



PATTERN BOOK



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73rd National Appaloosa Show & 2021 Youth World Championship Show

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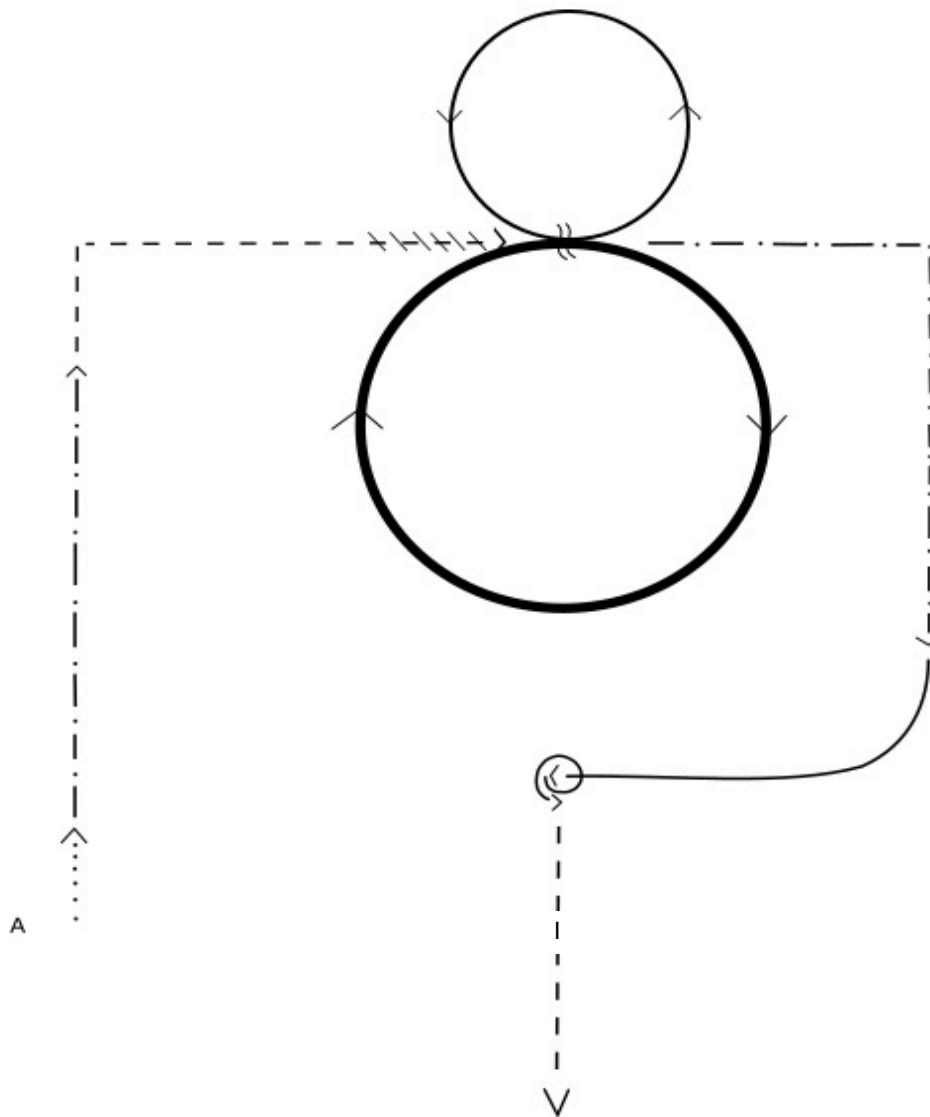
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**KEY**

.....

WALK

- - - - -

JOG

- . - . - .

EXTENDED JOG

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LOPE

—————

EXTENDED LOPE

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BACK

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CHANGE LEADS

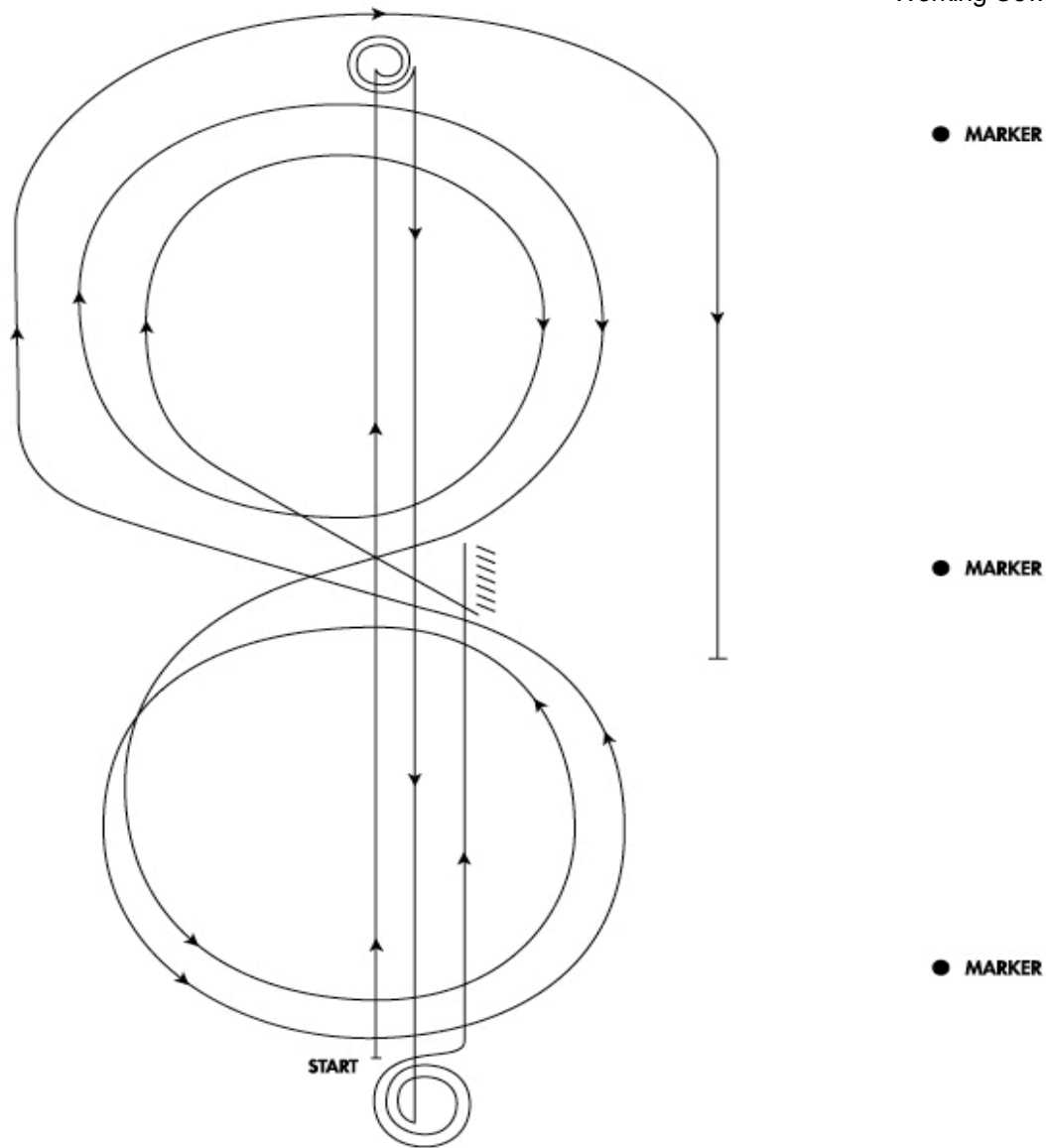
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**SIDEPASS****A****MARKER**

—————→

**LEG YIELD****INSTRUCTIONS**

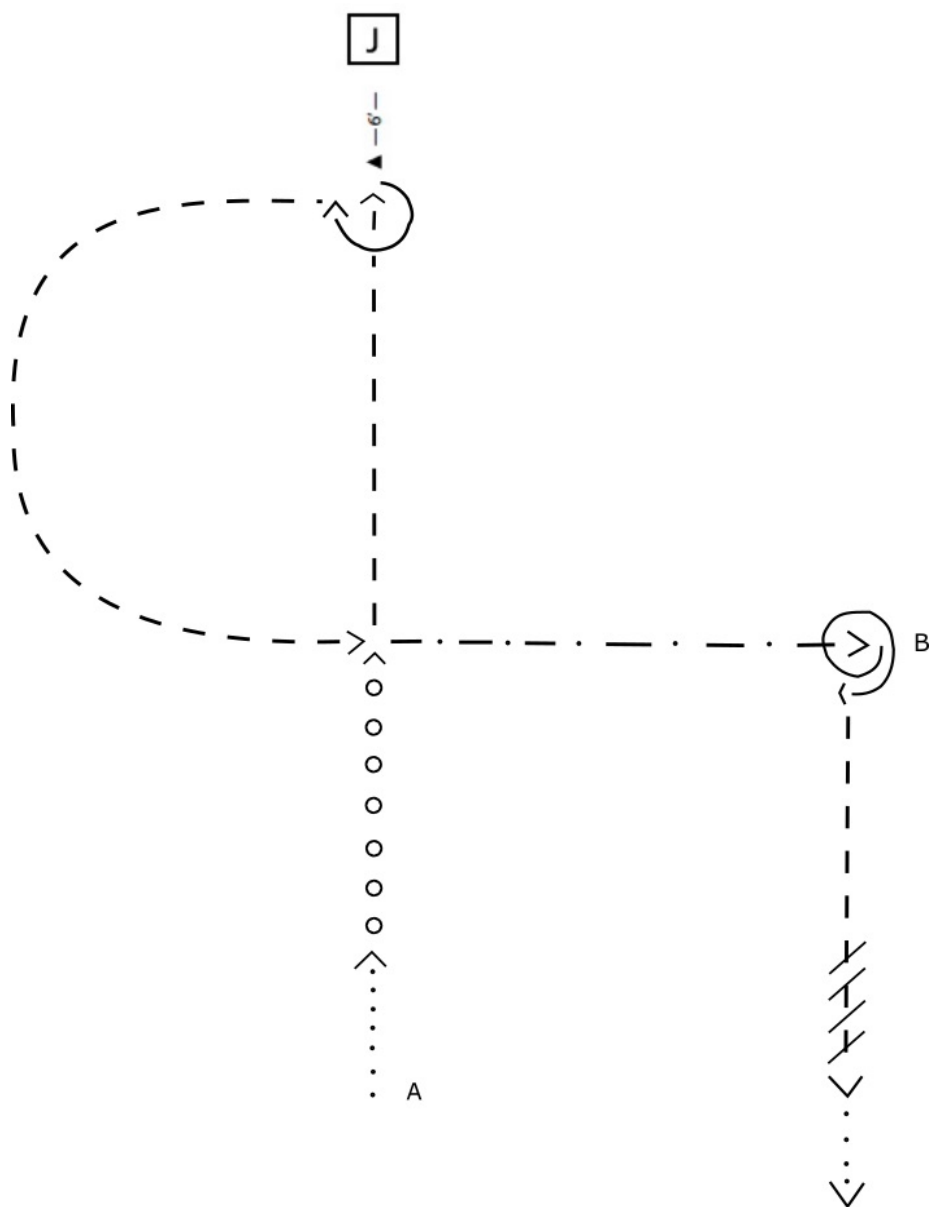
1. Begin even with A. Walk one horse length, then extended jog in straight line.
2. Collect to the jog, jog square corner to the right. Stop and back.
3. Lope left lead small circle to the left. Change leads (simple or flying).
4. Extend the lope in a large circle to the right.
5. Break to the extended jog and turn a square corner to the right.
6. Lope in the right lead. Stop.
7. 450-degree haunch turn to the left.
8. Jog and exit at the jog.

**INSTRUCTIONS**

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 ½ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 ½ spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet (3.05–4.57 m) in a straight line.
6. Complete ¼ turn to the left, hesitate. Begin on right lead. Circle to the right. Complete one small, slow circle and one large, fast circle. Change leads to the left.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet (6.09 m) from fence and come to sliding stop.
9. Hesitate to complete pattern.

**Pattern 4**

1. Stop
2. 3 ½ spins left
3. Stop
4. 3 ½ spins right
5. Stop and back up and ¼ turn
6. Right circles and Left circles
7. Stop



## KEY



EXTENDED WALK



WALK



TROT



EXTENDED TROT



BACK

A

MARKER

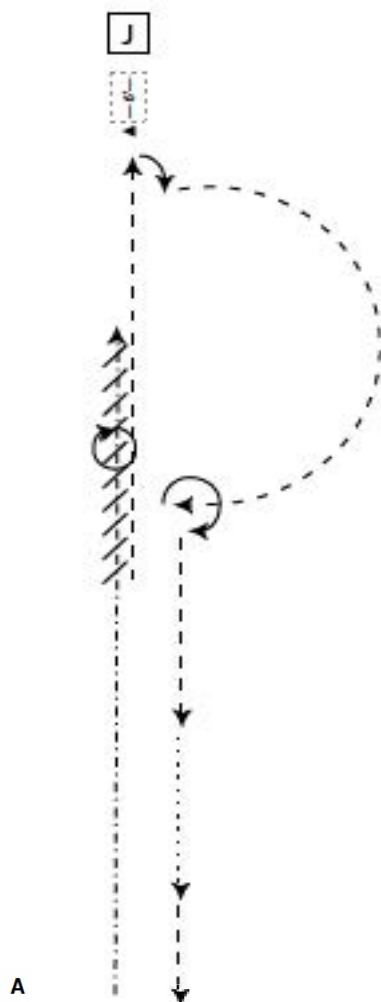
J

JUDGE

## INSTRUCTIONS

**Note:** A small ground marker is placed 6' in front of Judge. Stop at the marker to maintain social distancing from the Judge.

1. Begin at A. Walk, then extend the walk half way to Judge.
2. Trot to Judge marker. Stop.
3. Set up.
4. Inspection by Judge.
5. When excused, 270-degree turn.
6. Trot half circle to the left.
7. Extend the trot to B. Stop.
8. 450-degree turn.
9. Trot to A. Stop.
10. Back. Walk forward 6 steps. Pattern complete. Exit at a walk.



## KEY

## INSTRUCTIONS

.....

WALK

- - - - -

TROT

- . - . - .

EXTENDED TROT

//////////

JOG BACK

A

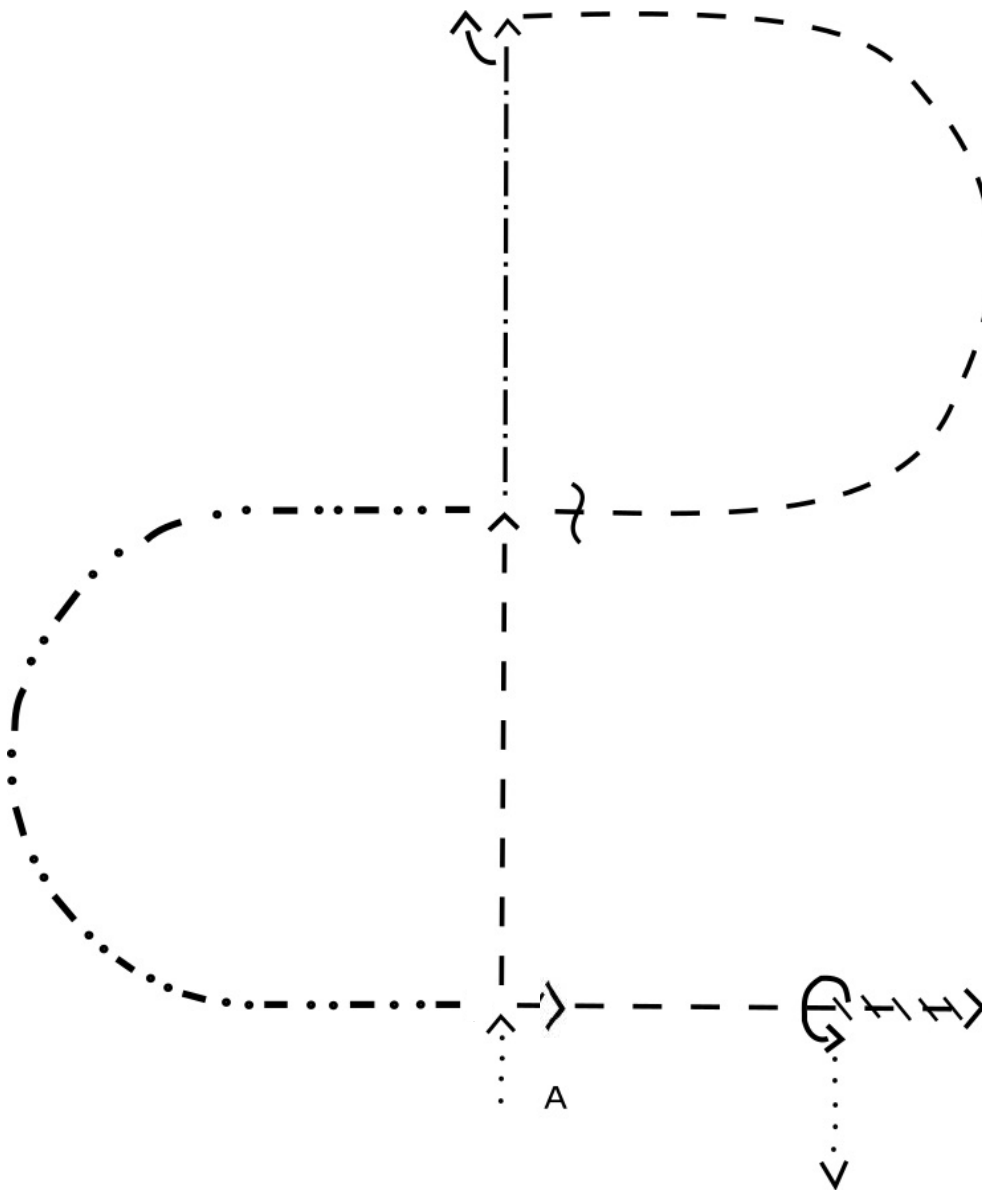
MARKER

J

JUDGE

**Note:** A small ground marker is placed 6' in front of Judge. Stop at the marker to maintain social distancing from the Judge.

1. Begin at A. Extend the trot in a straight line toward Judge. Stop.
2. Back.
3. Execute a 360-degree turn. Back.
4. Trot to Judge marker. Stop.
5. Set up.
6. Inspection.
7. When excused, execute a 90-degree turn. Trot a half circle. Stop.
8. 270-degree turn.
9. Trot. Walk. Trot. Exit the arena at a trot.

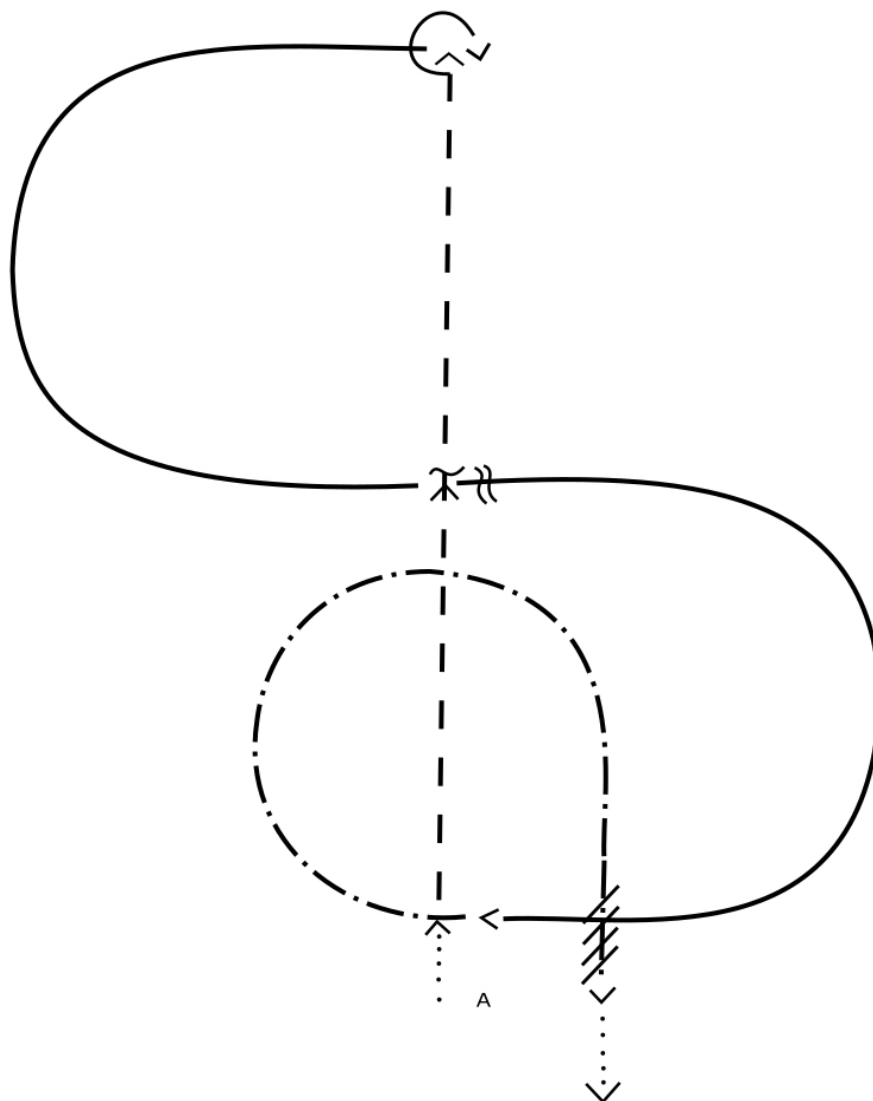


## KEY

## INSTRUCTIONS

|  |                  |
|--|------------------|
|  | WALK             |
|  | POSTING TROT     |
|  | SITTING TROT     |
|  | EXTENDED TROT    |
|  | 2 POINT TROT     |
|  | CANTER           |
|  | HAND GALLOP      |
|  | BACK             |
|  | CHANGE LEADS     |
|  | SIDEPASS         |
|  | CHANGE DIAGONALS |
|  | LEG YIELD        |
|  | MARKER           |

1. Begin at A. Walk forward several steps.
2. Trot a straight line posting on the right diagonal.
3. Sit the trot in a straight line. Stop.
4. 90-degree forehand turn right.
5. Trot half circle posting on the left diagonal. At A, change diagonals.
6. Extended trot in a half circle to A.
7. At A, collect to the trot and continue in a straight line. Stop.
8. Back.
9. 270-degree haunch turn left.
10. Walk forward one horse length. Pattern complete. Exit at a walk.

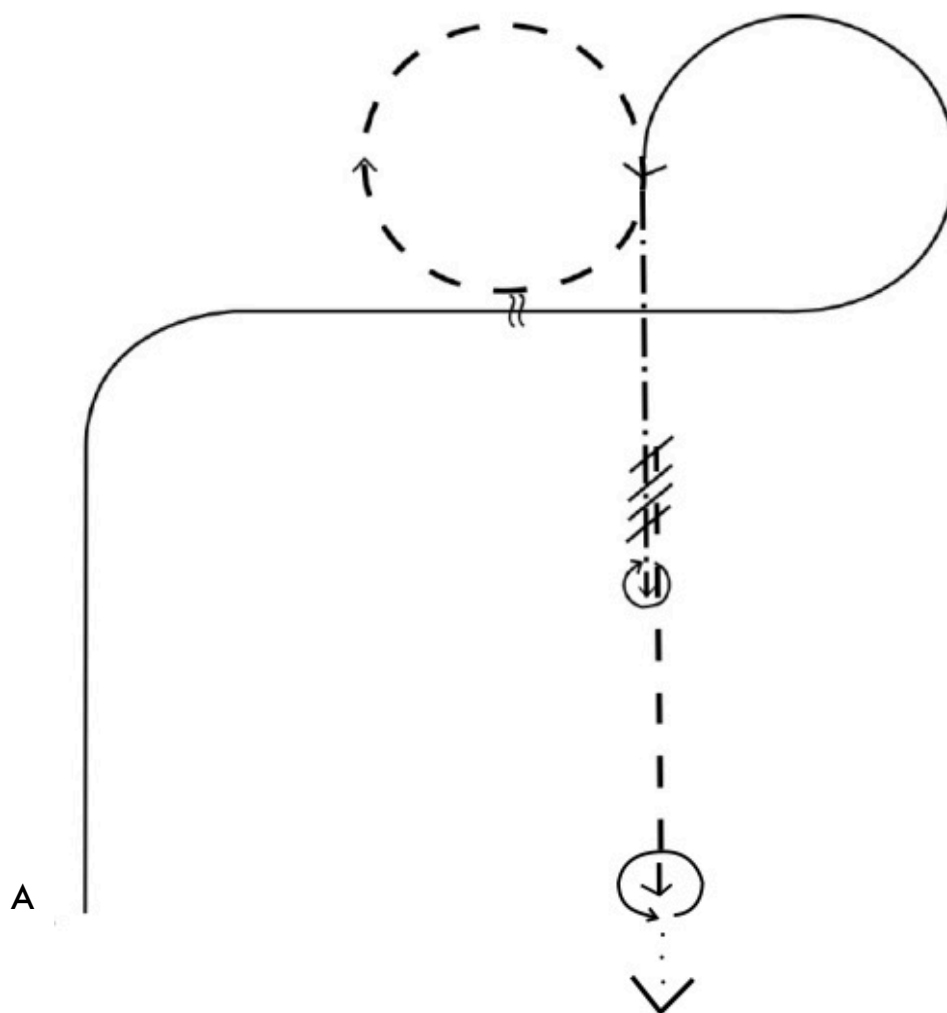
**KEY**

|                     |                  |
|---------------------|------------------|
| .....               | WALK             |
| ■■■■■■■■■■          | POSTING TROT     |
| — · — · — · — ·     | SITTING TROT     |
| — · — · — · — ·     | EXTENDED TROT    |
| ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ | 2 POINT TROT     |
| —————               | CANTER           |
| —————               | HAND GALLOP      |
| //////////          | BACK             |
| ≈                   | CHANGE LEADS     |
| ~~~~~               | SIDEPASS         |
| ~                   | CHANGE DIAGONALS |
| —————→              | LEG YIELD        |
| A                   | MARKER           |

**INSTRUCTIONS**

1. Begin at A. Walk one horse length.
2. Trot a straight line, posting first on the left diagonal. Change diagonals half way.
3. Continue at the posting trot. Stop.
4. 270-degree forehand turn right.
5. Left lead canter half circle. At A, change leads (simple).
6. Right lead canter half circle to A.
7. At A, break to a sitting trot in a small circle to the right. At A, stop.
8. Back. Walk forward one horse length. Pattern complete. Exit at a walk.



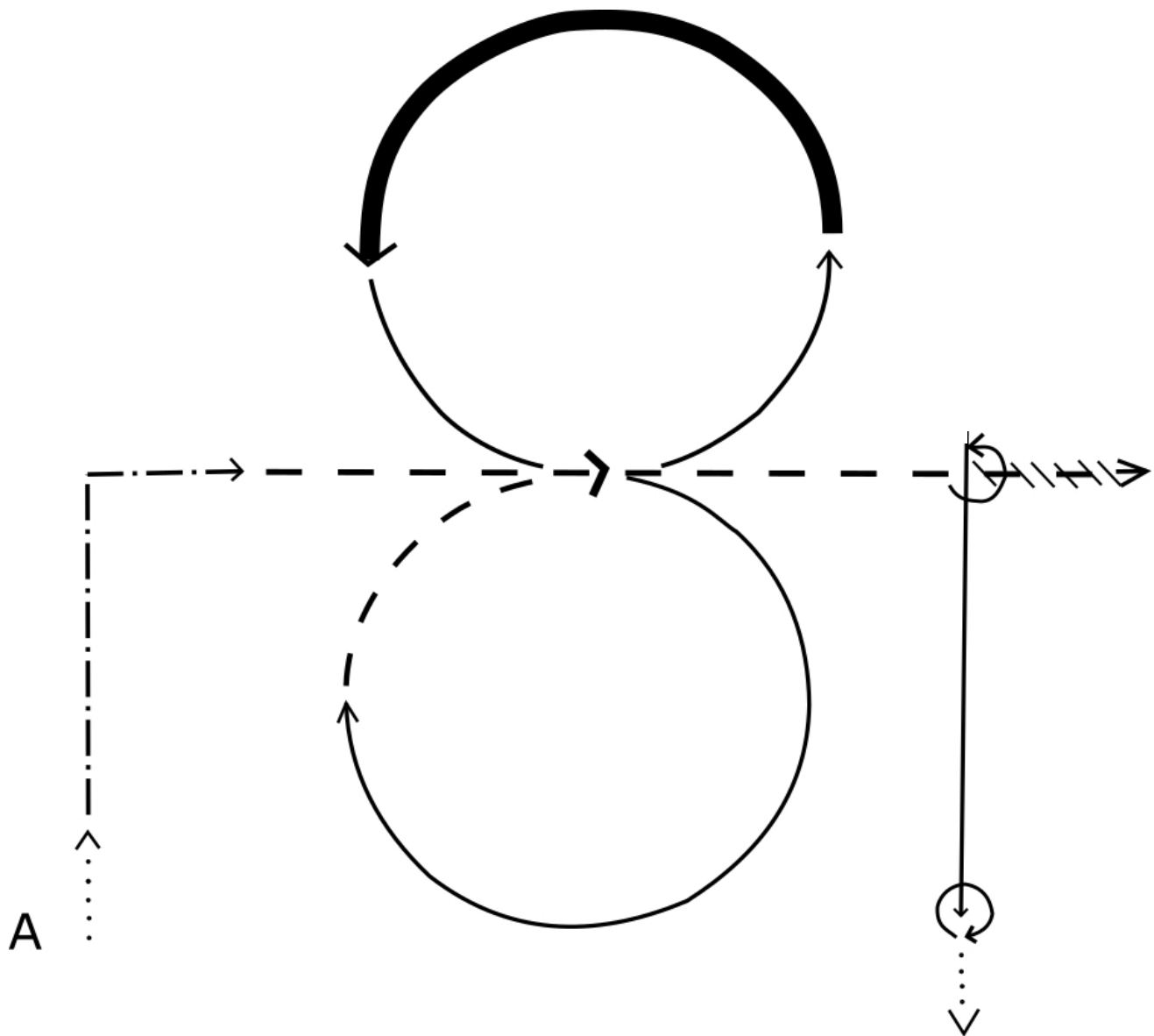


## KEY

|                     |                  |
|---------------------|------------------|
| .....               | WALK             |
| ■■■■■■■■■■          | POSTING TROT     |
| — · — · — · — ·     | SITTING TROT     |
| — · — · — · — ·     | EXTENDED TROT    |
| ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ | 2 POINT TROT     |
| —————               | CANTER           |
| —————               | HAND GALLOP      |
| //////////          | BACK             |
| ≈                   | CHANGE LEADS     |
| ~~~~~               | SIDEPASS         |
| ~                   | CHANGE DIAGONALS |
| —————→              | LEG YIELD        |
| A                   | MARKER           |

## INSTRUCTIONS

1. Begin at A. Canter in the right lead to the center of the arena. Change leads (simple or flying).
2. Canter left lead a  $\frac{3}{4}$  circle.
3. Break to the trot posting on the left diagonal and trot a circle.
4. Sit the trot in a straight line. Stop.
5. 360-degree forehand turn right.
6. Back.
7. Posting trot right diagonal to A. Stop.
8. 360-degree haunch turn left.
9. Walk forward one horse length. Pattern complete. Exit at a walk.

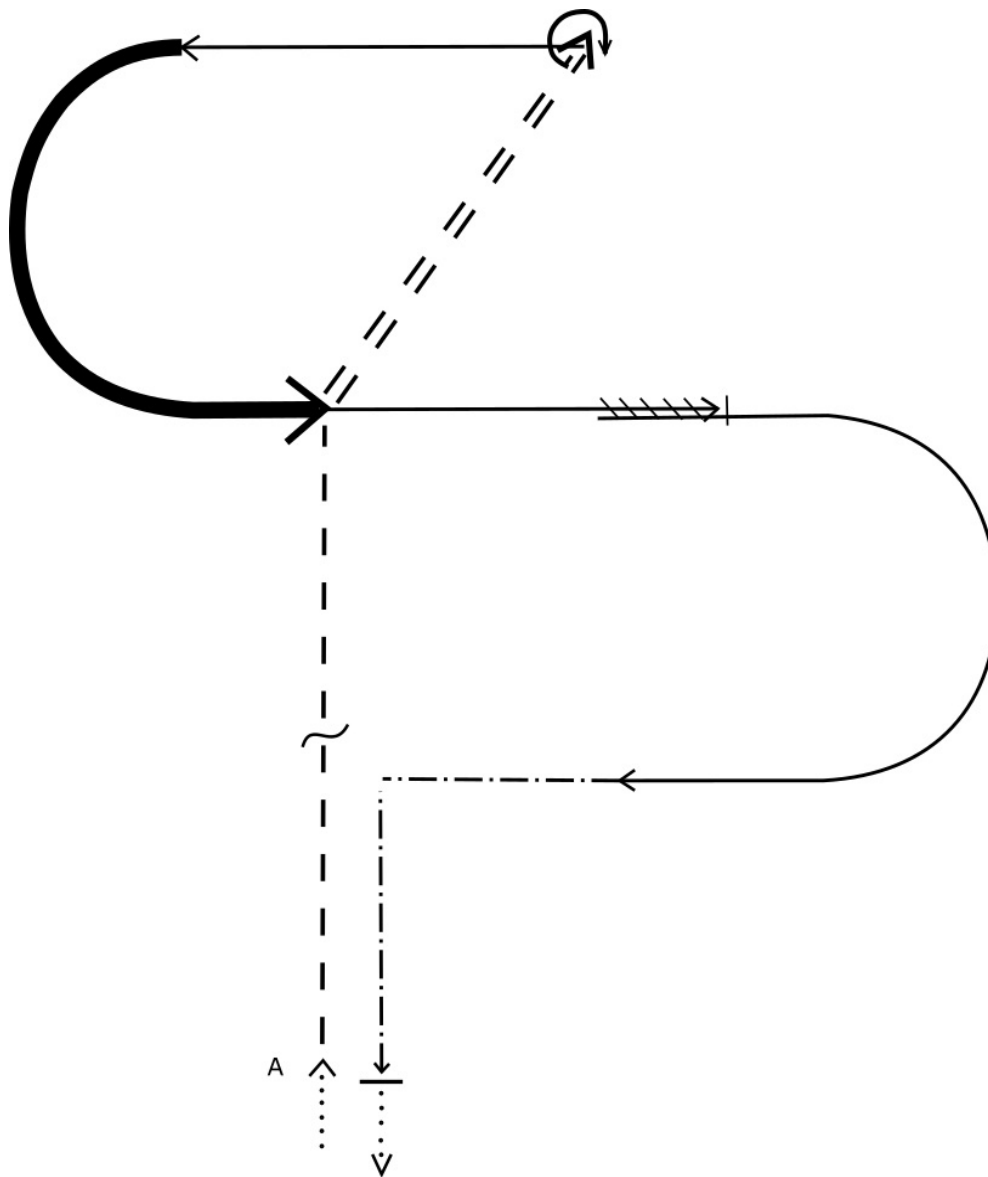


## KEY

|                 |                  |
|-----------------|------------------|
| .....           | WALK             |
| ■■■■■■■■■■      | POSTING TROT     |
| — · — · — ·     | SITTING TROT     |
| — · — · — ·     | EXTENDED TROT    |
| ■ ■ ■ ■ ■ ■ ■ ■ | 2 POINT TROT     |
| —————           | CANTER           |
| —————           | HAND GALLOP      |
| //////////      | BACK             |
| ≈               | CHANGE LEADS     |
| ~~~~~           | SIDEPASS         |
| ~               | CHANGE DIAGONALS |
| ———→            | LEG YIELD        |
| A               | MARKER           |

## INSTRUCTIONS

1. Begin at A. Walk one horse length. Sit the trot and trot square corner.
2. Posting trot left diagonal to middle of arena.
3. Canter  $\frac{3}{4}$  circle to the right in the right lead.
4. Posting trot left diagonal  $\frac{1}{4}$  circle.
5. Canter left lead  $\frac{1}{4}$  circle. Hand gallop  $\frac{1}{2}$  circle, canter  $\frac{1}{4}$  circle.
6. Break to a posting trot right diagonal in a straight line. Stop.
7. Back. 270-degree forehand turn left.
8. Canter right lead to A. Stop.
9. 360-degree haunch turn right.
10. Walk forward one horse length. Pattern complete. Exit at a walk.

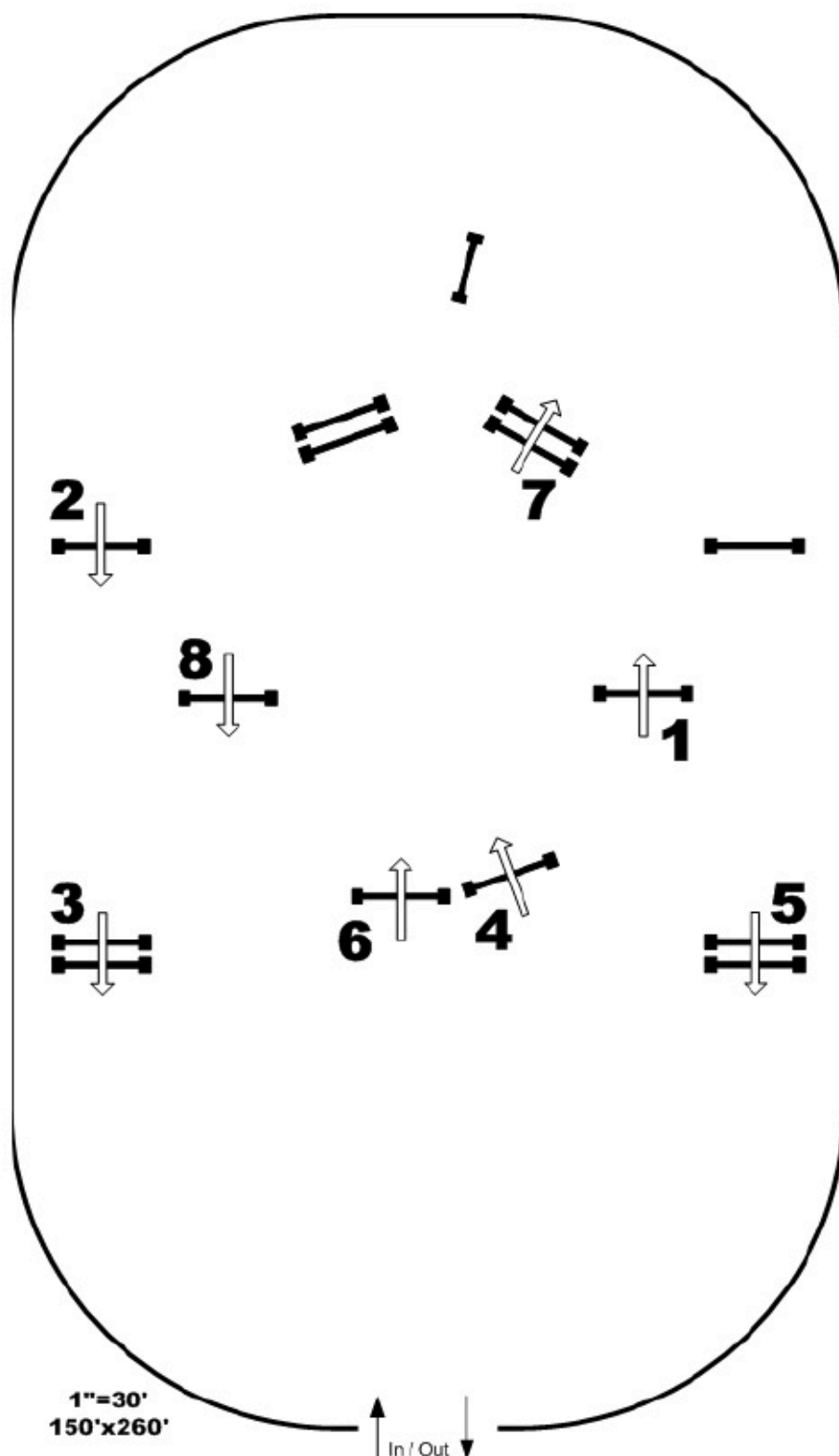


## KEY

|                     |                  |
|---------------------|------------------|
| .....               | WALK             |
| ■■■■■■■■■■          | POSTING TROT     |
| — · — · — · — ·     | SITTING TROT     |
| — · — · — · — ·     | EXTENDED TROT    |
| ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ | 2 POINT TROT     |
| —————               | CANTER           |
| —————               | HAND GALLOP      |
| //////////          | BACK             |
| ≈                   | CHANGE LEADS     |
| ~~~~~               | SIDEPASS         |
| ~                   | CHANGE DIAGONALS |
| ———→                | LEG YIELD        |
| A                   | MARKER           |

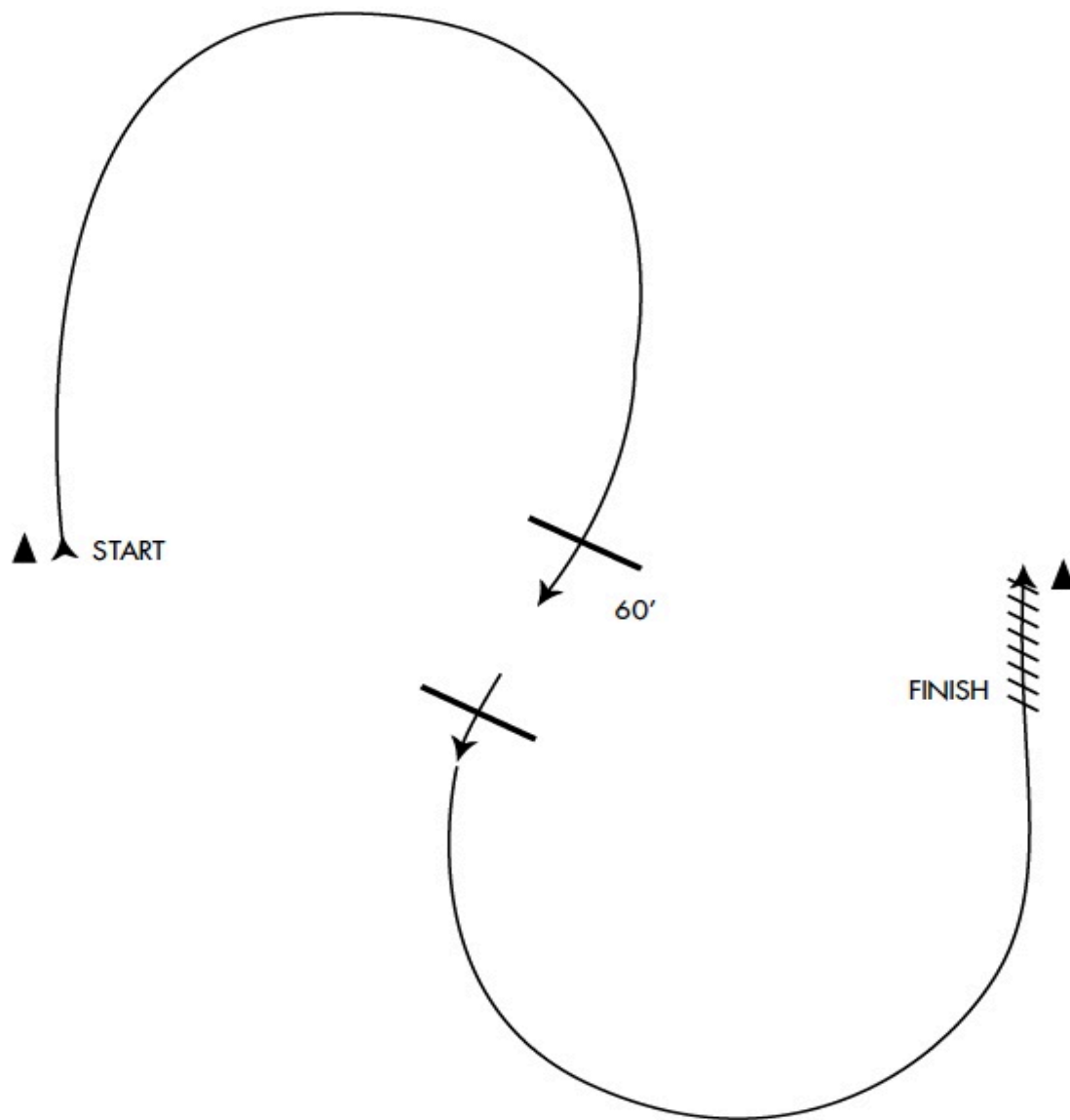
## INSTRUCTIONS

1. Begin before A. Walk to A. At A, trot posting on left diagonal, change diagonals and continue at the trot.
2. Leg yield right (sitting trot). Stop.
3. 225-degree forehand turn right.
4. Canter left lead. Hand gallop. Canter. Stop.
5. Back.
6. Canter right lead.
7. Sitting trot, trot square corner to A. Stop.
8. Walk forward one horse length. Pattern complete. Exit at a walk.



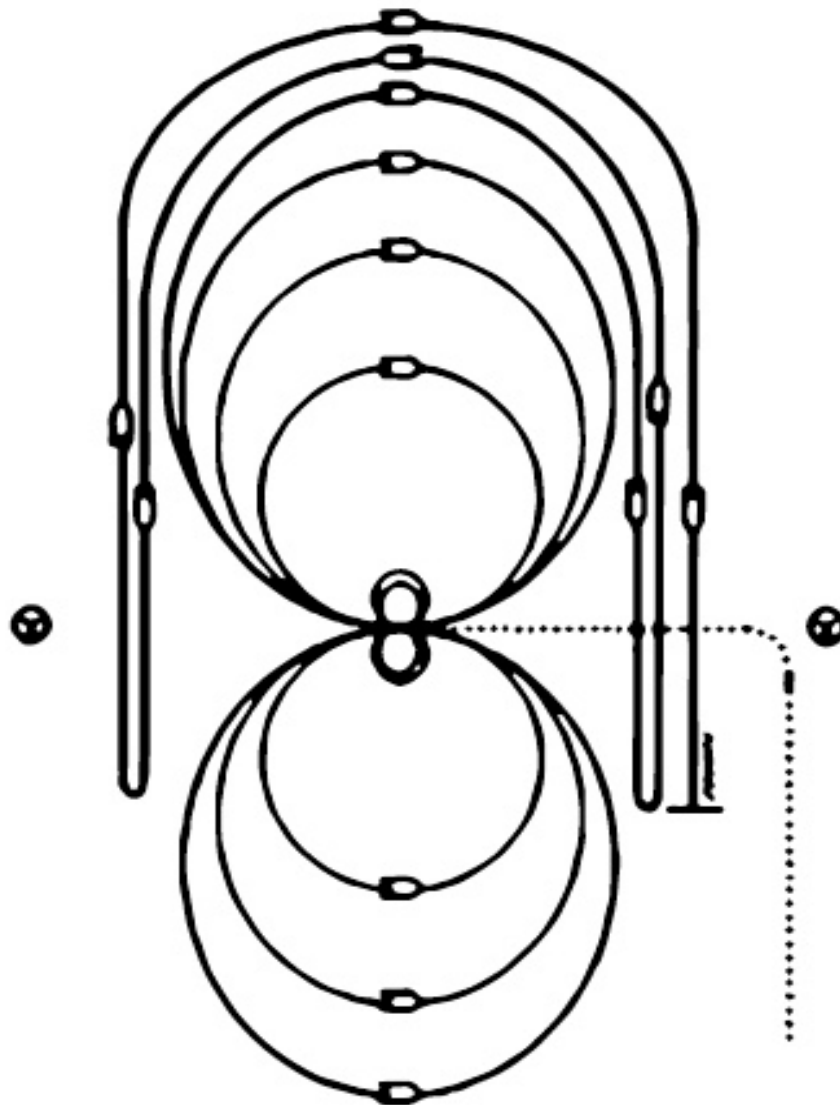
**Fences 1-8**





## INSTRUCTIONS

1. After second fence, hand gallop and stop at marker.
2. Back and stand quietly.

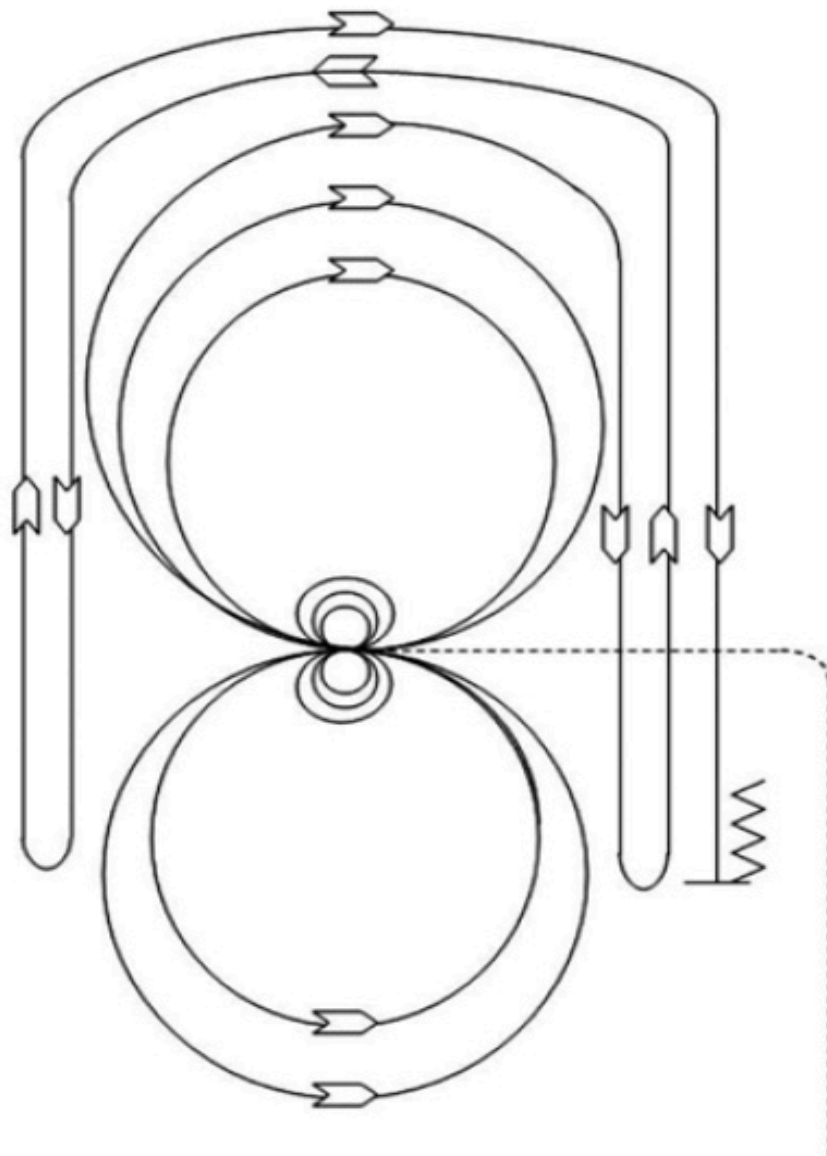


## INSTRUCTIONS

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Ride pattern as follows: Trot to the center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Rundown the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence.

1. Enter arena at sitting trot. Two-track left, trot straight, then two-track right [Two-track is moving the horse forward and laterally simultaneously with bit contact. The horse's body is kept pointing straight in the direction indicated with the horse yielding laterally and forward to leg pressure.]
2. Move up to an extended trot. Stop and back; pivot 1/4 to the left.
3. Beginning on right lead, lope one fast circle and change leads at center of arena. Lope two fast circles to left and change leads at center of arena.
4. Begin a second right circle. Continue circle around end of arena, but do not close it. Lope down wall or fence and do a left roll back using wall or fence for assistance.
5. Lope straight down wall or fence and do a right roll back using wall or fence for assistance.
6. Lope to middle of arena and stop.
7. Complete two spins one direction. Hesitate.
8. Complete two spins opposite direction. Hesitate to show completion of pattern. Exit arena at a trot.



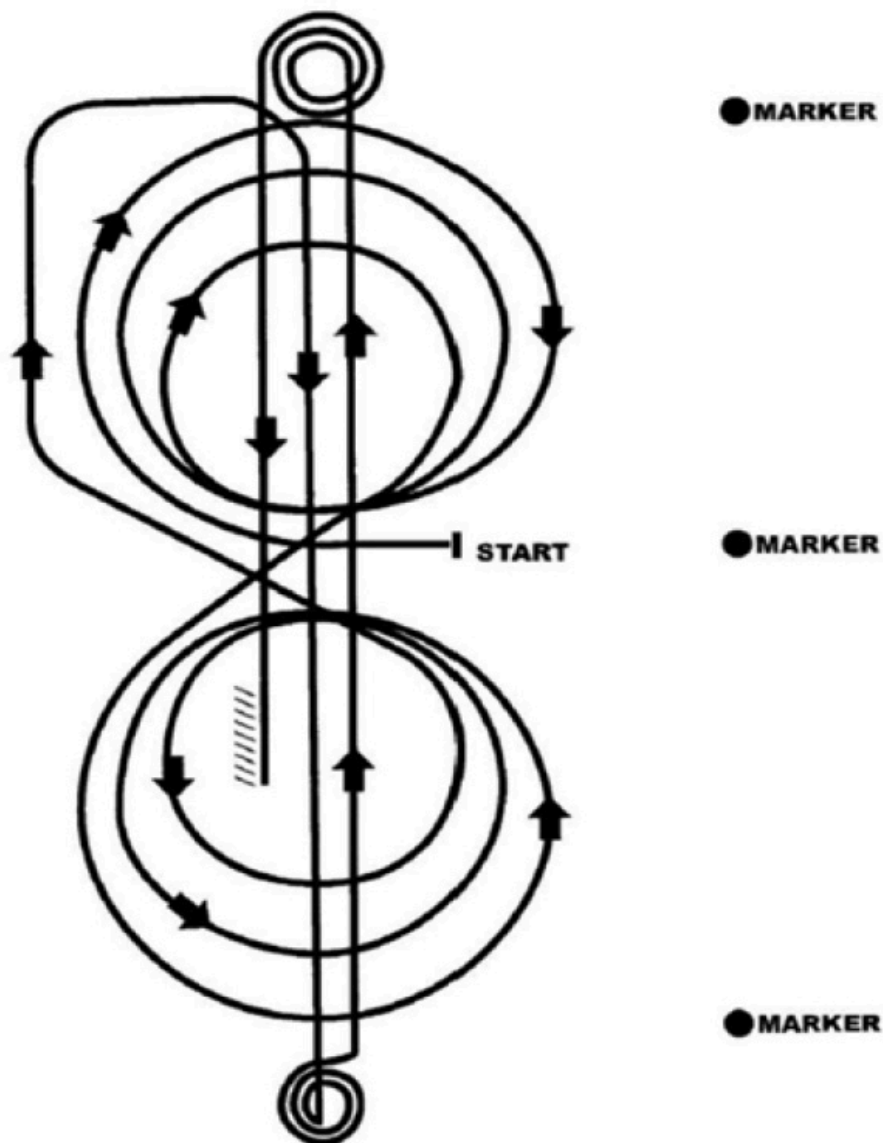
## INSTRUCTIONS

**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. 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 roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. 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 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



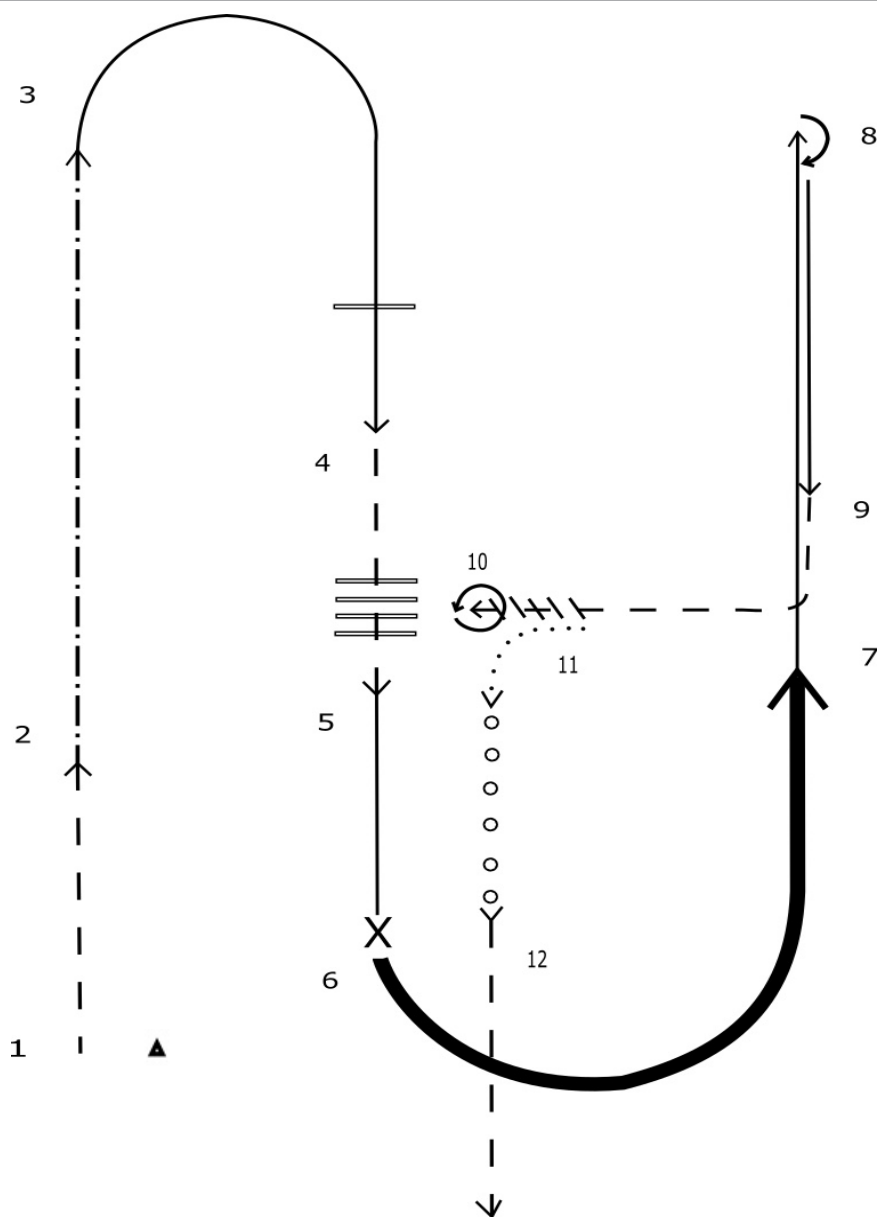


## INSTRUCTIONS

**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

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



## KEY

## INSTRUCTIONS



WALK



EXTENDED WALK



TROT



EXTENDED TROT



LOPE



EXTENDED LOPE

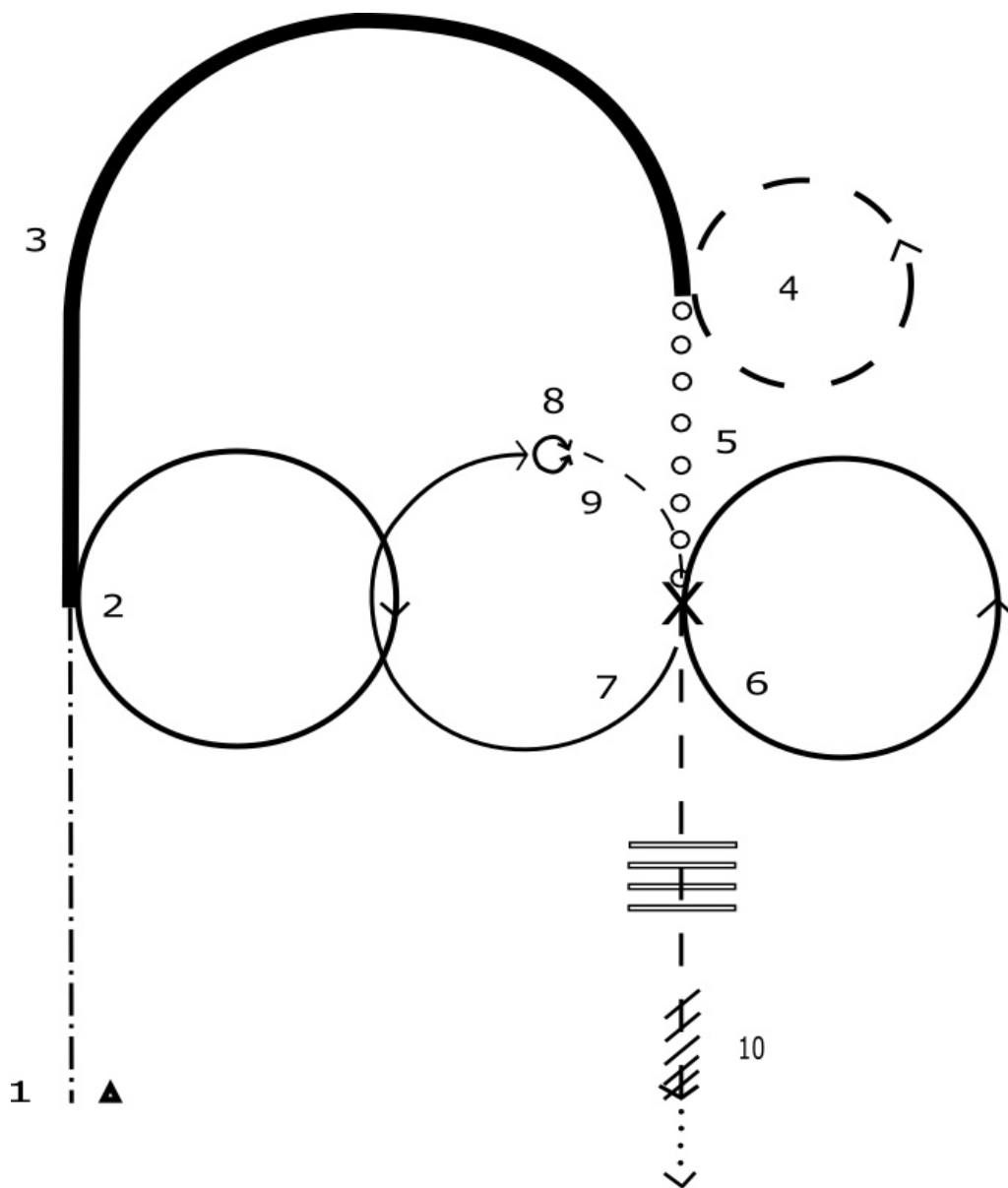


BACK



CHANGE LEADS

1. Trot.
2. Extended trot.
3. Lope right lead over pole.
4. Trot over poles.
5. Lope right lead. Change leads.
6. Extended lope, left lead.
7. Collect to lope. Stop. Rollback.
8. Lope right lead.
9. Trot corner. Stop.
10. 360-degree turn left. Back.
11. Walk. Extended walk.
12. Trot. Pattern complete. Exit arena.



## KEY

## INSTRUCTIONS



WALK



EXTENDED WALK



TROT



EXTENDED TROT



LOPE



EXTENDED LOPE

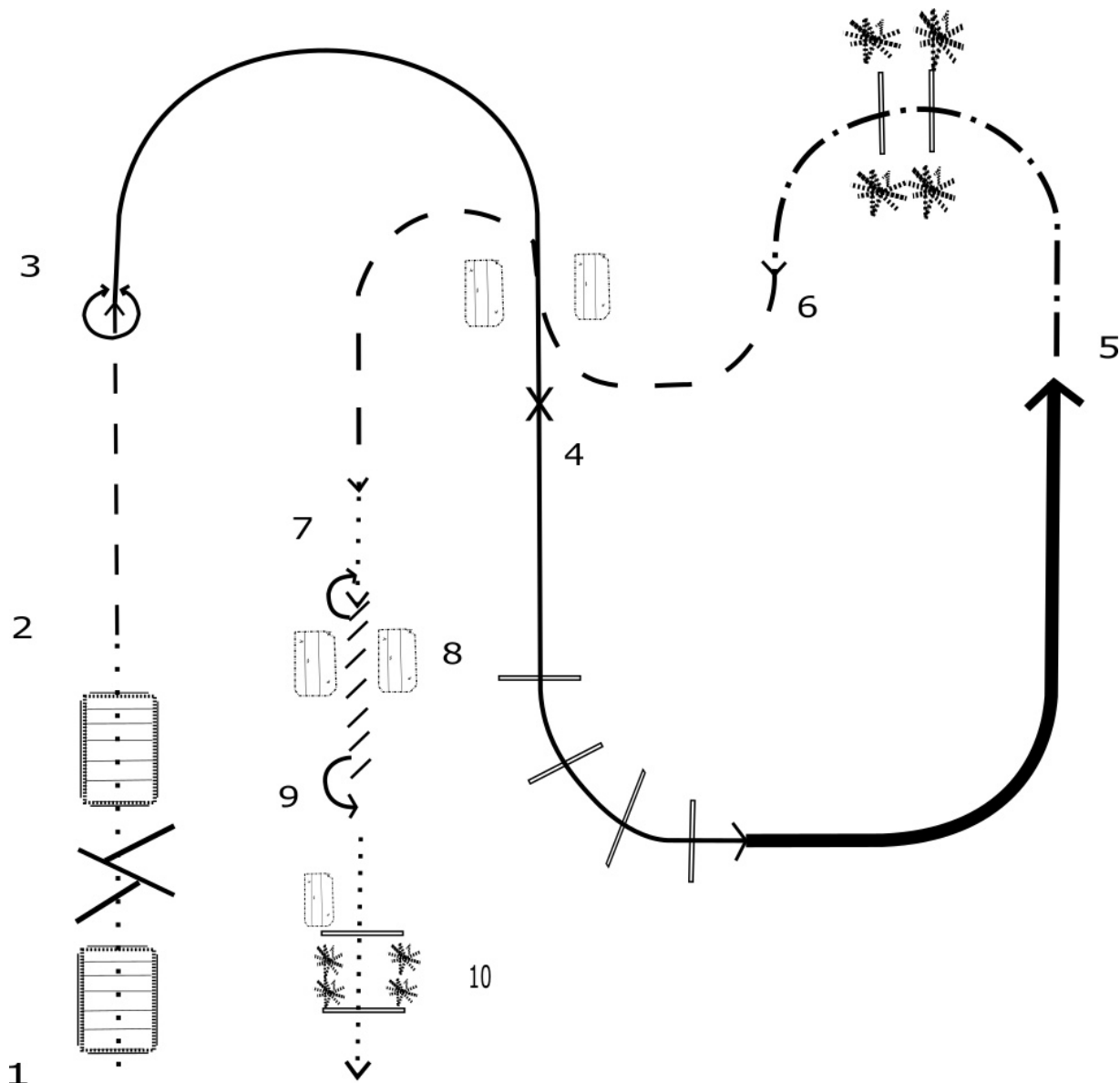


BACK



CHANGE LEADS

1. Extended trot.
2. Right lead lope circle.
3. Extended lope right lead.
4. Trot small circle to left.
5. Extended walk.
6. Lope left lead circle. Change leads.
7. Lope right lead  $\frac{3}{4}$  circle. Stop.
8. 360 turn either direction.
9. Trot over logs. Stop.
10. Back. Walk 3 steps. Pattern complete. Exit arena.



## KEY



WALK

EXTENDED WALK

TROT

EXTENDED TROT

LOPE

EXTENDED LOPE

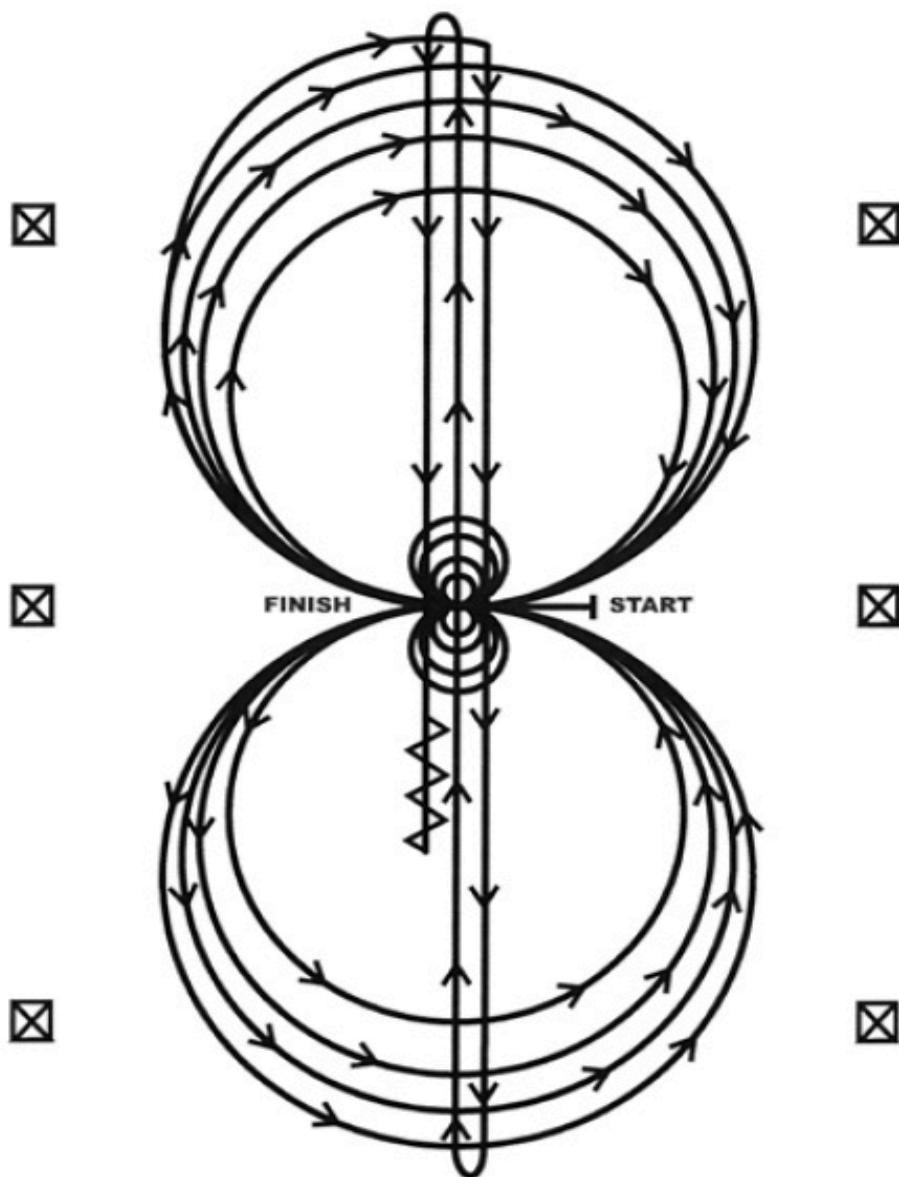
BACK

CHANGE LEADS

## INSTRUCTIONS

*Note: Exhibitors will be required to provide own lariat to complete this pattern.*

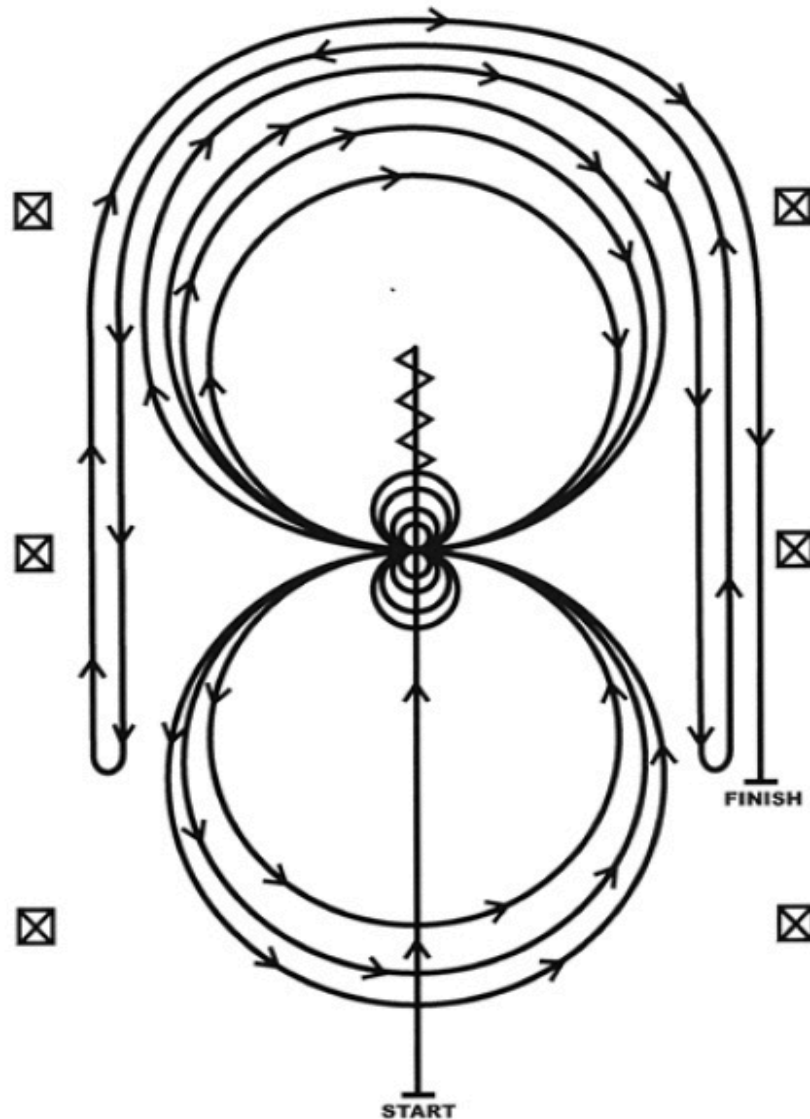
1. Walk over bridge, poles and bridge.
2. Trot. Stop. 360-degree turn either direction.
3. Lope right lead between bales. Change leads.
4. Lope left lead over poles. Extended lope.
5. Extended trot over poles.
6. Trot serpentine.
7. Walk. Stop. 180-degree turn right.
8. Back through bales. 180-degree turn left.
9. Walk to bale. Throw rope at bale, recoil.
10. Dismount. Lead horse over pole, through brush and over pole to finish.



## INSTRUCTIONS

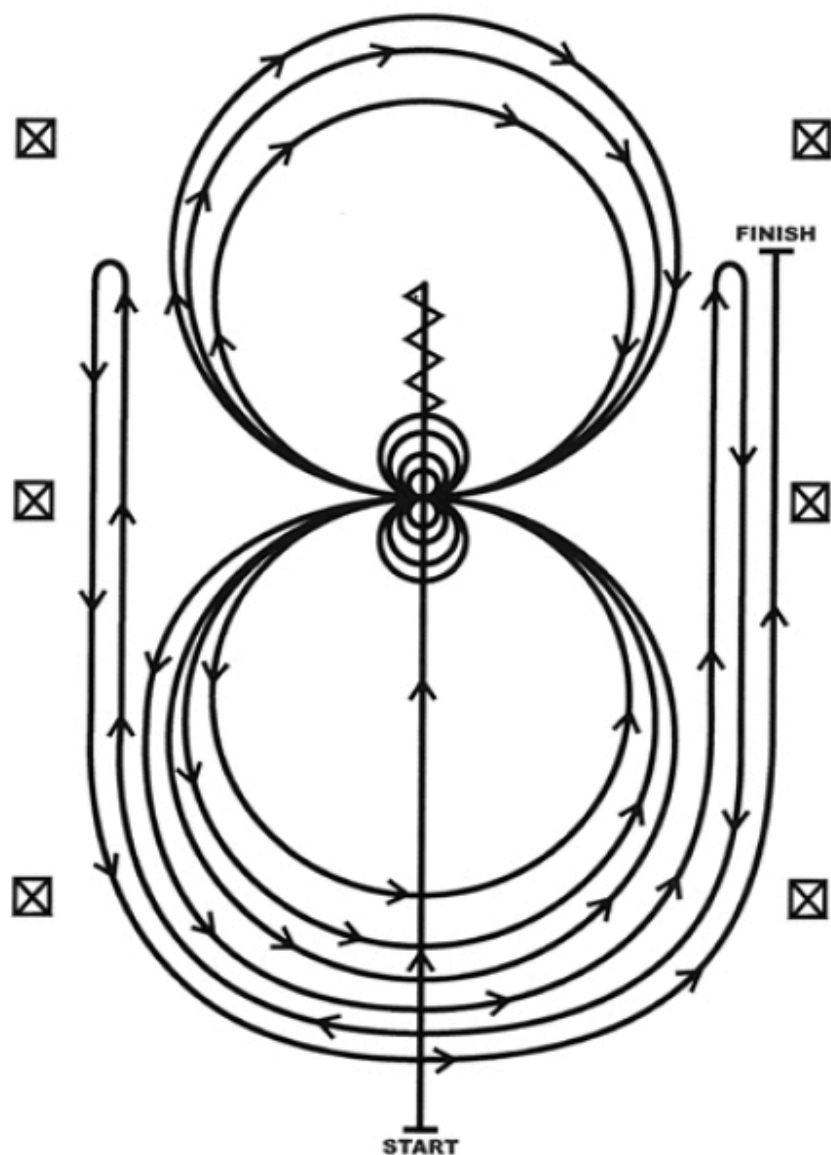
Horse may walk or jog to the center of the arena. Horse must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
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.
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 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.



## INSTRUCTIONS

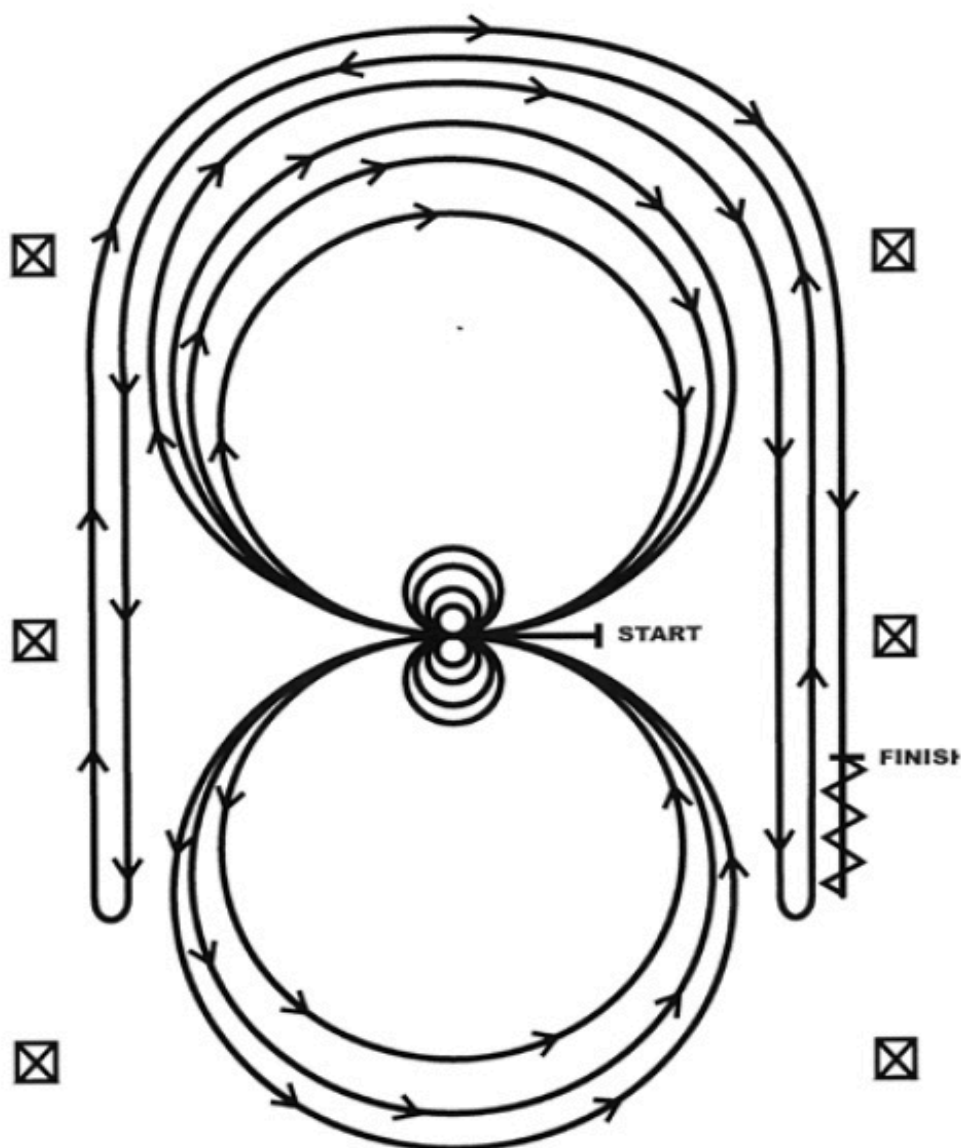
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right 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 fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6.09 m) 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 roll back at least 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of pattern.



## INSTRUCTIONS

1. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3.05 m). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large 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 20 feet (6.09 m) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.



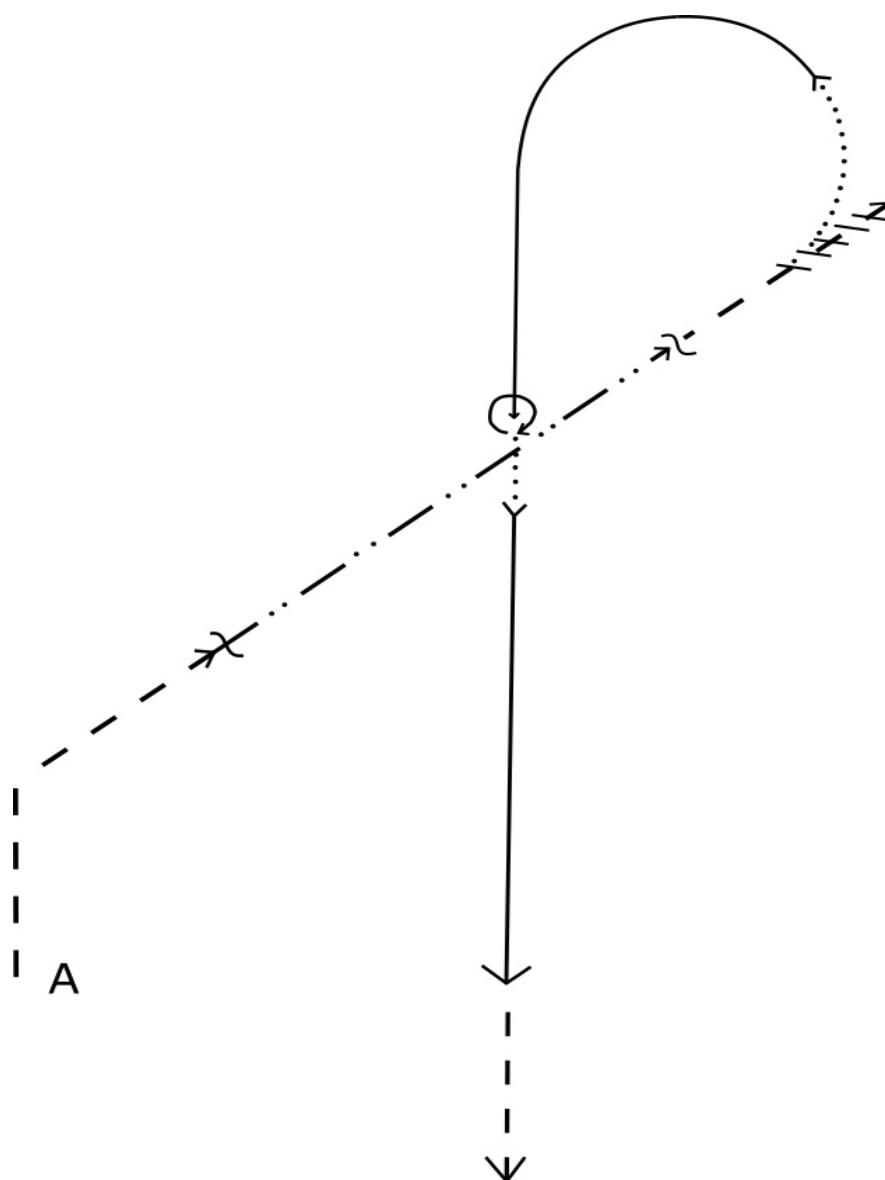


## INSTRUCTIONS

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

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20 feet (6.09 m) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.



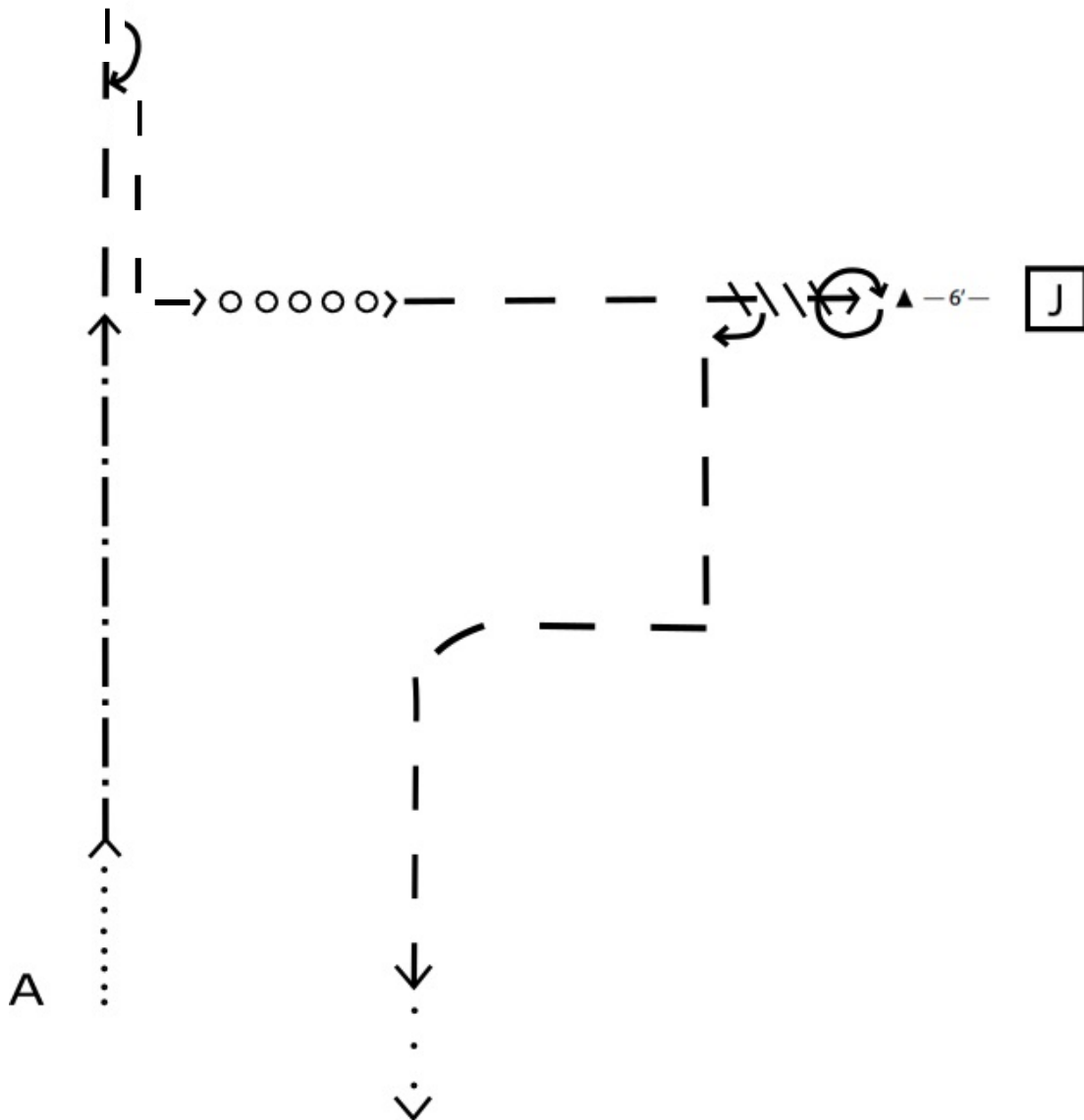


## KEY

|                     |                  |
|---------------------|------------------|
| .....               | WALK             |
| -----               | POSTING TROT     |
| -----               | SITTING TROT     |
| -----               | EXTENDED TROT    |
| ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ | 2 POINT TROT     |
| —————               | CANTER           |
| —————               | HAND GALLOP      |
| //////////          | BACK             |
| ≈                   | CHANGE LEADS     |
| ~~~~~               | SIDEPASS         |
| ~                   | CHANGE DIAGONALS |
| <b>A</b>            | MARKER           |

## INSTRUCTIONS

1. Begin at A. Trot posting on left diagonal. Change diagonals.
2. Extend the trot. Change diagonals.
3. Collect to the trot. Stop.
4. Back.
5. Walk arc to left.
6. Canter left lead. Stop.
7. 360-degree haunch turn right. Walk.
8. Canter right lead to A.
9. At A, break to a trot posting on the right diagonal. Exit at the trot.



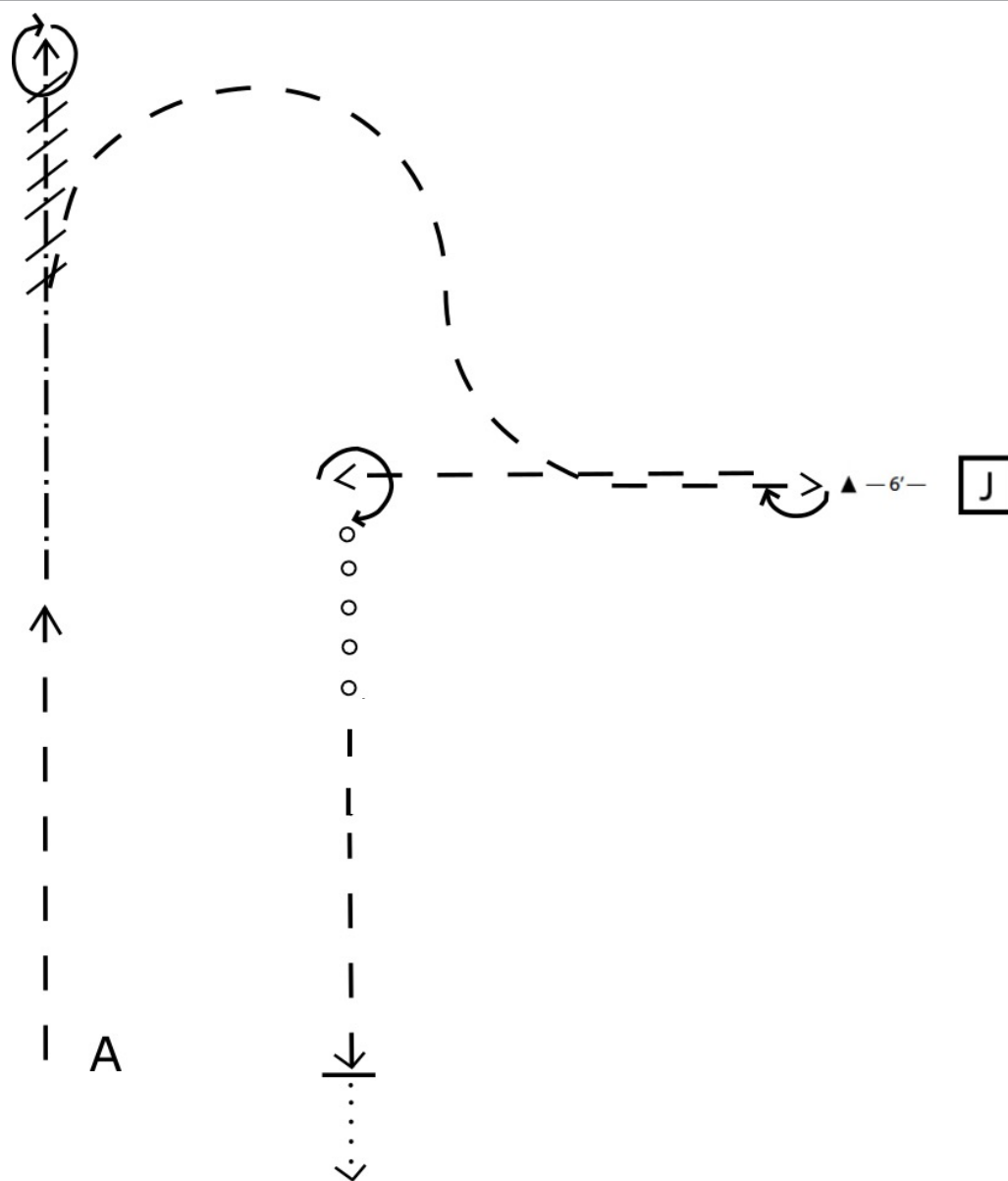
## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○     | EXTENDED WALK |
| .....       | WALK          |
| — — — —     | JOG           |
| — . — . — . | EXTENDED JOG  |
| ////        | BACK          |
| A           | MARKER        |
| J           | JUDGE         |

## INSTRUCTIONS

**Note:** A small ground marker is placed 6' in front of Judge. Stop at the marker to maintain social distancing from the Judge.

1. Begin at A. Walk one horse length. Extend the jog, collect to the jog. Stop.
2. 180-degree turn.
3. Jog square corner. Extend the walk.
4. Jog to Judge marker. Stop.
5. 360-degree turn.
6. Set up.
7. Inspection.
8. When excused, back. 90-degree turn.
9. Jog square corner then rounded corner to A. At A, break down to a walk for 3 steps. Pattern complete. Exit at a walk.



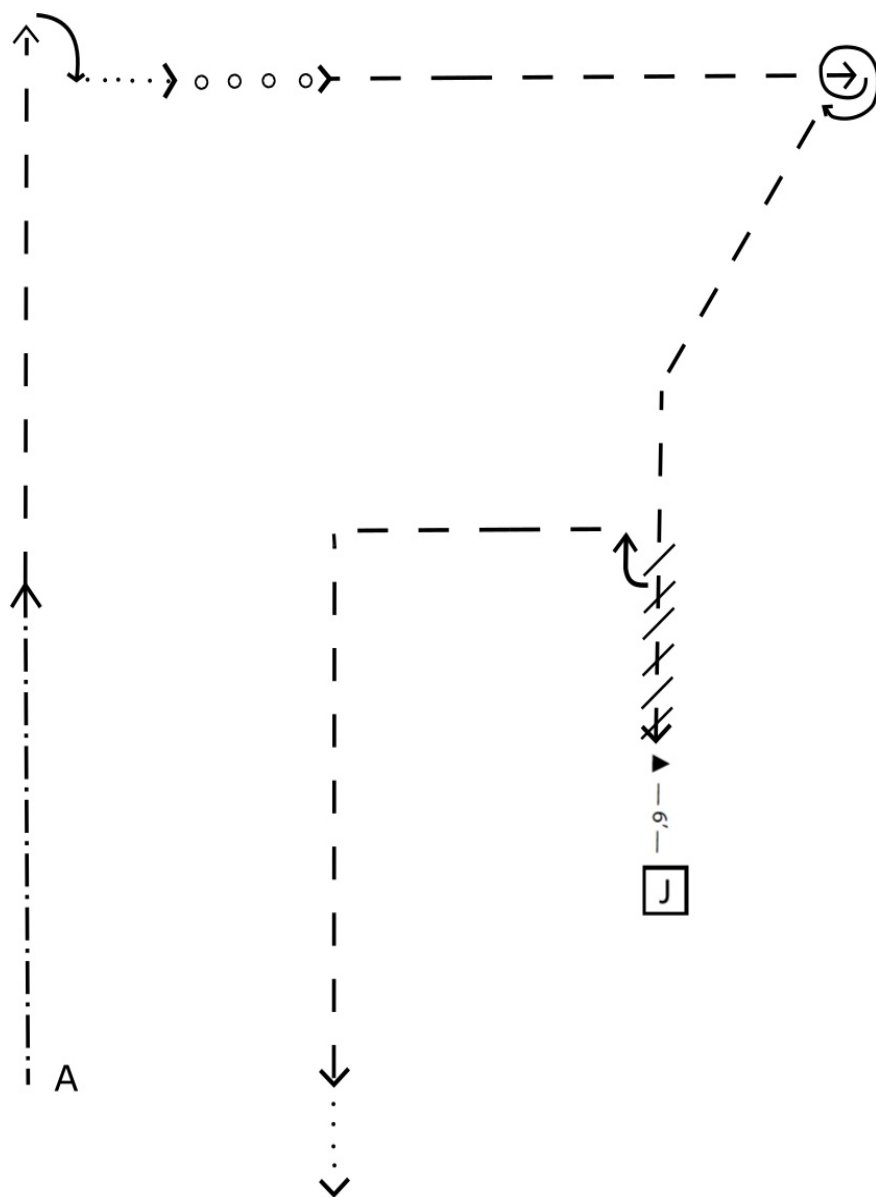
## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○     | EXTENDED WALK |
| .....       | WALK          |
| — — — —     | JOG           |
| — . — . — . | EXTENDED JOG  |
| //////      | BACK          |
| A           | MARKER        |
| J           | JUDGE         |

## INSTRUCTIONS

**Note:** A small ground marker is placed 6' in front of Judge. Stop at the marker to maintain social distancing from the Judge.

1. Begin at A. Jog. Extend the jog. Stop.
2. 360-degree turn.
3. Back.
4. Jog serpentine to Judge marker. Stop.
5. Set up.
6. Inspection.
7. When excused, 180-degree turn.
8. Jog. Stop.
9. 270-degree turn.
10. Extended walk, jog to A. Stop and hesitate to demonstrate completion. Pattern complete. Exit at a walk.



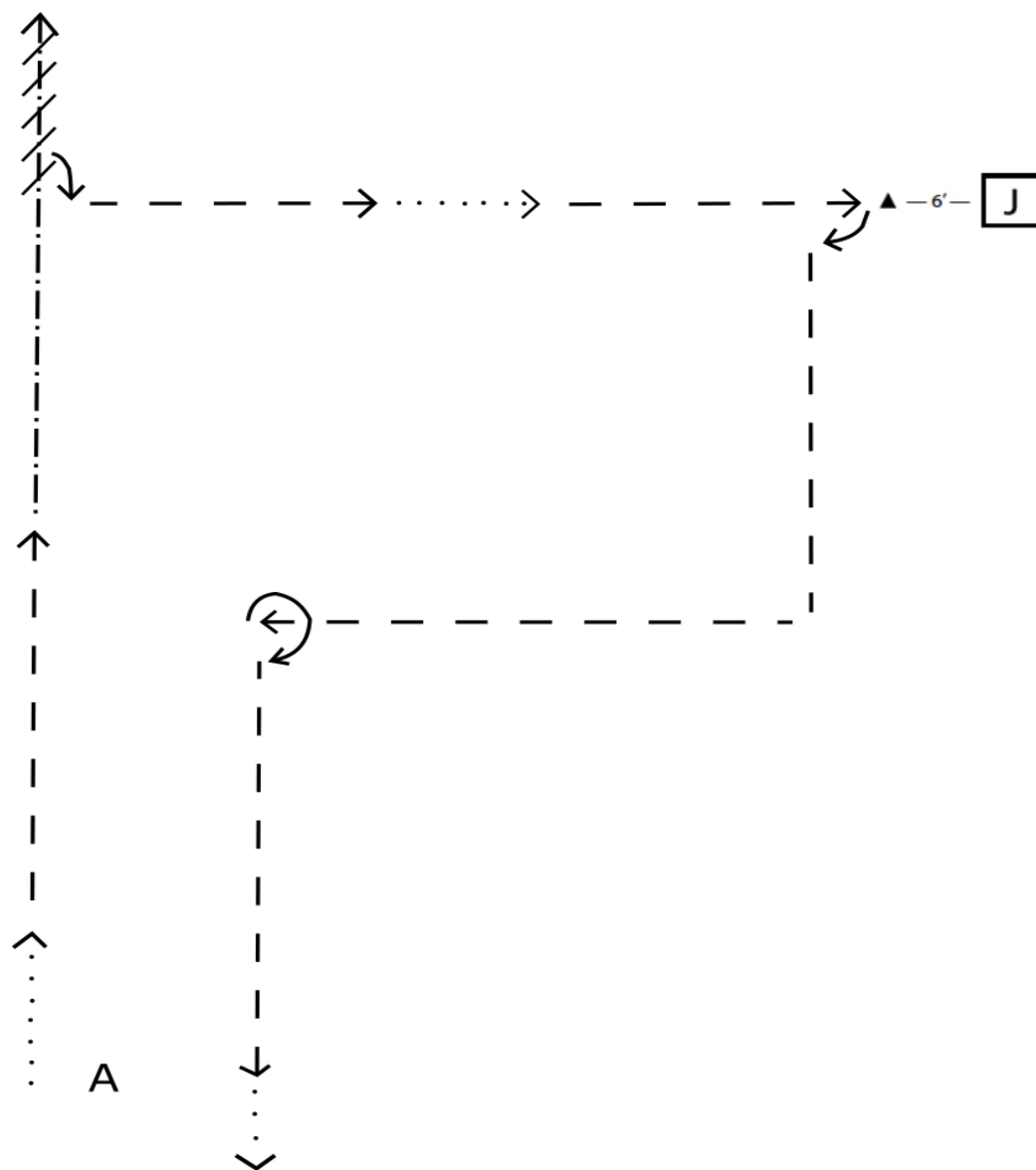
## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○     | EXTENDED WALK |
| .....       | WALK          |
| — — — —     | JOG           |
| — . — . — . | EXTENDED JOG  |
| //////      | BACK          |
| A           | MARKER        |
| J           | JUDGE         |

## INSTRUCTIONS

**Note:** A small ground marker is placed 6' in front of Judge. Stop at the marker to maintain social distancing from the Judge.

1. Begin at A. Extended jog, then collect to the jog. Stop.
2. 90-Degree turn. Walk, Extend the walk.
3. Jog. Stop.
4. 495-degree turn.
5. Jog arc to Judge marker. Stop.
6. Set-up.
7. Inspection by Judge.
8. When excused, back.
9. 90-degree turn.
10. Jog and jog square corner to A. At A, break down to a walk for 3 steps. Pattern complete. Exit at walk.



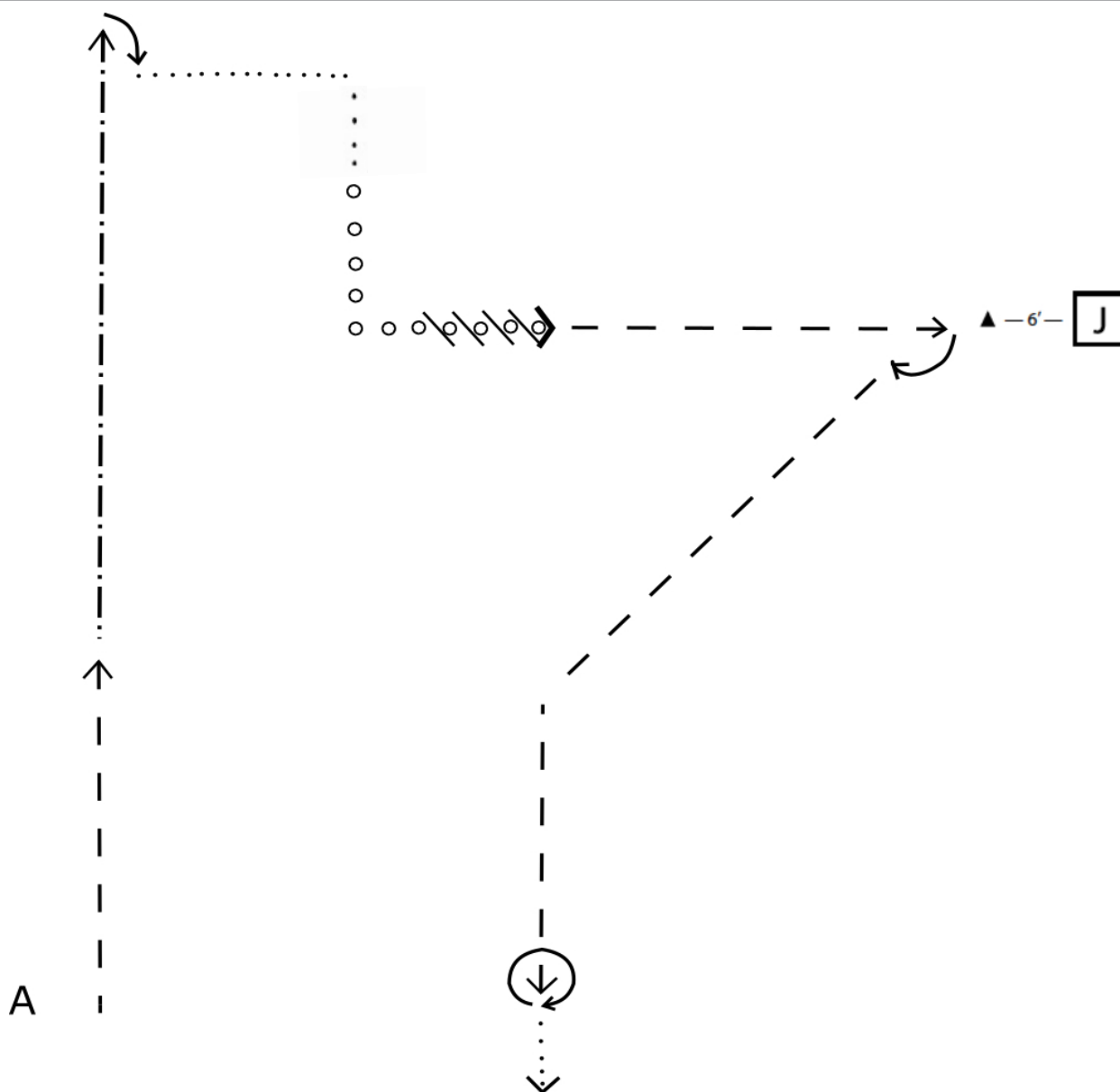
## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○     | EXTENDED WALK |
| .....       | WALK          |
| — — — —     | JOG           |
| — . — . — . | EXTENDED JOG  |
| ////        | BACK          |
| A           | MARKER        |
| J           | JUDGE         |

## INSTRUCTIONS

**Note:** A small ground marker is placed 6' in front of Judge. Stop at the marker to maintain social distancing from the Judge.

1. Begin at A. Walk one horse length. Jog. Extend the jog. Stop.
2. Back.
3. 90-degree turn.
4. Jog, walk, jog to Judge marker. Stop.
5. Set up.
6. Inspection by Judge.
7. When excused, 90-degree turn.
8. Jog and then jog a square corner. Stop.
9. 270-degree turn
10. Jog to A. At A, break down to a walk for 3 steps. Pattern complete. Exit at a walk.



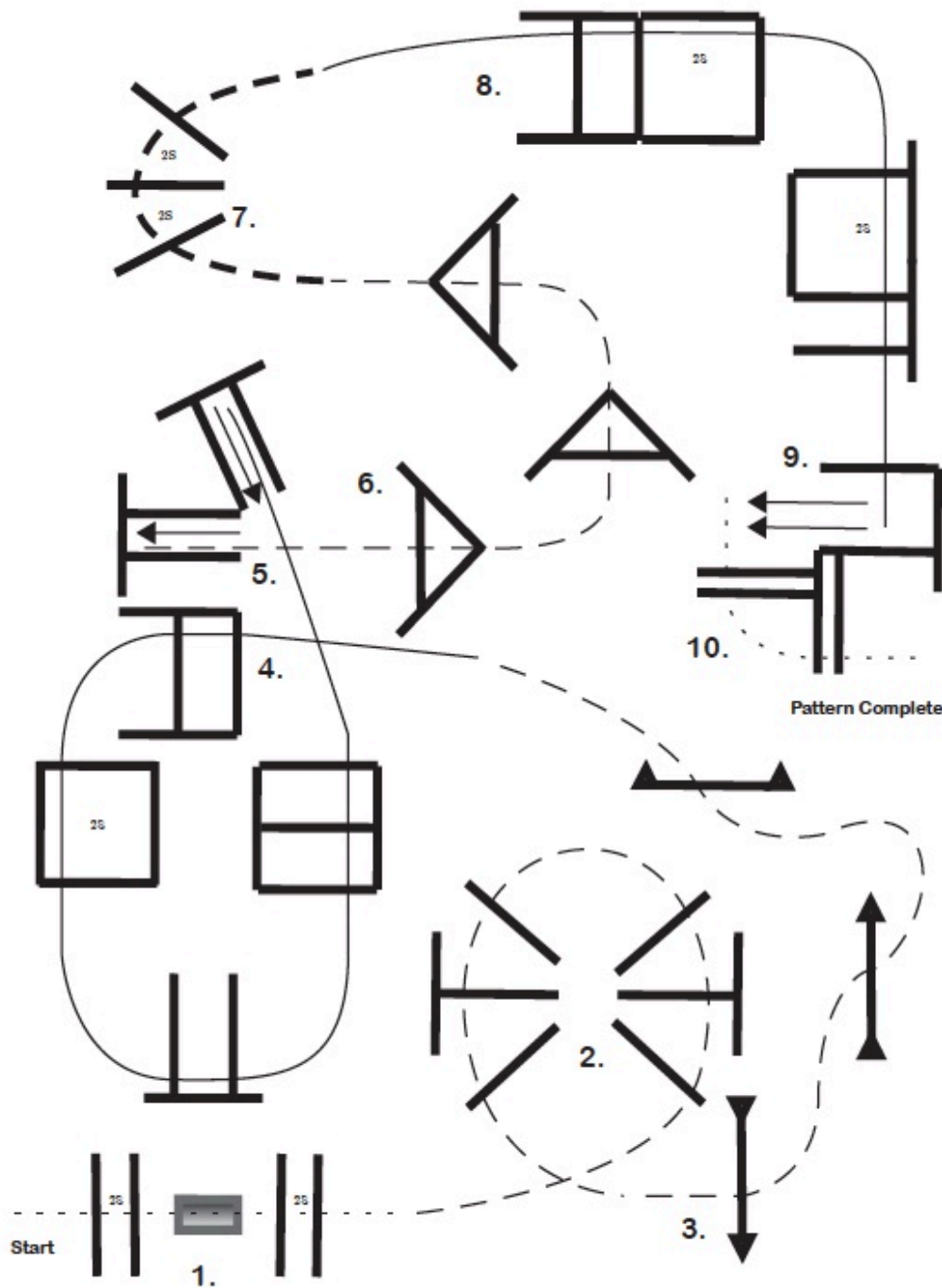
## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○     | EXTENDED WALK |
| .....       | WALK          |
| — — — —     | JOG           |
| — . — . — . | EXTENDED JOG  |
| //////      | BACK          |
| A           | MARKER        |
| J           | JUDGE         |

## INSTRUCTIONS


**Note:** A small ground marker is placed 6' in front of Judge. Stop at the marker to maintain social distancing from the Judge.

1. Begin at A. Jog a straight line. Extend the jog. Stop.
2. 90-degree turn.
3. Walk straight line and square corner right. Extend the walk and square corner left. Stop.
4. Back.
5. Jog to Judge marker. Stop.
6. Set up.
7. Inspection by Judge.
8. When excused, 135-degree turn.
9. Jog arc to A. Stop.
10. 360-degree turn. Walk forward 3 steps. Pattern complete. Exit at a walk



### Junior Trail

1. Walk over poles, bridge, and more poles
2. Jog over poles
3. Jog serpentine
4. Lope left lead over poles
5. Stop and back "L"
6. Jog over poles
7. Extended Jog over poles
8. Lope right lead over poles
9. Stop, side pass right
10. Walk over poles

|                                                                                       |
|---------------------------------------------------------------------------------------|
| Walk                                                                                  |
| Extended Walk                                                                         |
| Jog                                                                                   |
| Extended Jog                                                                          |
| Lope                                                                                  |
| Extended Lope                                                                         |
| Back/Side Pass                                                                        |
| Turn around                                                                           |
|  |
| # Of strides                                                                          |
| "2 S or 3 S"                                                                          |

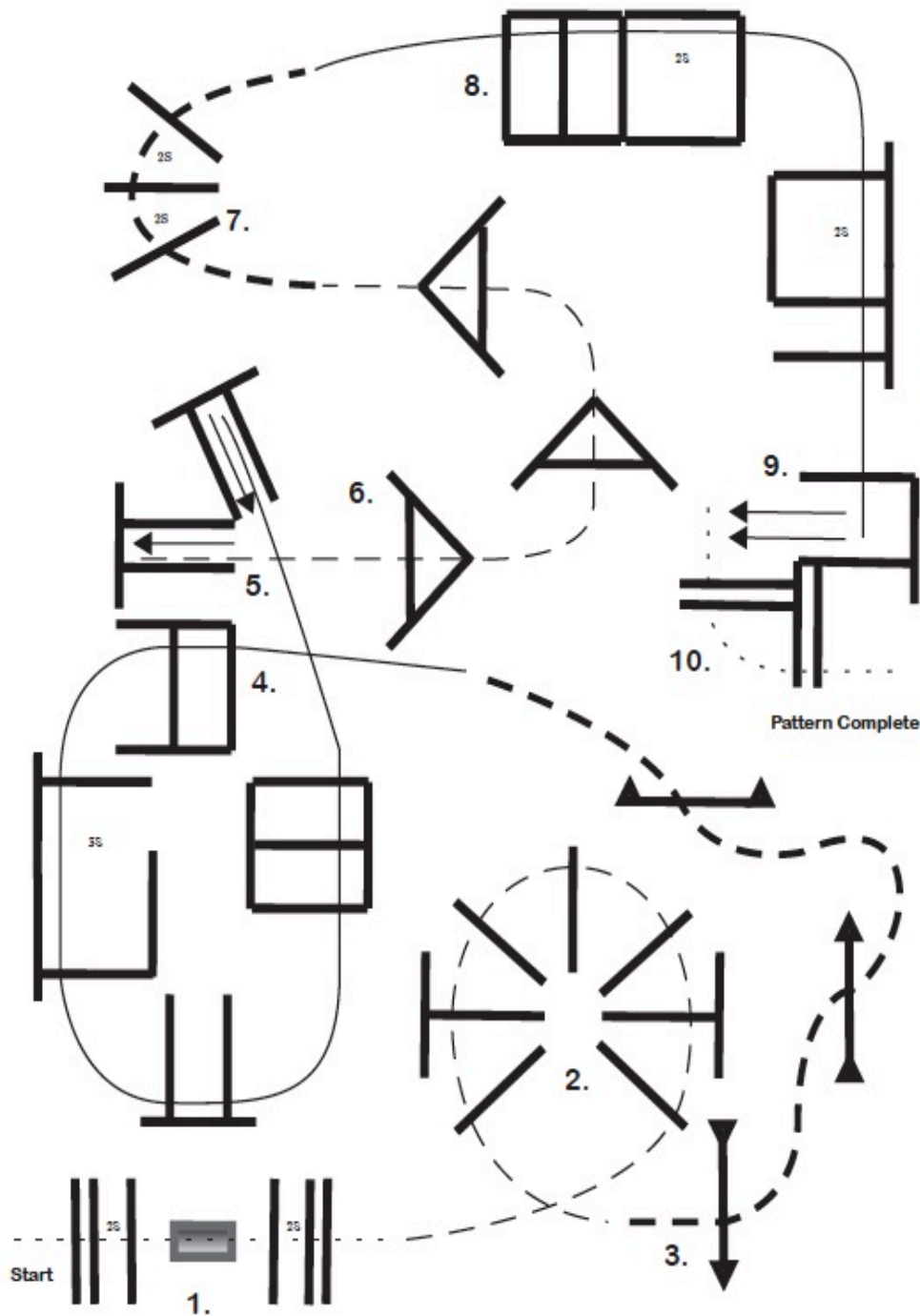
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### Senior Trail

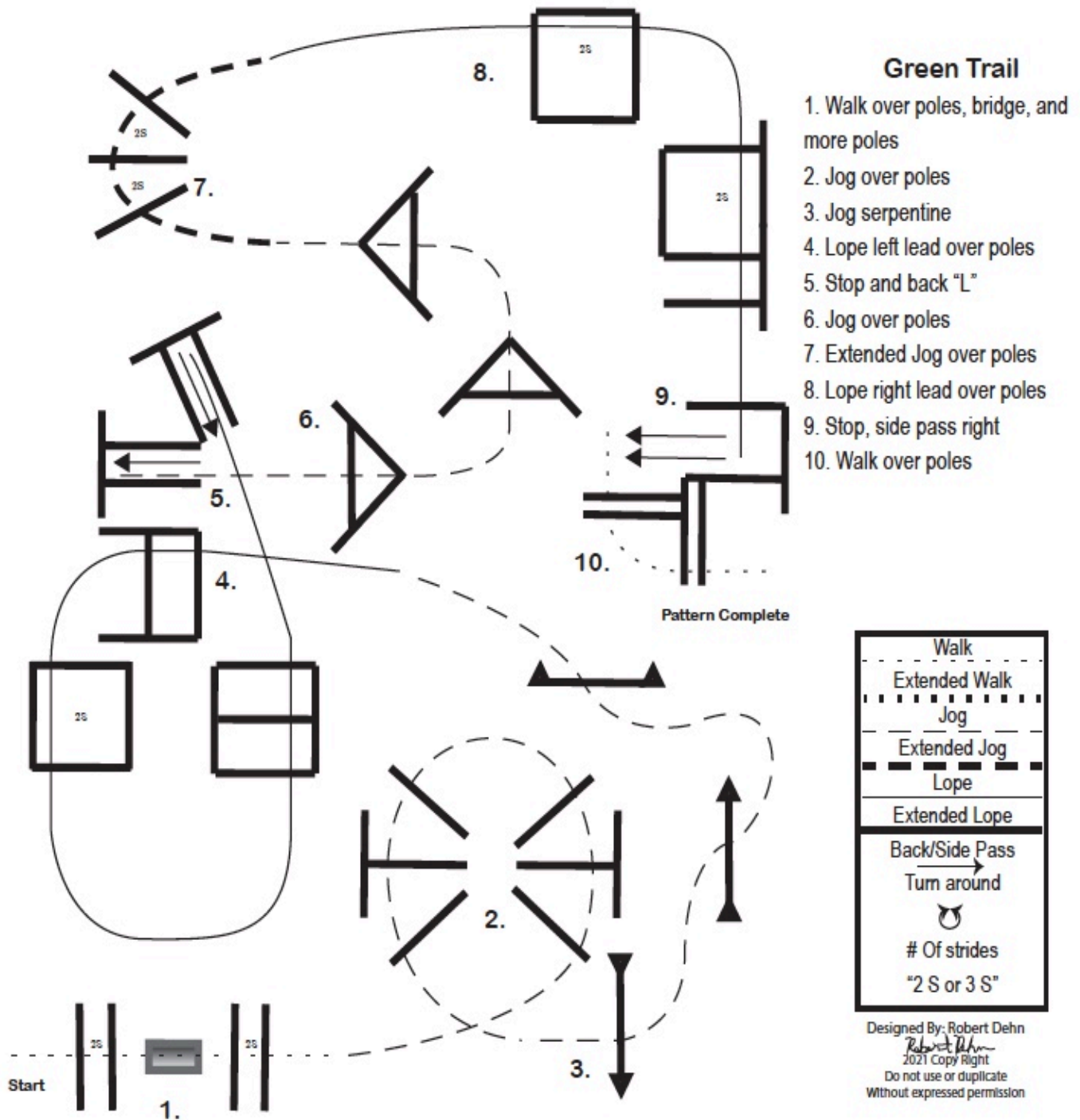
1. Walk over poles, bridge, and more poles
2. Jog over poles
3. Extended Jog serpentine
4. Lope left lead over poles
5. Stop and back "L"
6. Jog over poles
7. Extended Jog over poles
8. Lope right lead over poles
9. Stop, side pass right
10. Walk over poles

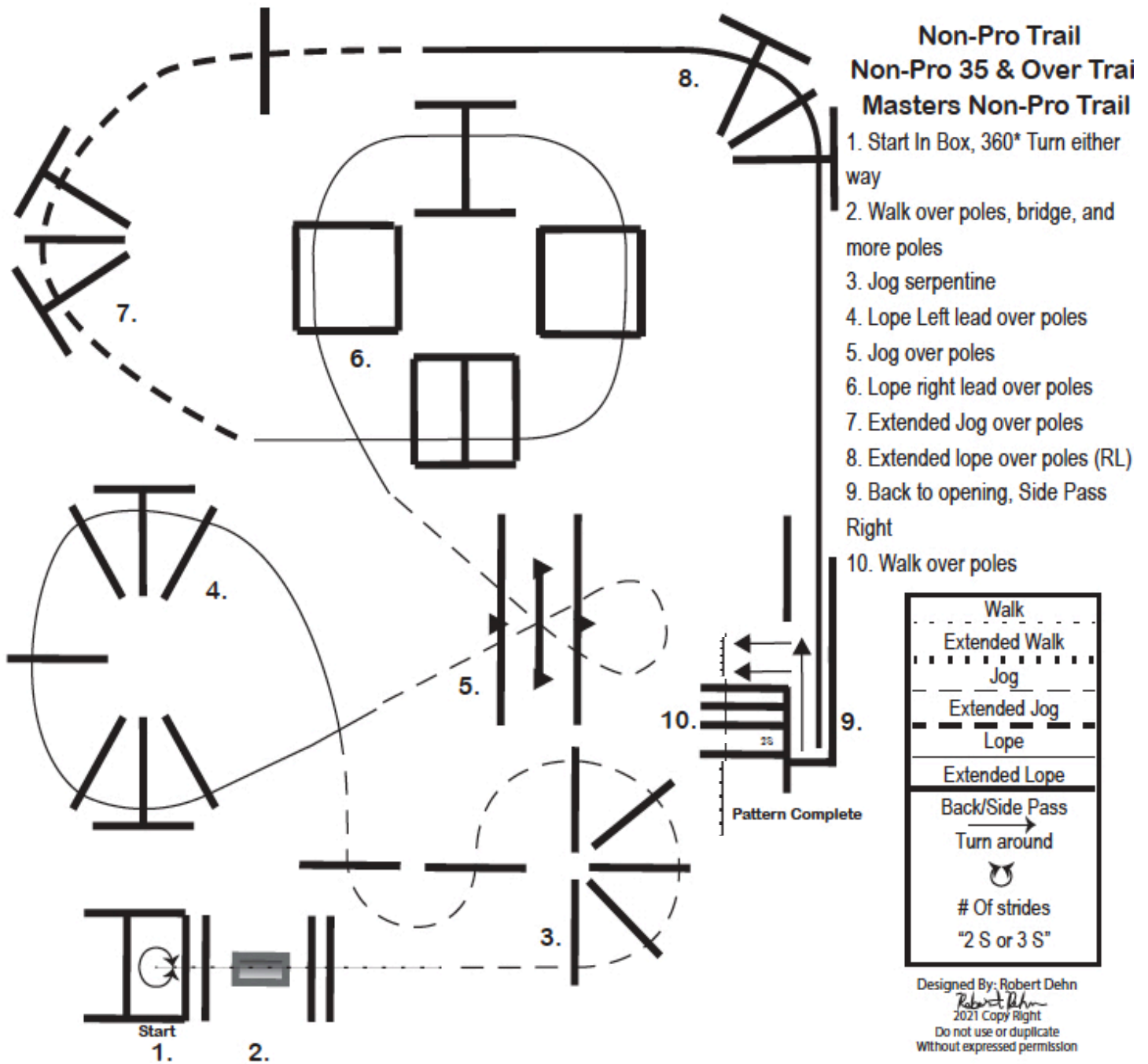
|                |
|----------------|
| Walk           |
| Extended Walk  |
| Jog            |
| Extended Jog   |
| Lope           |
| Extended Lope  |
| Back/Side Pass |
| Turn around    |
| ⤵              |
| # Of strides   |
| "2 S or 3 S"   |

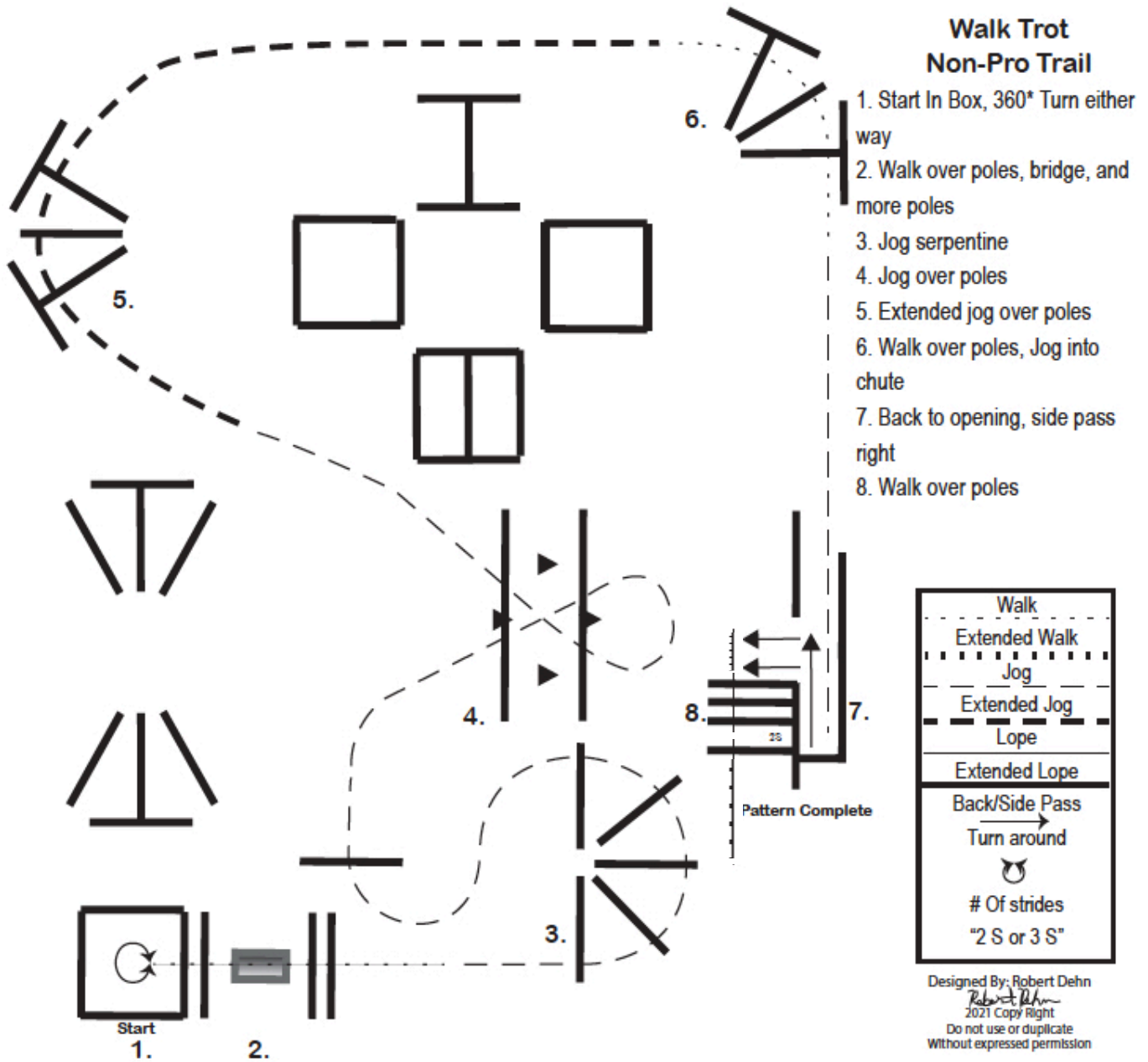
Designed By: Robert Dehn

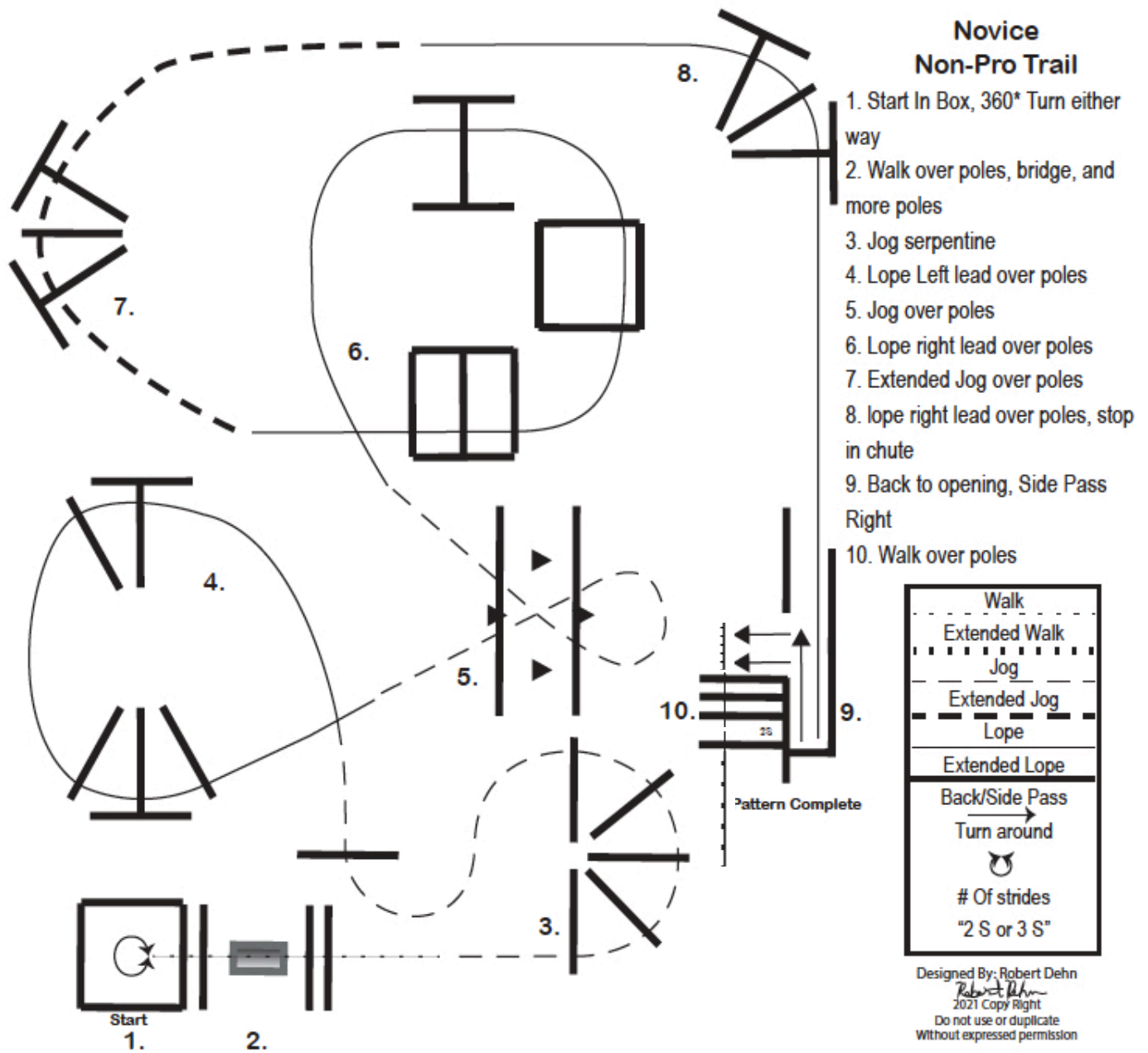
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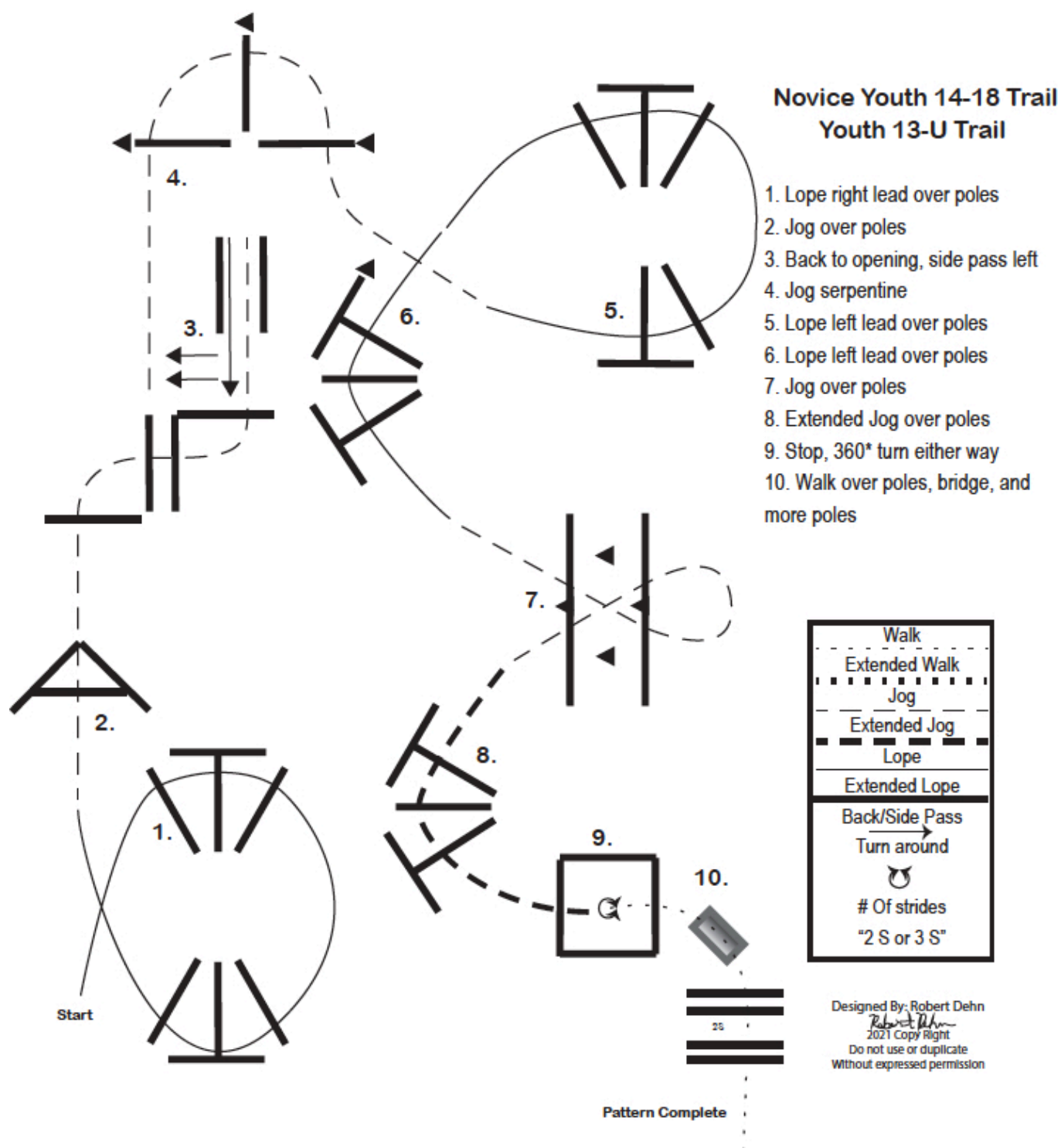


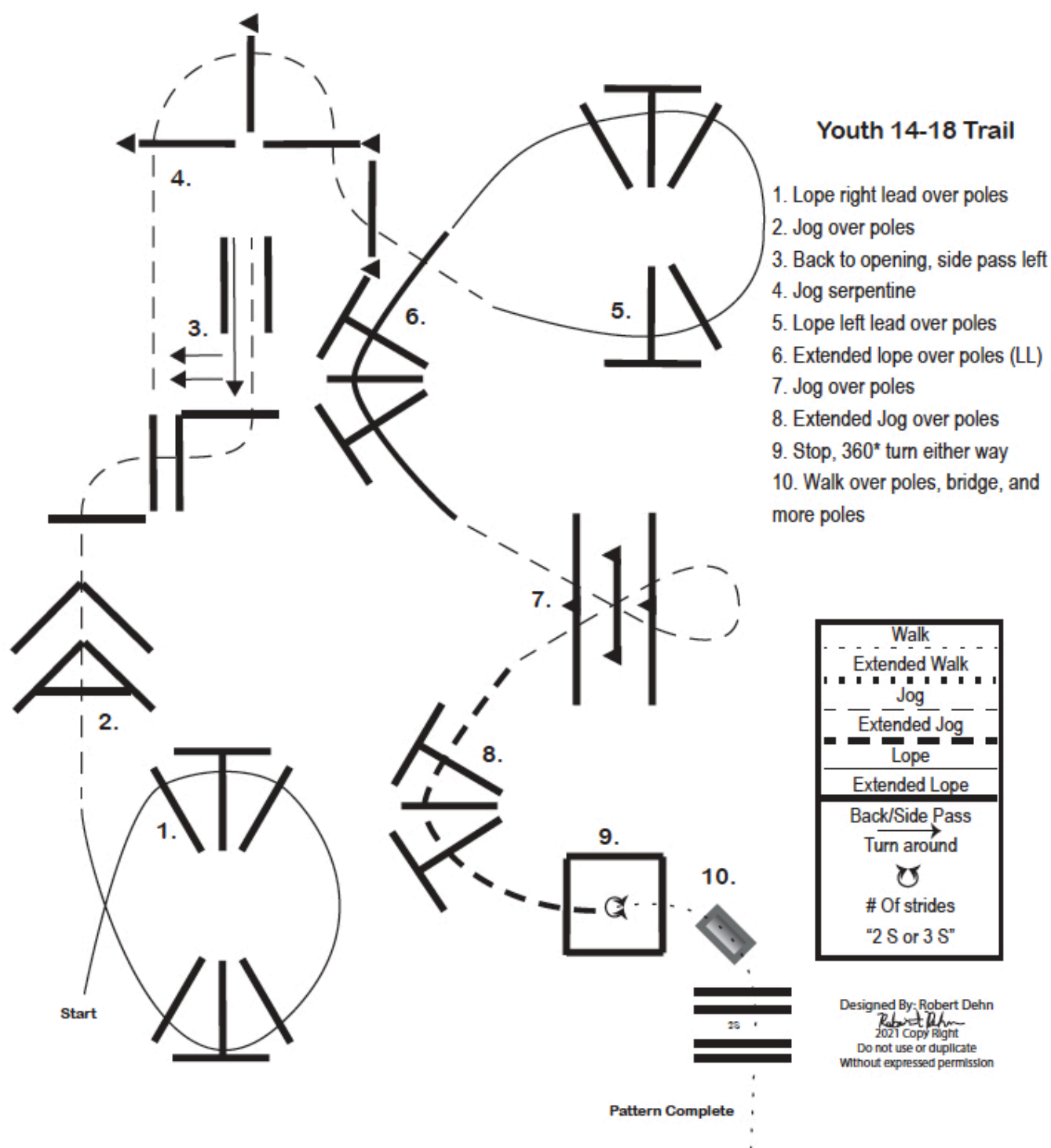




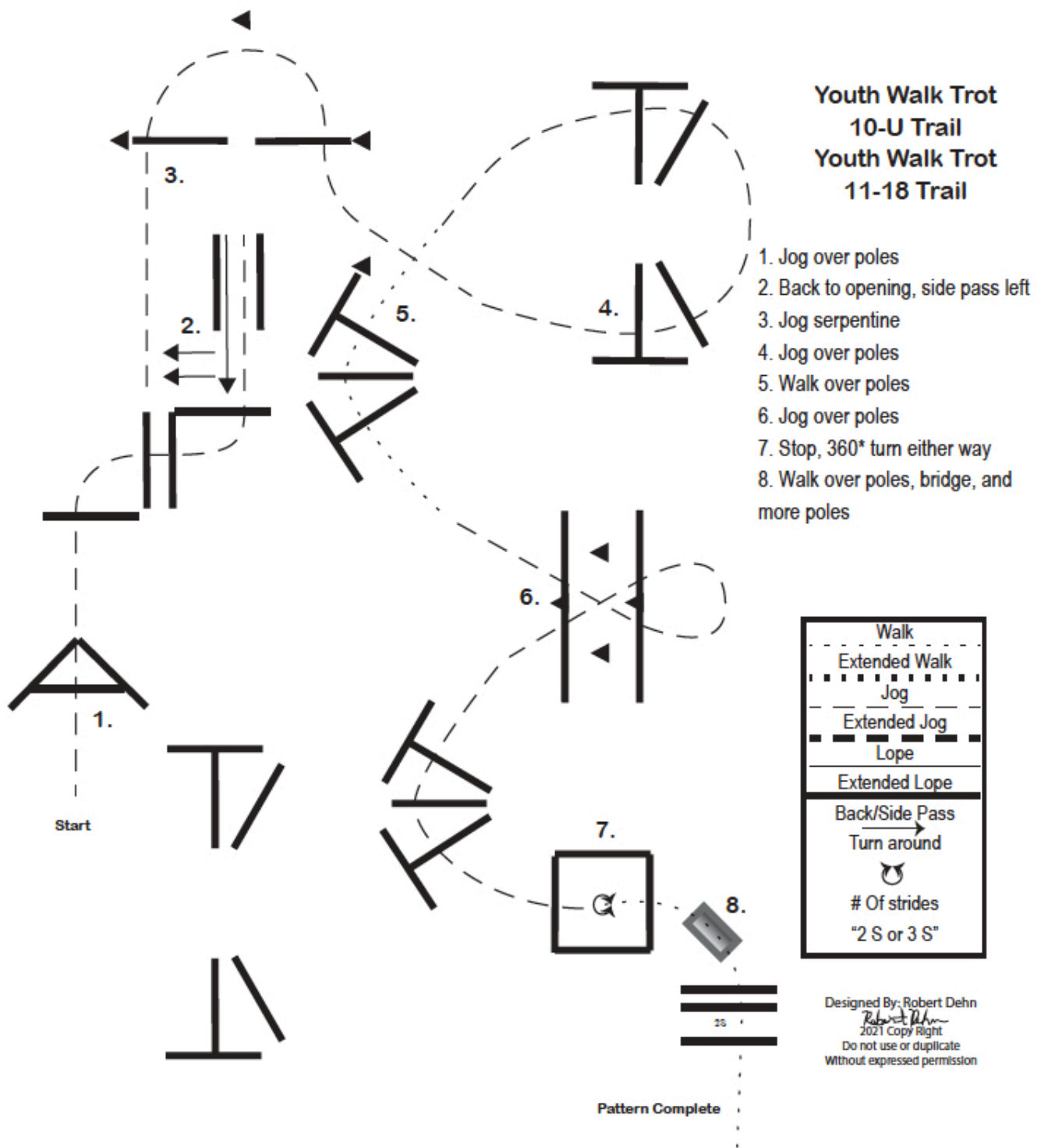


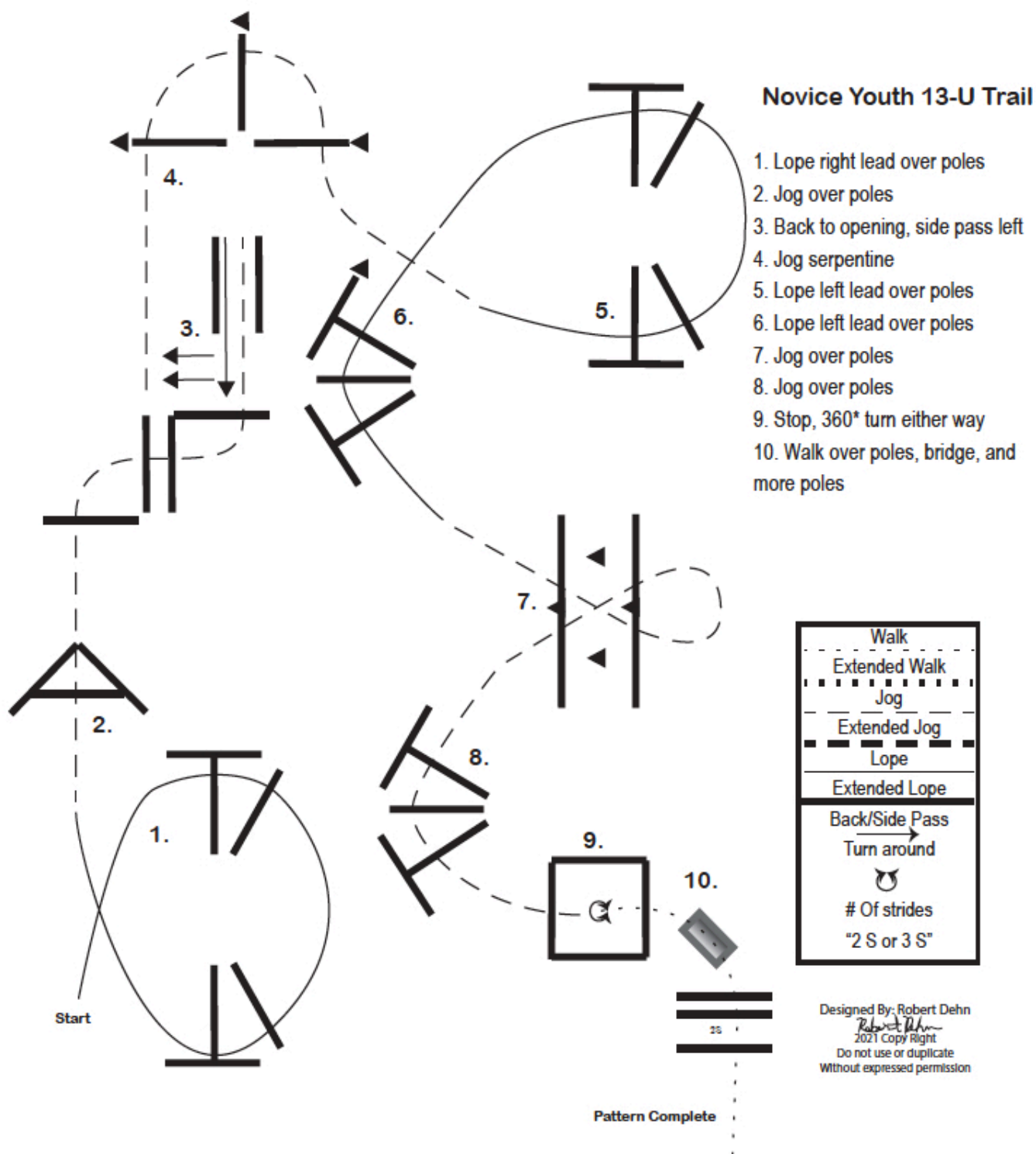




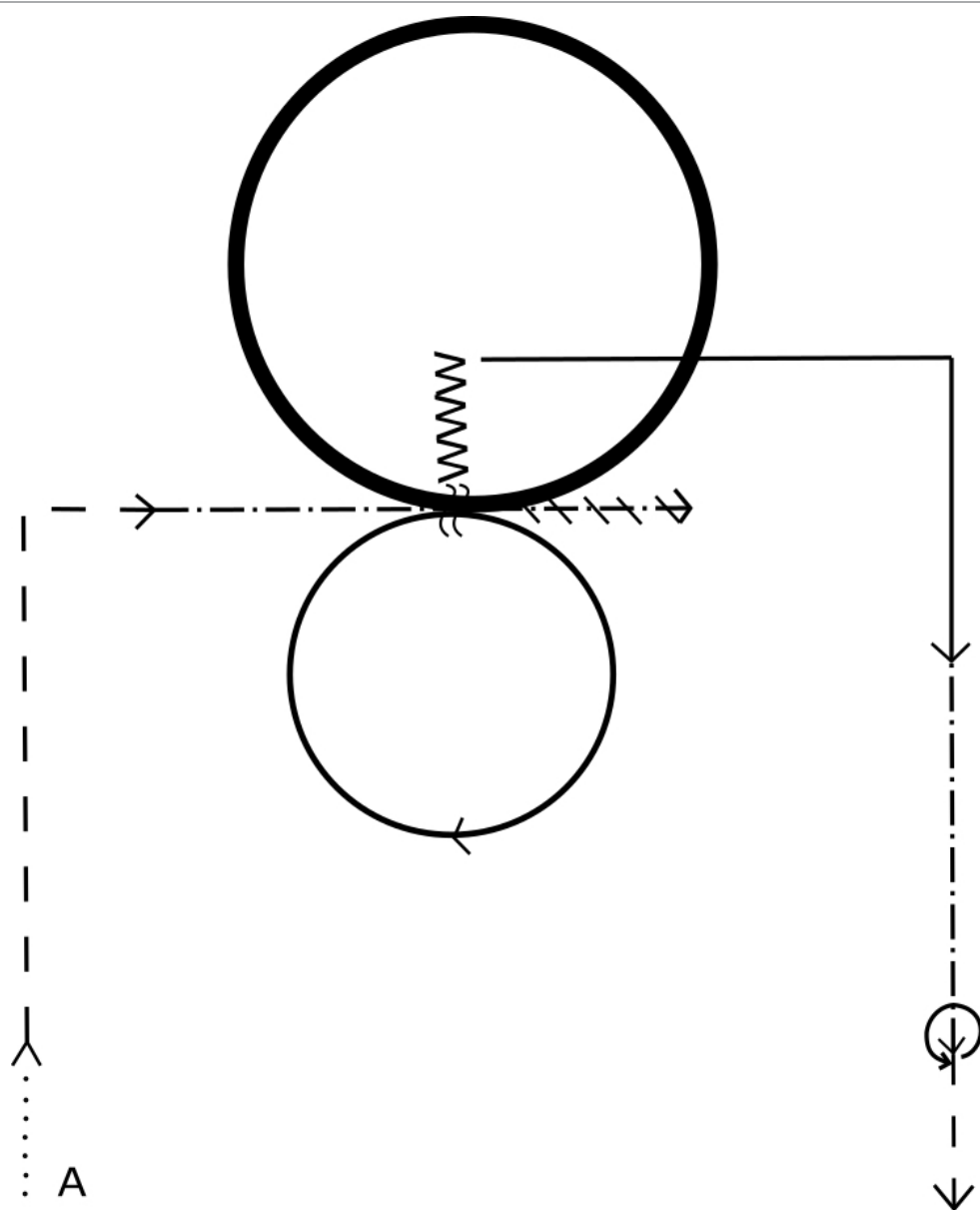










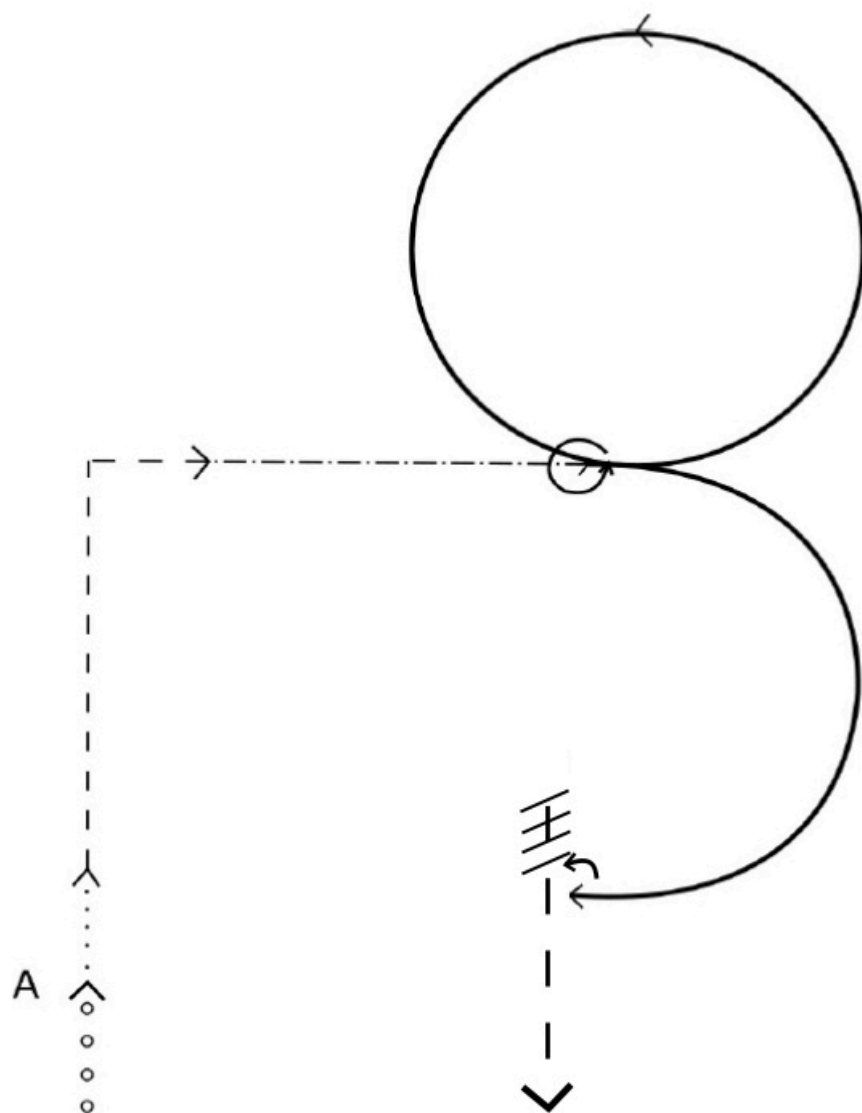


## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○ ○   | EXTENDED WALK |
| .....       | WALK          |
| - - - - -   | JOG           |
| - . - . - . | EXTENDED JOG  |
| —————       | LOPE          |
| —————       | EXTENDED LOPE |
| //////      | BACK          |
| ≈           | CHANGE LEADS  |
| ~~~~~       | SIDEPASS      |
| <b>A</b>    | MARKER        |
| =====➔      | LEG YIELD     |

## INSTRUCTIONS

1. Begin at A. Walk. Jog and jog square corner.
2. Extended jog. Stop.
3. Back to middle.
4. Extended lope large circle to the left. Change leads (simple or flying).
5. Lope right lead small circle to the right. Stop.
6. Side pass left.
7. Lope right lead, lope square corner.
8. Extended jog. Stop.
9. 360-degree haunch turn left.
10. Jog. Pattern complete. Exit at a jog.

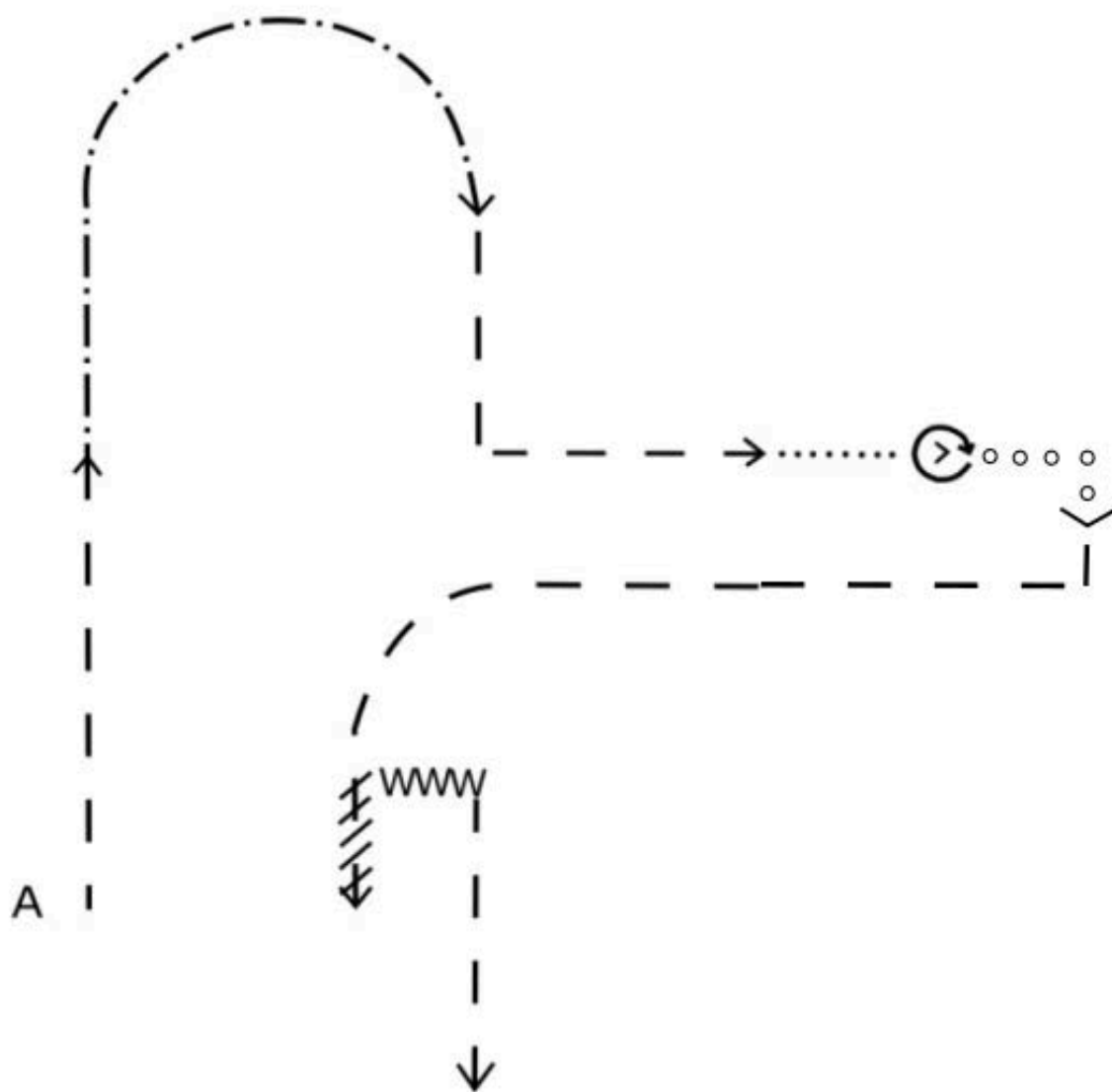


## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○ ○   | EXTENDED WALK |
| .....       | WALK          |
| - - - - -   | JOG           |
| - . - . - . | EXTENDED JOG  |
| _____       | LOPE          |
| =====       | EXTENDED LOPE |
| /////////   | BACK          |
| ≈           | CHANGE LEADS  |
| ~~~~~       | SIDEPASS      |
| <b>A</b>    | MARKER        |
| =====➔      | LEG YIELD     |

## INSTRUCTIONS

1. Begin before A. Extended walk to A. At A, walk.
2. Jog and jog square corner.
3. Extended jog.
4. Lope left lead circle to left. Stop.
5. 360-degree haunch turn left.
6. Lope right lead half circle. Stop.
7. 90-Degree forehand turn left.
8. Back.
9. Jog. Exit at a jog.

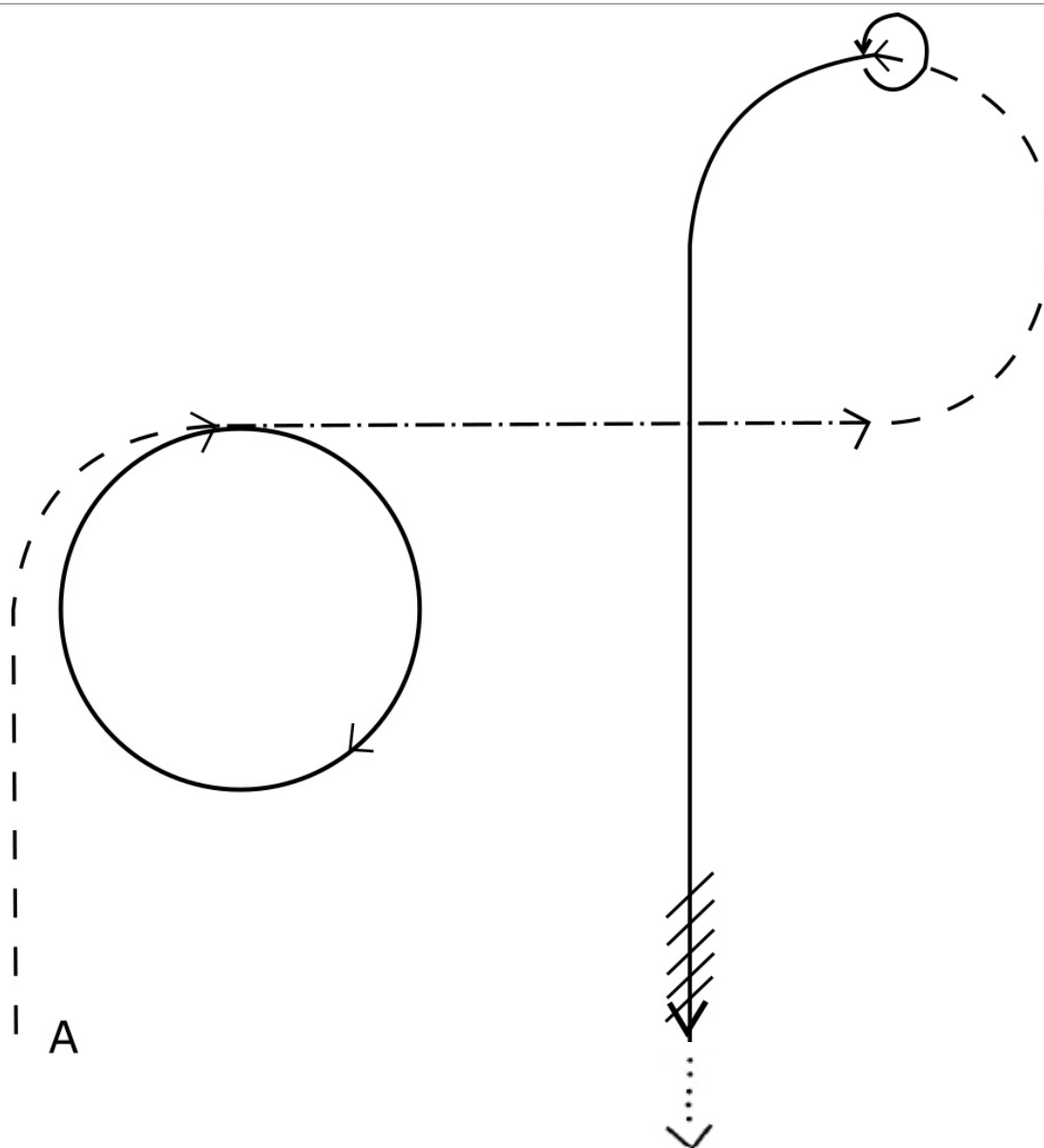


## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○ ○   | EXTENDED WALK |
| .....       | WALK          |
| - - - - -   | JOG           |
| - . - . - . | EXTENDED JOG  |
| —————       | LOPE          |
| —————       | EXTENDED LOPE |
| //////      | BACK          |
| ≈           | CHANGE LEADS  |
| ~~~~~       | SIDEPASS      |
| <b>A</b>    | MARKER        |
| =====➔      | LEG YIELD     |

## INSTRUCTIONS

1. Begin at A. Jog.
2. Extend the jog.
3. Collect to the jog and jog square corner to the left.
4. Break down to a walk. Stop. 360-degree haunch turn right.
5. Extended walk square corner. Jog square corner.
6. Jog arc to A. Stop.
7. Back.
8. Side pass left.
9. Jog. Exit at a jog.

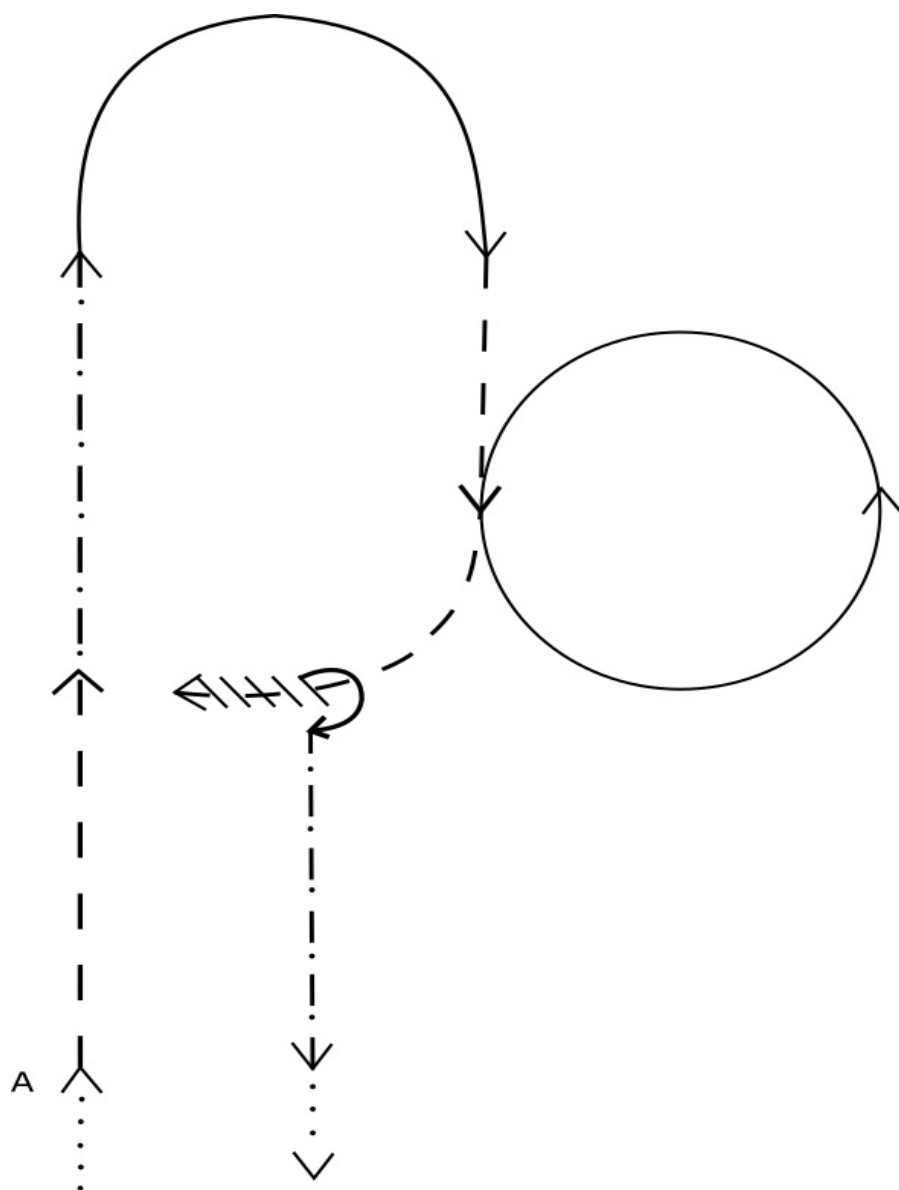


## KEY

|             |               |
|-------------|---------------|
| ○ ○ ○ ○ ○   | EXTENDED WALK |
| .....       | WALK          |
| - - - - -   | JOG           |
| - . - . - . | EXTENDED JOG  |
| —————       | LOPE          |
| —————       | EXTENDED LOPE |
| //////      | BACK          |
| ≈           | CHANGE LEADS  |
| ~~~~~       | SIDEPASS      |
| <b>A</b>    | MARKER        |
| =====➔      | LEG YIELD     |

## INSTRUCTIONS

1. Begin at A. Jog and jog corner to right.
2. Lope right lead circle.
3. Extended jog.
4. Collect to jog in half circle. Stop.
5. 360-degree haunch turn left.
6. Lope left lead to A. Stop.
7. Back.
8. Walk forward 3 steps. Pattern complete. Exit at a walk.

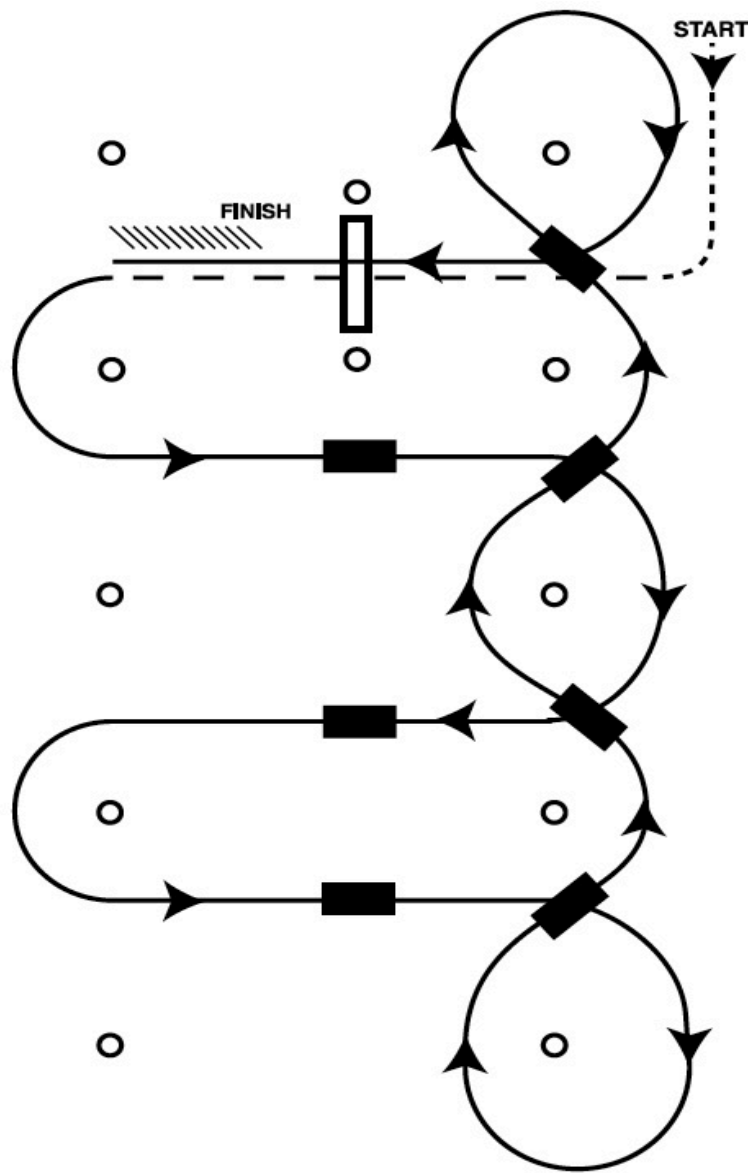


## KEY

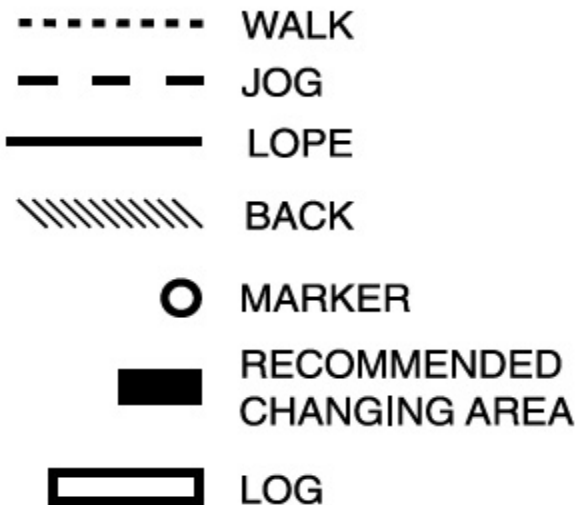
|             |               |
|-------------|---------------|
| ○ ○ ○ ○ ○   | EXTENDED WALK |
| .....       | WALK          |
| - - - - -   | JOG           |
| - . - . - . | EXTENDED JOG  |
| —————       | LOPE          |
| —————       | EXTENDED LOPE |
| //////      | BACK          |
| ≈           | CHANGE LEADS  |
| ~~~~~       | SIDEPASS      |
| <b>A</b>    | MARKER        |
| =====➔      | LEG YIELD     |

## INSTRUCTIONS

1. Begin before A. Walk to A. At A, jog, extended jog.
2. Lope right lead half circle.
3. Jog.
4. Lope left lead circle.
5. Jog arc. Stop.
6. Back.
7. 270-degree haunch turn right.
8. Extended jog to A.
9. At A, walk forward 3 steps. Pattern complete. Exit at a walk.

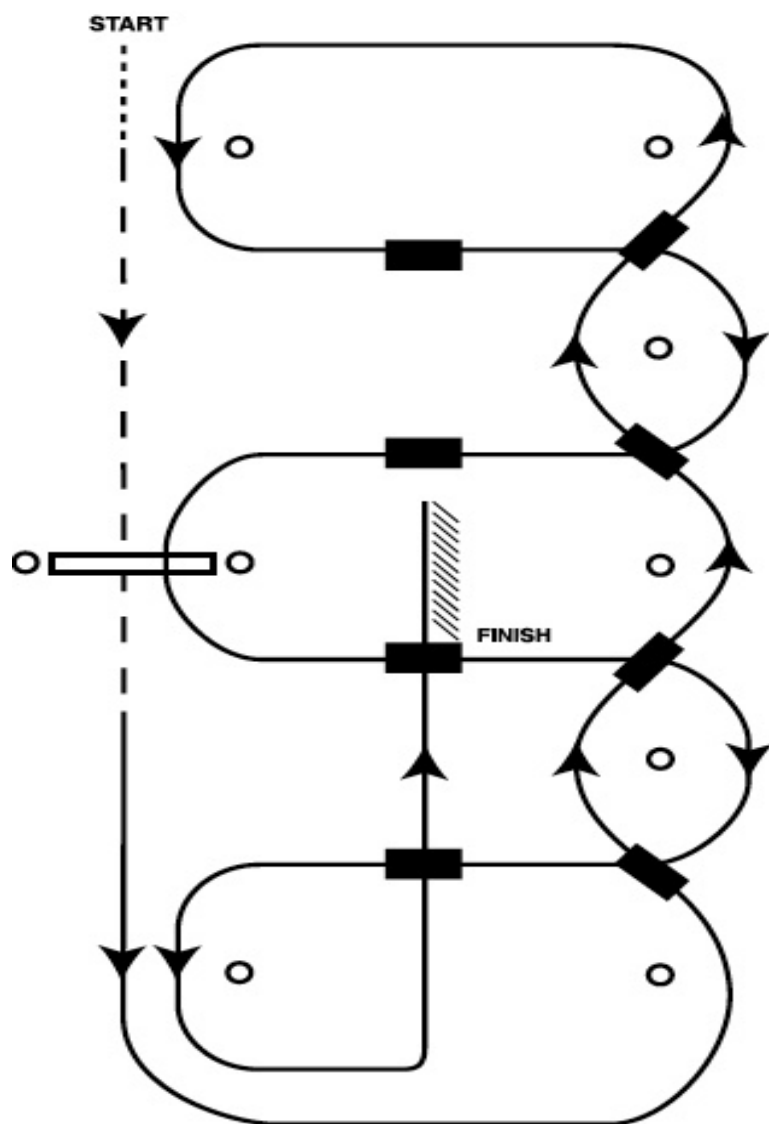


## KEY



## INSTRUCTIONS

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

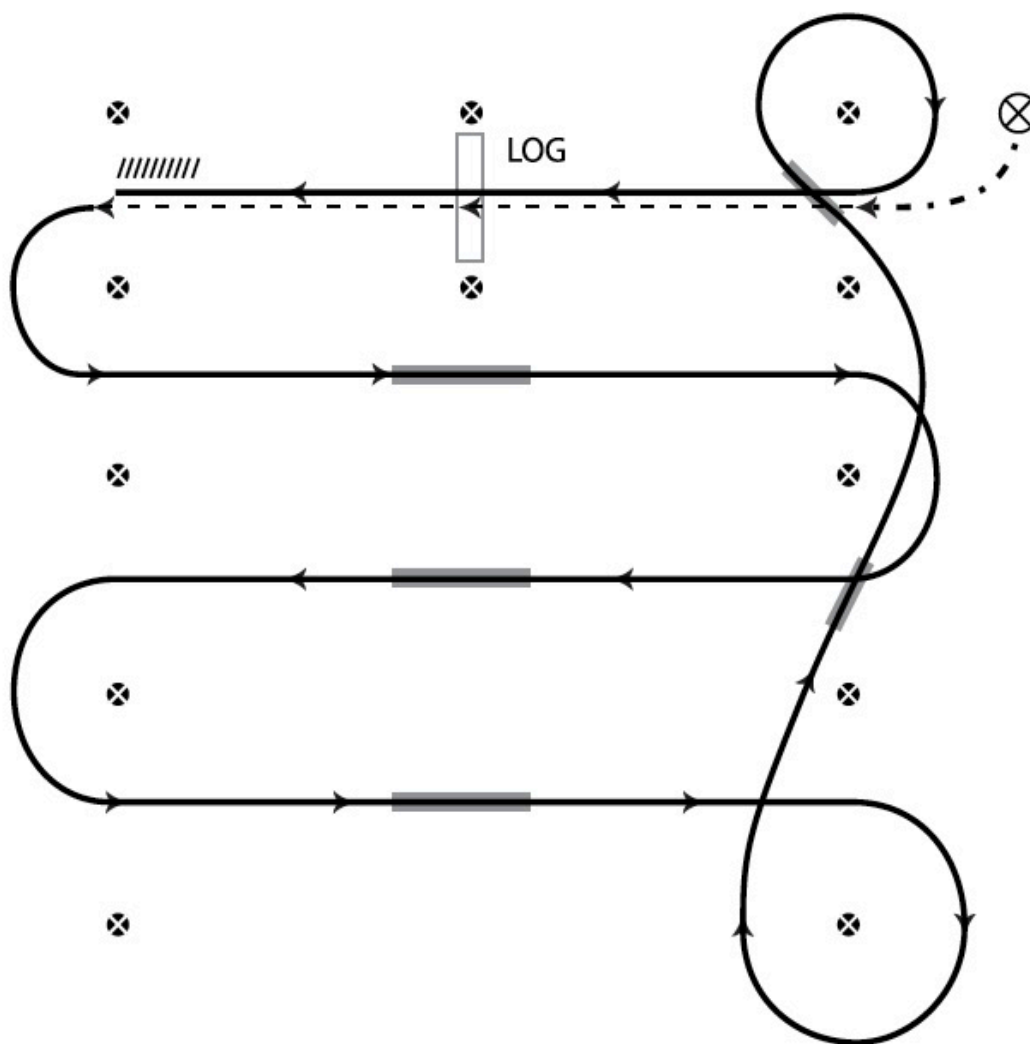


## KEY

|       |                           |
|-------|---------------------------|
| ..... | WALK                      |
| - - - | JOG                       |
| ————  | LOPE                      |
| ////  | BACK                      |
| ○     | MARKER                    |
| ■     | RECOMMENDED CHANGING AREA |
| □     | LOG                       |

## INSTRUCTIONS

1. Walk and jog over log
2. Transition to left 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 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



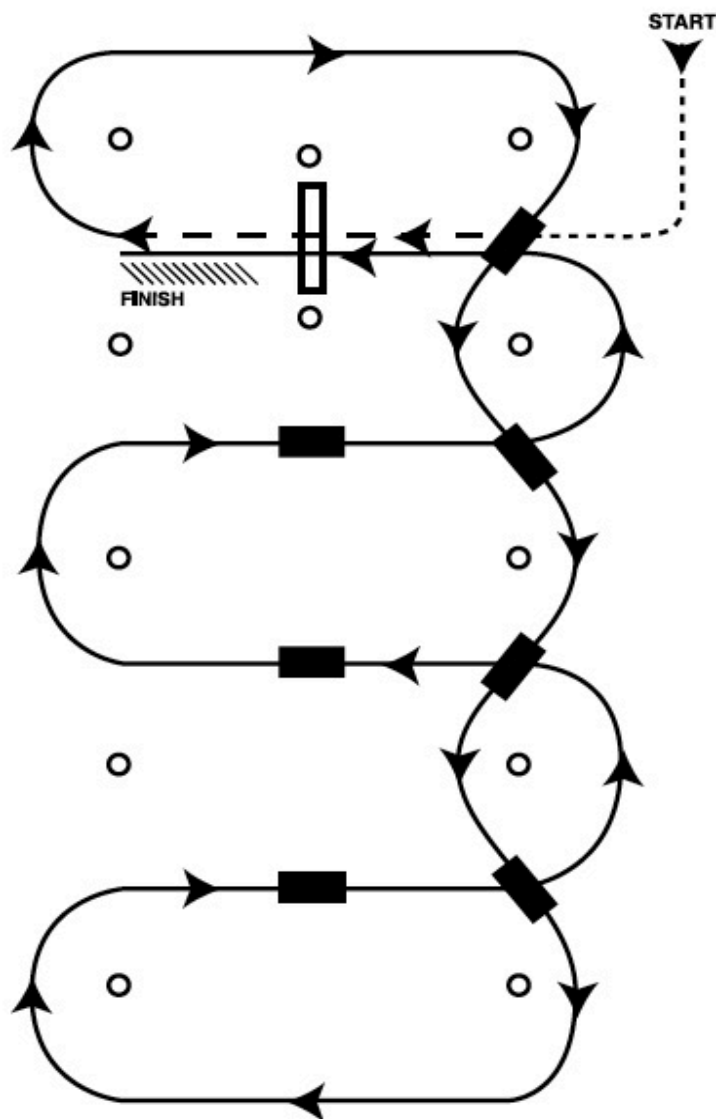
## KEY

|           |                           |
|-----------|---------------------------|
| -----     | WALK                      |
| - - - - - | JOG                       |
| —————     | LOPE                      |
| ///////   | BACK                      |
| ○         | MARKER                    |
| ■         | RECOMMENDED CHANGING AREA |
| □         | LOG                       |

## INSTRUCTIONS

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



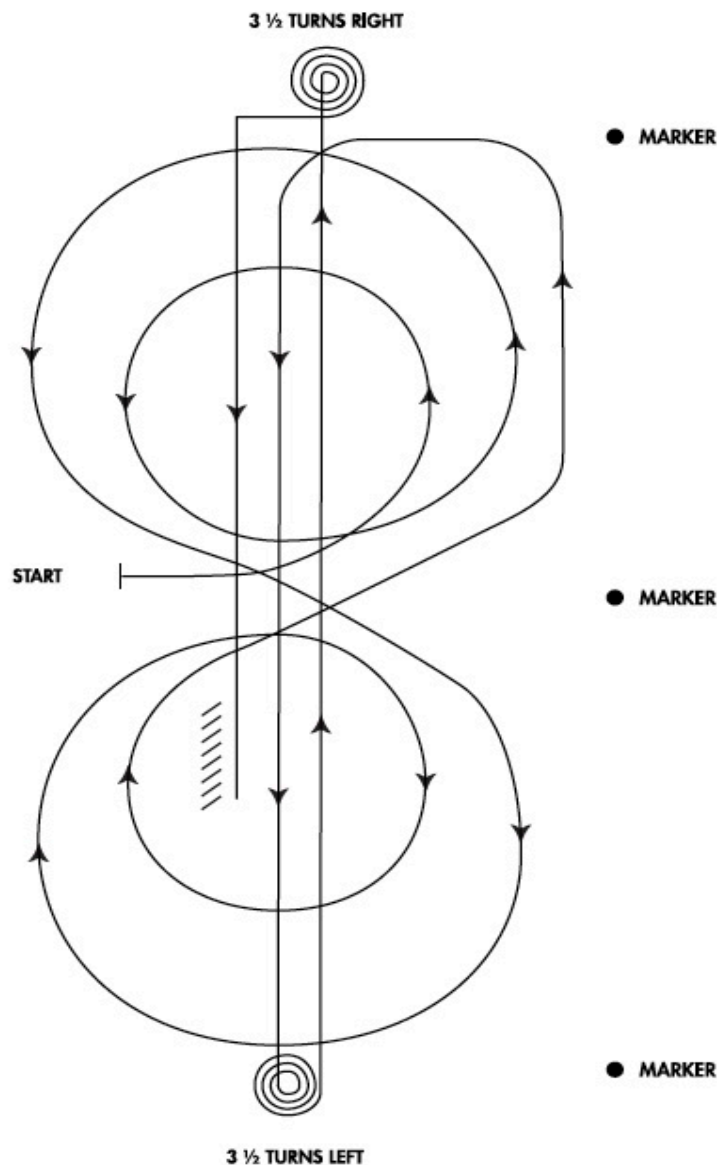


## KEY

|         |                           |
|---------|---------------------------|
| .....   | WALK                      |
| - - - - | JOG                       |
| ————    | LOPE                      |
| //////  | BACK                      |
| ○       | MARKER                    |
| ■       | RECOMMENDED CHANGING AREA |
| □       | LOG                       |

## INSTRUCTIONS

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 & back



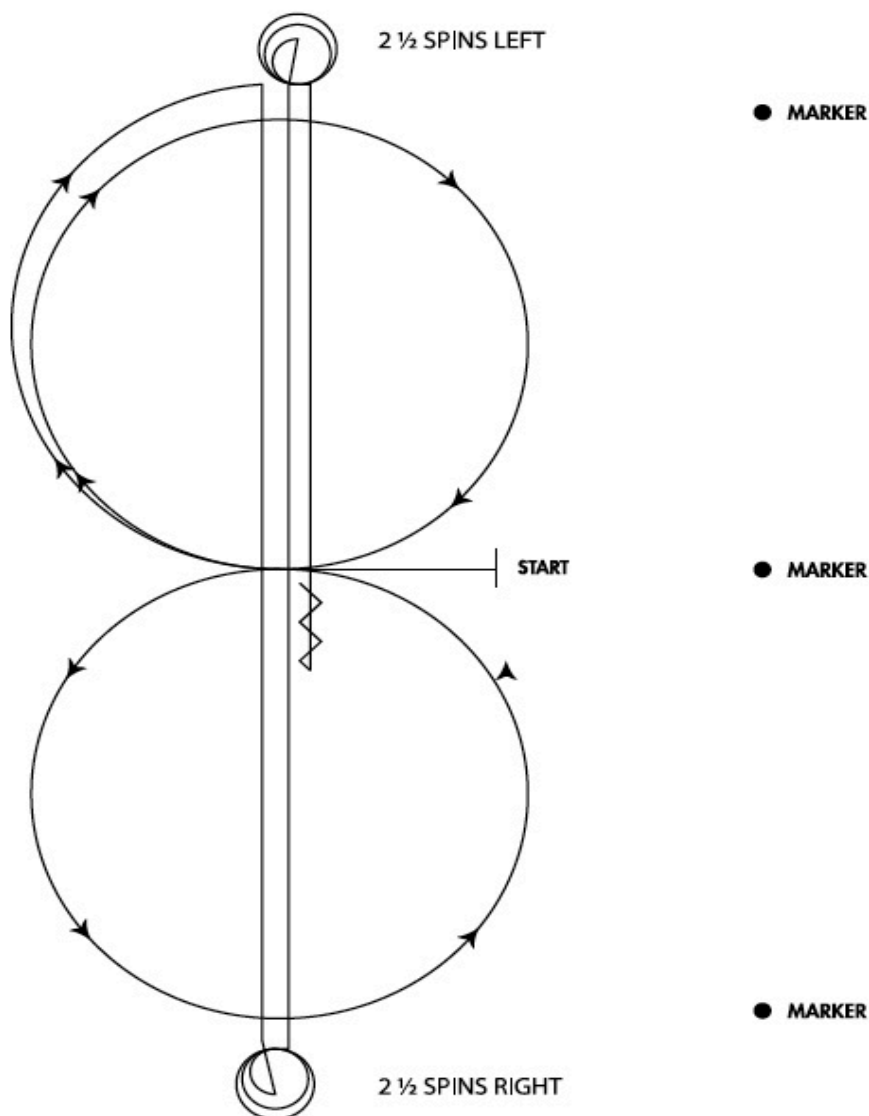
## INSTRUCTIONS

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. Change leads at the center of the arena.
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 ½ spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 ½ spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.

### Pattern 10

1. Left circles
2. Right circles
3. Stop
4. 3 ½ spins left
5. Stop
6. 3 ½ spins right
7. Stop and back up



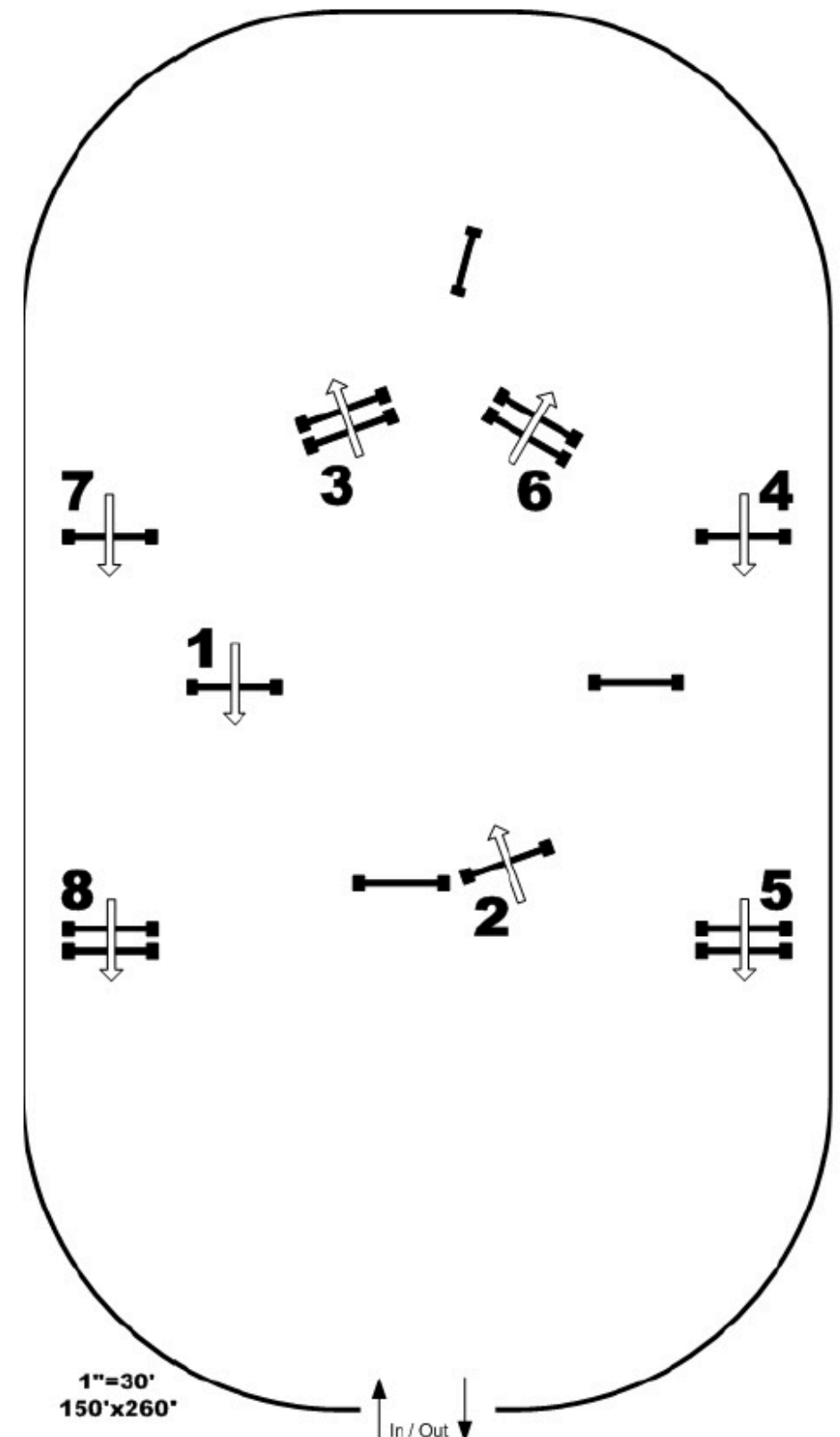
## INSTRUCTIONS

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

1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, back at least 10 feet.
8. Hesitate to complete pattern

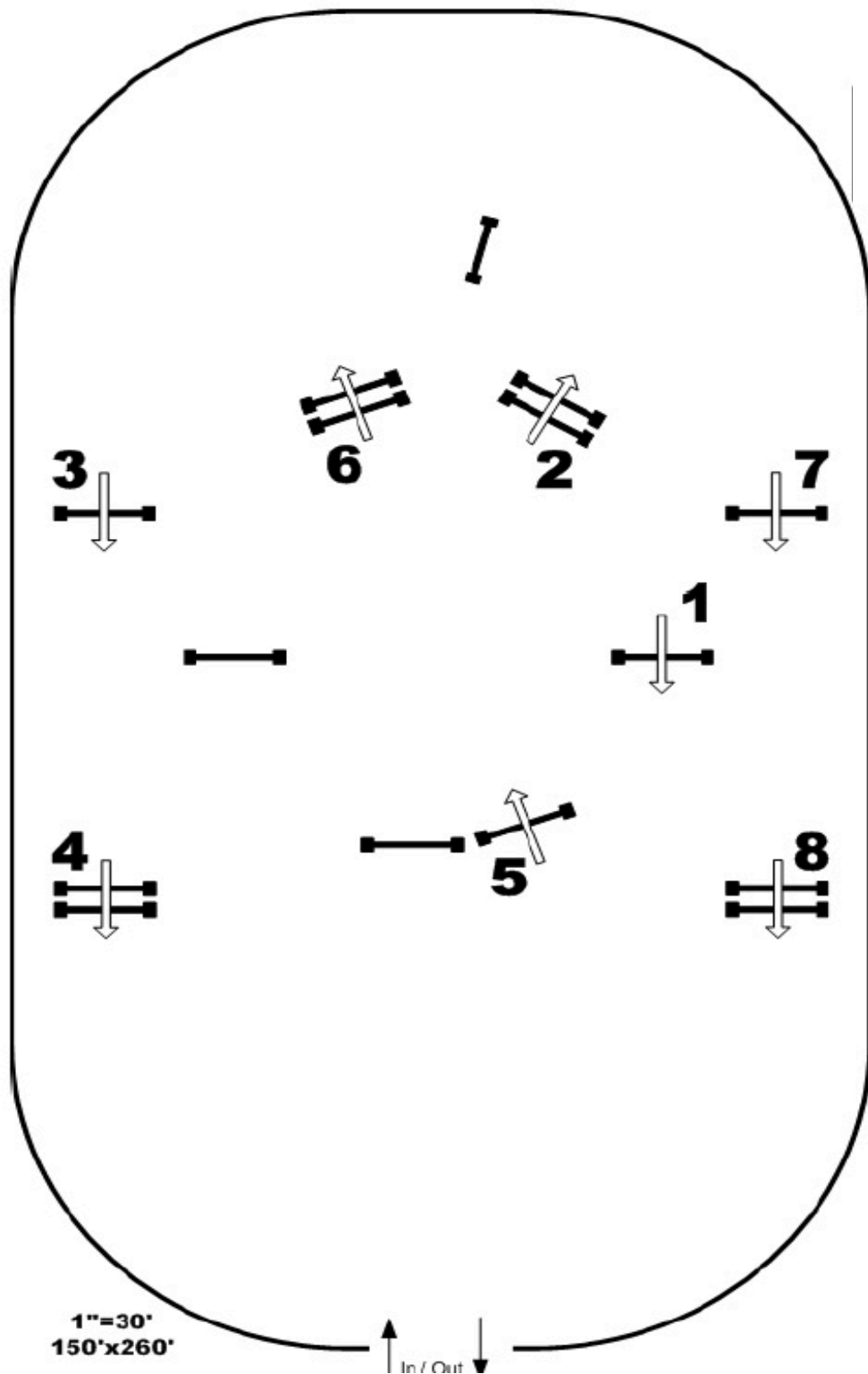
### Pattern 6

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



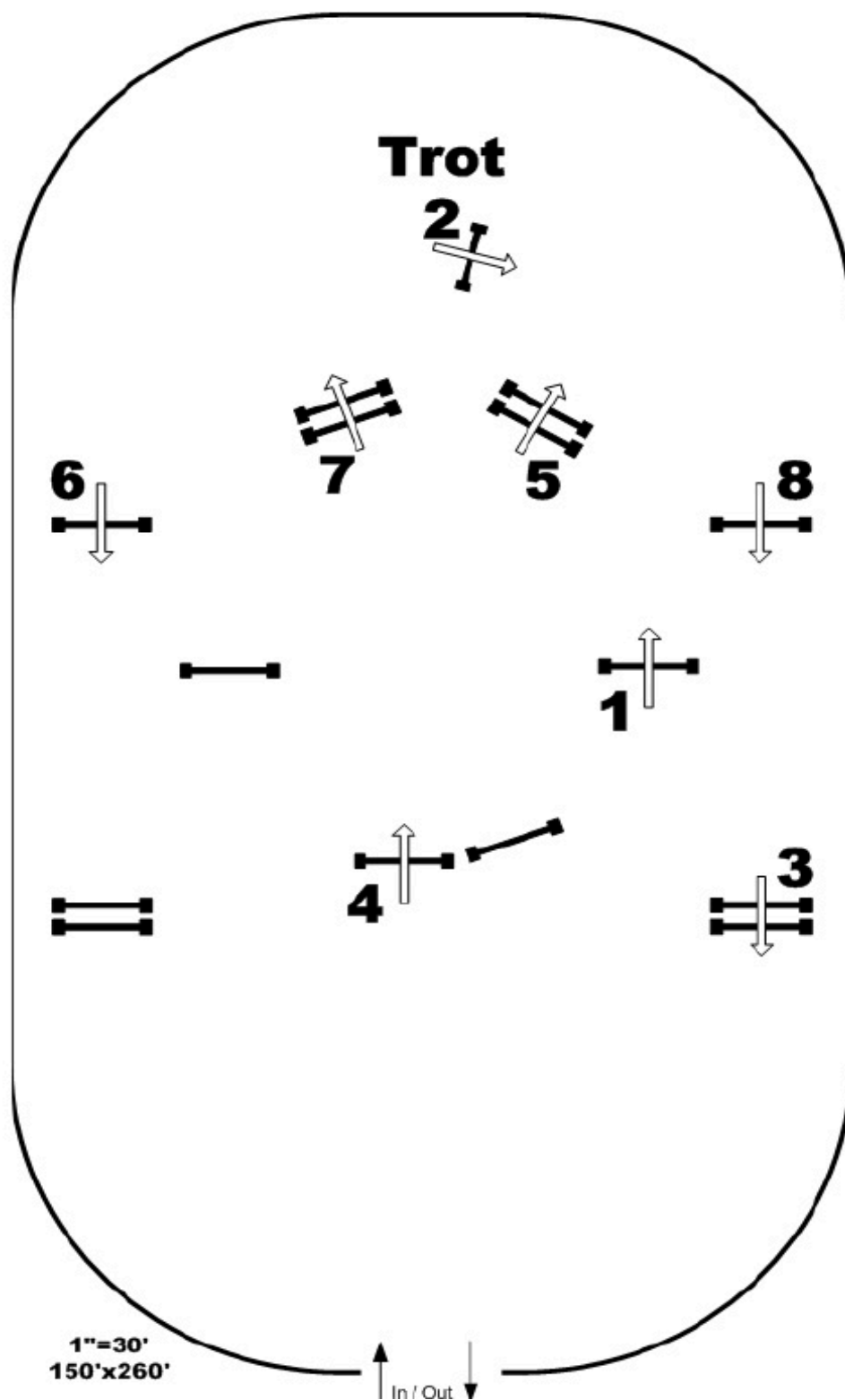
**Fences 1-8**





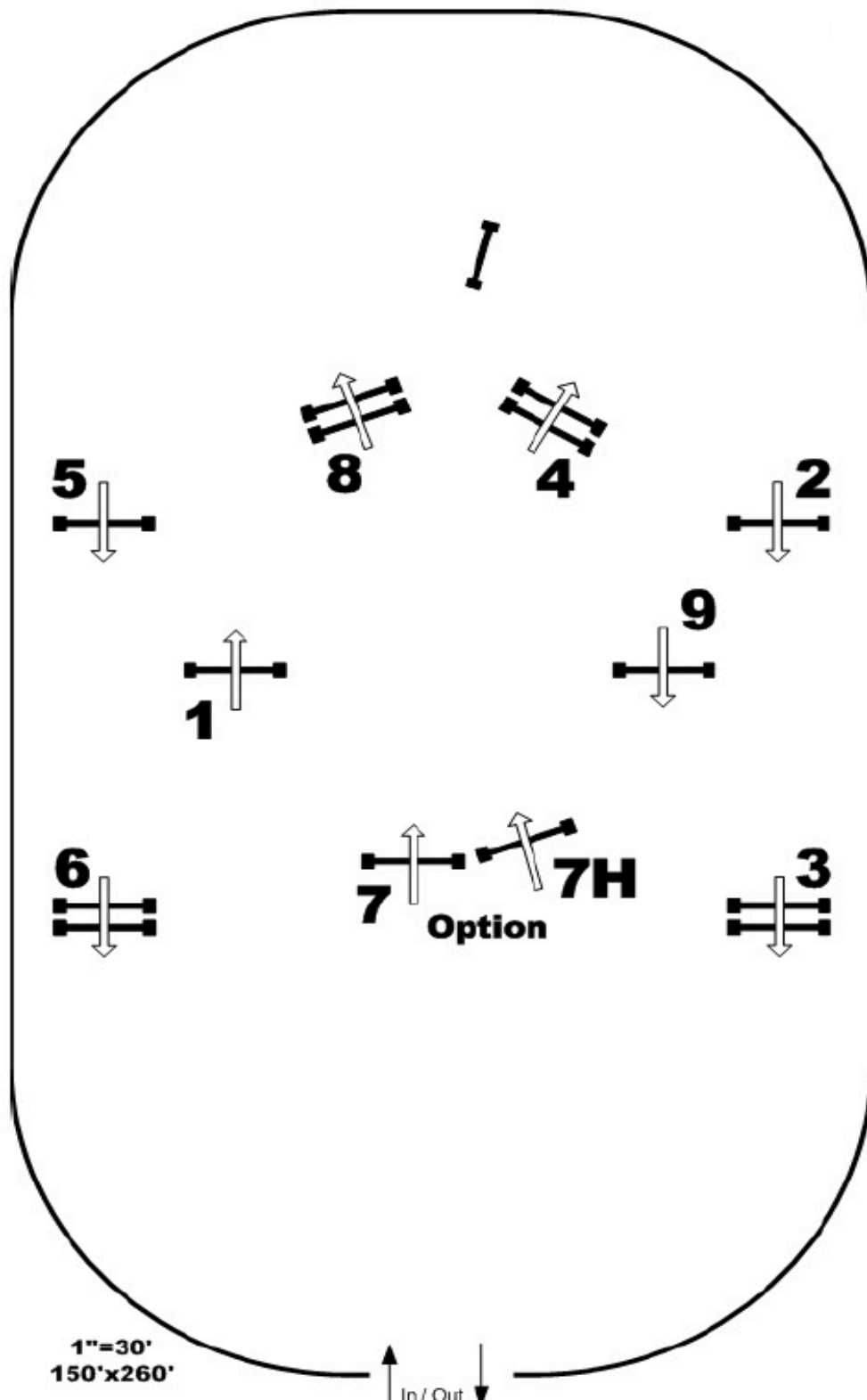
**Fences 1-8**





**Fences 1-8**





**Fences 1-9**

H = HIGH SIDE

