



Stock Horse Pleasure Pattern 1 for W/T

Gaits to be performed in this order:

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



**Lengths will be adjusted based on arena
size**



Stock Horse Pleasure Pattern 1 W/T/L

Gaits to be performed in this order:

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

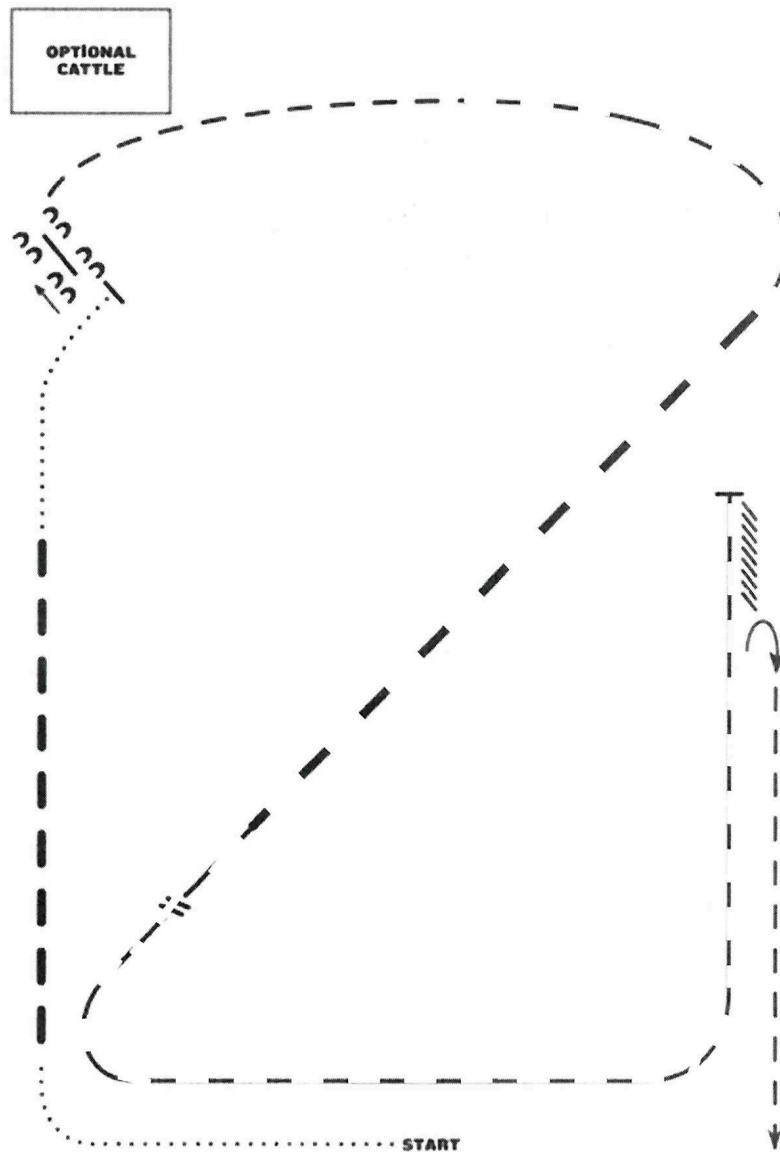


Lengths will be adjusted based on arena size

RANCH RIDING
All Walk/Trot Divisions



RANCH RIDING - PATTERN 10



1. Walk
2. Extended Trot
3. Walk
4. Stop, Side pass Left over Log
5. Trot
6. Extended Trot
7. Trot
8. Extended Trot
9. Stop and Back
10. $\frac{1}{2}$ Turn Right
11. Trot

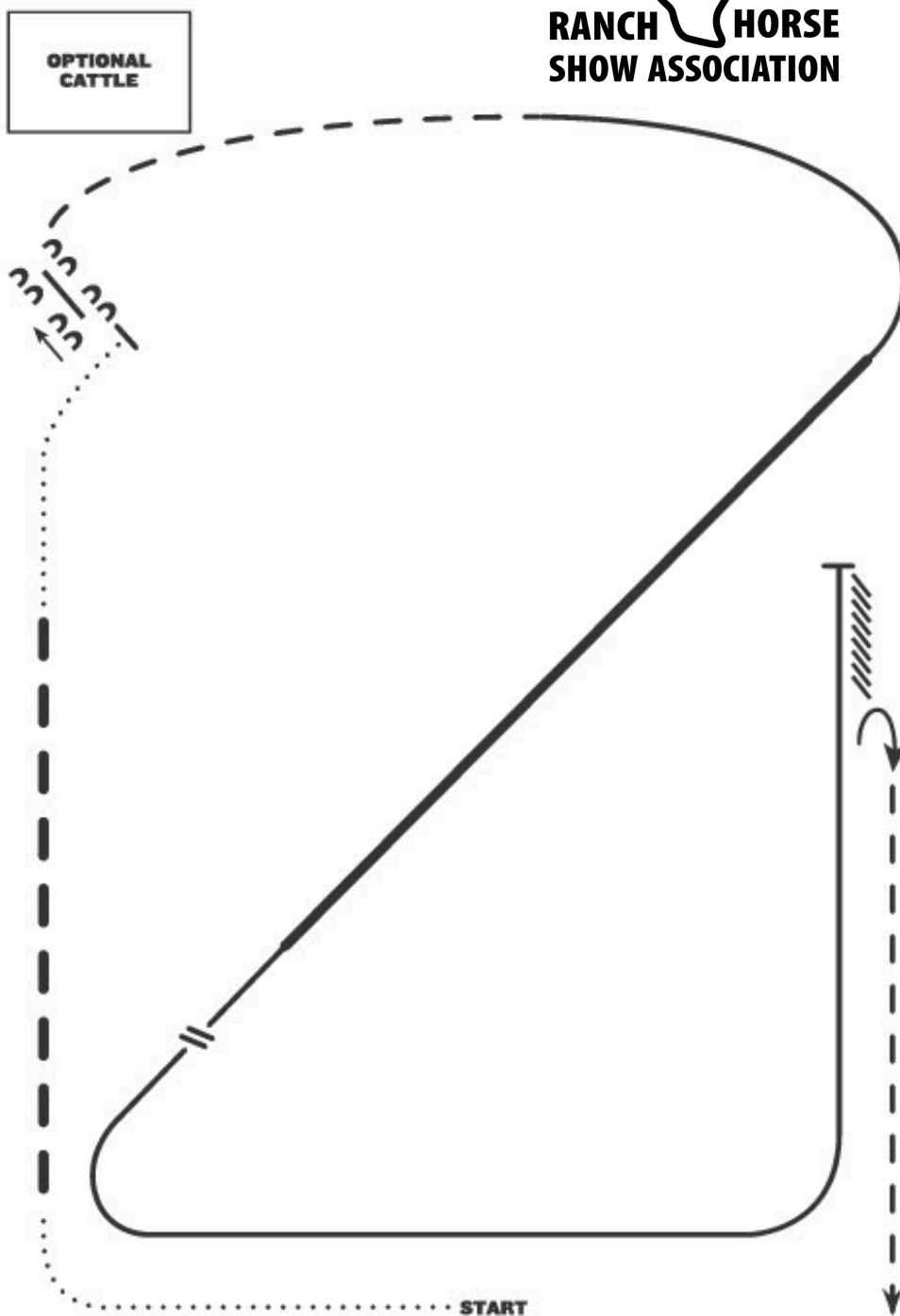
RANCH RIDING - PATTERN 10



**RANCH HORSE
SHOW ASSOCIATION**

LEGEND

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

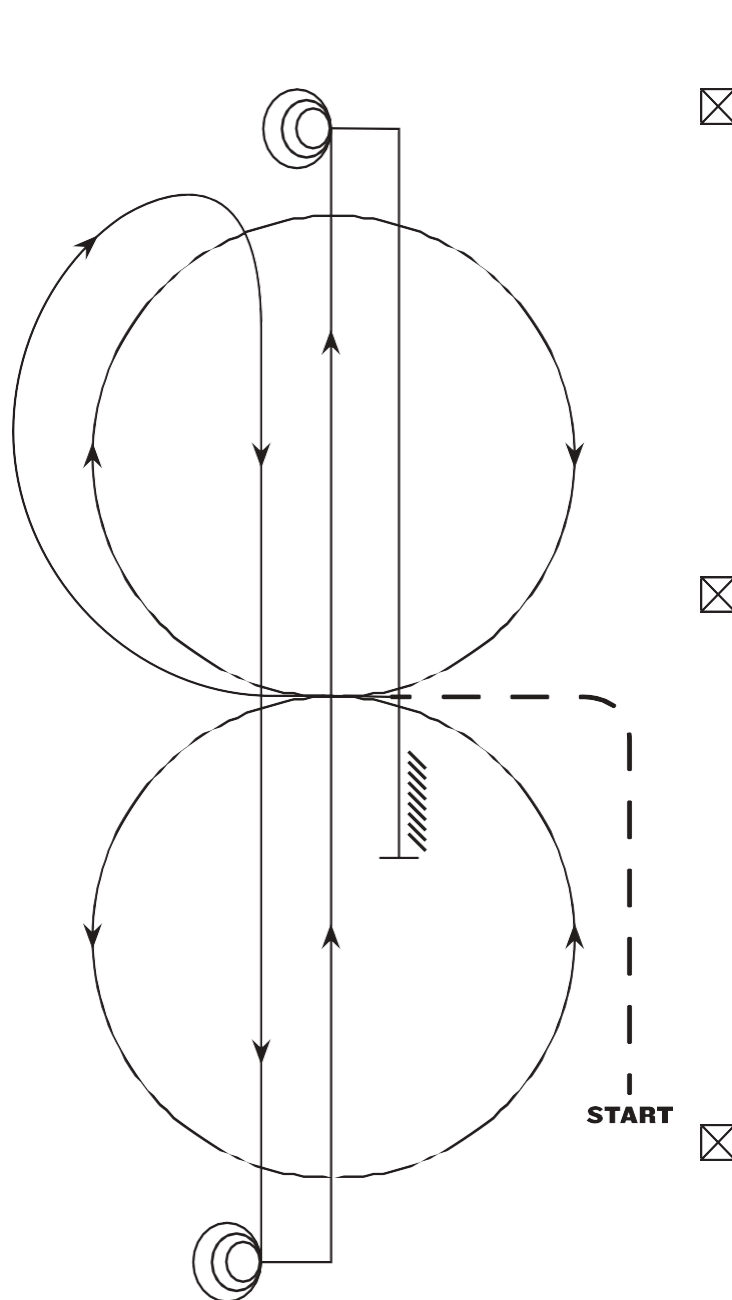


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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 6

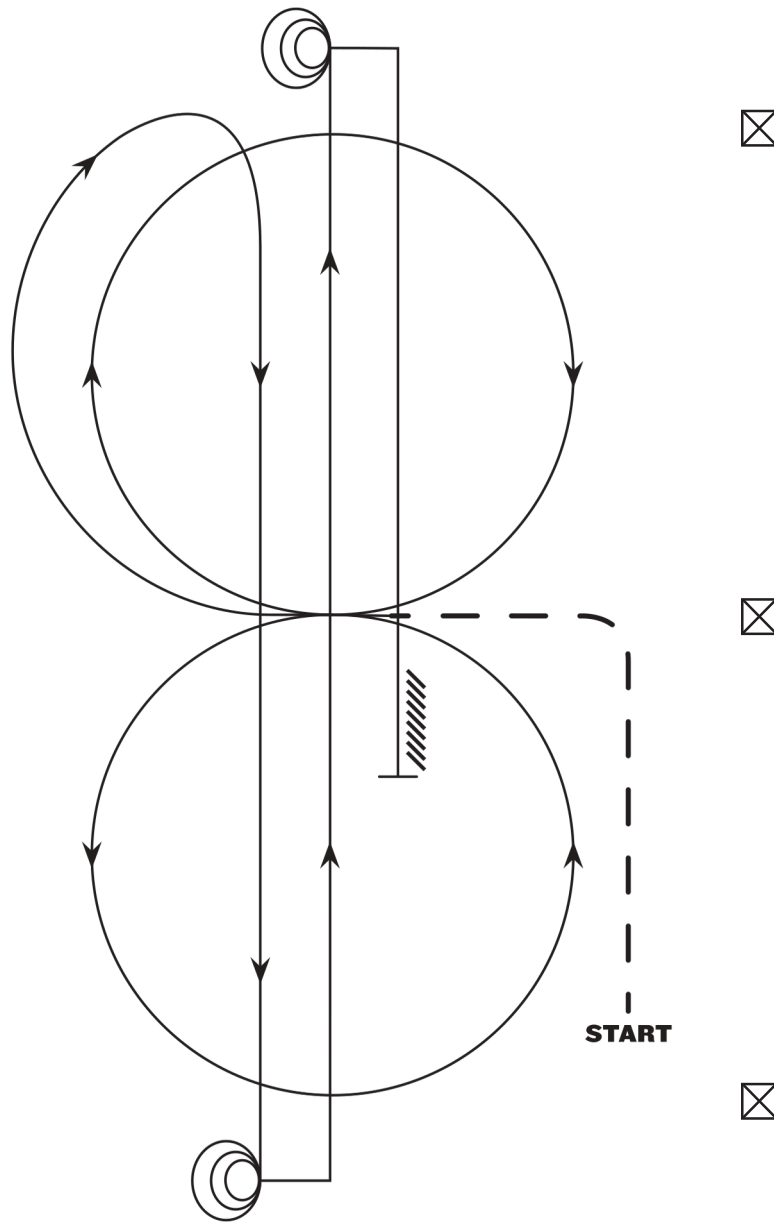
All Walk/ Trot divisions- Read the directions at the bottom.



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. Trot one circle to the right. Change direction at the center of the arena.
2. Trot one circle to the left. Change direction at the center of the arena.
3. Begin a circle to the right, but do not close this circle. Extended trot down center of arena, past the end marker, and do a sliding stop.
4. Complete 1 1/2 spins to the right.
5. Extended trot up to other end of arena, past the end marker, do a sliding stop.
6. Complete 1 1/2 spins to the left.
7. Extended trot past the center marker and do a sliding stop. Back at least 10 feet.

VRH AND RHC RANCH REINING PATTERN 6



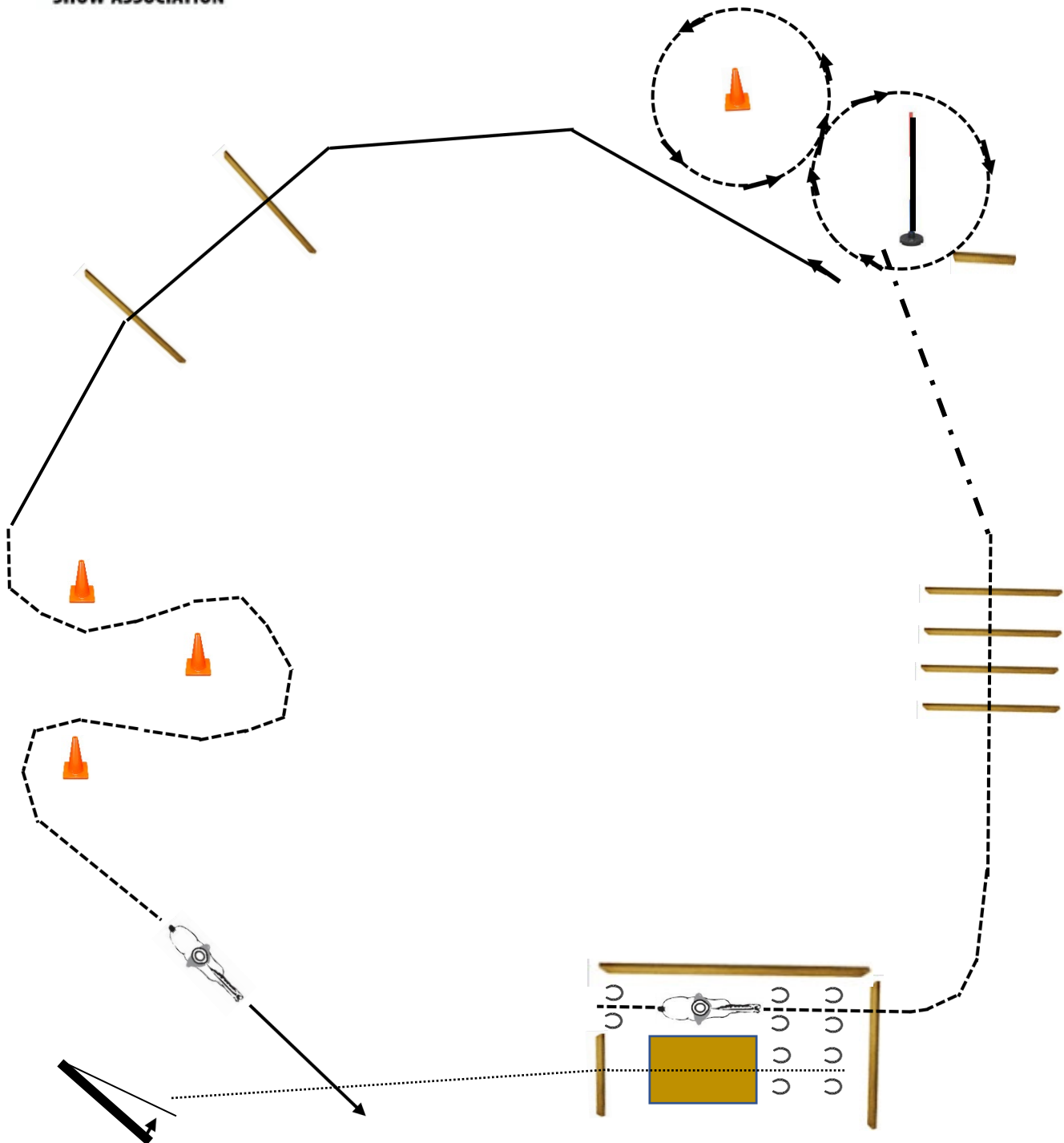
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.


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.



RANCH TRAIL **All Divisions** **Pattern 3**



1. Open & close gate (*left hand push, do not latch*)
2. Walk to bridge, walk over log and bridge
3. Side pass left and back chute
4. Trot out of chute, to and over logs
5. Extended trot to Drag (Slicker for W/T, Youth & Novice), Drag  figure 8 at a trot as shown returning log to original position. (Trot with Slicker for W/T, Youth & Novice)
6. Lope left lead (Ex Trot for W/T) around end of arena and over logs
7. Break to a trot, trot cones as shown
8. Exit the arena at a trot.