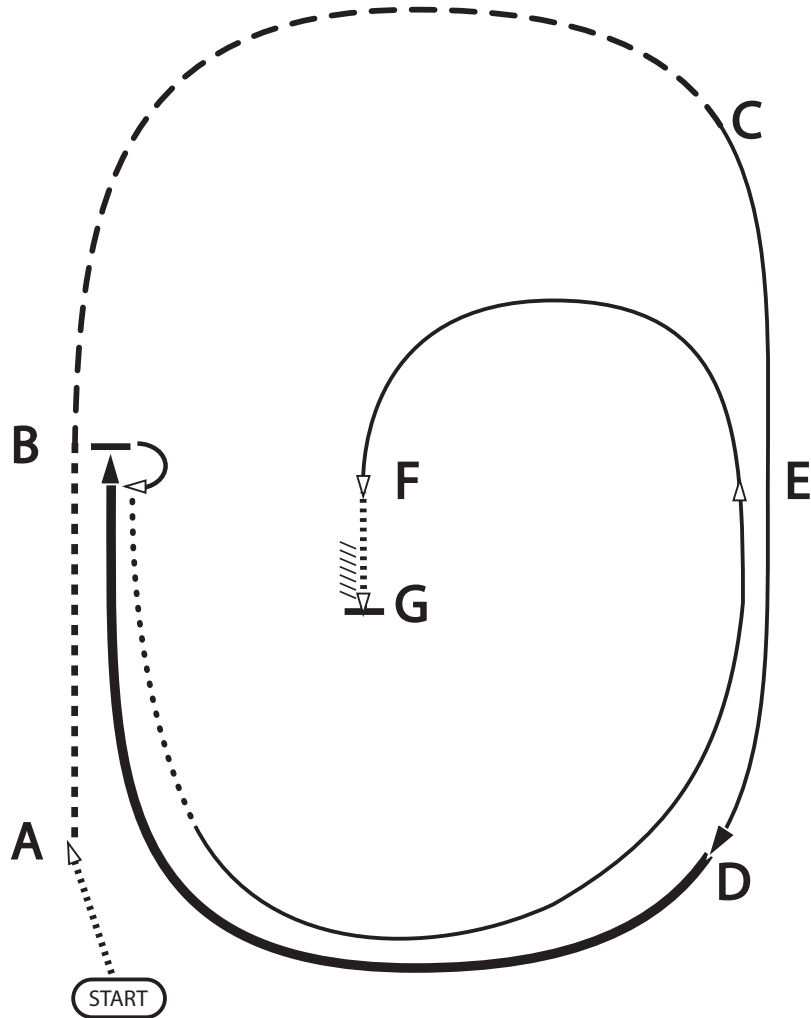
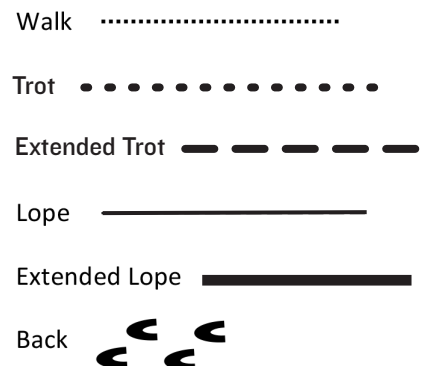


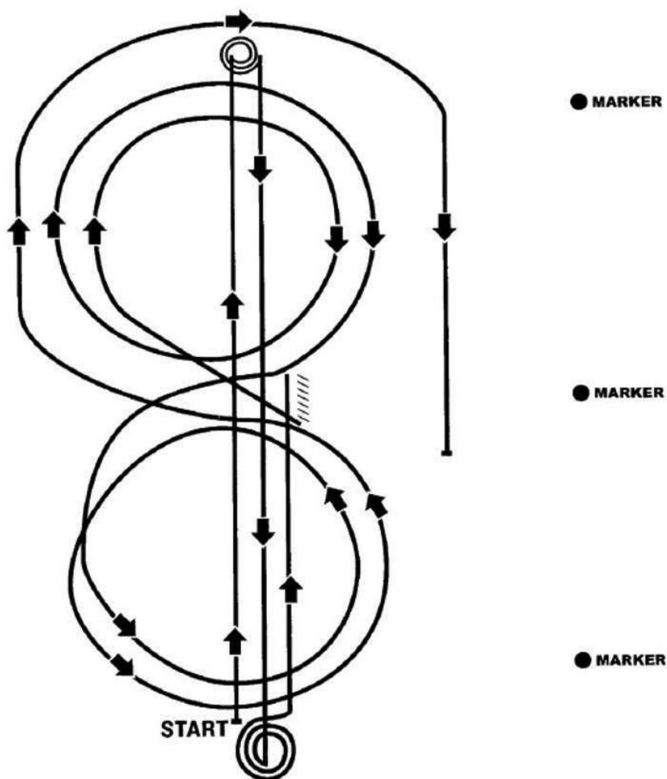
VRH Ranch Riding Pattern I



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.



VRH Ranch Reining Pattern 4



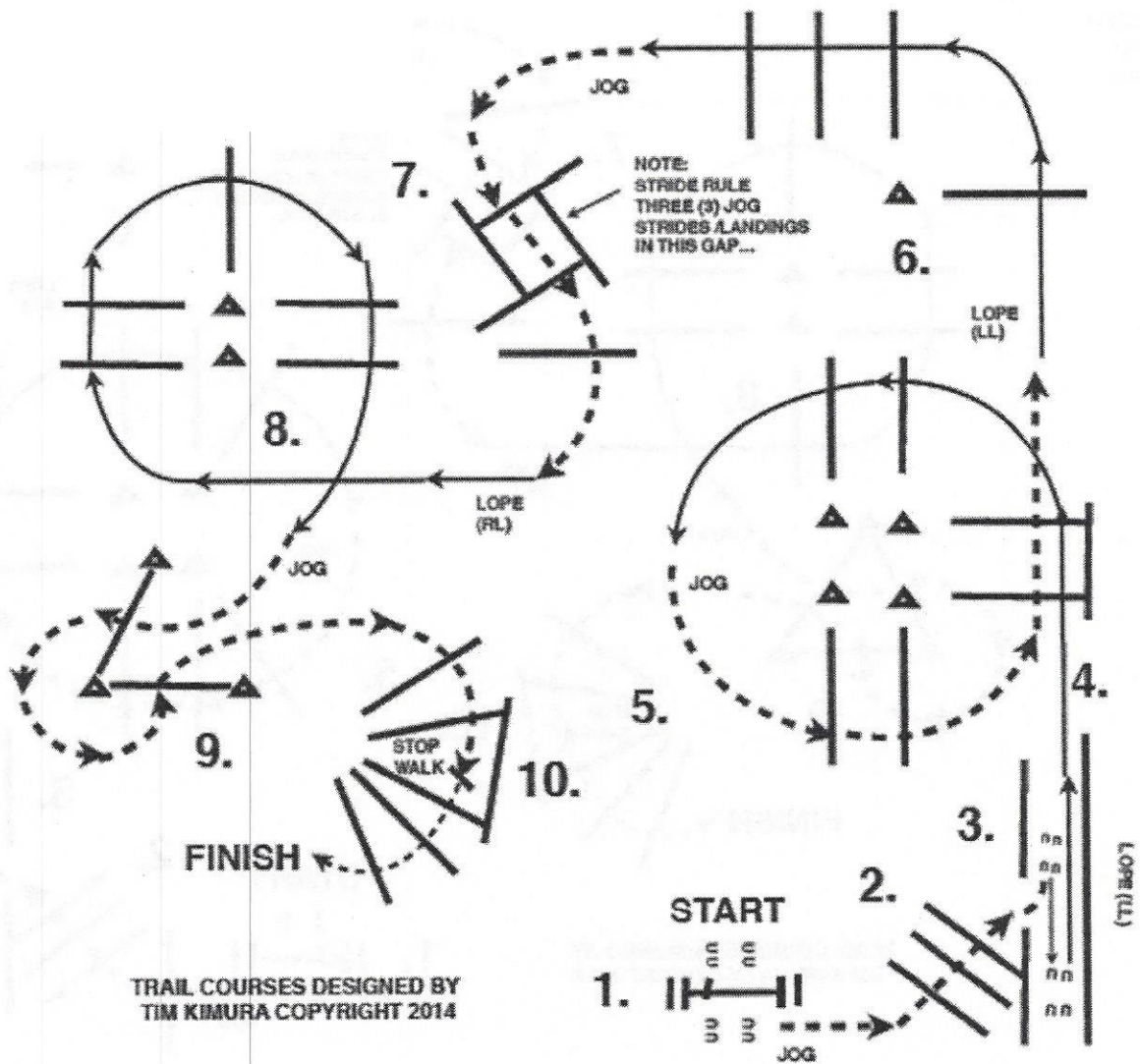
Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Run up center of arena past the end marker and come to a sliding stop
2. Complete 3 1/2 spins to the left
3. Run down to other end of arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the right
5. Run past the center marker and stop.
6. Back at least 10 feet in a straight line
7. Complete 1/4 turn to the left, hesitate. Begin on right lead. Complete two circles to the right, the first one small and slow, the second large and fast. Change to left lead
8. Complete one small and slow circle then one large and fast circle. Change to right lead.
9. Run around end of arena to the other side, past the center marker, at least 20 feet from the fence and come to a sliding stop
10. Hesitate to complete pattern

SFHS Spring Break
 March 4, 2017
 ALL TRAIL



TRAIL COURSES DESIGNED BY
 TIM KIMURA COPYRIGHT 2014

1. GATE: LH RIDE THRU CLOSE.
2. JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, DONT BACK ALL THE WAY OUT CHUTE. LOPE (LL) OUT.
4. LOPE OVER POLES (LL).
5. BREAK TO JOG, JOG OVER POLES.
6. LOPE OVER POLES (RL).
7. BREAK TO JOG, JOG OVER POLES...STRIDE RULE 3 TROT STEPS IN SLOT!!!
8. LOPE OVER POLES (RL).
9. BREAK TO JOG, JOG OVER POLES, JOG AROUND CONES.
10. JOG OVER POLES, STOP IN THE GAP, THEN WALK OVER THE POLES.