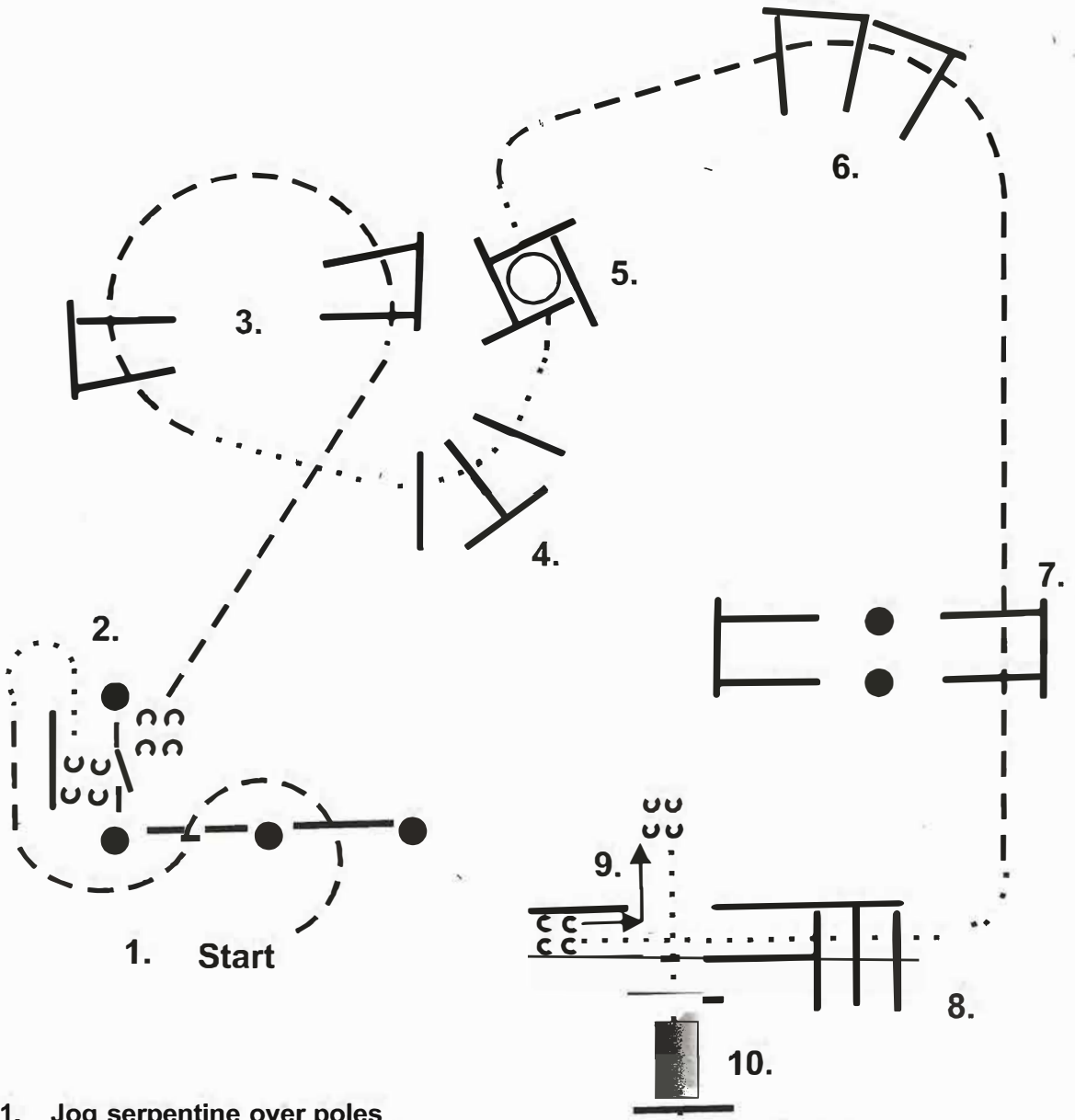


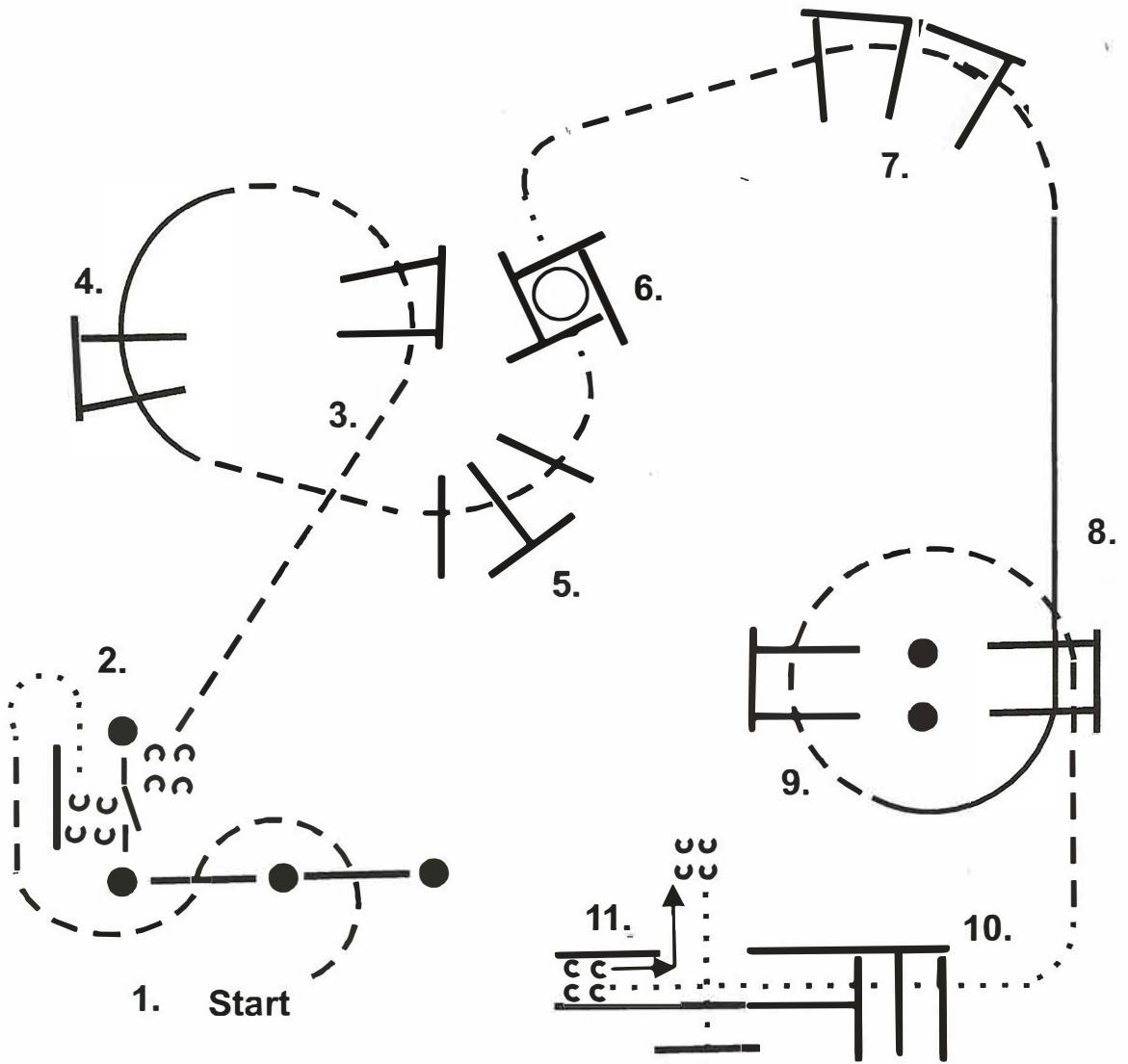
Class 1 & 2 Walk Jog Trail



1. Jog serpentine over poles
2. Walk to gate, work gate LH
3. Jog circle over poles
4. Walk poles
5. Walk into box, 360 turn either way walk out
6. Jog over poles
7. Jog over poles
8. Walk over poles into chute
9. Back up out of chute
10. Walk over poles and bridge to finish

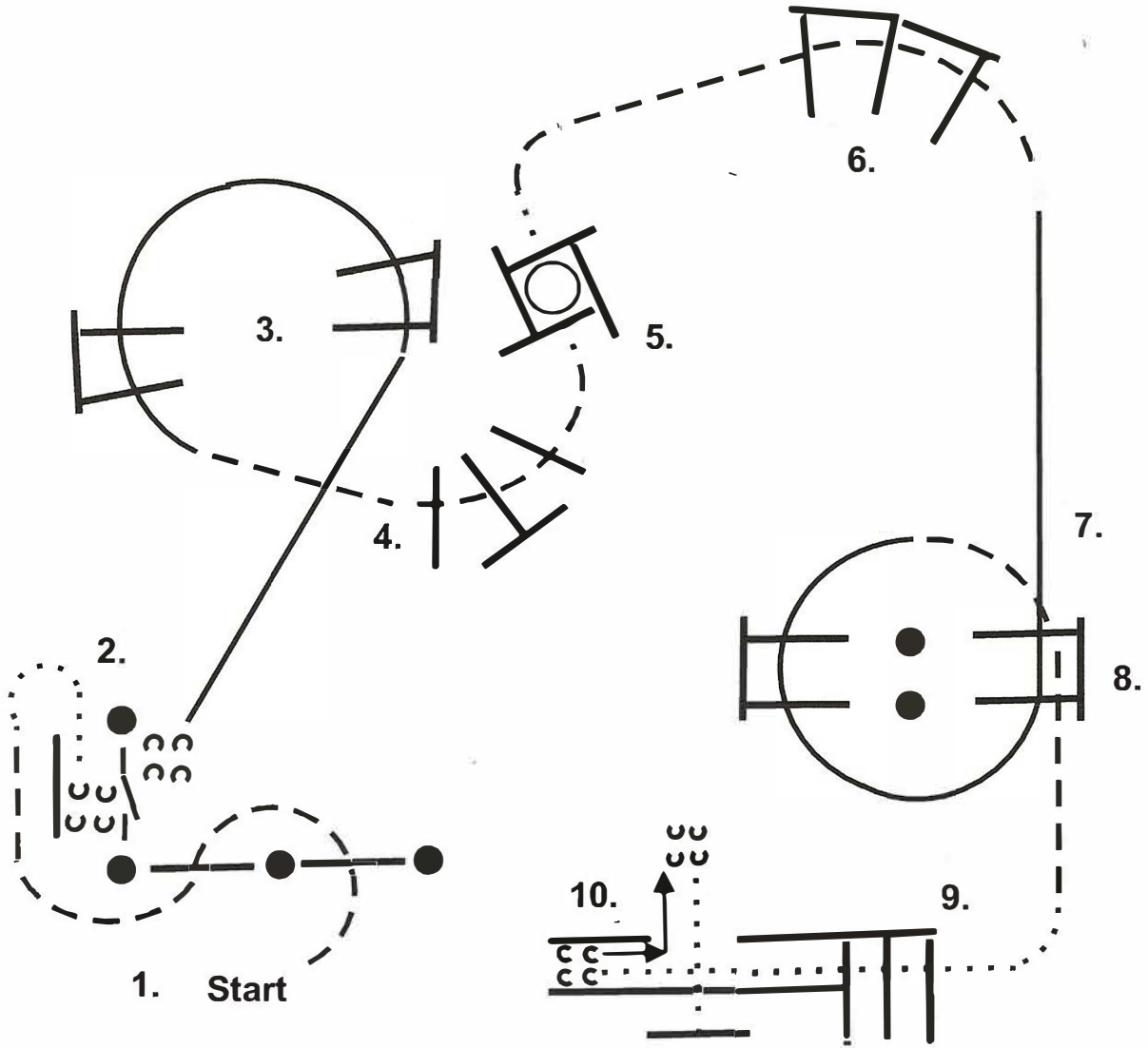
Finish

Class 3 Novice Trail



1. Jog serpentine over poles
2. Walk to gate, work gate LH
3. Jog 1/2 circle over poles
4. Lope 1/2 circle over poles LL
5. Jog poles
6. Walk into box, 360 turn either way walk out
7. Jog poles
8. Lope over poles RL
9. Jog poles
10. Walk over poles into chute
11. Back up out of chute
12. Walk over poles and bridge to finish

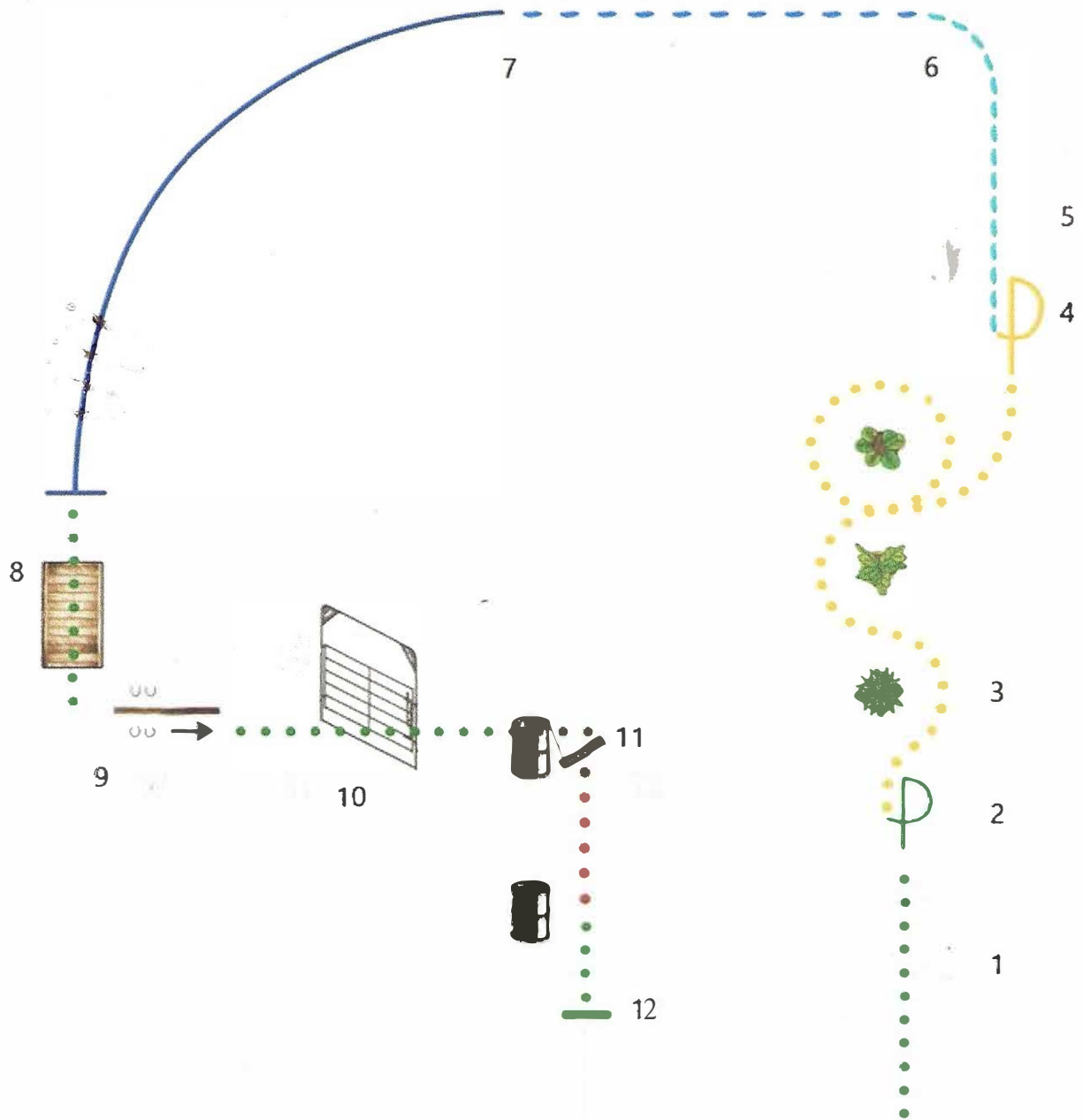
Class 4 Open Trail



1. Jog serpentine over poles
2. Walk to gate, work gate LH
3. Lope circle over poles LL
4. Jog poles
5. Walk into box, 360 turn either way walk out
6. Jog poles
7. Lope circle over poles RL
8. Jog poles
9. Walk over poles into chute
10. Back up out of chute
11. Walk over poles and bridge to finish

Finish

Class 5 - VRH Ranch Trail



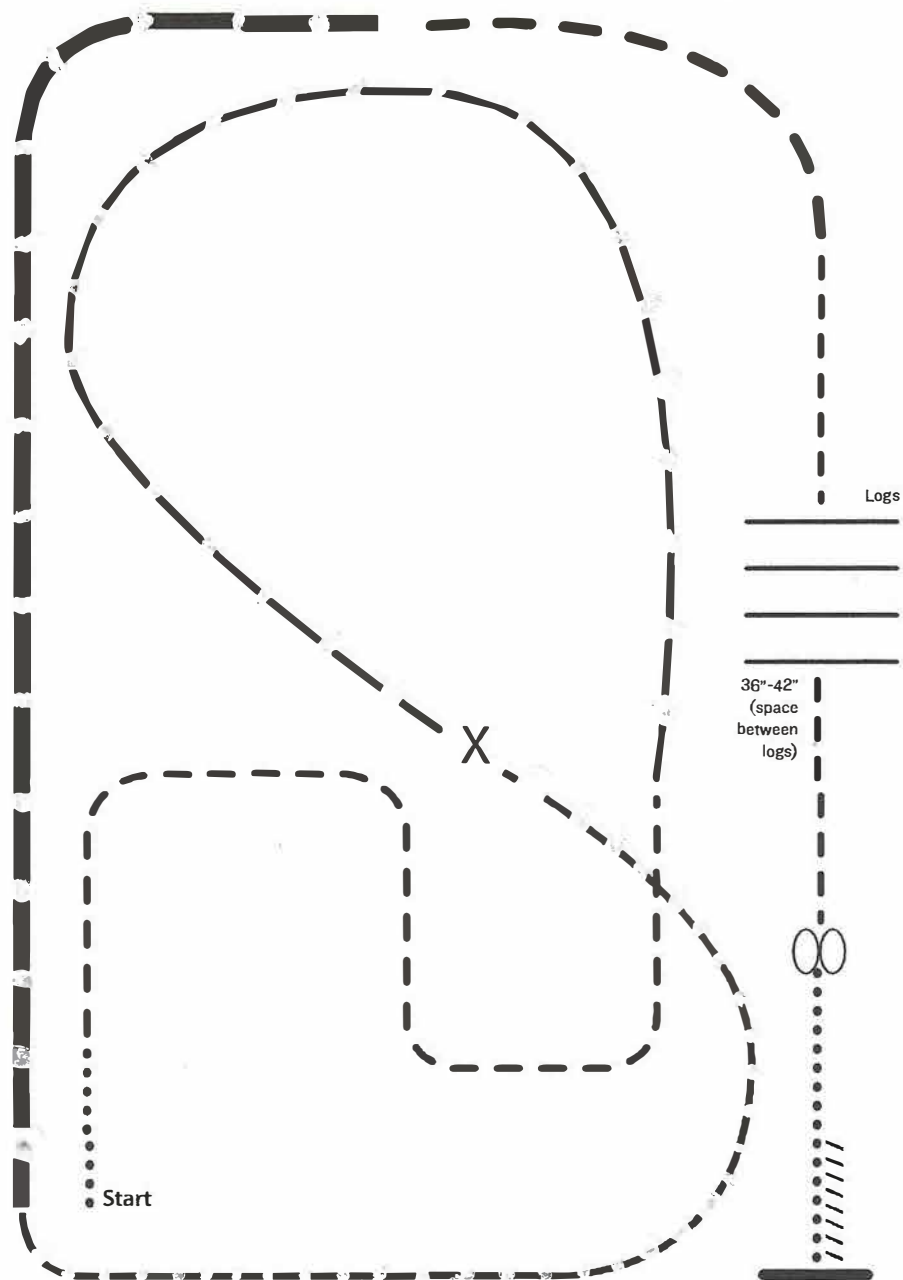
Course Description

1. Enter Course at a Walk.
2. 180° Turn to the Right
3. Back Through obstacles Completing 360° around last obstacle
4. 180° Turn to the Left
5. Trot
6. Extend Trot
7. Lope, Left Lead
8. Walk Over Bridge
9. Side-Pass Left over Log
10. Work gate, left hand
11. Drag log to 2nd marker

Legend

WALK	•••••
BACK	•••••
WALK WITH DRAG	•••••
TROT	- - - - -
EXTENDED TROT	- - - - -
LOPE	—————

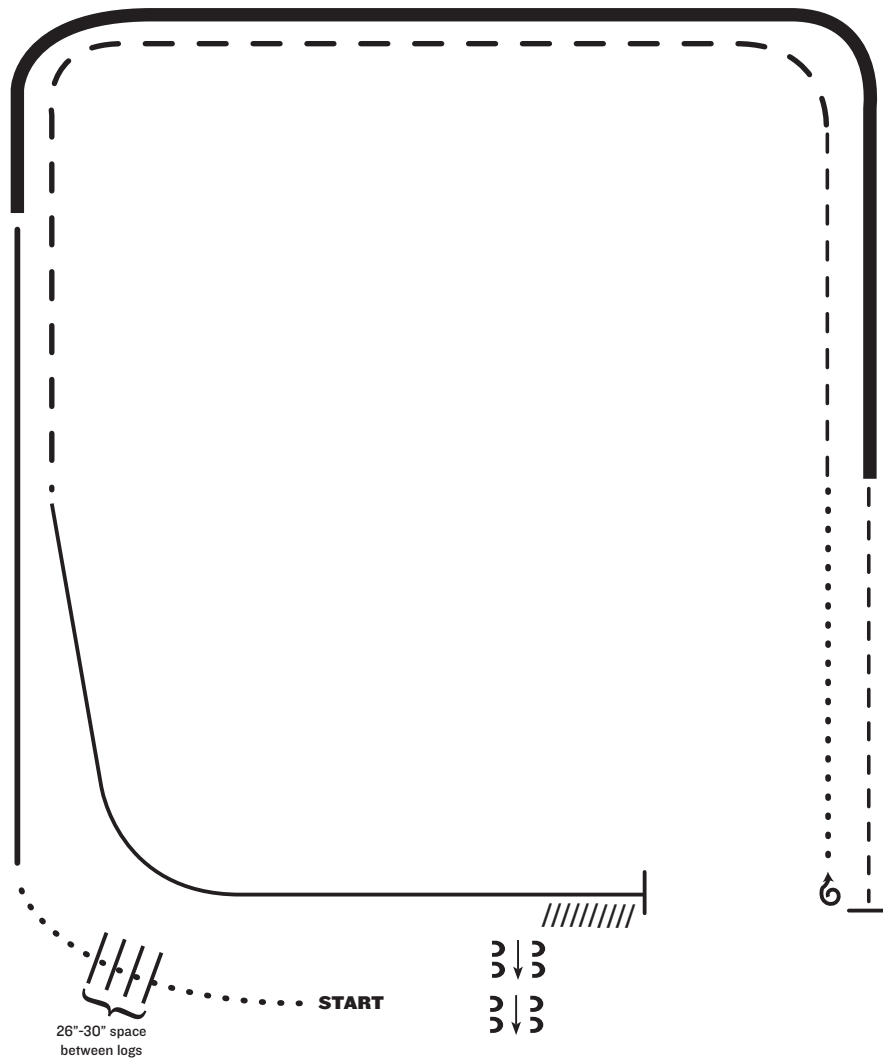
Class 6 & 7
Walk Jog Ranch
Riding



- X Lead Change
- • Walk
- - Trot
- - Ext trot
- Lope
- Ext Lope
- ////// Back

1. Walk
2. Trot serpentine
3. Extend Trot around the end of the arena and then diagonally across the arena
- 4.
5. Collect Trot around end of the arena
6. Extend Trot on the straight
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

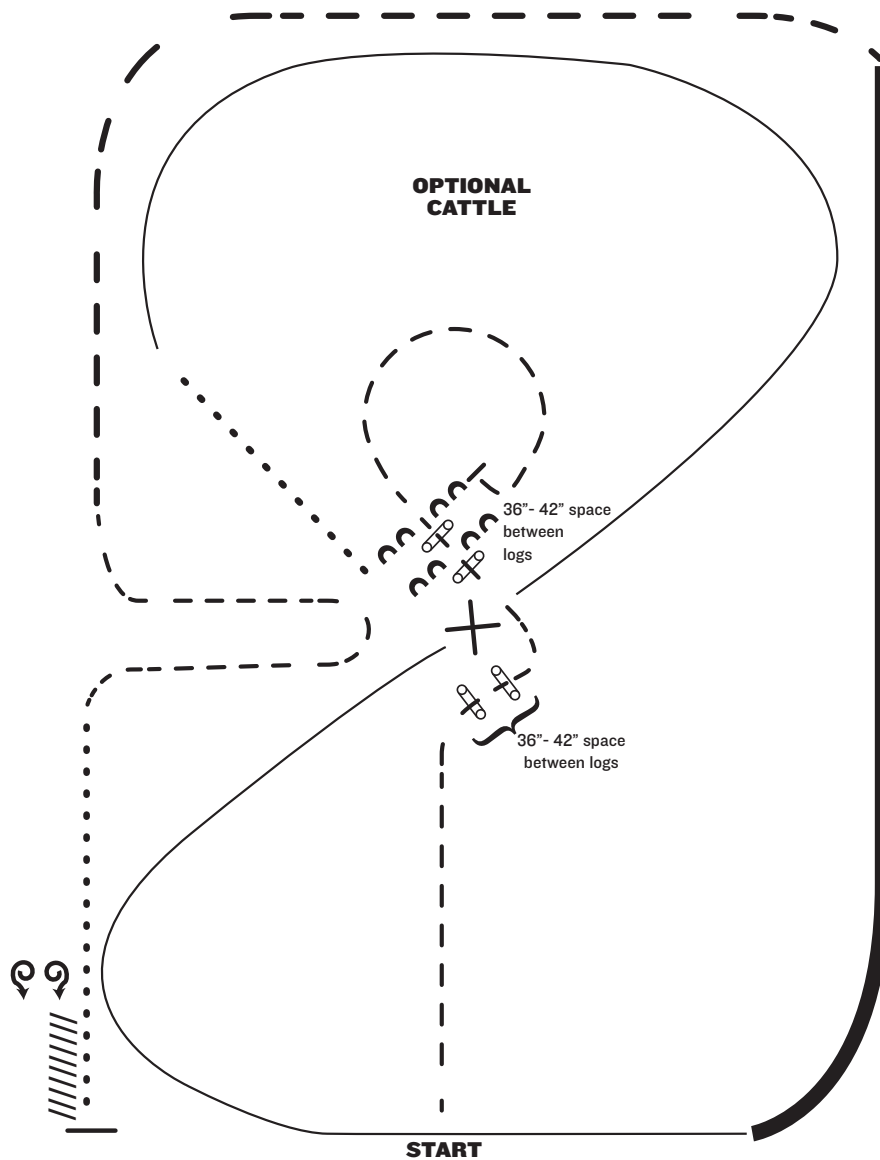
Class 8 - Novice Ranch Riding



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

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.

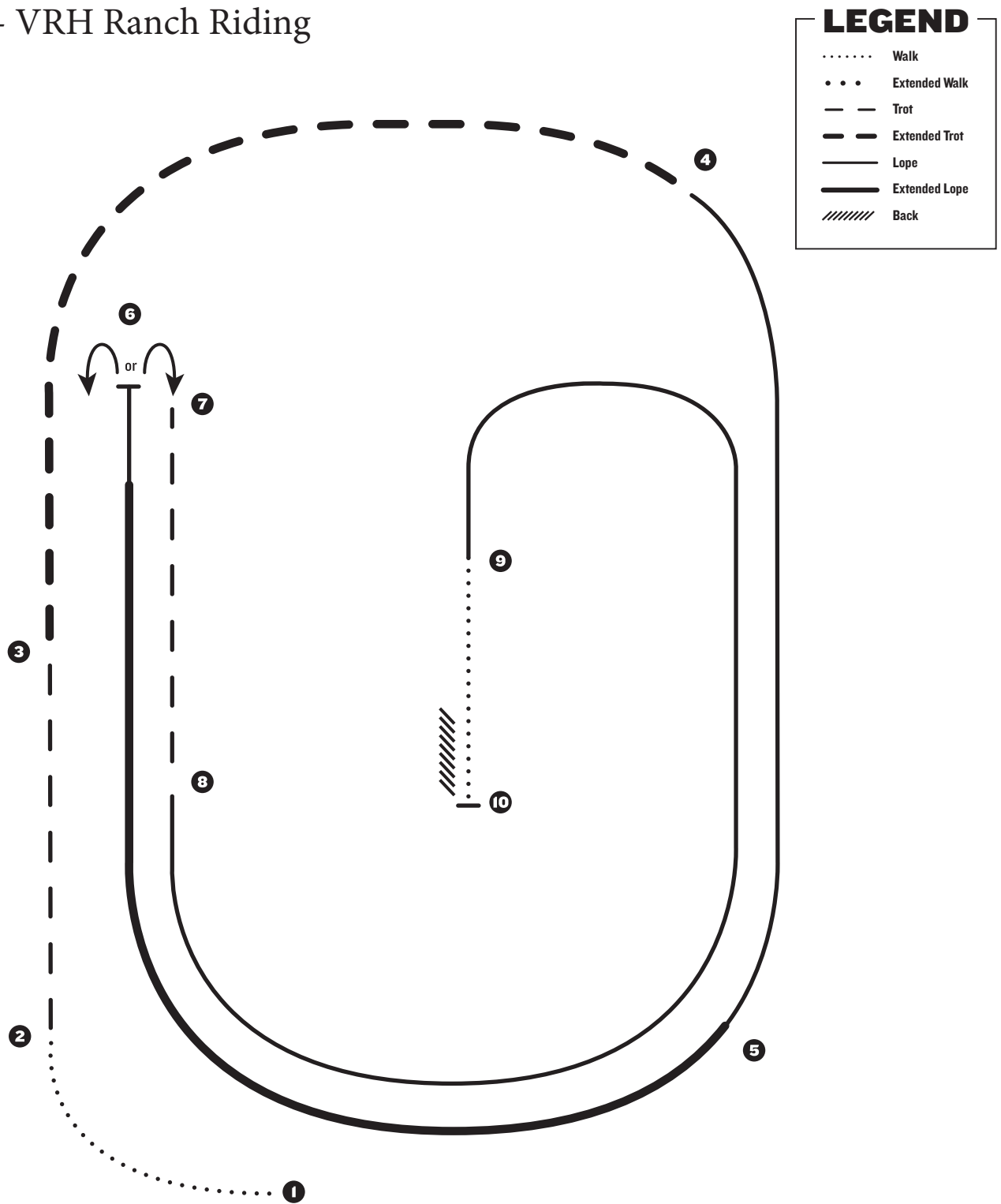
Class 9 - Open Ranch Riding



1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

Class 10 - VRH Ranch Riding

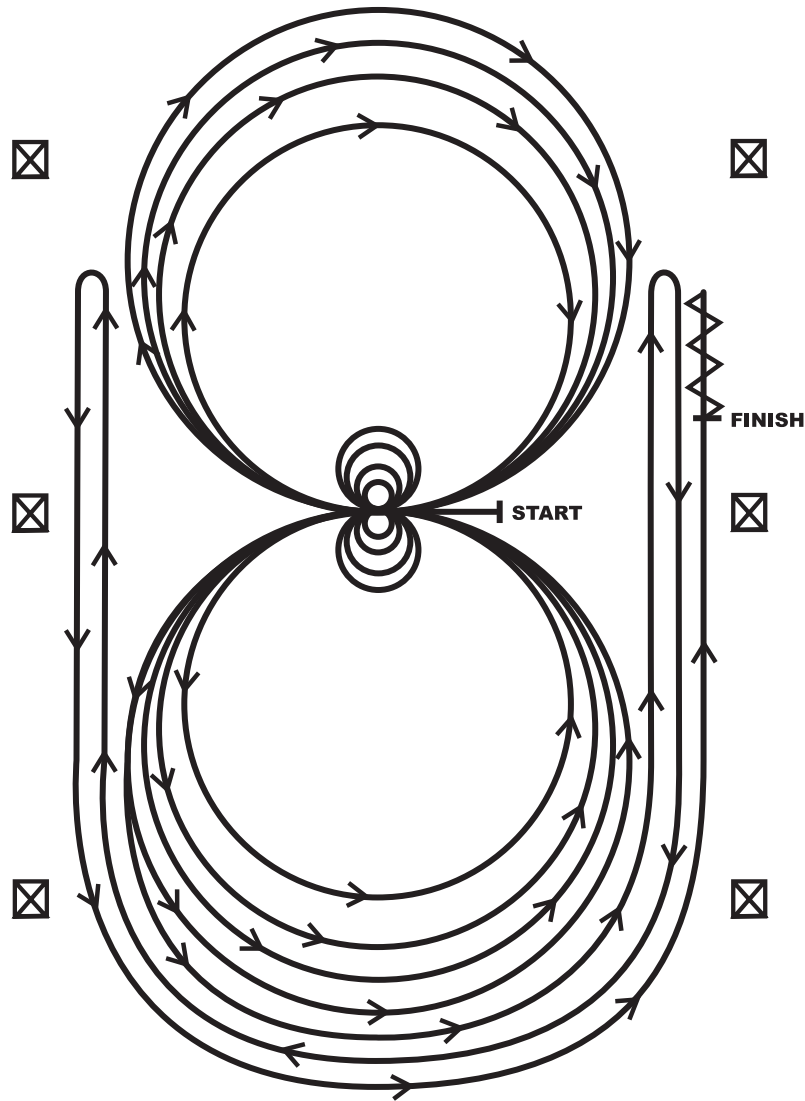


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended 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 from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

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.

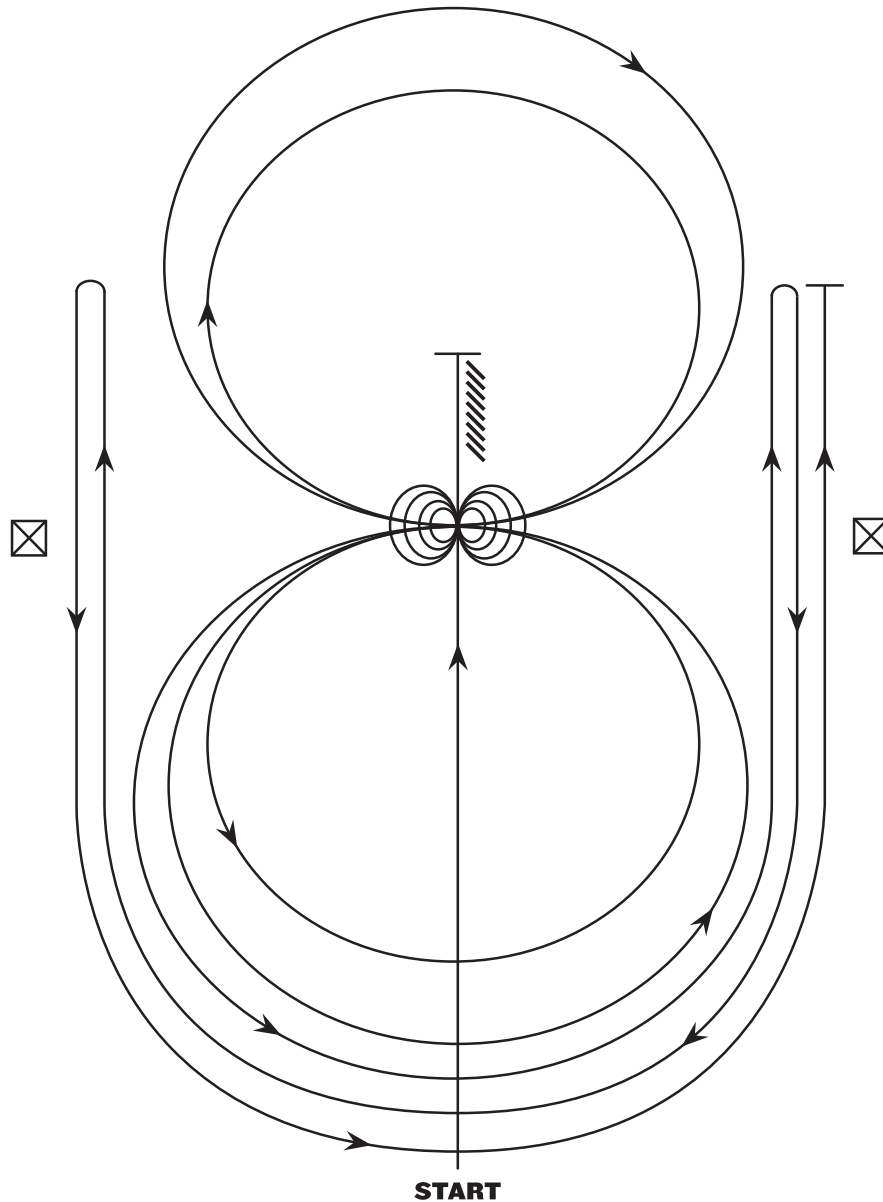
Class 13 - Open Reining



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Class 14 - VRH Ranch Reining



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

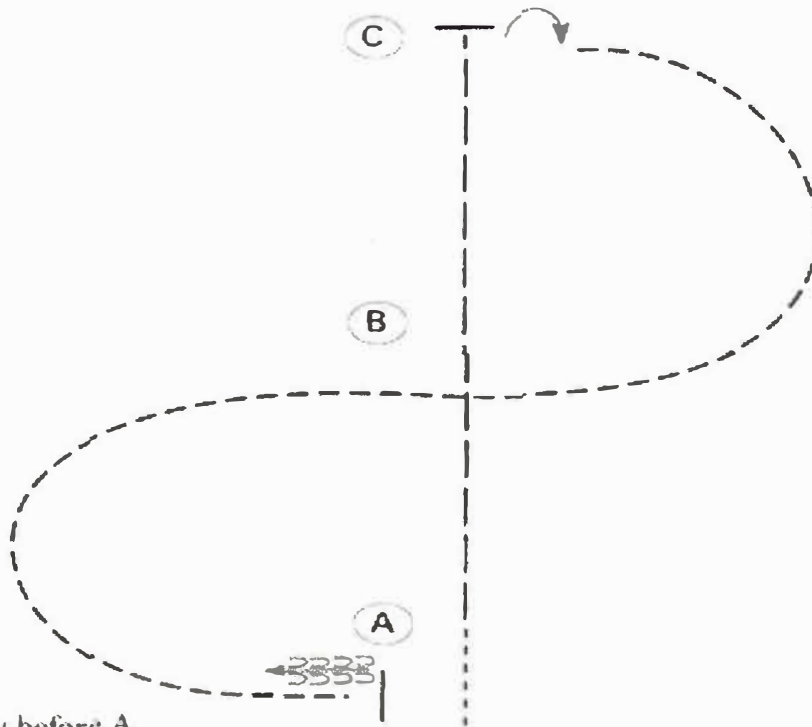
Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate to show completion of pattern.

**Class 19 & 20
Walk Jog Horsemanship**

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Be ready before A.

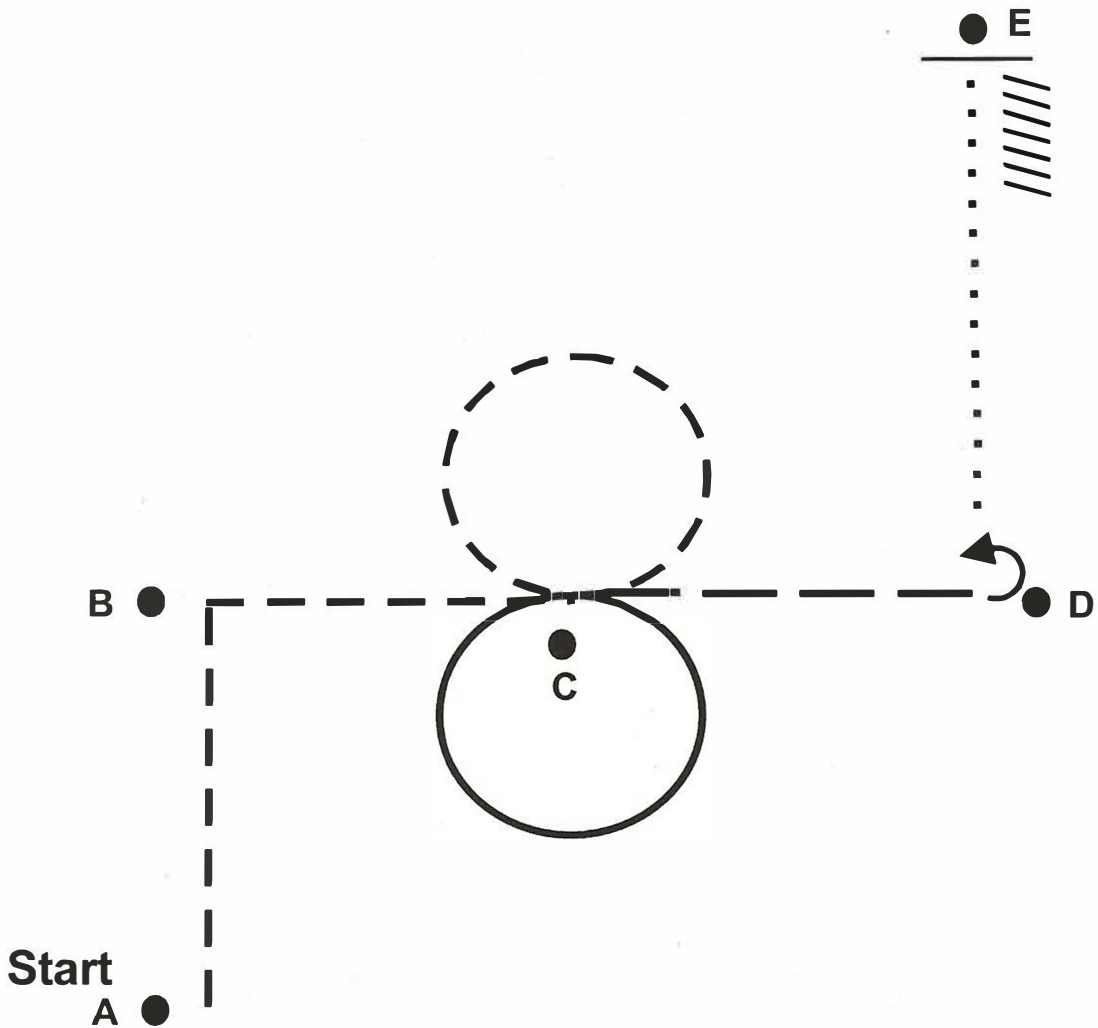
1. Walk to A.
2. Perform an extended jog from A to C.
3. Stop at C and turn 90 degrees to the right.
4. Jog half a circle to B.
5. Continue at a jog in a half circle to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	+++++
Lead Change	-----
Back	←←←←←
Marker	⊙ B
Sidepass	← ←

Class 21

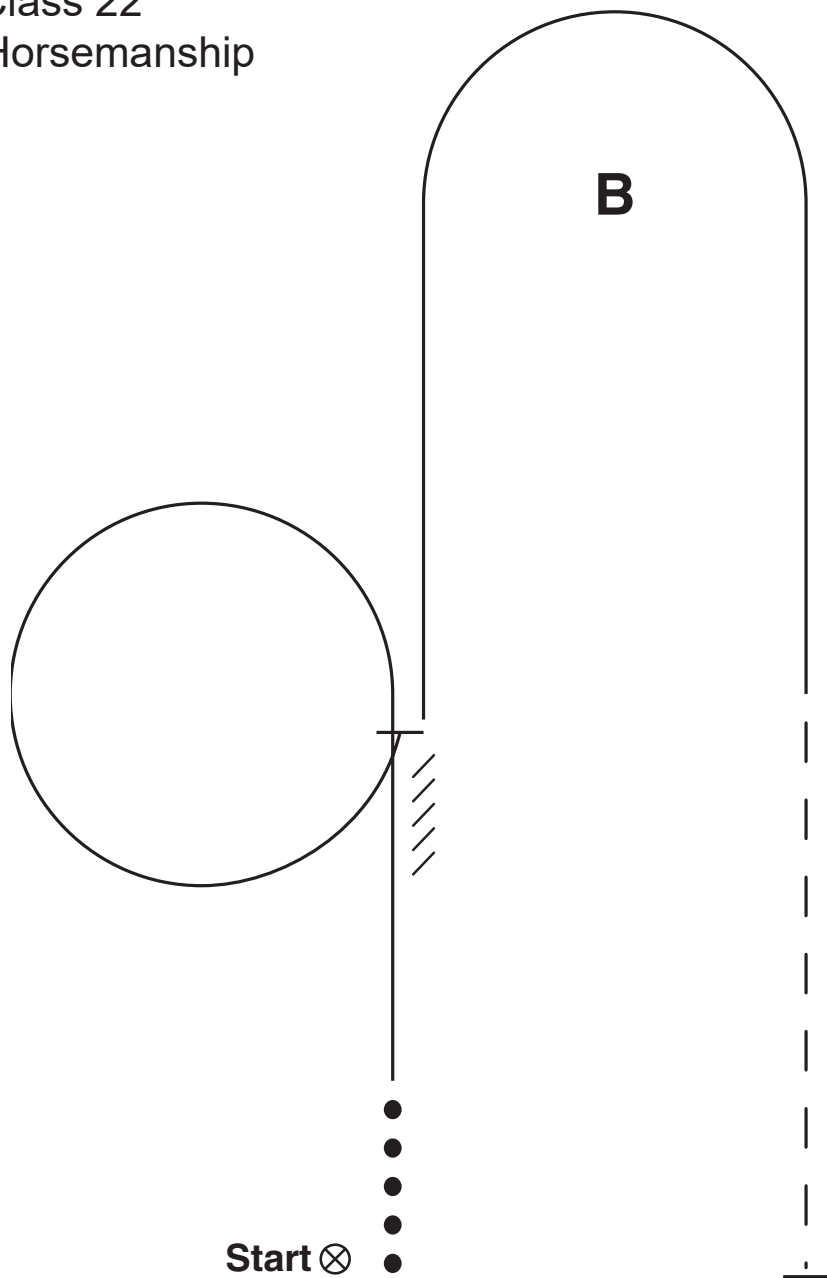
Novice Horsemanship



Be ready at start cone

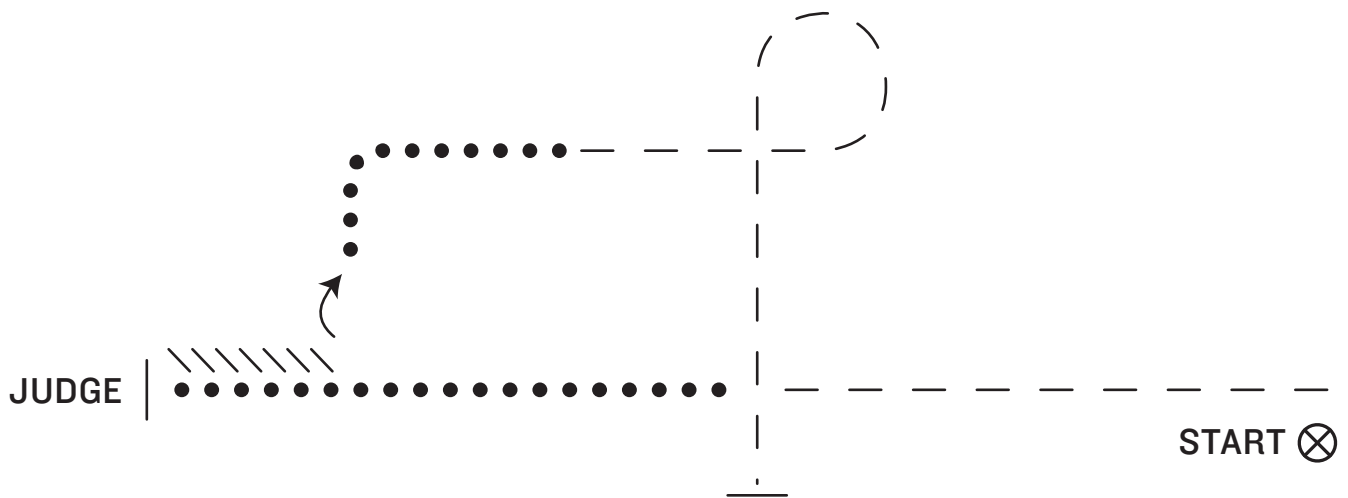
1. Jog A to B, Square corner at B and continue jog to C
2. At C, right lead lope circle
3. At C jog left circle
4. At C Extended jog to D
5. Stop at D, perform 1/4 turn left
6. Walk to E
7. At E stop, back up 1 horse length
8. Exit at walk

Class 22
Open Horsemanship



1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop and back one horse length
4. Lope right lead to and around b
5. Break to jog
6. Halt when even with A
7. Exit at a walk or jog

Class 23
Open Showmanship



1. Trot half way, walk half way
2. Stop and set-up for inspection
3. After inspection, back 1 horse length, execute 1/4 turn
4. Walk. Trot a left circle and across initial line
5. Stop
6. Exit at a walk