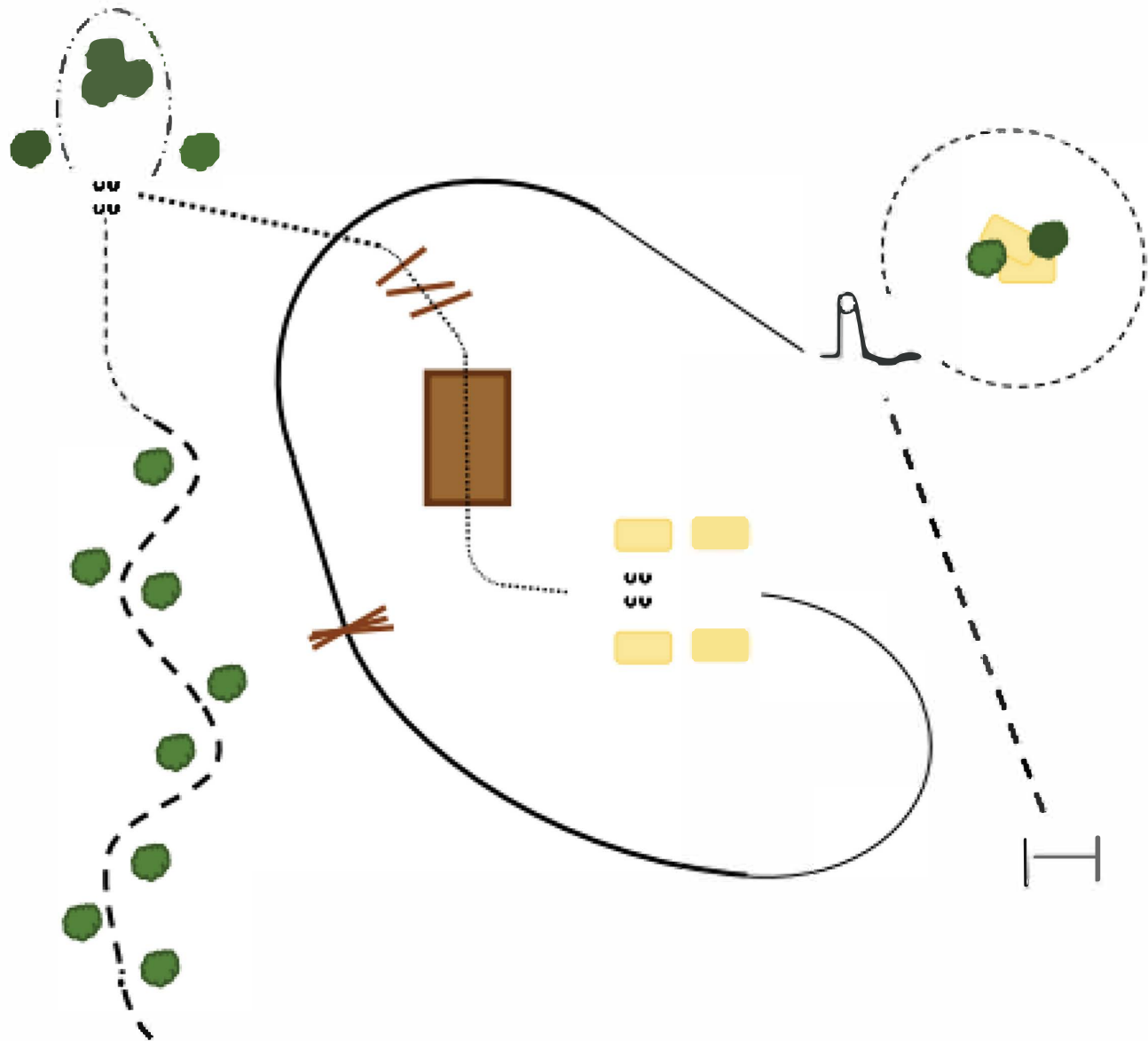


## RANCH TRAIL



1. Be ready at start. Extended trot through serpentine.
2. Trot to back through and back a U around bushes (either direction).
3. Extended walk to logs. Walk over logs and bridge.
4. Sidepass left between bales.
5. Lope right lead building into an extended lope over stack of logs.
6. Lope to drag obstacle and stop. Drag obstacle in a left circle around bushes at a trot. Return to original position.

7. Extended trot to gate. Left hand push. Open and close gate. Pattern Complete

Novice: \*Youth and Walk Trot Divisions will omit Log Drag and proceed to Trot the circle.

\*Walk/Trot divisions will Trot where Lope is depicted, and Ext. Trot where Ext. Lope is staled.

**Note:** The drawn description of this pattern is intended only for the general depiction of the pattern.

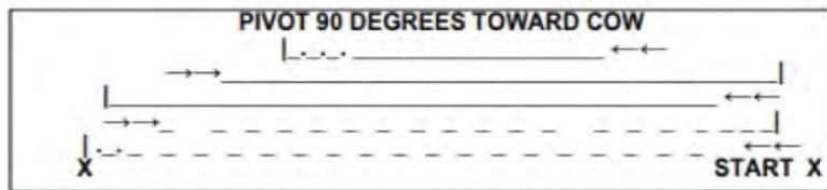
Riders should use the space as needed to best exhibit their horses.



## STOCK HORSE COWHORSE

### ADULT & YOUTHWALK / TROT

**Part One – Cow Horse Pattern –** The rider shall trot into the arena, trot to first cone and start pattern. Markers: Marker placement shall be a minimum of 20 ft. from the wall.



1. Enter the arena at a trot and trot to the cow side of the first cone.
2. Continue trotting to second cone stop and back two steps, Rollback towards the cow
3. Trot back to first cone, stop and back two steps, rollback towards the cow
4. Extend the trot back to second cone, stop and back two steps, roll back towards the cow
5. Extend the trot back to first to cone, stop and back two steps, roll back towards the cow
6. Extend the trot to center, stop, pivot  $\frac{1}{4}$  turn towards cow, hesitate to demonstrate competition of pattern, exit at a trot.

**NO LIVE COW WILL BE WORKED IN WALK TROT DIVISIONS**

ALL WALK TROT DIVISION REINING PATTERN

Adult Walk/Trot

Youth Walk/Trot

**WALK/TROT REINING PATTERN**

Walk or trot to the center of the arena facing the judge.

Trot one circle (any size) to the right and stop in the center.

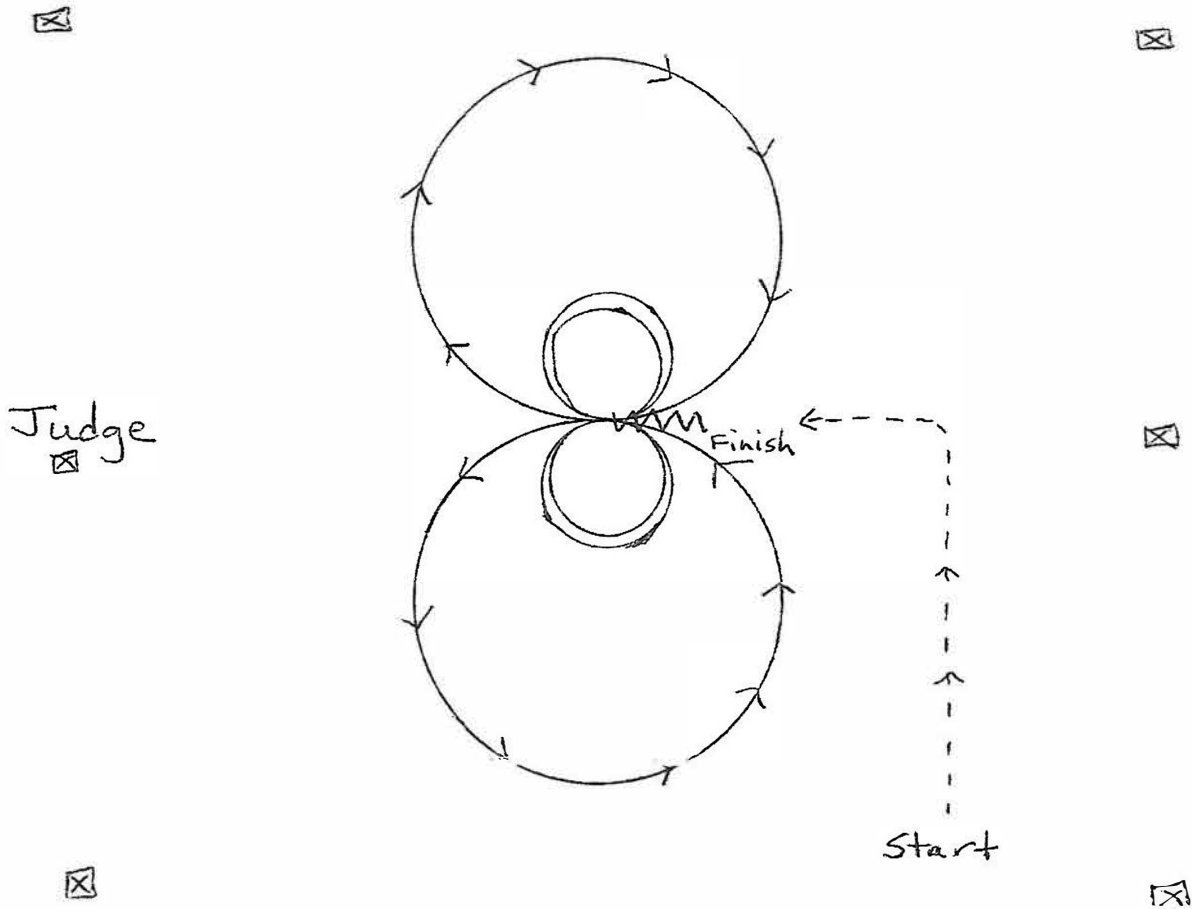
Complete two spins to the right.

Trot one circle (any size) to the left and stop in the center.

Complete two spins to the left.

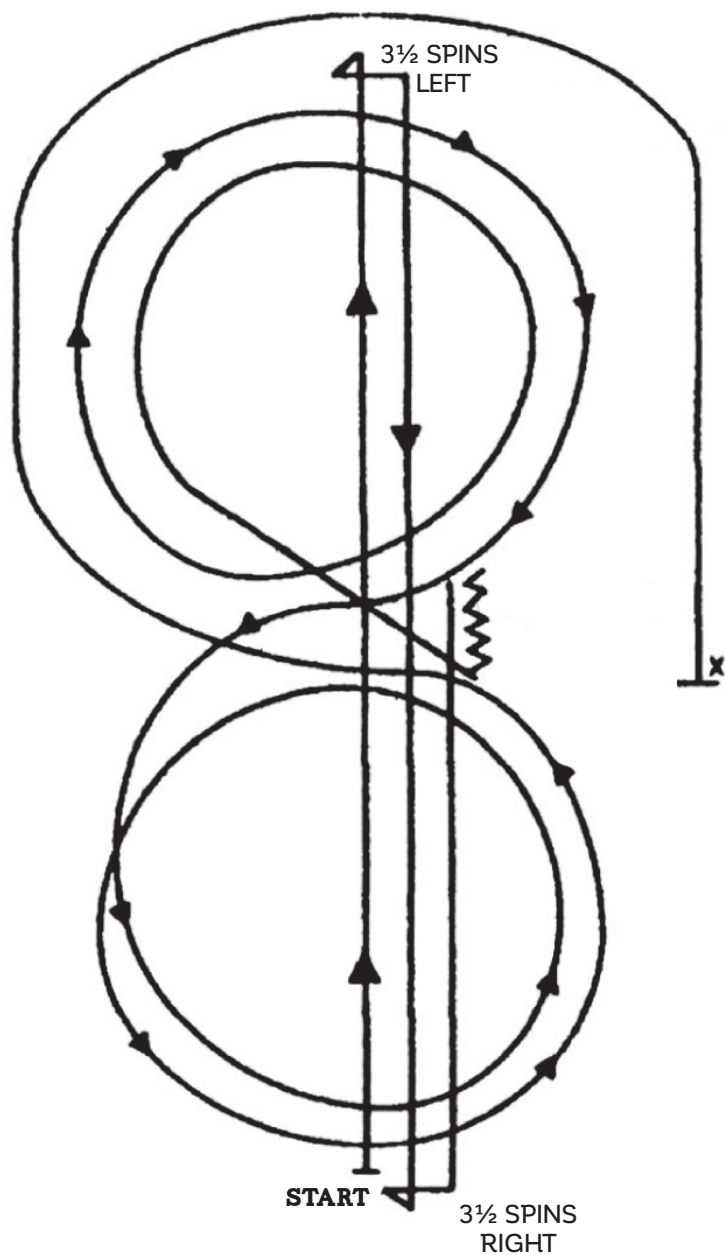
Back up.

Pattern complete.



# PATTERN 4

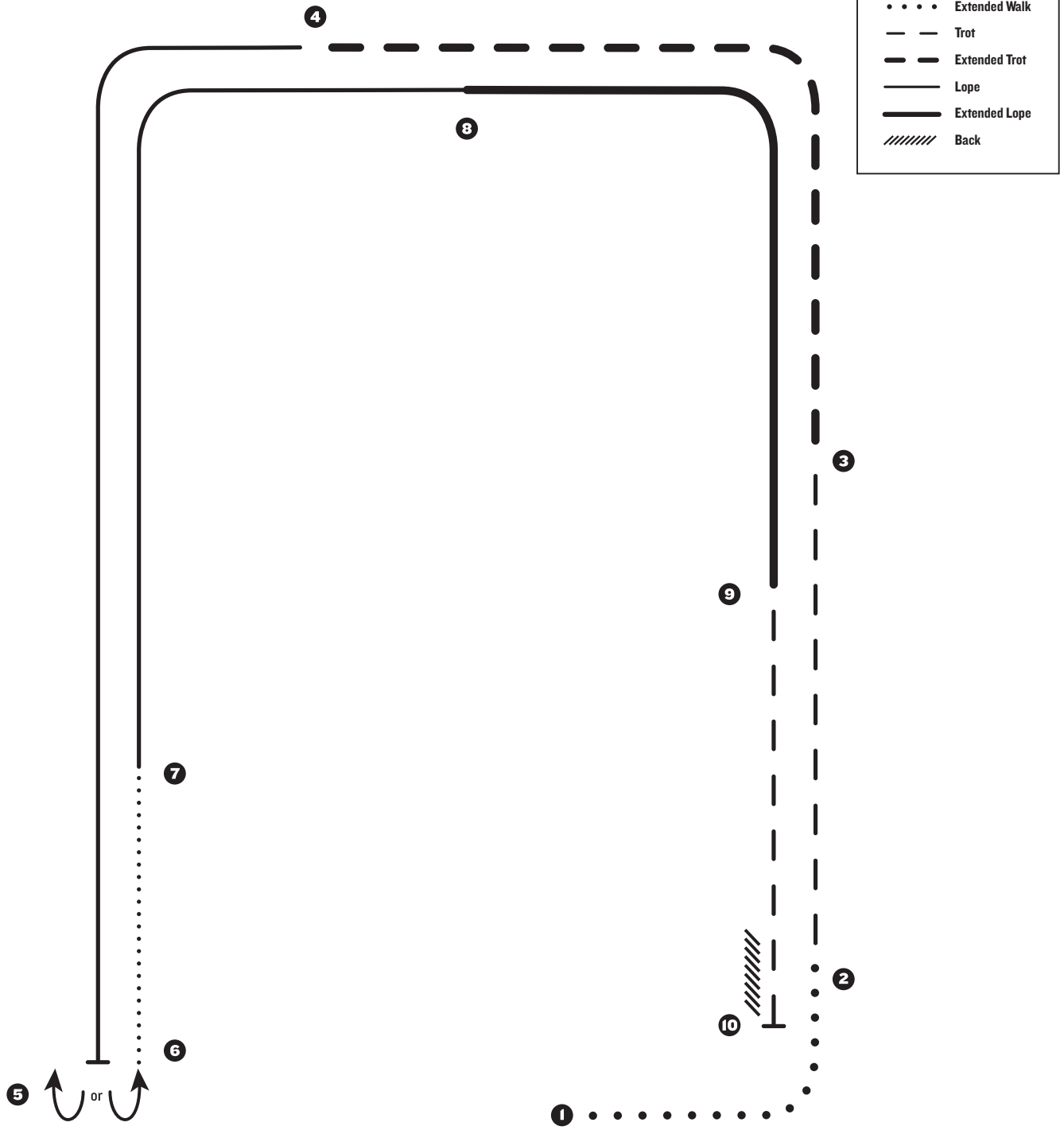
May be used for NHSRA Events



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete  $3\frac{1}{2}$  spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete  $3\frac{1}{2}$  spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a  $\frac{1}{4}$  turn to the left.
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small and slow circle and one large and fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

\*PATTERN FOR ALL DIVISIONS (SEE WALK/TROT ADJUSTMENTS BELOW)

# OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

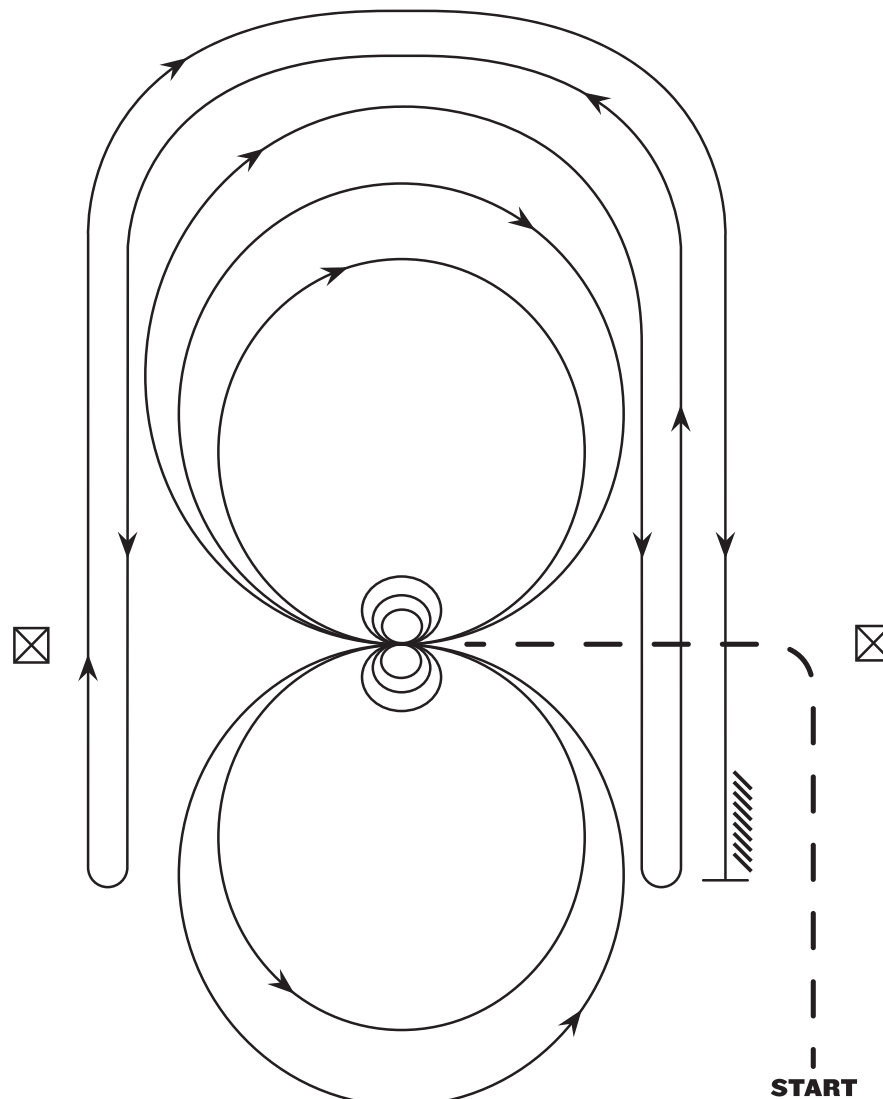


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

- |  |  |
|--|--|
| 1. Extended Walk from 1 to 2 - 75 feet                   | *All Walk/Trot Divisions will Ext. Trot where Ext. Lope is stated, and |
| 2. Trot from 2 to 3 - 120 feet                           | Trot where Lope is stated.*  |
| 3. Extended Trot from 3 to 4 - 240 feet                  |  |
| 4. Lope from 4 to 5 - 150 feet                           |  |
| 5. Stop at 5; reverse (either direction)                 |  |
| 6. Walk from 6 to 7 - 30 feet                            |  |
| 7. Lope from 7 to 8 - 150 feet                           |  |
| 8. Extended Lope from 8 to 9 - 200 feet                  |  |
| 9. Trot from 9 to 10 - 90 feet                           |  |
| 10. Stop and Back at 10 - approximately one horse length |  |

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.

# 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.