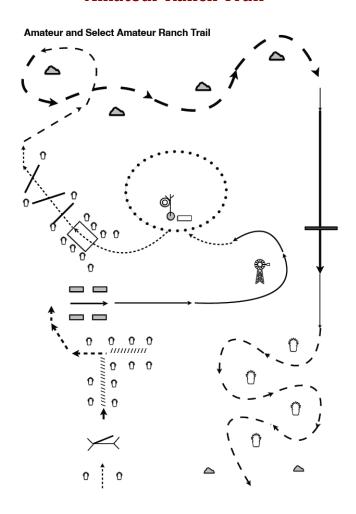




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#### **Amateur Ranch Trail**



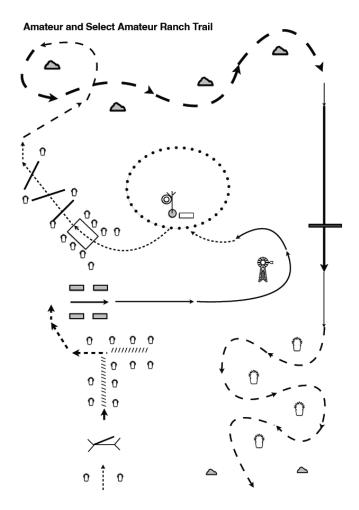
- 1. Start between the bushes. Walk. Work gate.
- 2. Back an "L" between the bushes.
- 3. Extended walk. Sidepass between bales.
- 4. Lope left lead around windmill. Walk.
- 5. Stop. Drag object around the upright to the right at a walk or trot.
- 6. Walk over bridge and logs.
- 7. Trot partially around 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.





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### **Amateur Select Ranch Trail**



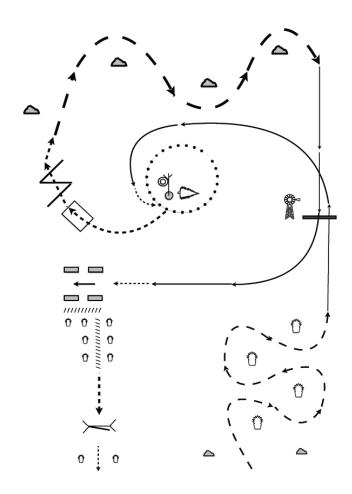
- 1. Start between the bushes. Walk. Work gate.
- 2. Back an "L" between the bushes.
- 3. Extended walk. Sidepass between bales.
- 4. Lope left lead around windmill. Walk.
- 5. Stop. Drag object around the upright to the right at a walk or trot.
- 6. Walk over bridge and logs.
- 7. Trot partially around 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





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### **Open Ranch Trail Stakes**



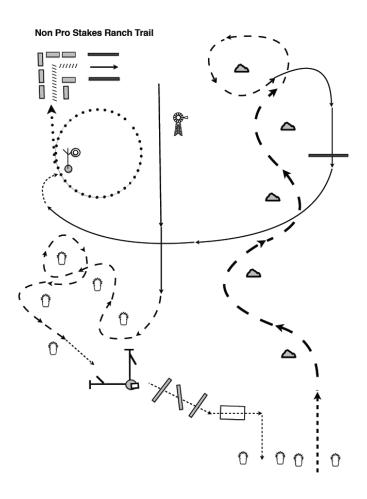
- 1. Start between rocks. Trot serpentine.
- 2. Lope left lead over log and around upright post. Walk.
- 3. Drag cedar tree to the left at walk or trot.
- 4. Extended walk over bridge and logs.
- 5. Extended trot through rocks.
- 6. Lope right lead over log and toward bales. Walk.
- 7. Sidepass between 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.





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#### **Non-Pro Ranch Trail Stakes**



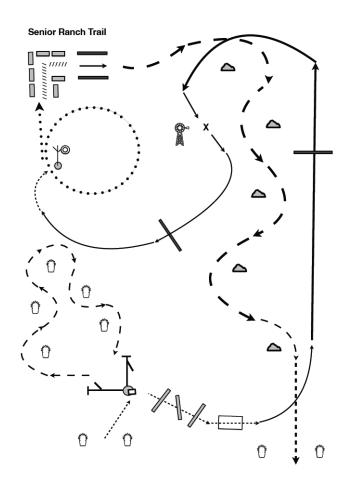
- 1. Start between bushes. Extended walk.
- 2. Extended trot through rocks. Collect trot. Circle last rock.
- 3. Lope right lead over log and towards upright post. May pass either side of any rock. Walk.
- 4. Drag obstacle in circle to the right at a walk or trot.
- 5. Walk or trot toward bales. Back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





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#### **Senior Ranch Trail**



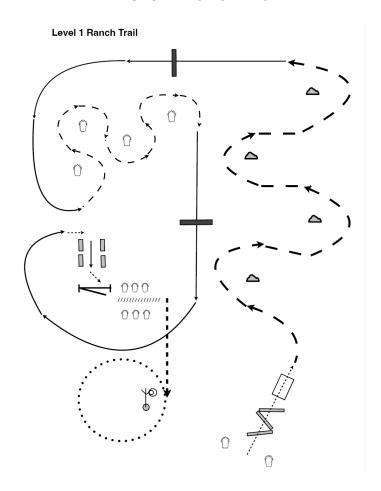
- 1. Start between bushes. Walk towards pen. Pick up tool bag. Work first gate.
- 2. Trot serpentine through bushes. Work second gate. Return tool bag.
- 3. Walk over logs and bridge.
- Lope left lead moving into extended lope over log and around towards windmill.
  May briefly collect.
- 5. Change leads. 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.





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#### **Level 1 Ranch Trail**



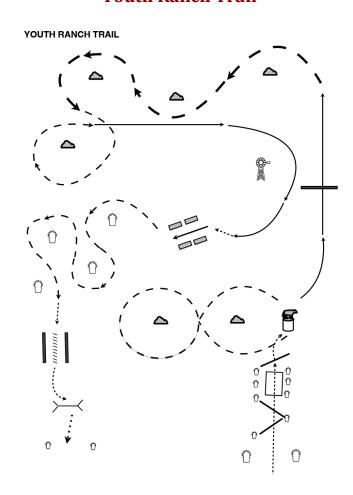
- 1. Start between bushes. Walk over logs and bridge.
- 2. Extended trot serpentine through rocks.
- 3. Lope left lead over log.
- 4. Trot serpentine through bushes.
- 5. Lope right lead over log toward bales.
- 6. Sidepass between bales. Walk to gate.
- 7. Work gate.
- 8. Back between bushes (at least 10 feet). Extended walk to drag.
- 9. Drag object around the upright to the right at a walk or trot. Pattern is complete when rider returns rope to the upright.





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#### **Youth Ranch Trail**



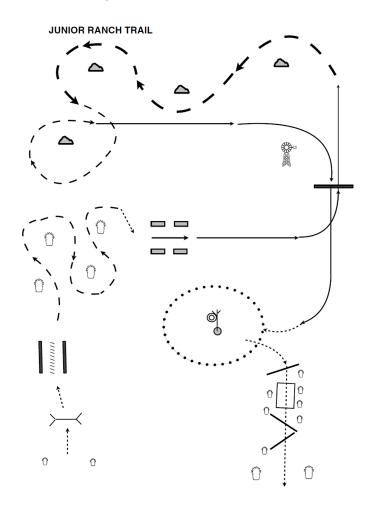
- 1. Start between bushes. Walk over logs, bridge, and log.
- Walk to barrel. Rescue the animal (stuffed) from the barrel.Trot figure 8 around plants starting in either direction first. Stop. Return animal.
- 3. Lope left lead over log and around windmill.
- 4. Extended trot through rocks. Collect to 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.
- Walk. Work gate. Exit at walk or trot. Pattern is complete when rider clears bushes.





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, over log, and toward upright post. Walk
- 8. Drag obstacle in a circle either direction at walk or trot.
- Walk over log, bridge, and logs.Pattern is complete when rider clears bushes.