

1. WALK OVER POLES

2. JOG OVER POLES

3. JOG OVER POLES IN OBSTACLE #3

4. CONTINUE JOG AS SHOWN

5. JOG OVER POLES & INTO CHUTE, BACK THE "L"

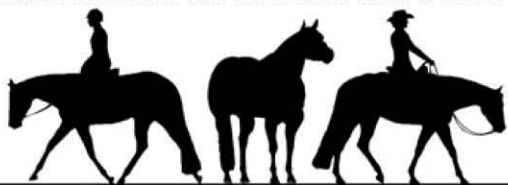
6. JOG OVER POLES IN #7

7. CONTINUE JOG THRU SERPENTINE

8. JOG TO GATE, OPEN LEFT HAND

9. JOG OVER POLES

10. WALK OVER POLES TO FINISH



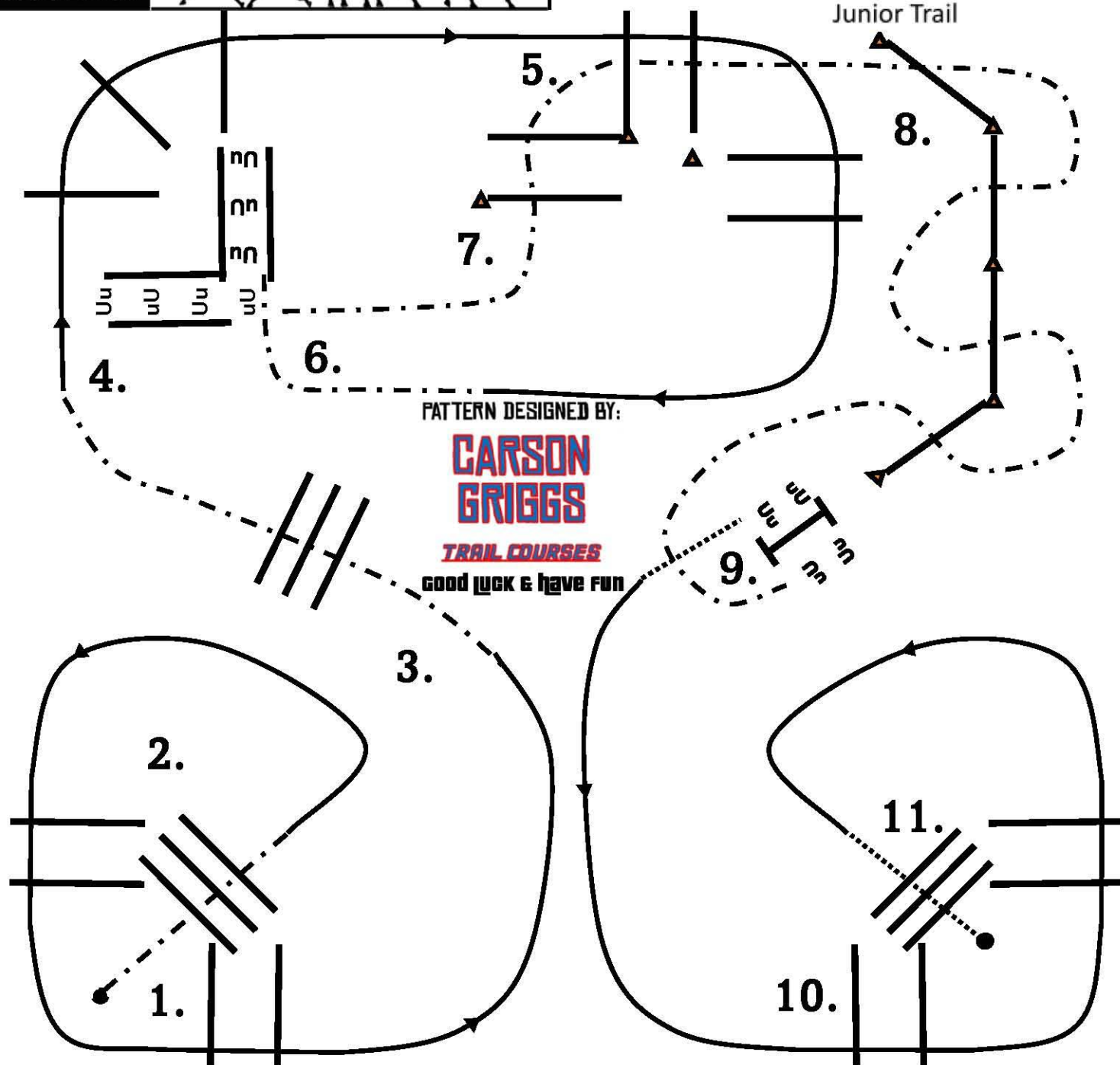
Wednesday September 20th

Level 1 Trail

Level 1 Amateur Trail

Level 1 Youth Trail

Junior Trail



1. JOG OVER POLES

2. LOPE LEFT LEAD OVER POLES

3. JOG OVER POLES IN OBSTACLE #3

4. RIGHT LEAD LOPE BIG FAN

5. CONTINUE RIGHT LEAD LOPE AS SHOWN

6. JOG INTO CHUTE, BACK THE "L"

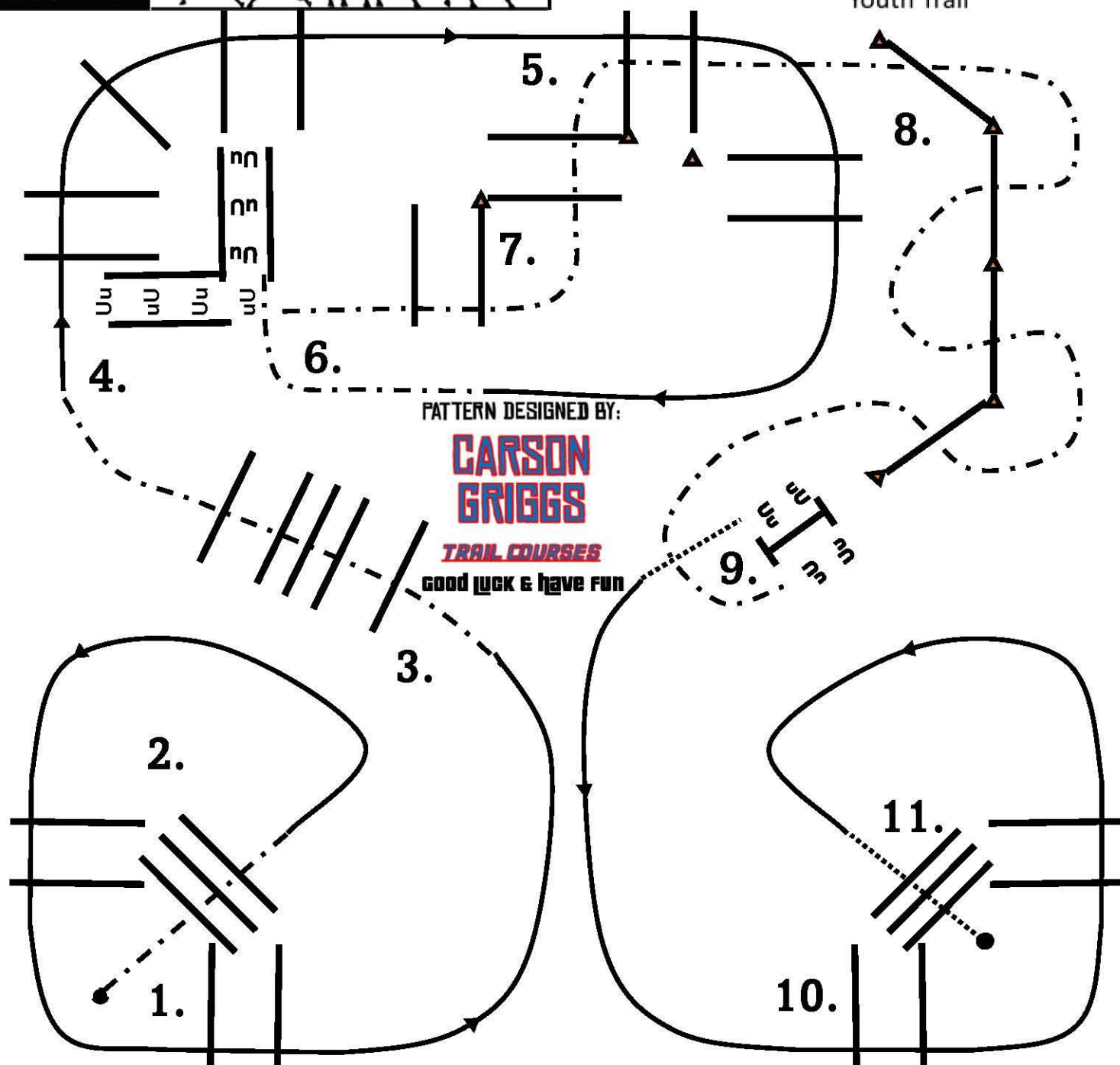
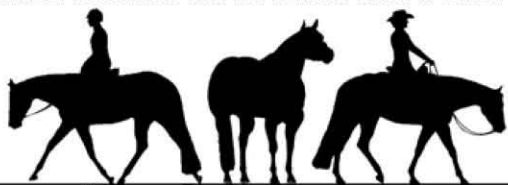
7. JOG OVER POLES IN #7

8. CONTINUE JOG THRU SERPENTINE

9. JOG TO GATE, OPEN LEFT HAND

10. LOPE LEFT LEAD OVER POLES

11. WALK OVER POLES TO FINISH



1. JOG OVER POLES
2. LOPE LEFT LEAD OVER POLES
3. JOG OVER POLES IN OBSTACLE #3
4. RIGHT LEAD LOPE BIG FAN
5. CONTINUE RIGHT LEAD LOPE AS SHOWN

6. JOG INTO CHUTE, BACK THE "L"
7. JOG OVER POLES IN #7
8. CONTINUE JOG THRU SERPENTINE
9. JOG TO GATE, OPEN LEFT HAND
10. LOPE LEFT LEAD OVER POLES
11. WALK OVER POLES TO FINISH

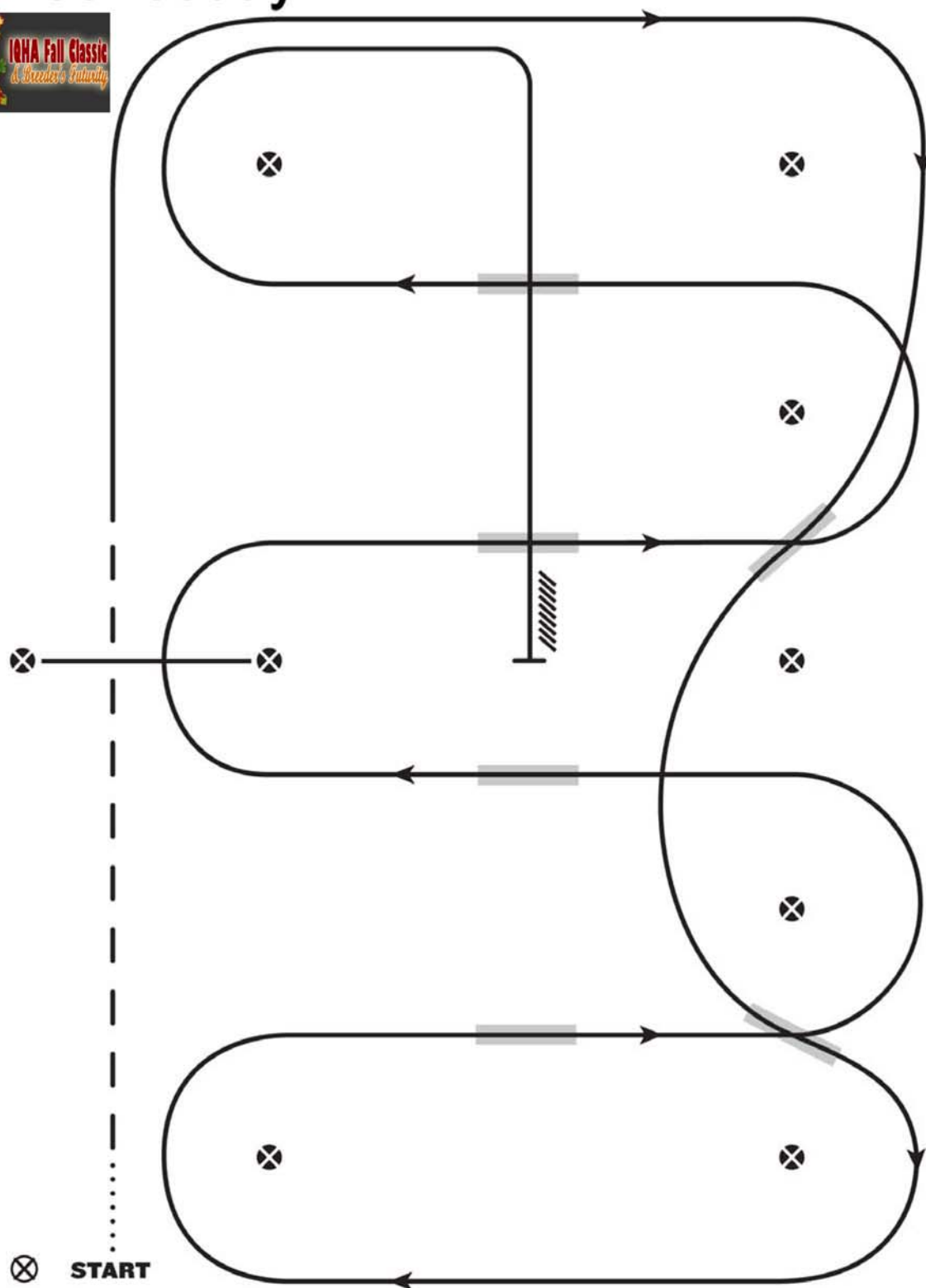
LEVEL I WESTERN RIDING PATTERN 6

Wednesday



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

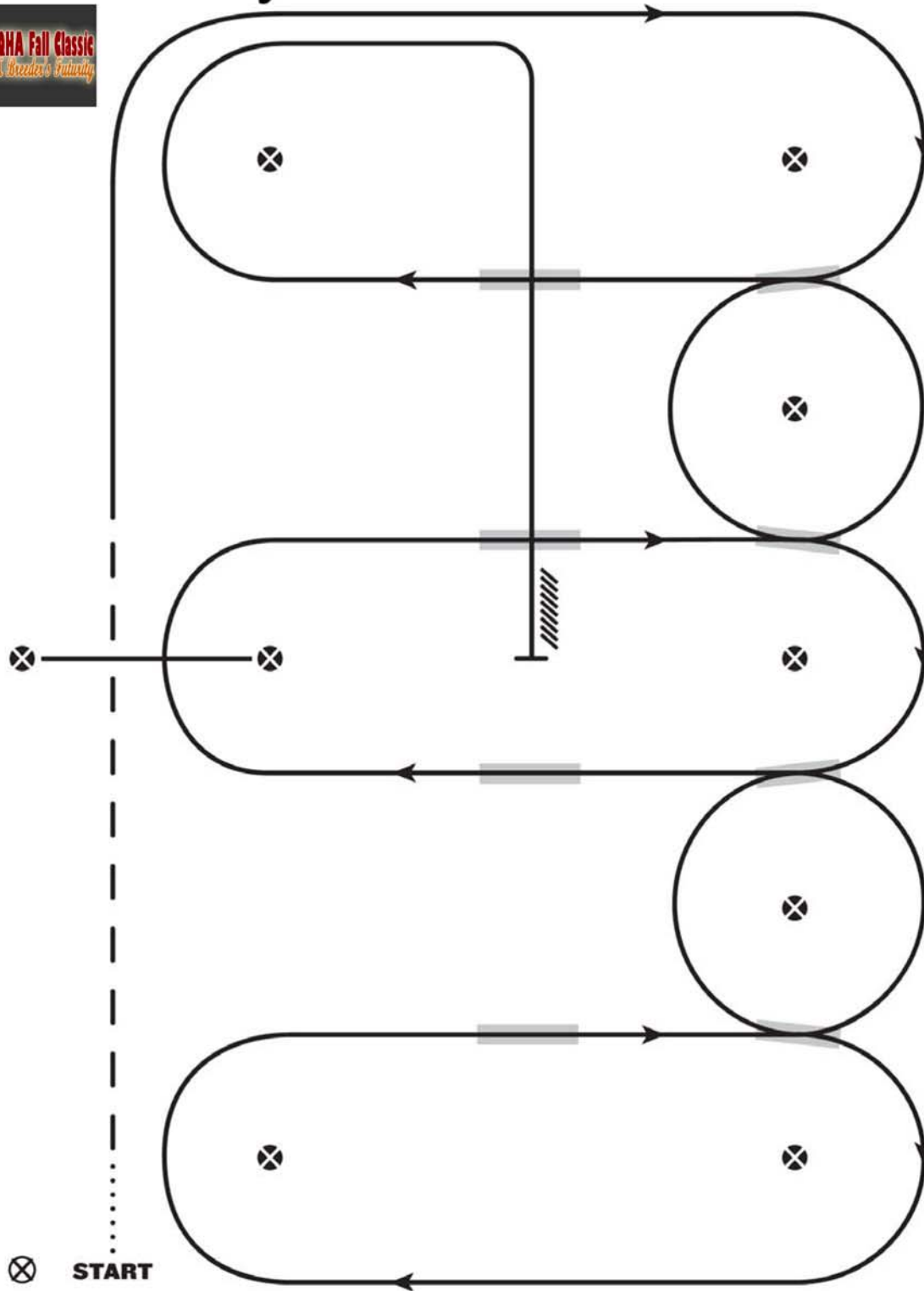
WESTERN RIDING - PATTERN 6

Wednesday



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

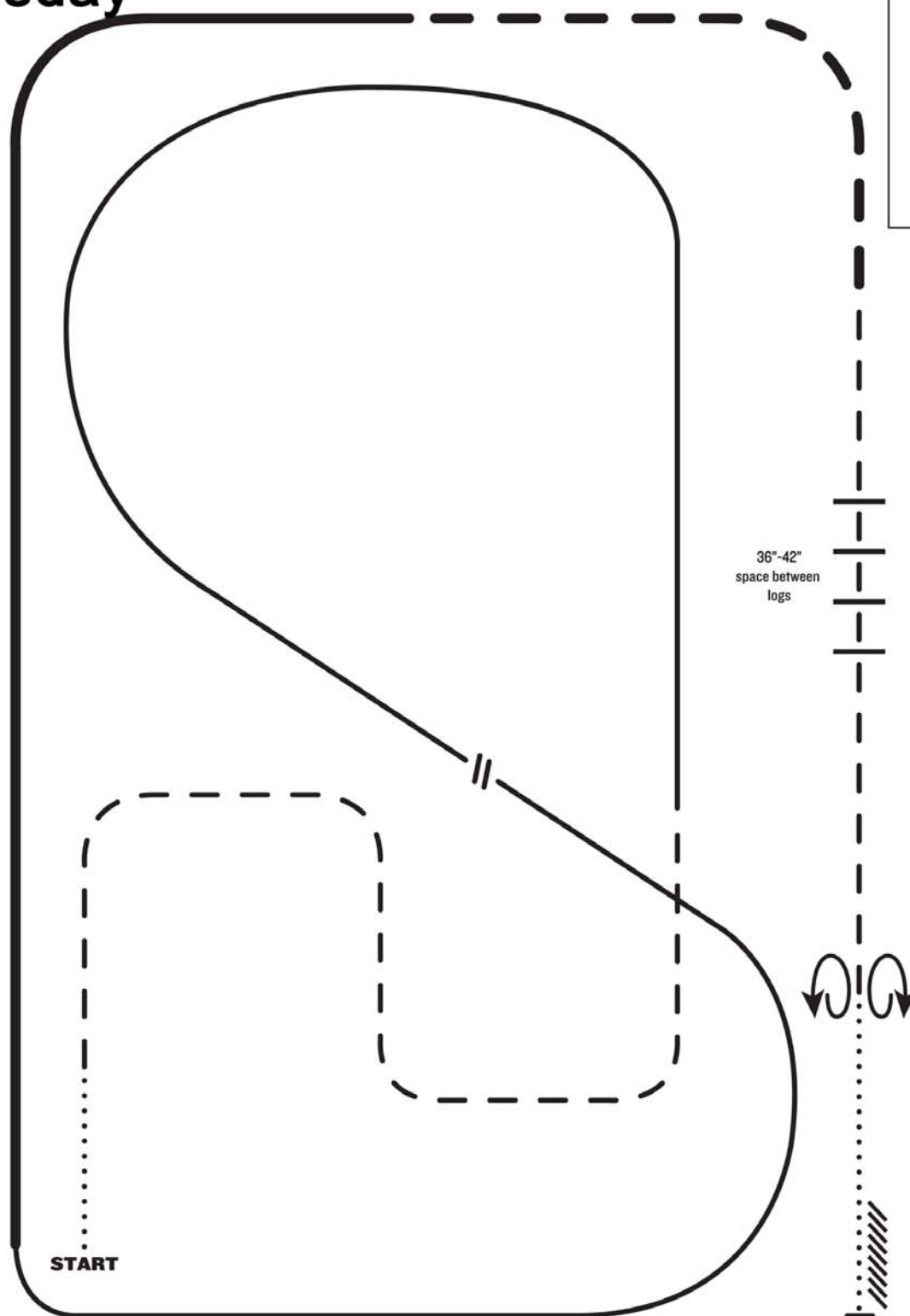
RANCH RIDING - PATTERN 3

Wednesday



LEGEND

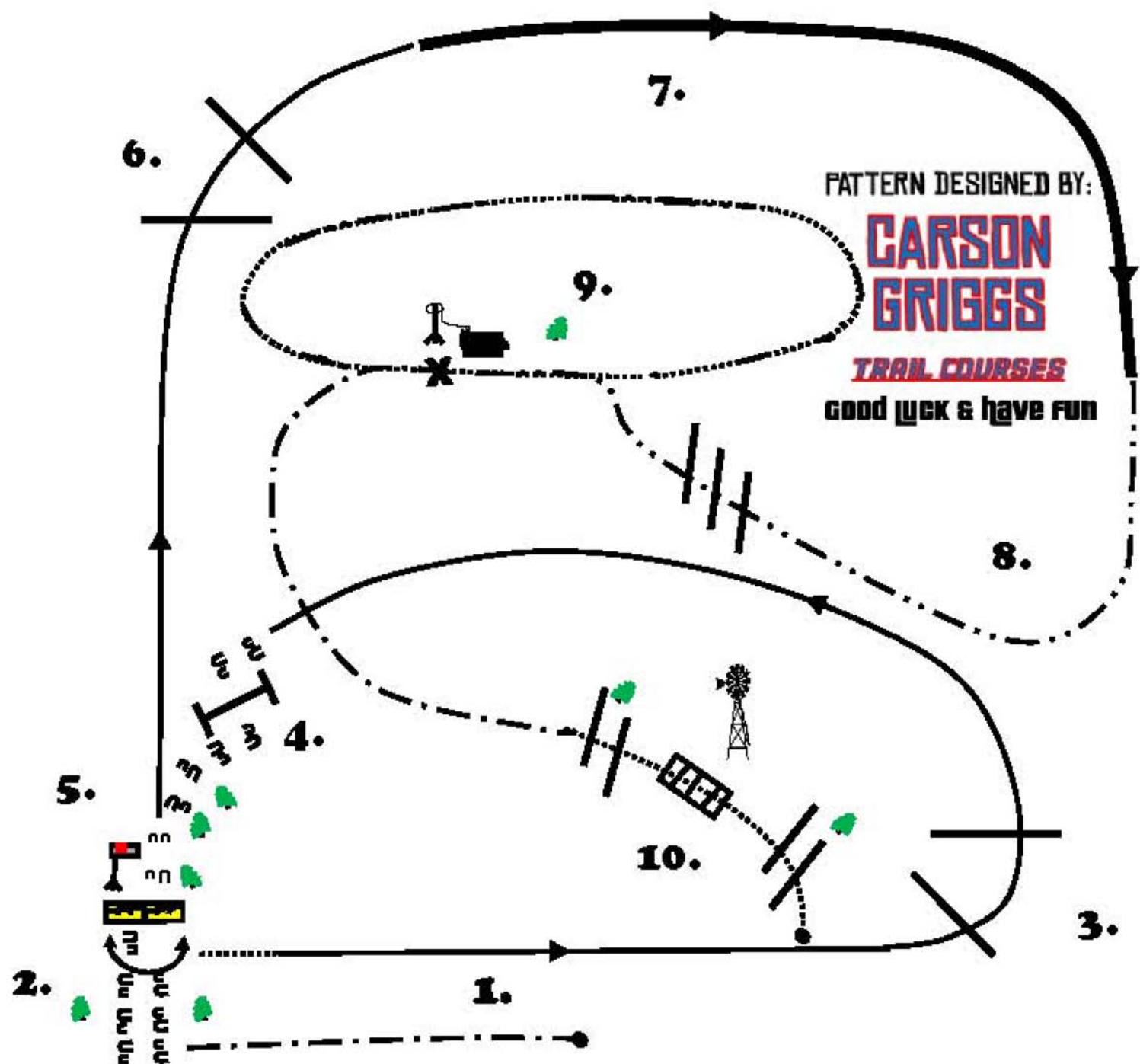
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
//	Lead Change



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)
11. Walk, stop and back



Thursday Ranch Trail



1. JOG TO SIDEPASS

2. SIDEPASS RIGHT, 180 TURN EITHER WAY

3. LOPE LEFT LEAD OVER LOGS TO GATE

4. LEFT HAND GATE

5. BACK TO MAILBOX, OPEN TO INSPECT

6. LOPE OVER LOGS ON RIGHT LEAD

7. EXTEND THE LOPE

8. EXTENDED JOG OVER POLES

9. DRAG FEEDER TUB AS SHOWN AT WALK
OR JOG (YOUTH SKIP #9)

10. WALK OVER POLES, BRIDGE, AND POLES

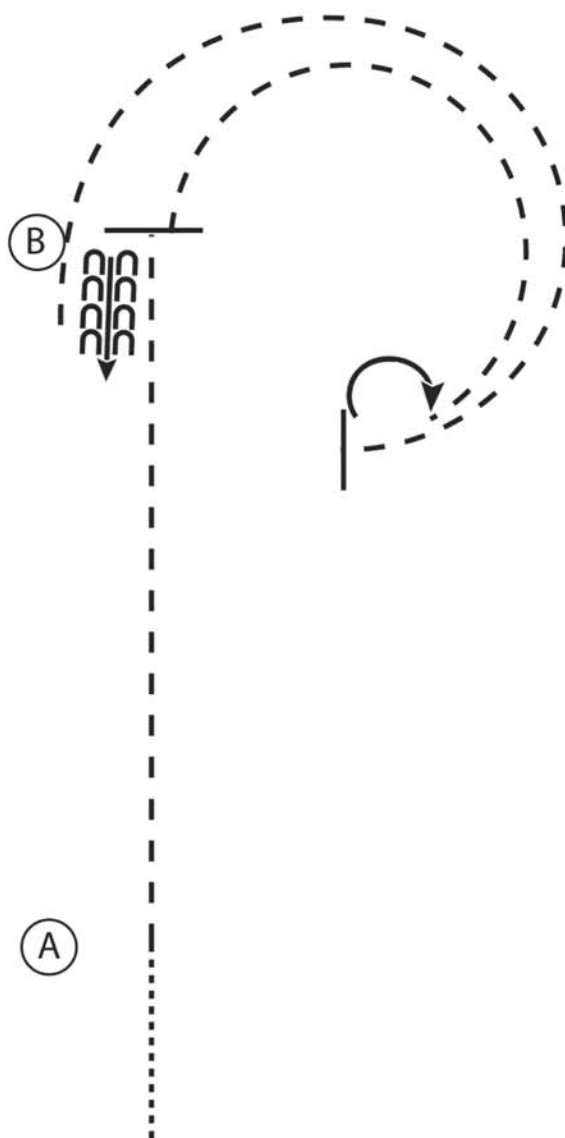


Thursday Horsemanship Walk Trot

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www.HorseShowPatterns.com

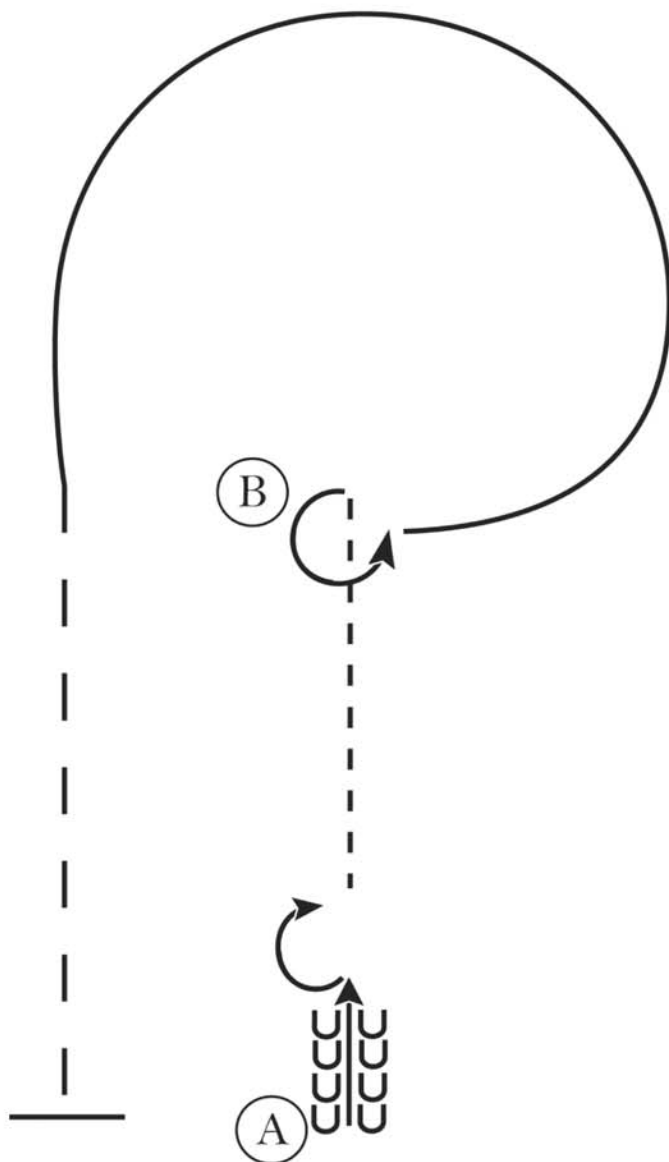
1. Walk to A
2. Jog A to B
3. At B stop and back
4. Jog 3/4 circle to the right
5. Stop and perform a 180 degree turn to the right on the hindquarter
6. Jog a circle back to B
7. Stop at B



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

Thursday Horsemanship Level 1

www.HorseShowPatterns.com

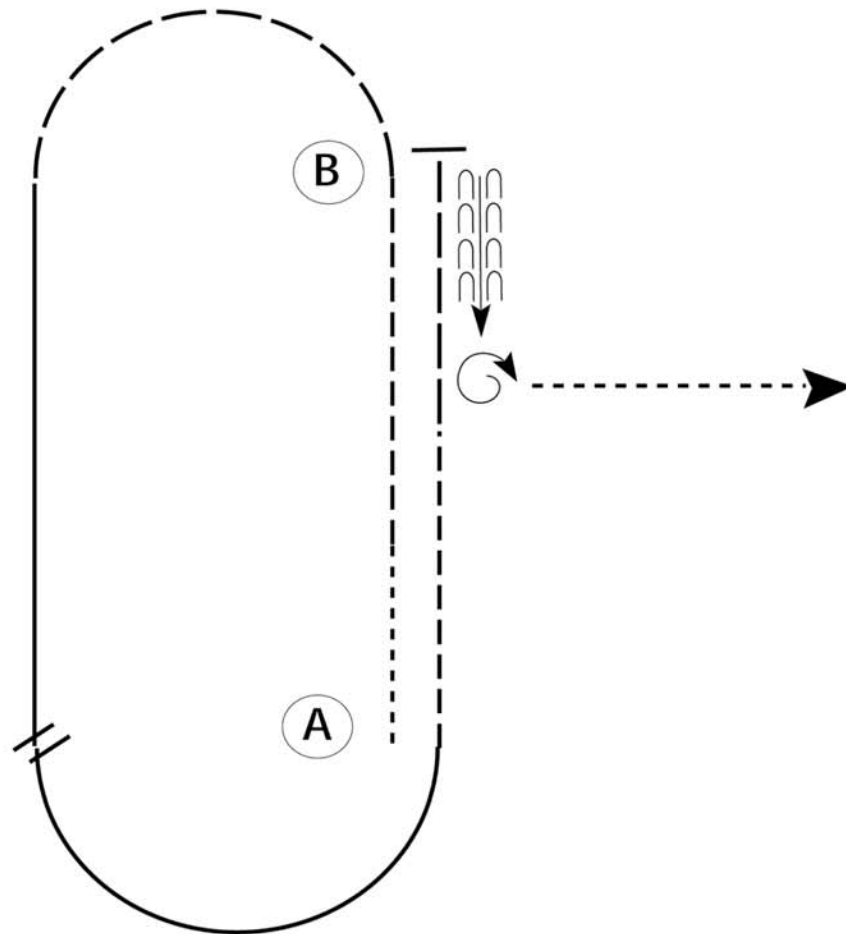


1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left .
5. Lope a circle around B on the left lead.
6. At B extend the jog to A.
7. At A stop.

Walk
Jog	-----
Extended Jog	-----
L ope	—————
Leg Y ield	
Lead Change	—/—
Back	←←←←←
Marker	(B)
Sidepass	→-----→

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Thursday Horsemanship Amateur, Select, Youth



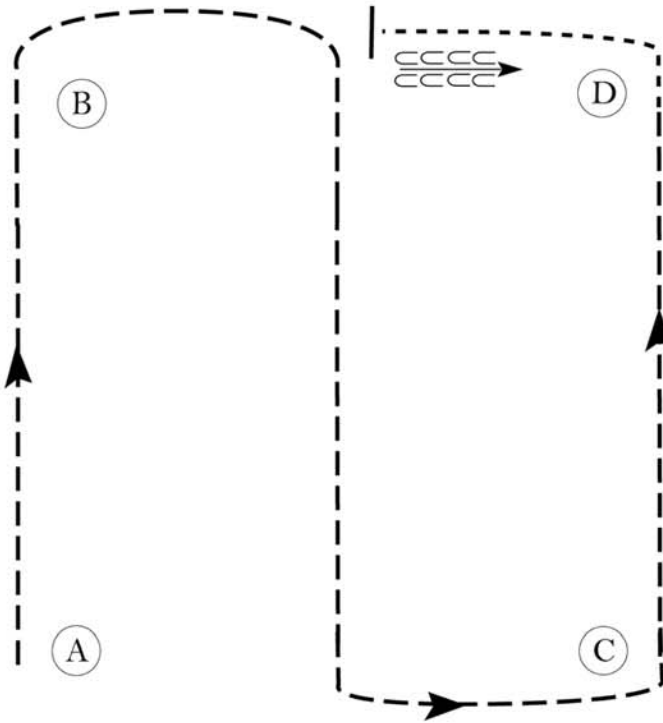
Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog in a half circle.
4. Lope on the right lead until even with A.
5. Perform a simple lead change.
6. Lope on the left lead until even with A.
7. Jog halfway to B..
8. Extend the jog to B.
9. Stop at B and back approximately one horse length.
10. Perform a 1 1/4 turn to the right and walk straight away.

Follow the instructions of your ring steward.

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

Thursday Equitation Walk Trot



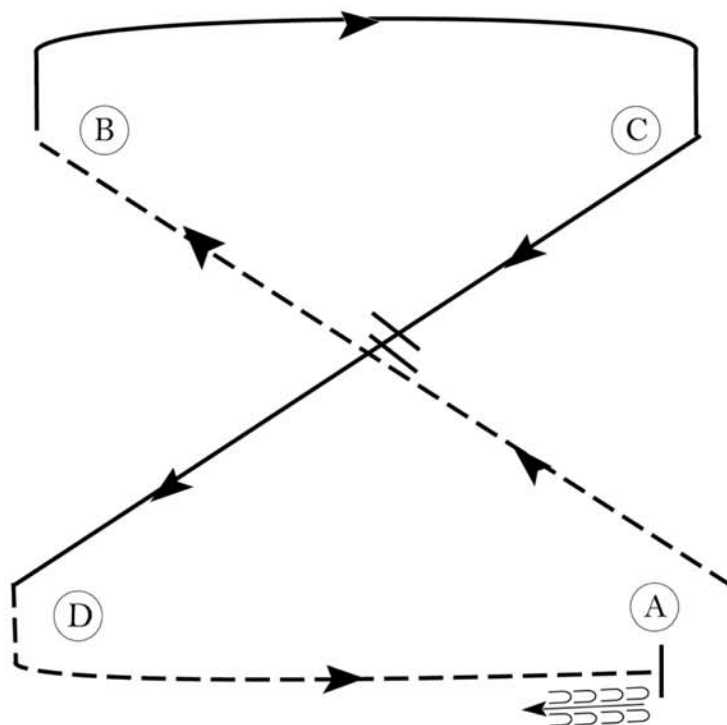
Be ready at A.

1. Posting trot to and around B on the left diagonal.
2. Halfway between B and C, change diagonals.
3. Posting trot on the right diagonal to and around C.
4. Continue to trot to D.
5. At D, walk.
6. Walk until halfway to B, stop and back one horse length.

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



Thursday Equitation Level 1



Be ready at A.

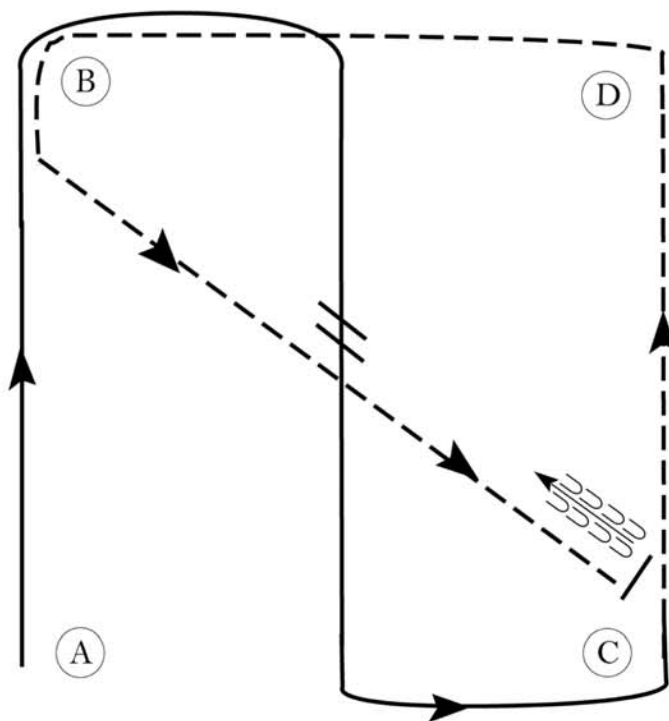
1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C and 1/2 way to D.
3. Change leads and canter to D.
4. Posting trot on the right diagonal to A.
5. Halt at A and back approximately one horse length.

Exit at a sitting trot.

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



Thursday Equitation Amateur, Select, Youth



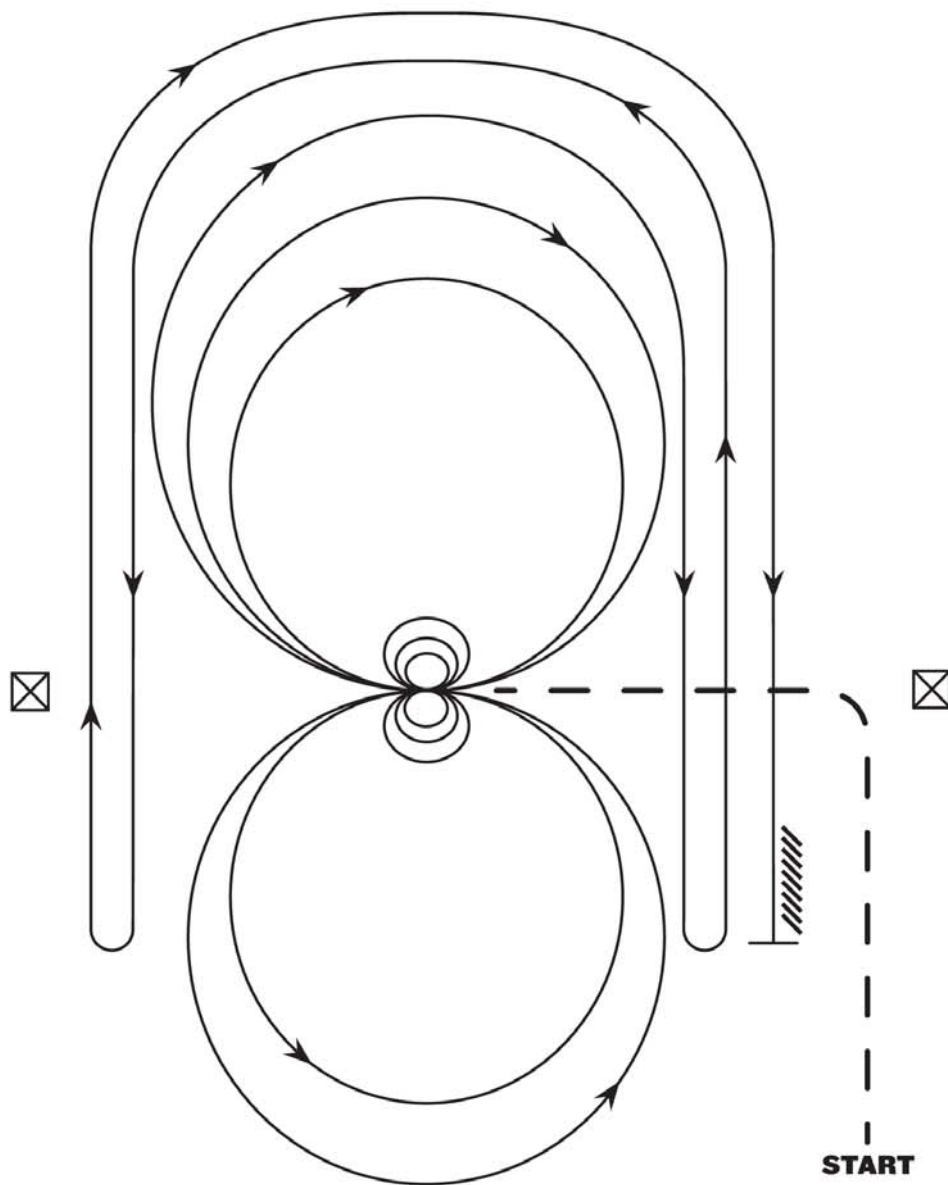
Be ready at A.

1. Canter on the right lead to and around B.
2. Halfway between B and C, change leads.
3. Canter on left lead to and around C.
4. Posting trot on the left diagonal from C to D.
5. At D, change diagonals and continue to trot to B.
6. At B, sitting trot to C.
7. Stop and back one horse length at C.

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

VRH AND RHC RANCH REINING PATTERN I

Thursday



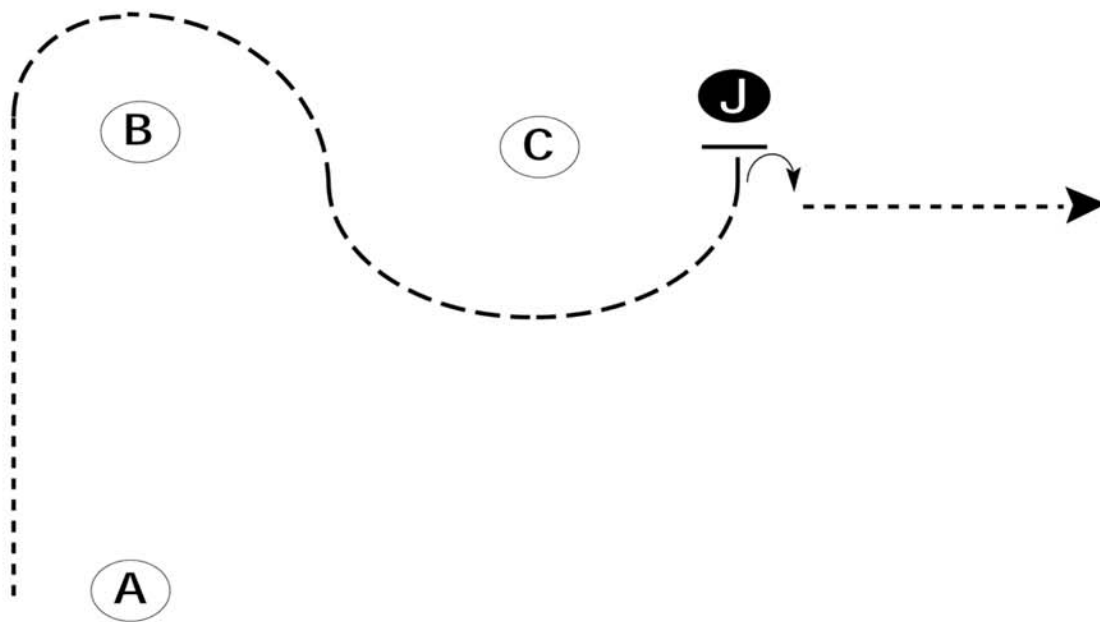
Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. 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 left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, 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 wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.




Friday Showmanship Youth 9 & Under



Be ready at A.

1. Walk from A to B.
2. Trot from B, around C and to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn.
5. Walk straight away from the judge.
6. Follow the instructions of your ring steward.

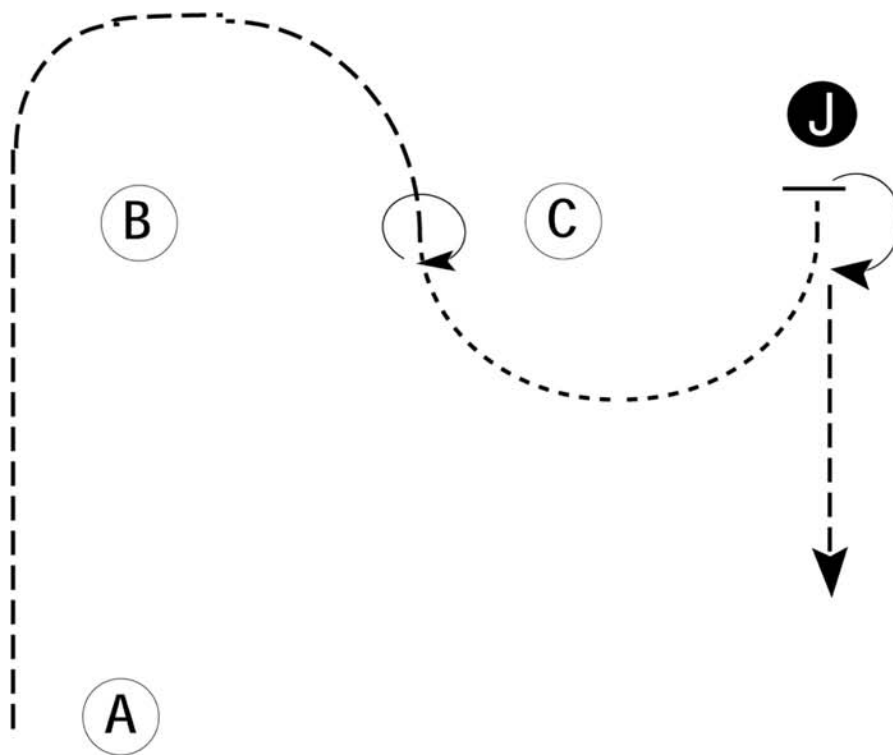
Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓙ



Friday Showmanship Level 1

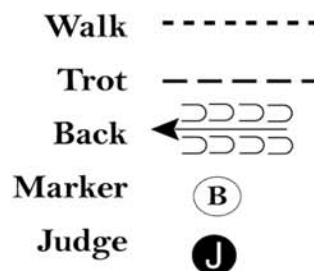
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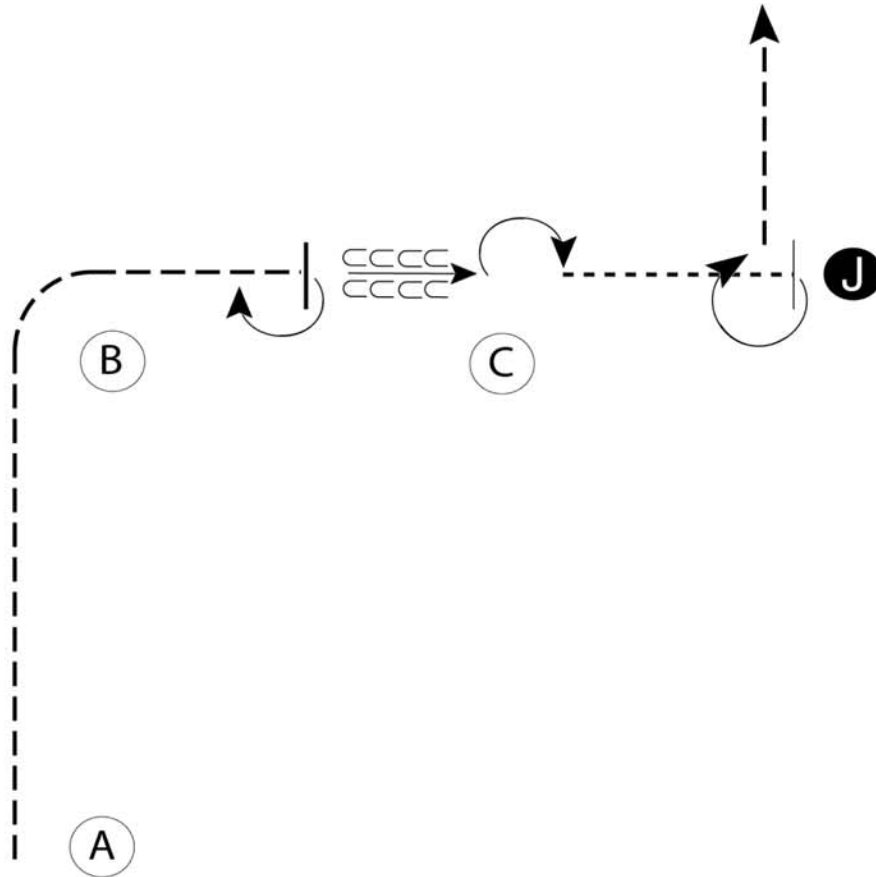
Be ready at A.

1. Trot from A around B and to C.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge. Stop and set up for inspection.
4. When dismissed perform a 180 degree turn and trot straight away from the Judge.





Friday Showmanship Amateur, Select, Youth



1. Jog from A around B
2. Half way to C stop and perform a 180 degree turn
3. Back to C
4. Perform a 180 degree turn, walk to Judge and set up for inspection
5. When dismissed perform a 270 degree turn and trot to lineup

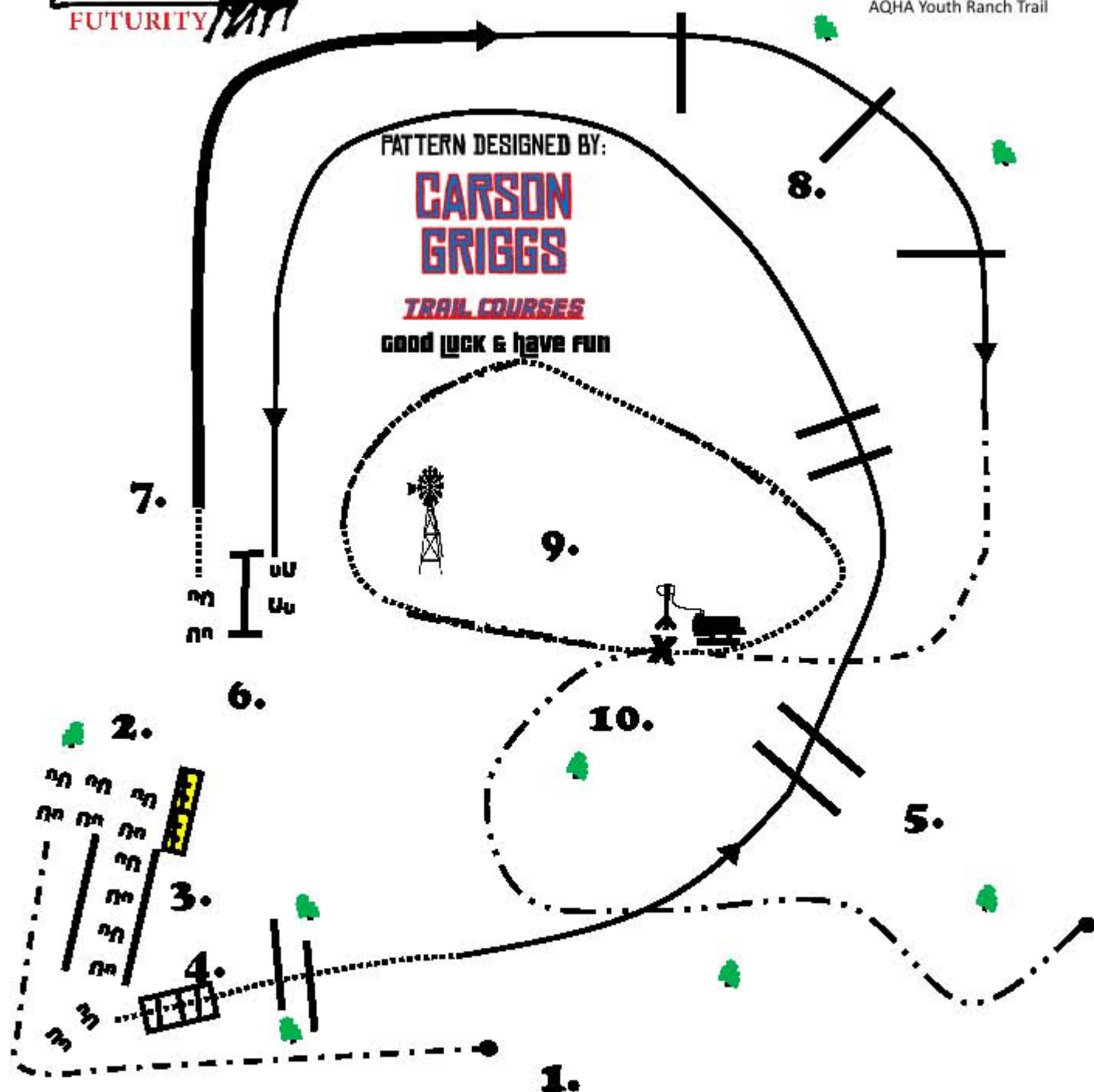
Walk	-----
Trot	-----
Back	←-----
Marker	(B)
Judge	(J)



RANCH TRAIL

Friday September 22nd

AQHA Ranch Trail
AQHA Amateur Ranch Trail
AQHA Youth Ranch Trail



PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES

Good Luck & Have Fun

1. JOG TO TREE TO BEGIN

2. SIDEPASS RIGHT

3. BACK THRU CHUTE

4. WALK OVER BRIDGE AND POLES

5. LEFT LEAD LOPE OVER POLES, STOP

6. RIGHT HAND GATE

7. WALK AWAY, EXTENDED RIGHT LEAD LOPE

8. COLLECT TO RIGHT LEAD LOPE OVER BIG FAN, JOG TO DRAG

9. DRAG FEEDER AT EITHER WALK OR JOG AROUND WINDMILL (YOUTH SKIP #9)

10. EXTENDED JOG THRU TREES TO FINISH

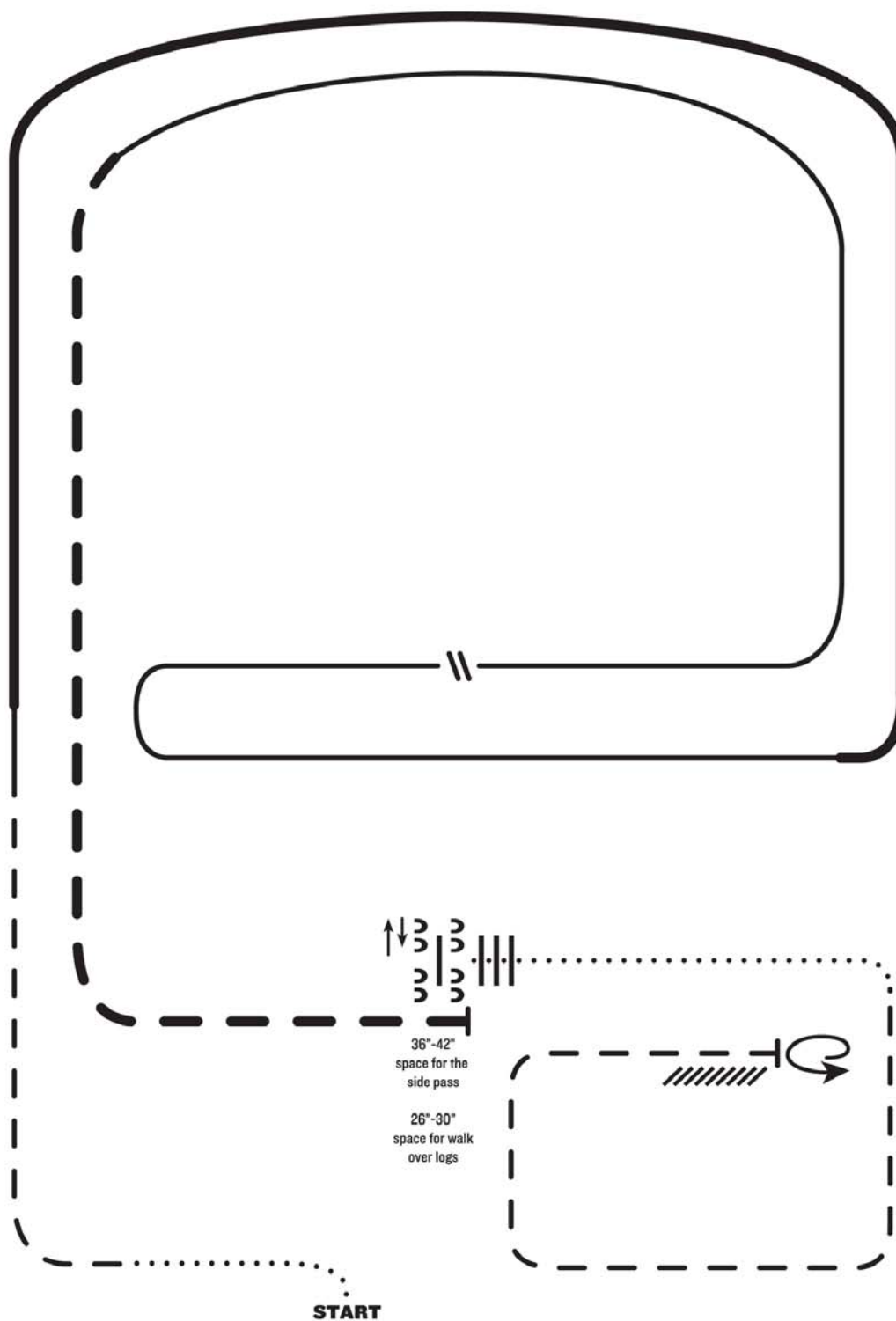
RANCH RIDING - PATTERN 4

Friday

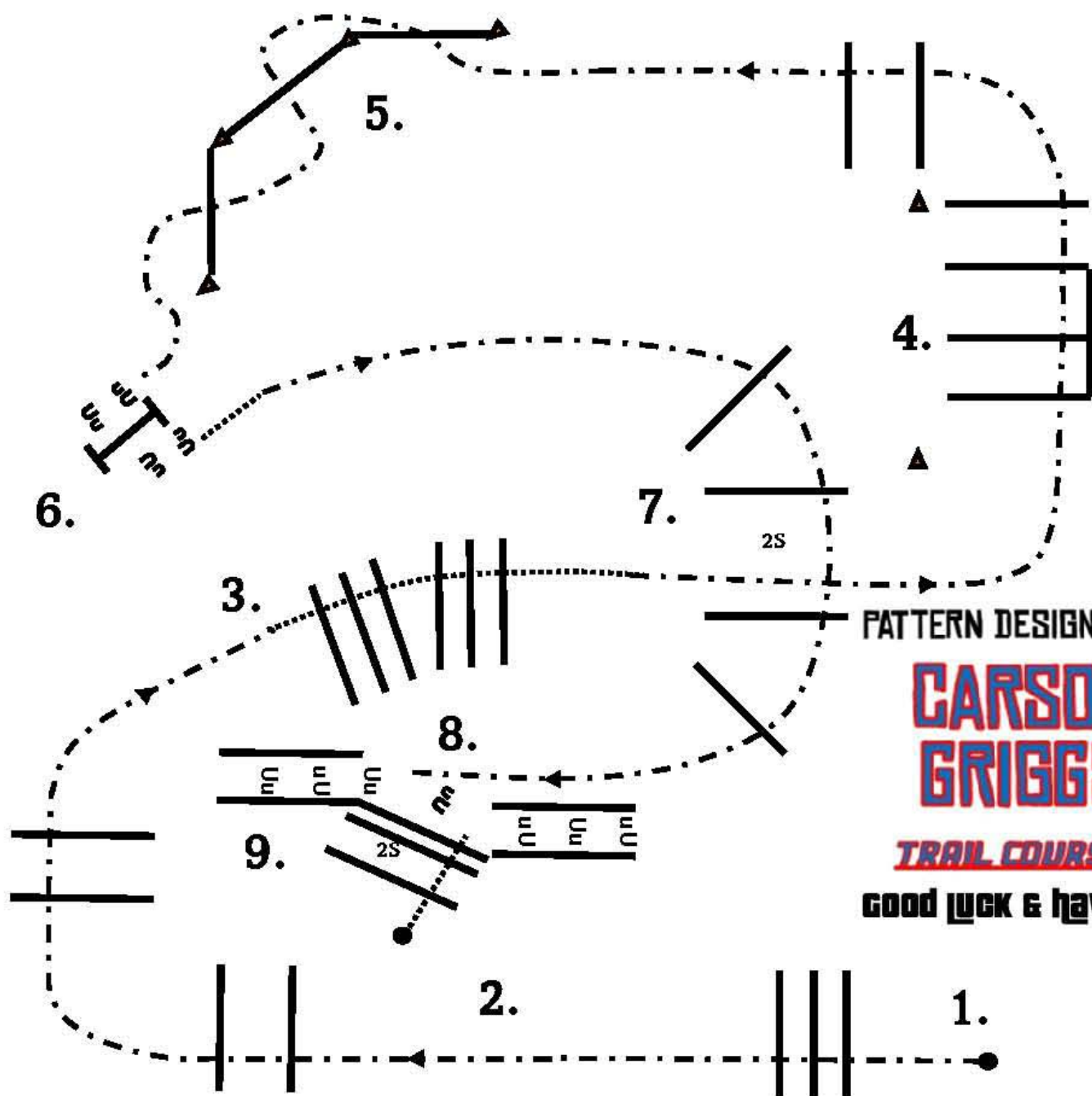
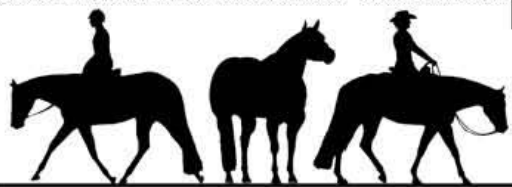


LEGEND

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



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back



PATTERN DESIGNED BY:

CARSON
GRIGGS

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. JOG OVER POLES TO BEGIN

2. JOG OVER POLES

3. WALK OVER POLES

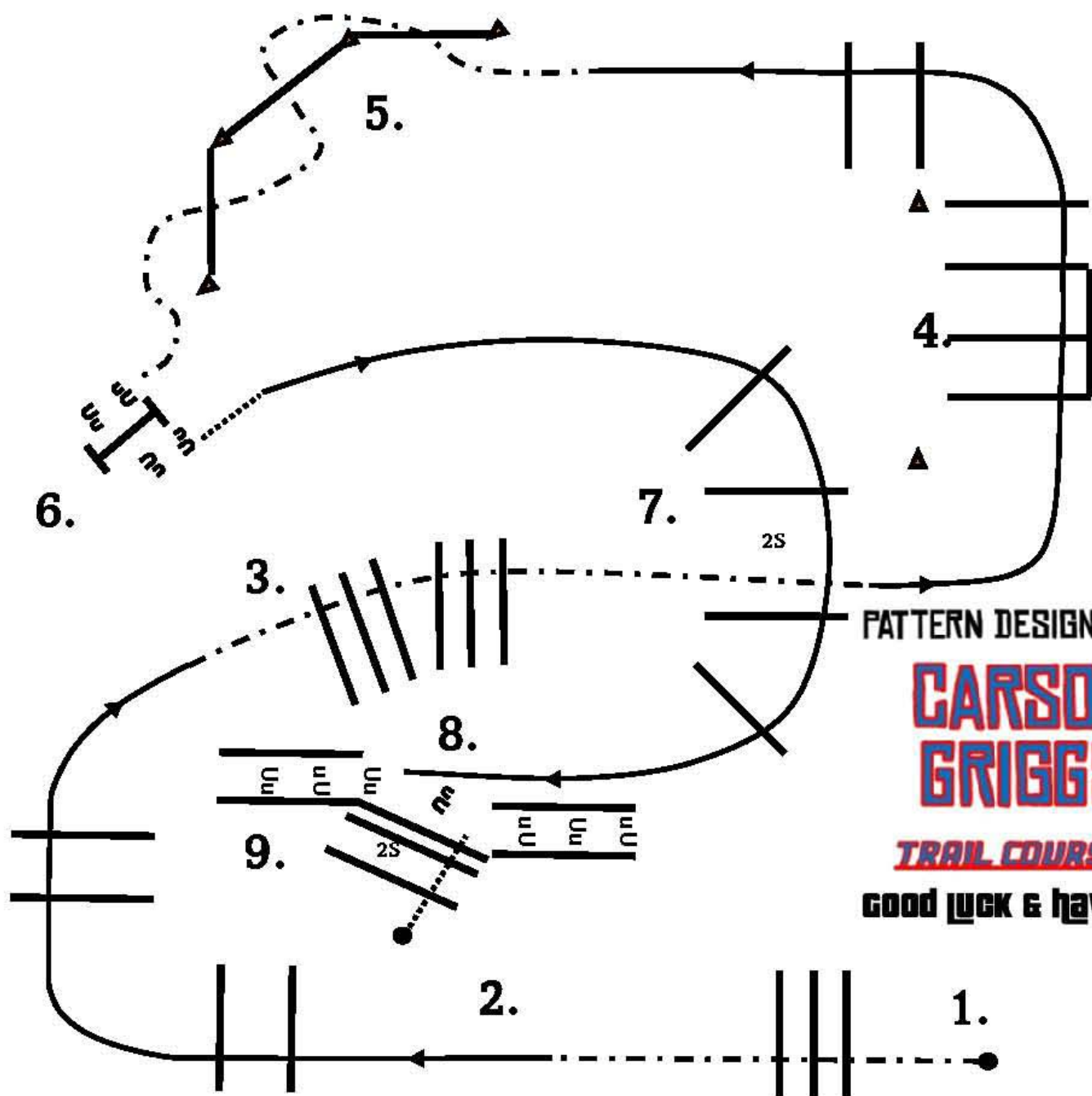
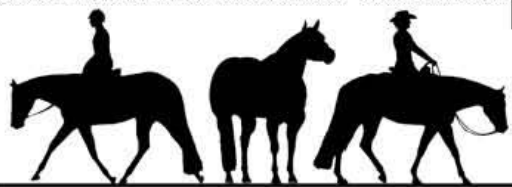
4. JOG OVER OBSTACLE #4

5. JOG SERPENTINE

6. LEFT HAND GATE, WALK AWAY

7. TROT BIG FAN

8. TROT INTO CHUTE, BACK AS SHOWN,
WALK OUT



PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. JOG OVER POLES TO BEGIN

2. LOPE RIGHT LEAD OVER POLES

3. JOG OVER POLES

4. LOPE LEFT LEAD

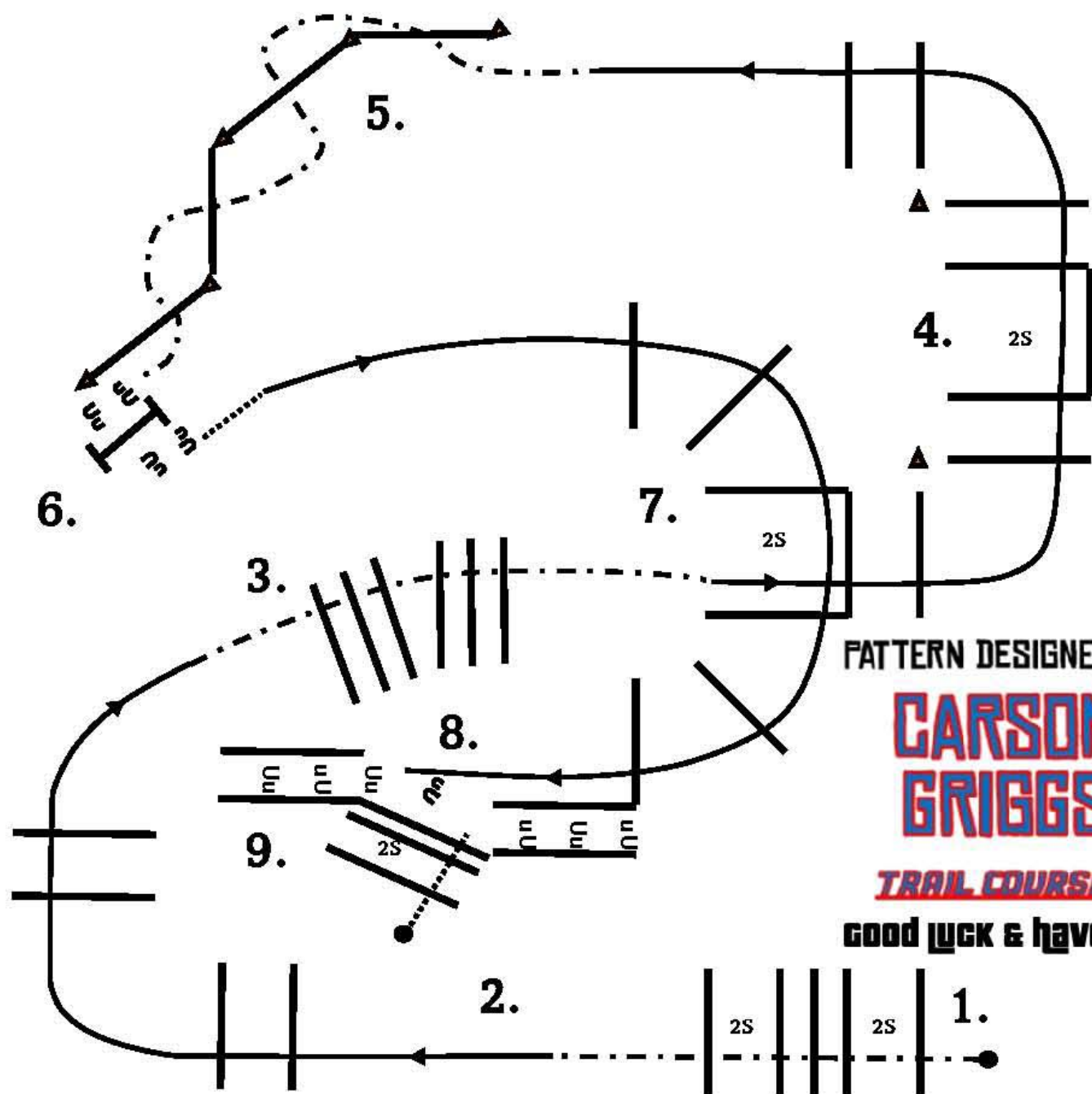
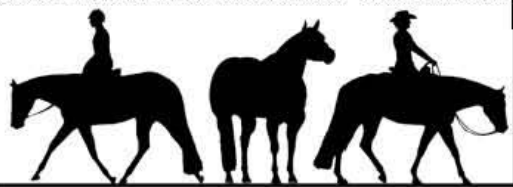
5. JOG SERPENTINE

6. LEFT HAND GATE AS SHOWN

7. LOPE RIGHT LEAD BIG FAN

8. LOPE INTO CHUTE, BACK AS SHOWN

9. WALK OUT



FATTERN DESIGNED BY:

CARSON
GRIGGS

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. JOG OVER POLES TO BEGIN

2. LOPE RIGHT LEAD OVER POLES

3. JOG OVER POLES

4. LOPE LEFT LEAD

5. JOG SERPENTINE

6. LEFT HAND GATE AS SHOWN

7. LOPE RIGHT LEAD BIG FAN

8. LOPE INTO CHUTE, BACK AS SHOWN

9. WALK OUT

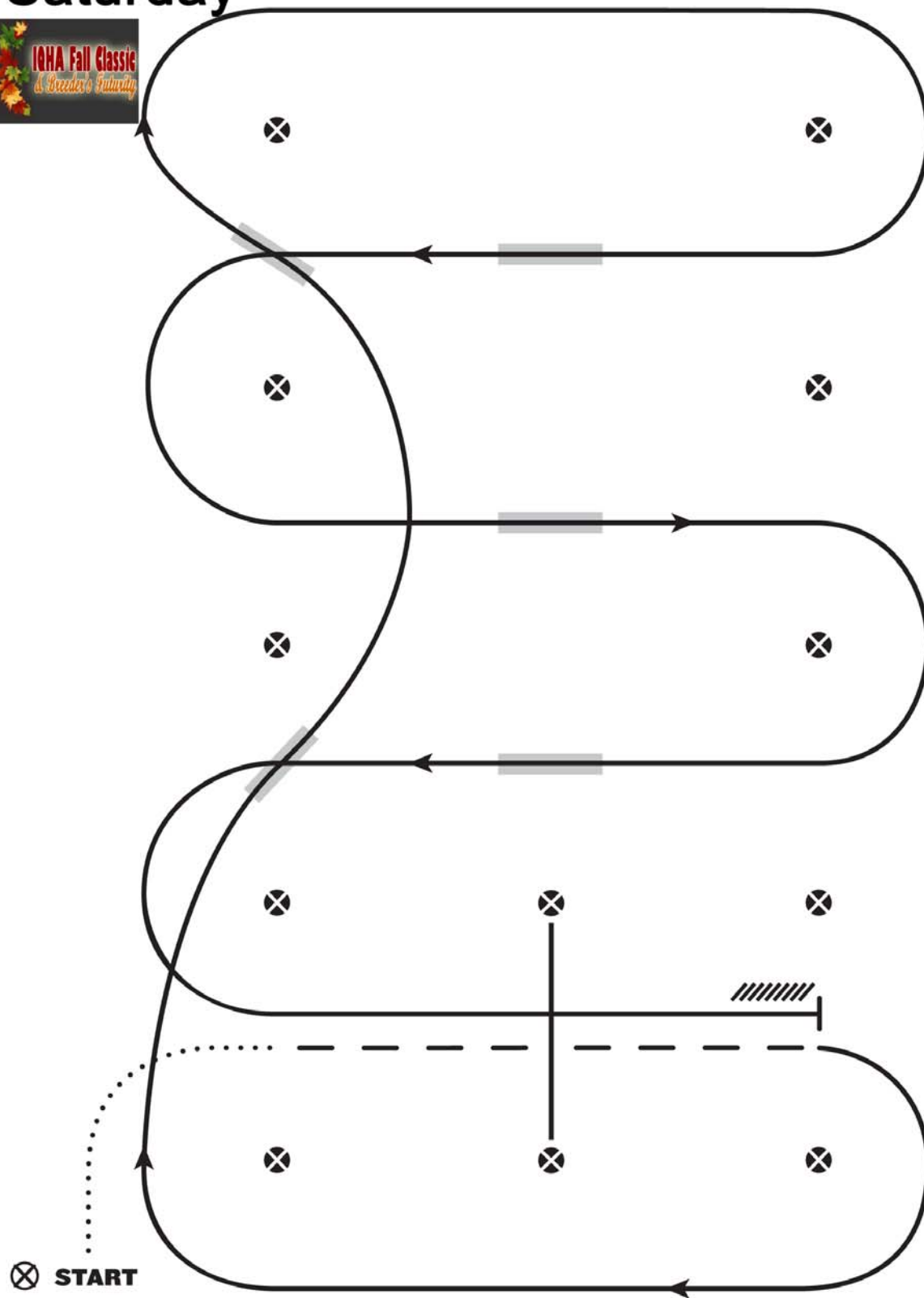
LEVEL I WESTERN RIDING PATTERN 4

Saturday



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 & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

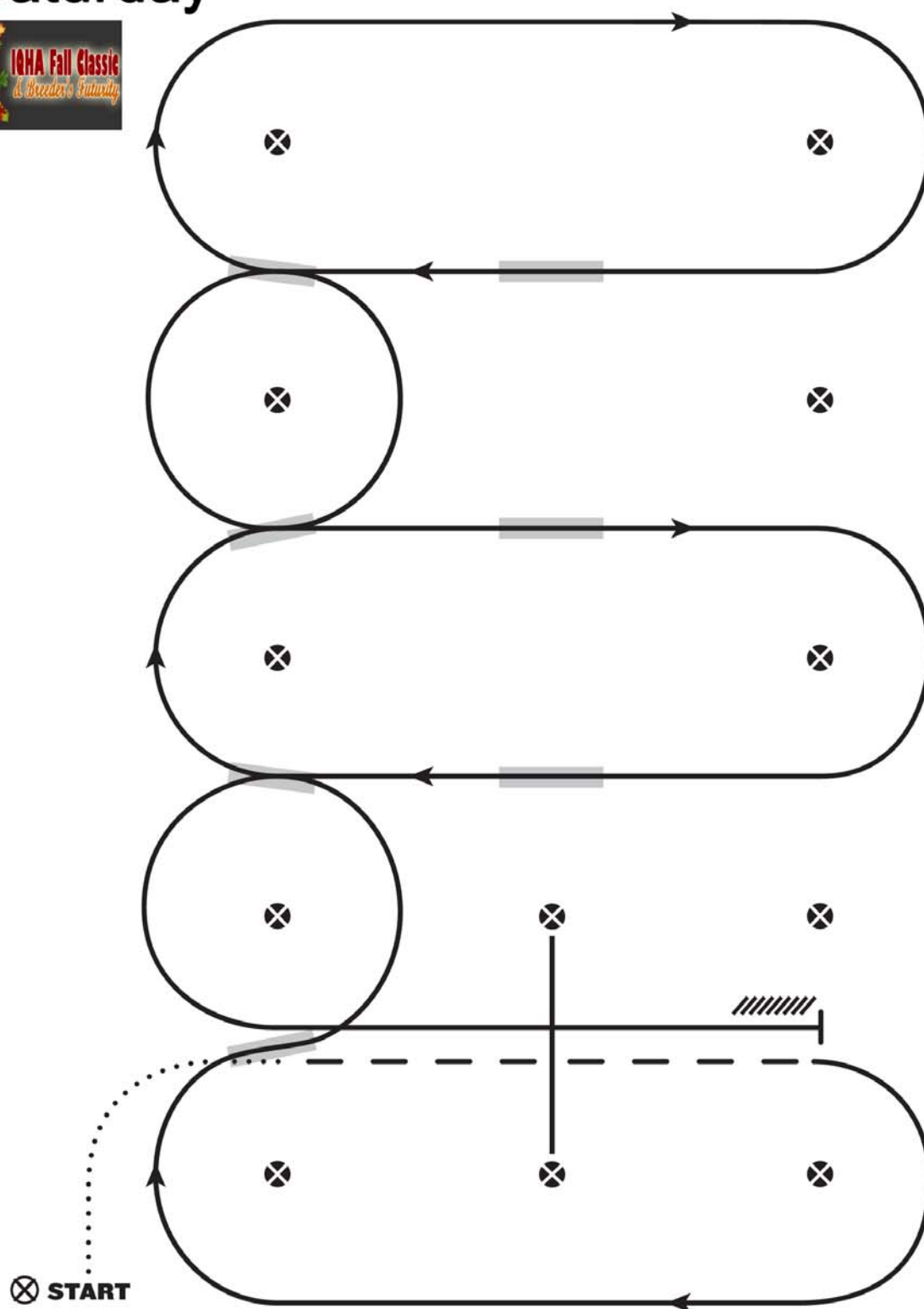
WESTERN RIDING - PATTERN 4

Saturday



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 line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back



Saturday Equitation Walk Trot

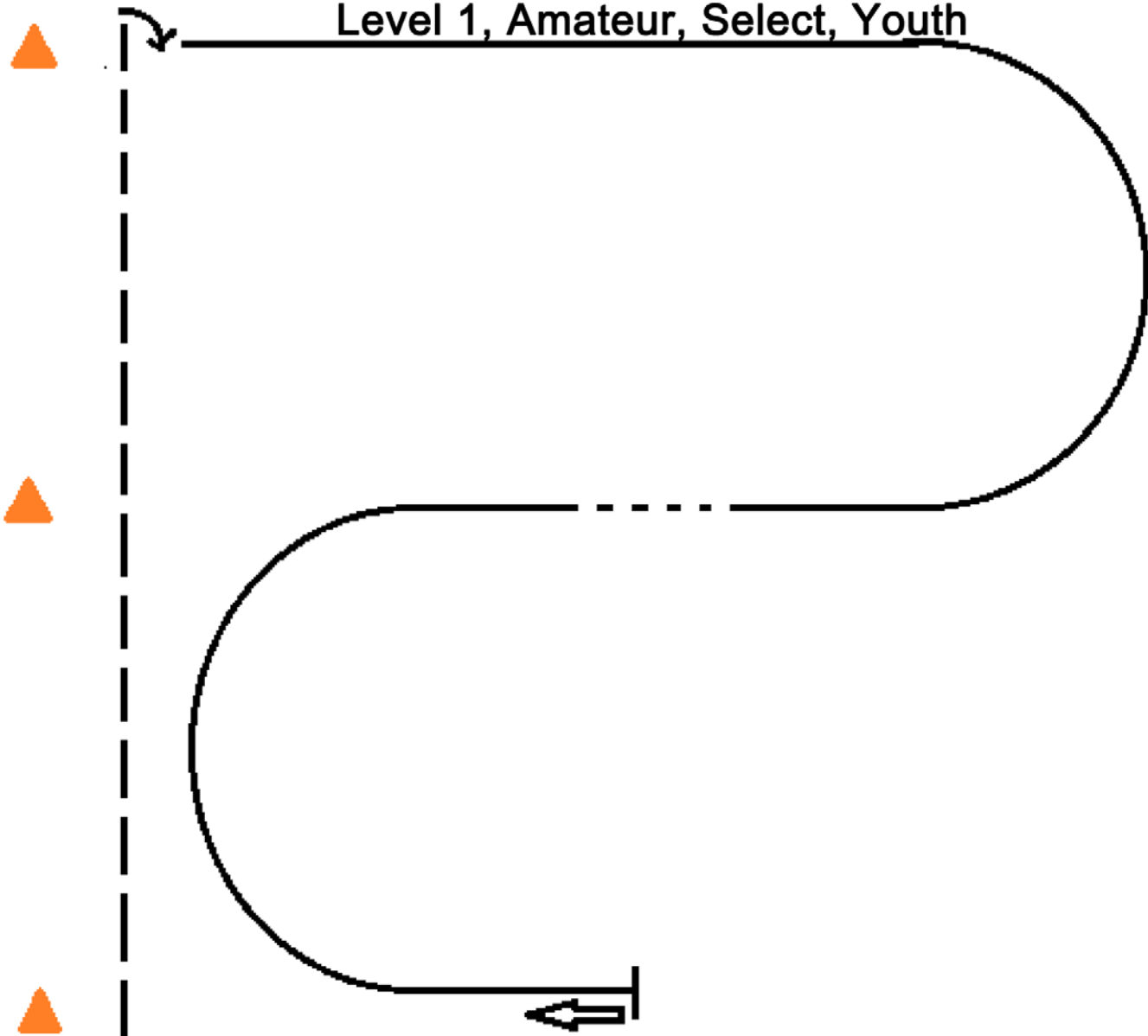


BE READY AT THE MARKER

1. Trot on the left diagonal from the first marker to just before the second marker
 2. Break to a walk and walk the corner
 3. Trot on the right diagonal
 4. Stop and do a $\frac{1}{4}$ turn right on the forehand
 5. Sit trot until even with the marker
 6. Stop and back a horse length
- Pattern is complete Exit at a walk

Saturday
Equitation

Level 1, Amateur, Select, Youth

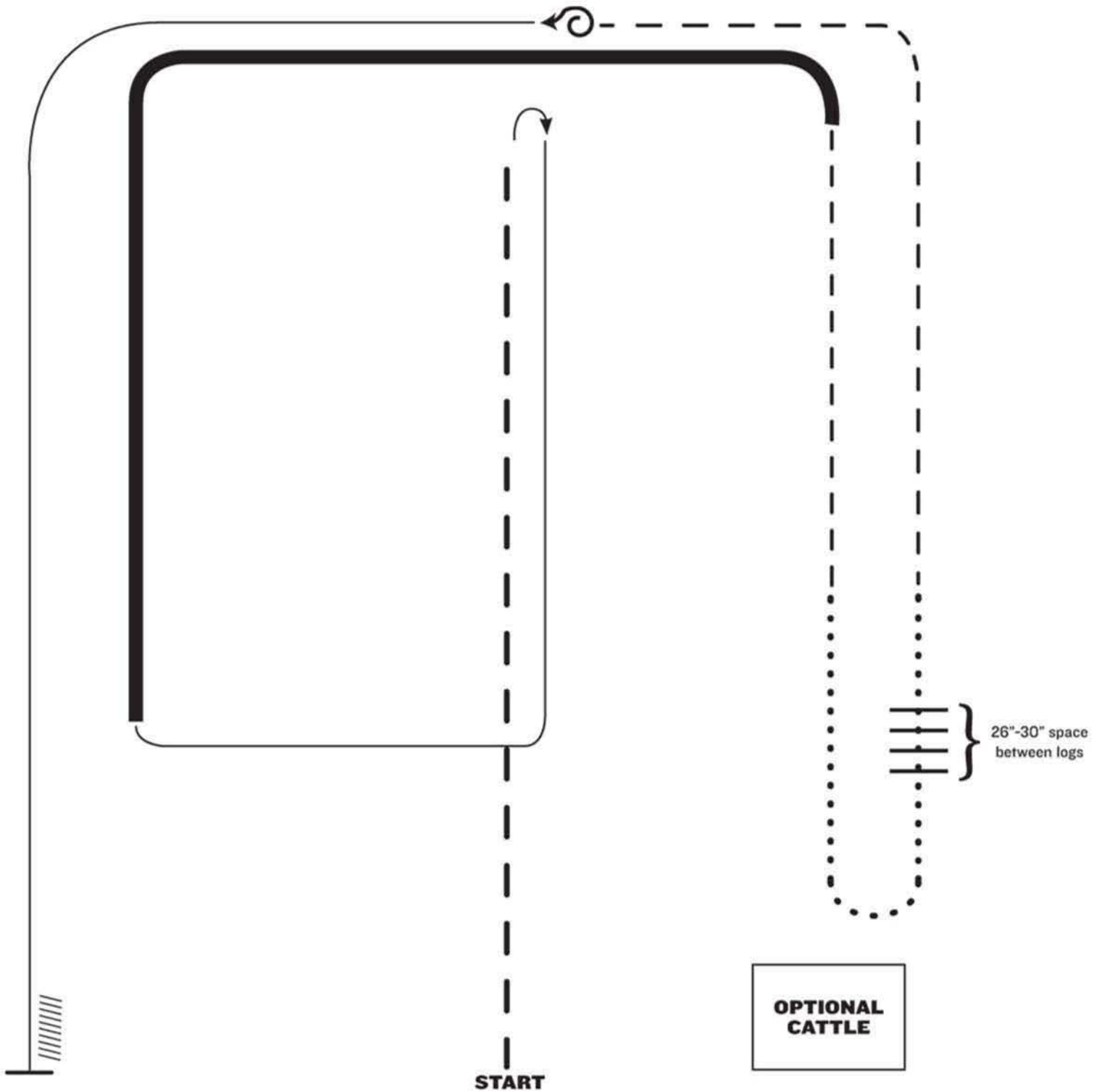


BE READY AT THE MARKER

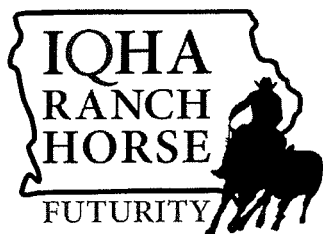
1. Trot on the left diagonal from the first marker to the second
 2. Change diagonals and continue to the third marker
 3. Stop and turn $\frac{1}{4}$ turn right on the forehand
 4. Canter as shown on the right lead
 5. Change leads through the walk
 6. Canter as shown on the left lead
 7. Stop and back one horse length
- Pattern is complete. Exit at a walk

RANCH RIDING – PATTERN 15

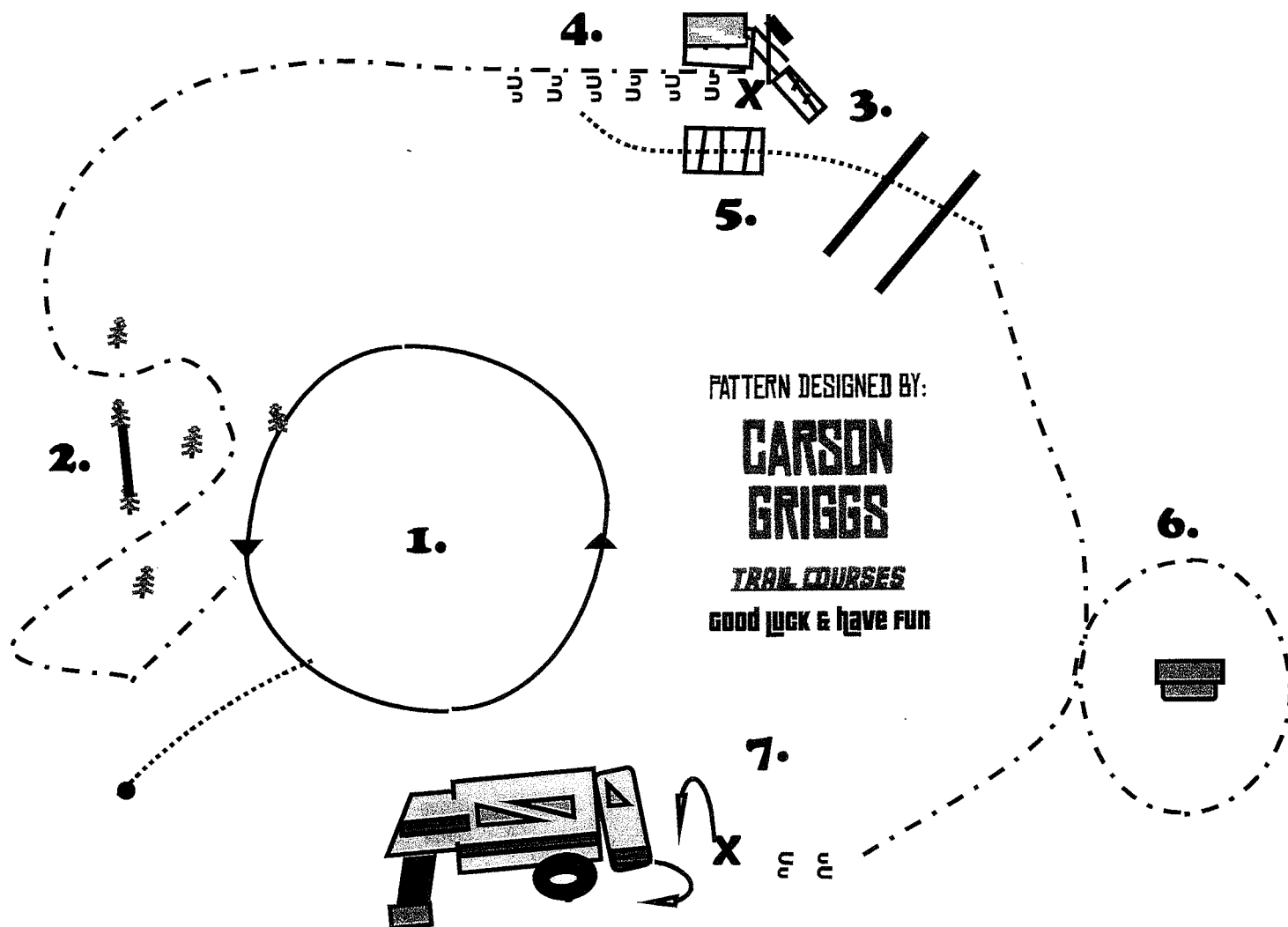
Saturday



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

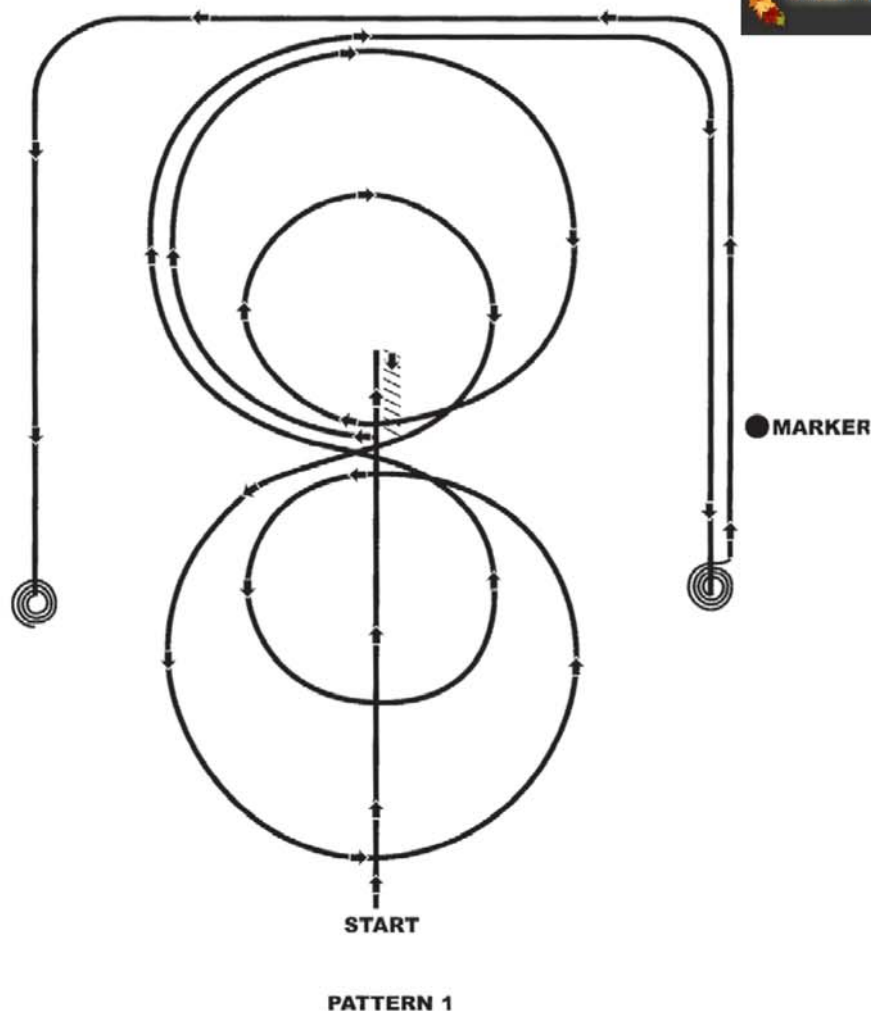


RANCH TRAIL YEARLING IN HAND



1. WALK OUT TO ARENA, LUNGE 1 CIRCLE AT A JOG, THEN 1 CIRCLE AT A LOPE (EITHER DIRECTION) & JOG AWAY
2. JOG THRU SERPENTINE PATH AS SHOWN
3. STOP IN AREA AND ADD AND REMOVE SADDLE PAD AND PICK OUT 2 OF YOUR HORSES' HOOVES
4. BACK YOUR HORSE IN A STRAIGHT LINE
5. WALK OVER BRIDGE, & LOGS
6. JOG A CIRCLE AROUND TROUGH
7. STOP! LOAD AND UNLOAD HORSE FROM TRAILER TO FINISH

WORKING COW HORSE PATTERN I Saturday



1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. 1/4 turn to left.
2. Pick up right lead, large fast circle, small slow circle. Change leads at center of arena.
3. Circling to the left, complete a large fast circle, then a small slow circle. Change leads at center of arena.
4. Start a circle to the right, but do not close this circle. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Continue back down side and around end of arena to other side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

Pattern I

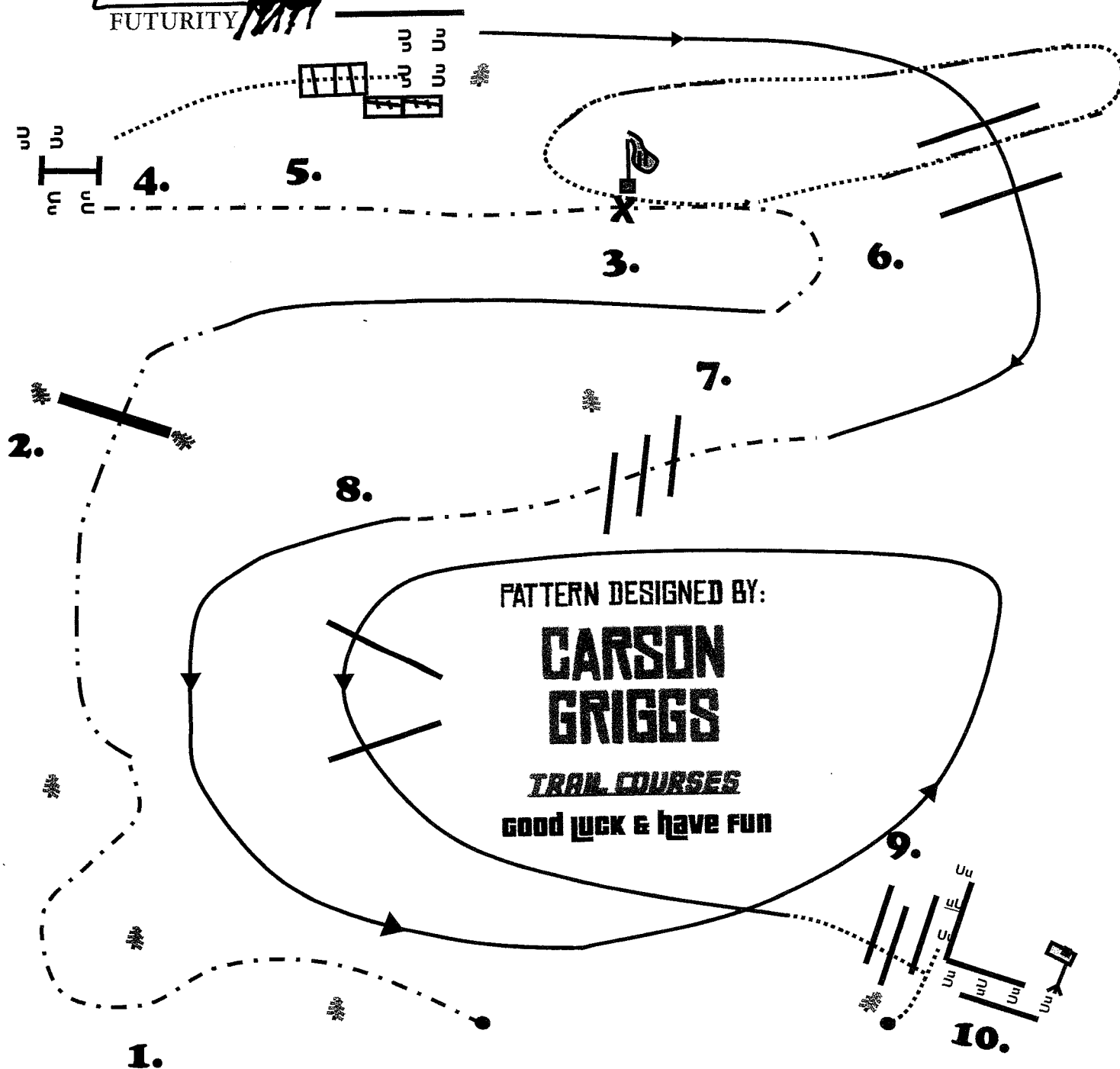
- | | |
|----------------------------------|----------------------|
| 1. Stop and back up and 1/4 turn | 4. Stop |
| 2. Right circles | 5. 3 1/2 right spins |
| 3. Left circles | 6. Stop |
| | 7. 3 1/2 left spins |



RANCH TRAIL

SUNDAY SEPTEMBER 24TH

RHF 2 Yr Old Open Ranch Trail
RHF 2 Yr Old Non Pro Ranch Trail



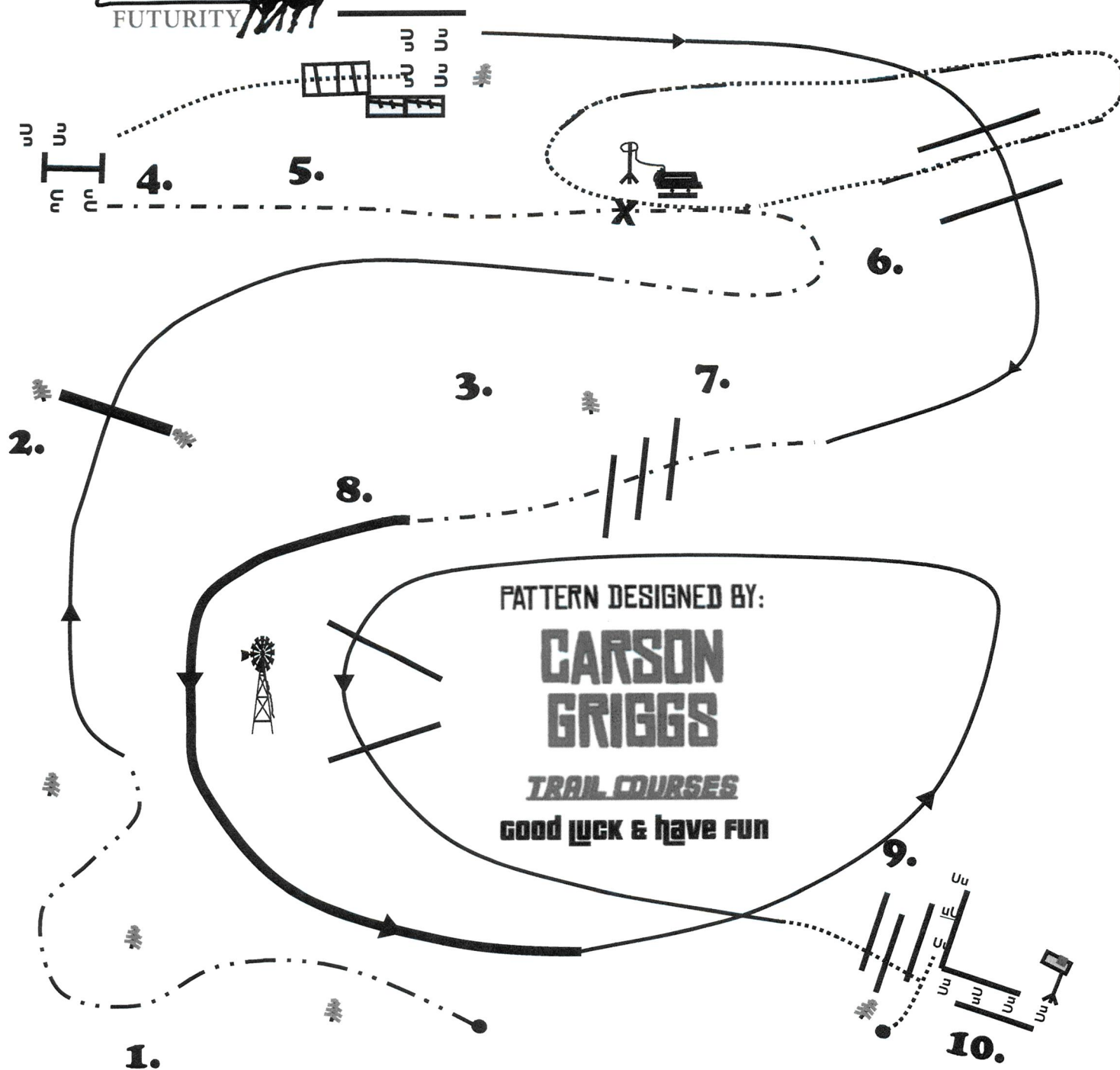
1. JOG THRU TREES
2. EXTENDED JOG OVER LOG , THEN
RIGHT LEAD LOPE
3. JOG TO POST, GRAB JACKET, CARRY IN
CIRCLE TO THE RIGHT & RETURN TO POST
(EITHER WALK OR JOG IS PERMITTED)
4. RIGHT HAND GATE
5. WALK OVER BRIDGE, SIDEPASS LEFT
6. RIGHT LEAD LOPE OVER LOGS
7. JOG OVER #7
8. LEFT LEAD LOPE CIRCLE & OVER LOGS
9. BREAK TO WALK INTO CHUTE
10. CHECK MAIL, THEN BACK THE "L"



RANCH TRAIL

RHF 3 Yr Old Open Ranch Trail
RHF 3 Yr Old Non Pro Ranch Trail

SUNDAY SEPTEMBER 24TH



1. EXTENDED JOG THRU TREES
2. RIGHT LEAD LOPE OVER LOG
3. JOG TO POST, DRAG TUB THRU GAP OF #6 AT A WALK OR JOG (YOUTH SKIP #9)
4. RIGHT HAND GATE
5. WALK OVER BRIDGE, SIDEPASS LEFT

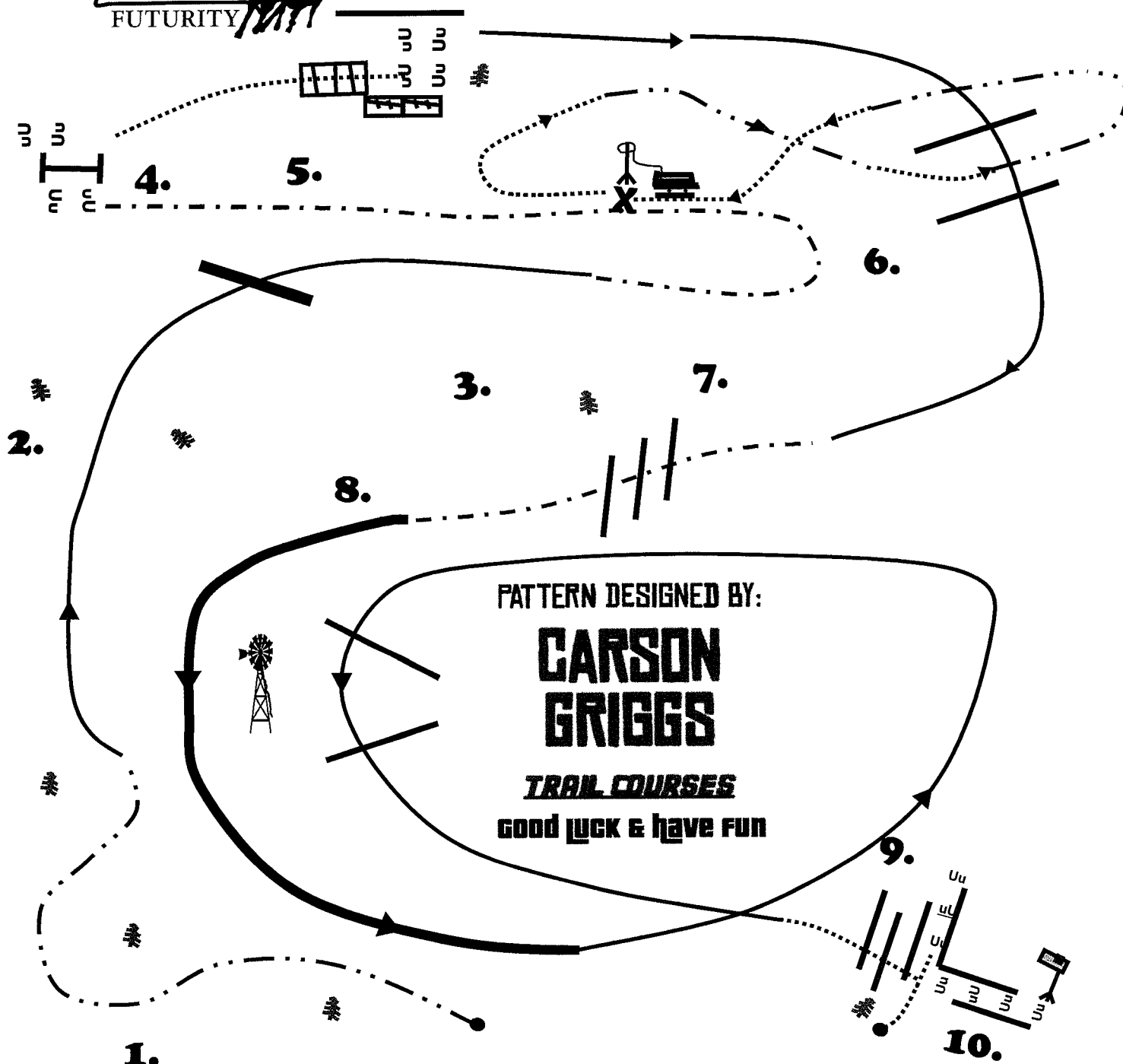
6. RIGHT LEAD LOPE OVER LOGS
7. JOG OVER #7
8. EXTENDED LL LOPE, COLLECT LEFT LEAD & CONTINUE OVER POLES
9. BREAK TO WALK INTO CHUTE
10. CHECK MAIL, THEN BACK THE "L"



RANCH TRAIL

SUNDAY SEPTEMBER 24TH

RHF 4 Yr Old Open Ranch Trail
RHF 4 Yr Old Non Pro Ranch Trail



1. EXTENDED JOG THRU TREES

2. RIGHT LEAD LOPE OVER LOG

3. JOG TO POST, DRAG TUB IN FIGURE 8 FORM

4. RIGHT HAND GATE

5. WALK OVER BRIDGE, SIDEPASS LEFT

6. RIGHT LEAD LOPE OVER LOGS

7. JOG OVER #7

8. EXTENDED LL LOPE, COLLECT LEFT LEAD
& CONTINUE OVER POLES

9. BREAK TO WALK INTO CHUTE

10. CHECK MAIL, THEN BACK THE "L"

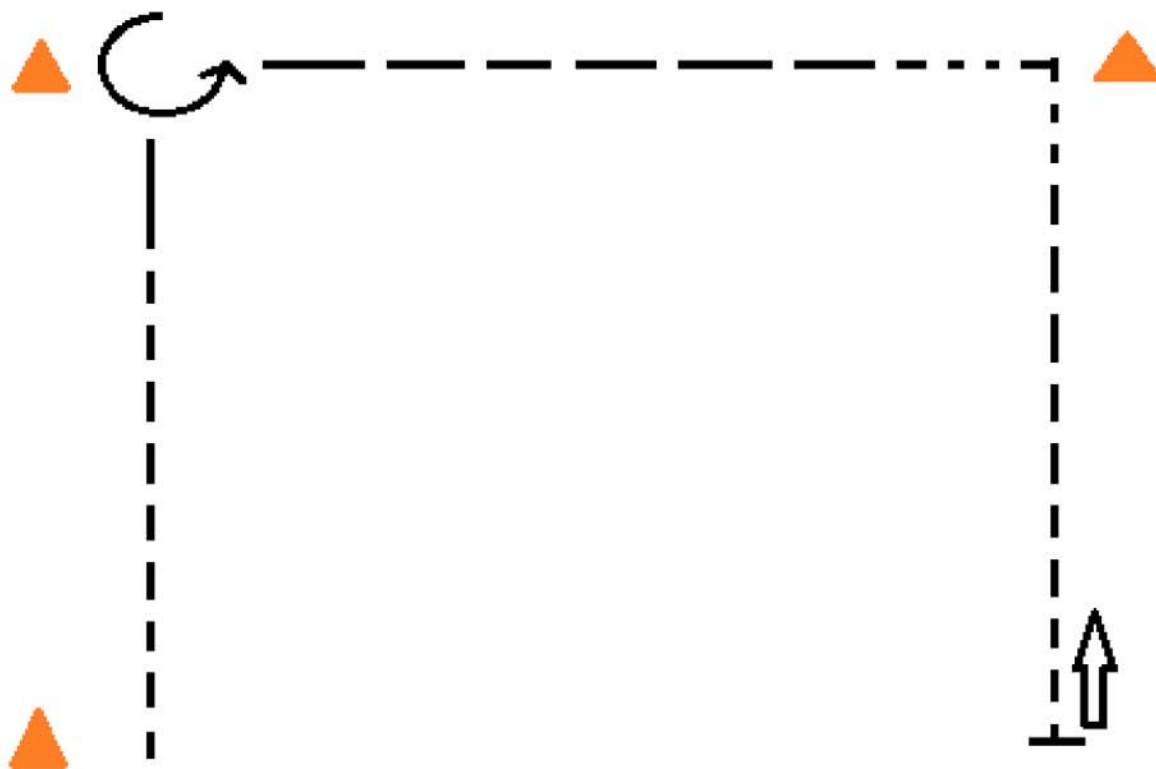
PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES
GOOD LUCK & HAVE FUN



Sunday Horsemanship Walk Trot

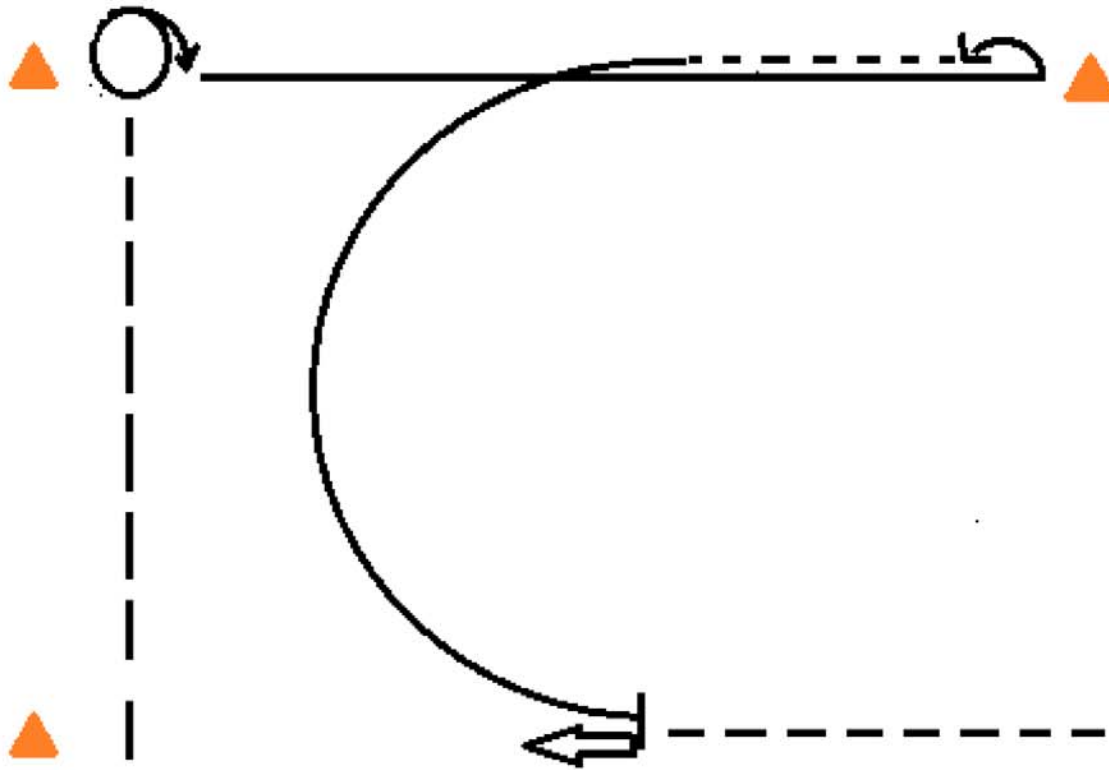


BE READY AT THE MARKER

1. Jog from first to second marker and stop
 2. Perform a $\frac{3}{4}$ turn to the left
 3. Extend the jog to just before the next marker
 4. Break to a walk and walk the corner
 5. Jog until even with the marker
 6. Stop and back one horse length
- Pattern is complete. Exit at a walk



Sunday Horsemanship Level 1, Amateur, Select, Youth



BE READY AT THE MARKER

1. Extend the trot from the first marker to the second
2. Stop and do a $1 \frac{1}{4}$ turn to the right
3. Lope on the right lead to the next marker
4. Stop and do a $\frac{1}{2}$ turn to the left
5. Walk to the center of the line
6. Lope a $\frac{1}{2}$ circle on the left lead
7. Stop and back a horse length
8. Jog straight

Pattern is complete when passing marker.