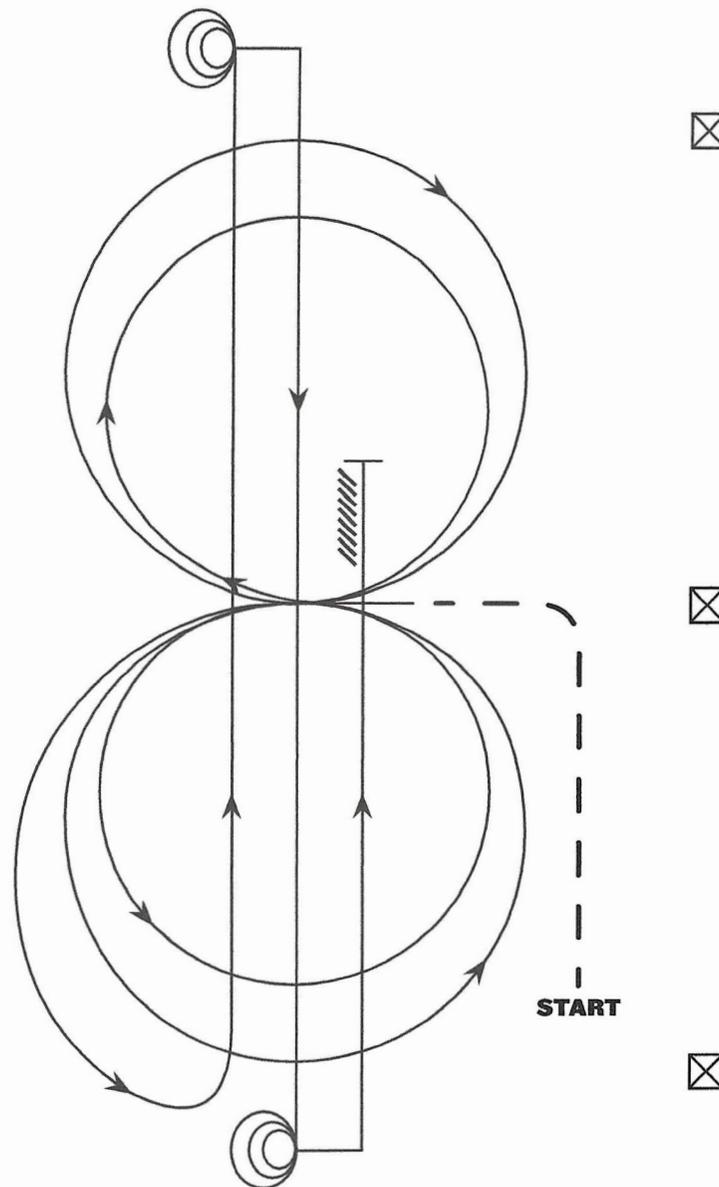


VRH AND RHC RANCH REINING PATTERN 7

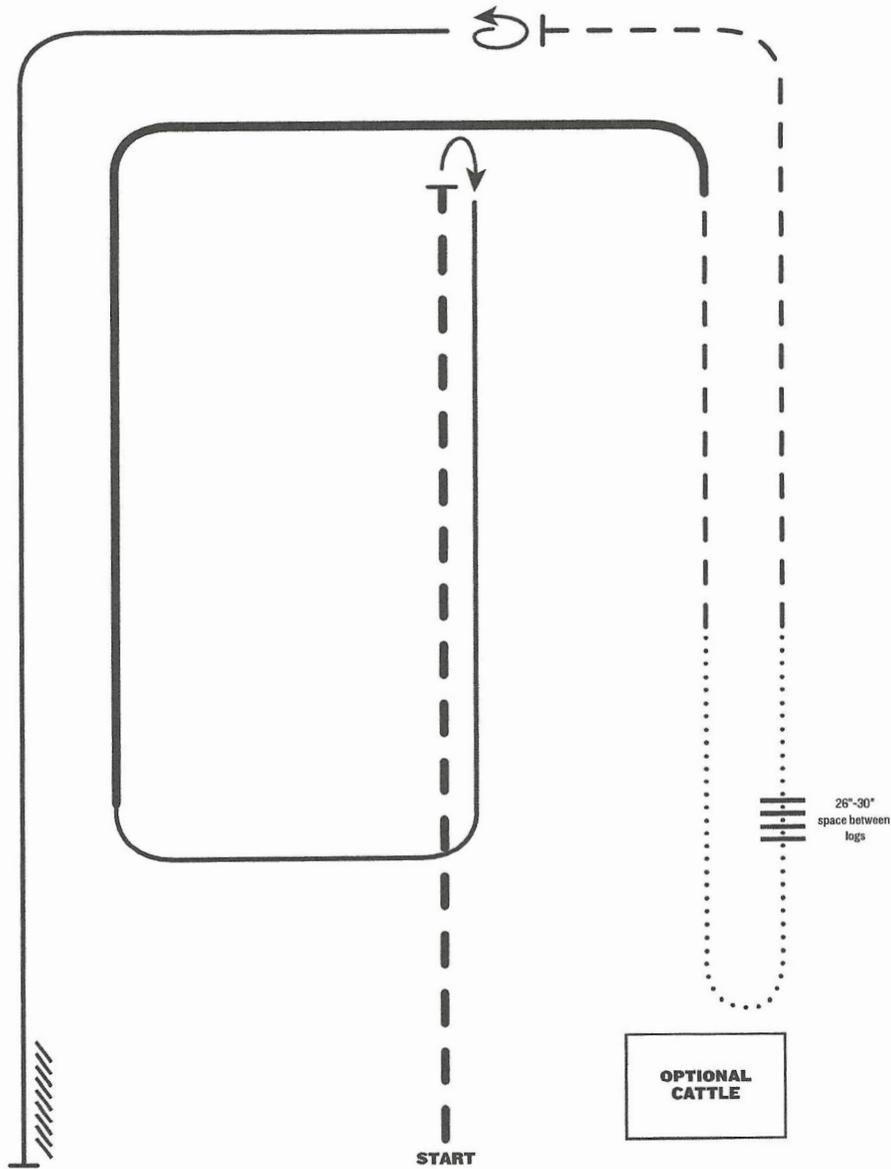


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

RANCH RIDING - PATTERN 15



OPTIONAL
CATTLE

26°-30°
space between
logs

START

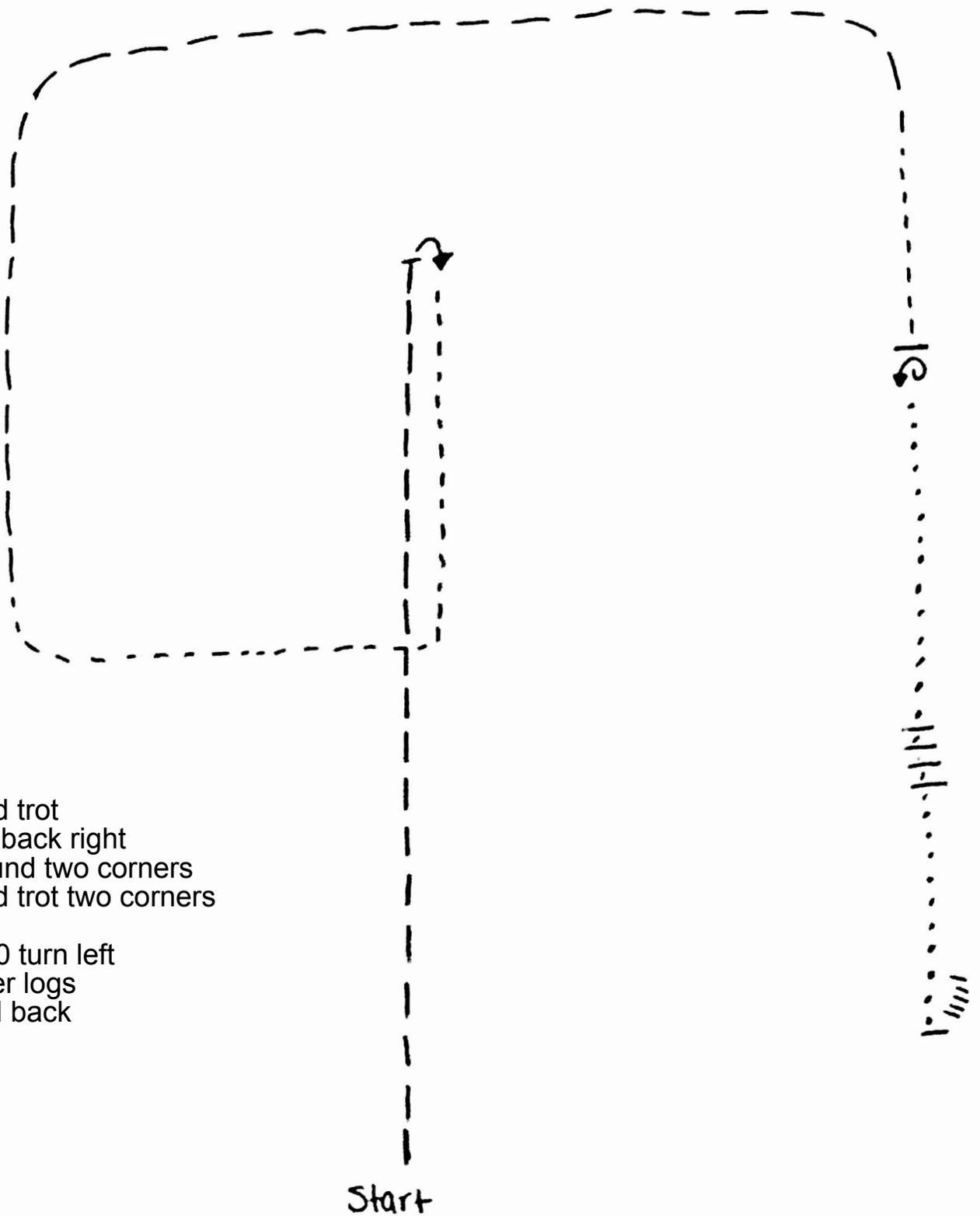
LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
————	Lope
————	Extended Lope
////	Back
∩	Lead Change

1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

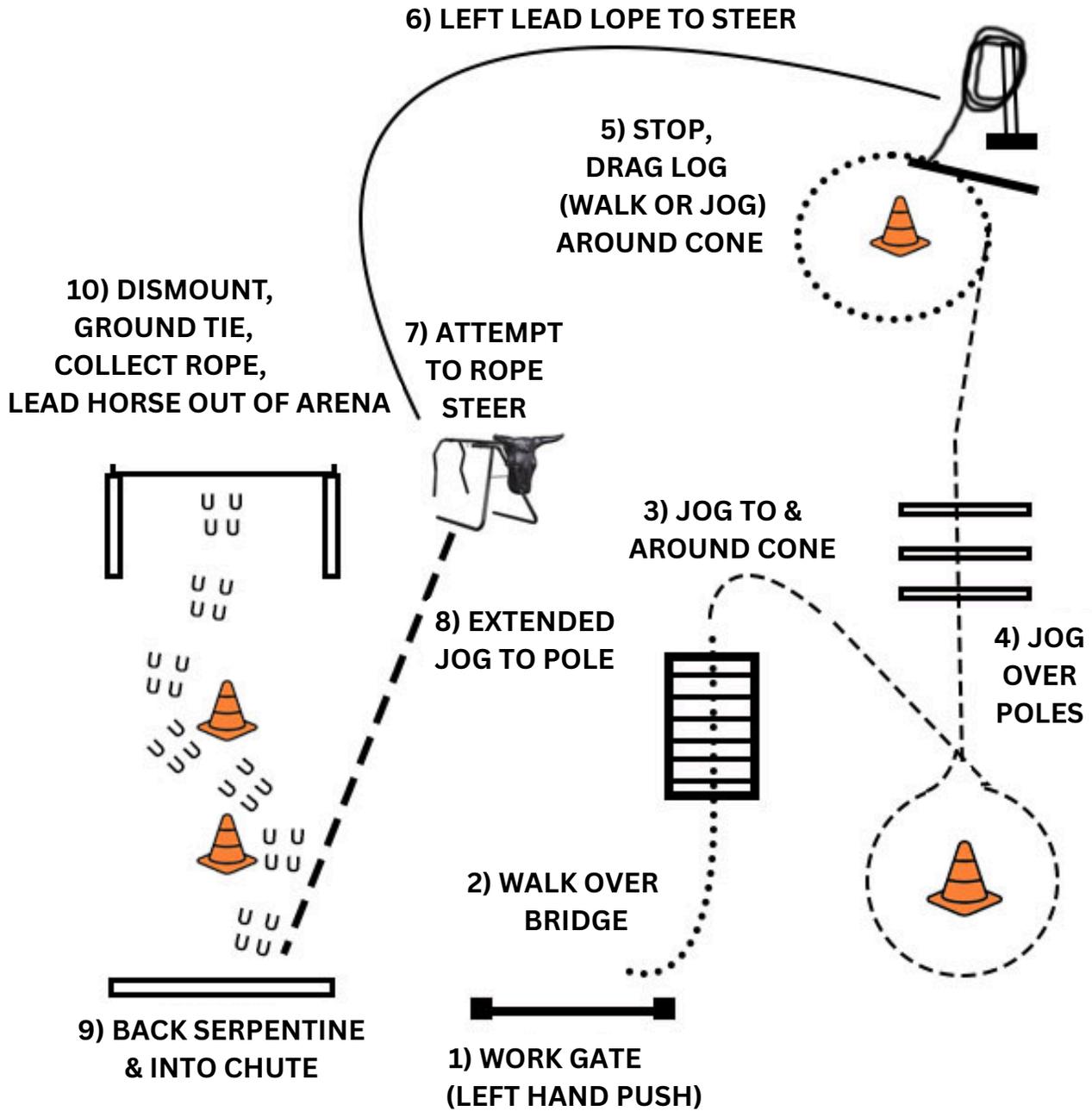
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Riding W/T



1. Extended trot
2. Stop, rollback right
3. Trot around two corners
4. Extended trot two corners
5. Trot
6. Stop, 360 turn left
7. Walk over logs
8. Stop and back

Ranch Trail 3 Gait



Ranch Trail W/T

