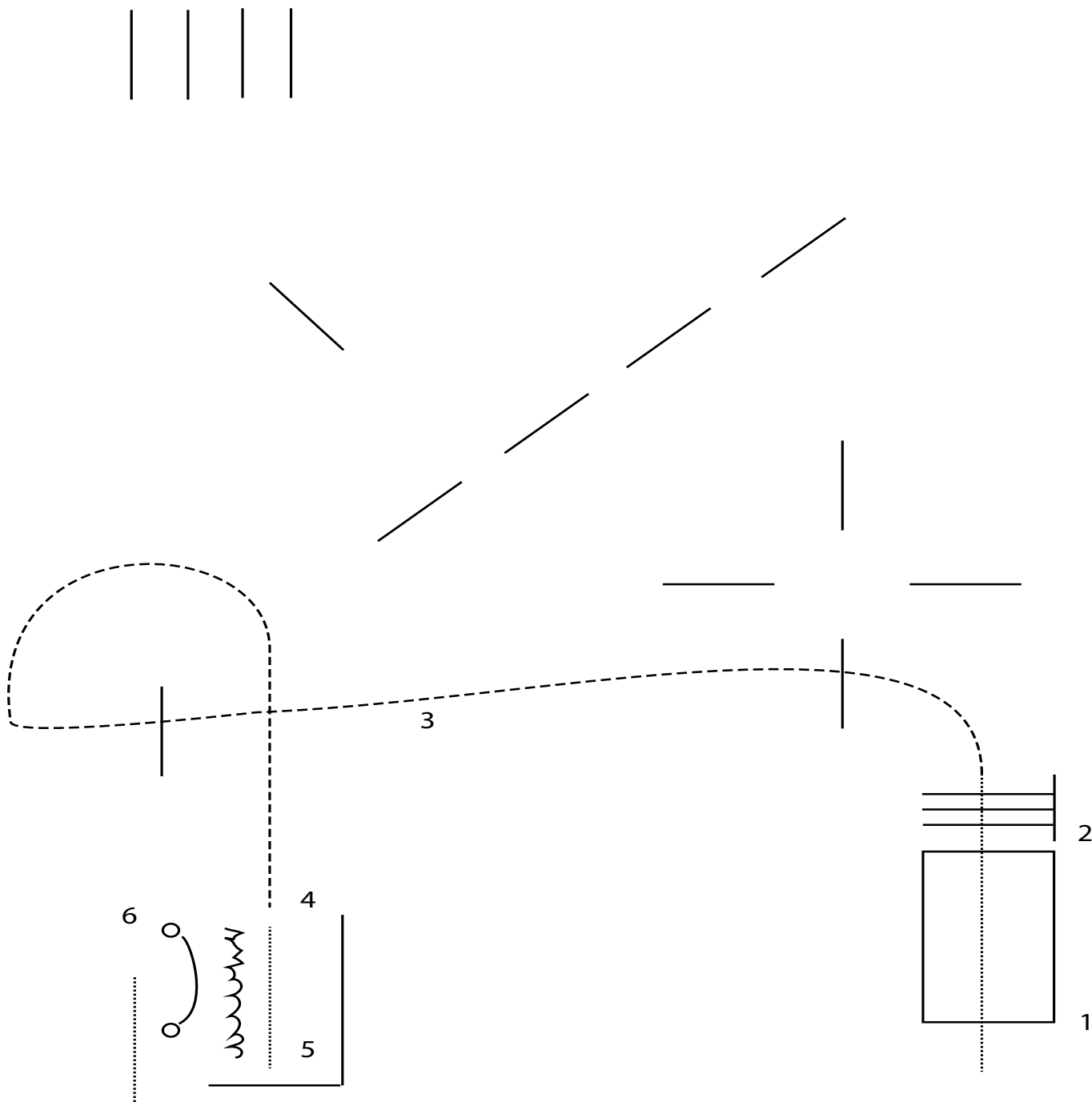


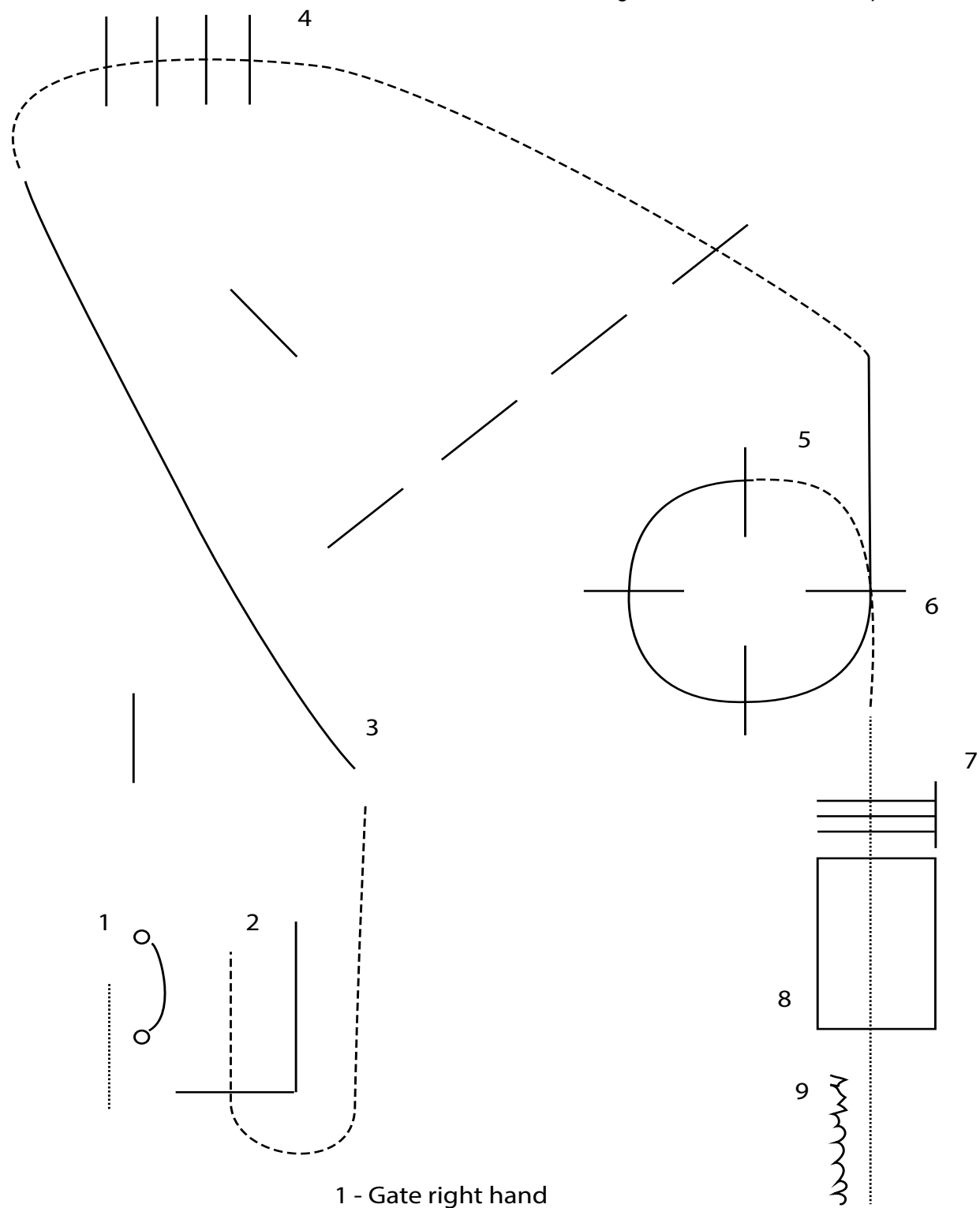
210 — Exhibition English or Western Trail In-Hand – Open  
211 — Exhibition English or Western Trail – Walk-Trot/Walk-Jog



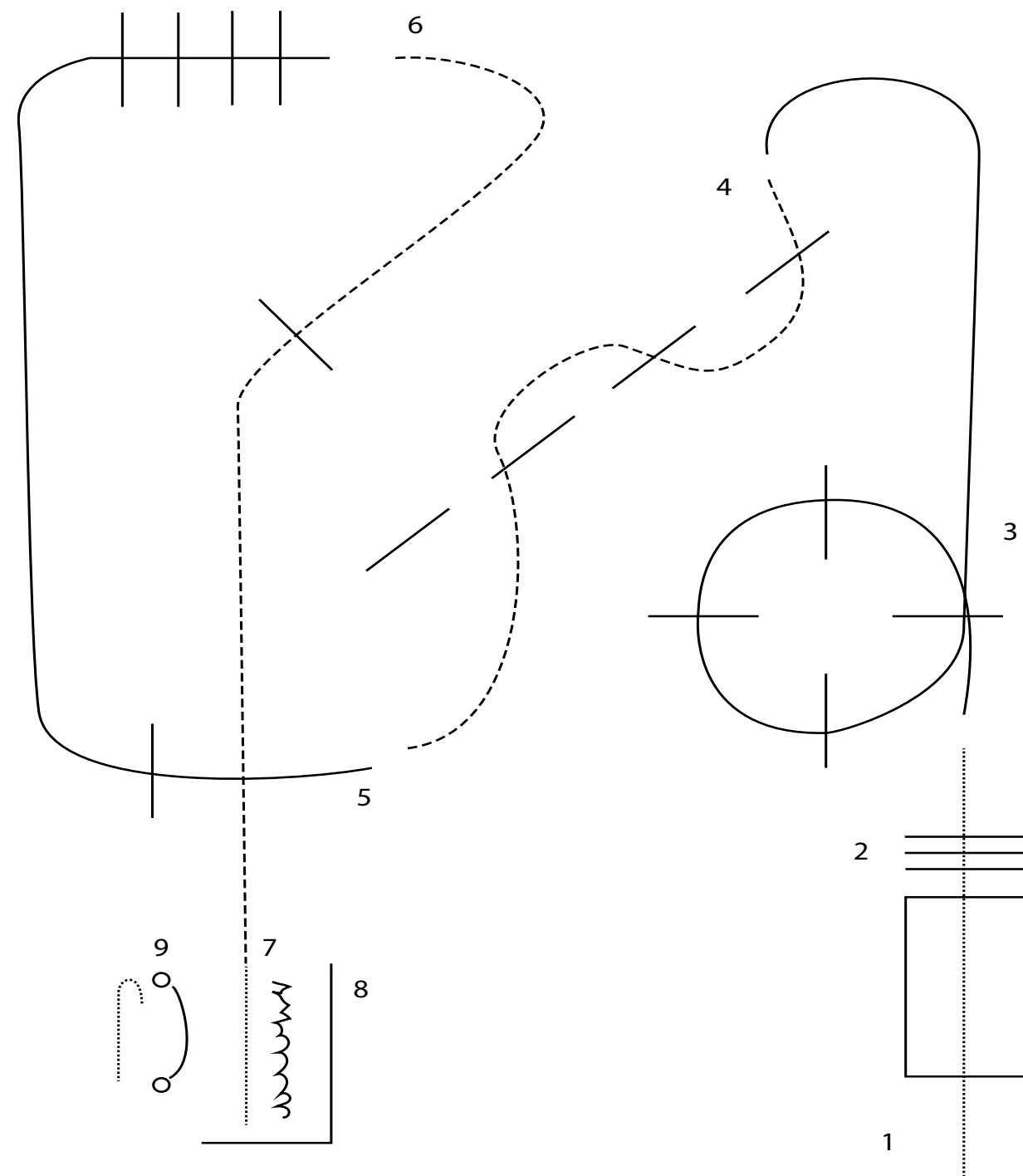
- 1 - Walk over bridge
- 2 - Walk over poles
- 3 - Jog over poles, around pole and transition to walk
- 4 - Walk into chute, settle horse
- 5 - Back to gate
- 6 - Open gate, walk through, close and exit

212 — Exhibition English or Western Trail – Amateur/Jr Ex, OTAB  
 213 — Exhibition English or Western Trail – Open, OTAB

214 — Exhibition English or Western Trail – CHAMPIONSHIP, OTAB



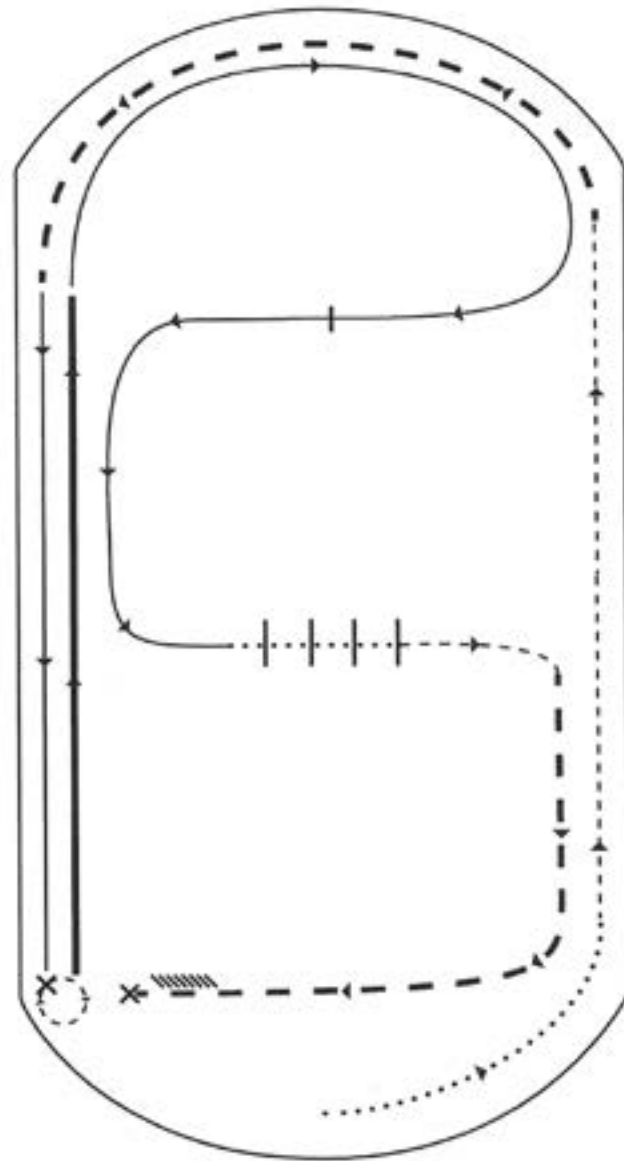
- 1 - Gate right hand
- 2 - Jog out of chute and around pole
- 3 - Left lead lope
- 4 - Transition to jog, jog over poles
- 5 - Right lead lope over pole
- 6 - Transition to jog
- 7 - Transition to walk, walk over poles
- 8 - Walk over bridge
- 9 - Halt back.



- 1 - Walk over bridge
- 2 - Walk over poles
- 3 - Left lead lope over poles
- 4 - Transition to jog, jog serpentine over poles
- 5 - Right lead lope over pole
- 6 - Transition to jog over poles
- 7 - Transition to walk into chute, halt
- 8 - Back to gate
- 9 - Right hand gate, turn left and walk out

CLASSES  
206, 207, 208

RANCH RIDING PATTERN #2

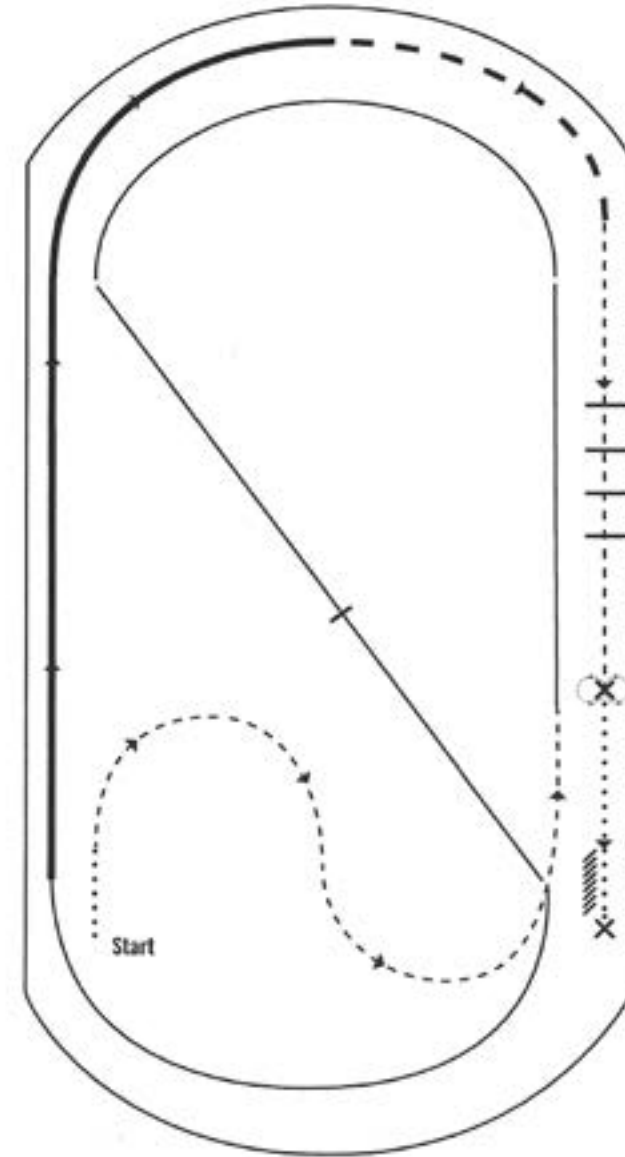


- | = Lead Change
- X = Stop
- ..... = Walk
- - - = Trot
- = Lope
- = Ext. Lope
- - - = Ext. Trot
- //// = Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lop
5. Stop, one and one-half turn to the right
6. Extended lope
7. Collect to working lope on the right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

RANCH RIDING PATTERN #3

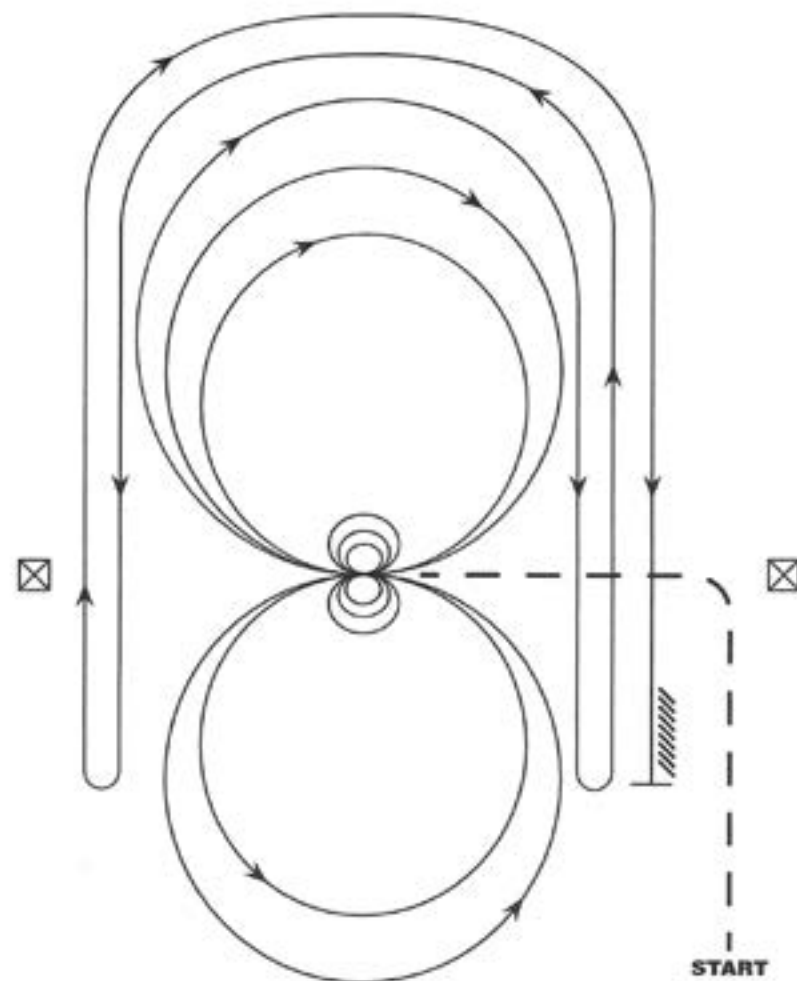
CLASS 209



- | = Lead Change
- X = Stop
- ..... = Walk
- - - = Trot
- = Lope
- = Ext. Lope
- - - = Ext. Trot
- //// = Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena, then diagonally across the arena
4. Change leads (simple or flying)
5. Lope on the right lead around the end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do a 360° turn each direction (either direction first, L-R or R-L)
11. Walk, stop and back

# VRH AND RHC RANCH REINING PATTERN 1 CLASS 215



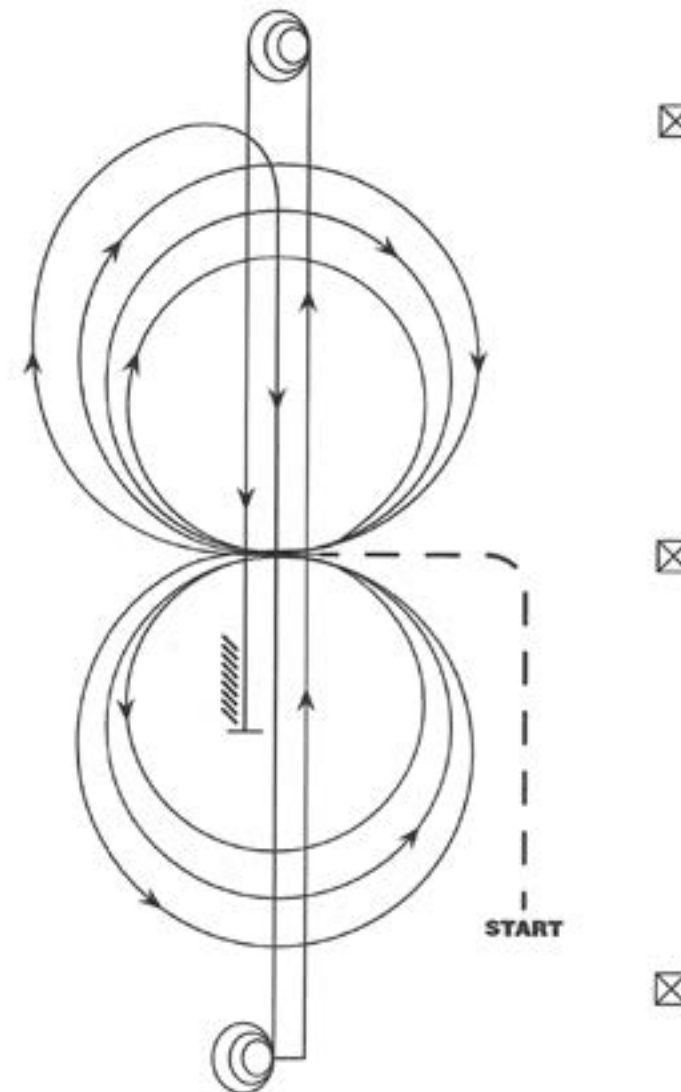
**Mandatory Markers along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of the pattern.

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.

Revised 08-07-2021

# VRH AND RHC RANCH REINING PATTERN 3 CLASSES 216, 217



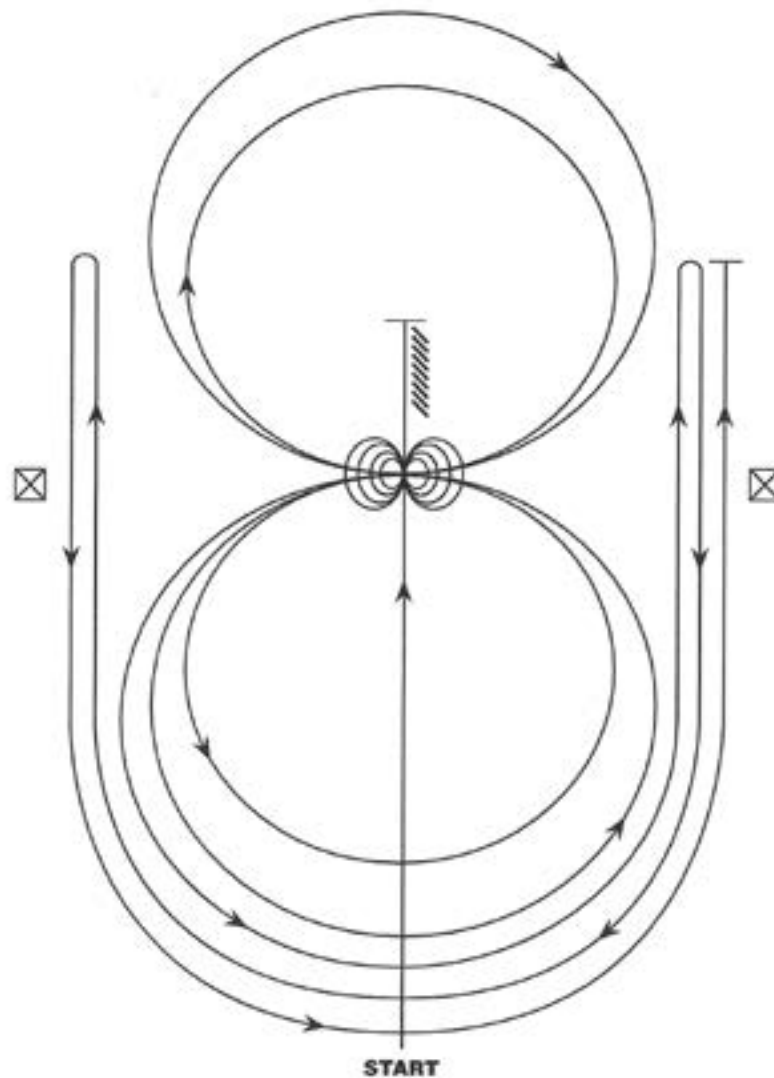
**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

Revised 08-07-2021

## VRH AND RHC RANCH REINING PATTERN 5



**Mandatory Markers along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate to show completion of pattern.