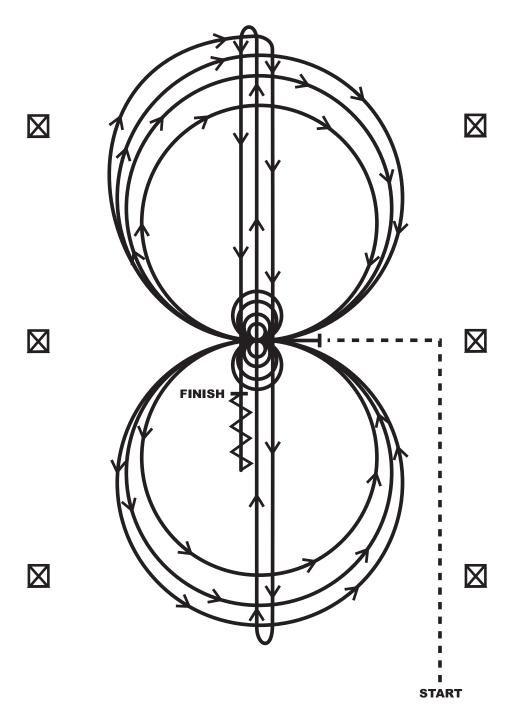
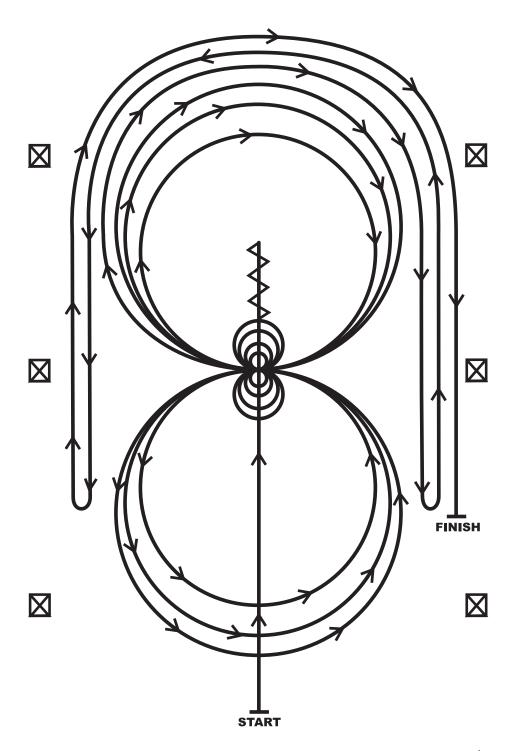
REINING PATTERN 11



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

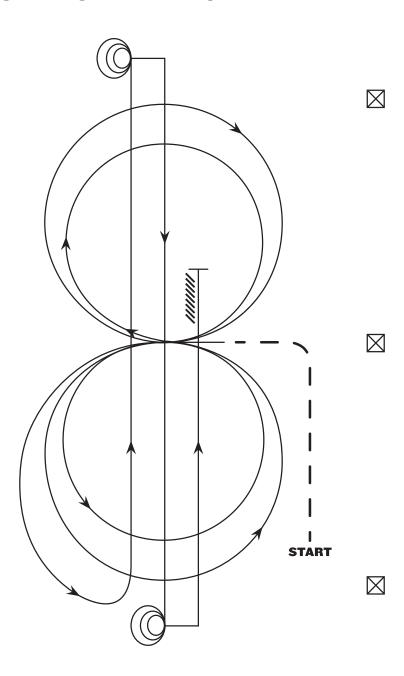
- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
- 5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
- 6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

REINING PATTERN 10



- I. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
- 4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
- 5. 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 the arena.
- 6. 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 rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
- 7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
- 8. 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

VRH AND RHC RANCH REINING PATTERN 7

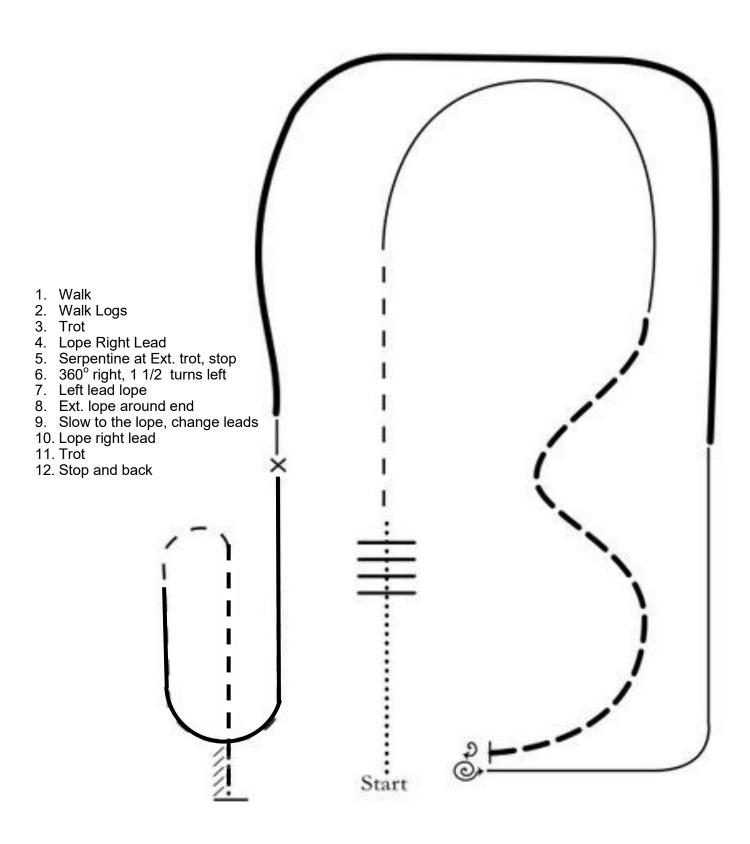


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

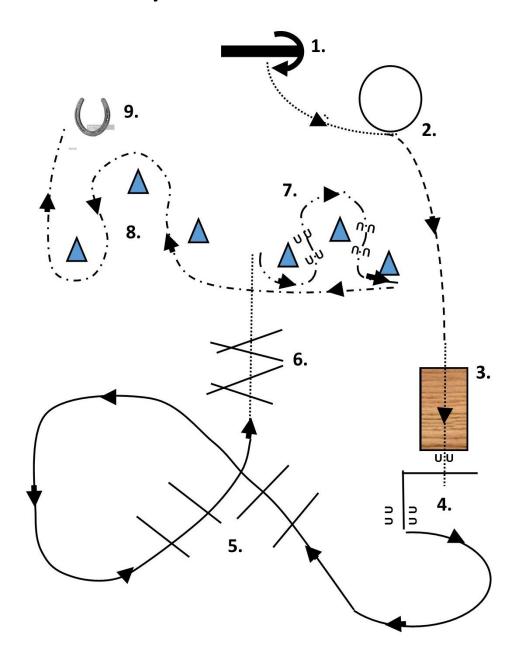
- I. Beginning on left lead, complete two circles to the left the first one large and fast, the second one small and slow. Change leads at center of arena.
- 2. Complete two circles to the right the first one large and fast, the second one small and slow. Change leads at center of arena.
- 3. Begin a 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 I/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 I/2 spins to the right.
- 7. Run past the center marker and do a sliding stop. Back at least IO feet. Hesitate to show completion pattern

All VRH Ranch Riding



VRH Ranch Trail

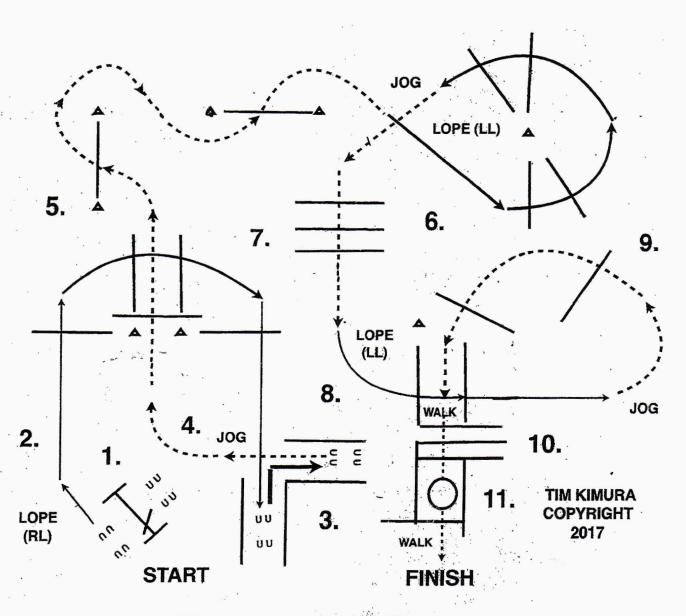
Hill Billy Circuit December 3, 2021



Instructions

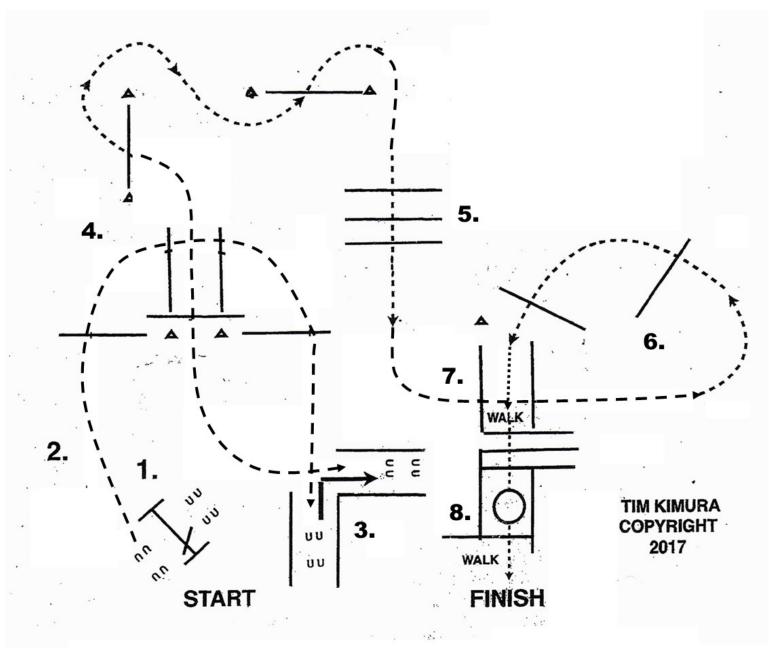
- 1. Gate RH Push
- 2. Walk to Log drag. Drag log in circle to left (Except Youth)
- 3. Trot to bridge, break to a walk, walk over bridge
- 4. Step over log, side pass L to the right
- 5. Lope Right lead over 2 poles, change leads, lope over two logs
- 6. Break to a walk, walk over logs
- 7. Stop, back around bushes
- 8. Extended Trot serpentine
- 9. Stop, dismount, and pick up horse's front right foot. Do not remount. Exit arena leading your horse out.

All Trail Except Small Fry and Walk Trot



- 1. GATE: RH OPEN WALK OVER POLE, CLOSE GATE.
- 2. LOPE OVER POLES (RL), LOPE INTO CHUTE.
- 3. BACK THRU "L", JOG OUT CHUTE.
- 4. JOG OVER POLES.
- 5. JOG THRU SERPENTINE, JOG OVR POLES.
- 6. LOPE OVER POLES (LL).
- 7. BREAK TO JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (LL)
- 9. BREAK TO JOG, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX.
- 11. EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.

Walk-Trot Trail



- 1. Gate: RH OPEN, CLOSE GATE except for Small Fry
- 2. JOG OVER POLES AND INTO CHUTE
- 3. BACK THUR L, JOG OUT OF CHUTE
- 4. JOG OVER POLES
- 5. JOG OVER POLES
- 6. JOG OVER POLES
- 7. WALK THRU CHUTE AND POLES INTO THE BOX
- 8. EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT OF BOX

RANCH RIDING - PATTERN 6 LEGEND Extended Walk **Extended Trot** Lope **Extended Lope** //////// Back \\ Lead Change | 3 3 ////////

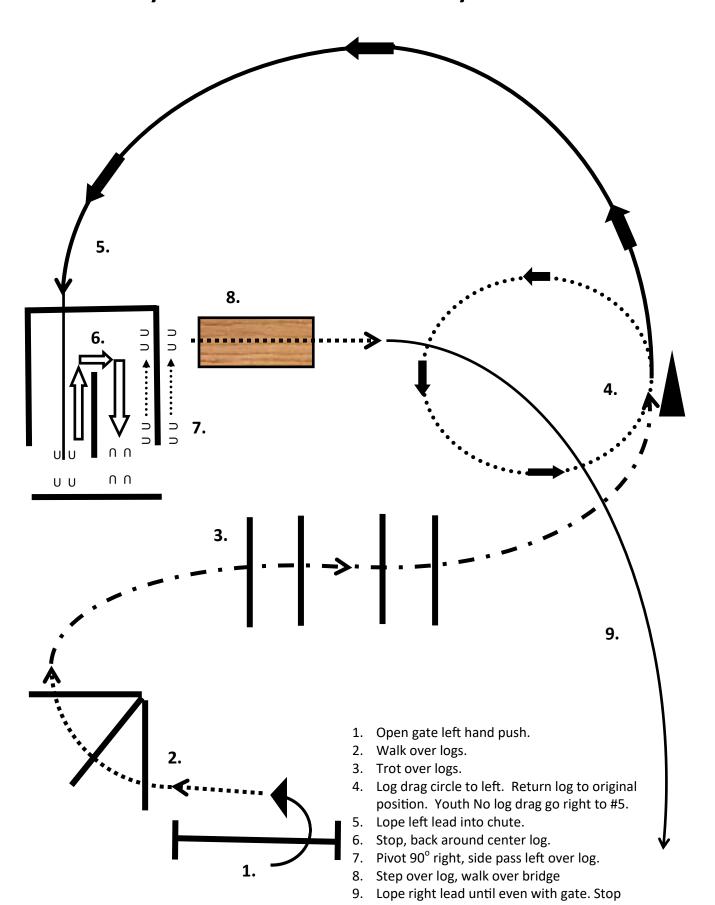
- Walk
- 2. Walk over logs
- 3. Lope right lead
- 4. Extended lope right lead

26"-30" space between logs

- 5. Trot
- 6. Stop, I I/2 turn right
- 7. Walk
- 8. Trot
- 9. Extended trot
- 10. Lope left lead
- II. Stop and back
- 12. Side pass right

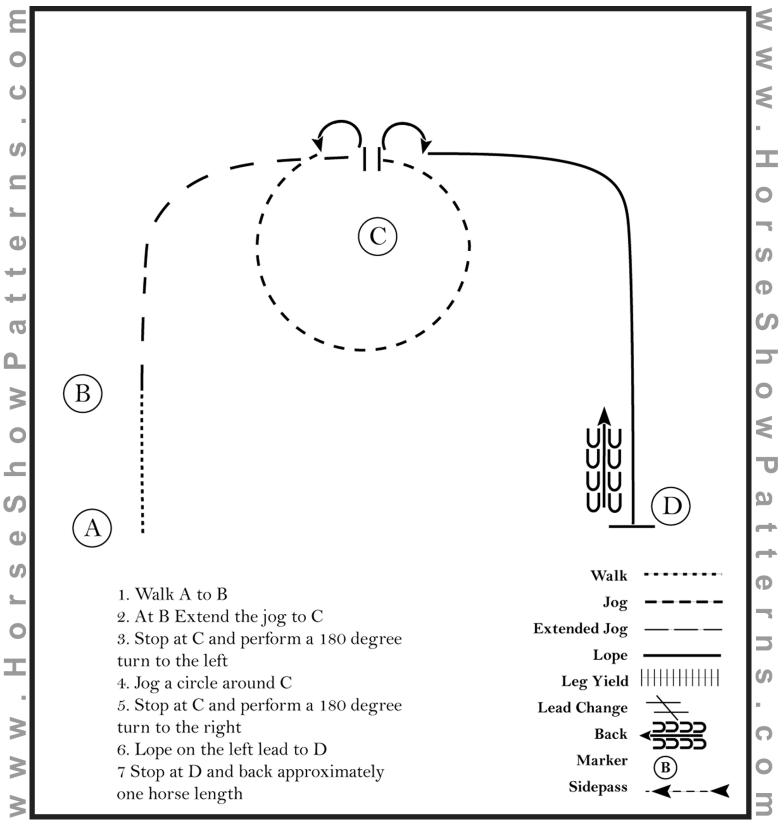
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Hill Billy Circuit Ranch Trial Saturday December 4th



lestern Horsemanship (13 & Under, Level 1 Youth and Level 1 Amateu

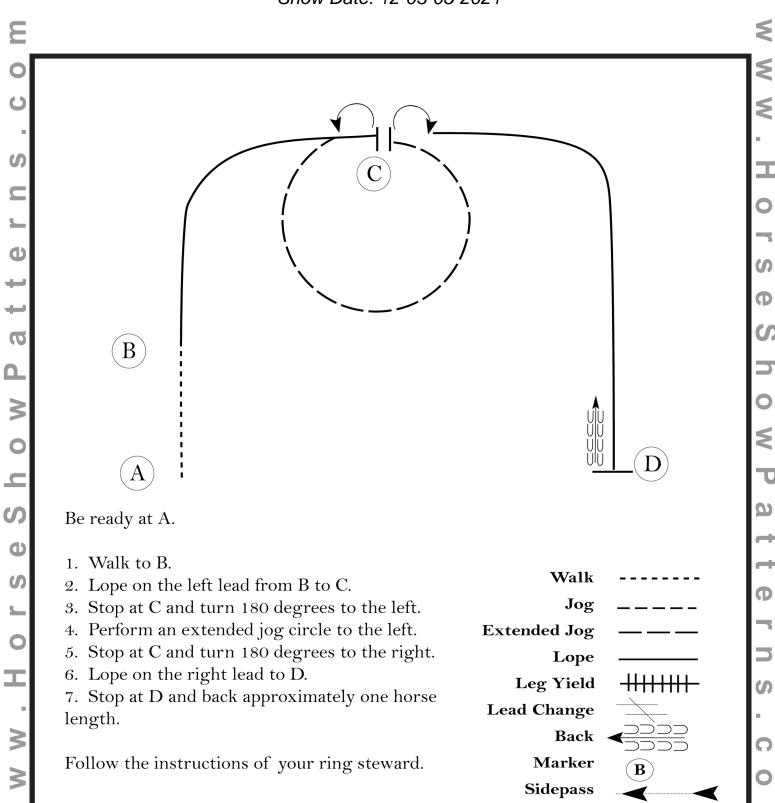
Show Date: 12-03-05-2021



[WH/2-34]

Western Horsemanship (Youth 14-18, Select, Amateur)

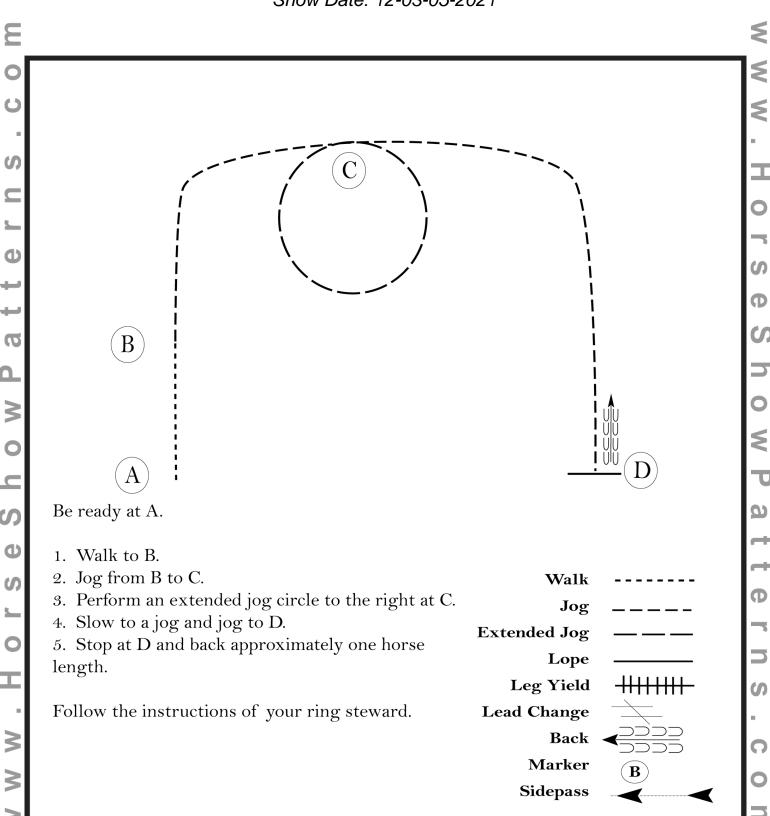
Show Date: 12-03-05-2021



[WH/3-34]

Western Horsemanship (Small fry and Walk Trot)

Show Date: 12-03-05-2021

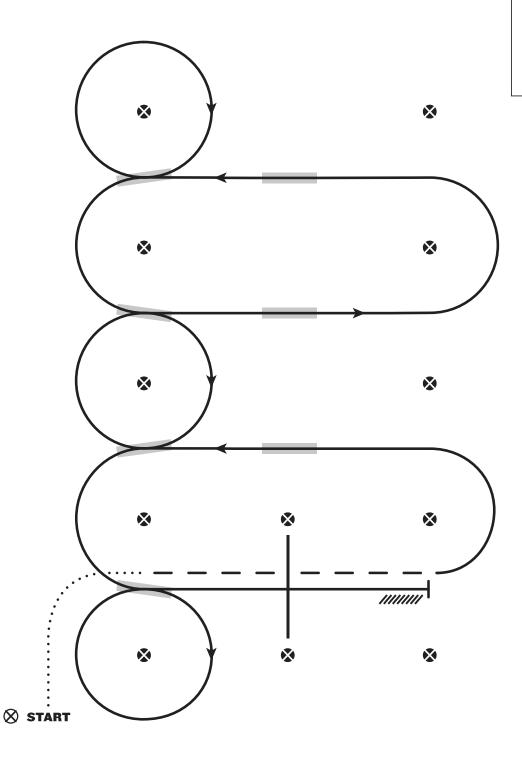


[WH/WT-33]

LEVEL 1 WESTERN RIDING PATTERN 2 .EGEND Jog Lope Back //////// Lead Changing Area X \otimes X \otimes X X //////// \otimes X **⊗** START

- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope left lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change & circle
- 8. Lope over log
- 9. Stop & back

WESTERN RIDING - PATTERN 2



- I. Walk at least I5 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope left lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change
- 8. Third line change
- 9. Fourth line change & circle
- 10. Lope over log
- II. Lope, stop & back

_EGEND

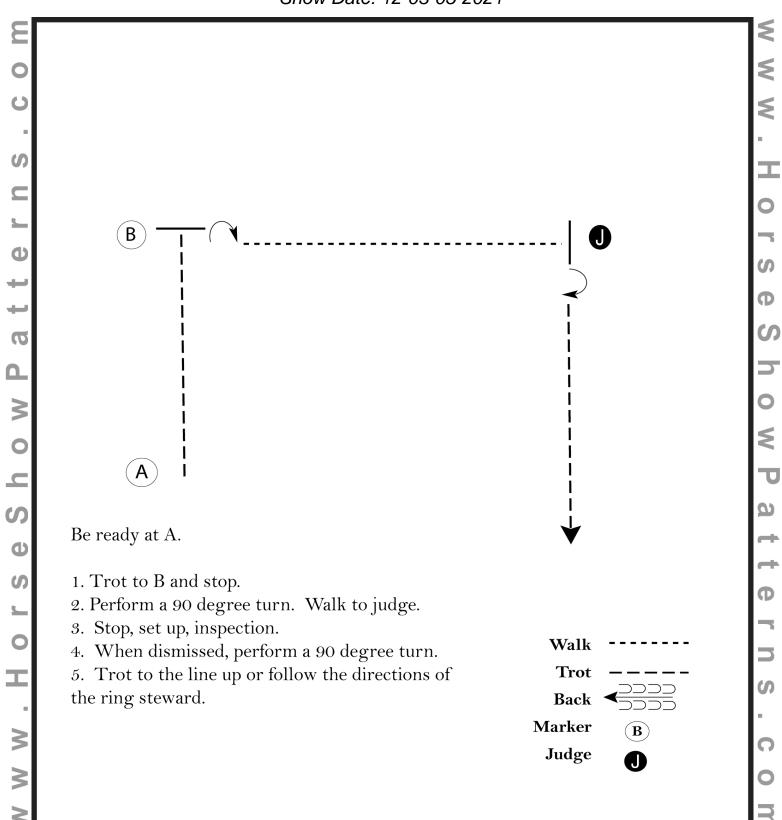
Lead Changing Area

Jog Lope Back

////////

Showmanship (Small Fry)

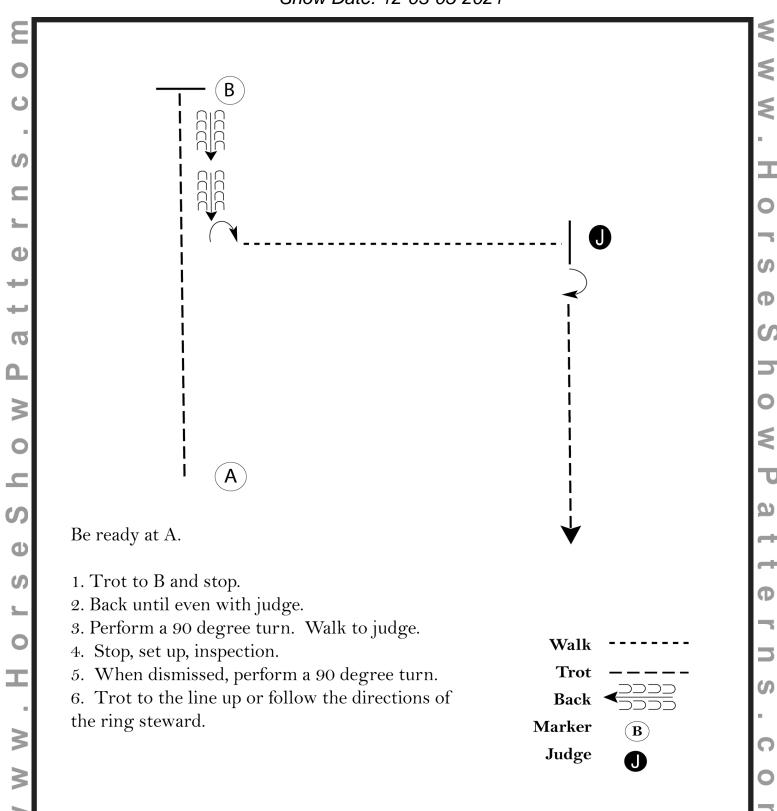
Show Date: 12-03-05-2021



[S/WT-29]

Showmanship (13& Under, Level 1 Youth and Level 1 Amateur)

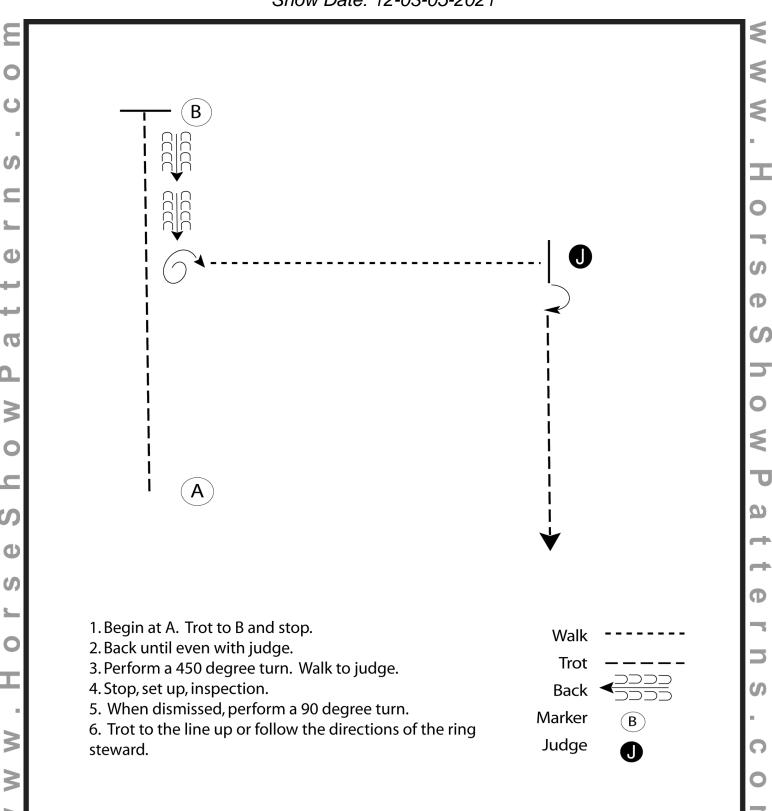
Show Date: 12-03-05-2021



[S/1-29]

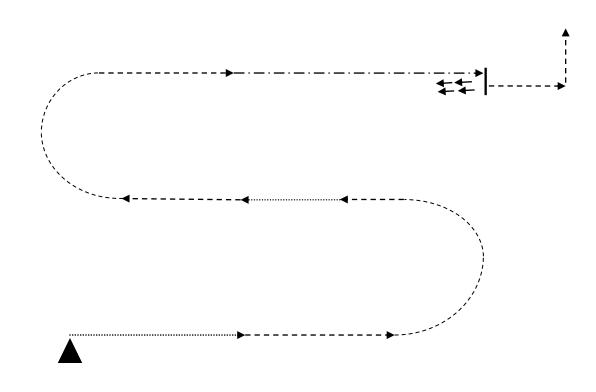
Showmanship (Youth 14-18, Select, Amateur)

Show Date: 12-03-05-2021



[S/2-29]

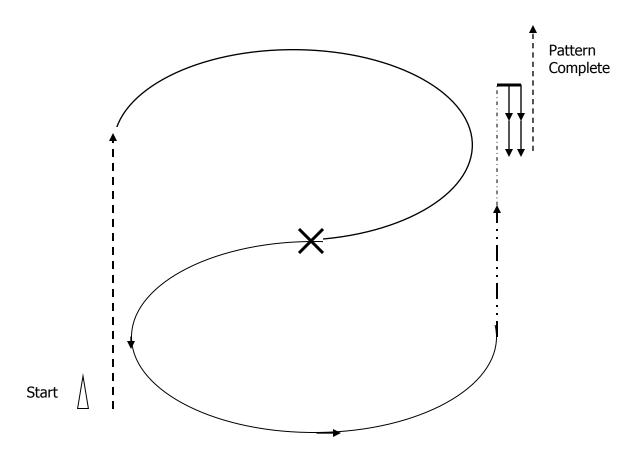
Small Fry and Walk Trot Hunt Seat Equitation



- 1. Be ready at cone.
- 2. Begin a two-loop serpentine starting at the walk
- 3. Move to the rising trot right diagonal as shown.
- 4. Walk.
- 5. Rising trot on the left diagonal.
- 6. Break to a sitting trot.
- 7. Stop and back. Pattern is complete
- 8. Exit at a trot.

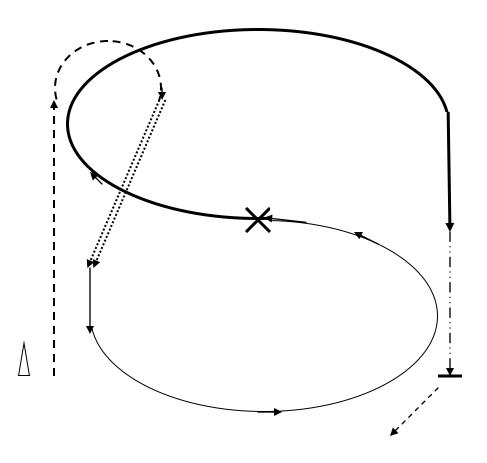
Good Luck!

13 and under and Level 1 Equitation



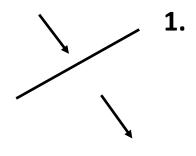
- 1. Begin at a posting trot on the left diagonal.
- 2. Pick up a right lead and canter 3/4 of a circle as shown.
- 3. Change leads in the center of the arena.
- 4. Canter left lead as shown.
- 5. Do not close circle, instead continue toward the end of the arena.
- 6. After rounding the corner, break to a sitting trot.
- 7. Stop and back.
- 8. Exit at a trot.

Equitation Youth 14-18, Amateur & Select



- 1. Begin at a posting trot on the left diagonal.
- 2. Make a half circle to the right.
- 3. Leg yield to the right toward the start cone.
- 4. Pick up a left lead and circle as shown.
- 5. Change leads in the center of the arena.
- 6. Begin a hand gallop on the right lead and canter around top of arena as shown.
- 7. Do not close the circle. After rounding the end of the arena proceed down the arena and break to a sitting trot to exit.
- 8. Stop even with start cone.
- 9. Pattern is complete, exit at trot

Hill Billy Classic All Hunter Hack Classes December 5th, 2021



60′

2.