

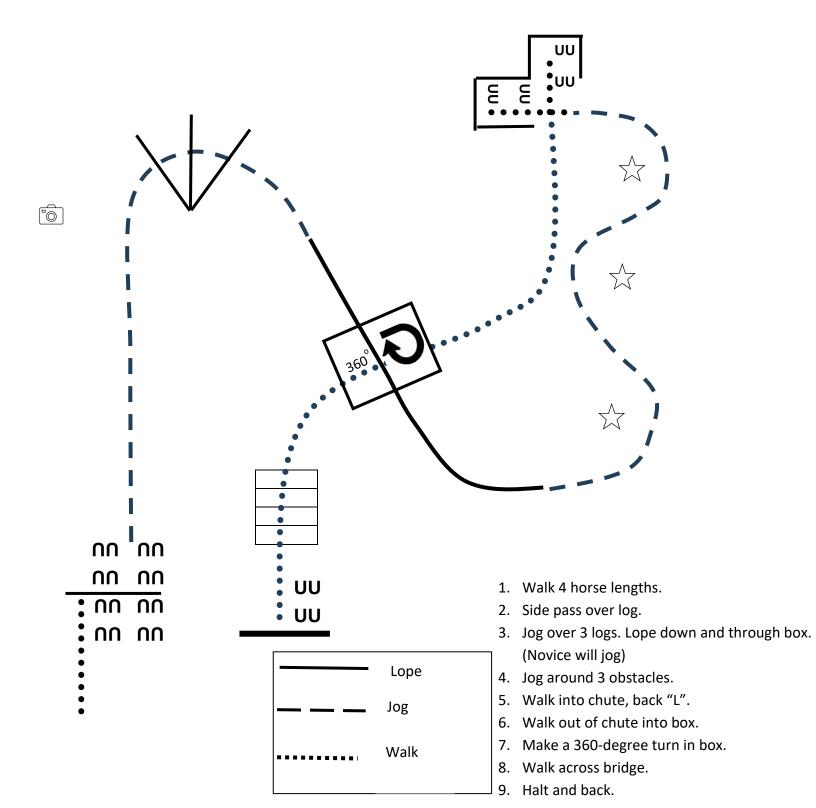
## **RANCH PLEASURE**

You may have your videographer call the required transitions.

- 1. Enter to the **RIGHT** (**COUNTERCLOCKWISE** ) at a walk.
- 2. WALK along the rail for 15-20 seconds.
- 3. Transition to a **JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
- 4. Transition to an **EXTENDED JOG** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
- 5. Transition to a **LOPE** and continue **COUNTERCLOCKWISE** for 20-30 seconds.
- 6. Transition to a WALK and continue COUNTERCLOCKWISE for 10-15 seconds.
- 7. Change directions and begin walking **CLOCKWISE** for 15-20 seconds.
- 8. Transition to a LOPE and continue CLOCKWISE for 20-30 seconds.
- 9. Transition to an **EXTENDED JOG** and continue **CLOCKWISE** for 20-30 seconds.
- 10. Transition to a JOG and continue CLOCKWISE for 20-30 seconds.
- 11. Transition to a **WALK** and continue **CLOCKWISE** for 10-15 seconds.
- 12. HALT and back FOUR steps.



## **RANCH TRAIL**

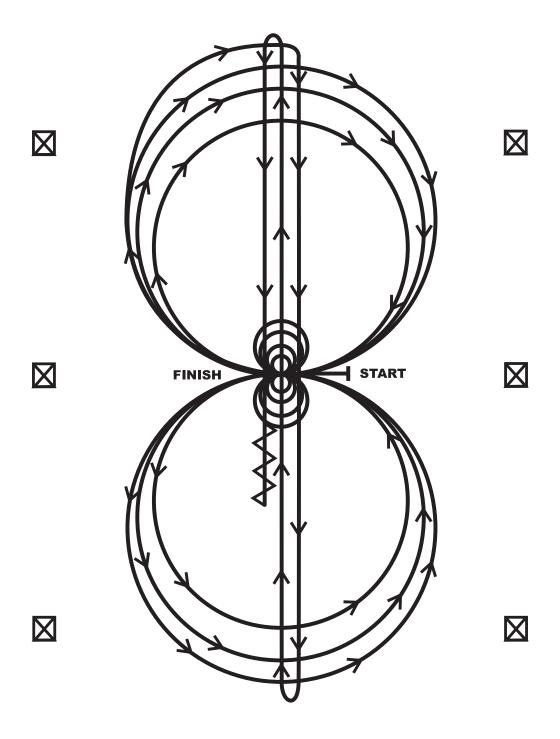


## **RANCH RIDING - PATTERN 2** Extended Walk **Extended Trot** Lope **Extended Lope** Back //////// \\ Lead Change 26"-30" space between logs ////////

- 1. Walk
- 2. Trot
- 3. Extended trot
- 4. Lope left lead
- 5. Stop, I I/2 turn right
- 6. Extended lope
- 7. Collect lope right lead
- 8. Change leads (simple or flying), continue lope left lead
- 9. Walk
- 10. Walk over logs
- II. Trot
- 12. Extended trot
- 13. 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.

## **REINING PATTERN 2**



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

- I. 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.
- 2. 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.
- 3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
- 4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 5. 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.
- 6. Complete four spins to the right. Hesitate.
- 7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.