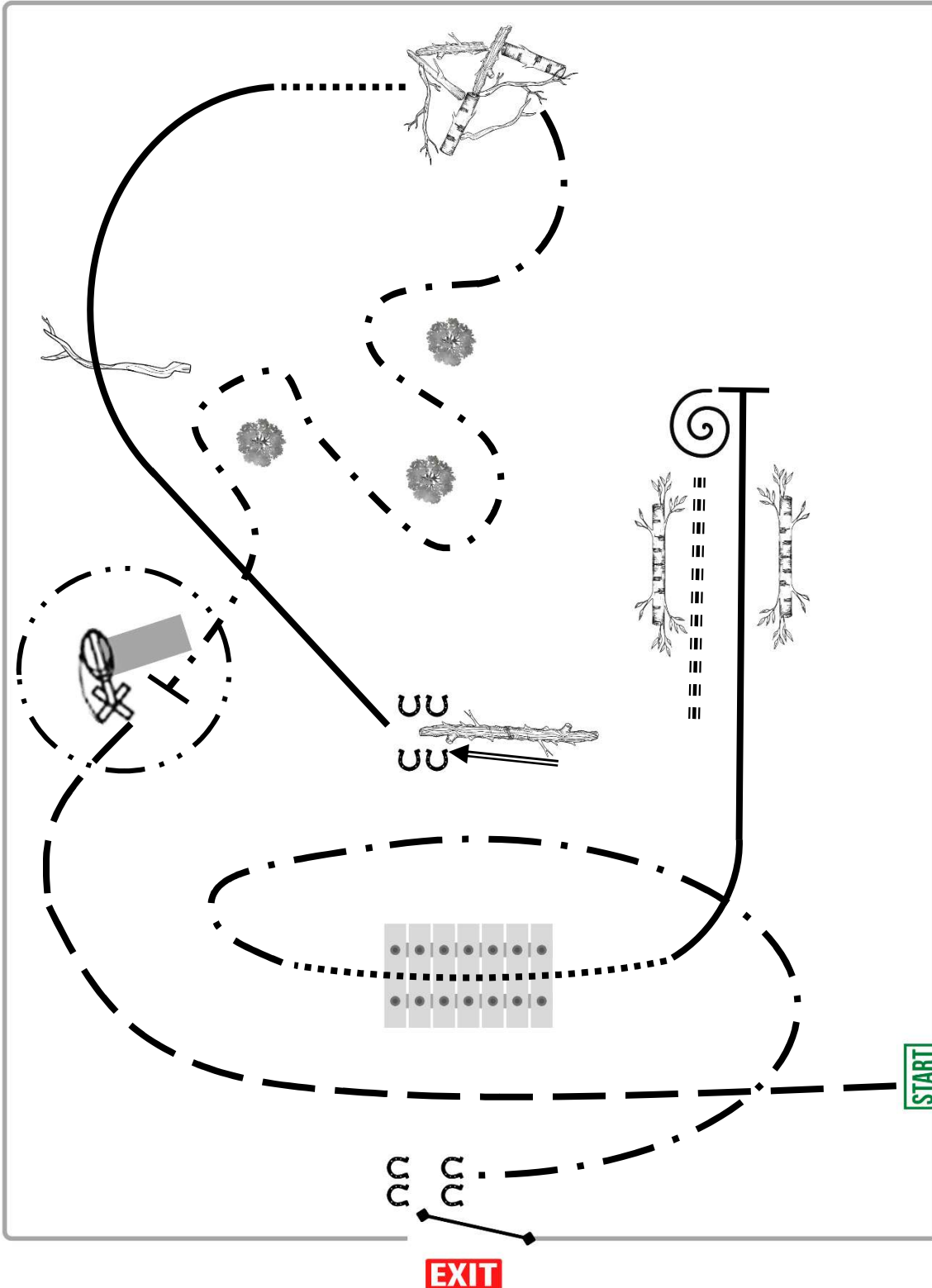


# 2026 All Breed Ranch Horse Challenge

## VRH Ranch Trail Pattern

*Junior, Senior, Cowboy, Amateur, and Limited Amateur*



- 1) Enter through the gate (right push).
- 2) Extended trot around the bridge. Drop to a walk and walk over the wooden bridge.
- 3) Lope in Left Lead through the logs and Stop. Spin twice to the Left.
- 4) Back through the logs.
- 5) Side Pass to the Left.
- 6) Lope in the Right Lead Over the Log towards the far end of the arena.
- 7) Drop to a walk and pick your own path through the logs.
- 8) Jog around the serpentine and to the drag.
- 9) Drag the sled in a circle and after returning the rope, Extended Trot out of the arena.

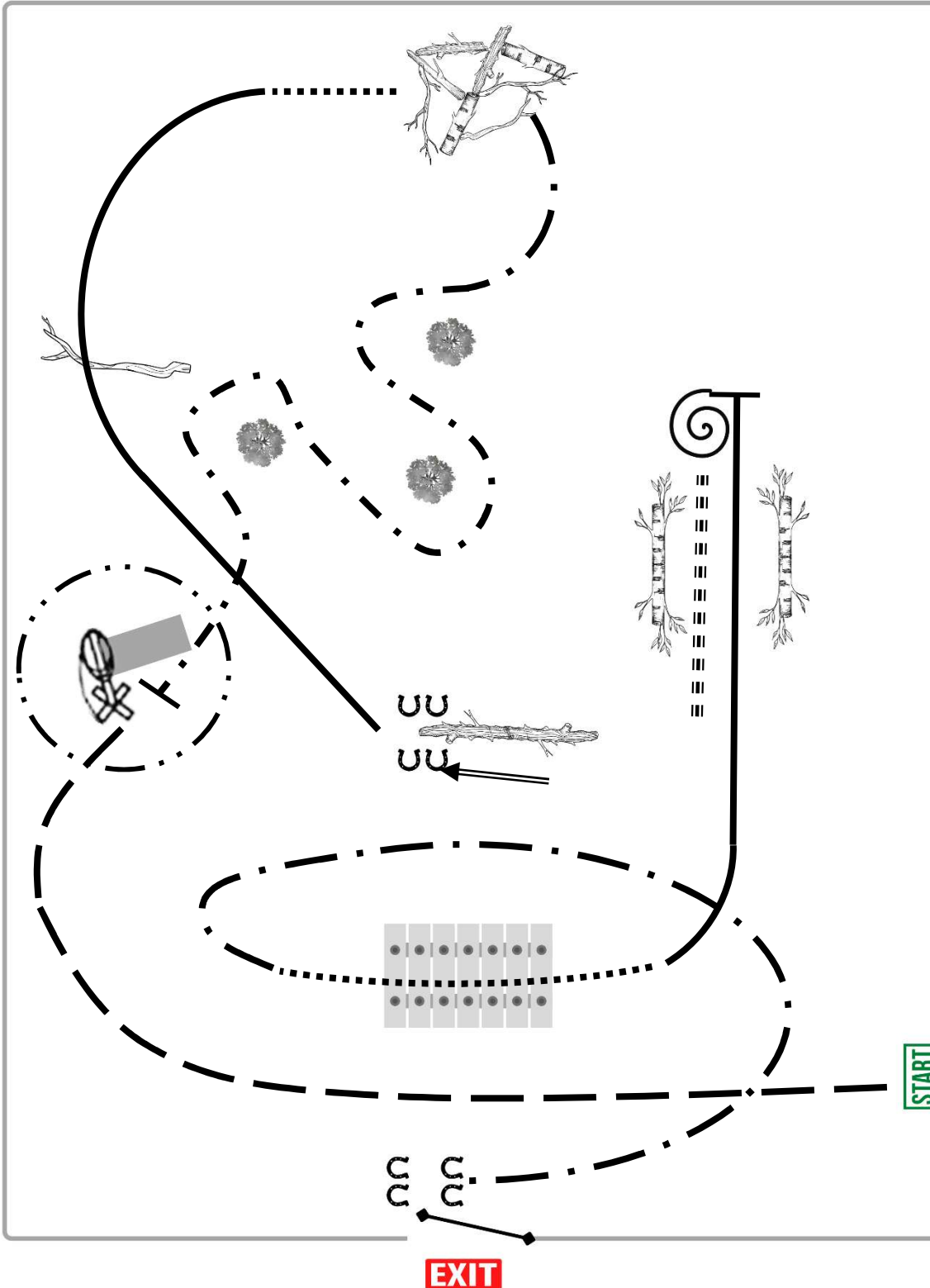
### SYMBOL KEY

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

# 2026 All Breed Ranch Horse Challenge

## VRH Ranch Trail Pattern

*All Youth, Non-Pro, and Rookie Amateur*



- 1) Enter through the gate (right push).
- 2) Extended trot around the bridge. Drop to a walk and walk over the wooden bridge.
- 3) Lope in Left Lead through the logs and Stop. Spin twice to the Left.
- 4) Back through the logs.
- 5) Side Pass to the Left.
- 6) Lope in the Right Lead Over the Log towards the far end of the arena.
- 7) Drop to a walk and pick your own path through the logs.
- 8) Jog around the serpentine and to the drag.
- 9) Carry the object in a circle and after returning it, Extended Trot out of the arena.

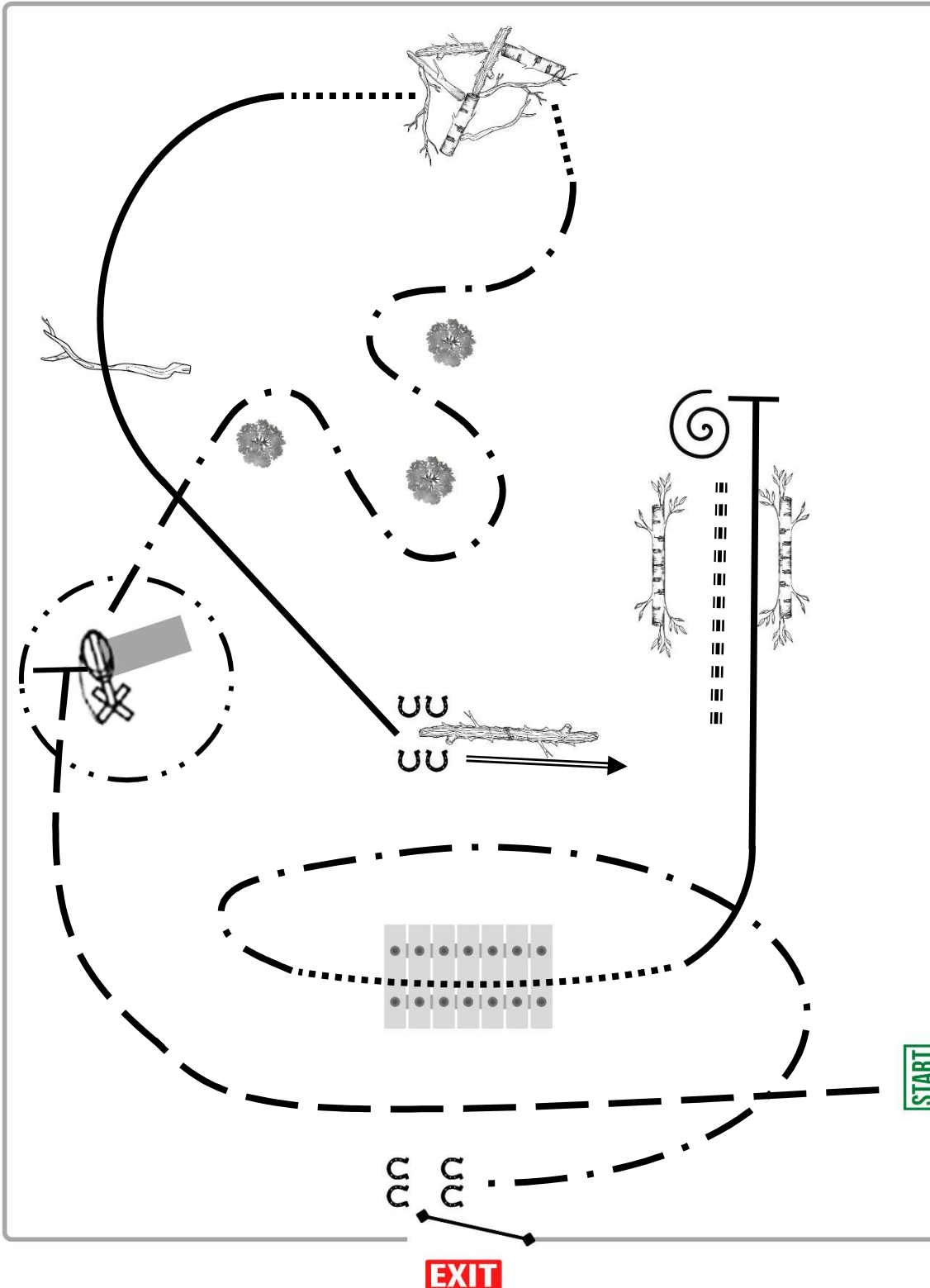
### SYMBOL KEY

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

# 2026 All Breed Ranch Horse Challenge

## AQHA Ranch Trail Pattern

*Junior, Senior, Amateur, and Youth*



- 1) Enter at an Extended Trot to the drag and stop then Drag the sled in a circle.
- 2) Jog around the serpentine, drop to a walk and pick your path through the logs.
- 3) Lope in Left Lead Over the Log and stop near the log.
- 4) Side Pass to the Left.
- 5) Back through the logs and Spin twice to the Right.
- 6) Lope in the Right Lead through the logs towards the bridge.
- 7) Drop to a walk and Walk over the wooden Bridge.
- 8) Jog around to the right towards the Gate and Exit the arena. (left pull)

### SYMBOL KEY

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

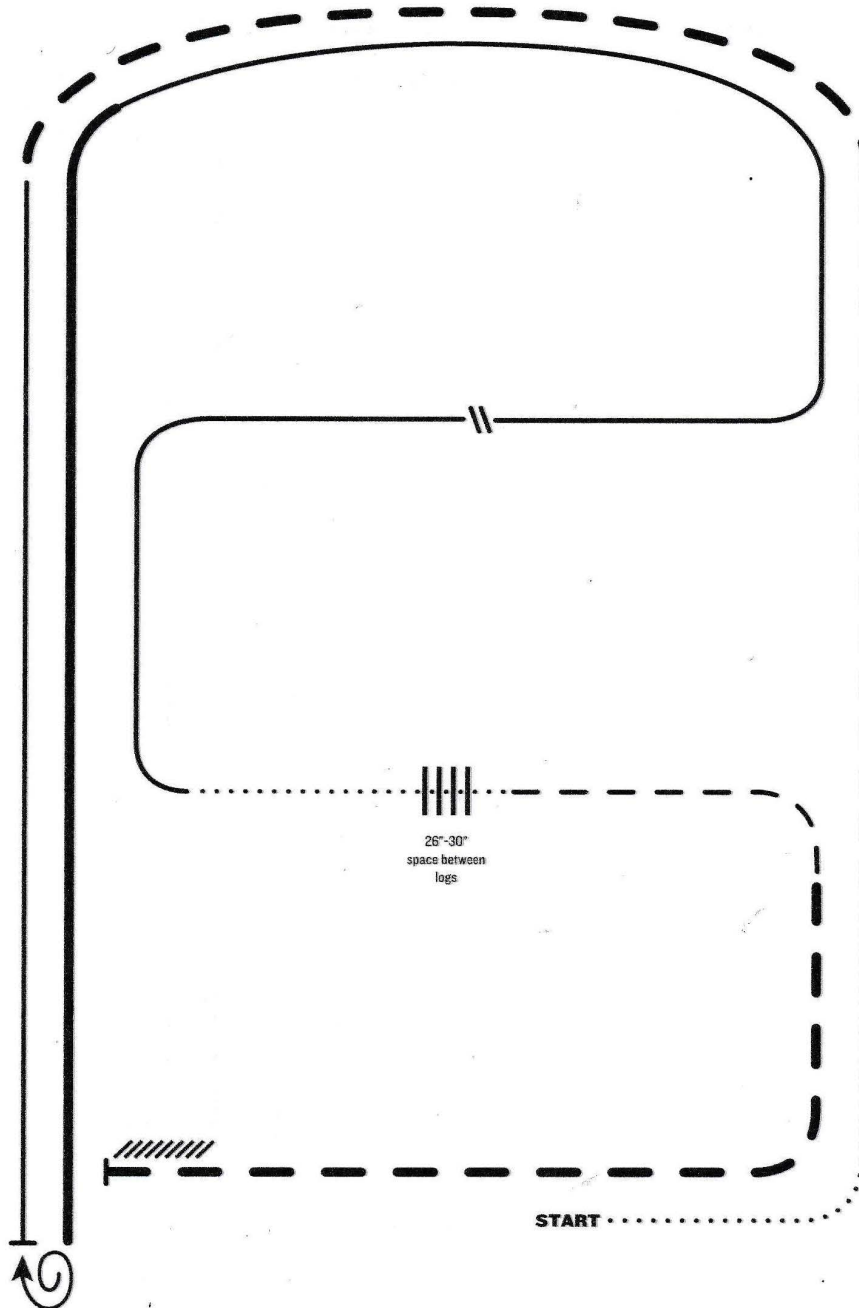
# 2026 All Breed Ranch Horse Challenge

FRI. May 29<sup>th</sup> Classes: 19, 20, 21, 22

## RANCH RIDING - PATTERN 2

### LEGEND

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



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

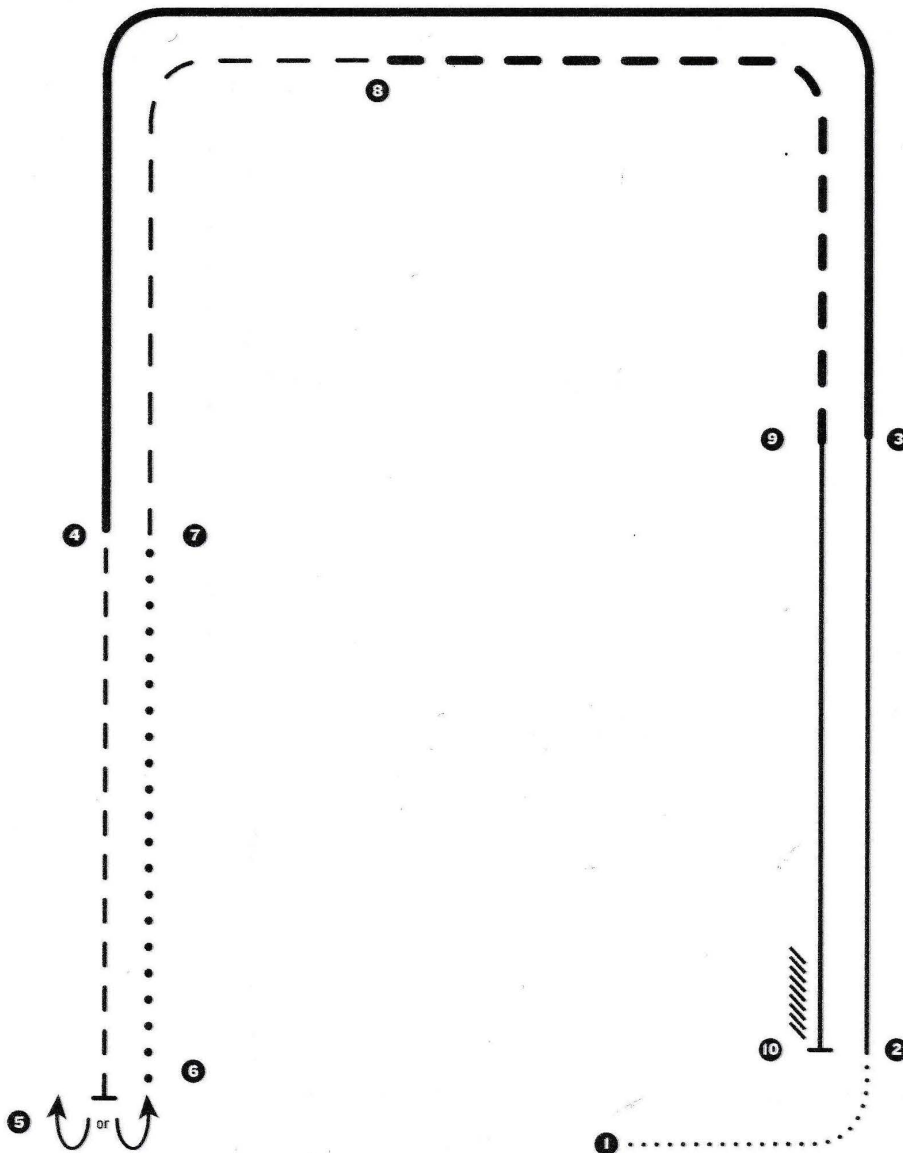
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# 2026 All Breed Ranch Horse Challenge

FRI. MAY 29<sup>th</sup> Classes: 23-40

## OPTIONAL VRH AND RHC RANCH RIDING 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.

Revised 05-2021

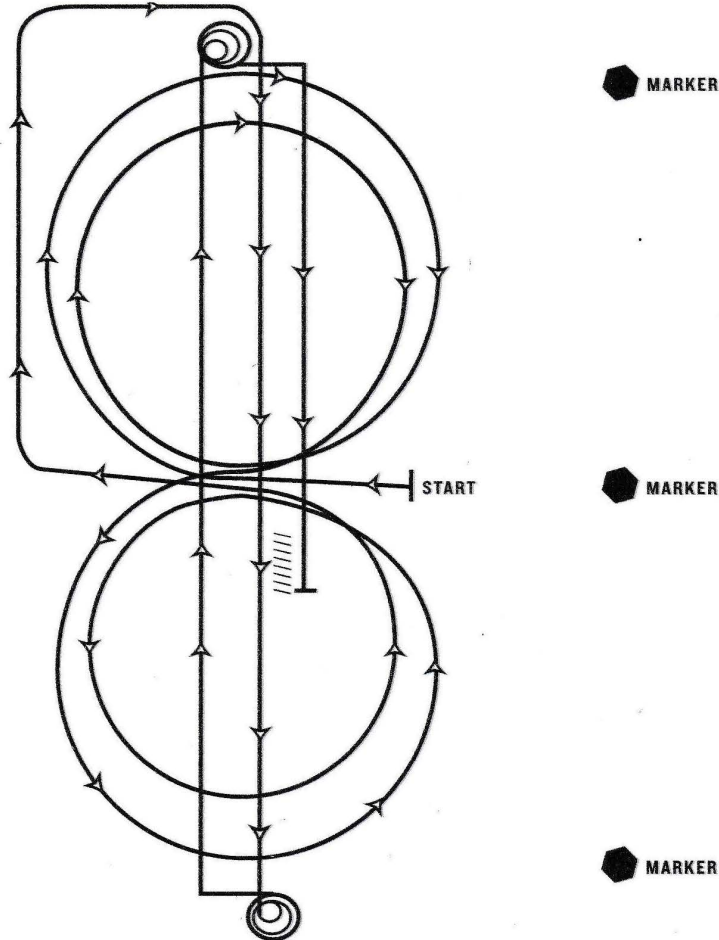
Lope Leads are directional according to which way the pattern begins.

# 2026 All Breed Ranch Horse Challenge

Classes # 41, 42, 43, 80, 81

Sat. All  
MAY 30<sup>th</sup>

## WORKING COW HORSE PATTERN 12



Trot to center of arena, stop. Start pattern facing toward judge.

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

### Pattern 12

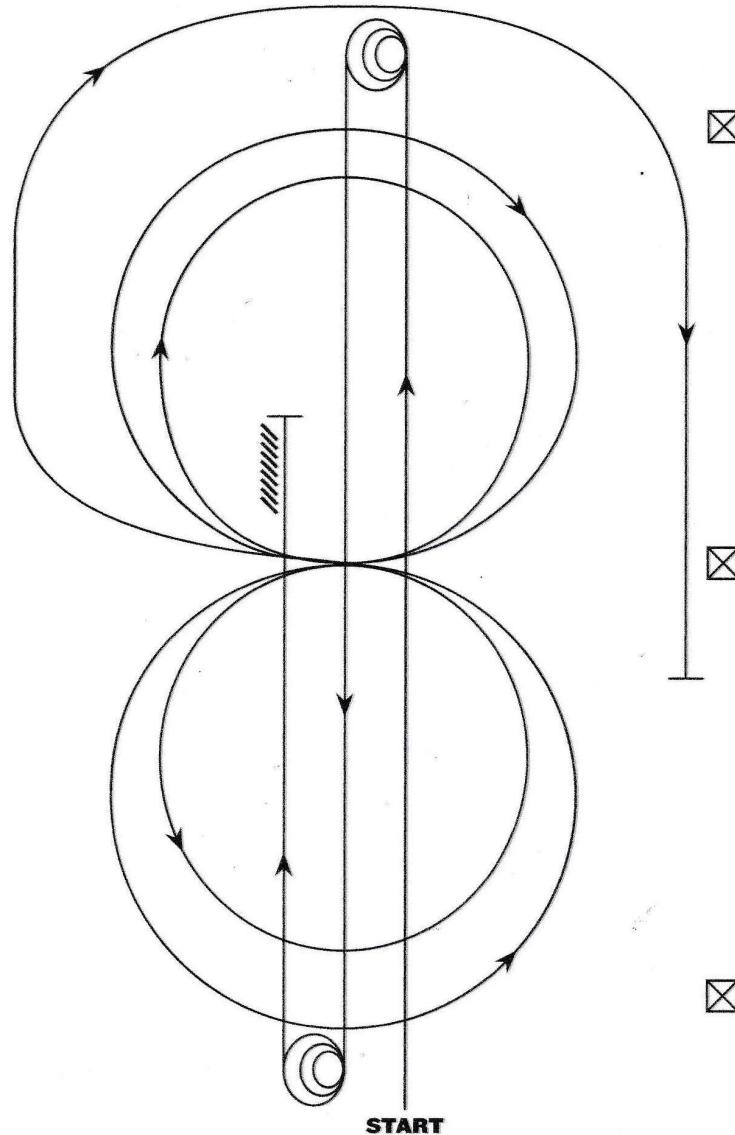
- |                  |                      |
|------------------|----------------------|
| 1. Right circles | 4. 3 1/2 left spins  |
| 2. Left circles  | 5. Stop              |
| 3. Stop          | 6. 3 1/2 right spins |
|                  | 7. Stop and back up  |

This pattern may be used as a lope-in pattern; refer to SHW505.2.

# 2026 All Breed Ranch Horse Challenge

## Sat. May 30<sup>th</sup> : All Ranch Reining

### 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.