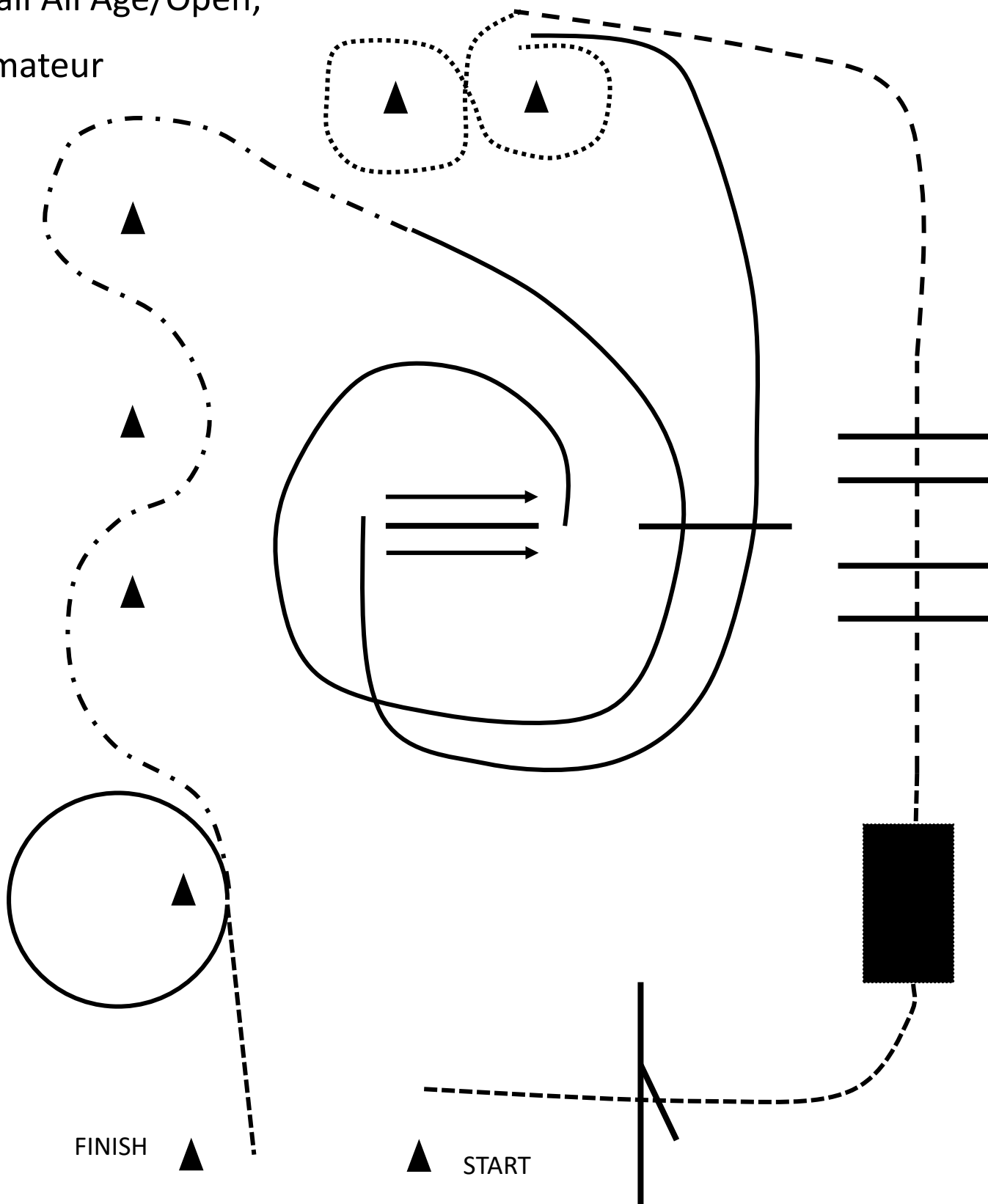
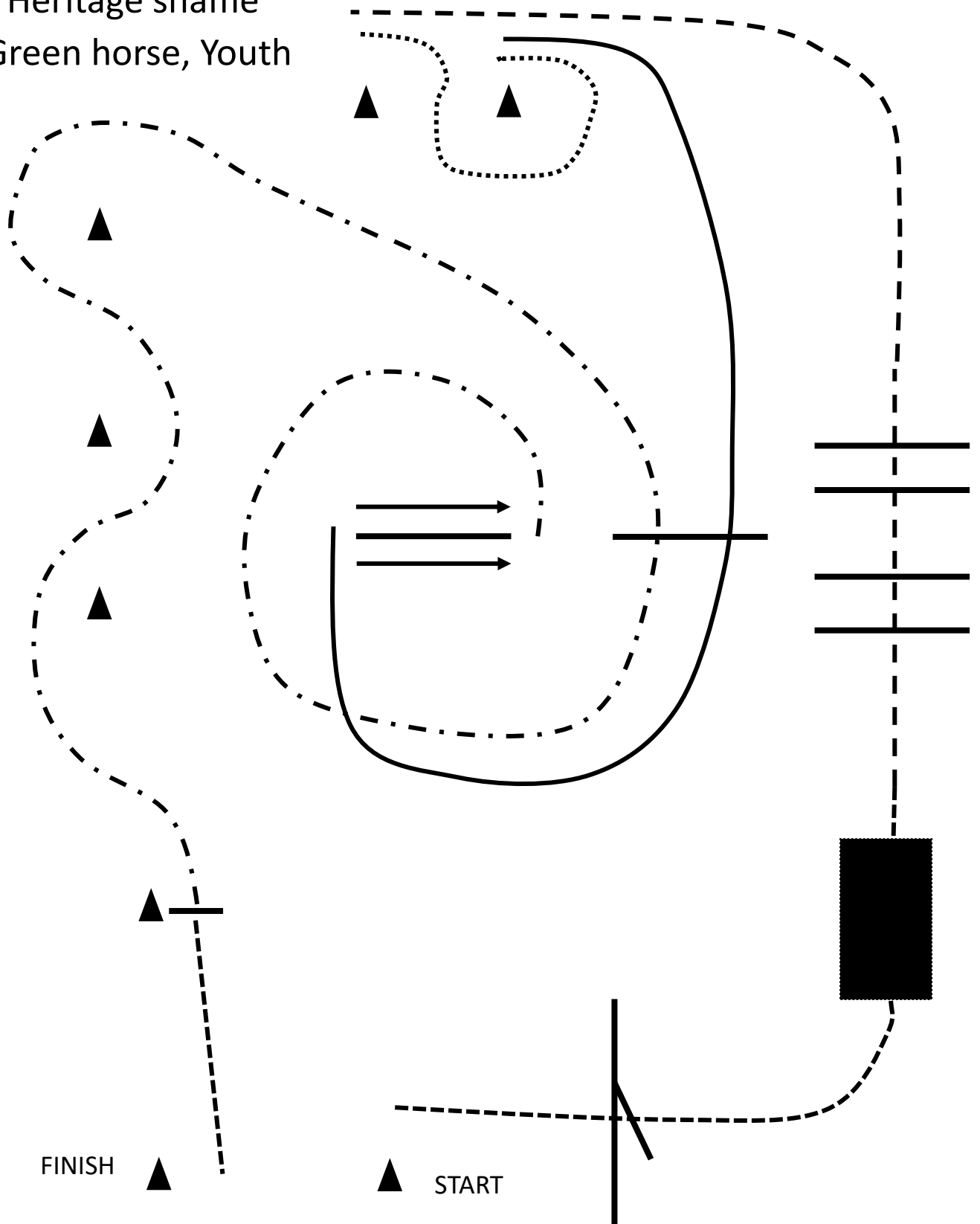


Trail All Age/Open,  
Amateur



- Work gate and walk over bridge
- Trot over logs to back
- Back through drums as shown
- Lope right lead over log to sidepass
- Sidepass right
- Lope left lead over log
- Extended trot through serpentine to drag
- Drag to the right and walk to finish

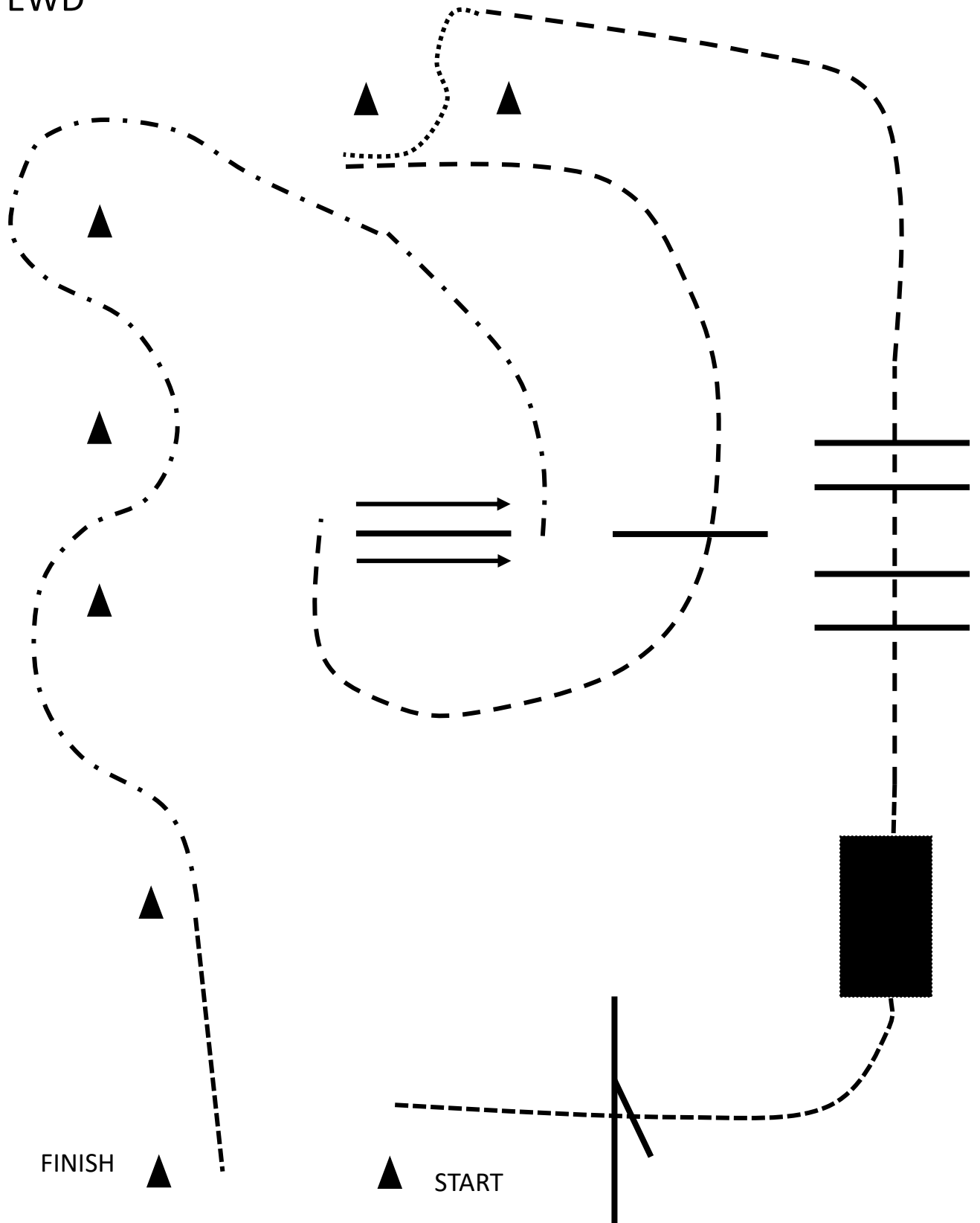
Trail Heritage snaffle  
bit, Green horse, Youth



- Work gate and walk over bridge
- Trot over logs to back
- Back through drums as shown
- Lope right lead over log to sidepass
- Sidepass right
- Extended trot over log
- Extended trot through serpentine and stop at marker
- Dismount, ground tie and walk around horse
- Lead horse at a walk to finish



# Trail EWD



Work gate and walk over bridge

Trot over logs to back

Back through drums as shown

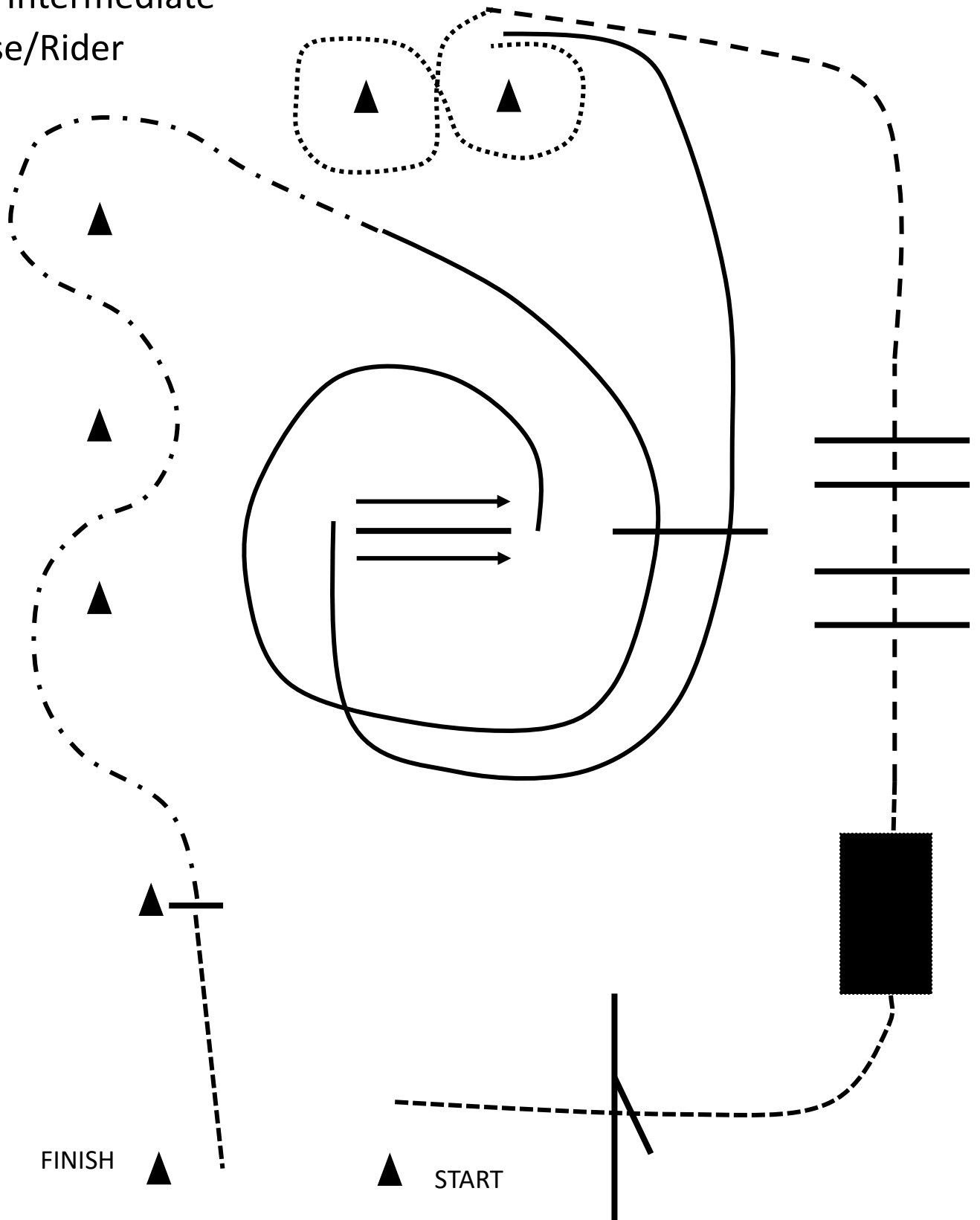
Trot over log to sidepass

Sidepass right

Extended trot through serpentine

At the marker break to a walk and walk to the finish

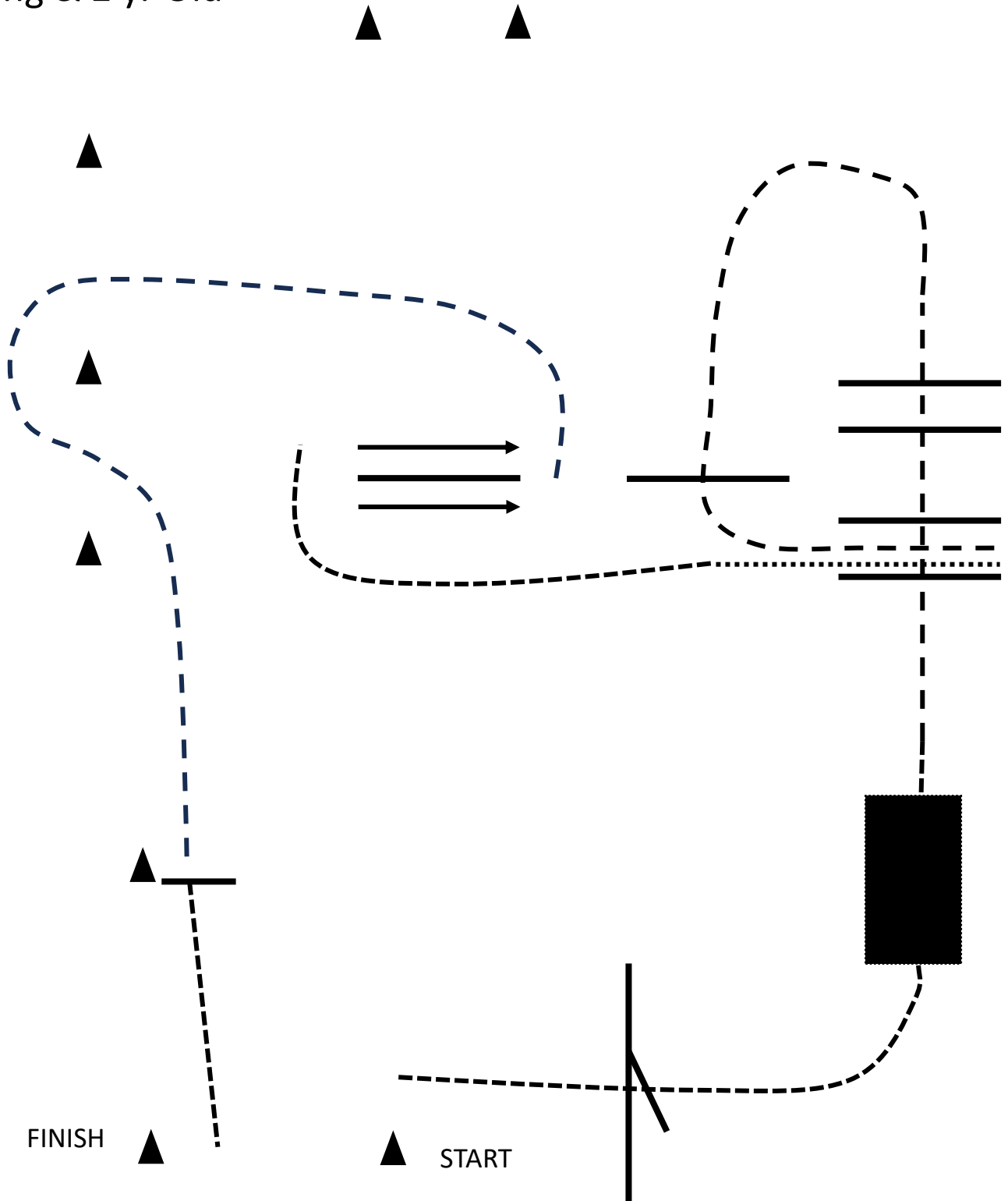
Trail Intermediate  
Horse/Rider



- Work gate and walk over bridge
- Trot over logs to back
- Back through drums as shown
- Lope right lead over log to sidepass
- Sidepass right
- Lope left lead over log
- Extended trot through serpentine and stop at marker
- Dismount, ground tie and walk around horse
- Remount and walk to finish

# Ranch Prospect Trail

Yearling & 2 yr Old



Work gate

Walk over bridge

Trot over logs into chute

Back out

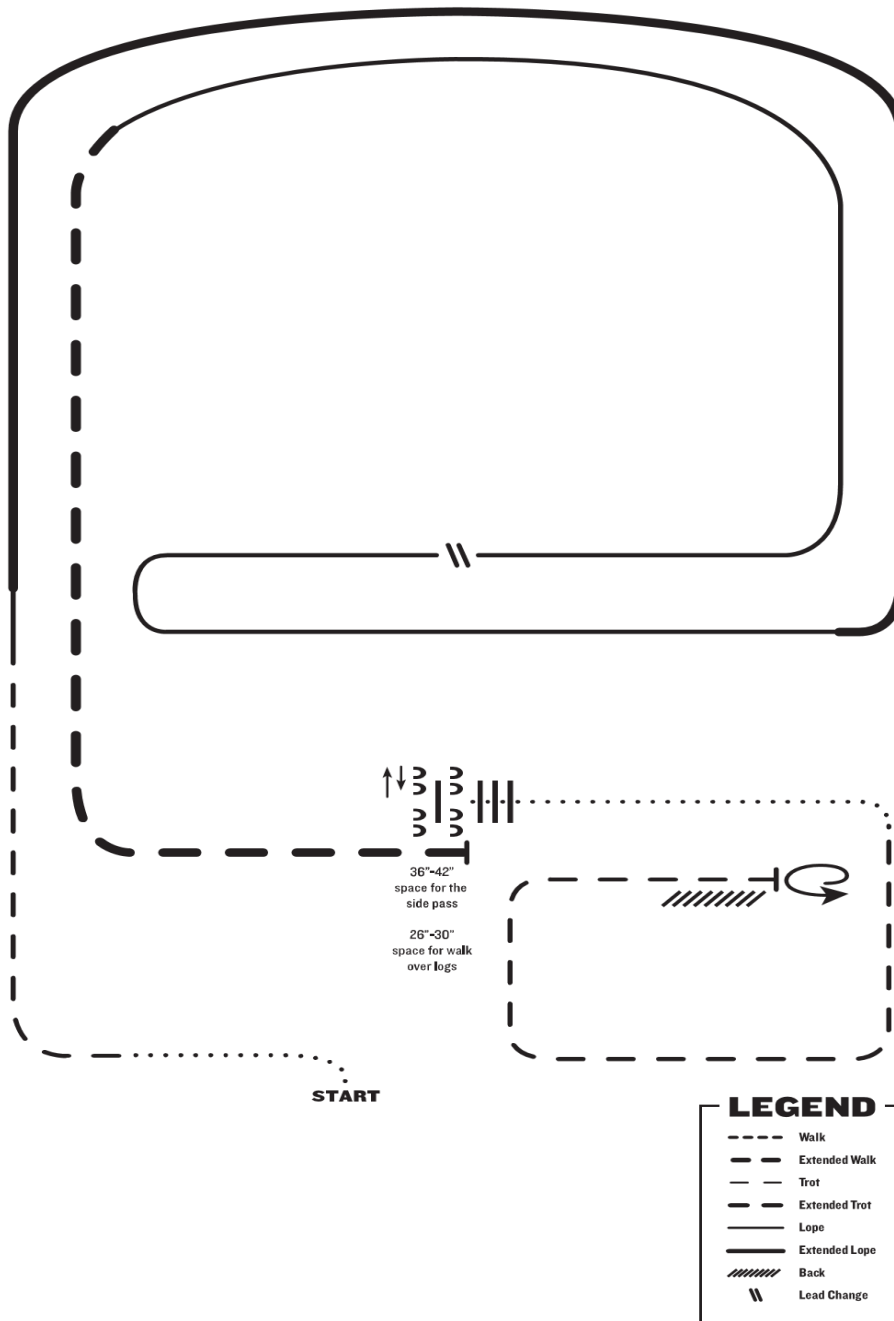
Walk to sidepass,sidepass right

Trot through serpentine

At the marker stop, pick up 1 front foot and 1 back foot then walk to finish

# Ranch Riding Heritage Snaffle Bit, Intermediate Horse/Rider & Youth

## RANCH RIDING PATTERN 4

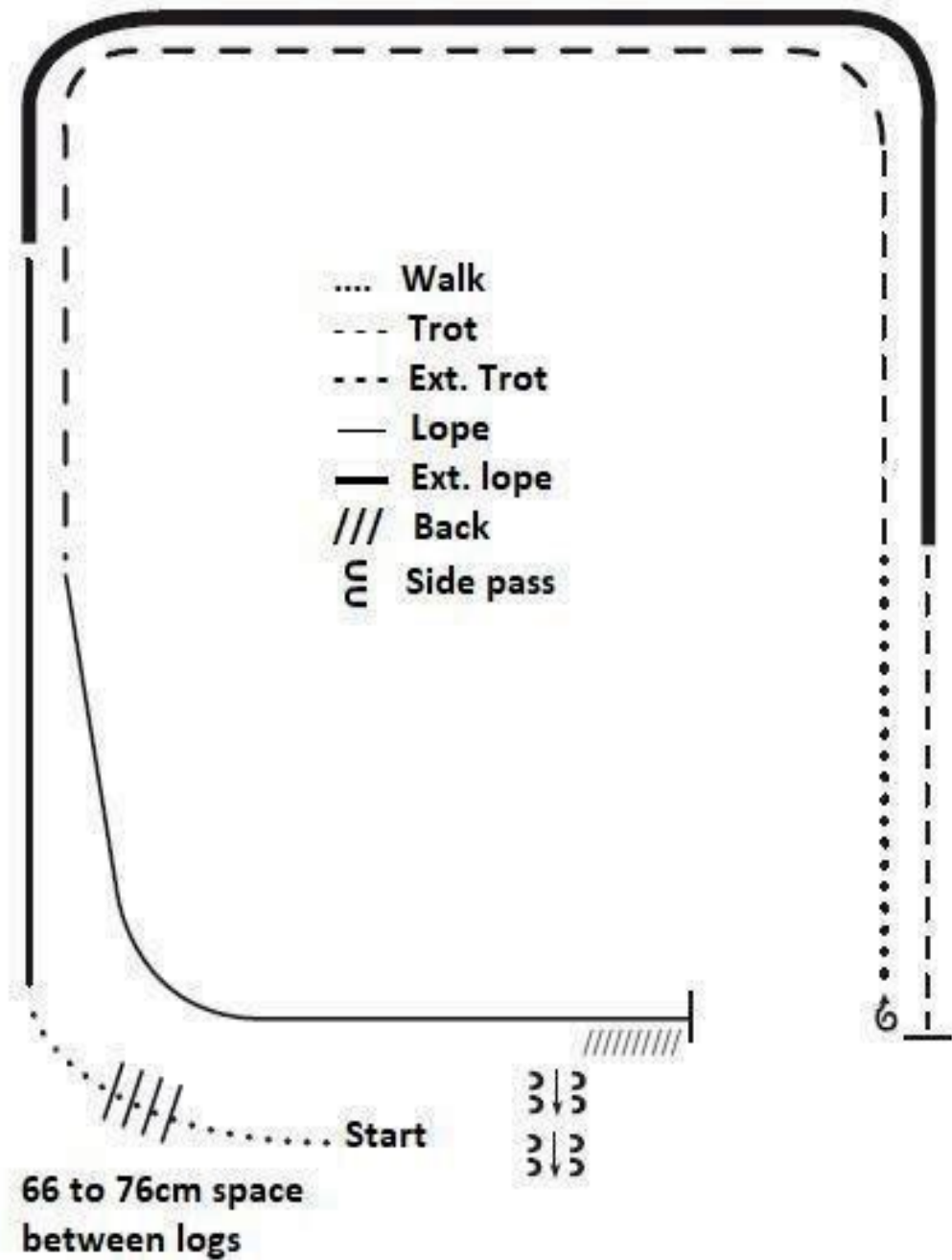


1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

*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 Green Horse

## RANCH RIDING PATTERN 6



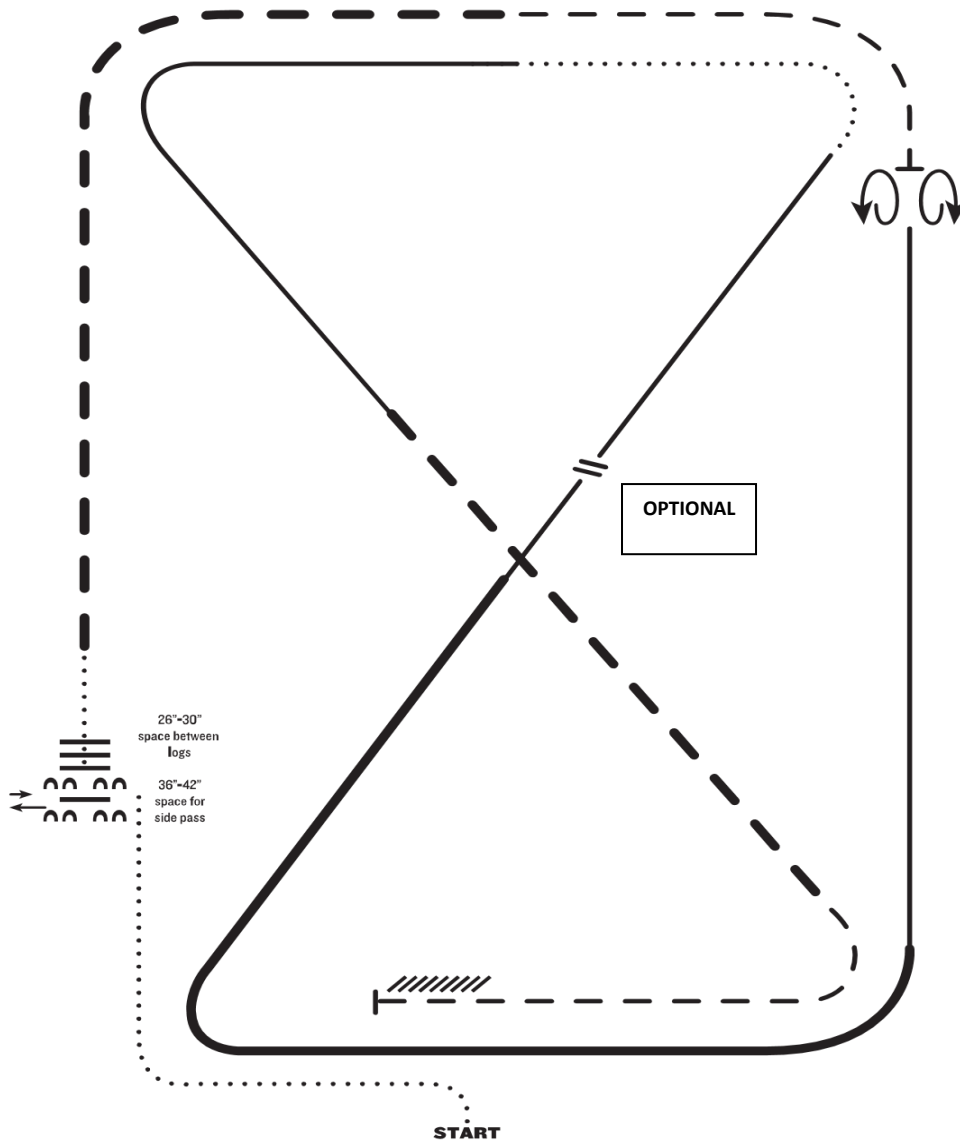
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1½ turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right





# Ranch Riding Amateur & All Age/Open

## RANCH RIDING PATTERN 8



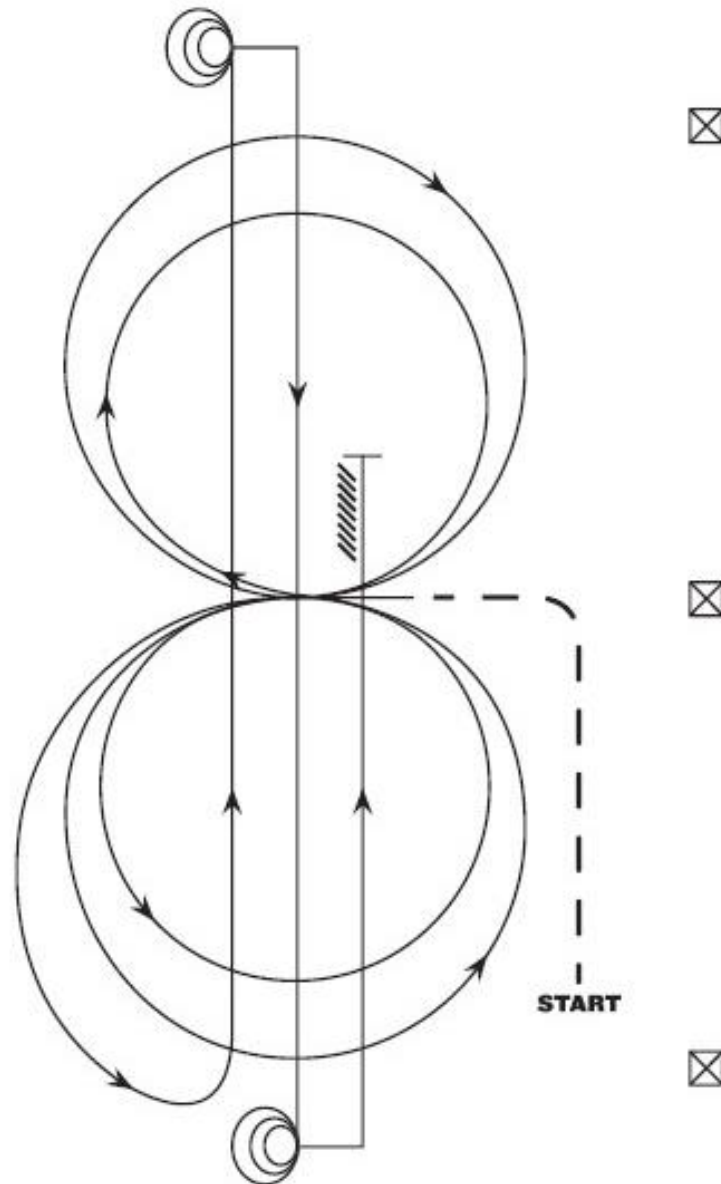
LEGEND	
-----	Walk
- - - -	Extended Walk
- . - .	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
W	Lead Change

1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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 Reining Heritage Snaffle Bit, Green Horse, Intermediate Horse/Rider

## RANCH REINING PATTERN 7



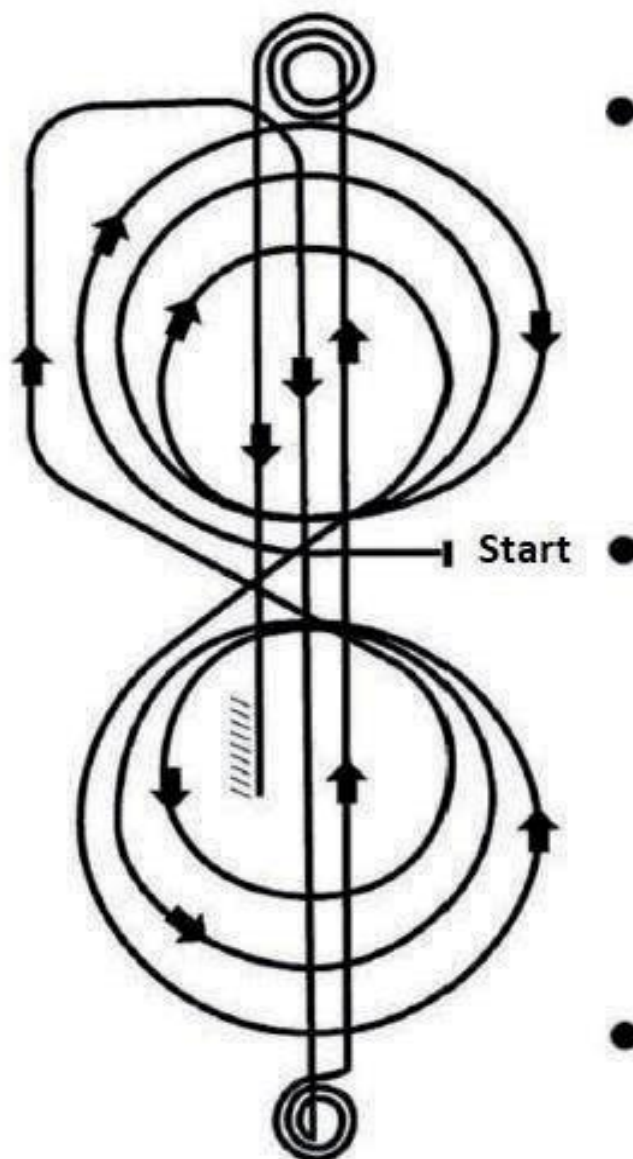
**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

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

# Ranch Reining Amateur, Youth & All Age/Open

## RANCH REINING PATTERN 3



● **Mandatory Markers - centre and at least 15 metres from each end of arena**

Ride pattern as follows: Trot to centre of arena and stop or walk before departure. Start pattern facing toward the Judge.

1. Beginning on right lead, complete three (3) circles to the right – the first two large and fast. the third small and slow. Change leads at centre of arena
2. Complete three (3) circles to the left: the first two large and fast, the third small and slow. Change leads at centre of arena
3. Begin a large circle to the right, but do not close this circle. Run down centre of arena, past end marker, and do a sliding stop
4. Complete 3½ spins to the right
5. Run up centre of arena to the opposite end, past end marker, do a sliding stop
6. Complete 3½ spins to the left
7. Run back to middle of arena, past centre marker and do a sliding stop. Back up at least 3 m. Hesitate to show completion of pattern.