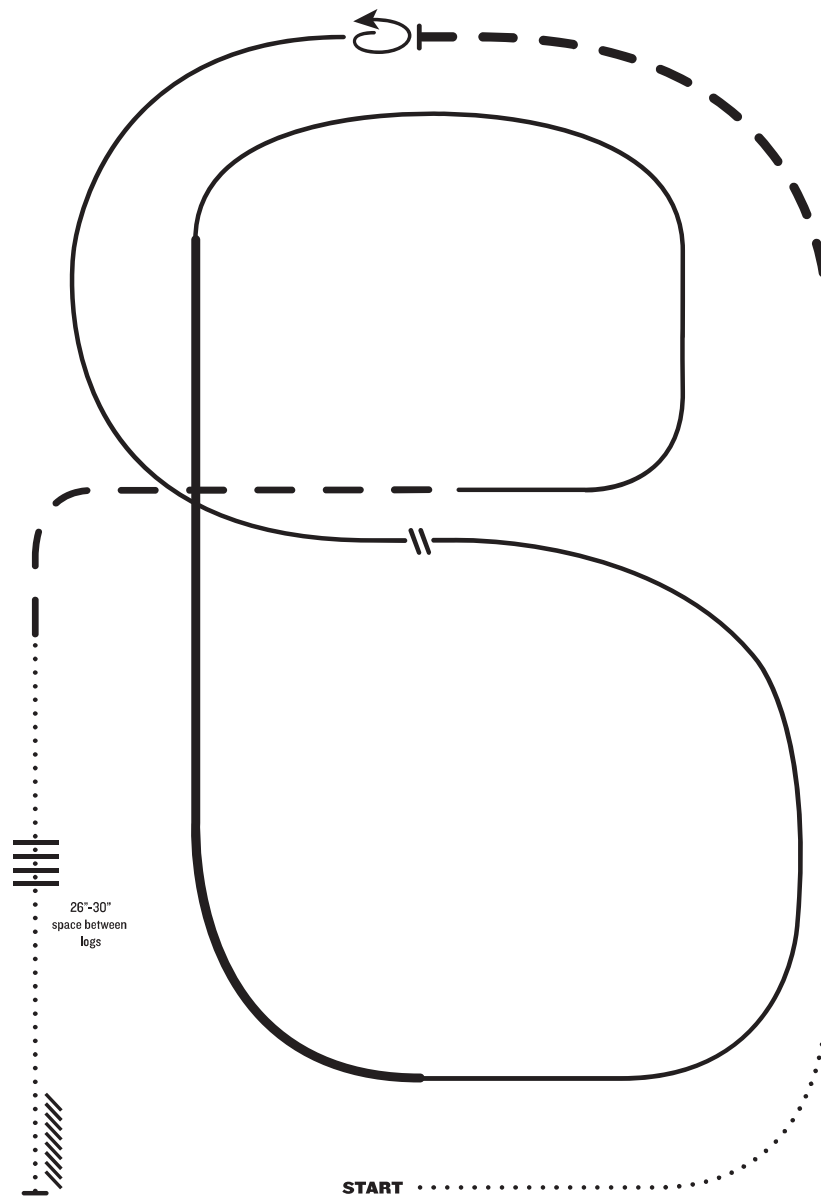


RANCH RIDING - PATTERN I



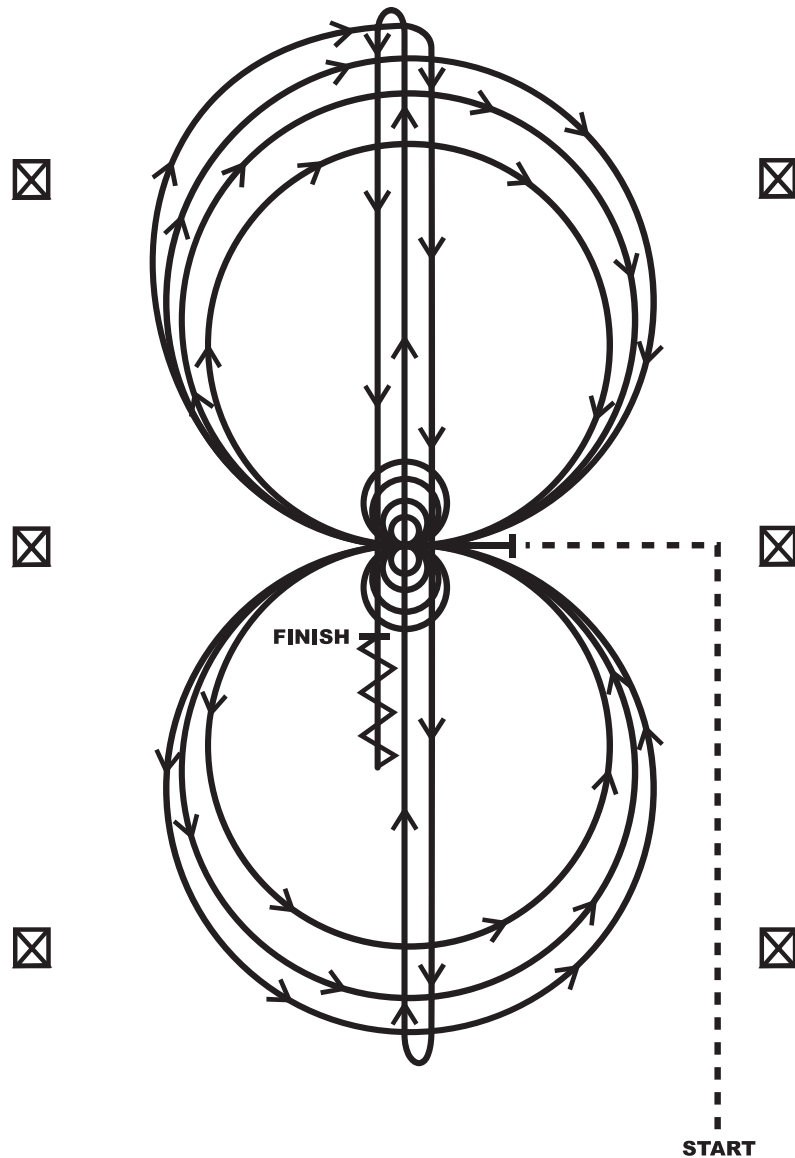
LEGEND

----	Walk
- - - -	Extended Walk
- - - -	Trot
- - - -	Extended Trot
_____	Lope
_____	Extended Lope
////	Back
//	Lead Change

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.

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

REINING PATTERN 11

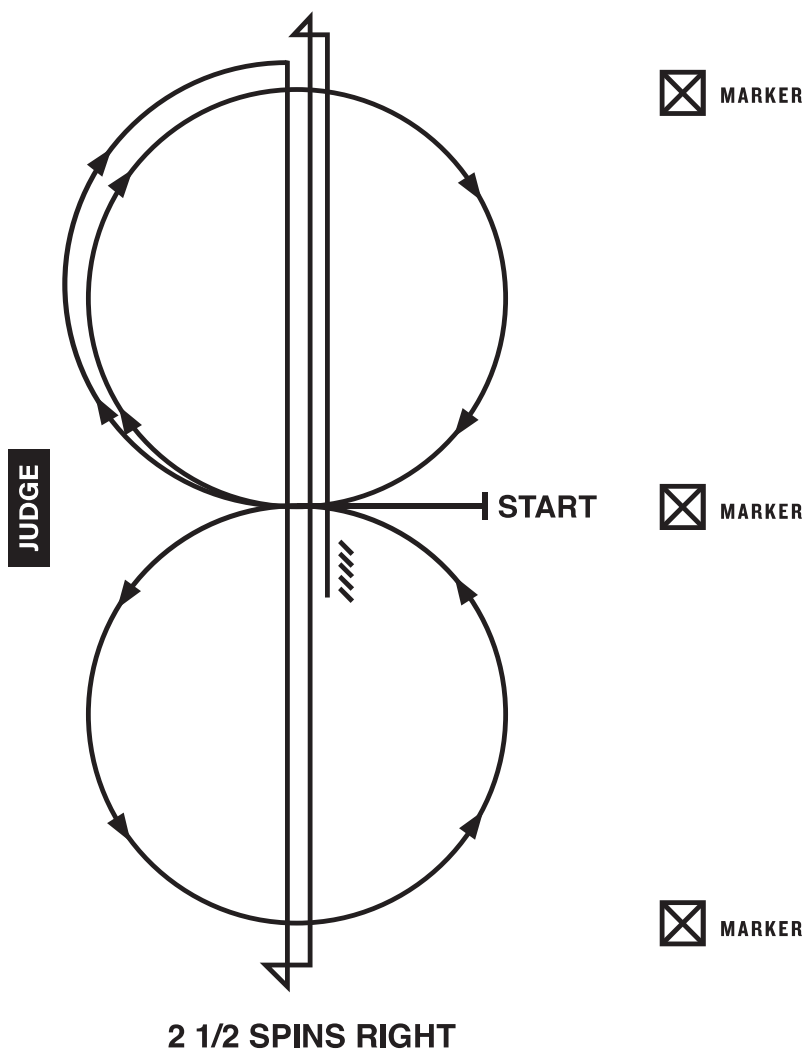


Horses must jog the majority of the way (over $\frac{1}{2}$ the distance) to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

WORKING COW HORSE PATTERN 6

2 1/2 SPINS LEFT



Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead lope one circle to the right. Change leads at the center of arena.
2. Complete one circle to the left. Change leads at the center of arena.
3. Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, and back at least 10 feet. Hesitate to complete pattern.

PATTERN 6

- | | |
|----------------------|---------------------|
| 1. Right circle | 5. Stop |
| 2. Left circle | 6. 2 1/2 left spins |
| 3. Stop | 7. Stop and back up |
| 4. 2 1/2 right spins | |

This pattern may be used as a lope-in pattern; refer to SHW505.2.



**Ranch Trail
Patterns to be
posted at the
show**