



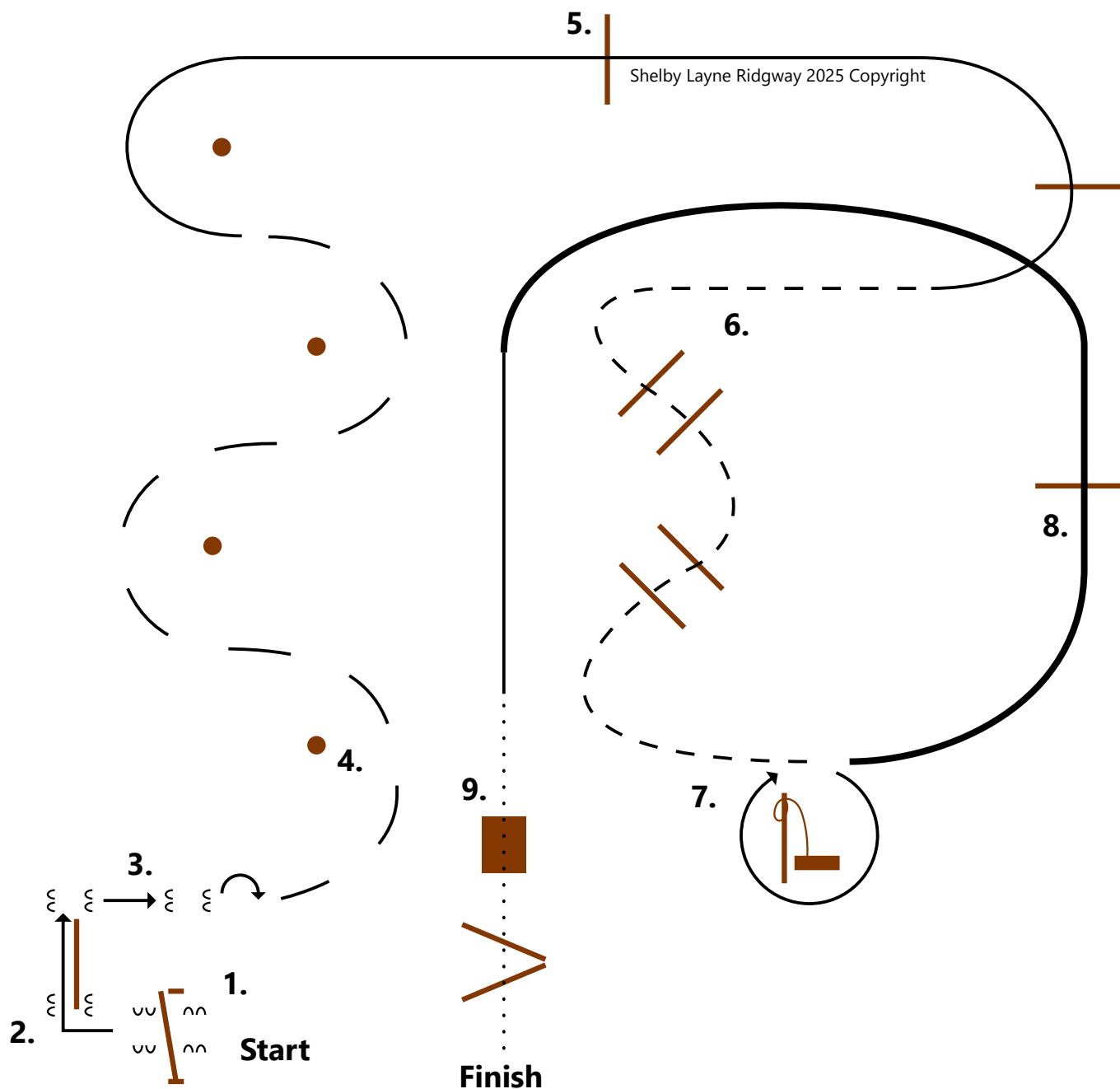
2025 Stirrup a Little Fun

Ranch Trail
AQHA, VRH, & All-Breed
(Except Walk-Trot)



5.

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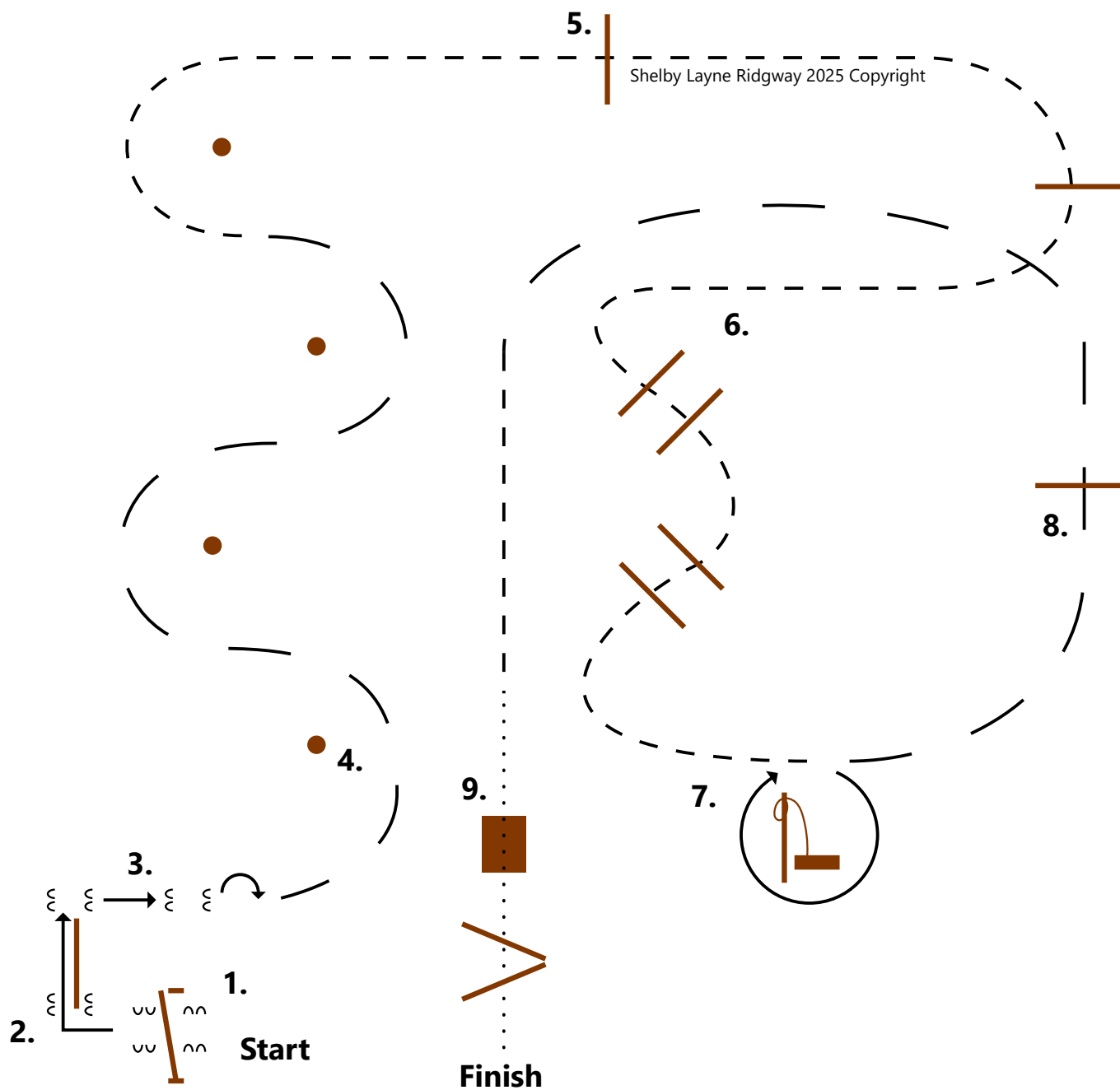
1. Left hand work gate
2. Sidepass L right over log
3. Back one horse length and turn 180 right
4. Extend trot serpentine
5. Right Lead over two logs
6. Trot four logs up to drag

7. Drag to the right at a walk or trot (All Youth & Rookie/Level 1 Amateur exhibitors pick up object, not drag)
8. Extended Left Lead over log and collect to the lope on the straight away towards bridge
9. Walk over bridge & logs



2025 Stirrup a Little Fun

Ranch Trail
All-Breed Walk-Trot 11 & Over



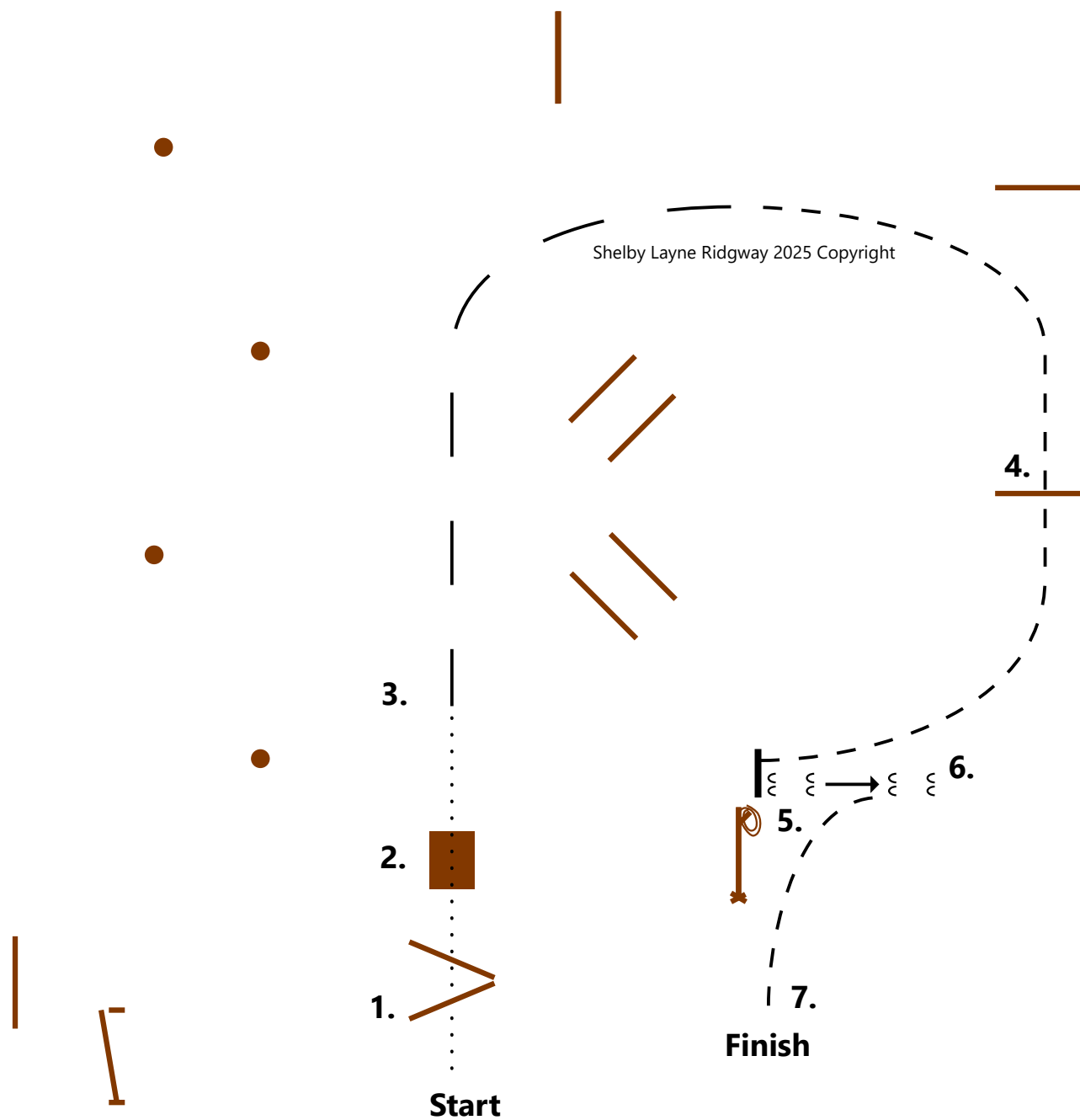
1. Left hand work gate
2. Sidepass L right over log
3. Back one horse length and turn 180 right
4. Extend trot serpentine
5. Trot over two logs
6. Trot four logs up to drag

7. Pick up object, walk or trot to the right, place object back on stand
8. Extended Trot over log and collect to the trot on the straight away towards bridge
9. Walk over bridge & logs



2025 Stirrup a Little Fun

Ranch Trail
All-Breed Small Fry (10 & Under)



1. Walk over logs
2. Walk over bridge
3. Extend Trot
4. Trot over pole and up to rope

5. Pick up rope and put it back
6. Back up four steps
7. Trot out

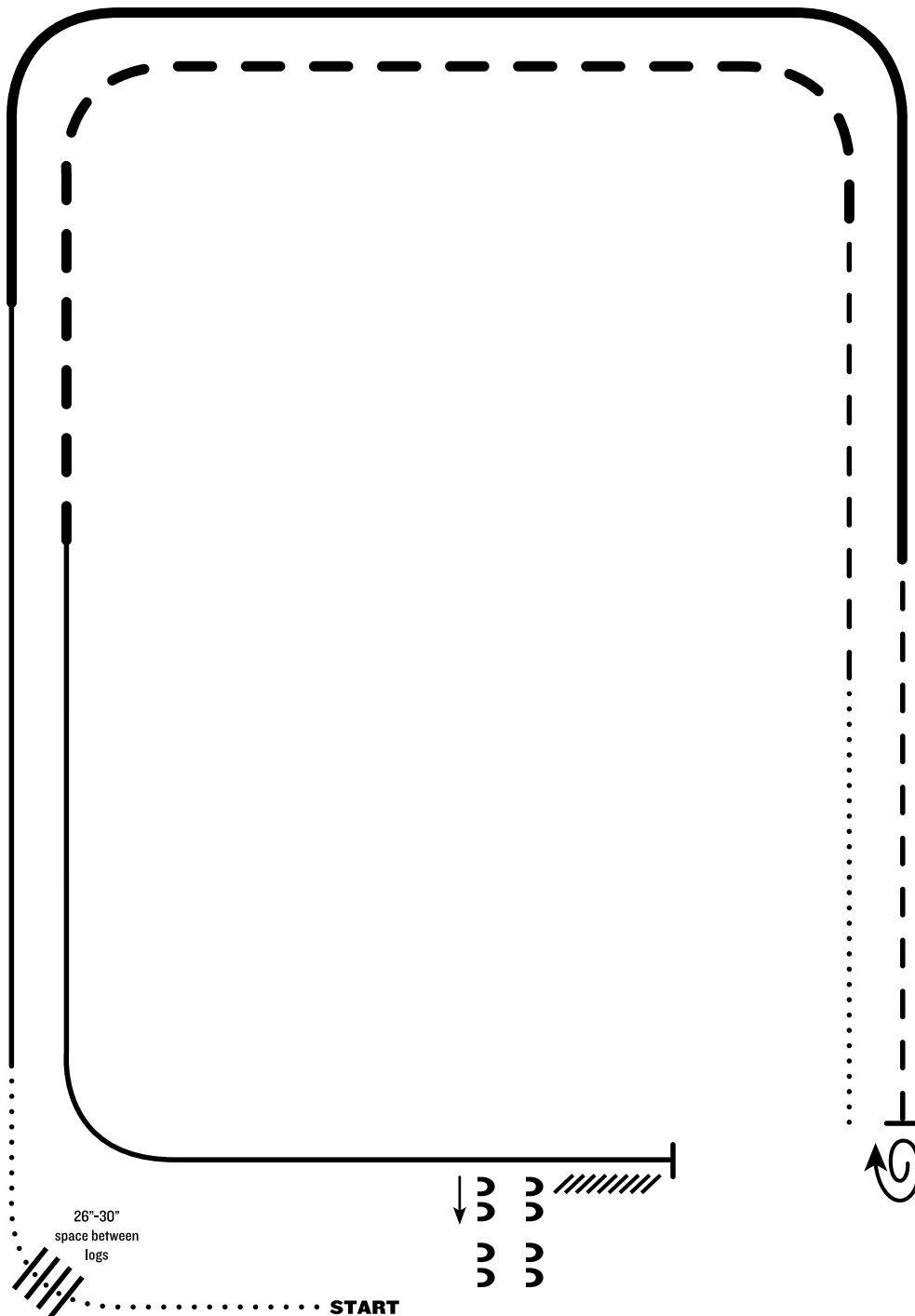
RANCH RIDING - PATTERN 6

AQHA, VRH, & All-Breed (Except Walk-Trot)



LEGEND

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



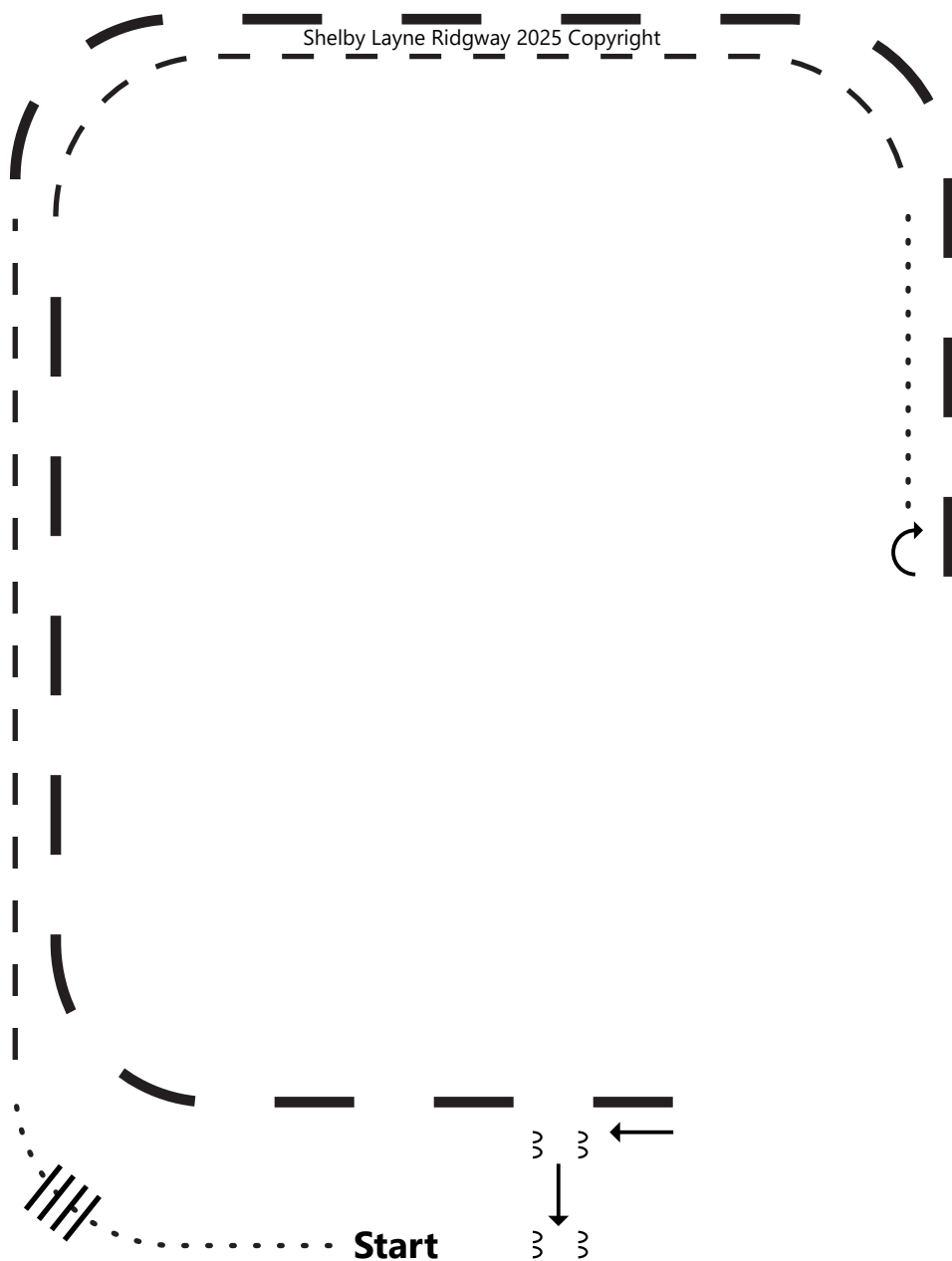
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.



2025 Stirrup a Little Fun

Ranch Riding
All-Breed Walk-Trot 11 & Over



1. Walk
2. Walk over logs
3. Trot
4. Extended Trot
5. 1/2 turn right
6. Walk
7. Trot
8. Extend Trot
9. Stop and back
10. Side pass right

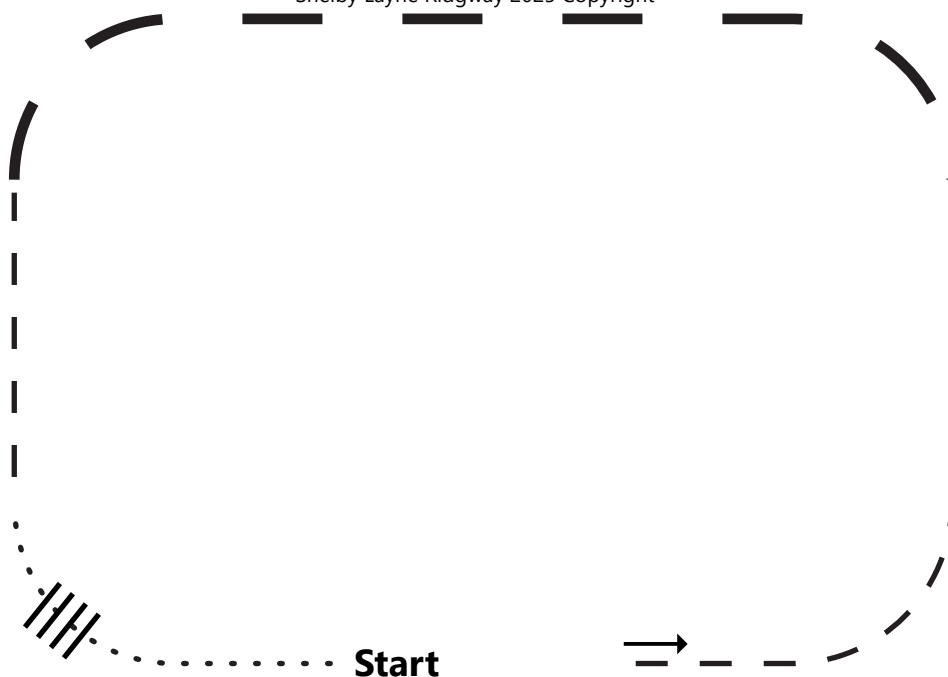


2025 Stirrup a Little Fun

Ranch Riding
All-Breed Small Fry (10 & Under)



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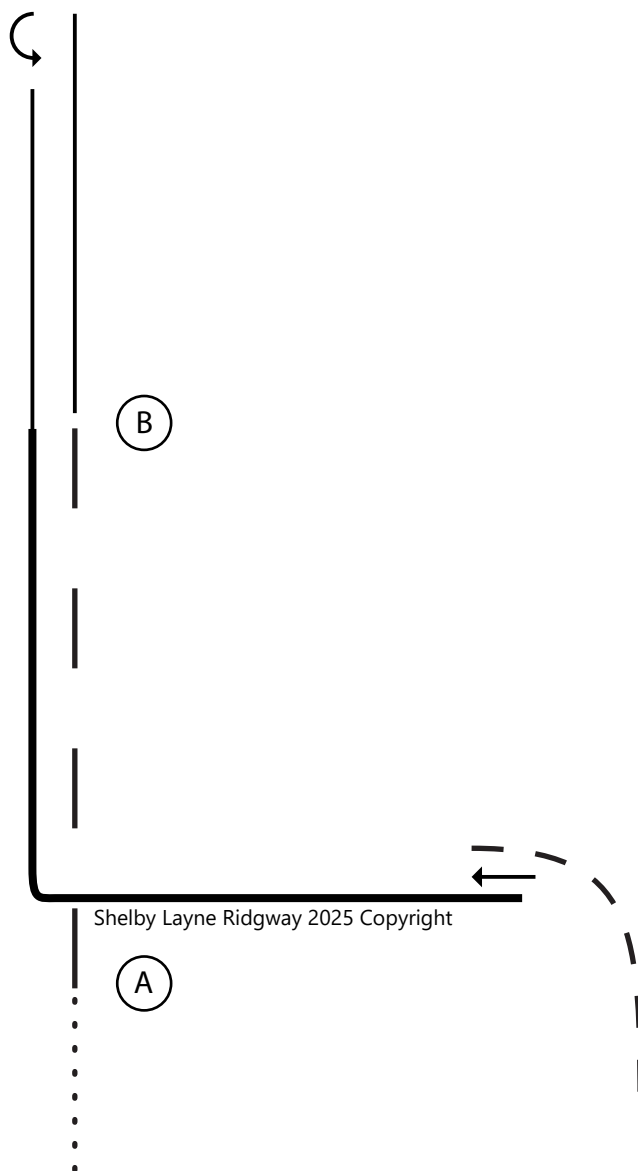


1. Walk
2. Walk over logs
3. Trot
4. Extended Trot
5. Trot
6. Stop and back



2025 Stirrup a Little Fun

Horsemanship
Amateur, Youth, & All-Breed

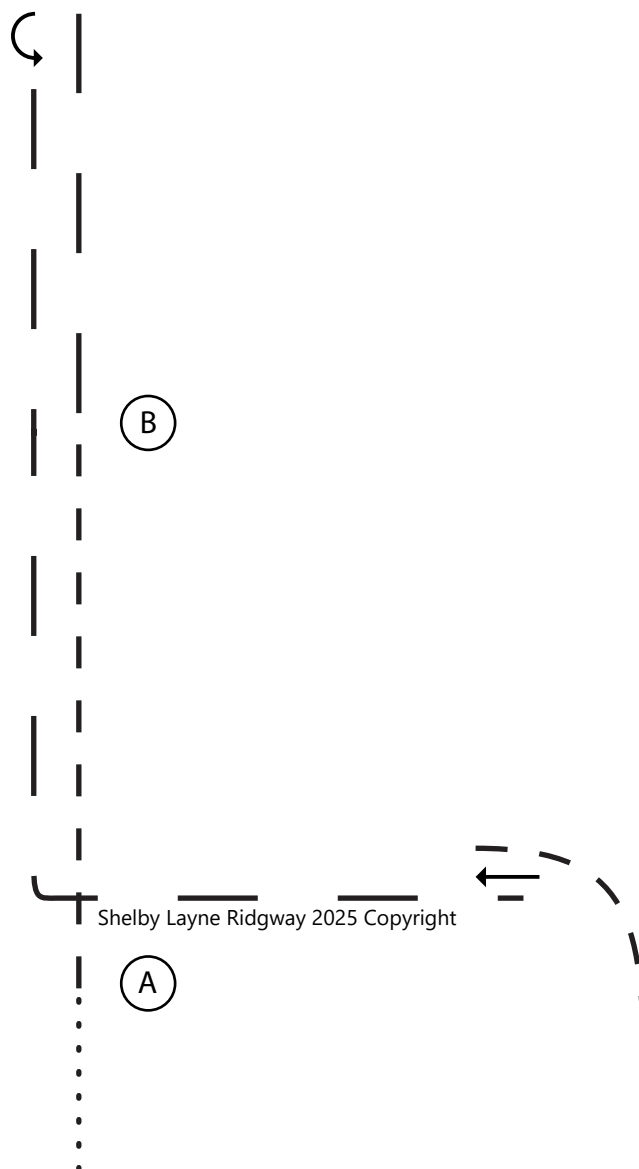


1. Walk to A
2. Extended Trot to B
3. Right Lead
4. Stop, rollback left
5. Left lead to B
6. Extend left lead at B, square corner before A
7. Stop and back
8. Trot to exit



2025 Stirrup a Little Fun

Horsemanship
All-Breed Walk-Trot 11 & Over

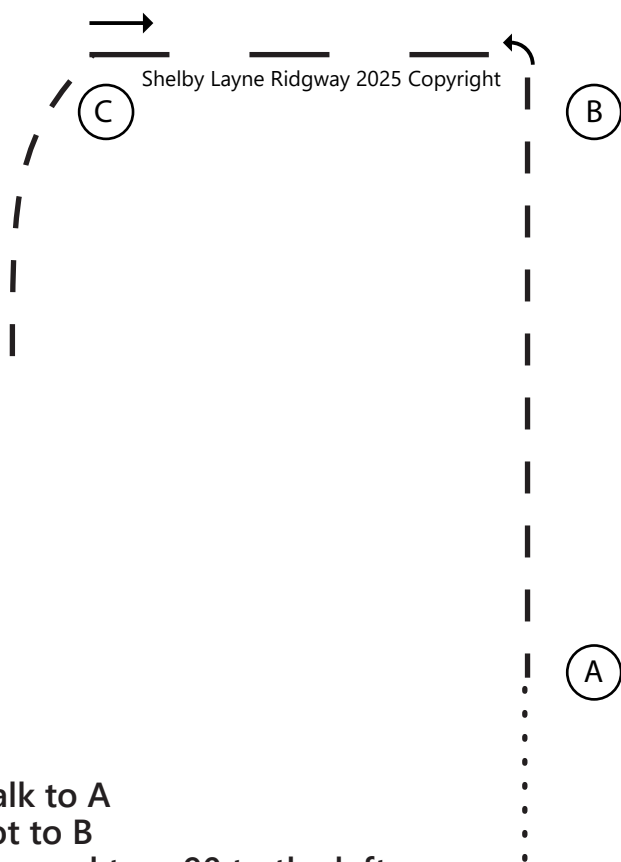


1. Walk to A
2. Trot to B
3. Extend trot
4. Stop, rollback left
5. Extend trot square corner before A
6. Stop and back
7. Trot to exit



2025 Stirrup a Little Fun

Horsemanship
All-Breed Small Fry (10 & Under)

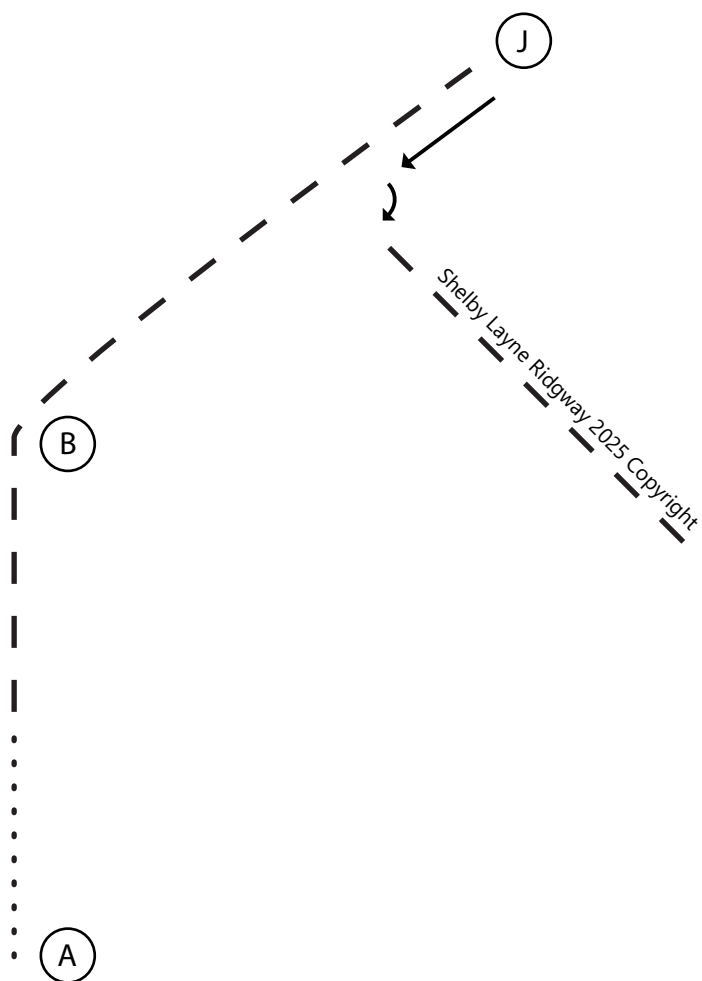


1. Walk to A
2. Trot to B
3. Stop and turn 90 to the left
4. Extend trot to C
5. Stop and back
6. Trot to exit



2025 Stirrup a Little Fun

Showmanship
Amateur, Youth, & All-Breed

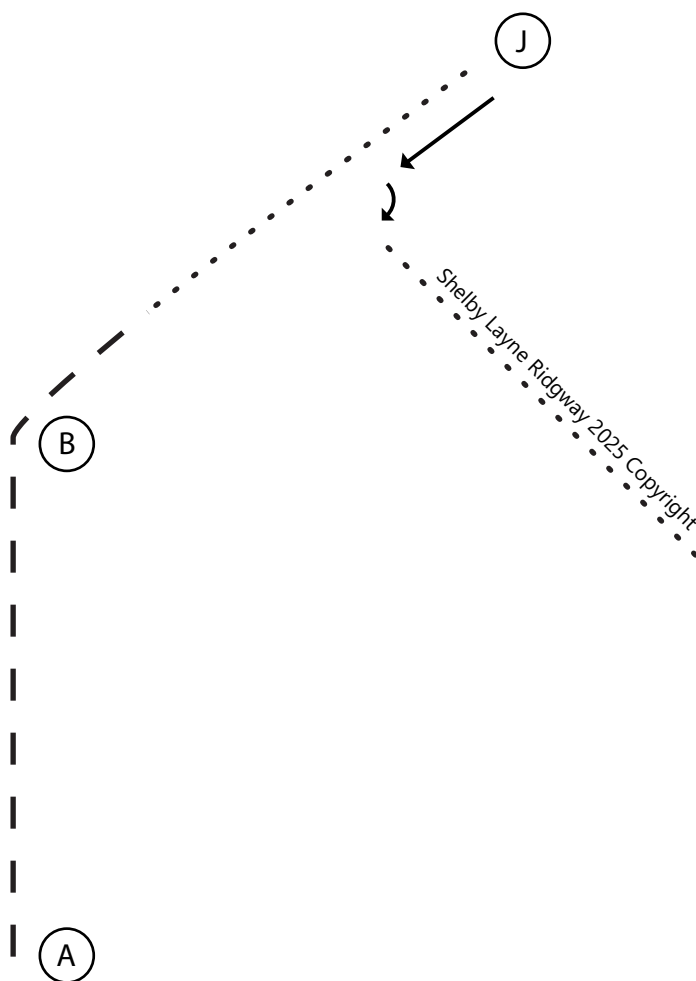


1. Walk halfway to A
2. Trot around B and to Judge
3. Set up for inspection.
4. When dismissed, back 6 steps
5. Perform a 90 degree turn
6. Trot to exit



2025 Stirrup a Little Fun

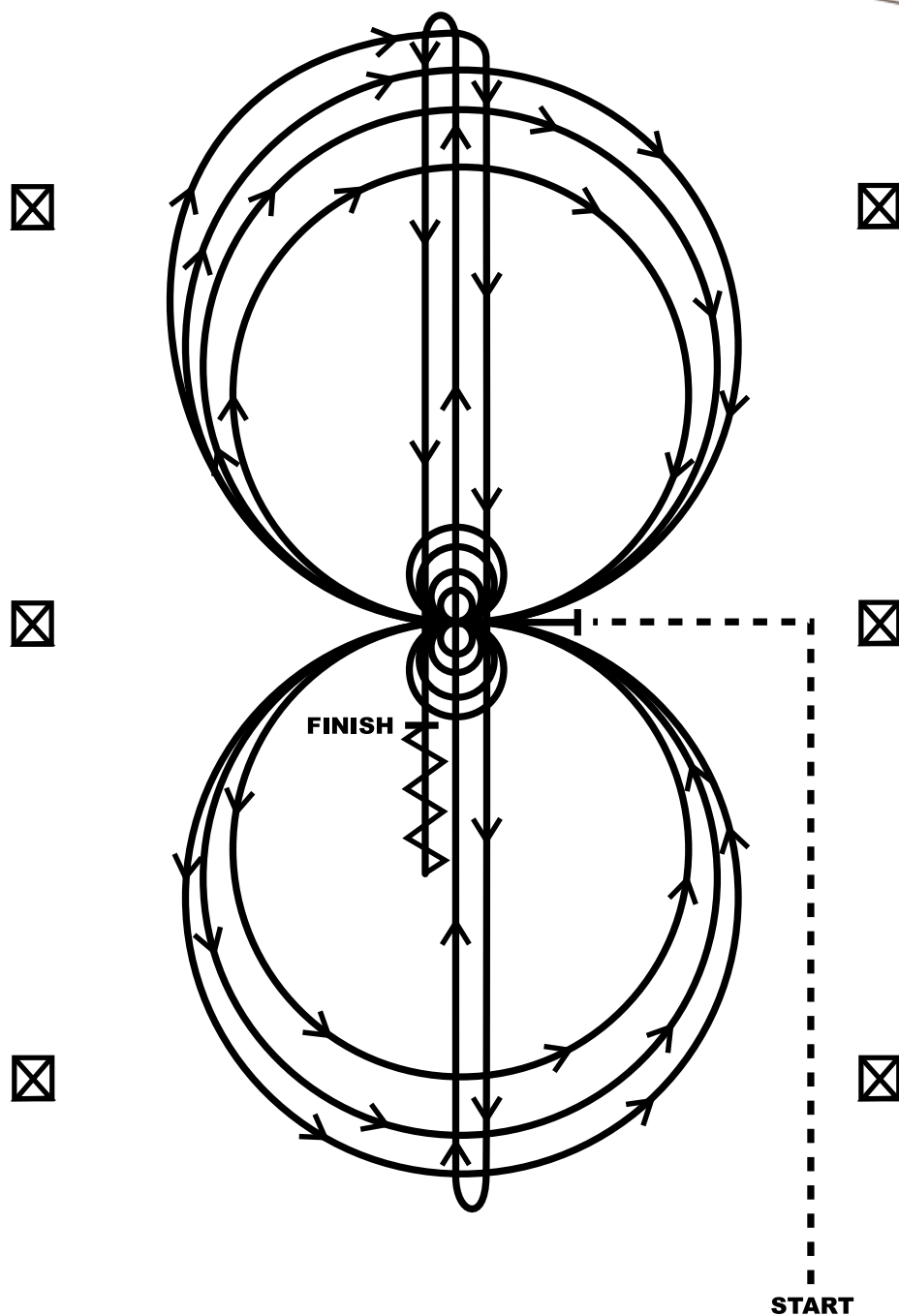
Showmanship
All Walk-Trot classes



1. Trot around B
2. Walk to Judge
3. Set up for inspection.
4. When dismissed, back 6 steps
5. Perform a 90 degree turn
6. Walk to exit

REINING PATTERN 11

All Reining Classes

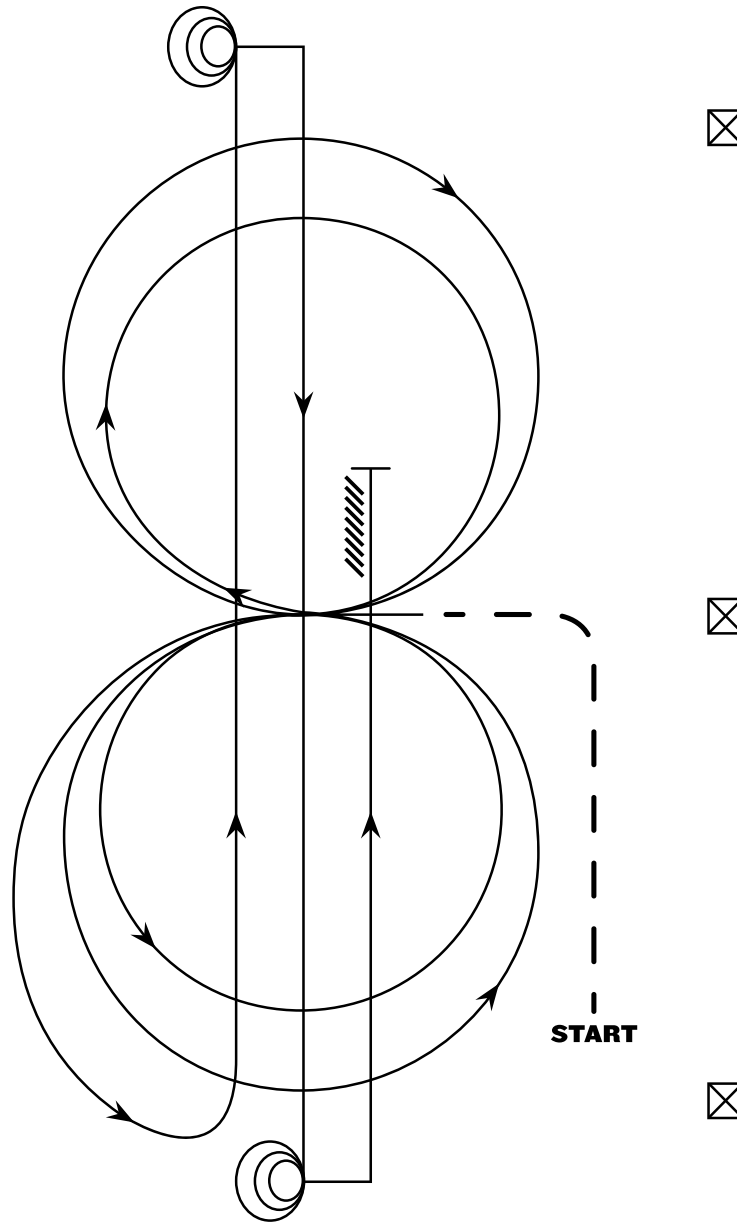


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

VRH AND RHC RANCH REINING PATTERN 7

All Ranch Reining Classes



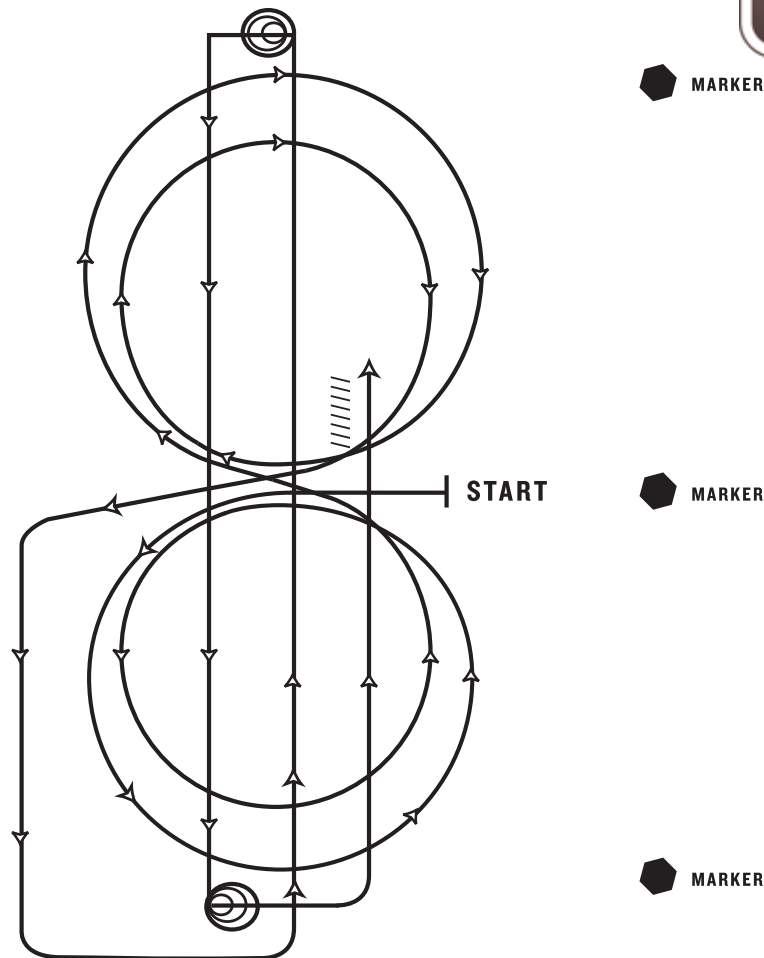
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

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

WORKING COW HORSE PATTERN II

All Working Cow Horse, Box-Drive, & Boxing Classes



Trot to center of arena, stop. Start pattern facing towards judge

1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern II

- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

This pattern may be used as a lope-in pattern; refer to SHW505.2.