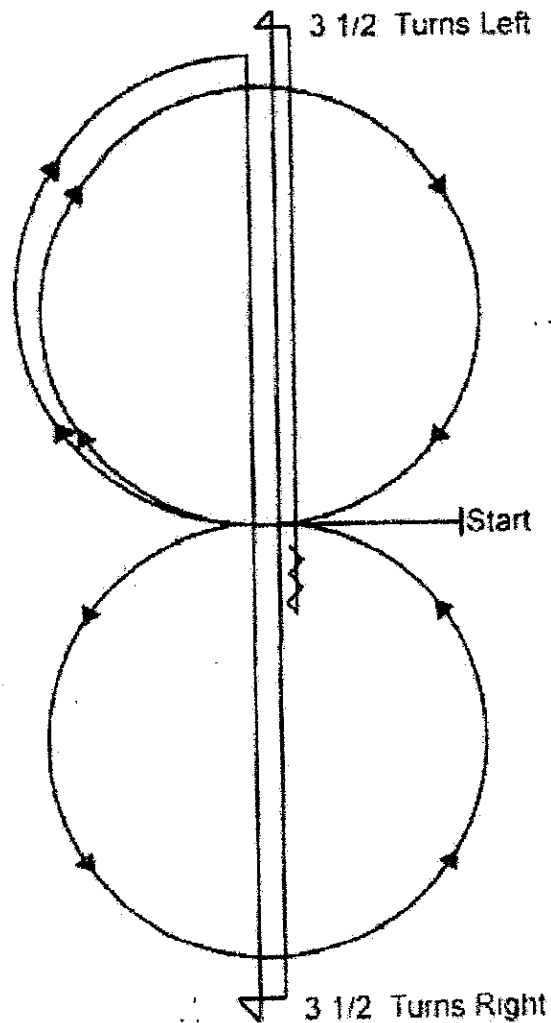


Ranch Reining Novice W/T

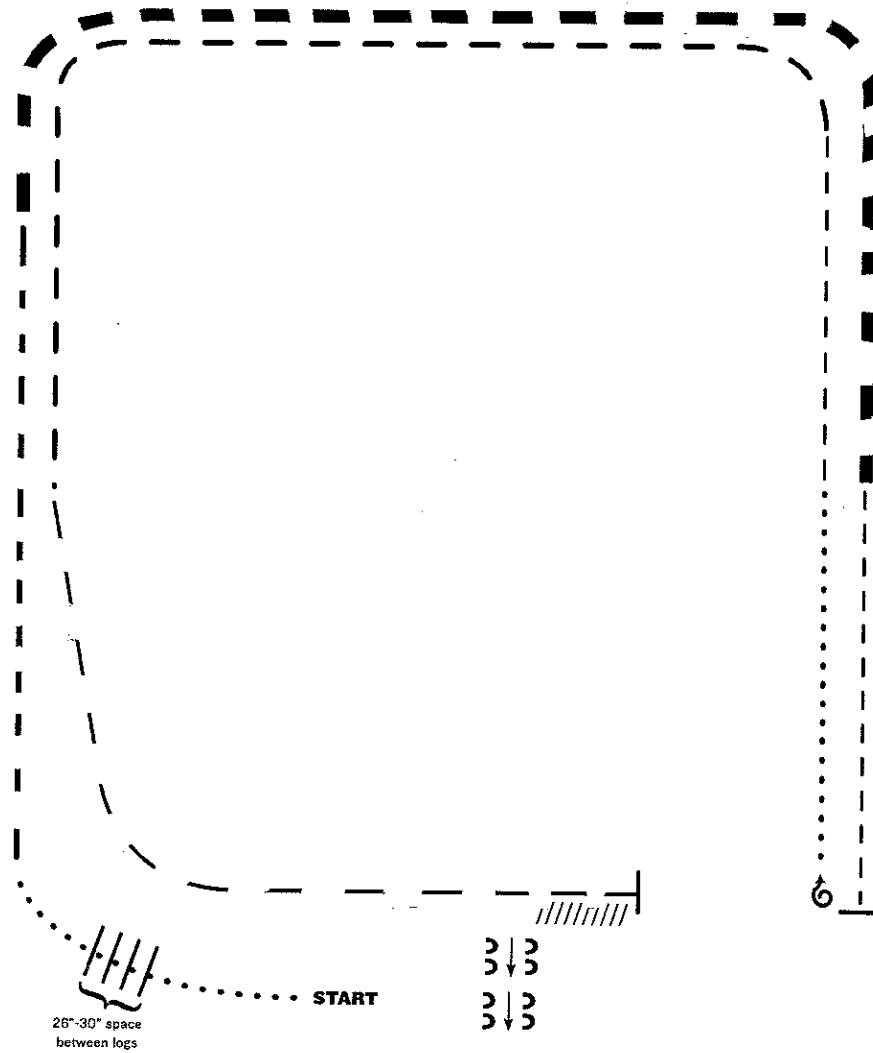


Mandatory Marker along fence or wall

The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride Pattern as follows

1. Start by trotting into the center of the arena and stop. Start pattern facing towards the judge.
2. Begin a circle to the right at the trot. Change directions to the left.
3. Complete one circle to the left at the trot. Change directions to the right and go to the top of the arena.
4. Extended trot down the center of the arena to the far end past the end marker and come to a stop.
5. Complete $3 \frac{1}{2}$ spins to the right
6. Extended trot to the other end of the arena, past the end marker and come to a stop.
7. Complete $3 \frac{1}{2}$ spins to the left
8. Extended trot past center marker and come to a stop
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern

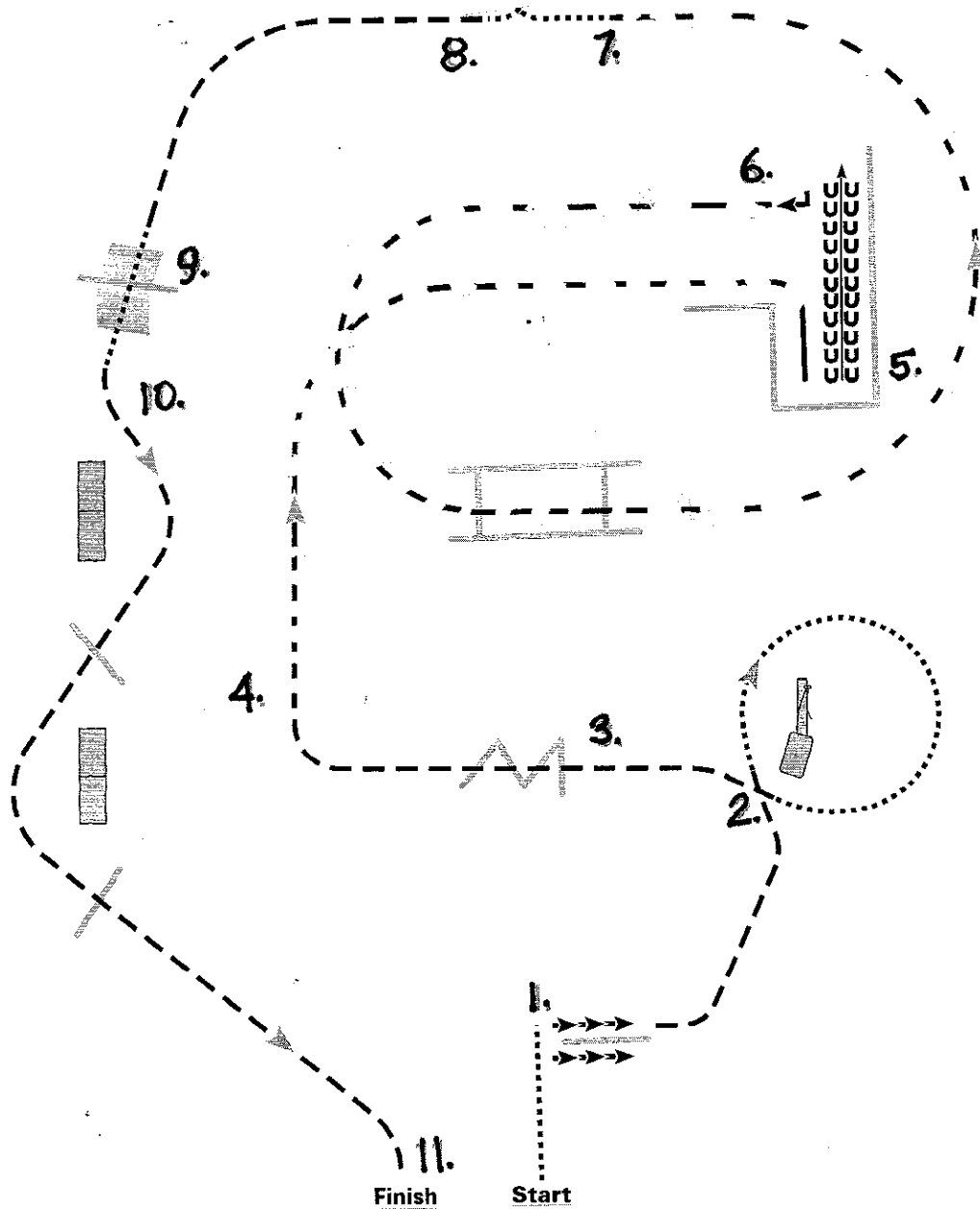


1. Walk
2. Walk over logs
3. Trot
4. Extended Trot
5. Trot
6. Stop, 1 ½ turns right
7. Walk
8. Trot
9. Extended Trot
10. Stops and back
11. Side Pass right





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.

Ranch Trail Novice Walk/Trot

1. Walk to log. Sidepass
2. Trot to drag, drag right circle at walk
3. Trot over logs
4. Extended trot into chute
5. Back out, and ¼ turn right
6. Extended trot to bridge
7. Walk over bridge
8. Trot serpentine through cones and logs
9. Exit at a walk



Pattern Legend

- Walk (dotted line)
- Jog/Trot - - - - (dashed line)
- Extended Trot/Jog ——— (solid line)
- Leg Yield | | | | | (vertical bars)
- Change Lead/Diagonal ≠ (diagonal slash)
- Gate  (gate symbol)
- Back  (back symbol)
- Judge  (judge symbol)
- Cone ● (circle)
- Sidepass  (sidepass symbol)

Course design by
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