

## PATTERN 12

nrcha- 12

### Ground Work:

- [1] Open gate, lead horse into arena, close gate
- [2] Pick up left front foot then left hind foot  
ADVANCED HORSES- pick up all 4 feet
- [3] Mount horse, begin reining pattern

### Reining Work: - 1/3 overall points:

Upon completion, call for cow

### Cow Work: 1/3 overall points :

- [1] Box cow at end of arena, turning at least once each way
- [2] Ease cow down fence between barrel and fence  
[2 tries max, cannot come through back side Of barrel and fence  
ADVANCED HORSES -Run cow down fence  
Turning cow both ways on fence  
*Circling* : circle cow at lease 360\* each way in center of arena OR  
*Roping* : rope with break-away Hondo; max 2  
Tries; - head must pass through loop

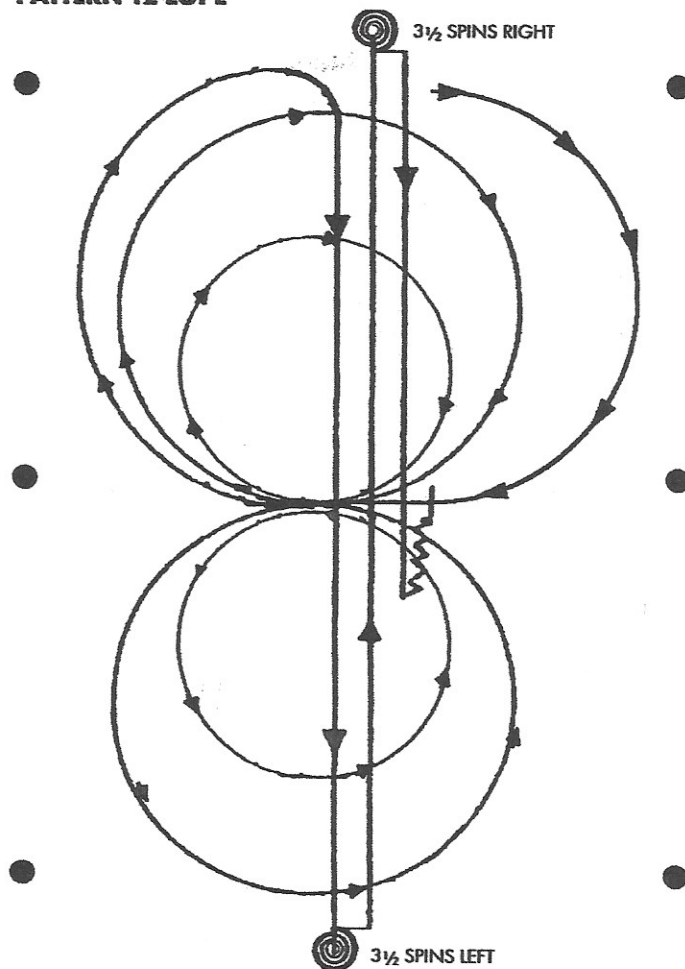
Judge will whistle rider off when run is complete or if rider loses control of cow - judges discretion

### Trail Work: 1/3 overall points - ground & trail

- [1] Go to slicker, place slicker across saddle, ride A small circle {walk or trot}. Replace on fence
- [2] Go to log, drag log in a circle {walk or trot}, Replace log at fence  
ADVANCED HORSES - Put slicker on, ride to log {while wearing slicker}, drag log {walk or Trot} turn and face log, return log to fence, then return slicker  
NO LOG PULL FOR NOVICE
- [3] Open gate, ride through, close gate
- [4] Cross bridge
- [5] Walk or trot over ground poles

Judging is complete

## PATTERN 12-LOPE



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 2 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 2 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 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