



Pattern Book

March 30th – April 4, 2021



Reining Patterns:

Class:	Tuesday, 3/30 Pattern:	Wednesday, 3/31 Pattern:
4. L1 Horse	11	6
5. Rookie Youth	11	6
6. Level 1 Youth	11	6
7. Rookie Amateur	11	6
8. Level 1 Amateur	11	6
9. Junior Horse	10	4
10. Amateur Select	12	2
11. Amateur	12	2
12. Senior Horse	10	4

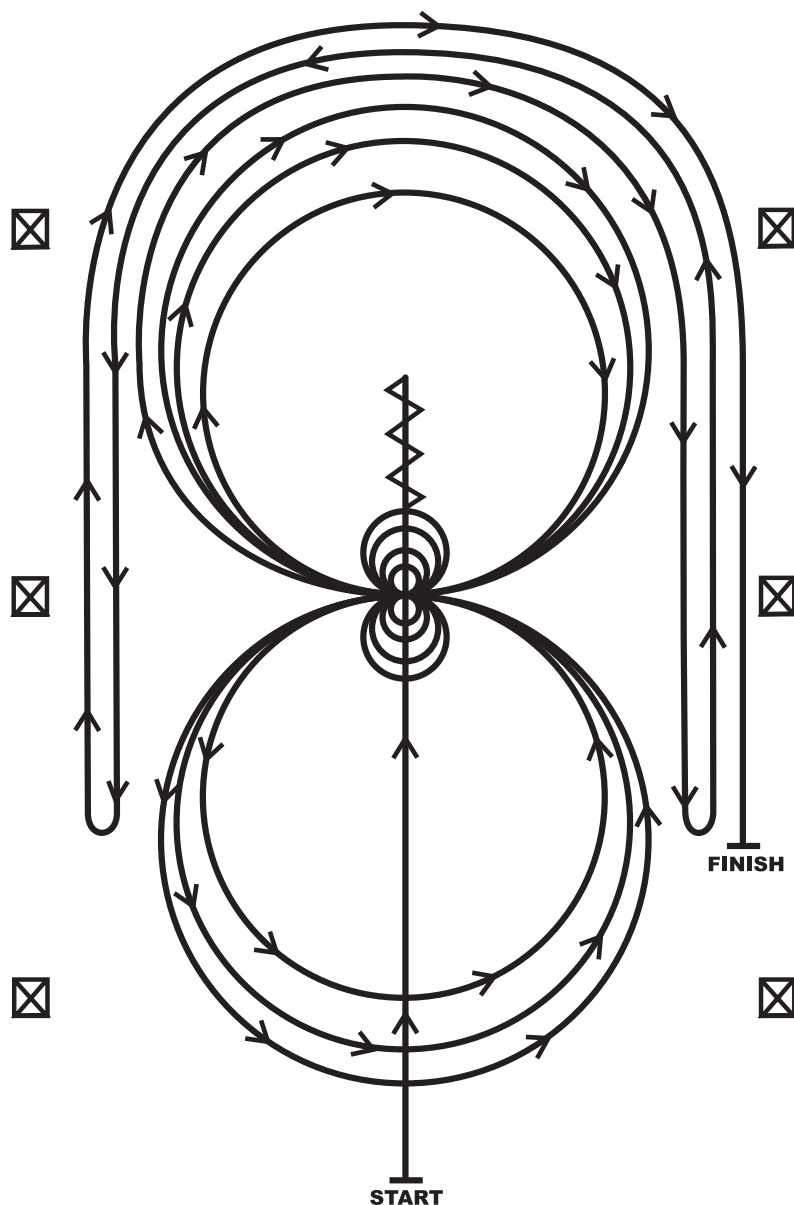
Class:	Thursday, 04/01 Pattern:	Saturday, 04/03 Pattern:
130. Youth	11	6

REINING PATTERN 10

Tuesday:

9. Junior Horse

12. Senior Horse

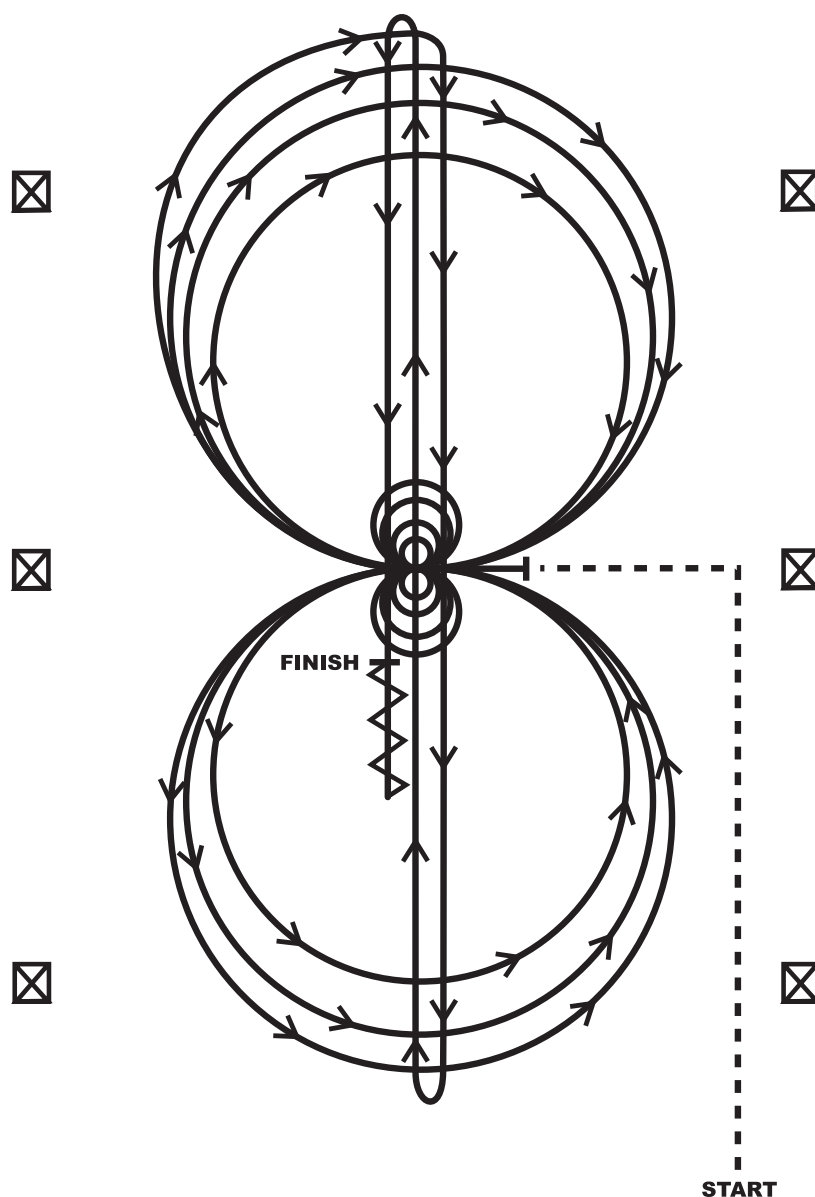


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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. 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.
6. 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 left 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 left side of the arena past the center and do a right 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 down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

REINING PATTERN II

Tuesday:

4. Level 1 Horse
5. Rookie Youth
6. Level 1 Youth
7. Rookie Amateur
8. Level 1 Amateur

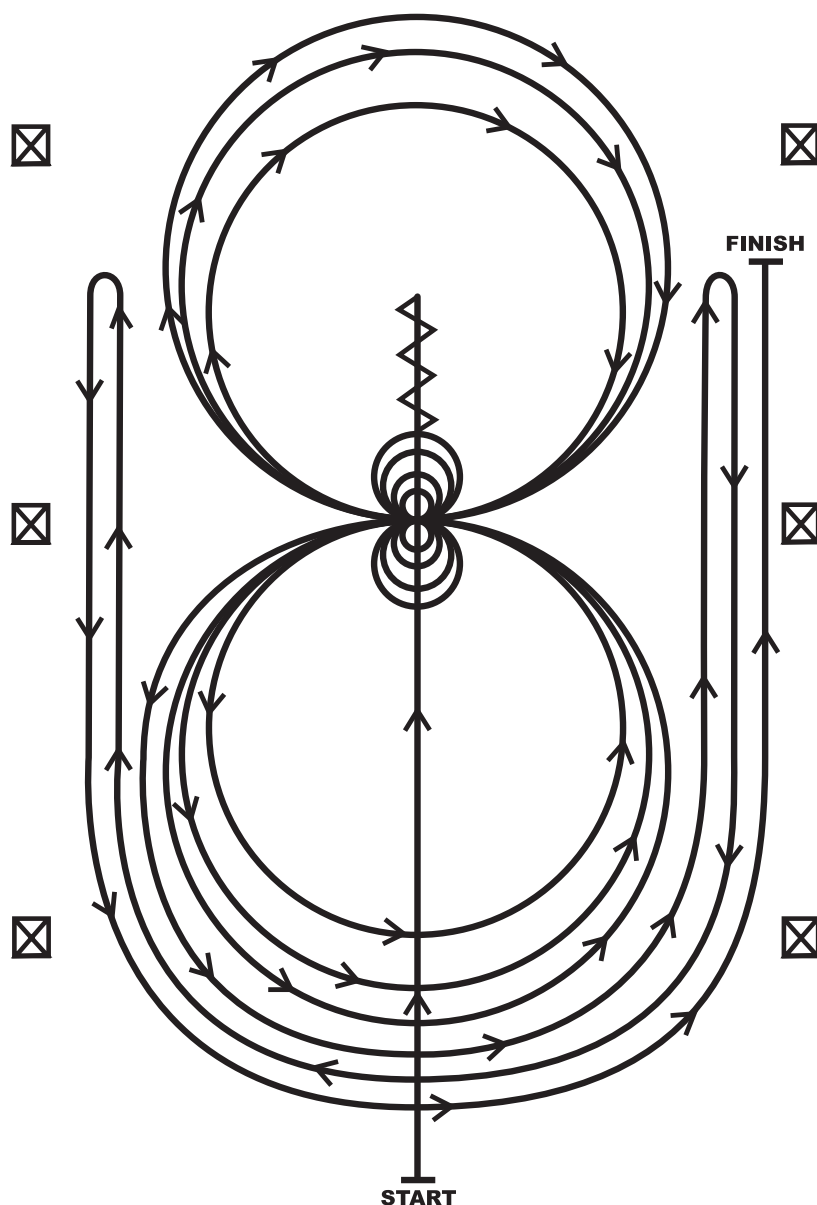


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.

REINING PATTERN 12

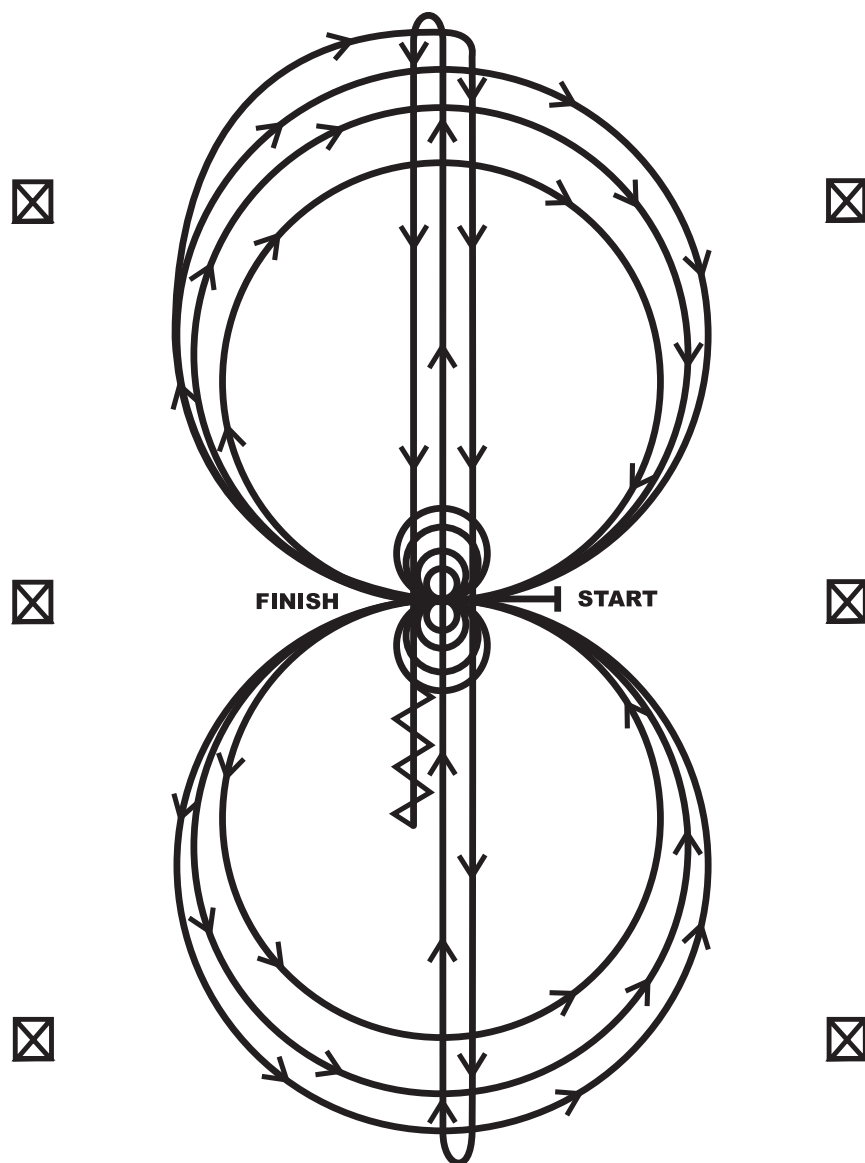
Tuesday:
10. Select Amt
11. Amateur



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.

REINING PATTERN 2

Wednesday:
10. Amateur Select
11. Amateur

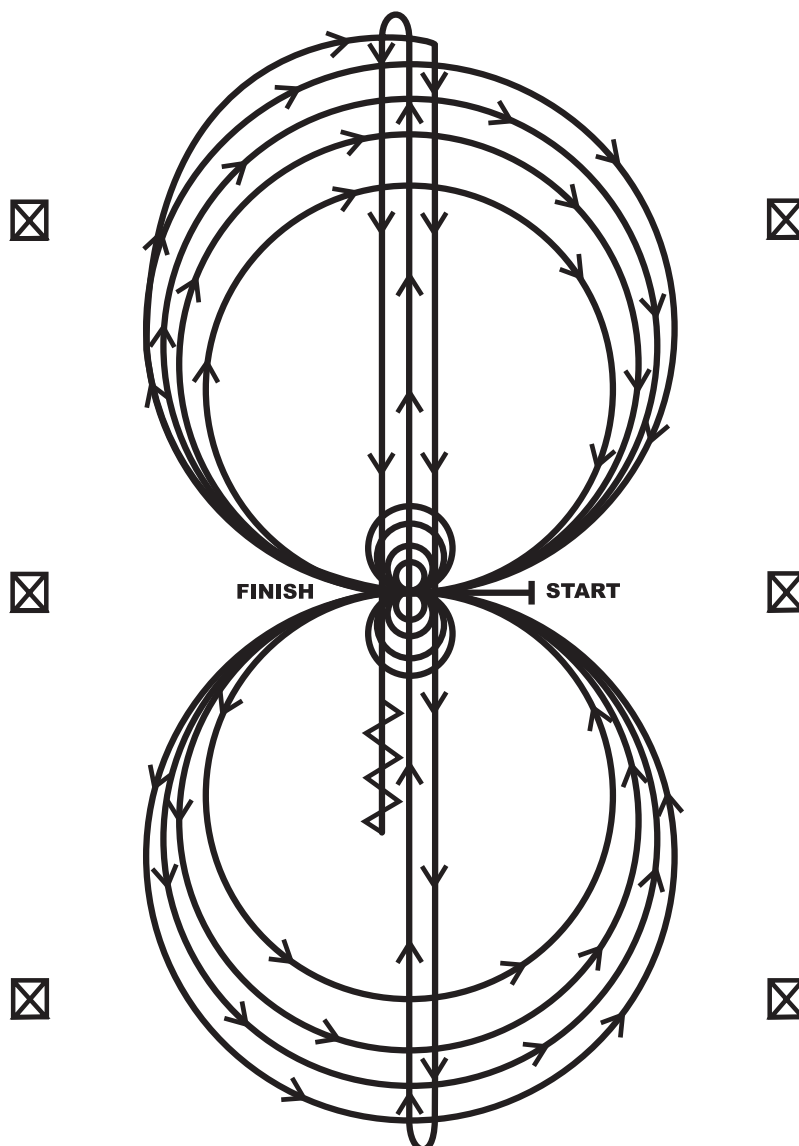


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

REINING PATTERN 4

Wednesday:
9. Junior Horse
12. Senior Horse

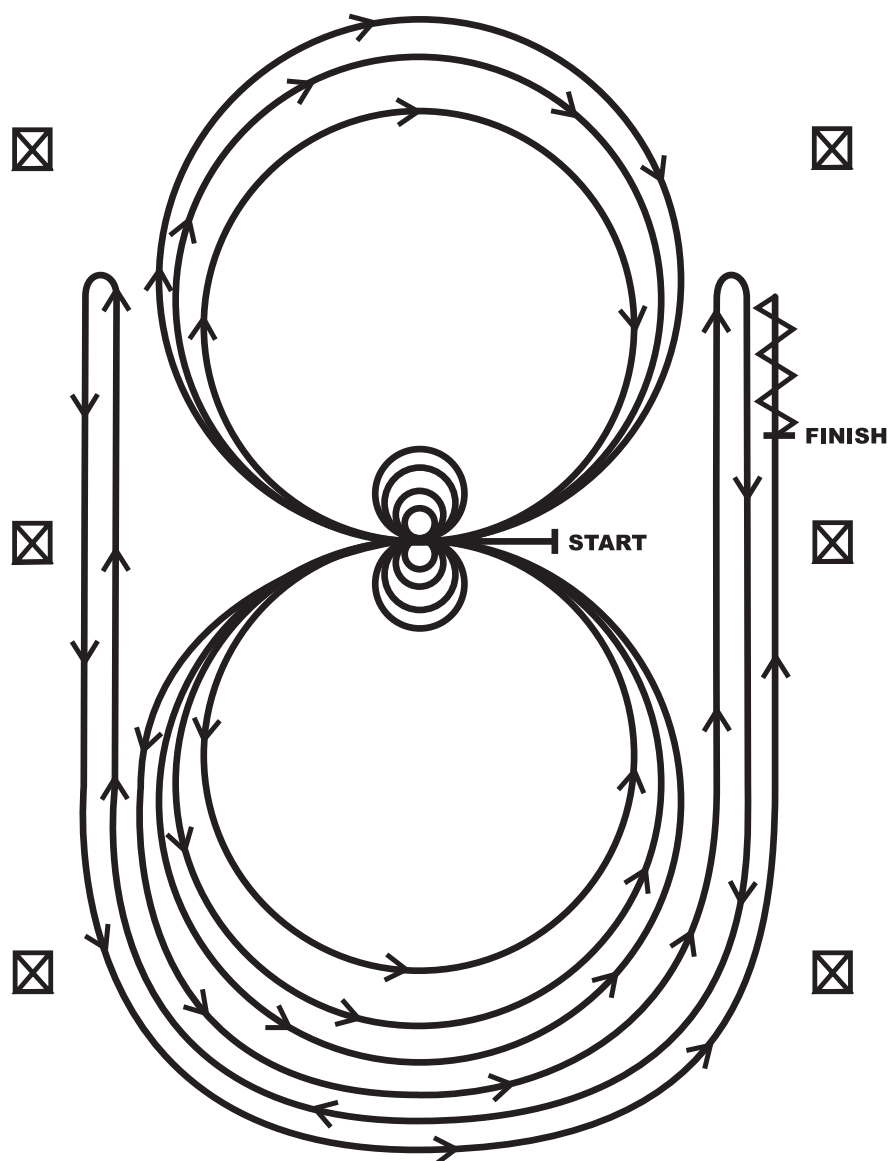


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

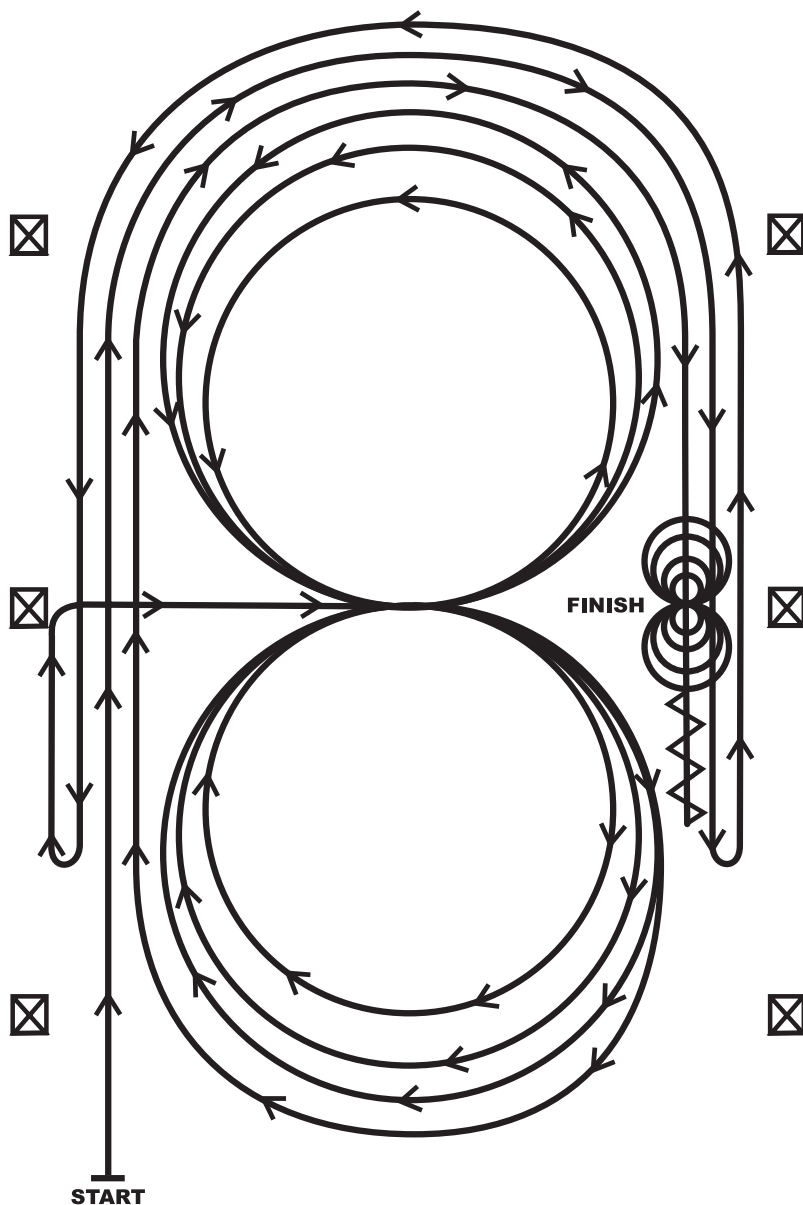
REINING PATTERN 6

Wednesday:
4. L1 Horse
5. Rookie Youth
6. L1 Youth
7. Rookie Amateur
8. L1 Amateur

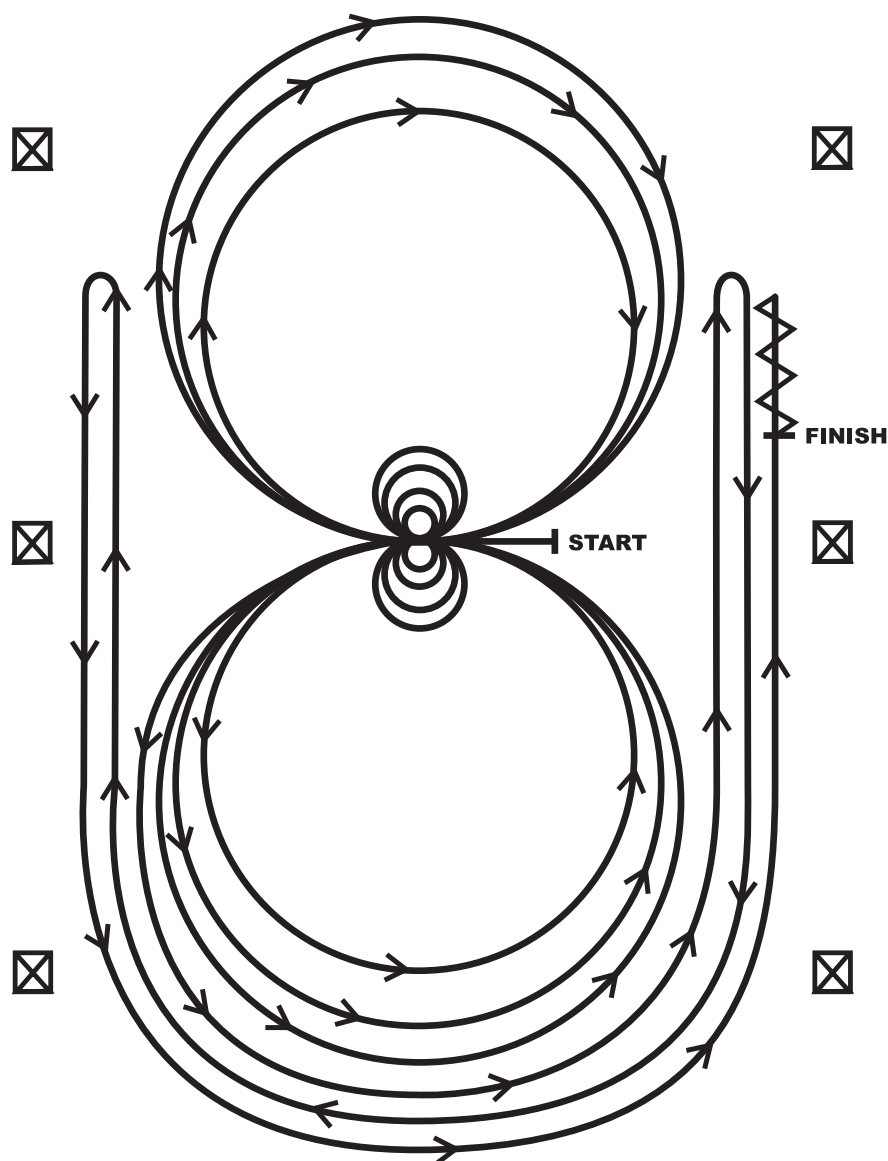


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.



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

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

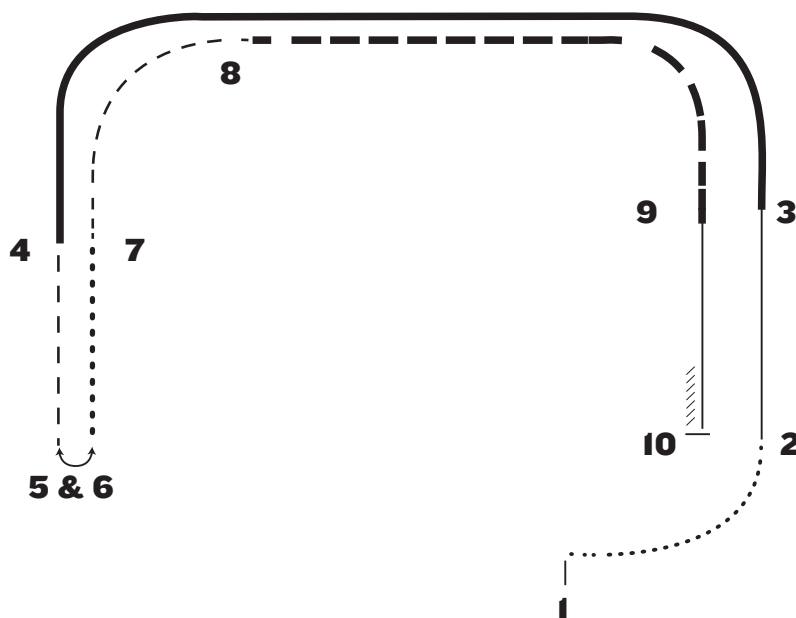


VRH Ranch Riding Patterns:

Class:	Tuesday, 3/30 Pattern:	Wednesday, 3/31 Pattern:
21. Youth	2	1
23. Limited Youth	2	1
25. Rookie Youth	2	1
27. Amateur	2	1
29. Limited Amateur	2	1
31. Rookie Amateur	2	1
33. Open	2	1

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2

Tuesday:
 21. Youth
 23. Limited Youth
 25. Rookie Youth
 27. Amateur
 29. Limited Amateur
 31. Rookie Amateur
 33. Open



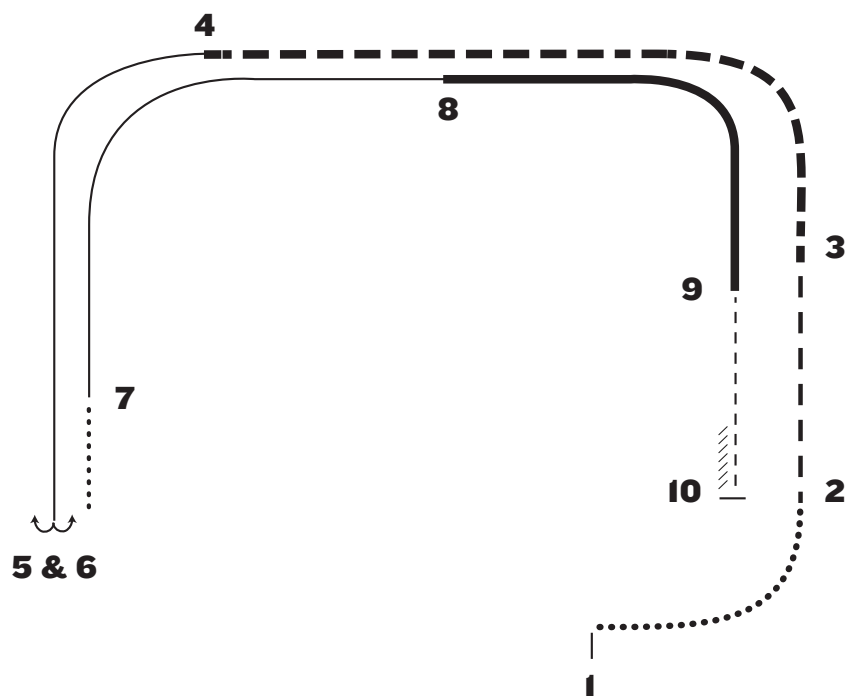
When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5; reverse (either direction)
6. Extended Walk from 6 to 7 - 75 feet
7. Trot from 7 to 8 - 90 feet
8. Extended Trot from 8 to 9 - 240 feet
9. Lope from 9 to 10 - 150 feet
10. Stop and Back at 10 - approximately one horse length

Walk
 Extended Walk
 Trot
 Extended Trot - - - - -
 Lope - - - - -
 Extended Lope - - - - -
 Back \\\ \\\ \\\ \\\ \\\ \\\

OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

Wednesday:
 21. Youth
 23. Limited Youth
 25. Rookie Youth
 27. Amateur
 29. Limited Amateur
 31. Rookie Amateur
 33. Open



When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

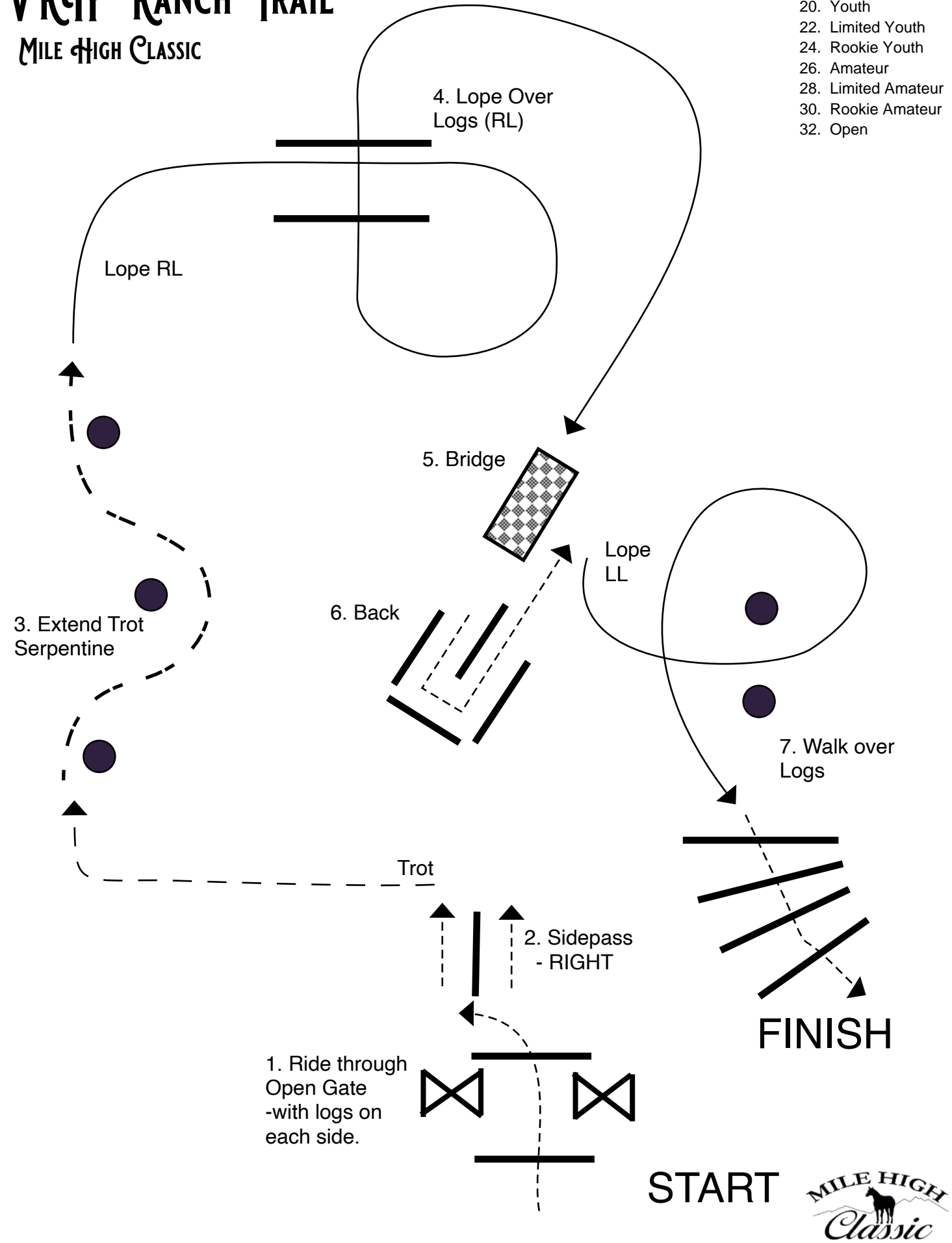
1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length

Walk
 Extended Walk
 Trot
 Extended Trot
 Lope
 Extended Lope
 Back \\\

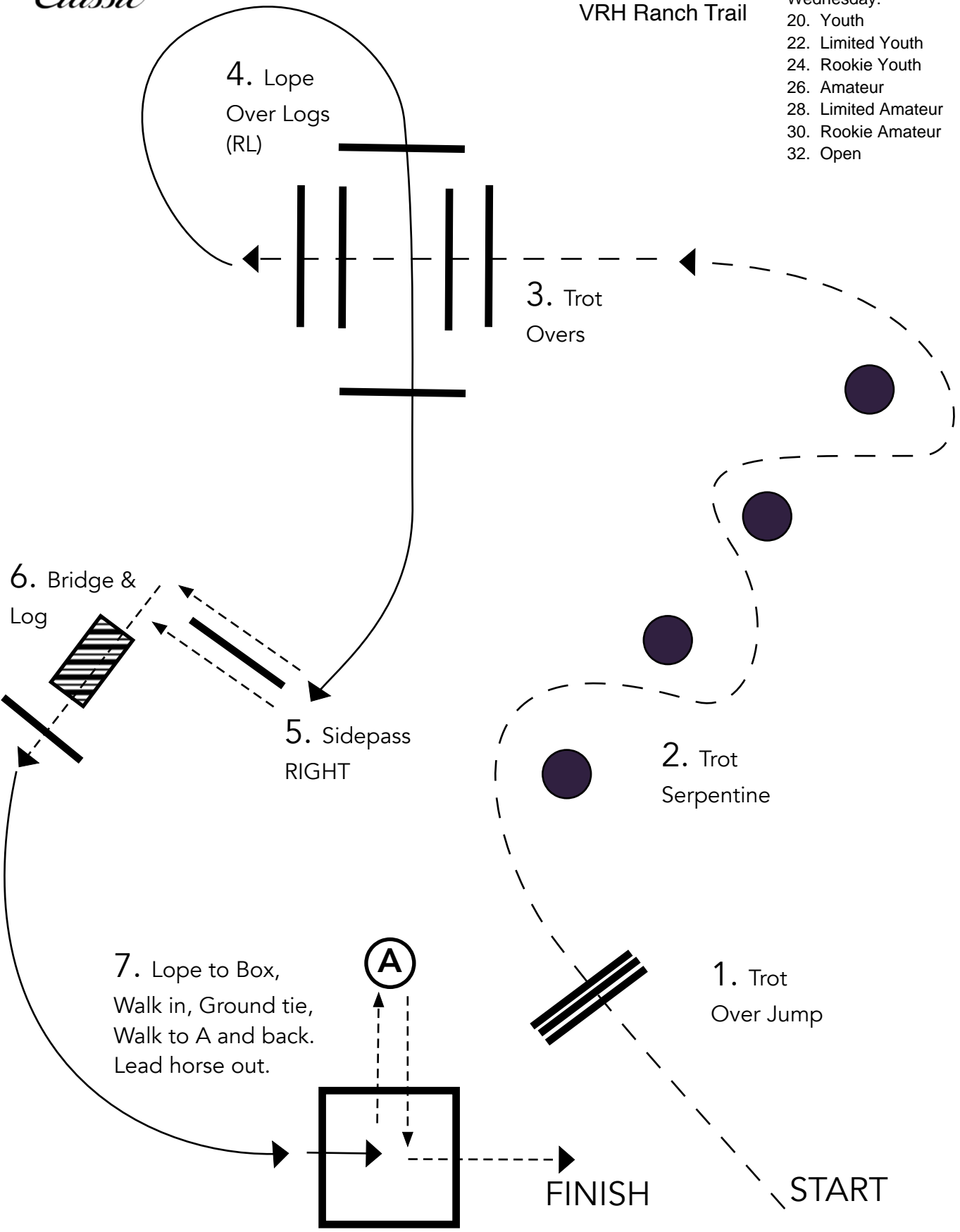
VRH RANCH TRAIL

MILE HIGH CLASSIC

- Tuesday:
- 20. Youth
 - 22. Limited Youth
 - 24. Rookie Youth
 - 26. Amateur
 - 28. Limited Amateur
 - 30. Rookie Amateur
 - 32. Open



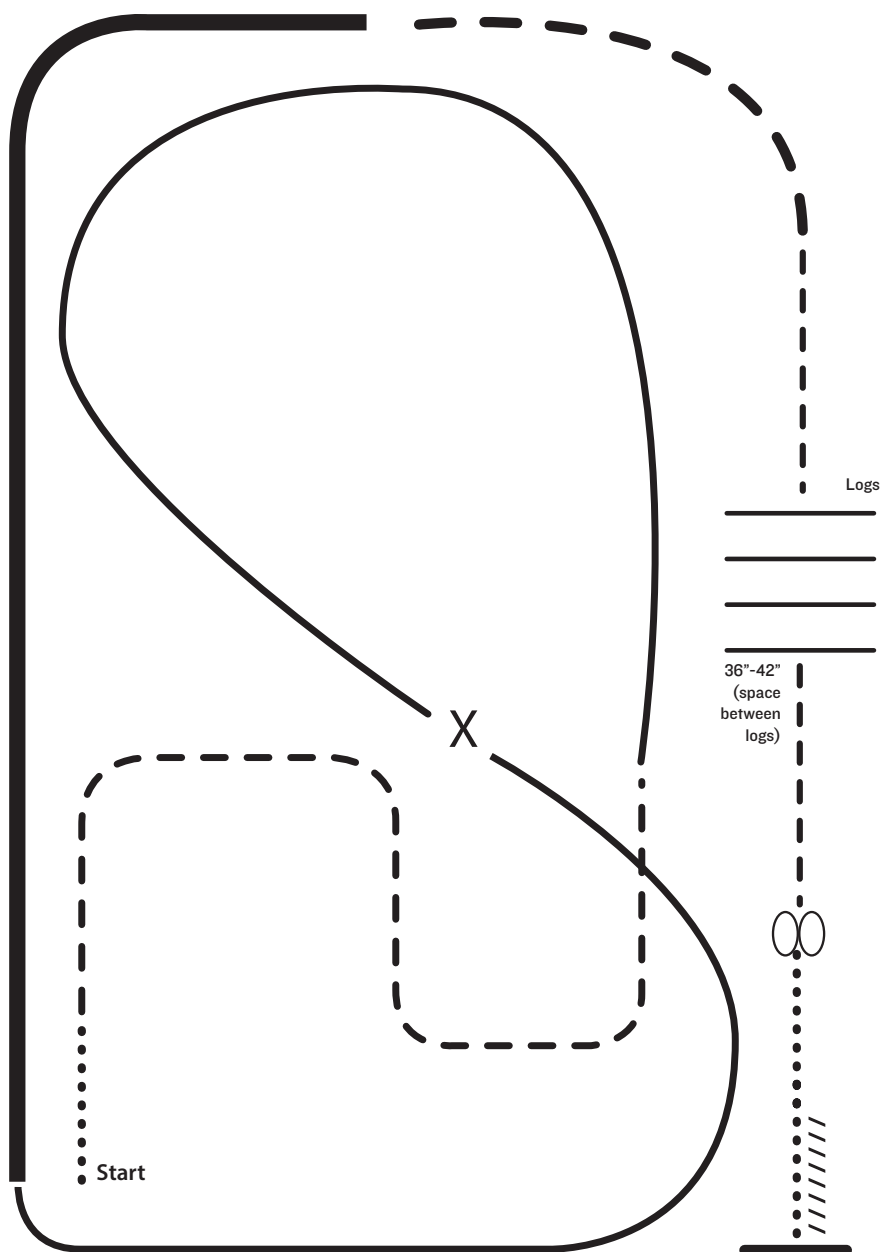
- Wednesday:
20. Youth
22. Limited Youth
24. Rookie Youth
26. Amateur
28. Limited Amateur
30. Rookie Amateur
32. Open





AQHA Ranch Riding Patterns:

Class:	Thursday, 04/01 Pattern:	Saturday, 04/03 Pattern:
133. Level 1 Horse	3	8
134. Level 1 Youth	3	8
135. Level 1 Amateur	3	8
136. Junior Horse	3	8
137. Youth	3	8
138. Amt Select	3	8
139. Amateur	3	8
140. Senior Horse	3	8

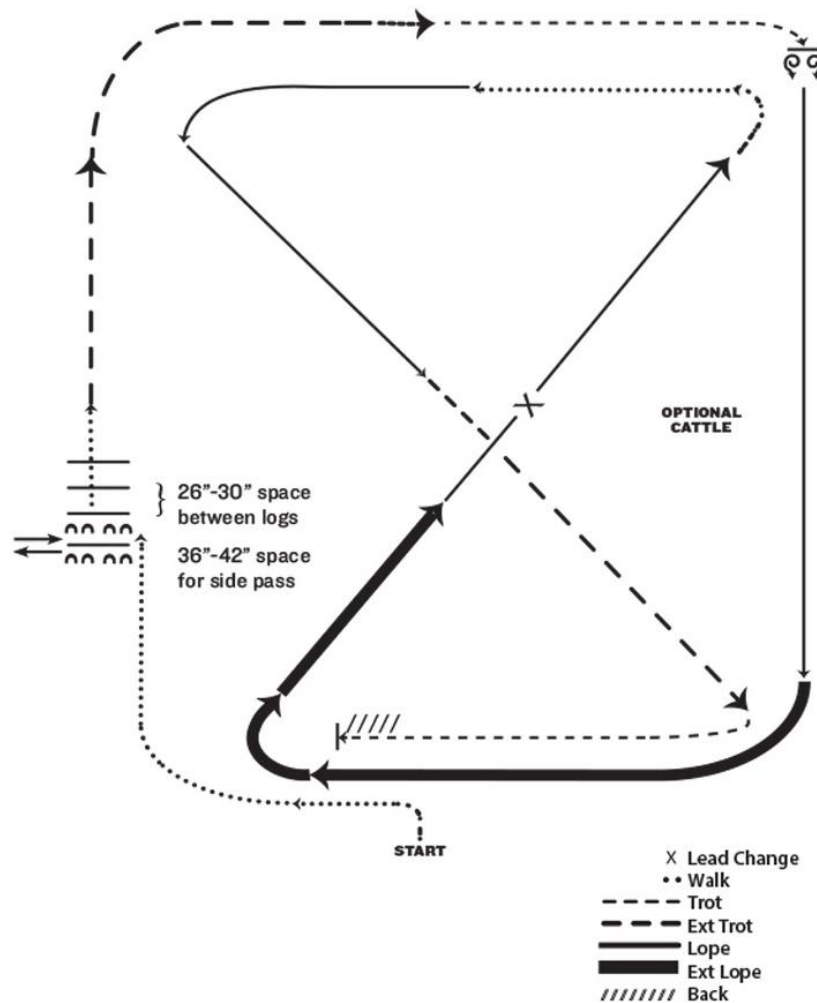


- X Lead Change
- • Walk
- — Trot
- — Ext trot
- — Lope
- — Ext Lope
- //// //// Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the 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, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back



RANCH RIDING - PATTERN 8



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

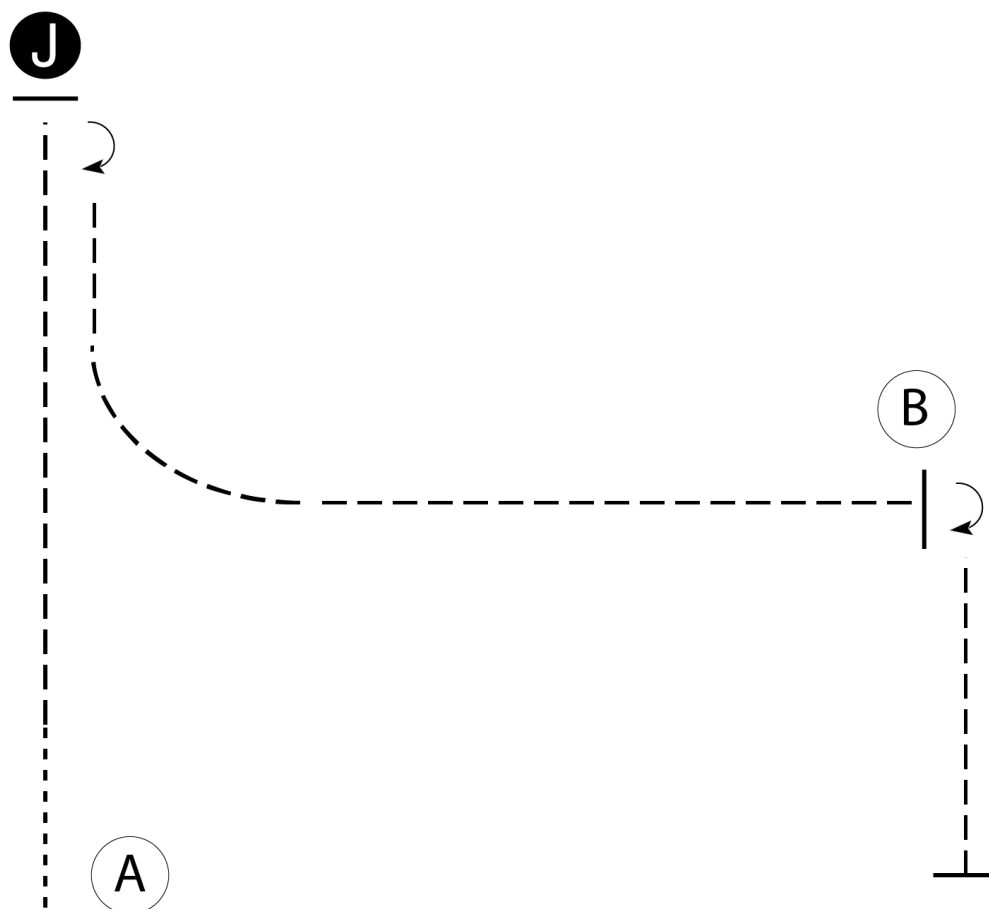
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Showmanship (Rookie/Level I - Youth & Amateur)

Show Date: March 31-April 2, 2021

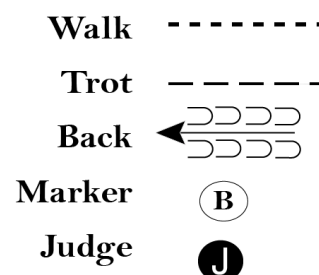
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 90 degree turn, trot until even with A, then stop.
6. Pattern is complete. Exit at the trot.



[S/1-97]

Pattern Provided by:

John Boxell

Mile High Classic

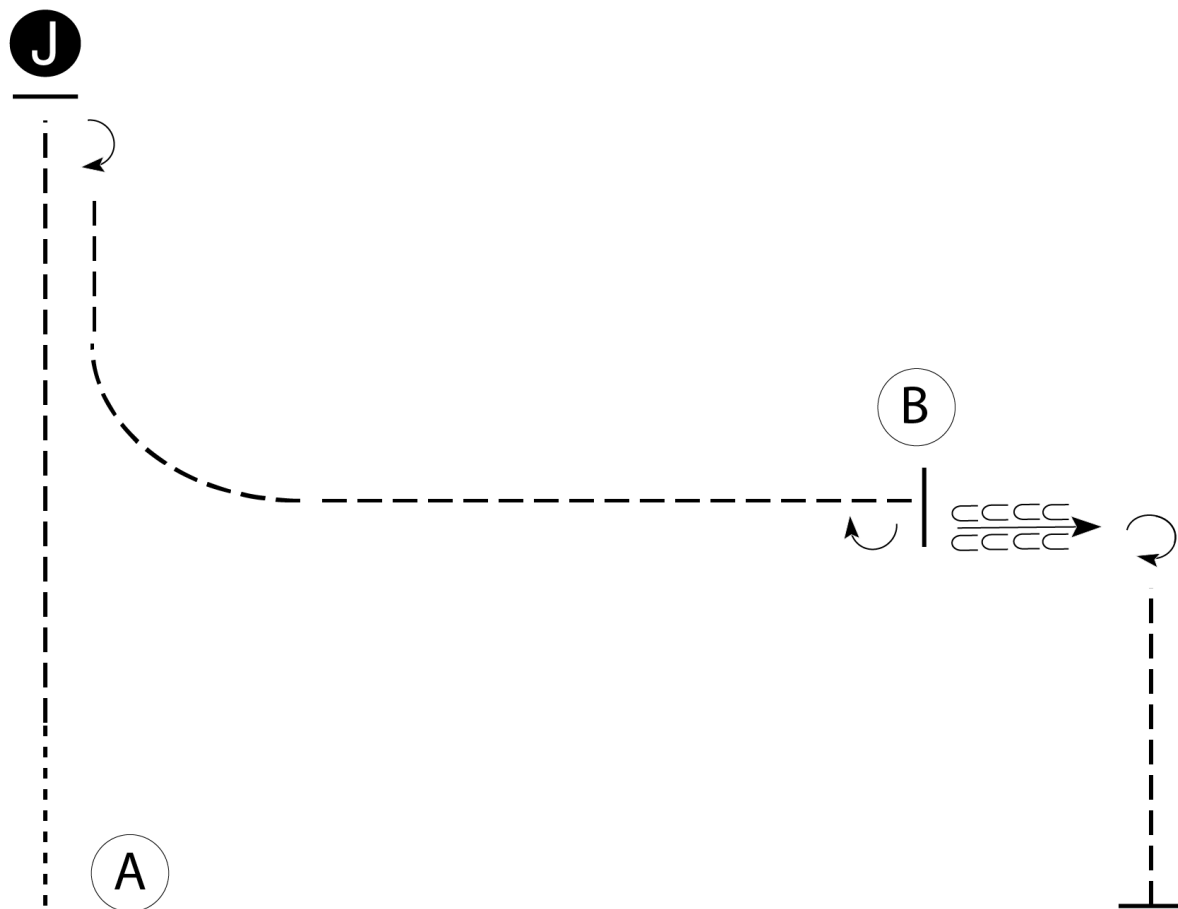
Showmanship (Youth/Amateur/Select)

Show Date: March 31-April 2, 2021

Thursday:
504. Youth
505. Select Amt
506. Amateur

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Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 180 degree turn and back until you pass B.
6. Perform a 270 degree turn, trot until even with A, then stop.
7. Pattern is complete. Exit at the trot.

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

[S/2-97]

Pattern Provided by:

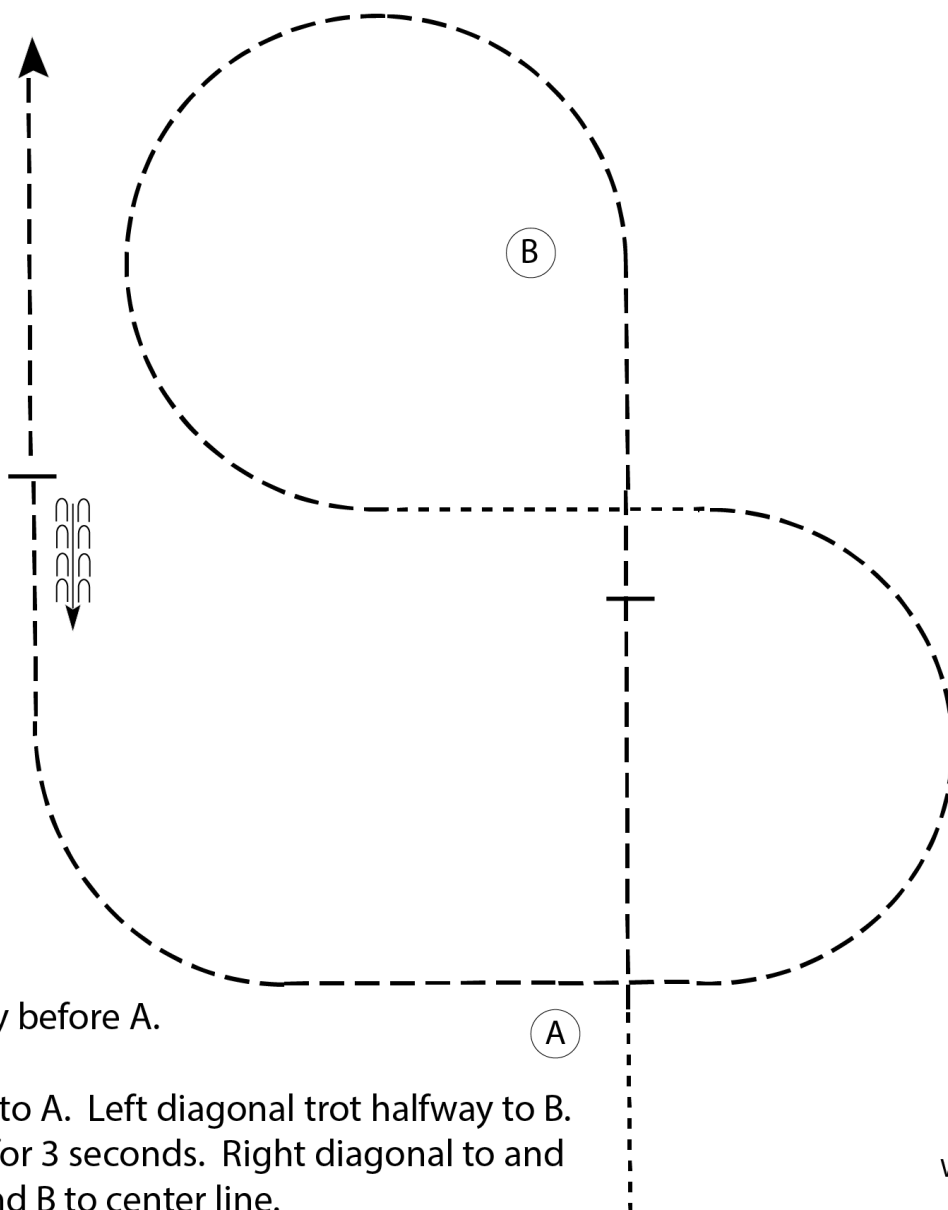
John Boxell

Hunt Seat Equitation (Walk-Trot)

Show Date: March 31-April 2, 2021

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Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal to and around B to center line.
3. Walk 3-4 strides.
4. Trot on left diagonal in half circle to A
5. Sitting trot around corner and halfway down line.
6. Halt and back approximately one horse length. Sitting trot to exit.

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

[HSE/WT-83]

Pattern Provided by:

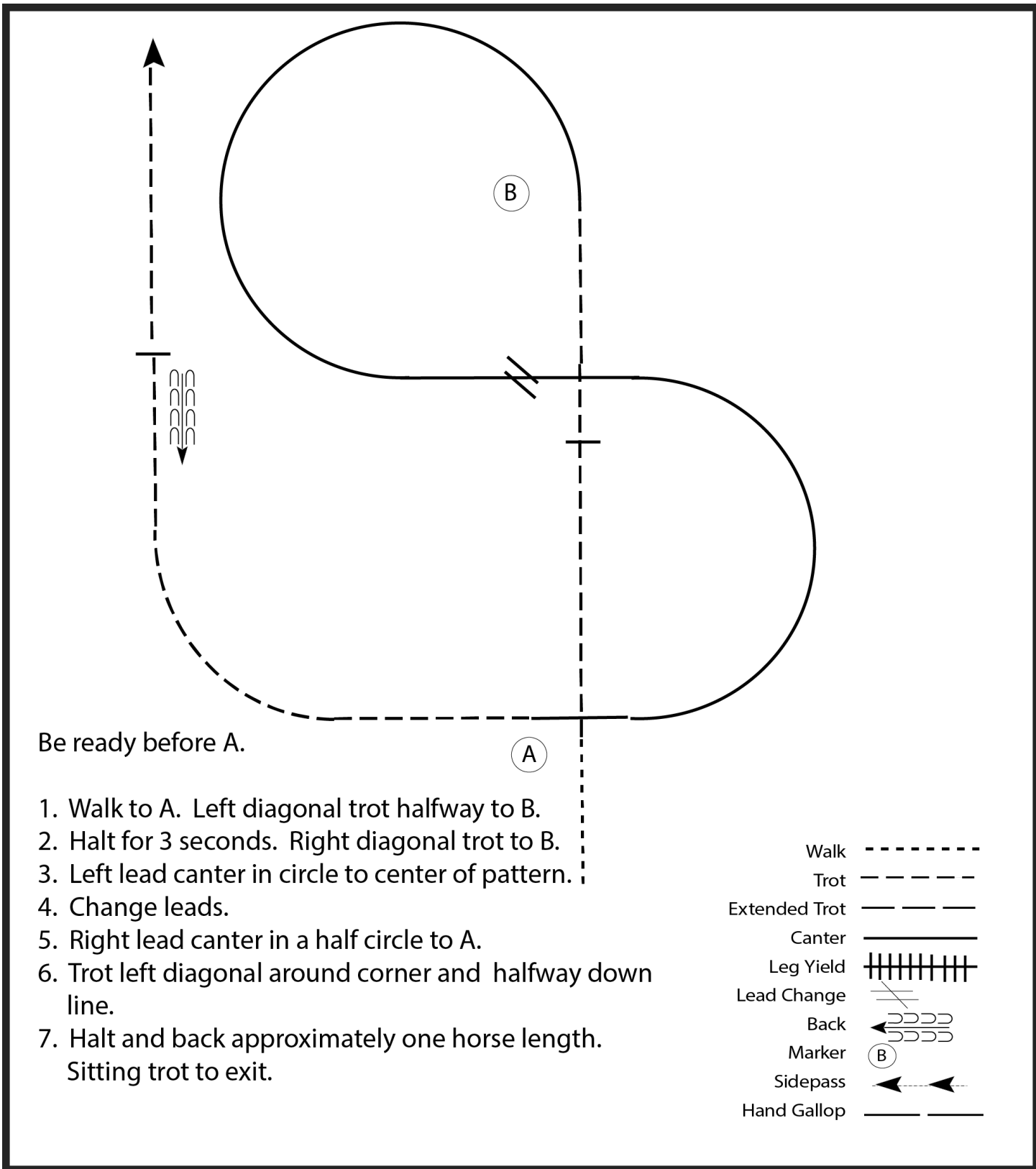
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Hunt Seat Equitation (Rookie/Level I - Youth & Amateur)

Show Date: March 31-April 2, 2021

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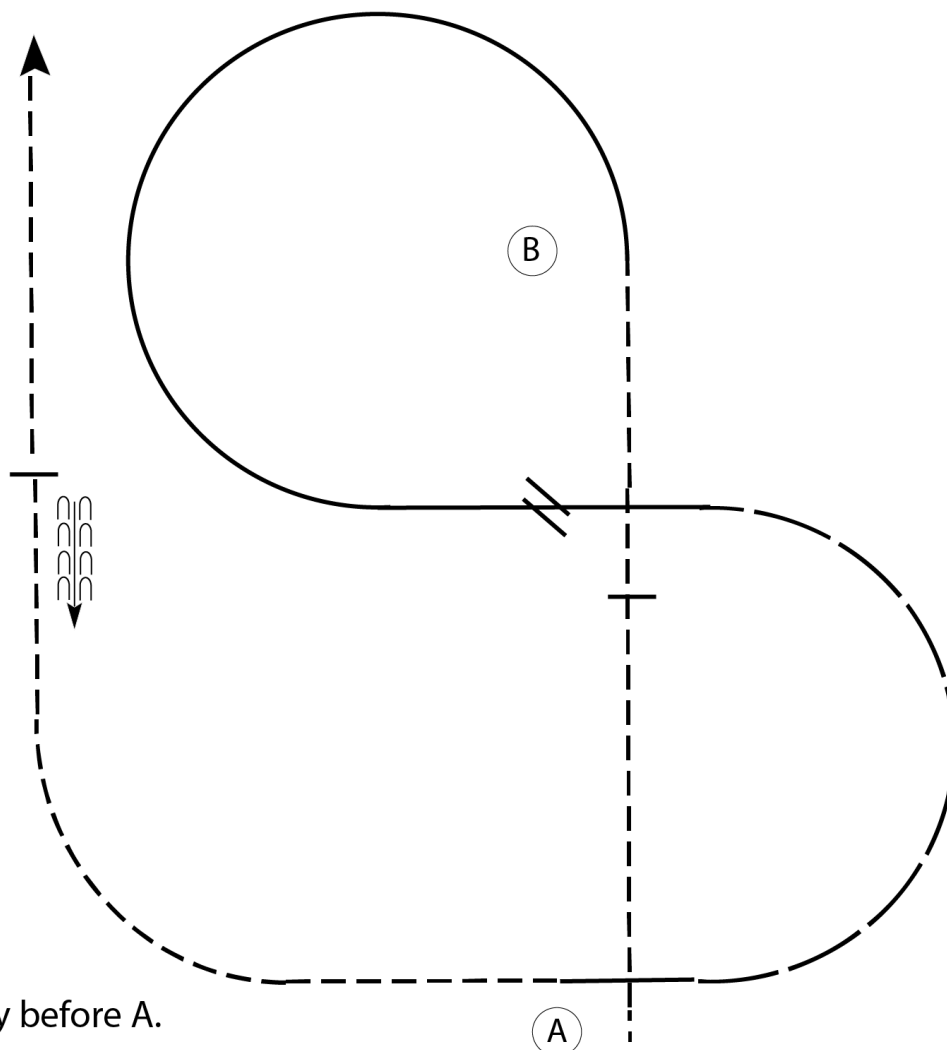
[HSE/1-83]

Pattern Provided by:

John Boxell

Hunt Seat Equitation (Youth/Amateur/Select)

Show Date: March 31-April 2, 2021



Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal trot to B.
3. Left lead canter in circle to center of pattern.
4. Change leads.
5. Right lead canter a few strides then hand gallop in half circle until even with A.
6. Demonstrate a sitting trot for 3-4 strides then trot in a 2 point position around corner and halfway down line.
7. Halt and back approximately one horse length. Sitting trot to exit.

Diagram illustrating the patterns for various horse gaits and movements:

- Walk: Dashed line pattern.
- Trot: Dashed line pattern.
- Extended Trot: Solid line pattern.
- Canter: Solid line pattern.
- Leg Yield: Vertical line pattern.
- Lead Change: Diagonal line pattern.
- Back: Solid line pattern with arrows pointing left.
- Marker: Circle with the letter 'B' inside.
- Sidpass: Solid line pattern with arrows pointing left.
- Hand Gallop: Solid line pattern.

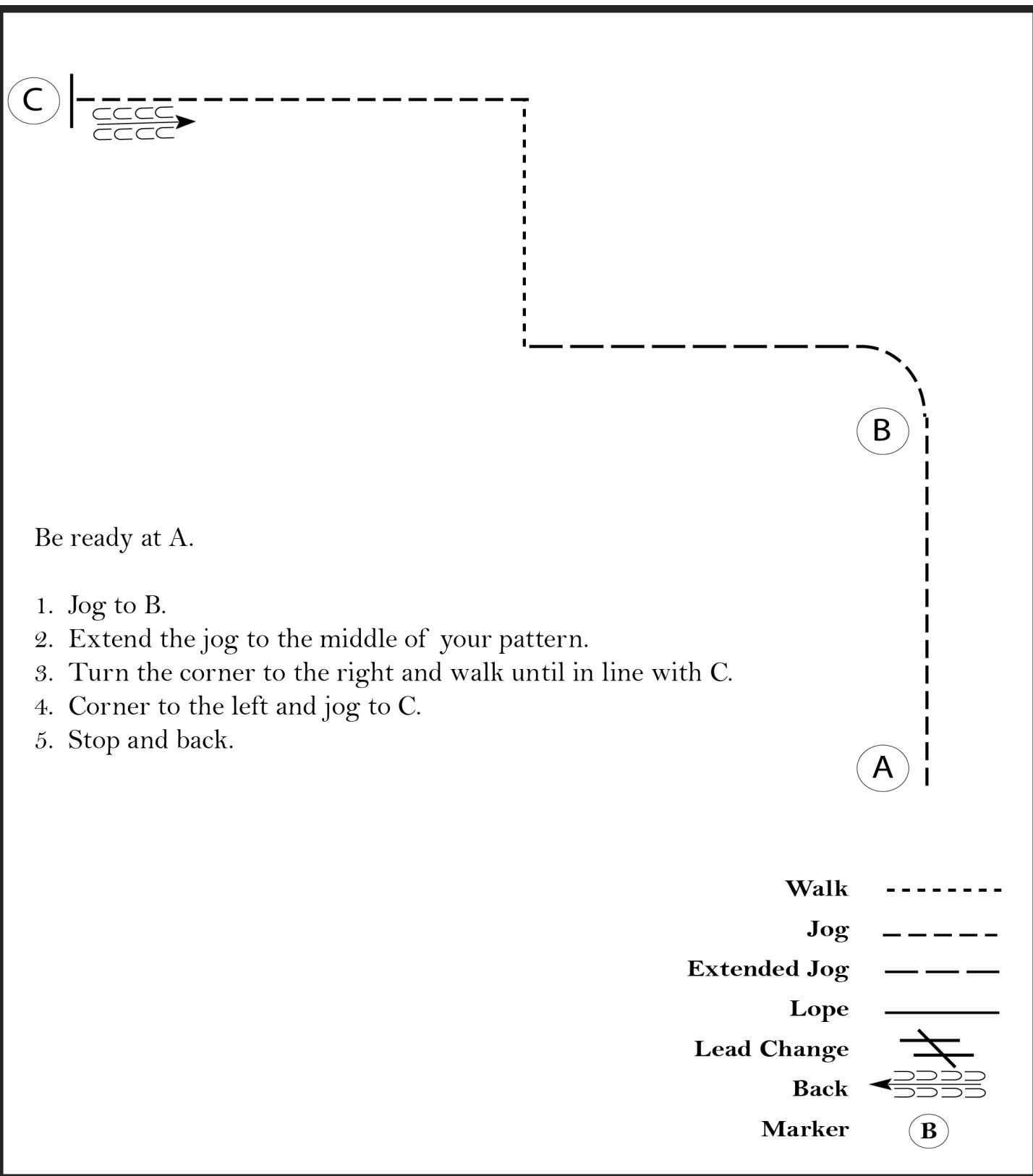
[HSE/2-83]

Pattern Provided by:

John Boxell

Western Horsemanship (Walk-Trot)

Show Date: March 31-April 2, 2021



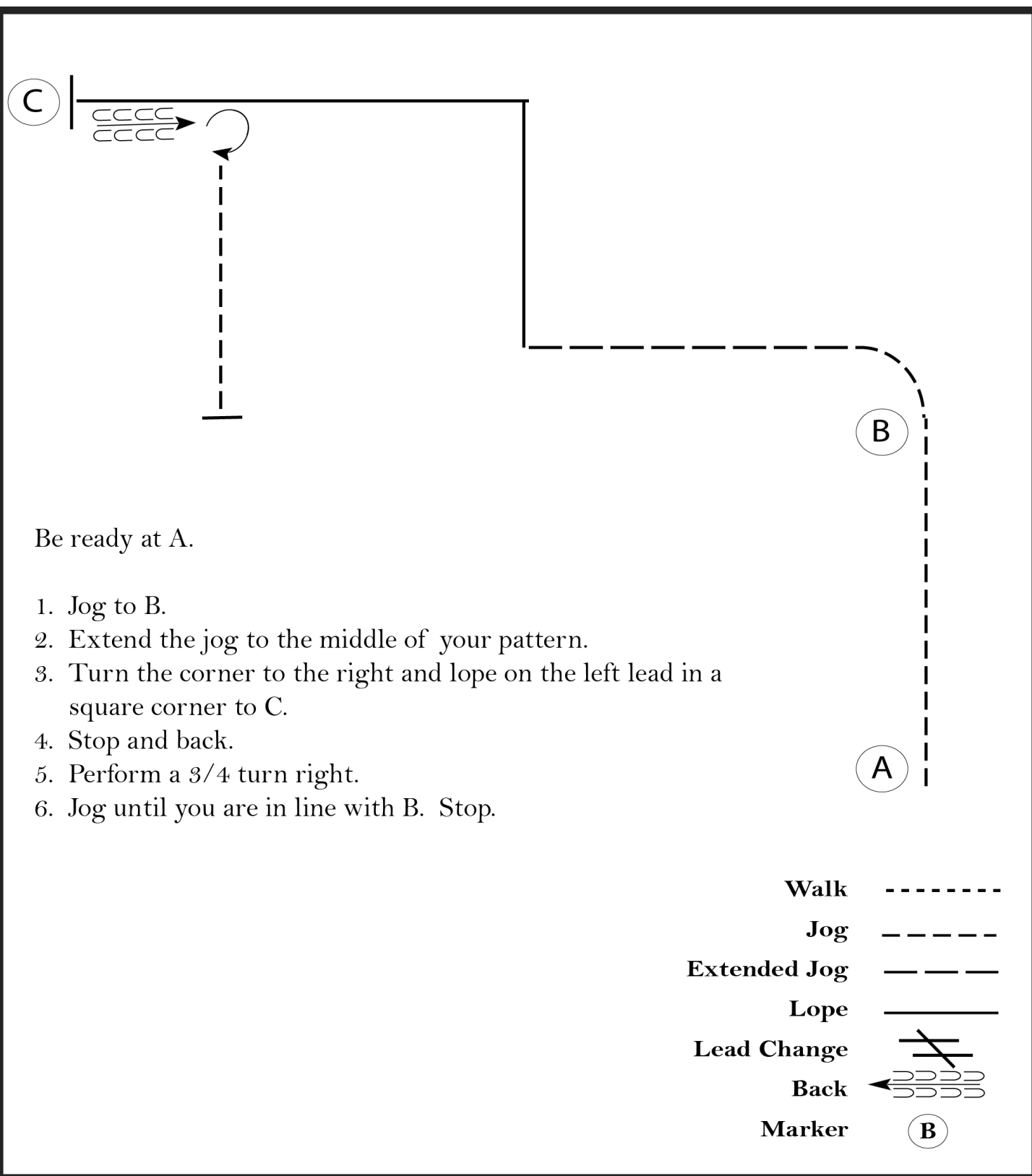
[WH/WT-111]

Pattern Provided by:

John Boxell

Western Horsemanship (Rookie/Level I - Youth & Amateur)

Show Date: March 31-April 2, 2021



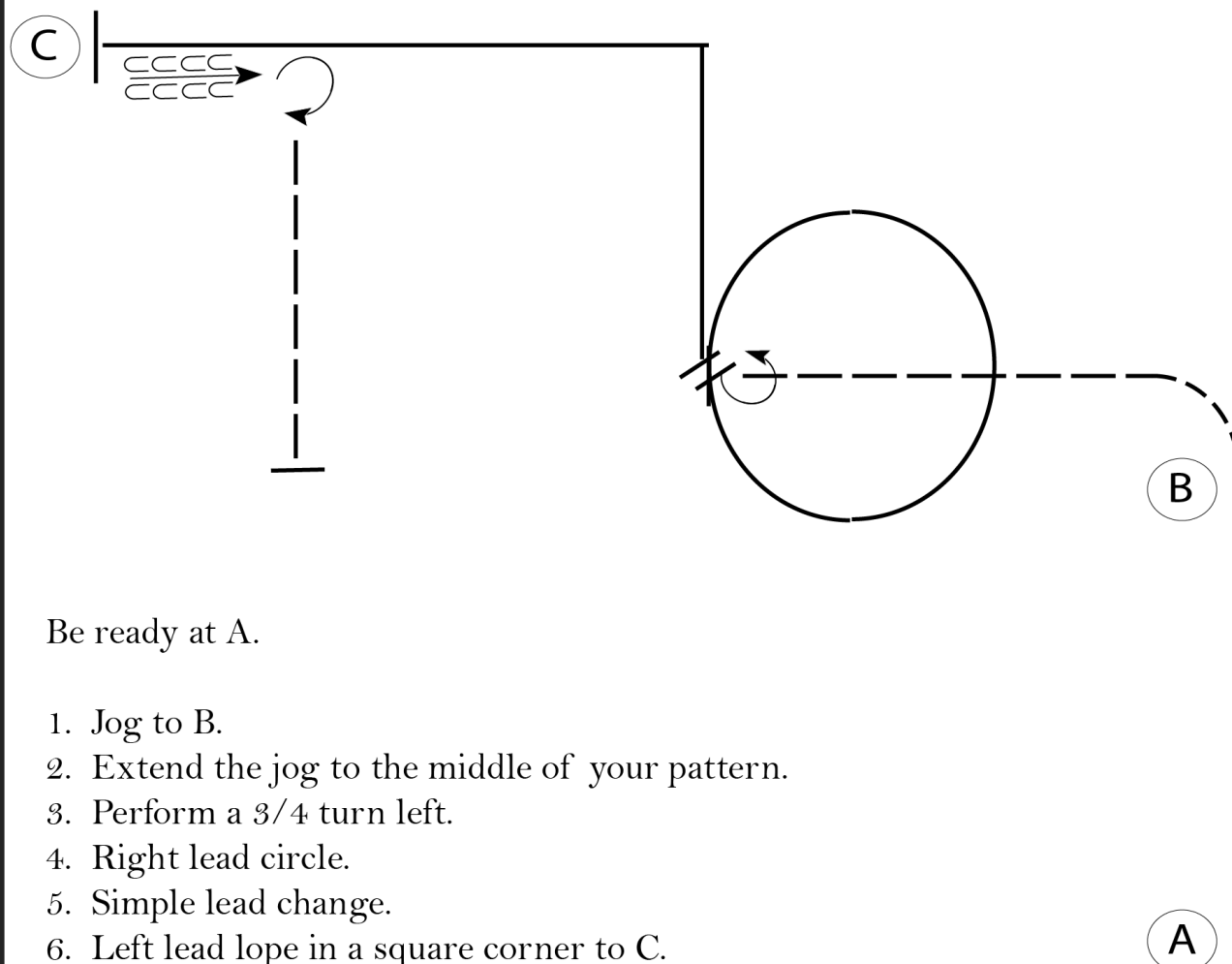
Pattern Provided by:

John Boxell

[WH/1-111]

Western Horsemanship (Youth/Amateur/Select)

Show Date: March 31-April 2, 2021



[WH/2-111]

Pattern Provided by:

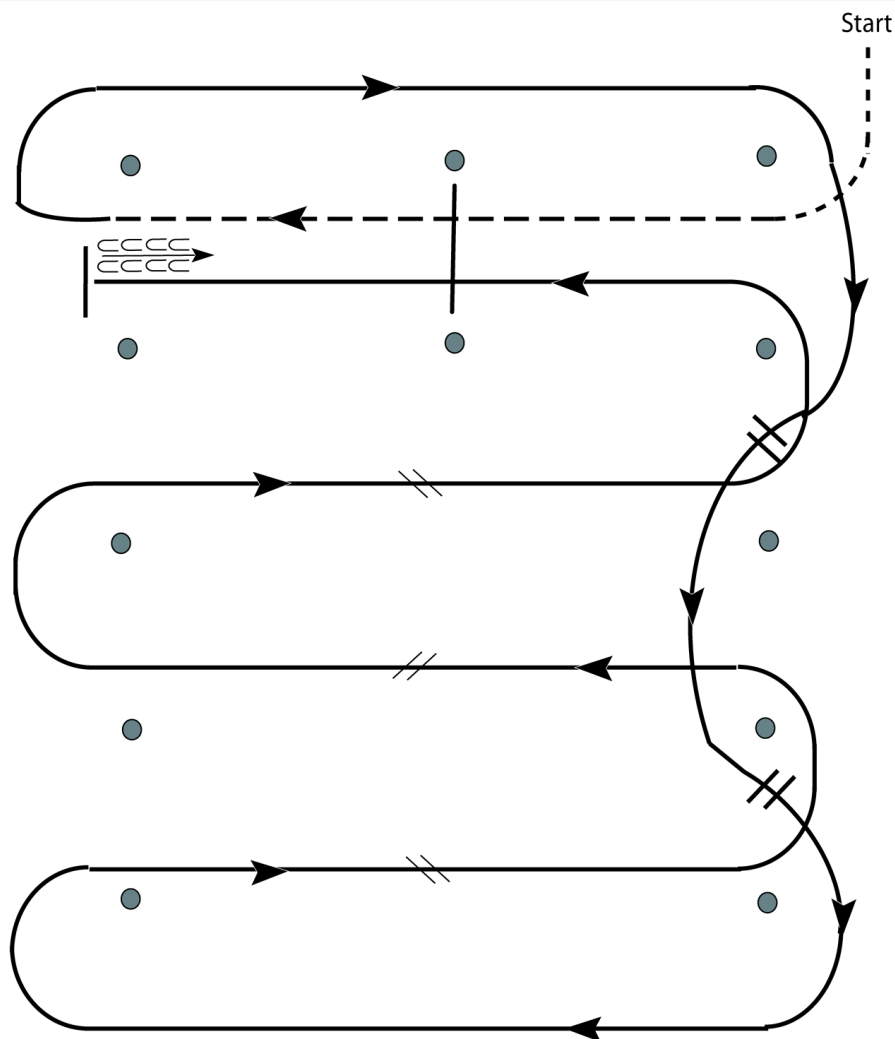
John Boxell

Mile High Classic

Western Riding (Level 1)

Show Date: March 31-April 2, 2021

Friday:
177. L1 Horse
178. L1 Youth
179. L1 Amateur



1. Walk, transition to jog, jog over log.
2. Transition to right 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. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

[WR/GP-4]

Pattern Provided by:

John Boxell

Mile High Classic

Western Riding (Youth/Amateur/Open)

Show Date: March 31-April 2, 2021

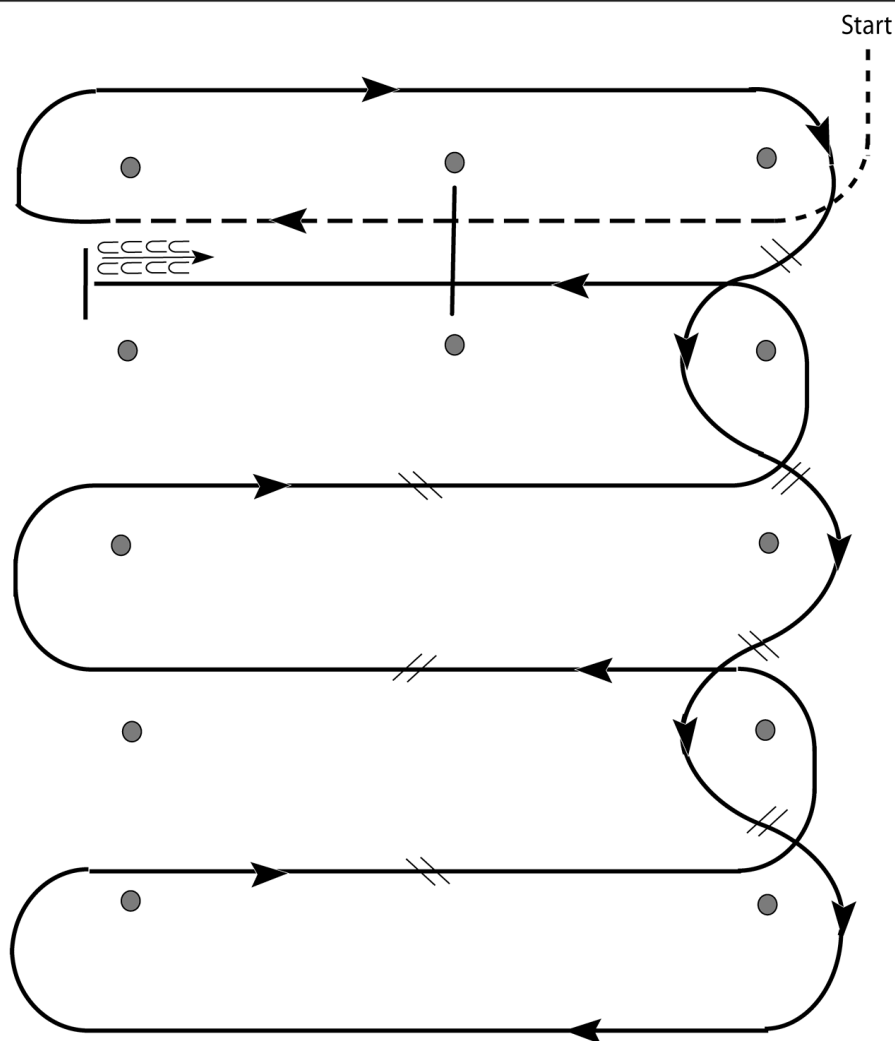
Friday:

180. Junior Horse

181. Youth

182. Amateur

183. Senior Horse



1. Walk, transition to jog, jog over log.
2. Transition to right.
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 and back.

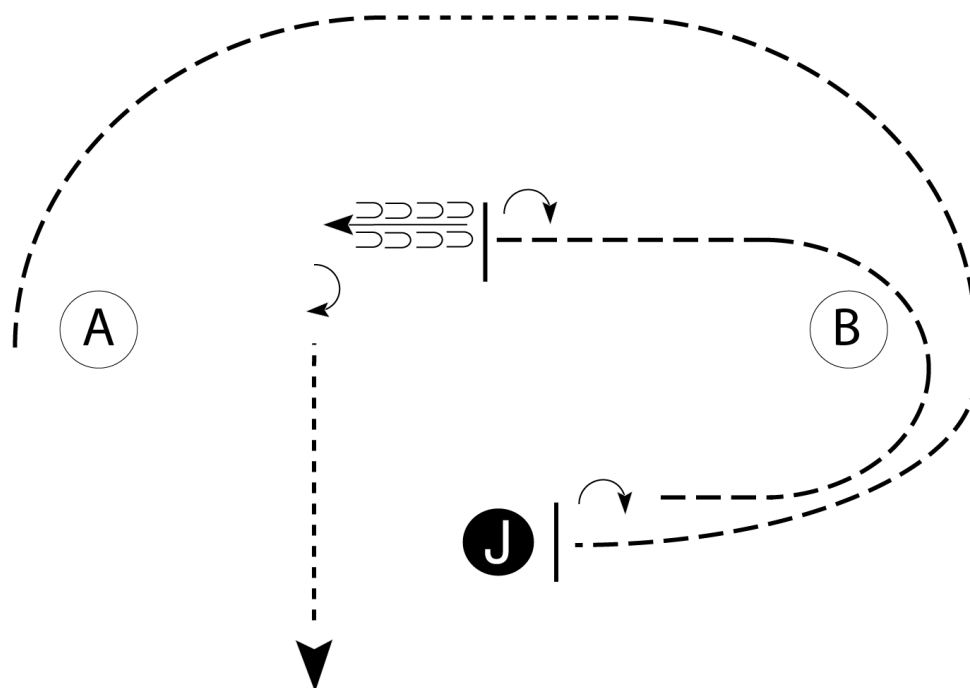
[WR/OP-4]

Pattern Provided by:

John Boxell

Rookie/Novice Youth/Amateur/Select Showmanship

Show Date: 04-3/4-2021



Be ready at A.

1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Perform 1/4 turn and walk straight away to exit.

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

Follow the instructions of your ring steward.

[S/2-46]

Pattern Provided by:

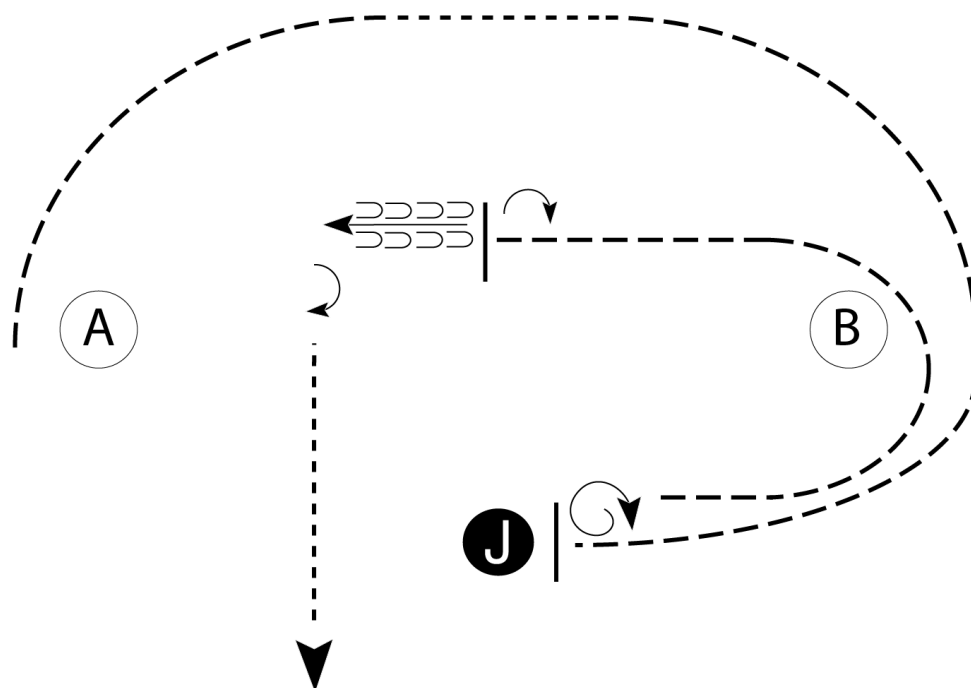
The Judges

Mile High Classic

Youth/Amateur/Select Showmanship

Show Date: 04-3/4-2021

SATURDAY:
504. Youth
505. Select Amt
506. Amateur



Be ready at A.

1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Turn 1/4 turn and walk straight away to exit.

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

Follow the instructions of your ring steward.

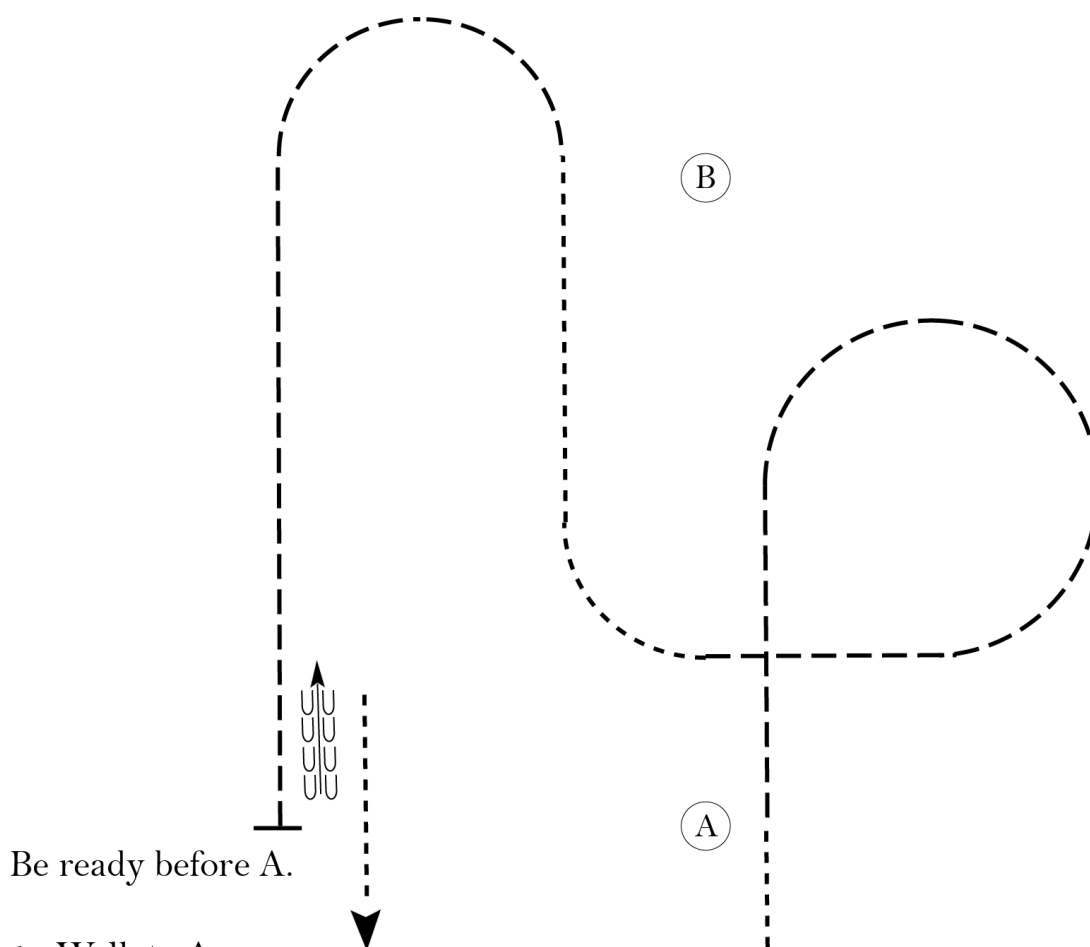
[S/3-46]

Pattern Provided by:

The Judges

Youth/Amateur W/T Equitation

Show Date: 04-3/4-2021



1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a $3/4$ circle until even with A.
4. Walk a quarter circle and in a line until even with B.
5. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
6. Halt when even with A and back approximately one horse length.
7. Walk to exit.

Follow the instructions of your ring steward.

Diagram illustrating the symbols for various horse gaits and movements:

- Walk**: Represented by a dashed line.
- Trot**: Represented by a line with short dashes.
- Extended Trot**: Represented by a line with longer dashes.
- Canter**: Represented by a solid line.
- Leg Yield**: Represented by a series of vertical lines.
- Lead Change**: Represented by a diagonal line crossing a horizontal line.
- Back**: Represented by a series of '3' shapes with an arrow pointing left.
- Marker**: Represented by a circle with the letter 'B' inside.
- Sidepass**: Represented by two large arrows pointing in opposite directions along a dashed line.
- Hand Gallop**: Represented by a solid line with a small dash.

[HSE/WT-59]

Pattern Provided by:

The Judges

Mile High Classic

Rookie/Novice Youth/Amateur/Select Equitation

Show Date: 04-3/4-2021

SATURDAY:
522. Rookie Youth
523. Level 1 Youth
524. L1 Amt Select
525. Rookie Amt.
526. Level 1 Amt

www.HorseShowPatterns.com

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Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a $\frac{3}{4}$ circle until even with A.
4. Walk a quarter circle.
5. Canter on the left lead to B.
6. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
7. Halt when even with A and back approximately one horse length.
8. Walk to exit.

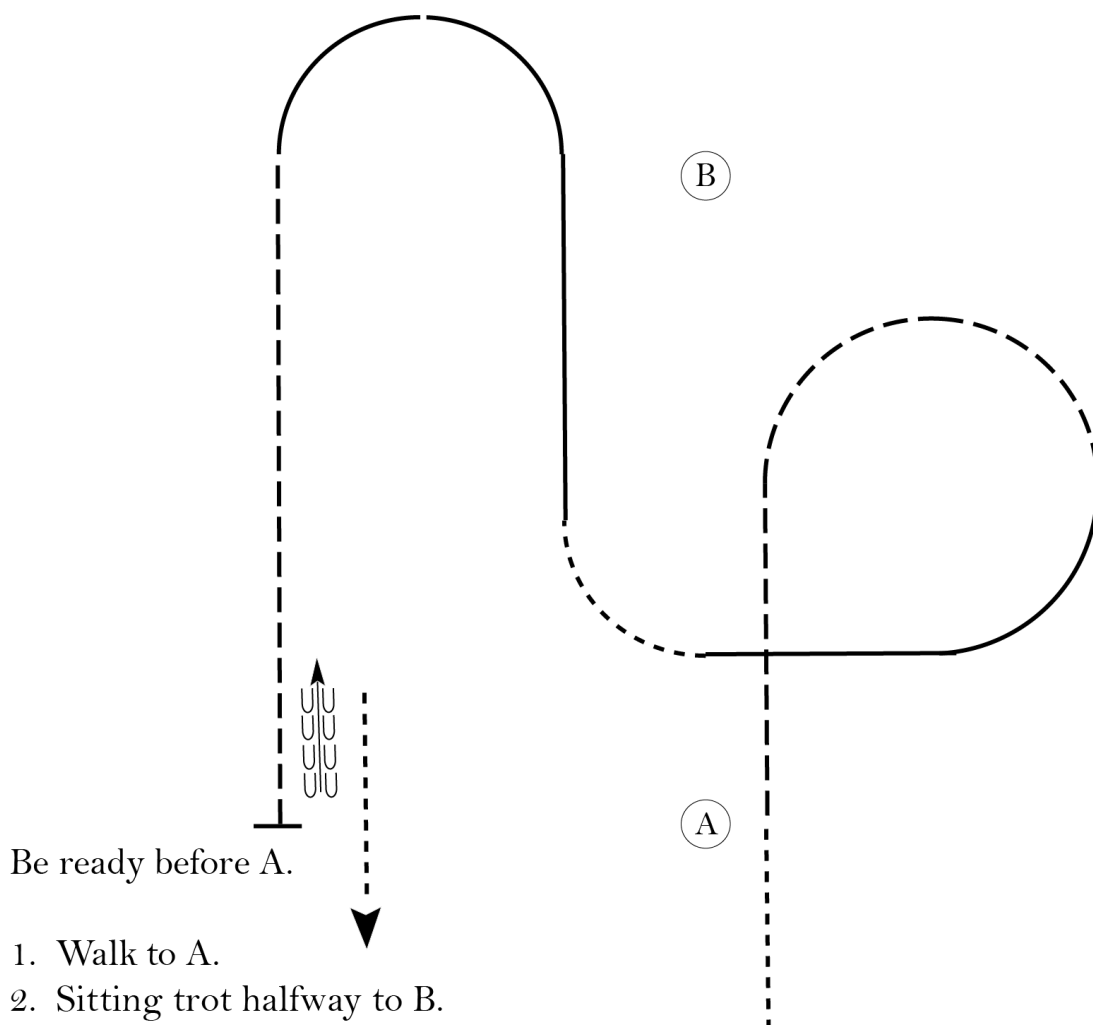
Follow the instructions of your ring steward.

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

[HSE/2-59]

Pattern Provided by:

The Judges



Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a half circle.
4. Canter on the right lead until even with A.
5. Walk a quarter circle.
6. Canter on the left lead to B and in a half circle as shown.
7. When even with B, trot on the right diagonal in a straight line until even with A.
8. Halt when even with A and back approximately one horse length.
9. Walk to exit.

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

Follow the instructions of your ring steward.

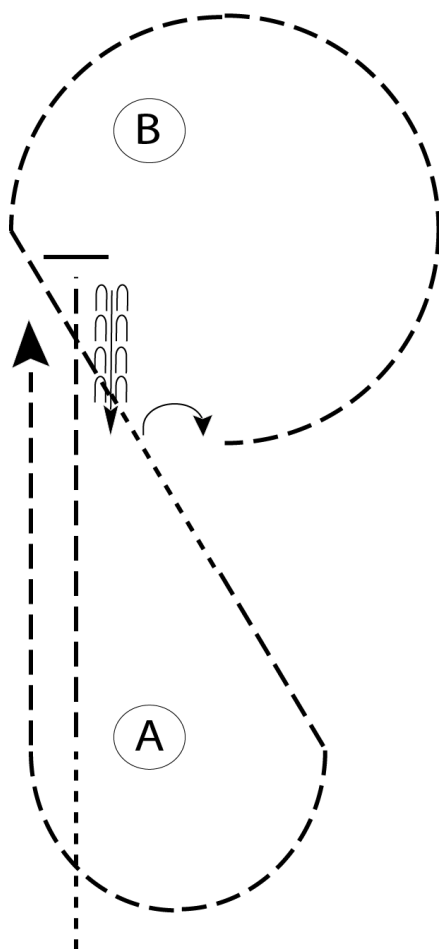
[HSE/3-59]

Pattern Provided by:

The Judges

Youth/Amateur W/T Horsemanship

Show Date: 04-3/4-2021



Be ready before A.

1. Walk to A.
2. Jog 2/3 of the way to B.
3. Stop and back to center of pattern.
4. Turn 1/4 turn right.
5. Jog to and around B and toward center of pattern.
6. Break to a walk through middle of pattern.
7. Jog around A and to exit as shown.

Follow the instructions of your ring steward.

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

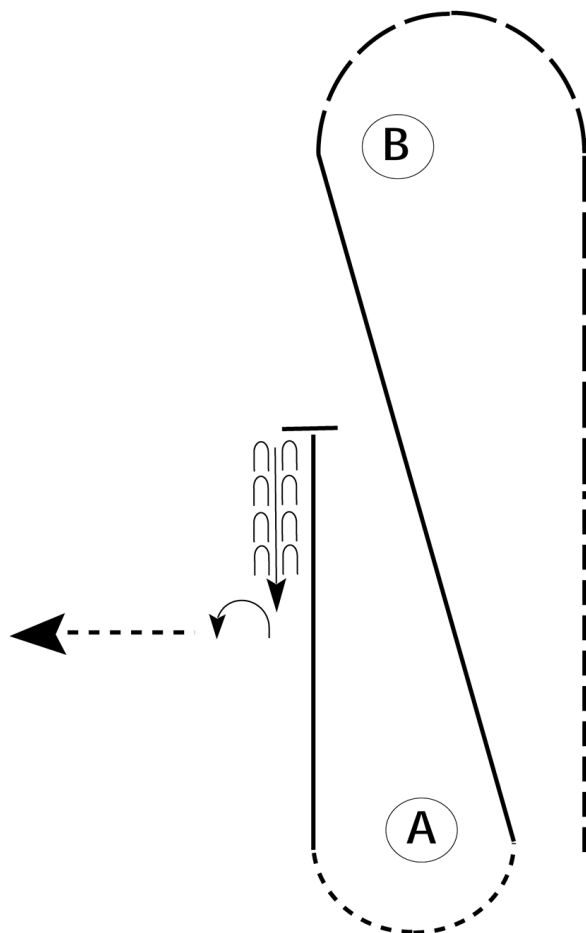
[WH/WT-99]

Pattern Provided by:

The Judges

Rookie/Novice Youth/Amateur/Select Horsemanship

Show Date: 04-3/4-2021



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. Walk 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)

[WH/2-86]

Pattern Provided by:

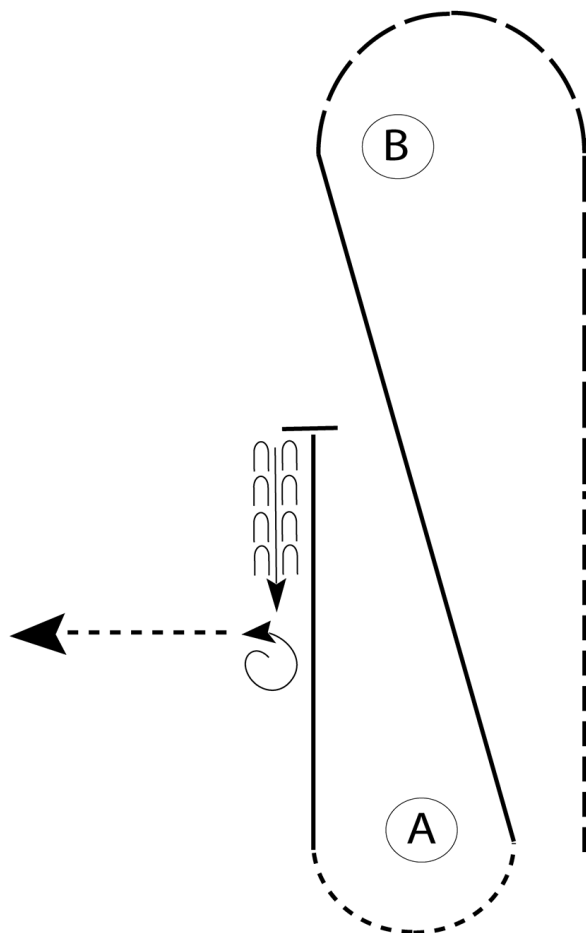
The Judges

Mile High Classic

Youth/Amateur/Select Horsemanship

Show Date: 04-3/4-2021



SUNDAY:
574. Youth
575. Select Amt
576. Amateur



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. Walk around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1 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)

[WH/3-86]

Pattern Provided by:

The Judges

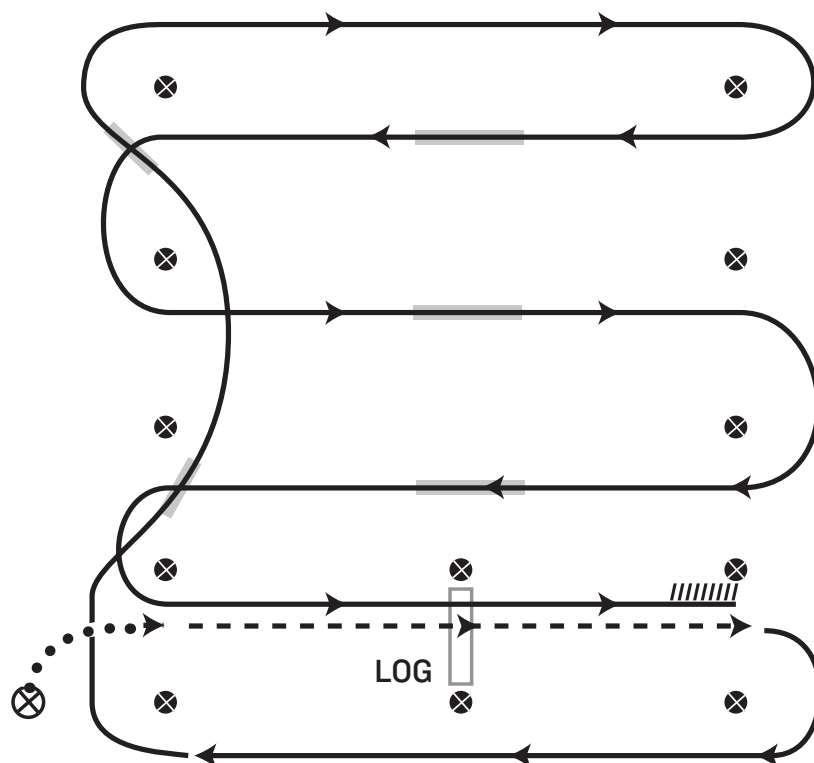


AQHA Western Riding Patterns:

Class:	Friday, 04/02 Pattern:	Sunday, 04/04 Pattern:
177. Level 1 Horse	L1-4	L1-7
178. Level 1 Youth	L1-4	L1-7
179. Level 1 Amateur	L1-4	L1-7
180. Junior Horse	4	7
181. Youth	4	7
182. Amateur	4	7
183. Senior Horse	4	7

LEVEL 1 WESTERN RIDING PATTERN 4

Friday:
177. Level 1 Horse
178. Level 1 Youth
179. Level 1 Amateur



⊗ START CONE WALK JOG - - - - -
LEAD CHANGING AREA [] LOPE []

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to right lead & 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. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING PATTERN 4

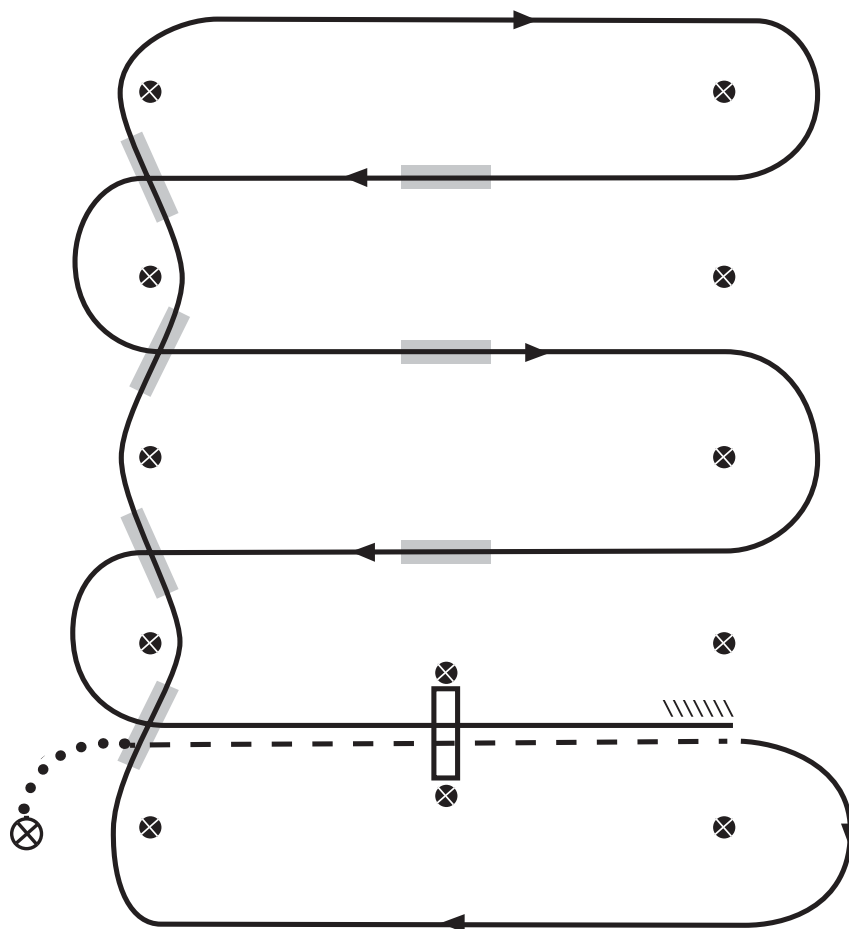
Friday:

180. Junior Horse

181. Youth

182. Amateur

183. Senior Horse



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the right 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

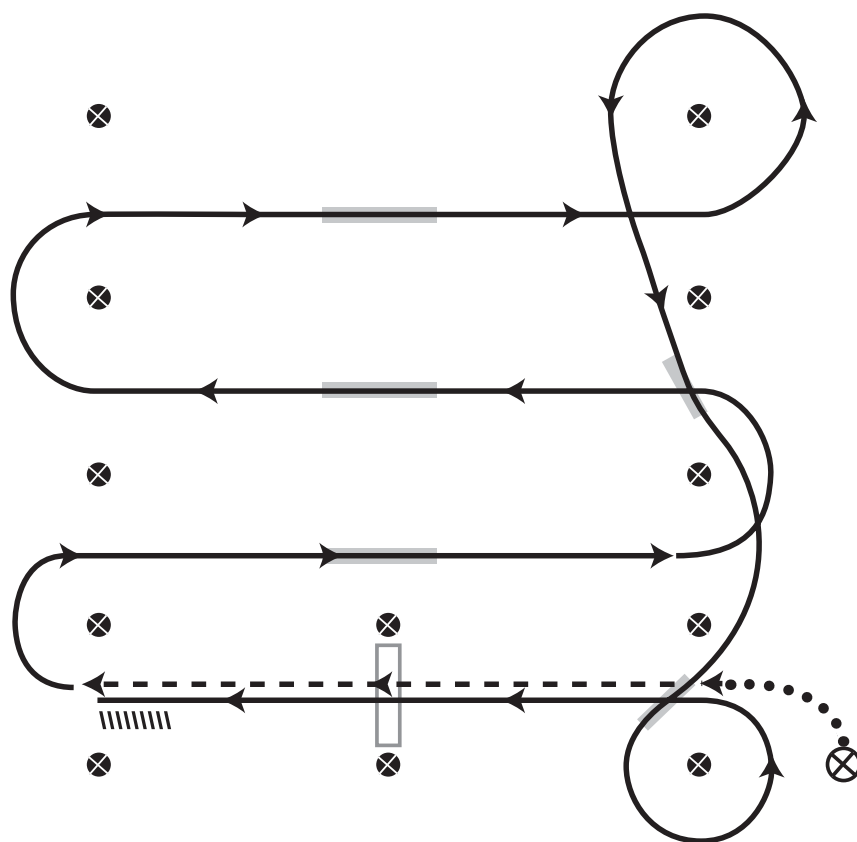
LEVEL I WESTERN RIDING PATTERN 7

Sunday:

177. L1 Horse

178. L1 Youth

179. L1 Amateur



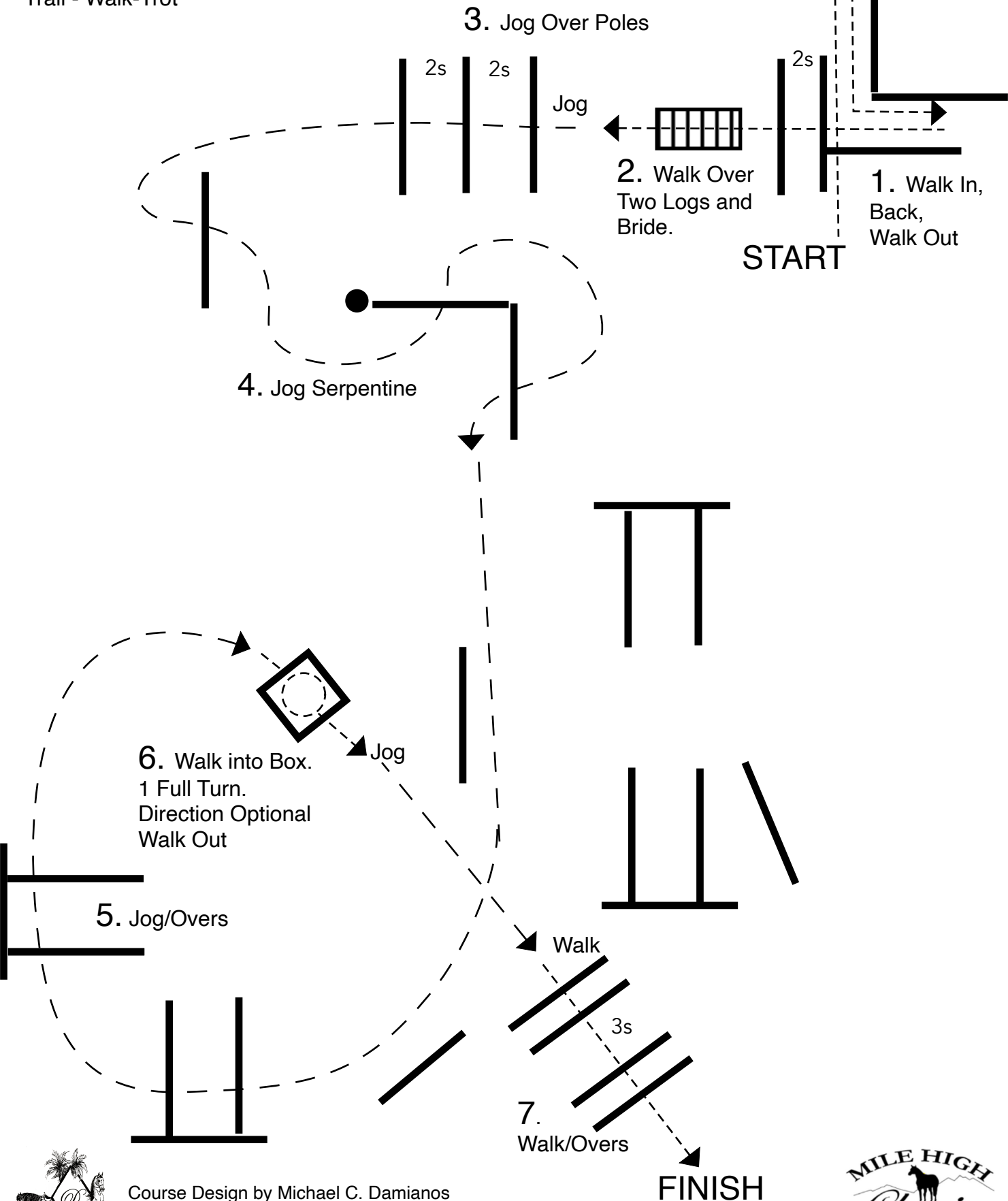
⊗ START CONE WALK JOG - - - - -
LEAD CHANGING AREA LOPE —————

1. Walk at least 15 feet from start cone to the first marker, as drawn, 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 & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

MILE HIGH CLASSIC

Trail - Walk-Trot

Friday:
141. Youth W/T
142. Amateur W/T



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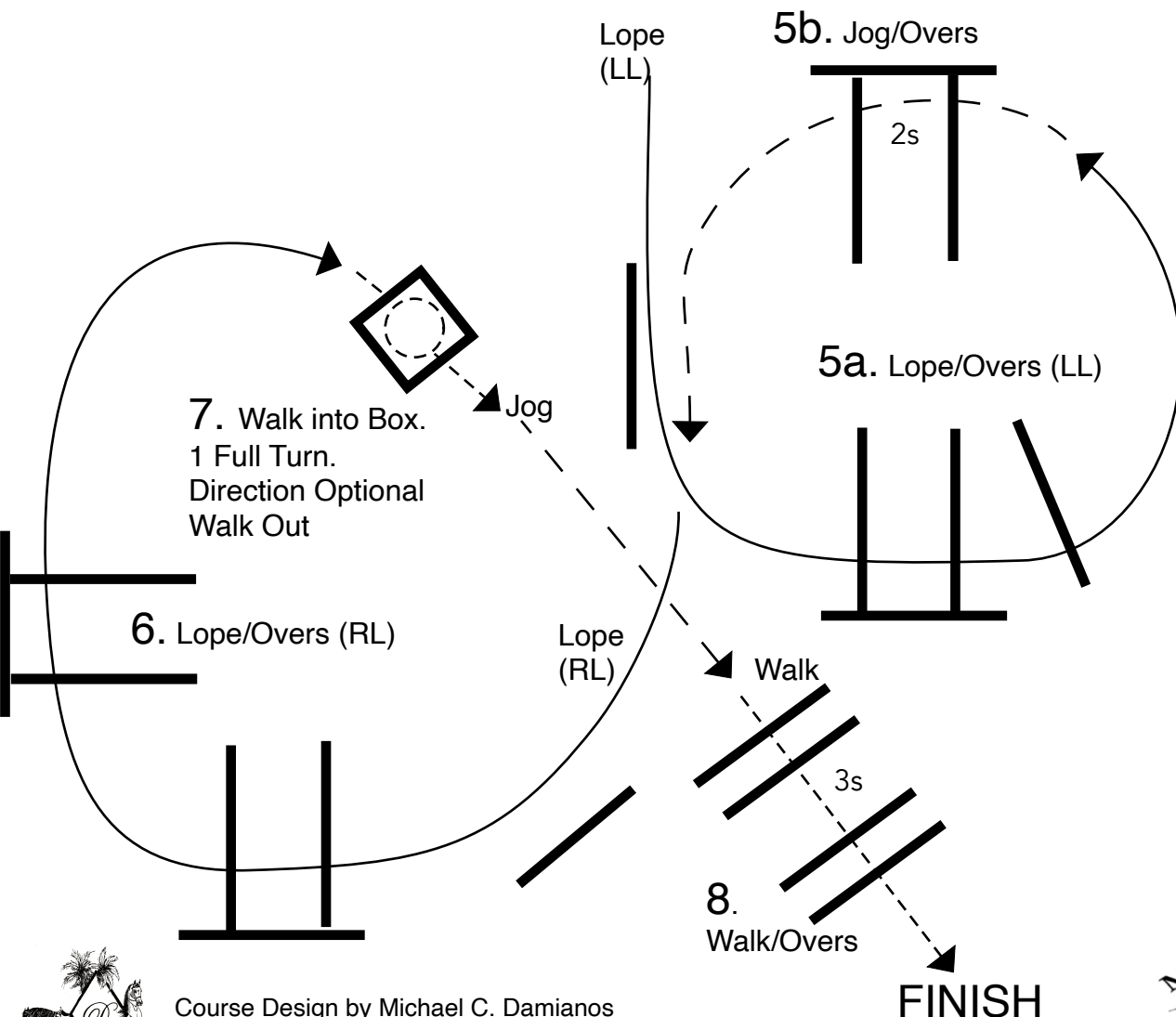
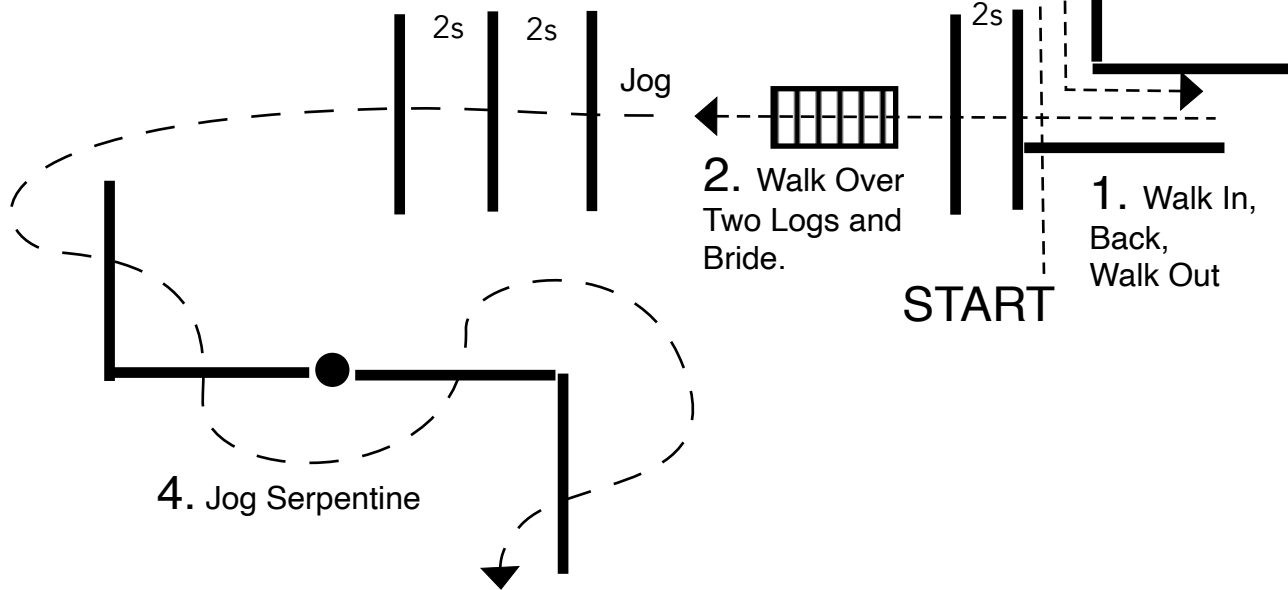
MILE HIGH
Classic

MILE HIGH CLASSIC

Trail - L1 Horse, Rookie, L1 Youth,
L1 Select, L1 Amateur, Junior Horse

Friday:
143. Level 1 Horse 147. Rookie Amateur
144. Rookie Youth 148. Level 1 Amateur
145. Level 1 Youth 149. Junior Horse

3. Jog Over Poles



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MILE HIGH CLASSIC

Trail - Sr., Am., Select, Youth

Friday:

150. Youth

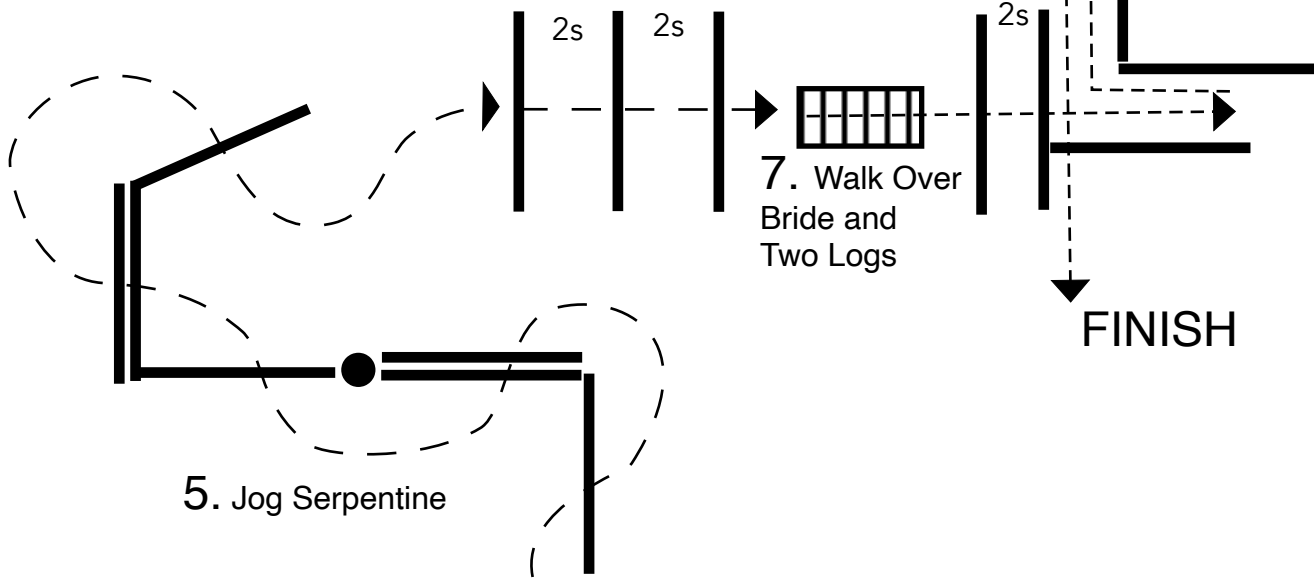
152. Amateur

151. Select Amateur

153. Senior Horse

8. Walk In,
Back,
Walk Out

6. Jog Over Poles



5. Jog Serpentine

Jog

4a. Jog/Overs

Lope
(LL)

2. Jog into Box.
1 Full Turn.
Direction Optional

3. Lope/Overs (LL)

Lope
(RL)

4b. Lope/Overs (RL)

1. Walk/Overs

Walk

START



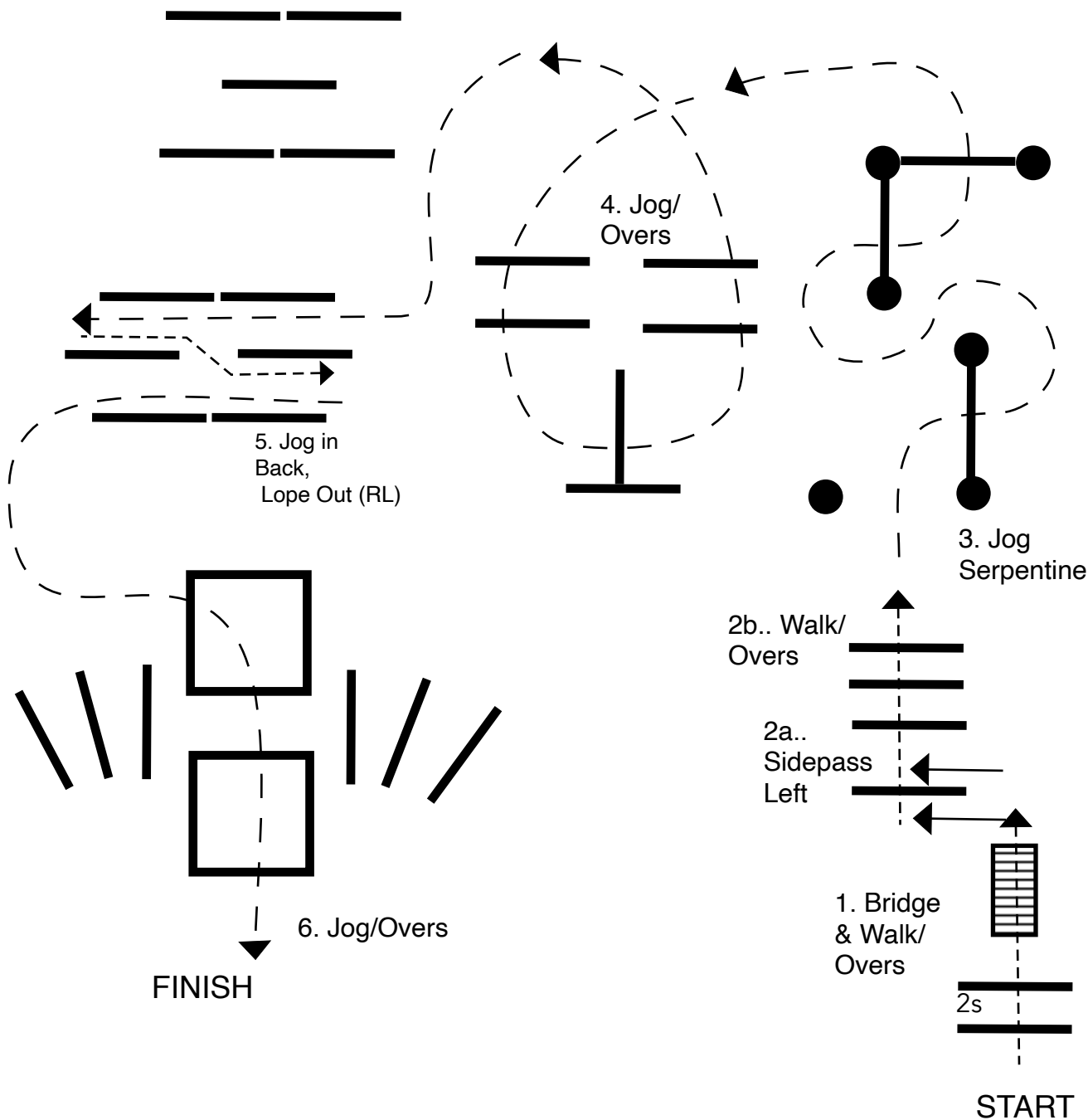
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MILE HIGH CLASSIC

Trail - Walk-Trot

Sunday:
141. Youth W/T
142. Amateur W/T



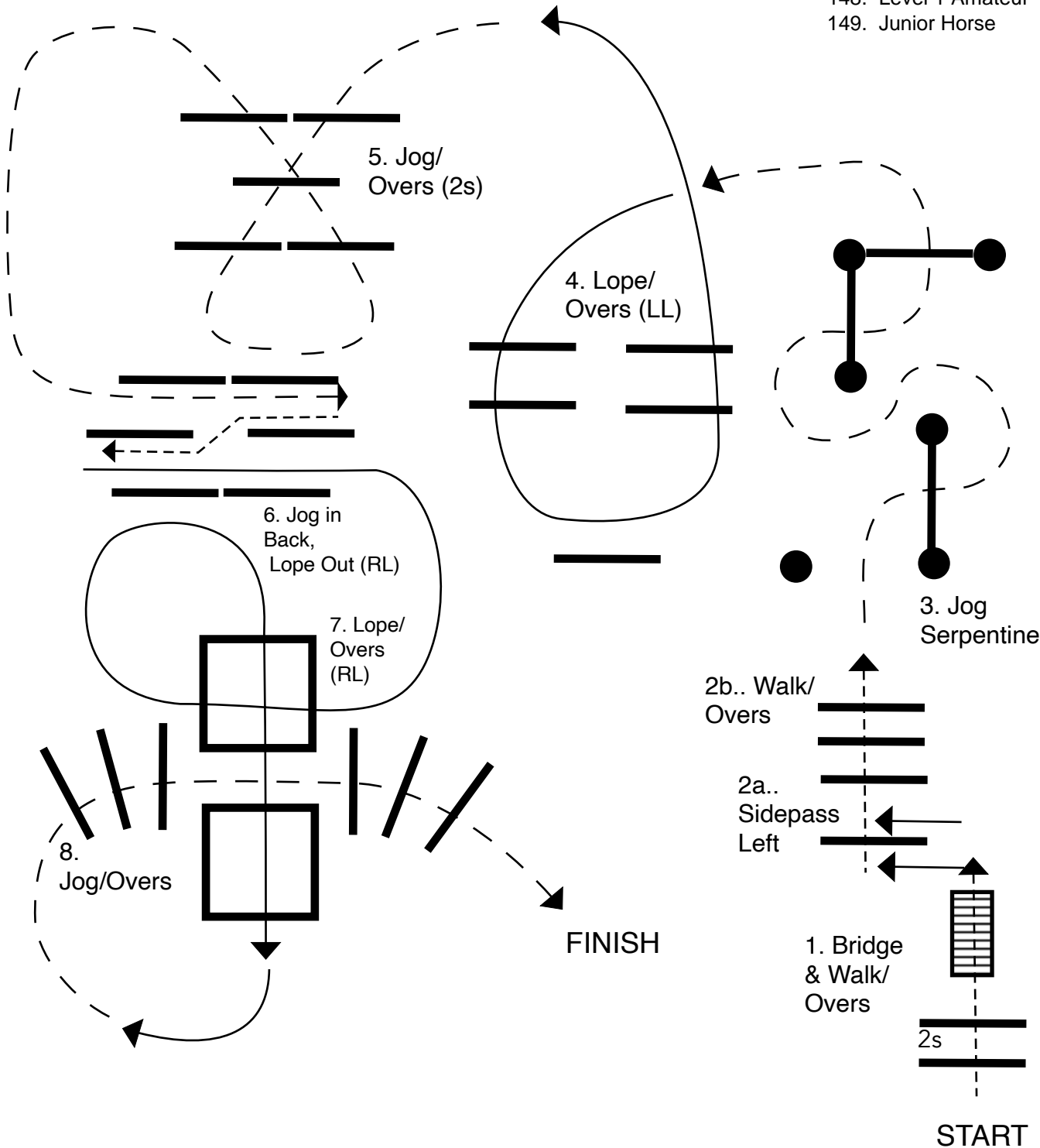
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MILE HIGH CLASSIC

Trail - L1 Horse, Rookie, L1 Youth,
L1 Select, L1 Amateur, Junior Horse

- Sunday:
- 143. Level 1 Horse
 - 144. Rookie Youth
 - 145. Level 1 Youth
 - 146. Level 1 Select Amt
 - 147. Rookie Amateur
 - 148. Level 1 Amateur
 - 149. Junior Horse



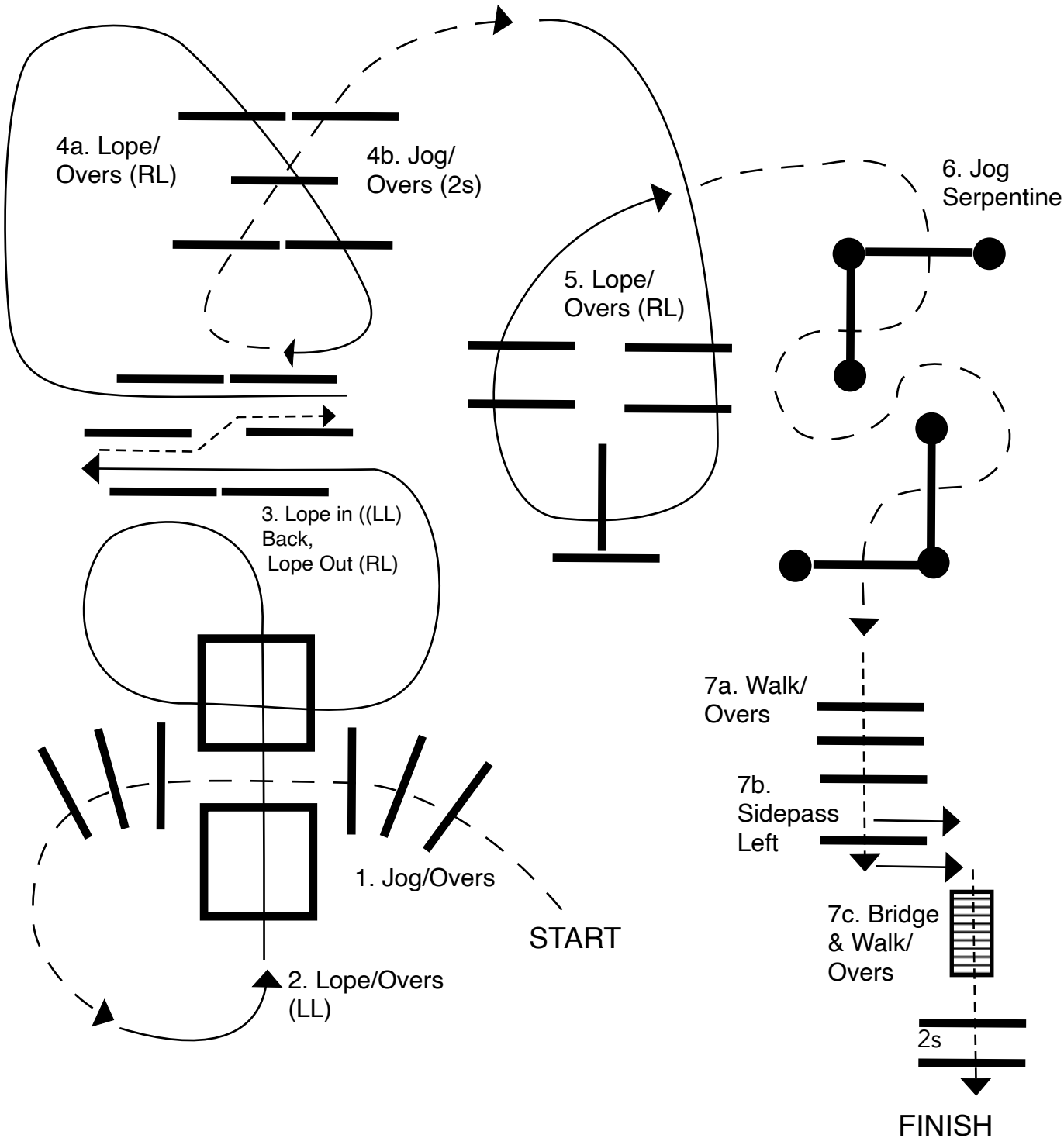
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MILE HIGH CLASSIC

Trail - Sr., Am., Select, Youth

- Sunday:
150. Youth
151. Select Amateur
152. Amateur
153. Senior Horse



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