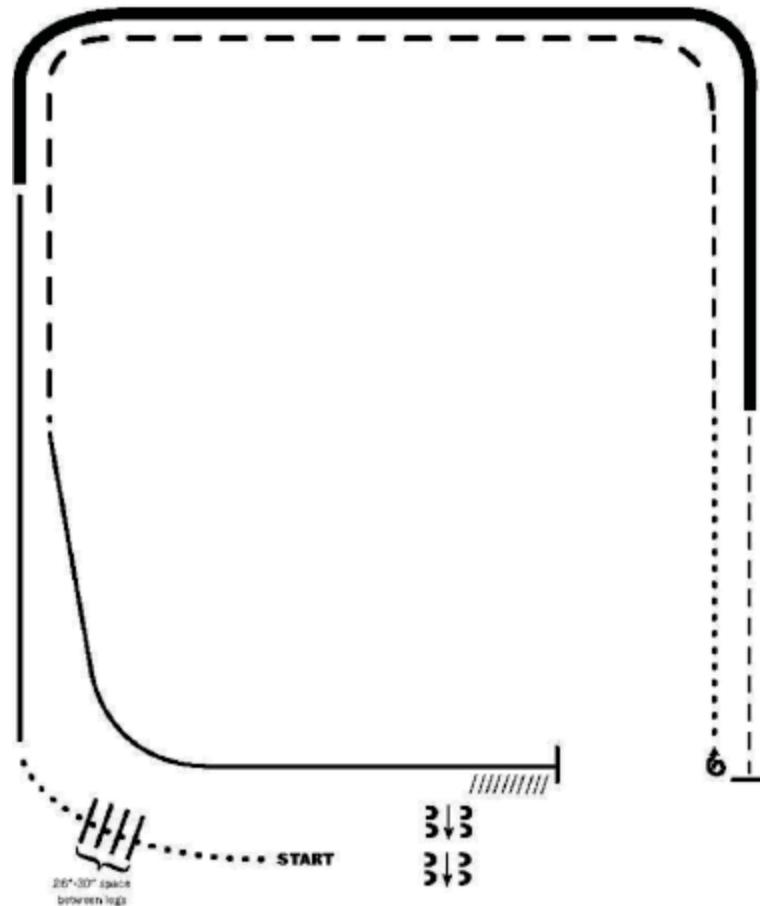


Green Ranch Riding

Green Pattern #6, Class 4



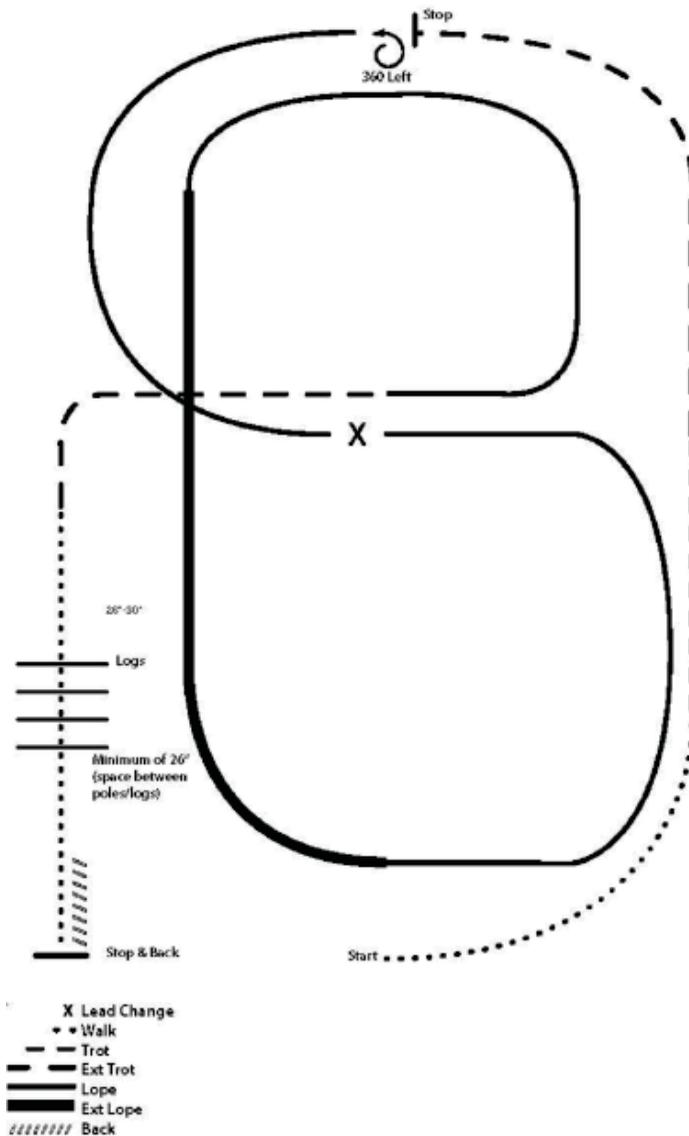
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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

Ranch Riding

Buckskin Bred, Amateur & Youth 18U

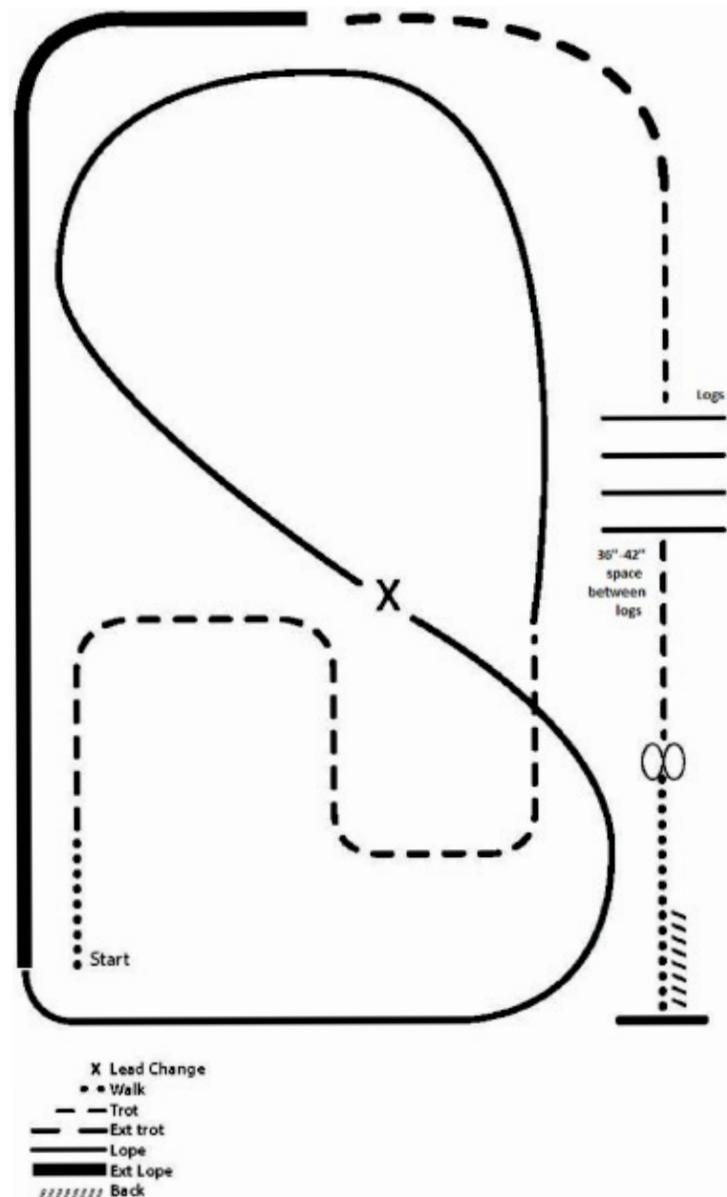
Pattern #1, Classes 5, 6, & 7



1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Open Ranch Riding

Pattern #3, Class 8

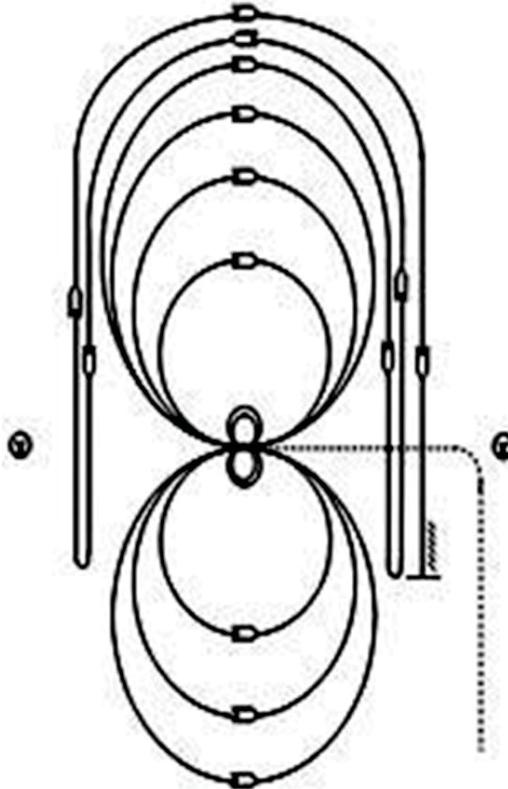


1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around 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

Buckskin Bred & Open Ranch Reining

Pattern #2, Classes 14 & 18

ABRA RANCH REINING 2



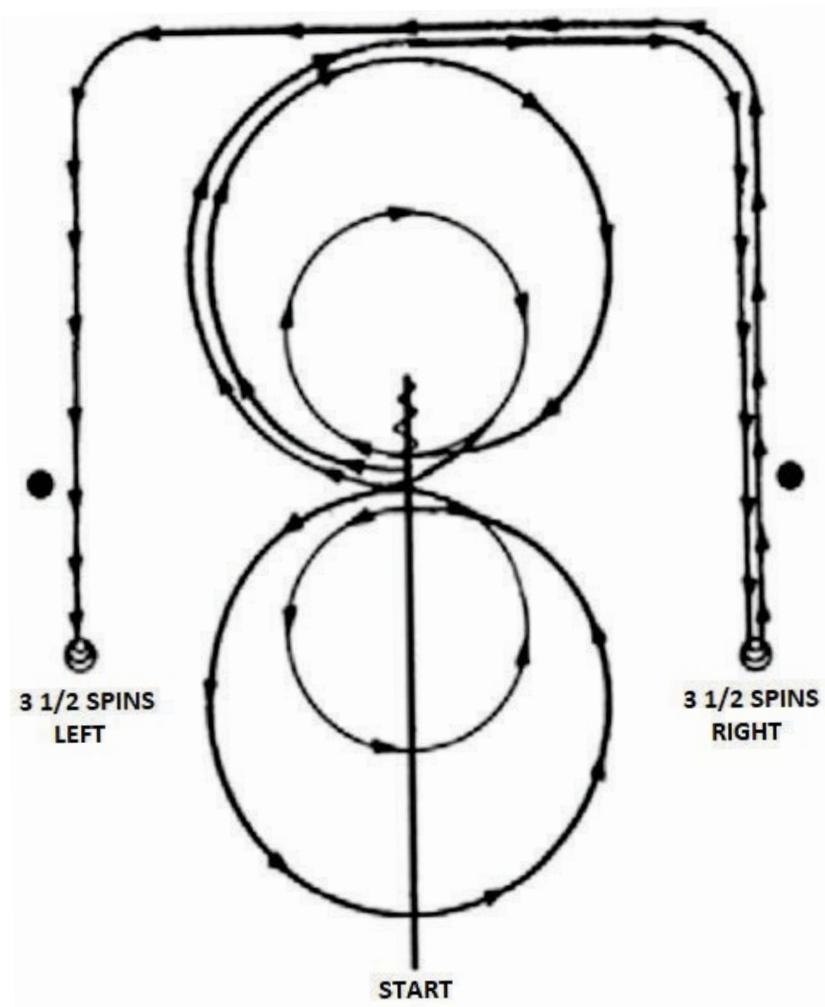
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

Green Ranch Reining

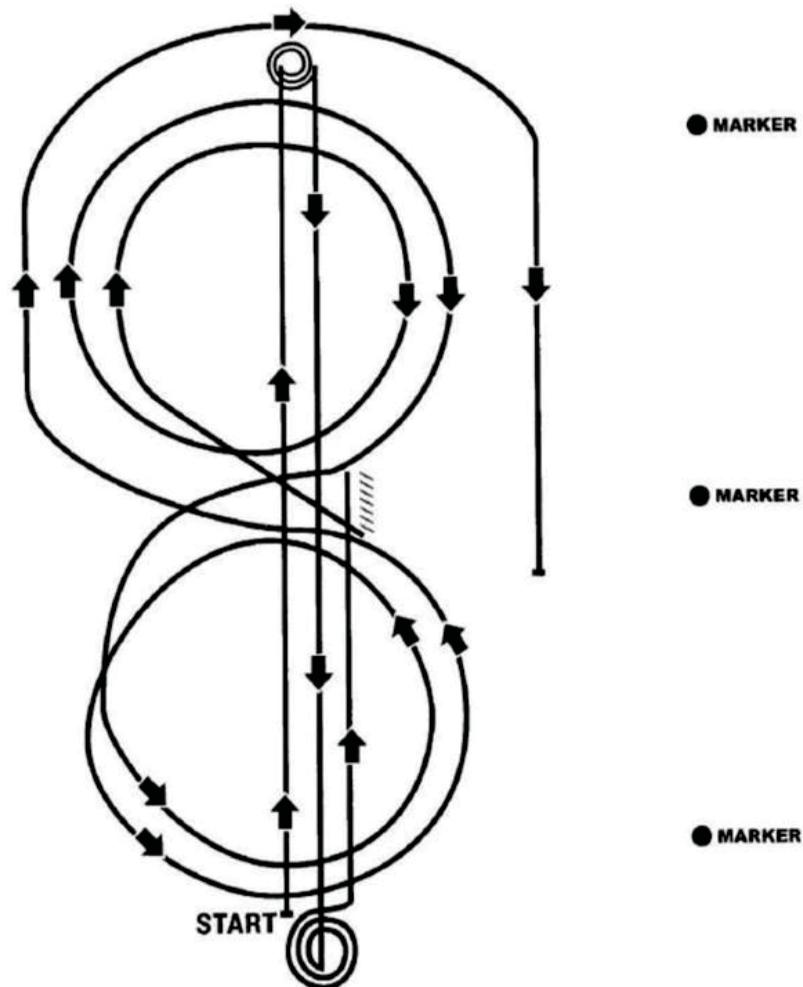
Pattern #1, Class 15



1. Start at the end of the arena. Run down the middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around the end of the arena and down the side (approximately 30 feet from the fence) past center marker and come to a sliding stop.
7. Complete 3-1/2 spins to the right.
8. Continue back down the side and end of the arena to the other side (approximately 20 feet from the fence), go past center marker and come to a sliding stop.
9. Complete 3-1/2 spins to the left. Hesitate to complete pattern.

Amateur & Youth18U Ranch Reining

Pattern #4, Classes 16 & 17



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern