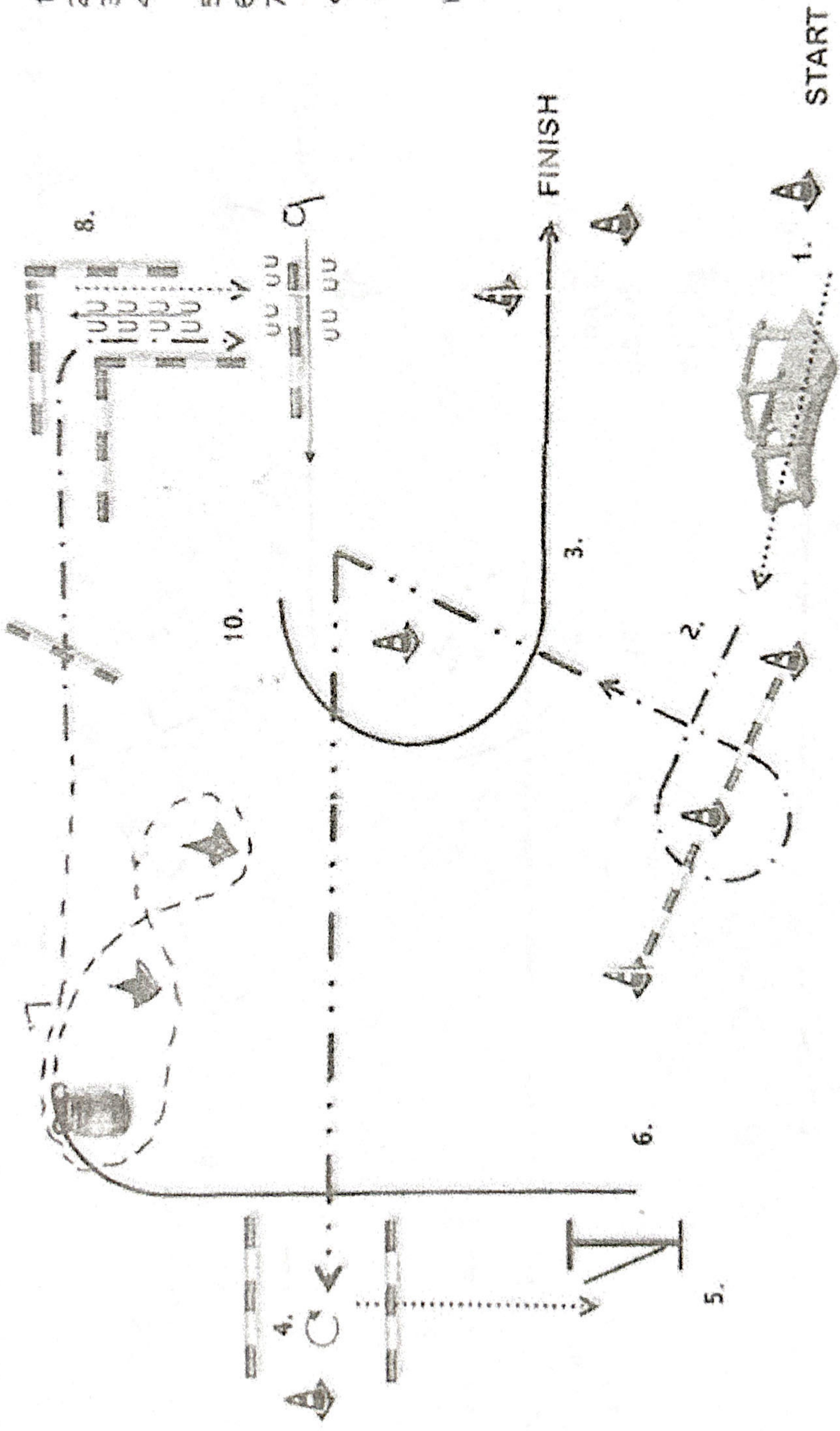


Ranch Trail

YOUTH

Judge: Roby Smith



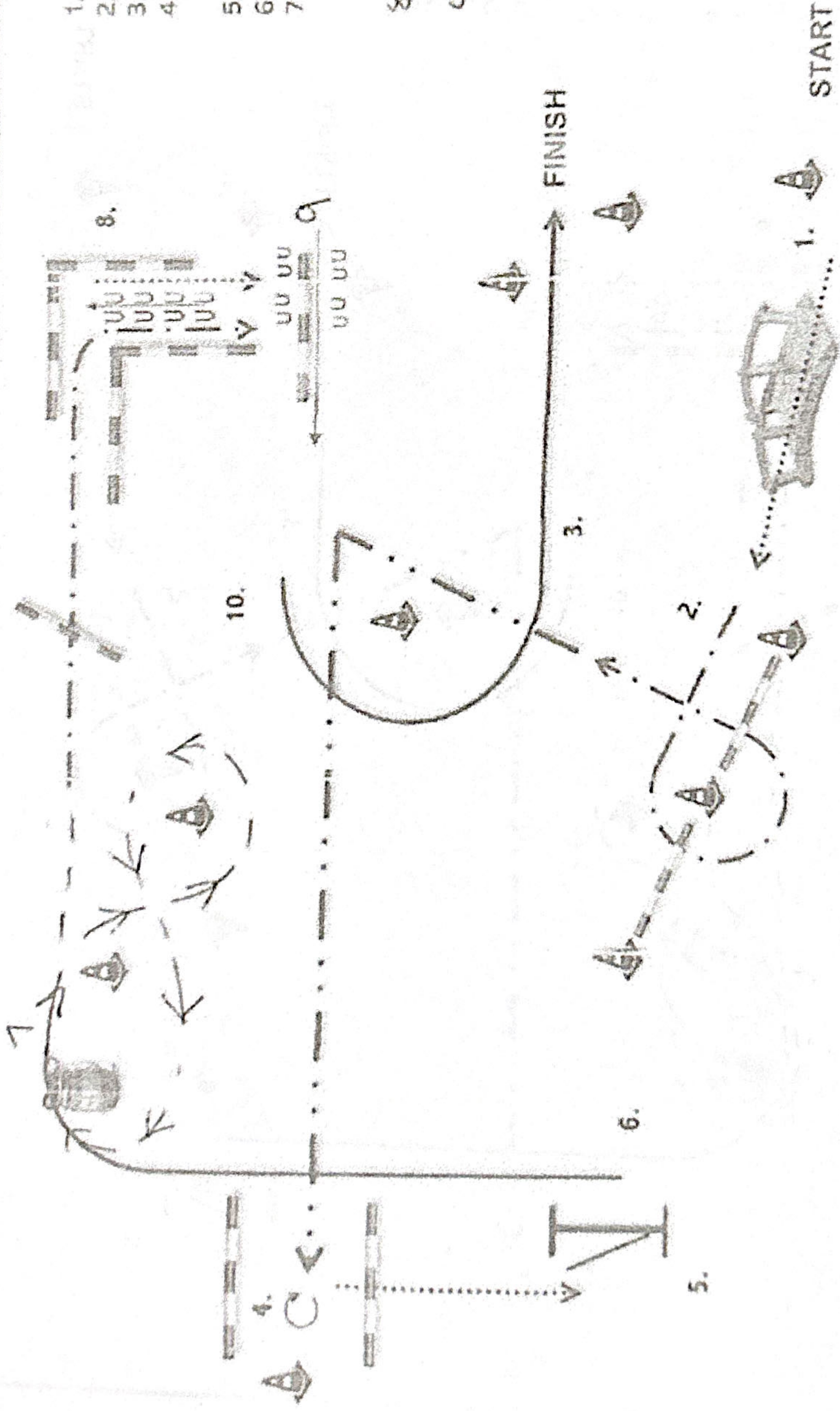
1. Walk bridge
2. Trot over logs
3. Extend the trot onto chute, halt
4. 270° right turn, walk over log to gate
5. Work gate
6. Lope RL TO BARREL.
7. JOG AROUND SERP. OVER LOG AND INTO CHUTE.
8. BACK CHUTE
9. WALK OVER LOG AND SIDE PASS RIGHT.
10. LOPE TO FINISH.

Lope
Trot
Walk

Ranch Trail

OPEN, MASTERS, AMATEUR,

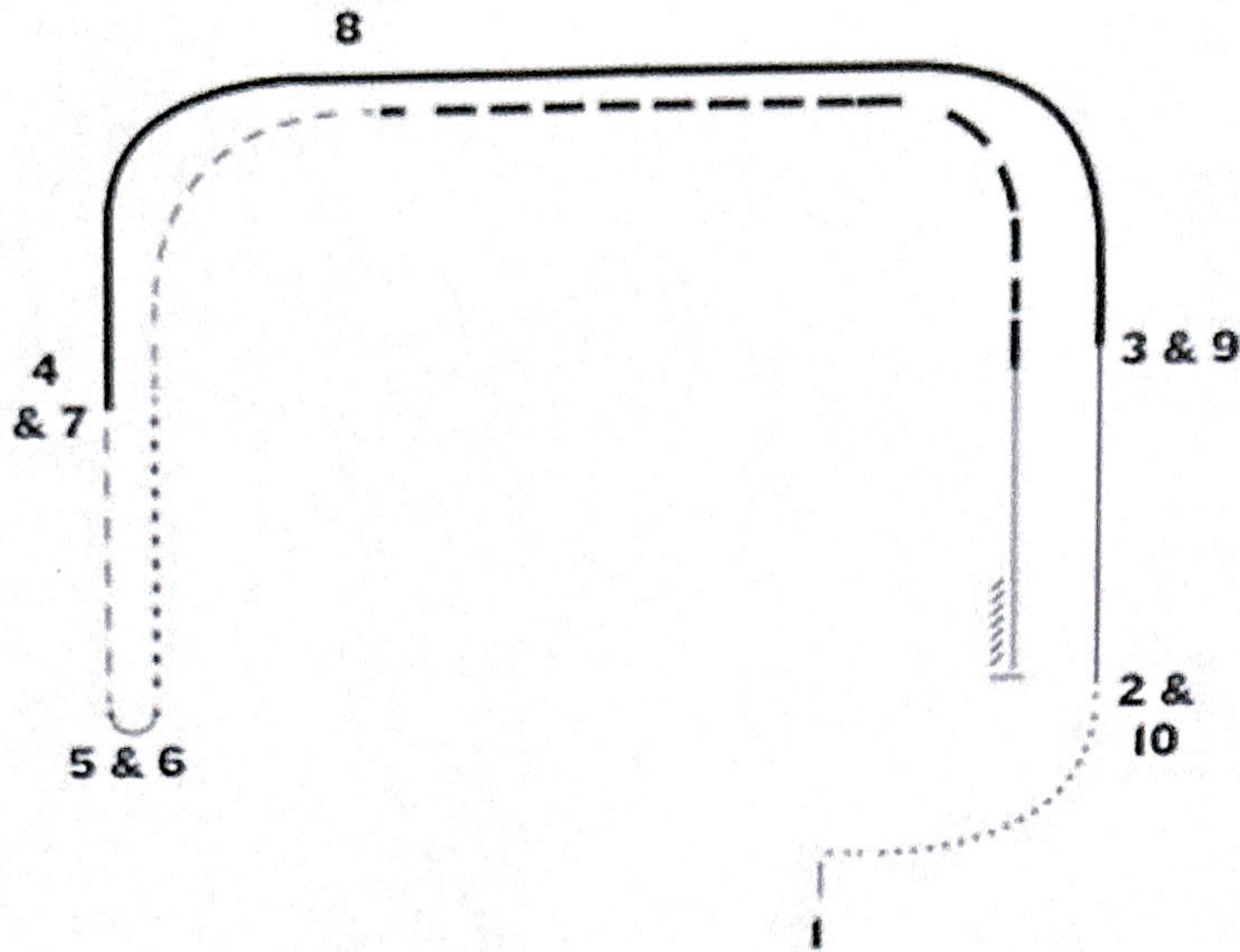
Judge: Roby Smith



1. Walk bridge
2. Trot over logs AS DRAWN
3. Extend the trot onto chute, halt
4. 270° right turn, walk over log to gate
5. Work gate
6. Lope RL TO BARREL.
7. PICK UP ROPE AND TROT AROUND SERP AND PUT ROPE BACK ON BARREL.
8. TROT OVER LOG AND INTO CHUTE. AND BACK.
9. WALK OVER LOG, SIDE PASS RIGHT.
10. LOPE TO FINISH.

Lope →
 Trot - - -
 Walk

ALL.

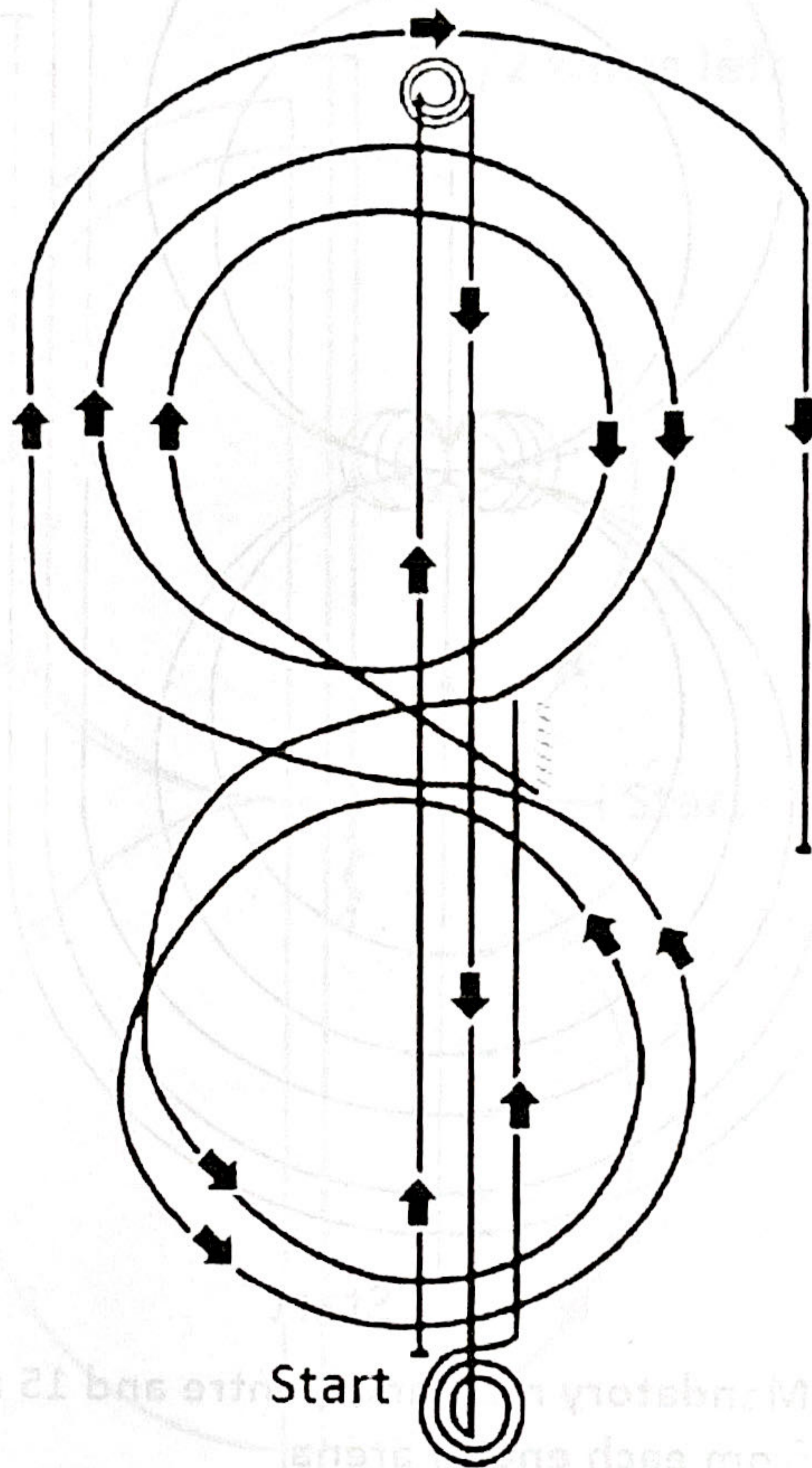


- Walk
- Extended Walk
- Trot
- Extended Trot - - - - -
- Lope _____
- Extended Lope _____
- Back ||| ||| ||| ||| ||| ||| ||| ||| ||| |||

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 – 9 metres
2. Lope from 2 to 3 - 46 metres
3. Extend lope from 3 to 4 – 61 metres
4. Trot from 4 to 5 – 36 metres
5. Stop at 5, reverse (either direction)
6. Extend walk from 6 to 7 – 22 metres
7. Trot from 7 to 8 – 27 metres
8. Extend trot from 8 to 9 – 73 metres
9. Lope from 9 to 10 – 46 metres
10. Stop and back at 10 – approx. one horse length

RANCH REINING PATTERN 4



- Mandatory markers - centre and at least 15 metres from each end of arena

Ride pattern as follows:

1. Run up centre of arena past end marker and do a sliding stop
2. Complete 3½ spins to the left
3. Run down to opposite end of arena, past end marker and do a sliding stop
4. Complete 3½ spins to the right
5. Run past centre marker and do a sliding stop. Back at least 3 m. Complete ¼ turn to the left. Hesitate
6. Beginning on right lead, complete two (2) circles to the right – the first small and slow, the second large and fast. Change leads at centre of arena
7. Complete two (2) circles to the left – the first small and slow, the second large and fast. Change leads at centre of arena
8. Begin a large circle to the right, but do not close circle. Run down right side of arena past centre marker and do a sliding stop at least 6 m from the fence. Hesitate to show completion of pattern.