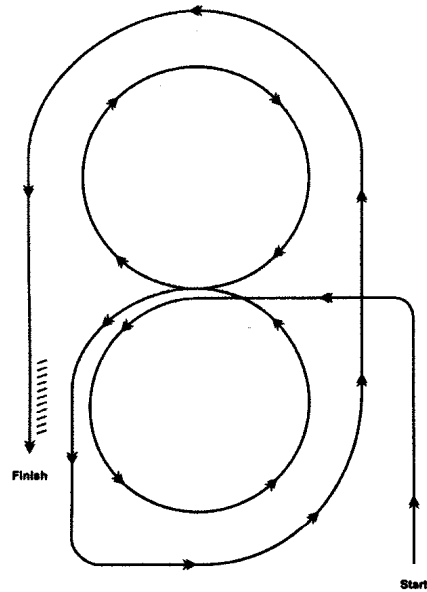


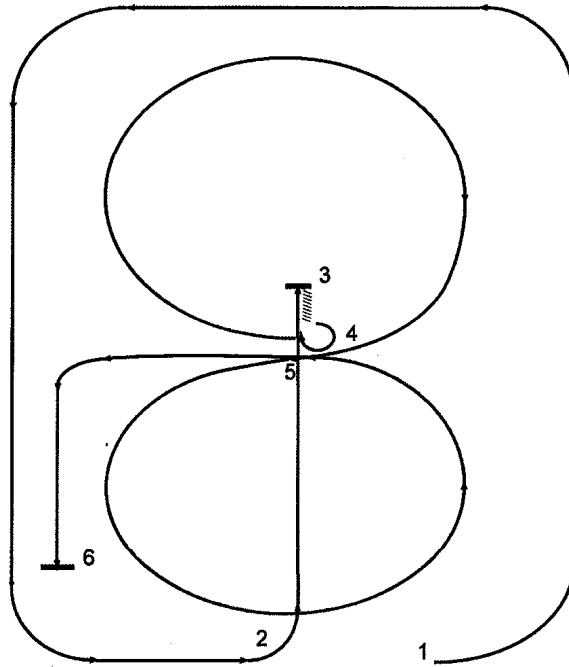
Pattern 1



Horsemanship Pattern 1:

1. Do extended jog along side of arena, then to center
2. Begin lope at center of arena and lope left circle on left lead
3. Change leads at center of arena and lope right circle on right lead
4. Change leads and continue loping around end of arena
5. Once on the straight, increase speed and continue around end of arena
6. Stop and back
7. The MRAI Judges Committee reserves the right to make alterations and/or additions to this pattern.

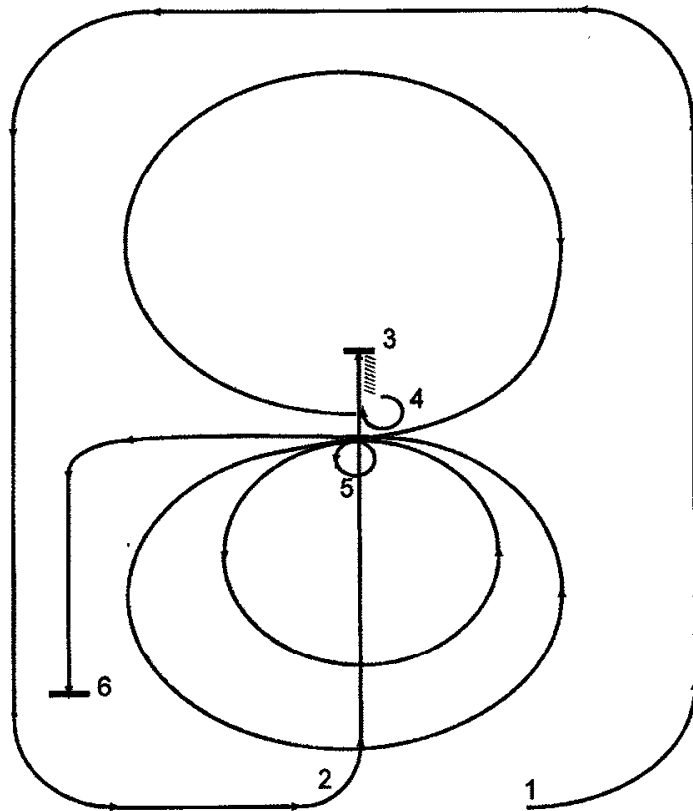
Pattern 2



Horsemanship Pattern 2:

1. Circle the arena, on the left lead, at an extended lope.
2. Guide left and lope down the center of the arena with moderate speed.
3. Pass the center of the arena, stop and back to the center.
4. Execute a 3/4 turn to the right and lope a circle, to the right, with moderate speed.
5. Change leads and lope a circle, to the left, with moderate speed. After completing the circle, continue loping on the left lead toward the end of the arena.
6. Stop and pause to show completion of pattern.

Pattern 3



Horsemanship Pattern 3:

1. Circle the arena, on the left lead, at an extended lope.
2. Guide left and lope down the center of the arena with moderate speed.
3. Pass the center of the arena, stop and back to the center.
4. Execute a 3/4 turn to the right and lope a circle, to the right, with moderate speed.
5. Stop in the center, execute a 360 degree turn, to the left. Lope a small slow circle, to the left, followed by a larger, faster circle to the left. At the center of the arena, rate back to the slower speed and continue loping on the left lead toward the end of the arena.
6. Stop and pause to show completion of pattern.