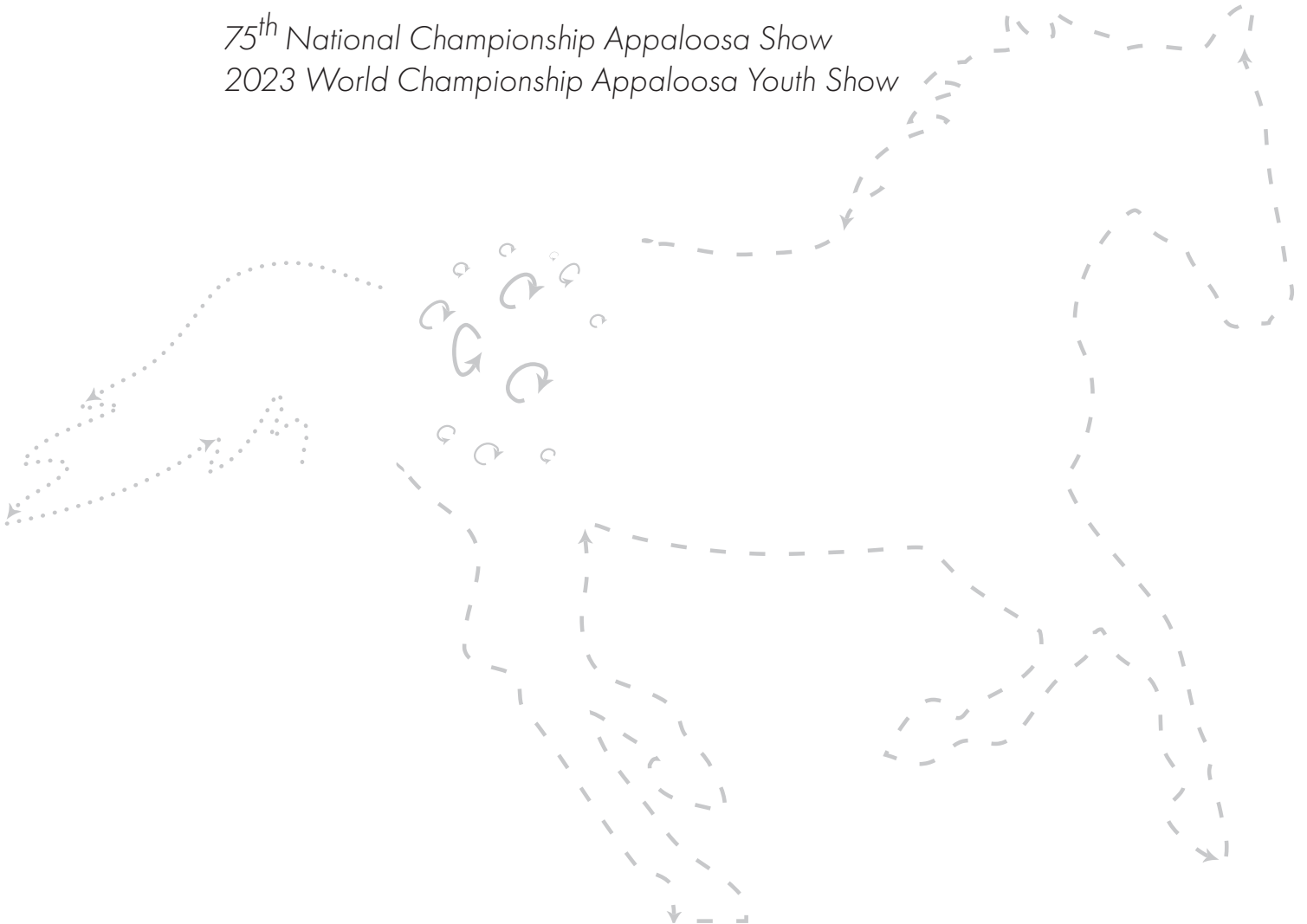


# 2023



## PATTERN BOOK

*75<sup>th</sup> National Championship Appaloosa Show  
2023 World Championship Appaloosa Youth Show*



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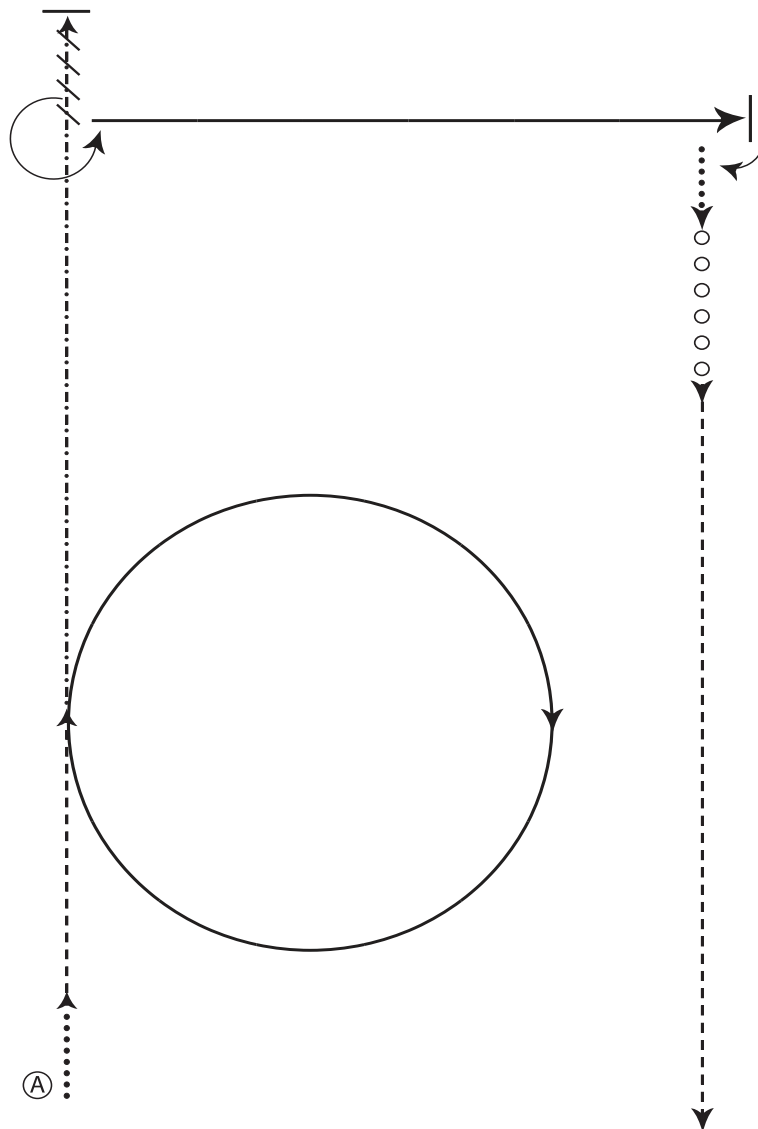
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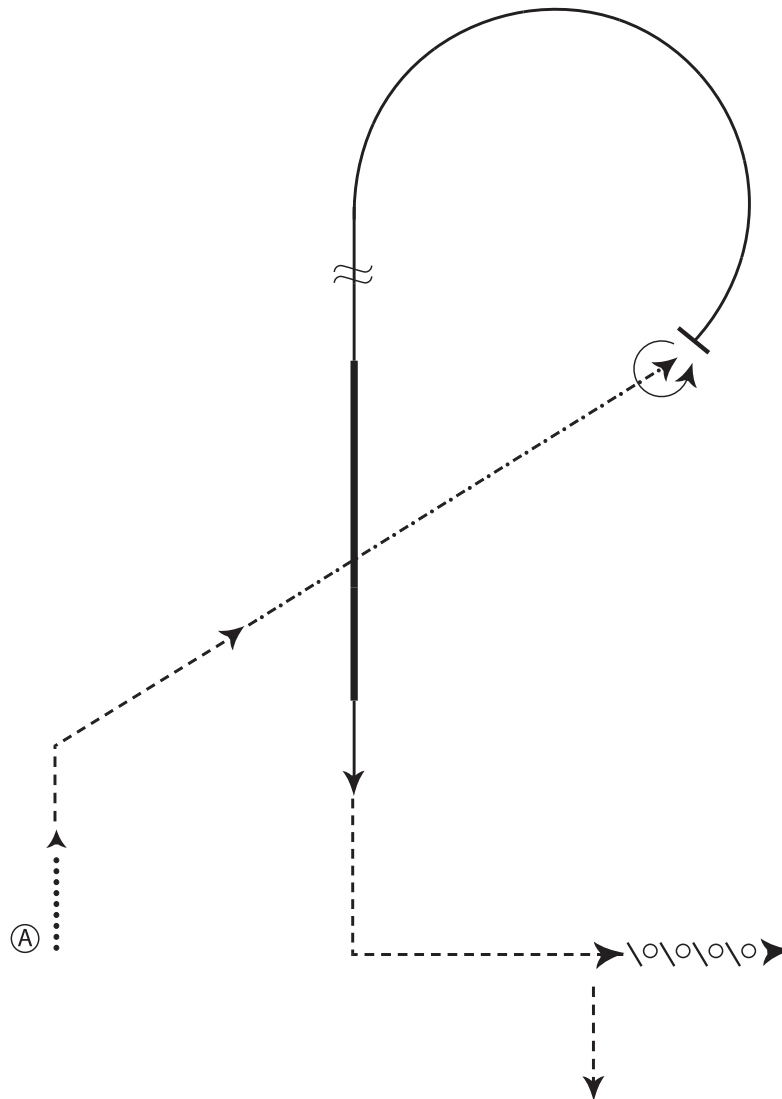


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
=====	Lope
=====	Extended Lope
≈	Change Leads
WWWW	Side pass
A, B, C	Markers

1. Begin at A. Walk one horse length.
2. Jog.
3. Lope circle to the right in the right lead.
4. Extended jog. Stop.
5. Back.
6. 270-degree haunch turn left.
7. Lope in the left lead. Stop.
8. 90-degree haunch turn right.
9. Walk, extend the walk.
10. Jog until even with A. At A, pattern is complete. Exit the arena.

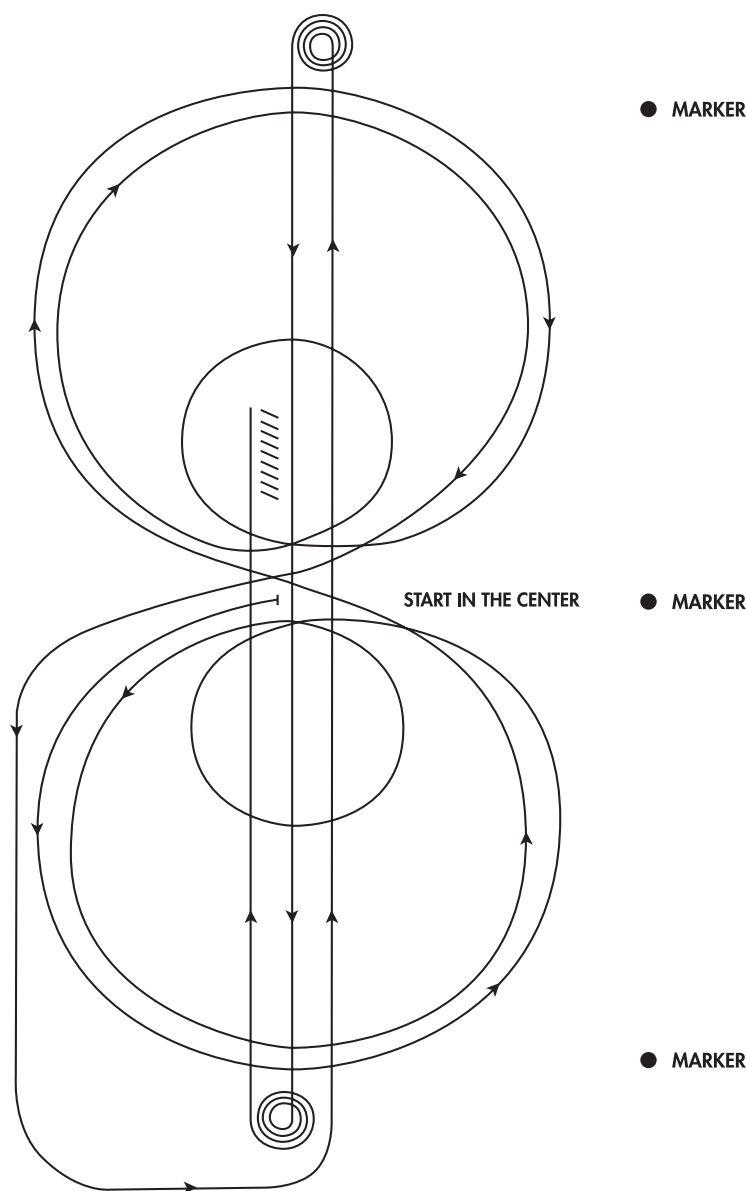


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
=====	Lope
=====	Extended Lope
≈	Change Leads
WWWW	Side pass
A, B, C	Markers

1. Begin at A. Walk one horse length.
2. Jog, then jog arc to right.
3. Extend the jog. Stop.
4. 360-degree haunch turn left.
5. Lope left lead. Change leads (simple or flying).
6. Lope right lead, extend the lope, then collect to the lope.
7. Jog square corner.
8. Extended walk. Stop.
9. Back.
10. 90-degree haunch turn right. Jog 4 strides. Pattern is complete. Exit the arena.

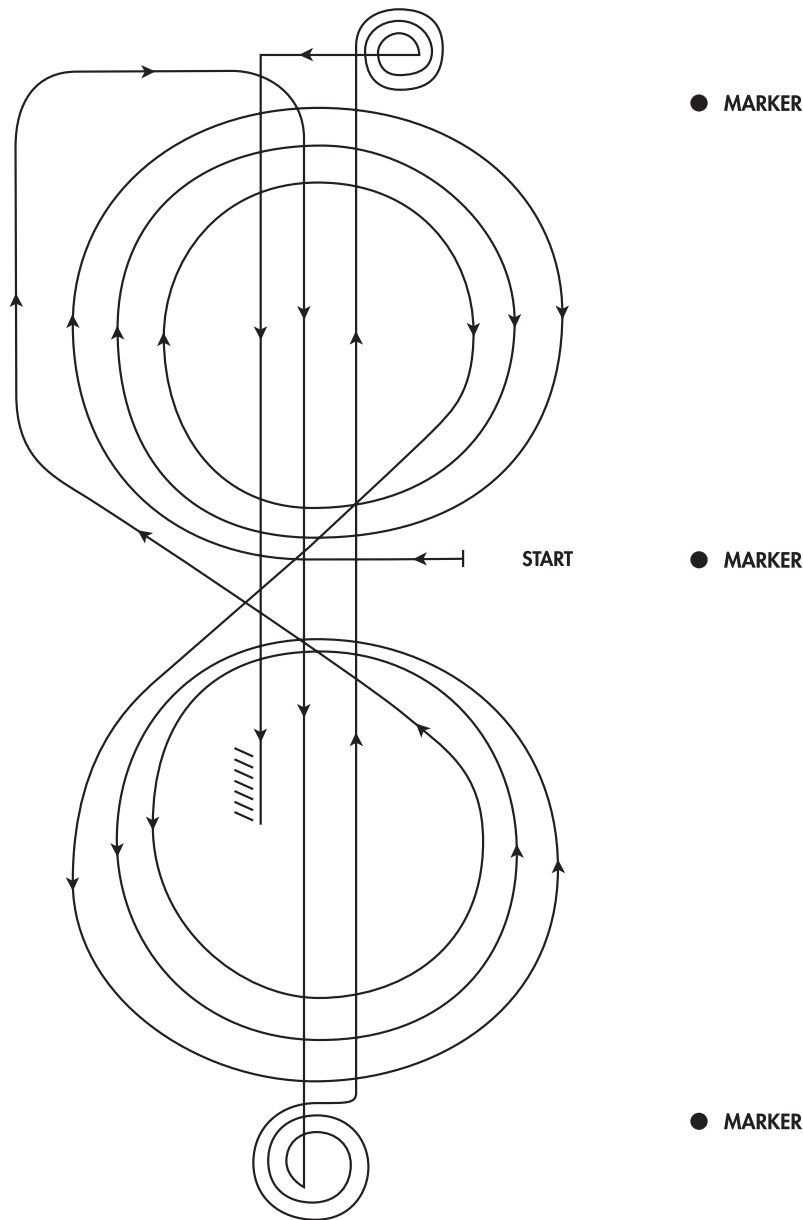


## INSTRUCTIONS

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.

Pattern 2  
 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



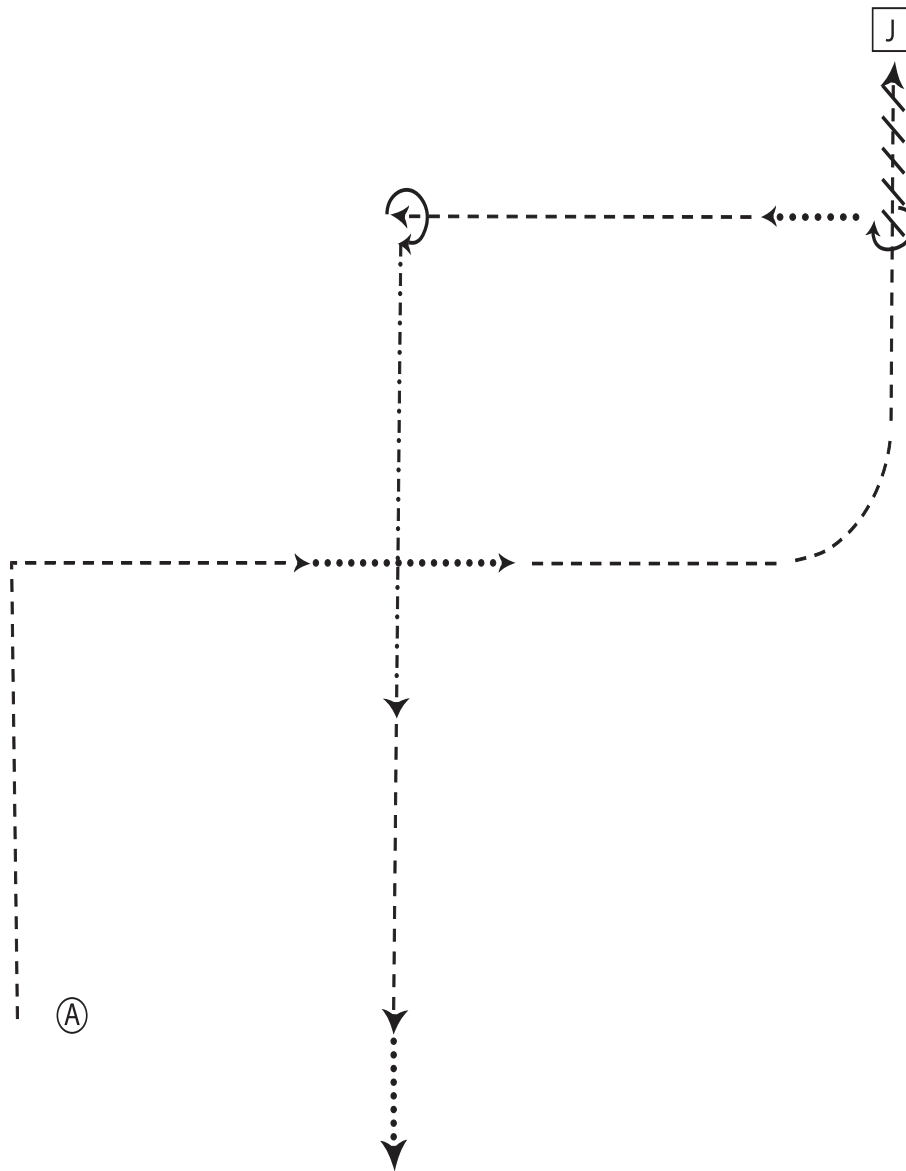
## INSTRUCTIONS

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.

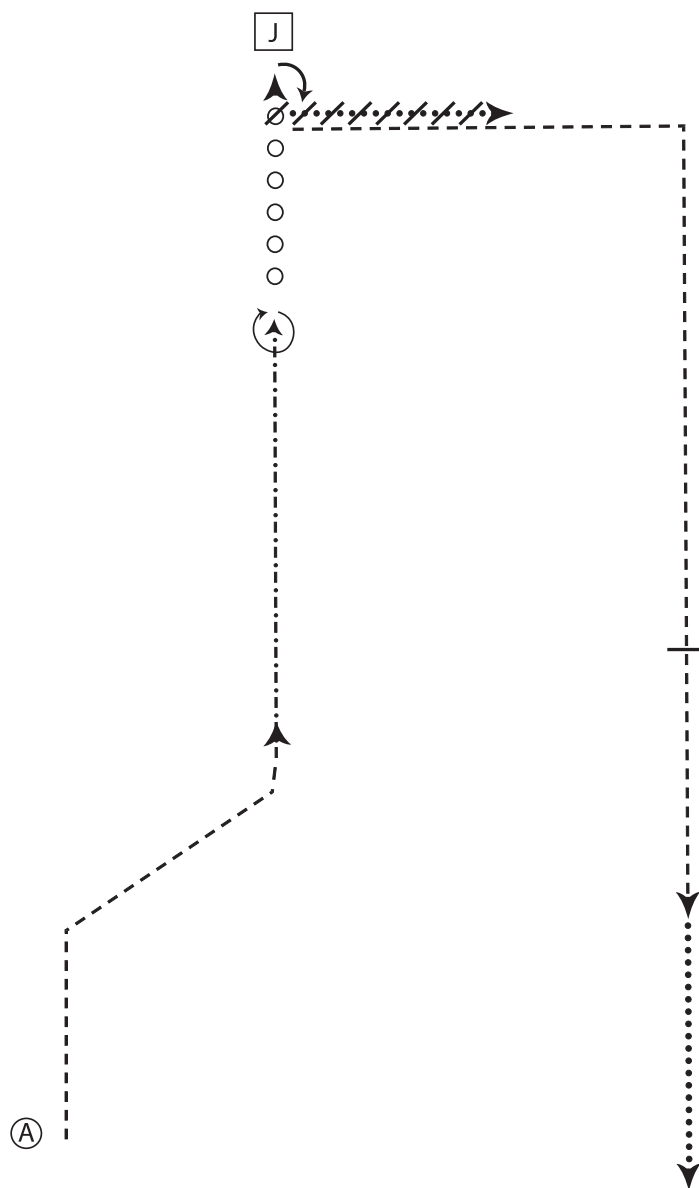
## Pattern 7

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

1. Begin at A. Trot, then trot square corner. Walk.
2. Trot round corner to Judge. Stop.
3. Set up.
4. Inspection.
5. When excused, back.
6. 270-degree turn.
7. Walk one horse length. Trot. Stop.
8. 270-degree turn.
9. Extended trot.
10. Collect the trot to A. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.



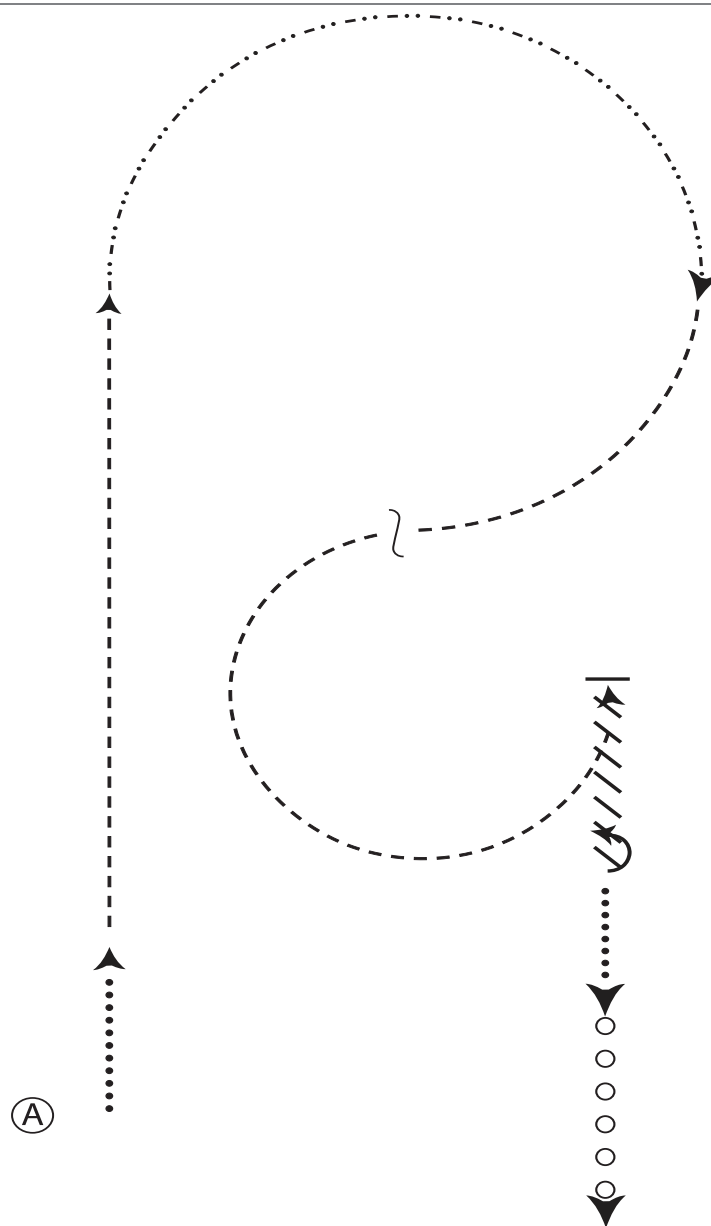
## KEY

.....	Walk
○ ○ ○ ○	Extended Walk
-----	Trot
.....	Extended Trot
///	Back
Ⓐ Ⓑ Ⓒ	Markers
ⓐ	Judge

## INSTRUCTIONS

1. Begin at A. Trot arc right, then left.
2. Extend the trot. Stop.
3. 360-degree turn.
4. Extended walk to Judge. Stop.
5. Set up.
6. Inspection.
7. When excused, 90-degree turn. Walk. Stop.
8. Back.
9. Trot, then trot square corner. Stop. Hesitate.
10. Trot half way to A. Then break to a walk to A. At A, pattern is complete. Exit the arena.



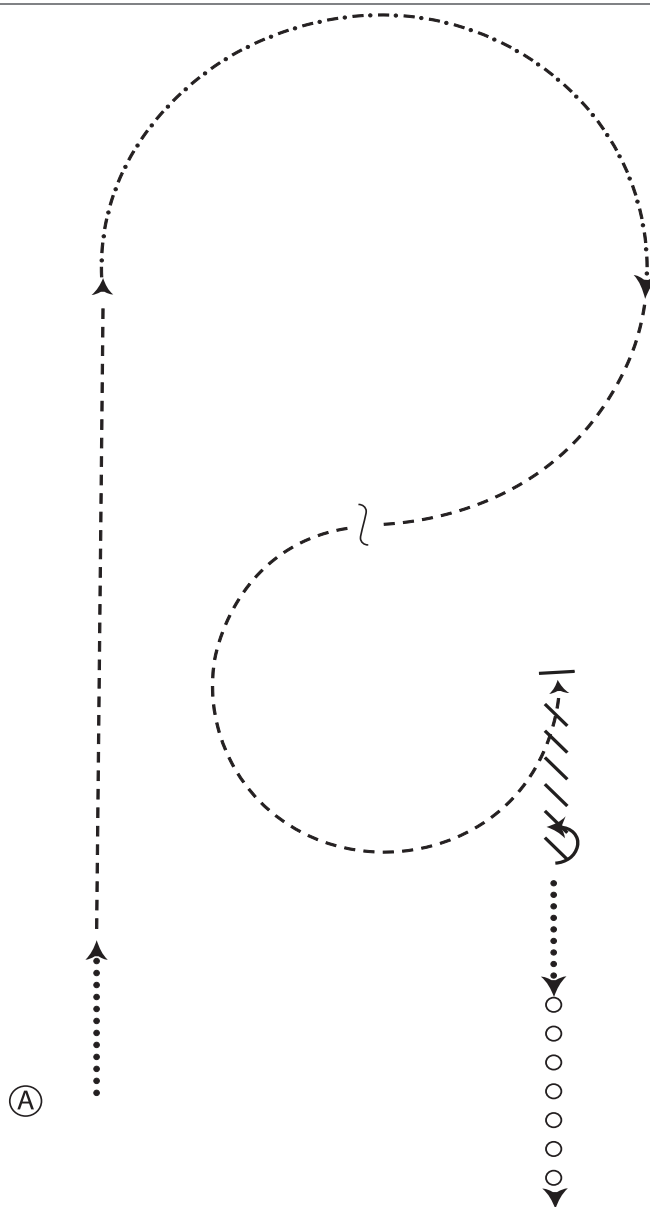


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	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. Walk one horse length.
2. Trot posting on the left diagonal.
3. Sit the trot in a half circle.
4. Trot posting on the left diagonal. Change diagonals.
5. Trot posting on the right diagonal. Stop.
6. Back.
7. 180-degree forehand turn left.
8. Walk.
9. Extend the walk. When horse passes A, pattern is complete. Exit the arena.

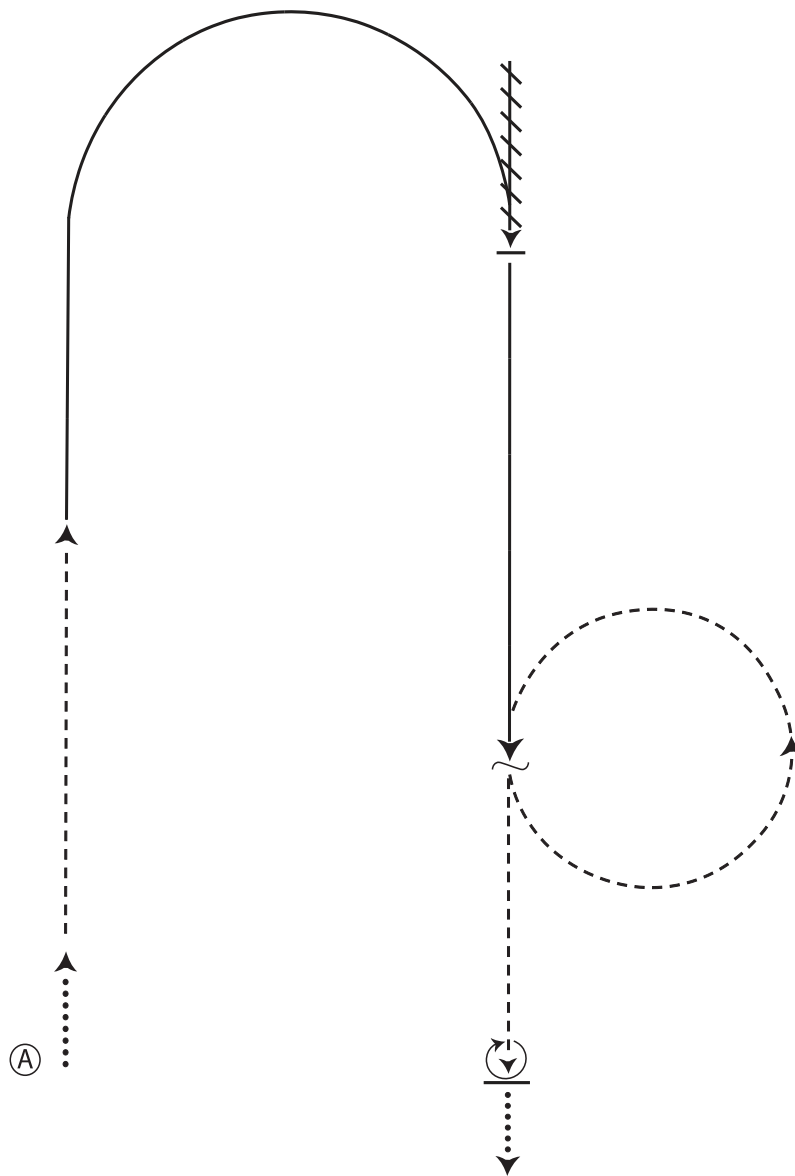


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	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. Walk one horse length.
2. Trot posting on the left diagonal.
3. Extend the trot in a half circle.
4. Collect to the trot. Change diagonals.
5. Trot posting on the right diagonal. Stop.
6. Back.
7. 180-degree forehand turn left.
8. Walk.
9. Extend the walk. When horse passes A, pattern is complete. Exit the arena.

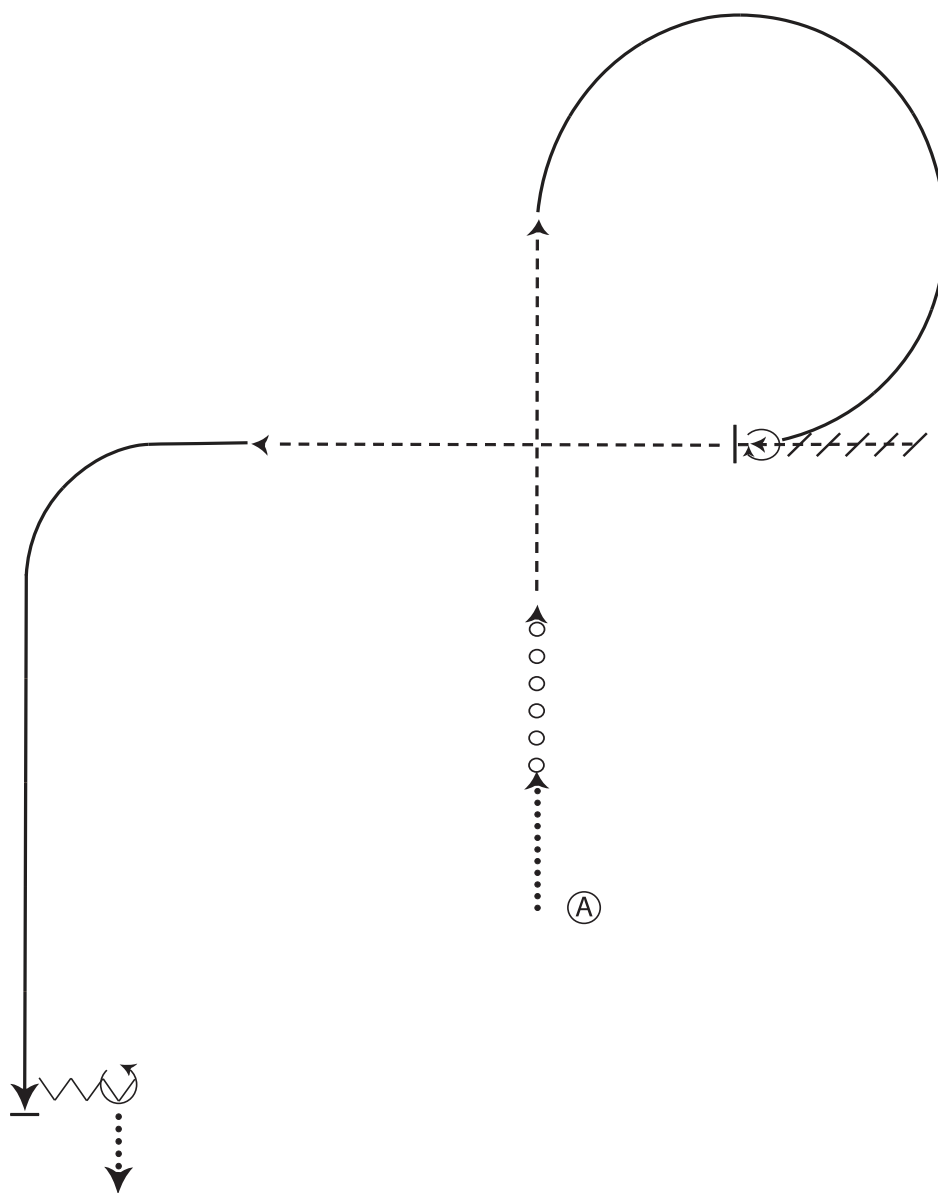


## KEY

.....	Walk
oooooo	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 one horse length.
2. Trot posting on the left diagonal.
3. Canter in the right lead, stop.
4. Back.
5. Canter in the left lead.
6. Trot small circle posting on the right diagonal. Change diagonals.
7. Trot posting on the left diagonal until even with A. Stop.
8. 360-degree forehand turn right.
9. Walk one horse length. Pattern is complete. Exit the arena.

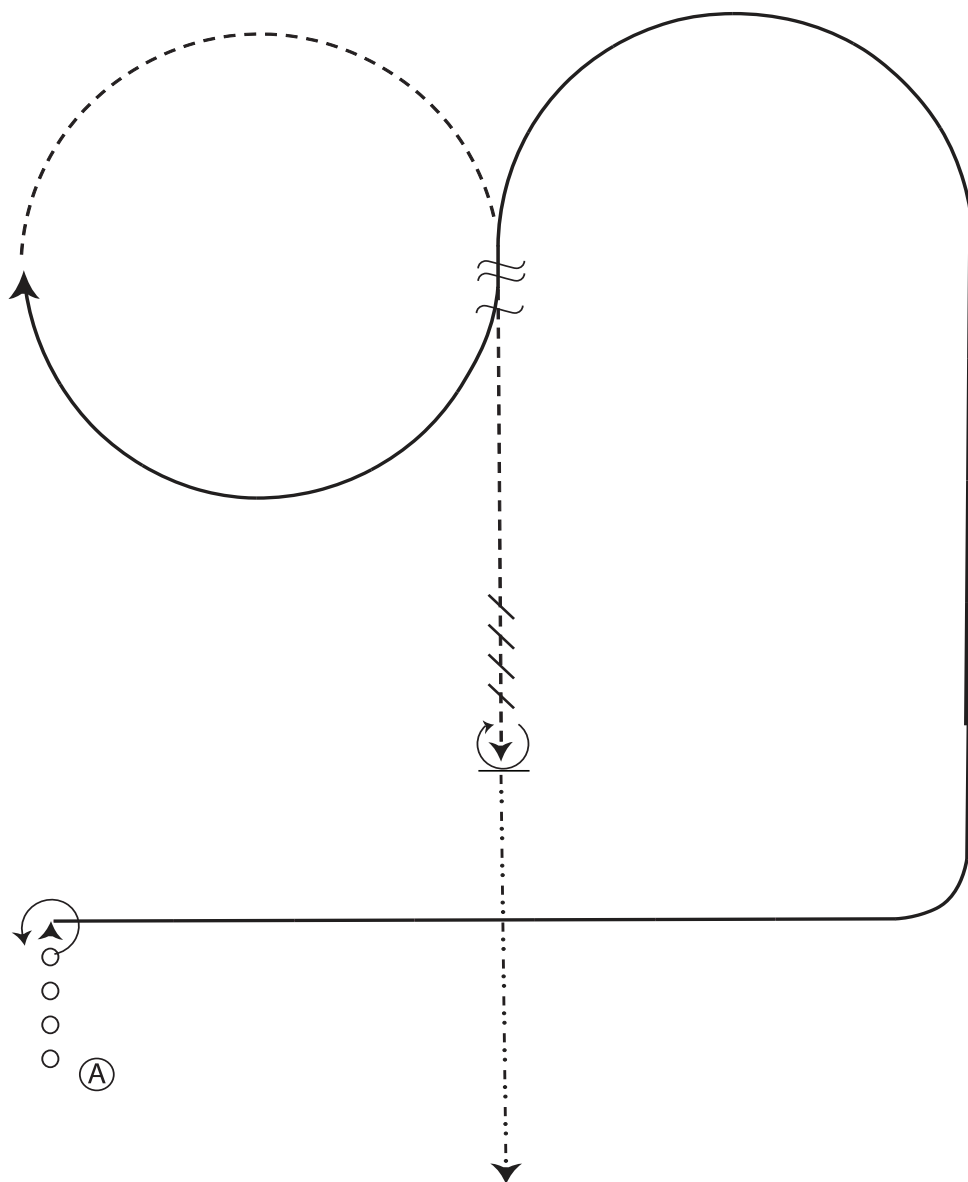


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	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. Walk, then extend the walk.
2. Trot posting on the left diagonal.
3. Canter a  $\frac{3}{4}$  circle in the right lead. Stop.
4. 360-degree haunch turn right.
5. Back.
6. Trot posting on the right diagonal.
7. Canter in the left lead. Stop.
8. Side pass left.
9. 360-degree forehand turn left.
10. Walk one horse length. Pattern is complete. Exit the arena.



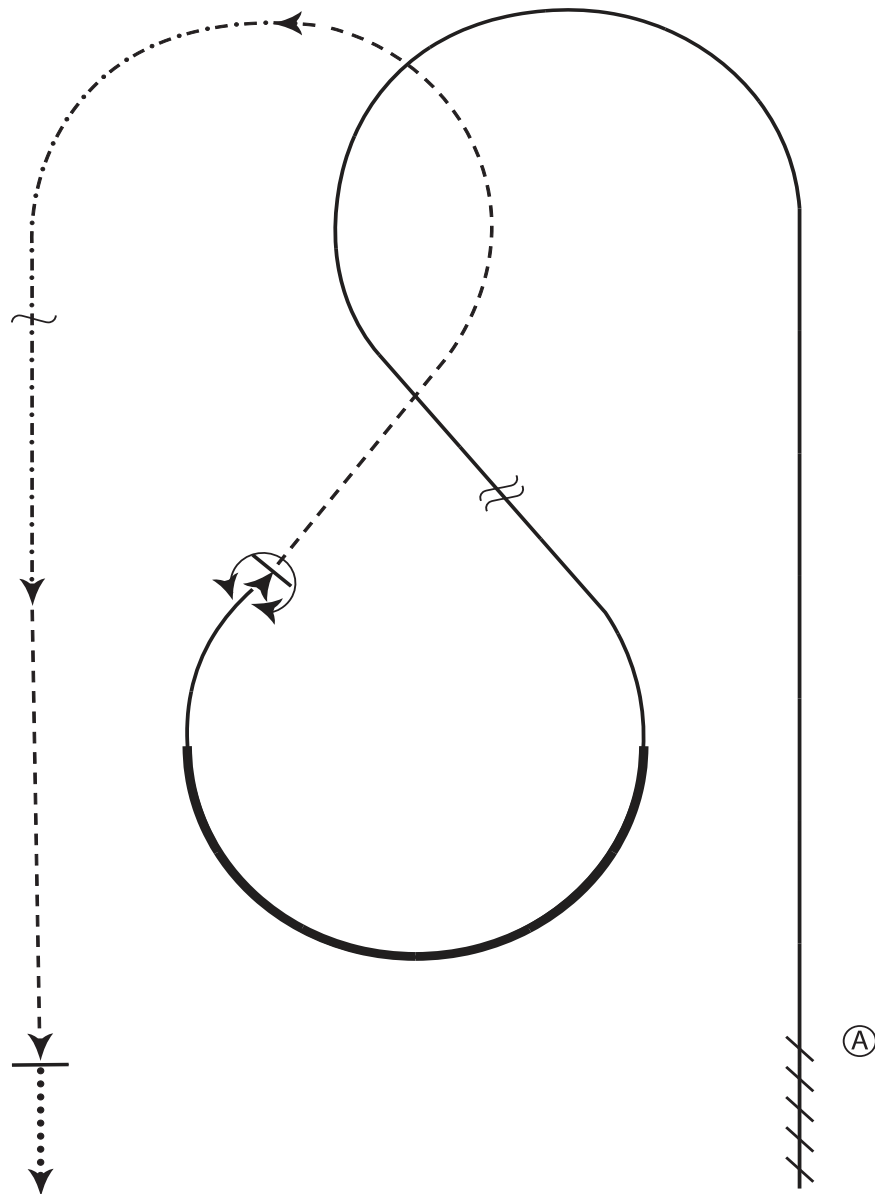
## KEY

## INSTRUCTIONS

.....	Walk
oooooo	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. Extended walk. Stop.
2. 270-degree forehand turn left.
3. Canter in the left lead around corner.
4. Hand gallop.
5. Collect to the canter and canter half circle, change leads (simple or flying).
6. Canter half circle.
7. Trot half circle posting on the left diagonal. Change diagonals.
8. Trot straight line then stop.
9. 360-degree forehand turn right.
10. Back. Sitting trot to A. When horse passes A, pattern is complete. Exit the arena.



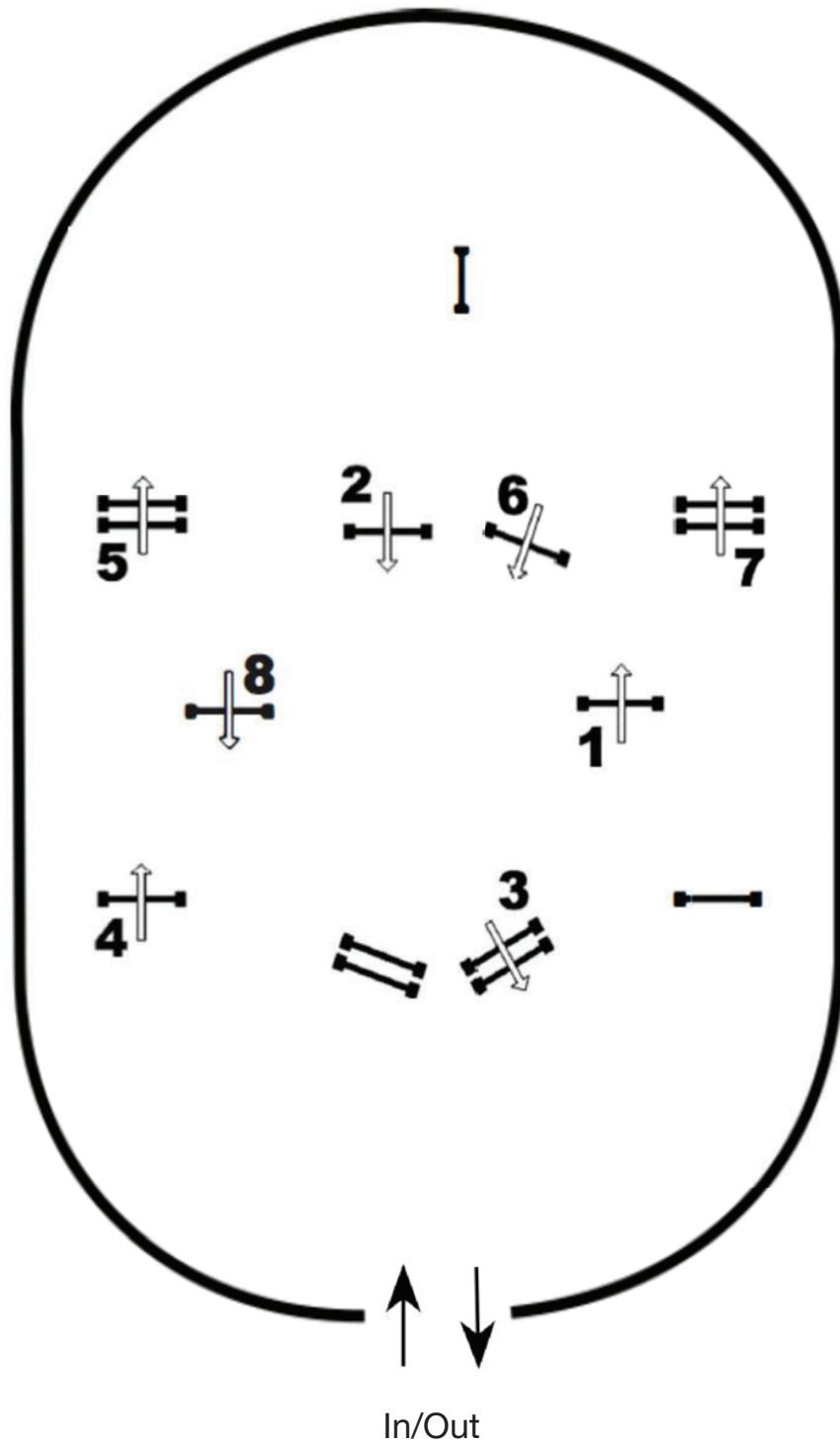


## KEY

## INSTRUCTIONS

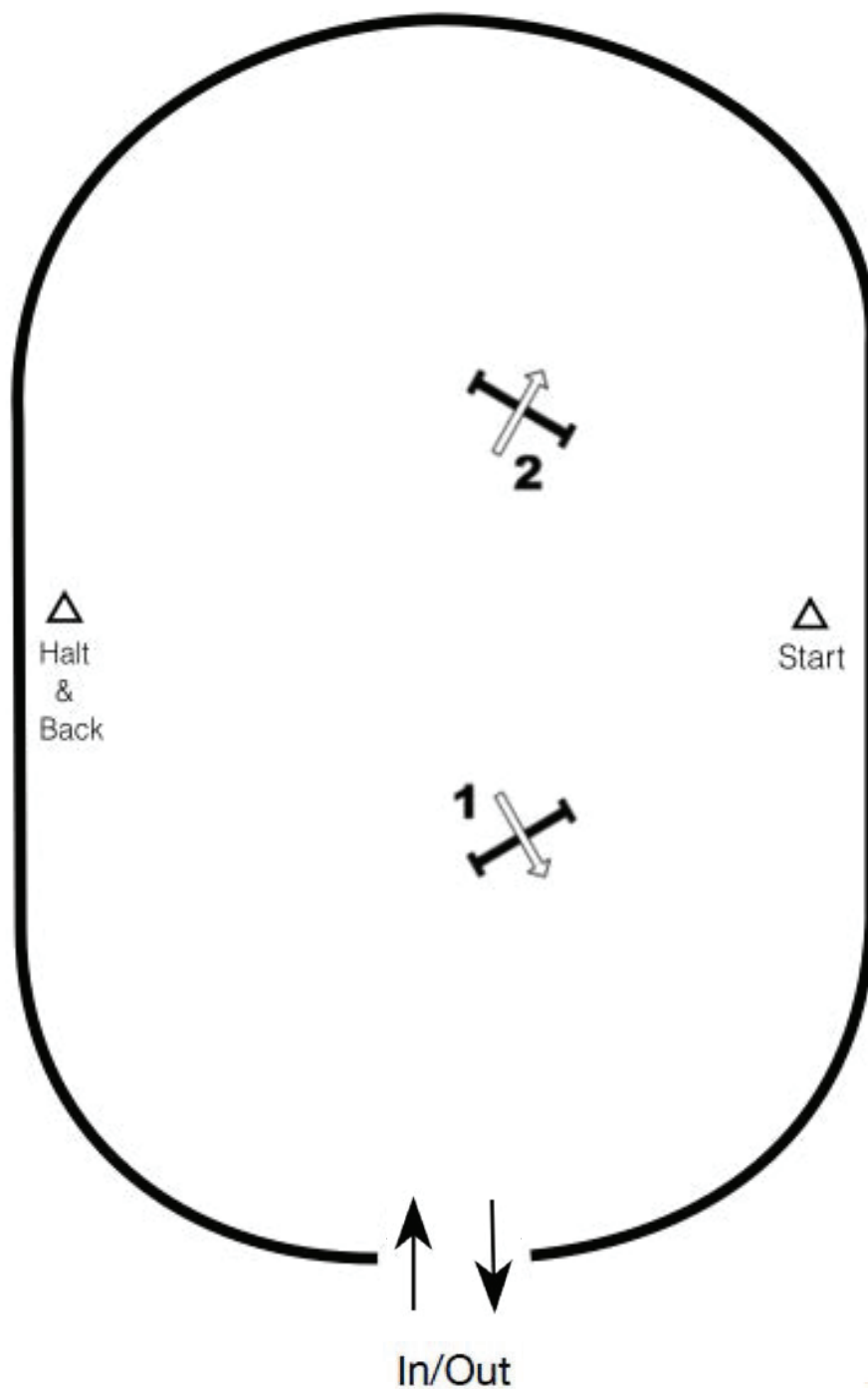
.....	Walk
oooooo	Extended Walk
-----	Trot
.....	Extended Trot
.....	Sitting Trot
=====	Canter
=====	Hand Gallop
////////	Back
~	Change Leads
WWWWW	Side pass
~	Change Diagonal
=====	Leg Yield
A, B, C	Markers

1. Begin at A. Back.
2. Canter in the left lead, change leads (simple or flying).
3. Canter in the right lead then hand gallop half circle.
4. Collect to the canter, then stop.
5. 360-degree forehand turn right or left.
6. 360-degree forehand turn the opposite direction from your first forehand turn.
7. Trot posting on the right diagonal.
8. Extend the trot, change diagonals, continue at the extended trot.
9. Collect to the trot, then stop when even with A. Hesitate.
10. Walk two horse lengths. Pattern is complete. Exit the arena.



Fences 1-8

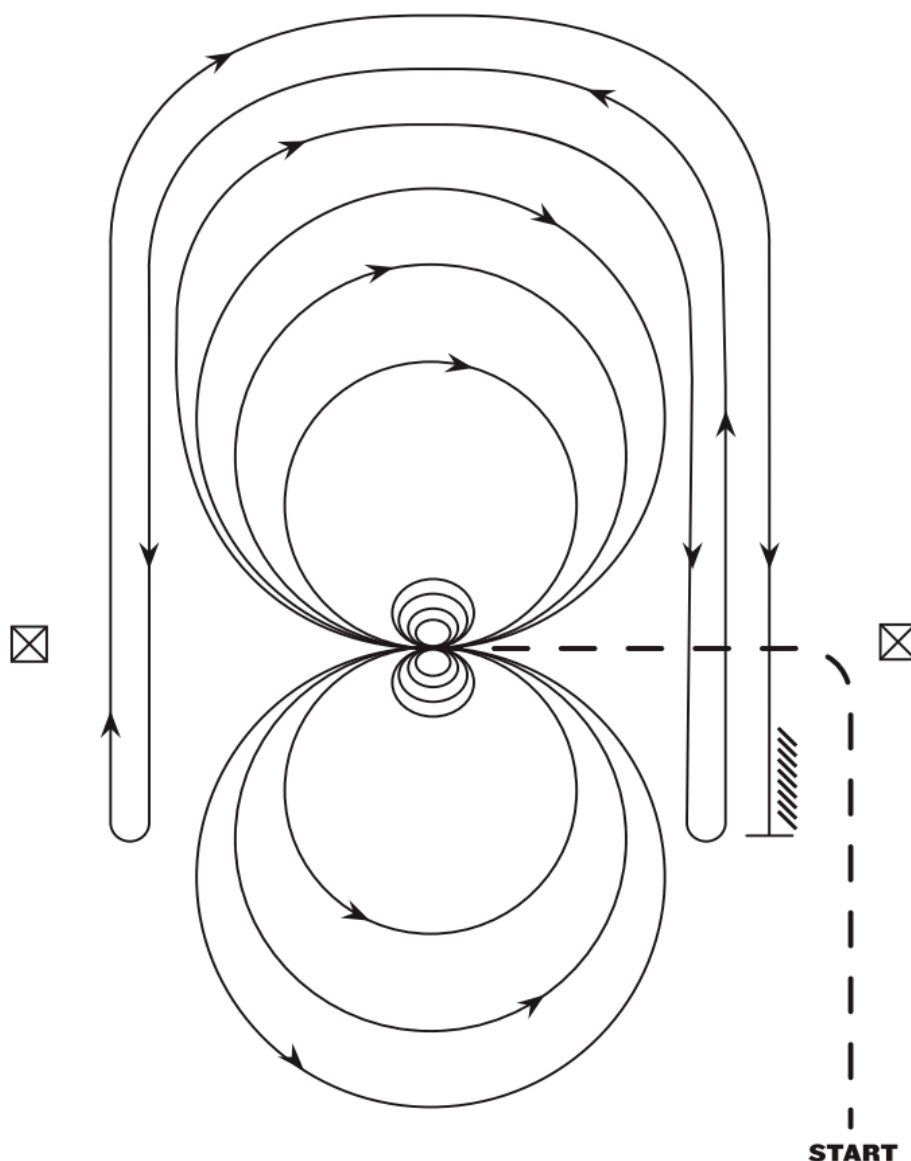




## INSTRUCTIONS

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



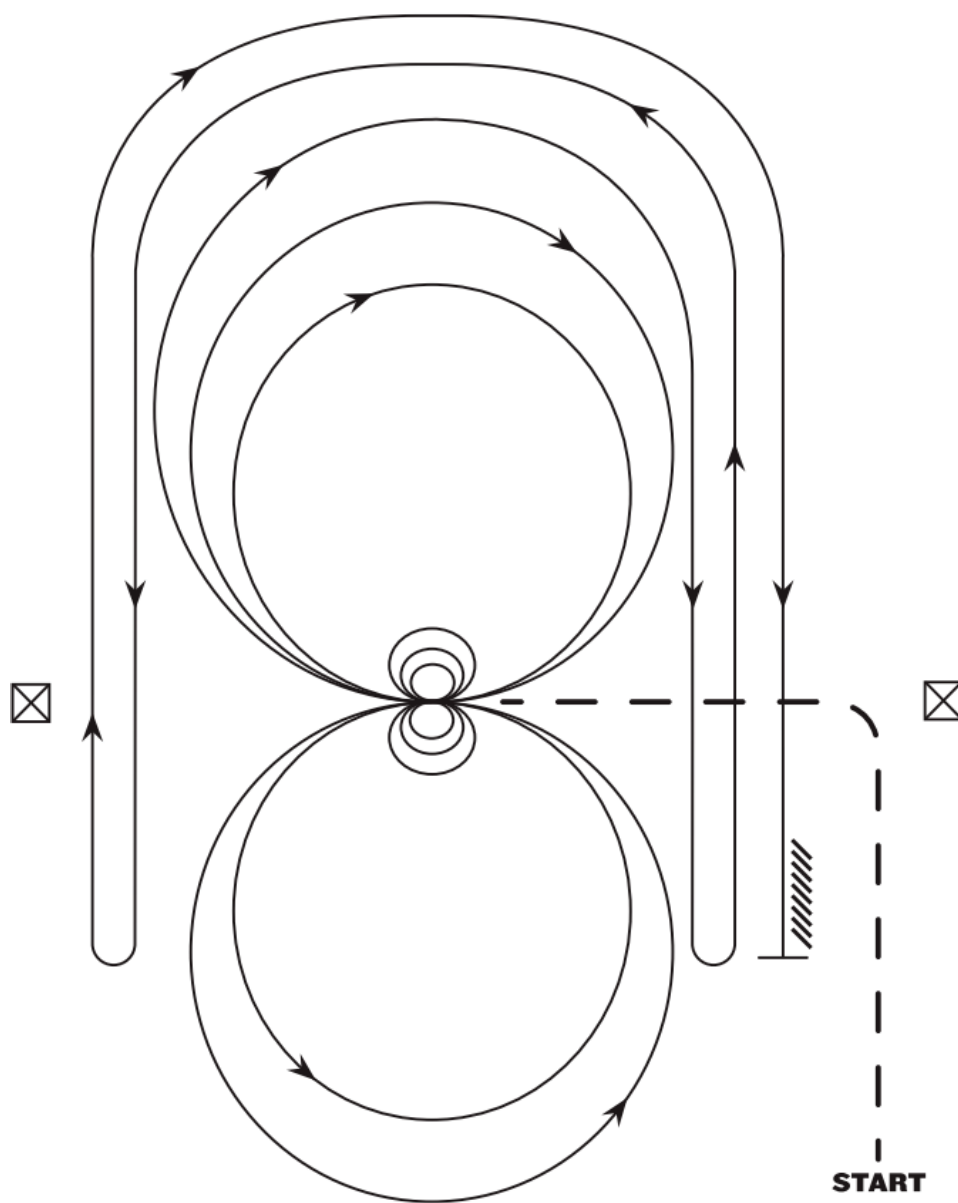


## INSTRUCTIONS

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

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.

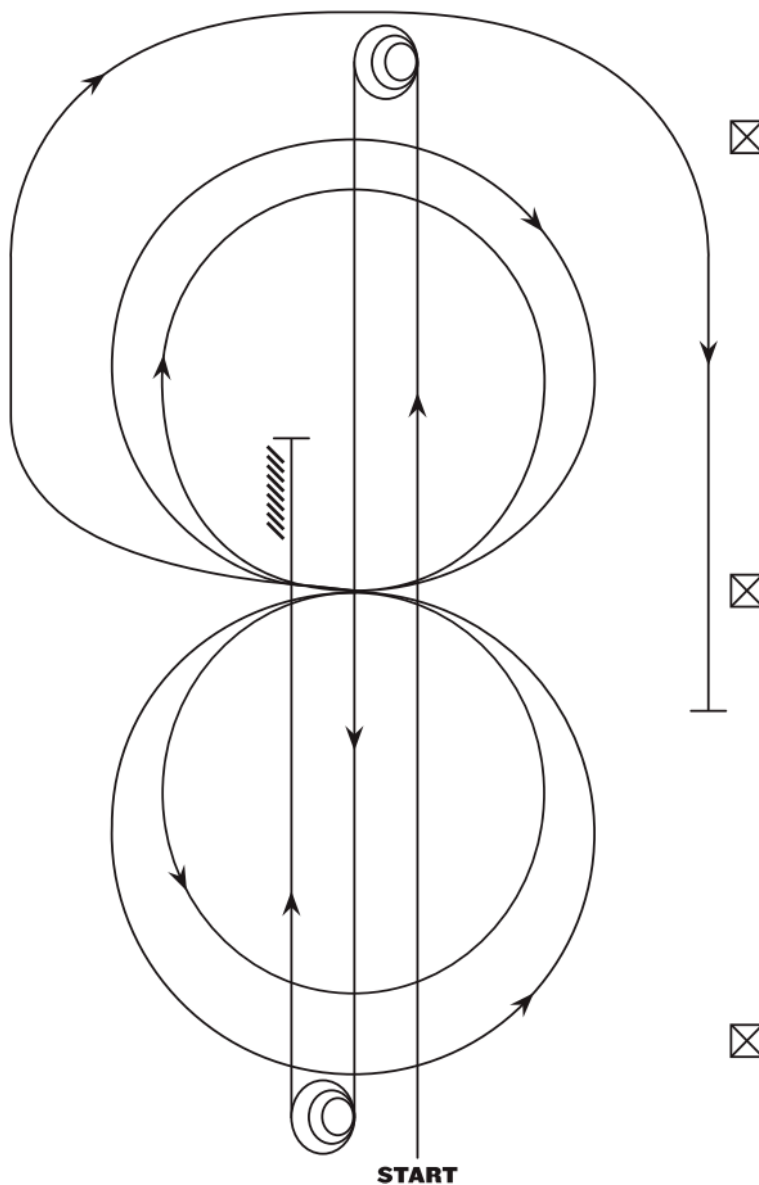


## INSTRUCTIONS

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.

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.

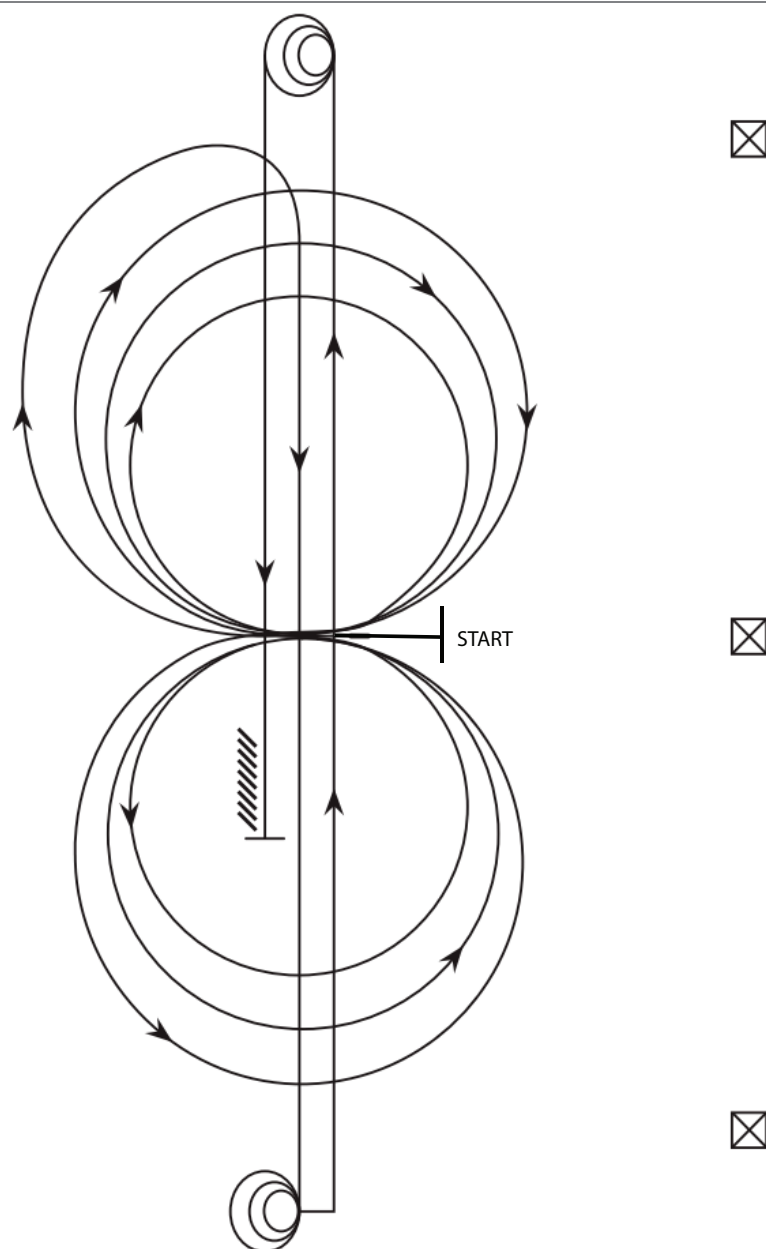


### INSTRUCTIONS

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

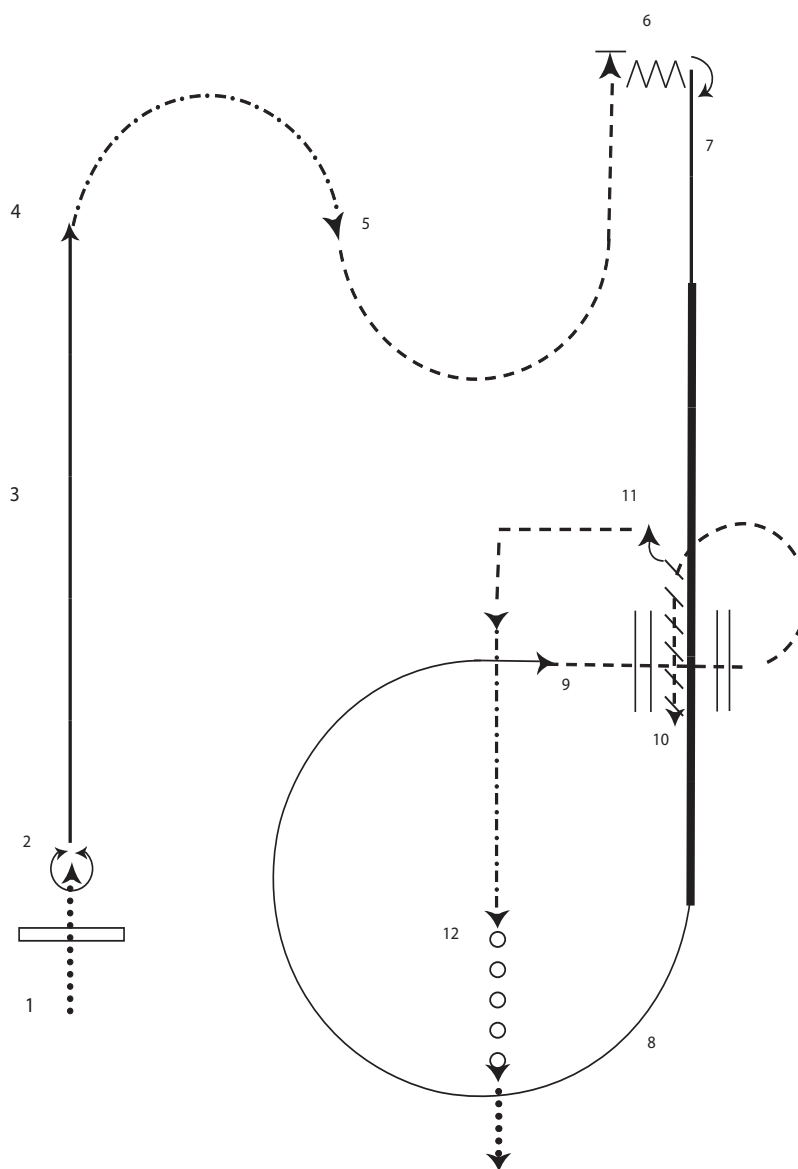


## INSTRUCTIONS

**Mandatory 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: 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.

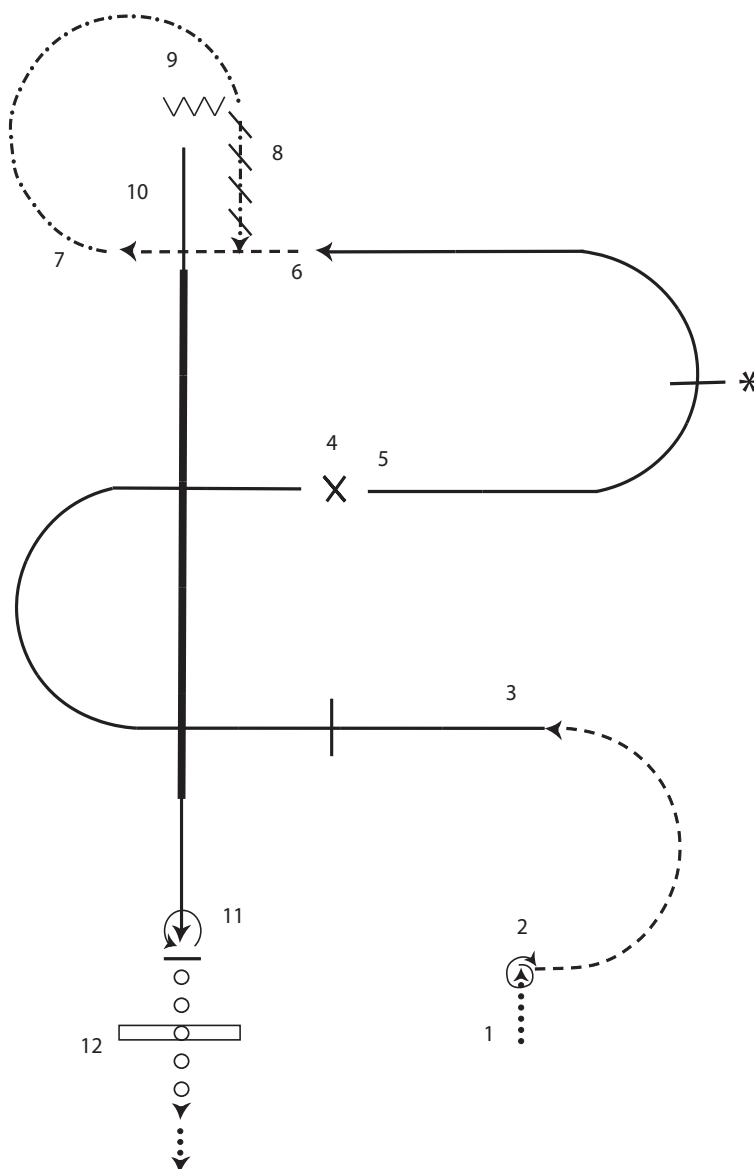


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Trot
-----	Extended Trot
=====	Lope
=====	Extended Lope
////////	Back
X	Change Leads
WWWW	Side pass

1. Walk over log. Stop.
2. 360-degree turn either direction.
3. Lope left lead.
4. Extended trot.
5. Trot, stop.
6. Side pass right. 180-degree turn right.
7. Lope in right lead, extend the lope.
8. Lope.
9. Jog over logs and through middle of logs. Stop.
10. Back through logs. 90-degree turn right.
11. Trot square corner, extend the trot.
12. Break to extended walk, then collect to the walk for one horse length. Pattern is complete. Exit the arena.

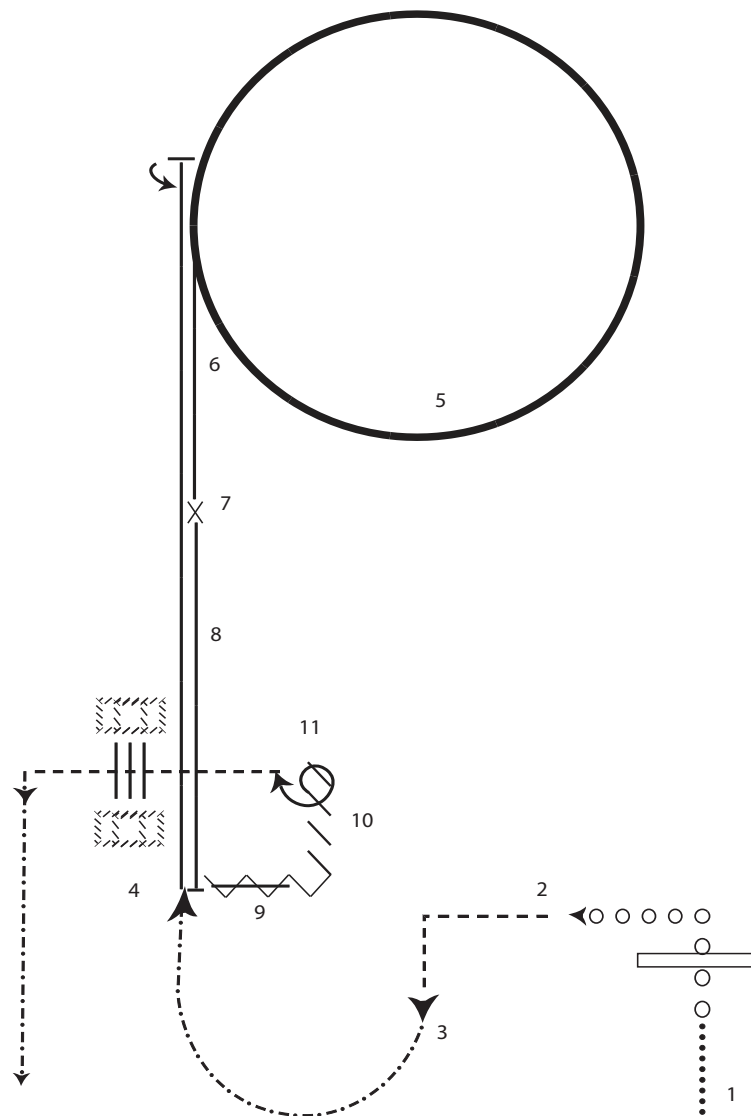


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Trot
-----	Extended Trot
=====	Lope
=====	Extended Lope
////////	Back
X	Change Leads
WWWW	Side pass

1. Walk, stop. 450-degree turn right.
2. Trot.
3. Lope over pole in right lead.
4. Change leads (simple or flying).
5. Lope over pole in left lead.
6. Trot.
7. Extended trot. Stop.
8. Back.
9. Side pass right.
10. Lope left lead, extended lope, collect to the lope. Stop.
11. 360-degree turn left.
12. Extended walk over log. Then collect to the walk for one horse length. Pattern is complete. Exit the arena..

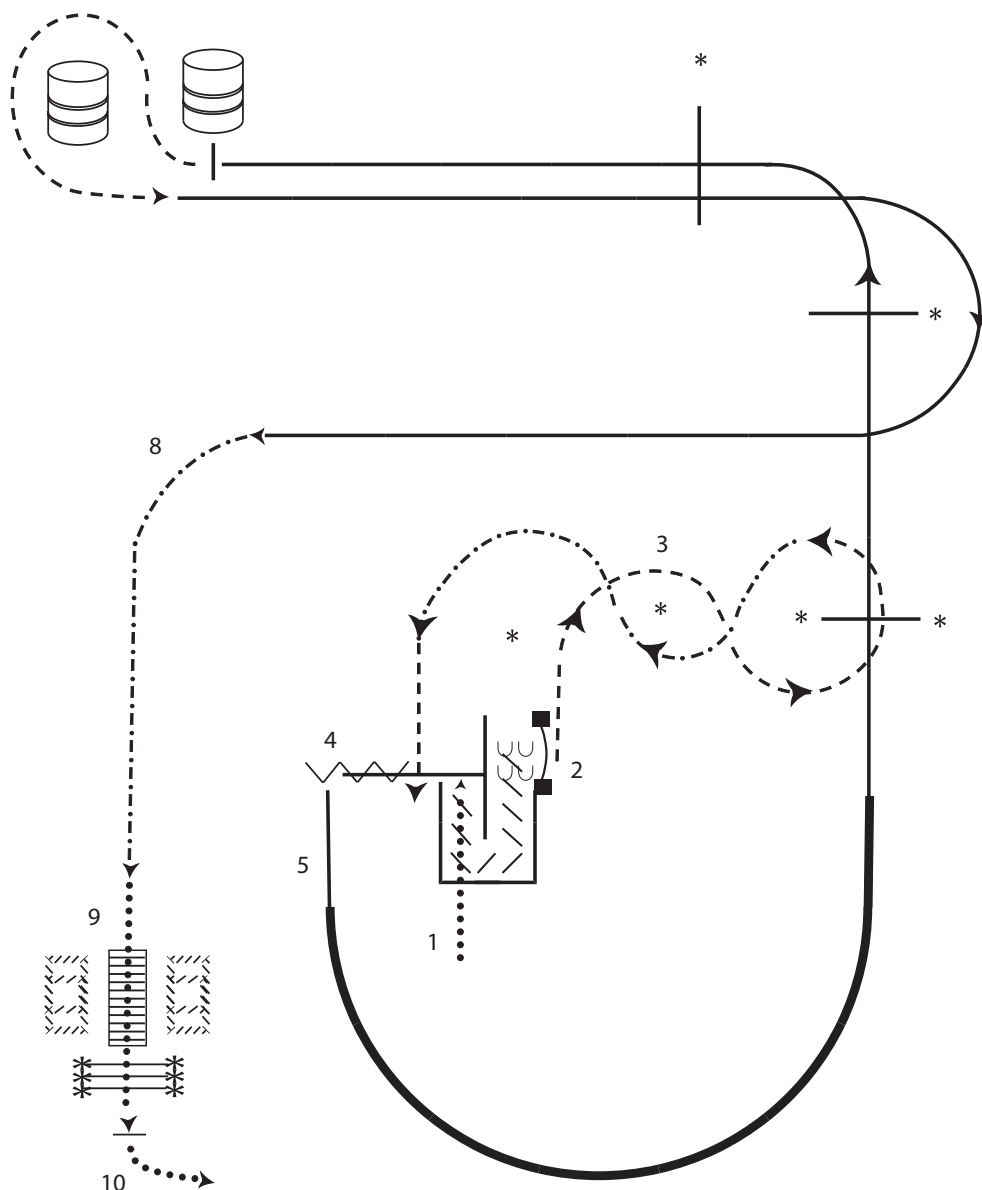


## KEY

## INSTRUCTIONS

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

1. Walk, then extended walk over log and in a square corner.
2. Trot and trot square corner.
3. Extended trot.
4. Lope in right lead. Stop. 180-degree turn left.
5. Extended lope left lead.
6. Lope.
7. Change leads (simple or flying).
8. Lope to log. Stop.
9. Side pass left over log.
10. Back.
11. 450-degree turn right.
12. Jog over logs, jog square corner. Extend the jog for three horse lengths. Pattern is complete. Exit the arena.



## KEY

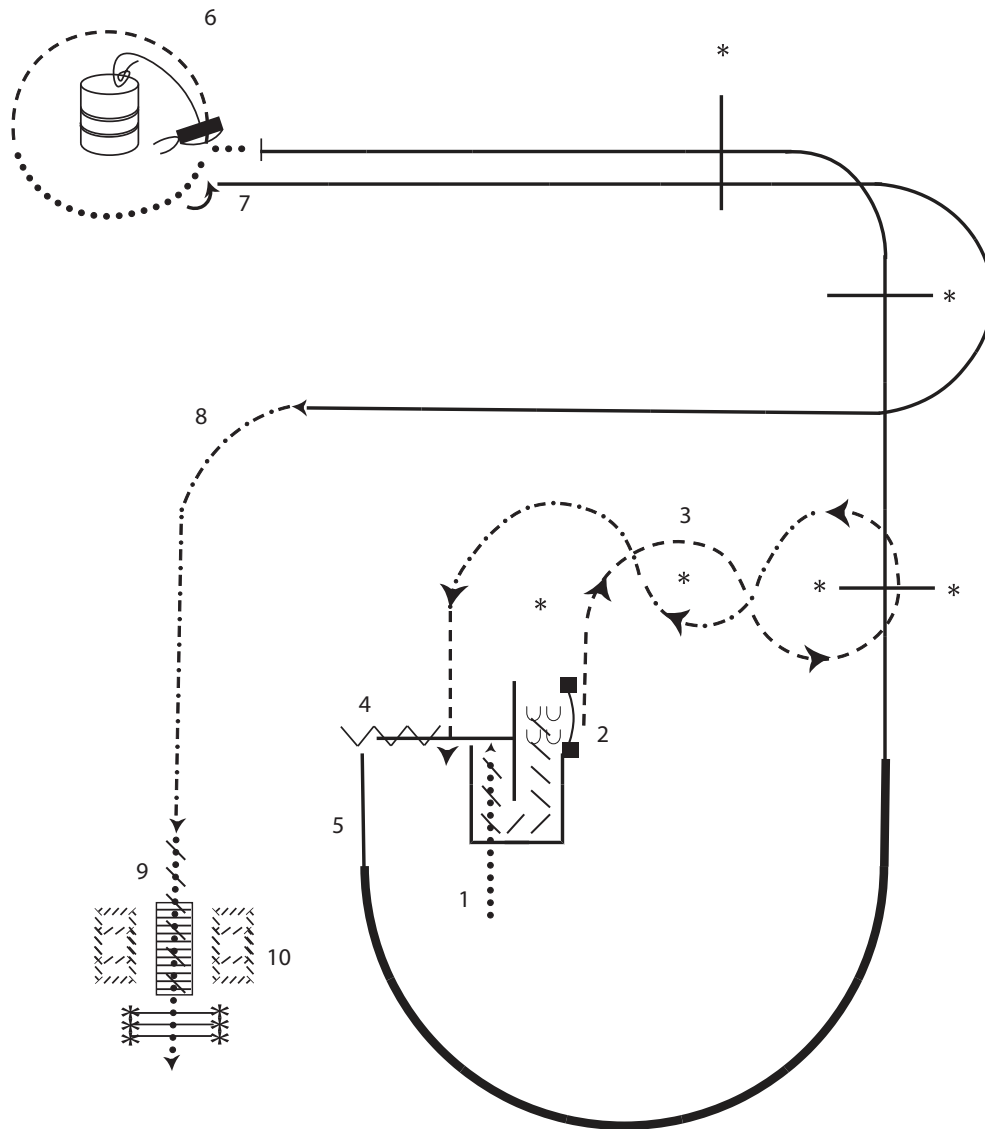
## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
- - - -	Trot
. . . . .	Extended Trot
—————	Lope
—————	Extended Lope
/ / / / / / / /	Back
X	Change Leads
W W W W W	Side pass

1. Walk into chute. Back the "U".
2. Work gate – left hand push.
3. Trot serpentine and trot over pole. Extended trot serpentine, then trot to log stopping with front feet over pole.
4. Side pass right off pole.
5. Lope left lead, extend the lope, then collect to the lope over logs to barrel. Stop.
6. Pick up saddle bags from the first barrel. Trot around second barrel and then replace saddle bags on top of the first barrel.
7. Lope right lead over log and around brush.
8. Break to extended trot.
9. Break to a walk and walk over bridge and over poles through brush. Stop.
10. Dismount. Pick up right front foot, replace. Lead horse at a walk for 6 steps. Pattern is complete.





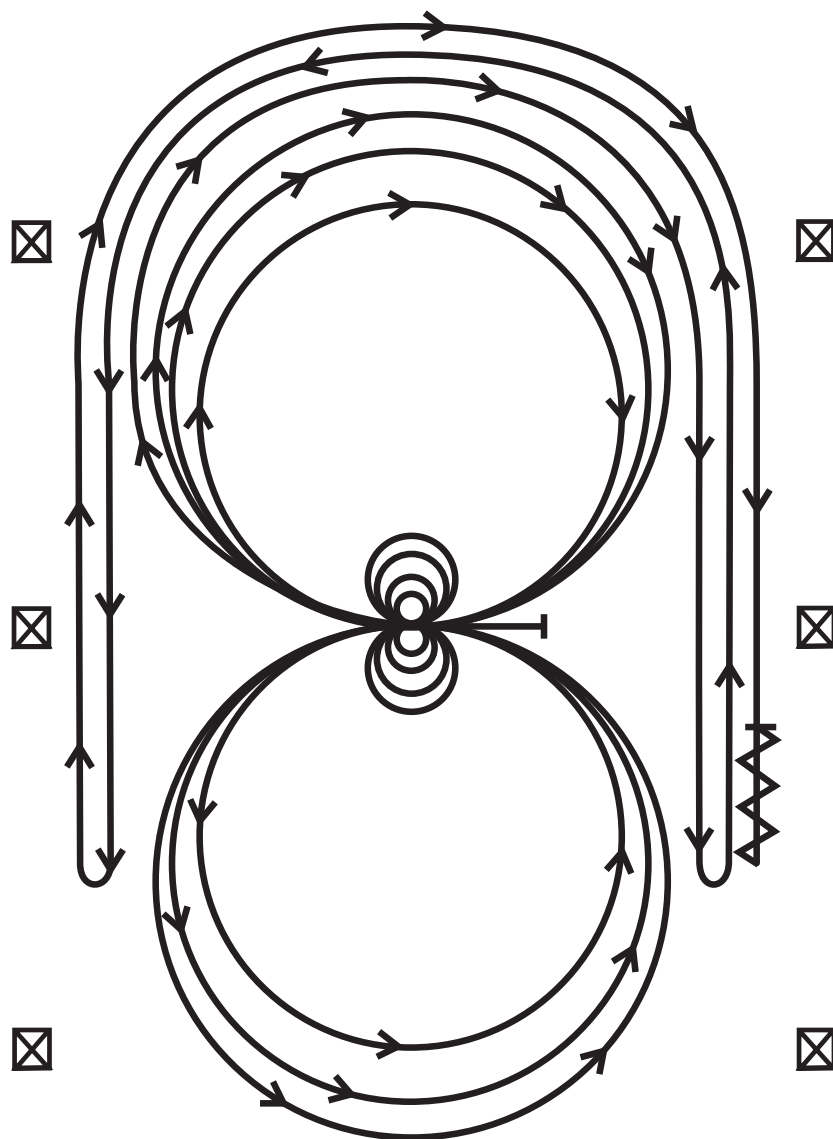


## KEY

## INSTRUCTIONS

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

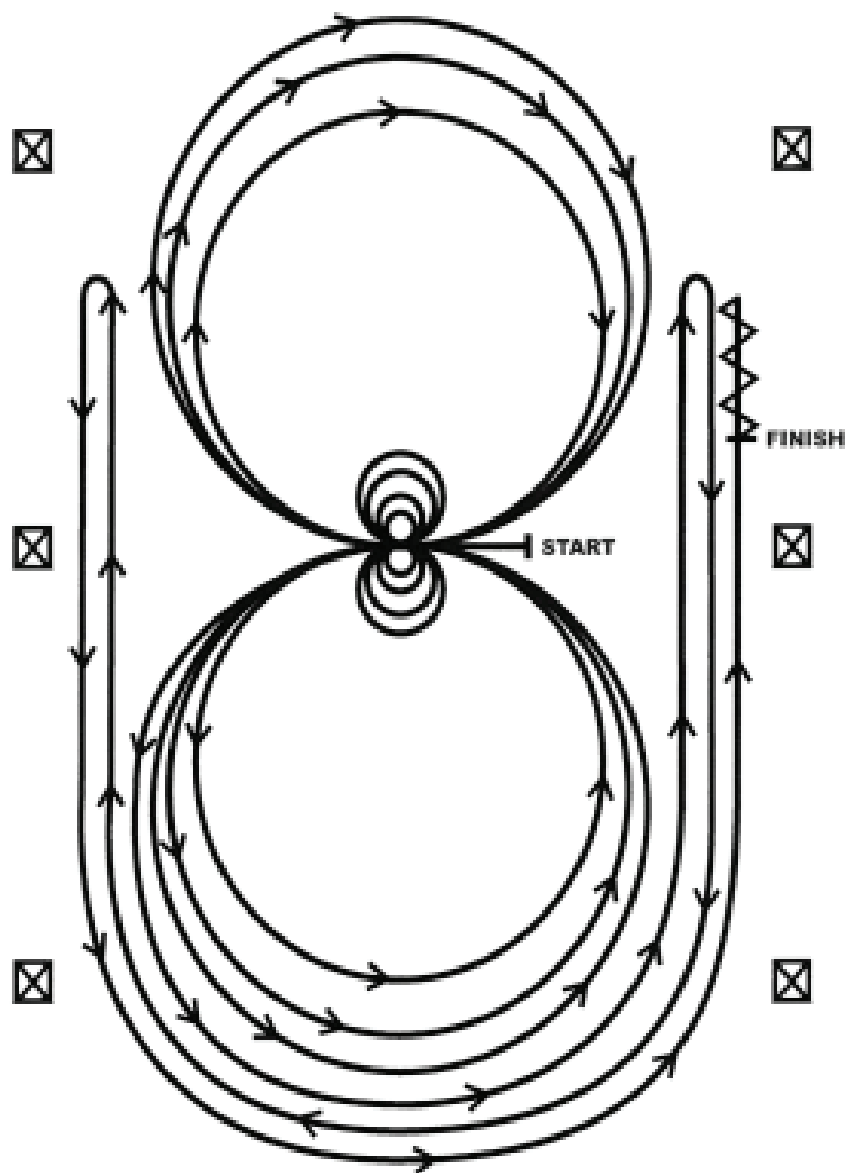
1. Walk into chute. Back the "U".
2. Work gate – left hand push.
3. Trot serpentine and trot over pole. Extended trot serpentine, then trot to log stopping with front feet over pole.
4. Side pass right off pole.
5. .Lope left lead, extend the lope, then collect to the lope over logs to drag. Stop.
6. Drag item in a circle at the walk or trot. Replace drag in same position. (If needed, you may face drag and back up to move drag to original position.)
7. Lope right lead over log and around brush. Break to extended trot.
8. Break to a walk and walk on to bridge. Back off bridge.
9. Dismount, pick up left front foot, replace.
10. Lead horse over bridge and over poles through brush 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.

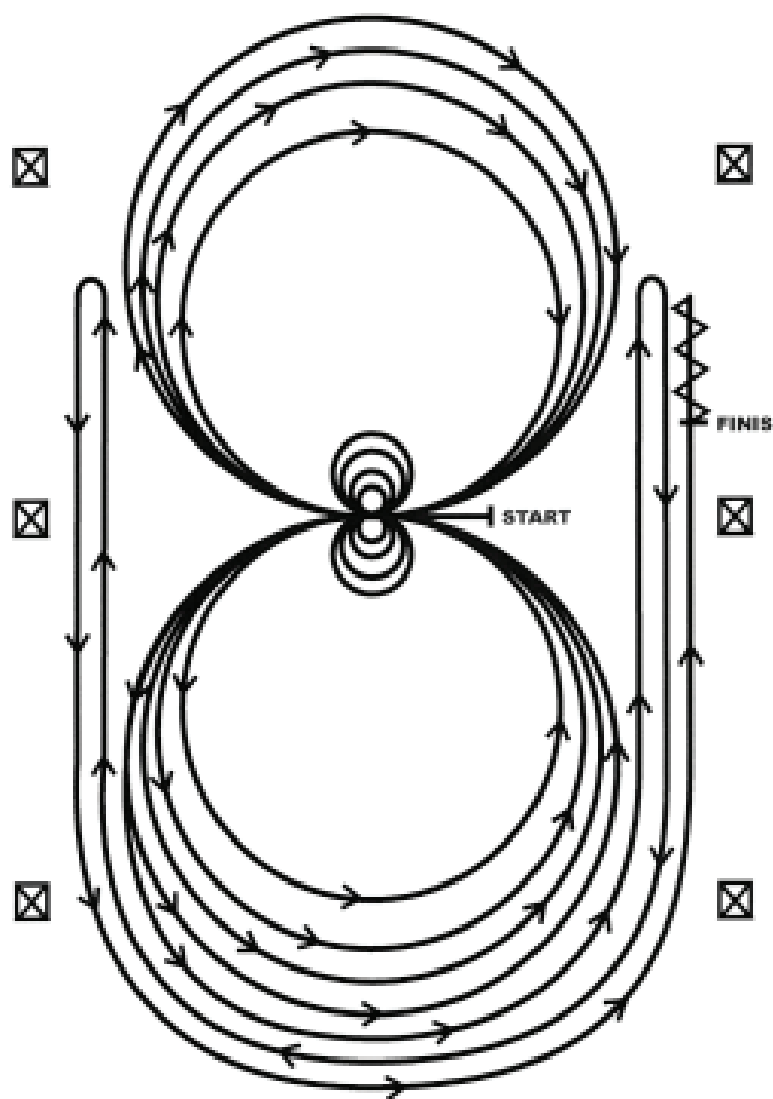
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run up 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.
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 right 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 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.

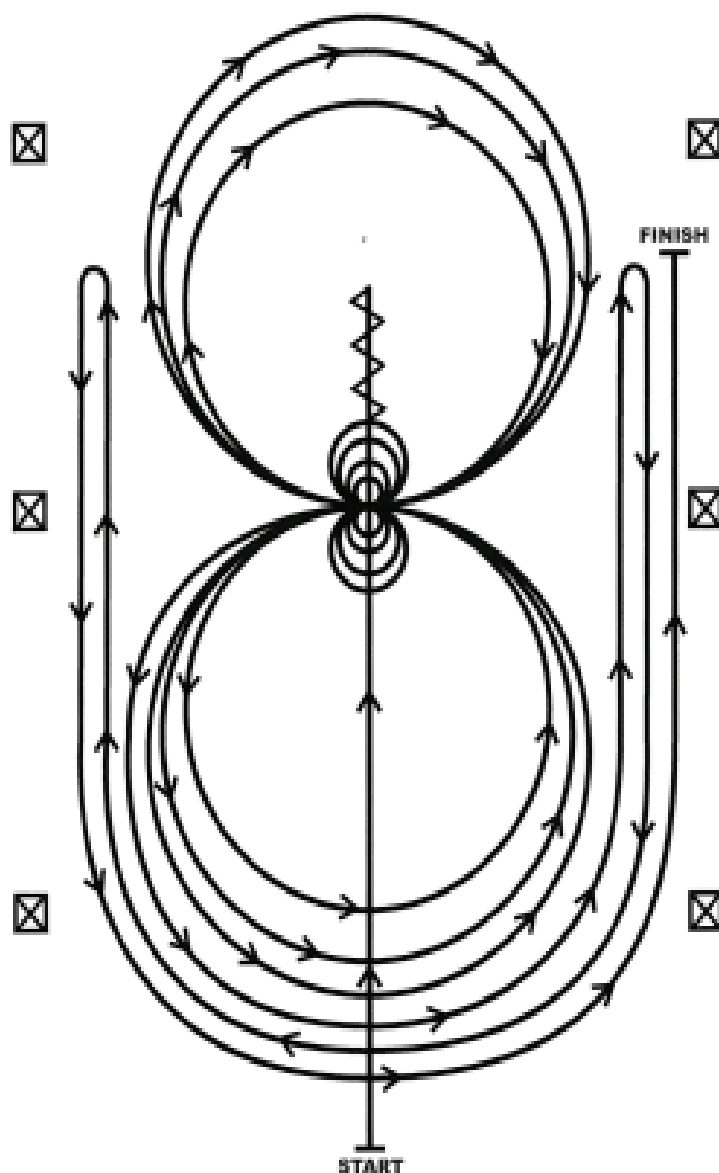
1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: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

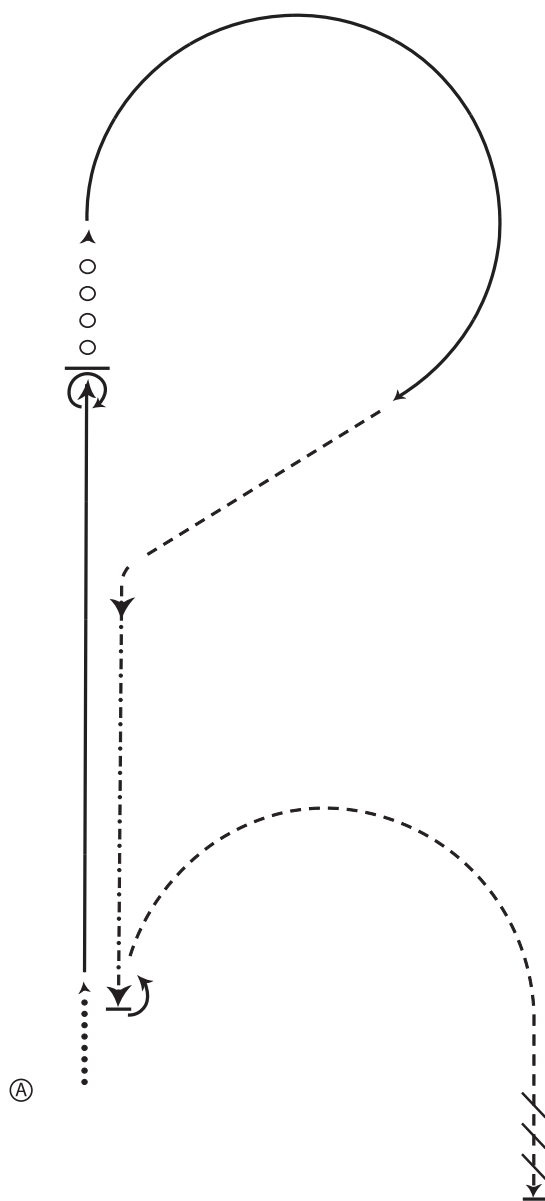
Horse may walk or jog to the center of the arena. Horse must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the 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.
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. (Figure 8)
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 (6.09 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 (6.09 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 (6.09 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 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. 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 of 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 (6.1 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 and 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. Hesitate to demonstrate completion of the pattern.

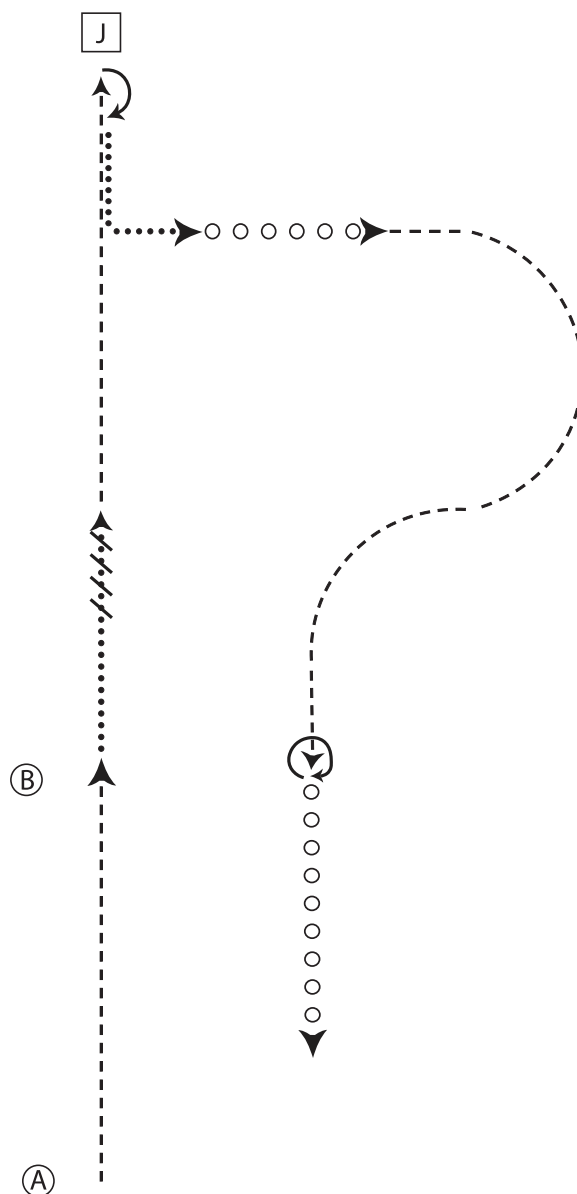


## KEY

## INSTRUCTIONS

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

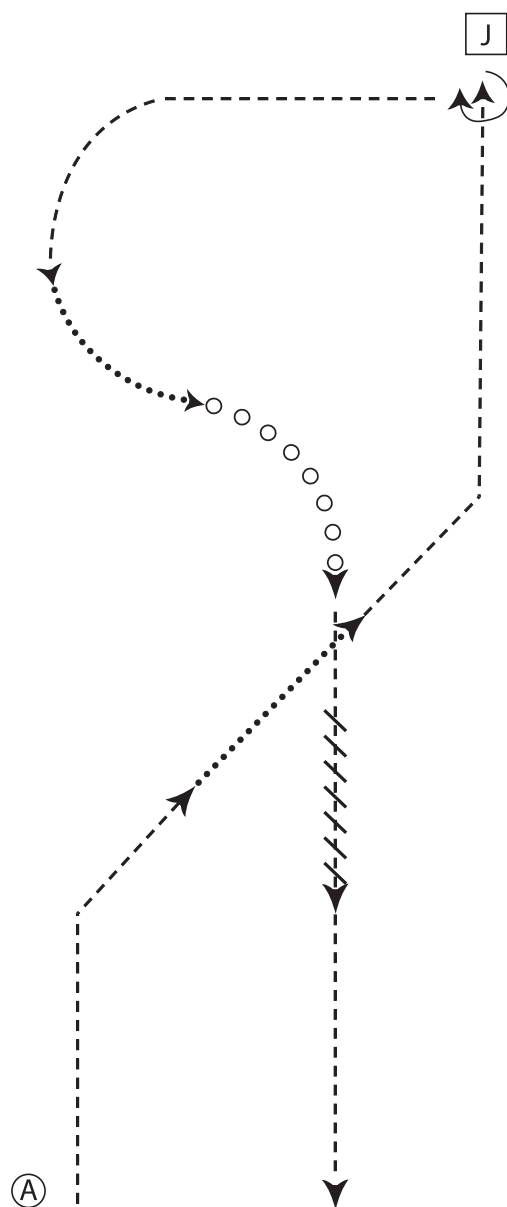
1. Begin at A. Walk one horse length.
2. Canter in the left lead. Stop.
3. 360-degree forehand turn right.
4. Extended walk.
5. Canter in the right lead.
6. Trot posting on the right diagonal.
7. Extend the trot. Stop.
8. 180-degree haunch turn left.
9. Trot posting on the left diagonal past A. Stop.
10. Back to A. Pattern is complete. Exit the arena.



## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
A, B, C	Markers
<div>J</div>	Judge

1. Begin at A. Jog to B.
2. At B, walk. Stop.
3. Back.
4. Jog to Judge. Stop.
5. Set up.
6. Inspection.
7. When excused, 180-degree turn.
8. Walk square corner, extend the walk.
9. Jog serpentine to B. Stop.
10. 360-degree turn. Extended walk two horse lengths. Pattern is complete. Exit the arena.



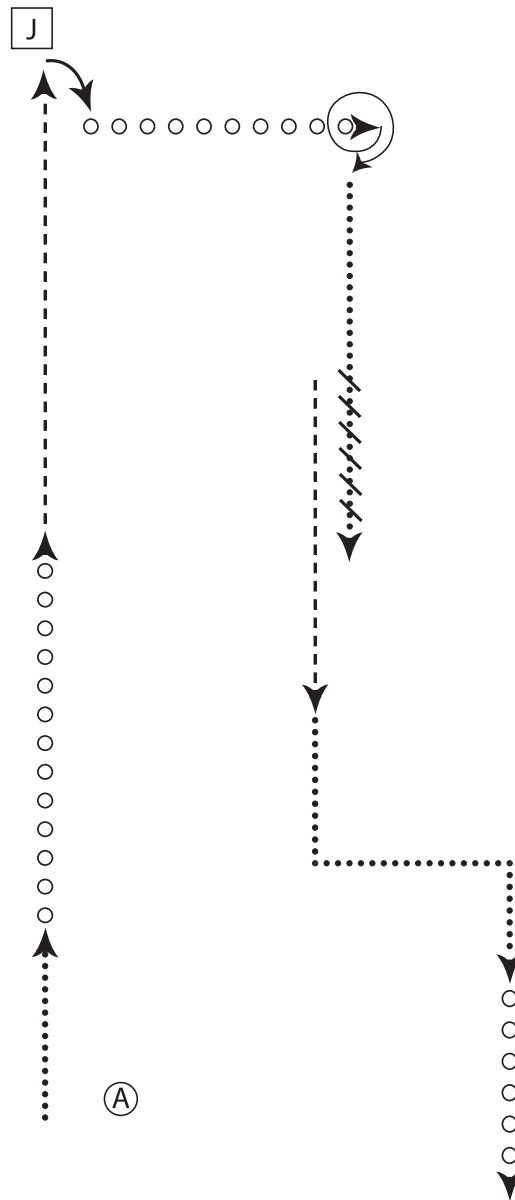
KEY

INSTRUCTIONS

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

1. Begin at A. Jog and then jog arc.
2. Walk. Jog arc to Judge. Stop.
3. Set up.
4. Inspection.
5. When excused, 270-degree turn.
6. Jog.
7. Serpentine at the walk, then extended walk.
8. Jog, stop.
9. Back.
10. Jog to A. At A, pattern is complete. Exit the arena.



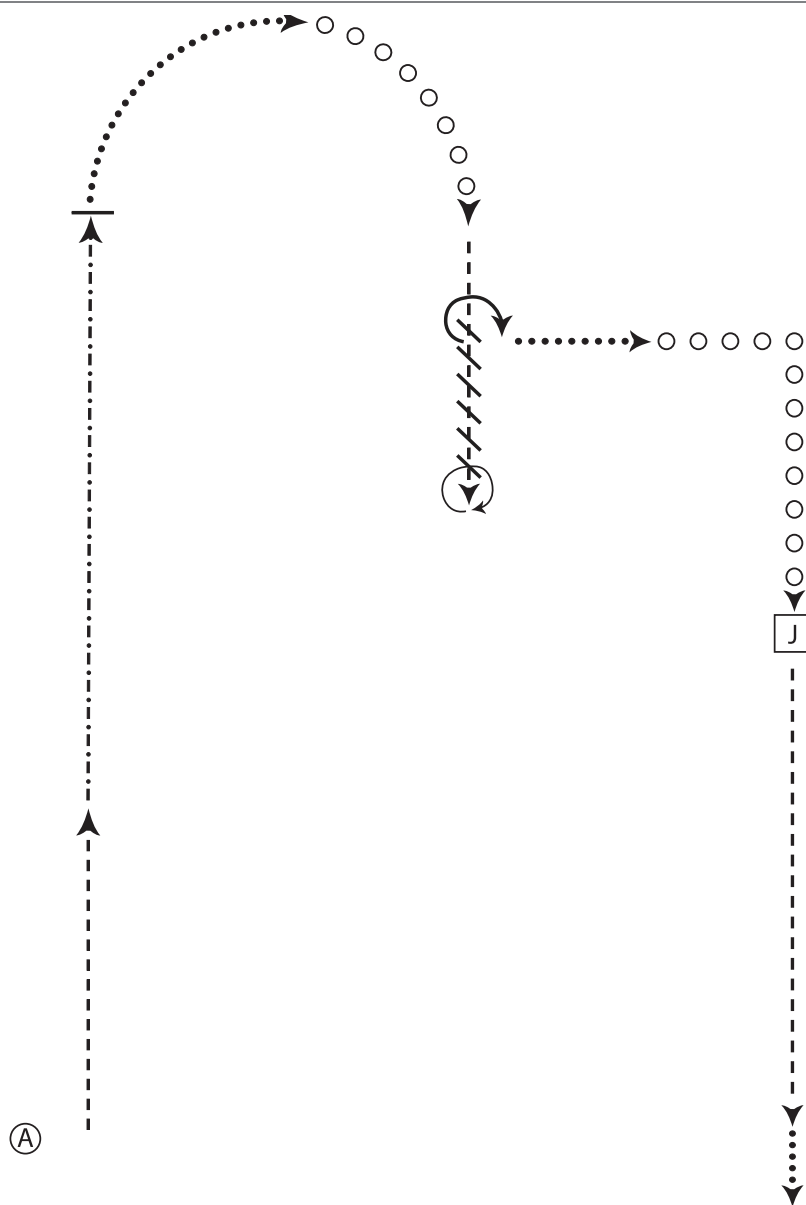


## KEY

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

## INSTRUCTIONS

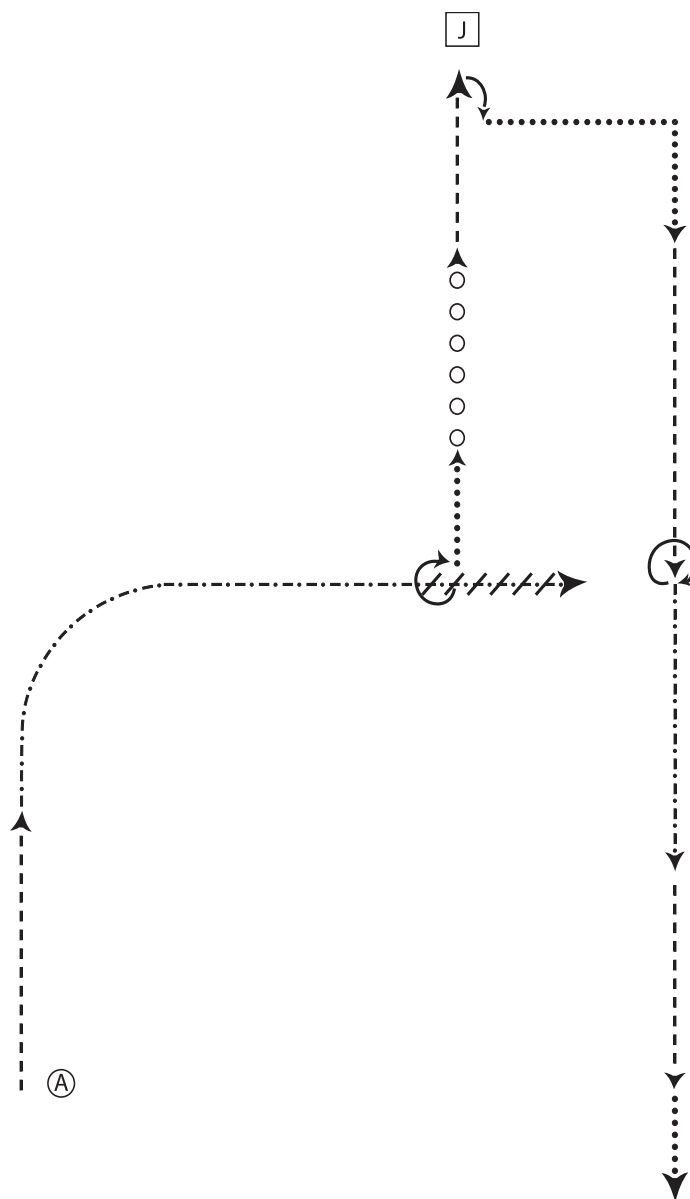
1. Begin at A. Walk, then extend the walk.
2. Jog to Judge. Stop.
3. Set up.
4. Inspection.
5. When excused, 90-degree turn. Extended walk. Stop.
6. 450-degree turn.
7. Walk, stop.
8. Back.
9. Jog.
10. Walk square corners, then extend the walk to A. At A, pattern is complete. Exit the arena.



## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
A, B, C	Markers
<div style="border: 1px solid black; padding: 2px; display: inline-block;">J</div>	Judge

1. Begin at A. Jog, then extend the jog. Stop. Hesitate.
2. Walk, then extended walk.
3. Jog. Stop.
4. 360-degree turn.
5. Back.
6. 270-degree turn.
7. Walk. Extend the walk in a square corner to Judge. Stop.
8. Set up.
9. Inspection.
10. When excused, jog to A. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.



## KEY

## INSTRUCTIONS

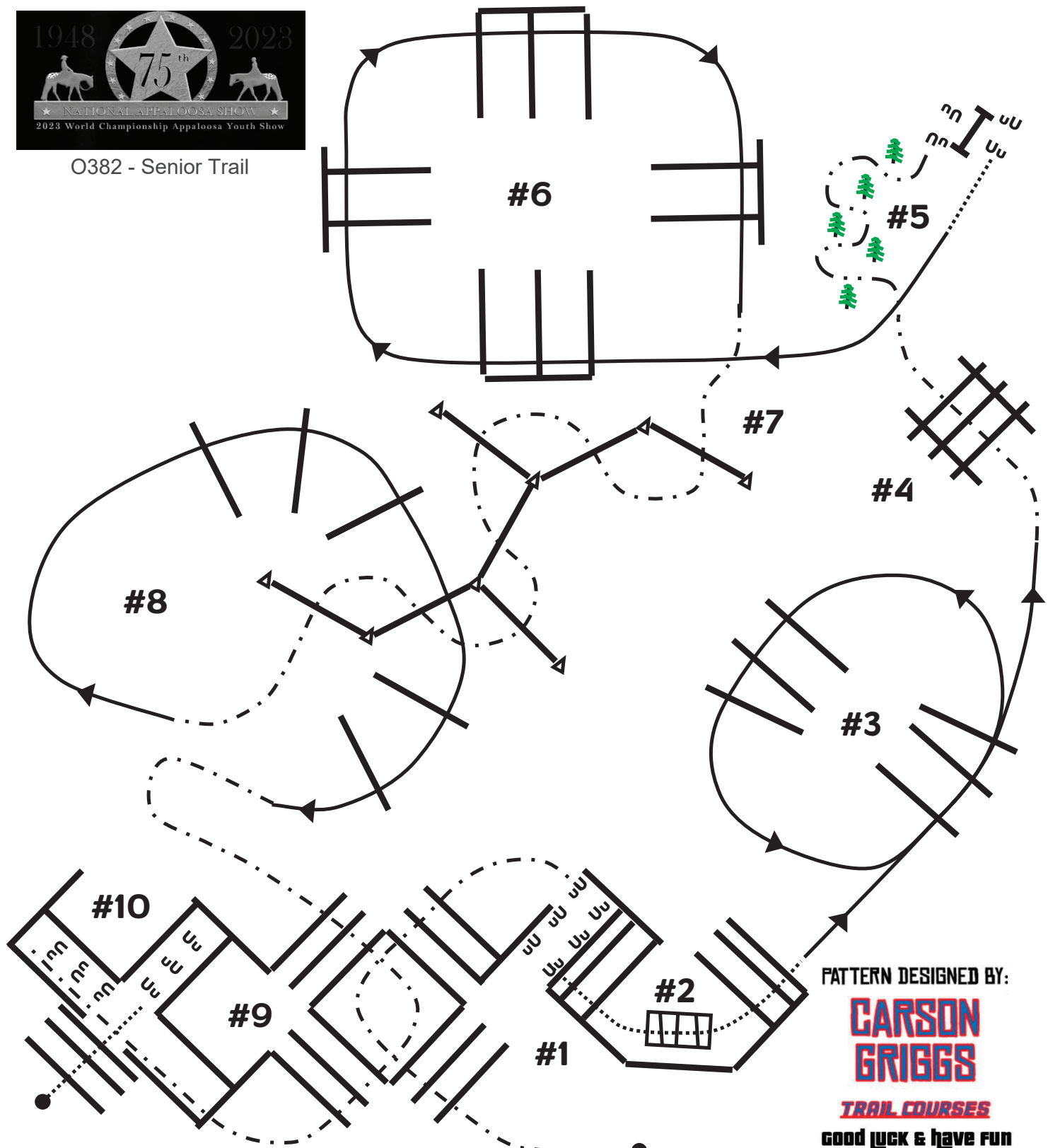
.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
A, B, C	Markers
<div>J</div>	Judge

1. Begin at A. Jog, then extend the jog. Stop.
2. Back.
3. 270-degree turn.
4. Walk, extend the walk, jog to Judge. Stop.
5. Set up.
6. Inspection.
7. When excused, 90-degree turn. Walk, then walk square corner.
8. Jog, stop.
9. 360-degree turn.
10. Extended jog, then jog to A. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.





## O382 - Senior Trail



1. JOG THRU BOX, STOP AT POLE, SIDEPASS RIGHT
2. WALK OVER POLES, BRIDGE, THEN POLES
3. LOPE LEFT LEAD OVER OBSTACLE #3
4. JOG OVER RAILROAD TRACKS
5. EXTENDED JOG THRU TREES & WORK RIGHT HAND GATE
6. WALK A FEW STEPS AWAY FROM GATE, RIGHT LEAD

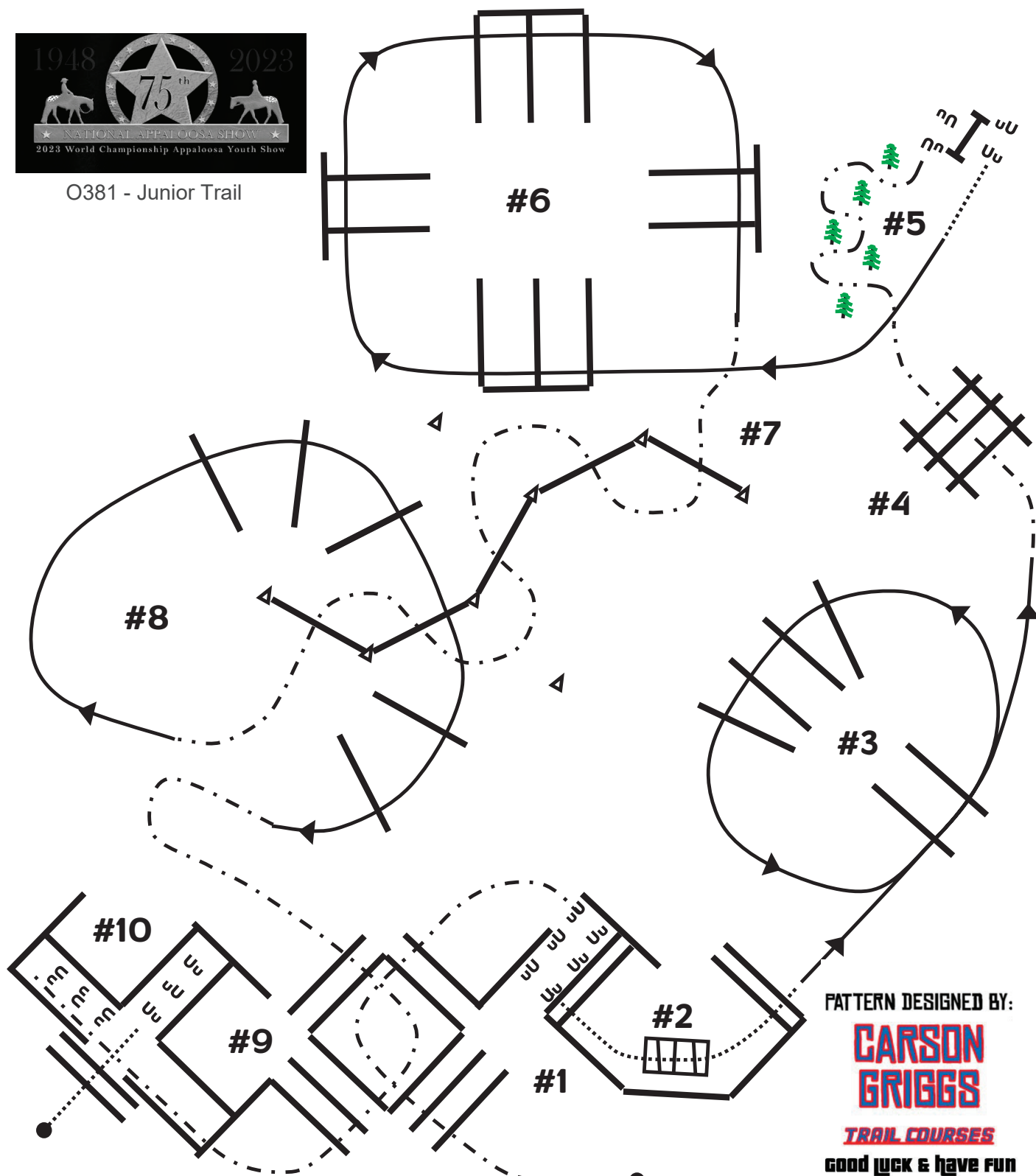
7. JOG SERPENTINE AS SHOWN
8. LOPE RIGHT LEAD FANNED POLES
9. JOG THRU BOX INTO CHUTE
10. BACK THE "L" THEN WALK OUT OF CHUTE OVER POLES

PATTERN DESIGNED BY:  
**CARSON GRIGGS**  
 TRAIL COURSES  
 good luck & have fun





## O381 - Junior Trail

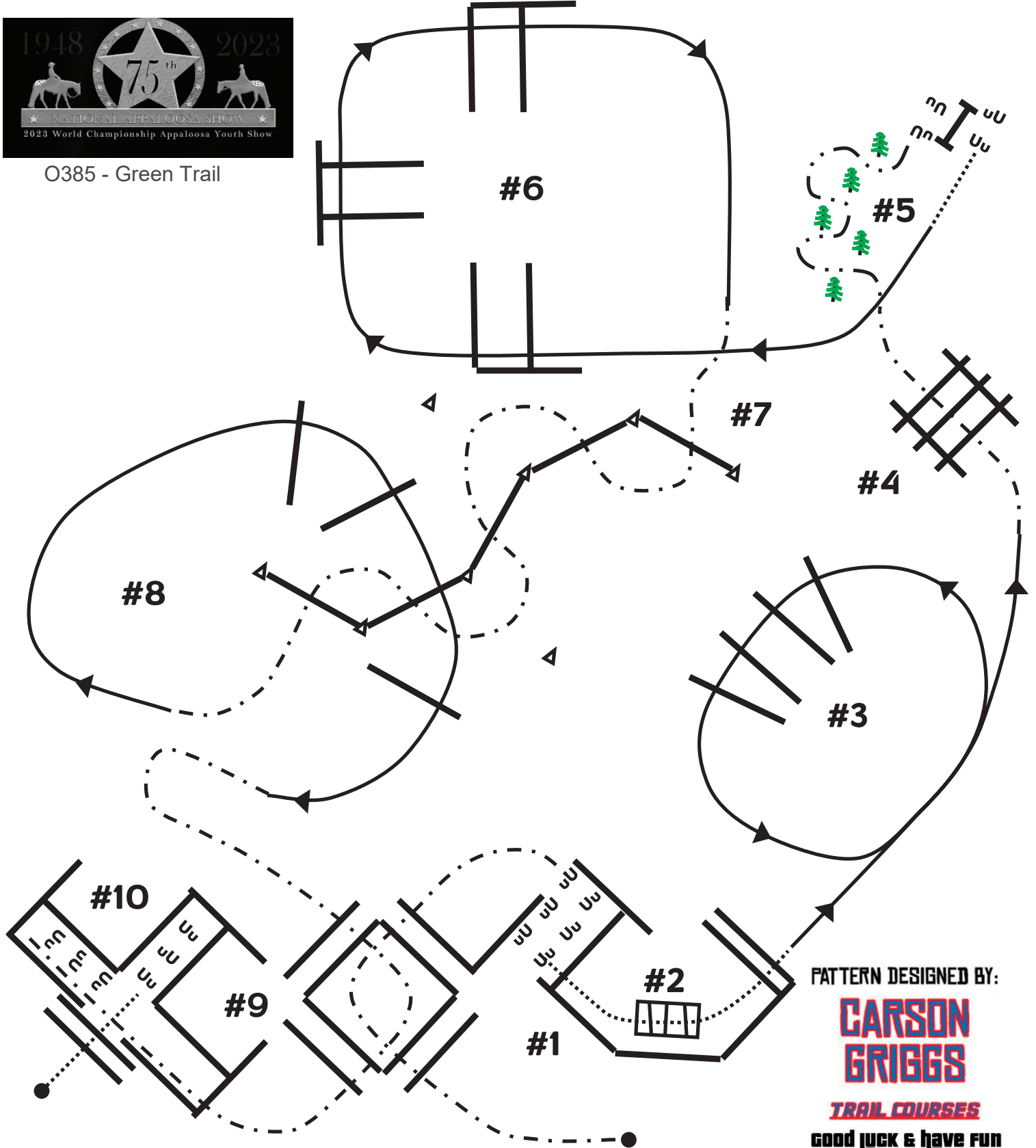


1. JOG THRU BOX, STOP AT POLE, SIDEPASS RIGHT
2. WALK OVER POLES, BRIDGE, THEN POLES
3. LOPE LEFT LEAD OVER OBSTACLE #3
4. JOG OVER RAILROAD TRACKS
5. EXTENDED JOG THRU TREES & WORK RIGHT HAND GATE
6. WALK A FEW STEPS AWAY FROM GATE, RIGHT LEAD LOPE OBSTACLE #6
7. JOG SERPENTINE AS SHOWN
8. LOPE RIGHT LEAD FANNED POLES
9. JOG THRU BOX INTO CHUTE
10. BACK THE "L" THEN WALK OUT OF CHUTE OVER POLES





O385 - Green Trail



PATTERN DESIGNED BY:

**CARSON  
GRIGGS**

**TRAIL COURSES**

**GOOD LUCK & HAVE FUN**

1. JOG THRU BOX, STOP AT POLE, SIDEPASS RIGHT
2. WALK OVER POLE, BRIDGE, THEN POLES
3. LOPE LEFT LEAD OVER OBSTACLE #3
4. JOG OVER RAILROAD TRACKS
5. EXTENDED JOG THRU TREES & WORK RIGHT HAND GATE

6. WALK A FEW STEPS AWAY FROM GATE, RIGHT LEAD LOPE OBSTACLE #6
7. JOG SERPENTINE AS SHOWN
8. LOPE RIGHT LEAD FANNED POLES
9. JOG THRU BOX INTO CHUTE
10. BACK THE "L" THEN WALK OUT OF CHUTE OVER POLES





Y291 - Youth Trail, 13 & Under

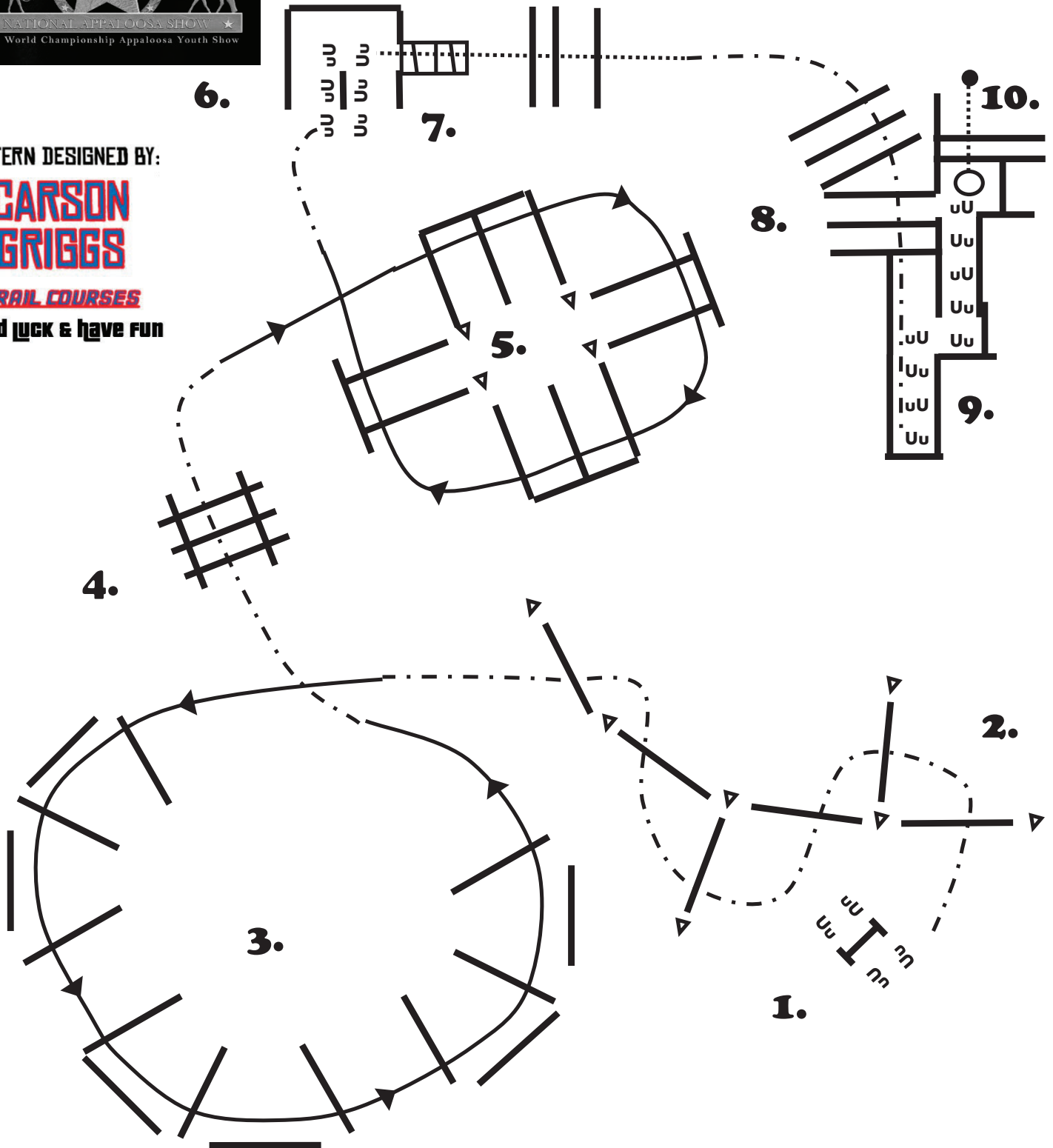
Y292 - Youth Trail, 14-18

PATTERN DESIGNED BY:

**CARSON  
GRIGGS**

**TRAIL COURSES**

**GOOD LUCK & HAVE FUN**



**1. WORK GATE LEFT HAND**

**2. JOG THRU SERPENTINE AS SHOWN**

**3. LOPE GIANT FAN LEFT LEAD**

**4. JOG RAILROAD TRACK**

**5. LOPE OBSTACLE #5 RIGHT LEAD**

**6. SIDEPASS OVER POLE TO BRIDGE**

**7. WALK OVER BRIDGE AND POLES**

**8. JOG INTO CHUTE**

**9. BACK AS SHOWN**

**10. 180 TURN EITHER DIRECTION, THEN WALK OUT**





Y607 - Novice Youth Trail, 14-18

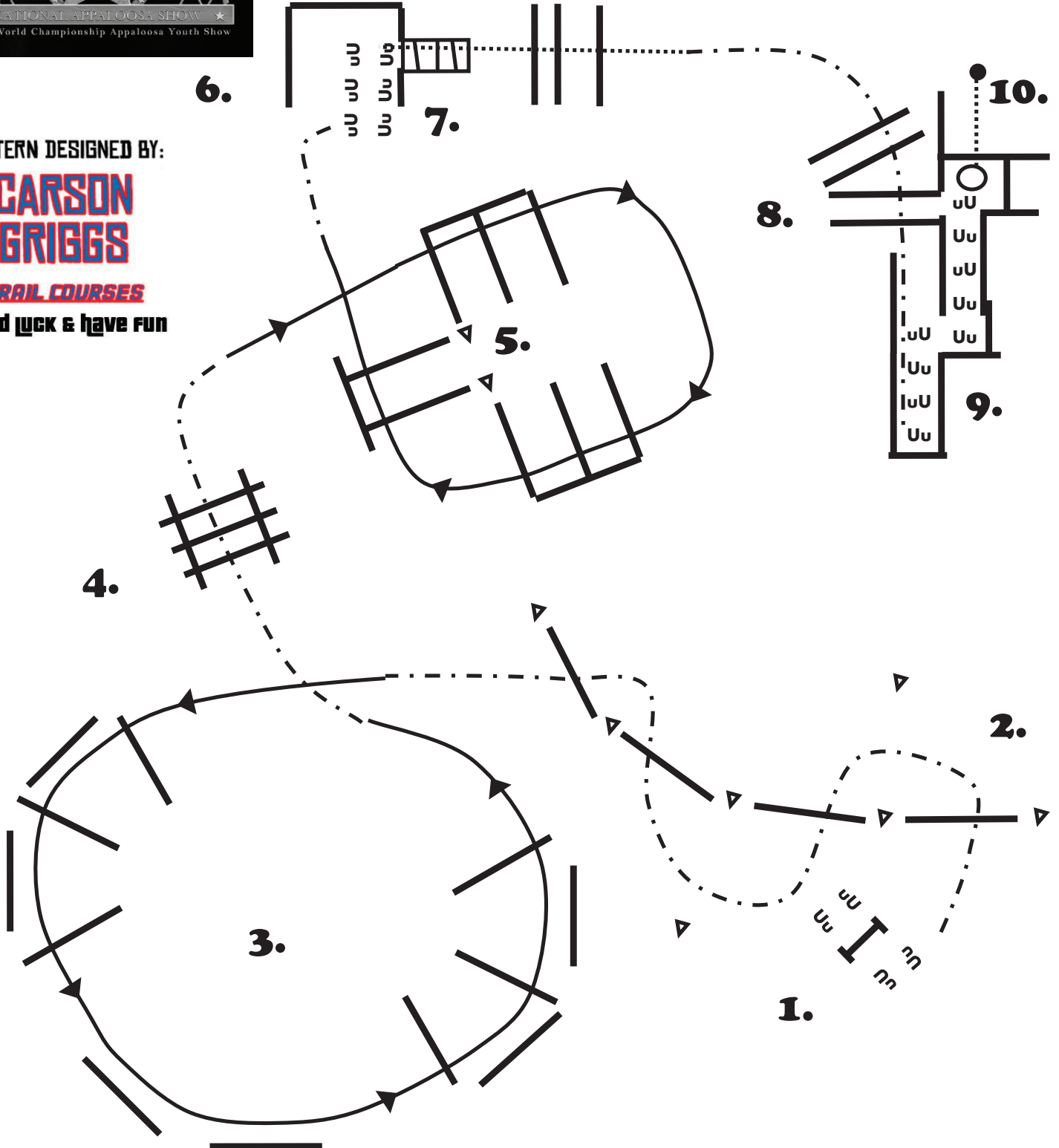
Y606 - Novice Youth Trail, 13 & Under

PATTERN DESIGNED BY:

**CARSON  
GRIGGS**

**TRAIL COURSES**

**GOOD LUCK & HAVE FUN**



1. WORK GATE LEFT HAND
2. JOG THRU SERPENTINE AS SHOWN
3. LOPE GIANT FAN LEFT LEAD
4. JOG RAILROAD TRACK
5. LOPE OBSTACLE #5 RIGHT LEAD

6. SIDEPASS TO BRIDGE
7. WALK OVER BRIDGE AND POLES
8. JOG INTO CHUTE
9. BACK AS SHOWN
10. 180 TURN EITHER DIRECTION, THEN WALK OUT







N809 - Walk/Trot Youth Trail, 11-18

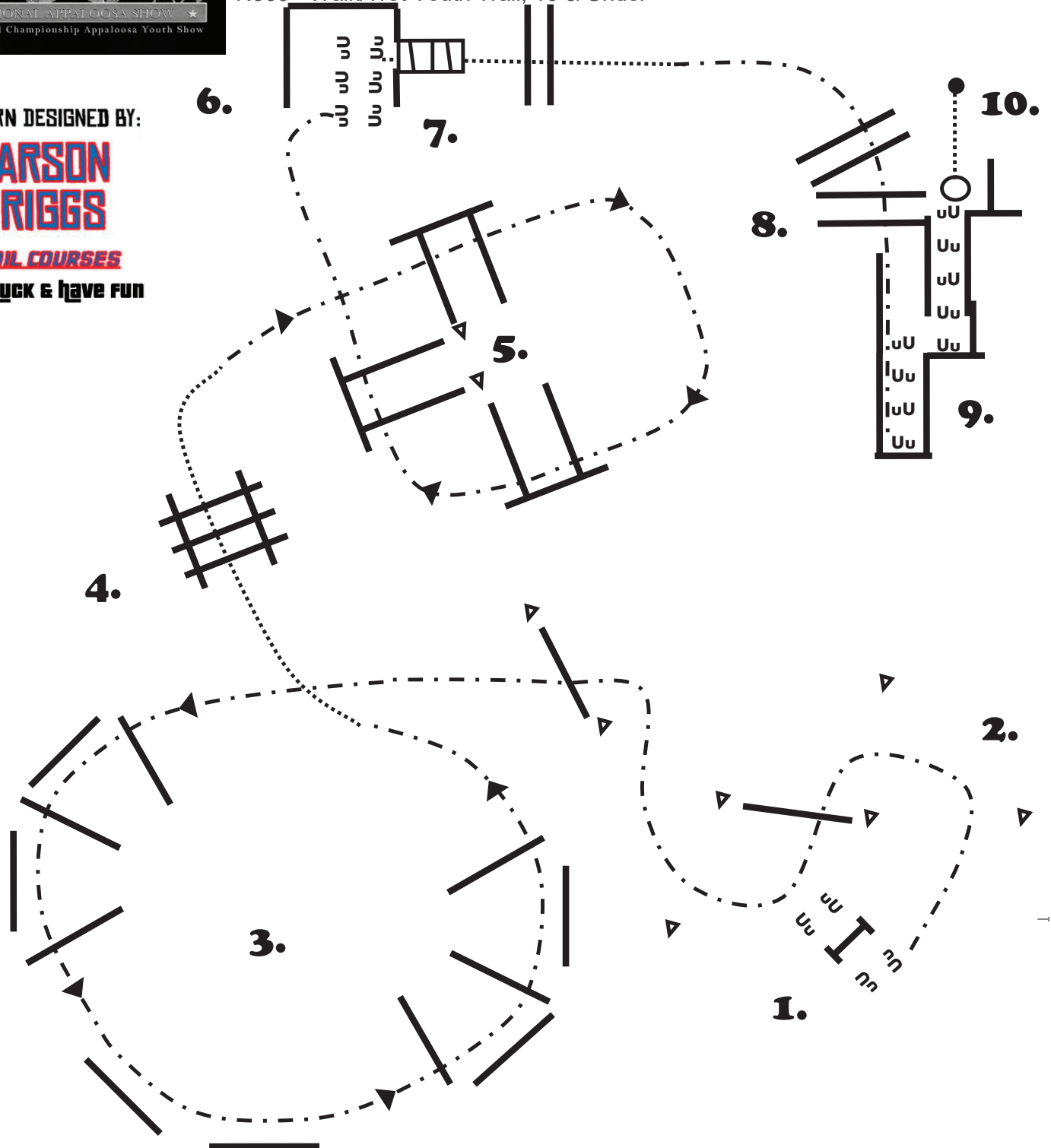
N309 - Walk/Trot Youth Trail, 10 & Under

PATTERN DESIGNED BY:

**CARSON  
GRIGGS**

**TRAIL COURSES**

**GOOD LUCK & HAVE FUN**



**1. OPEN GATE LEFT HAND**

**2. JOG THRU SERPENTINE AS SHOWN**

**3. JOG GIANT FAN**

**4. WALK OVER RAILROAD TRACK**

**5. MANUEVER OBSTACLE #5 AT A JOG**

**6. SIDEPASS TO BRIDGE**

**7. WALK OVER BRIDGE AND POLES**

**8. JOG INTO CHUTE**

**9. BACK AS SHOWN**

**10. 180 TURN EITHER DIRECTION, THEN WALK OUT**

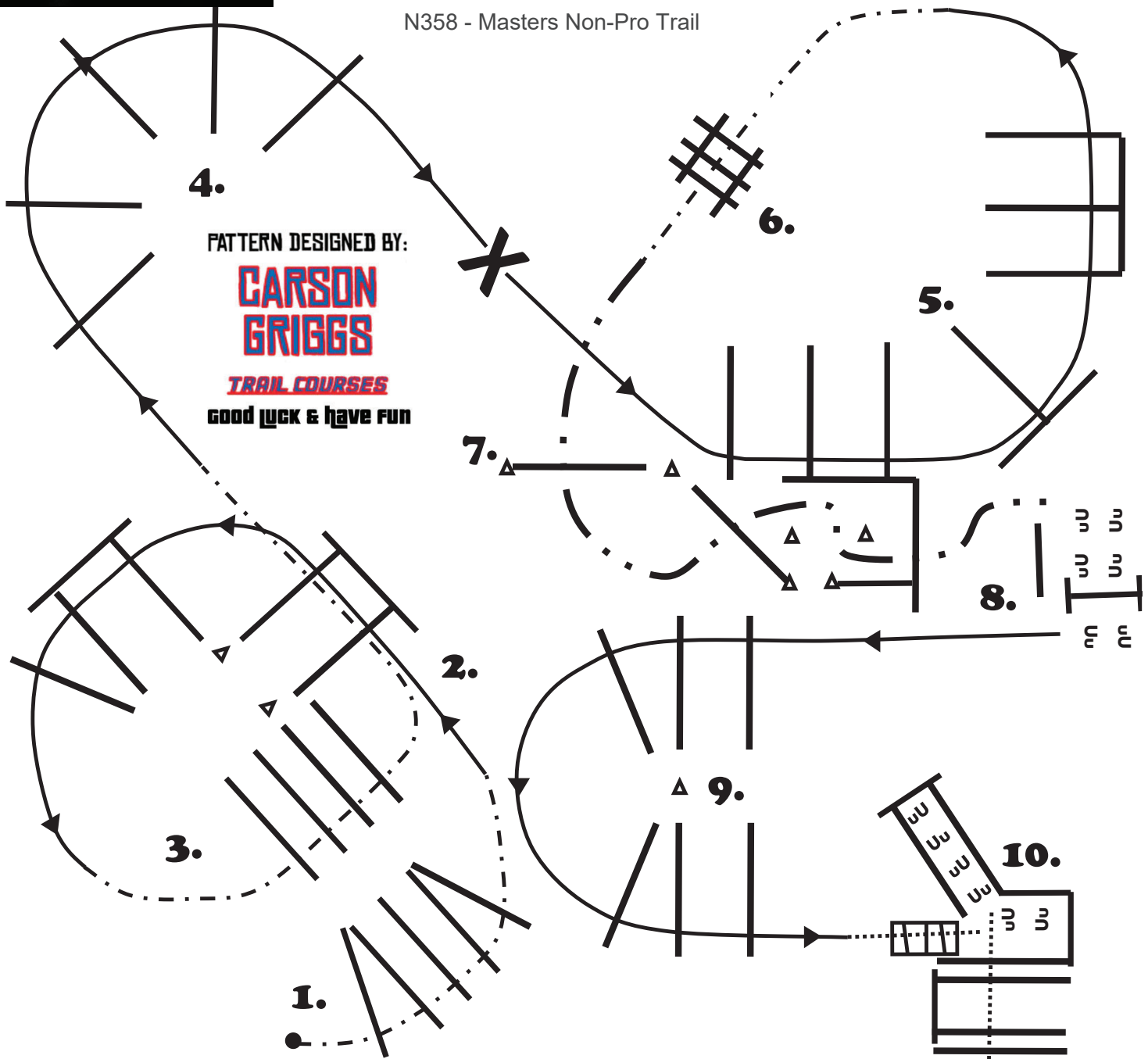




N350 - Non-Pro Trail

N355 - 35 & Over Non-Pro Trail

N358 - Masters Non-Pro Trail



**1. JOG OVERS**

**2. LEFT LEAD LOPE OVER LOGS**

**3. BREAK TO JOG, CONTINUE OVER #3**

**4. RIGHT LEAD LOPE OVER THE BIG FAN**

**5. CHANGE LEAD, LEFT LEAD LOPE OVER OBSTACLE #5 (SIMPLE OR FLYING)**

**6. JOG OVER RAILROAD TRACK**

**7. EXTENDED JOG SERPENTINE**

**8. SIDEPASS TO GATE. WORK WITH RIGHT HAND (YOU MAY WALK A FEW STEPS FORWARD)**

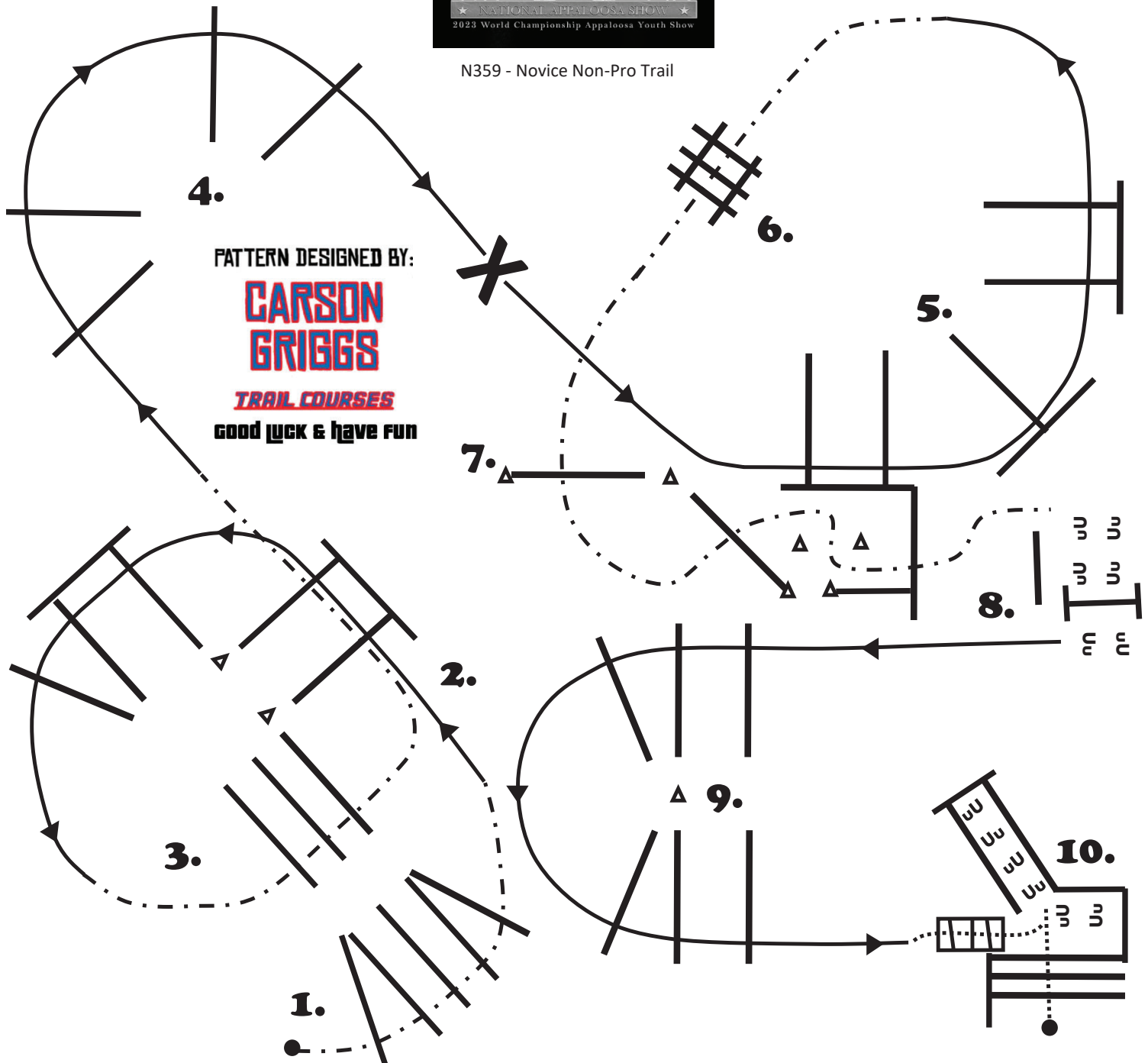
**9. LOPE LEFT LEAD OBSTACLE #9**

**10. STOP OR BREAK TO WALK OVER BRIDGE INTO CHUTE BACK AS SHOWN & WALK OUT OVER POLES**





N359 - Novice Non-Pro Trail



PATTERN DESIGNED BY:

**CARSON  
GRIGGS**

**TRAIL COURSES**

**good luck & have fun**

**1. JOG OVERS**

**2. LEFT LEAD LOPE OVER LOGS**

**3. BREAK TO JOG, CONTINUE OVER #3**

**4. RIGHT LEAD LOPE OVER THE BIG FAN**

**5. CHANGE LEAD, LEFT LEAD LOPE  
OVER OBSTACLE #5 (SIMPLE LEAD CHANGE)**

**6. JOG OVER RAILROAD TRACK**

**7. JOG SERPENTINE**

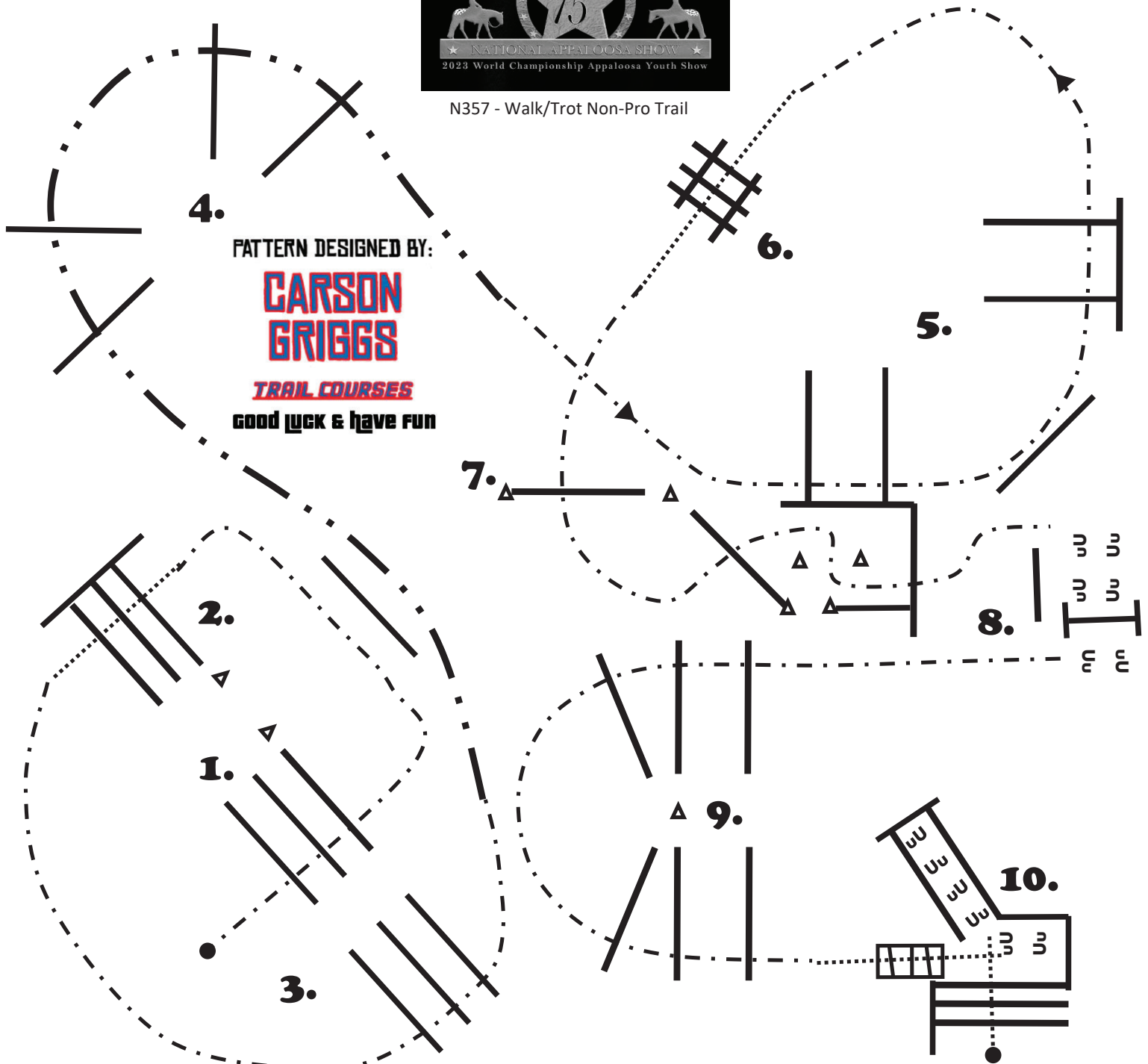
**8. SIDEPASS TO GATE. WORK WITH RIGHT  
HAND (YOU MAY WALK A FEW STEPS FORWARD)**

**9. LOPE LEFT LEAD OBSTACLE #9**

**10. STOP OR BREAK TO WALK OVER BRIDGE  
INTO CHUTE BACK AS SHOWN & WALK  
OUT OVER POLES**



N357 - Walk/Trot Non-Pro Trail



PATTERN DESIGNED BY:

**CARSON  
GRIGGS**

**TRAIL COURSES**

**Good luck & have fun**

**1. JOG OVERS**

**2. WALK OVER LOGS**

**3. JOG, CONTINUE OVER #3**

**4. EXTENDED JOG OVER THE BIG FAN**

**5. RETURN TO JOG, CONTINUE OVER #5**

**6. WALK OVER RAILROAD TRACK**

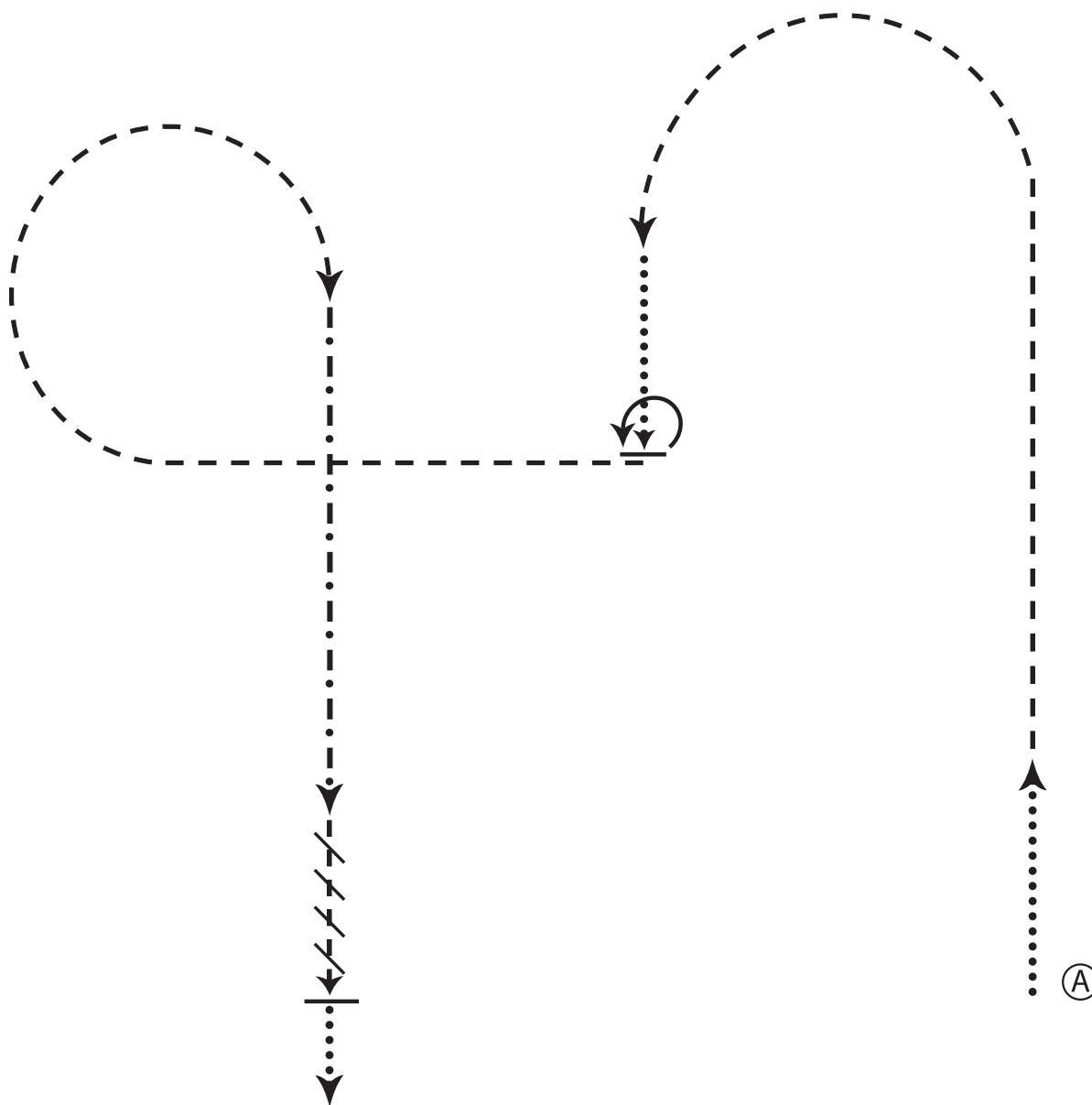
**7. JOG SERPENTINE**

**8. SIDEPASS TO GATE. OPEN RIGHT HAND  
(YOU MAY WALK A FEW STEPS FORWARD)**

**9. MANUEVER OBSTACLE #9 AT THE JOG**

**10. STOP OR BREAK TO WALK OVER BRIDGE  
INTO CHUTE BACK AS SHOWN & WALK  
OUT OVER POLES**

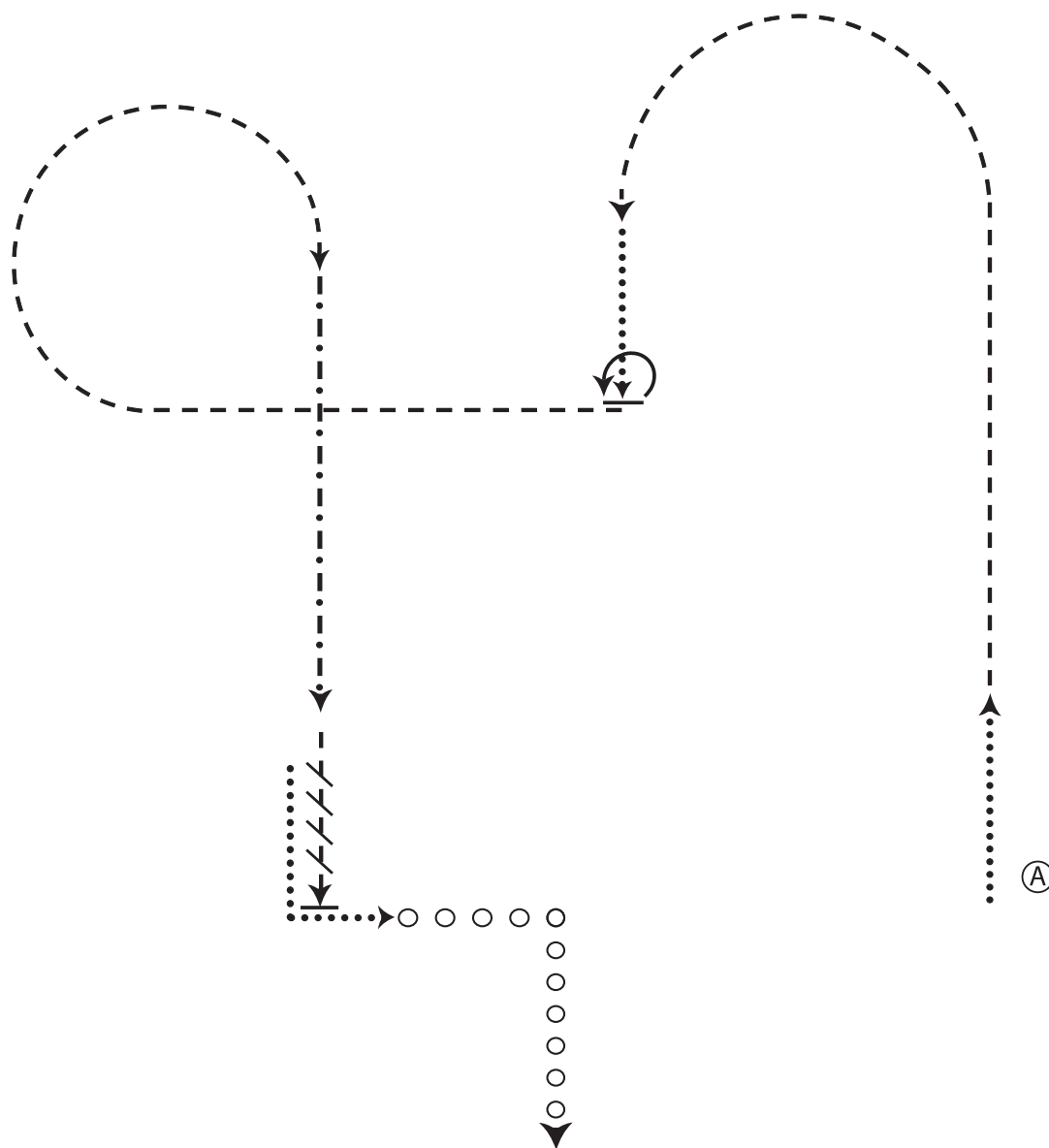




## INSTRUCTIONS

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

1. Begin at A. Walk.
2. Jog.
3. Break to a walk. Stop.
4. 270-degree haunch turn left.
5. Jog.
6. Extend the jog.
7. Collect to the jog to A. At A, stop.
8. Back.
9. Walk to and then one horse length past A. Pattern is complete. Exit the arena.

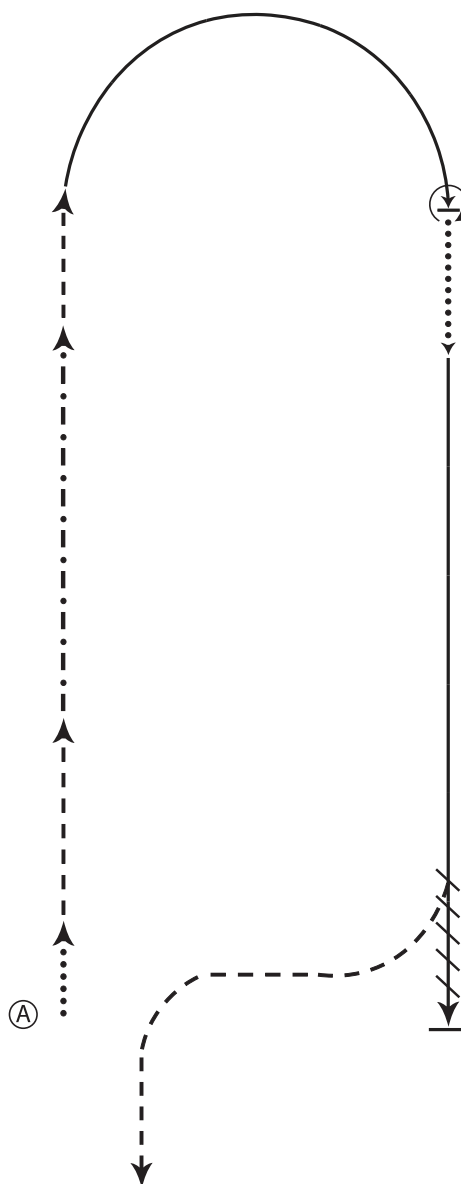


## KEY

## INSTRUCTIONS

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

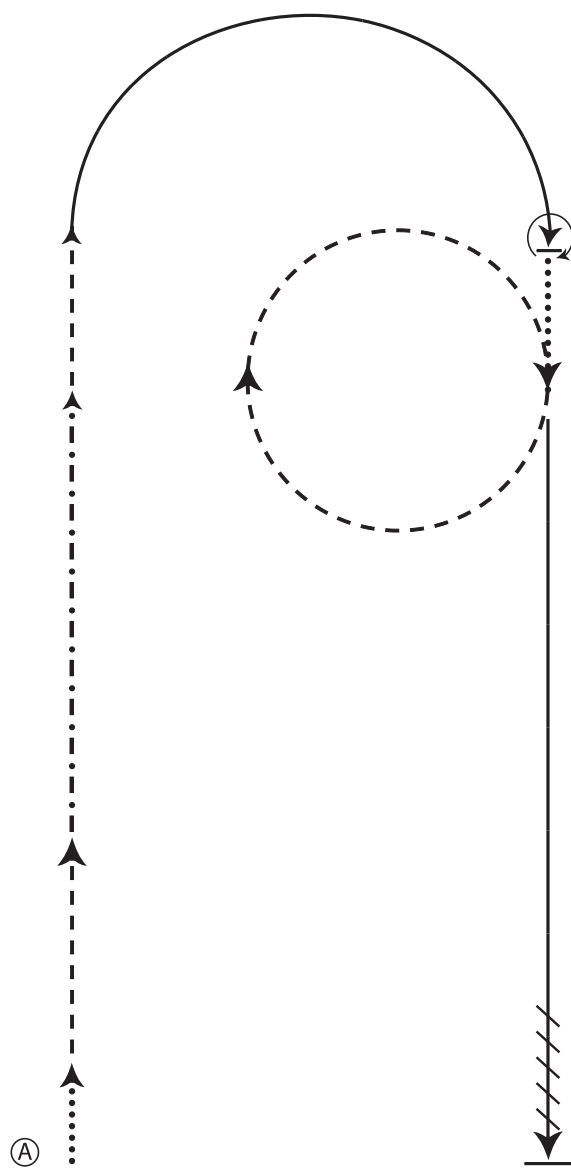
1. Begin at A. Walk.
2. Jog.
3. Break to a walk. Stop.
4. 270-degree haunch turn left.
5. Jog.
6. Extend the jog.
7. Collect to the jog to A. At A, stop.
8. Back.
9. Walk and walk square corner toward A.
10. Extend the walk in a square corner. Continue for two horse lengths past A. Pattern is complete. Exit the arena.



## INSTRUCTIONS

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

1. Begin at A. Walk one horse length.
2. Jog.
3. Extend the jog.
4. Collect to the jog.
5. Lope in right lead. Stop.
6. 360-degree haunch turn right. Walk.
7. Lope in left lead to A. Stop.
8. Back.
9. Jog serpentine until two horse lengths past A. Pattern is complete. Exit the arena.



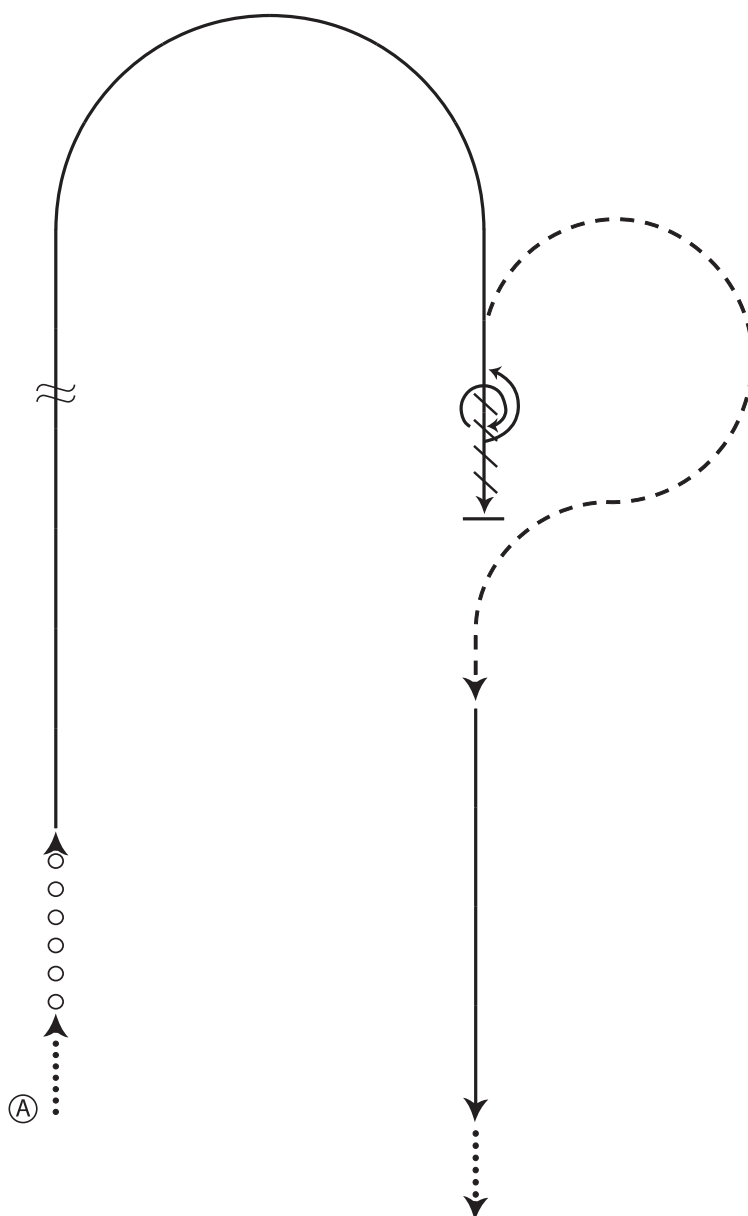
## KEY

## INSTRUCTIONS

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

1. Begin at A. Walk one horse length.
2. Jog.
3. Extend the jog.
4. Collect to the Jog.
5. Lope in the right lead. Stop.
6. 360-degree haunch turn right. Walk.
7. Jog small circle to the right.
8. Lope in left lead to A. Stop.
9. Back. Pattern is complete. Exit the arena.



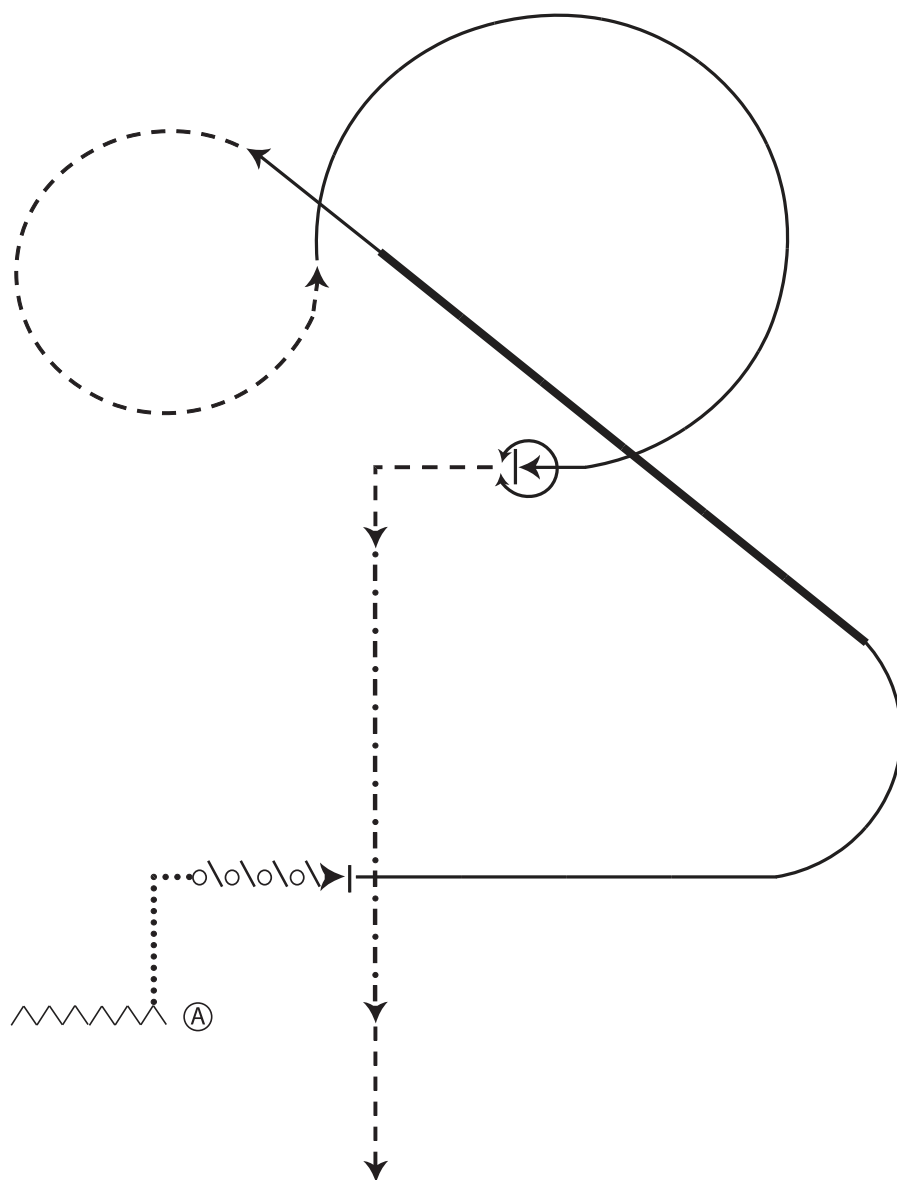


## KEY

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

## INSTRUCTIONS

1. Begin at A. Walk, then extend the walk.
2. Lope in the left lead.
3. Change leads (simple or flying).
4. Lope in the right lead. Stop.
5. Back.
6. 360-degree haunch turn right.
7. 180-degree haunch turn left.
8. Jog small half circle then serpentine.
9. Lope in right lead to A.
10. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.

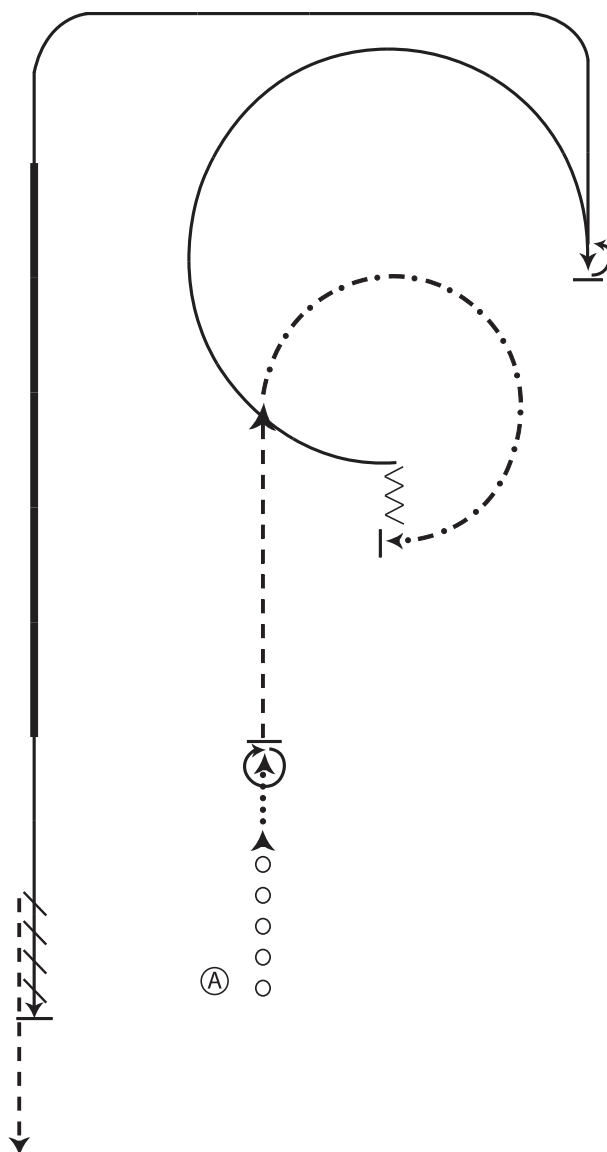


## KEY

## INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
=====	Lope
=====	Extended Lope
≈	Change Leads
WWWW	Side pass
A, B, C	Markers

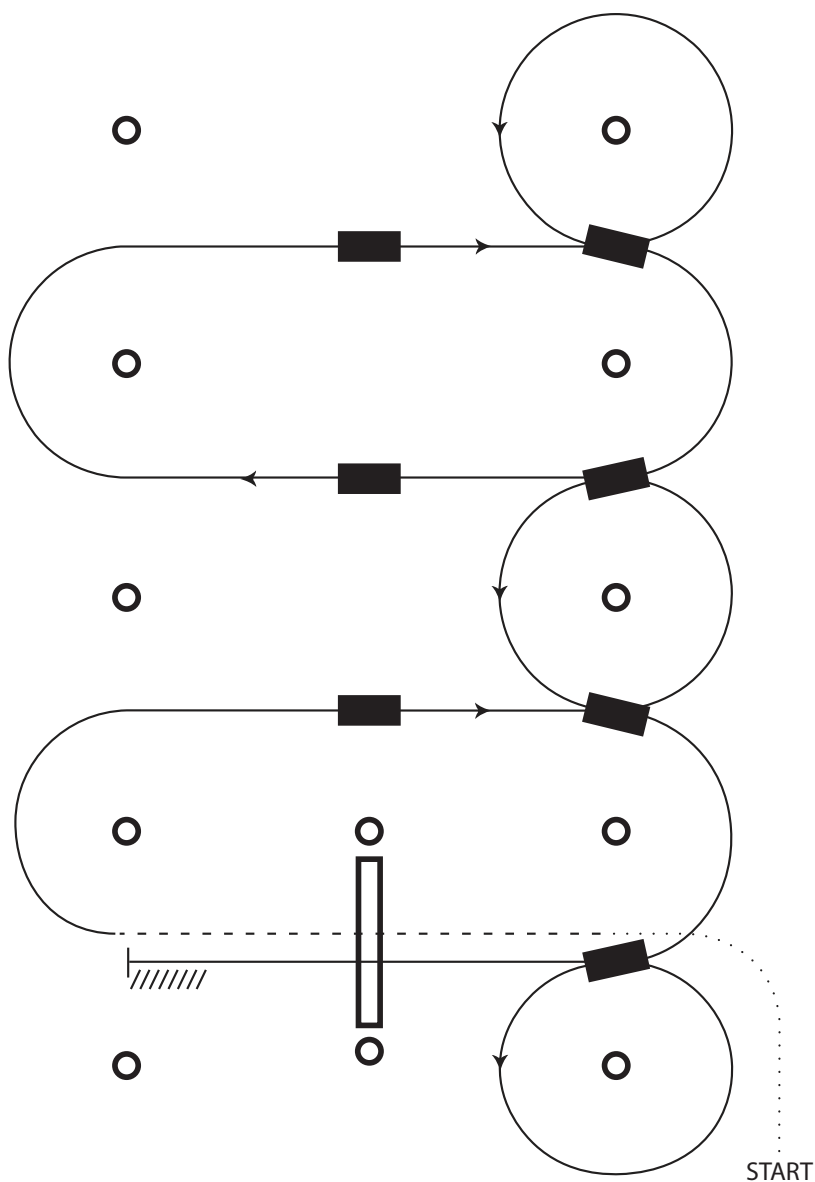
1. Begin even with A. Side pass right to A.
2. Walk square corner, extend the walk. Stop.
3. Back.
4. Lope in the left lead.
5. Extend the lope, then collect to the lope.
6. Jog.
7. Lope in the right lead. Stop. Drop stirrups.
8. 360-degree haunch turn left.
9. 360-degree haunch turn right.
10. Jog square corner, extend the jog to A. At A, collect to the jog for one horse length. Pattern is complete. Exit the arena.



## INSTRUCTIONS

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

1. Begin at A. Drop stirrups. Extended walk, then collect to the walk. Stop. 360-degree haunch turn right.
2. Jog.
3. Extend the jog. Stop.
4. Side pass right.
5. Lope in the right lead. Stop. Pick up stirrups.
6. 180-degree haunch turn left.
7. Lope in the left lead around two corners.
8. Extend the lope, then collect to the lope to A. Stop.
9. Back.
10. Jog to and past A. Pattern is complete. Exit the arena.



## KEY

## INSTRUCTIONS

WALK    ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

JOG    —    —    —    —

LOPE \_\_\_\_\_

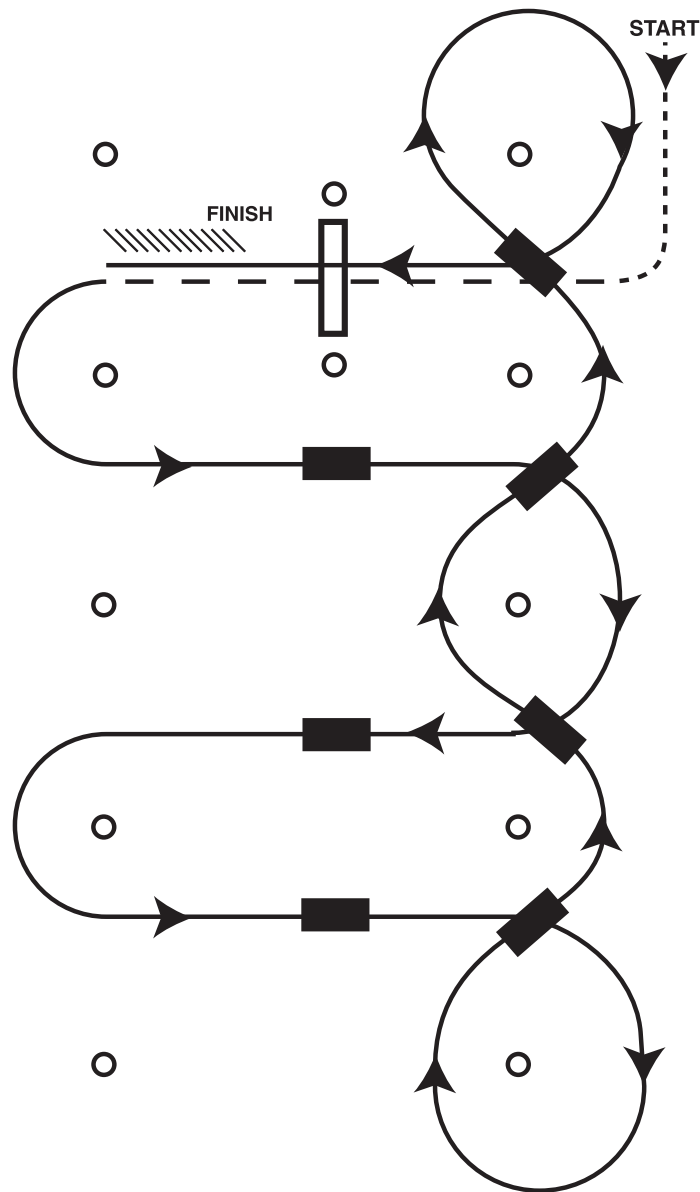
BACK 

MARKER ○

## RECOMMENDED CHANGING AREA

LOG 

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

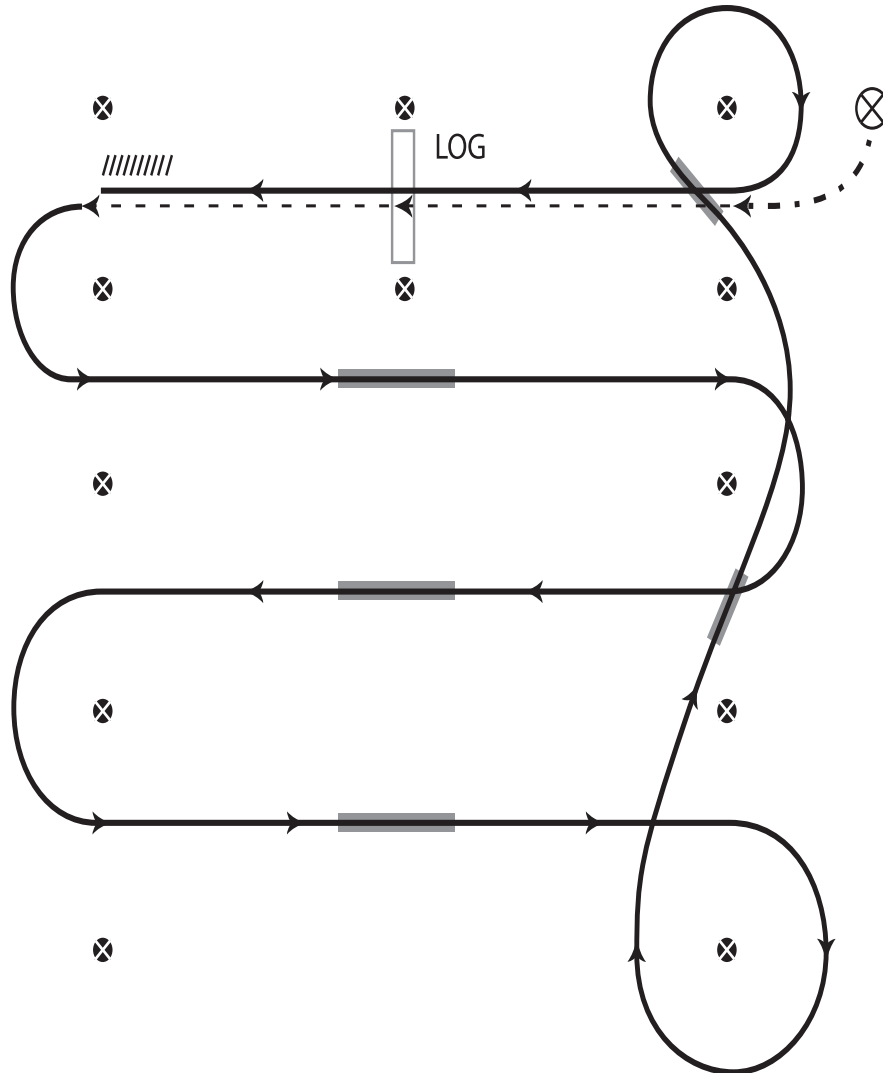


KEY

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

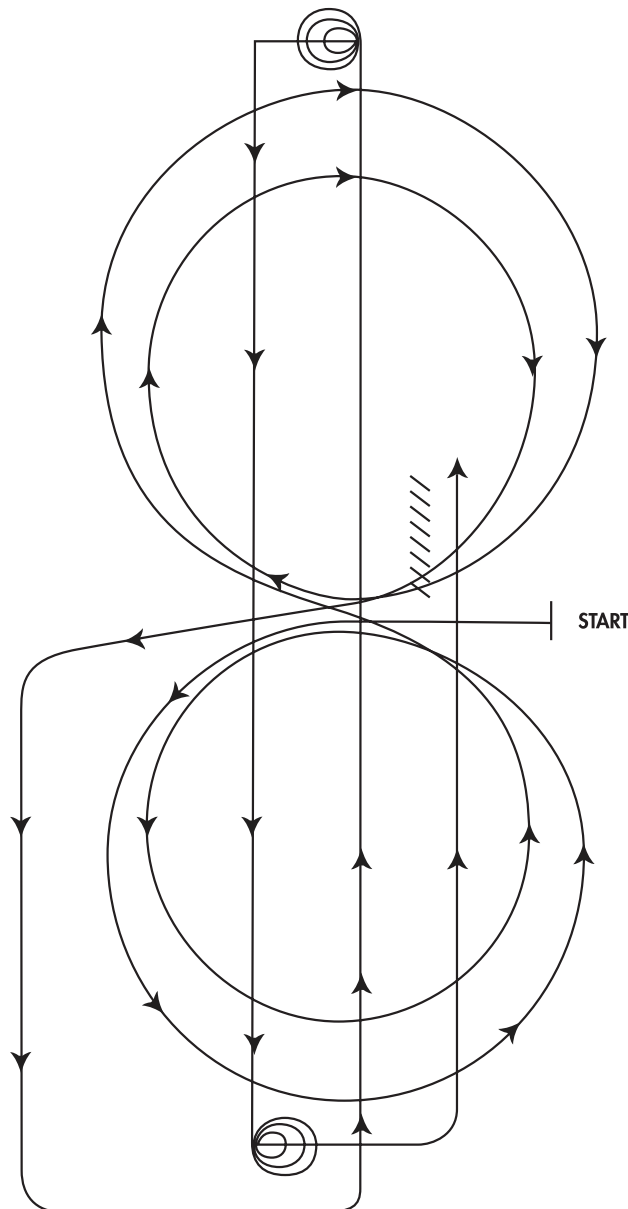


## KEY

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



● **MARKER**

● **MARKER**

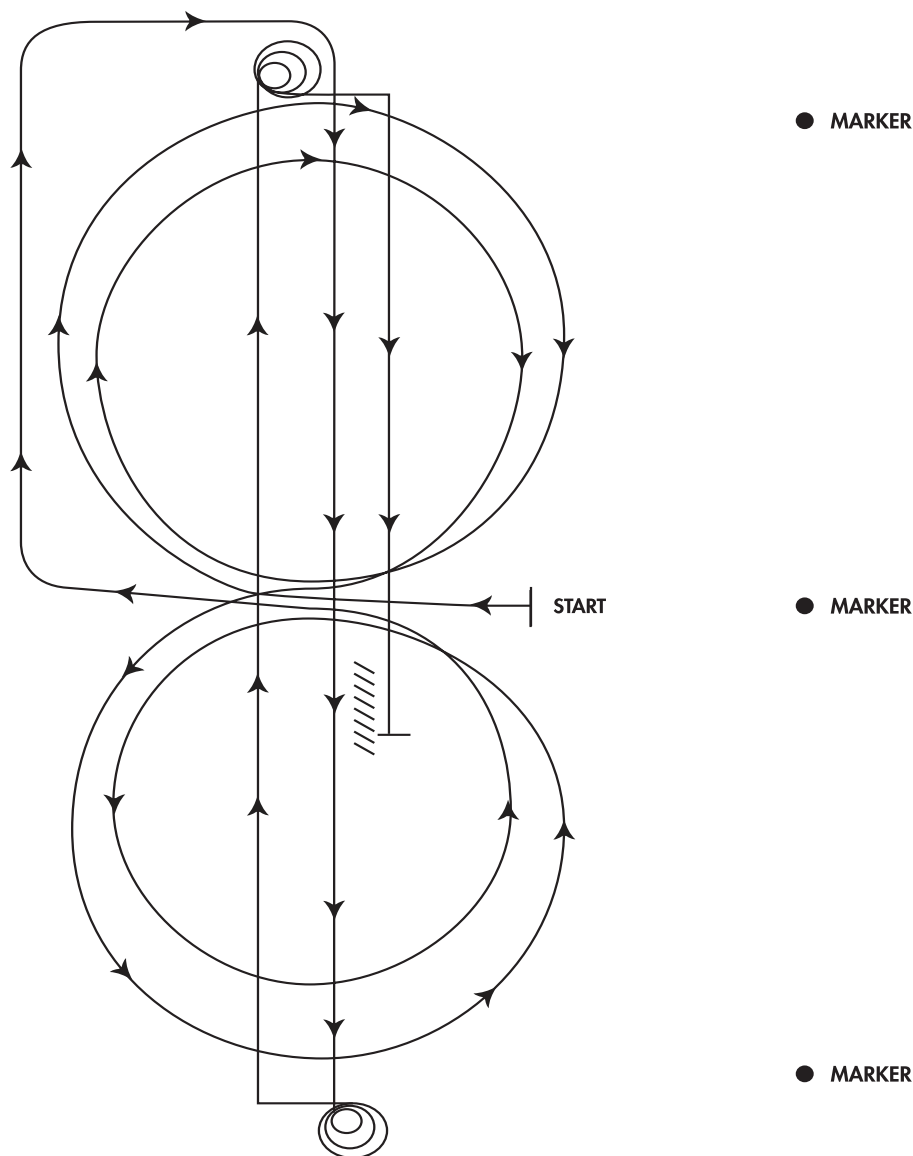
Trot to center of arena, stop. Start pattern facing toward judge.

1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. 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 11

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





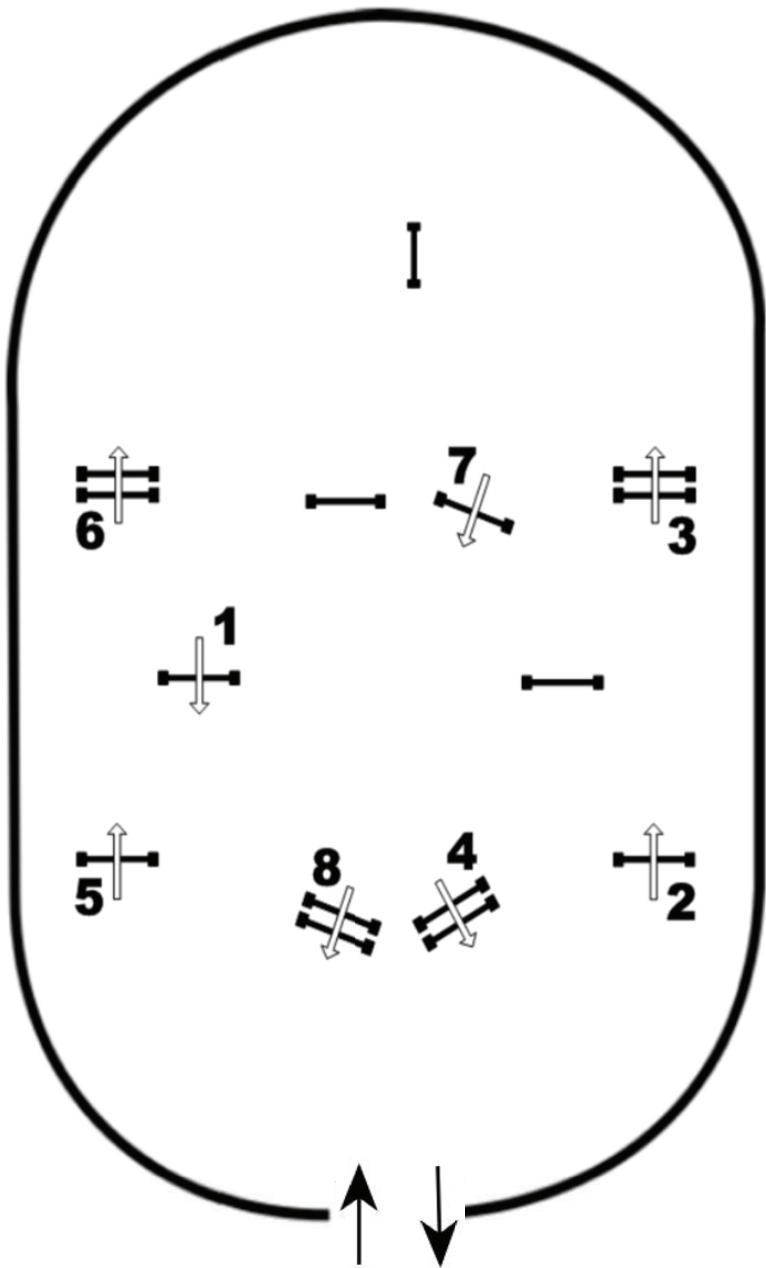
## INSTRUCTIONS

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

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

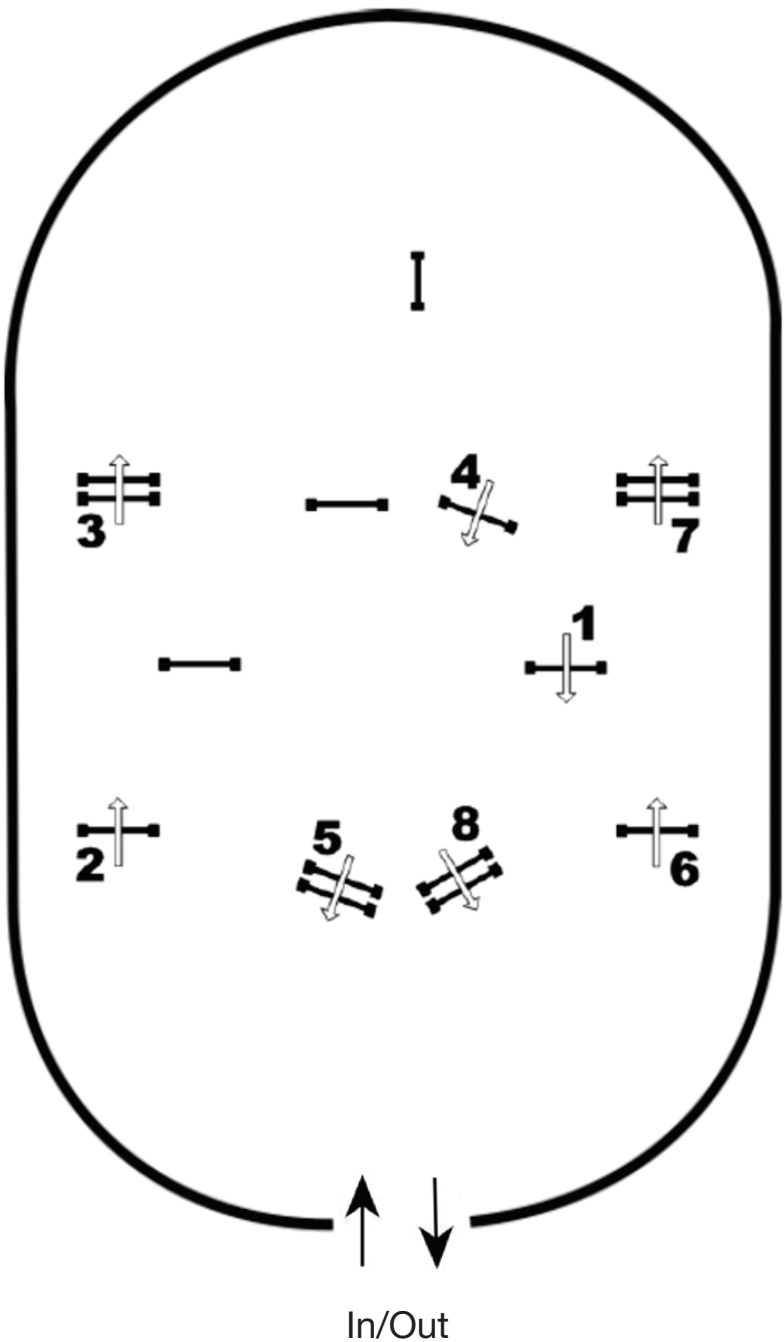
- Pattern 12
1. Right circles
  2. Left circles
  3. Stop
  4. 3 ½ spins left
  5. Stop
  6. 3 ½ spins right
  7. Stop and back up





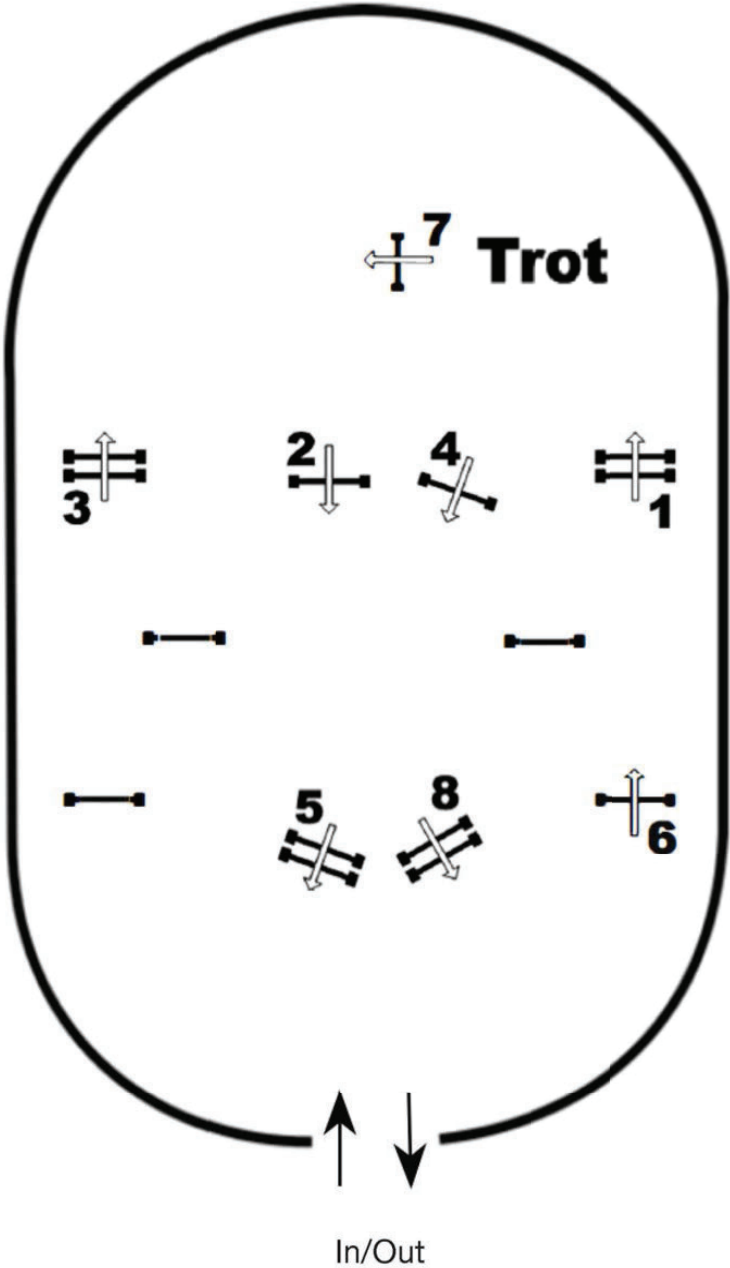
Fences 1-8





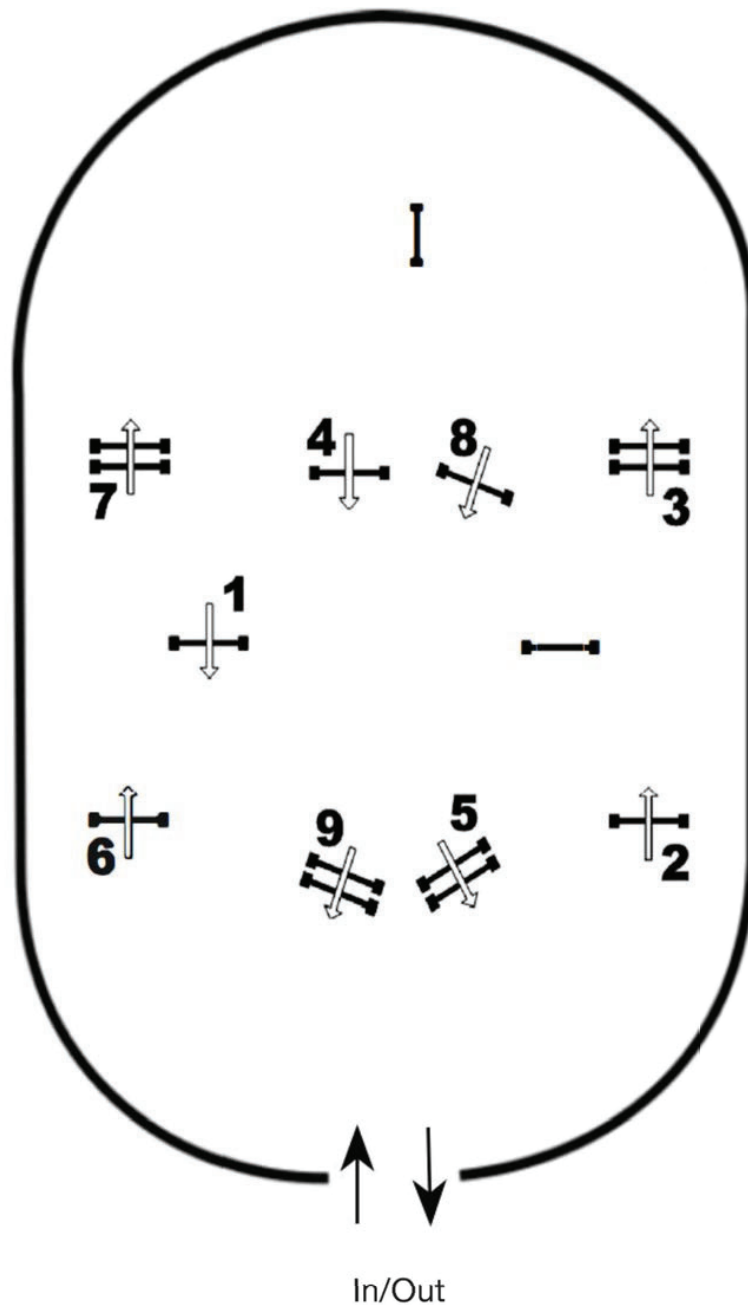
Fences 1-8





Fences 1-8





Fences 1-9

