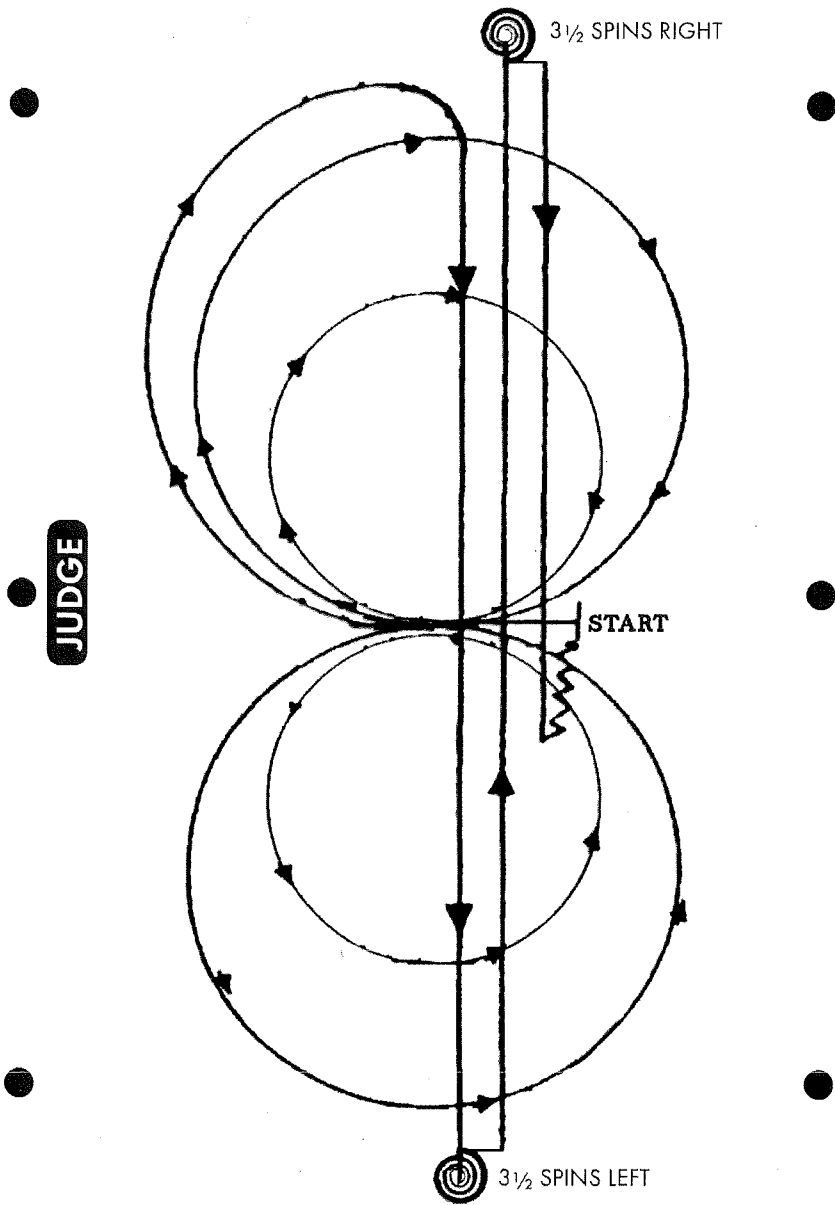


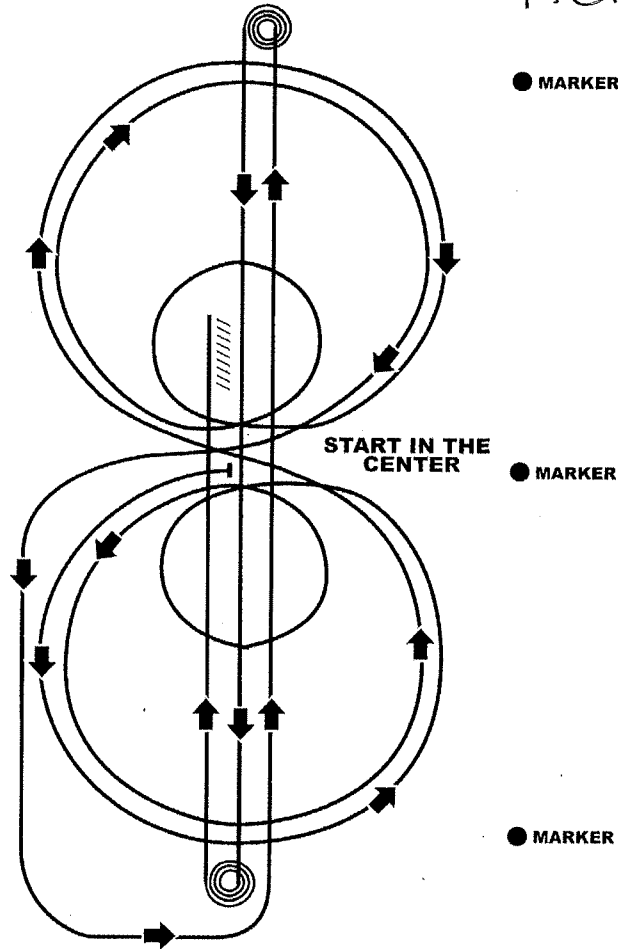
PATTERN 12



- Trot to center of arena, stop. Start pattern facing towards judge.
1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
 2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena
 3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker, execute a square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6

WORKING COW HORSE PATTERN 2

ARNA
↓
AQNA



Mandatory Marker Along Fence or Wall

Trot to center of arena and stop. Start pattern facing toward judge.

1. Pick up left lead, complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast.
2. Change leads at center of arena.
3. Complete three circles to the right. The first one large and fast, the second small and slow, the third large and fast.
4. Change leads at center of arena.
5. Do not stop, continue on to run downs.
6. Run to far end past the marker to a sliding stop. Hesitate
7. Complete 3 1/2 spins to the left. Hesitate.
8. Run to far end past the marker to a sliding stop. Hesitate
9. Complete 3 1/2 spins to the right. Hesitate.
10. Run past center marker to a sliding stop. Hesitate.
11. Back at least 10 feet in a straight line. Hesitate
12. Hesitate to complete pattern.

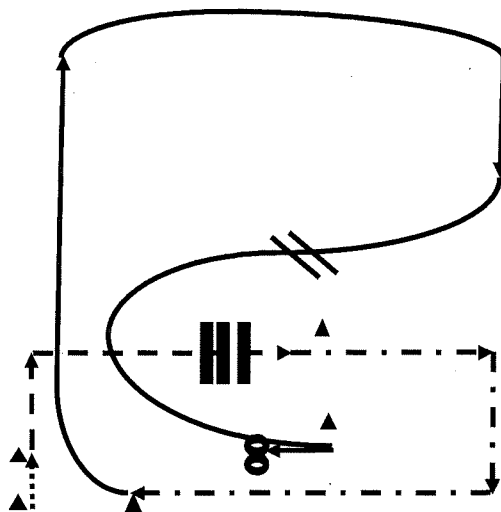
Pattern 2

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

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

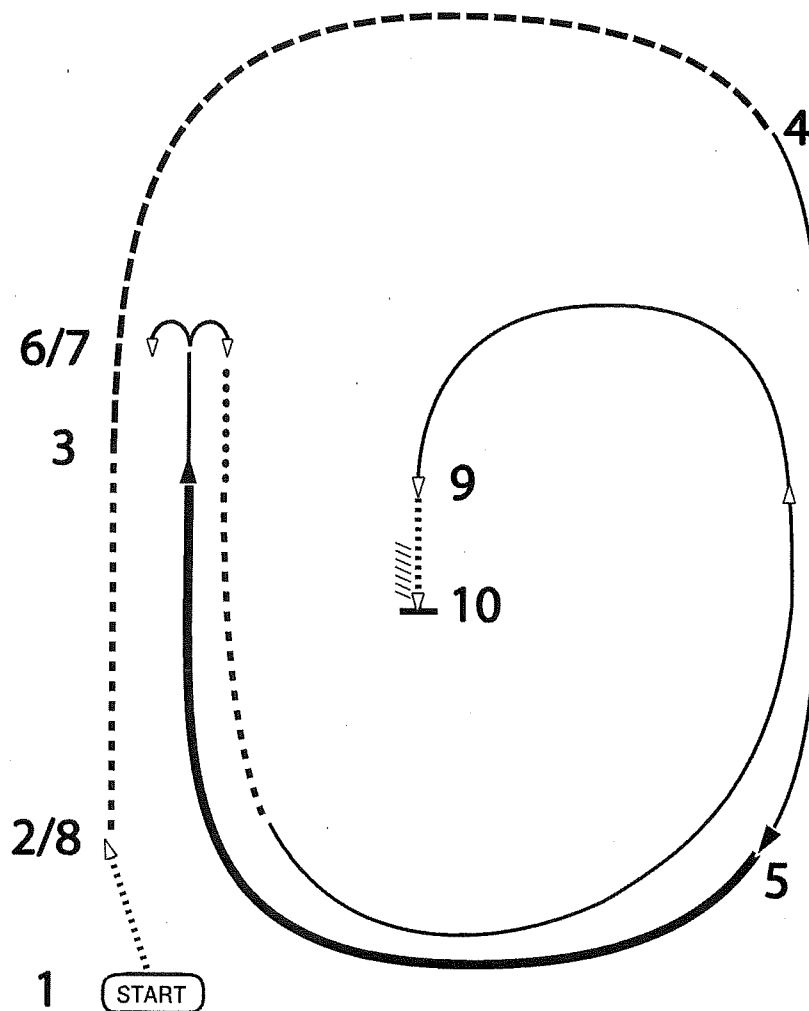
ARHA - VOLRHA Walk-Trot

NEW RANCHMANSHIP PATTERN #6



1. Walk from A to B.
2. At B trot over poles to C.
3. At C extended trot to D.
4. Lope right lead up arena and close circle to center and change to left lead.
5. Lope to right side of cone E and stop; back 8 to 10 feet.
6. Two (2) spins to the left.
7. $2\frac{1}{4}$ spins to the right.

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 3

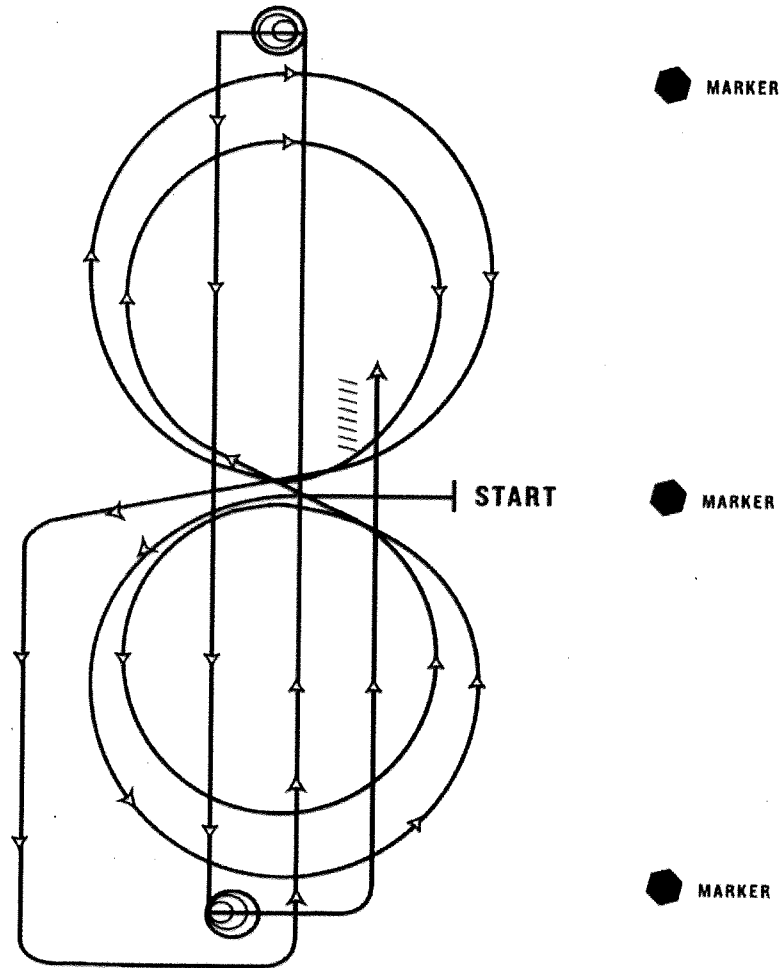


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extend Trot from 3 to 4 - 240 feet
4. Lope on the right lead 4 to 5 - 150 feet
5. Extend the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope on left lead from 8 until even with 9; turn towards middle of arena and continue on left to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

- Walk
- Extended Walk ●●●●●●●●●●
- Trot ●●●●●●●●●●
- Extended Trot - - - - -
- Lope _____
- Extended Lope _____
- Back \\\\\\\\\\\

VRH Ranch Reining Pattern 8



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern

RANCH REINING PATTERN #6

1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. 3/4 to the left.
5. Begin on the right lead, lope circles, first large fast, second small slow, change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left.
8. Rndown and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.

