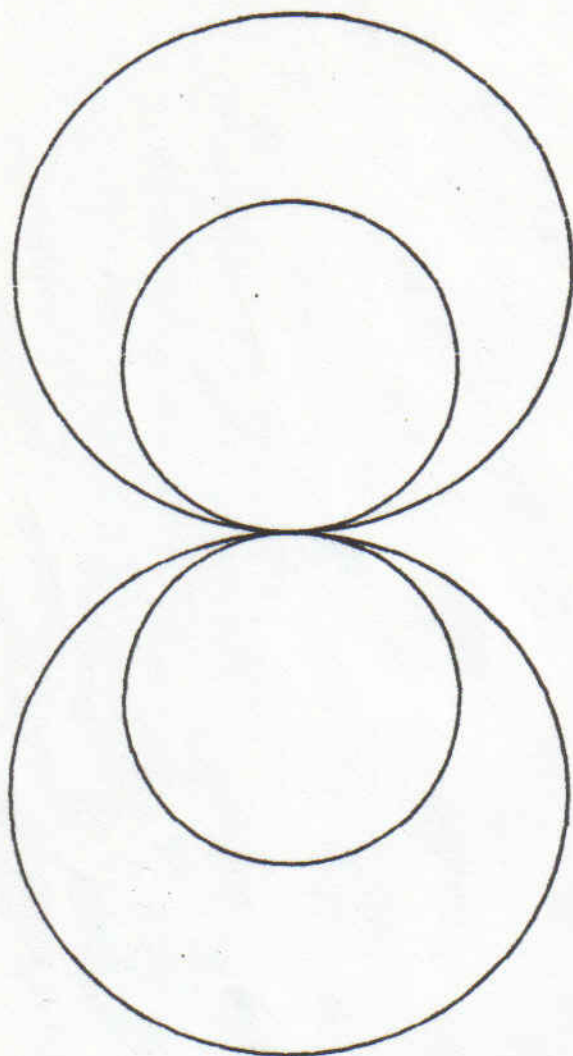


Class #

- 1206 BVX Reining - Walk/Trot pattern **BVR SG1**
- 1207 BVX Beginner Reining pattern **BVR C2**
- 1222 BVX Beginner Reining pattern **BVR B2**
- 1208 BVX Beginner Reining Junior Rider pattern **BVR D1**
- 1209 BVX Beginner Reining Stake pattern **BVR E2**
- 1210 BVX Reining Never Won A Buckle pattern **NRHA 4**
- 1211 BVX Open Reining pattern **NRHA 3**
- 1223 BVX Open Reining pattern **NRHA 6**
- 1224 BVX Open Reining Stake pattern **NRHA 8**
- 2284 APHA Reining - All Ages **APHA pattern 6**
- 2285 APHA Reining - Youth under 18 **APHA pattern 6**
- 2286 APHA SPB Reining - All Ages **APHA pattern 6**
- 2287 ApHCC Reining - All Ages pattern **ApHCC pattern 5**
- 2288 ApHCC Reining - Youth under 18 pattern **ApHCC pattern 5**
- 2289 AQHA Reining - All Ages **NRHA pattern 8**
- 2290 AQHA Reining - Youth all ages **NRHA pattern 8**

2007
**BEGINNER REINING
PATTERN BVR SG-1**



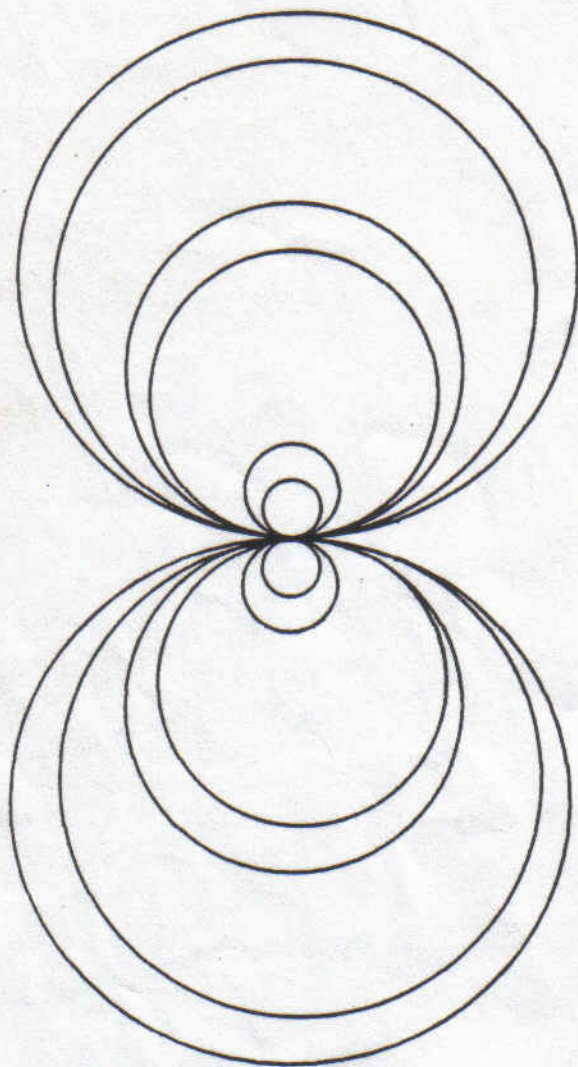
1. Beginning at center of arena facing judge, complete one large trot circle and one small walk circle to the right.

2. Stop at center. Hesitate.

3. Complete one large trot circle and one small walk circle to the left.

4. Stop at center. Hesitate to demonstrate completion of pattern. Walk to the judge for inspection.

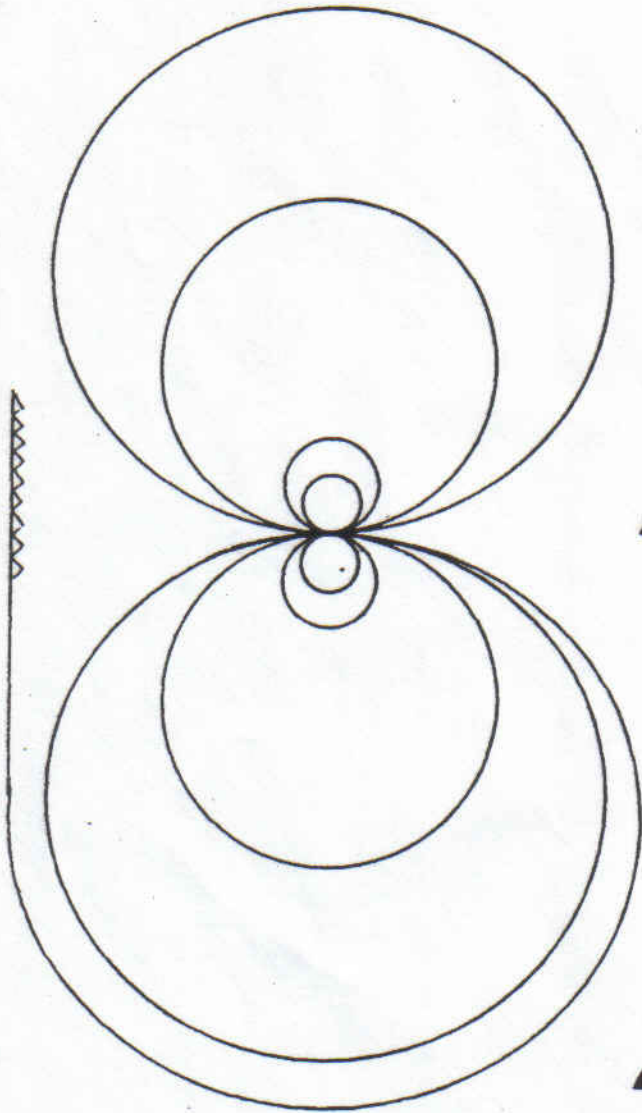
BEGINNER REINING PATTERN BVR B-2



1. Beginning at center of arena, complete two large fast lope circles and two small slow lope circles to the left.
2. Stop at center and complete two spins to the left. Hesitate.
3. Complete two large fast lope circles and two small slow lope circles to the right.
4. Stop at center and complete two spins to the right. Hesitate to demonstrate completion. Walk to the judge for inspection.

PATTERN TO BE RIDDEN INSIDE END MARKERS

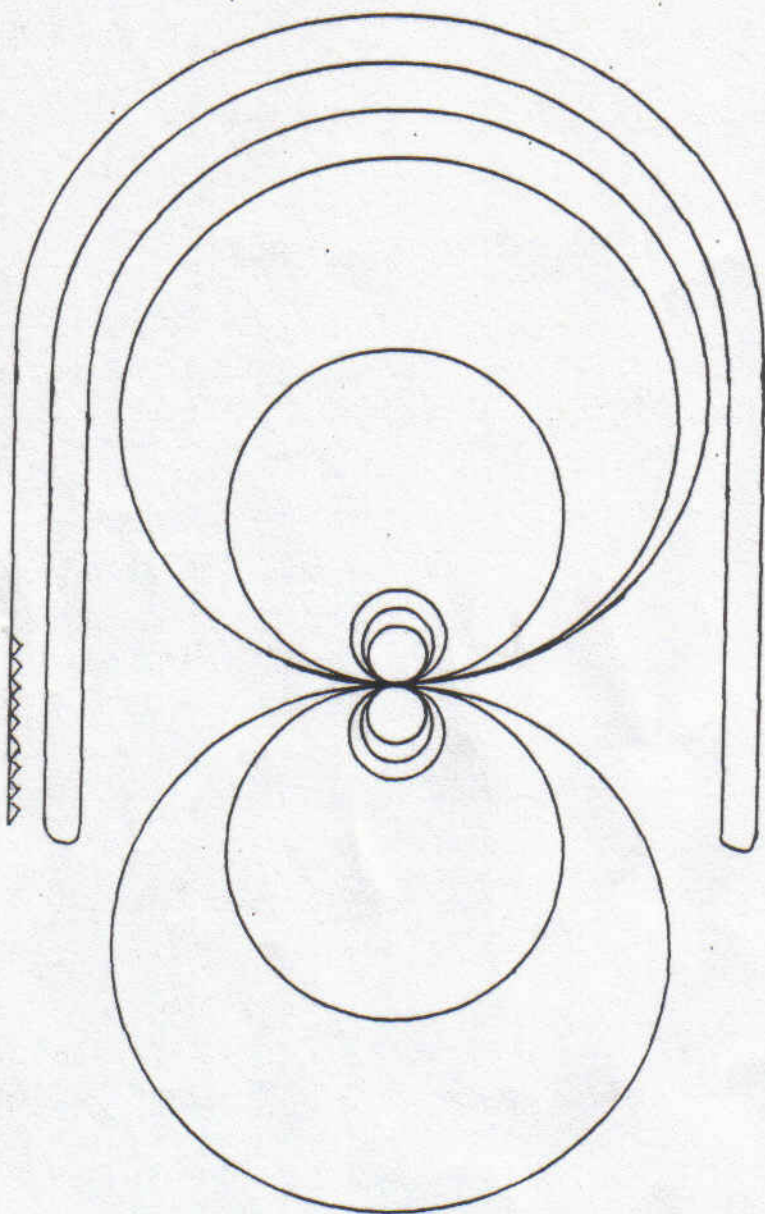
BEGINNER REINING PATTERN BVR C-2



1. Beginning at center of arena, complete two spins to the left. Hesitate.
2. Complete one large fast and one small slow circle to the left.
3. Stop at center and complete two spins to the right. Hesitate.
4. Complete one large fast and one small slow circle to the right.
5. Do not stop at center, instead run 3/4 of a circle to the right, run straight down past center marker, stop and backup at least 10 feet. Hesitate to demonstrate completion. Walk to the judge for inspection.

PATTERN TO BE RIDDEN INSIDE END MARKERS

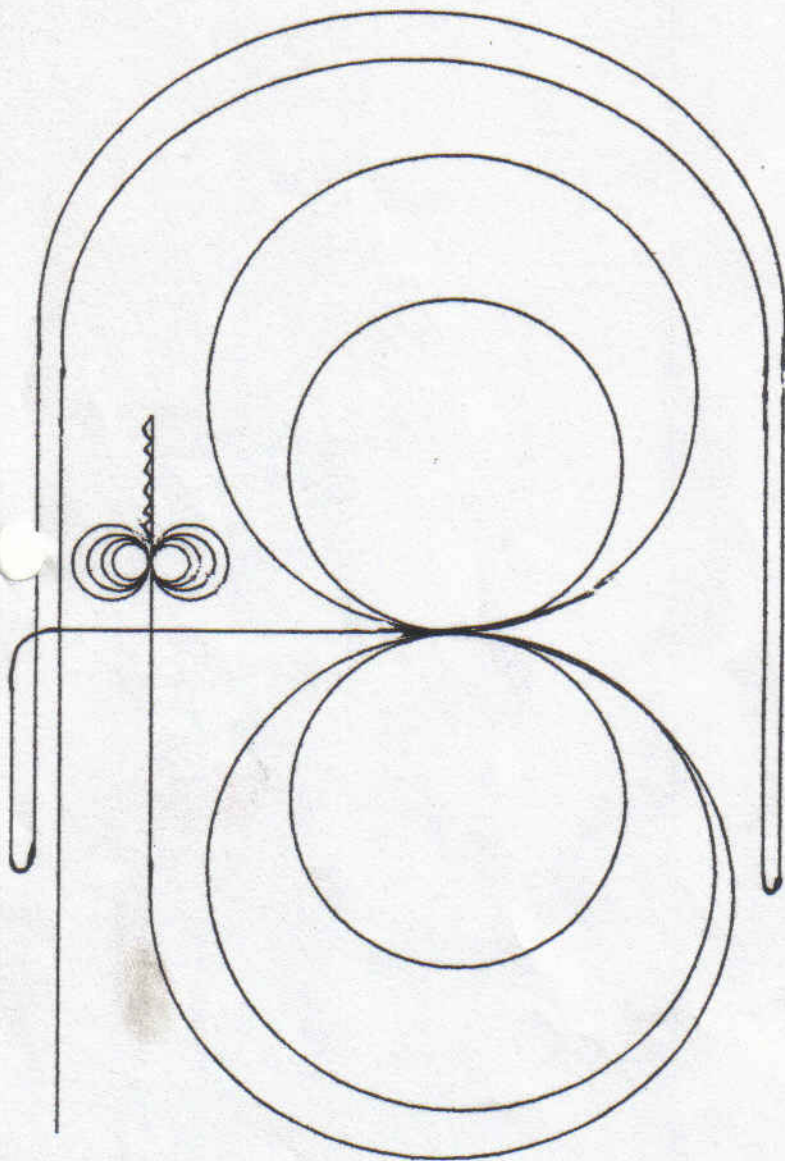
BEGINNER REINING PATTERN BVR D-1



1. Beginning at center of arena, complete one large fast and one small slow to the left.
2. Stop at center and complete three spins to the left. Hesitate.
3. Complete one large fast and one small slow to the right.
4. Stop at center and complete three spins to the right. Hesitate.
5. Run 3/4 of a circle to the left, do not close this circle but run straight down past the center marker and do a right rollback, no hesitation.
6. Continue back around previous circle, do not close this circle but run straight down past the center marker and do a left rollback - no hesitation.
7. Continue back around previous circle, do not close this circle but run straight down past the center marker, stop and back up. Hesitate to demonstrate completion. Walk to judge for inspection.

PATTERN TO BE RIDDEN INSIDE END MARKERS

BEGINNER REINING PATTERN BVR E-2



1. Beginning, and staying at least twenty feet from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite side of the arena past the center marker and do a left rollback - no hesitation.

2. Continue back around the top of arena over previous tracks, run straight down the left side of the arena past the center marker (staying at least twenty feet from wall or fence) 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 one large fast and one small slow circle to the right. Change leads at center.

4. Complete one large fast and one small slow circle to the left. Change leads at center.

5. Run 3/4 of a circle to right. Continue straight past the center marker, stop and back up at least ten feet.

6. Complete 4 spins to the right.

7. Complete 4 spins to the left. Hesitate to demonstrate completion. Walk to the judge for inspection.

PATTERN TO BE RIDDEN INSIDE END MARKERS