



Canyon County Horse Leaders'

Pattern Book

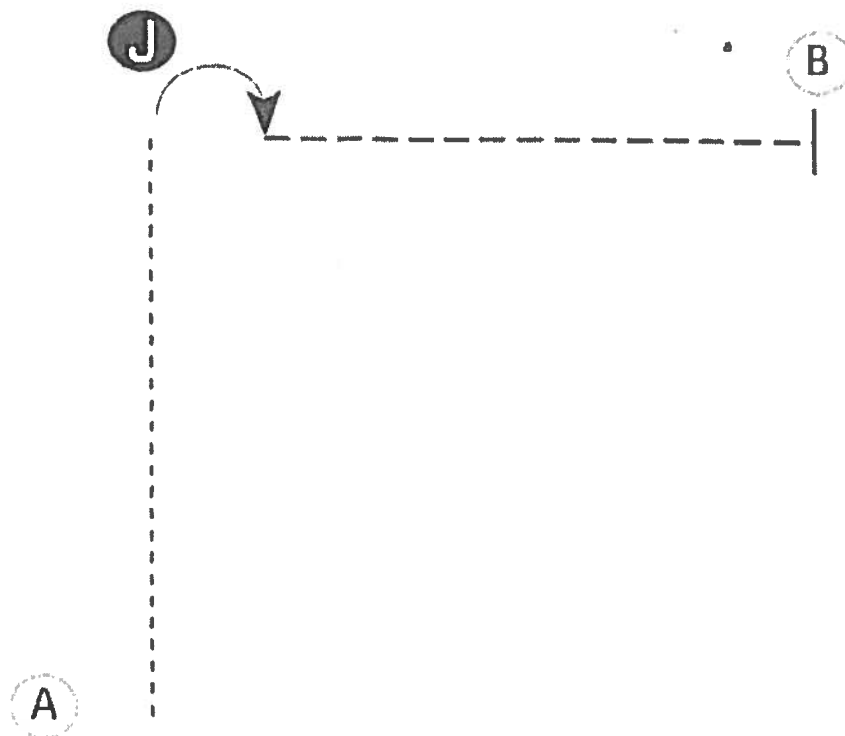


SHOWMANSHIP

Patterns

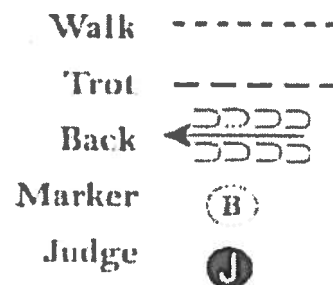
- Novice
- &
- Advanced

Novice Type Patterns

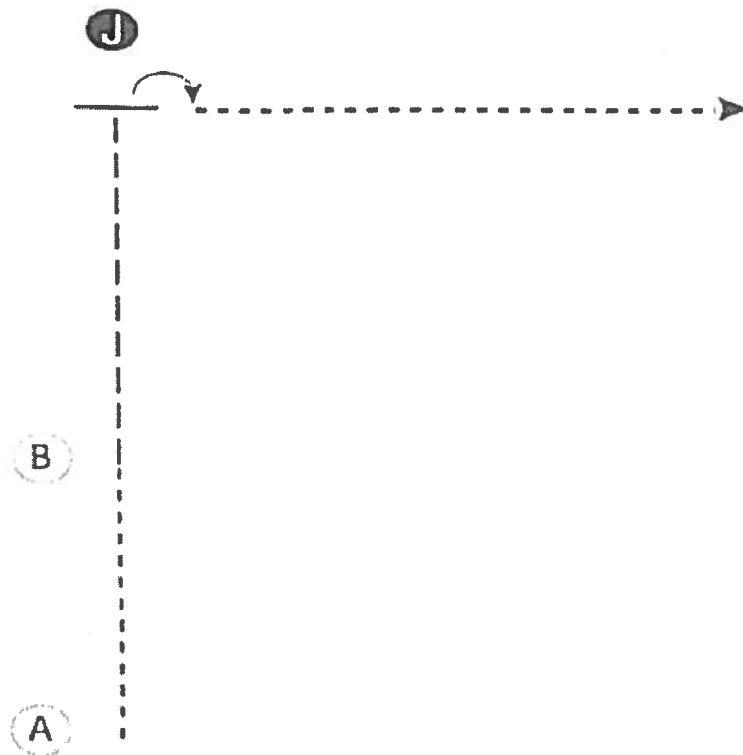


Be ready at A.

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

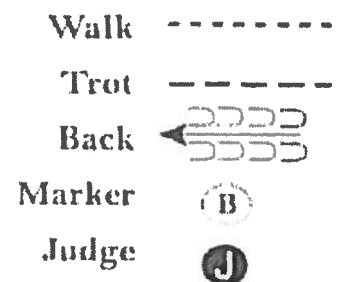


Novice Type Patterns

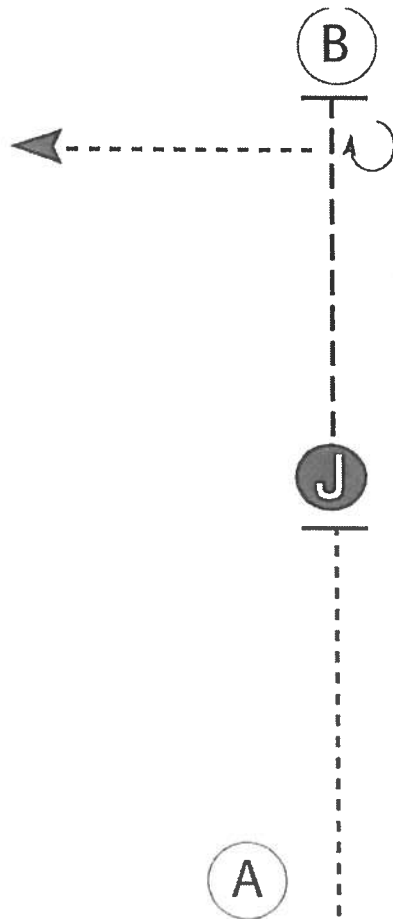


Be ready at A.

1. Walk from A to B.
2. Trot from B to the judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees.
5. Walk away from judge and follow the instructions of your ring steward.



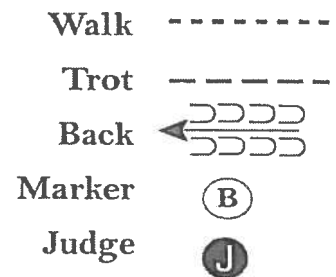
Novice Type Patterns



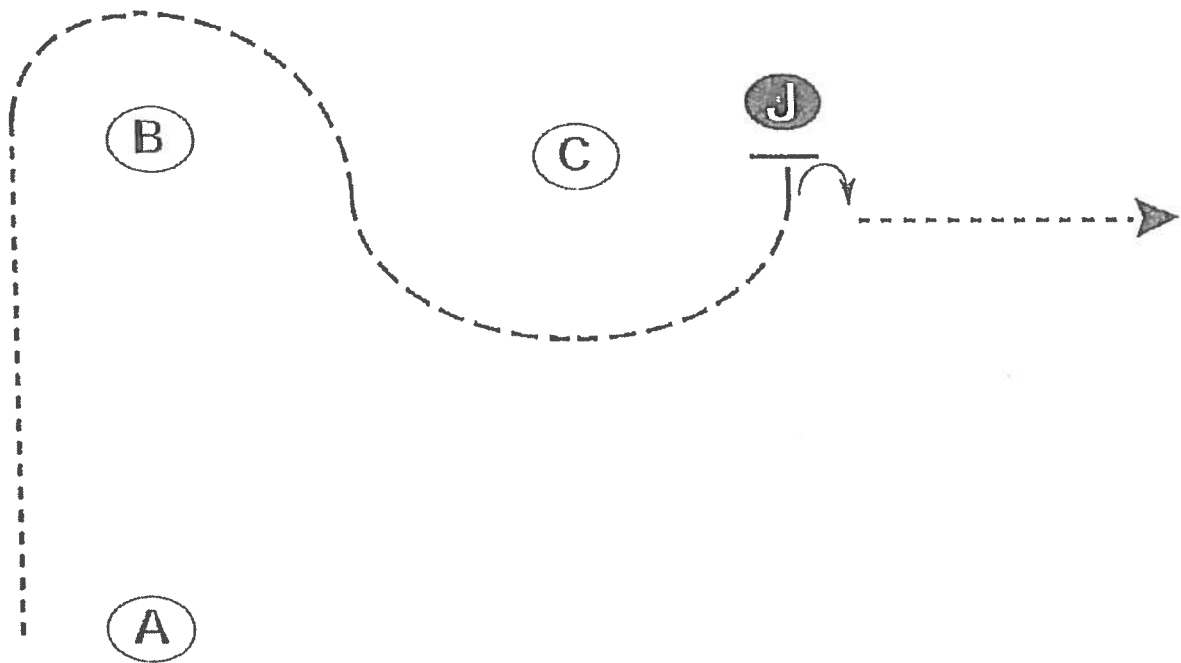
Be ready at A.

1. Walk from A to judge.
2. Stop and set up for inspection.
3. When dismissed, trot to B.
4. Stop at B and perform a 270 degree turn.

Walk straight away and follow the instructions of your ring steward.



Novice Type Patterns

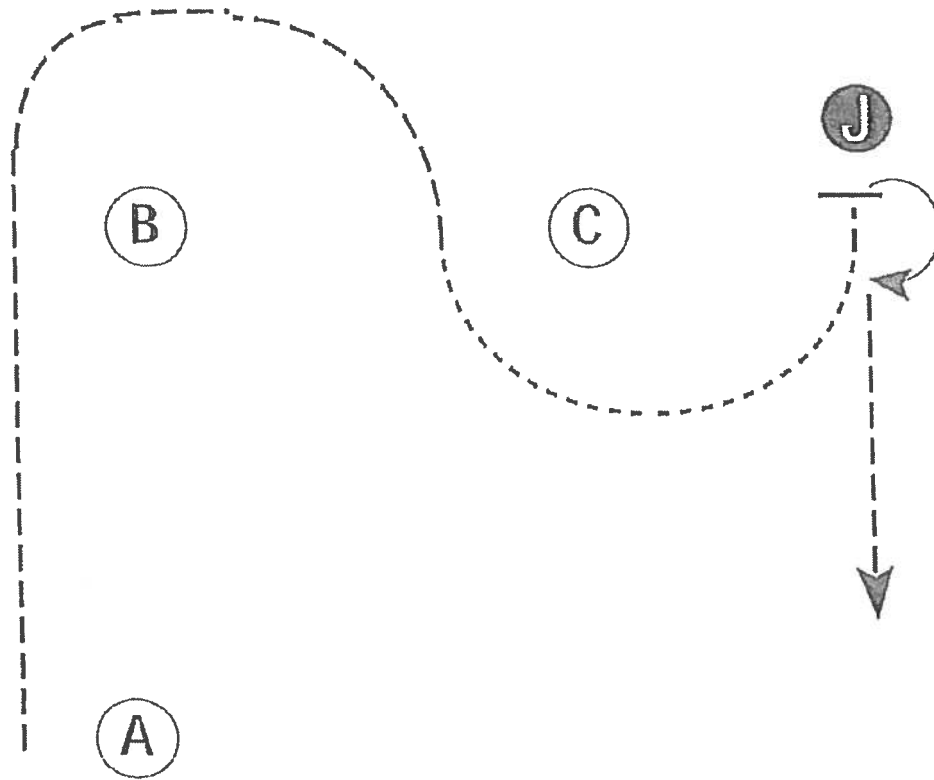


Be ready at A.

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

Walk	-----
Trot	- - - - -
Back	←
Marker	Ⓟ
Judge	Ⓝ

Novice Type Patterns



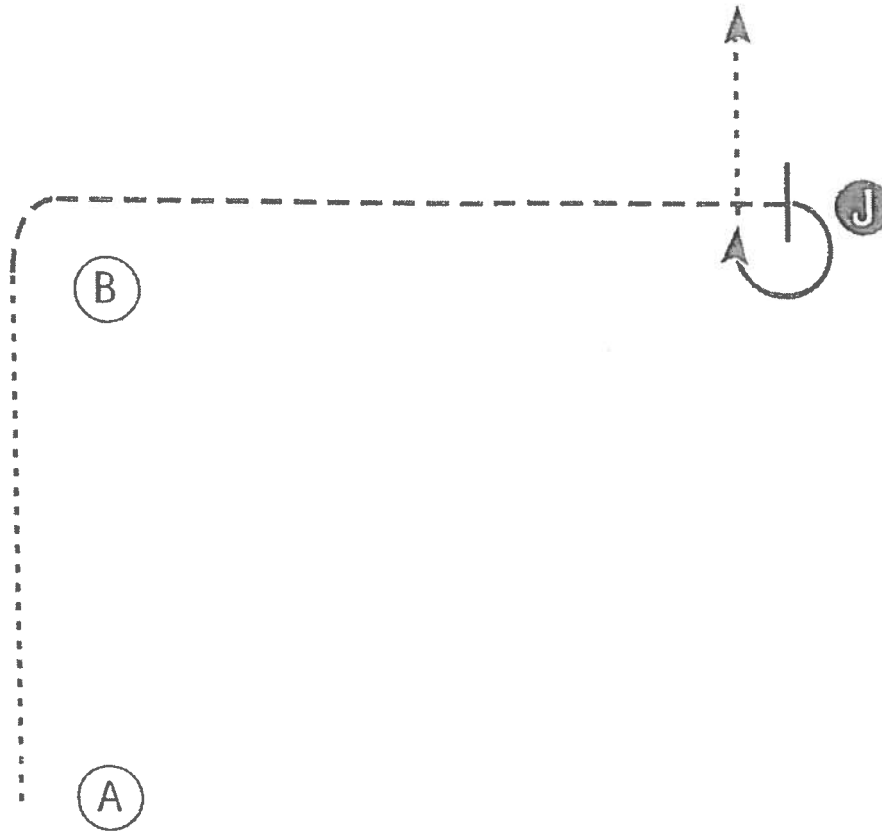
Be ready at A.

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

Follow the instructions of your ring steward.

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

Novice Type Patterns



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

Walk - - - - -

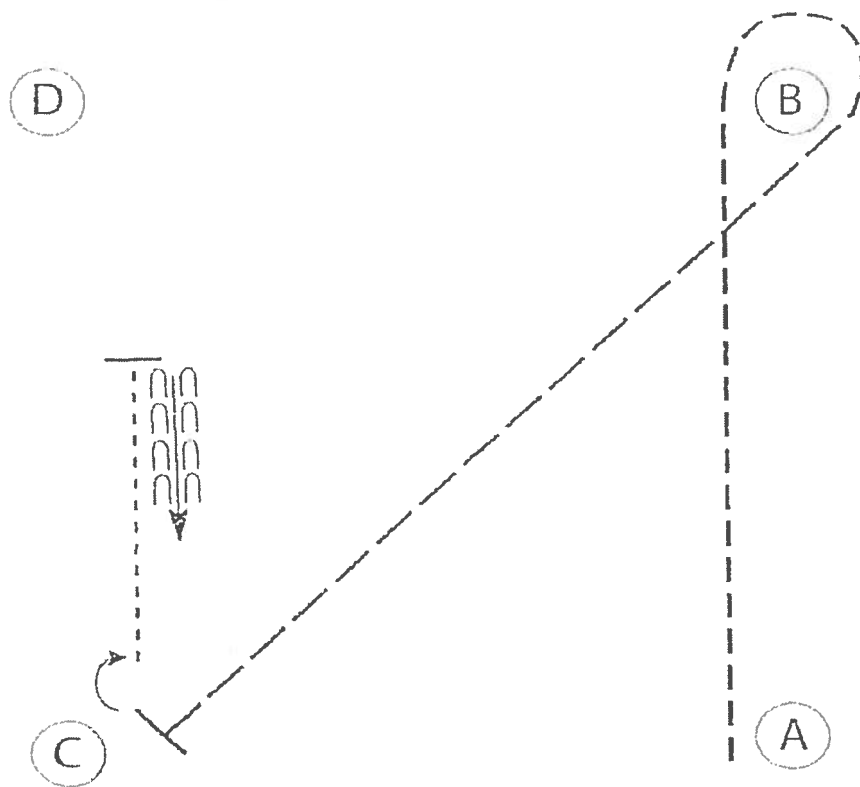
Trot - - - - -

Back ←

Marker (B)

Judge (J)

Novice Type Patterns



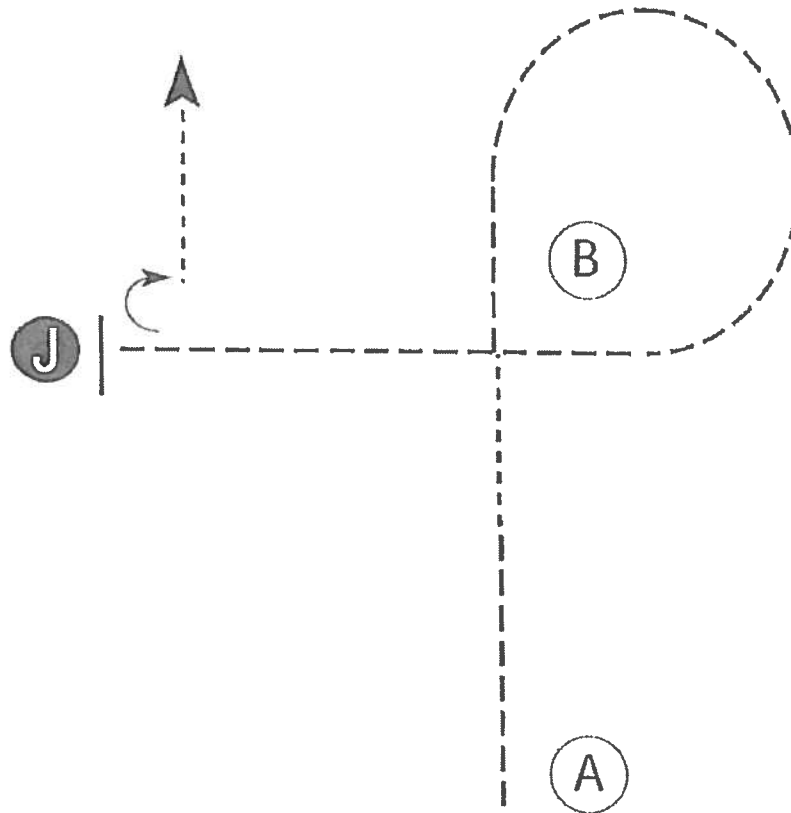
Be ready at A.

1. Jog from A to and around B.
2. Extend the jog from B to C.
3. Stop and perform a 90 degree turn to the right.
4. Walk halfway to D.
5. Stop halfway to D 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	← - - - - - →

Advanced Patterns



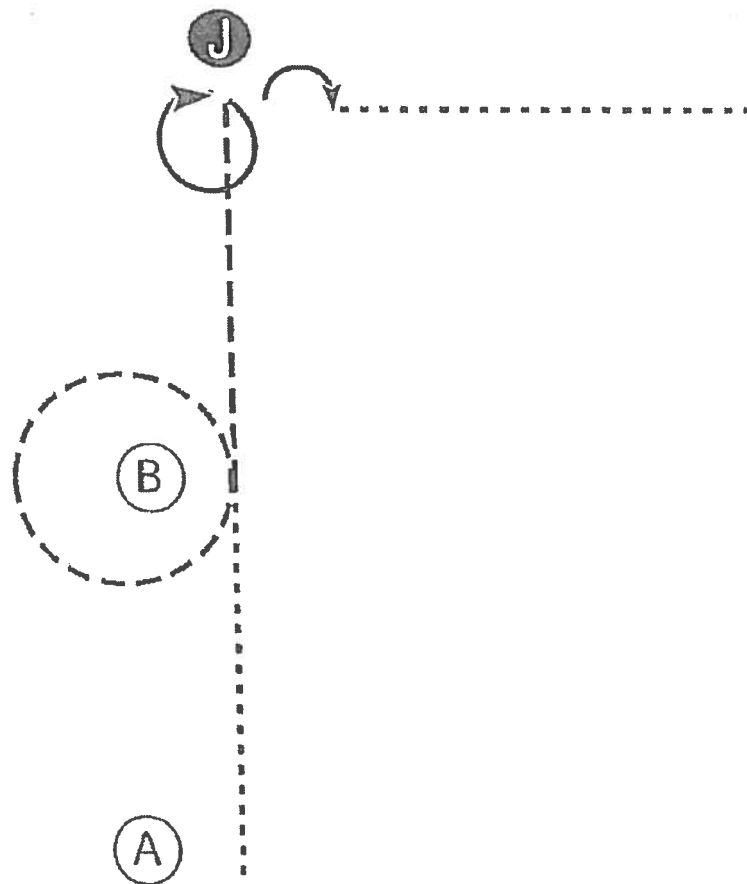
Be ready at A.

1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot to the judge. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk straight away.

Follow the instructions of your ring steward.

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


Advanced Patterns



1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 360 degree turn. Set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.

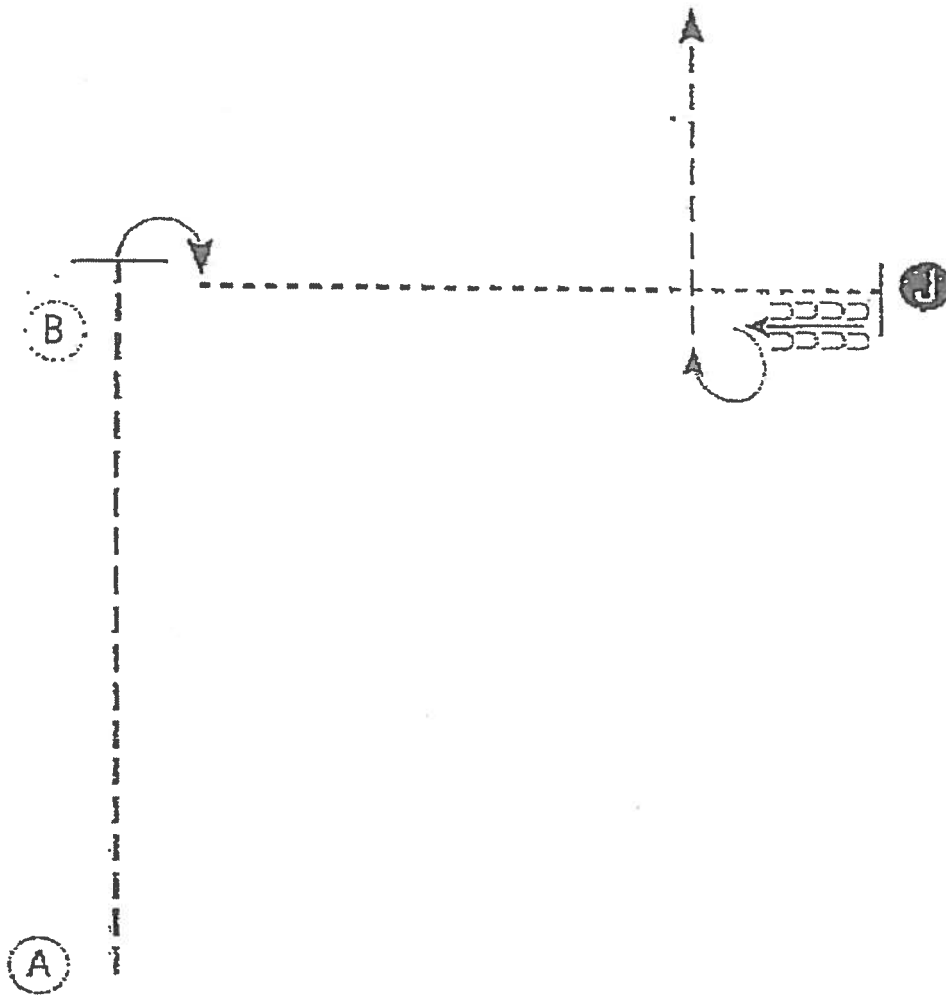
Walk - - - - -

Trot - - - - -

Back ← 

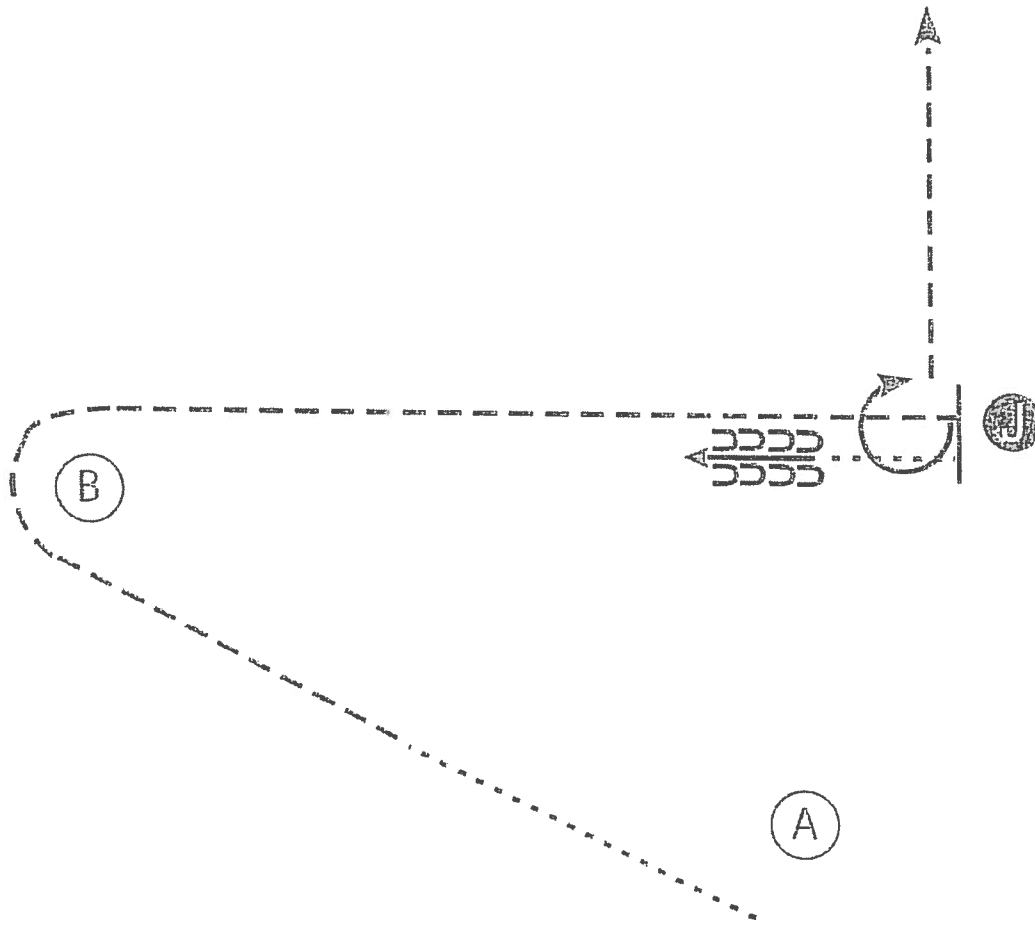
Marker (B)

Judge (J)

Advanced Patterns

- **Begin at A. Trot from A past B.**
- **Stop and perform a 90 degree turn**
- **Walk to the Judge, stop and set up for inspection**
- **When dismissed, back one horse length and perform a 270 Degree turn**
- **Trot to the line-up**

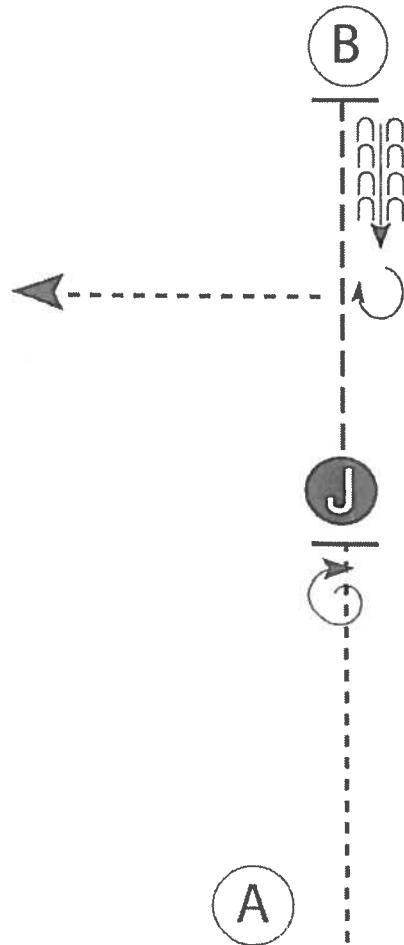
Advanced Patterns



1. Walk half way from A to B.
2. Trot around B to the Judge.
3. Stop and back four steps.
4. Walk to Judge and set up for inspection.
5. When dismissed perform a 270 degree turn and trot to line-up.

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

Advanced Patterns



Be ready at A.

1. Walk from A to judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 360 degree turn.
4. Trot to B.
5. Stop at B and back approximately one horse length.
6. Perform a 270 degree turn.

Walk straight away and follow the instructions of your ring steward.

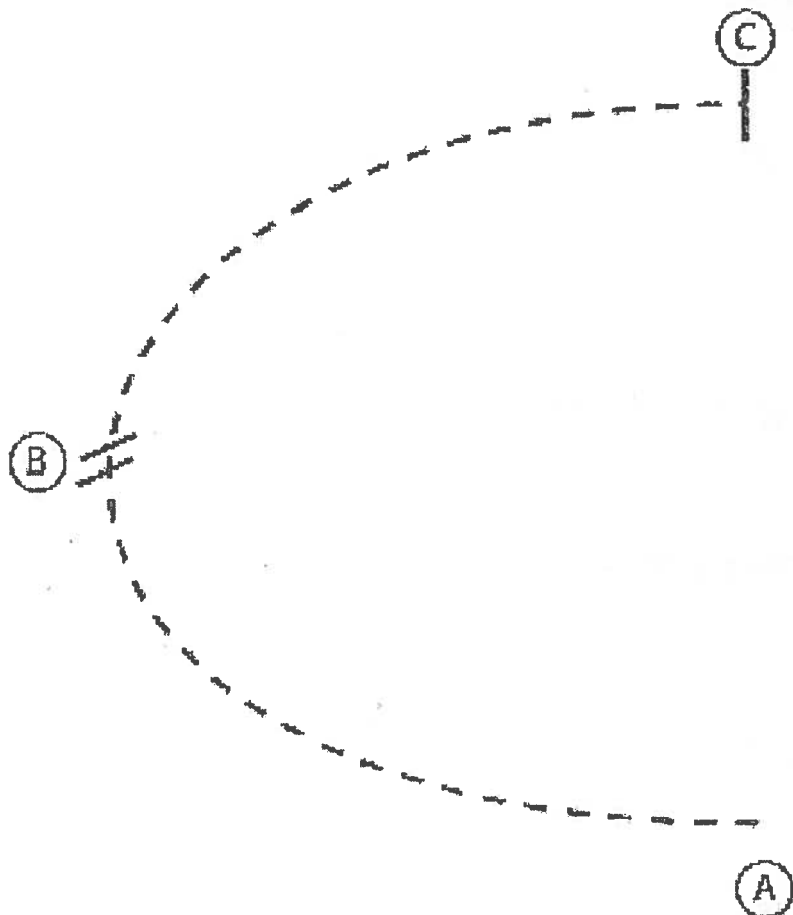
Walk	-----
Trot	- - - - -
Back	← C C C C C
Marker	⊙ B
Judge	● J



English Equitation Patterns

- Walk Trot only patterns
 - Multiple levels of difficulty
- Walk Trot Lope patterns
 - Multiple levels of difficulty

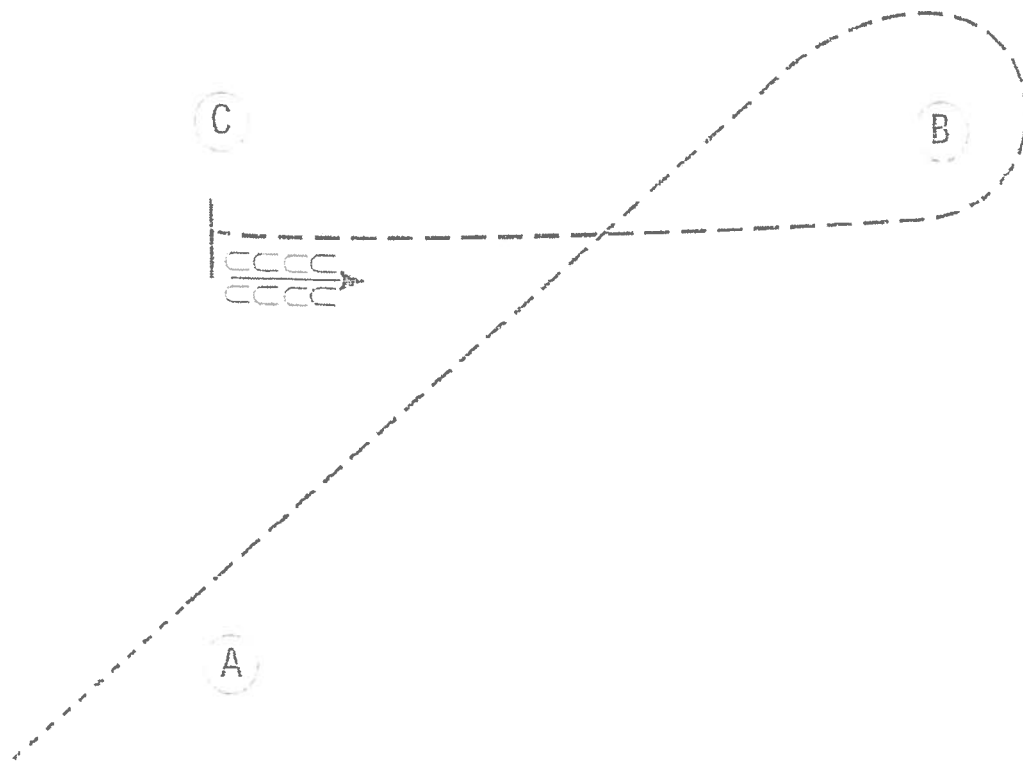
Walk Trot Pattern



1. Posting trot A to B on the right diagonal
2. At B change diagonals and continue to C
3. Stop at C

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	///
Back	←←←
Marker	⊙
Sidepass	←-----→

Walk Trot Pattern

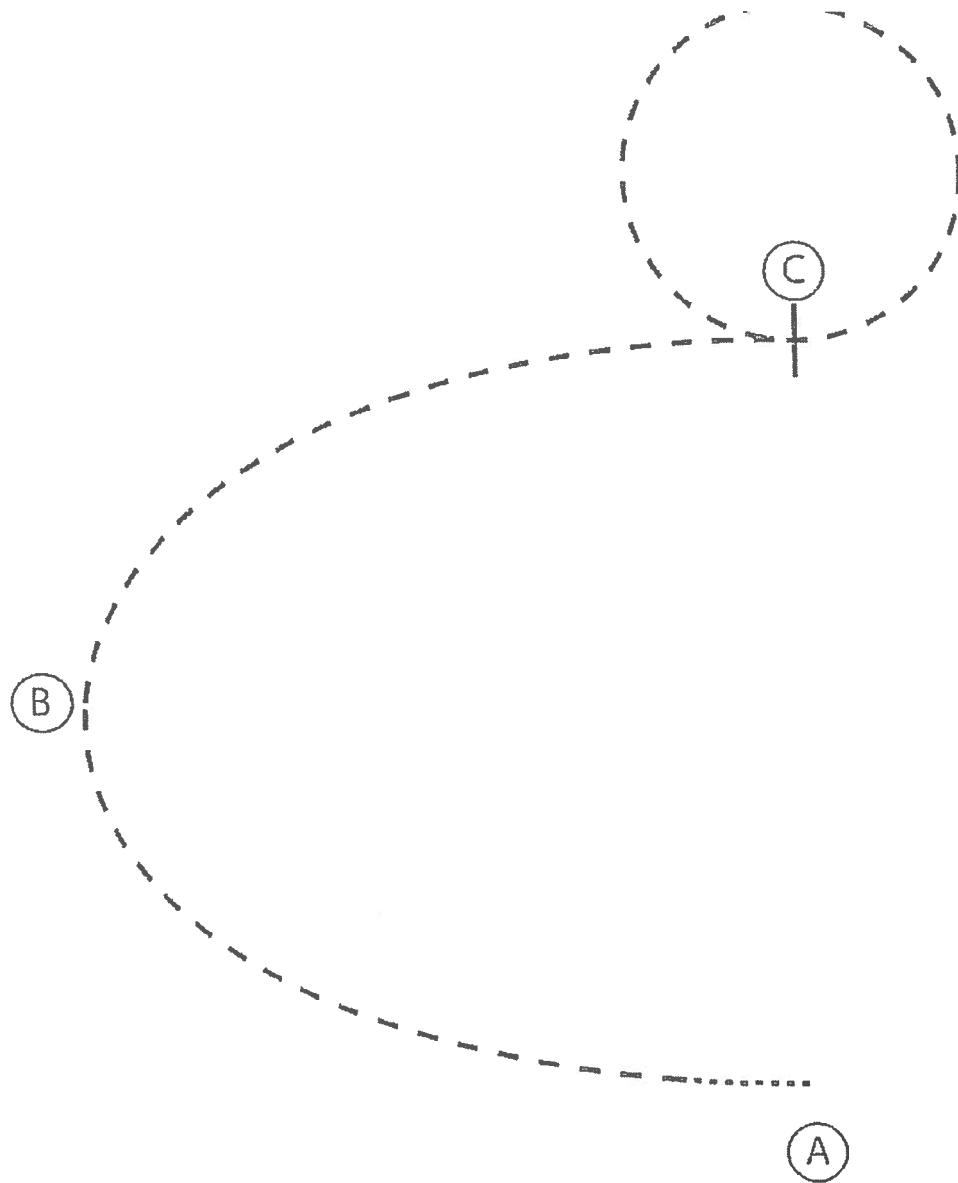


Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Posting trot on the left diagonal around B and to C.
4. Stop at C. Back approximately one horse length.
5. Follow the instructions of your ring steward.

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

Walk Trot Pattern

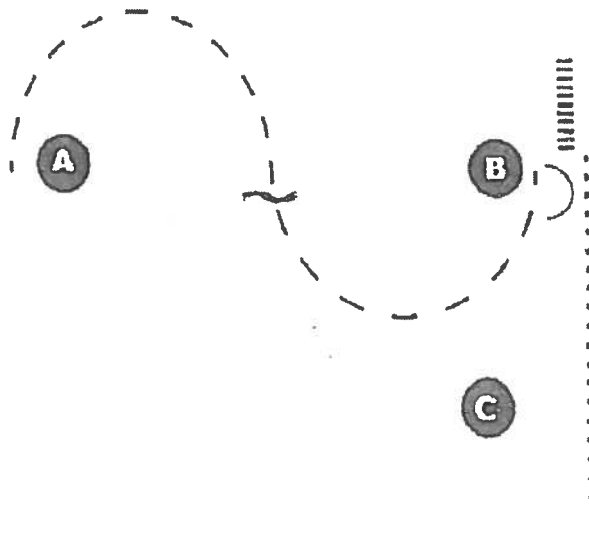


1. Walk 3 strides at A then posting trot on the right diagonal to B
2. At B change diagonals and continue to C
3. At C sitting trot a circle to the left
4. Stop at C

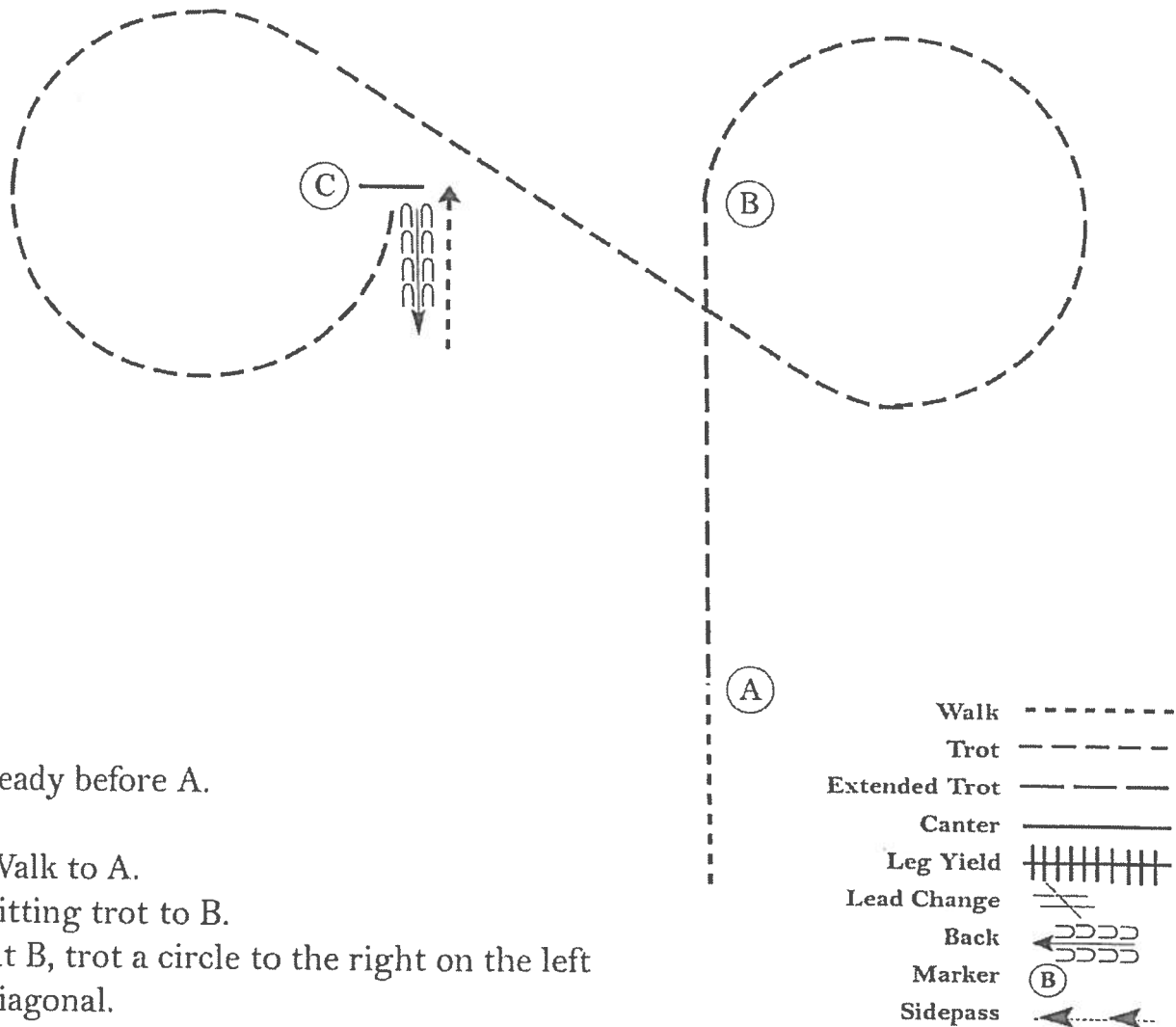
Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘
Back	←
Marker	Ⓚ

Walk Trot Pattern

- 1. Start at A cone.**
- 2. Trot serpentine to B, changing diagonals where indicated.**
- 3. Stop, execute 180 degree turn to the right. (Forehand Turn)**
- 4. Back 3 steps.**
- 5. Walk to exit, (pattern ends at C)**



Walk Trot Pattern



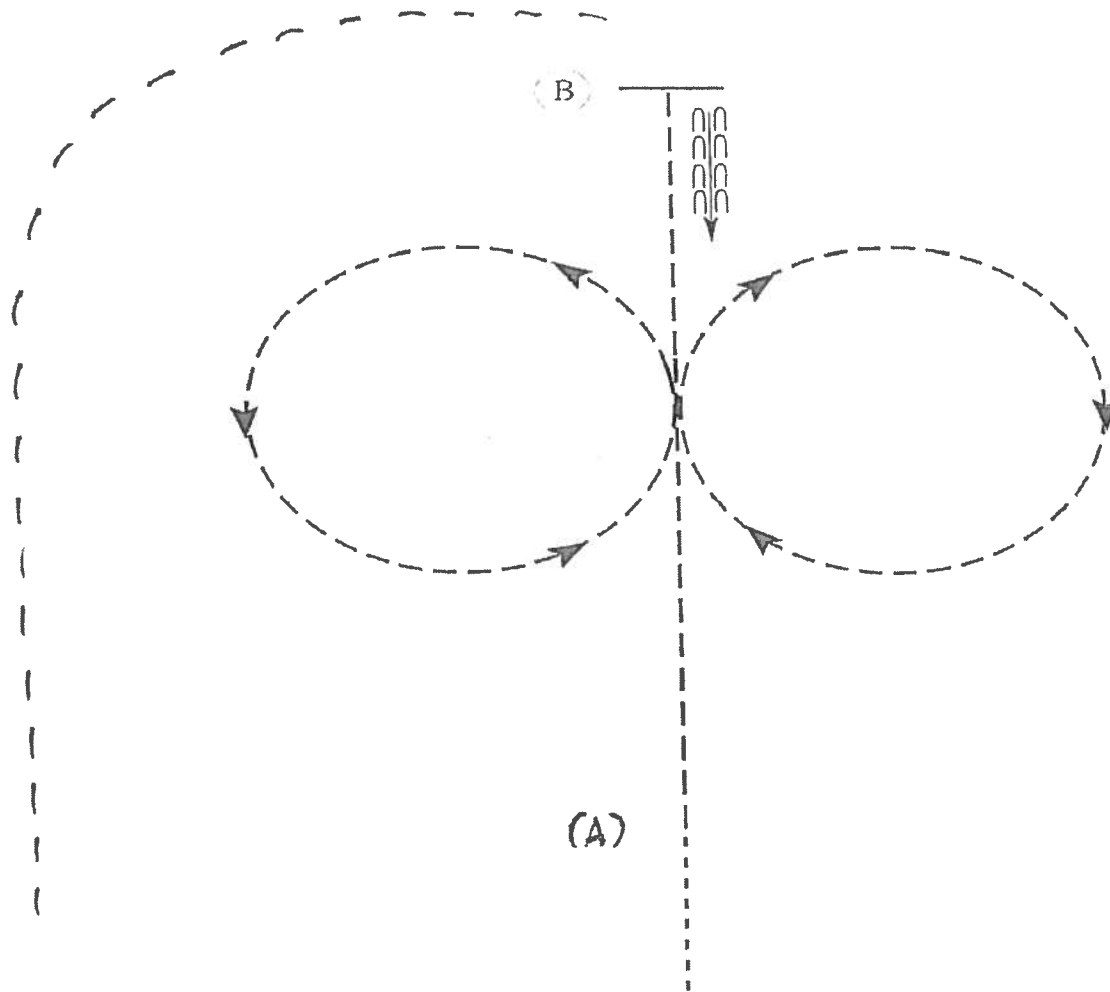
Be ready before A.

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 Pattern

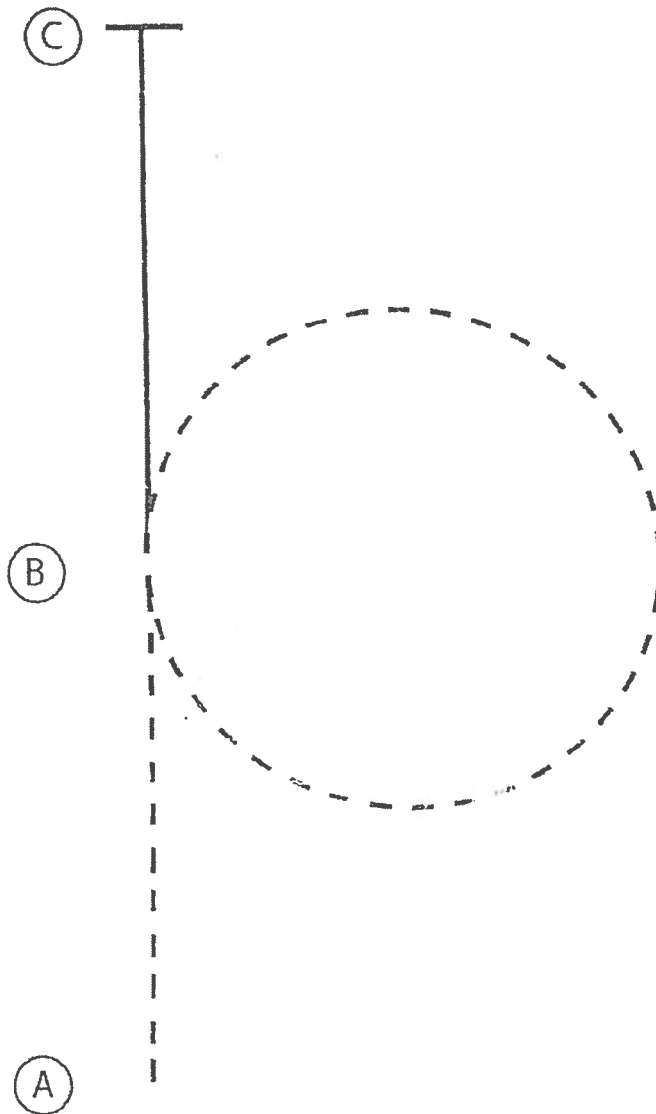


1. Walk to A.
2. At A sitting trot towards B.
3. When halfway to B posting trot circle to the right followed by a posting trot circle to the left.
4. Continue the posting trot to B.
5. At B stop and back approximately one horse length.

Exit pattern at a sitting trot and follow instructions of the ring steward.

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

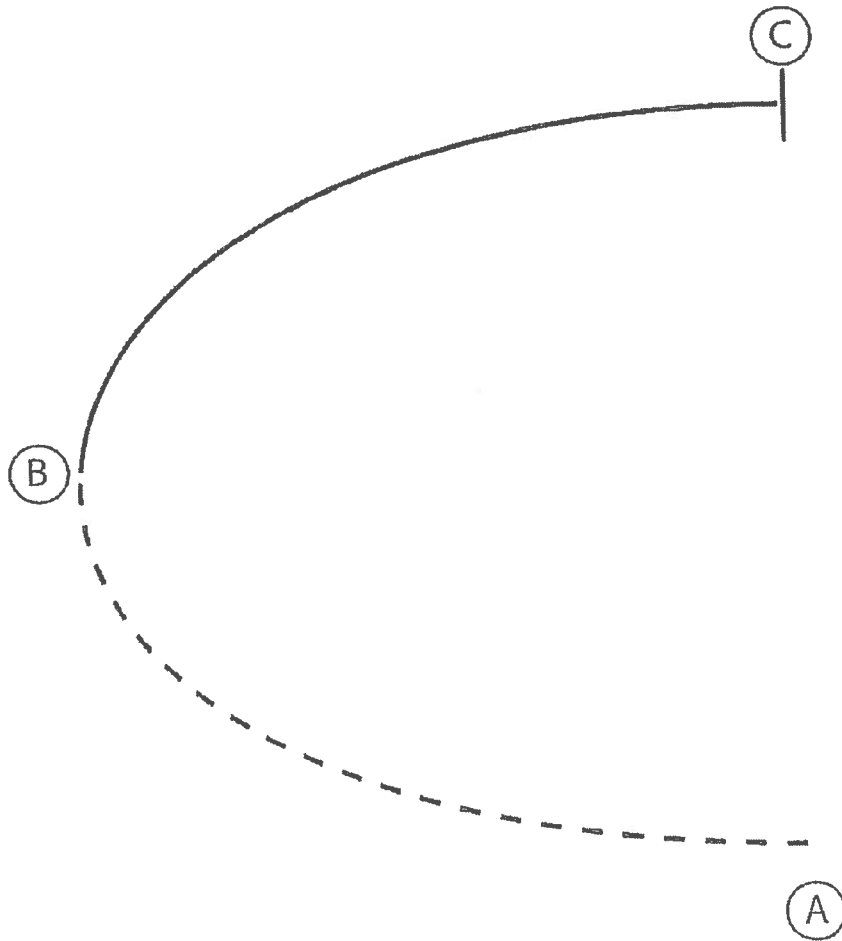
Walk Trot Lope Pattern



1. Sitting trot A to B
2. At B posting trot circle to the right on the proper diagonal
3. At B canter on the left lead to C
4. Stop at C

walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — →

Walk Trot Lope Pattern

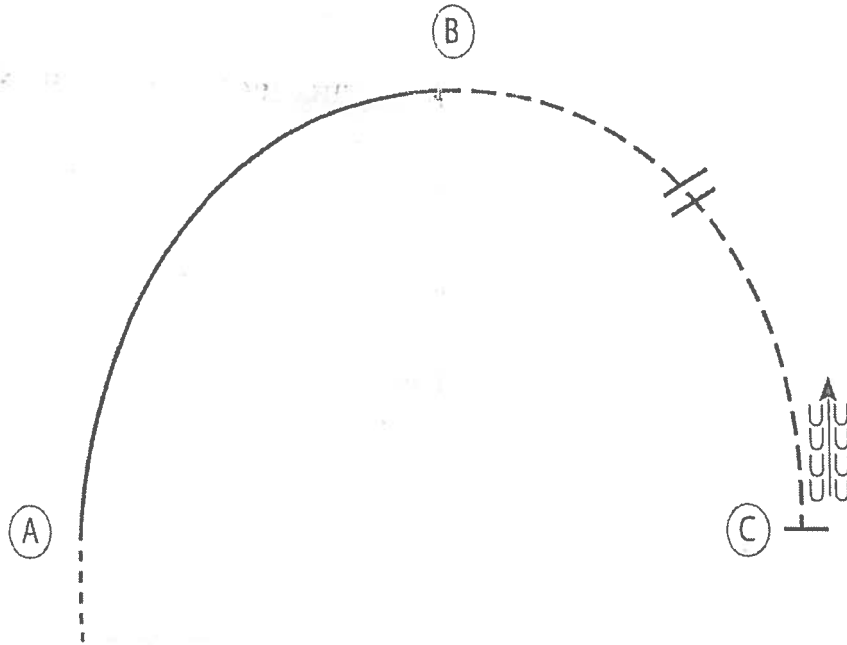


1. Posting trot A to B on the left diagonal
2. At B canter on the right lead to C
3. Stop at C

- 4.) Return to line up at a walk

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↙
Back	← ↖ ↖
Marker	⊙
Sidepass	←-----→

Walk Trot Lope Pattern



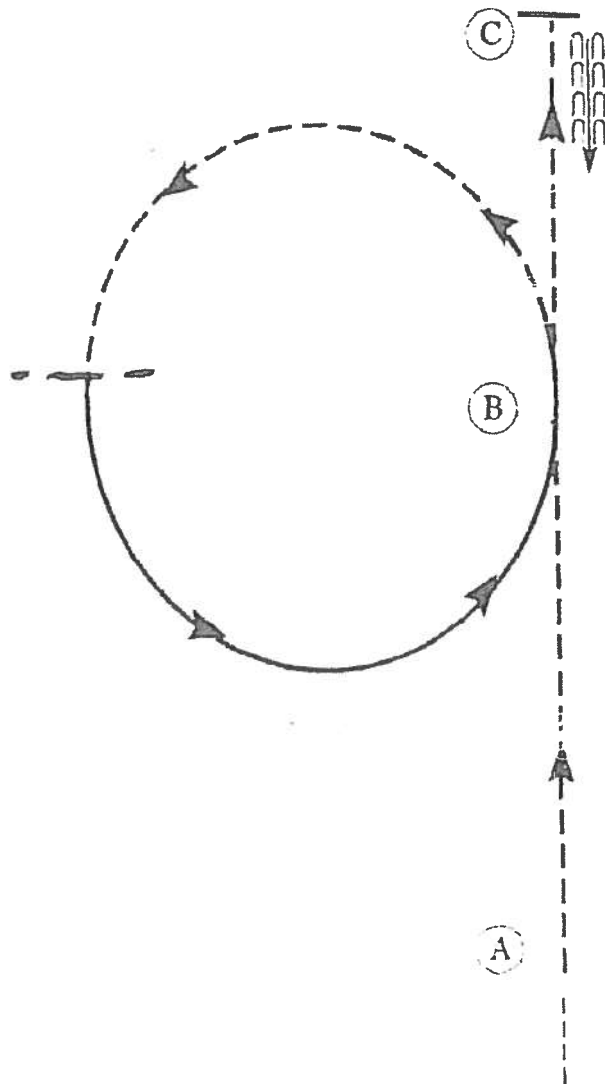
Be ready before A.

1. Walk to A.
2. Canter on the right lead from A towards B.
3. Break to a posting trot at B.
4. At B, posting trot on the left diagonal towards C.
5. When halfway to C, change diagonals and continue to C.
6. At C stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

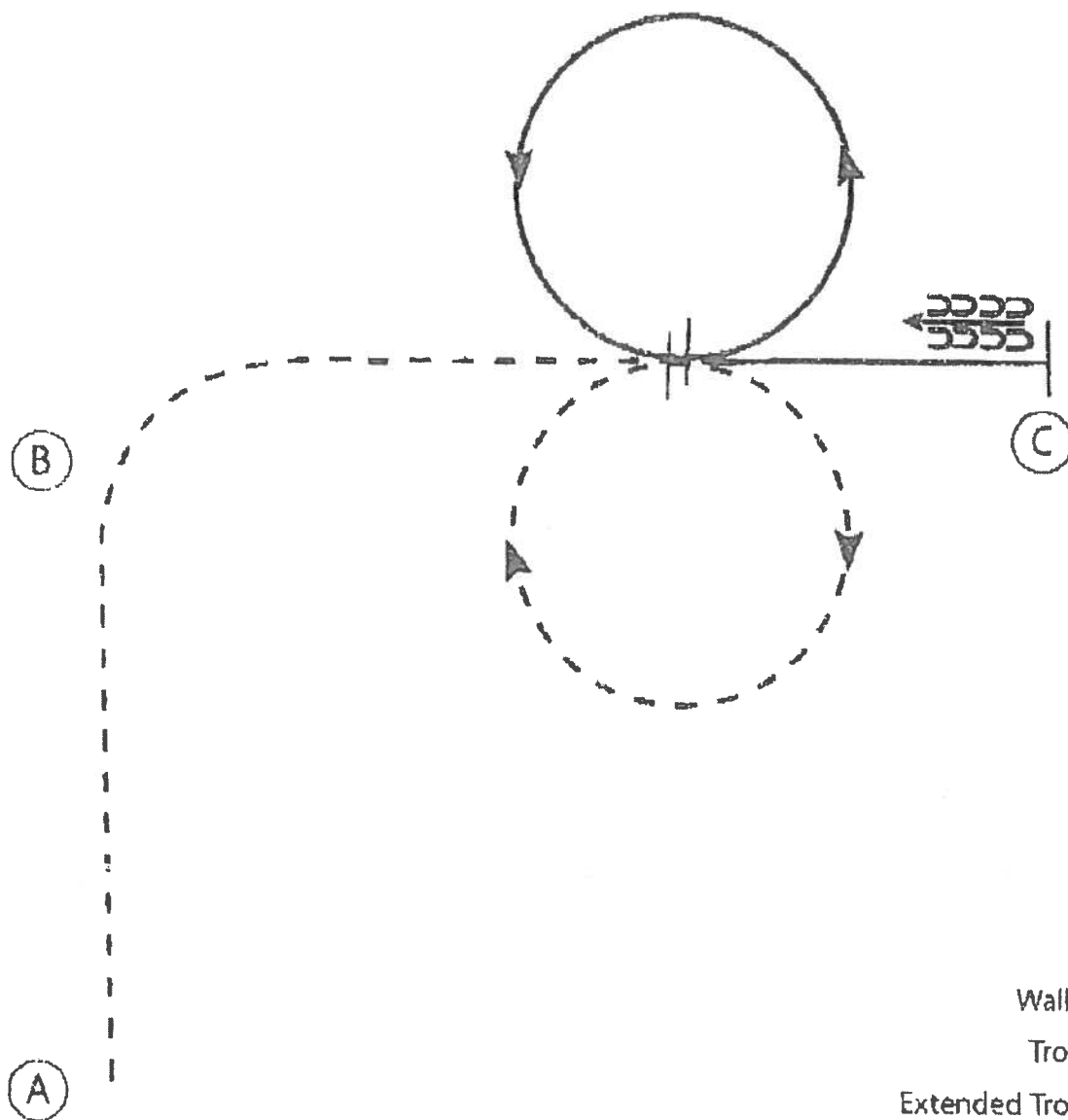
Walk Trot Lope Pattern



1. Walk to A
2. Sitting trot A to B
3. At B posting trot a half circle to the left on the right diagonal
4. Sitting trot to C
5. Stop at C and back approximately one horse length
6. Exit at a sitting trot

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

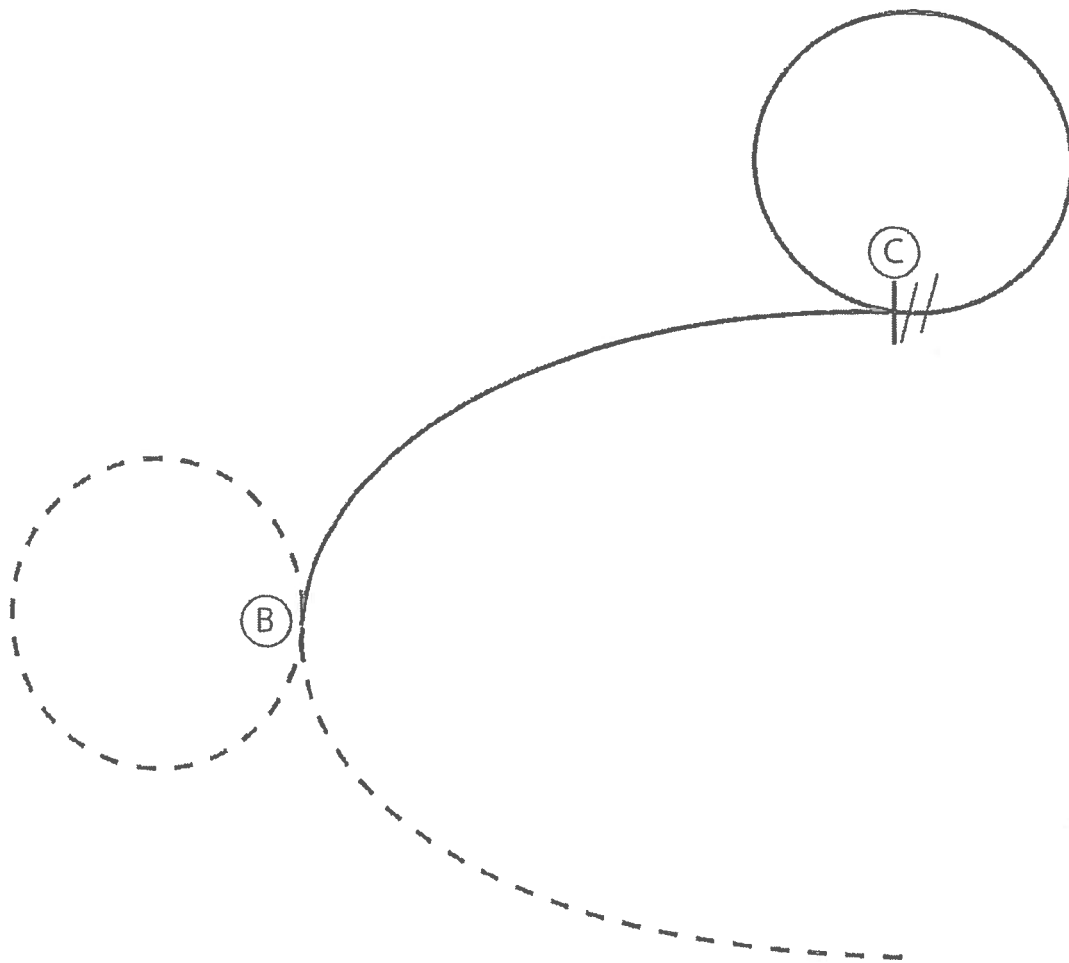
Walk Trot Lope Pattern





1. Sitting trot A to B
2. At B posting trot towards C on the left diagonal
3. Before C posting trot a circle to the right followed by a canter circle to the left on the left lead, continue to C
4. At C stop and back four steps

Walk
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↘
Back	← 333 333
Marker	ⓑ
Sidepass	← - - - ←

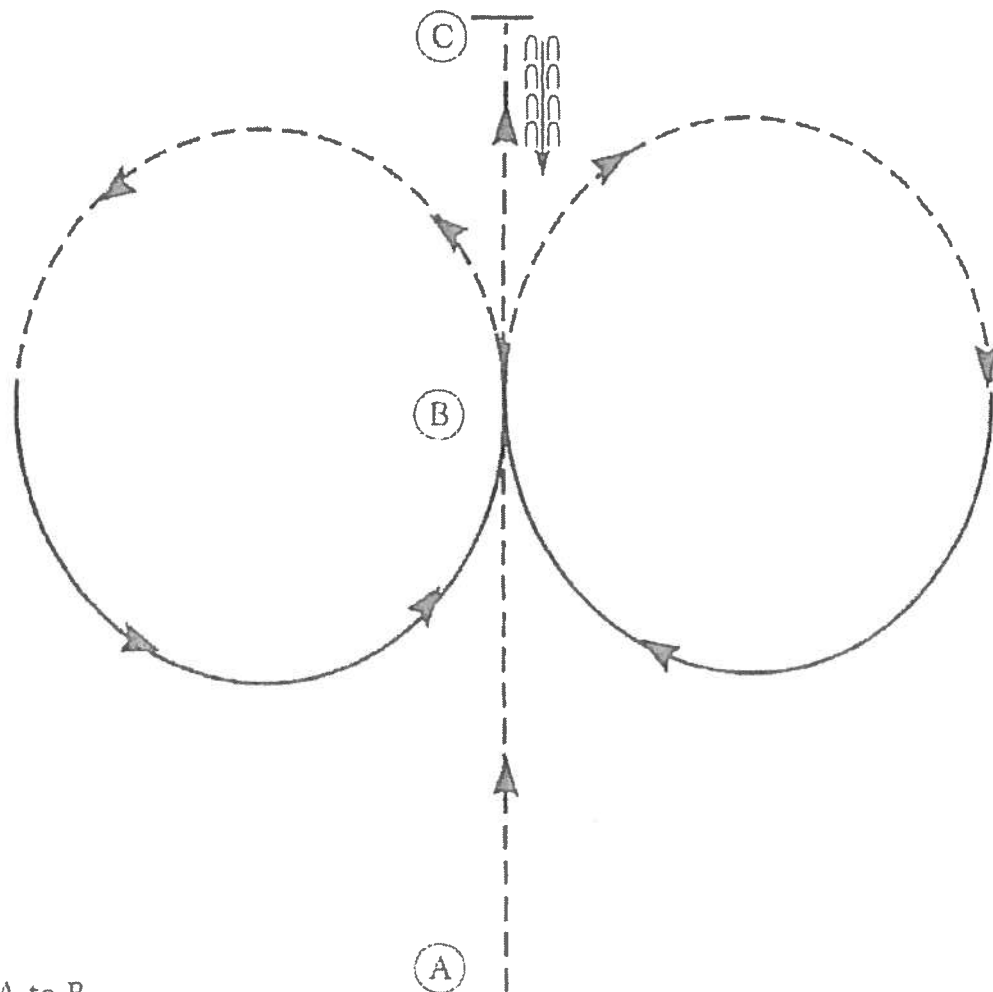
Walk Trot Lope Pattern



1. Posting trot A to B on the left diagonal
2. At B posting trot a circle to the left on the right diagonal
3. At B canter on the right lead to C
4. At C perform lead change and canter a circle to the left
5. At C stop

(A) Walk
 Trot - - - - -
 Extended Trot — — — — —
 Canter —————
 Leg Yield |||||
 Lead Change 
 Back 
 Marker (B)

Walk Trot Lope Pattern

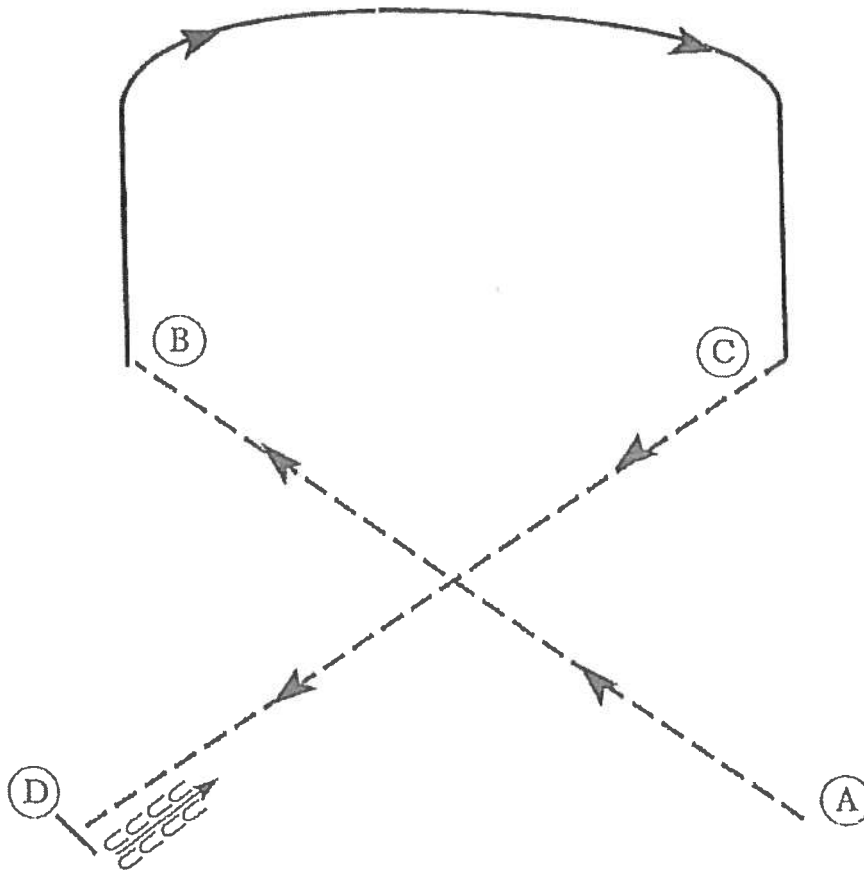


1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle. *(to Right)*
3. Canter on the right lead back to B.
4. Posting trot on the right diagonal in a half circle. *(to Left)*
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

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

Walk Trot Lope Pattern



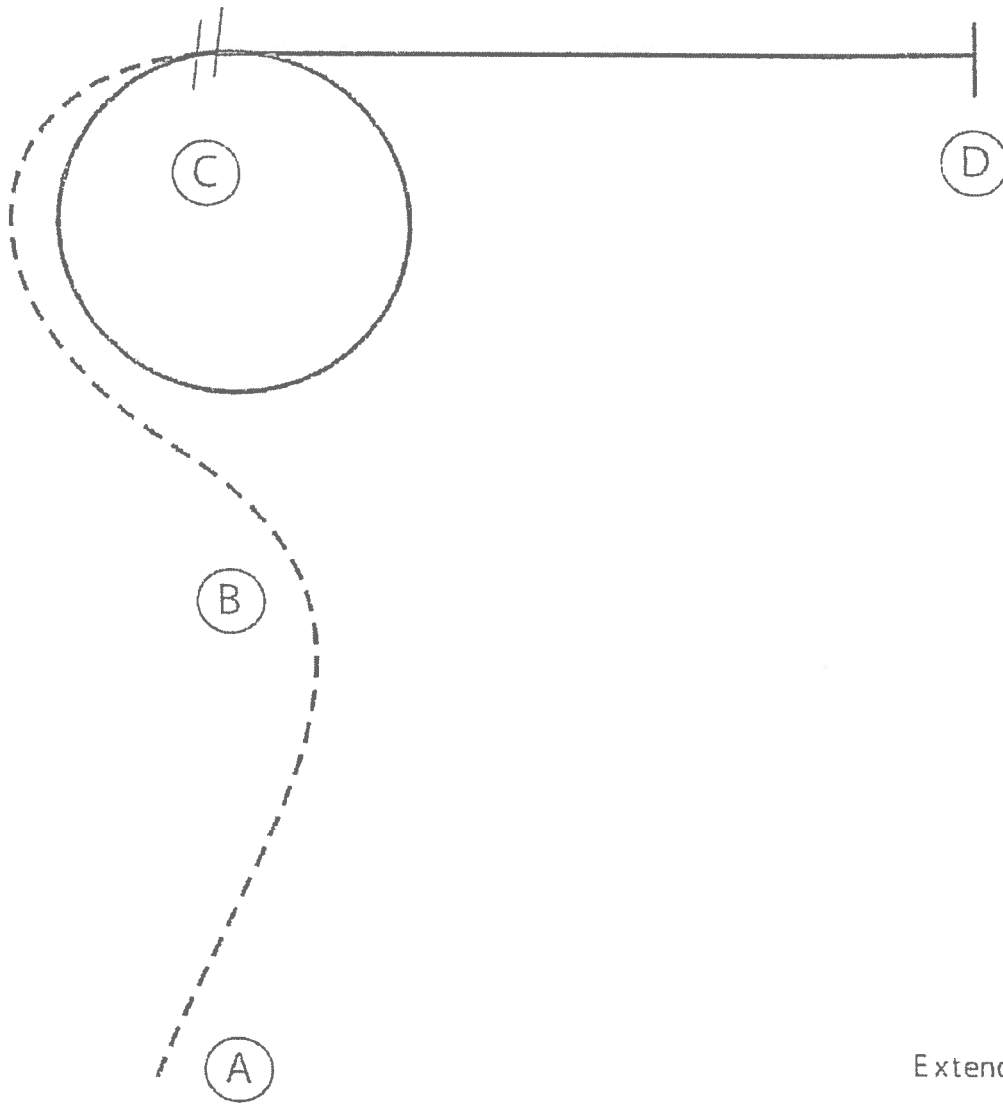
Be ready at A.

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 pattern at a sitting trot

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

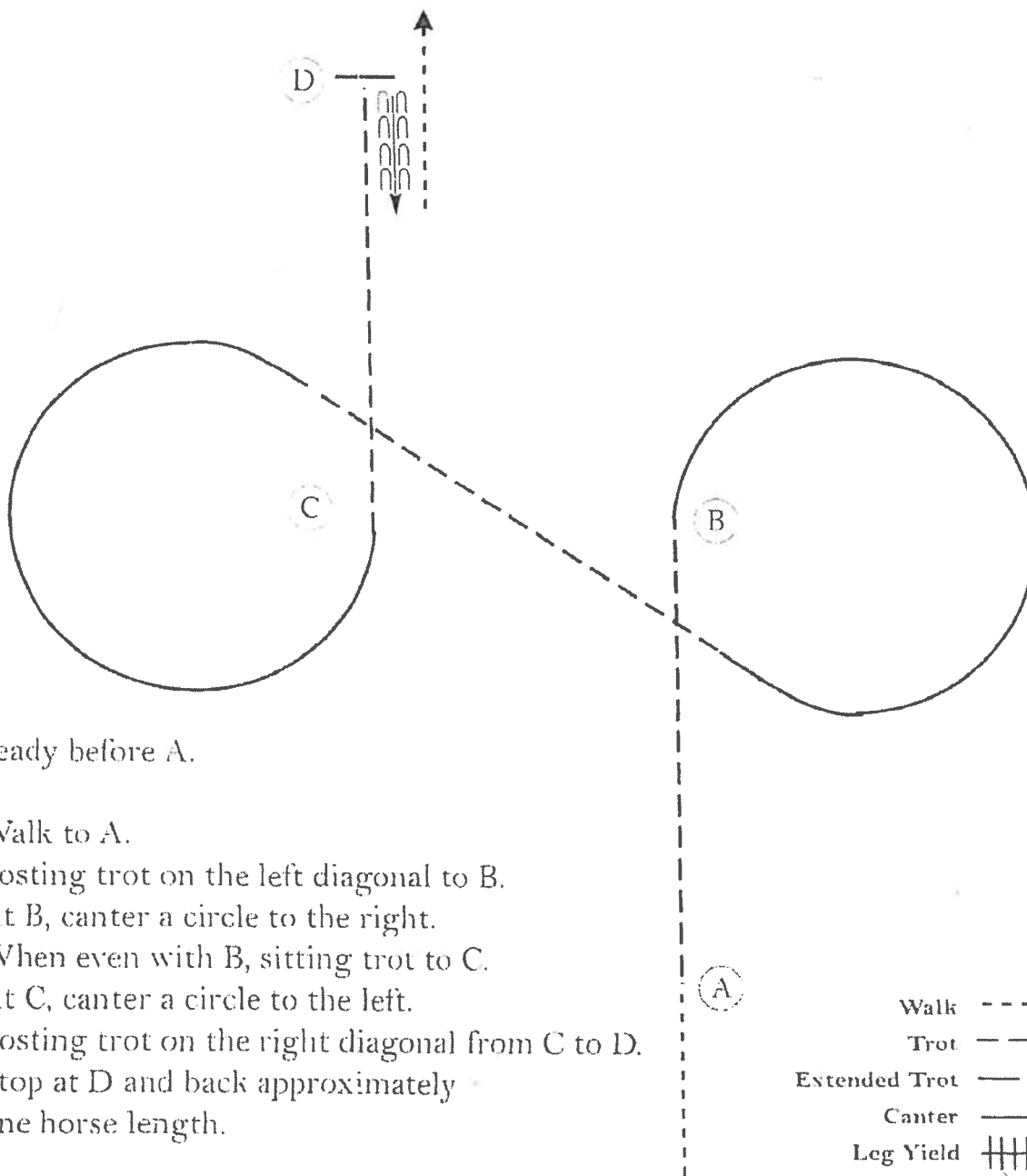
Walk Trot Lope Pattern



1. Posting trot A to B on the right diagonal
2. Change diagonals at B and continue to C
3. At C canter a circle to the right on the right lead
4. At C perform a lead change and continue to D
5. Stop at D

Walk
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙ (B)
Sidepass	← →

Walk Trot Lope Pattern



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

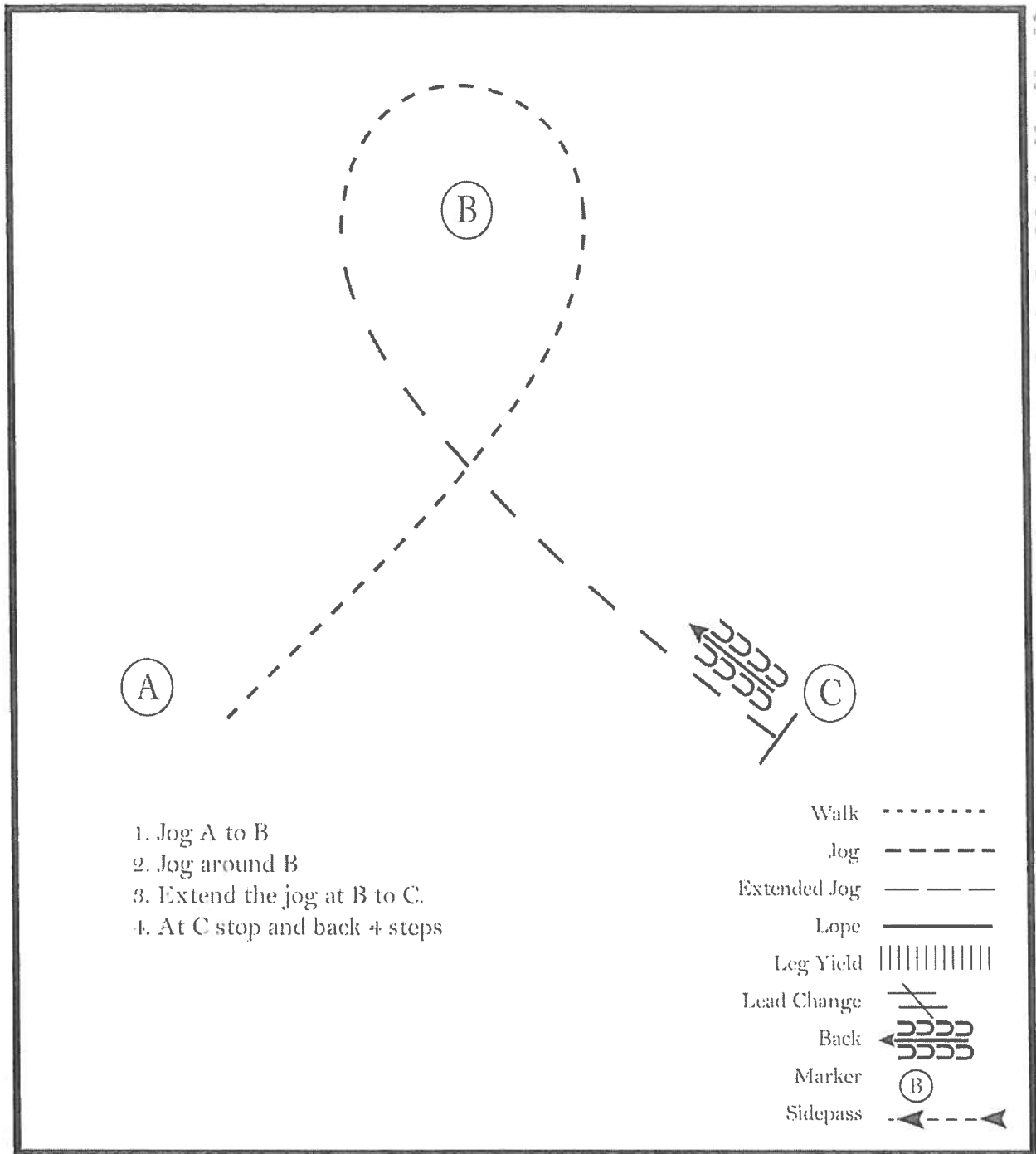
Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↘
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← ←
Hand Gallop	———



Western Horsemanship Patterns

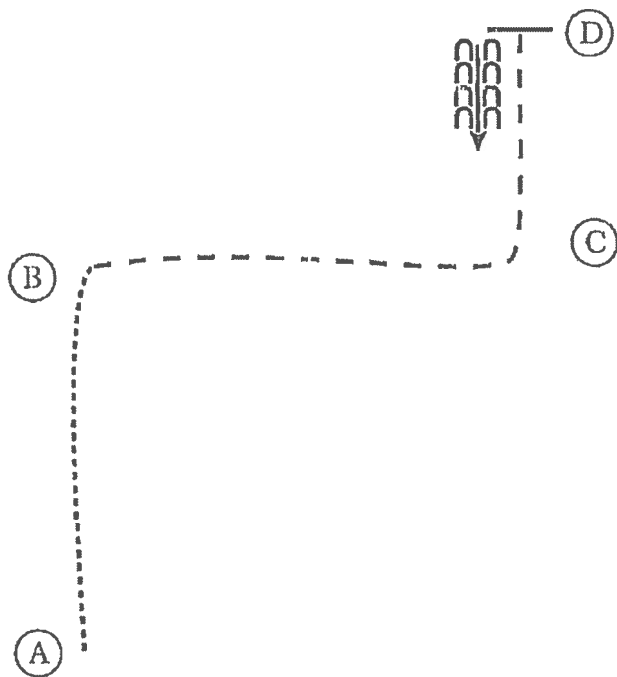
- Walk Trot only patterns
 - Multiple levels of difficulty
- Walk Trot Lope patterns
 - Multiple levels of difficulty

Walk-Trot Pattern



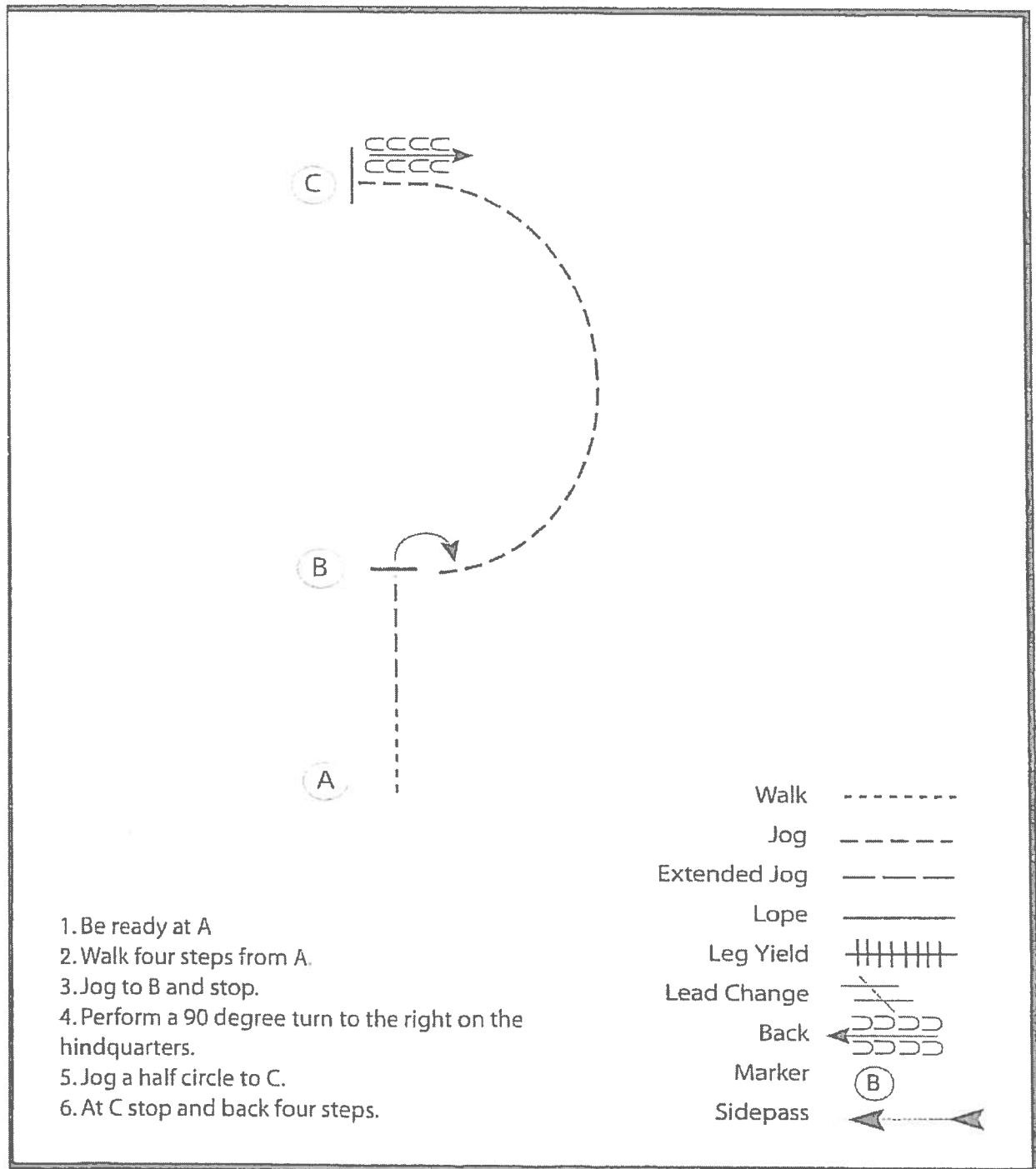
Walk-Trot Pattern

1. Walk A to B
2. At B jog to D
3. At D stop and back 4 steps.

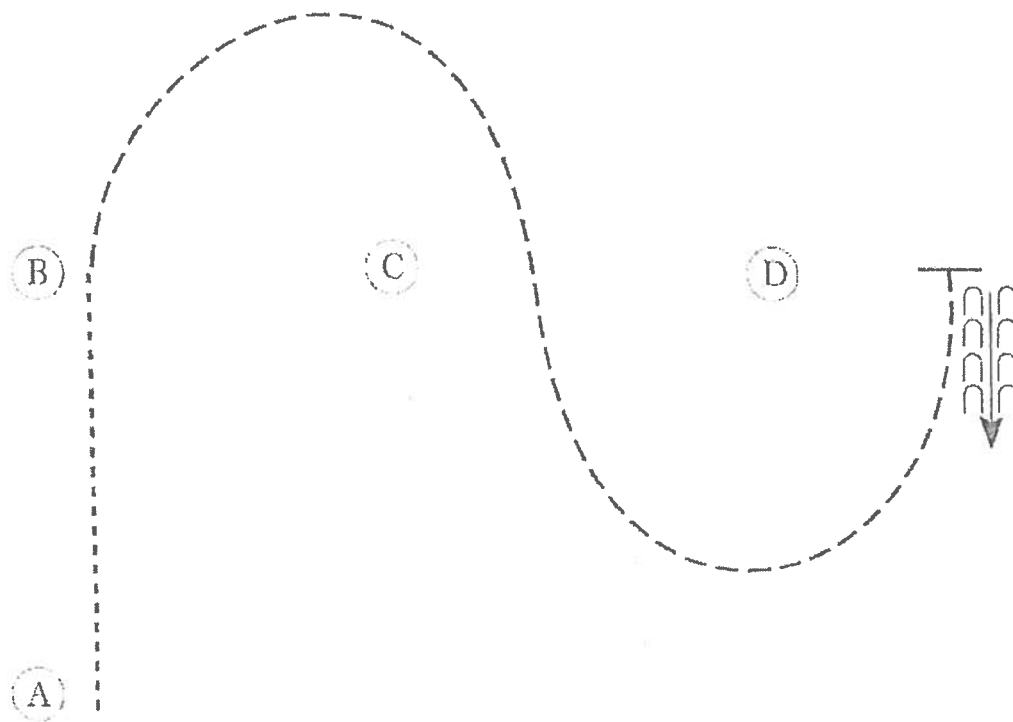


Walk
Jog	-----
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←
Marker	⊙
Sidepass	←---→

Walk-Trot Pattern



Walk-Trot Pattern



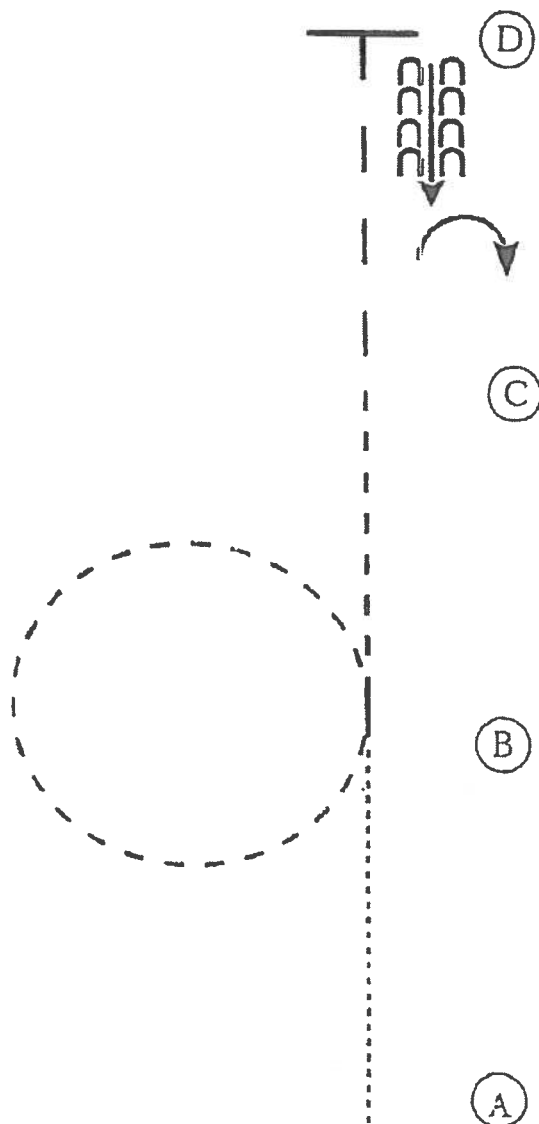
Be ready at A.

1. Walk A to B.
2. Jog at B, around C and to D.
3. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — — →

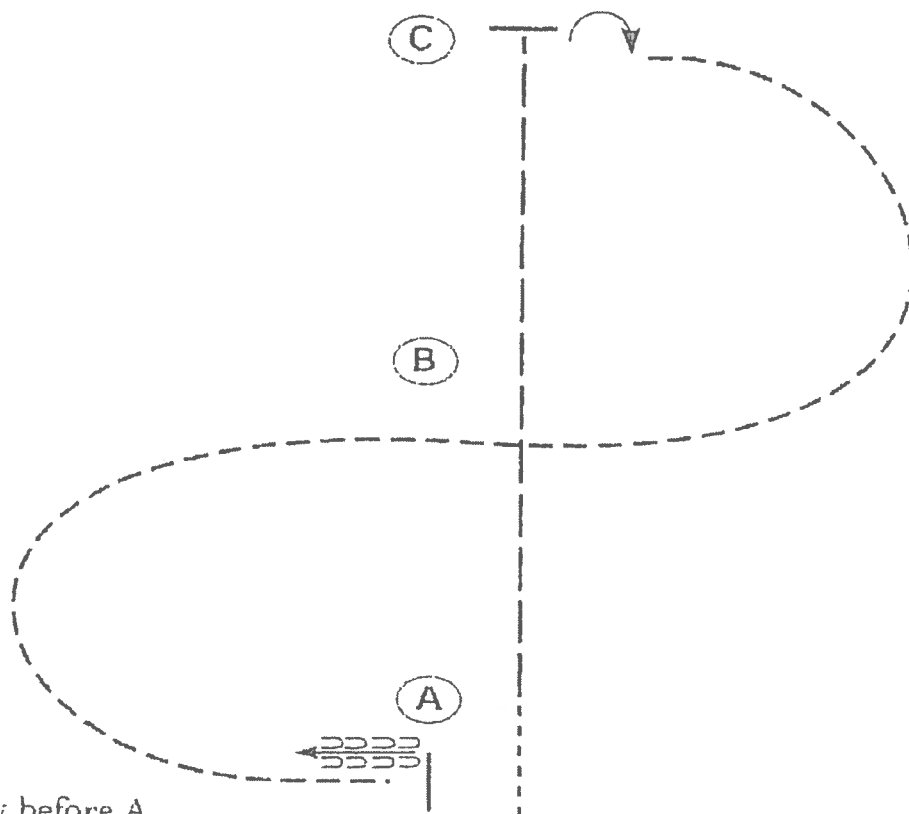
Walk-Trot Pattern



1. Walk A to B.
2. At B jog.
3. Jog a circle at B and continue to C.
4. At C extend the jog to D.
5. At D stop and back 4 steps.
6. Turn 90 degrees to the right.

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

Walk-Trot Pattern



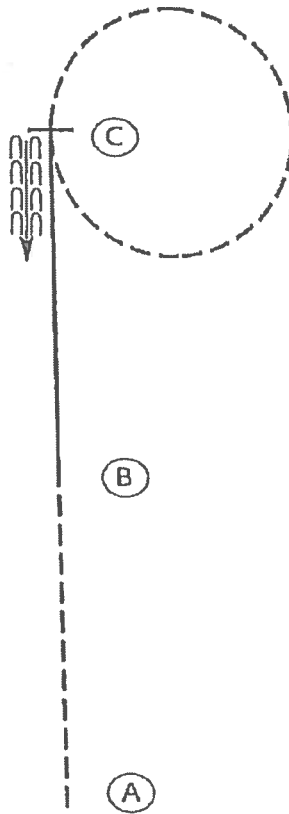
Be ready before A.

1. Walk to A.
2. Perform an extended jog from A to C.
3. Stop at C and turn 90 degrees to the right.
4. Jog half a circle to B.
5. Continue at a jog in a half circle 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	← ←

Walk Trot Lope Pattern

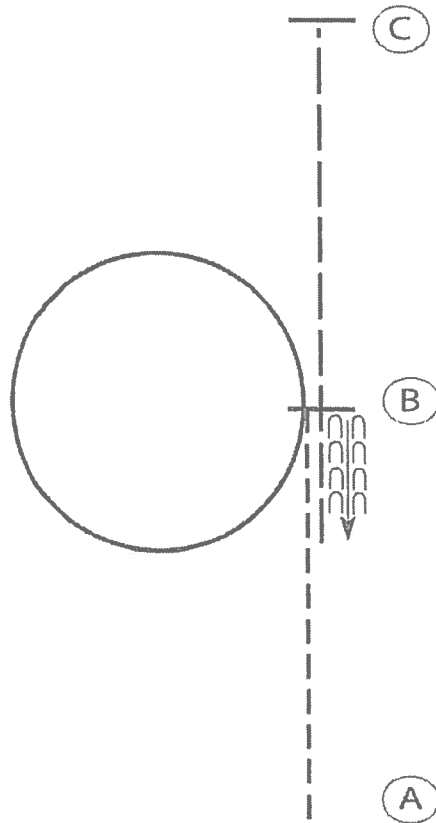


Be ready at A.

1. Jog from A to B.
2. Lope on the right lead to C.
3. Even with C, break to a jog and circle to the right.
4. Stop at C and back one horse length
5. Exit the pattern at a jog

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→

Walk Trot Lope Pattern



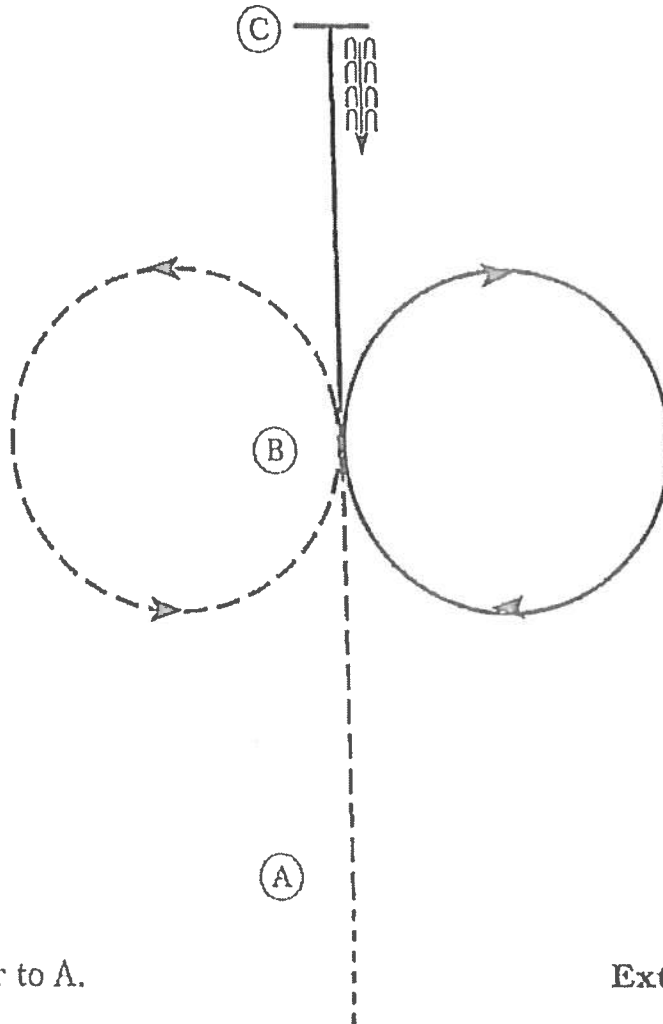
Be ready at A.

1. Jog from A to B.
2. Lope a circle to the left on the left lead.
3. Stop at B.
4. Back one horse length at B.
5. Extend the jog to C.
6. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↘
Back	← 3 3 3 3 3 3
Marker	Ⓚ
Sidepass	←-----→

Walk Trot Lope Pattern

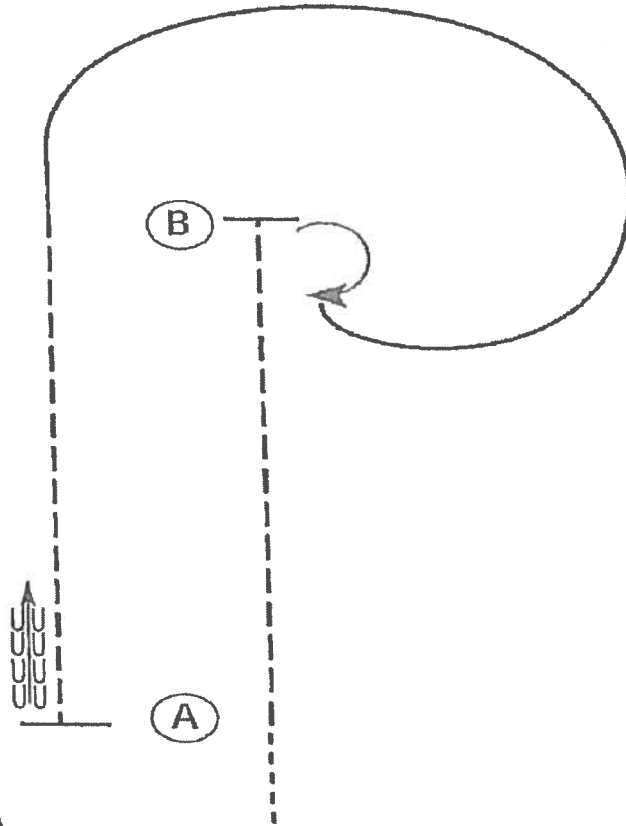


Be ready prior to A.

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	ⓑ
Sidepass	←-----→

Walk Trot Lope Pattern



Be ready before A.

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

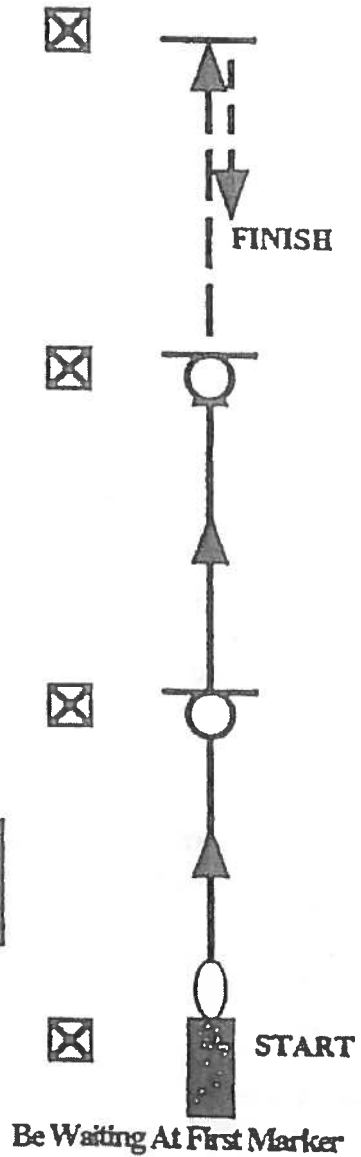
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← 5555
Marker	⊙ B
Sidepass	←-----←

Walk Trot Lope Pattern

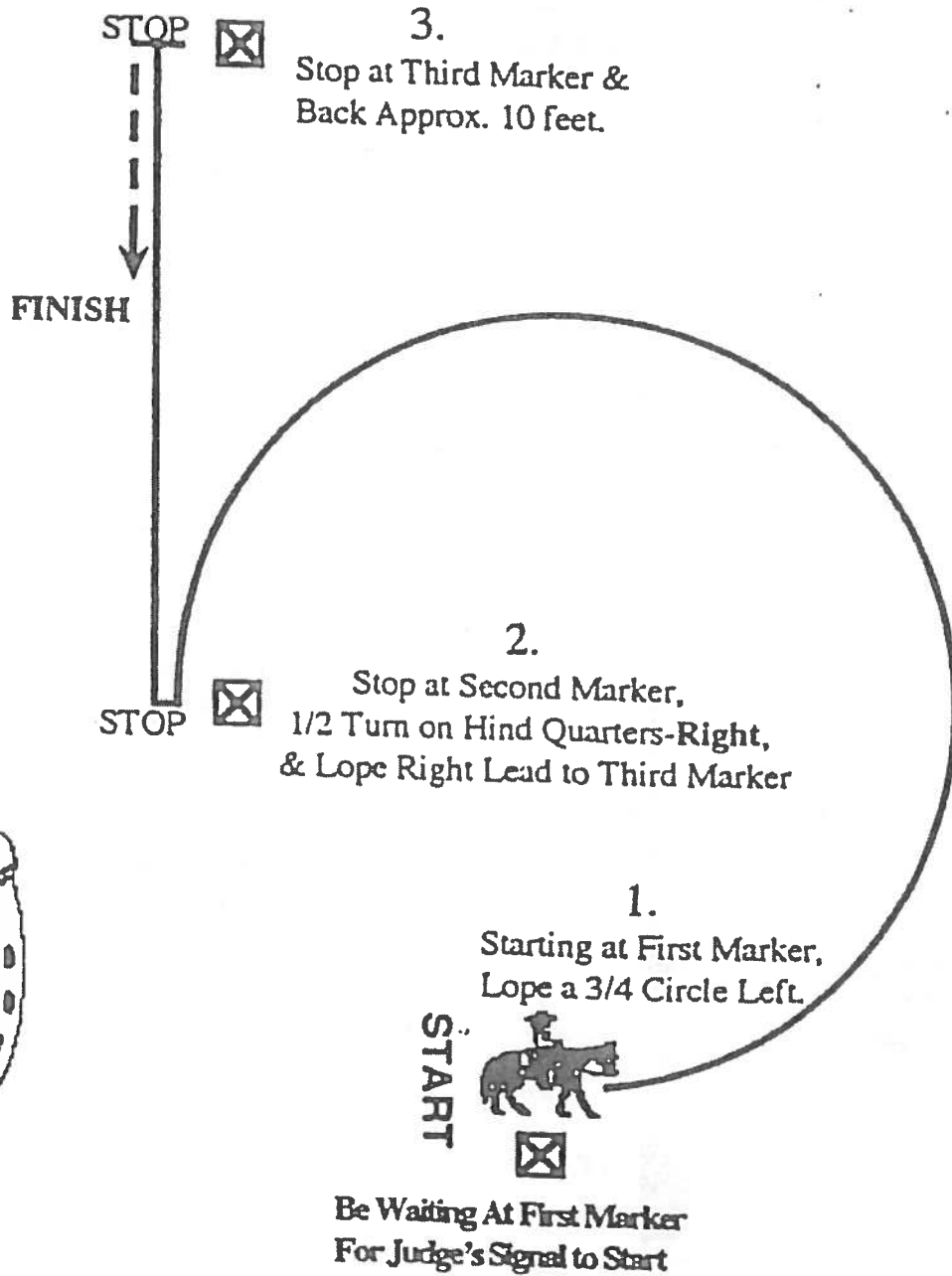


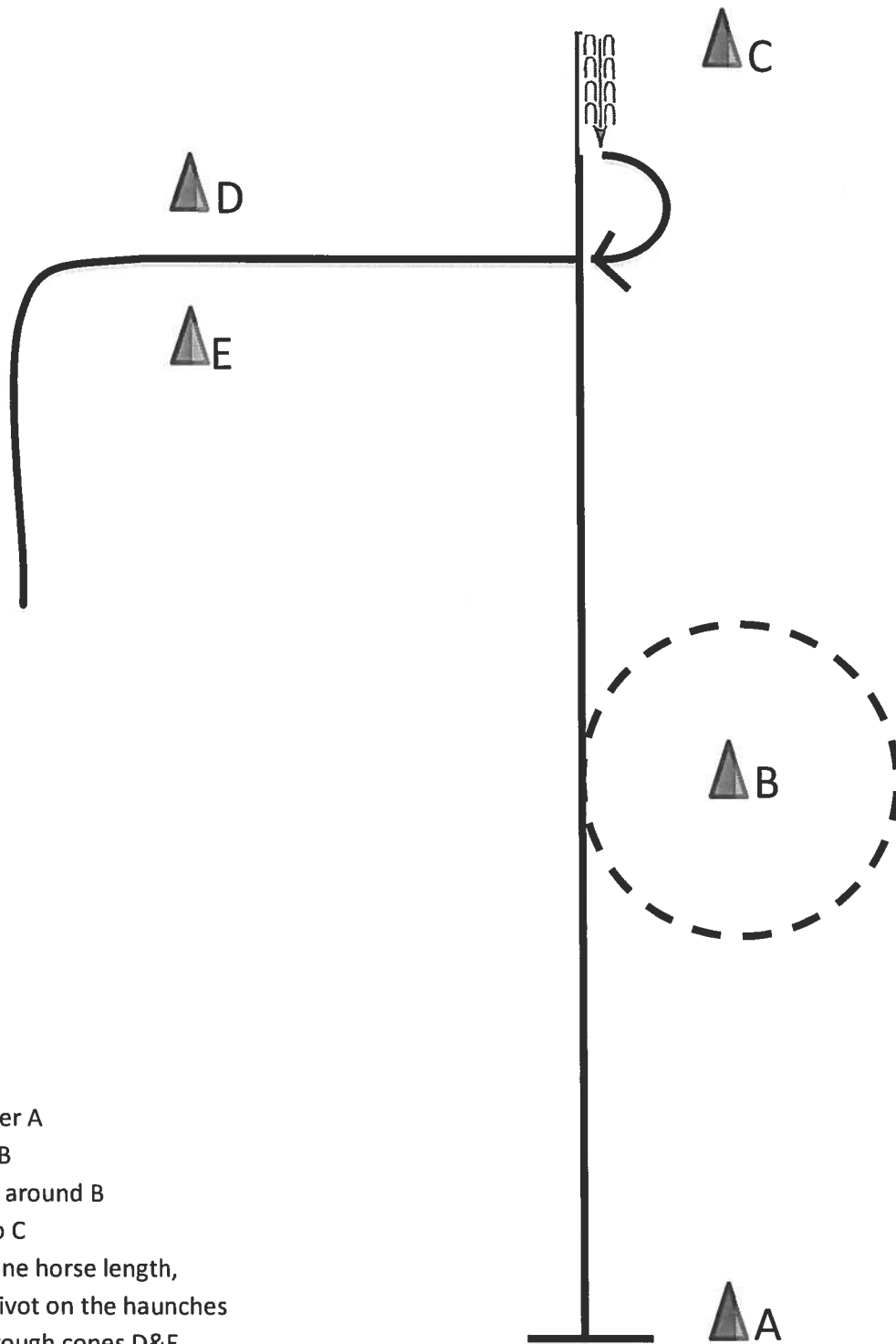
GOOD LUCK!



6. Back Approx. 10 feet.
5. Jog To Fourth Marker & Stop
4. Execute 360 turn on Hindquarters-RIGHT
3. Lope Left Lead to Third Marker & Stop
2. Execute 360 turn on Hindquarters-LEFT
1. When Signaled, Lope Right Lead to Second Marker & Stop

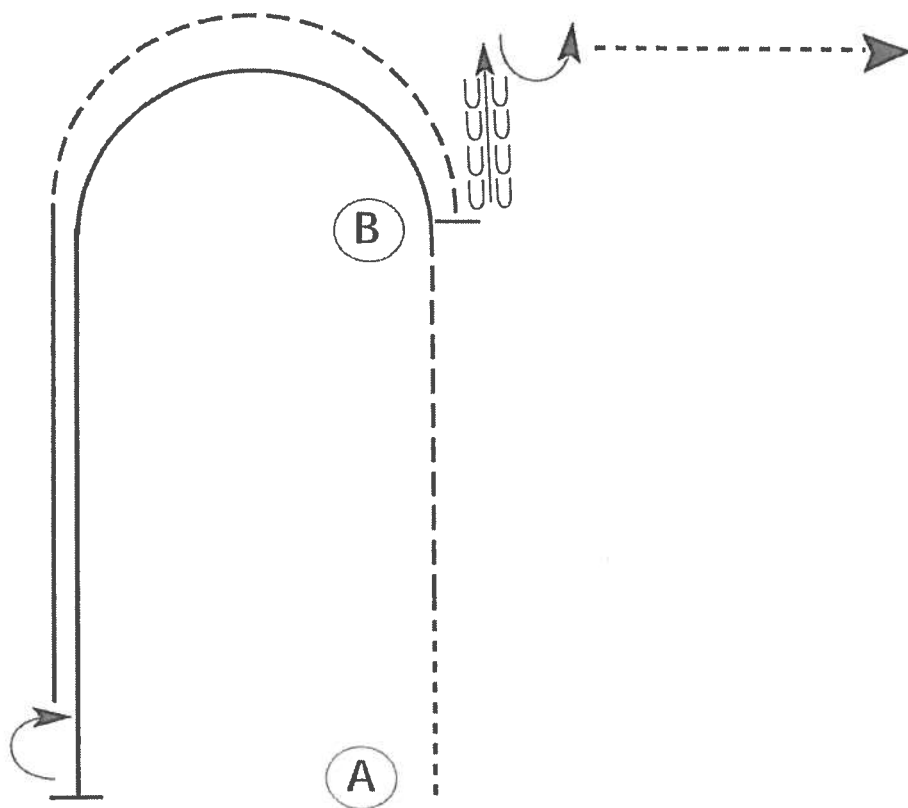
Walk Trot Lope Pattern



Walk Trot Lope Pattern

1. Be ready at marker A
2. Lope left lead to B
3. Jog circle to right around B
4. Lope right lead to C
5. Stop at C. Back one horse length, perform a 270° pivot on the haunches
6. Lope left lead through cones D&E
7. Go to rail or as directed by ring steward

Walk Trot Lope Pattern



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Lope on the left lead in a half circle and then straight until even with A.
4. Stop and perform a 180 degree turn to the right.
5. Lope on the right lead until even with B.
6. Jog to B.
7. Stop at B and back approximately one horse length.
8. Perform a 90 degree turn to the left and walk straight away.

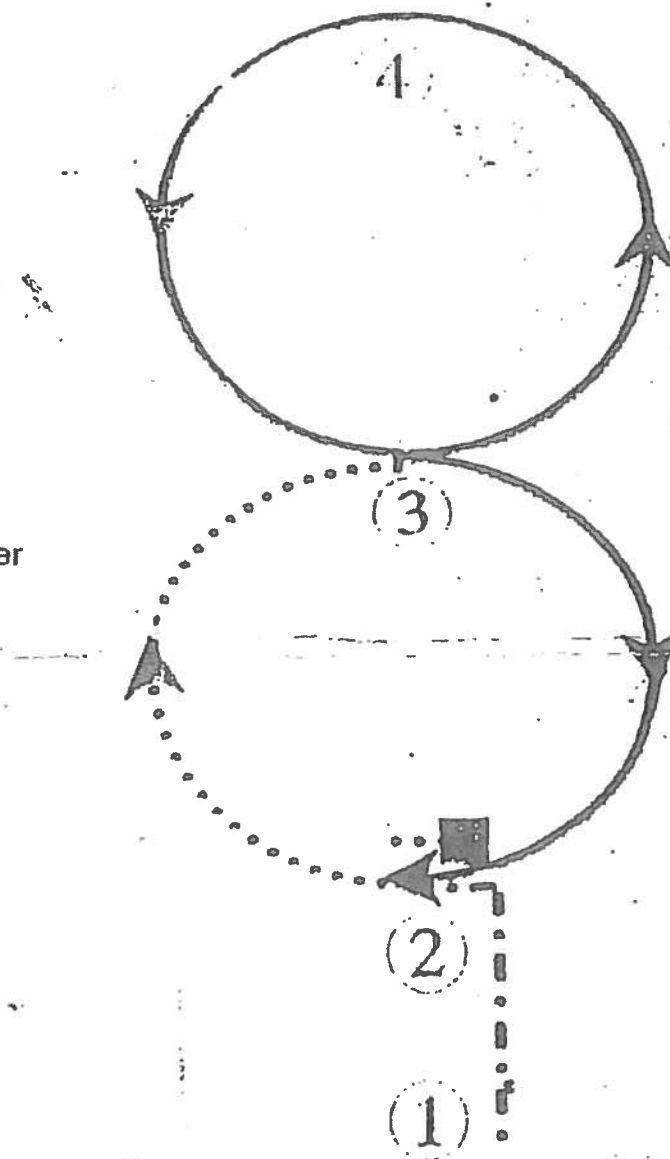
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	ⓑ

Walk Trot Lope Pattern

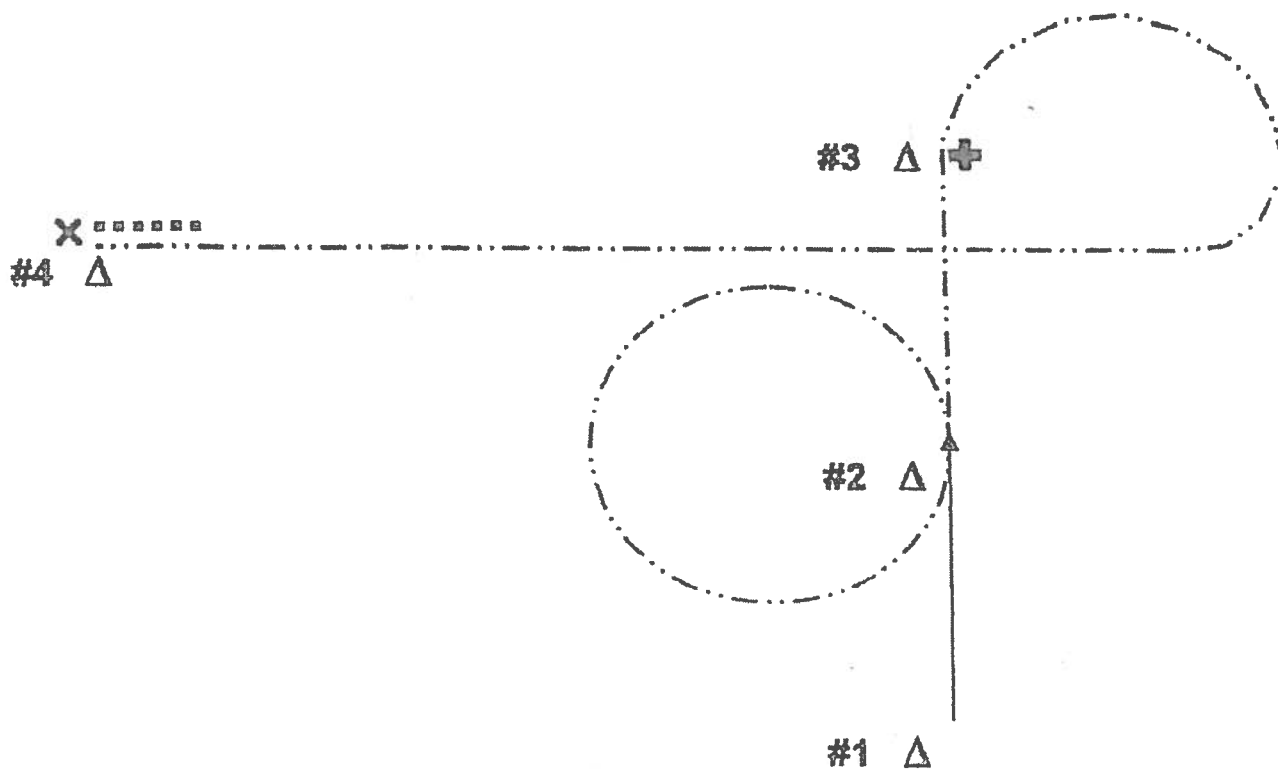
Be ready at 1st marker

1. Walk to 2nd marker
2. Execute 90° left turn
3. Jog to 3rd marker
4. Lope circle on left lead by 4th marker to 3rd marker
5. Change leads
6. Lope right lead to 2nd marker
7. Stop and back



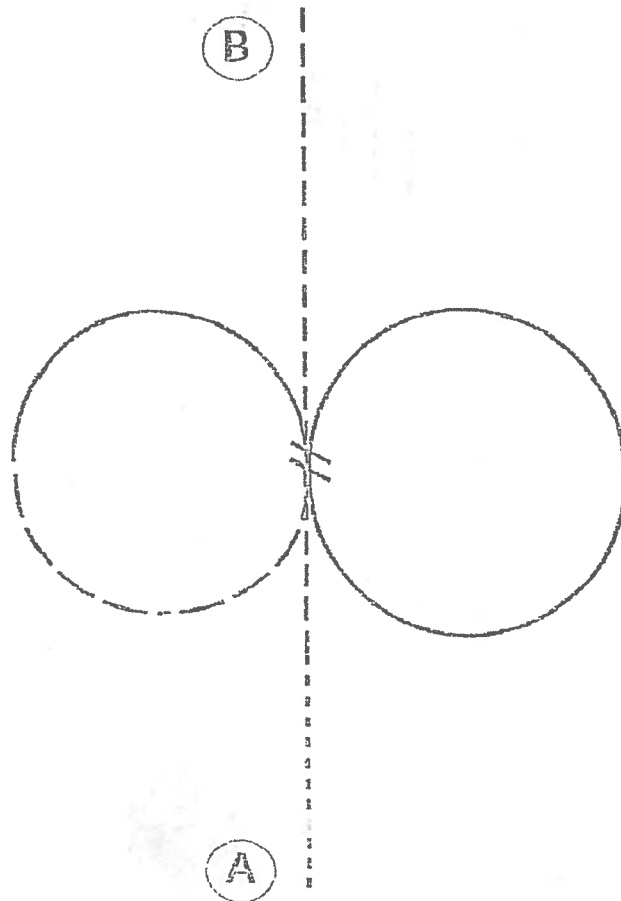
- . - . WALK
- JOG
- LOPE
-■ BACK

Walk Trot Lope Pattern



<p>△ Cone or Marker</p> <p>× Stop</p> <p>----- Jog</p> <p>..... Back</p> <p>- . - . - . - Lope</p> <p>⊕ Lead Change</p>	<p>Start pattern at #1 – Acknowledge judge</p> <p>Walk to #2</p> <p>At #2, lope circle to left on left lead</p> <p>Continue loping to #3</p> <p>At #3 change leads and lope circle to right</p> <p>Continue to #4</p> <p>At #4, stop and back 5 steps</p> <p>Acknowledge judge and jog to line-up</p>
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Walk Trot Lope Pattern

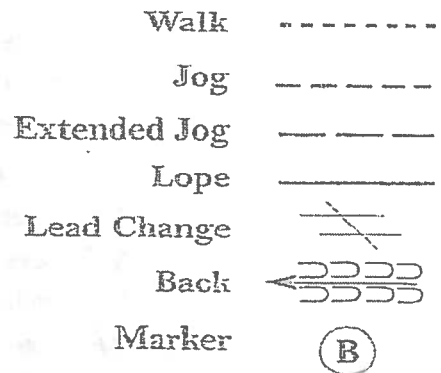


Be ready at A.

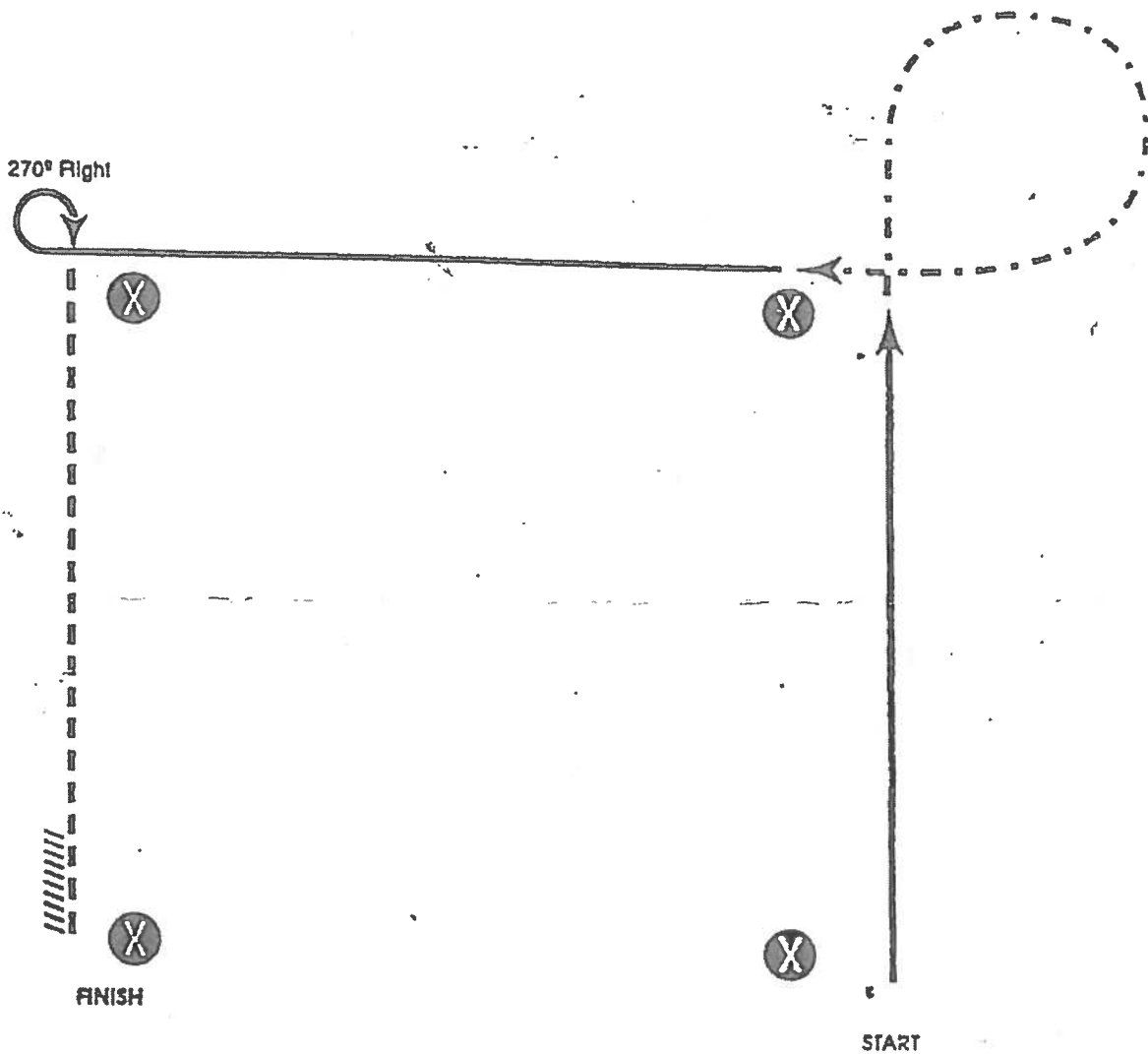
1. Walk halfway to center of pattern.
2. Jog to center of pattern.
3. Lope a circle to the right on the right lead.
4. Perform a simple lead change at center.
5. Lope a half circle to the left.
6. Close the circle at an extended jog.
7. Slow to a jog and jog to B.

Pattern is over once you have passed B at the jog.

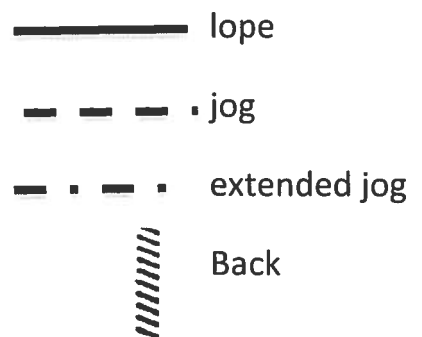
Please exit the arena at the direction of your ring steward.



Walk Trot Lope Pattern

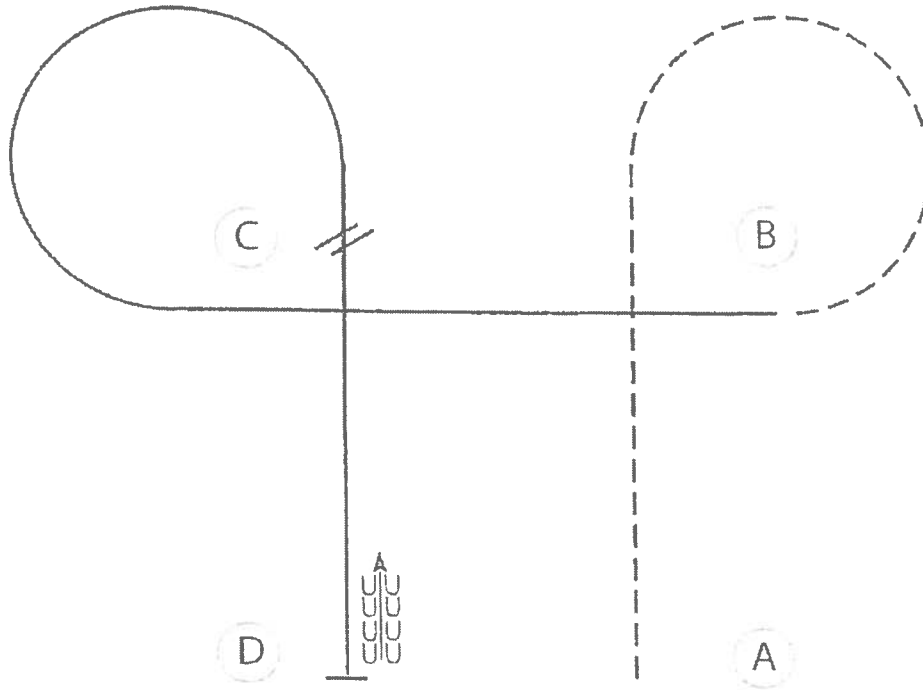


1. Begin on right lead & lope to second marker
2. Break to extended trot & trot right circle
3. Pick up left lead & lope to third marker
4. Stop. Do 270° turn to right
5. Jog to fourth marker
6. Stop and back.



Follow the instructions of your ring steward.

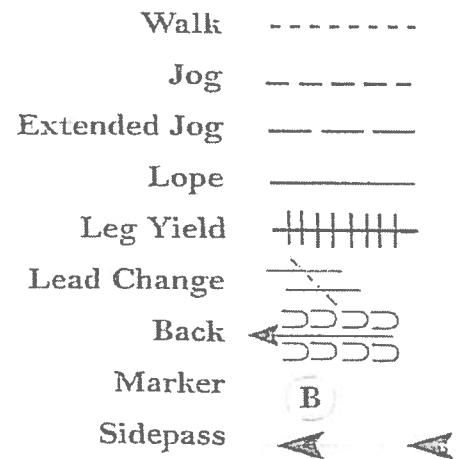
Walk Trot Lope Pattern



Be ready at A.

1. Jog A to B.
2. Jog a circle around B.
3. At B, lope on the right lead to C.
4. Lope a circle around C.
5. At C, perform a simple lead change and continue to D.
6. At D, stop and back one horse length.

Follow the instructions of your ring steward.





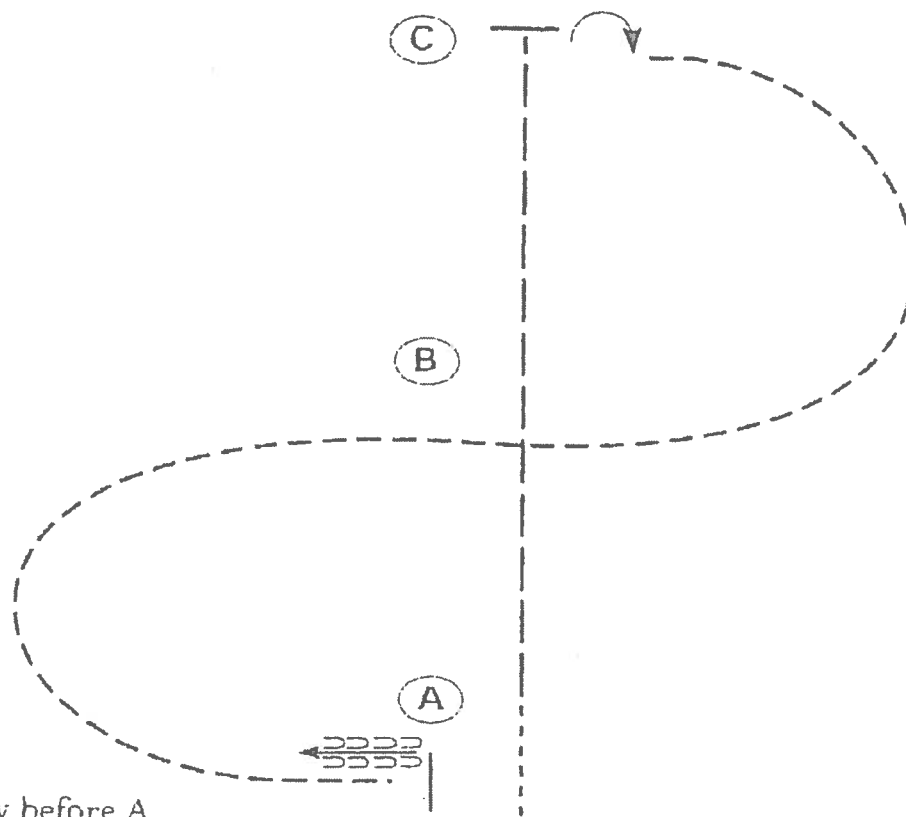
Reining Patterns

- Walk Trot Reining-Horsemanship
 - Multiple levels of difficulty
- Reining Patterns
 - Multiple levels of difficulty

Walk Trot Reining-Horsemanship Pattern

Division(s): _____

Walk Trot Only



Be ready before A.

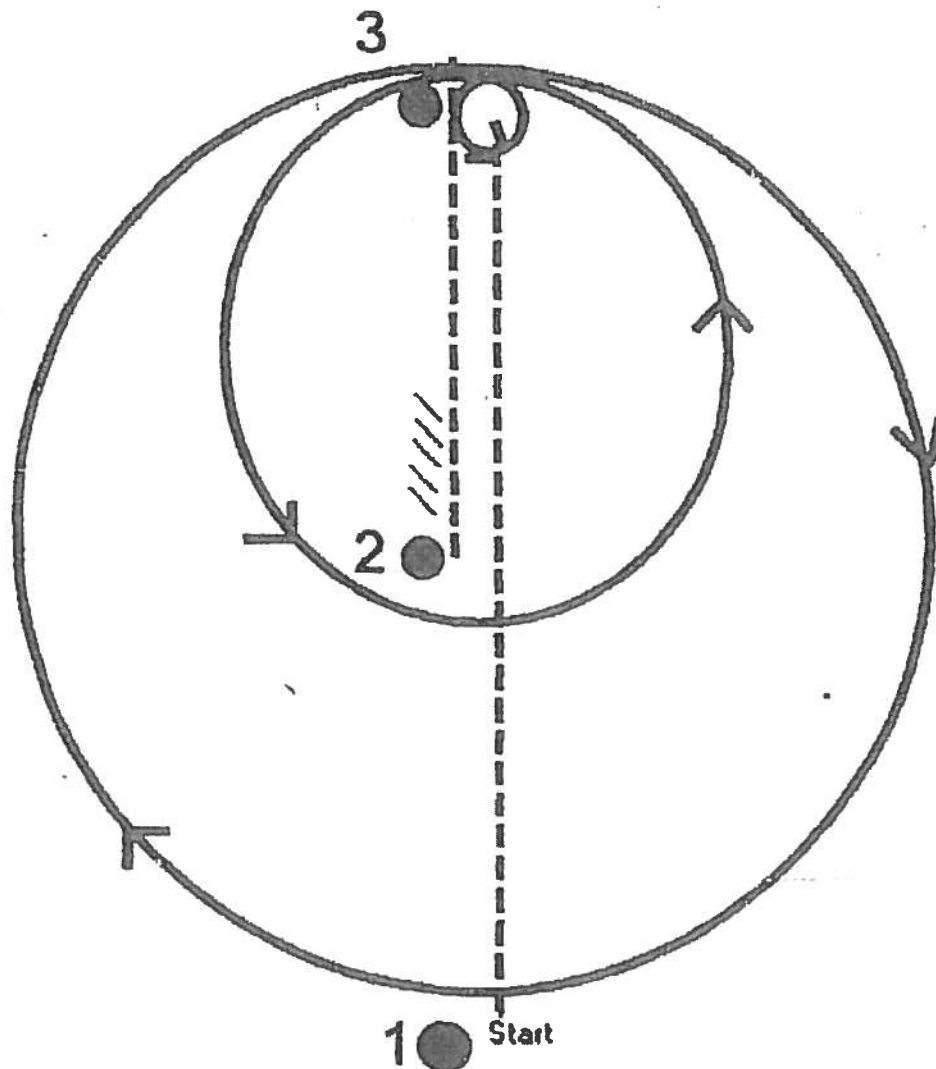
1. Walk to A.
2. Perform an extended jog from A to C.
3. Stop at C and turn 90 degrees to the right.
4. Jog half a circle to B.
5. Continue at a jog in a half circle to A.
6. Stop at A and back approximately one horse length.

Walk - - - - -
 Jog - - - - -
 Extended Jog - - - - -

Follow the instructions of your ring steward.

Back ← 33333
 Marker 33333
 (B)

Walk Trot Only

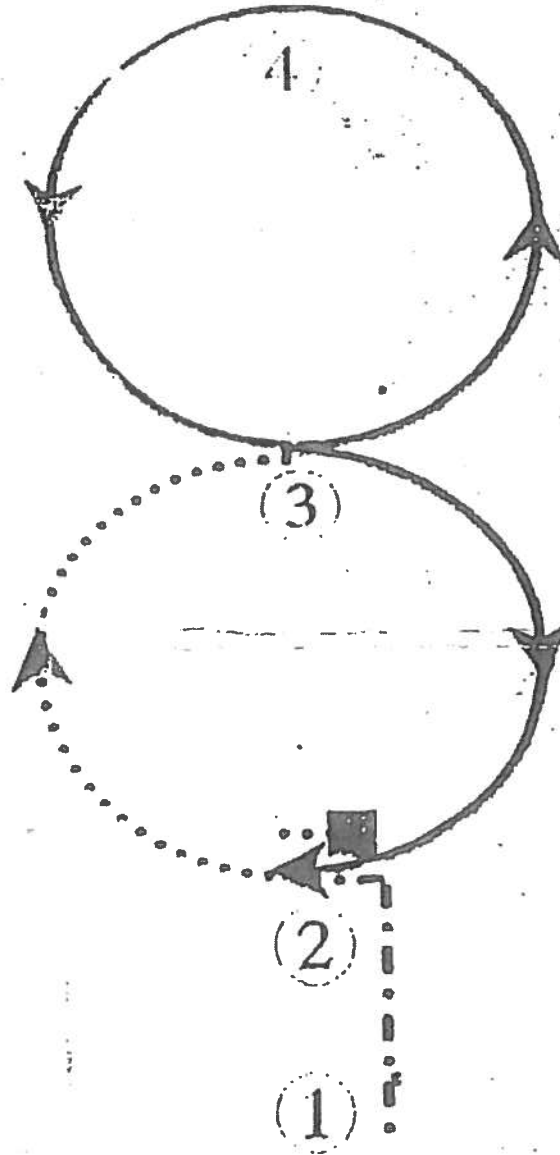


1. Walk to Third Marker.
2. Stop, do $1 \frac{1}{4}$ haunch turn to the left
3. Jog a small slow circle to the left.
4. Stop even with the top of the third marker
5. Do a 180 degree turn to the right.
6. Extend the jog around a large faster circle to the right as shown.
7. When even with third marker slow to walk.
8. Walk to second marker.
9. Stop and back about two horse lengths

Walk Trot Reining-Horsemanship Pattern

Division(s): _____

Walk Trot Only

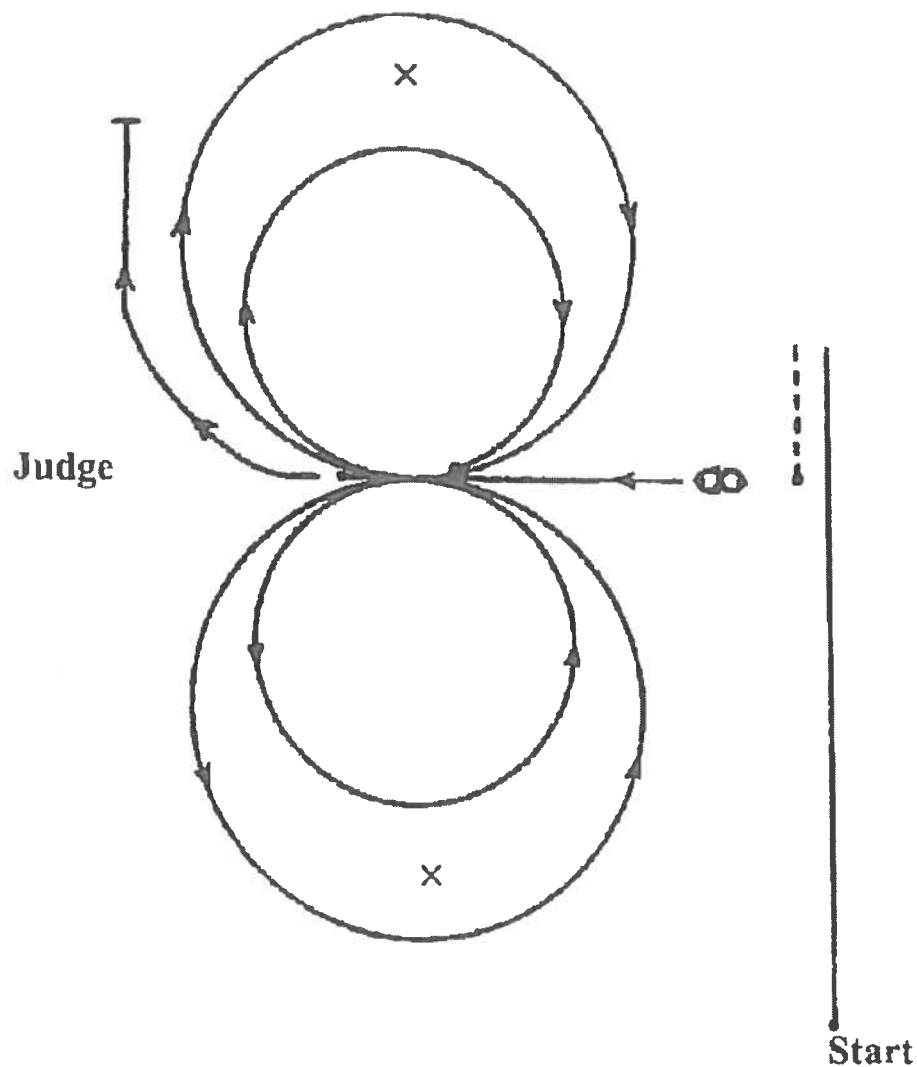


1. Walk from marker 1 to 2
2. Pivot 90 degree haunch turn left
3. Jog to third marker as shown.
4. Extended Trot (fast pace) circle to the left around marker 4 back to marker 3
5. Extended jog (medium pace) to marker 2
6. Stop and back about two horse lengths.
7. Ride to judge for inspection.

Walk Trot Reining-Horsemanship Pattern

Division(s): _____

Walk Trot Only



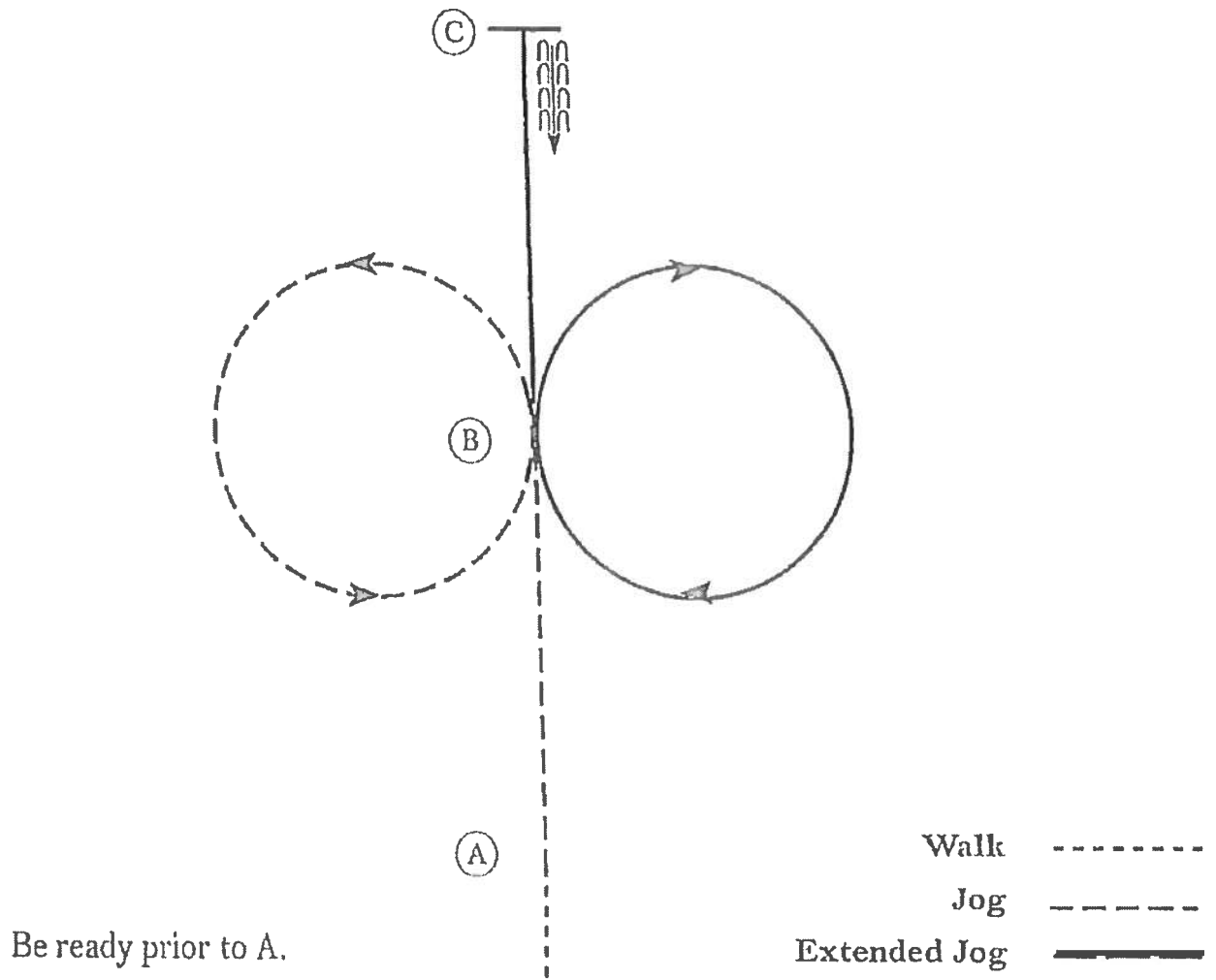
Begin on Right side of the arena.

1. Extended trot in a straight line at least 20 feet from fence. Stop and back to center of arena. Settle horse.
2. Do one (1) spin to the right.
3. Do one and a quarter ($1 \frac{1}{4}$) spins to the left.
4. At an extended trot ride a large fast circle to the right, outside of markers.
5. Ride a small slow circle at a jog to the right, inside of markers.
6. At an extended trot ride a large fast circle to the left, outside of markers.
7. Ride a small slow circle at a jog to the left, inside of markers.
8. Continue around circle to right as shown and stop, settle horse for 5 seconds and ride to judge for inspection.

Walk Trot Reining-Horsemanship Pattern

Division(s): _____

Walk Trot Only

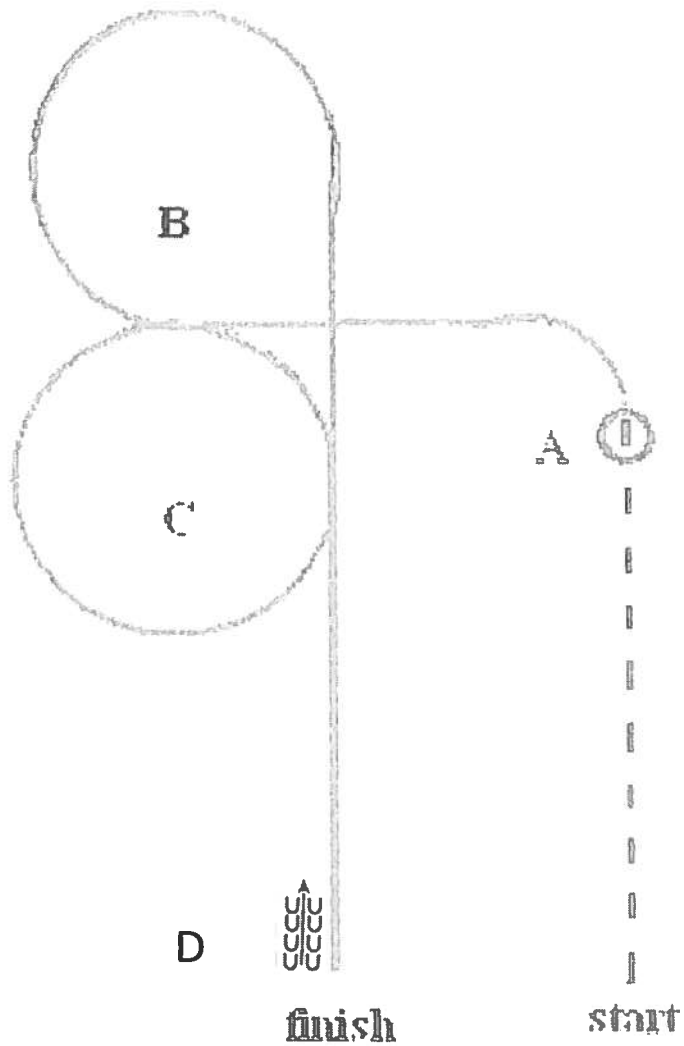


1. Walk to cone A
2. Jog A to B
3. At B jog a circle to the left.
4. At B extend the jog in a circle to the right.
5. Continue at extended jog to cone C.
6. Stop and back Two horse lengths
7. Ride to judge for inspection.

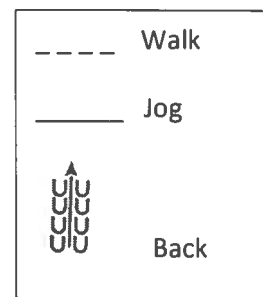
Walk Trot Reining-Horsemanship Pattern

Division(s): _____

Walk Trot Only



1. Walk to cone A
2. Pivot 360 haunch turn left
3. Jog a circle around cone C
4. Extend the Jog $\frac{3}{4}$ circle around cone B
5. Continue at extended jog to cone D, stop and back a horse length
6. Ride to judge for inspection.



Reining Pattern

Division(s): _____

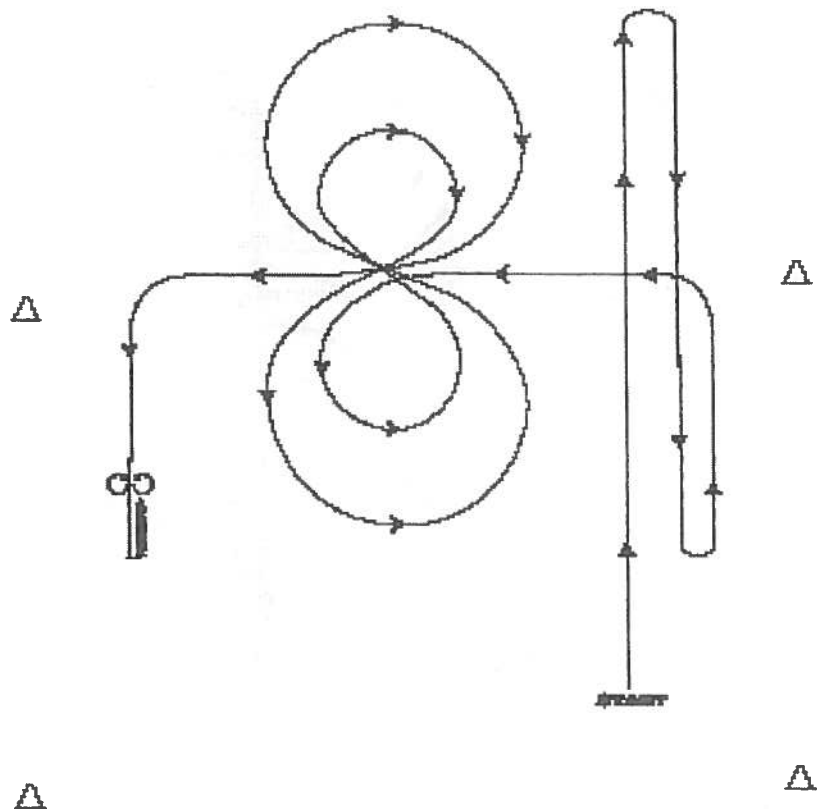
Walk Trot Lope

REINING PATTERN

NOVICE & YOUTH

Begin on right side of arena.

- 1) Lope to far end of arena.
- 2) Stop and rollback to the right. Continue to other end of arena.
- 3) Stop and rollback to the left. Continue to center of arena.
- 4) Lope small, slow circle to left. Change leads.
- 5) Lope right circle with medium speed. Change leads.
- 6) Gallop large fast circle to left. Change leads.
- 7) Gallop large fast circle to the right. Change leads
- 8) Continue down arena.
- 9) Stop and back 10 to 15 feet.
- 10) Do 360 degree spin to the right.
- 11) Do 360 degree spin to the left.
- 12) Settle.

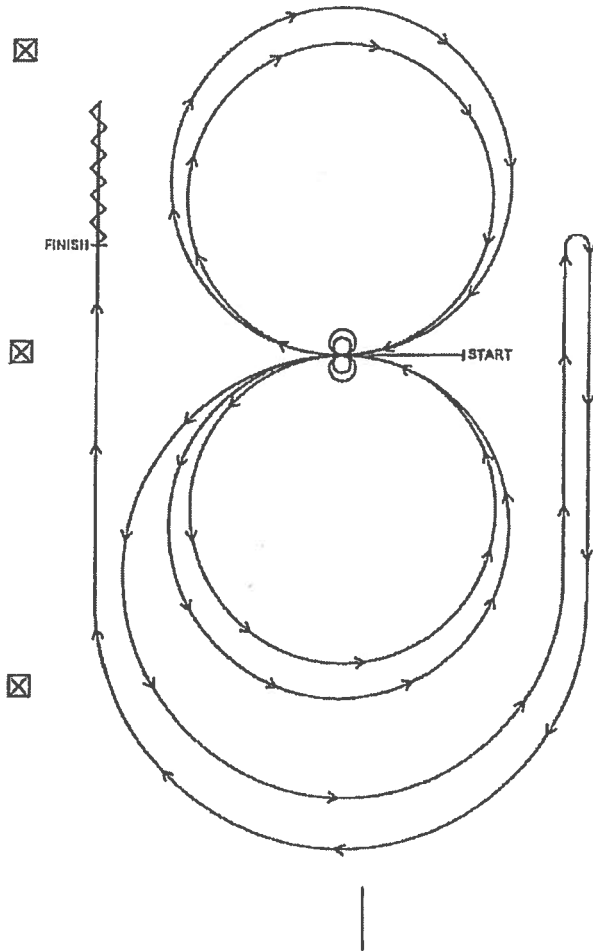


Reining Pattern

Division(s): _____

Walk Trot Lope

NRHA Pattern #11



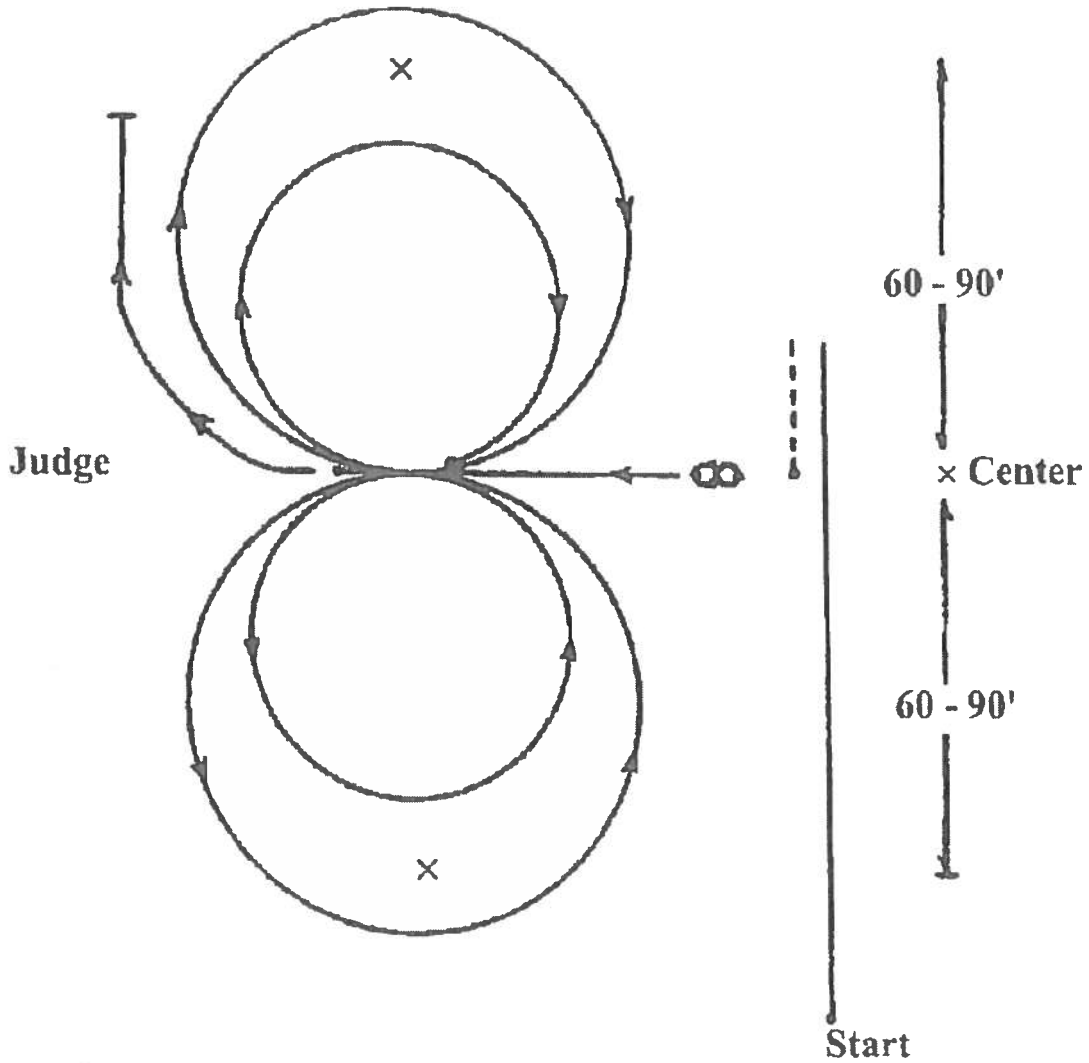
Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

Rider must dismount and drop the bridle to the designated judge.

Walk Trot Lope

Source: 4-H Horse Show and Judging Guide (4-H 373) - Revised 2009



Ride Pattern:

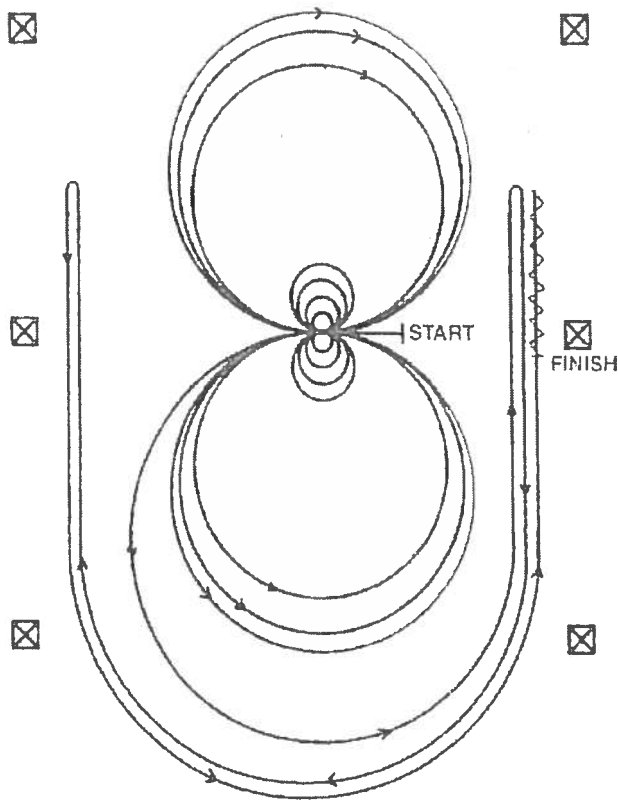
1. Lope in a straight line at least 20ft away from fence. Stop and back to center of arena. Settle horse for 10 seconds.
2. Do 1 spin to right, 1 1/4 spins to the left.
3. Ride a large fast circle to the right, outside markers. Ride a small slow circle to the right, inside markers. Execute simple change of leads (break to walk or jog).
4. Ride a large fast circle to the left, outside markers. Ride a small slow circle to the left, inside markers. Execute simple change of leads, lope off on right lead.
5. Stop, settle horse for 5 seconds. Ride to judge for inspection.

PATTERN

6

PATTERN

6



Horses may walk or trot 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 fast 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.



Hunter Hack & Cavaletti Classes

Patterns will be set at fair.

Hunter Hack will be over ground cavalettis and raised cavalettis to be no more than 12" high for intermediates and seniors.

Cavaletti classes will be over ground poles and raised poles with the height to be no more than 12" for intermediates and seniors.

Intended to be safe and fun for beginner level riders.

Trail Patterns

- Trail patterns may consist of the following obstacles:
 - A bridge
 - A gate
 - A mailbox
 - Walk over poles (may be raised)
 - Trot over poles (may be raised)
 - Lope over poles (ground poles-div. appropriate)
 - Back Throughs
 - Serpentine
 - Side pass
 - Box turns

There shall be no décor or obstacles that cannot remain consistent for all contestants throughout the competition as indicated in the rule book addendums.