

Mandatory Markers along Fence or Wall

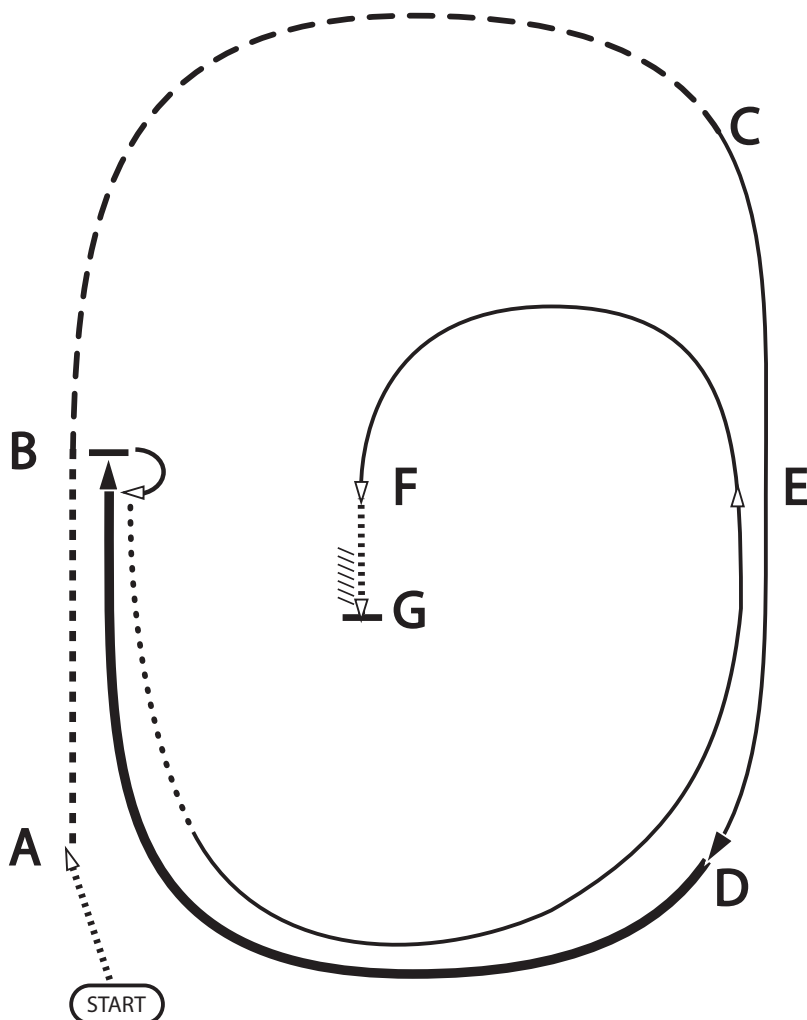
The judge shall indicate the area for the pattern with six markers on arena fence.

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 Riding Pattern I

SATURDAY



1. Walk from start cone to cone A.
2. Trot from A to B.
3. Extend the trot from B to C.
4. Lope on the right lead from C to D.
5. Extend the lope from D to B.
6. Stop at B, turn and trot to A.
7. Lope on the left lead from A to E.
8. Turn toward the middle of the arena and continue to lope to F.
9. Walk from F to G.
10. Stop and back approximately one horse length.

Walk

Trot

Extended Trot - - - - -

Lope _____

Extended Lope _____

Back