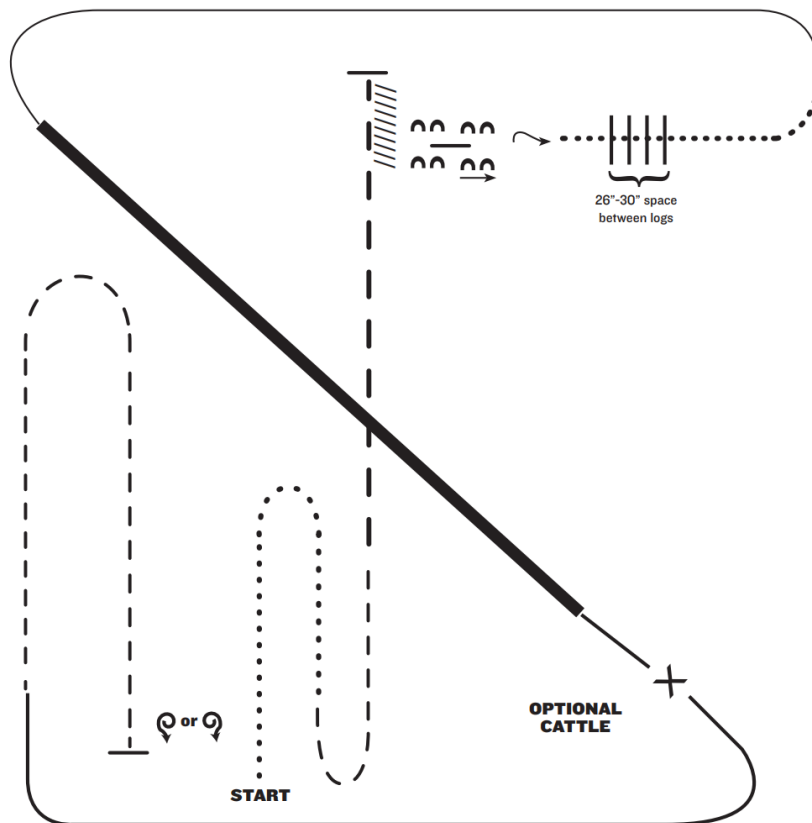


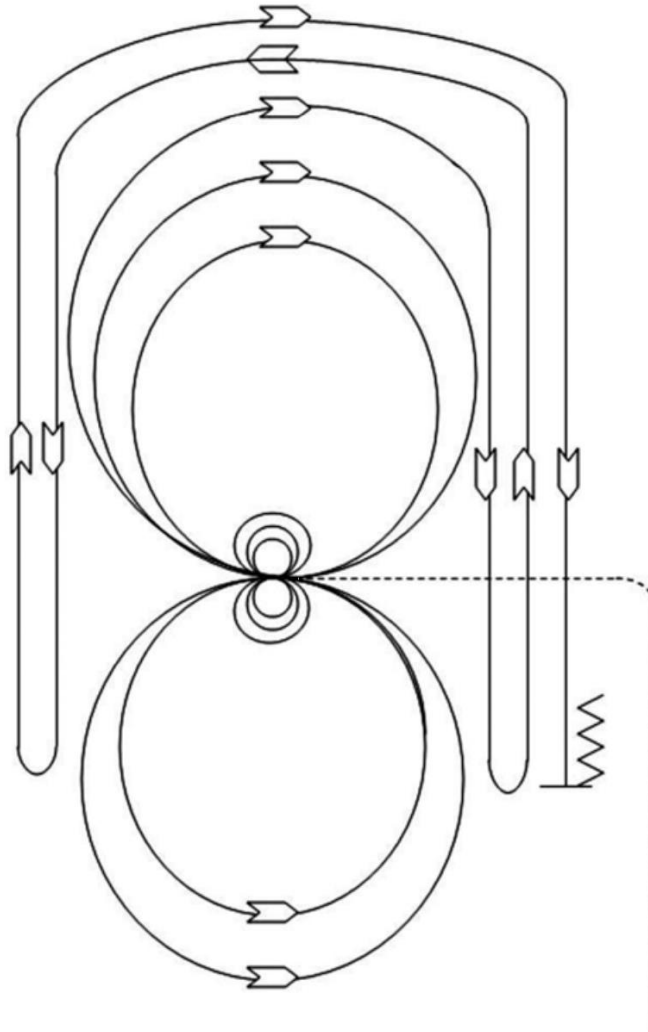
## RANCH RIDING – ALL DIVISIONS



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

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.

## RANCH REINING – ALL DIVISIONS



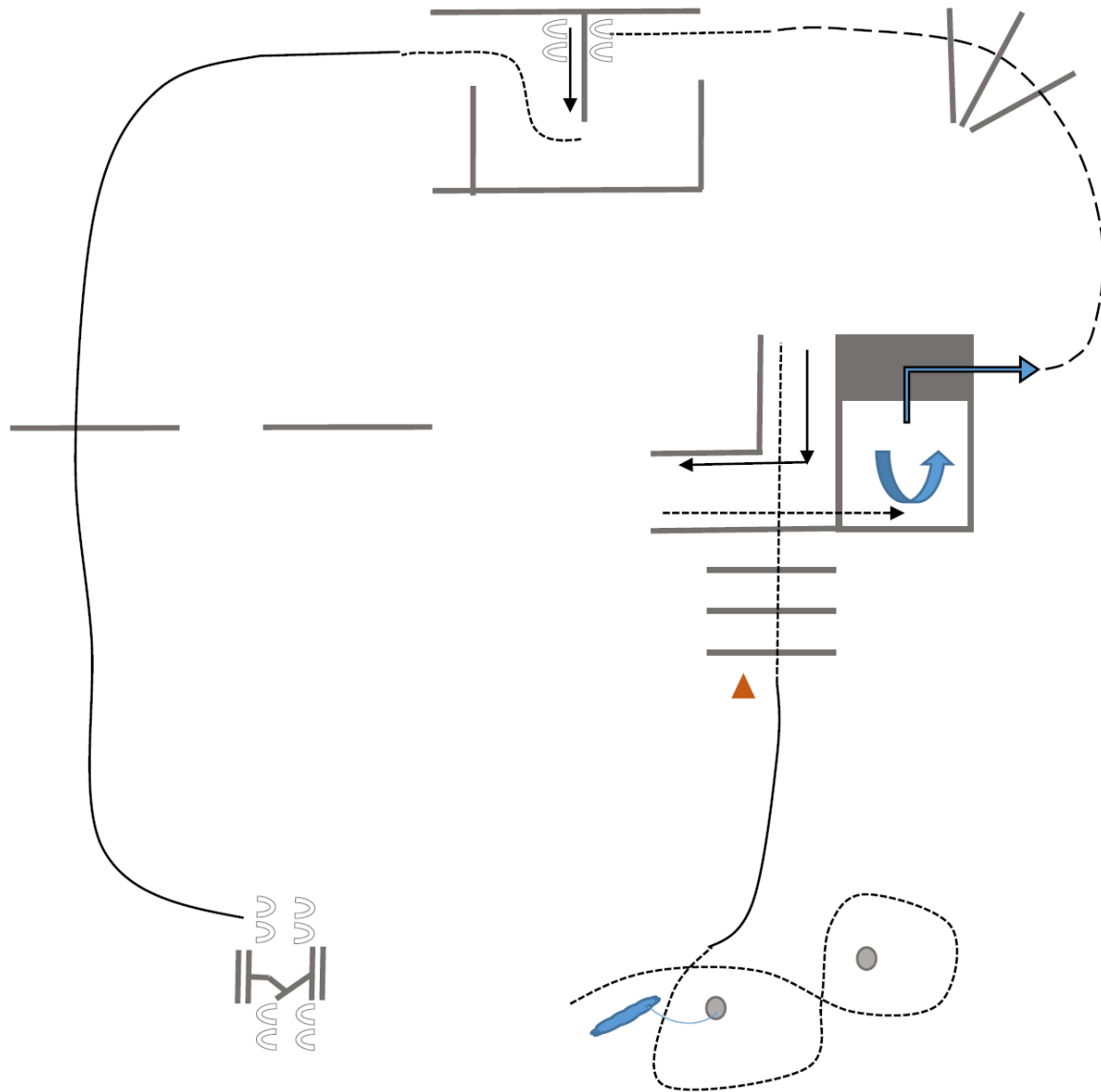
### **Mandatory Markers:**

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

Ride pattern as follows:

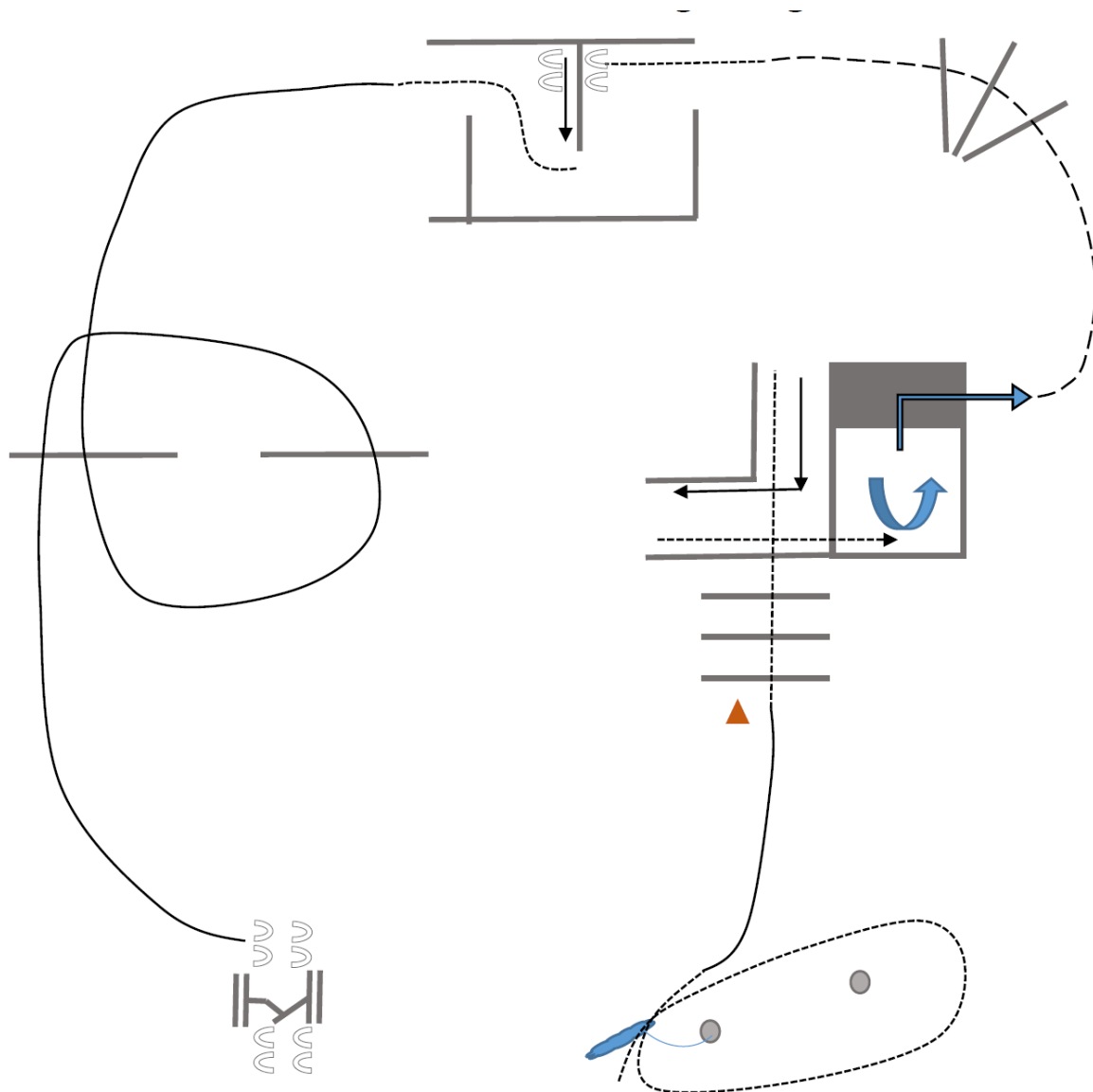
- 1.** Trot to center of arena and stop.
- 2.** Complete three spins in each direction
- 3.** Begin on right lead and lope two large fast circles to the right, change leads.
- 4.** Lope two large fast circles to the left, change leads.
- 5.** Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
- 6.** Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
- 7.** 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 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

## RANCH TRAIL – (NOVICE)



1. Pick up rope (ignore the drag log) and walk a figure 8 around poles, put rope back
2. Right lead to the cone
3. Walk over the poles into the L
4. Back the L
5. Walk into the box, turn  $\frac{1}{4}$  turn to the left
6. Walk over bridge
7. Jog over logs
8. Walk into side pass area and over first log. Side pass left, walk out of side pass logs
9. Left lead over log to gate
10. Right hand push gate, exit at a walk

## RANCH TRAIL – (ALL BUT NOVICE)



1. Pick up rope for the drag log and walk a circle around poles, put rope back
2. Right lead to the cone
3. Walk over the poles into the L
4. Back the L
5. Walk into the box, turn  $\frac{3}{4}$  turn to the right
6. Walk over bridge
7. Jog over logs
8. Walk into side pass area and over first log. Side pass left, walk out of side pass logs
9. Left lead over logs to gate
10. Right hand push gate, exit at a walk

## **RANCH PLEASURE/AQHA VRH RANCH RIDING – ALL DIVISIONS**

### **SHTX RULEBOOK PATTERN V**

- Lope - 150 feet
- Extended Lope - 200 feet
- Ordinary Walk - 30 feet
- Trot - 120 feet
- Stop and Reverse
- Extended Trot - 240 feet
- Trot - 90 feet
- Extended Walk - 75 feet
- Lope - 150 feet
- Stop and Back

## **RANCH CUTTING**

**Colorado 4H Rulebook (only some rules are reflected here, reference pages 121-124)**

Class to be judged on the ability of the rider to work a single cow by first separating it from the herd, then driving it to the middle of the arena and holding it to demonstrate the rider's ability to work the cow and lastly, driving the cow down the arena and into a pen.

If using un-numbered cattle, and the exhibitor switches cows, it will be considered "quitting the cow" and an additional five-point penalty will be assessed.

The contestant will be assisted by two turnback riders who can also work as herd-holders, while the contestant separates the cow from the herd.

F. There is a 2 ½-minute time limit. A verbal notification given when 1 minute remains in the run. Time begins when the rider crosses a time-line, just prior to entering the herd.

Show management will supply two turn back riders. Two corner riders will also be provided

See rulebook for scoring protocol.