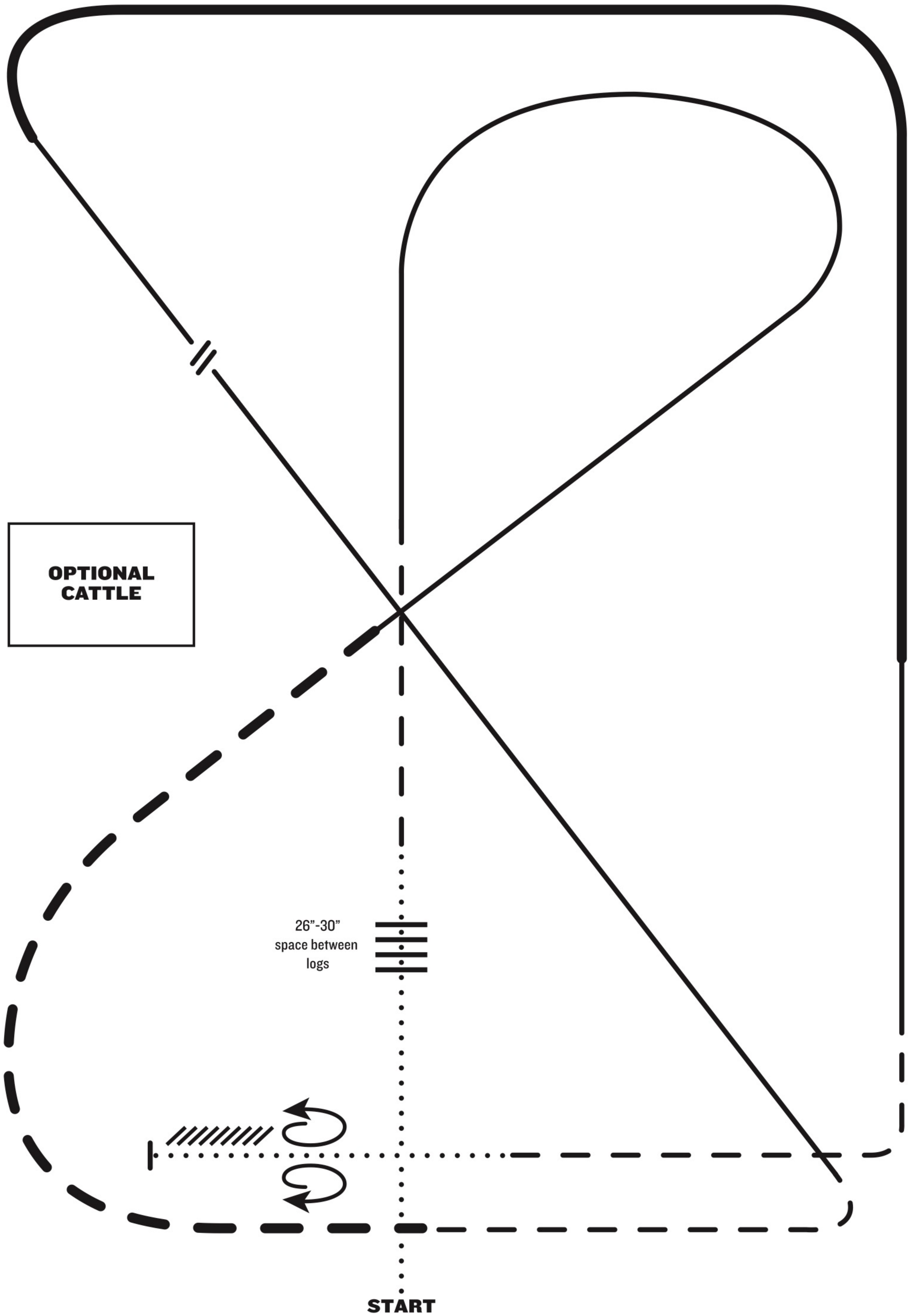


RANCH RIDING - PATTERN 5

LEGEND

- Walk
- Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- /////// Back
- \\ Lead Change

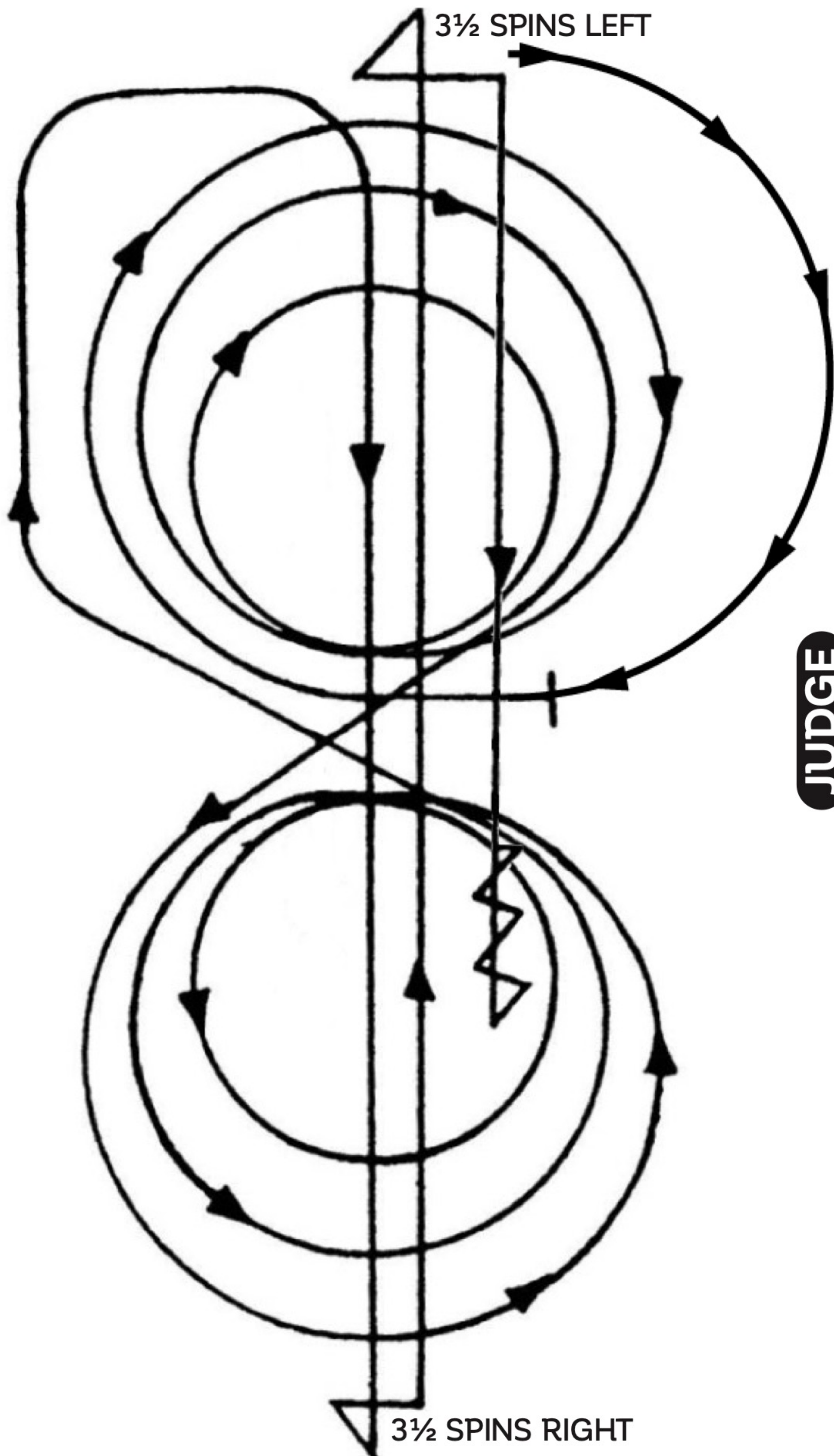


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

PATTERN 7

LOPE AWAY

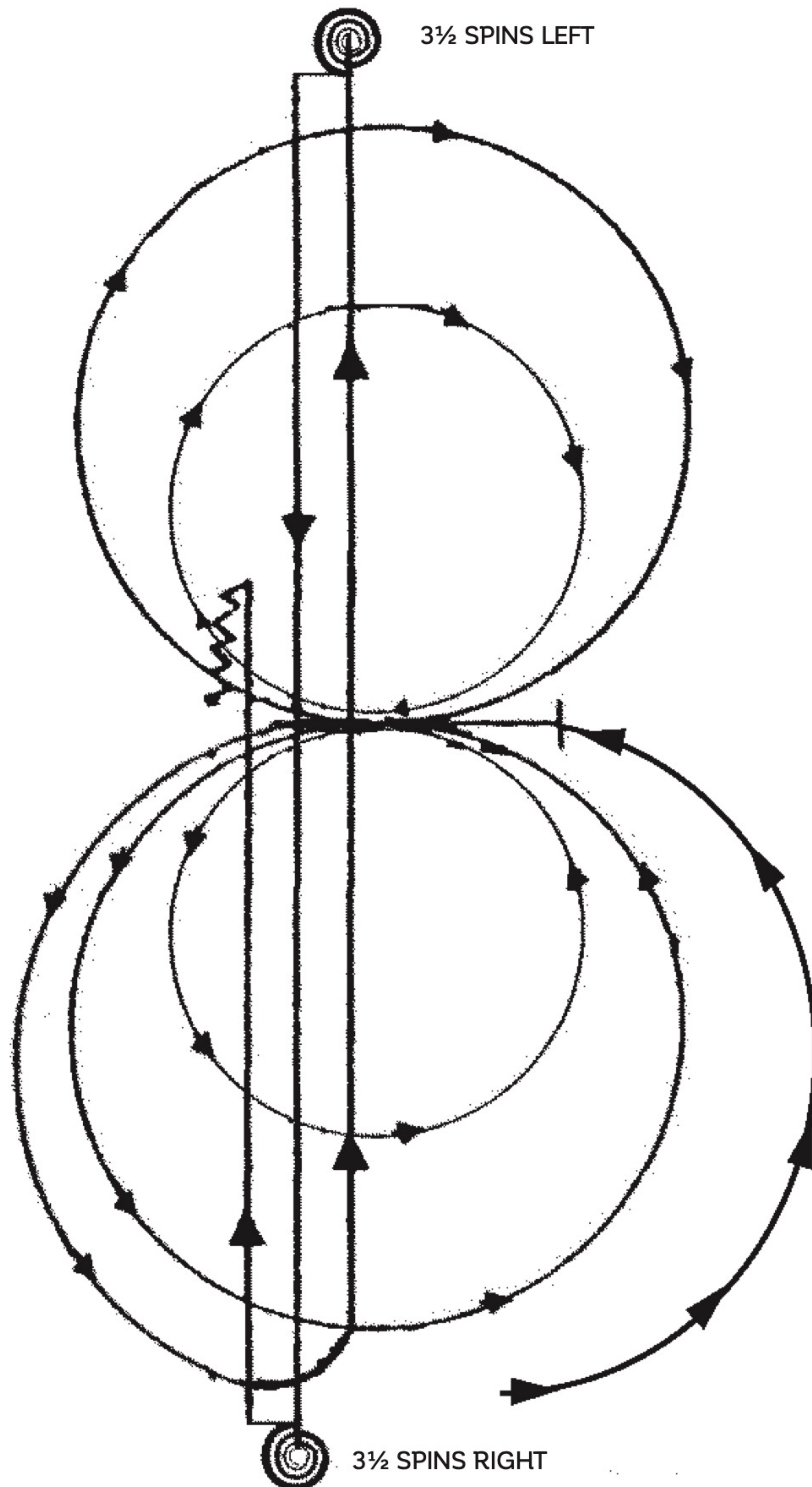


Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on right lead and complete three circles, the first large and fast, the second small and slow, the third large and fast. Change leads to the left.
2. Complete three circles, the first large and fast, the second small and slow, the third, large and fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete $3\frac{1}{2}$ spins to the right.
5. Run down center of arena past end marker come to sliding stop.
6. Complete $3\frac{1}{2}$ spins to the left.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

PATTERN 11

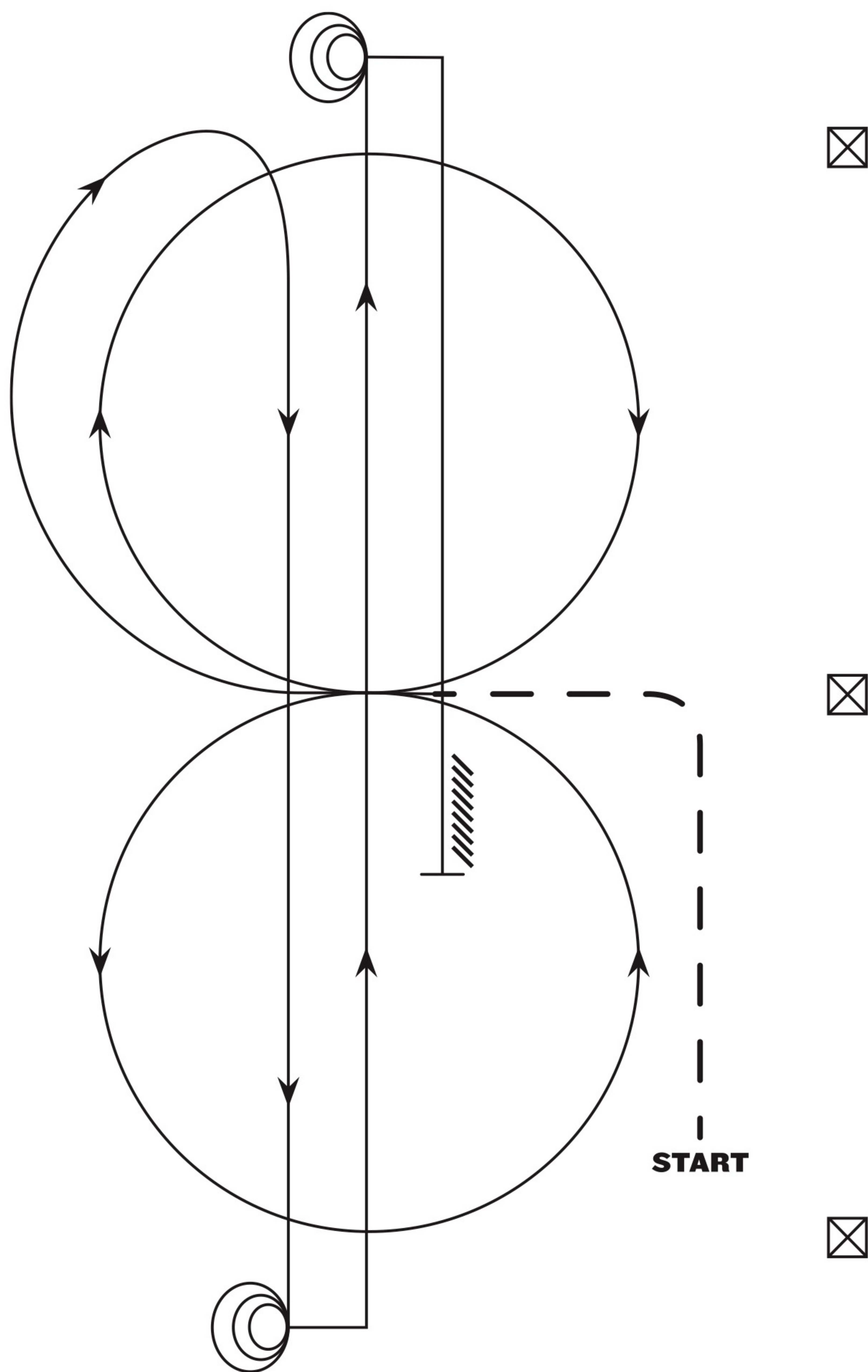
LOPE TOWARD



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete two circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3 ½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 ½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

VRH AND RHC RANCH REINING PATTERN 6



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 right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

