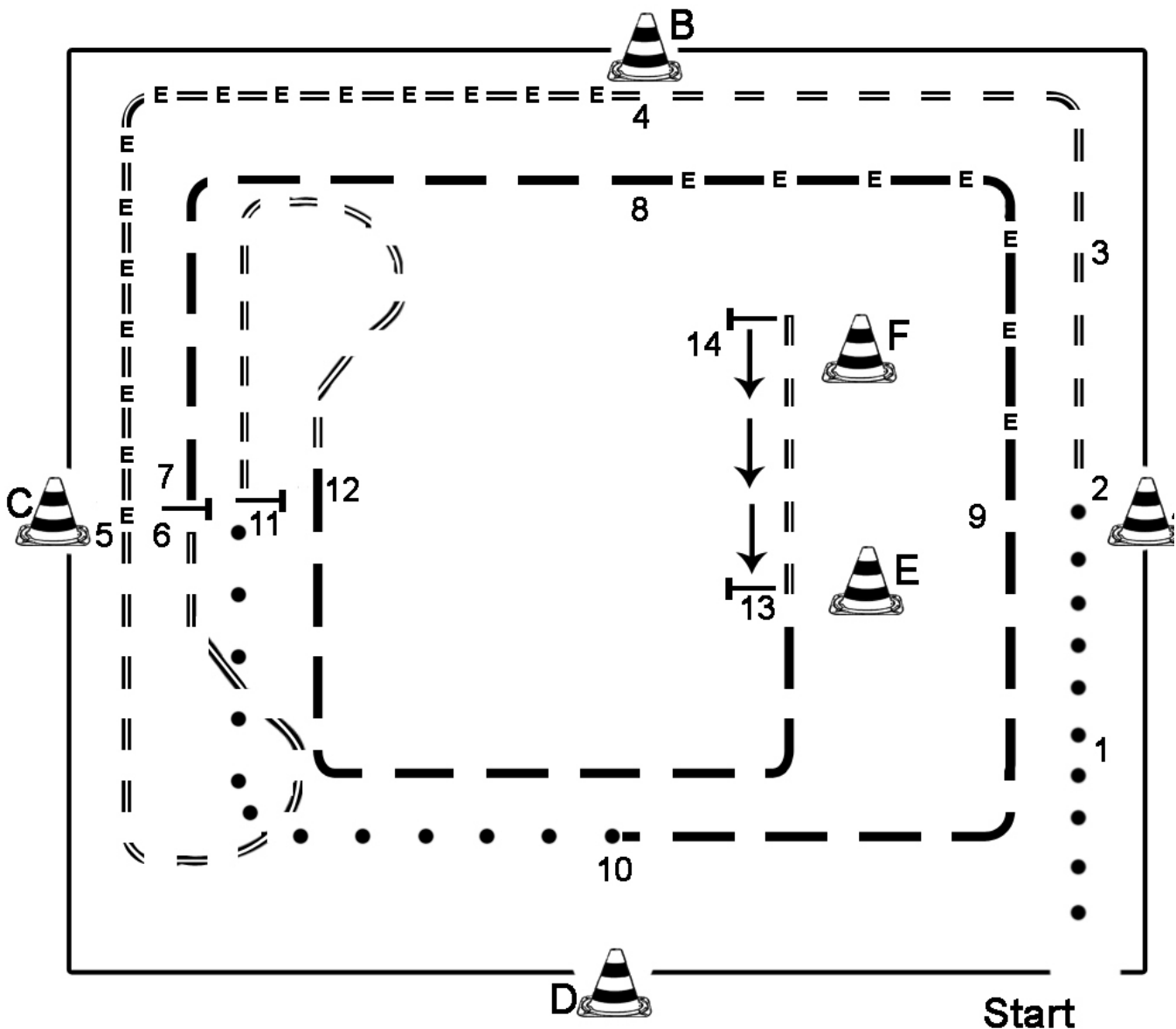


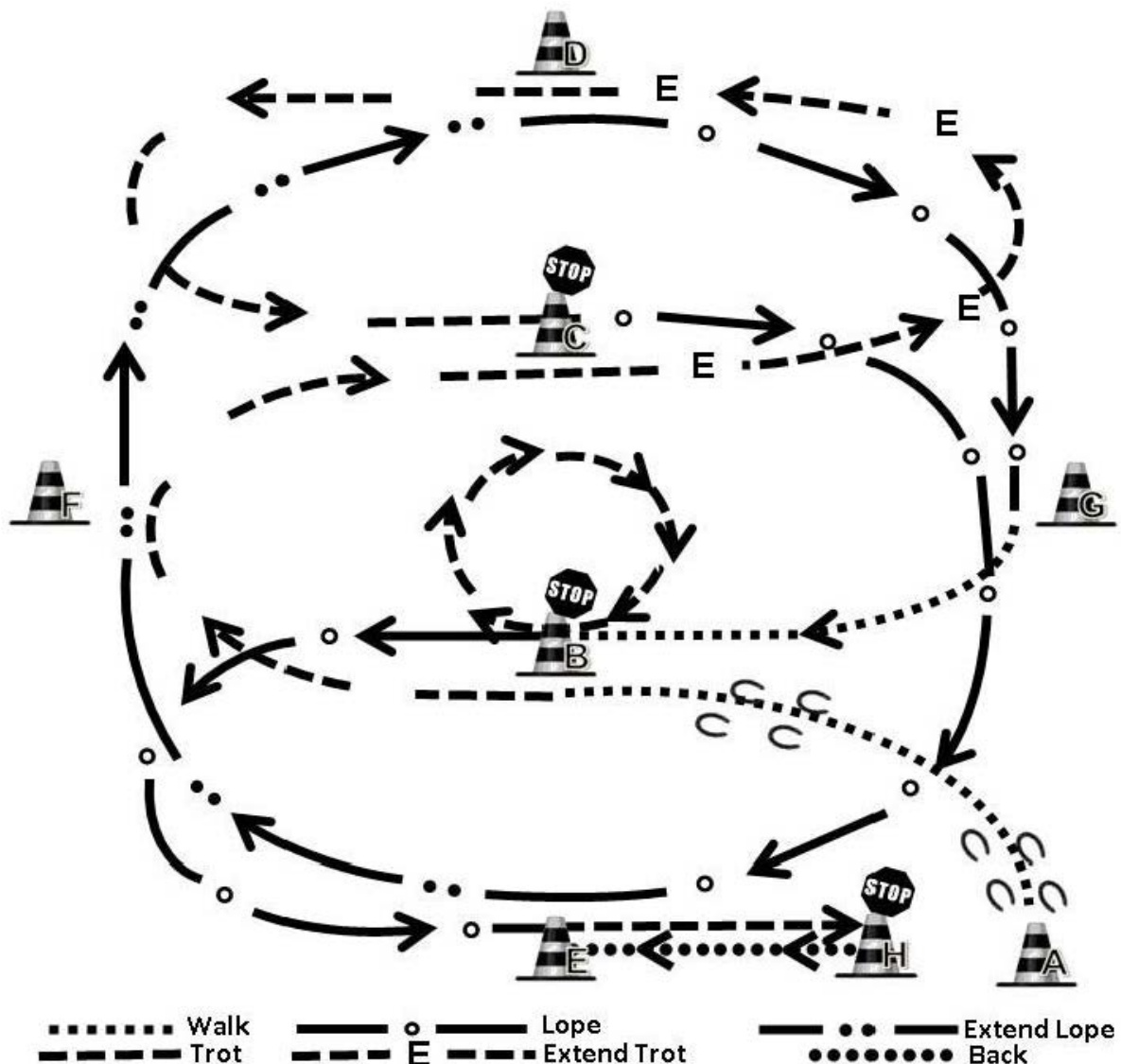
Ranch Riding Pattern #1

1. Walk to Cone A
2. At cone A, transition from walk to trot
3. Trot to Cone B
4. At Cone B, extend the trot
5. At Cone C, return to regular trot and reverse
6. Stop at Cone C, settle, and wait for judge's cue to continue
7. Depart in right lead and lope to Cone B
8. At Cone B, extend the lope continuing to Cone A
9. At Cone A, transition to a regular lope continuing to Cone D
10. At Cone D, transition to a walk and continue to Cone C
11. At Cone C, stop, settle, and wait for judge's cue to continue
12. Trot and reverse at Cone C, Transition to a lope, left lead, and continue to Cone E
13. At Cone E, transition to a trot and stop at Cone F
14. After stop at Cone F, back and stop at Cone E



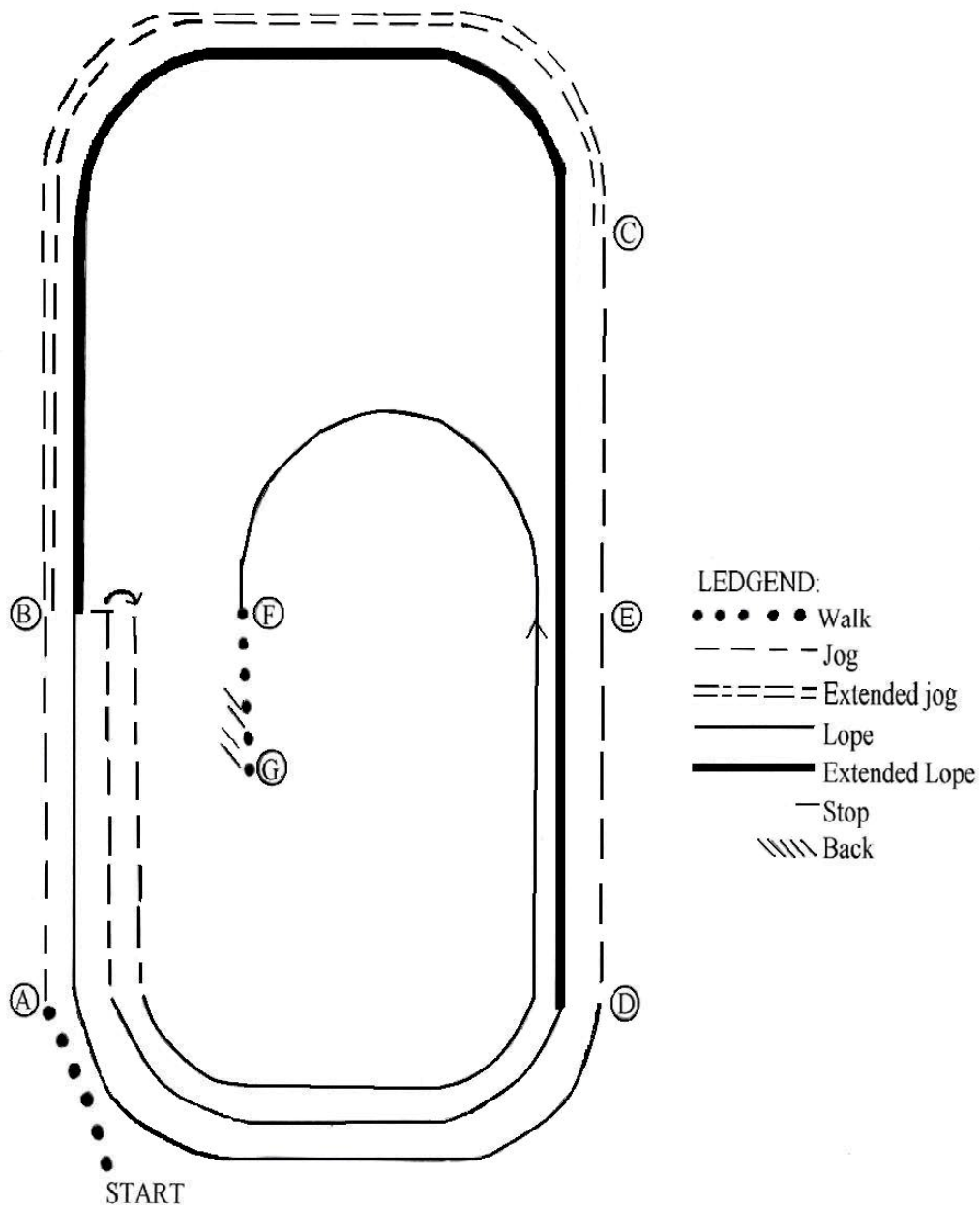
Ranch Riding Pattern #2

1. Start at Cone A, walk to Cone B.
2. At Cone B, transition to a trot and trot to Cone C.
3. At Cone C extend the trot and continue to Cone D.
4. At Cone D, transition to a regular trot, continue to Cone C and stop.
5. At Cone C stop, settle, and wait for Judge's cue to continue.
6. At Judge's cue, depart at a lope, right lead, and continue to Cone E.
7. At Cone E, extend the lope and continue to Cone D.
8. At Cone D, return to regular lope and continue to Cone G.
9. At Cone G, transition to walk and continue to Cone B.
10. At Cone B, stop, settle, and wait for Judge's cue to continue.
11. At Judge's cue, trot in a small clockwise circle.
12. At Cone B, transition to a lope, left lead, and continue to Cone E.
13. At Cone E, transition to a trot and trot to Cone H.
14. At Cone H, stop and back to Cone E.

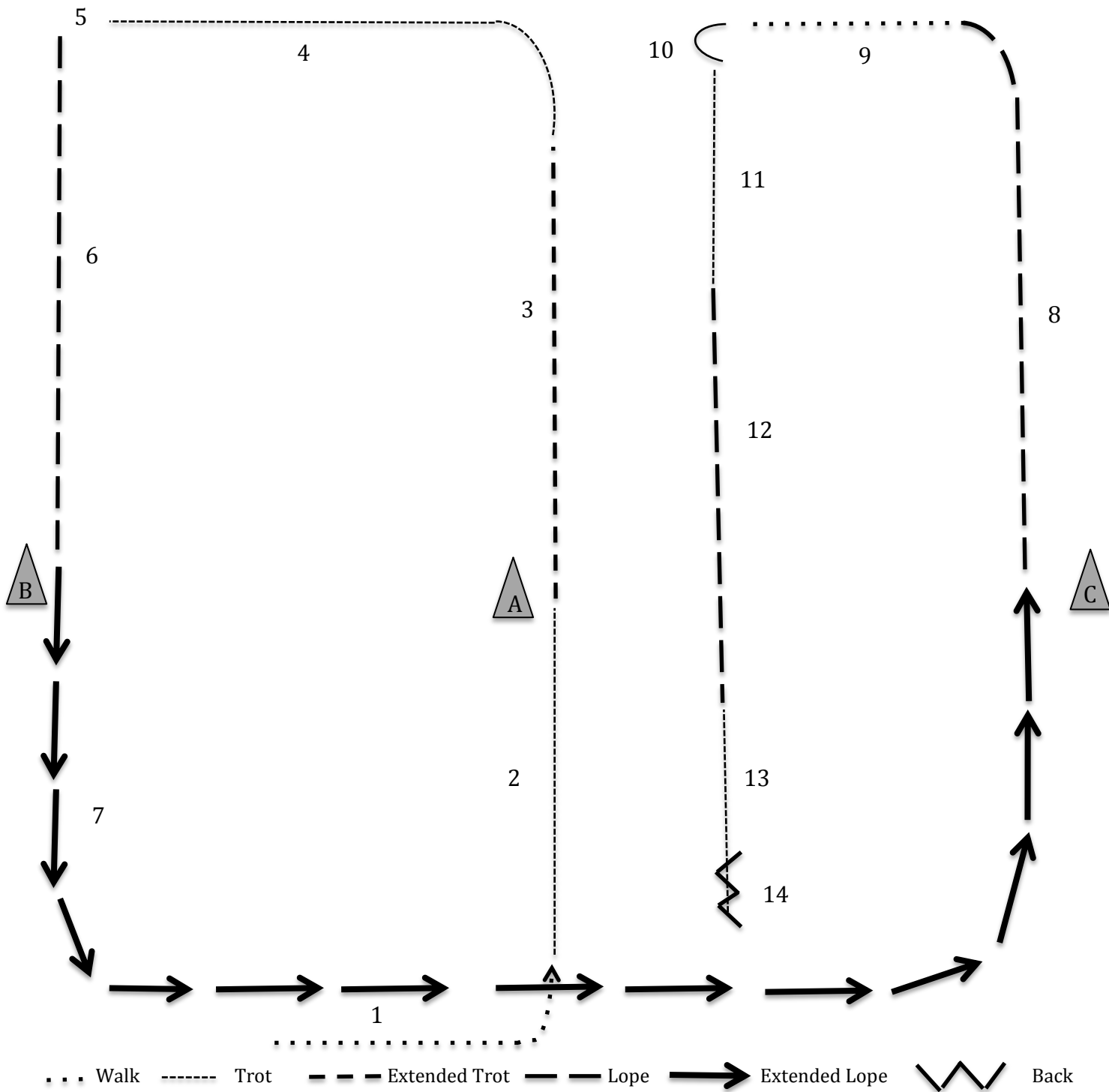


Ranch Riding Pattern #3

1. Walk from start to cone A.
2. Jog from cone A to cone B.
3. Extend the jog from cone B to cone C.
4. Collect back to regular jog at cone C, jog to cone D.
5. Lope on right lead from cone D to cone B.
6. Extend the lope at cone B and lope to cone D.
7. Collect back to a regular lope at cone D and lope to cone A.
8. Jog from cone A to cone B.
9. Stop, settle and wait at cone B.
10. Turn and jog to cone A.
11. Lope left lead from cone A to cone E turning at E toward the middle of the arena and continue to lope to cone F.
12. Transition to walk at cone F and walk to cone G.
13. Stop and back approximately one horse length.
14. Stop, settle and wait until dismissed by Judge.



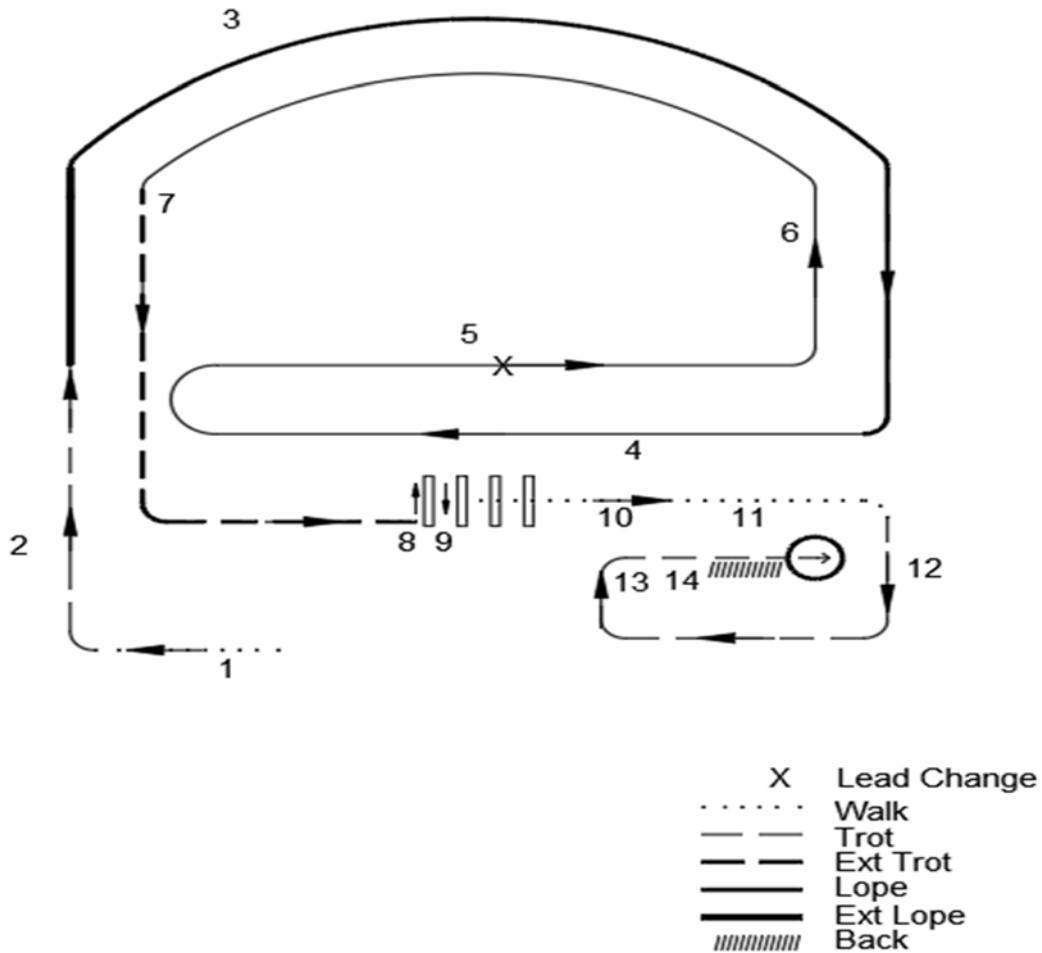
Ranch Riding Pattern #4



1. Walk from either directions (enter gate)
2. Trot up middle of arena
3. Extend trot to end of arena at cone A
4. Return to slow trot to left
5. Stop in corner ¼ turn to left
6. Begin lope in left lead to B
7. Extend lope to C

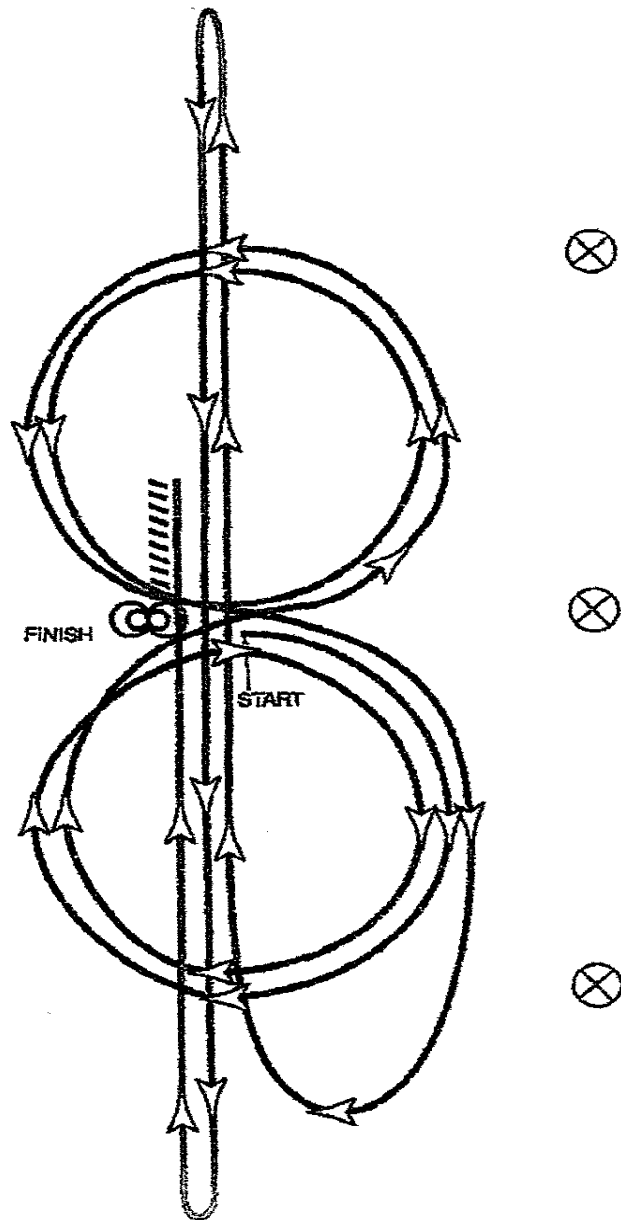
8. Return to regular lope until corner
9. At corner walk
10. Stop and ¼ turn left
11. Trot
12. Lope right lead
13. Break back to trot
14. Stop and back

5. Ranch Riding Pattern #5 (NVRHA, VRH & AQHA approved)



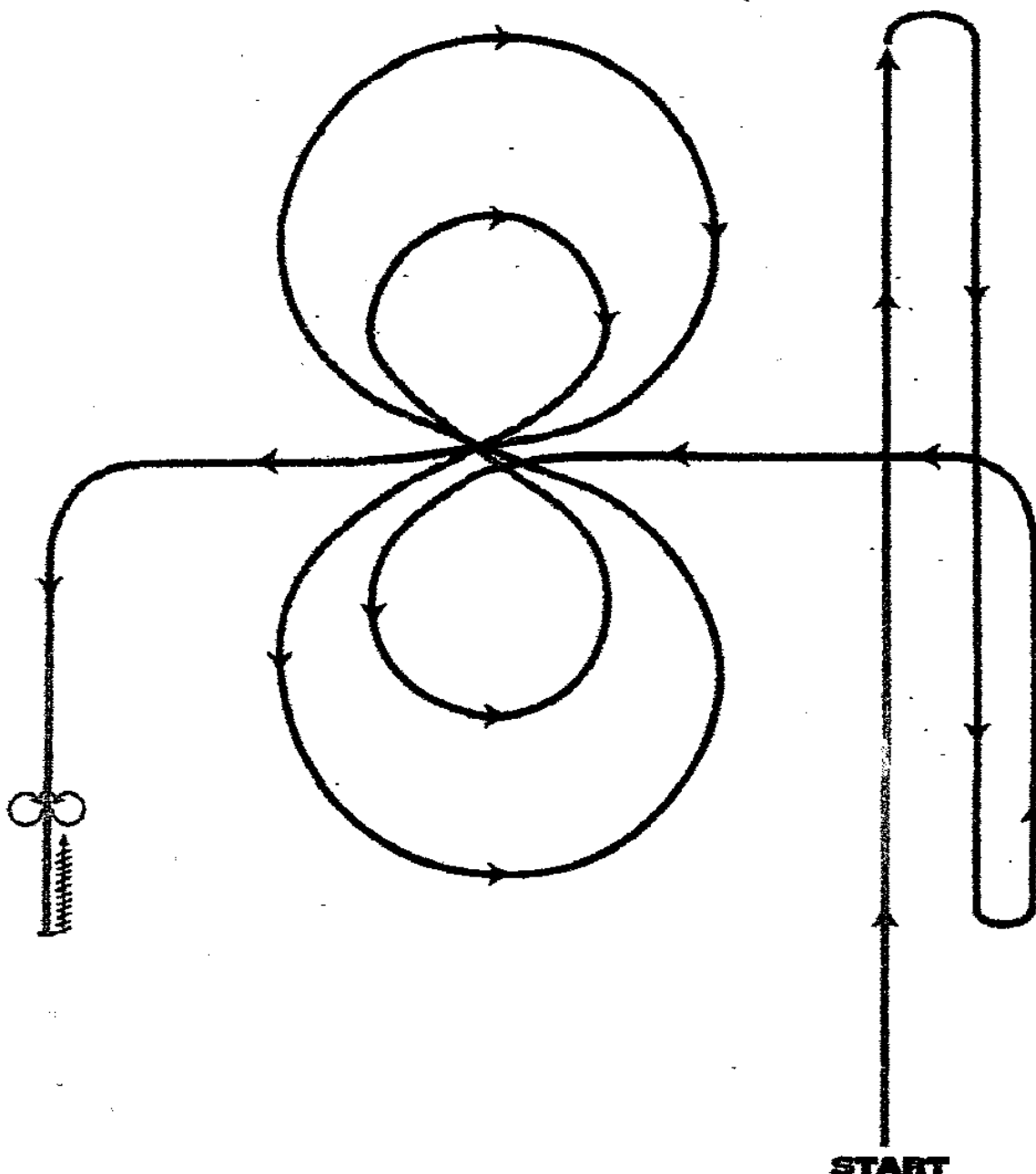
1. Walk
2. Trot
3. Extended lope in right lead
4. Collect lope right lead
5. Change leads
6. Lope left lead
7. Extend trot
8. Stop
9. Side pass left over pole & side pass right half way
10. Walk over logs
11. Walk
12. Trot Square
13. Stop
14. 360° turn left & back

Working Ranch Horse Pattern I



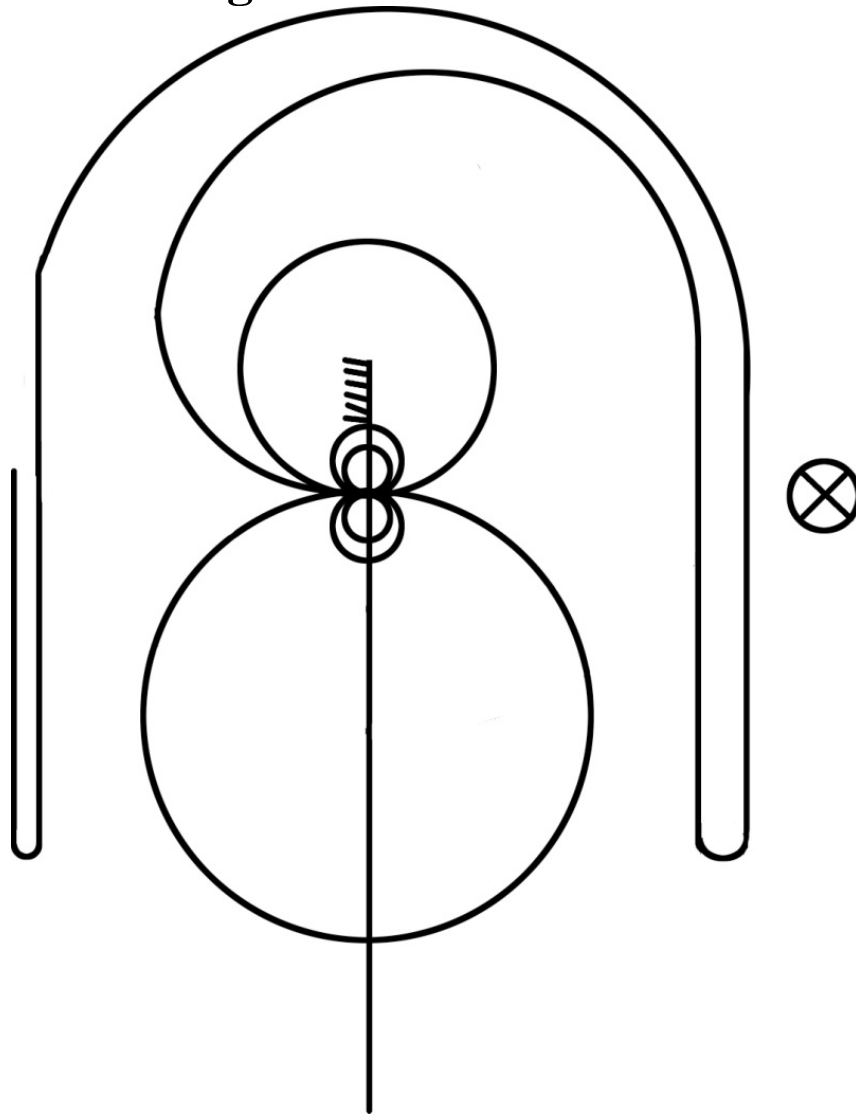
1. Beginning at the center of the arena, take a right lead and complete two circles to the right, away from the judge, of moderate size and speed.
2. At the center of the arena, change leads and do two circles to the left, both of moderate size and speed.
3. At the center of the arena, change leads.
4. Go to the end of the arena without stopping or breaking gait, and begin run down near the approximate center of the arena. Run the length of the arena past the marker.
5. Do a square, sliding stop, then hesitate.
6. Turn left and begin a run to the opposite end of the arena. Run the length of the arena past the marker.
7. Do a square, sliding stop, then hesitate
8. Turn right, and begin a rundown past the center marker of the arena.
9. Do a square, sliding stop, and back to the center of the arena or at least 10 feet. Let the horse settle in the area of the stop.
10. Do two spins to the right.
11. Do two spins to the left.
12. Hesitate to show completion of the pattern.

Working Ranch Horse Pattern II



1. Start on the right side of the arena and lope to the far end of the arena.
2. Stop and rollback to the right. Continue to the other end of the arena.
3. Stop and rollback to the left. Continue to the center of the arena.
4. Lope a small, slow circle to the left. Change leads.
5. Lope a small, medium speed circle to the right. Change Leads.
6. Lope a large, fast circle to the left. Change Leads.
7. Lope a large, fast circle to the right. Change Leads.
8. Continue down the arena.
9. Stop and back 10 to 15 feet.
10. Do a 360 degree spin right or left.
11. Do a 360 degree spin in the opposite direction.
12. Hesitate to show completion of the pattern.

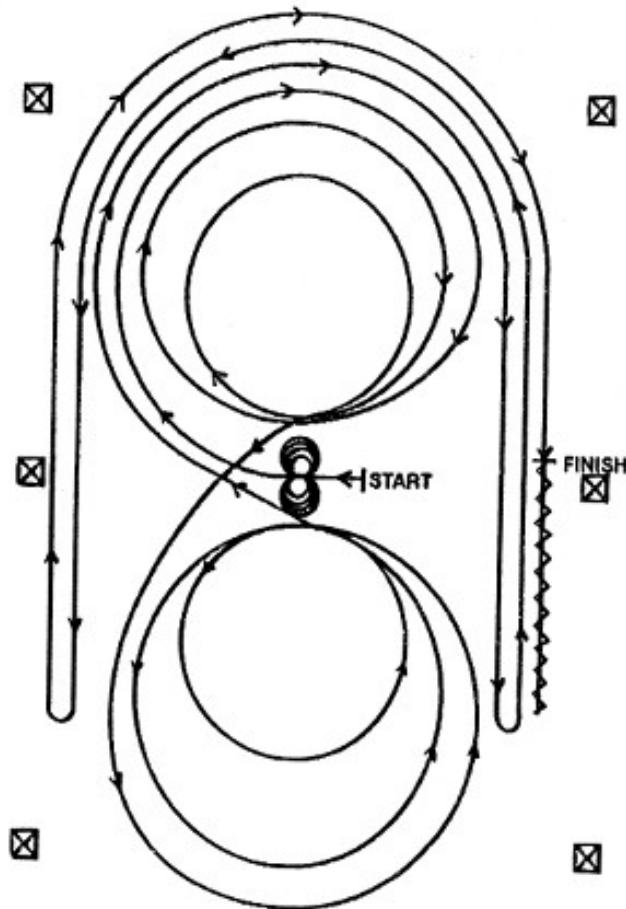
Working Ranch Horse Pattern III



Mandatory marker along Fence or Wall. Ride Pattern Follows:

1. Start at end of arena. Run past the center marker and do a square, sliding stop.
2. Back approximately 10 to 15 feet to center.
3. Do 2 spins to the right
4. Do 2 1/4 spins to the left
5. Begin on right lead and complete one right circle, small and slow. Change leads in the center of arena.
6. Complete one large, fast circle to the left. Change leads in the center of arena.
7. Continue loping around the end of the arena without breaking gate. Run straight down the right side of arena past the center marker. Stop and do a left roll back.
8. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker. Stop and do a right roll back.
9. Continue past the center marker and do a square, sliding stop.
10. Hesitate to complete the pattern.

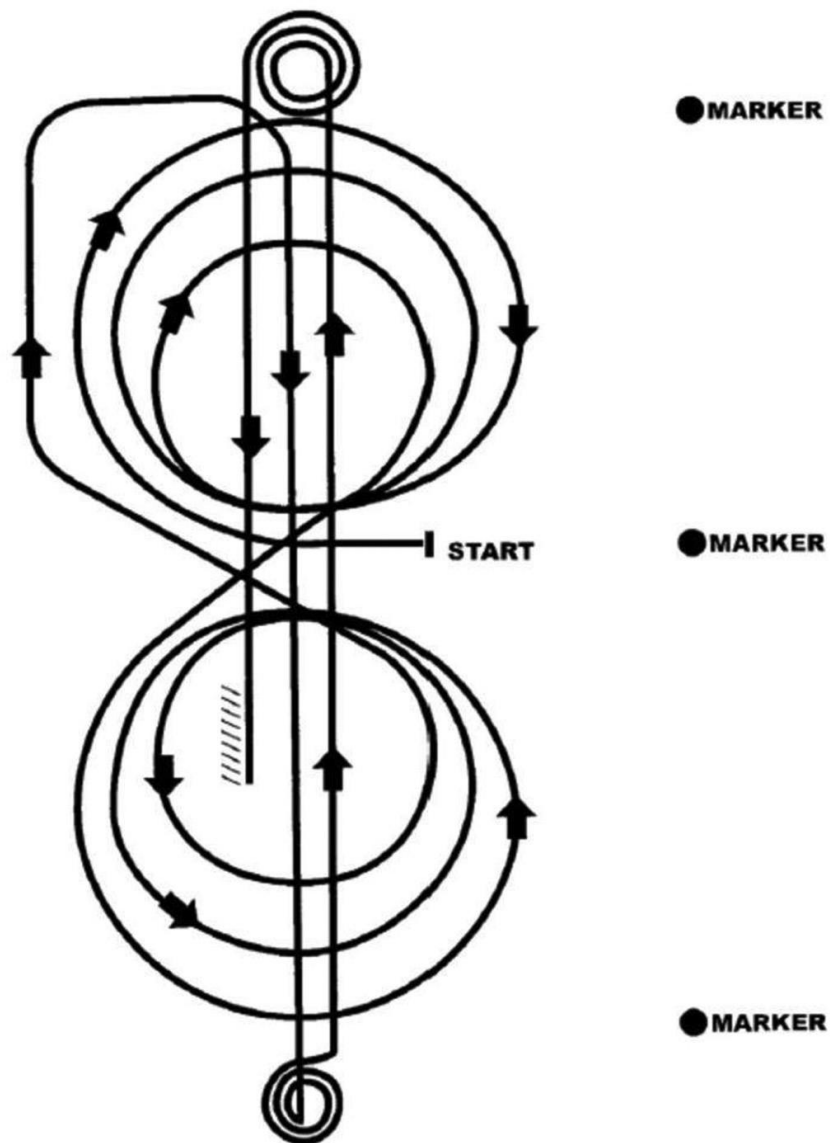
Working Ranch Horse Pattern IV



Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

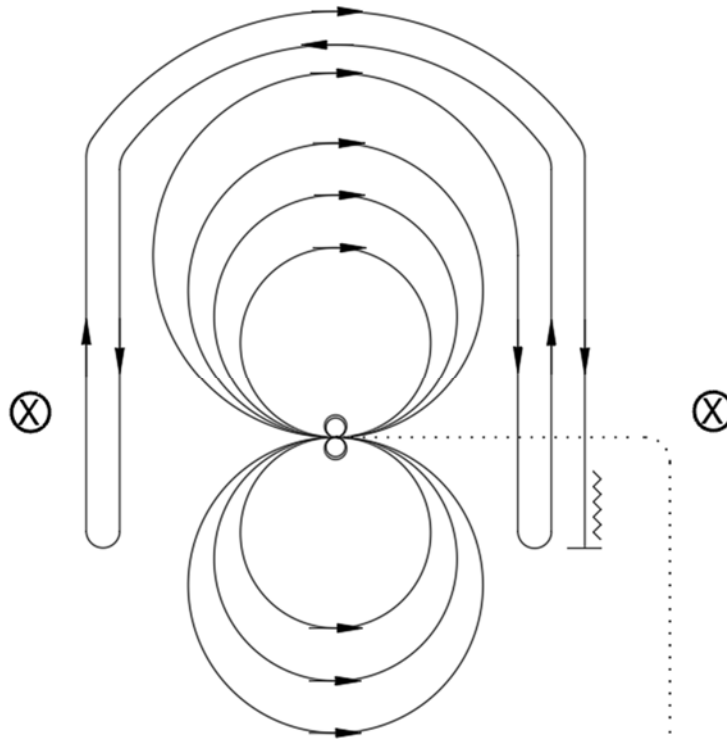
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle 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 twenty feet (six meters) from the wall or fence.
8. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Working Ranch Horse Pattern VI (AQHA approved pattern)



1. Start by Trotting into center of arena and stop. Start Pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Run up center of arena to far end past the end marker and come to a sliding stop
5. Complete 3 ½ spins to the right
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 3 ½ spins to the left.
8. Run back to the middle of the arena past the center marker and come to a sliding stop. Back at least 10 feet in a straight line.

Working Ranch Horse Pattern VII (NVRHA, AQHA, VRH)



Mandatory Markers along Fence or Wall The judge shall indicate with markers on arena fence or wall the center of pattern.

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

1. Beginning on right lead, complete two circles to the right – the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left – the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast 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 left roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle., Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.