

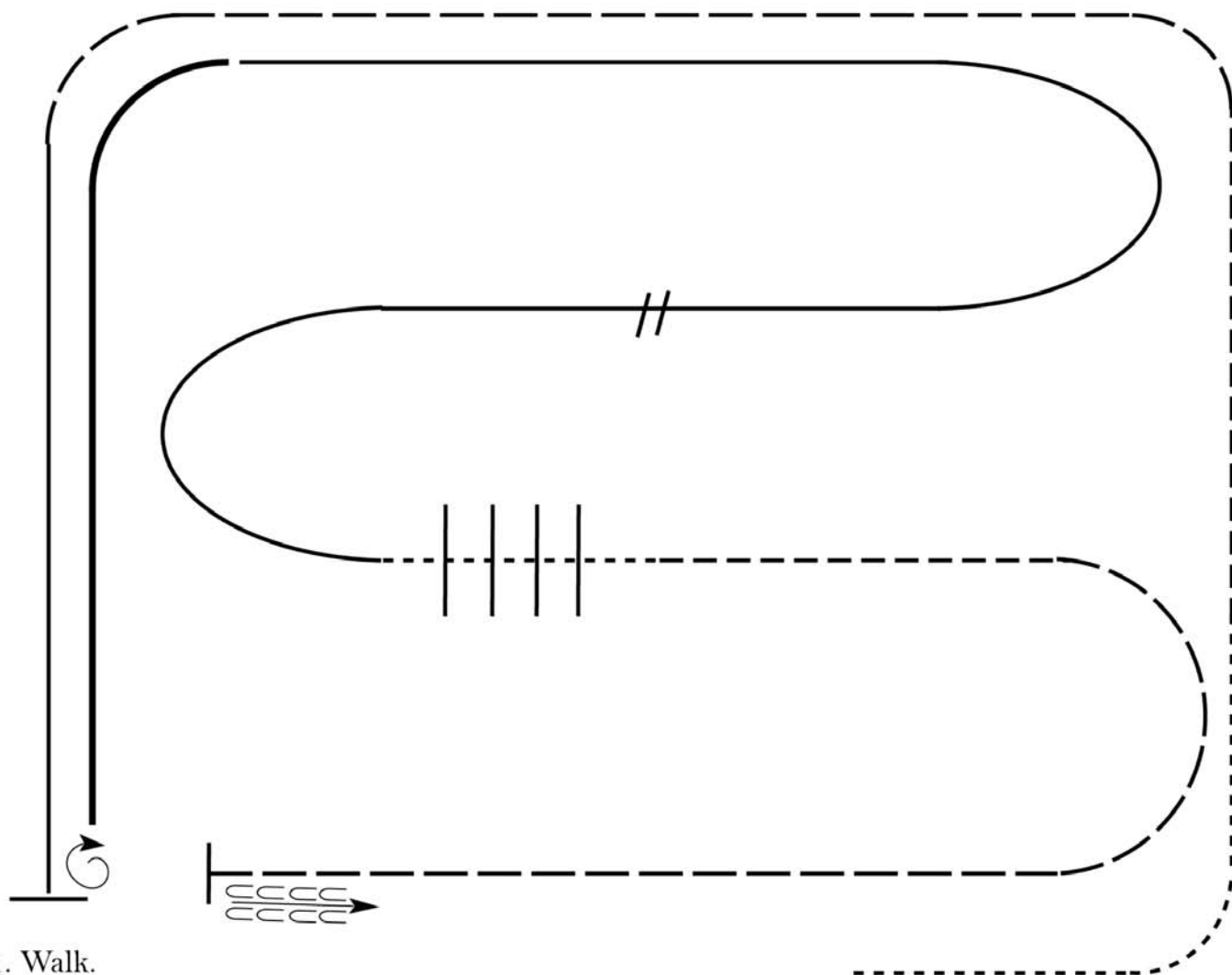
Ranch Riding

Level 1

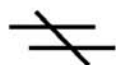
Wednesday

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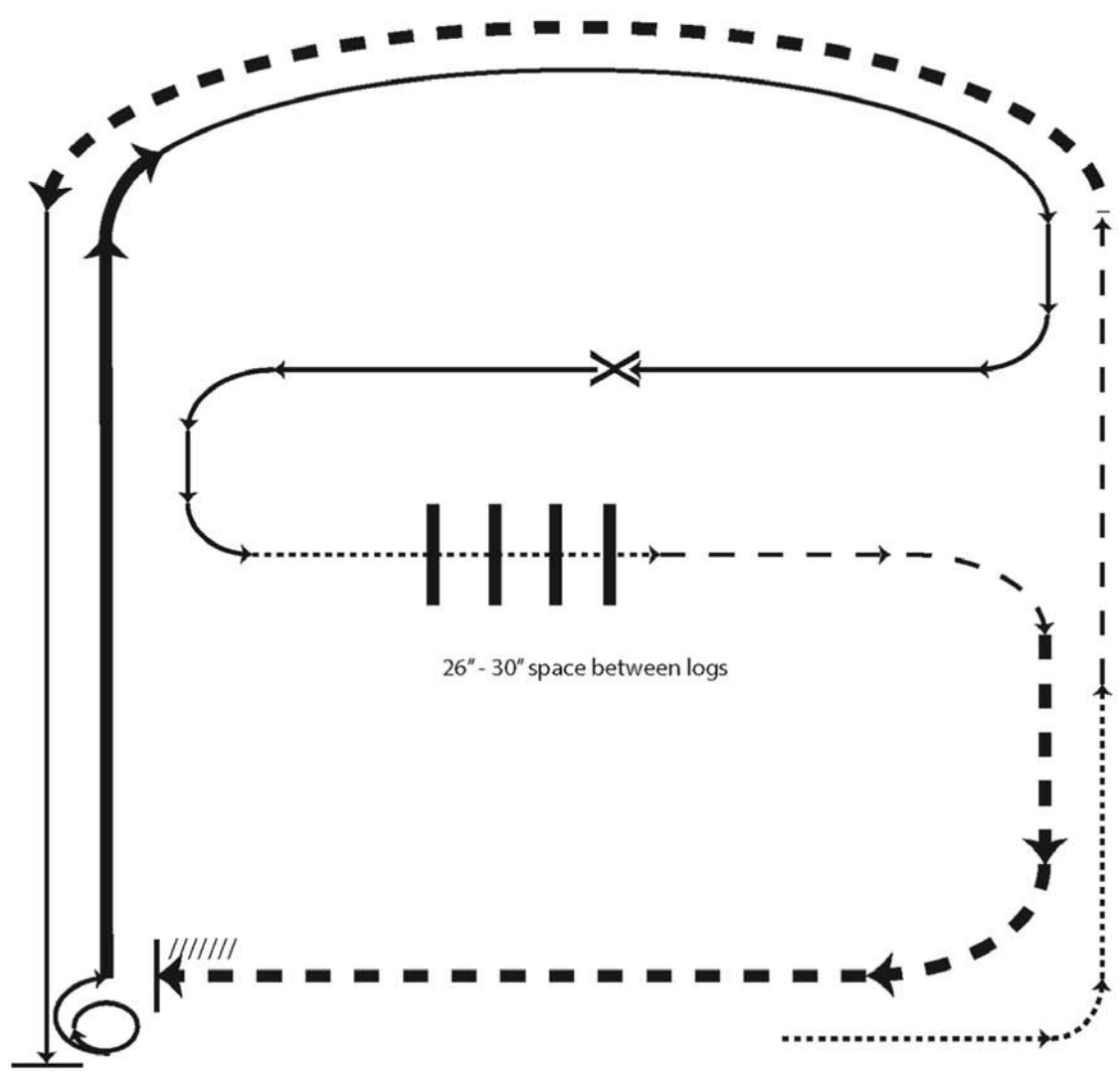
1. Walk.
2. Trot
3. Extended trot.
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

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

Ranch Riding

Open, Amateur, Select, Youth

Wednesday



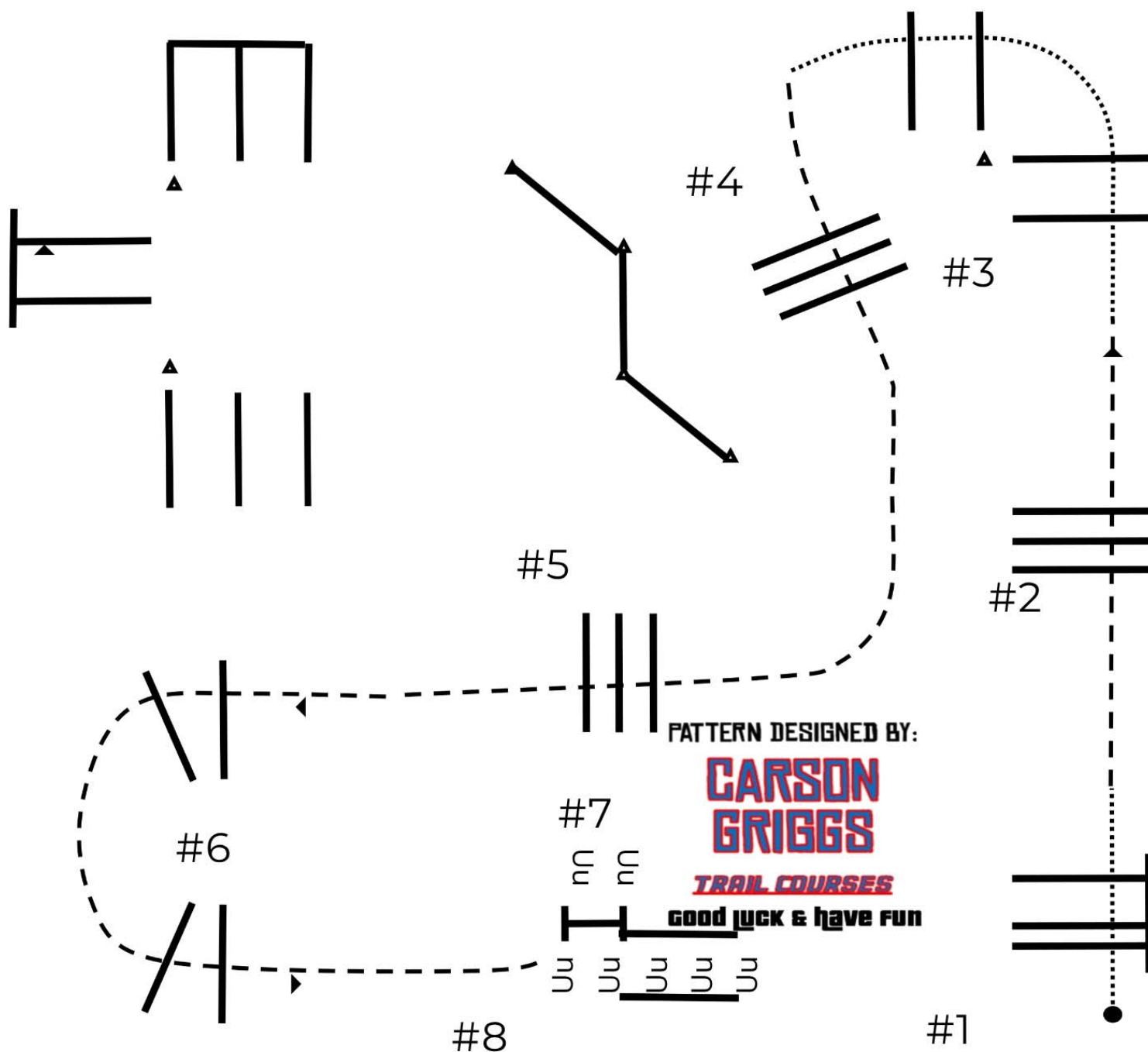
26" - 30" space between logs

- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- - - - Lope
- - - - - Ext Lope
- //// Back

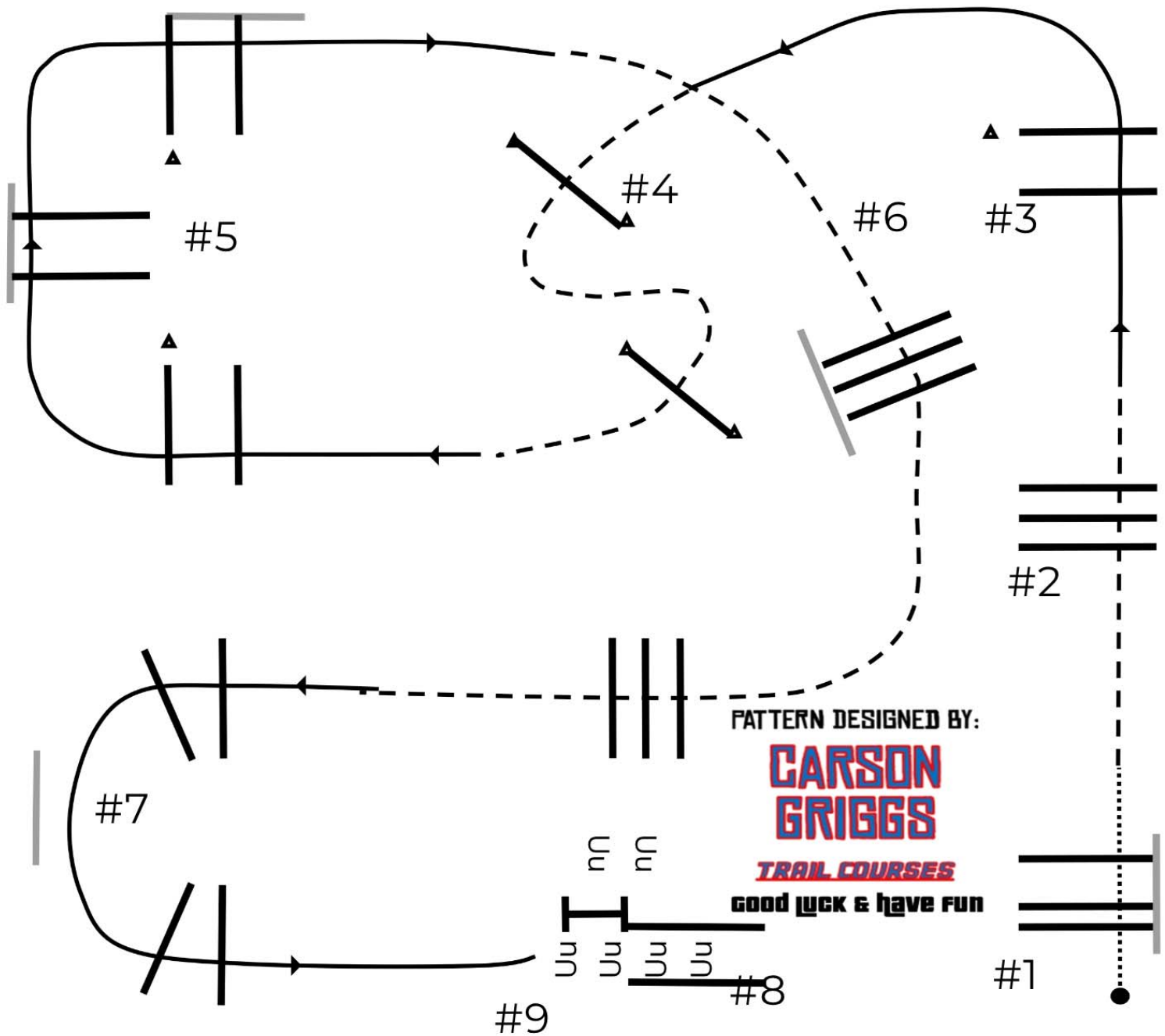
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Trail

Walk Trot
Wednesday



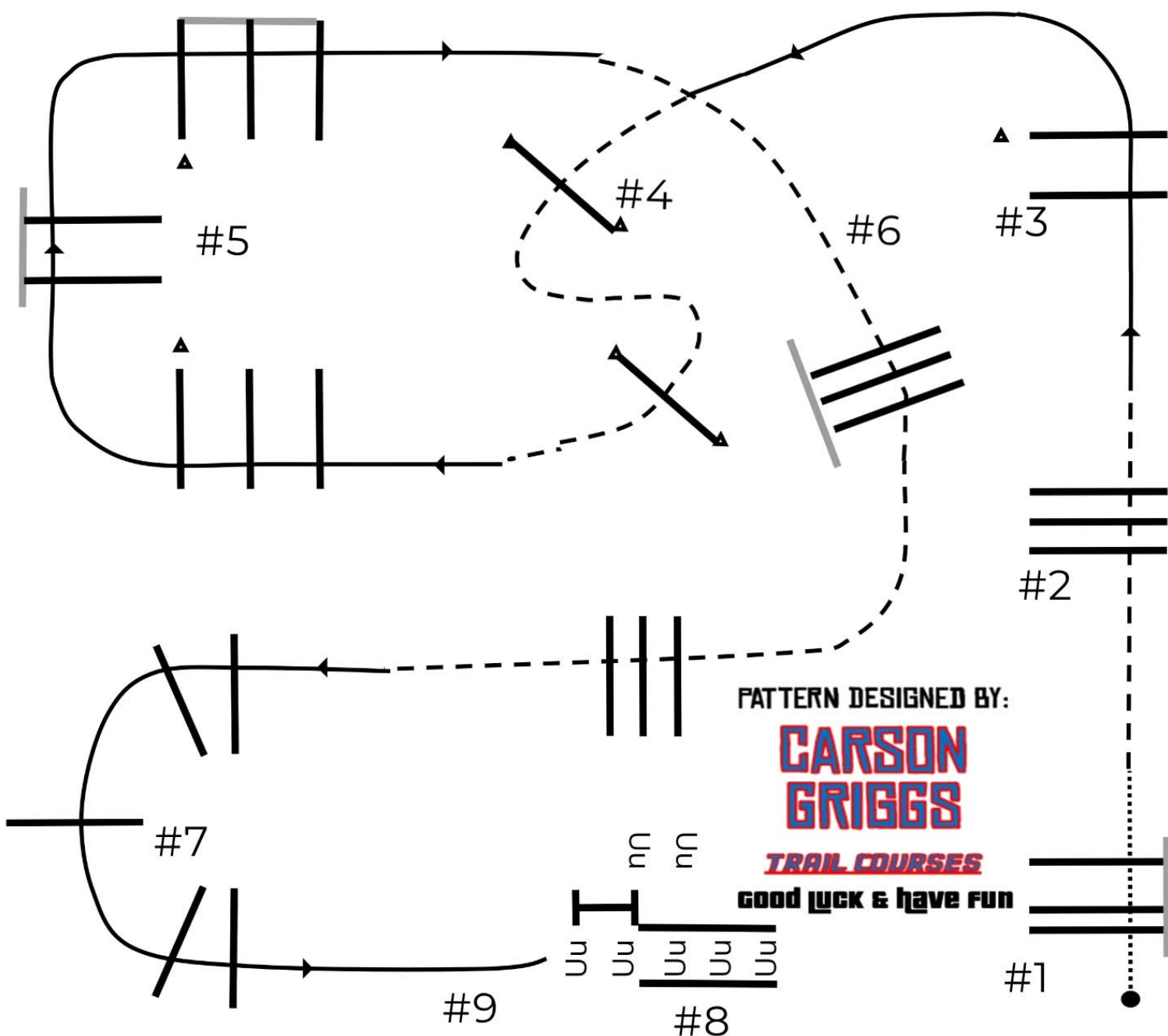
1. WALK OVER LOGS
2. JOG OVER NEXT SET OF POLES
3. WALK OVER OBSTACLE #3
4. JOG OVER POLES AS SHOWN
5. CONTINUE AT A JOG OVER 3 LOGS
6. AGAIN, JOG OVER POLES
7. JOG INTO CHUTE, BACK TO GATE
8. OPEN LEFT HAND GATE TO FINISH



1. WALK OVER LOGS
2. JOG OVER NEXT SET OF POLES
3. LEFT LEAD LOPE OBSTACLE #3
4. JOG SERPENTINE AS SHOWN
5. RIGHT LEAD LOPE 3/4 WHEEL
6. BREAK TO JOG OVER POLES
7. LOPE LEFT LEAD OBSTACLE #7/
8. LOPE INTO CHUTE, BACK TO GATE
9. OPEN LEFT HAND GATE TO COMPLETE PATTERN

Trail

Amateur, Select, Senior, Youth
Wednesday



1. WALK OVER LOGS

2. JOG OVER NEXT SET OF POLES

3. LEFT LEAD LOPE OBSTACLE #3

4. JOG SERPENTINE AS SHOWN

5. RIGHT LEAD LOPE 3/4 WHEEL

6. BREAK TO JOG OVER POLES

7. LOPE LEFT LEAD OBSTACLE #7/

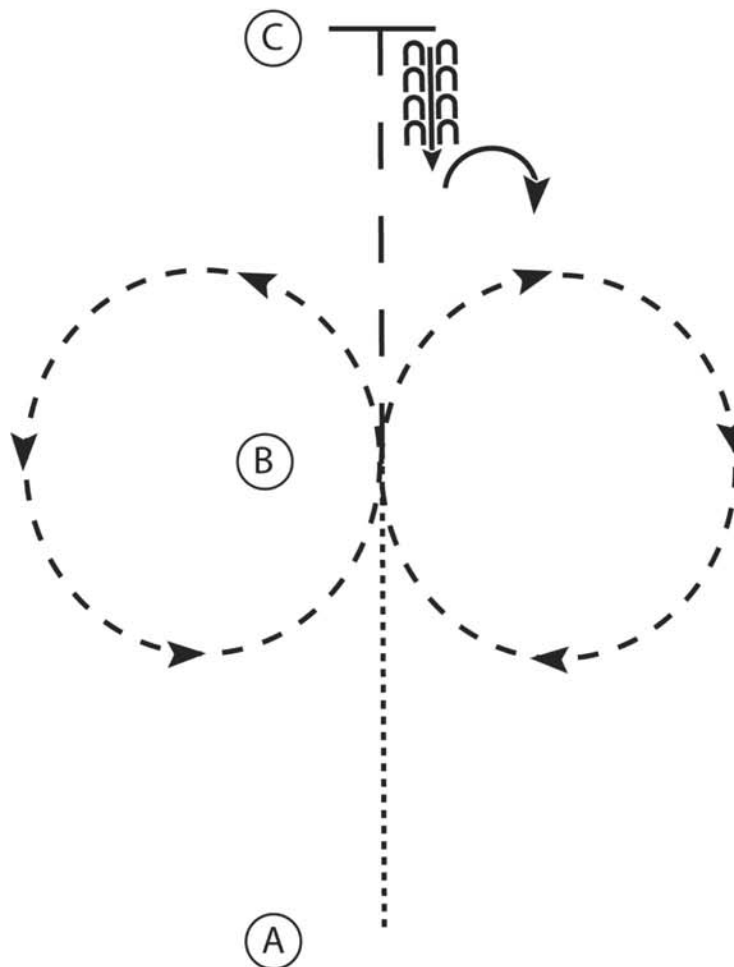
8. LOPE INTO CHUTE, BACK TO GATE

9. OPEN LEFT HAND GATE TO COMPLETE
PATTERN

Equitation

Walk Trot

Wednesday



1. Walk A to B
2. Sitting trot circle to the right
3. Posting trot circle to the left
4. At B extend the trot to C
5. Stop at C and back 4 steps
6. Perform a 90 degree turn to the right

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

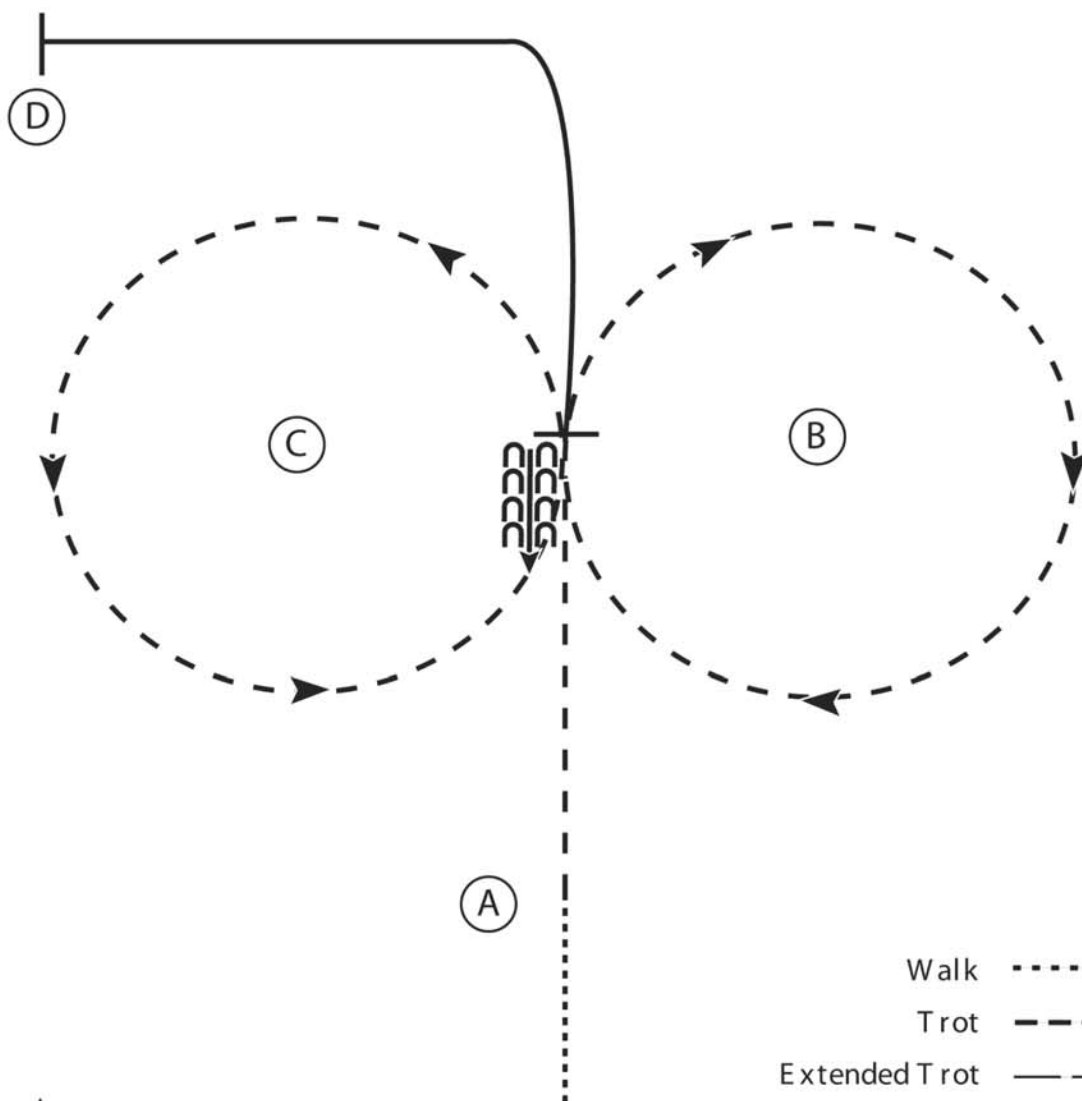
Equitation

Level 1

Wednesday

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1. Walk to A
2. At A trot to between B and C
3. Trot a figure eight beginning to the right
4. When between B and C stop and back 3 steps
5. Canter on the right lead to D
6. At D stop

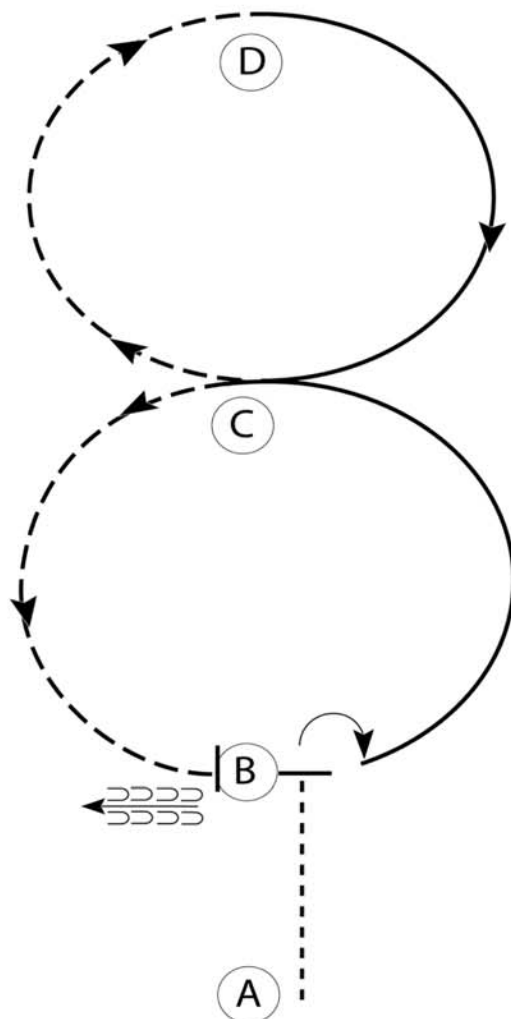
Walk	
Trot	-----
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↘↙
Back	⤵⤵⤵
Marker	(B)
Sidepass	----->

[HSE/1-4]

Equitation

Amateur, Select, Youth

Wednesday



Be ready at A.

1. Walk to B.
2. Stop at B and perform a 90 degree turn to the right on the forehand.
3. Canter on the left lead to C.
4. Posting trot from C to D.
5. Canter on the right lead from D to C.
6. Posting trot from C to B.
7. Stop at B and back one horse length.

Follow the instructions of your ring steward.

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

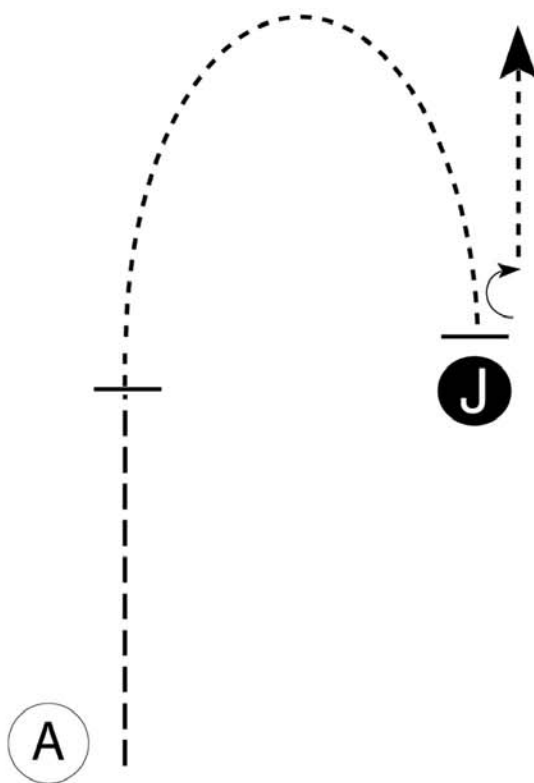
Showmanship

Youth 9 & Under

Thursday

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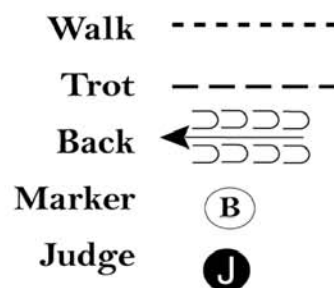
www.HorseShowPatterns.com



Be ready at A.

1. When acknowledged, trot until even with Judge.
2. Stop and pause briefly.
3. Walk in a half circle to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 180 degree turn and walk straight away from judge.

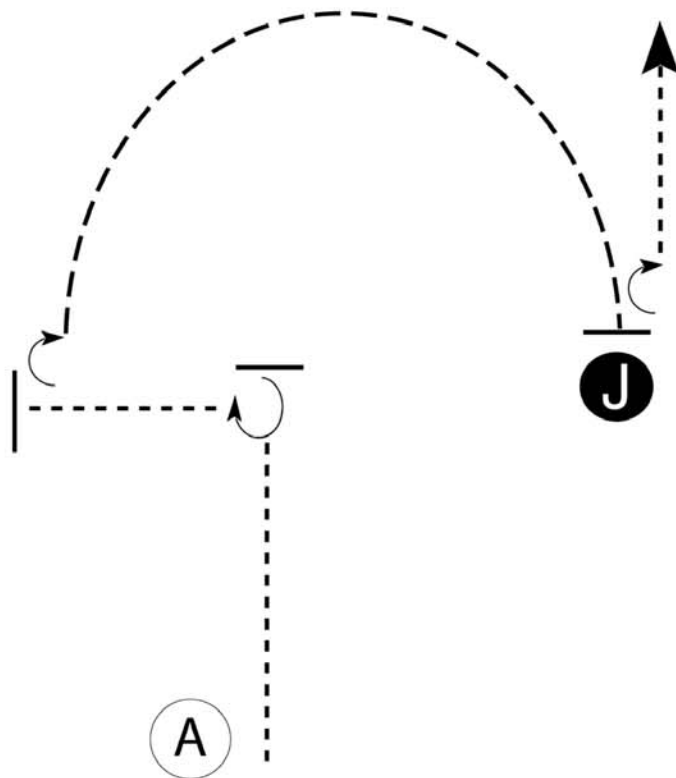
Follow the instructions of your ring steward.



Showmanship

Level 1

Thursday



Be ready at A.

1. When acknowledged, walk until even with Judge.
2. Stop and perform a 270 degree turn.
3. Walk approximately two horse lengths.
4. Stop and perform a 90 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 180 degree turn and walk straight away from judge.

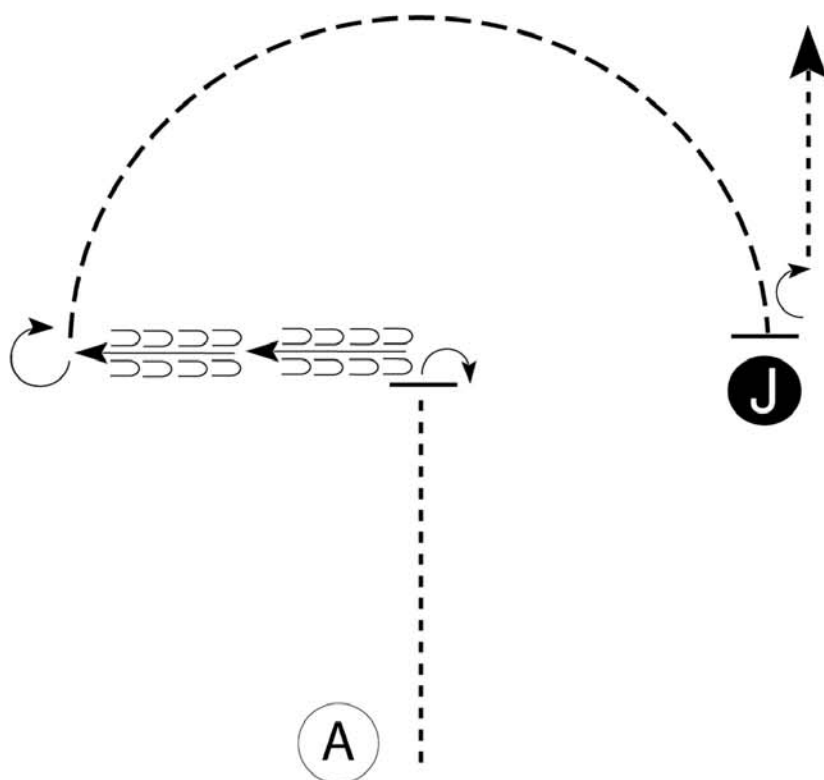
Follow the instructions of your ring steward.

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

Showmanship

Amateur, Select, Youth

Thursday



Be ready at A.

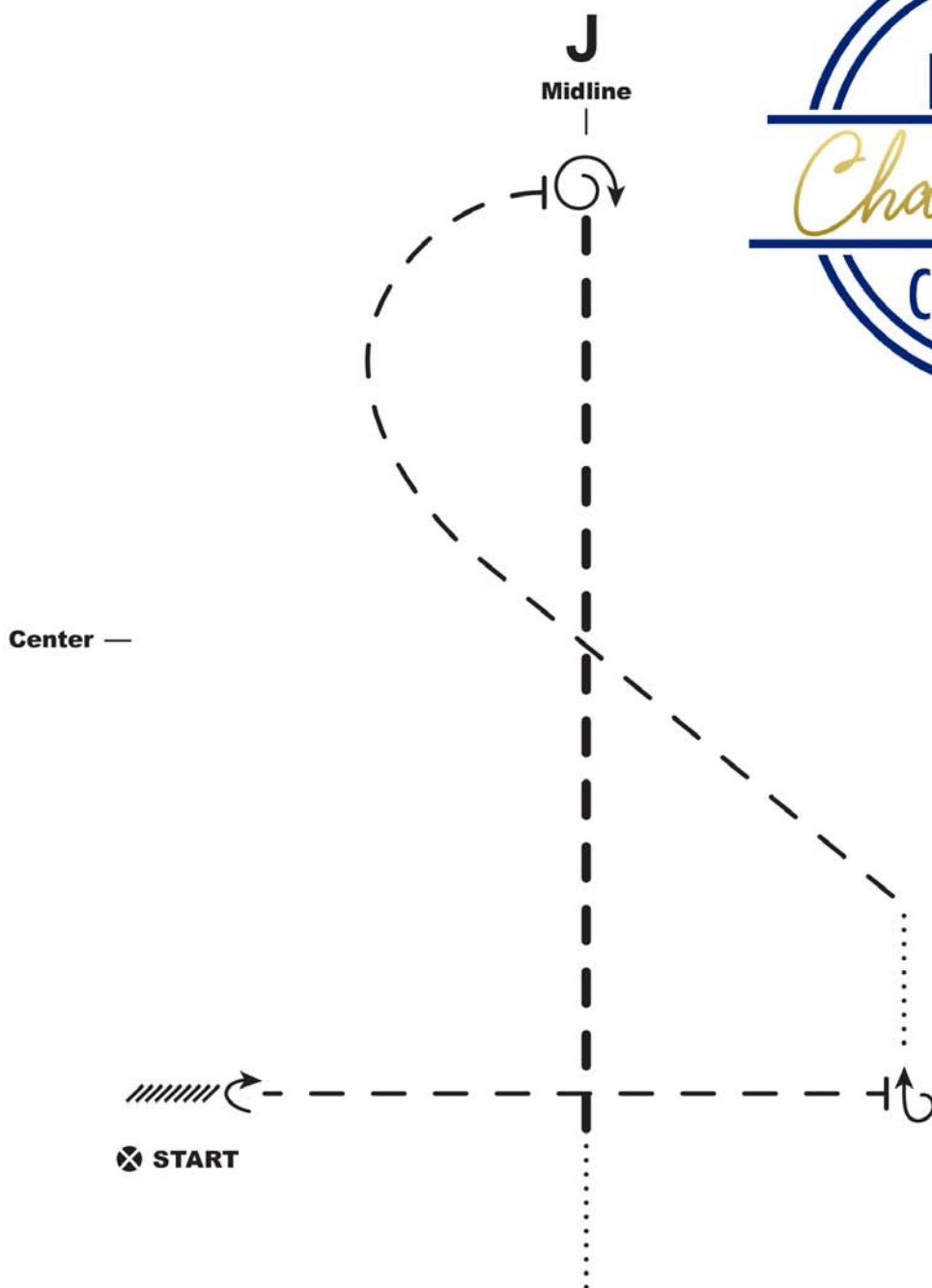
1. When acknowledged, walk until horse's hip is even with Judge.
2. Perform a 90 degree turn.
3. Back approximately two horse lengths.
4. Stop and perform a 270 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 180 degree turn and walk straight away from judge.

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

Follow the instructions of your ring steward.

Thursday

SHOWMANSHIP



Begin with marker on horse's left.

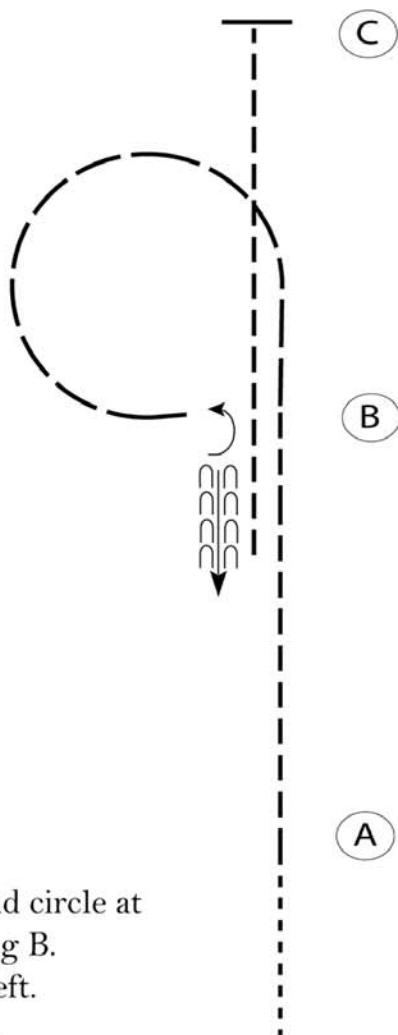
1. Back approximately 6 steps, and perform a 180° (1/2) turn.
 2. Trot across the arena, stop.
 3. Perform a 270° (3/4) turn, and walk for approximately one horse length.
 4. Trot and continue across diagonal line and half arc right, stop at midline. Haunches at midline.
 5. Set up.
 6. Inspection.
 7. When dismissed, perform a 450° (1 1/4) turn.
 8. Extended trot down midline until past initial line.
 9. Walk approximately one horse length.
- Pattern is complete.

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

Horsemanship

Walk Trot

Thursday



Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

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

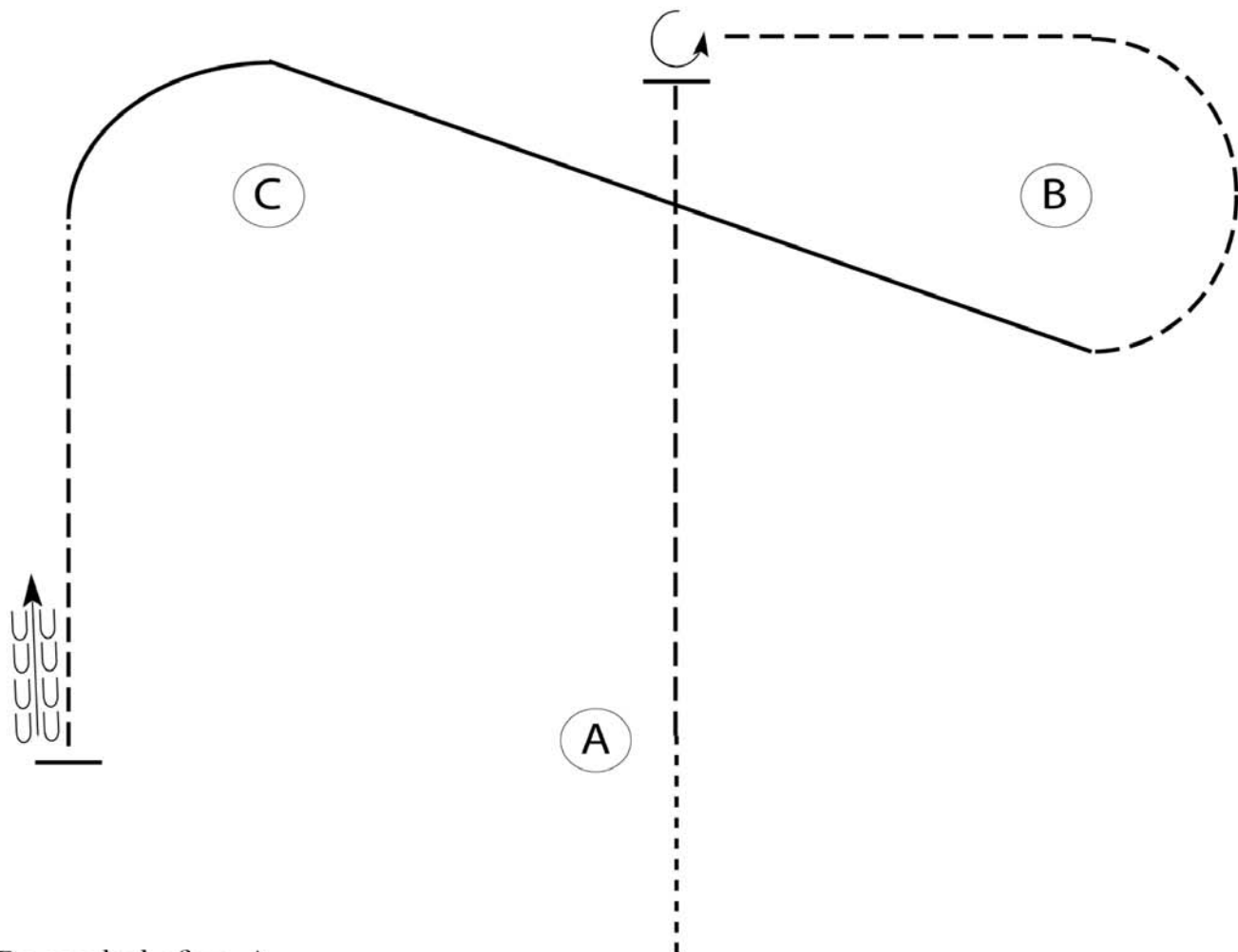
Horsemanship

Level 1

Thursday

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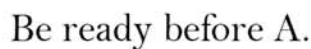
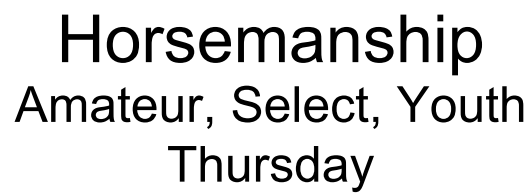


Be ready before A.

1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Lope on the left lead to and around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.

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



-
- The diagram illustrates a sequence of dressage movements. It begins with 'Walk' represented by a dotted line, followed by 'Jog' with a dashed line, and 'Extended Jog' with a long-dashed line. The sequence continues with 'Lope' shown as a solid line. A diagonal line with an arrow indicates a transition to 'Lead Change', which is depicted with two parallel lines and a diagonal arrow. This is followed by 'Back', shown with a line and an arrow pointing left. The sequence concludes with 'Marker', represented by a circle containing the letter 'B'.

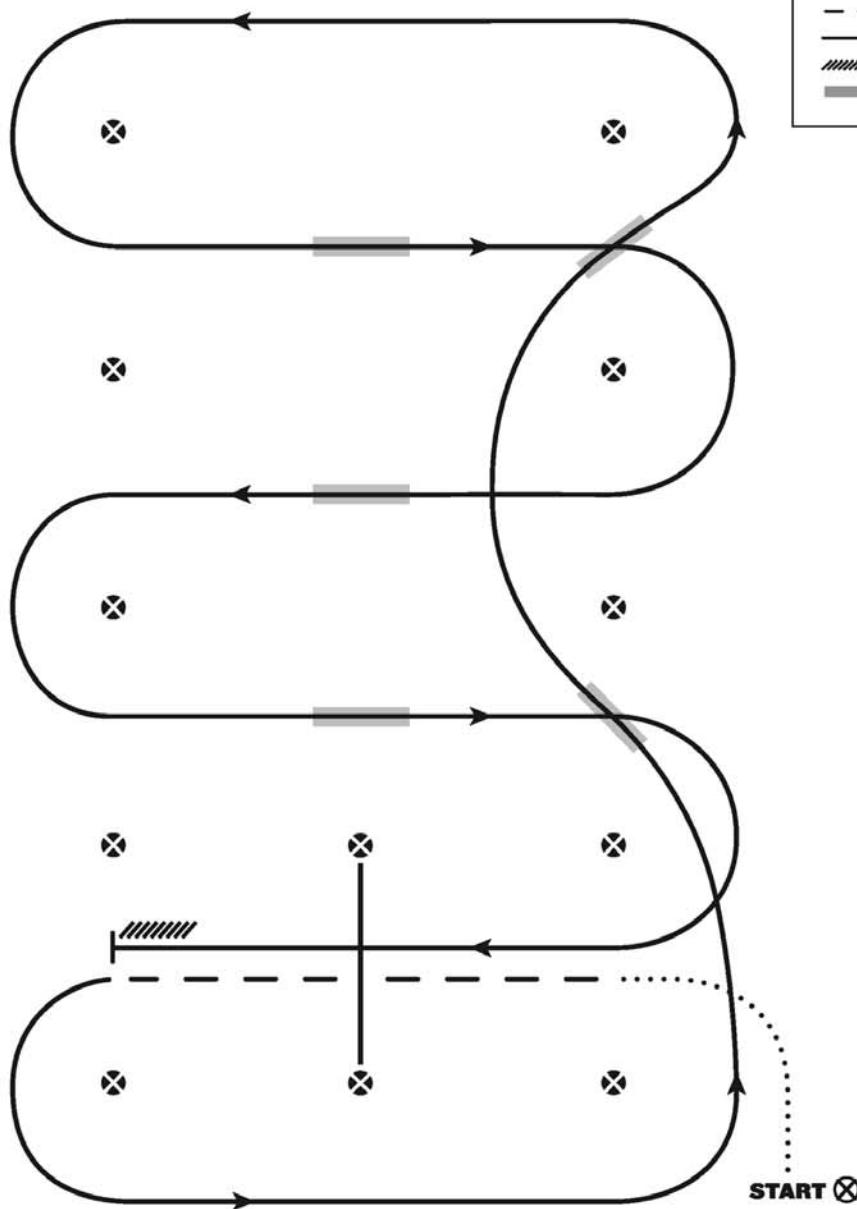
Follow the instructions of your ring steward.

Western Riding

Level 1

Thursday

LEVEL 1 WESTERN RIDING PATTERN 9



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

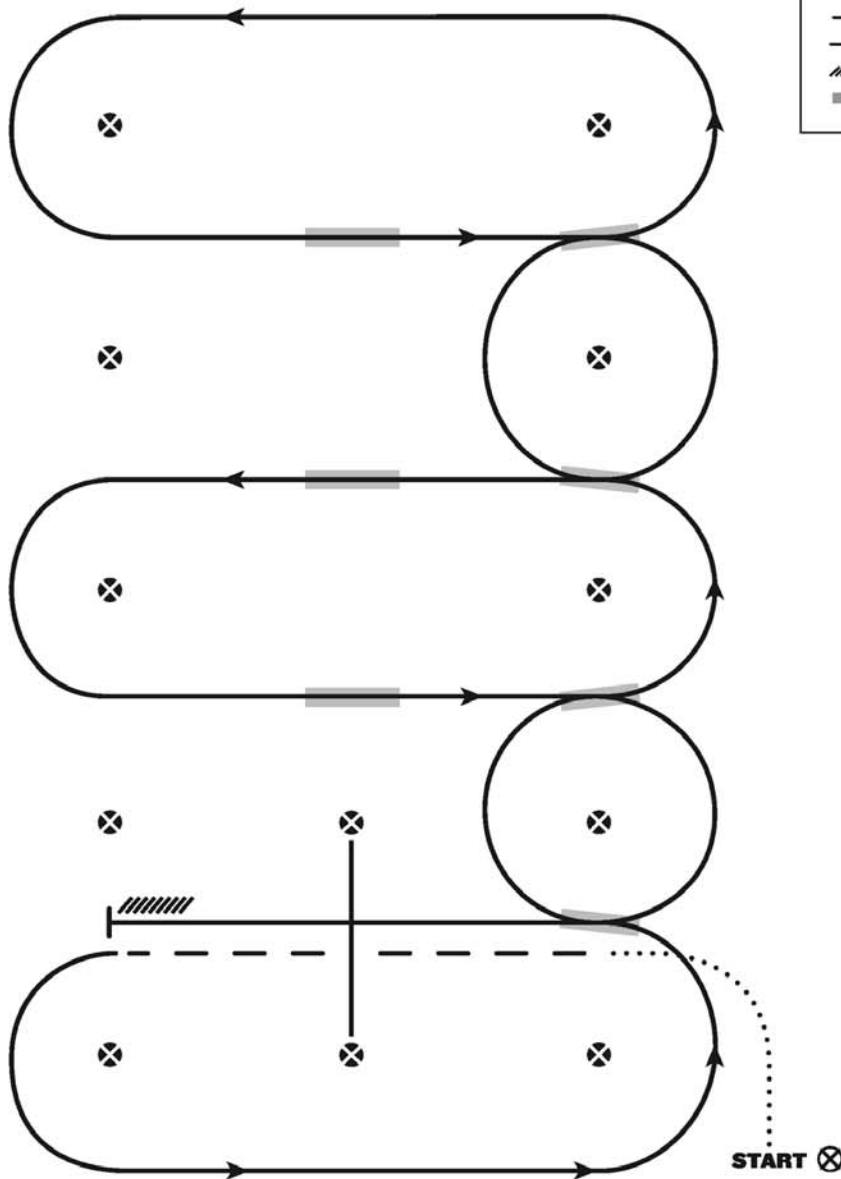
Western Riding

Open, Amateur, Youth
Thursday

WESTERN RIDING - PATTERN 9

LEGEND

.....	Walk
- - -	Jog
— — —	Lope
////	Back
■	Lead Changing Area



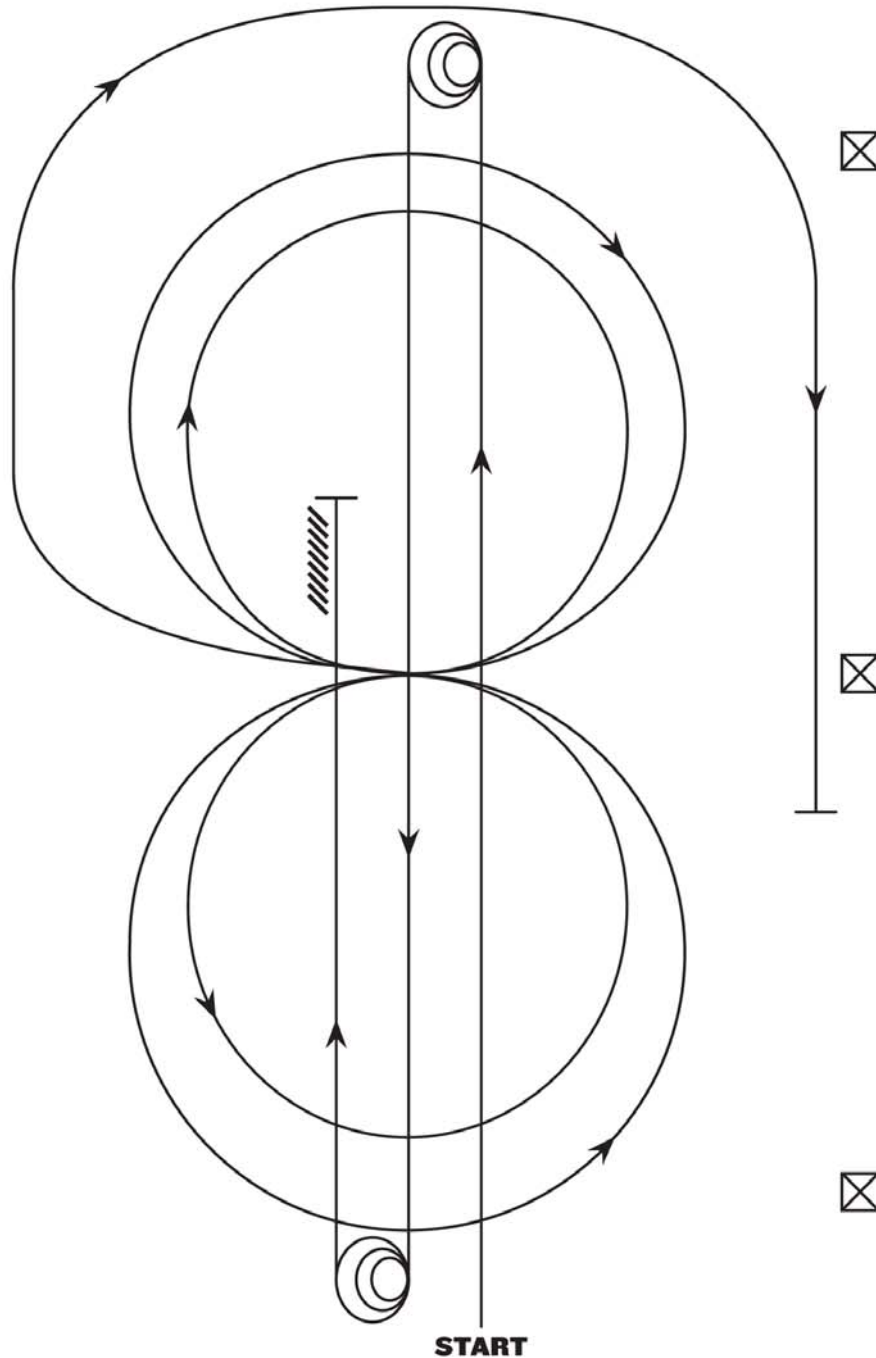
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

Revised 06-07-2021

Ranch Reining

Thursday

PATTERN 4



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

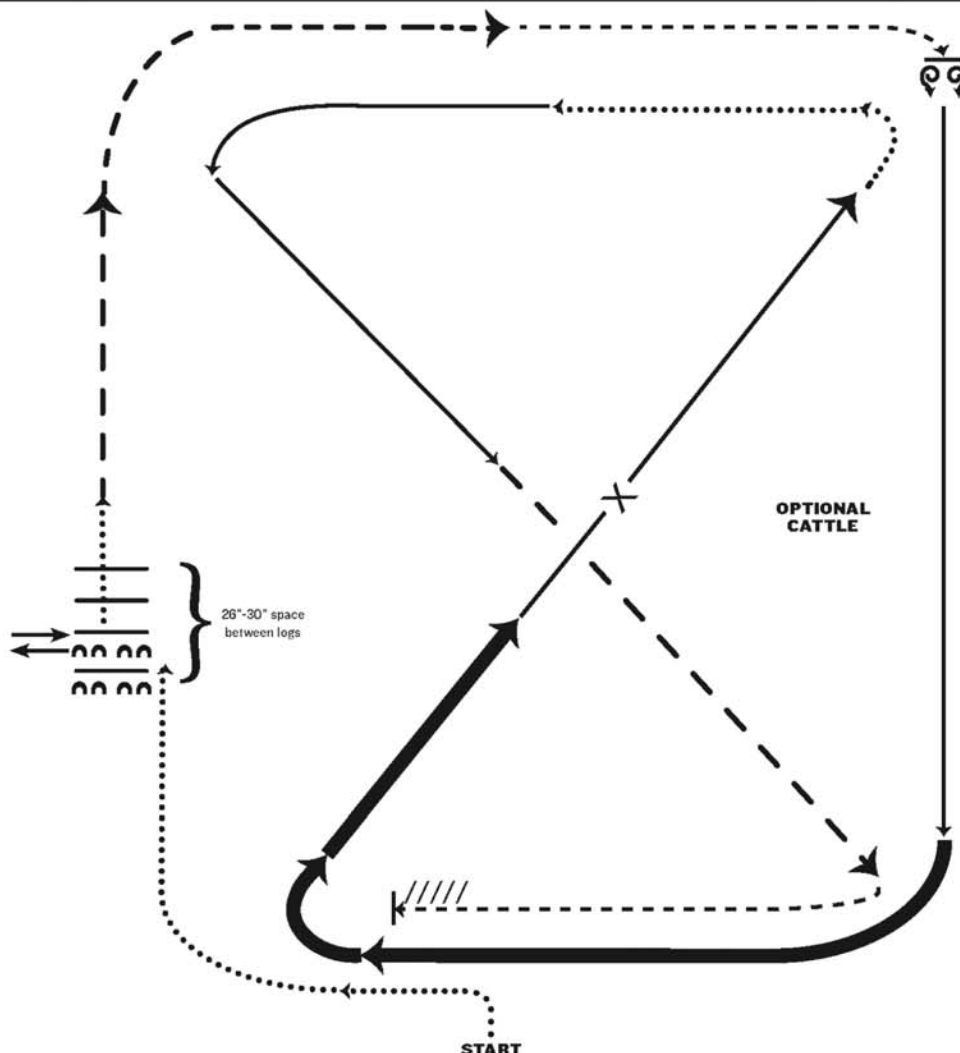
Ride pattern as follows:

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

Ranch Riding

Youth 9 & Under (Trot where Lope)

Thursday



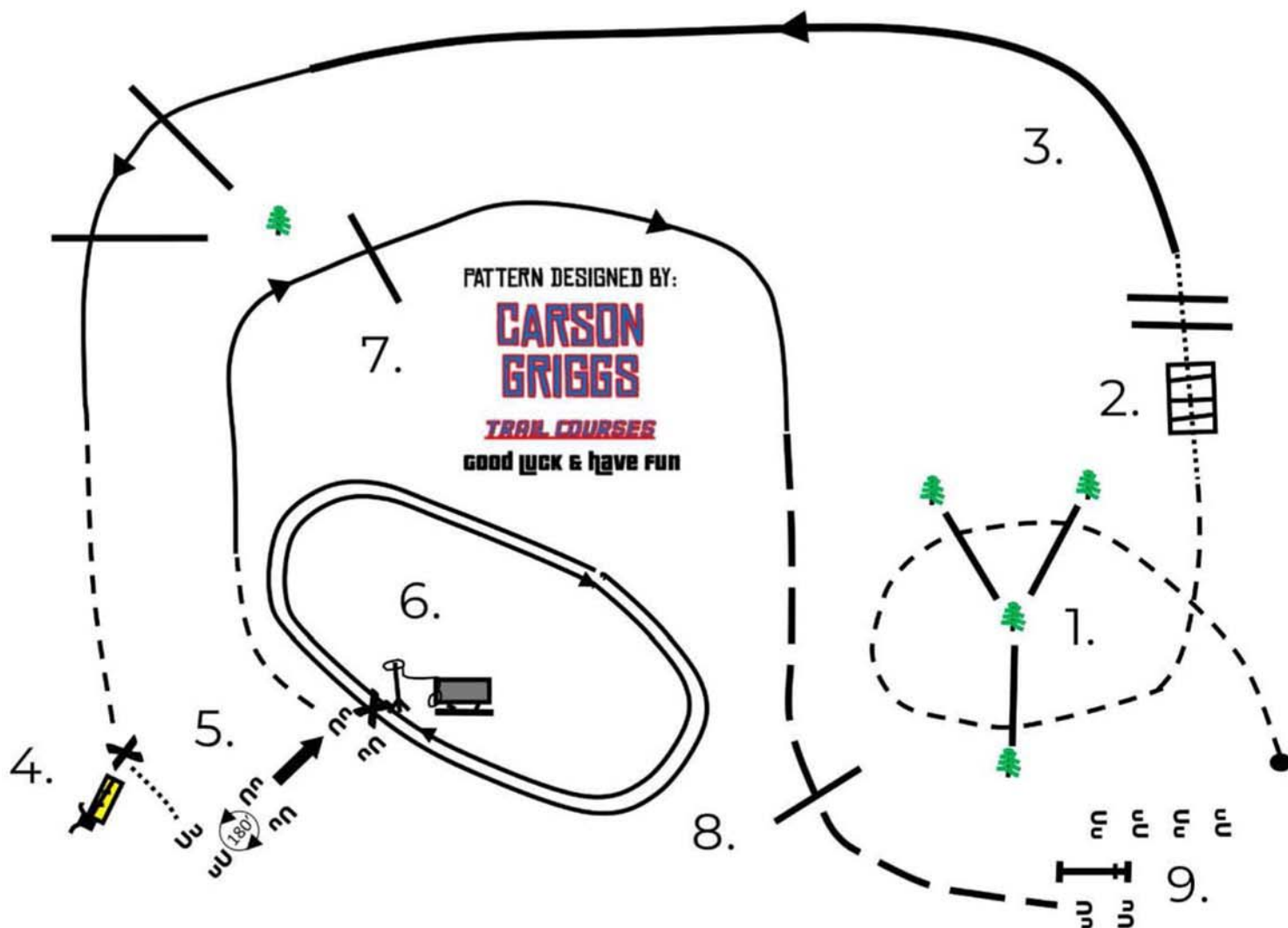
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

Ranch Trail

Walk Trot (Trot where Lope)

Thursday



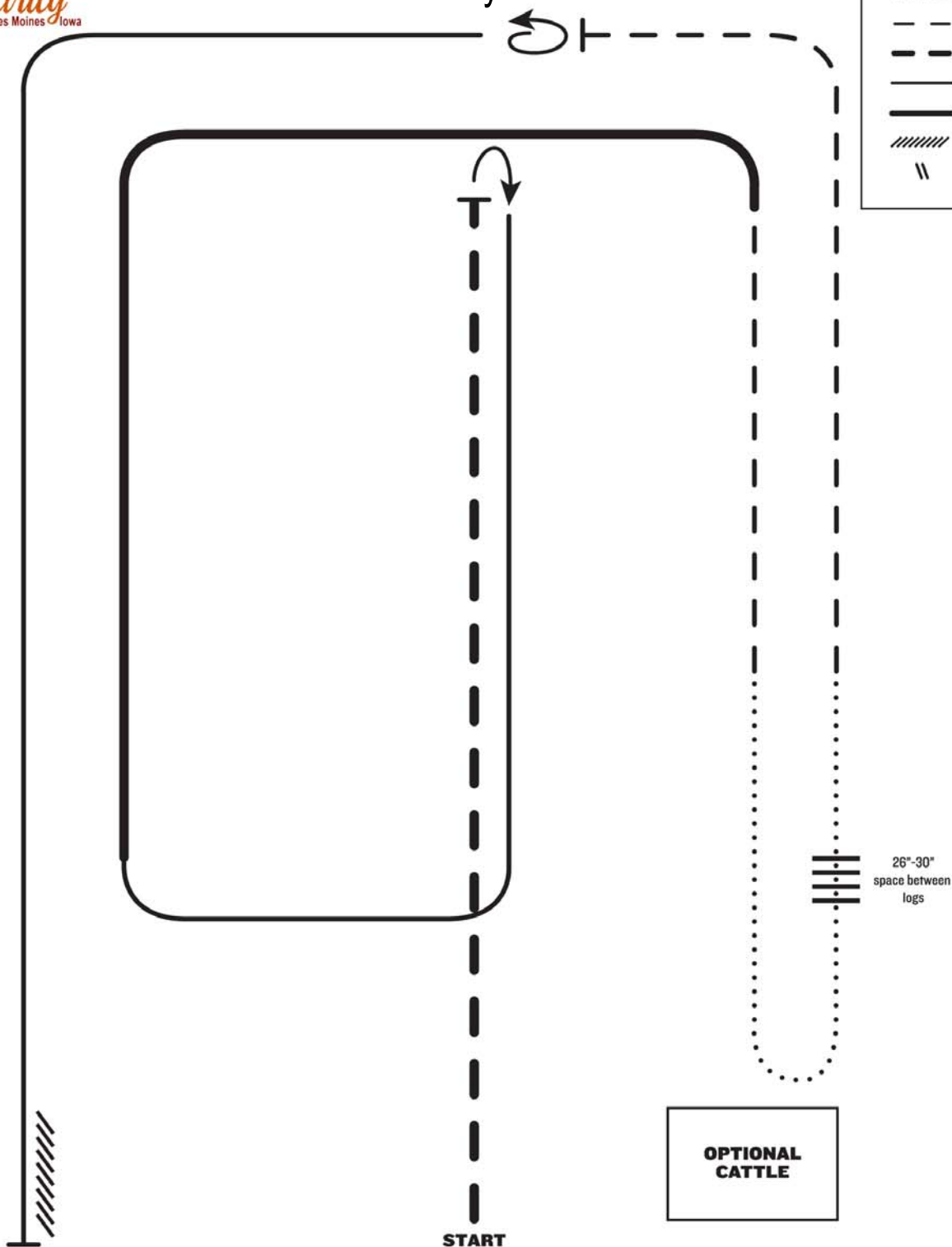
1. JOG OVER LOGS
2. WALK OVER BRIDGE AND LOGS
3. EXTENDED LOPE LEFT LEAD, THEN COLLECT LOPE OVER LOGS
4. BREAK TO JOG. STOP AT DUMMY AND ATTEMPT TO ROPE
5. DROP ROPE AND WALK FORWARD, 180 TURN EITHER WAY THEN SIDEPASS RIGHT TO POST.
6. DRAG TUB IN CIRCLE. RETURN TUB AND JOG AWAY FROM POST

7. LOPE RIGHT LEAD OVER LOG
8. EXTENDED TROT OVER SINGLE LOG
9. JOG TO GATE. OPEN LEFT HAND. ONCE GATE IS SHUT, BACK TO COMPLETE PATTERN

Ranch Riding Friday

LEGEND

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

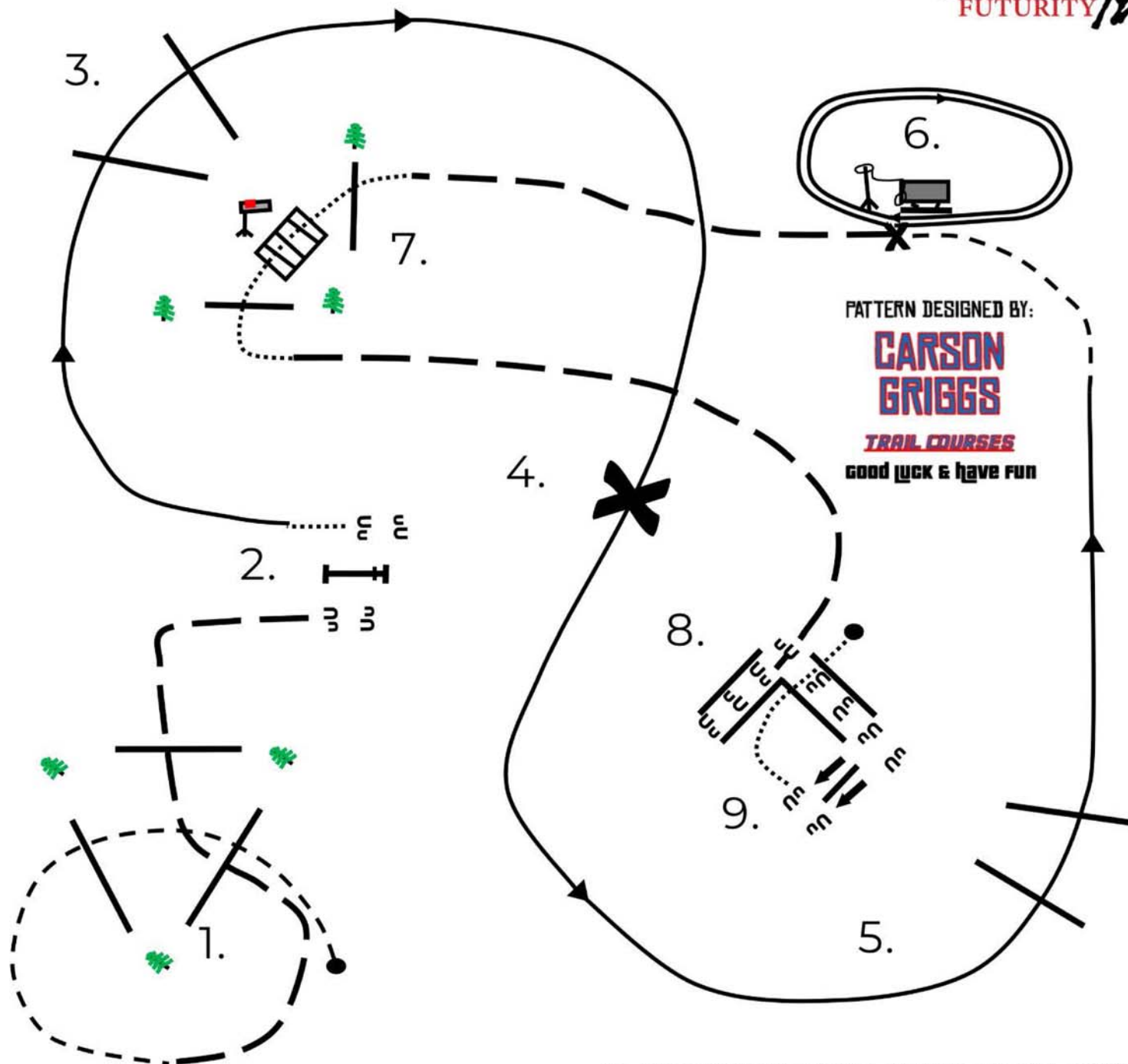


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

Ranch Trail

3 Year Old Open/Non Pro

Friday



1. JOG OVER TWO LOGS, THEN EXTENDED JOG TWO LOGS AS SHOWN

2. EXTENDED JOG TO GATE. OPEN LEFT HAND

3. WALK AWAY FROM GATE, RIGHT LEAD LOPE OVER LOGS

4. SIMPLE OR FLYING LEAD CHANGE

5. LEFT LEAD LOPE OVER LOGS

6. JOG TO DRAG, STOP. DRAG TUB AS SHOWN

7. EXTENDED TROT AWAY FROM DRAG, BREAK TO WALK OVER LOG. STOP ON BRIDGE, CHECK MAILBOX, WALK OFF BRIDGE AND OVER LOG

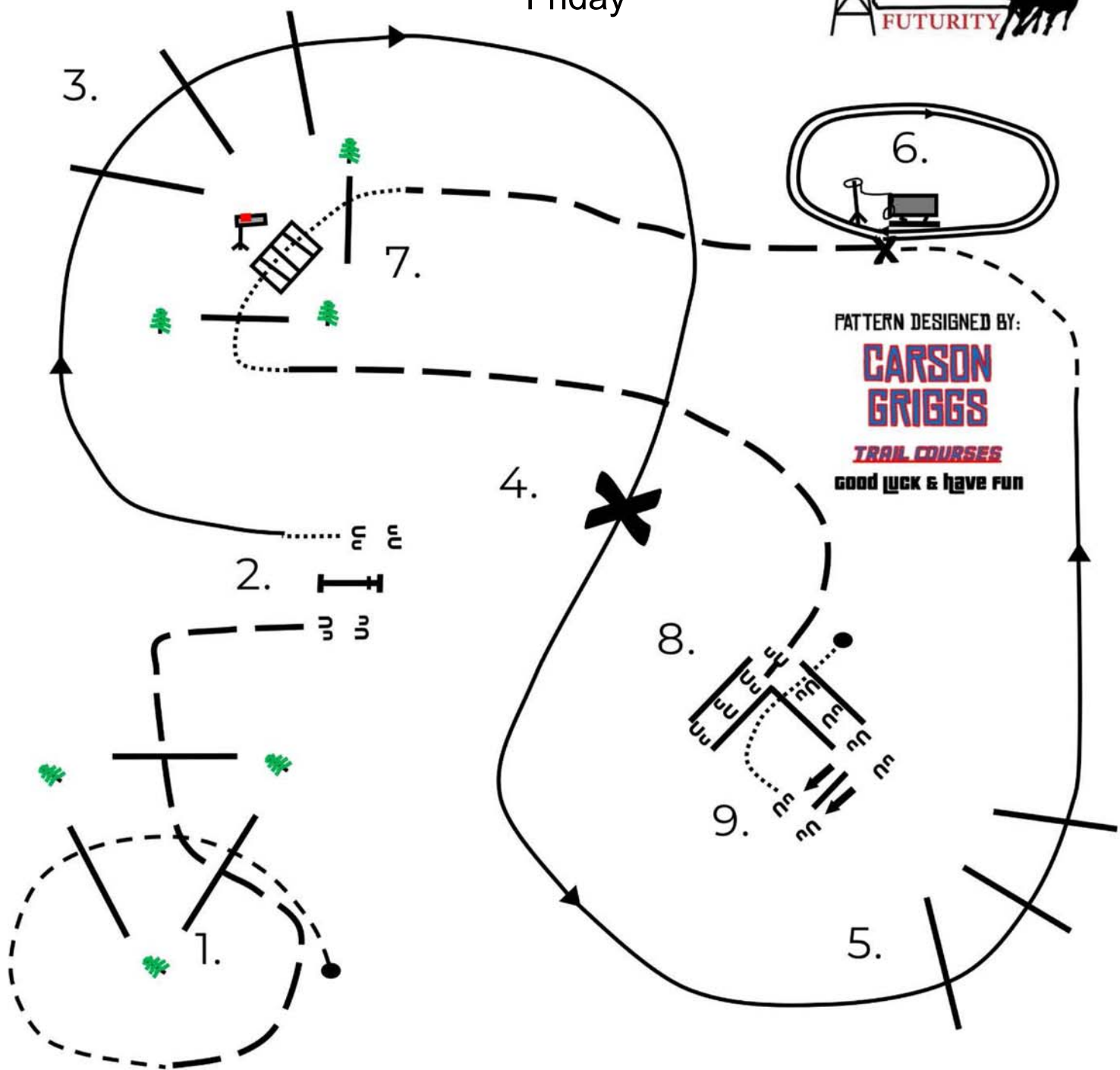
8. EXTENDED TROT INTO CHUTE. BACK

9. SIDEPASS LEFT COMPLETELY OVER LOG WALK OVER LOGS TO COMPLETE PATTERN

Ranch Trail

4 Year Old Open/Non Pro

Friday



PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES

good luck & have fun

1. JOG OVER TWO LOGS, THEN EXTENDED JOG TWO LOGS AS SHOWN

2. EXTENDED JOG TO GATE. OPEN LEFT HAND

3. WALK AWAY FROM GATE, RIGHT LEAD LOPE OVER LOGS

4. SIMPLE OR FLYING LEAD CHANGE

5. LEFT LEAD LOPE OVER LOGS

6. JOG TO DRAG, STOP. DRAG TUB AS SHOWN

7. EXTENDED TROT AWAY FROM DRAG, BREAK TO WALK OVER LOG. STOP ON BRIDGE, CHECK MAILBOX, WALK OFF BRIDGE AND OVER LOG

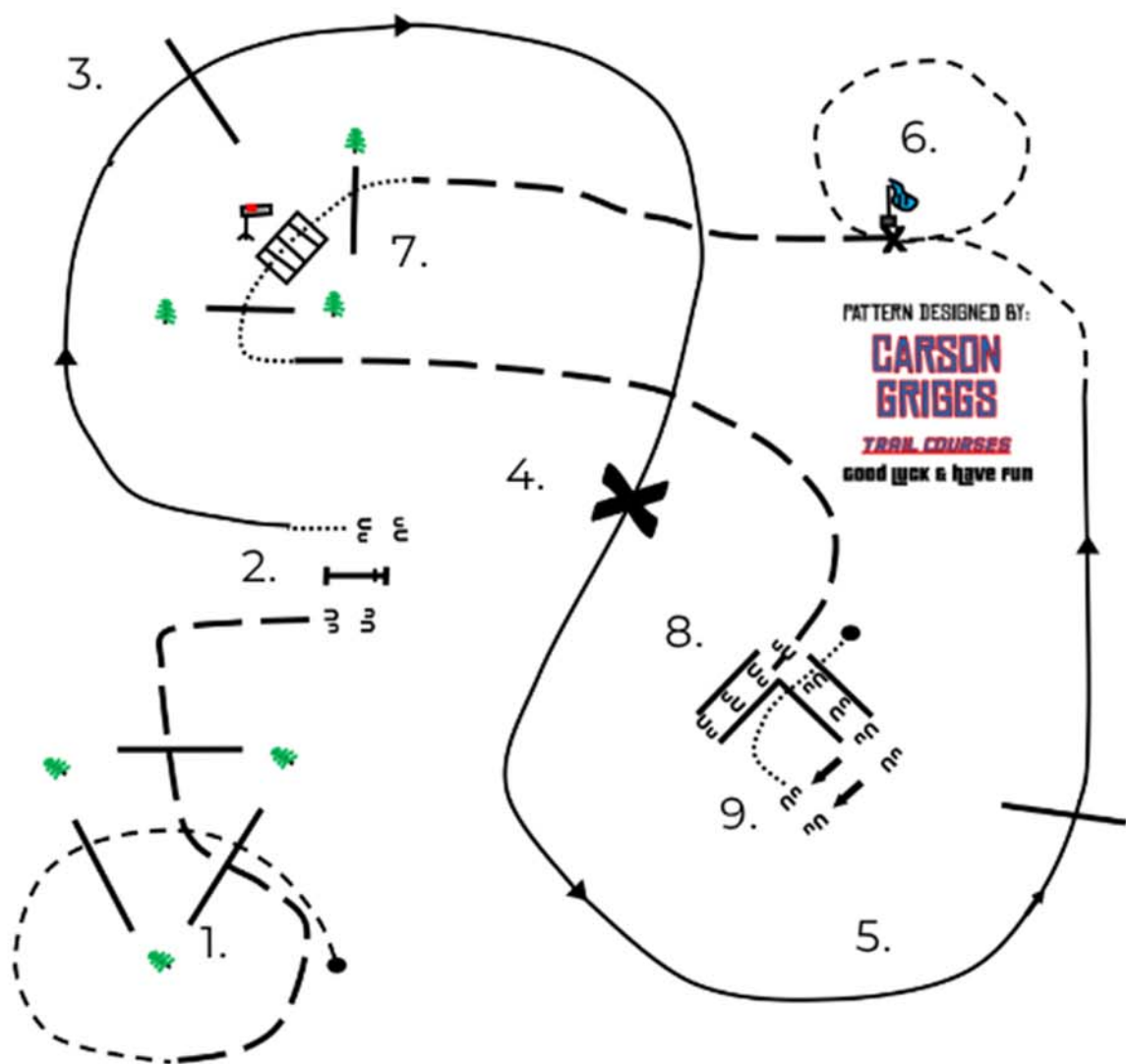
8. EXTENDED TROT INTO CHUTE. BACK

9. SIDEPASS LEFT COMPLETELY OVER LOG WALK OVER LOGS TO COMPLETE PATTERN

Ranch Trail

2 Year Old Open/Non Pro

Friday



PATTERN DESIGNED BY:
CARSON GRIGGS
TRAIL COURSES
good luck & have fun

1. JOG OVER TWO LOGS, THEN EXTENDED JOG TWO LOGS AS SHOWN
2. EXTENDED JOG TO GATE. OPEN LEFT HAND
3. WALK AWAY FROM GATE, RIGHT LEAD LOPE OVER LOG
4. SIMPLE OR FLYING LEAD CHANGE
5. LEFT LEAD LOPE OVER LOG

6. JOG TO SLICKER, PICK UP AND JOG AS SHOWN THEN RETURN TO POST
7. EXTENDED TROT AWAY FROM POST, BREAK TO WALK OVER LOG, BRIDGE AND OVER LOG
8. EXTENDED TROT INTO CHUTE. BACK
9. SIDEPASS LEFT. WALK OVER LOGS TO COMPLETE PATTERN

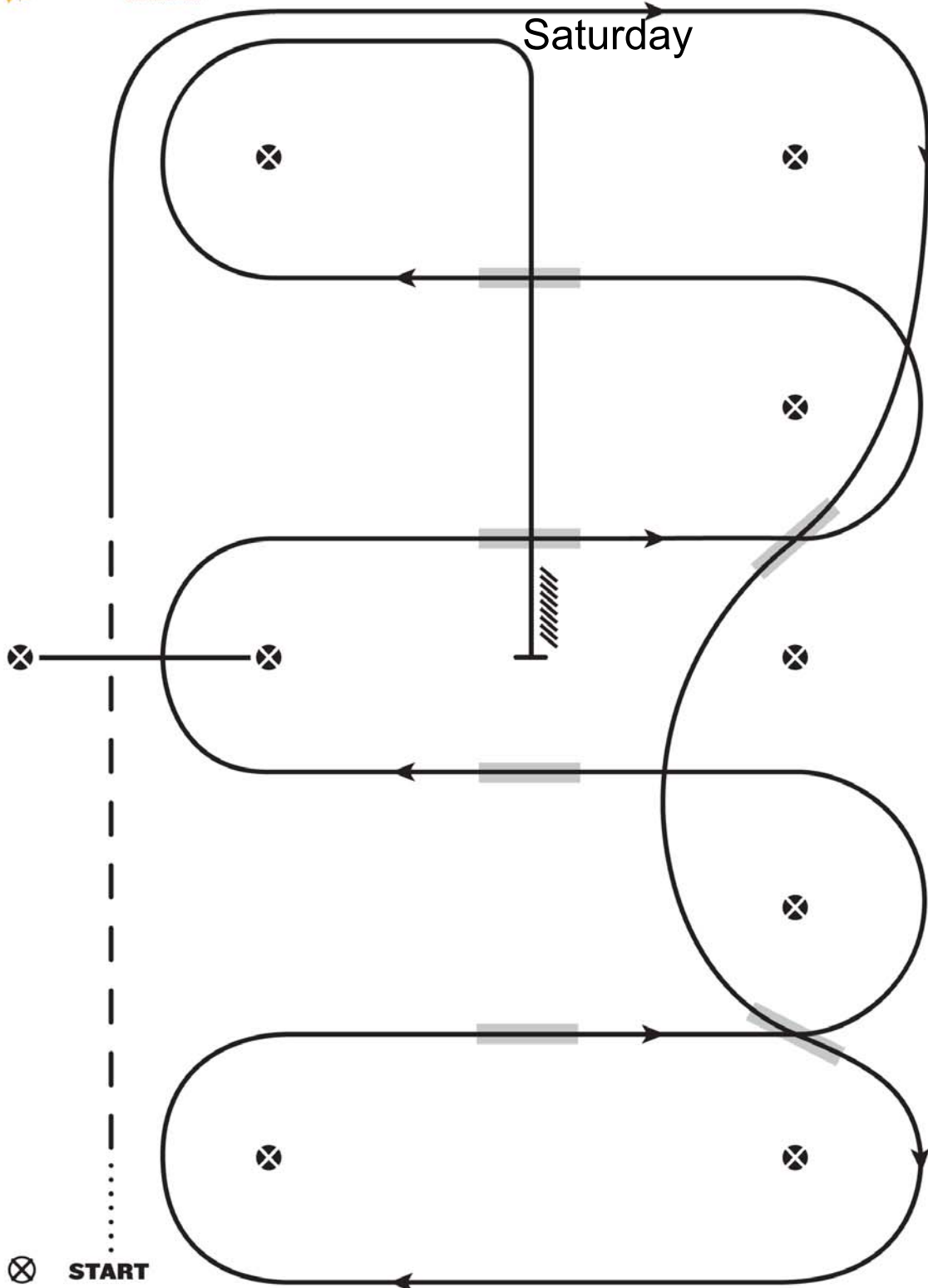
Western Riding

Level 1

Saturday

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

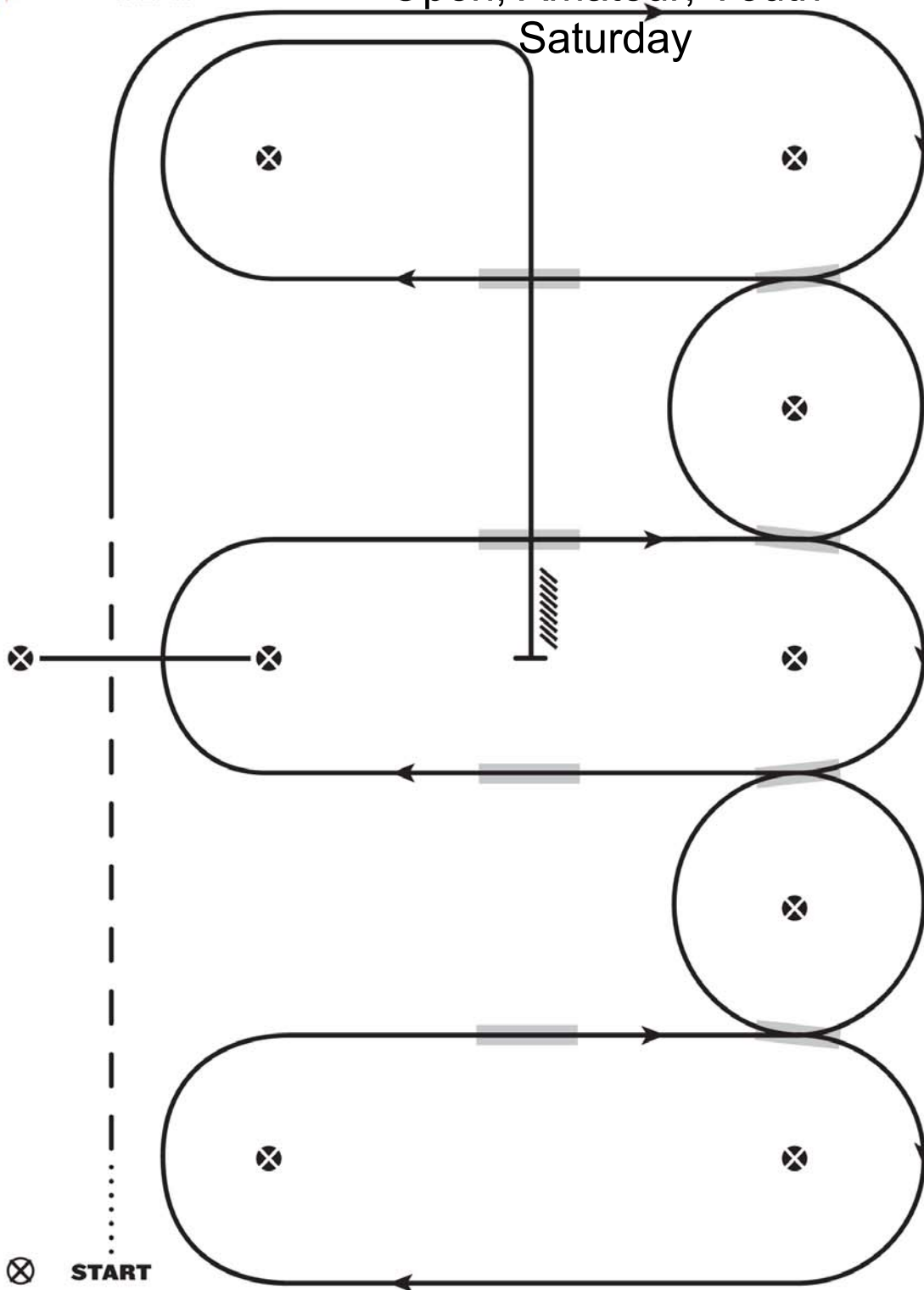


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

PATTERN 6

Western Riding Open, Amateur, Youth Saturday

LEGEND	
.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



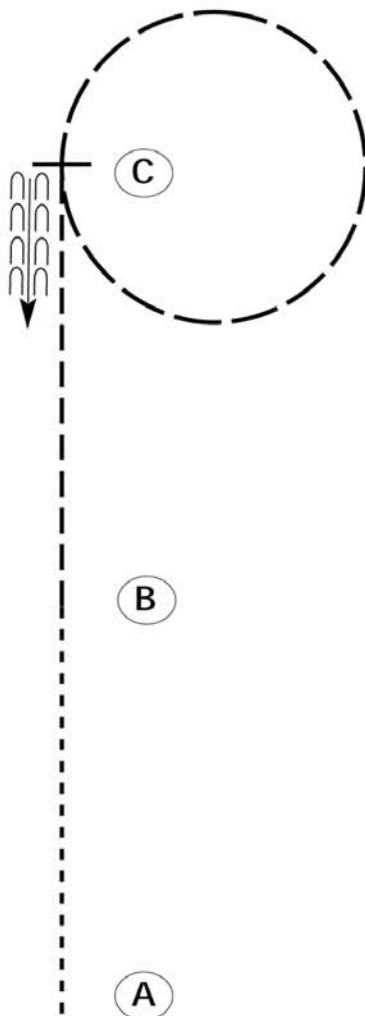
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

PATTERN 6

Horsemanship

Walk Trot

Saturday



Be ready at A.

1. Walk from A to B.
2. Jog to C.
3. Even with C, extend the jog in a circle to the right.
4. Stop at C and back one horse length.

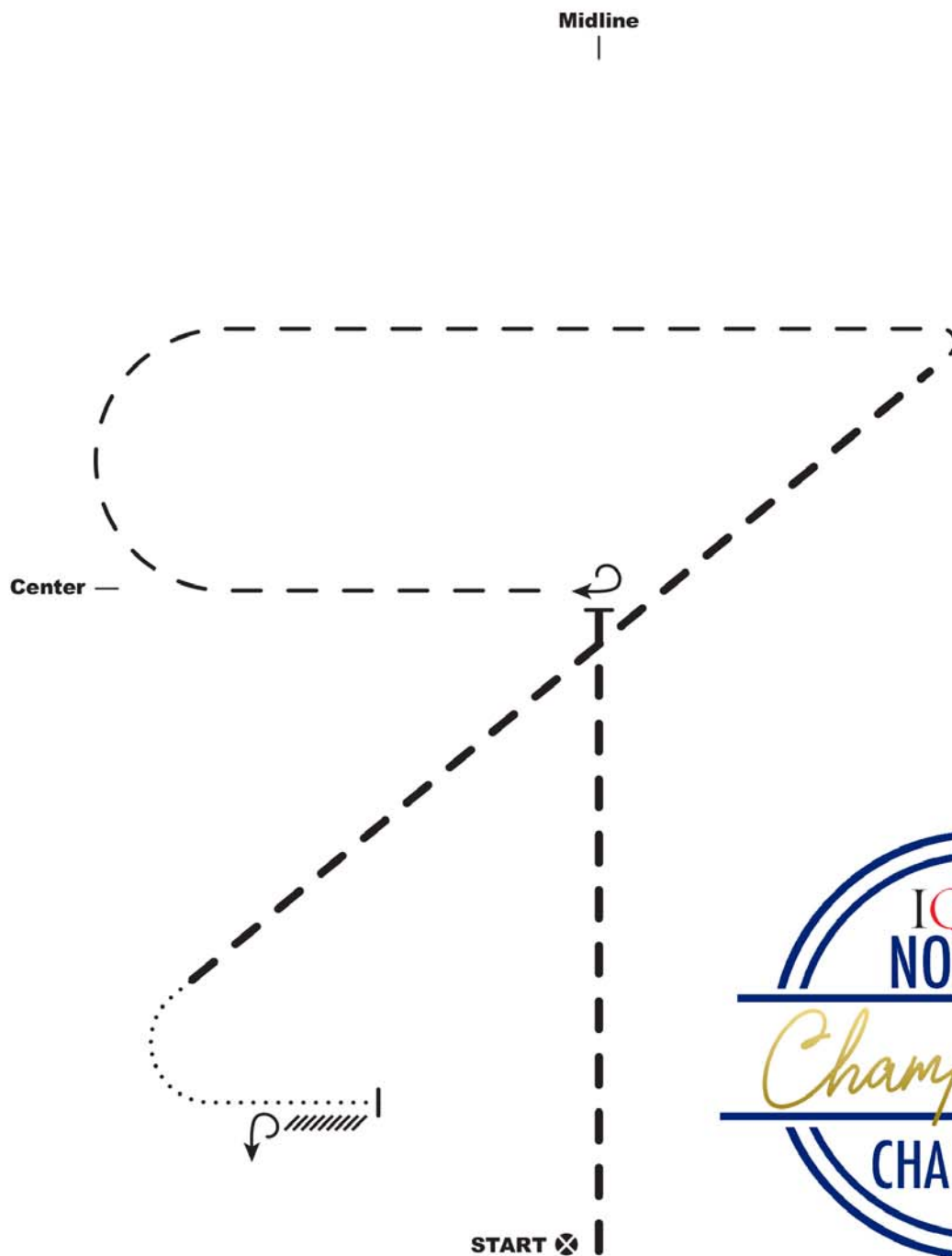
Follow the instructions of your ring steward.

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

Saturday

WALK-TROT

WESTERN HORSEMANSHIP



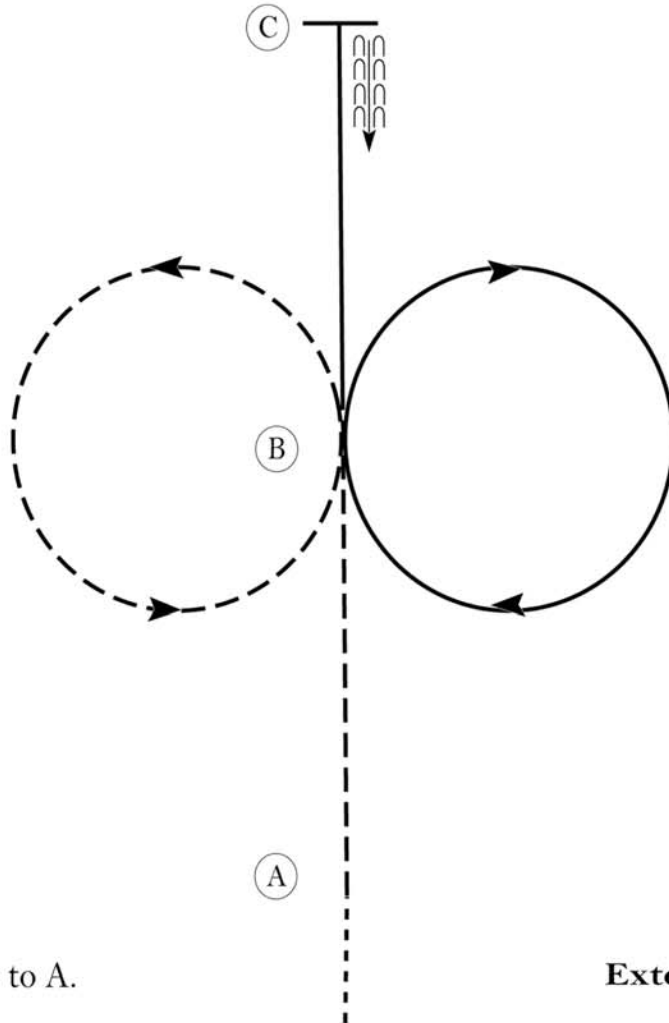
1. Extended jog to center, stop.
2. Perform 270° (3/4) turn on the haunches to the right.
3. Jog an arc to the right and sharp turn right.
4. Once straight, extended jog across diagonal line.
5. Walk, and continue in an arc to the left.
6. Stop, back approximately 6 steps, and perform a 270° (3/4) turn on the haunches to the left. Pattern is complete.

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Riders should use the space as needed to best exhibit their horses.

Horsemanship

Level 1

Saturday



Be ready prior to A.

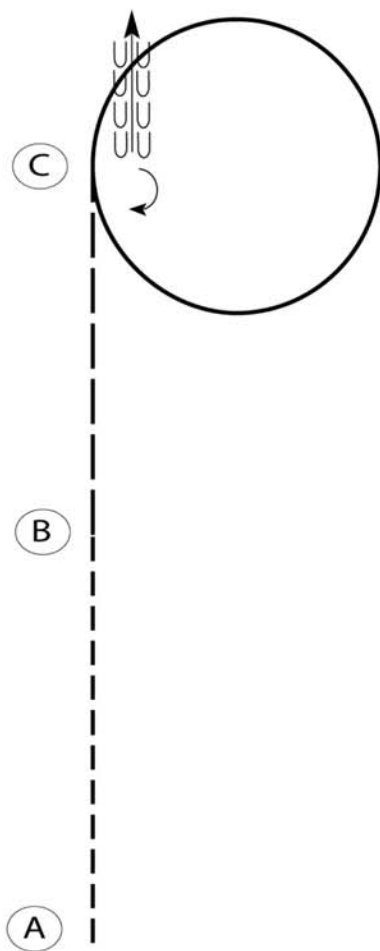
1. Walk to A.
2. Jog A to B.
3. At B jog a circle to the left.
4. At B lope a circle to the right on the right lead.
5. Continue the lope to C.
6. Stop at C and back approximately one horse length.

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

Horsemanship

Amateur, Select, Youth

Saturday

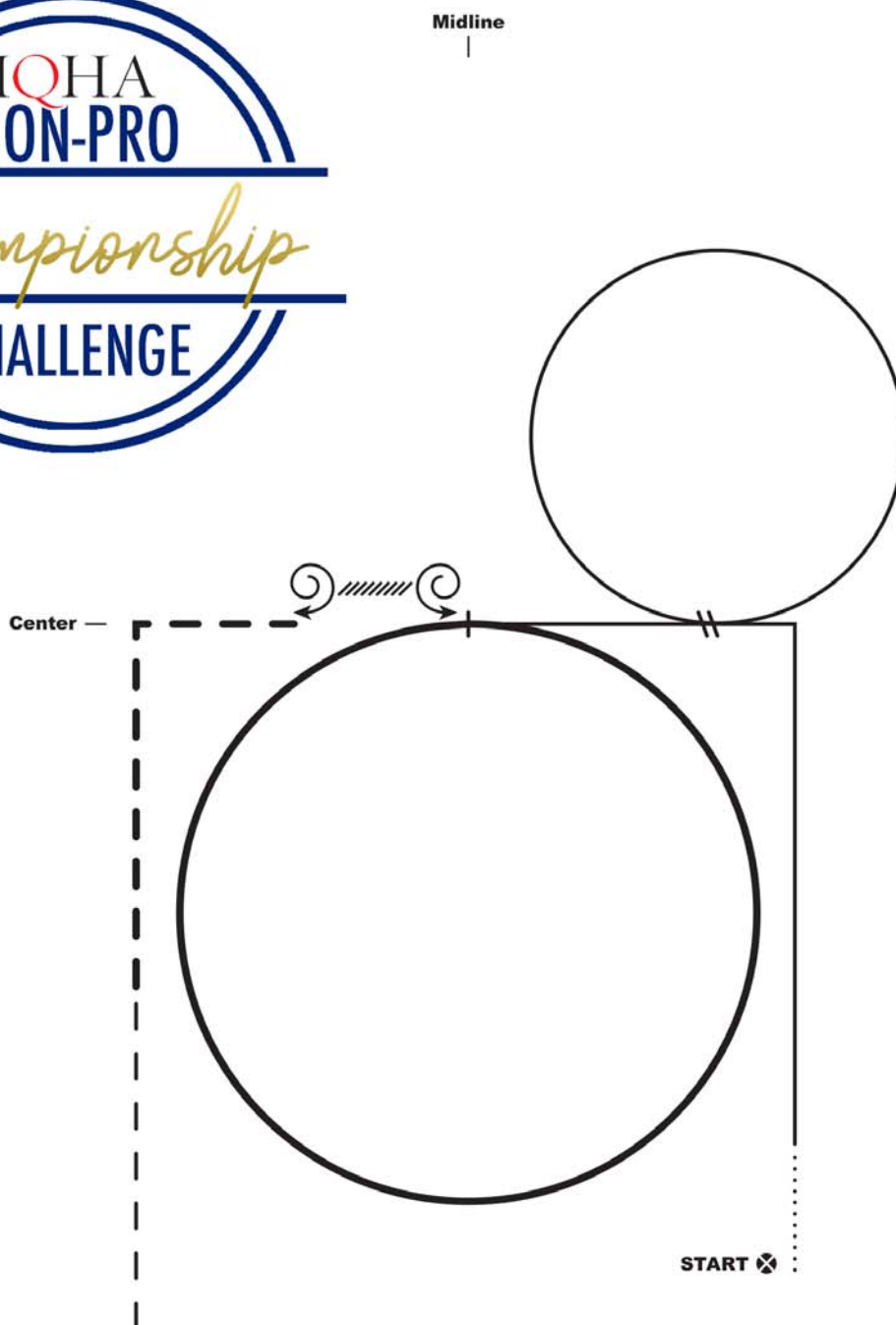


Be ready at A.

1. Jog from A to B.
2. Extend the jog to C.
3. At C, lope a circle to the right
4. Even with C, stop and do a 180 degree turn to the right.
5. Back one horse length
6. Retire to the rail or line up at a jog.

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

WESTERN HORSEMANSHIP

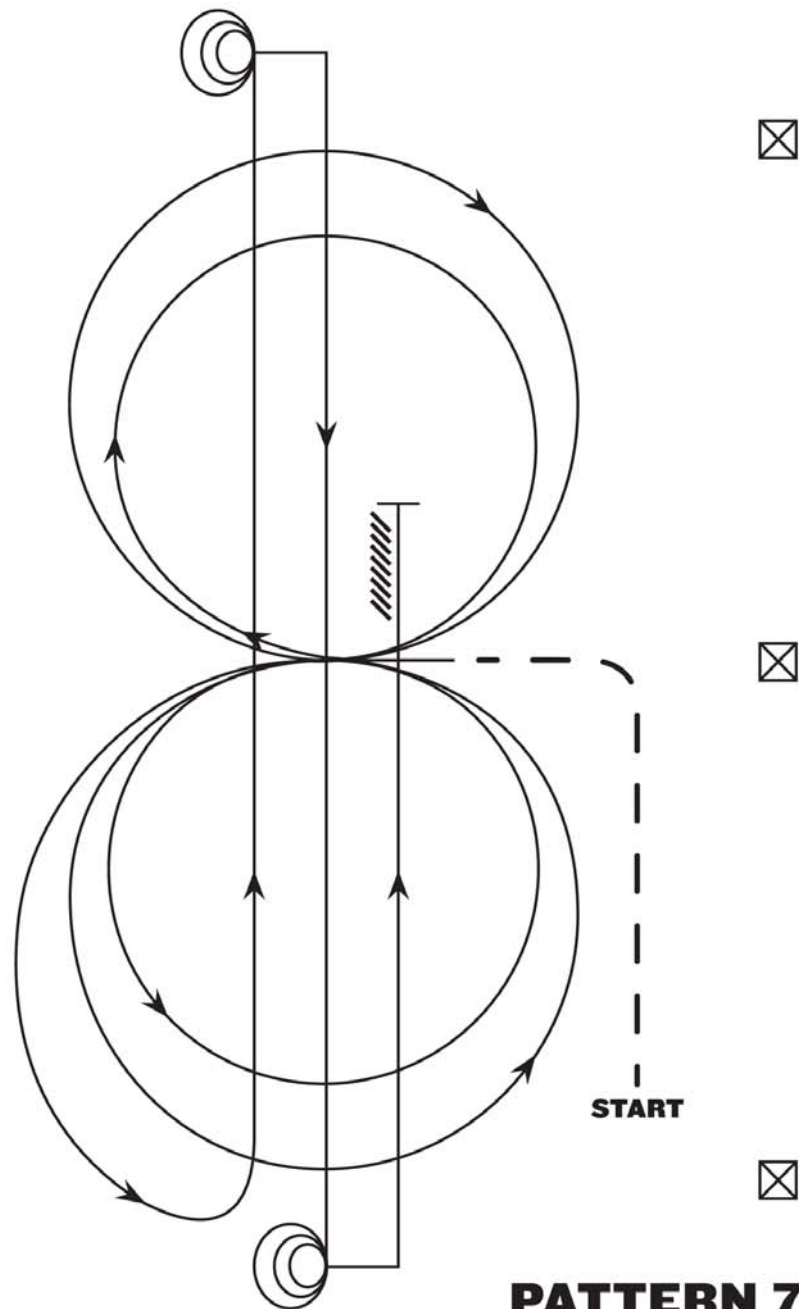


1. Walk approximately two horse lengths and lope right lead.
 2. Counter canter square corner left, and small right lead circle.
 3. Change leads (simple or flying).
 4. Extended lope left lead large circle.
 5. Stop at center, perform a 540° (1 1/2) turn on the haunches to the left, back approximately 6 steps, and perform a 540° (1 1/2) turn on the haunches to the right.
 6. Extended jog, square corner and continue straight.
 7. Collect jog and jog until even with start cone.
- Pattern is complete.

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Riders should use the space as needed to best exhibit their horses.

Reining for RHF

Saturday

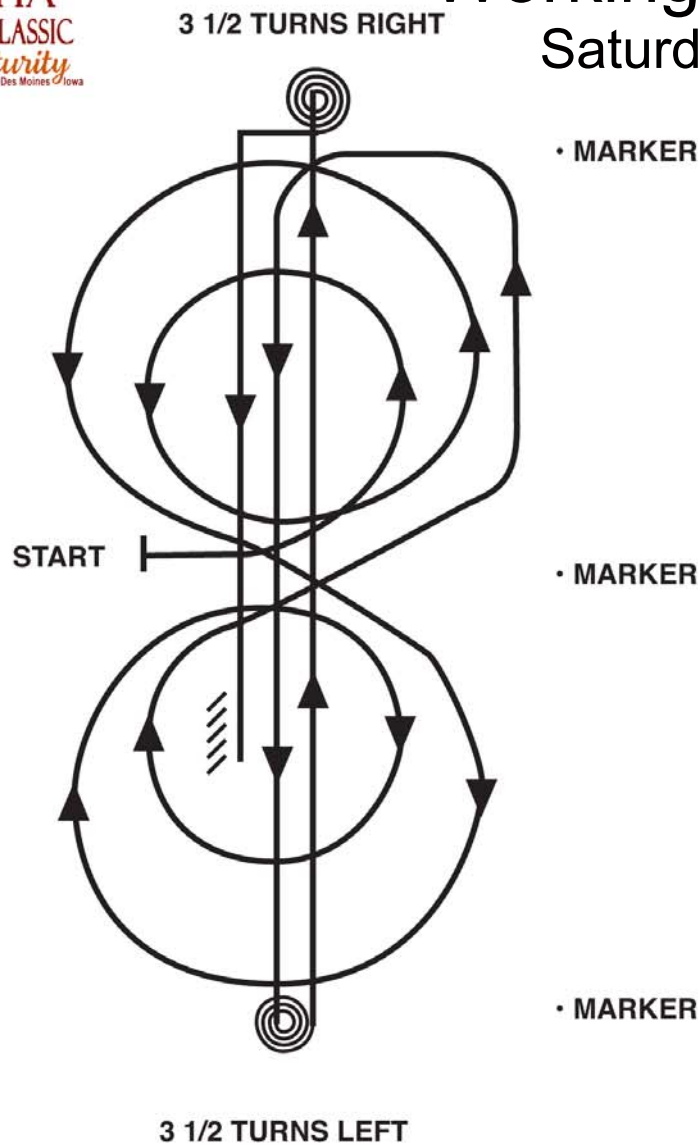


PATTERN 7

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence 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 left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern



Trot to center of arena, stop. Start pattern facing away from judge.

1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern 10

1. Left circles
2. Right circles
3. Stop

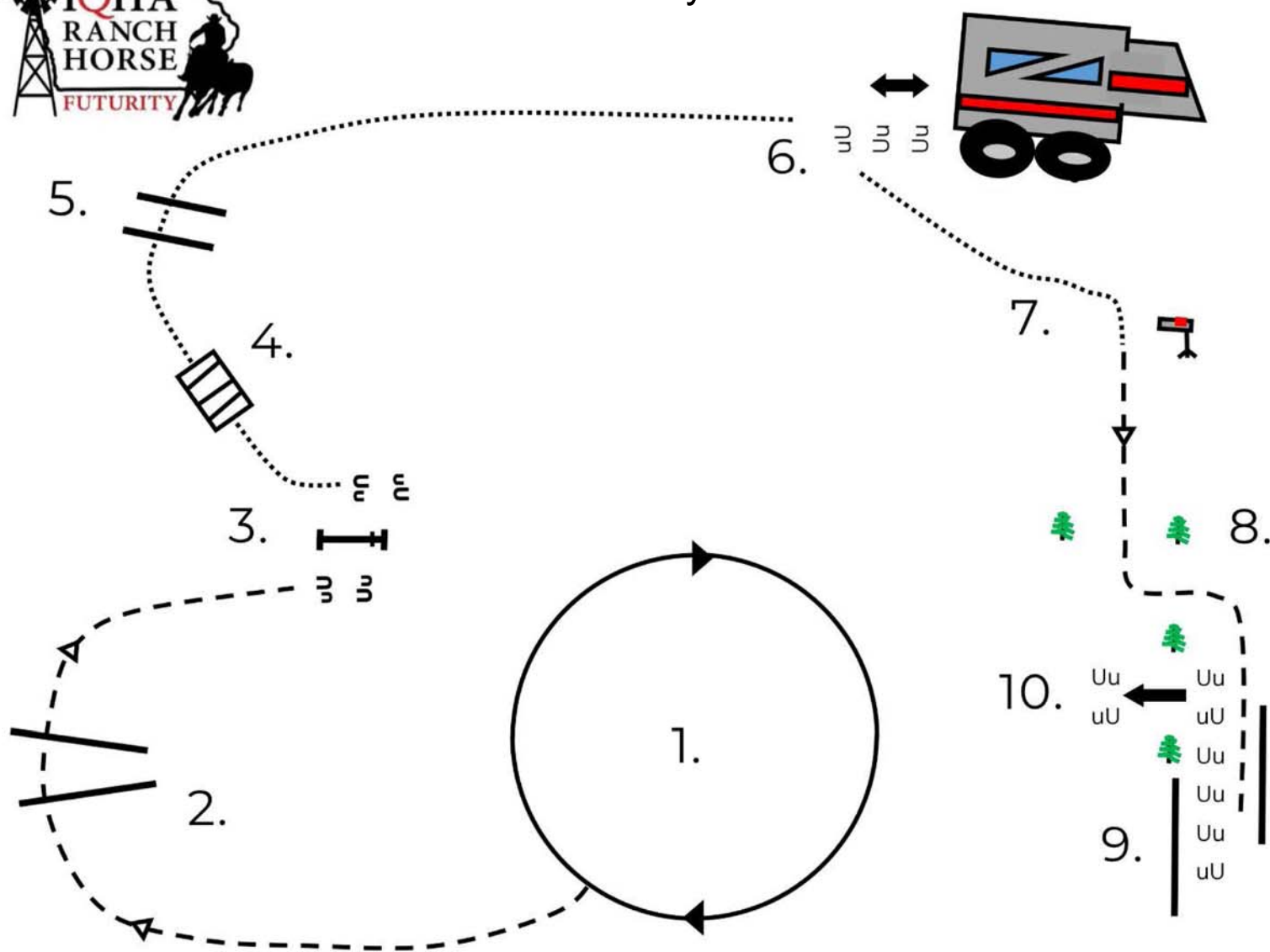
4. 3 1/2 left spins
5. Stop
6. 3 1/2 right spins
7. Stop and back up

PATTERN 10

Ranch Trail

Yearling Prospect Trail

Saturday



1. WALK OUT TO ARENA, LUNGE 1/2 CIRCLE AT A WALK, 1 CIRCLE AT A JOG & 1 AT A LOPE(EITHER DIRECTION)

2. JOG OUT OF CIRCLE AND OVER POLES

3. LEFT HAND GATE

4. WALK OVER BRIDGE

5. WALK OVER POLES

6. WALK UP TO TRAILER AND LOAD/ UNLOAD

7. WALK TO MAILBOX, OPEN AND CLOSE

8. JOG THRU TREES INTO CHUTE

9. BACK

10. SIDEPASS RIGHT TO COMPLETE PATTERN

PATTERN DESIGNED BY:

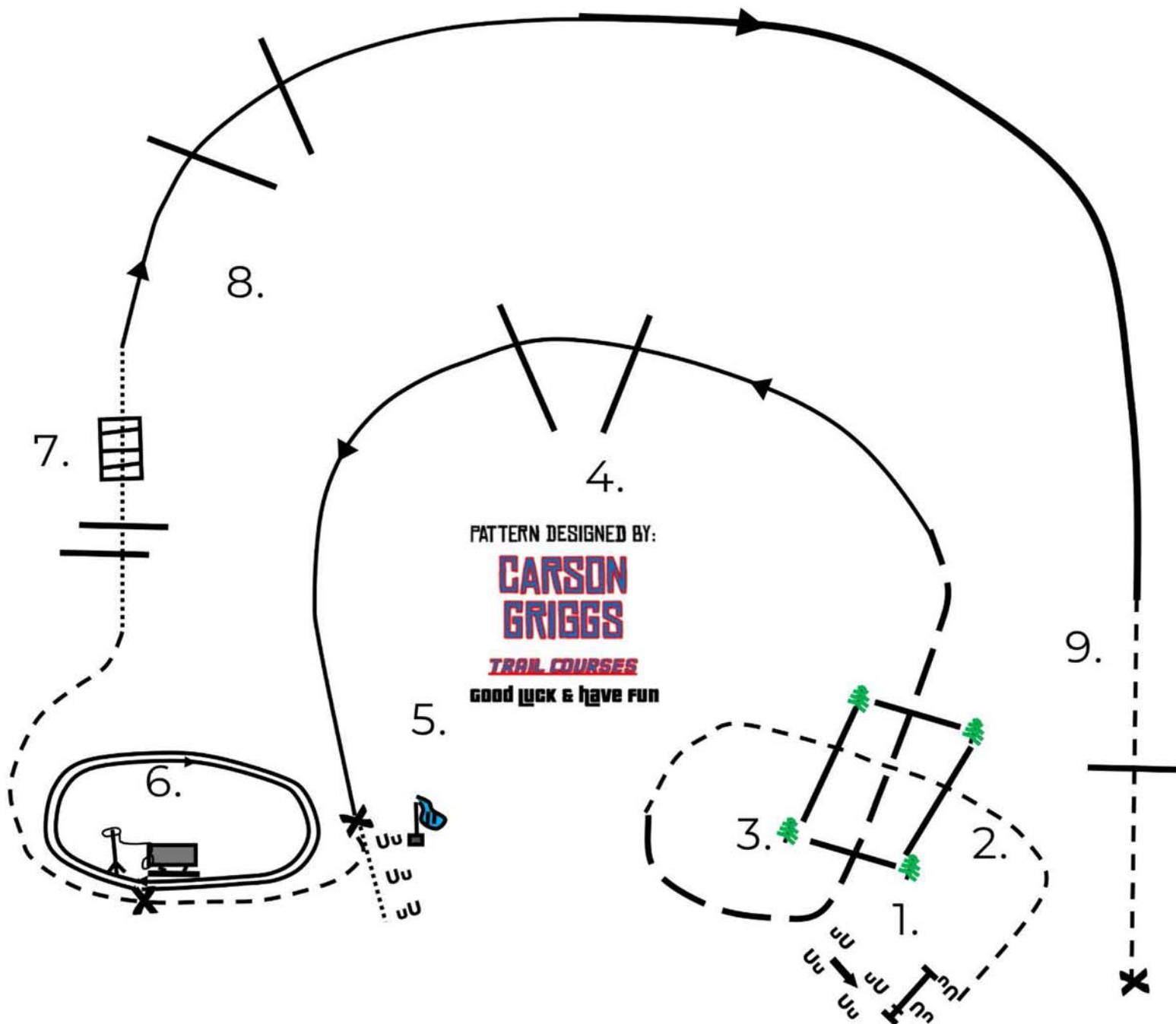
**CARSON
GRIGGS**

TRAIL COURSES

GOOD LUCK & HAVE FUN

Ranch Trail

Walk Trot (Trot where Lope)
Open, Amateur, Youth
Saturday



1. SIDEPASS LEFT TO GATE. OPEN LEFT HAND

2. JOG OVER LOGS

3. EXTENDED TROT OVER LOGS

4. LOPE LEFT LEAD OVER LOGS

5. WALK TO POST. GRAB RAINCOAT. WALK FORWARD, BACK AND RETURN COAT TO POST

6. JOG TO DRAG. DRAG TUB IN CIRCLE. RETURN TUB AND JOG AWAY FROM POST

7. JOG AWAY FROM DRAG. BREAK TO WALK OVER LOGS AND BRIDGE

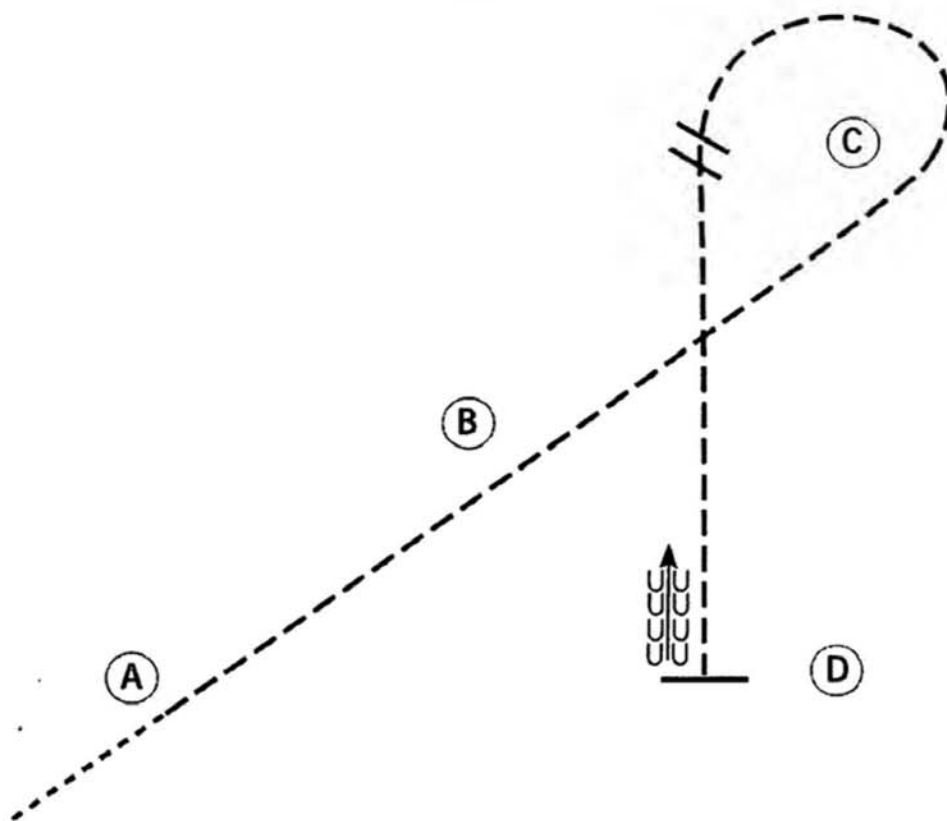
8. LOPE RIGHT LEAD OVER LOGS, THEN EXTENDED LOPE

9. BREAK TO JOG AND CONTINUE OVER LOG. STOP TO COMPLETE PATTERN

Equitation

Walk Trot

Sunday



Be ready before A.

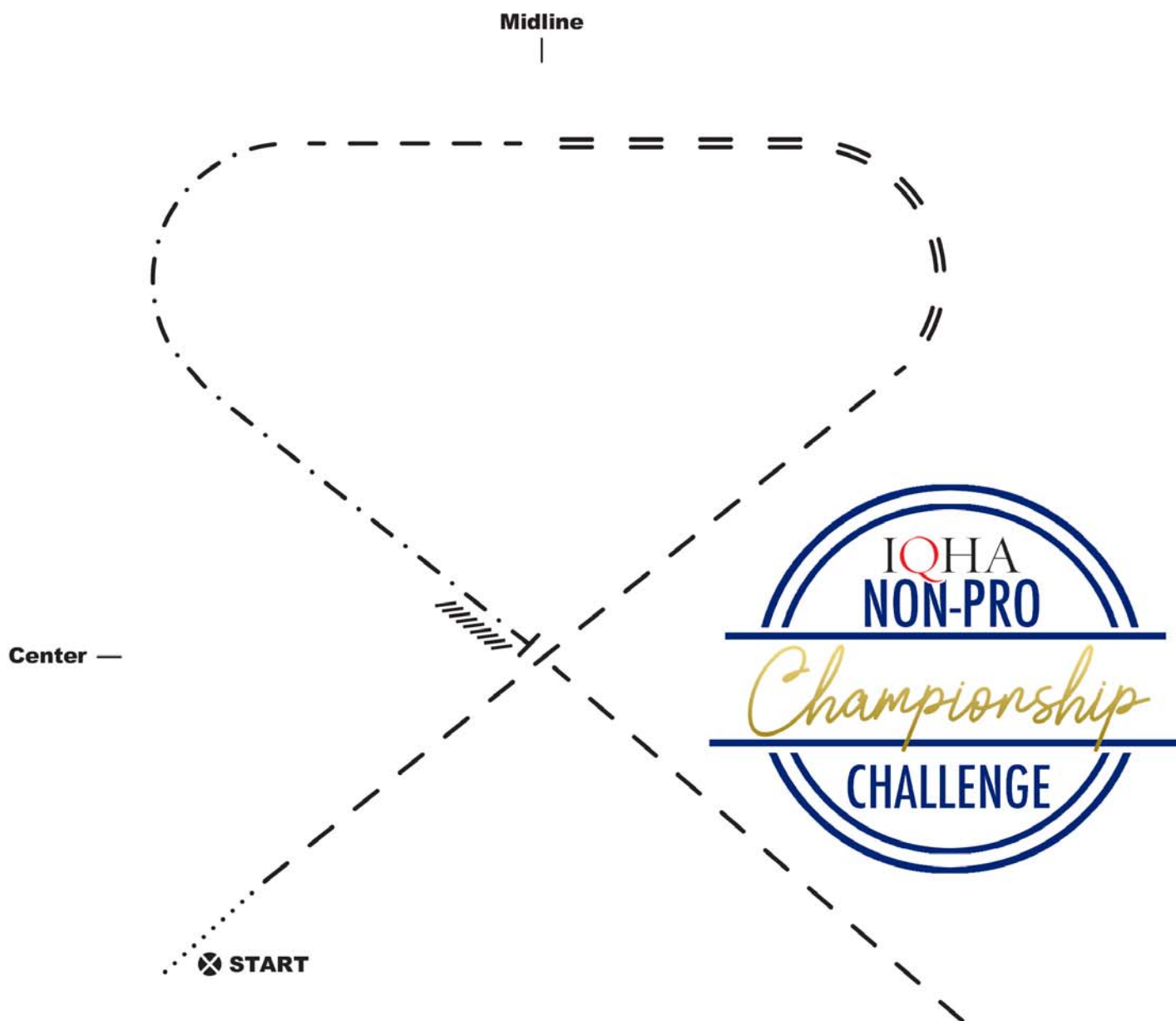
1. Walk to A.
2. Sitting trot to B.
3. Posting trot on the right diagonal to and around C.
4. At C, change diagonals.
5. Posting trot on the left diagonal to D.
6. Stop at D. Back approximately one horse length.
7. Follow the instructions of your ring steward.

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

Sunday

WALK-TROT

HUNT SEAT EQUITATION



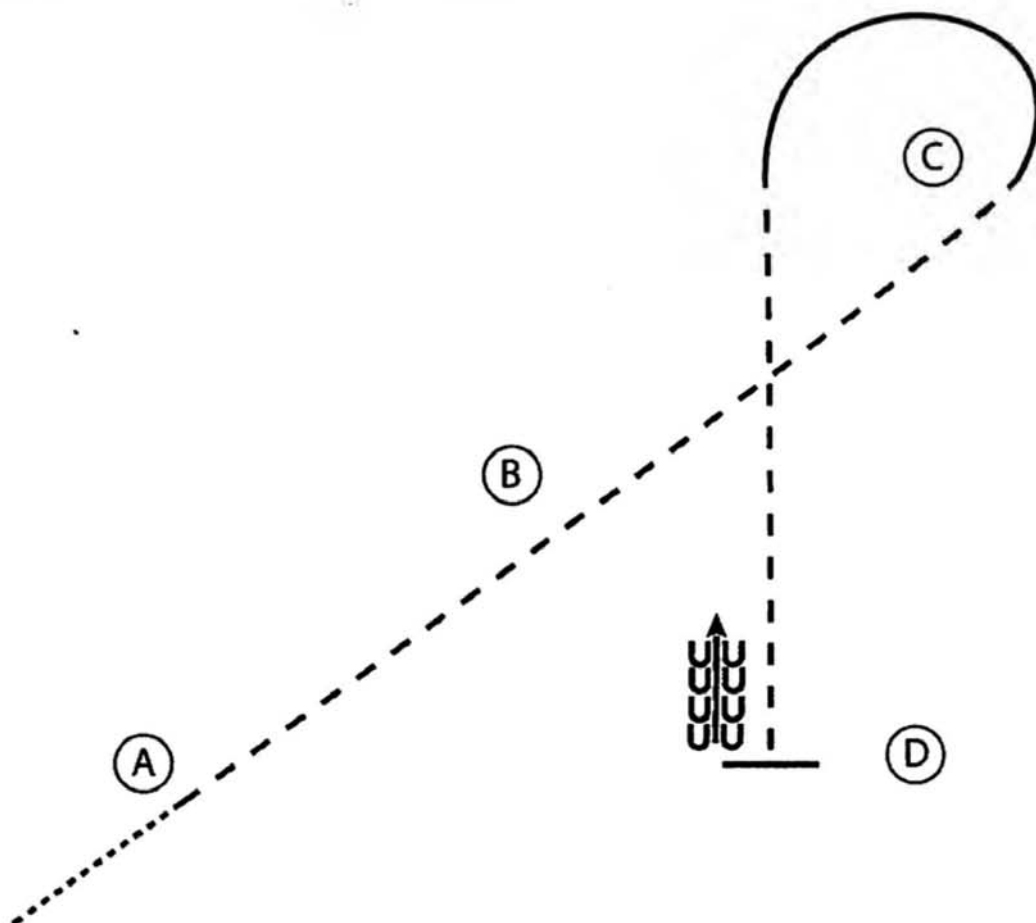
1. Walk approximately one horse length and trot left diagonal to center.
 2. At center, change diagonals and trot right diagonal.
 3. Before the corner, exhibit two-point position at the trot and continue until midline.
 4. At midline, trot right diagonal.
 5. Sitting trot around corner and across diagonal line to center.
 6. At center, stop and back approximately 6 steps.
 7. Trot left diagonal until even with start cone.
- Pattern is complete.

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Riders should use the space as needed to best exhibit their horses.

Equitation

Level 1

Sunday



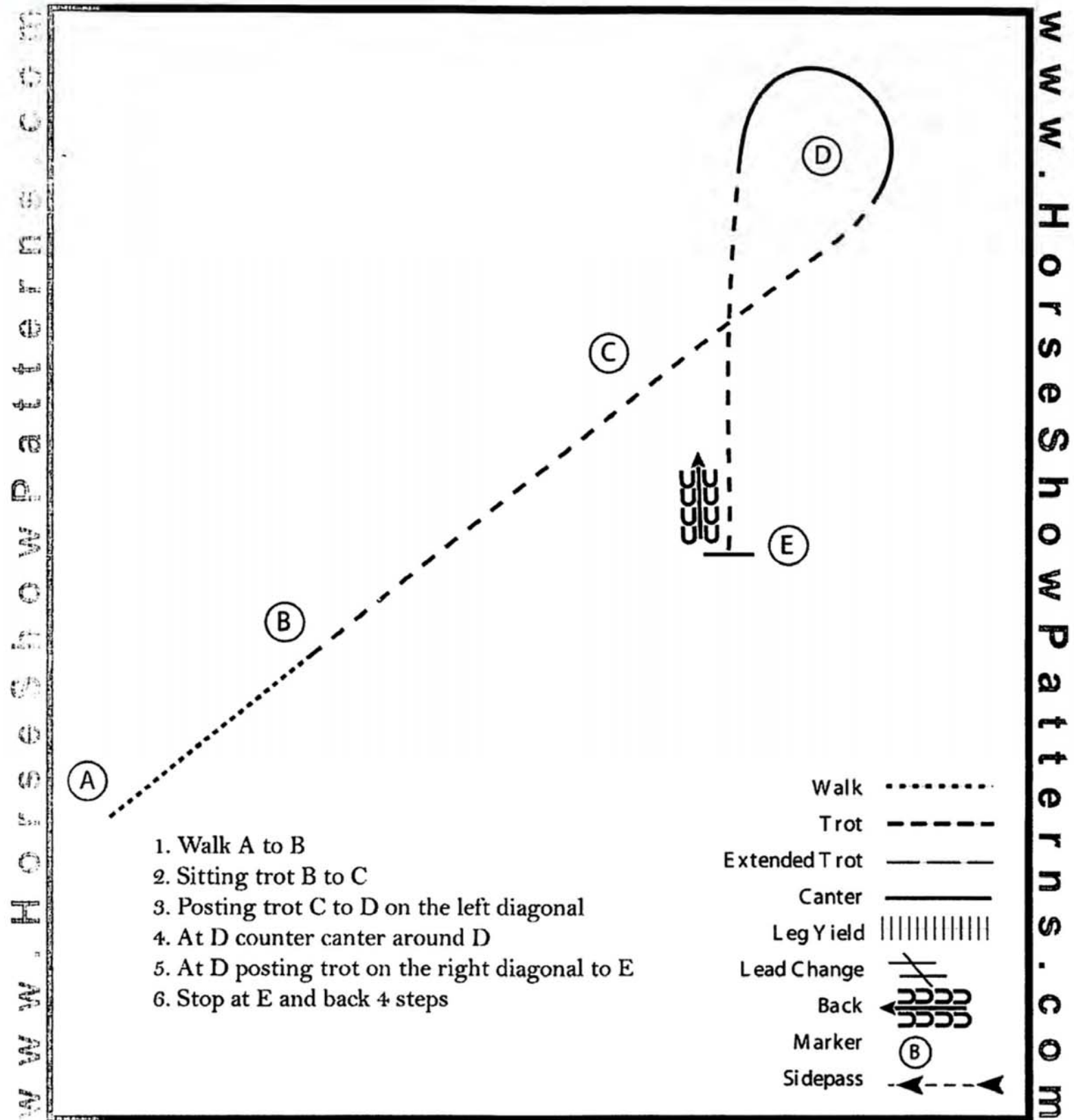
1. Walk to A
2. Sitting trot to B
3. Posting trot to C on the right diagonal
4. At C canter a half circle on the left lead
5. At C posting trot to D on the left diagonal
6. Stop at D and back 4 steps

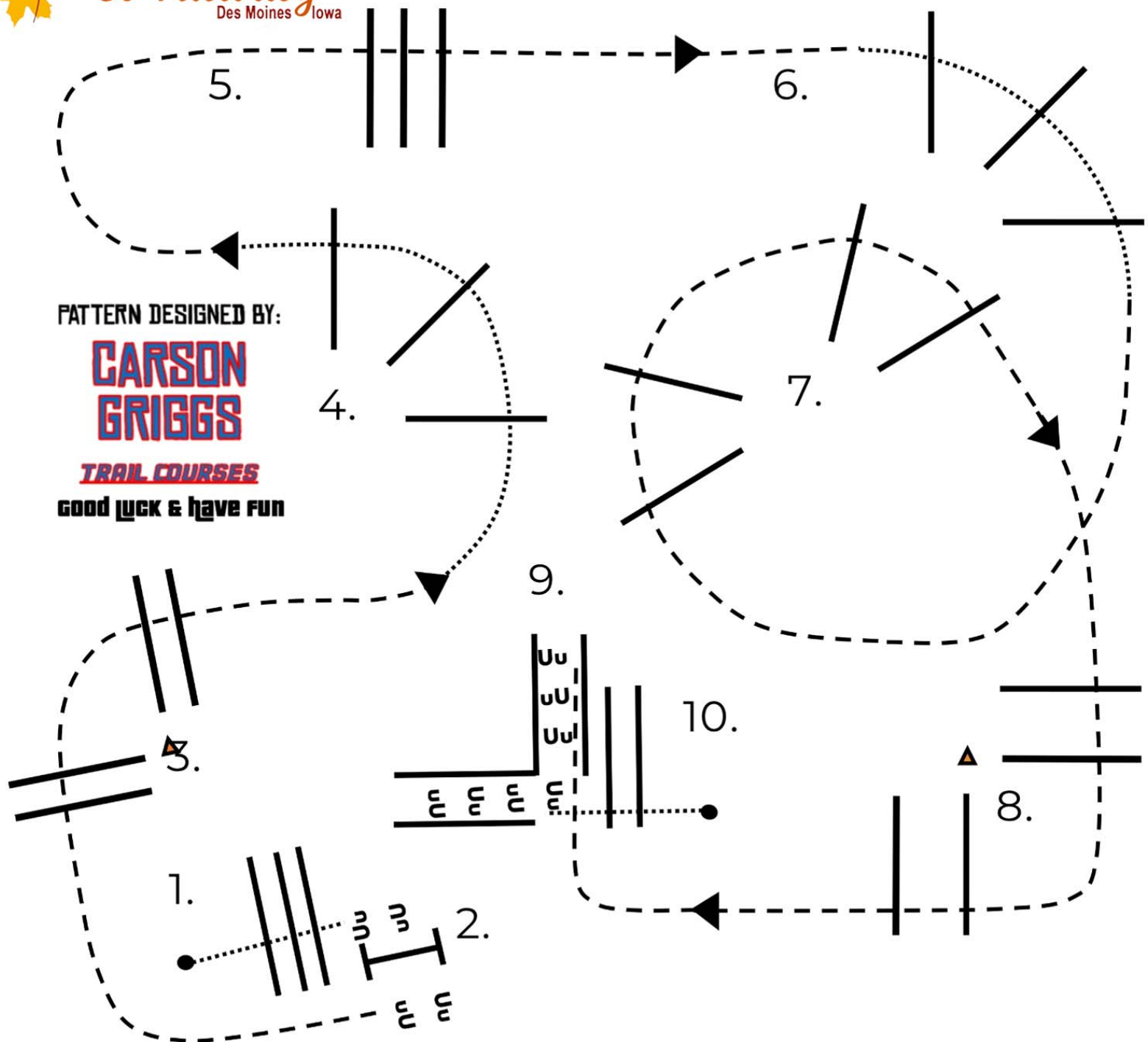
Walk	
Trot	-----
Extended Trot	=====
Canter	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

Equitation

Amateur, Select, Youth

Sunday





PATTERN DESIGNED BY:

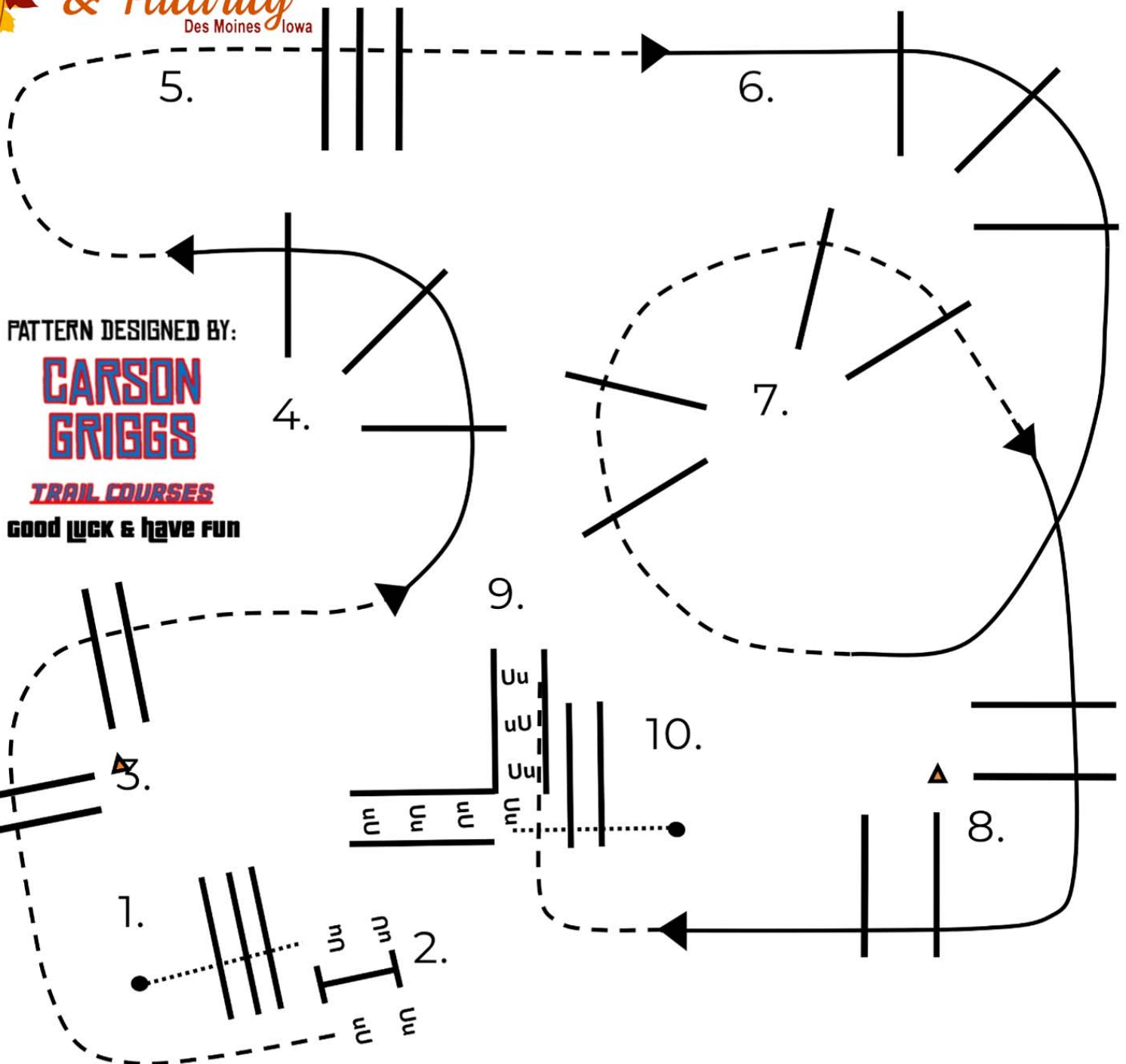
**CARSON
GRIGGS**

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. WALK OVER POLES TO GATE
2. OPEN GATE RIGHT HAND
3. JOG OVERS
4. WALK BIG FAN
5. JOG OVER OBSTACLE #5
6. WALK BIG FAN

7. JOG OVER POLES AS SHOWN
8. CONTINUE JOG OVER POLES AND INTO CHUTE
9. BACK THE "L" CHUTE
10. WALK OVER POLES TO FINISH



PATTERN DESIGNED BY:

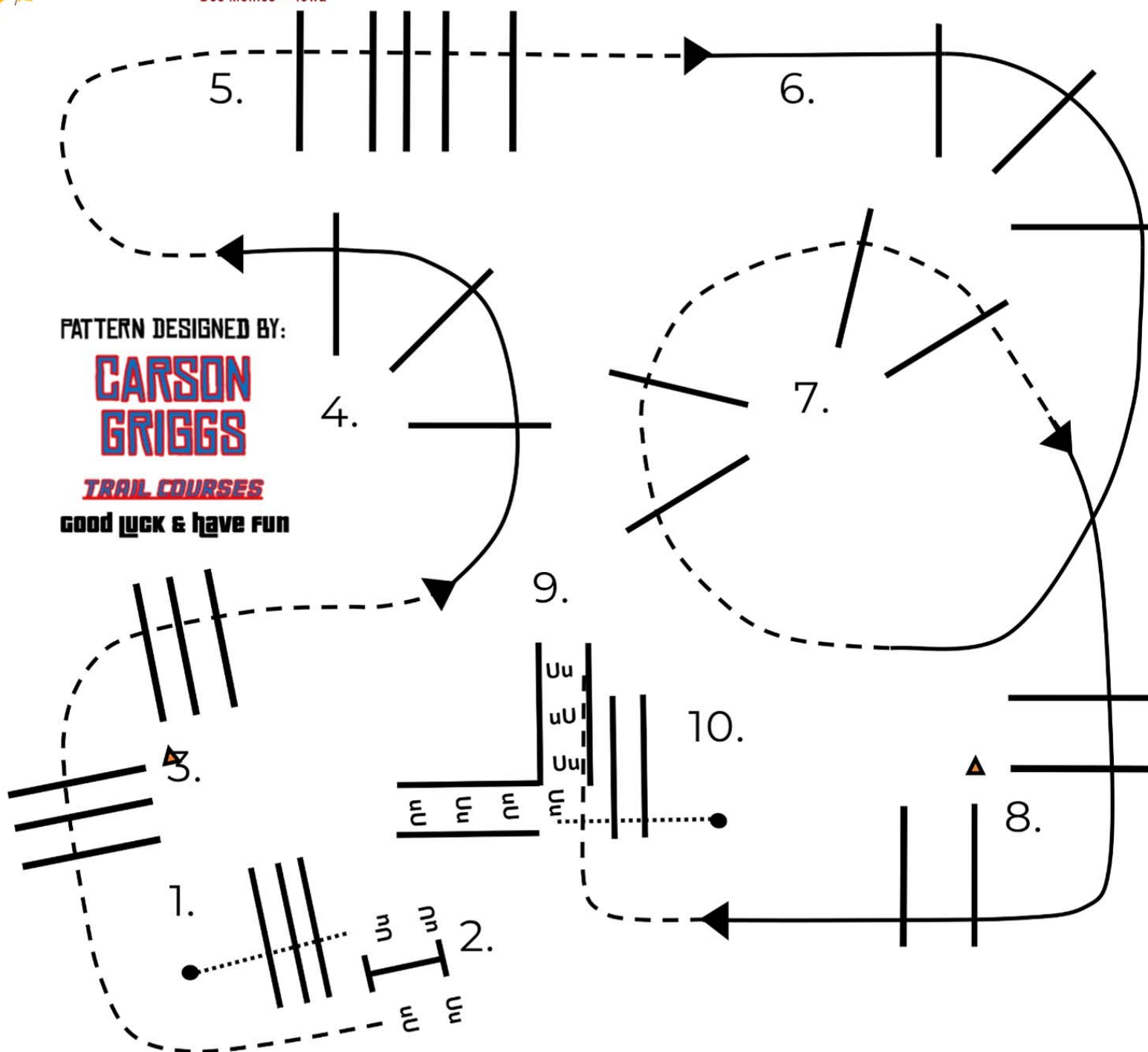
**CARSON
GRIGGS**

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. WALK OVER POLES TO GATE
2. RIGHT HAND GATE
3. JOG OVERS
4. LEFT LEAD LOPE BIG FAN
5. JOG OVER LOGS
6. RIGHT LEAD LOPE OVERS

7. JOG OBSTACLE #7
8. RIGHT LEAD LOPE OVERS
9. BREAK TO JOG, JOG INTO CHUTE, BACK "L"
10. WALKOUT OF CHUTE AND OVER POLES



PATTERN DESIGNED BY:

**CARSON
 GRIGGS**

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. WALK OVER POLES TO GATE
2. RIGHT HAND GATE
3. JOG OVERS
4. LEFT LEAD LOPE BIG FAN
5. JOG OVER LOGS
6. RIGHT LEAD LOPE OVERS

7. JOG OBSTACLE #7
8. RIGHT LEAD LOPE OVERS
9. BREAK TO JOG, JOG INTO CHUTE, BACK "L"
10. WALK OUT OF CHUTE AND OVER POLES