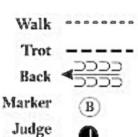
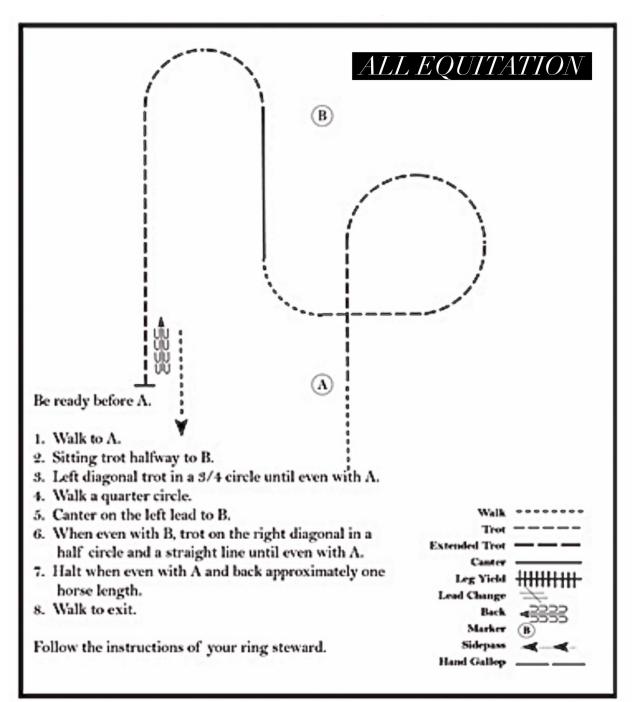


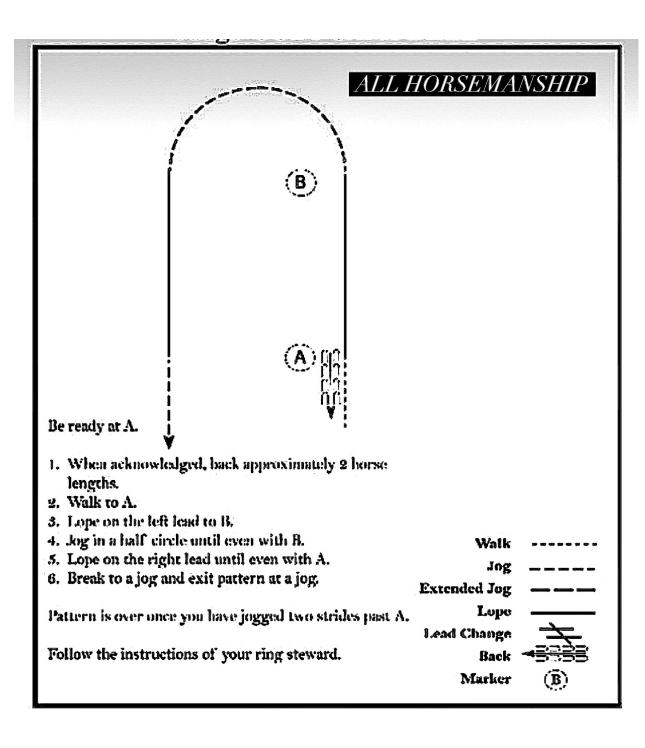
- 1. Trot to B.
- 2. Stop and perform a 180 degree turn.
- 3. Trot a half circle, then trot straight until even Judge.
- 4. Perform a 270 degree turn.
- Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
- When dismissed, turn 90 degrees and walk straight away.

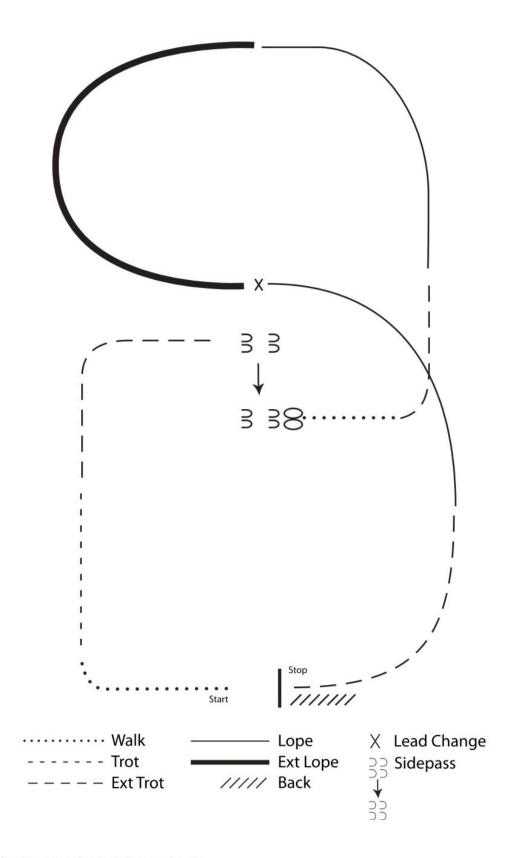
Follow the instructions of your ring steward.



Pattern provided by Michaela Kayser (c) HorseShowPatterns.com

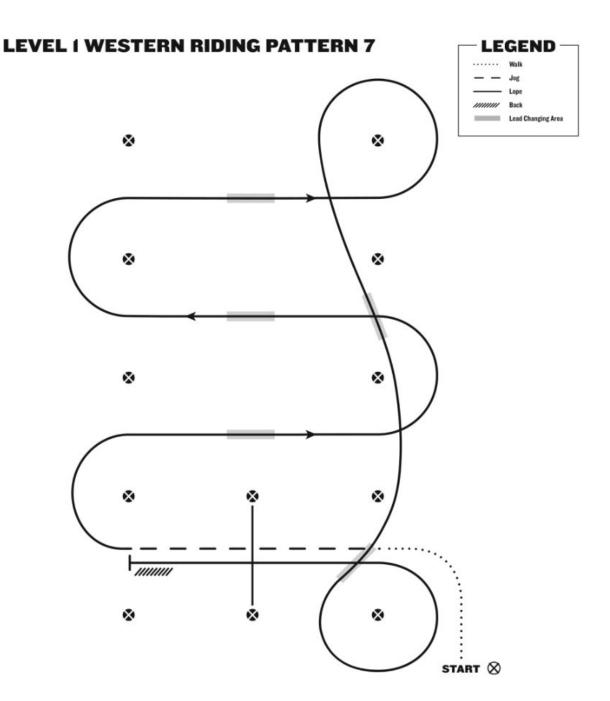






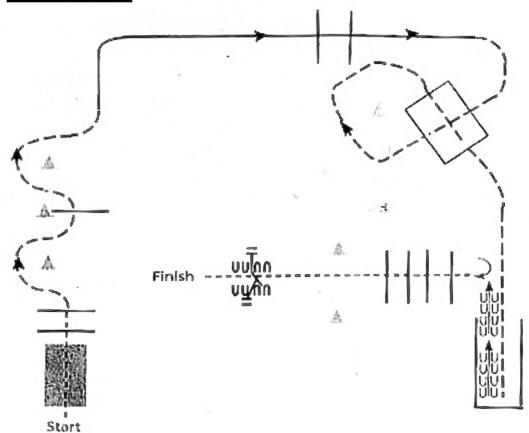
## **RANCH RIDING PATTERN 3**

- 1. Walk to the left around corner of the arena
- 2. Trot
- 3. Extend alongside of the arena and around the corner to center



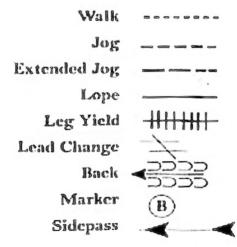
- I. Walk at least I5 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- First crossing change
   Second crossing change
   Third crossing change
- 6. Circle & first line change
- 7. Second line change & circle
  8. Lope over log
- 9. Stop & back

## **ALL TRAIL**



Be ready at start.

- 1. Walk over bridge and over poles.
- 2. Jog through serpentine and over pole.
- 3. Lope on the right lead over poles.
- 4. Jog through box and into chute.
- 5. Back out of chute.
- Turn 90 degrees and walk over elevated poles to finish.
- 7. Work gate with left hand.



## **RANCH TRAIL**

