

Stock Horse Pleasure Walk/Trot Pattern Show 2



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 2



1.Walk

2.Lope

3.Extended Trot

4.Trot

5.Stop and Reverse

6.Trot

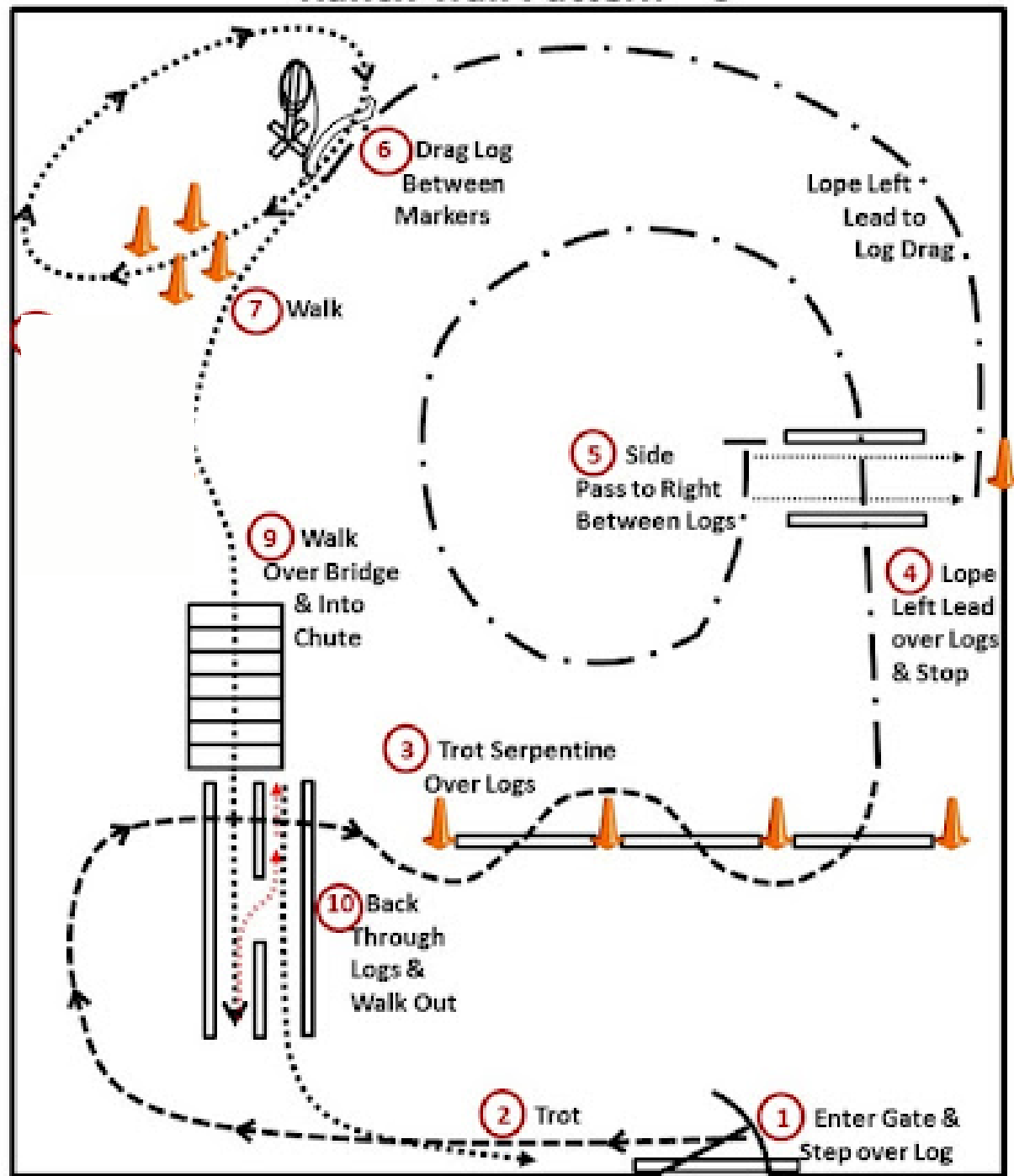
7.Lope

8.Extended Lope

9. Extended Walk

10.Stop and Back

Ranch Trail Pattern – 6



This pattern has been modified.
Please follow pattern as typed
out. Ignore numbers
on picture.

1. Enter gate/ left handed
2. Trot over logs
3. Trot over logs in serpentine
4. Lope left lead, over logs
and in circle (walk trot= extended trot)
5. Stop and sidepass right between
logs

Legend

.....	Walk	Back		Cone
----	Trot	— · — · — ·	Lope		

6. Lope left lead to drag pole. Walk
Trot=extended trot
7. Drag log in a circle; (youth, adult
walk trot, and rookie amateur will
carry a rope). There will only
be one cone to go around.
8. Walk over bridge and into chute
9. Back through logs and walk out

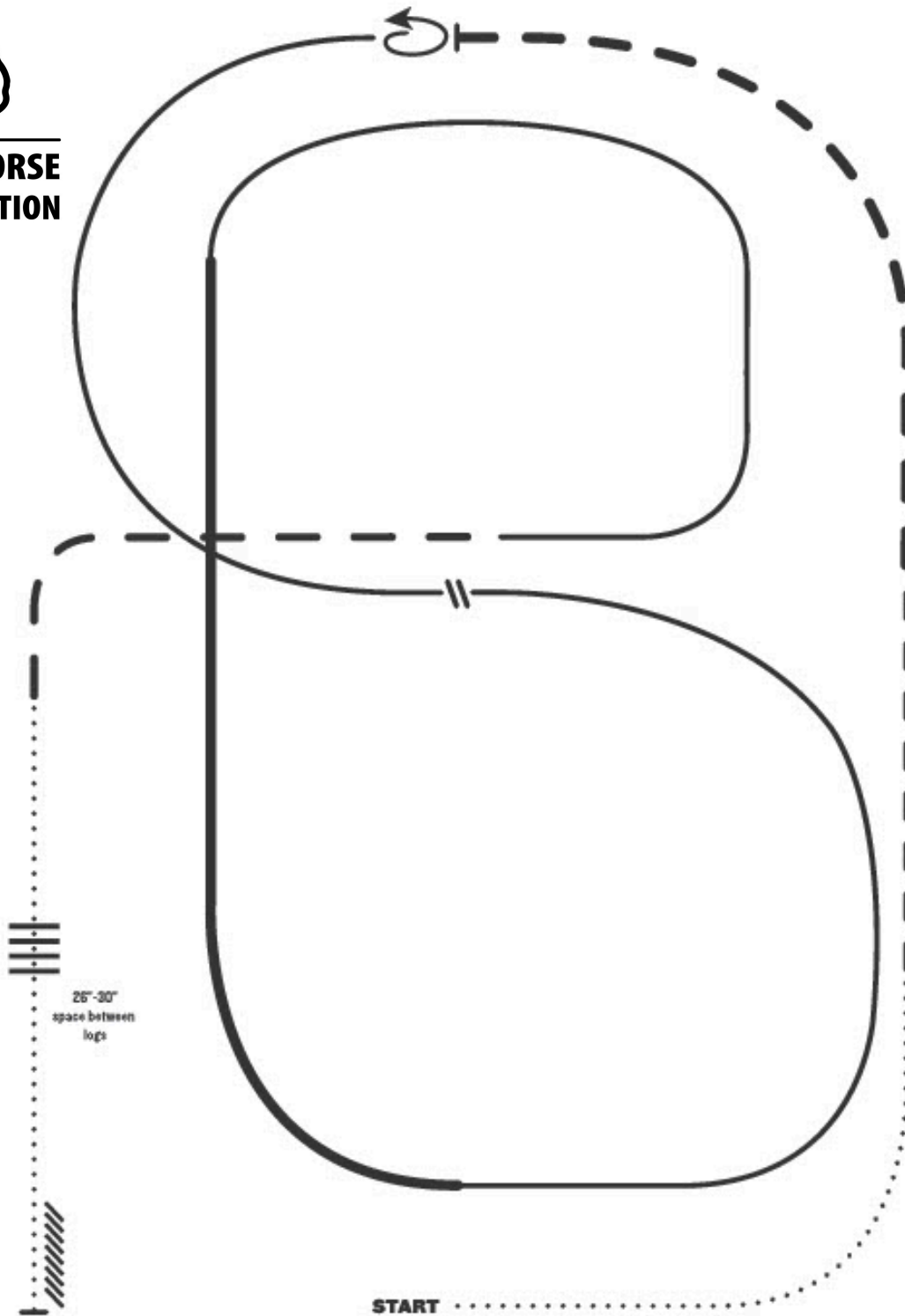
RANCH RIDING - PATTERN I

LEGEND

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



**RANCH HORSE
SHOW ASSOCIATION**



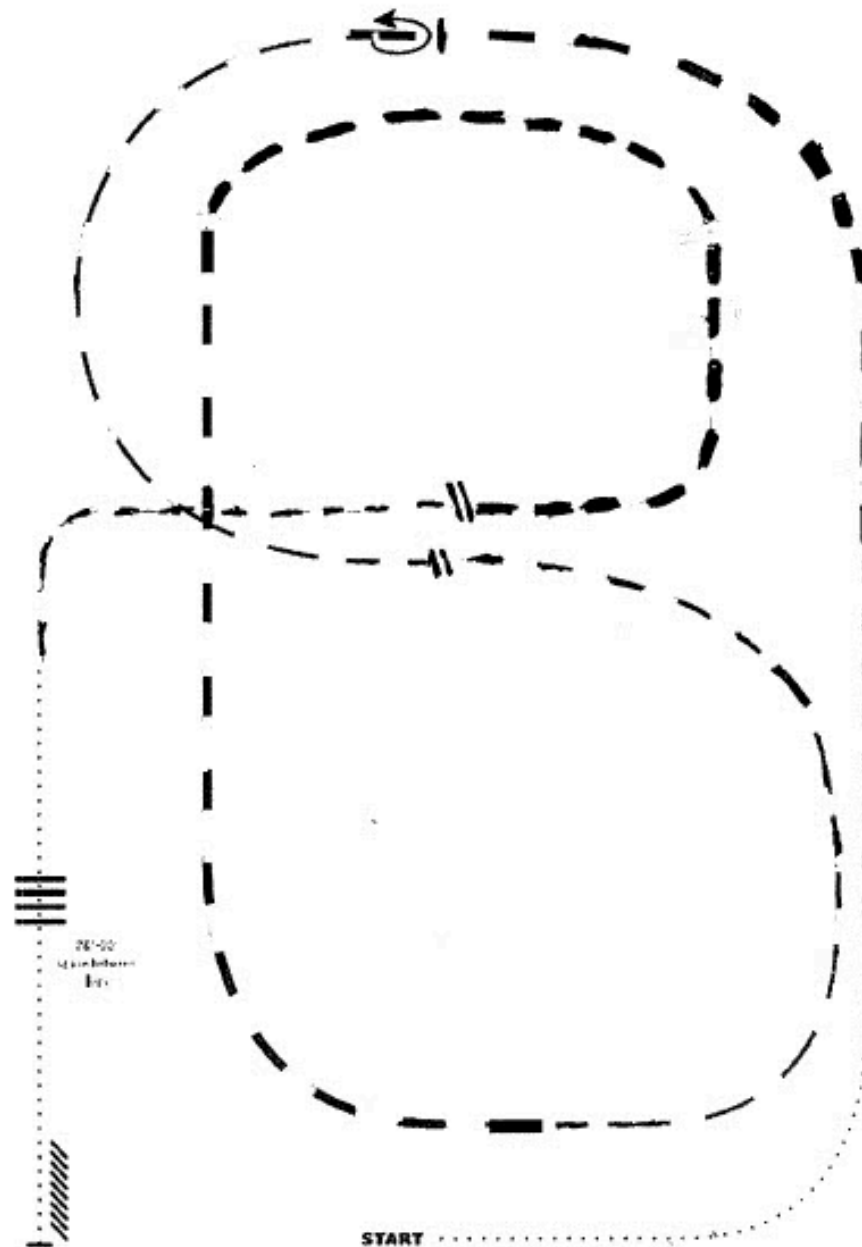
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena 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.

RANCH RIDING
All Walk/Trot Divisions

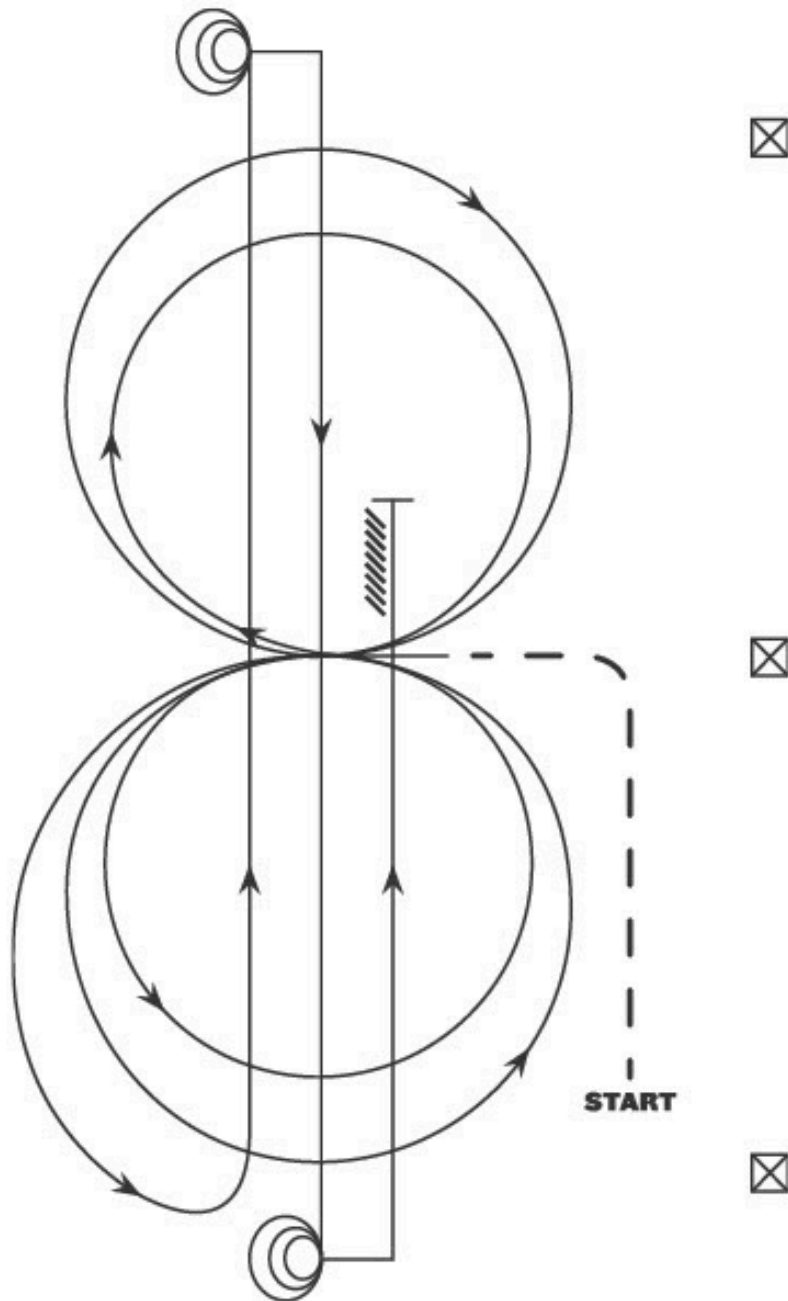


RANCH RIDING - PATTERN I



1. Walk
2. Trot
3. Extend the Trot, at the top of the arena, Stop
4. 360° turn to the Left
5. Trot ½ Circle, Keep Trotting to the Center
6. Change Directions
7. Trot ½ Circle
8. Extended Trot up the long side of the arena around top of arena and back to Center
9. Collect back to a Trot at Center
10. Break down to a Walk
11. Walk over Logs
12. Stop and Back

VRH AND RHC RANCH REINING PATTERN 7



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 left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern



Reining Walk/ Trot Pattern Show

1

1. Extended trot up middle, past end marker, stop
2. One and a half spins to the left
3. Extended trot up middle, past end marker, stop
4. One and a half spins to the right
5. Extended trot up middle, past middle marker, stop
6. Back to middle
7. Trot right hand circle
8. Trot left hand circle
9. Start circle to the right, but do not complete, trot down middle, past middle marker and stop

