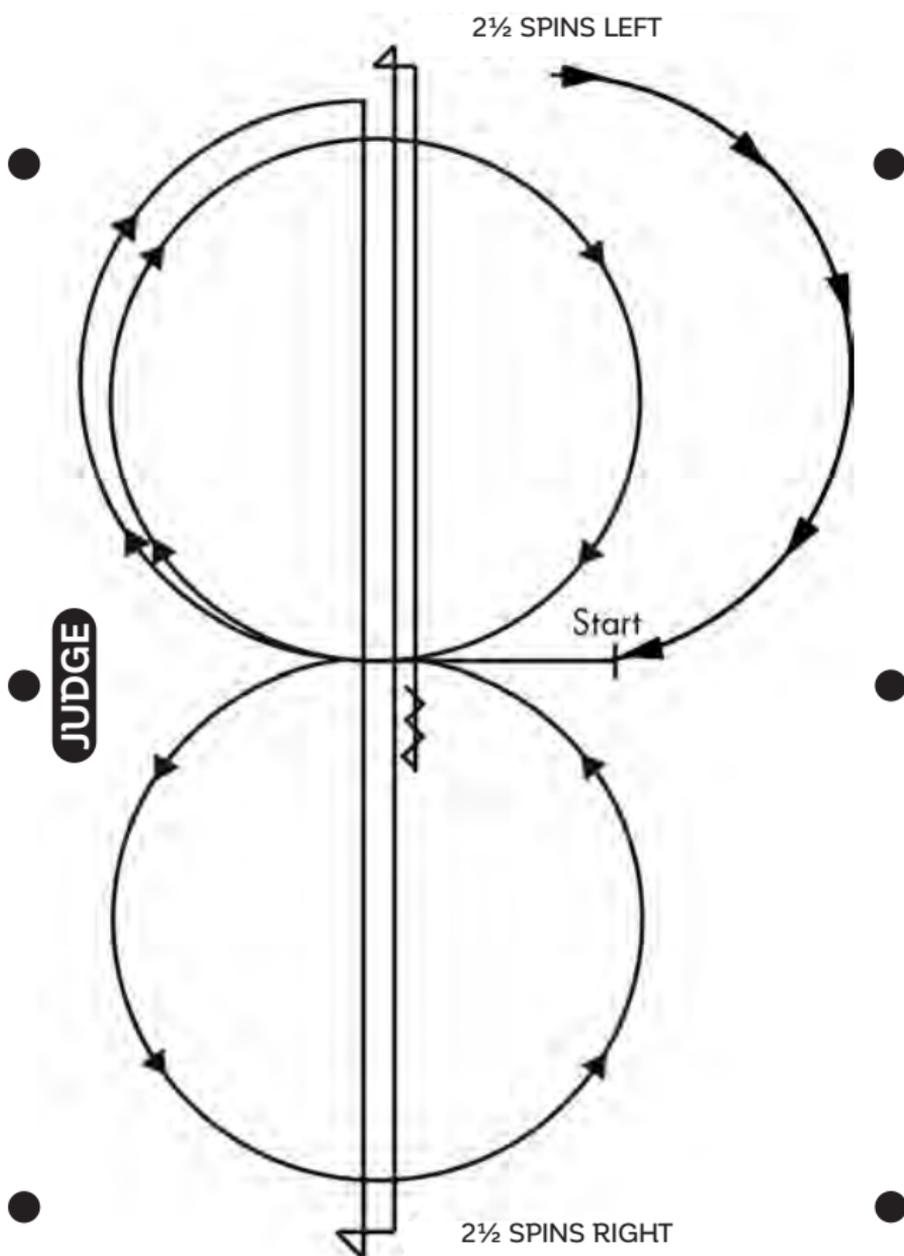


Trot to center of arena, stop. Start pattern facing towards judge

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop and back at least 10 feet.

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

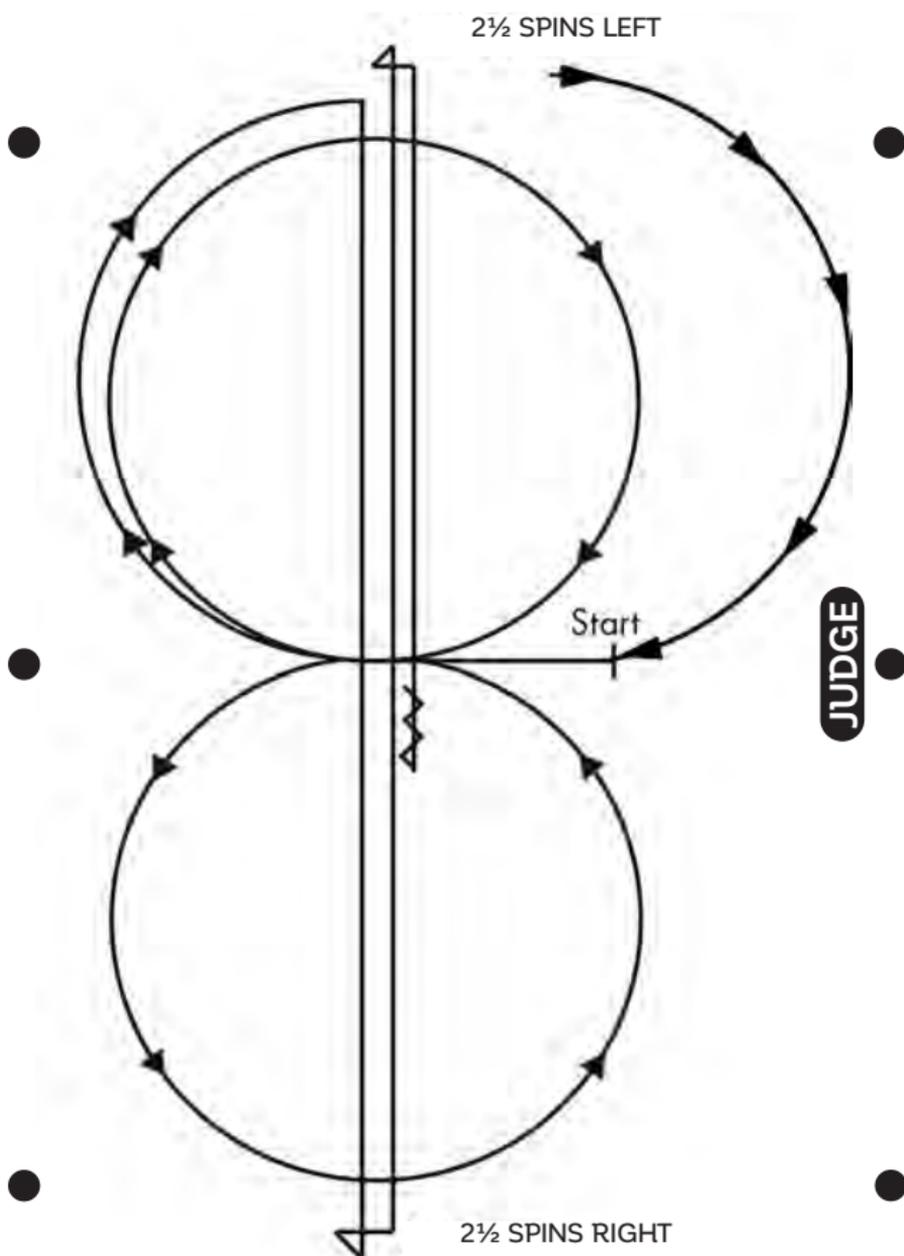
## PATTERN 6-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete  $2\frac{1}{2}$  spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete  $2\frac{1}{2}$  spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

## PATTERN 6-LOPE AWAY

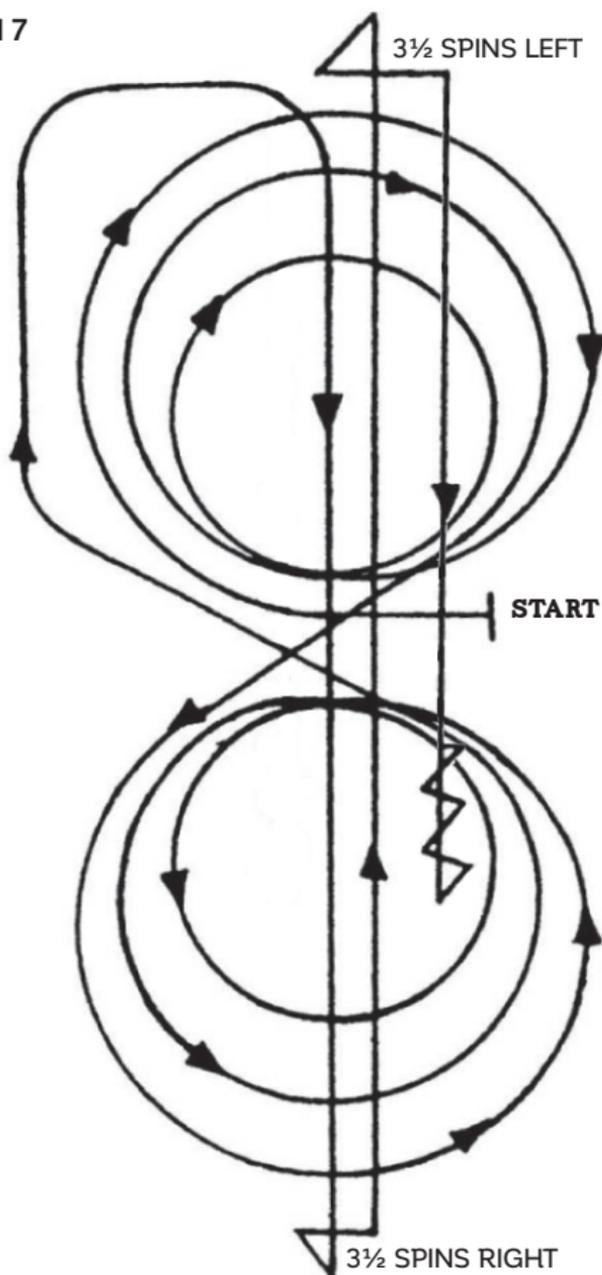


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2½ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2½ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.

## PATTERN 7

**JUDGE**

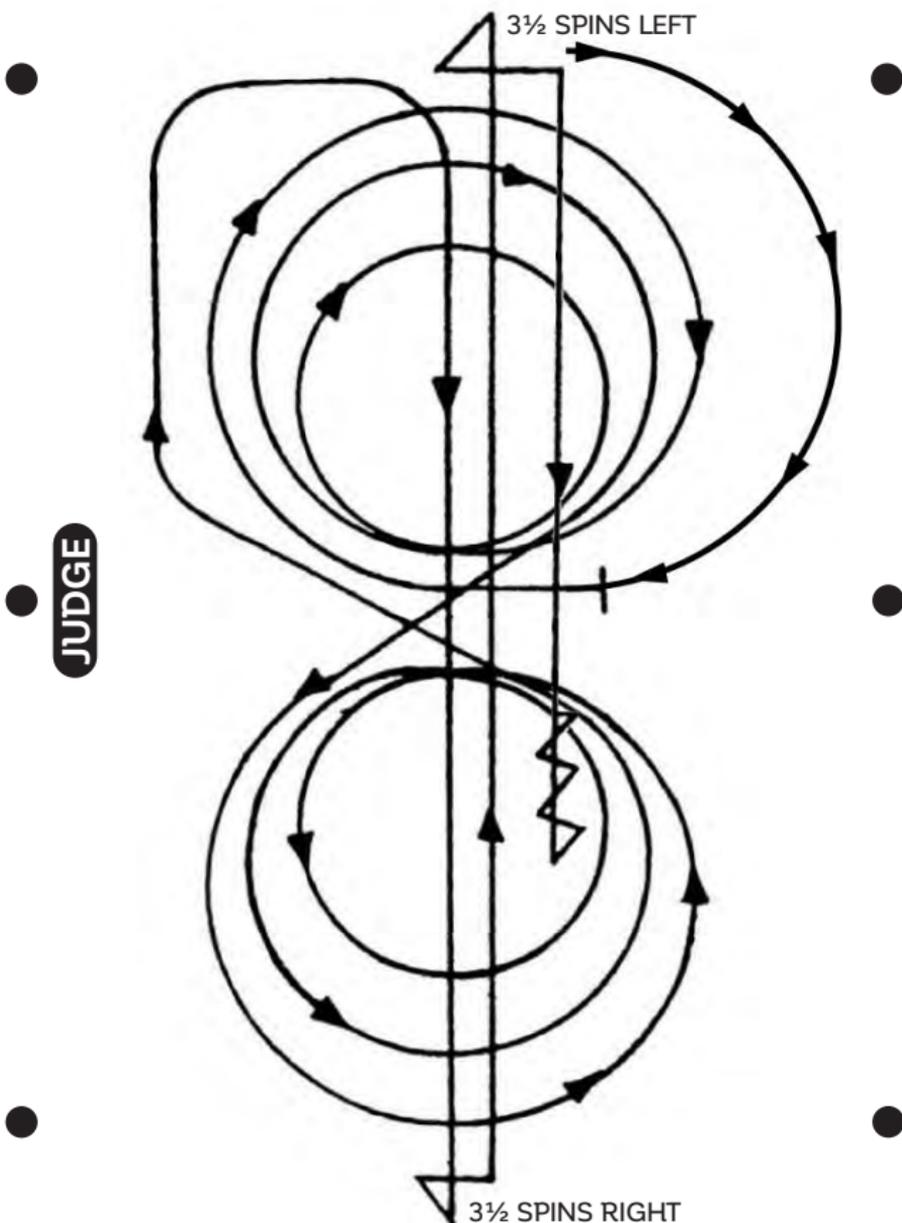


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on right lead and complete three circles, the first large and fast, the second small and slow, the third large and fast. Change leads to the left.
2. Complete three circles, the first large and fast, the second small and slow, the third, large and fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete  $3\frac{1}{2}$  spins to the right.
5. Run down center of arena past end marker come to sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the left.
7. Run past center marker come to sliding stop. 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.

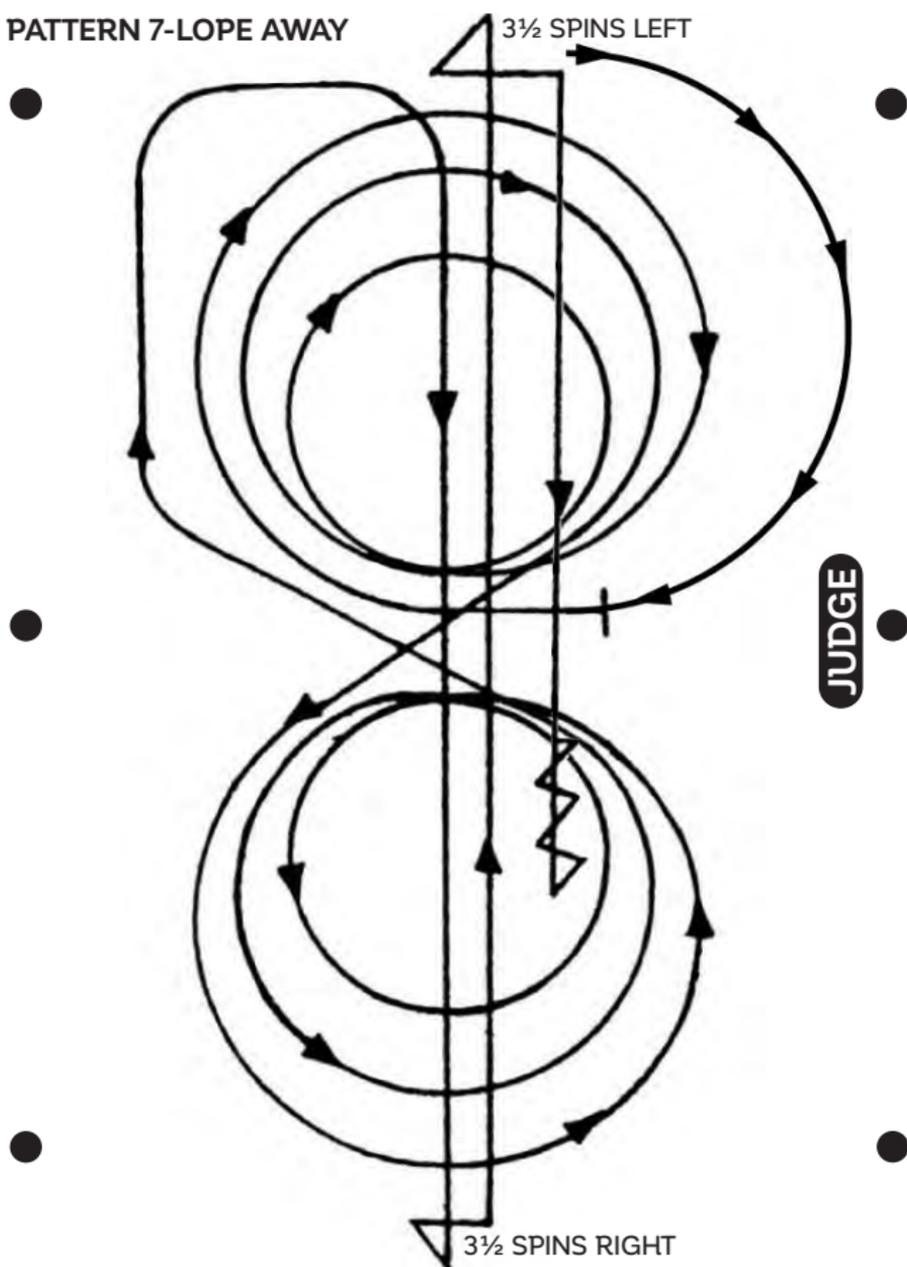
## PATTERN 7-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

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

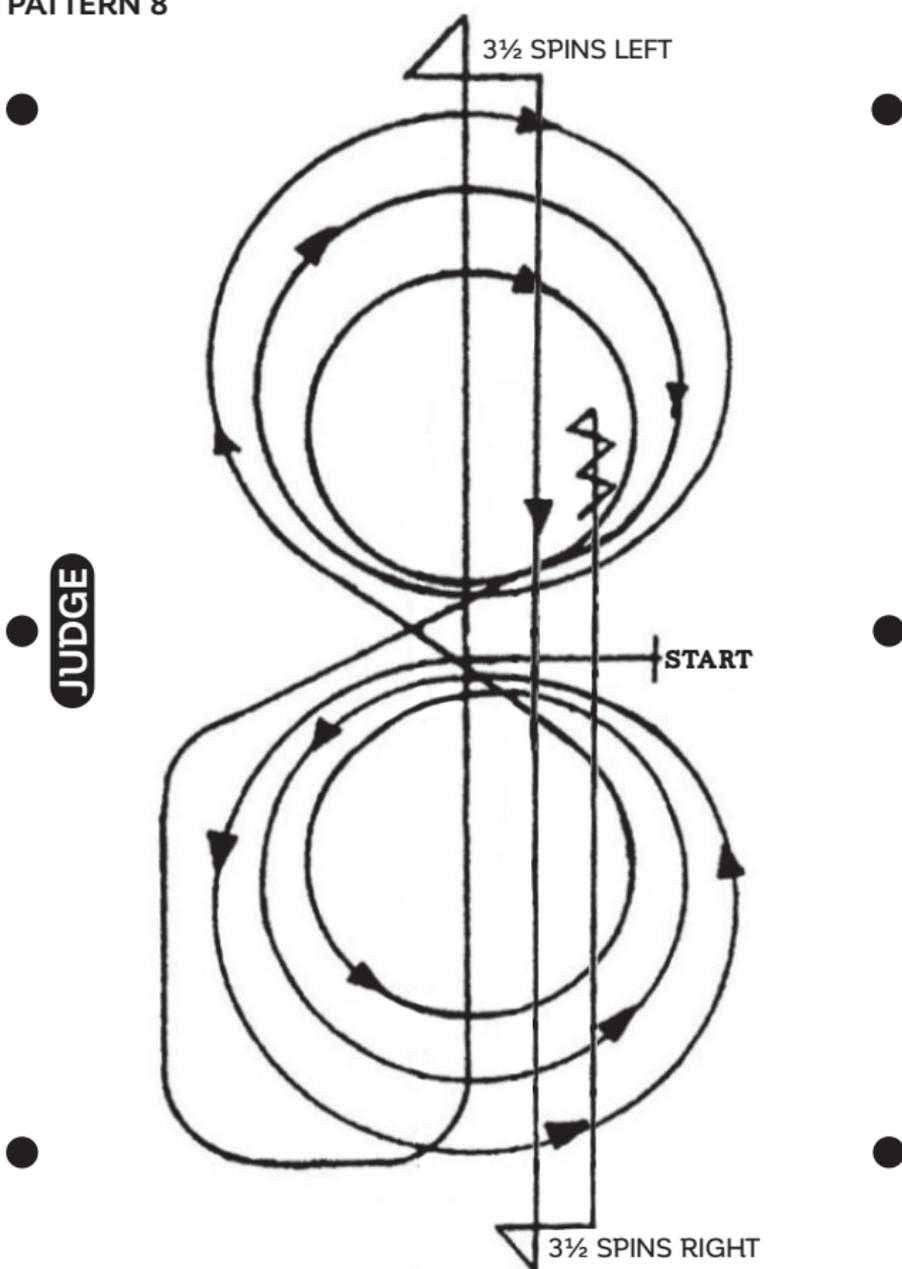
## PATTERN 7-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

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

## PATTERN 8

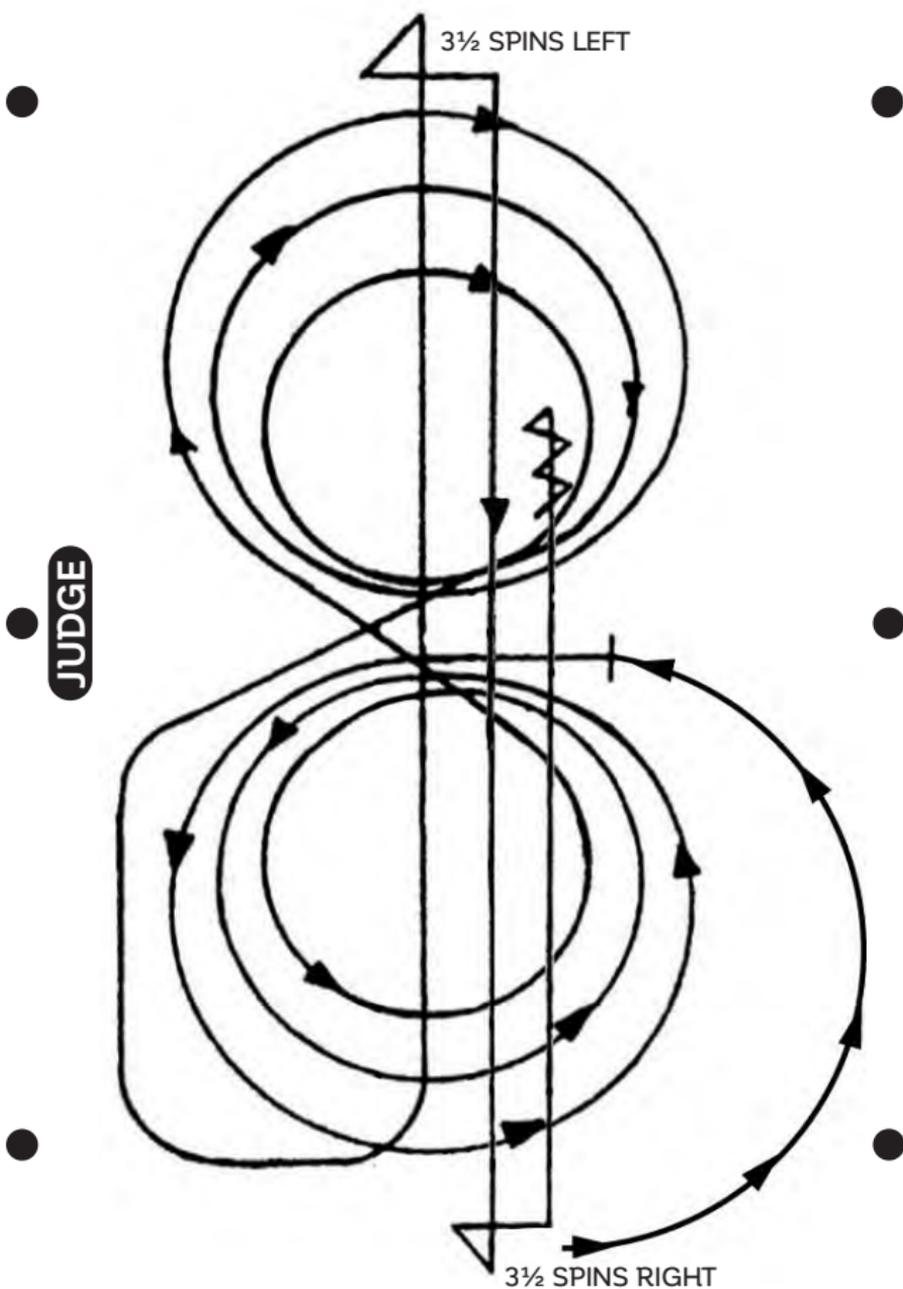


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead complete three circles; two large and fast circles, then one small and slow circle. Change leads to the right.
2. Complete three circles to the right, two large and fast circles, then one small and 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the right.
7. Run down center of arena past center marker come to square sliding stop. 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-LOPE TOWARD



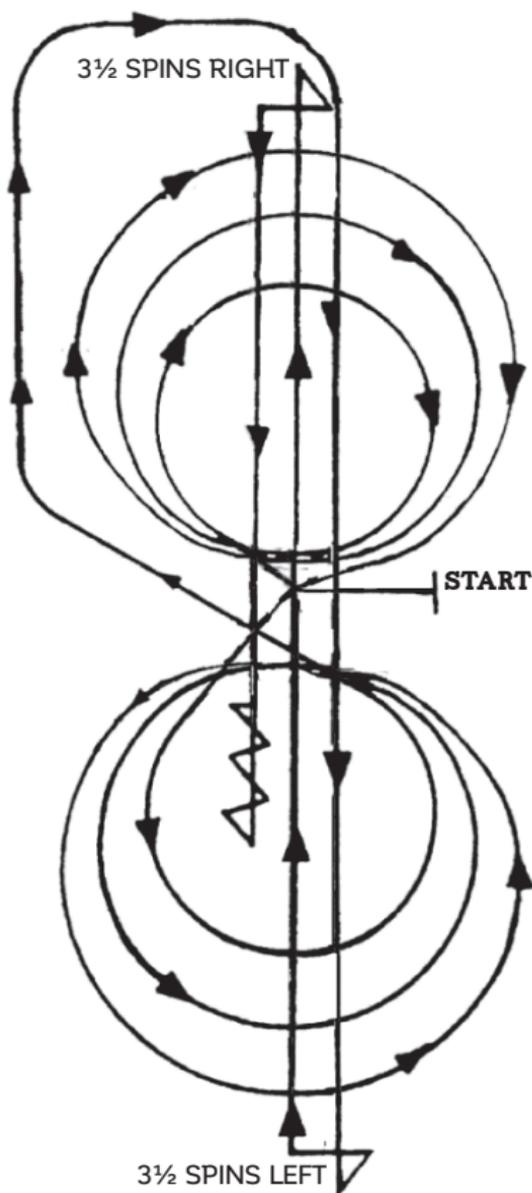
Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete three circles; two large and fast circles, then one small and slow circle. Change leads to the right.
2. Complete three circles to the right, two large and fast circles, then one small and 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the right.
7. Run down center of arena past center marker come to square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.



## PATTERN 9

JUDGE



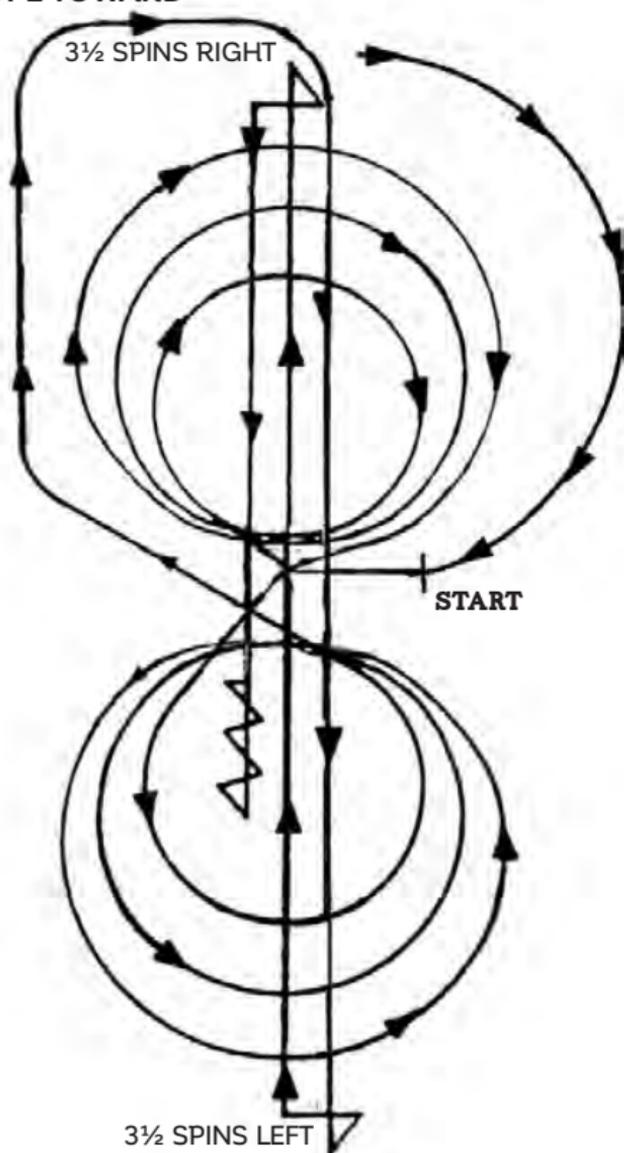
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead, complete three 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 three 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 loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3½ spins to the right.
7. Run past center marker come to sliding stop. 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-LOPE TOWARD

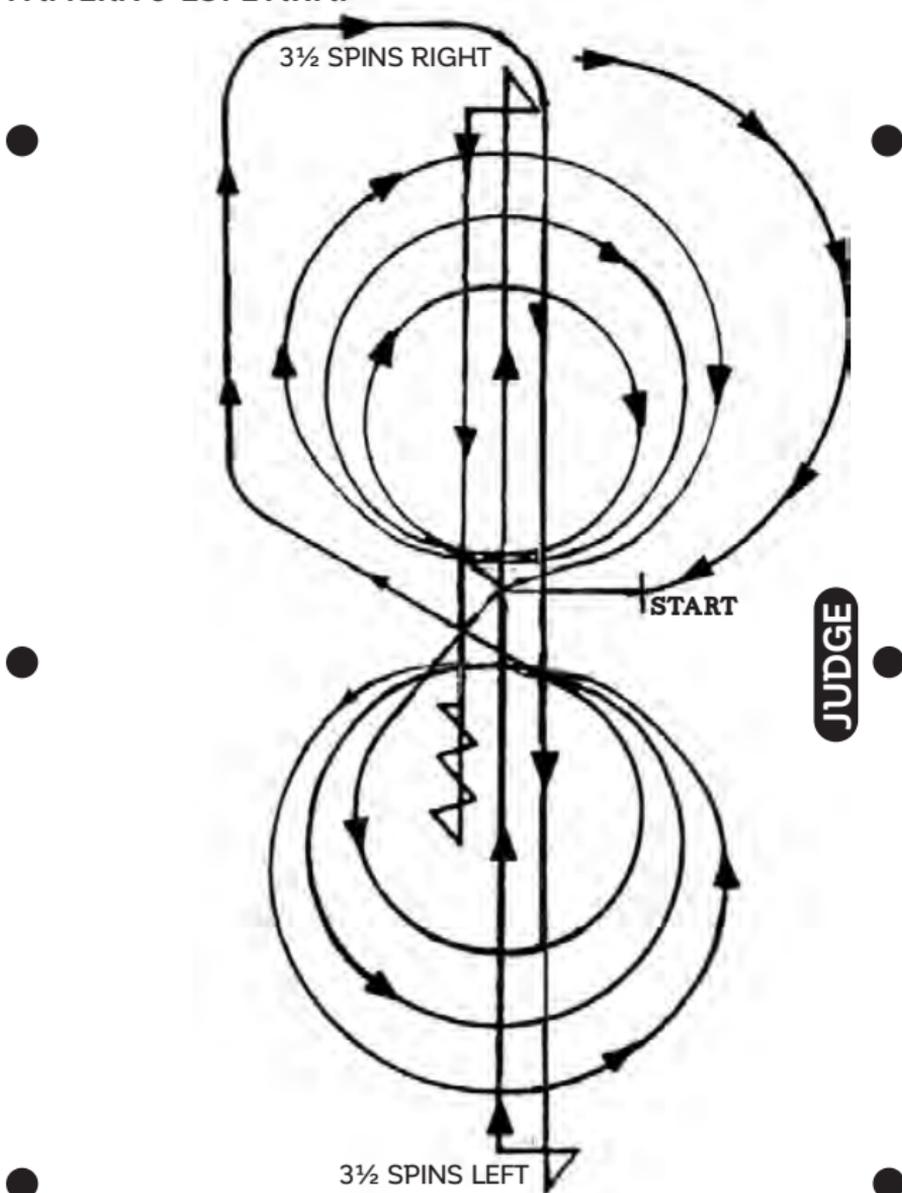
**JUDGE**



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the right lead, complete three 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 three 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 loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3½ spins to the right.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

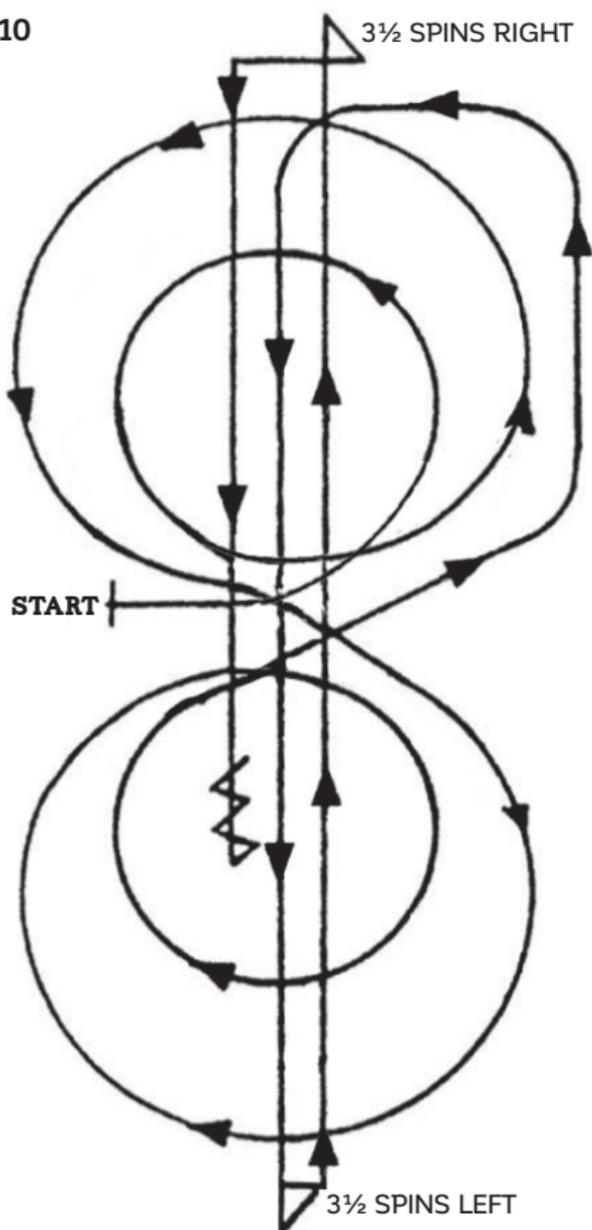
## PATTERN 9-LOPE AWAY



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the right lead, complete three 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 three 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 loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

## PATTERN 10

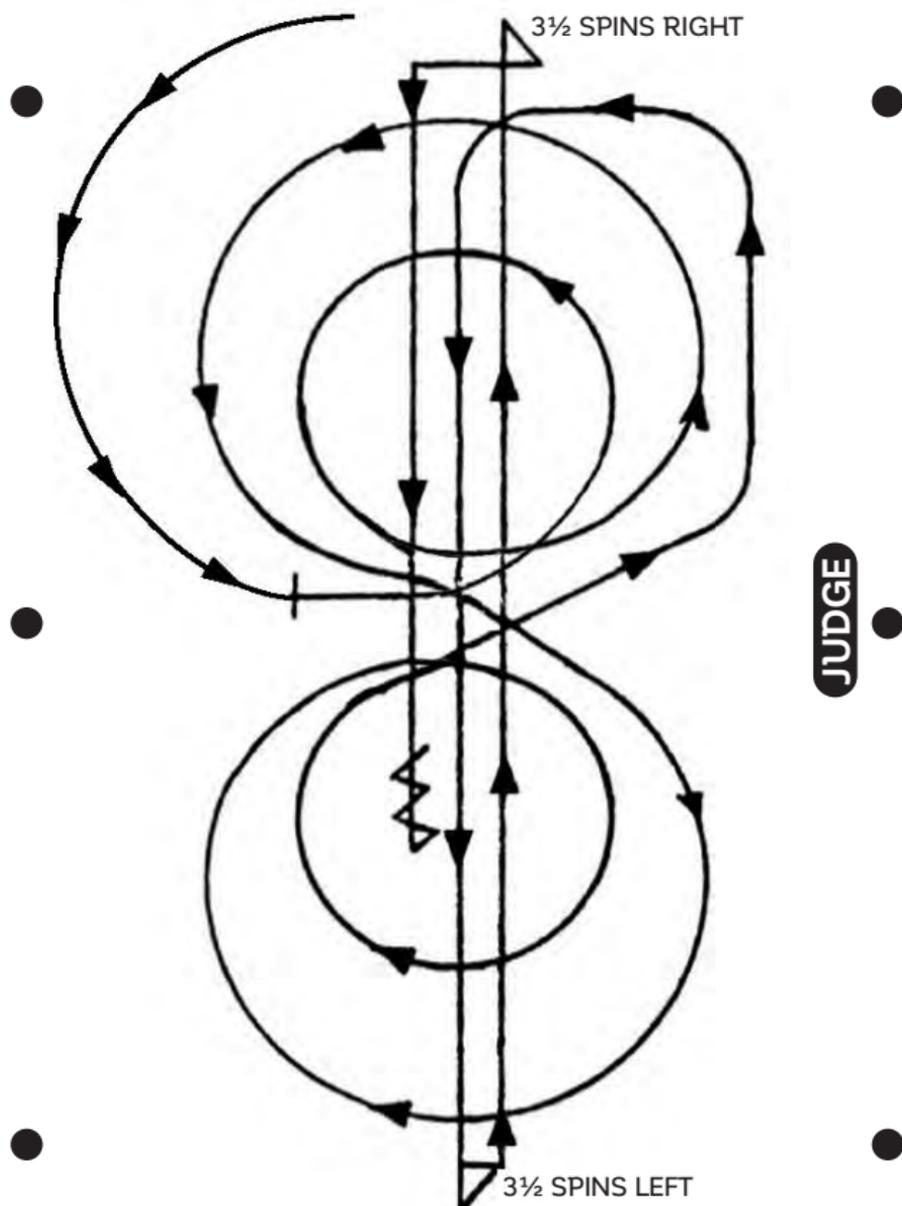


Trot to center of arena, stop. Start pattern facing toward the judge.

1. Beginning on the left lead, complete two 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 two 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  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.

\*This pattern may be used as a lope in pattern.

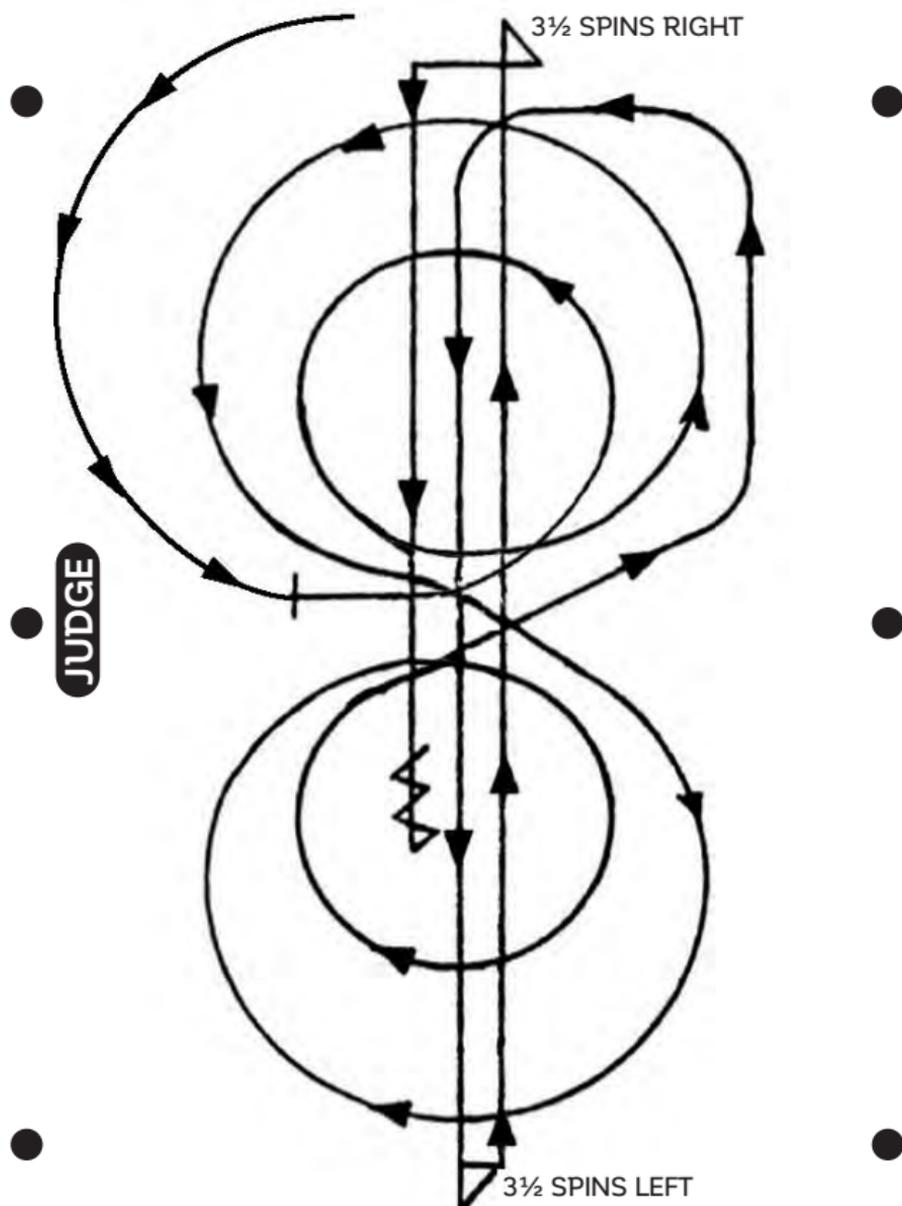
## PATTERN 10-LOPE TOWARD



Start on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead, complete two 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 two 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 3½ spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3½ 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-LOPE AWAY



Start on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead, complete two 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 two 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  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 11

3½ SPINS LEFT

JUDGE

START

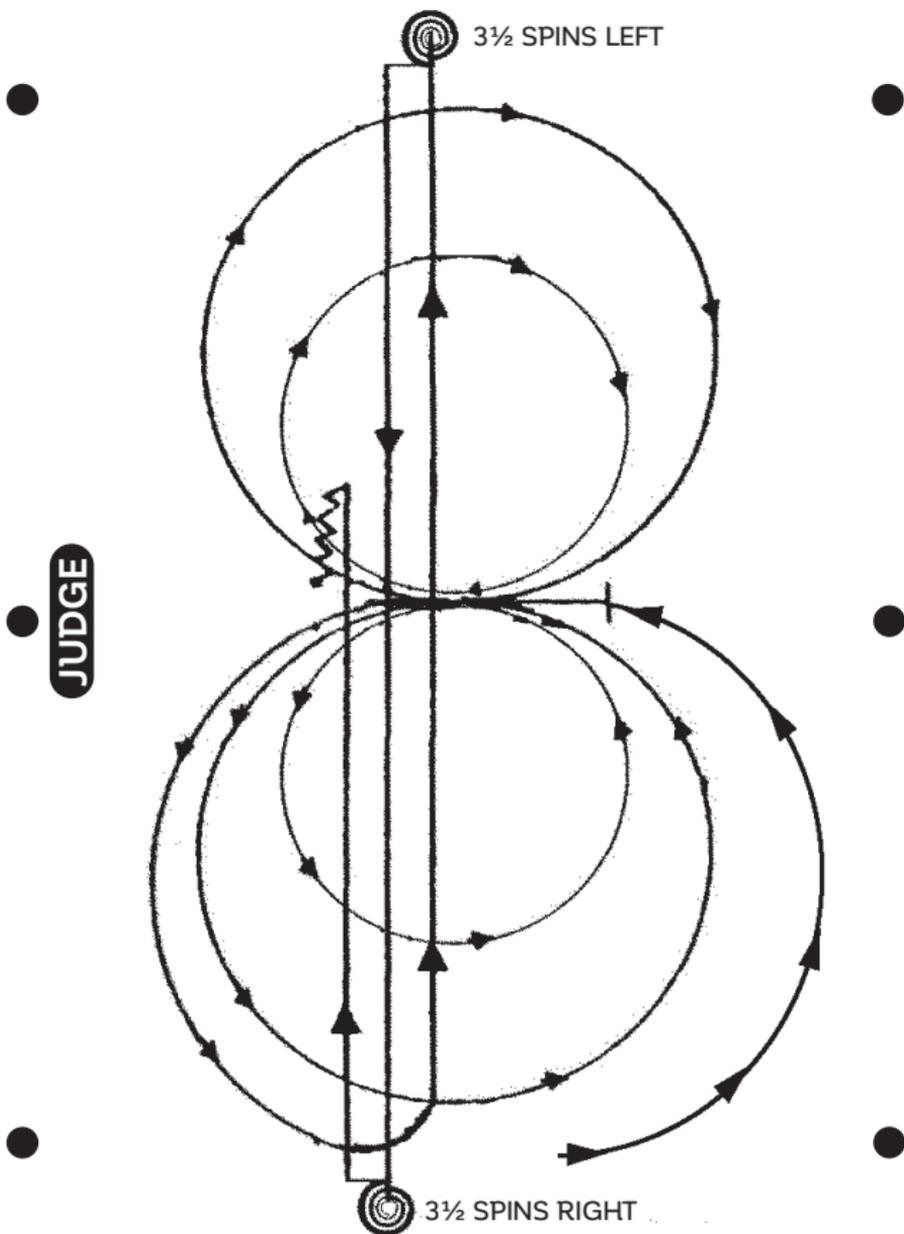
3½ SPINS RIGHT

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

1. Beginning on the left lead complete two circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two 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 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ 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.

\*This pattern may be used as a lope in pattern

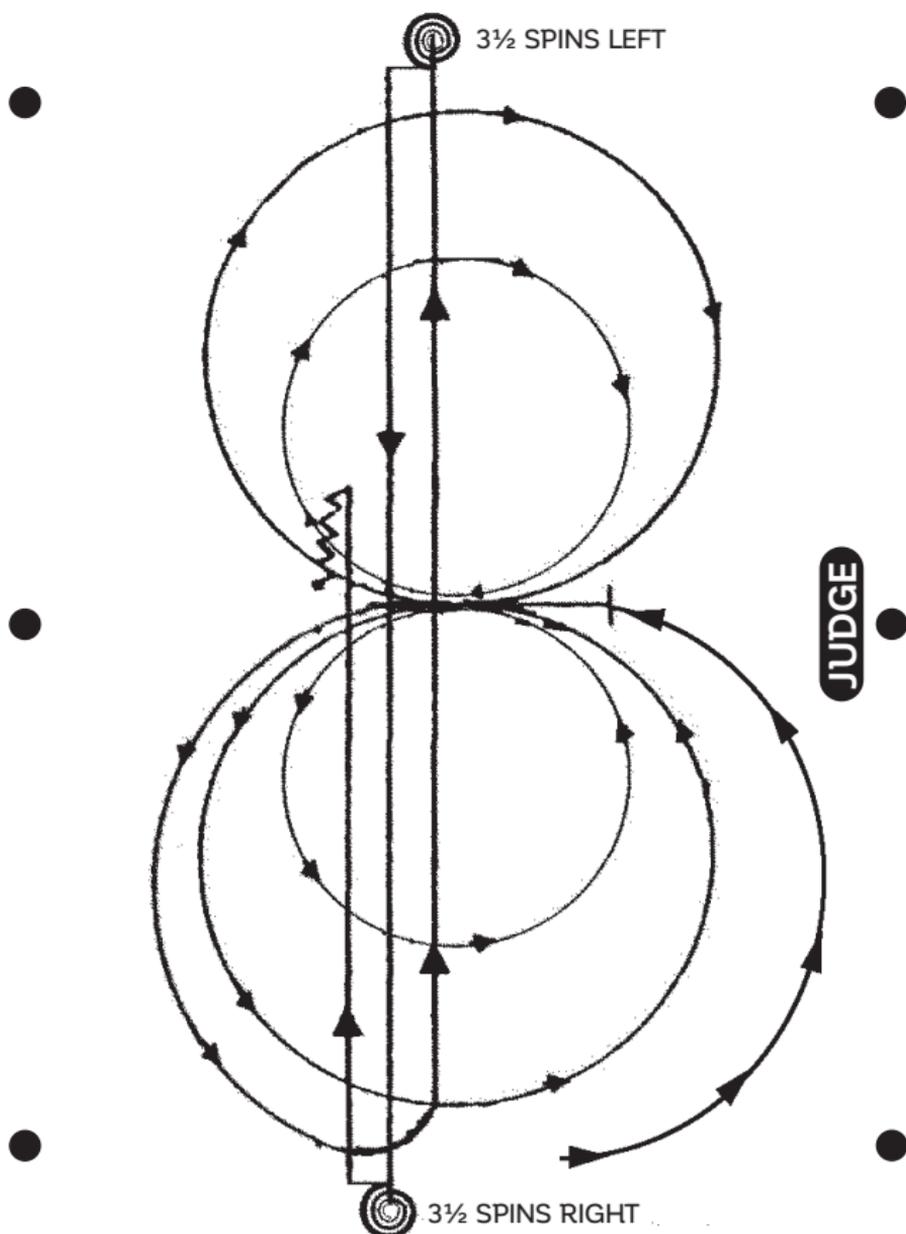
## PATTERN 11-LOPE TOWARD



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete two circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two 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 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ 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 11-LOPE AWAY

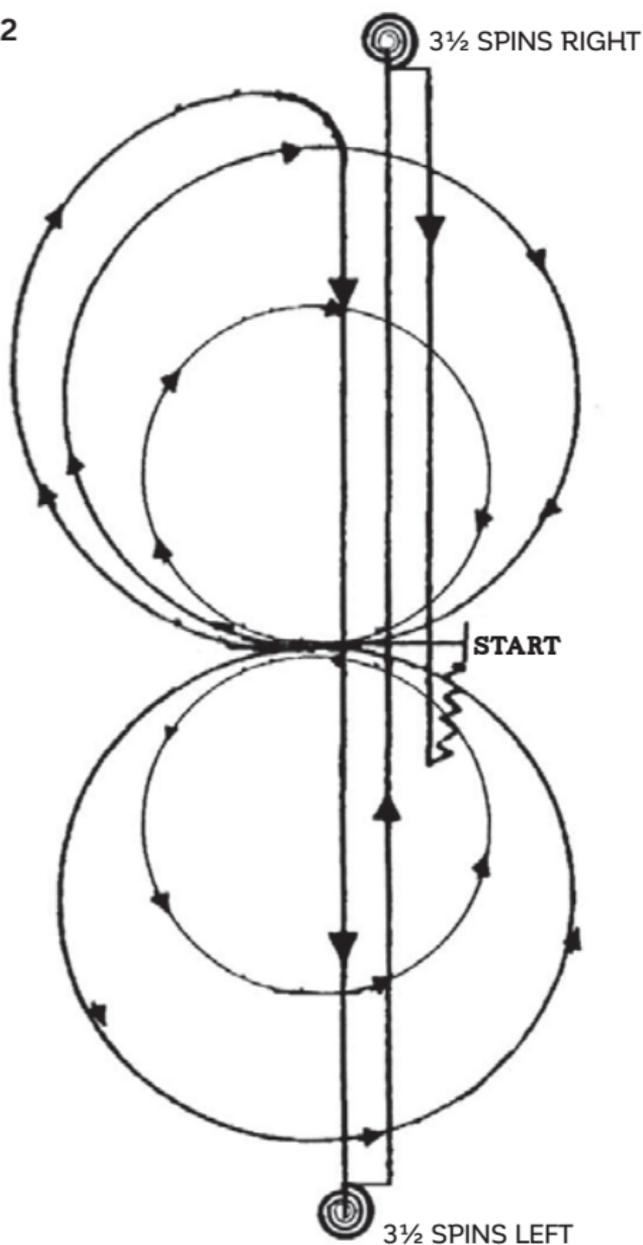


Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead complete two circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  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

**JUDGE**

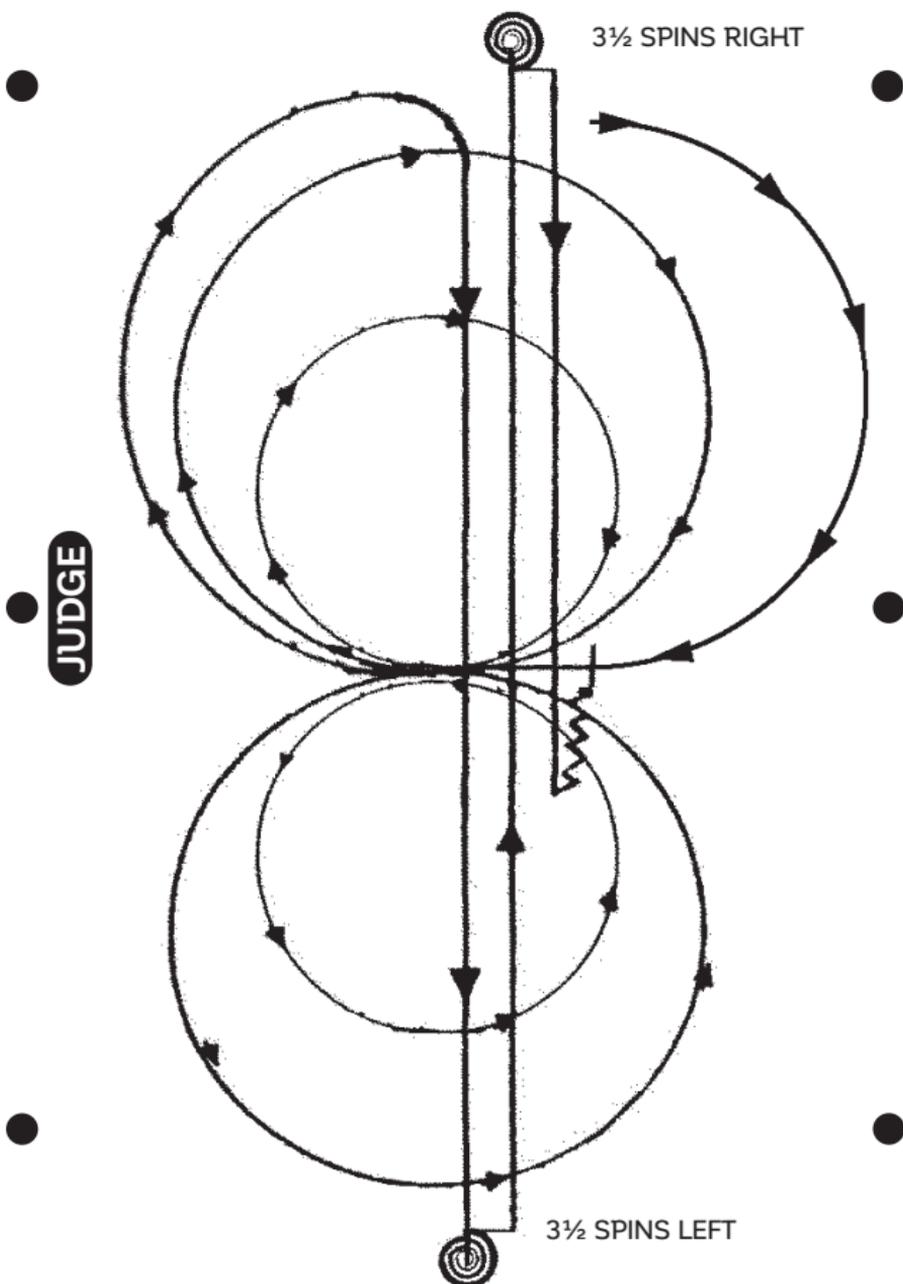


Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead complete two circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two circles to the left, the first circle large and fast, and 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  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.

\*This pattern may be used as a lope in pattern,

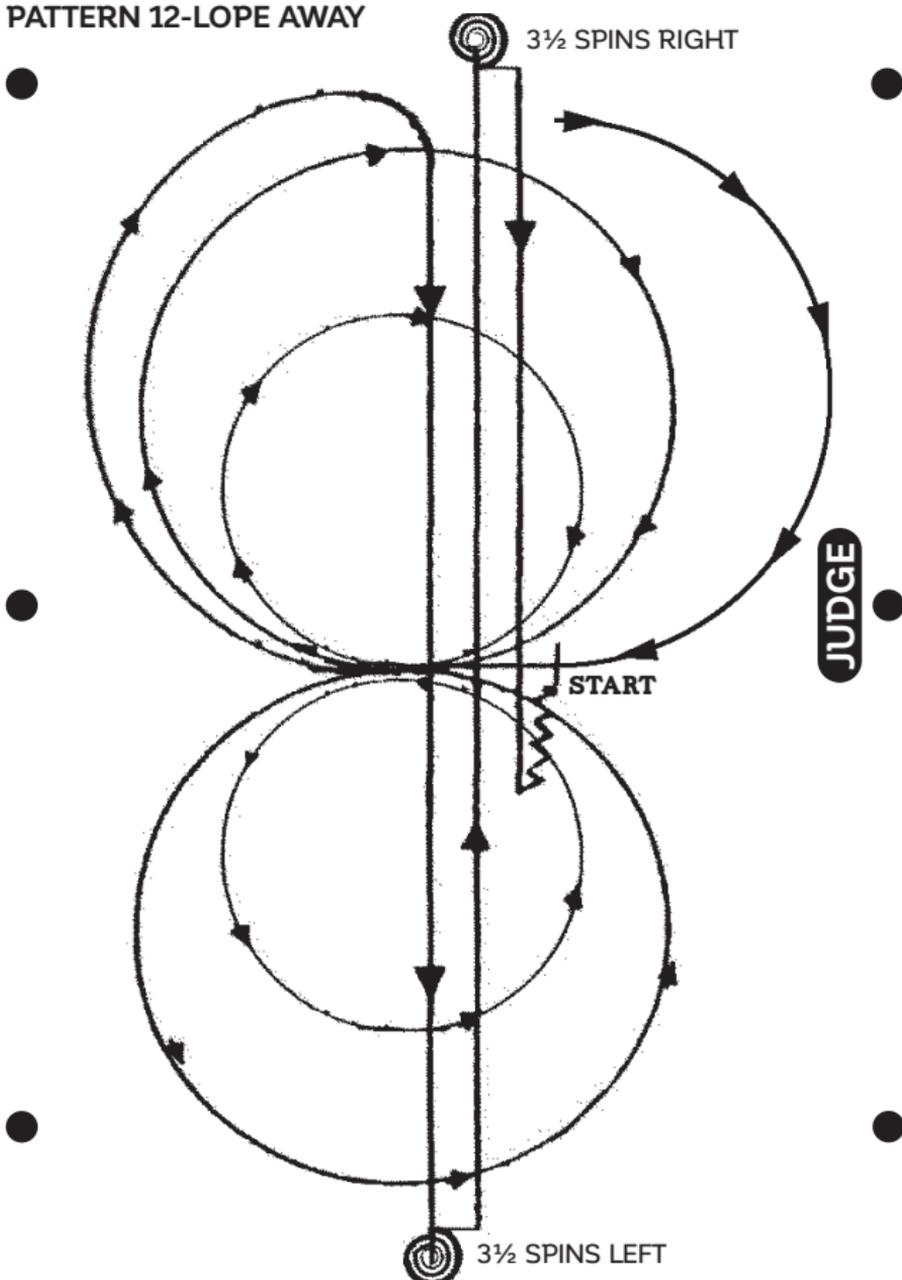
## PATTERN 12-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the right lead complete two circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two circles to the left, the first circle large and fast, and 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 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ 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-LOPE AWAY

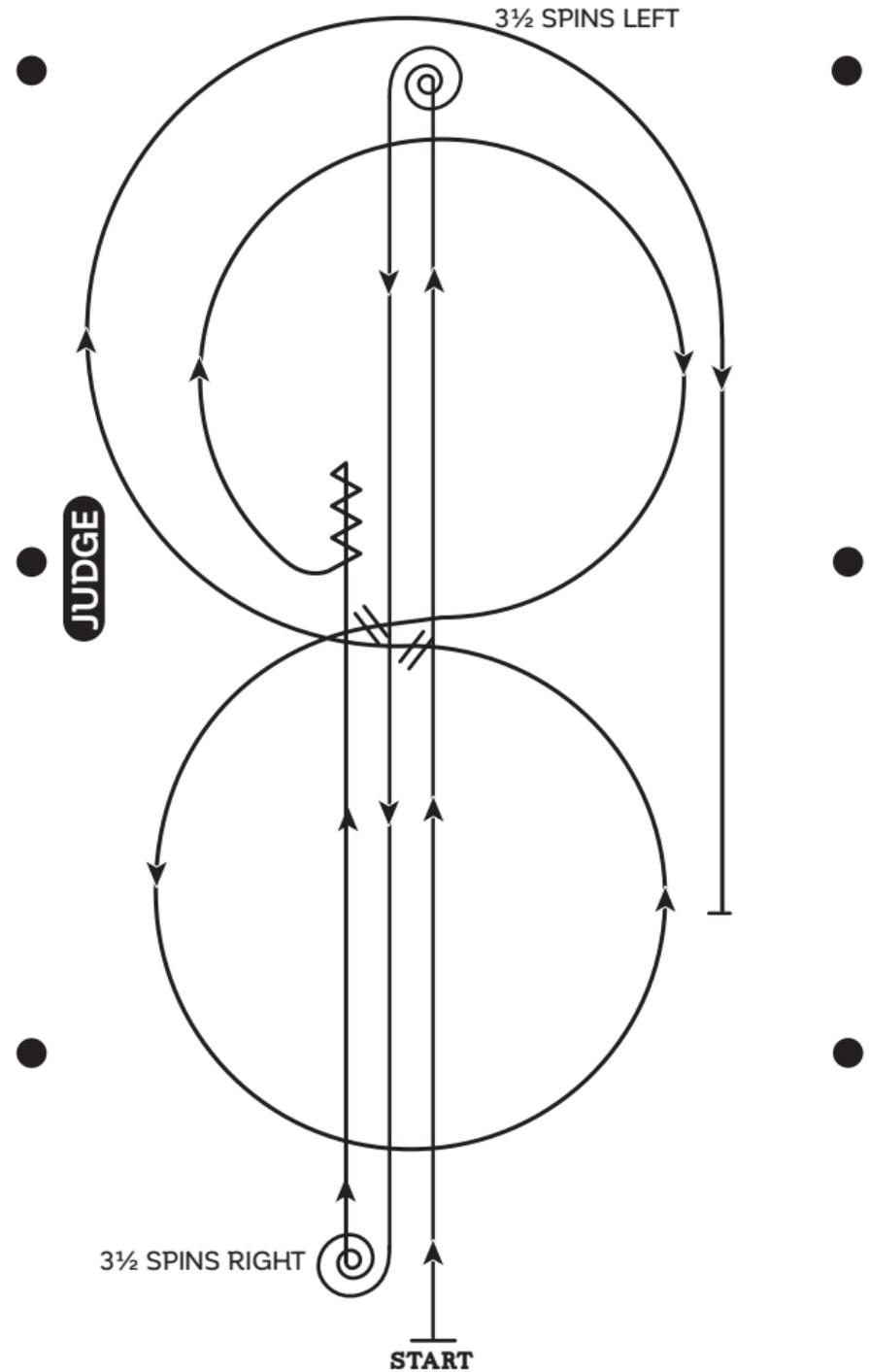


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the right lead complete two circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two circles to the left, the first circle large and fast, and 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  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 14**



1. Start at end of arena. Run down middle past end marker to a sliding stop.
2. Complete  $3\frac{1}{2}$  spins to the left.
3. Run down middle past end marker to a sliding stop.
4. Complete  $3\frac{1}{2}$  spins to the right.
5. Run down middle past center to a sliding stop. Back at least 10 feet to center  $\frac{1}{4}$  turn left.
6. Complete one circle to the right, large and fast. Change leads at the center of the arena. Complete one circle to the left, large and fast. Change leads at the center of the arena.
7. Continue around end of arena without breaking gait or changing leads, run down the past the center marker and come to a sliding stop. Hesitate to complete the pattern.