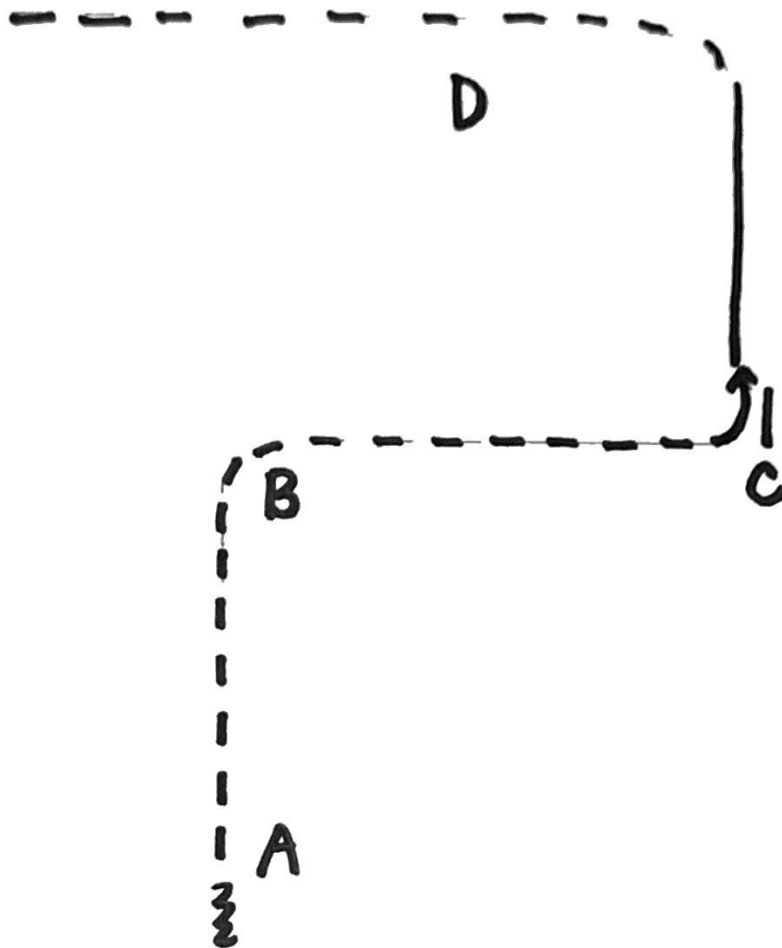


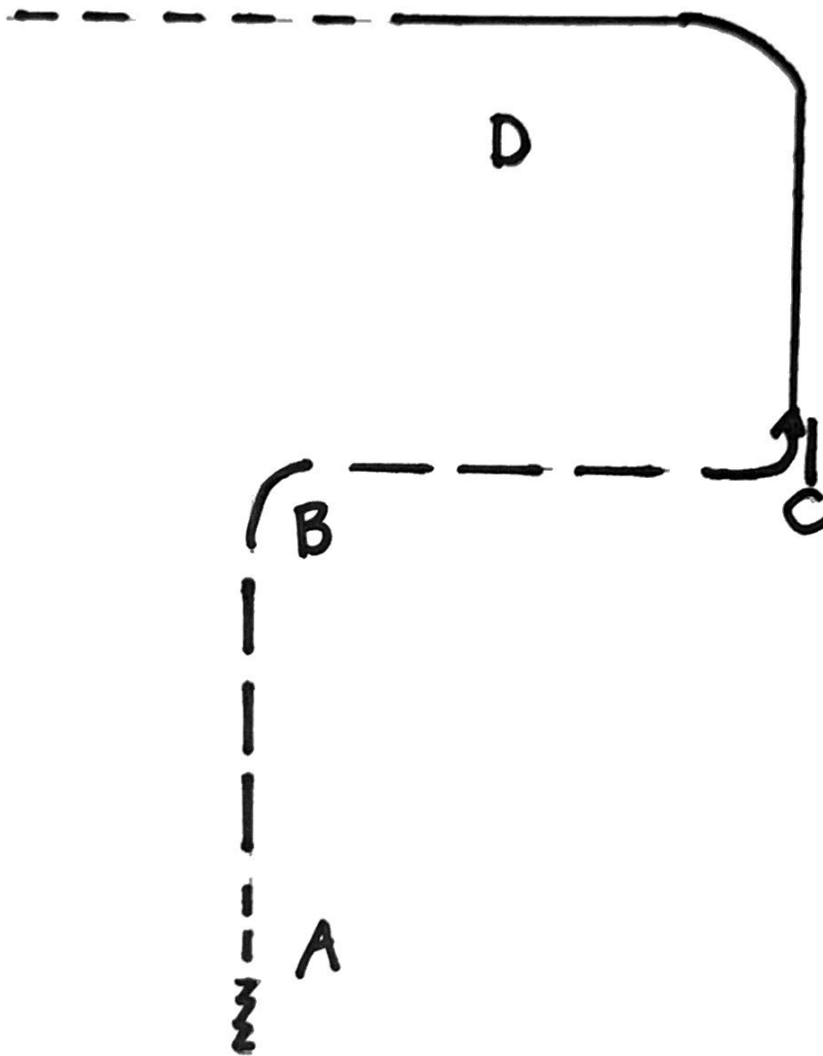
HORSEMANSHIP – WALK / TROT

1. Start at Cone A and Back 4 steps
2. Pick up Jog and Extend Jog to and around Cone B
3. At Cone C stop and perform a 90 degree left turn on the forehand
4. Pick up Jog and continue around Cone D



HORSEMANSHIP – GREEN HORSE

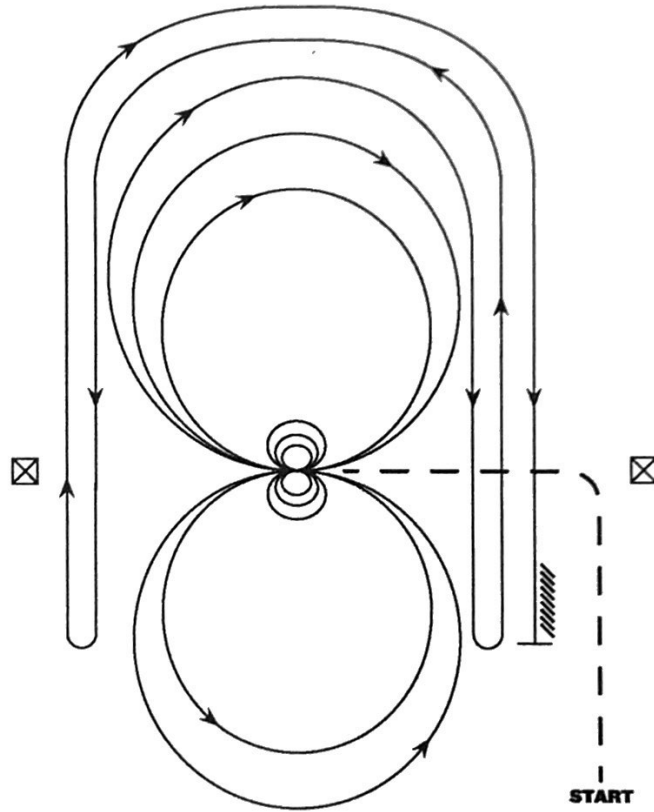
1. Start at Cone A and Back 4 steps
2. Pick up Jog to and around Cone B
3. At Cone C stop and perform a 90 degree left turn on the forehand
4. Lope Right Lead
5. WHEN EVEN WITH Cone D break to jog
6. Continue around Cone D as shown



HORSEMANSHIP – YT / 19+

1. Start at Cone A and Back 4 steps
2. Pick up Jog and Extend Jog to and around Cone B
3. At Cone C stop and perform a 90 degree left turn on the forehand
4. Lope Right Lead and continue around Cone D
5. Break to Jog

VRH AND RHC Ranch Reining Pattern 1



Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, but do not close this circle. 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.