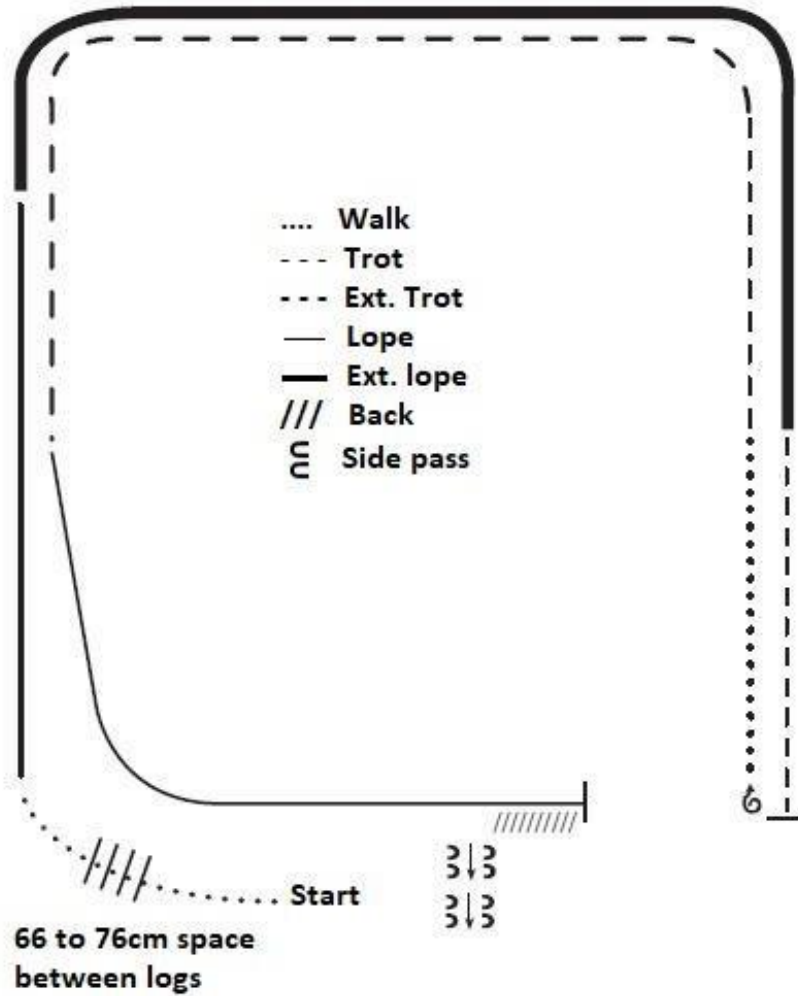


NEQHA "Ranch-O-Rama"
 Amateur, Select Amateur, Any handed
 Judge: Shane Massingham

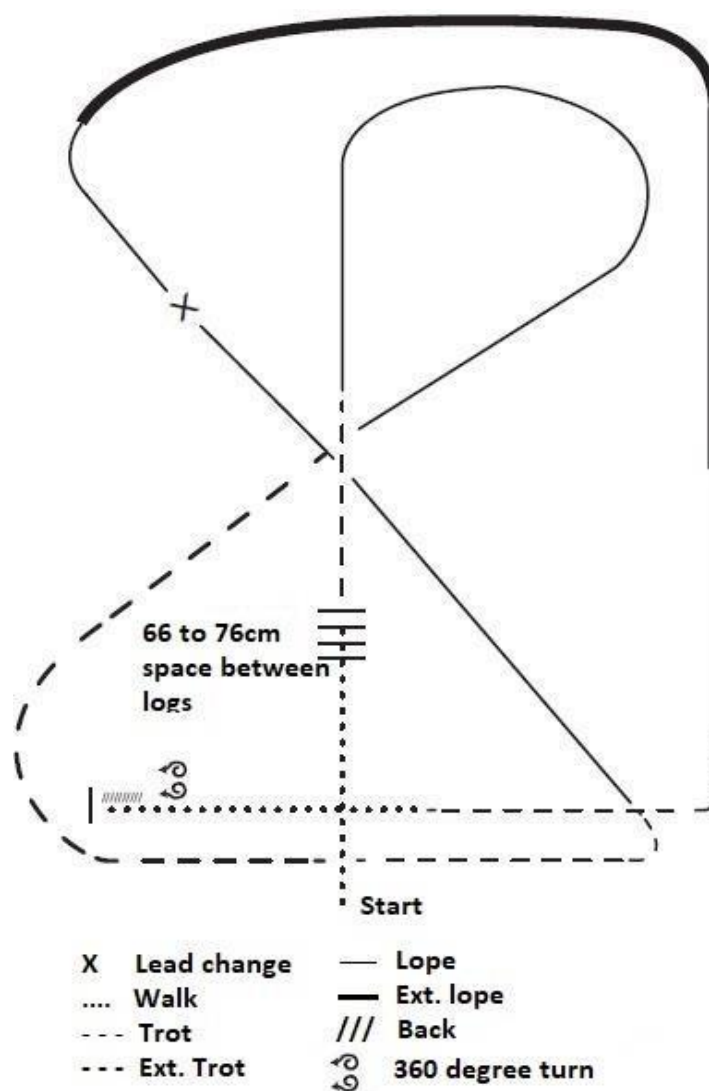
RANCH RIDING Pattern 6



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1½ turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

NEQHA "Ranch-O-Rama"
 Junior Horse, Senior Horse, Open
 Judge: Shane Massingham

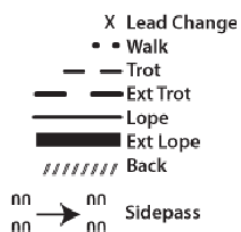
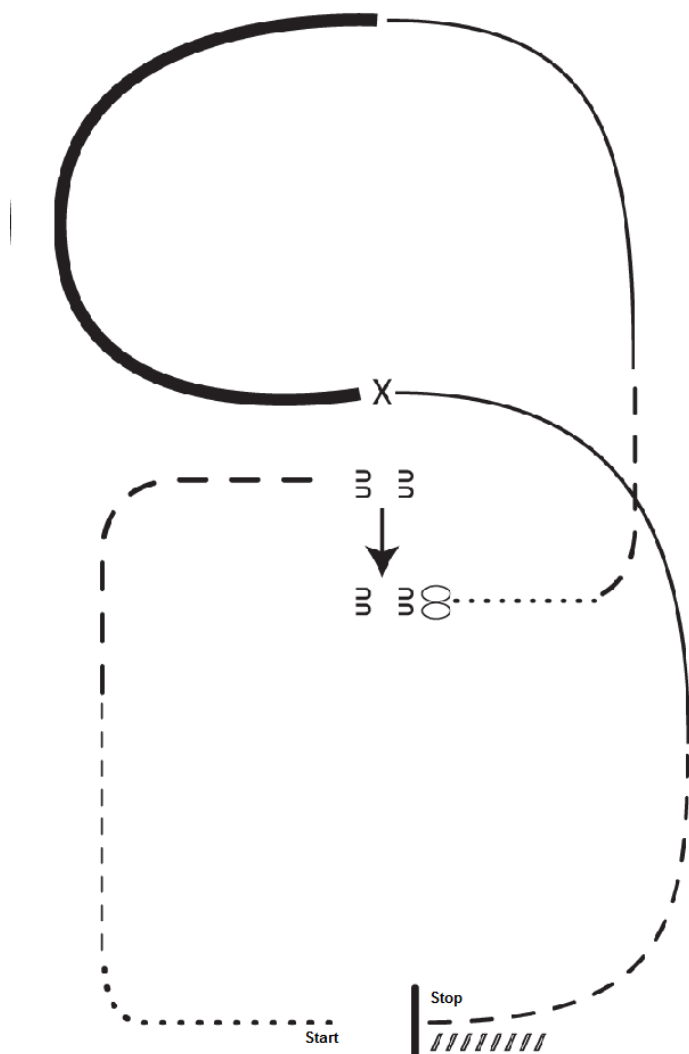
RANCH RIDING Pattern 5



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect lope 11. Trot 12. Walk
13. Stop and back
14. 360° turn each direction (either direction first)

NEQHA "Ranch-O-Rama"
 Rookie Youth, Youth, Rookie
 Judge: Shane Massingham

Ranch Riding Pattern 3

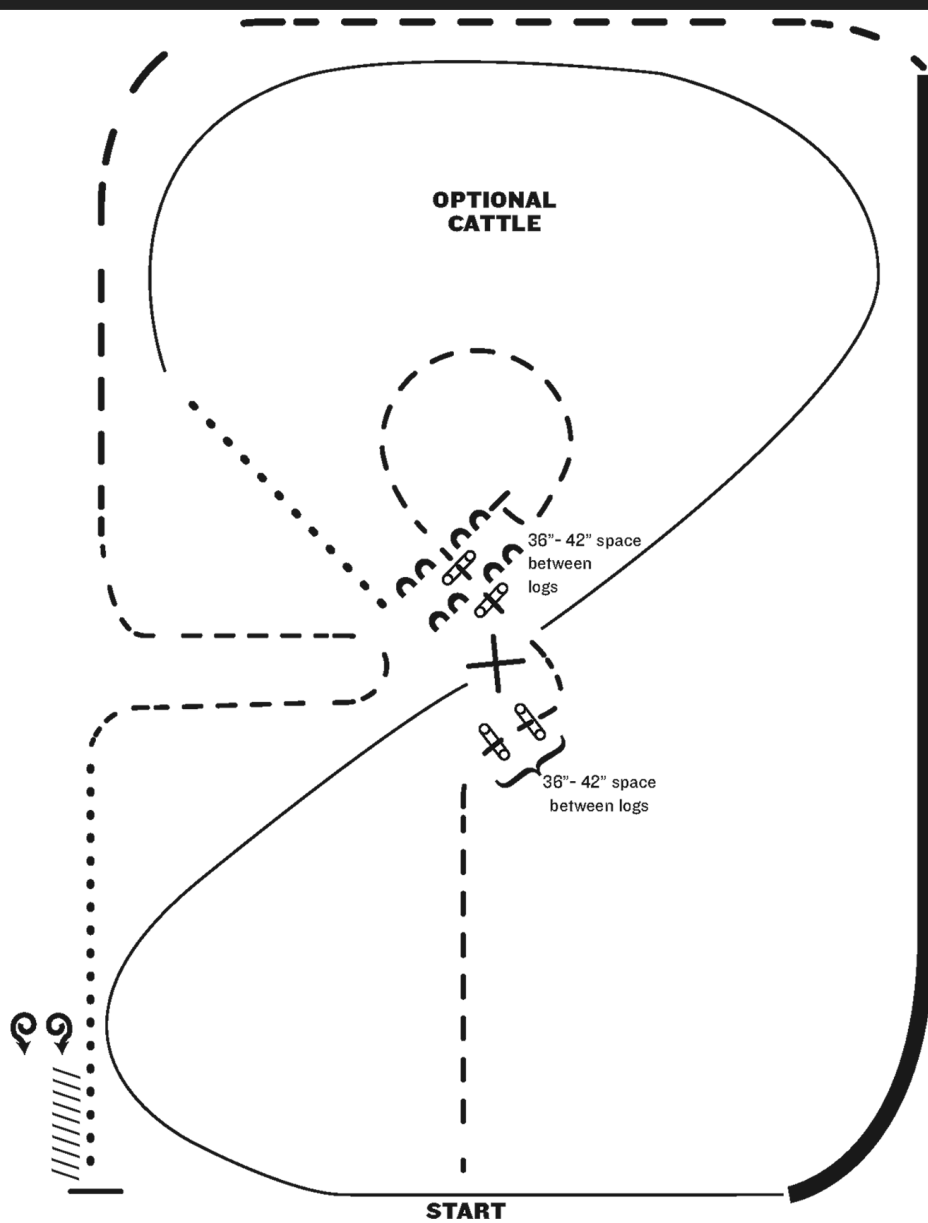


1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to centre
4. Stop, side pass right
5. 360 turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

NEQHA Ranch O Rama

Ranch Riding (Feature)

Show Date: 04-23-2022



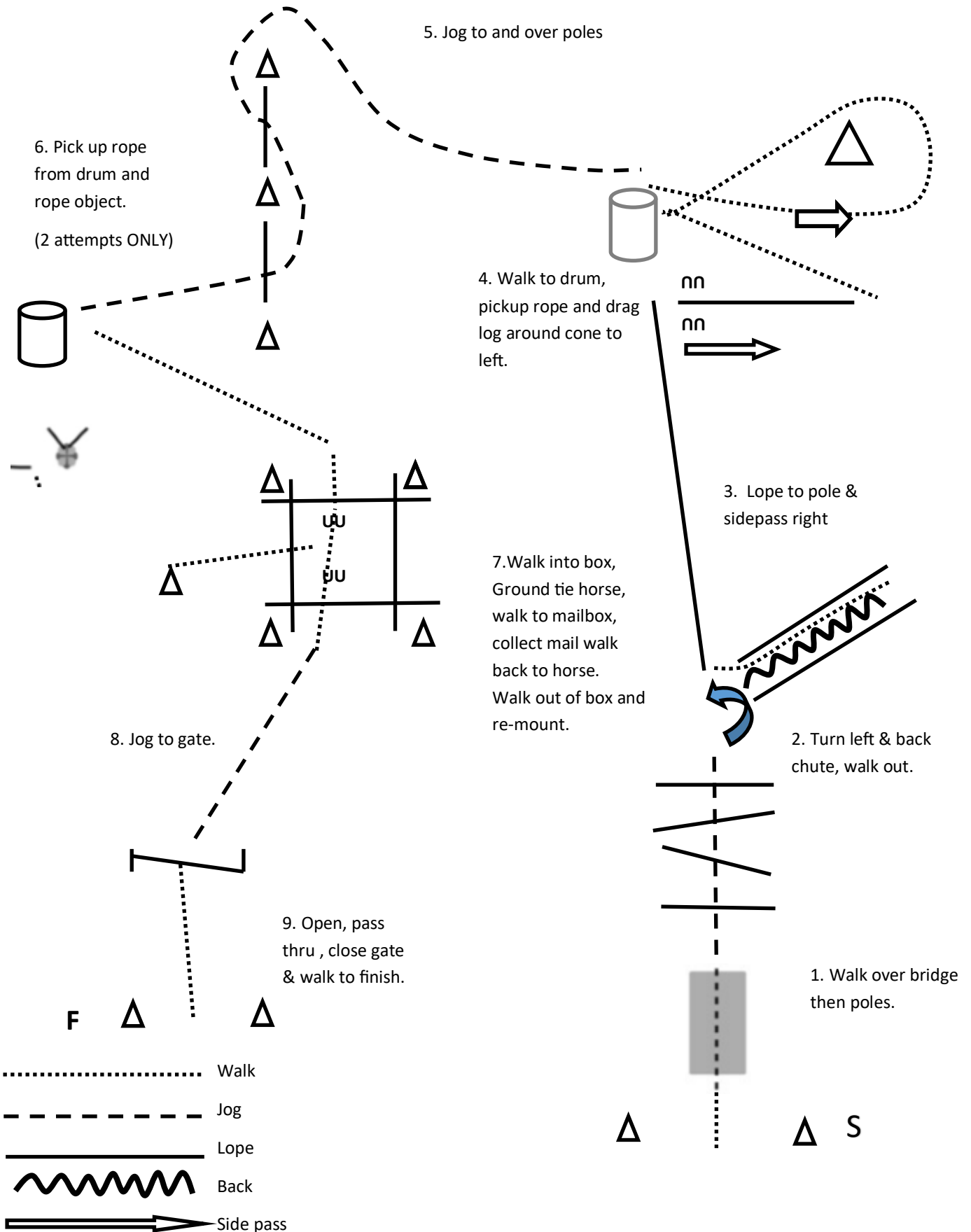
1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

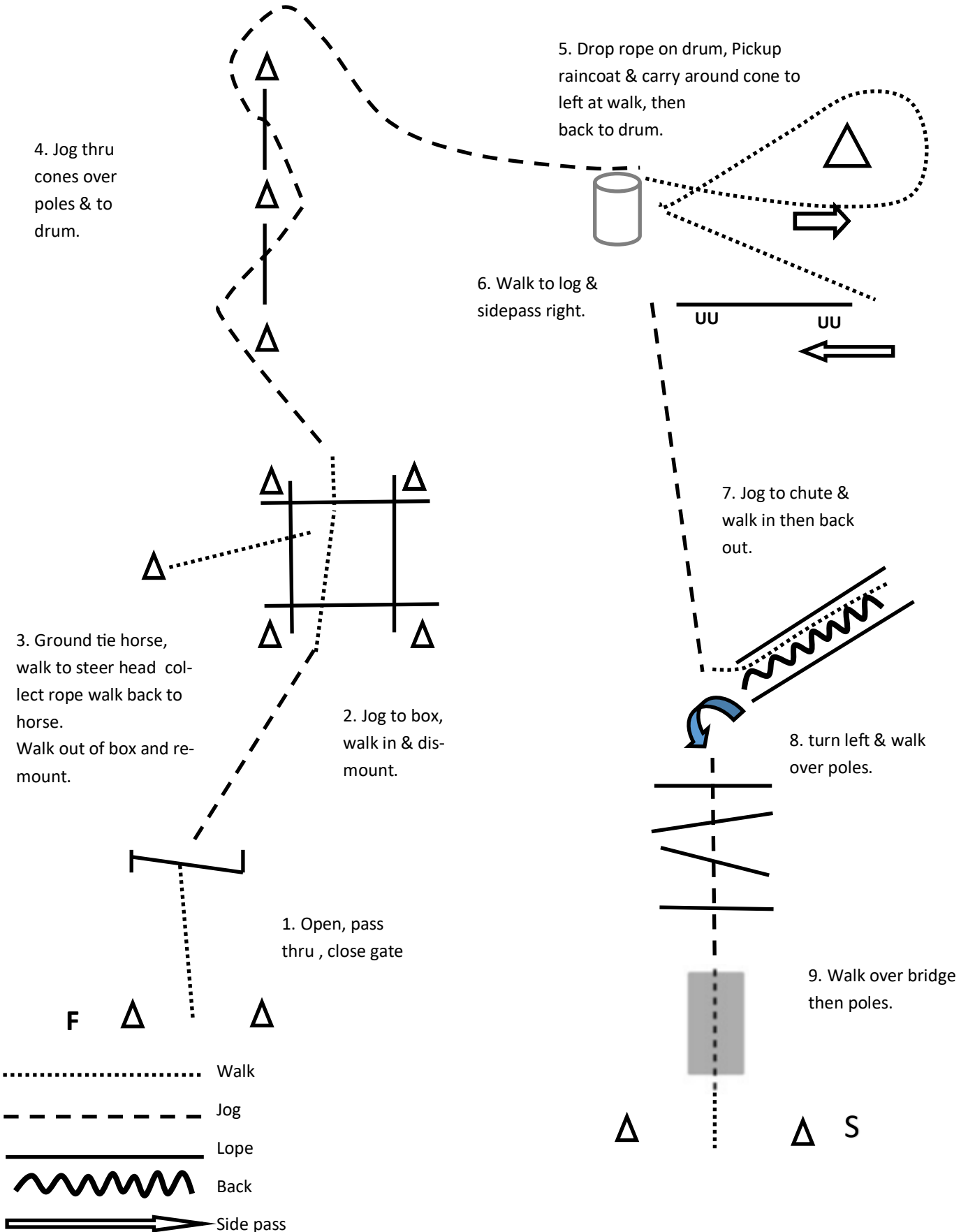
[RR/AQHA-9]

Pattern Provided by: Shane Massingham

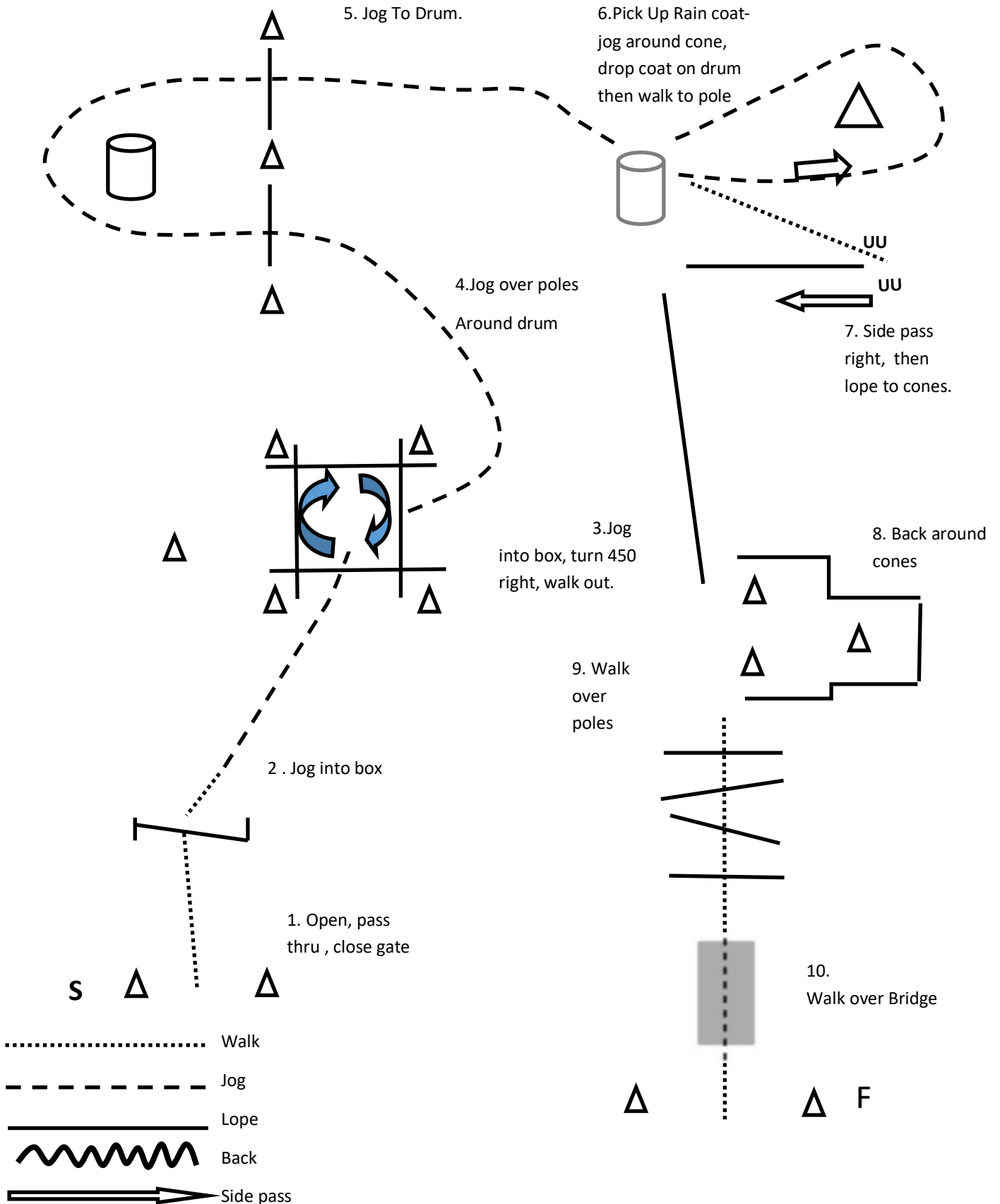
Amateur, Select, All Age Horse Ranch Trail



Rookie / Rookie Youth Ranch Trail

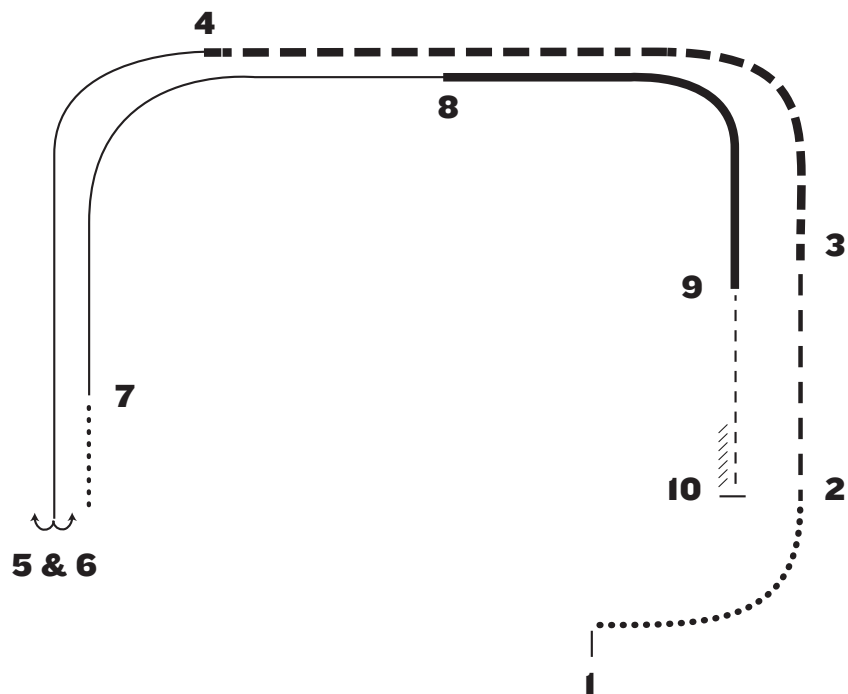


Youth / Any Handed Ranch Versatility Trail



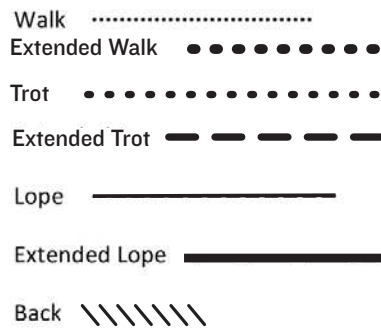
NEQHA "Ranch-O-Rama"
 Versatility Ranch Pleasure
 ALL CLASSES
 Judge: Shane Massingham

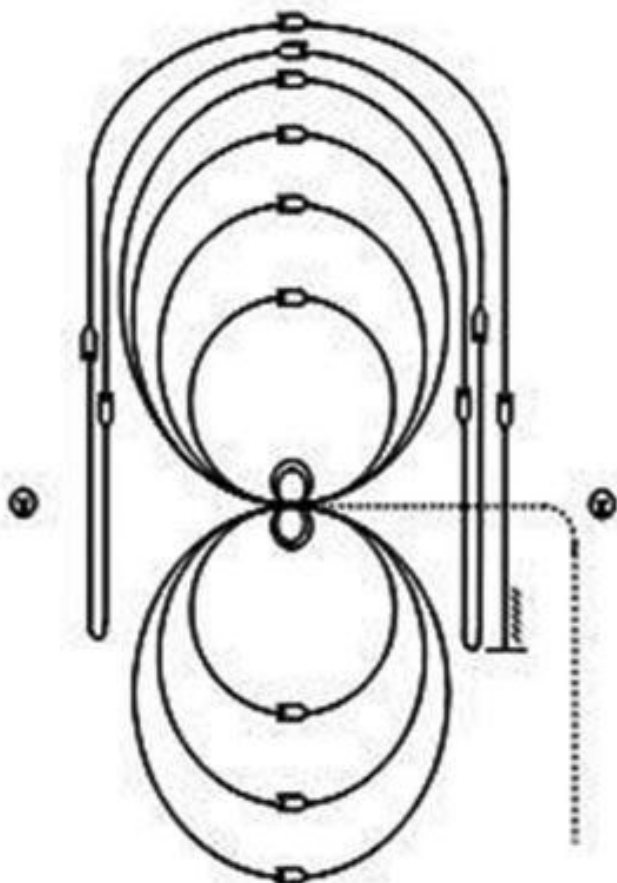
RANCH PLEASURE **PATTERN 1**



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

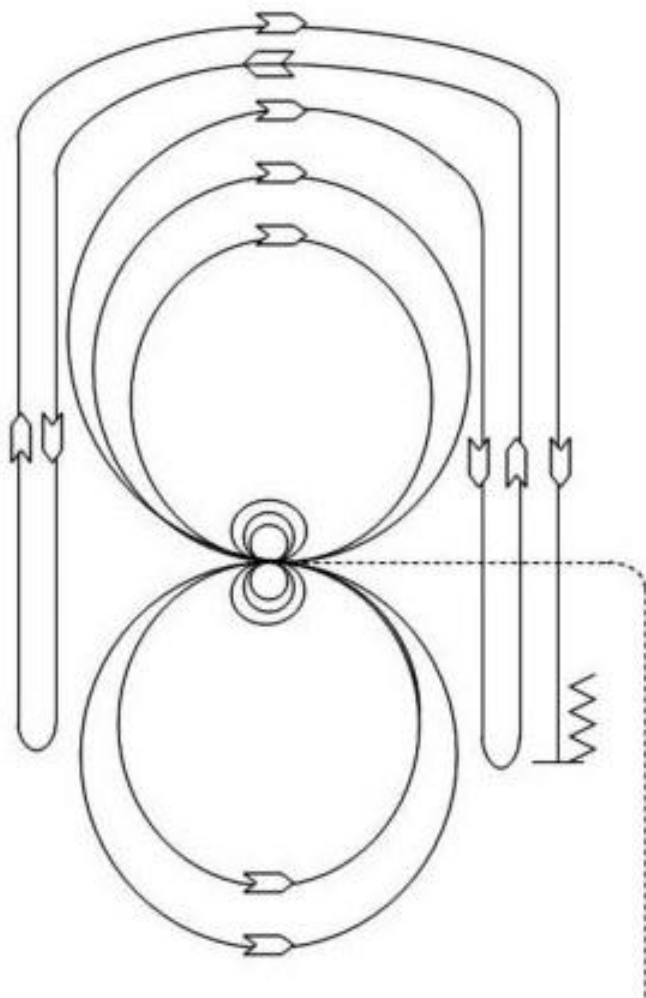
- 1.** Extended Walk from 1 to 2 - 75 feet
- 2.** Trot from 2 to 3 - 120 feet
- 3.** Extended Trot from 3 to 4 - 240 feet
- 4.** Lope from 4 to 5 - 150 feet
- 5.** Stop at 5; reverse (either direction)
- 6.** Walk from 6 to 7 - 30 feet
- 7.** Lope from 7 to 8 - 150 feet
- 8.** Extended Lope from 8 to 9 - 200 feet
- 9.** Trot from 9 to 10 - 90 feet
- 10.** Stop and Back at 10 - approximately one horse length





Mandatory Markers along wall. The Judge shall indicate with marker on arena wall the centre of the pattern. Ride pattern as follows: Trot to centre of arena and stop or walk before departure.

1. Beginning on right lead complete two circles to the right, the first one large and fast, the second small and slow. Stop at centre.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead complete two circles to the left, the first one large and fast, the second small and slow. Stop at centre.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on right lead complete a large fast circle to the right and change leads at centre of arena. Complete a large fast circle to the left and change leads at centre of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of arena past centre marker and do a left rollback at least 6 metres from wall.
7. Continue back around previous circle but do not close this circle. Run down left side of arena past centre marker and do a right rollback at least 6 metres from wall.
8. Continue back around previous circle but do not close this circle. Run down right side of arena past centre marker and do a sliding stop at least 6 metres from wall. Back up at least 3 metres. Hesitate to show completion of pattern.



Mandatory markers along fence or Wall. The Judge shall indicate with markers on arena fence or wall the centre of the pattern.

Ride pattern as follows: Trot to centre of arena and stop.

1. Complete 3 spins in one direction. Hesitate
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at centre of arena
4. Complete two large fast circles to the left. Change leads at centre of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the centre marker and do a left rollback at least 6 metres from the wall, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down left side of arena past centre marker and do a right rollback at least 6 metres from wall, no hesitation.
7. Continue back around previous circle, but do not close this circle. Run down right side of arena past centre marker and do a sliding stop at least 6 metres from the wall. Back up at least 3 metres. Hesitate to show completion of pattern.