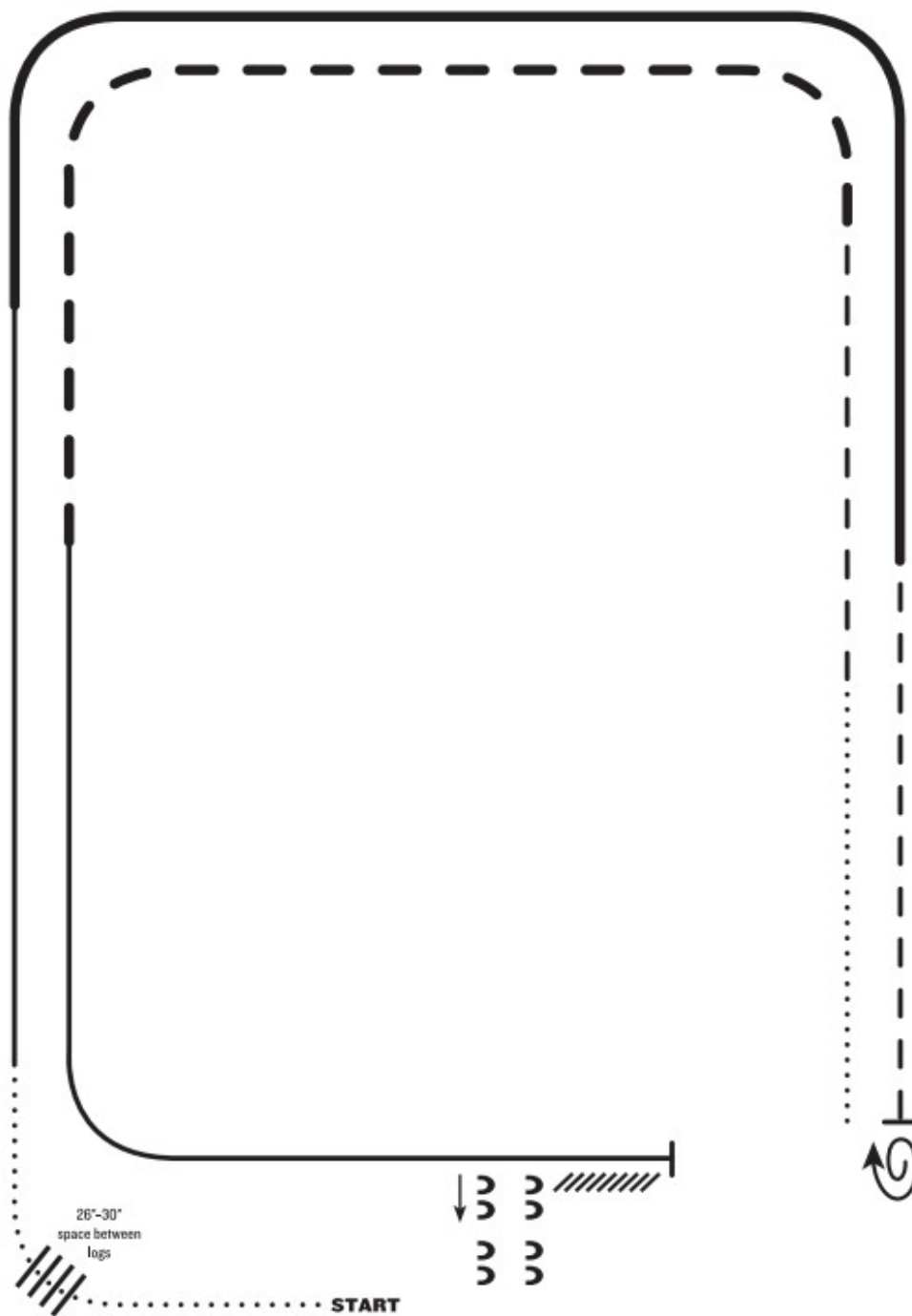


Ranch Riding All Ages

LEGEND

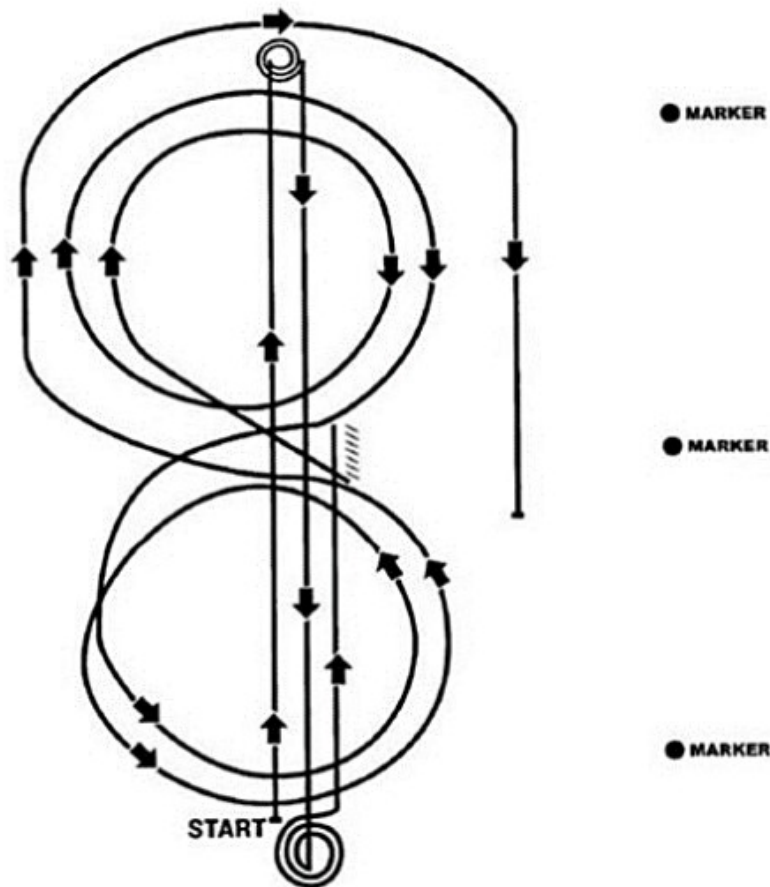
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
∞	Lead Change



*Walk/Trot:
Trot where
lope is
indicated,
extended trot
where
extended lope
is indicated

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.



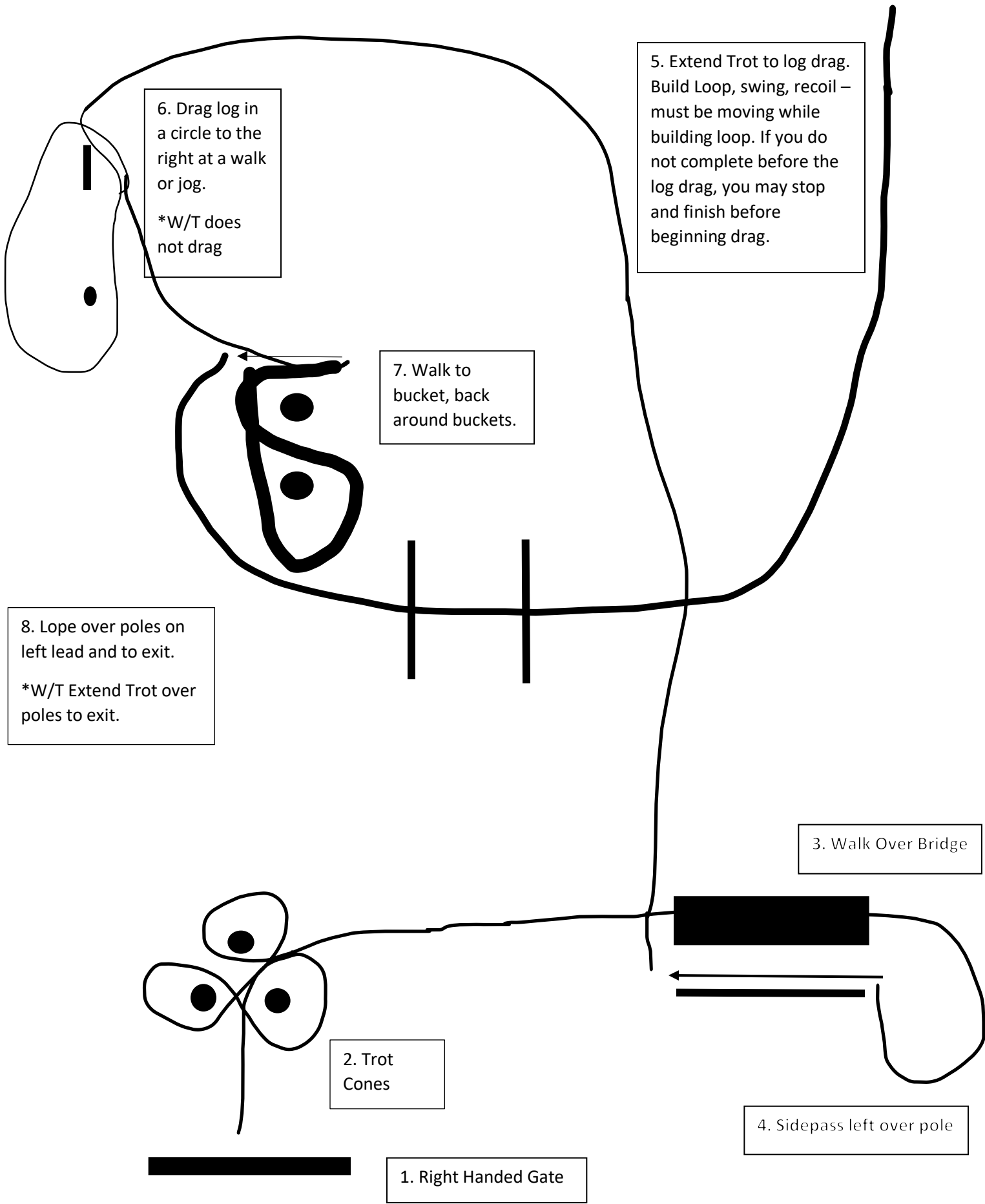
Ranch Reining Pattern #3

Mandatory markers: Along the arena fence or wall, the judge shall place a marker to indicate the center of the pattern; judge shall also place end markers at a sufficient distance from each end of the arena to accommodate the sliding stops and spins in the pattern.

1. Run up the center of the arena past the end marker and do a sliding stop.
2. Complete 3-1/2 spins to the left.
3. Run down to the opposite end of the arena, past the end marker and do a sliding stop.
4. Complete 3-1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10'. Complete 1/4 turn to the left, hesitate.
6. Beginning on the right lead, complete 2 circles to the right, the first circle small and slow, the second large and fast. Change leads at the center of the arena.
7. Complete 2 circles to the left, the first circle small and slow, the second large and fast. Change leads at the center of the arena.
8. Begin a large circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20' from the wall or fence. Hesitate to show completion of the pattern.

Ranch Trail All Ages

Exit



6. Drag log in a circle to the right at a walk or jog.
*W/T does not drag

5. Extend Trot to log drag. Build Loop, swing, recoil – must be moving while building loop. If you do not complete before the log drag, you may stop and finish before beginning drag.

7. Walk to bucket, back around buckets.

8. Lope over poles on left lead and to exit.
*W/T Extend Trot over poles to exit.

3. Walk Over Bridge

2. Trot Cones

1. Right Handed Gate

4. Sidepass left over pole