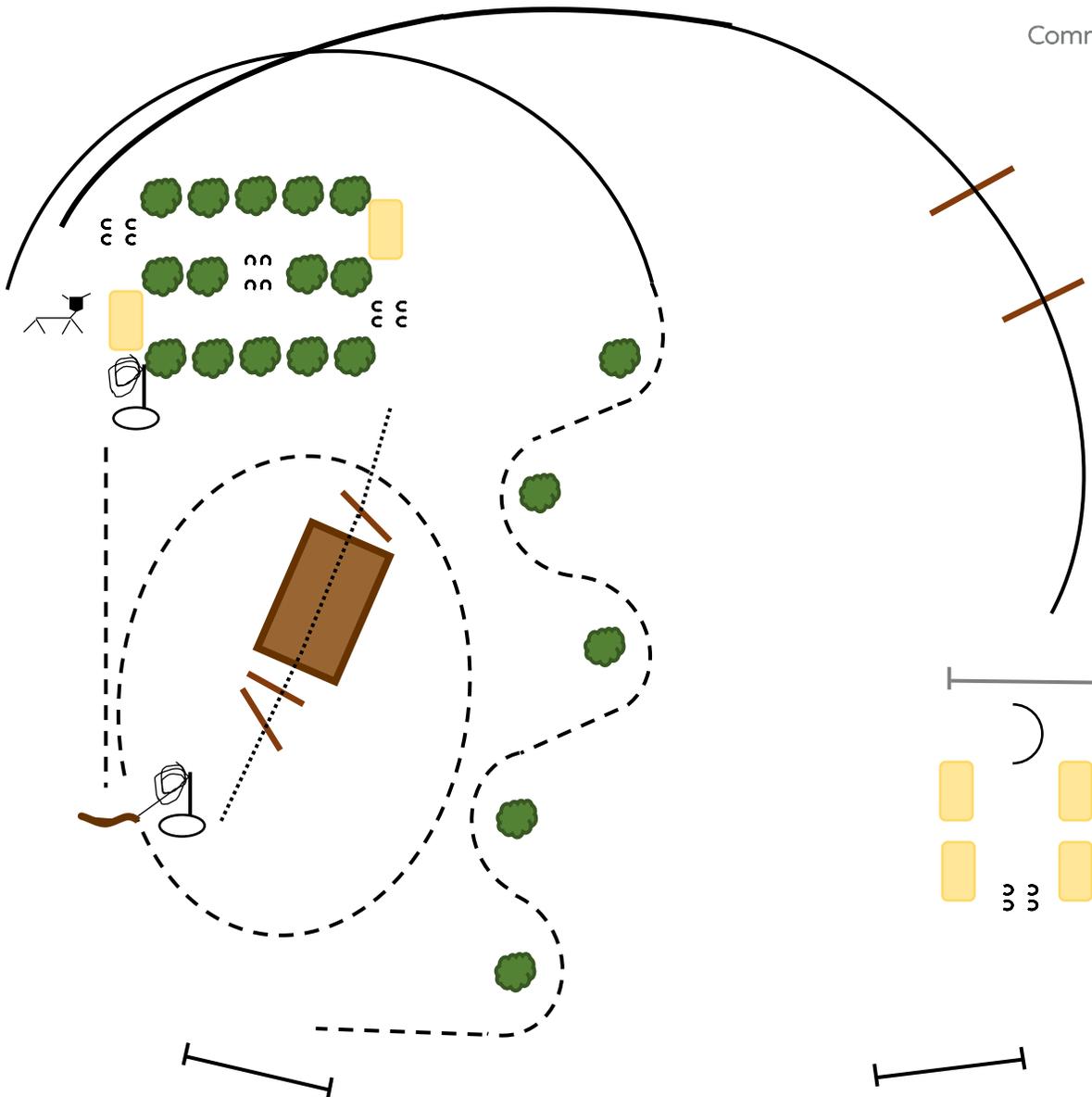


# Youth Ranch Horse Mentor Matchup Ranch Trail Pattern



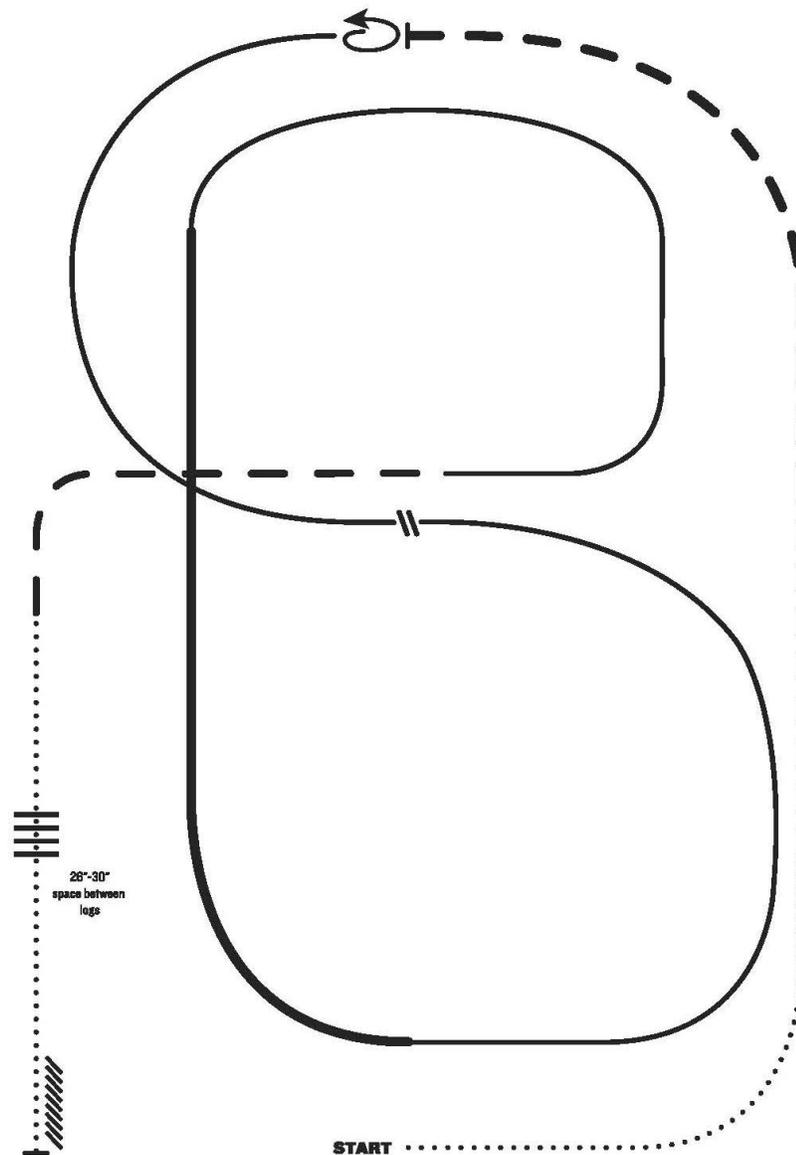
1. Be ready at bales. Sidepass left between bales. 90° hindquarter turn left.
2. Work gate, right hand push.
3. Lope left lead over logs, building to an extended lope after logs.
4. Back between bushes as shown.
5. Walk to and over logs and bridge.
6. Drag log in circle to right around bridge at a walk or trot and return.
7. Trot to roping dummy. Rope using provided or personal rope.
8. Dismount. Ground tie. Replace/return rope. Remount.
9. Lope right lead. Drop to extended trot and serpentine bushes as shown. Pattern is complete after rounding last bush.

*Note:* The drawn description of this pattern is intended only for the general depiction of the pattern. Riders should use the space as needed to best exhibit their horses.

# Youth Ranch Horse Mentor Matchup Ranch Riding Pattern



## RANCH RIDING - PATTERN I



### LEGEND

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

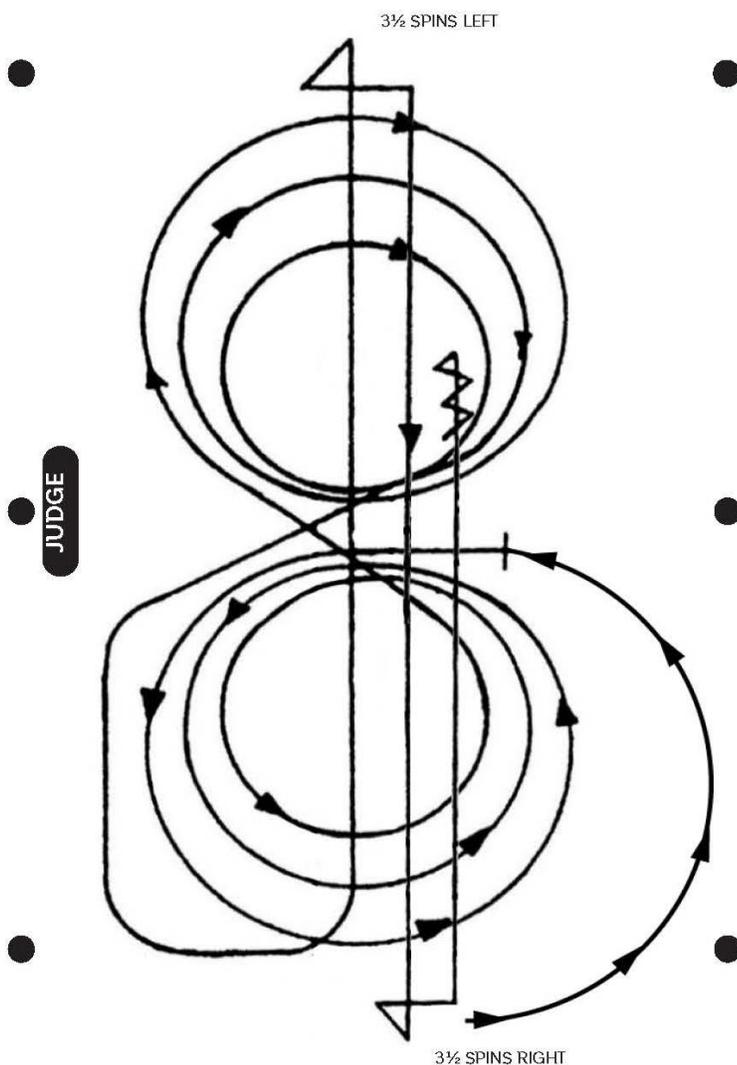
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena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

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.

# Youth Ranch Horse Mentor Matchup Reining Pattern



# PATTERN 8 LOPE TOWARD



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead complete three circles; two large and fast circles, then one small and slow circle. Change leads to the right.
2. Complete three circles to the right, two large and fast circles, then one small and slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the right.
7. Run down center of arena past center marker come to square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.