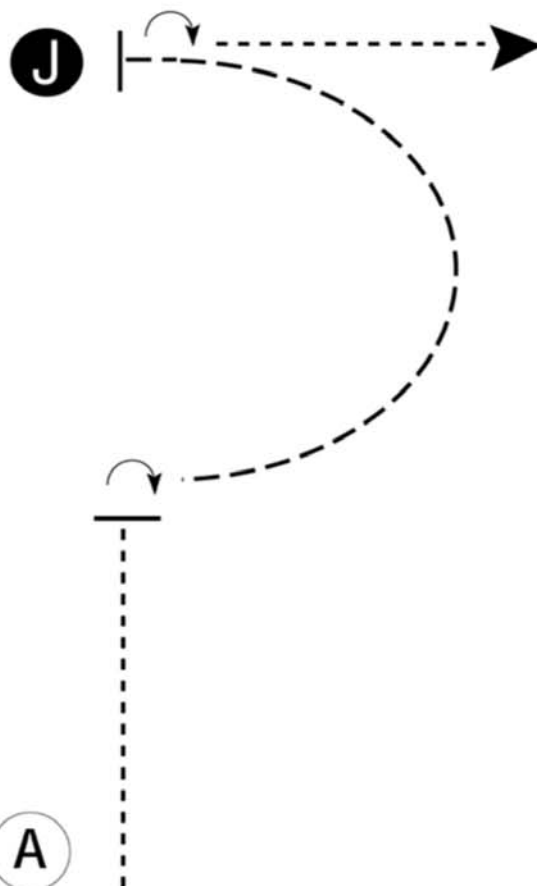




Showmanship EWD, Small Fry Wednesday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

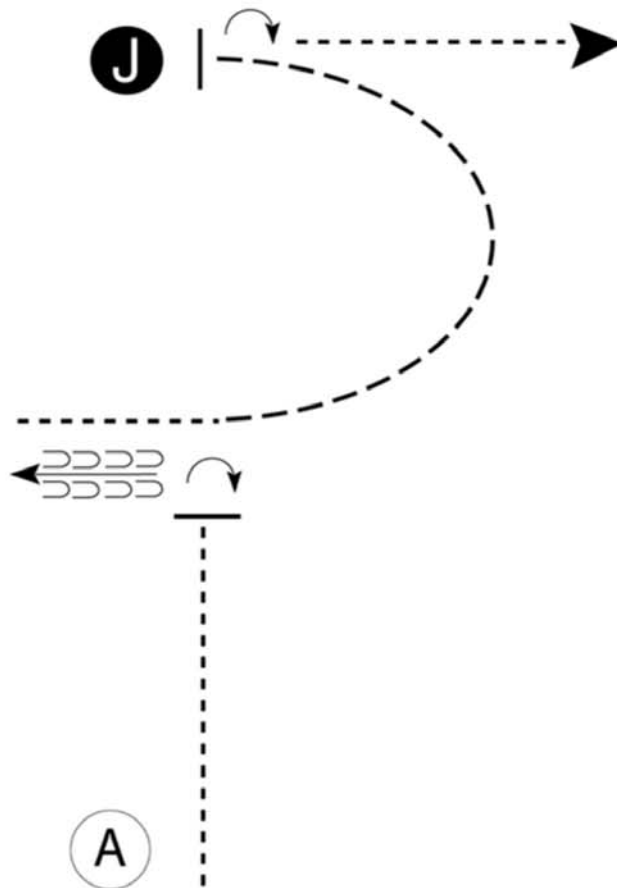
1. When acknowledged, walk half the distance to Judge.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

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



Showmanship Rookie, Level 1 Wednesday



Be ready at A.

1. When acknowledged, walk half way to Judge.
2. Stop and perform a 1/4 turn.
3. Back approximately one horse length.
4. Walk until even with Judge.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

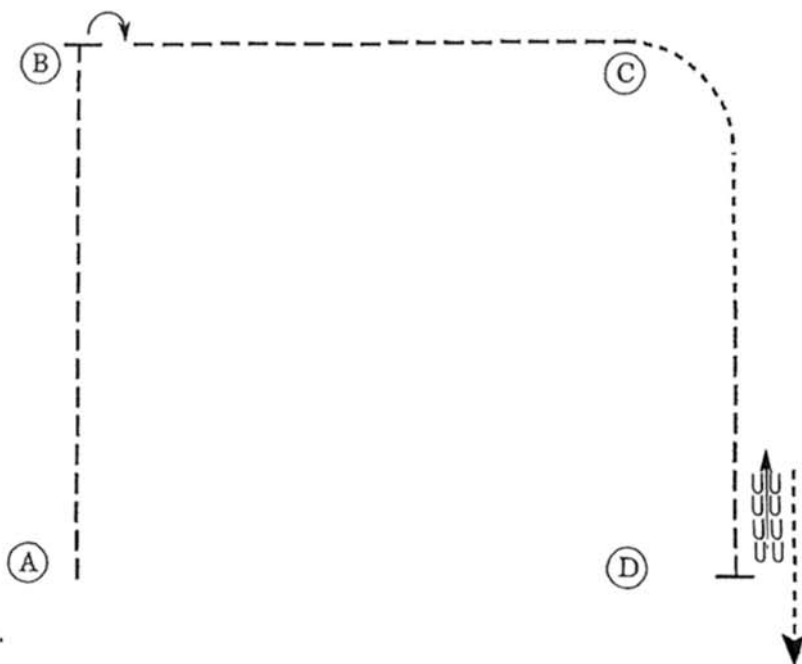
Walk	-----
Trot	-----
Back	←←←←←
Marker	ⓑ
Judge	ⓐ



Equitation Small Fry, EWD, Walk Trot Wednesday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot on the left diagonal to B.
2. Stop at B and execute a 90 degree turn on the haunches to the right.
3. Trot on the right diagonal to C.
4. At C, drop to a walk and walk halfway to D.
5. Sitting trot to D.
6. Stop at D and back approximately one horse length.
7. Walk forward to and past D.

Follow the instructions of your ring steward.

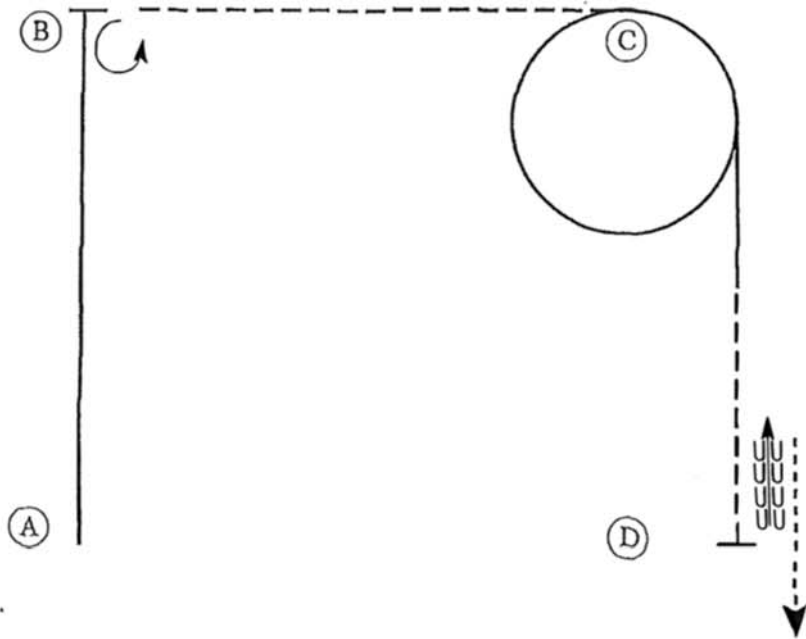
Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	///
Back	
Marker	(B)
Sidepass	→
Hand Gallop	→



Equitation Rookie, Level 1 Wednesday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Canter on the left lead to B.
2. Stop at B and execute a 270 degree turn on the haunches to the left.
3. Posting trot on the right diagonal to C.
4. Canter on the right lead in a circle around C.
5. Continue on the right lead halfway to D.
6. Posting trot on the left diagonal to D.
7. Stop at D and back approximately one horse length.
8. Walk forward to and past D.

Follow the instructions of your ring steward.

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



Horsemanship

Small Fry, EWD, Walk Jog

Wednesday



Be ready at A.

1. Walk halfway to B.
2. Jog to and around B.
3. Continue to jog diagonally back to A.
4. Walk around A.
5. Stop and back approximately two horse lengths.
6. Walk straight away.

Follow the instructions of your ring steward.

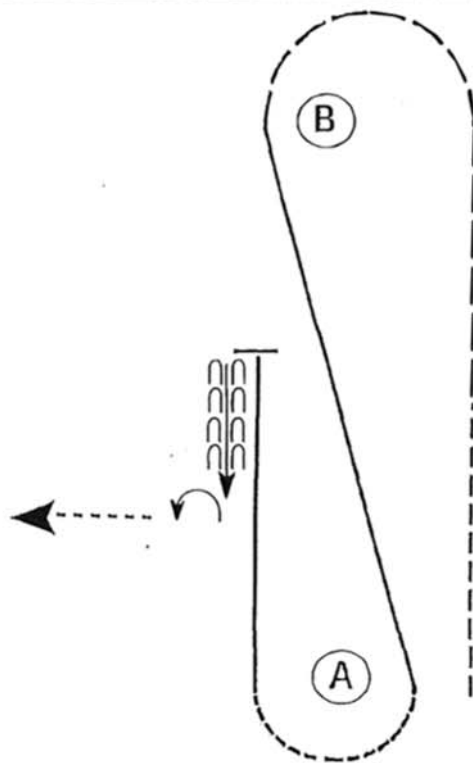
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	
Back	
Marker	(B)



Horsemanship Rookie, Level 1 Wednesday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Jog halfway to B.
2. Extend the jog to and around B.
3. Lope on the left lead diagonally back to A.
4. Jog around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1/4 turn to the left.
8. Walk straight away.

Follow the instructions of your ring steward.

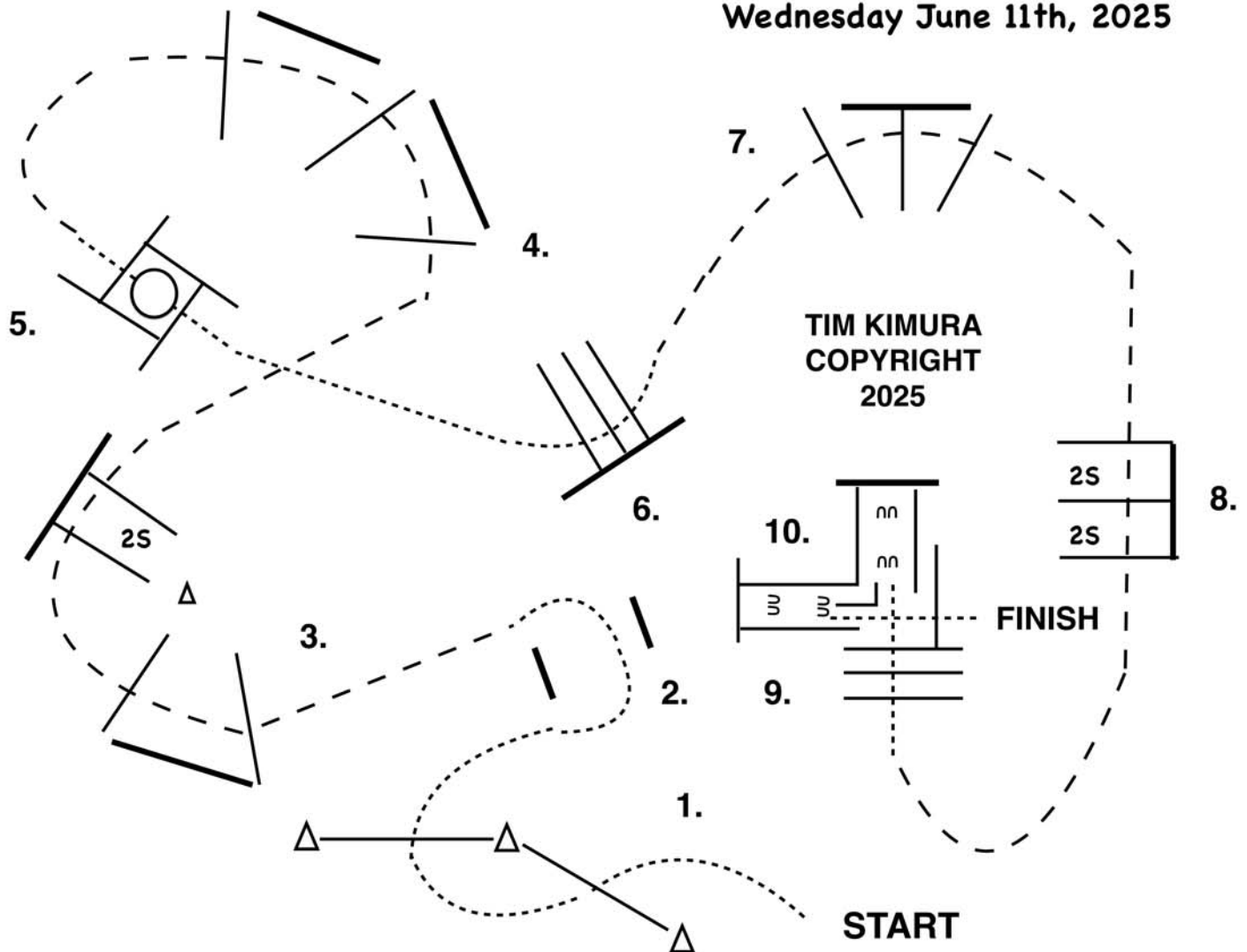
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)



KQHA Keystone Showdown

EWD Trail Level 2 Small Fry Trail

Wednesday June 11th, 2025



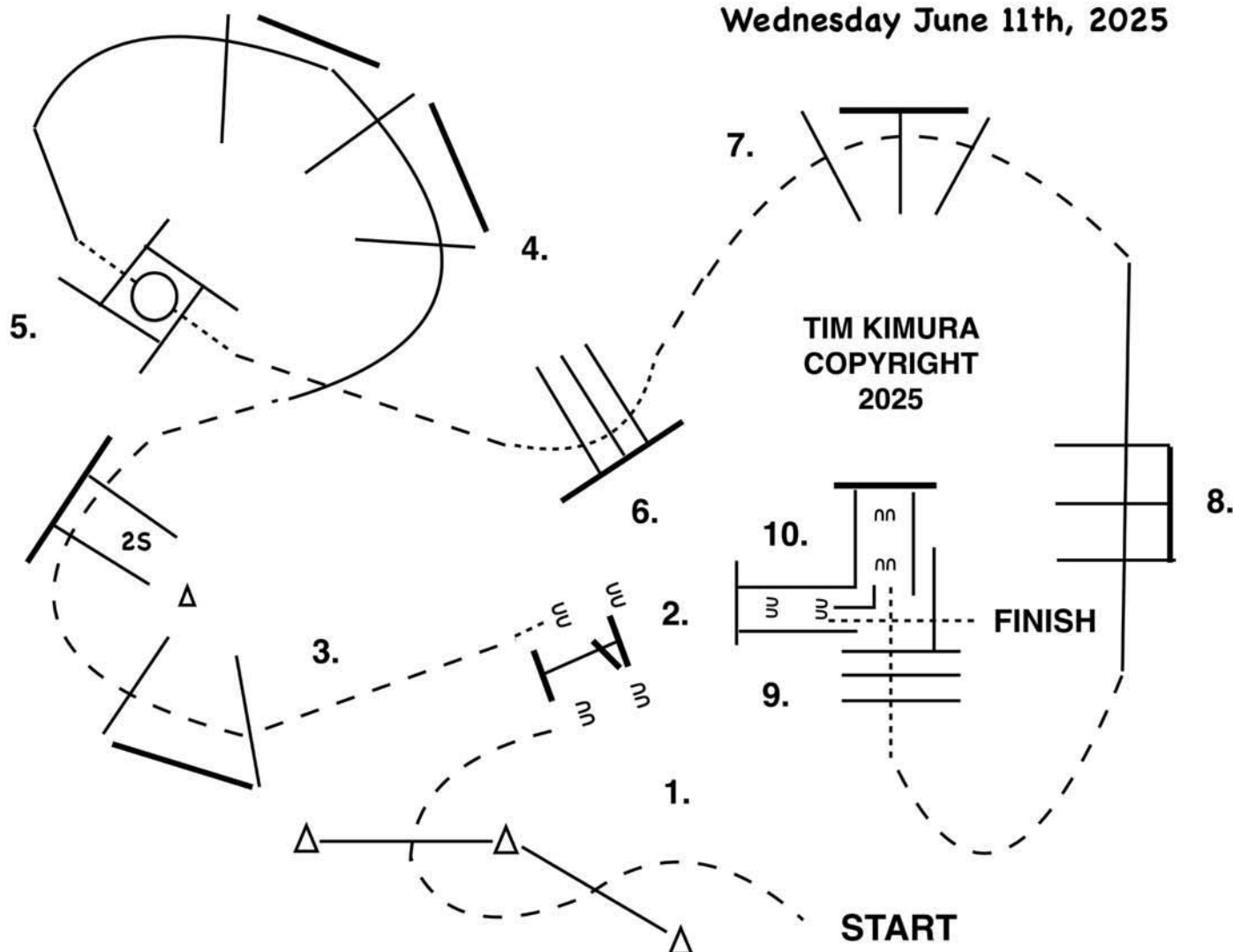
1. WALK THROUGH SERPENTINE, WALK OVER POLES, WALK UP TO GATE.
2. WALK THROUGH OPEN GATE, NO ROPE, DONT WORK GATE..
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 EITHER WAY WALK OUT BOX.
6. WALK OVER POLES.
7. JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO CHUTE.
10. BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.



KQHA Keystone Showdown

Level 1 Youth, Rookie Youth
Level 1 Amateur, Rookie Amateur

Wednesday June 11th, 2025



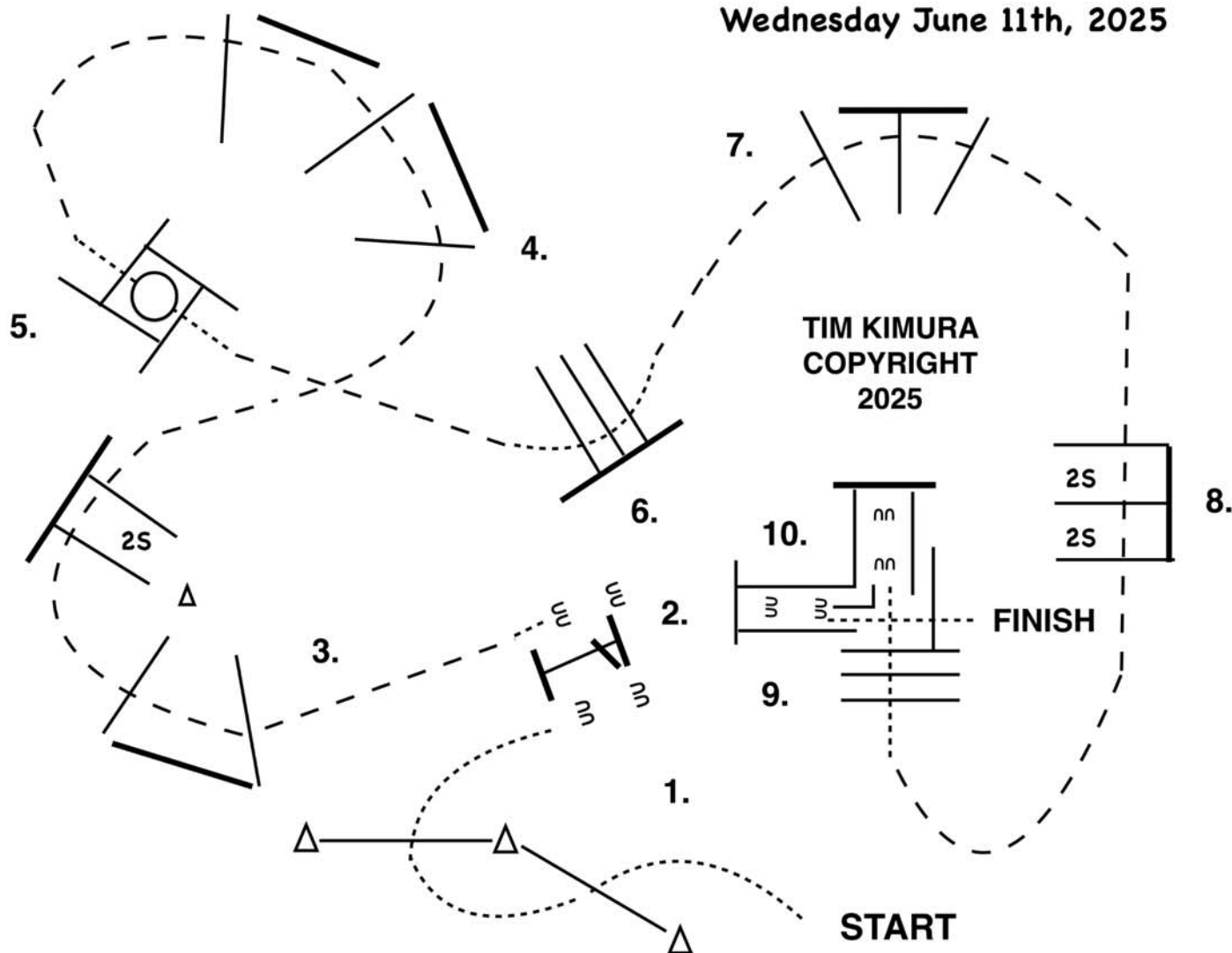
1. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE LEFT HAND.
3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 EITHER WAY WALK OUT BOX.
6. JOG TO POLES, STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO CHUTE.
10. BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.



KQHA Keystone Showdown

Youth Walk Trot Trail Amateur Walk Trot Trail

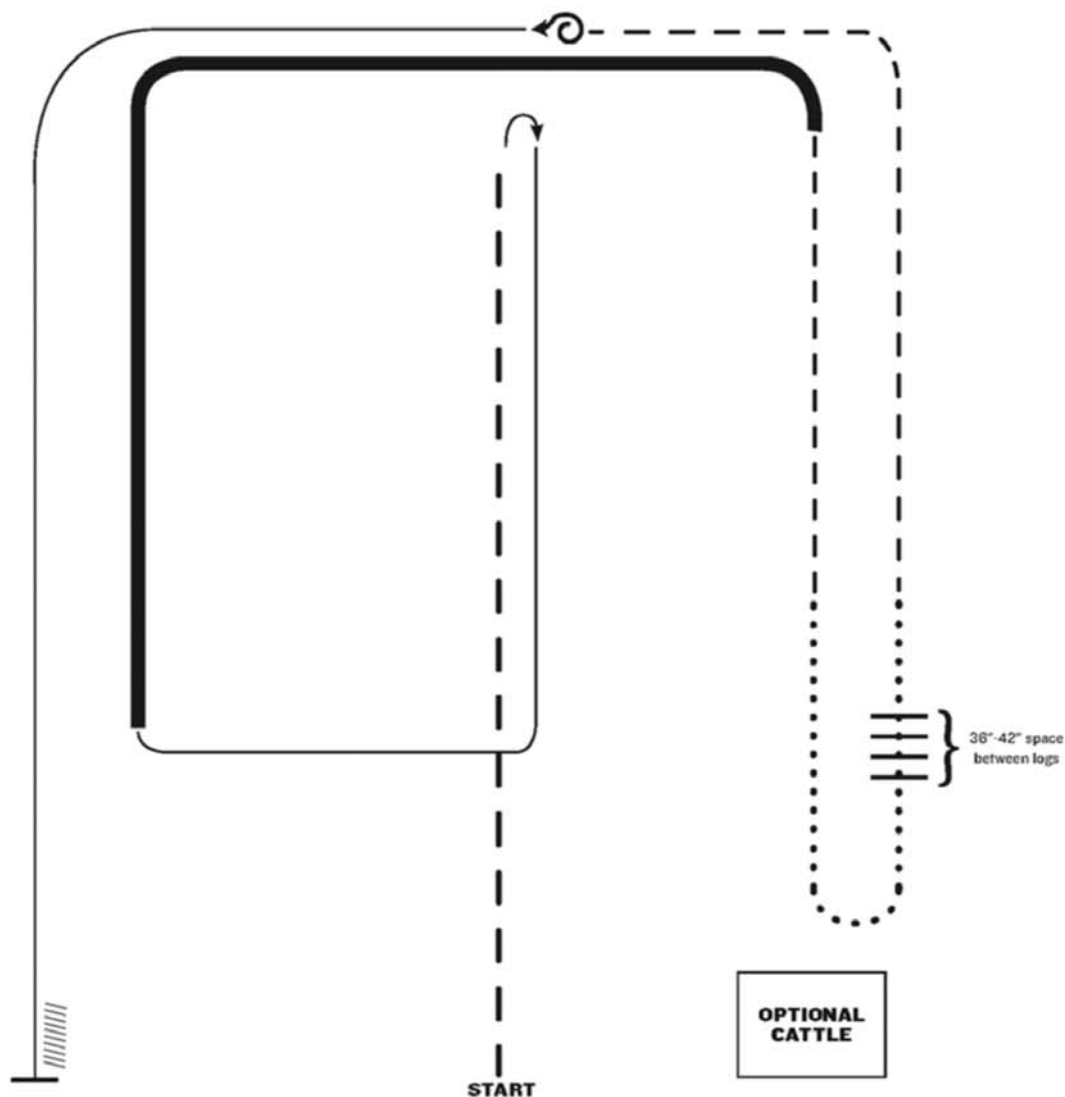
Wednesday June 11th, 2025



1. WALK THROUGH SERPENTINE, WALK OVER POLES, WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 EITHER WAY WALK OUT BOX.
6. JOG TO POLES, STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO CHUTE.
10. BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.



Ranch Riding Rookie, Level 1 Wednesday

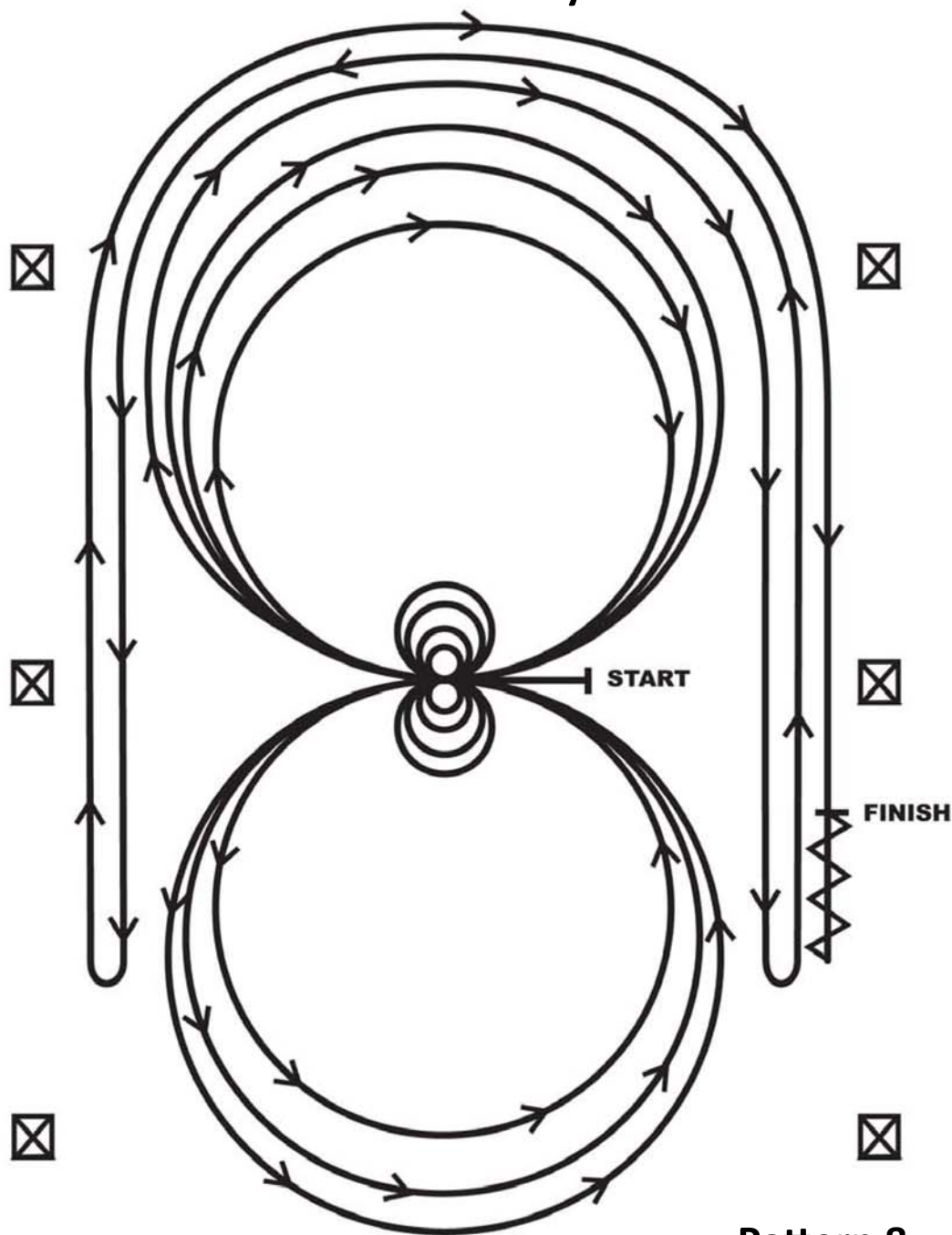


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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.



Reining Rookie, Level 1 Wednesday



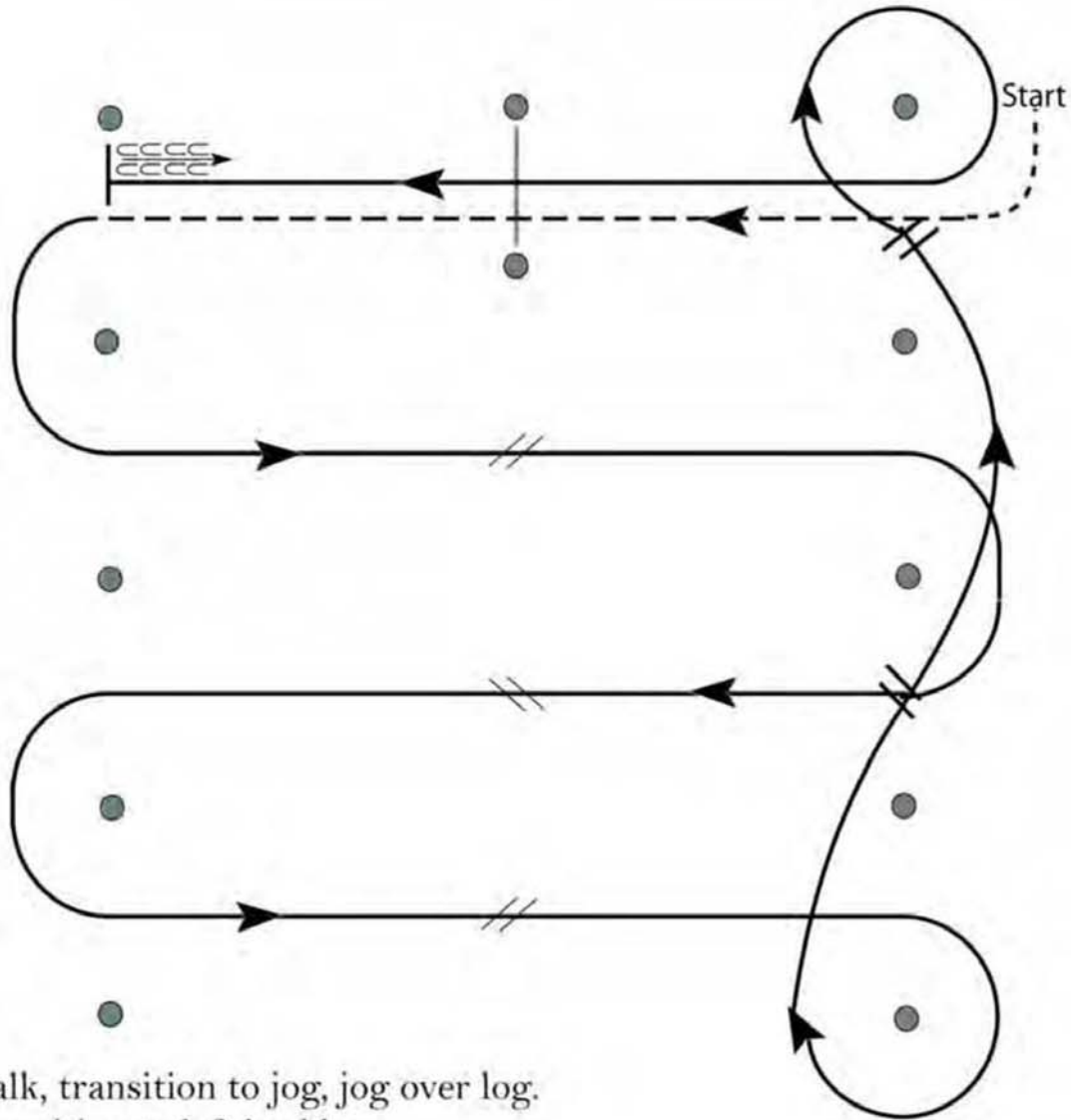
Pattern 8

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 Rookie, Level 1 Wednesday



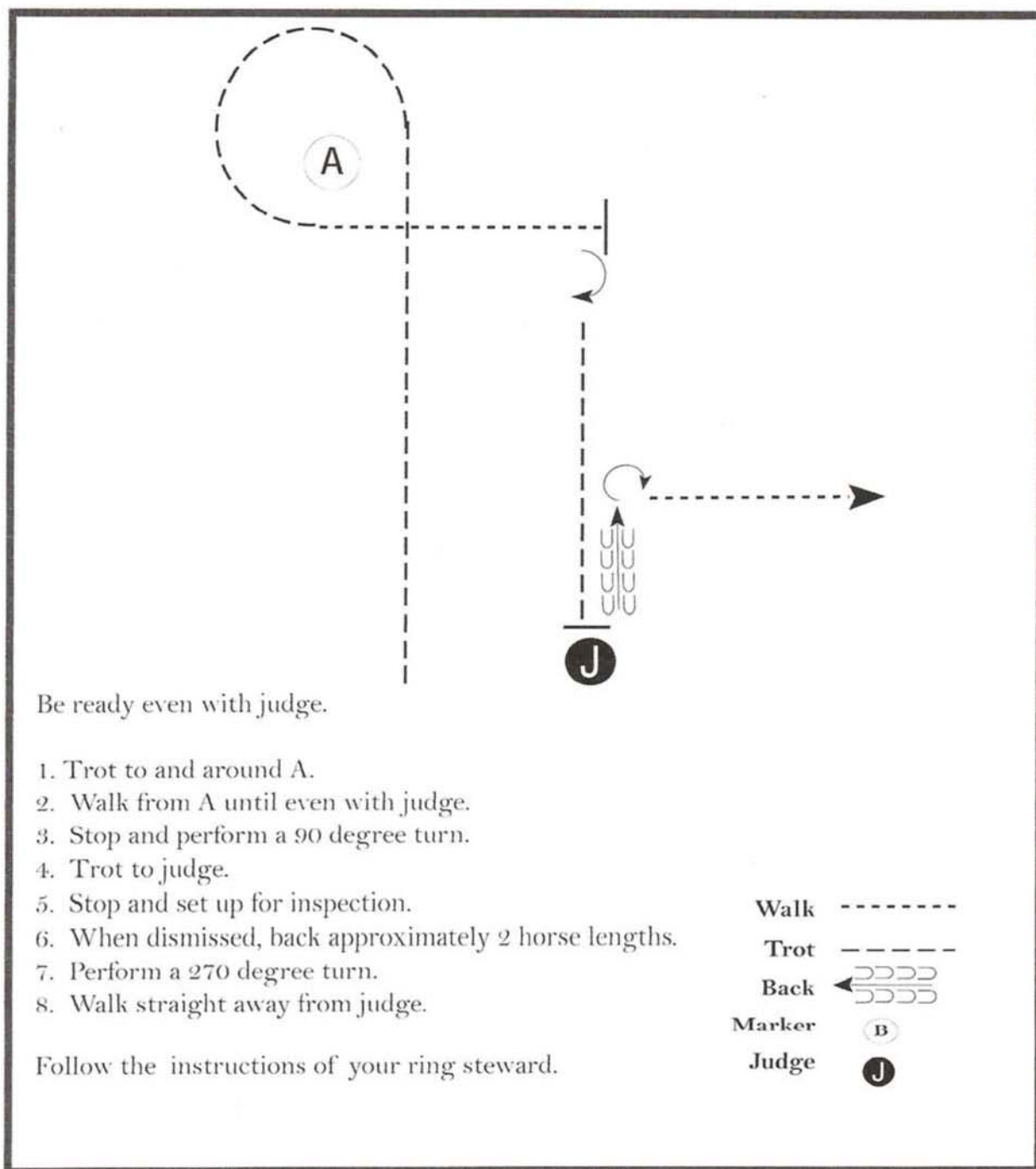
1. Walk, transition to jog, jog over log.
2. Transition to left lead lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.



Showmanship

Novice

Thursday

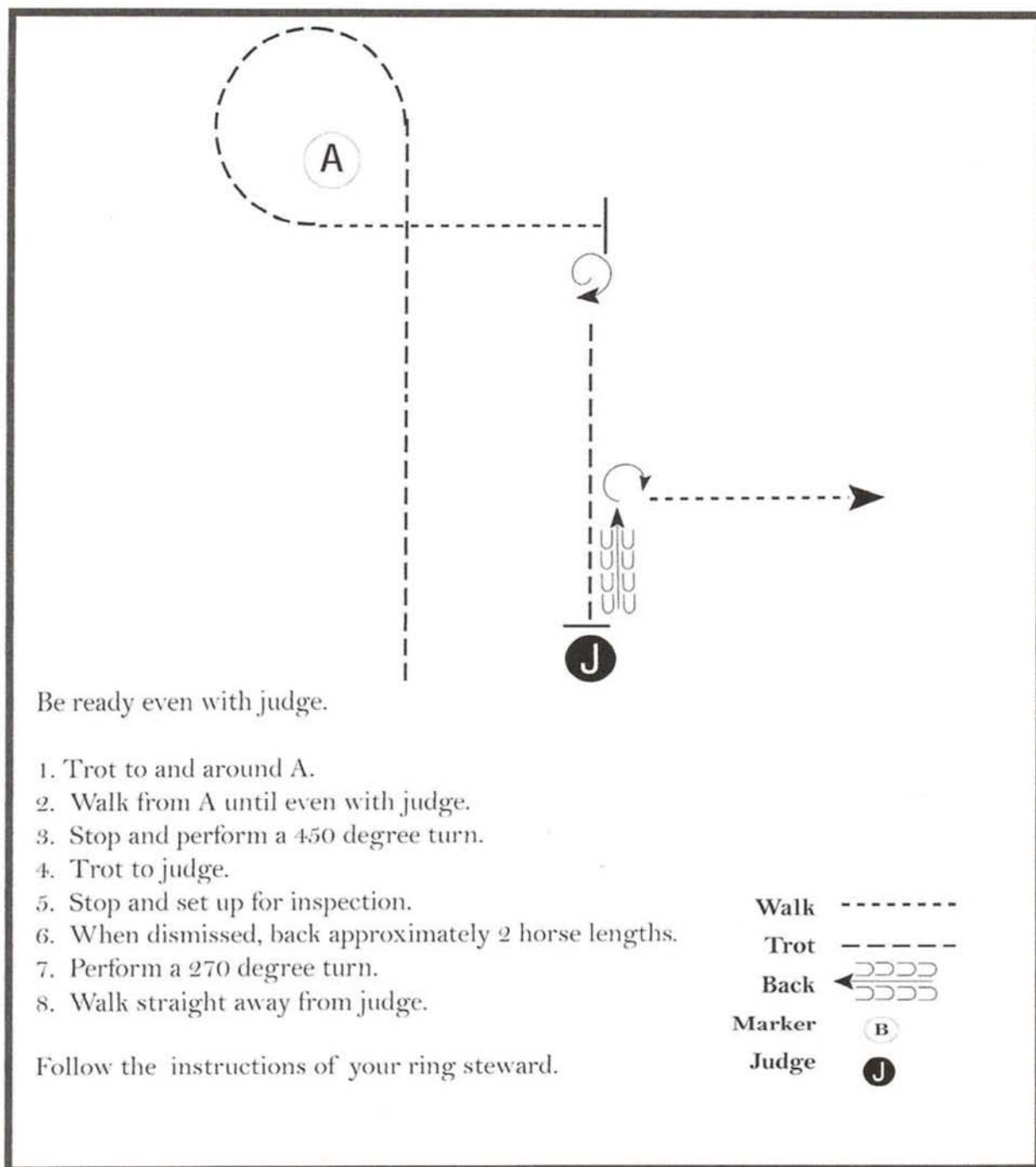




Showmanship

Youth 13 Under, Youth 14-18, Select, Amateur

Thursday





Showmanship Youth 11 Under Thursday

Be ready even with judge.

1. Trot to A.
2. Walk around A and until even with judge.
3. Stop and perform a 90 degree turn.
4. Walk to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	
Judge	

[S/WT-76]



Equitation Walk Trot Thursday

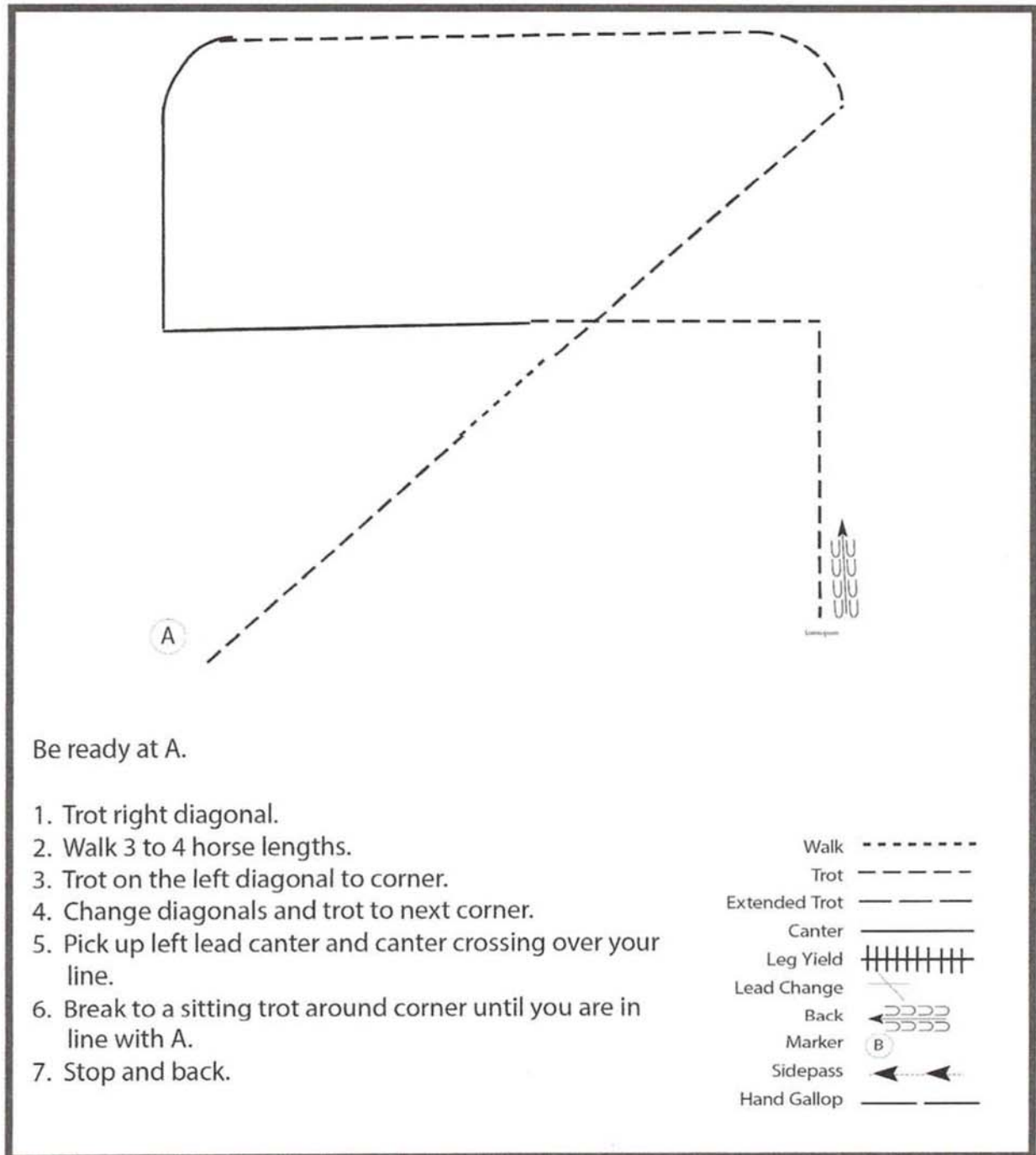
Be ready at A.

1. Trot right diagonal.
2. Walk 3 to 4 horse lengths.
3. Trot on the left diagonal to corner.
4. Change diagonals and trot to next corner.
5. At corner, perform a sitting trot halfway to A.
6. Stop when halfway to A and back.

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



Equitation Novice Thursday

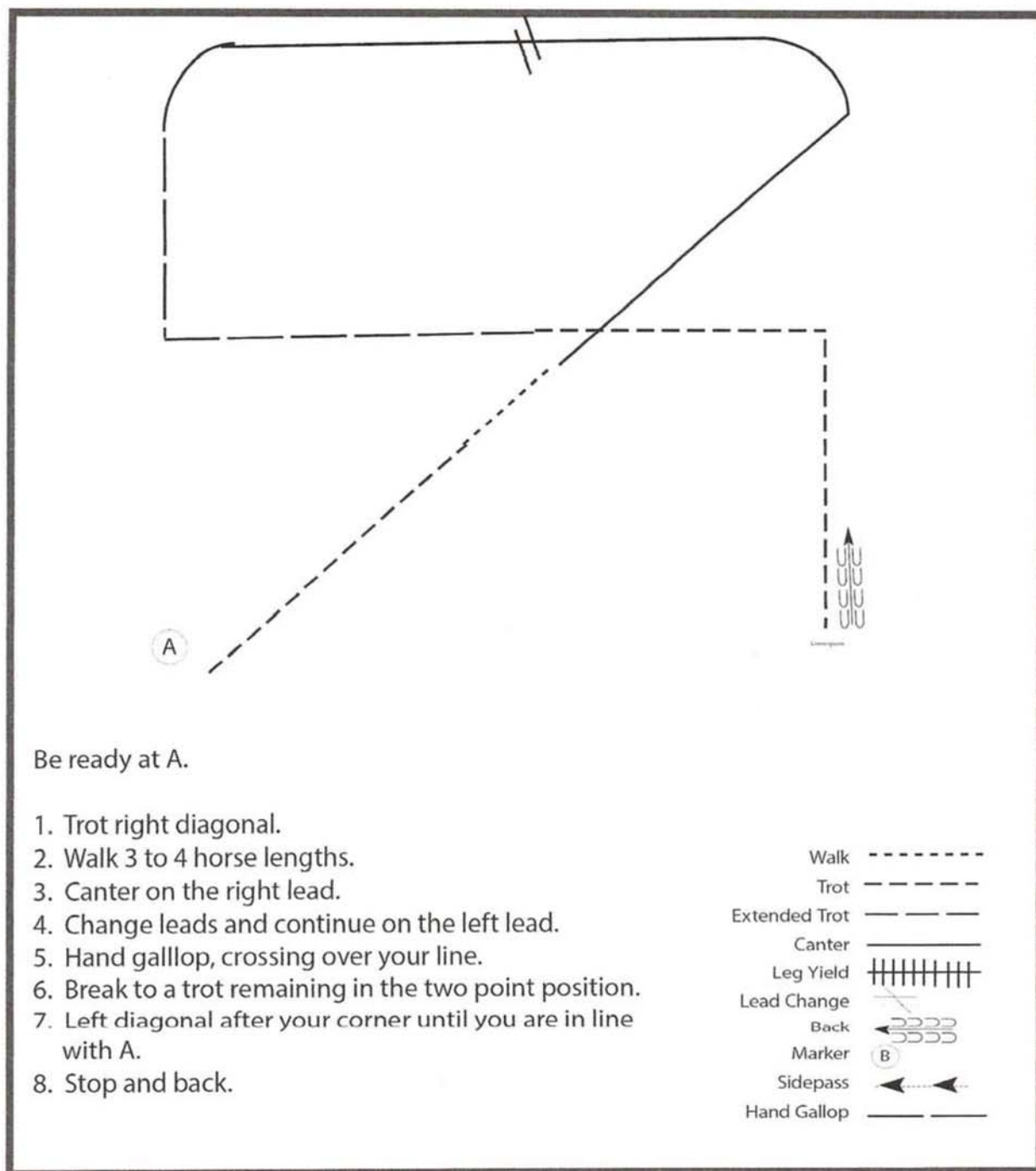




Equitation

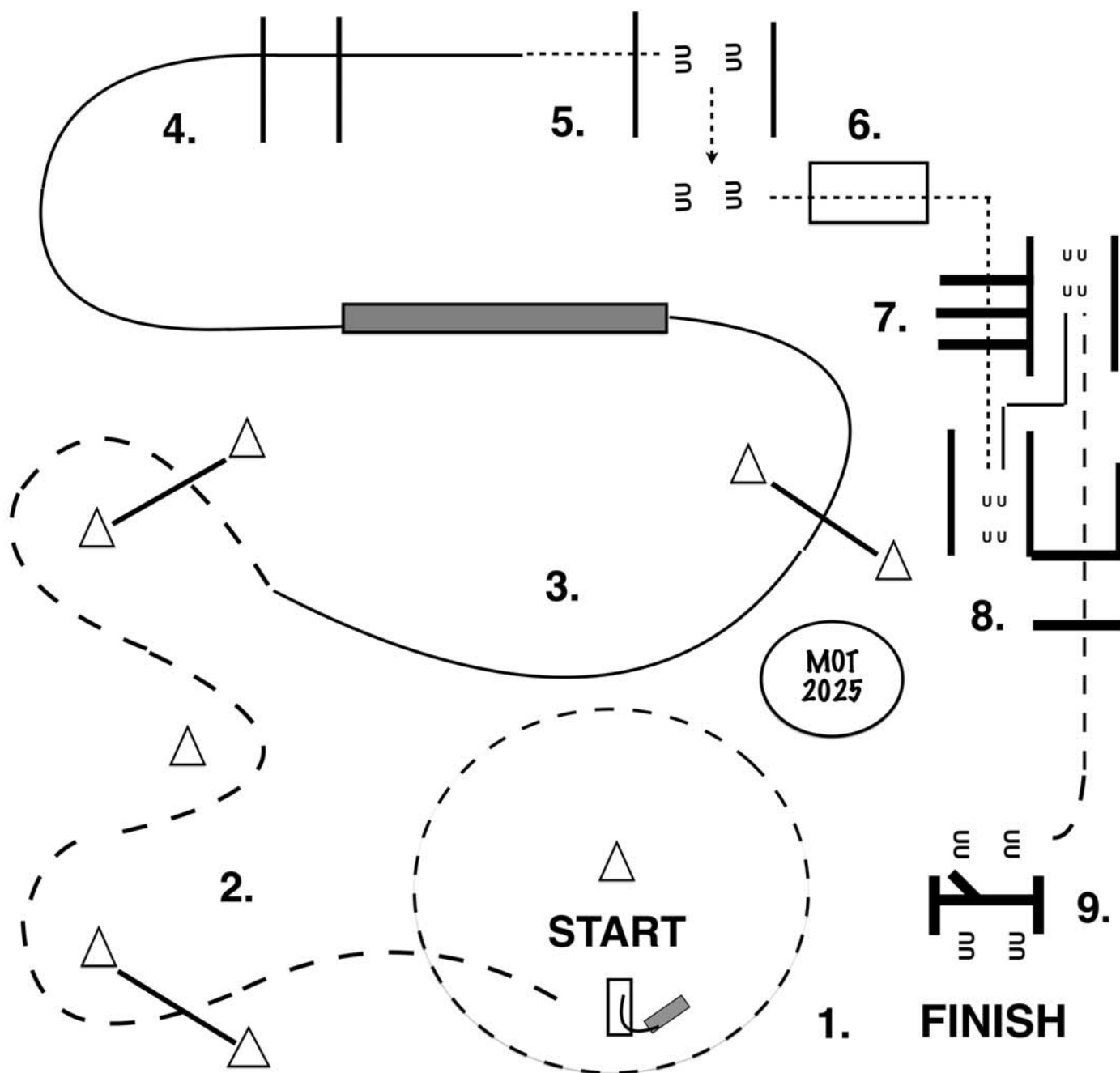
Select, Amateur, Youth 13 Under, Youth 14-18

Thursday





Ranch Trail Thursday



1. WORK DRAG, WALK OR TROT AROUND MARKER.
ALL YOUTH & L1 AMATEUR PICK UP SLICKER, TROT AROUND MARKER, RETURN SLICKER.
2. TROT THROUGH SERPENTINE, TROT OVER LOGS.
3. LOPE OVER LOG LEFT LEAD, CHANGE LEADS SIMPLE OR FLYING.
4. LOPE OVER LOGS (RIGHT LEAD).
5. BREAK TO THE WALK, WALK OVER LOG, WALK INTO CHUTE, SIDE PASS RIGHT.
6. WALK OVER BRIDGE.
7. WALK OVER LOGS.
8. BACK CHUTE TO CHUTE, TROT OUT CHUTE, TROT OVER LOGS.
9. TROT TO GATE, WORK GATE LEFT HAND.

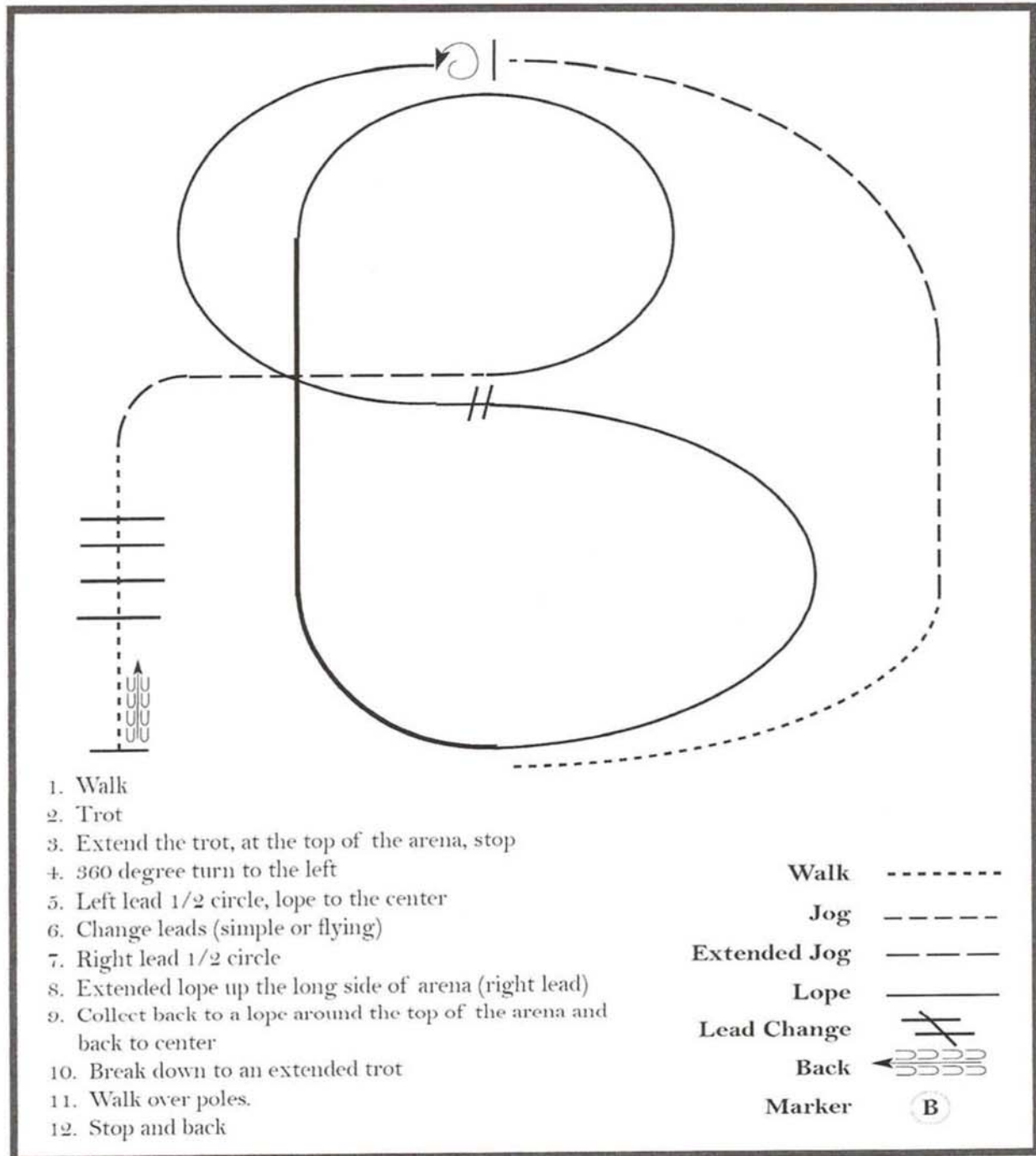


Ranch Riding

Level 1, Novice, Youth, Amateur, Open

Small Fry (Trot where Lope)

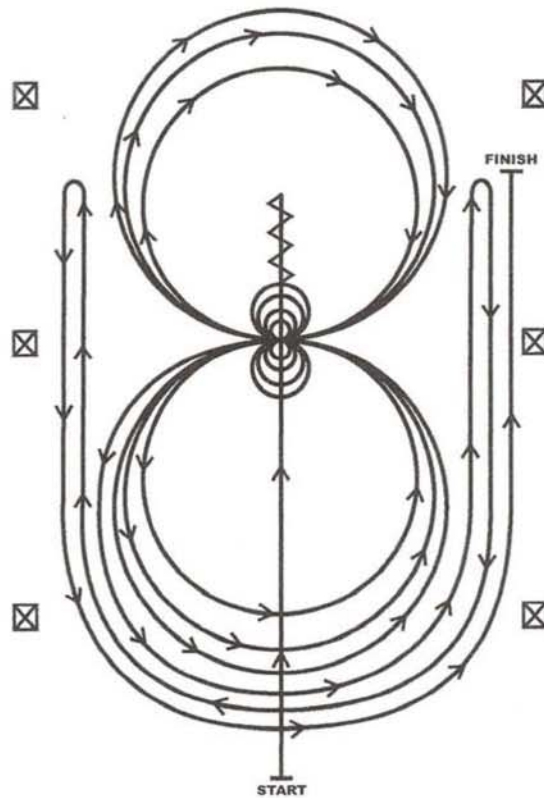
Thursday





Reining Thursday

REINING PATTERN 12

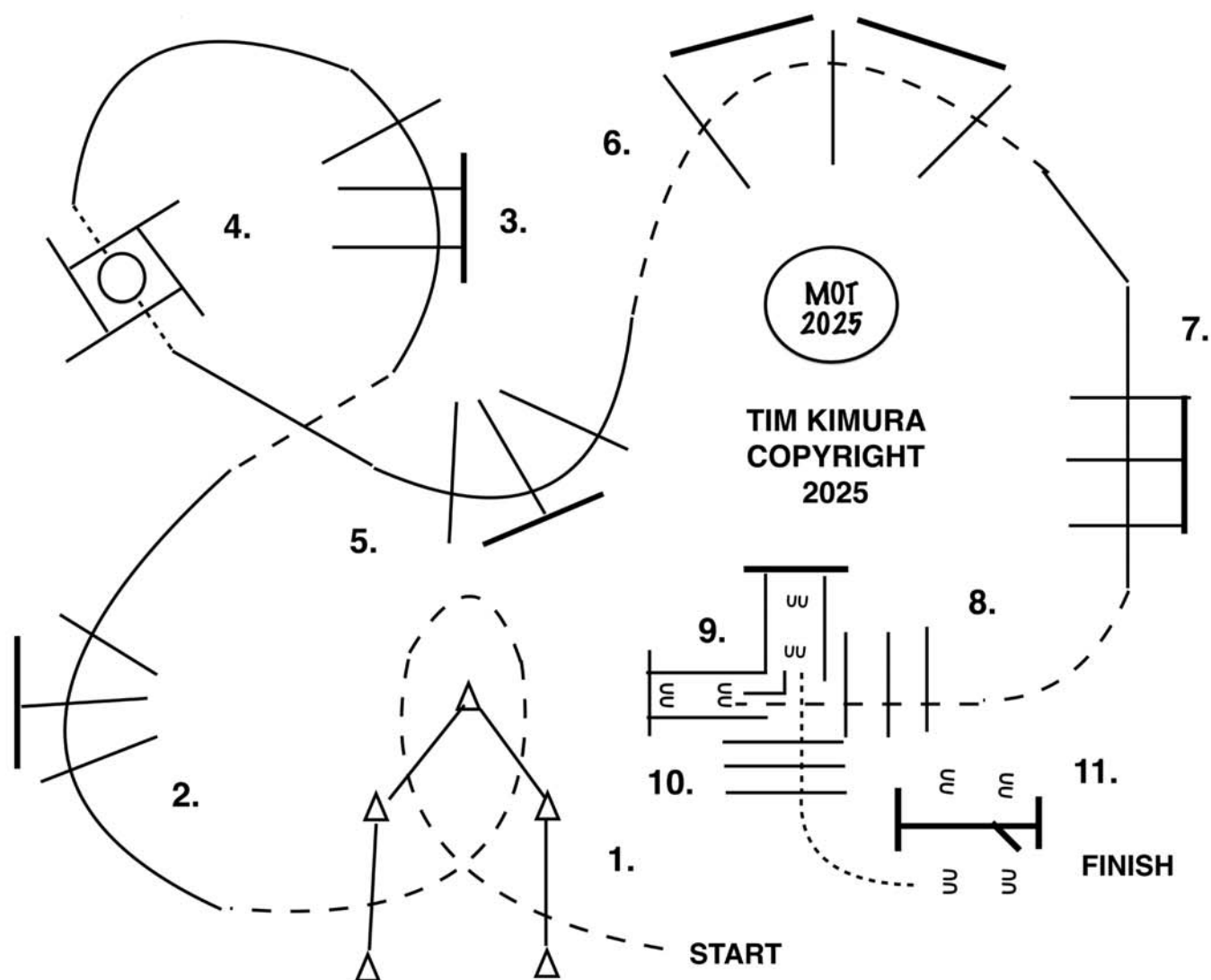


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

[R/AQHAP-12]



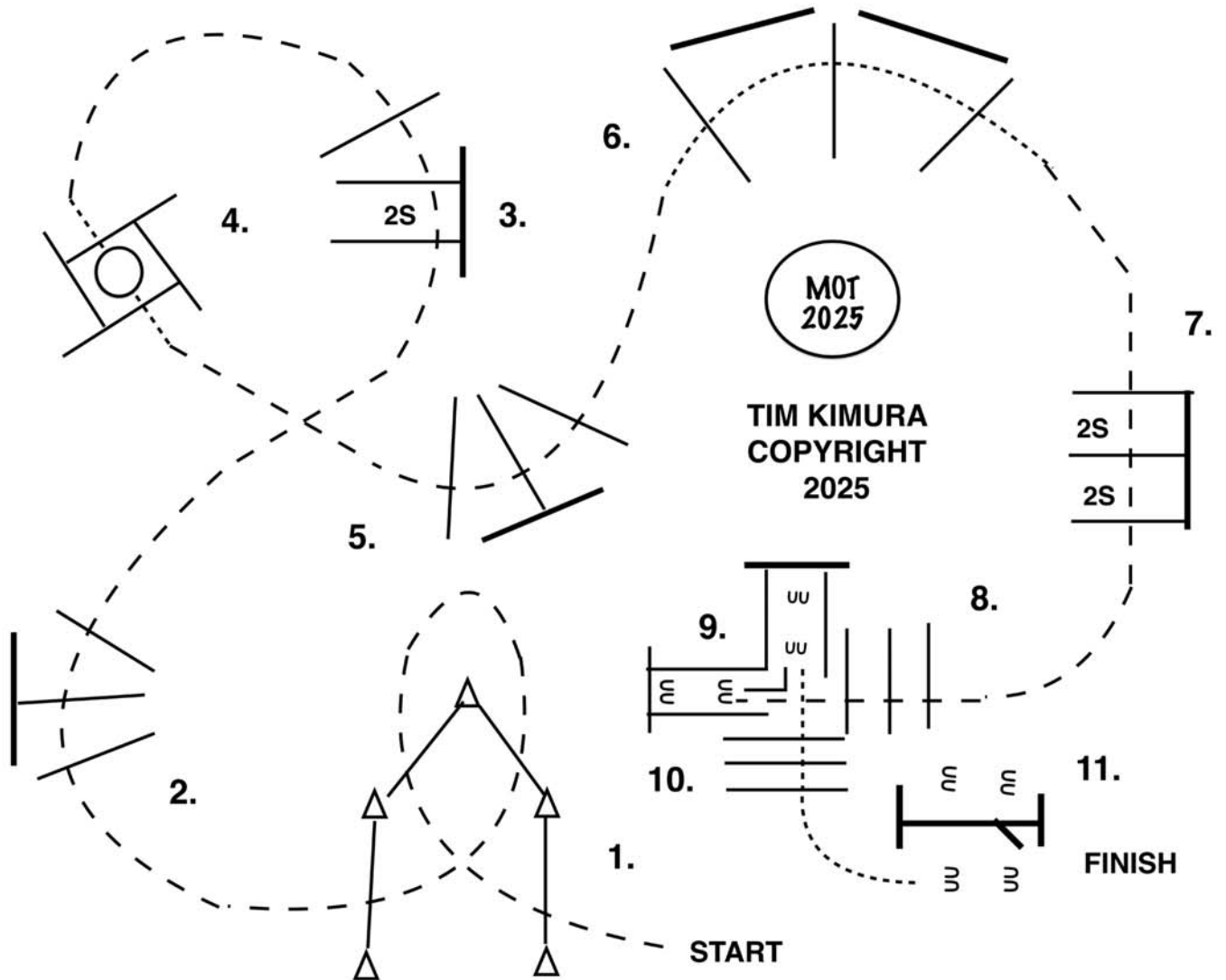
Trail Green, Junior, Novice Friday



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



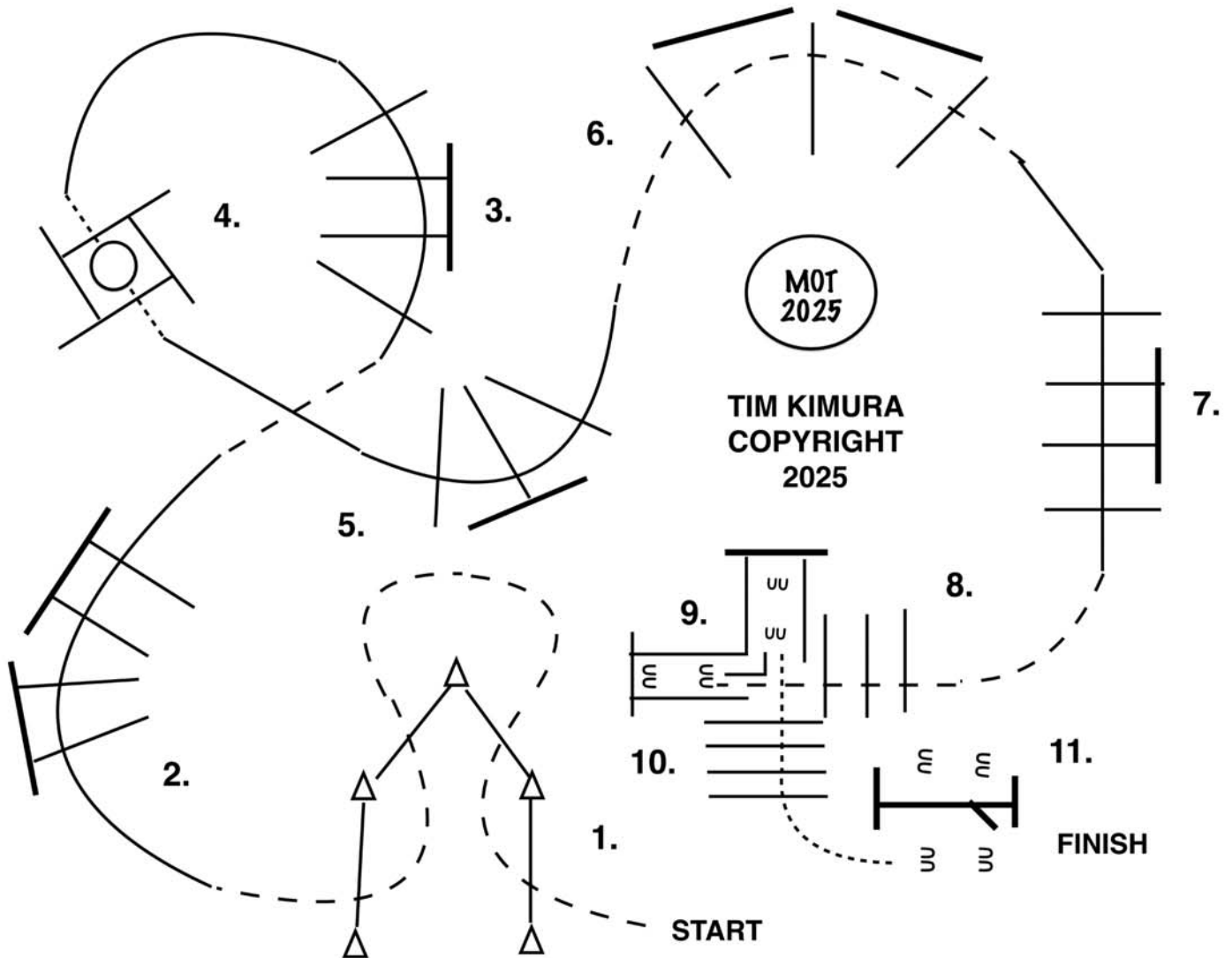
Trail Walk Jog, Small Fry Friday



1. JOG OVER POLES, JOG AROUND CONES.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG OVER POLES.
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK BETWEEN POLES, BACK AROUND CORNER.
10. WALK OUT CHUTE, WALK OVER POLES, WALK UP TO GATE.
11. WORK GATE LEFT HAND.



Trail Amateur, Select, Youth, Senior Friday



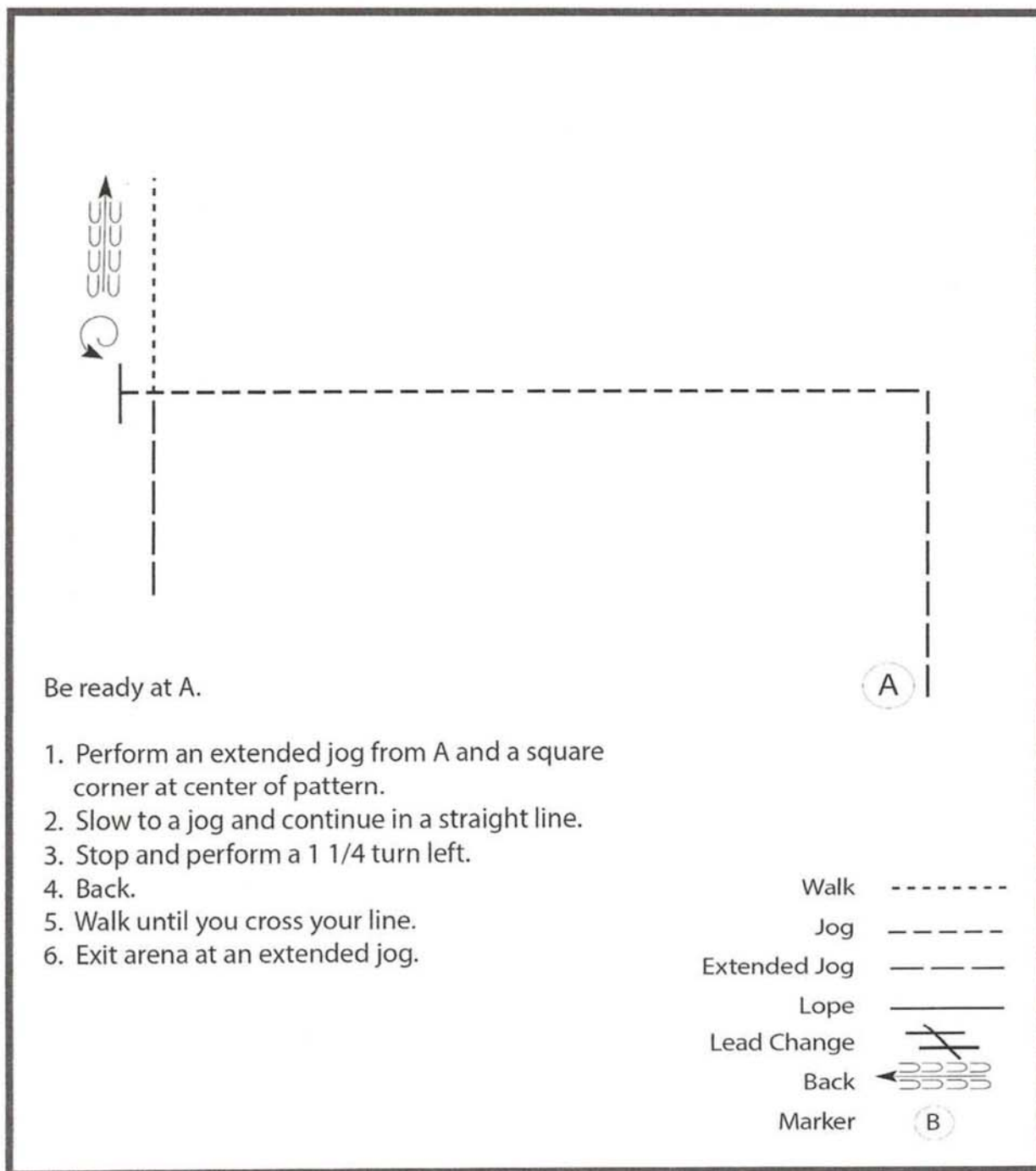
1. JOG OVER POLES, JOG AROUND CONES.
2. LOPE OVER POLES (RIGHT LEAD).
3. BREAK TO THE JOG, THEN LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES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

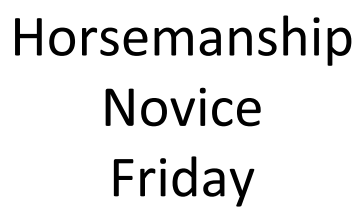


Horsemanship

Walk Jog

Friday







Horsemanship

Select, Amateur, Youth 13 Under, Youth 14-18

Friday

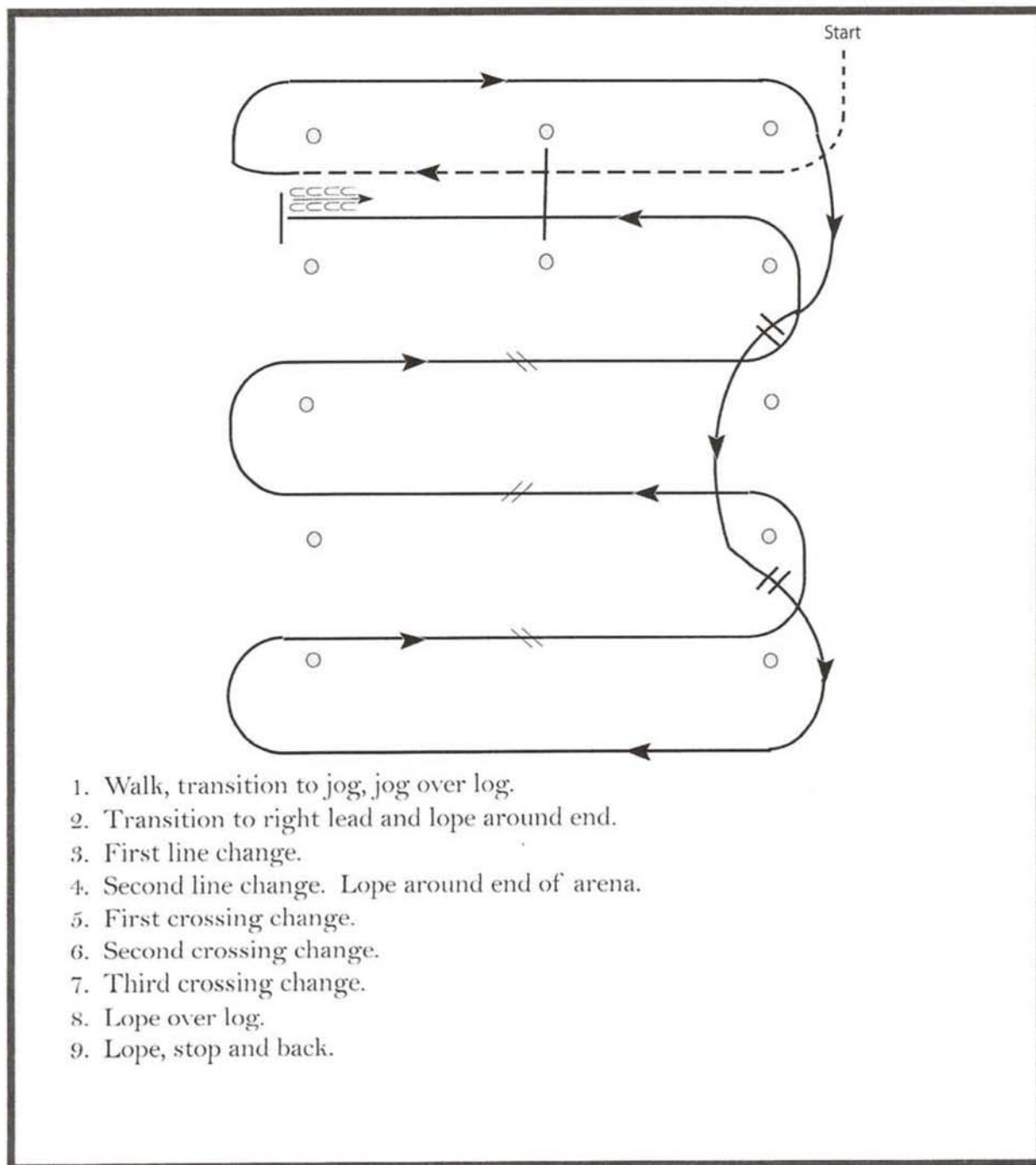
Be ready at A.

1. Perform an extended jog from A and a square corner at center of pattern.
2. Slow to a jog and make a square corner at center.
3. Lope a right lead square.
4. Change leads at center and lope a left lead circle.
5. Close the circle and continue loping on the left lead in a straight line.
6. Stop and perform a 1 1/4 turn left.
7. Back.
8. Walk until you cross your line.
9. Exit arena at an extended jog.

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

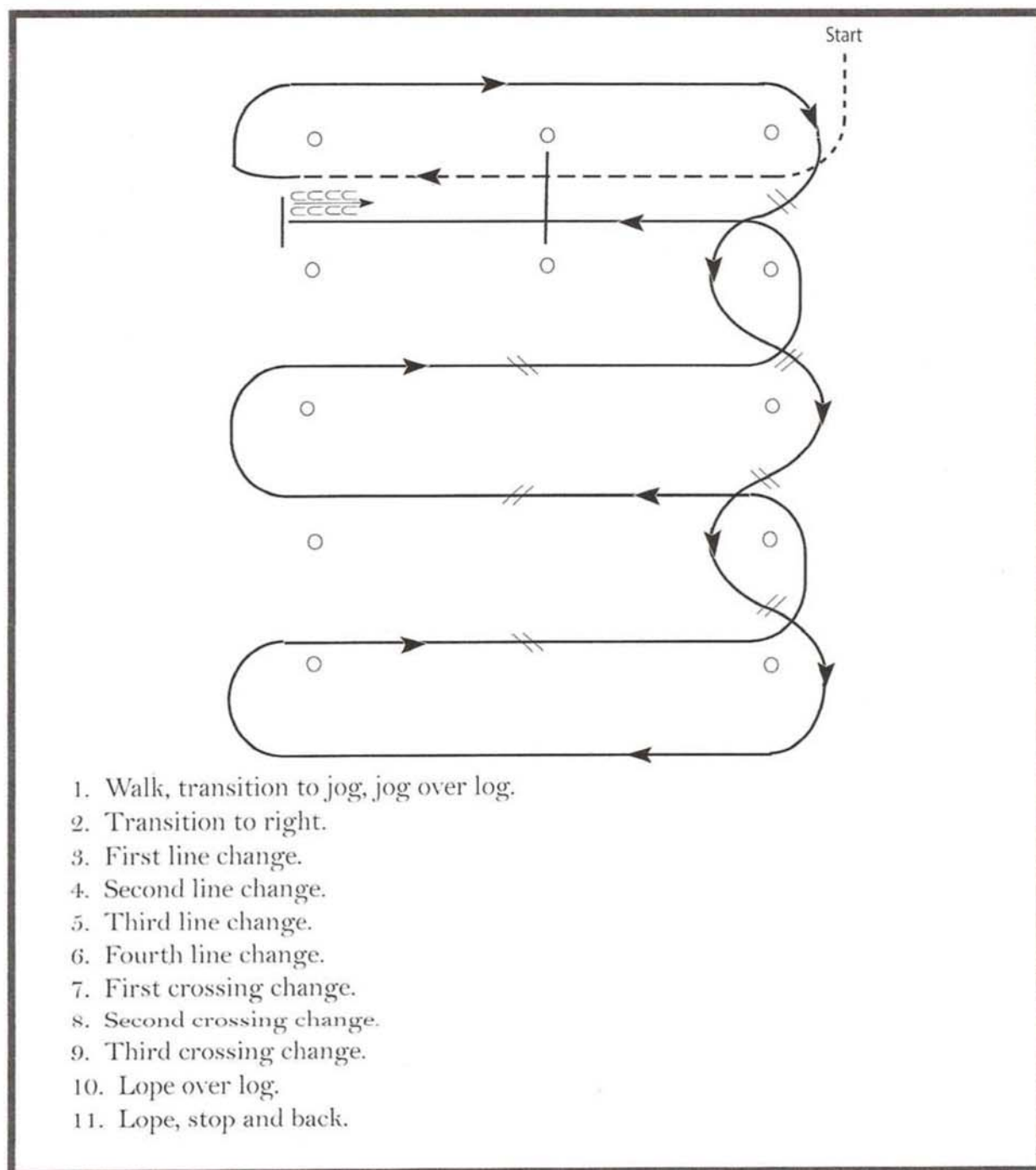


Western Riding Green Friday





Western Riding Amateur, Youth, Open Friday



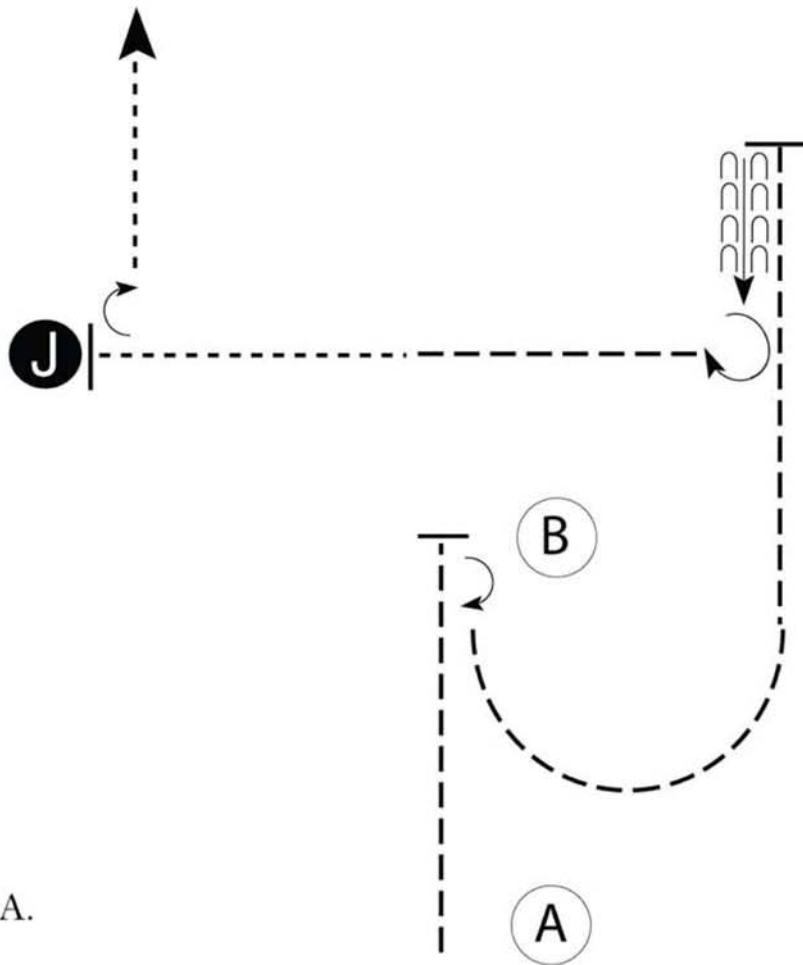
[WR/OP-4]



Showmanship

Novice

Saturday



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

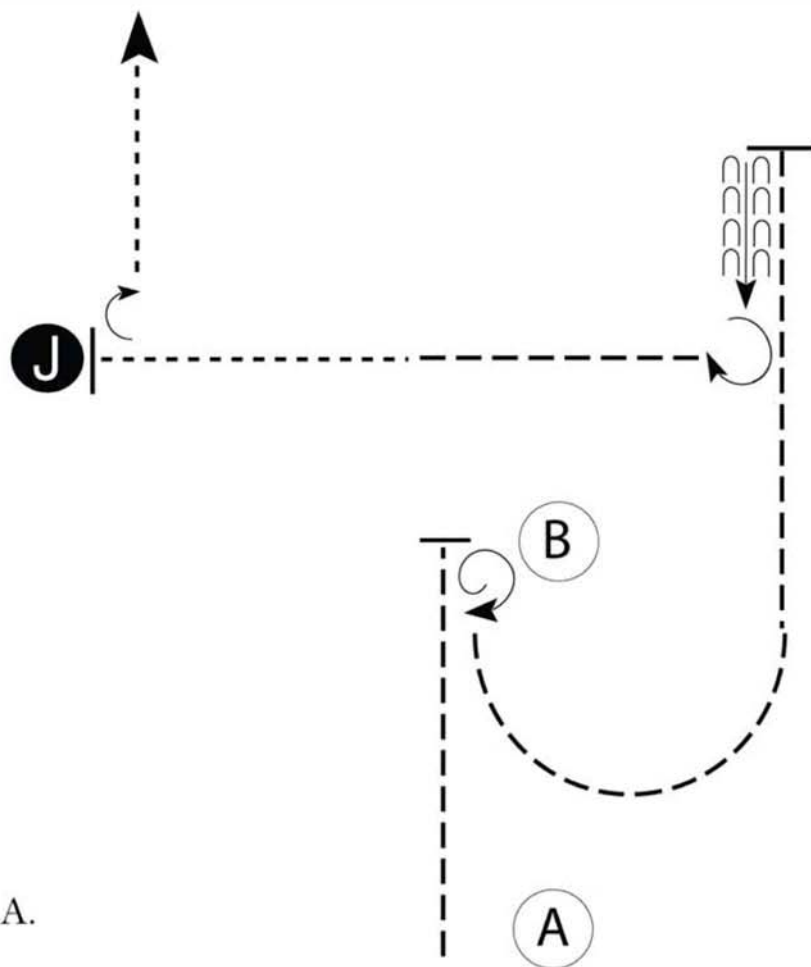
Follow the instructions of your ring steward.

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



Showmanship

Youth 13 Under, Youth 14-18, Select, Amateur
Saturday



Be ready at A.

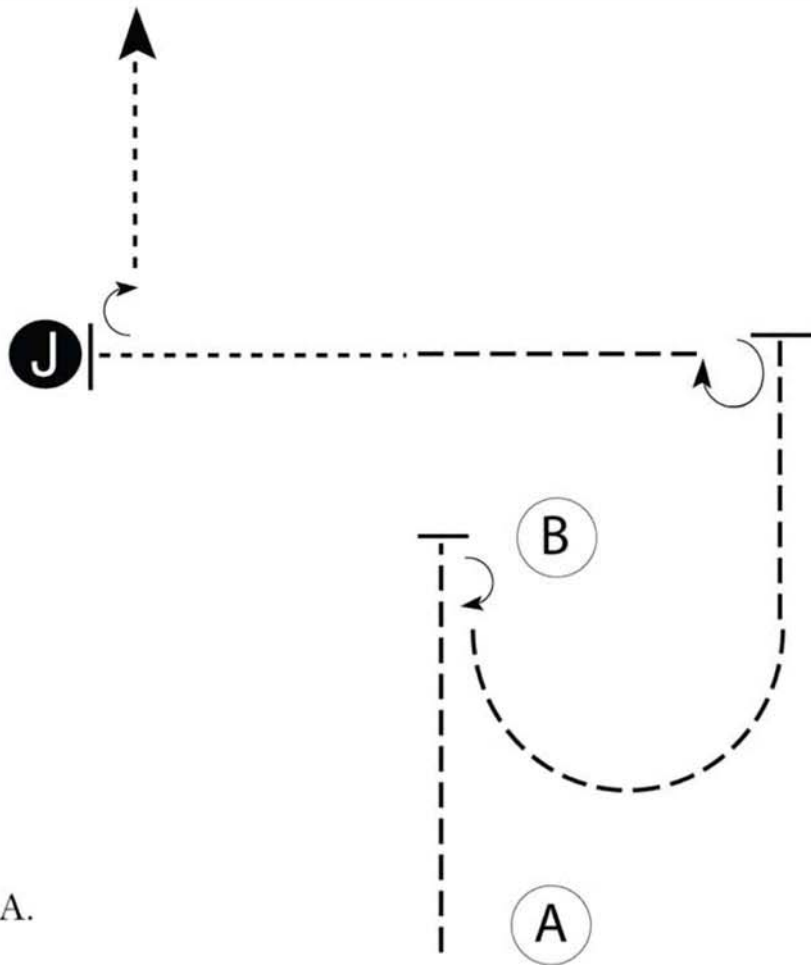
1. Trot to B.
2. Stop and perform a 540 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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



Showmanship Youth 11 Under Saturday



Be ready at A.

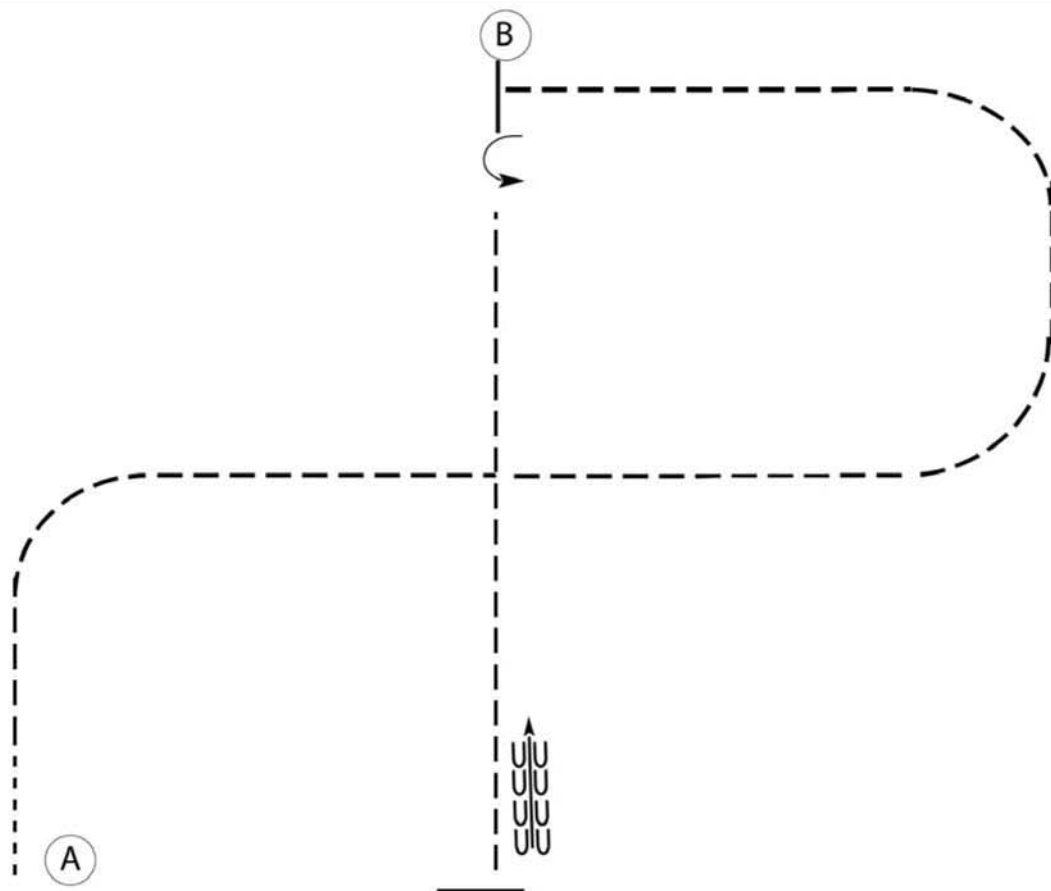
1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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



Equitation Walk Trot Saturday



Be ready at A.

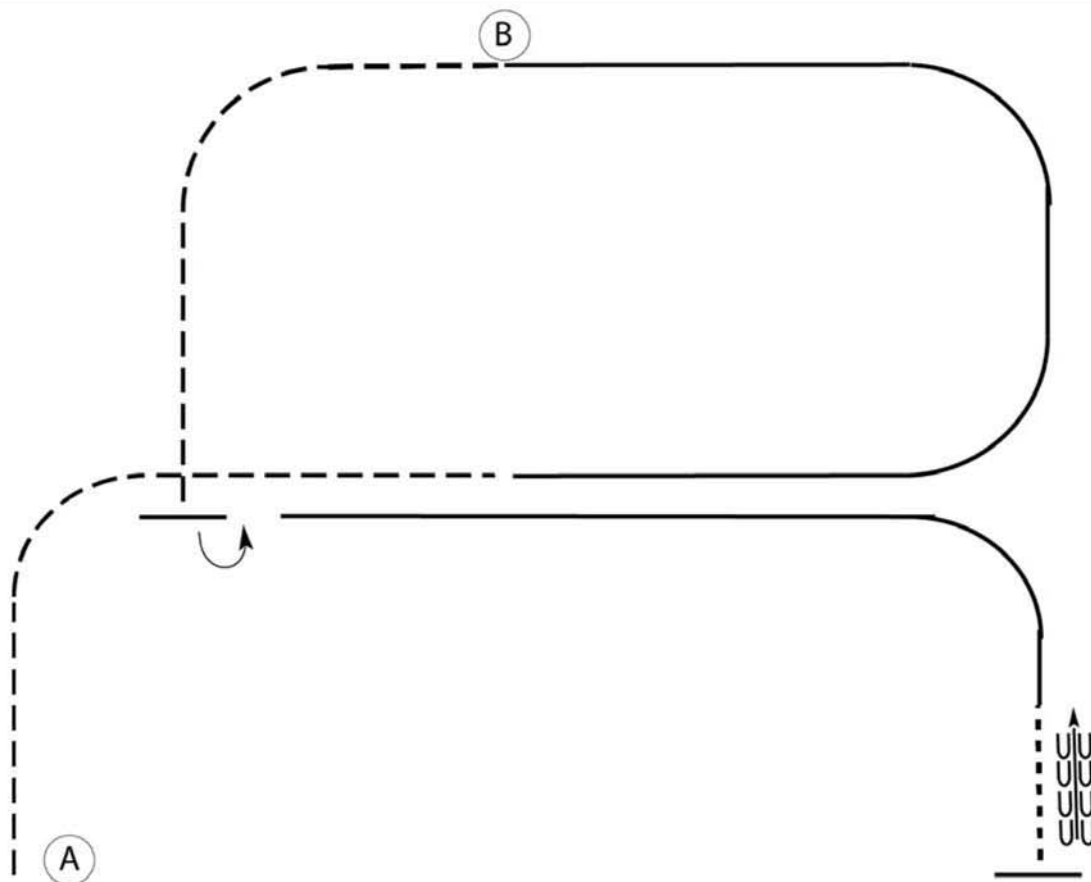
1. Forward walk for approximately 2 strides.
2. Trot on the left diagonal to center of pattern.
3. Change diagonals and trot on the right diagonal until even with B.
4. Stop and perform a 90 degree turn on the forehand to the left to change direction.
5. Sitting trot for 2-3 strides.
6. Trot on the left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



Equitation Novice Saturday



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.

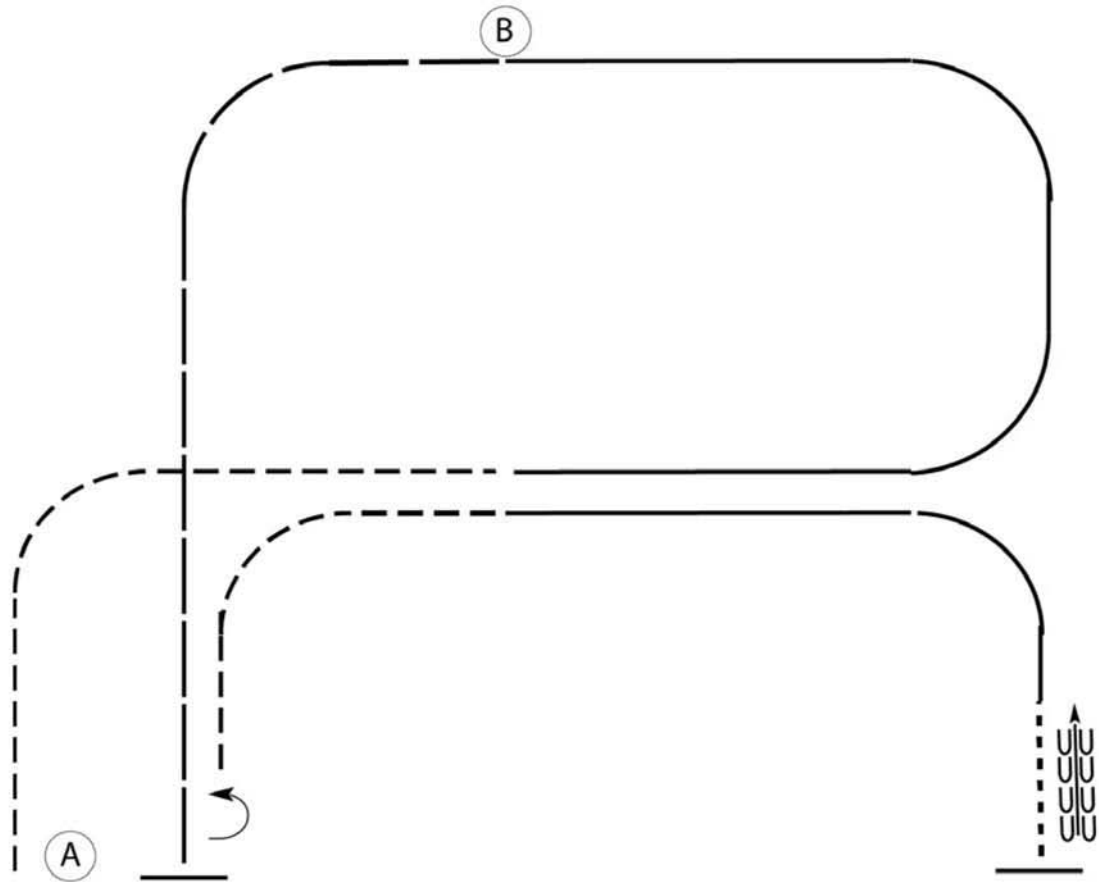
Pattern is complete.

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



Equitation

Select, Amateur, Youth 13 Under, Youth 14-18
Saturday



Be ready at A.

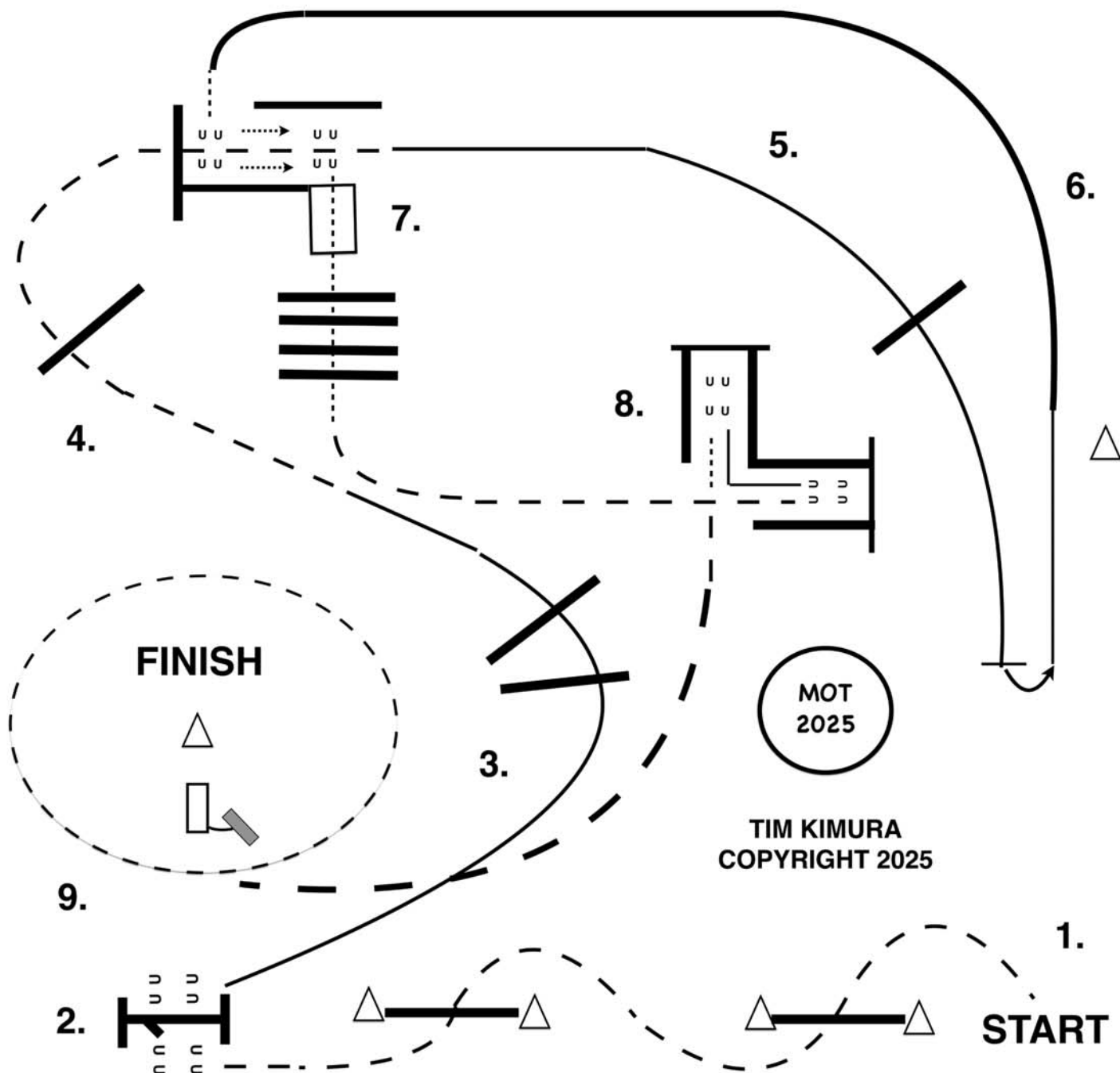
1. Trot on the left diagonal to center of pattern.
2. Canter on the left lead to B.
3. Hand gallop until even with A and stop.
4. Perform a 180 degree turn on the forehand to the left to change direction.
5. Sitting trot to center of pattern.
6. Canter on the right lead around corner.
7. Forward walk until even with A.
8. Stop and back.

Pattern is complete.

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



Ranch Trail Saturday



TIM KIMURA
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1. TROT THROUGH SERPENTINE, TROT OVER LOGS.
2. WORK GATE RIGHT HAND.
3. LOPE OVER LOGS (LEFT LEAD).
4. TROT OVER LOGS, TROT THROUGH CHUTE.
5. LOPE OVER LOG (RIGHT LEAD), LOPE FURTHER AND STOP AND ROLL BACK LEFT. LOPE LEFT LEAD, UP TO CONE.
6. EXTEND THE LOPE, THEN BREAK TO THE WALK, WALK INTO CHUTE, SIDE PASS LEFT.
7. WALK OVER BRIDGE AND OVER LOGS.
8. TROT INTO CHUTE, BACK BETWEEN LOGS WALK OUT CHUTE.
9. TROT A FEW STRIDES THEN EXTEND THE TROT TO DRAG, WORK DRAG WALK OR TROT AROUND MARKER. L1 AMT AND ALL YOUTH TRAIL CARRY OBJECT AND TROT AROUND CONE, AND RETURN OBJECT.

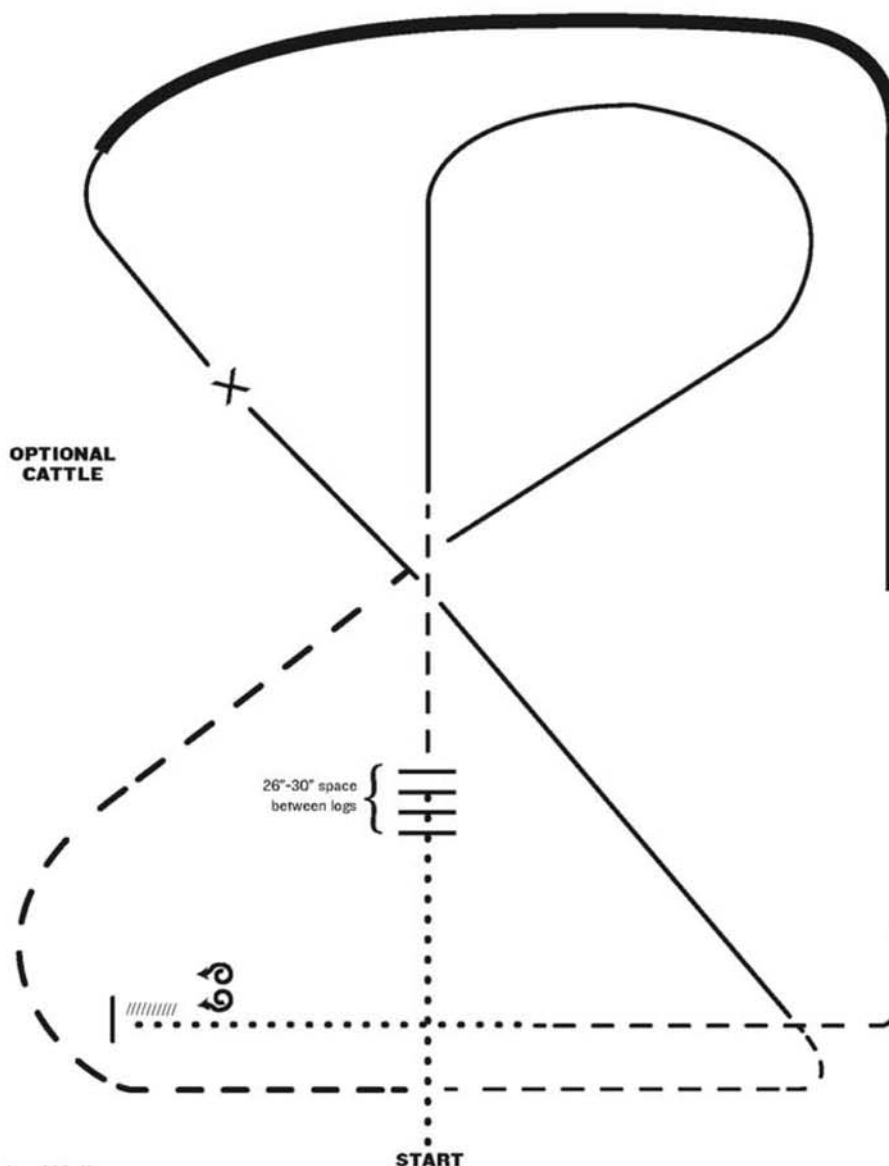


Ranch Riding

Level 1, Novice, Youth, Amateur, Open

Small Fry (Trot where Lope)

Saturday



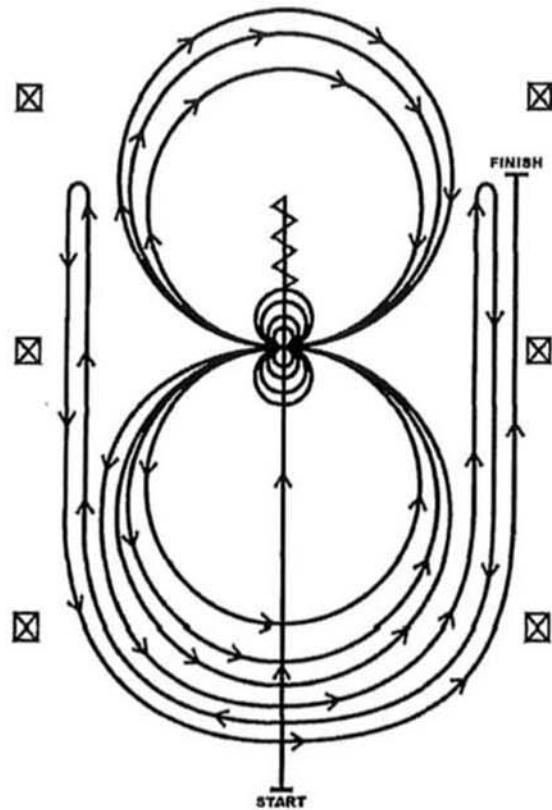
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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 Saturday

REINING PATTERN 9

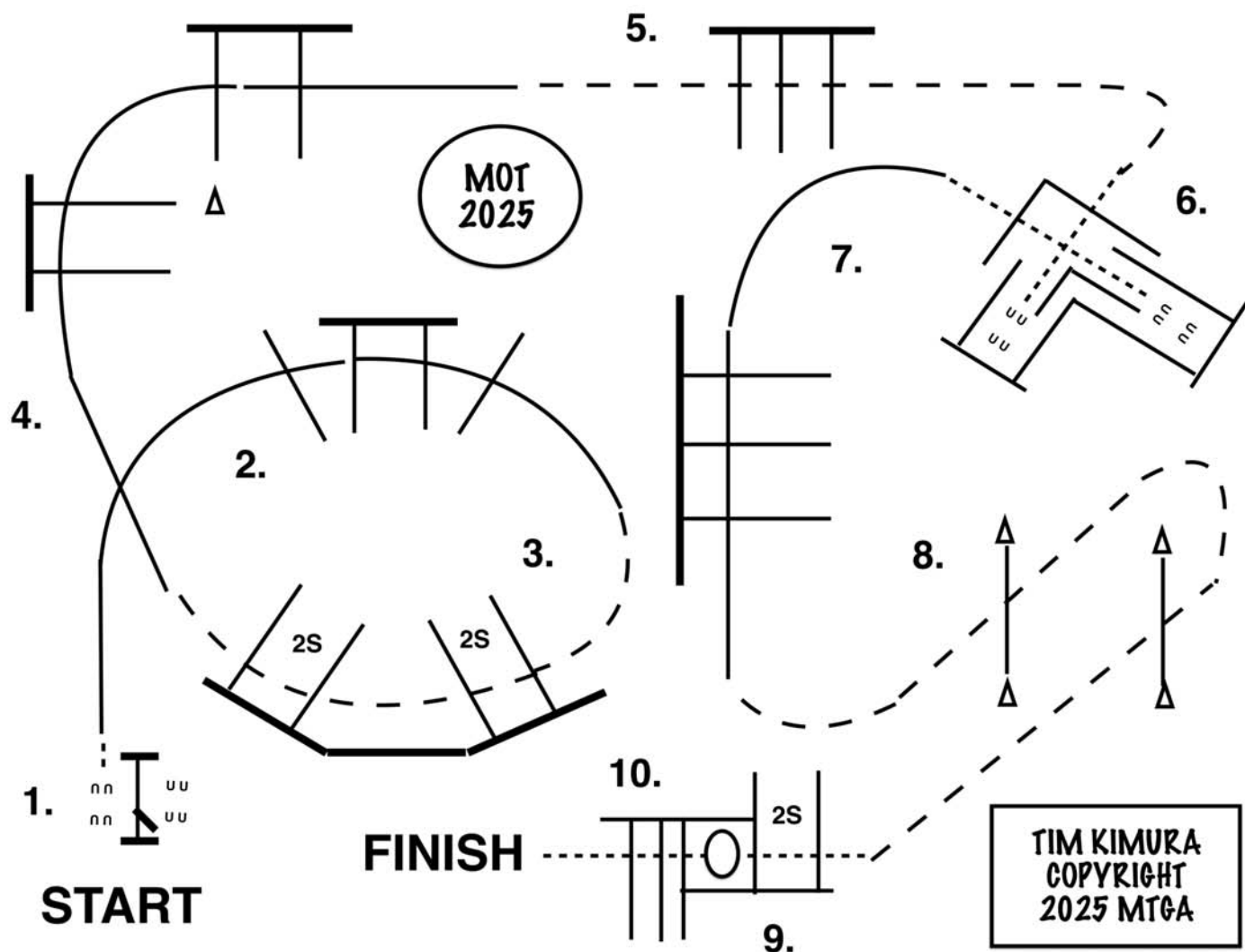


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning 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.

[R/AQHAP-9]



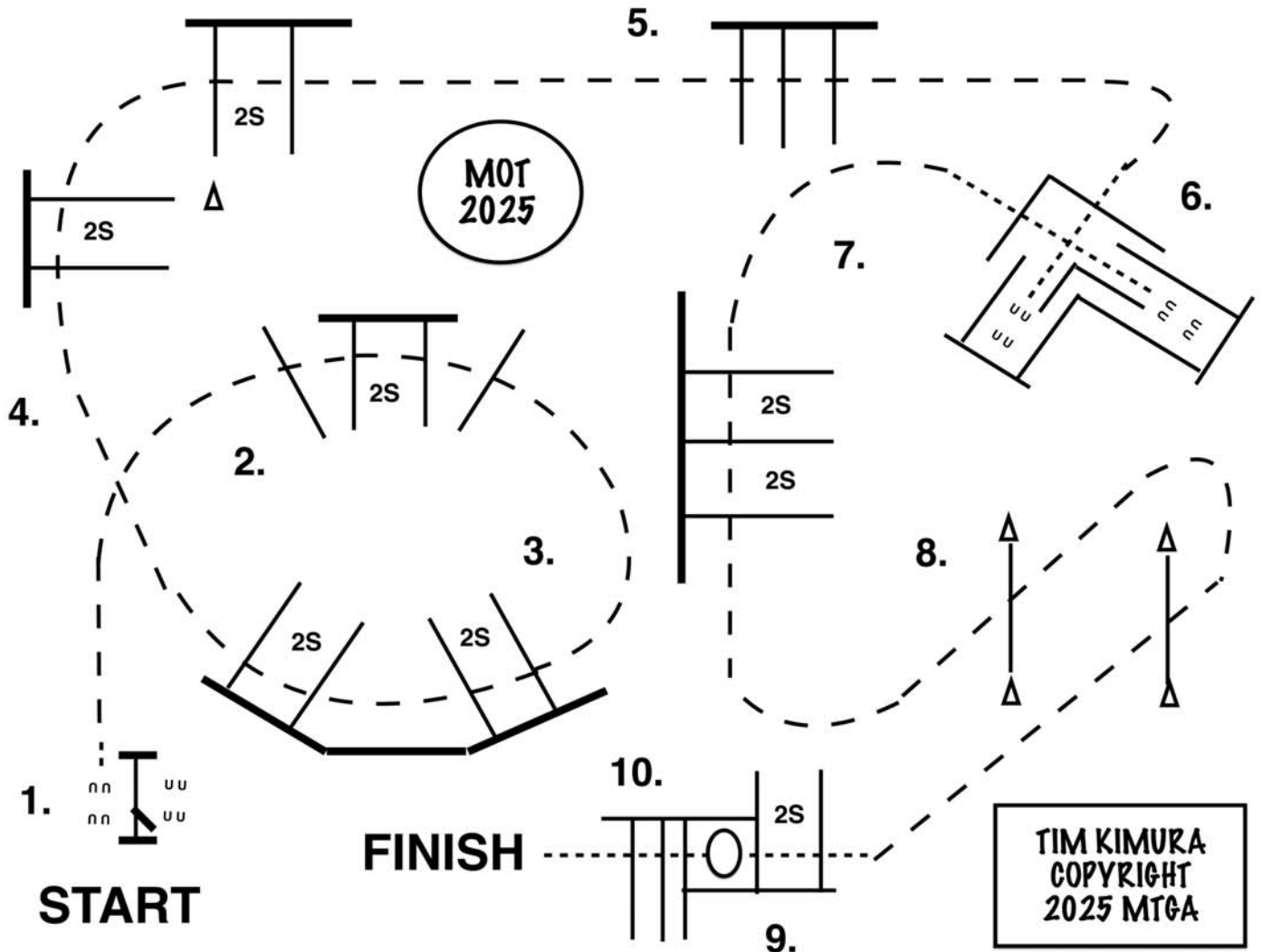
Trail Green, Junior, Novice Sunday



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



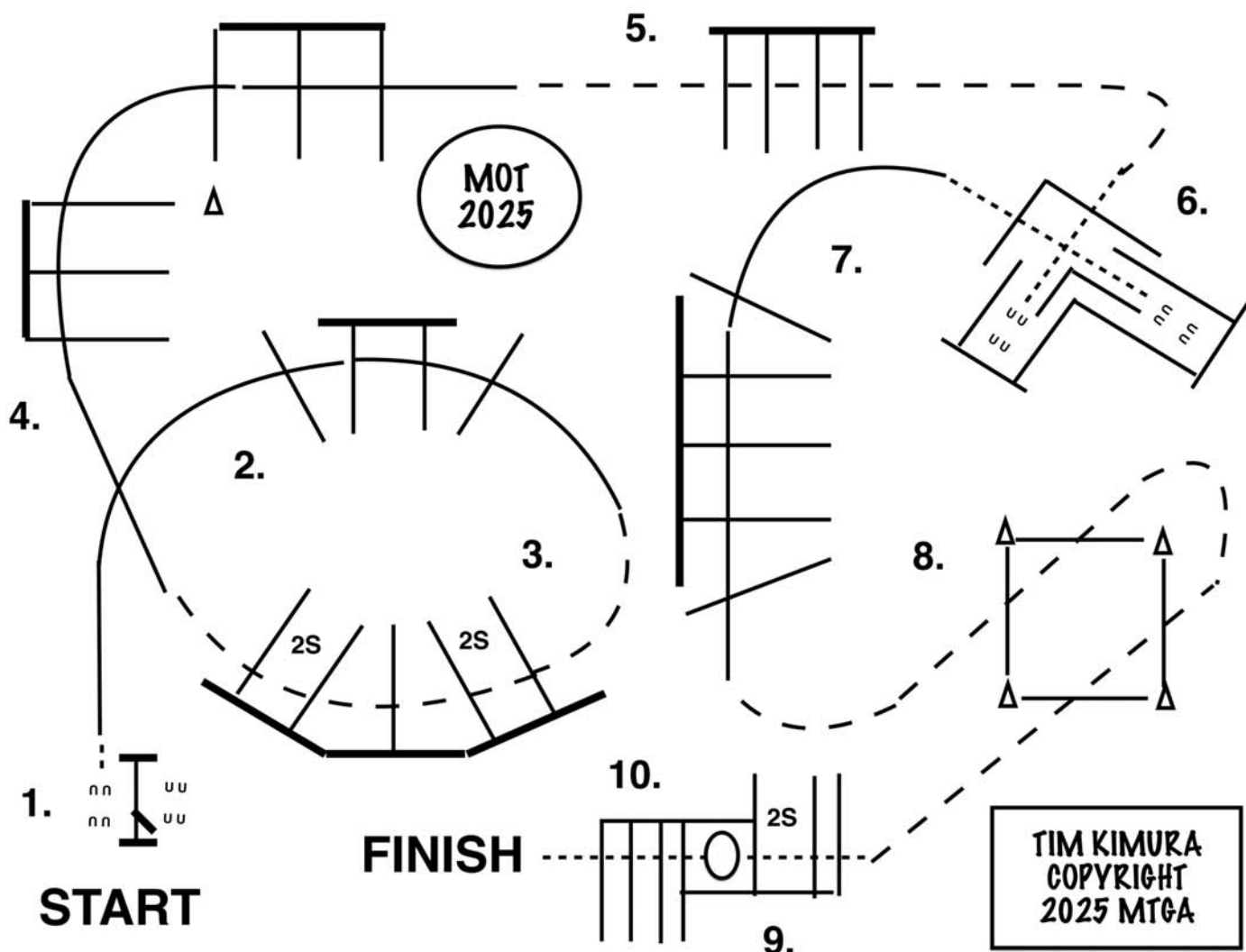
Trail Walk Jog, Small Fry Sunday



1. WORK GATE RIGHT HAND.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.
7. JOG OVER POLES.
8. JOG OVER POLES, JOG AROUND CONES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY.
10. WALK OUT BOX, WALK OVER POLES.



Trail Amateur, Select, Youth, Senior Sunday



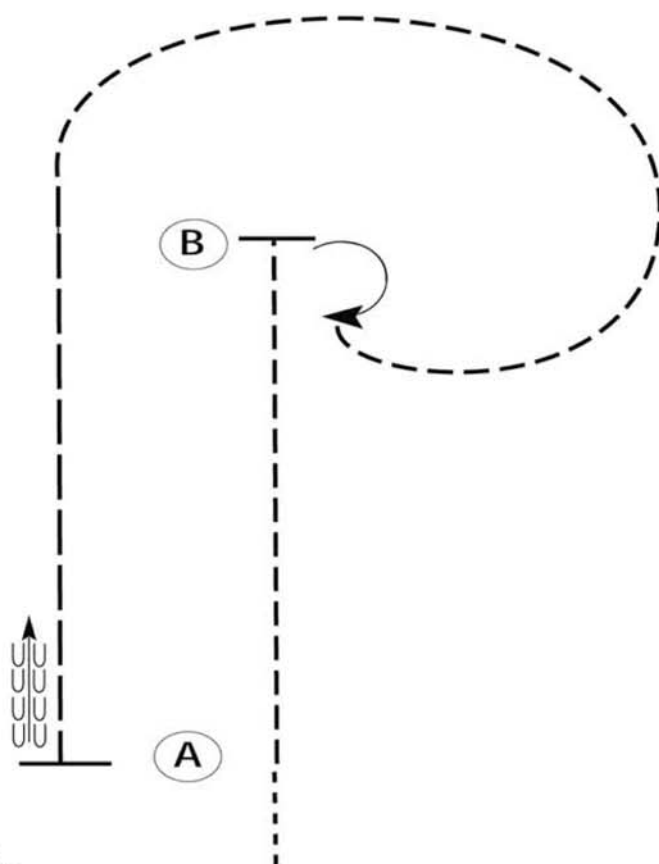
1. WORK GATE RIGHT HAND.
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.
7.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



Horsemanship

Walk Jog

Sunday



Be ready before A.

1. Walk to A.
2. Jog to B.
3. Turn 180 degrees to the right.
4. Jog back around to B.
5. Extend the jog from B to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

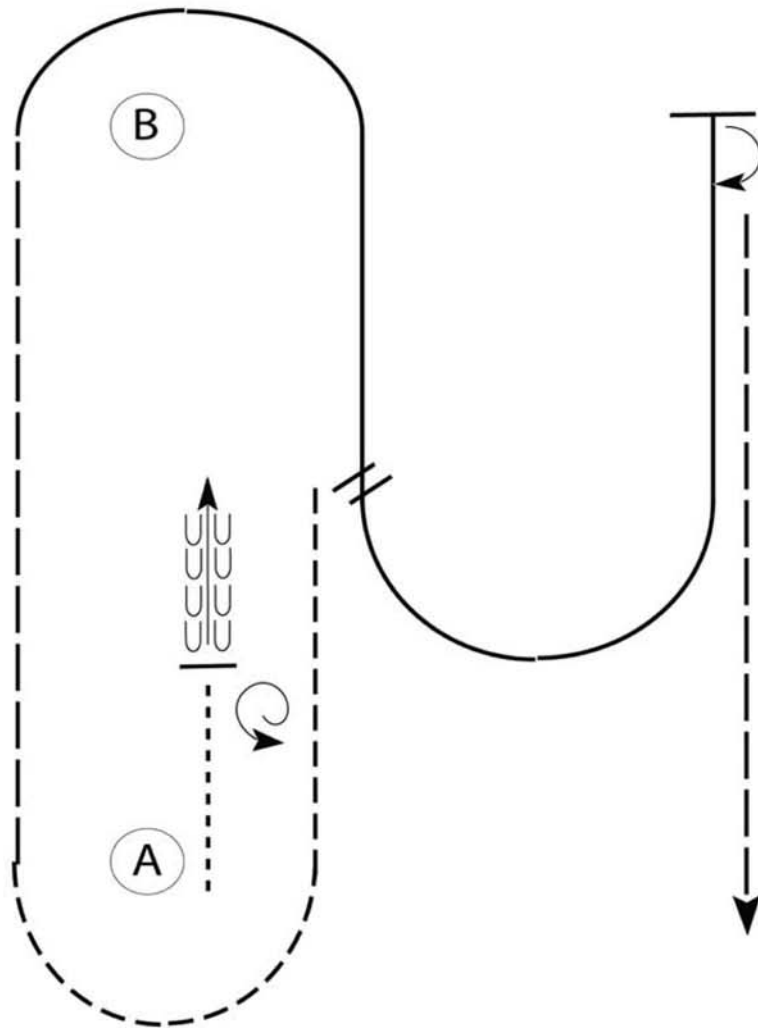
Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	_____
Leg Yield	
Lead Change	—/—
Back	← ← ←
Marker	(B)
Sidepass	←-----→



Horsemanship

Select, Amateur, Youth 13 Under, Youth 14-18

Sunday



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.

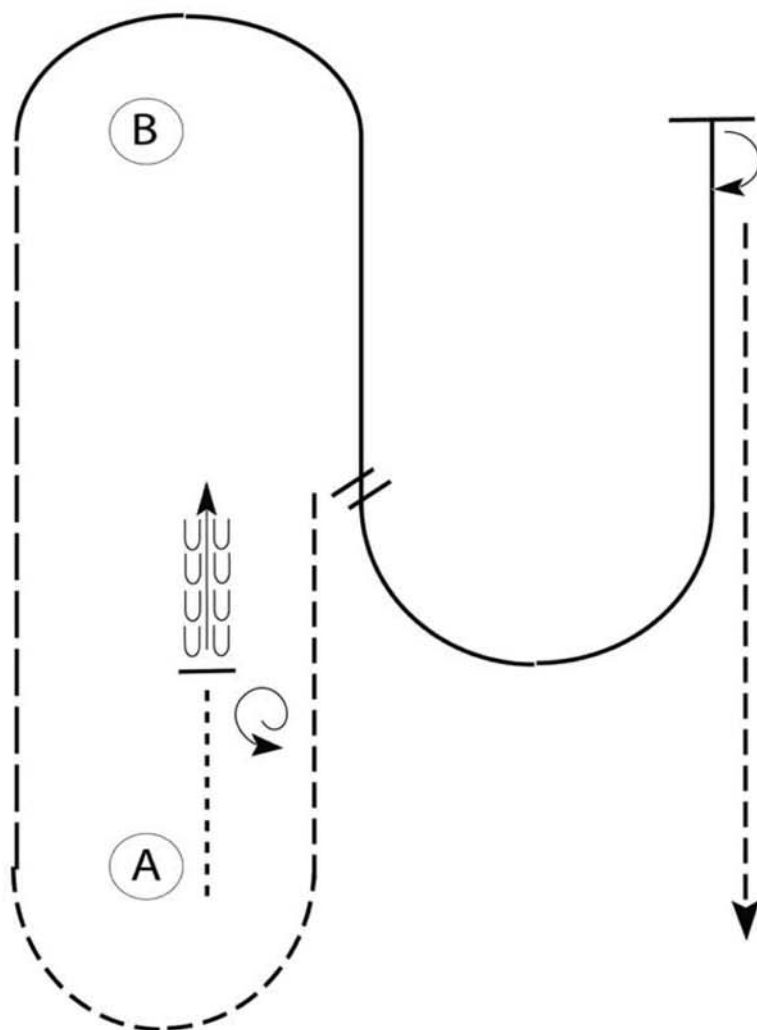
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	//
Back	←
Marker	(B)



Horsemanship

Novice

Sunday



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. 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.

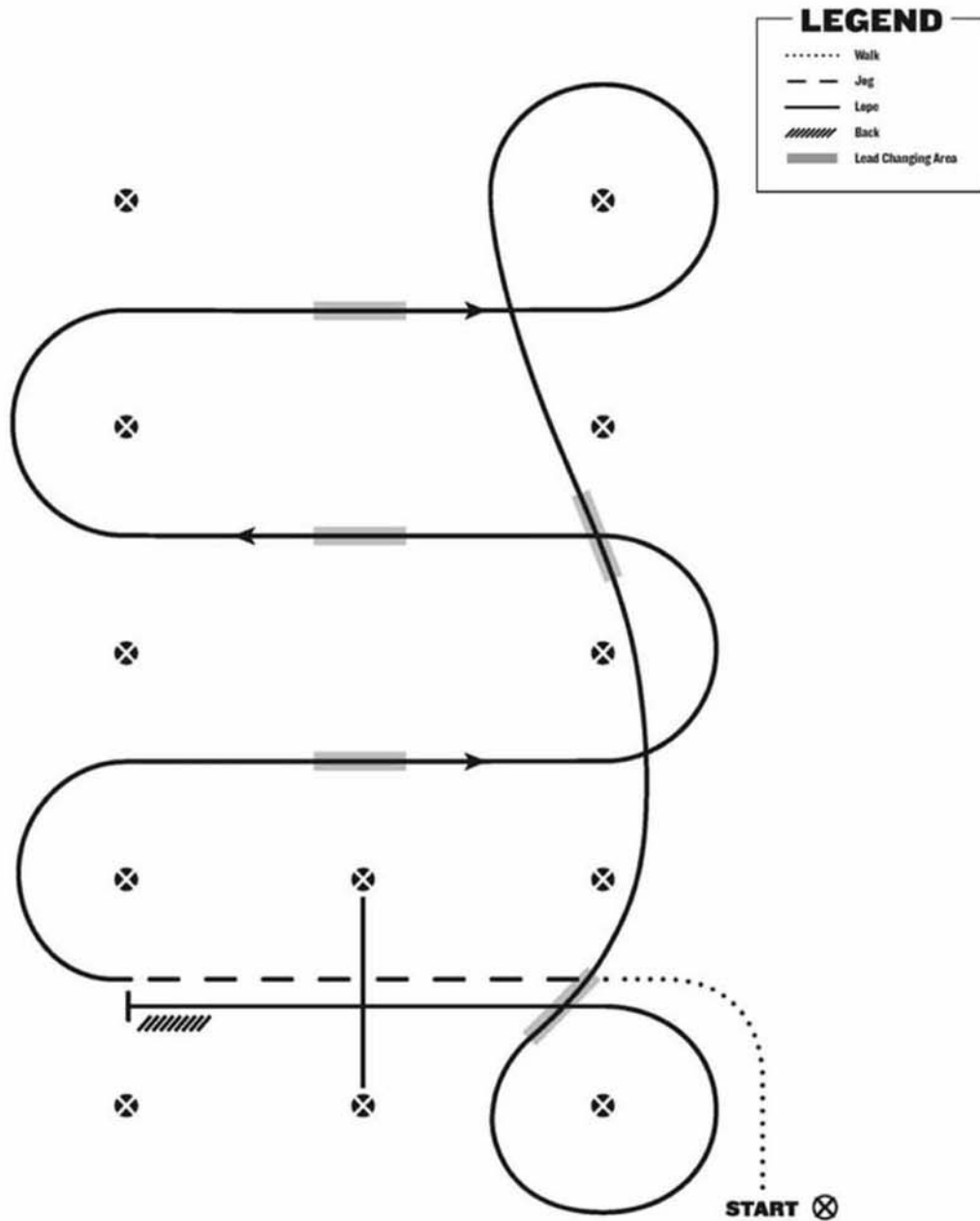
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	
Back	
Marker	(B)



Western Riding Green Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com

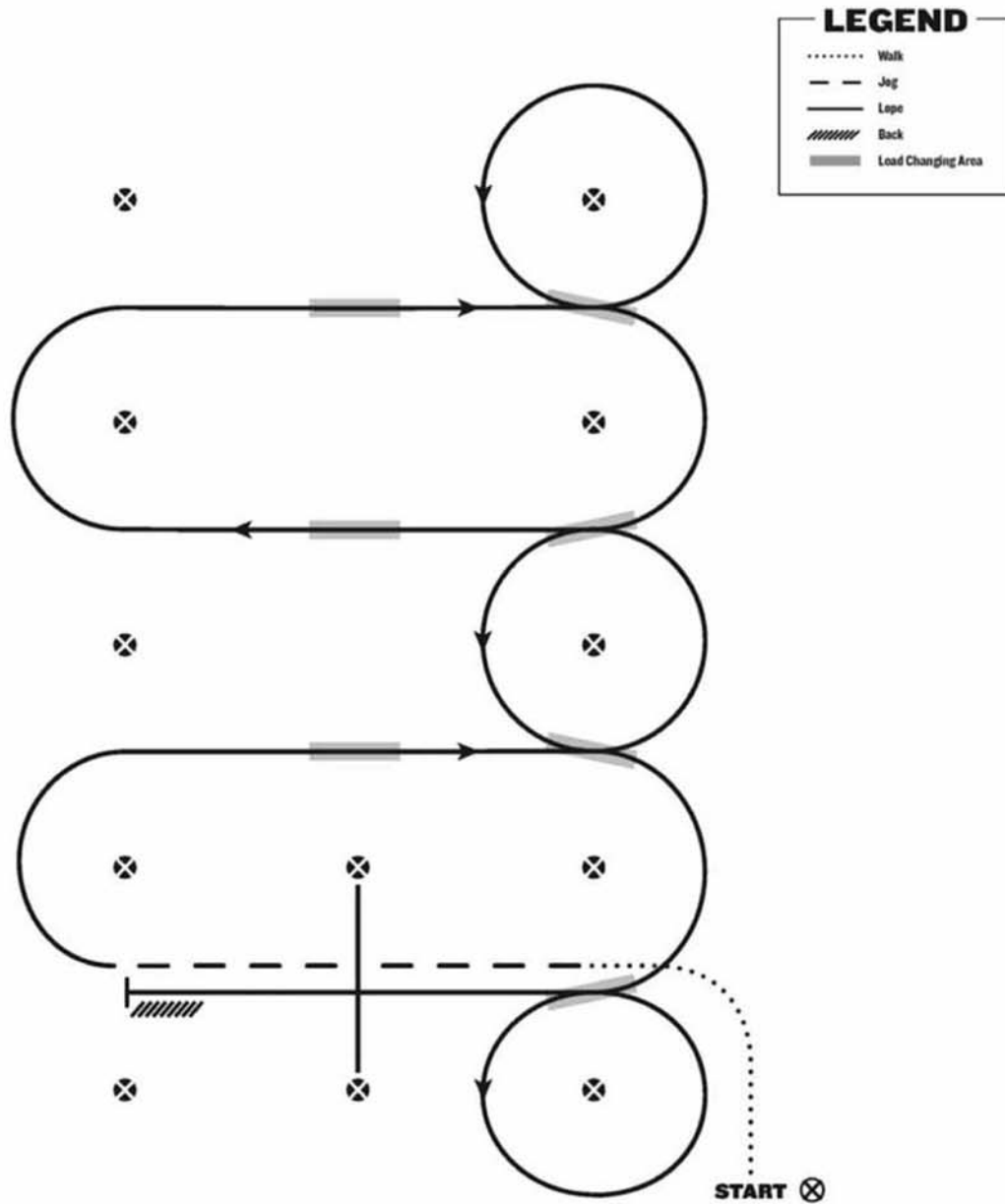


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop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

Revised 06-07-2021

[WR/GP-7]

Western Riding Amateur, Youth, Open Sunday



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

Revised 06-07-2021