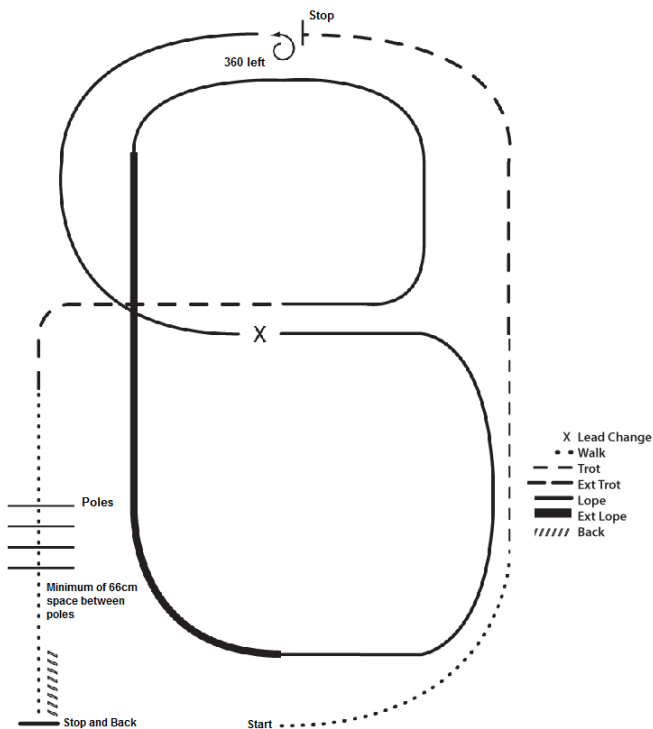


RANCH RIDING Rule 110

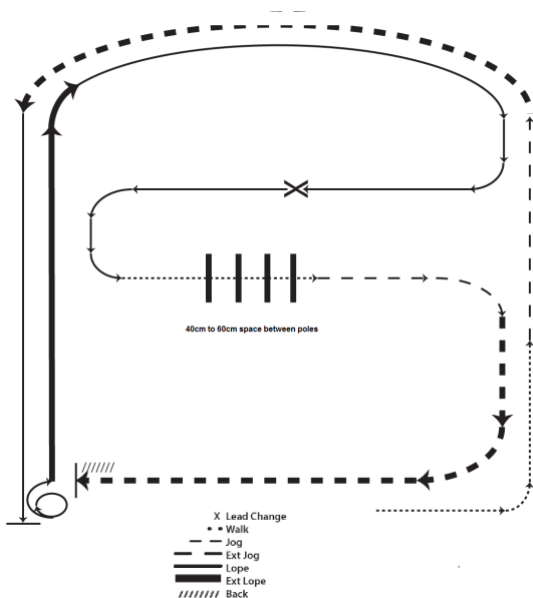
Pattern 1



1. Walk
2. Jog
3. Extend the jog, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead $\frac{1}{2}$ circle, lope to the centre
6. Change leads (simple or flying)
7. Right lead $\frac{1}{2}$ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to centre
10. Break down to an extended jog
11. Walk over poles
12. Stop and back

RANCH RIDING Rule 110

Pattern 2

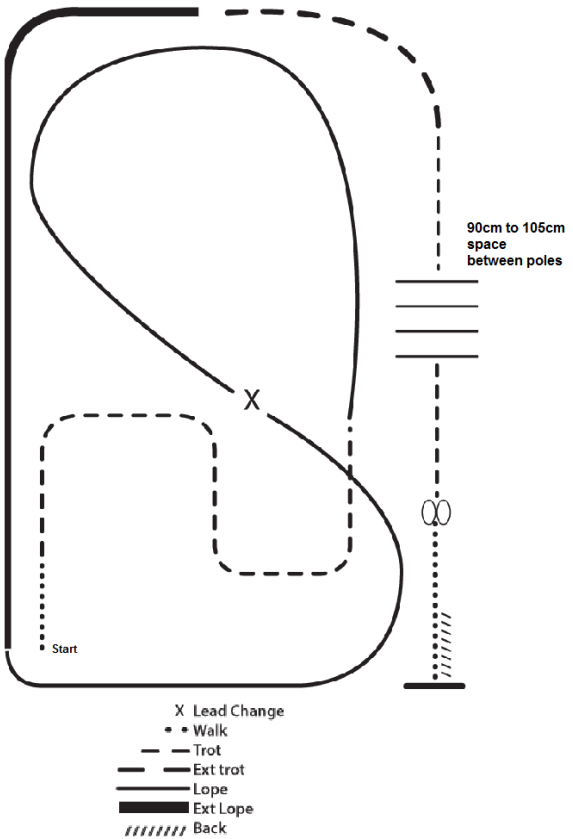


1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Rule 106

RANCH RIDING Rule 110

Pattern 4



1. Walk
2. Jog serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of arena
6. Extend lope on the straight away and around corner to the centre of the arena
7. Extend jog around corner of arena
8. Collect to a jog
9. Jog over poles
10. Stop, do 360 turn each direction (either direction first)
11. Walk, stop and back