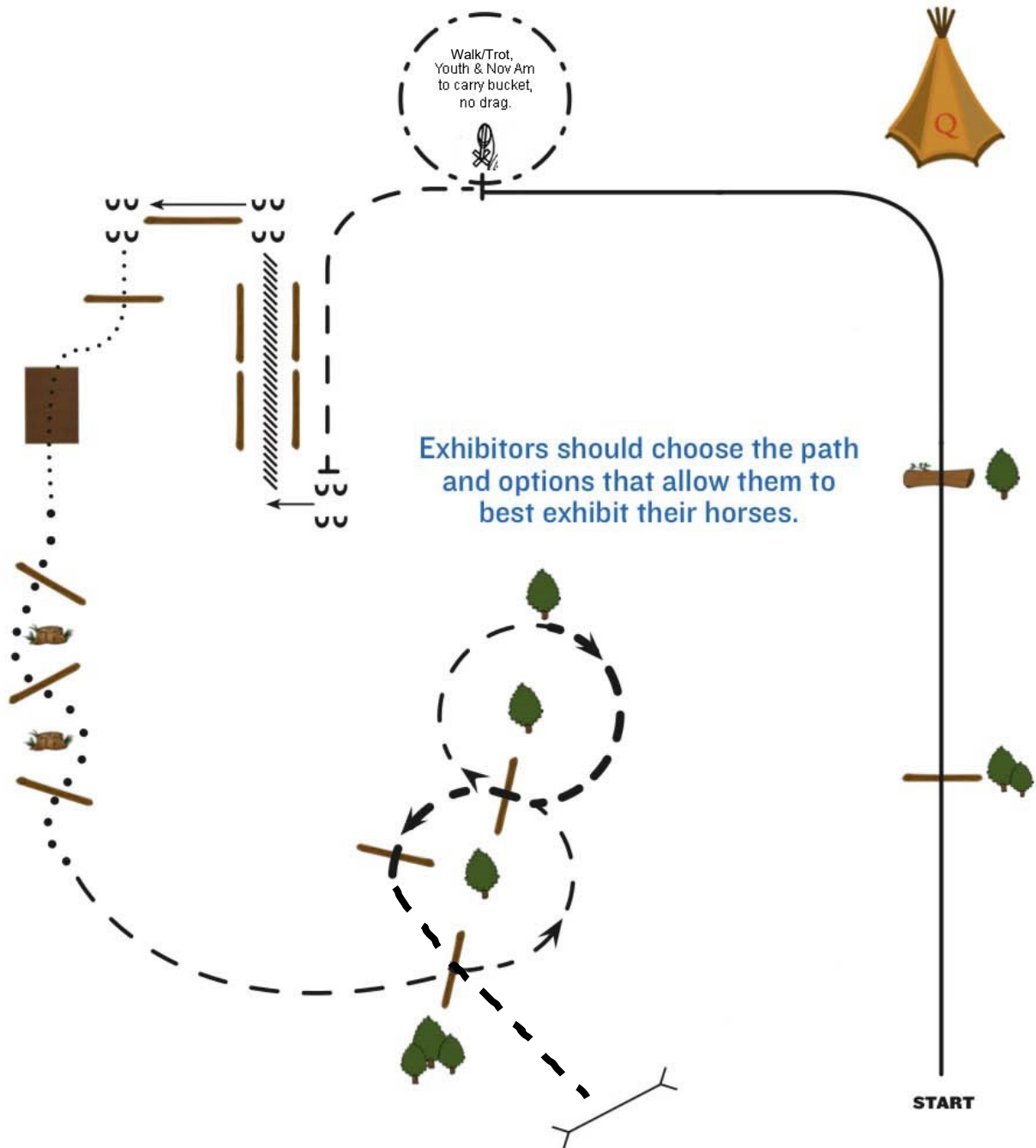


All Ranch Trail



1. Lope left lead down arena and over log, jump second log, continue around arena to drag, stop

Horses can land from the jump in any manner without penalty. In order to avoid penalty, the horse must be loping on the correct lead prior to turning the corner

2. Drag in a circle to the right, return drag to original position

3. Trot path as shown, stop, sidepass right

4. Back through chute

5. Sidepass right over log

6. Walk over log and bridge

7. Extended walk over logs and around stumps

8. Trot, trot first half of the figure-8 over logs and around trees, extended trot second half, continue extended trot to gate

9. Work gate, pattern is complete

WALK TROT WILL SHOW AN EXTENDED TROT WHERE PATTERN CALLS FOR A LOPE OR EXTENDED LOPE

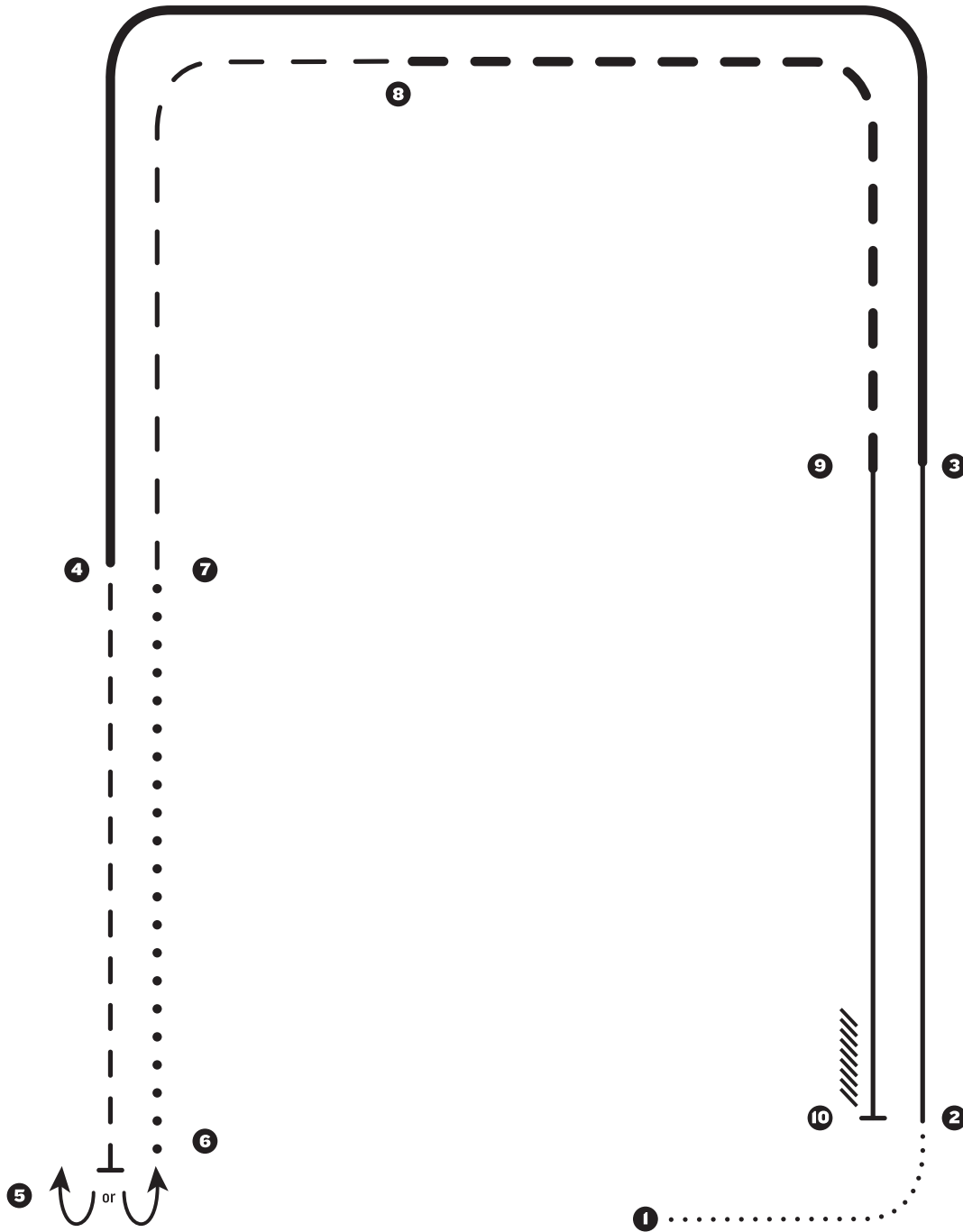
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2

SATURDAY

LEGEND

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

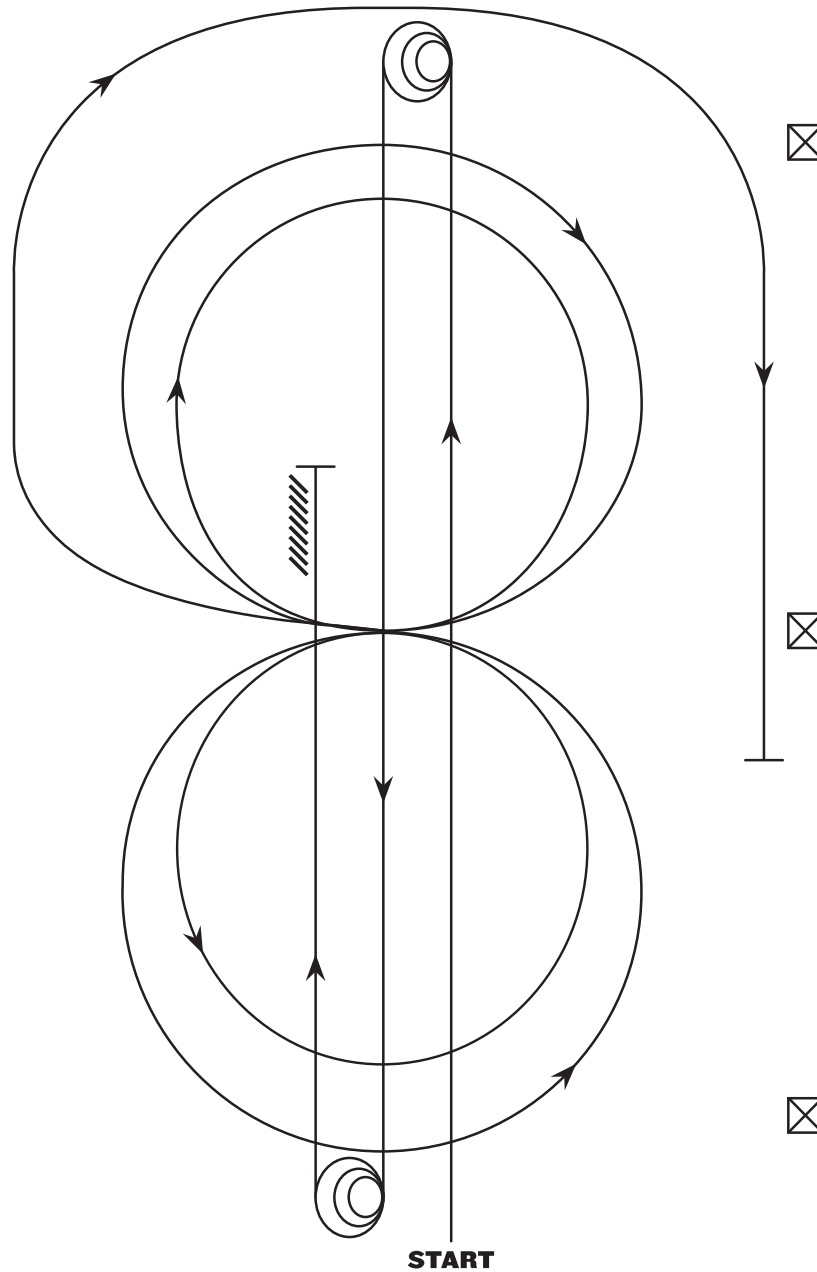


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

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

WALK TROT WILL SHOW AN EXTENDED TROT
WHERE PATTERN CALLS FOR A LOPE OR
EXTENDED LOPE

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.



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

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

WALK TROT WILL SHOW AN EXTENDED TROT WHERE PATTERN CALLS FOR A LOPE OR EXTENDED LOPE