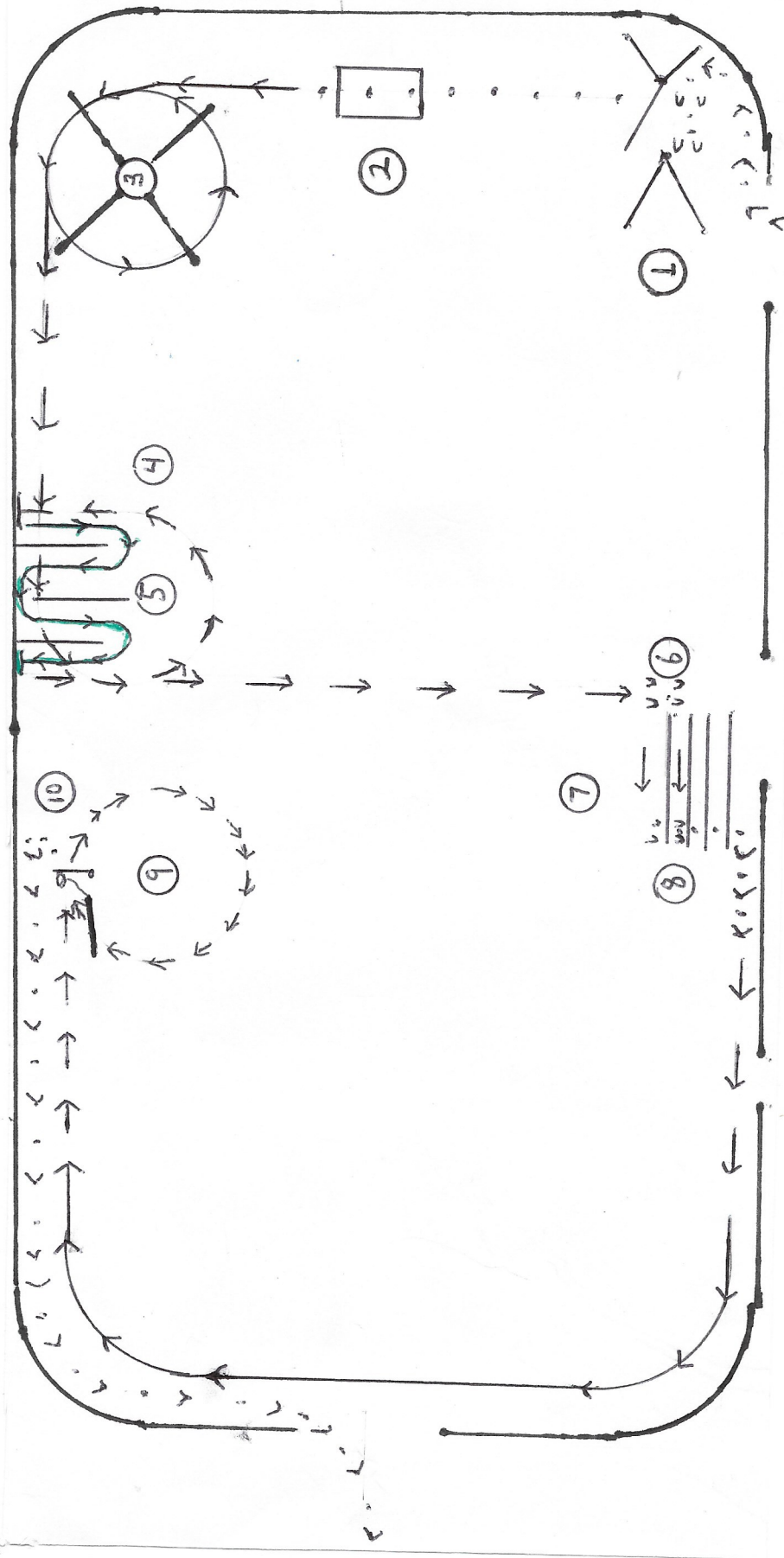


Walk Trot _ _ _ _ _ Extended Trot _ _ _ _ _ Lope

Friday

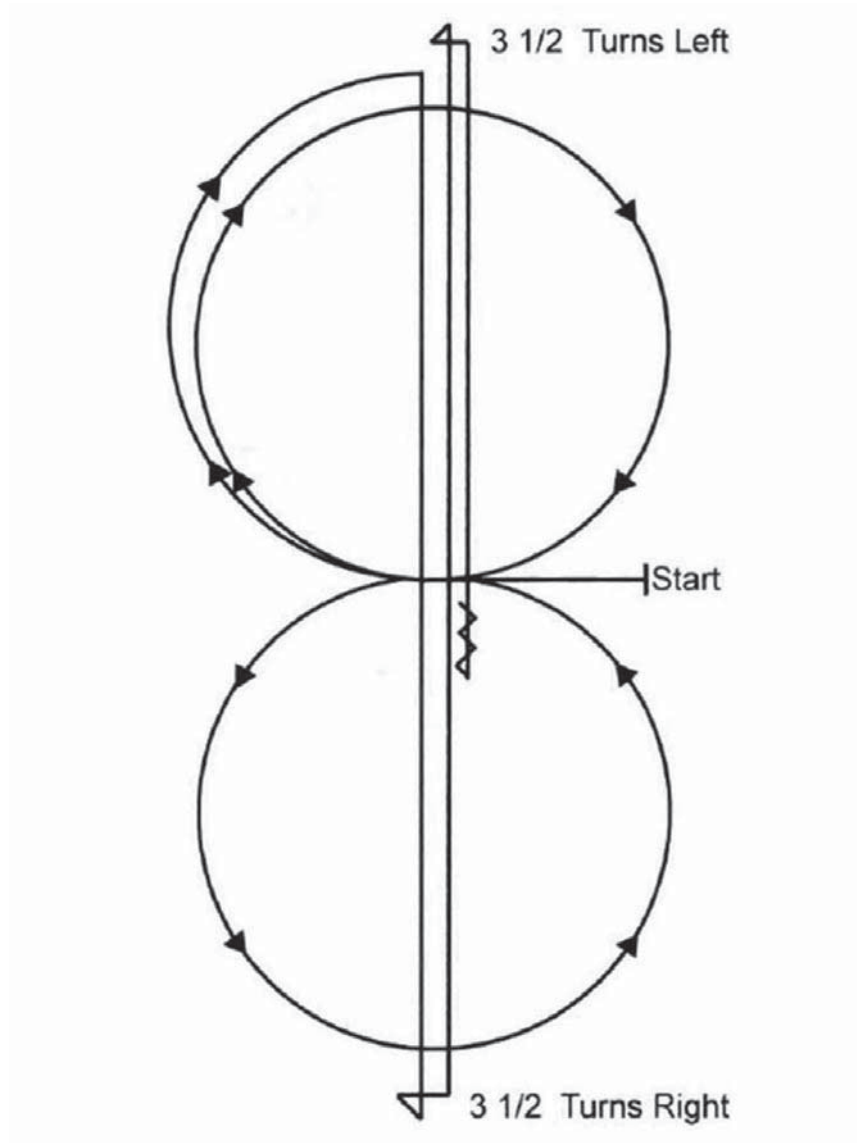
V R H T R A I L

EXIT



1. **GATE:** Right hand gate, walk from gate to bridge.
2. **BRIDGE:** Walk over bridge, lope on left lead to # 3.
3. **LOPE OVER:** Lope circle over 4 logs. 1st log will also be the last log you lope over. Drop to long trot to # 4 & # 5.
4. **TROT OVER:** Long trot over 3 logs circling back to the right of 1st log, stop facing the rail.
5. **BACK THRU:** Back thru the 3 trot over logs. Long trot to # 6 (mail box).
6. **MAIL BOX:** Stop next to mail box, retrieve and show mail to judges and return mail to mail box.
7. **SIDE PASS:** Side pass log to the right, stop at end of log, stay on log.
8. **WALK OVER:** Walk over 3 logs, turn right at rail. Long trot and before corner pickup lope on the righthand lead, continue the righthand lead thru the corner, drop to a long trot to # 9.
9. **ADULT LOG DRAG:** At the trot, drag log around stump returning log and rope to the post.
10. **YOUTH CARRY BUCKET:** Youth will retrieve bucket from post, trot circle around stump and return bucket to the post.

VRH AND RHC RANCH REINING PATTERN 6

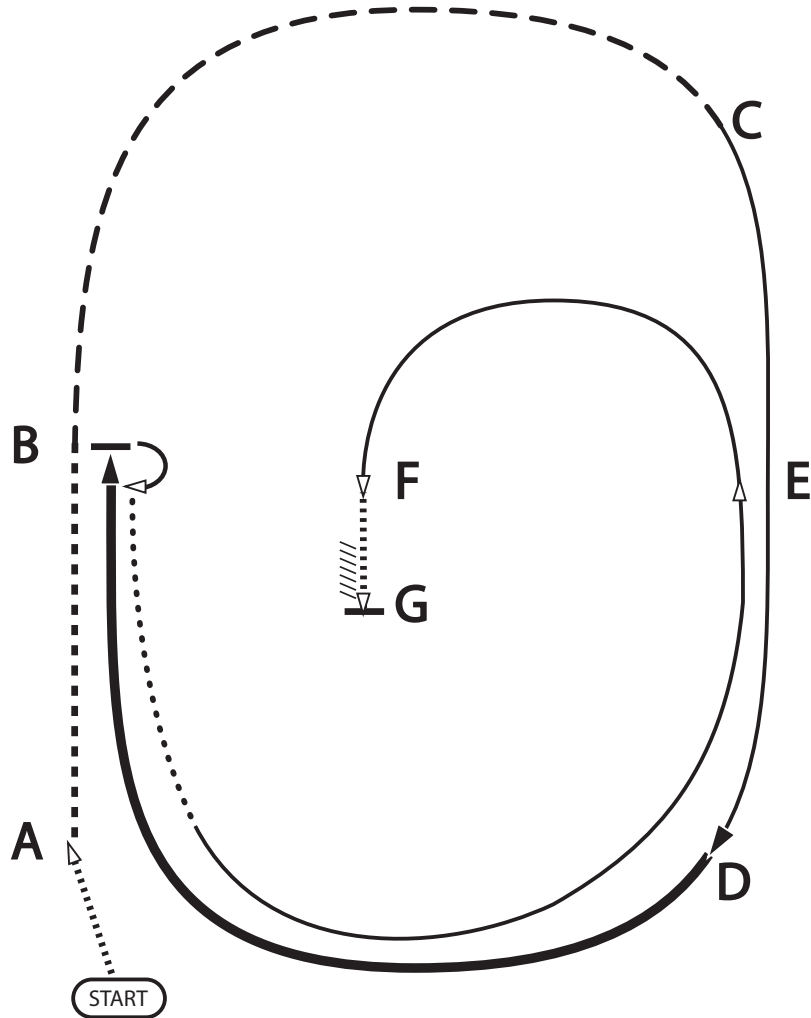


Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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 Ranch Riding Pattern I



1. Walk from start cone to cone A.
2. Trot from A to B.
3. Extend the trot from B to C.
4. Lope on the right lead from C to D.
5. Extend the lope from D to B.
6. Stop at B, turn and trot to A.
7. Lope on the left lead from A to E.
8. Turn toward the middle of the arena and continue to lope to F.
9. Walk from F to G.
10. Stop and back approximately one horse length.

- Walk
- Trot
- Extended Trot - - - - -
- Lope _____
- Extended Lope _____
- Back 