

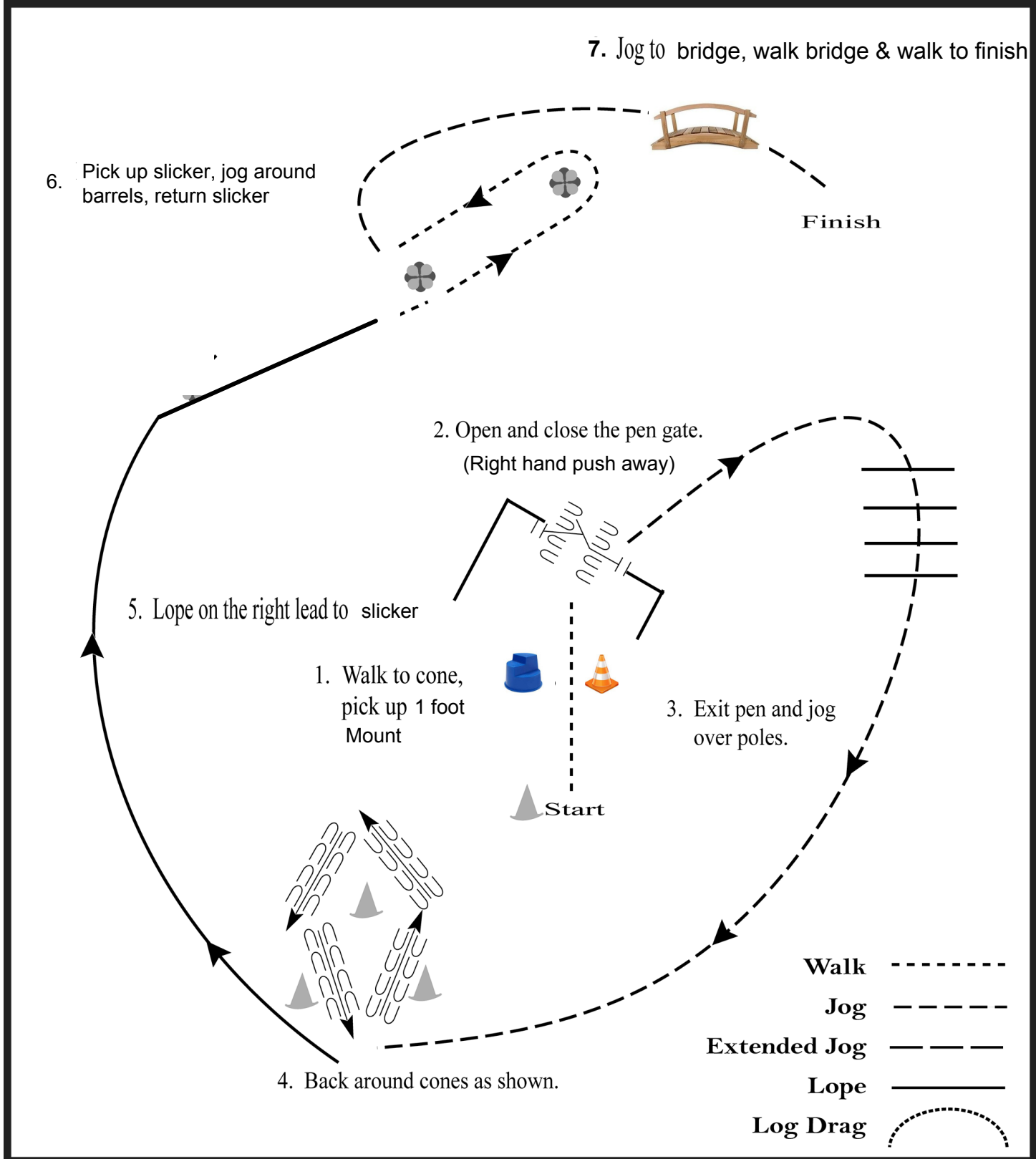
NEQHA JUNE 2024

Snaffle Bit, Any Handed, Beginner, Youth

Show Date: 06-16-2024

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



[RT/2]

Pattern Provided by:

Penny Webb

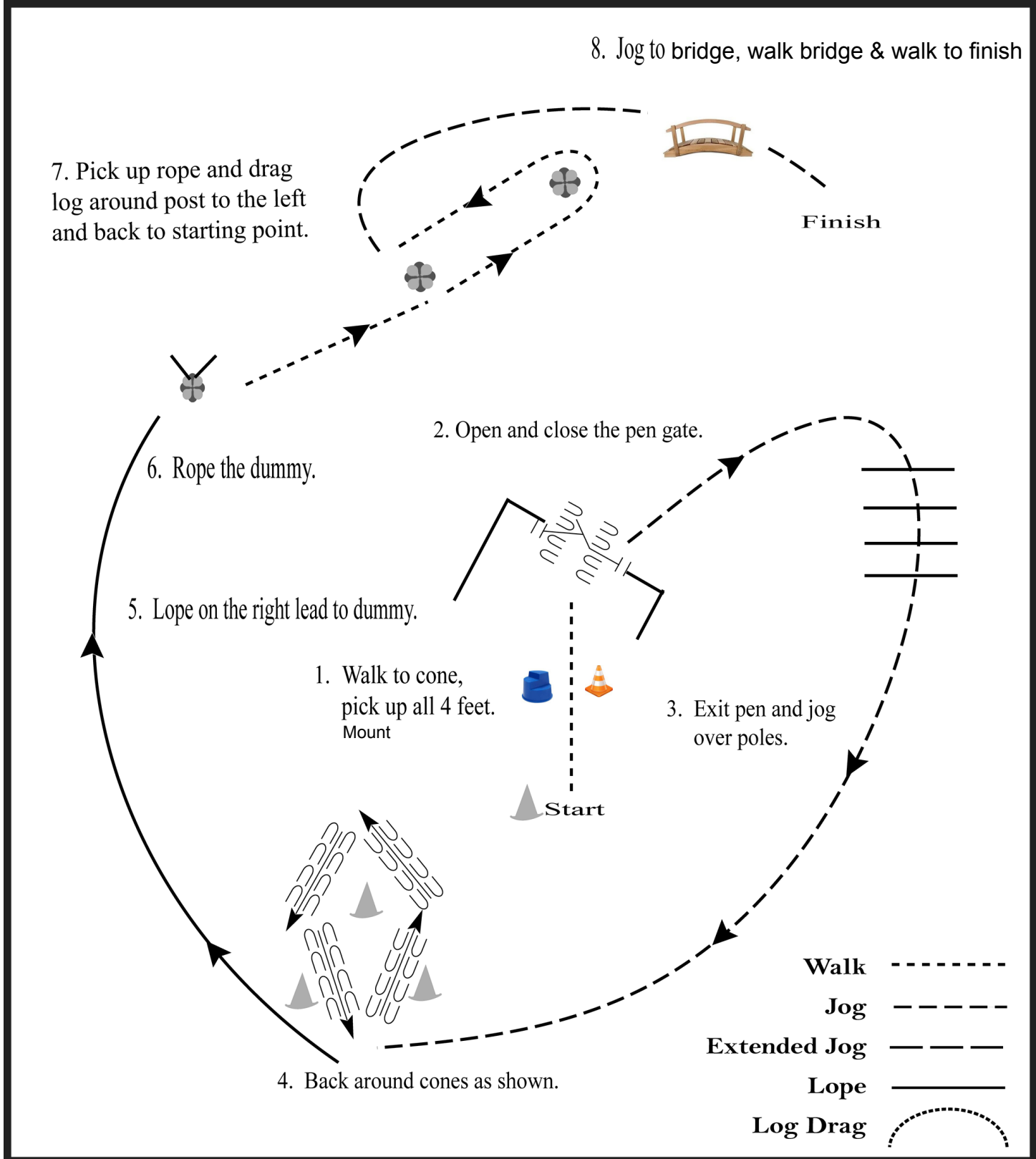
NEQHA JUNE 2024

Amateur, Select Amateur, All Age

Show Date: 06-16-2024

www.HorseShowPatterns.com

www.HorseShowPatterns.com



[RT/2]

Pattern Provided by:

Penny Webb

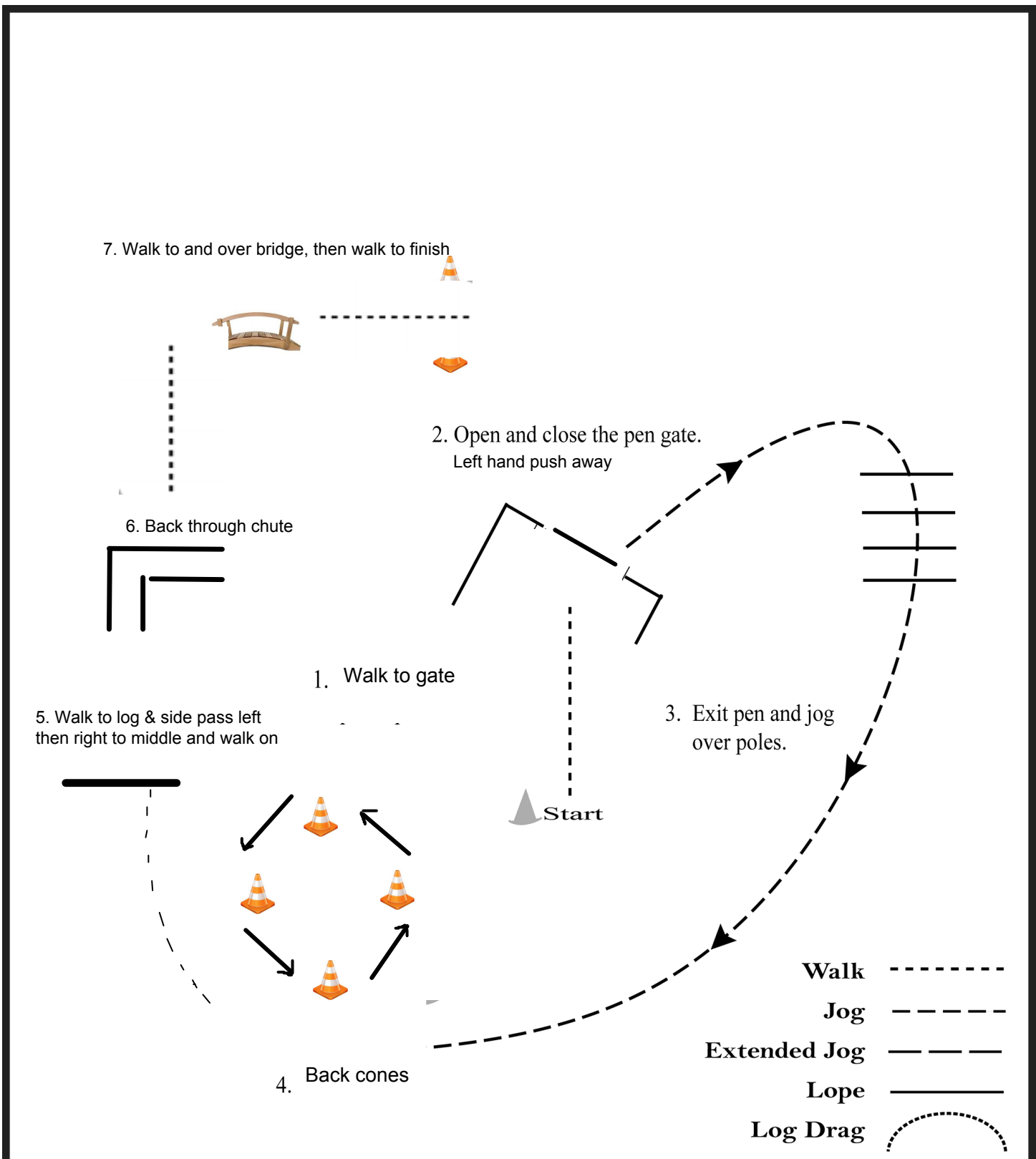
NEQHA JUNE 2024

Prospect Trail

Show Date: 06-16-2024

w w w . H o r s e S h o w P a t t e r n s . c o m

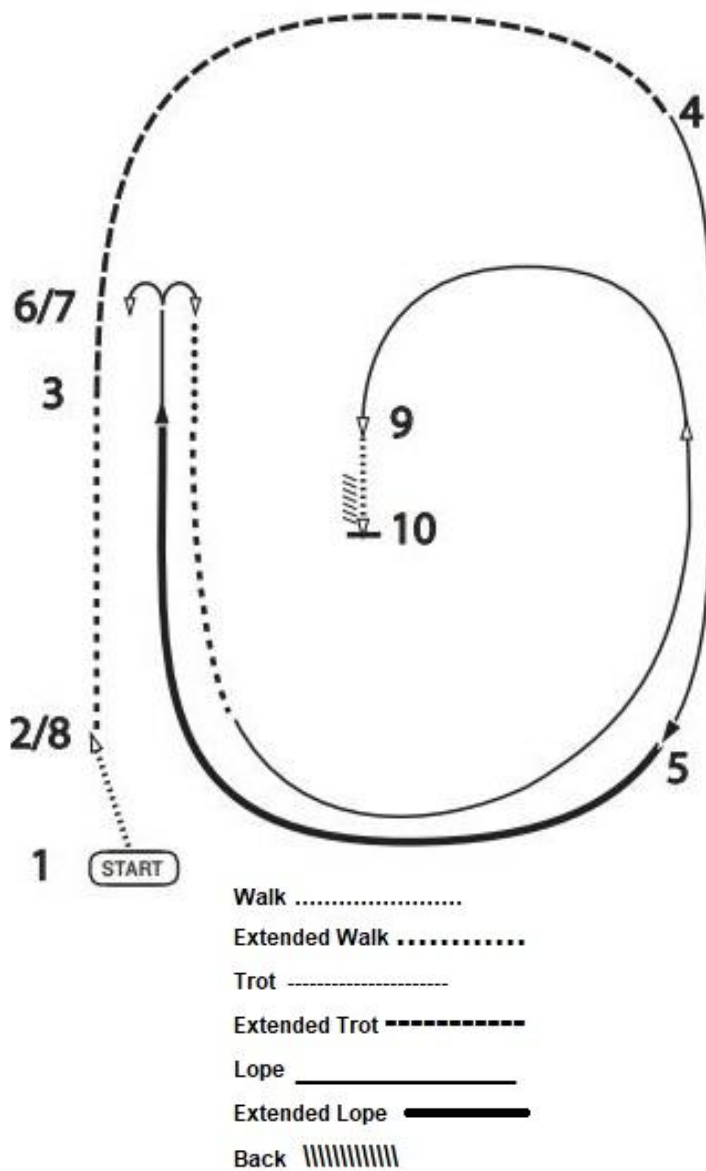
w w w . H o r s e S h o w P a t t e r n s . c o m



[RT/2]

Pattern Provided by:
Penny Webb

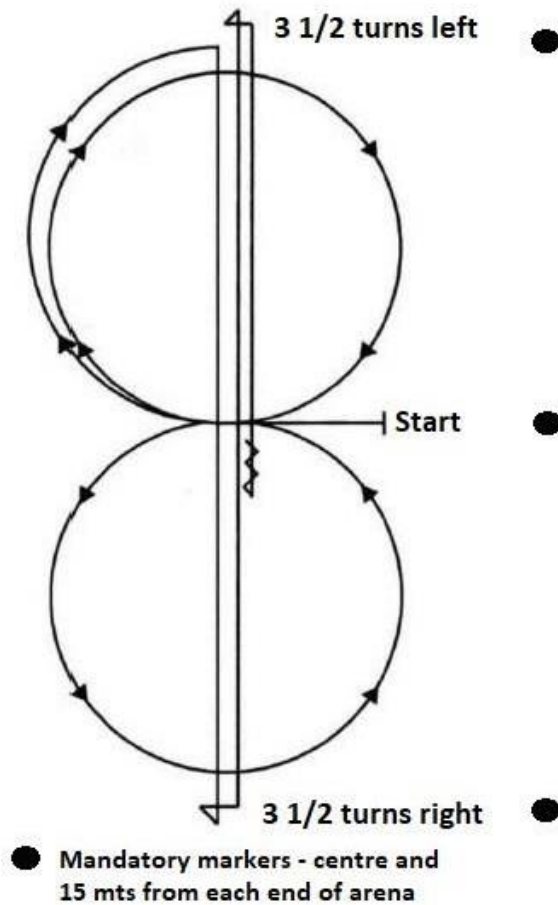
RANCH VERSATILITY PLEASURE Pattern 3



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

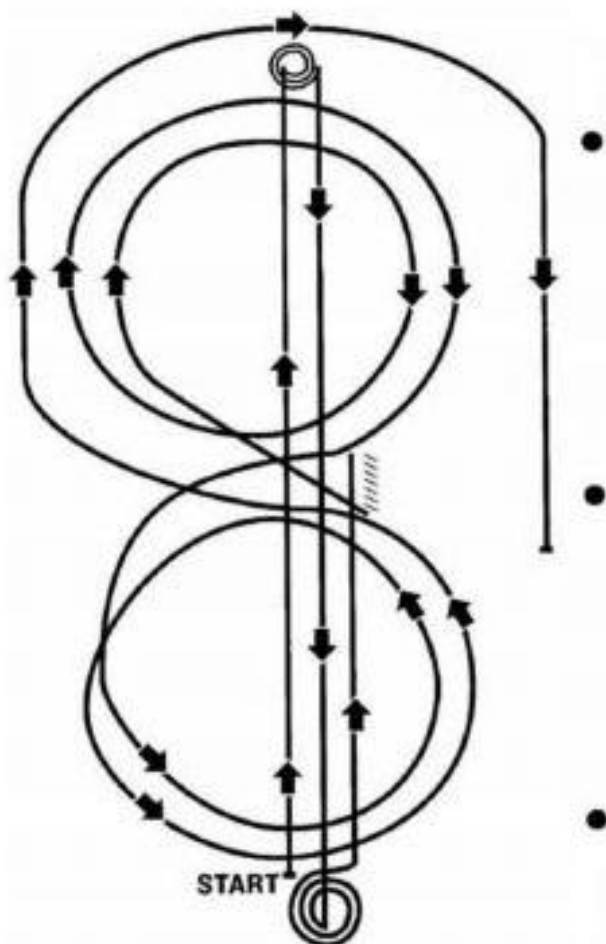
1. Walk from 1 to 2 – 9 metres
2. Trot from 2 to 3 - 46 metres
3. Extend trot from 3 to 4 – 73 metres
4. Lope on right lead 4 to 5 – 46 metres
5. Extend lope from 5 to 6 (collect lope before stopping) – 61 metres
6. Stop at 6, reverse (either direction)
7. Trot from 7 to 8 – 36 metres
8. Lope on left lead from 8 until even with 9, turn towards middle of arena and continue on left to 9 – 46 metres
9. Walk from 9 to 10 – 9 metres
10. Stop and back at 10 – approx. one horse length

VERSATILITY 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 at centre of arena
2. Complete one (1) circle to the left. Change leads 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 $3\frac{1}{2}$ spins to the right
5. Run up to the other end of arena, past end marker and do a sliding stop
6. Complete $3\frac{1}{2}$ 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



Judge shall indicate with mandatory markers on arena wall the centre of the pattern and place markers on wall at least 15 metres from each end of arena.

Ride pattern as follows:

1. Run up centre of arena past end marker and do a sliding stop.
2. Complete 3 ½ spins to the left.
3. Run down to opposite end of arena, past end marker and do a sliding stop.
4. Complete 3 ½ spins to the right
5. Run past centre marker and do a sliding stop. Back at least 3 metres. Complete ¼ 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 centre of arena.
7. Complete two circles to the left – the first one small and slow, the second one large and fast. Change leads at centre of arena.

Begin a large circle to the right, but do not close circle. Run down right side of arena past centre marker and do a sliding stop at least 6 metres from the fence. Hesitate to show completion of pattern