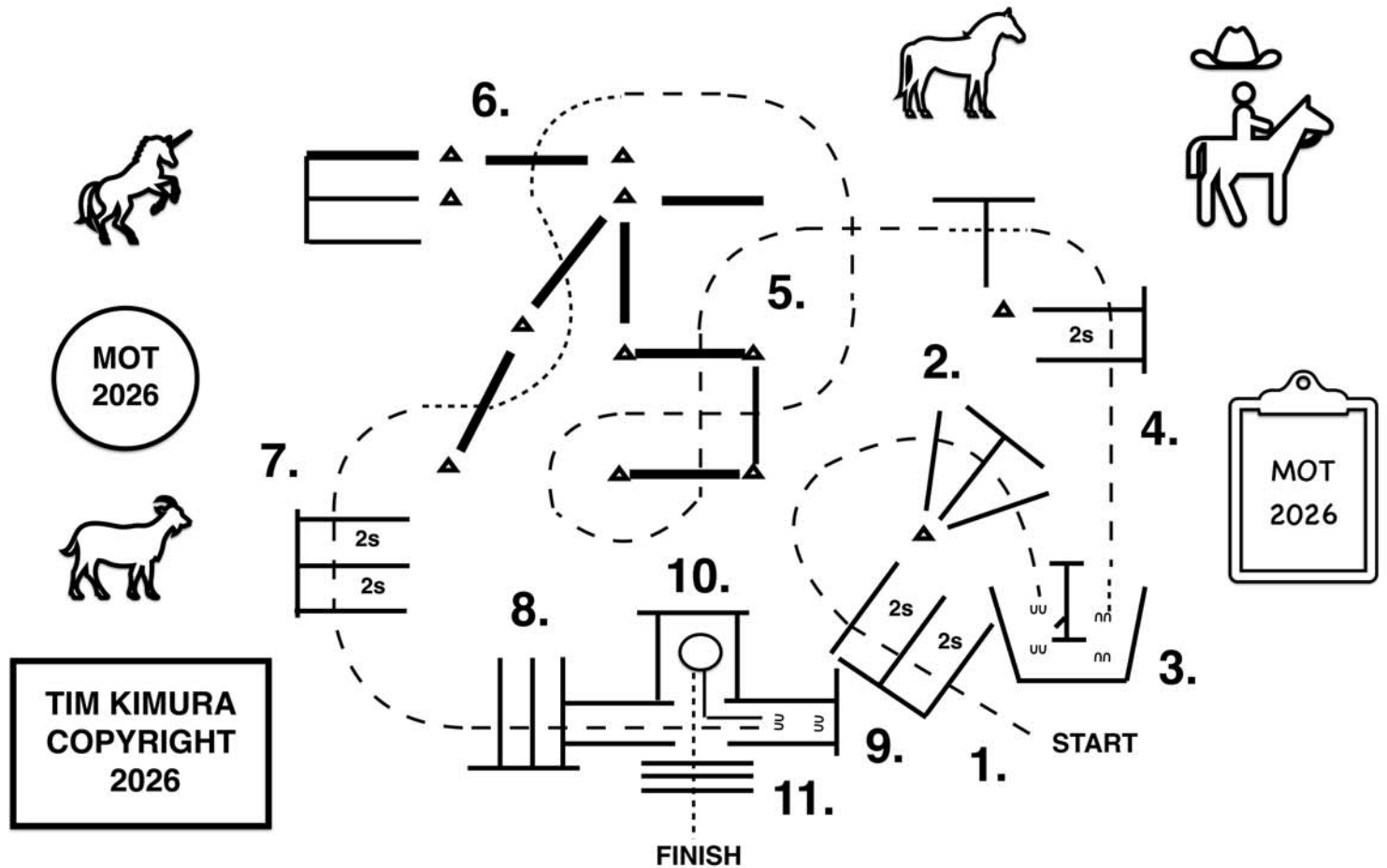


Trail Walk Trot Thursday

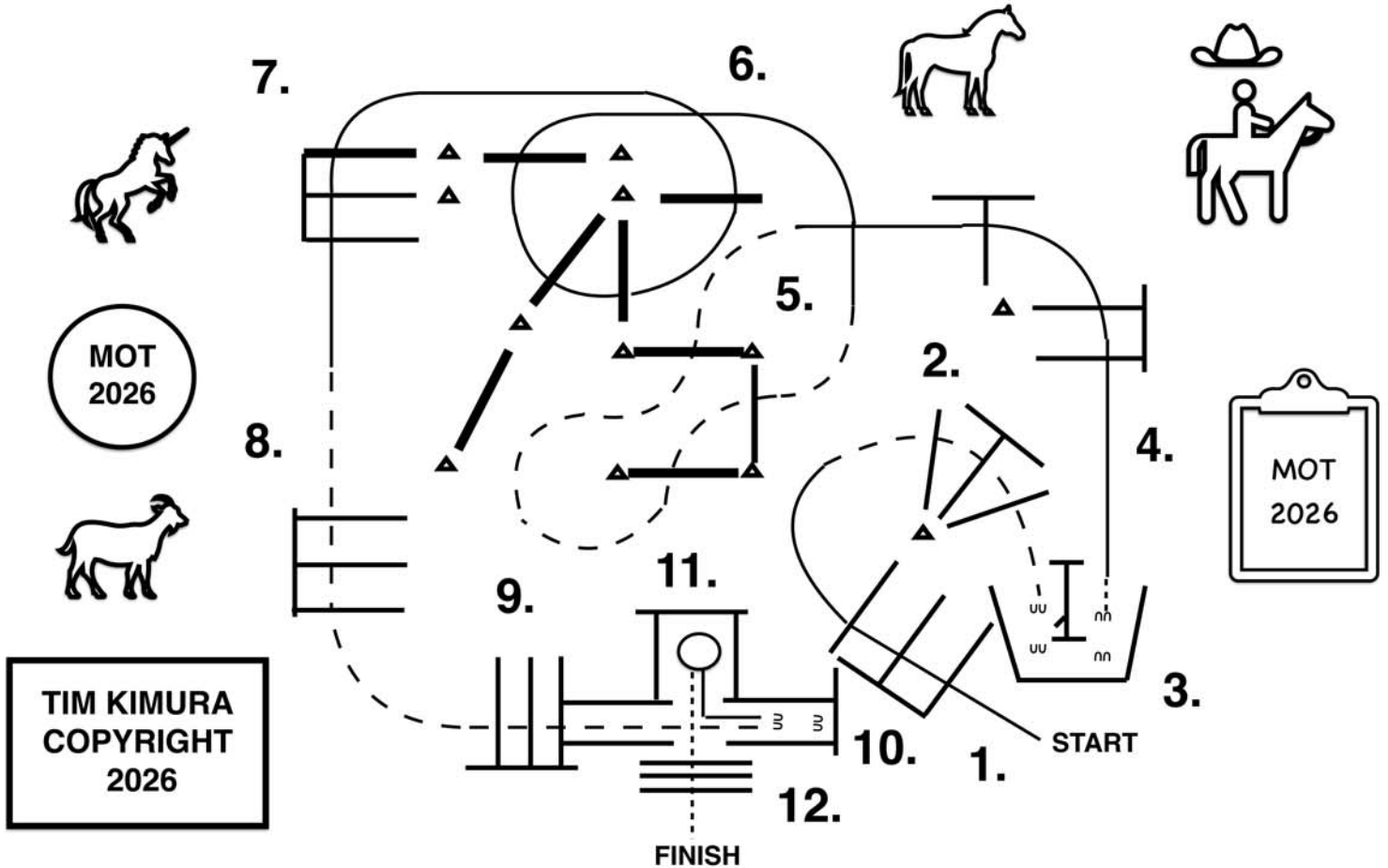


1. Jog over poles.
2. Jog over poles, jog up to gate.
3. Work gate Left Hand.
4. Walk forward, then jog over 2 poles, then walk over 1 pole.
5. Jog through serpentine, jog over poles.
6. Stop or break to the walk, walk through serpentine.
7. Jog over poles.
8. Jog over poles, jog into chute.
9. Back between poles, back into box.
10. Execute a 360 turn either way.
11. Walk out box, walk over poles.

Trail

Level 1, Junior

Thursday

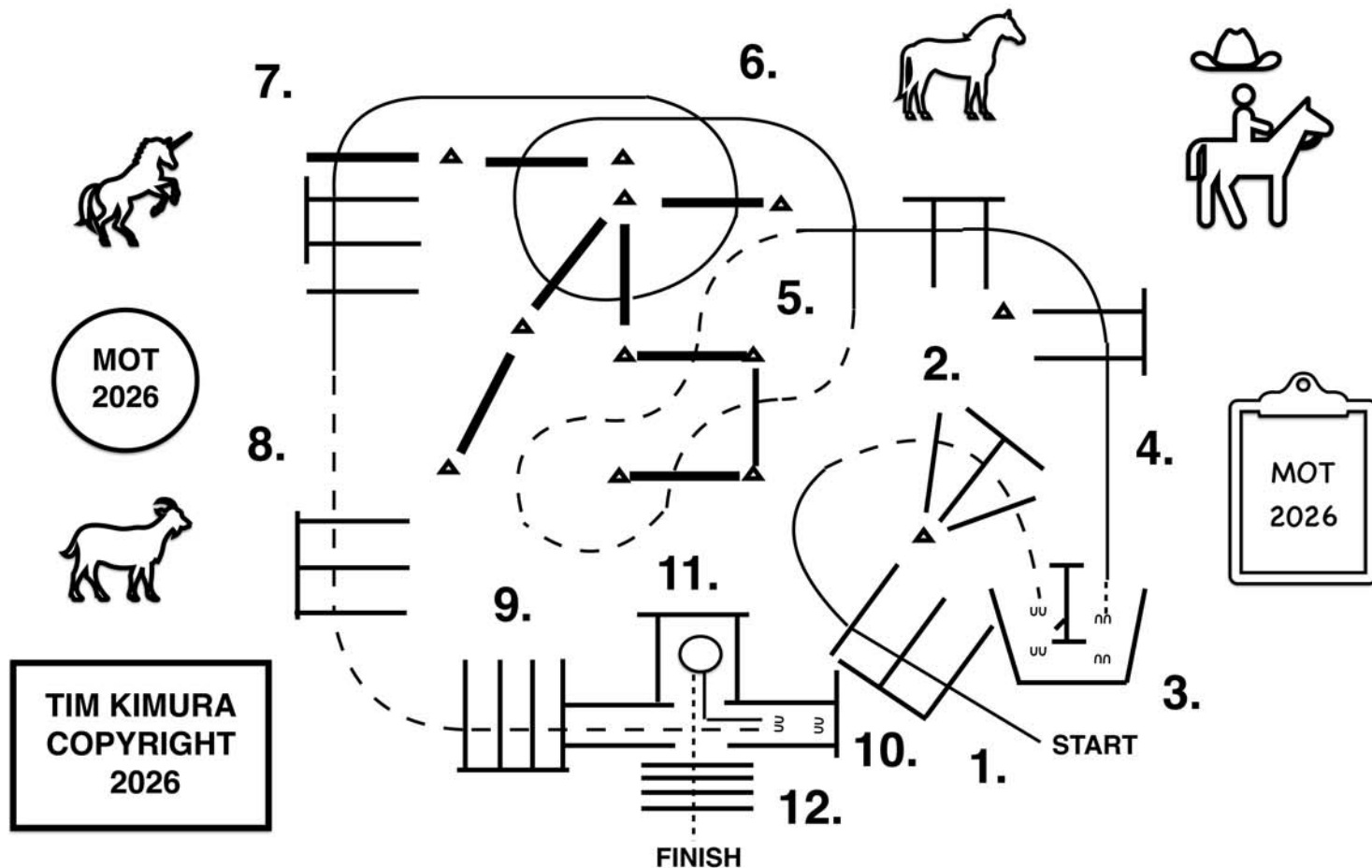


1. Lope over poles (Right Lead).
2. Break to the jog, jog over poles, jog up to gate.
3. Work gate Left Hand.
4. Walk forward, then lope over poles (Left Lead).
5. Break to the jog, jog through serpentine, jog over poles.
6. Lope over poles (Left Lead).
7. Lope over poles (Left Lead).
8. Break to the jog, jog over poles.
9. Jog over poles, jog into chute.
10. Back between poles, back into box.
11. Execute a 360 turn either way.
12. Walk out box, walk over poles.

Trail

Amateur, Select, Senior, Youth

Thursday



1. Lope over poles (Right Lead).
2. Break to the jog, jog over poles, jog up to gate.
3. Work gate Left Hand.
4. Walk forward, then lope over poles (Left Lead).
5. Break to the jog, jog through serpentine, jog over poles.
6. Lope over poles (Left Lead).
7. Lope over poles (Left Lead).
8. Break to the jog, jog over poles.
9. Jog over poles, jog into chute.
10. Back between poles, back into box.
11. Execute a 360 turn either way.
12. Walk out box, walk over poles.

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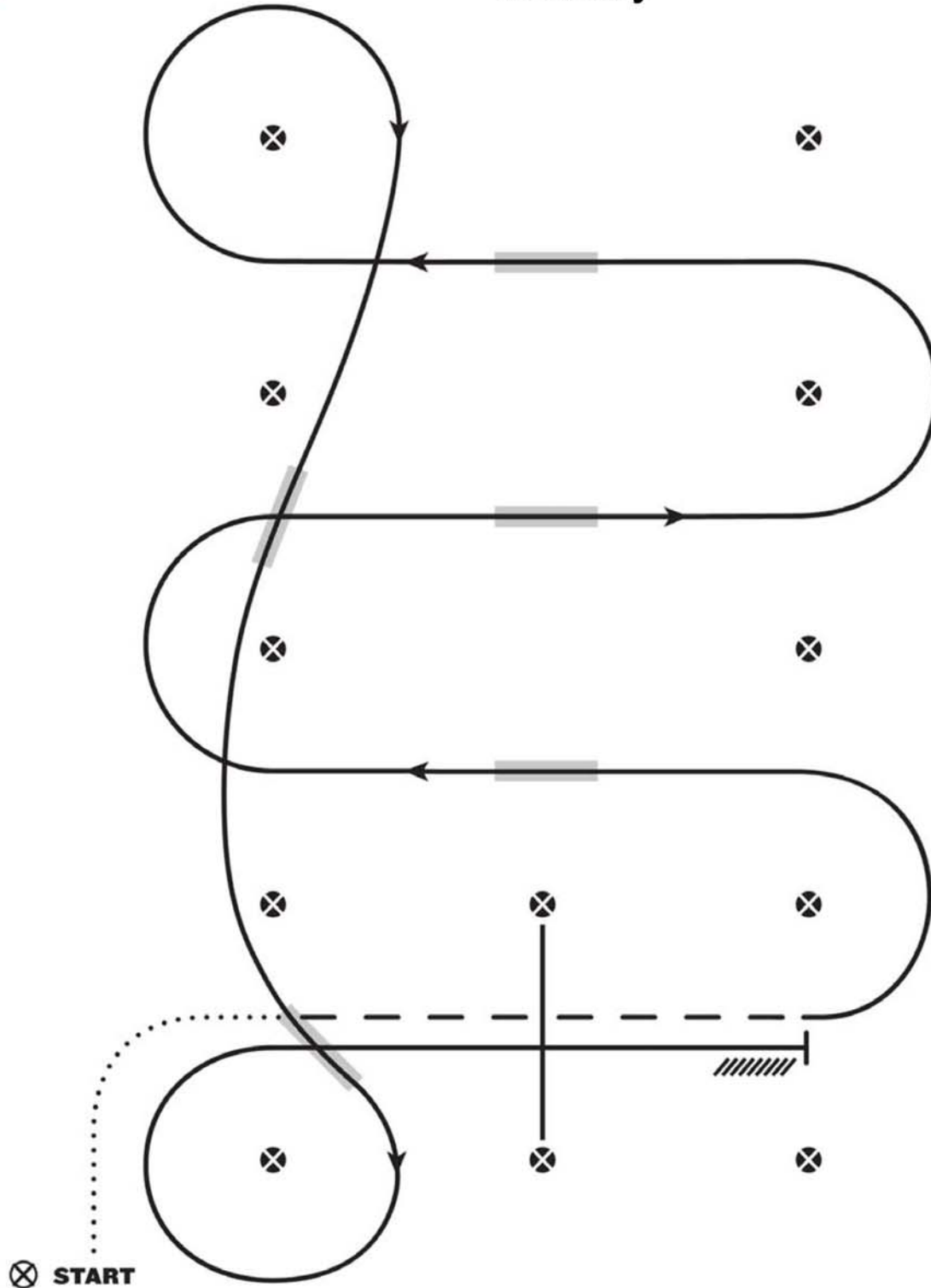
Western Riding

Level 1

Thursday

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 crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

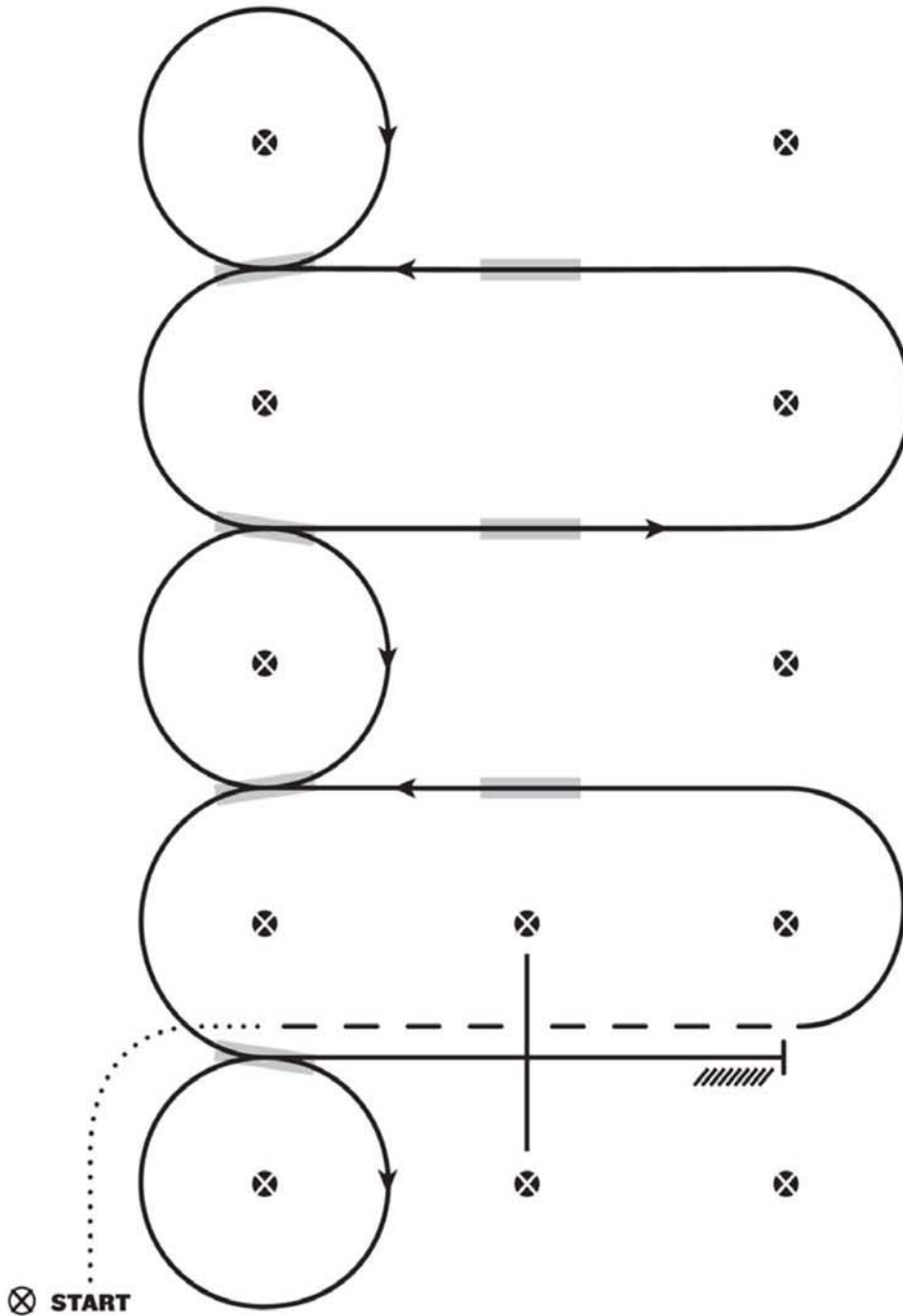
Western Riding

Amateur, Select, Youth, Open

Thursday

LEGEND

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



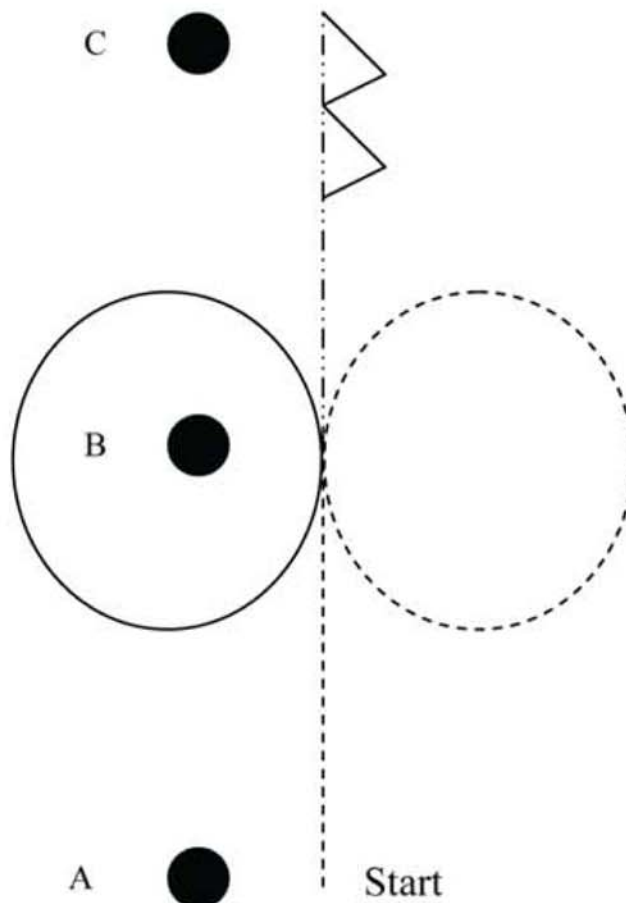
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line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

Equitation

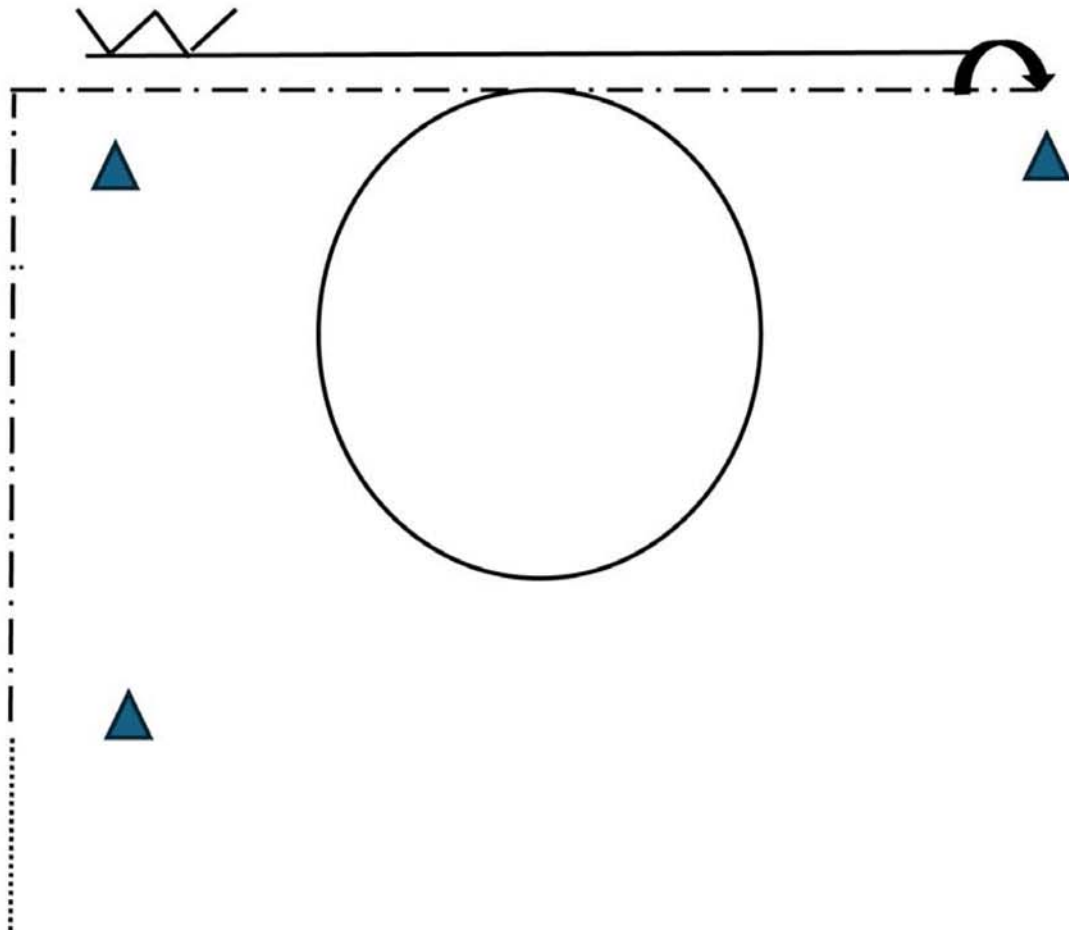
Walk Trot

Thursday

1. Start at Marker A, when instructed perform a sitting trot from Marker A to Marker B
2. At B pick up the left diagonal and continue a circle to the right
3. When circle is complete pick up the right diagonal and circle left
4. Close circle break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot



Equitation Level 1 Thursday

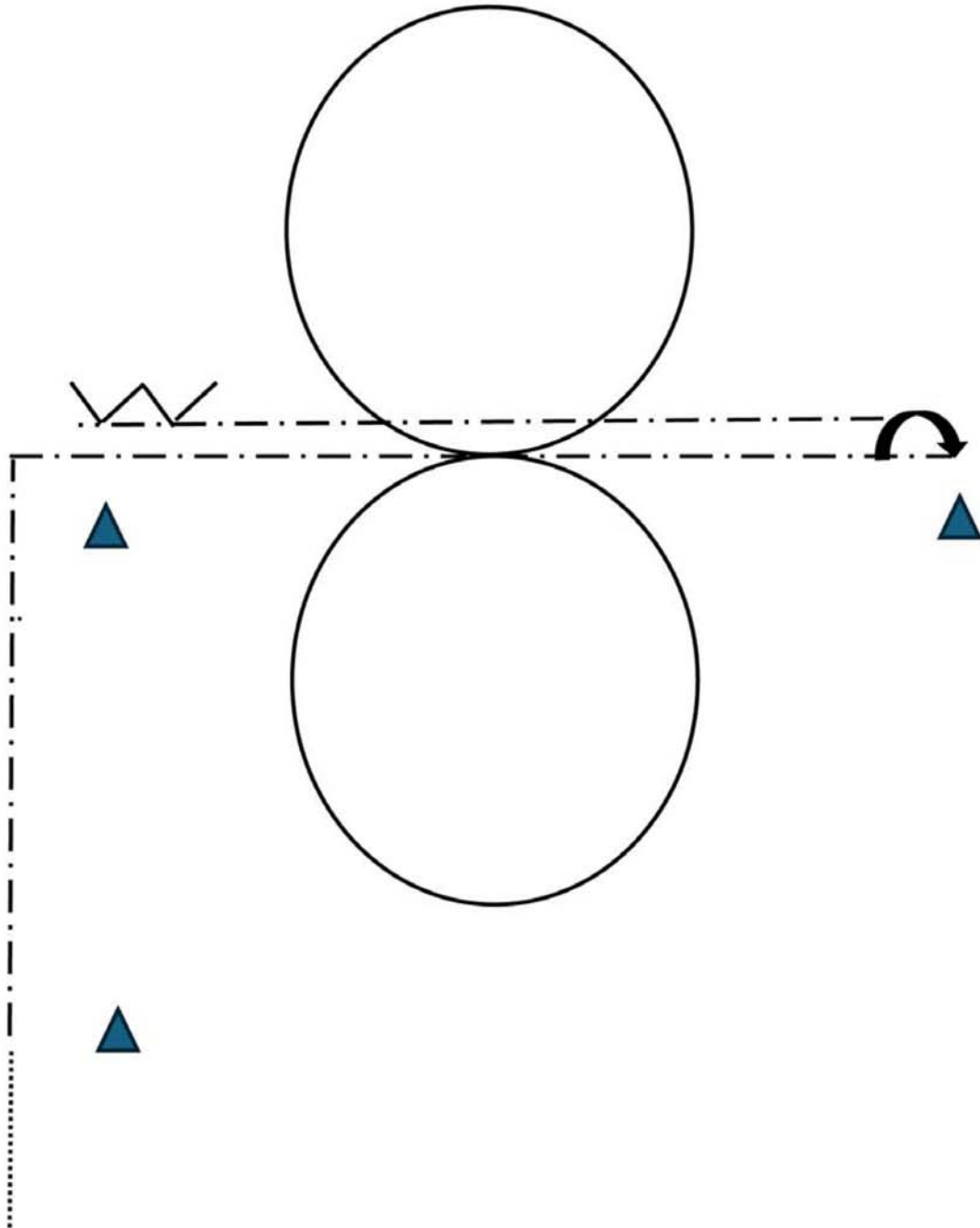


1. Walk to Cone A, trot on the left diagonal to and around Cone B
2. Once halfway to Cone C, canter a circle to the right on the Right lead
3. Once circle is completed breakdown to the sitting trot to Cone D
4. Stop and perform $\frac{1}{2}$ turn on the forehand to the right
5. Canter on the Left lead back to Cone B
6. Back 5 steps and exit

Equitation

Amateur, Select, Youth

Thursday



1. Walk to Cone A, trot on the left diagonal to and around Cone B
2. Once halfway to Cone C, canter a circle to the right on the Right lead
3. Change leads and canter a circle to the left
4. Once circle is completed breakdown to the sitting trot to Cone D
5. Stop and perform $\frac{1}{2}$ turn on the forehand to the right
6. Perform a trot on the right diagonal back to Cone B
7. Back 5 steps and exit

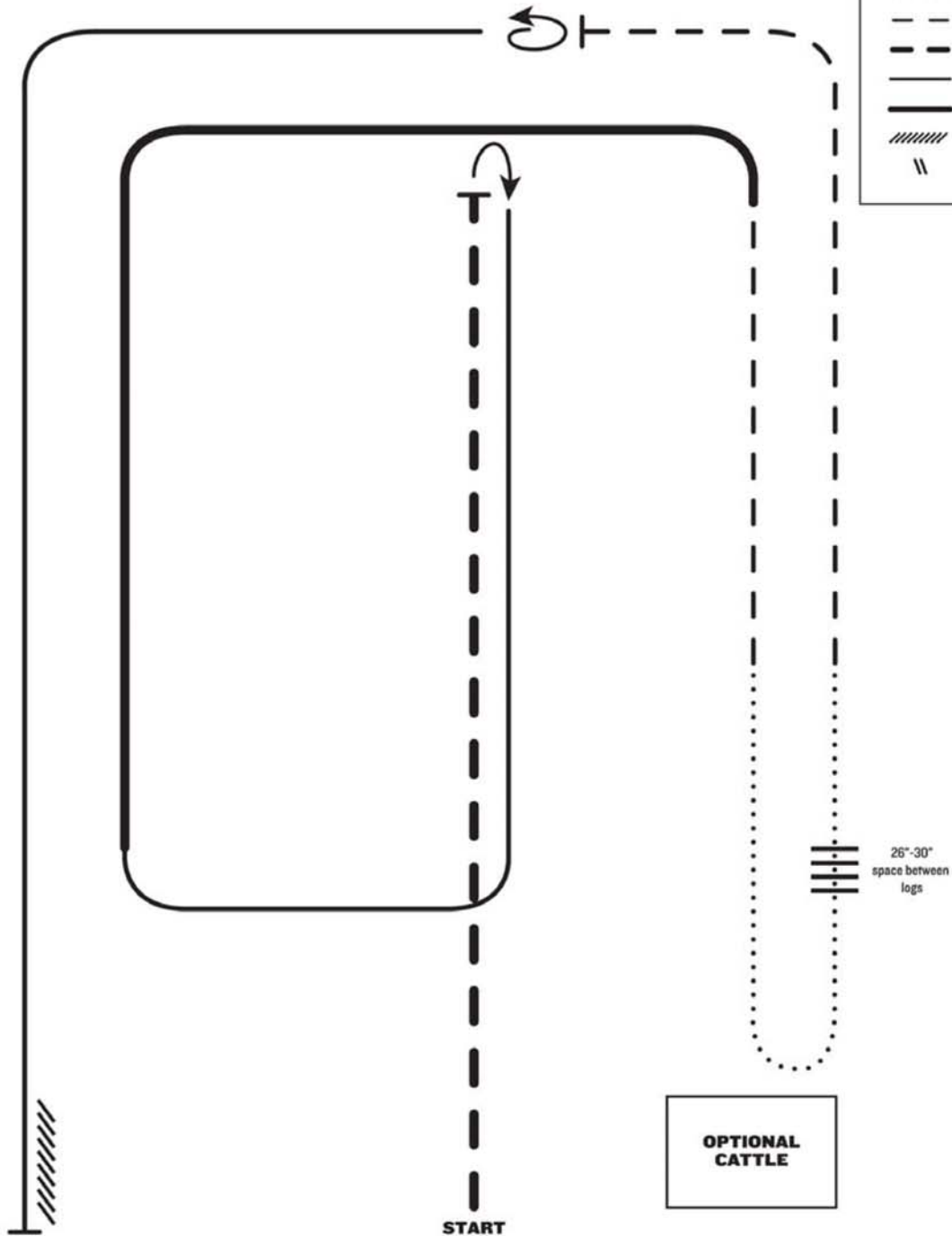
Ranch Riding

Walk Trot (Jog where Lope)

Thursday

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

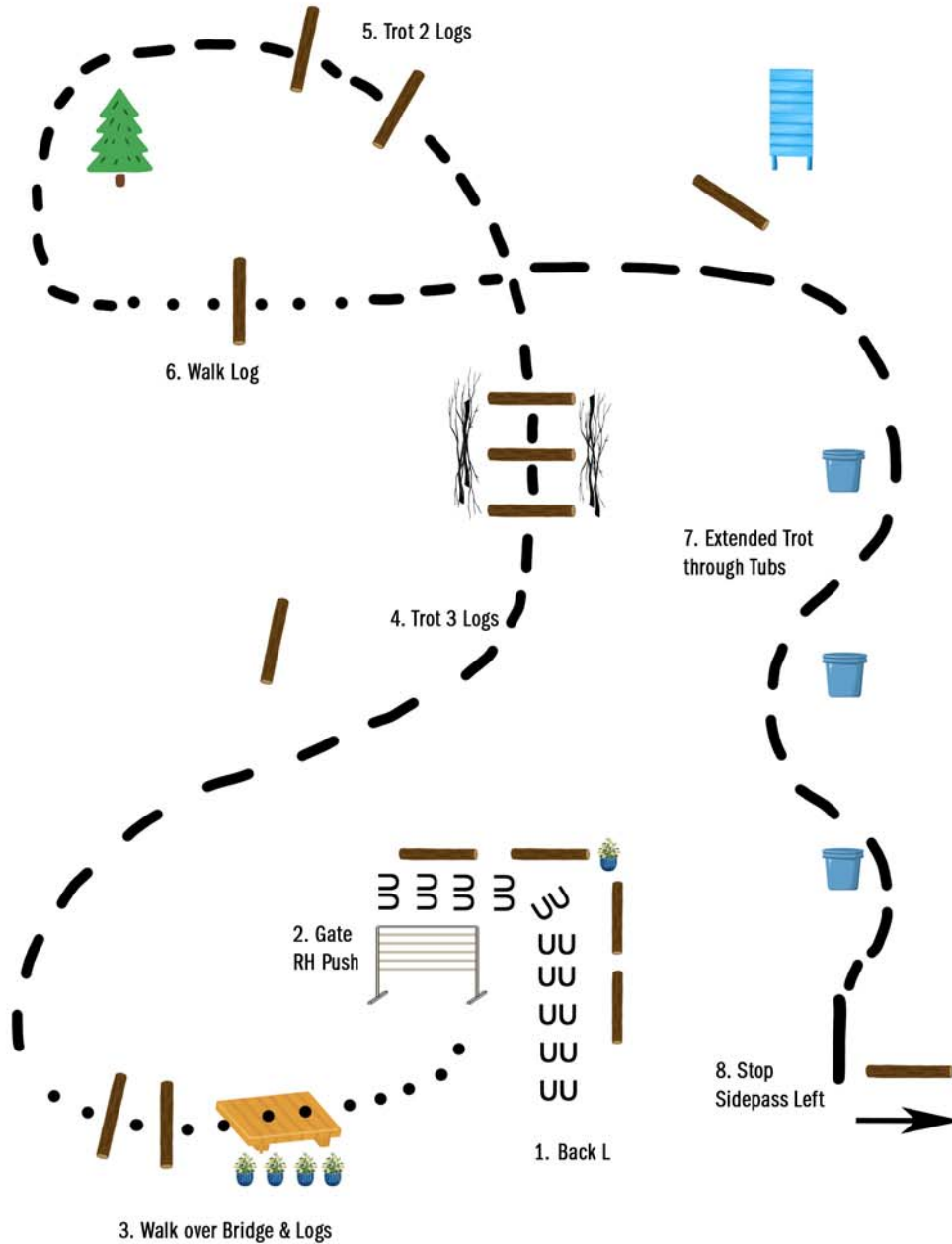
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Pattern 15

Ranch Trail

Walk Trot

Friday

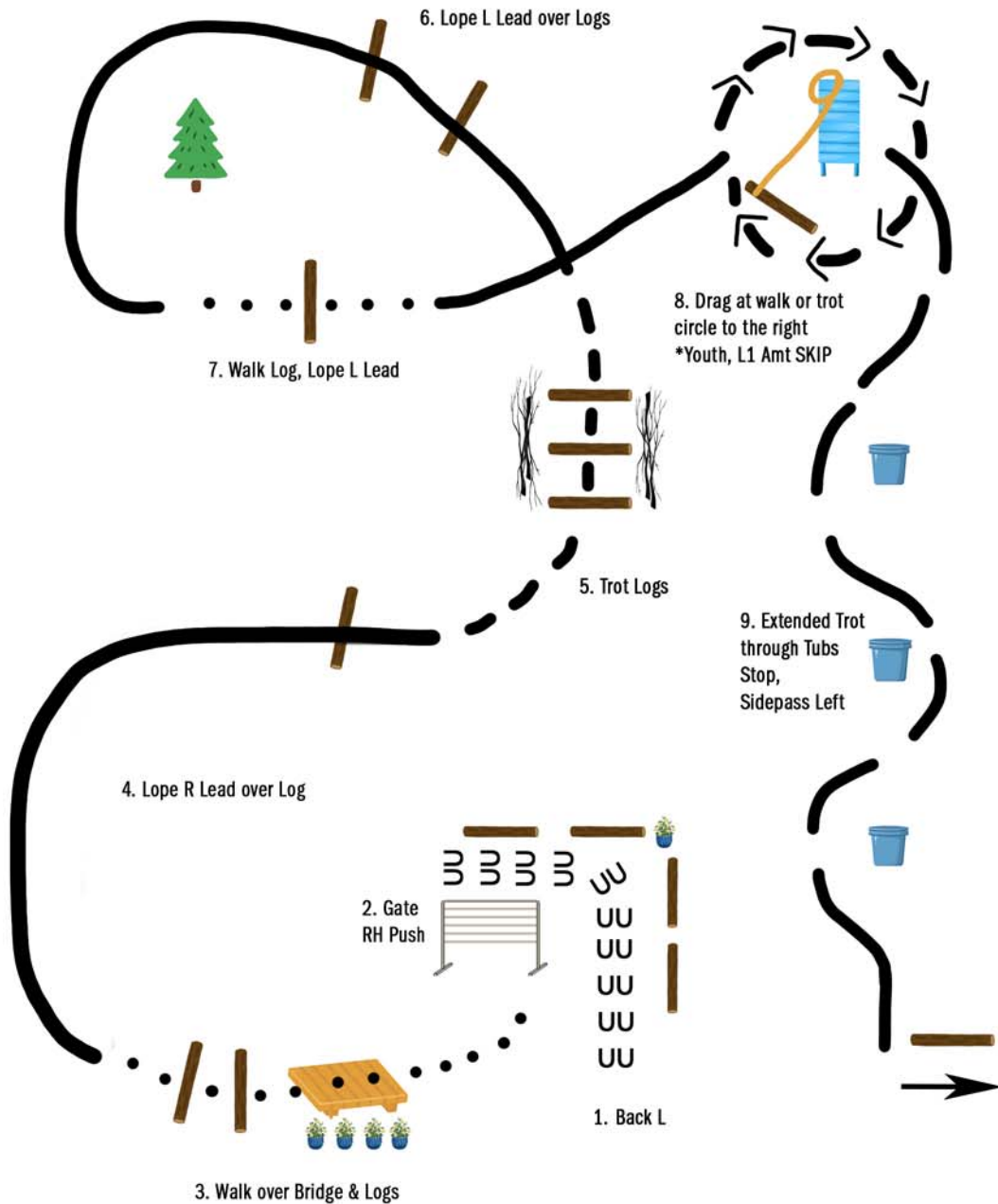


1. Back L to Gate
2. Gate - right hand push
3. Walk over Bridge and Log
4. Trot 3 Logs
5. Trot over 2 Logs
6. Walk over Log
7. Extended Trot through Feed Tubs
8. Stop, Sidepass Left

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.

Ranch Trail

Level 1, Amateur, Select, Youth, Open Friday



1. Back L to Gate
2. Gate - right hand push
3. Walk over Bridge and Logs
4. Lope Right Lead over Log
5. Trot 3 Logs
6. Lope Left Lead over 2 Logs
7. Walk over Log, Lope Left Lead to Drag

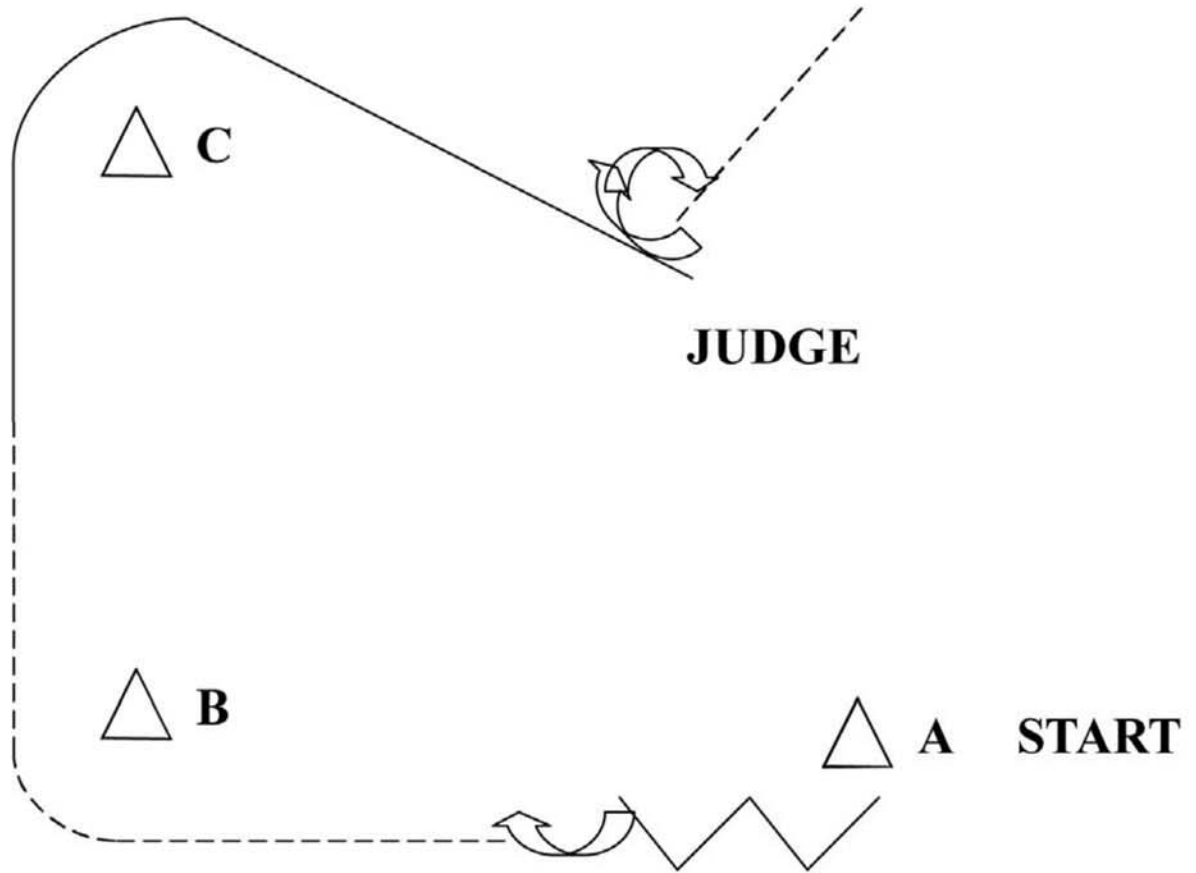
8. Drag Circle to the Right at Walk or Trot
**Youth and Level 1 Amateurs DO NOT drag, do not trot circle*
9. Extended Trot through Feed Tubs, stop, Sidepass Left

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.

Showmanship

Level 1

Friday



1. Start at Cone A. Back 5 steps.
2. Perform a 1/2 turn.
3. Trot around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.

Showmanship

Youth 9 Under

Friday

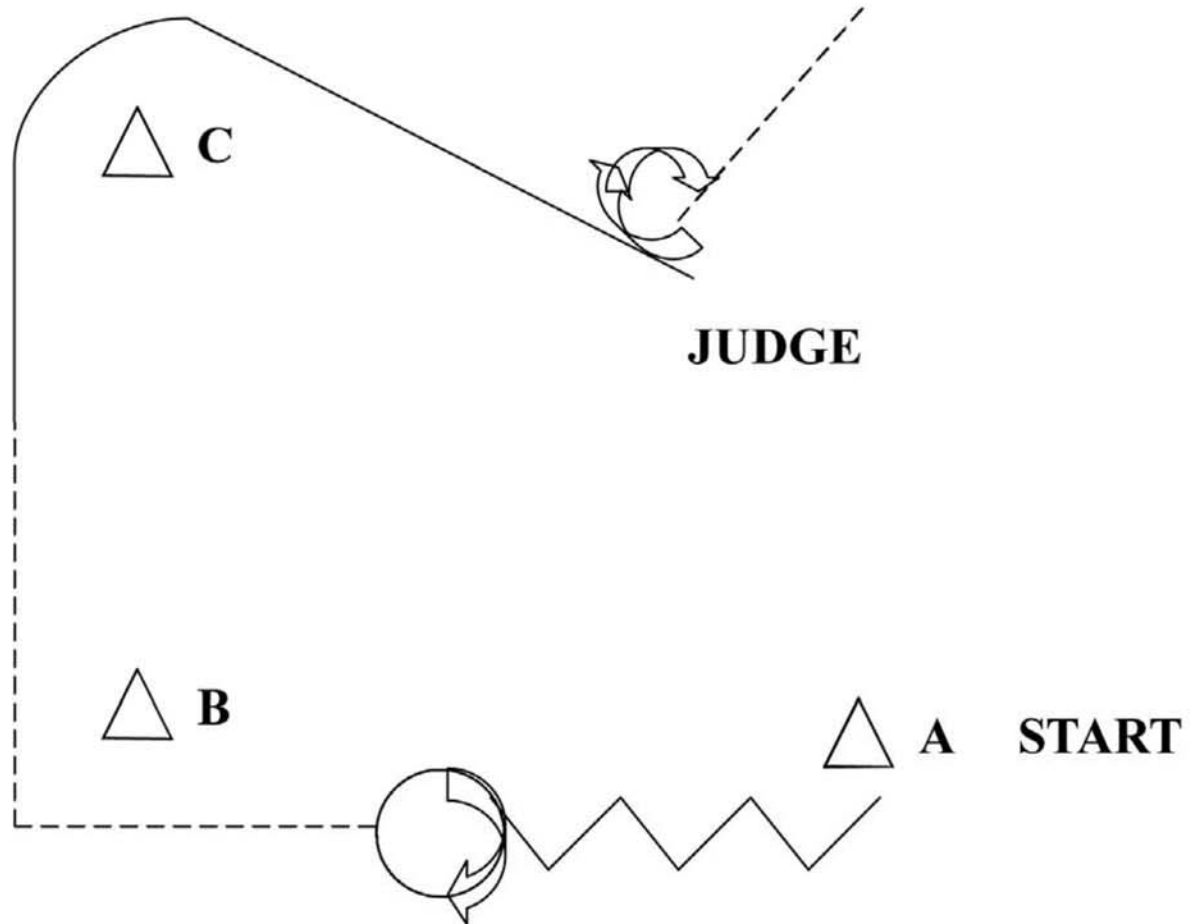


1. Start at Marker A, when instructed Walk from marker A to Marker B
2. At B trot around the corner and straight to the judge
3. Stop, Set up for inspection
4. When dismissed perform a 3/4 turn to the right
5. Exit at a walk

Showmanship

Amateur, Select, Youth

Friday



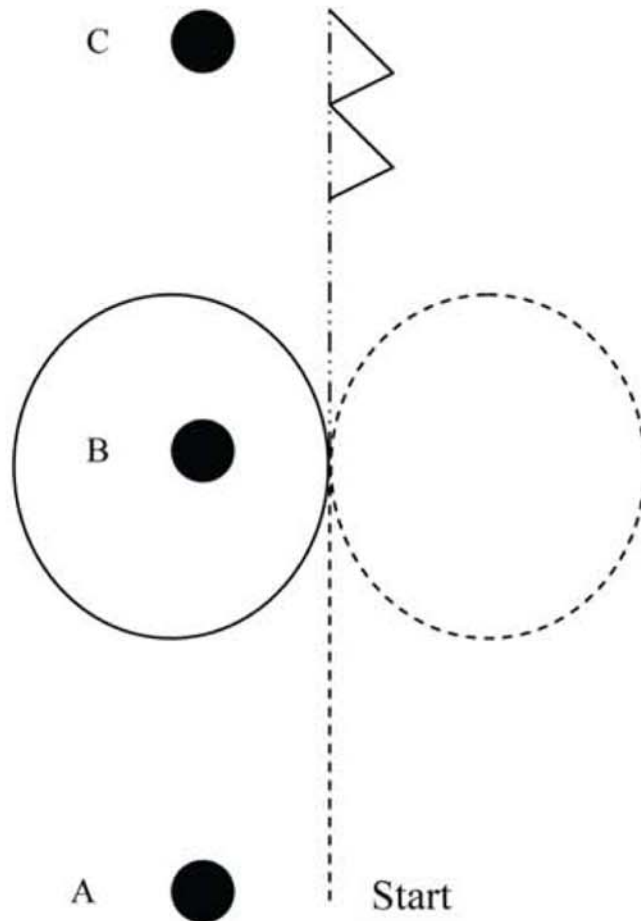
1. Start at Cone A. Back halfway to Cone B.
2. Perform 1 1/2 turns
3. Trot a square corner around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.

Horsemanship

Walk Trot

Friday

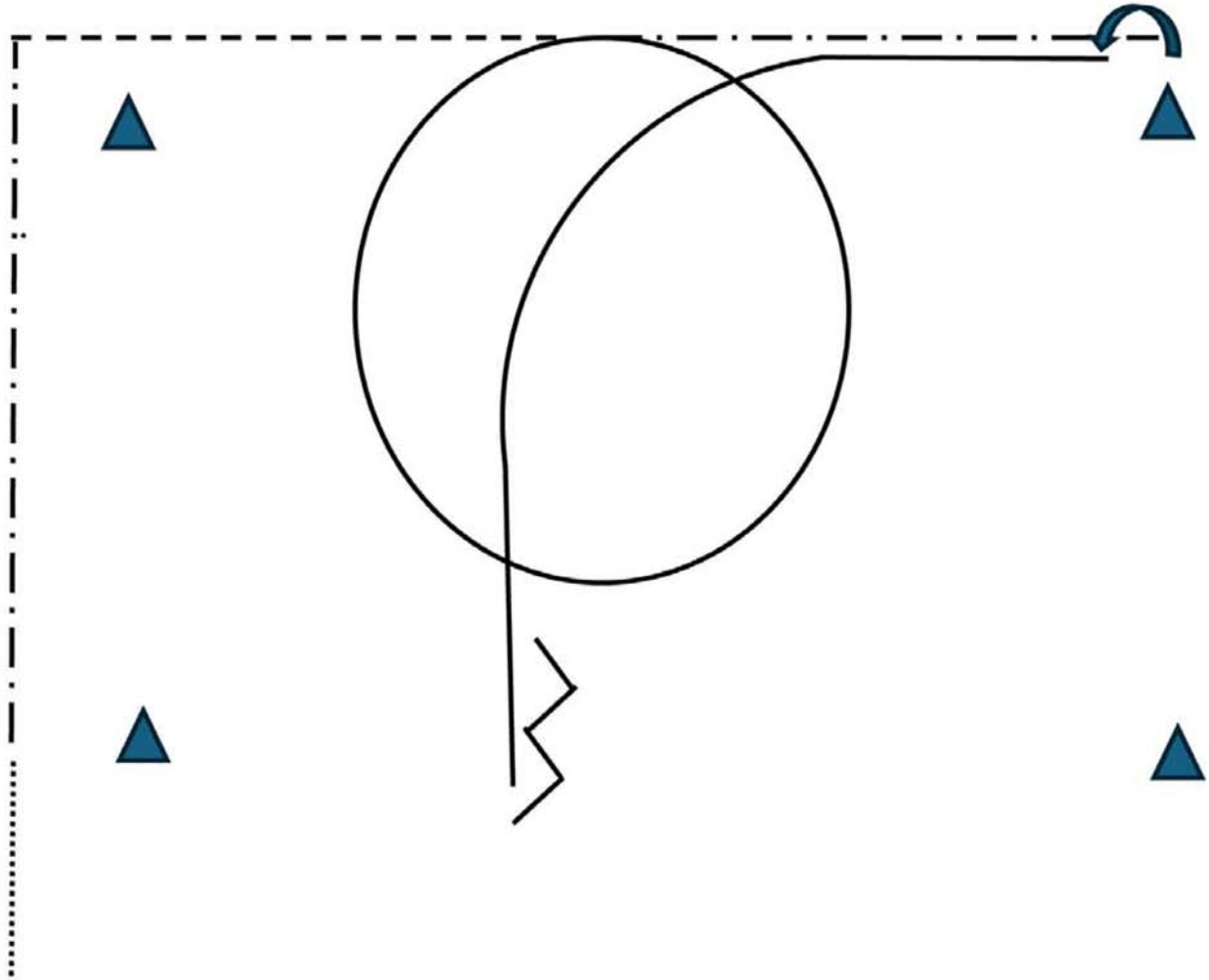
1. Start at Marker A, when instructed perform a jog from Marker A to Marker B
2. At B continue a circle to the right
3. When circle is complete pick into the extended trot and circle left
4. Close circle and break to the walk at Marker B
5. At Marker C stop and back 4 to 5 steps and proceed to the rail at a trot



Horsemanship

Level 1

Friday

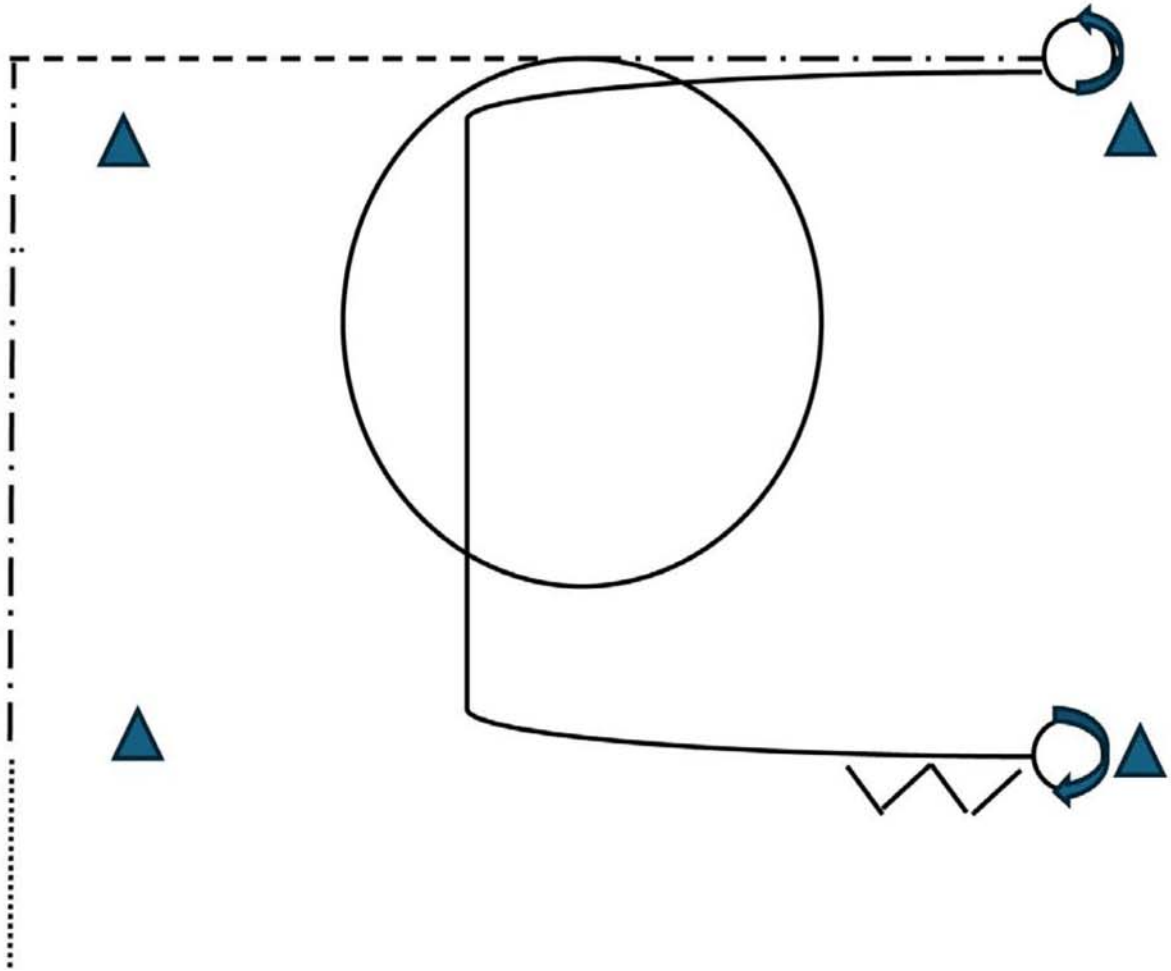


1. Walk to Cone A, extend the trot to Cone B
2. At Cone B, jog halfway to Cone C
3. Lope a circle to the right on the Right lead
4. Once the circle is closed break to the extended trot to Cone C
5. At Cone C, stop and perform a $\frac{1}{2}$ turn to the Left
6. Lope the Left lead to Cone D
7. Stop and back 5 steps, exit

Horsemanship

Amateur, Select, Youth

Friday

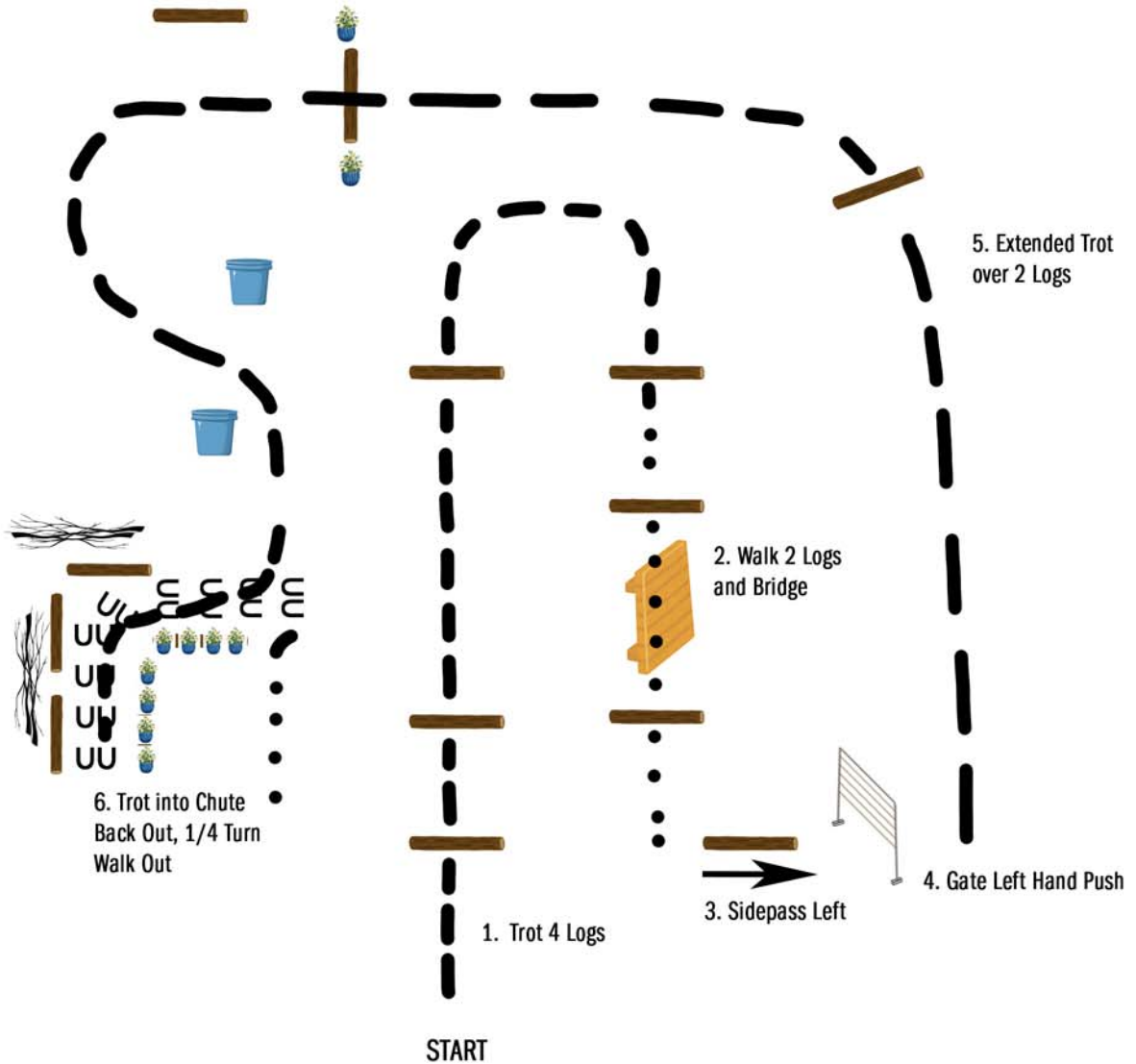


1. Walk to Cone A, extend the trot to Cone B
2. At Cone B, jog halfway to Cone C
3. Lope a circle to the right on the Right lead
4. Once the circle is closed break to the extended trot to Cone C
5. At Cone C, stop and perform a 1 ½ turns to the Left
6. Lope an extended Left lead to Cone D
7. Stop and perform 1 full turn to the right
8. Back 5 steps and exit

Ranch Trail

Walk Trot

Saturday



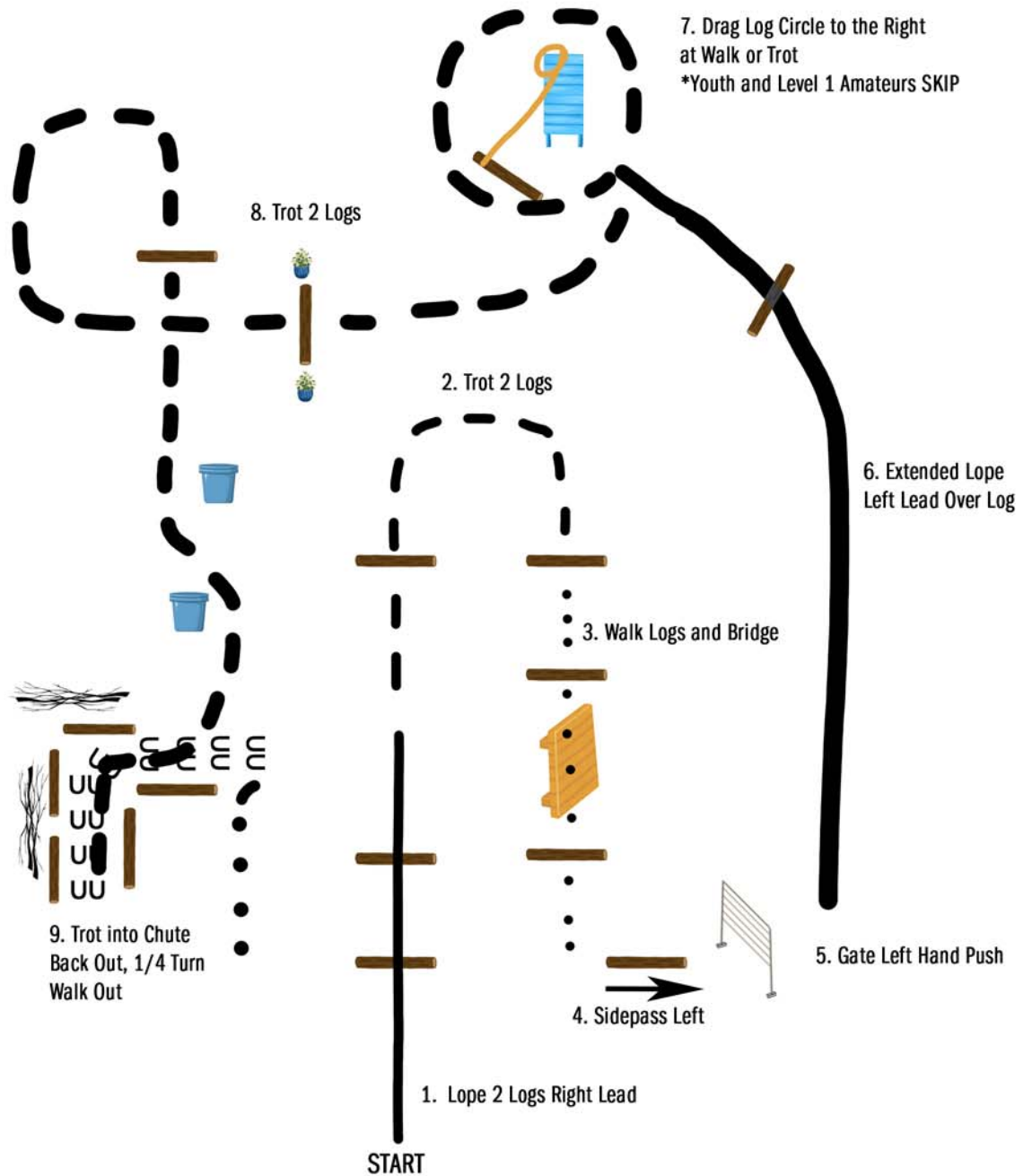
1. Trot over 4 Logs
2. Walk over 2 Logs and Bridge
3. Sidepass Left to Gate
4. Gate - Left Hand Push
5. Extended Trot over 2 Logs through Feed Tubs
6. Trot into Chute, Back Out, 1/4 Turn, Walk Out

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.

Ranch Trail

Level 1, Amateur, Select, Youth, Open

Saturday



1. Lope 2 Logs Right Lead

2. Trot 2 Logs

3. Walk Logs and Bridge

4. Sidepass Left to Gate

5. Gate Left Hand Push

6. Extended Lope Left Lead over Log

7. Drag Log Circle to Right, Walk or Trot (*Youth and Level 1 Amateur DO NOT drag, do not do circle)

8. Trot 2 Logs

9. Trot into Chute, Back Out, 1/4 Turn, Walk Out

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.

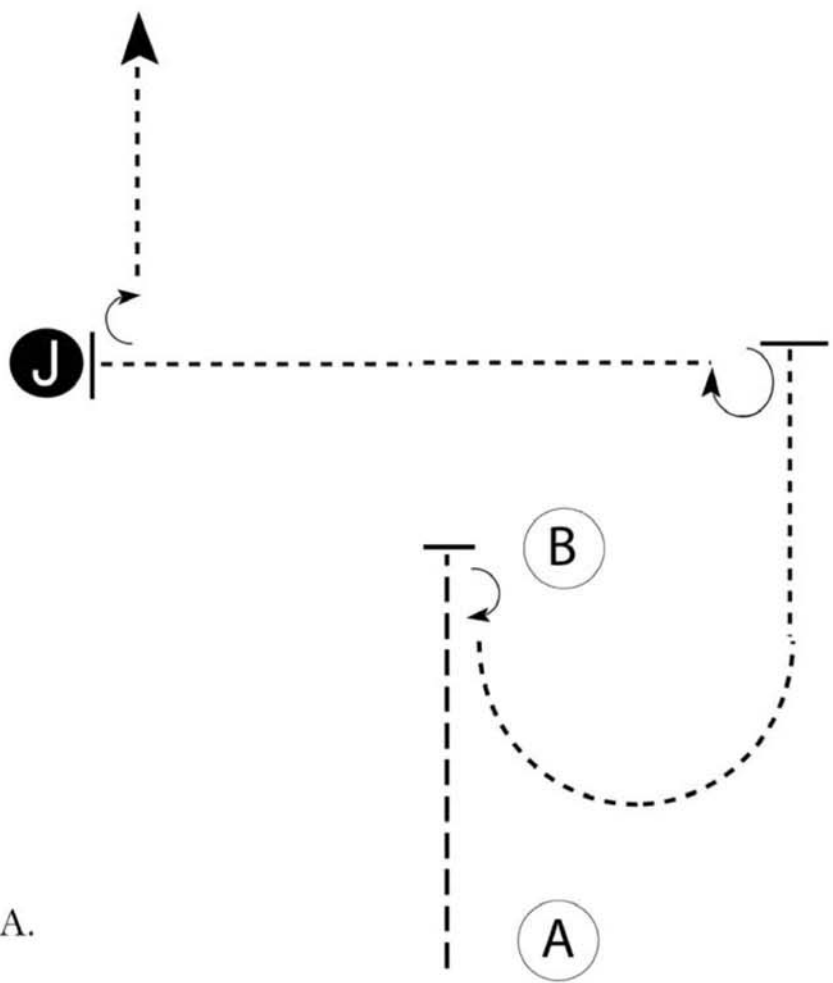
Showmanship

Youth 9 Under

Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

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

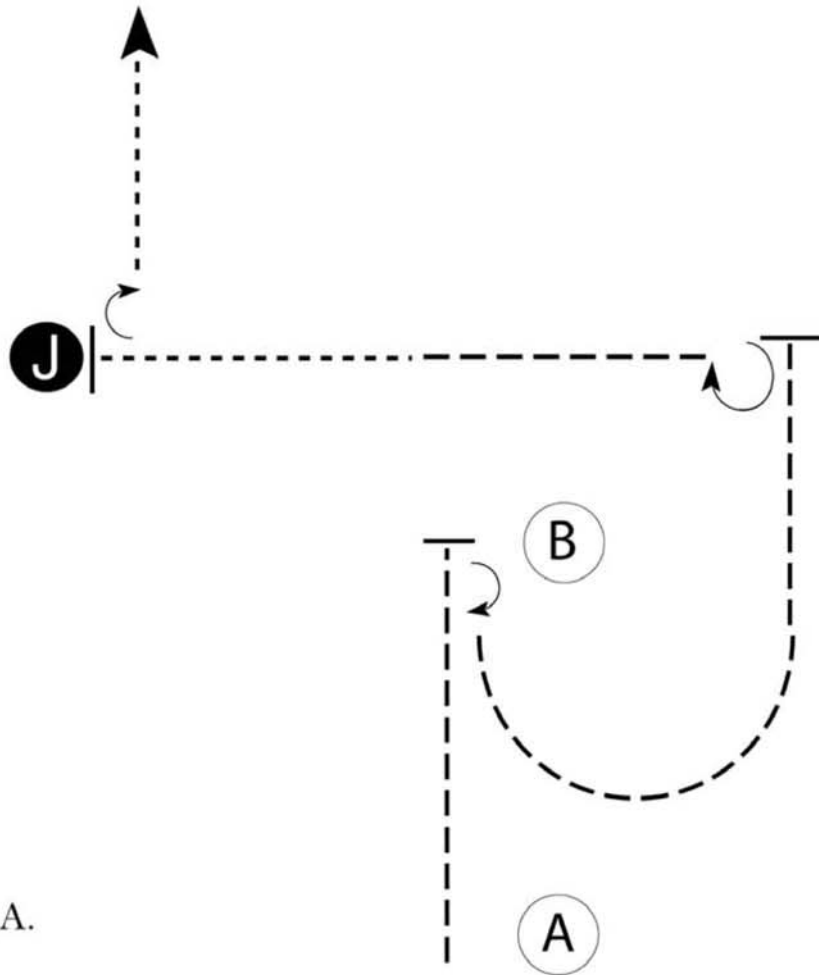
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	⊙ B
Judge	● J

Showmanship

Level 1

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	ⓐ

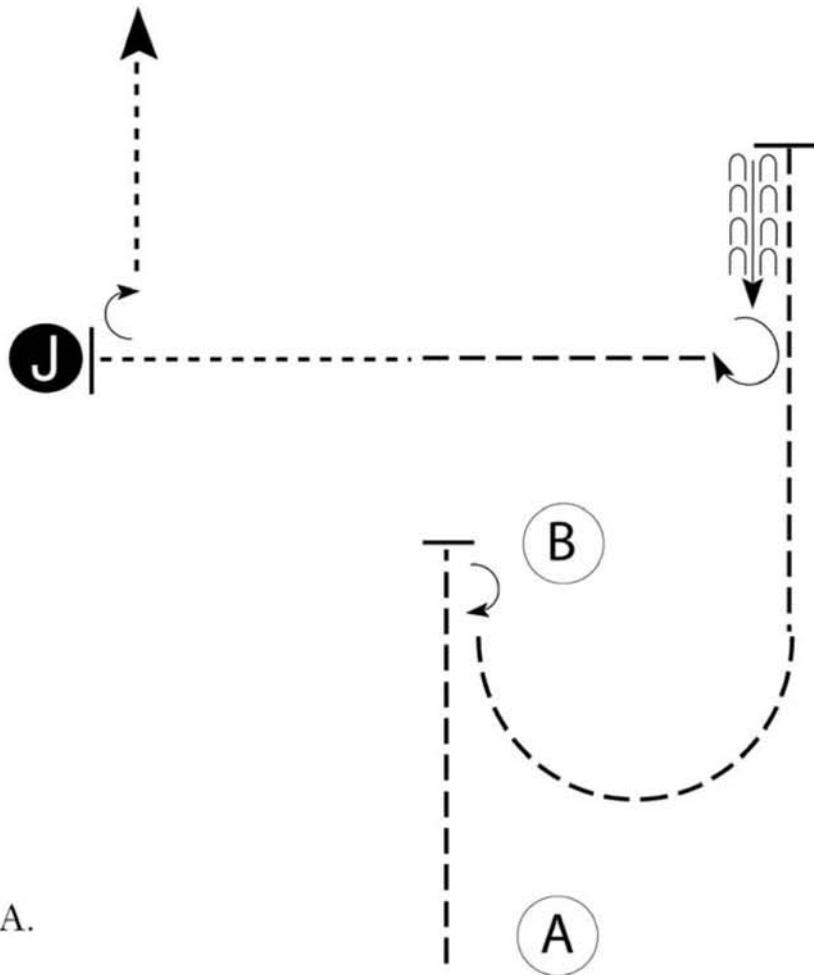
Showmanship

Amateur, Select, Youth

Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



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	← C C C C C
Marker	⊙ B
Judge	● J

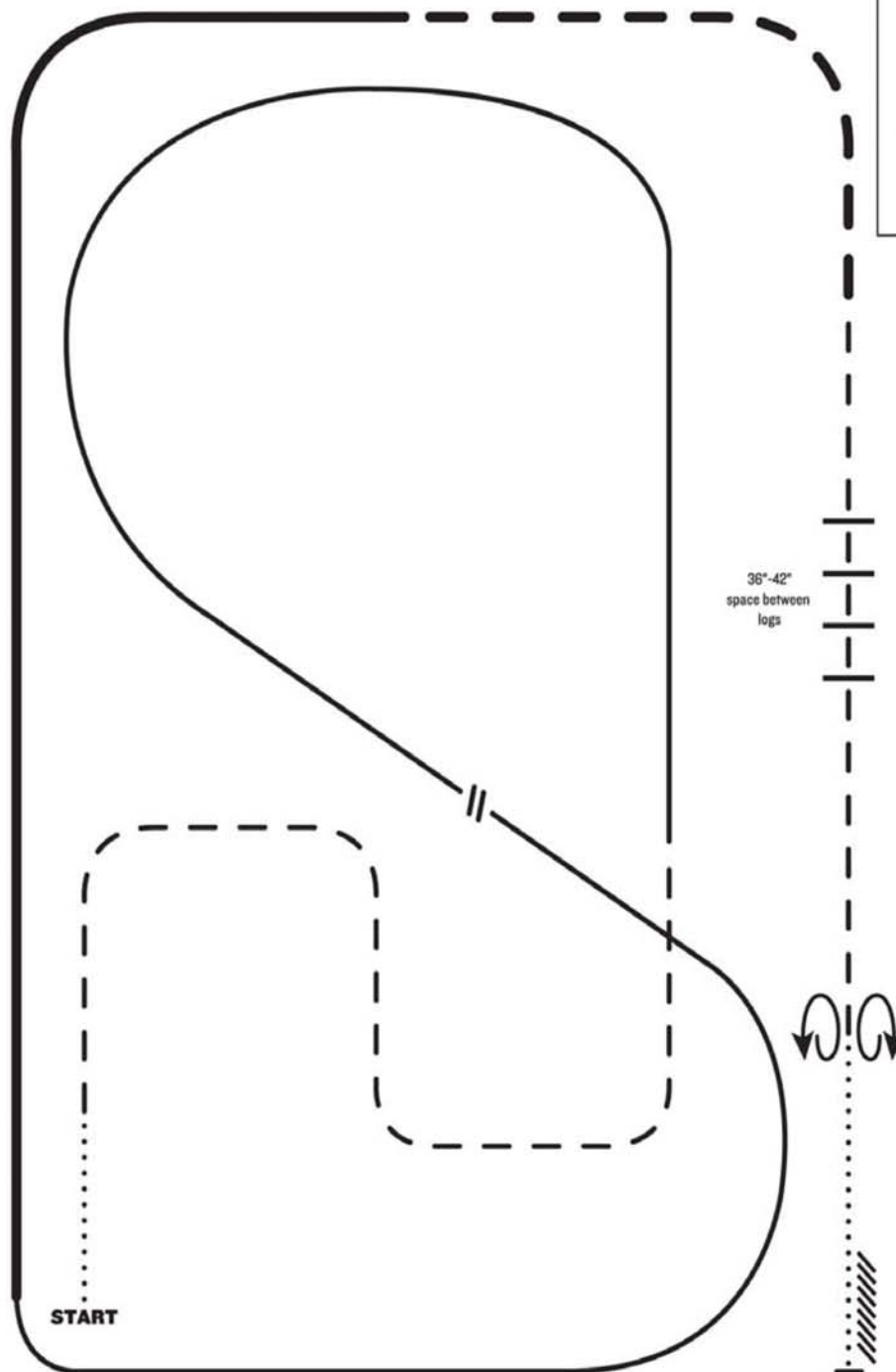
Ranch Riding

Walk Trot (Jog where Lope)

Saturday

LEGEND

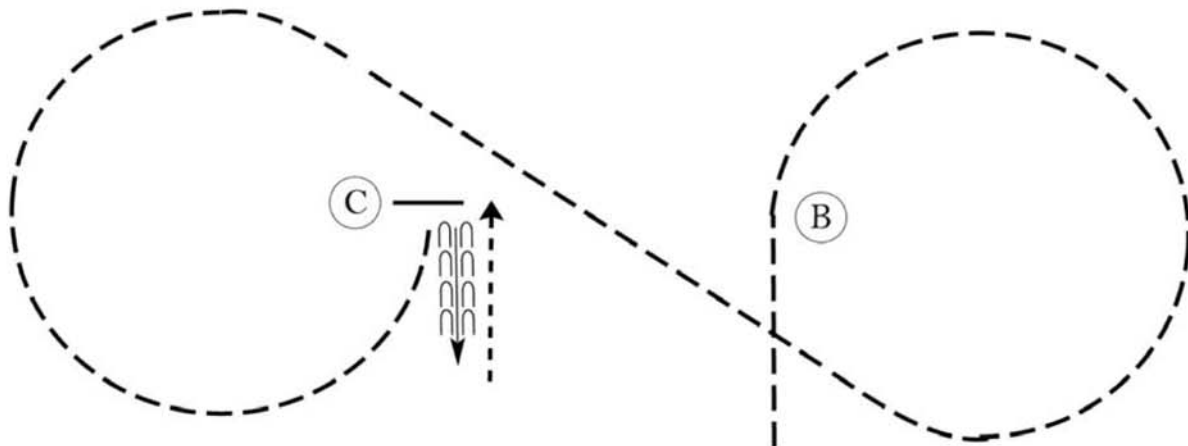
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
	Lead Change



- I. 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.

Equitation Walk Trot Saturday



Be ready before A.

1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

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

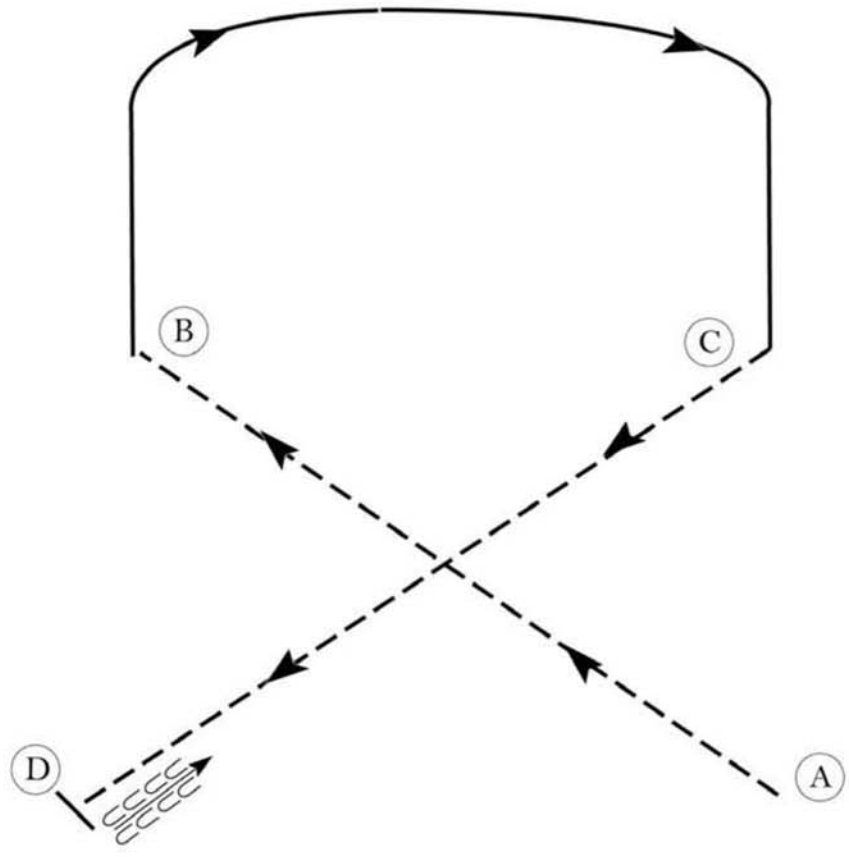
Equitation

Level 1

Saturday

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www.HorseShowPatterns.com



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot 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	— — — — —

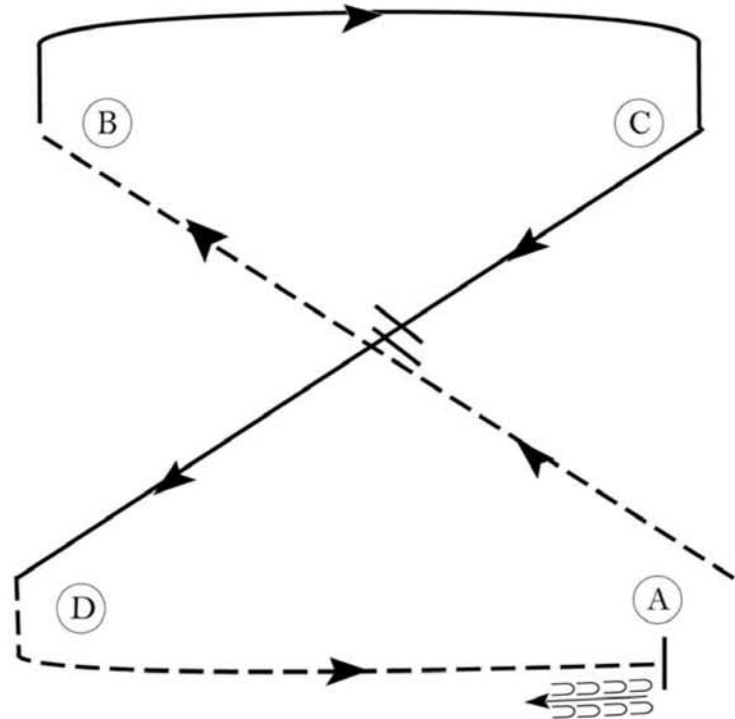
Equitation

Amateur, Select, Youth

Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



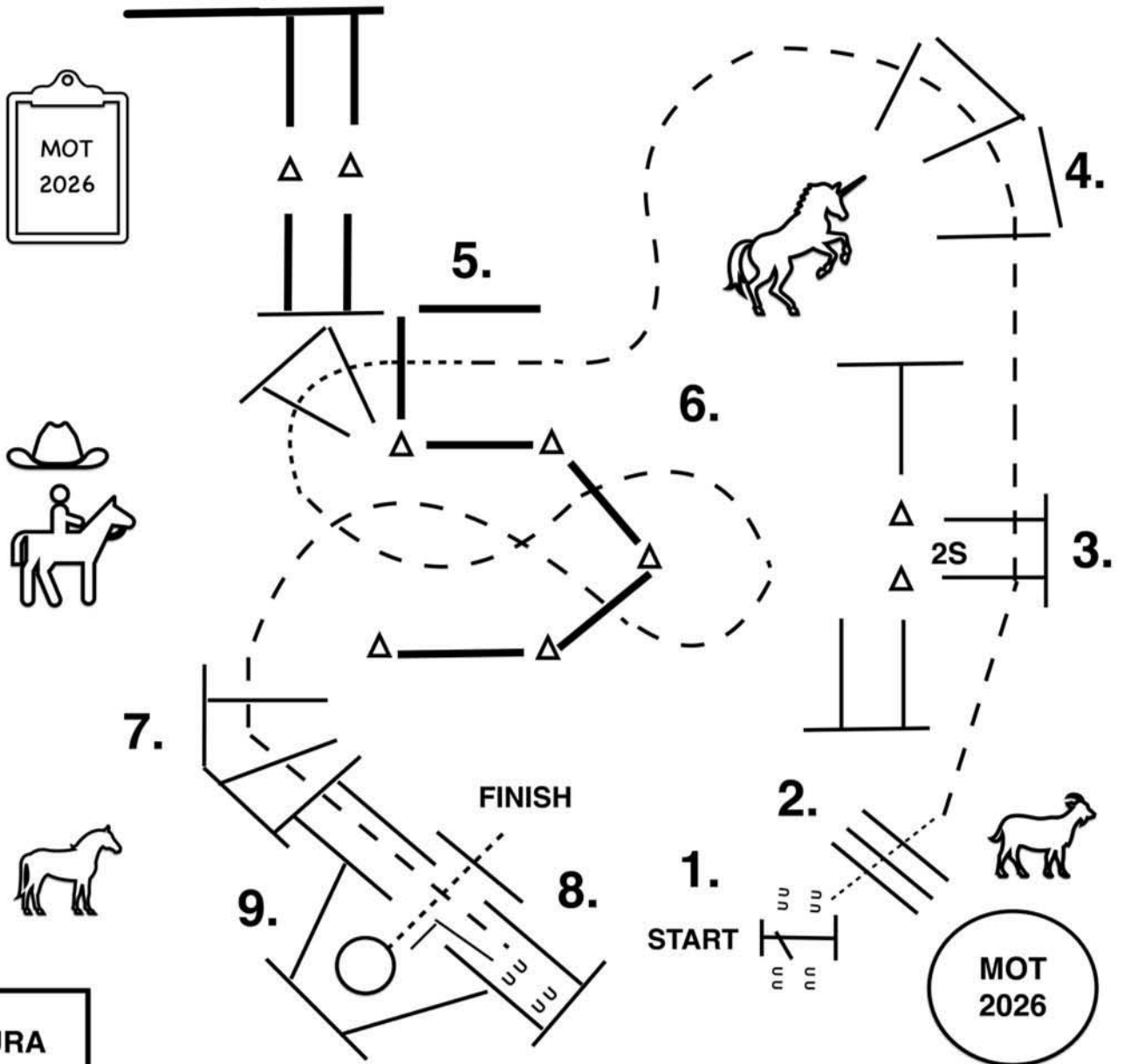
Be ready at A.

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	— — — — —

Trail Walk Trot Sunday



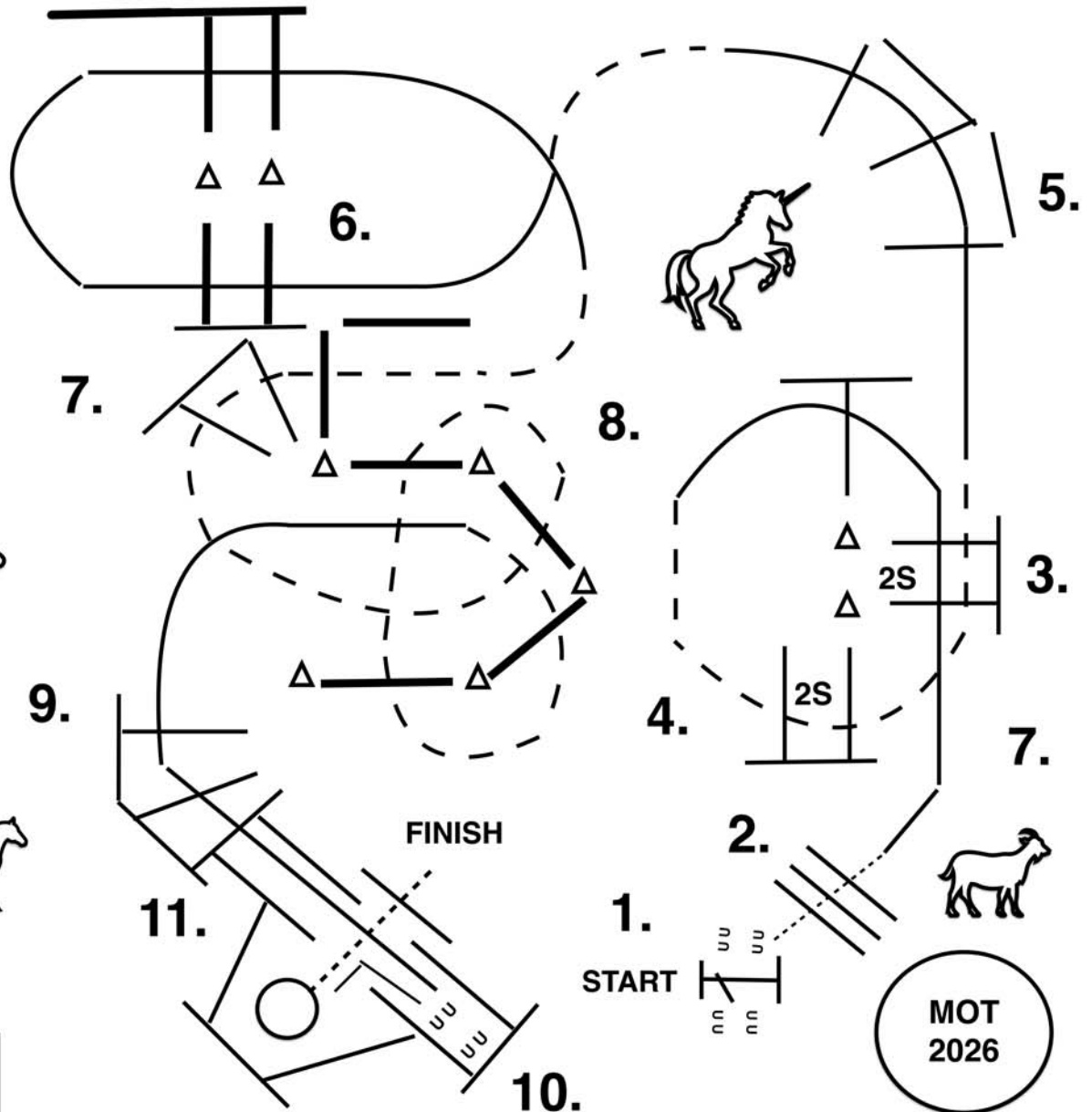
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1. Work gate, Right Hand.
2. Walk over poles.
3. Jog over poles.
4. Jog over poles.
5. Stop or break to the walk, walk over poles.
6. Jog through serpentine, jog over poles.
7. Jog over poles, jog into chute and stop.
8. Back between poles, back into chute.
9. Execute a 360 turn either way, Walk out over pole.

Trail

Level 1, Junior

Sunday

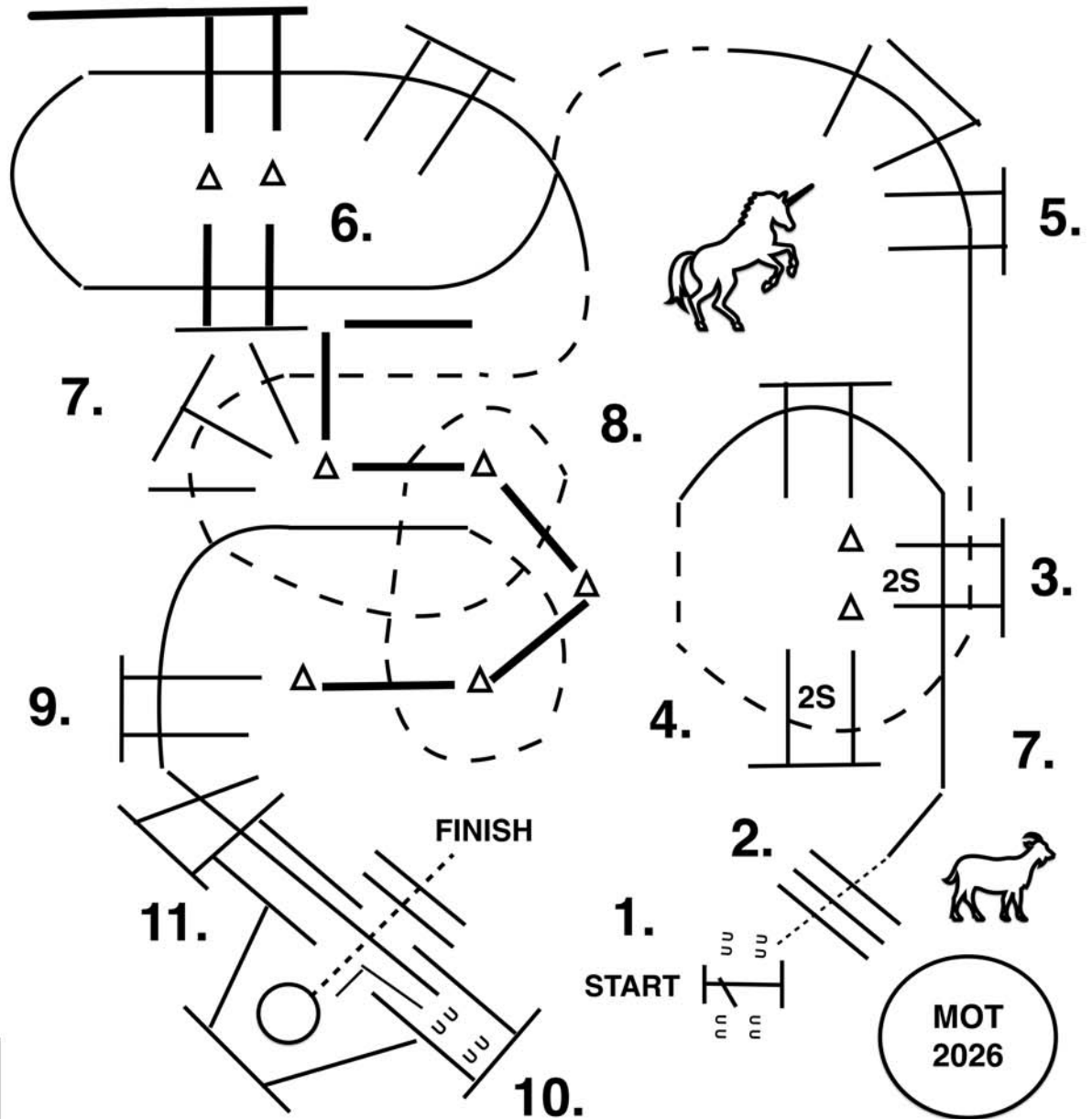


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1. Work gate, Right Hand.
2. Walk over poles.
3. Lope over poles (Left Lead).
4. Break to the jog, jog over poles.
5. Lope over poles (Left Lead).
6. Break to the jog, then Lope over poles (Right Lead).
7. Break to the jog, jog over poles.
8. Jog through serpentine, jog over poles.
9. Lope over poles (Left Lead), Lope into chute and stop.
10. Back between poles, back into chute.
11. Execute a 360 turn either way, Walk out over pole.

Trail

Amateur, Select, Senior, Youth Sunday



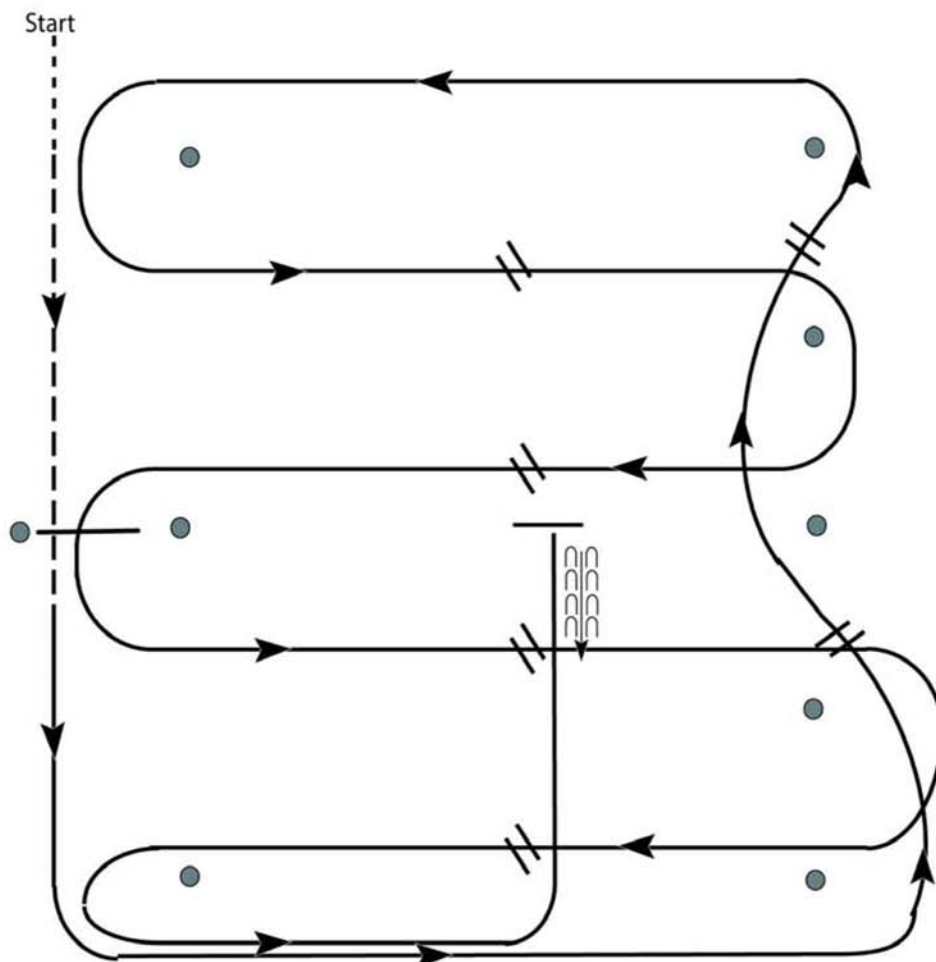
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1. Work gate, Right Hand.
2. Walk over poles.
3. Lope over poles (Left Lead).
4. Break to the jog, jog over poles.
5. Lope over poles (Left Lead).
6. Break to the jog, then Lope over poles (Right Lead).
7. Break to the jog, jog over poles.
8. Jog through serpentine, jog over poles.
9. Lope over poles (Left Lead), Lope into chute and stop.
10. Back between poles, back into chute.
11. Execute a 360 turn either way, Walk out over poles.

Western Riding

Level 1

Sunday



1. Walk at least 15' & jog over log.
2. Transition to left lead and 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. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

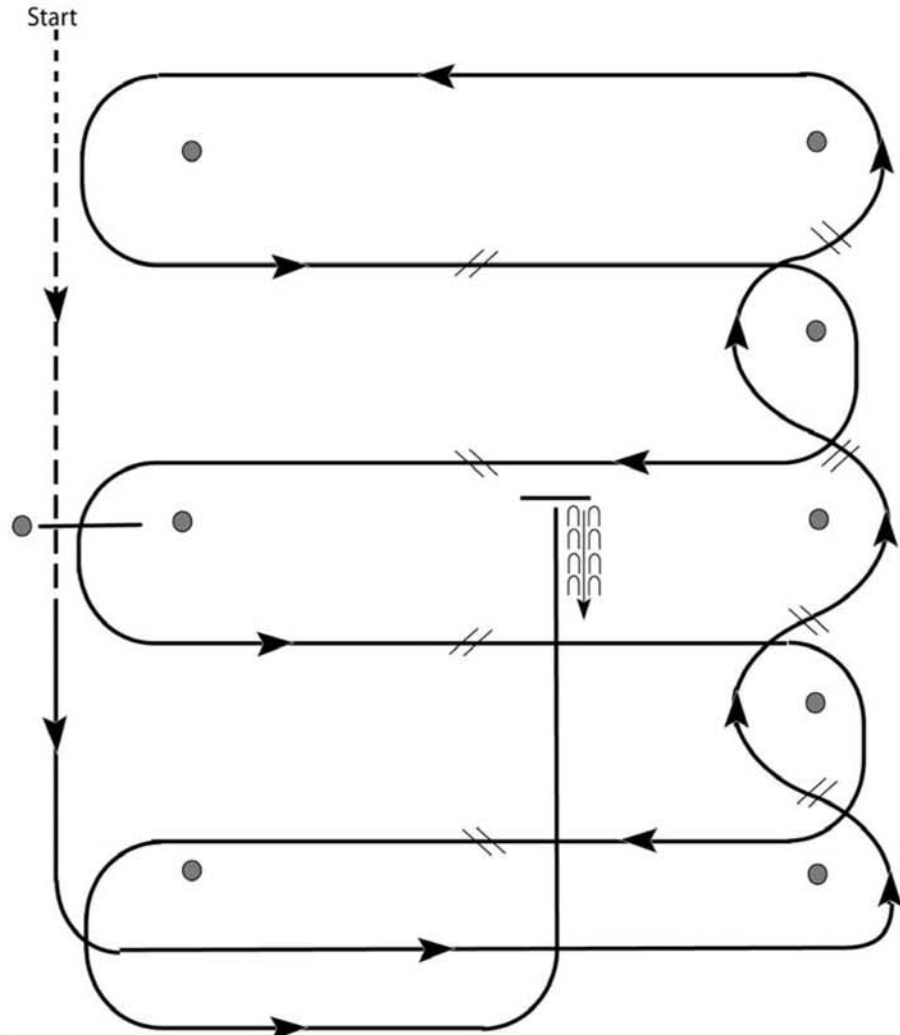
Western Riding

Amateur, Select, Youth, Open

Sunday

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www.HorseShowPatterns.com

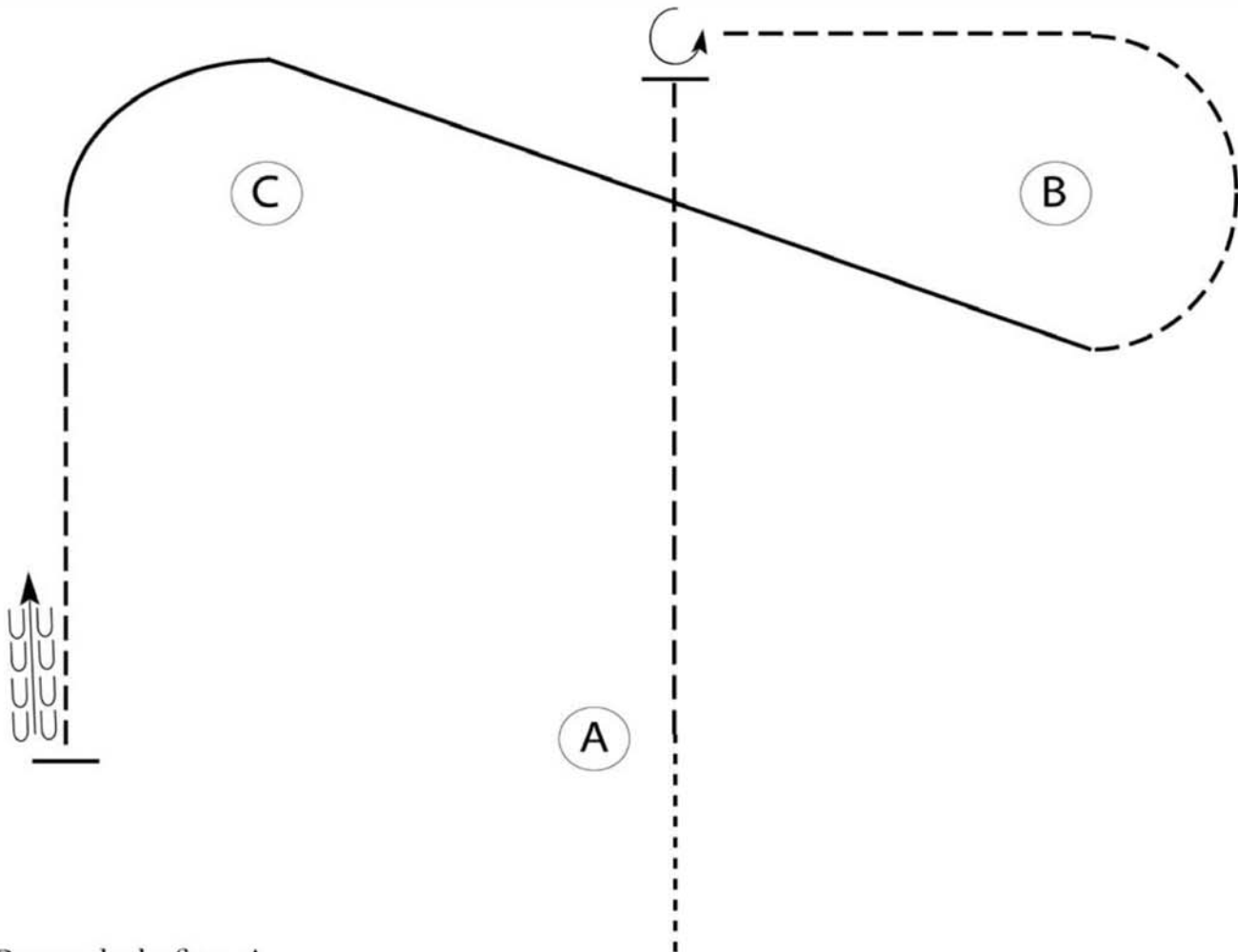


1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

Horsemanship



Level 1

Sunday



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.

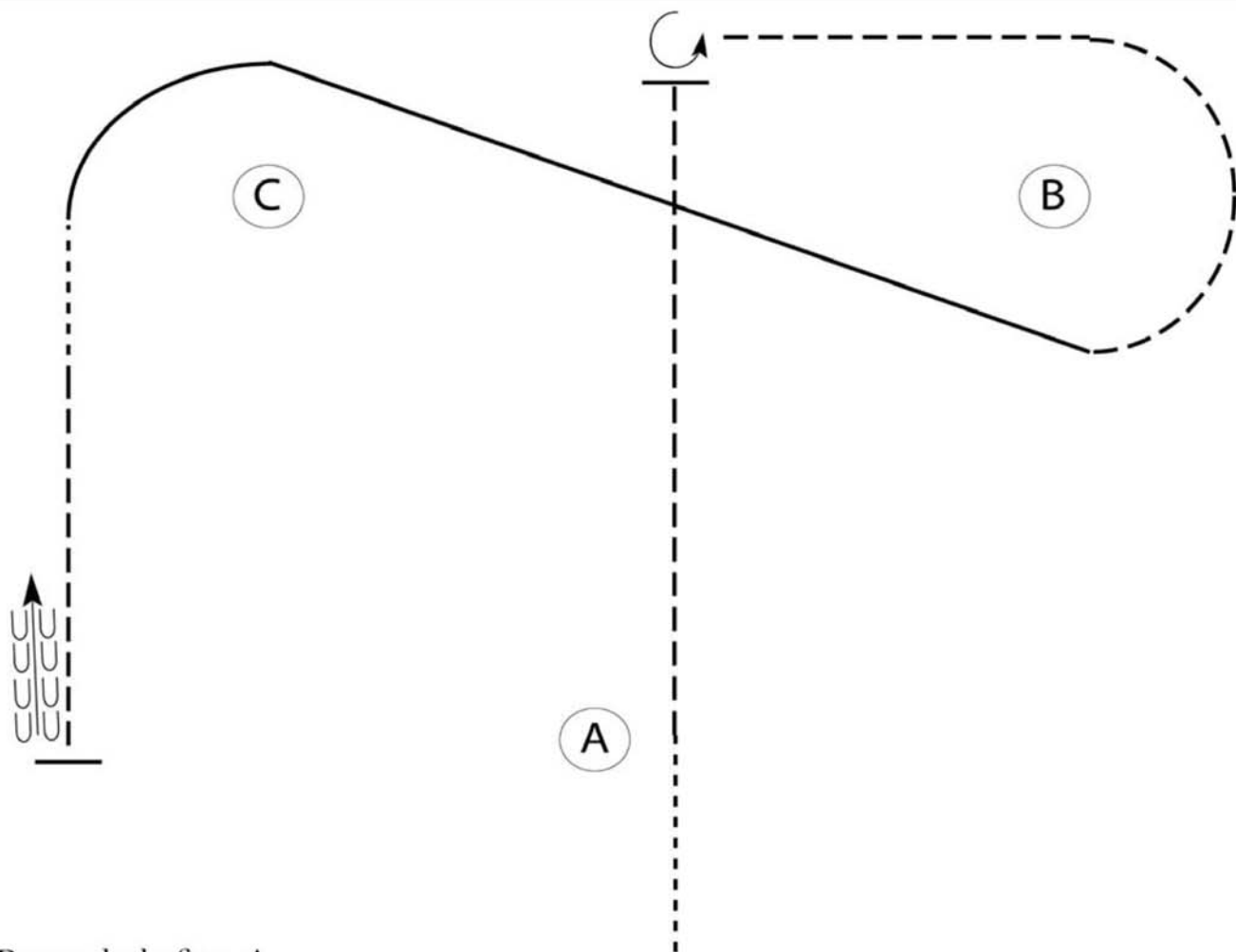
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	
Back	
Marker	(B)

Follow the instructions of your ring steward.

Horsemanship

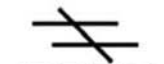
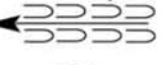
Amateur, Select, Youth

Sunday



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.

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

Follow the instructions of your ring steward.