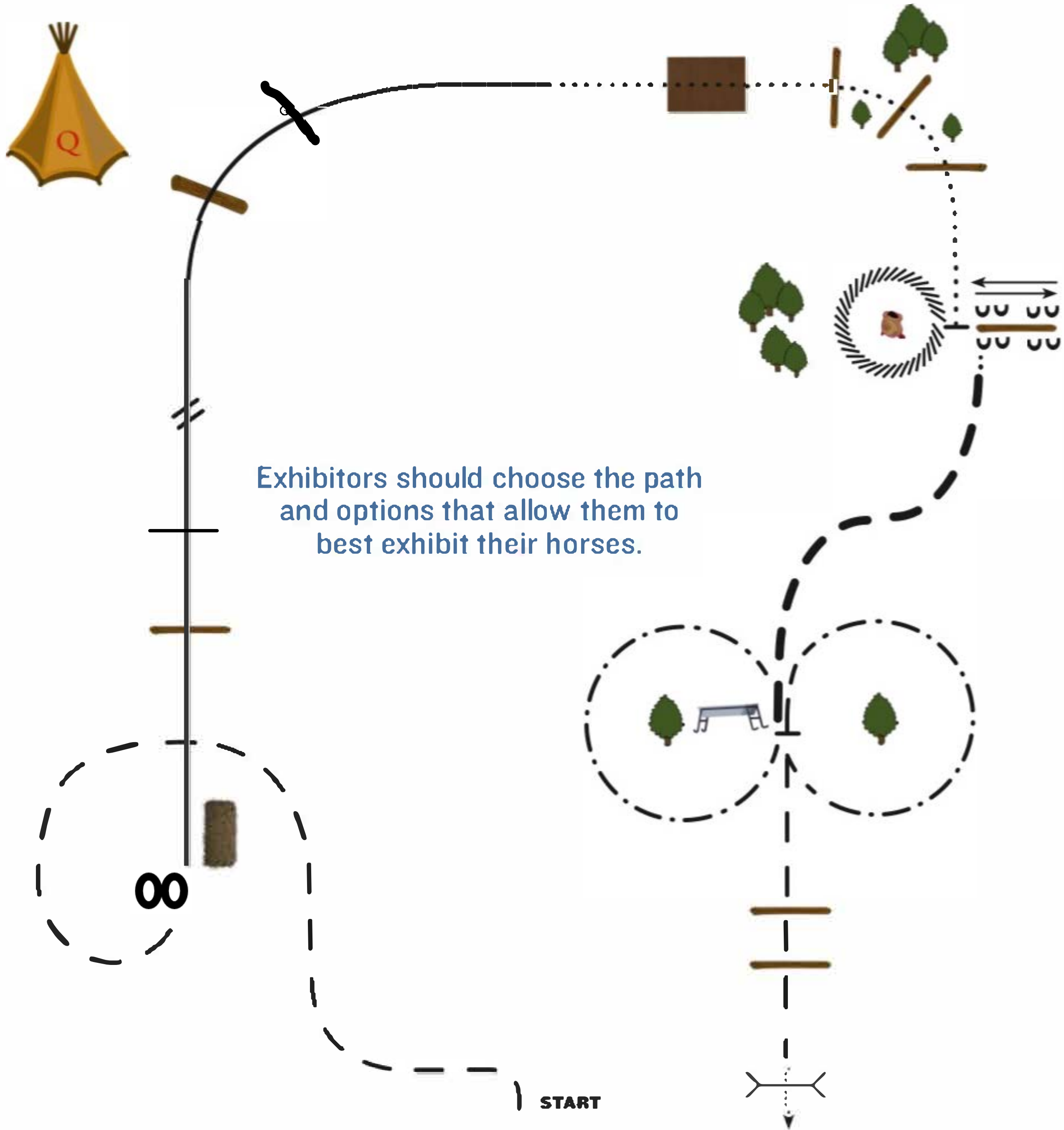


# All Ranch Trail Sunday



Begin with a rope in your hand. You may bring your own rope or a limited number will be available at the gate.

1. From gate, trot into the arena and continue in a circle around the hay bale, stop near the bale and spin 1 turn each direction, either direction first.

*If your rope doesn't freely release from the bale, you can ride forward to loosen your rope and get your rope off of the bale*

2. Lope left lead over logs, change leads (simple or flying), lope over larger logs and around corner  
(WALK/TROT WILL SHOW AT AN EXTENDED TROT)

3. Walk, walk onto bridge, stop on the bridge and hesitate, walk off of bridge

4. Walk over logs

5. Continue walking, stop between the bags of feed and log, back a circle

6. Sidepass left over the log, sidepass right over the log

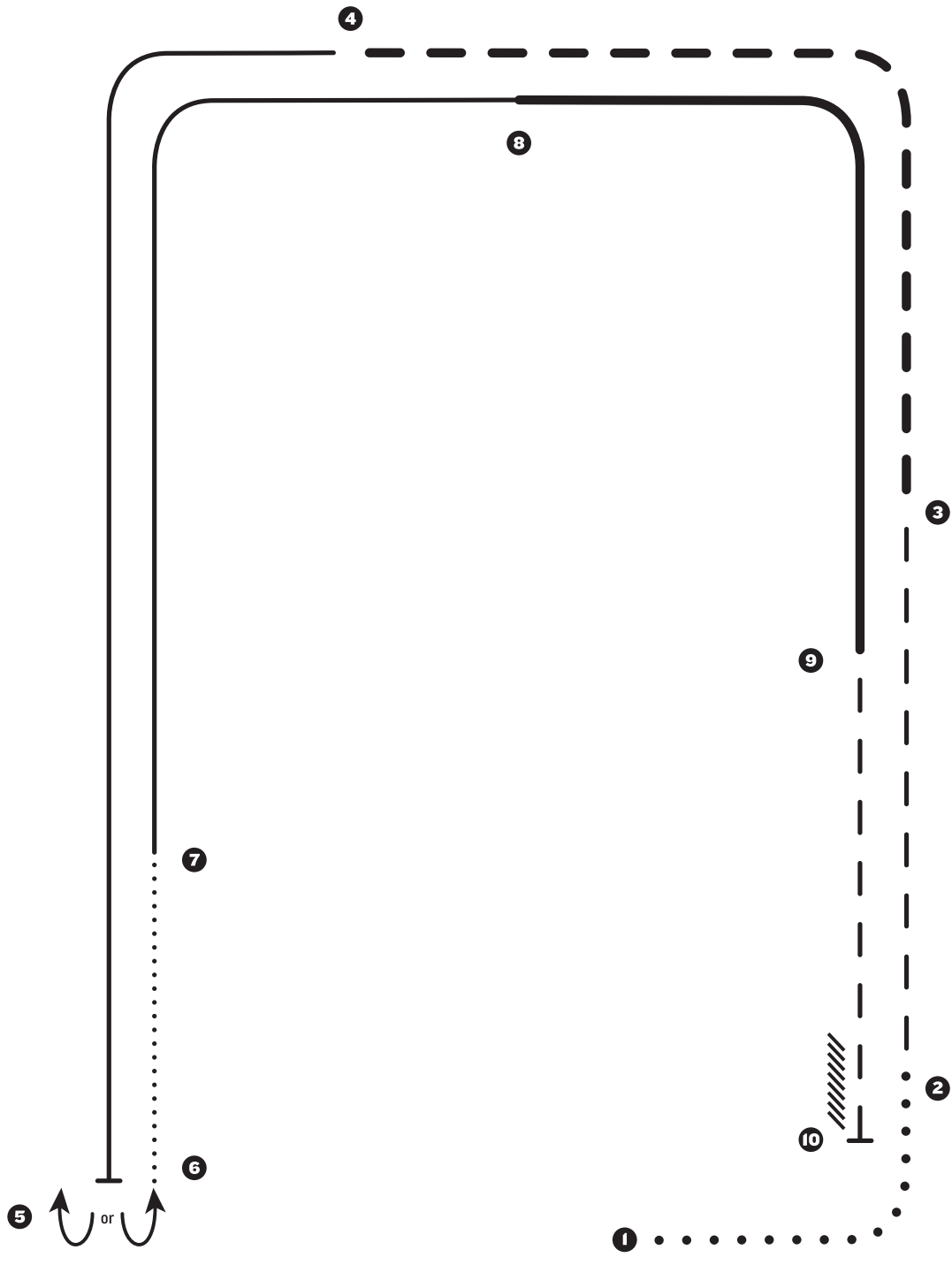
7. Extend the trot to the extended trot figure-8 (either direction first) around the trees,

8. Slow to normal jog and jog over logs

9. Work gate, pattern is complete

# SUNDAY OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

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

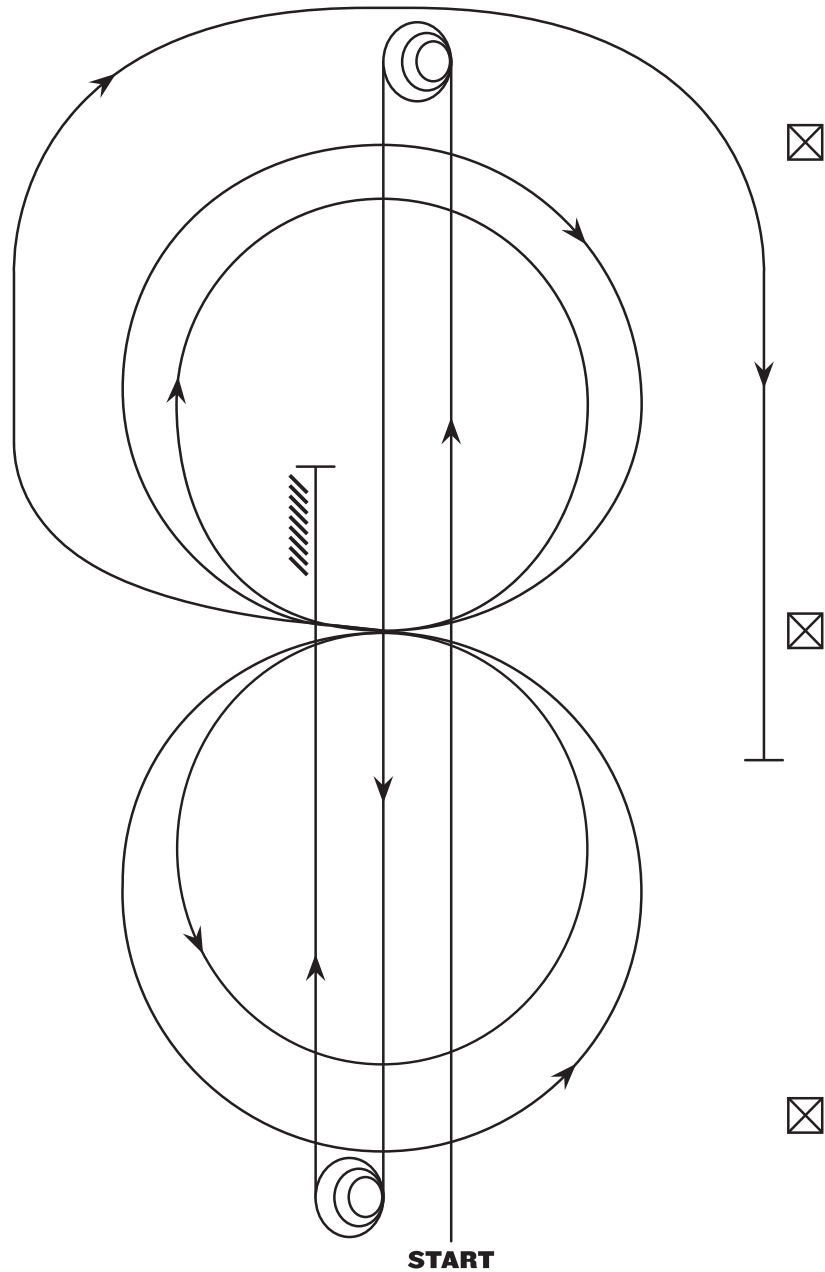


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. 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/TROT CLASS WILL EXTENDED TROT ANYWHERE THE 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.