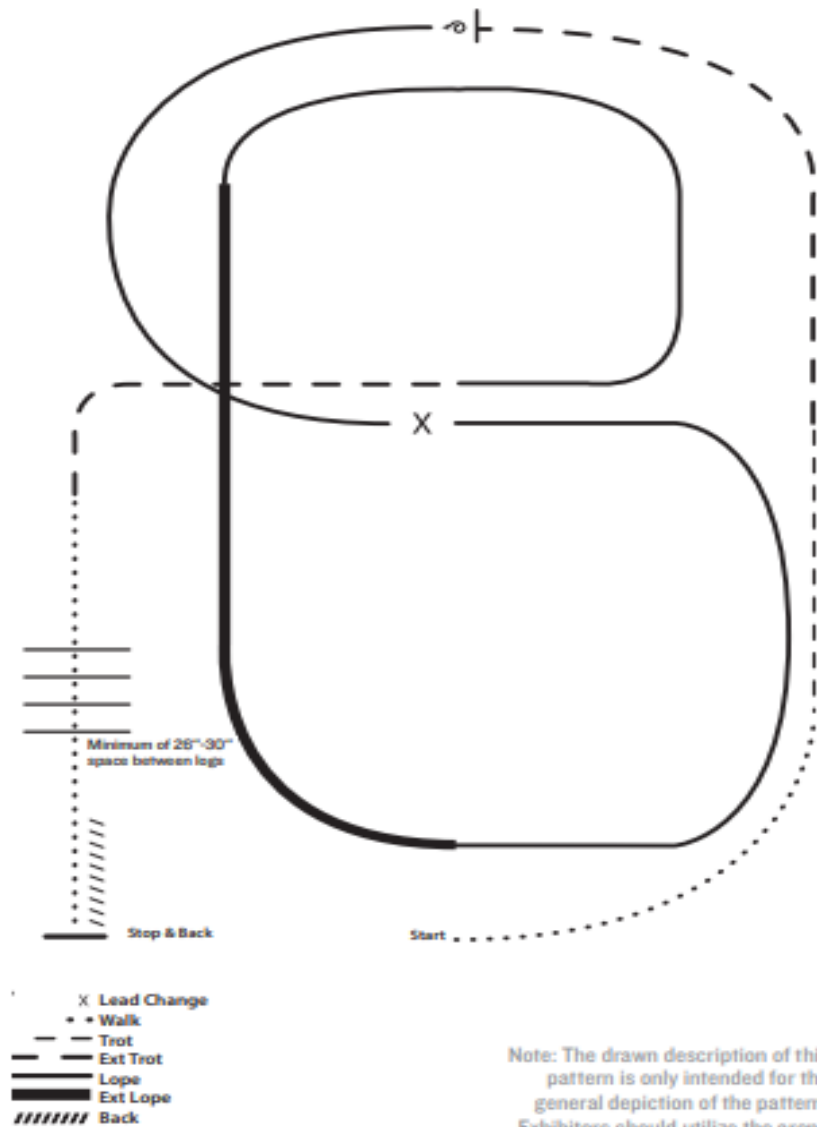


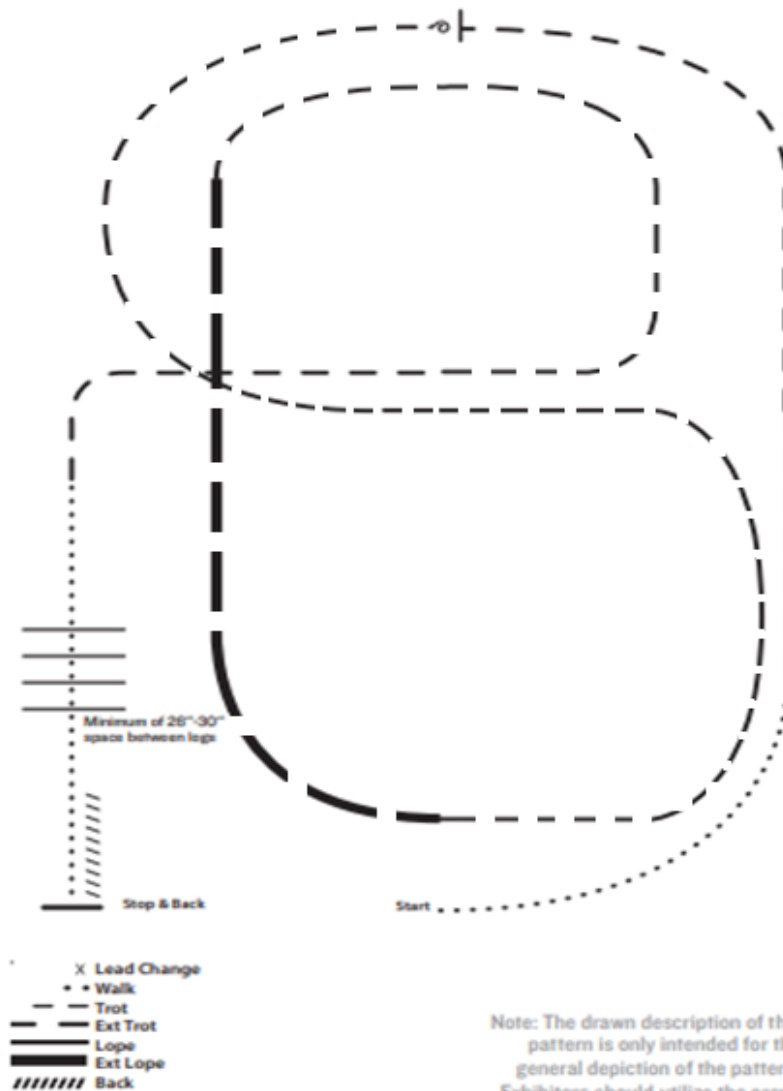
## RANCH RIDING - PATTERN I



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the 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

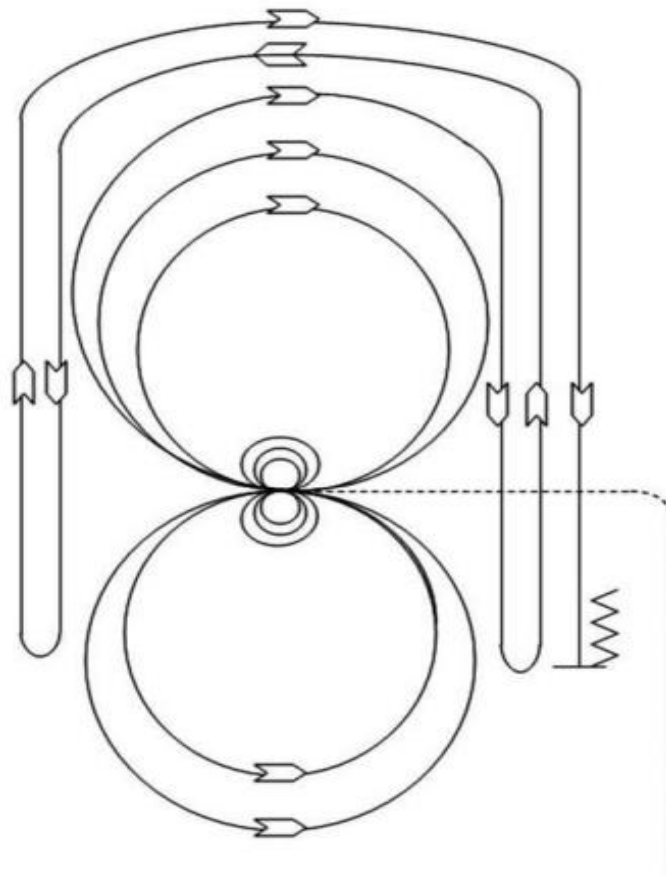
## RANCH RIDING - PATTERN I

## WALK TROT



1. Walk
2. Trot
3. At the top of the arena, stop
4. 360 degree turn to the left
5. Trot 1/2 circle to the left
6. Trot 1/2 circle to the right
7. Extended trot up the long side of the arena
8. Collect back to a trot around the top of the arena and back to the long side
9. Break down to walk
10. Walk over logs
11. Stop and back

## VRH AND RHC RANCH REINING PATTERN I

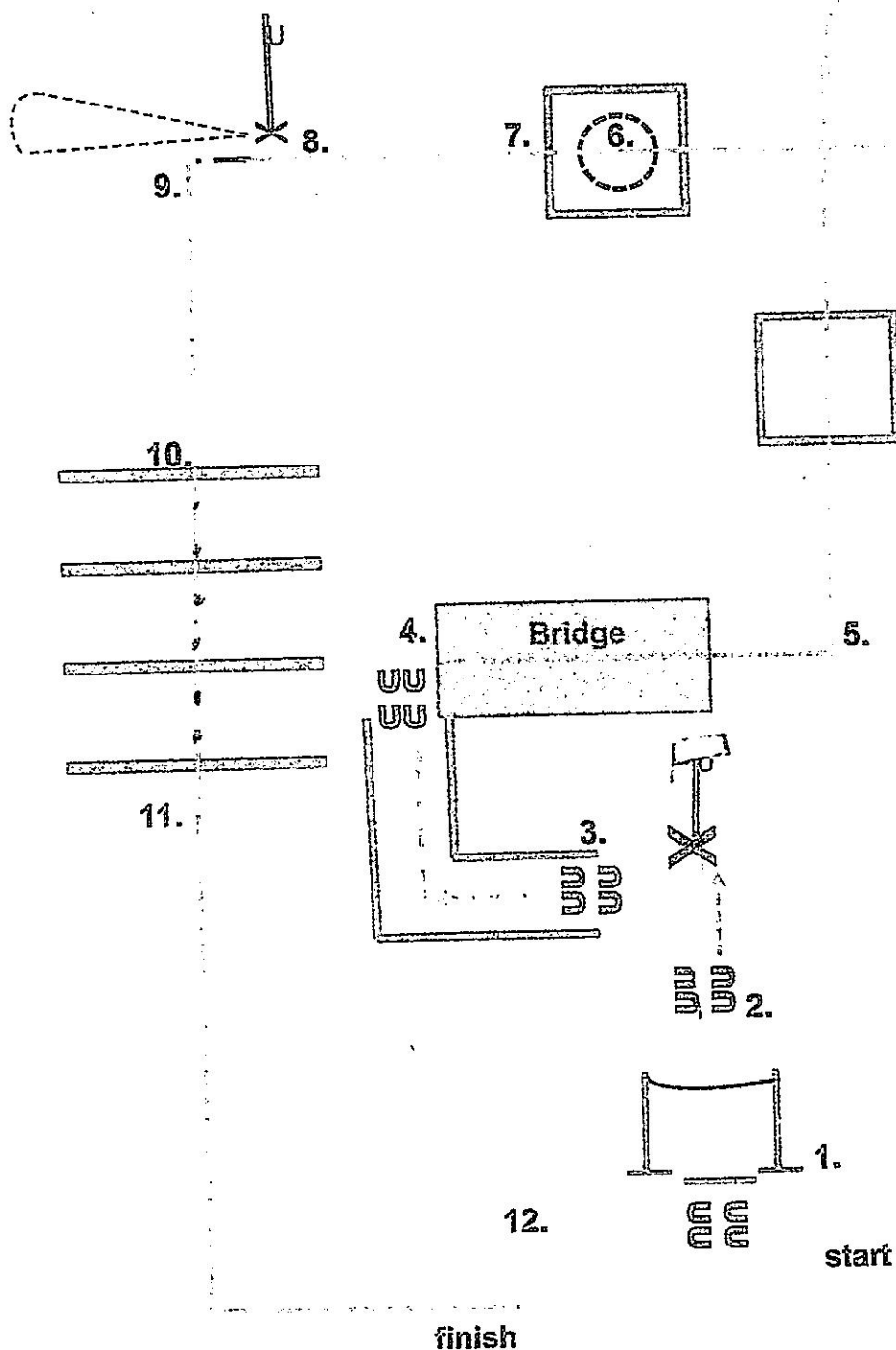


**Mandatory Markers along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of the pattern.

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.

# Ranch Trail (Classes . Walk - Trot #18-

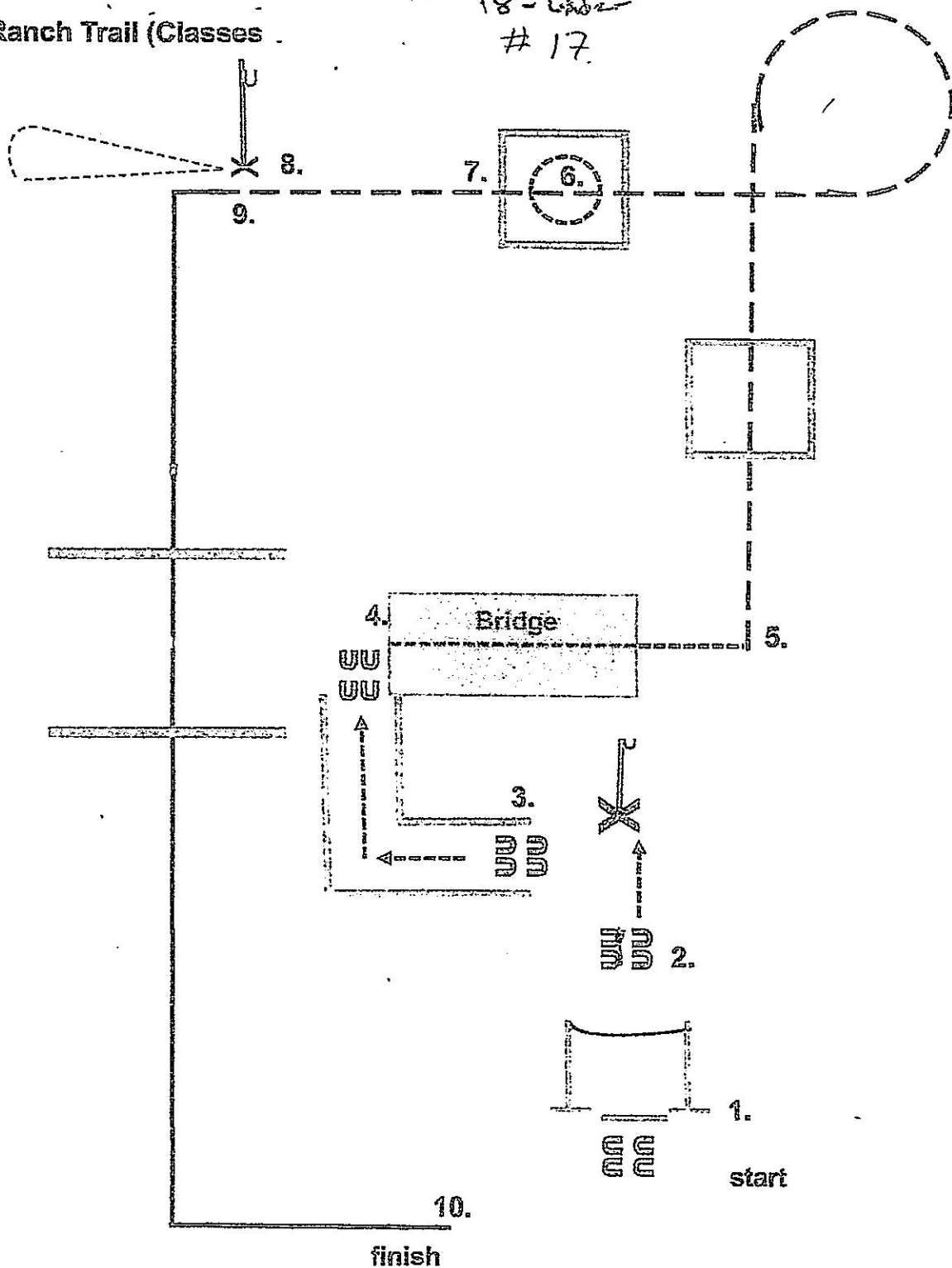


1. Right hand push gate
2. Side pass to mail box, remove mail, return mail to box
3. Back the L
4. Turn and walk over bridge
5. Trot through first box, around the marker and into second box
6. Halt, do a 360 degree pivot to left
7. Trot out of box and to drag
8. Stop at drag, trot around marker, stop at drag
9. Pick up extended trot over logs
10. Stop between markers
11. Dismount, ground tie your horse, walk around horse, exit arena
12. finish

Walk	.....
Slow Trot	.....
Extended Trot	.....
Lope	.....

# Ranch Trail (Classes)

18 - upper  
# 17

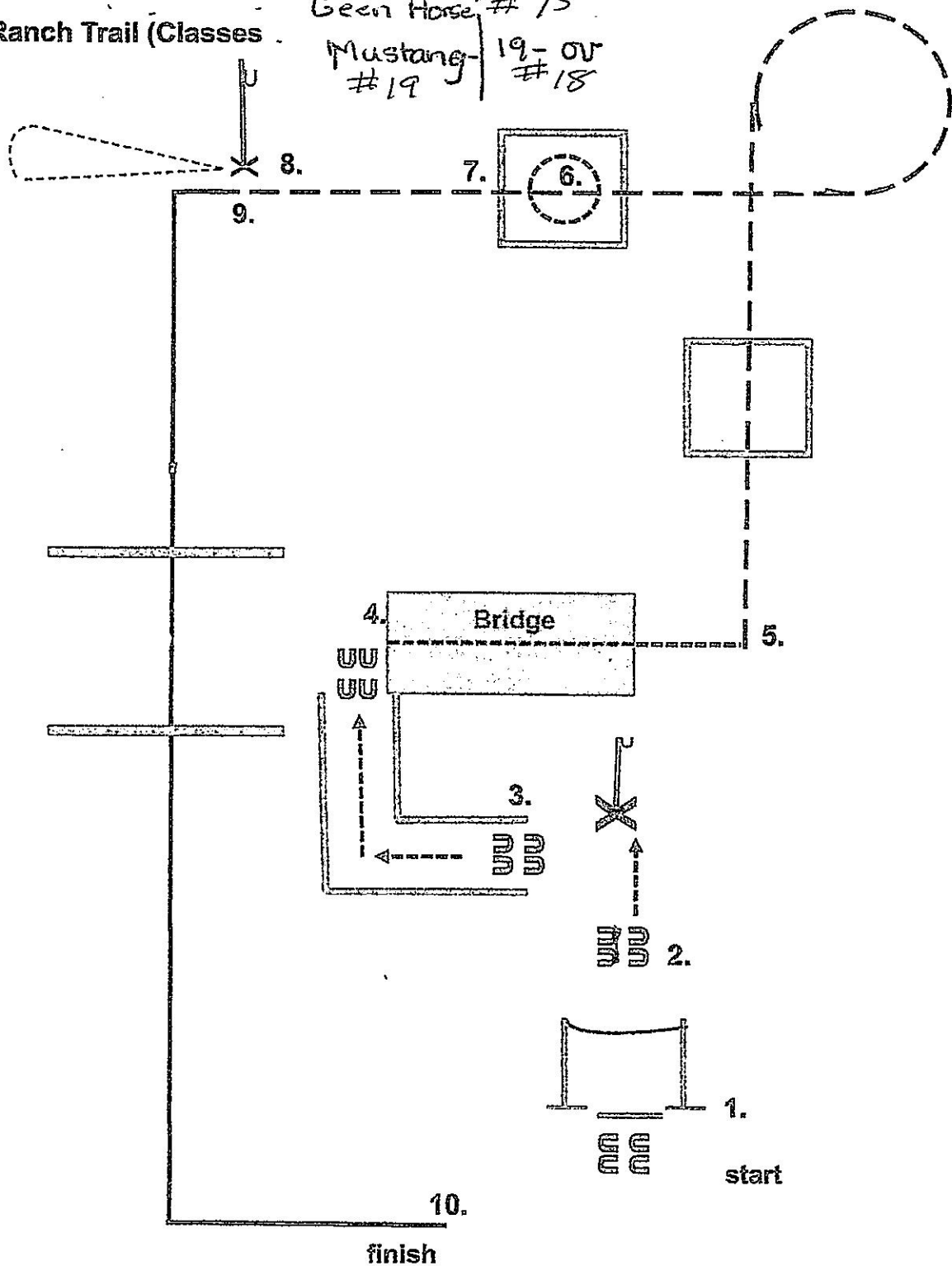


1. Right hand push gate
2. Side pass to mail box, remove mail, return mail to box
3. Back the L
4. Turn and walk over bridge
5. Trot through first box, around the marker and into second box
6. Halt, do a 360 degree pivot to left
7. Trot out of box and to drag
8. Stop at drag, trot around marker, stop at drag
9. Pick up left lead, lope over logs,
10. Stop between markers
11. Dismount. Ground Tie your horse, walk around you + horse, Exit Arena

Walk	----
Slow Trot	- - - -
Lope	=====

# Ranch Trail (Classes)

Green Horse # 15  
Mustang # 19  
19-0V # 18



1. Right hand push gate
2. Side pass to mail box, remove mail, return mail to box
3. Back the L
4. Turn and walk over bridge
5. Trot through first box, around the marker and into second box
6. Halt, do a 360 degree pivot to left
7. Trot out of box and to drag
8. Pick up rope, dally, drag bag around marker at Trot, replace rope
9. Pick up left lead, lope over logs,
10. Stop between markers
11. Dismount. Ground Tie your horse, walk around you + horse, Exit Arena