

PATTERN 6

nrcha-6

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

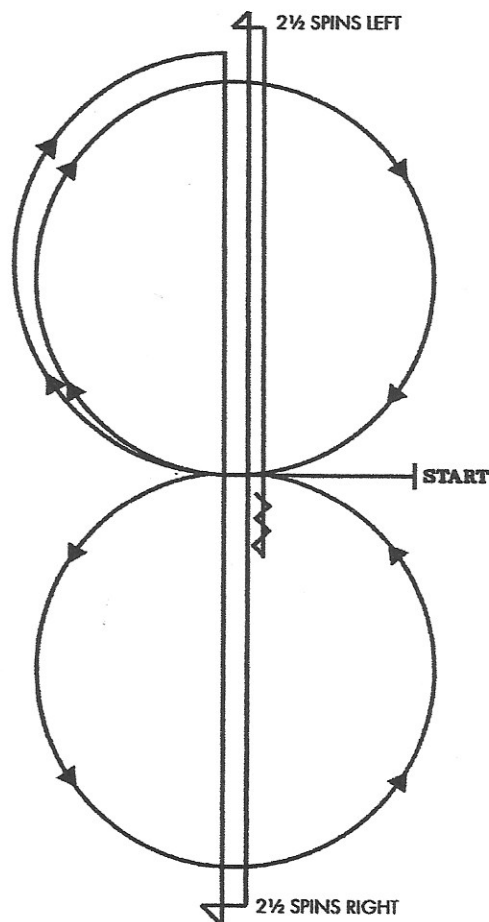
Judge will whistle rider off when run is complete or if rider loses control of cow - judges discretion

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 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 2 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 1/2 spins to the left.
7. Run past the center marker, stop, back at least 10 feet.