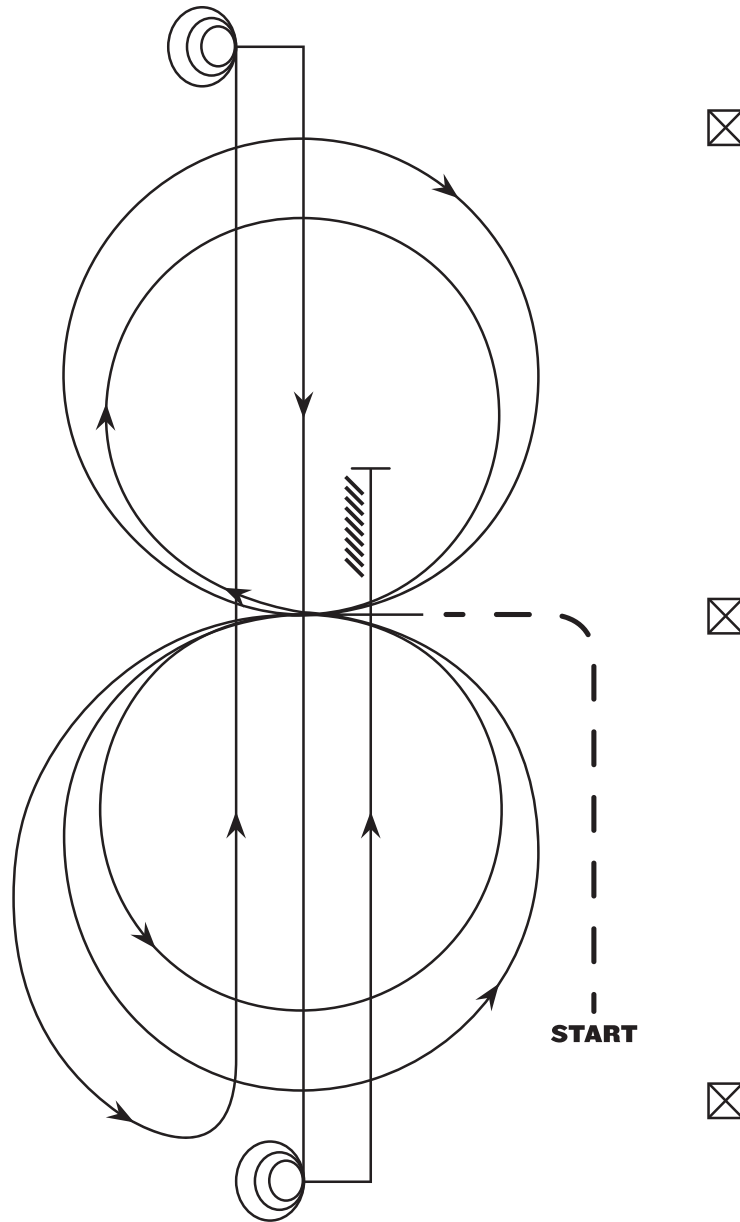


# VRH AND RHC RANCH REINING PATTERN 7

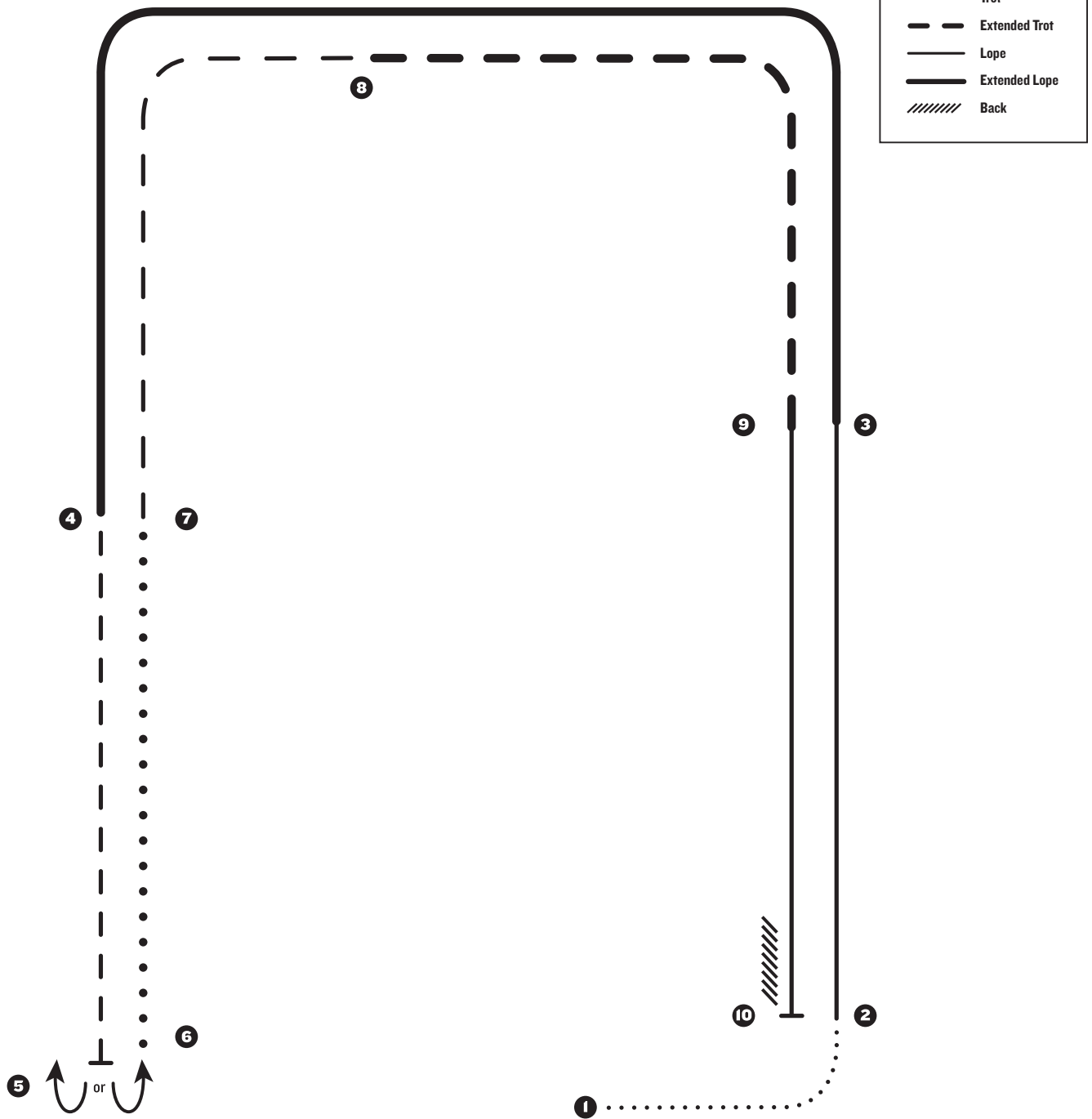


**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

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

# OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2



## LEGEND

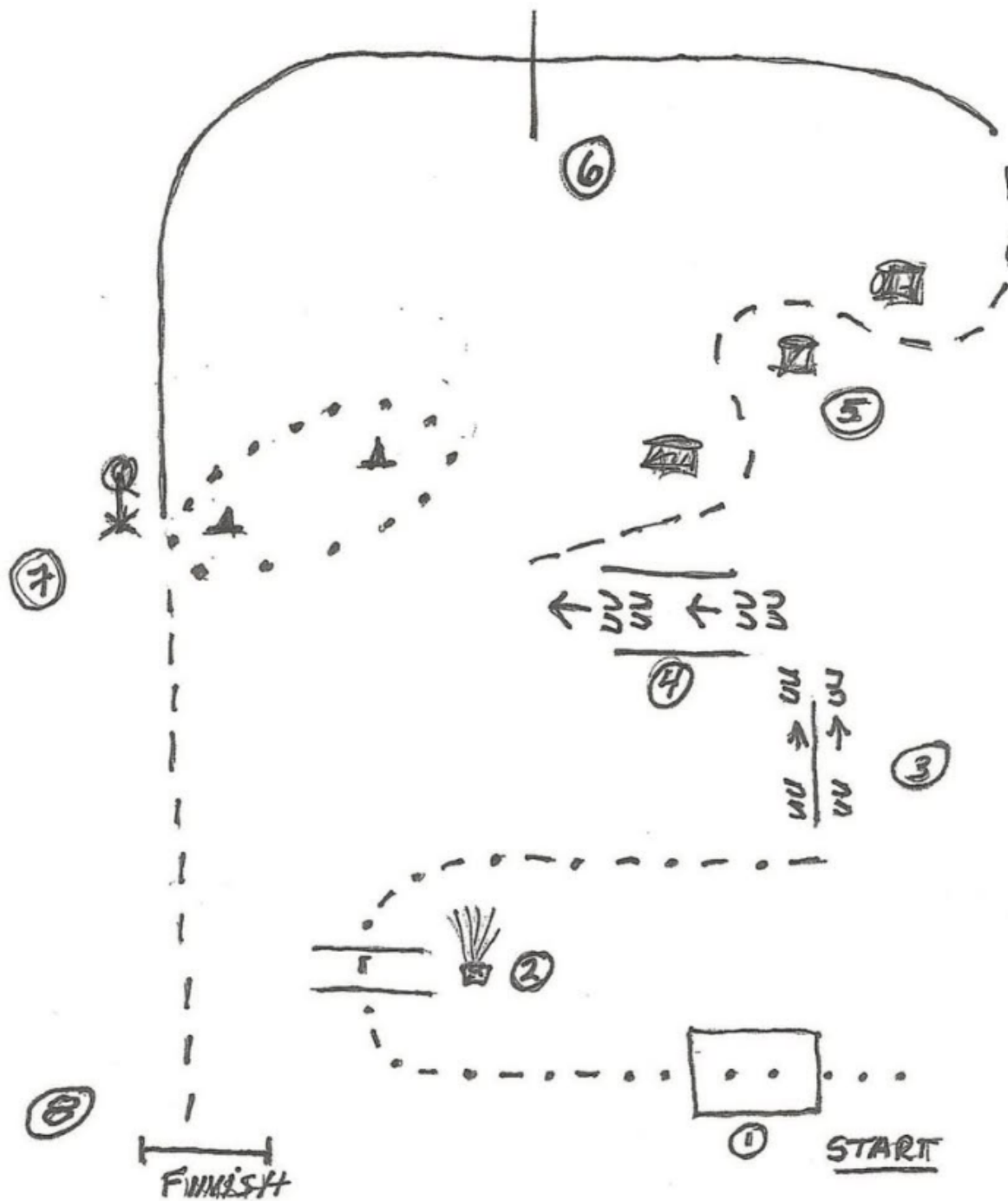
|       |               |
|-------|---------------|
| ..... | Walk          |
| ....  | Extended Walk |
| ---   | Trot          |
| ----  | Extended Trot |
| —     | Lope          |
| ----  | Extended Lope |
| ////  | Back          |

When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5; reverse (either direction)
6. Extended Walk from 6 to 7 - 75 feet
7. Trot from 7 to 8 - 90 feet
8. Extended Trot from 8 to 9 - 240 feet
9. Lope from 9 to 10 - 150 feet
10. Stop and Back at 10 - approximately one horse length

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# CSSHA Jackpot - VRH Ranch Trail Pattern



1. Start – walk over bridge.
2. Extended walk over poles.
3. Left side pass across pole.
4. Back through chute.
5. Trot serpentine around stumps.
6. Left lead lope over pole.
7. Pick-up rope, walk or trot, around obstacles, put rope back.
8. Trot to gate, work gate, finish.

\*The drawn description of this pattern is only intended for the general depiction of the pattern. Riders should use the space as needed to best exhibit their horse.