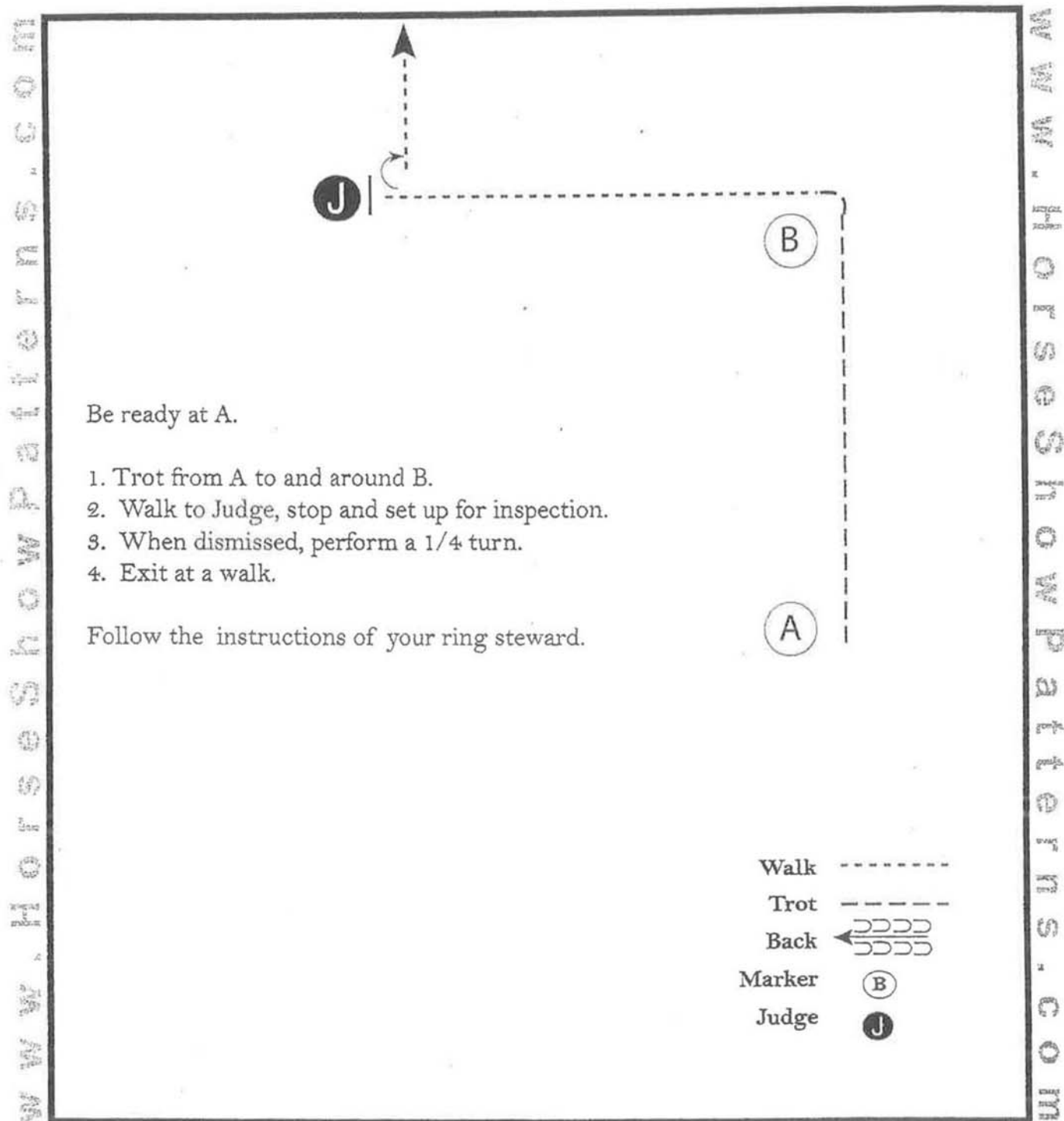




# Showmanship Small Fry & EWD Wednesday



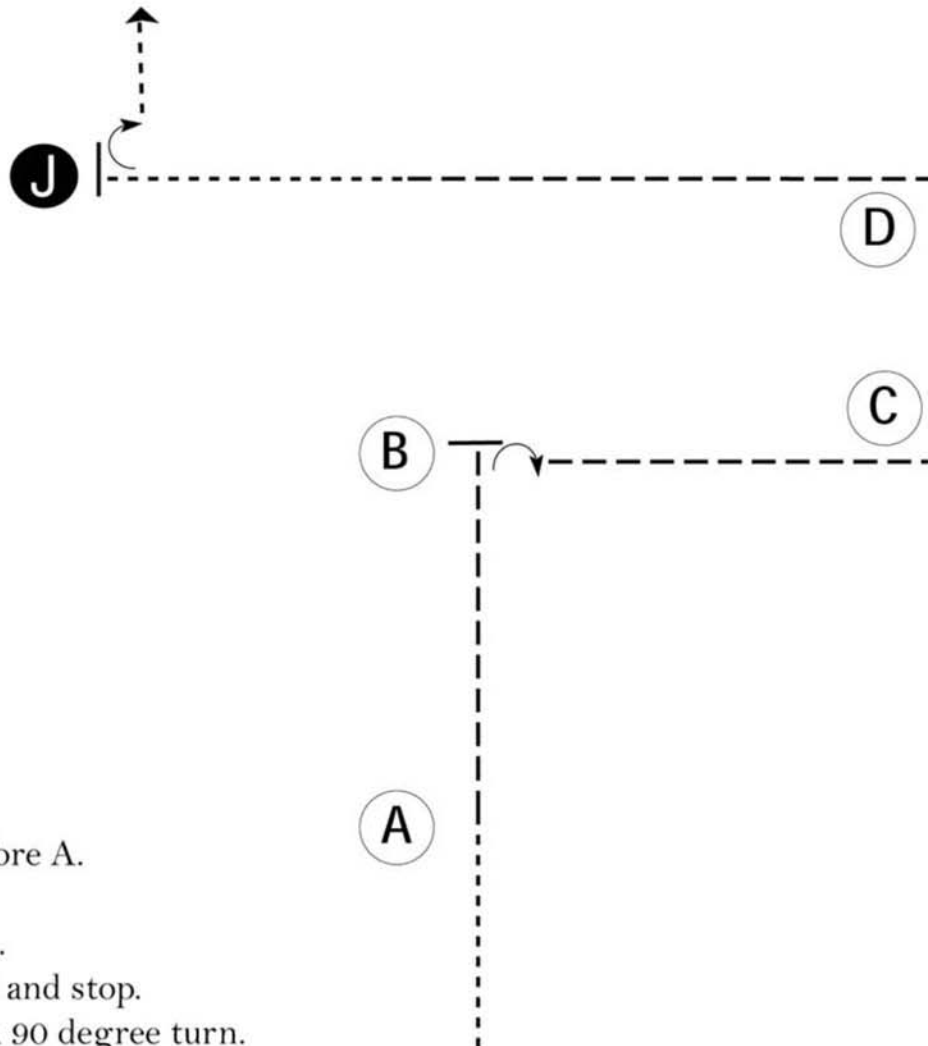


# Showmanship Rookie & Level 1

## Wednesday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

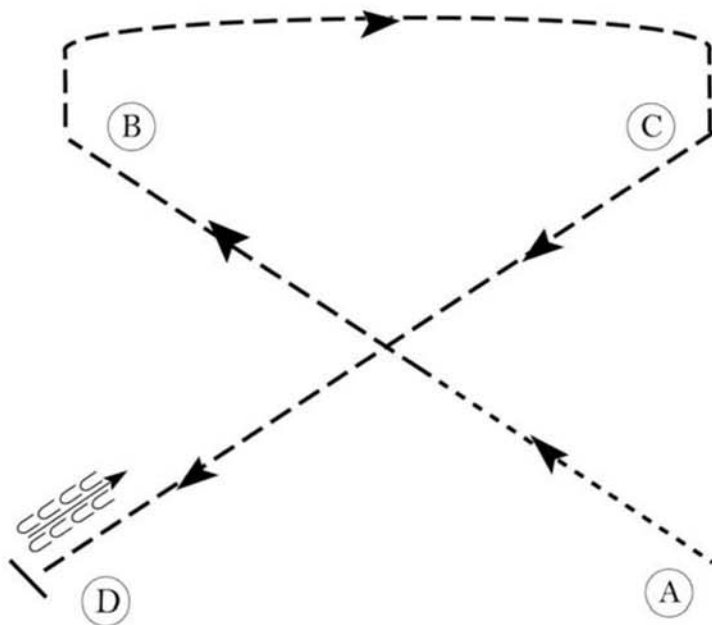
1. Walk to A.
2. Trot to B and stop.
3. Perform a 90 degree turn.
4. Trot around C and D toward judge.
5. When even with B, break to a walk.
6. Walk to judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn and walk straight away from judge.

Follow the instructions of your ring steward.

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



# Equitation Small Fry, Walk Trot, EWD Wednesday



Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D 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	— — — — —

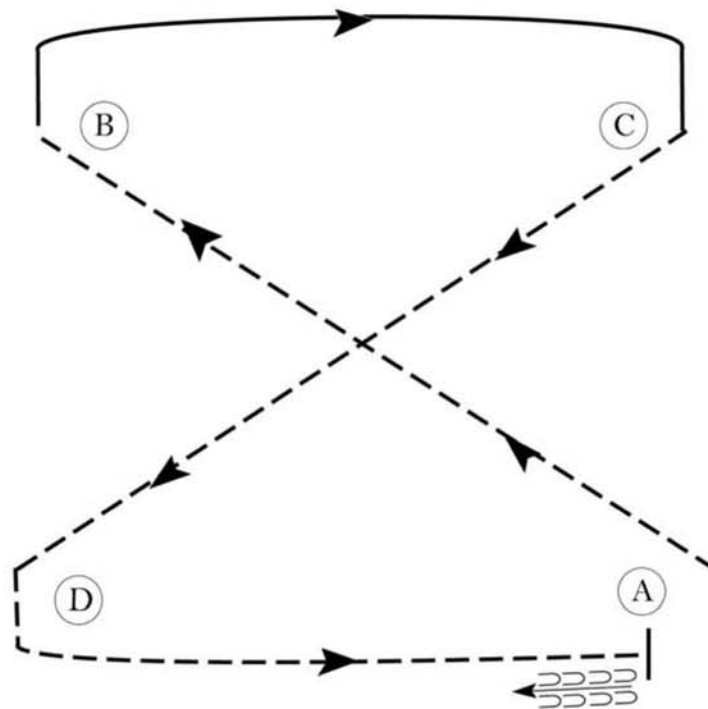


# Equitation Rookie & Level 1

## Wednesday

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Be ready at A.

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

Exit at a sitting trot.

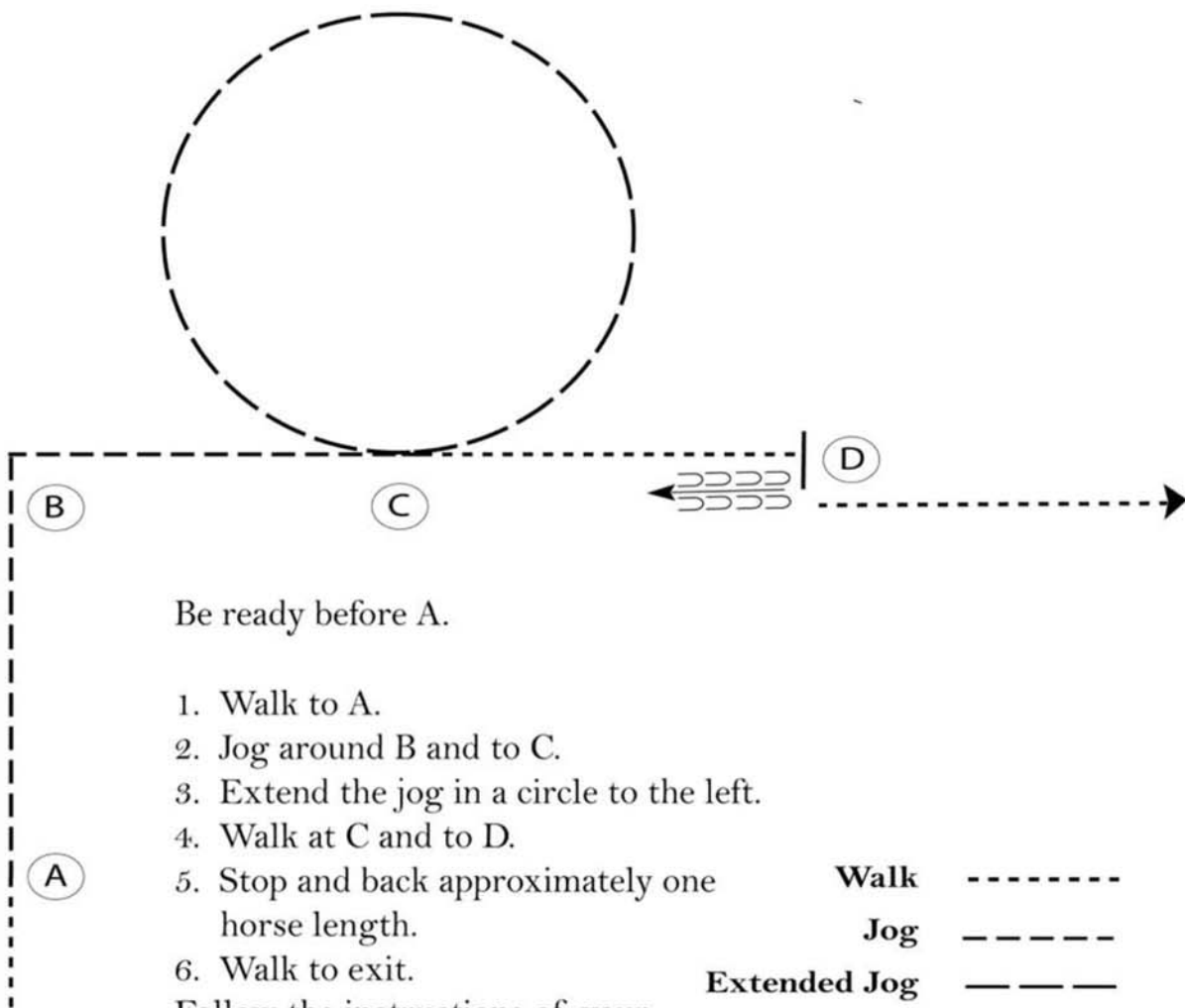
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	
Leg Yield	
Lead Change	— / —
Back	← 3 wavy lines
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —



# Horsemanship Small Fry, Walk Jog, EWD Wednesday

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Be ready before A.

1. Walk to A.
2. Jog around B and to C.
3. Extend the jog in a circle to the left.
4. Walk at C and to D.
5. Stop and back approximately one horse length.
6. Walk to exit.

Follow the instructions of your ring steward.

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

[WH/WT-65]

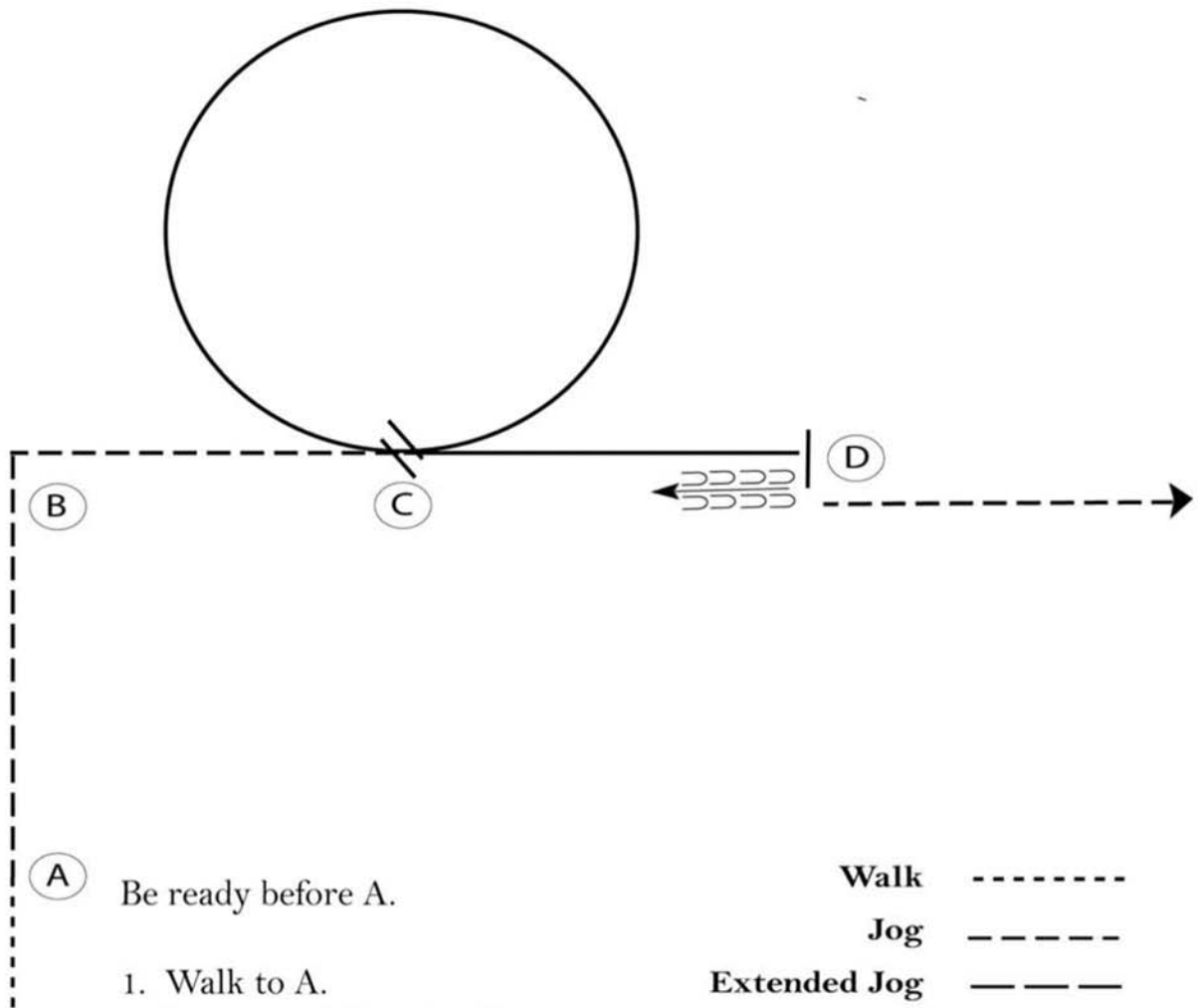


# Horsemanship Rookie & Level 1

## Wednesday

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(A)

Be ready before A.

1. Walk to A.
2. Jog around B and to C.
3. At C, lope a circle to the left on the left lead.
4. Change leads at C and lope to D.
5. Stop and back approximately one horse length.
6. Jog to exit.

Follow the instructions of your ring steward.

Walk -----

Jog - - - - -

Extended Jog - - - - -

Lope \_\_\_\_\_

Leg Yield |||||

Lead Change 

Back 

Marker (B)

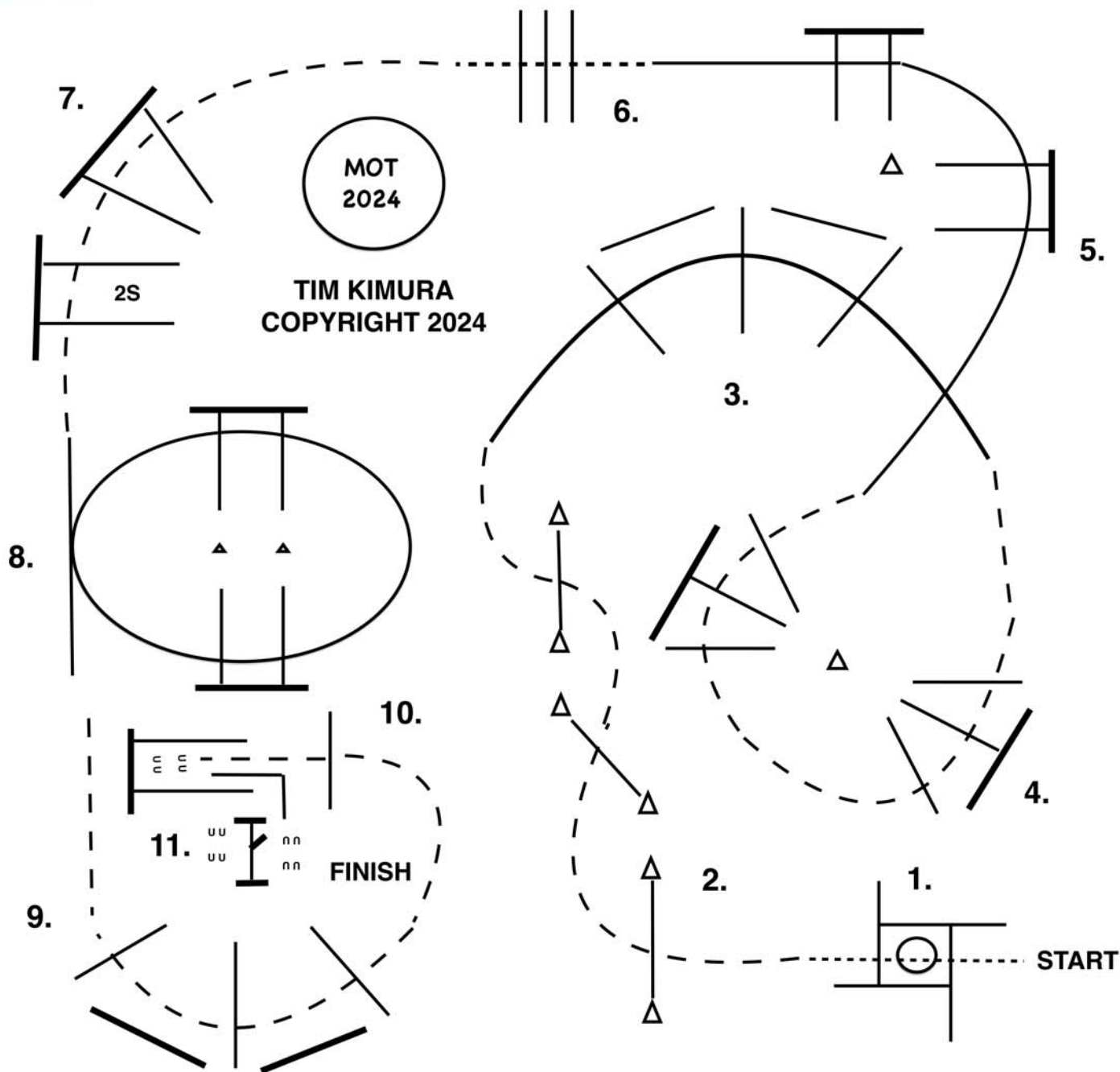
Sidepass 





Wednesday

# L1 YOUTH TRAIL L1 AMATEUR TRAIL

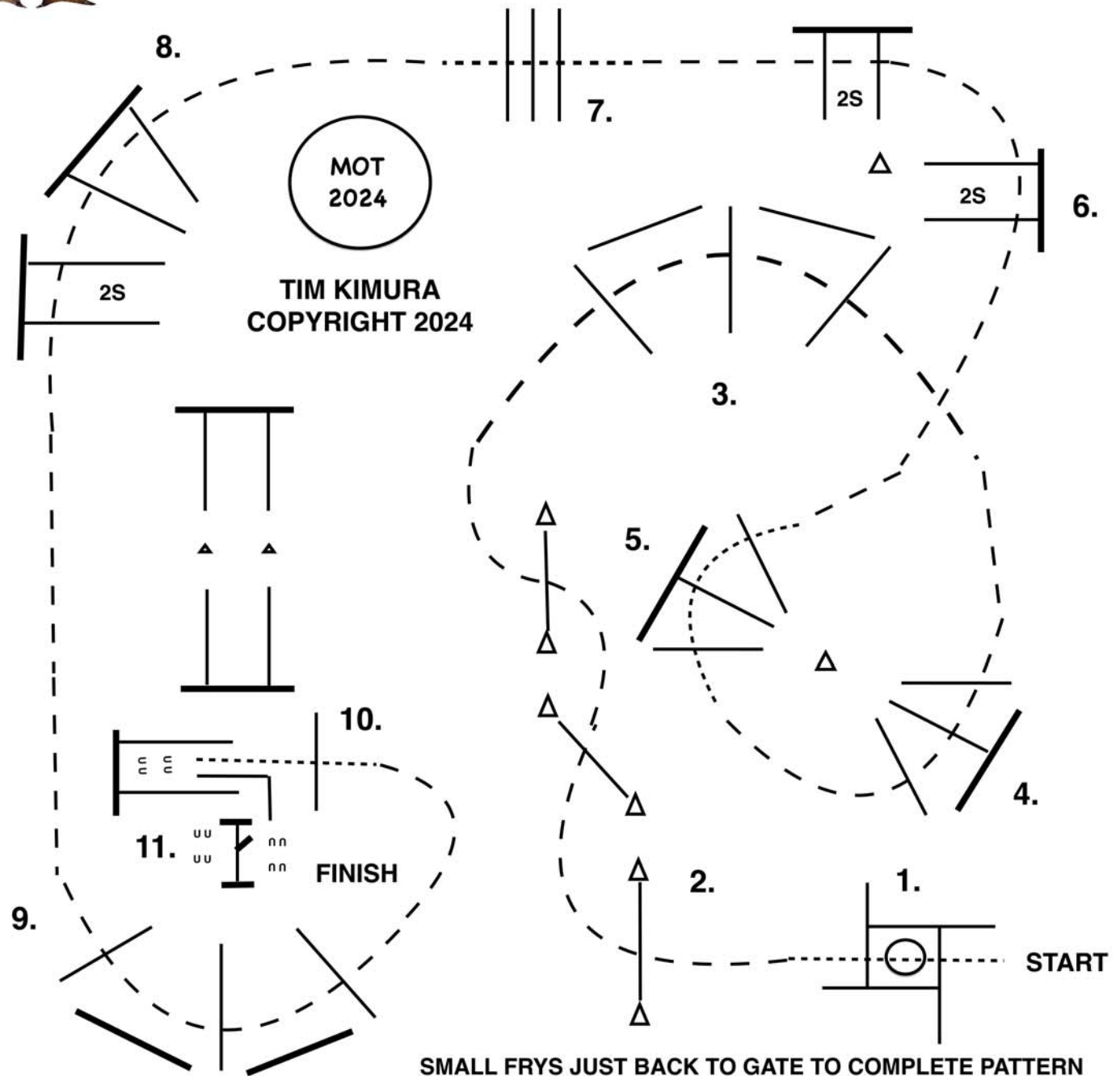


1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG OVER POLE, JOG INTO CHUTE, BACK BETWEEN POLES, BACK UP TO GATE.
11. WORK GATE LEFT HAND, OPEN GATE, RIDE THROUGH AND CLOSE.



Wednesday

# L1 YOUTH W/J TRAIL L1 AMATEUR W/J TRAIL SMALL FRY TRAIL



1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
8. JOG OVER POLES.
9. JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO CHUTE, BACK BETWEEN POLES, BACK UP TO GATE.
11. WORK GATE LEFT HAND, OPEN GATE, RIDE THROUGH AND CLOSE.



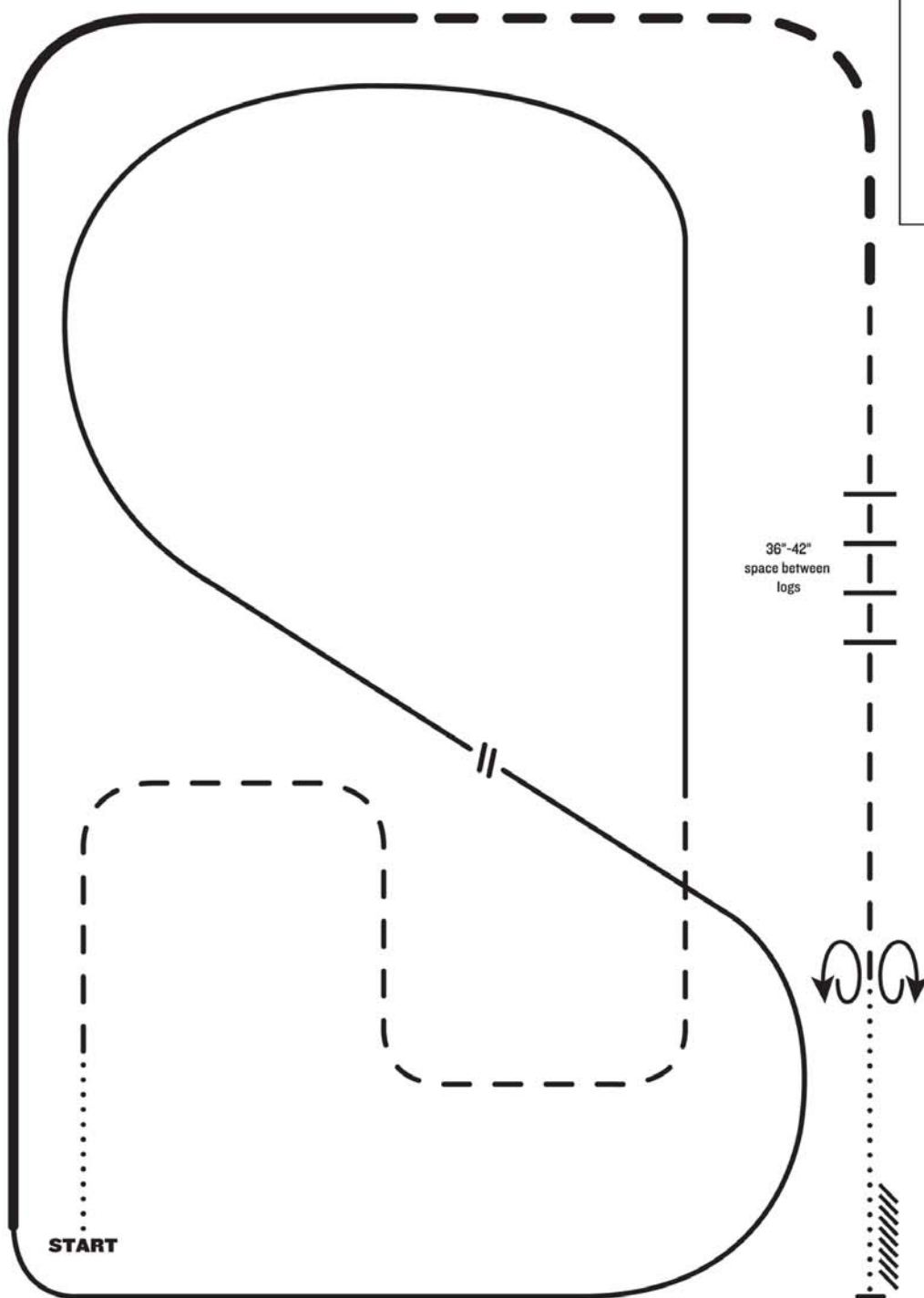


# Ranch Riding Pattern 3

## Wednesday

### LEGEND

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



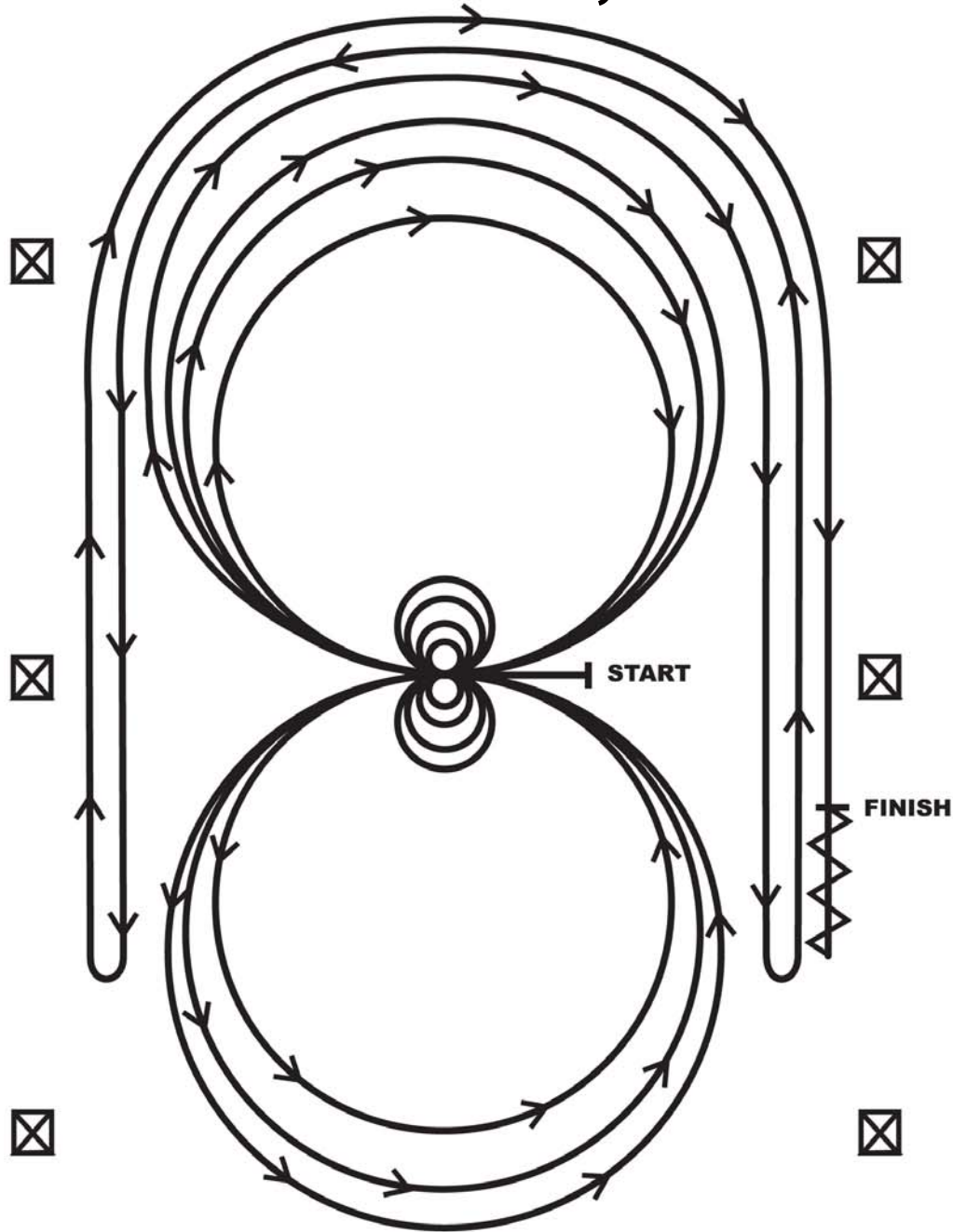
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of 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)
- 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.



# Reining Pattern 8

## Wednesday



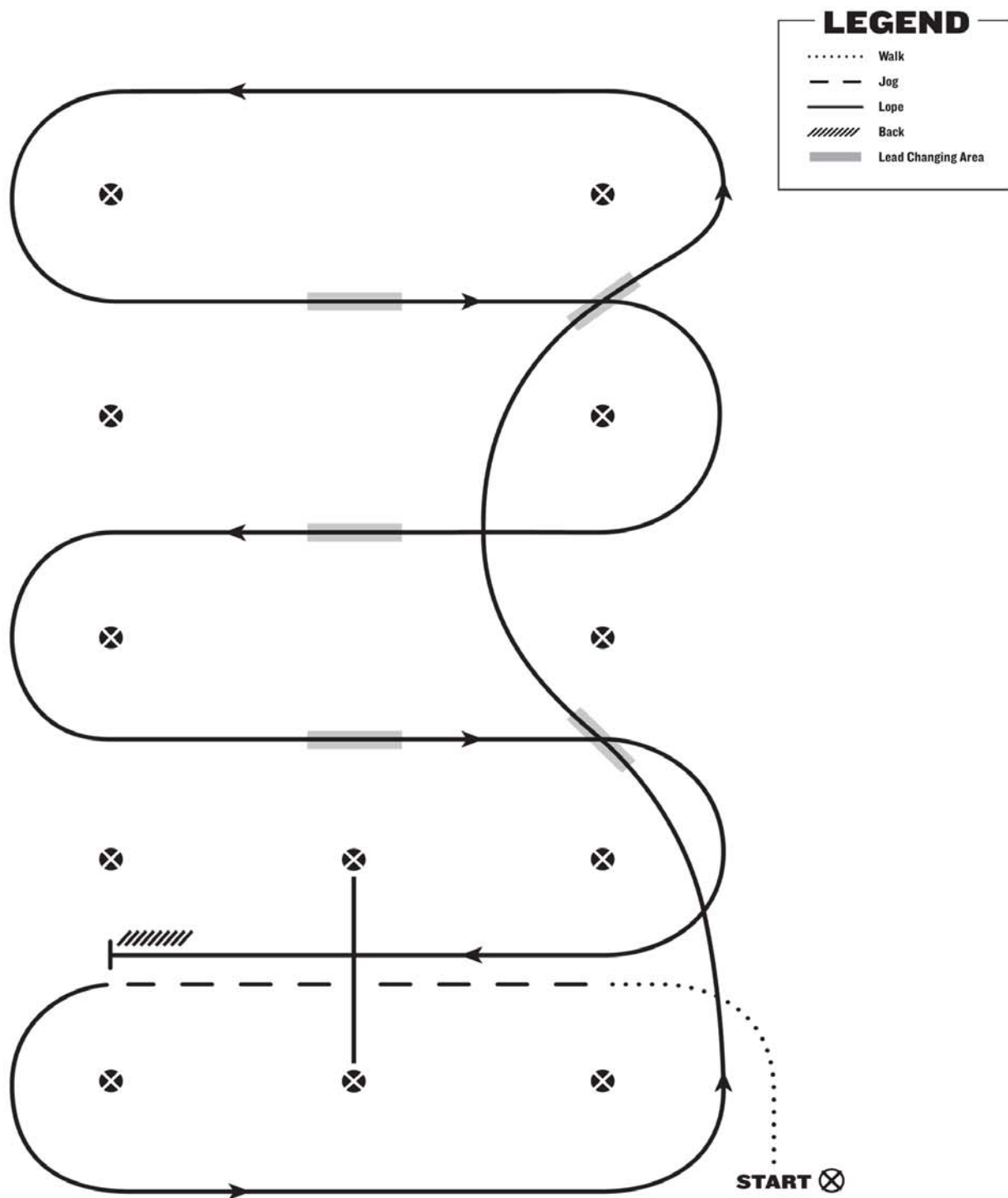
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. 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 left rollback at least twenty feet (six meters) 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 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 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



# Western Riding Level 1 Pattern 9

## Wednesday



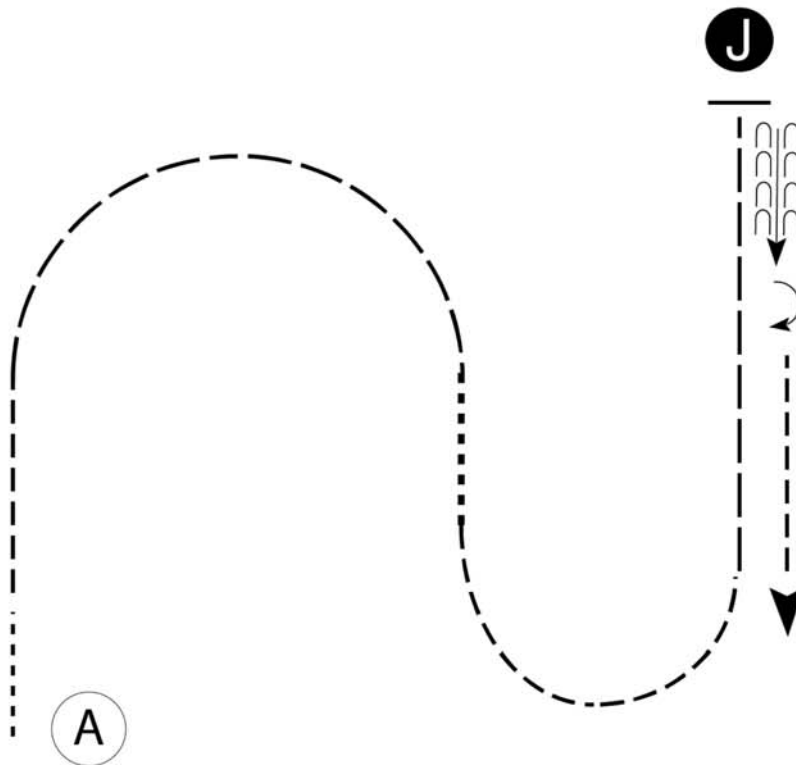
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing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



# Showmanship Level 1/Novice Thursday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk FORWARD two horse lengths then trot.
2. Extended trot half circle.
3. Walk FORWARD one horse length.
4. Trot in a half circle.
5. Extended trot to Judge and stop.
6. Set up.
7. Inspection.
8. When dismissed, back approximately two horse lengths.
9. Perform a 180 degree turn and trot to exit.

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

[S/2-122]

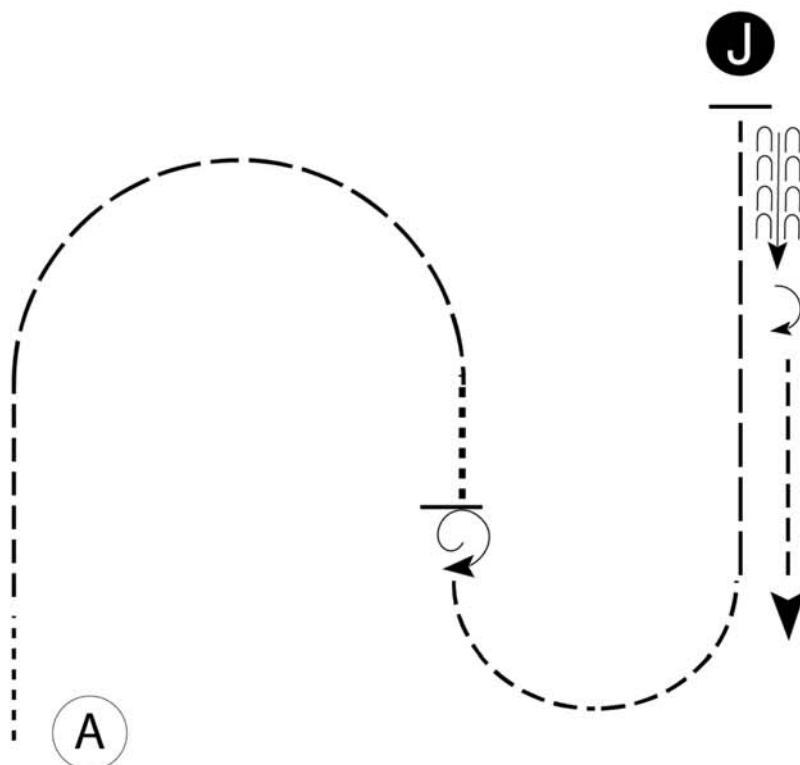
**Pattern Provided by:**  
*David J. Denniston*



# Showmanship Youth, Amateur, Select Thursday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk FORWARD two horse lengths then trot.
2. Extended trot half circle.
3. Walk FORWARD one horse length.
4. Stop and perform a full turn.
5. Trot in a half circle.
6. Extended trot to Judge and stop.
7. Set up.
8. Inspection.
9. When dismissed, back approximately two horse lengths.
10. Perform a 180 degree turn and trot to exit.

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

[S/3-122]

**Pattern Provided by:**  
*David J. Denniston*



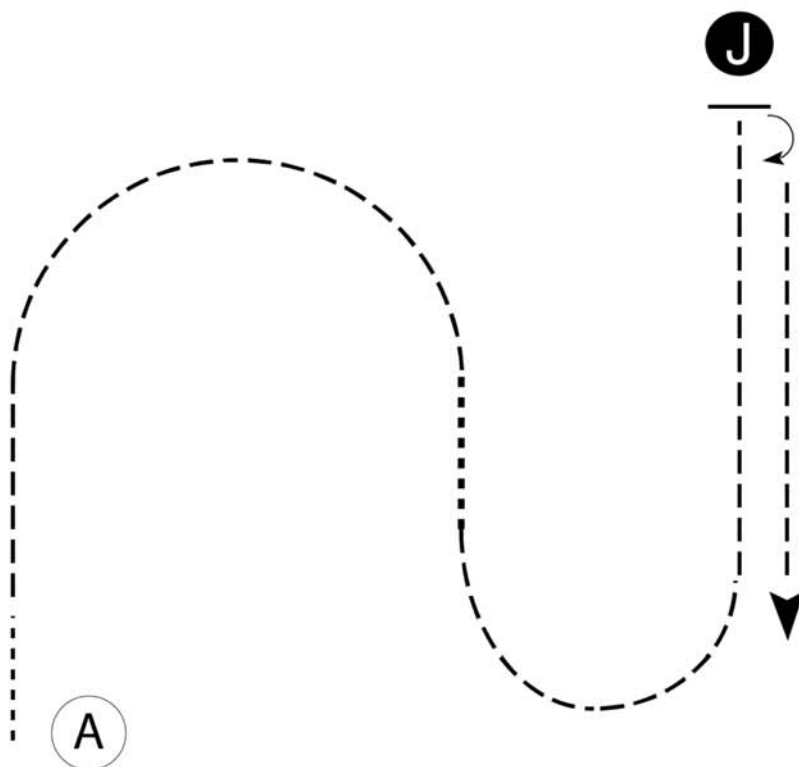


# Showmanship 11 & Under

## Thursday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk FORWARD two horse lengths then trot.
2. Trot half circle.
3. Walk FORWARD one horse length.
4. Trot in a half circle and to Judge. Stop.
5. Set up.
6. Inspection.
7. When dismissed, back approximately two horse lengths.
8. Perform a 180 degree turn and trot to exit.

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

[S/WT-122]

Pattern Provided by:  
*David J. Denniston*

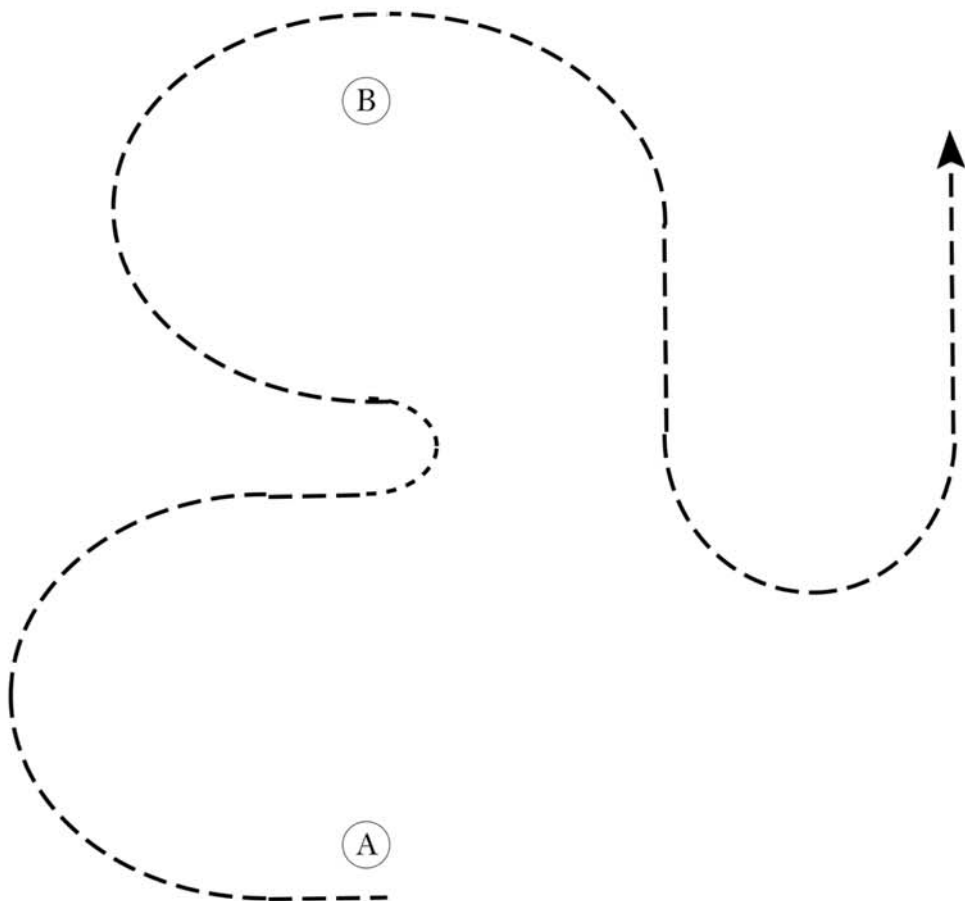




# Equitation All Walk Trot Thursday

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www.HorseShowPatterns.com



Be ready at A.

1. Posting trot to center of pattern.
2. Break to a walk and walk a small half circle.
3. Sitting trot to B.
4. Posting trot on the left diagonal to center of pattern. Change diagonals and continue posting trot in a half circle.
5. Continue the trot to exit.

Follow the instructions of your ring steward.

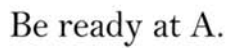
Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	← - - - - →
Hand Gallop	=====

[HSE/WT-73]

Pattern Provided by:  
**SANDY CURL**



www.HorseShowPatterns.com



1. Posting trot to center of pattern.
2. Break to a walk and walk a small half circle.
3. Stop and back a square corner.
4. Perform a 1/4 turn on the forehand left.
5. Canter on the right lead to B.
6. Posting trot on the left diagonal to center of pattern. Change diagonals and continue posting trot in a half circle.
7. Left lead canter to exit.

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

[HSE/2-73]

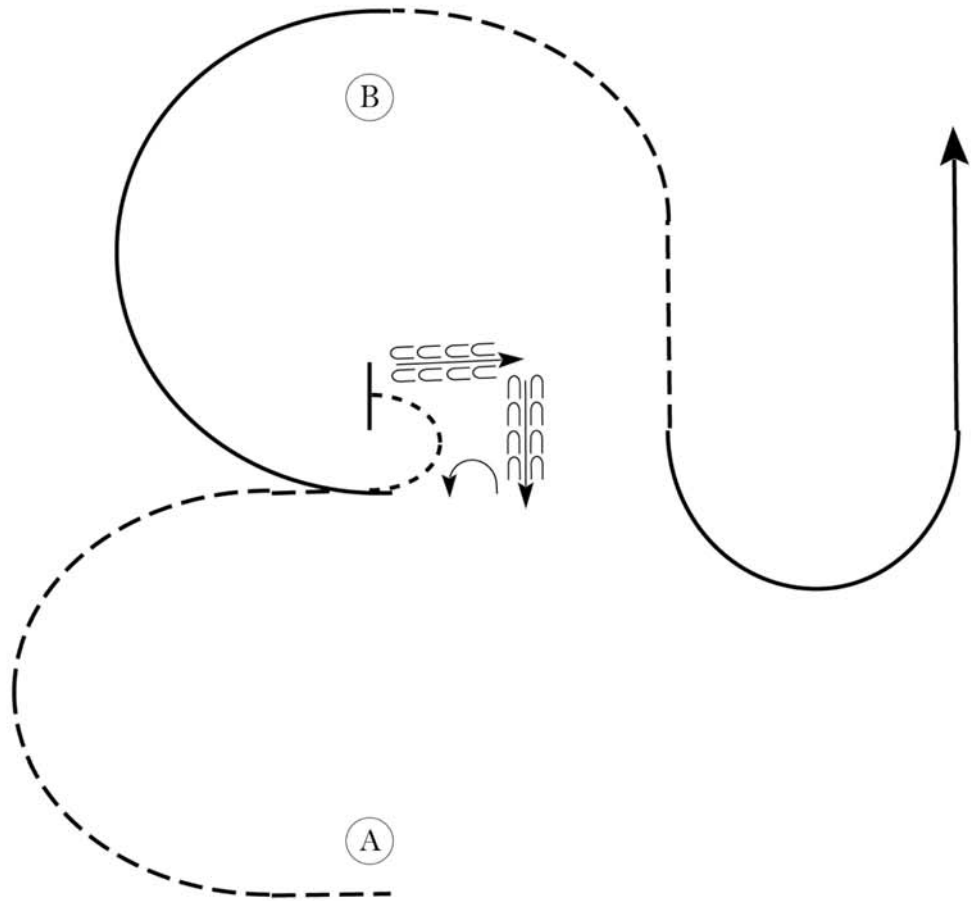
**Pattern Provided by:**  
*SANDY CURL*



# Equitation Youth, Amateur, Select Thursday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Posting trot to center of pattern.
2. Break to a walk and walk a small half circle.
3. Stop and back a square corner.
4. Perform a 1/4 turn on the forehand left.
5. Canter on the right lead to B.
6. Posting trot on the left diagonal to center of pattern.
7. Left lead canter in a half circle and to exit.

Follow the instructions of your ring steward.

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

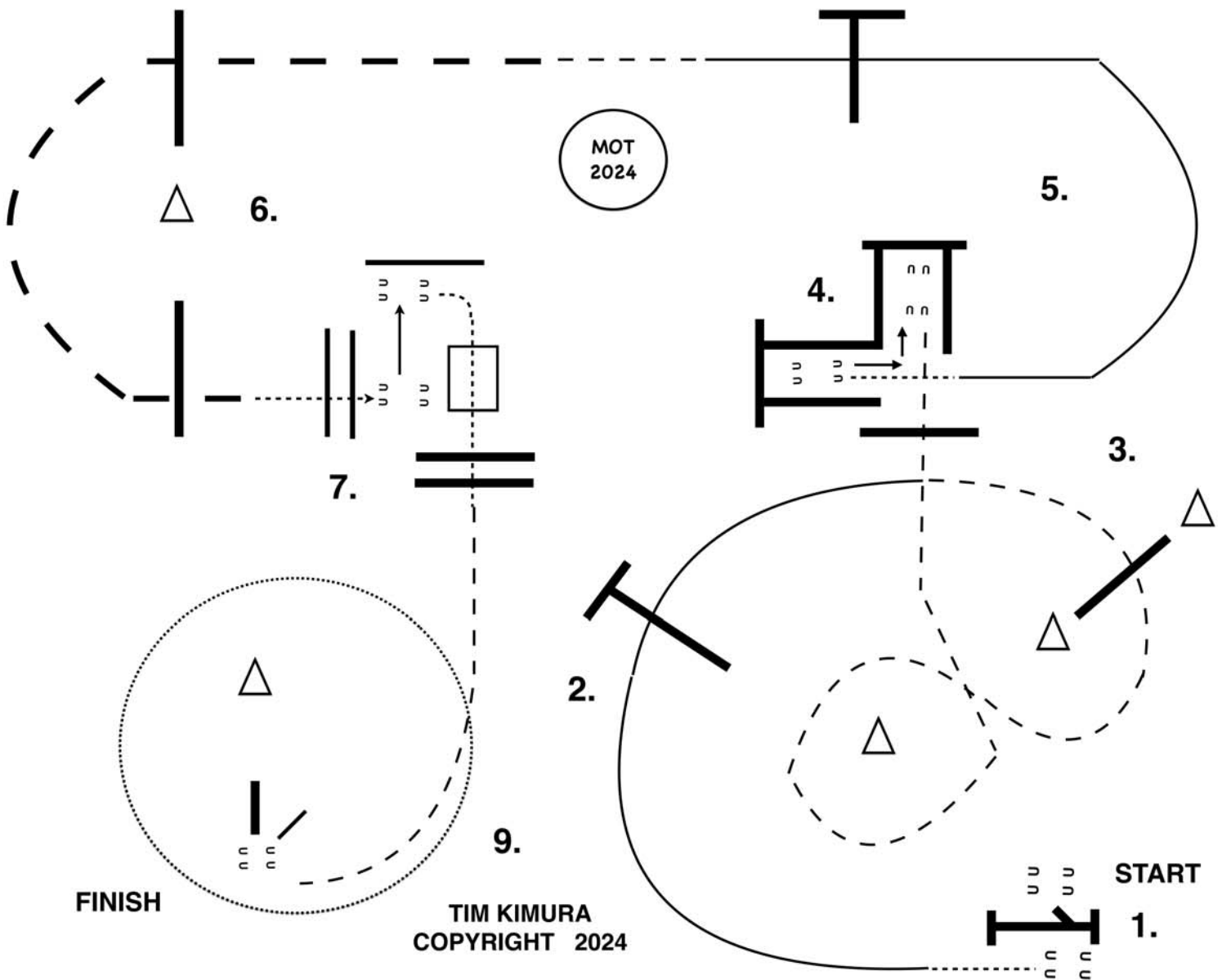
[HSE/3-73]

Pattern Provided by:  
**SANDY CURL**



THURSDAY JUNE 13TH

**NOV AMATEUR & AMATEUR RANCH TRAIL  
NOV YOUTH & YOUTH RANCH TRAIL  
OPEN RANCH TRAIL**



TIM KIMURA  
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1. START AT GATE, WORK GATE RIGHT HAND.
  2. WALK AWAY FROM GATE, THEN LOPE OVER LOG RIGHT LEAD.
  3. BREAK TO THE TROT, TROT AROUND MARKERS AND TROT OVER LOG.
  4. TROT OVER LOG AND TROT INTO CHUTE, STOP, BACK AROUND CORNER, WALK OUT.
  5. LOPE OVER LOG, LEFT LEAD.
  6. BREAK TO THE TROT, THEN EXTEND THE TROT OVER LOGS.
  7. BREAK TO THE WALK, WALK OVER LOGS, THEN SIDE PASS TO THE LEFT.
  8. WALK OVER BRIDGE AND WALK OVER LOGS.
  9. TROT TO DRAG, WORK DRAG, WALK OR TROT.
- YOUTH TRAIL PICKS UP SLICKER, TROT AROUND CONE, RETURN SLICKER.

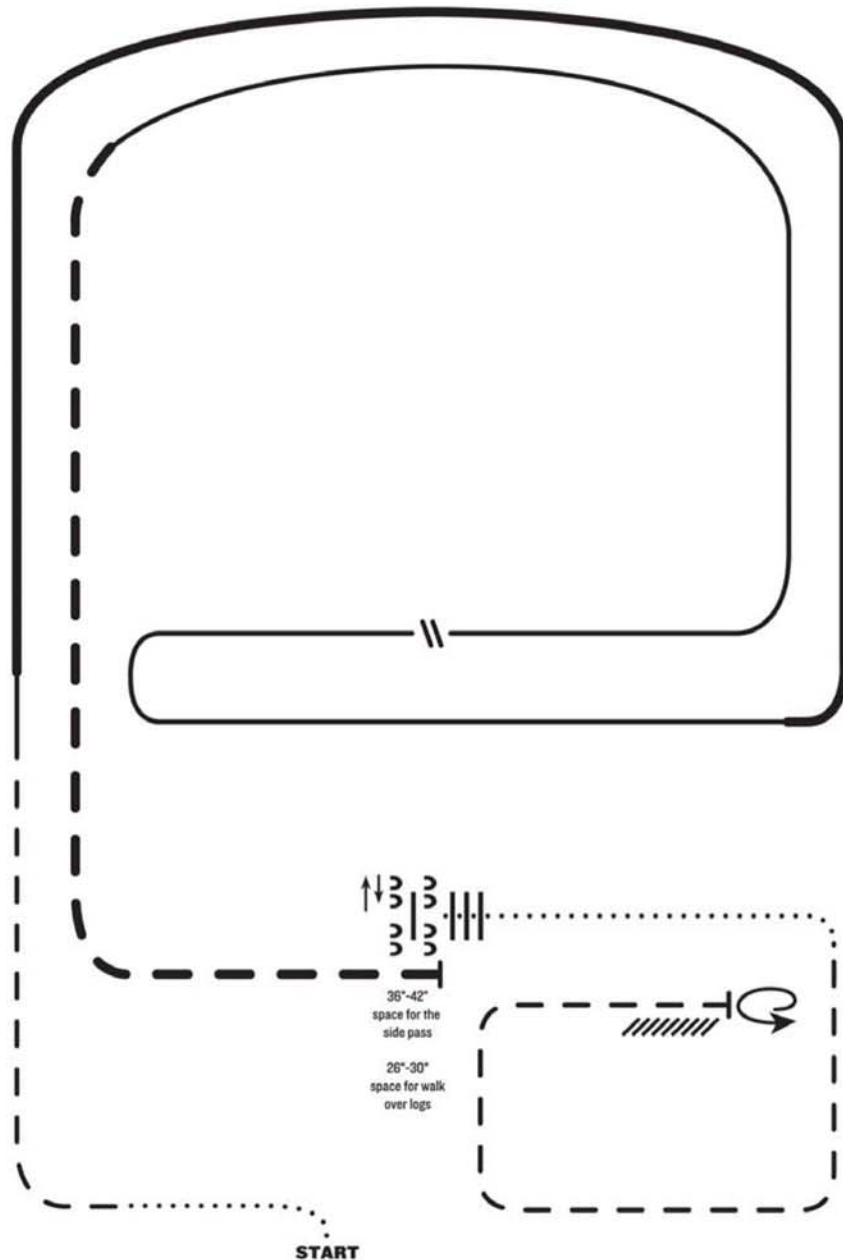


# Ranch Riding All Thursday

## RANCH RIDING - PATTERN 4

### 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

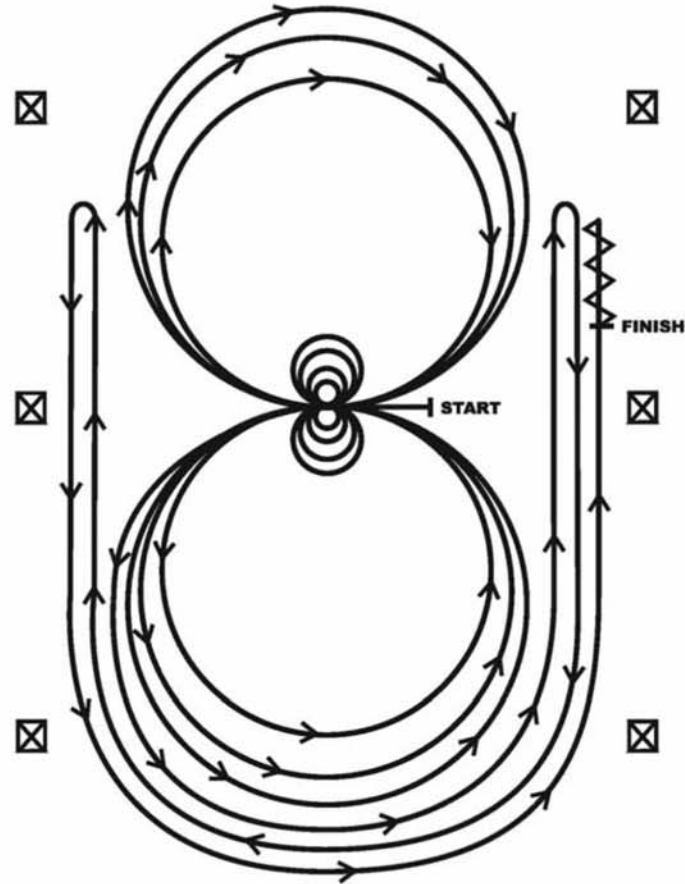
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.





# Reining Thursday

## REINING PATTERN 6



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. 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.
6. Continue back around 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.
7. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-6]



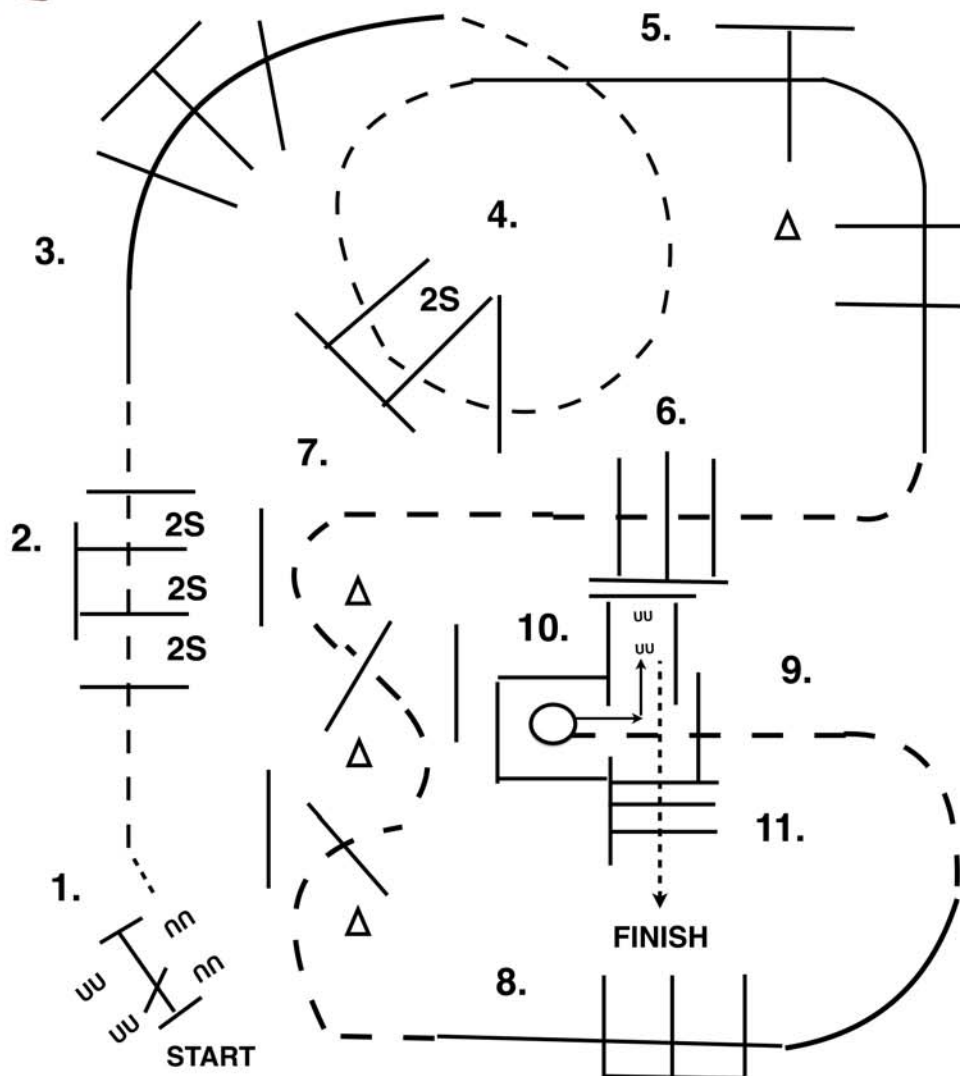


# GREEN & JUNIOR HORSE NOV YOUTH - NOV AMATEUR

FRIDAY  
JUNE 14

MOT  
2024

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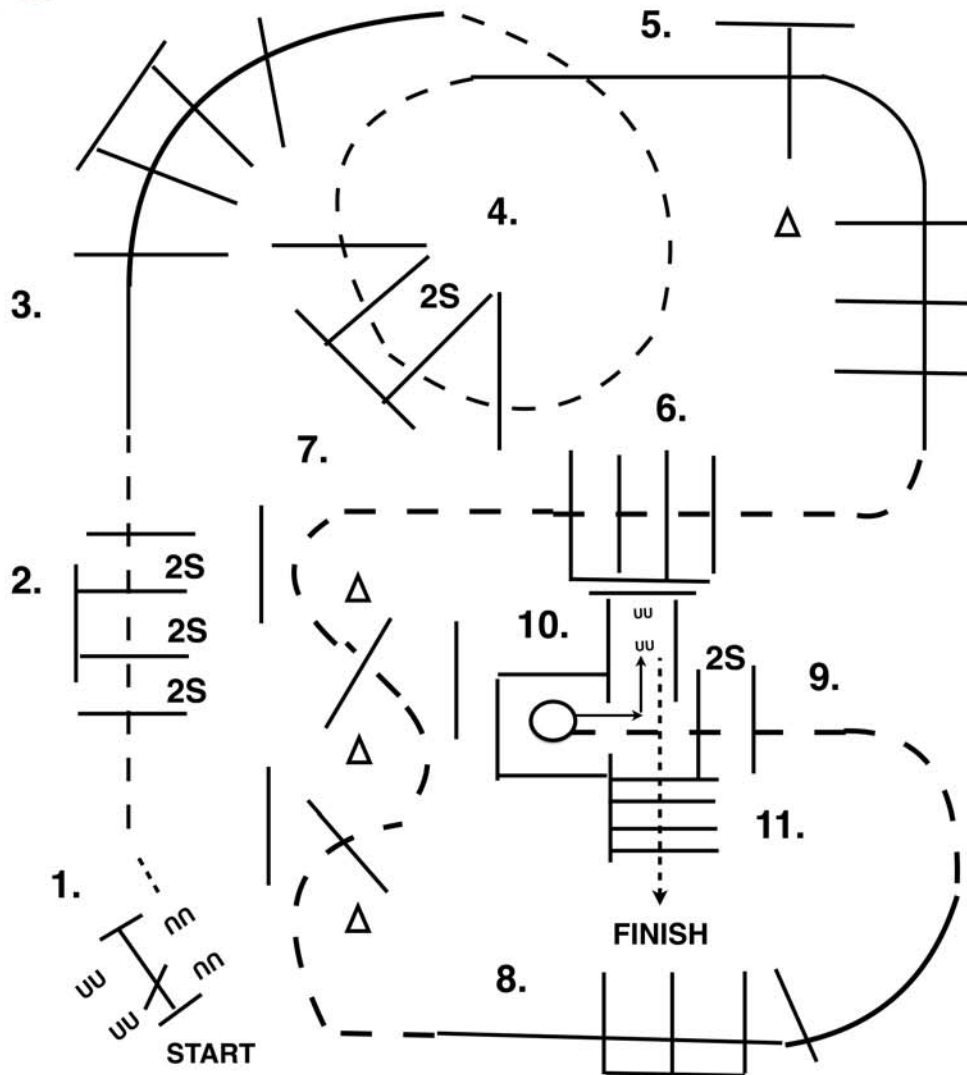


1. WORK GATE LEFT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES
7. JOG THRU SERPENTINE, JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG, JOG OVER POLE AND INTO JOG CHUTE.  
STOP AND EXECUTE A 360 TURN EITHER WAY.
10. BACK BETWEEN POLES AND, BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.



# AMATEUR - SELECT YOUTH - SENIOR

FRIDAY  
JUNE 14



MOT  
2024

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1. WORK GATE LEFT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES
7. JOG THRU SERPENTINE, JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG, JOG OVER POLES AND INTO JOG CHUTE.  
STOP AND EXECUTE A 360 TURN EITHER WAY.
10. BACK BETWEEN POLES AND, BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.

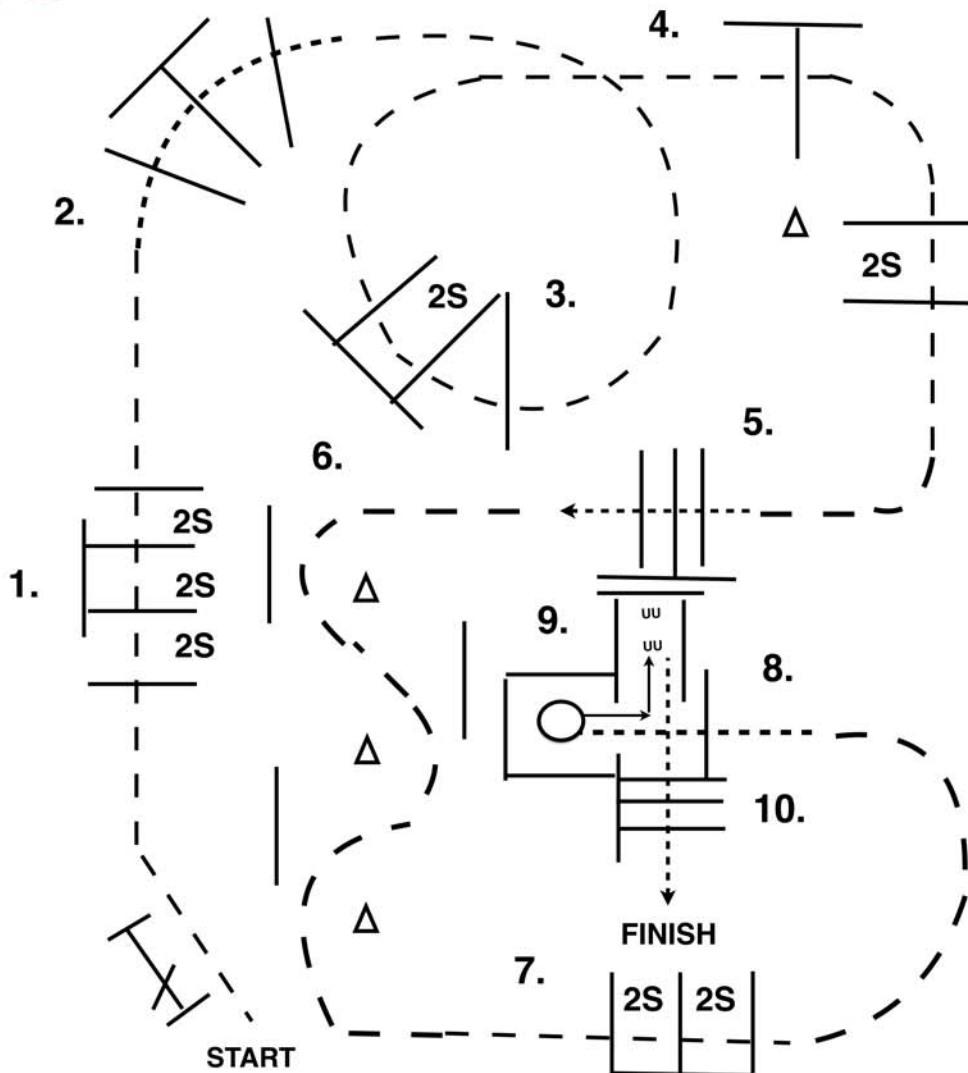


# SMALL FRY TRAIL

FRIDAY  
JUNE 14

MOT  
2024

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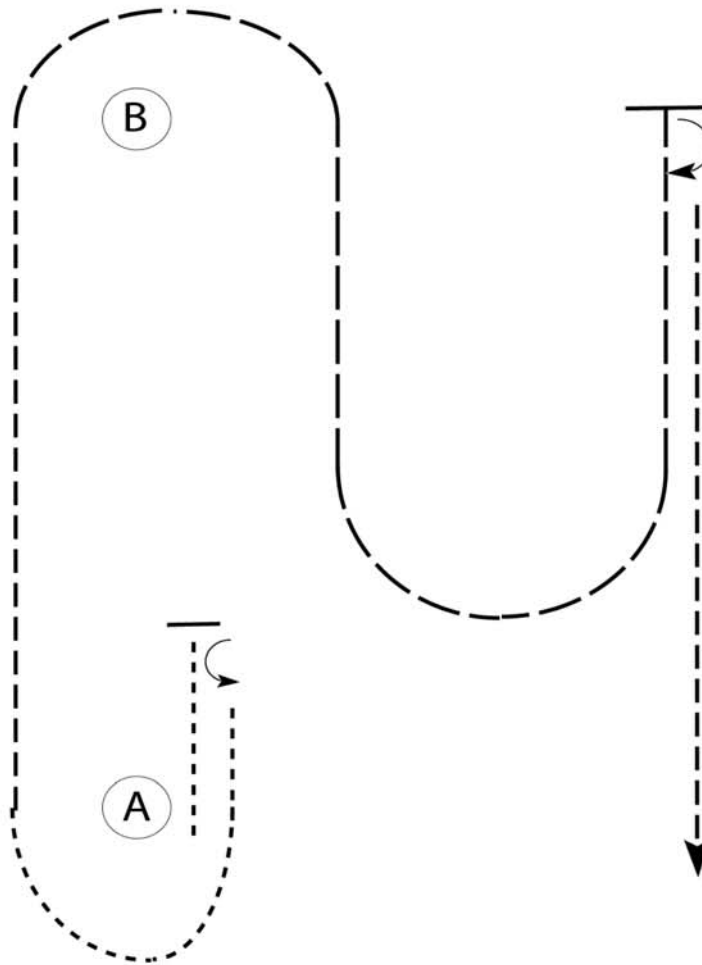
1. JOG OVER POLES.
2. STOP OR BREAK TO THE WALK, WALK OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES
6. JOG THRU SERPENTINE.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLE AND INTO WALK CHUTE, STOP AND EXECUTE A 360 TURN EITHER WAY.
9.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



# Horsemanship Walk Jog Friday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1/2 turn left.
2. Walk to and around A.
3. Jog to B.
4. Extend the jog as shown until even with B.  
until even with B.
5. Stop and perform a 180 degree turn to the  
right and jog to finish.

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

[WH/WT-118]

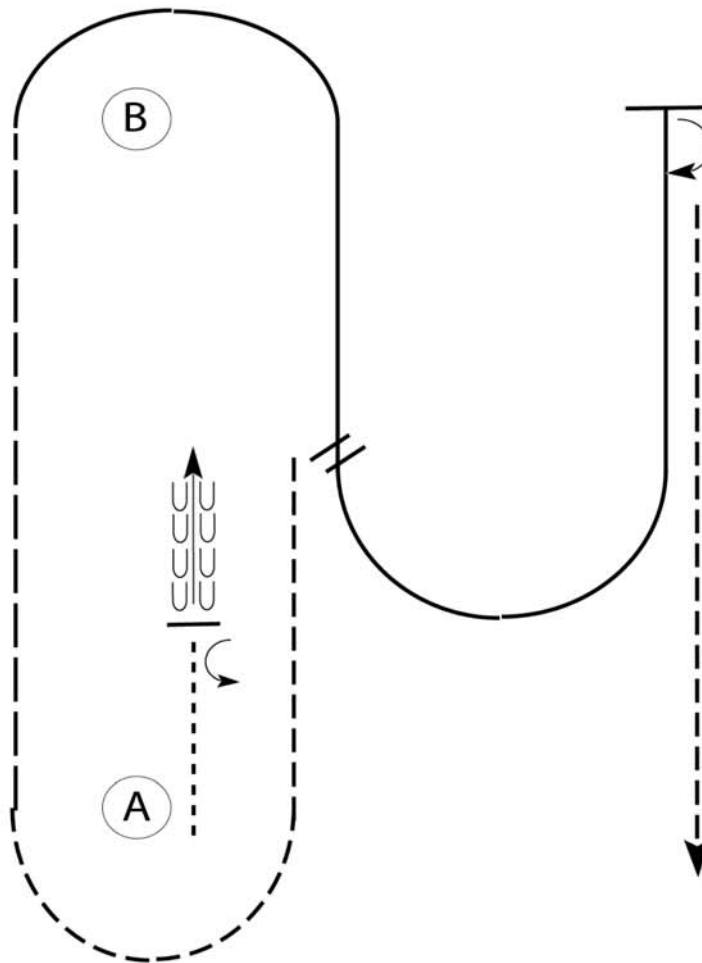
Pattern Provided by:  
**SANDY CURL**



# Horsemanship Level 1/Novice Friday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

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

[WH/1-118]

Pattern Provided by:  
**SANDY CURL**

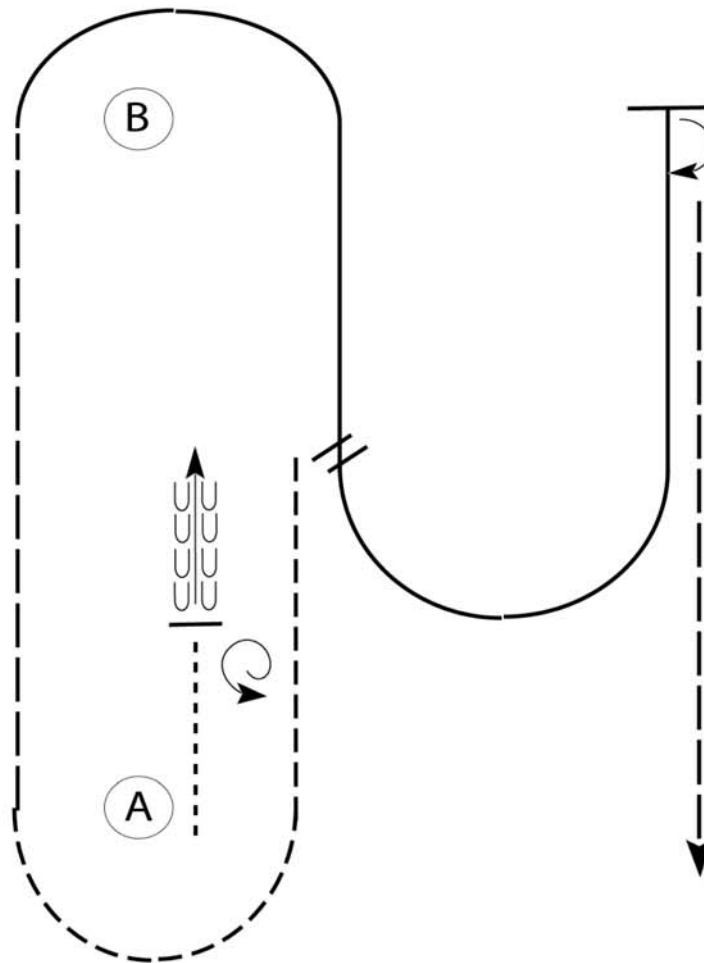




# Horsemanship Youth, Amateur, Select Friday




www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Change leads and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and extend the jog to finish.

Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	

[WH/3-118]

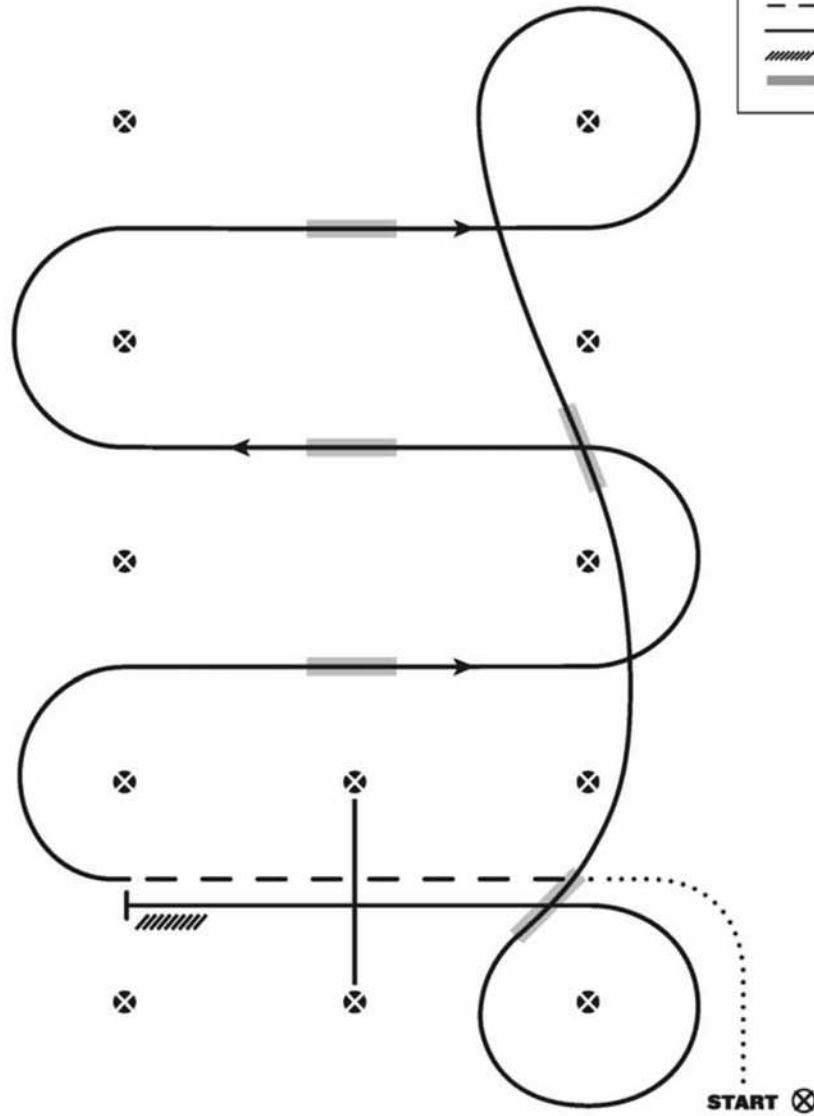
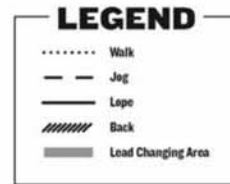
Pattern Provided by:  
**SANDY CURL**



# Western Riding Level 1

## Friday

## LEVEL 1 WESTERN RIDING PATTERN 7



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

Revised 06-07-2021

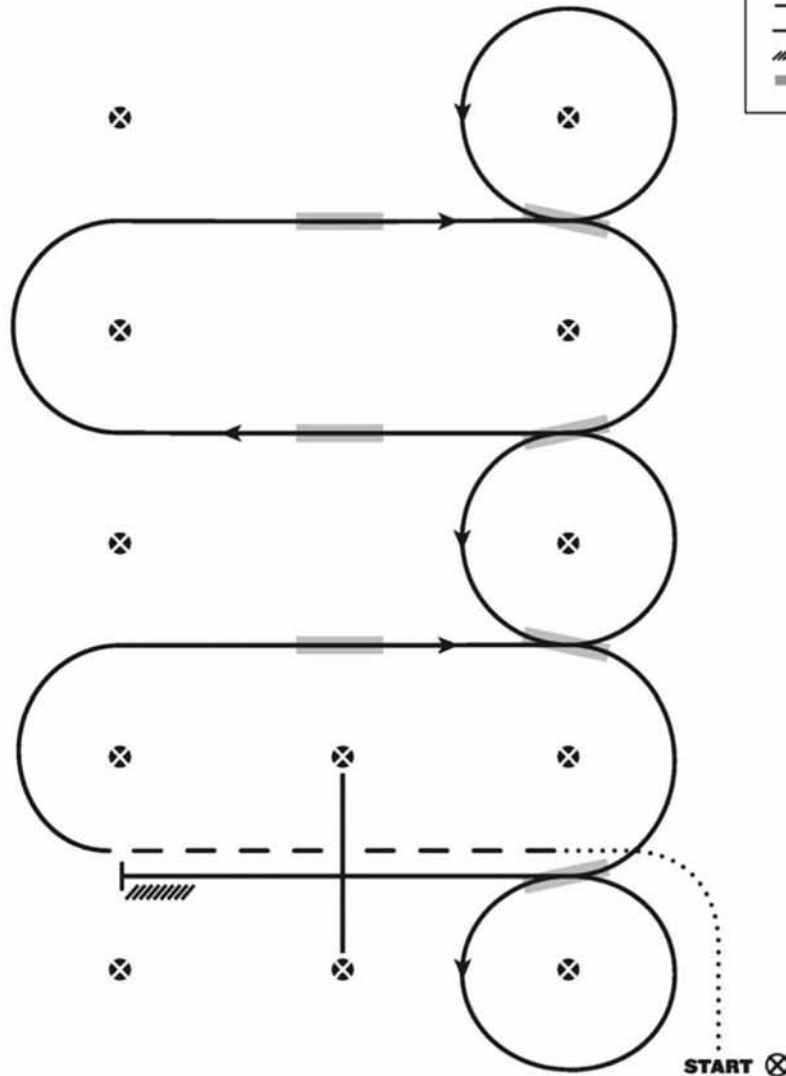


# Western Riding Friday

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## WESTERN RIDING - PATTERN 7



- I. 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
- II. Lope, stop & back

Revised 06-07-2021

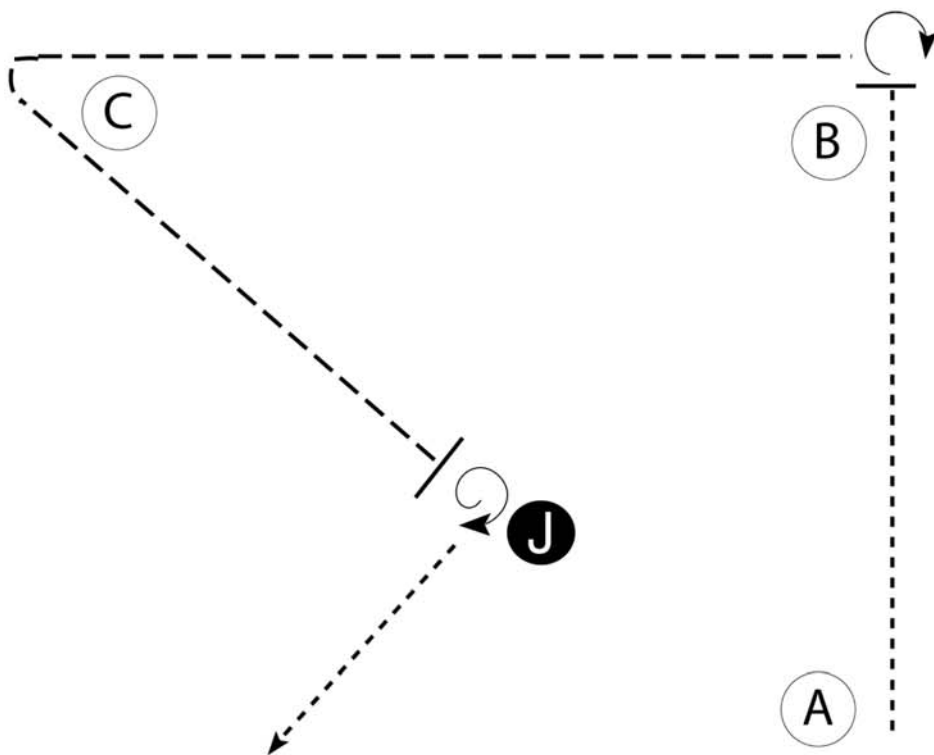
[WR/OP-7]



# Showmanship Level 1/Novice Saturday

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Be ready at A.

1. Walk to and past B.
2. Turn 270 degrees.
3. Trot to and around C to judge.
4. Stop at judge and set up for inspection.
5. Turn approximately 450 degrees as shown.
6. Exit at a walk.

Follow the instructions of your ring steward.

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

Pattern Provided by:

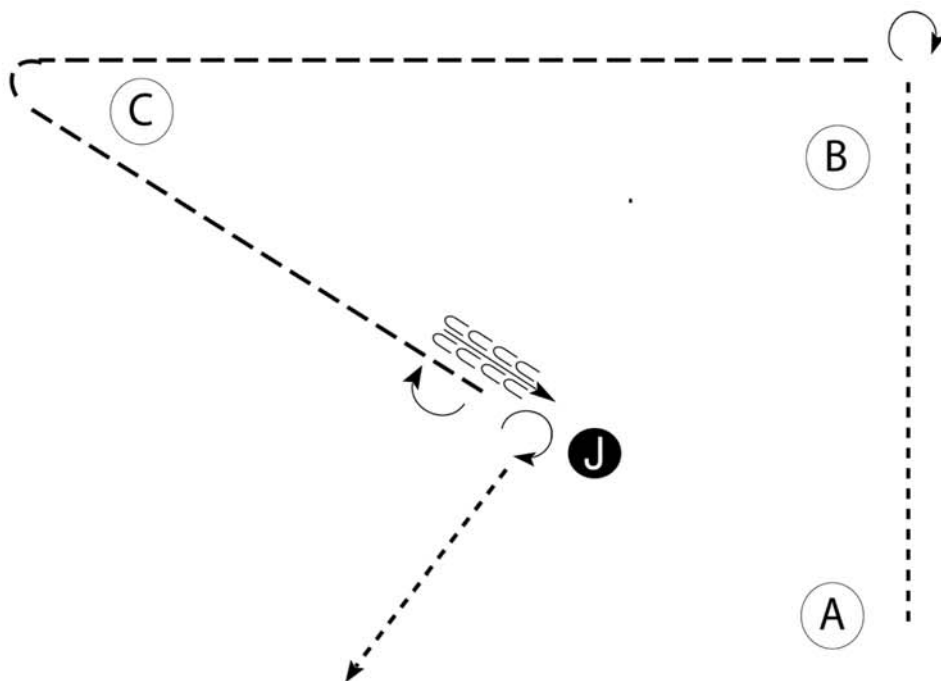
[S/1-25]



# Showmanship Youth, Amateur, Select Saturday

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Be ready at A.

1. Walk to and past B.
2. Turn 270 degrees.
3. Trot to and around C.
4. When 2 horse lengths from the judge, stop.
5. Turn 180 degrees.
6. Back to judge and set up for inspection.
7. When dismissed, turn 270 degrees and exit at a walk.

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

Pattern Provided by:

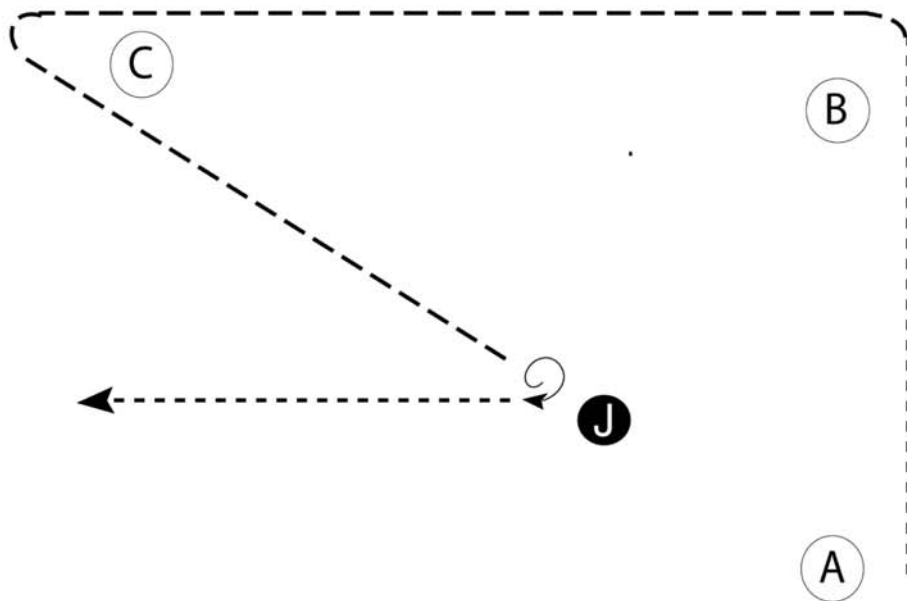
[S/2-25]



# Showmanship 11 & Under Saturday

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Be ready at A.

1. Walk to B.
2. At B, trot to and around C and to the judge.
3. Stop and set up for inspection.
4. When dismissed, turn 405 degrees and exit at a walk.

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

[S/WT-25]

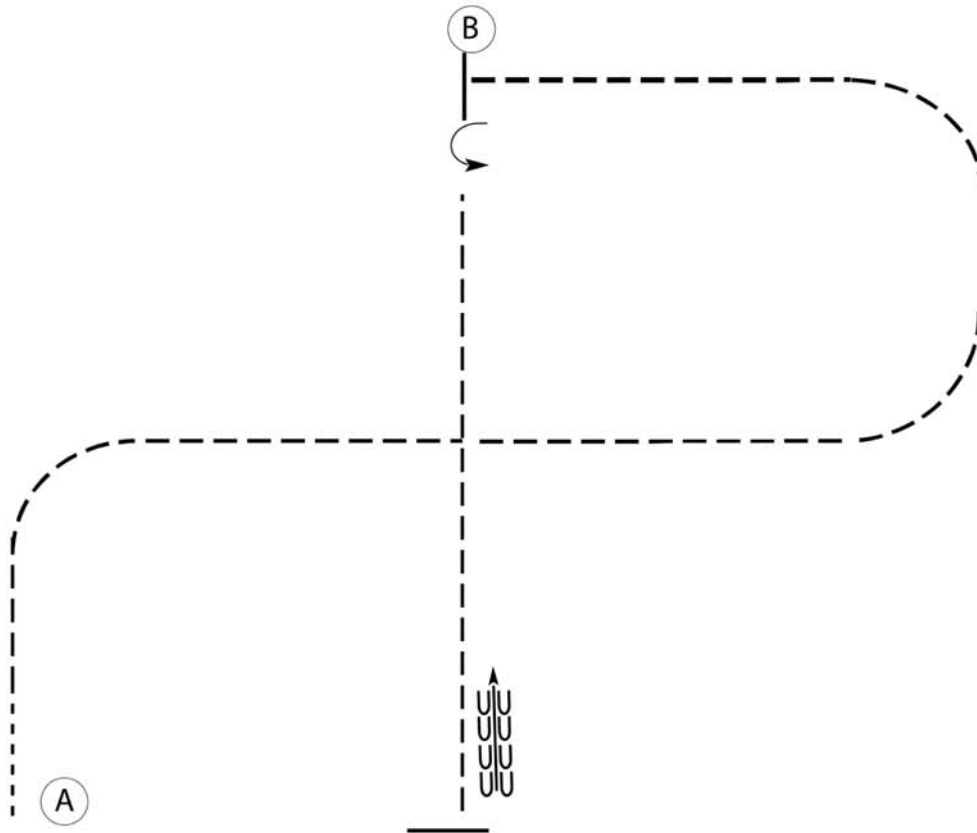
Pattern Provided by:



# Equitation All Walk Trot Saturday

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Be ready at A.

1. Forward walk for approximately 2 strides.
2. Trot on the left diagonal to center of pattern.
3. Change diagonals and trot on the right diagonal until even with B.
4. Stop and perform a 90 degree turn on the forehand to the left to change direction.
5. Sitting trot for 2-3 strides.
6. Trot on the left diagonal until even with A.
7. Stop and back.

Pattern is complete.

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

[HSE/WT-115]

Pattern Provided by:  
*David J. Denniston*



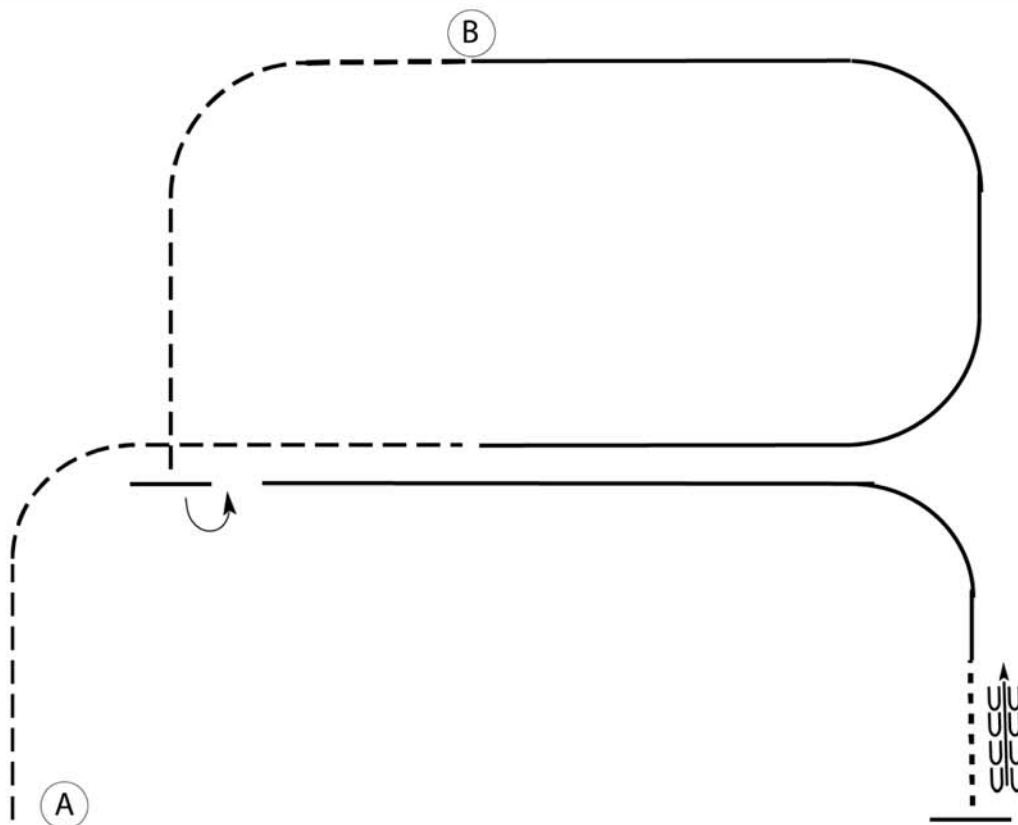


# Equitation Level 1/Novice

## Saturday

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Be ready at A.

1. Sitting trot for approximately 3 strides.
2. Trot on the left diagonal to center of pattern.
3. Canter on the left lead to B.
4. Trot on the right diagonal until halfway to A.
5. Stop and perform a 90 degree turn on the forehand to the left to change direction.
6. Canter on the right lead around corner.
7. Forward walk until even with A.
8. Stop and back.

Pattern is complete.

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

[HSE/2-115]

**Pattern Provided by:**  
*David J. Denniston*



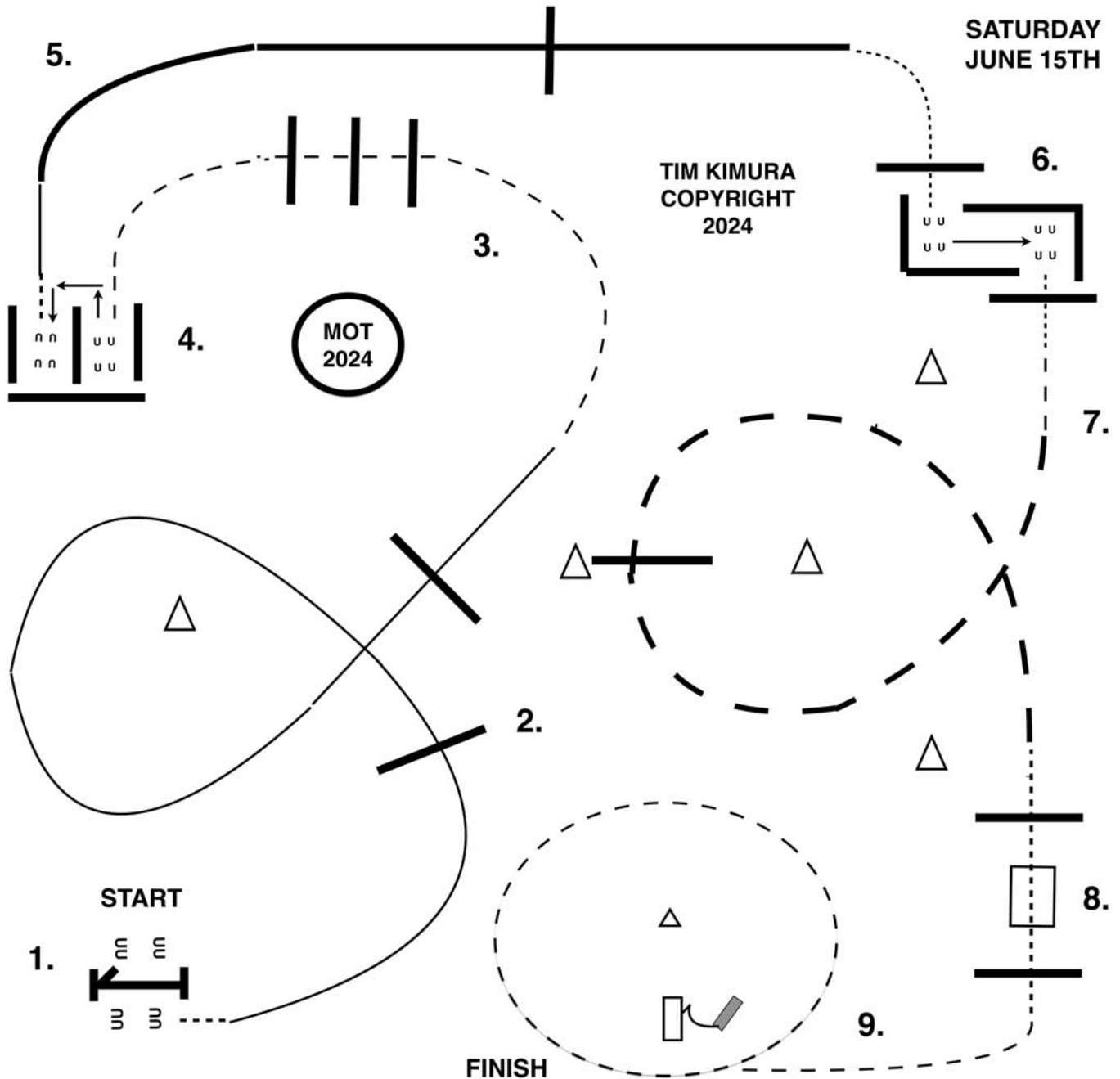
**Pattern Provided by:**  
*David J. Denniston*



# NOV AMATEUR & AMATEUR RANCH TRAIL NOV YOUTH & YOUTH RANCH TRAIL OPEN RANCH TRAIL

SATURDAY  
JUNE 15TH

TIM KIMURA  
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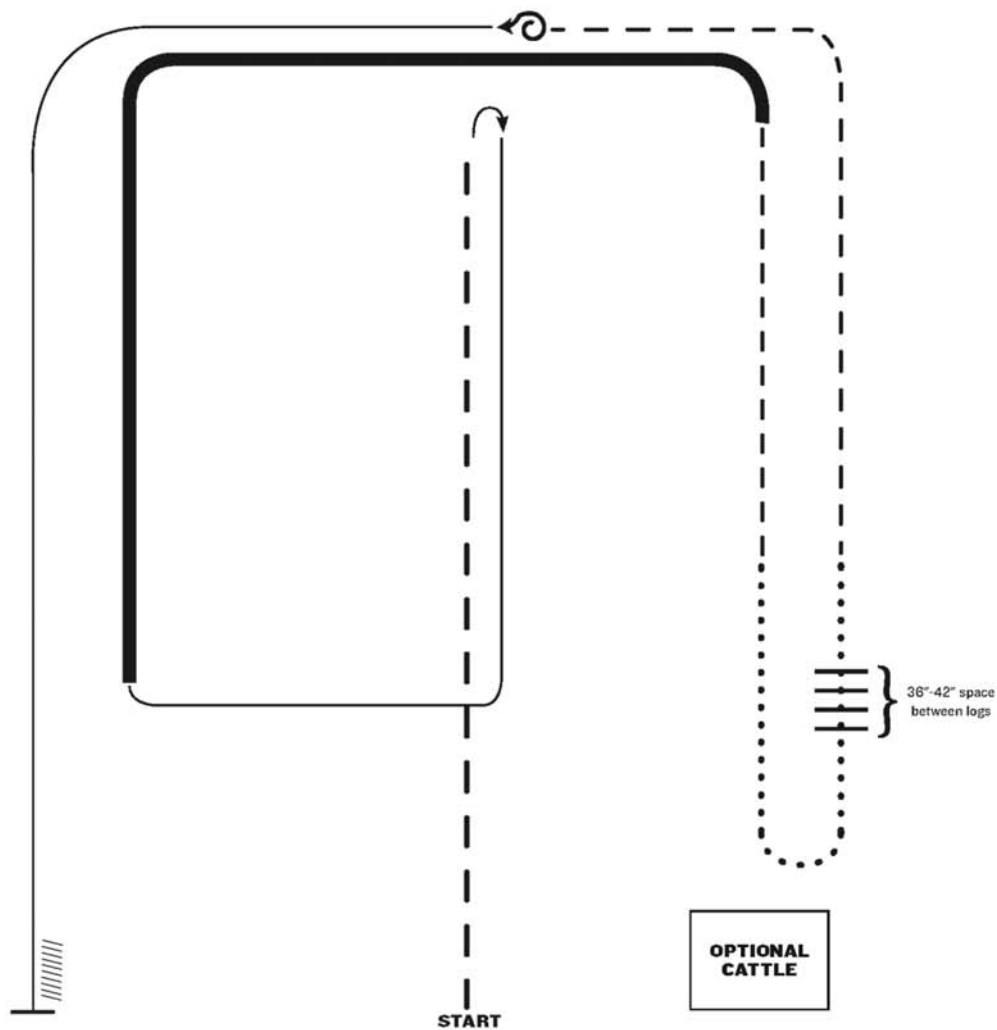
1. WORK GATE, LEFT HAND.
2. WALK FORWARD, THEN LOPE OVER LOGS LEFT LEAD, AND LOPE AROUND MARKER.
3. BREAK TO THE TROT, TROT OVER LOGS.
4. TROT INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
5. LOPE RIGHT LEAD, THEN EXTEND THE LOPE ACROSS THE TOP OF THE ARENA, EXTEND THE LOPE RIGHT LEAD OVER LOG. THEN BREAK TO THE WALK, WALK INTO CHUTE, SIDE PASS LEFT.
6. BREAK DOWN TO THE WALK, WALK OVER LOG, SIDE PASS LEFT, WALK OVER LOG.
7. TROT THEN EXTEND THE TROT AROUND CONES AND OVER LOG.
8. BREAK TO THE WALK, WALK OVER LOGS AND WALK OVER BRIDGE.
9. TROT TO DRAG, WORK DRAG AT THE WALK OR TROT AROUND CONE, RETURN ROPE. YOUTH TRAIL CARRY SLICKER AND JOG AROUND CONE, RETURN SLICKER.



# Ranch Riding Saturday

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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

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-15]

Pattern Provided by:  
**SANDY CURL**



A diagram of a figure-eight track layout. The track consists of two circular loops joined at a central point. A vertical line runs through the center of the loops. Arrows indicate the direction of travel: clockwise for the top loop and counter-clockwise for the bottom loop. The track is divided into multiple lanes by curved lines. At the bottom, a horizontal line is labeled "START". At the top, a horizontal line is labeled "FINISH". To the right of the track, there are three rectangular boxes, each containing an "X" mark, arranged vertically.

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]

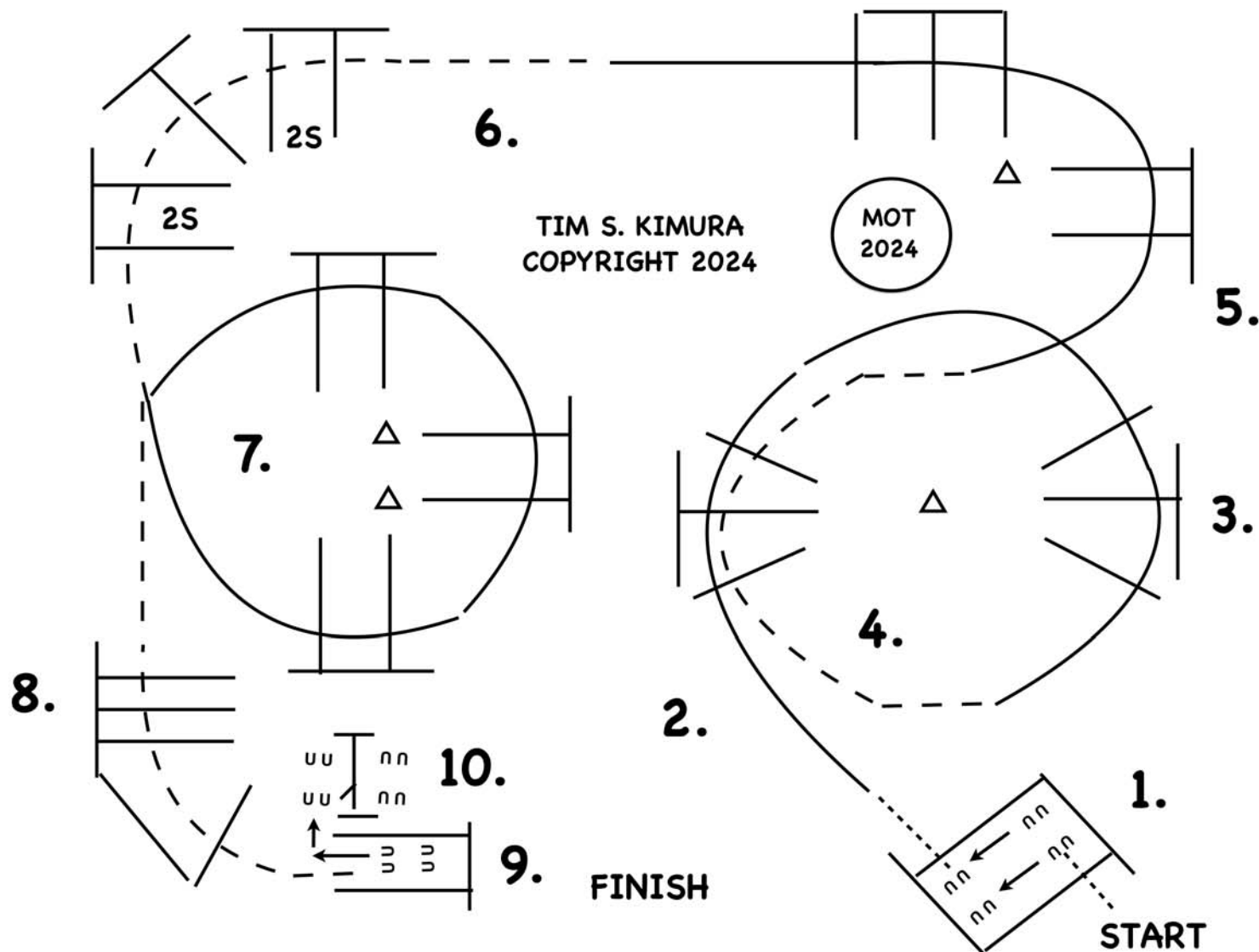
Pattern Provided by:  
*SANDY CURL*





# GREEN & JUNIOR HORSE NOV YOUTH - NOV AMATEUR

SUNDAY JUNE 16

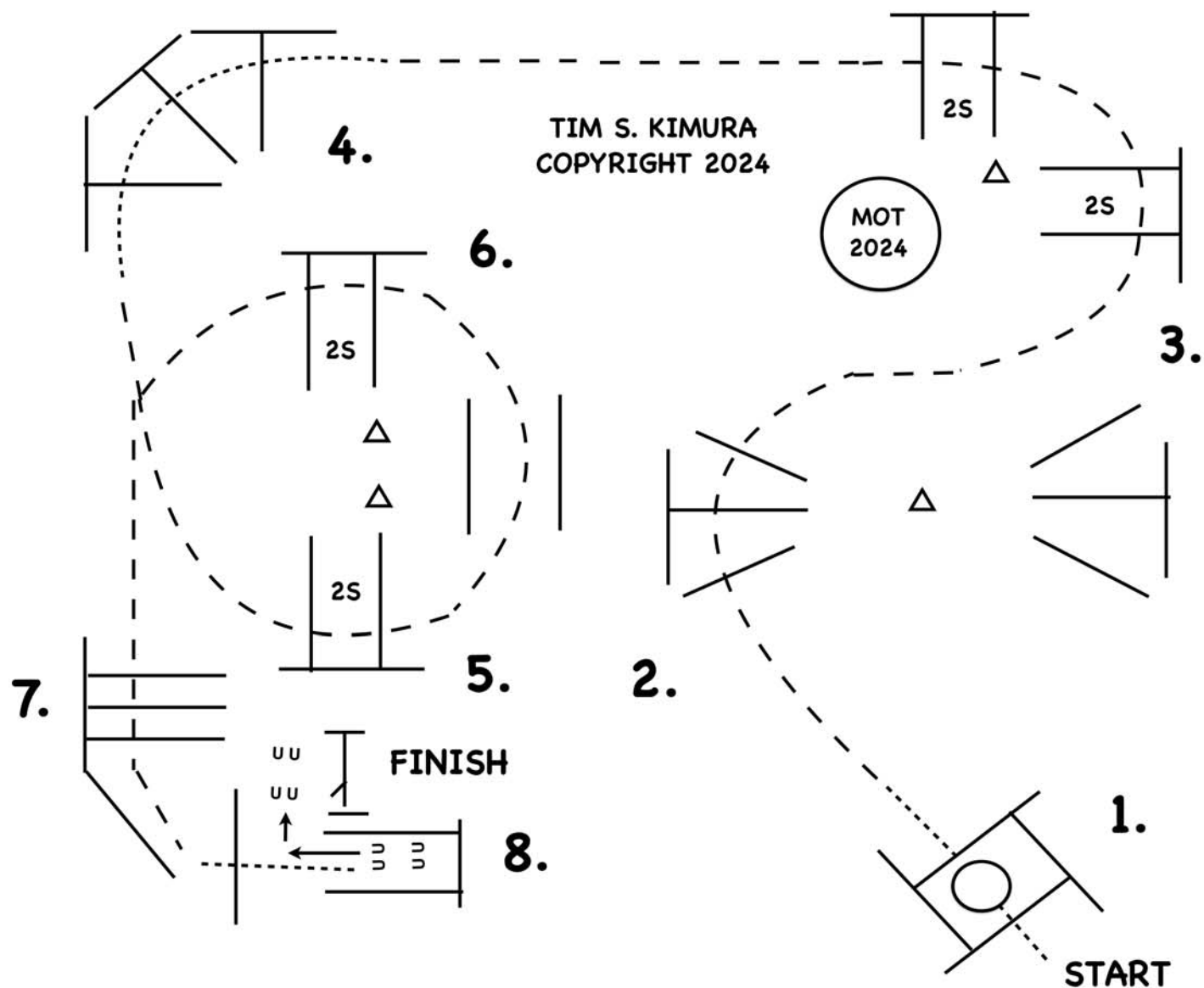


1. WALK OVER POLE, SIDE PASS LEFT, WALK OVER POLE.
2. LOPE OVER 3 POLES (RIGHT LEAD).
3. LOPE OVER 3 POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER 4 POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK BETWEEN POLES, BACK UP TO GATE.
10. WORK GATE LEFT HAND, OPEN AND CLOSE GATE.



# SMALL FRY TRAIL

SUNDAY JUNE 16

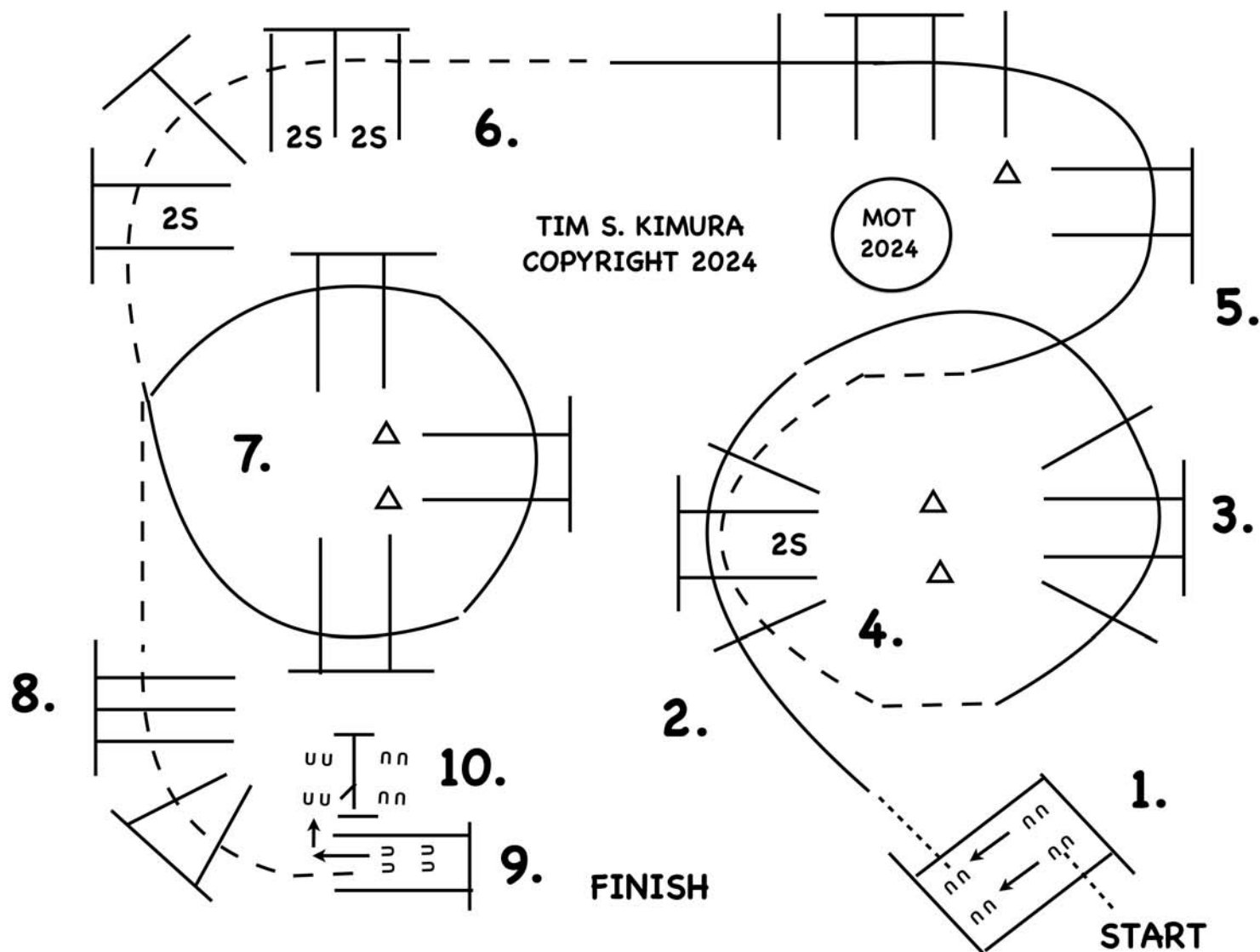


1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG OVER 3 POLES.
3. JOG OVER 4 POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER 3 POLES.
5. JOG OVER 2 POLES.
6. JOG BETWEEN POLES, AND JOG OVER 2 MORE POLES.
7. JOG OVER 3 POLES
8. STOP OR BREAK TO THE WALK, WALK INTO CHUTE.  
BACK BETWEEN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



# AMATEUR - SELECT YOUTH - SENIOR

SUNDAY JUNE 16



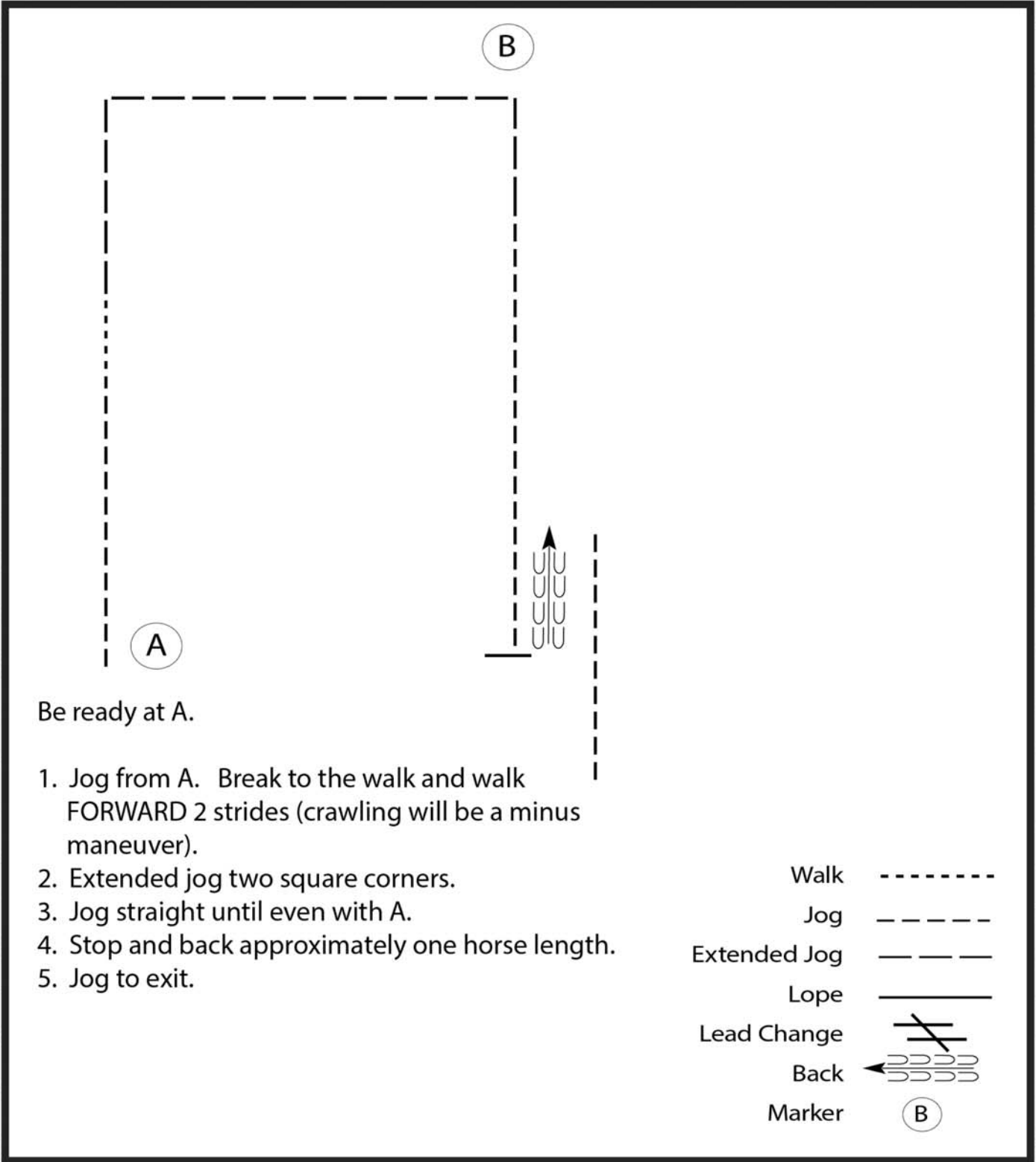
1. WALK OVER POLE, SIDE PASS LEFT, WALK OVER POLE.
2. LOPE OVER 4 POLES (RIGHT LEAD).
3. LOPE OVER 4 POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER 4 POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK BETWEEN POLES, BACK UP TO GATE.
10. WORK GATE LEFT HAND, OPEN AND CLOSE GATE.



# Horsemanship All Walk Trot Sunday

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Be ready at A.

1. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Jog straight until even with A.
4. Stop and back approximately one horse length.
5. Jog to exit.

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

[WH/WT-120]

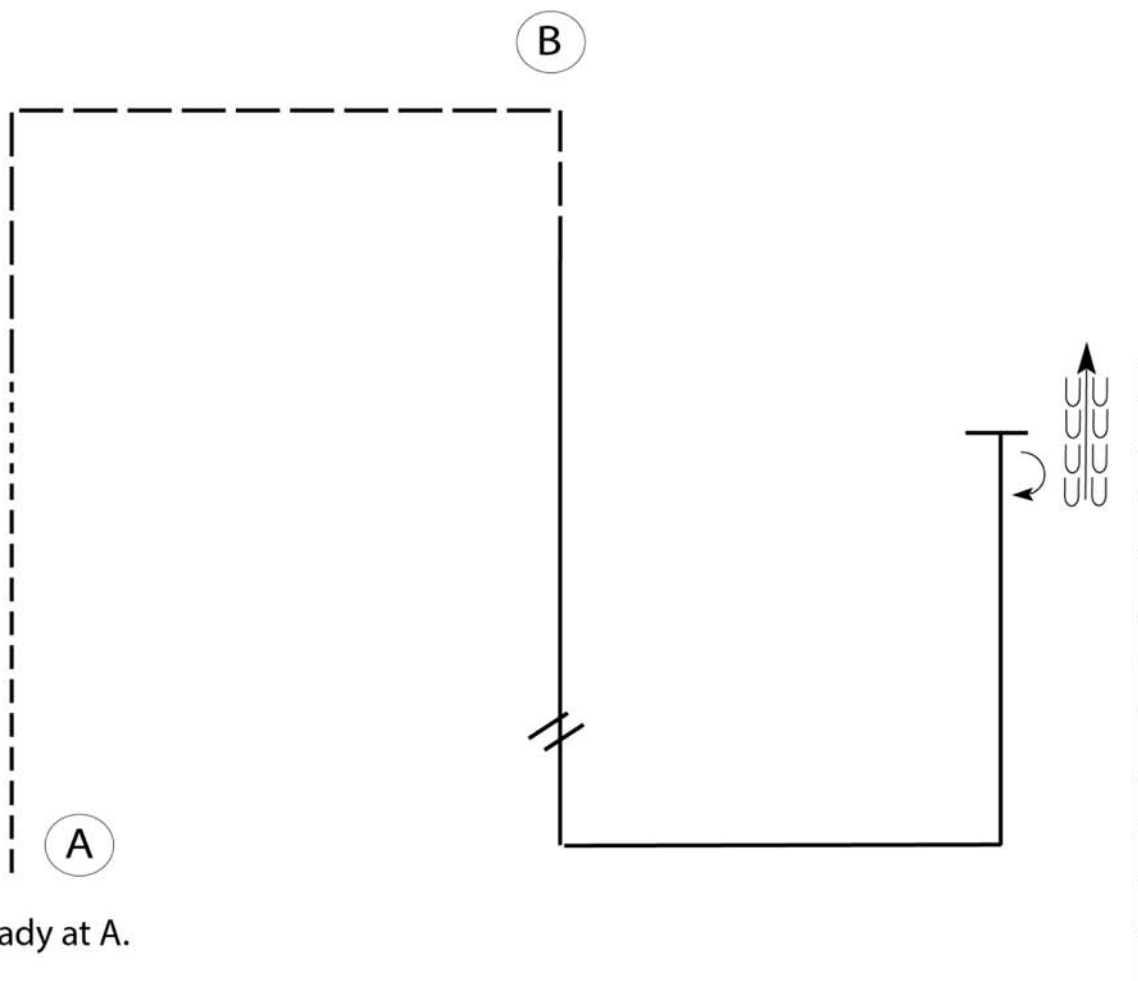
Pattern Provided by:  
*David J. Denniston*



# Horsemanship Level 1/Novice Sunday

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Be ready at A.

1. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Lope on the right lead.
4. Perform a simple lead change before even with A.
5. Lope left lead two square corners.
6. Stop and perform a 180 degree turn right then back approximately one horse length.
7. Jog to exit.

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

[WH/2-120]

**Pattern Provided by:**  
*David J. Denniston*

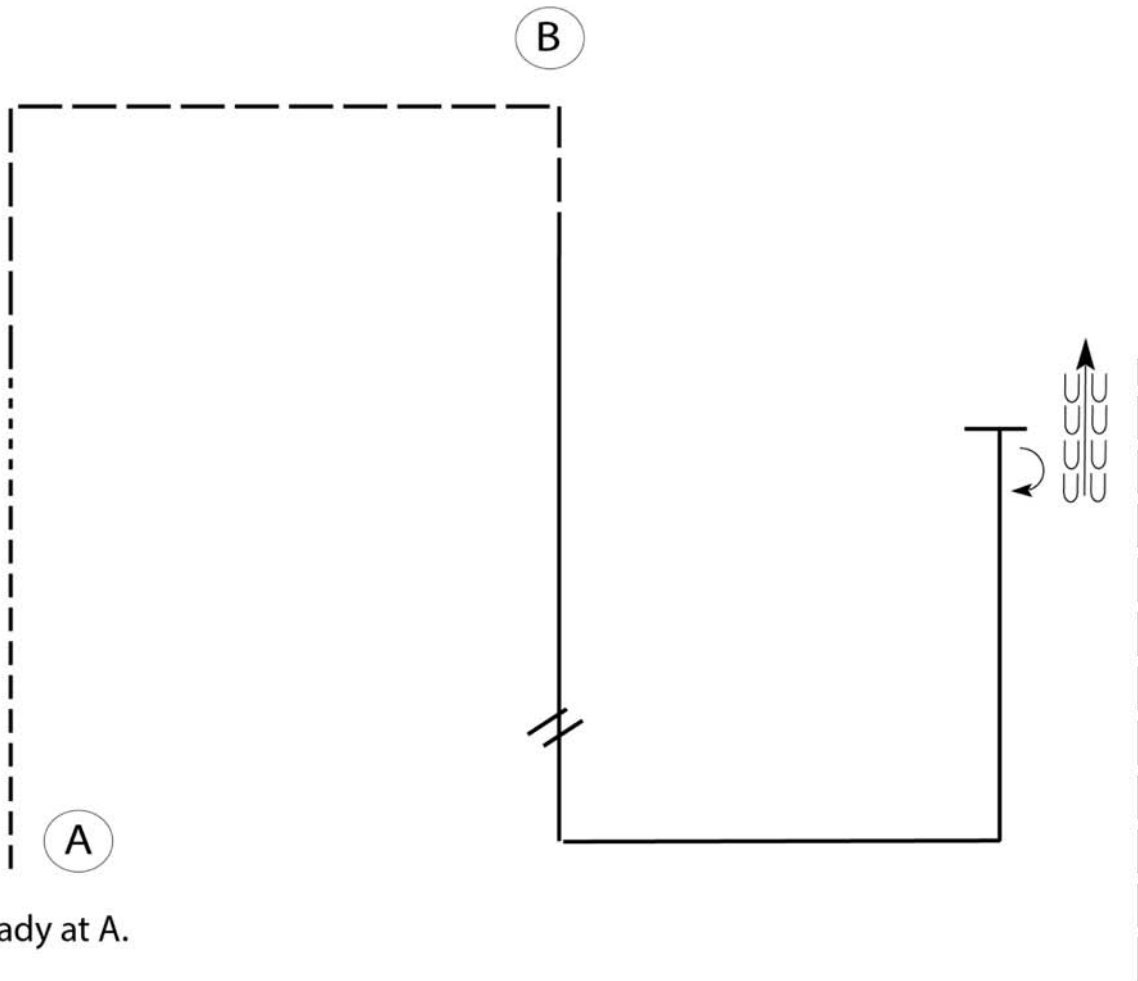




# Horsemanship Youth, Amateur, Select Sunday

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Be ready at A.

1. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Lope on the right lead.
4. Change leads before even with A.
5. Lope left lead two square corners.
6. Stop and perform a rollback right then back approximately one horse length.
7. Extended jog to exit.

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

[WH/3-120]

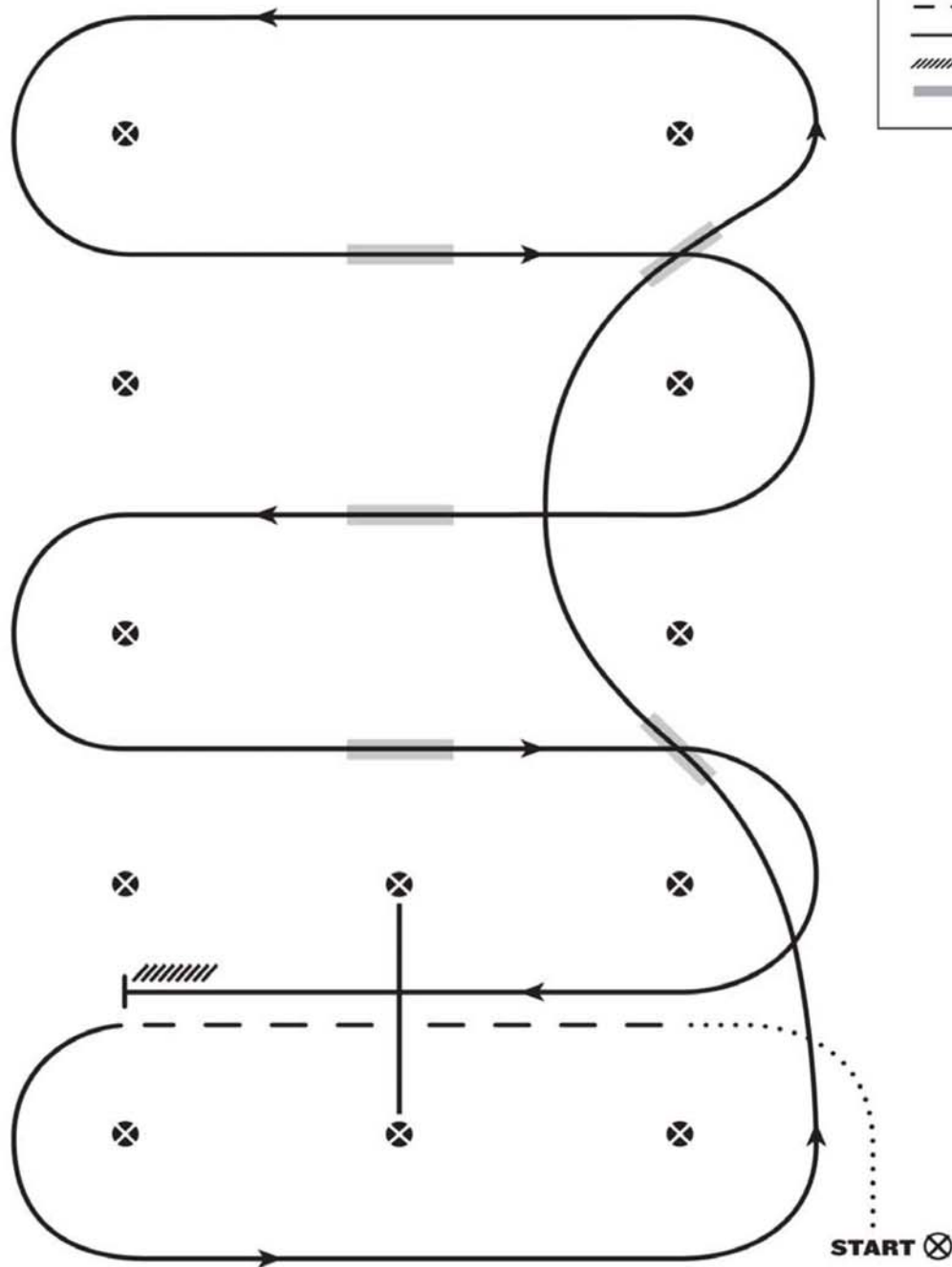
**Pattern Provided by:**  
*David J. Denniston*



# Western Riding Level 1 Pattern 9

## Sunday

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 left 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. Third crossing change
8. Lope over log
9. Lope, stop & back

Revised 06-07-2021

Revised 06-07-2021

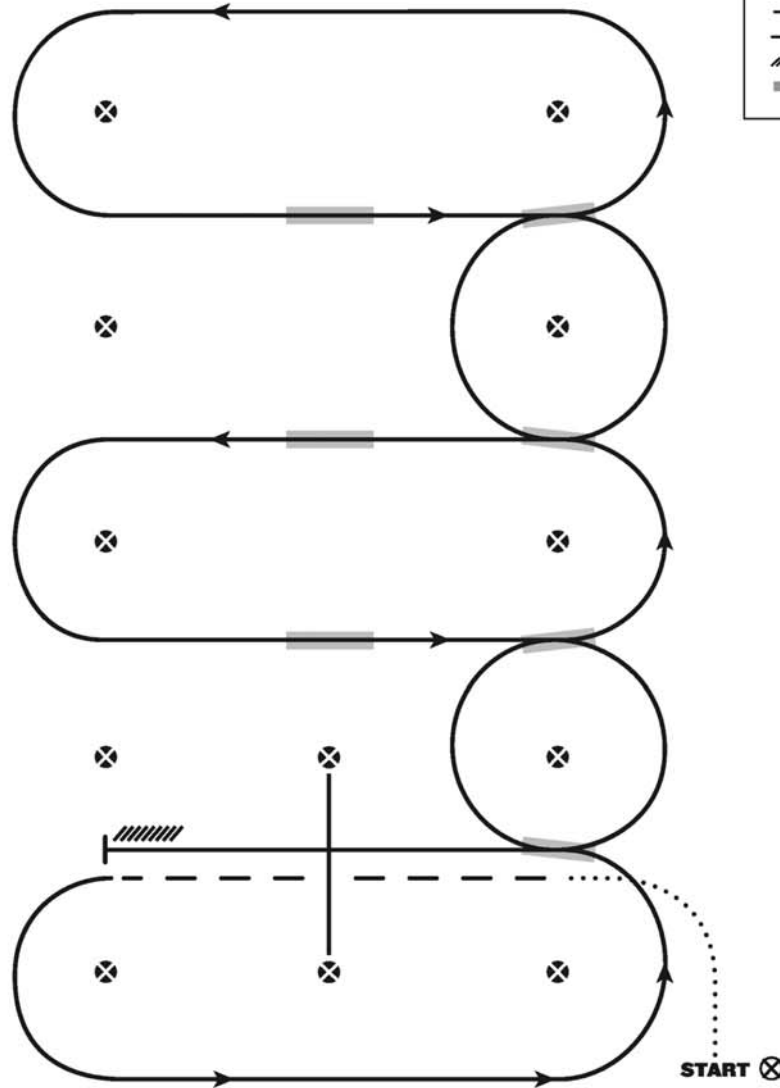
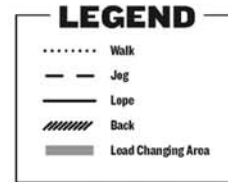


# Western Riding Sunday

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## WESTERN RIDING - PATTERN 9



- I. 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 left 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
- II. Lope, stop & back

Revised 06-07-2021

[WR/OP-9]

Pattern Provided by:  
**SANDY CURL**