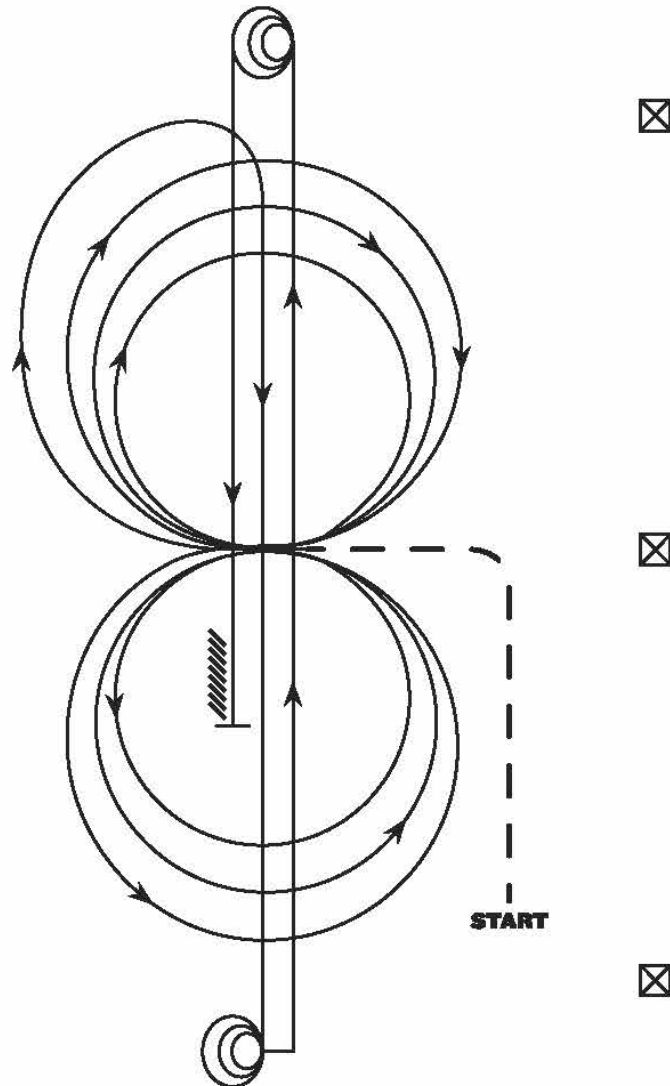


2024 NILE RHC Working Ranch Horse

All Divisions

VRH AND RHC RANCH REINING PATTERN 3



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall 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: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

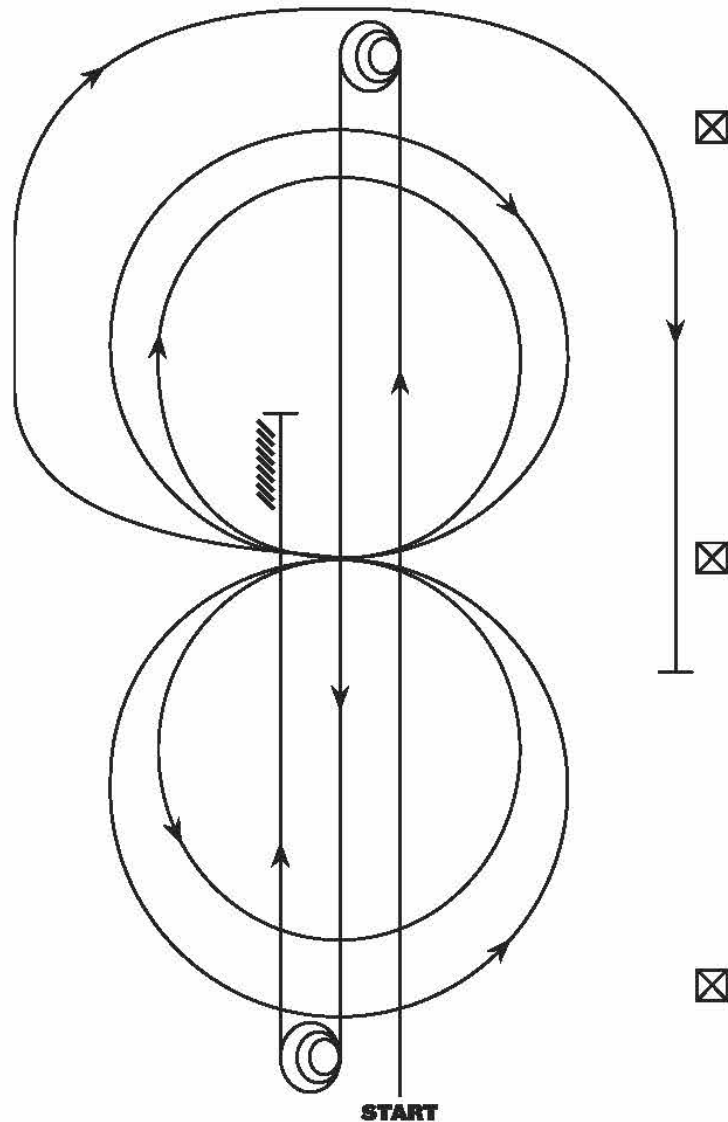
1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin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

Call For Cow

2024 NILE VRH Ranch Reining

Junior, Senior, & Cowboy

VRH AND RHC RANCH REINING PATTERN 4



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.

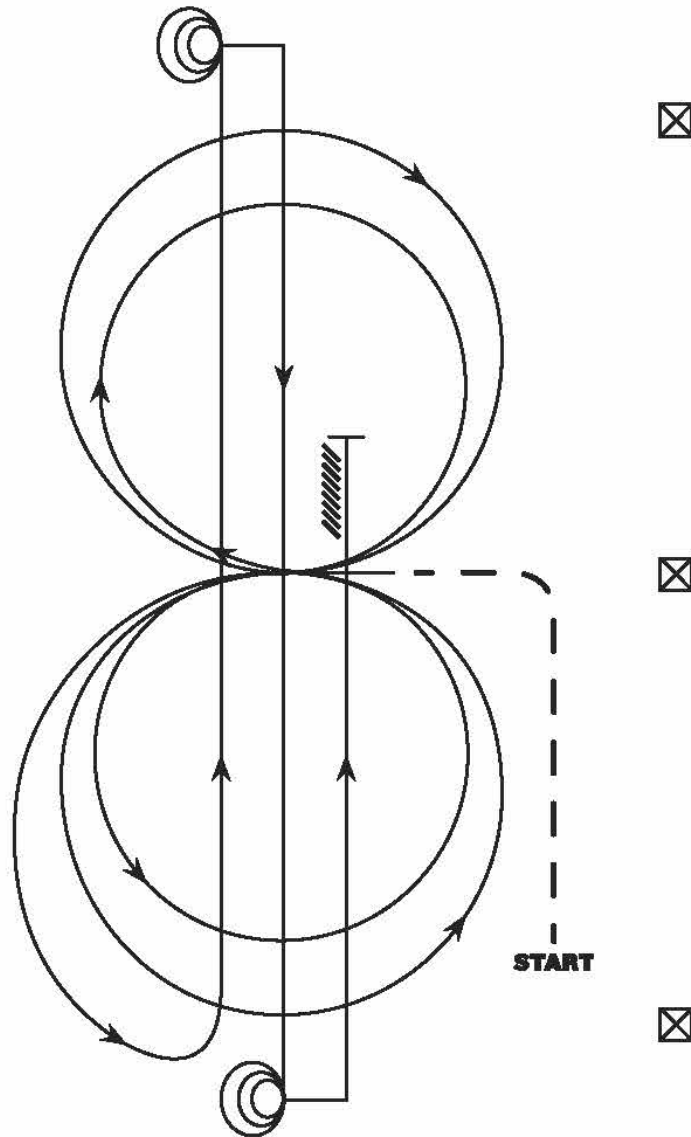
Ride pattern as follows:

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.

2024 NILE VRH Ranch Reining

All Amateur & All Youth

VRH AND RHC RANCH REINING PATTERN 7



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.

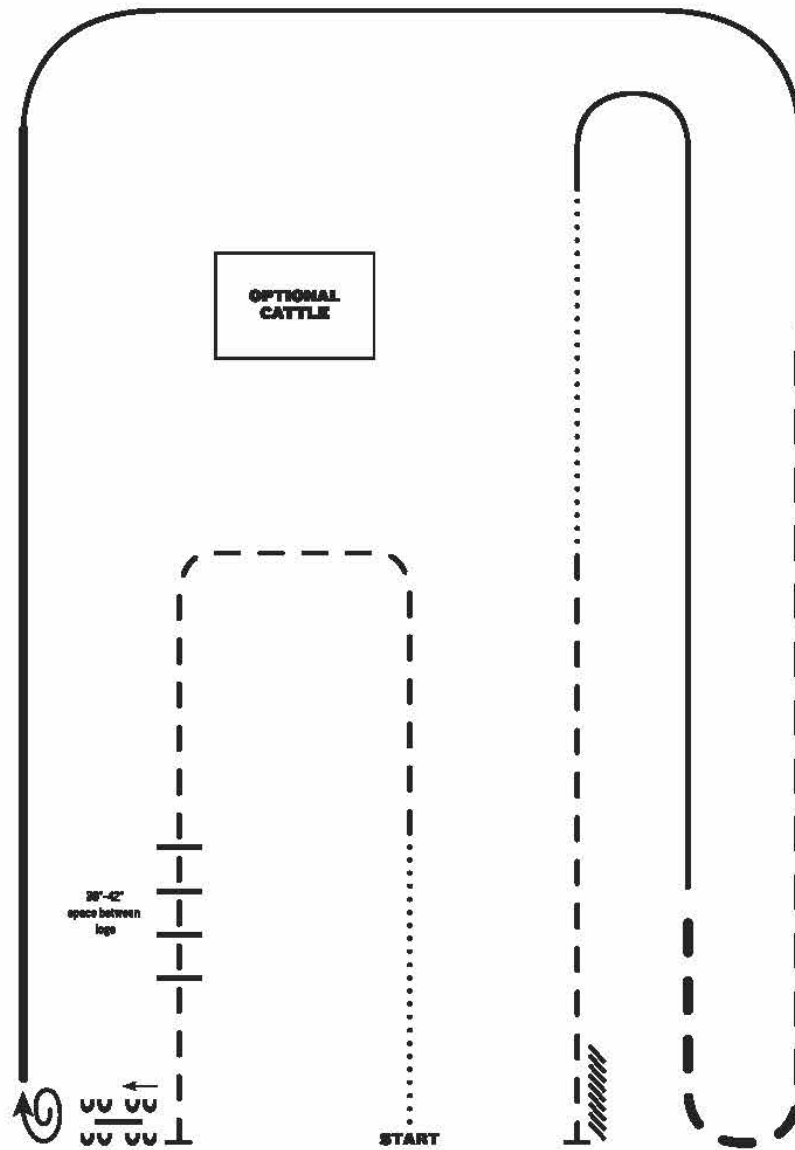
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

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

2024 NILE AQHA (non-VRH) Ranch Riding

All Divisions

RANCH RIDING - PATTERN 12



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

LEGEND

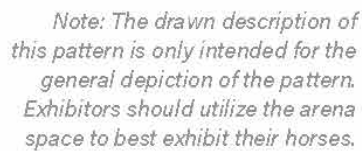
.....	Walk
.....	Extended Walk
----	Trot
----	Extended Trot
----	Lope
----	Extended Lope
////	Back
W	Lead Change

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.

All VRH Divisions

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 3

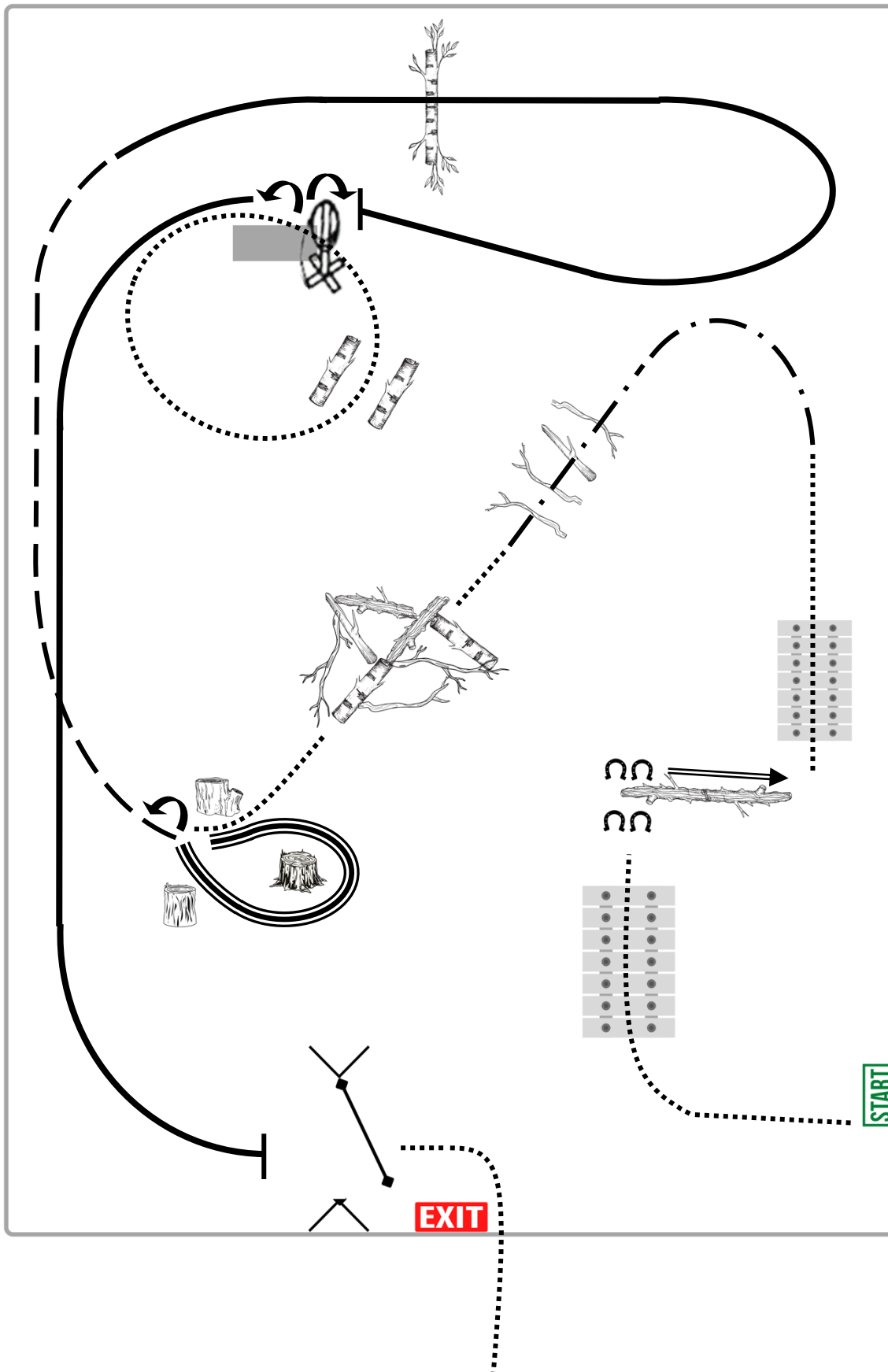
OPTIONAL VRH AND RHC RANCH RIDING PATTERN 3



1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

2024 NILE AQHA Ranch Trail Pattern

Junior, Senior, & Amateur



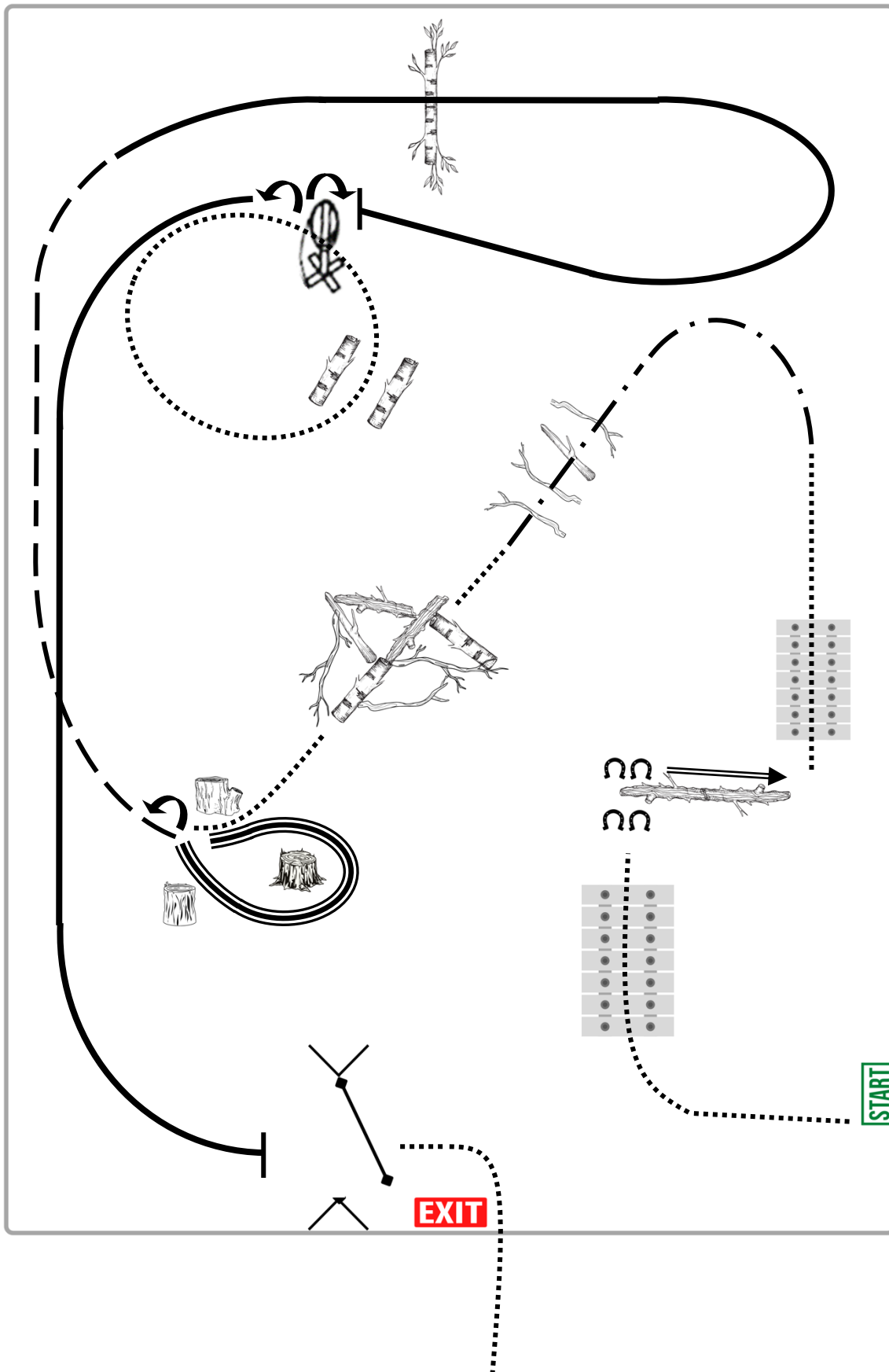
- 1) Enter at the walk and walk over the first wooden bridge.
- 2) Stop and side pass over the log to your right.
- 3) Walk over the second wooden bridge and pick up a jog.
- 4) Jog to and over the logs.
- 5) Break to a walk and pick your own path through the forest (must walk over at least 3 logs) then walk through the trio of stumps.
- 6) Back around the trio of stumps keeping the pivot log on your left then Turn 180° to the left.
- 7) Extended trot up the side of the arena. Pick up the right lead, lope over the log then circle around and stop near the drag obstacle.
- 8) Turn 180° to the right and drag the item using the rope provided in a circle navigating between the two logs.
- 9) Turn 180° to the left and lope in the left lead down to the other end of the arena and stop. Position yourself to navigate and execute the left-hand push gate, then exit the arena.

SYMBOL KEY

- LOPE
- TROT
- EXT. TROT
- WALK
- BACK
- SIDE PASS







2024 NILE AQHA Ranch Trail Pattern

Youth



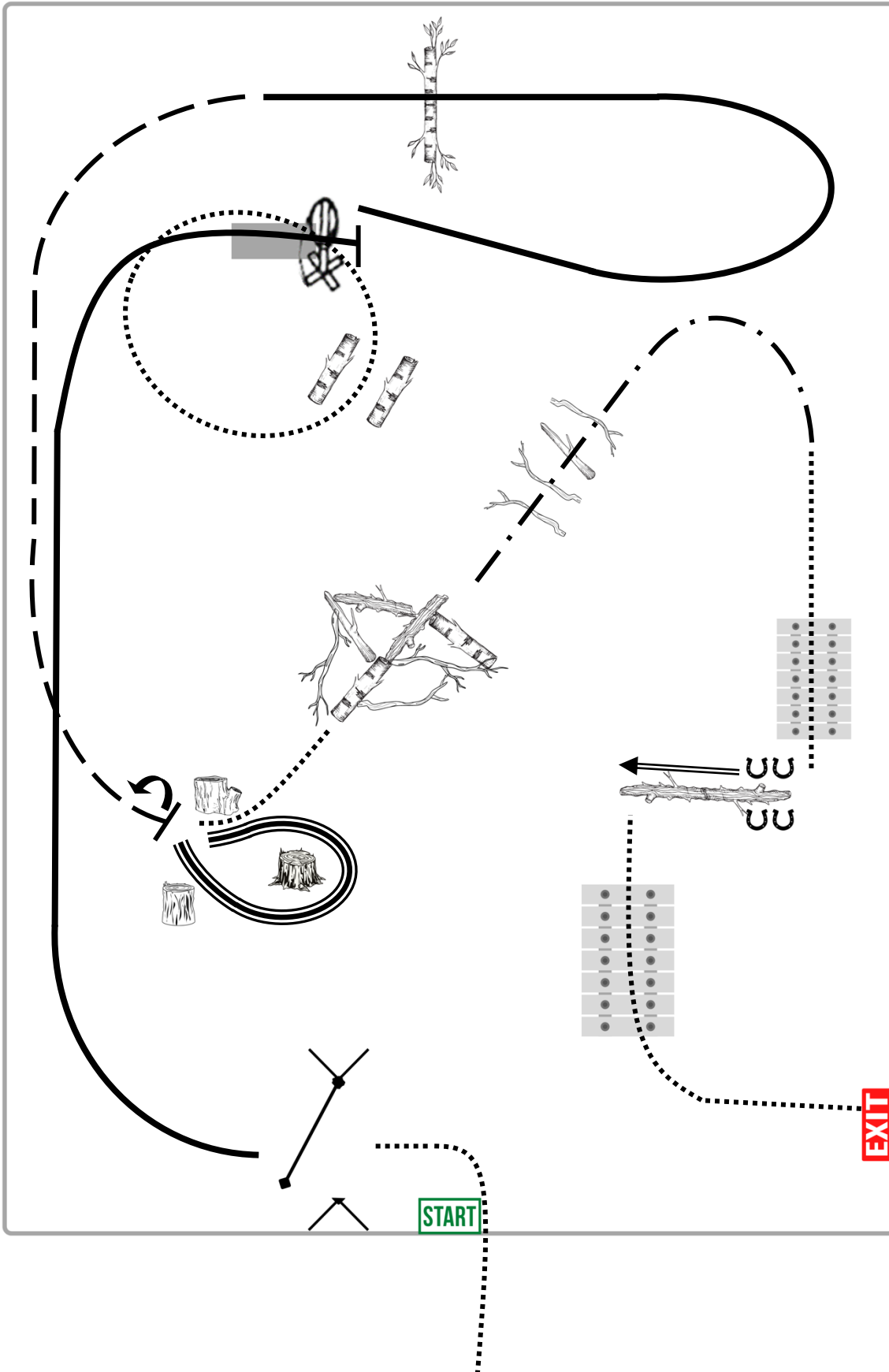
- 1) Enter at the walk and walk over the first wooden bridge.
- 2) Stop and side pass over the log to your right.
- 3) Walk over the second wooden bridge and pick up a jog.
- 4) Jog to and over the logs.
- 5) Break to a walk and pick your own path through the forest (must walk over at least 3 logs) then walk through the trio of stumps.
- 6) Back around the trio of stumps keeping the pivot log on your left then Turn 180° to the left.
- 7) Extended trot up the side of the arena. Pick up the right lead, lope over the log then circle around and stop near the drag obstacle.
- 8) Turn 180° to the right. Pickup up the lariat and carry it in a circle, riding between the two logs.
- 9) Turn 180° to the left and lope in the left lead down to the other end of the arena and stop. Position yourself to navigate and complete a left-hand push gate, then exit the arena.

SYMBOL KEY

-  LOPE
 TROT
 EXT. TROT
 WALK
 BACK
 SIDE PASS







2024 NILE VRH Ranch Trail Pattern

Junior, Senior, Cowboy, Amateur, & Limited Amateur



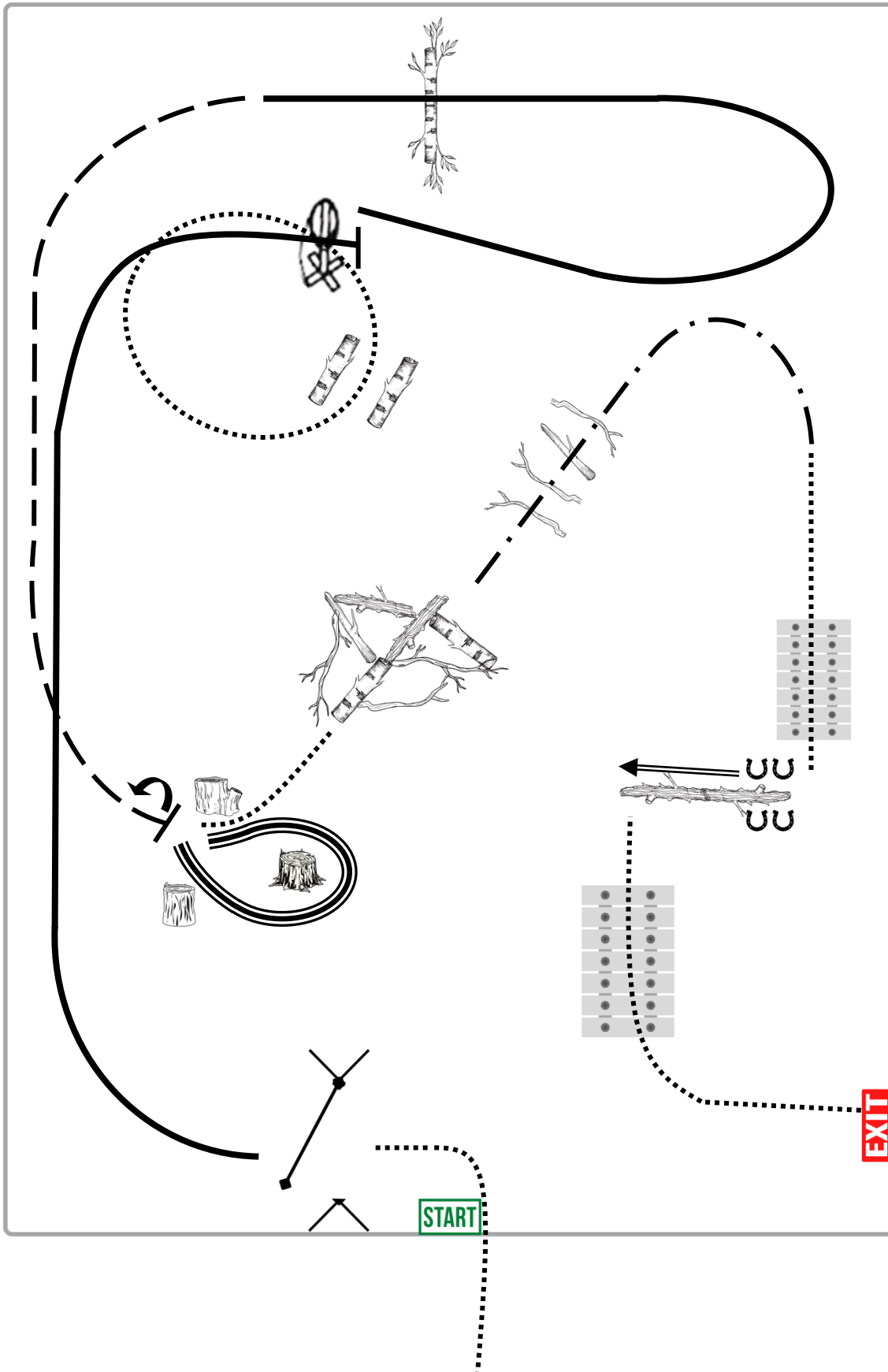
- 1) Enter at the walk and ride through the gate (right-hand push).
- 2) Lope in the right lead to the drag obstacle and stop, then drag the item using the rope provided in a circle navigating between the two logs.
- 3) Lope in the Left Lead around the top of the arena and over the log then break to an extended jog continuing to the trio of stumps and stop.
- 4) Execute a 180° turn to the left, then back around the trio of stumps keeping the pivot log on your left.
- 5) Walk to and pick your own path through the forest (must walk over at least 3 logs).
- 6) Jog to and over the logs.
- 7) Break to a walk and walk over the first wooden bridge.
- 8) Stop and side pass to your right over the log.
- 9) Walk to and over the second wooden bridge then exit the arena.

SYMBOL KEY

-  LOPE
 TROT
 EXT. TROT
 WALK
 BACK
 SIDE PASS







2024 NILE VRH Ranch Trail Pattern

Rookie Amateur & All Youth



- 1) Enter at the walk and ride through the gate (right-hand push).
- 2) Lope in the right lead to the drag obstacle and stop, then drag pick up the lariat and carry it in a circle navigating between the two logs.
- 3) Lope in the left lead around the top of the arena and over the log then break to an extended jog continuing to the trio of stumps and stop.
- 4) Execute a 180° turn to the left, then back around the trio of stumps keeping the pivot log on your left.
- 5) Walk to and pick your own path through the forest (must walk over at least 3 logs).
- 6) Jog to and over the logs.
- 7) Break to a walk and walk over the first wooden bridge.
- 8) Stop and side pass to your right over the log.
- 9) Walk to and over the second wooden bridge then exit the arena.

SYMBOL KEY

-  LOPE
 TROT
 EXT. TROT
 WALK
 BACK
 SIDE PASS