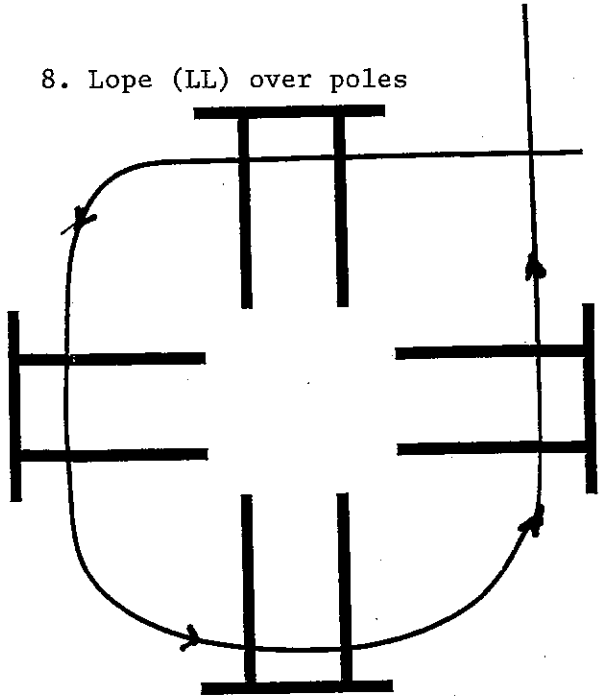


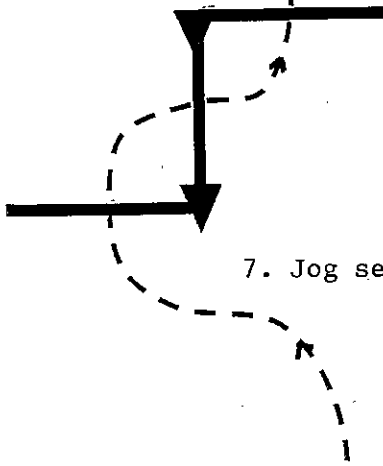
All Trail Saturday
 Levels 2 & 3 Selectively Elevated
 Walk/Trot will follow same pattern with
 no Lope

Finish

8. Lope (LL) over poles

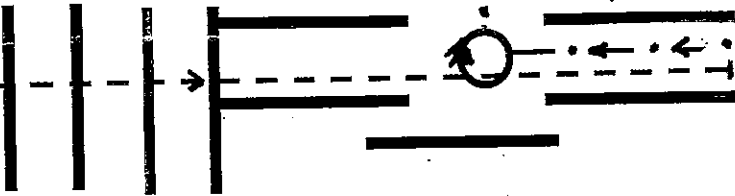


7. Jog serpentine over poles

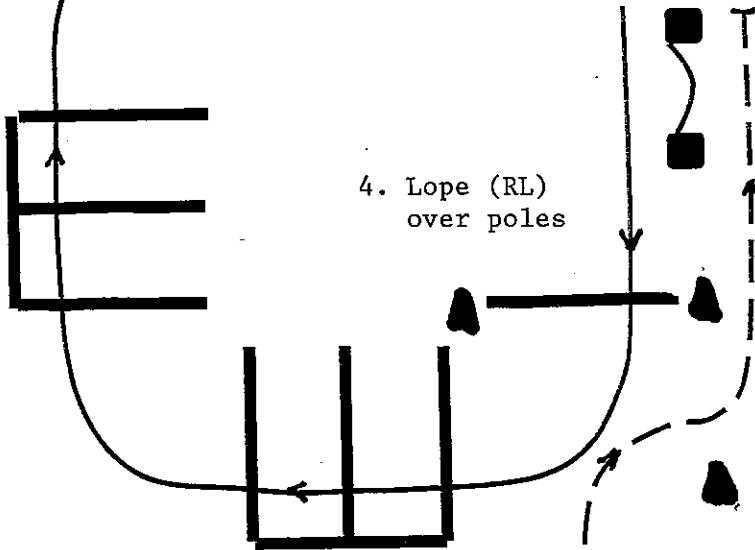


6. Stop. Back.
 1 3/4 turn right. Walk out

5. jog over poles into chute



4. Lope (RL) over poles



3. stop LH gate



Start

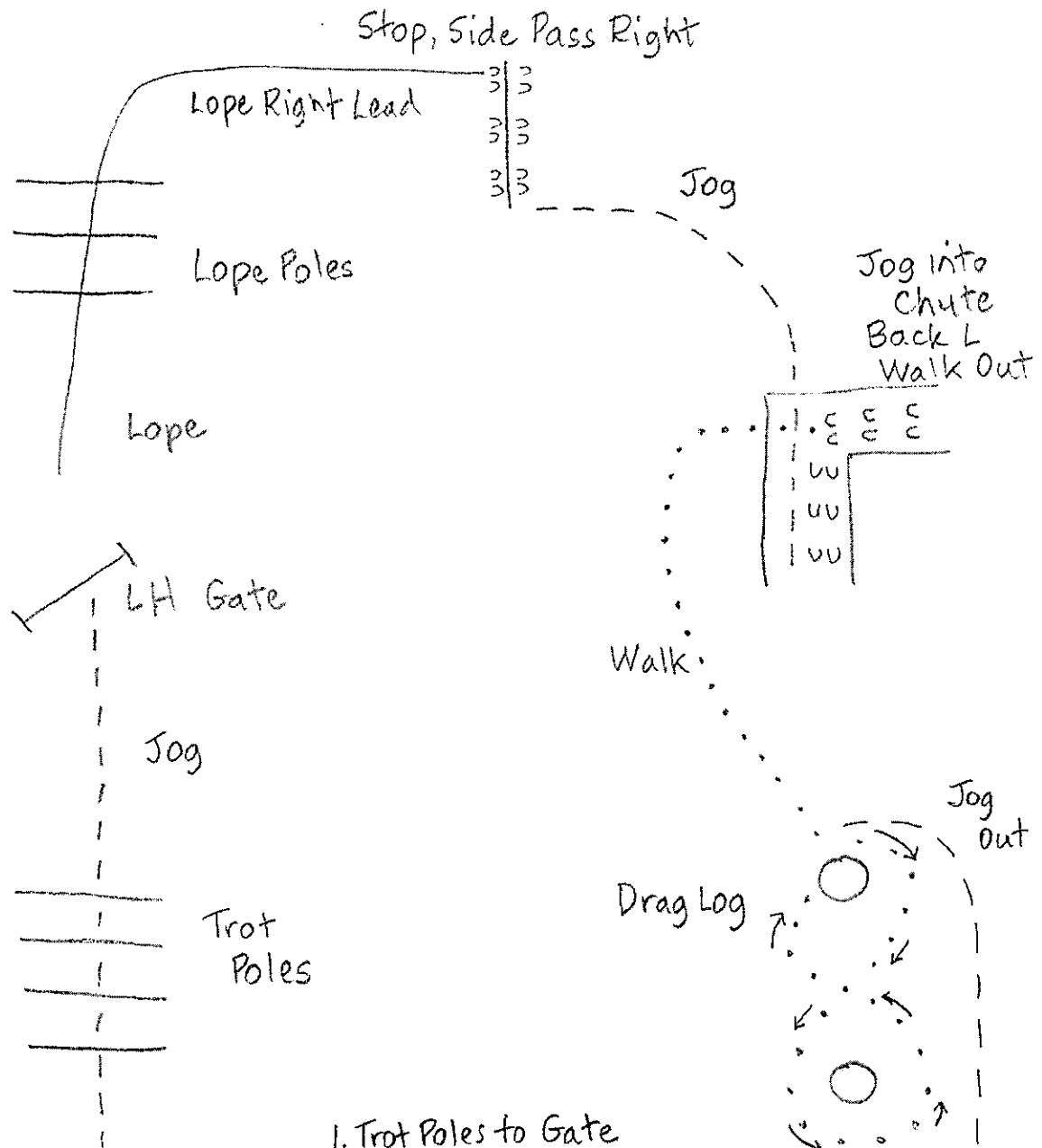
1. walk over poles



2. extend jog serpentine

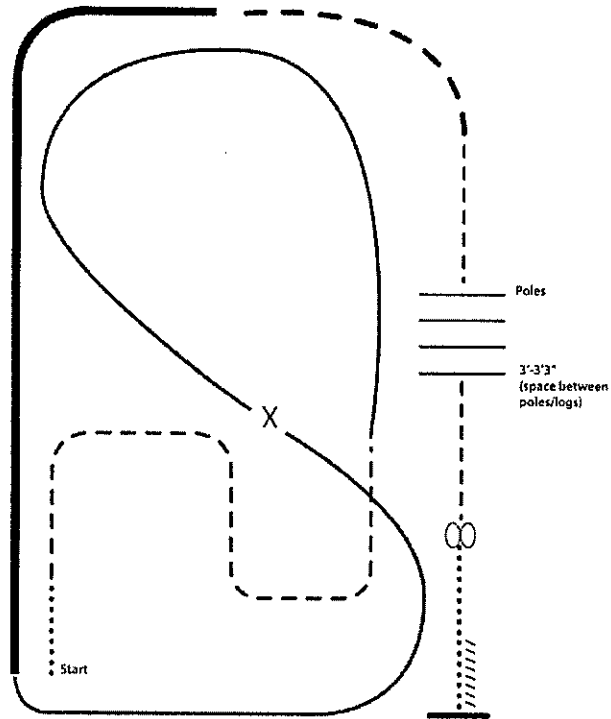


VRH Ranch Trail



1. Trot Poles to Gate
2. Left hand Gate
3. Lope Poles to Log, Stop
4. Sidepass Log to Right
5. Jog into Chute
6. Back L, Walk out to Barrel
7. Drag Log in Figure 8
8. Jog out to finish

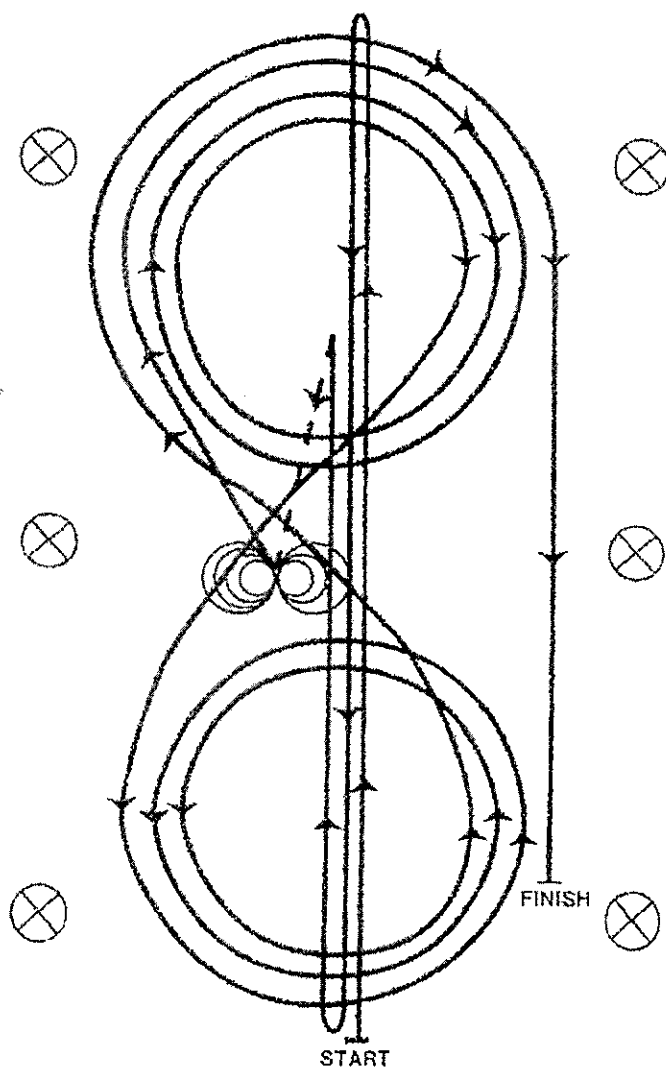
RANCH RIDING - PATTERN 4



- X Lead Change
- • Walk
- - - Trot
- - - - Ext trot
- Lope
- Ext Lope
- //////// Back

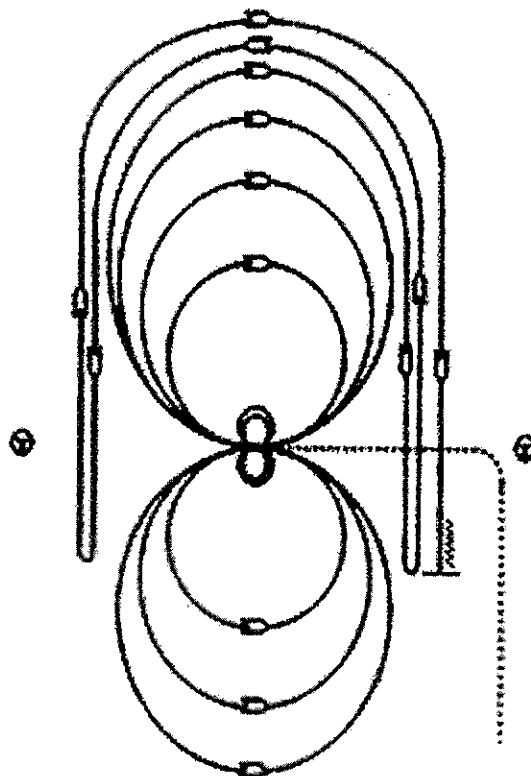
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
 2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
 3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
 4. Complete four spins to the right.
 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
 6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge

VRH Ranch Reining Pattern 2



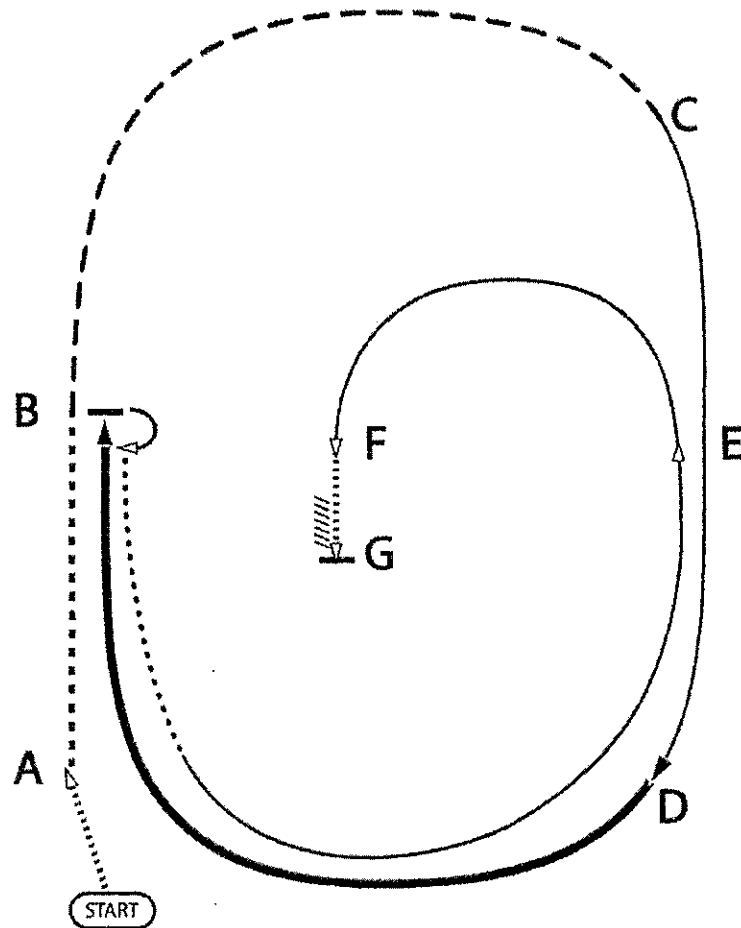
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

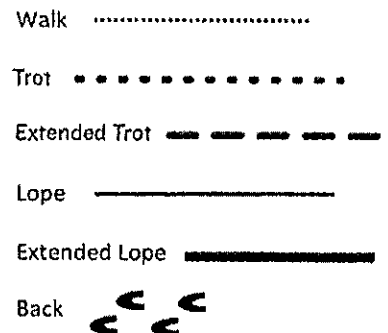
Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. 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.

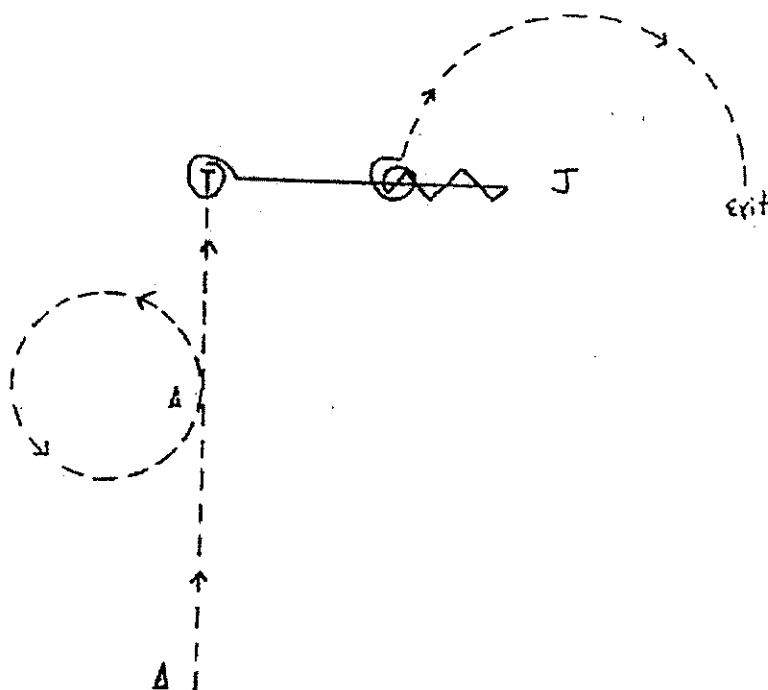
VRH Ranch Riding Pattern I



1. Walk from start cone to cone A.
2. Trot from A to B.
3. Extend the trot from B to C.
4. Lope on the right lead from C to D.
5. Extend the lope from D to B.
6. Stop at B, turn and trot to A.
7. Lope on the left lead from A to E.
8. Turn toward the middle of the arena and continue to lope to F.
9. Walk from F to G.
10. Stop and back approximately one horse length.

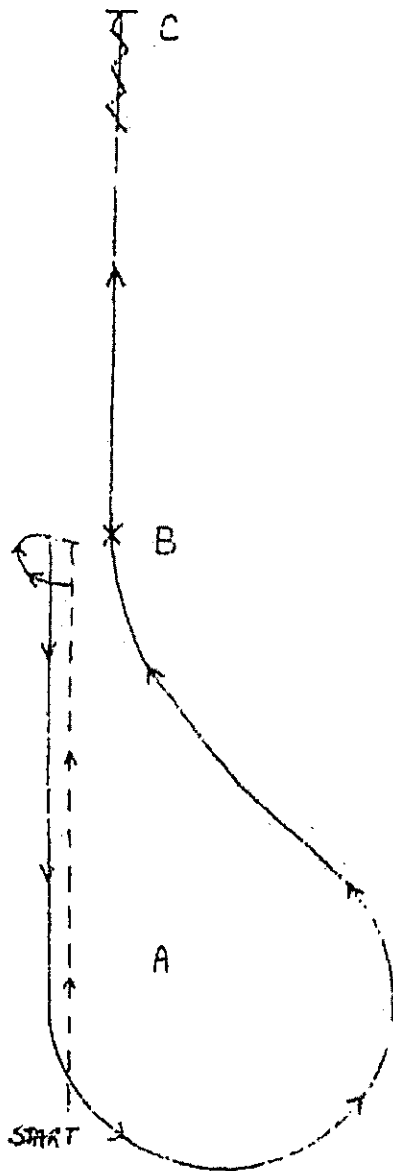


All Showmanship



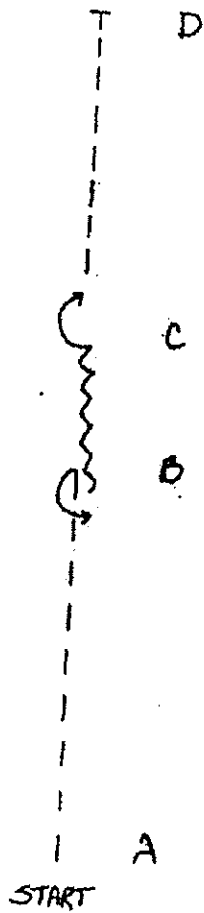
- Trot from A to B.
- Continue to trot, circling to the left as shown
- Continue to trot until you reach the point that will leave you aligned with judge, and stop.
- Perform a $1 \frac{1}{4}$ turn and walk to judge
- Set up your horse for inspection
- When excused, back 4 steps, do a $\frac{3}{4}$ turn and exit at a trot as shown.

All Hunt Seat Equitation



- **Begin at a trot**
- **Posting trot from A to B – left diagonal**
- **Stop at B**
- **Turn on the forehand to the right (horse's head will go to the right)**
- **Canter, left lead, to and around Cone A as shown**
- **At B, do a simple lead change**
- **Continue to canter to Cone C, stop**
- **Back 5 steps**

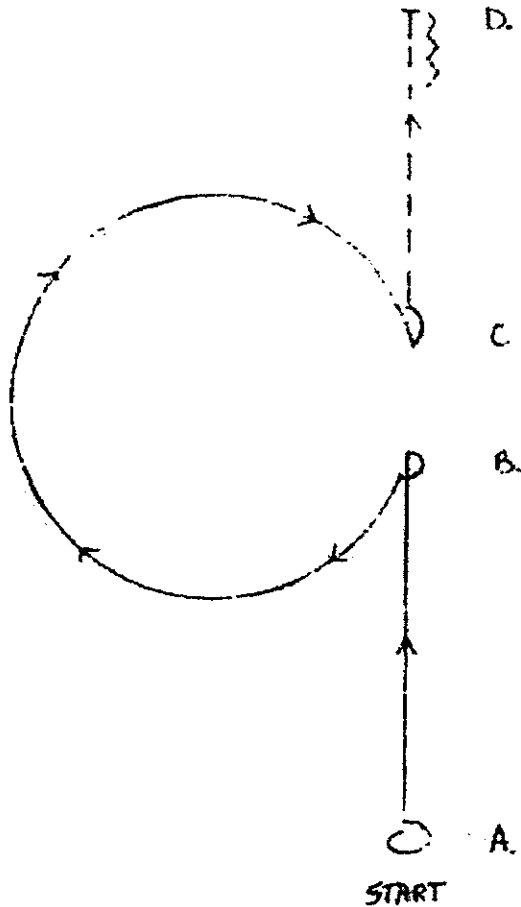
Small Fry & Walk Trot Horsemanship



- JOG FROM 'A' TO 'B'
- STOP, DO A 180° TURN TO THE LEFT
- BACK FROM 'B' TO 'C'
- DO A 180° TURN TO THE RIGHT
- JOG TO 'D' and STOP
- FIND A PLACE ON THE RAIL

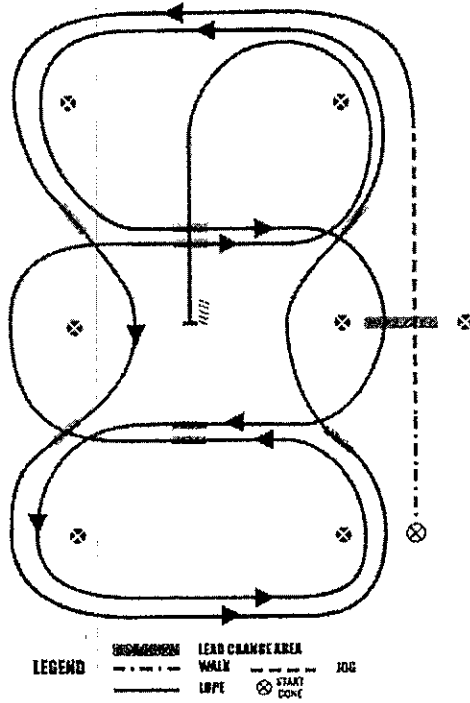
All Horsemanship

CORRECTED



- At cone A, 360 degree turn to the left.
- Lope, left lead, to cone B and stop.
- 180 degree turn to the right. Lope a circle, right lead, as shown, to cone C. Stop.
- 180 degree turn to the left.
- Extended jog to cone D.
- Stop and back to complete pattern.

WESTERN RIDING PATTERN 5
'Recommended For Small Arenas'



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Lope over log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, stop & back