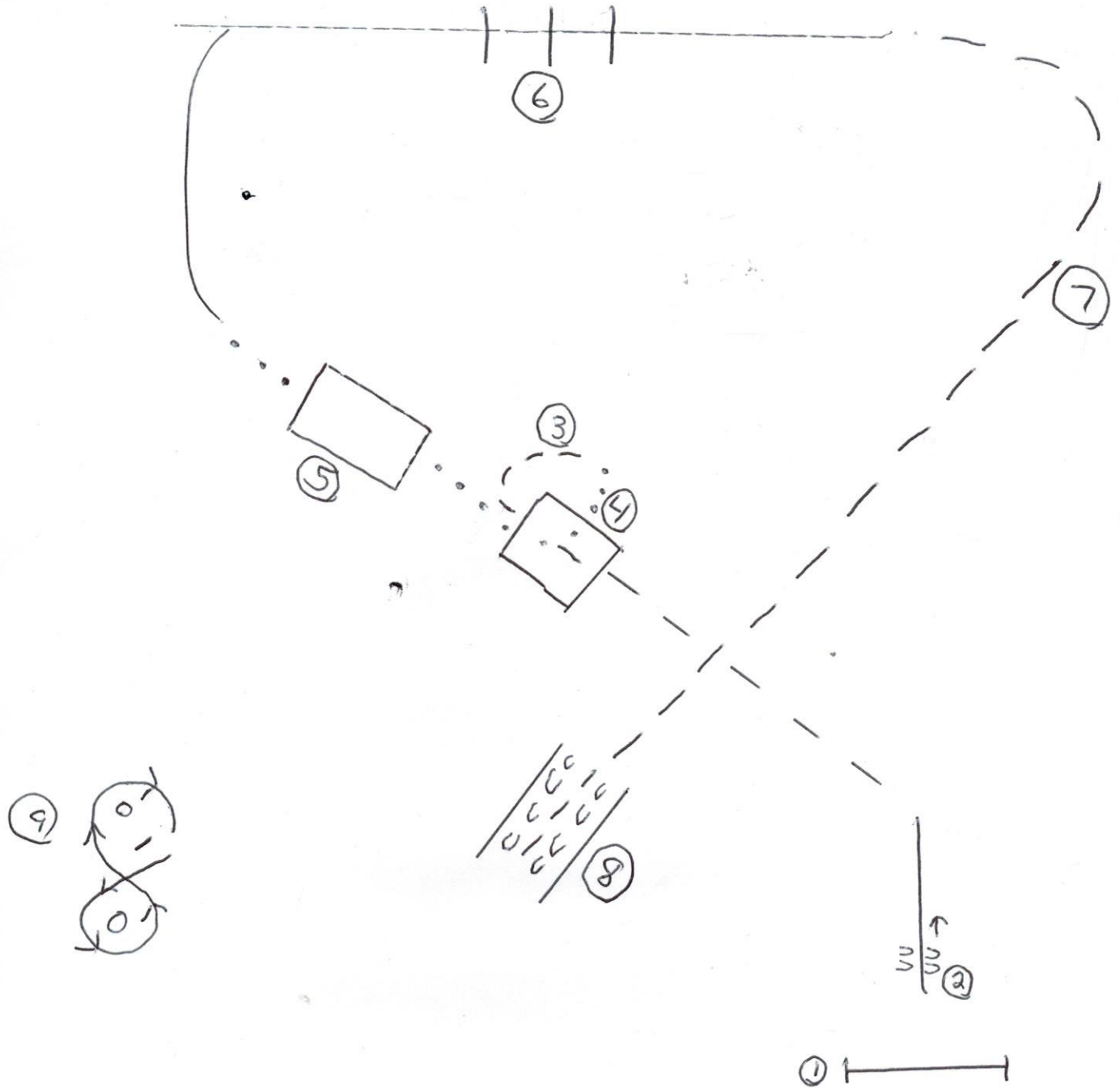


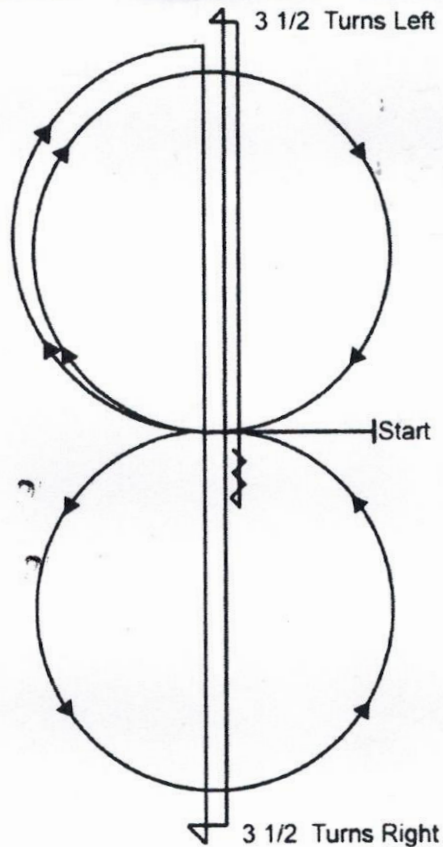
## VRH Trail (All Classes)



1. Right Hand Push Gate
2. Sidepass over Log
3. Trot thru box
4. Break to walk, walk into and out of box
5. Walk over bridge
6. Right Lead Lope over Logs
7. Break to extended trot and stop inside chute
8. Back up in chute & ride forward out
9. Drag Log in Figure 8

\*\*Youth Class exit after the Back up

## VRH Reining (All Classes)

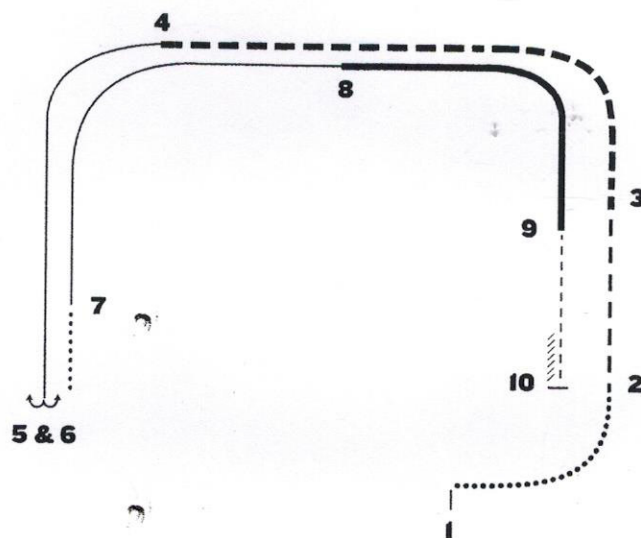


**Mandatory Marker along Fence or Wall** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

# VRH Ranch Riding (All Classes)



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length

Walk	.....
Extended Walk	●●●●●●●●
Trot	.....
Extended Trot	-----
Lope	—————
Extended Lope	—————
Back	///////