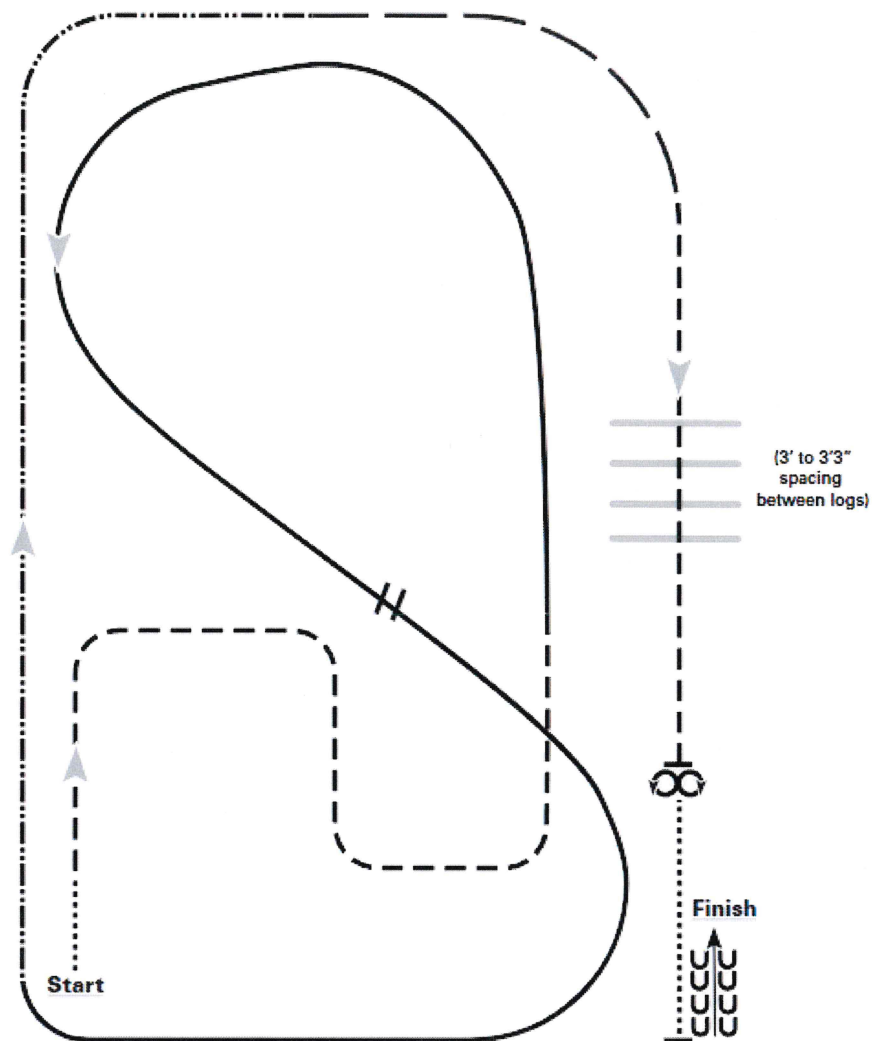


# Jackpot

## Ranch Riding Pattern #3



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

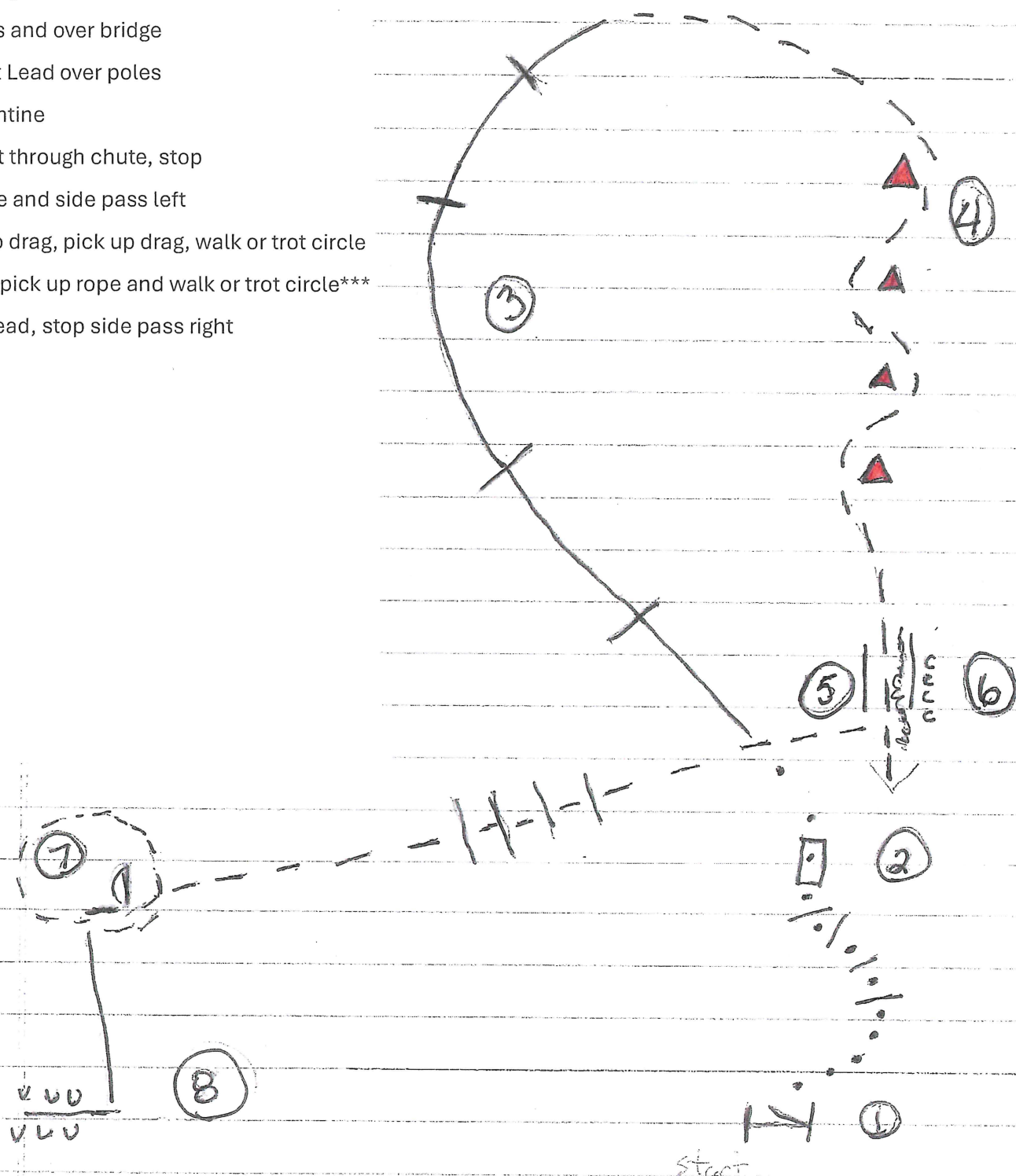
PATTERN 4

- Trot- 120 feet
- Extended Walk- 75 feet
- Lope- 150 feet
- Extended Trot- 240 feet
- Stop and Reverse (either direction)
- Lope- 150 feet
- Extended Lope- 200 feet
- Ordinary Walk- 30 feet
- Trot- 90 feet
- Stop and Back

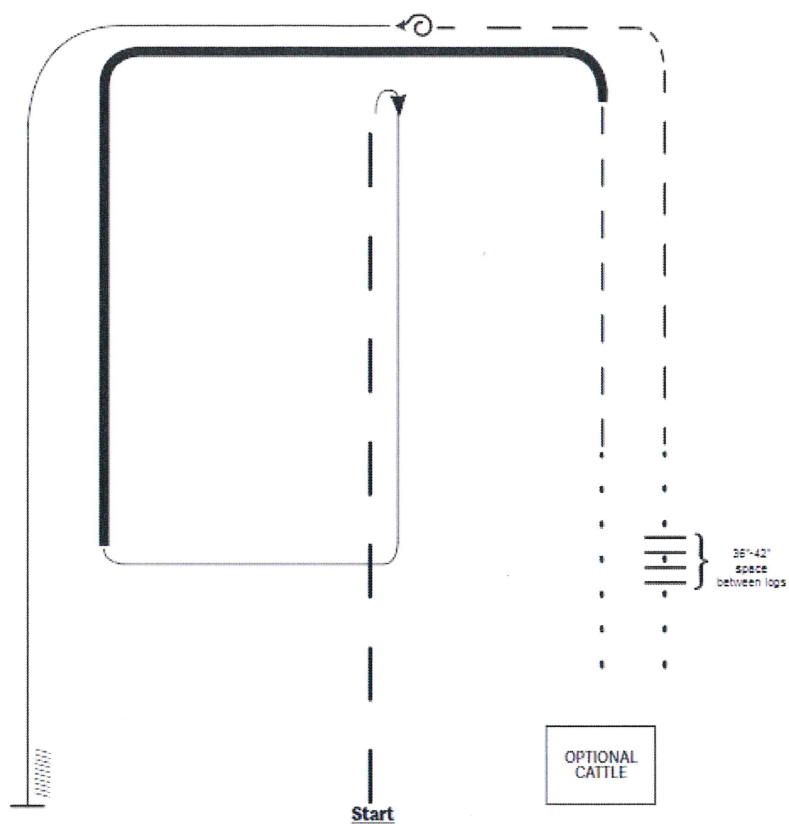
Ranch Pleasure

1. Right hand gate
2. Walk poles and over bridge
3. Lope Right Lead over poles
4. Trot serpentine
5. Extend trot through chute, stop
6. Back chute and side pass left
7. Trot logs to drag, pick up drag, walk or trot circle
8. Lope left lead, stop side pass right  
Trot to exit

\*\*\*Youth/Novice pick up rope and walk or trot circle\*\*\*

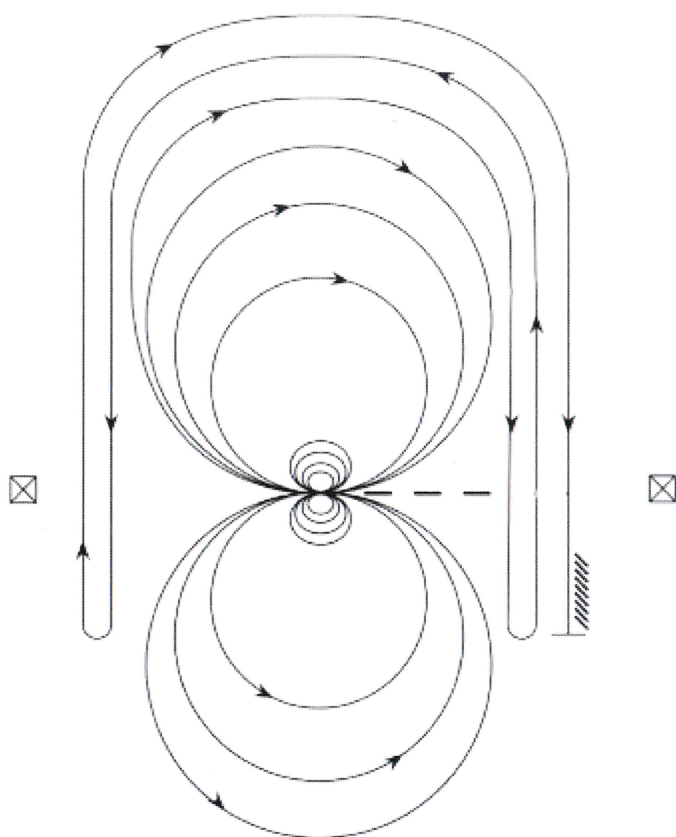


## Ranch Riding Pattern #15



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

## Stock Horse Reining Pattern 2



### Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and either stop or walk before departure.
2. Make a large fast circle to right on the right lead.
3. Draw the second circle down to a small circle until you reach the center marker; stop.
4. Do four right spins at the center marker; hesitate
5. Begin on left lead and make a large fast circle
6. Then a small circle, again drawing it down to the center of the arena, stop.
7. Do four left spins, hesitate
8. Take a right lead & make a large fast circle to the right, change leads and make a large fast circle to the left, change leads
9. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet from the wall or fence
10. Continue back the arena, run down the left side of the arena past the center and do a right roll back at least 20 feet from the wall or fence
11. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.