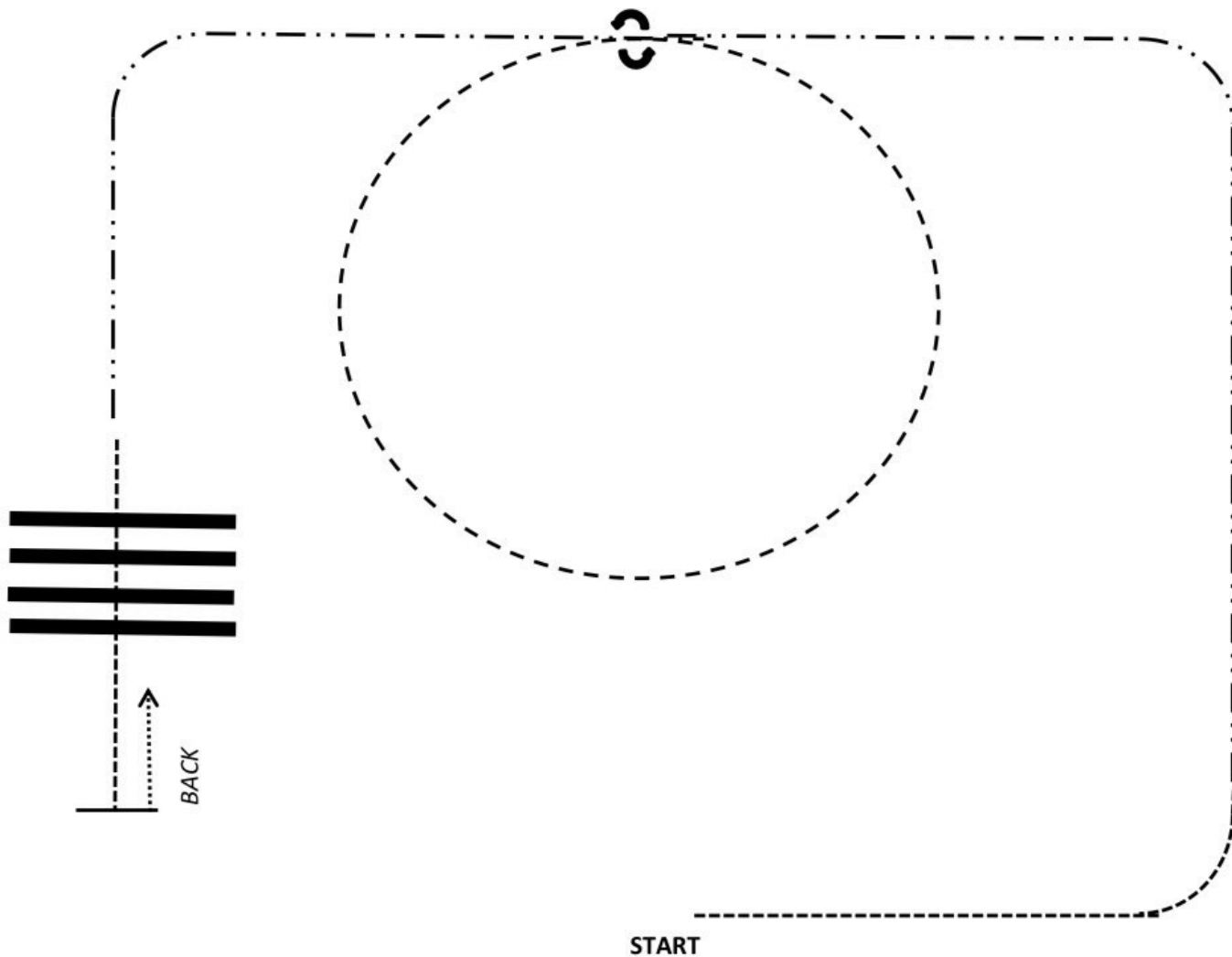




# RANCH RIDING WALK TROT

## Pattern # 1

WALK	-----
TROT	- - - - -
EXT TROT	- · - · -

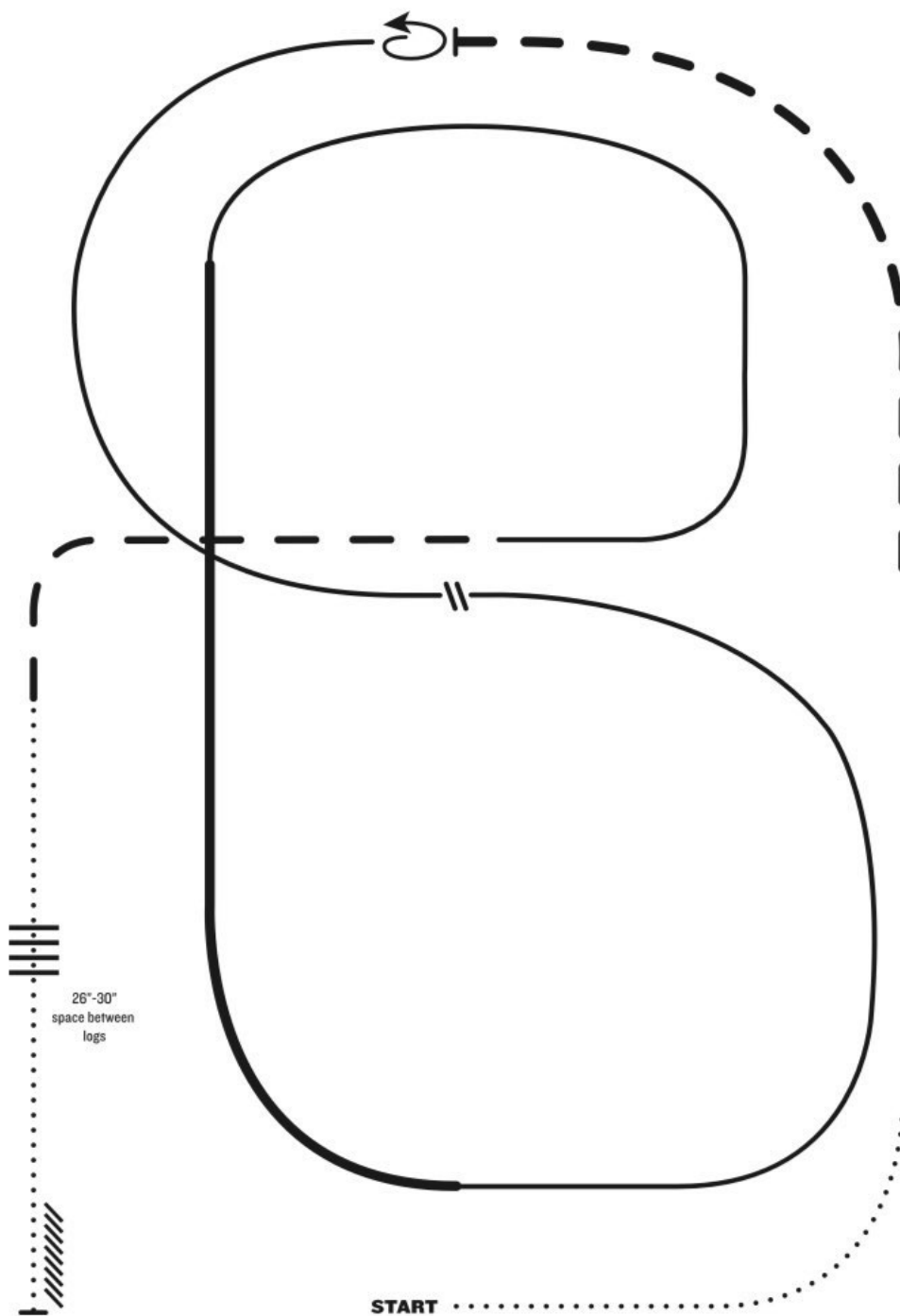


1. WALK
2. EXT. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT to Center of ARENA
4. TROT CIRCLE to LEFT
5. 360 TURN LEFT
6. 360 TURN LEFT
7. EXT. TROT
8. WALK over RAILS
9. STOP / BACK 1 Horse Length

# RANCH RIDING - PATTERN I

## LEGEND

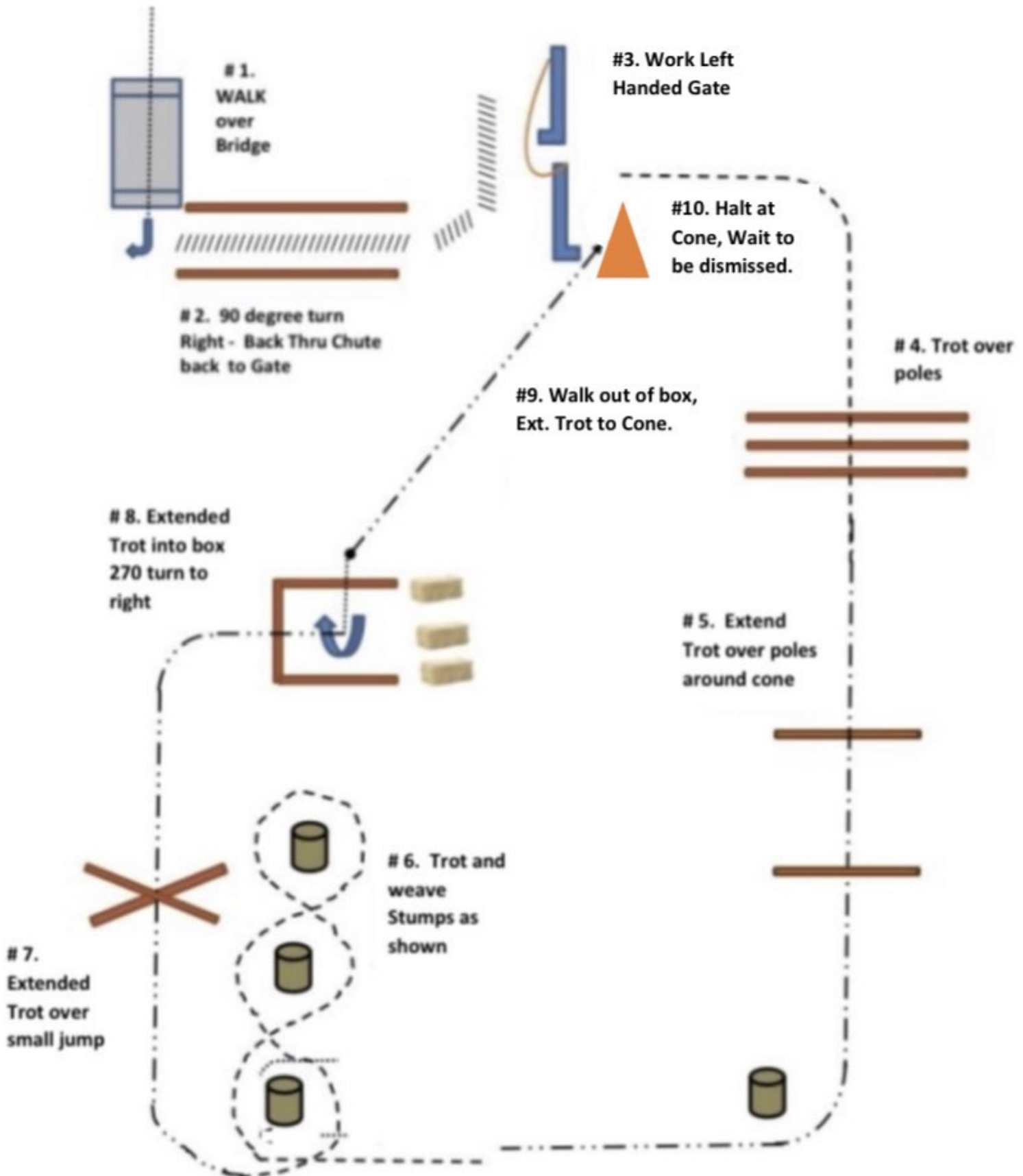
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
//	Lead Change



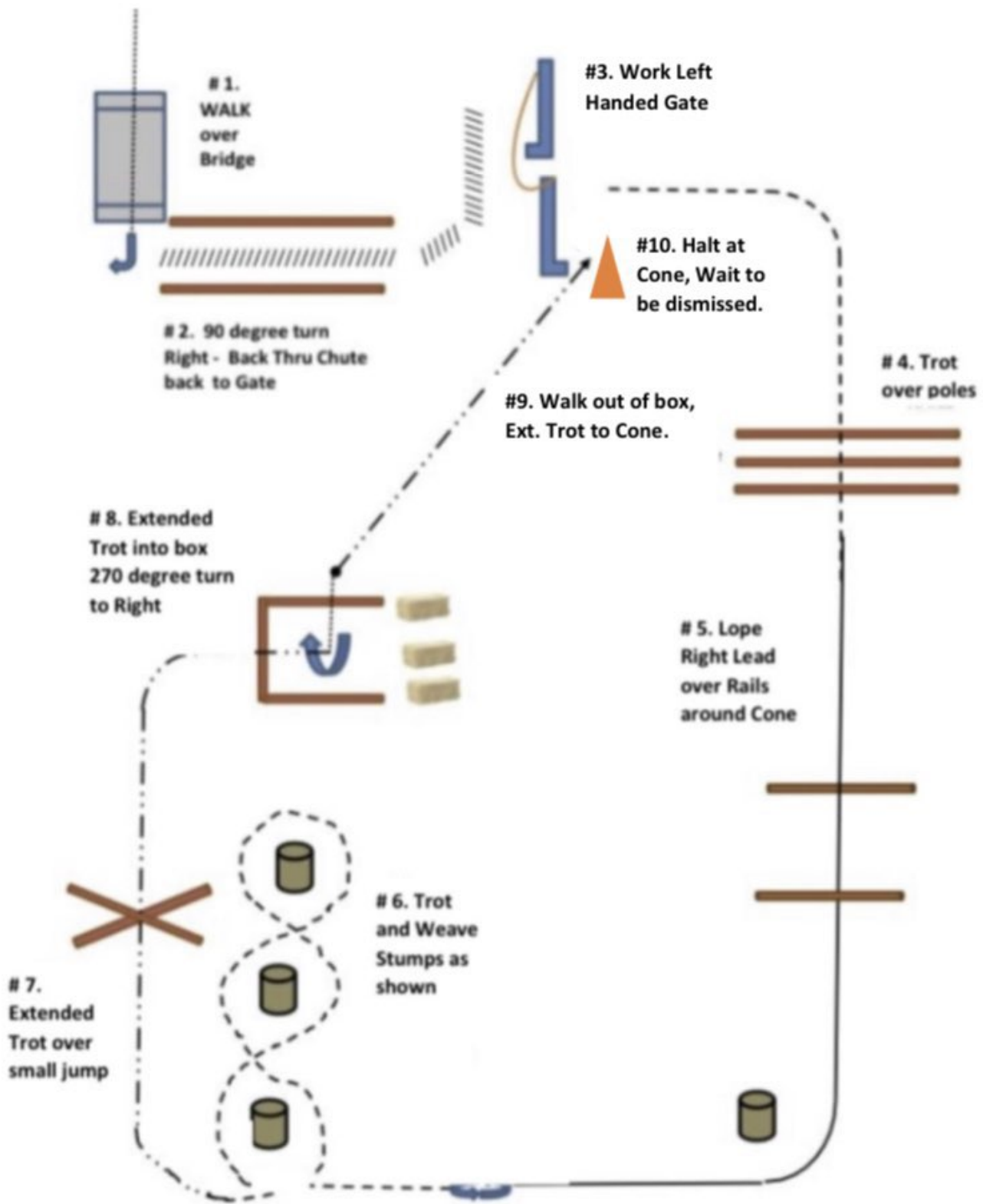
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

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.

# All Walk Trot Divisions Trail



# All Walk Trot Lope Divisions Trail





**RANCH  
ROUND UP**

**Pattern # 2**

Run pattern as drawn. May start on either side. Knockdown of any obstacle is a 5 point penalty for each knockdown, All walk trot exhibitors . loping more then 3 strides in the pattern, going off pattern is a disqualification

