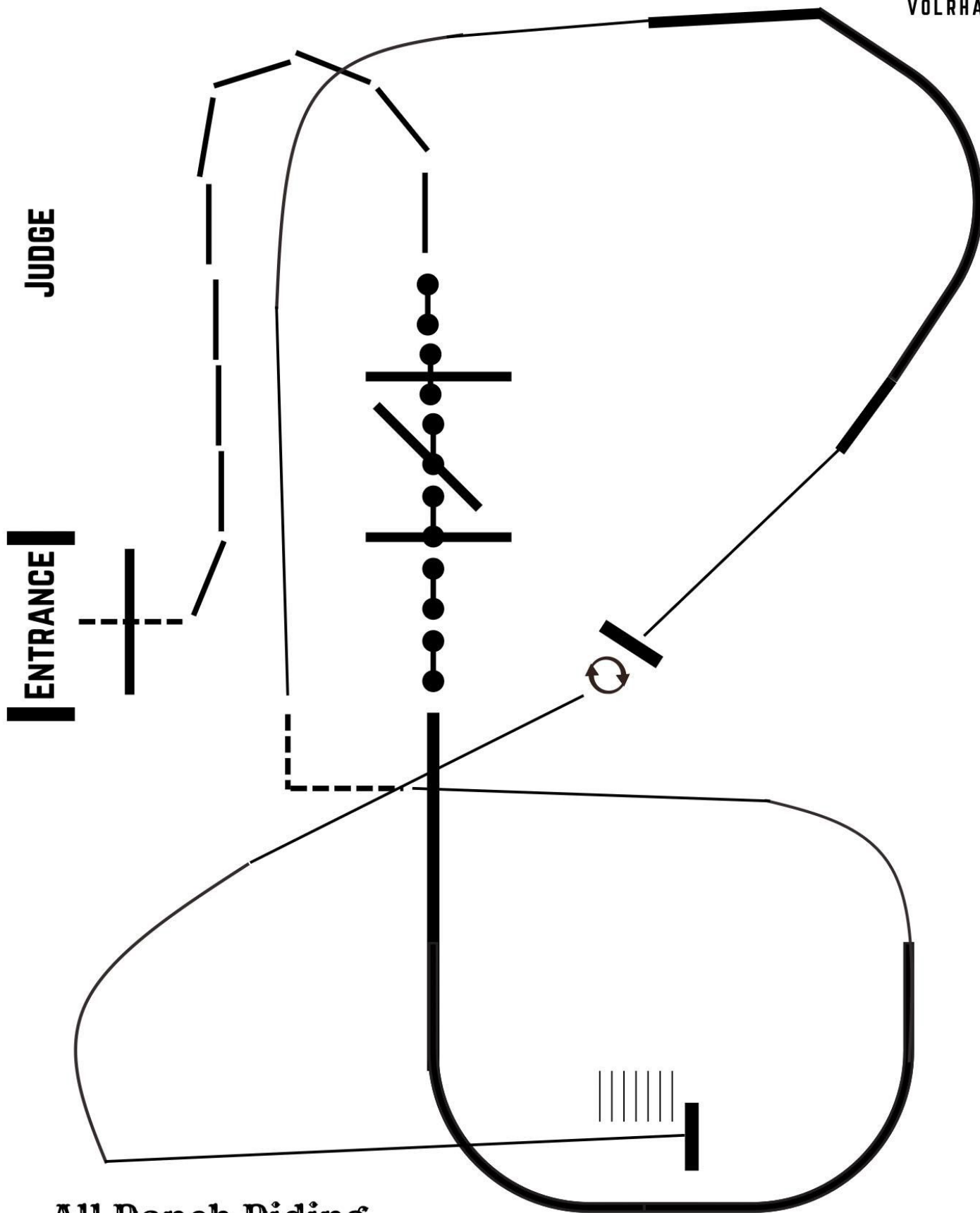


All Ranch Riding

1. WALK OVER LOG
2. EXTENDED TROT
3. COLLECT TROT
4. TROT OVER LOGS
5. EXTENDED TROT
6. WALK
7. EXTENDED TROT

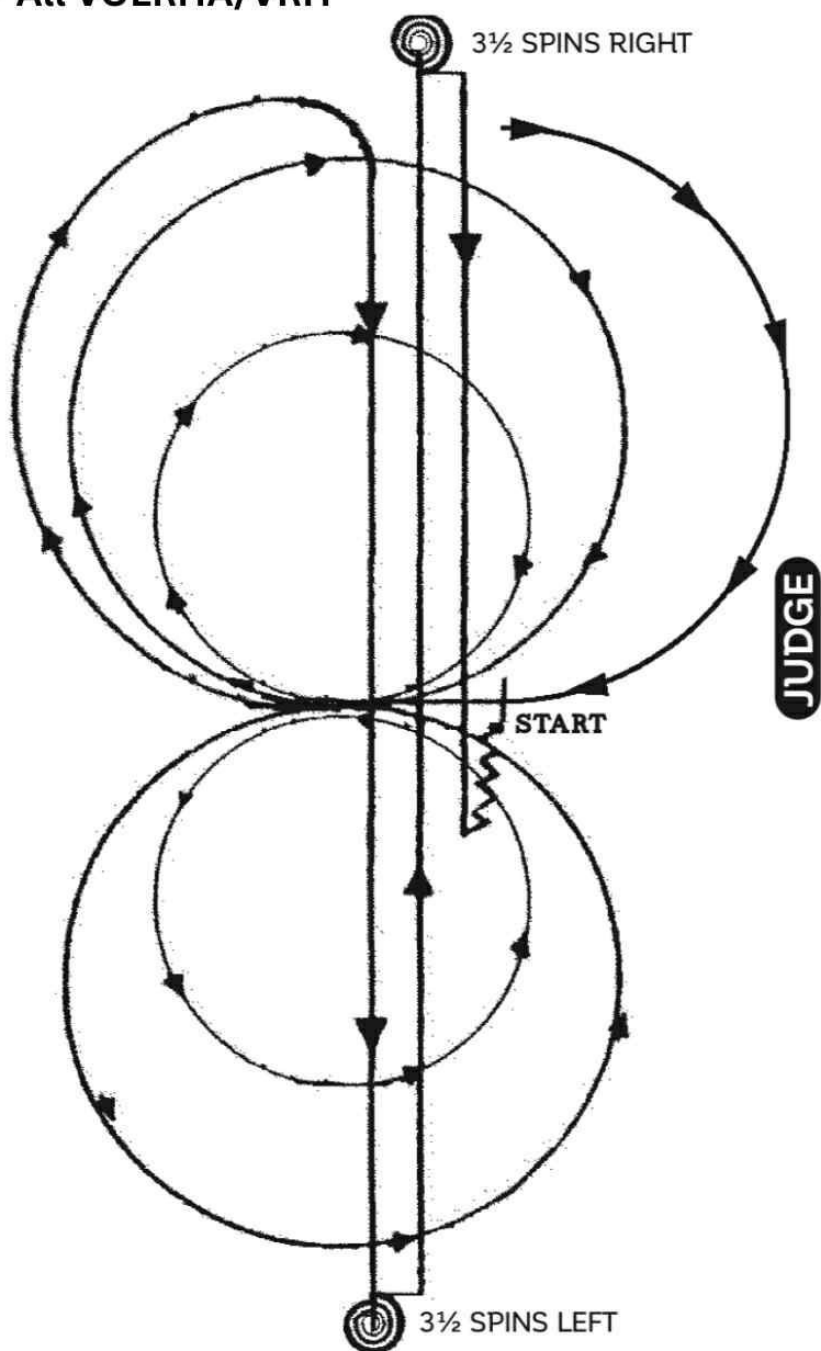
8. STOP
9. 360 EITHER WAY
10. EXTENDED TROT
11. STOP AND BACK



All Ranch Riding

- | | |
|----------------------------|-----------------------------|
| 1. WALK OVER LOG | 8. RIGHT LEAD LOPE |
| 2. EXTENDED TROT | 9. EXTENDED RIGHT LEAD LOPE |
| 3. COLLECT TROT | 10. COLLECT LOPE |
| 4. TROT OVER LOGS | 11. STOP |
| 5. EXTENDED LEFT LEAD LOPE | 12. 360 EITHER WAY |
| 6. COLLECT LOPE | 13. LEFT LEAD LOPE |
| 7. WALK | 14. STOP AND BACK |

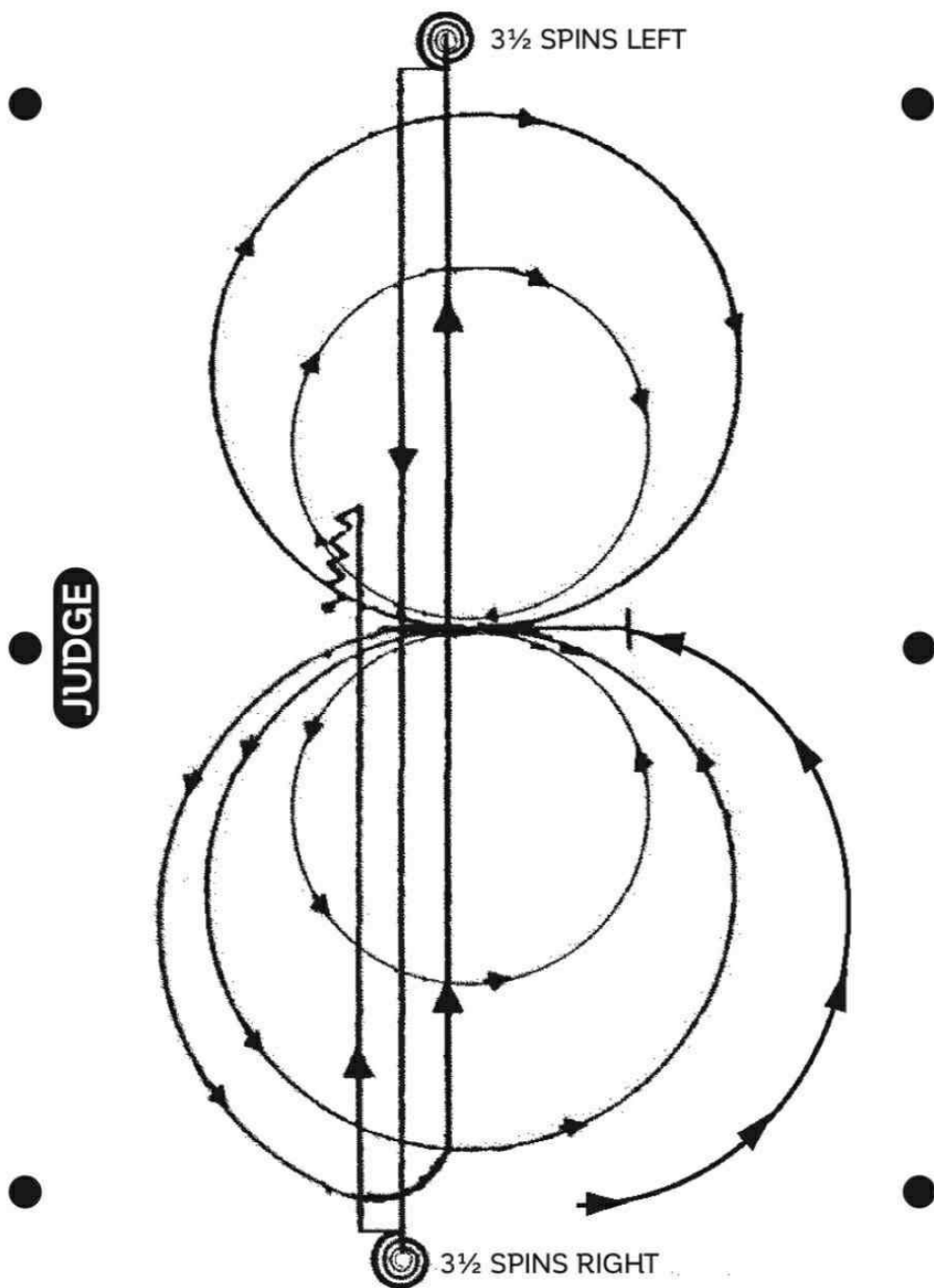
Friday - All VOLRHA/VRH



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing away from 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 $3\frac{1}{2}$ 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.

NRCHA SATURDAY REINING

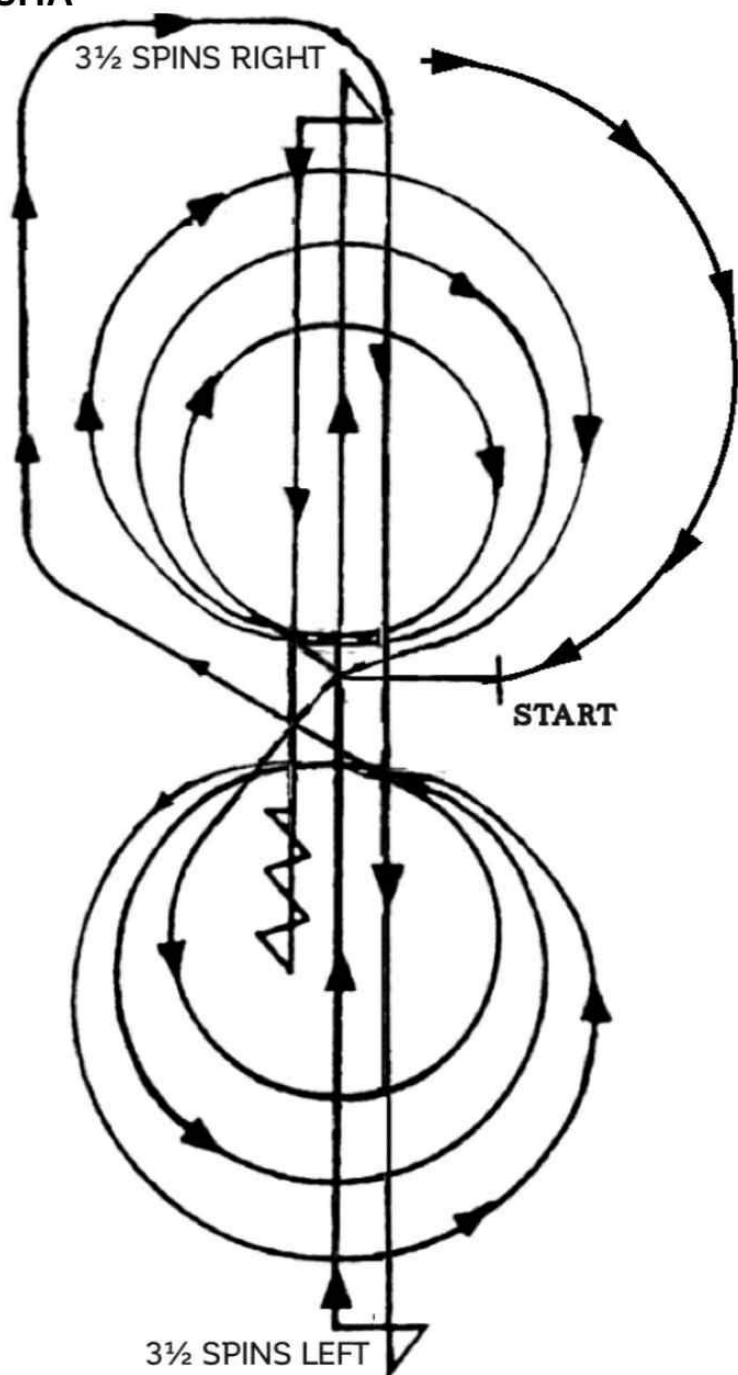


Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

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 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.

Sunday NRCHA

JUDGE



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 three circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete three circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
3. Continue loping around end of arena without breaking gait or changing leads. Run down center of arena, past end marker and come to a sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker come to sliding stop.
6. Complete 3½ spins to the right.
7. Run past center marker come to sliding stop. Back up at least 10 feet. Hesitate to complete pattern.