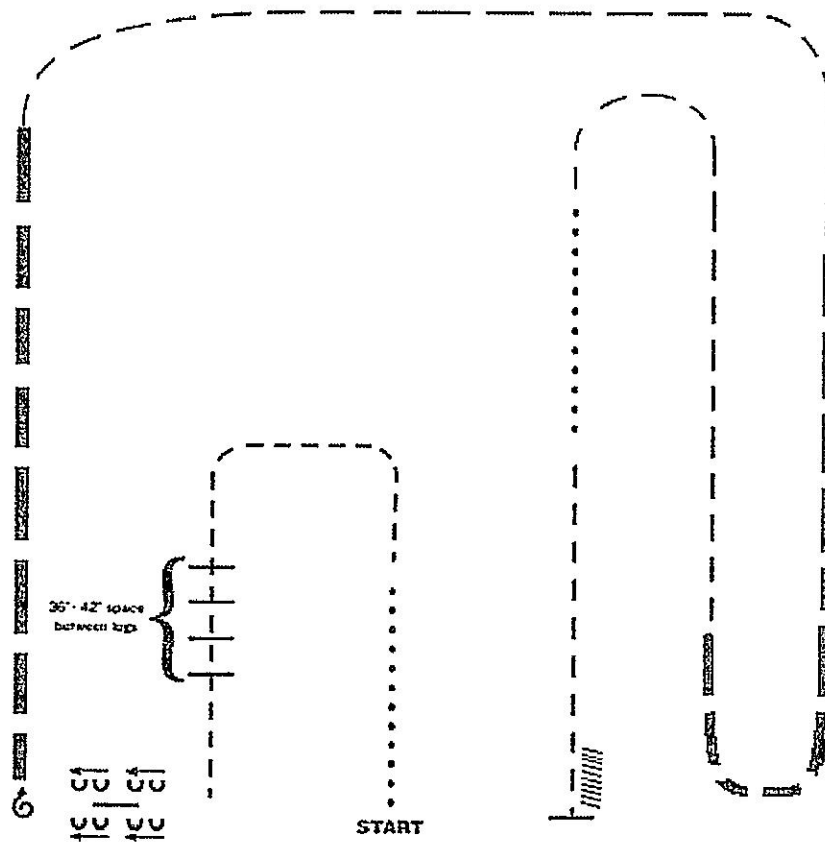


Class # 6

RANCH RIDING - PATTERN 12

WALK TROT



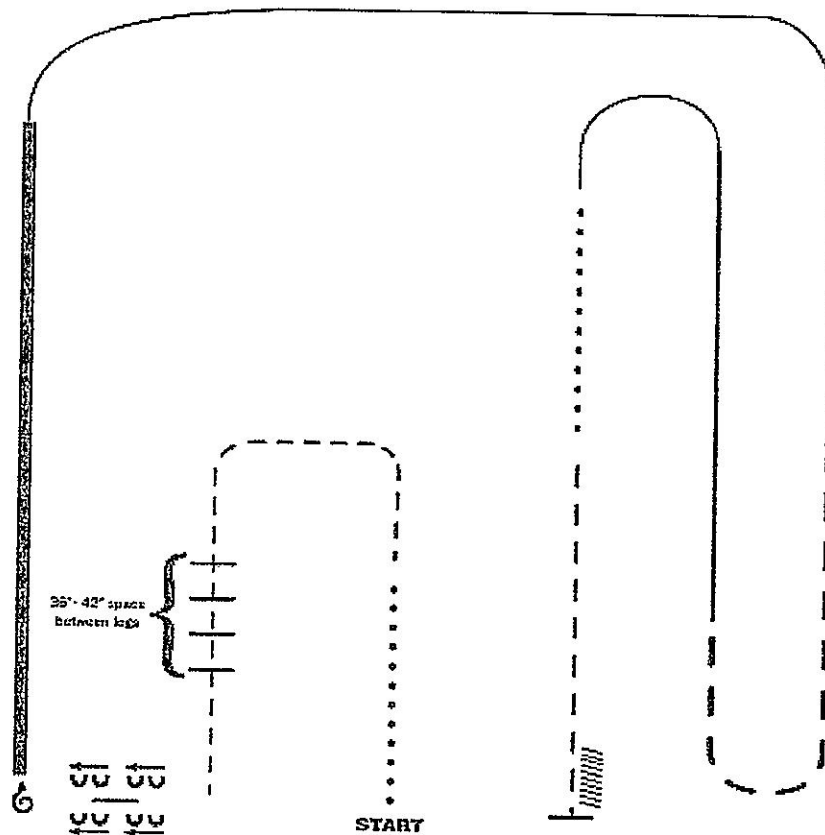
1. Walk
2. Trot
3. Trot logs
4. Side pass right over log
5. 1 1/2 turns right
6. Extended Trot
7. Trot
8. Extended trot
9. Trot
10. Walk
11. Trot
12. Stop and back

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

Keyes ☺

Class # 7, 8, 9, 10

RANCH RIDING - PATTERN 12



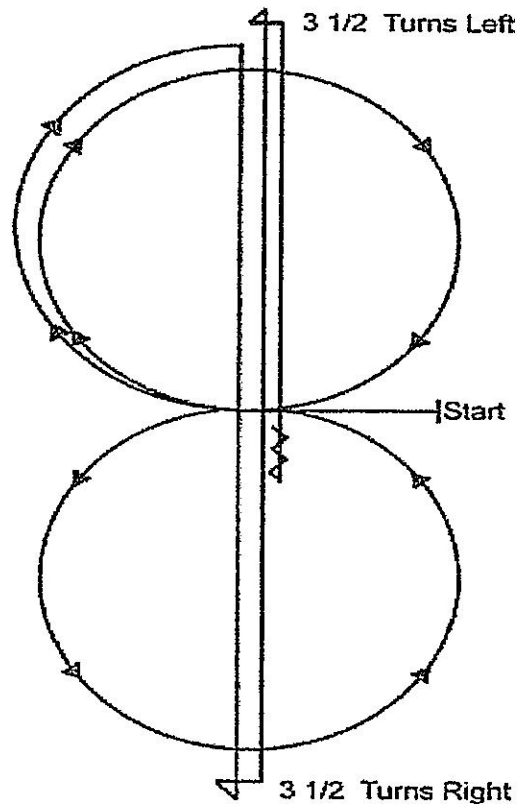
1. Walk
2. Trot
3. Trot logs
4. Side pass right over log
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

X Lead Change
 Walk
 - - - Trot
 ——— Ext Trot
 ——— Lope
 ——— Ext Lope
 ///// Back

CKeyes ☺

Class # 11, 12, 13, 14

VRH AND RHC RANCH REINING PATTERN 6



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.

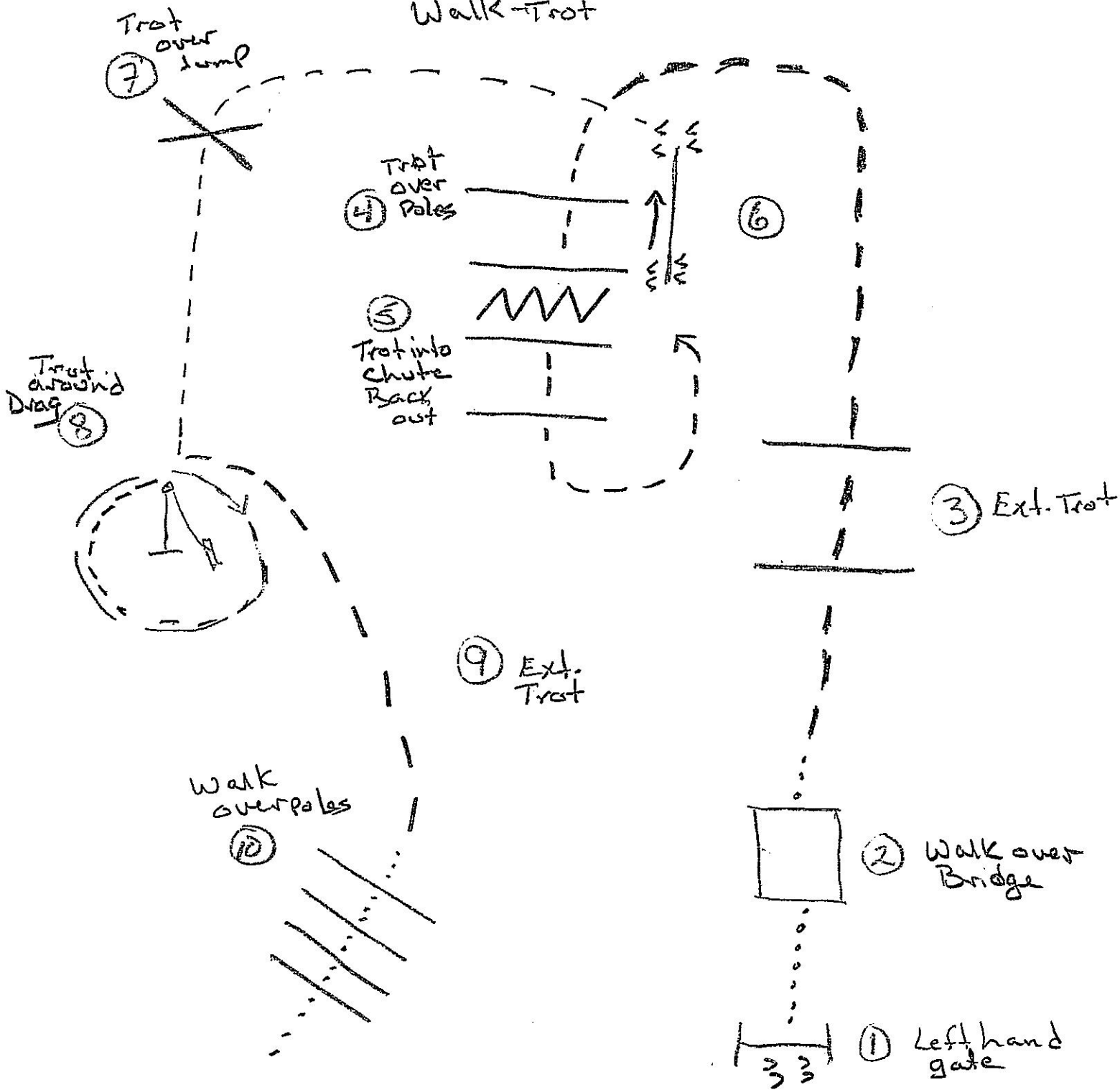
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

Keyes ☺

Ranch Trail Class # 15

Walk-Trot

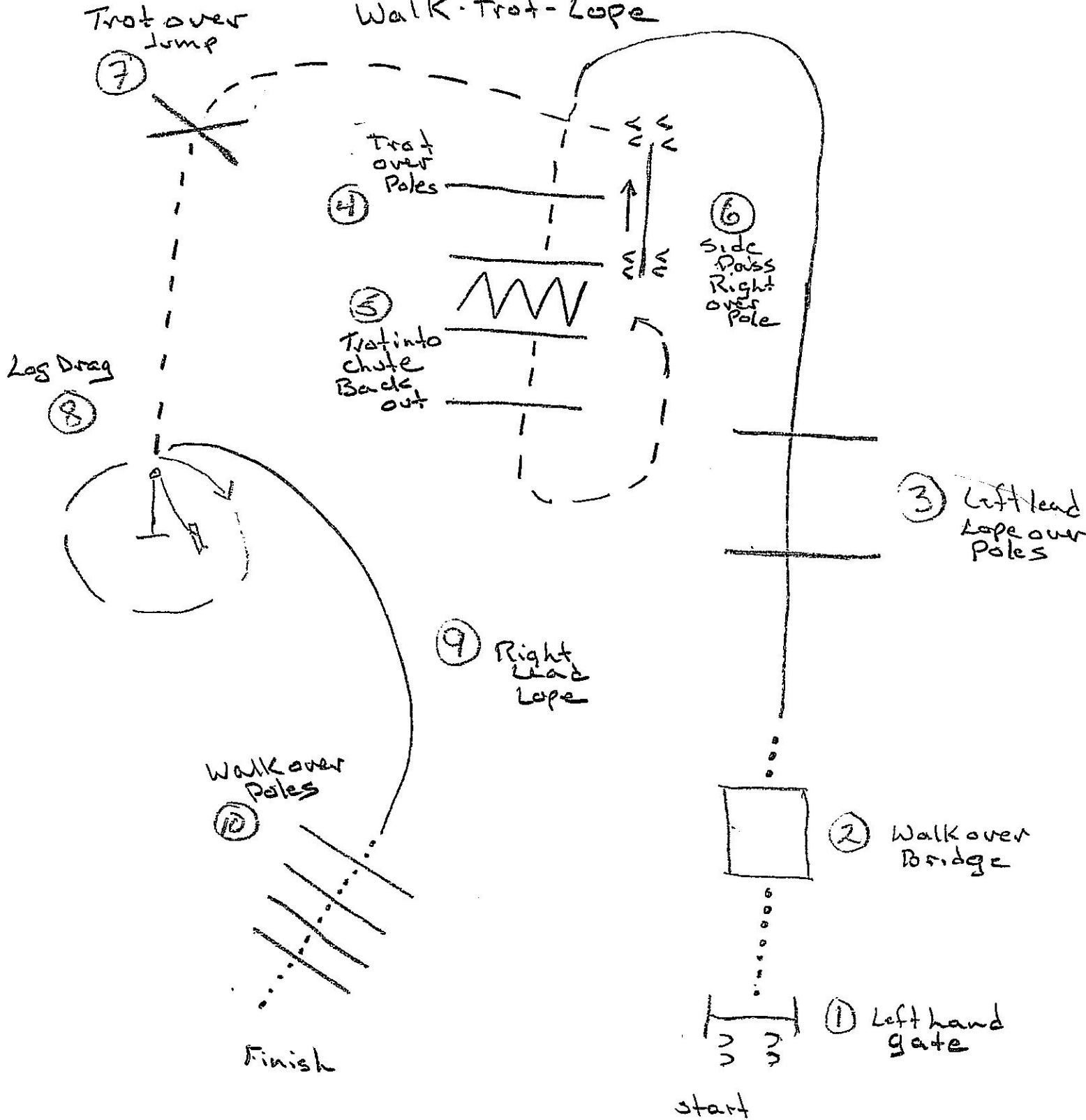


In/out Gate

Wade Kirksey

Ranch Trail Class # 16, 17, 18, 19

Walk-Trot-Lope



In/out
Gate

Wade Kirksey