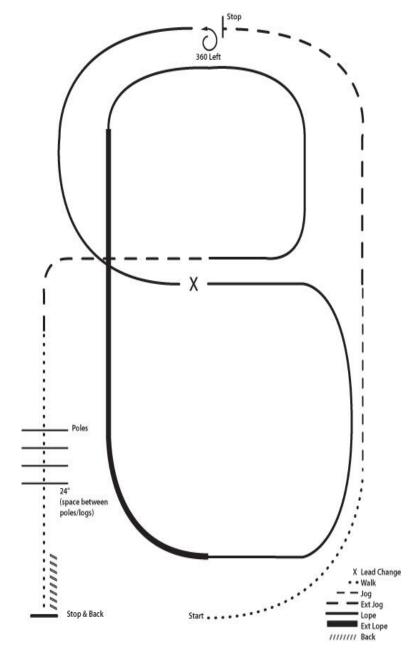
2019 SCOTTSDALE SHOW

RANCH RIDING PATTERNS

Classes 911, 922, 952, 953, 954, 960, 961, 962 Ranch Horse Riding

RANCH RIDING - PATTERN 1

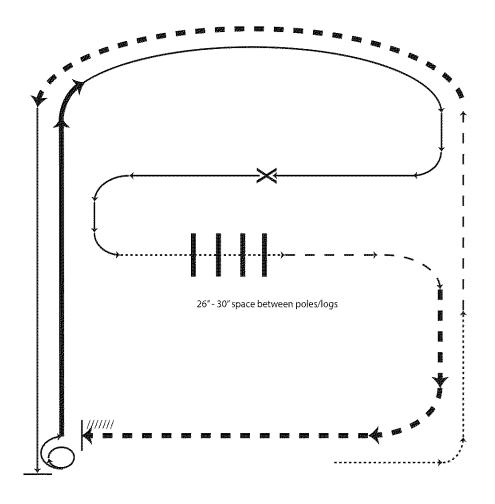
- 1. Walk
- 2. Jog/Trot
- 3. Extend the jog, at the top of the arena, stop
- 4. 360 turn to the left
- 5. Left lead 1/2 circle, lope to the center
- 6. Change leads (simple or flying)
- 7. Right lead 1/2 circle
- 8. Extended lope up the long side of the arena (right lead)
- 9. Collect back to a lope around the top of the arena and back to center
- 10. Break down to an extended jog
- 11. Walk over poles
- 12. Stop and back



In Ranch Riding the Jog should be a natural two beat gait demonstrating more forward motion than the Western Jog. The Extended Jog is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.

Classes 968, 969, 970, 982, 983, 984, Ranch Horse Riding

RANCH RIDING - PATTERN 2



- 1. Walk
- 2. Jog
- 3. Extended Jog
- 4. Left lead lope
- 5. Stop, 1 1/2 turn right
- 6. Extended lope
- 7. Collect to working lope-right lead
- 8. Change leads (simple or flying)

9. Collected lope-left lead

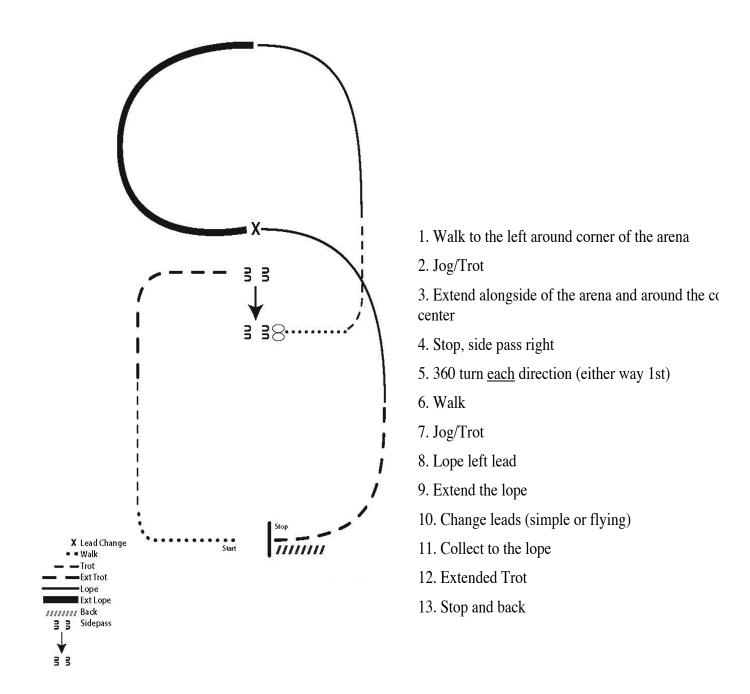
- 10. Walk over logs
- 11.Jog
- 12.Extended jog
- 13. Stop and back

X Lead Change
Walk
Trot
Ext Trot
Lope
Ext Lope
Back

In Ranch Riding the Jog should be a natural two beat gait demonstrating more forward motion than the Western Jog. The Extended Jog is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.

Classes 935, 939 Ranch Horse Riding

RANCH RIDING - PATTERN 3



In Ranch Riding the Jog should be a natural two beat gait demonstrating more forward motion than the Western Jog. The Extended Jog is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline