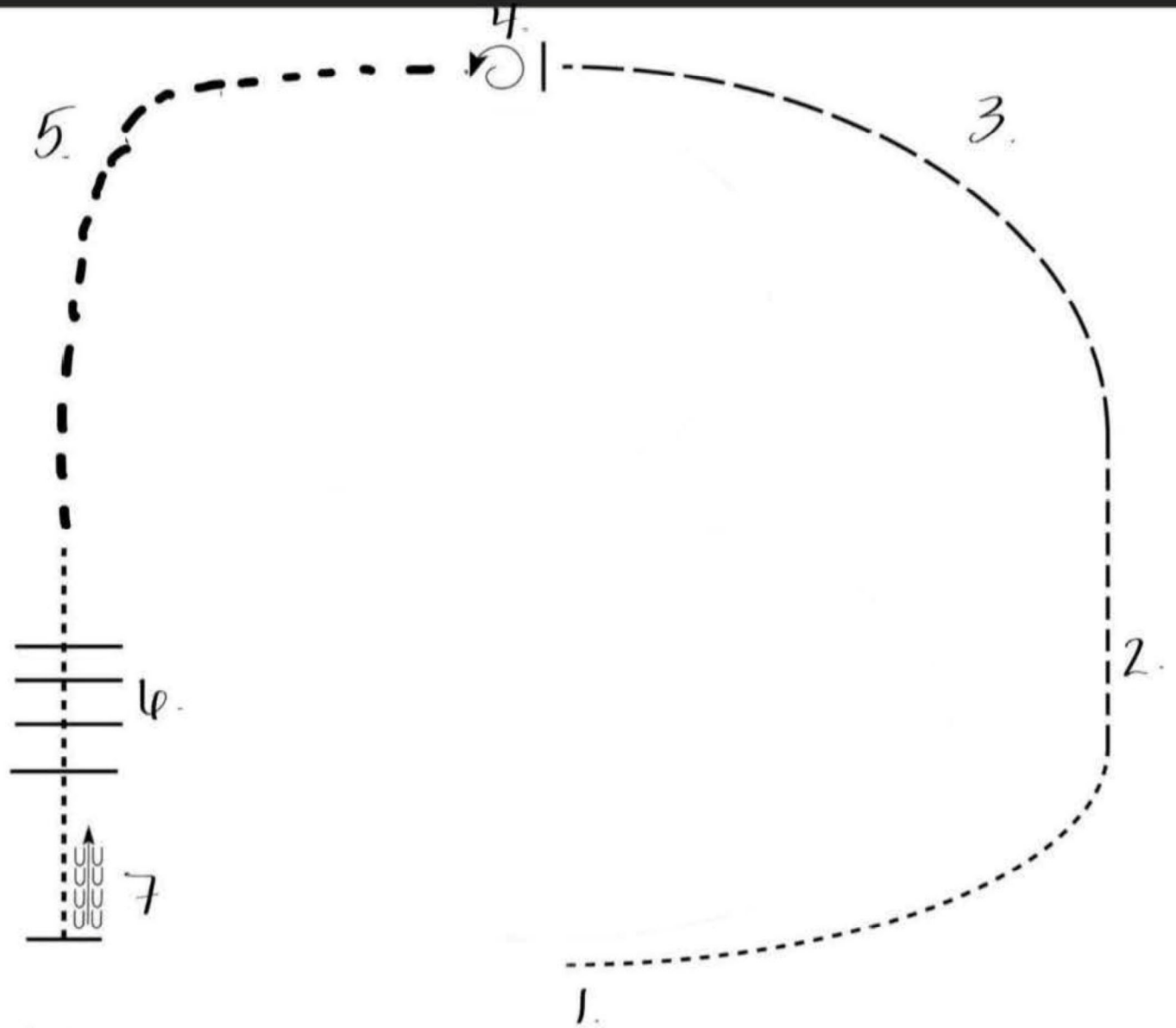


Ranch Riding Walk-Trot

Show Date:



1. Walk
2. Trot
3. Extended Trot
4. 360° left
5. Trot
6. Walk over poles
7. Stop and back

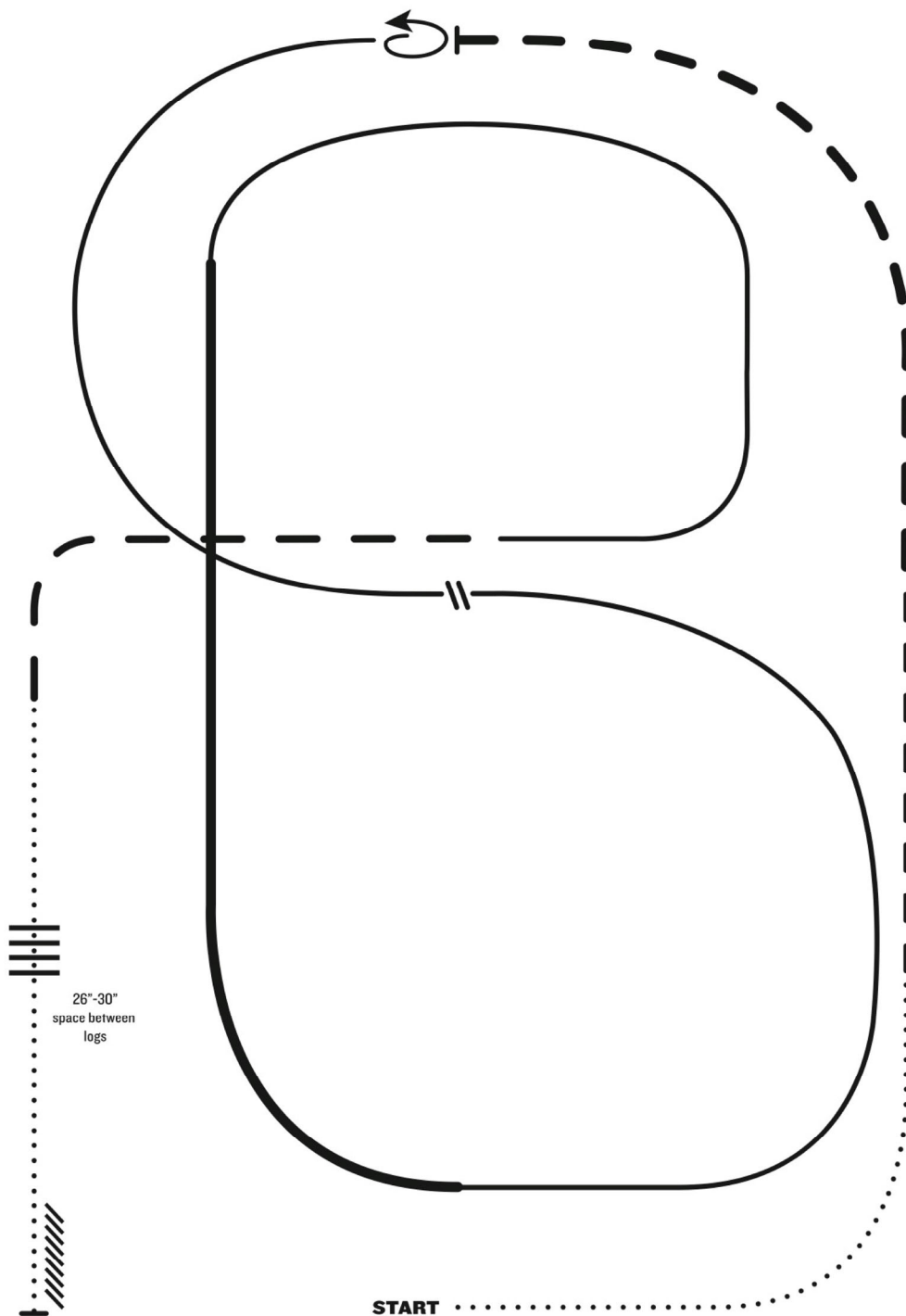
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Pattern Provided by:

RANCH RIDING - PATTERN 1

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.

MAQHA Autumn Fest

Walk Trot Ranch Trail

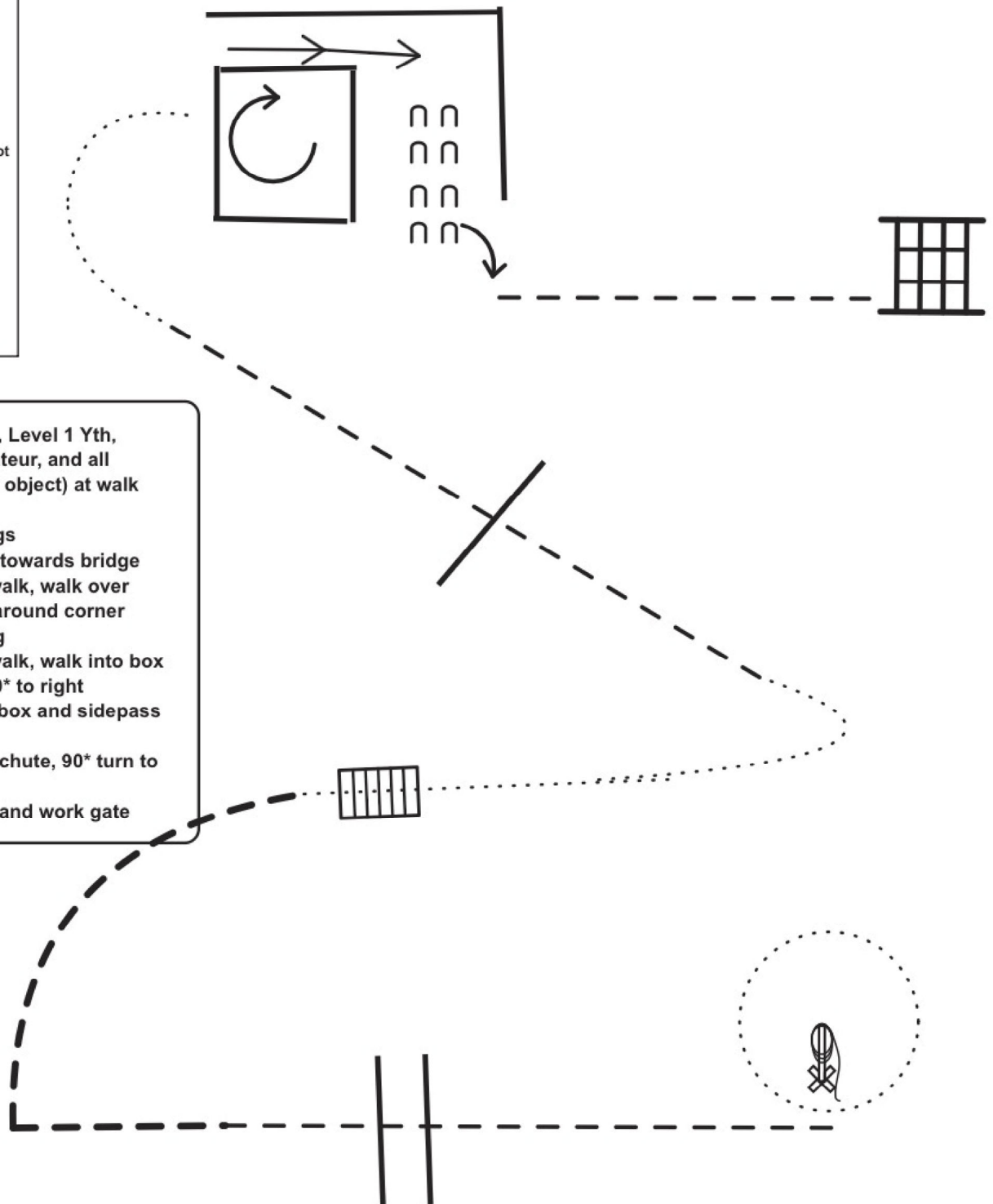
Oct 9-11, 2026

Created on [ShowPatterns.com](https://www.showpatterns.com)

LEGEND

.....	Walk
- - -	Trot
- - -	Extended trot
	Logs
≡≡	Hooves
≡≡	Bridge
≡≡	Gate
≡≡	Drag

1. Drag (Youth, Level 1 Yth, Level 1 Amateur, and all rookie carry object) at walk or trot
2. Trot over logs
3. Extend Trot towards bridge
4. Break to a walk, walk over bridge and around corner
5. Trot over log
6. Break to a walk, walk into box and turn 270° to right
7. Walk out of box and sidepass to the right
8. Back out of chute, 90° turn to the right
9. Trot to gate and work gate



MAQHA Autumn Fest

Ranch Trail

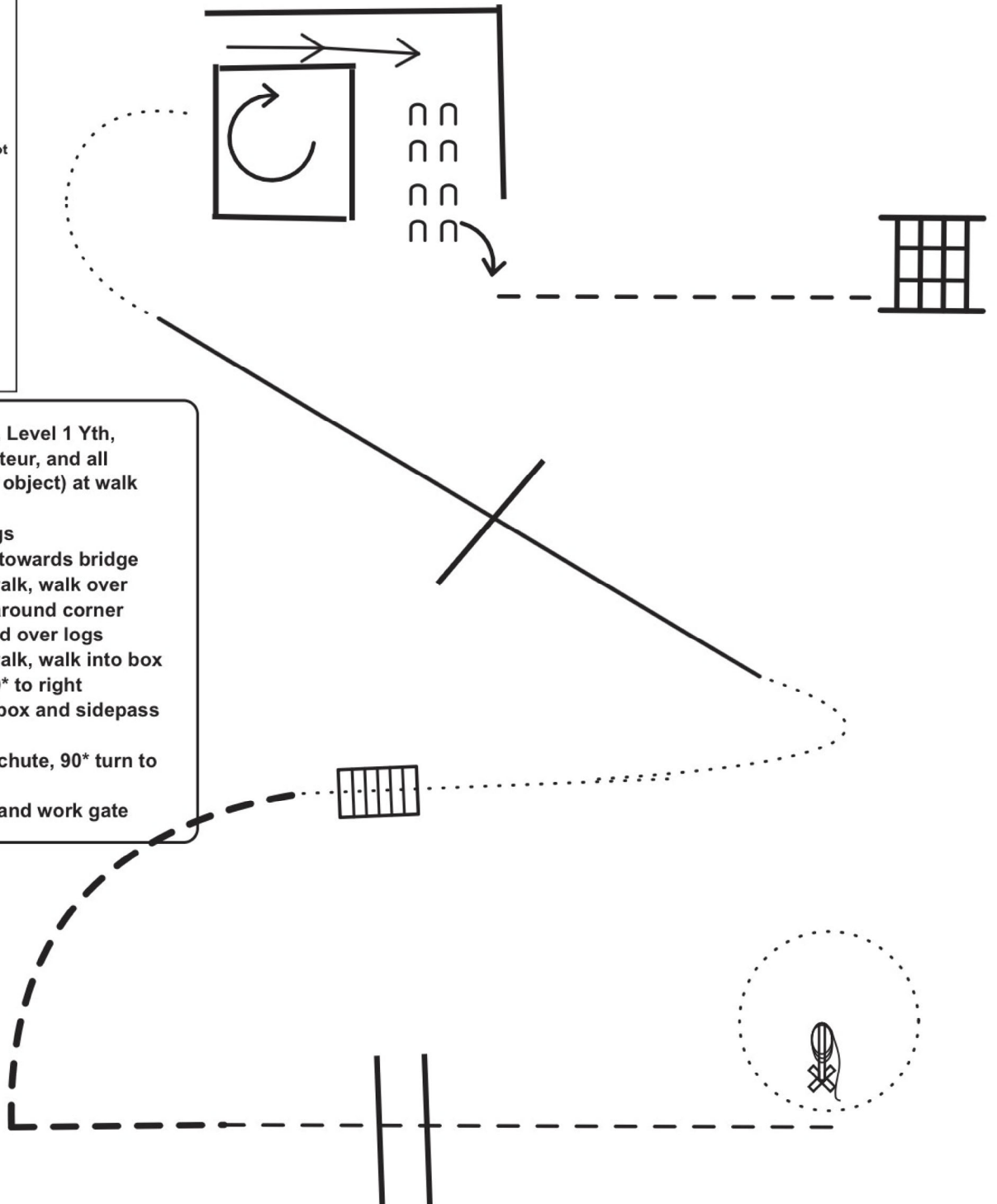
Oct 9-11, 2026

Created on [ShowPatterns.com](https://www.showpatterns.com)

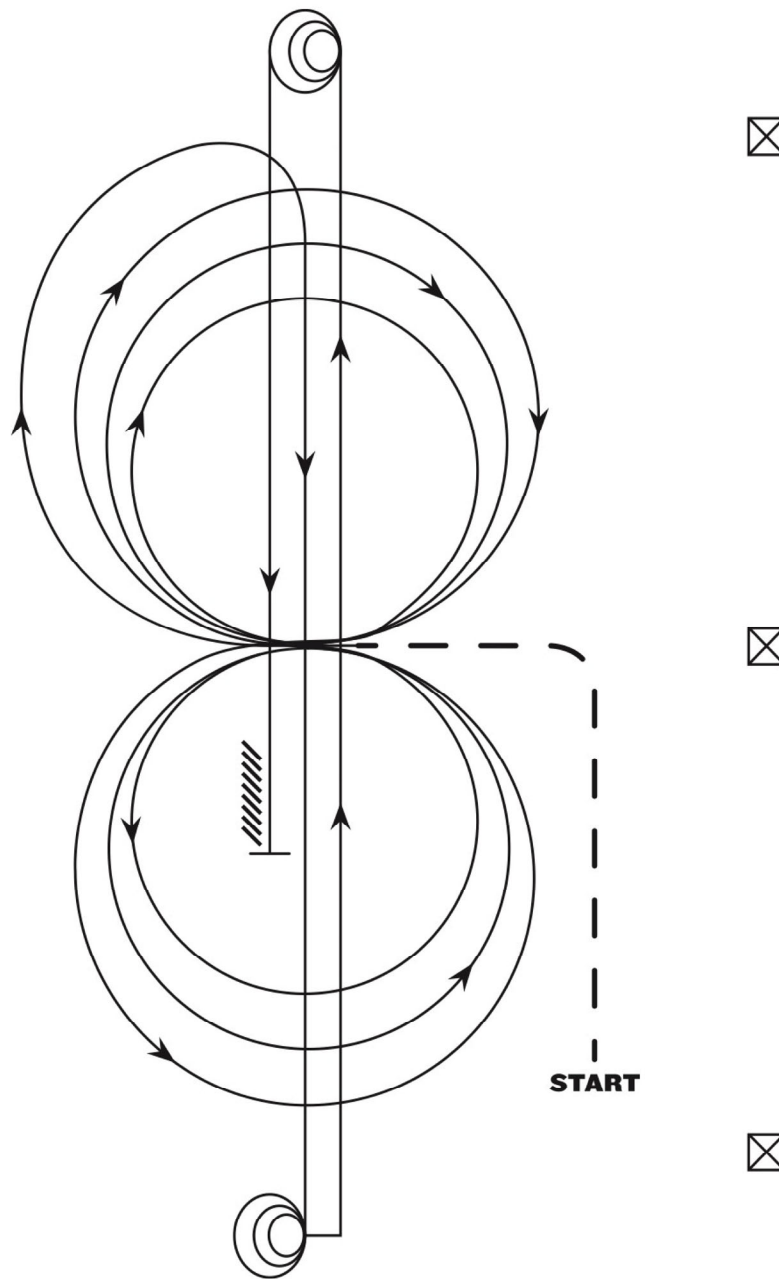
LEGEND

.....	Walk
- - - -	Trot
- - - -	Extended trot
=====	Lope
	Logs
3 3	Hooves
	Bridge
	Gate
⊗	Drag

1. Drag (Youth, Level 1 Yth, Level 1 Amateur, and all rookie carry object) at walk or trot
2. Trot over logs
3. Extend Trot towards bridge
4. Break to a walk, walk over bridge and around corner
5. Lope left lead over logs
6. Break to a walk, walk into box and turn 270° to right
7. Walk out of box and sidepass to the right
8. Back out of chute, 90° turn to the right
9. Trot to gate and work gate



VRH AND RHC RANCH REINING PATTERN 3



Mandatory Marker 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: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

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