

2024

**FORT WORTH
STOCK SHOW
& RODEO**

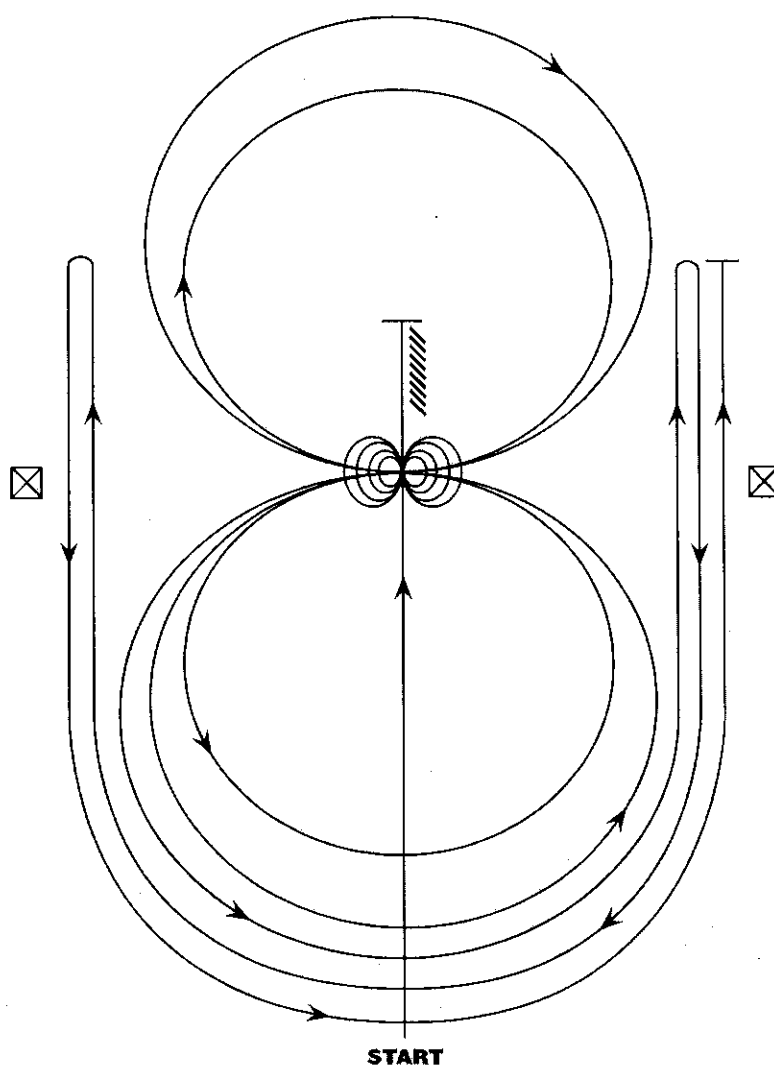
Pattern Book

AQHA Ranching Heritage Challenge

AQHA Versatility Ranch Horse

AQHA Ranch Trail

AQHA Ranch Riding

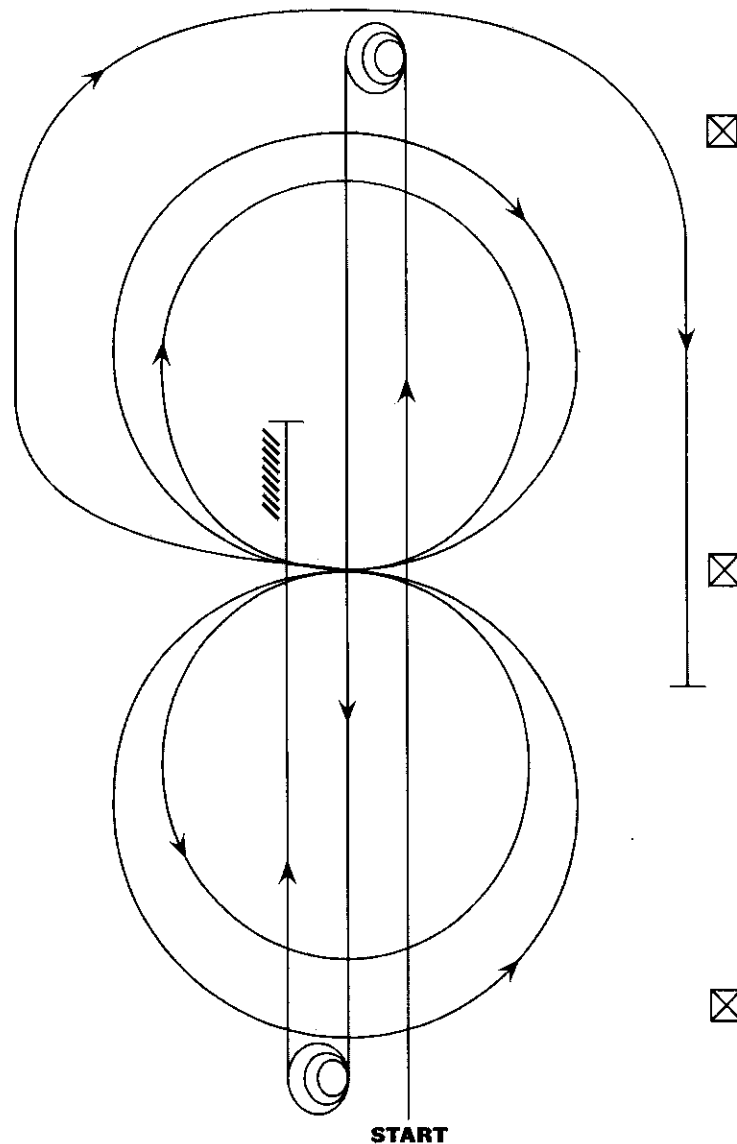
VRH AND RHC Ranch Reining Pattern 5

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
6. Begin a large circle to the left, but do not close this circle. Run up the right side of the arena, past the center marker, and do a right rollback at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run up the right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Hesitate to show completion of pattern.

VRH AND RHC Ranch Reining Pattern 4

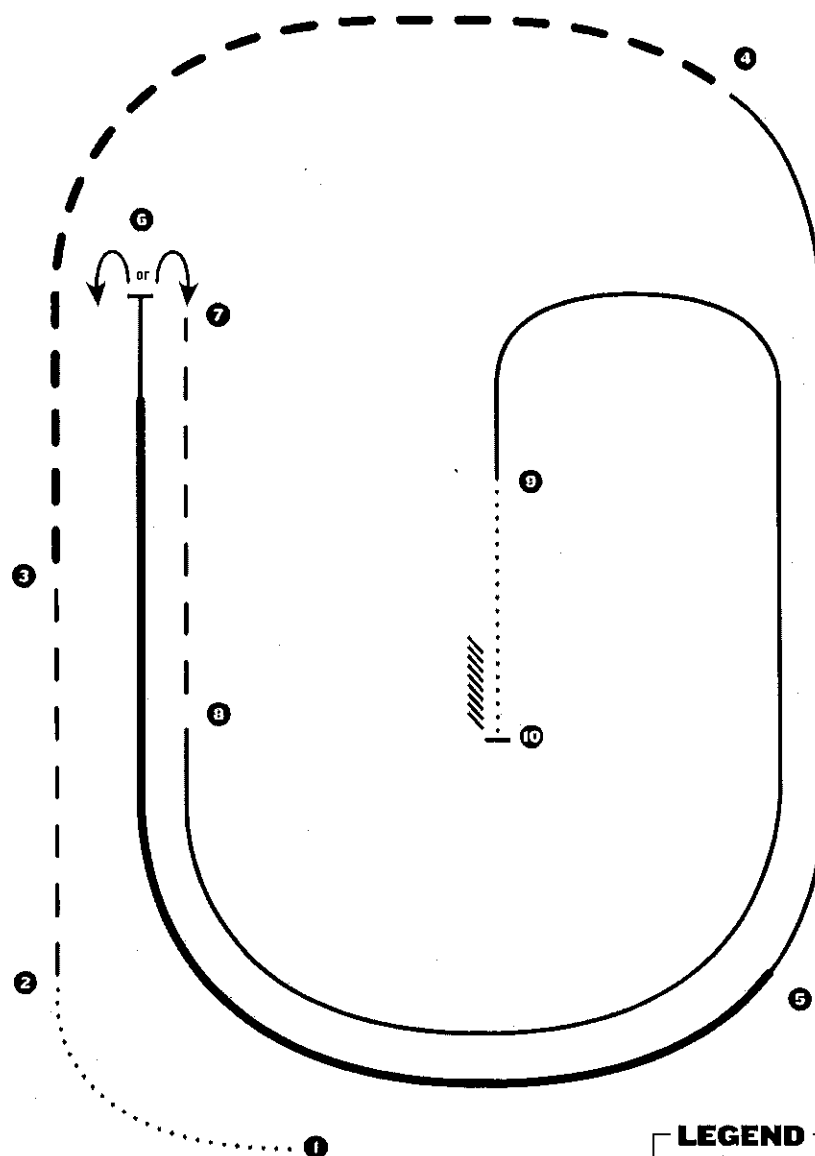


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 3



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.

LEGEND	
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
////	Back

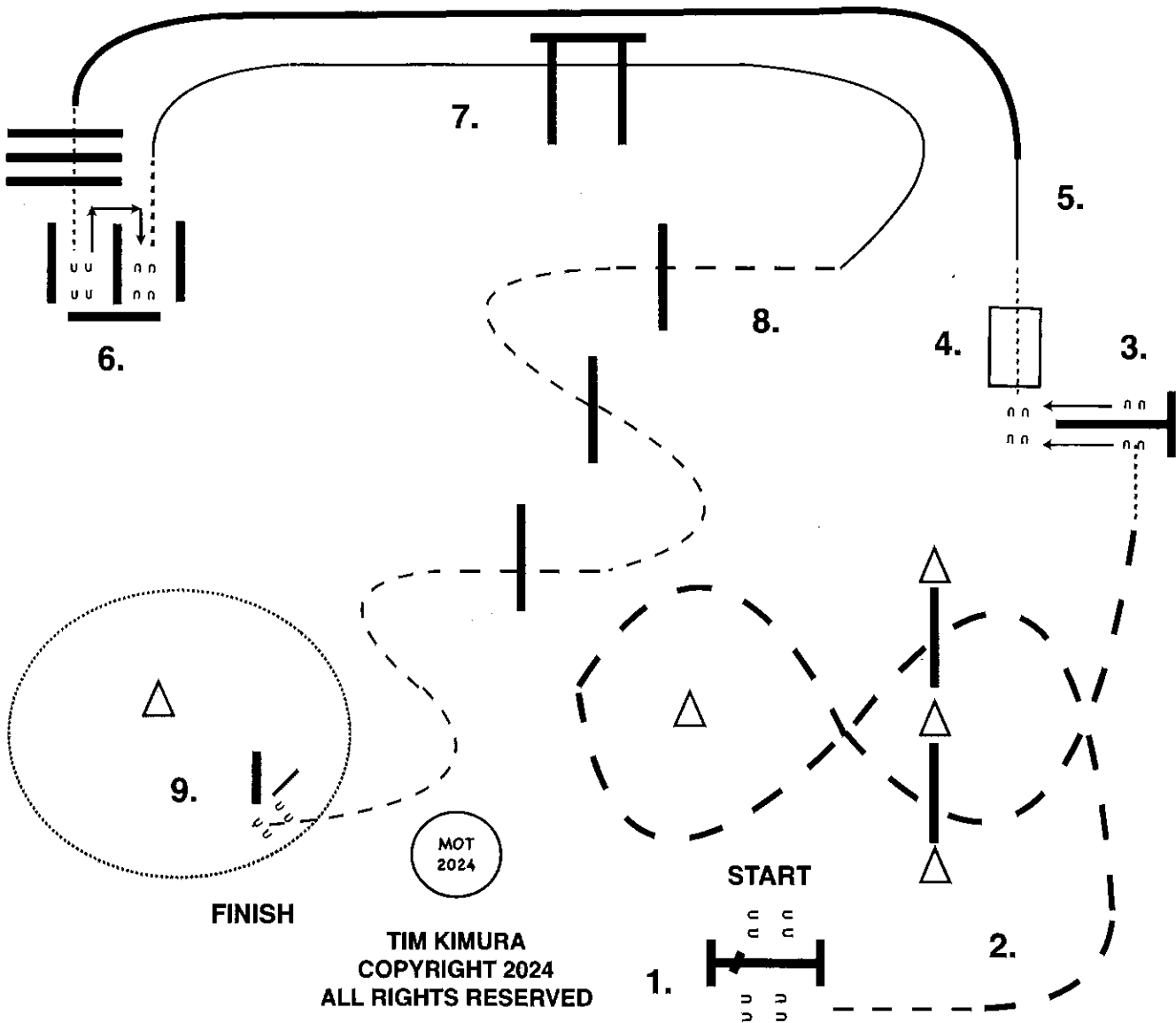
When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

**2024 FT WORTH
STOCK SHOW**

JANUARY 12, 2024

**VERSATILITY RANCH TRAIL CLASSES
OPEN - AMATEUR - LIMITED AMATEUR
YOUTH - LIMITED YOUTH**

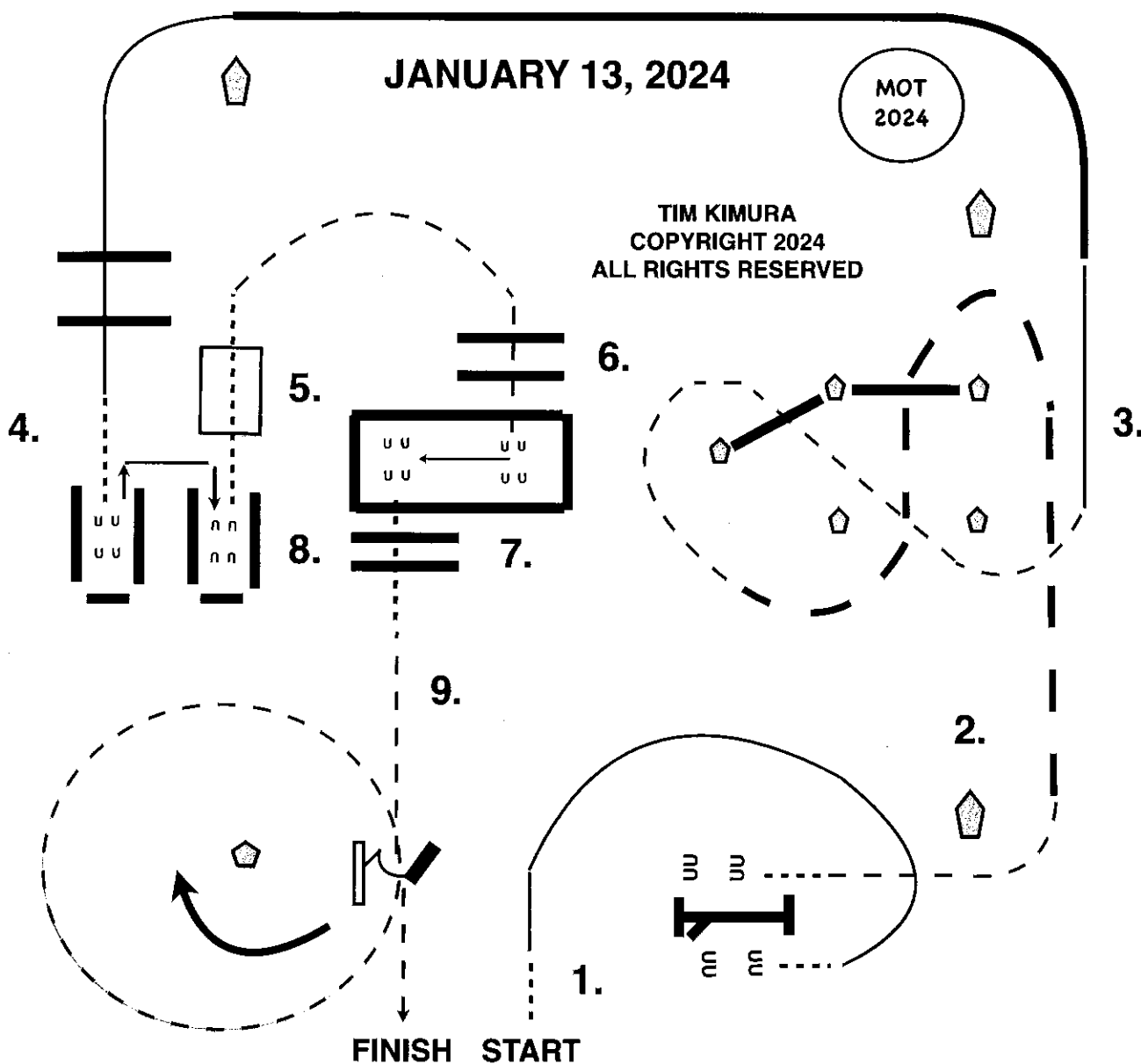


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1. WORK GATE LEFT HAND.
2. PICK UP THE TROT, THEN EXTEND THE TROT OVER LOGS AND EXTEND AROUND CONES.
3. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS LEFT.
4. WALK FORWARD, WALK OVER BRIDGE.
5. PICK UP THE LOPE, THEN EXTEND THE LOPE UP TO LOGS, BREAK TO THE WALK, WALK OVER LOGS, WALK INTO CHUTE.
6. BACK A "U-TURN" BETWEEN LOGS, WALK OUT CHUTE.
7. LOPE OVER LOGS (RIGHT LEAD).
8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
9. WORK DRAG WALK OR TROT AROUND MARKER, RETURN ROPE.
YOUTH TRAIL OPEN MAIL BOX, REMOVE AND REPLACE MAIL, AND CLOSE MAILBOX.

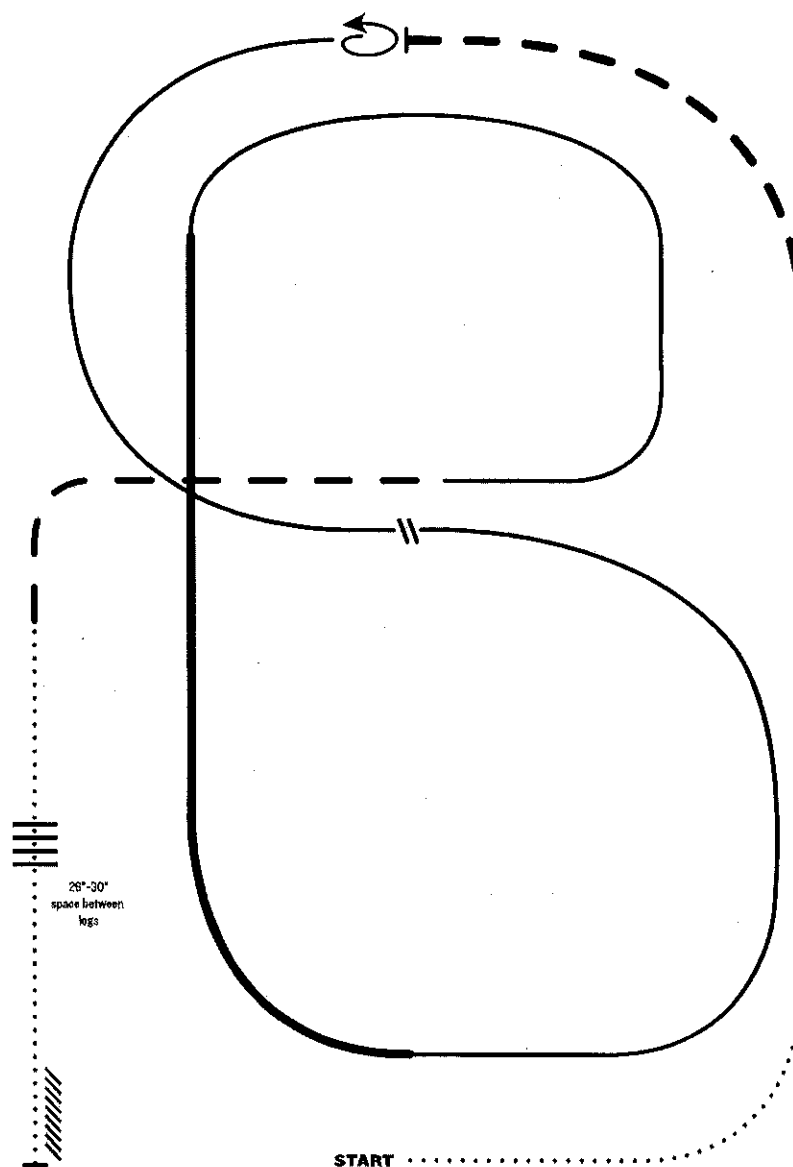
**2024 FT WORTH
STOCK SHOW HORSE SHOW**

**AQHA RANCH TRAIL
OPEN - AMATEUR - YOUTH**



1. WALK FORWARD, THEN LOPE RIGHT LEAD UP TO THE GATE, THEN BREAK TO THE WALK, WALK UP TO THE GATE, AND PROCEED TO WORK THE GATE USING YOUR RIGHT HAND.
2. WALK FORWARD, THEN TROT AROUND FIRST MARKER, THEN EXTEND THE TROT OVER LOG AND BETWEEN MARKERS, COLLECT THE TROT, TROT OVER LOG, AND TROT AROUND MARKERS.
3. LOPE ON THE LEFT LEAD, AS YOU PASS MARKER, EXTEND THE LOPE ACROSS THE ARENA TO NEXT MARKER, THEN COLLECT THE LOPE AND LOPE OVER 2 LOGS.
4. BREAK TO THE WALK, WALK INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
5. WALK OUT CHUTE, WALK OVER BRIDGE.
6. TROT OVER LOGS, TROT INTO BOX AND STOP.
7. SIDE PASS RIGHT INSIDE THE BOX.
8. WALK OUT BOX, WALK OVER LOGS.
9. TROT TO DRAG, DRAG LOG AT THE WALK OR TROT AROUND MARKER, RETURN ROPE.
YOUTH TRAIL, OPEN MAILBOX, REMOVE AND REPLACE MAIL, CLOSE MAILBOX, USE EITHER HAND.

RANCH RIDING - PATTERN I



LEGEND

.....	Walk
....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
////	Back
\\	Lead Change

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.

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn 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 trot
11. Walk over logs
12. Stop and back