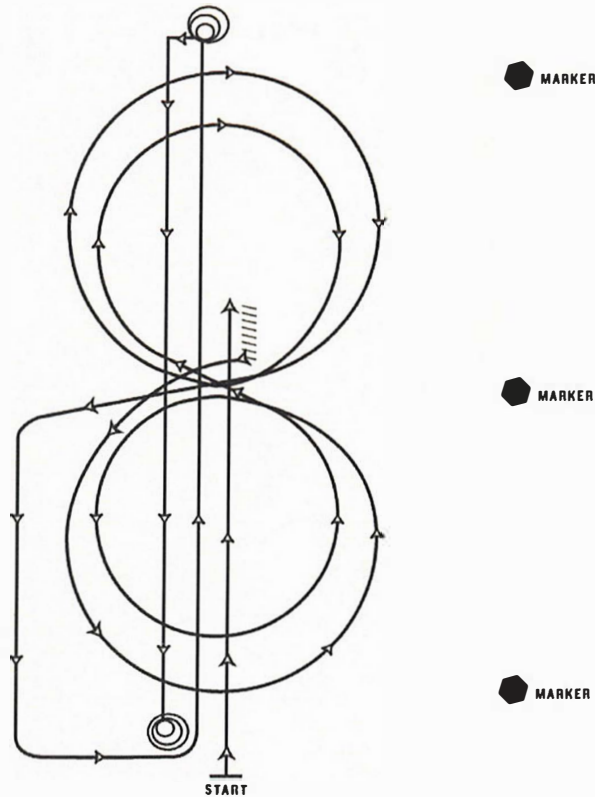


AQHA WCH/Boxing and RHC WCH/BDBD/Boxing Pattern 5

This pattern works best when the exhibitor and cattle enter from the same end of arena.

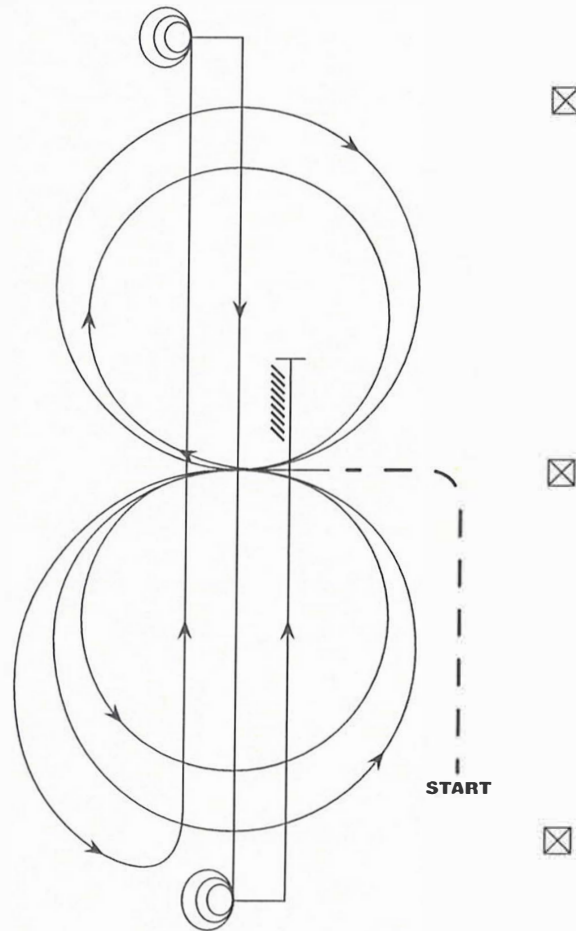


1. Start at end of arena. Run past the center marker and stop. Back up at least 10 feet. Complete 1/4 turn to the left.
2. Complete 2 circles to the left, the first one large and fast, and the second one small and slow. Change leads at the center of the arena.
3. Complete two circles to the right, the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

- PATTERN 5**
- | | |
|----------------------------------|----------------------|
| 1. Stop and back up and 1/4 turn | 5. 3 1/2 right spins |
| 2. Left circles | 6. Stop |
| 3. Right circles | 7. 3 1/2 left spins |
| 4. Stop | |

VRH & STOCK HORSE REINING PATTERN 7

LOPE IN - Do not stop in the middle



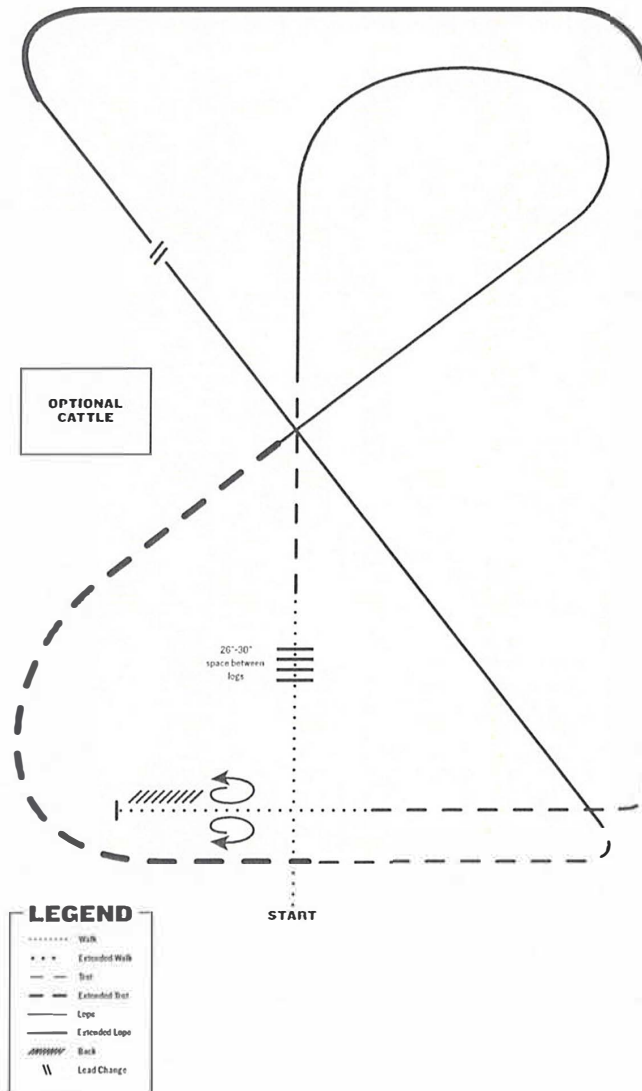
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

VRH AND RHC RANCH RIDING

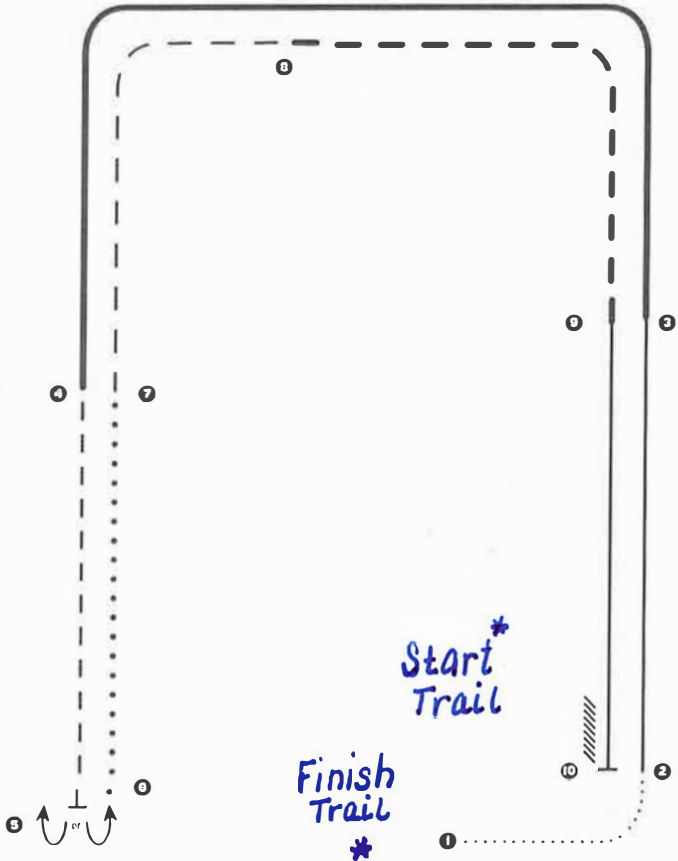
RANCH RIDING - PATTERN 5



- LEGEND**
- Walk
 - Extended Walk
 - Trot
 - Extended Trot
 - Lope
 - Extended Lope
 - //// Back
 - W Lead Change
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. Extended lope right lead
 10. Collect lope
 11. Trot
 12. Walk
 13. Stop and back
 14. 360° 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.

VRH AND STOCK HORSE PATTERN 2

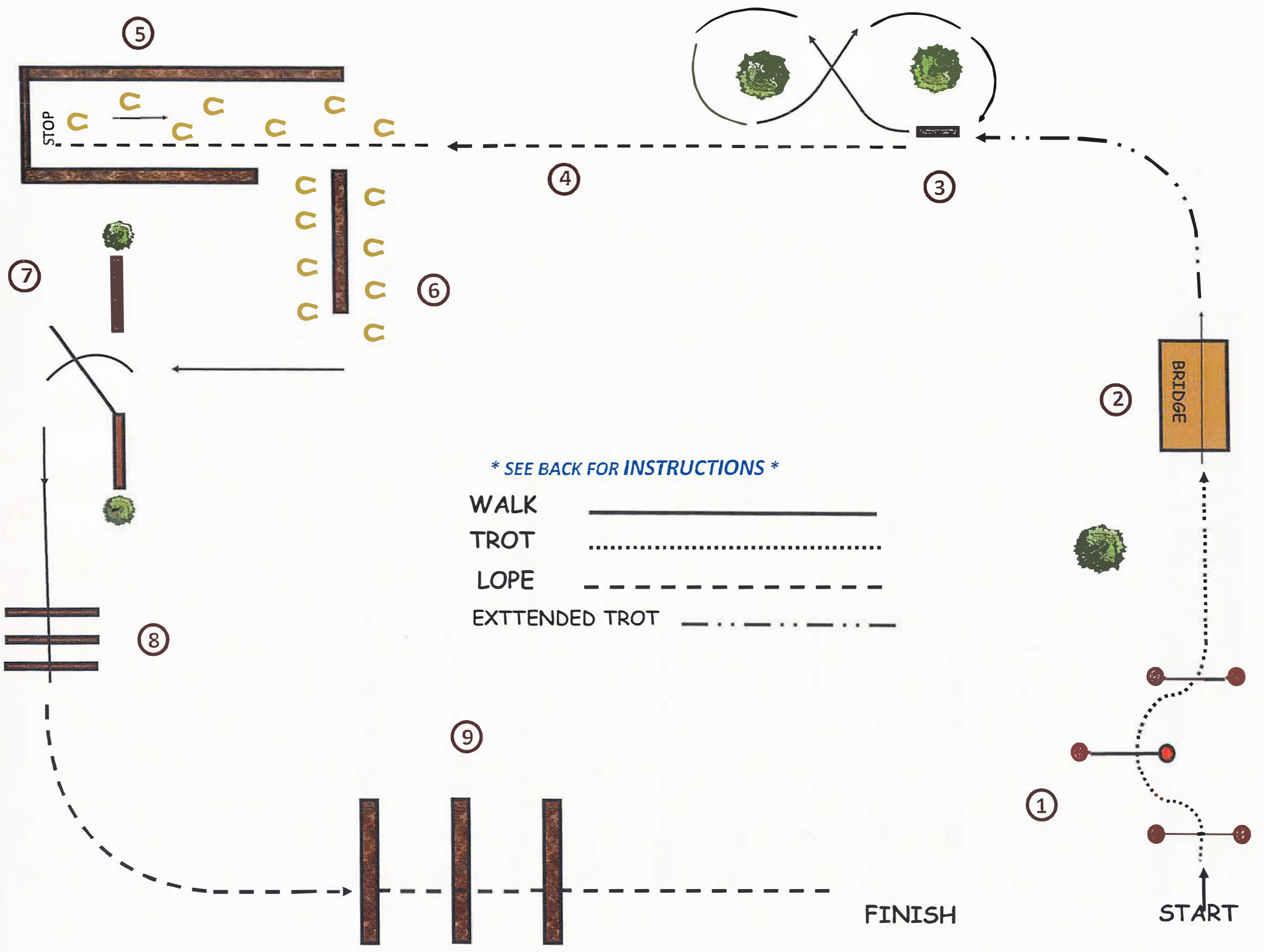


LEGEND	
.....	Walk
.....	Extended Walk
-----	Trot
-----	Extended Trot
—————	Lope
—————	Extended Lope
///////	Back

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

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.



** SEE BACK FOR INSTRUCTIONS **

- WALK
- TROT
- LOPE
- EXTTENDE TROT

FINISH

START

BRIDGE

STOP

SUMMER SPECTACULAR TRAIL COURSE OBSTACLES

- ① TROT THROUGH SERPENTINE, OVER LOGS.
- ② TROT TO AND WALK OVER BRIDGE.
- ③ EXT TROT FROM BRIDGE TO LOG DRAG. DRAG LOG THROUGH
FIGURE 8 PATTERN. (ROOKIE, NOVICE & YOUTH CARRY BUCKET)
- ④ RIGHT LEAD LOPE INTO CHUTE & STOP.
- ⑤ BACK OUT OF CHUTE.
- ⑥ LEFT SIDE PASS OVER LOG AND WALK TO GATE.
- ⑦ LEFT HAND PUSH THROUGH GATE.
- ⑧ WALK OVER LOGS.
- ⑨ LEFT LEAD LOPE OVER LOGS AND STOP AT CONE TO FINISH.