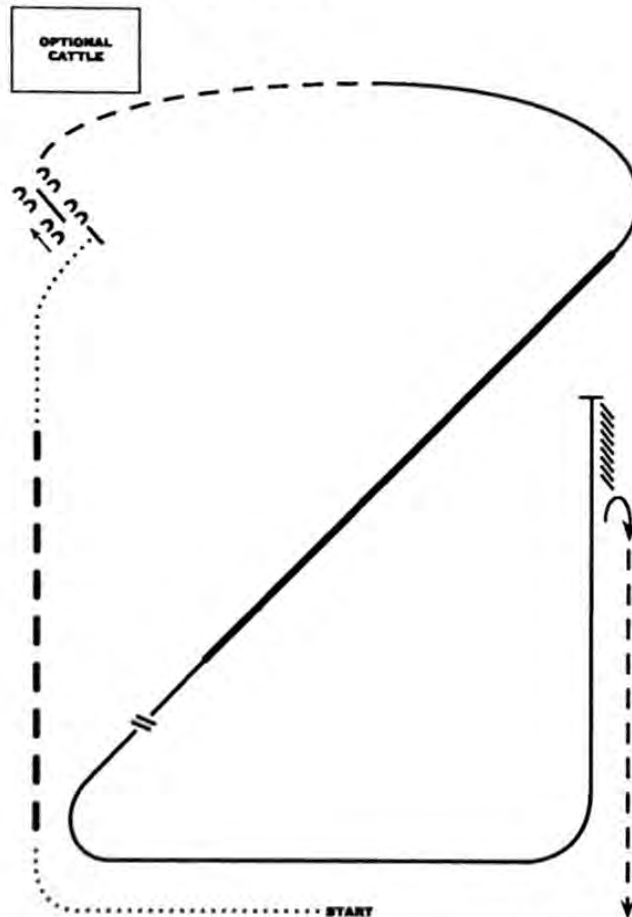


RANCH RIDING - PATTERN 10

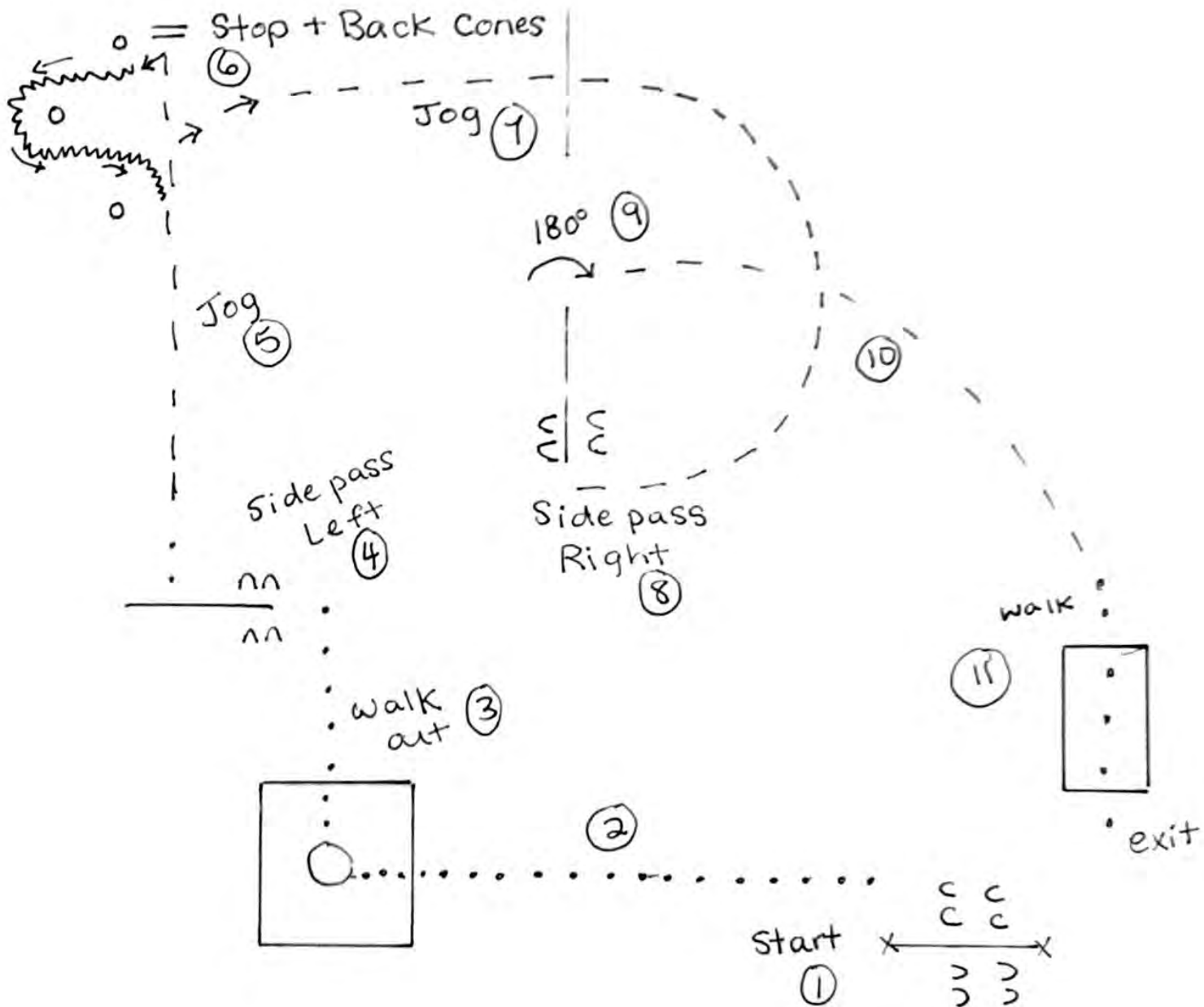


LEGEND	
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
—	Lope
—	Extended Lope
	Back
↔	Lead Change

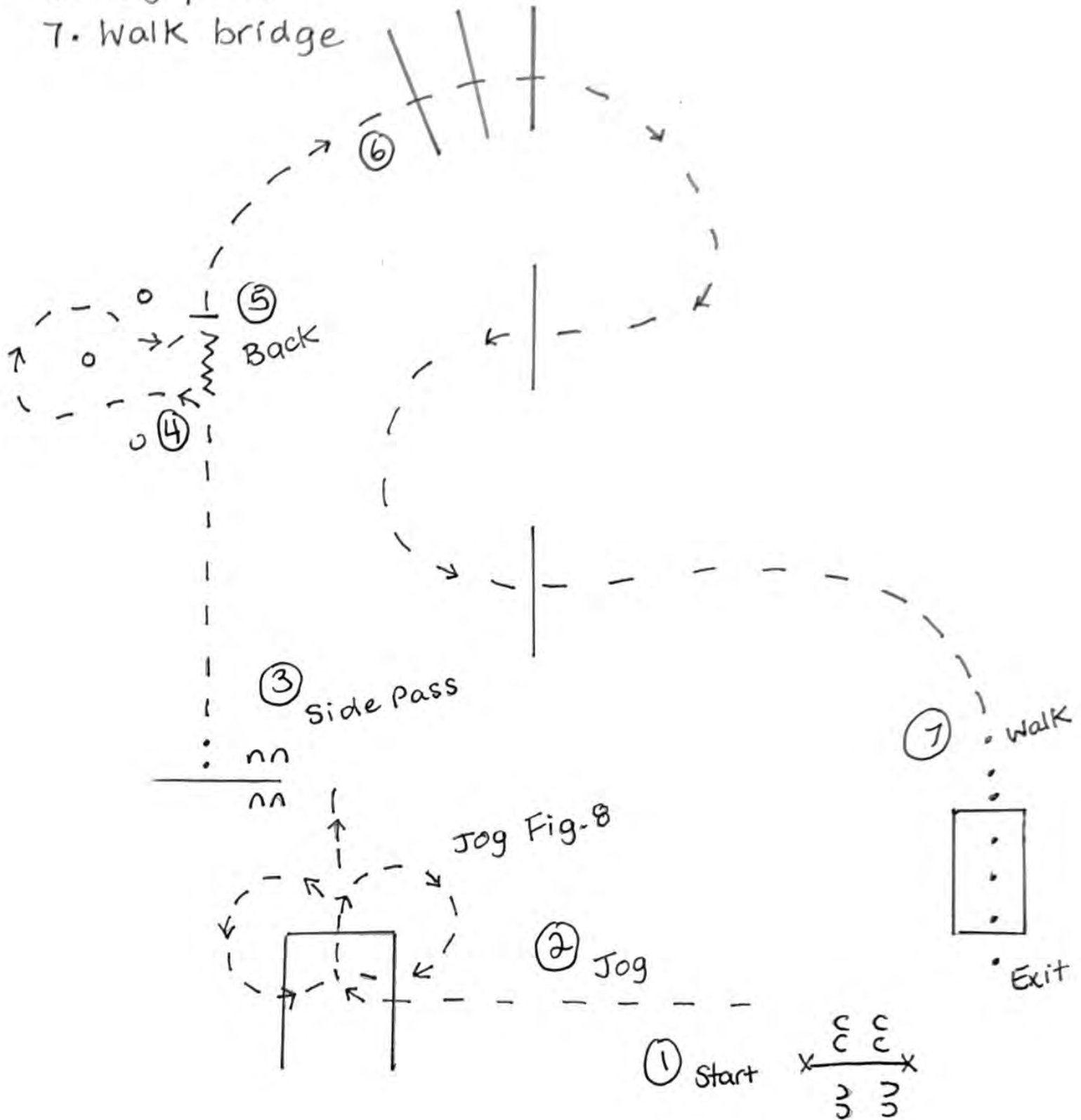
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

1. LH Push gate
2. Walk into box
3. $1\frac{1}{4}$ turn and walk out
4. Side Pass Left
5. Jog
6. Stop and back cones
7. Jog pole
8. Side pass right
9. 180°
10. Jog
11. Walk bridge

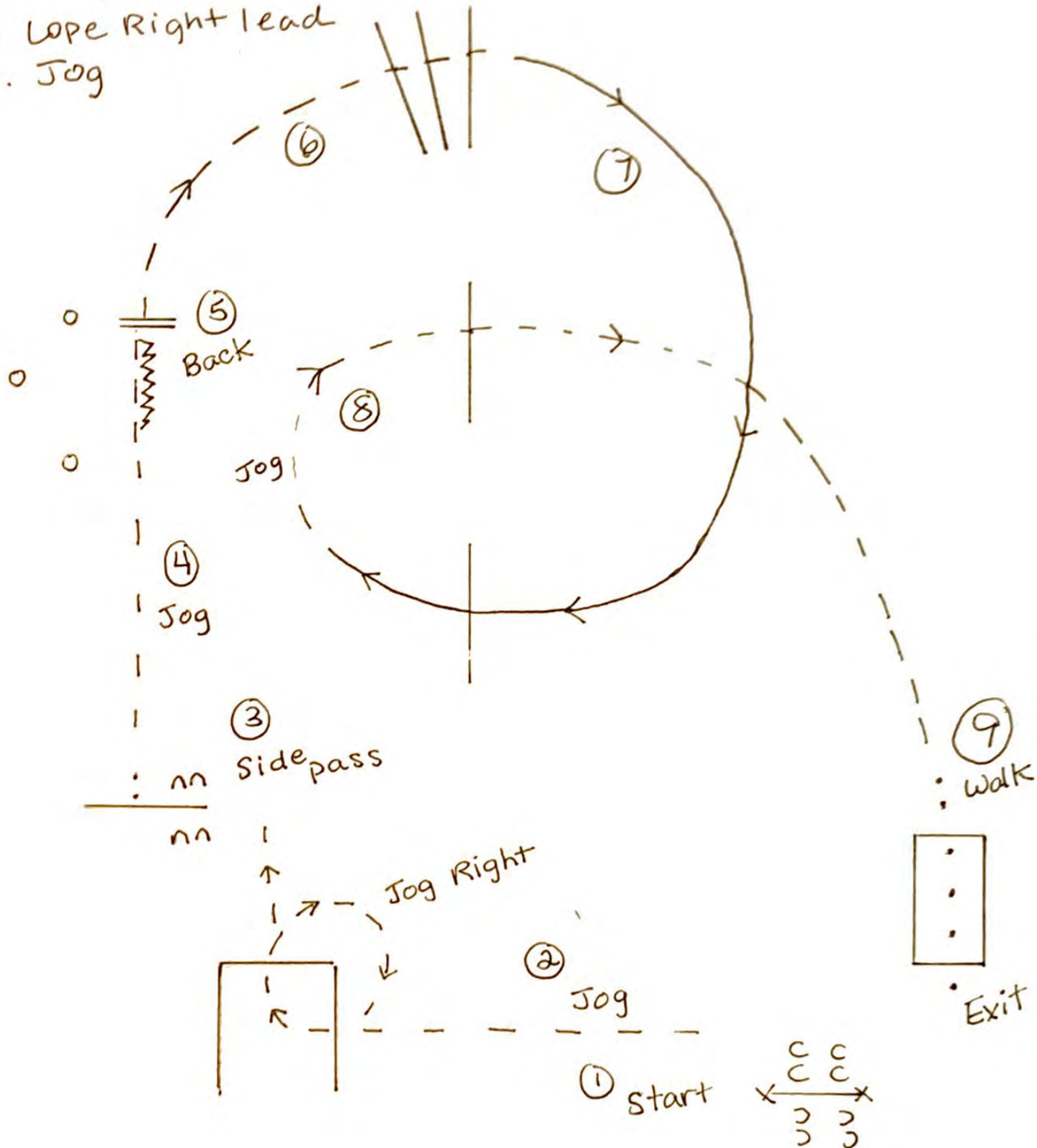


1. LH push gate
2. Jog poles - Fig. 8 - go right to start
3. Side pass Left
4. Jog cones
5. Back straight
6. Jog poles
7. Walk bridge

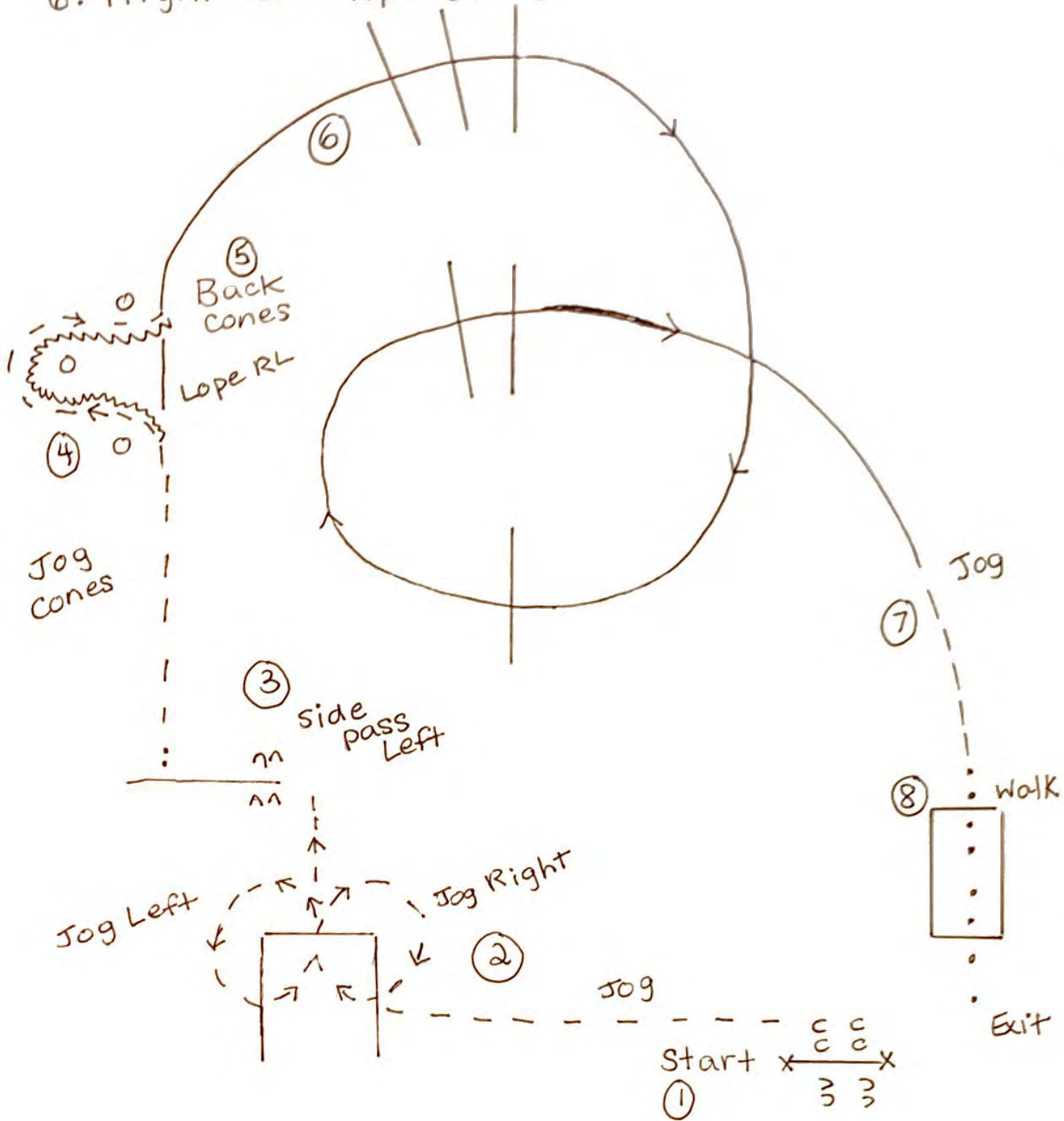


1. LH push gate
2. Jog poles as shown
3. Side pass Left
4. Jog
5. Stop and back
6. Jog Poles
7. LOPE Right lead
8. Jog

9. Walk over bridge



1. LH push gate
2. Jog poles - Figure 8 - go right to start
3. Side Pass - Left
4. Jog through cones
5. Back through cones
6. Right lead lope overs
7. Jog
8. Walk Bridge



1. LH push gate

2. Jog

3. Walk poles

4. Jog

5. Stop and Back

6. Jog pole

7. Extend Jog

8. Side pass

9. 180°

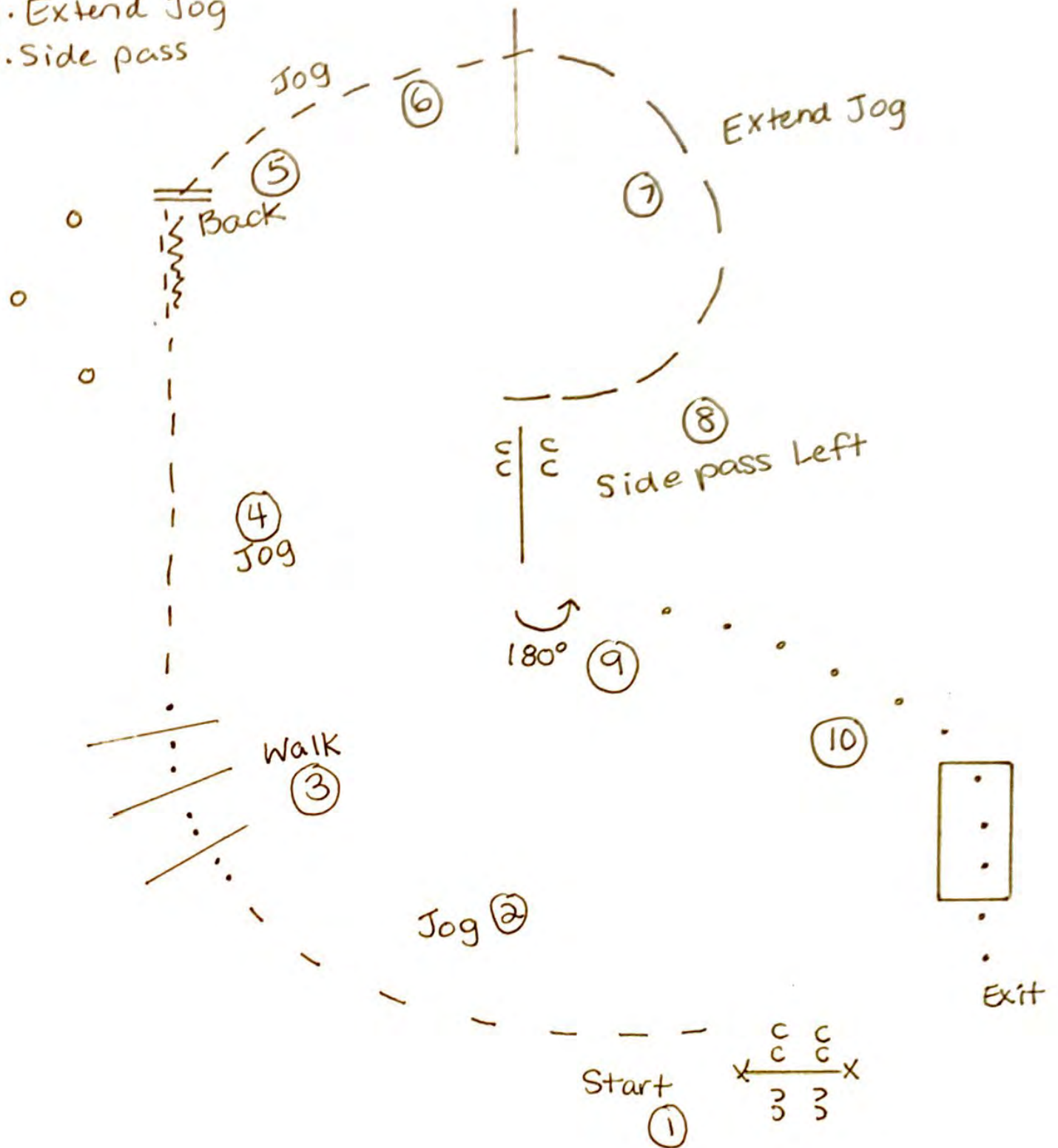
10. Walk over bridge

Classes 58

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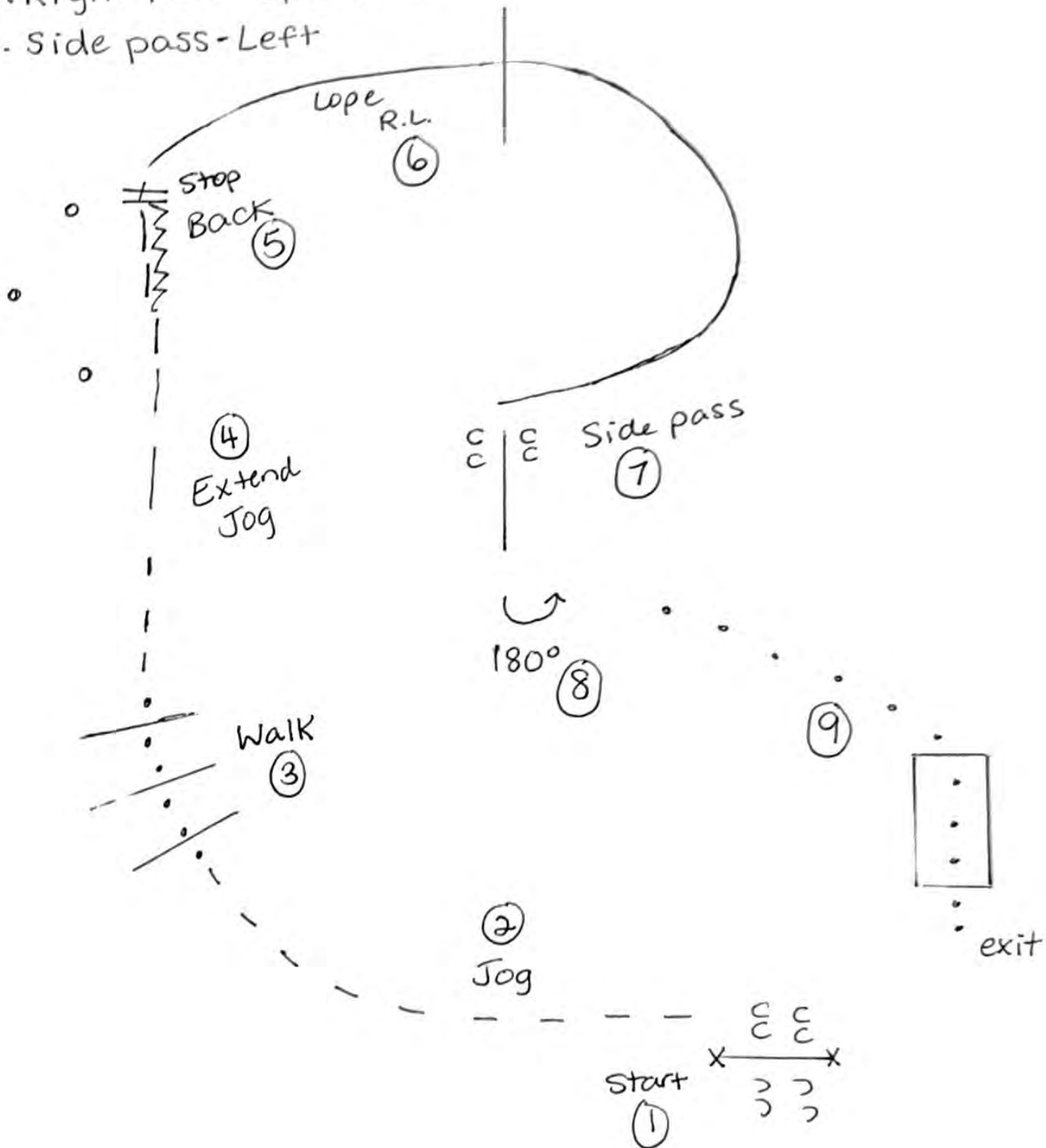
RT-W/T

7th/19+



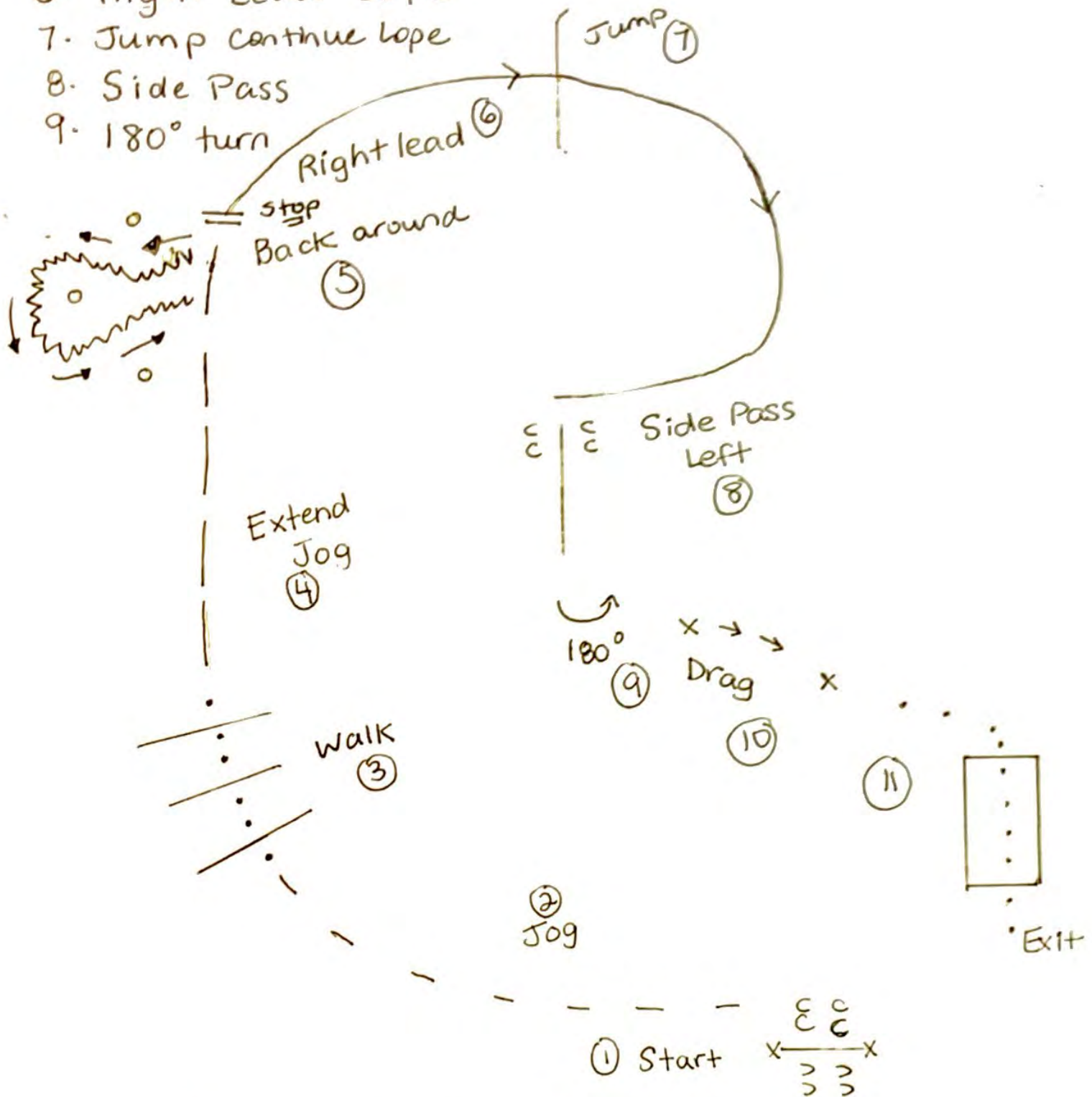
1. LH push gate
2. Jog
3. Walk poles
4. Jog and Extend Jog.
5. Stop and Back
6. Right lead lope over
7. Side pass-Left

8. 180°
9. Walk Bridge



1. LH push gate
2. Jog
3. Walk over poles
4. Extended Jog
5. Stop then back obstacle
6. Right Lead Lope
7. Jump continue lope
8. Side Pass
9. 180° turn

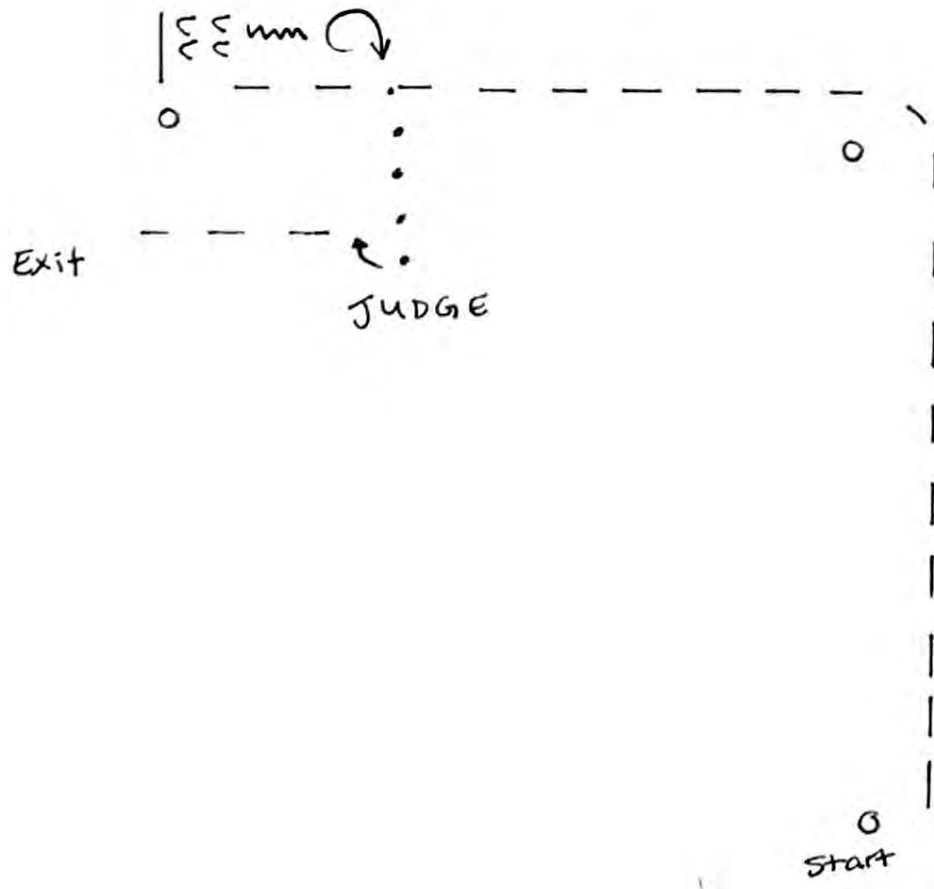
10. Drag
11. Walk Bridge



* Youth Not to Drag *

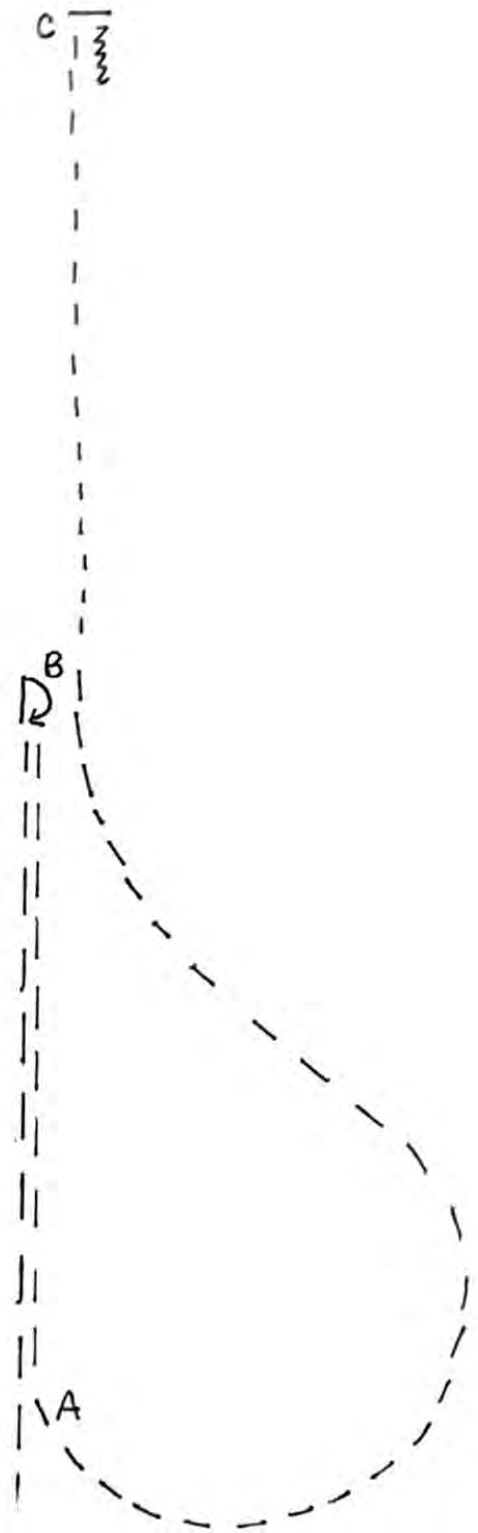
SHOWMANSHIP

1. Begin at first cone, trot around to third cone. Stop
2. Back one horse length
3. Execute a 270 degree turn
4. Walk to the judge
5. Set up for Inspection
6. When dismissed execute a 90 degree turn and trot out



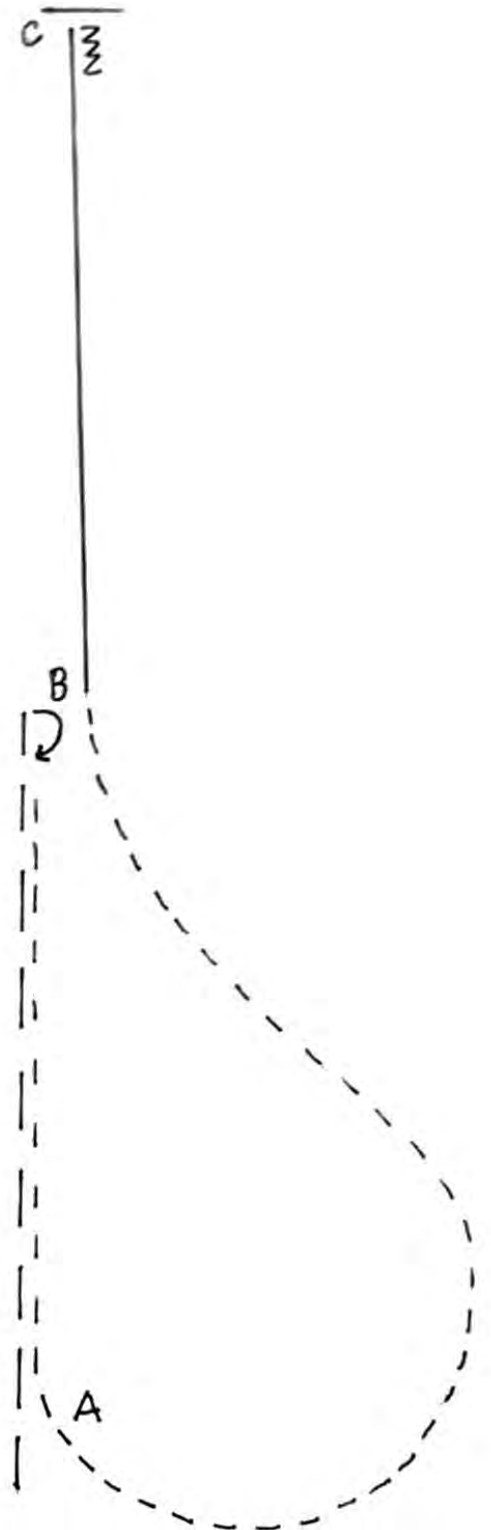
EQUITATION – WALK / TROT

1. Posting Trot from A to B – Left diagonal
2. Stop at B
3. Turn on the Forehand to the Right
4. Trot to and around cone A as shown – Right diagonal
5. At B sit trot
6. Continue to C
7. At C stop and back one horse length



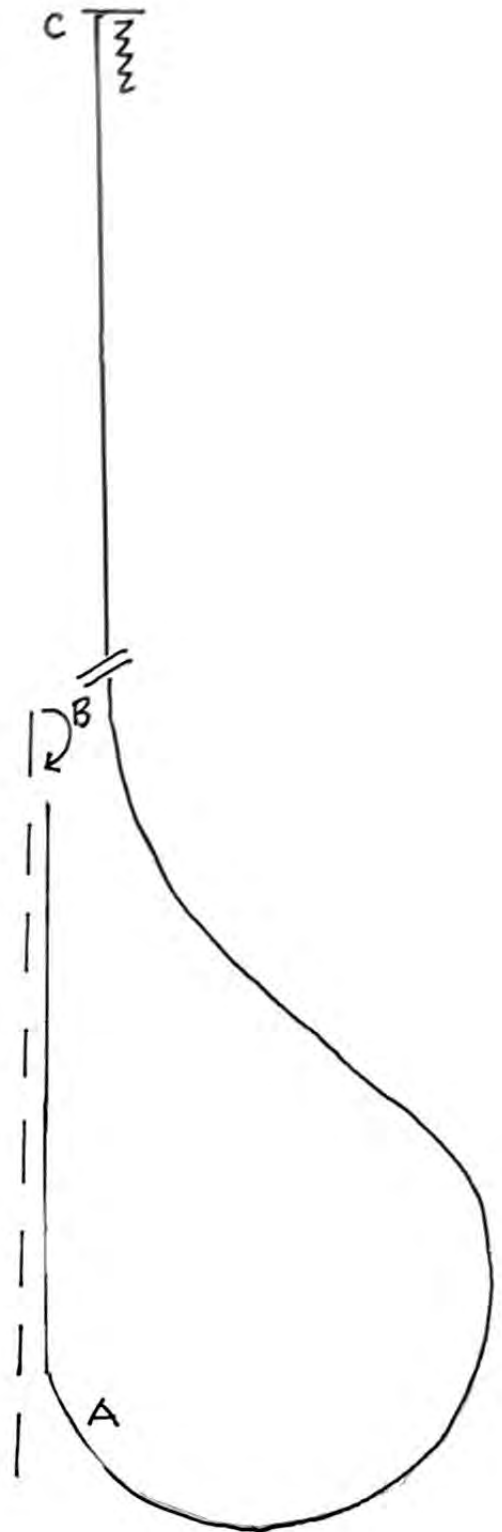
EQUITATION – GREEN HORSE

1. Posting Trot from A to B – Left diagonal
2. Stop at B
3. Turn on the Forehand to the Right
4. Sit Trot to and around cone A as shown
5. Left lead canter
6. Continue to C
7. At C stop and back one horse length



EQUITATION

1. Posting Trot from A to B – Left diagonal
2. Stop at B
3. Turn on the Forehand to the Right
4. Canter Left lead to and around cone A as shown
5. At B do a simple lead change
6. Continue to C
7. At C stop and back one horse length

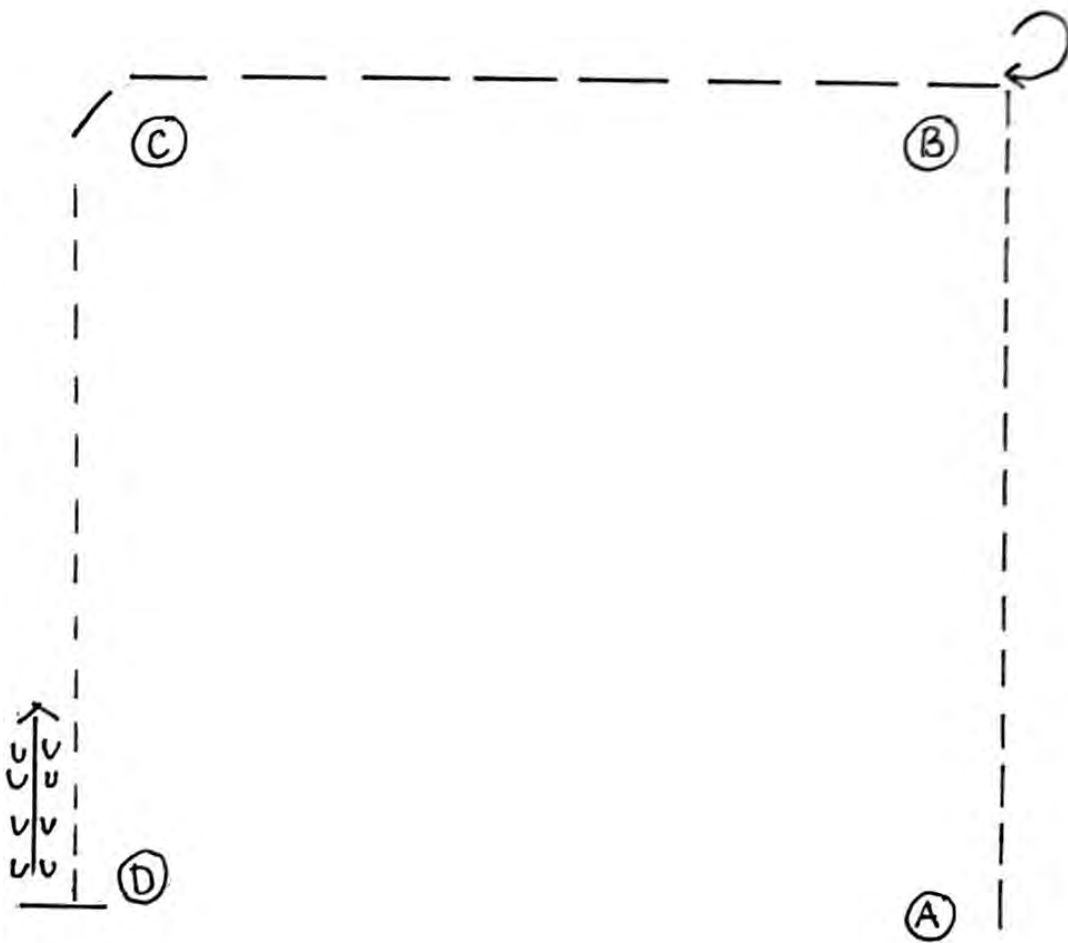


HORSEMANSHIP - WALK / TROT

BE READY AT 'A'

1. Jog from A to B
2. Stop past B and execute a 270 degree turn to the right
3. Extended Jog from B around C
4. Regular Jog from C to D
5. Stop at D and back one horse length

EXIT THE RING AT A JOG

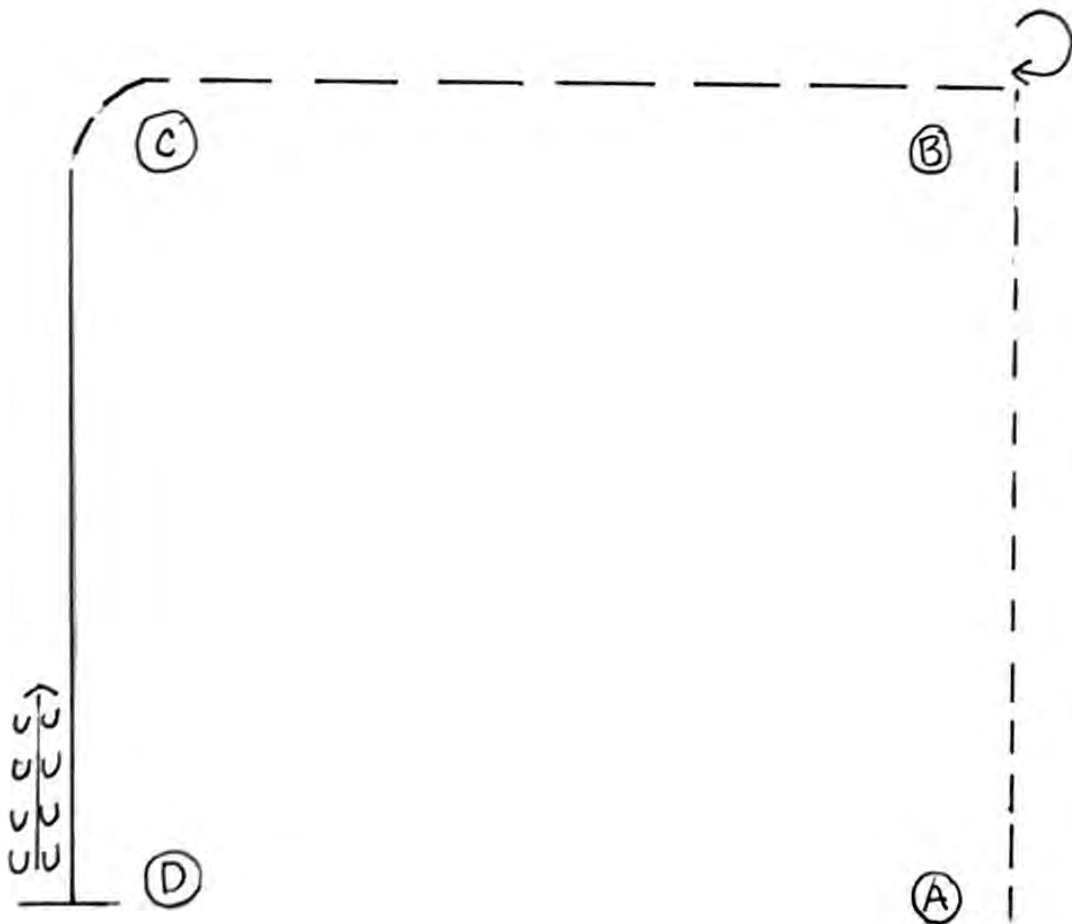


HORSEMANSHIP – GREEN HORSE

BE READY AT 'A'

1. Jog from A to B
2. Stop past B and execute a 270 degree turn to the right
3. Extended Jog from B around C
4. Lope Left lead from C to D
5. Stop at D and back one horse length

EXIT THE RING AT A JOG

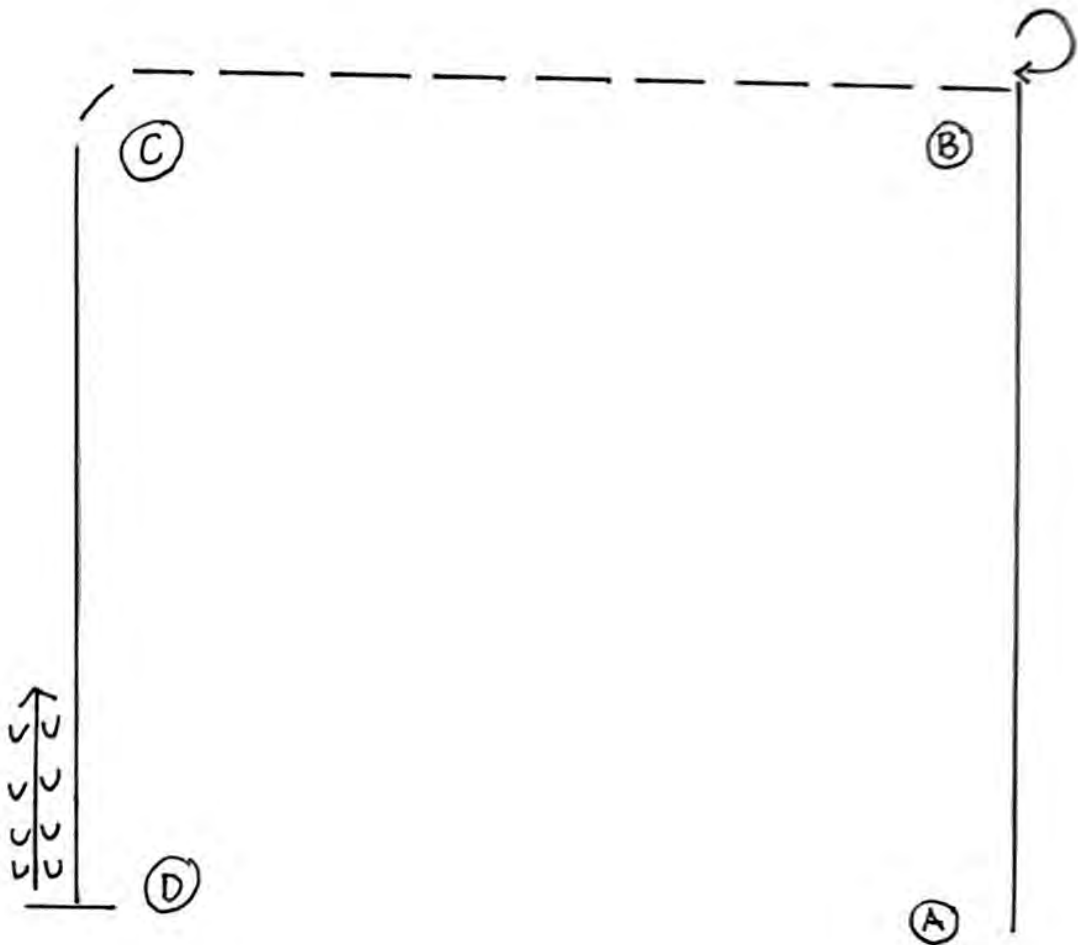


HORSEMANSHIP

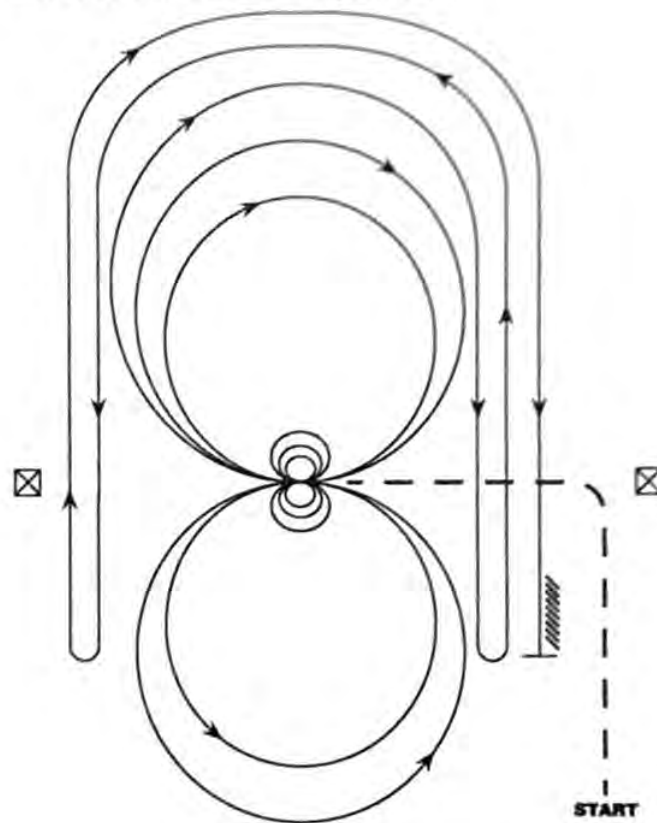
BE READY AT 'A'

1. Lope on the Right lead from A to B
2. Stop past B and execute a 270 degree turn to the right
3. Extended Jog from B around C
4. Lope on the Left lead from C to D
5. Stop at D and back one horse length

EXIT THE RING AT A JOG



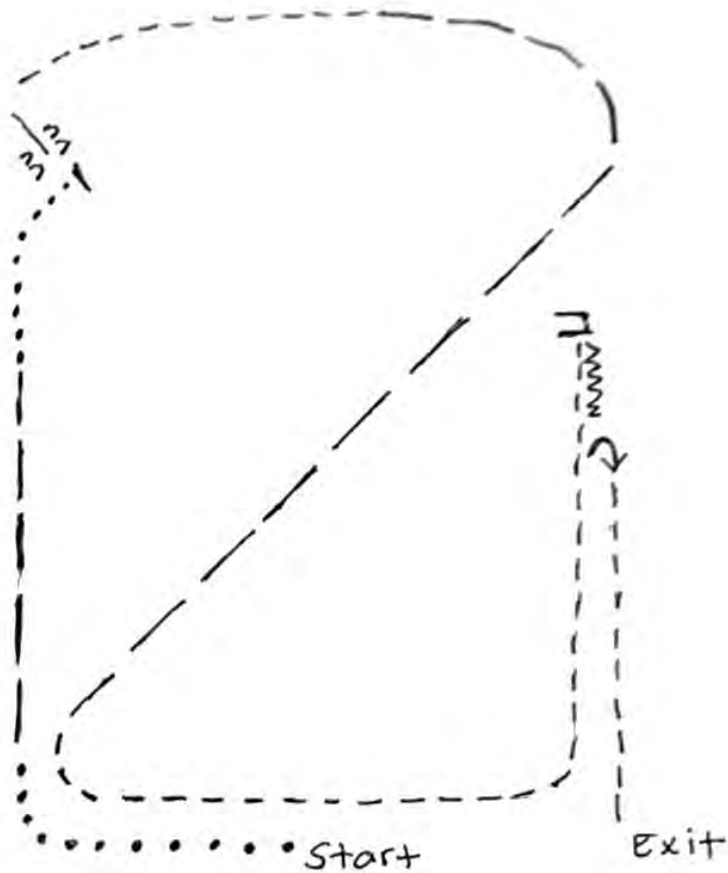
VRH AND RHC Ranch Reining Pattern 1



Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
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.



1. Walk
2. Extended Trot
3. Walk
4. Stop, side pass left
5. Trot
6. Extended Trot
7. Trot
8. Stop and Back
9. 180° turn right
10. Trot