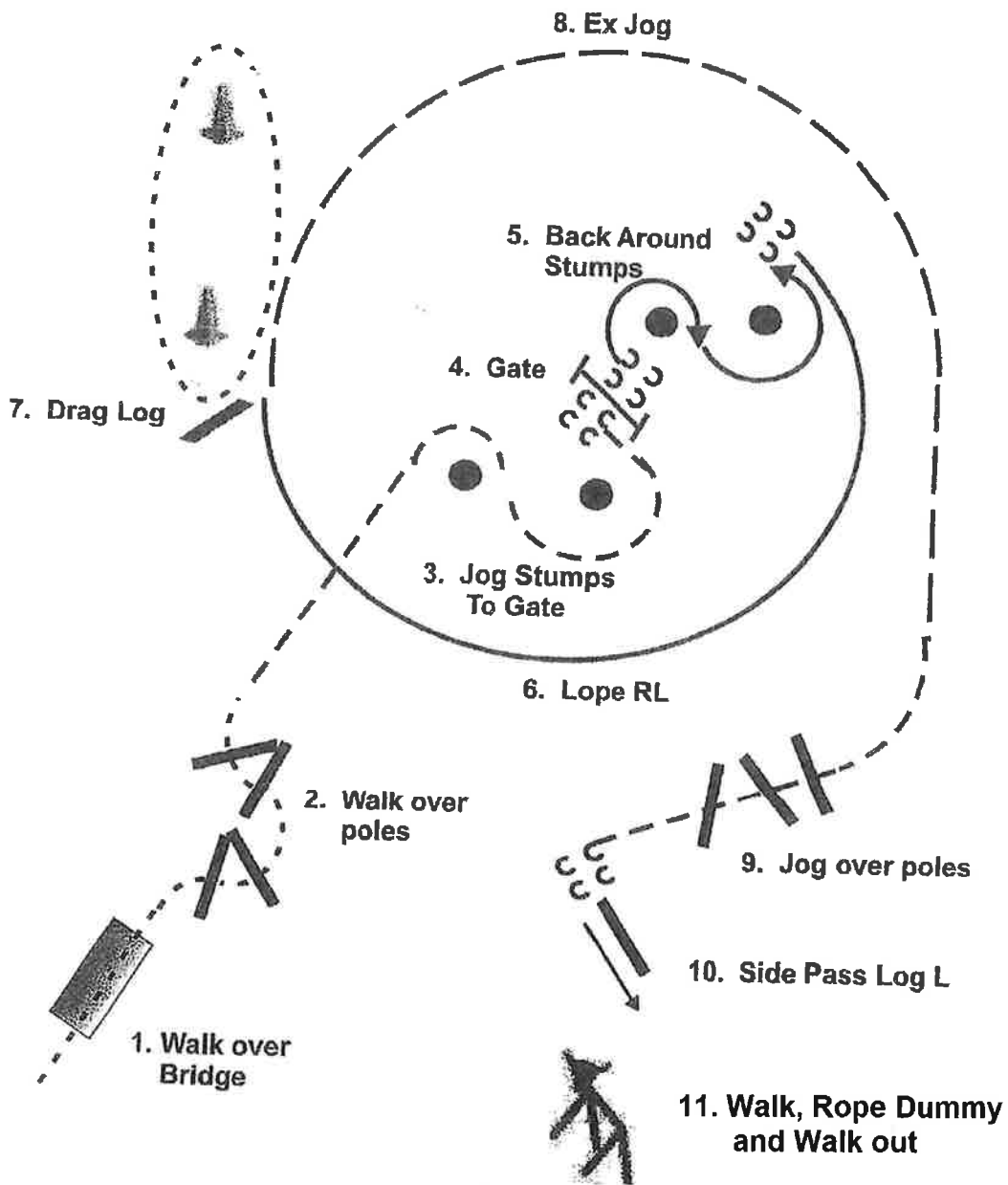


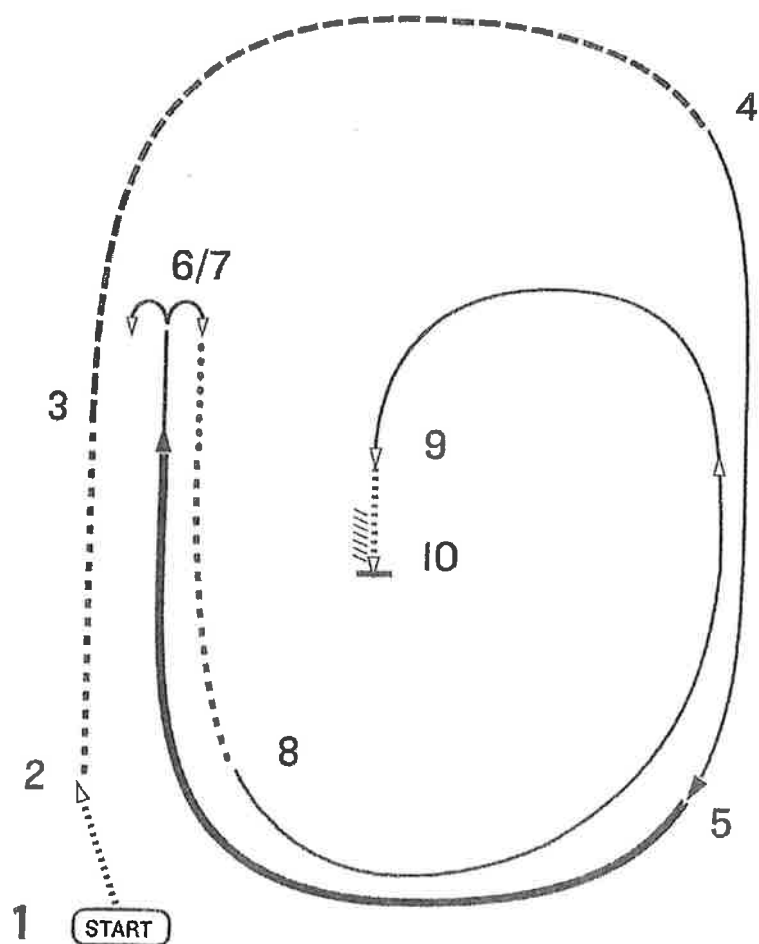
Versatility
Ranch Show
Patterns

2nd April 2021

VR TRAIL



VR PLEASURE

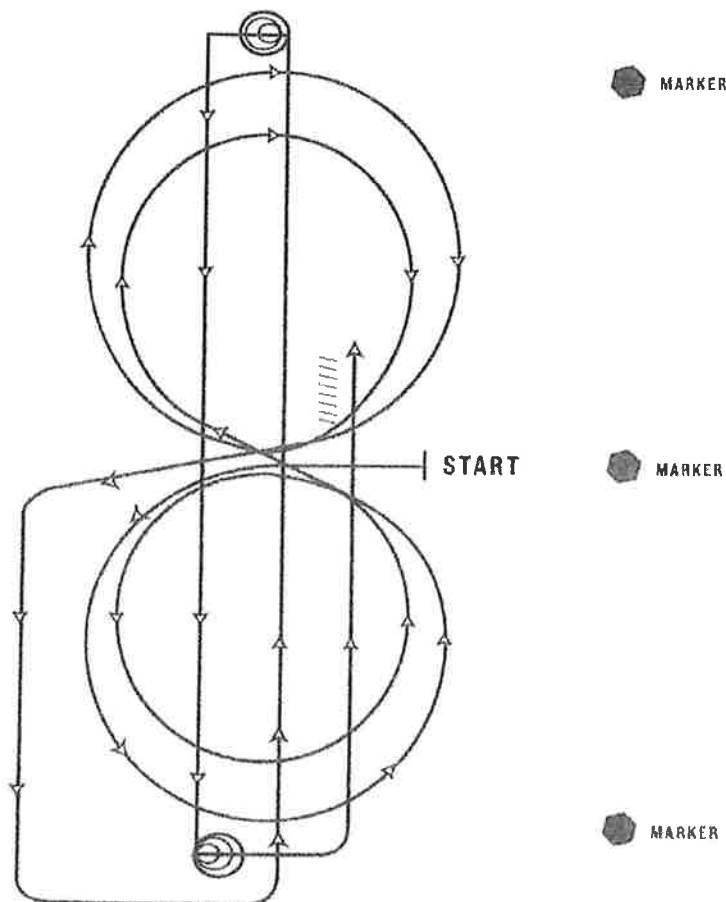


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Trot from 2 - 3 - 120 feet
3. Extend Trot from 3 to 4 - 240 feet
4. Lope on the right lead 4 to 5 - 150 feet
5. Extend 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 on left lead from 8 until even with 9; turn towards middle of arena and continue on left to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

- Walk (dotted line)
- Extended Walk (dotted line with small circles)
- Trot (dotted line with small circles)
- Extended Trot (dotted line with small circles)
- Lope (solid line)
- Extended Lope (solid line with small circles)
- Back \\\\\\\\\\\ (hatched area)

VR REINING



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