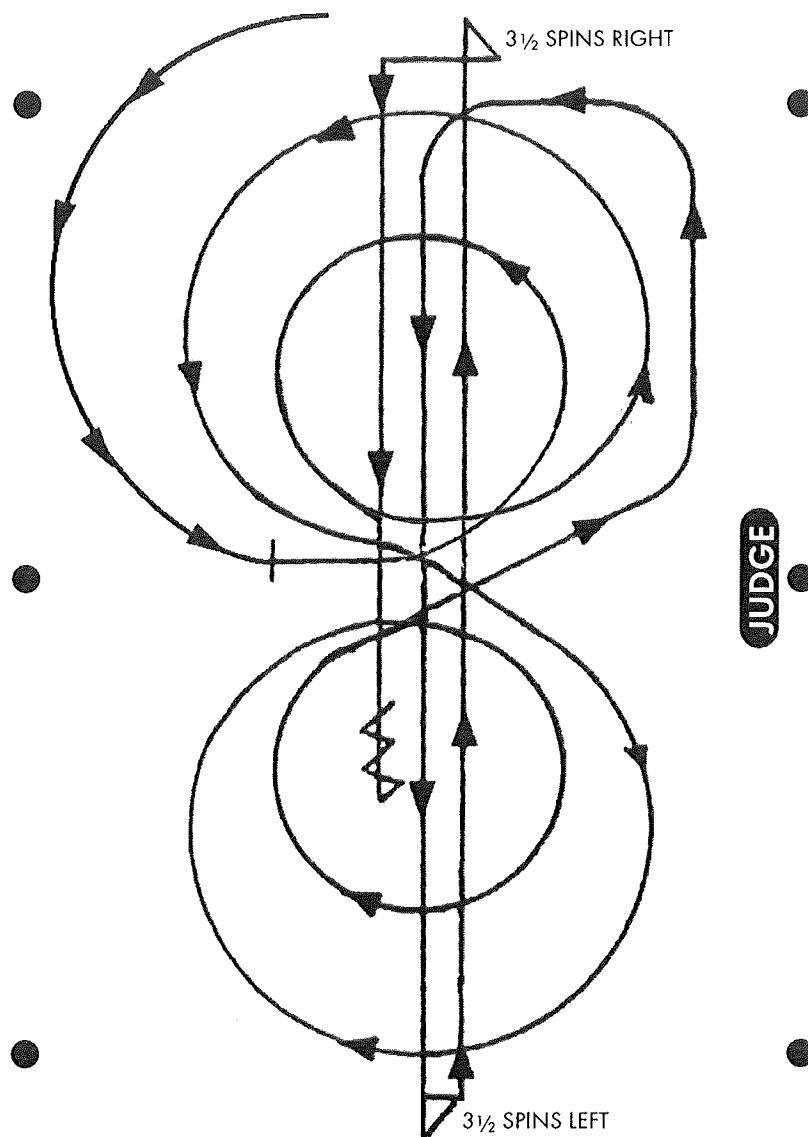


NRCHA/GCCHA PATTERN 10 LOPE TOWARD  
RR PATTERN -6 REINING PATTERN - 1

RUNNING CONCURRENT	CLASS CODE	CLASS	ADD BACK \$	ENTRY FEE
	HJ	Herdwork/Cutting Paid Practice (open to all riders)		85
1	GRRO	GCCHA RANCH RIDING OPEN	10	50
	ARRO	AQHA RANCH RIDING OPEN	0	50
2	GRRA	GCCHA RANCH RIDING AMATEUR	10	50
	AARR	AQHA AMATEUR RANCH RIDING		50
	ASRR	AQHA SELECT RANCH RIDING		50
3	GRRG	GCCHA RANCH RIDING GREEN	0	40
4	GRRY	GCCHA RANCH RIDING YOUTH	10	40
	AYRR	AQHA YOUTH RANCH RIDING		40
5	OTR	NRCHA OPEN 2 REIN	15	95
6	NPTR	NRCHA NON PRO 2 REIN	15	95
7	OB	NRCHA OPEN BRIDLE	15	95
	LOB	NRCHA LIMITED OPEN BRIDLE	15	95
8	NPB	NRCHA NON PRO BRIDLE	15	95
	INPB	NRCHA INTERMEDIATE NON PRO BRIDLE	15	95
	LNPB	NRCHA LIMITED NON PRO BRIDLE	15	95
8A	AACH	AQHA AMATEUR COW HORSE	0	95
8B	ASCH	AQHA SELECT COW HORSE	0	95
9	OH	NRCHA OPEN HACKAMORE	15	95
	LOH	NRCHA LIMITED OPEN HACKAMORE	15	95
10	NPH	NRCHA NON PRO HACKAMORE	15	95
11	YCH	NRCHA YOUTH COW HORSE	10	50
	YCH13	NRCHA YOUTH COW HORSE 13 AND UNDER	10	23
12	BD	NRCHA BOX DRIVE	15	95
13	YBX	NRCHA YOUTH BOX	10	50
	YBX13	NRCHA YOUTH BOXING 13 AND UNDER	10	23
14	NPBX	NRCHA NON PRO BOXING	15	95
	INPBX	NRCHA INTERMEDIATE NON PRO BOXING (5K)	15	95
	GSNPL	GCCHA SELECT NON PRO LIMITED	10	20
15	LNPBX	NRCHA LIMITED NON PRO (1K)	15	95
16	GY	GCCHA GREEN YOUTH	0	55
17	G1	GCCHA GREEN 1	0	55
18	G2	GCCHA GREEN 2	0	55
19	RCHO	GCCHA RANCH COW HORSE OPEN	20	95
20	RCHNP	GCCHA RANCH COW HORSE NON PRO	20	95
21	RCHY	GCCHA RANCH COW HORSE YOUTH	10	50
22	RHBO	GCCHA RANCH HORSE BOXING OPEN	20	95
23	RHBNP	GCCHA RANCH HORSE BOXING NON PRO	20	95
24	RHBY	GCCHA RANCH HORSE BOXING YOUTH	10	50
25	SUBO	GCCHA STEP UP BOXING OPEN-COW ONLY	10	60
26	SUBA	GCCHA STEP UP BOXING AMATEUR-COW ONLY	10	60
27	SUBY	GCCHA STEP UP BOXING YOUTH -COW ONLY	10	50
28	BOXO	GCCHA BOXING OPEN - COW ONLY	10	60
29	BOXA	GCCHA BOXING AMATEUR - COW ONLY	10	60
30	BOXG	GCCHA BOXING GREEN - COW ONLY	0	50
31	BOX	GCCHA BOXING YOUTH- COW ONLY	10	50
32	AOCH	AQHA OPEN COW HORSE	0	95
33	AYCH	AQHA YOUTH COW HORSE	0	95
34	AYB	AQHA YOUTH BOXING	0	95
35	AAB	AQHA AMATEUR BOXING	0	95
36	ASB	AQHA SELECT BOXING	0	95
37	GOR	GCCHA OPEN REINING	10	50
38	GAR	GCCHA AMATEUR REINING	10	50
39	GGR	GCCHA GREEN REINING	0	50
40	GYR	GCCHA YOUTH REINING	10	40
		3D BOXING EVENT APPROX. 30 MINUTES AFTER LAST CLASS		50
		PIZZA PARTY DURING 3D BOXING- EVERYONE WELCOME!		

## PATTERN 10-LOPE TOWARD



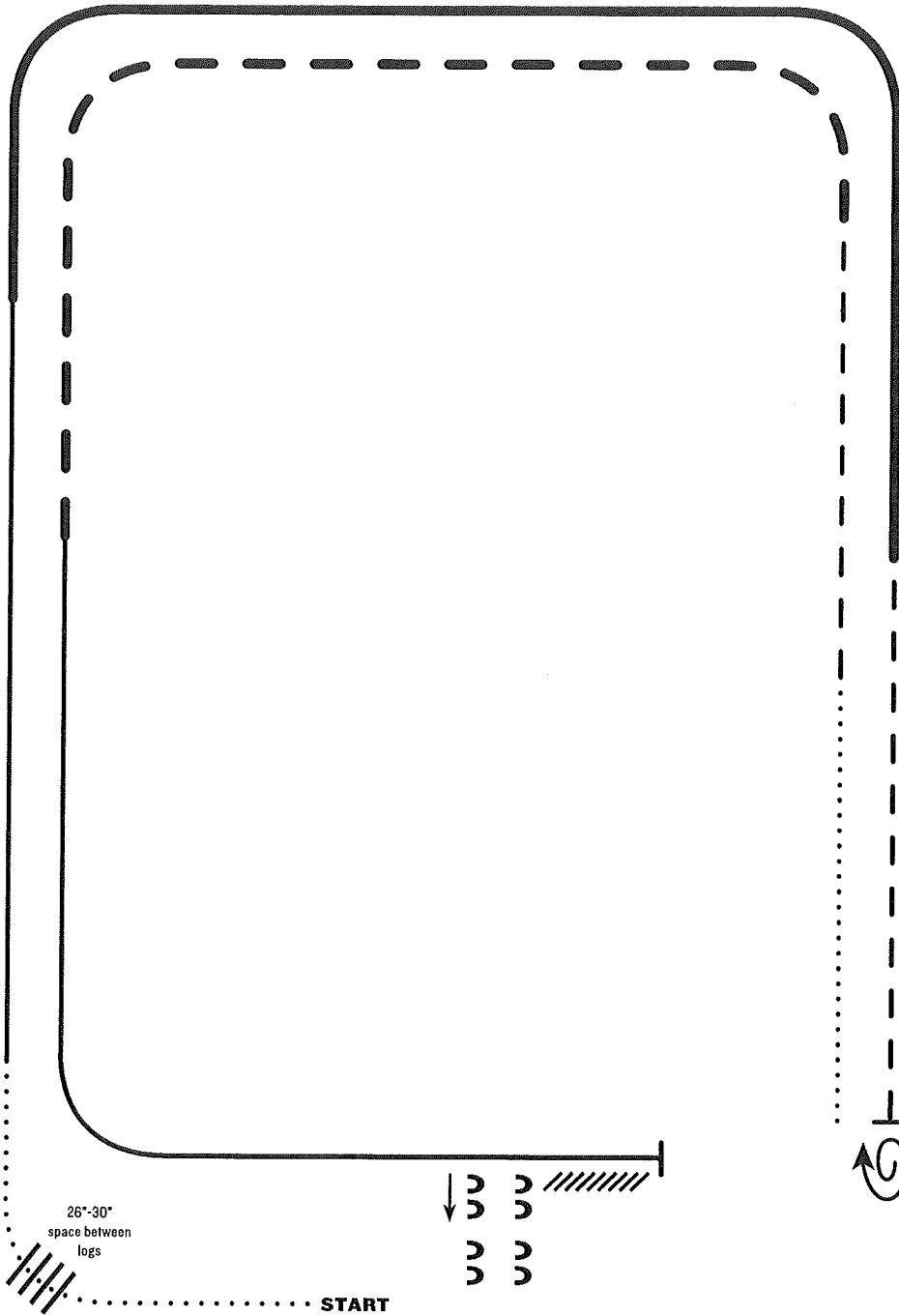
Start on left lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete  $3\frac{1}{2}$  spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete  $3\frac{1}{2}$  spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.

# RANCH RIDING - PATTERN 6

## LEGEND

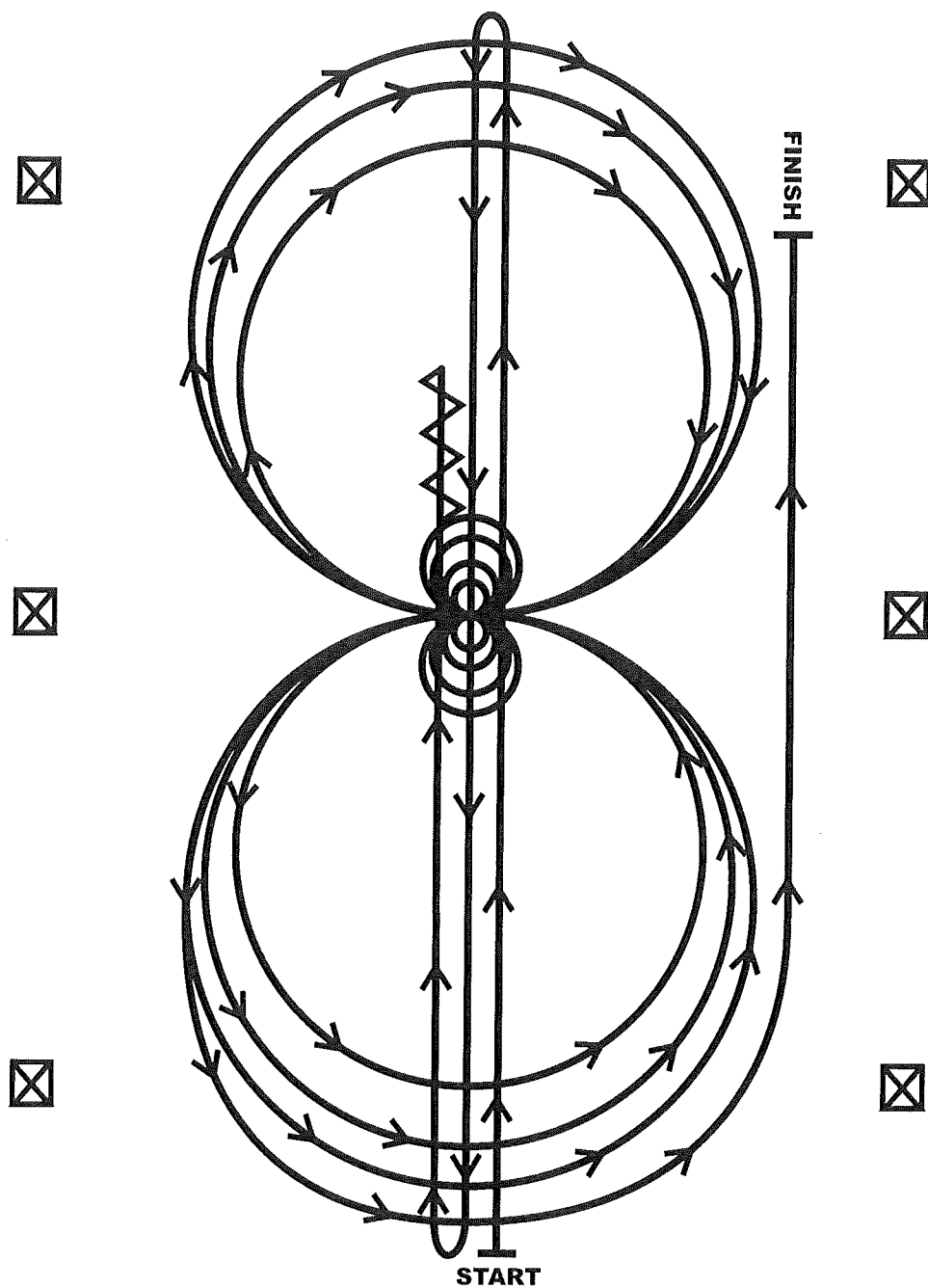
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
\\	Lead Change



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

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.

# REINING PATTERN I



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.