

## 2-Year Old Pattern #1

### **Ground Work:**

- 1) Open gate; lead horse into arena; close gate
- 2) Pick up left front, left hind feet
- 3) Mount horse; begin Reining pattern

### **Reining work: 1/3 overall points**

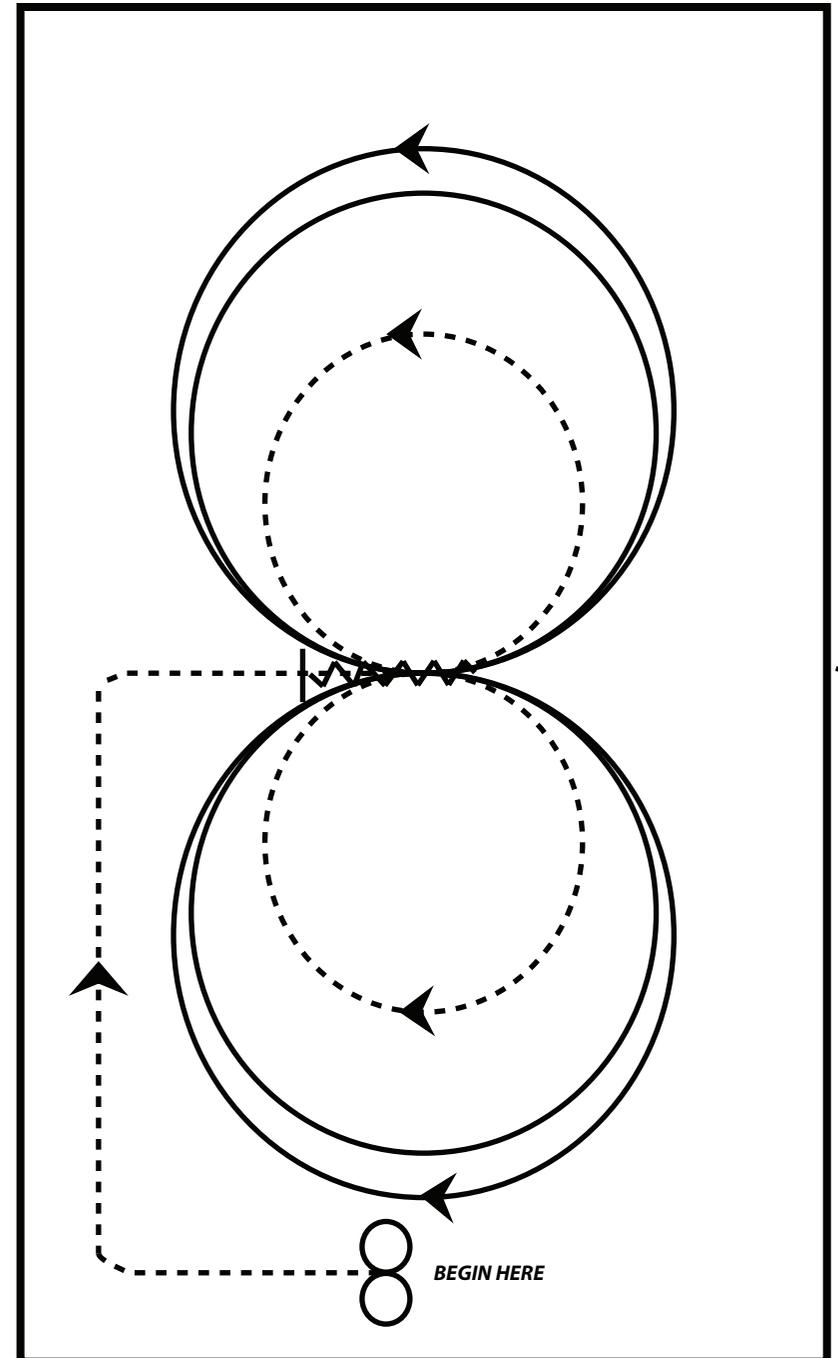
- 4) Pivot on the forehand - 1 turn each direction
- 5) Trot along perimeter to center; stop facing judge
- 6) Trot a medium size circle to the left; at center pick up left lead
- 7) Lope 2 large circles to the left
- 8) Stop at center
- 9) Trot a medium size circle to the right; at center pick up right lead
- 10) Lope 2 large circles to the right
- 11) Just beyond center: stop and back 10 ft.
- 12) Pause to complete pattern

### **Cow work: 1/3 overall points**

- 13) Call for cow; track and rate cow
- \*\*Judge will whistle rider off when run is complete

### **Trail Work: 1/3 overall points Trail/Ground combined**

- 14) Go to slicker; place over front of saddle and walk in a small circle; reposition slicker on fence
- 15) Exit arena to obstacles (not responsible for opening/closing gate)
- 16) Cross bridge
- 17) Walk/trot over ground poles; judging is complete



## 2-Year Old Pattern #2

### **Ground Work:**

- 1) Open gate; lead horse into arena; close gate
- 2) Pick up left front, left hind feet
- 3) Mount horse; begin Reining pattern

### **Reining work: 1/3 overall points**

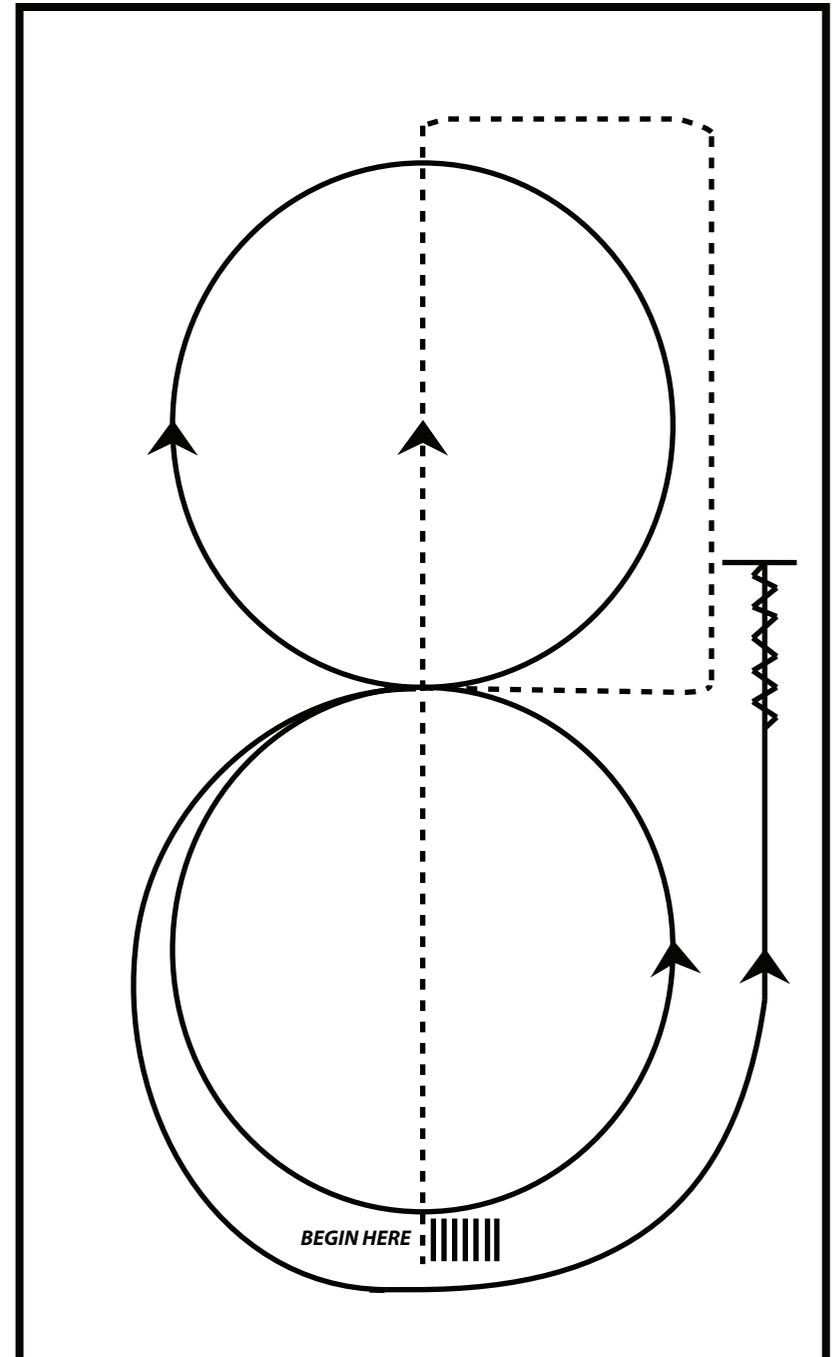
- 4) Sidepass to the right 10 ft; sidepass to the left 10 ft.
- 5) Trot up the center of the arena at a working trot, continue around the right perimeter to the center of the arena
- 6) Pick up the right lead from the trot
- 7) Lope 1 large circle to the right
- 8) At the center, do a simple lead change, pick up left lead
- 9) Lope 1 ¾ large circles to the left
- 10) Do not close circle but continue loping along the fence past center;
- 11) Just beyond center: stop and back 10 ft.
- 12) Pause to complete pattern

### **Cow work: 1/3 overall points**

- 13) Call for cow; 30 seconds for boxing (one turn each way)
- \*\*Judge will whistle rider off when run is complete

### **Trail Work: 1/3 overall points Trail/Ground combined**

- 14) Go to slicker; place over front of saddle and walk in a small circle; reposition slicker on fence
- 15) Exit arena to obstacles (not responsible for opening/closing gate)
- 16) Cross bridge
- 17) Walk/trot over ground poles; judging is complete



## 2-Year Old Pattern #3

### **Ground Work:**

- 1) Open gate; lead horse into arena; close gate
- 2) Pick up left front, left hind feet
- 3) Mount horse; begin Reining pattern

### **Reining work: 1/3 overall points**

- 4) Start in center facing the judge
- 5) Begin with 1 haunch turn 360° to the left; then 1 haunch turn 360° to the right
- 6) Pick up the left lead and lope 2 medium relaxed-pace circles to the left
- 7) At the center of the arena do a simple lead change to the right
- 8) Complete 2 medium relaxed pace circles to the right
- 9) Continue loping a larger, faster circle to the right; do not close circle
- 10) Continue up the perimeter of the arena
- 11) Stop past the center marker and back 10 ft.
- 12) Pause to complete pattern

### **Cow work: 1/3 overall points**

- 13) Call for cow; 50 seconds for boxing at end of arena
  - 14) Track and rate cow
- \*\*Judge will whistle rider off when run is complete

### **Trail Work: 1/3 overall points Trail/Ground combined**

- 15) Go to slicker; place over front of saddle or freely move at around as you ride in small circle; reposition slicker on fence
- 16) Open gate and ride thru; close gate
- 17) Cross bridge
- 18) Walk/trot over ground poles; judging is complete

