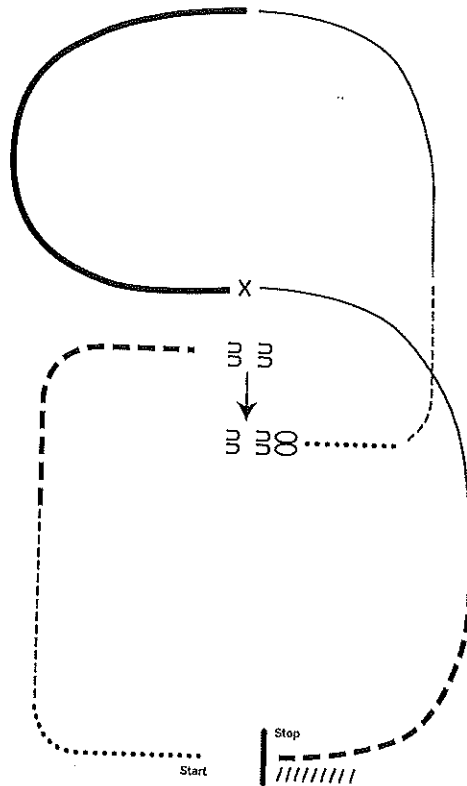


Class 23 + 24

RANCH RIDING

RANCH RIDING PATTERN B



- X Lead Change
- ... Walk
- - - - Trot
- - - - Extended Trot
- — — — Lope
- — — — Extended Lope
- //// //// Back
- U U Side Pass
- ↓
- U U

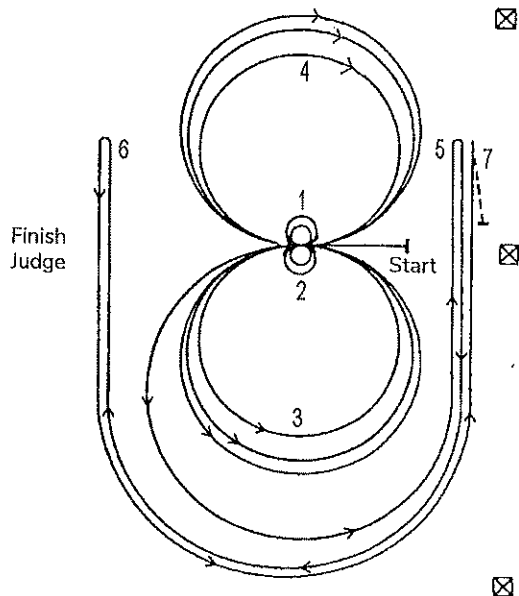
Maneuvers for Ranch Riding Pattern B

1. Walk.
2. Trot.
3. Extended trot to center of arena.
4. Stop, side pass right.
5. Turn 360 degrees to the right, and then turn 360 degrees to the left.
6. Walk.
7. Trot.
8. Lope left lead.
9. Extend the lope.
10. Simple or flying change of lead.
11. Collect the lope.
12. Extend the trot.
13. Stop and back.

Class 27

REINING

REINING PATTERN C



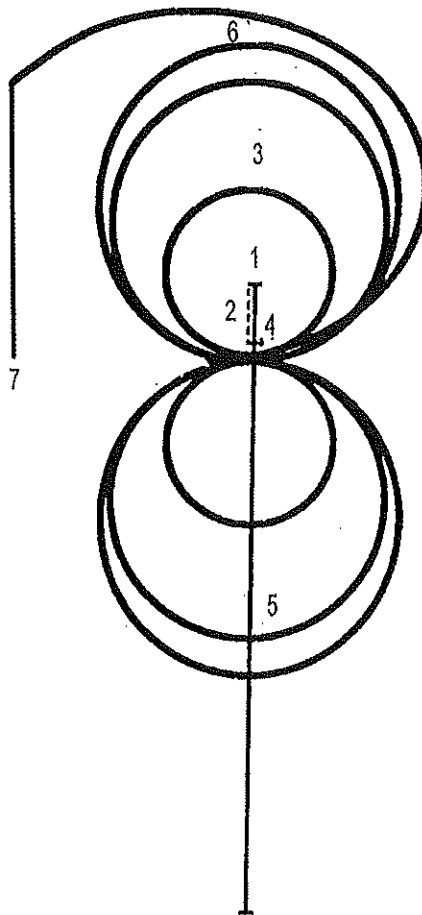
Maneuvers for Reining Pattern C

1. Walk to the center of the arena and complete two spins to the right. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Begin on the left lead. Complete two large fast circles to the left. Then do one small slow circle to the left and then do a flying lead change.
4. Complete two large fast circles to the right and one small slow circle to the right. And then do a flying lead change.
5. Begin a large fast circle to the left. Do not close this circle but run down the side past the center marker and do a right rollback at least 20 feet from the arena fence.
6. Continue back around the previous circle, run down the opposite side of the arena past the center marker, and do a left rollback at least 20 feet from the arena fence.
7. Continue back around the previous circle. Do not close this circle but run down the side past the center marker and do a sliding stop. Back straight to the center of the arena or at least 10 feet. Hesitate to indicate completion of the pattern and then exit the arena.

Class 28

REINING

REINING PATTERN A



X

X

X

Maneuvers for Reining Pattern A

1. Lope in a straight line down the center of the arena past the second cone and stop.
2. Back to the center of the pattern, pivot right.
3. Lope a large fast circle to the left, then a slow small circle, then a large fast one.
4. Do a flying lead change.
5. Lope a large fast circle to the right followed by a small slow circle and then another large fast circle.
6. Change leads and lope a large fast loop around the end of the circles made to the left, straighten your horse, and run down past the center marker.
7. Stop, exit the arena.