

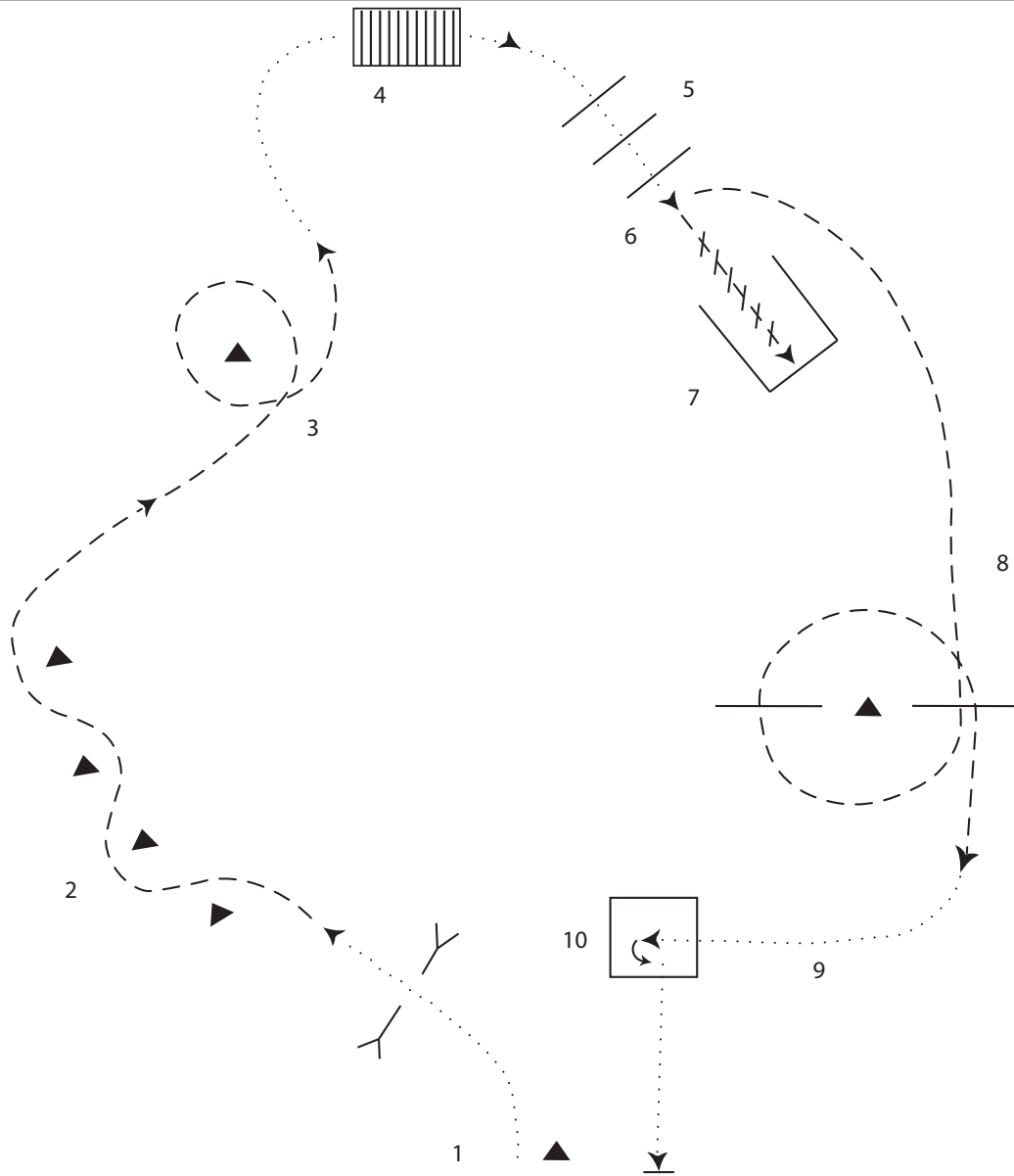
2022

WORLD

PATTERN BOOK

2022 World Championship
Appaloosa Show



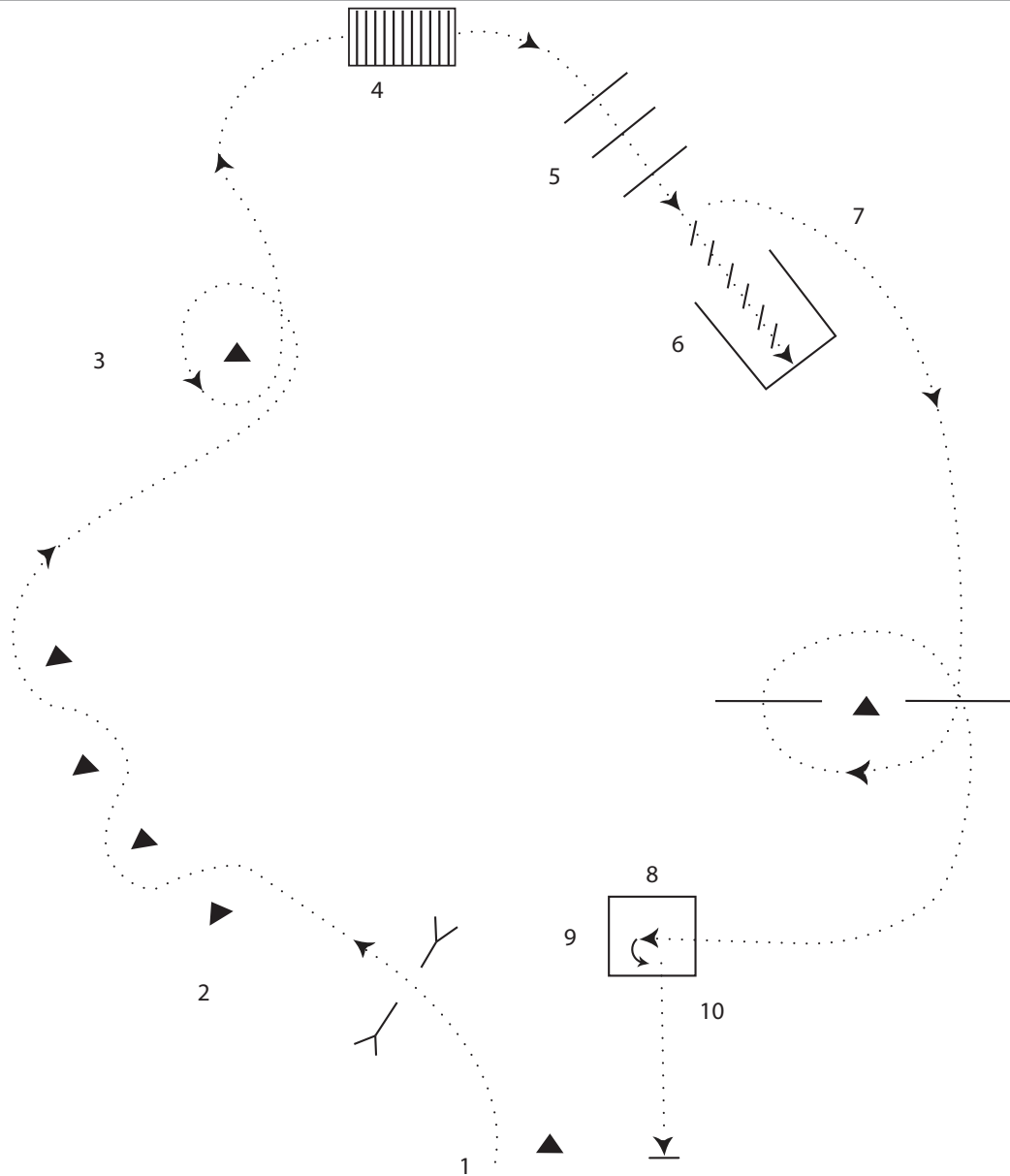


KEY

INSTRUCTIONS

.....	Walk
- - - - -	Jog
- . - . - .	Extended Jog
—————	Lope
//////	Back
—————	Extended Lope
WWWWW	Side pass
▲	Markers
□ J	Judge

1. Start at cone. Walk through open gate.
2. Jog serpentine through cones.
3. Jog around cone.
4. Walk to and over bridge.
5. Walk over poles.
6. Jog into chute. Stop in chute.
7. Back out of chute.
8. Jog over poles and around cone.
9. Walk into box. Stop.
10. 90-degree turn left. Walk out of box and back to start cone. Salute Judge. Pattern is complete. Exit the arena.



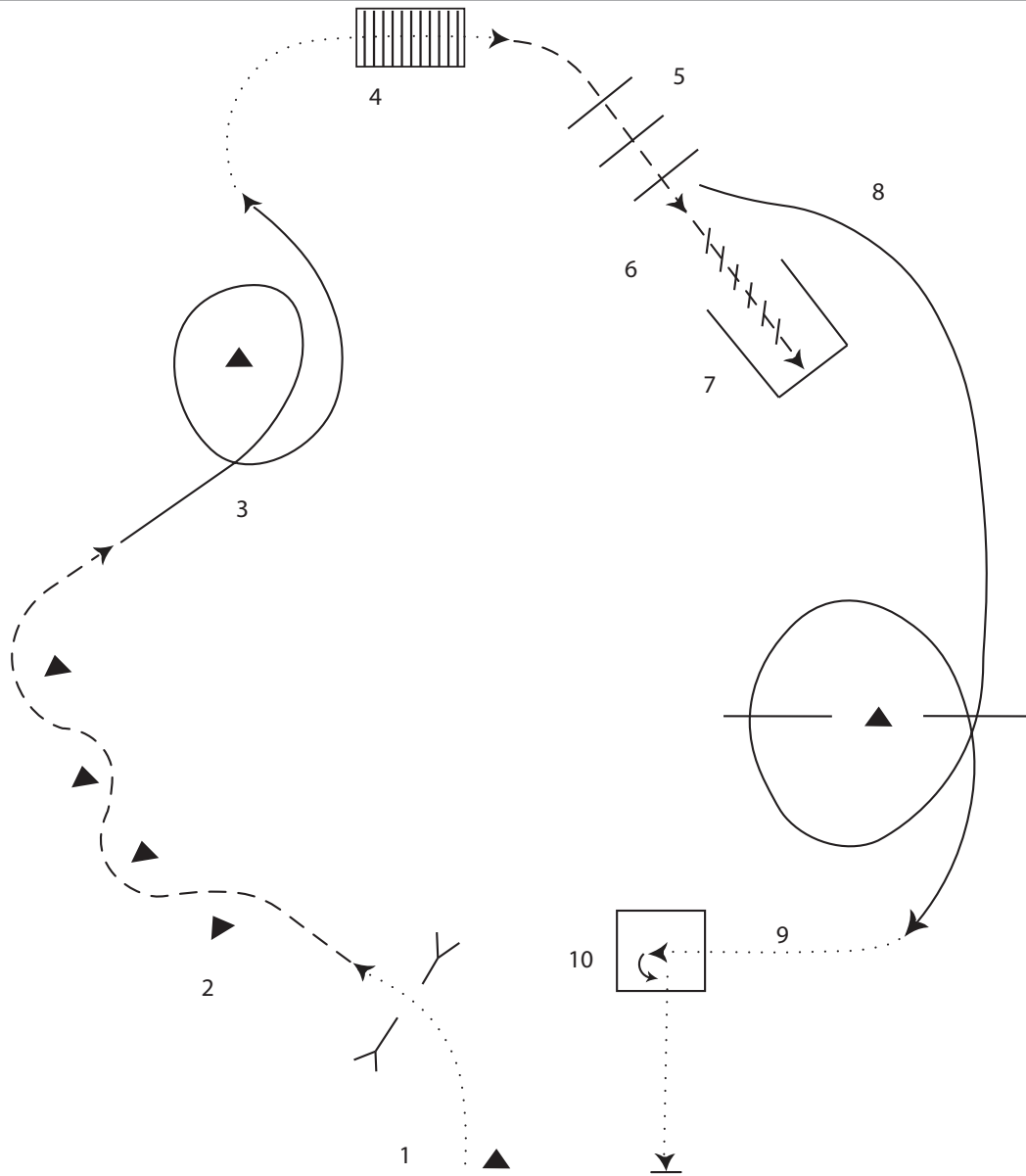
KEY

- Walk
- - - - - Jog
- . - . - . Extended Jog
- Lope
- ////// Back
- Extended Lope
- WWWWW Side pass
- ▲ Markers
- J Judge

INSTRUCTIONS

1. Start at cone. Walk through open gate.
2. Walk serpentine through cones.
3. Walk around cone.
4. Walk to and over bridge.
5. Walk over poles and into chute. Stop in chute.
6. Back out of chute.
7. Walk over poles and around cone.
8. Walk into box. Stop.
9. 90-degree turn left.
10. Walk out of box and back to start cone. Salute Judge. Pattern is complete. Exit the arena.





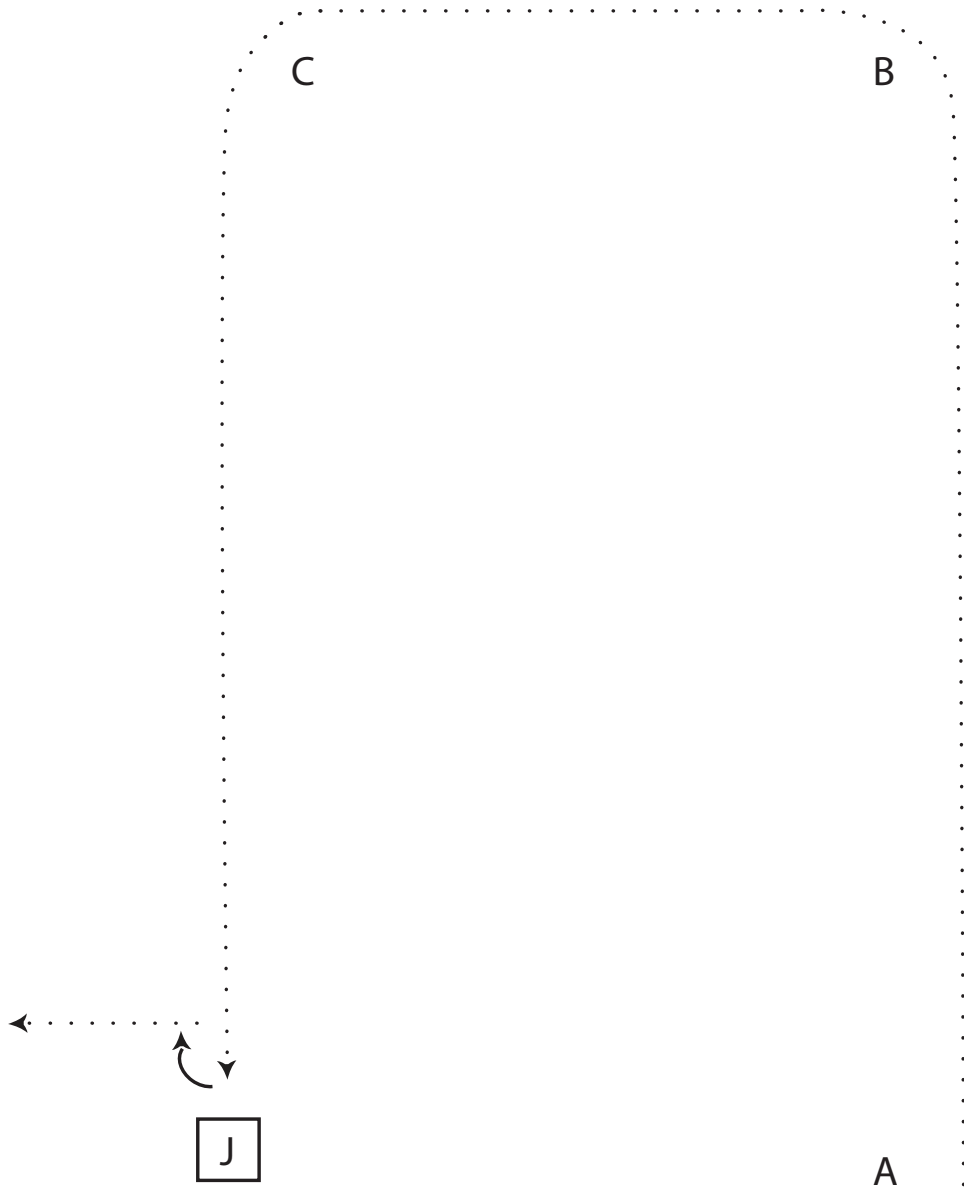
KEY

- Walk
- Jog
- . - . - . Extended Jog
- Lope
- //// //// Back
- Extended Lope
- WWWWW Side pass
- ▲ Markers
- J Judge

INSTRUCTIONS

1. Start at cone. Walk through open gate.
2. Jog serpentine through cones.
3. Lope left lead around cone.
4. Walk to and over bridge.
5. Jog over poles.
6. Jog into chute. Stop in chute.
7. Back out of chute.
8. Lope right lead over poles and around cone.
9. Walk into box. Stop.
10. 90-degree turn left. Walk out of box and back to start cone. Salute Judge. Pattern is complete. Exit the arena.





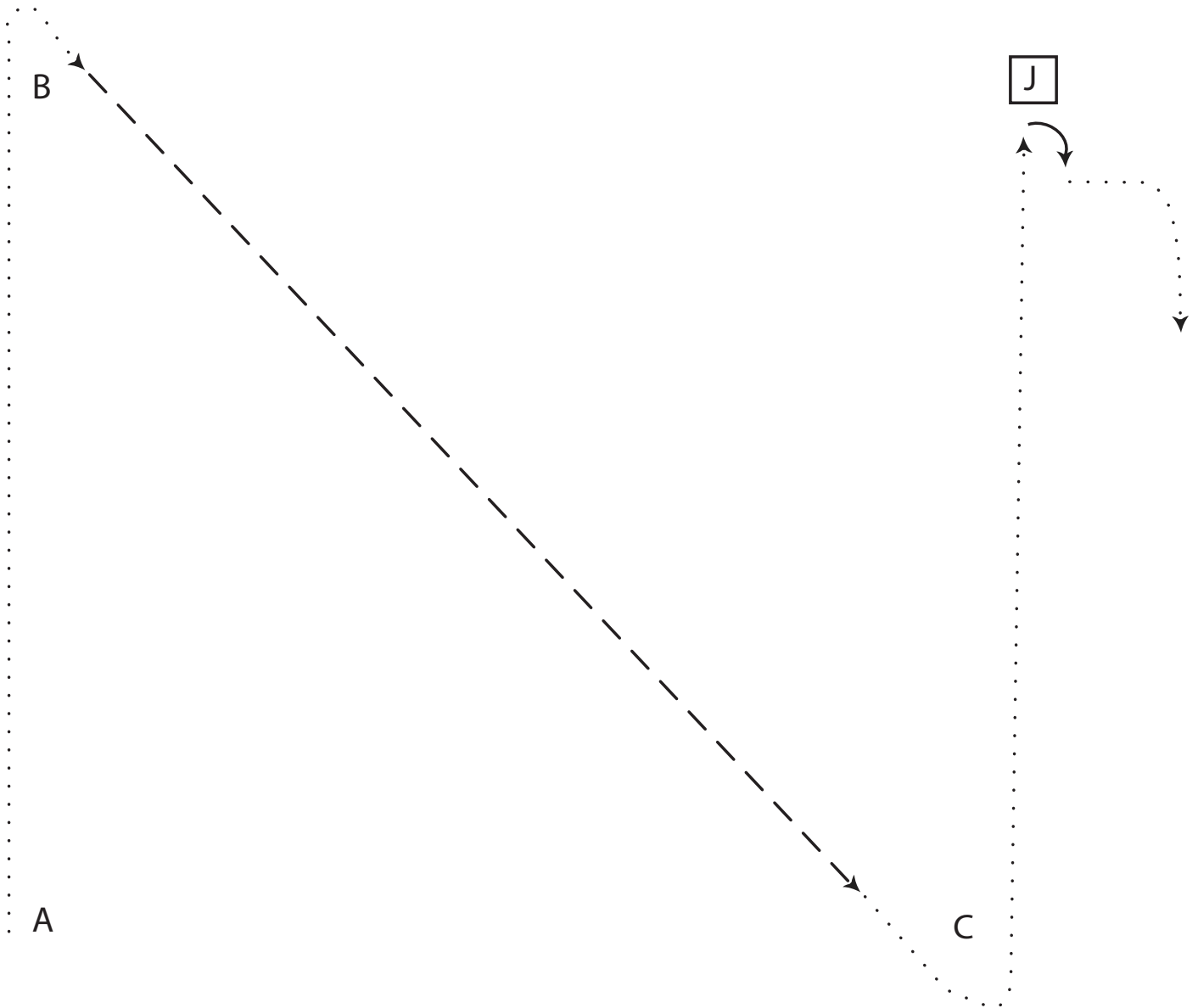
KEY

INSTRUCTIONS

- Walk
- - - - - Jog
- ▲ Markers
- J Judge

1. Begin at A. Walk to and around B.
2. Walk from B to and around C.
3. Walk to Judge. Stop.
4. Set up.
5. Inspection.
6. When excused, 90-degree turn. Walk. Pattern is complete. Walk to exit and exit the arena.





KEY

INSTRUCTIONS

.....

Walk

Jog

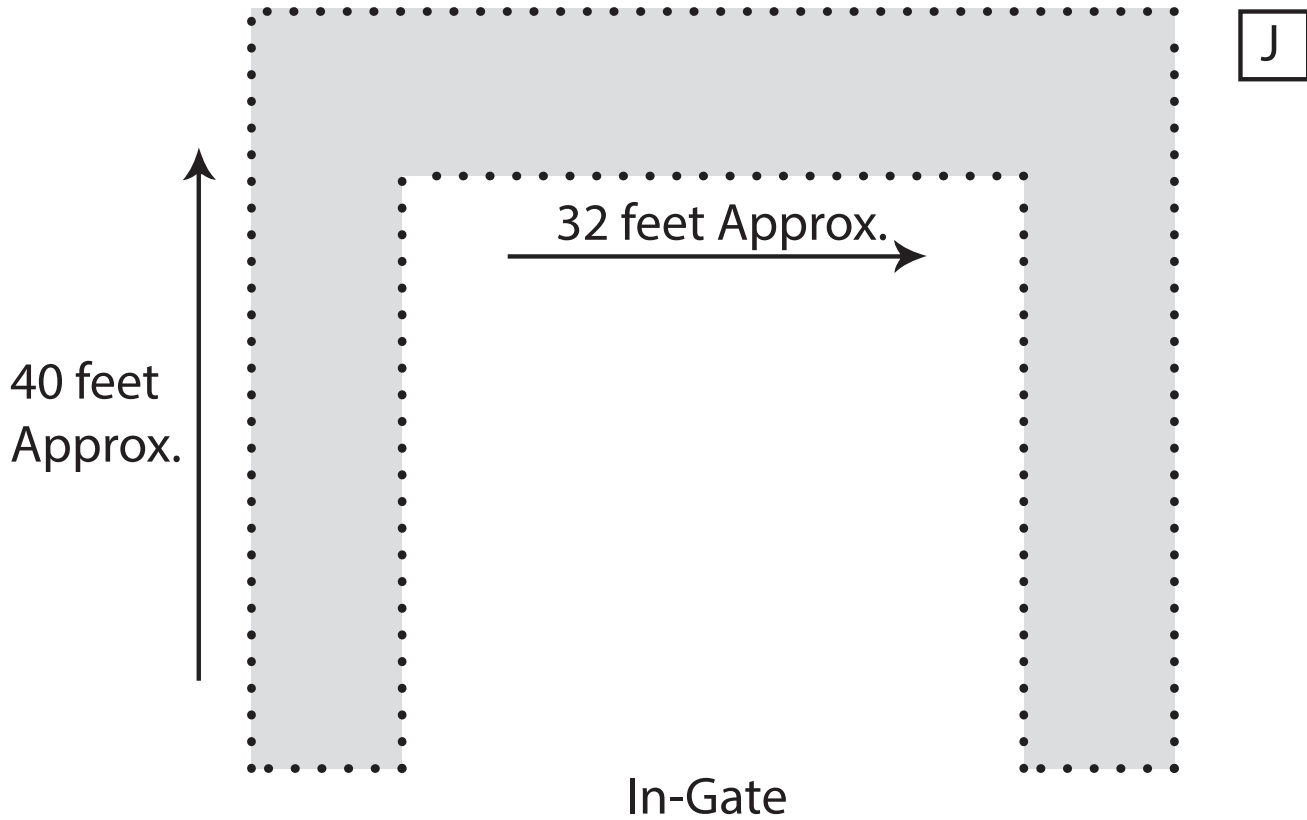


Markers



Judge

1. Begin at A. Walk to and around B.
2. Jog to C.
3. Break down to a walk and walk around C toward Judge.
4. Walk to Judge. Stop.
5. Set up.
6. Inspection.
7. When excused, 90-degree turn. Walk. Pattern is complete. Walk to exit and exit the arena.



KEY

INSTRUCTIONS

- Walk
- Jog/Trot
- Lope
- /////// Back
- ▲ Markers
- J Judge

1. From the in-gate, walk straight, turn right.
2. Walk to judge for inspection.
3. After inspection, turn 90-degrees to the right and walk horse back to in-gate following plywood.