

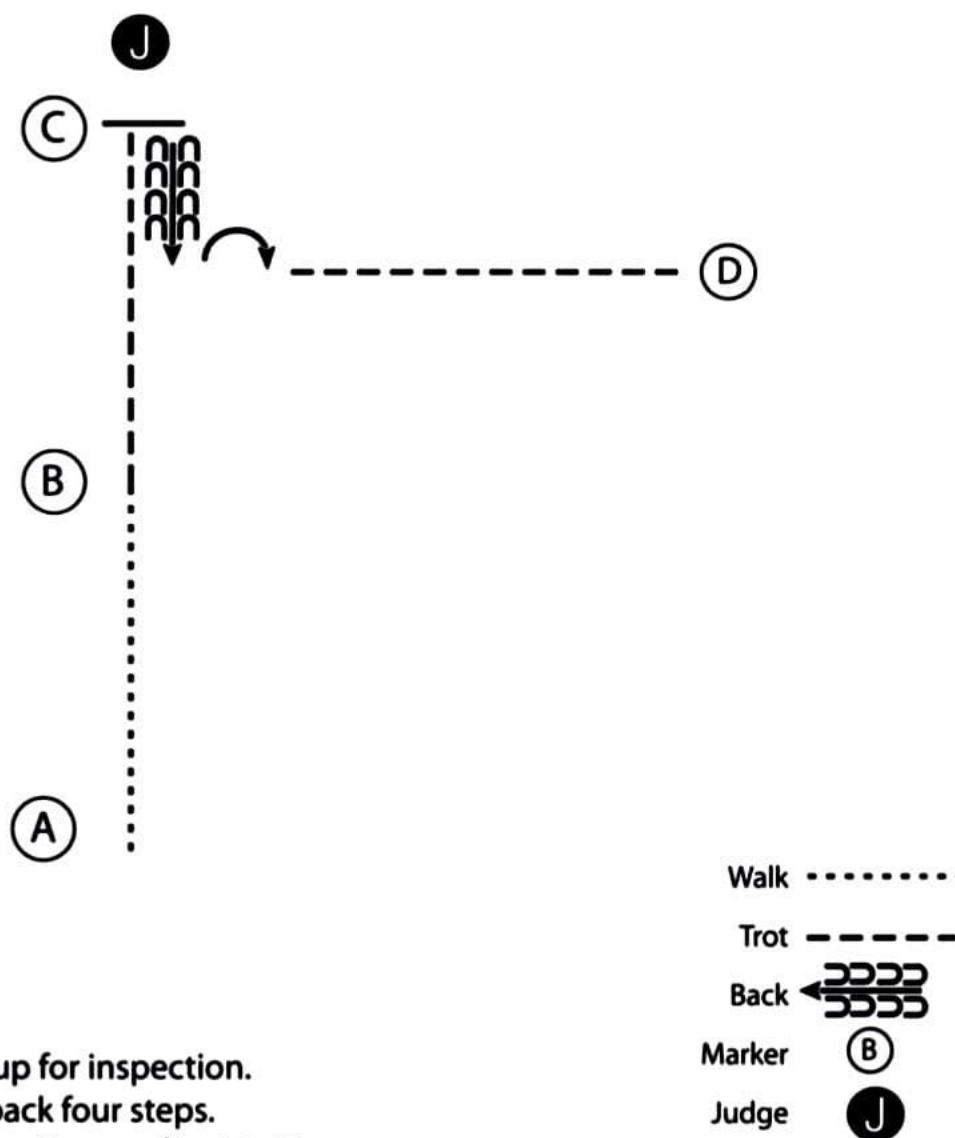
1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete  $3\frac{1}{2}$  spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete  $3\frac{1}{2}$  spins to the right.
5. Run past the center marker and stop. Back at least 10 feet in a straight line. Complete a  $\frac{1}{4}$  turn to the left.
6. Beginning on the right lead, complete two circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small and slow circle and one large and fast circle, Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop. Hesitate to complete pattern.

# Nrcha Fri

# April Spring Fling

## Showmanship

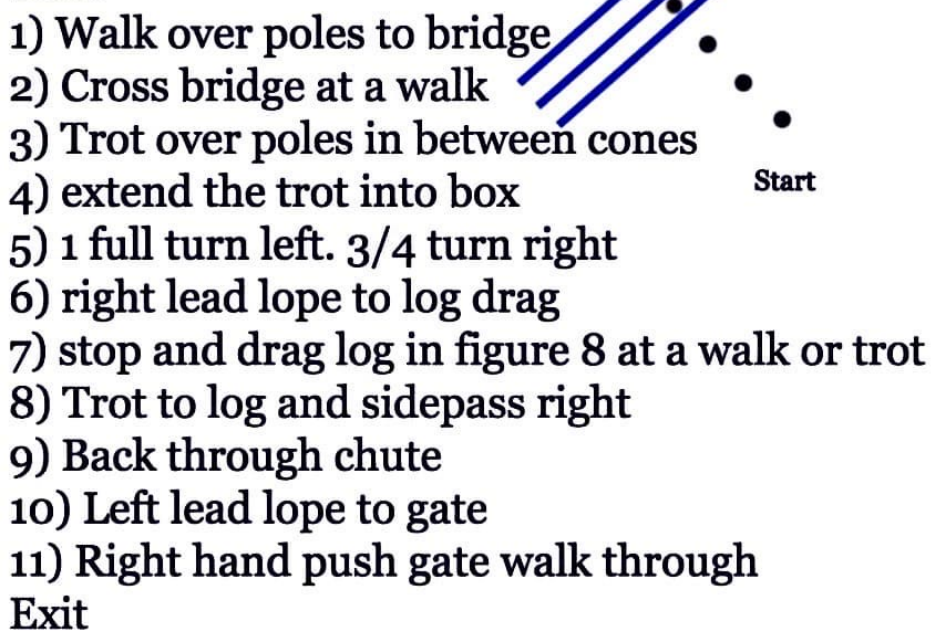
Show Date: 04-19-2024



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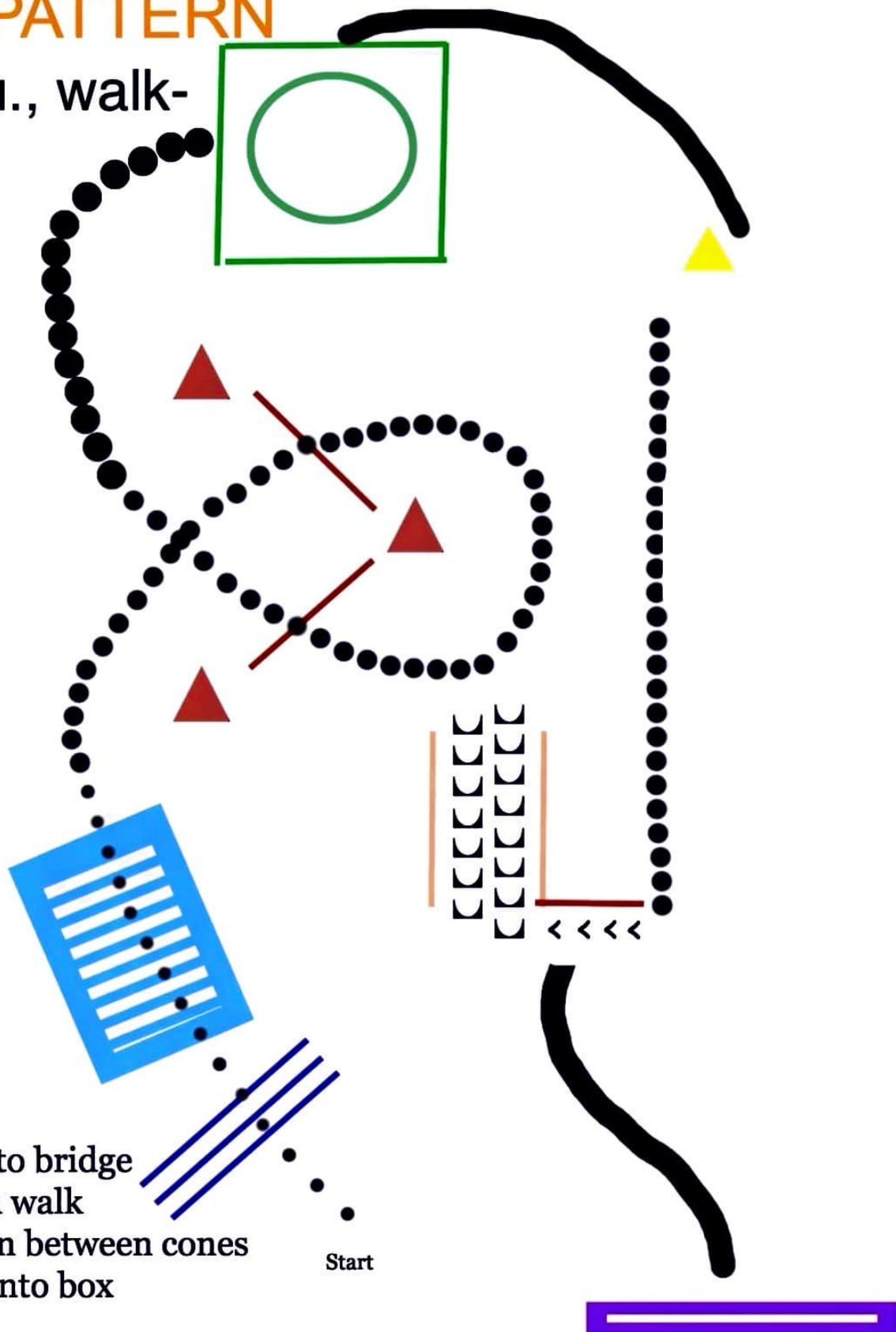
Pattern Provided by:

*Volunteer Ranch Horse Association*



# NOVICE PATTERN

Youth 13&u., walk-trot



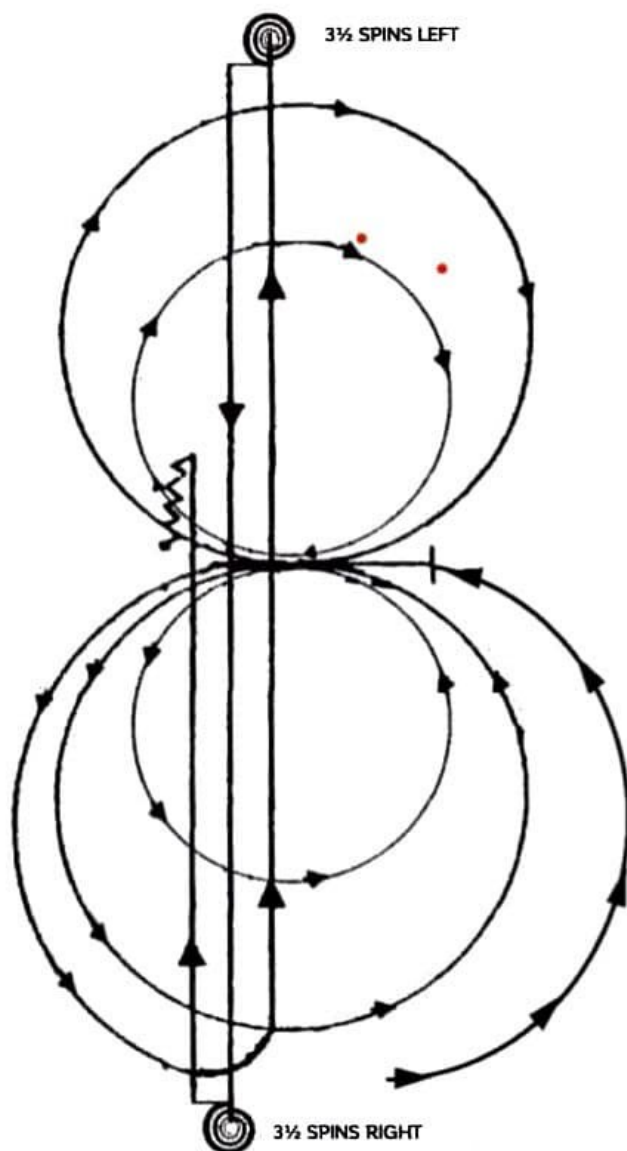
Start

- 1) Walk over poles to bridge
- 2) Cross bridge at a walk
- 3) Trot over poles in between cones
- 4) Extend the trot into box
- 5) 3/4 turn right
- 6) Right lead lope
- 7) Break to trot at cone
- 8) Trot to log and sidepass right
- 9) Back through chute
- 10) Left lead lope to gate
- 11) Right hand push gate walk through

Exit

Finish

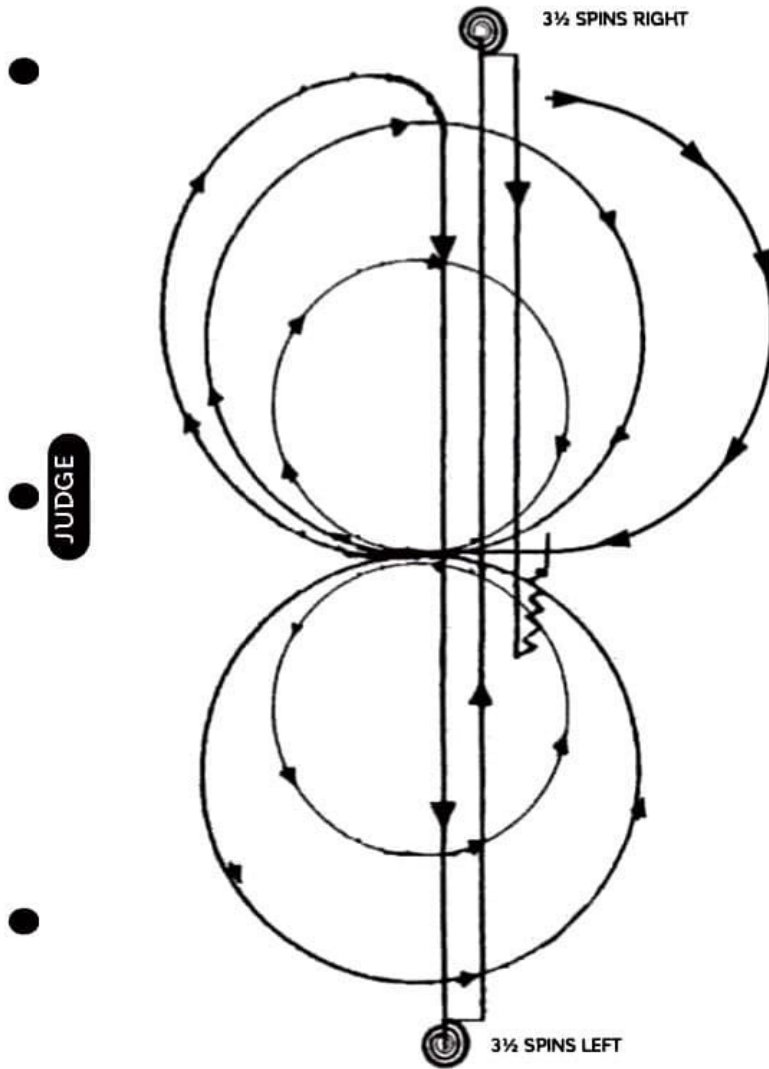




Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete two 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.
2. Complete two circles to the right, the first large and fast, the second 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  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  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.

**All Saturday**



- Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.
- 1. Beginning on the right lead complete two 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 two 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 3½ spins to the left.
- 5. Run down center of arena past end marker, execute a square sliding stop.
- 6. Complete 3½ 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.

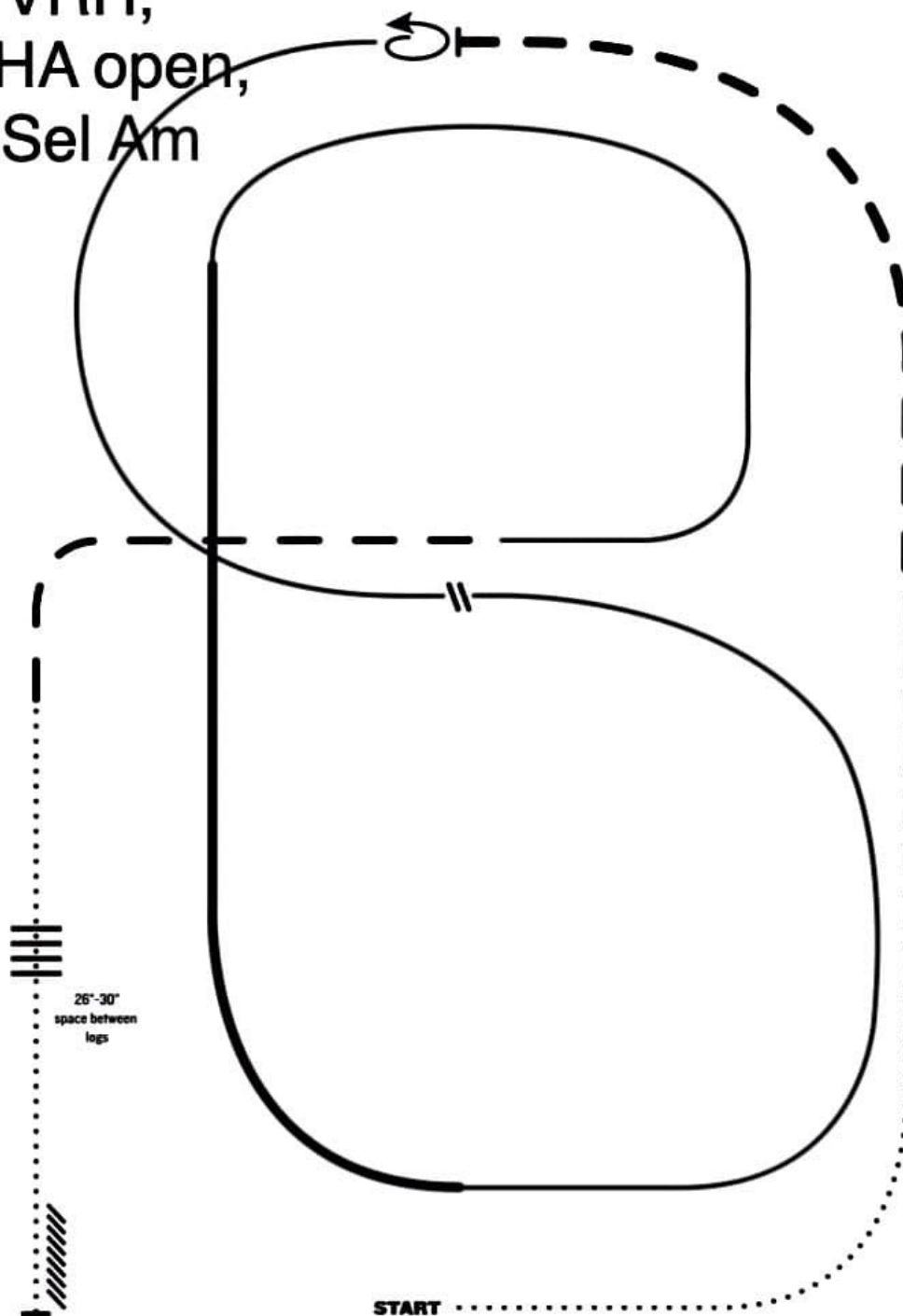
**All Sunday**

# RANCH RIDING - PATTERN I Sunday

All VRH,  
VOLRHA open,  
Am, Sel Am

## LEGEND

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



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

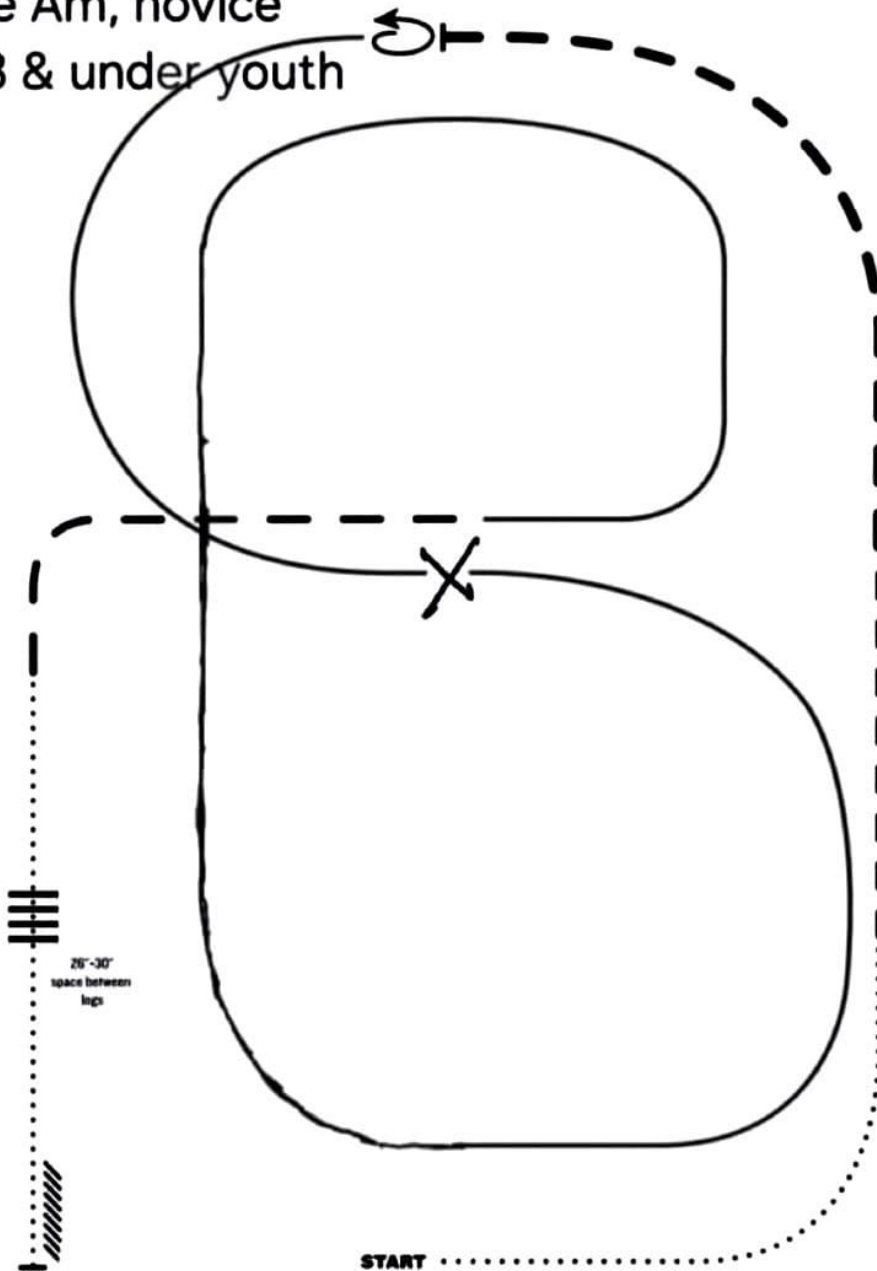
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# RANCH RIDING - PATTERN I Sunday

Novice Am, novice youth, 13 & under youth

### LEGEND

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



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. *STOP, hesitate*
7. Right lead 1/2 circle
8.                   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

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.

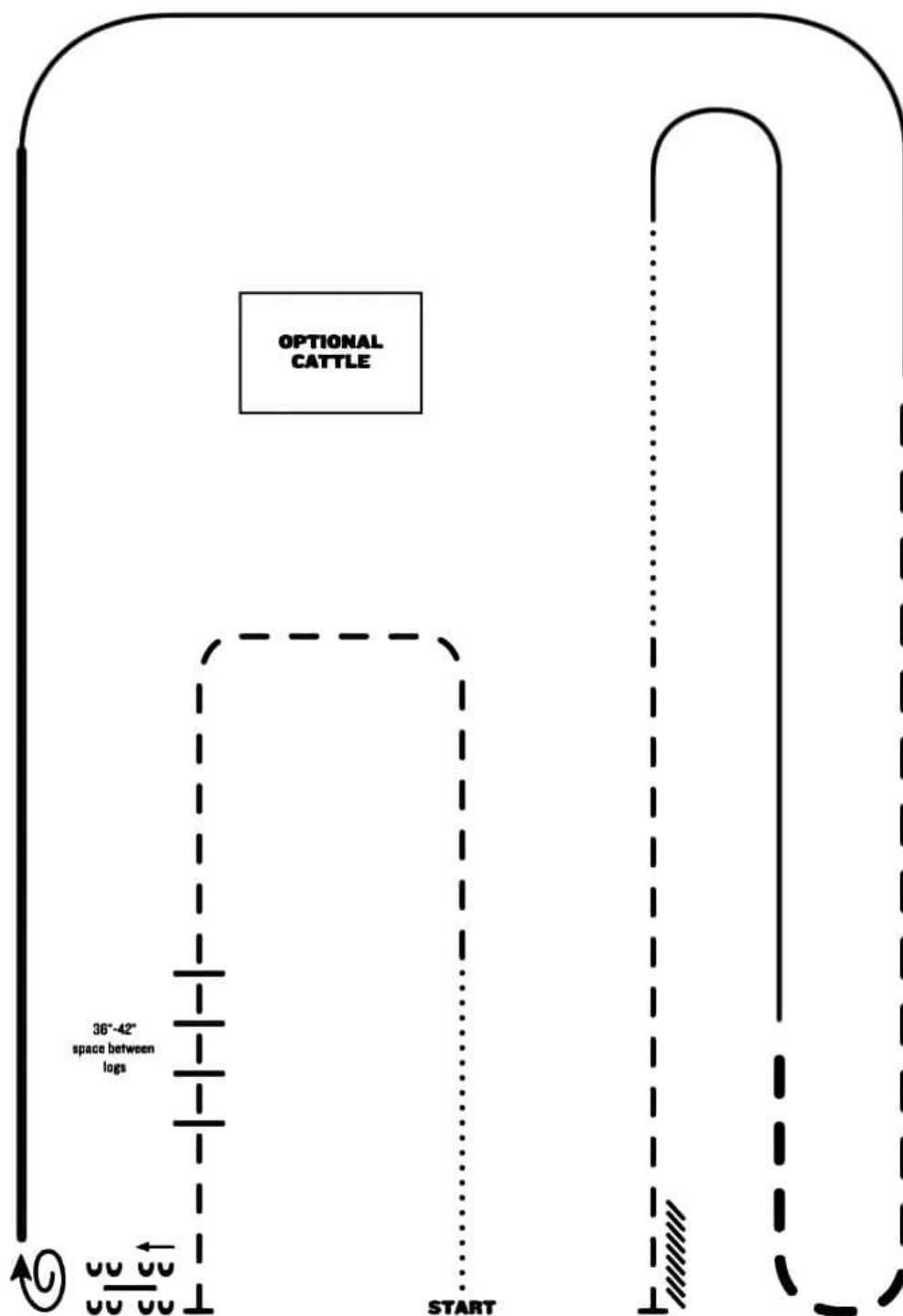


# RANCH RIDING - PATTERN 12

# Saturday

## LEGEND

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



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

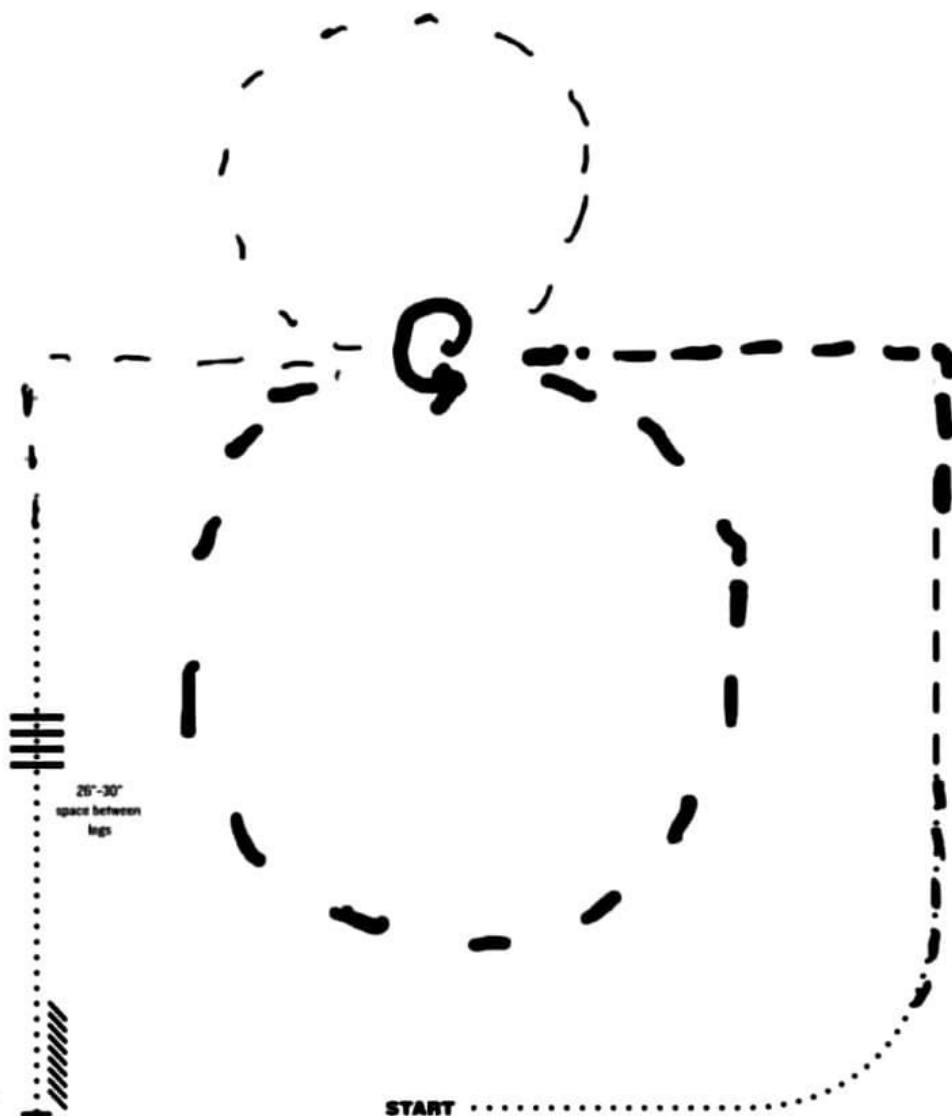
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# RANCH RIDING - PATTERN I Sunday

Walk trot

## LEGEND

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



1. Walk
2. Jog
3. Extended jog to center
4. Stop in center.
5. perform one spin left.
6. Jog a small circle to the right
7. Extended jog a circle to the left.
8. Jog through center to poles
9. Walk over poles
10. Stop and Back

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.