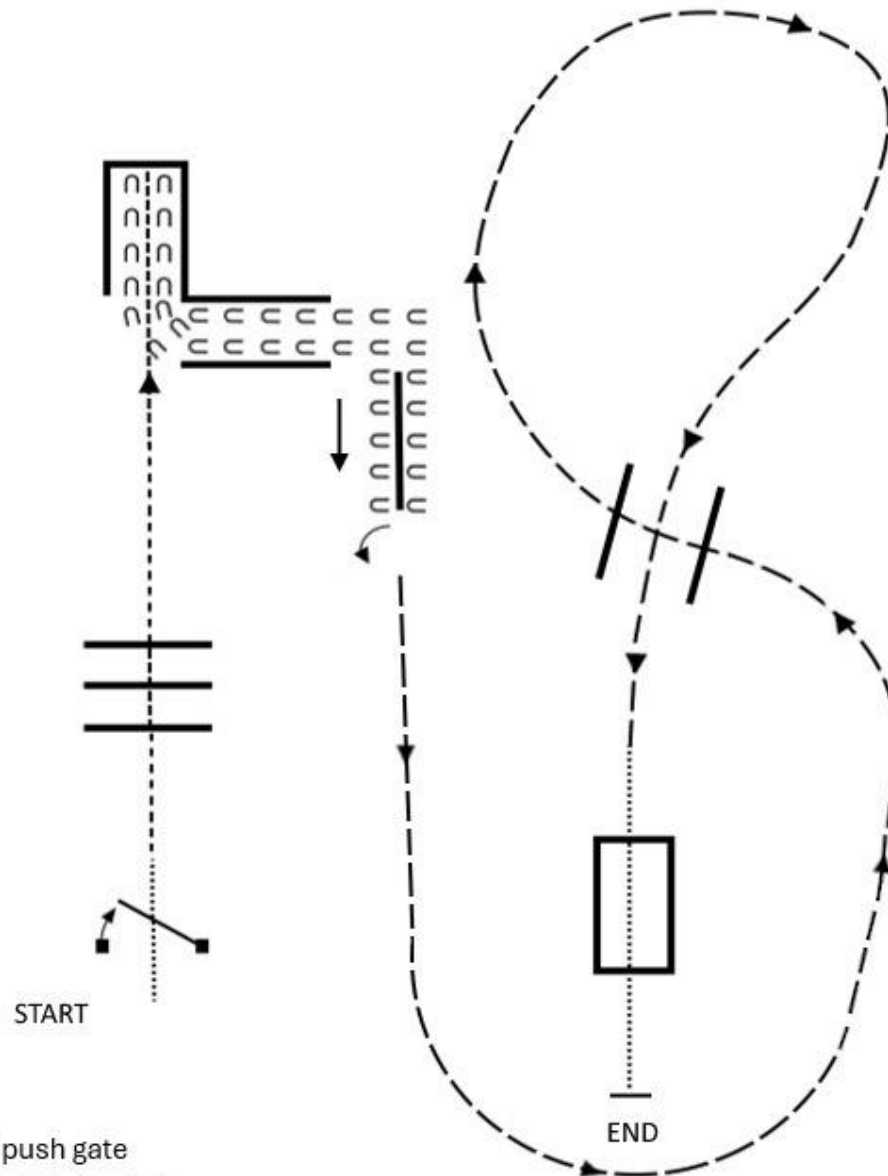


# Virginia Commonwealth Games

## In Hand Trail

Show Date: July 2026



1. Walk, RH push gate
2. Trot over logs into chute
3. Back chute
4. Side-pass left over log, 90° left
5. Extended trot
6. Drag circle to right, preferred gait  
(Youth trot circle, no drag)
7. Extended trot over logs then thru logs
8. Walk bridge, halt

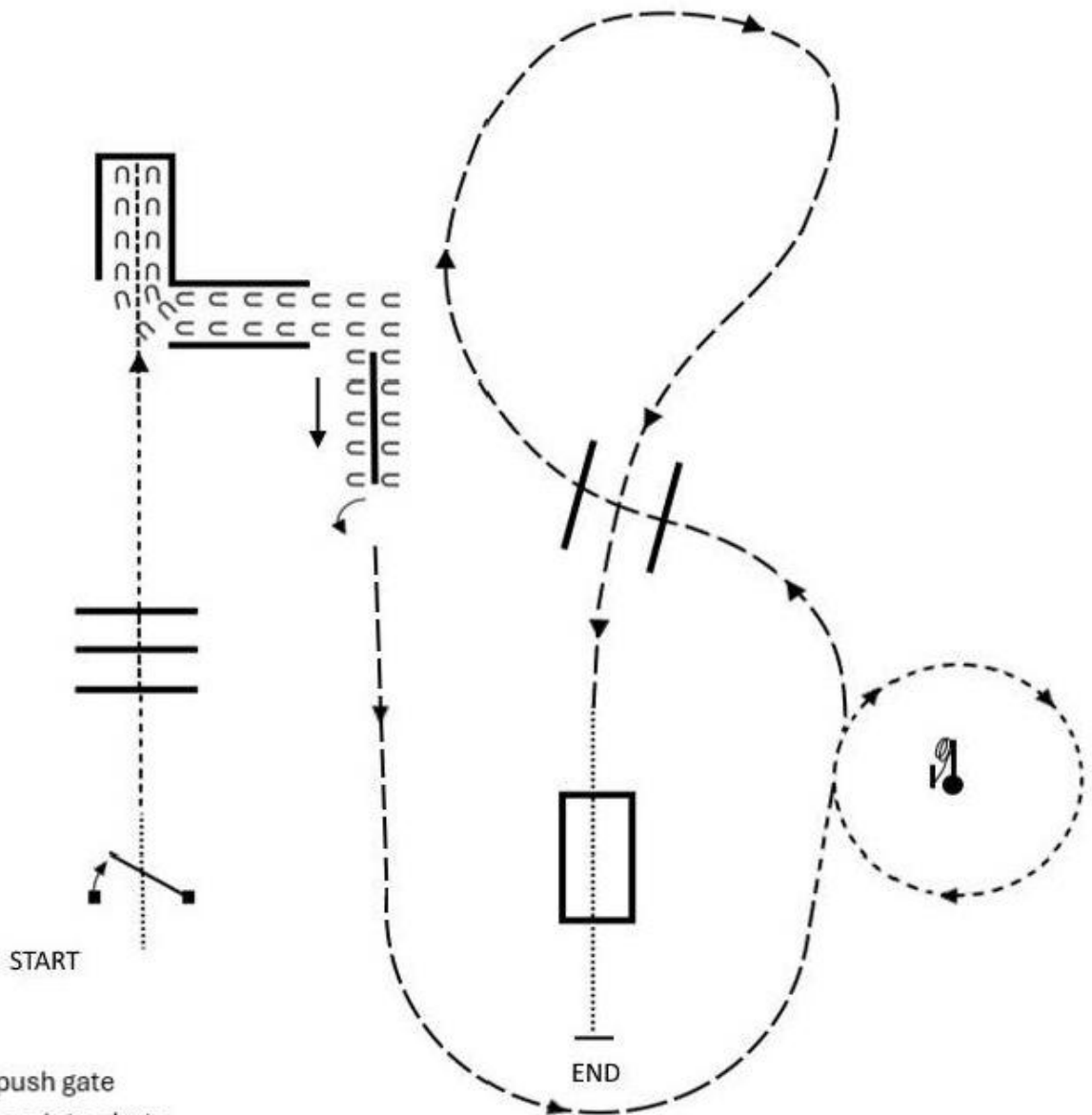
Pattern Provided by:

*Pat Benton*

# Virginia Commonwealth Games

## Ranch Trail (All W-T)

Show Date: July 2026



1. Walk, RH push gate
2. Trot over logs into chute
3. Back chute
4. Side-pass left over log 90° left
5. Extended Trot
6. Drag circle to right, preferred gait  
(Youth & NP trot circle, no drag)
7. Extended trot over logs then thru logs
8. Walk bridge, halt

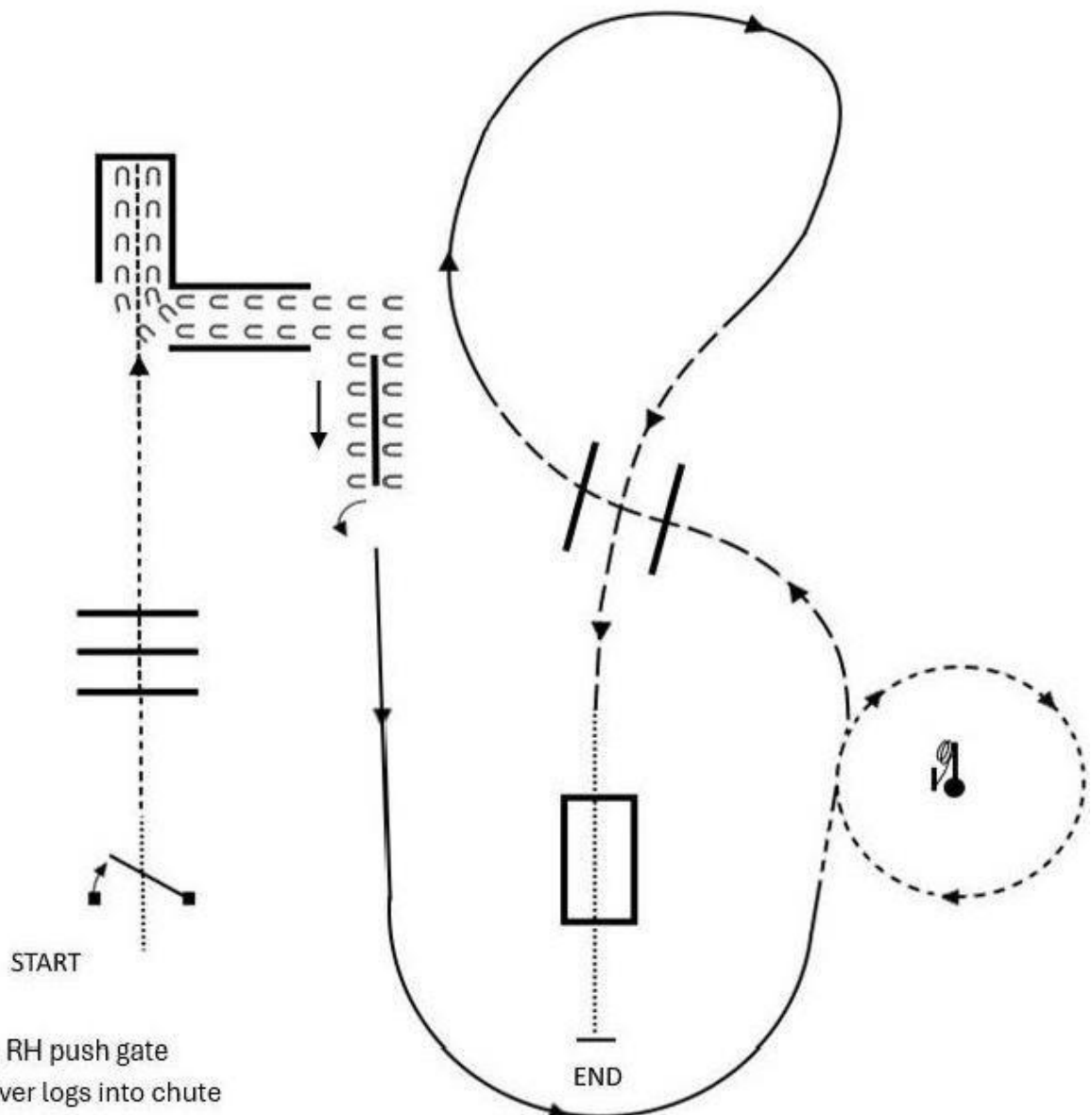
Pattern Provided by:

*Pat Benton*

# Virginia Commonwealth Games

## Ranch Trail (All W-T-L)

Show Date: July 2026



1. Walk, RH push gate
2. Trot over logs into chute
3. Back chute
4. Side-pass left over log 90° left
5. Lope left lead
6. Drag circle to right, preferred gait  
(Youth & NP trot circle, no drag)
7. Extended trot over logs
8. Lope right lead
9. Extended trot thru logs
10. Walk bridge, halt

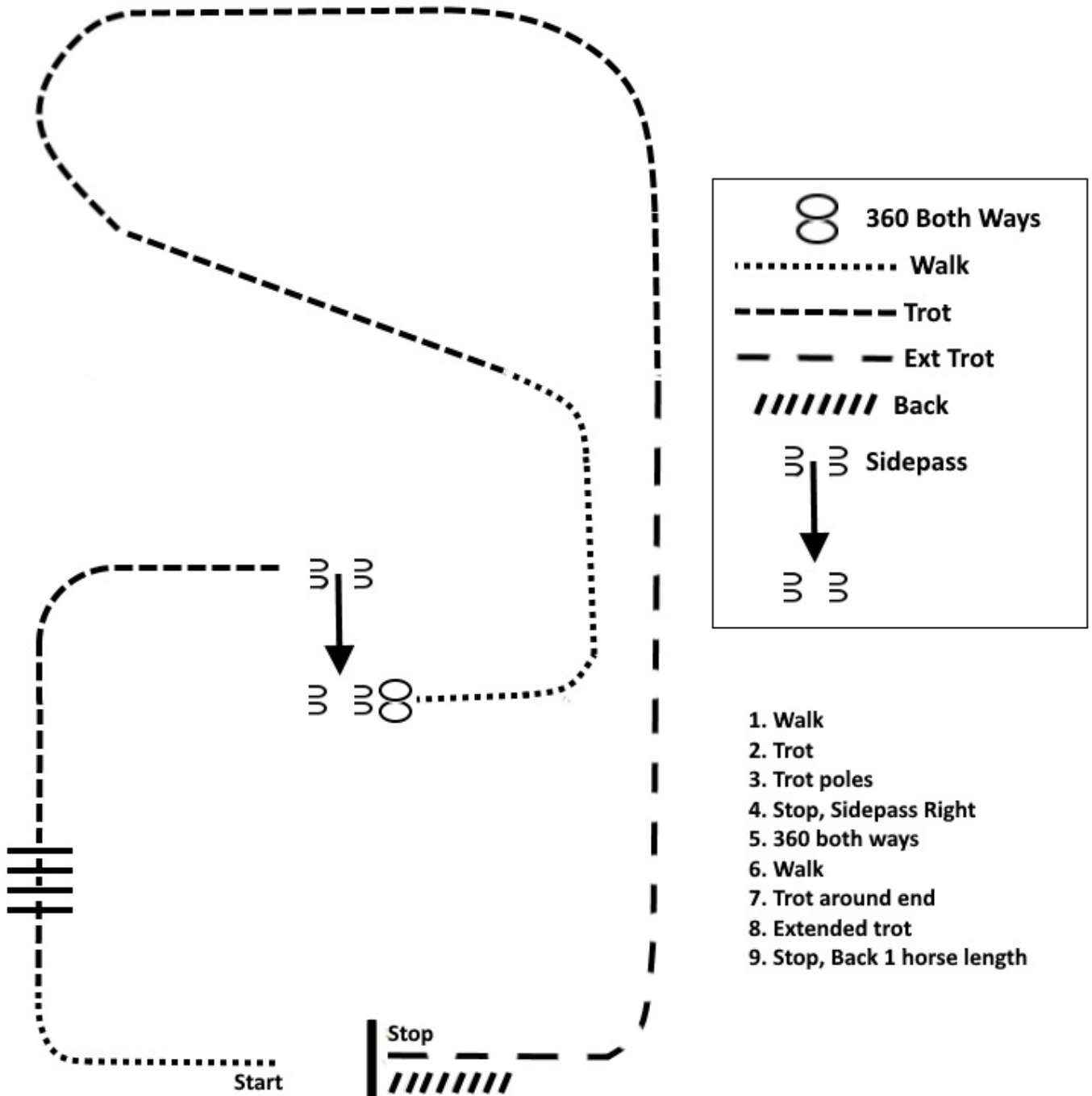
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# Virginia Commonwealth Games

## Ranch Riding (All W-T)

Show Date: July 2026



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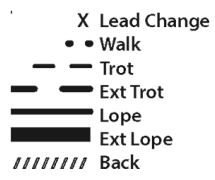
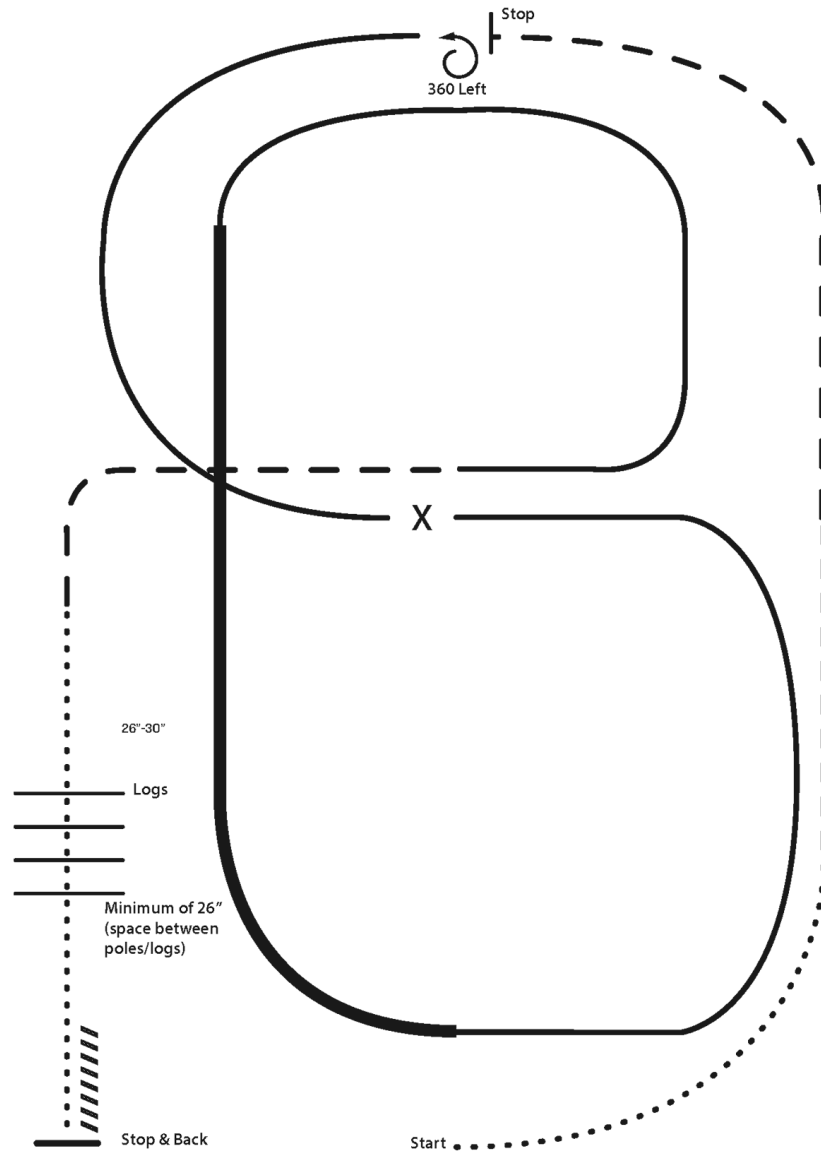
# Virginia Commonwealth Games

## Ranch Riding (All W-T-L)

Show Date: July 2026

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1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

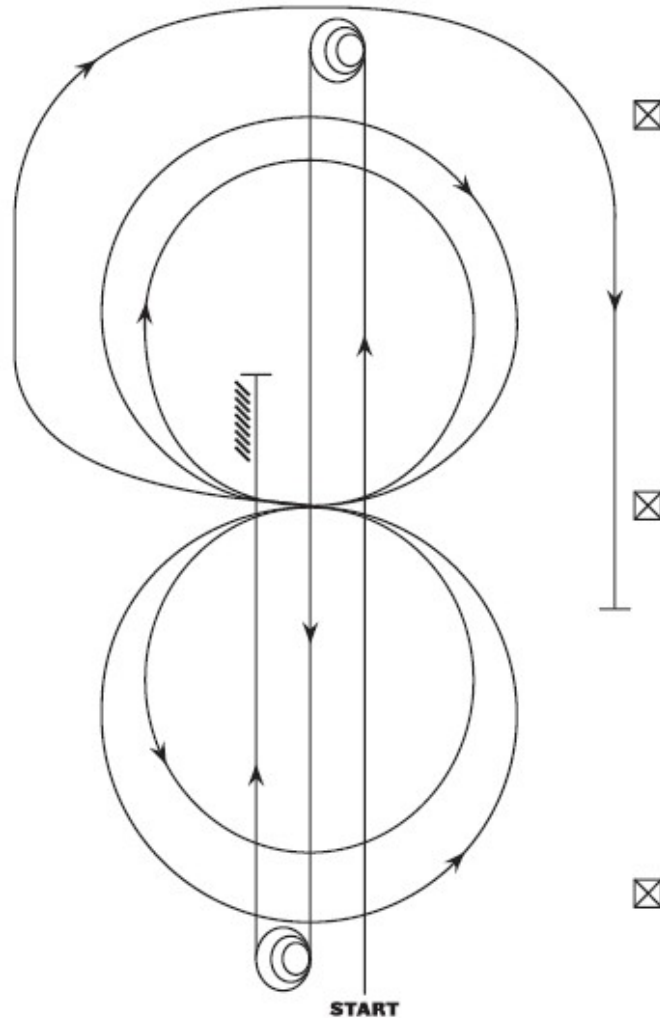
[RR/AQHA-1]

Pattern Provided by:  
*Pat Benton*

# Virginia Commonwealth Games

## Ranch Reining (All Classes)

Show Date: July 2026



**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

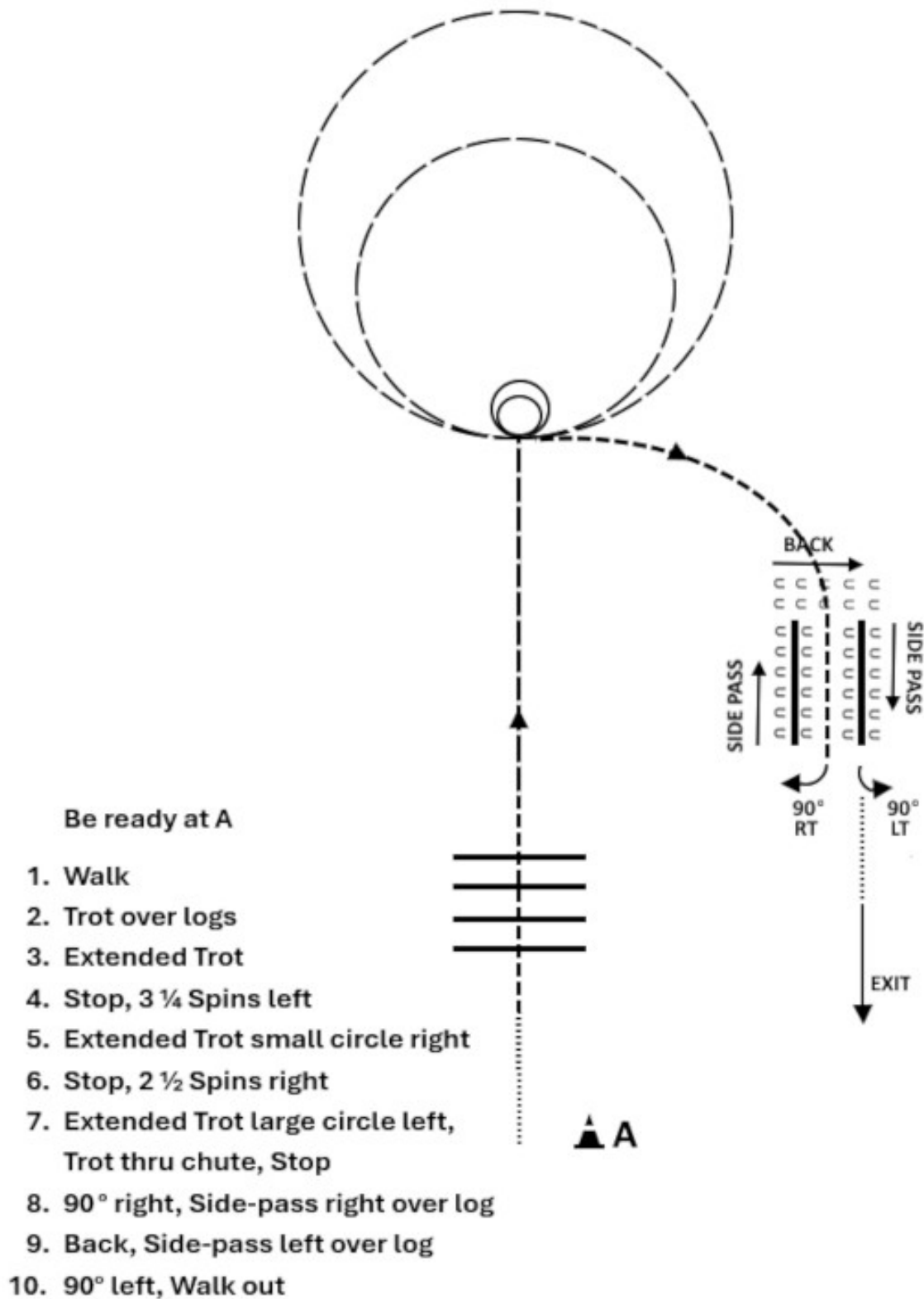
**Pattern Provided by:**

*Pat Benton*

# Virginia Commonwealth Games

## Ranchmanship (All W-T)

Show Date: July 2026



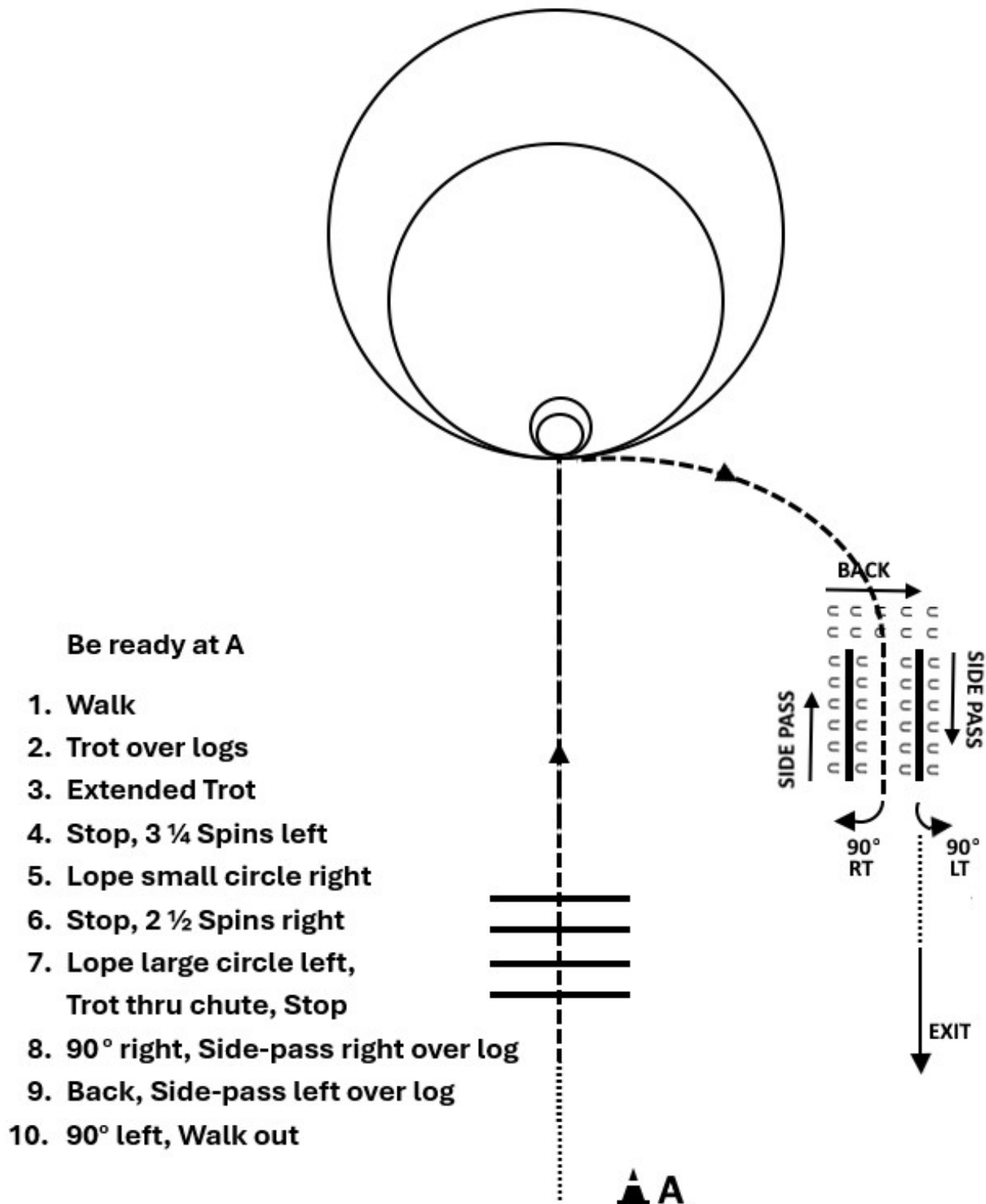
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# Virginia Commonwealth Games

## Ranchmanship (All W-T-L)

Show Date: July 2026



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*Pat Benton*