

Inter-Mountain RANCH VERSATILITY RENDEZVOUS ENTRY

DIVISION: _____ (OPEN, ADV., INT., LIMITED, NOVICE, YOUTH, WALK/TROT)
NAME: _____ **GS #:** _____
ADDRESS: _____
CITY: _____ **STATE:** _____ **ZIP:** _____
PHONE #: _____ **EMAIL:** _____
HORSE NAME: _____

All Around Entry

_____ \$400 ALL AROUND (ALL 5 CLASSES)	ALL AROUND: \$ _____
_____ \$300 YOUTH ALL AROUND	INDIVIDUAL CLASSES: \$ _____
	STALL: \$ _____
	RV PARK: \$ _____
	DRY CAMPING: \$ _____
	DRUG FEE: \$14 (REQUIRED)
	GS FEE: \$35 (REQUIRED)
	<i>Total:</i> _____

Individual Class Entry

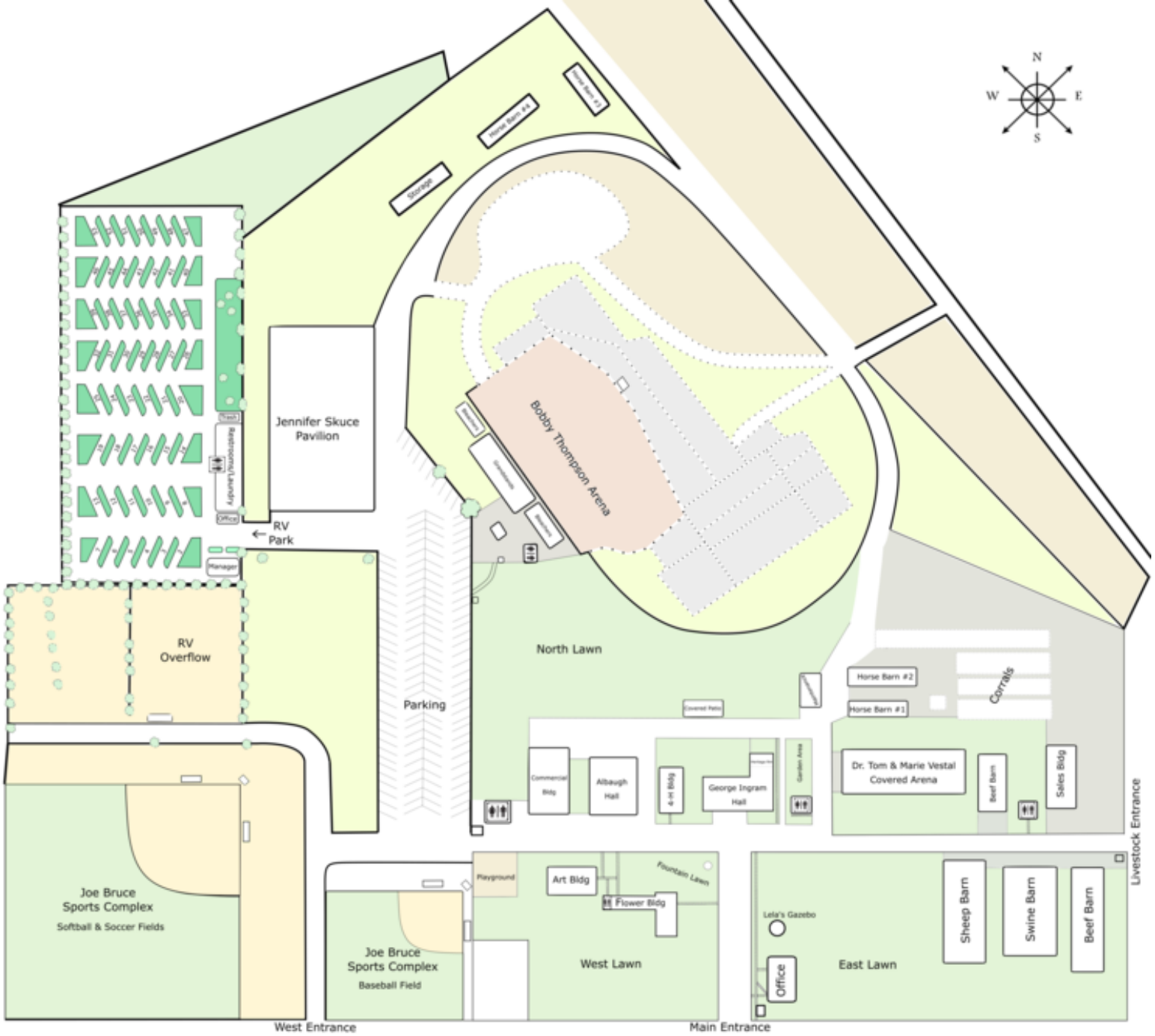
_____ \$170 RANCH CUTTING
_____ \$45 RANCH REINING
_____ \$100 RANCH COW WORK
_____ \$45 RANCH RIDING
_____ \$45 RANCH TRAIL

High School Classes ONLY!

_____ \$125 CUTTING	<i>Make Checks Payable to:</i> KT TRAINING
_____ \$75 COW HORSE	

Camping & Stalls/ Per Night!

_____ \$25 STALL	<i>Mail or Email Entries to:</i> HARLEE BURTSCHI 6780 MARTIN LN IONE, CA 95640 HARLEEBHEREFORD@GMAIL.COM
_____ \$15 DRY CAMPING	
_____ \$45 RV PARK FULL HOOK-UPS	
_____ FRI. _____ SAT. _____ SUN.	

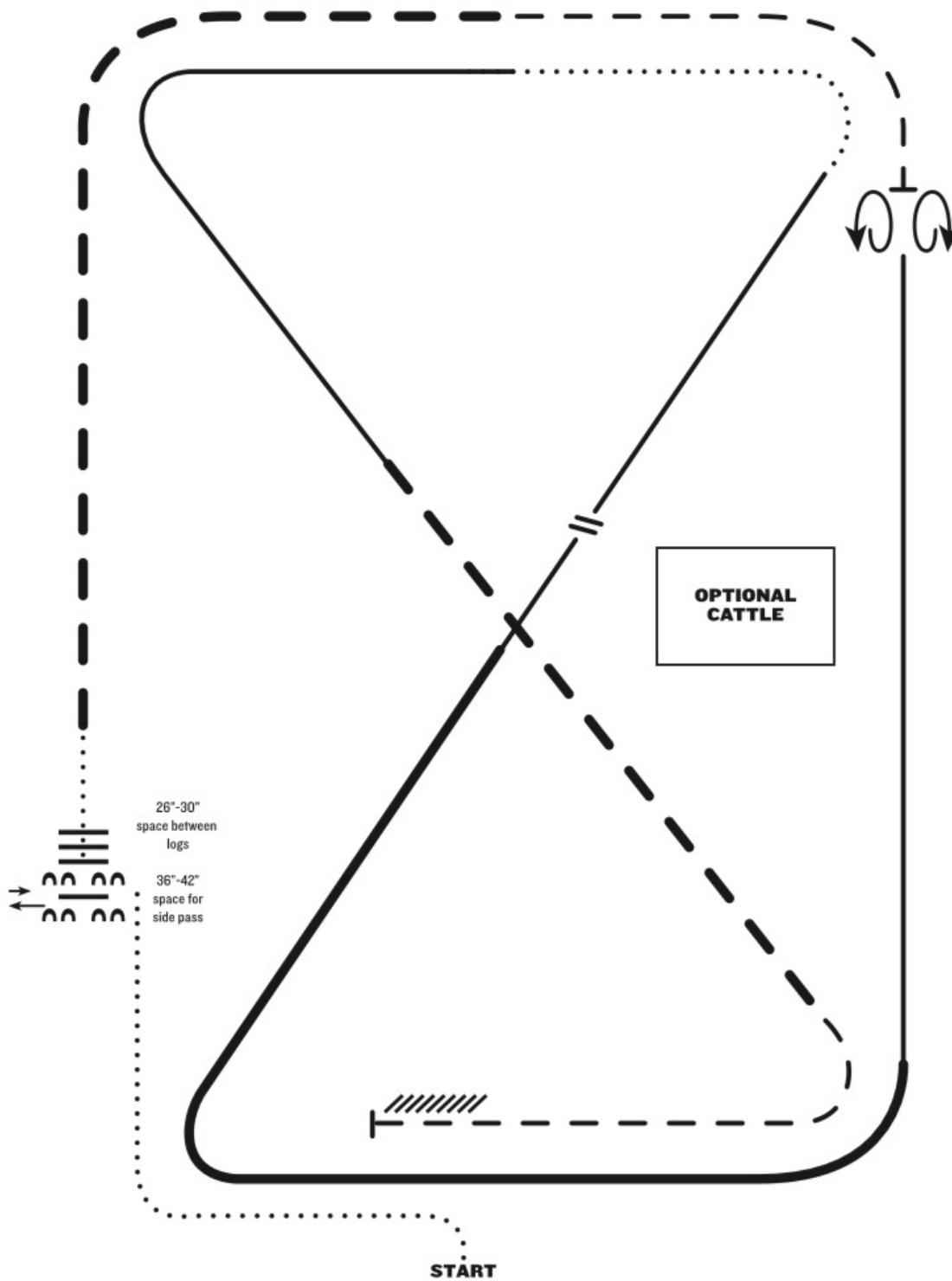


**NO HORSES
ALLOWED IN
RV HOOK-UP AREA**

RANCH RIDING - PATTERN 8

LEGEND

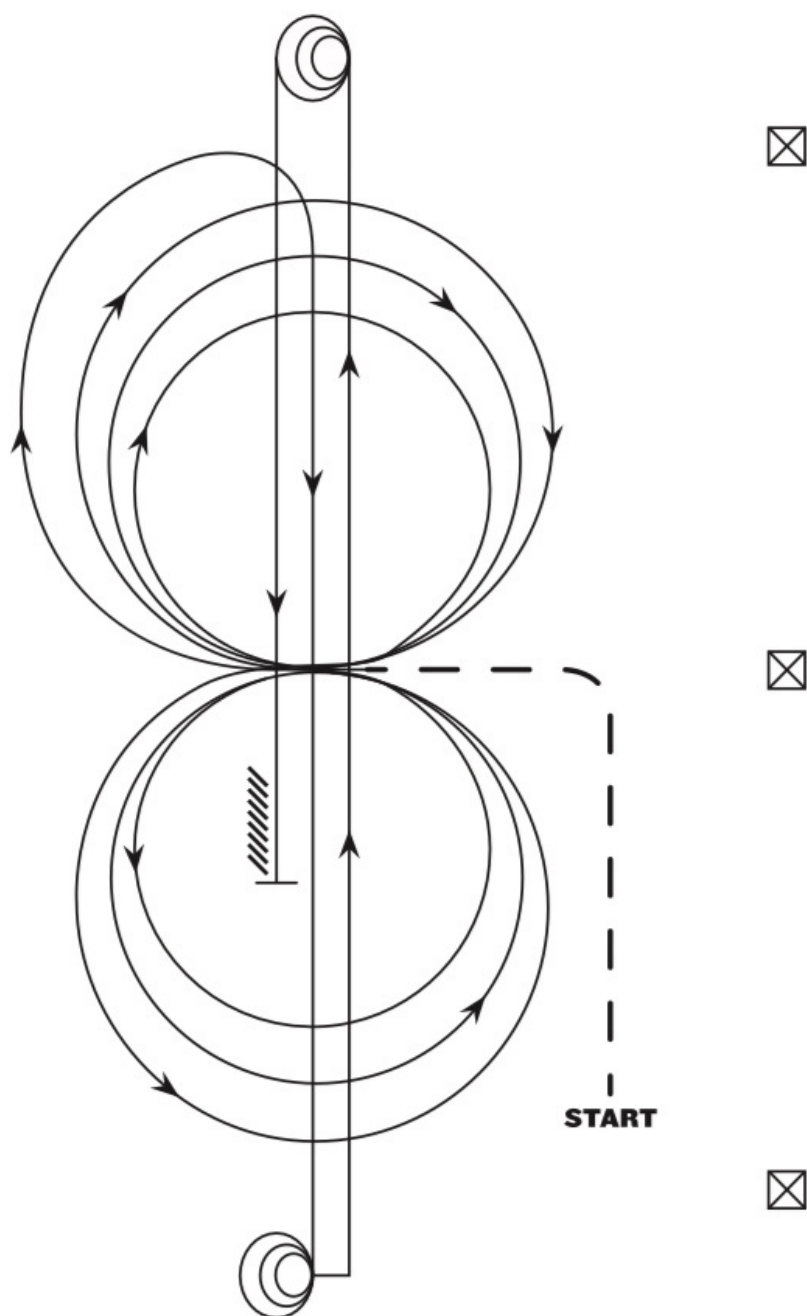
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



- I. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
- II. Lope left lead
12. Extended trot
13. Trot
14. 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.

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.