

Sinsheim Open I

am 27. & 28. Mai 2023

Reitanlage Patrick Sattler Working Horses
Schwimmbadweg 30
74889 Sinsheim



AQHA Ranch Horse Versatility approved
AQHA Cow Horse approved
NCHA Cutting approved

Ein grosses Dankeschön an unsere Sponsoren



PATTERN 3

3½ SPINS LEFT

PATRICK
SATTLER
WORKING HORSES

Working
Cow Horse

JUDGE

START

3½ SPINS RIGHT

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

1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
 2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
 3. Continue loping around end of arena without breaking gait.
 4. Run up center of arena to far end past the end marker and come to a sliding stop.
 5. Complete 3½ spins to the right.
 6. Run up center of arena past the end marker, and come to a sliding stop.
 7. Complete 3½ spins to the left.
 8. Run back to middle of the arena past the center marker and come to a sliding stop.
 9. Back at least 10 feet in a straight line. Hesitate to complete pattern.
- *This pattern may be used as a lope in pattern, please refer to rule 20.6.

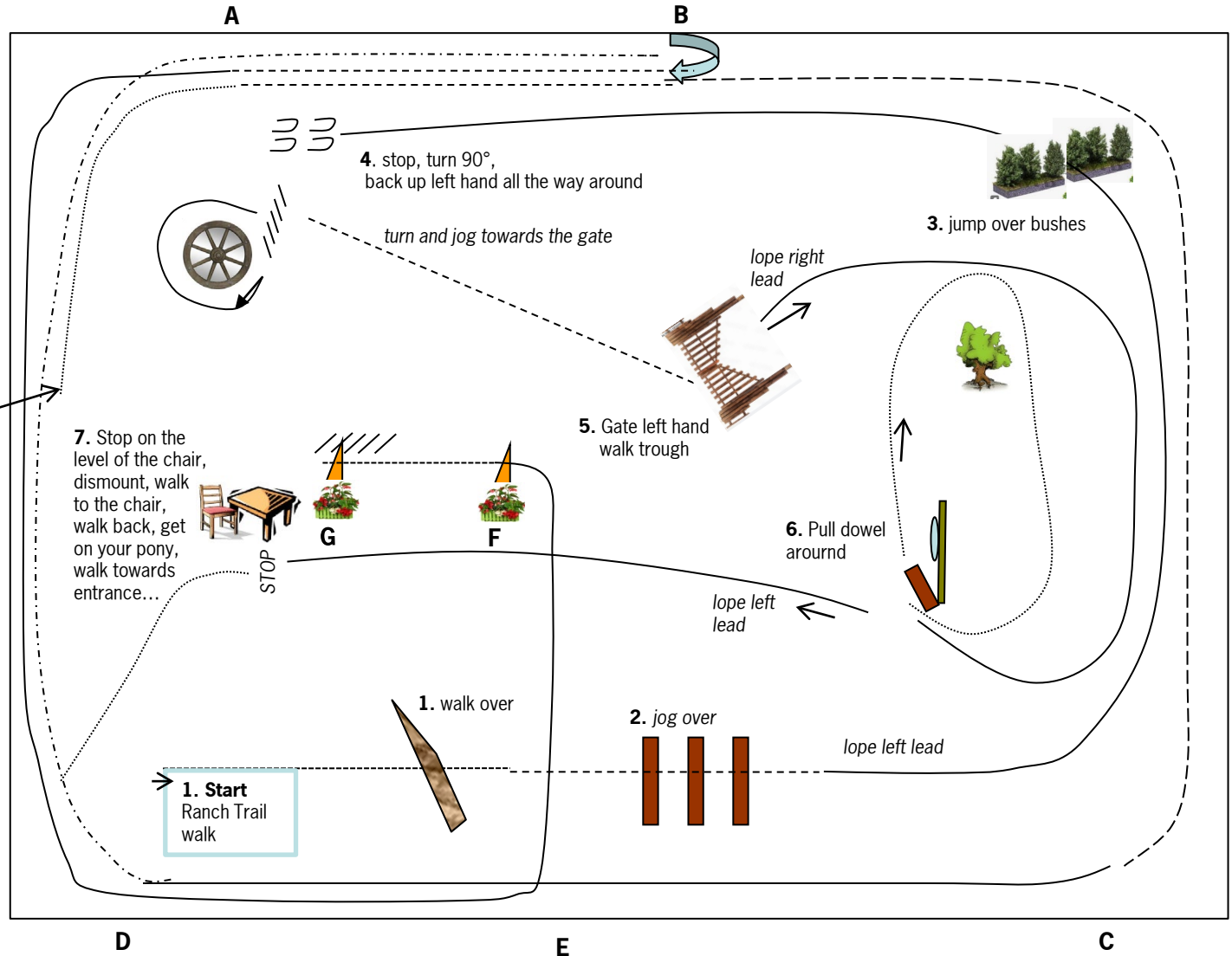
Ranch Trail & Ranch Riding (Einsteiger) Pattern Sinsheim Open I 2023

- walk
- - - - - jog
- lope
- - - - - extended jog
- - - - - extended lope
- /////// back up
- ↻ 180° Turn

2. Start
Ranch Riding
walk

Ranch Riding Pattern # 1

1. Walk from start cone to A
2. Jog from A to B
3. Extend the jog from B to C
4. Lope right lead from C to D
5. Extend lope from D to B
6. Stop at B, turn and jog to A
7. Lope left lead from A to E
8. Turn toward the middle of the arena and continue to lope to F
9. Walk from F to G
10. Stop and back up approx. one horse length



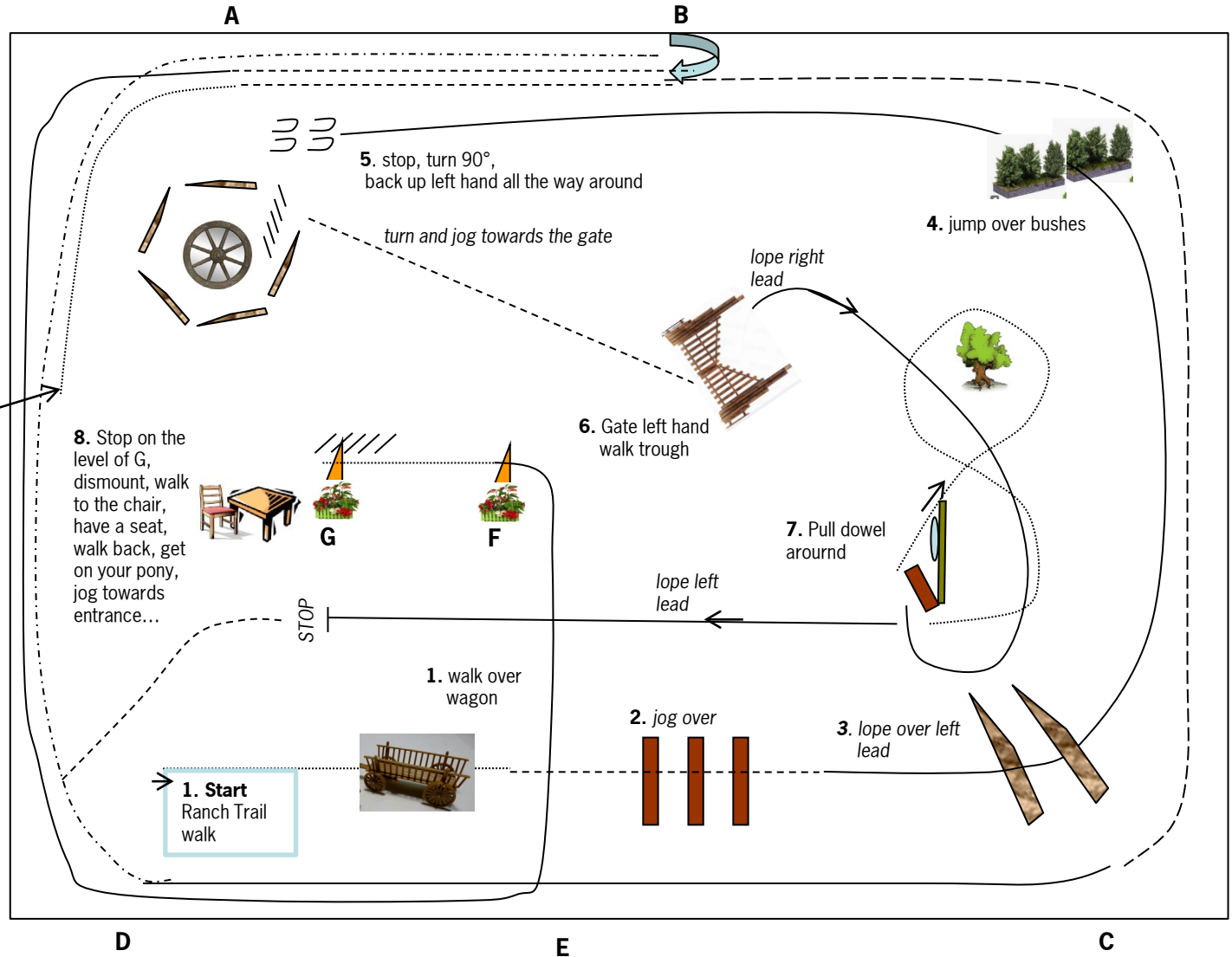
Ranch Trail & Ranch Riding (Open/Amateur) Pattern Sinsheim Open I 2023

- walk
- - - - - jog
- lope
- - - - - extended jog
- - - - - extended lope
- /////// back up
- ↻ 180° Turn

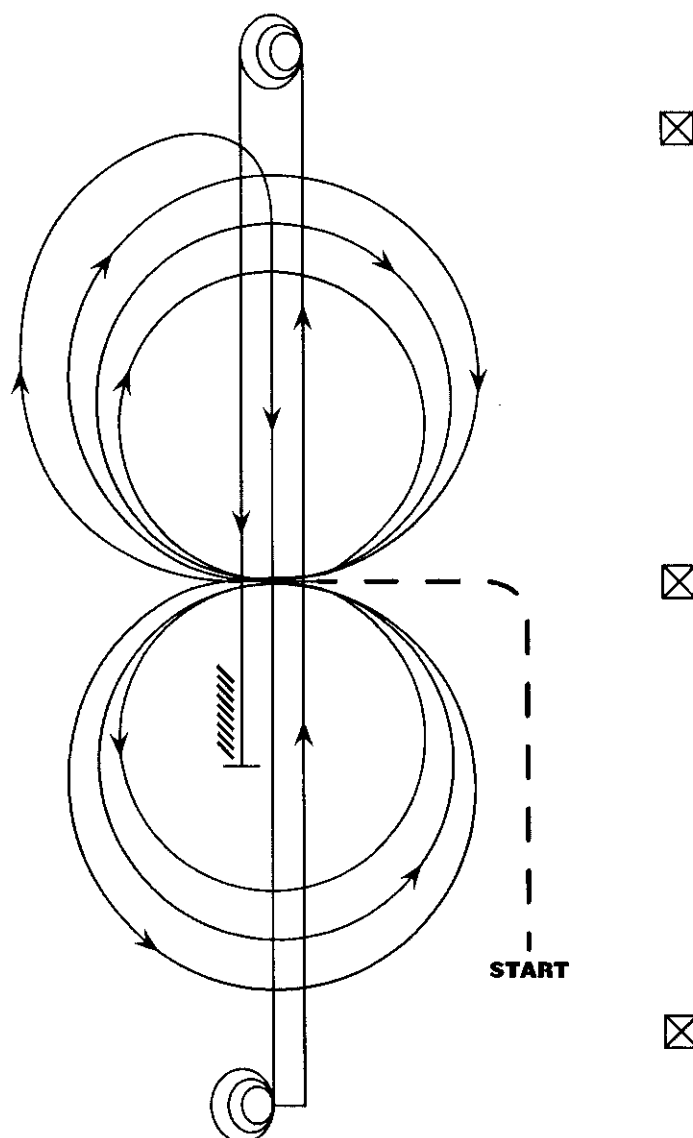
2. Start
Ranch Riding
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Ranch Riding Pattern # 1

1. Walk from start cone to A
2. Jog from A to B
3. Extend the jog from B to C
4. Lope right lead from C to D
5. Extend lope from D to B
6. Stop at B, turn and jog to A
7. Lope left lead from A to E
8. Turn toward the middle of the arena and continue to lope to F
9. Walk from F to G
10. Stop and back up approx. one horse length



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.