

Ranch Riding

This is a brief description of our Ranch Riding class. Ranch Riding is ridden individually. There are currently two patterns. The individual pattern truly shows how broke and responsive your horse is to your queues. (See attached for the current patterns).

The patterns will have you walk, trot and lope in both directions, stop and back. A ranch horse is expected to perform these functions at smooth working speeds. The judge is looking for smooth transitions between gaits, keeping the correct lead and maintaining the correct gait between markers.

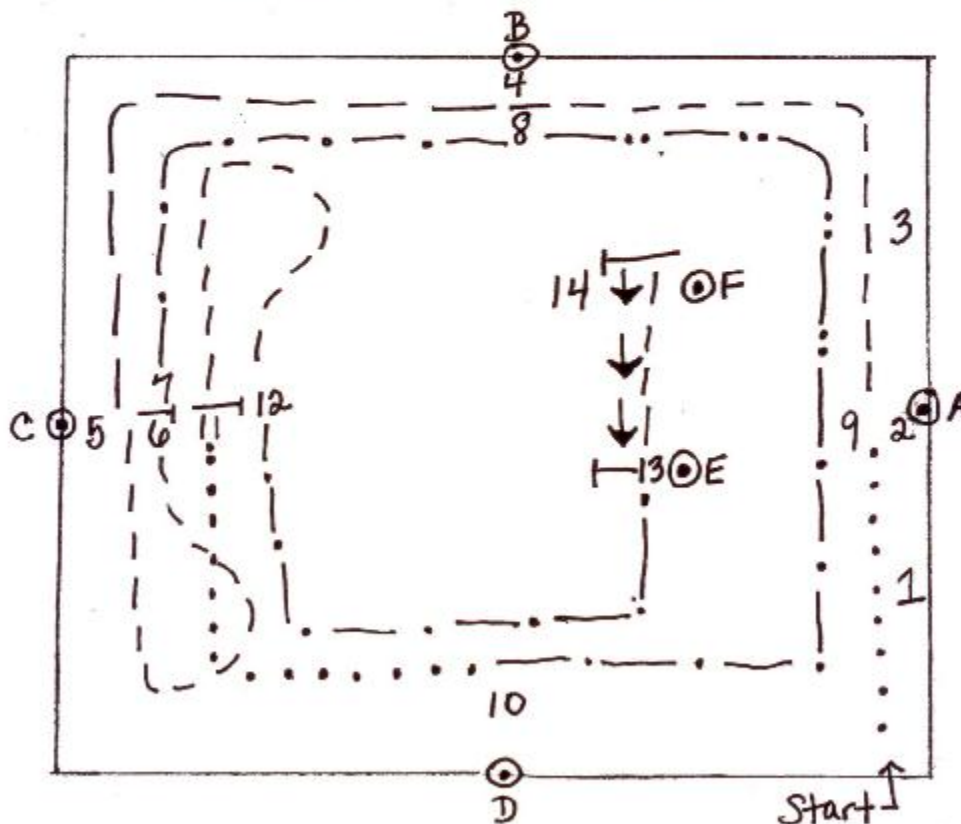
A rider must show his horse with only one hand on the reins, unless the horse is five years old or younger and is being shown in a snaffle bit or hackamore (bosal).

See the NVRHA's score sheets for all 5 classes for the scoring system. The pluses and minuses as well as major and minor penalties are clearly described. Also, for further information on this category, please refer to the current Handbook of Rules & Regulations or contact us for any clarification of this event www.nvrha.org.

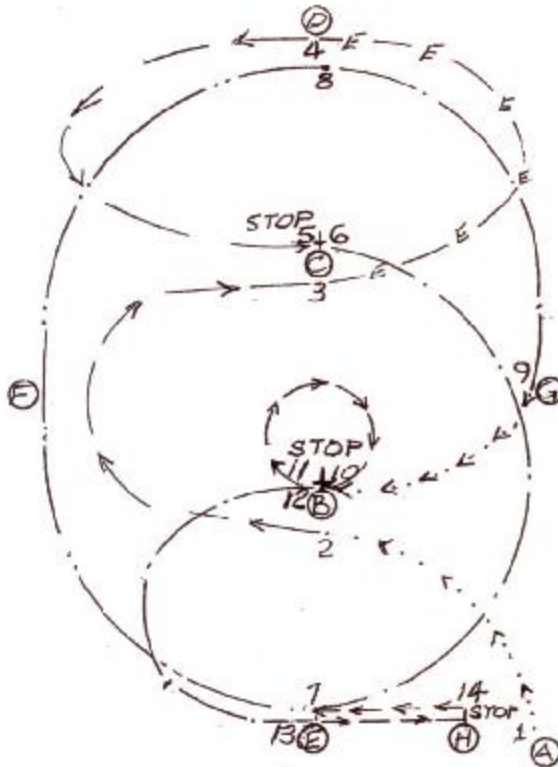
The following are the current *riding patterns*.

Ranch Riding Pattern PATTERN #1

1. Walk to Cone A
2. At Cone A, transition from walk to jog
3. Jog to Cone B
4. At Cone B, extend the trot
5. At Cone C, return to regular jog & reverse
6. Stop at Cone C, settle, and wait judge's cue to continue
7. Depart in right lead and lope to Cone B
8. At Cone B, extend the lope continuing to Cone A
9. At Cone A, transition to a regular lope continuing to Cone D
10. At Cone D, transition to a walk & continue to Cone C
11. At Cone C, stop, settle, and wait for judge's cue to continue
12. Trot and reverse at Cone C
13. At Cone E, transition to a trot and stop at Cone F
14. After stop at Cone F, back and stop at Cone E.



RANCH RIDING PATTERN 2



1. Start at Cone A, Walk to Cone B.
2. At Cone B, Transition to a jog and jog to cone C.
3. At Cone C extend the jog and continue to Cone D.
4. At Cone D, transition to a regular jog, continue to Cone C and stop.
5. At Cone C stop, settle and wait for Judge's cue to continue.
6. At Judge's cue, depart at a lope (right lead) and continue to Cone E.
7. At Cone E, extend the lope and continue to Cone D.
8. At Cone D, return to regular lope and continue to Cone G.
9. At Cone G, transition to walk and continue to Cone B.
10. At Cone B, stop, settle and wait for Judge's cue to continue.
11. At Judge's cue, jog in a small clockwise circle.
12. At Cone B, transition to a lope (left lead) and continue to Cone E.
13. At Cone E, transition to a jog and jog to Cone H.
14. At Cone H, stop and back to cone E.

LEGEND:

(A), (B), etc. Cones Walk, _____Lope, - - - - -Trot,
 - - - - - Extended Lope, E E E Extended Trot, <-<-<-<-Back,
 + Stop,