

**Gaits are to be
performed in this order:**

1. Ordinary 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

* Distances will be dependent on the size of space used for the event



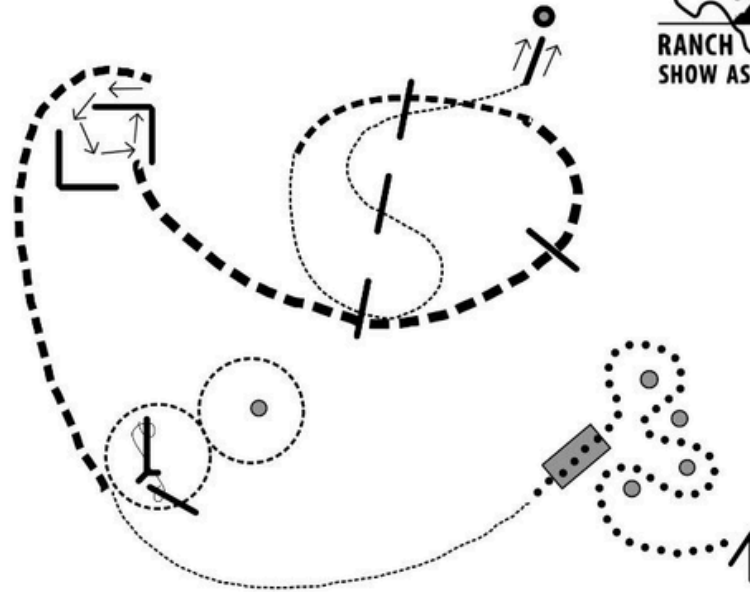
**Gaits are to be
performed in this order:**

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

* Distances will be dependent on the size of space used for the event

Sliding Spooktacular October 2026

Walk-Trot Ranch Trail

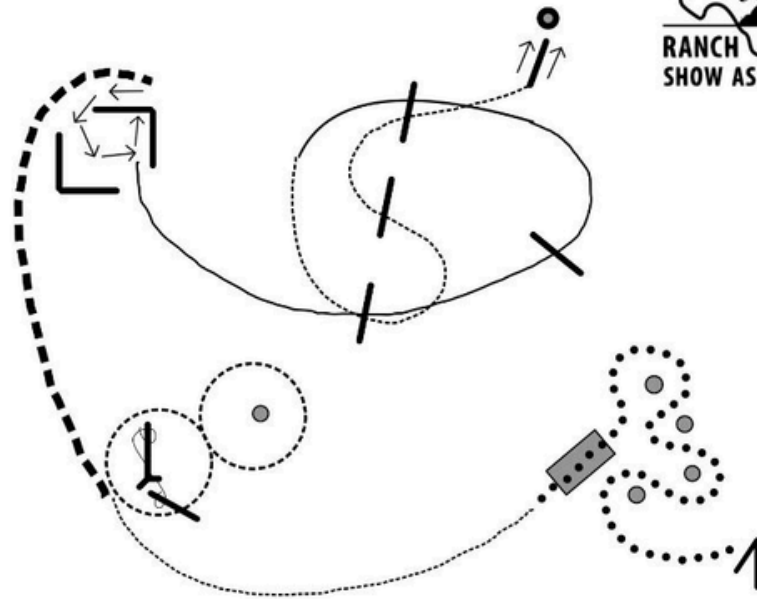


Directions:

1. Right hand push gate
2. Walk through stumps
3. Walk bridge
4. Trot to drag, carry item at a trot in an eight pattern.
5. Extended trot to box
6. Back into box as shown
7. Extended Trot over three logs
8. Collected Trot serpentine as shown to Sidepass log
9. Sidepass left over log, and retrieve a treat, pattern is complete

Sliding Spooktacular October 2026

Walk-Trot-Lope Ranch Trail



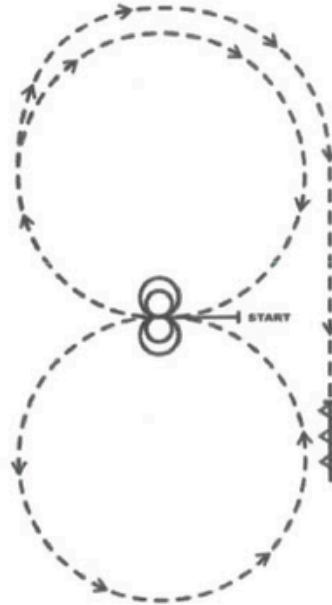
Directions:

1. Right hand push gate
2. Walk through stumps
3. Walk bridge
4. Trot to drag, drag log (carry item Rookie & Youth) at a trot in an eight pattern.
5. Extended trot to box
6. Back into box as shown
7. Lope left lead over three logs
8. Trot serpentine as shown to Sidepass log
9. Sidepass left over log, and retrieve a treat, pattern is complete

REINING PATTERN W/T



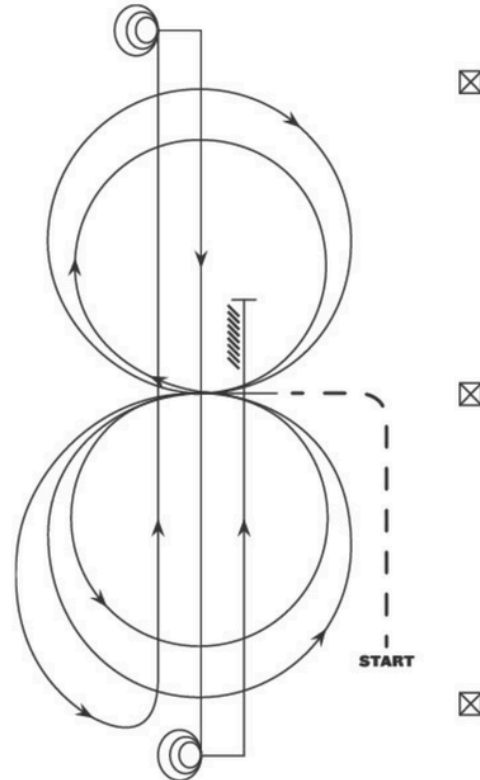
SHOW 1
APRIL 22, 2023



Trot to center of arena facing the left wall or fence and stop.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot one circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

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.

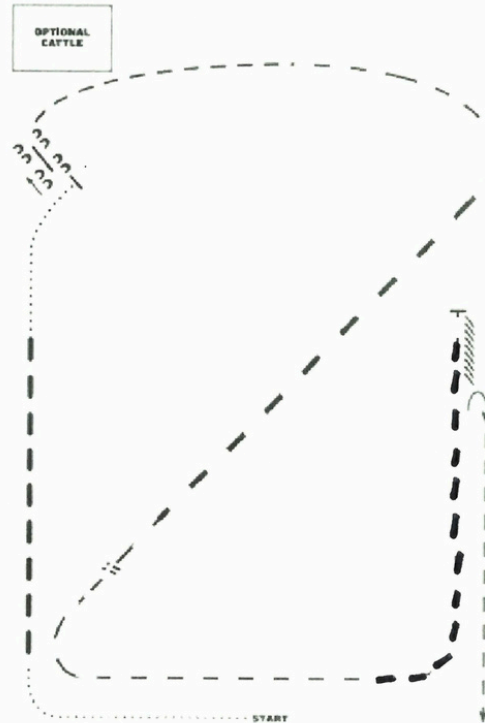
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

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

RANCH RIDING
All Walk/Trot Divisions



RANCH RIDING - PATTERN 10

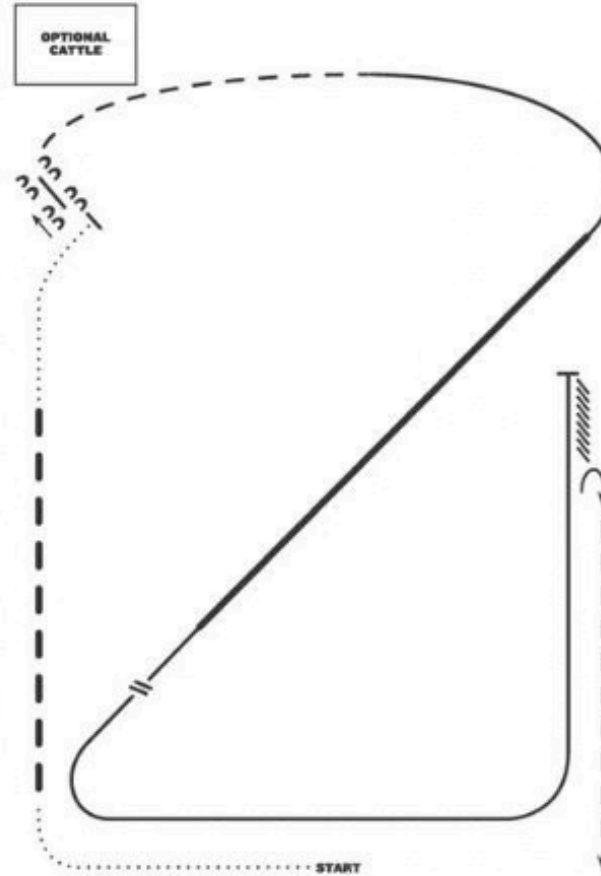


1. Walk
2. Extended Trot
3. Walk
4. Stop, Side pass Left over Log
5. Trot
6. Extended Trot
7. Trot
8. Extended Trot
9. Stop and Back
10. $\frac{1}{2}$ Turn Right
11. Trot

RANCH RIDING - PATTERN 10

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.