

2022



PATTERN BOOK

2022 World Championship
Appaloosa Show



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2022 World Championship Appaloosa Show

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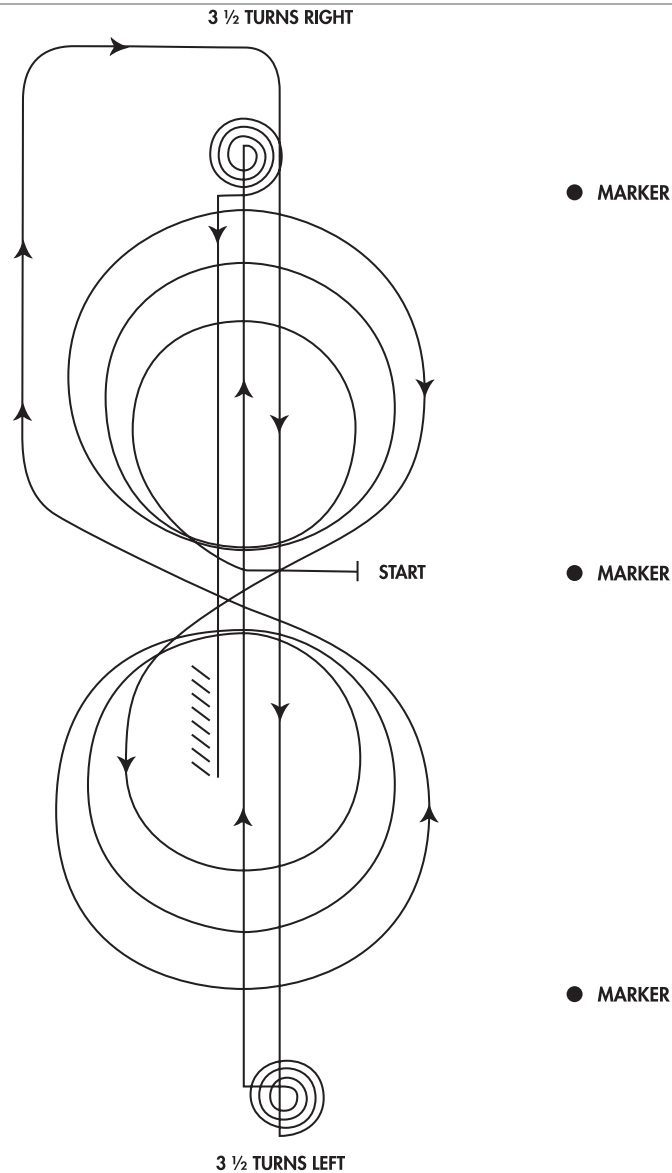
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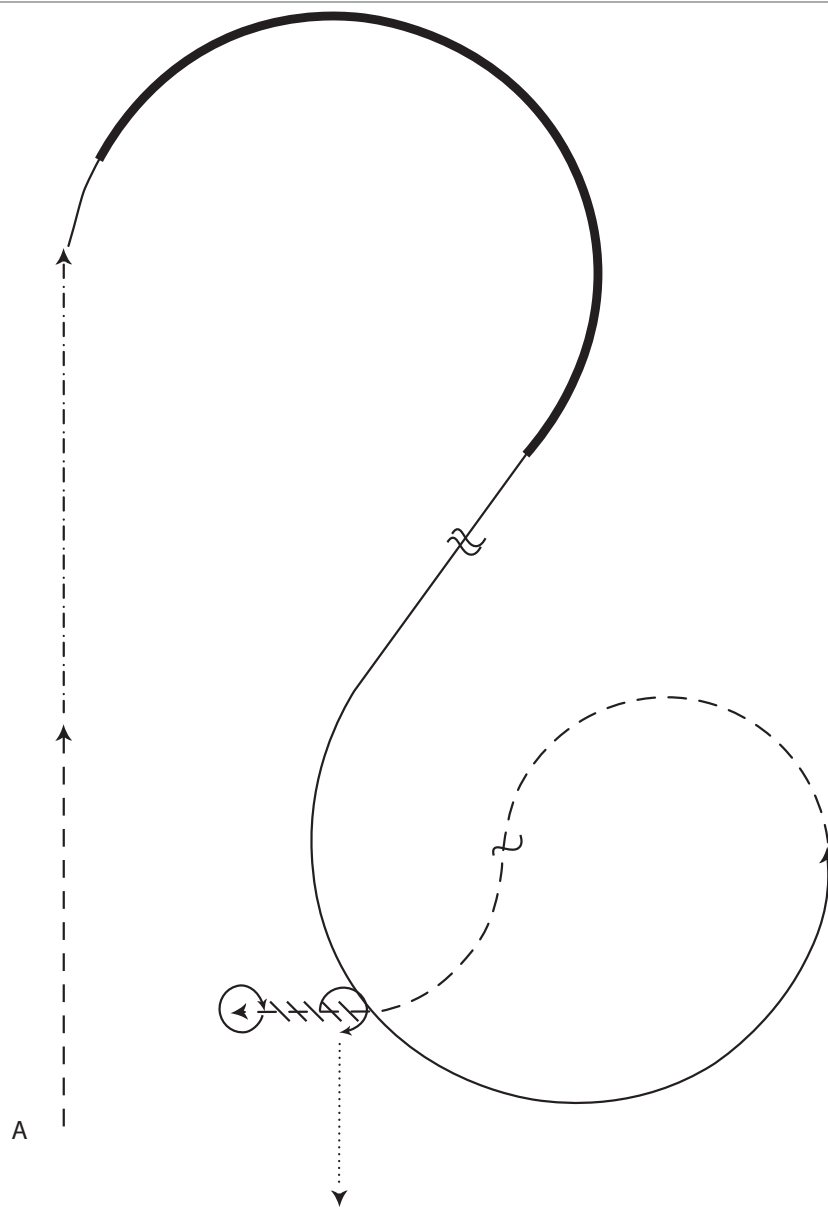
**INSTRUCTIONS**

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

1. Beginning on the right lead complete 3 circles to the right; the first circle small and slow followed by two large fast circles. Change leads at the center of the arena.
2. Complete 3 circles to the left, the first circle small and slow followed by two large fast circles. Change leads at the center of the 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 marker, 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 9

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

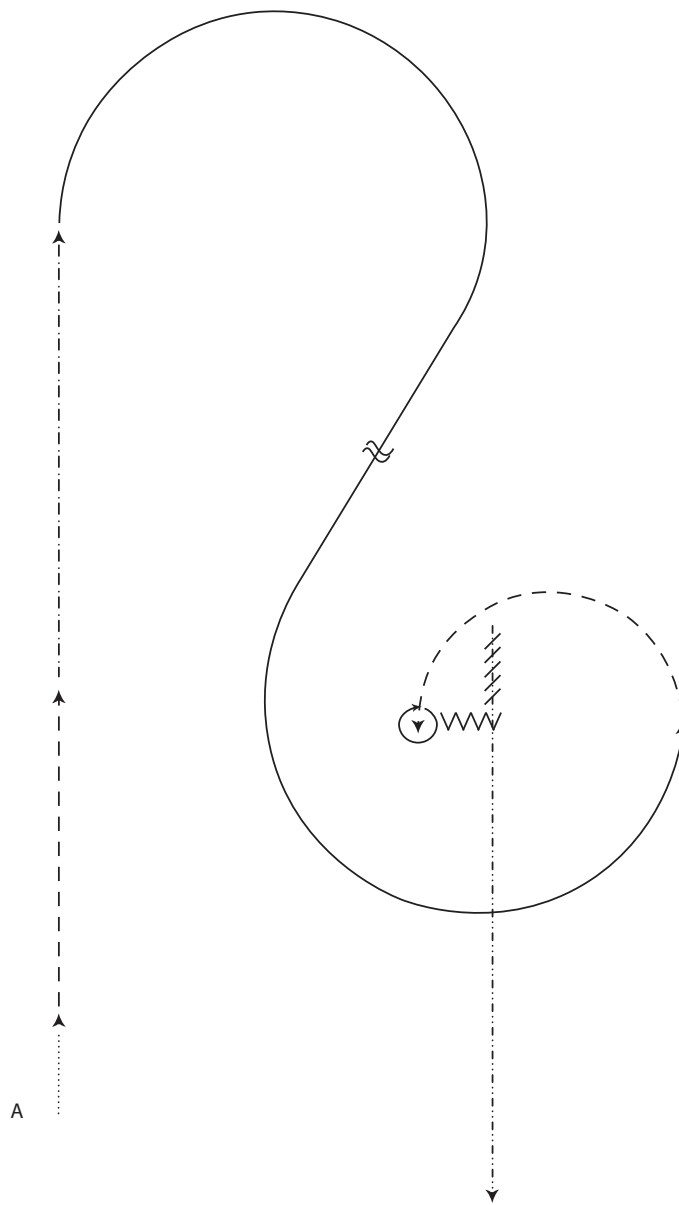


KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Trot
- - - - -	Extended Trot
.....	Sitting Trot
—————	Canter
—————	Hand Gallop
///////	Back
≈	Change Leads
WWWW	Side pass
~	Change Diagonal
=====	Leg Yield
A, B, C	Markers

1. Begin at A. Trot posting on left diagonal.
2. Extend the trot.
3. Canter right lead, hand gallop, canter.
4. Change leads (simple or flying).
5. Canter left lead.
6. Trot posting on right diagonal change diagonals.
7. Trot posting on left diagonal. Stop.
8. 360-degree forehand turn right.
9. Back.
10. 270-degree haunch turn right. Walk forward 1 horse length. Pattern complete. Exit the arena.

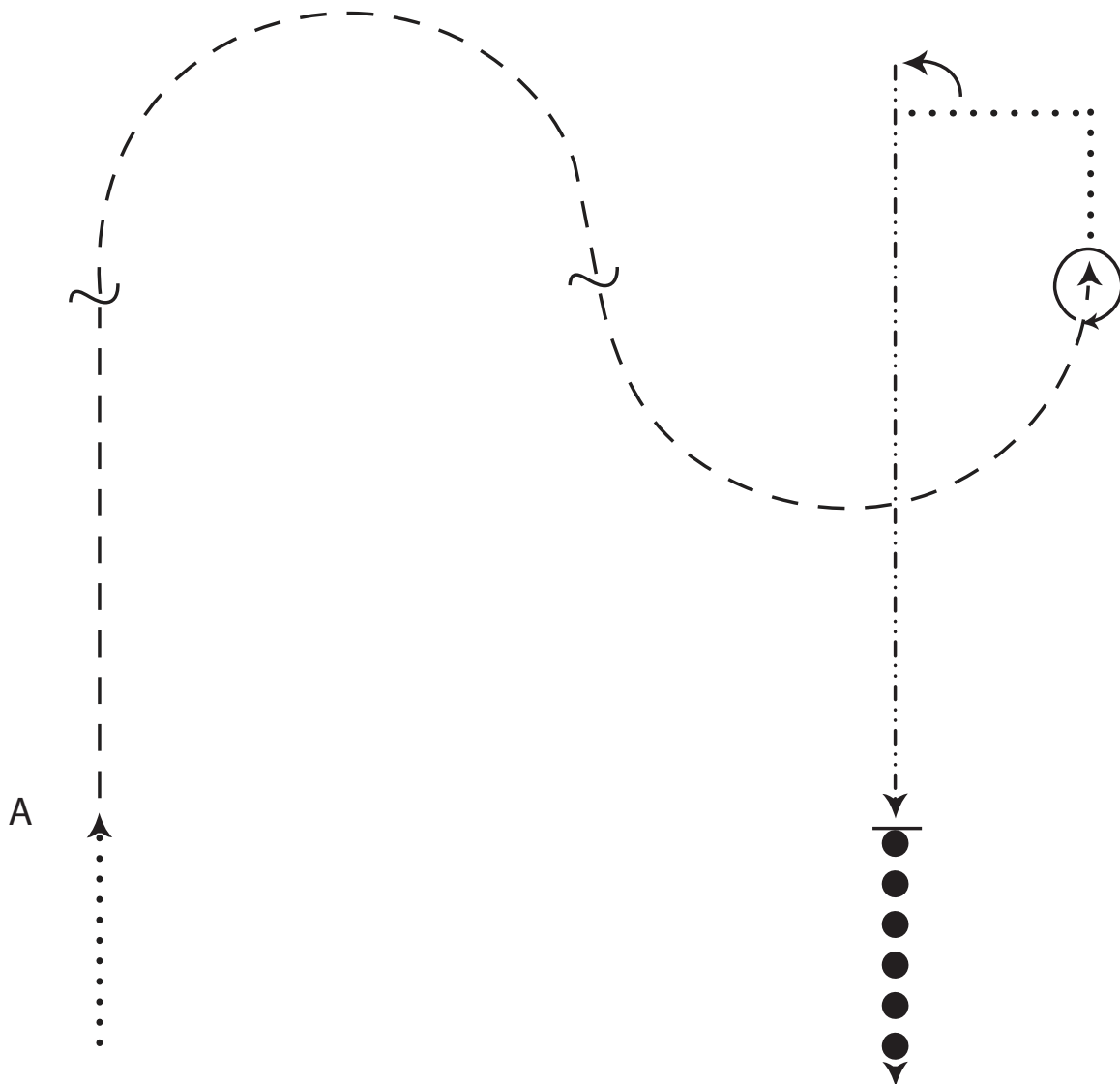


KEY

.....	Walk
●●●●●	Extended Walk
-----	Trot
-----	Extended Trot
.....	Sitting Trot
————	Canter
————	Hand Gallop
///////	Back
≈	Change Leads
WWWW	Side pass
~	Change Diagonal
=====	Leg Yield
A, B, C	Markers

INSTRUCTIONS

1. Begin at A. Walk.
2. Trot posting on the left diagonal.
3. Extend the trot.
4. Canter right lead.
5. Change leads (simple or flying)
6. Canter left lead.
7. Trot posting on right diagonal. Stop.
8. 360-degree forehand turn right.
9. Side pass left.
10. Back.
11. Sitting trot to A. At A, pattern is complete. Exit the arena.

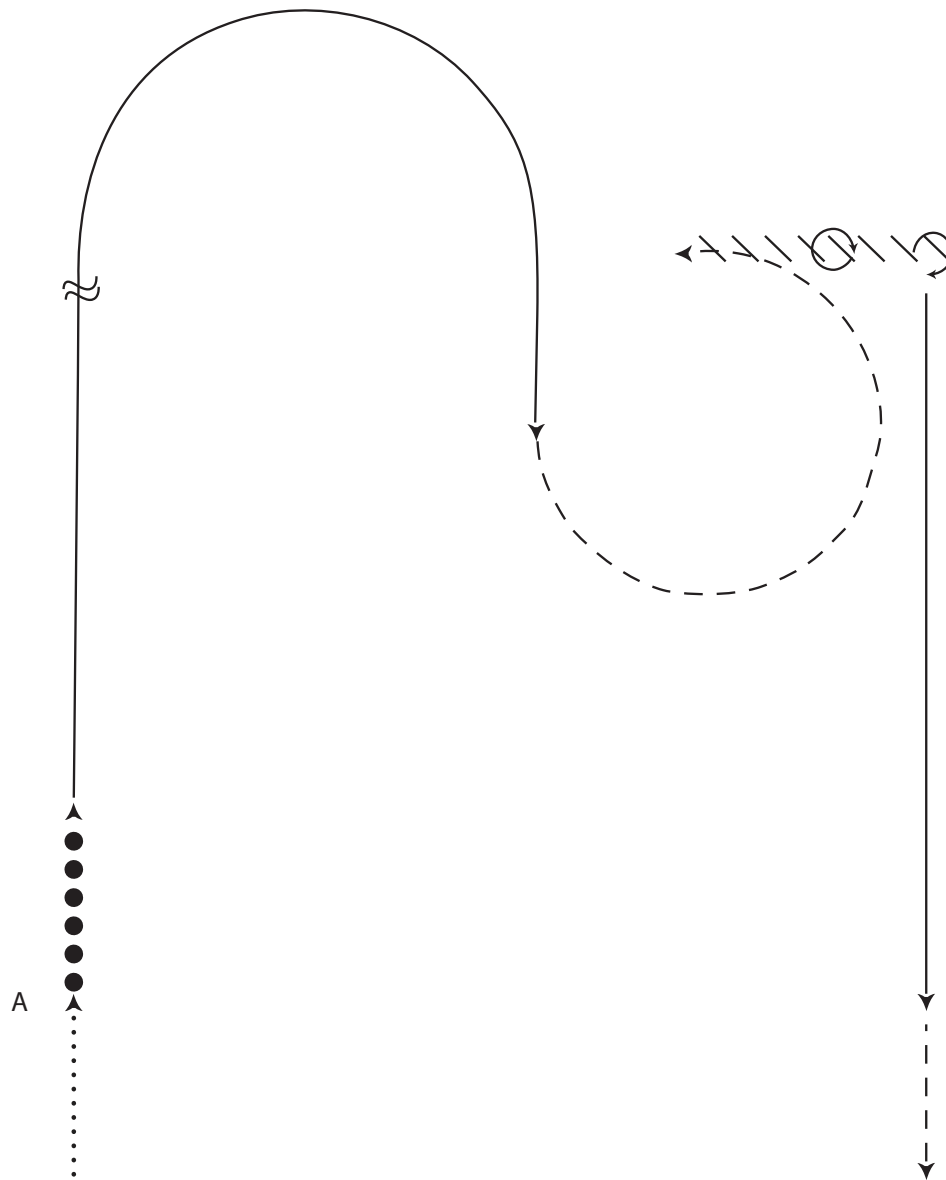


KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Trot
-----	Extended Trot
.....	Sitting Trot
————	Canter
————	Hand Gallop
///////	Back
≈	Change Leads
WWWW	Side pass
~	Change Diagonal
=====	Leg Yield
A, B, C	Markers

1. Begin before A. Walk to A.
2. At A, trot posting on right diagonal. Change diagonals.
3. Posting trot left diagonal. Change diagonals.
4. Posting trot right diagonal. Stop.
5. 360-degree forehand turn right.
6. Walk square corner. Stop.
7. 90-degree forehand turn left.
8. Sitting trot to A. Stop. Hesitate.
9. Extended walk for 3 horse lengths. Pattern complete. Exit the arena.



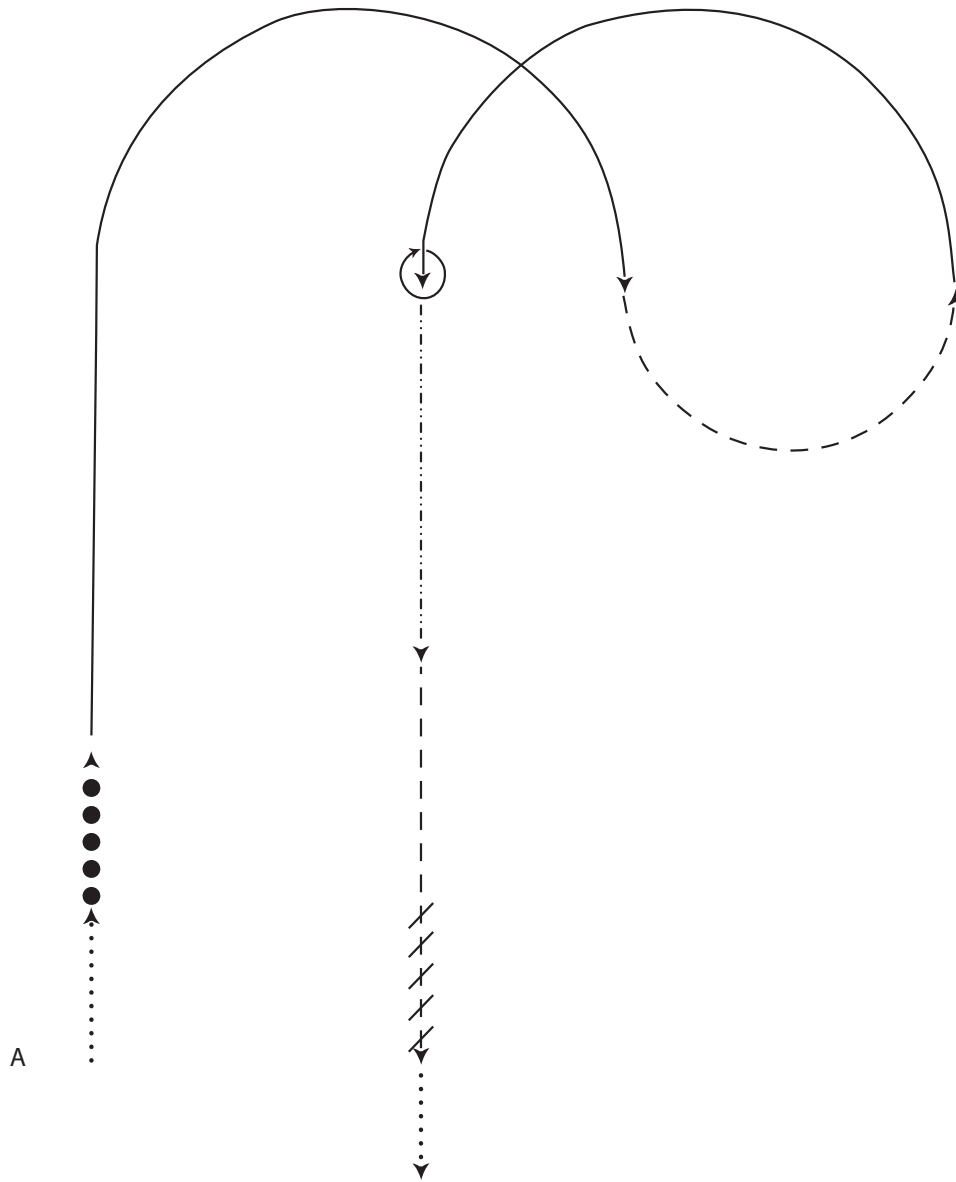
KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Trot
-.-.-.-.	Extended Trot
.....	Sitting Trot
————	Canter
————	Hand Gallop
///////	Back
≈	Change Leads
WWWWW	Side pass
~	Change Diagonal
=====	Leg Yield
A, B, C	Markers

1. Begin before A. Walk to A. At A, extend the walk.
2. Canter left lead. Change leads (simple or flying).
3. Canter right lead.
4. Trot posting on the right diagonal. Stop.
5. Back.
6. 360-degree forehand turn right.
7. Back.
8. 270-degree haunch turn right.
9. Canter right lead to A.
10. At A, trot posting on left diagonal for 4 strides. Pattern is complete. Exit the arena.



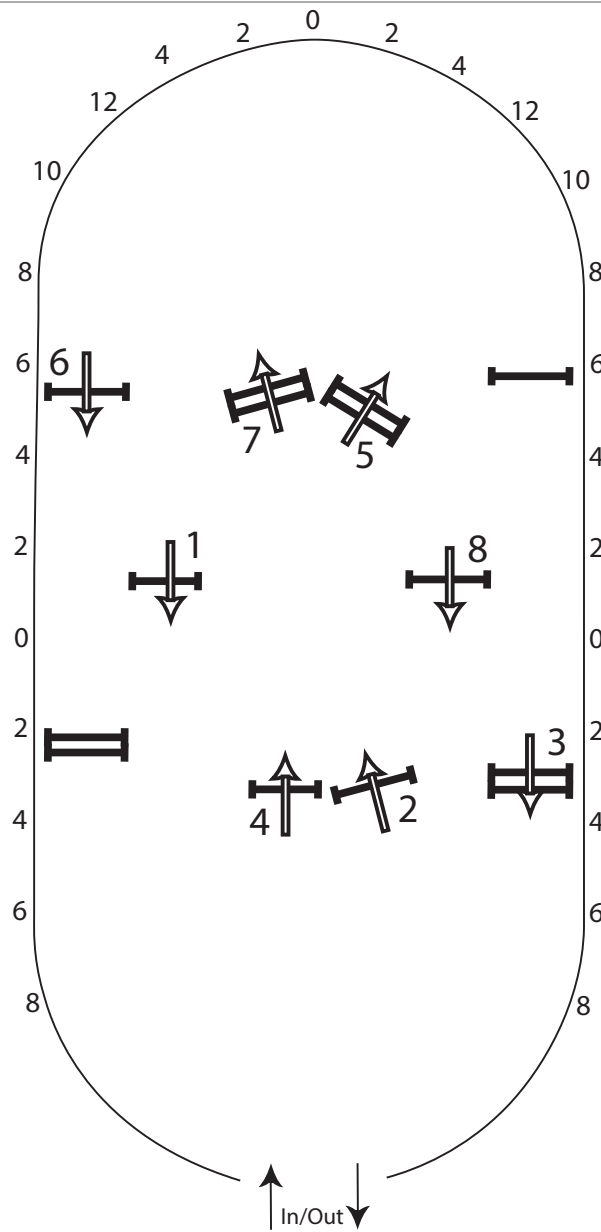


KEY

INSTRUCTIONS

- Walk
- Extended Walk
- - - - - Trot
- · - · - · - Extended Trot
- - - - - · Sitting Trot
- Canter
- Hand Gallop
- /////// Back
- ≈ Change Leads
- WWWWW Side pass
- ~ Change Diagonal
- = = = = = Leg Yield
- A, B, C Markers

1. Begin at A. Walk
2. Extend the walk.
3. Canter right lead.
4. Trot posting on the right diagonal.
5. Canter left lead. Stop.
6. 360-degree forehand turn right.
7. Sitting trot.
8. Trot posting on the left diagonal to A. Stop.
9. Back. Pattern complete. Exit the arena.



INSTRUCTIONS

Fences 1–8

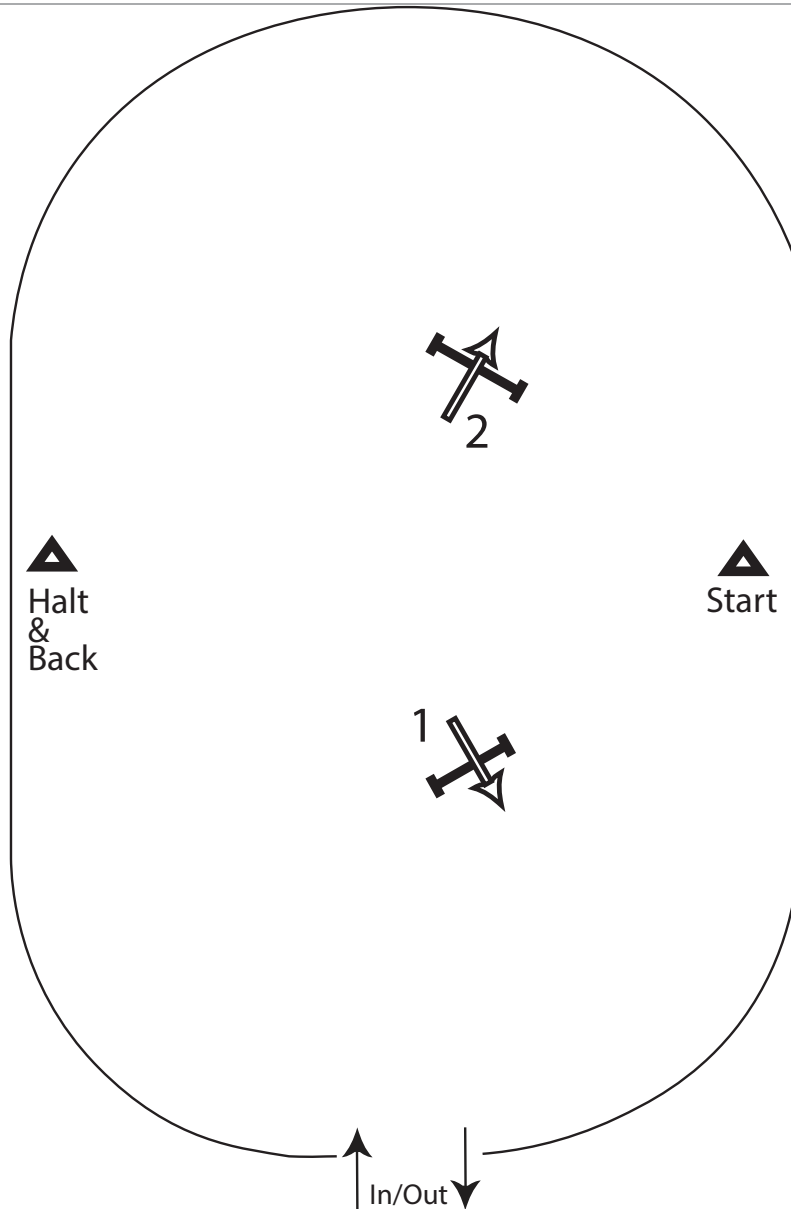
www.GetJumps.com

Course Designed By:

Tucker Williams dba Classy Courses Inc.

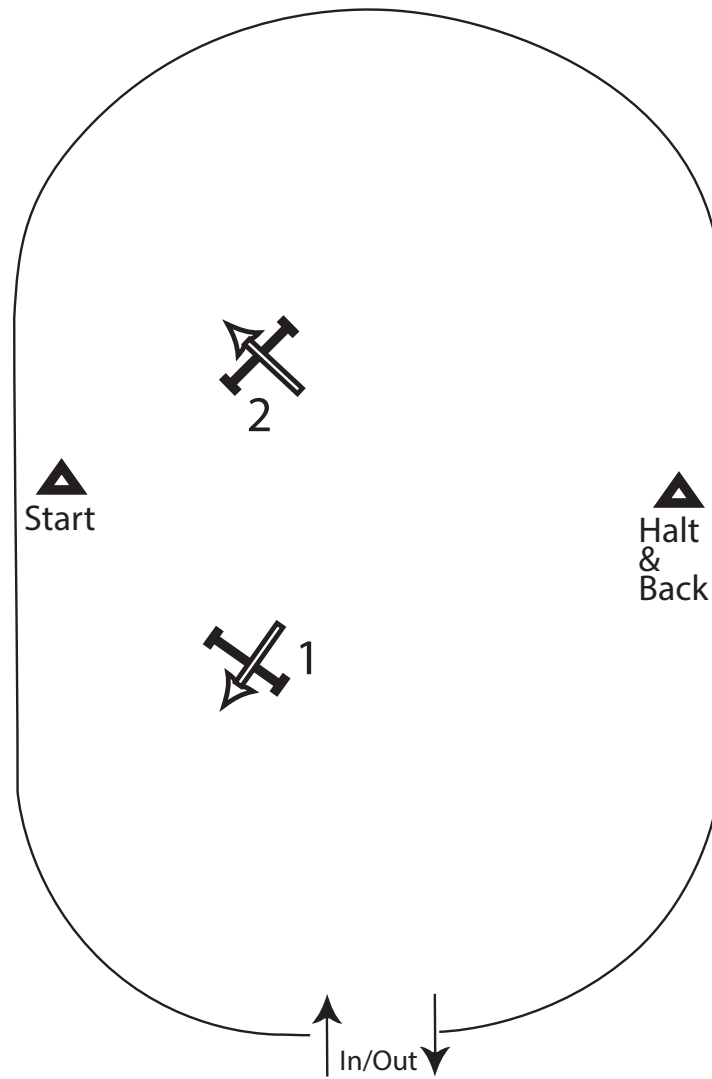
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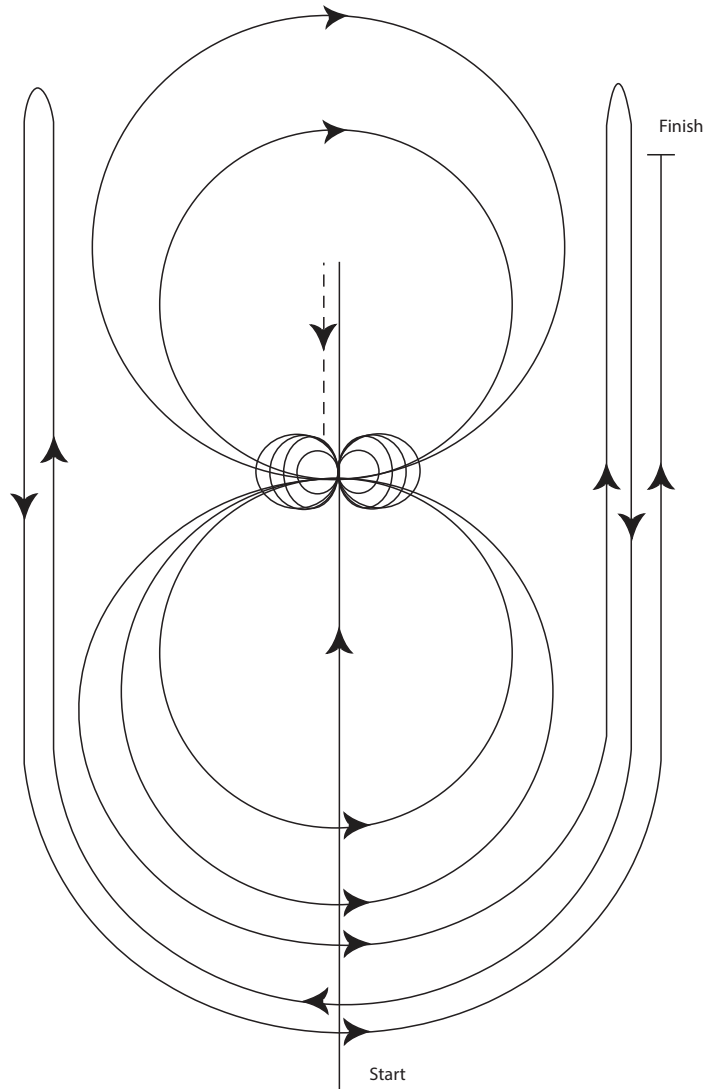
INSTRUCTIONS

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



INSTRUCTIONS

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

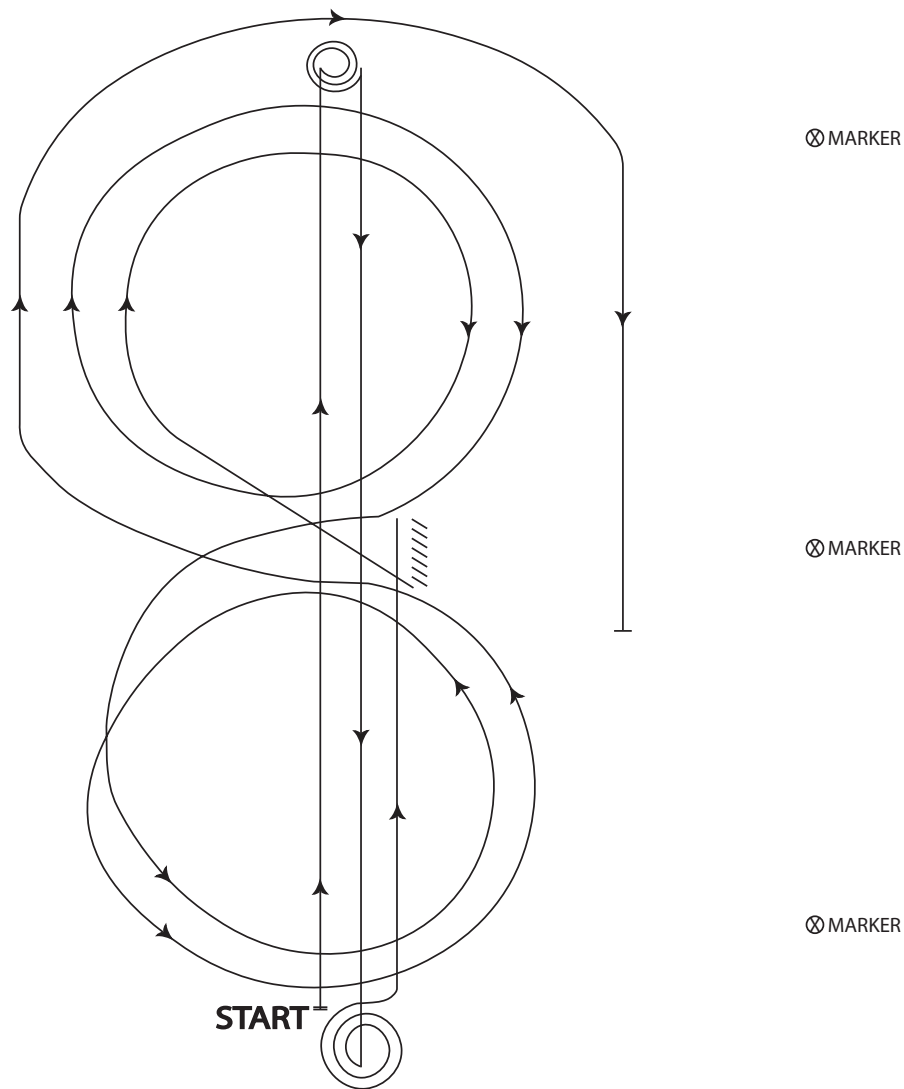


INSTRUCTIONS

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of 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 from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
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 from the wall or fence. Hesitate to show completion of pattern.

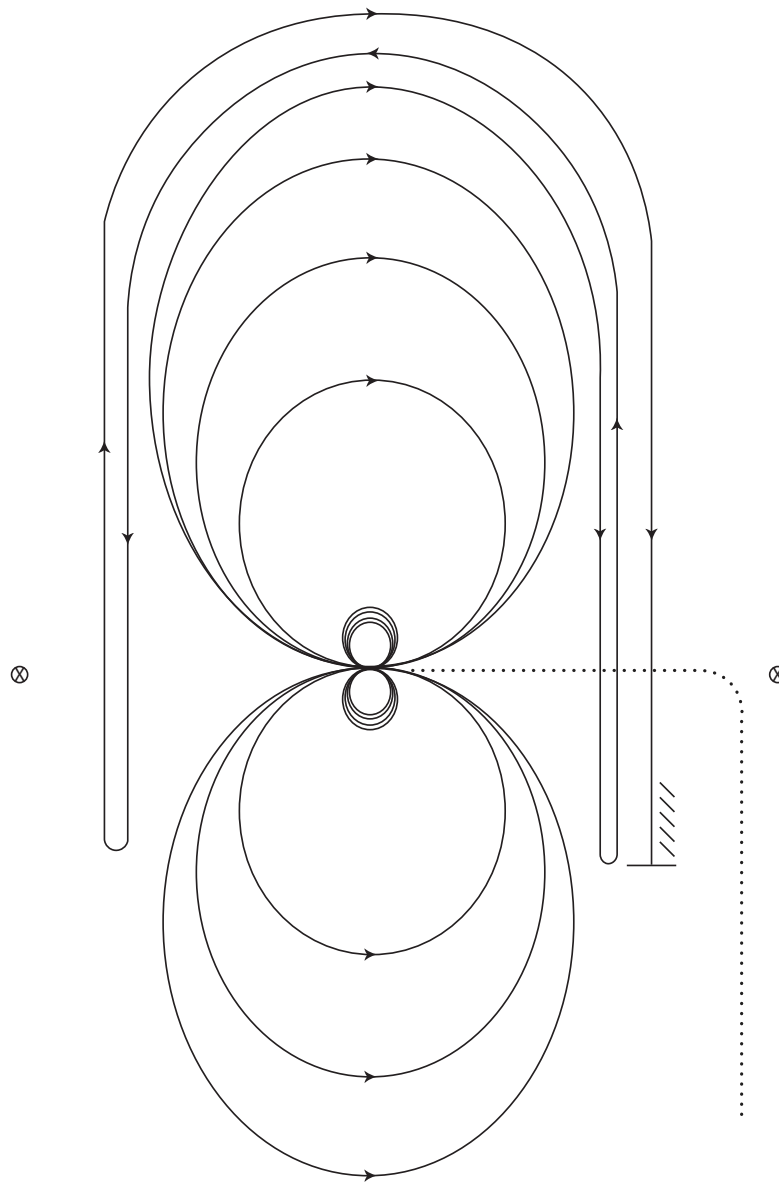


INSTRUCTIONS

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

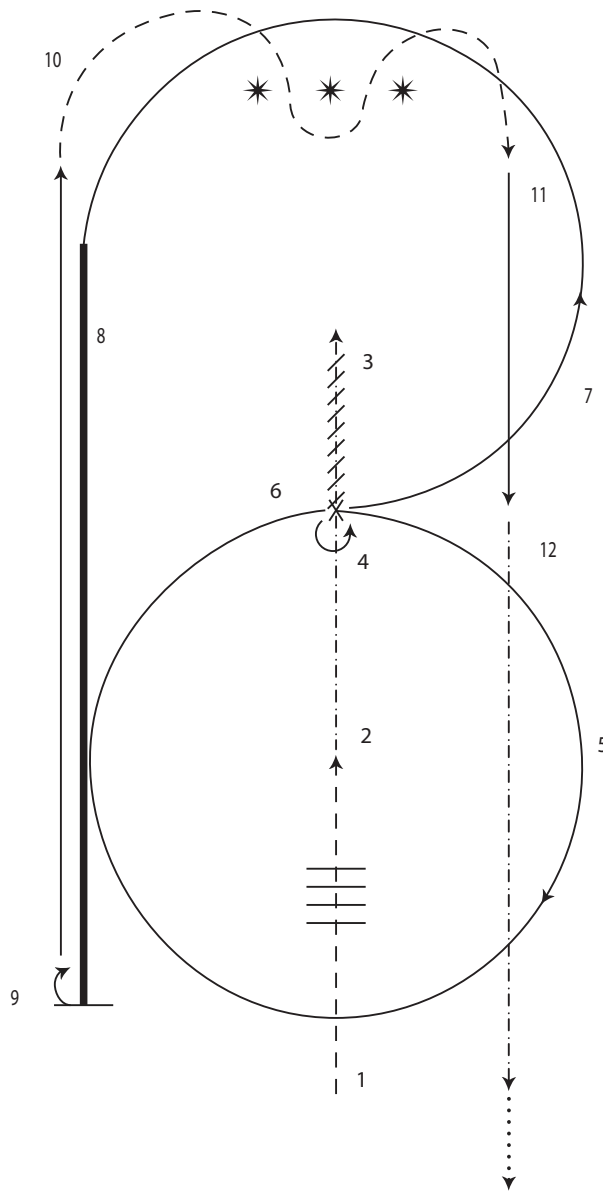


INSTRUCTIONS

Mandatory Markers 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.

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. 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.
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. Back up at least 10 feet. Hesitate to show completion of pattern.



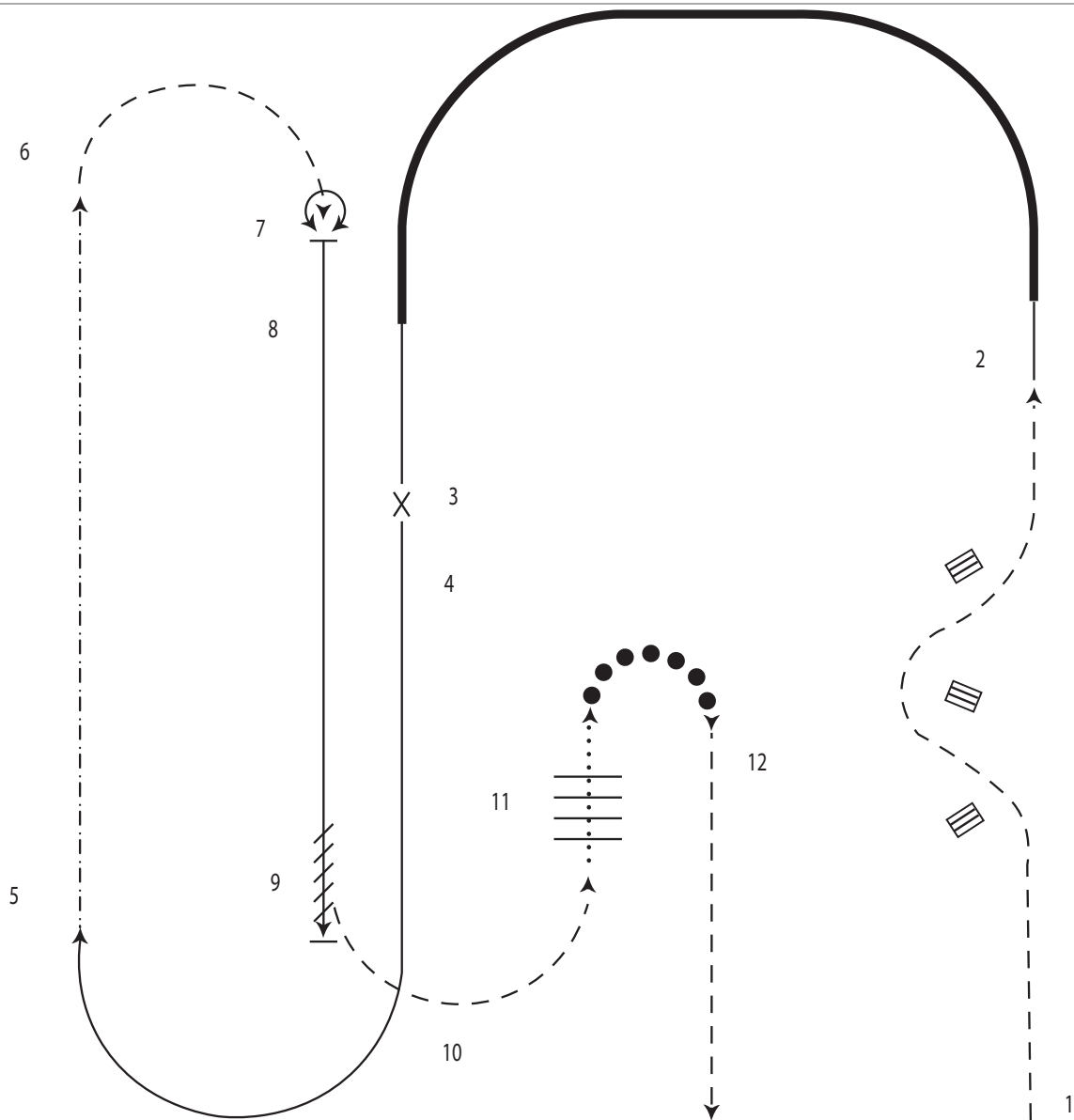
KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
- - - - -	Trot
· · · · ·	Extended Trot
—————	Lope
—————	Extended Lope
///////	Back
X	Change Leads
WWWW	Side pass

1. Trot over logs.
2. Extended trot. Stop.
3. Back.
4. 270-degree turn left.
5. Lope right lead circle.
6. Change leads.
7. Lope left lead.
8. Extended lope. Stop, roll back right.
9. Lope right lead.
10. Trot serpentine.
11. Lope right lead.
12. Extended trot. Walk for 6 steps. Pattern complete. Exit the arena.



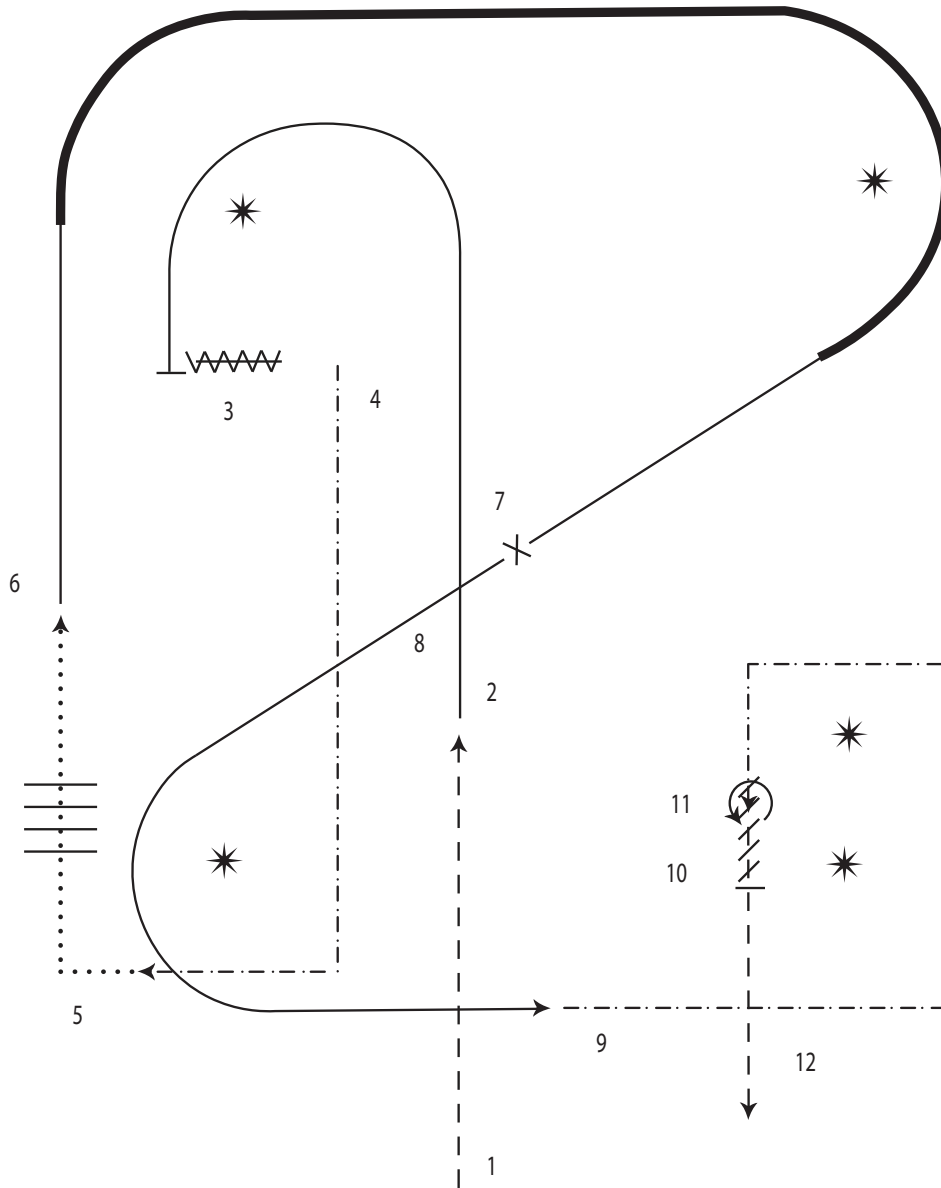


KEY

INSTRUCTIONS

- Walk
- Extended Walk
- - - - - Trot
- · - · - · - Extended Trot
- Lope
- Extended Lope
- ////// Back
- X Change Leads
- WWWW Side pass

1. Trot serpentine.
2. Lope left lead, extended lope, collect to the lope.
3. Change leads.
4. Lope right lead.
5. Extended trot.
6. Trot. Stop.
7. 360-degree turn either direction.
8. Lope right lead. Stop.
9. Back.
10. Trot.
11. Walk over logs then extend the walk.
12. Trot for 3 horse lengths. Pattern is complete. Exit the arena.

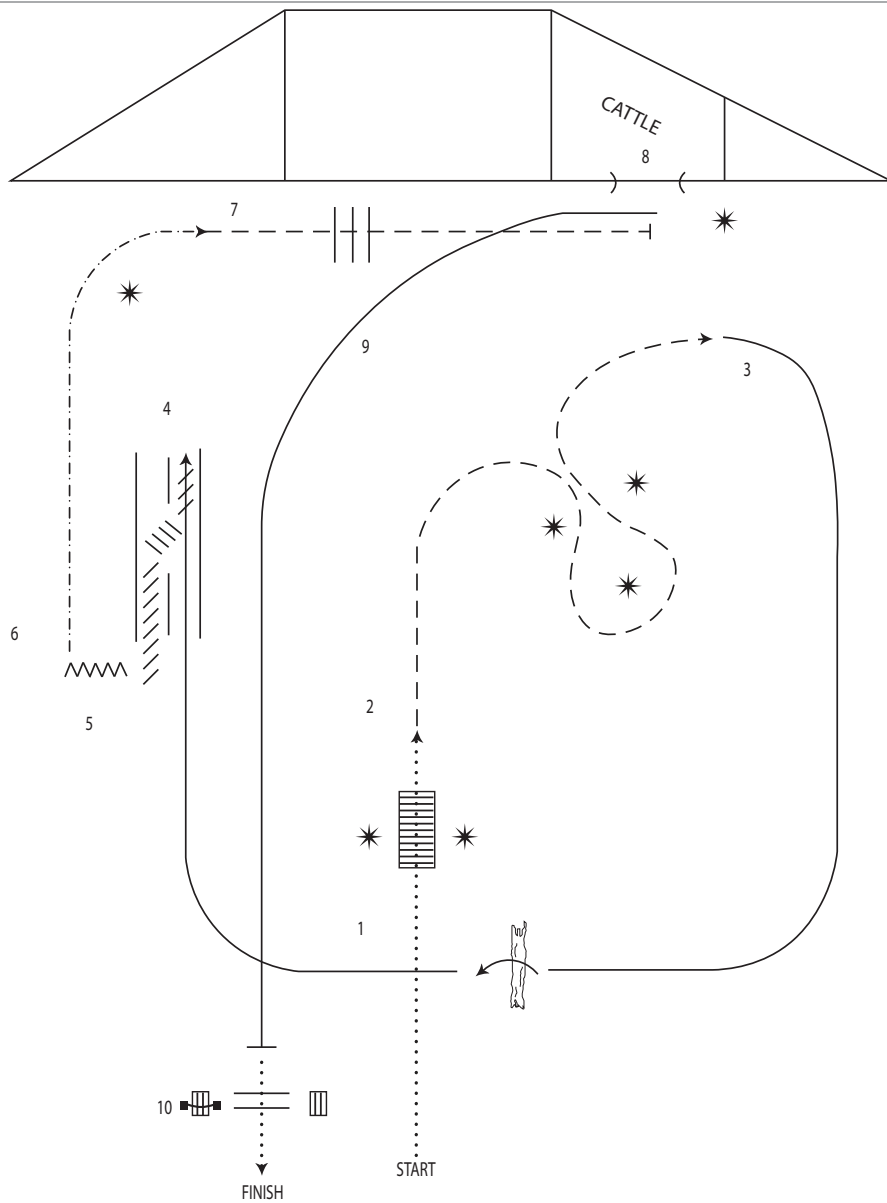


KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Trot
.....	Extended Trot
————	Lope
————	Extended Lope
///////	Back
X	Change Leads
WWWWW	Side pass

1. Trot.
2. Lope left lead. Stop.
3. Side pass left over log.
4. Extended trot around corner.
5. Walk corner, walk over logs.
6. Lope right lead, extended lope, collected lope.
7. Change leads.
8. Lope left lead.
9. Extended trot square. Stop.
10. Back.
11. 360-degree turn left.
12. Trot to exit. Exit the arena



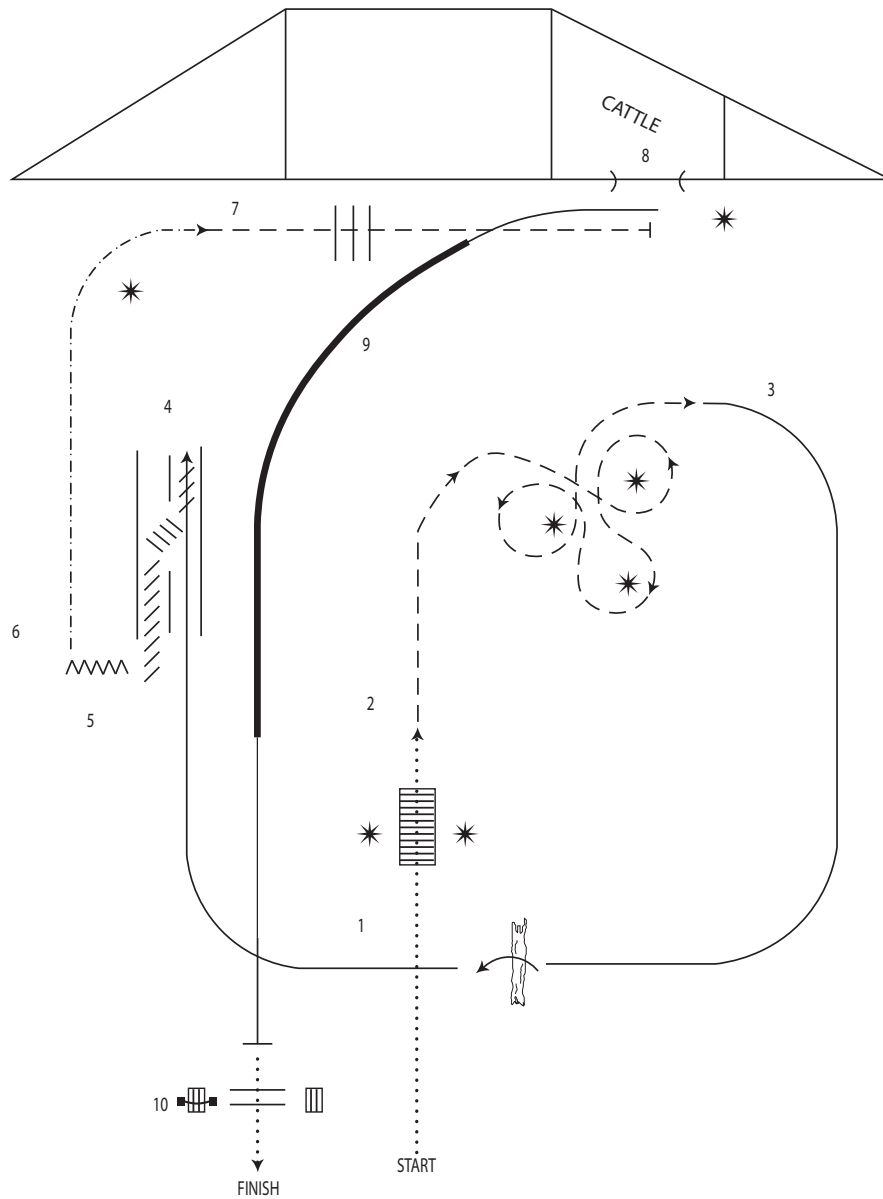
KEY

INSTRUCTIONS

- Walk
- Extended Walk
- - - - - Trot
- · - · - · - Extended Trot
- Lope
- Extended Lope
- ////// Back
- X Change Leads
- WWWW Side pass

- Note: Exhibitors will need to provide own lariat.
1. Enter arena. Swing rope as you walk toward bridge. Recoil rope and then walk over bridge.
 2. Trot serpentine.
 3. Lope right lead, over log, into chute. Stop.
 4. Back serpentine.
 5. Side pass left.
 6. Extended trot.
 7. Trot over logs to gate.
 8. Work gate, enter cattle pen. Ride through cattle to back of pen. Work gate to exit cattle pen.
 9. Lope left lead. Stop. Dismount.
 10. Ground tie. Move saddle bags from one bale of hay to the other. Lead horse over logs between bales and exit.





KEY

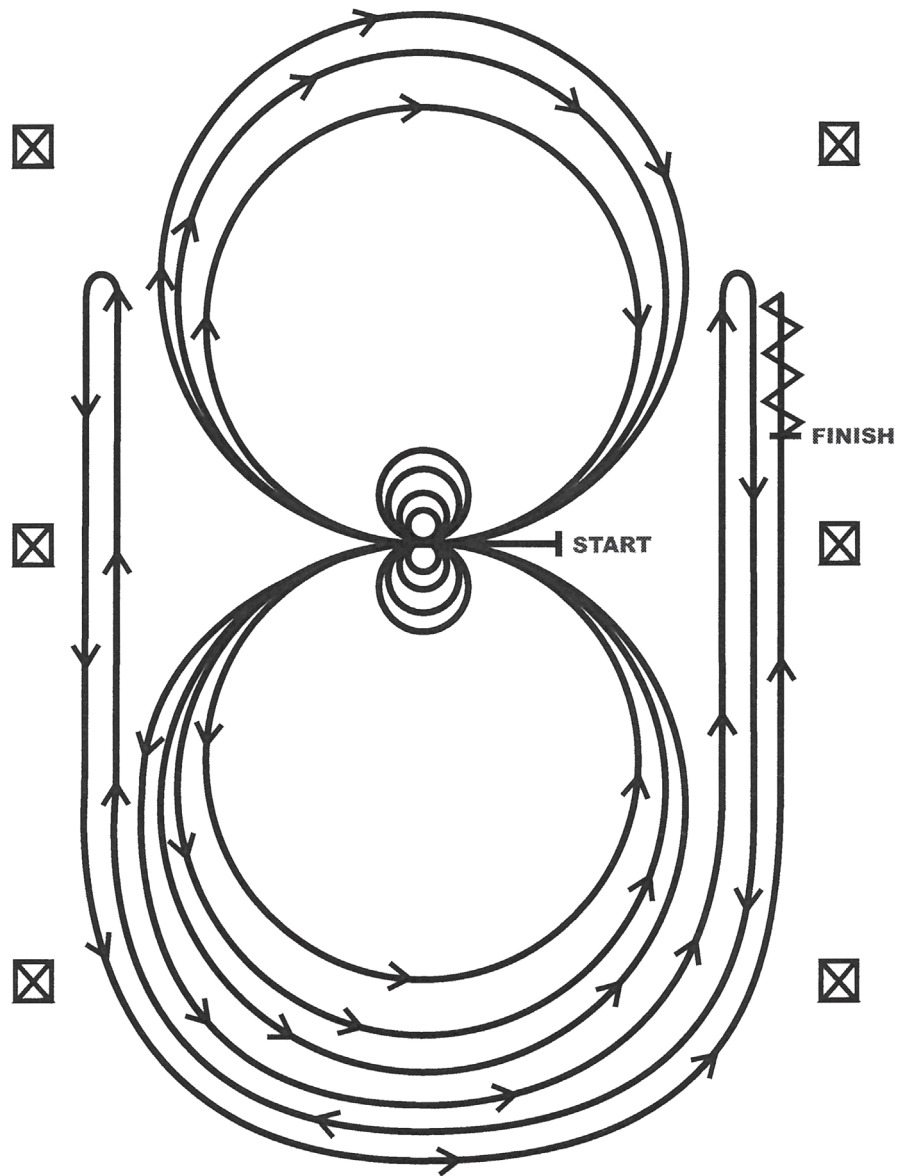
INSTRUCTIONS

- Walk
- Extended Walk
- - - - - Trot
- Extended Trot
- Lope
- Extended Lope
- /////// Back
- X Change Leads
- WWWWW Side pass

Note: Exhibitors will need to provide own lariat.

1. Enter arena. Swing rope as you walk toward bridge. Recoil rope and then walk over bridge.
2. Trot serpentine.
3. Lope right lead, over log, into chute. Stop.
4. Back serpentine.
5. Side pass left.
6. Extended trot.
7. Trot over logs to gate.
8. Work gate, enter cattle pen. Ride through cattle to back of pen. Work gate to exit cattle pen.
9. Lope left lead, extended lope, lope. Stop. Dismount.
10. Ground tie. Move saddle bags from one bale of hay to the other. Lead horse over logs between bales and exit.

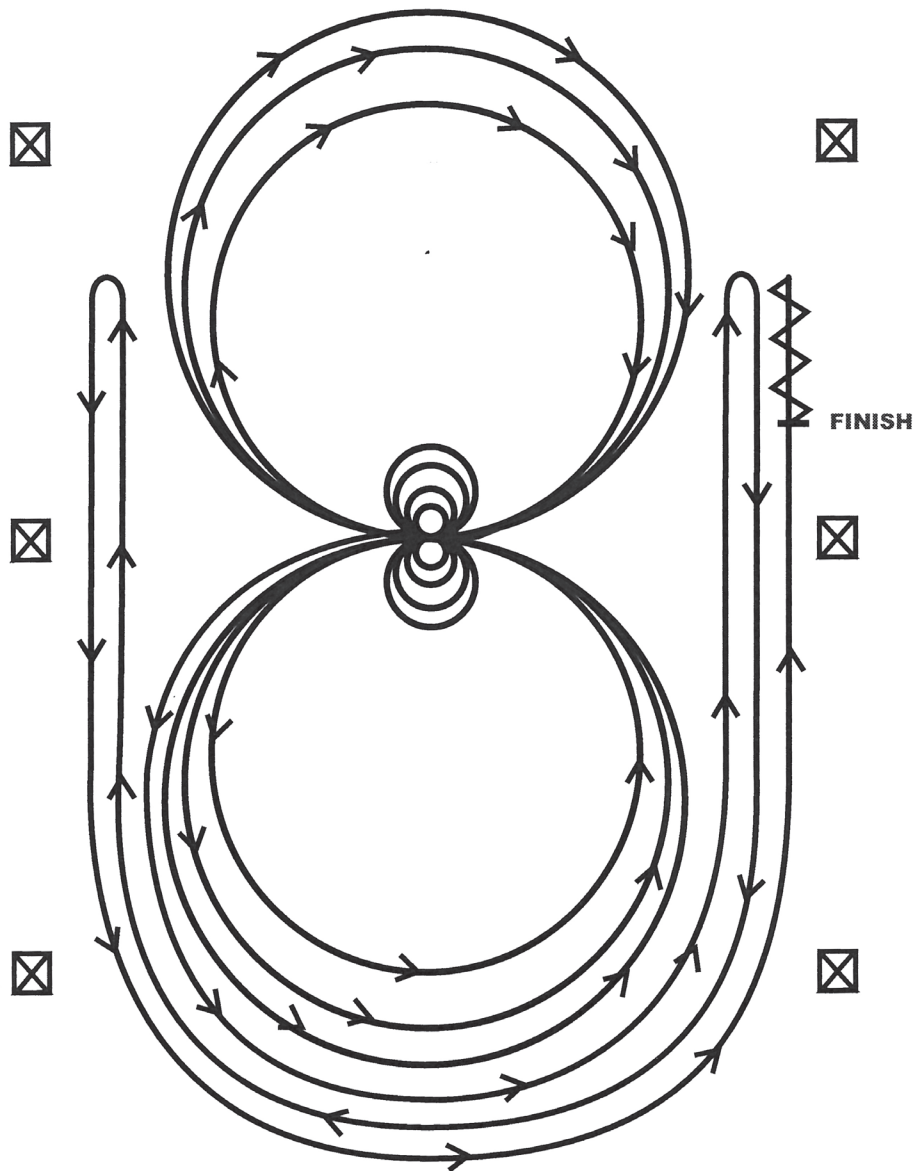




INSTRUCTIONS

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.

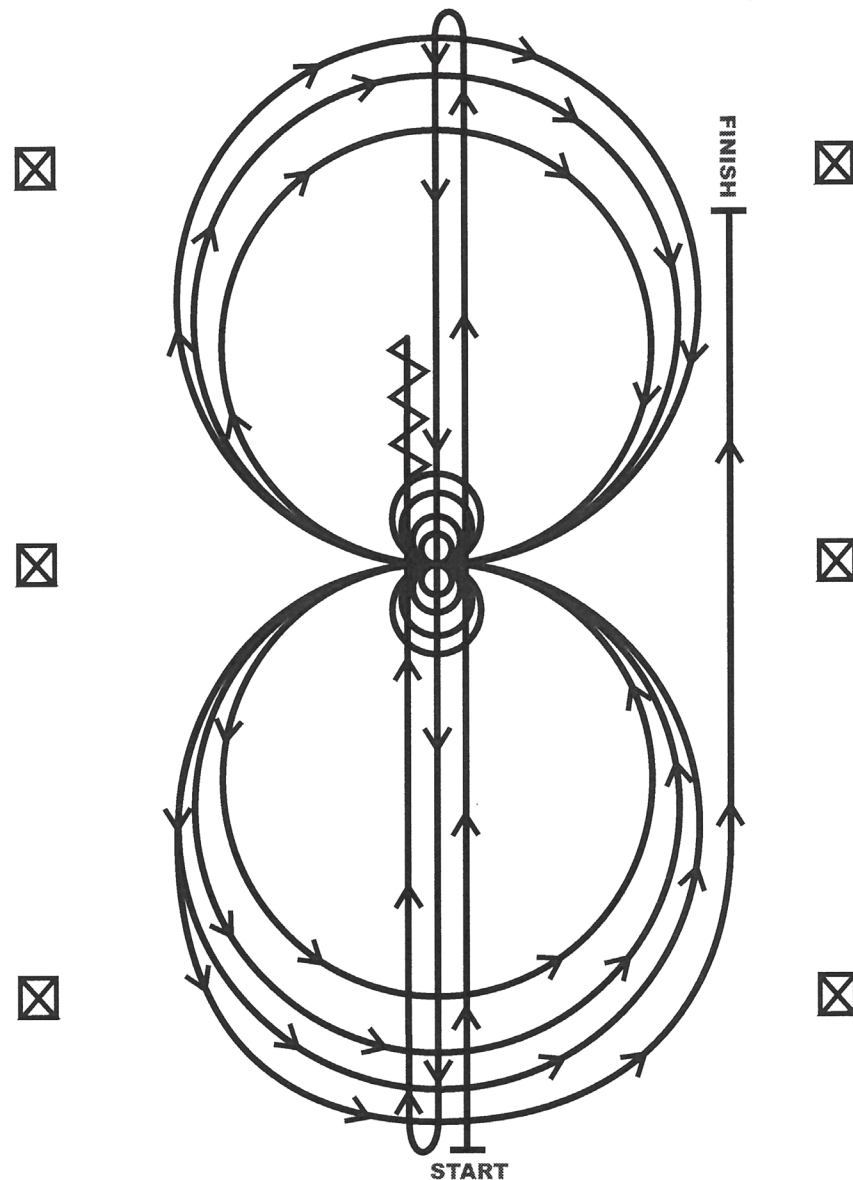
1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate the completion of the pattern.



INSTRUCTIONS

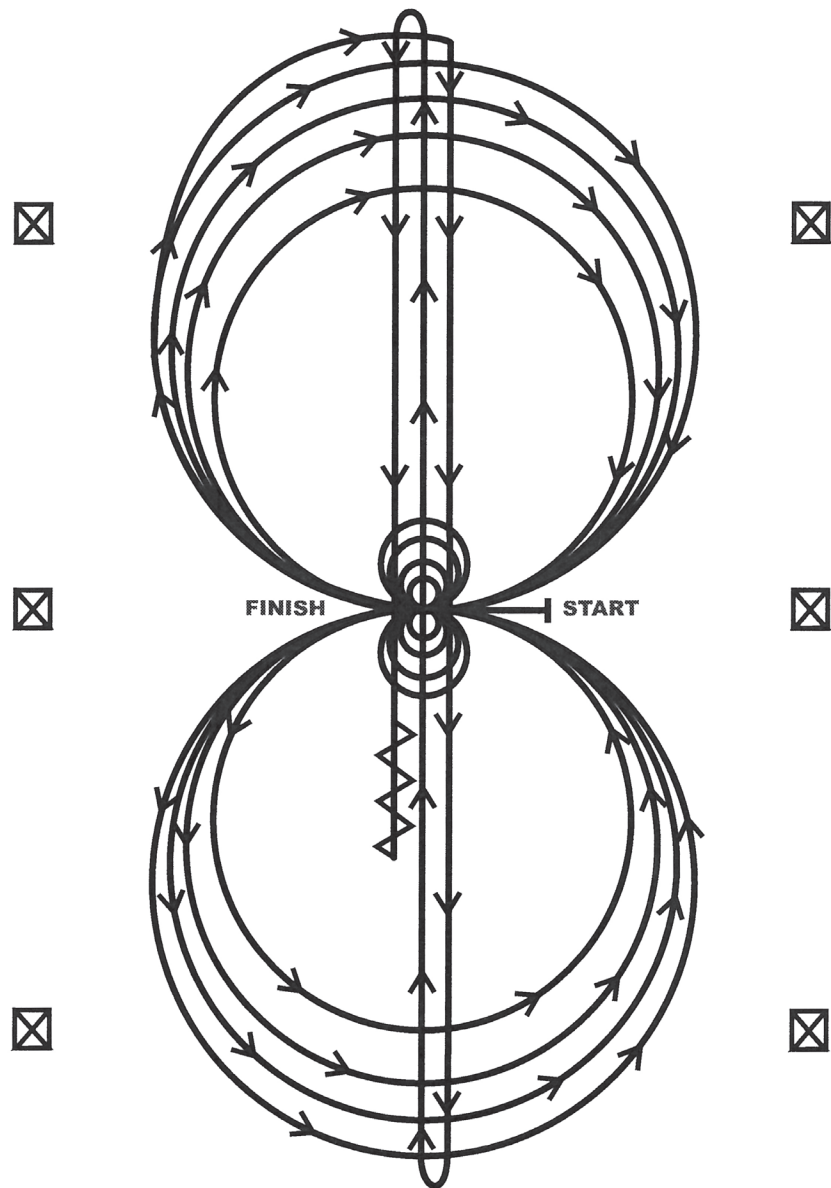
Horse may walk or jog to the center of the arena. Horse must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first large and fast; the second small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous 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 (6.1 m) from the wall or fence – no hesitation.
7. Continue 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 20 feet (6.1 m) 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 (6.1 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.



INSTRUCTIONS

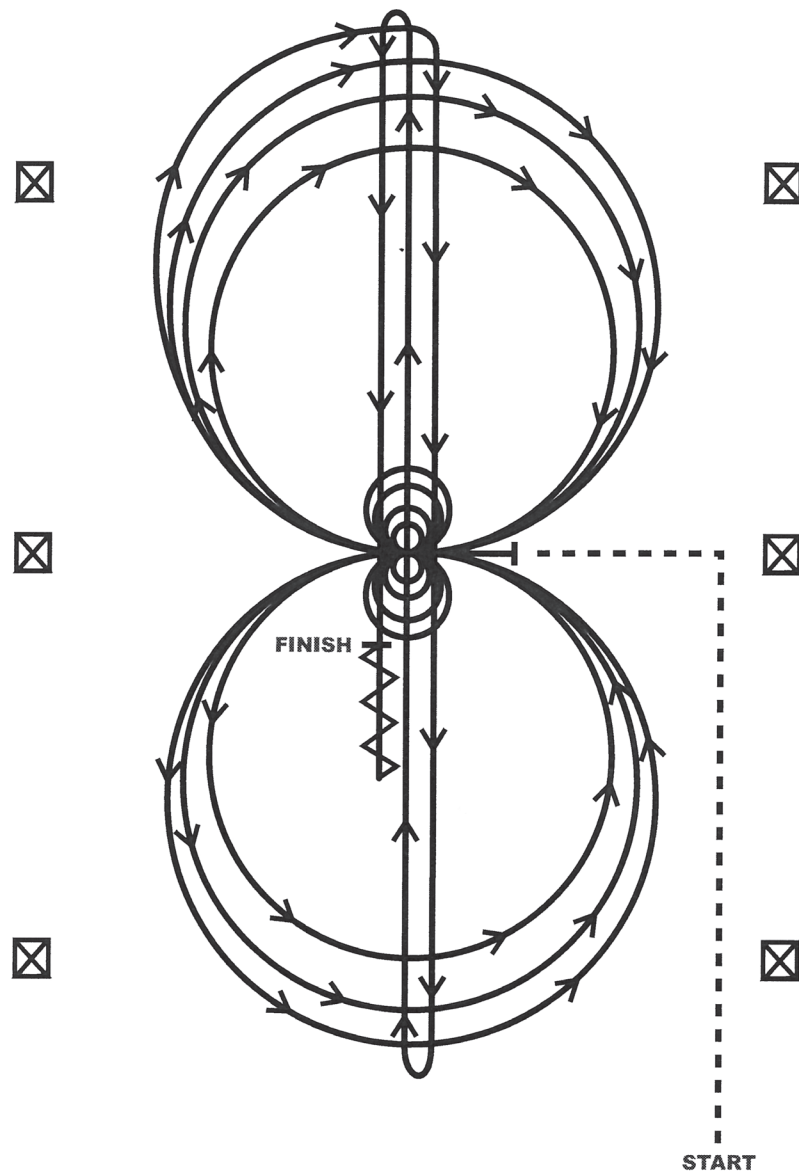
1. Run at speed to the far end of the arena past end marker and do a left rollback - no hesitation.
2. Run to opposite end of the arena past end marker and do a right rollback - no hesitation.
3. Run past center of the arena, do a sliding stop, back straight to the center of the arena. Hesitate.
4. Complete four spins to the right.
5. Complete four and a quarter spins to the left, so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, 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.
7. 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 the center of the arena.
8. Begin a large fast circle to the left. Do not close this circle. Run straight up the right side of the arena past center marker and do a sliding stop at least 20 feet (6.09 m) from wall or fence. Hesitate to demonstrate the 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.

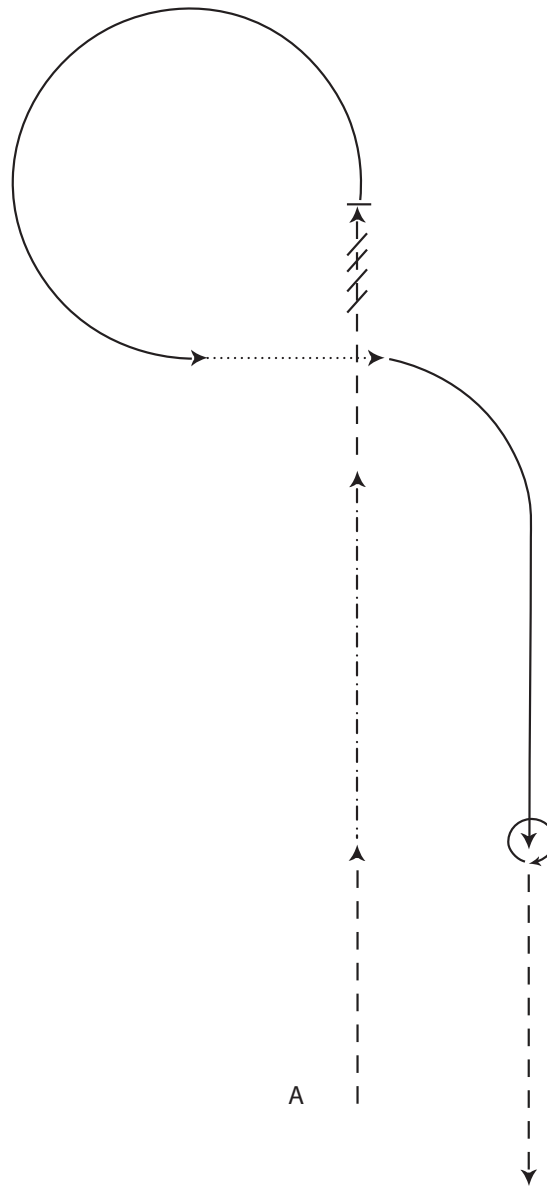
1. Beginning on right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles 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

Horse must jog the majority of the way to the center of the arena. Failure to jog the majority of the way to the center will result in a -0- for failure to complete the pattern as written. 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. 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 (3.05 m). Hesitate to demonstrate completion of the pattern.

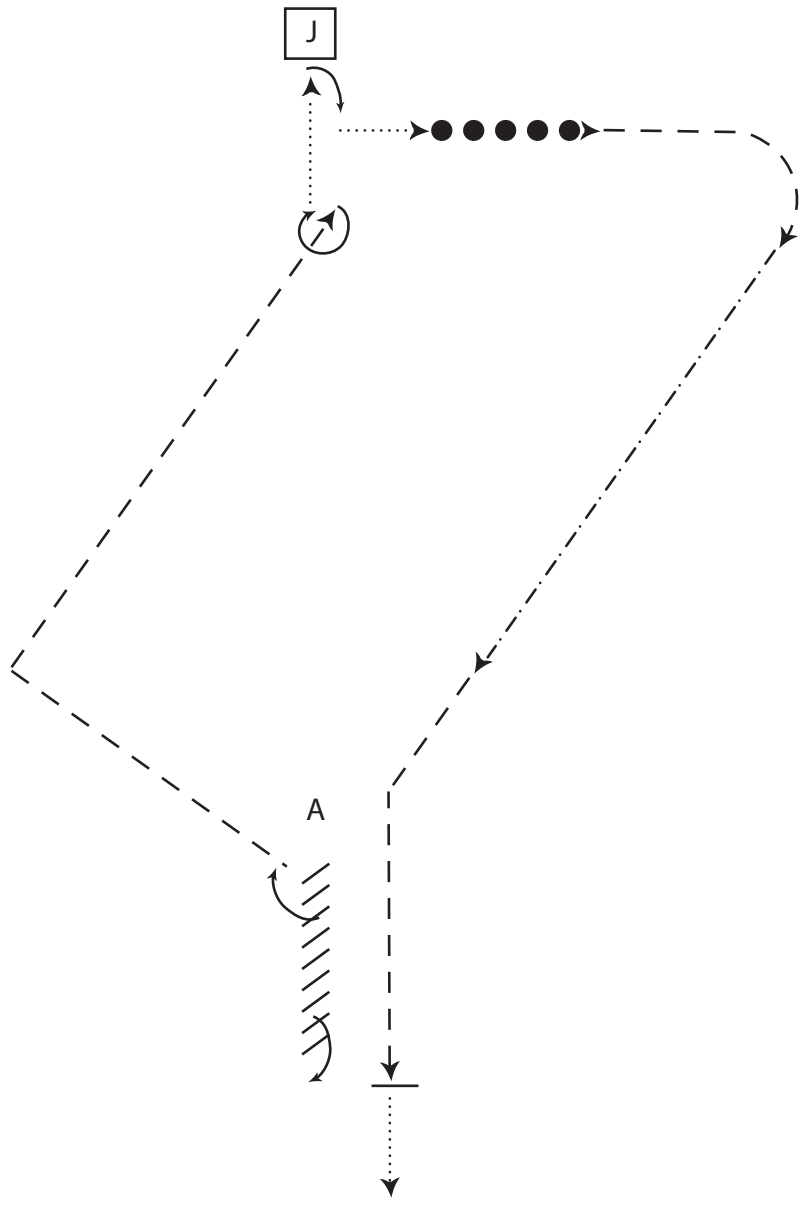


KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Trot
- - - - -	Extended Trot
.....	Sitting Trot
—————	Canter
—————	Hand Gallop
///////	Back
≈	Change Leads
WWWW	Side pass
~	Change Diagonal
=====	Leg Yield
A, B, C	Markers

1. Begin at A. Trot posting on left diagonal.
2. Extended the trot.
3. Collect to the trot. Stop.
4. Back.
5. Canter in the left lead.
6. Walk.
7. Canter in the right lead. Stop.
8. 360-degree haunch turn right.
9. Trot posting on the right diagonal to A. At A, pattern is complete. Exit the arena.



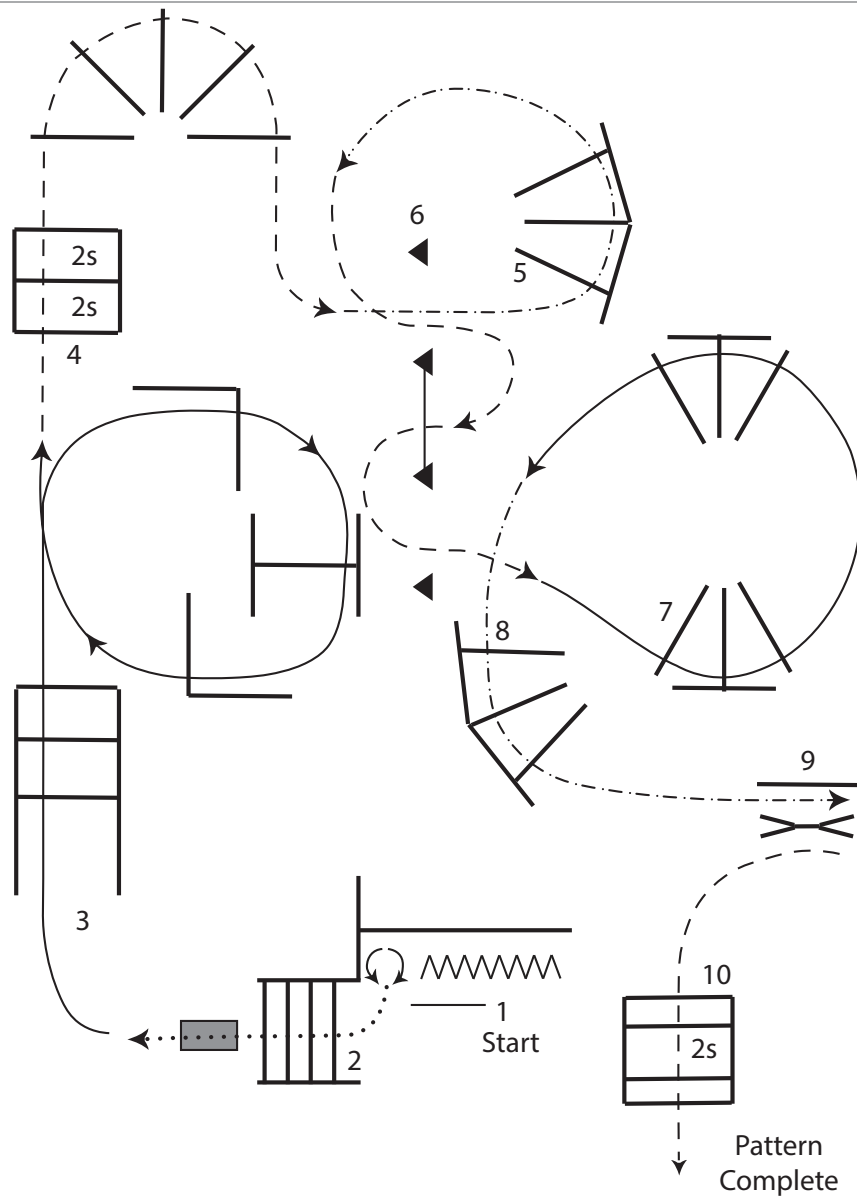
KEY

INSTRUCTIONS

- Walk
- Extended Walk
- Jog
- - - - - Extended Jog
- ///////// Back
- A, B, C Markers
- J Judge

1. Begin facing A. 180-degree turn.
2. Back to A. Approximate 135-degree turn.
3. Jog, stop.
4. Approximate 315-degree turn.
5. Walk to Judge. Stop.
6. Set up.
7. Inspection.
8. When excused, 90-degree turn.
9. Walk, extended walk.
10. Jog, extended jog, jog. Stop. Pattern is complete. Exit the arena.





KEY

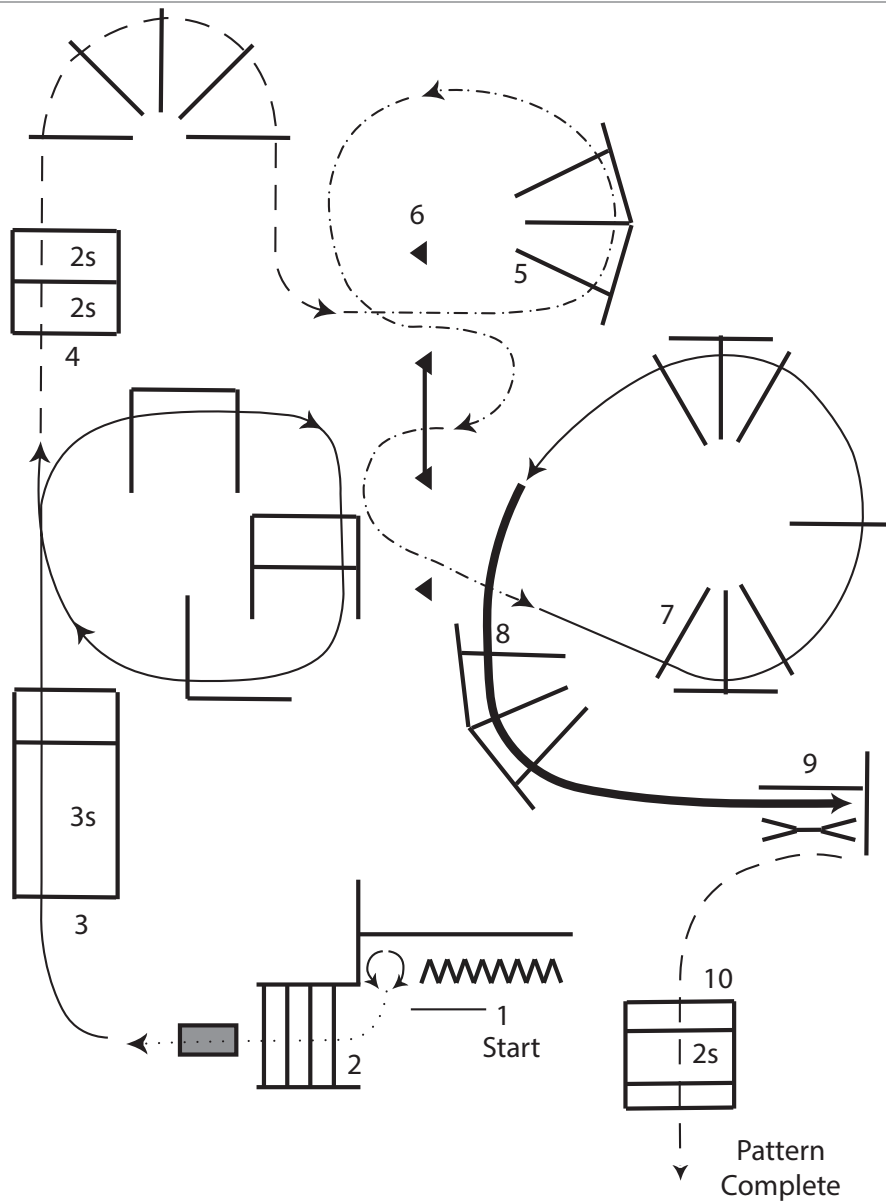
INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
---	Jog
.....	Extended Jog
———	Lope
—————	Extended Lope
//////	Back
≈	Change Leads
W	Side pass

1. Side pass left. 180-degree turn either direction.
2. Walk over poles and bridge.
3. Lope right lead over poles.
4. Jog over poles.
5. Extended jog over poles.
6. Jog serpentine.
7. Lope left lead over poles.
8. Extended jog over poles to gate.
9. Work gate (RH).
10. Jog over poles. Pattern complete. Exit the arena.

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KEY

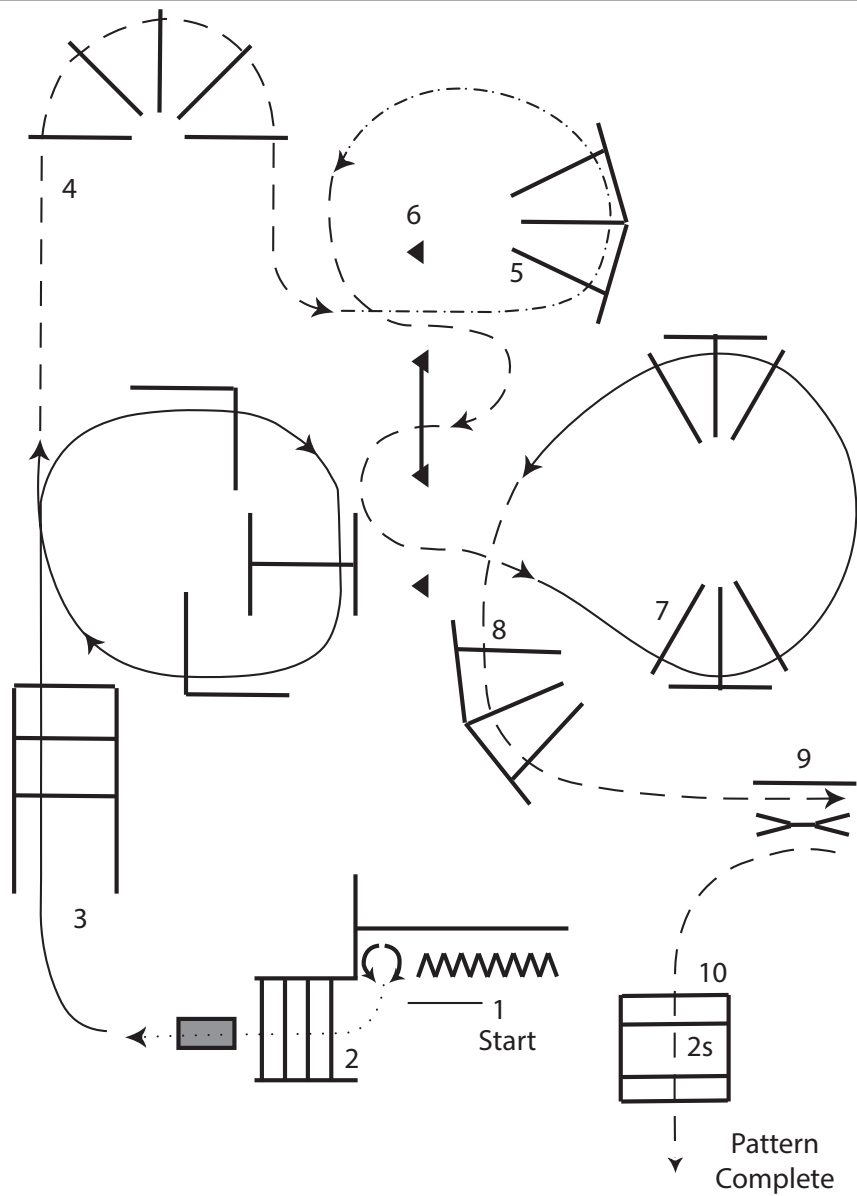
INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Jog
.....	Extended Jog
————	Lope
————	Extended Lope
//////	Back
≈	Change Leads
WWWW	Side pass

1. Side pass left. 180-degree turn either direction.
2. Walk over poles and bridge.
3. Lope right lead over poles.
4. Jog over poles.
5. Extended jog over poles.
6. Extended jog serpentine.
7. Lope left lead over poles.
8. Extended lope left lead over poles to gate.
9. Work gate (RH).
10. Jog over poles. Pattern complete. Exit the arena.

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KEY

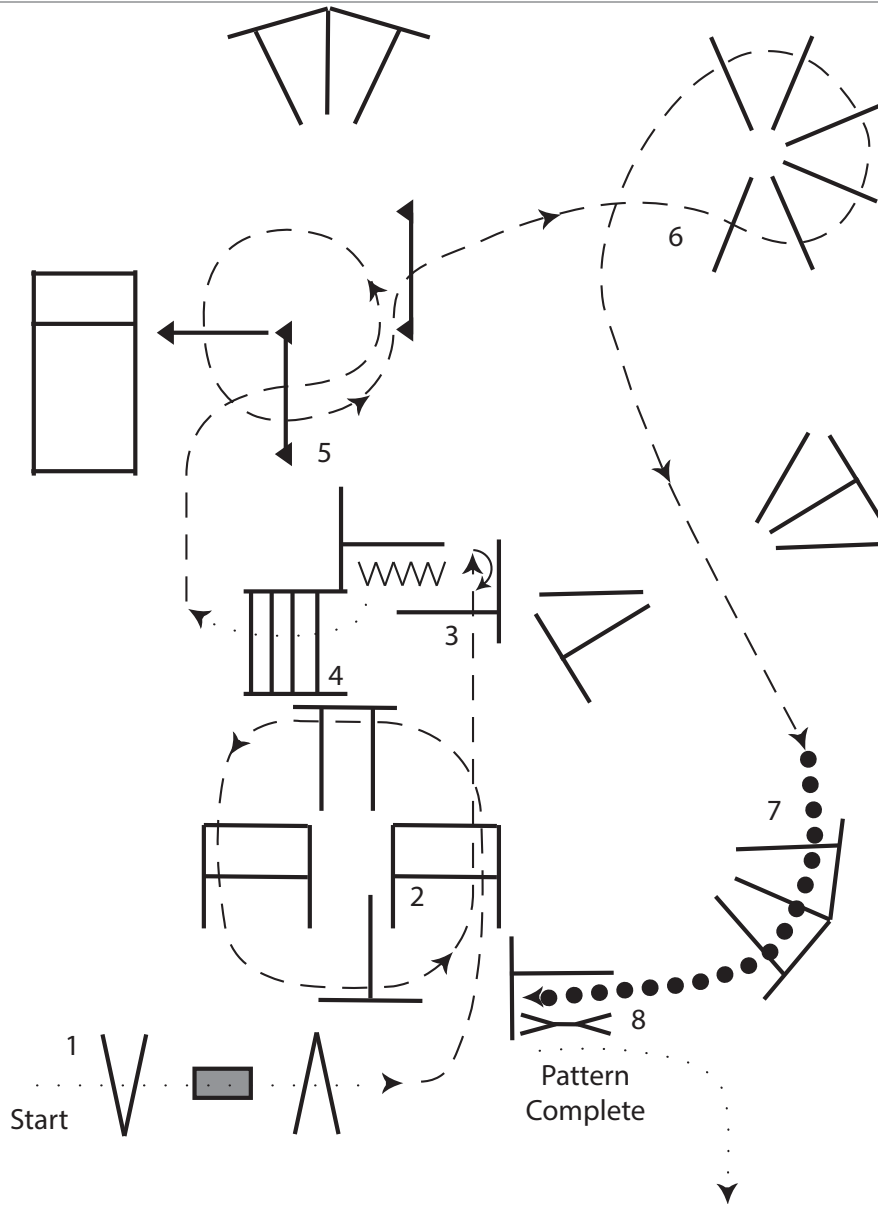
INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Jog
.....	Extended Jog
————	Lope
————	Extended Lope
//////	Back
≈	Change Leads
WWWWW	Side pass

1. Side pass left. 180-degree turn either direction.
2. Walk over poles and bridge.
3. Lope right lead over poles.
4. Jog over poles.
5. Extended jog over poles.
6. Jog serpentine.
7. Lope left lead over poles.
8. Jog over poles to gate.
9. Work gate (RH).
10. Jog over poles. Pattern complete. Exit the arena.

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KEY

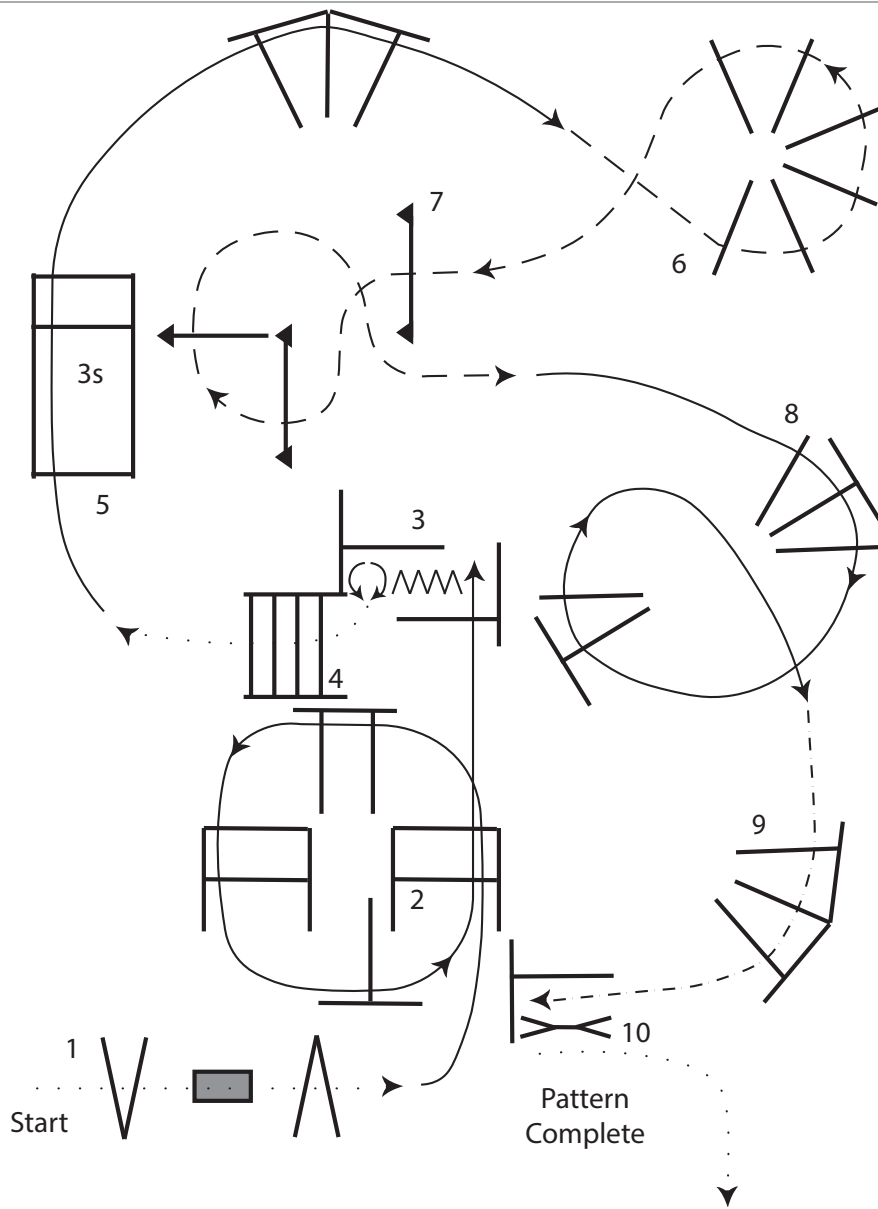
INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Jog
.....	Extended Jog
————	Lope
————	Extended Lope
//////	Back
≈	Change Leads
WWWWW	Side pass

1. Walk over poles, bridge and poles.
2. Jog over poles.
3. Stop in chute. 180-degree turn. Side pass right.
4. Walk over poles.
5. Jog serpentine over poles.
6. Jog over poles.
7. Extended walk over poles to gate.
8. Work gate (LH). Pattern complete. Exit the arena.

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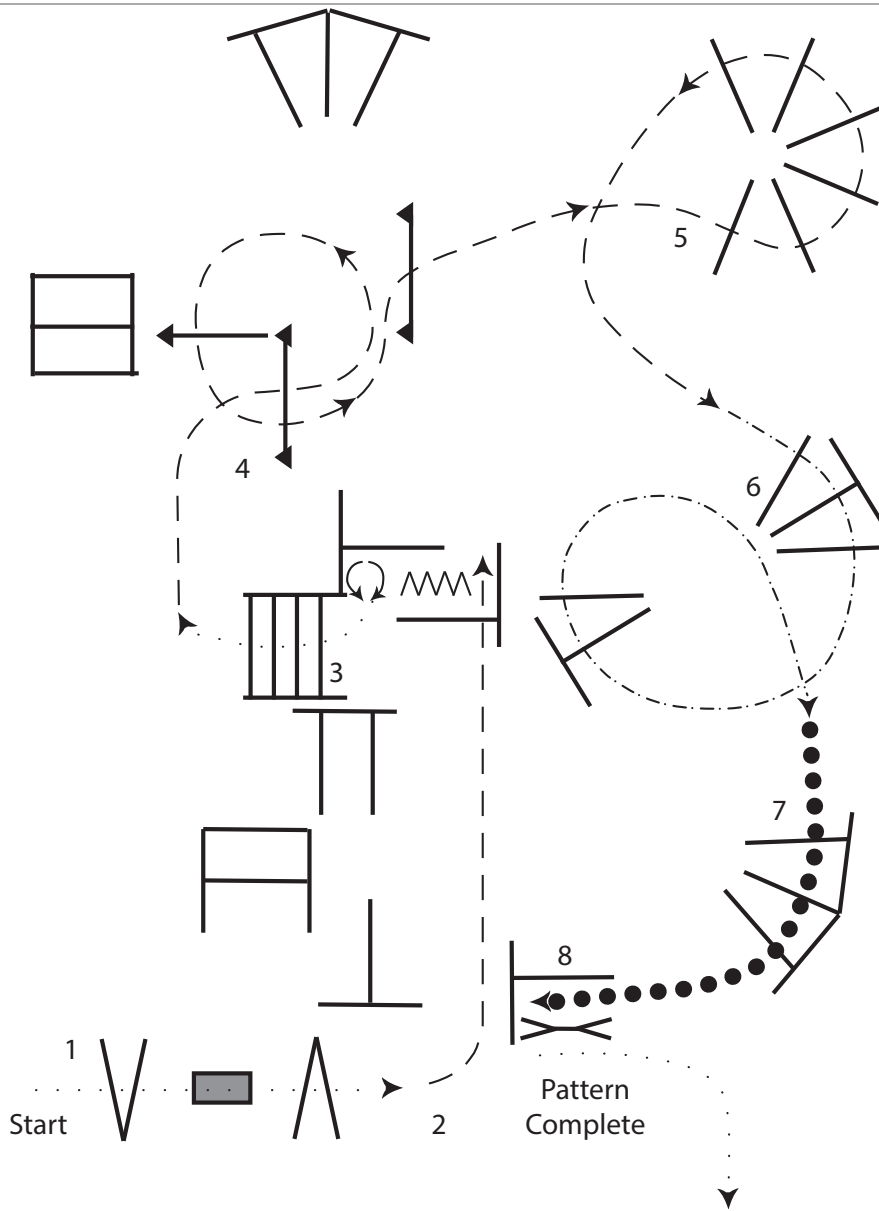
INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
- - - - -	Jog
· · · · ·	Extended Jog
—————	Lope
—————	Extended Lope
///////	Back
≈	Change Leads
WWWWW	Side pass

1. Walk over poles, bridge and poles.
2. Lope left lead over poles.
3. Stop in chute. Side pass left. 180-degree turn either direction.
4. Walk over poles.
5. Lope right lead over poles.
6. Jog over poles.
7. Jog serpentine over poles.
8. Lope right lead over poles.
9. Extended jog over poles to gate.
10. Work gate (LH). Pattern complete. Exit the arena.

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KEY

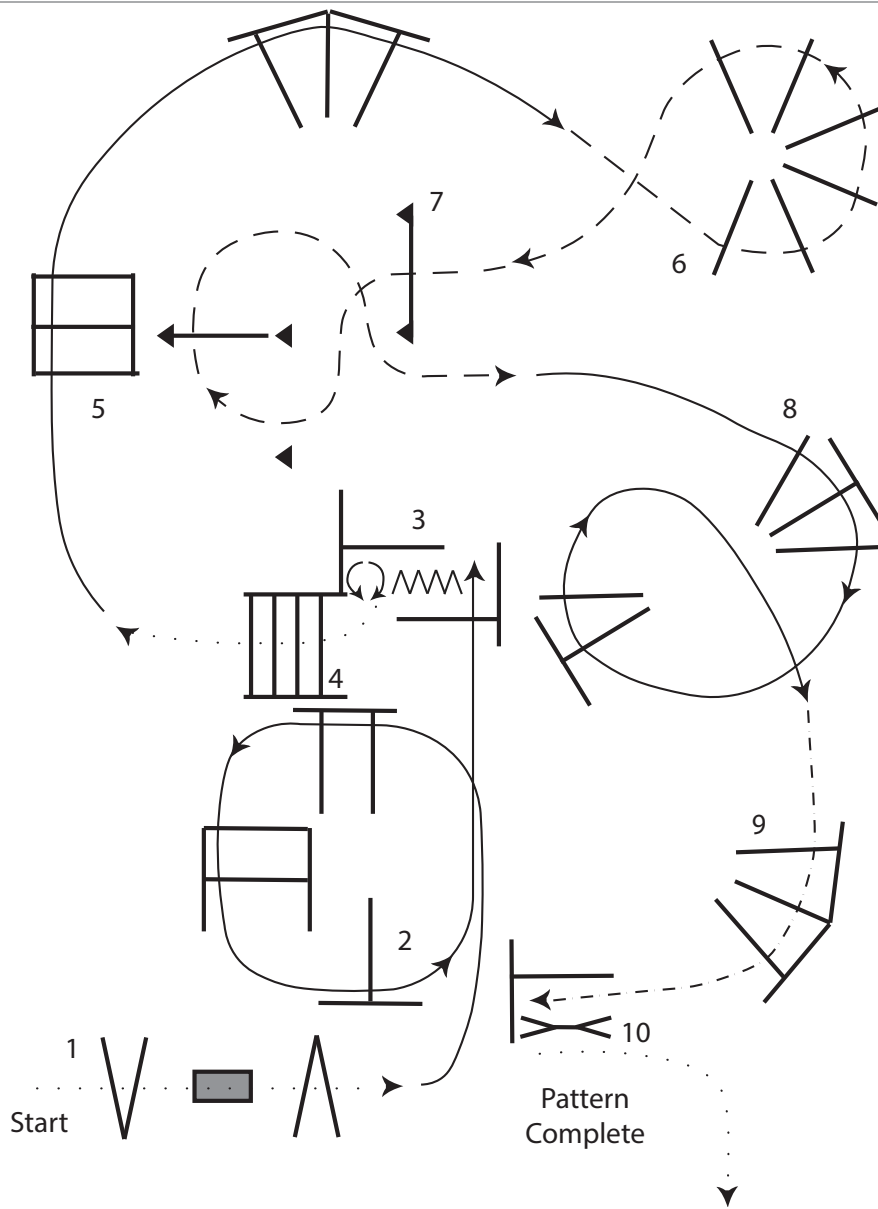
INSTRUCTIONS

- Walk
- Extended Walk
- - - - - Jog
- · - · - · - Extended Jog
- Lope
- Extended Lope
- ////// Back
- ≈ Change Leads
- W W W W Side pass

1. Walk over poles, bridge and poles.
2. Jog to chute. Stop in chute. Side pass left. 180-degree turn either direction.
3. Walk over poles.
4. Jog serpentine over poles.
5. Jog over poles.
6. Extended jog over poles.
7. Extended walk over poles to gate.
8. Work gate (LH). Pattern complete. Exit the arena.

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KEY

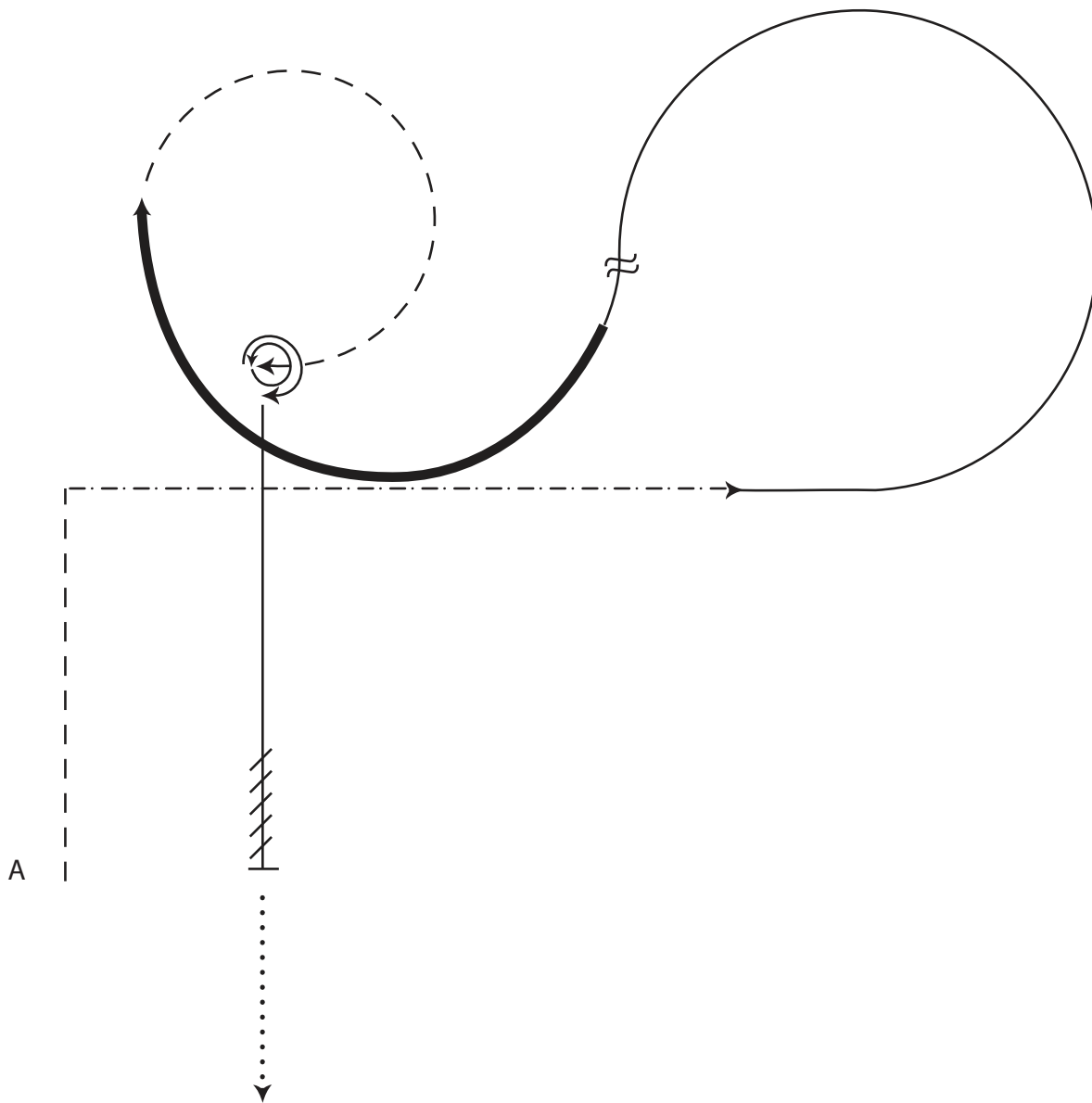
INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
—————	Extended Lope
///////	Back
≈	Change Leads
WWWWW	Side pass

1. Walk over poles, bridge and poles.
2. Lope left lead over poles.
3. Stop in chute. Side pass left. 180-degree turn either direction.
4. Walk over poles.
5. Lope right lead over poles.
6. Jog over poles.
7. Jog serpentine over poles.
8. Lope right lead over poles.
9. Extended jog over poles to gate.
10. Work gate (LH). Pattern complete. Exit the arena.

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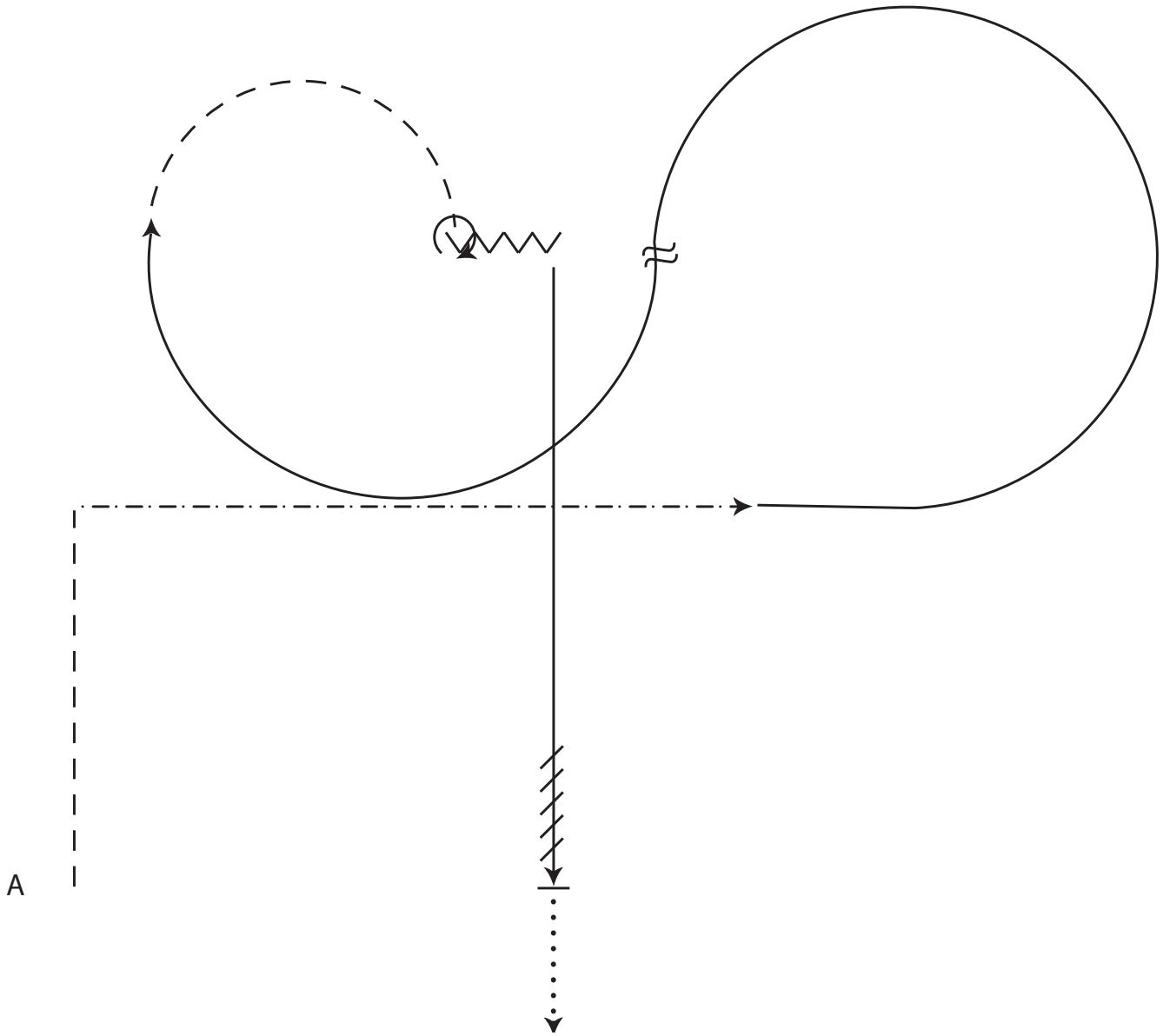


KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Jog
-----	Extended Jog
//////	Back
————	Lope
————	Extended Lope
≈	Change Leads
WWWWW	Side pass
A, B, C	Markers

1. Begin at A. Jog and jog square corner.
2. Extend the jog.
3. Lope left lead.
4. Change leads (simple or flying).
5. Lope right lead, extend the lope.
6. Jog and stop.
7. 360-degree haunch turn left.
8. 270-degree haunch turn right.
9. Lope in the right lead to A. Stop.
10. Back. Walk 6 steps. Pattern is complete. Exit the arena.



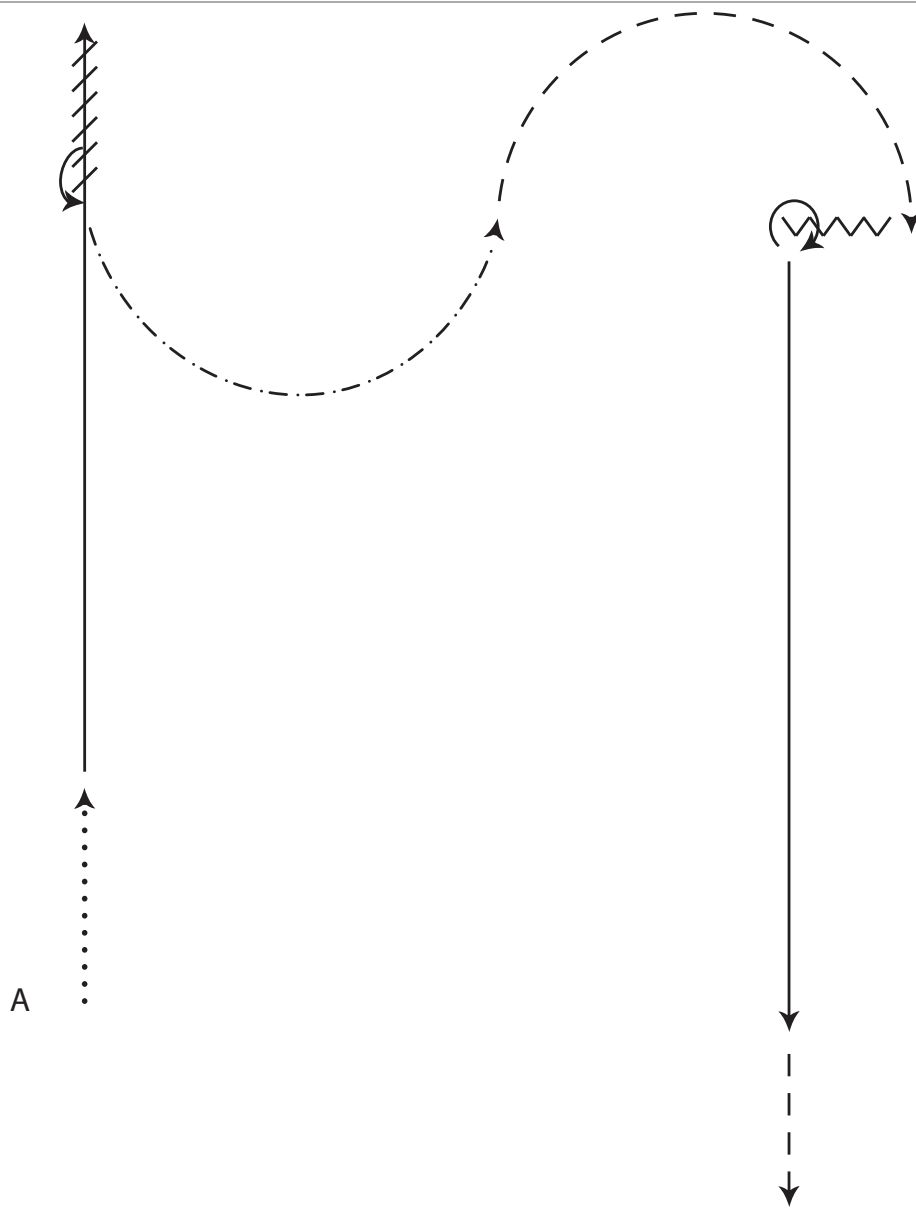
KEY

INSTRUCTIONS

- Walk
- Extended Walk
- - - - - Jog
- · - · - · - Extended Jog
- ////// Back
- Lope
- Extended Lope
- ≈ Change Leads
- WWWWW Side pass
- A, B, C Markers

1. Begin at A. Jog and jog square corner.
2. Extend the jog.
3. Lope left lead.
4. Change leads (simple or flying).
5. Lope right lead.
6. Jog and stop.
7. 360-degree haunch turn right.
8. Side pass left.
9. Lope in the right lead to A. Stop.
10. Back. Walk 6 steps. Pattern is complete. Exit the arena.





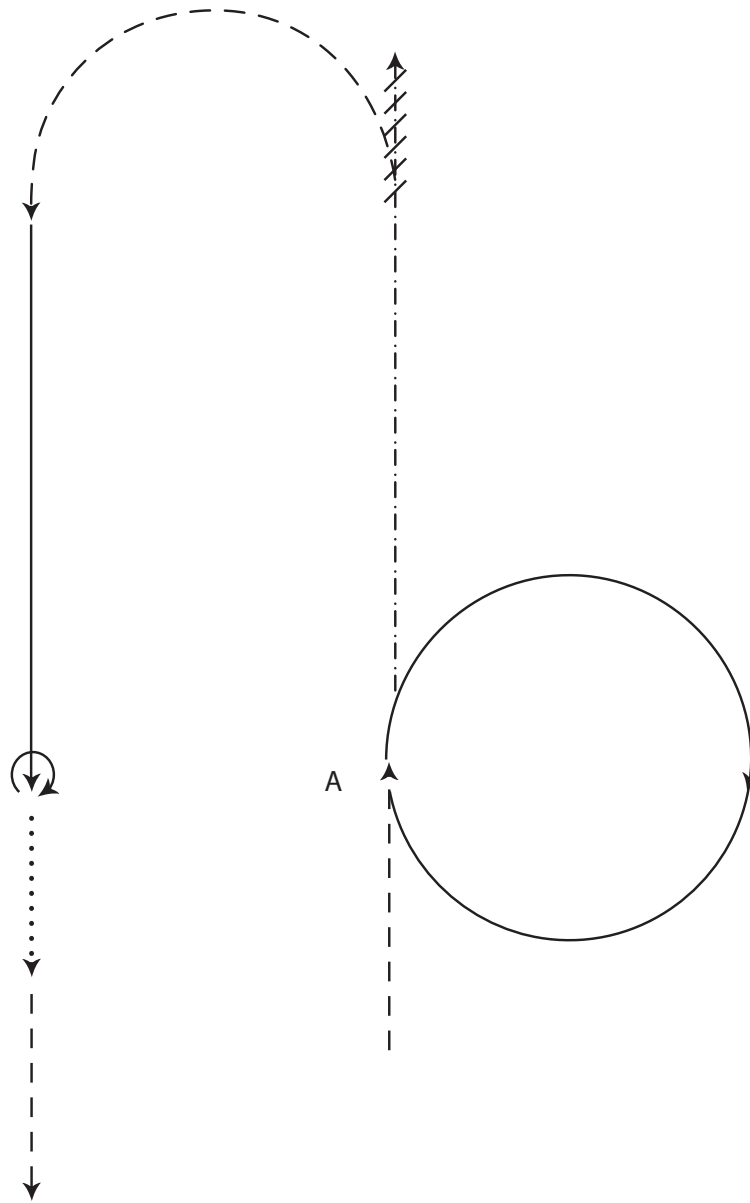
KEY

INSTRUCTIONS

.....	Walk
●●●●●	Extended Walk
-----	Jog
-----	Extended Jog
//////	Back
————	Lope
————	Extended Lope
≈	Change Leads
WWWWW	Side pass
A, B, C	Markers

1. Begin at A. Walk at least one horse length.
2. Lope right lead. Stop.
3. Back.
4. 180-degree haunch turn left.
5. Extended jog.
6. Jog. Stop.
7. Side pass right.
8. 360-degree haunch turn right.
9. Lope left lead to A.
10. At A, break down to a jog for 6 steps. Pattern is complete. Exit the arena.





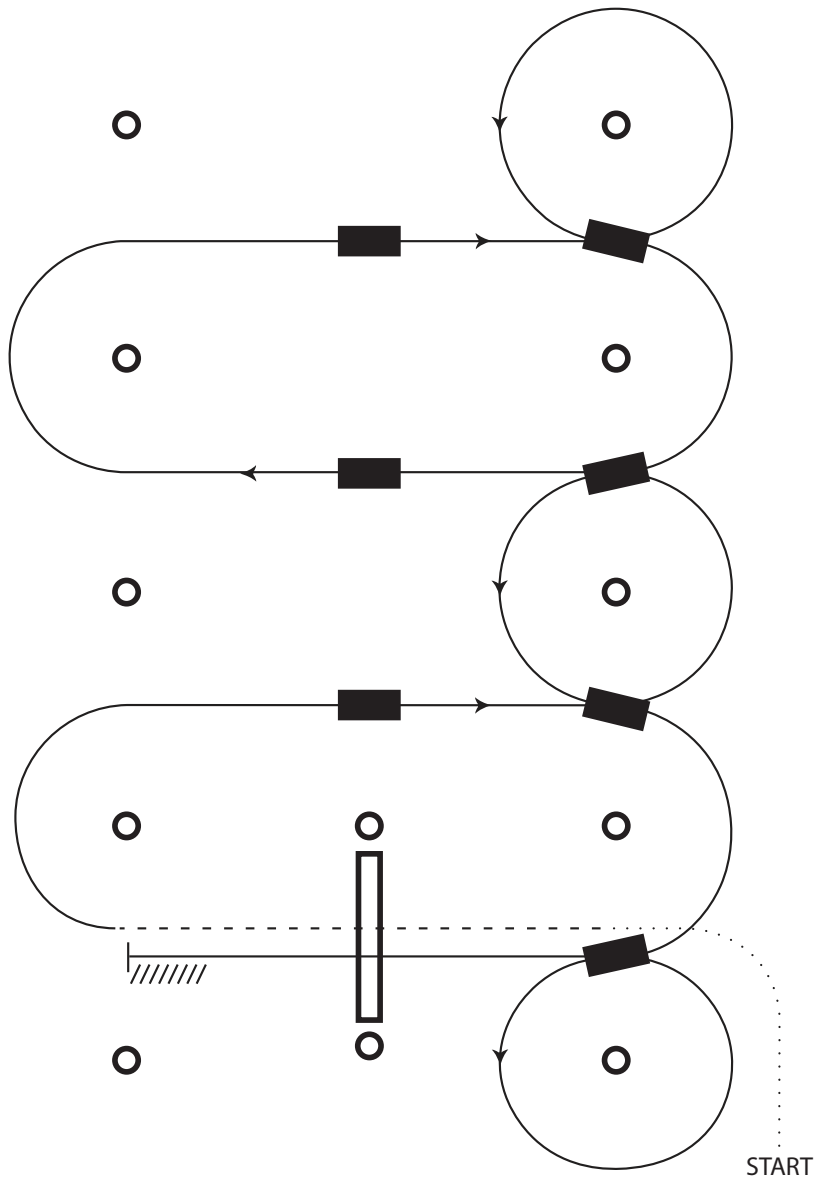
KEY

INSTRUCTIONS

- Walk
- Extended Walk
- Jog
- Extended Jog
- ////// Back
- Lope
- Extended Lope
- ≈ Change Leads
- WWWWW Side pass
- A, B, C Markers

1. Begin before A. Jog to A.
2. At A, lope right lead.
3. Extended jog. Stop.
4. Back.
5. Jog.
6. Lope left lead to A. Stop.
7. 360-degree haunch turn right.
8. Walk.
9. Jog 6 steps. Pattern is complete. Exit the arena.





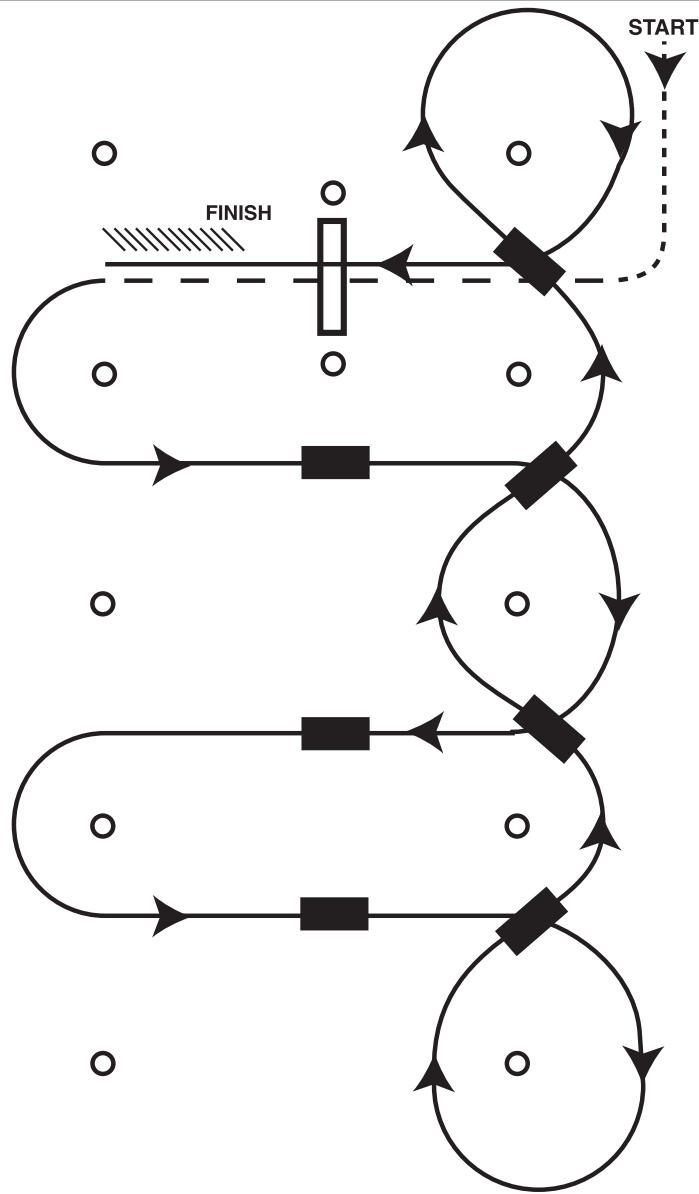
KEY

INSTRUCTIONS

- WALK (dotted line)
- JOG - - - - - (dashed line)
- LOPE _____ (solid line)
- BACK // // // // (hatched line)
- MARKER ○ (circle)
- RECOMMENDED CHANGING AREA [black rectangle]
- LOG [hollow rectangle]

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





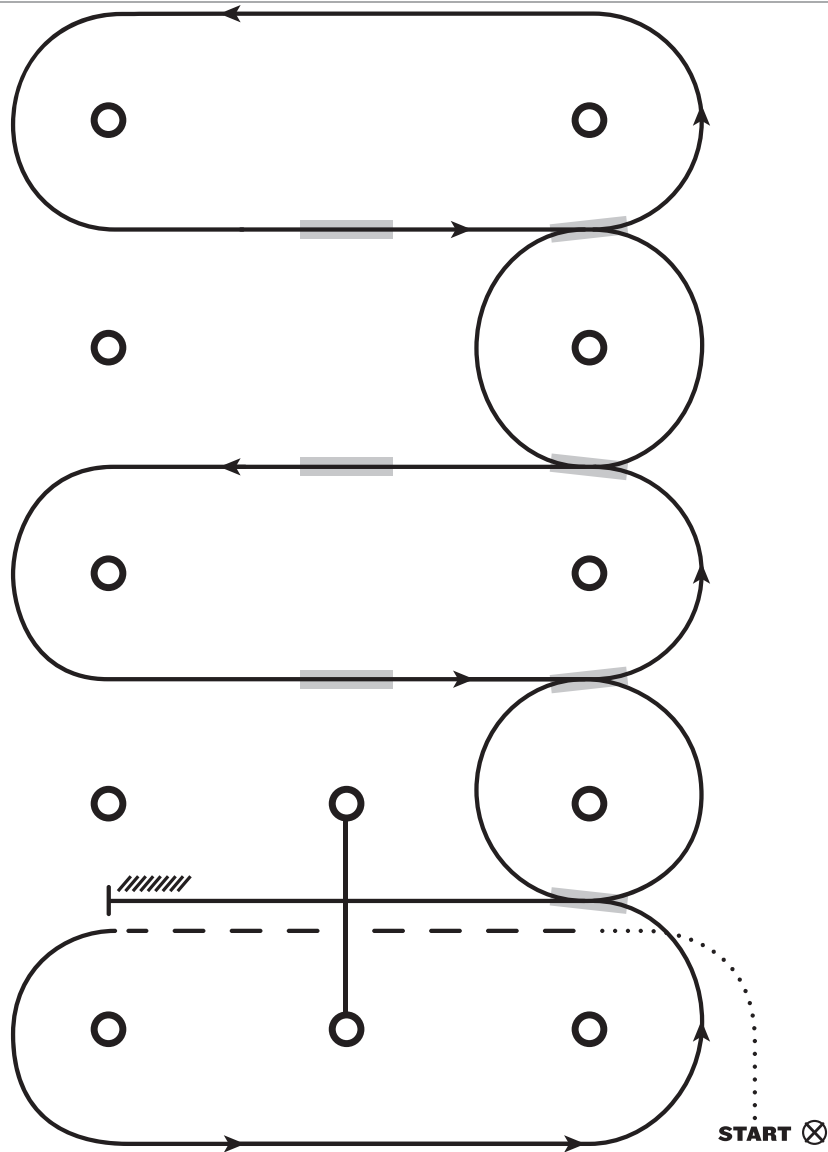
KEY

INSTRUCTIONS

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

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





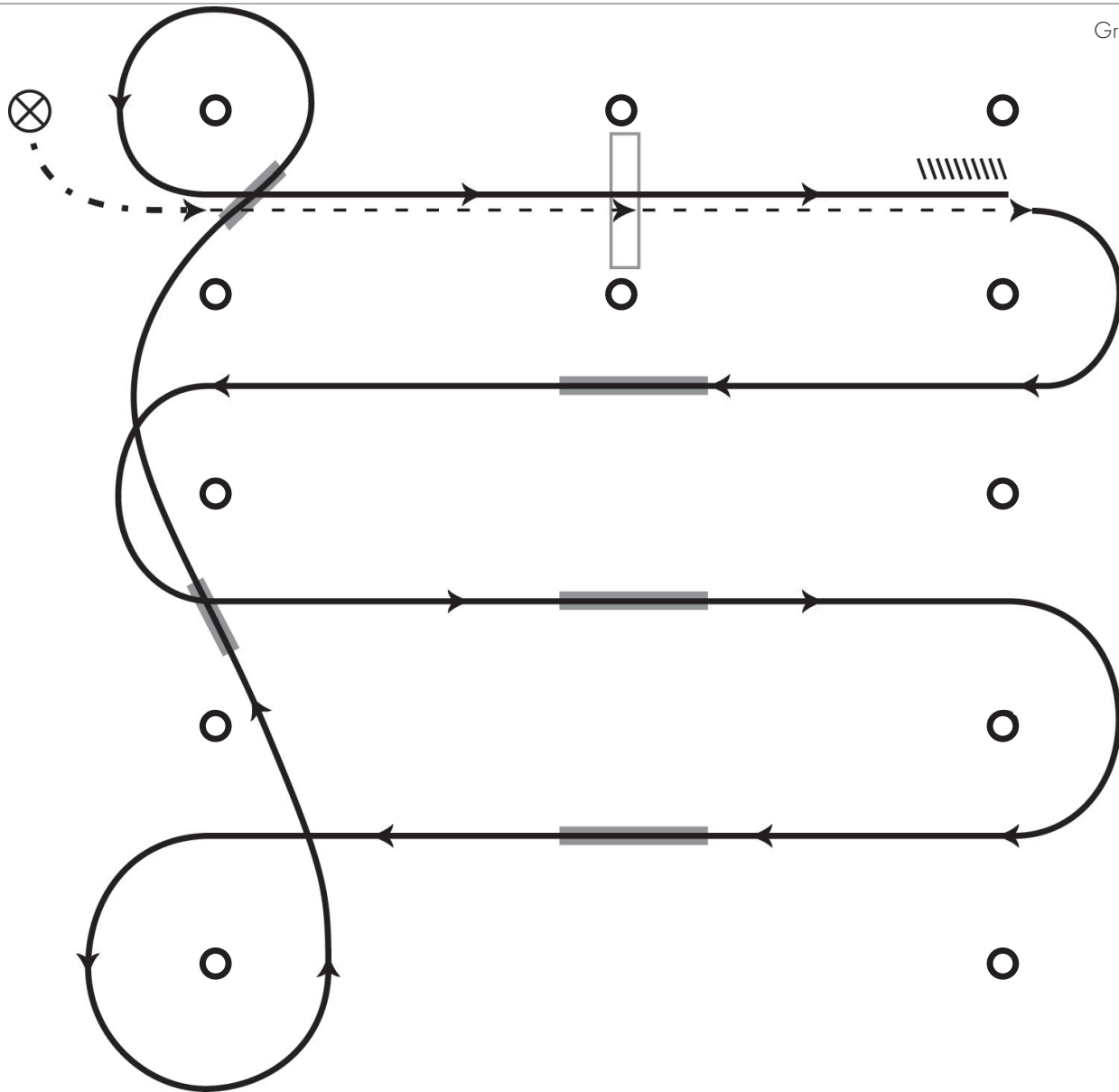
KEY

INSTRUCTIONS

- WALK (dotted line)
- JOG - - - - - (dashed line)
- LOPE ————— (solid line)
- BACK // // // // (hatched line)
- MARKER ○ (circle)
- RECOMMENDED CHANGING AREA [] (solid black rectangle)
- LOG [] (hollow rectangle)

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



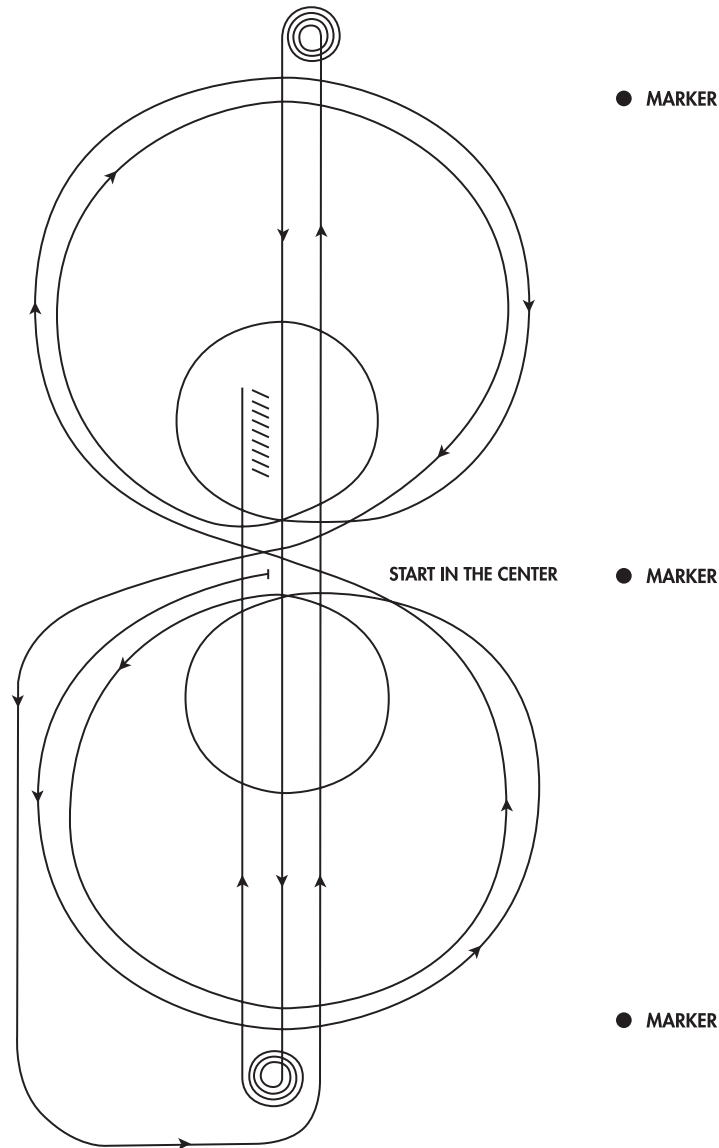


KEY

INSTRUCTIONS

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

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



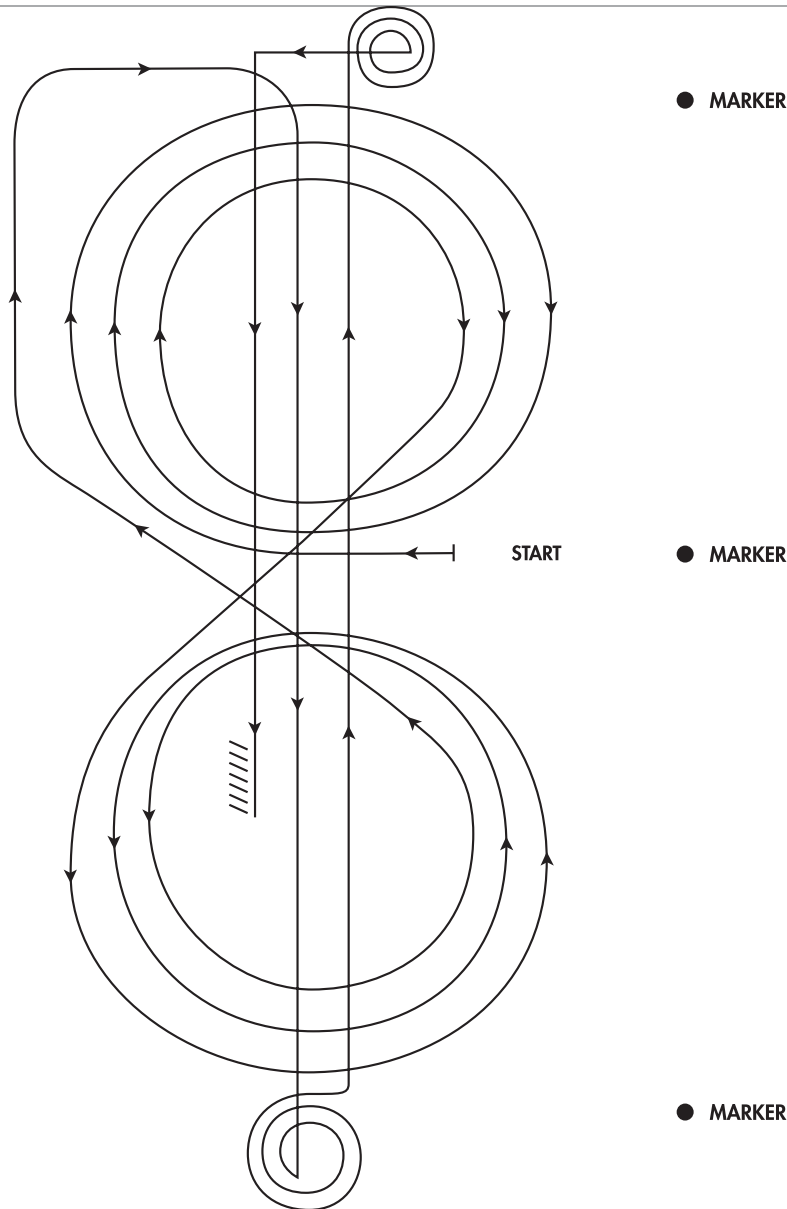
INSTRUCTIONS

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

1. Proceed to center of arena, stop. Pick up left lead, complete 3 circles to the left (the first one large and fast, the second small and slow, the third large and fast).
2. Change leads at center of arena.
3. Complete 3 circles to the right (the first one large and fast, the second small and slow, the third large and fast).
4. Change leads at center of arena.
5. Do not stop, continue on to run downs.
6. Run to far end past the marker to a sliding stop. Hesitate.
7. Complete 3 ½ spins to the left. Hesitate.
8. Run to far end past the marker to a sliding stop. Hesitate.
9. Complete 3 ½ spins to the right. Hesitate.
10. Run past center marker to a sliding stop. Hesitate.
11. Back 10 to 15 feet (3.05–4.57 m) in a straight line. Hesitate.
12. Hesitate to complete pattern.

<p>Pattern 2</p> <ol style="list-style-type: none"> 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
--





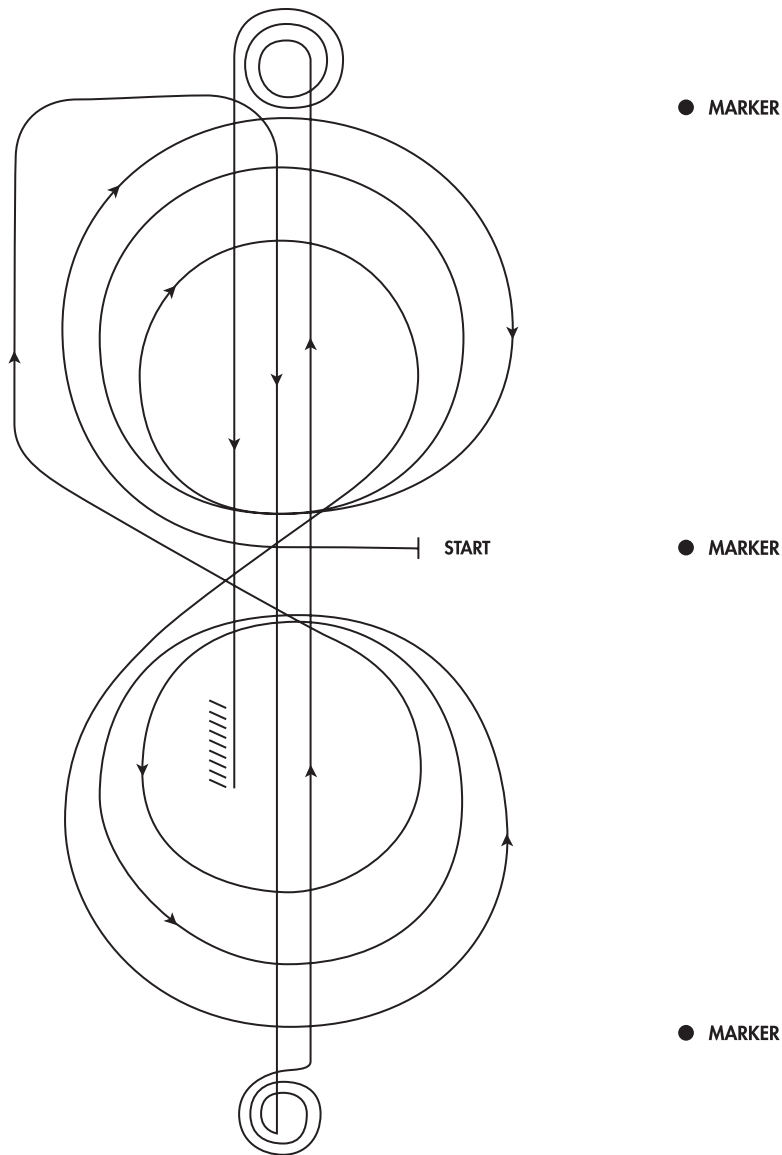
INSTRUCTIONS

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

1. Begin at center of arena. Pick up right lead and complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the left.
2. Complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
5. Complete 3 ½ spins to the right.
6. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
7. Complete 3 ½ spins to the left.
8. Run past center marker and come to a sliding stop.
9. Back up at least 10 feet (3.05 m).
10. Hesitate to complete pattern.

Pattern 7

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



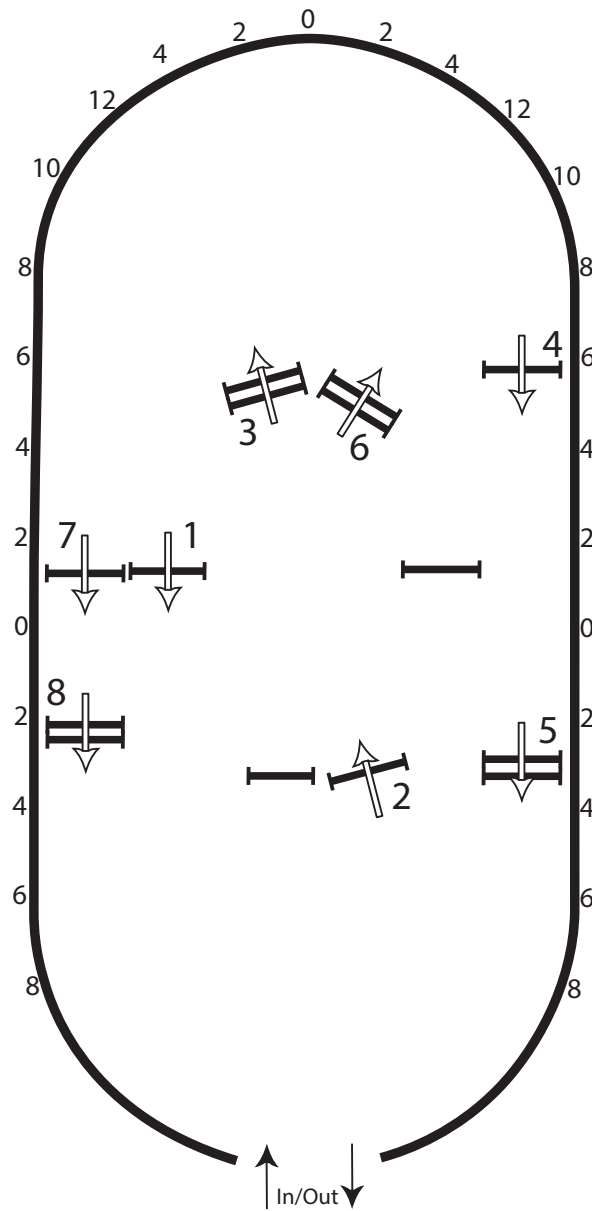
INSTRUCTIONS

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

1. Begin on right lead complete 3 circles to right (2 big fast circles followed by 1 small slow circle), change to left lead.
2. Complete 3 circles to left (first 2 big, fast circles followed by 1 small, slow circle). Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 ½ spins to the right.
6. Run up center of arena past the end marker, come to a sliding stop.
7. Complete 3 ½ spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back 10 to 15 feet (3–4.57 m) in a straight line.
10. Hesitate to complete pattern.

Pattern 3

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



INSTRUCTIONS

Fences 1–8

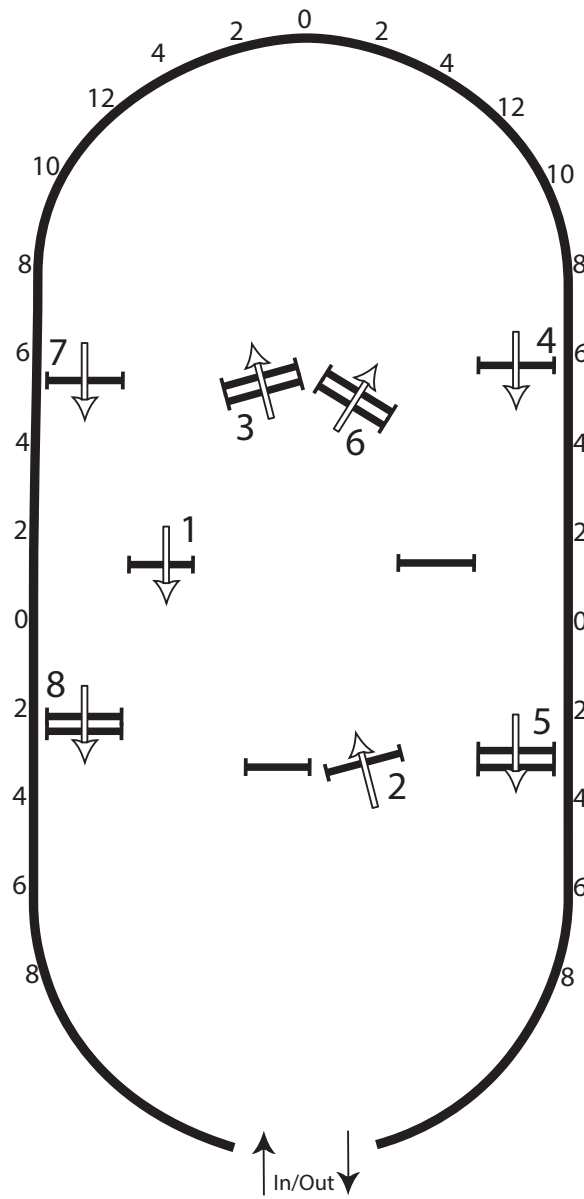
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INSTRUCTIONS

Fences 1–8

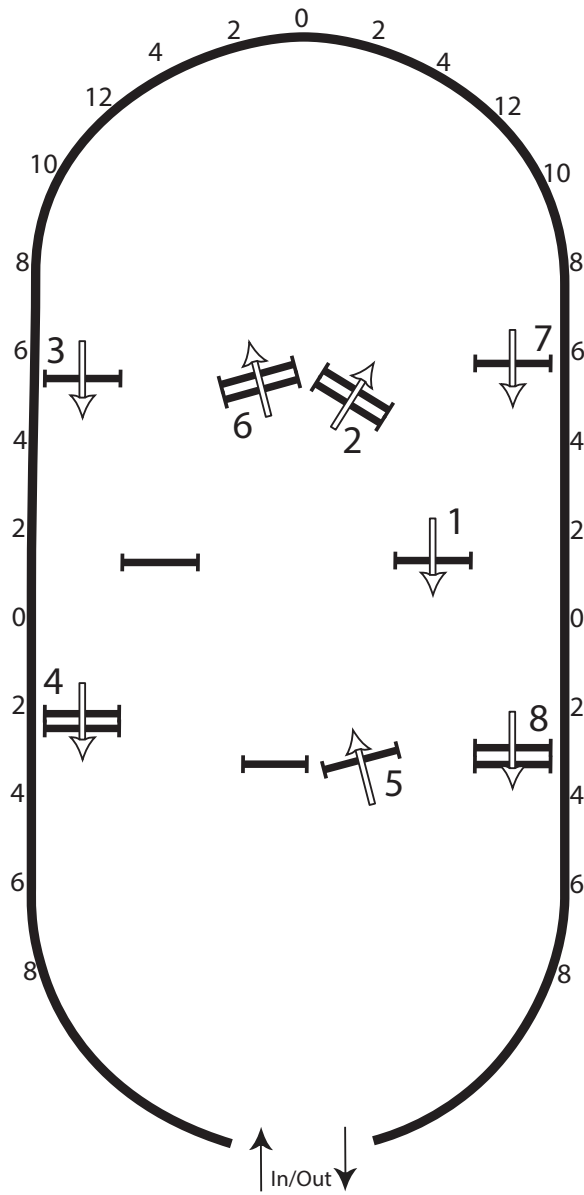
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INSTRUCTIONS

Fences 1–8

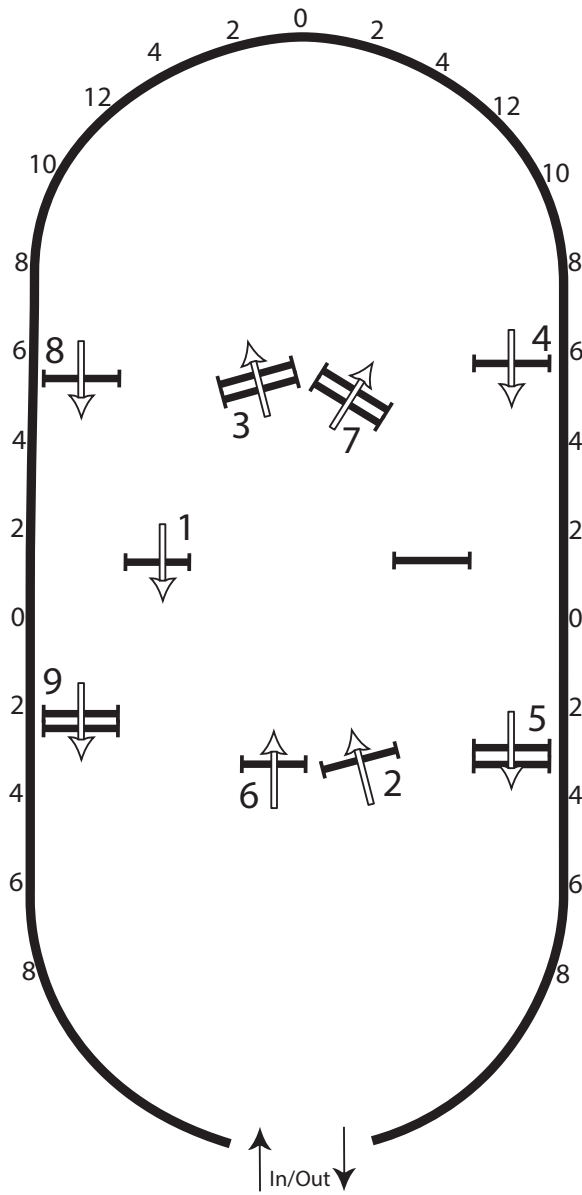
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INSTRUCTIONS

Fences 1–9

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