

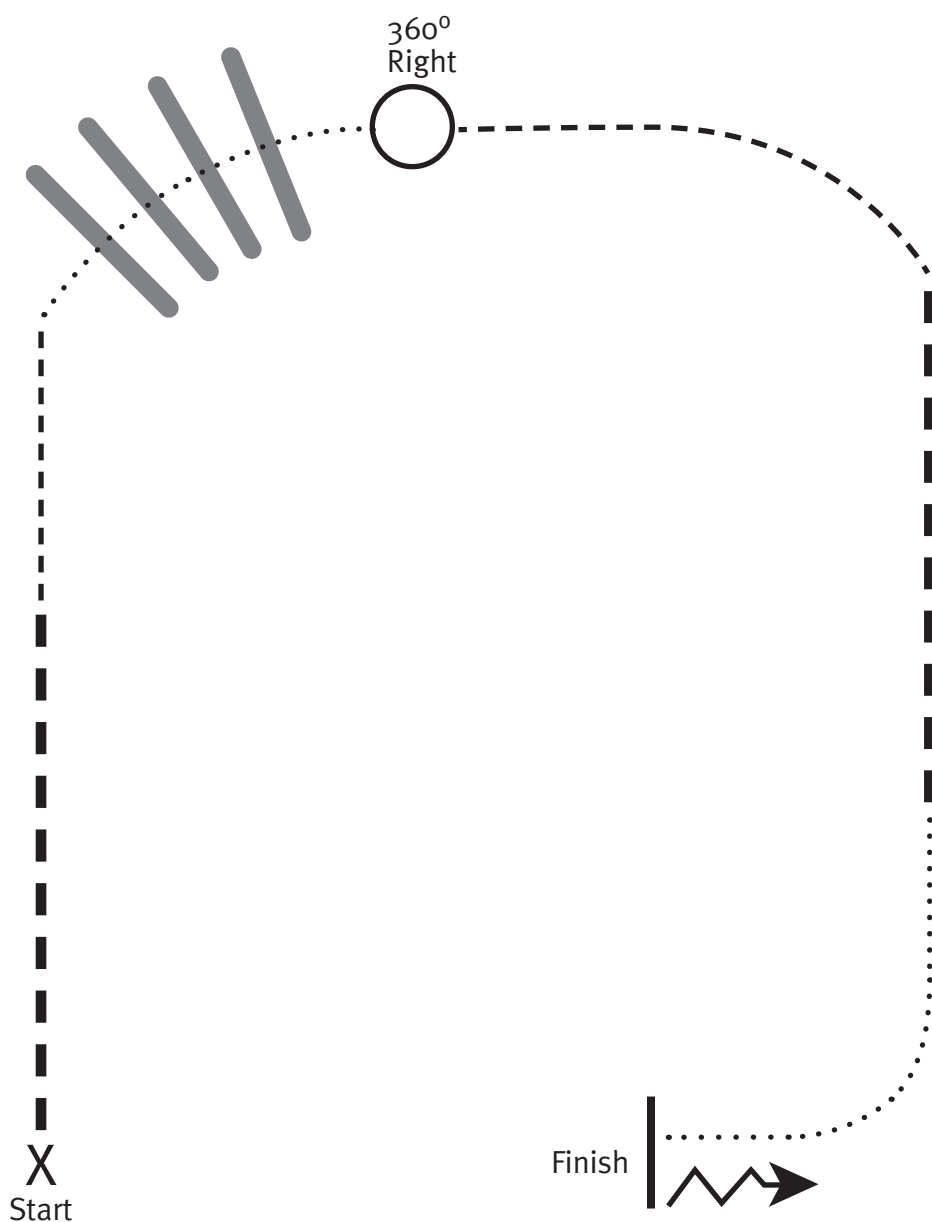
Ranch Riding

PATTERN 1

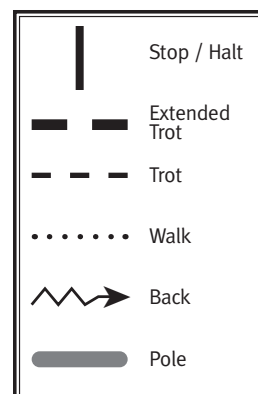
To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.



- Be ready at start.
- Extended trot.
- Trot.
- Walk.
- Walk over poles.
- Execute a 360-degree turn right.
- Trot.
- Extended trot.
- Walk.
- Stop.
- Back.
- Exit the arena at the walk.



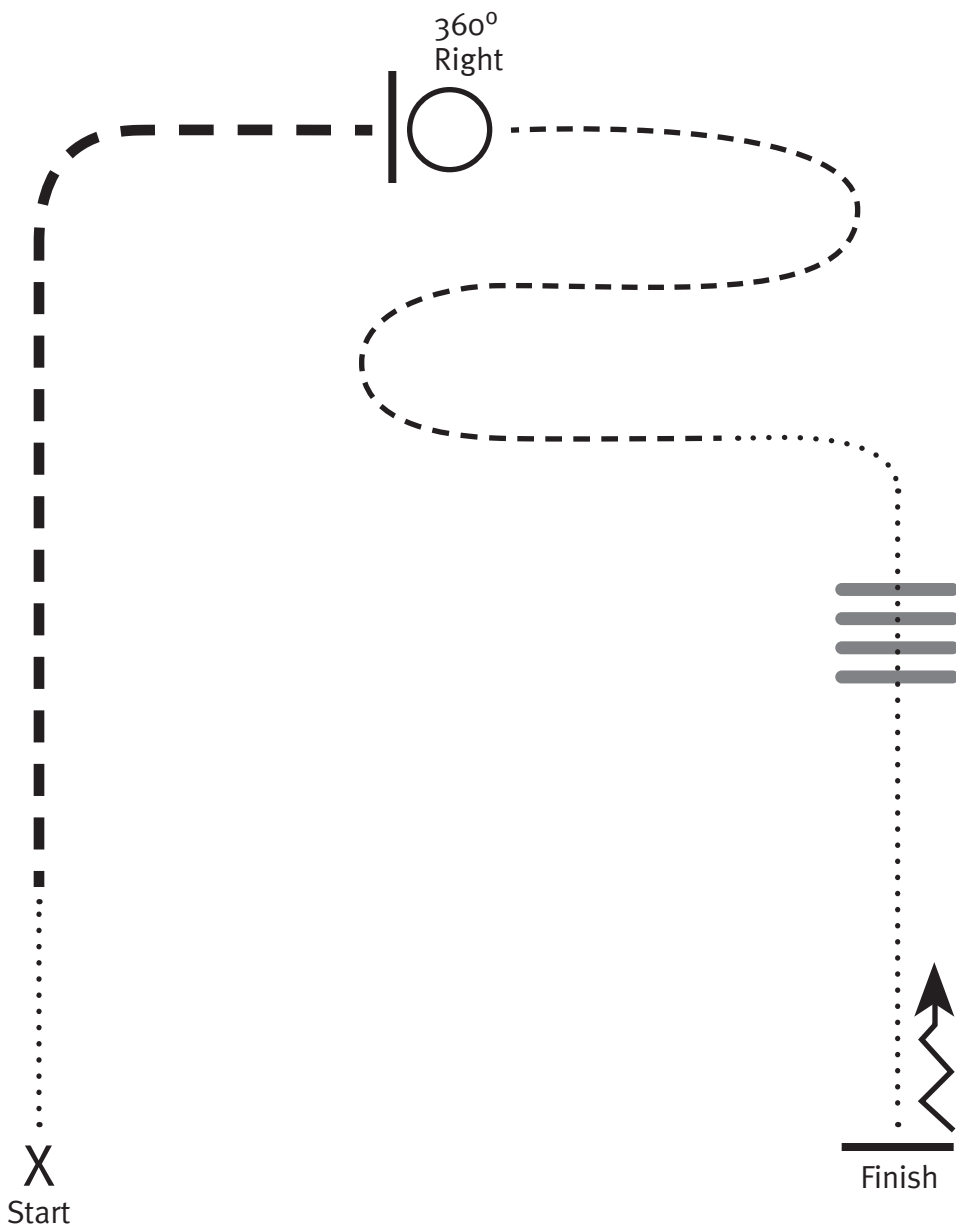
Ranch Riding

PATTERN 3

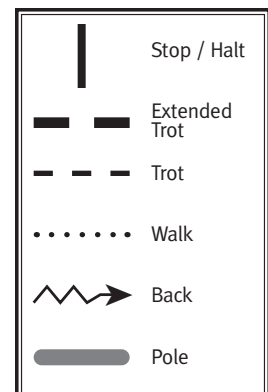
To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.



- Be ready at start.
- Walk.
- Extended trot.
- Stop. Turn 360-degrees right.
- Trot serpentine.
- Walk.
- Walk over poles.
- Stop, and back.
- Exit the arena at the walk.



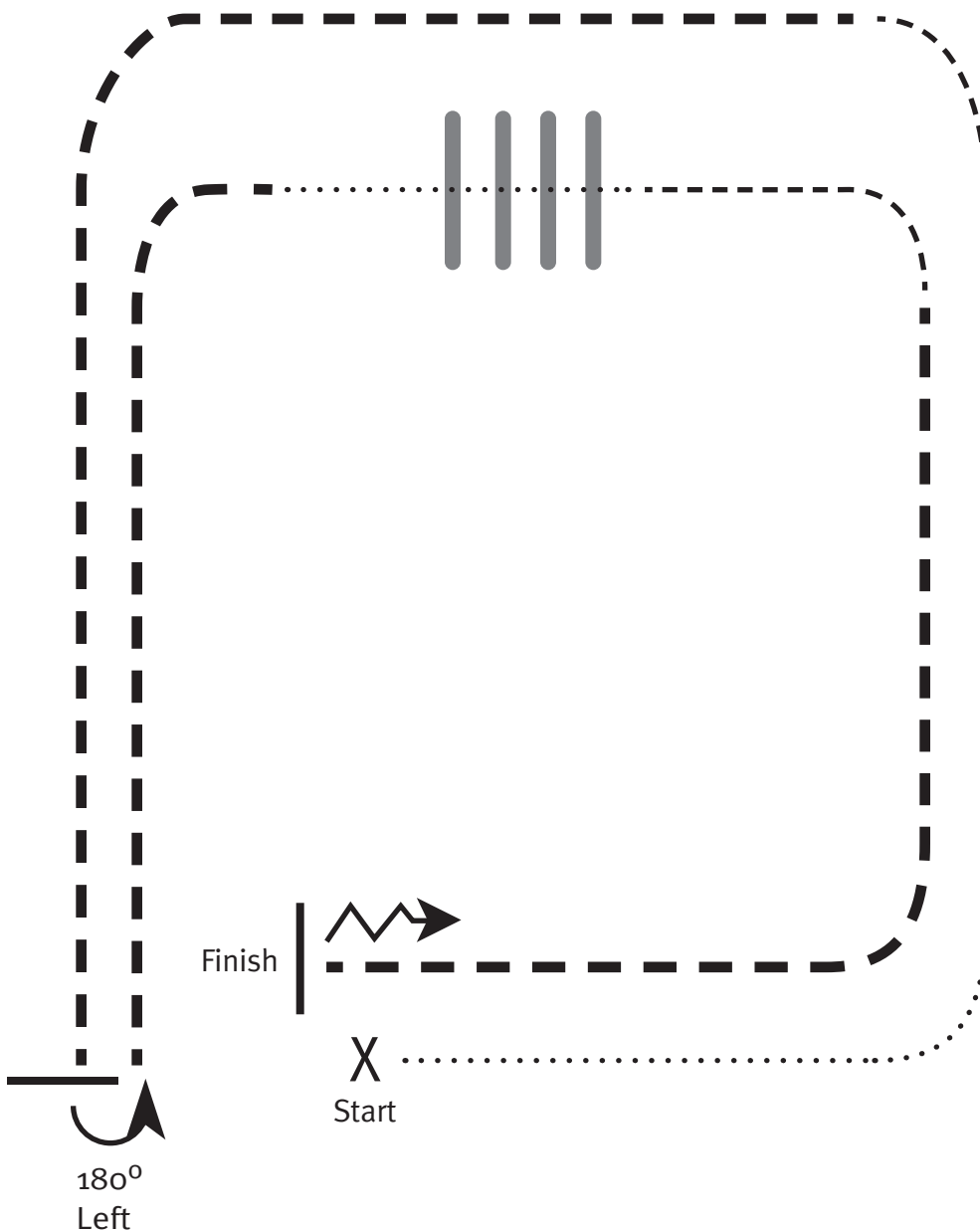
Ranch Riding

PATTERN 4

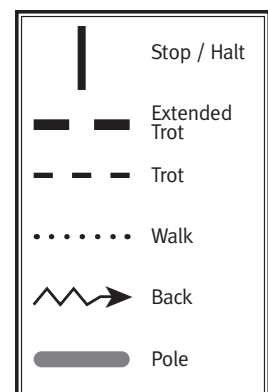
To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.



- Be ready at start.
- Walk.
- Trot.
- Extended trot through the center and down other side of arena.
- Stop.
- Make 1/2 turn to the left (inside track).
- Extended trot.
- Walk over poles.
- Trot.
- Extended trot.
- Stop. Back one horse length.
- Exit the arena at the walk.



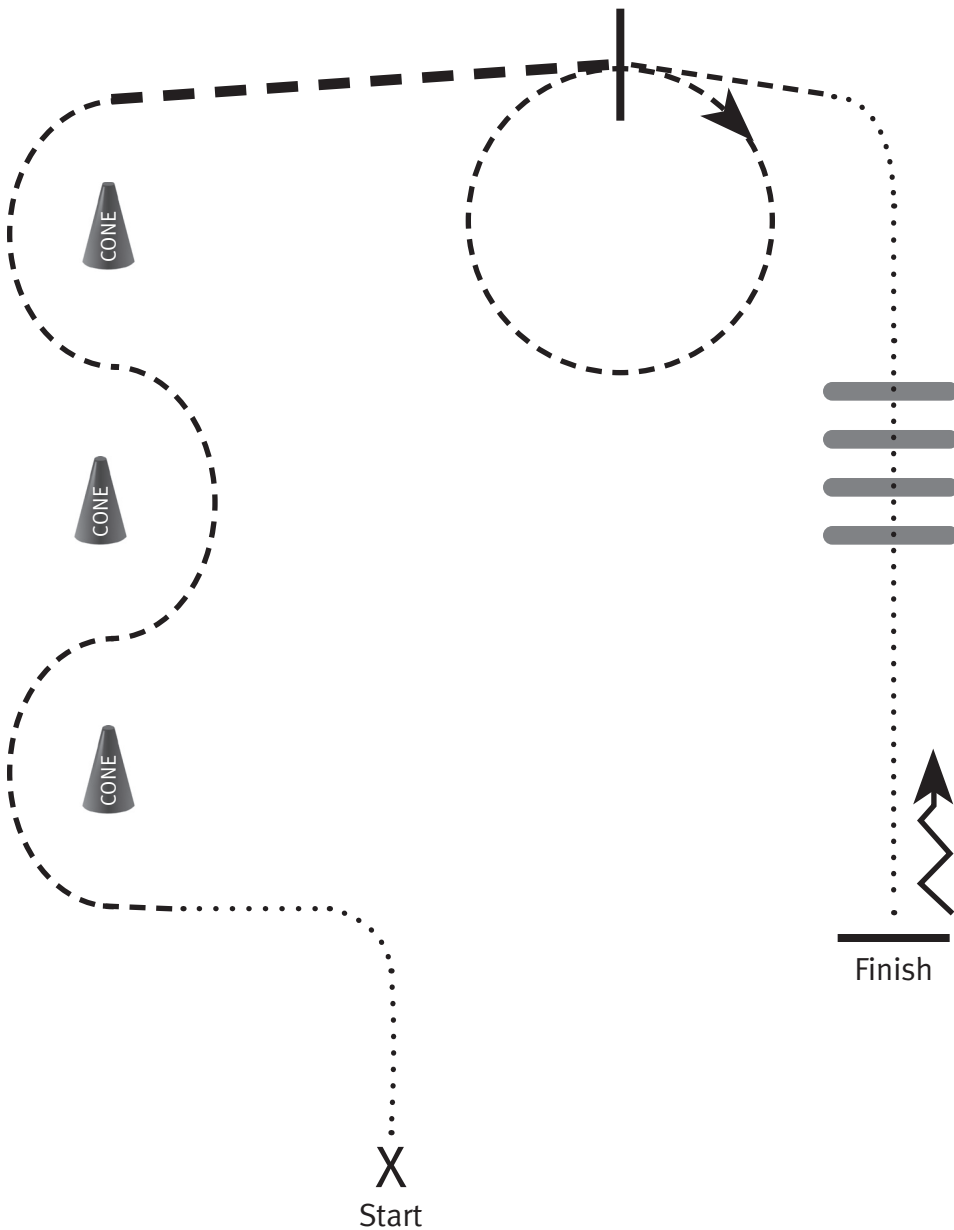
Ranch Riding

PATTERN 5

To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.



- Be ready at start.
- Walk.
- Trot serpentine around cones.
- Extended trot.
- Stop.
- Trot a circle to the right.
- Walk over poles.
- Walk and then stop.
- Back.
- Exit the arena at the walk.

