

2023



PATTERN BOOK

2023 World Championship Appaloosa Show



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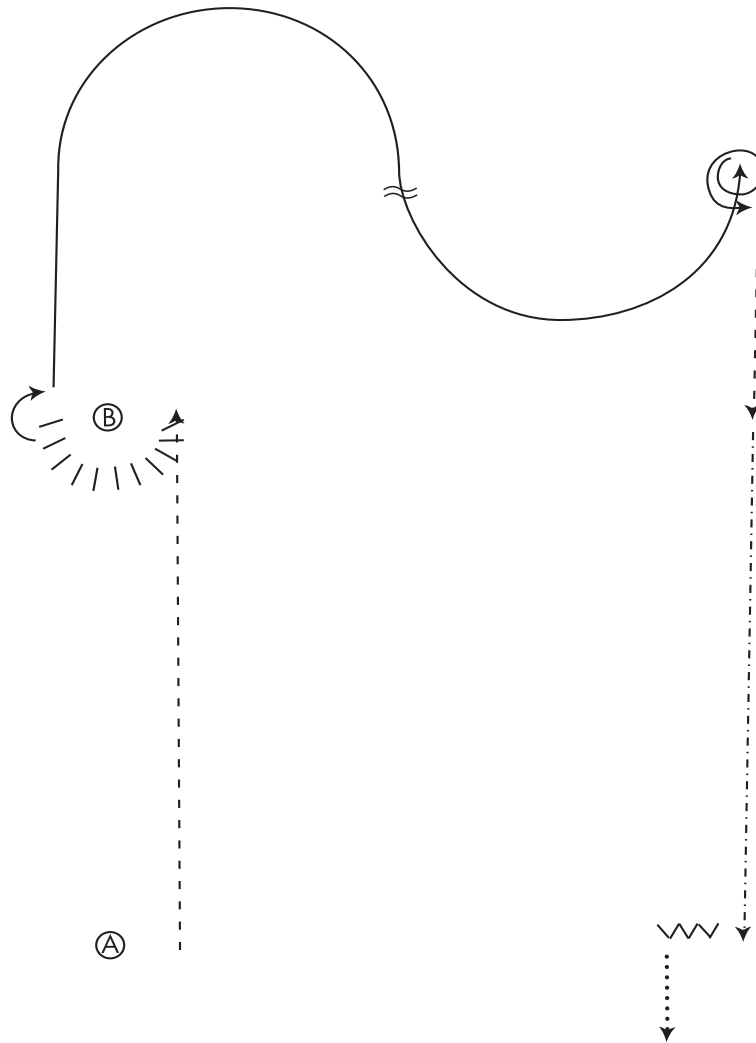
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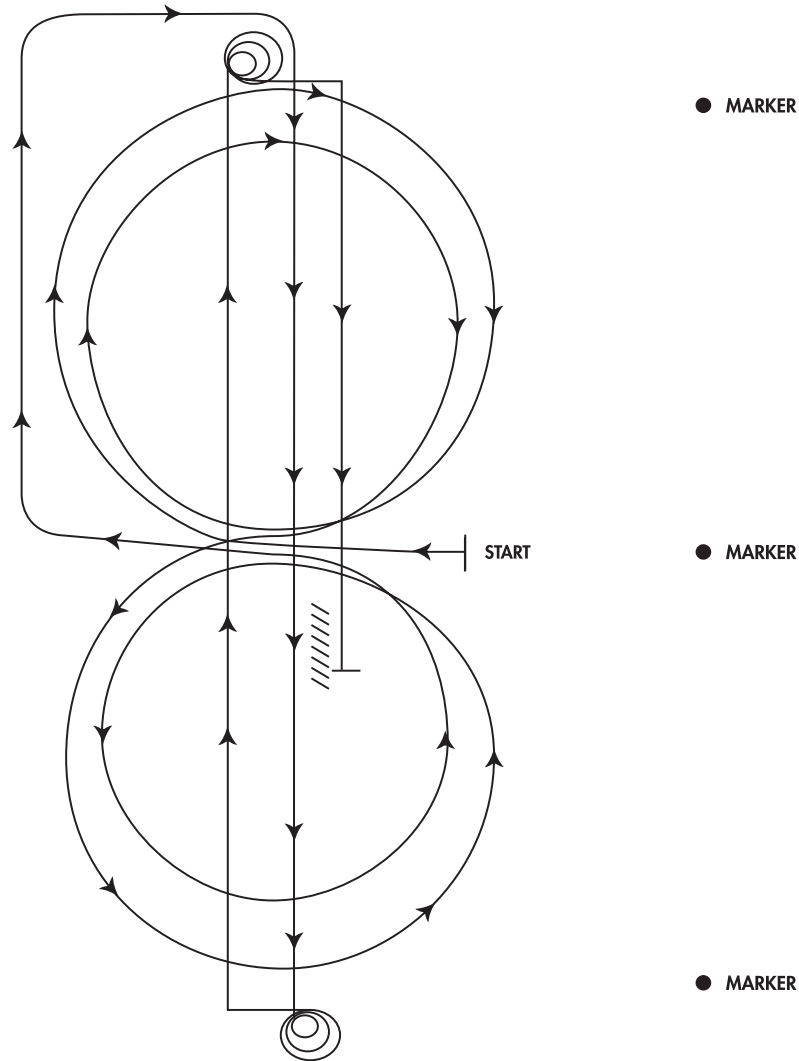
KEY

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

INSTRUCTIONS

1. Begin at A. Jog to B. Stop.
2. Back around B.
3. 180-degree haunch turn right.
4. Lope serpentine beginning in the right lead, simple lead change.
5. Continue in the left lead. Stop.
6. 540-degree haunch turn left.
7. Jog until even with B.
8. Extended jog from B to A. Stop.
9. Side pass right.
10. Walk one horse length. Pattern is complete. Exit the arena.



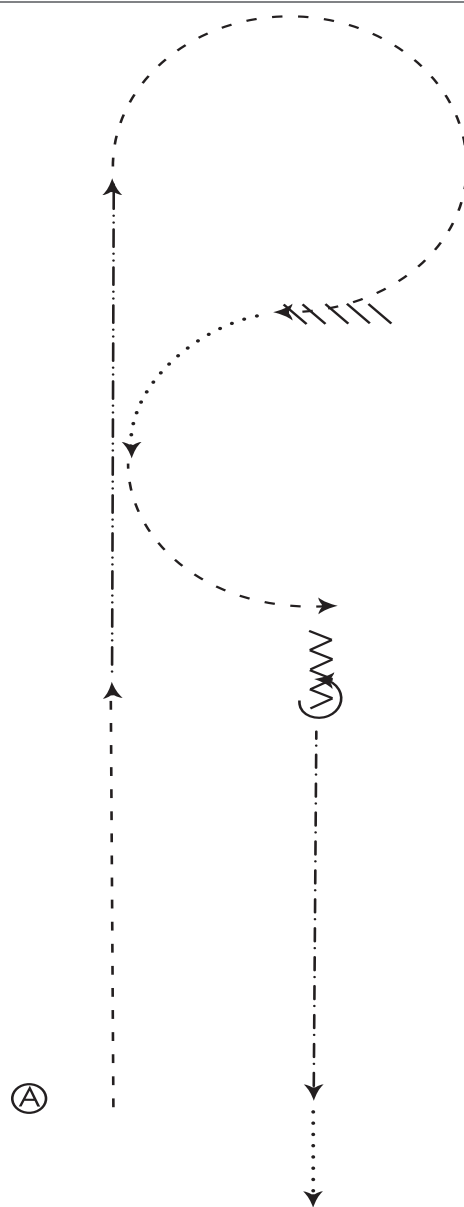


INSTRUCTIONS

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



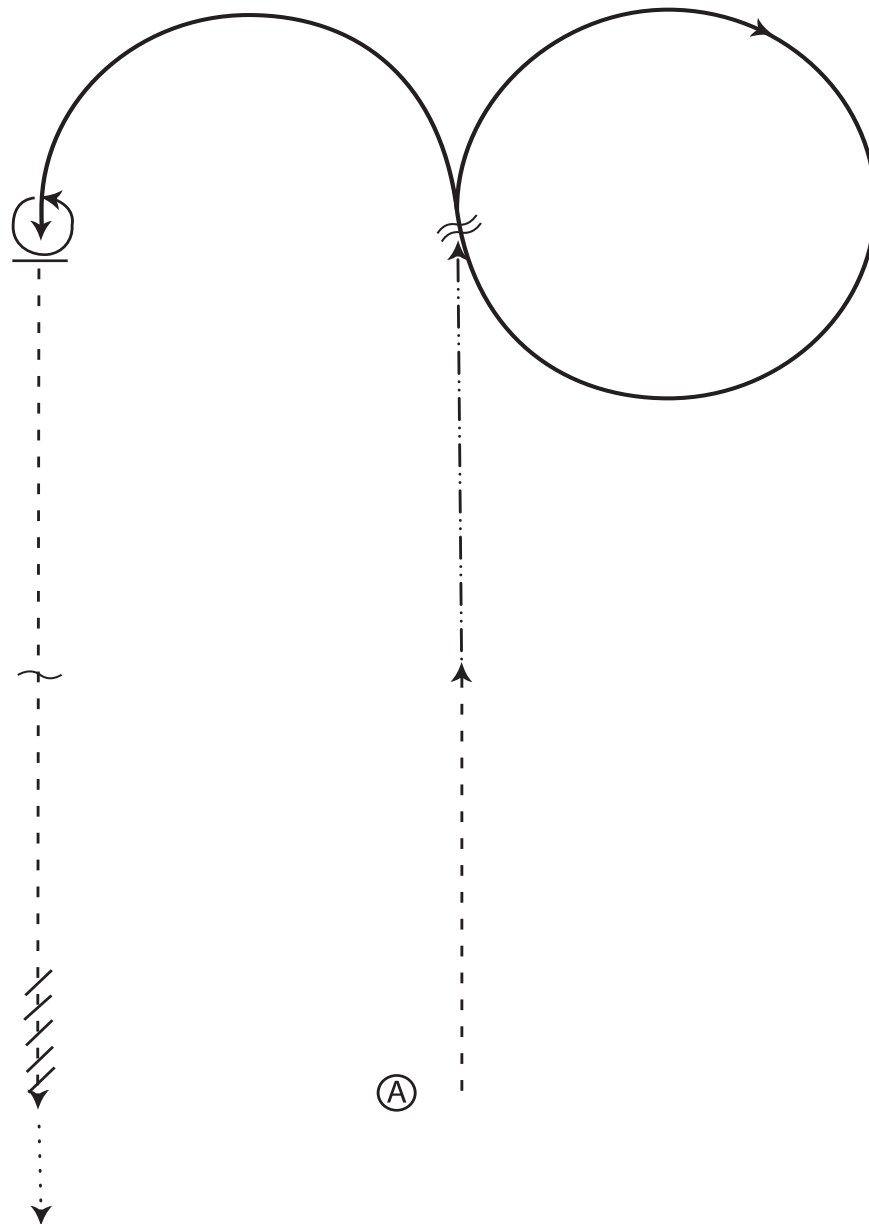
KEY

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. Trot posting on the right diagonal.
2. Sit the trot.
3. Trot a $\frac{3}{4}$ circle to right posting on the left diagonal.
4. Stop and back.
5. Walk a $\frac{1}{4}$ circle.
6. Trot a $\frac{1}{4}$ circle posting on the right diagonal. Stop.
7. Side pass right.
8. 270-degree forehand turn left.
9. Extended trot posting on the left diagonal until even with A.
10. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.





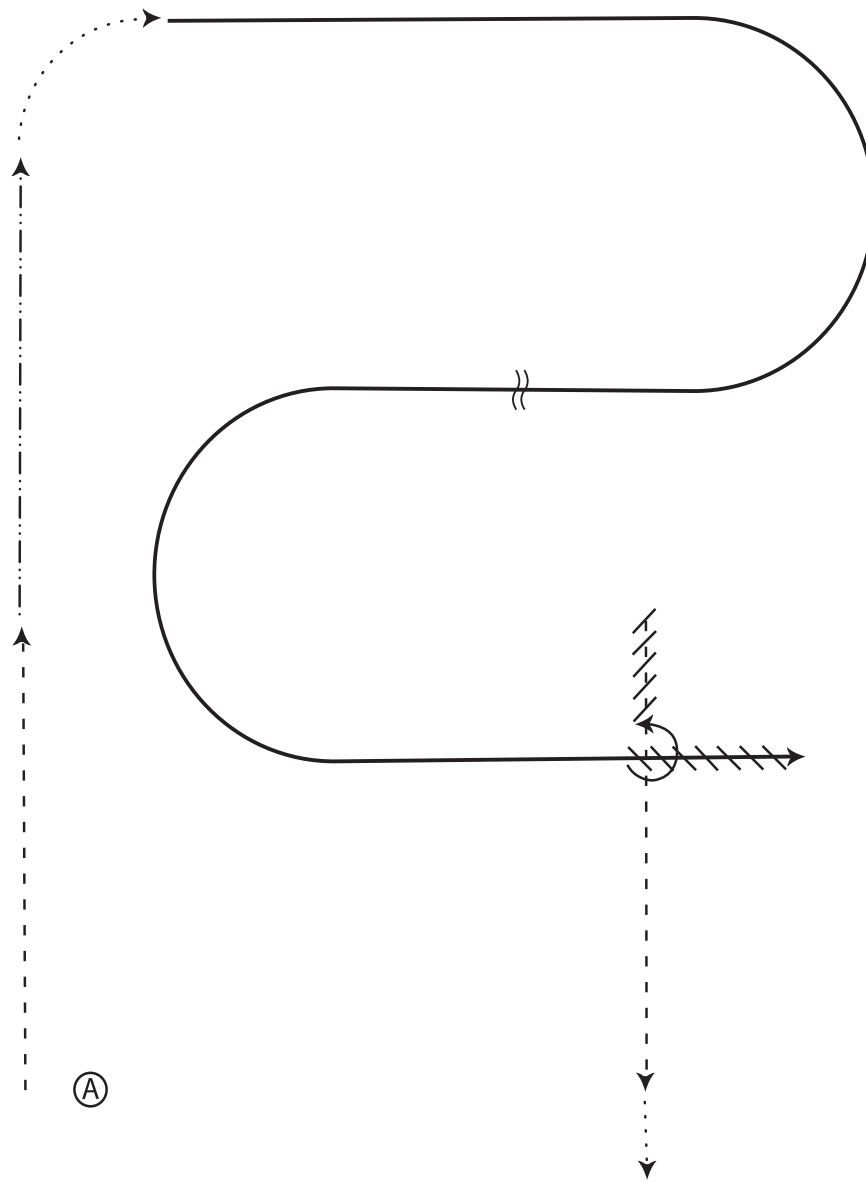
KEY

INSTRUCTIONS

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

1. Begin at A. Trot posting on the right diagonal.
2. Sit the trot.
3. Canter a circle to the right in the right lead, change leads (simple).
4. Canter a half circle to the left in the left lead. Stop.
5. 360-degree forehand turn left.
6. Posting trot to A, beginning on the right diagonal and changing diagonals half way.
7. Posting trot on left diagonal to A. Stop.
8. Back.
9. Walk one horse length. Pattern is complete. Exit the





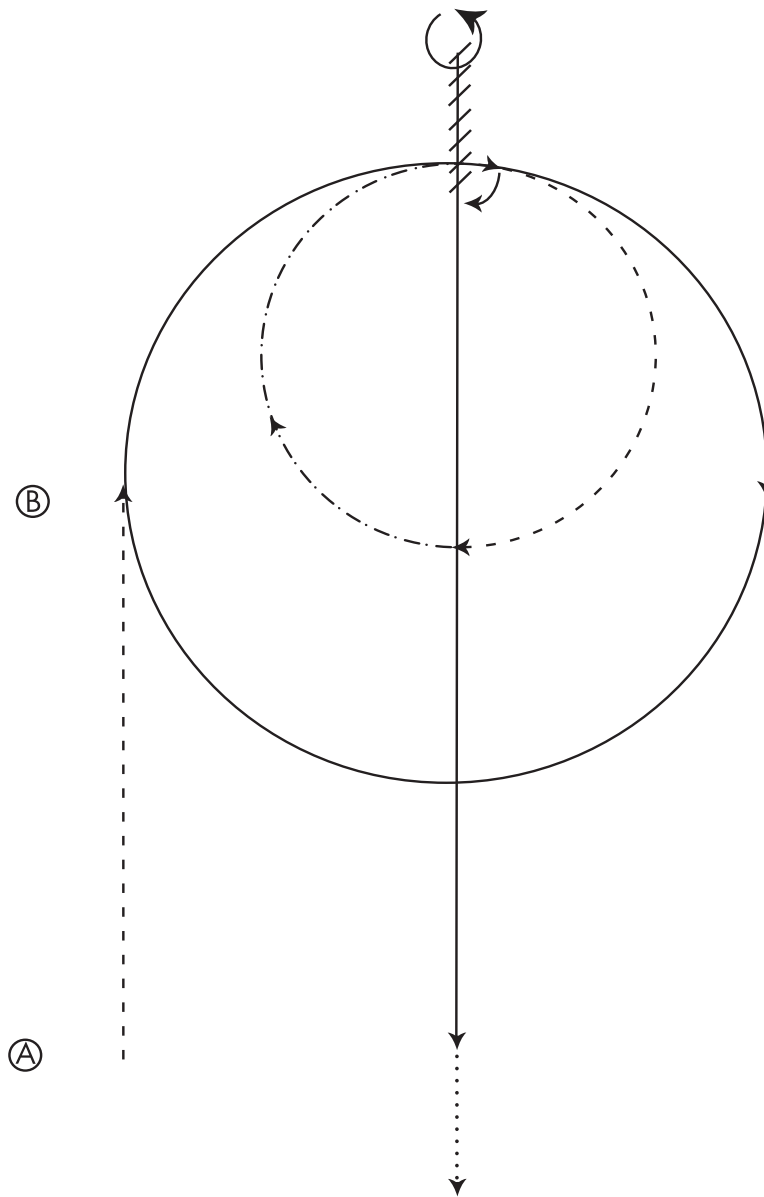
KEY

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. Trot, posting on the left diagonal.
2. Sit the trot.
3. Break to a walk and walk a corner to the right.
4. Canter the serpentine as shown. Begin in the right lead and change leads (simple) at the half way point.
5. Canter in the left lead. Stop.
6. Back.
7. 270-degree forehand turn left.
8. Back.
9. Trot, posting on the right diagonal until even with A.
10. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.





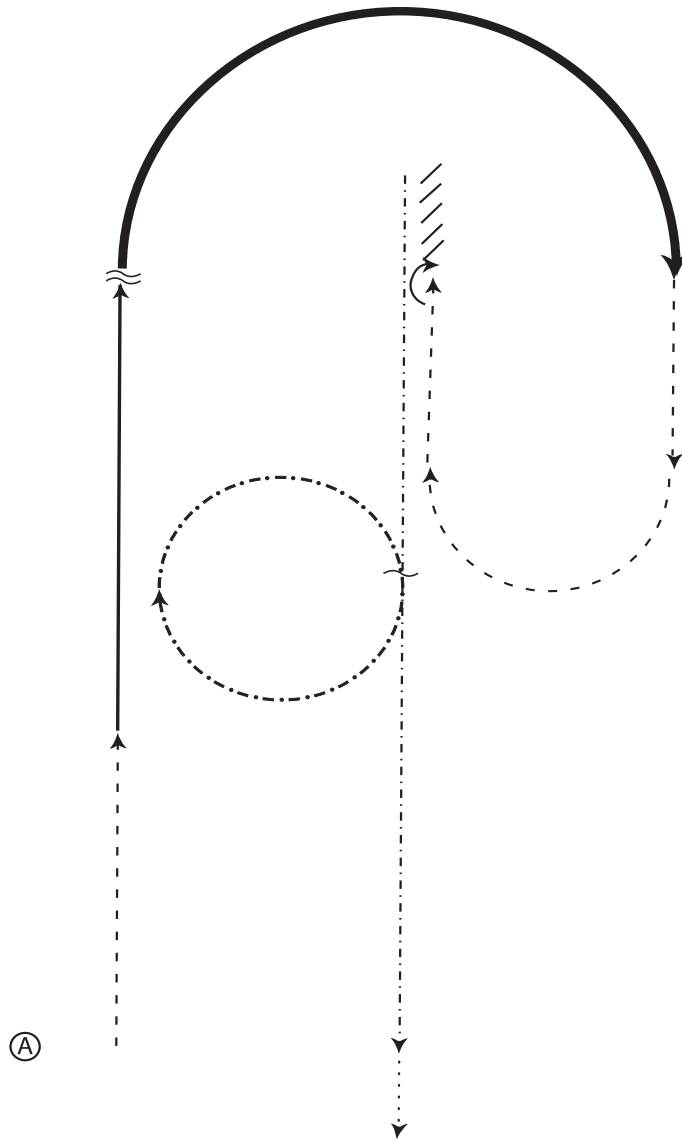
KEY

INSTRUCTIONS

.....	Walk
o o o o o	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. Trot, posting on the right diagonal to B.
2. At B, canter a large 1 ¼ circle to the right in the right lead.
3. At the top of the circle, break to a trot and trot a half circle posting on the left diagonal.
4. Extend the trot in a half circle. At the top of the circle, stop.
5. 90-degree haunch turn right.
6. Back.
7. 360-degree forehand turn left.
8. Canter in the left lead until even with A.
9. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.





KEY

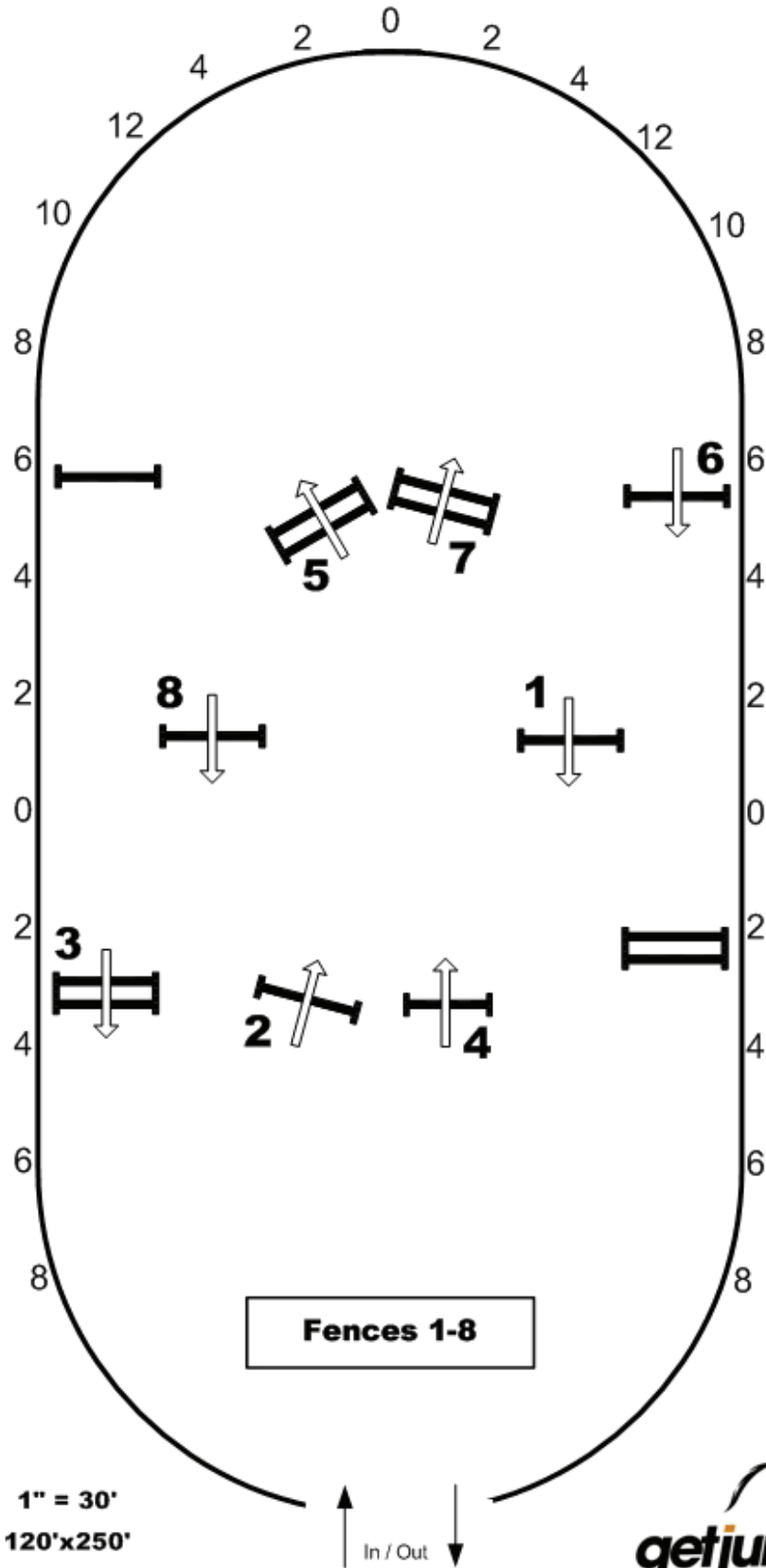
INSTRUCTIONS

.....	Walk
o o o o o	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. Trot, posting on the right diagonal.
2. Canter left lead. Change leads (simple or flying).
3. Hand gallop right lead half circle.
4. Break to the trot posting on left diagonal.
5. Trot half circle to the right and then in a straight line posting on the left diagonal. Stop.
6. 180-degree forehand turn right.
7. Back.
8. Extended trot posting on right diagonal. Change diagonals.
9. Extended trot circle. Change diagonals.
10. Extended trot to A. At A, break to a walk for one horse length. Pattern is complete. Exit at a walk.

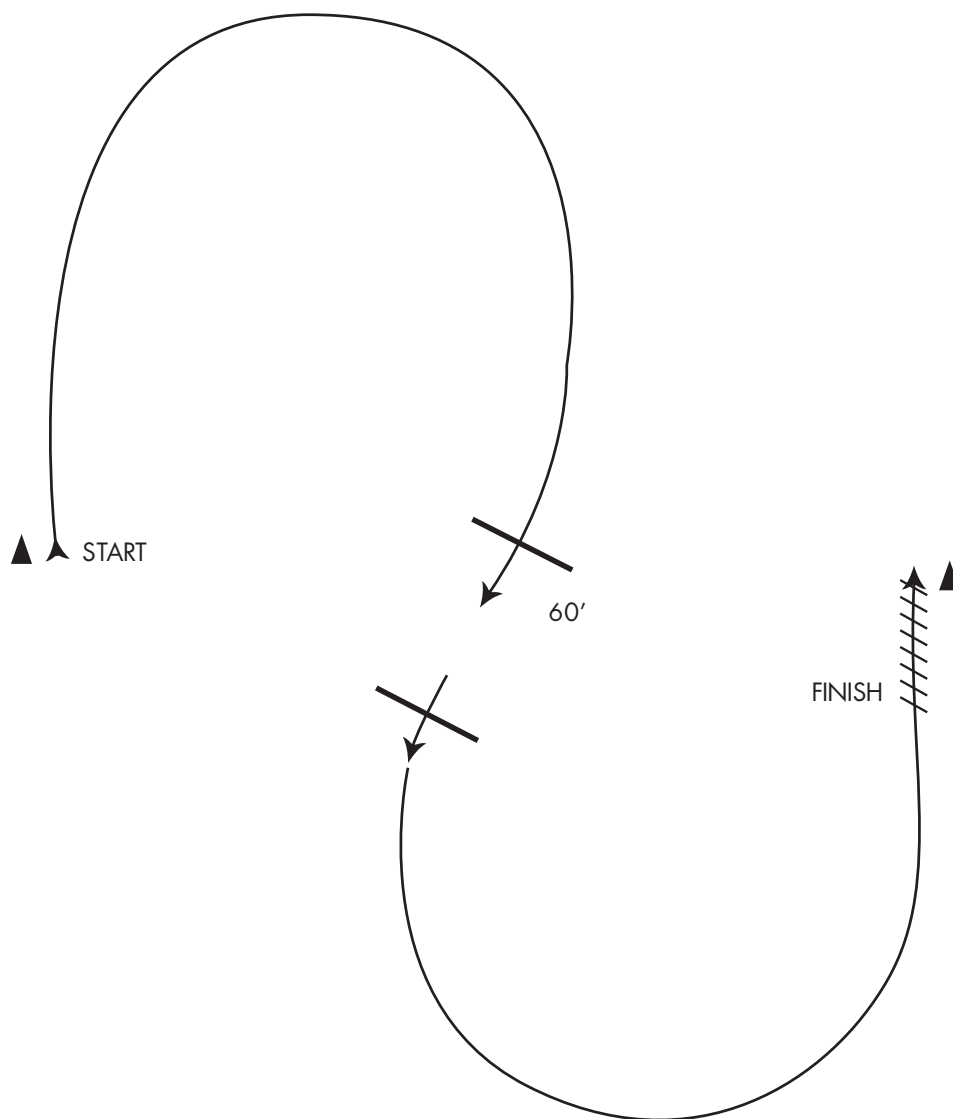


Will Rogers Arena



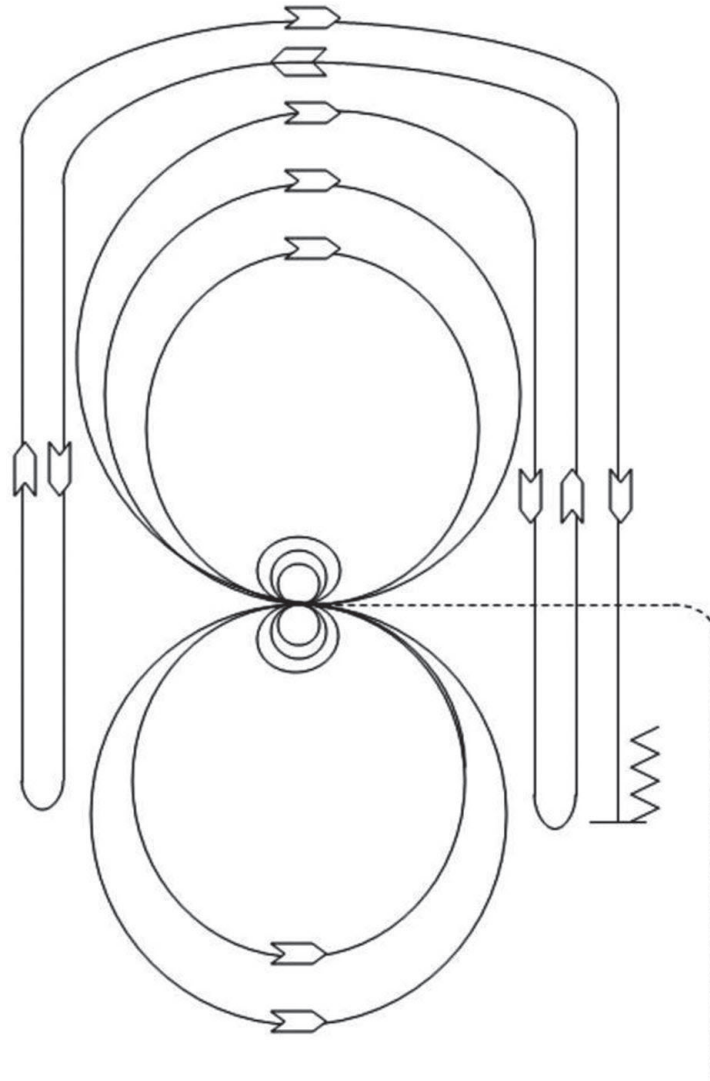
CD: Tucker Williams
USEF "R" CD
FEI 2* CD





INSTRUCTIONS

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

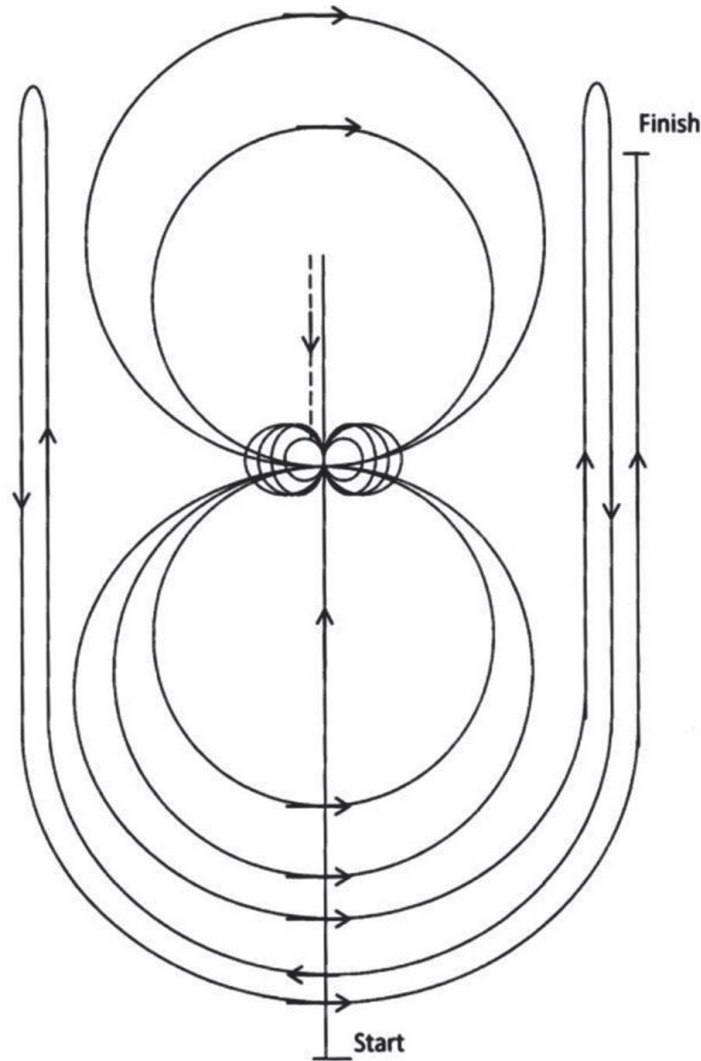


INSTRUCTIONS

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

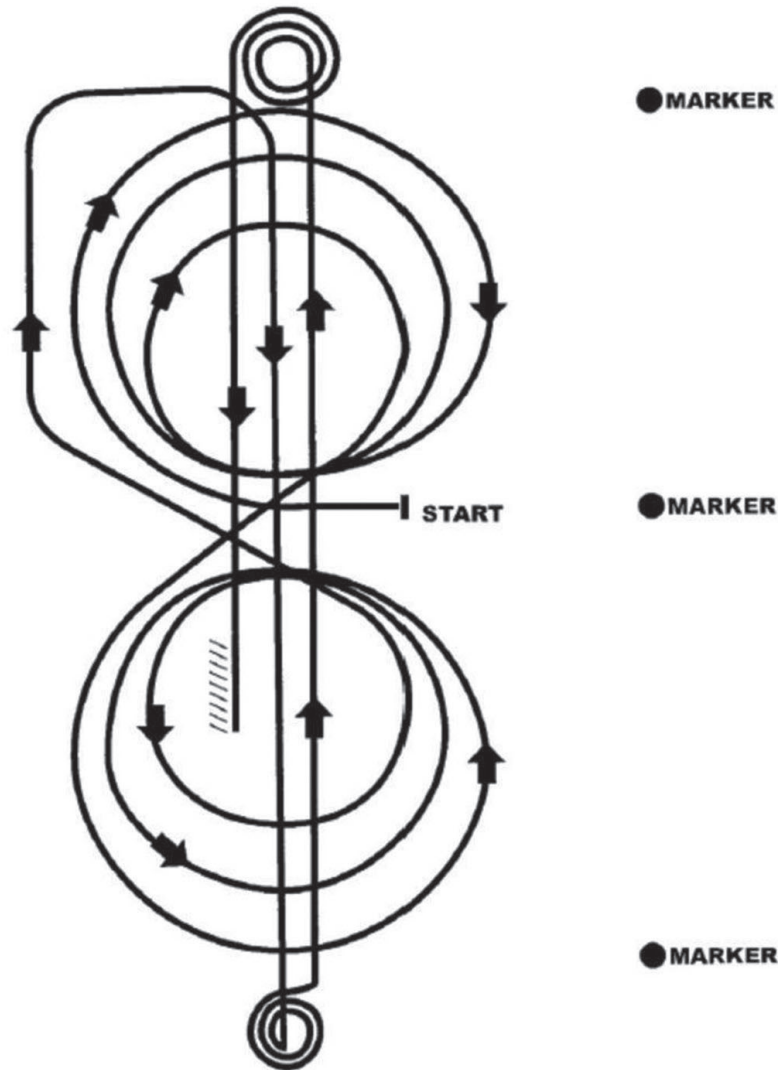


INSTRUCTIONS

Mandatory 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.

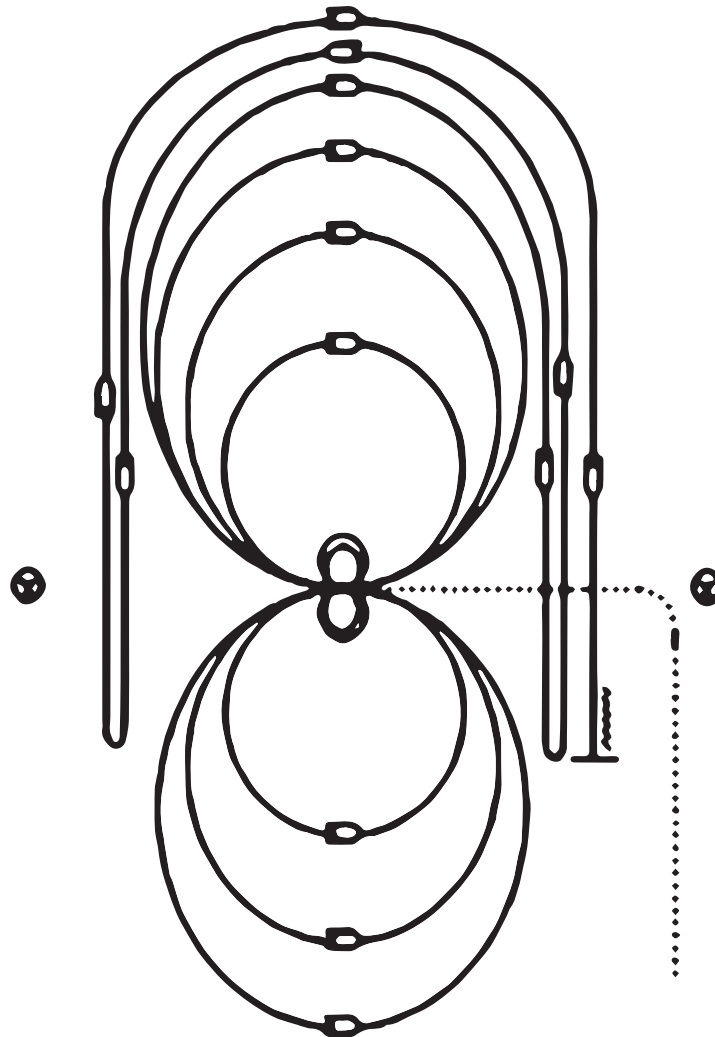


INSTRUCTIONS

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: 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

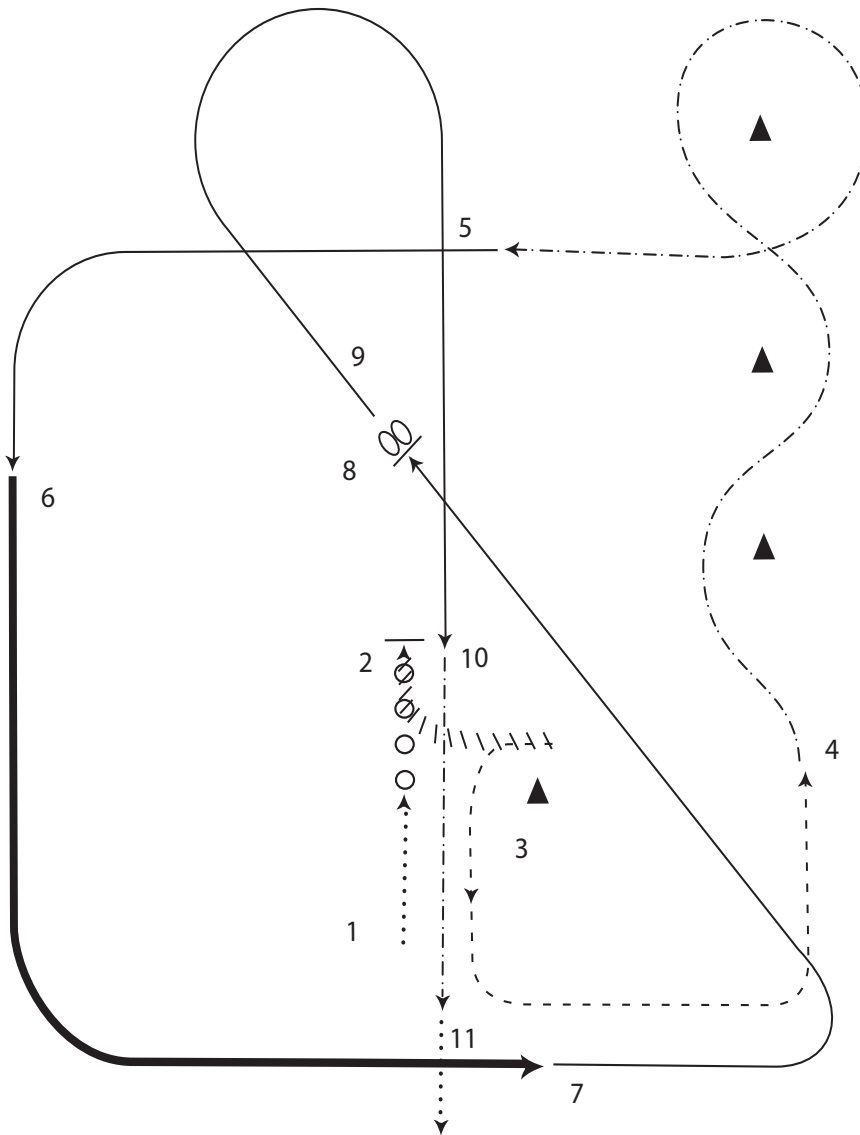


INSTRUCTIONS

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.



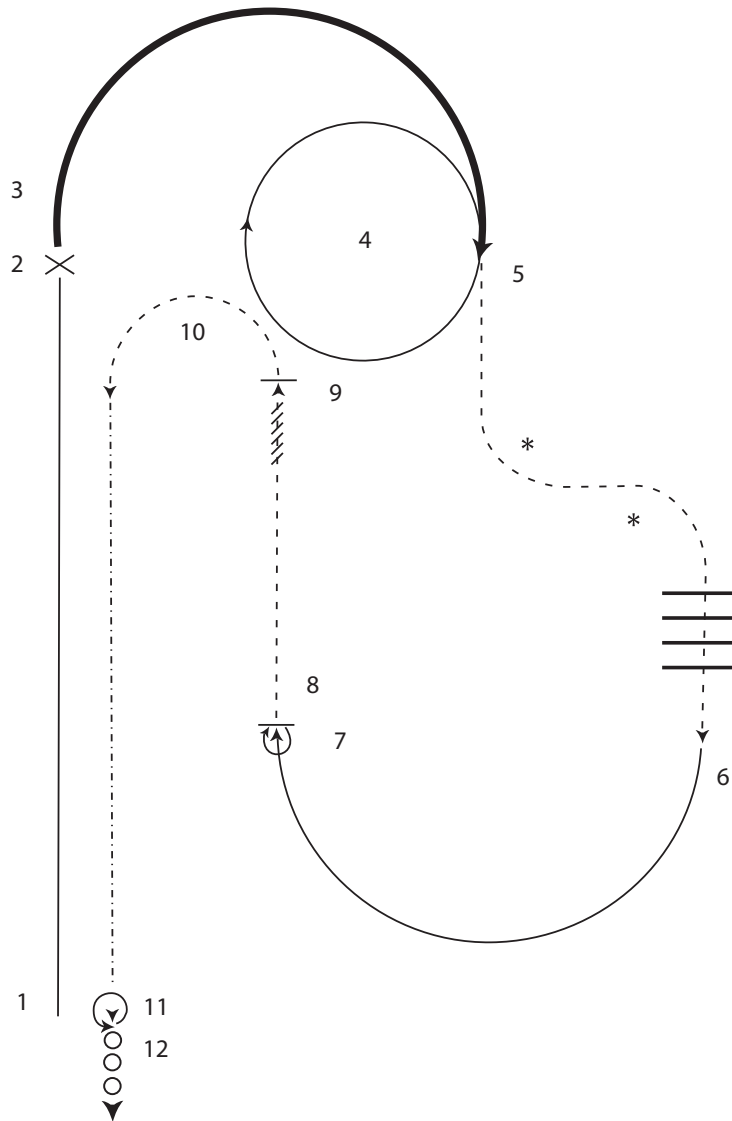
KEY

INSTRUCTIONS

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

1. Walk, extend the walk. Stop.
2. Back to marker.
3. Trot.
4. Extended trot serpentine.
5. Lope left lead.
6. Extended lope.
7. Collect lope, stop.
8. 360-degree both directions.
9. Lope right lead.
10. Extended trot.
11. Walk one horse length. Pattern complete. Exit.





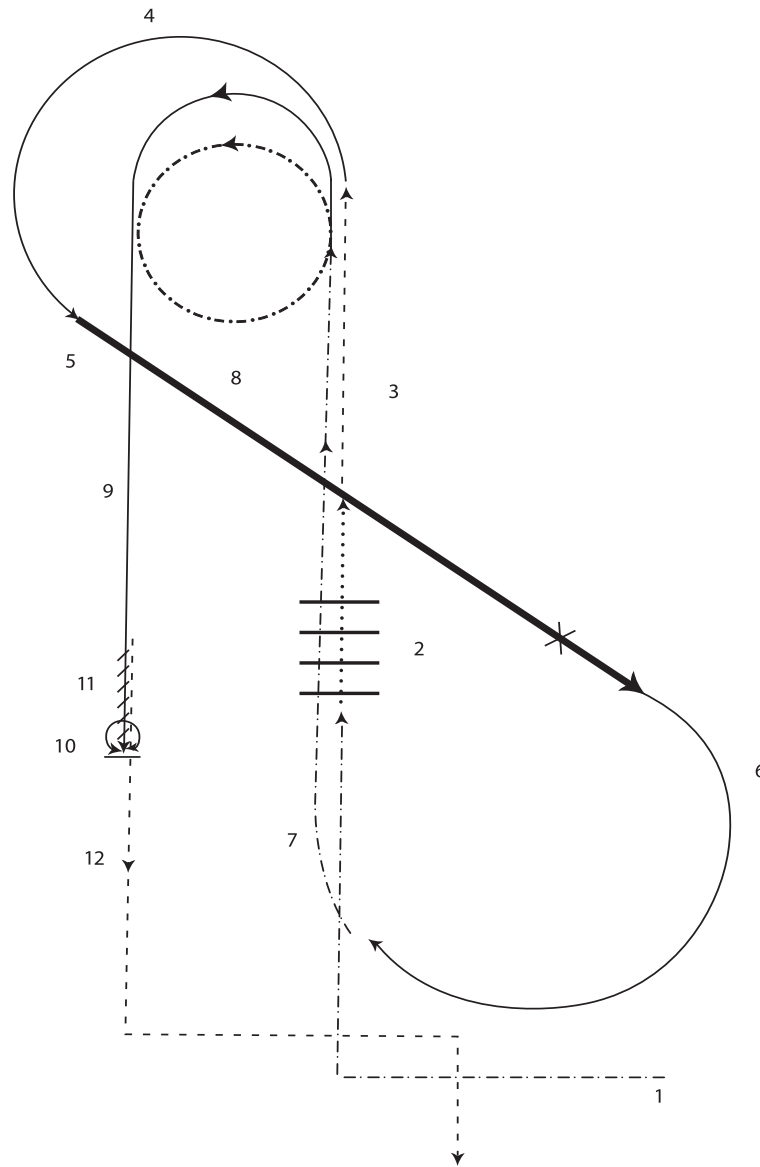
KEY

INSTRUCTIONS

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

1. Lope left lead.
2. Change leads (simple or flying).
3. Extended lope, right lead.
4. Collect lope circle, right lead.
5. Trot serpentine and over poles.
6. Lope right lead. Stop.
7. 360-degree turn right.
8. Trot, stop.
9. Back.
10. Trot, extended trot. Stop.
11. 360-degree turn left.
12. Extended walk one horse length. Pattern complete. Exit.





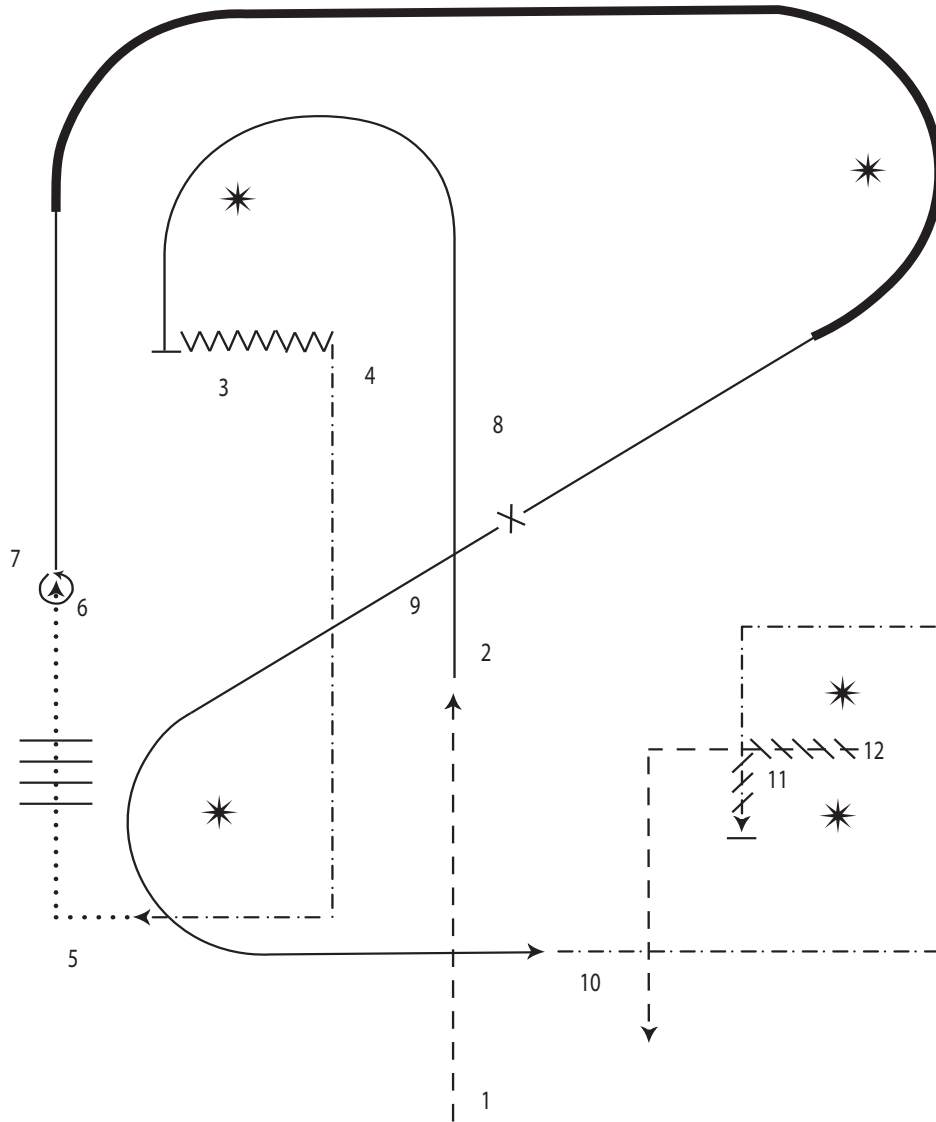
KEY

INSTRUCTIONS

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

1. Extended trot square corner to poles.
2. Walk over poles.
3. Trot.
4. Lope left lead.
5. Extended lope, change leads (simple or flying), extended lope.
6. Collected lope.
7. Extended trot over poles.
8. Extended trot circle.
9. Lope left lead. Stop.
10. 360-degree turn either direction.
11. Back.
12. Trot serpentine to exit.





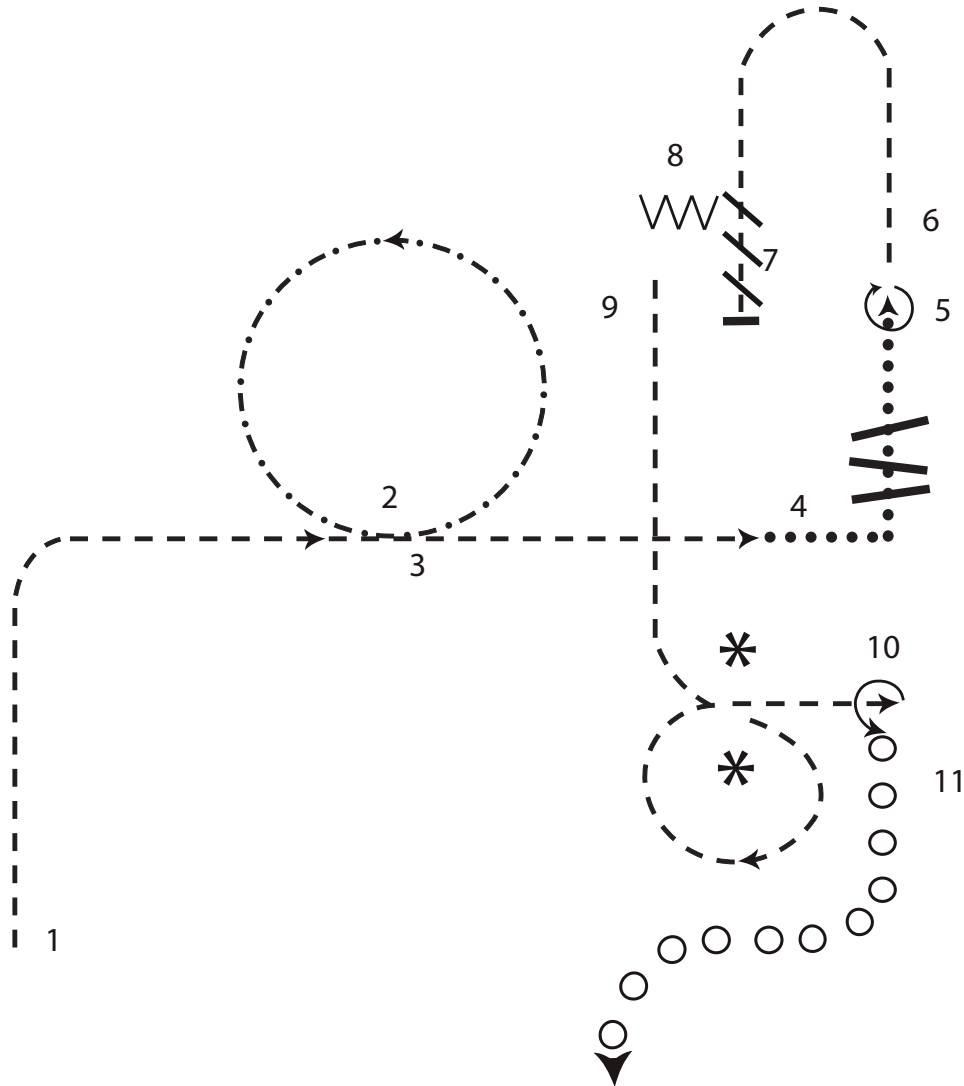
KEY

INSTRUCTIONS

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

1. Trot.
2. Lope left lead. Stop.
3. Side pass left.
4. Extended trot, trot corner.
5. Walk corner, walk over logs. Stop.
6. 360-degree turn left.
7. Lope right lead, extended lope, collected lope.
8. Change leads (simple or flying).
9. Lope left lead.
10. Extended trot square. Stop.
11. Back corner and in between brush.
12. Trot corner and trot to exit.





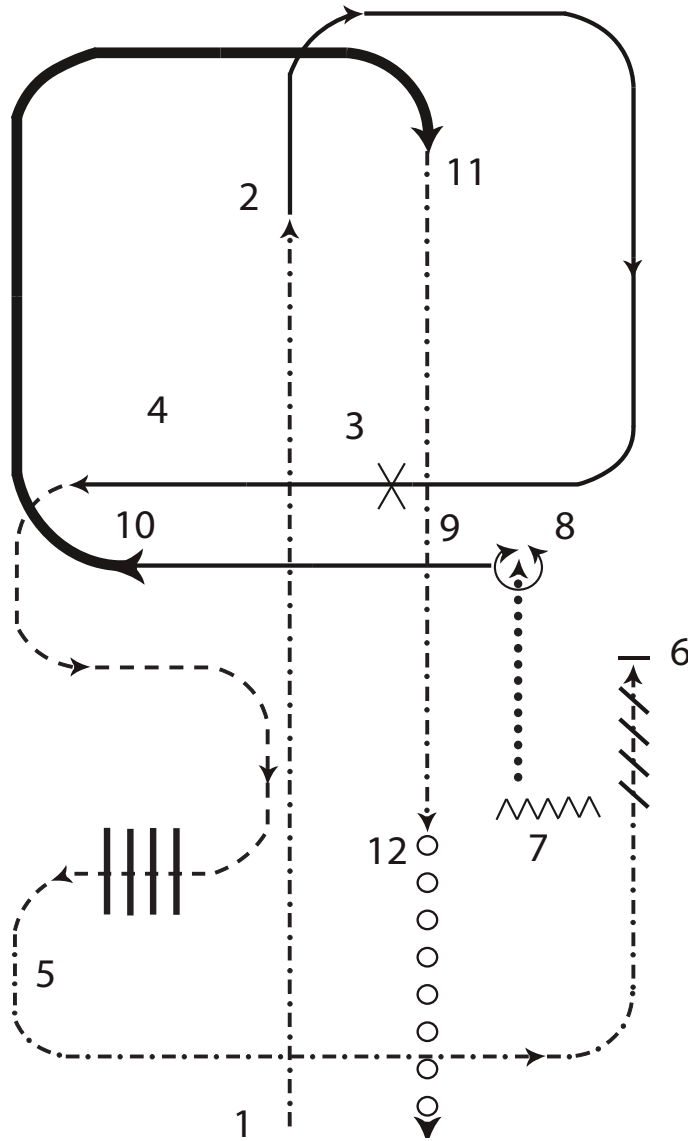
KEY

INSTRUCTIONS

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

1. Trot.
2. Extended trot circle.
3. Trot.
4. Walk corner and over poles. Stop.
5. 360-degree turn right.
6. Trot, stop.
7. Back.
8. Side pass right.
9. Trot serpentine, stop.
10. 270-degree turn left.
11. Extended walk serpentine to exit.





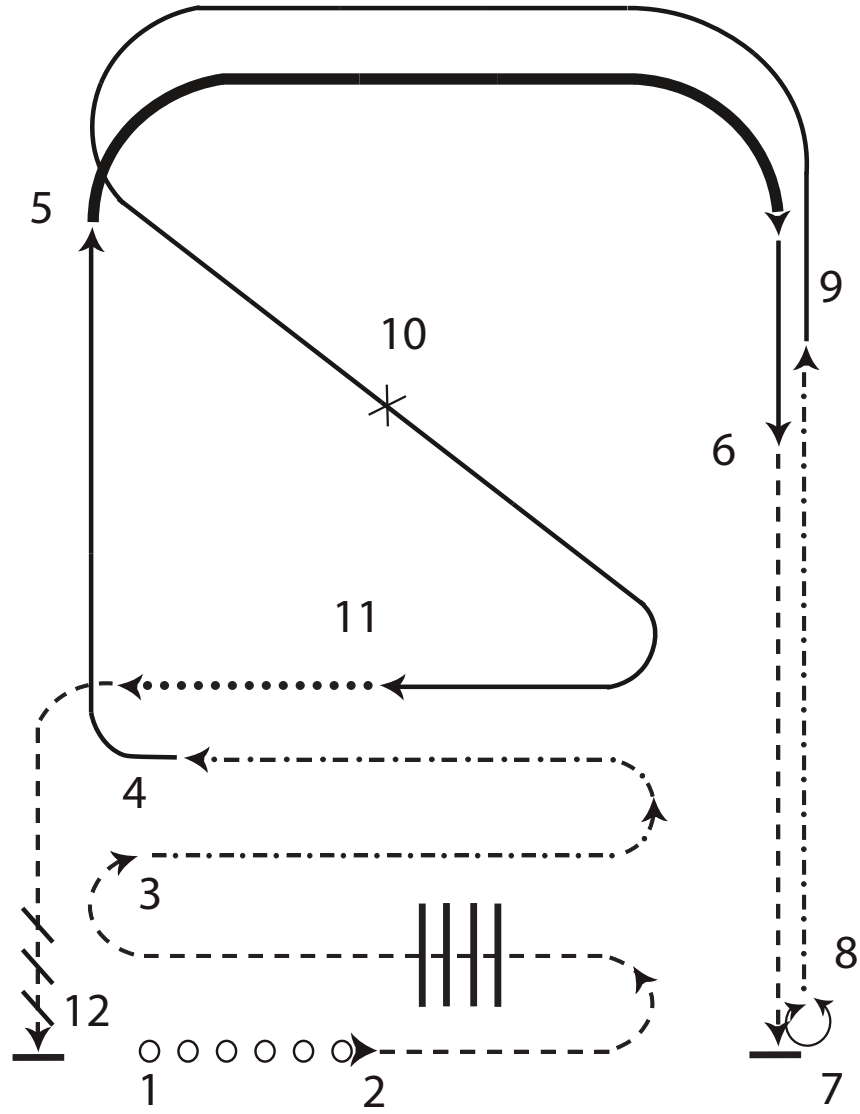
KEY

INSTRUCTIONS

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

1. Extended trot.
2. Lope right lead.
3. Change leads (simple or flying). Lope left lead.
4. Trot corners and over logs.
5. Extended trot. Stop.
6. Back.
7. Side pass left, walk. Stop.
8. 360-degree turn right, 450-degree turn left.
9. Lope right lead.
10. Extended lope.
11. Extended trot.
12. Extended walk one horse length. Pattern is complete. Exit arena.





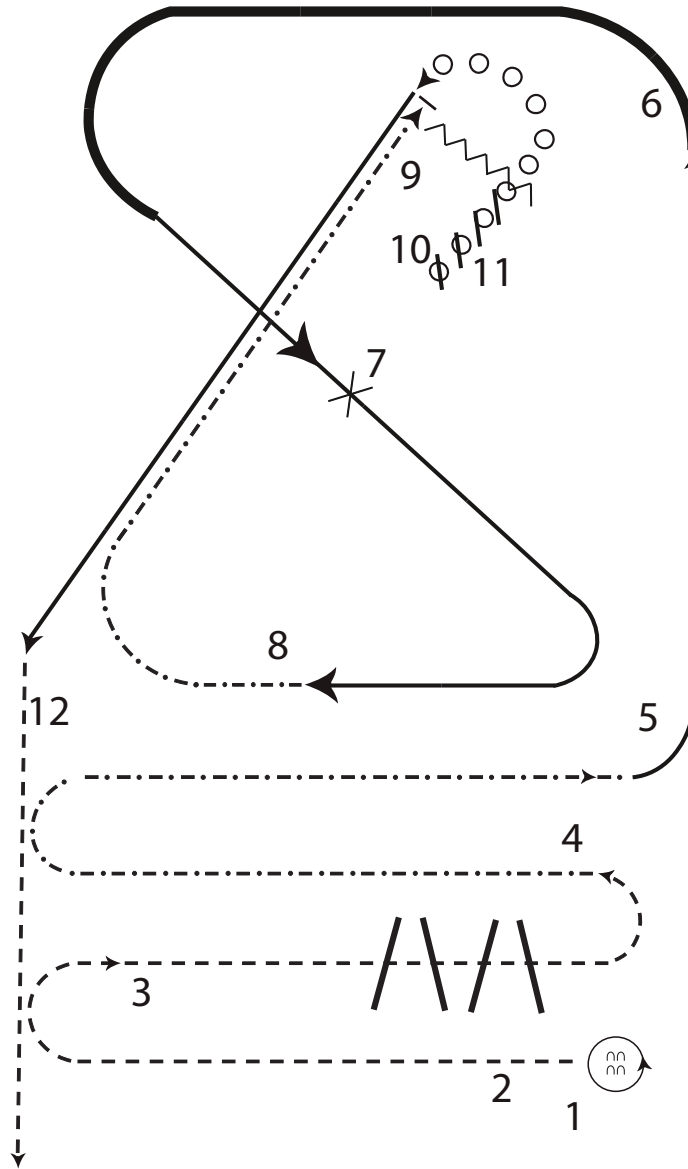
KEY

INSTRUCTIONS

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

1. Extended walk.
2. Trot corner and over poles.
3. Extended trot around corner.
4. Lope right lead.
5. Extended lope around end of arena, collect lope.
6. Trot. Stop.
7. Turn 1 ½ either direction.
8. Extended trot.
9. Lope left lead.
10. Change leads (simple or flying), lope right lead.
11. Walk, trot square corner. Stop.
12. Back. Pattern is complete. Exit.





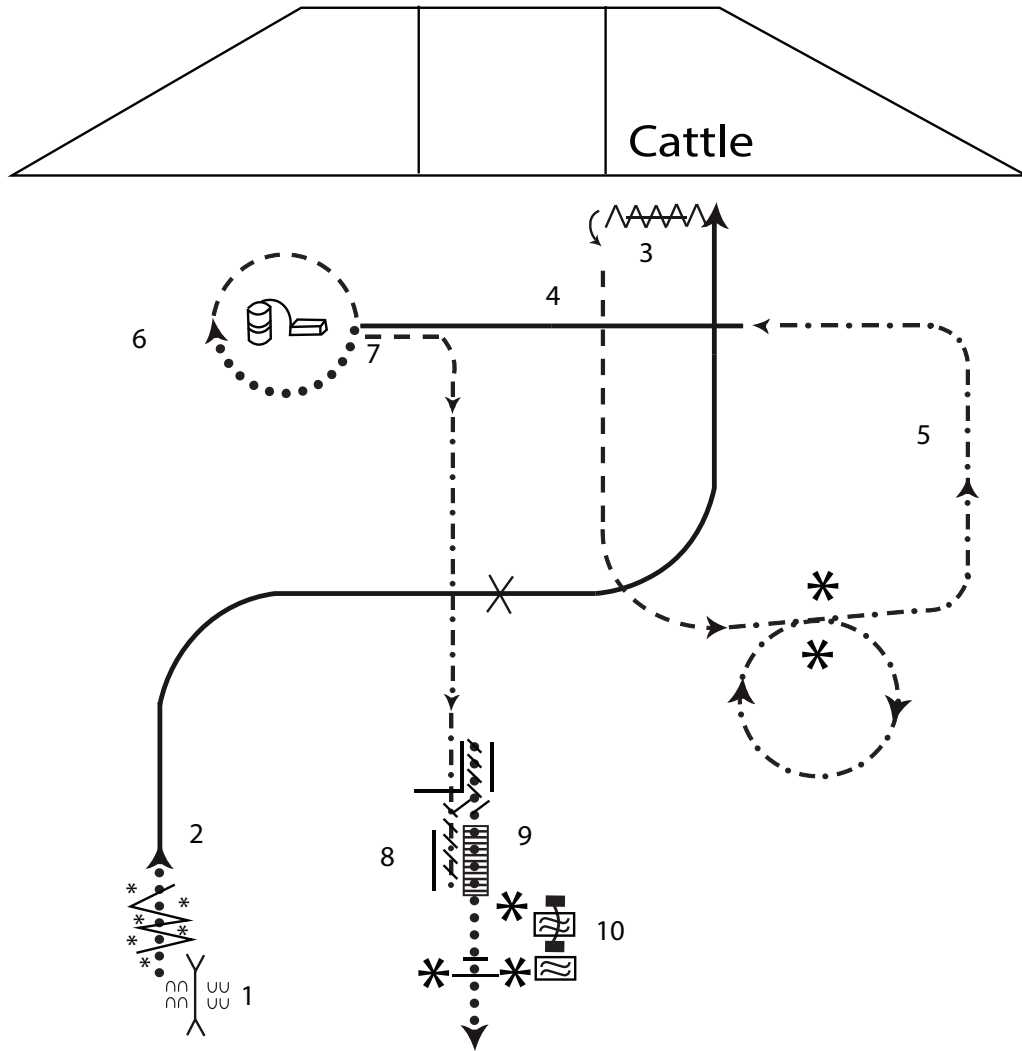
KEY

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

INSTRUCTIONS

1. 450-degree turn left.
2. Trot corner.
3. Trot over logs.
4. Extended trot corner.
5. Lope left lead.
6. Extended lope, collect the lope.
7. Change leads (simple or flying), lope right lead.
8. Extended trot. Stop.
9. Side pass right.
10. Back.
11. Extended walk, lope left lead.
12. Trot to exit.





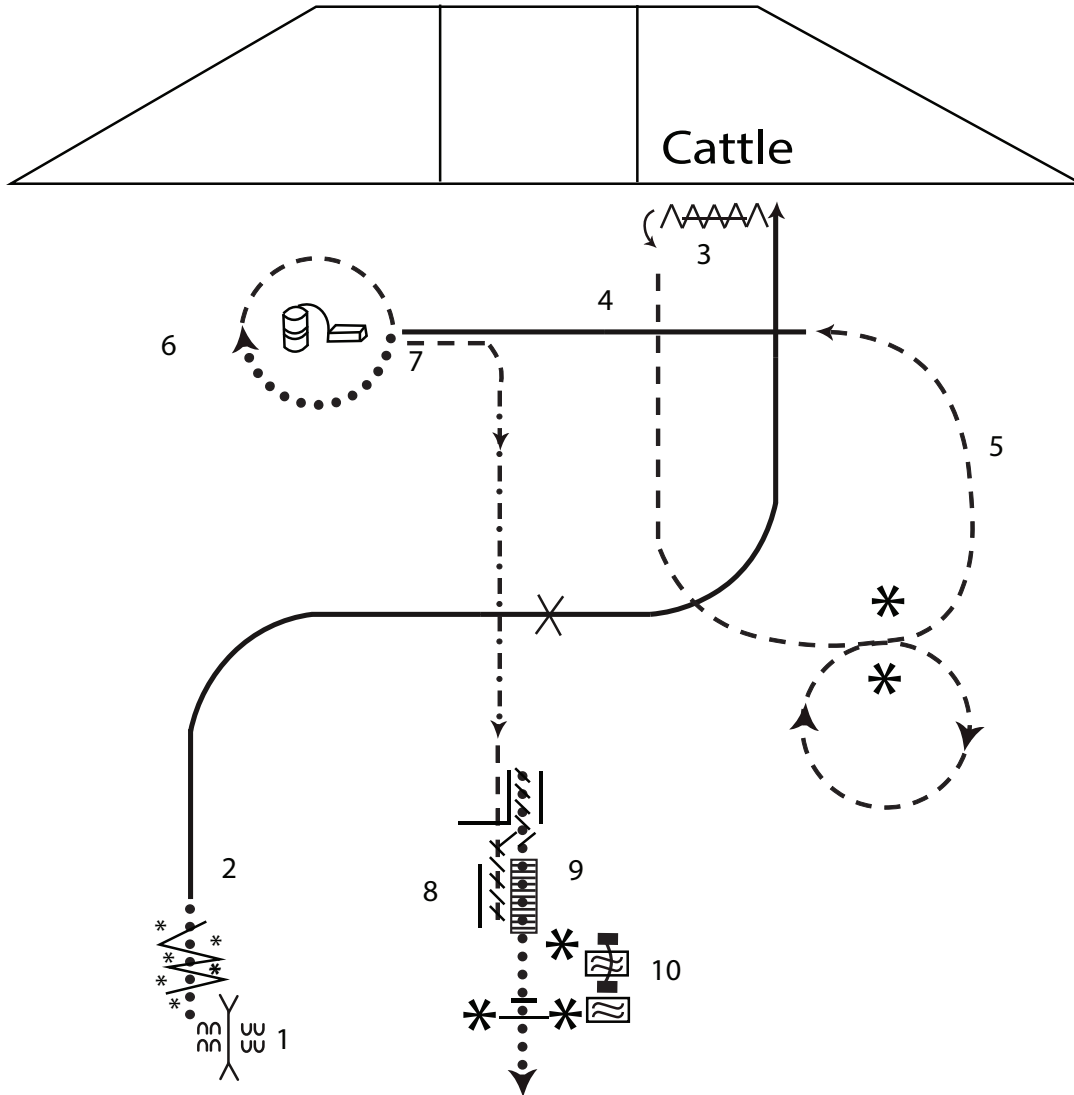
KEY

INSTRUCTIONS

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

1. Work gate, right hand. Walk over poles and brush.
2. Lope right lead, change leads, lope left lead to cattle pen. Stop.
3. Side pass left on to pole, over pole and off pole. 180-turn either direction.
4. Trot, extended trot serpentine.
5. Extended trot corner, lope left lead to drag. Stop. May walk to position for drag.
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. Trot corner, extend the trot into chute. Stop.
8. Back through chute and into second chute.
9. Walk over bridge. Stop. Dismount.
10. Ground tie. Walk to bales and move item from one bale to the other. Lead horse over pole at a walk to finish.





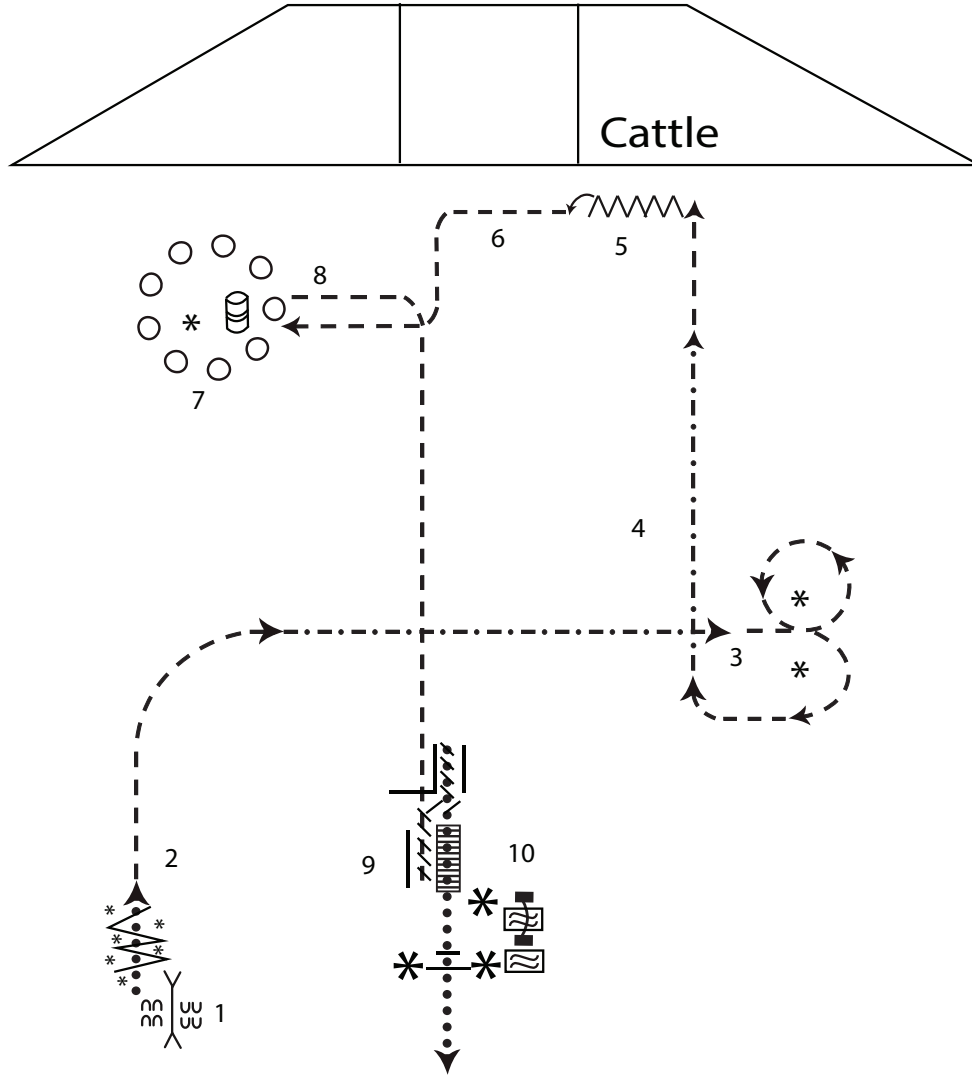
KEY

INSTRUCTIONS

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

1. Work gate, right hand. Walk over poles and brush.
2. Lope right lead, change leads, lope left lead to cattle pen. Stop.
3. Side pass left on to pole, over pole and off pole. 180-turn either direction.
4. Trot serpentine.
5. Trot corner, lope left lead to drag. Stop. May walk to position for drag.
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. Trot corner, extended trot, collect to the trot into chute. Stop.
8. Back through chute and into second chute.
9. Walk over bridge. Stop. Dismount.
10. Ground tie. Walk to bales and move item from one bale to the other. Lead horse over pole at a walk to finish.





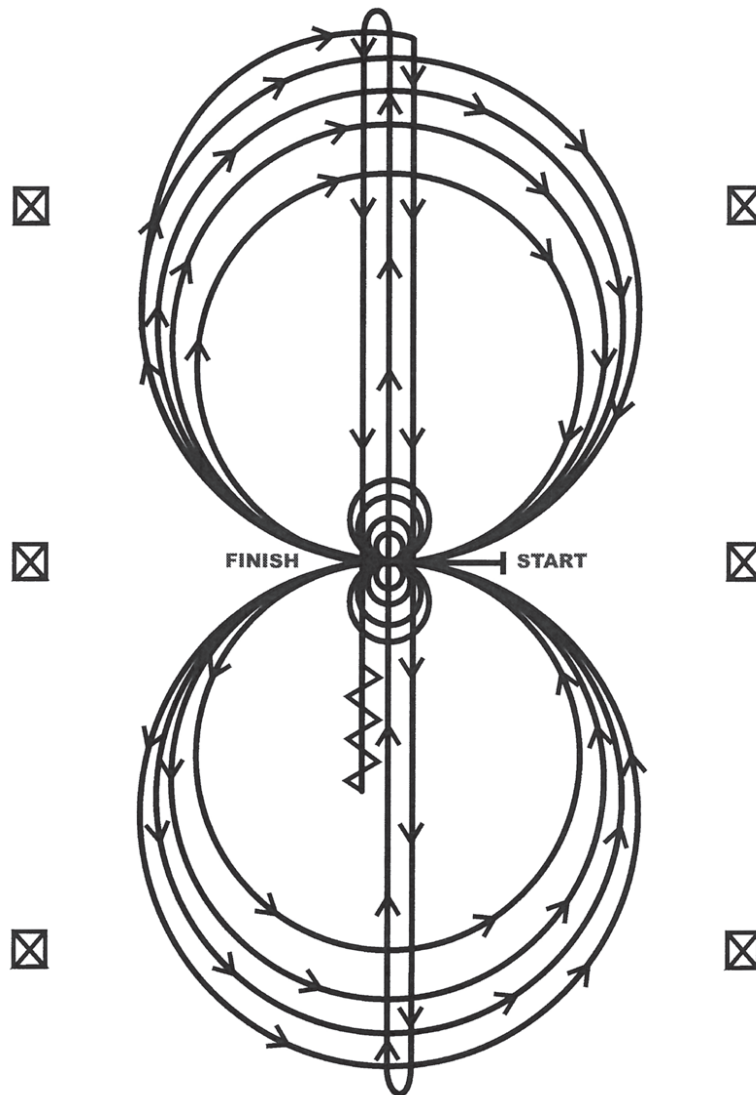
KEY

INSTRUCTIONS

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

1. Work gate, right hand. Walk over poles and brush.
2. Trot corner. Extended trot to serpentine.
3. Collect to trot and trot serpentine.
4. Extended trot, then collect to the trot to cattle pen. Stop.
5. Side pass left. 90-turn left.
6. Trot serpentine to barrel. Stop.
7. Pick up item from barrel, circle the barrel at the extended walk, replace item.
8. Trot corner and trot into chute. Stop.
9. Back through chute and into second chute.
10. Walk over bridge. Stop. Dismount. Pick up horse's front foot, replace. Lead horse out over pole to finish.



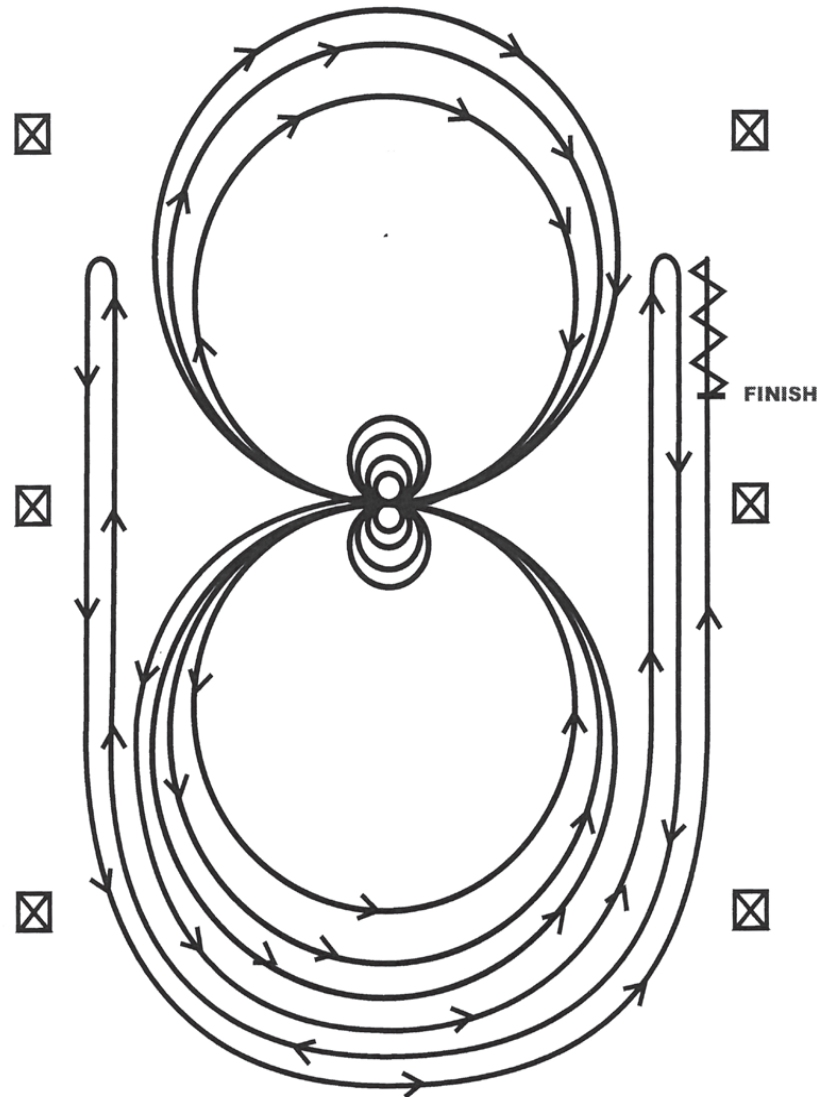


INSTRUCTIONS

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.

Exhibitor may be requested to dismount and drop bridle to the designated judge.

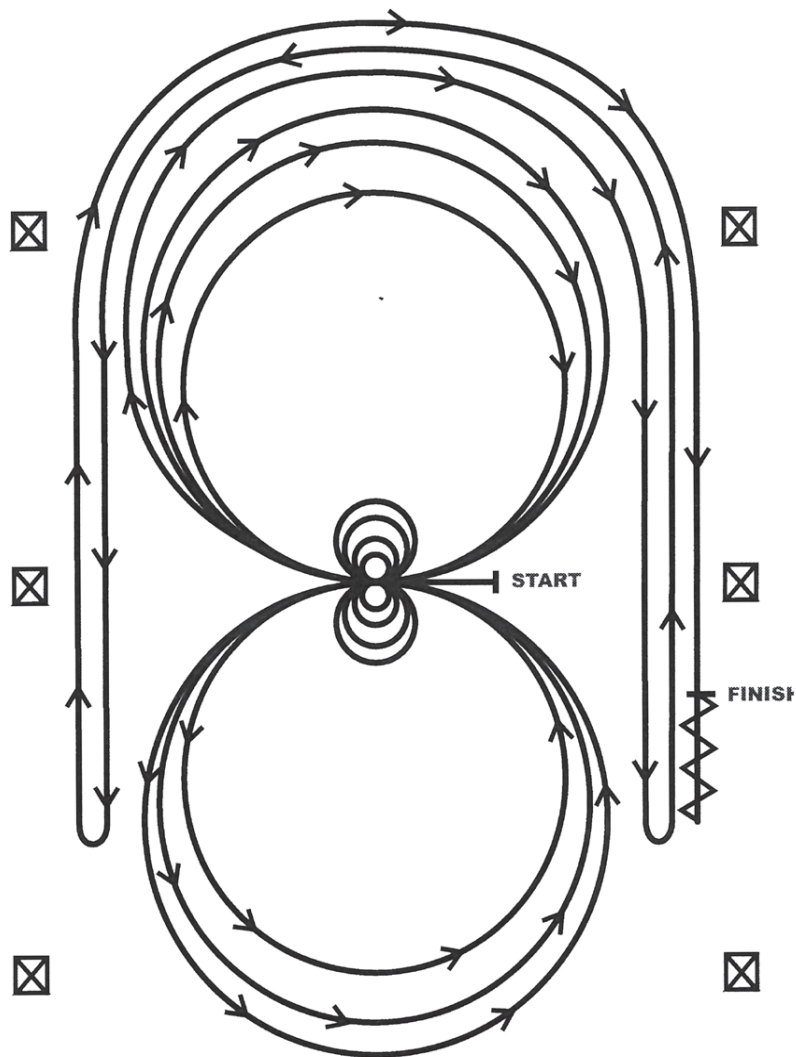


INSTRUCTIONS

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.

Exhibitor may be requested to dismount and drop bridle to the designated judge

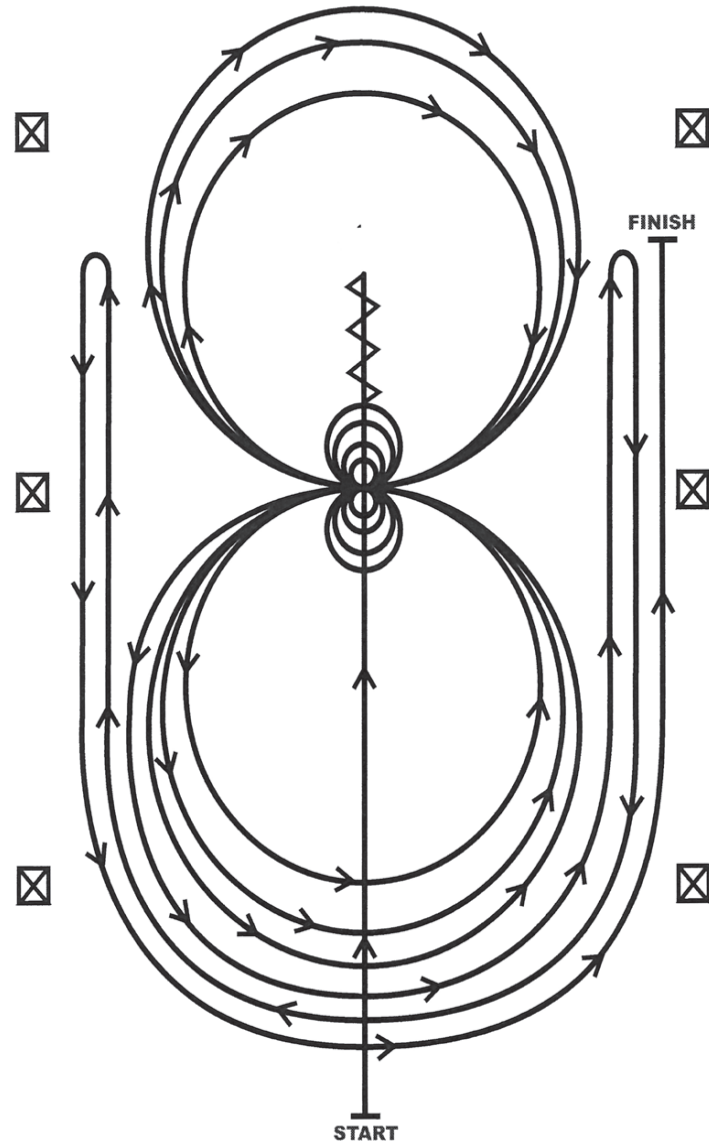


INSTRUCTIONS

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.

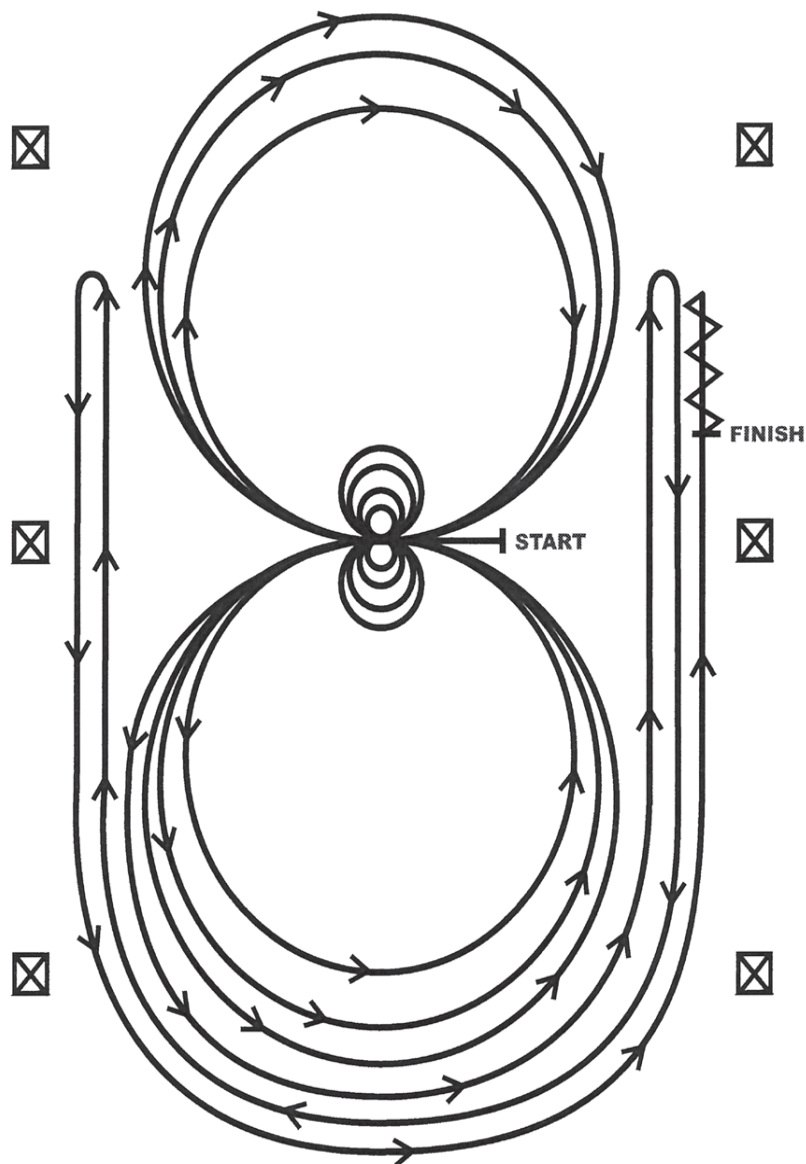
Exhibitor may be requested to dismount and drop bridle to the designated judge.



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. Changes 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.

Exhibitor may be requested to dismount and drop bridle to the designated judge

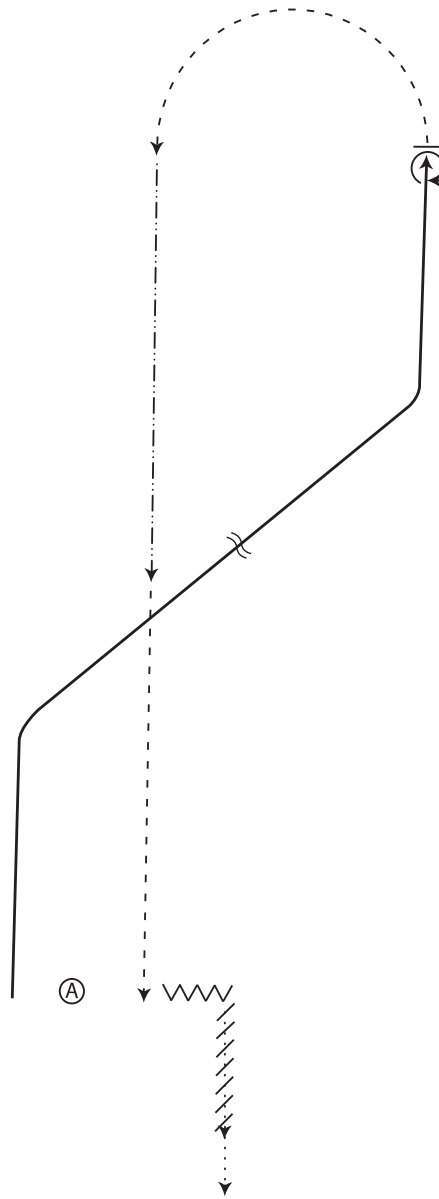


INSTRUCTIONS

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.

Exhibitor may be requested to dismount and drop bridle to the designated judge.



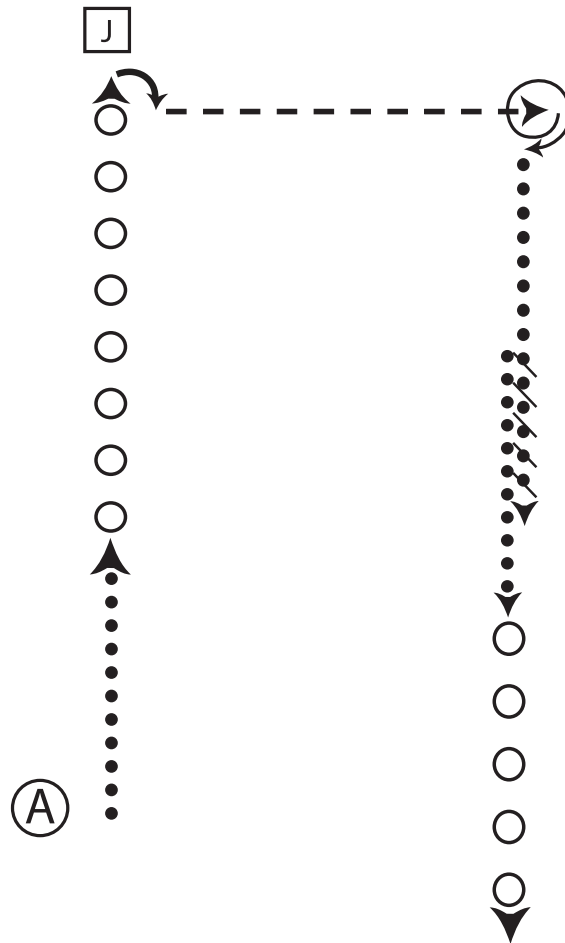
KEY

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. Canter in the right lead as shown, change leads (simple).
2. Canter in left lead as shown. Stop.
3. 360-degree forehand turn right.
4. Trot a half circle to the left posting on the right diagonal.
5. Sit the trot in a straight line.
6. Trot, posting on the left diagonal until even with A. At A, stop.
7. Side pass left.
8. Walk two horse lengths. Stop.
9. Back to A.
10. Walk one horse length. Pattern is complete. Exit the arena.





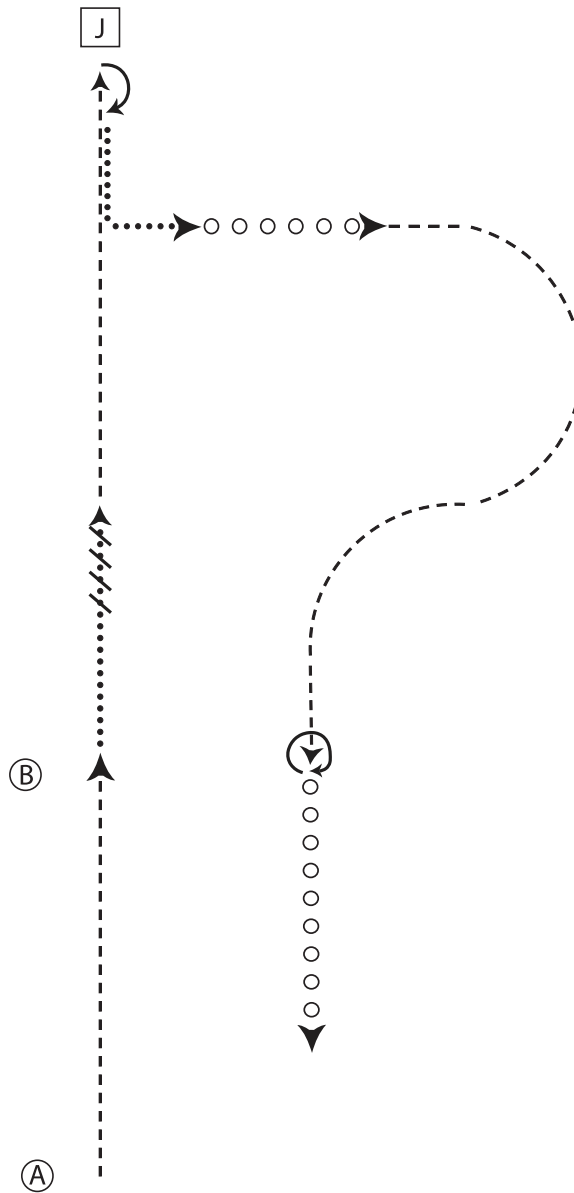
KEY

INSTRUCTIONS

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

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





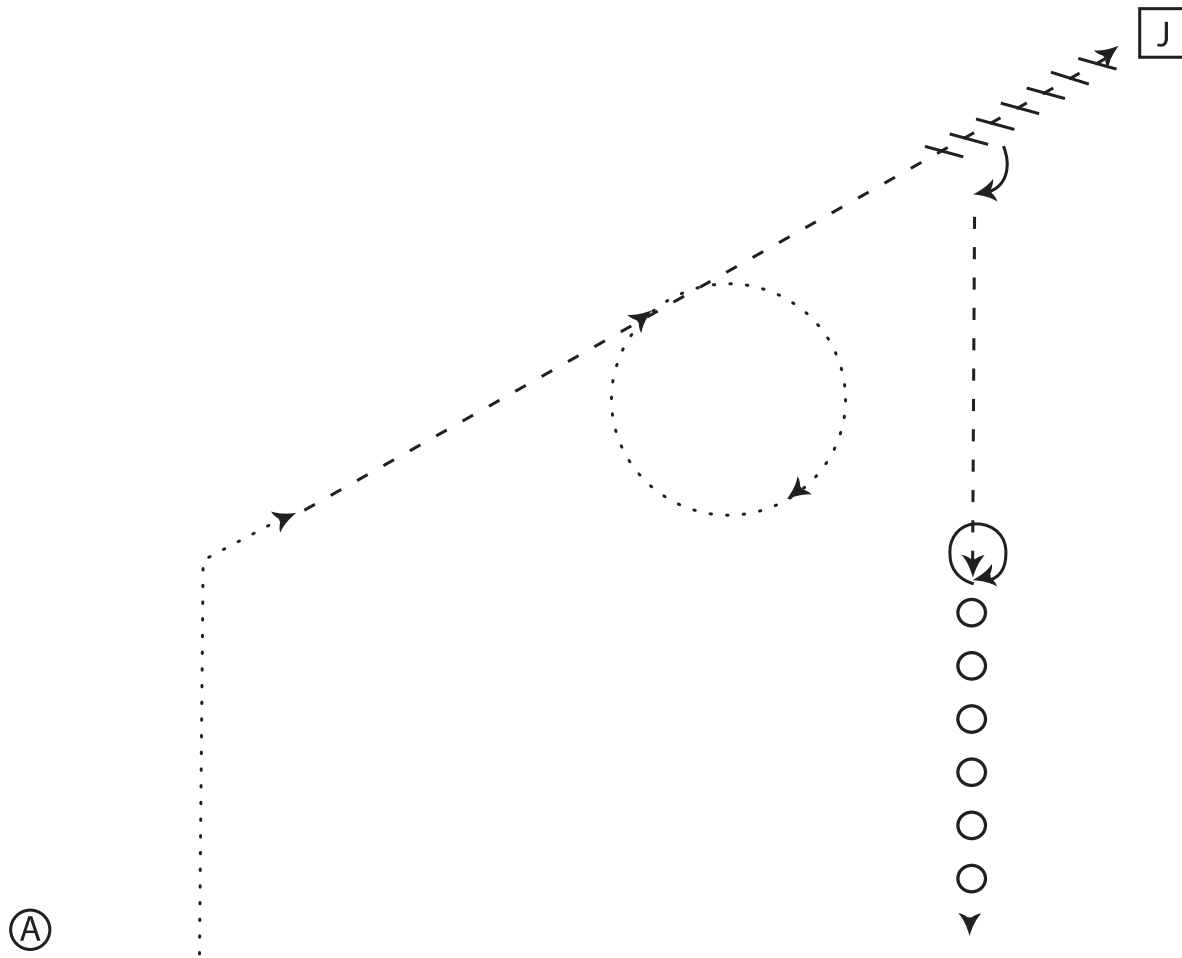
KEY

INSTRUCTIONS

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

1. Begin at A. Jog 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.





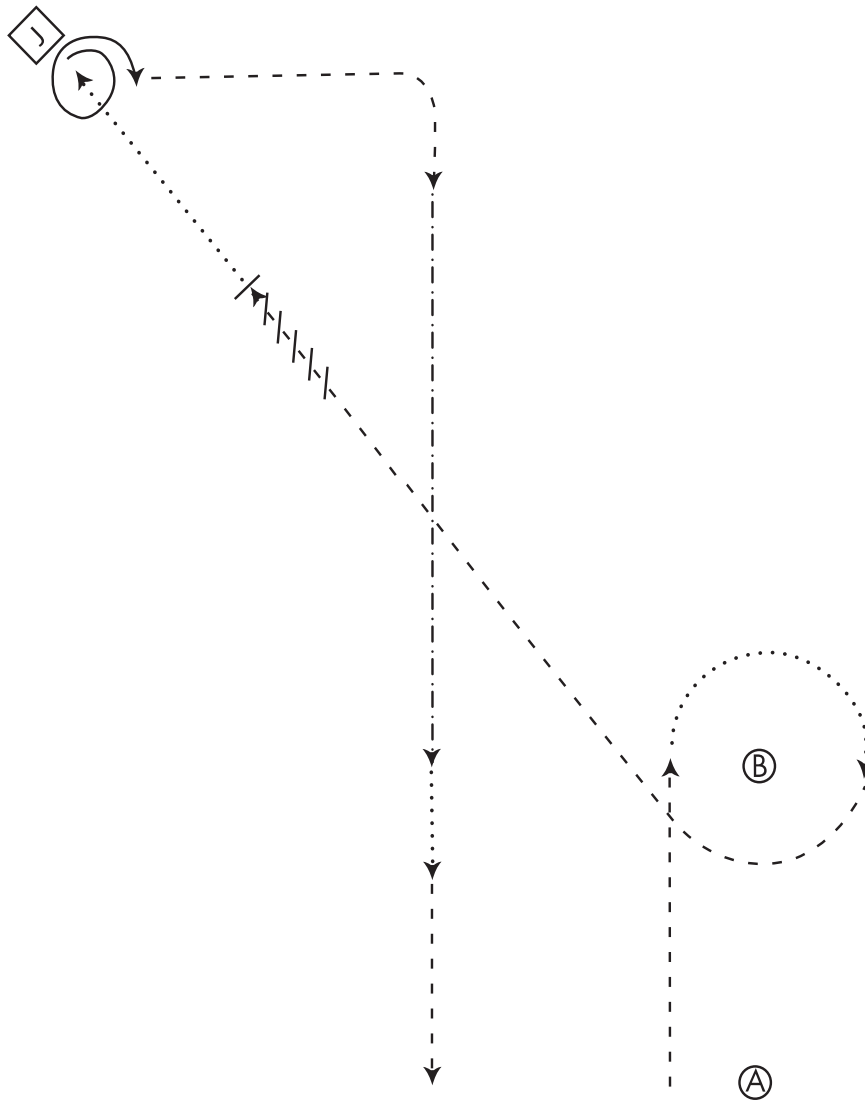
KEY

INSTRUCTIONS

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

1. Begin at A. Walk arc toward Judge. Jog straight toward Judge.
2. Break to walk and walk a small circle to the right.
3. Jog to Judge. Stop.
4. Set up.
5. Inspection.
6. When excused, back.
7. Execute an approximate 135-degree turn.
8. Jog half way to A. Stop.
9. 360-degree turn.
10. Extended walk to A. At A, pattern is complete. Exit the arena.





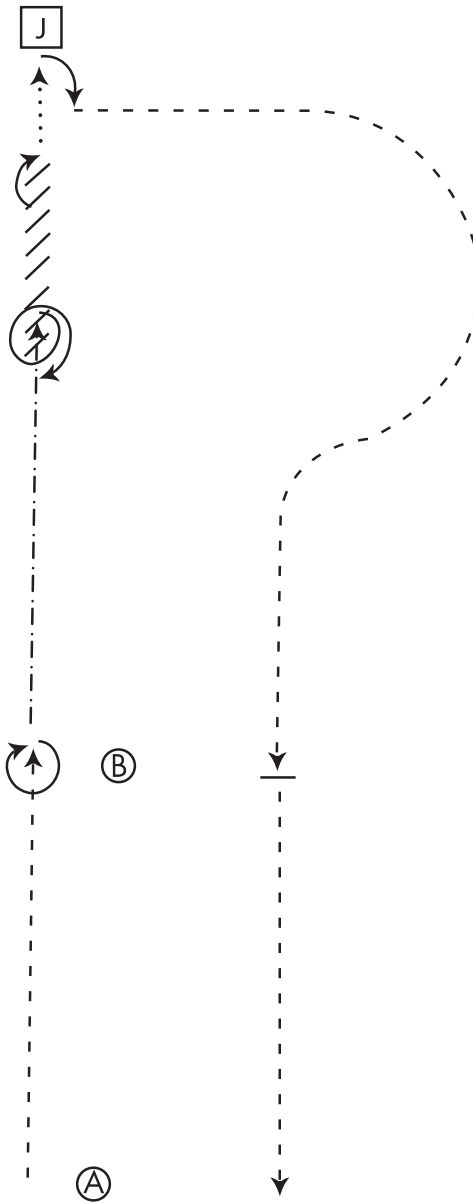
KEY

INSTRUCTIONS

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

1. Begin at A. Jog to B.
2. Walk a half circle around B.
3. Jog around B and toward Judge. Stop.
4. Back.
5. Walk to Judge. Stop.
6. Set up.
7. Inspection.
8. When excused, execute an approximate 495-degree turn.
9. Jog a corner to the right. Extend the jog until even with B.
10. At B, break to a walk half way to A. Half way to A, pick up the jog to A. At A, pattern is complete. Exit the arena.





KEY

.....	Walk
○○○○○○	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
A, B, C	Markers
[J]	Judge

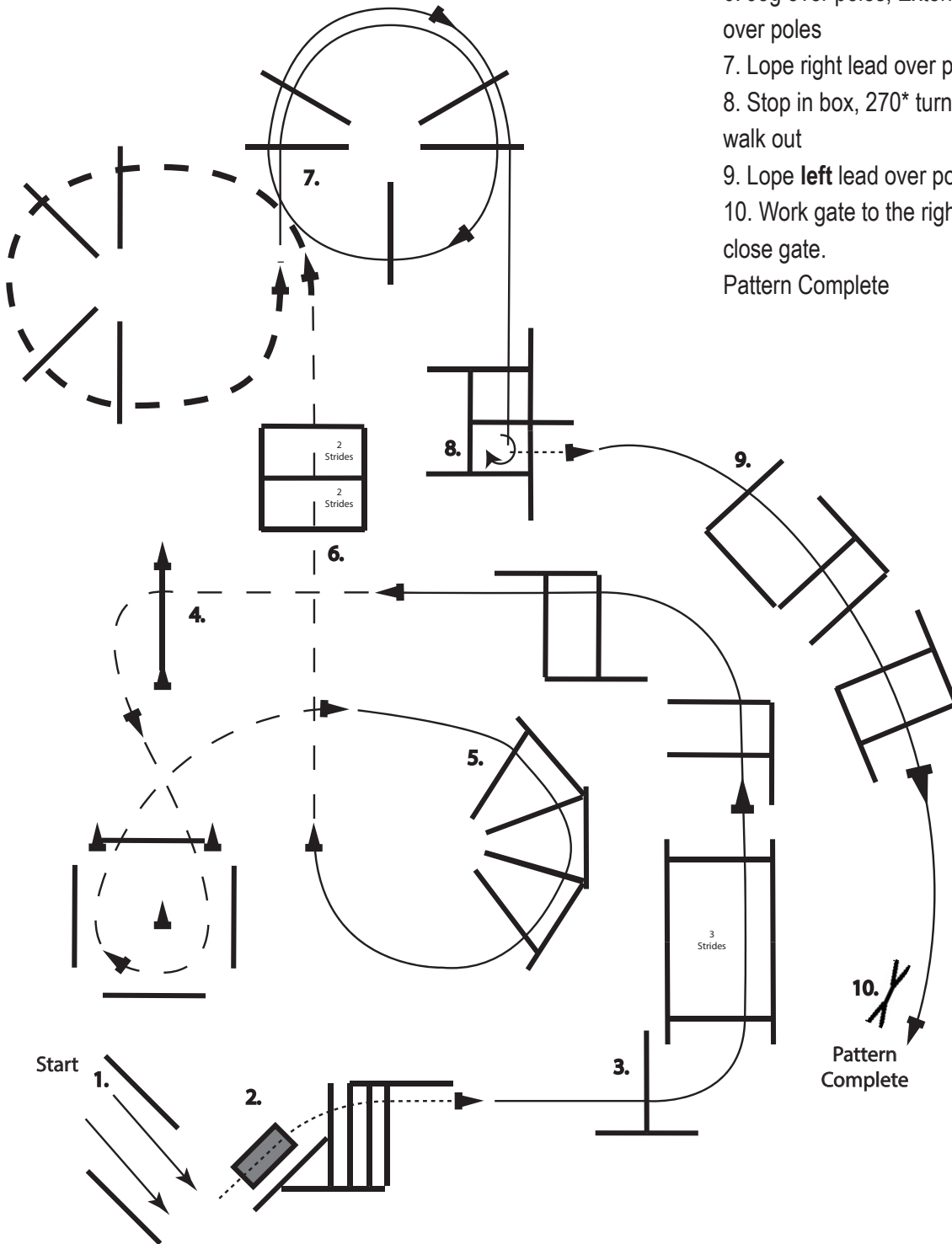
INSTRUCTIONS

1. Begin at A. Jog to B. Stop. Execute a 360-degree turn.
2. Extended jog toward Judge. Stop.
3. 540-degree turn.
4. Back.
5. 180-degree turn. Walk to Judge. Stop.
6. Set up.
7. Inspection.
8. When excused, execute a 90-degree turn.
9. Jog serpentine as shown until even with B. At B, stop. Hesitate.
10. Jog until even with A. At A, pattern is complete. Exit the arena.



O382
Senior Trail

1. Sidepass right
 2. Walk over bridge & poles
 3. Lope left lead over poles
 4. Jog serpentine over poles
 5. Lope right lead over poles
 6. Jog over poles, Extended jog over poles
 7. Lope right lead over poles
 8. Stop in box, 270* turn right, walk out
 9. Lope **left** lead over poles
 10. Work gate to the right and close gate.
- Pattern Complete



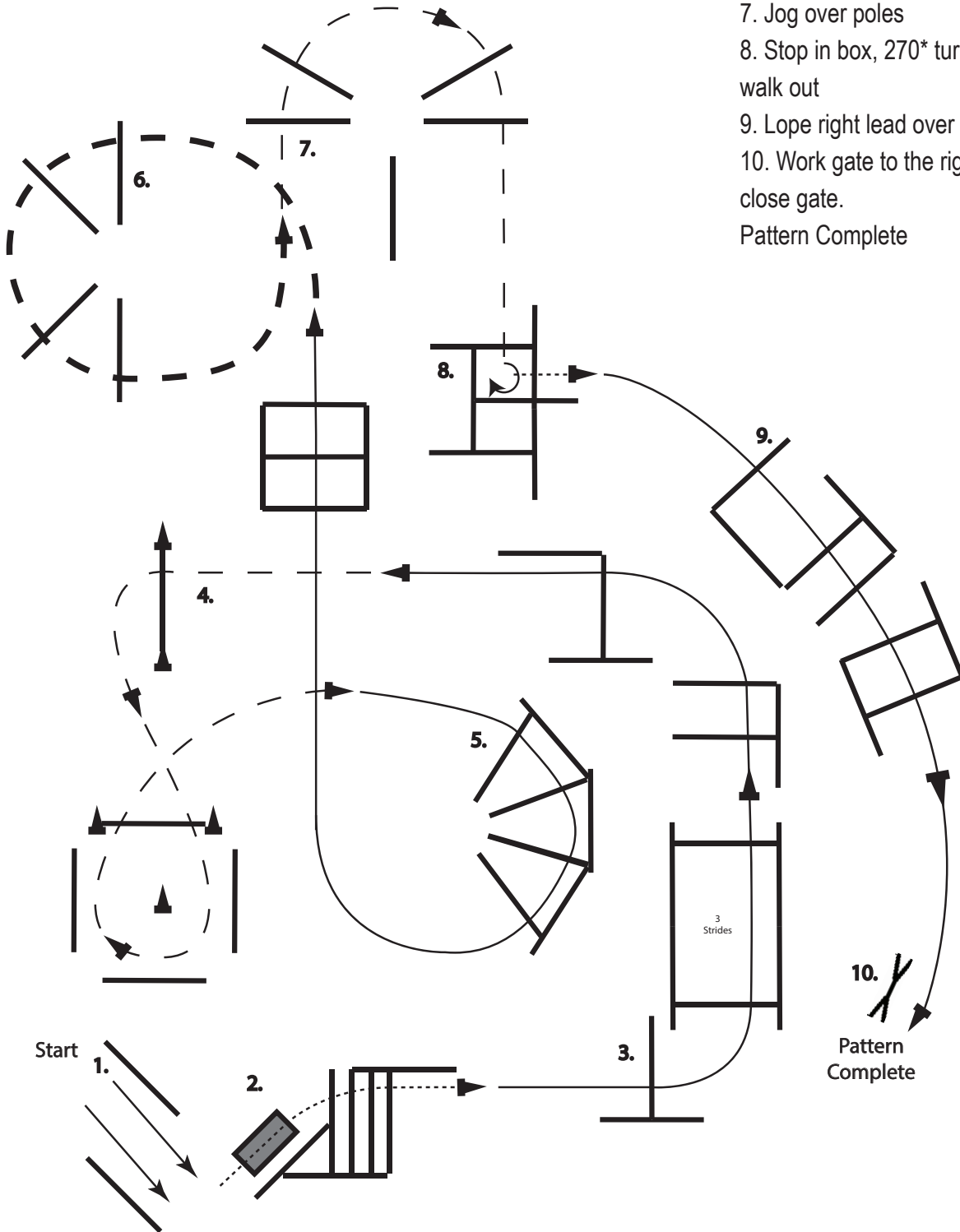
Walk
Extended Walk
Jog
Extended Jog
Lope
Extended Lope
Back/Side Pass
Turn around
☺
Of strides
"2 S or 3 S"

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**O381
Junior Trail**

1. Sidepass right
 2. Walk over bridge & poles
 3. Lope left lead over poles
 4. Jog serpentine over poles
 5. Lope right lead over poles
 6. Extended jog over poles
 7. Jog over poles
 8. Stop in box, 270* turn right, walk out
 9. Lope right lead over poles
 10. Work gate to the right and close gate.
- Pattern Complete



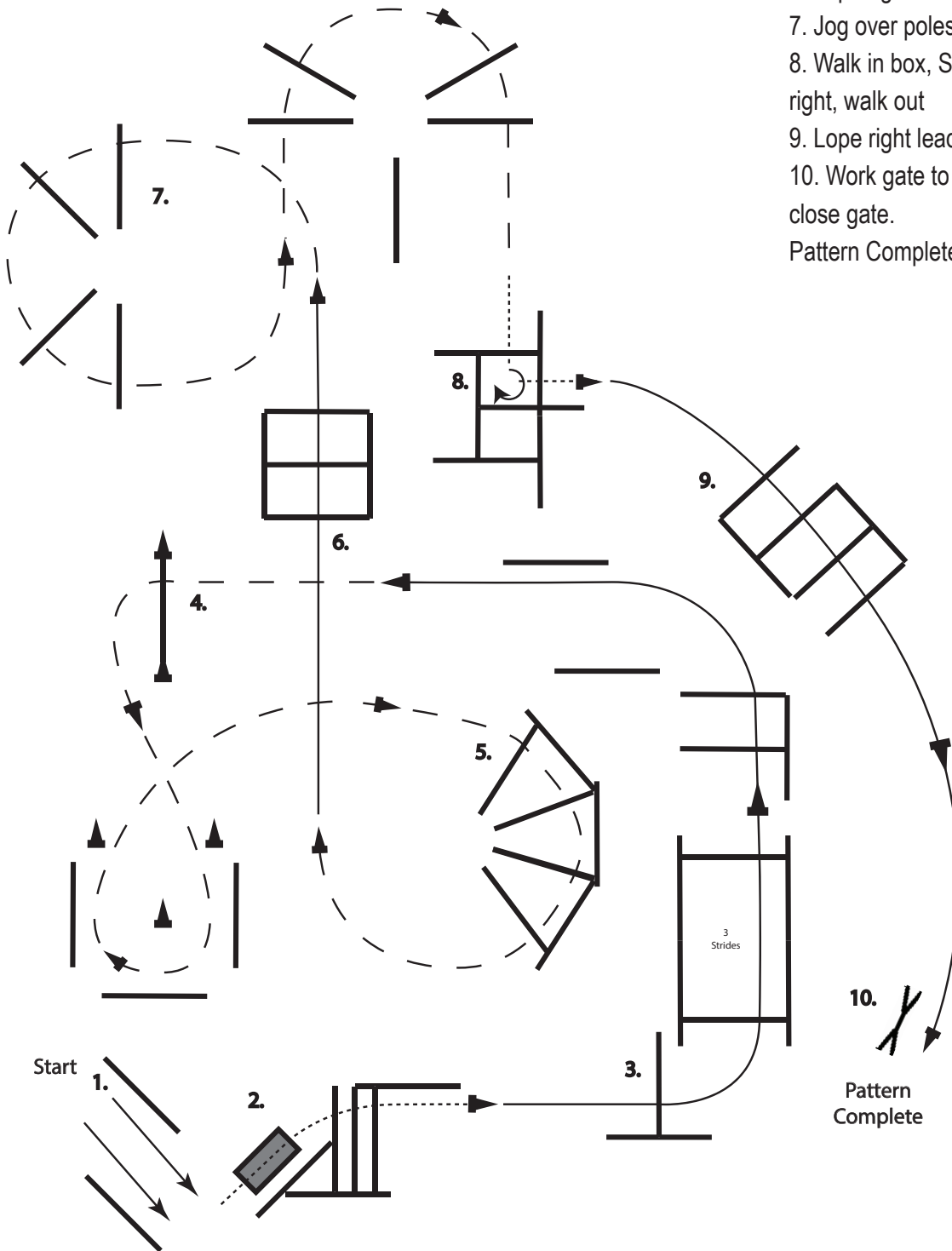
Walk
Extended Walk
Jog
Extended Jog
Lope
Extended Lope
Back/Side Pass
Turn around
☺
Of strides
"2 S or 3 S"

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**O385
Green Trail**

1. Sidepass right
 2. Walk over bridge & poles
 3. Lope left lead over poles
 4. Jog serpentine over poles
 5. Jog over poles
 6. Lope right lead over poles
 7. Jog over poles
 8. Walk in box, Stop 270* turn right, walk out
 9. Lope right lead over poles
 10. Work gate to the right and close gate.
- Pattern Complete



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

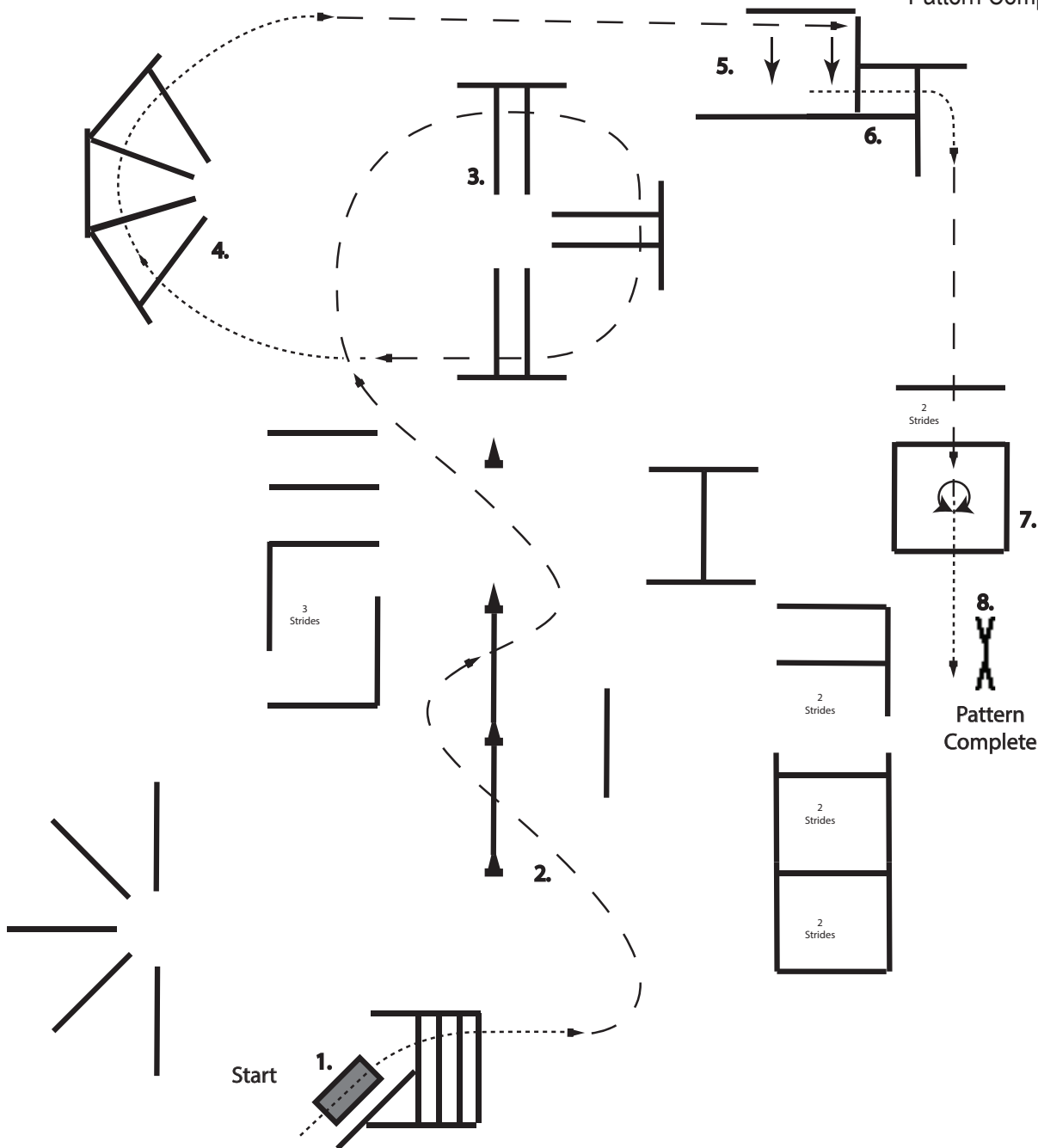
10. Pattern Complete

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O388 Yearling In-Hand Trail
 N353 Non-Pro Yearling In-Hand Trail
 N357 Non-Pro Walk/Trot Trail

1. Walk over bridge & poles
 2. Jog serpentine over poles
 3. Jog over poles
 4. Walk over poles, jog to chute
 5. Side-pass right
 6. Walk over poles, Jog over poles
 7. Stop in box, Stop 360* turn right, walk out
 8. Stop, Work gate to the left and close gate.
- Pattern Complete



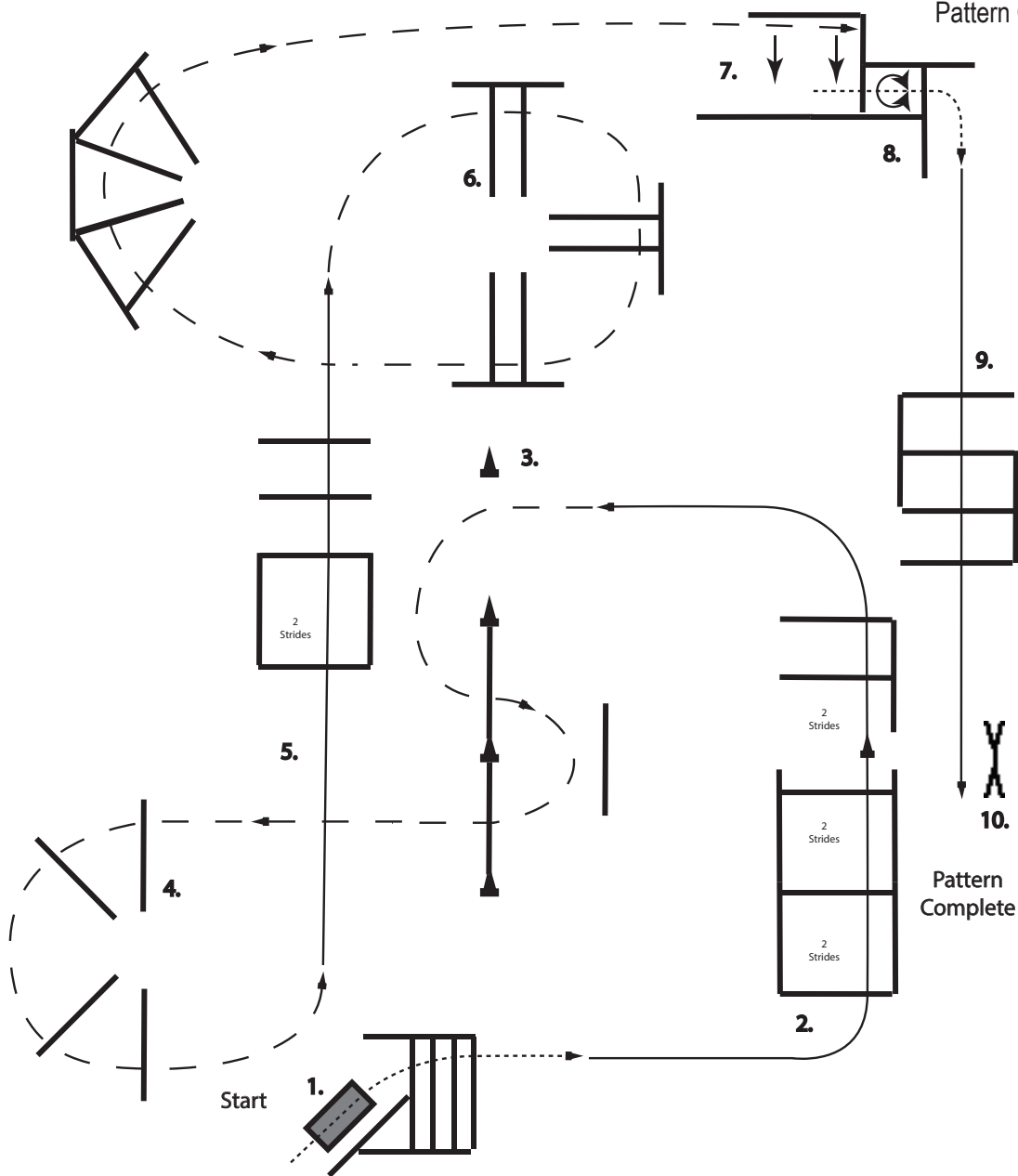
Walk
Extended Walk
Jog
Extended Jog
Lope
Extended Lope
Back/Side Pass
Turn around
☺
Of strides
"2 S or 3 S"

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N359
Novice Non-Pro Trail

1. Walk over bridge & poles
 2. Lope left lead over poles
 3. Jog serpentine over poles
 4. Jog over poles
 5. Lope left lead over poles
 6. Jog over poles
 7. Side-pass right
 9. Walk in box, Stop 360* turn either way, walk out
 9. Lope right lead over poles
 10. Stop, Work gate to the left and close gate.
- Pattern Complete



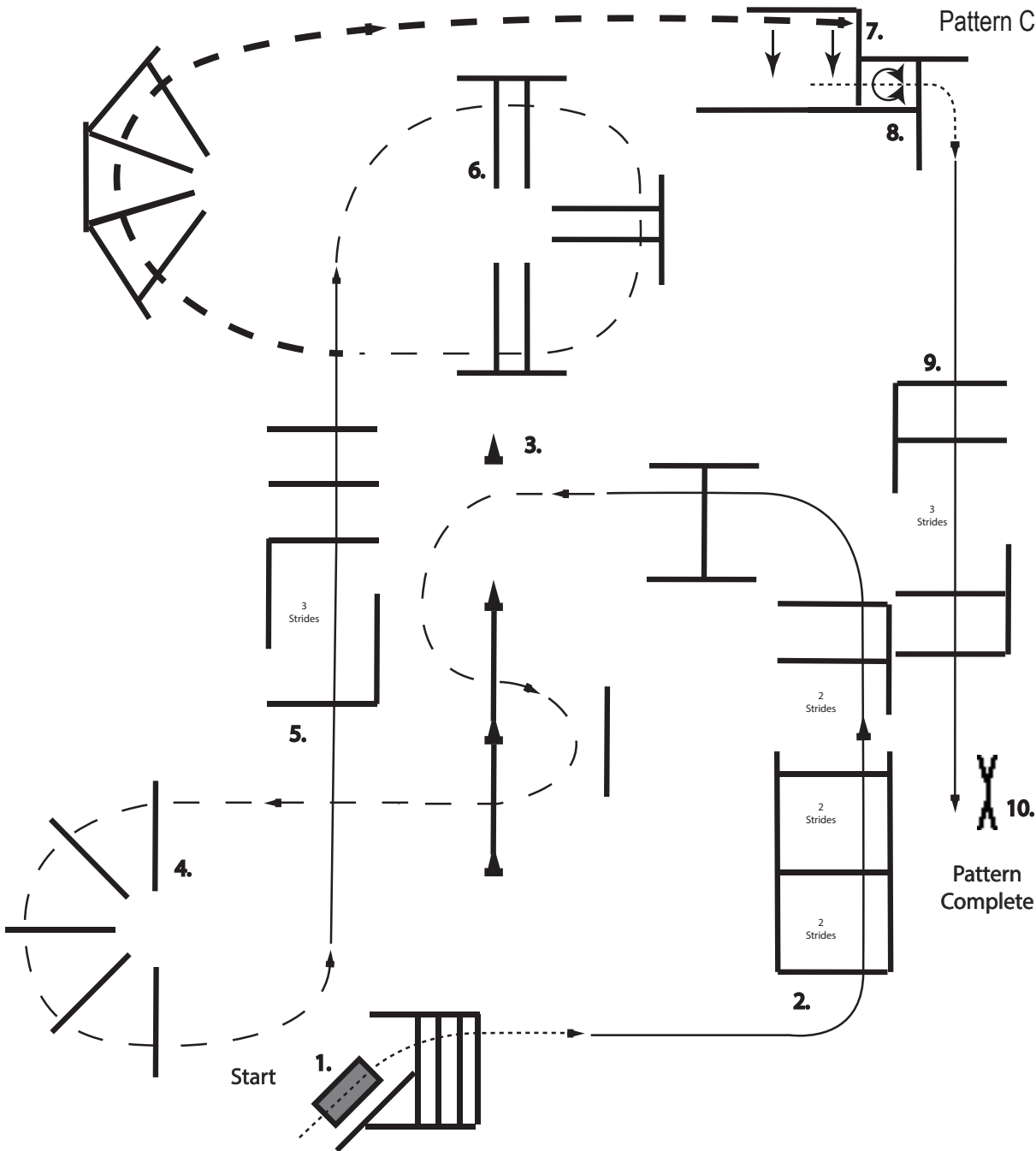
Walk
Extended Walk
Jog
Extended Jog
Lope
Extended Lope
Back/Side Pass
Turn around
Of strides
"2 S or 3 S"

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N350 Non-Pro Trail
N355 Non-Pro 35 & Over Trail
N358 Masters Non-Pro Trail

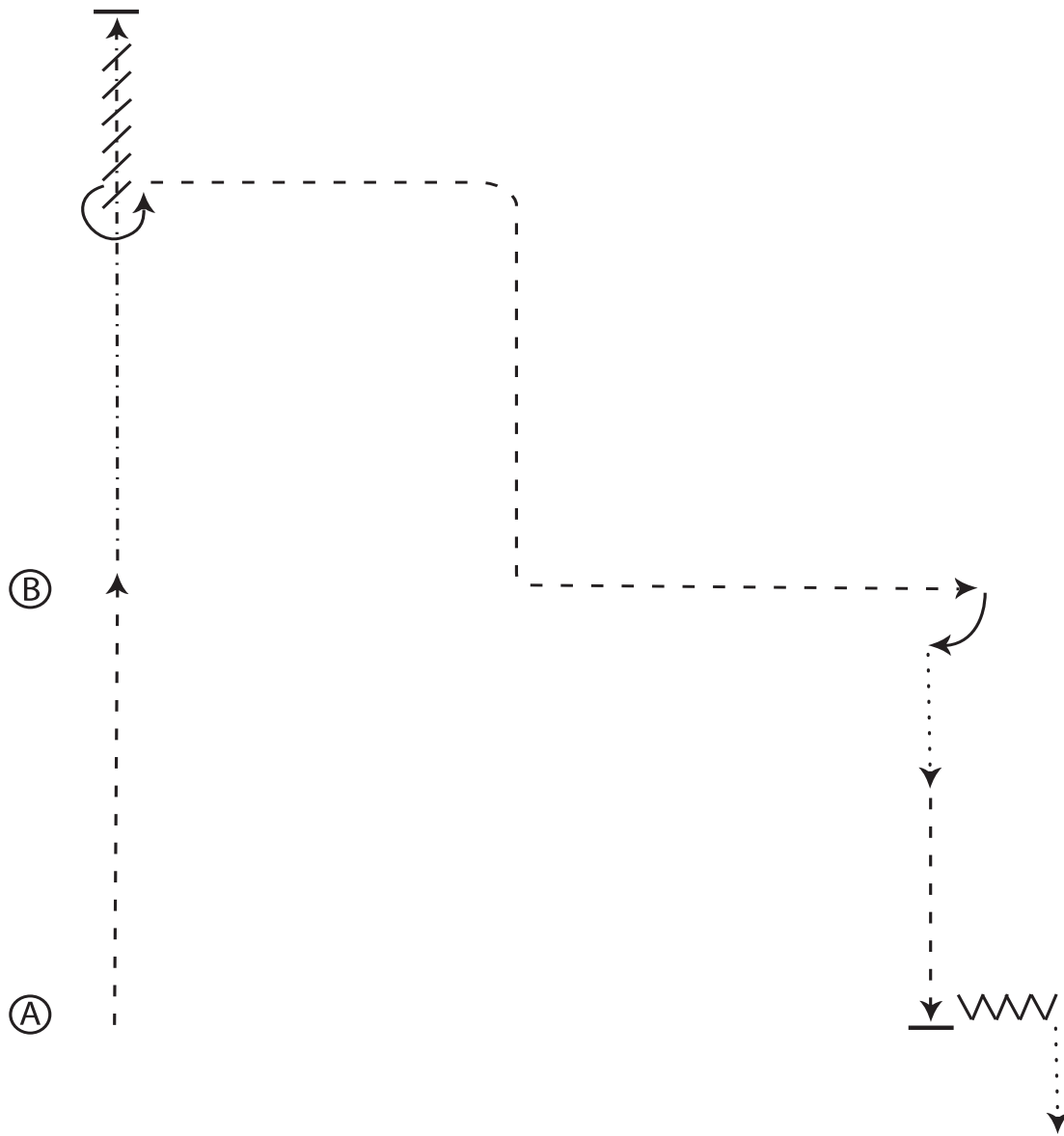
1. Walk over bridge & poles
 2. Lope left lead over poles
 3. Jog serpentine over poles
 4. Jog over poles
 5. Lope right lead over poles
 6. Jog over poles, Extended jog over poles
 7. Side-pass right
 8. Walk in box, Stop 360* turn either way, walk out
 9. Lope right lead over poles
 10. Stop, Work gate to the left and close gate.
- Pattern Complete



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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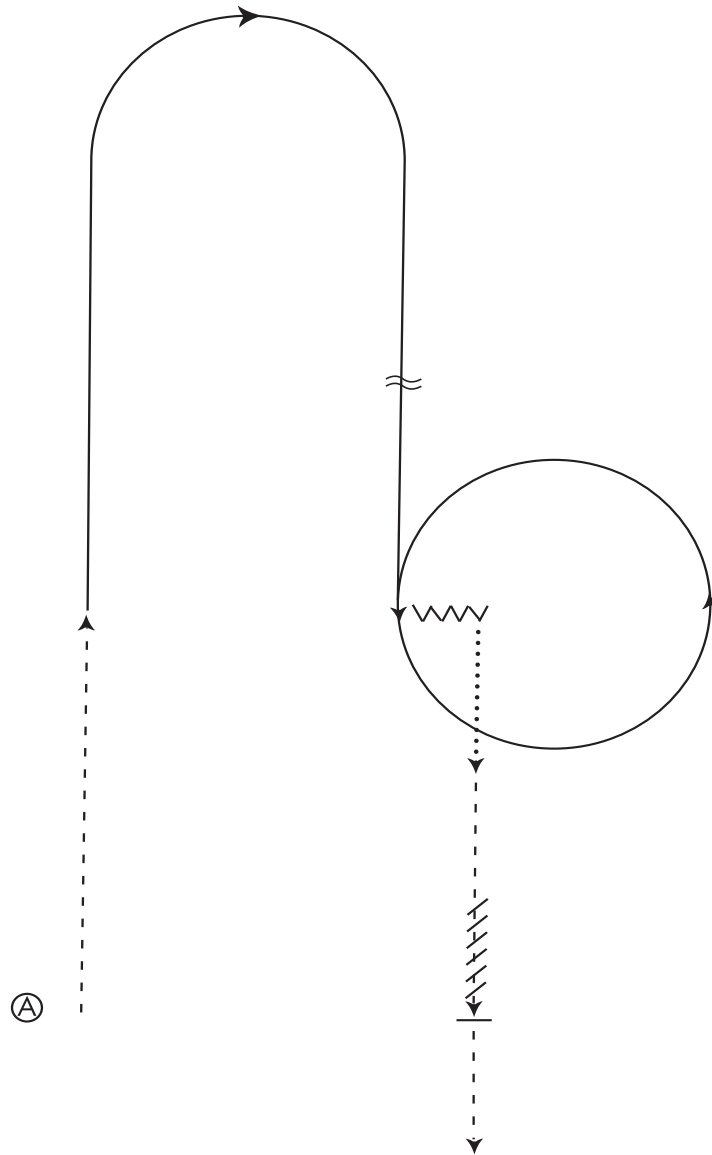
KEY

INSTRUCTIONS

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

1. Begin at A. Jog to B.
2. At B, extend the jog. Stop.
3. Back.
4. 270-degree haunch turn left.
5. Jog the serpentine as shown. Stop.
6. 90-degree haunch turn right. Walk.
7. Jog until even with A. At A, stop.
8. Side pass left.
9. Walk one horse length. Pattern is complete. Exit the arena.





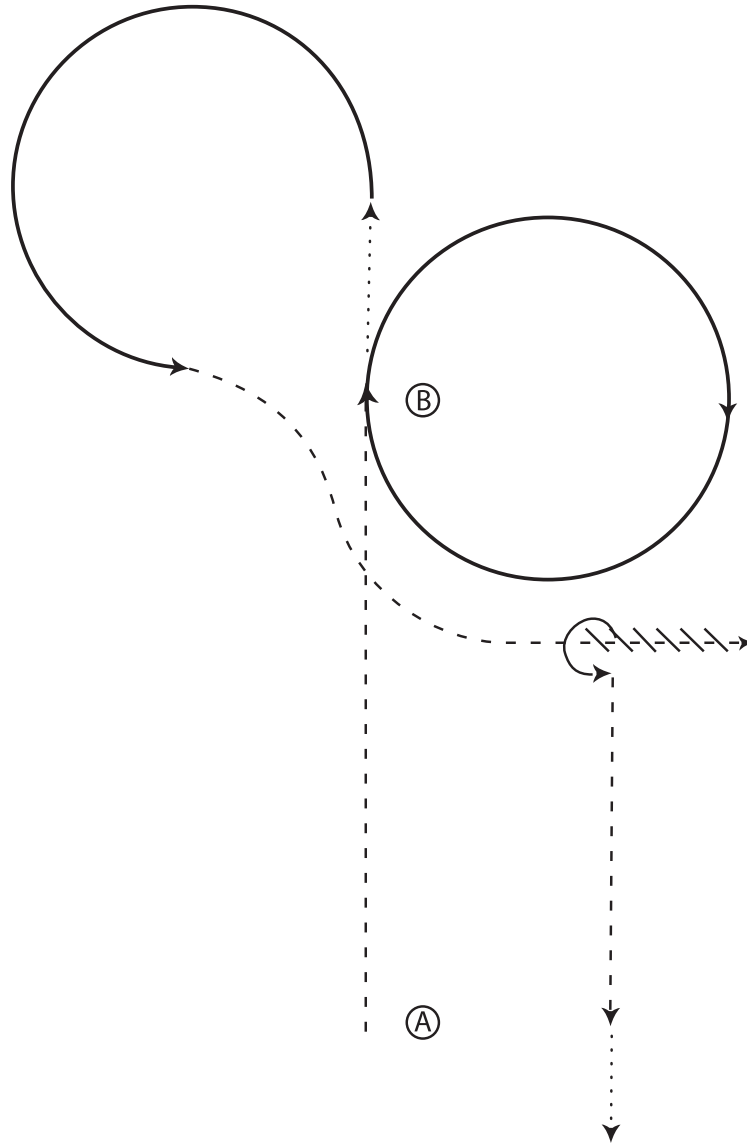
KEY

INSTRUCTIONS

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

1. Begin at A. Jog.
2. Lope in the right lead. Change leads (simple).
3. Lope left lead and then a circle to the left. Stop.
4. Side pass left.
5. Walk.
6. Jog to A. Stop.
7. Back.
8. Jog two horse lengths. Pattern is complete. Exit the arena.



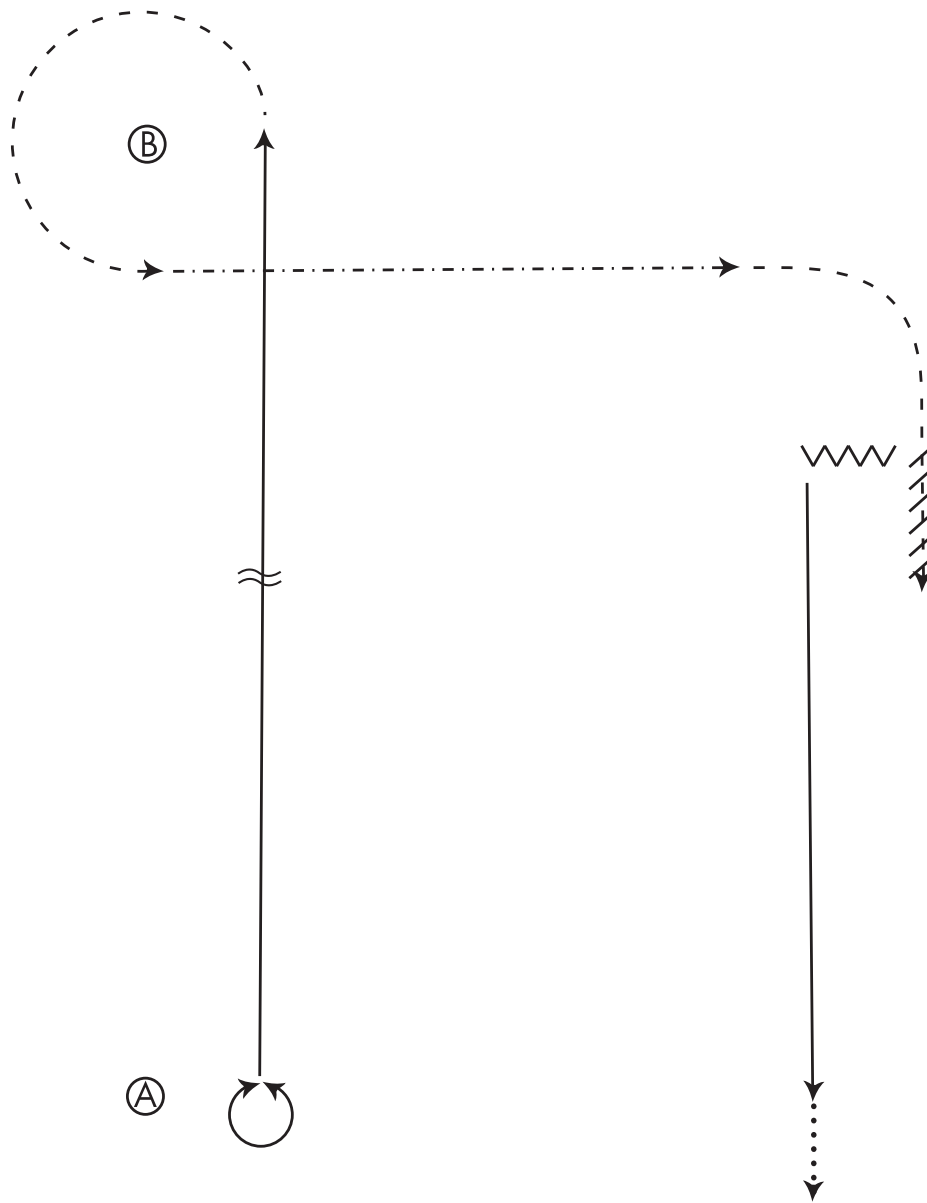


KEY

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 to B.
2. At B, lope a circle to the right in the right lead.
3. At B, break to a walk.
4. Lope a ¾ circle to the left in the left lead.
5. Break to a jog and jog serpentine. Stop.
6. Back.
7. 270-degree haunch turn left.
8. Jog until even with A.
9. At A, break to a walk for one horse length. Pattern is complete. Exit the arena.



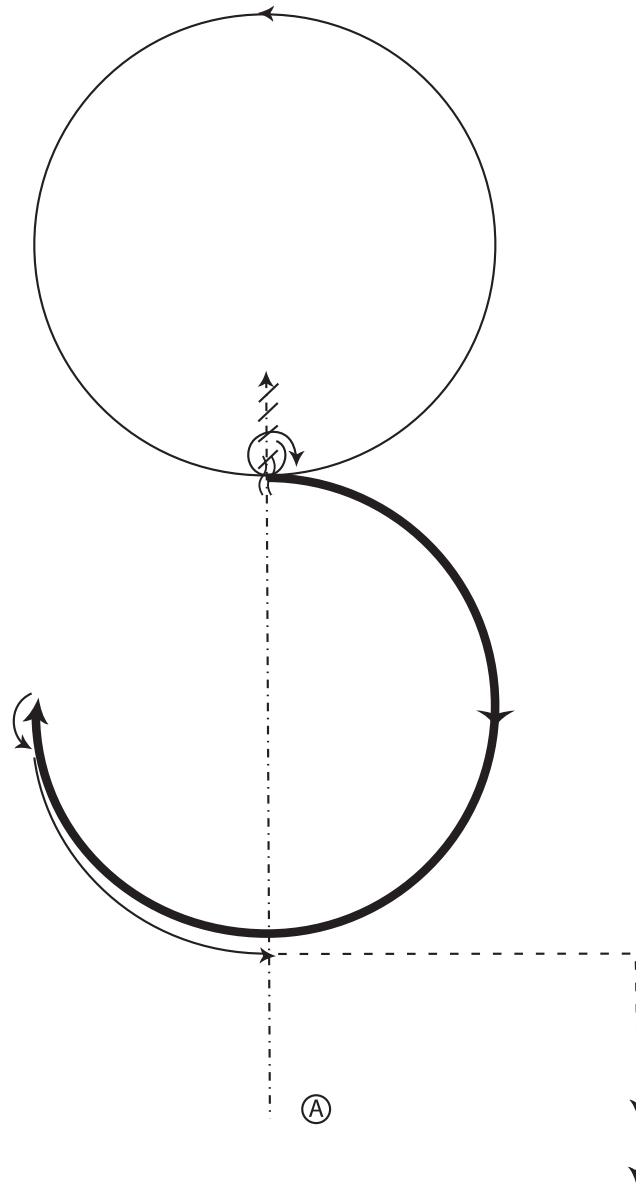
KEY

INSTRUCTIONS

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

1. Begin at A. 360-degree haunch turn both directions.
2. Lope from A to B, begin on the right lead. Change leads (simple or flying).
3. Lope left lead to B.
4. At B, break to a jog around B.
5. When even with B, extended jog.
6. Collect to the jog and jog a corner to the right. Stop.
7. Back.
8. Side pass right.
9. Lope in the right lead until even with A.
10. At a, break to a walk for one horse length. Pattern is complete. Exit the arena.





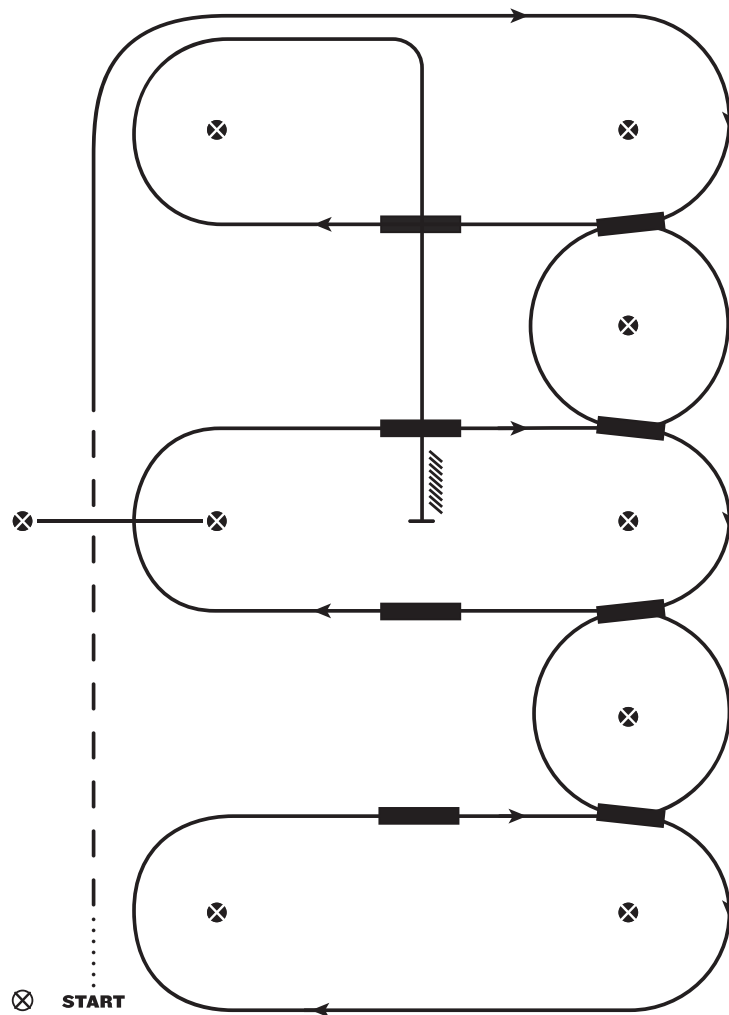
KEY

INSTRUCTIONS

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

1. Begin at A. Extended jog in a straight line. Stop.
2. Back.
3. 450-degree haunch turn right.
4. Lope a circle to the left in the left lead.
5. Change leads (simple or flying).
6. Extended lope in the right lead.
7. Stop. Roll back, left.
8. Lope in the left lead.
9. Break to a jog. Jog a square corner to the right.
10. When even with A, break to a walk for one horse length. Pattern is complete. Exit the arena.



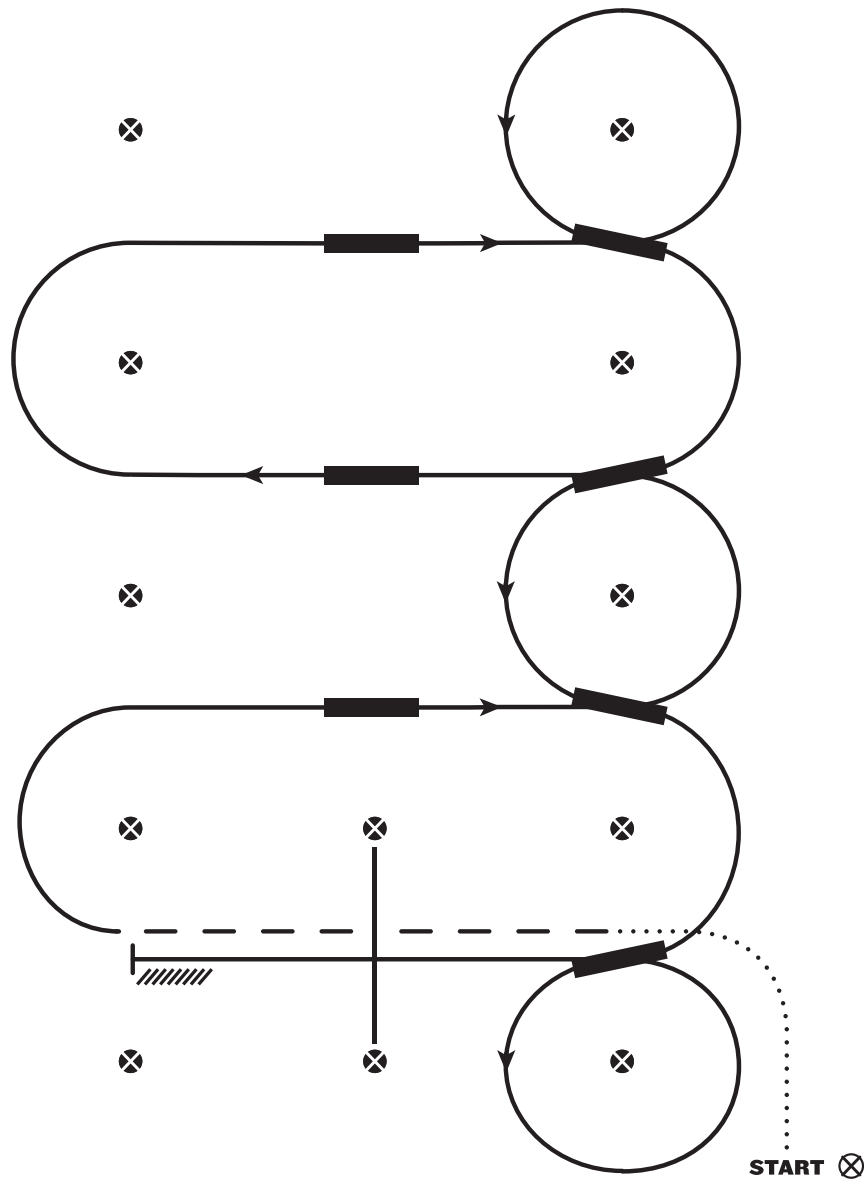


KEY

INSTRUCTIONS

- Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area

1. Walk, transition to jog, jog over log
2. Transition to the right lead and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around 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



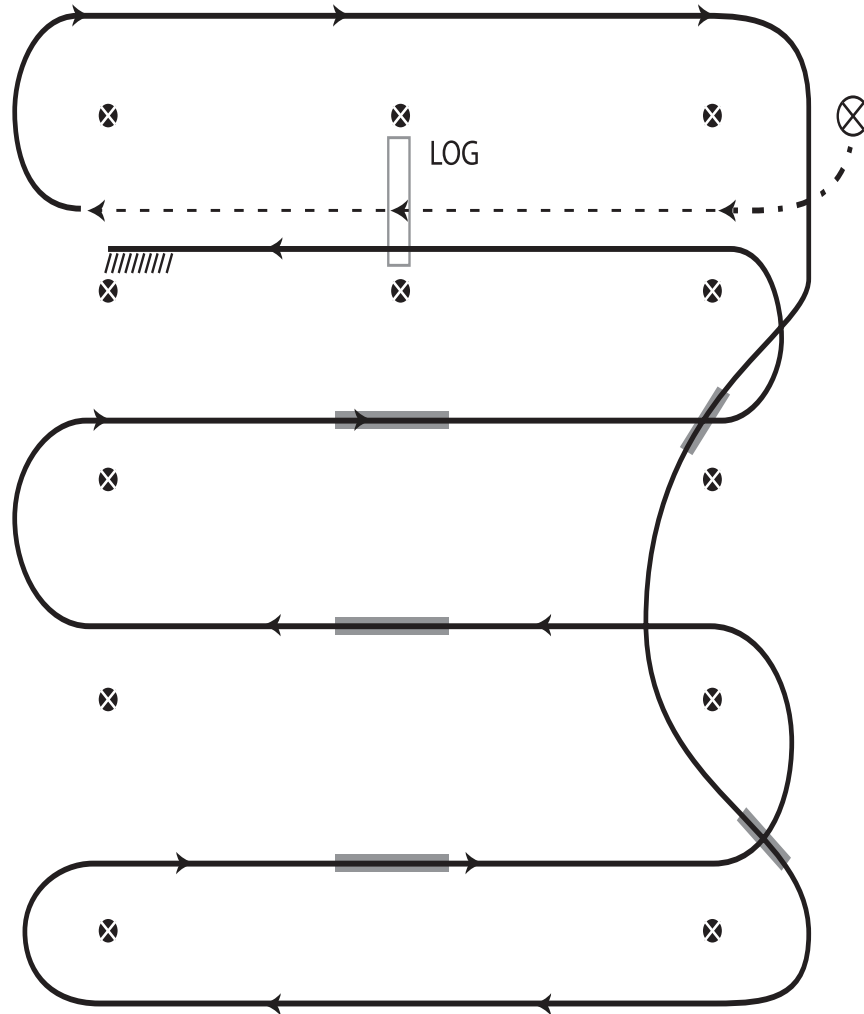
KEY

INSTRUCTIONS

- Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area

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



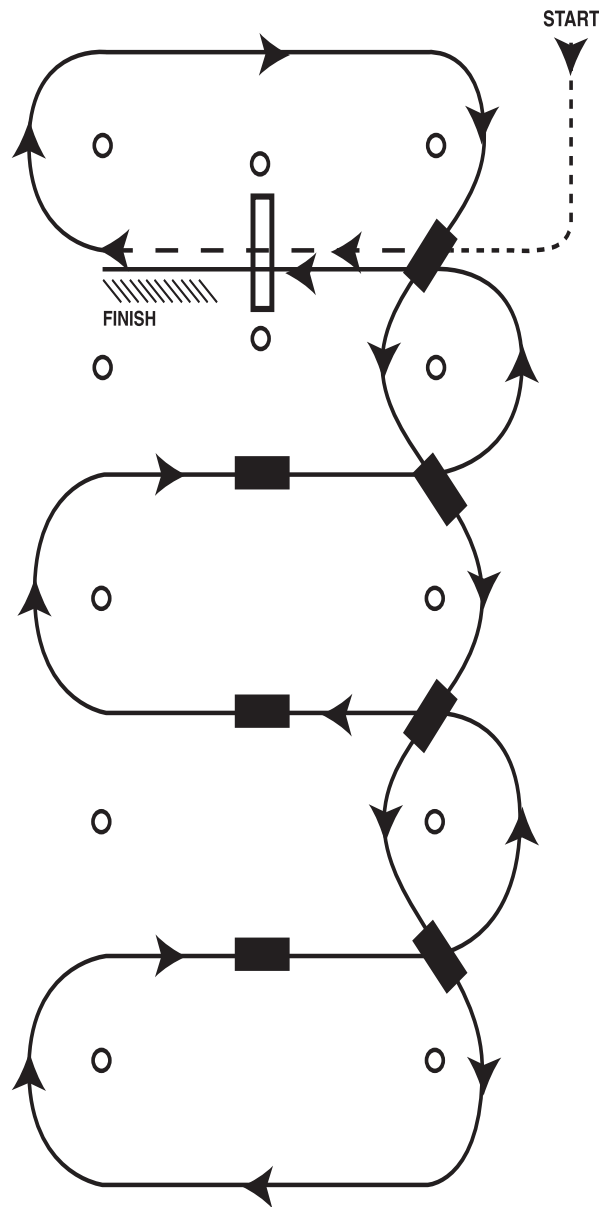


KEY

INSTRUCTIONS

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

1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back



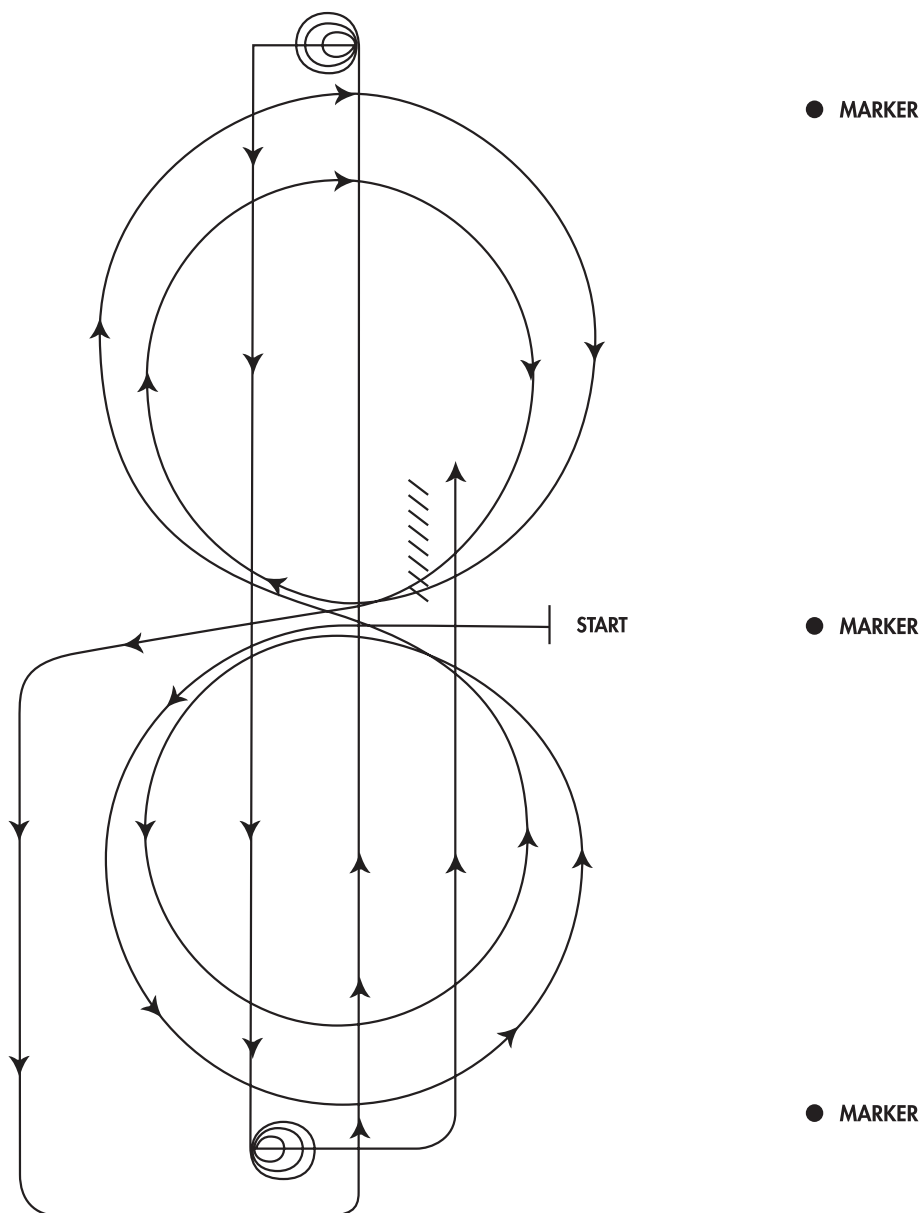
KEY

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 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





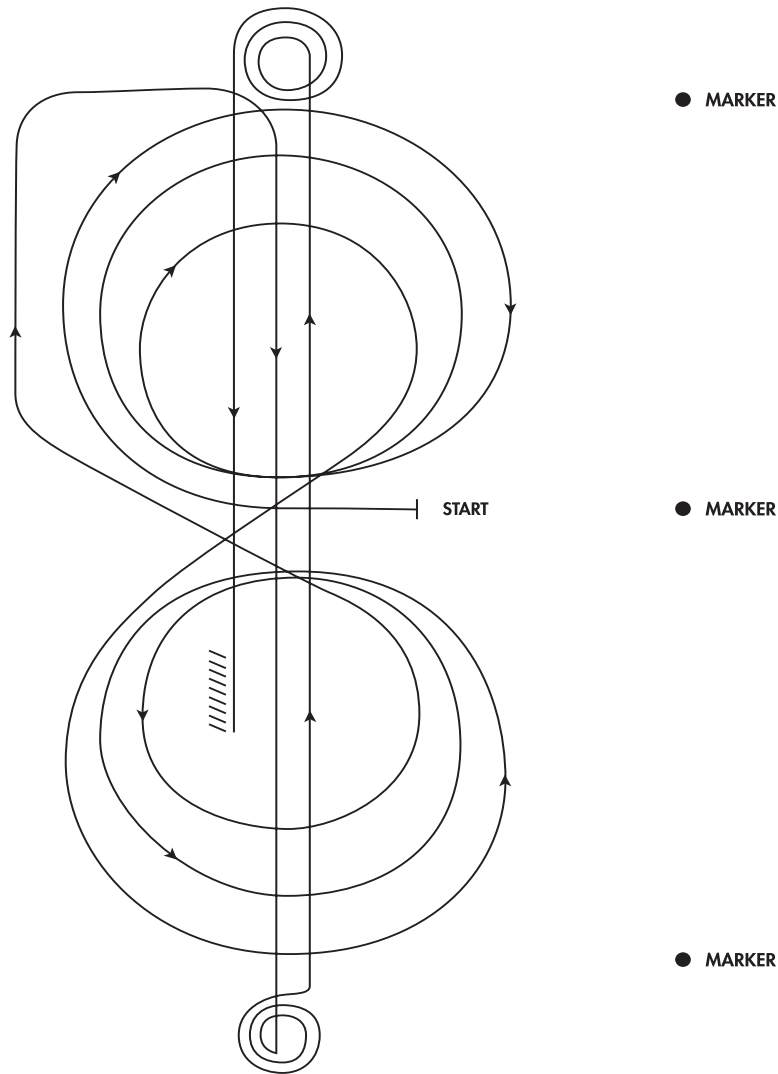
INSTRUCTIONS

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

<p>Pattern 11</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



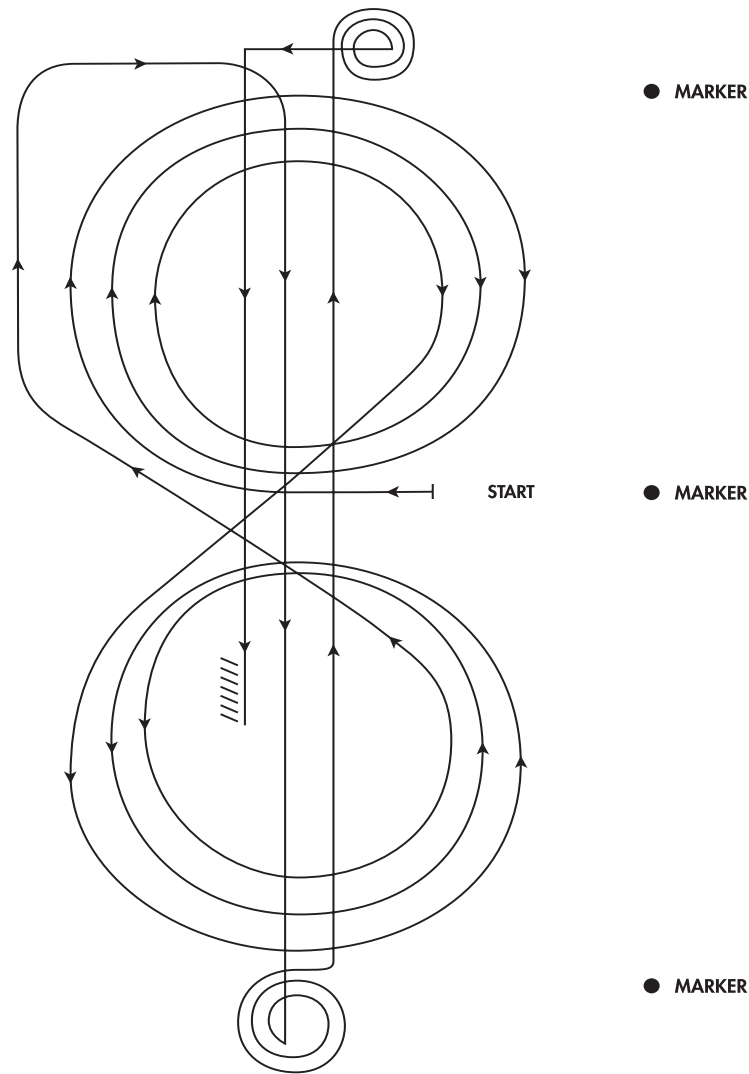


INSTRUCTIONS

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

1. Begin 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.

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| <p>Pattern 3</p> <ol style="list-style-type: none"> 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 |
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INSTRUCTIONS

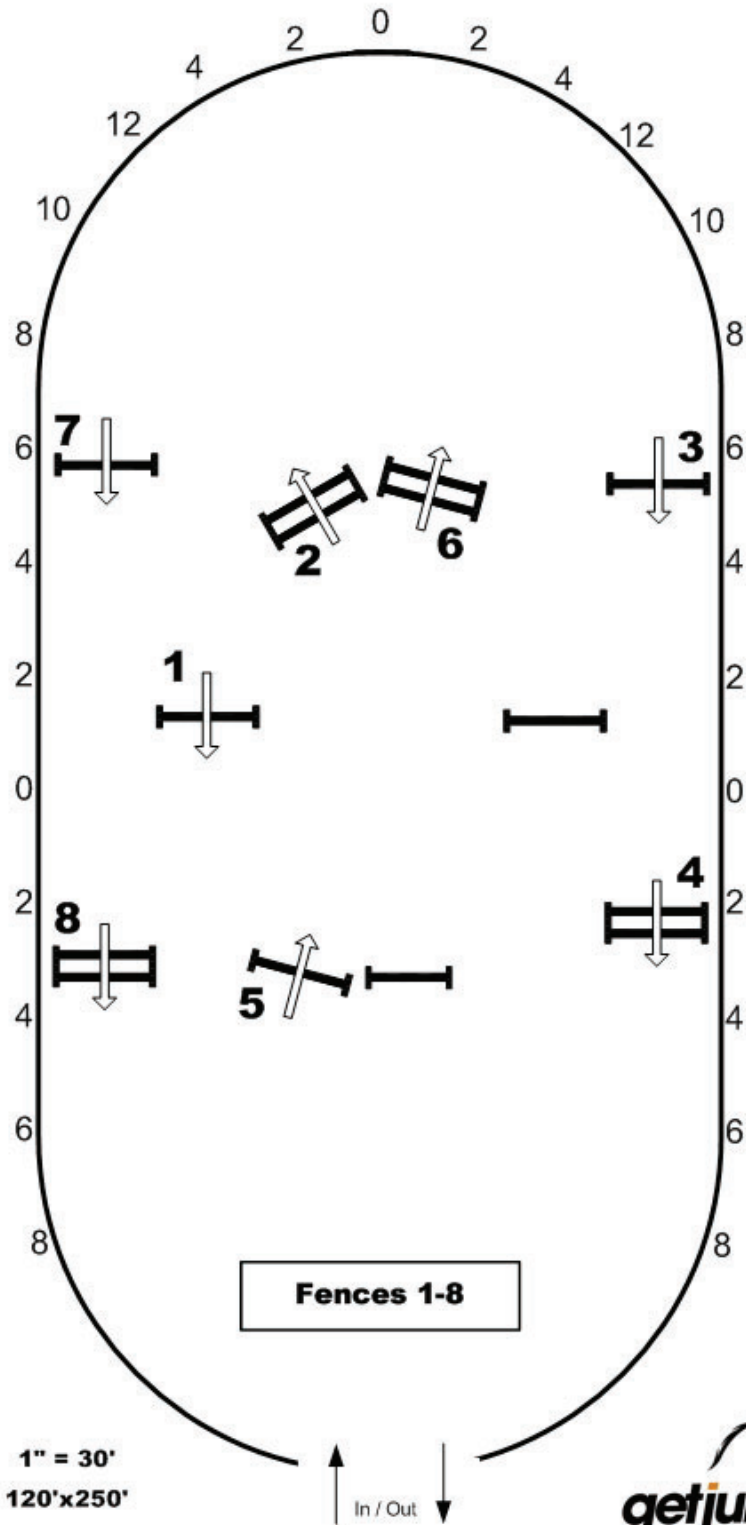
Trot to center of arena, stop. Start pattern facing toward judge.

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

Will Rogers Arena



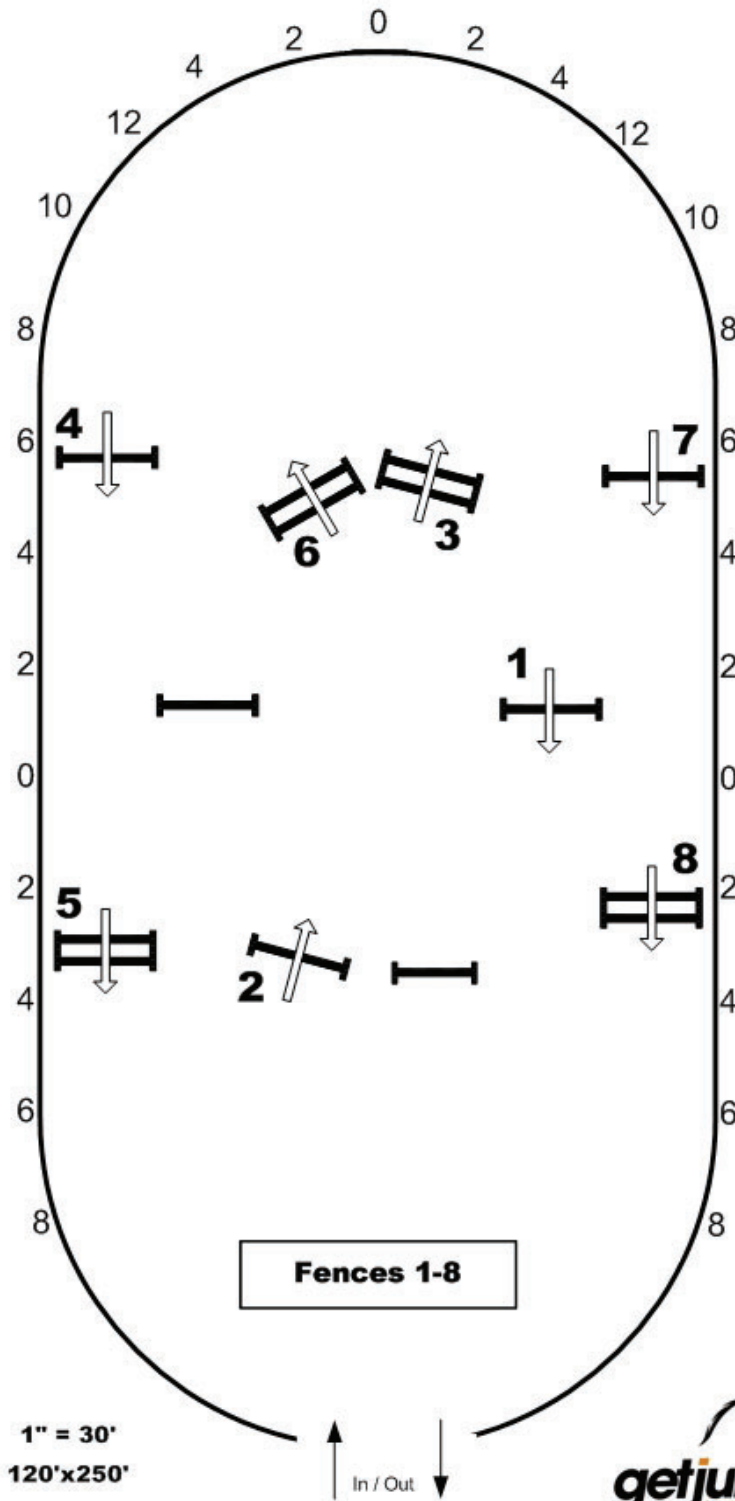
1" = 30'
120'x250'



CD: Tucker Williams
USEF "R" CD
FEI 2*



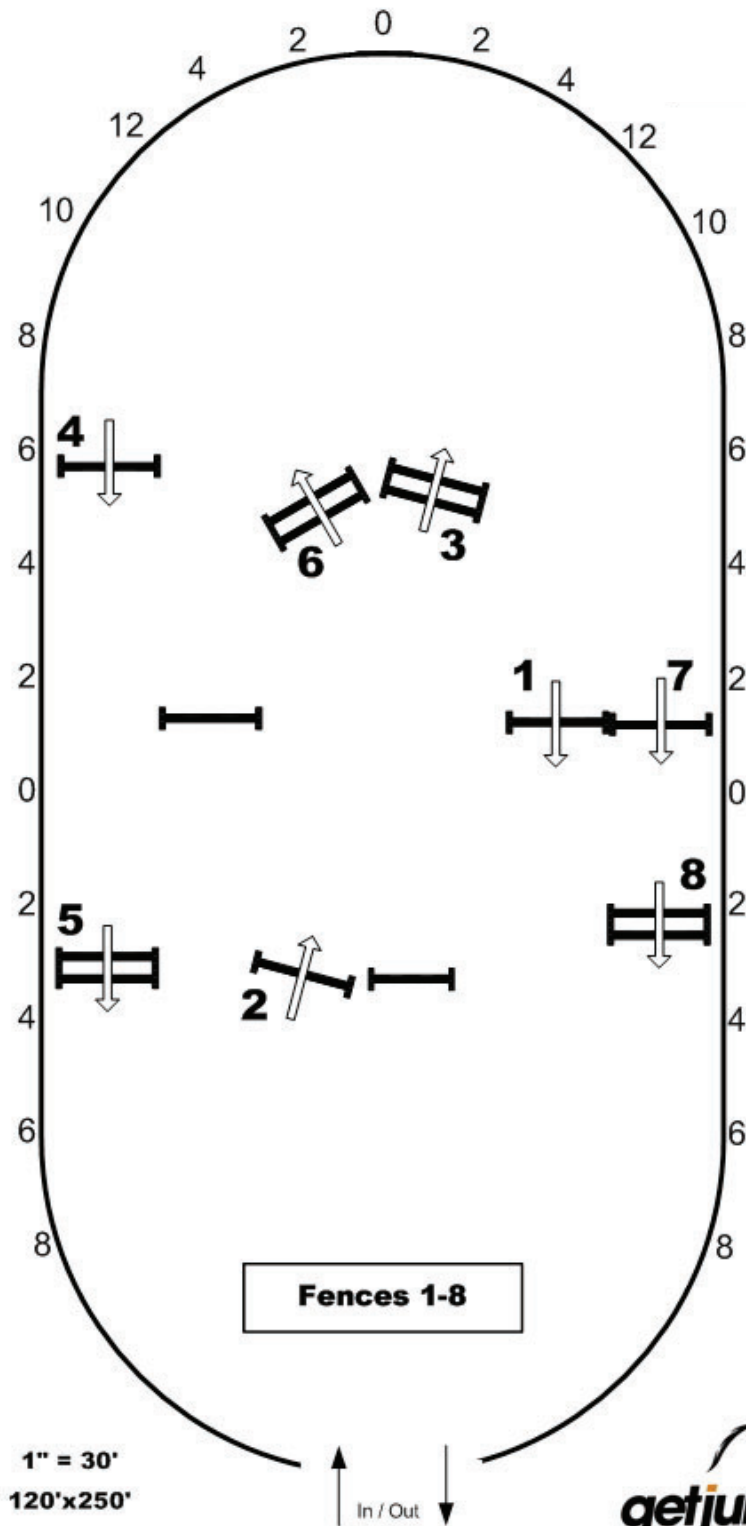
Will Rogers Arena



CD: Tucker Williams
USEF "R" CD
FEI 2* CD



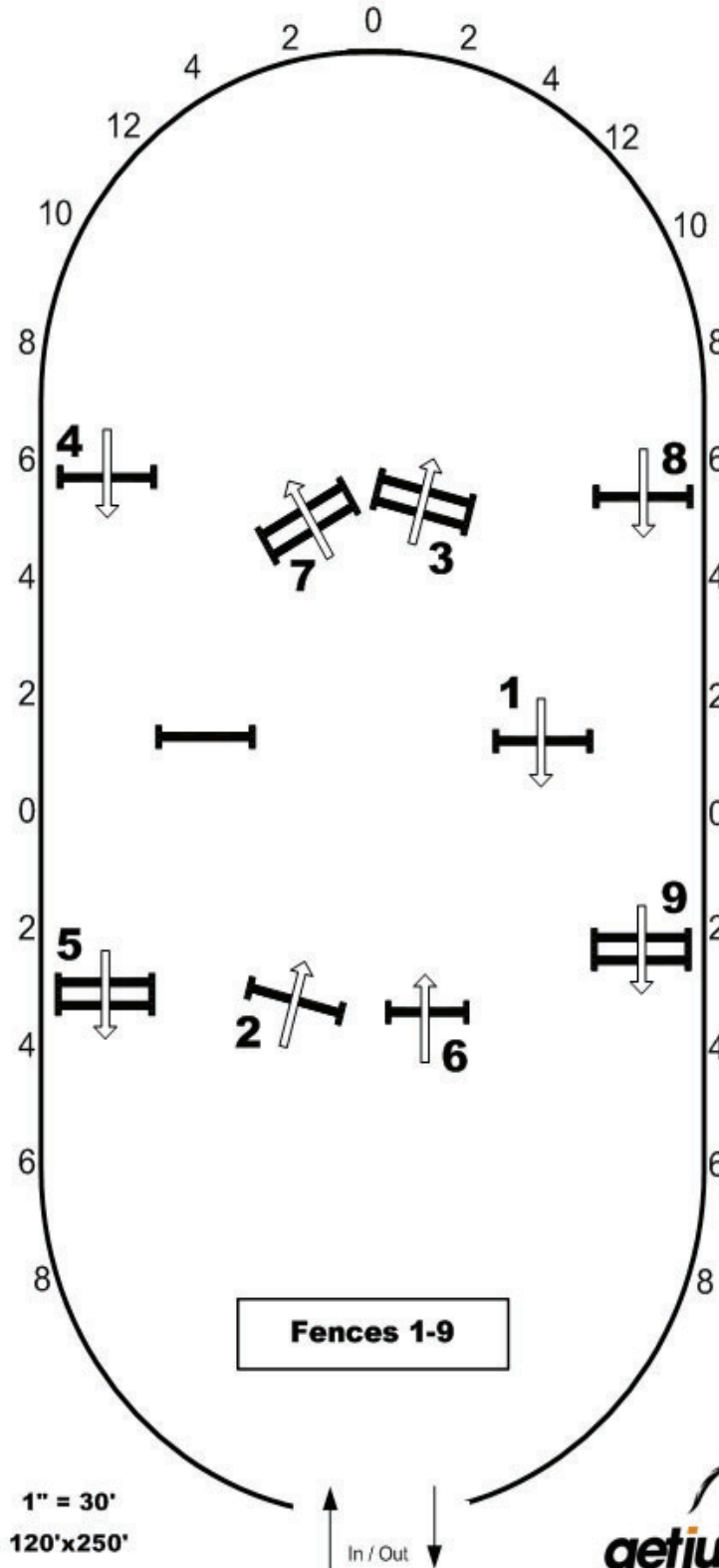
Will Rogers Arena




CD: Tucker Williams
USEF "R" CD
FEI 2* CD



Will Rogers Arena



CD: Tucker Williams
USEF "R" CD
FEI 2* CD

