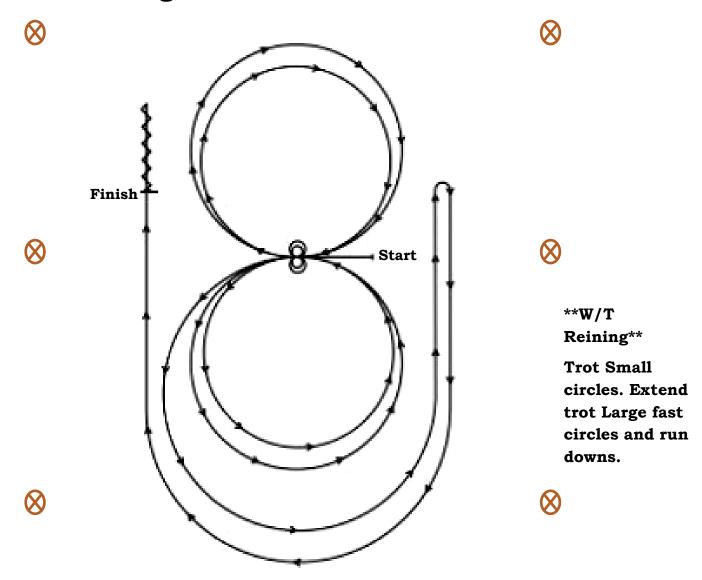
Show Date: 08-02-2025

Ranch Reining- Class #11 Green W/T



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

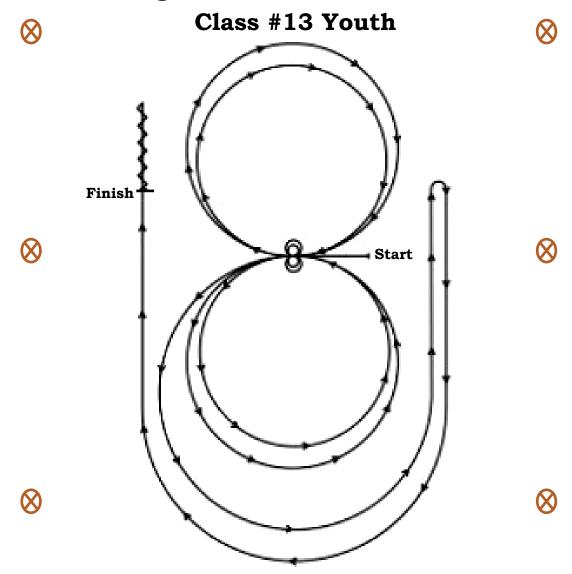
- 1. Beginning on the left lead, complete two circles to the left. Stop at center of the arena. Hesitate.
- 2. Complete two spins to the left. Hesitate.
- 3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
- 4. Complete two spins to the right. Hesitate.
- 5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back to right.
- 6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Hesitate to show completion of pattern.

Patterns Provided by: Tammie Whitt (Judge)

Show Date: 08-02-2025

Ranch Reining- Class#12 Green



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

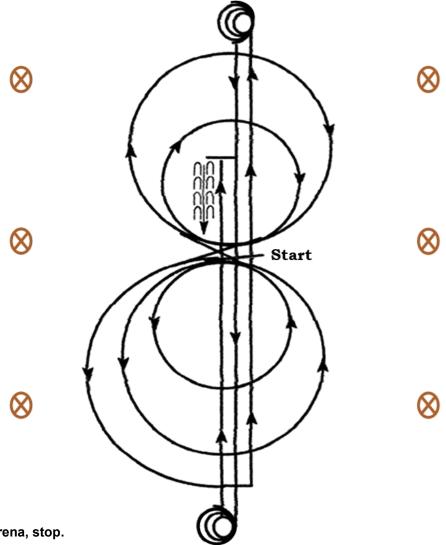
- 1. Beginning on the left lead, complete two circles to the left. Stop at center of the arena. Hesitate.
- 2. Complete two spins to the left. Hesitate.
- 3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
- 4. Complete two spins to the right. Hesitate.
- 5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back to right.
- 6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Hesitate to show completion of pattern.

Patterns Provided by: Tammie Whitt (Judge)

Show Date: 08-02-2025

Ranch Reining- Class #14 Open



Trot to center of arena, stop.

Start pattern facing judge.

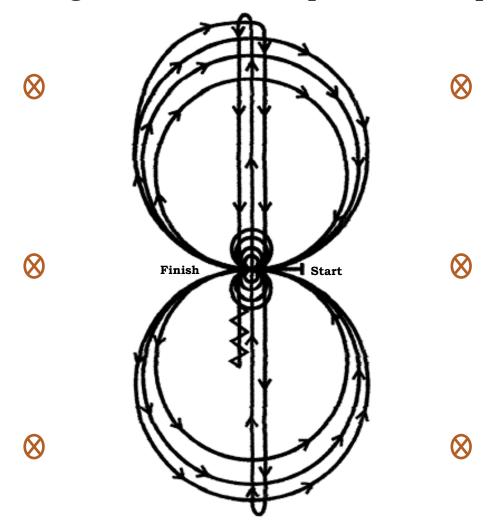
- 1. Beginning on the left lead, complete two circles to the left; first circle large and fast, the second circle small and slow. Change leads to the right.
- 2. Complete two circles to the right; the first circle large and fast, the second circle small and slow. Change leads to the left.
- 3. Continue around end of arena without breaking gait or changing leads. Run down center of arena past end marker and execute a square sliding stop.
- 4. Complete 3 1/2 spins to the rights.
- 5. Run down center of arena past end marker and execute a square sliding stop.
- 6. Complete 3 1/2 spins to the right.
- 7. Run down center of arena past center marker and execute a square sliding stop.
- 8. Back at least 10 feet.

Patterns Provided by: Tammie Whitt (Judge)

9. Hesitate to show completion of pattern.

Show Date: 08-02-2025

Ranch Reining- Class #15 Champion of Champions



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

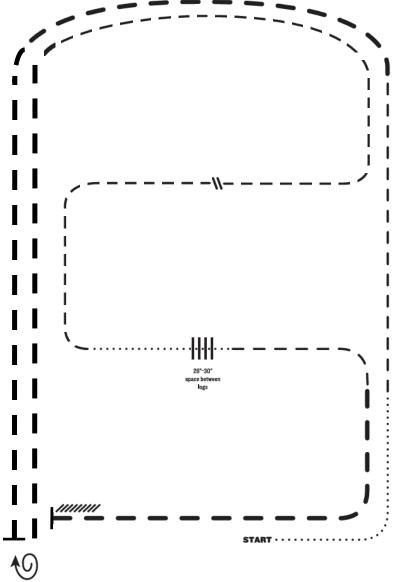
- 1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of arena.
- 3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of arena past the end marker and do a right rollback—no hesitation.
- 4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate.
- 6. Complete four spins to the right. Hesitate.

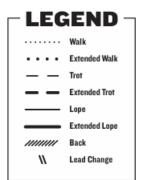
7. Complete four spins to the left. Hesitate to show completion of pattern.

Patterns Provided by: Tammie Whitt (Judge)

Show Date: 08-02-2025

Ranch Riding - Class #21 Green W/T

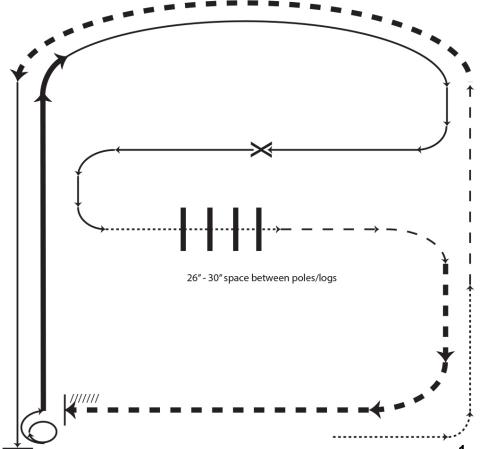




- 1. Walk
- 2. Trot
- 3. Extended Trot
- 4. Stop 1 1/2 turn to the Right
- 5. Extended Trot
- 6. Trot
- 7. Walk
- 8. Walk over logs
- 9. Trot
- 10. Extended Trot
- 11. Stop and Back

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Ranch Riding - Class #22 Green Class #23 Youth Class #24 Open



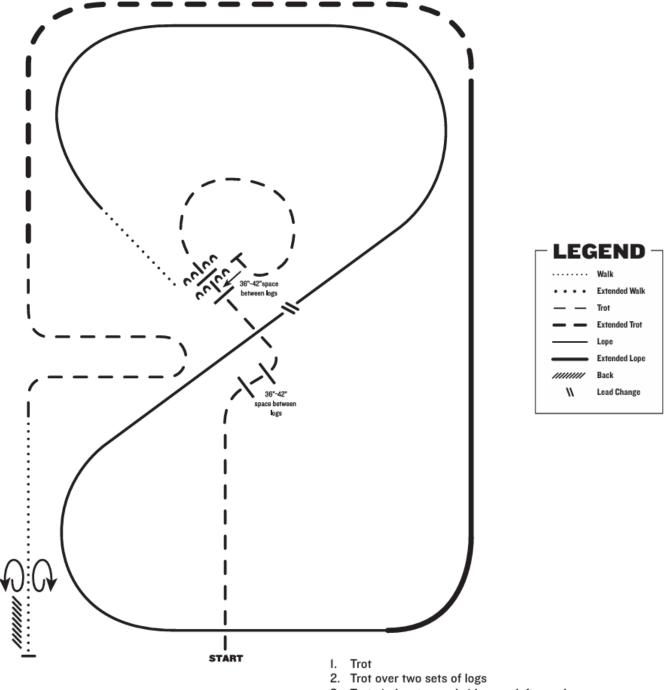
X Lead Change

Walk
Trot
Ext Trot
Lope
Ext Lope

- 1. Walk
- 2. Trot
- 3. Extended Trot
- 4. Left lead lope
- 5. Stop 1 1/2 turn to the Right
- 6. Extended lope
- 7. Collect to working loperight lead
- 8. Change leads (simple or flying)
- 9. Walk
- 10. Walk over logs
- 11. Trot
- 12. Extended Trot
- 13. Stop and Back

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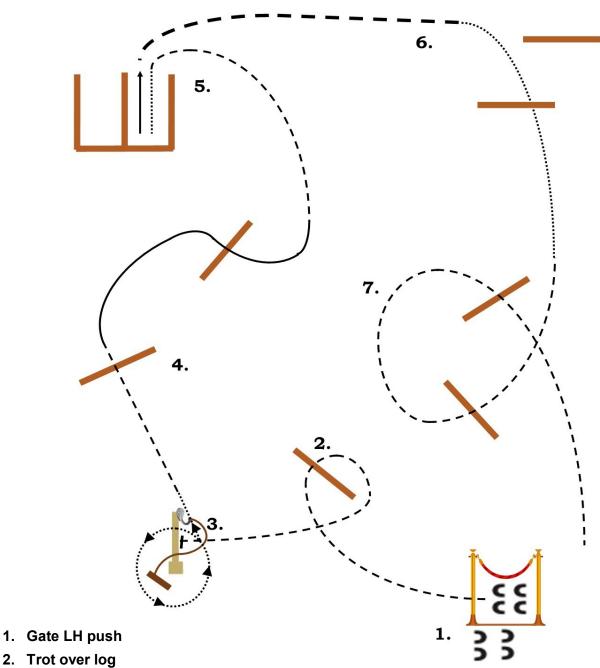
Ranch Riding - Class #25 Champion of Champions



- 3. Trot circle, stop and side pass left over log
- 4. Walk
- 5. Lope right lead
- 6. Change leads (simple or flying)
- 7. Lope left lead
- 8. Extended lope left lead
- 9. Extended trot
- 10. Trot
- II. Walk
- 12. Stop and back
- 13. 360° turn each direction (either direction lst) (L-R or R-L)

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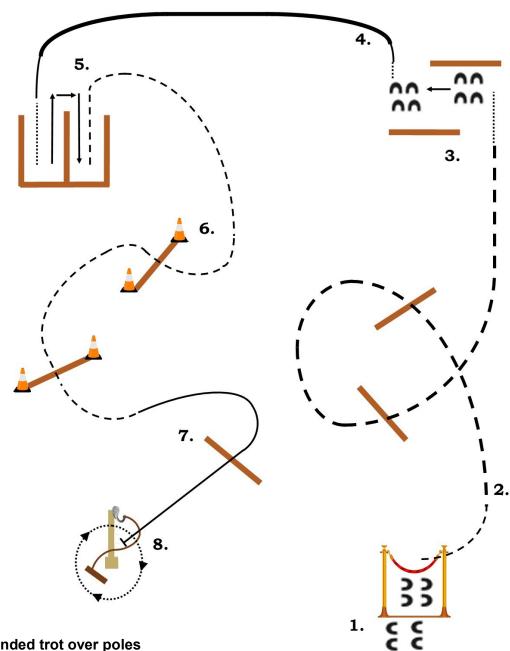
Ranch Trail - Class #16 In-Hand Class #17 Green W/T



- 2. Trot over log
- 3. Stop, pick up item, carry around as shown at a walk
- 4. Trot serpentine
- 5. Walk into chute, back out
- 6. Extend trot, walk over pole
- 7. Trot over poles

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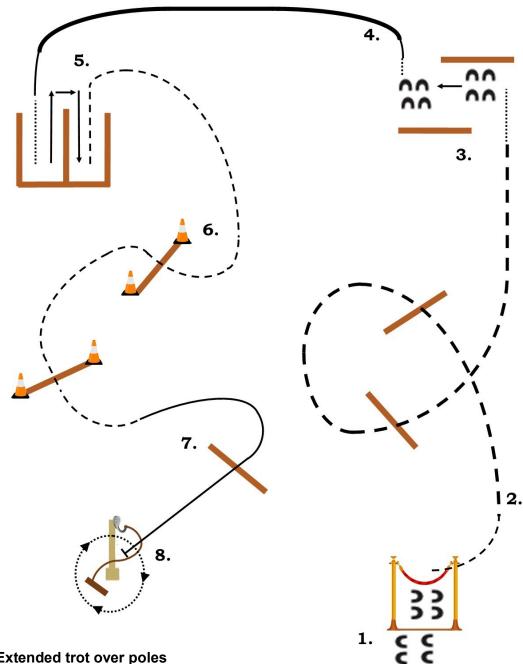
Ranch Trail - Class #18 Green Class #19 Youth



- 1. Gate RH push
- 2. Trot, build to Extended trot over poles
- 3. Walk, side pass left between poles
- 4. Lope Left lead, Extended lope, collect
- 5. Walk into chute, back around as shown
- 6. Trot serpentine
- 7. Lope Right lead over pole
- 8. Pick up item and carry around as show

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Ranch Trail - Class #20 Open



- 1. Gate RH push
- 2. Trot, build to Extended trot over poles
- 3. Walk, side pass left between poles
- 4. Lope Left lead, Extended lope, collect
- 5. Walk into chute, back around as shown
- 6. Trot serpentine
- 7. Lope Right lead over pole
- 8. Drag log around as shown.