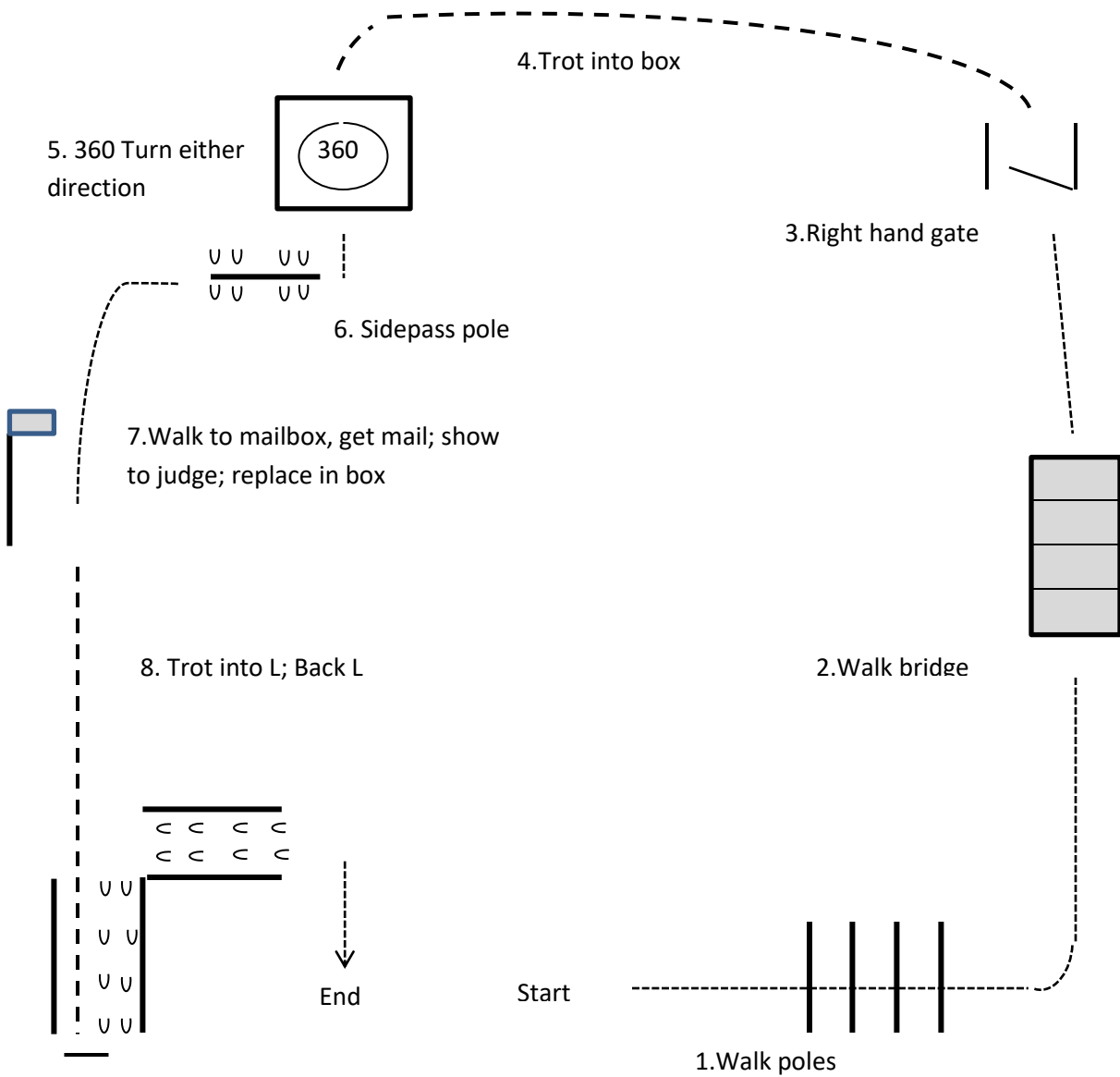


# Arena Trail Walk Trot

## Classes #22, 24, 25, 26, 27

Walk -----

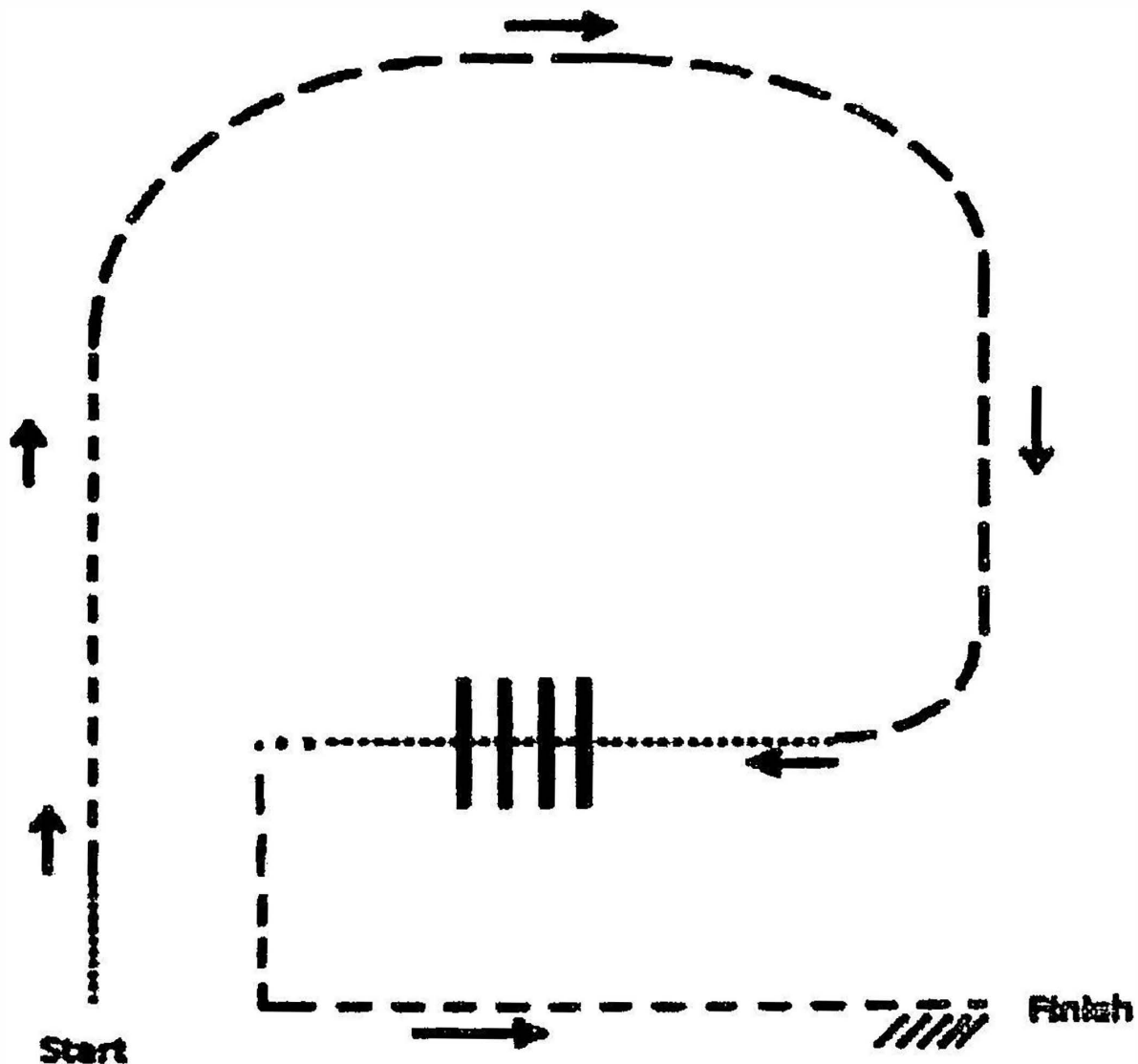
Trot - - - - -



# **RANCH RIDING - Walk/Trot Novice**

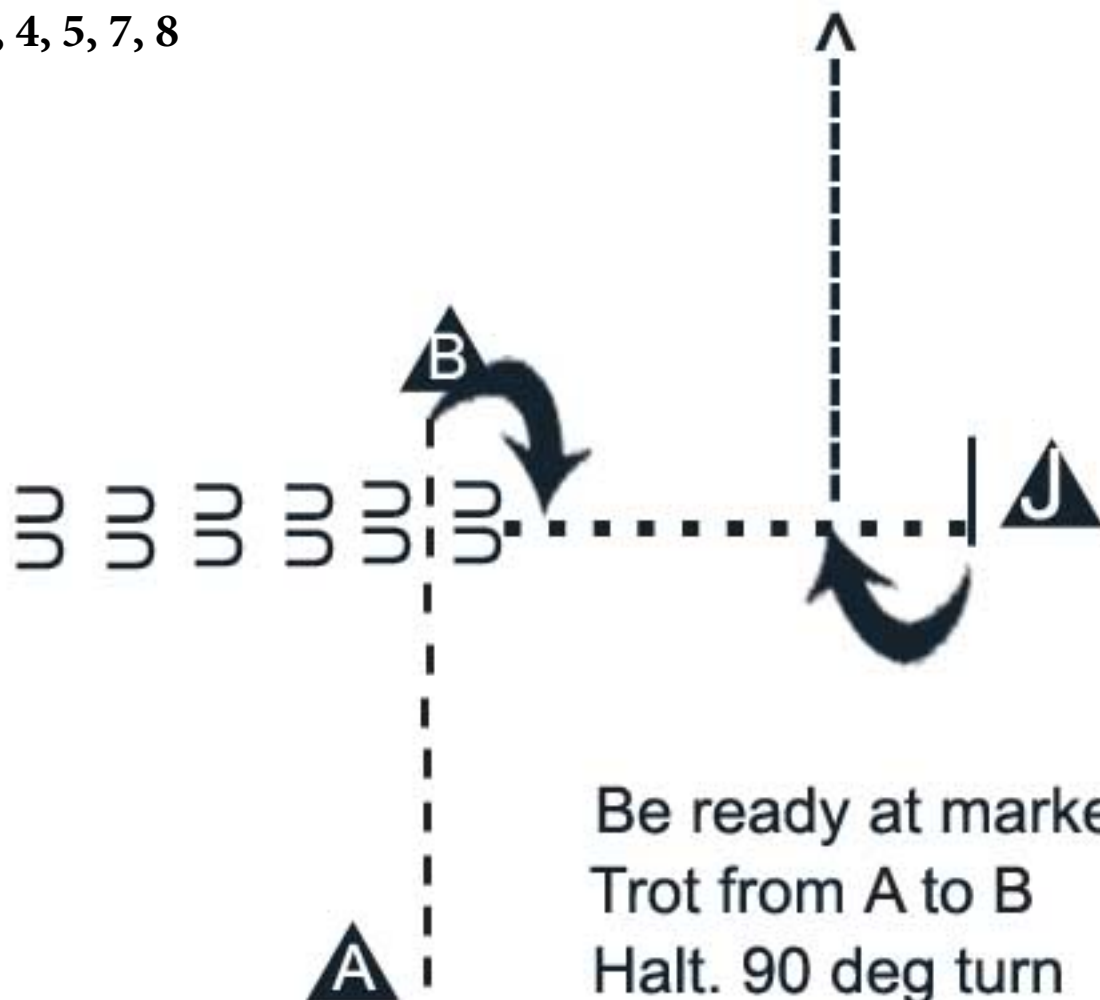
## **CLASS# 48**

- 1. WALK**
- 2. TROT** up side of arena
- 3. EXTENDED TROT** across the top and down side turning toward Logs
- 4. WALK** to and Over Logs
- 5. TROT** a right angle to the finish
- 6. STOP** and **BACK** at least 4 strides



# Showmanship

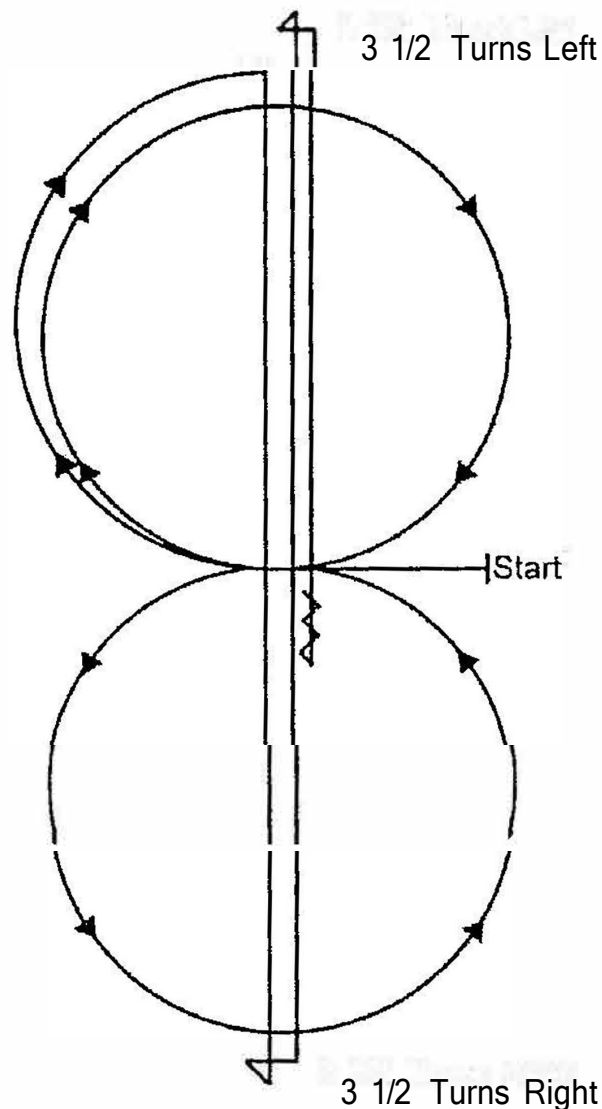
CLASSES #3, 4, 5, 7, 8



Be ready at marker A  
Trot from A to B  
Halt. 90 deg turn  
Back 6 steps  
Walk to judge  
Set up for inspection  
270 deg turn trot away.  
Line up

## REINING - CLASSES #31, 32, 33

### VRH AND RHC RANCH REINING PATTERN 6

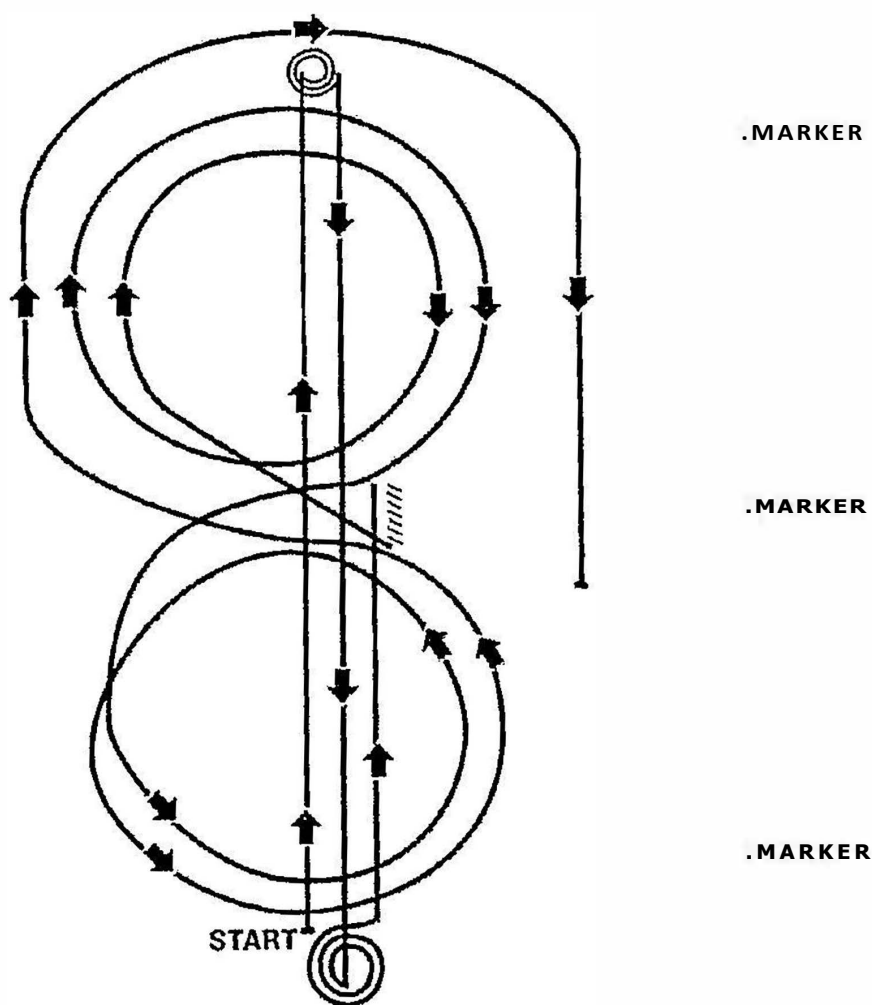


Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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.

VRH AND RHC RANCH REINING PATTERN 4



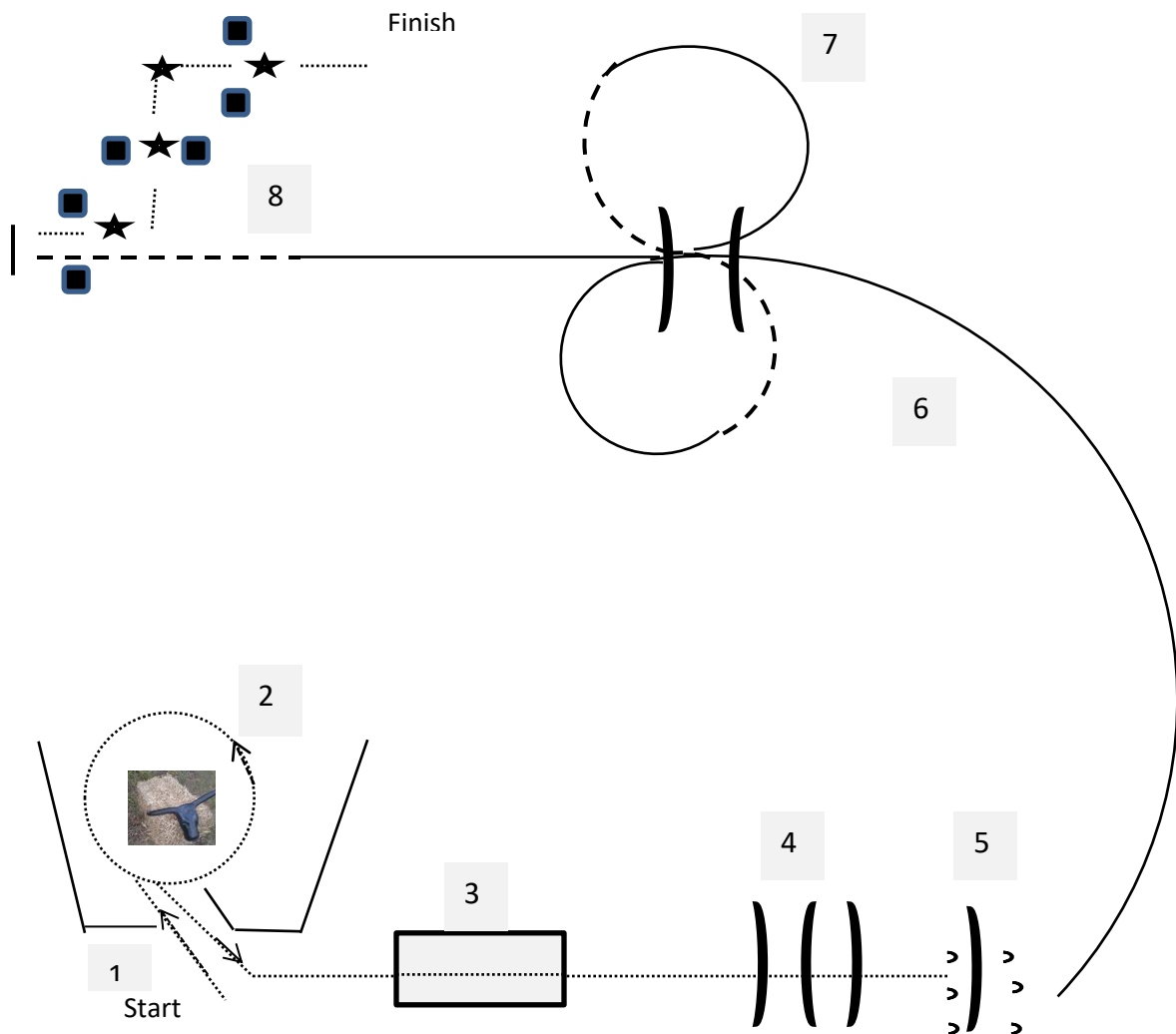
**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place mark-ers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

- 1.- Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

# RANCH TRAIL – CLASSES #57, 58, 59

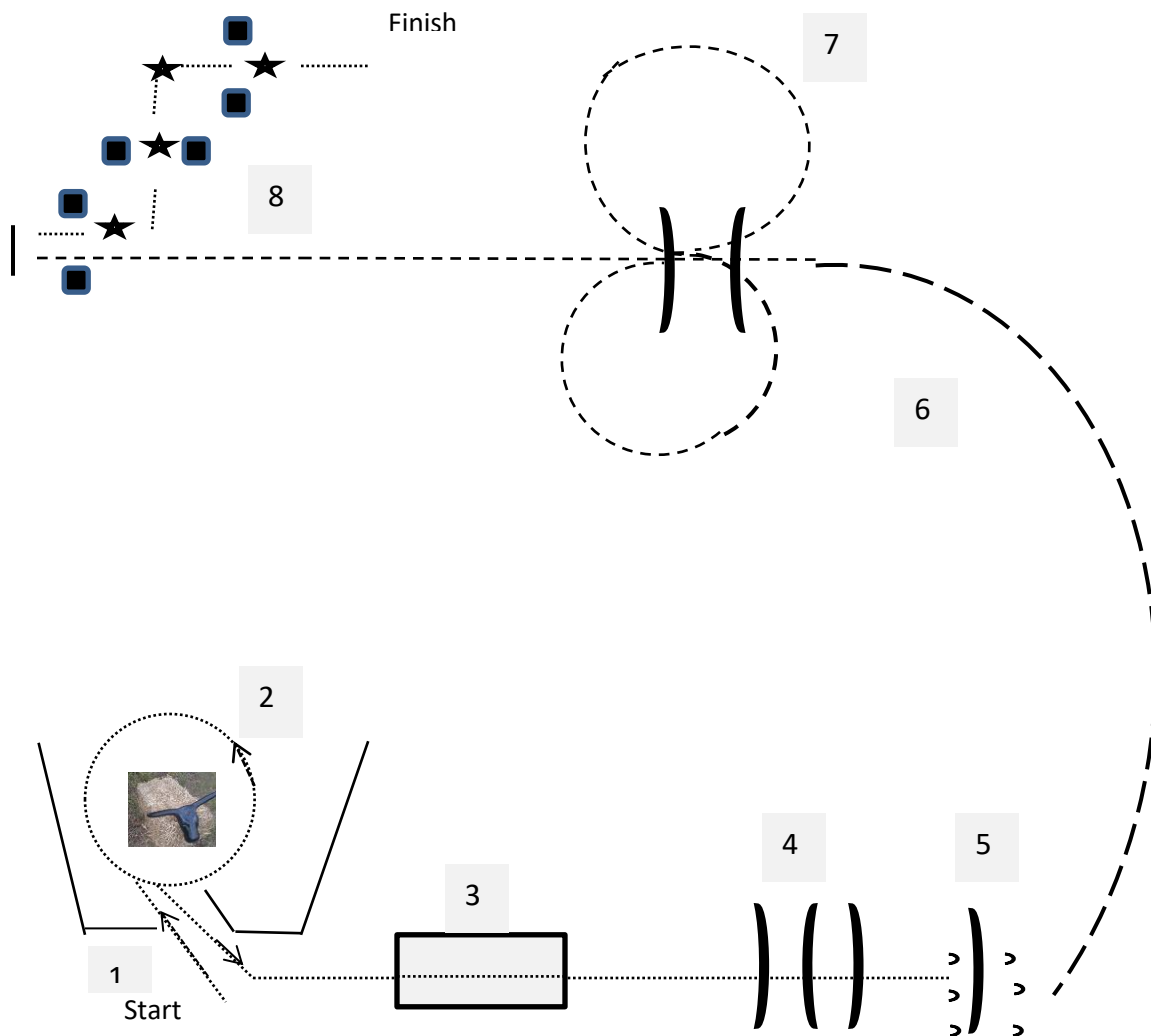
Walk ..... Trot - - - - - Lope \_\_\_\_\_ Back ★ ..... ★



1. R/H push gate
2. Walk counterclockwise around "steer", R/H push gate
3. Walk bridge
4. Walk 3 logs
5. Side pass from middle to the right of 4<sup>th</sup> log
6. Lope logs left lead, break to trot – trot poles
7. Lope logs right lead
8. Trot to obstacles, back between obstacles

## RANCH TRAIL WALK TROT – CLASSES #55, 56

Walk ..... Trot - - - - - Ext. Trot — — — — . Back ★ ..... ★



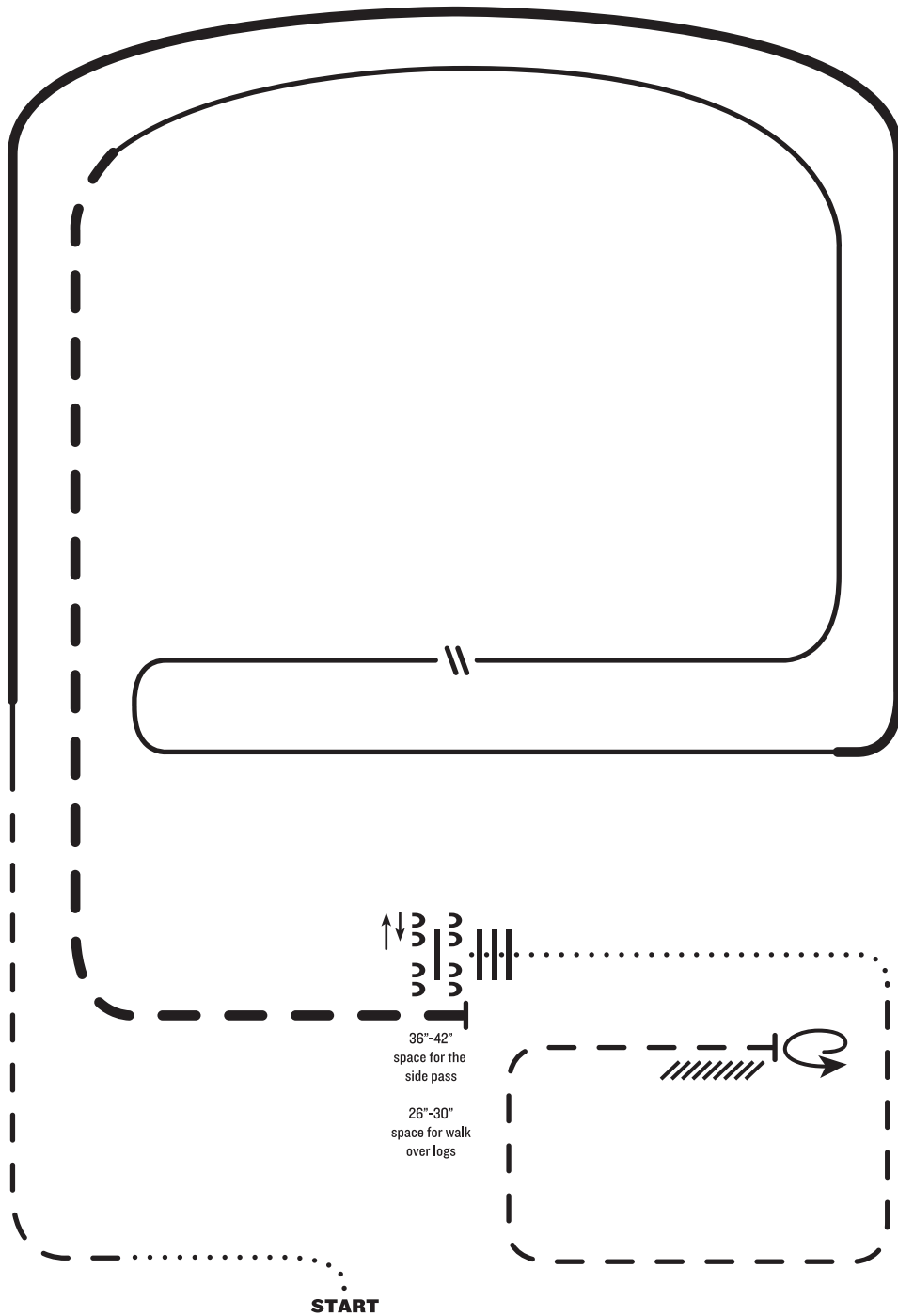
1. R/H push gate
2. Walk counterclockwise around "steer", R/H push gate
3. Walk bridge
4. Walk 3 logs
5. Side pass from middle to the right over 4<sup>th</sup> log
6. Extended trot, break to trot – trot poles to left
7. Trot poles to right
8. Trot to obstacles, back between obstacles

## RANCH RIDING - PATTERN 4

## CLASSES #52, 53, 54

## LEGEND

.....	Walk
. . .	Extended Walk
— —	Trot
— —	Extended Trot
————	Lope
————	Extended Lope
////	Back
\\	Lead Change



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

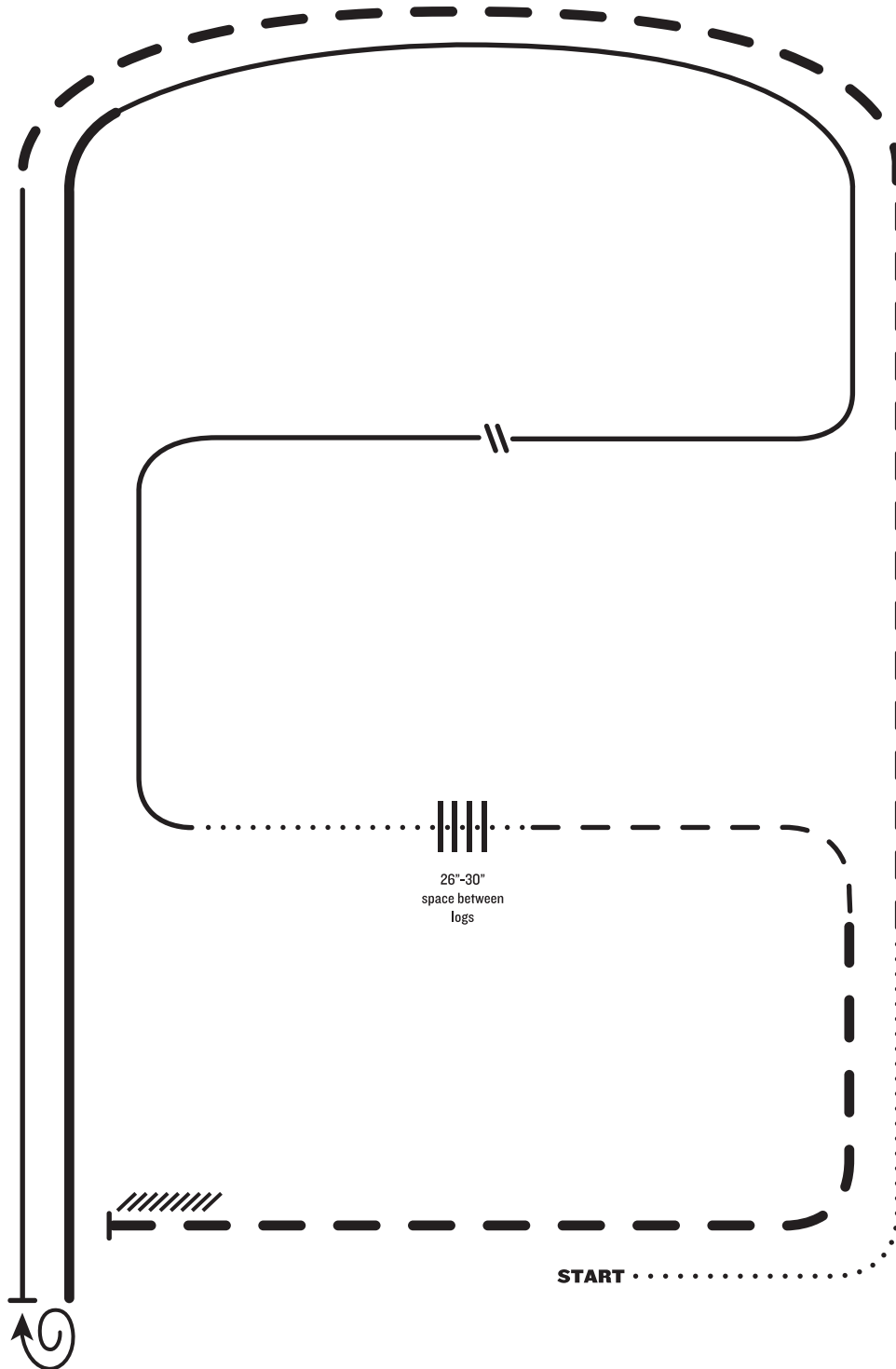
**Note:** The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



## CLASSES #49, 50, 51

**LEGEND**

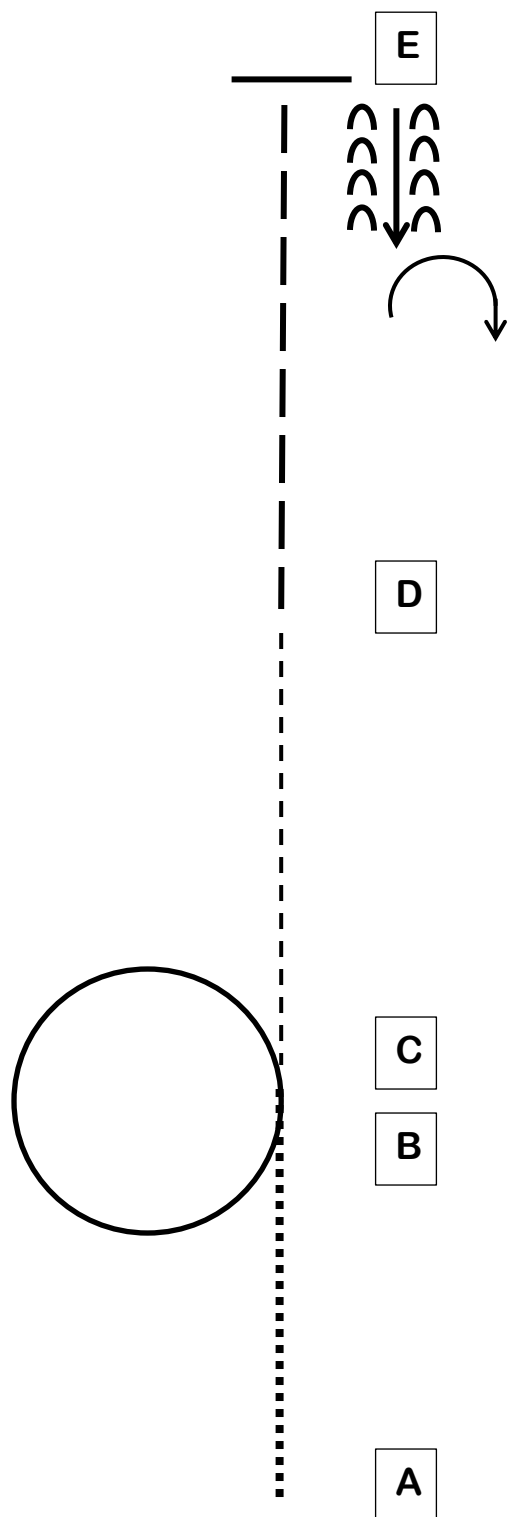
.....	Walk
. . .	Extended Walk
— —	Trot
— —	Extended Trot
————	Lope
————	Extended Lope
////	Back
\\	Lead Change



1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. 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.

# WESTERN HORSEMANSHIP PATTERN – CLASS #39



1. Walk A to B
2. At B, Lope Circle
3. At C, Jog to D
4. At D, Extend the Jog to E
5. At E, Stop & Back 4 Steps
6. Turn 90 to the Right

Walk .....  
Lope \_\_\_\_\_  
Jog - - - - -  
Extended Jog \_ \_ \_

# Arena Trail Walk, Trot, Lope

## Classes #28, 29, 30

Walk .....

Trot - - - - -

Lope \_\_\_\_\_

