

Youth Pattern (Beginner Level 1)

Ground Work:

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

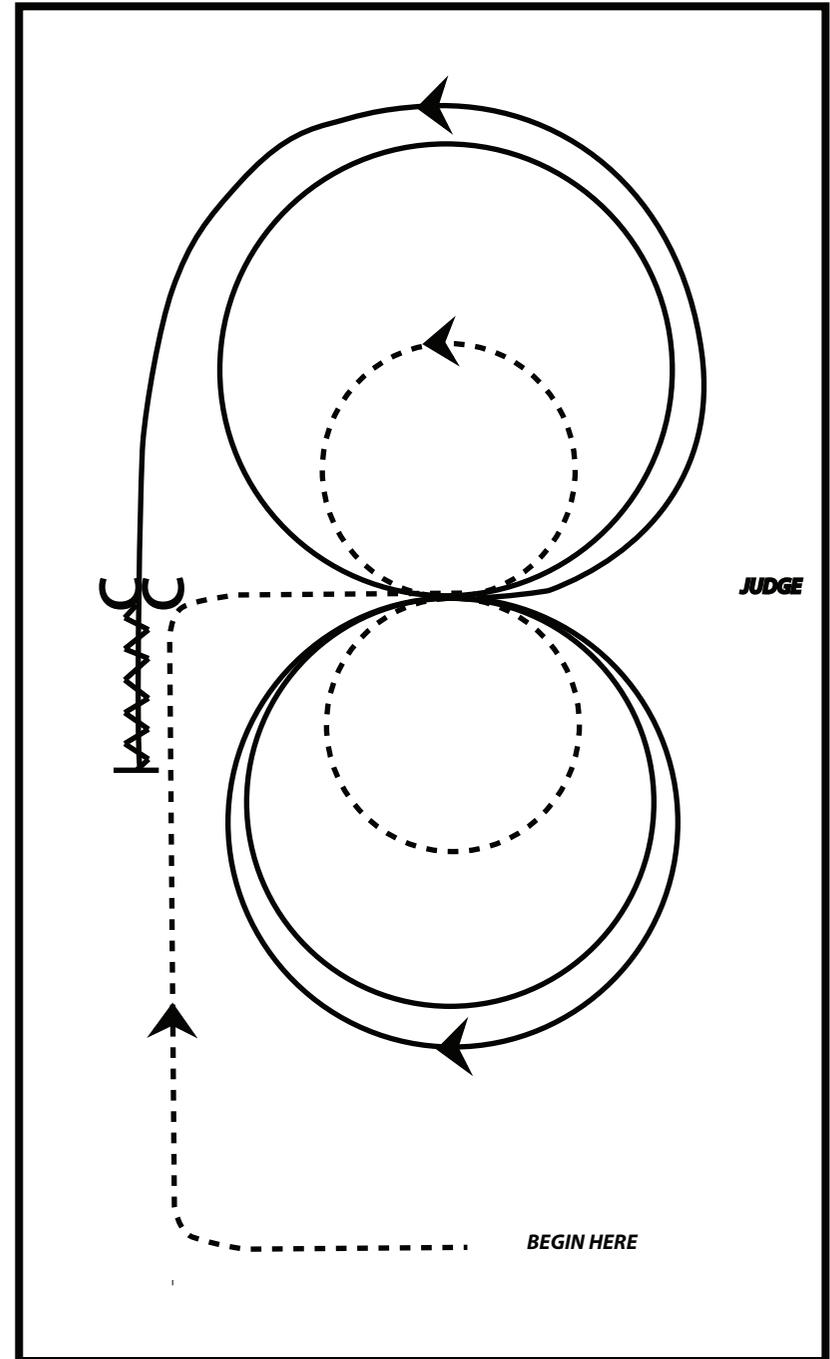
Reining work: 1/2 overall points

- 4) Trot along perimeter to center
- 5) Continue trotting a small circle to the left;
at the center of the arena, pick up the left lead
- 6) Lope 1 medium circle to the left
- 7) At the center of the arena, break to a trot
- 8) Trot a small circle to the right;
at the center of the arena, pick up the right lead
- 9) Lope 2 medium circles to the right
- 10) At the center of the arena change leads (simple-drop to trot) to the left
- 11) Continue loping a larger, faster circle to the left, but do not close this circle;
continue loping up the perimeter of the arena past the center marker.
- 12) Stop and back at least 10 ft.
- 13) Complete one 180° pivot to the left, and one 180° pivot to the right
- 14) Pause to complete pattern

Cow work: NO cow work for Beginner Youth

Trail Work: 1/2 overall points Trail/Ground combined

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



Youth Pattern - Level 2

Ground Work:

- 1) Open gate; lead horse into arena; close gate
- 2) Pick up left front foot
- 3) Mount horse; begin reining pattern

Reining Work: 1/3 overall points

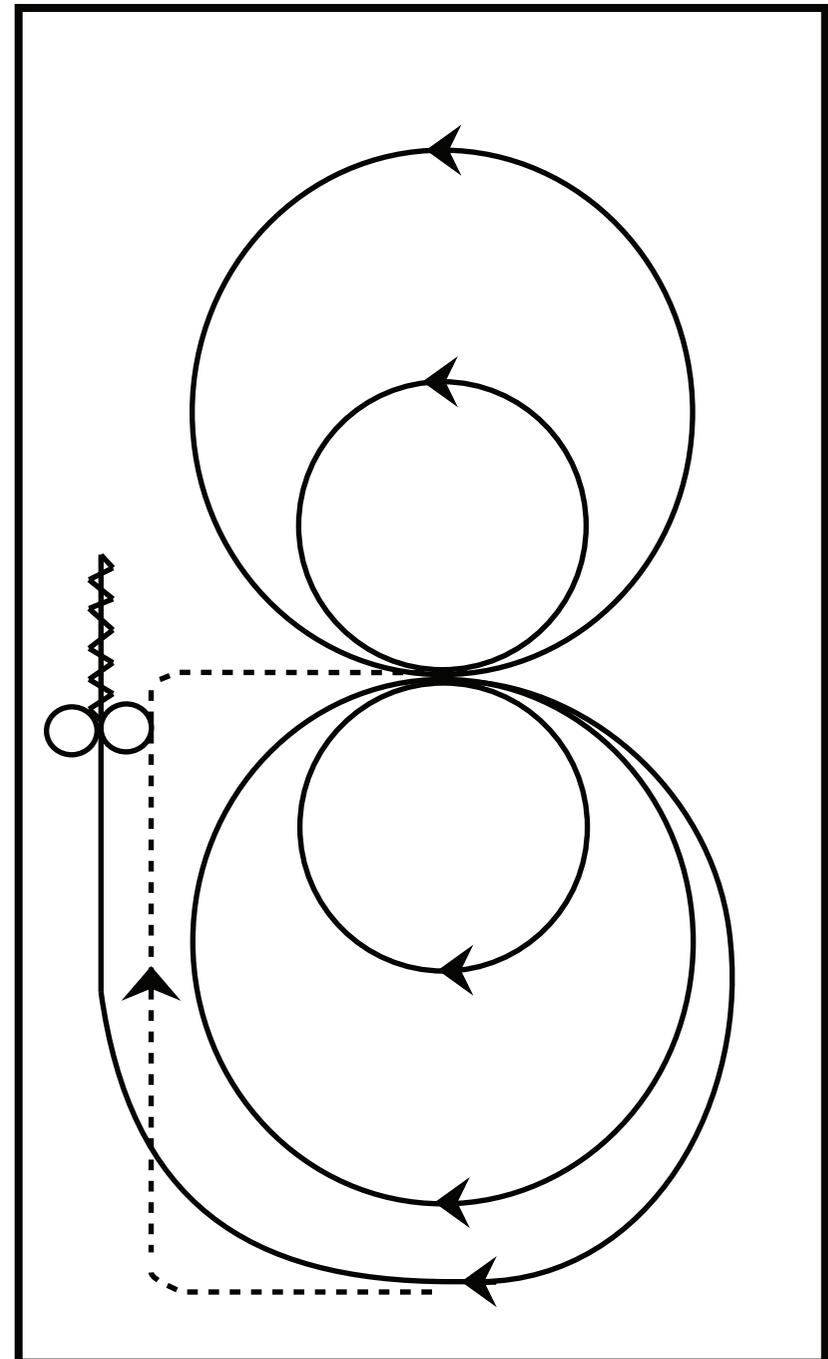
- 4) Trot along perimeter to center, stop facing the judge
- 5) Pick up left lead, lope a large circle to the left
- 6) Lope a small circle to the left
- 7) Center of arena, switch to right lead (simple or flying)
- 8) Lope a large circle to the right, then a small circle to the right
- 9) Continue on the right lead around end of arena, do not close circle
- 10) Stop past center
- 11) Back 10'
- 12) Complete 1 spin to the left; 1 spin to the right
- 14) Pause to complete pattern; call for cow

Cow Work: 1/3 overall points

- 15) Box the cow at the end of the arena
- 16) Judge will whistle rider off after 50 seconds, beginning when gate closes behind cow

Trail Work: 1/3 overall points Trail & Ground combined

- 17) Go to slicker; place over front of saddle and walk in small circle; replace on fence
- 18) Go to log; drag log at a walk in a small circle
- 19) Exit arena to obstacles(not responsible for opening/closing gate)
- 20) Cross bridge
- 21) Walk/trot over ground poles; judging is complete



JUDGE