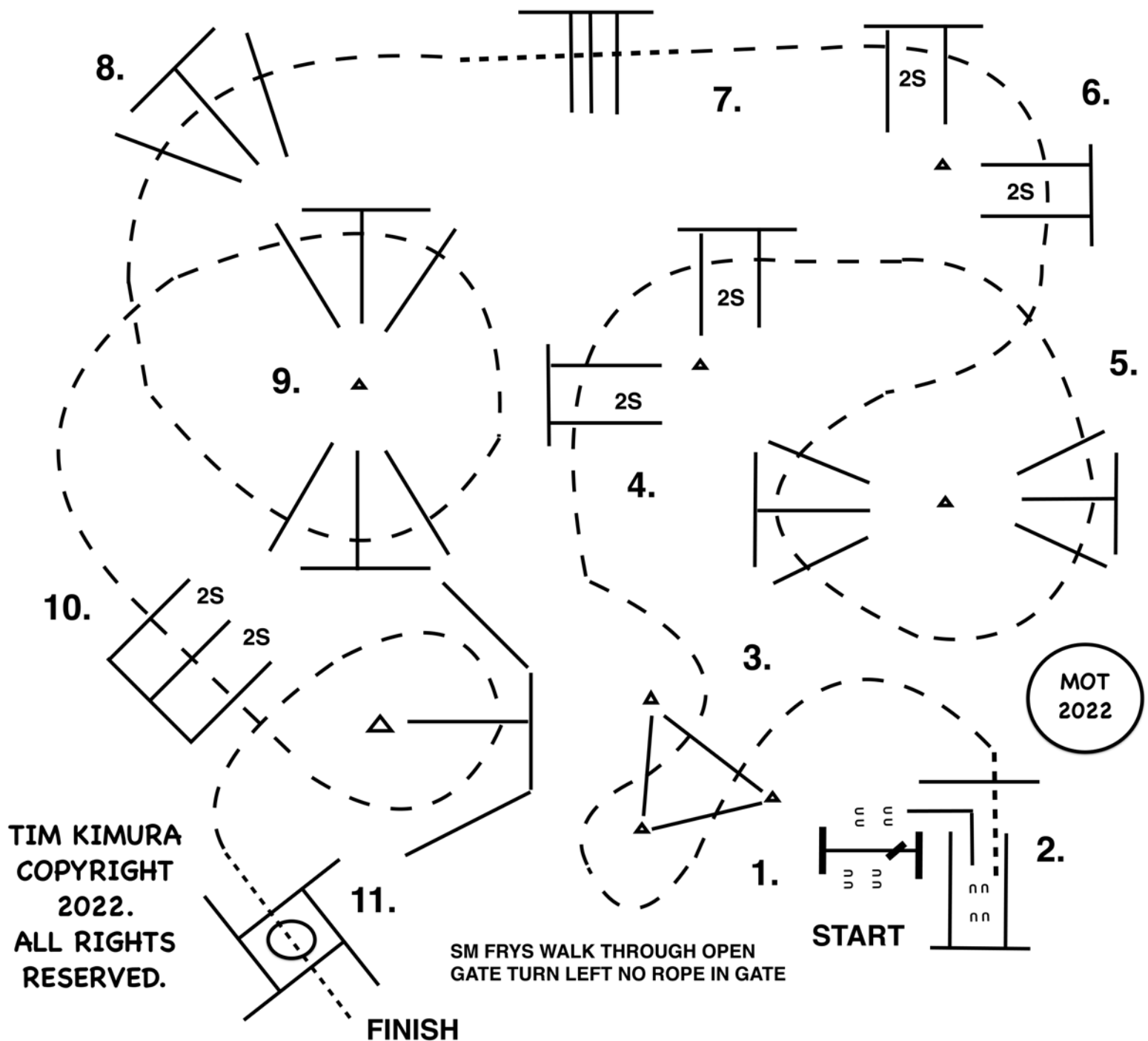


2022 IQHA FALL CLASSIC & BREEDERS FUTURITY

IQHA 9 & UNDER WT TRAIL
LEVEL 1 YOUTH WT TRAIL
LEVEL 1 AMATEUR WT TRAIL

WEDNESDAY ~ JACOBSON



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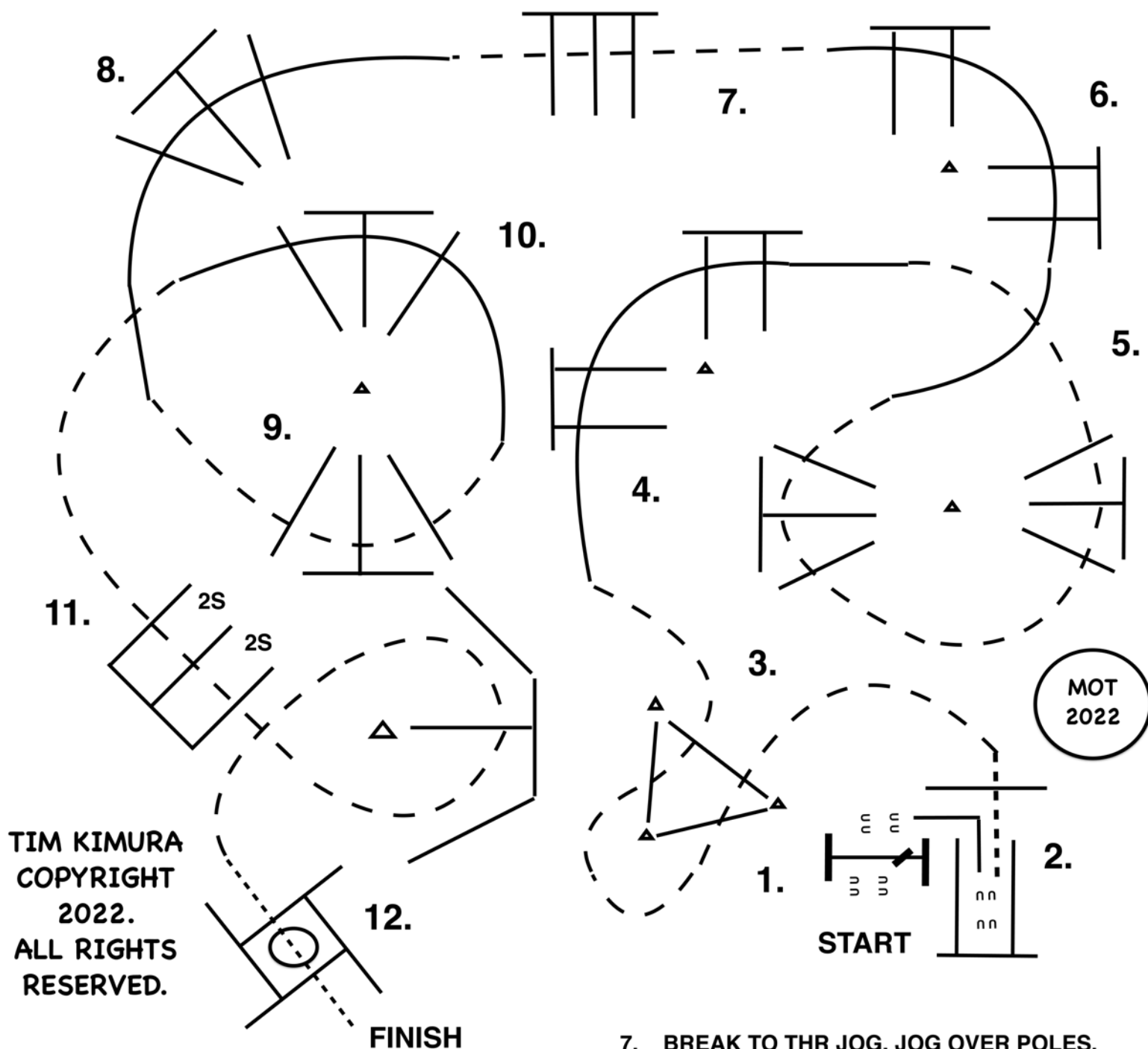
1. ROPE GATE LH OPEN , WALK OVER POLE AND CLOSE GATE.
2. BACK BETWEEN POLES, WALK OUT CHUTE
3. JOG AROUND CONES, JOG OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.

7. BREAK TO THE WALK, WALK OVER POLES.
8. JOG OVER POLES.
9. JOG OVER POLES.
10. JOG OVER POLES.
JOG AROUND CONE.
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLE.

2022 IQHA FALL CLASSIC & BREEDERS FUTURITY

WEDNESDAY ~ JACOBSON

LEVEL 1 TRAIL
LEVEL 1 AMATEUR TRAIL
LEVEL 1 YOUTH TRAIL



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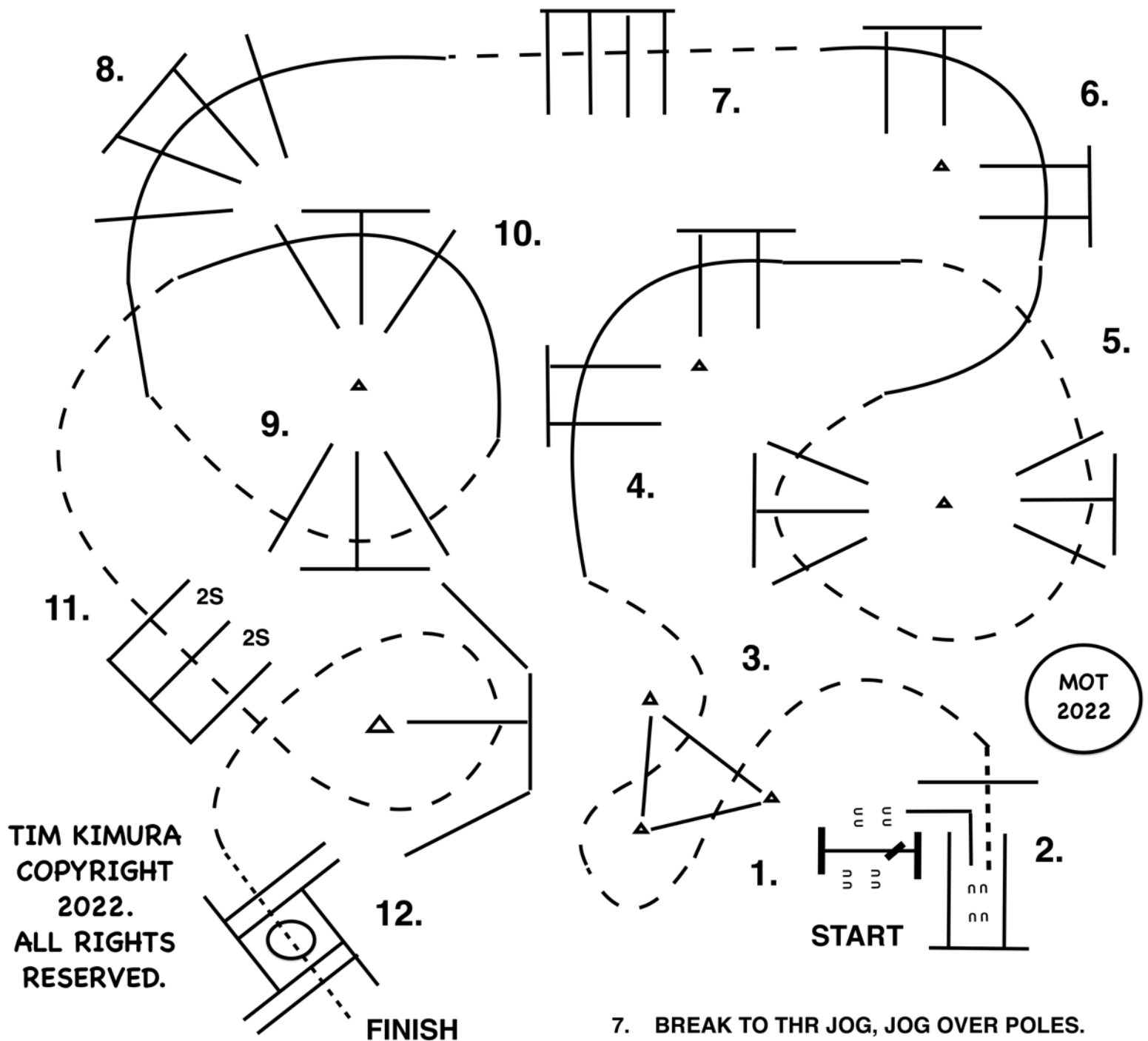
1. ROPE GATE LH OPEN , WALK OVER POLE AND CLOSE GATE.
2. BACK BETWEEN POLES, WALK OUT CHUTE
3. JOG AROUND CONES, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL).

7. BREAK TO THR JOG, JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG, JOG OVER POLES.
10. LOPE OVER POLES (LL).
11. BREAK TO THE JOG, JOG OVER POLES. JOG AROUND CONE.
12. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLE.

**2022 IQHA FALL CLASSIC
& BREEDERS FUTURITY**

**JUNIOR TRAIL - AMATEUR TRAIL
SELECT AMATEUR TRAIL - SENIOR TRAIL
YOUTH TRAIL**

WEDNESDAY ~ JACOBSON



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1. ROPE GATE LH OPEN , WALK OVER POLE AND CLOSE GATE.
2. BACK BETWEEN POLES, WALK OUT CHUTE
3. JOG AROUND CONES, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL).

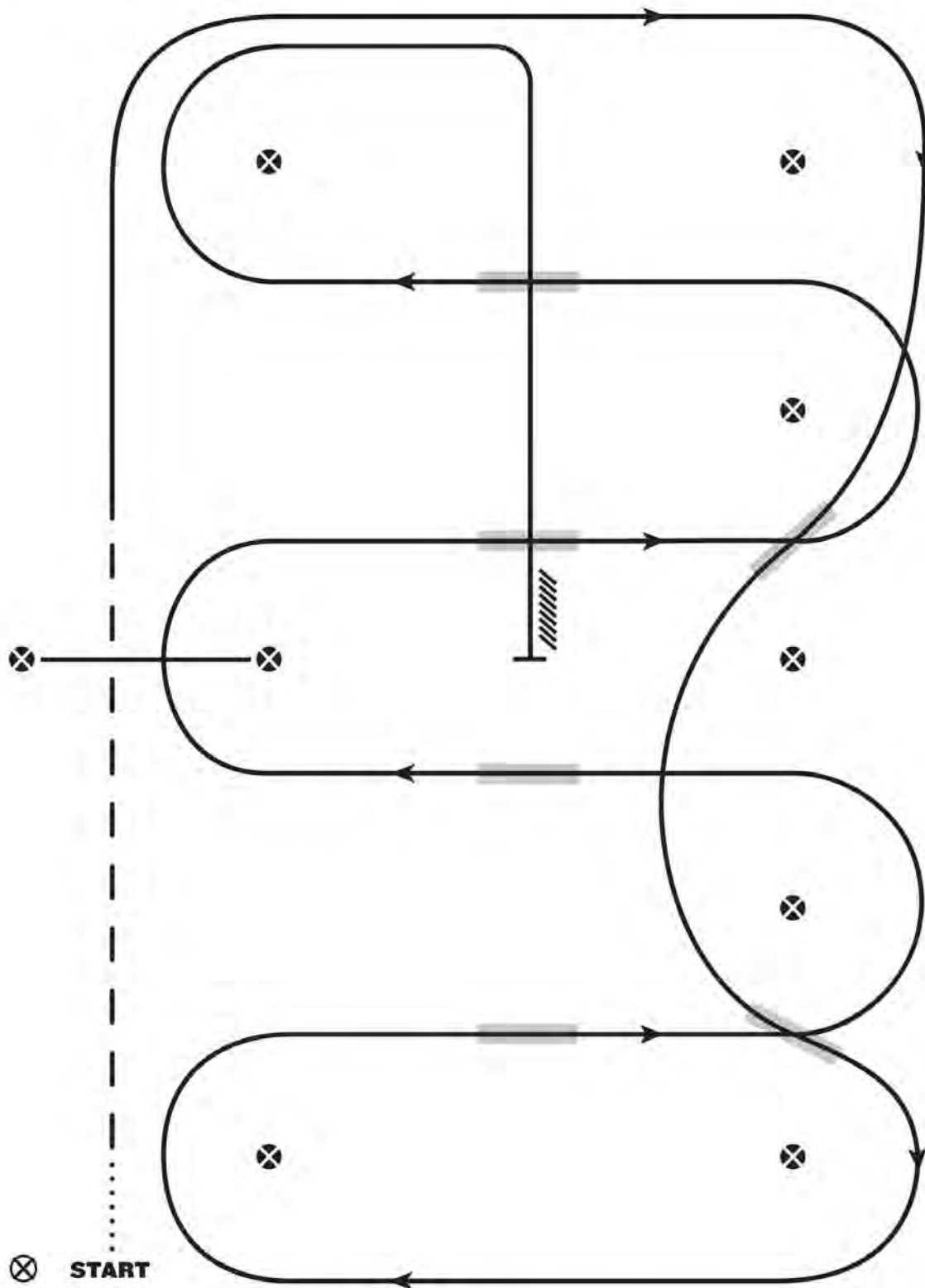
7. BREAK TO THR JOG, JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG, JOG OVER POLES.
10. LOPE OVER POLES (LL).
11. BREAK TO THE JOG, JOG OVER POLES. JOG AROUND CONE.
12. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLES.

LEVEL I WESTERN RIDING PATTERN 6

WEDNESDAY ~ JACOBSON

LEGEND

- Walk
- - - Jog
- Lope
- //// Back
- Lead Changing Area



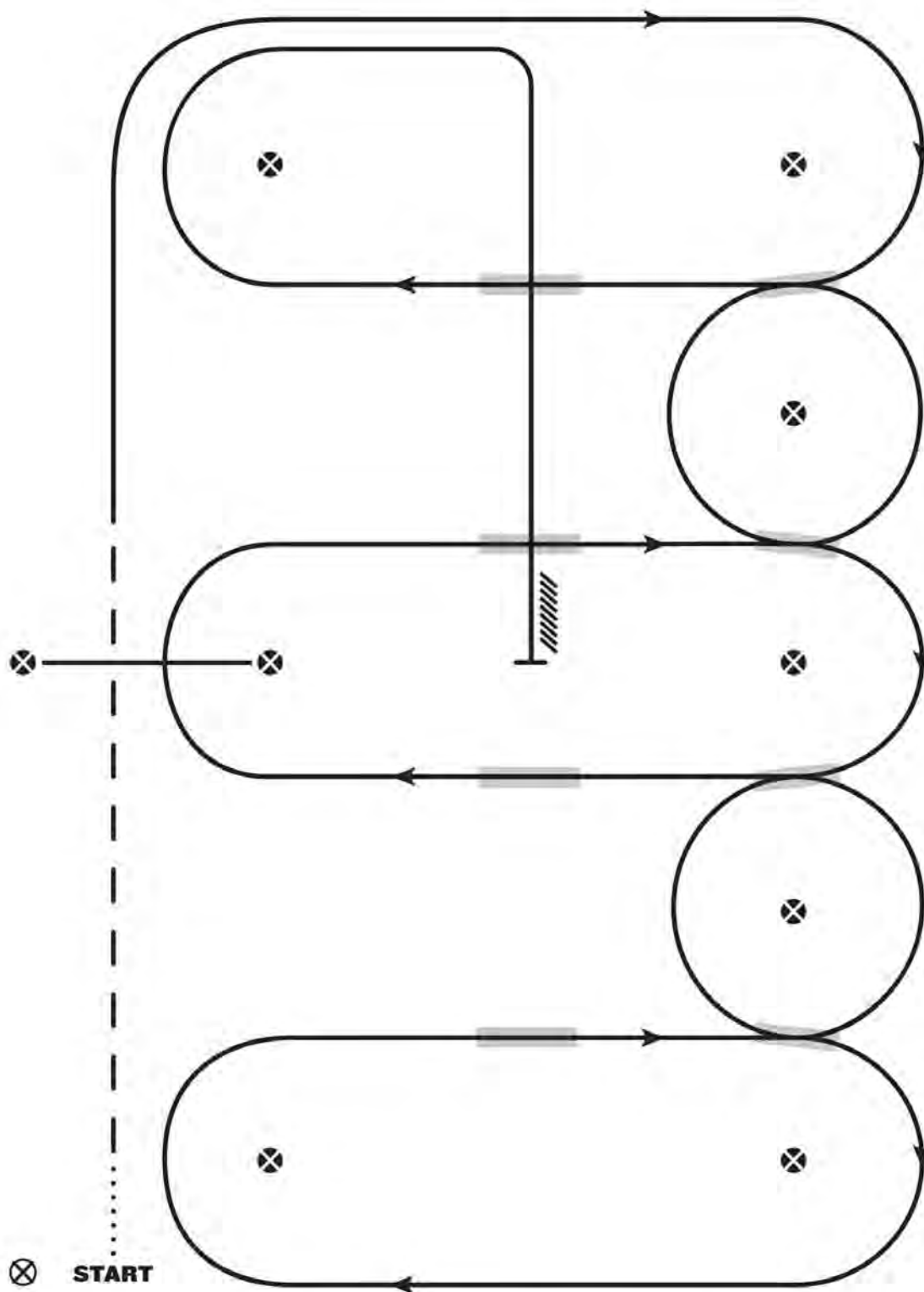
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

WESTERN RIDING - PATTERN 6

WEDNESDAY ~ JACOBSON

LEGEND

- Walk
- - - Jog
- Lope
- //// Back
- Lead Changing Area

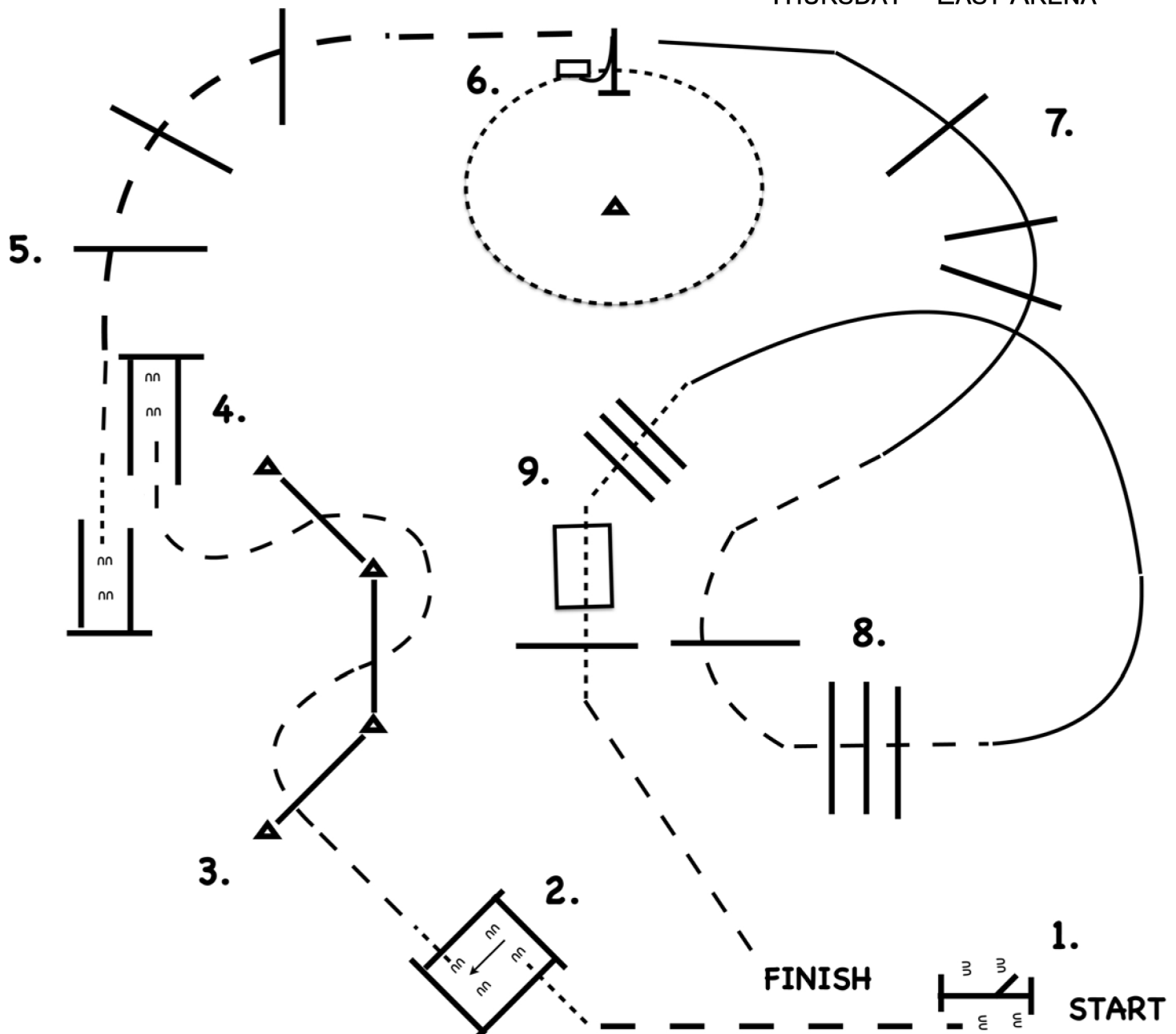


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

2022 IQHA FALL CLASSIC & BREEDERS FUTURITY

ALL AQHA & VRH RANCH TRAIL CLASSES

THURSDAY ~ EAST ARENA



1. WORK SOLID GATE RIGHT HAND PUSH OPEN.
2. EXTEND THE TROT, THEN BREAK TO THE WALK, WALK OVER LOG AND WALK INTO BOX, SIDE PASS LEFT, WALK OUT BOX, WALK OVER LOG.
3. TROT THROUGH SERPENTINE, TROT OVER LOGS.
4. TROT INTO CHUTE, BACK CHUTE TO CHUTE, WALK OUT CHUTE.
5. TROT A FEW STEPS THEN EXTEND THE TROT OVER LOGS.
6. PICK UP ROPE, DRAG LOG AROUND MARKER, OPTION WALK OR TROT. RETURN ROPE BACK TO HOOK.
*YOUTH CLASSES PICK UP BUCKET, WALK OR JOG AROUND MARKER RETURN BUCKET BACK TO HOOK.
7. LOPE RIGHT LEAD OVER LOGS.
8. BREAK TO A TROT, TROT OVER LOGS.
9. LOPE UP TO BRIDGE LEFT LEAD, WALK OVER LOGS AND OVER BRIDGE AND WALK OVER FINAL LOG, THEN EXIT PATTERN AT THE TROT TO FINISH.

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THURSDAY ~ EAST ARENA



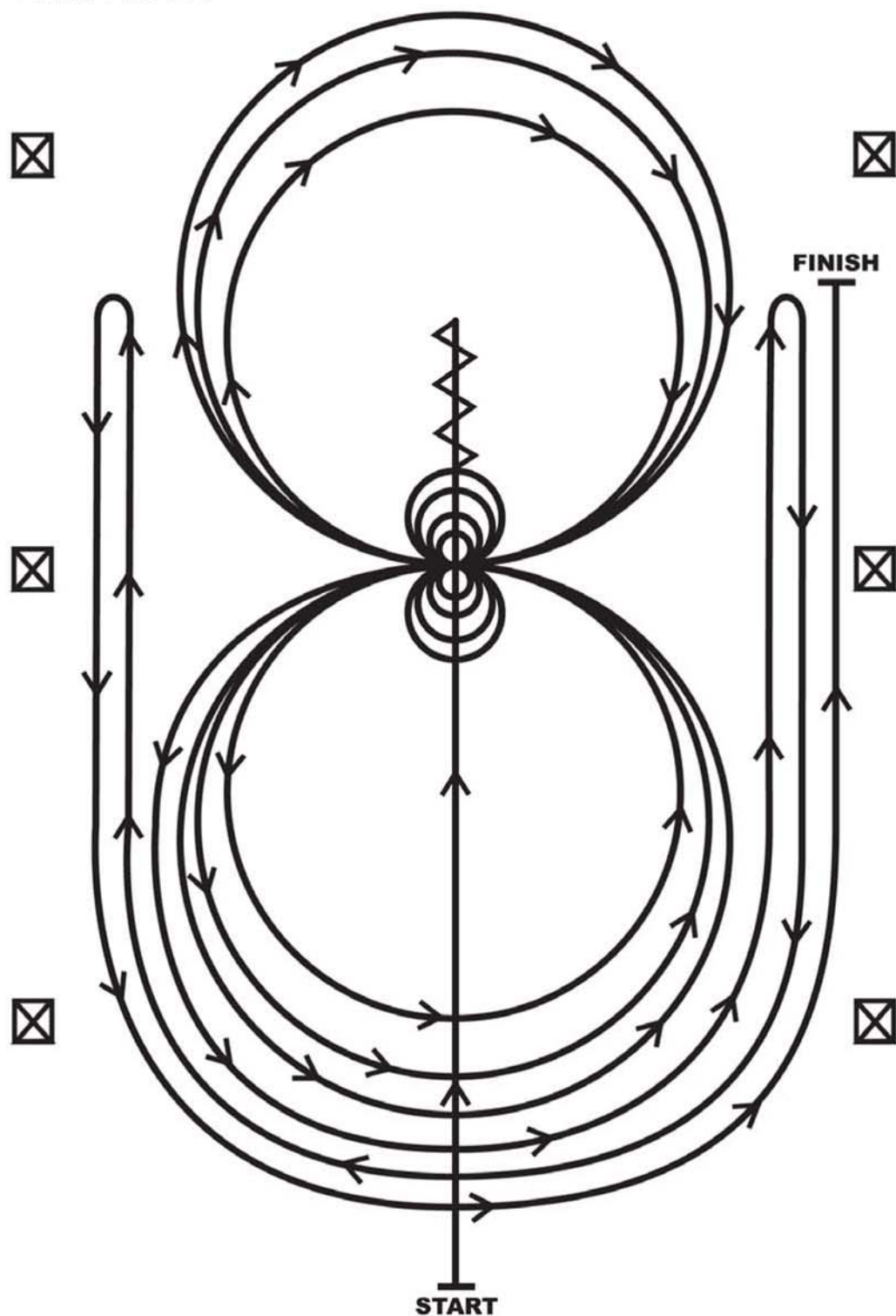
- Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

[RR/AQHA-6]

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AQHA REINING PATTERN 9

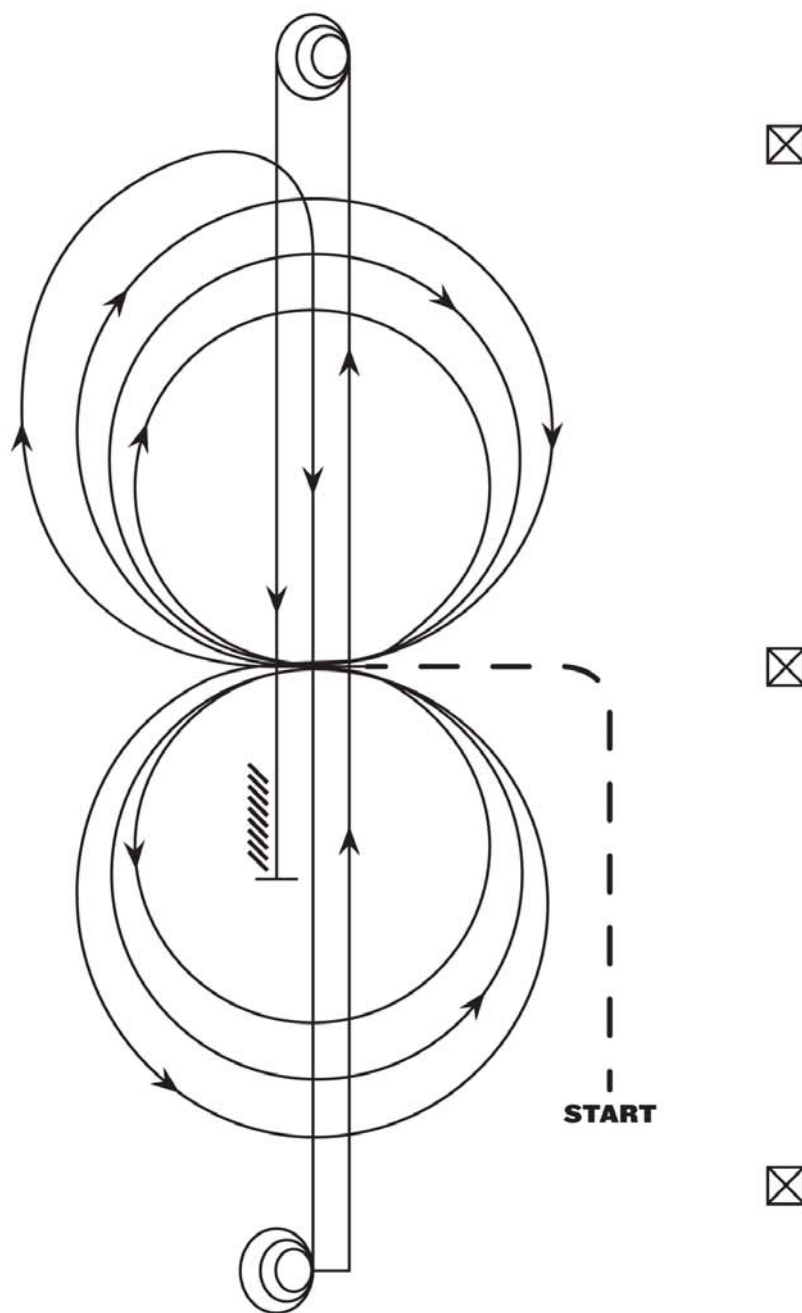
THURSDAY ~ EAST ARENA



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

VRH AND RHC RANCH REINING PATTERN 3

THURSDAY ~ EAST ARENA



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.

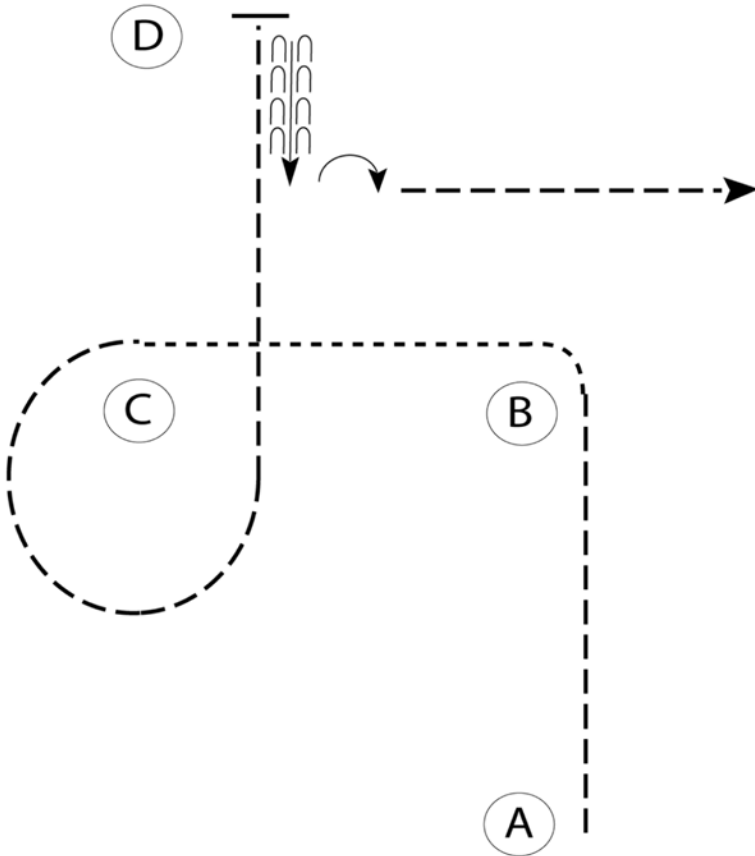
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

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.

Iowa Circuit

HORSEMANSHIP ~ WALK TROT

THURSDAY ~ JACOBSON



Be ready at A.

1. Jog to B.
2. Walk around B to the left and to C.
3. Jog at C around to D.
4. Stop and D and back approximately one horse length.
5. Turn 90 degrees to the right on the hindquarters and jog out.

Follow the directions of your ring steward.

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Lead Change	↘
Back	←
Marker	(B)

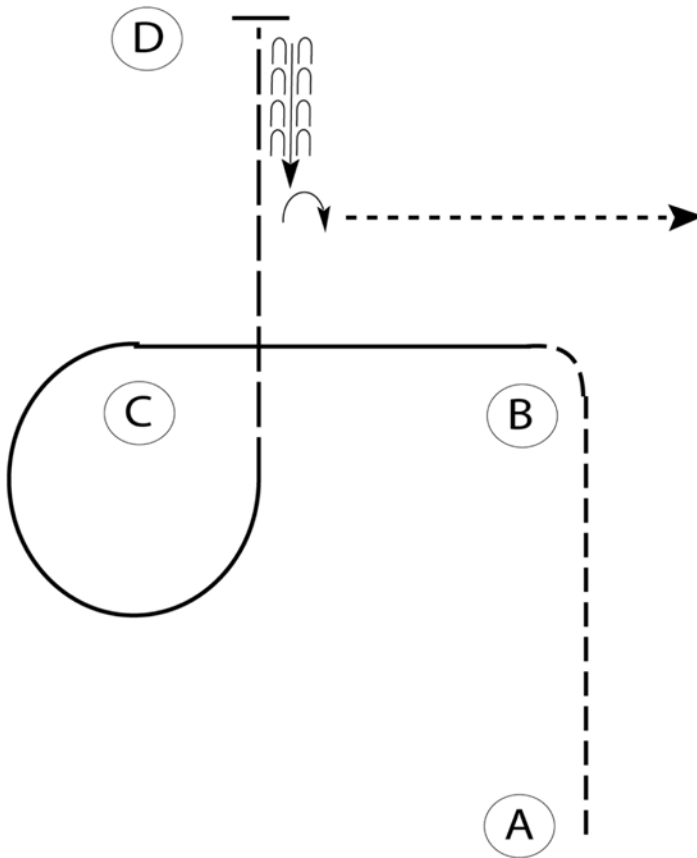
[WH/WT-78]

Pattern Provided by:
Patty Campbell

Iowa Circuit

WESTERN HORSEMANSHIP ~ LEVEL 1



THURSDAY ~ JACOBSON



Be ready at A.

1. Jog to and around B.
2. Lope on the left lead from B to and around C.
3. Extended jog from C to D.
4. Stop at D and back approximately one horse length.
5. Turn 90 degrees to the right on the hindquarters and walk out.

Follow the directions of your ring steward.

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

[WH/2-78]

Pattern Provided by:
Patty Campbell

www.HorseShowPatterns.com

THURSDAY ~ JACOBSON



Diagram illustrating the sequence of gaits and a marker:

- Walk: Dashed line
- Jog: Dashed line
- Extended Jog: Dashed line
- Lope: Solid line
- Lead Change: Diagonal line crossing the solid line
- Back: Solid line with an arrow pointing left
- Marker: Circle with the letter B

Follow the directions of your ring steward.

Pattern Provided by:
Patty Campbell

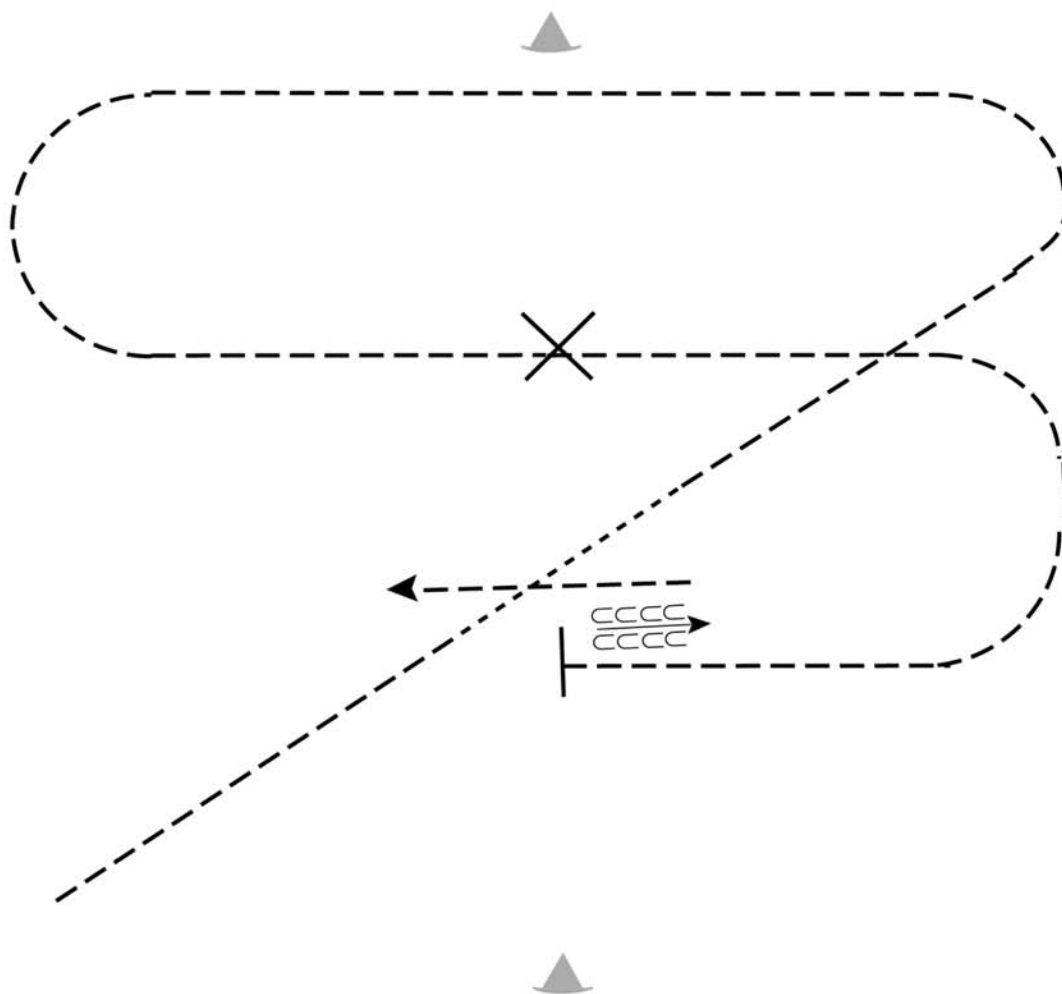
Iowa Circuit

EQUITATION ~ WALK TROT

THURSDAY ~ JACOBSON

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Keep pattern between markers as shown.

1. Sitting trot then walk several strides.
2. Posting trot right diagonal around to center of pattern (X).
3. Change diagonals around to center.
4. Halt and back approximately 2 horse lengths then exit at a trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/WT-112]

Pattern Provided by:
Patty Campbell

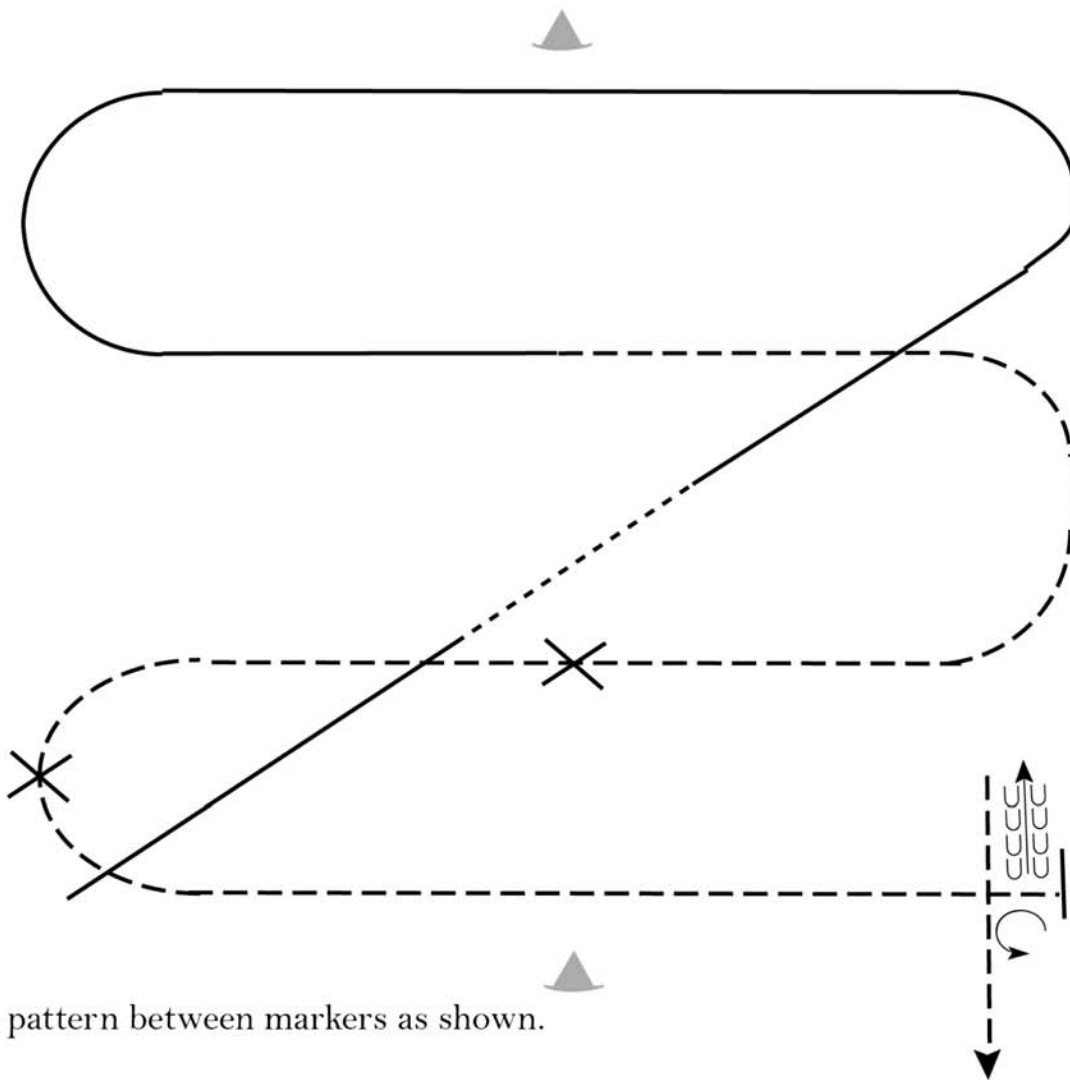
Iowa Circuit

EQUITATION ~ LEVEL 1

THURSDAY ~ JACOBSON

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Keep pattern between markers as shown.

1. Canter right lead then walk several strides.
2. Canter left lead around to center of pattern.
3. Posting trot on the left diagonal then sitting trot (at X).
4. Posting trot on the right diagonal (at X).
5. Halt and perform a 3/4 turn on the forehand left.
6. Back approximately 2 horse lengths then exit at a trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/2-112]

Pattern Provided by:
Patty Campbell

www.HorseShowPatterns.com

THURSDAY ~ JACOBSON



1. Canter right lead then walk several strides.
2. Canter left lead and move into the hand gallop before corner.
3. Collect to a canter before trotting.
4. Posting trot on the left diagonal then sitting trot (at X).
5. Posting trot on the right diagonal (at X).
6. Halt and perform a 3/4 turn on the forehand left.
7. Back approximately 2 horse lengths then exit at a trot.

- | | |
|---------------|-----------|
| Walk | ---- |
| Trot | - - - - |
| Extended Trot | _____ |
| Canter | ===== |
| Leg Yield | |
| Lead Change | ↘ ↘ ↘ ↘ |
| Back | ← ← ← ← |
| Marker | (B) |
| Sidepass | ← — — — → |
| Hand Gallop | ===== |

[HSE/3-112]

Pattern Provided by:
Patty Campbell

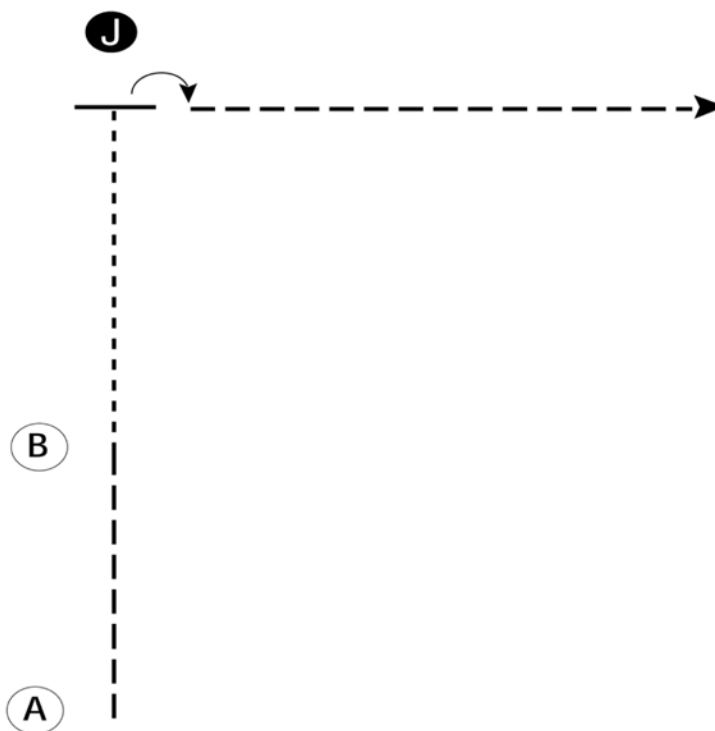
Iowa Fall Classic

SHOWMANSHIP ~ WALK TROT

FRIDAY ~ JACOBSON

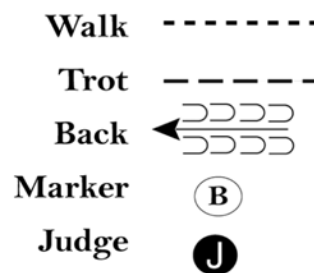
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www.HorseShowPatterns.com



Be ready at A.

1. Trot from A to B.
2. Walk from B to the judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees.
5. Trot away from judge and follow the instructions of your ring steward.



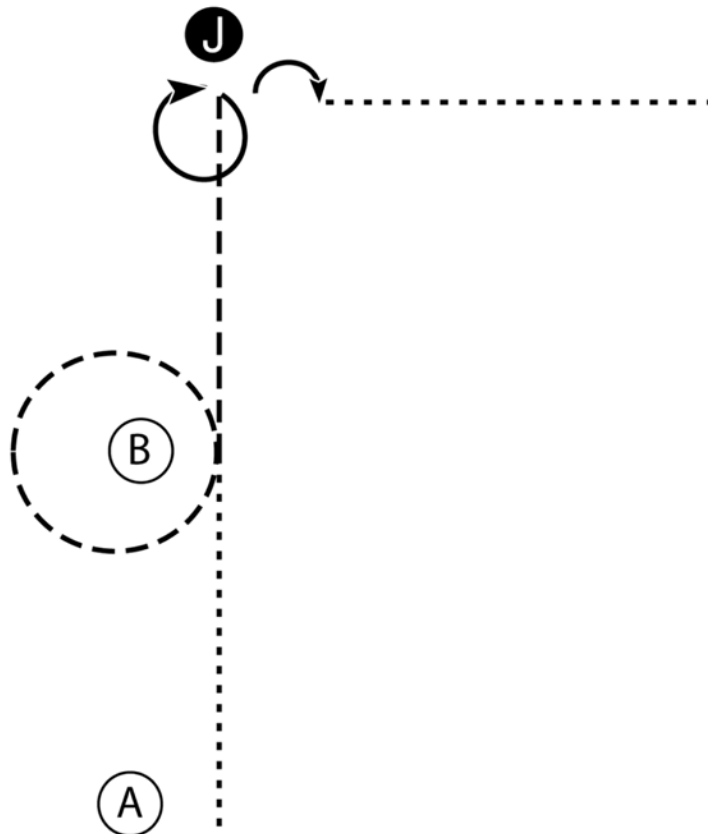
[S/WT-10]

Pattern Provided by:

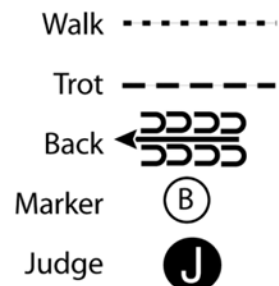
Iowa Fall Classic

SHOWMANSHIP ~ LEVEL 1

FRIDAY ~ JACOBSON



1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 360 degree turn. Set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.



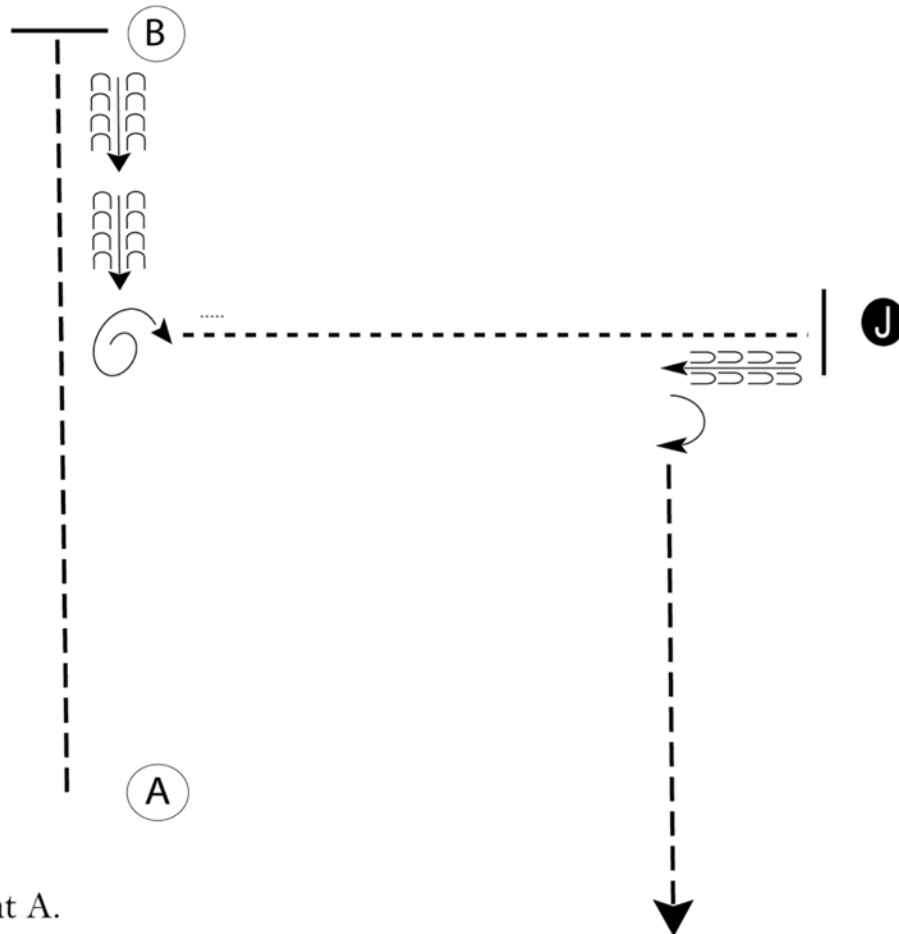
[S/2-8]

Pattern Provided by:

Iowa Fall Classic

SHOWMANSHIP ~ AMATEUR, SELECT, YOUTH

FRIDAY ~ JACOBSON



1. Trot to B and stop.
2. Back until even with judge.
3. Perform a 450 degree turn. Walk to judge.
4. Stop, set up, inspection.
5. When dismissed, back approximately one horse length.
6. Perform a 90 degree turn.
7. Trot to the line up or follow the directions of the ring steward.

Walk -----
Trot - - - - -
Back ←
Marker (B)
Judge (J)

[S/3-29]

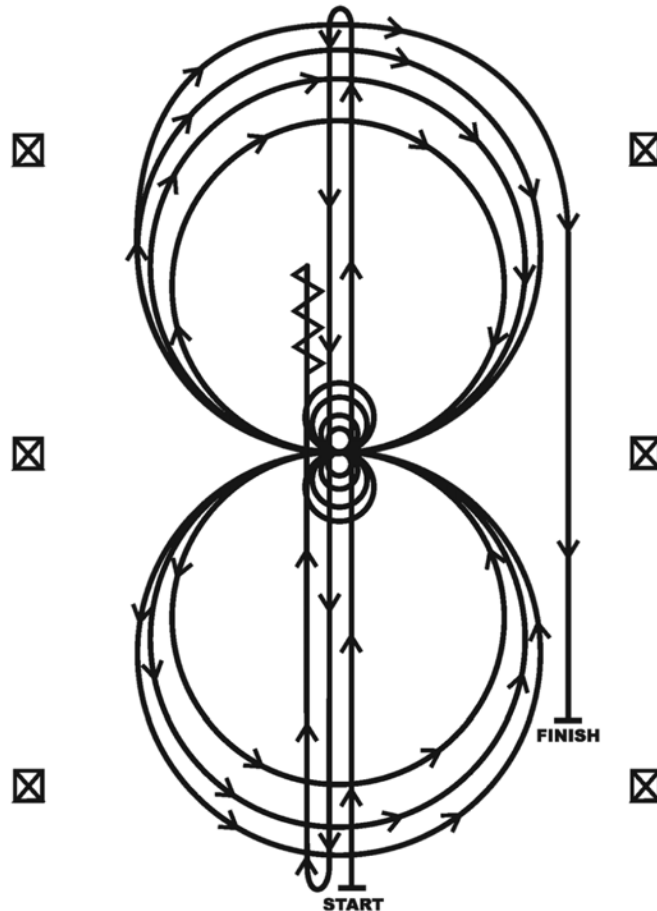
Pattern Provided by:

Iowa Fall Classic

All AQHA Reining (All)

FRIDAY ~EAST ARENA

REINING PATTERN 7



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 the 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 right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

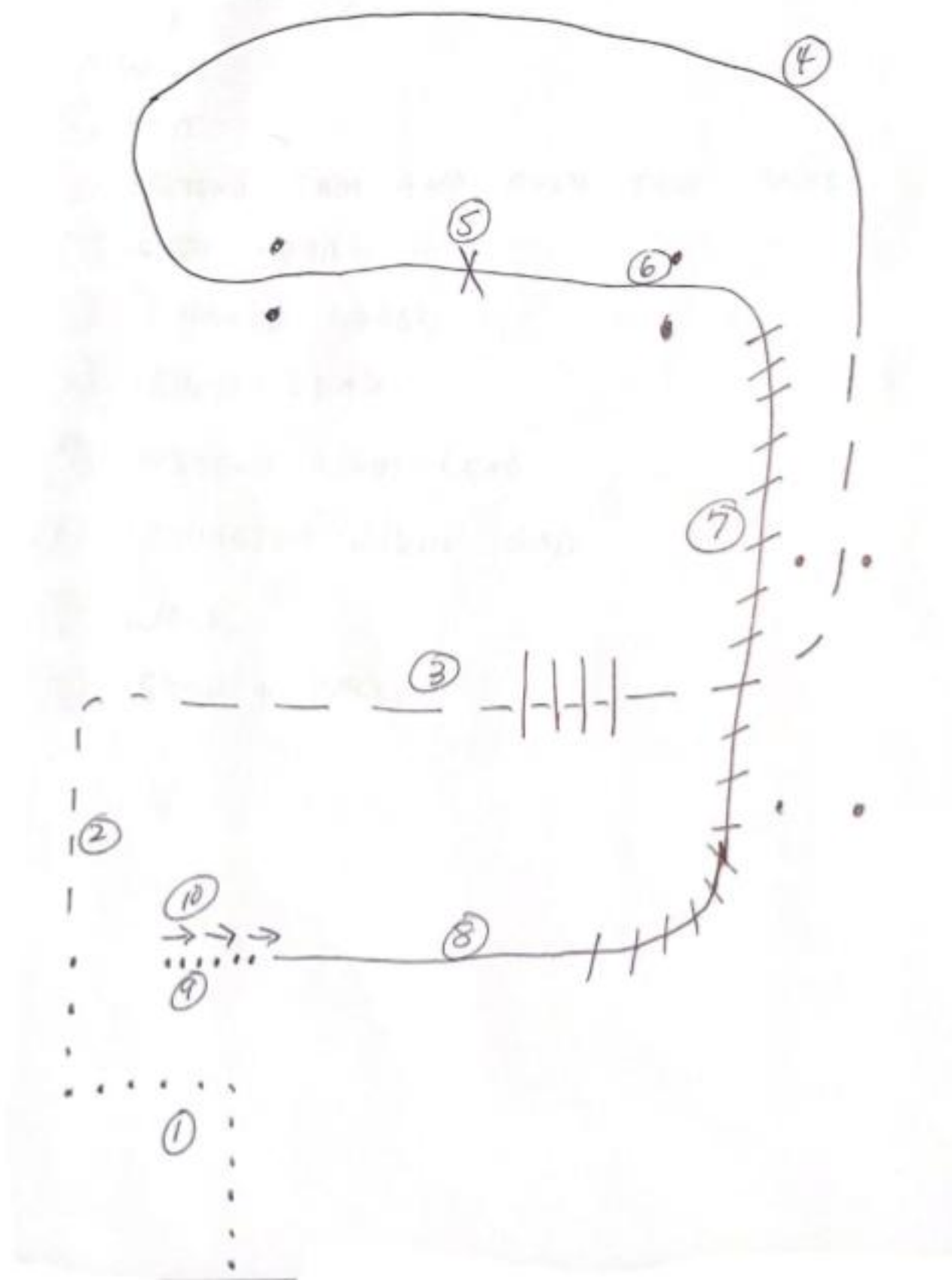
[R/AQHAP-7]

Pattern Provided by:

3 Year Old Open & Non Pro Ranch Riding

Open ~ Friday ~ East Arena

Non Pro ~ Saturday ~ East Arena

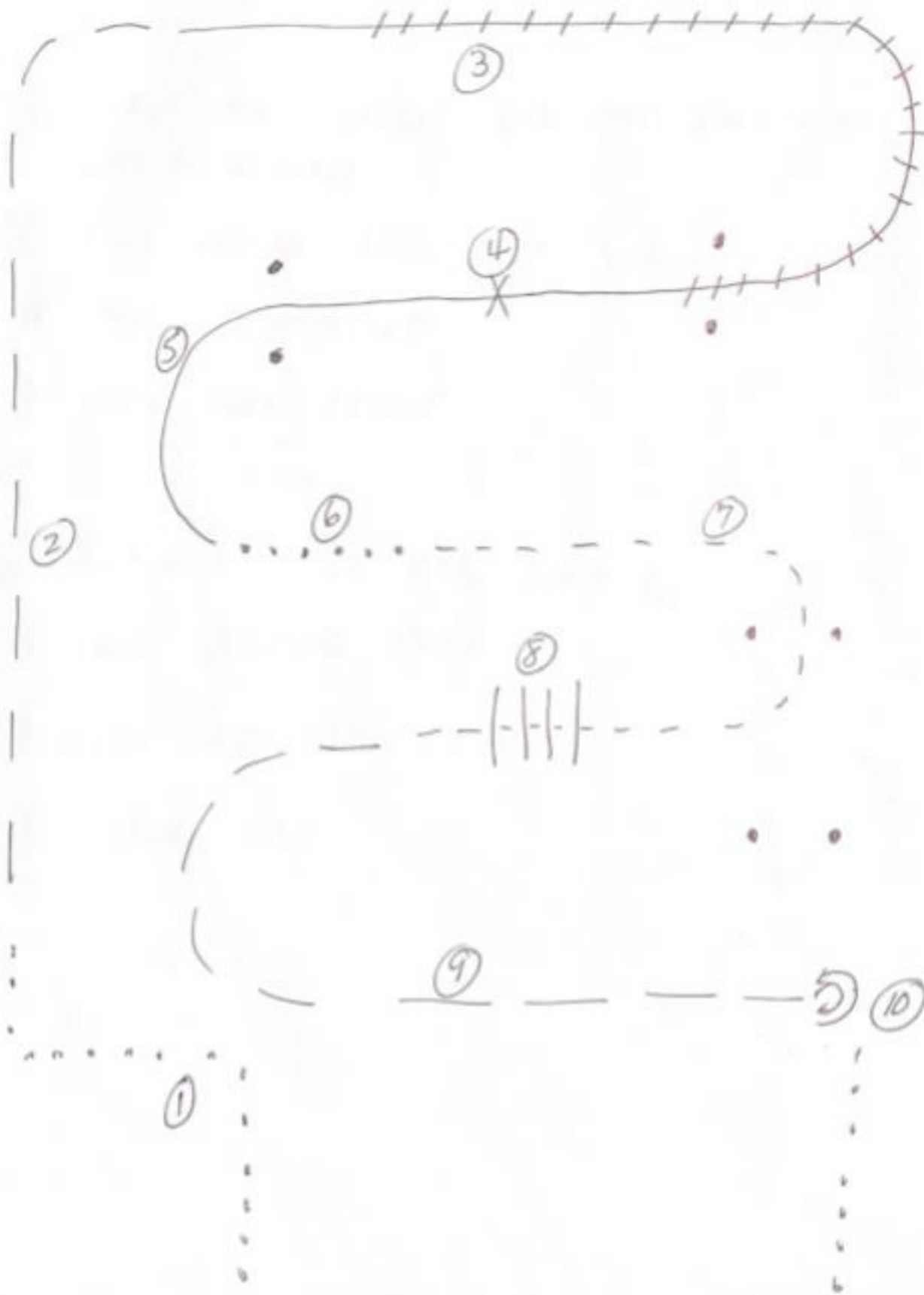


1. Walk
2. Trot
3. Extend Trot and Trot Over Poles
4. Left Lead
5. Change Leads
6. Right Lead
7. Extend Right Lead
8. Collected Right Lead
9. Walk
10. Stop & Back

4 Year Old Open & Non Pro Ranch Riding

Open ~ Friday ~ East Arena

Non Pro ~ Saturday ~ East Arena

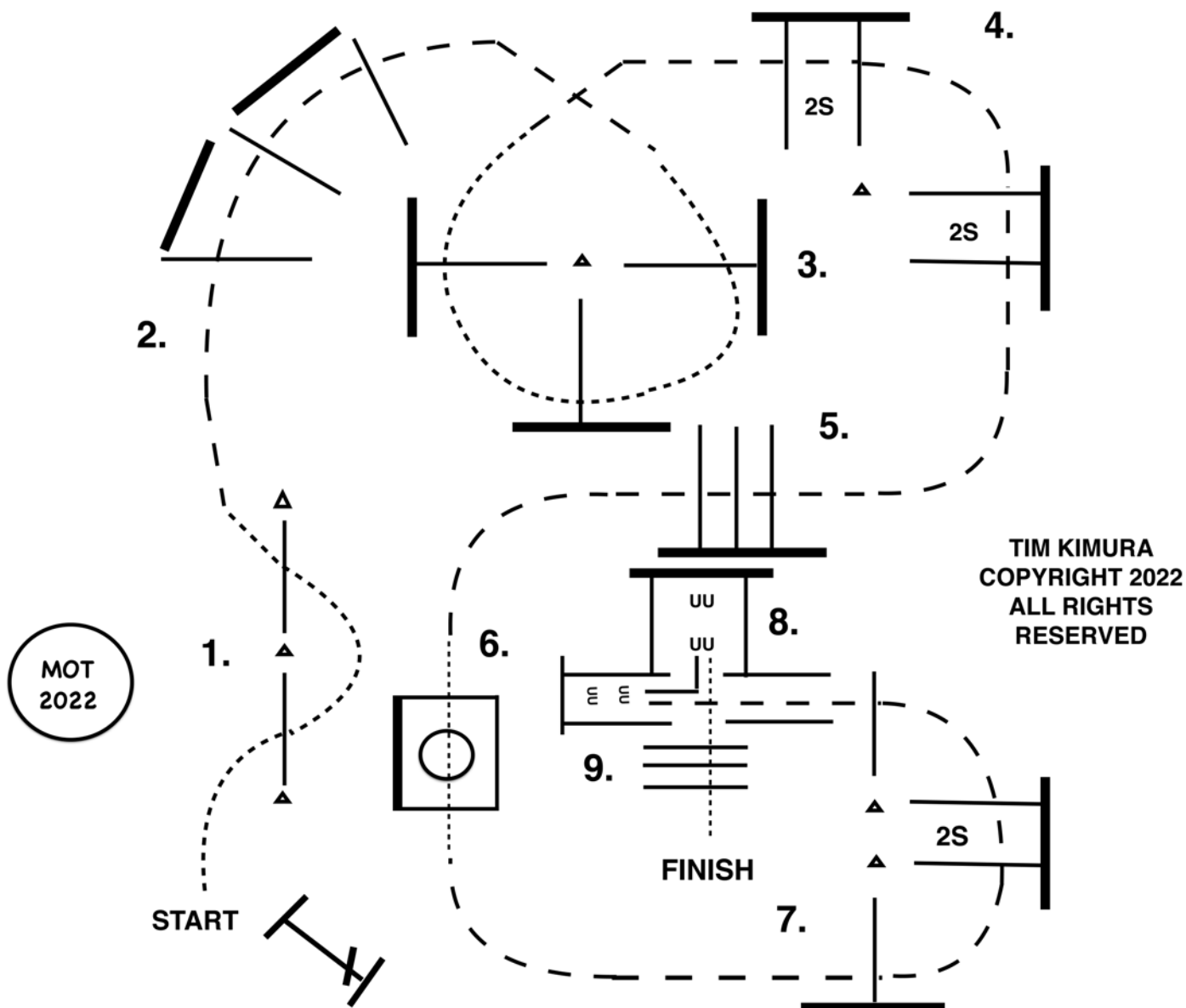


1. Walk
2. Extend Trot
3. Right Lead Lope and Extend Lope
4. Collected Lope and Change Leads
5. Left Lead
6. Walk
7. Trot Through Trees
8. Trot Poles
9. Extend Poles
10. Stop 360 Right Then 360 Left and Walk Out

**2022 IQHA FALL CLASSIC
& BREEDERS FUTURITY**

**IQHA 9 & UNDER WT TRAIL
LEVEL 1 YOUTH WT TRAIL
LEVEL 1 AMATEUR WT TRAIL**

SATURDAY ~ JACOBSON

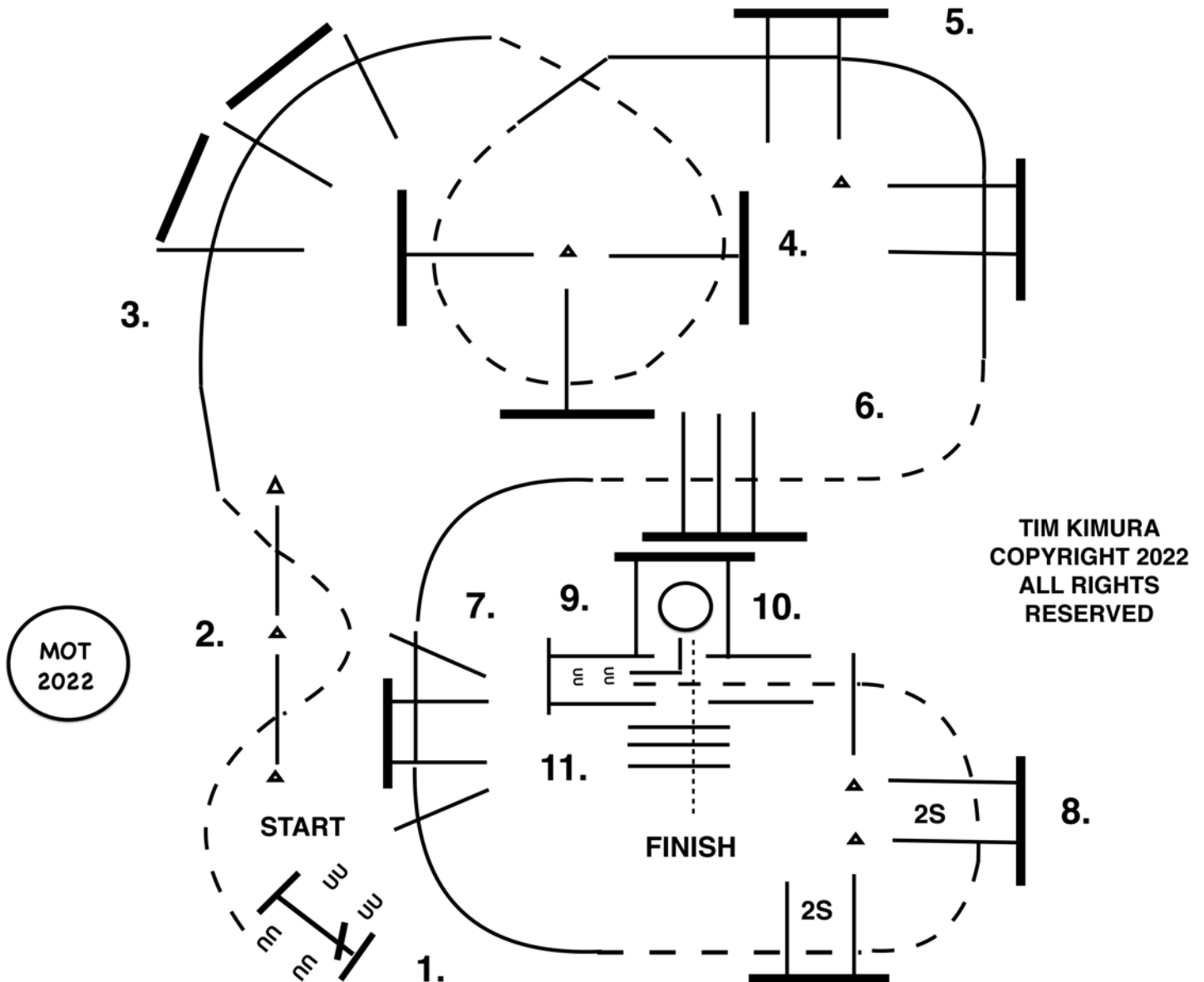


1. WALK THROUGH SERPENTINE, WALK OVER POLES
2. JOG OVER POLES.
3. BREAK TO THE WALK, WALK OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES
6. BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY WALK OUT BOX.
7. JOG OVER POLES, JOG INTO CHUTE AND STOP IN CHUTE
8. BACK BETWEEN POLES AND, BACK AROUND CORNER AND INTO THE BOX.
9. WALK OUT CHUTE, WALK OVER POLES.

**2022 IQHA FALL CLASSIC
& BREEDERS FUTURITY**

**LEVEL 1 TRAIL
LEVEL 1 AMATEUR TRAIL
LEVEL 1 YOUTH TRAIL**

SATURDAY ~ JACOBSON

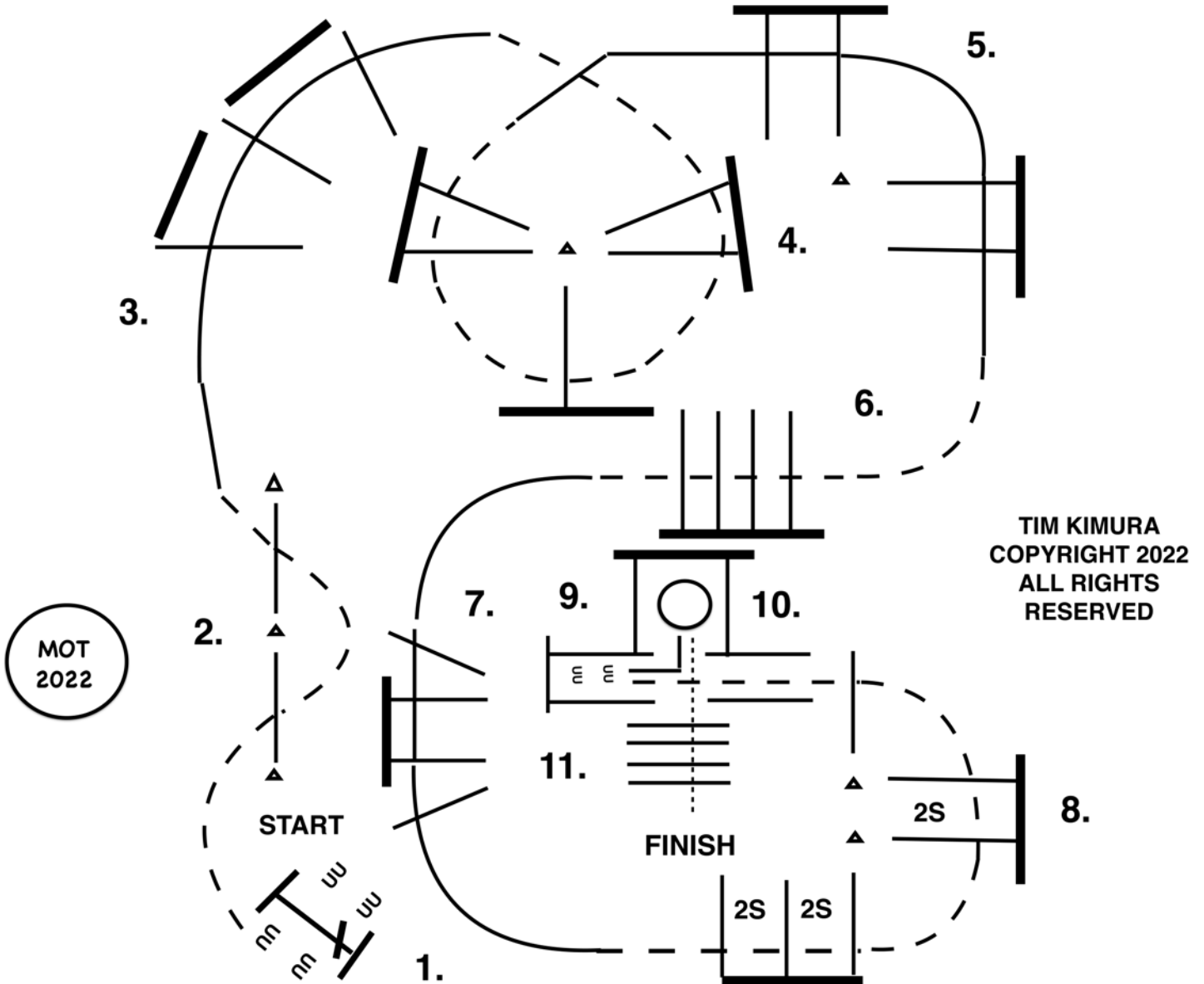


1. GATE RH OPEN, RIDE THRU GATE AND CLOSE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. LOPE OVER POLES (RL)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER POLES, AND INTO CHUTE.
9. BACK BETWEEN POLES AND, BACK AROUND CORNER AND INTO THE BOX.
10. EXECUTE A 360 TURN EITHER WAY, WALK FORWARD
11. WALK OUT CHUTE, WALK OVER POLES.

2022 IQHA FALL CLASSIC & BREEDERS FUTURITY

JUNIOR TRAIL - AMATEUR TRAIL SELECT AMATEUR TRAIL - SENIOR TRAIL YOUTH TRAIL

SATURDAY ~ JACOBSON

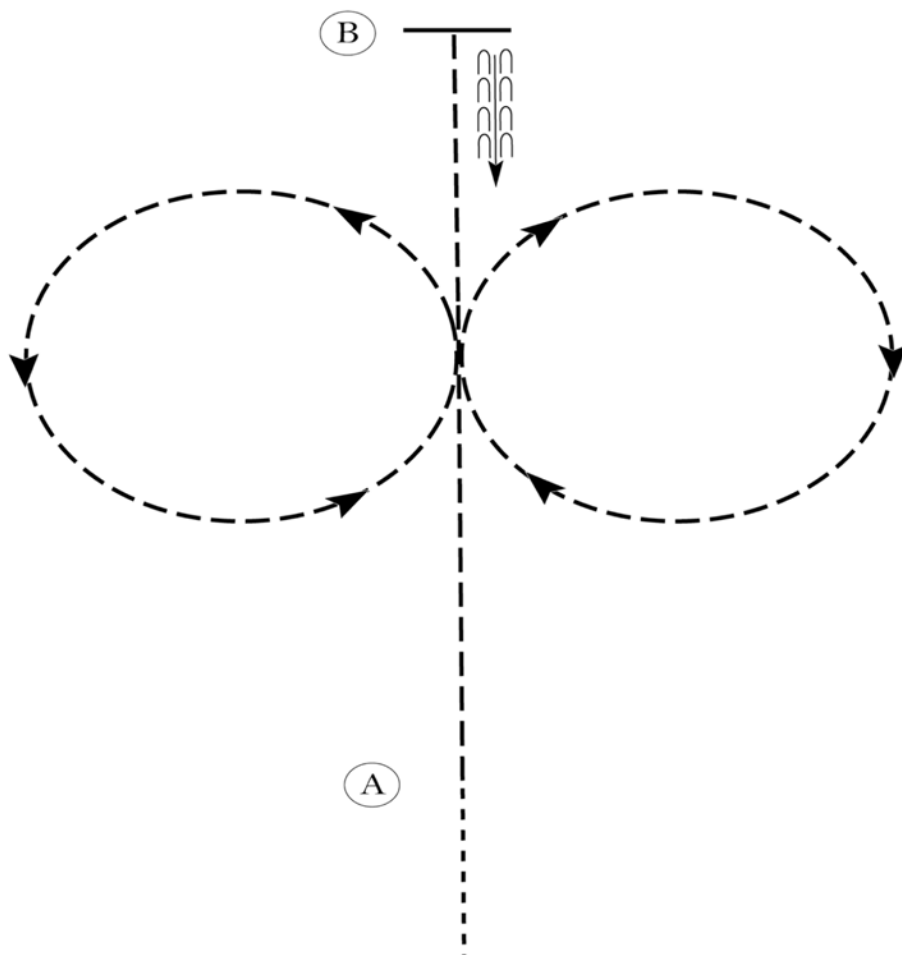


1. GATE RH OPEN, RIDE THRU GATE AND CLOSE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. LOPE OVER POLES (RL)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER POLES, AND INTO CHUTE.
9. BACK BETWEEN POLES AND, BACK AROUND CORNER AND INTO THE BOX.
10. EXECUTE A 360 TURN EITHER WAY, WALK FORWARD
11. WALK OUT CHUTE, WALK OVER POLES.

Iowa Fall Classic

EQUITATION ~ WALK TROT

SATURDAY ~ JACOBSON



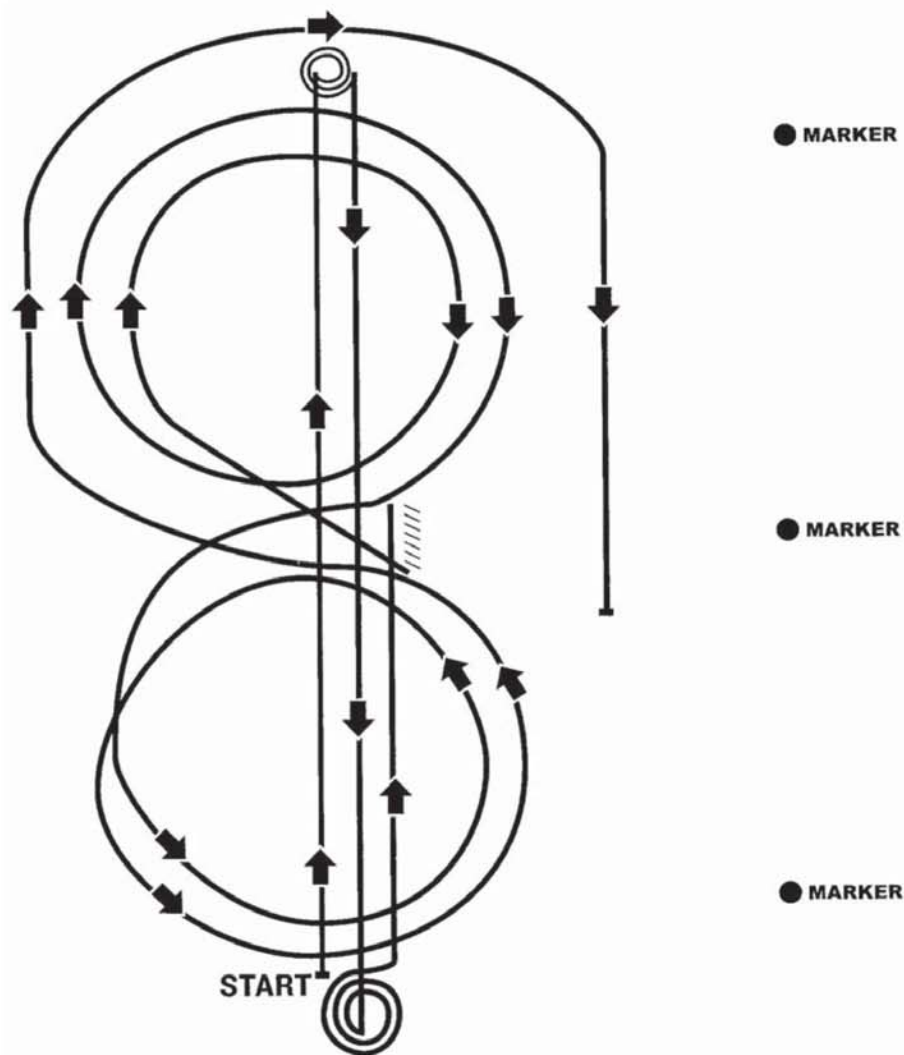
1. Walk to A.
2. At A sitting trot towards B.
3. When halfway to B posting trot circle to the right followed by a posting trot circle to the left.
4. Continue the posting trot to B.
5. At B stop and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↖ ↗
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→
Hand Gallop	=====

[HSE/WT-4]

Pattern Provided by:

WORKING COW HORSE PATTERN 4 SATURDAY ~ JACOBSON



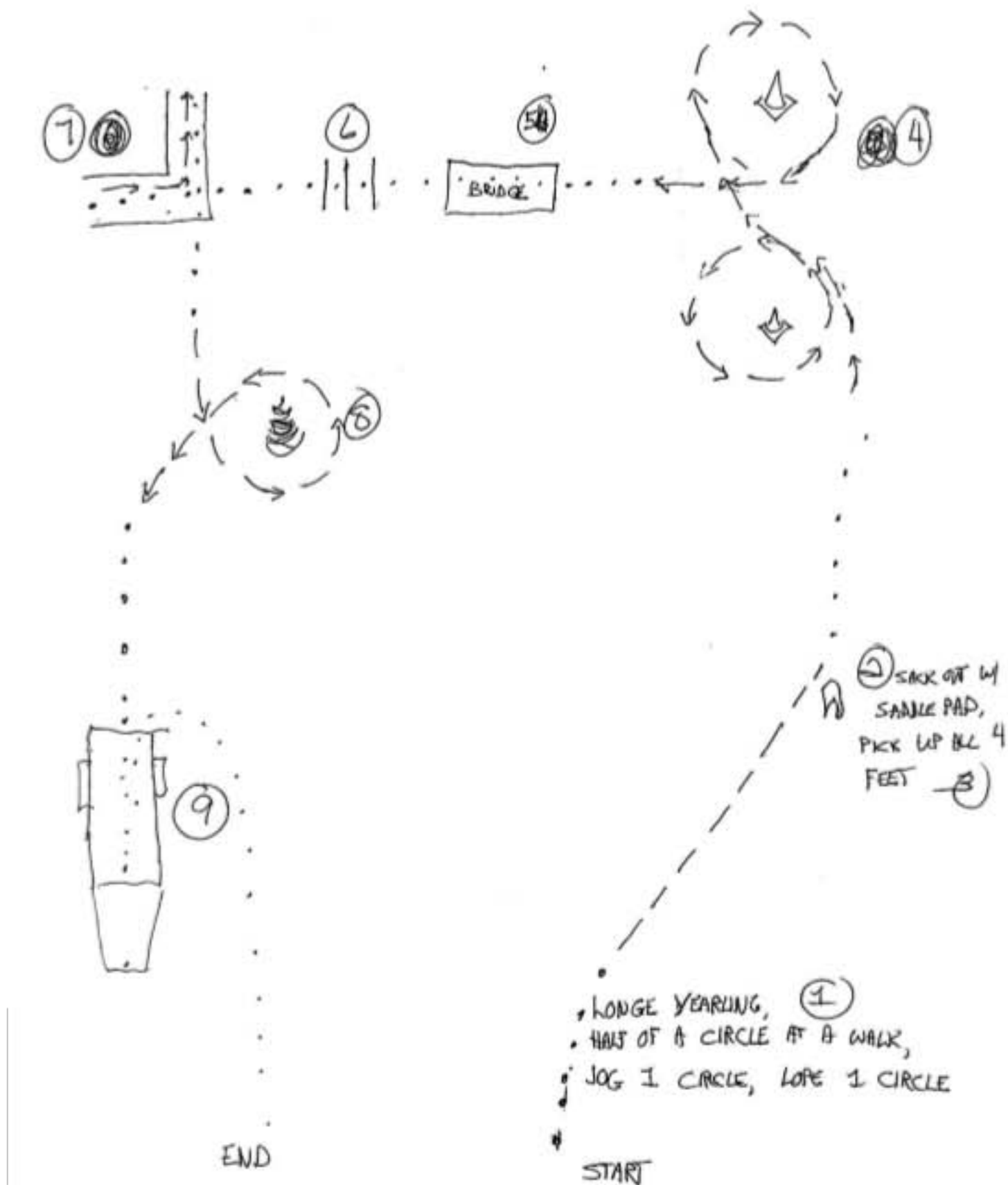
1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 1/4 turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
7. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

Pattern 4

- | | |
|----------------------|-----------------------------------|
| 1. Stop | 5. Stop and back up and 1/4 turn |
| 2. 3 1/2 left spins | 6. Right circles and left circles |
| 3. Stop | 7. Stop |
| 4. 3 1/2 right spins | |

Yearling Ranch Prospect Trail

Saturday ~ Pavillion



1. Longe Yearling, 1/2 Circle at Walk, One Full Circle at a Jog, and One Full Circle at a Lope (Either Direction Acceptable)
2. Trot to Saddle Pad, Sack Out with Saddle Pad - Both Sides
3. Pick Up All 4 Feet
4. Trot Serpentine
5. Walk Over Bridge
6. Walk Over Poles
7. Walk into "L", Back "L"
8. Trot Around Bush
9. Walk to Trailer, Load/Unload Trailer, Walk Out

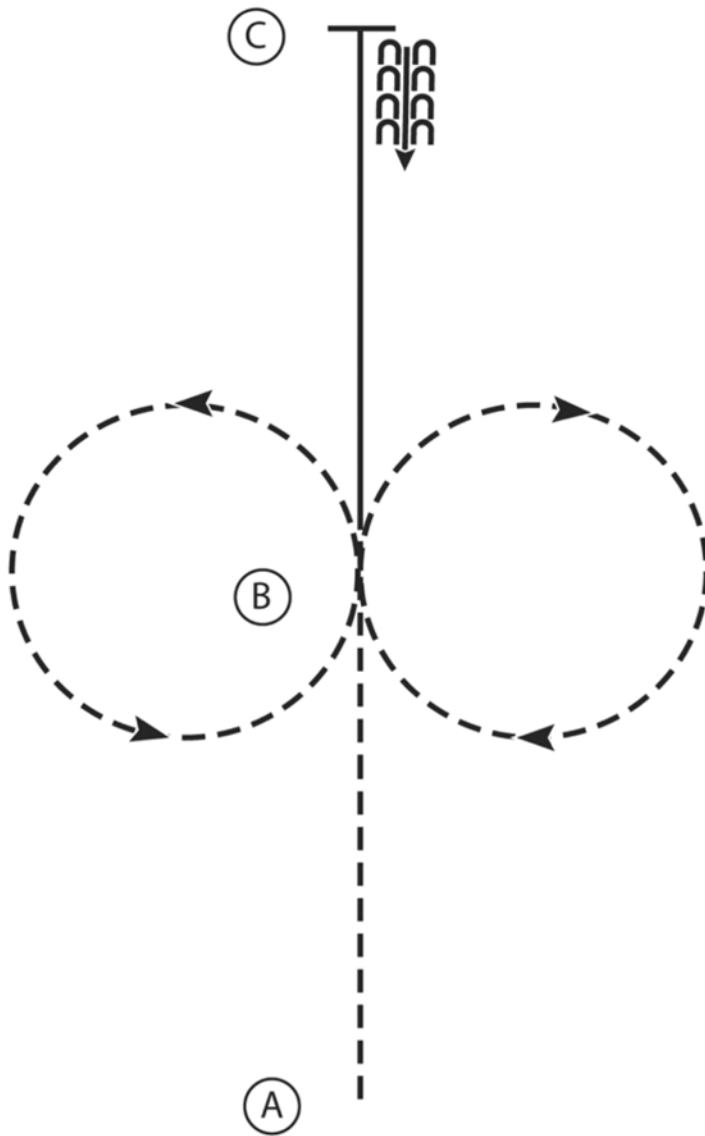
Iowa Fall Classic

EQUITATION ~ LEVEL 1

SATURDAY ~ PAVILLION

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1. Sitting trot A to B
2. At B posting trot circle to the right
3. At B posting trot circle to the left
4. At B canter on the left lead to C
5. At C stop and back 4 steps

Walk
Trot	-----
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

[HSE/1-6]

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SATURDAY ~ PAVILLION



- Exit at a sitting trot.

[HSE/2-21]

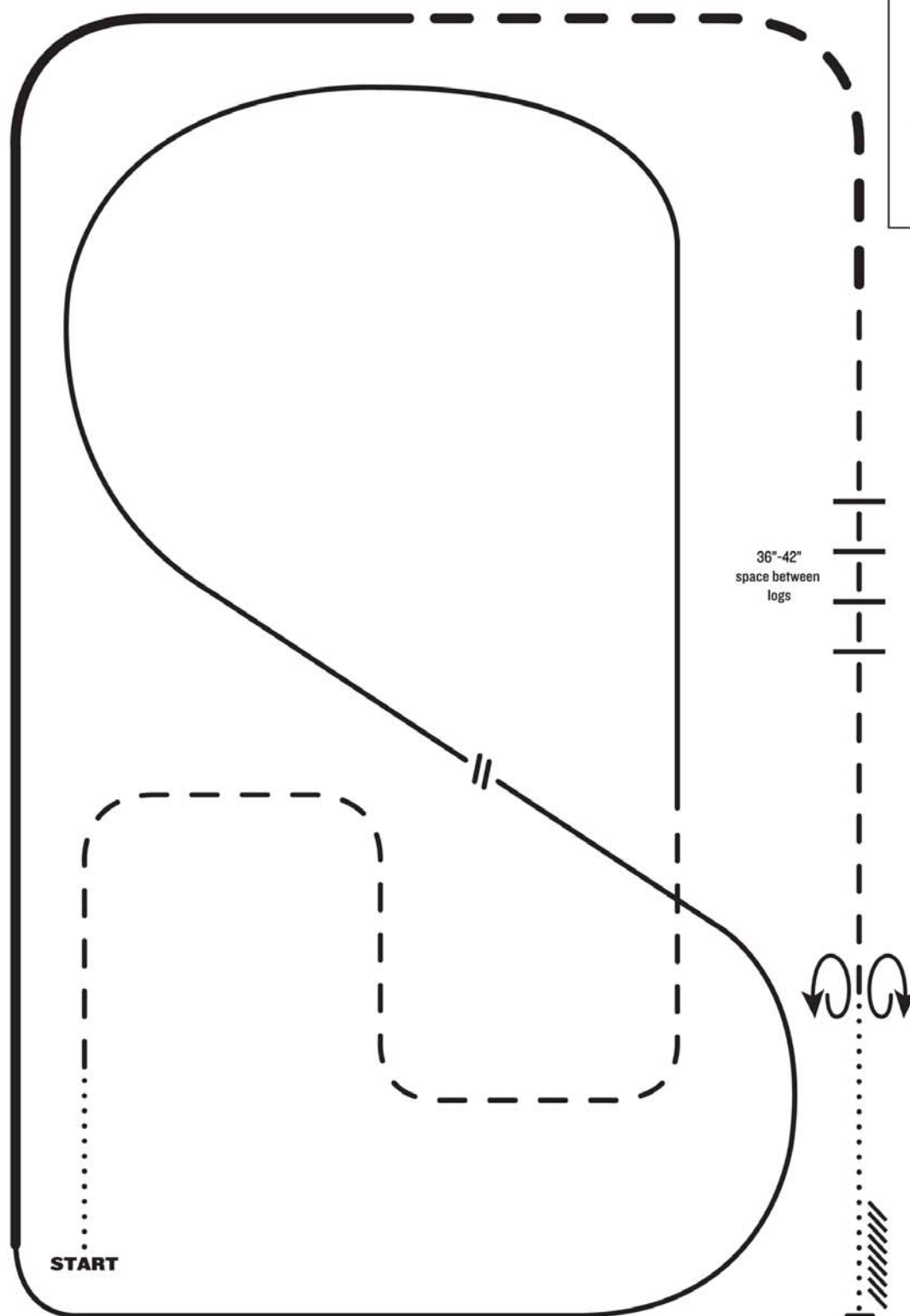
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RANCH RIDING - PATTERN 3

SATURDAY ~ EAST ARENA

LEGEND

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

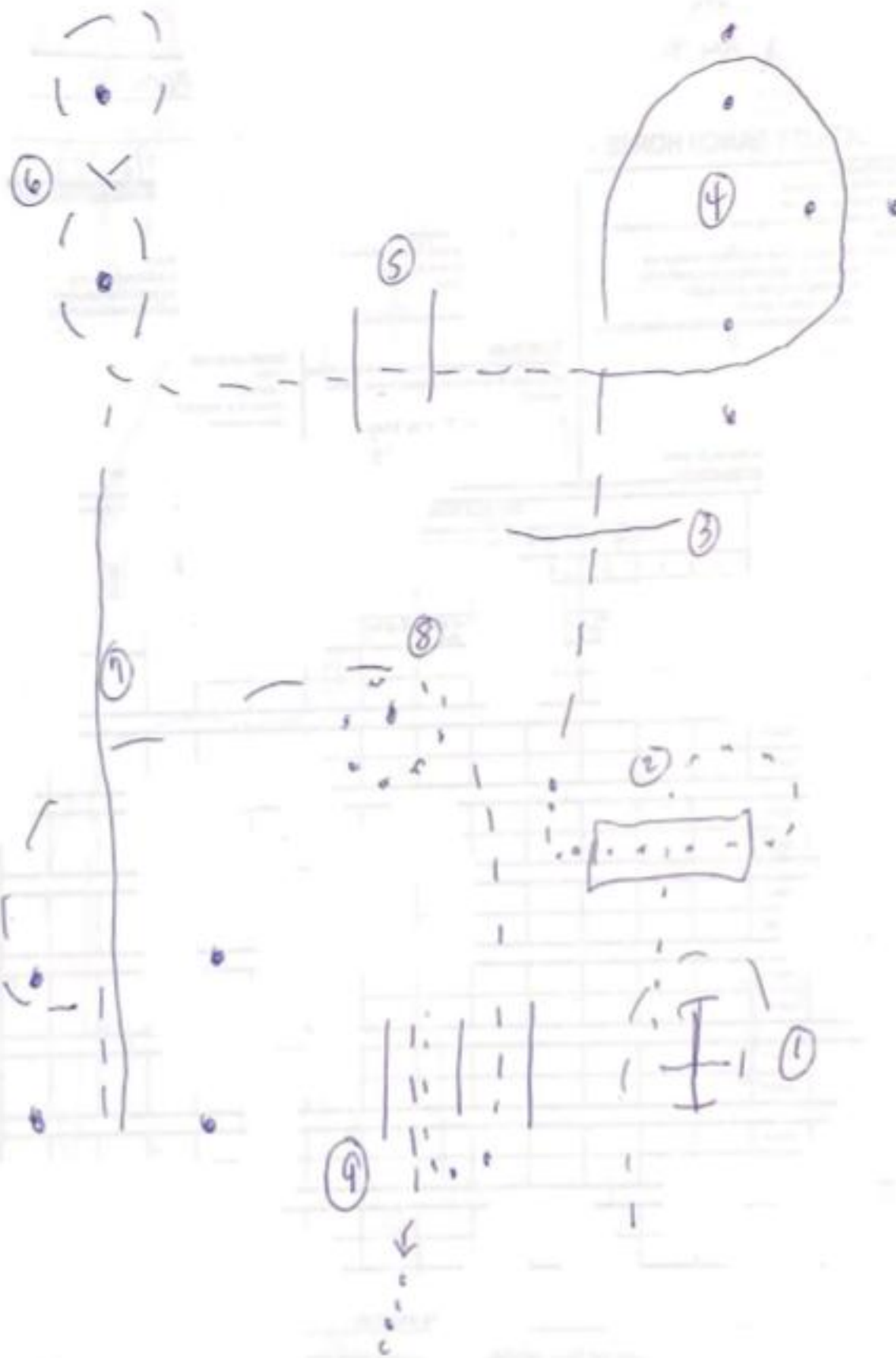


1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, 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.

2 Year Old Open & Non Pro Ranch Trail

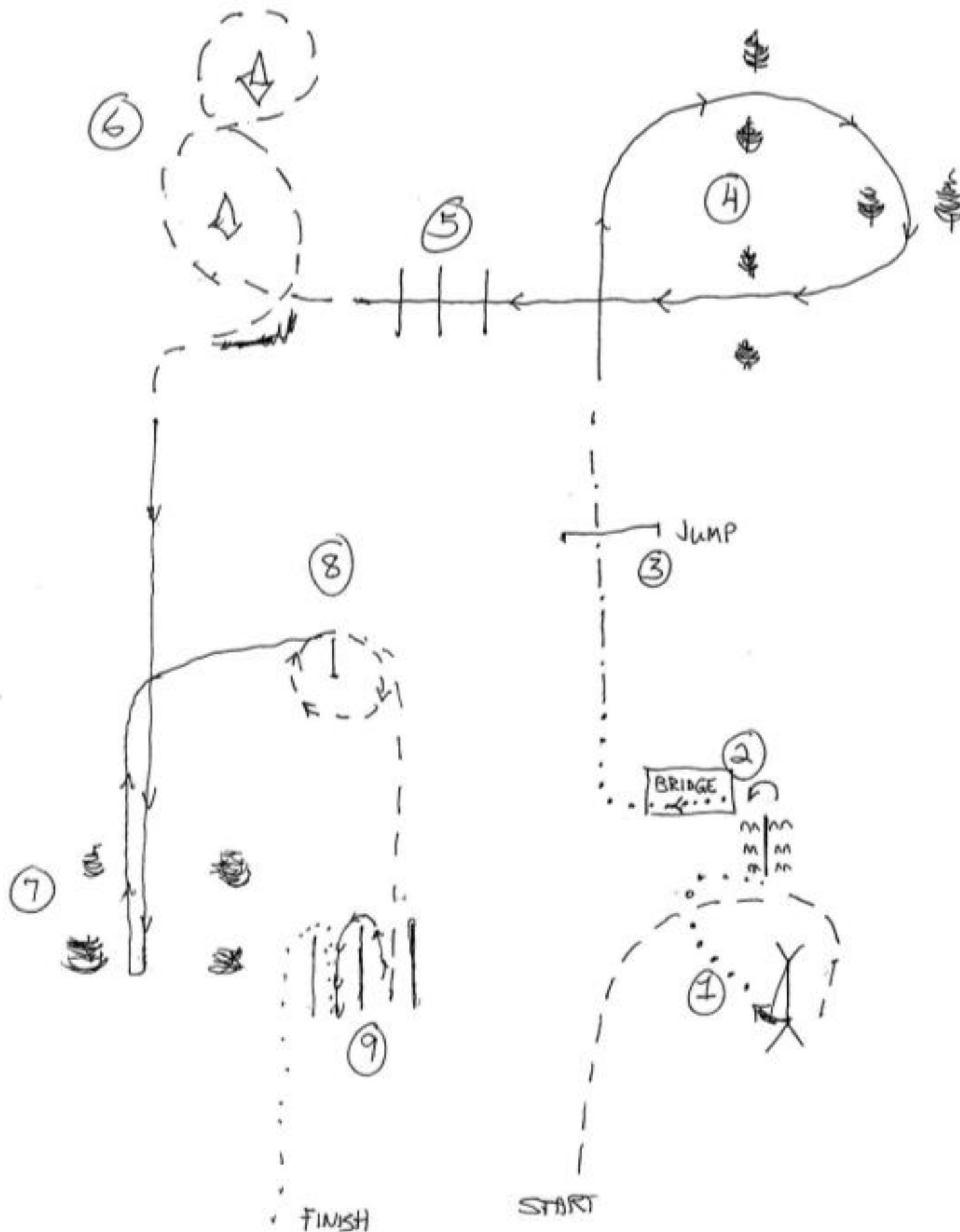
Sunday ~ East Arena



1. Trot Around Gate and Right Hand Push Gate
2. Walk Over Bridge and Around and Come Back To Go Over Long Part of Bridge
3. Trot Over Pole
4. Pick Up Right Lead and Lope Through Trees
5. Break to Extended Trot Over Poles
6. Continue Extended Trot Through and Around Bushes
7. Pick Up Left Lead and Lope Into Bushes and Stop and Back
8. Trot to Pole With Slicker and Walk a Circle to Right
9. Trot into Chute and Walk Up Into Other Chute and Back Out ~ Then Exit at Walk

3 Year Old Open & Non Pro Ranch Trail

Sunday ~ East Arena

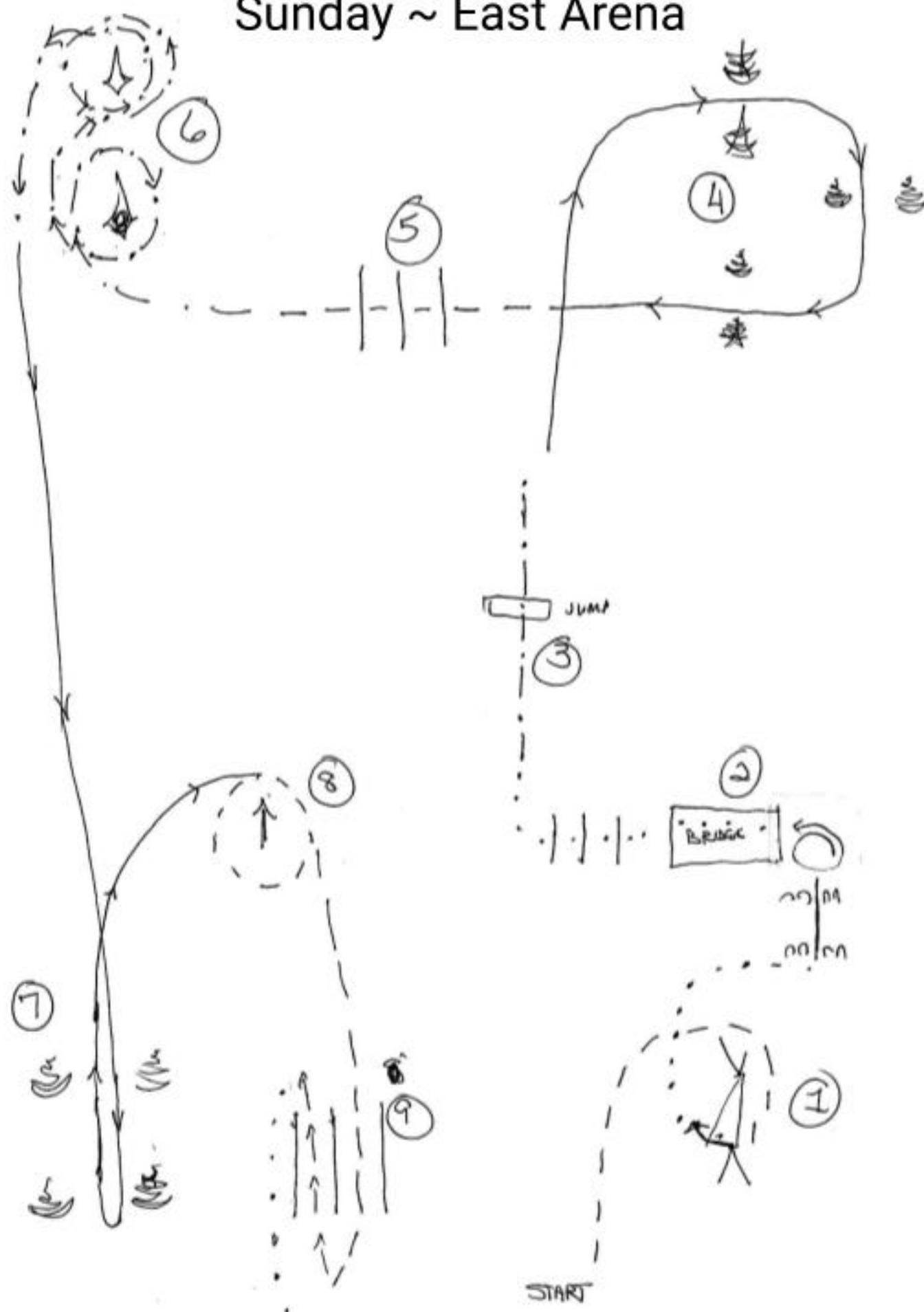


1. Trot to Gate - Go Through Gate - Right Push
2. Walk to Log - Sidepass Left Over Log - Pivot 90 degrees Left and Walk Across Bridge
3. Extended Trot Over Jump
4. Pick Up Right Lead, Lope Through Bushes/Trees
5. Lope Over Logs
6. Trot Through Serpentine
7. Pick Up Left, Stop Between Bushes, Rollback Right, Lope On Right Lead
8. Lope to Drag Obstacle, Drag Obstacle Complete Circle at Walk or Trot to the Right
9. Walk From Drag to Chute, Back Out and Into Other Chute - Walk Out

4 Year Old Open & Non Pro Ranch Trail

AQHA Ranch Trail ~ Open, Amateur, Youth

Sunday ~ East Arena



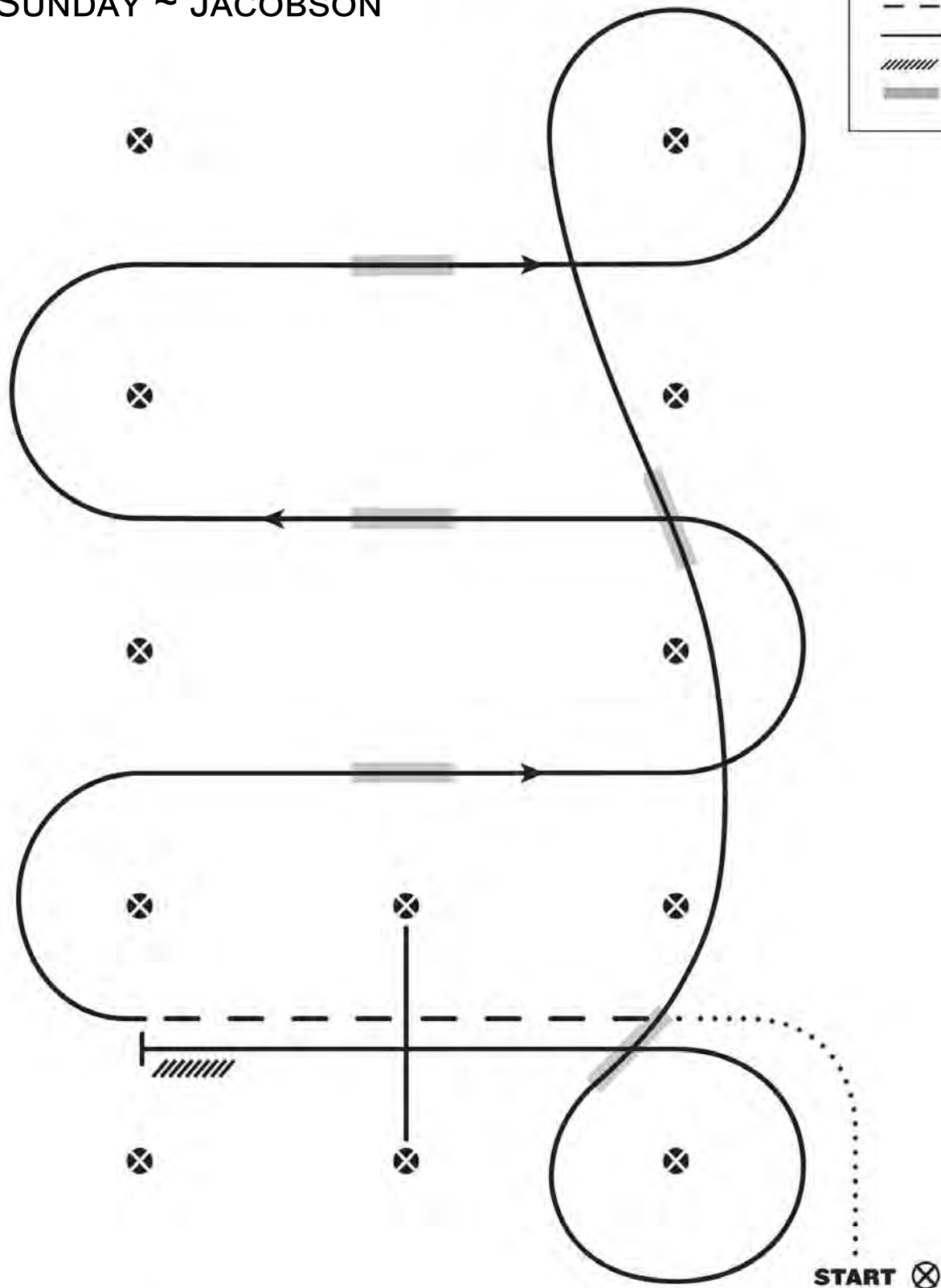
1. Trot to Gate - Go Through Gate - Right Push
2. Walk to Log - Sidepass Left Over Log - Pivot 270 degrees Right and Walk Across Bridge and Logs
3. Extend Trot Over Jump
4. Pick Up Right Lead, Lope Through Bushes/Trees
5. Trot Over Poles/Logs
6. Extend Trot Through Serpentine
7. Pick Up Left Lead into Trees/Bushes, Stop, Rollback Right, Lope on Right Lead
8. Lope to Drag Obstacle, Drag Complete Circle at Walk or Trot to the Right
9. Trot into Chute, Back Out Other Side of Chute, Exit at Walk

LEVEL I WESTERN RIDING PATTERN 7

SUNDAY ~ JACOBSON

LEGEND -

- Walk
 — — Jog
 ————— Lope
 // // // Back
 [] Lead Changing Area



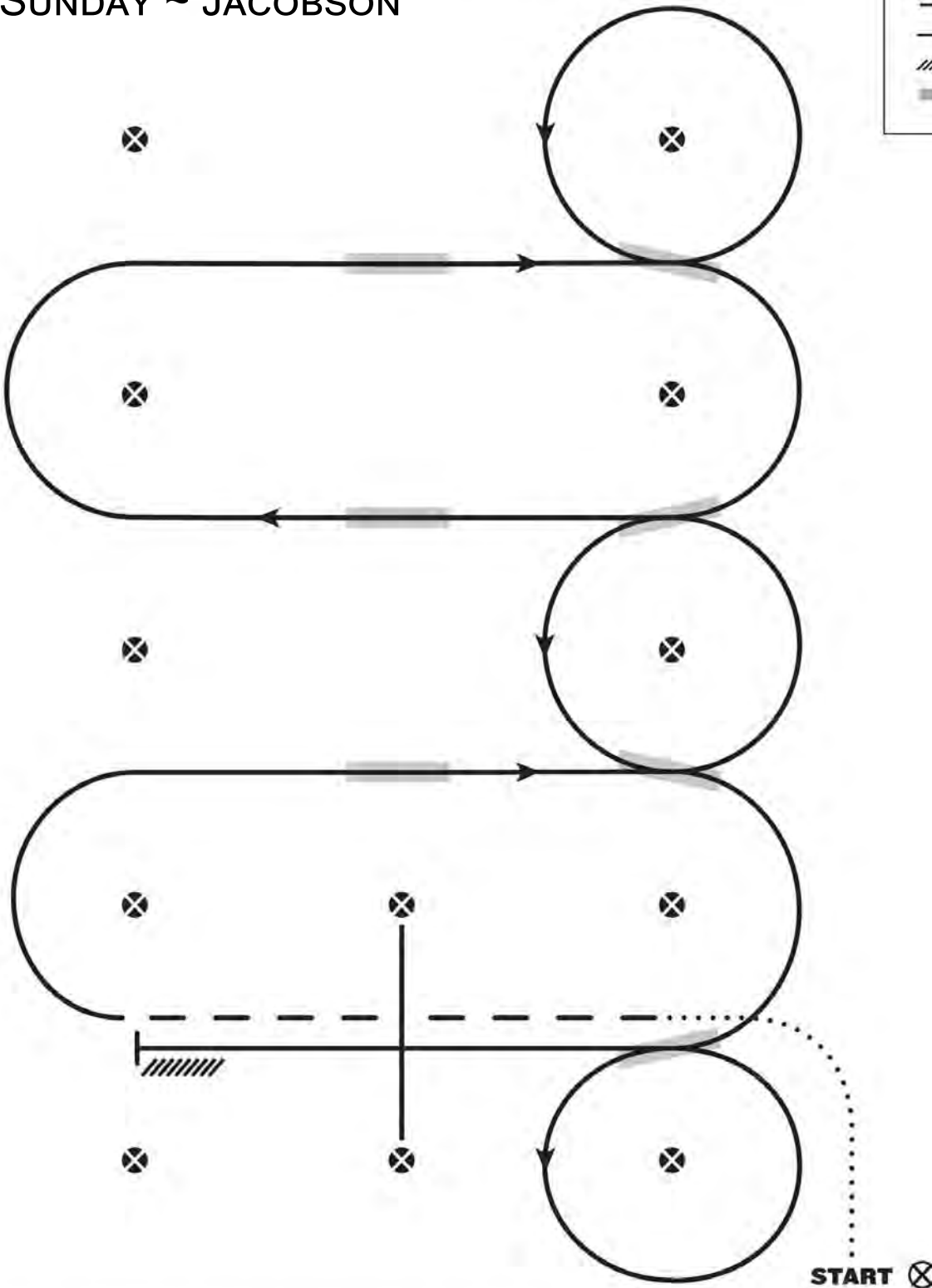
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

WESTERN RIDING - PATTERN 7

SUNDAY ~ JACOBSON

- LEGEND -

- Walk
 — — Jog
 ————— Lope
 // // // // // Back
 [] Lead Changing Area

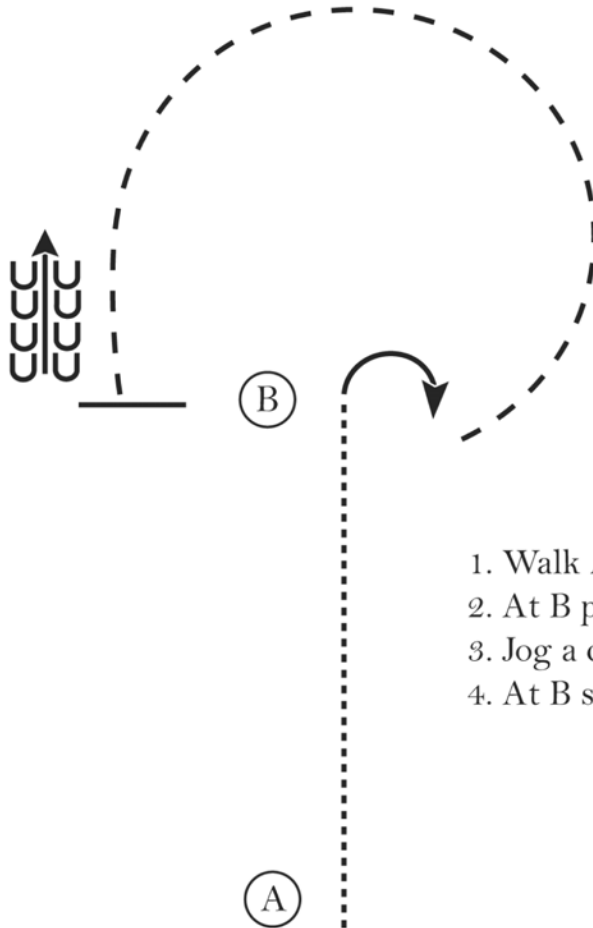


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

Iowa Fall Classic

HORSEMANSHIP ~ WALK TROT

SUNDAY ~ JACOBSON



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↖↗
Back	←←←←
Marker	(B)
Sidepass	→←→←

[WH/WT-7]

Pattern Provided by:

Iowa Fall Classic

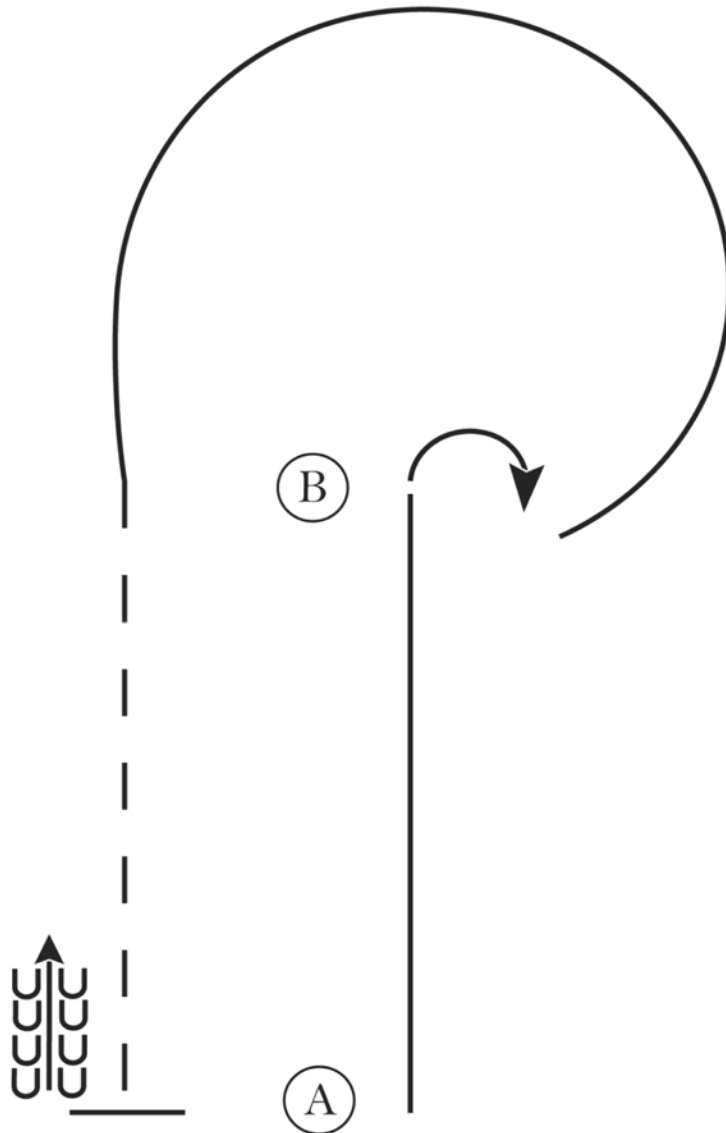
HORSEMANSHIP ~ LEVEL 1

SUNDAY ~ JACOBSON

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1. Lope on the right lead A to B.
2. At B perform a 90 degree turn to the right.
3. Lope a circle to B on the left lead.
4. At B extend the jog to A.
5. At A stop and Back 4 steps.



Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

[WH/2-7]

Pattern Provided by:

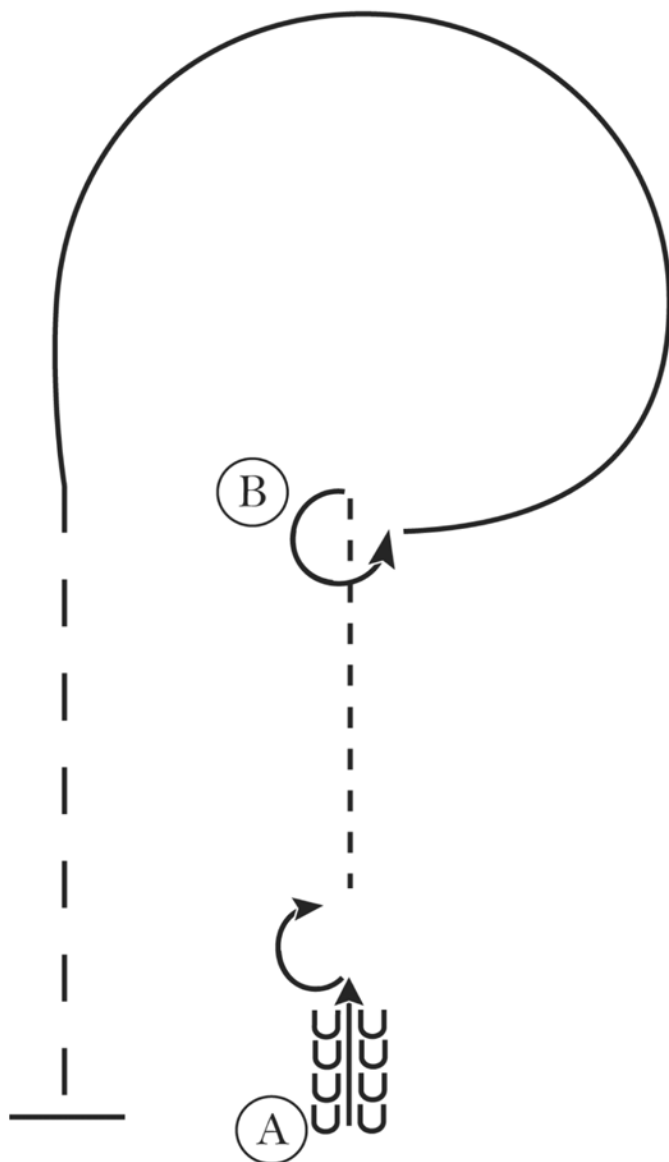
Iowa Fall Classic

HORSEMANSHIP ~ AMATEUR, SELECT , YOUTH

SUNDAY ~ JACOBSON

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1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left .
5. Lope a circle around B on the left lead.
6. At B extend the jog to A.
7. At A stop.

Walk
Jog	-----
Extended Jog	-----
L ope	————
L eg Y ield	
L ead C hange	↖
Back	←←←←
Marker	(B)
Sidepass	←←←←

[WH/2-8]

Pattern Provided by: