

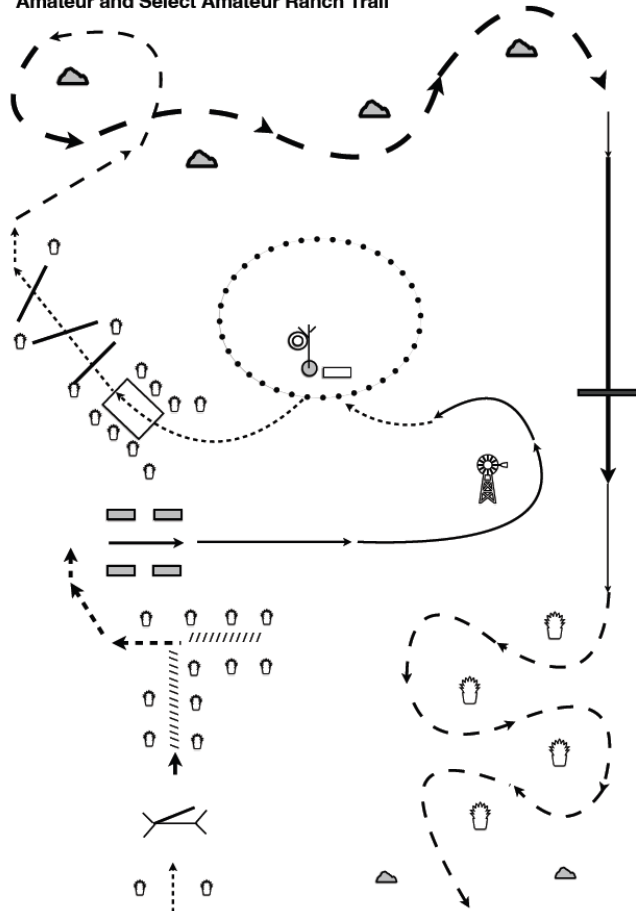


2025 All American Quarter Horse Congress

VS Code Red Coliseum October 1, 2025

Amateur Ranch Trail

Amateur and Select Amateur Ranch Trail



1. Start between the bushes. Walk. Work gate.
 2. Back an "L" between the bushes.
 3. Extended walk. Sidepass between bales.
 4. Lope left lead around windmill. Walk.
 5. Stop. Drag object around the upright to the right at a walk or trot.
 6. Walk over bridge and logs.
 7. Trot partially around first rock, moving into extended trot serpentine through rocks.
 8. Lope right lead, moving into extended lope over log, may briefly collect.
 9. Trot serpentine through bushes and between rocks.
- Pattern is complete when rider has cleared rocks.

Walk
Jog	-----
Extended jog	-----
Lope	-----
Lope w/speed	-----
Back	-----
Marker	▲
Lead Change	↔
Judge	①

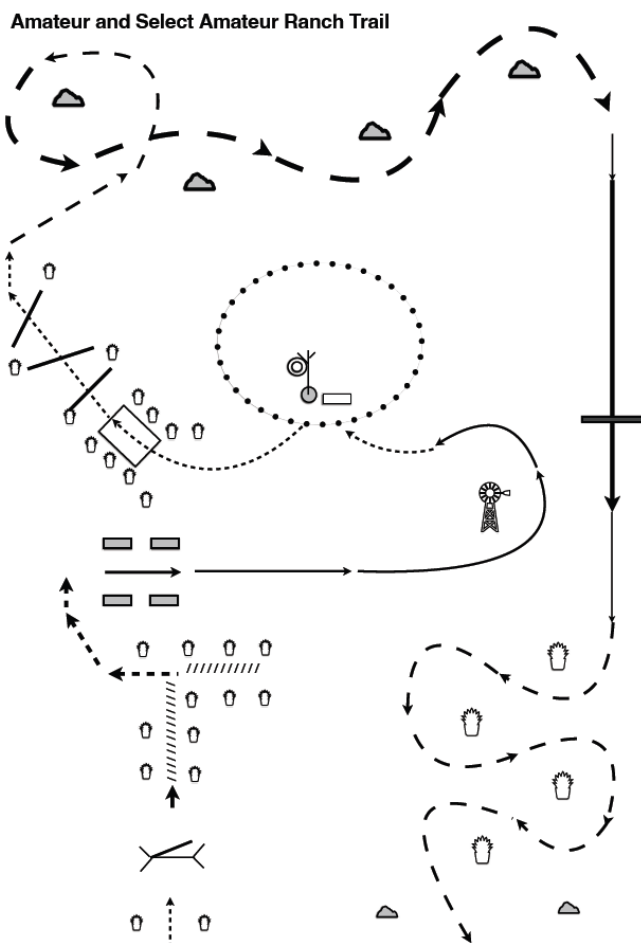
Unless specifically directed, riders should negotiate obstacles and choose the path between obstacles that allows them to best exhibit their horses.



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 1, 2025

Amateur Select Ranch Trail



1. Start between the bushes. Walk. Work gate.
 2. Back an "L" between the bushes.
 3. Extended walk. Sidepass between bales.
 4. Lope left lead around windmill. Walk.
 5. Stop. Drag object around the upright to the right at a walk or trot.
 6. Walk over bridge and logs.
 7. Trot partially around first rock, moving into extended trot serpentine through rocks.
 8. Lope right lead, moving into extended lope over log, may briefly collect.
 9. Trot serpentine through bushes and between rocks.
- Pattern is complete when rider has cleared rocks

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	-----
Marker	-----
Lead Change	-----
Judge	④

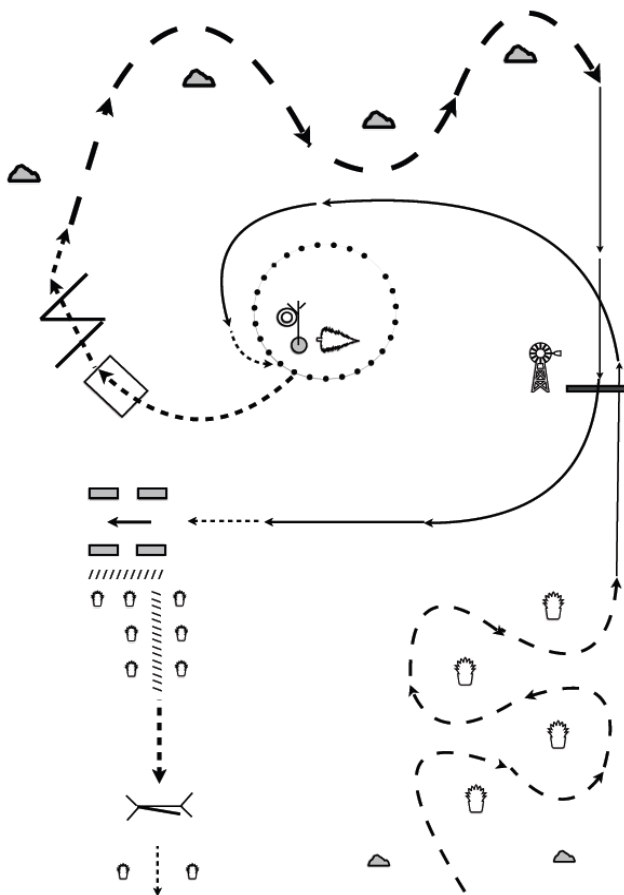
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VS Code Red Coliseum October 1, 2025

Open Ranch Trail Stakes



1. Start between rocks. Trot serpentine.
2. Lope left lead over log and around upright post. Walk.
3. Drag cedar tree to the left at walk or trot.
4. Extended walk over bridge and logs.
5. Extended trot through rocks.
6. Lope right lead over log and toward bales. Walk.
7. Sidepass between bales
8. Back an "L" between bushes.
9. Extended walk. Work gate. Exit at a walk between bushes.
Pattern is complete when rider has cleared bushes.

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	=====
Marker	▲
Lead Change	⚡
Judge (J)	⌂

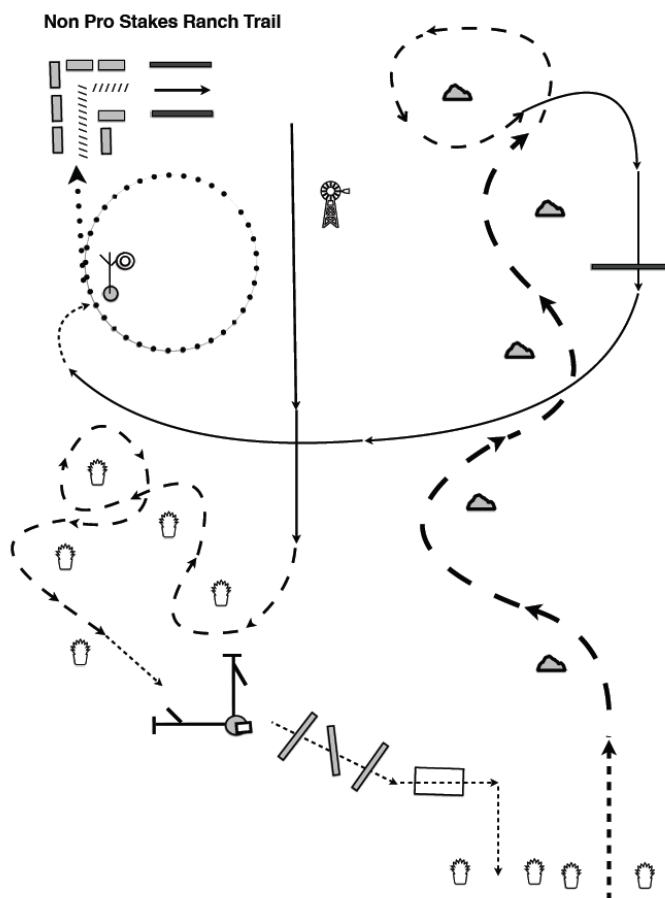
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VS Code Red Coliseum October 2, 2025

Non-Pro Ranch Trail Stakes



1. Start between bushes. Extended walk.
 2. Extended trot through rocks. Collect trot. Circle last rock.
 3. Lope right lead over log and towards upright post. May pass either side of any rock. Walk.
 4. Drag obstacle in circle to the right at a walk or trot.
 5. Walk or trot toward bales. Back an "L" between the bales.
 6. Sidepass between logs.
 7. Lope left lead. Trot serpentine through bushes. Walk
 8. Work one gate.
 9. Walk over logs and bridge.
- Pattern is complete when rider has cleared bushes.

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	=====
Marker	▲
Lead Change	↔
Judge	④

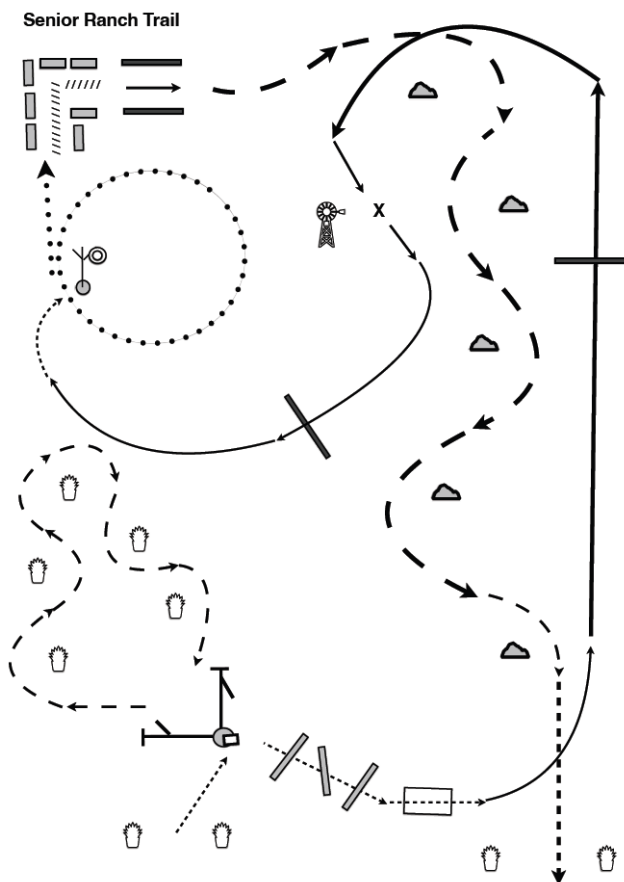
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2025 All American Quarter Horse Congress

VS Code Red Coliseum October 2, 2025

Senior Ranch Trail



1. Start between bushes. Walk towards pen. Pick up tool bag. Work first gate.
2. Trot serpentine through bushes. Work second gate. Return tool bag.
3. Walk over logs and bridge.
4. Lope left lead moving into extended lope over log and around towards windmill. May briefly collect.
5. Change leads. Right lope over log and to drag element. Walk.
6. Drag obstacle at walk or trot starting either direction.
7. Walk or trot toward bales. Back "L" between bales
8. Side pass between logs.
9. Extended trot through rocks. May briefly collect. Extended walk towards bushes. Pattern is complete when rider has cleared bushes.

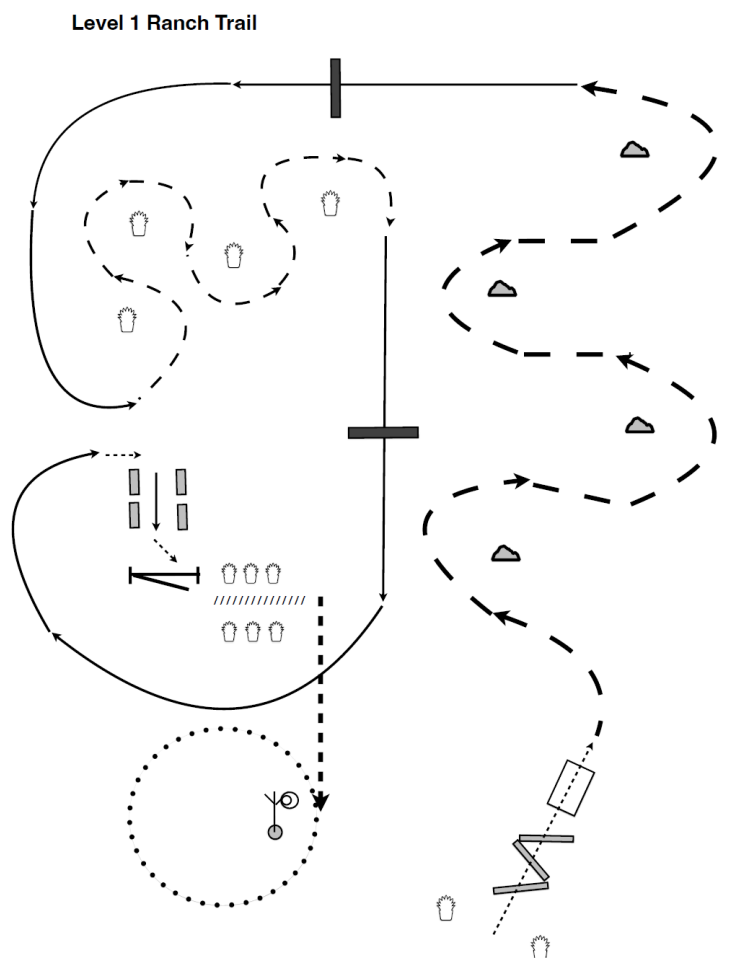
Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	-----
Marker	▲
Lead Change	↔
Judge (J)	⌂

Unless specifically directed, riders should negotiate obstacles and choose the path between obstacles that allows them to best exhibit their horses.



VS Code Red Coliseum October 4, 2025

Level 1 Ranch Trail



1. Start between bushes. Walk over logs and bridge.
2. Extended trot serpentine through rocks.
3. Lope left lead over log.
4. Trot serpentine through bushes.
5. Lope right lead over log toward bales.
6. Sidepass between bales. Walk to gate.
7. Work gate.
8. Back between bushes (at least 10 feet).
9. Dismount. Walk on foot to straw bale. Ring cow (the louder the better). Walk back to horse. Pattern is complete when rider takes reins in hand. Lead out of the arena at a walk or trot.

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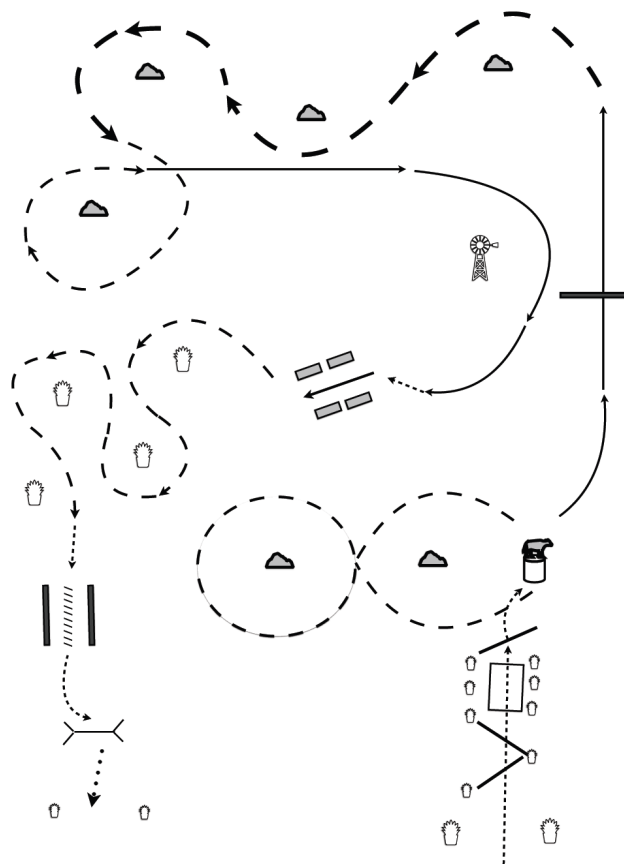


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VS Code Red Coliseum October 5, 2025

Youth Ranch Trail

YOUTH RANCH TRAIL



1. Start between bushes. Walk over logs, bridge, and log.
2. Walk to barrel. Rescue the animal (stuffed) from the barrel.
Trot figure 8 around plants starting in either direction first. Stop. Return animal.
3. Lope left lead over log and around windmill.
4. Extended trot through rocks. Collect to trot and circle the last rock.
5. Lope right lead around windmill and toward bales. Walk.
6. Sidepass between bales.
7. Trot serpentine through bushes.
8. Walk to logs. Back between logs.
9. Walk. Work gate. Exit at walk or trot.
Pattern is complete when rider clears bushes.

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	←←←←←
Marker	▲
Lead Change	↔
Judge	⌂

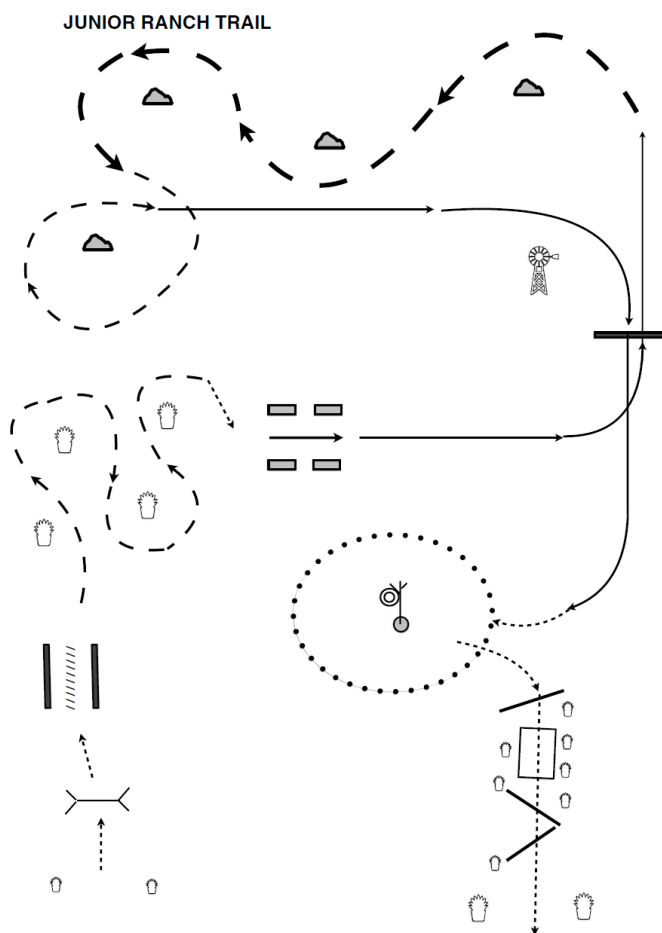
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2025 All American Quarter Horse Congress

VS Code Red Coliseum October 5, 2025

Junior Ranch Trail



1. Start between bushes. Walk. Work gate.
2. Walk to logs. Back between logs.
3. Trot serpentine through bushes. Walk.
4. Sidepass between bales.
5. Lope left lead over log and around windmill.
6. Extended trot through rocks. Collect to trot and circle the last rock.
7. Lope right lead around windmill and toward upright post. Walk
8. Drag obstacle in a circle either direction at walk or trot.
9. Walk over log, bridge, and logs.

Pattern is complete when rider clears bushes.

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	=====
Marker	▲
Lead Change	↔
Judge (J)	⌂

Unless specifically directed, riders should negotiate obstacles and choose the path between obstacles that allows them to best exhibit their horses.