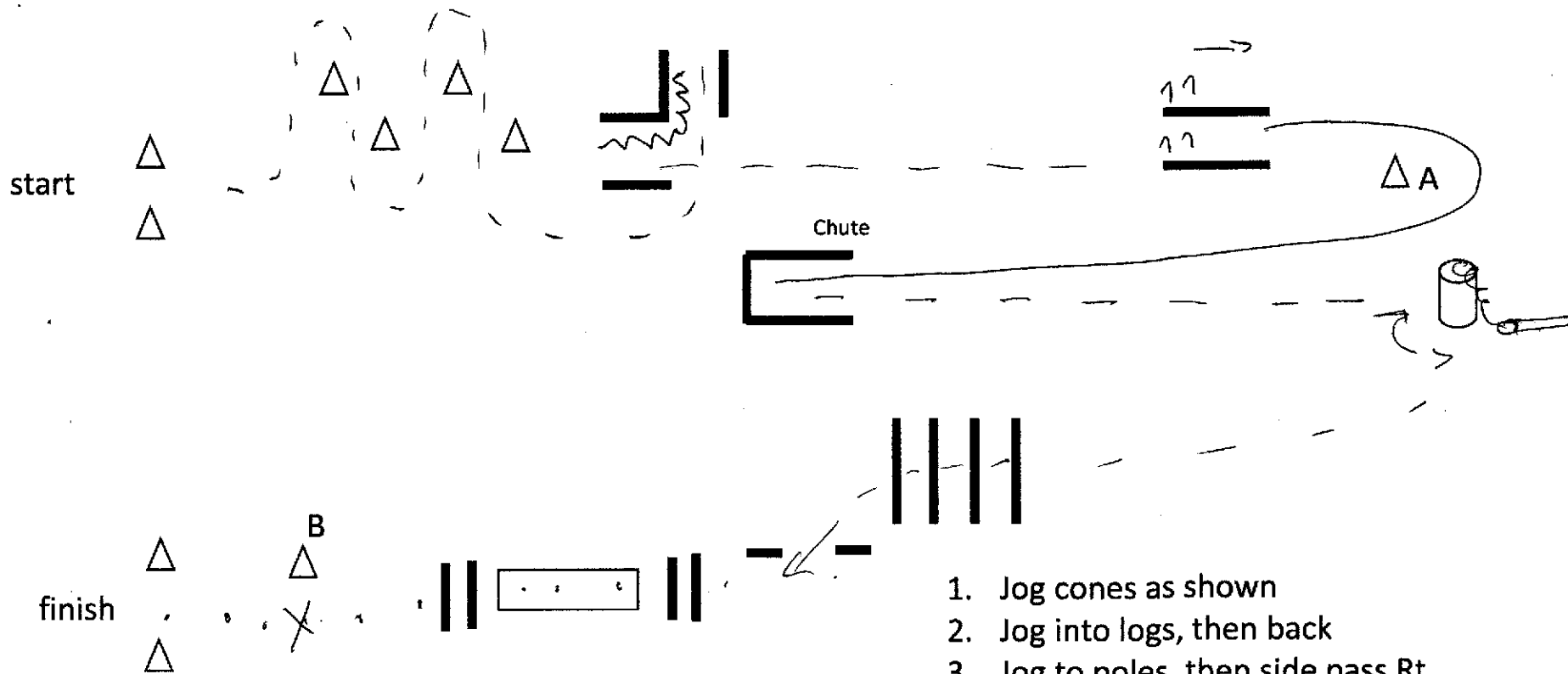
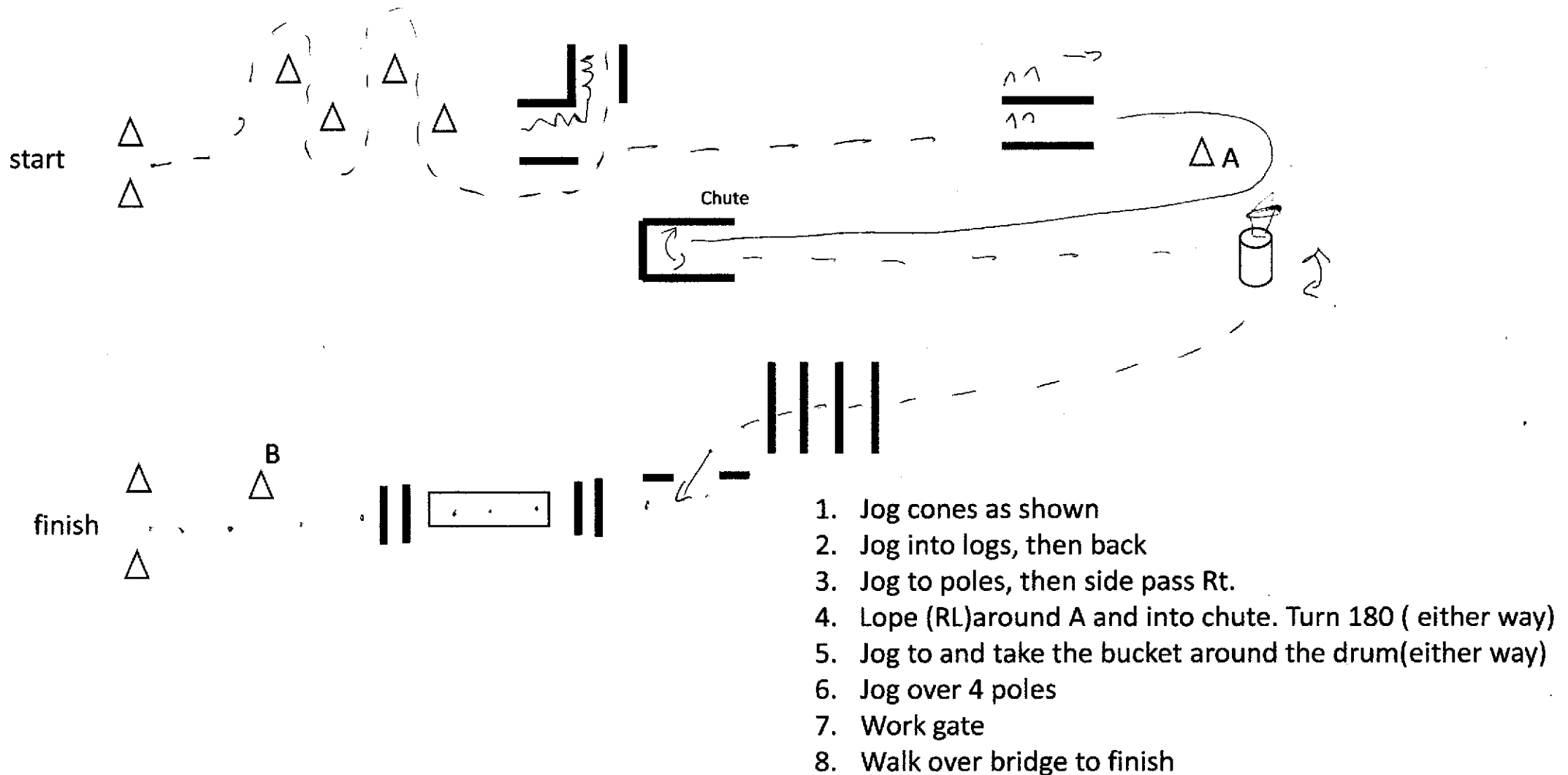


JUNIOR & SENIOR HORSE, ALL AMATEUR & ALL AGE TRAIL

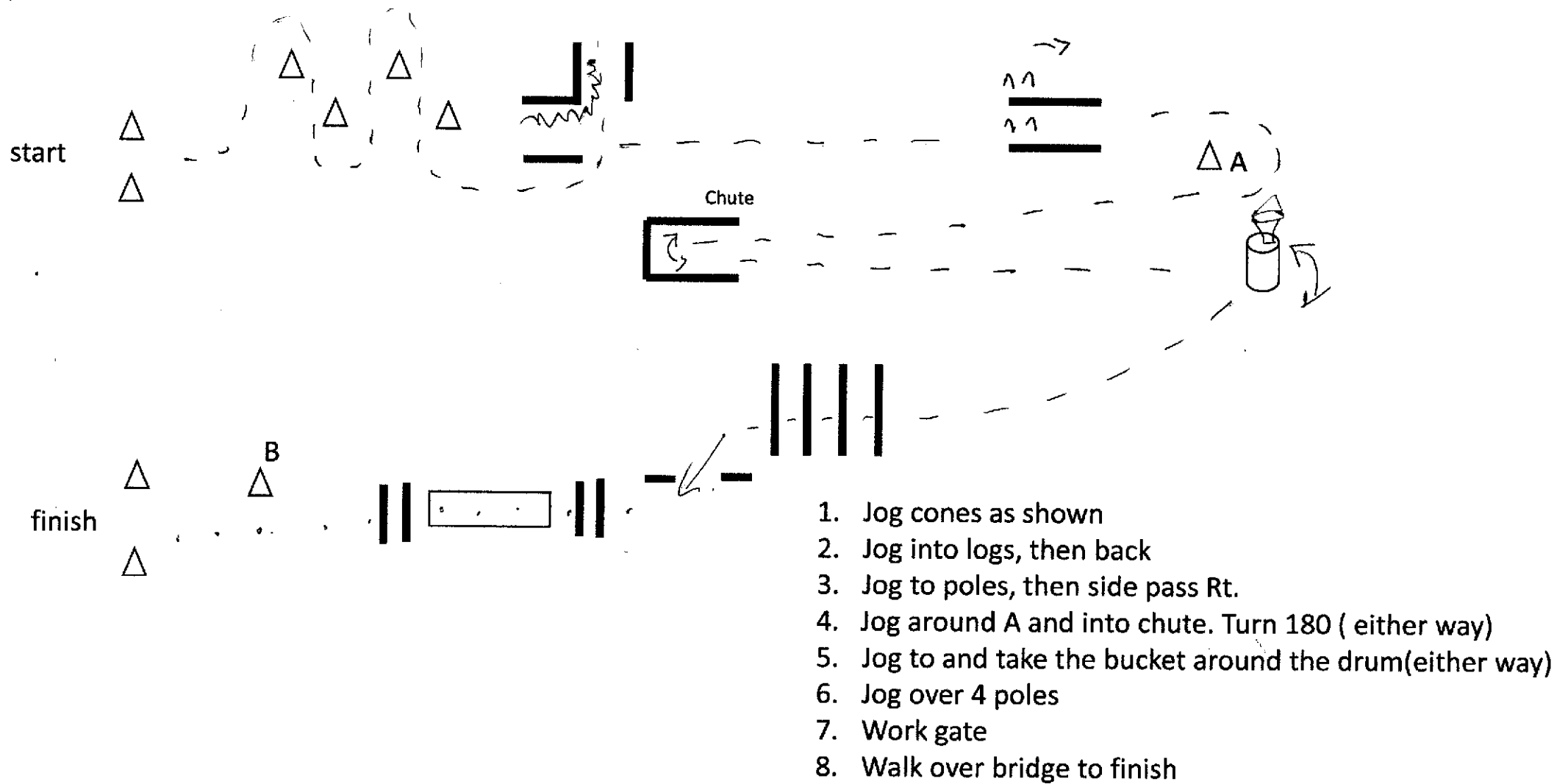


1. Jog cones as shown
2. Jog into logs, then back
3. Jog to poles, then side pass Rt.
4. Lope (RL) around A and into chute. Turn 180 (either way)
5. Jog to and take the drag around the drum(either way)
6. Jog over 4 poles
7. Work gate
8. Walk over bridge
9. At B. dismount and check one hoof. lead horse to finish

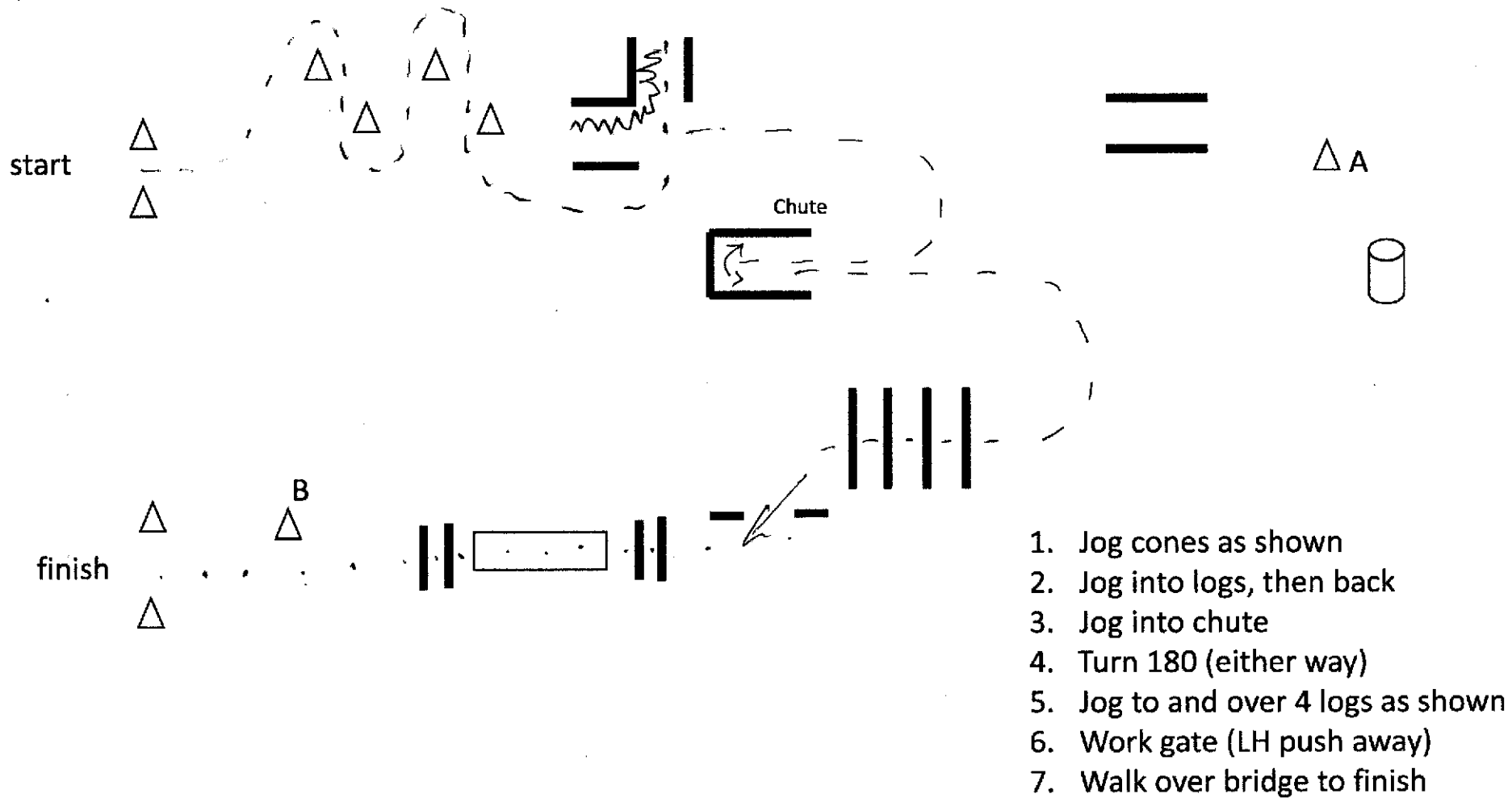
ALL YOUTH, INTERMEDIATE, AND HERITAGE SNAFFLE BIT TRAIL



GREEN HORSE, GREEN RIDER & GREEN YOUTH TRAIL

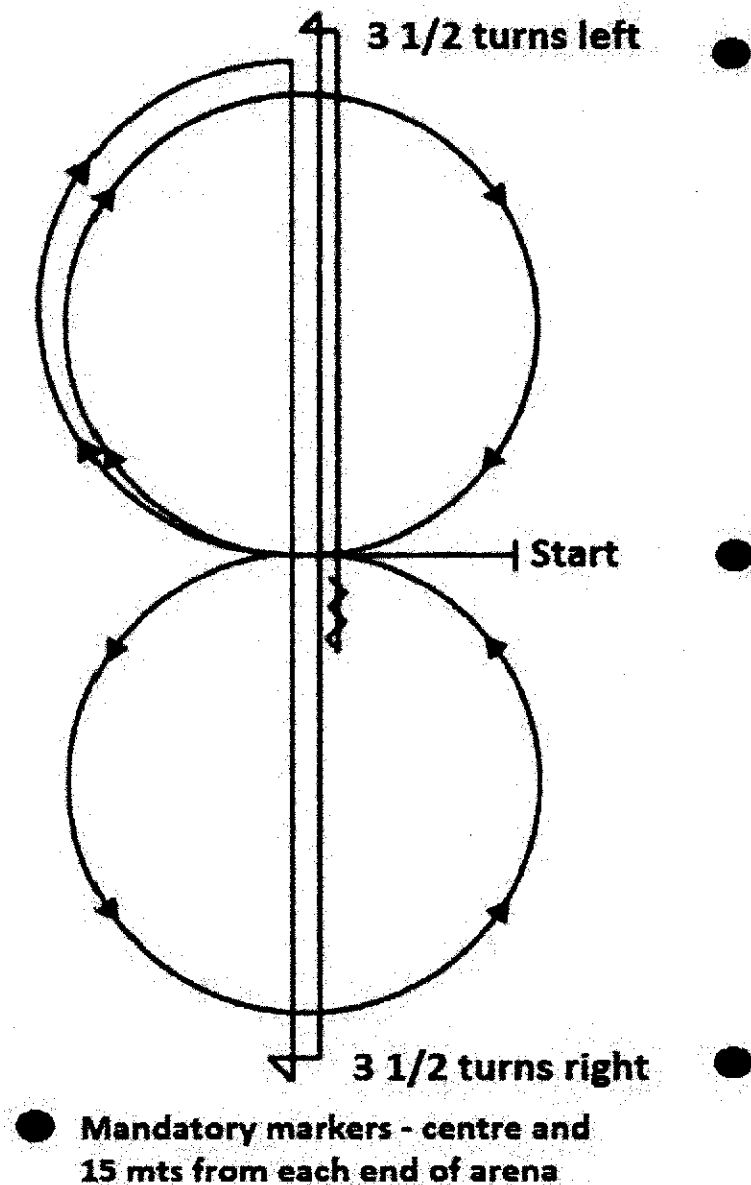


ALL RANCH PROSPECT TRAIL



ALL

RANCH REINING PATTERN 6

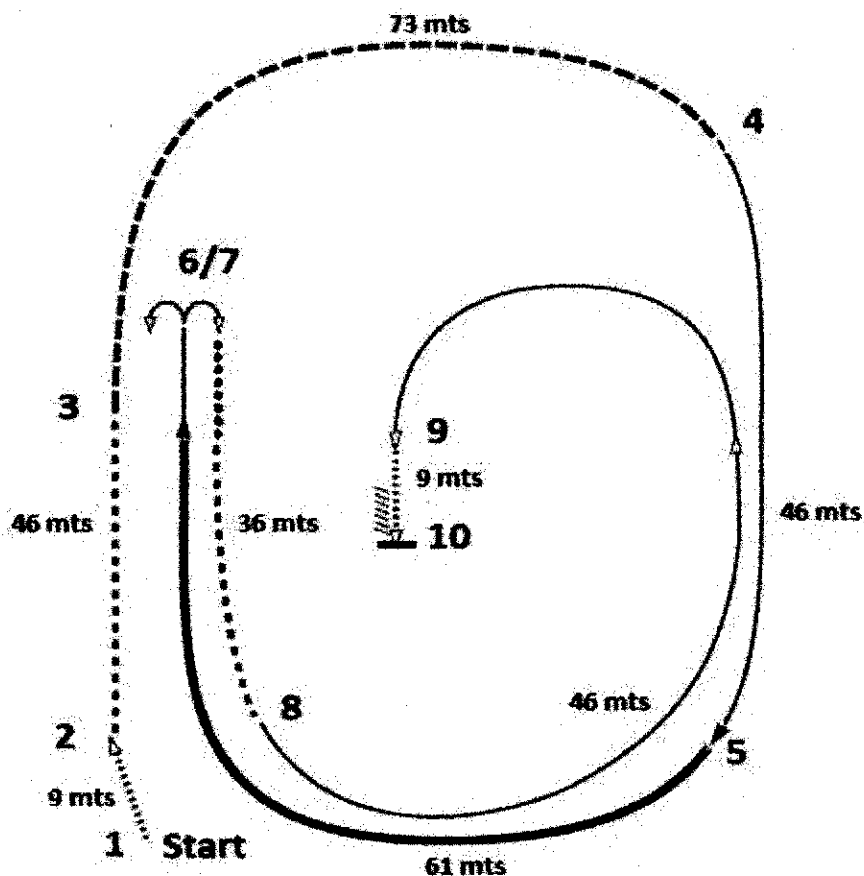


Ride pattern as follows: Trot to centre of arena and stop or walk before departure. Start pattern facing toward Judge.

1. Beginning on right lead, lope one (1) circle to the right. Change leads (flying) at centre of arena
2. Complete one (1) circle to the left. Change leads (flying) at centre of arena.
3. Begin a circle to the right but do not close this circle. Run down centre of arena past end marker and do a sliding stop.
4. Complete 3½ spins to the right.
5. Run up to the other end of arena, past end marker and do a sliding stop.
6. Complete 3½ spins to the left.
7. Run past centre marker and do a sliding stop. Back at least 3 m. Hesitate to show completion of pattern.

ALL

RANCH PLEASURE PATTERN 3



- Walk
- Ext. Walk
- Trot
- Ext. Trot
- Lope
- Ext. Lope
- //// Back

The above measurements are suggested and markers are optional

1. Walk from 1 to 2
2. Trot from 2 to 3
3. Extend trot from 3 to 4
4. Lope on right lead 4 to 5
5. Extend lope from 5 to 6 (collect lope before stopping)
6. Stop at 6 and reverse either direction
7. Trot from 7 to 8
8. Lope on left lead from 8 until even with 9, turn towards middle of arena and continue on left lead to 9
9. Walk from 9 to 10
10. Stop at 10 and back approximately one (1) horse length