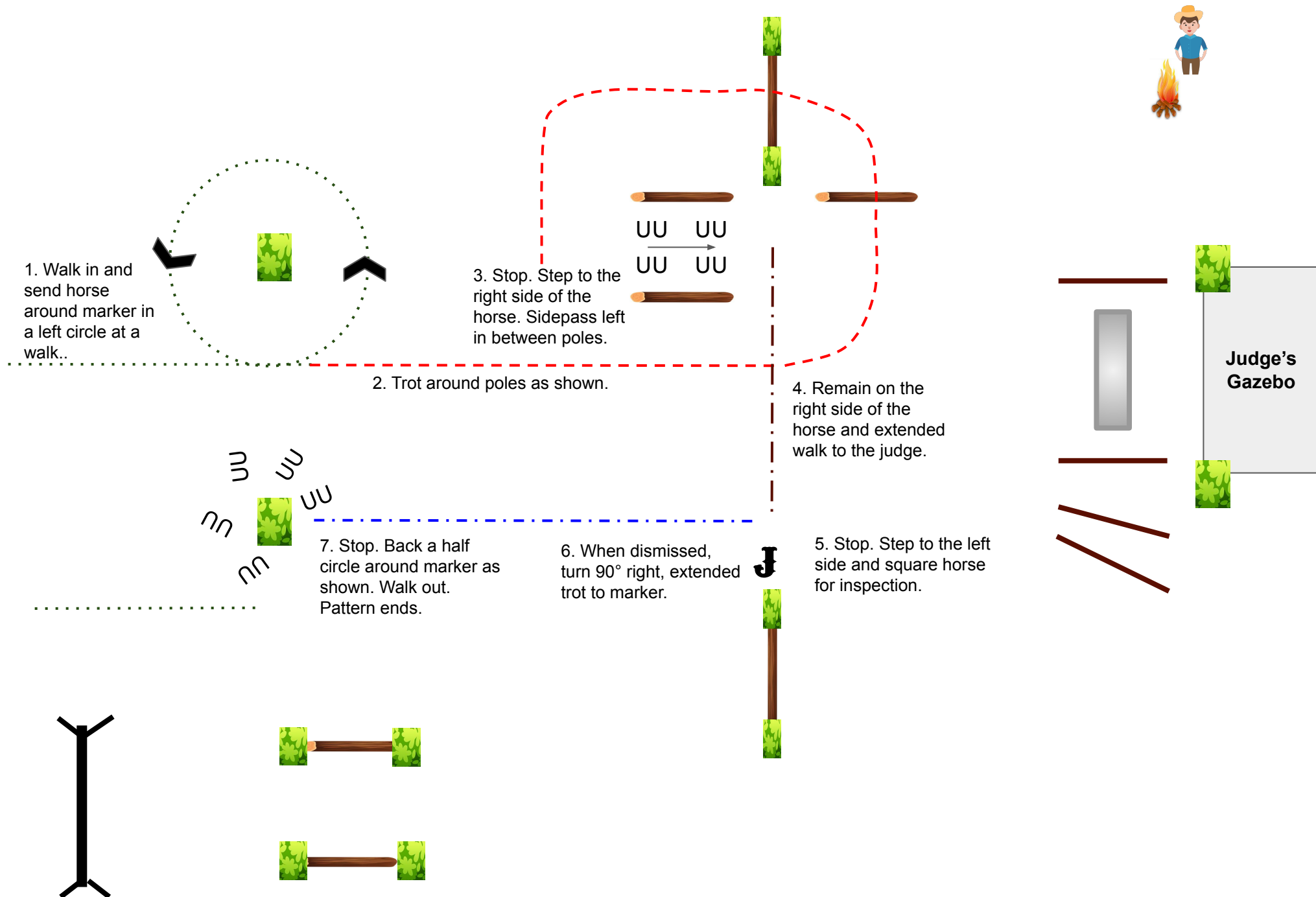


2022 NC State 4-H Horse Show

Class 123 & 124 Ranch Ground Handling Senior & Junior

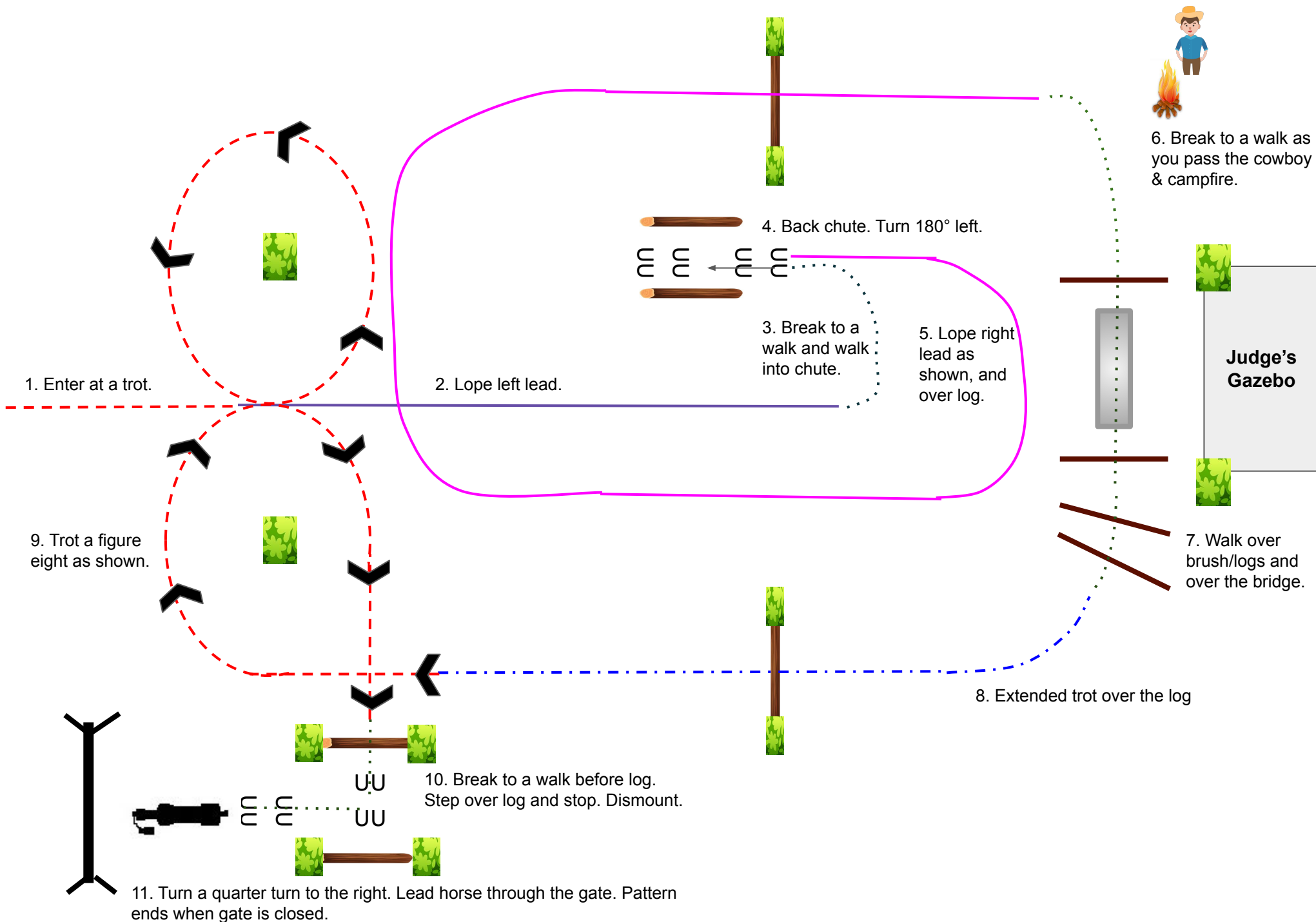
Show Date: July 9, 2022



2022 NC State 4-H Horse Show

Class 126 Ranch Trail Junior

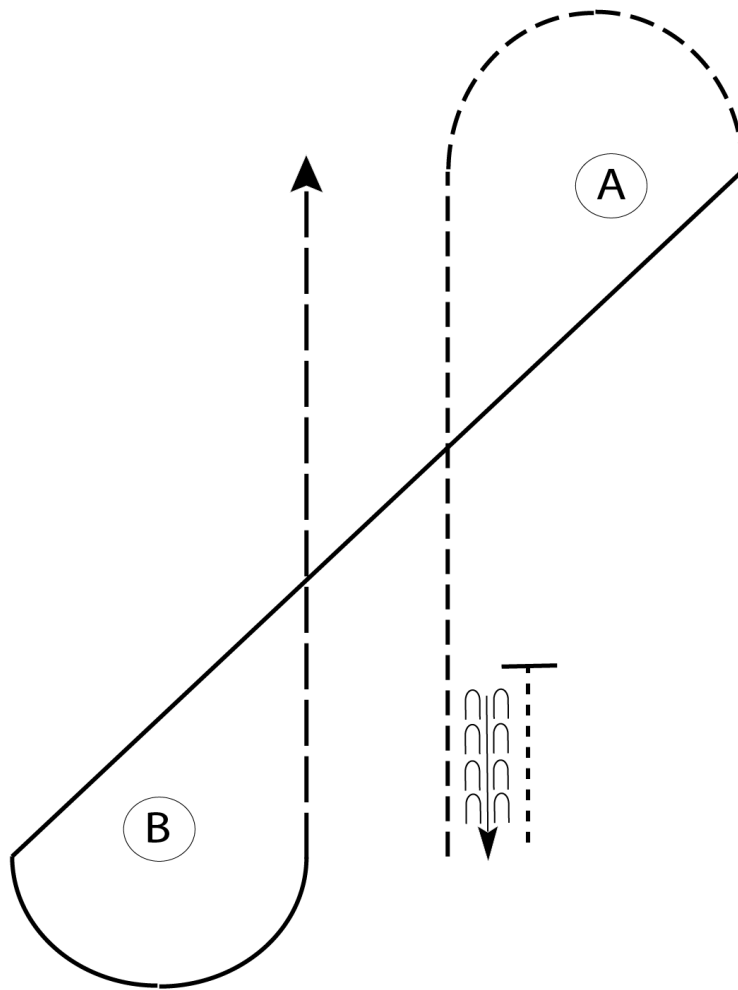
Show Date: July 9, 2022



2022 NC State 4-H Horse Show

Ranch Horsemanship (Junior) (Class 143)

Show Date: 07-10-2022



Be ready lined up to A.

1. Walk approximately 2 horse lengths toward A.
2. Stop and back until even with B.
3. Jog to and around A.
4. Lope on the left lead to and around B.
5. Extended jog in a straight line.
6. Pattern is over once you have passed A.

Follow the instructions of your ring steward.

Exhibitors will perform their pattern to the green 4-H cones.

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

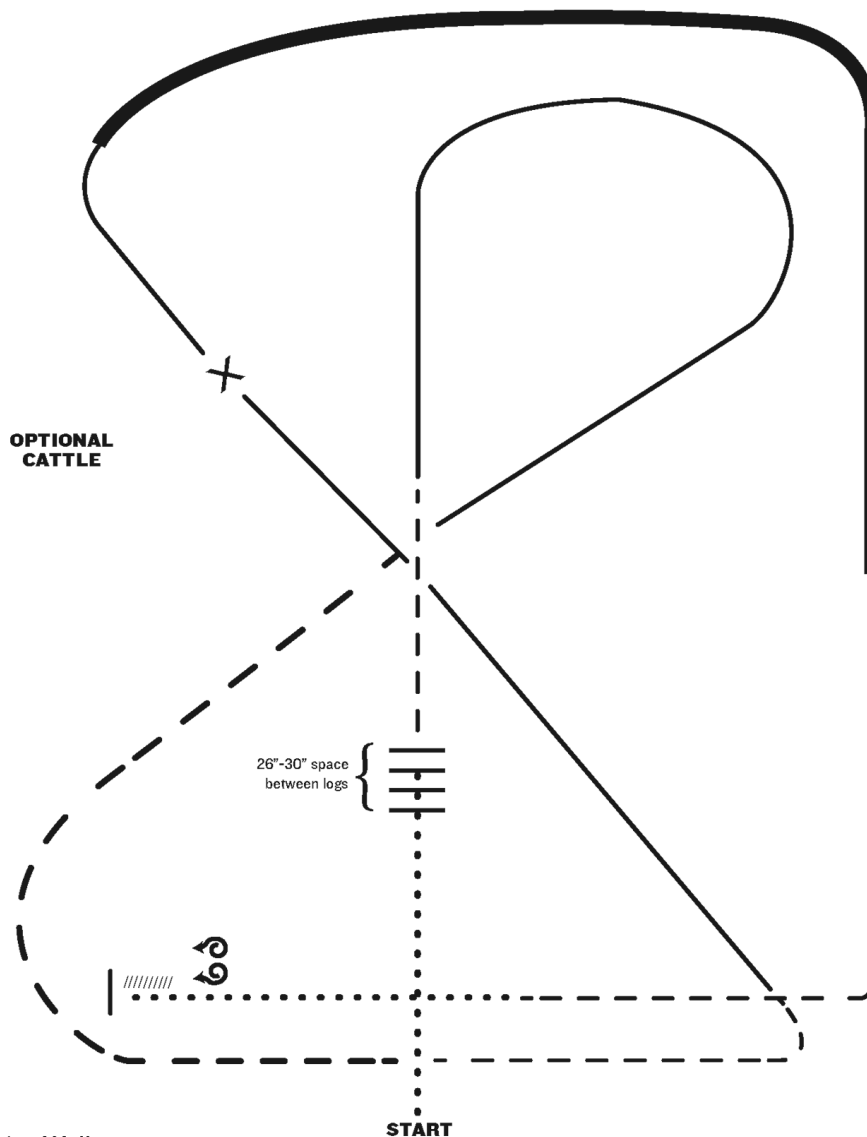
[WH/1-92]

Pattern Provided by:
Show Management

2022 NC State 4-H Horse Show

Ranch Riding JR & SR (Classes 144 & 145)

Show Date: 07-10-2022



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 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-5]

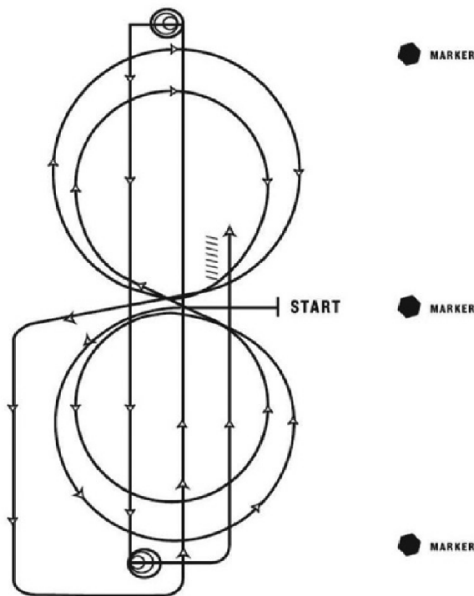
Pattern Provided by:
Show Management

2022 NC State 4-H Horse Show

Class 146 & 147 Ranch Reining Senior and Junior

Show Date: July 10, 2022

Ranch Reining Pattern 7



Mandatory Markers: The judge shall indicate with markers on arena fence the center of the pattern. Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right.
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left.
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left.
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right.
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line.
10. Hesitate to complete pattern.

Pattern Provided by:
Show Management