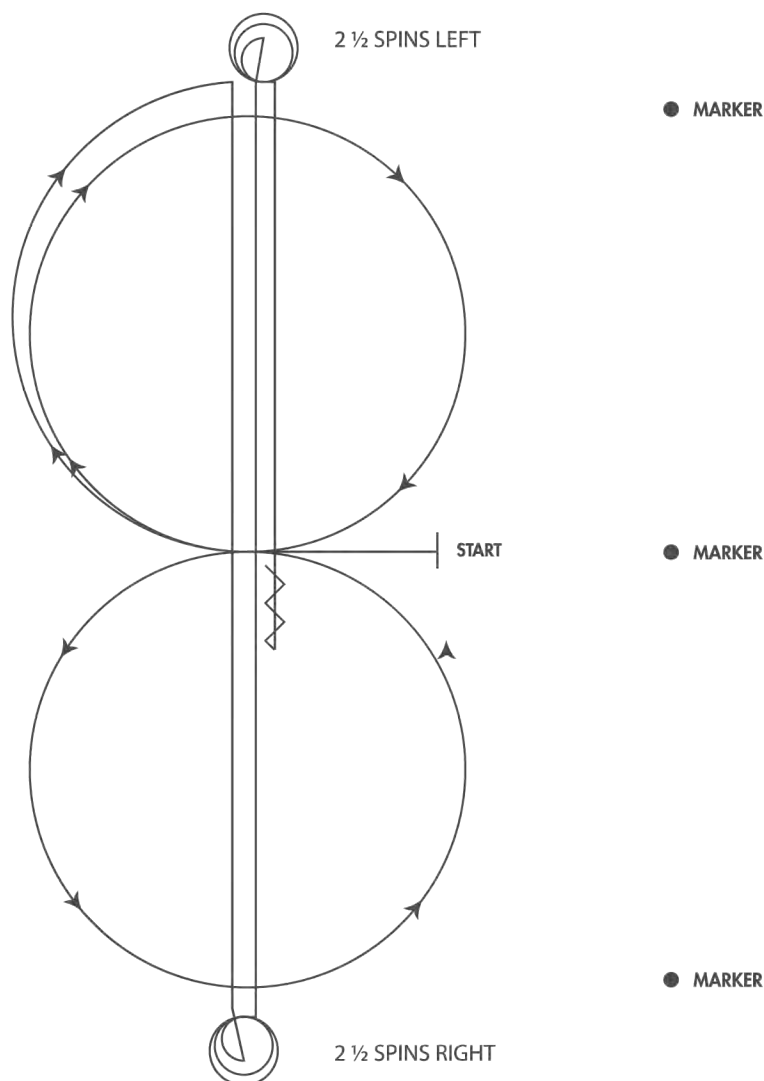


INSTRUCTIONS

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 ½ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 ½ spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet (3.05–4.57 m) in a straight line.
6. Complete ¼ turn to the left, hesitate. Begin on right lead. Circle to the right. Complete one small, slow circle and one large, fast circle. Change leads to the left.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet (6.09 m) from fence and come to sliding stop.
9. Hesitate to complete pattern.

Pattern 4

1. Stop
2. 3 ½ spins left
3. Stop
4. 3 ½ spins right
5. Stop and back up and ¼ turn
6. Right circles and left circles
7. Stop



INSTRUCTIONS

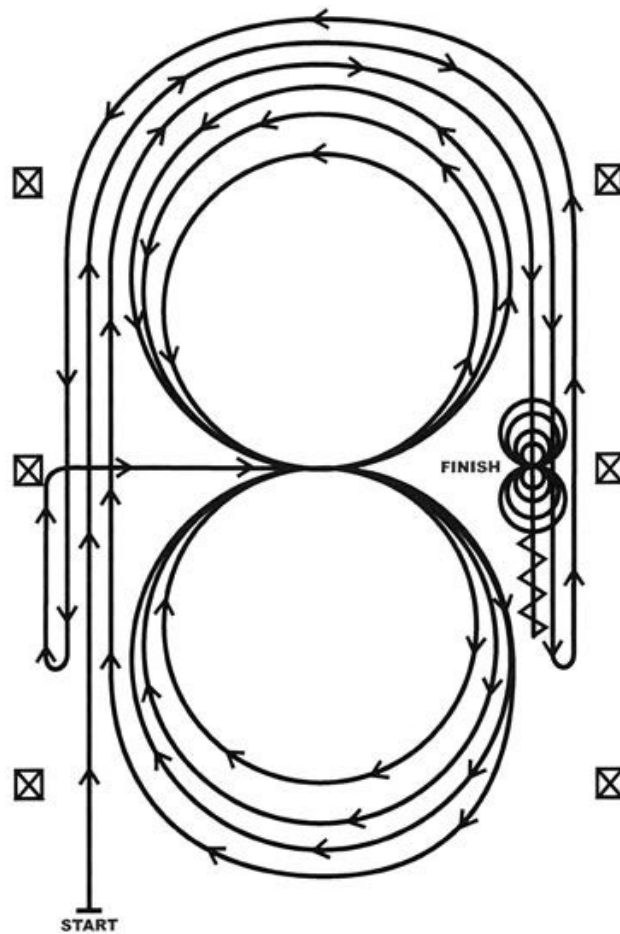
Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. 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, back at least 10 feet.
8. Hesitate to complete pattern

Pattern 6

1. Right circle
2. Left circle
3. Stop
4. 2 ½ spins right
5. Stop
6. 2 ½ spins left
7. Stop and back up

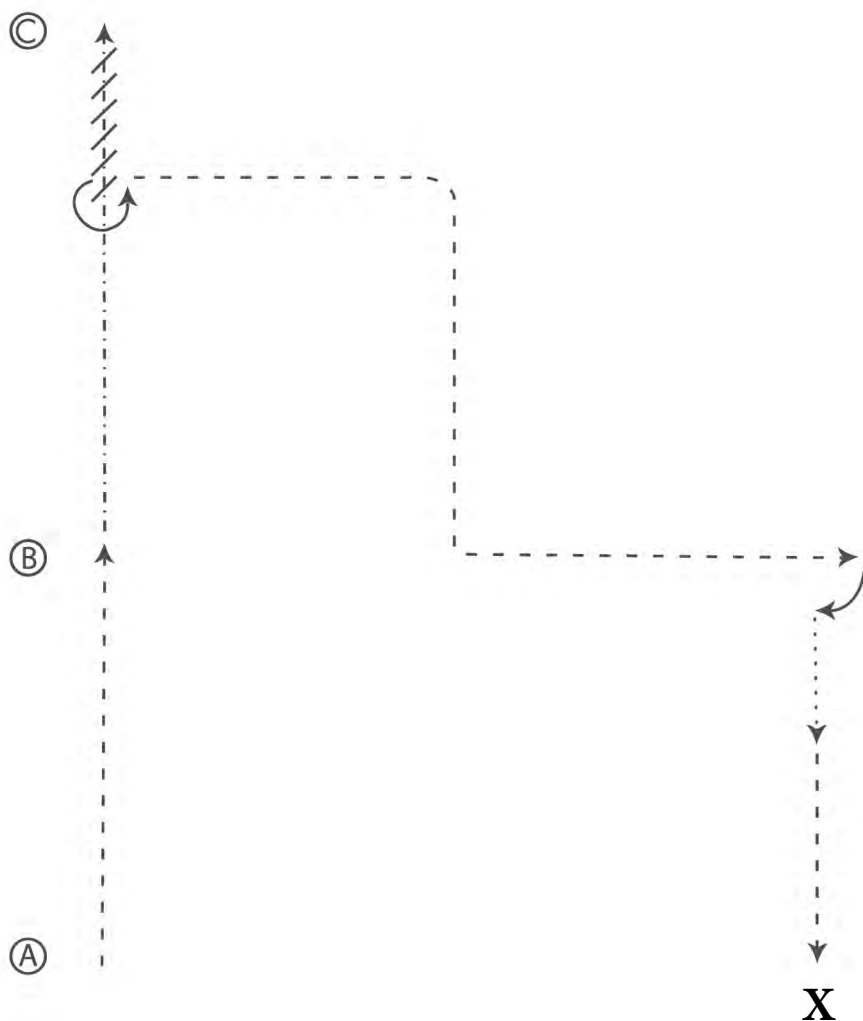
All Reining



PATTERN 3

1. Beginning and staying at least 20 feet (6.09 millimetre) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least twenty feet from the walls or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3.05 m). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.



KEY

.....

WALK

- - - - -

JOG

- . - . - .

EXTENDED JOG

—————

LOPE

//////////

BACK

^ ^ ^ ^ ^ ^ ^ ^

SIDEPASS

(A)

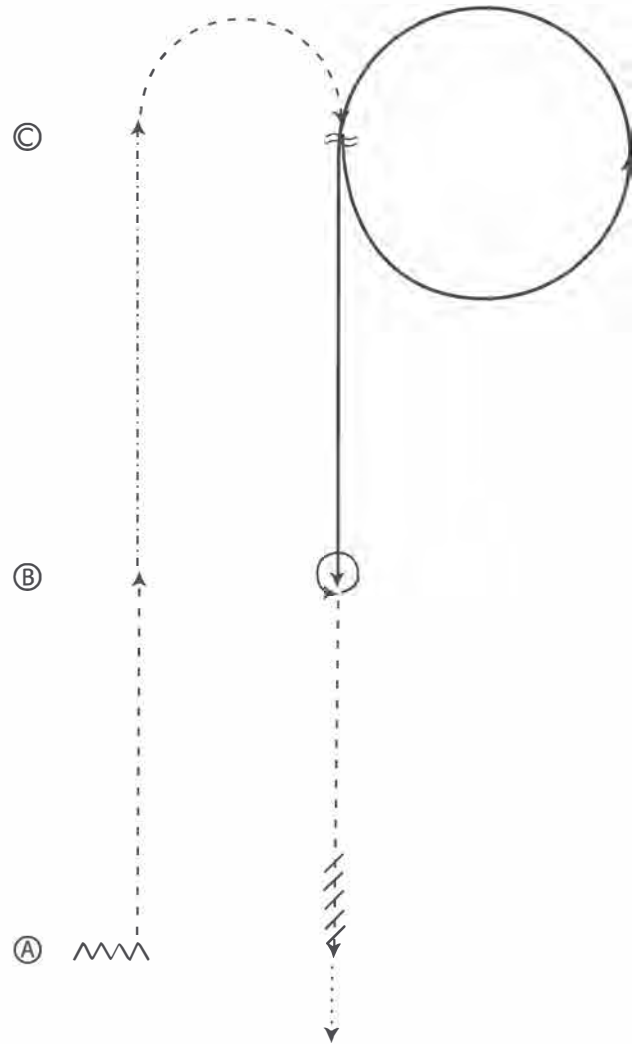
MARKER

=====➔

LEG YIELD

INSTRUCTIONS

1. Begin at A. Jog from A to B. At B, extend the jog to C. Stop.
2. Back.
3. Execute a 270-degree turn on the haunches to the left.
4. Jog the serpentine as shown. Stop.
5. Execute a 90-degree turn on the haunches to the right. Walk forward several steps.
6. Jog until even with A. At A, stop.
7. **Exit arena**



KEY

INSTRUCTIONS

.....

WALK

— — — —

JOG

— . — . — .

EXTENDED JOG

————

LOPE

////////

BACK

~~~~~

SIDEPASS

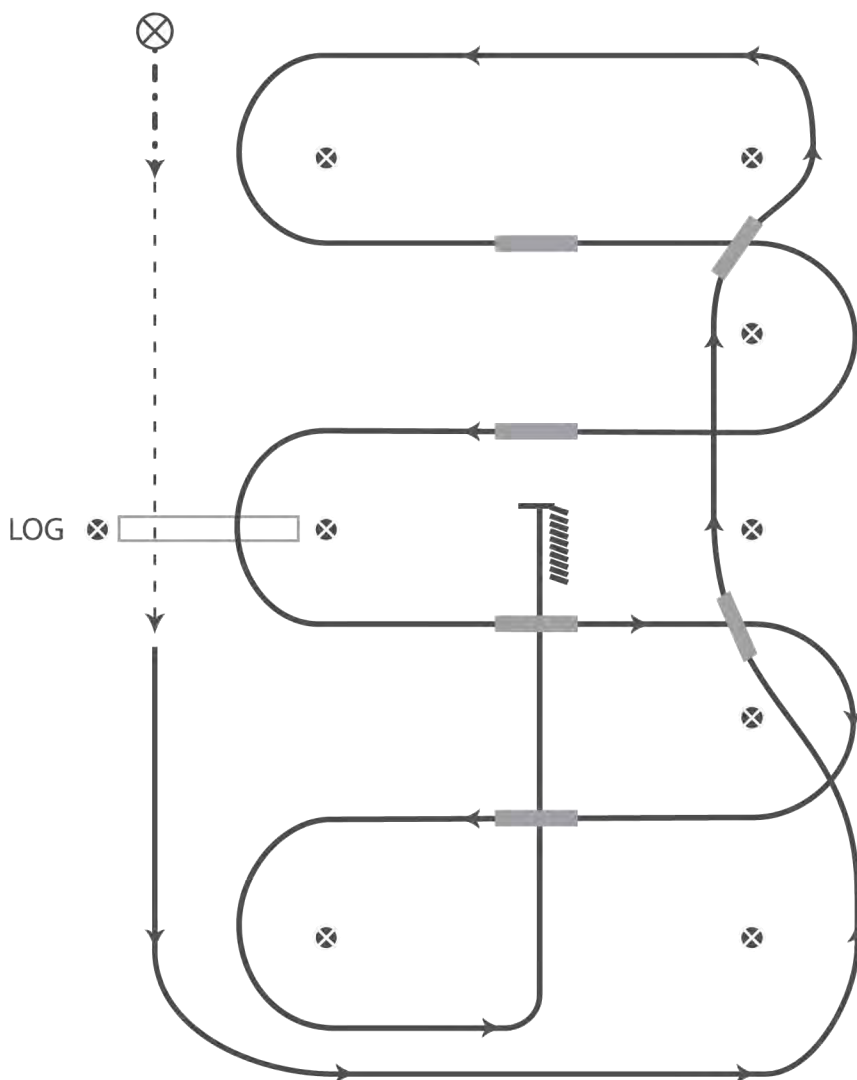
Ⓐ

MARKER

==>

LEG YIELD

1. Begin at A. Side pass right.
2. Jog from A to B. Extend the jog from B to C.
3. At C, collect to the jog and jog a half circle to the right.
4. Lope a circle to the left in the left lead. At C, change leads (simple).
5. Lope in the right lead to B. At B, stop.
6. Execute a 360-degree turn on the haunches to the left.
7. Jog to A. Stop.
8. Back.
9. Walk forward. Pattern is complete after 3 steps at a walk.
10. Exit the arena at a walk.

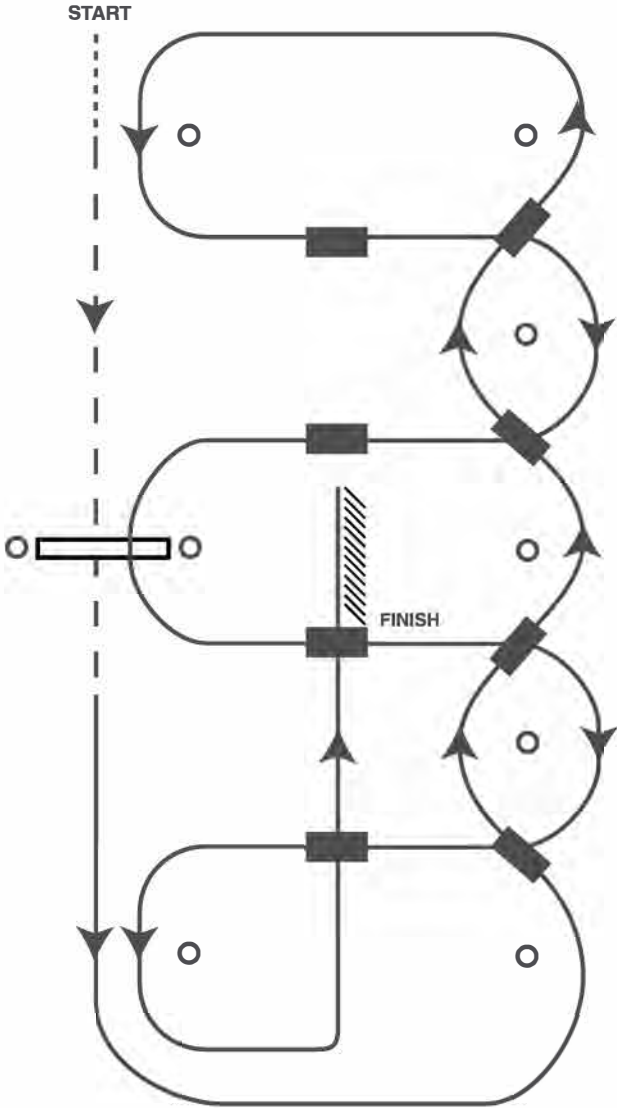


## KEY

|         |                           |
|---------|---------------------------|
| .....   | WALK                      |
| - - - - | JOG                       |
| ————    | LOPE                      |
| ////    | BACK                      |
| ○       | MARKER                    |
| ■       | RECOMMENDED CHANGING AREA |
| □       | LOG                       |

## INSTRUCTIONS

1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

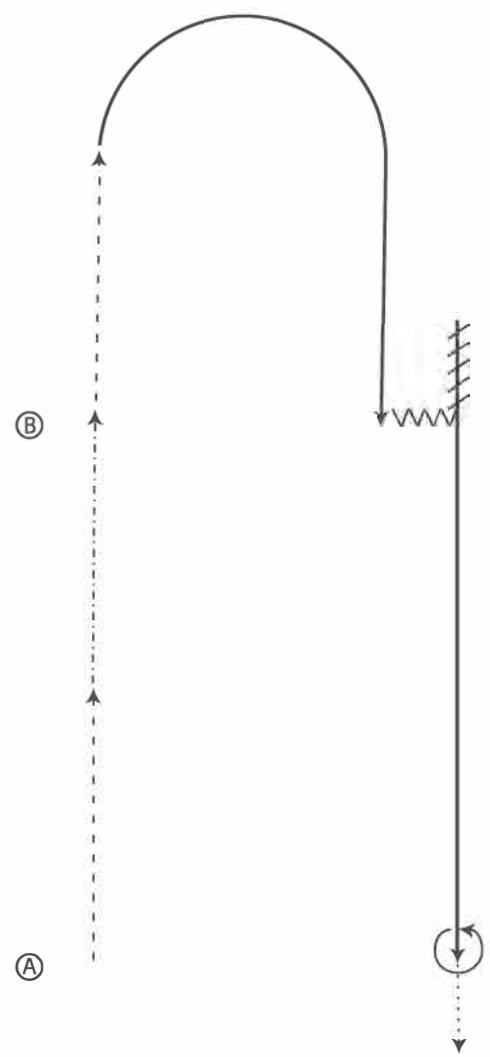


KEY

INSTRUCTIONS

- WALK
- - - - JOG
- LOPE
- \\\\\\\\\\\\ BACK
- MARKER
- RECOMMENDED CHANGING AREA
- ▭ LOG

1. Walk and jog over log
2. Transition to left and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change and lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back



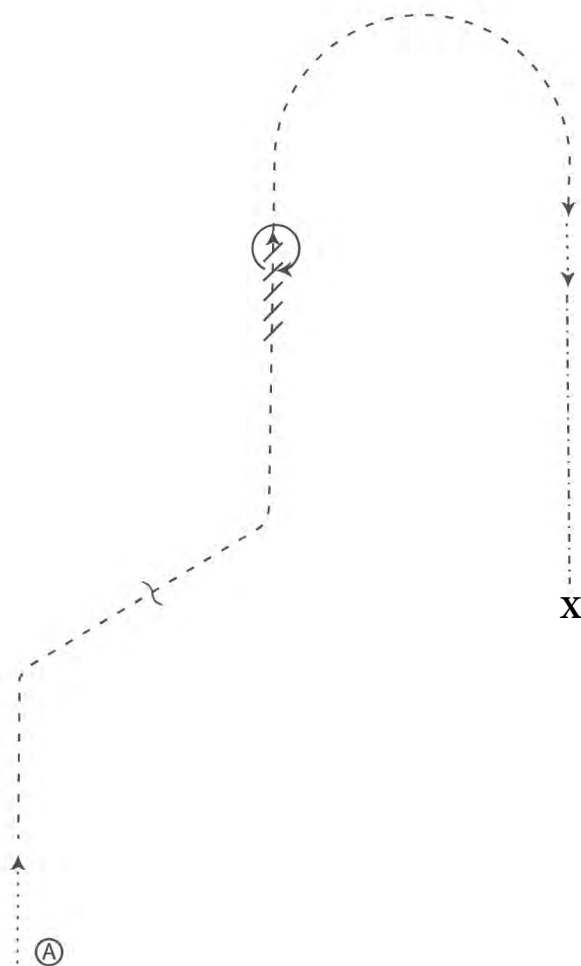
KEY

INSTRUCTIONS

|            |                  |
|------------|------------------|
| .....      | WALK             |
| - - - - -  | POSTING TROT     |
| - . - . -  | SITTING TROT     |
| - . . - .  | EXTENDED TROT    |
| ————       | CANTER           |
| ////////   | BACK             |
| ≈          | CHANGE LEADS     |
| - - - - -> | LEG YIELD        |
| ~~~~~      | SIDEPASS         |
| ~          | CHANGE DIAGONALS |

1. Begin at A. Trot, posting on the right diagonal half way to B. Sit the trot to B. At B, continue at the trot posting on the left diagonal.
2. Canter a half circle to the right in the right lead. Continue at the canter until even with B. At B, stop.
3. Side pass left.
4. Back.
5. Canter a straight line in the left lead until even with A. At A, stop.
6. Execute a 360-degree turn on the forehand to the left.
7. Walk forward. Pattern is complete after 3 steps at a walk.
8. Exit the arena at a walk.



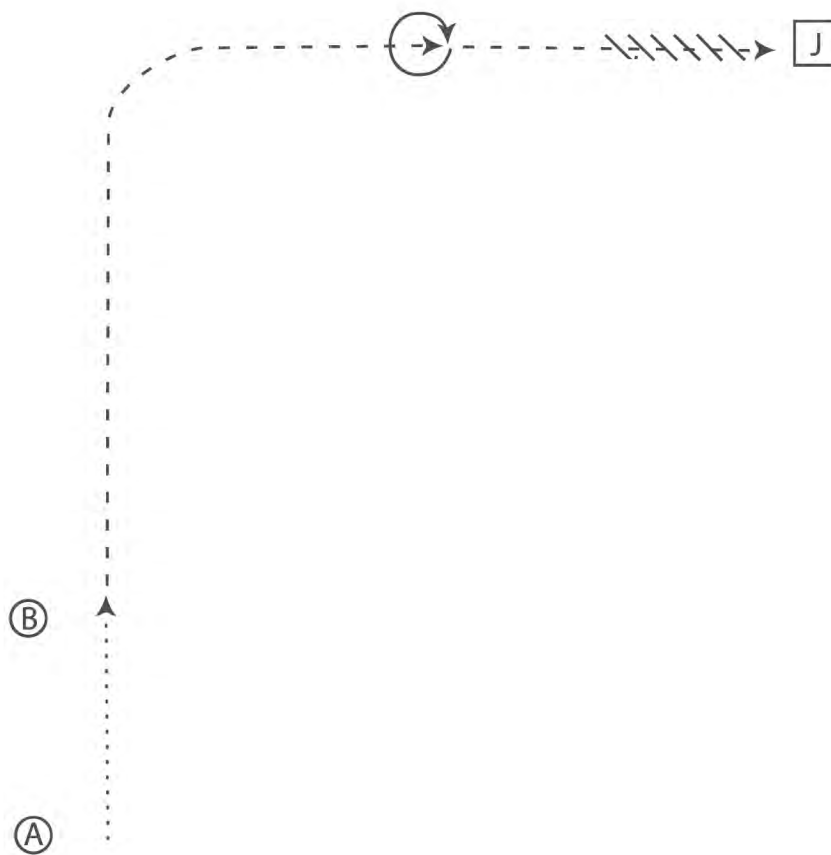


## KEY

## INSTRUCTIONS

|             |                  |
|-------------|------------------|
| .....       | WALK             |
| -----       | POSTING TROT     |
| - . - . - . | SITTING TROT     |
| - . . - . . | EXTENDED TROT    |
| ————        | CANTER           |
| ////////    | BACK             |
| ≈           | CHANGE LEADS     |
| →           | LEG YIELD        |
| ΛΛΛΛΛΛΛΛ    | SIDEPASS         |
| ~           | CHANGE DIAGONALS |

1. Begin at A. Walk forward several steps.
2. Pick up the trot posting on the left diagonal. Trot the serpentine changing diagonals as shown. Stop.
3. Execute a 360-turn on the forehand to the right.
4. Back.
5. Trot a half circle to the right posting on the left diagonal. Break down to a walk for a few steps.
6. Sit the trot in a straight line.
7. **Stop** Exit the arena at a walk.



## KEY

## INSTRUCTIONS

.....

WALK

- - - -

JOG

- . - . - . - .

EXTENDED JOG

////////////////

BACK

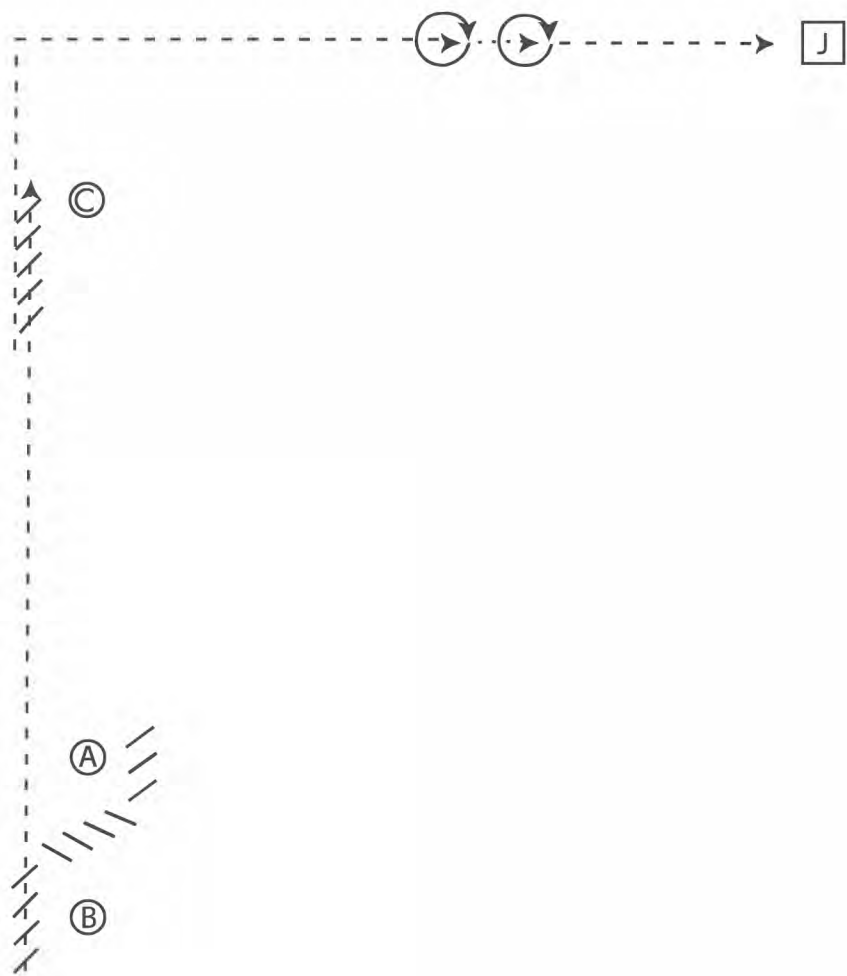
Ⓐ

MARKER

ⓐ

JUDGE

1. Begin at A. Walk from A to B.
2. At B, jog and then jog a corner to the right toward the Judge. Stop.
3. Execute a 360-degree turn.
4. Jog to the judge.
5. Stop, set up for inspection.
6. When excused, back. **Pattern complete, Exit Arena**



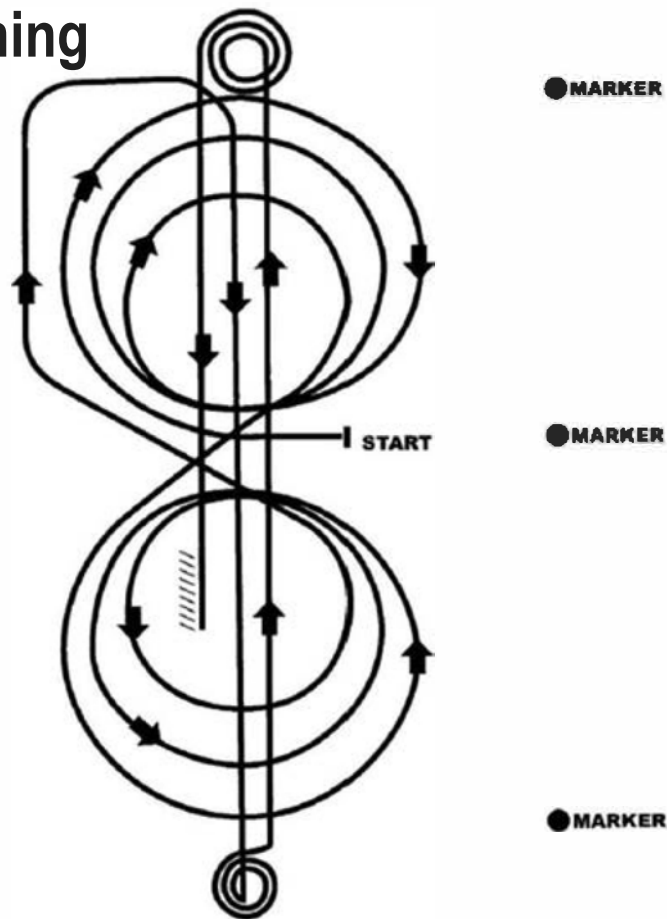
KEY

INSTRUCTIONS

|            |              |
|------------|--------------|
| .....      | WALK         |
| - - - - -  | JOG          |
| .-.-.-.-.  | EXTENDED JOG |
| ////////// | BACK         |
| Ⓐ          | MARKER       |
| Ⓜ          | JUDGE        |

1. Begin at A. Back between A and B.
2. Jog from B to C. At C, stop.
3. Back several steps.
4. Jog forward and jog a square corner to the right toward Judge. Stop. Execute a 360-degree turn.
5. Walk forward several steps. Stop. Execute a 360-degree turn. Jog to the Judge.
6. At Judge, stop and set up for inspection. EXIT ARENA AS EXCUSED.

# All Ranch Reining

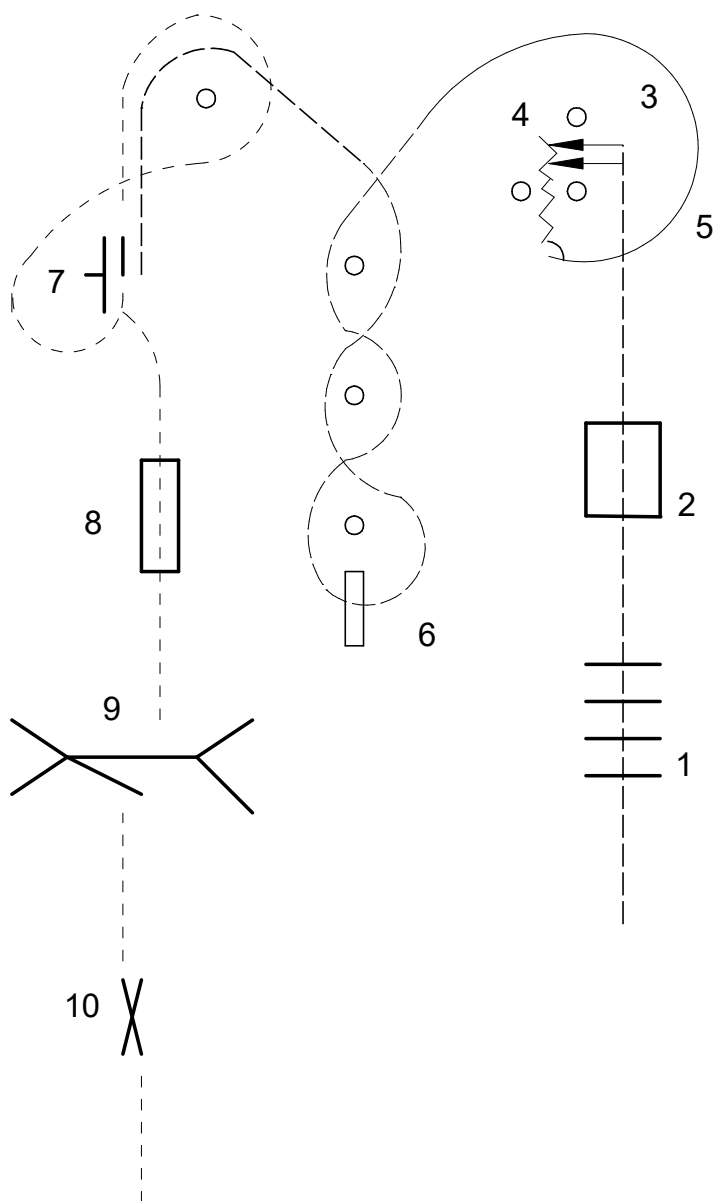


## RANCH REINING PATTERN 3

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

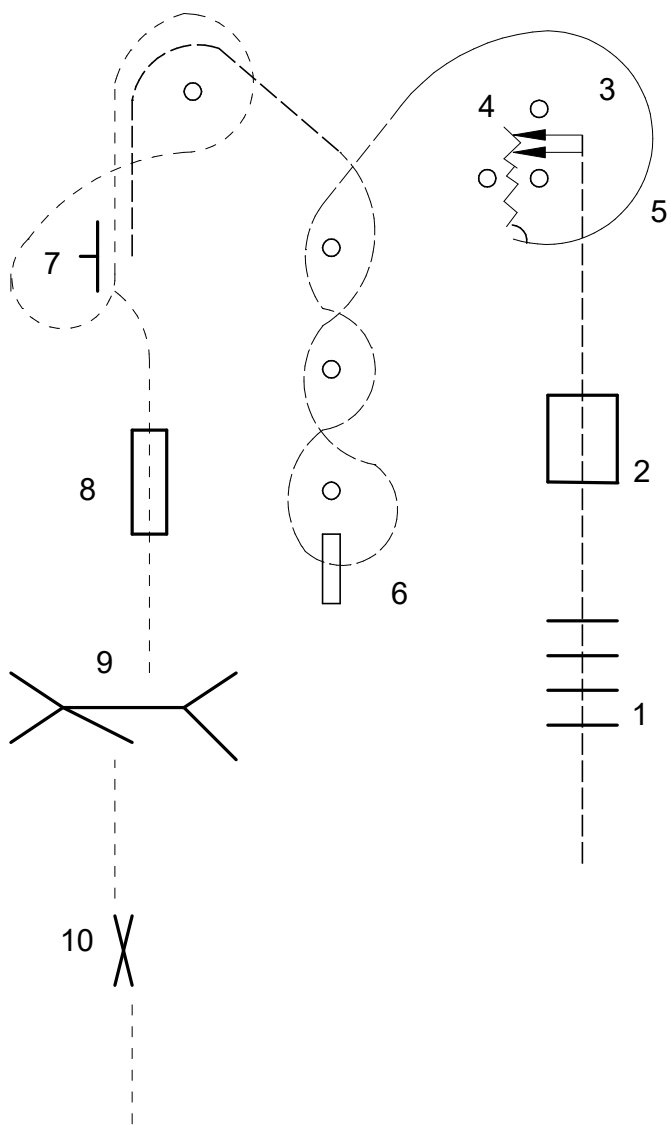
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

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



## OPEN & NON PRO RANCH TRAIL

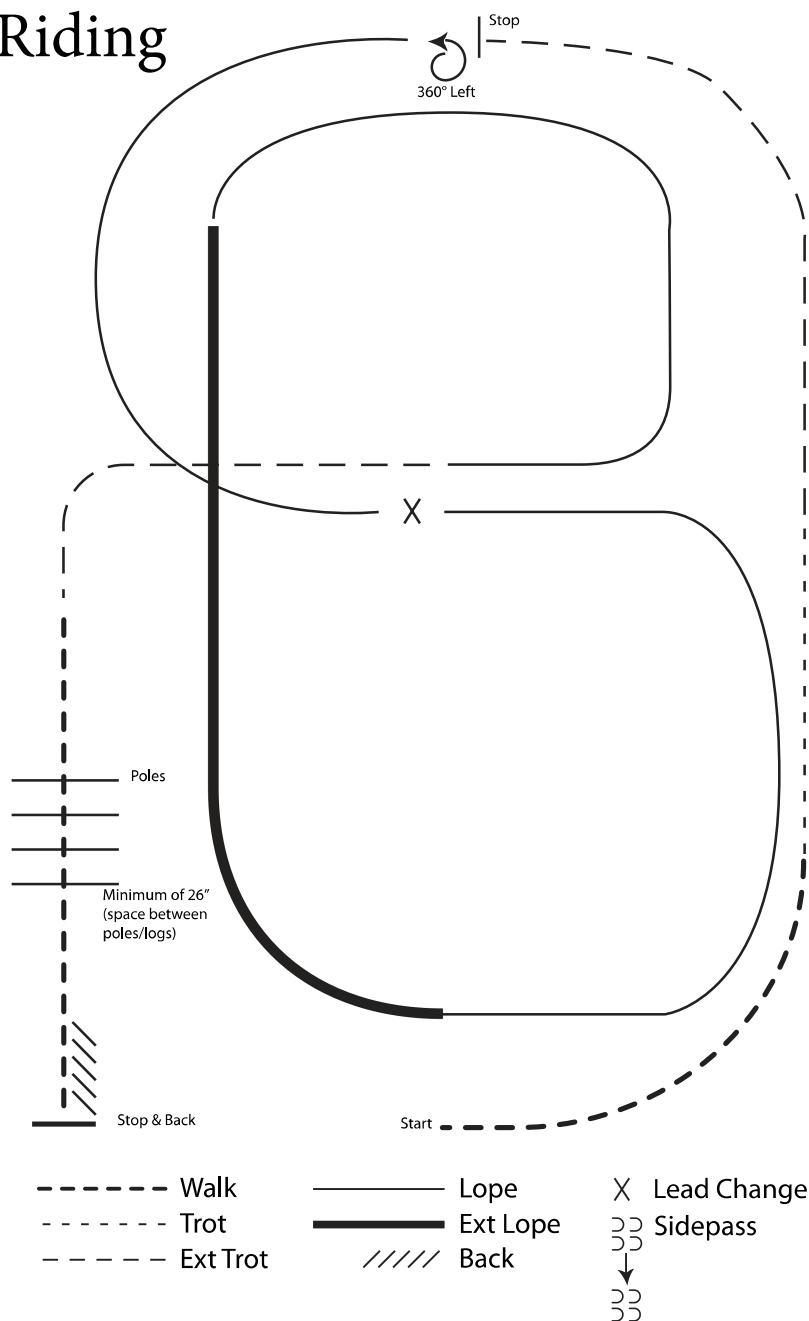
1. Extended trot over logs
2. Extended trot through box to trees
3. Stop and sidepass left between trees
4. Back through trees and turn right
5. Lope left lead around rocks, trot serpentine
6. Trot over log and continue through serpentine, extended trot to drag
7. Drag log in figure 8 at a walk
8. Walk over bridge to gate
9. Work gate with right hand
10. Dismount, ground tie horse, walk a circle around horse, lead horse at walk to exit



## YOUTH RANCH TRAIL

1. Extended trot over logs
2. Extended trot through box to trees
3. Stop and sidepass left between trees
4. Back through trees and turn right
5. Lope left lead around rocks, trot serpentine
6. Trot over log and continue through serpentine, extended trot to rope on fence
7. Pick up rope, trot figure 8 carrying rope, rehang on fence
8. Walk over bridge to gate
9. Work gate with right hand
10. Dismount, ground tie horse, walk a circle around horse, lead horse at walk to exit

# All Ranch Riding



## RANCH RIDING PATTERN 1

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead ½ 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 poles
12. Stop and back