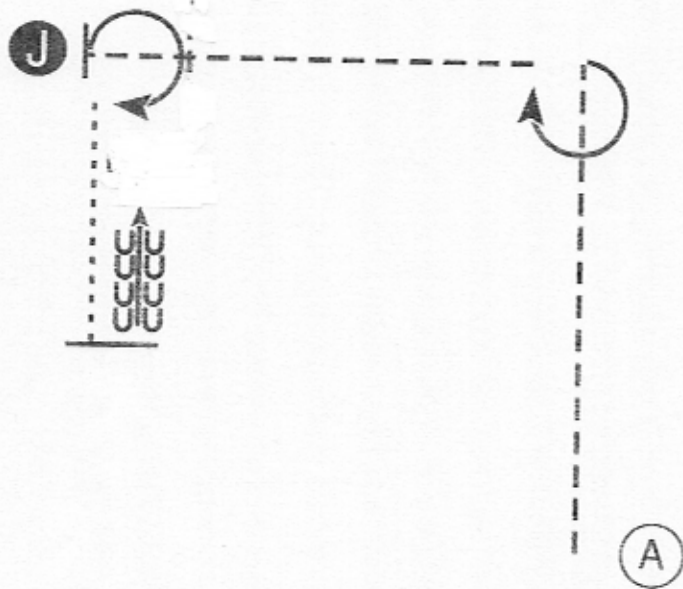


# Ranch It Up

1 W/T YOUTH AM GREEN / ROOKIE  
2 W/T 11 & UNDER 3 + 4 + 5  
Show Date:



1. Trot from A until even with the Judge.
2. Stop and perform a 270 degree turn.
3. Trot to the Judge. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk three horse lengths.
5. Stop and back four steps.

EXIT PATTERN AT A TROT

Walk	.....
Trot	- - - - -
Back	← ↖ ↖ ↖ ↖ ↖ ↖ ↖ ↖ ↖
Marker	(B)
Judge	(J)

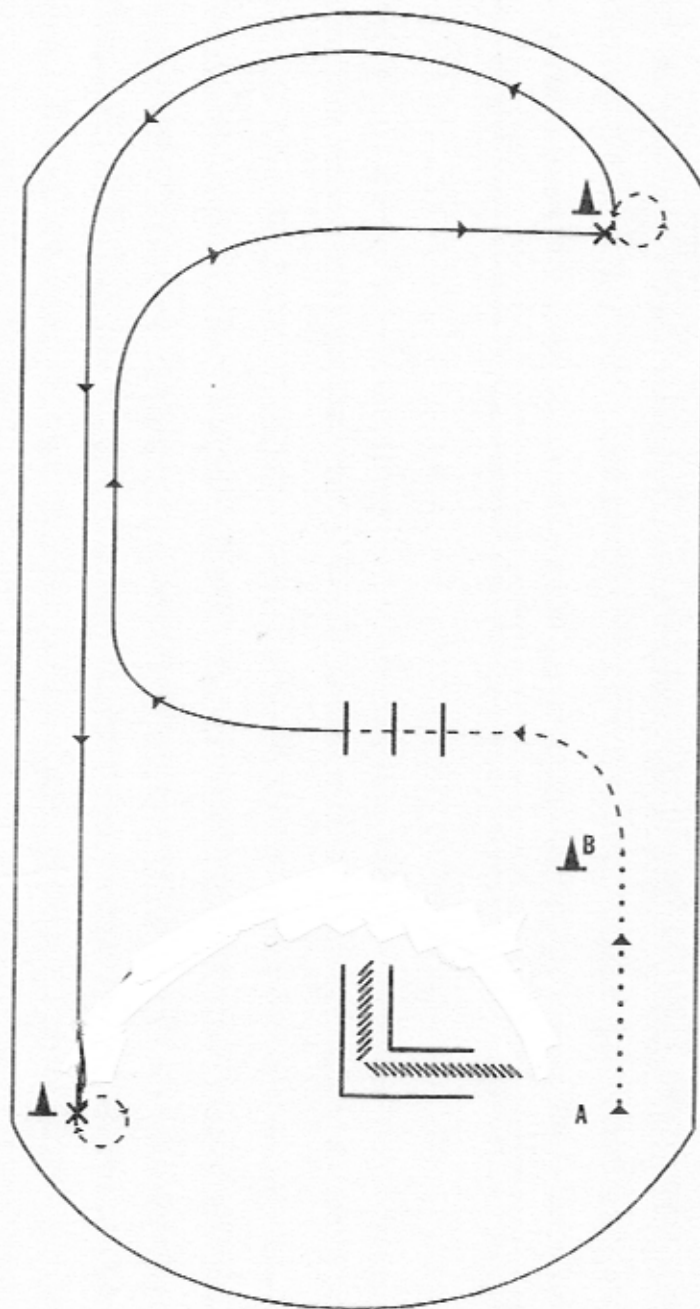
Pattern Provided by:

[S/3-7]



# RANCHMANSHIP PATTERN #2

## CLASSES 24 & 25



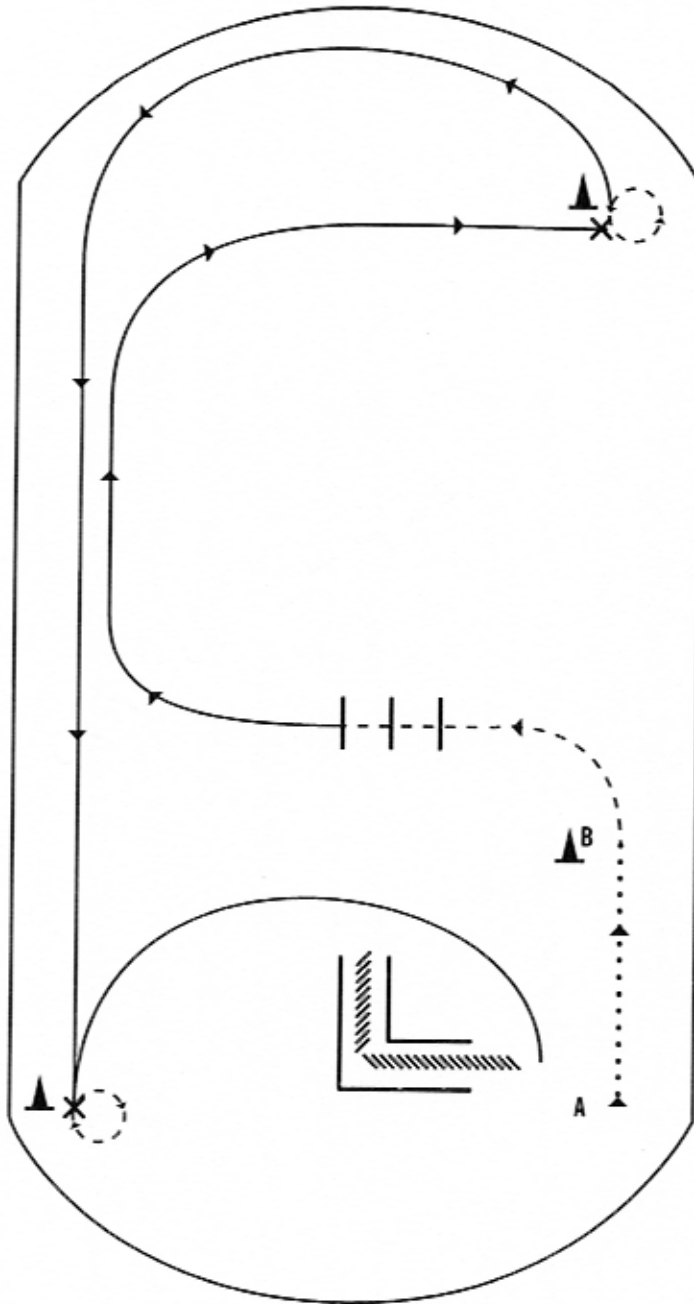
- | = Lead Change
- X = Stop
- ..... = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- /////// = Back

1. Walk A-B
2. At cone, trot to and over cross poles
3. After poles are cleared **EXTEND TROT**
4. At cone, stop.
5. 1 ½ spin left
6. **TROT** to cone; stop.
7. 1 ½ spin right

**EXIT Arena**

# RANCHMANSHIP PATTERN #2

CLASS 26, 27, 28, 29, 30  
Green, Rookie, Youth



- | = Lead Change
- X = Stop
- ..... = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- //// = Back

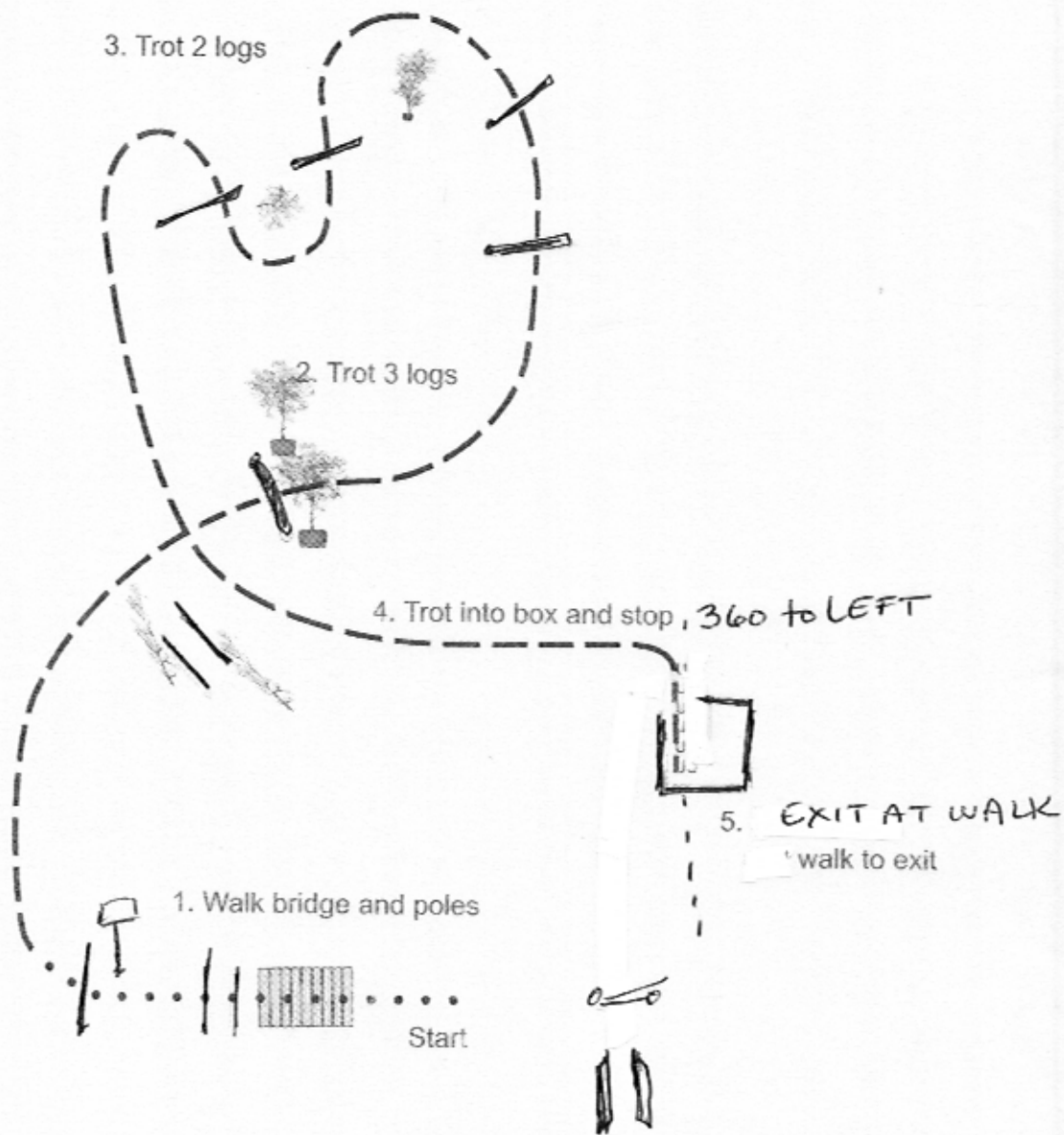
1. Walk A-B
2. At cone, trot to and over cross poles
3. After poles are cleared, lope on the right lead
4. At cone, stop.
5. 1 ½ spin left
6. Lope on the left lead to cone; stop.
7. 1 ½ spin right
8. Lope on the right lead to chute; Stop; 90° turn to the left
9. Walk through chute



# Ranch Trail

68 AM/YOUTH WT

69 11 & WIT

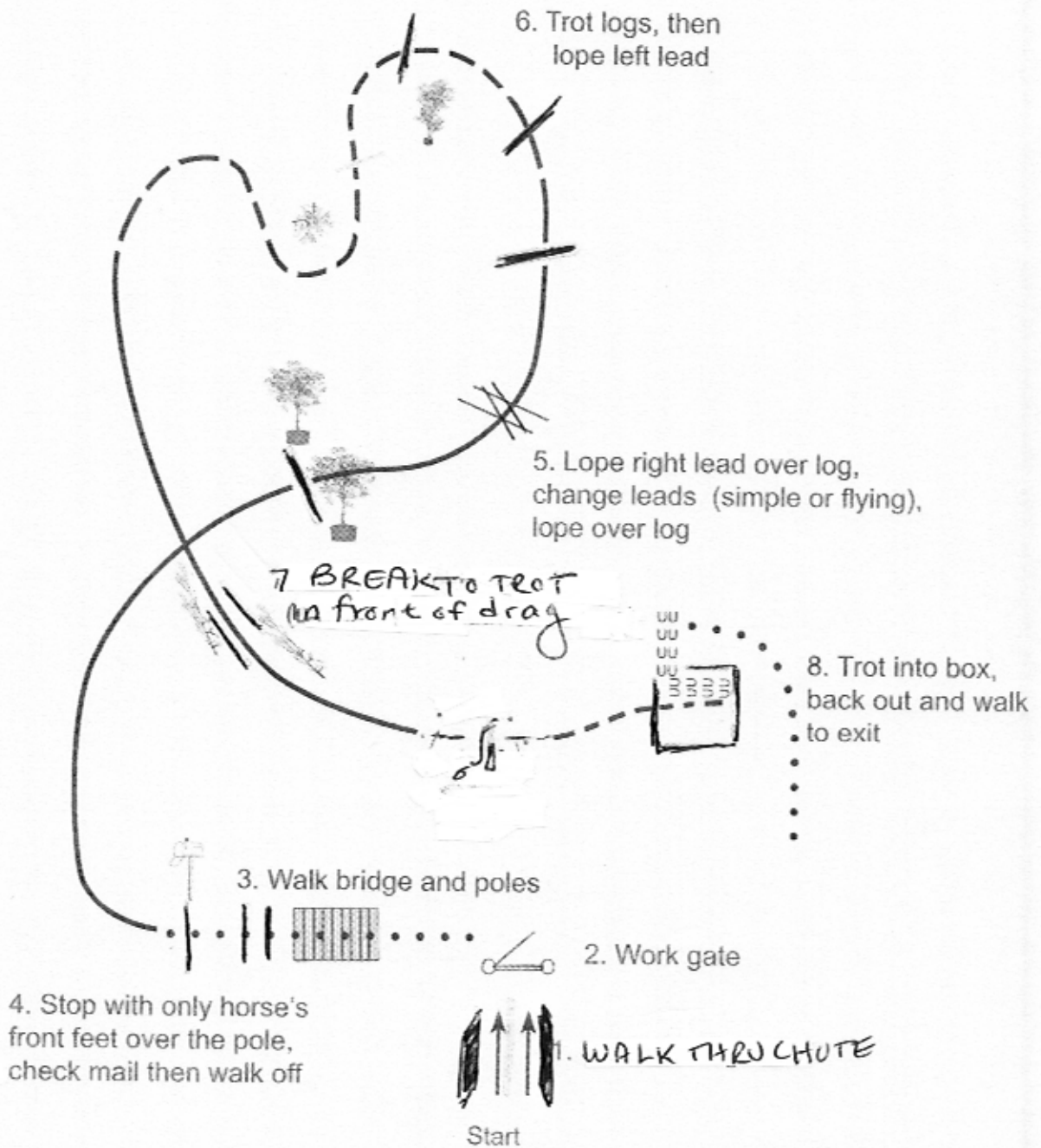




# Ranch Trail

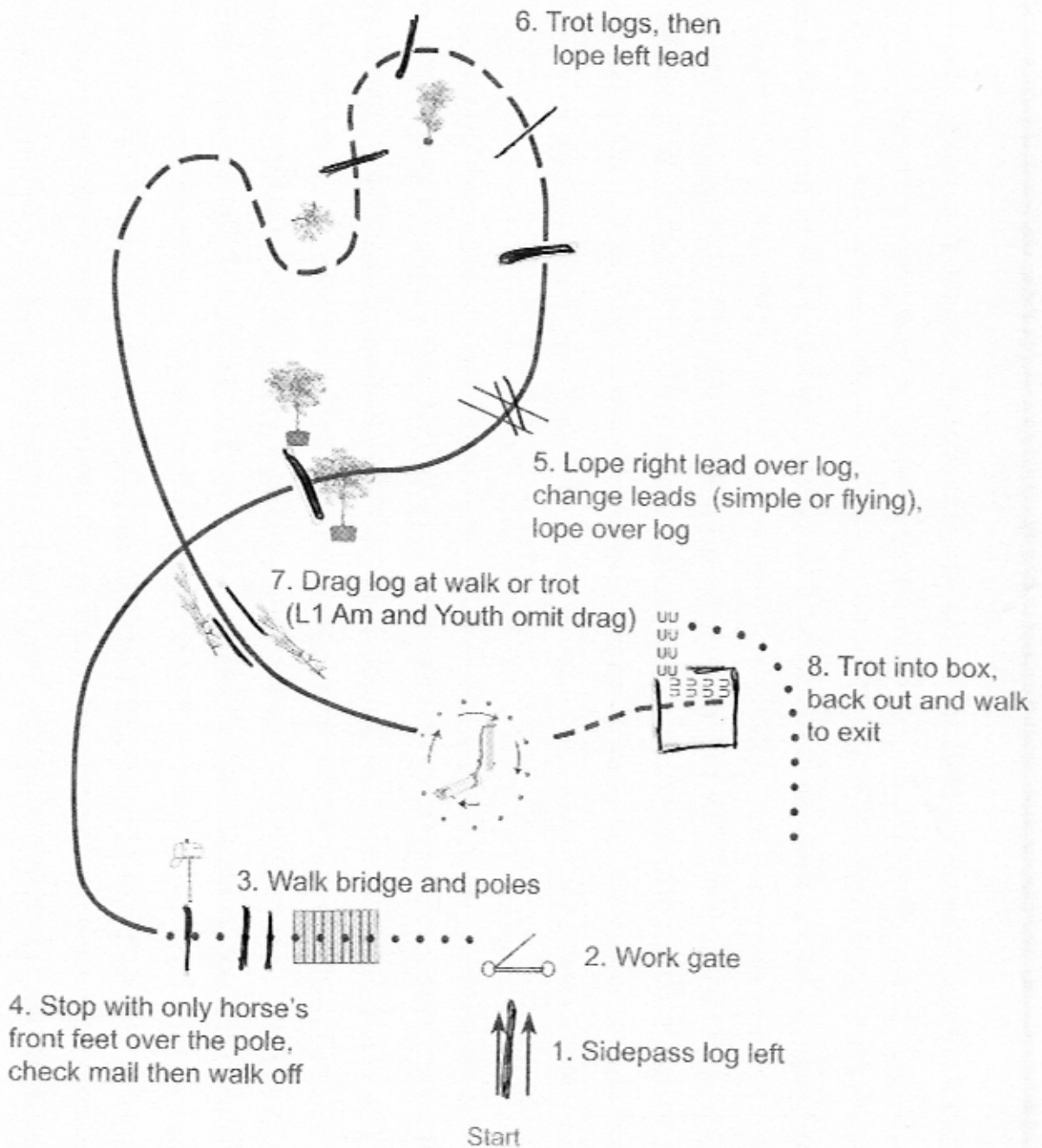
70 71 72 73

77, 78, 79, 80, 81A, 81, 82



# Ranch Trail

75 OPEN  
76 cowboy  
74 83 Am  
84 SELECT  
85 OPEN



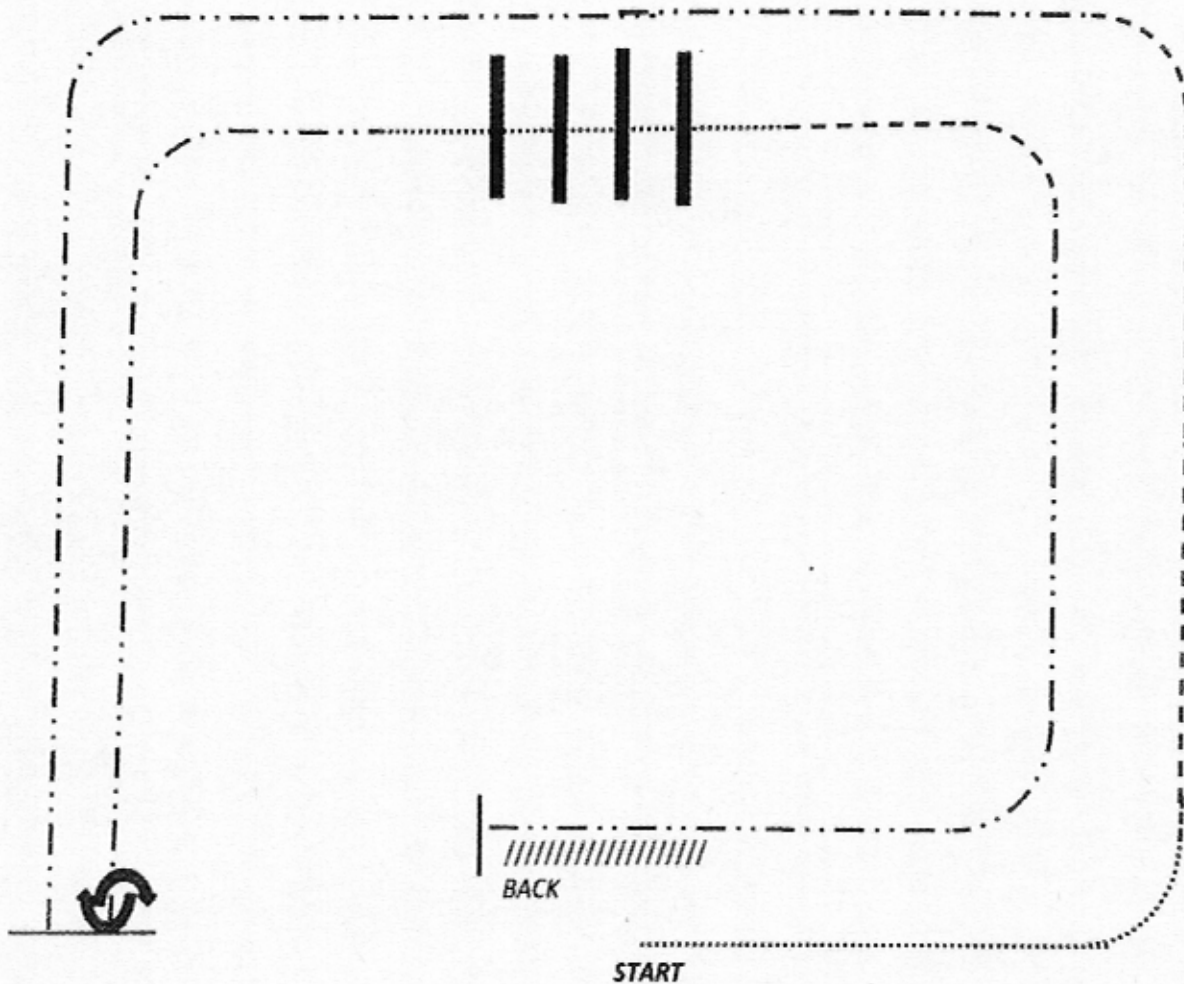




# Classes 99+100

## RANCH RIDING WALK TROT Pattern #2

WALK	-----
TROT	- - - - -
EXT TROT	· · · · ·

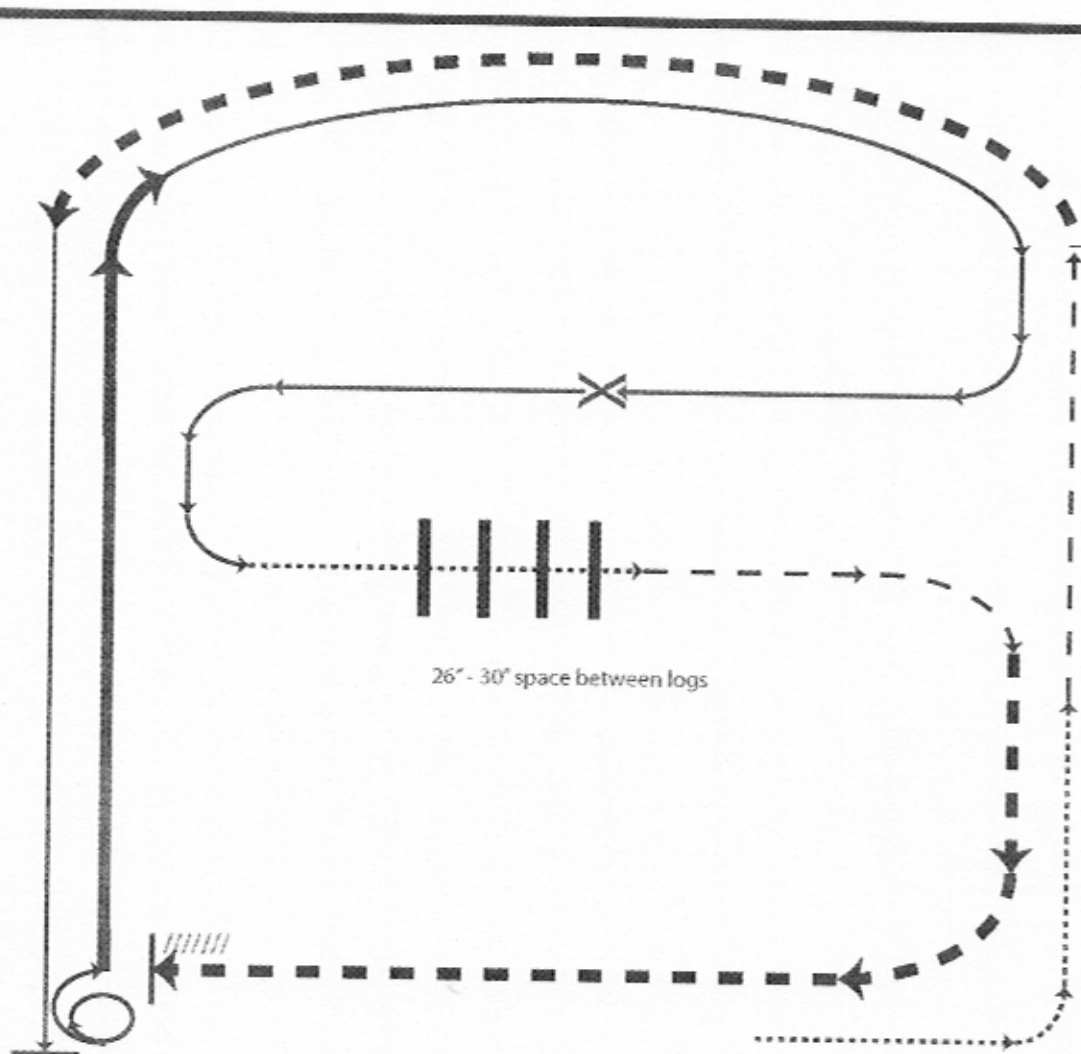


1. WALK
2. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT Thru Center of Area and down the other side
4. STOP
5. 1 1/2 SPINS RIGHT
6. EXT. TROT
7. WALK over RAILS
8. TROT
9. EXT TROT
10. STOP / BACK 1 horse length

# Ranch It Up

All Breed Ranch Riding 101-107 (Green as Grass Class 98)

Show Date:



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- ==== Lope
- ==== Ext Lope
- /////// Back

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

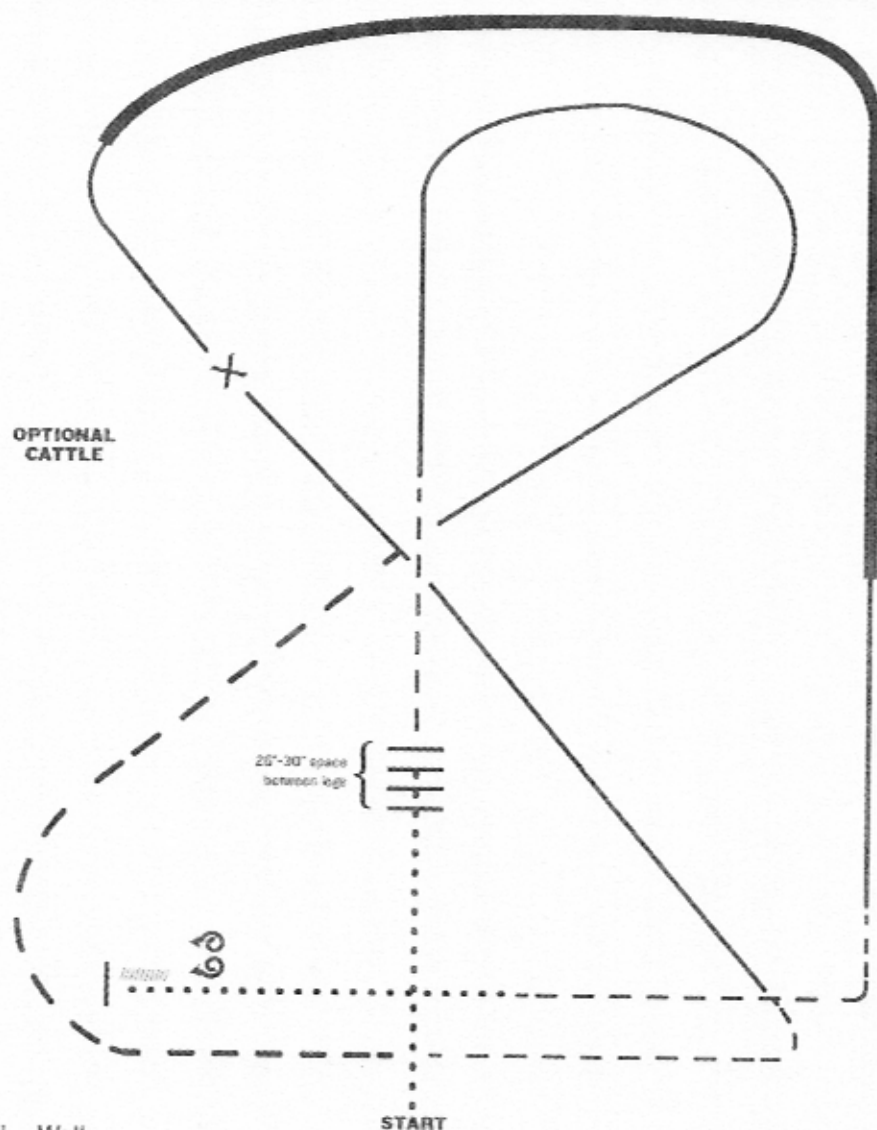
Pattern Provided by:

[RR/AQHA-2]

# Ranch It Up

All AQHA Classes 108-118

Show Date:



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

Pattern Provided by:

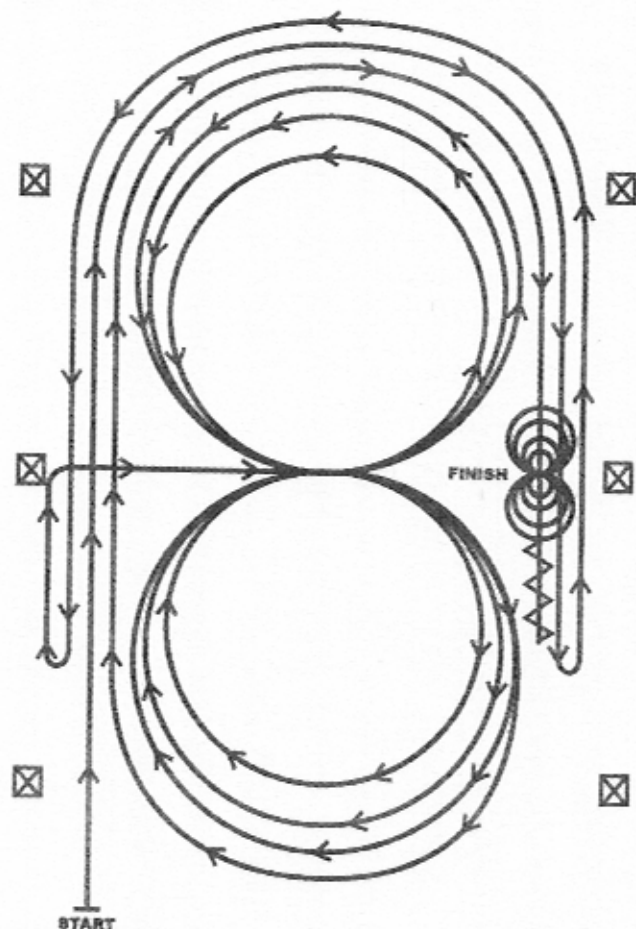
[RR/AQHA-5]

# Ranch It Up

## Classes 119-126 Reining

Show Date:

### REINING PATTERN 3



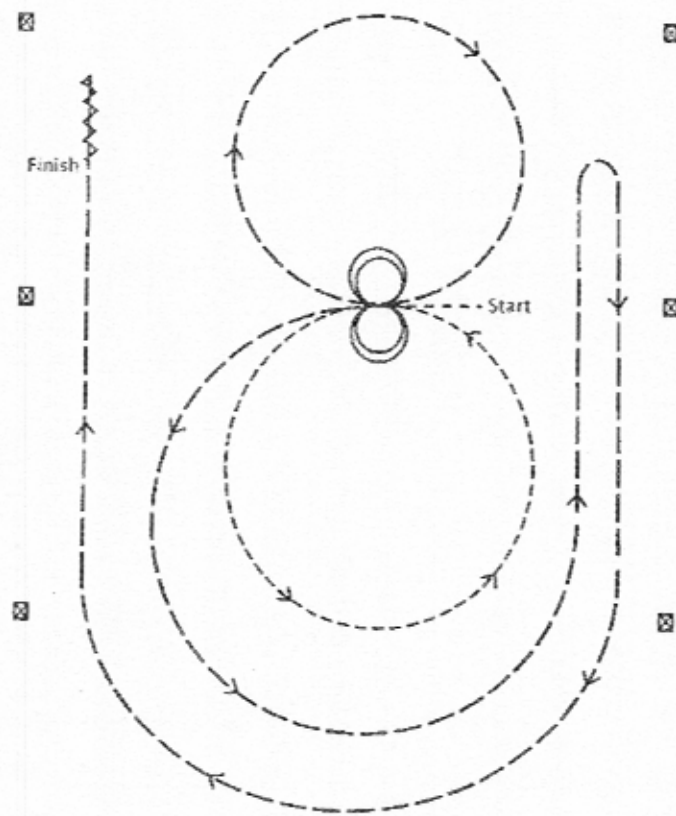
1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena, circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up 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 completion of the pattern.

Pattern Provided by:

[R/AQHAP-3]



# Classes 51 & 52 Ranch Reining



Trot to the center of the arena, stop.

1. Complete one circle to the left at a jog. Stop at the center of the arena facing the left wall or fence.
2. Complete 2 spins to the left. Hesitate.
3. Complete one circle to the right at an extended jog. Stop at the center of the arena.
4. Complete 2 spins to the right. Hesitate.
5. At an extended jog, go around the end of the arena, down the right side of arena past center marker, stop and rollback right.
6. Continue back around end of arena to left side of arena past center marker. Stop and back.

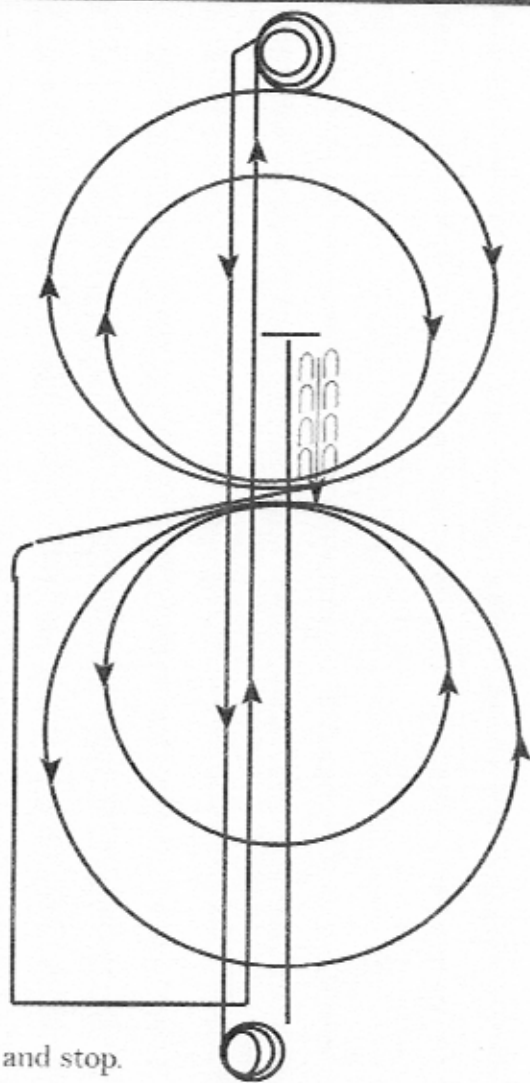
Hesitate to demonstrate completion of the pattern.



# Ranch It Up

## Ranch Reining 53-59

Show Date:



### Pattern 5

1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete 1/4 turn to the left.
5. Complete 2 circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around the end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete 3 1/2 spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete 3 1/2 spins to the left.
11. Hesitate to complete pattern.

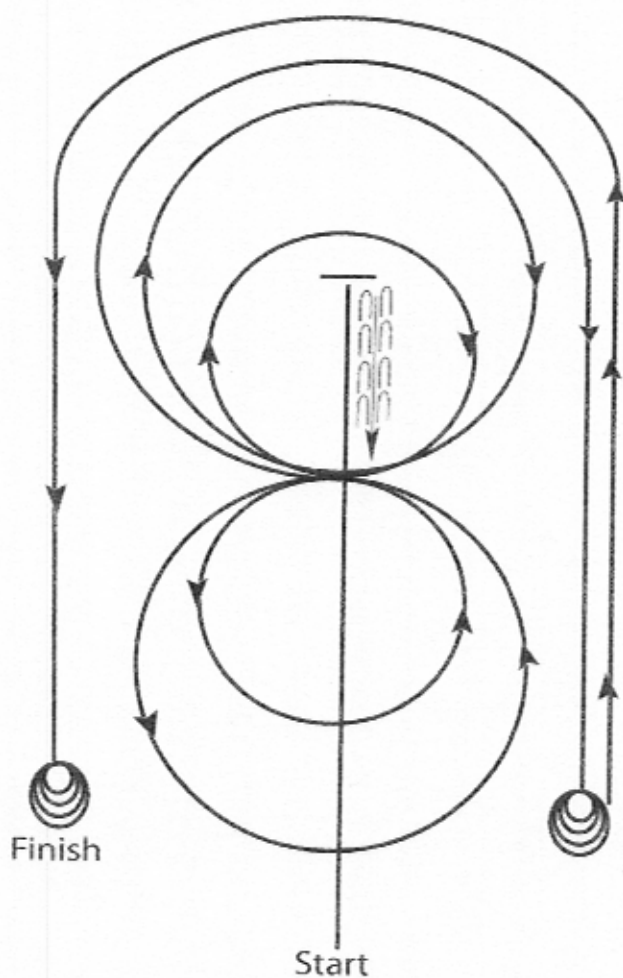
[NRCHAWC/5]

Pattern Provided by:

# Ranch It Up

## Ranch Reining 60-67

Show Date:



Pattern 1

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, big fast circle, small slow circle.
4. Change leads to left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 turns to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 turns to the left.
10. Hesitate to complete pattern.

Pattern Provided by:

[NRCHAWC/1]