

Stock Horse Pleasure Walk/ Trot Pattern Show 3 and 6



- 1.Walk
- 2.Trot
- 3.Extended Trot
- 4.Trot
- 5.Stop and Reverse
- 6.Extended Walk
- 7.Extended Trot
- 8.Trot
- 9.Extended Trot
- 10.Stop and Back

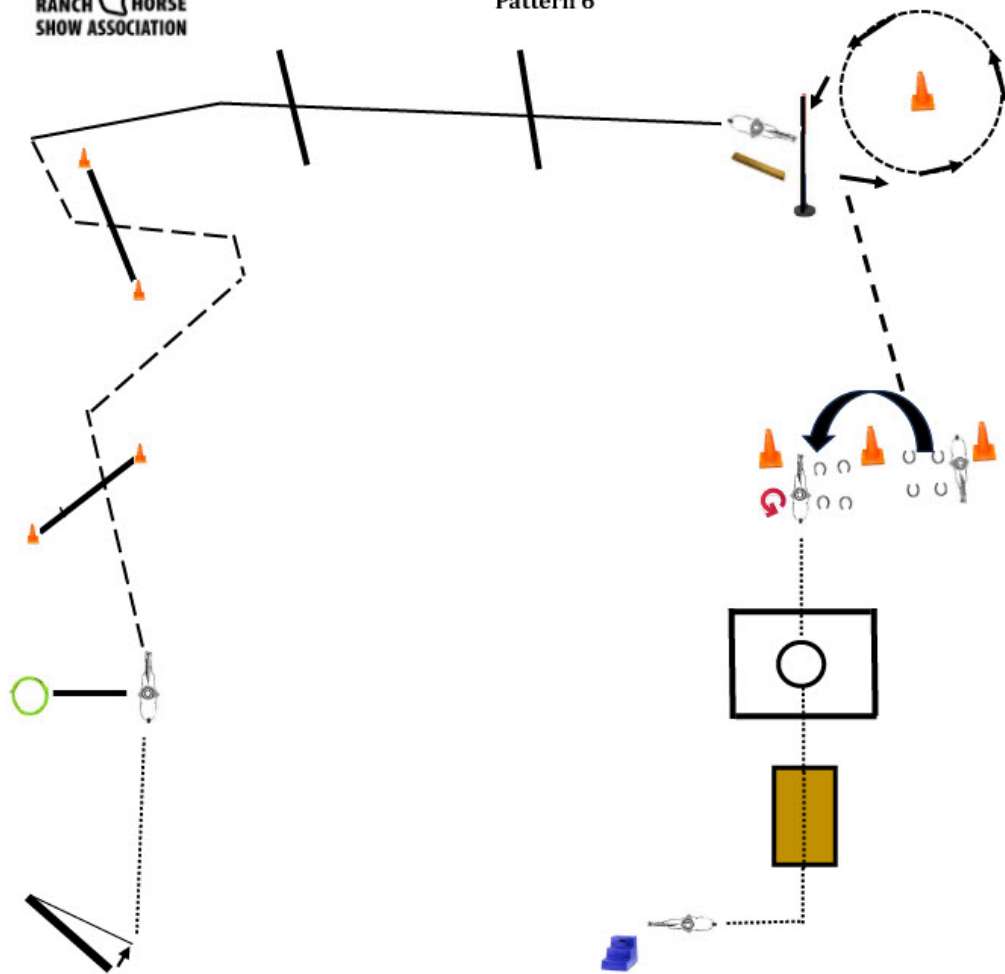
**Stock Horse Pleasure Walk/ Trot/ Lope
Pattern Show 3 and 6**



- 1.Walk
- 2.Lope
- 3.Extended Lope
- 4.Trot
- 5.Stop and Reverse
- 6.Extended walk
- 7.Trot
- 8.Extended Trot
- 9.Lope
10. Stop and back



RANCH TRAIL
All Divisions
Pattern 6

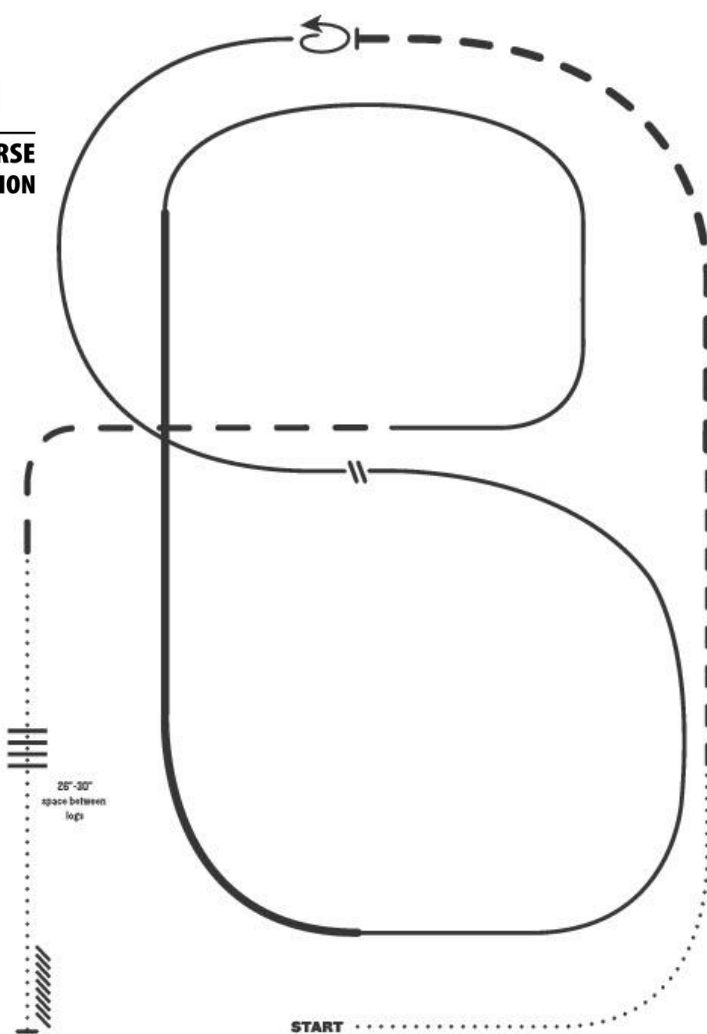


1. Open & Close Gate (*left hand push, do not latch*)
2. Walk to Log, Side pass Left, pick up rope, build a lope, swing rope 3 times, Coil up, replace on fence, Side pass Right
3. Trot over logs as shown
4. Lope Right Lead over Logs to Drag (W/T will EX Trot over Logs), Drag Log at a Walk or Trot counterclockwise around cone and return to original position (W/T, Youth & Novice will Carry Slicker)
5. Trot and Stop past the Cones, Back around Center Cone and past Cones as shown
6. Turn 180 to Left, Walk in Box, Execute a 360° either direction, Walk out of Box
7. Walk over Bridge and to Mounting Block
8. Dismount with or without Mounting Block. Pick up one foot (any foot)
9. Use Mounting Block to Re-Mount

RANCH RIDING - PATTERN I



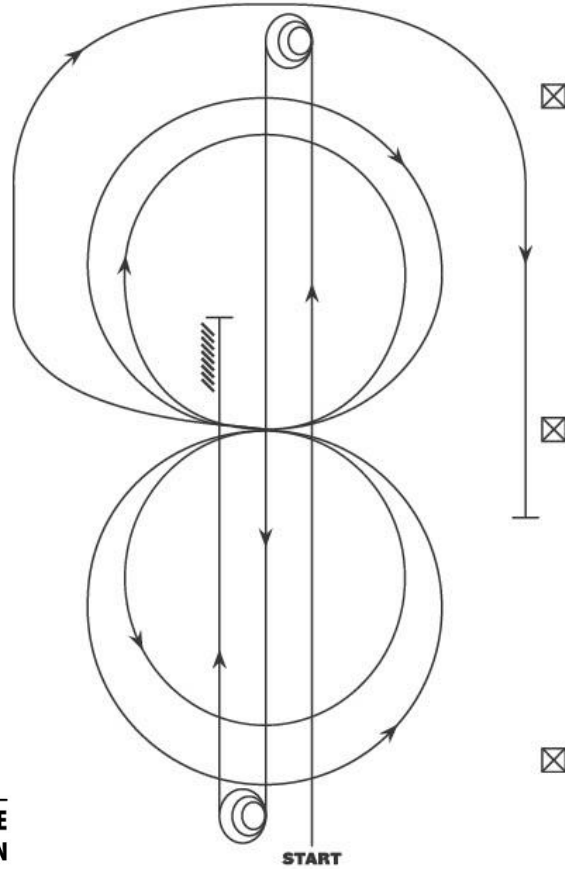
| LEGEND | |
|---------|---------------|
| | Walk |
| | Extended Walk |
| - - - - | Trot |
| - - - - | Extended Trot |
| ———— | Lope |
| ———— | Extended Lope |
| ////// | Back |
| // | Lead Change |



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

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.

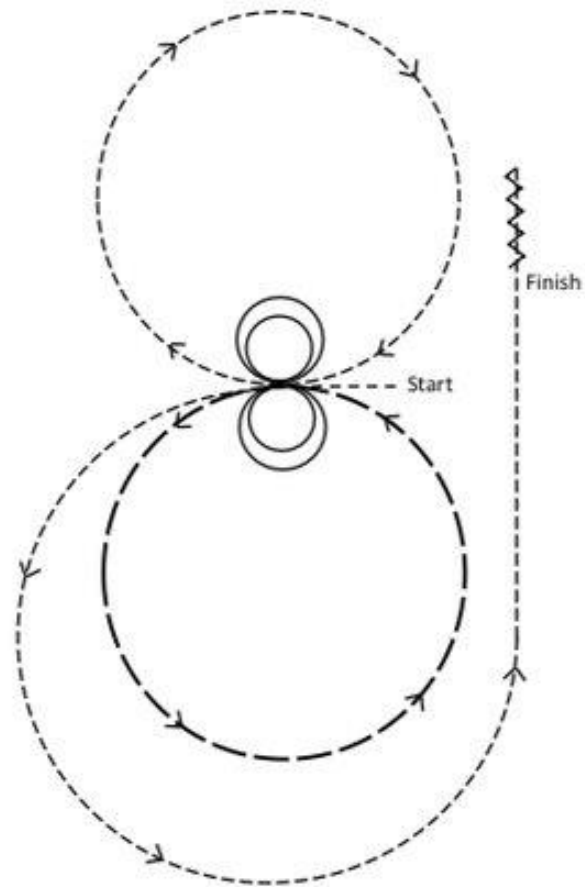
VRH AND RHC RANCH REINING PATTERN 4



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

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.



Jog to the center of the arena, stop.

1. Complete 1 circle to the left at the extended jog. Stop at the center of the arena.
2. Complete 2 spins to the left. Hesitate.
3. Complete 1 circle to the right at the jog. Stop at the center of the arena.
4. Complete 2 spins to the right. Hesitate.
5. Jog around the end of the arena and down the right side of arena past center marker. Stop and back.

Hesitate to demonstrate completion of the pattern.