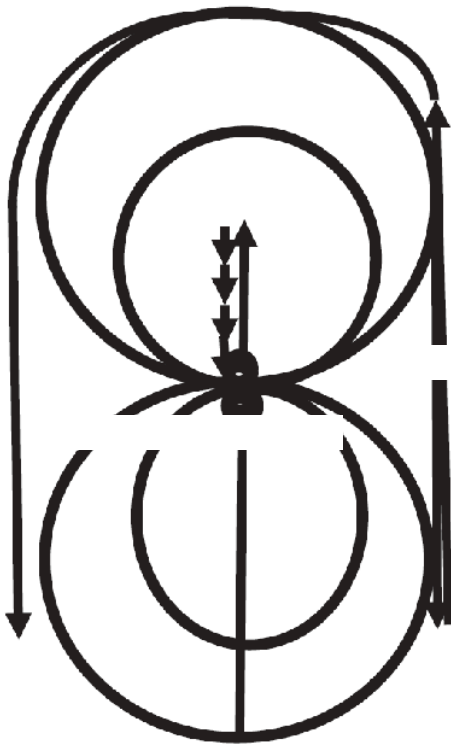




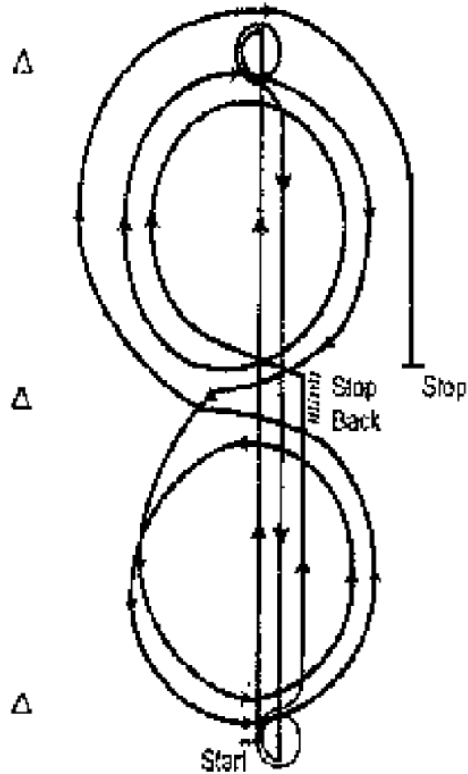
Green/Youth RANCH REINING – PATTERN 7



1. Run down center past marker and stop; Back 8-10 feet, 1/4 turn left.
2. Left lead lope large fast, small slow stop.
3. 3 spins left.
4. Beginning on the right lead complete 2 circles the first one large and fast and the second small and slow, stop.
5. 3 spins right.
6. Right lead lope but do not close circle, go past middle marker, stop roll back left.
7. Run down past middle marker, stop, Hesitate to show completion of pattern.



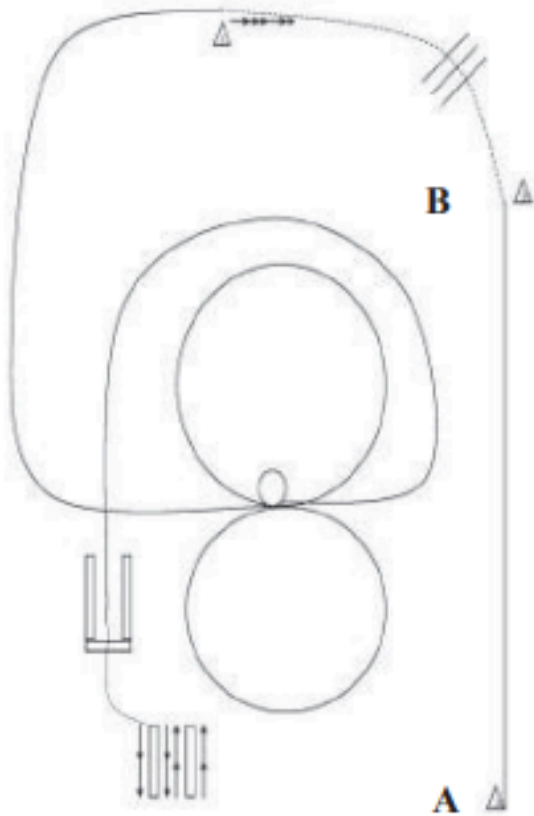
RANCH REINING – PATTERN 9



- Δ **BEGIN AT END OF THE ARENA**
1. Run to far end of arena past the end marker and stop.
 2. Execute 1 1/2 (one and one-half) spins to the left.
 3. Run to other end of arena past the end marker and stop.
 4. Execute 1 1/2 (one and one-half) spins to the right.
 5. Run past the center marker and stop.
 6. Back 10 to 15 feet in a straight line.
 7. Complete 1/4 (one-quarter) of a turn to the left, hesitate. On right lead complete one small, slow circle and one large, fast circle. Change leads to left.
 8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
 9. Run around the end of arena to the other side, past center marker, at least 20 feet from the fence and stop, hesitate to complete pattern.
 10. Approach judge for inspection and dismissal.
- Rider may drop bridle to the designated judge.

Δ

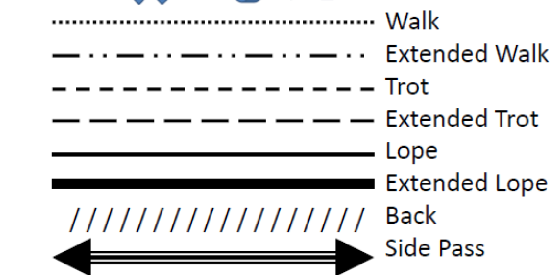
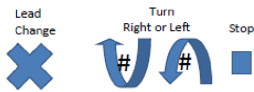
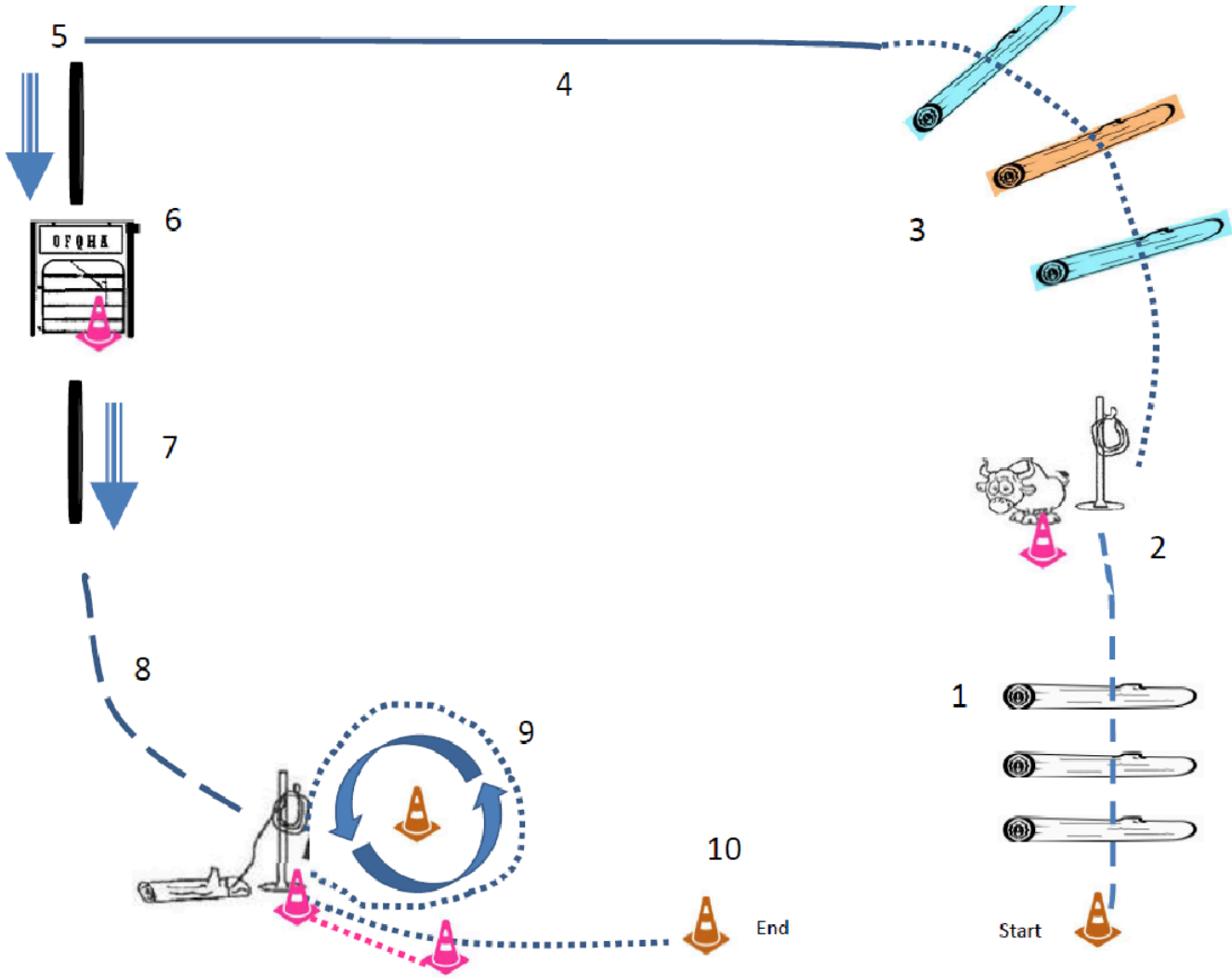
RANCHMANSHIP – PATTERN 14



1. Left lead lope A to B.
2. At B break to a trot.
3. Cross Over Poles.
4. Trot to next cone and stop.
5. Back 5 steps.
6. Left lead lope to center, small slow circle.
7. Stop.
8. 2 spins left.
9. Right lead lope small slow; in center change to left lead.
10. Continue to lope left lead into chute; in chute transition to walk.
11. Walk to log and side pass right.
12. Side pass left.



RANCH TRAIL – PATTERN 17



Walk/Trot class will replace Lope with Extended Trot

1. Trot over poles
2. Trot to Steer/ Attempt to Rope/ 2 Attempts **YOUTH** Swing rope, **no throw needed**
3. Walk over elevated pole, large log and 2nd elevated pole
4. Left Lead Lope to pole
5. Stop Side pass left
6. Work Gate with left Hand **YOUTH** gate will be unlatched, walk through gate holding gate, close gate, latch is not required.
7. Side pass right
8. Extended Trot To Log Drag
9. Walk/ Drag Log/ Return Log **YOUTH** drag cone to cone
10. Walk to cone finish