1. Begin at cone 1, trot to cone 2.
2. At cone 2, stop and back 4 steps.
3. Walk to judge and set for inspection.
4. After inspection, perform a 90° pivot to the right and walk to line.
1. Begin at cone 1.
2. Trot from cone 1 to cone 2.
3. At cone 2, pick up the right lead and lope a large half circle to cone 3.
4. At cone 3 stop and back 4 steps.
5. Exit pattern and follow directions of the rings steward.
Mandatory Marker Along Fence or Wall
Ride pattern as follows:
1. to 2. Run with speed, past center marker.
2. Stop and back up to center of pattern.
3. Settle horse for approximately 10 seconds.
Start lope. Circles should be made inside the end markers.
4. & 5. Ride two circles to the right, first circle small – should be slow – and second circle larger and faster.
6. & 7. Ride two circles to the left, first circle small slow, second circle larger and faster.
8. Left roll back over hocks (should be made past far end marker).
9. Right roll back over hocks (should be made past near end marker).
10. Stop (should be made past center marker). Let horse settle, then in approximate area of stop, do the pivots.
11. Pivot right or left no more than 90°.
12. Pivot opposite direction, no more than 180°.
13. Walk to judge and stop for inspection until dismissed.
14. The bridle may be dropped at the judge’s discretion.
1. Walk to the left around corner of the arena
2. Jog
3. Extend along the side of the arena and around the corner to the center
4. Stop, side pass right
5. 360° turn each direction (either way first)
6. Extend the jog
7. Lope left lead
8. Extend the lope
9. Change leads (simple or flying)
10. Collect to the lope
11. Extend the lope
12. Stop and back