



Spring *Slide* CLASSIC

10 & 11 OCTOBER 2026
Francis Road, Northvale

NRHA CLASSES



DIVISION FOR ALL LEVELS



ALL BREED SHOW

-  **FULL SLATE OF CLASSES**
-  **SHOW BUCKLES, TROPHIES & PRIZES**
-  **SEASON CHAMPION BUCKLES**
-  **HIGH POINT CHAMPION SASHES**
-  **RIBBONS TO 6TH**
-  **REINING & RANCH CHAMP JACKETS**
-  **FLORAL SHIRTS ENCOURAGED**

entries close
**OCTOBER
3RD!**

CLASSES INCLUDE:

- * REINING
- * RANCH REINING
- * RANCH RIDING
- * RANCH RAIL
- * RANCHMANSHIP
- * RANCH TRAIL

& more

Don't Miss It!



NRHA
SOUTH AFRICA



SATURDAY 10 OCTOBER 2026

Beginner Reining 1

Beginner Reining 2

Beginner Reining 3

Beginner Reining 4

Beginner Reining 5

Beginner Reining 6

Ranch Rail Pleasure

Ranch Riding Pattern 1

Ranchmanship Pattern 6

NRHA Reining Pattern 11

NRHA Reining Pattern 12

Reining Lead Line Pattern 1

Reining Lead Line Pattern 2

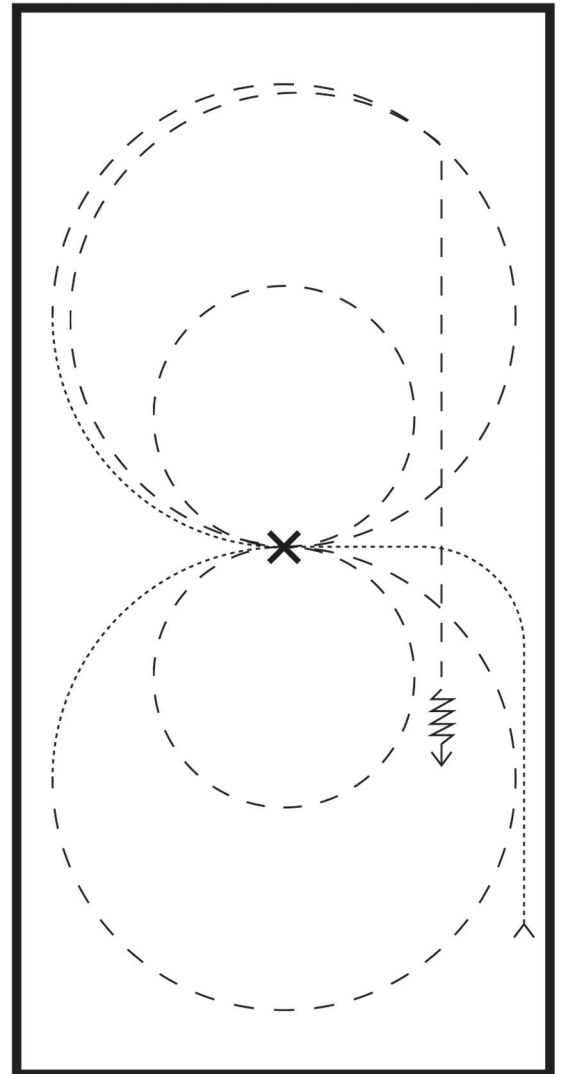
Ranch Reining Pattern 6

Wine Glass Reining Pattern B

BEGINNER REINING 1

Trotting at a steady speed, transitions, backing. Relaxed and without resistance.

- ❶ Walk straight down the side of the arena
- ❷ Stop in the center and stand
- ❸ Walk a quarter large circle to the right, start to trot and continue to trot a large circle to the center, trot a small circle to the right, slow to a walk in the center
- ❹ Walk a quarter large circle to the left, start to trot and continue to trot a large circle to the centre, trot a small circle to the left.
- ❺ Continue trotting a large circle to the right, but do not complete the circle. Trot along the side of the arena, at least 6 meters from the edge past center marker and stop.
- ❻ Back at least 1 meter



..... walk

----- trot

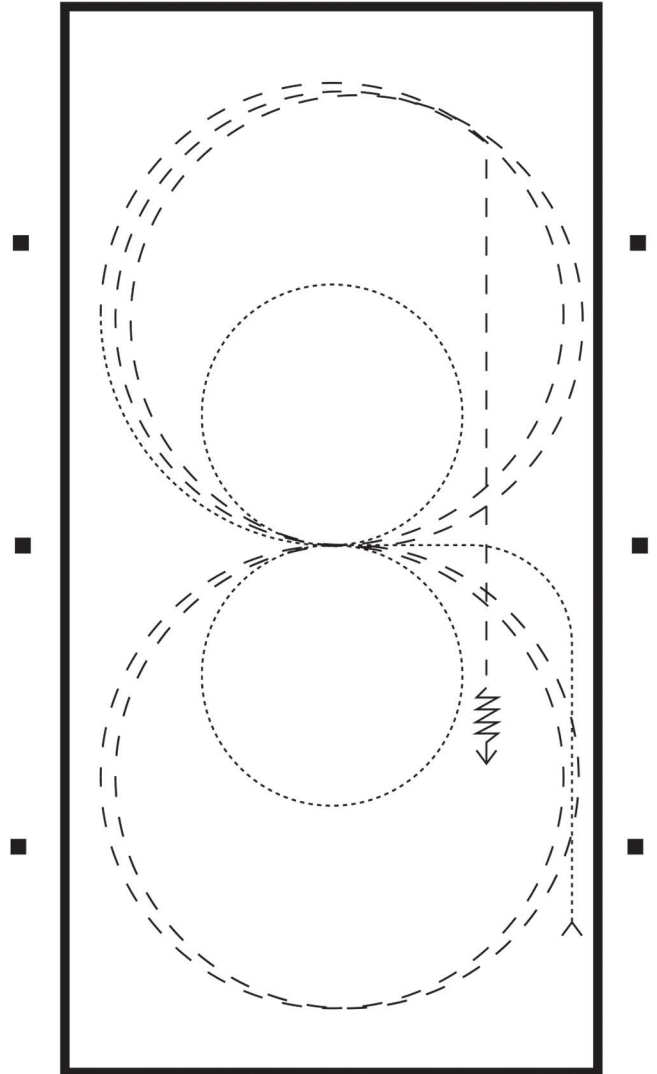
× stop

⚡ back up

BEGINNER REINING 2

Trotting at a steady speed, transitions, backing. Relaxed and without resistance.

- 1** Walk straight down the side of the arena, turn and walk to the center.
- 2** Walk a small circle to the right, then walk a small circle to the left.
- 3** Continue walking a quarter of a circle to the right then pick up the trot, trot two large circles to the right
- 4** At the centre start trotting two large circles to the left.
- 5** At the center, continue to trot a big circle to the right but do not complete the circle . Trot along the side of the arena, at least 6 meters from the edge past the center marker and stop.
- 6** Back at least 1 meter



..... walk

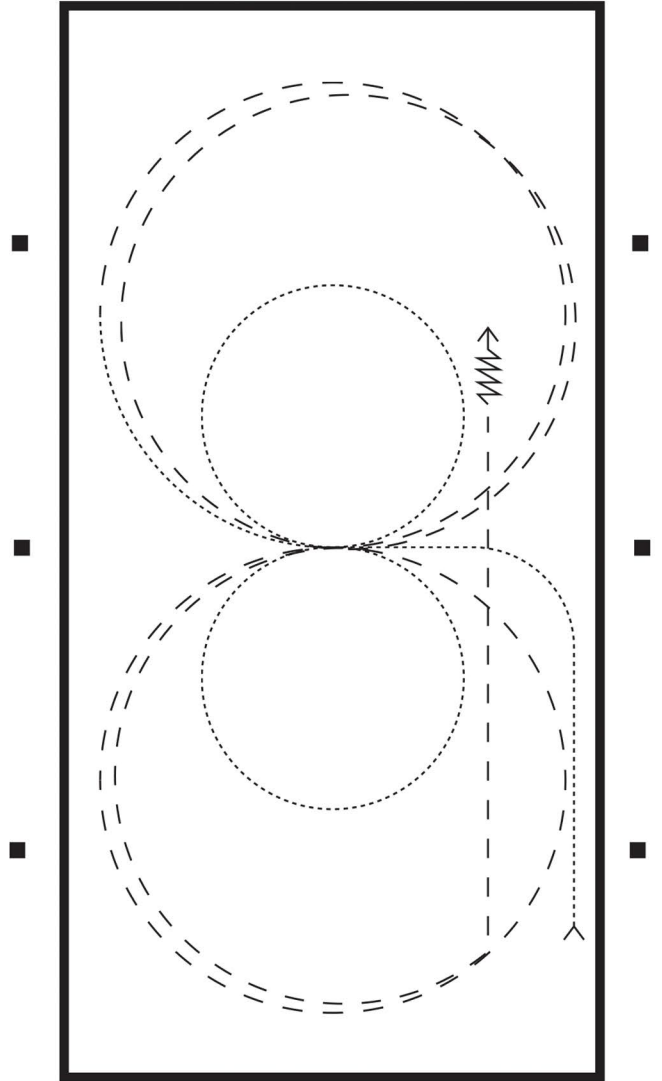
----- trot

⚡ back up

BEGINNER REINING 3

Trotting at a steady speed, transitions, backing. Relaxed and without resistance.

- 1 Walk straight down the side of the arena, turn and walk to the center.
- 2 Walk a small circle to the left, then walk a small circle to the right.
- 3 Continue walking a quarter of a circle to the right then pick up the trot, trot two large circles to the right
- 4 At the center, start trotting a large circle to the left.
- 5 At the center, continue to trot a big circle to the left but do not complete the circle . Trot along the side of the arena, at least 6 meters from the edge past center marker and stop
- 6 Back at least 1 meter. Stop, stand still without movement for at least 5 seconds.



..... walk

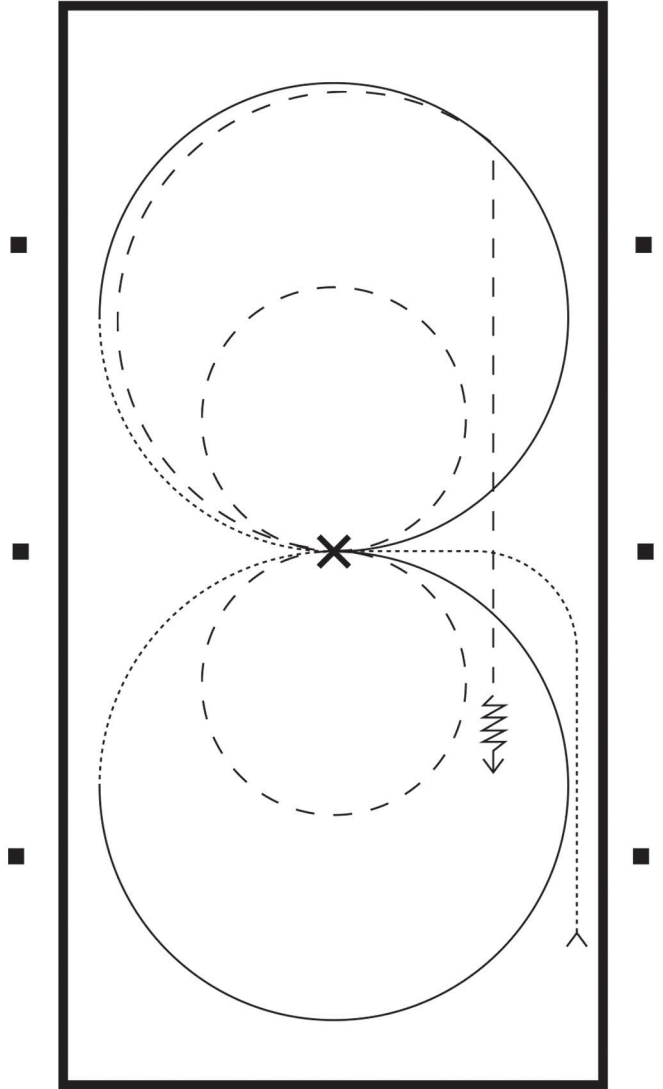
----- trot

 back up

BEGINNER REINING 4

Trot and lope with steady speed, transitions, backing.
Relaxed, even speed and without resistance.

- 1 Walk straight down the side of the arena, turn and walk to the center.
- 2 Stop and stand in the centre for at least 5 seconds.
- 3 Walk a quarter large circle to the right and pick up the right lead to complete the circle. Break to a trot at the center and trot a small circle to the right. Break to a walk in the center.
- 4 Walk a quarter large circle to the left and pick up the left lead to complete the large circle. Break to a trot at the center and trot a small circle to the left.
- 5 Continue trotting a large circle to the right, but do not complete the circle. Trot along the side of the arena, at least 6 meters from the edge past center marker and stop.
- 6 Back at least 1 meter. Stop, stand still without movement for at least 5 seconds.



..... walk

----- trot

_____ lope

✕ stop

back up

BEGINNER REINING 5

Walk, trot and lope with steady speed, transitions, backing.
Relaxed, even speed and without resistance.

- 1** Walk straight down the side of the arena, turn and walk to the center.
- 2** Walk a small circle to the right. Walk a small circle to the left.
- 3** Walk a quarter large circle to the right and pick up the right lead lope complete two large circles to the right.
- 4** At the center break to the trot and trot a quarter of a large circle to the left and pick up the left lead lope to complete two large circles to the left.
- 5** At the center break to the trot and trot a quarter of a large circle to the right, pick up the right lead lope, but do not complete the circle.
Continue to lope along the side of the arena, at least 6 meters from the edge. At the center marker, break to the trot and trot past the end marker and stop.
- 6** Back at least 1 meter. Stop, stand still without movement for at least 5 seconds.

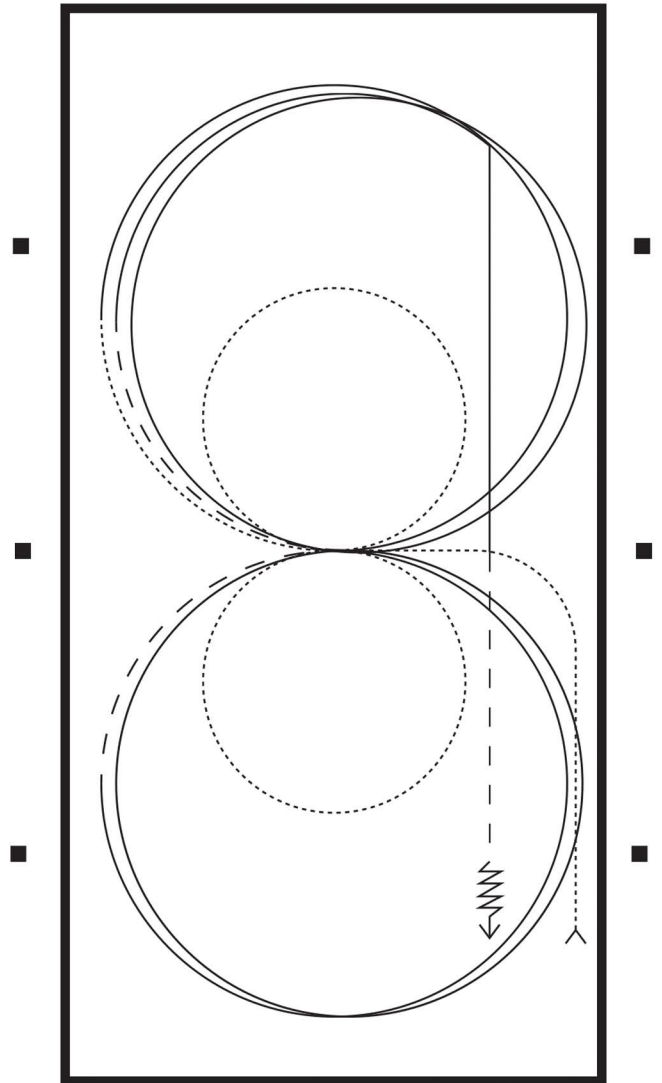
..... walk

----- trot

———— lope

✕ stop

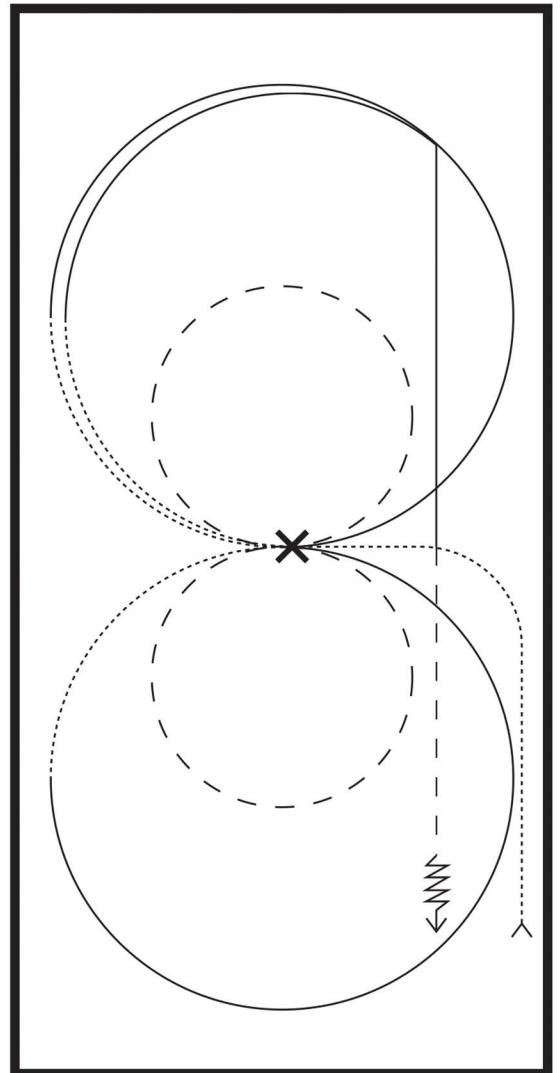
⏏— back up



BEGINNER REINING 6

Walk, trot and lope with steady speed, transitions, backing.
Relaxed, even speed and without resistance.

- 1 Walk straight down the side of the arena, turn and walk to the center.
- 2 Stand in the center for 5 seconds
- 3 Walk a quarter large circle to the right and pick up the right lead lope to complete 1 large circle. At the center break to a trot and trot a small circle to the right. Break to a walk in the center
- 4 Walk a quarter large circle to the left and pick up the left lead lope to complete 1 large circle. At the center break to a trot and trot a small circle to the left. Break to a walk in the center
- 5 Walk a quarter large circle to the right and pick up the right lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the center marker and trot past the end marker and stop.
- 6 Back at least 1 meter. Stop, stand still without movement for at least 5 seconds.



..... walk

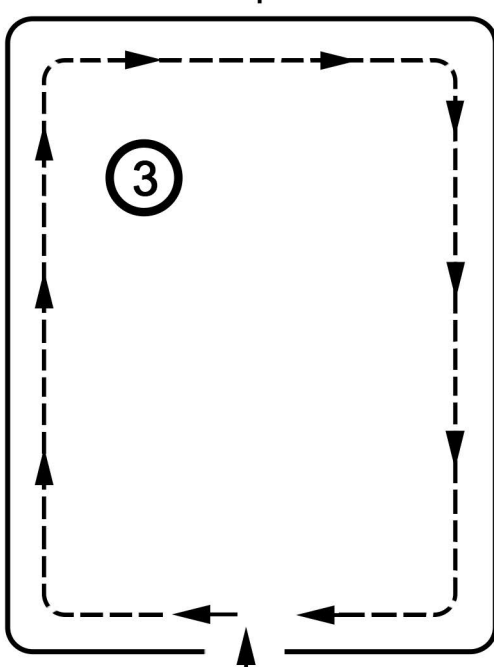
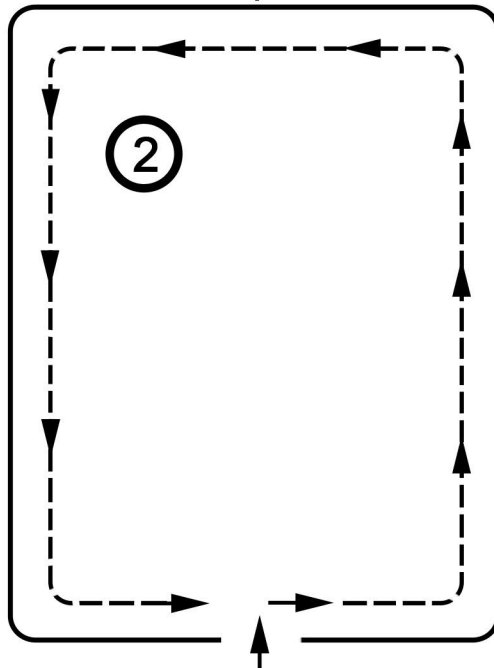
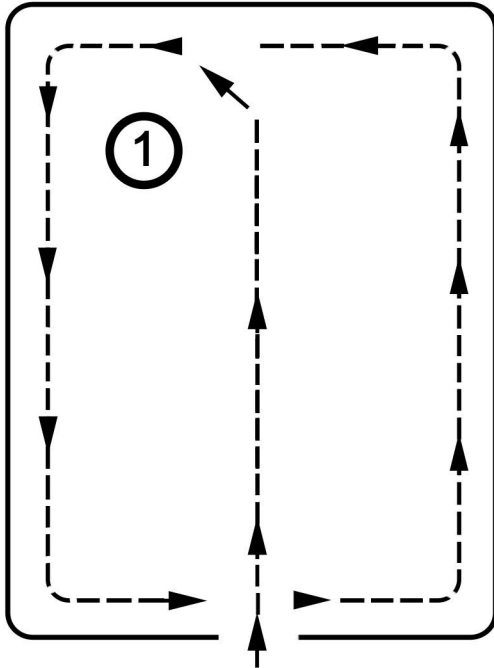
----- trot

———— lope

× stop

⋈— back up

RANCH RAIL PLEASURE



Ranch Rail Pleasure, is a class whereby horse and rider work at more natural and forward gaits which are commonly used in ranch work. This class encourages a natural headset and extended gaits are often called for such as an extended walk, trot and lope. In this class, the judge(s) are looking for horses that have ground covering gaits that would be a good mount for a day working on the ranch. Riders enter the arena at a trot. Gaits to be called by the announcer:

Grass roots - walk, trot, back-up.

Amateur - walk, trot, lope, back up.

Open - walk, trot, extended trot, lope and extended lope. At least one extended gait should be called for each direction of the arena at the judge's discretion. Horses are required to back either while still on the rail at any point during the class or can be brought into the lineup. Halting during the class is not required but can be requested by the judge at any point.

The announcer will ask competitors to enter the arena at a trot in one of 3 options:

1. Competitors will enter at a trot and trot straight down the centre of the arena. At the bottom of the arena the competitor will turn left and work on the rail for the rest of class, following the instruction of the announcer.

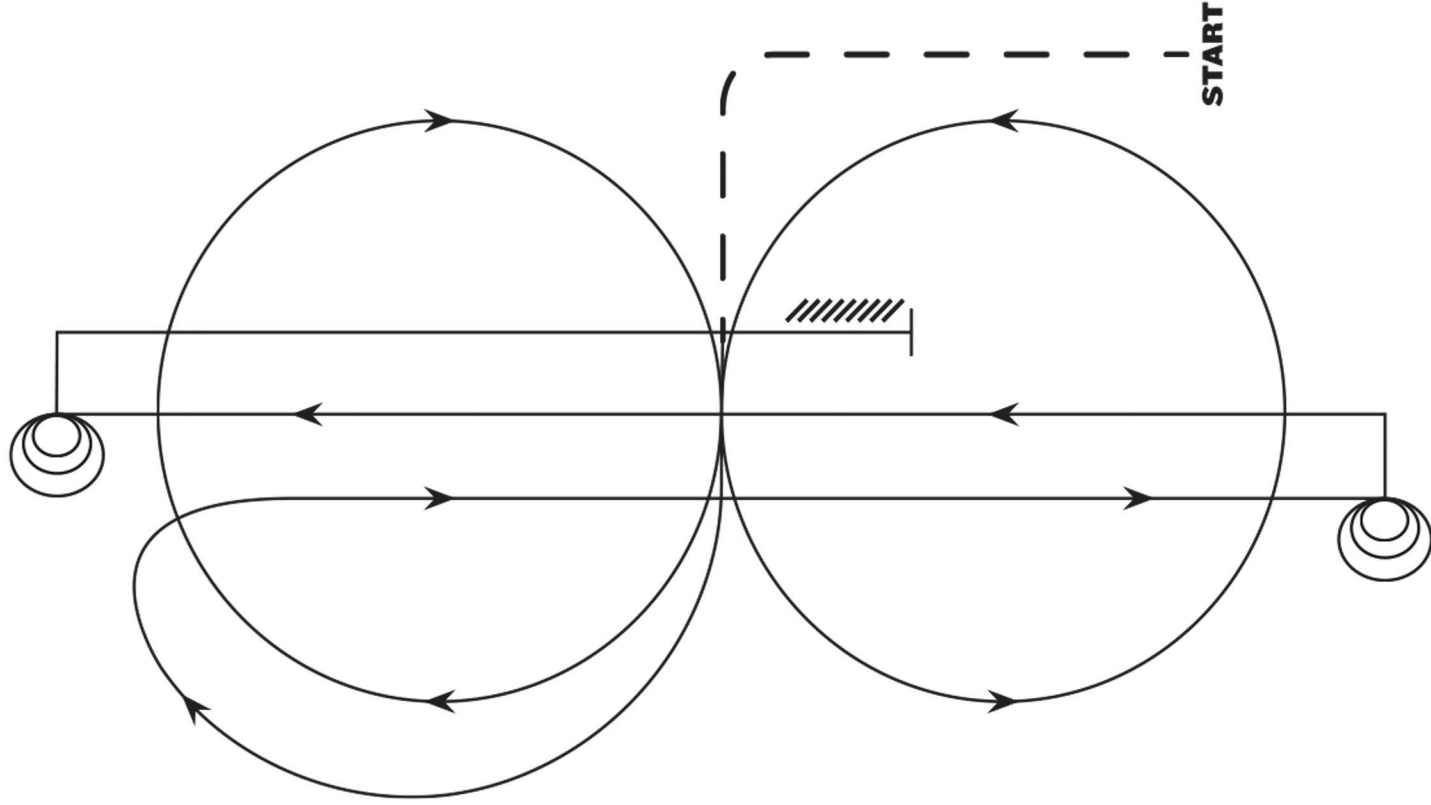
2 Competitors will enter at a trot and turn right to work on the rail and then follow the instructions from the announcer.

3. Competitors will enter at a trot and turn left to work on the rail and then follow the instructions from the announcer.

Competitors will work at different gaits according to their level in both directions as instructed by the announcer.

Competitors will be required to stop and or change direction and line up in front of the judge in various sequences as announced by the announcer.

INTERMEDIATE & OPEN



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

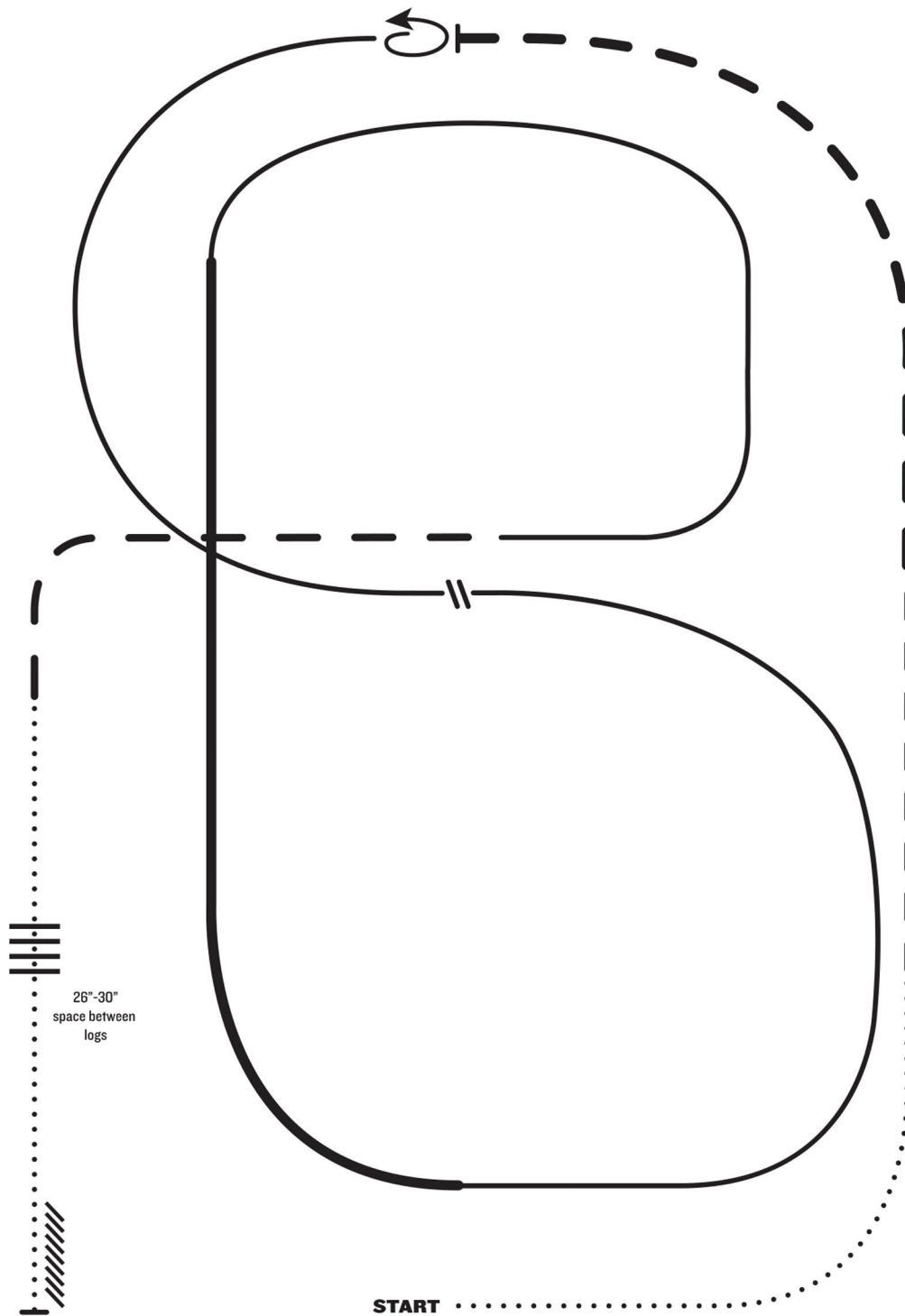
1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.



**JUDGING FOLLOWS NRHA GREEN REINER
GUIDELINES FOR RIDING TWO-HANDED
AND SIMPLE LEAD CHANGES ALL LEVELS
DURING PILOT PHASE FOR 2026**

RANCH RIDING PATTERN 1

INTERMEDIATE & OPEN

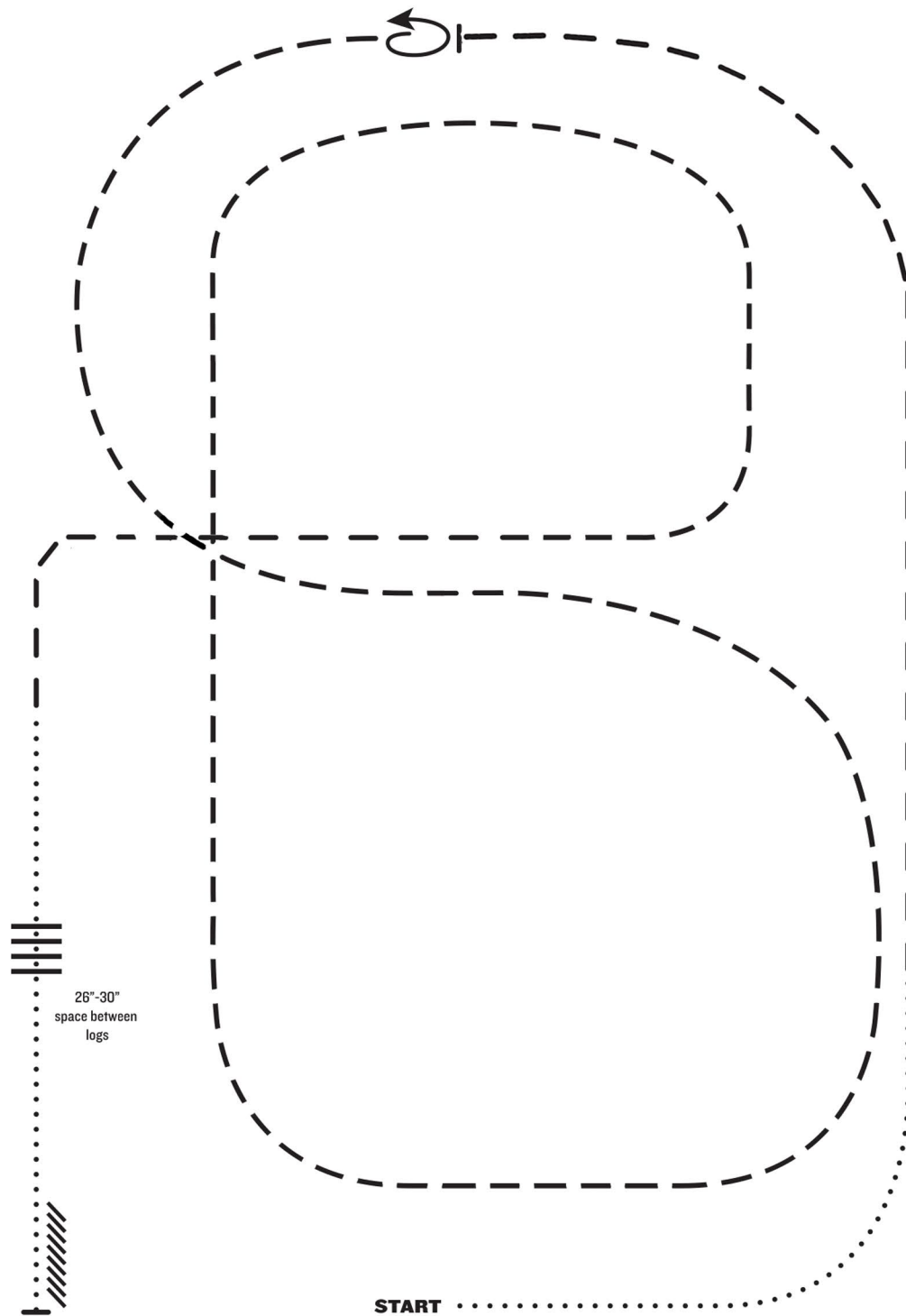


1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

LEGEND

- Walk
- Extended Walk
- — Trot
- — Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

RANCH RIDING PATTERN 1 - YOUTH & ADULT NOVICE

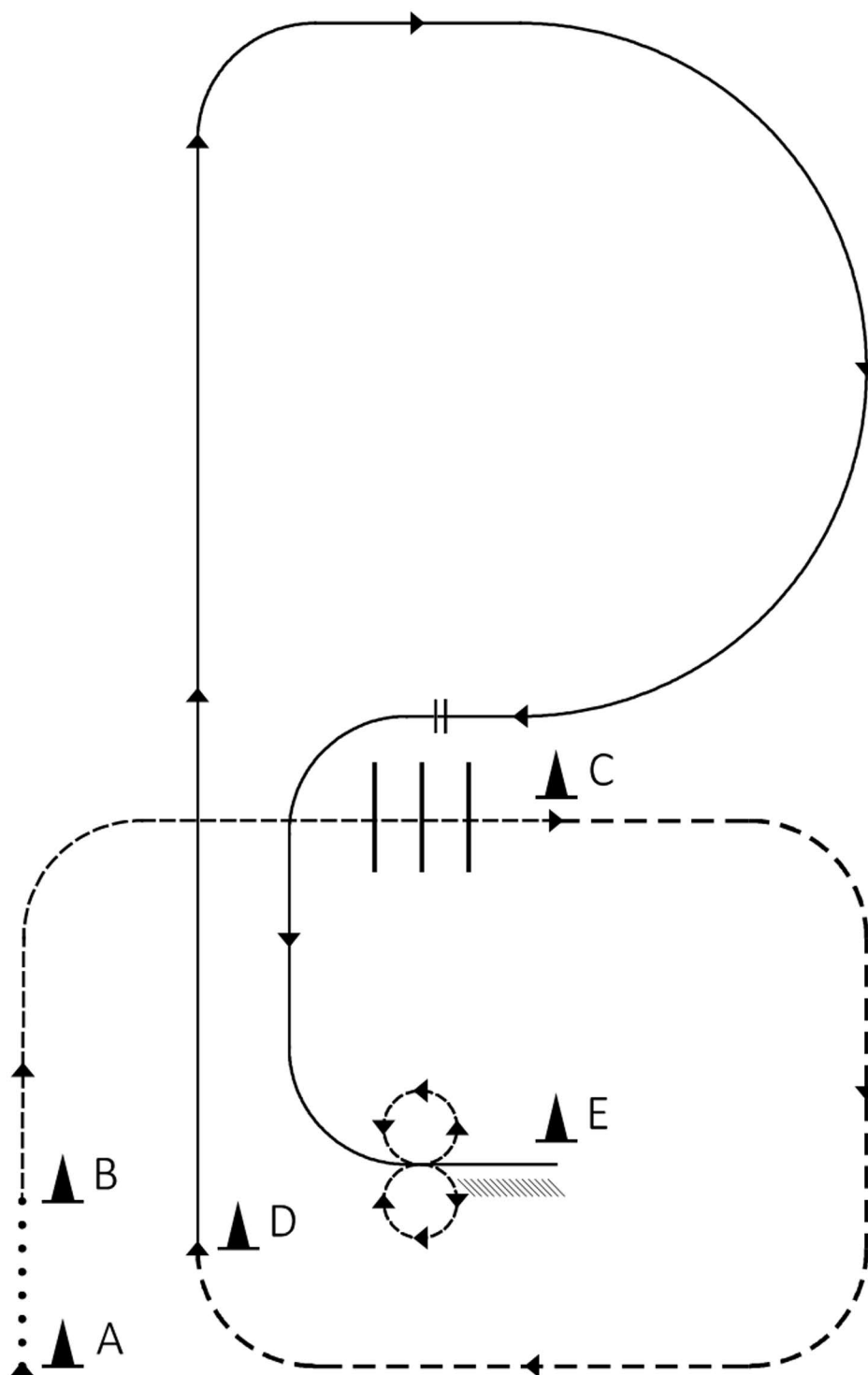


1. Walk
2. Trot
3. Trot, at the top of the arena, stop
4. 360° turn left
5. Trot
6. Walk over logs
7. Stop and back

LEGEND

.....	Walk
....	Extended Walk
— —	Trot
— — —	Extended Trot
— — — —	Lope
— — — — —	Extended Lope
////	Back
//	Lead Change

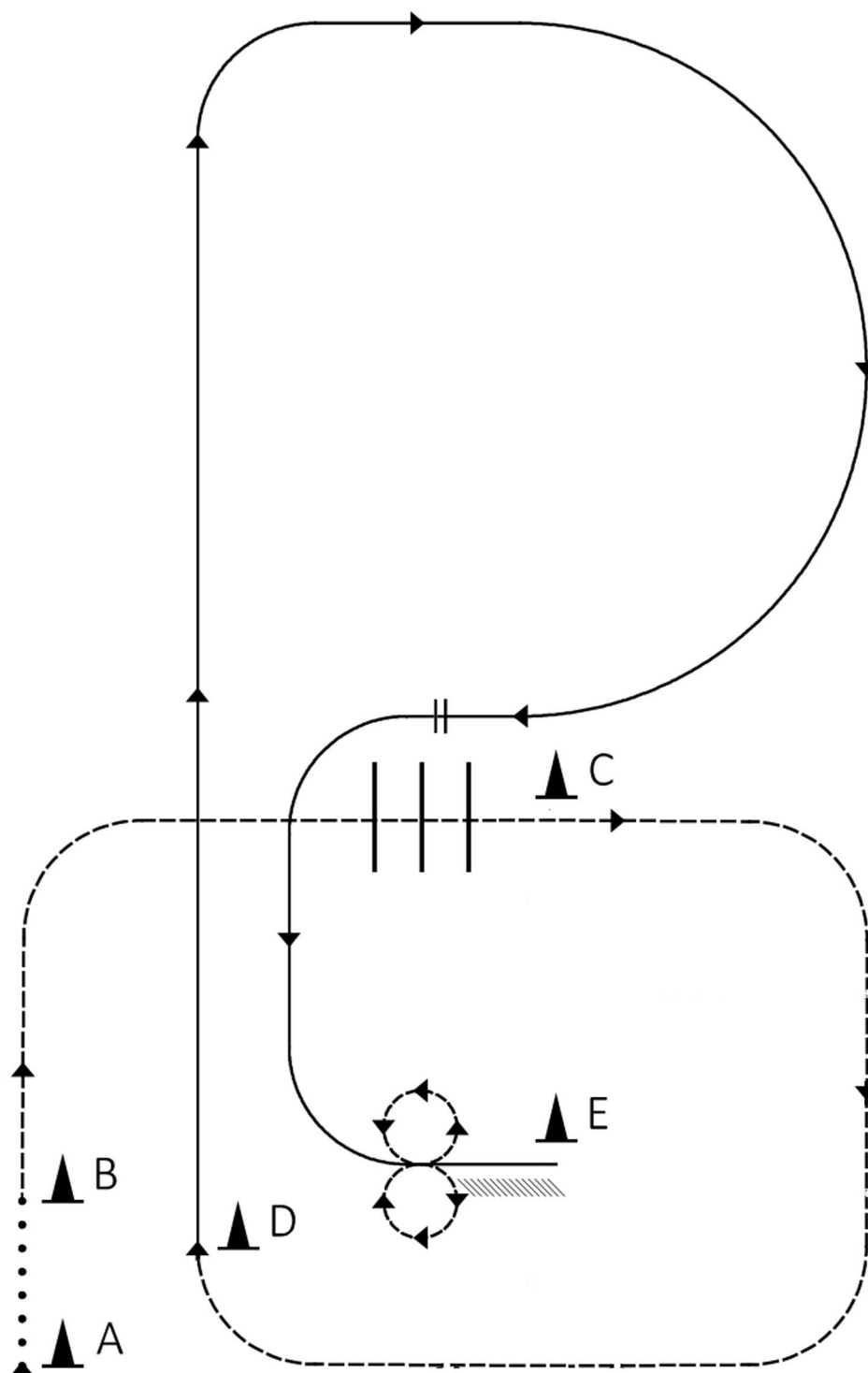
RANCHMANSHIP PATTERN 6 ADULT OPEN



1. Walk from A to B.
2. At B trot over poles to C.
3. At C extended trot to D.
4. Lope right lead up arena and close circle to center and change to left lead.
5. Lope to right side of cone E and stop, back 8-10 feet.
6. 2 spins to the left.
7. 2 ¼ spins to the right.

	= Lead Change
×	= Stop
.....	= Walk
-----	= Trot
————	= Lope
————	= Ext. Lope
-----	= Ext. Trot
////	= Back

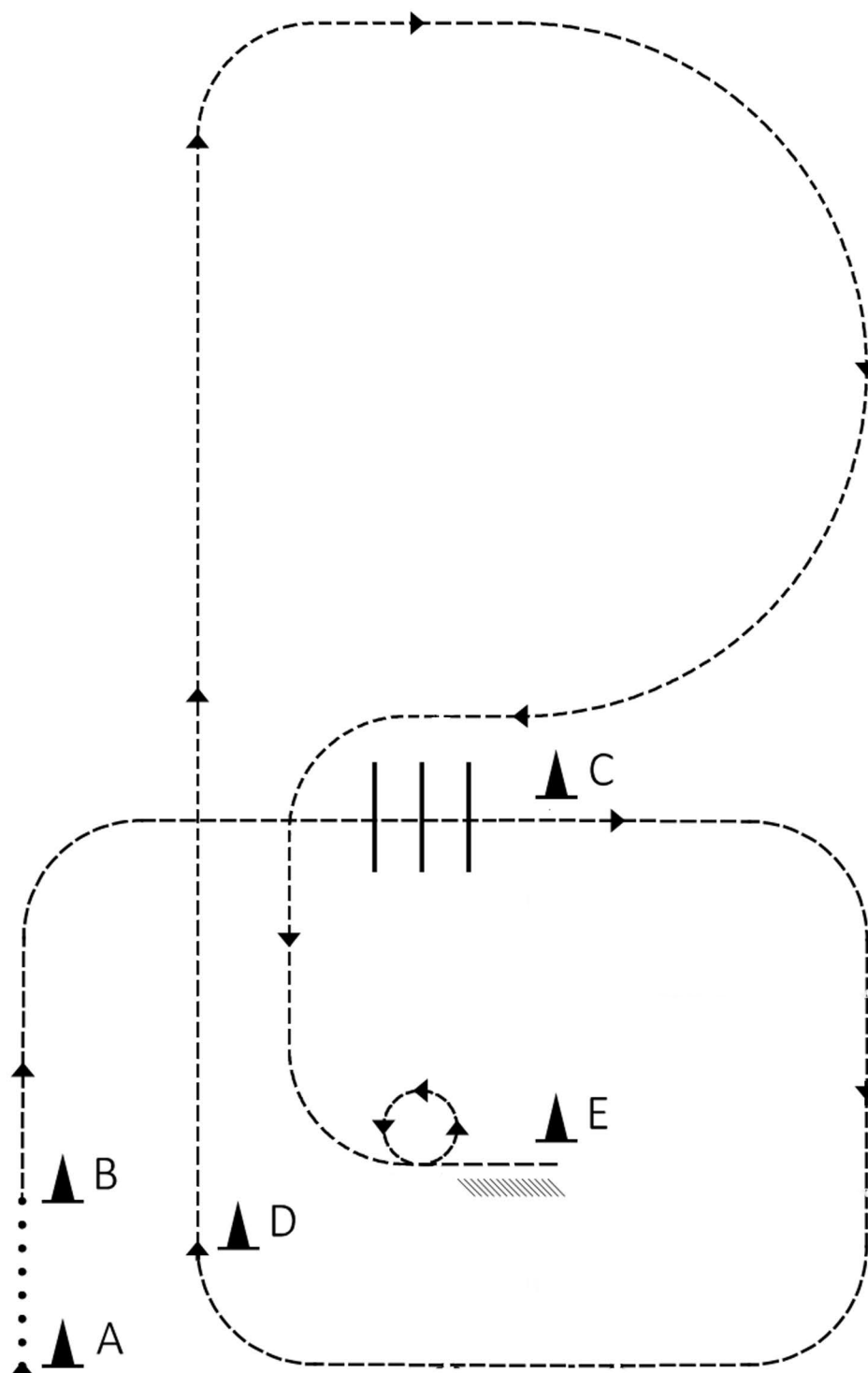
RANCHMANSHIP PATTERN 6 YOUTH & ADULT INTERMEDIATE



1. Walk from A to B.
2. At B trot over poles to C.
3. At C trot to D.
4. Lope right lead up arena and close circle to center and change to left lead.
5. Lope to right side of cone E and stop, back 8-10 feet.
6. 1 spin to the left.
7. 1 1/4 spin to the right.

	= Lead Change
×	= Stop
.....	= Walk
-----	= Trot
————	= Lope
————	= Ext. Lope
-----	= Ext. Trot
////	= Back

RANCHMANSHIP PATTERN 6 YOUTH & ADULT NOVICE



1. Walk from A to B.
2. At B trot over poles to C.
3. At C trot to D.
4. At D trot to E.
5. stop, back 8-10 feet.
6. 1 spin to the left.

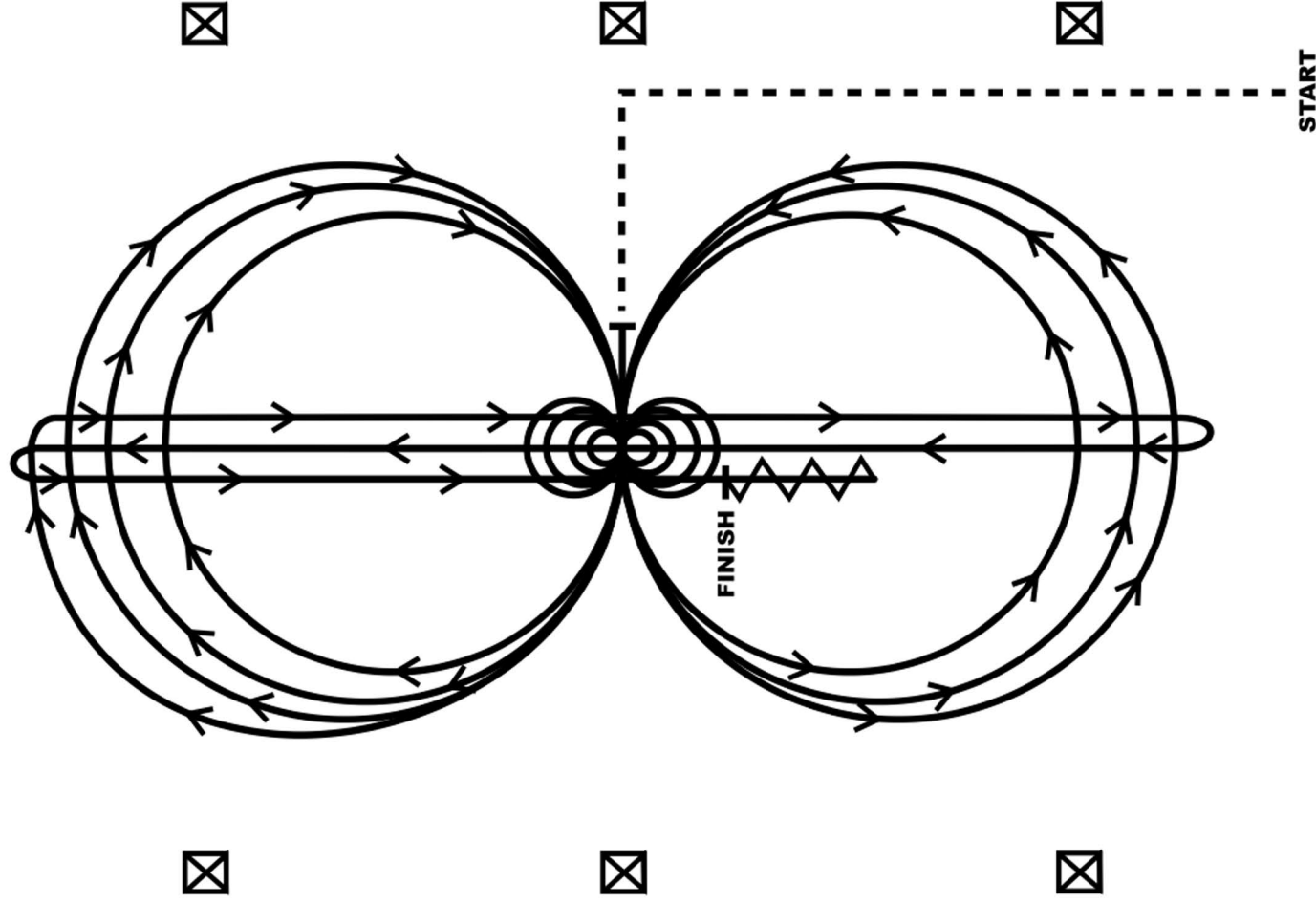
	= Lead Change
X	= Stop
.....	= Walk
-----	= Trot
————	= Lope
————	= Ext. Lope
-----	= Ext. Trot
////	= Back

Pattern 11

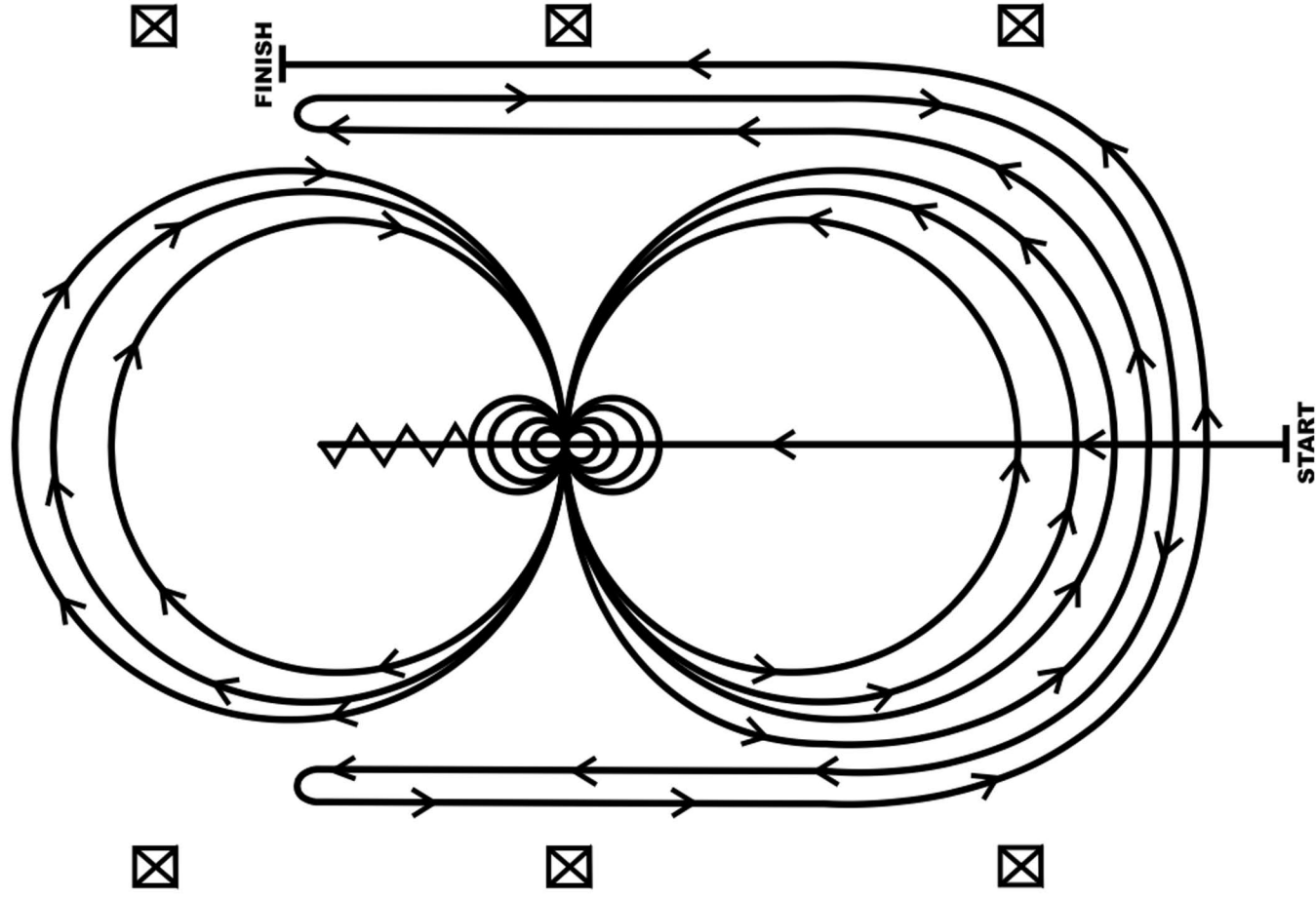
Pattern 11

Horses must jog to the center of the arena (see Judges Guide for maneuver description). Horses must walk or stop prior to starting the 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.



Pattern 12



Pattern 12

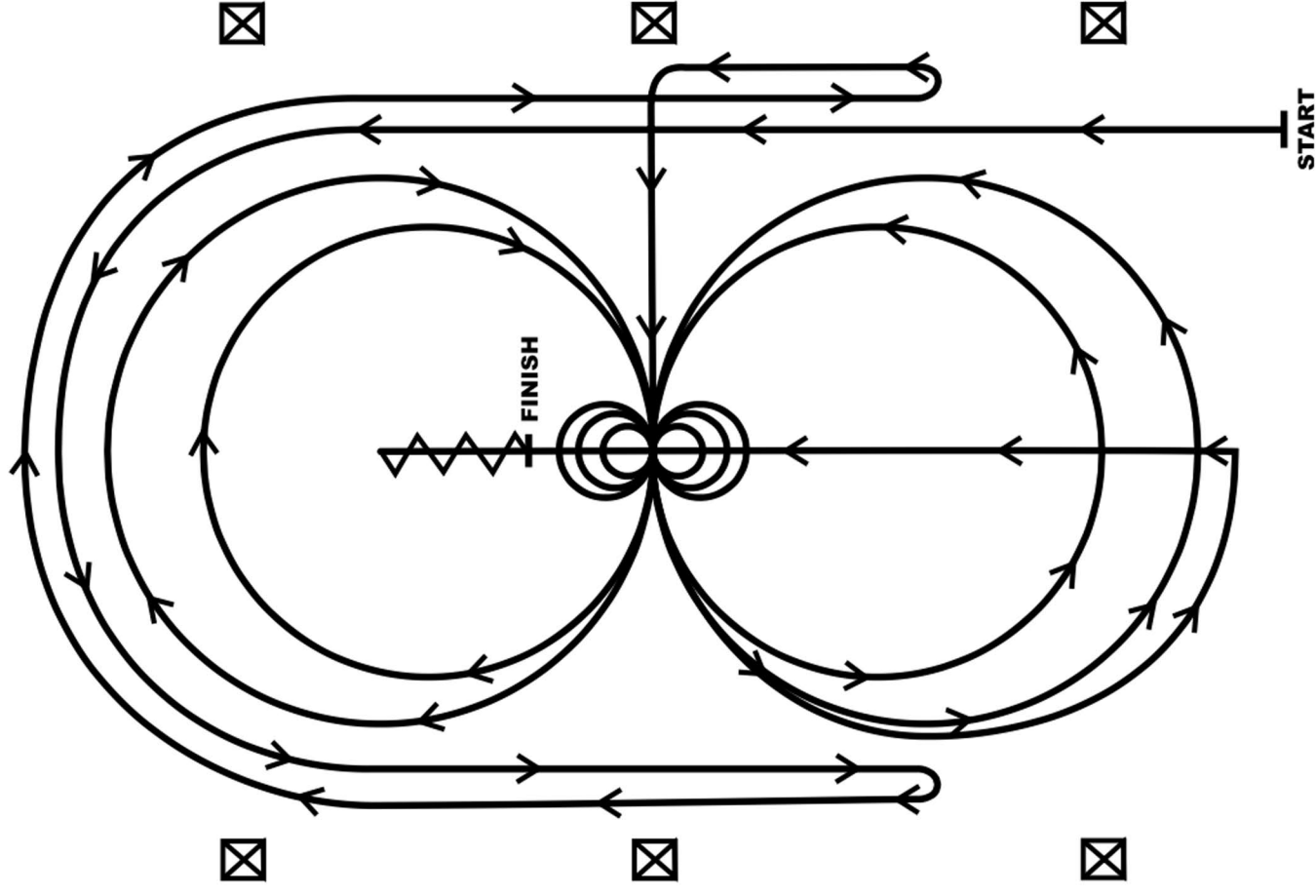
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but to not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Pattern B

Pattern B

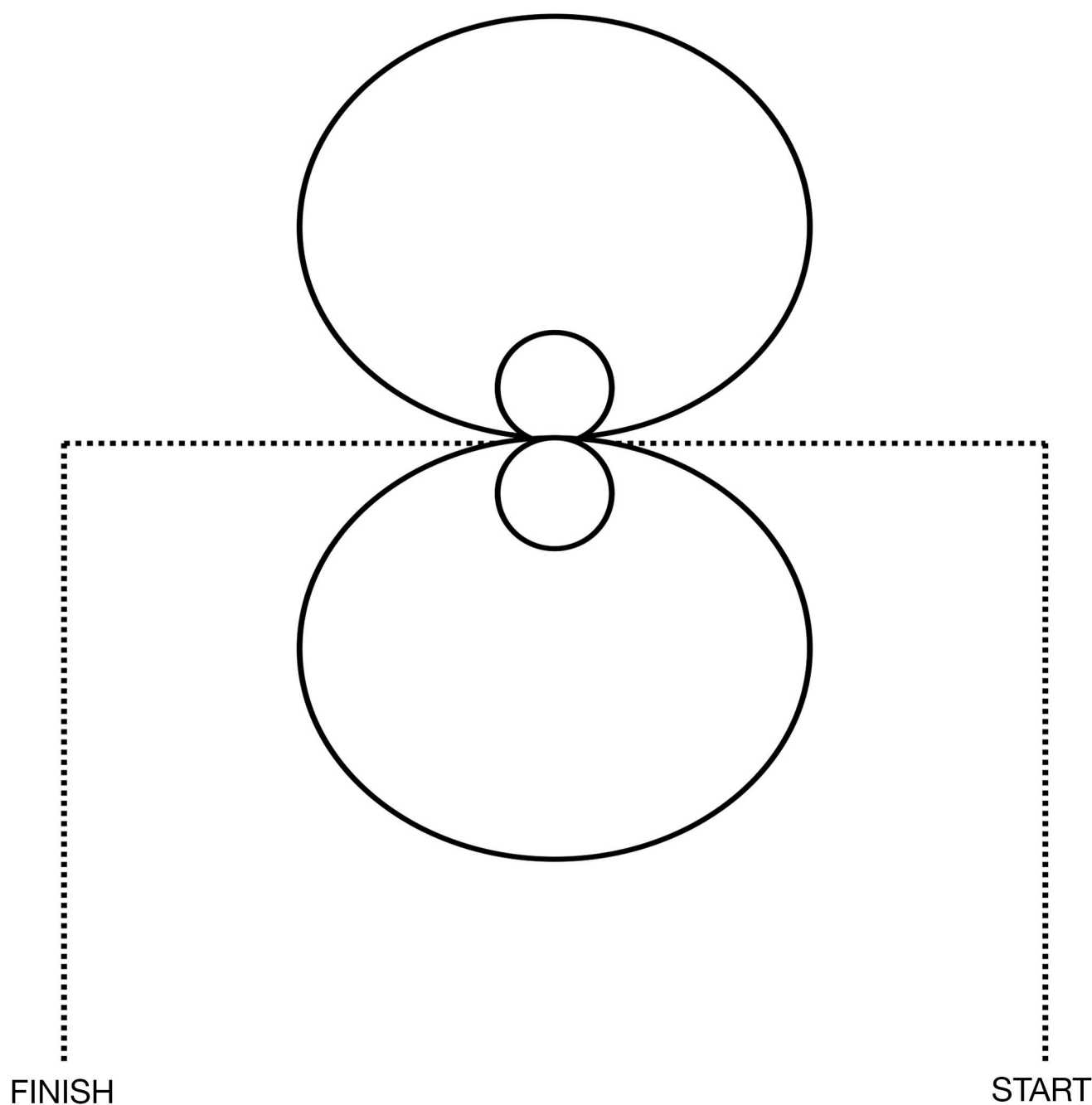
To be used for the Youth 10 & Under Short Stirrup and Para-Reining only.

1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center. Hesitate.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center. Hesitate.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.



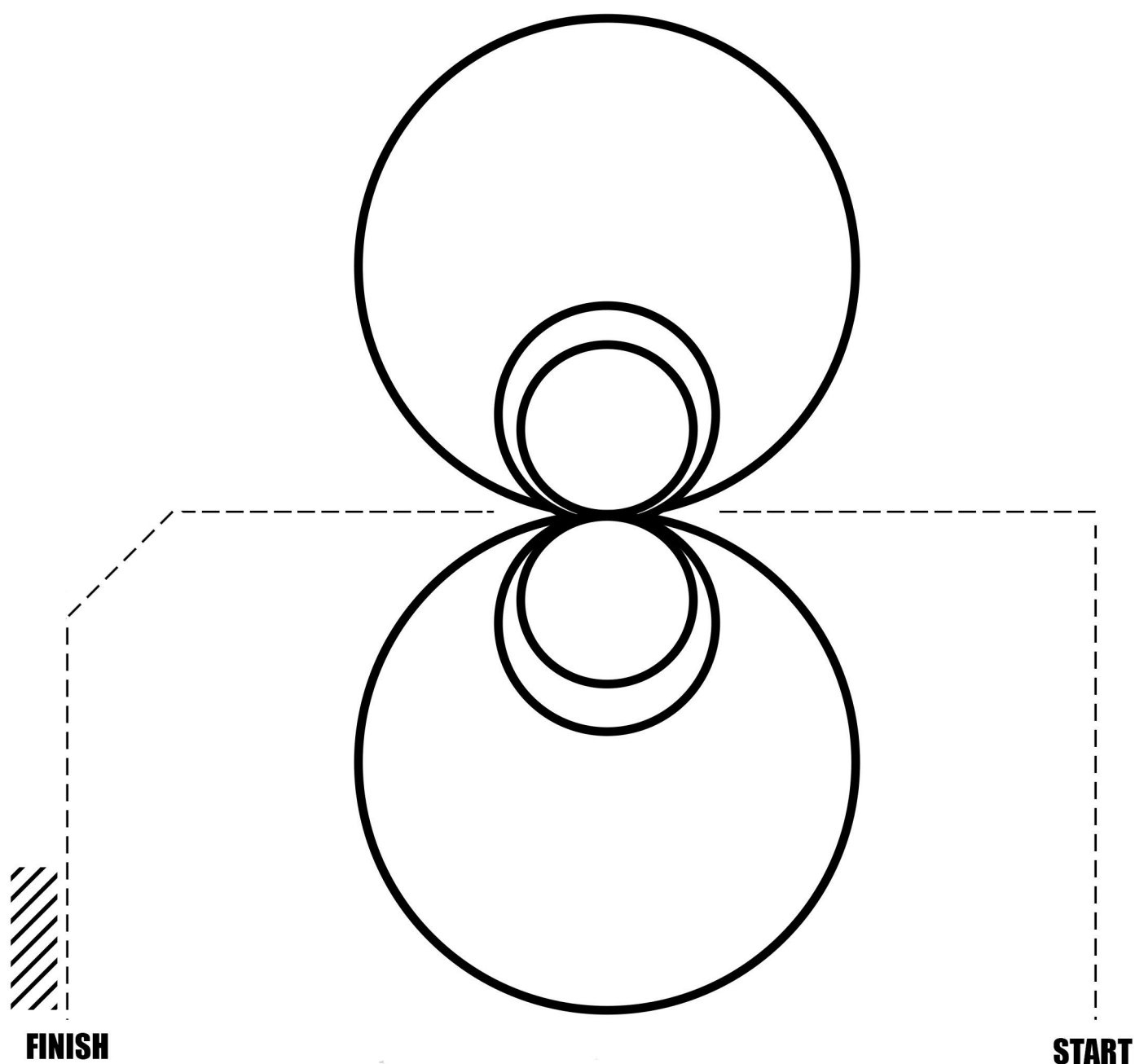
See the Judges' Guide for a summary of other allowances made in the *Handbook*.

REINING LEAD LINE PATTERN 1



- 1) Walk or Jog to center of arena
- 2) Jog a LEFT circle, do not stop
- 3) Jog a RIGHT circle and stop in center
- 4) Complete 1 spin to the right
- 5) Complete 1 spin to left

REINING LEAD LINE PATTERN 2



- 1 Walk or jog to center
- 2 Jog a circle to the left. Halt
- 3 Two spins left
- 4 Jog a circle to the right. Halt
- 5 Two Spins right
- 6 Jog forward and to your left, past end marker. Stop and back.



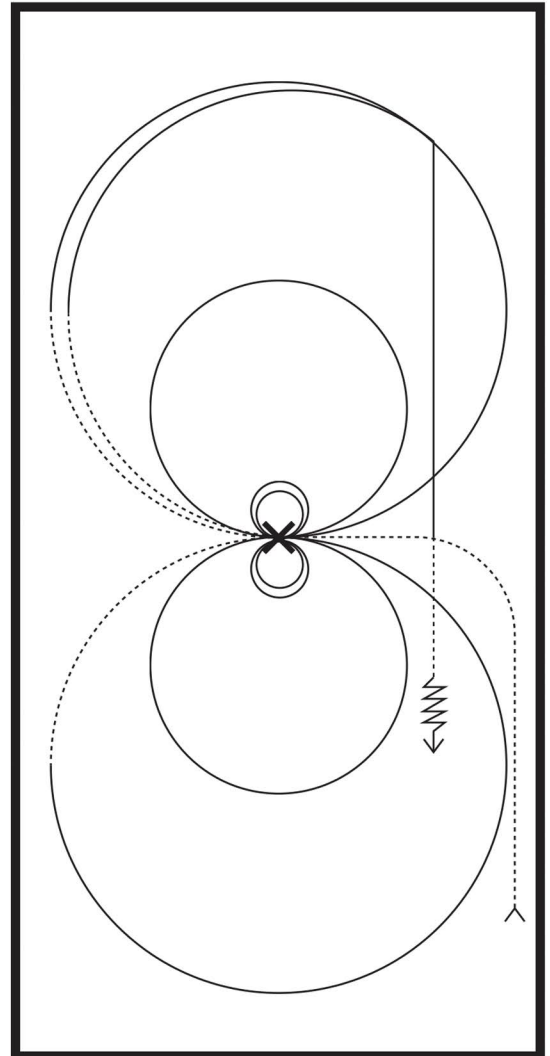
SUNDAY 11 OCTOBER 2026

*Ranch Trail Spring
Beginner Reining 7
Beginner Reining 8
Beginner Reining 9
Beginner Reining 10
Beginner Reining 11
Beginner Reining 12
Ranch Rail Pleasure
Ranch Riding Pattern 15
Ranchmanship Pattern 7
NRHA Reining Pattern 15
NRHA Reining Pattern 16
Reining Lead Line Pattern 3
Reining Lead Line Pattern 4
Ranch Reining Pattern 5
Tag Team Reining Pattern 16
Super Slide*

BEGINNER REINING 7

Walk, trot and lope with steady speed, transitions, backing and spins.
Relaxed, even speed and without resistance.

- 1** Walk straight down the side of the arena, turn and walk to the center.
- 2** Complete 2 spins to the left and stand in the center for 5 seconds
- 3** Complete 2 spins to the right and stand in the center for 5 seconds.
- 4** Walk a quarter large circle to the right and pick up the right lead lope to complete 1 large fast circle and 1 small slow circle. In the center break to a walk.
- 5** Walk a quarter large circle to the left and pick up the left lead lope to complete 1 large fast circle and 1 small slow circle. In the center break to a walk.
- 6** Walk a quarter large circle to the right and pick up the right lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a walk at the center marker and walk 3 meters and stop.
- 7** Back at least 2 meters. Stop, stand still without movement for at least 5 seconds.

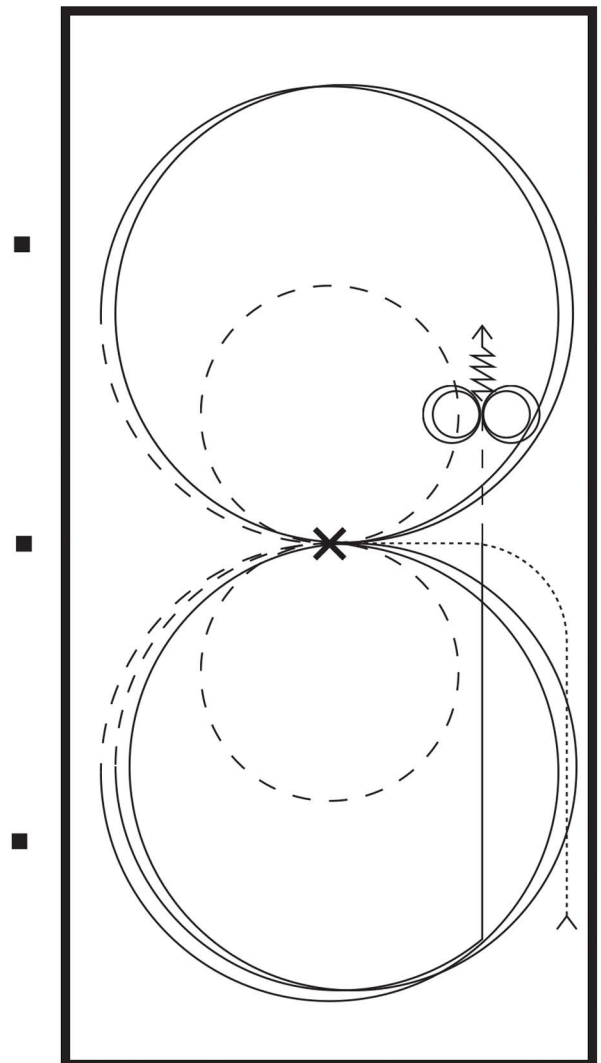


.....	walk
-----	trot
————	lope
×	stop
⋈—	back up
○	spin

BEGINNER REINING 8

Walk, trot and lope with steady speed, transitions, backing and spins.
Relaxed, even speed and without resistance.

- 1** Walk straight down the side of the arena, turn and walk to the center.
- 2** Trot a small slow circle to the left then trot a small slow circle to the right.
- 3** Trot a quarter large circle to the left and pick up the left lead lope to complete 2 large fast circles to the left. In the center break to a trot.
- 4** Trot a quarter large circle to the right and pick up the right lead lope to complete 2 large fast circles to the right. In the center break to a trot.
- 5** Trot a quarter large circle to the left and pick up the left lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the center marker and trot 3 meters and stop. Back at least 2 meters and stand without movement for 5 seconds.
- 6** Complete 2 spins to the left and stand
- 7** Complete 2 spins to the right and stand

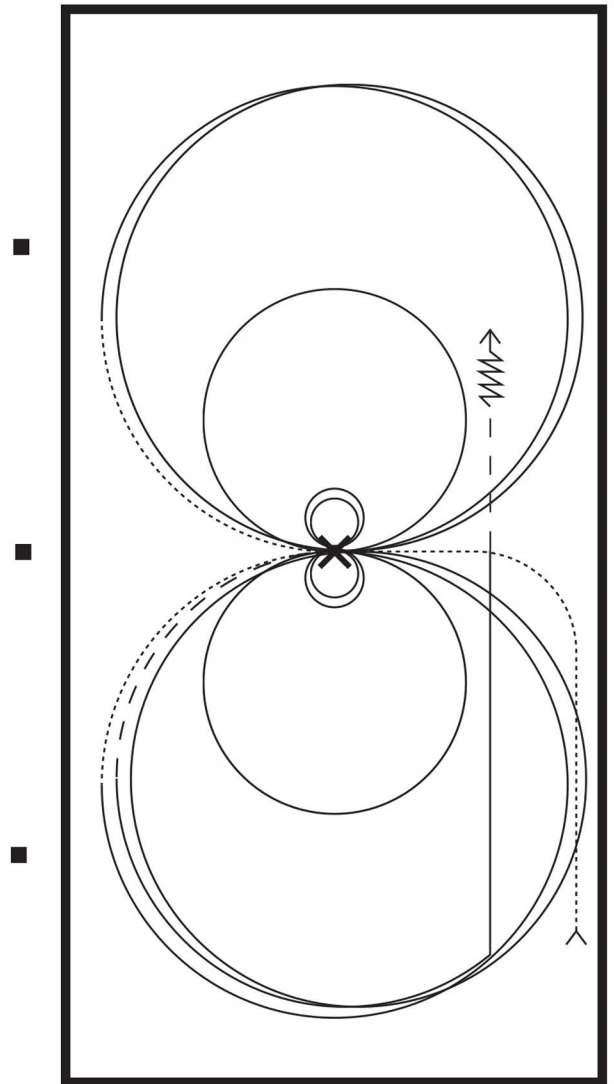


.....	walk
-----	trot
————	lope
×	stop
⋈	back up
○	spin

BEGINNER REINING 9

Walk, trot and lope with steady speed, transitions, backing and spins.
Relaxed, even speed and without resistance.

- 1** Walk straight down the side of the arena, turn and stop in the center.
- 2** Walk a quarter large circle to the left and pick up the left lead lope to complete 2 large fast circle to the left. In the center start to do a small slow circle to the left. Stop at the center.
- 3** Complete 2 spins to the left and stand
- 4** Walk a quarter large circle to the right and pick up the right lead lope to complete 2 large fast circles to the right. In the center start to do a small slow circle to the right. At the center stop.
- 5** Complete 2 spins to the right and stand
- 6** Trot a quarter large circle to the left and pick up the left lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the center marker and trot 3 meters and stop.
- 7** Back at least 2 meters and stand without movement for 5 seconds.

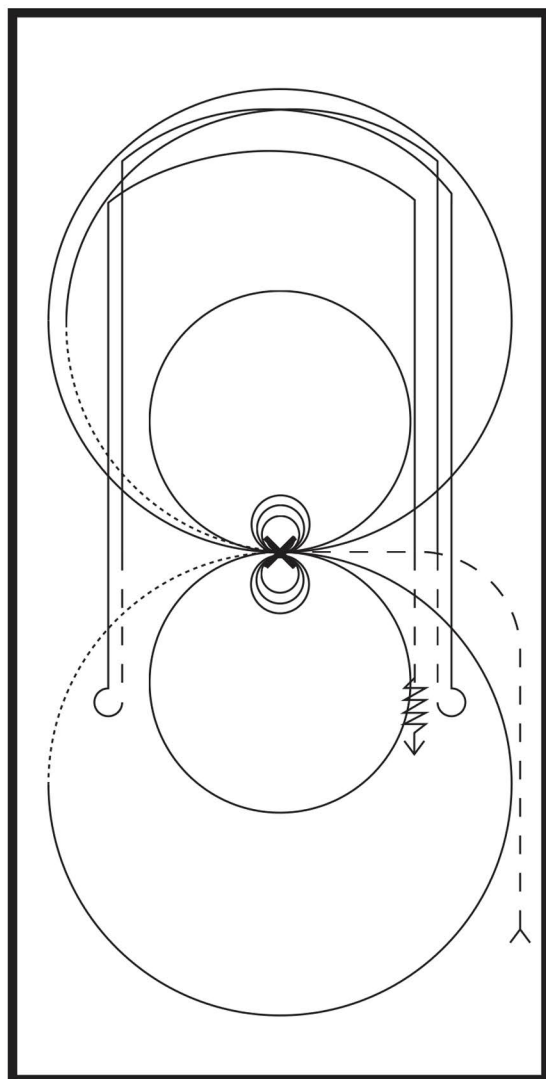


.....	walk
-----	trot
————	lope
×	stop
⋈—	back up
○	spin

BEGINNER REINING 10

Walk, trot and lope with steady speed, transitions, backing and spins.
Relaxed, even speed and without resistance.

- 1** Trot straight down the side of the arena, turn and stop in the center.
- 2** Complete 3 spins to the left and stand
- 3** Complete 3 spins to the right and stand
- 4** Pick up the right lead lope to complete 1 large fast circle to the right. In the center start to do a small slow circle to the right. At the center walk.
- 5** Walk a quarter large circle to the left and pick up the left lead lope to complete 1 large fast circle to the left. In the center start to do a small slow circle to the left. At the center break to a walk.
- 6** Walk a quarter large circle to the right and pick up the right lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the center marker and trot 3 meters and stop and do a left rollback.
- 7** Continue back around the previous circle on the left lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the center marker and trot 3 meters and stop and do a right rollback.
- 8** Continue back around the previous circle on the right lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the centre marker and trot 3 meters and stop. Back up at least 3 meters.

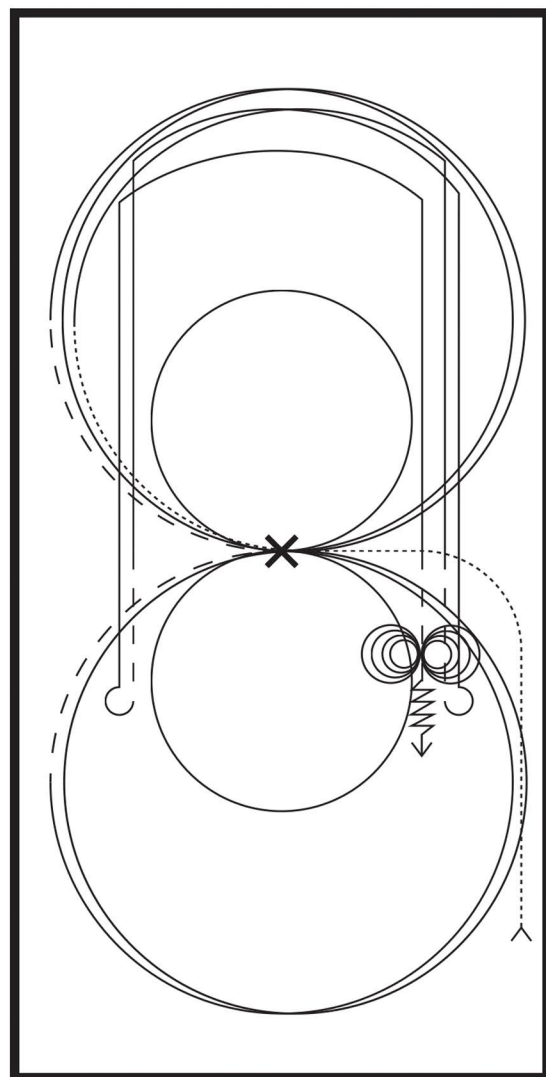


.....	walk
-----	trot
————	lope
×	stop
⋈	back up
◎	spin

BEGINNER REINING 11

Walk, trot and lope with steady speed, transitions, backing and spins.
Relaxed, even speed and without resistance.

- 1** Walk straight down the side of the arena, turn and stop in the center.
- 2** Trot a quarter of a large circle and pick up the right lead lope to complete 1 large fast circle to the right.
In the center start to do a small slow circle to the right, at the center start to do a large fast circle to the right. At the center slow to a trot..
- 3** Trot a quarter of a large circle and pick up the left lead lope to complete 1 large fast circle to the left.
In the center start to do a small slow circle to the left, at the center start to do a large fast circle to the left. At the center slow to a trot..
- 4** Walk a quarter large circle to the right and pick up the right lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the center marker and trot 3 meters and stop and do a left rollback.
- 5** Continue back around the previous circle on the left lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the center marker and trot 3 meters and stop and do a right rollback.
- 6** Continue back around the previous circle on the right lead lope but do not close the circle. Continue to lope at least 6 meters from the side of the arena. Break to a trot at the centre marker and trot 3 meters and stop. Back up at least 3 meters.



- | | |
|-------|---------|
| | walk |
| ----- | trot |
| ———— | lope |
| × | stop |
| ⤴ | back up |
| ⊙ | spin |

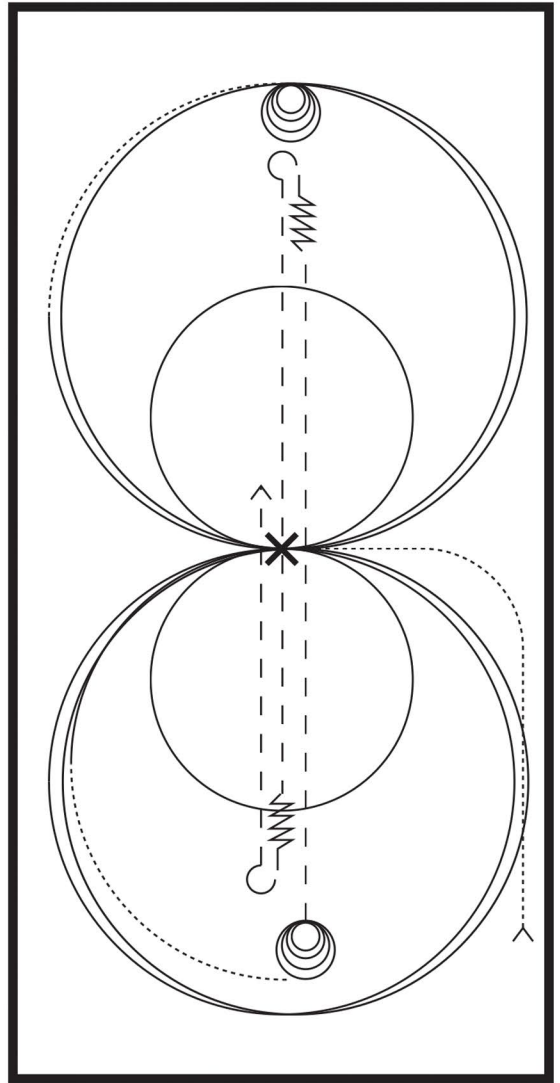
- 7** Complete 4 spins to the left and stand

- 8** Complete 4 spins to the right and stand

BEGINNER REINING 12

Walk, trot and lope with steady speed, transitions, backing and spins.
Relaxed, even speed and without resistance.

- 1** Walk straight down the side of the arena, turn and stop in the center.
- 2** Pick up the left lead lope to complete 2 large fast circles to the left. In the center start to do a small slow circle to the left. Continue on the left lead but at the centre start a quarter large circle to the right. At the end marker break to a walk and stop in the center at the end of the arena.
- 3** Complete 4 spins to the right and stand
- 4** Pick up the right lead lope and complete 1 and a half large fast circles to the right. In the center start to do a small slow circle to the right. Continue on the right lead lope but at the centre start a quarter large circle to the left. At the end marker, break to a walk and stop in the center at end of the arena.
- 5** Complete 4 1/4 spins to the left and stand
- 6** Lope down the center of the arena past the end marker and stop. Back up 1m and do a left rollback.
- 7** Lope down the center of the arena past the end marker and stop. Back up 1m and do a right rollback.
- 8** Lope down the center of the arena past the center marker and stop. Stand for 5 seconds



..... walk

----- trot

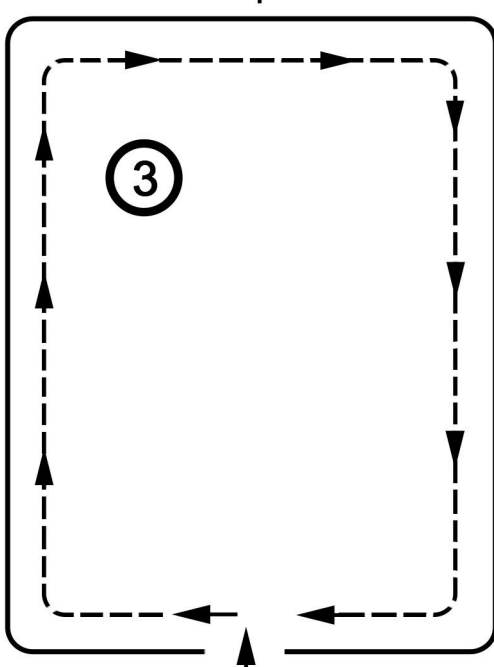
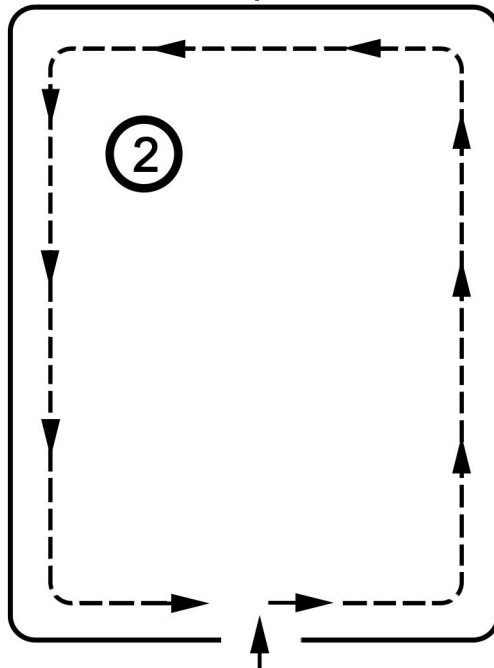
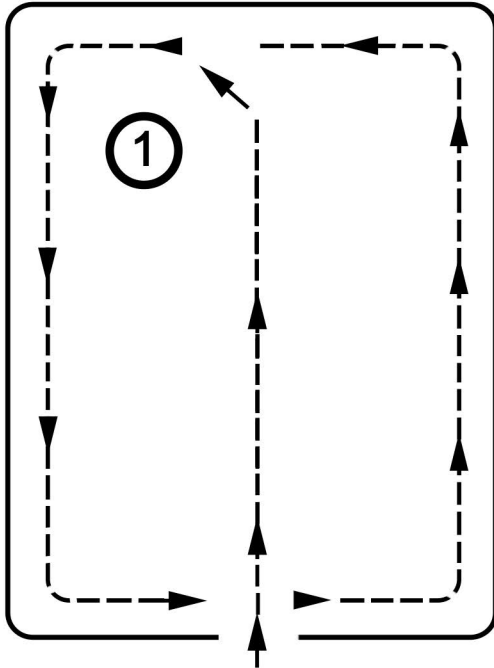
_____lope

× stop

 back up

 spin

RANCH RAIL PLEASURE



Ranch Rail Pleasure, is a class whereby horse and rider work at more natural and forward gaits which are commonly used in ranch work. This class encourages a natural headset and extended gaits are often called for such as an extended walk, trot and lope. In this class, the judge(s) are looking for horses that have ground covering gaits that would be a good mount for a day working on the ranch. Riders enter the arena at a trot. Gaits to be called by the announcer:

Grass roots - walk, trot, back-up.

Amateur - walk, trot, lope, back up.

Open - walk, trot, extended trot, lope and extended lope. At least one extended gait should be called for each direction of the arena at the judge's discretion. Horses are required to back either while still on the rail at any point during the class or can be brought into the lineup. Halting during the class is not required but can be requested by the judge at any point.

The announcer will ask competitors to enter the arena at a trot in one of 3 options:

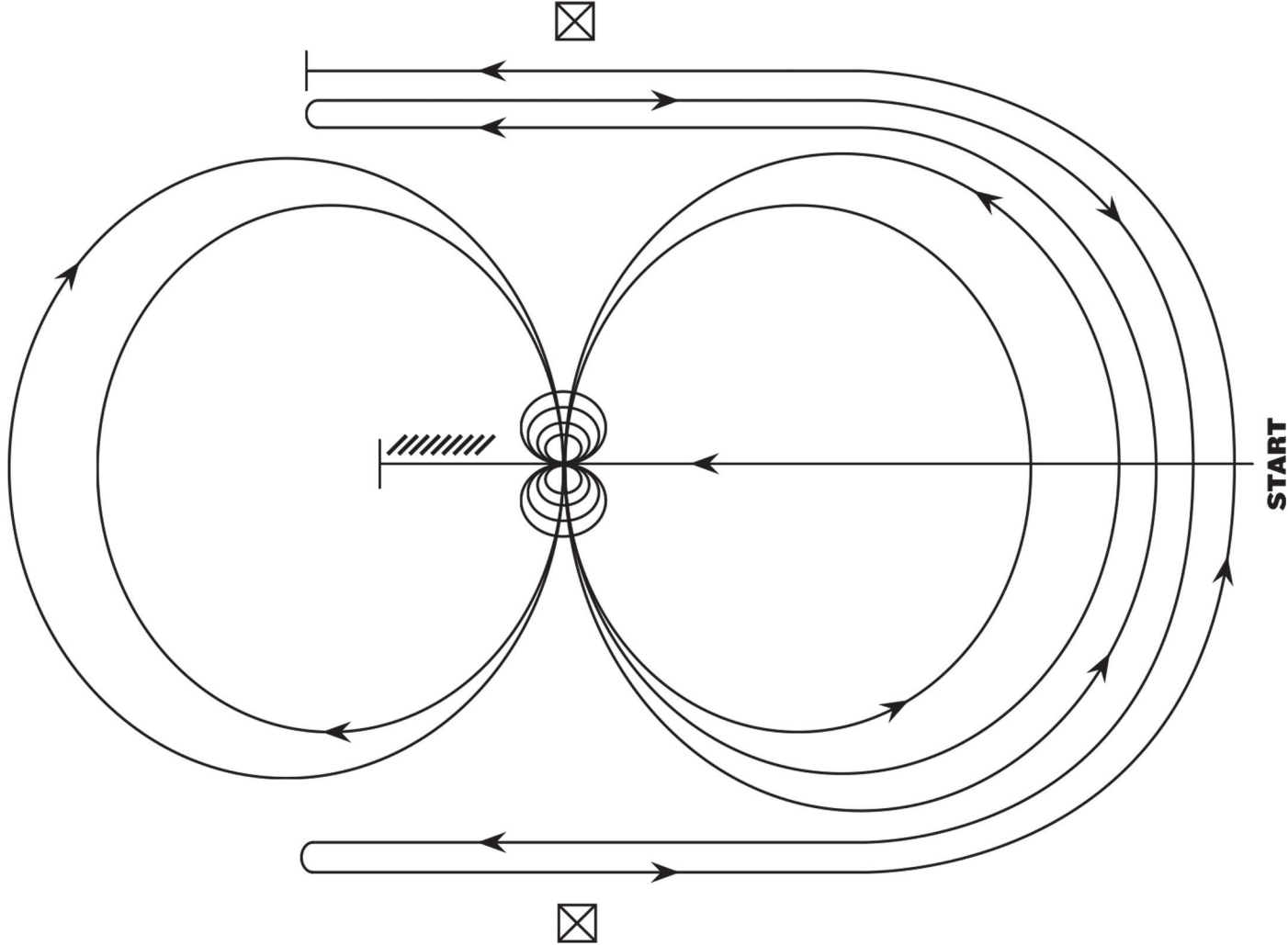
1. Competitors will enter at a trot and trot straight down the centre of the arena. At the bottom of the arena the competitor will turn left and work on the rail for the rest of class, following the instruction of the announcer.

2 Competitors will enter at a trot and turn right to work on the rail and then follow the instructions from the announcer.

3. Competitors will enter at a trot and turn left to work on the rail and then follow the instructions from the announcer.

Competitors will work at different gaits according to their level in both directions as instructed by the announcer.

Competitors will be required to stop and or change direction and line up in front of the judge in various sequences as announced by the announcer.



INTERMEDIATE & OPEN

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

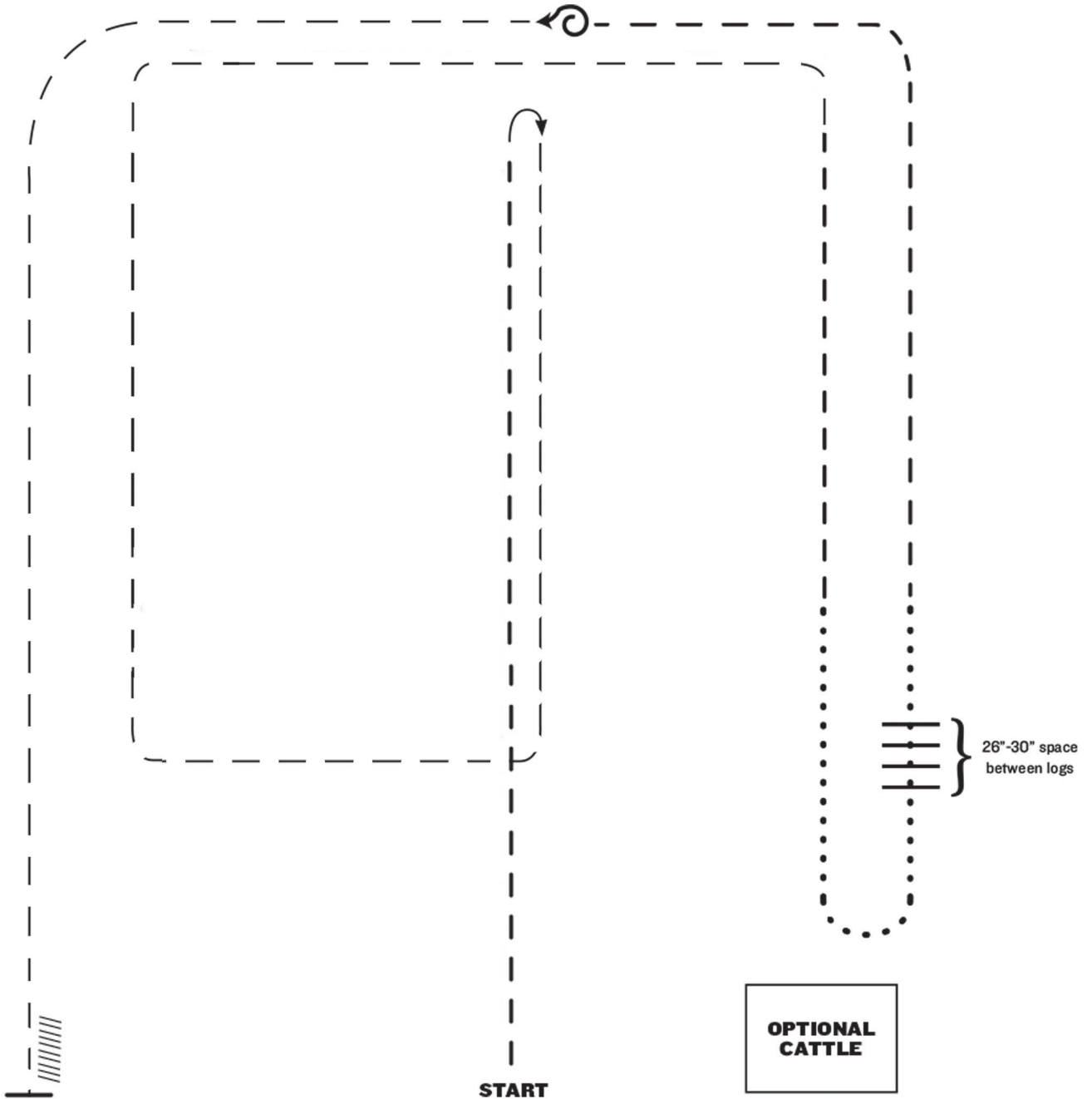
Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large 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 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
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 20 feet from the wall or fence. Hesitate to show completion of pattern.

**JUDGING FOLLOWS NRHA GREEN REINER
GUIDELINES FOR RIDING TWO-HANDED
AND SIMPLE LEAD CHANGES ALL LEVELS
DURING PILOT PHASE FOR 2026**

RANCH RIDING PATTERN 15

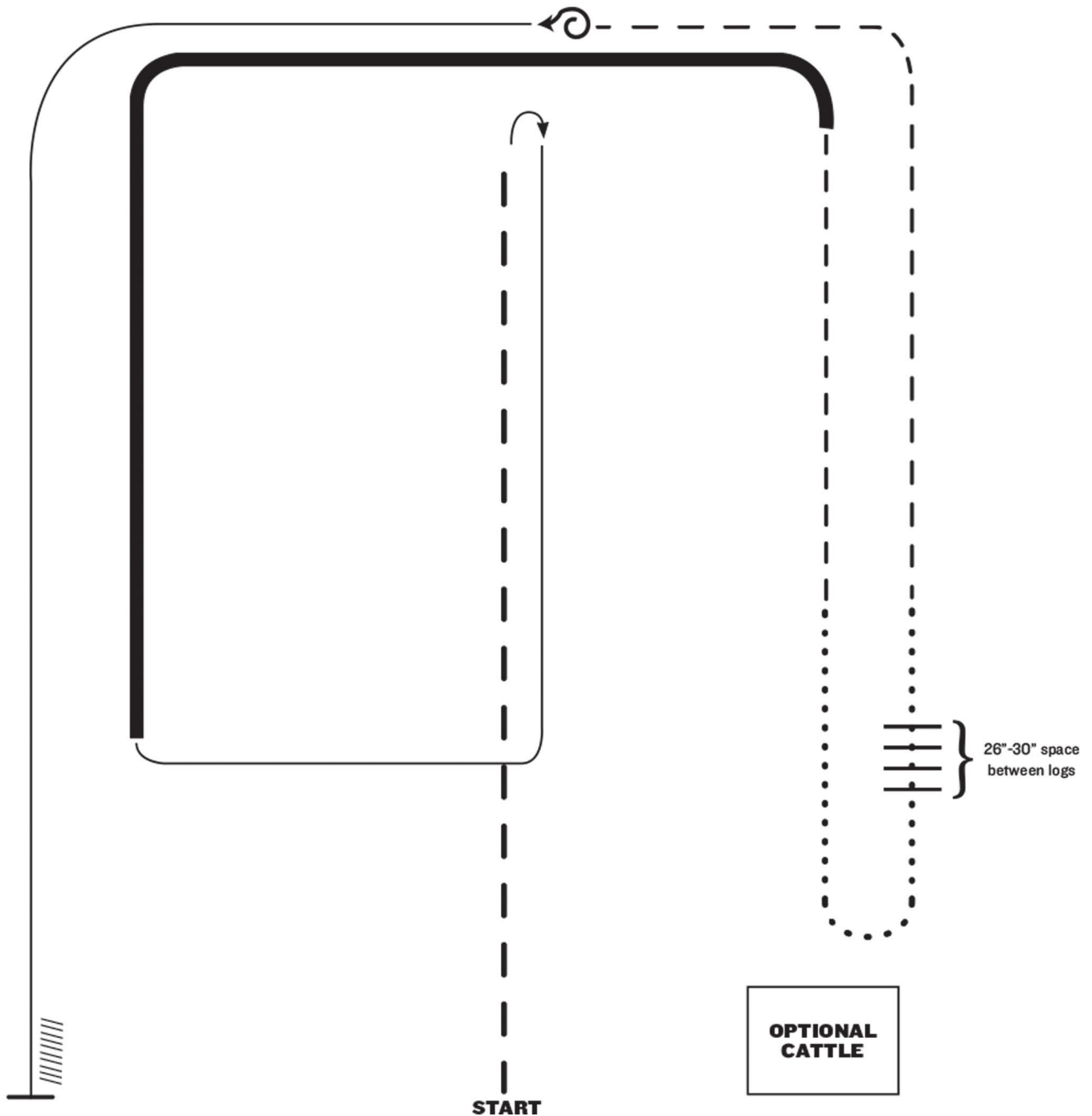
NOVICE



1. Trot
2. Stop, rollback right
3. Trot
4. Walk
5. Walk over logs
6. Walk
7. Trot
8. Stop, 360 left
9. Trot
10. Stop and back

RANCH RIDING PATTERN 15

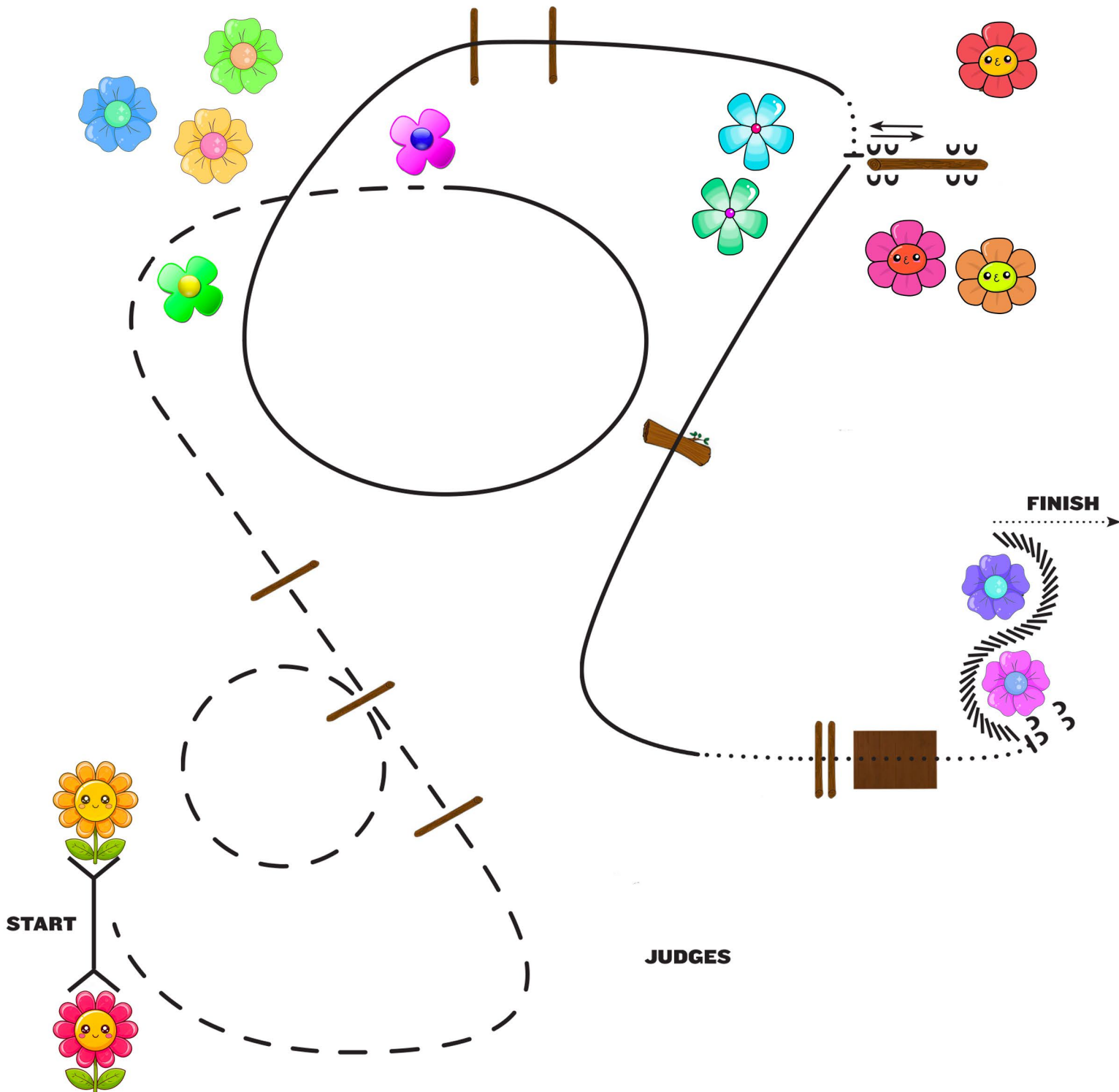
INTERMEDIATE & OPEN



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

SPRING RANCH TRAIL

INTERMEDIATE & OPEN

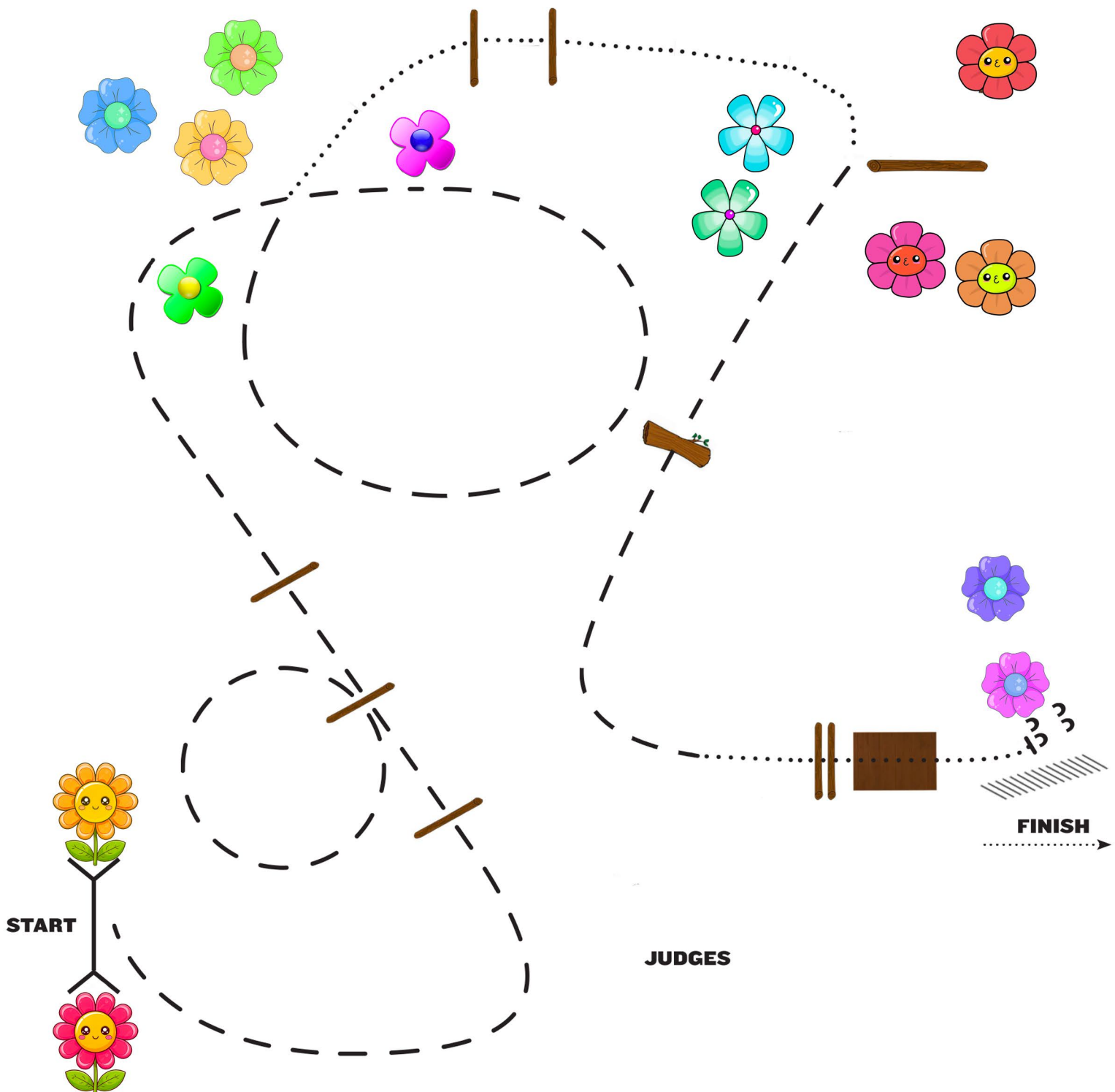


1. OPEN AND CLOSE RIGHT HANDED GATE
2. TROT, TROT OVER POLE 1 AND 2
3. TROT A CIRCLE TO THE LEFT AND TROT OVER POLE 2 & 3
4. LOPE RIGHT LEAD CIRCLE
5. LOPE OVER 2 POLES, WALK & STOP
6. LEFT SIDE PASS OVER POLE, RIGHT SIDE PASS OVER POLE
7. LOPE LEFT LEAD OVER POLE
8. WALK OVER POLES AND BRIDGE
9. STOP & BACK SERPENTINE

.....	= Walk
-----	= Trot
————	= Lope
————	= Ext. Lope
- - - - -	= Ext. Trot
	= Back

SPRING RANCH TRAIL

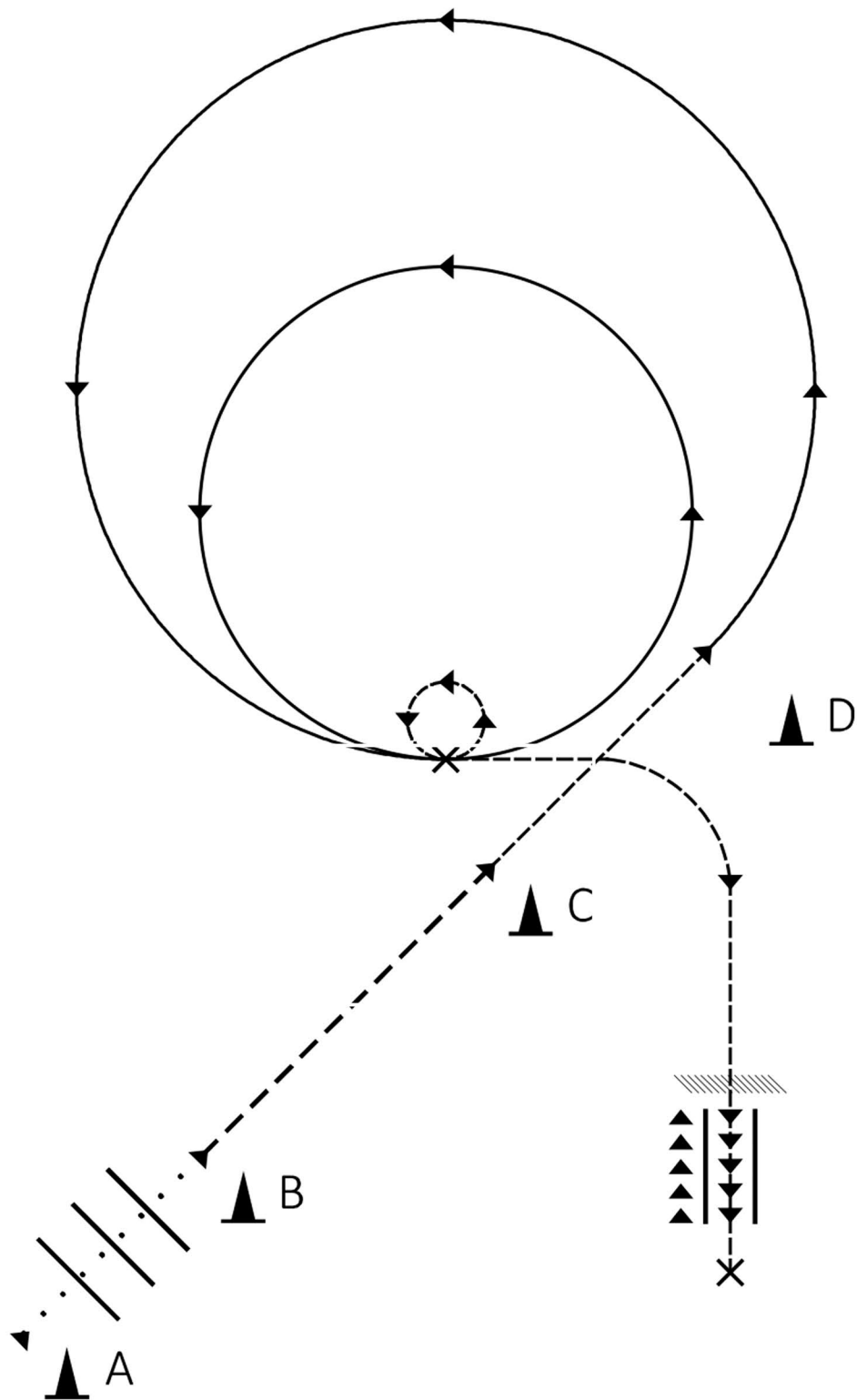
NOVICE



1. OPEN AND ***DO NOT*** CLOSE RIGHT HANDED GATE
2. TROT, TROT OVER POLE 1 AND 2
3. TROT A CIRCLE TO THE LEFT AND TROT OVER POLE 2 & 3
4. TROT A CIRCLE TO THE RIGHT
5. WALK OVER POLES
6. TROT OVER POLE
7. WALK OVER POLES AND BRIDGE
8. WALK, STOP & BACK

- • • • • = Walk
- = Trot
- = Lope
- = Ext. Lope
- - - - - = Ext. Trot
- /////// = Back

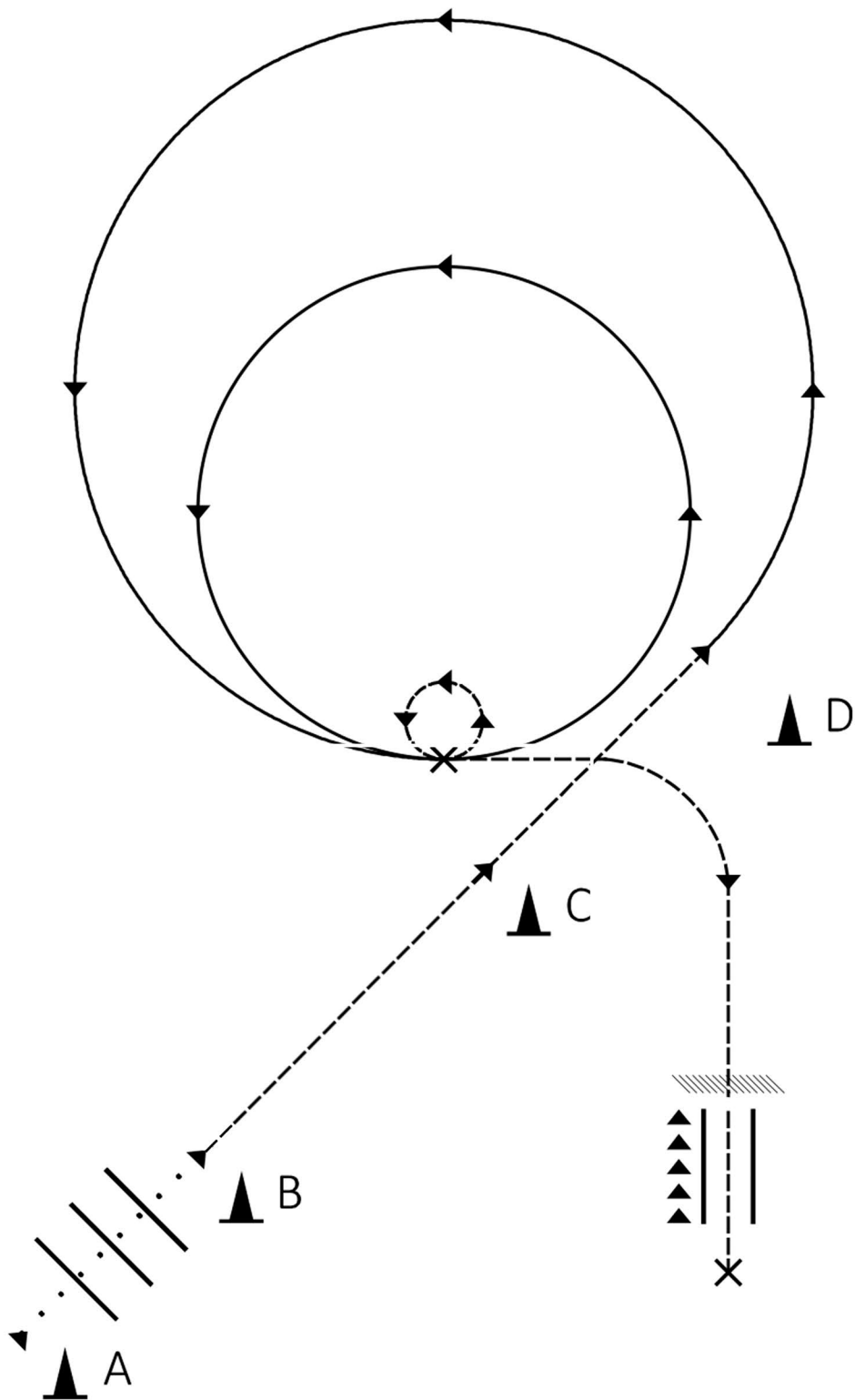
RANCHMANSHIP PATTERN 7 ADULT OPEN



1. Walk from A to B.
2. At B extended trot to C.
3. At C return to trot.
4. At D left lead lope large fast to a small slow and stop in the center.
5. 2 spins left.
6. Trot through chute, stop, 90° to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.

	= Lead Change
X	= Stop
.....	= Walk
-----	= Trot
————	= Lope
————	= Ext. Lope
-----	= Ext. Trot
////	= Back

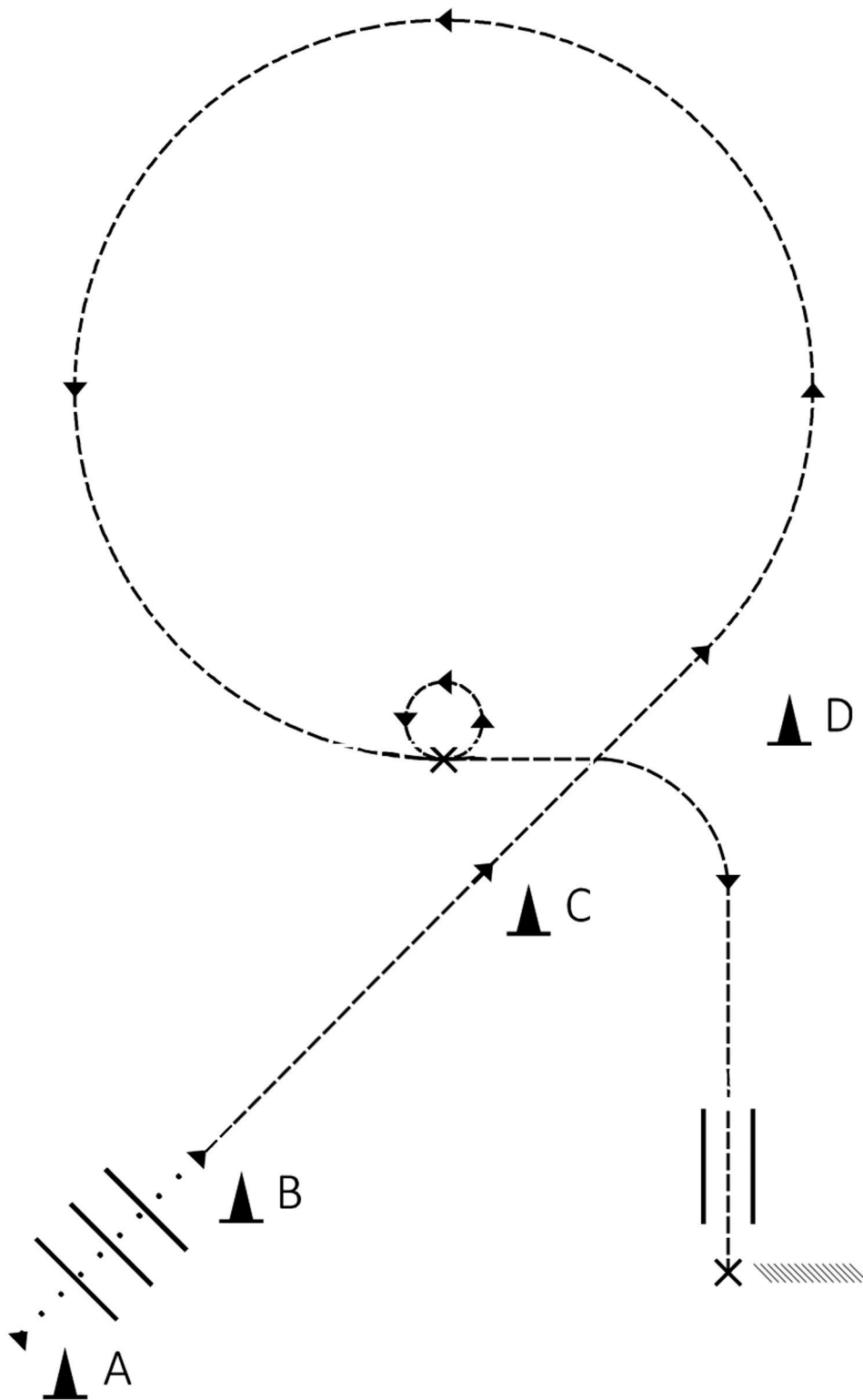
RANCHMANSHIP PATTERN 7 YOUTH & ADULT INTERMEDIATE



1. Walk from A to B.
2. At B trot
3. At D left lead lope large fast to a small slow and stop in the center.
4. 2 spins left.
5. Trot through chute, stop, 90° to right.
6. Side pass right.
7. Back to 2nd pole.
8. Walk to exit arena.

	= Lead Change
X	= Stop
.....	= Walk
-----	= Trot
————	= Lope
————	= Ext. Lope
-----	= Ext. Trot
////	= Back

RANCHMANSHIP PATTERN 7 YOUTH & ADULT NOVICE



1. Walk from A to B.
2. At B trot
3. At D trot large ○ and stop in the center.
4. 1 spin left.
5. Trot through chute, stop, 90° to right.
6. Back
7. Walk to exit arena.

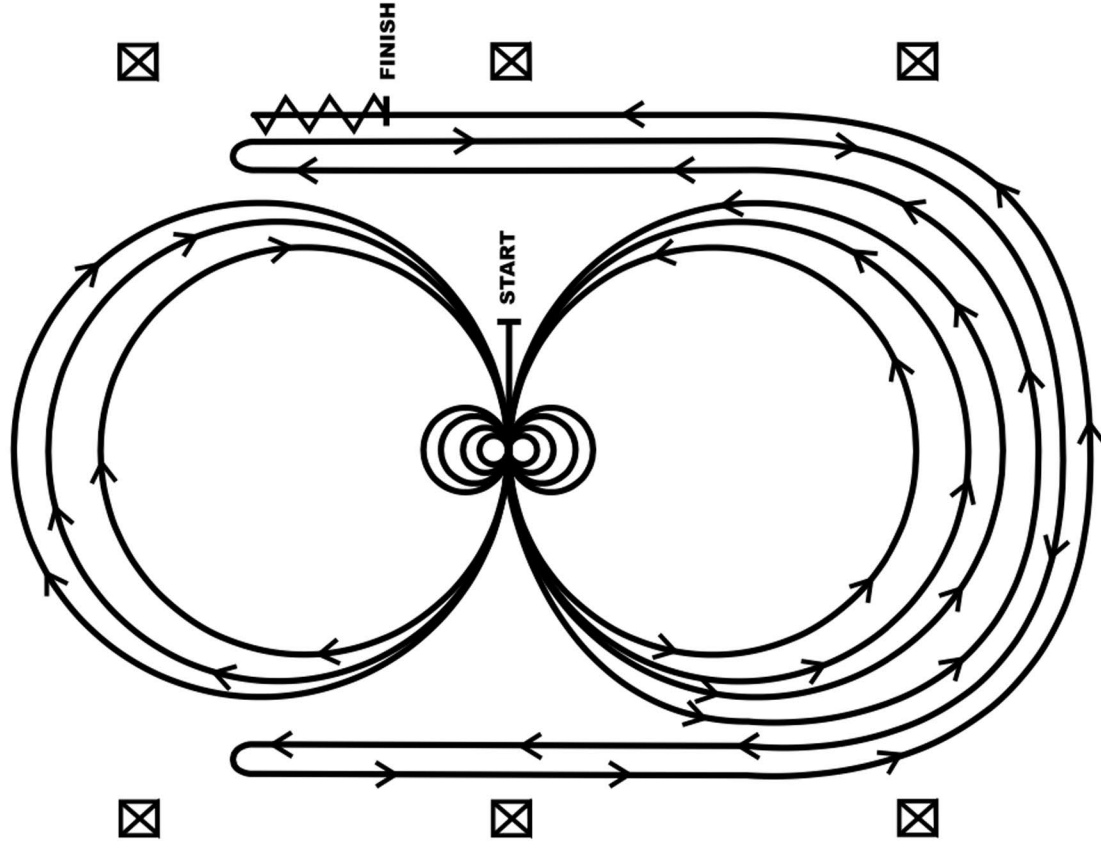
	= Lead Change
×	= Stop
.....	= Walk
-----	= Trot
————	= Lope
————	= Ext. Lope
-----	= Ext. Trot
////	= Back

Pattern 15

Pattern 15

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

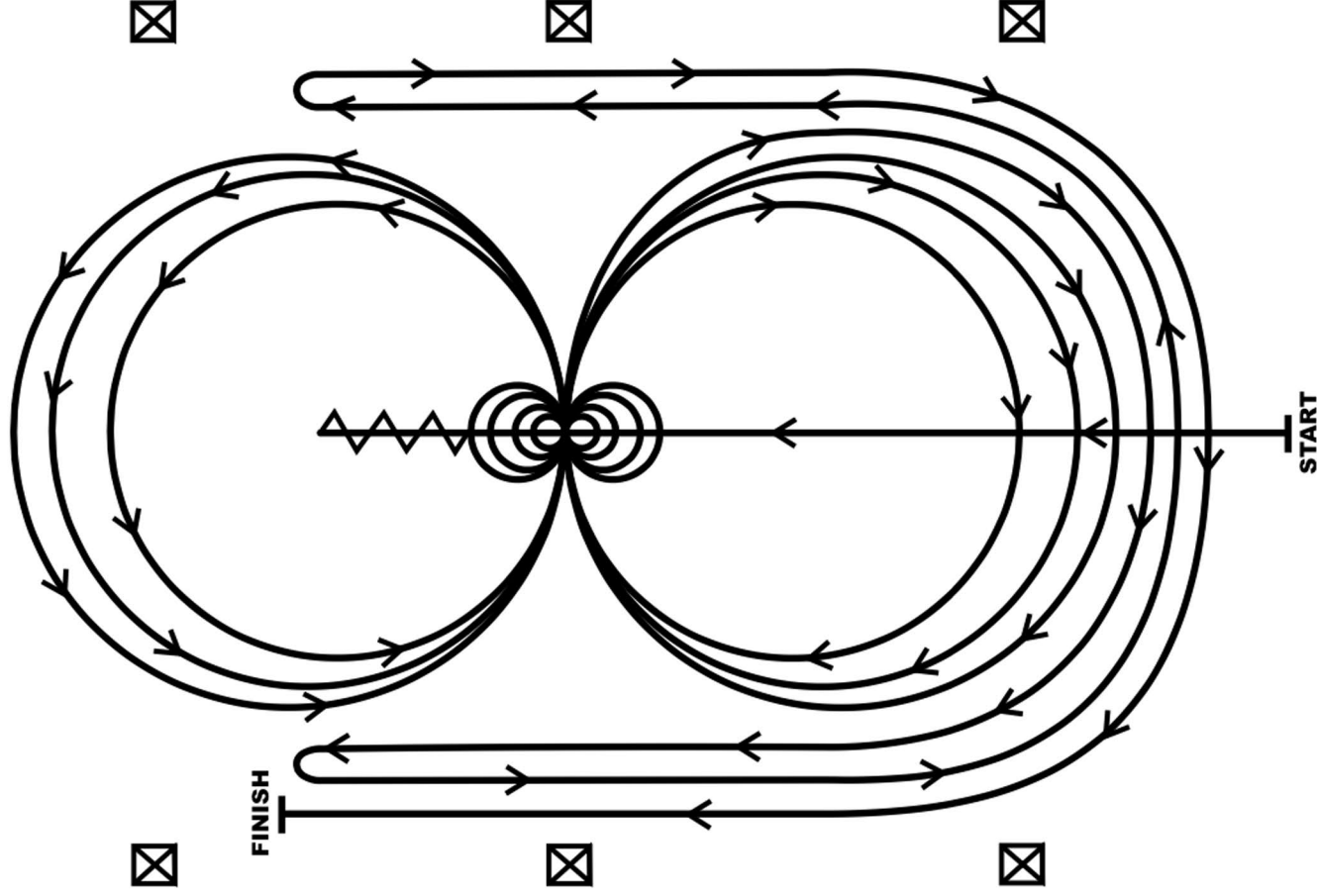
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the 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.
5. Begin a large circle to the left but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 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 (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



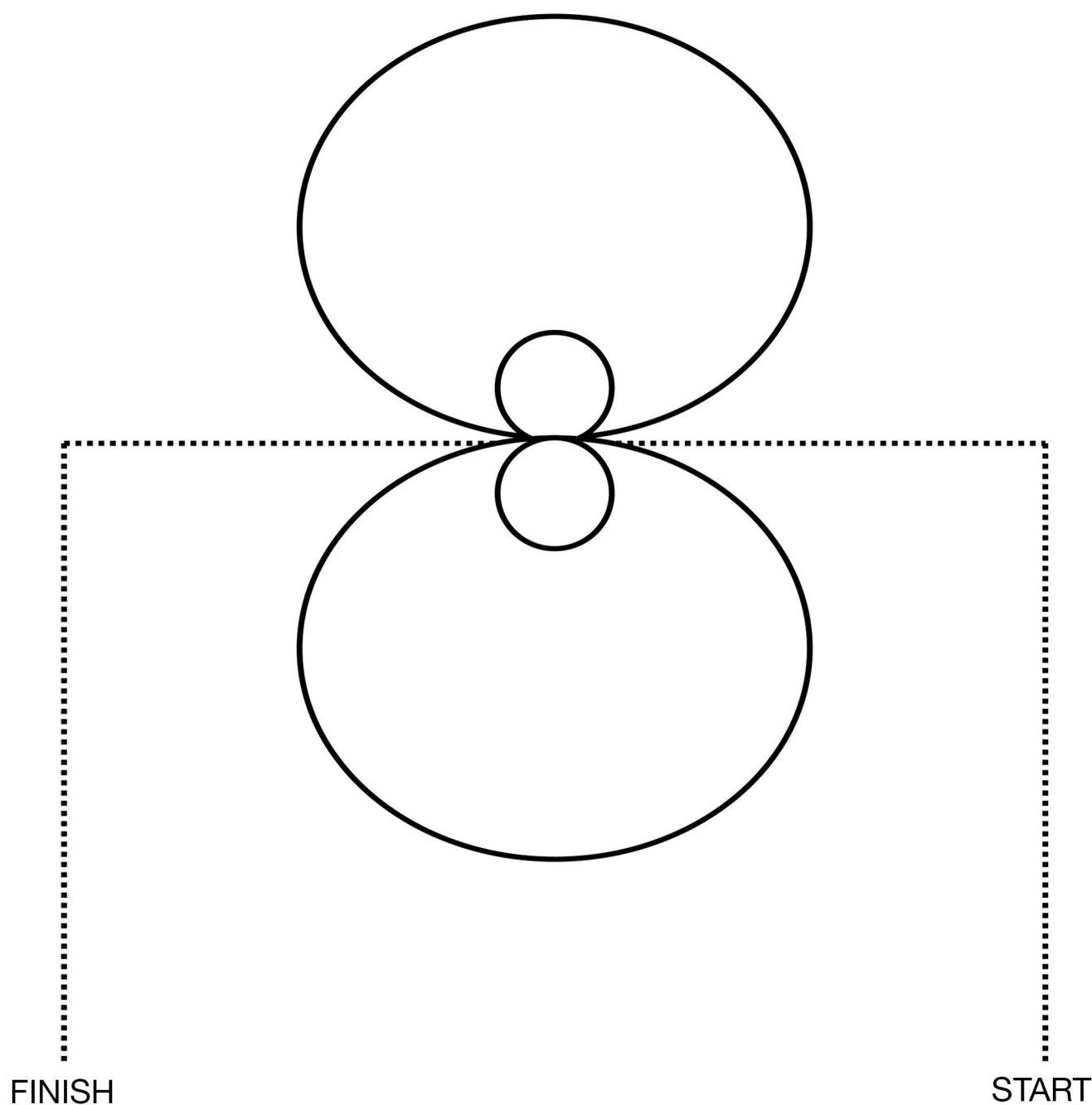
Pattern 16

Pattern 16

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the left. Hesitate.
3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.
4. Beginning on the right lead, compete 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. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large circle to the right 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 20 feet (6 meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but to not close this circle. Run up the right side of the arena and past the center marker and do a right rollback at least 20 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 left side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

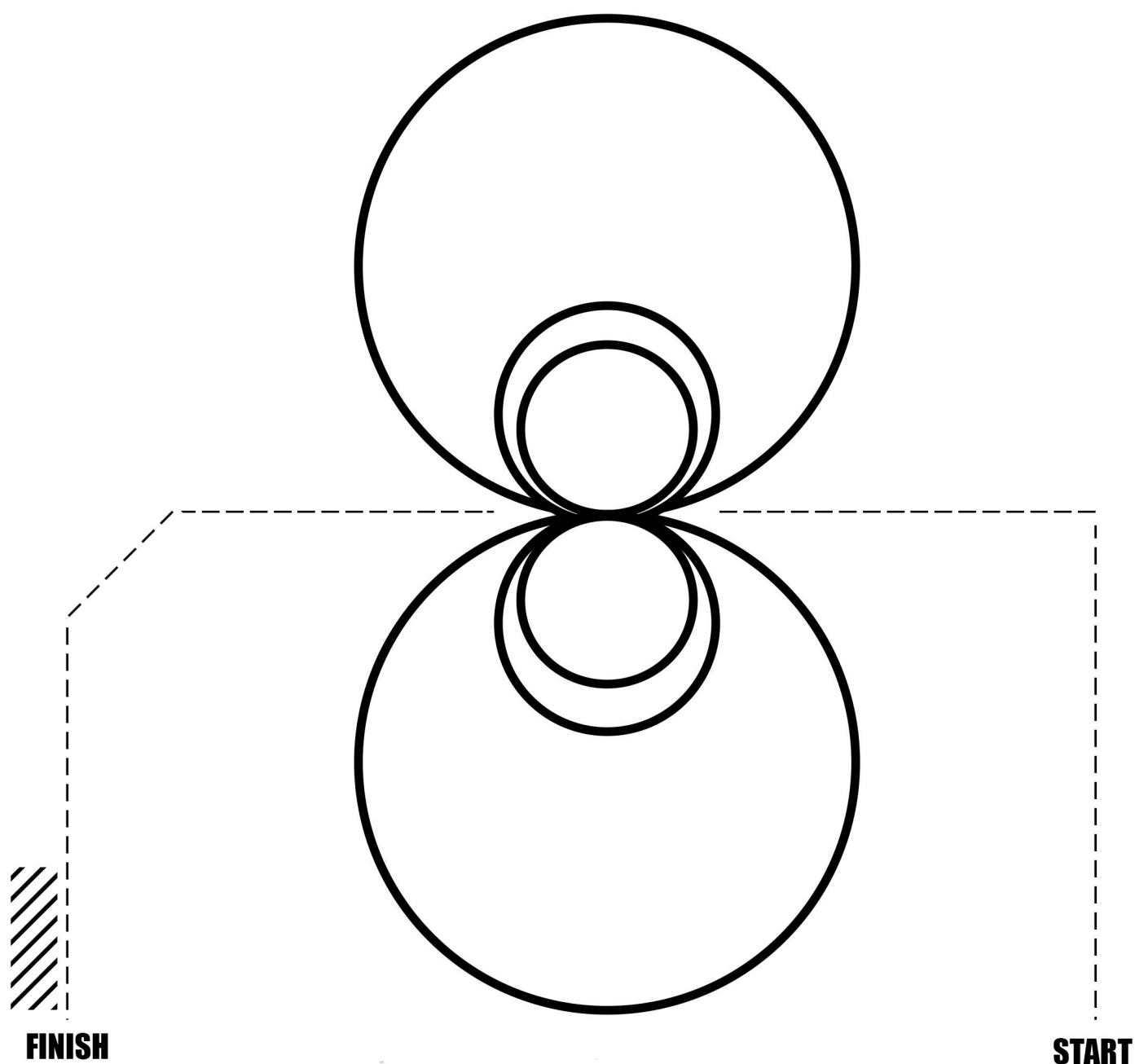


REINING LEAD LINE PATTERN 3



- 1) Walk or Jog to center of arena
- 2) Complete 1 spin to the right
- 3) Complete 1 spin to left
- 4) Jog a LEFT circle, do not stop
- 5) Jog a RIGHT circle and stop in center

REINING LEAD LINE PATTERN 4



- 1 Walk or jog to center
- 2 Jog a circle to the left.
- 3 Jog a circle to the right. Halt
- 4 Two spins left
- 5 Two Spins right
- 6 Jog forward and to your left, past end marker.
Stop and back.