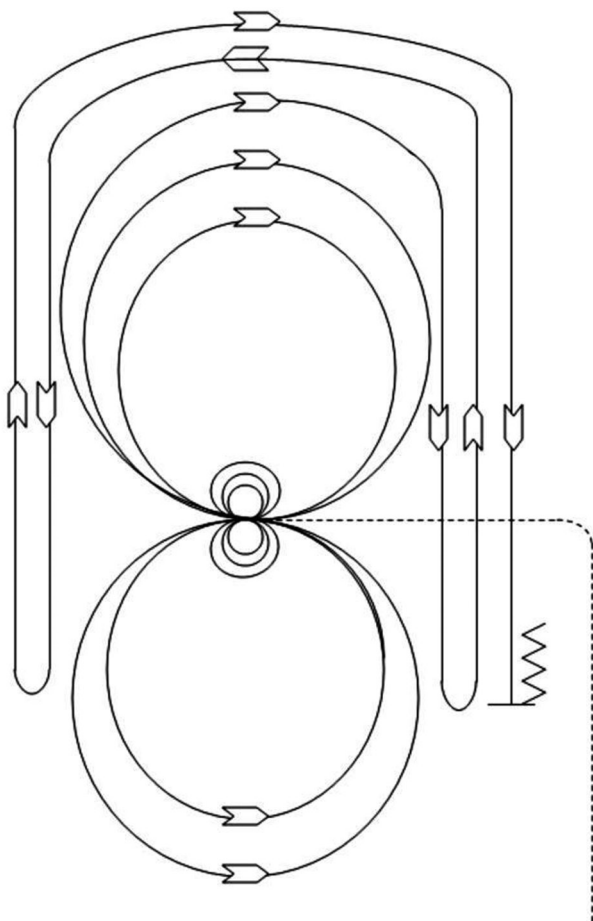


VRH Ranch Reining Pattern I



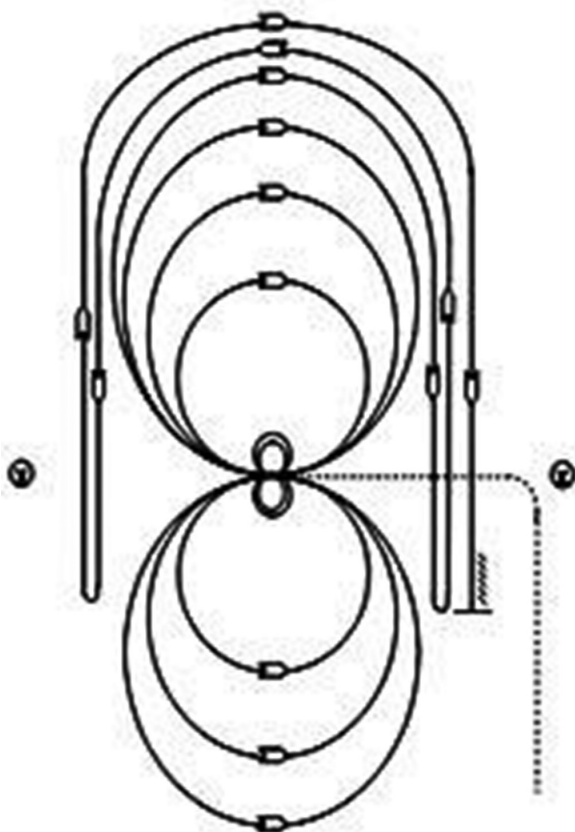
Mandatory Markers:

The judge shall indicate with markers on arena fence the center of the pattern.

Ride pattern as follows:

1. Trot to center of arena and stop.
2. Complete three spins in each direction
3. Begin on right lead and lope two large fast circles to the right, change leads.
4. Lope two large fast circles to the left, change leads.
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.

VRH Ranch Reining Pattern 2



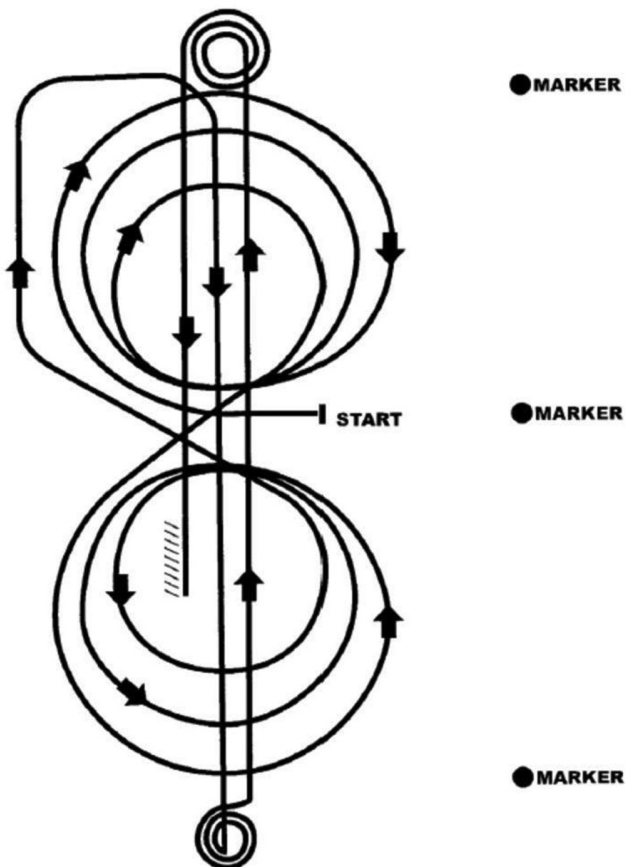
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. 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.

VRH Ranch Reining Pattern 3



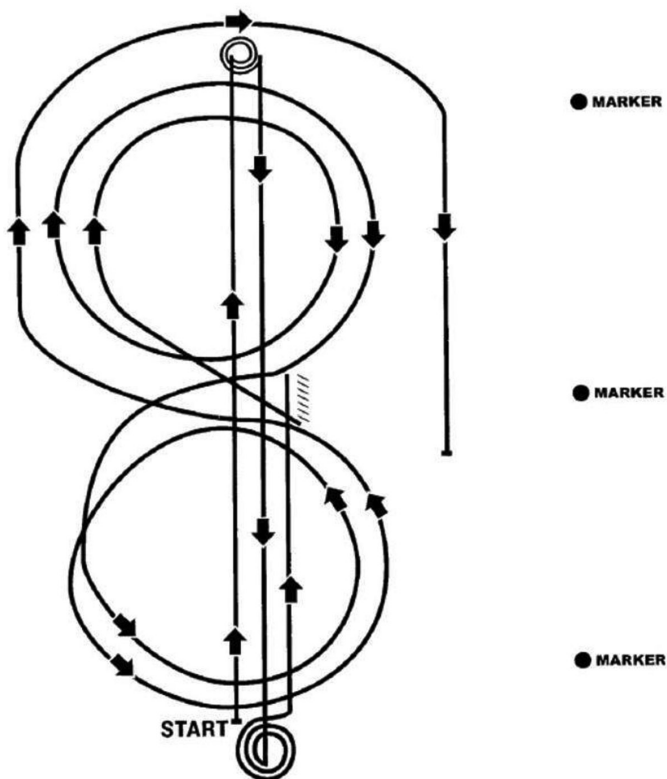
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and complete three circles to the right, two large fast followed by one small slow circle, change to left lead
3. Complete three circles to the left, two large fast circles followed by one small slow circle. Change to right lead.
4. Continue loping around end of arena without breaking gait
5. Run up center of arena to far end past the end marker and come to a sliding stop.
6. Complete 3 1/2 spins to the right
7. Run up center of arena past the end marker, come to a sliding stop.
8. Complete 3 1/2 spins to the left
9. Run back to the middle of the arena past the center marker and come to a sliding stop
10. Back at least 10 feet in a straight line

VRH Ranch Reining Pattern 4



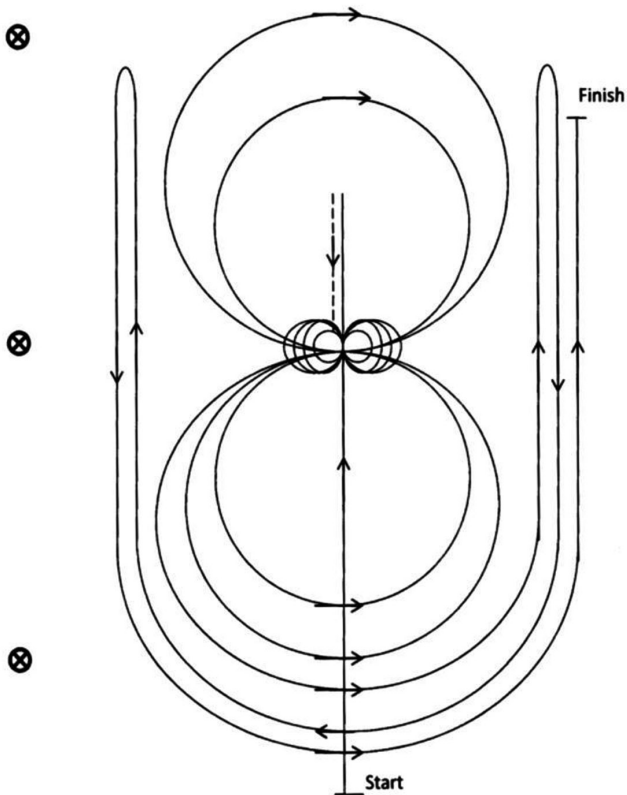
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

VRH Ranch Reining Pattern 5



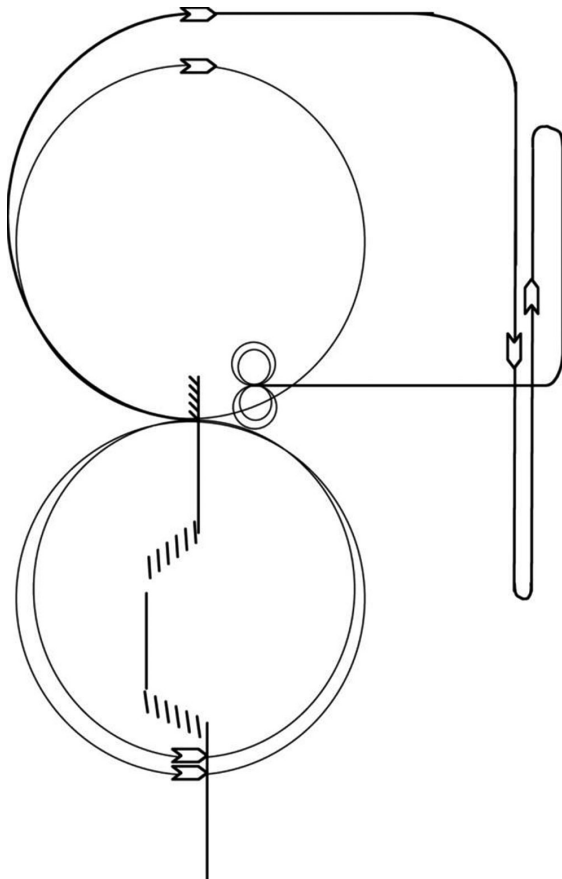
Mandatory Markers along Fence or Wall

The judge shall indicate the area for the pattern with six markers on arena fence.

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

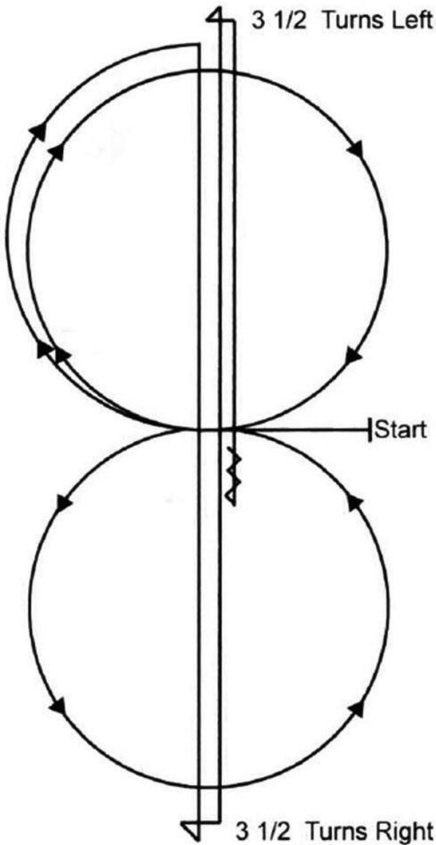
VRH Ranch Reining Pattern 6



Ride pattern as follows:

1. Enter arena at sitting trot
2. Two-track left, trot straight, then two-track right
[Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
3. Move up to an extended trot
4. Stop and back; make left 90 degree pivot
5. Begin on right lead and lope one fast circle
6. Change leads; lope two fast circles to left
7. Change leads; lope, beginning a second right circle
8. Continue circle to wall and lope down wall
9. Make left roll back using wall as assistance
10. Lope straight down wall; Make right roll back using wall as assistance
11. Lope to middle of arena; stop
12. Make two spins each direction
13. Exit arena at a trot

VRH Ranch Reining Pattern 7



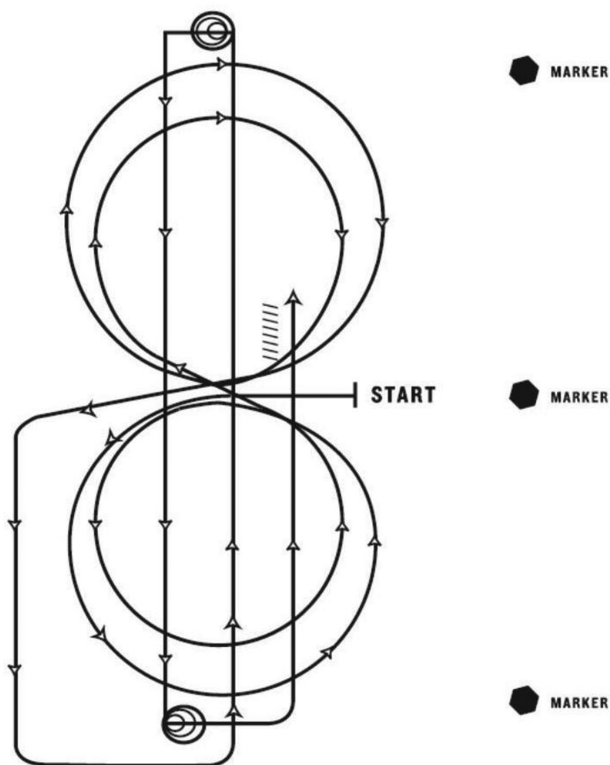
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on right lead and lope one circle to the right. Change leads to the left.
3. Complete one circle to the left. Change leads to the right and go to the top of the arena.
4. Run down the center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right
6. Run down to other end of arena, past the end marker, come to a sliding stop.
7. Complete 3 1/2 spins to the left
8. Run past the center marker and come to a sliding stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern

VRH Ranch Reining Pattern 8



Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern