Warm-Up Arena Etiquette

- Always go with the flow of traffic. If the arena is large enough for two sets of circles, follow the diagram. If the arena only has space to lope one circle, ask others when you want to change directions. Most people will oblige.
- NEVER stop your horse in traffic, and ALWAYS look behind you before you stop or slow down.
- Always look where you are going, and watch out for other riders.
- Don’t tie horses in the warm up arena.
Mandatory Markers:
The judge shall indicate with markers on arena fence the center of the pattern.

Ride pattern as follows:
1. Trot to center of arena and stop.
2. Complete three spins in each direction
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
5. Begin a large 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 roll back at least 20 feet 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 right roll back at least 20 feet from the wall or fence, no hesitation.
7. 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 from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. 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 roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.
As you enter the arena, begin on right lead and lope to the center, without stopping or breaking gait, and begin the pattern.
**Mandatory Marker along Fence or Wall**

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop
10. Back at least 10 feet in a straight line
As you enter the arena, begin on right lead and lope to the center, without stopping or breaking gait, and begin the pattern.

**Mandatory Marker along Fence or Wall**

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
2. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run back to the middle of the arena past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
**Mandatory Marker along Fence or Wall**

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern
Mandatory Markers along Fence or Wall
The judge shall indicate the area for the pattern with six markers on arena fence.
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. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
3. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
4. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
5. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
6. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
7. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.
1. Start at the end of the arena. Run down the middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around the end of the arena and down the side (approximately 30 feet from the fence) past center marker and come to a sliding stop.
7. Complete 3-1/2 spins to the right.
8. Continue back down the side and end of the arena to the other side (approximately 20 feet from the fence), go past center marker and come to a sliding stop.
9. Complete 3-1/2 spins to the left. Hesitate to complete pattern.
Mandatory Marker along Fence or Wall
The judge shall indicate with markers on arena fence or wall the center of pattern.
Ride pattern as follows:
1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and lope one circle to the right. Change leads to the left.
3. Complete one circle to the left. Change leads to the right and go to the top of the arena.
4. Run down the center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run down to other end of arena, past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern
As you enter the arena, begin on right lead and lope to the center, without stopping or breaking gait, and begin the pattern.

1. Begin on right lead and lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down the center of arena to far end past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run down to other end of arena, past the end marker, come to a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and come to a sliding stop.
8. Back at least 10 feet in a straight line.
9. Hesitate to complete pattern.
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:
1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right.
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left.
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left.
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right.
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.
As you enter the arena, begin on left lead and lope to the center, without stopping or breaking gait, and begin the pattern.

1. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right.
2. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left.
3. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and execute a square sliding stop.
8. Back at least 10 feet in a straight line.
9. Hesitate to complete pattern.
Trot to center of arena, stop. Start pattern facing toward the judge.

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.

2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.

3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.

4. Complete 3½ spins to the left.

5. Run down center of arena past end marker, and execute a square sliding stop.

6. Complete 3½ spins to the right.

7. Run down center of arena past center marker, and execute a square sliding stop.

8. Back up at least 10 feet. Hesitate to complete pattern.

*This pattern may be used as a lope in pattern. Please refer to rule 20.6.*
**Stock Horse Reining**  
**Pattern 9 -- Lope In**

Start on Left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge.  
1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.  
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.  
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.  
4. Complete 3½ spins to the left.  
5. Run down center of arena past end marker, and execute a square sliding stop.  
6. Complete 3½ spins to the right.  
7. Run down center of arena past center marker, and execute a square sliding stop.  
8. Back up at least 10 feet. Hesitate to complete pattern.
Trot to center of arena, stop. Start pattern facing towards judge.
1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.
Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.