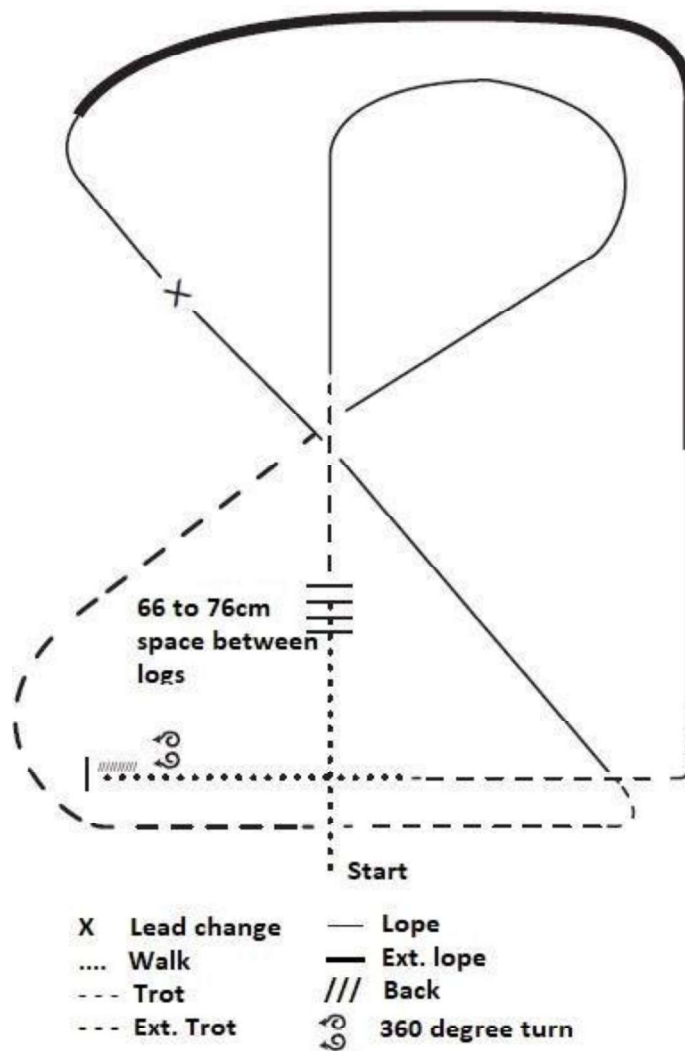


## RANCH RIDING Pattern 5

ARH Show - Paceway 19th & 20th September

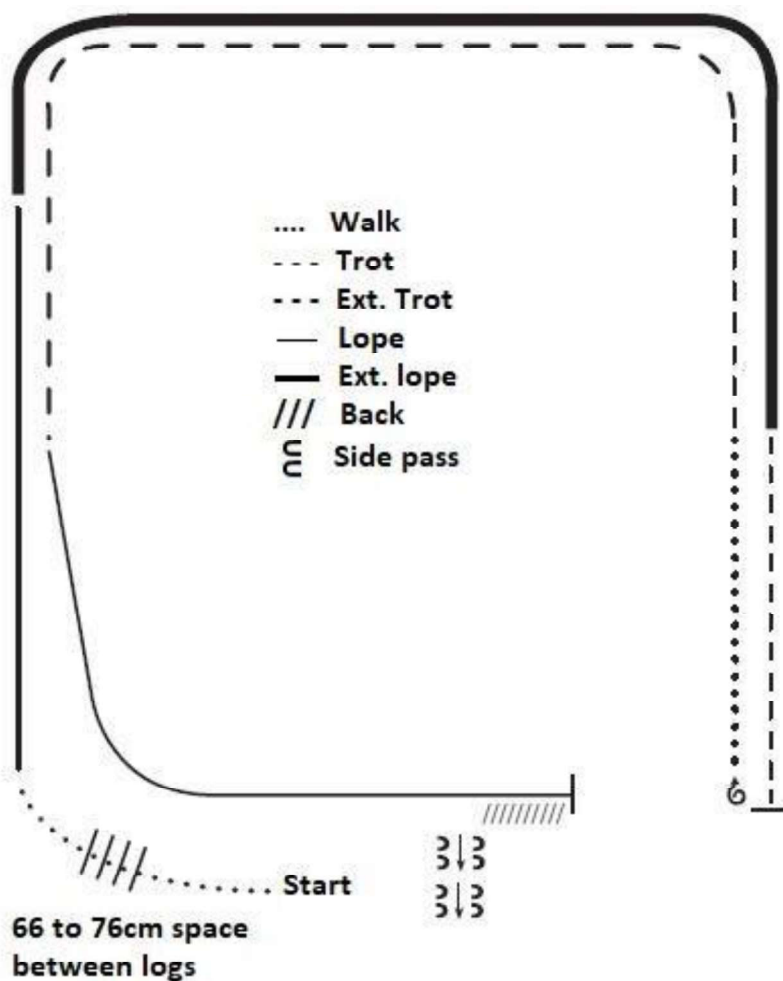


15. Junior Horse  
16. Senior Horse  
21. All Age/Open

1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction first)  
(L-R or R-L)

## RANCH RIDING Pattern 6

- 17. Youth
- 18. Any Handed/Green Horse
- 19. Beginner
- 20. Amateur/Select Amateur

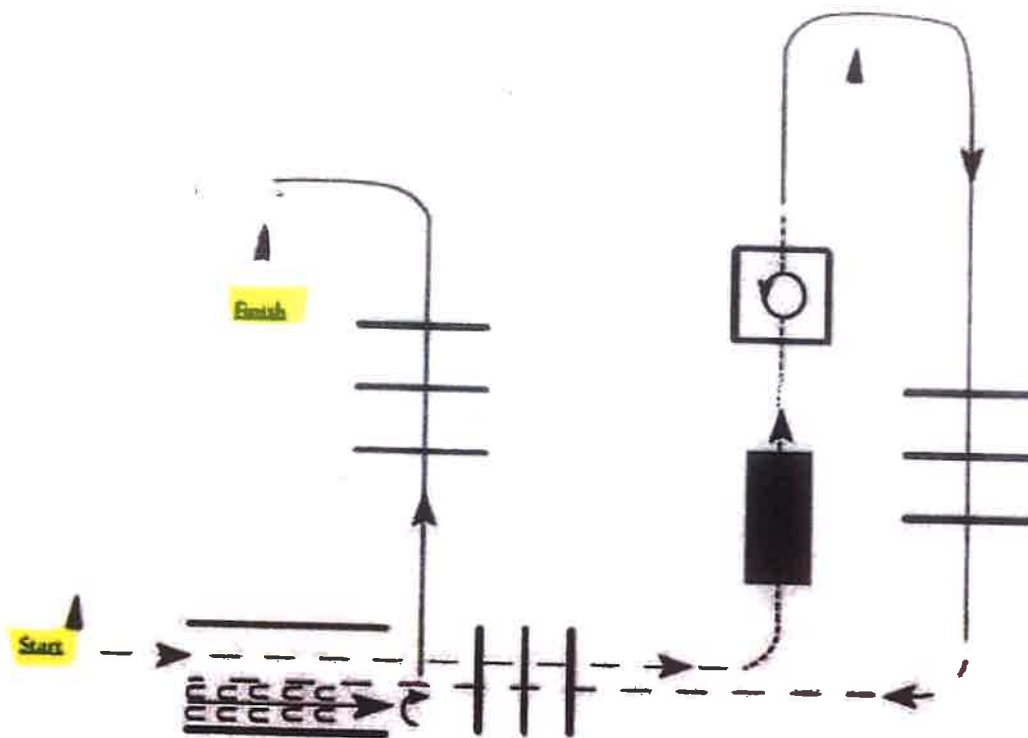


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1½ turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

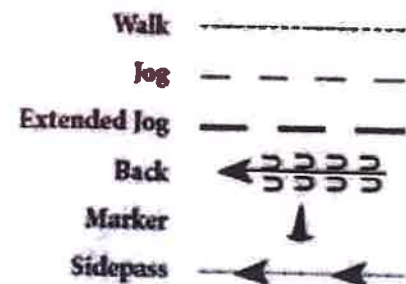
# TRAIL

Saturday 19 September 2020

- Junior Horse
- Senior Horse
- Amateur / Select
- All Age / open



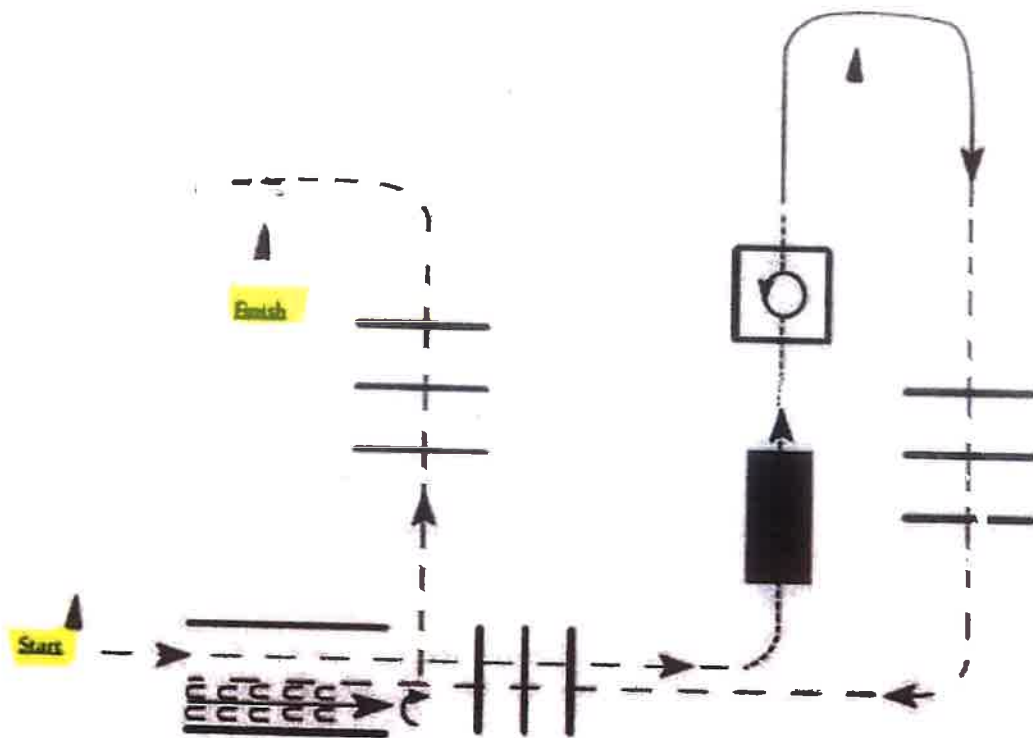
1. Jog thru chute, over poles.
2. Walk to and over bridge. Walk into box.
3. Perform a full turn to the left and walk out.
4. Lope on the right lead around cone and over poles.
5. Jog into chute.
6. Stop and back out of chute. Perform a 1/4 turn to the right.
7. Lope on the left lead over poles



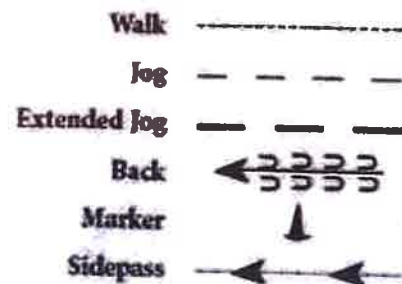
# TRAIL

Saturday 19 September 2020

- Youth
- Any Handed Green Horse
- Beginner

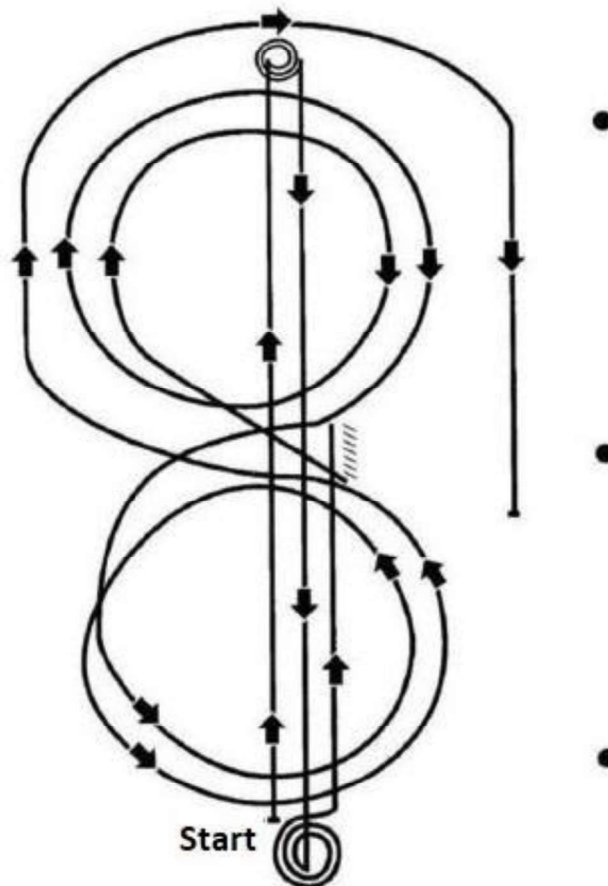


1. Jog thru chute, over poles.
2. Walk to and over bridge. Walk into box.
3. Perform a full turn to the left and walk out.
4. Lope on the right lead around cone and jog over poles
5. Jog into chute.
6. Stop and back out of chute. Perform a 1/4 turn to the right.
7. Jog over poles



## VERSATILITY RANCH REINING Pattern 4

22. Junior Horse  
23. Senior Horse  
27. Amateur/Select Amateur  
28. All Age/Open

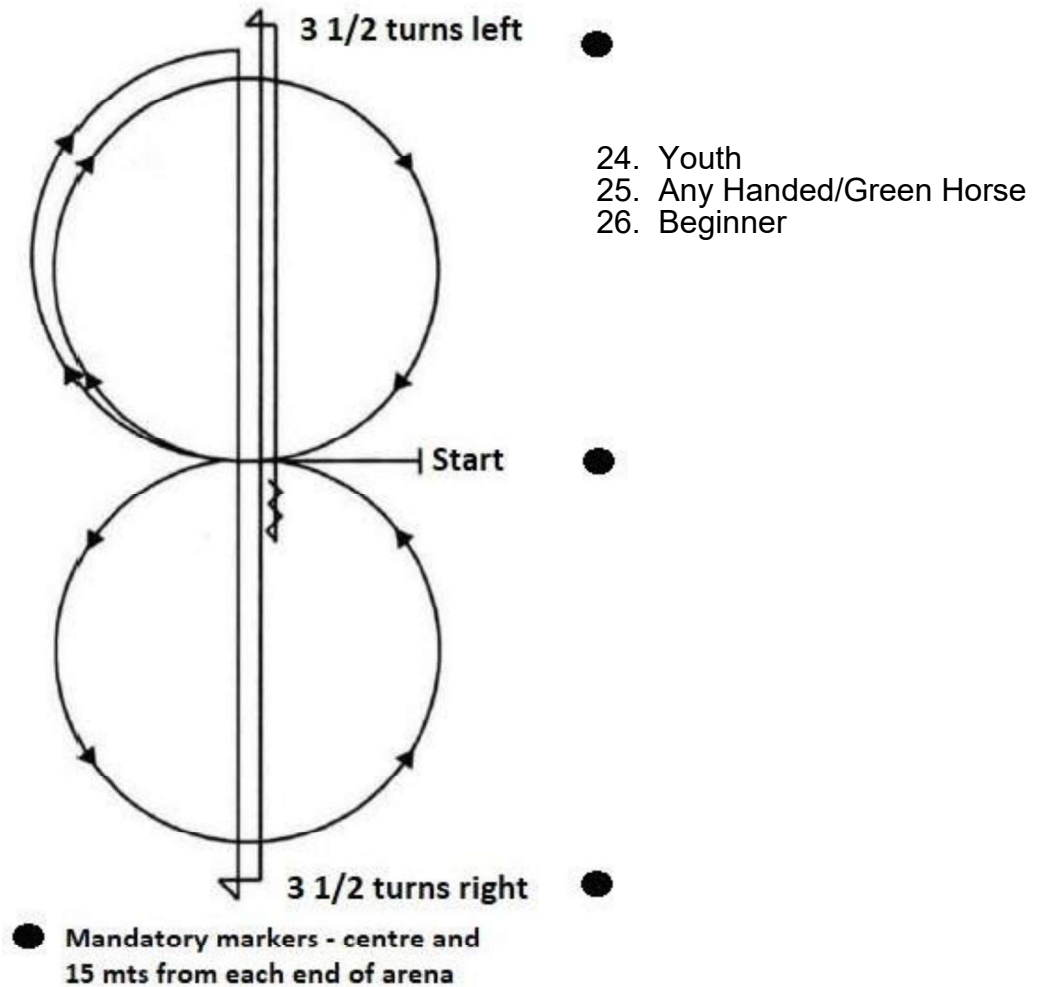


● Mandatory markers - centre and at least 15 metres from each end of arena

Ride pattern as follows:

1. Run up centre of arena past end marker and do a sliding stop
2. Complete  $3\frac{1}{2}$  spins to the left
3. Run down to opposite end of arena, past end marker and do a sliding stop
4. Complete  $3\frac{1}{2}$  spins to the right
5. Run past centre marker and do a sliding stop. Back at least 3 m. Complete  $\frac{1}{4}$  turn to the left. Hesitate
6. Beginning on right lead, complete two (2) circles to the right – the first small and slow, the second large and fast. Change leads at centre of arena
7. Complete two (2) circles to the left – the first small and slow, the second large and fast. Change leads at centre of arena
8. Begin a large circle to the right, but do not close circle. Run down right side of arena past centre marker and do a sliding stop at least 6 m from the fence. Hesitate to show completion of pattern

## VERSATILITY RANCH REINING Pattern 6



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

1. Beginning on right lead, lope one (1) circle to the right. Change leads at centre of arena
2. Complete one (1) circle to the left. Change leads at centre of arena
3. Begin a 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 to the other end of arena, past end marker and do a sliding stop
6. Complete 3½ spins to the left
7. Run past centre marker and do a sliding stop. Back at least 3 m. Hesitate to show completion of pattern