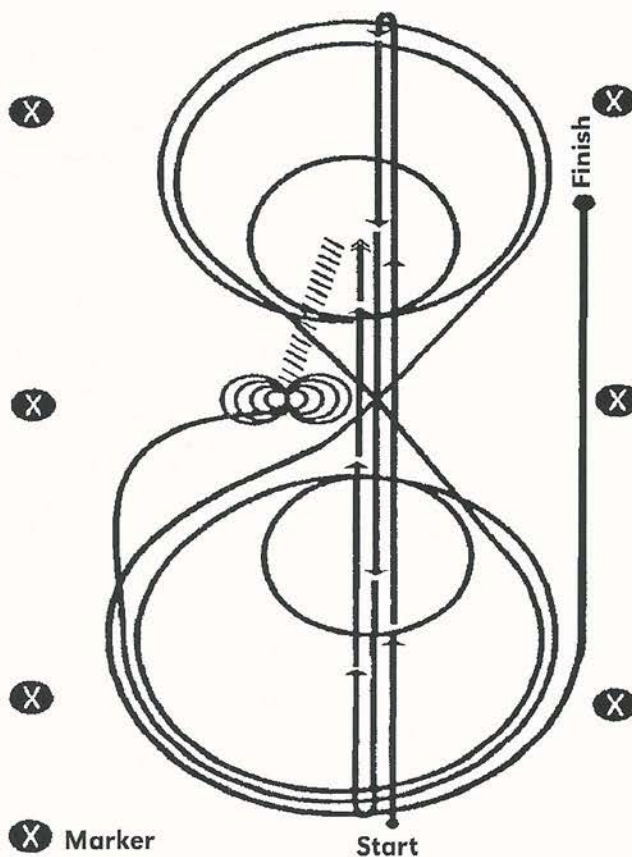


NRHA 1



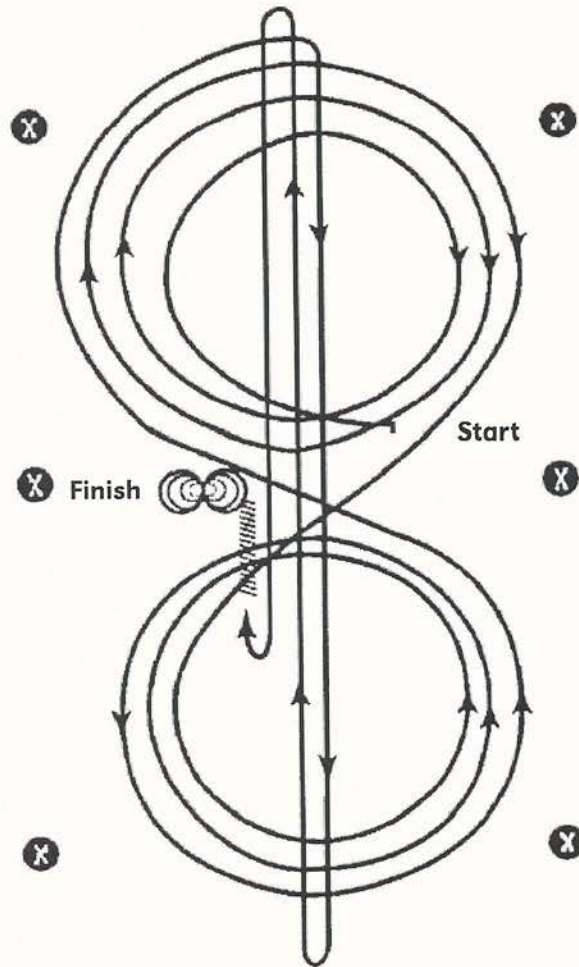
1. Run at speed to the far end of the arena past the end marker and do a left rollback — no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback — no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3 meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left, but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 2

Horses may walk or trot to the center of arena. Horse must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

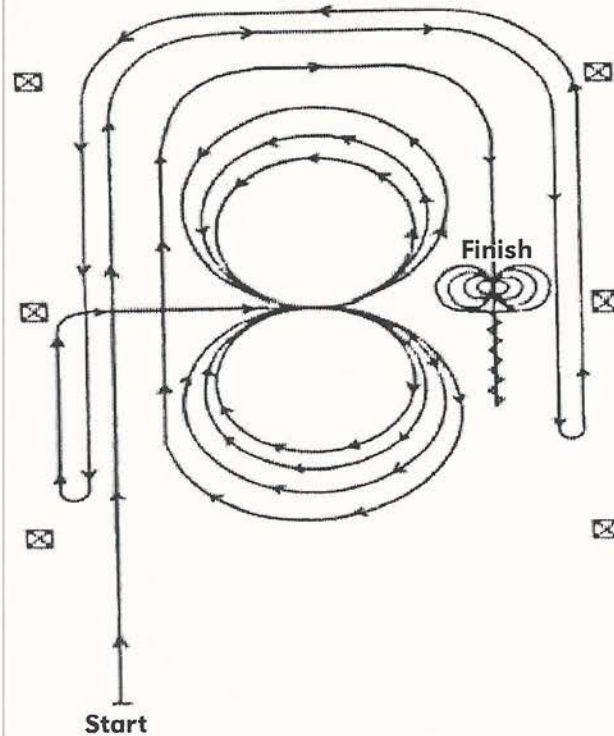


1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback — no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback — no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 3



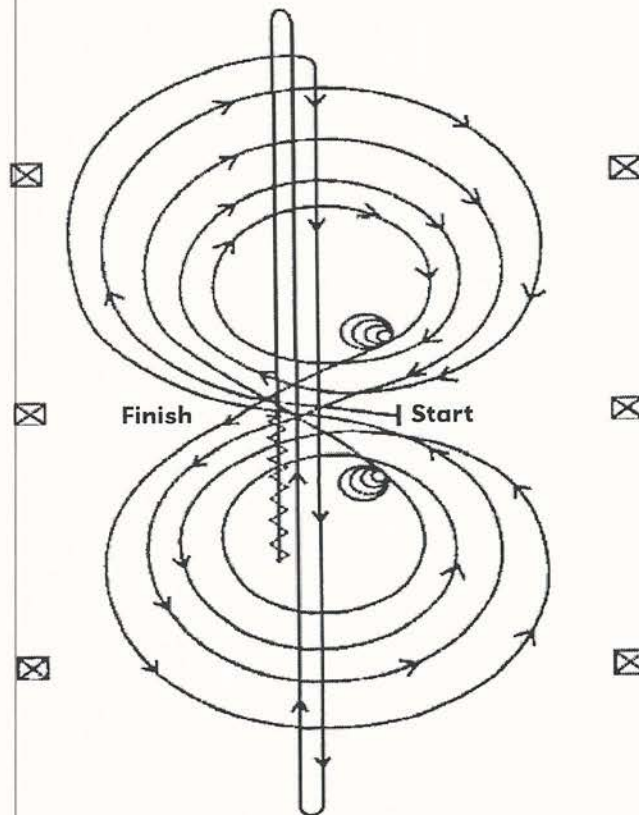
1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet from walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback — no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least 20 feet from the wall or fence, run straight down the left side of the arena past the center marker and do a right rollback — no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least 20 feet from the wall or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 4

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.



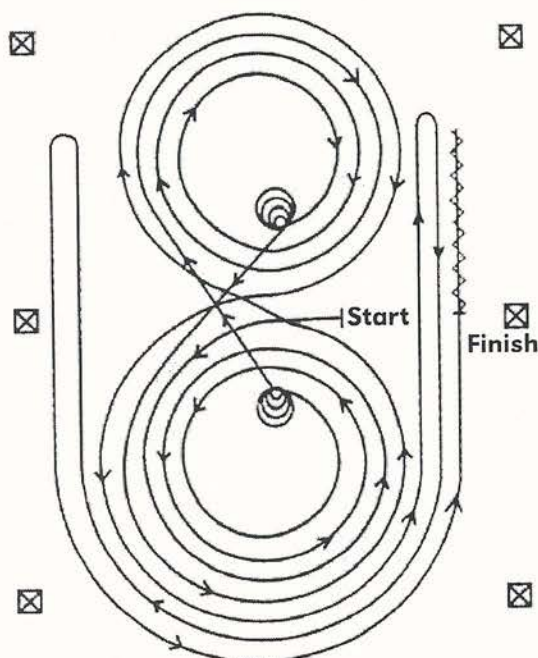
1. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; and the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8).
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback — no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback — no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 5

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.



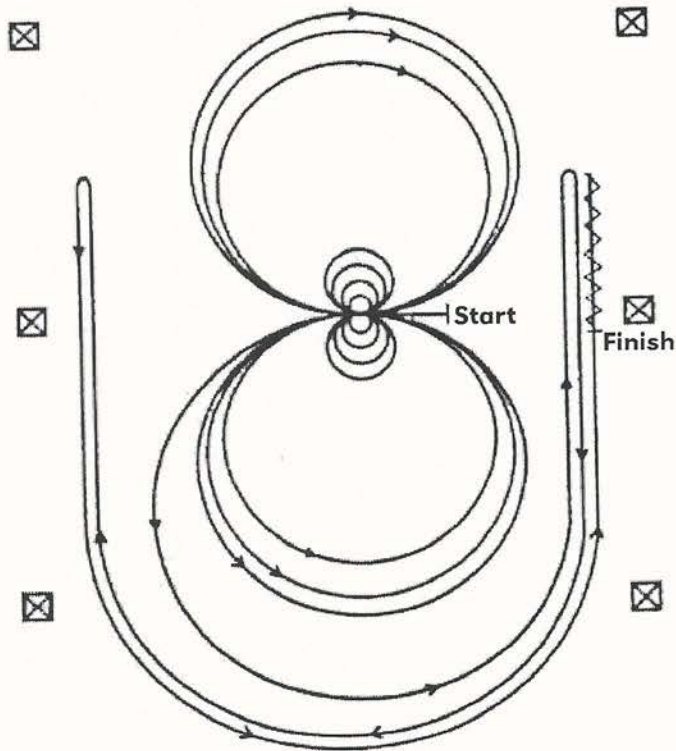
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence — no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence — no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 6

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

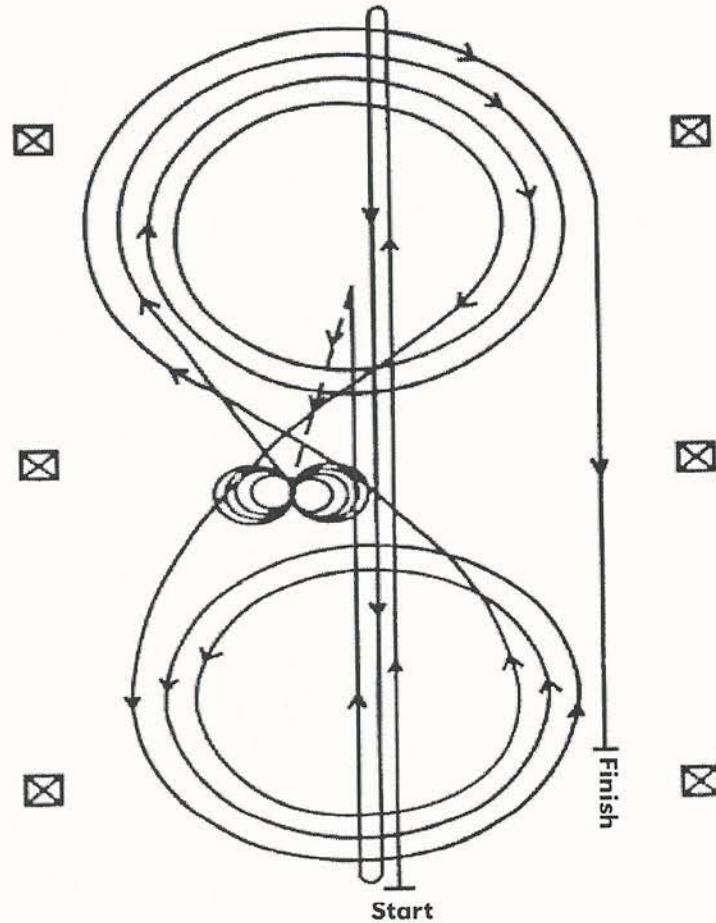


1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence — no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence — no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

Rider may dismount and drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 7



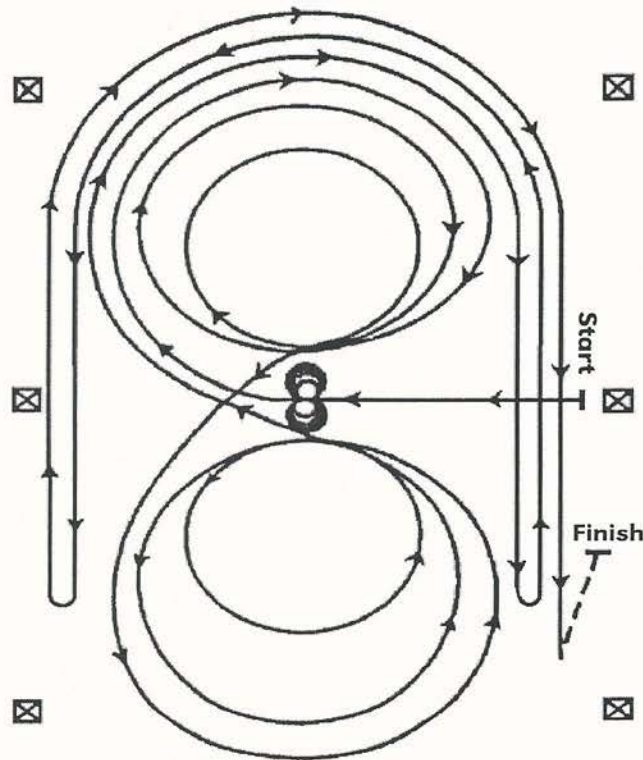
1. Run at speed to the far end of the arena past the end marker and do a left rollback — no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback — no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 8

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.

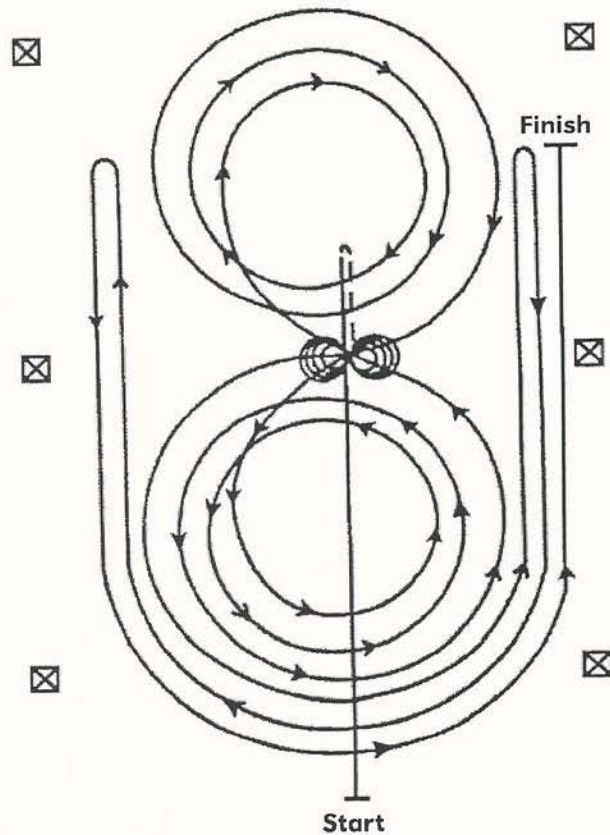


1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet from the wall or fence — no hesitation.
6. Continue back around the previous circle, but do not close this circle. Run straight down the left side of the arena past the center marker and do a right rollback at least twenty feet from the wall or fence — no hesitation.
7. Continue back around the previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 9

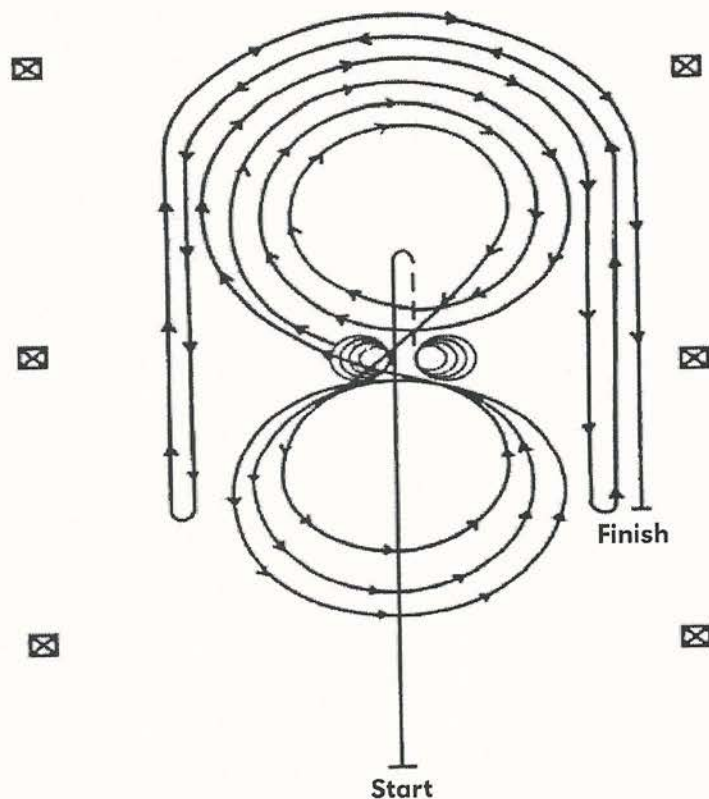


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (6 meters) from the wall or fence — no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (6 meters) from the wall or fence — no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Rider may drop the bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

NRHA 10



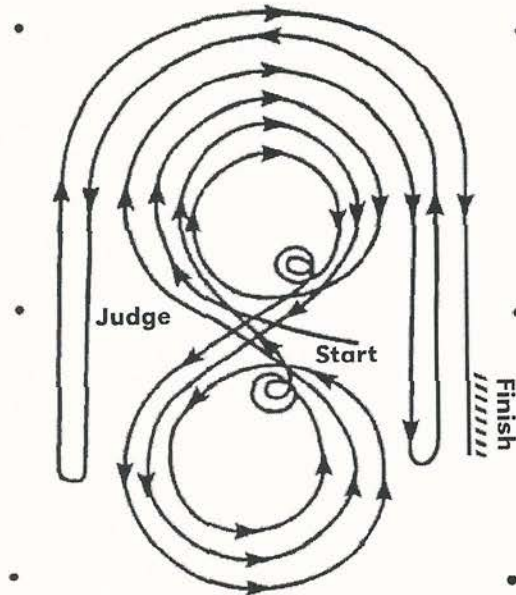
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right but do not close this circle. Run up the right side of the arena past the center marker and do a left rollback at least twenty feet (6 meters) from the wall or fence — no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (6 meters) from the wall or fence — no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Rider may drop the bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.

AQHA 11

Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern beginning at the center of the arena facing the left wall or fence.



1. Starting at the center marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Do a double spin to the inside of the small circle at the center marker, at end of spins horse should be facing the left wall, slight hesitation.
4. Begin on left lead and make a large fast circle.
5. Then a small circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing left wall.
7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left rollback at least 20 feet (6 meters) from the wall or fence — no hesitation.
9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet (6 meters) from the wall or fence — no hesitation.
10. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

Rider may drop bridle to the designated judge.

The patterns are to be worked as stated, not as drawn. The drawn pattern is just to give the general idea of what the pattern will look like in the arena.