



# 2025

# PATTERN BOOK

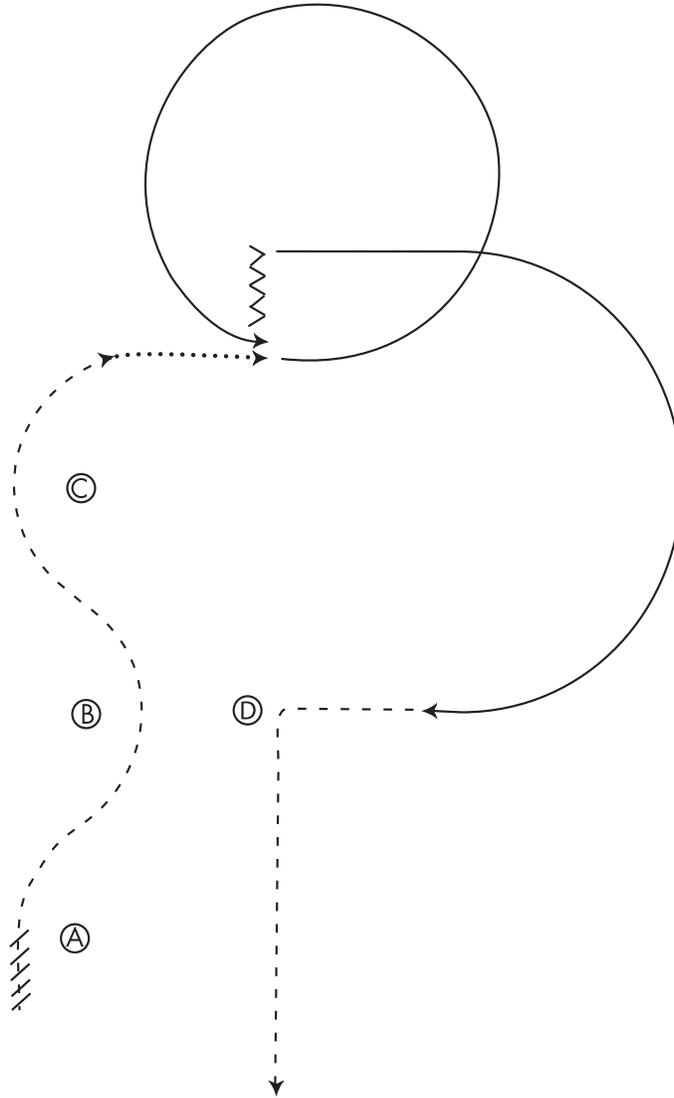
77th National and 2025 Youth World  
Championship Appaloosa Show



# Table of Contents

77th National Appaloosa Show & 2025 Youth World Championship Show

Bareback Horsemanship	
Y131 - Youth, 13 & Under .....	1
Y132 - Youth, 14-18   N360 Non-Pro .....	2
Boxing	
N456 - Non-Pro, Boxing   Y456 Youth, Boxing 18 & Under .....	3
English Showmanship	
Y124 - Youth, 13 & Under .....	4
Y125 - Youth, 14-18 .....	5
Hunt Seat Equitation	
Y311 - Youth, Walk/Trot   N117 - Non-Pro, Walk/Trot Hunt Seat Equitation .....	6
Y621 - Youth, Novice 13 & Under.....	7
Y622 - Youth, Novice 14-18   N119 - Non-Pro, Novice.....	8
N118 - Non-Pro, Masters.....	9
Y151 - Youth, 13 & Under   N115 - Non-Pro, 35 & Over.....	10
Y152 - Youth, 14-18   N110 - Non-Pro .....	11
Hunt Seat Equitation Over Fences	
Y170 - Youth, 18 & Under   N160 - Non-Pro .....	12
Hunter Hack	
Y380 - Youth, 18 & Under .....	13
N150 - Non-Pro   O400 - Open .....	14
Ranch Reining	
Y690 - Youth, Ranch Reining   O560 - Open, Green Ranch Reining 15	
O542 - Open, Senior Ranch Reining   N690 - Non-Pro, Ranch Reining.....	16
O541 - Open, Junior Ranch Reining .....	17
Ranch Riding	
Y680 - Youth   N680 - Non-Pro   N689- Non-Pro, Novice Non-Pro Ranch Riding.....	18
O550 - Open, All Ages   O561- Open, Green Ranch Riding.....	19
Y688 - Youth, Walk/Trot 10 & Under   N687 - Non-Pro, Walk/Trot ...	20
Ranch Trail	
O556 - Open, Junior Ranch Trail   Y670 - Youth, Ranch Trail 18 & Under   N679 - Non-Pro, Novice Non-Pro Ranch Trail   O562 - Open, Green Ranch Trail .....	21
O557 - Open, Senior Ranch Trail   N670 - Non-Pro, Ranch Trail .....	22
Y678 - Youth, Walk/Trot Ranch Trail 10 & Under   N677 - Non-Pro, Walk/Trot Ranch Trail .....	23
Reining	
N370 - Non-Pro .....	24
O340 - Open .....	25
Y190 - Youth, 18 & Under .....	26
Saddle Seat Equitation	
Y160 - Youth, 18 & Under   N140 - Non-Pro .....	27
Showmanship at Halter	
Y306 - Youth, Walk/Trot 10 & Under   Y806 - Youth, Walk/Trot 11-18 .....	28
Y601 - Youth, Novice 13 & Under.....	29
Y602 - Youth, Novice 14-18   N319 - Non-Pro, Novice.....	30
N317 - Non-Pro, Walk/Trot .....	31
N318 - Non-Pro, Masters.....	32
Y117 - Youth, 13 & Under   N315 - Non-Pro, 35 & Over.....	33
Y118 - Youth, 14-18   N310 - Non-Pro .....	34
Trail	
Y291 - Youth, 13 & Under Trail   Y292 - Youth, 14-18 Trail   Y606 - Youth, Novice 13 & Under   Y607 - Youth, Novice Youth 14-18 Trail.....	35
Y309 - Youth, Walk/Trot Trail 10 & Under .....	36
O382 - Open, Senior Trail .....	37
O381 - Open, Junior Trail   O385 - Open, Green Trail.....	38
N350 - Non-Pro, Trail   N358 - Non-Pro, Masters Trail   N355 - Non-Pro, 35 & Over Trail   N359 Non-Pro, Novice Non-Pro Trail .....	39
N357 - Non-Pro, Walk/Trot Non-Pro Trail .....	40
Western Horsemanship	
Y313 - Youth, Walk/Trot 10 & Under   N327 - Non-Pro, Walk/Trot   Y813 Youth, Walk/Trot 11-18.....	41
Y611 - Youth, Novice 13 & Under.....	42
Y612 - Youth, Novice 14 - 18   N329 - Non-Pro, Novice.....	43
Y141 - Youth, 13 & Under   N325 - Non-Pro, 35 & Over.....	44
Y142 - Youth, 14-18   N320 - Non-Pro .....	45
N328 - Non-Pro, Masters.....	46
Western Riding	
N348 - Non-Pro, Masters   O360 - Open.....	47
N340 - Non-Pro .....	48
Y270 - Youth, 18 & Under .....	49
O365 - Green .....	50
Working Cow Horse	
O160 - Open .....	51
N450 - Non-Pro.....	52
Working Hunter	
Y360 - Youth, 18 & Under   N170 - Non Pro.....	53
O500 - Open .....	54



KEY

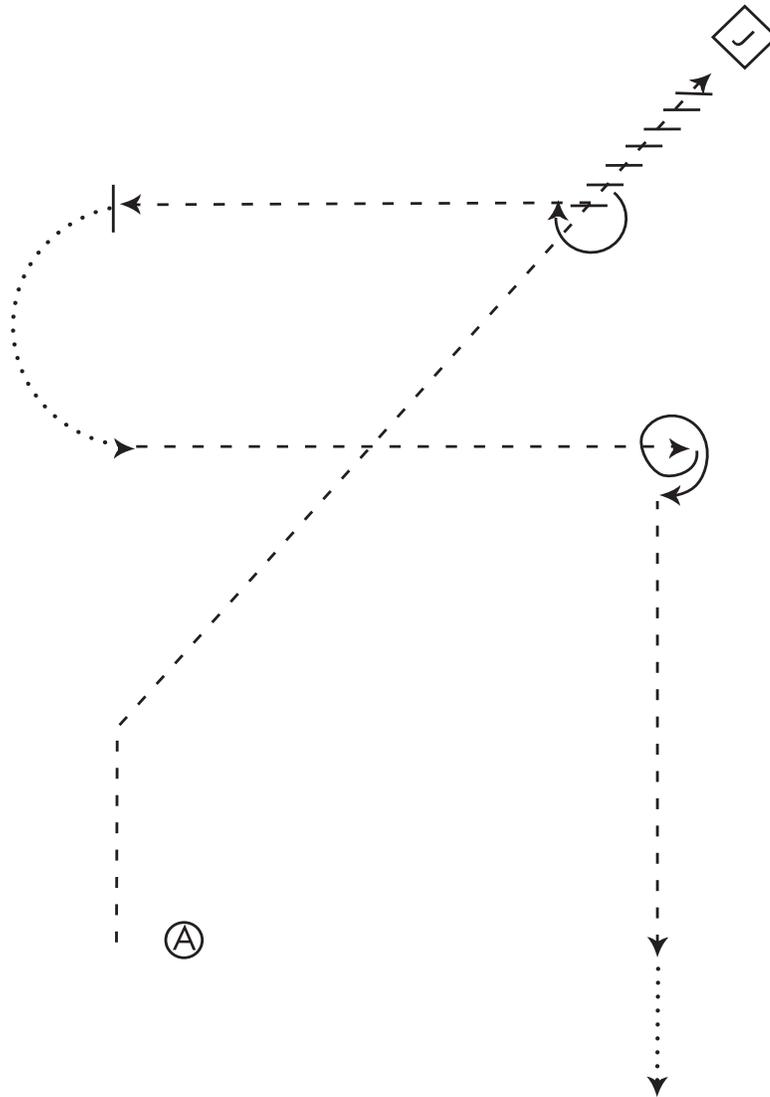
INSTRUCTIONS

.....	WALK
— — — —	JOG
— . — . — .	EXTENDED JOG
————	LOPE
//////////	BACK
≈	CHANGE LEADS
ΛΛΛΛΛΛΛΛ	SIDEPASS
Ⓐ	MARKER

1. Begin at A. Back 4 steps.
2. Jog serpentine through A, B & C.
3. At C, break down to a walk for several steps. Lope a circle to the left in the left lead.
4. When circle is complete, stop, side pass left.
5. Lope a half circle to the right in the right lead toward D.
6. Break down to a jog to D. Jog a square corner to the left at D.
7. Continue at the jog and exit the arena.







KEY

INSTRUCTIONS

.....

WALK

— — — —

TROT

— . — . — . — .

EXTENDED  
TROT

//////////

BACK

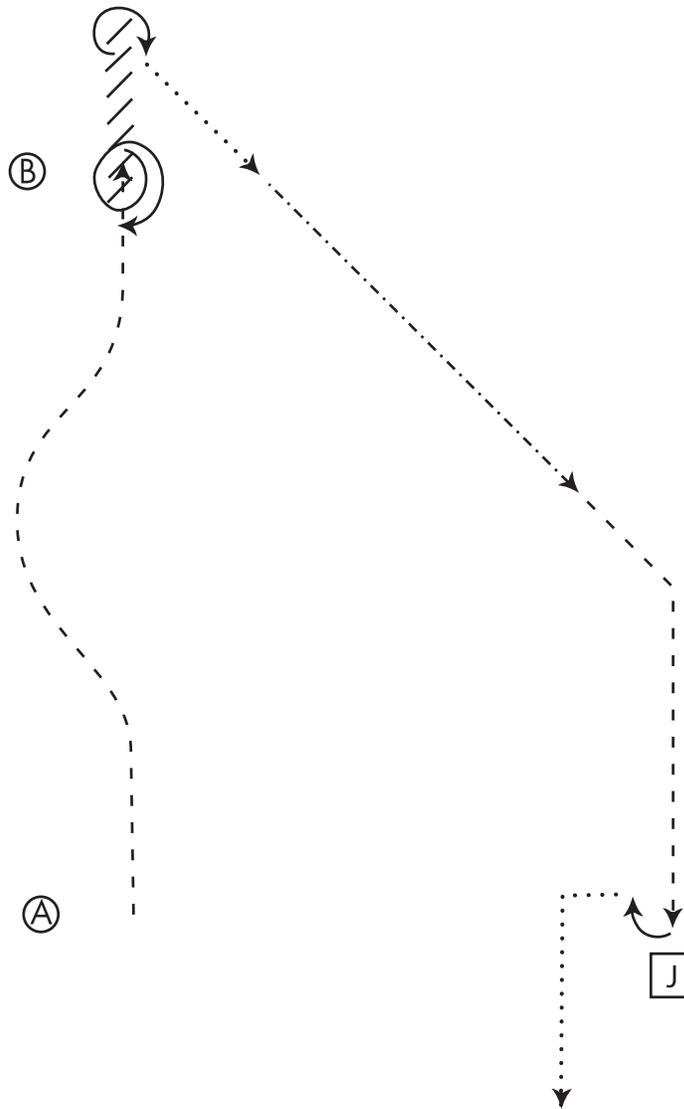


MARKER



JUDGE

1. Begin at A. Trot forward and then in an arc to the Judge. Stop and set up for inspection.
2. When excused, back in a straight line. Then execute an approximate 225-degree turn.
3. Trot in a straight line and then stop. Hesitate.
4. Walk a small half circle to the left.
5. Trot a straight line. Stop.
6. Execute a 450-degree turn.
7. Trot until even with A. At A, break down to a walk and exit the arena at a walk.



KEY

INSTRUCTIONS

.....

WALK

— — — —

TROT

— . — . — . — .

EXTENDED  
TROT

//////////

BACK

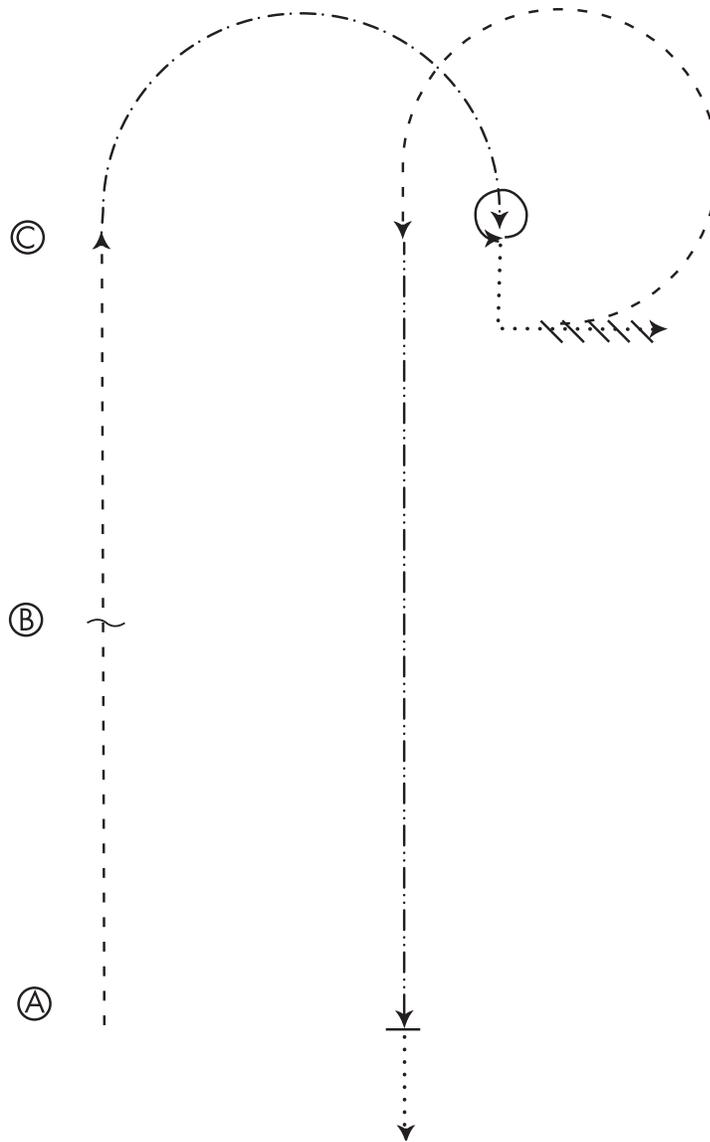
Ⓐ

MARKER

ⓐ

JUDGE

1. Begin at A. Trot a serpentine until even with B. Stop.
2. Execute a 540-degree turn. Then back 6 steps.
3. Execute an approximate 315-degree turn and walk forward several steps.
4. Pick up the extended trot in a straight line.
5. Collect to the trot and trot an arc to the Judge. Stop and set up for inspection.
6. When excused, execute a 90-degree turn.
7. Walk forward and then walk a square corner to the left.
8. Continue at the walk and exit the arena at a walk.

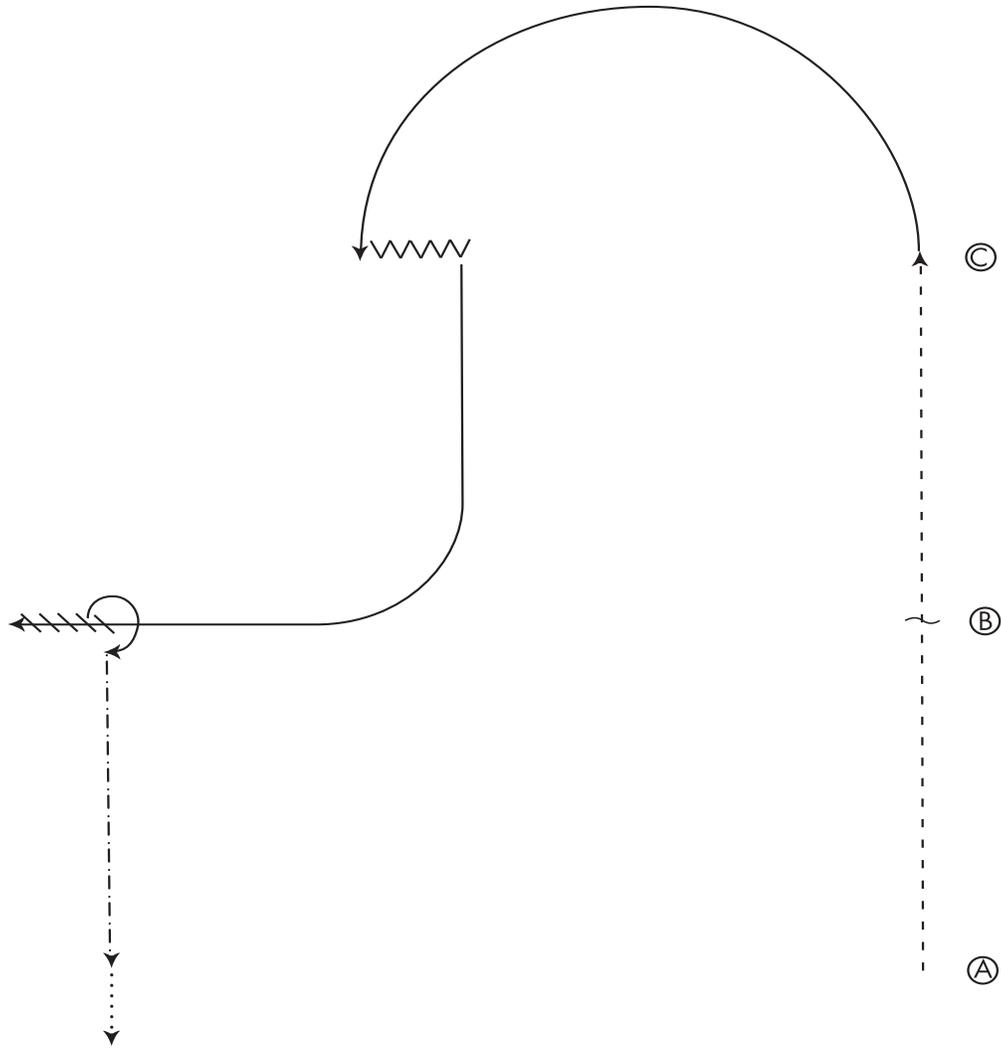


KEY

INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - . - . - .	SITTING TROT
- . . - . . - . . - . .	EXTENDED TROT
—————	CANTER
//////////	BACK
≈	CHANGE LEADS
=====>	LEG YIELD
~~~~~	SIDEPASS
~	CHANGE DIAGONALS

1. Begin at A. Trot from A to B posting on the right diagonal.
2. At B, change diagonals and continue at the trot to C.
3. At C, sit the trot in a half circle to the right.
4. When even with C, stop. Execute a 360-degree turn on the haunches to the left.
5. Walk forward and walk a square corner to the left. Stop and back.
6. Trot a circle to the left posting on the right diagonal.
7. When even with C, extend the trot in a straight line until even with A.
8. At A, stop. Hesitate. Walk forward and exit the arena at a walk.

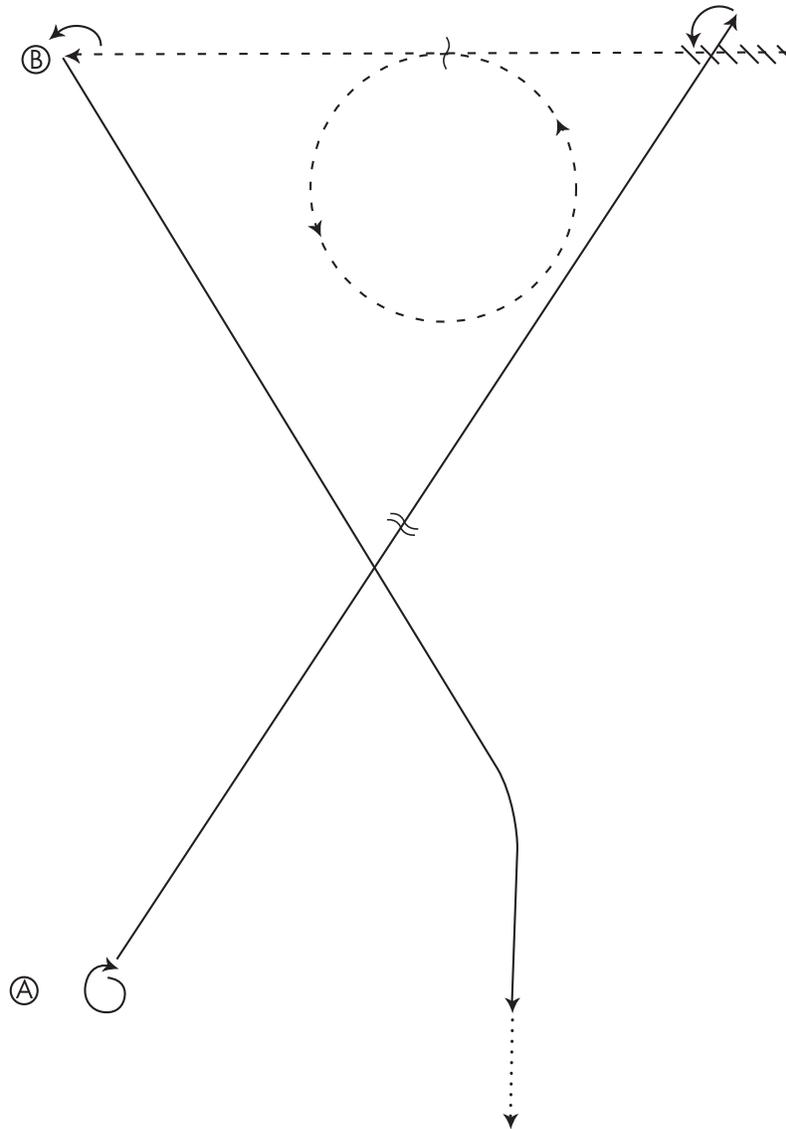


KEY

INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - . - . - .	SITTING TROT
- . . - . . - . . - . .	EXTENDED TROT
————	CANTER
//////////	BACK
≈	CHANGE LEADS
=====>	LEG YIELD
~~~~~	SIDEPASS
~	CHANGE DIAGONALS

1. Begin at A. Trot from A to B, posting on the left diagonal.
2. At B, change diagonals and continue at the trot to C.
3. At C, canter in the left lead a half circle to the left.
4. When even with C, stop. Side pass left.
5. Canter in the right lead forward and then in an arc to the right when even with B.
6. Stop and back. Execute a 270-degree turn on the haunches to the right.
7. Sit the trot in a straight line until even with A.
8. At A, break down to a walk and exit the arena at a walk.

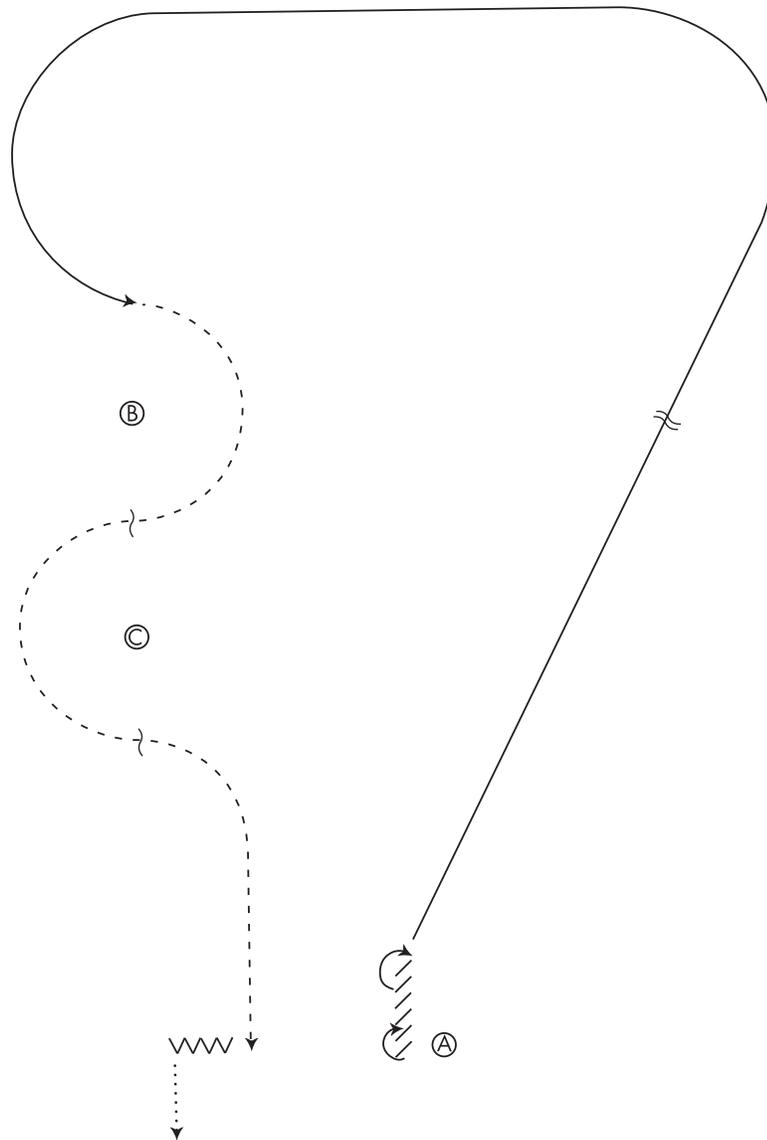


KEY

INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - . - .	SITTING TROT
- . . - . . - . .	EXTENDED TROT
————	CANTER
//////////	BACK
≈	CHANGE LEADS
=====>	LEG YIELD
~~~~~	SIDEPASS
~	CHANGE DIAGONALS

1. Begin at A. Execute an approximate 405-degree turn on the haunches to the right.
2. Canter a diagonal line across the arena beginning in the left lead and changing leads (simple) at the halfway point.
3. When even with B, stop. Execute an approximate 135-degree turn on the haunches to the left. Back several steps.
4. Trot toward B, posting on the left diagonal. Half way to B, change diagonals and trot a circle to the left.
5. When the circle is closed, change diagonals again and continue at the posting trot to B.
6. At B, stop. Execute an approximate 135-degree turn on the forehand to the left.
7. Canter in the right lead away from B and then in an arc to the right.
8. When even with A, break down to a walk and exit the arena at a walk.

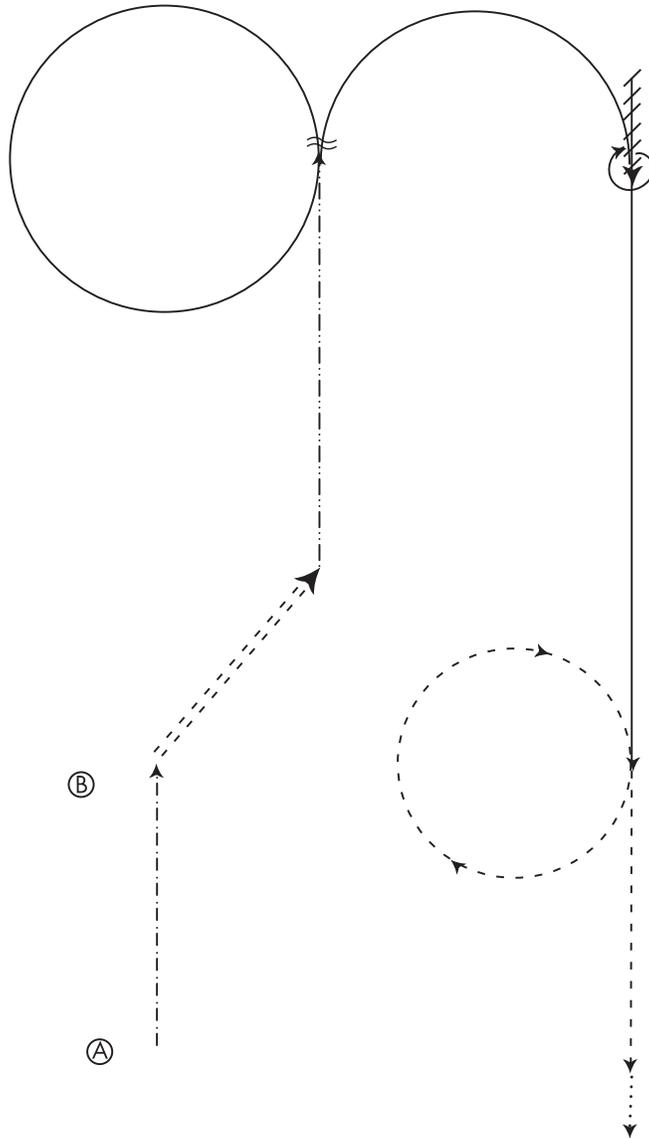


KEY

INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - . - .	SITTING TROT
- . . - . . - . .	EXTENDED TROT
—————	CANTER
//////////	BACK
≈	CHANGE LEADS
=====>	LEG YIELD
~~~~~	SIDEPASS
~	CHANGE DIAGONALS

1. Begin beside A. Execute a 180-degree turn on the forehand to the right. Back several steps.
2. Execute an approximate 225-degree turn on the haunches to the right.
3. Canter the pattern shown beginning in the right lead.
4. Change leads (simple or flying) and continue in the canter to B.
5. At B, break down to a trot. Trot the serpentine around B and C until even with A demonstrating correct diagonals and changing as shown.
6. At A, stop. Side pass right.
7. Walk forward and exit the arena at a walk.

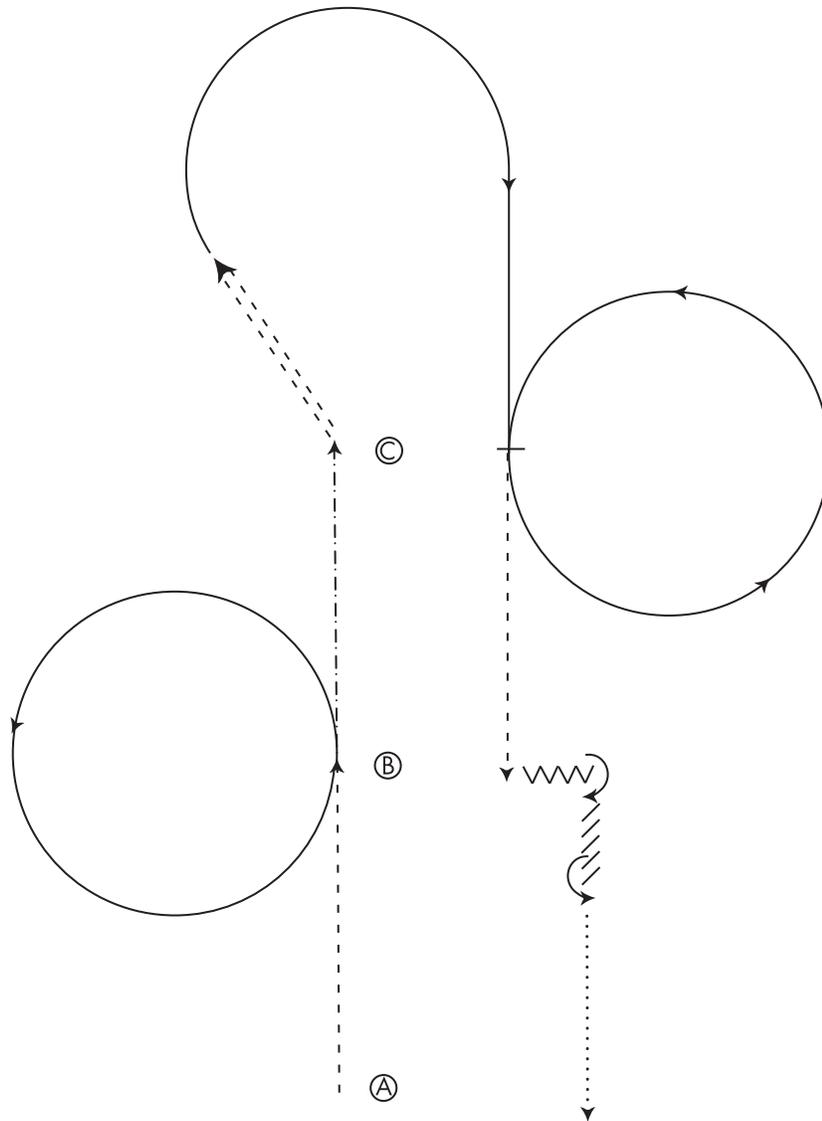


KEY

INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - . - . - .	SITTING TROT
- . . - . . - . . - . .	EXTENDED TROT
—————	CANTER
//////////	BACK
≈	CHANGE LEADS
=====>	LEG YIELD
^ ^ ^ ^ ^ ^ ^ ^	SIDEPASS
~	CHANGE DIAGONALS

1. Begin at A. Sit the trot from A to B.
2. At B, perform a leg yield to the right at the sitting trot.
3. Extend the trot in a straight line posting on the right diagonal.
4. Canter a circle to the left in the left lead.
5. Change leads (simple or flying) and canter a half circle to the right.
6. Stop. Execute a 360-degree turn on the forehand to the right. Back several steps.
7. Canter in the right lead until even with B.
8. At B, trot a small circle to the right posting on the correct diagonal.
9. Continue at the trot until even with A. At A, break down to a walk and exit the arena at a walk.

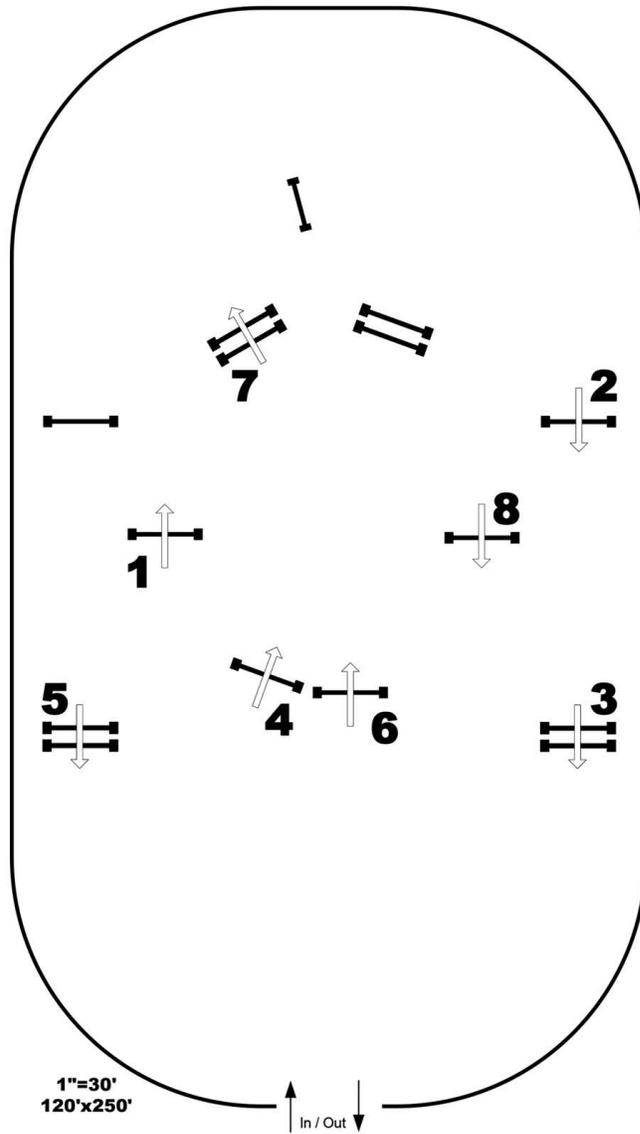


KEY

INSTRUCTIONS

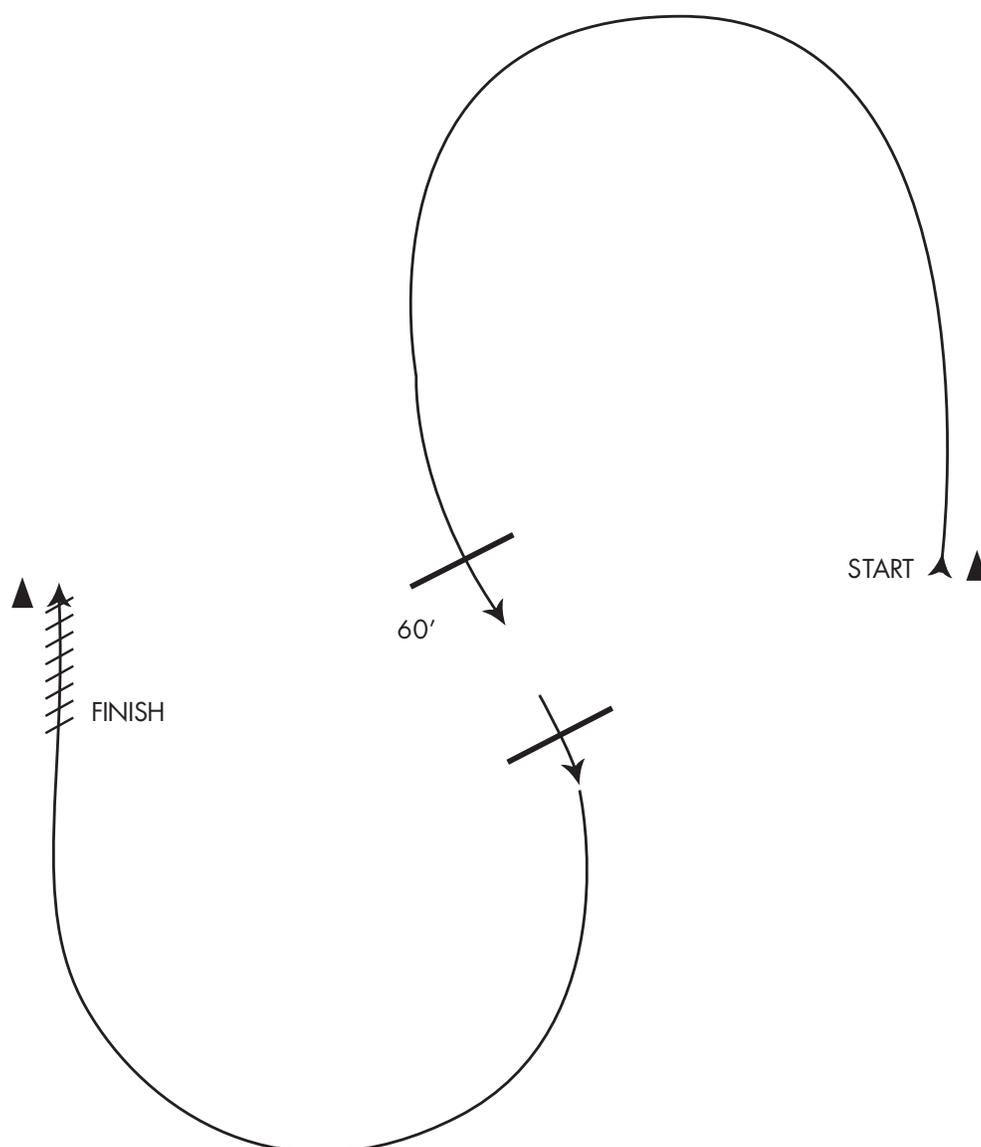
.....	WALK
-----	POSTING TROT
- . - . - . - .	SITTING TROT
- . . - . . - . .	EXTENDED TROT
—————	CANTER
//////////	BACK
≈	CHANGE LEADS
=====>	LEG YIELD
~~~~~	SIDEPASS
~	CHANGE DIAGONALS

1. Begin at A. Trot from A to B posting on the right diagonal.
2. At B, canter a circle to the left in the left lead.
3. Sit the trot from B to C. At C, leg yield to the left at the sitting trot.
4. Canter in the right lead around to the right until even with C.
5. At C, stop and drop irons. Canter a circle to the left in the left lead.
6. Break down to a trot posting on the left diagonal until even with B.
7. At B, stop. Side pass left. Execute a 180-degree turn on the forehand to the right.
8. Back several steps. Execute a 180-degree turn on the haunches to the left.
9. Walk forward and exit the arena at a walk.



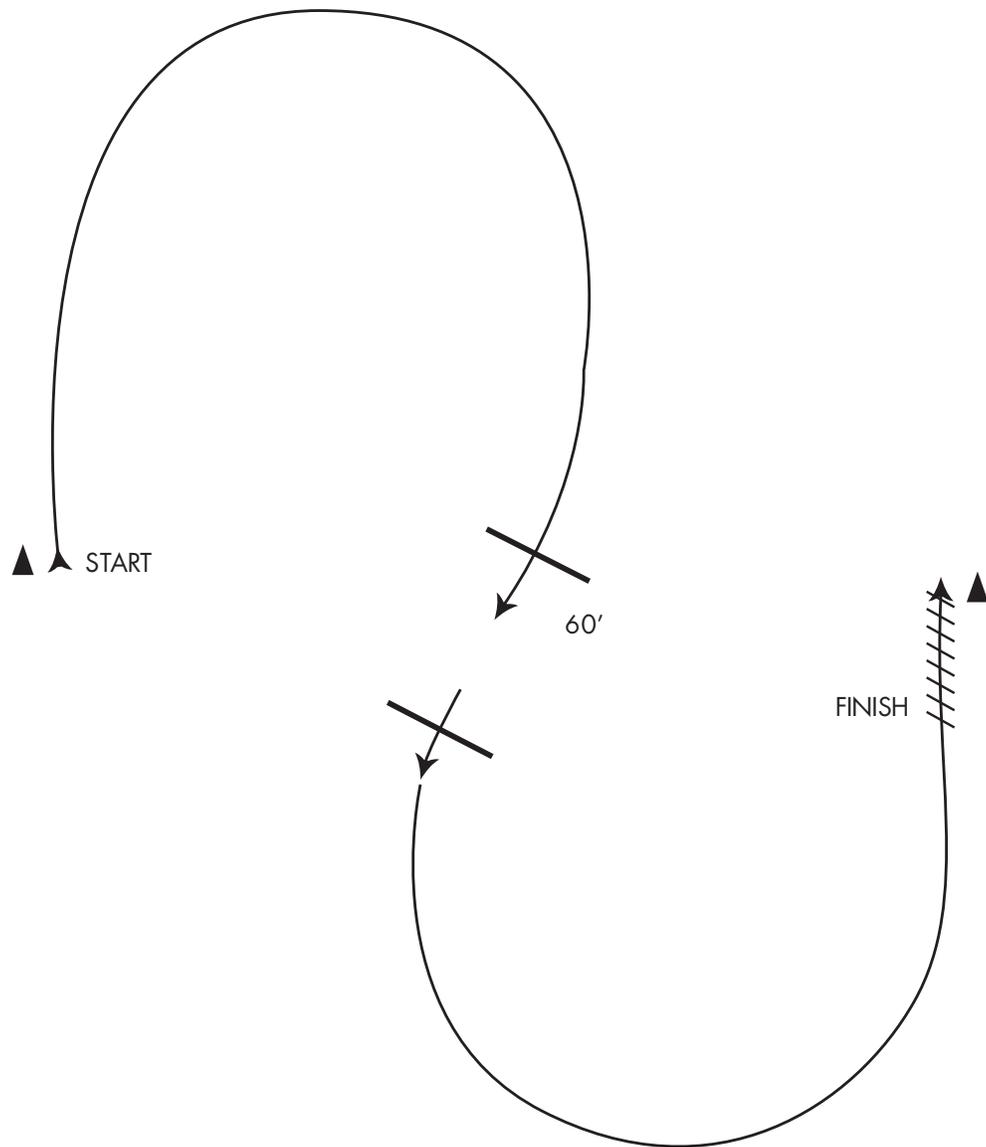
INSTRUCTIONS

Fences 1-8



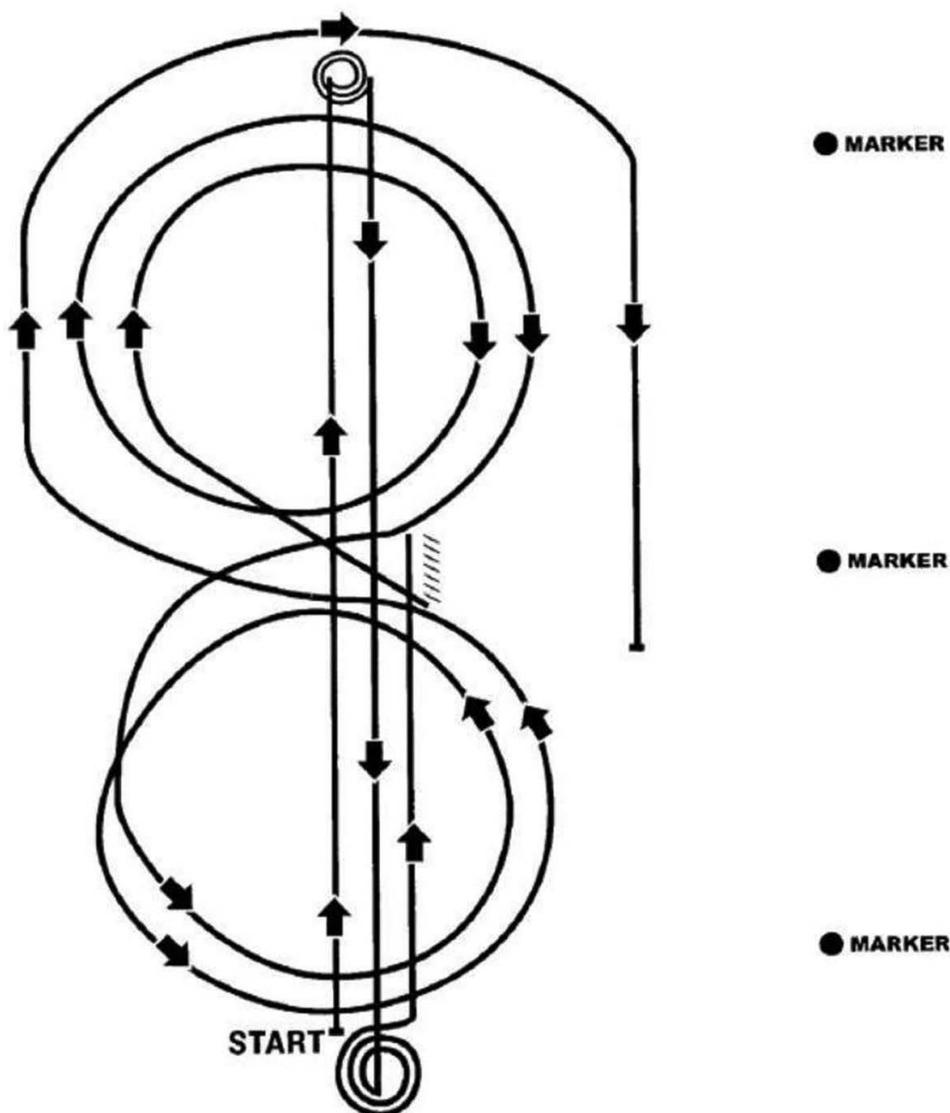
## INSTRUCTIONS

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



## INSTRUCTIONS

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

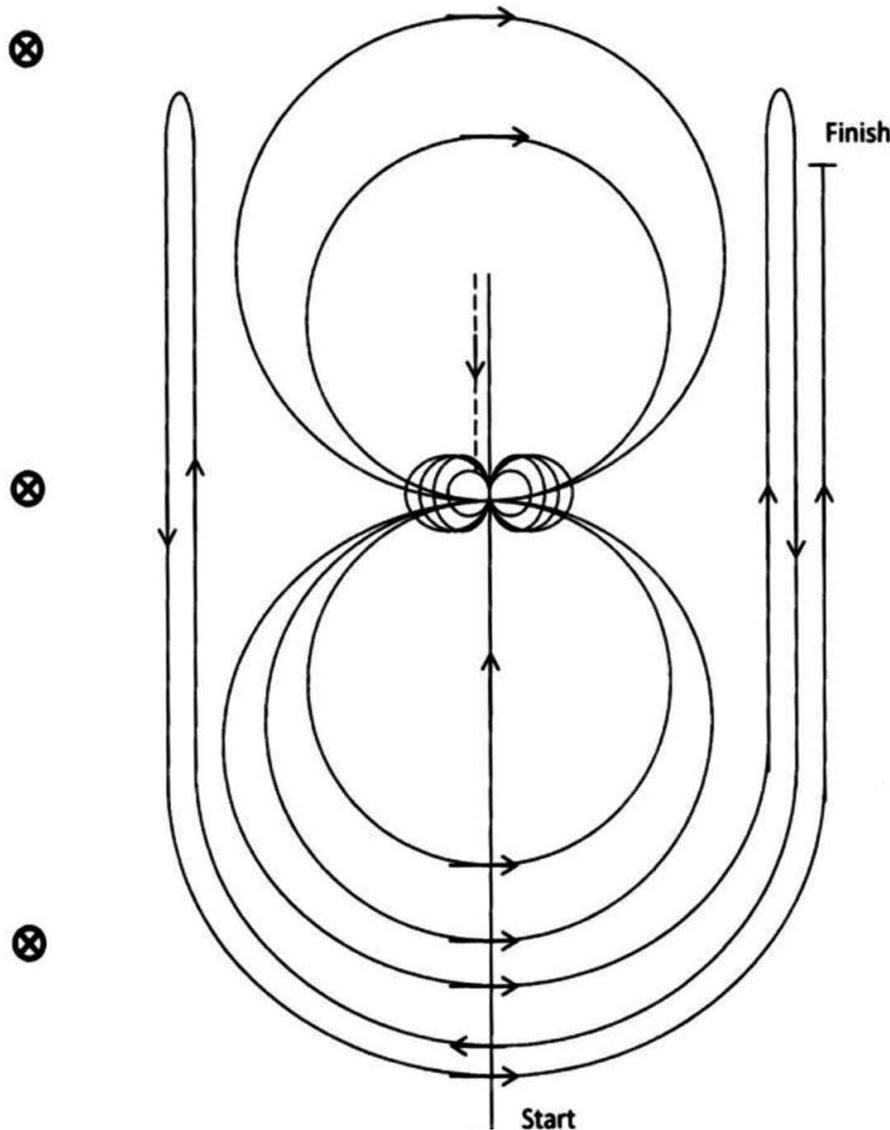


## INSTRUCTIONS

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

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

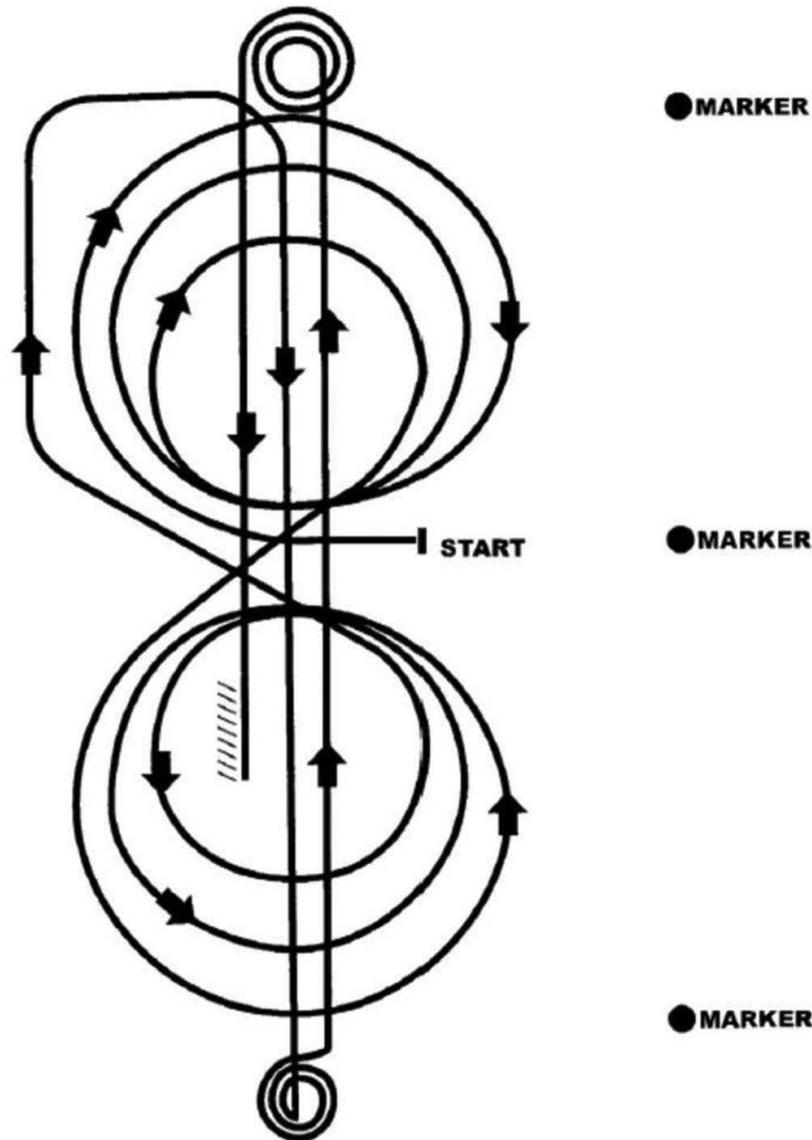


## INSTRUCTIONS

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

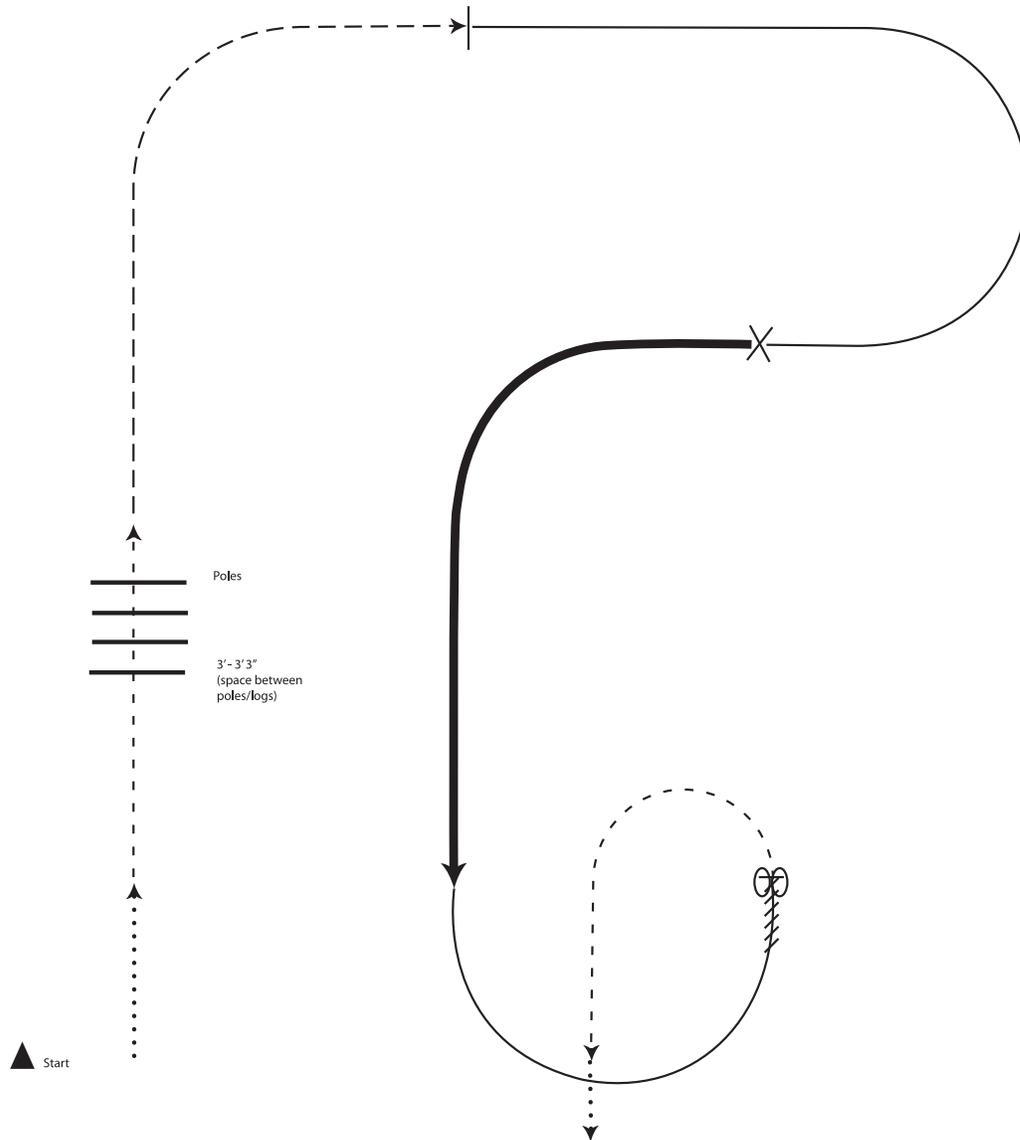


## INSTRUCTIONS

**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.



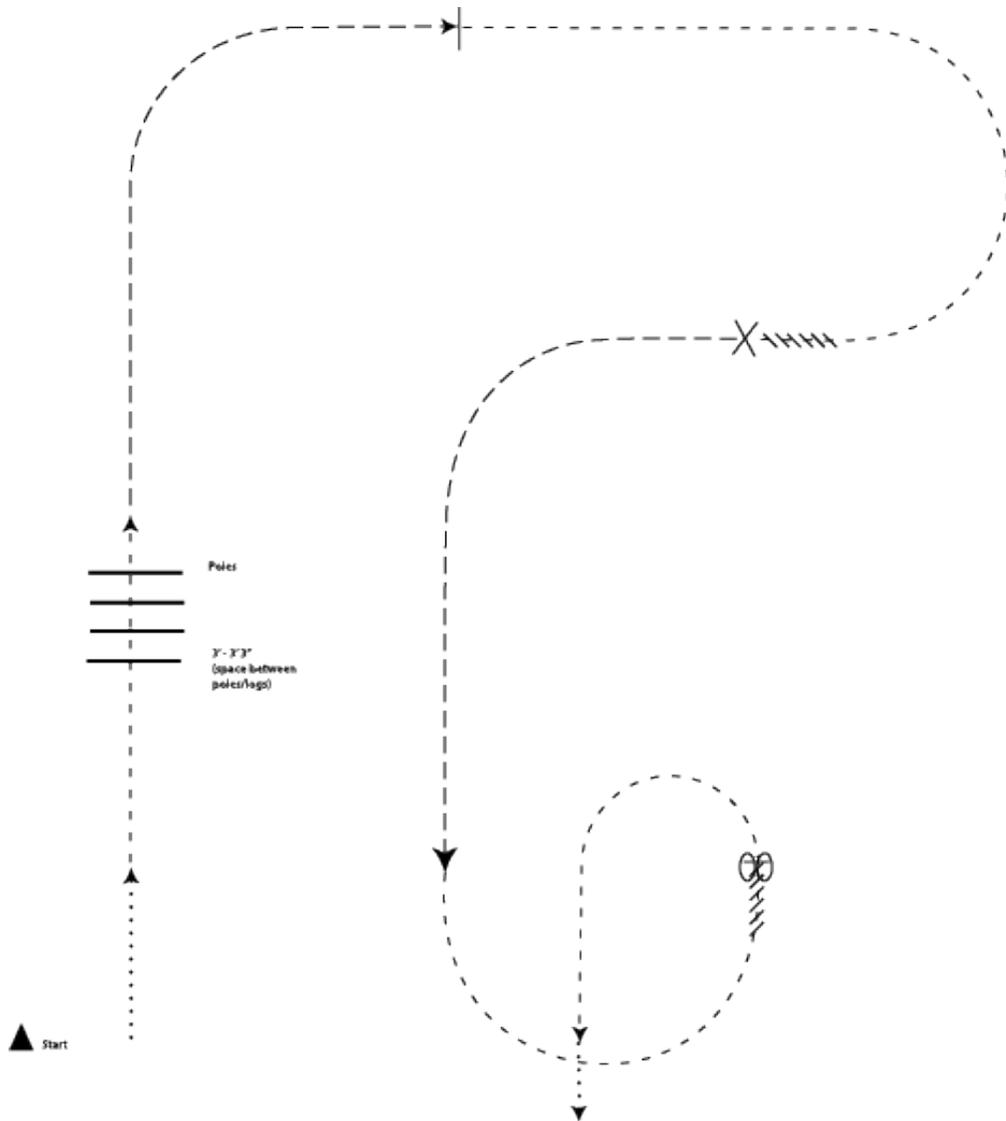
KEY

INSTRUCTIONS

- ..... Walk
- - - - - Trot
- - - - - Ext Trot
- Lope
- Ext Lope
- ////// Back
- X Lead Change
- ⊃⊃ Sidepass
- ⊃⊃
- ↓
- ⊃⊃
- ⊃⊃

1. Start at cone. Walk
2. Trot over logs
3. Extended trot
4. Stop
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope
8. Collect to working lope.
9. Stop. Do 360-degree turn each direction.
10. Back
11. Trot
12. Walk



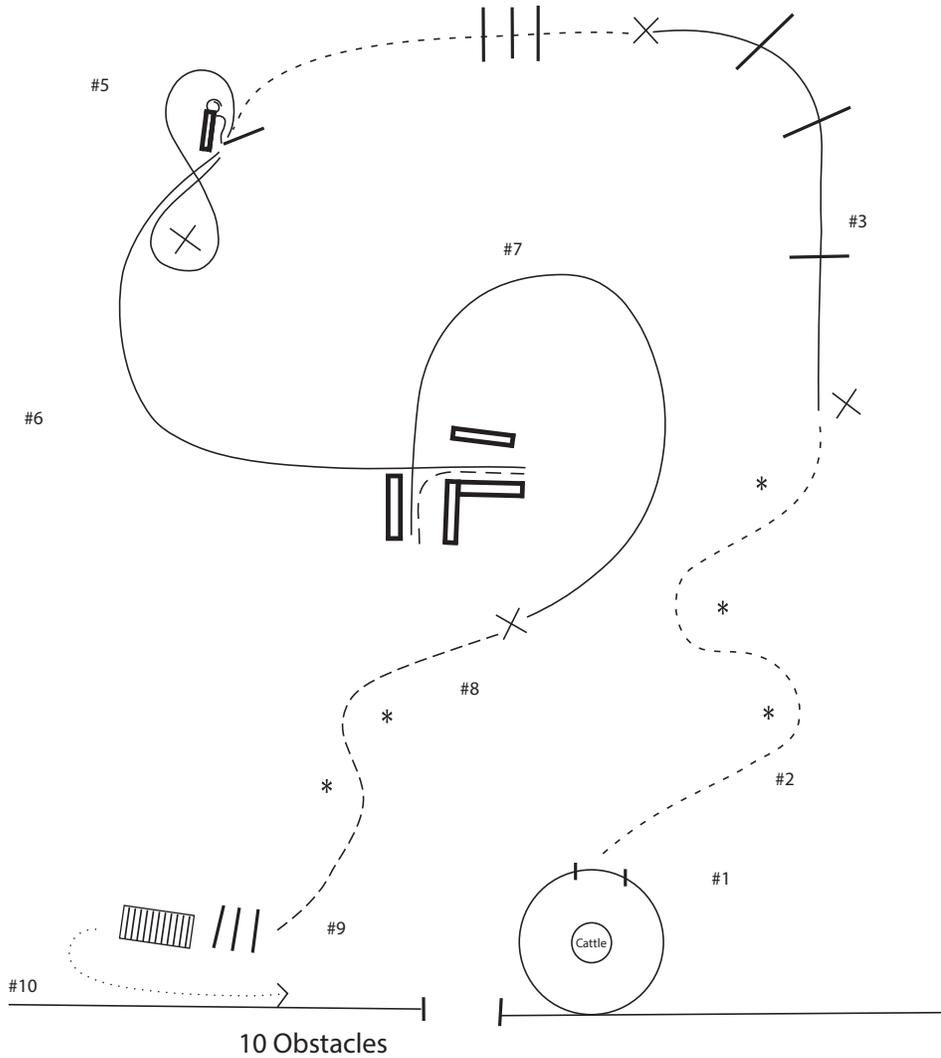


KEY

INSTRUCTIONS

- ..... Walk
- - - - - Trot
- - - - - Ext Trot
- Lope
- Ext Lope
- //// Back
- X Lead Change
- ⊃⊃ Sidepass
- ⊃⊃
- ↓
- ⊃⊃
- ⊃⊃

1. Start at cone. Walk
2. Trot over logs
3. Extended trot
4. Stop
5. Trot
6. Stop and back
7. Extended trot
8. Collect to working trot
9. Stop. Do 360-degree turn each direction
10. Back
11. Trot
12. Walk

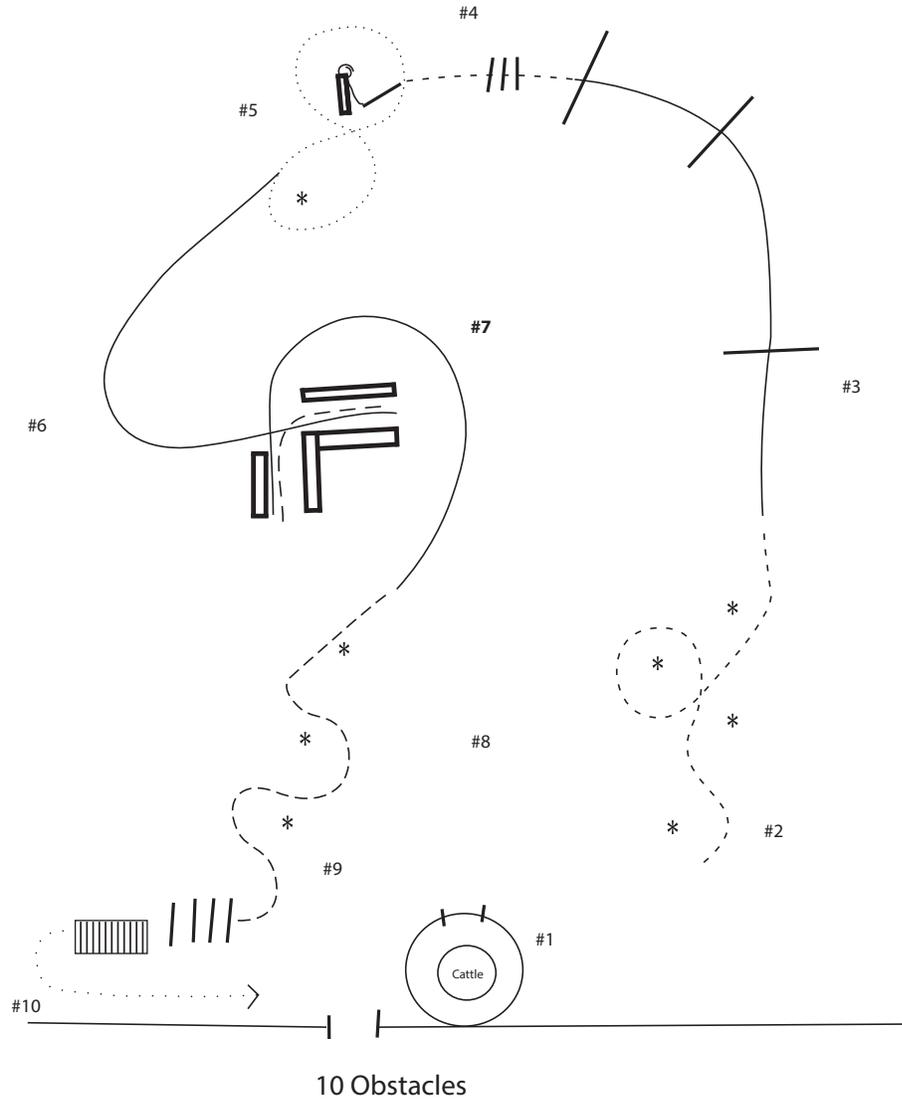


KEY

INSTRUCTIONS

- ..... Walk
- ..... Extended Walk
- Trot
- Extended Trot
- Lope
- X Lead Change

1. Right hand push gate, enter, walk around, exit.
2. Trot serpentine.
3. Lope left lead over poles.
4. Trot over poles.
5. Drag figure 8 walk or trot.
6. Lope left lead into chute and back around.
7. Lope right lead.
8. Extend the trot through markers.
9. Walk over poles and bridge.
10. Extended walk to the exit. Dismount and walk out.



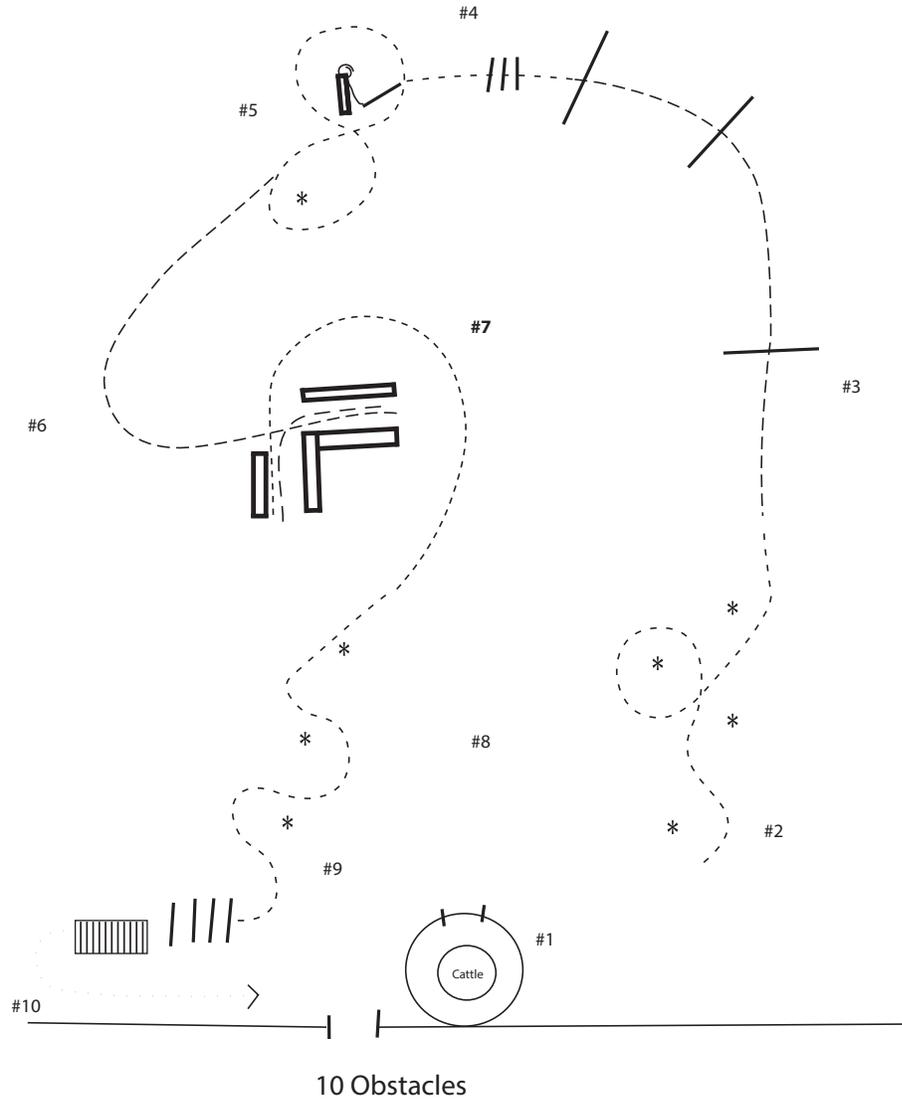
10 Obstacles

KEY

INSTRUCTIONS

- ..... Walk
- ..... Extended Walk
- Trot
- Extended Trot
- Lope
- X Lead Change

1. Right hand push gate, enter, walk around, exit.
2. Trot serpentine.
3. Lope left lead over poles.
4. Trot over poles.
5. Drag figure 8 walk or trot.
6. Lope left lead into chute and back around.
7. Lope left lead.
8. Extend the trot serpentine.
9. Walk over poles and bridge.
10. Extended walk to the exit. Dismount and walk out.



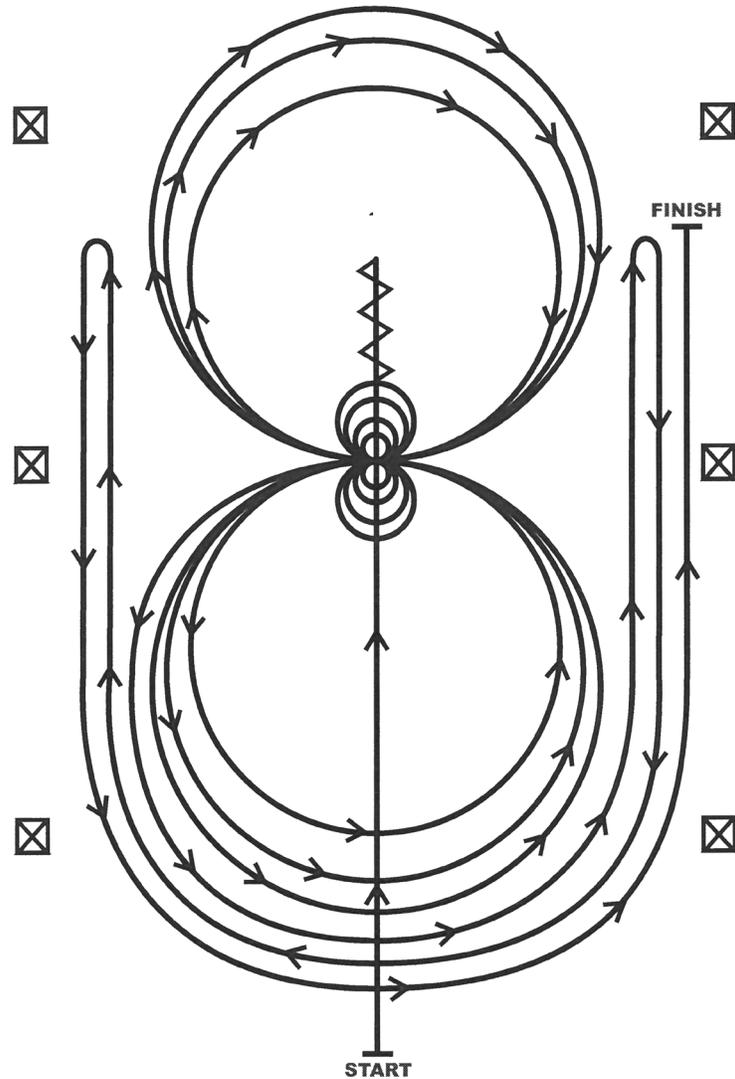
10 Obstacles

KEY

INSTRUCTIONS

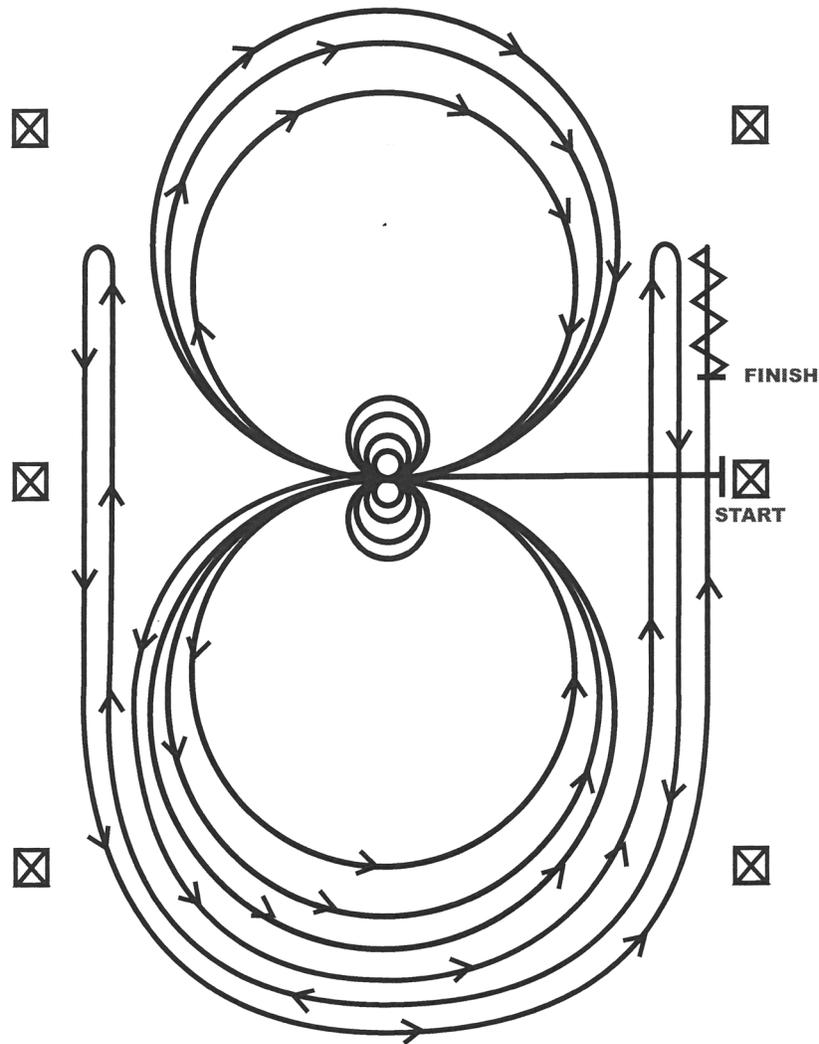
- ..... Walk
- ..... Extended Walk
- Trot
- Extended Trot
- Lope
- X Lead Change

1. Right hand push gate, enter, walk around, exit.
2. Trot serpentene.
3. Extend trot over poles.
4. Trot over poles.
5. Pick up bag and trot figure 8.
6. Extend trot into chute and back around..
7. Regular trot.
8. Extend the trot serpentene.
9. Walk over poles and bridge.
10. Extended walk to the exit. Dismount and walk out.



## INSTRUCTIONS

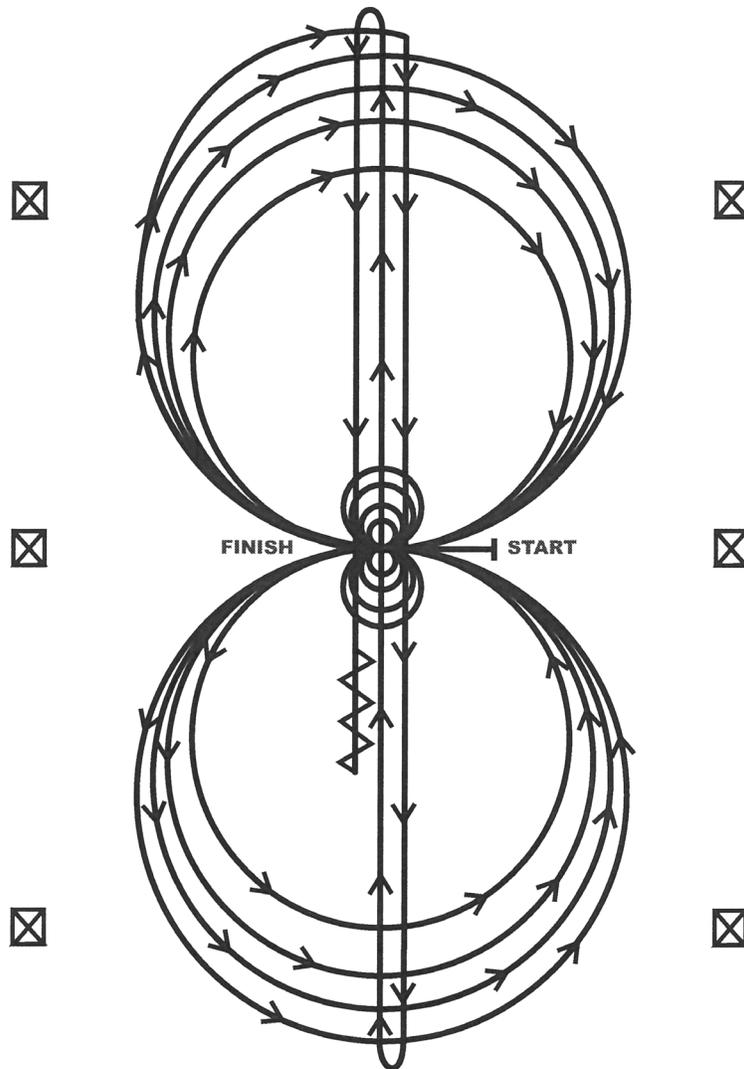
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.



## INSTRUCTIONS

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

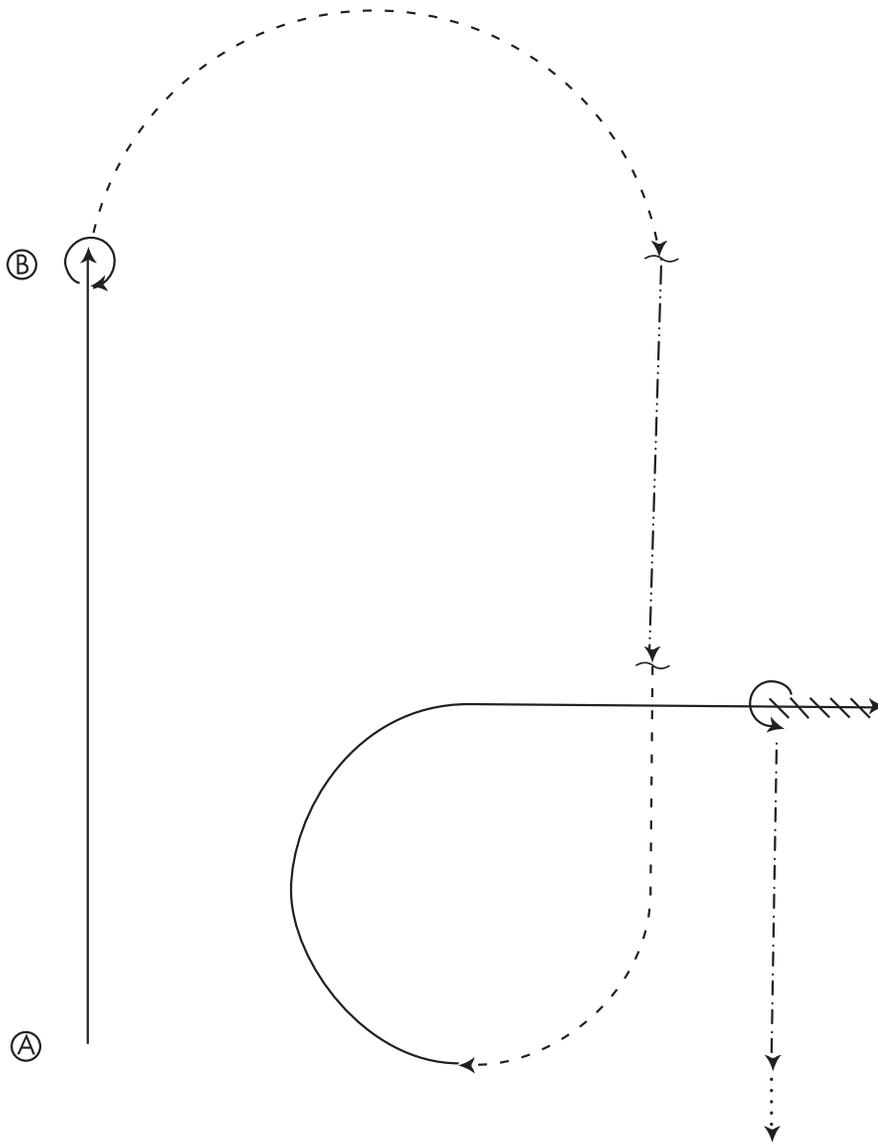
1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first large and fast; the second small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6.1 m) from the wall or fence – no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6.1 m) from the wall or fence – no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6.1 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.



## INSTRUCTIONS

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.
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.

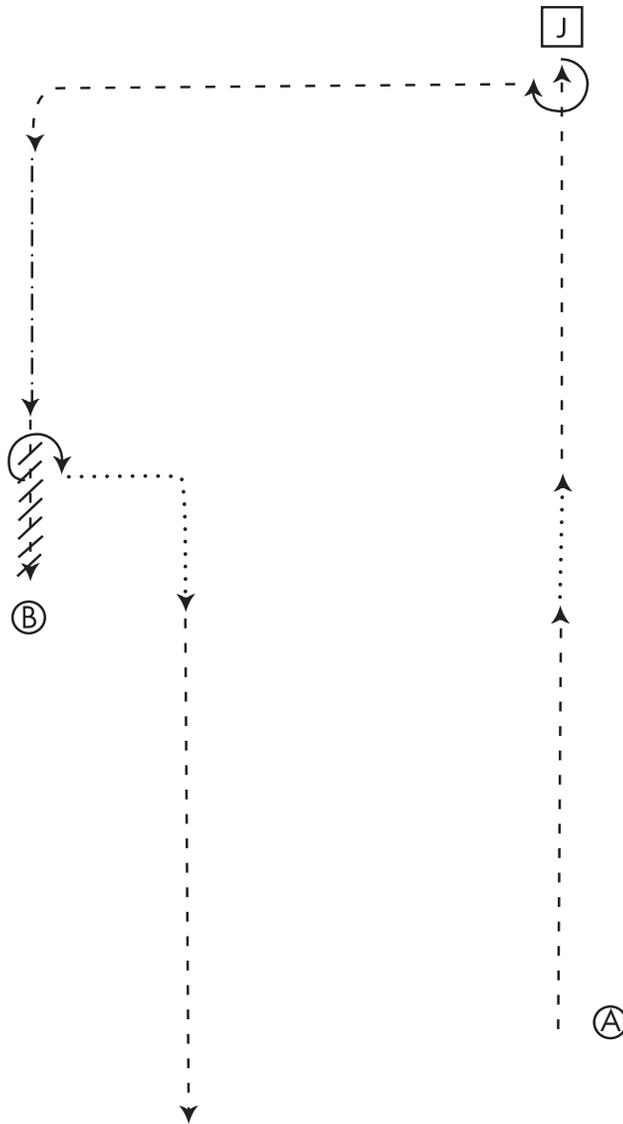


KEY

INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - .	SITTING TROT
- " - " - " - "	EXTENDED TROT
————	CANTER
//////////	BACK
≈	CHANGE LEADS
^ ^ ^ ^ ^ ^ ^ ^	SIDEPASS
~	CHANGE DIAGONALS
Ⓐ	MARKER

1. Begin at A. Canter in the left lead from A to B.
2. At B, stop. Execute a 360-degree turn on the forehand to the right.
3. Trot a large half circle to the right posting on the left diagonal.
4. When even with B, change diagonals and extend the trot halfway to A.
5. Change diagonals and collect the trot around toward A. Stop.
6. Canter in the right lead a 1/2 circle and then toward the rail.
7. Stop and back.
8. Execute a 270-degree turn on the haunches to the left.
9. Sit the trot until even with A. At A, break down to a walk and exit the arena at a walk.

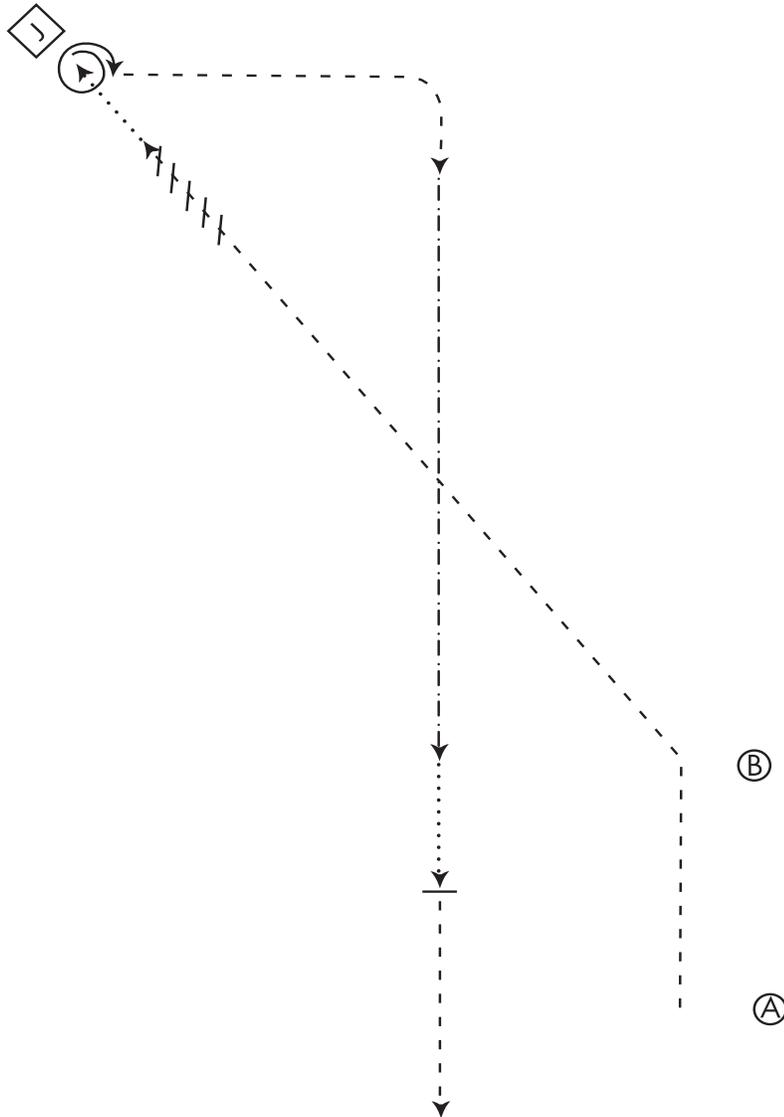


KEY

INSTRUCTIONS

.....	WALK
- - - -	JOG
· - · - · - · -	EXTENDED JOG
//////////	BACK
Ⓐ	MARKER
ⓙ	JUDGE

1. Begin at A. Jog from A until even with B.
2. At B, break down to a walk for several strides. Pick up the jog and jog to the Judge. Stop and set up for inspection.
3. When excused, execute a 270-degree turn.
4. Jog away and then jog a square corner toward B. Extend the jog for several strides and then collect the jog to B.
5. At B, stop and back.
6. Execute a 270-degree turn.
7. Walk forward and walk a square corner to the right.
8. Pick up the jog and exit the arena at a jog.



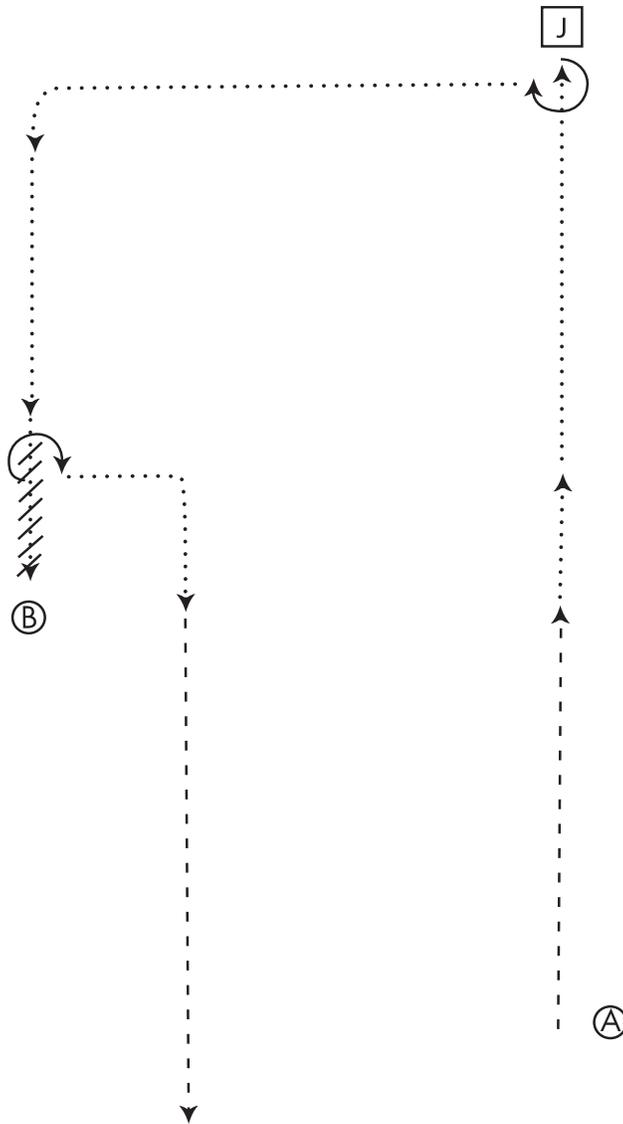
KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
· - · - · - · - ·	EXTENDED JOG
//////////	BACK
Ⓐ	MARKER
ⓙ	JUDGE

1. Begin at A. Jog forward to B. At B, jog a corner to the left and then in a straight line to the Judge.
2. Before the Judge, stop and back 6 steps in a straight line.
3. Walk forward to the Judge. Stop and set up for inspection.
4. When excused, execute an approximate 495-degree turn. Jog away.
5. Jog a square corner to the right. Extend the jog in a straight line until even with B.
6. At B, break down to a walk half way to A. Half way to A, stop. Hesitate.
7. Pick up the jog, exit the arena at a jog.



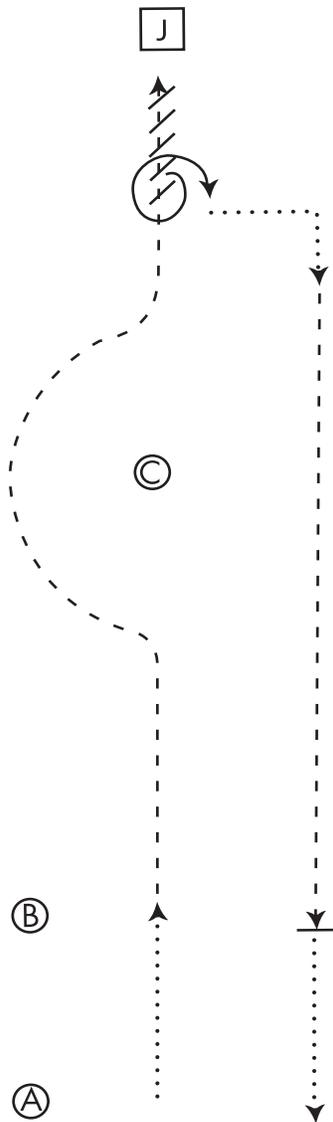


KEY

INSTRUCTIONS

.....	WALK
- - - -	JOG
· - · - · - · -	EXTENDED JOG
////////	BACK
Ⓐ	MARKER
Ⓜ	JUDGE

1. Begin at A. Jog from A until even with B.
2. At B, break down to a walk. Stop and set up for inspection.
3. When excused, execute a 270-degree turn.
4. Walk away and then walk a square corner toward B. Extend the walk for several strides and then collect the walk to B.
5. At B, stop and back.
6. Execute a 270-degree turn.
7. Walk forward and walk a square corner to the right.
8. Pick up the jog and exit the arena at a jog.

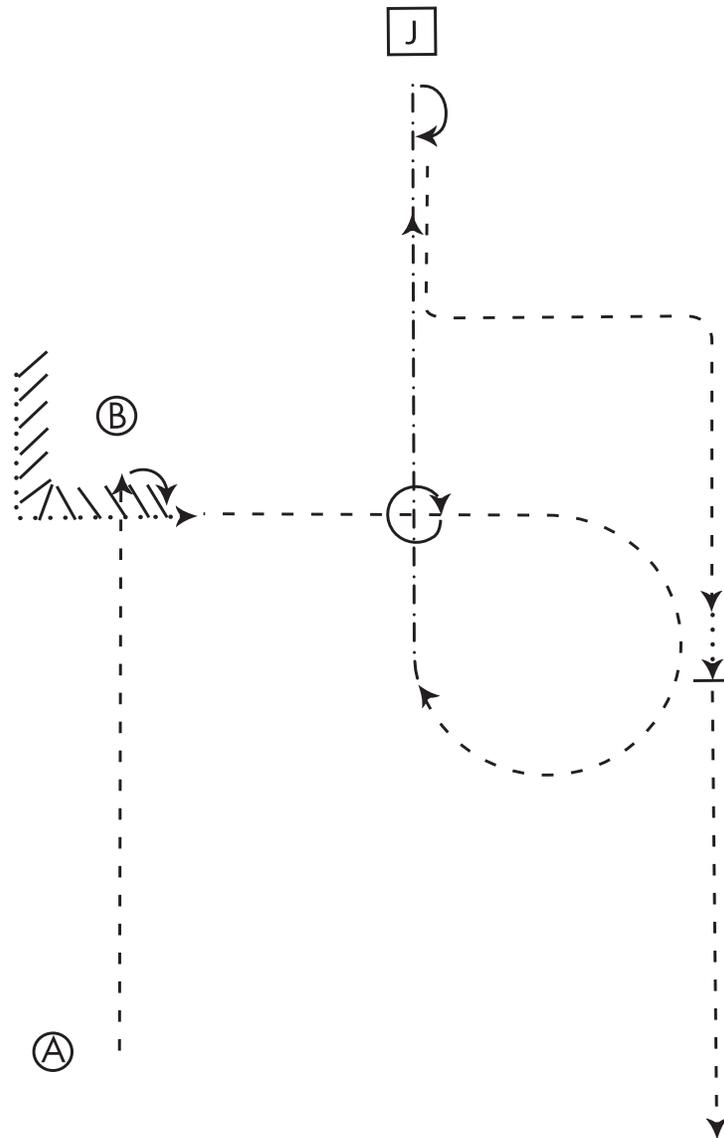


KEY

INSTRUCTIONS

.....	WALK
- - - -	JOG
· - · - · - · -	EXTENDED JOG
////////	BACK
Ⓐ	MARKER
J	JUDGE

1. Begin at A. Walk from A to B.
2. At B, pick up the jog and jog a serpentine around C and to the Judge.
3. At Judge, stop and set up for inspection.
4. When excused, back away.
5. Execute a 450-degree turn.
6. Walk forward and walk a square corner to the right.
7. Jog a straight line until even with B.
8. At B, stop. Hesitate.
9. Walk forward and exit the arena at a walk.

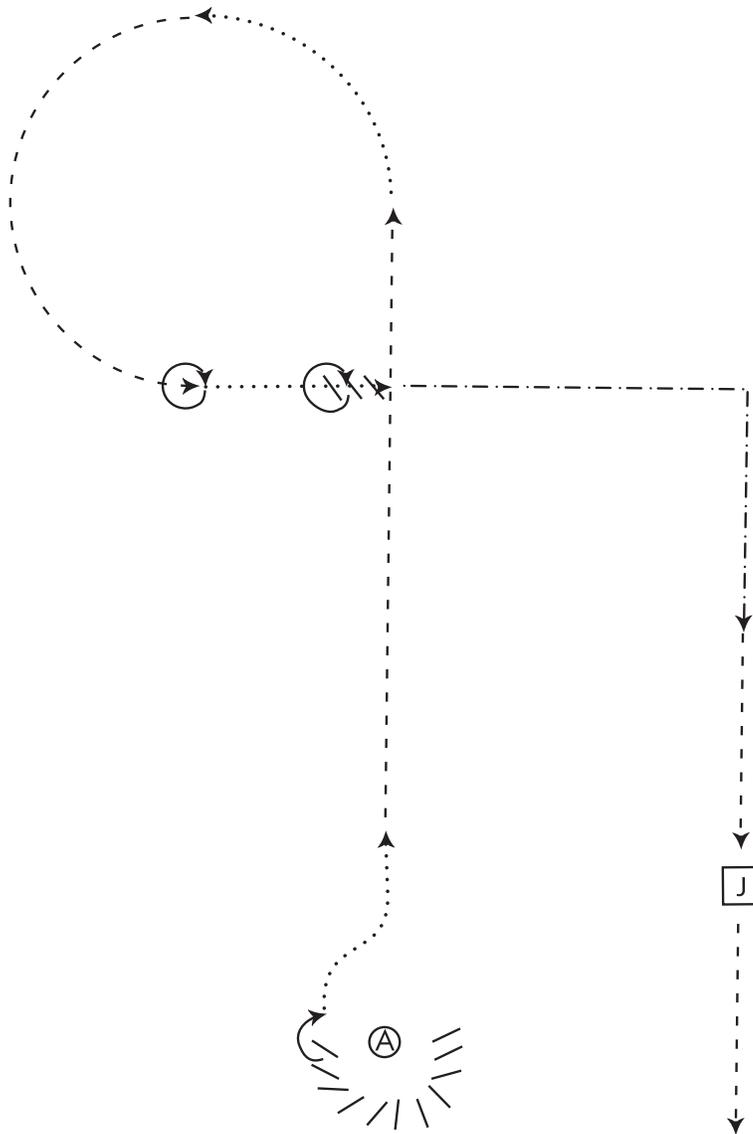


KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
· - · - · - ·	EXTENDED JOG
//////////	BACK
Ⓐ	MARKER
ⓙ	JUDGE

1. Begin at A. Jog from A to B. At B, stop.
2. Execute a 90-degree turn. Back around B.
3. Walk forward around B.
4. Jog forward until even with the Judge. Stop. Execute a 360-degree turn.
5. Jog a 3/4 circle and then extend the jog to the Judge.
6. At Judge, stop and set up for inspection.
7. When excused, execute a 180-degree turn. Jog forward and then jog two square corners as shown.
8. Break down to a walk for a few steps. Then stop and hesitate.
9. Jog forward and exit the arena at a jog.



KEY

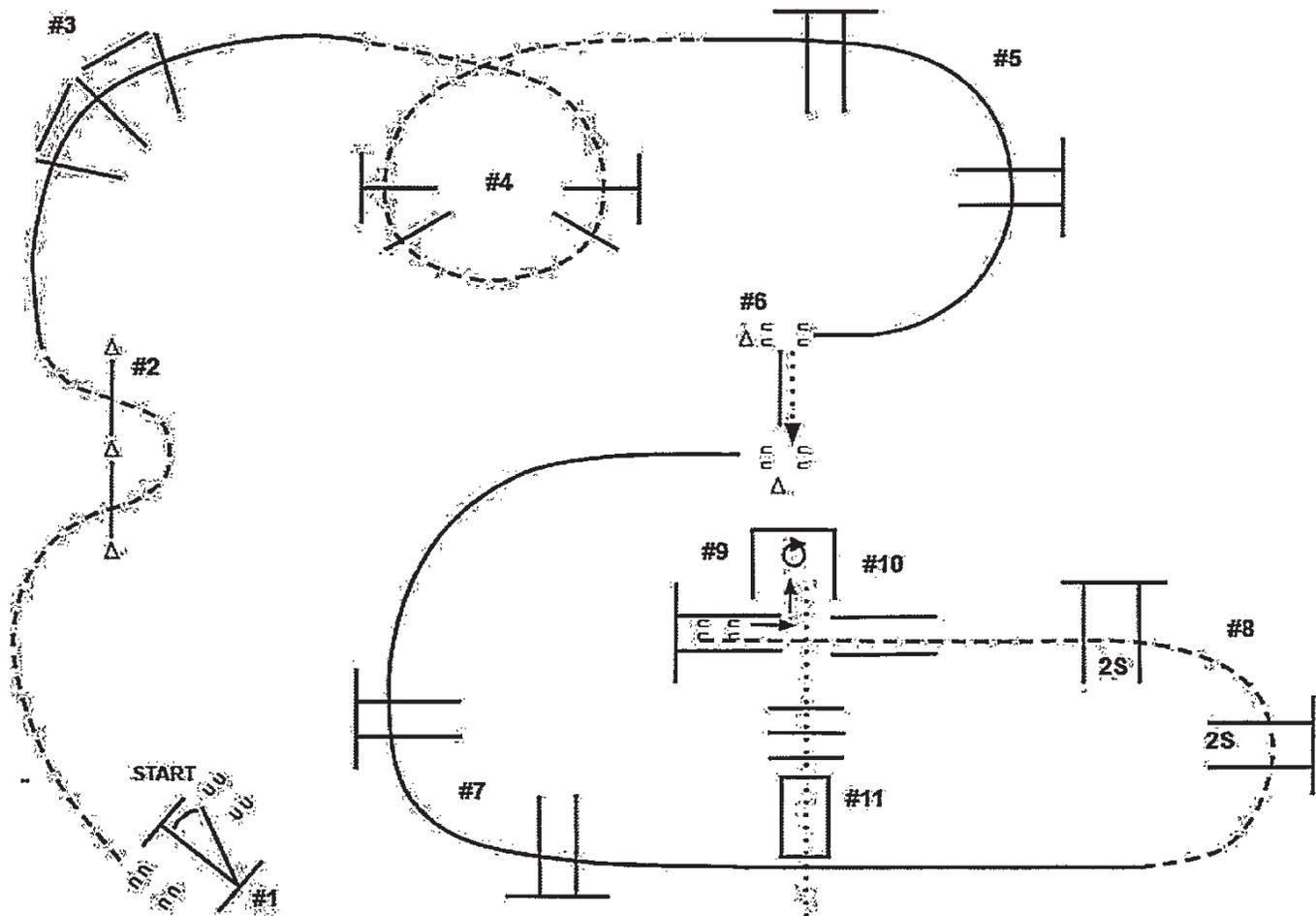
INSTRUCTIONS

.....	WALK
- - - - -	JOG
· - · - · - · - ·	EXTENDED JOG
//////////	BACK
Ⓐ	MARKER
ⓐ	JUDGE

1. Begin at A. Back around A. Execute a 180-degree turn.
2. Walk around A and then in a straight line away from A. Pick up the jog in a straight line.
3. Break down to a walk for a ¼ circle. Pick up the jog for a ½ circle.
4. Stop. Execute a 360-degree turn.
5. Walk forward until even with A. Stop, back. Execute a 360-degree turn.
6. Extend the jog forward and then in a square corner toward the Judge.
7. Collect to the jog and continue to the Judge.
8. At Judge, stop and set up for inspection.
9. When excused, jog forward and exit the arena at a jog.



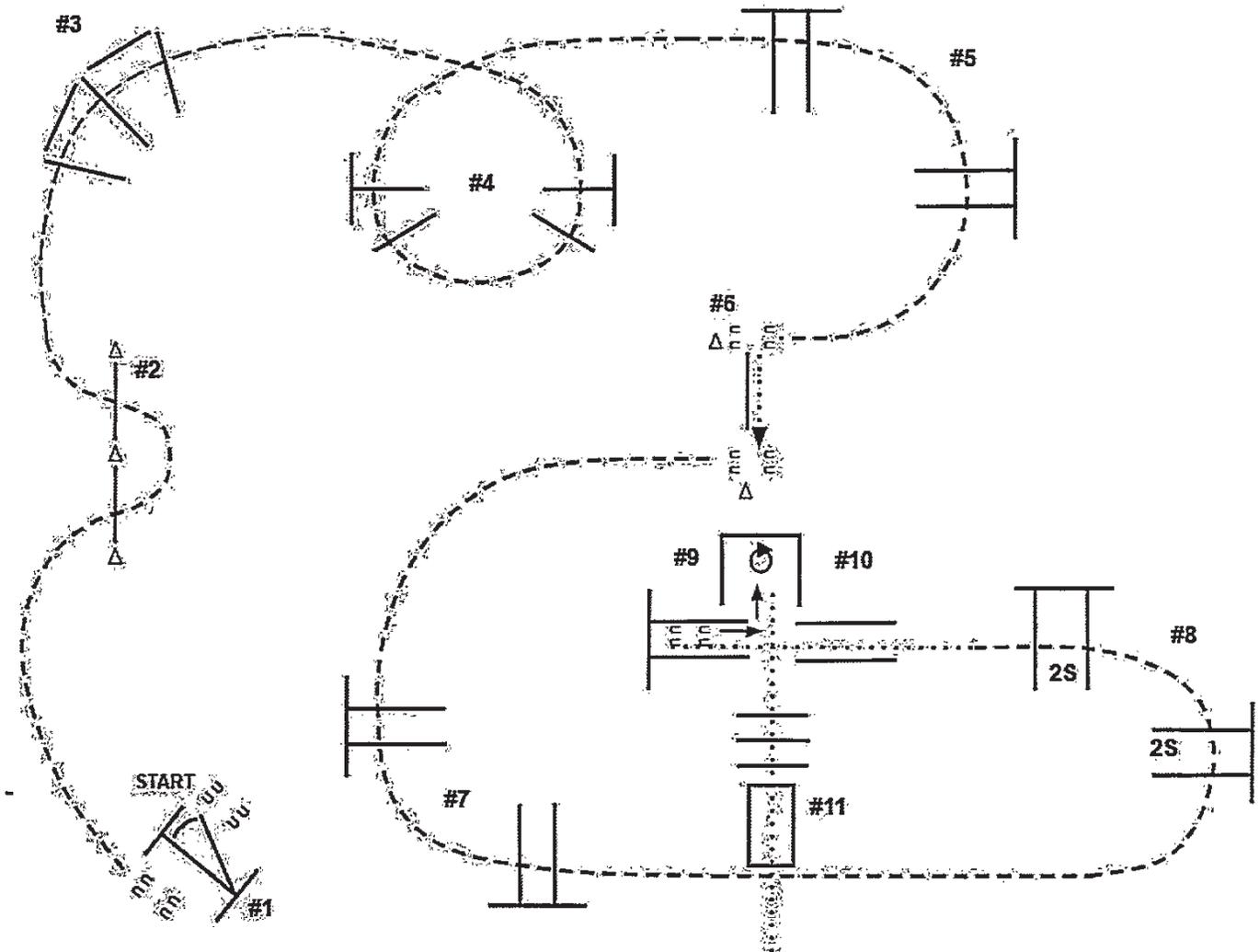
## Youth 13 & Under & 14-18 Trail Novice Youth



1. GATE RH OPEN, RIDE THROUGH GATE AND CLOSE, WALK FORWARD
2. JOG SERPENTINE, JOG OVER POLES
3. LOPE OVER POLES, RL
4. BREAK TO JOG, JOG OVER POLES
5. LOPE OVER POLES, RL
6. STOP OR BREAK TO THE WALK TO POLE, SIDEPASS
7. LOPE OVER POLES, LL
8. BREAK TO THE JOG, JOG OVER POLES INTO CHUTE
9. BACK BETWEEN POLES AND BACK AROUND CORNER INTO BOX 10. EXECUTE 360 TURN EITHER DIRECTION, WALK FORWARD
11. WALK OUT CHUTE, WALK OVER POLES AND BRIDGE



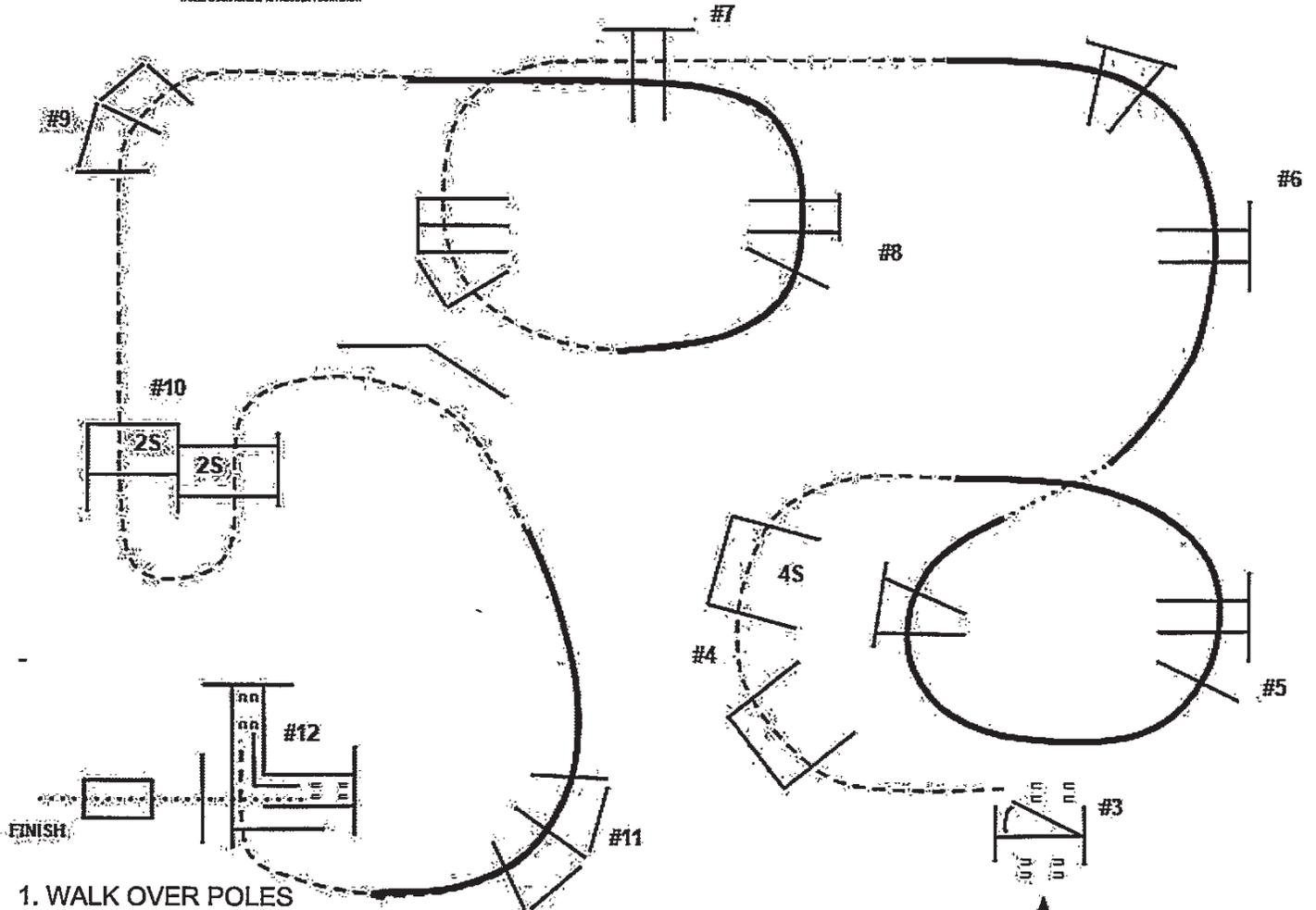
## Walk Trot 10 & Under, 11-18 Trail



1. GATE RH OPEN, RIDE THROUGH GATE AND CLOSE, WALK FORWARD
2. JOG SERPENTINE, JOG OVER POLES
3. JOG OVER POLES
4. JOG OVER POLES
5. JOG OVER POLES
6. STOP OR BREAK TO THE WALK TO POLE, SIDEPASS
7. JOG OVER POLES
8. JOG OVER POLES AND INTO CHUTE
9. BACK BETWEEN POLES AND BACK AROUND CORNER INTO BOX
10. EXECUTE 360 TURN EITHER DIRECTION, WALK FORWARD
11. WALK OUT CHUTE, WALK OVER POLES AND BRIDGE



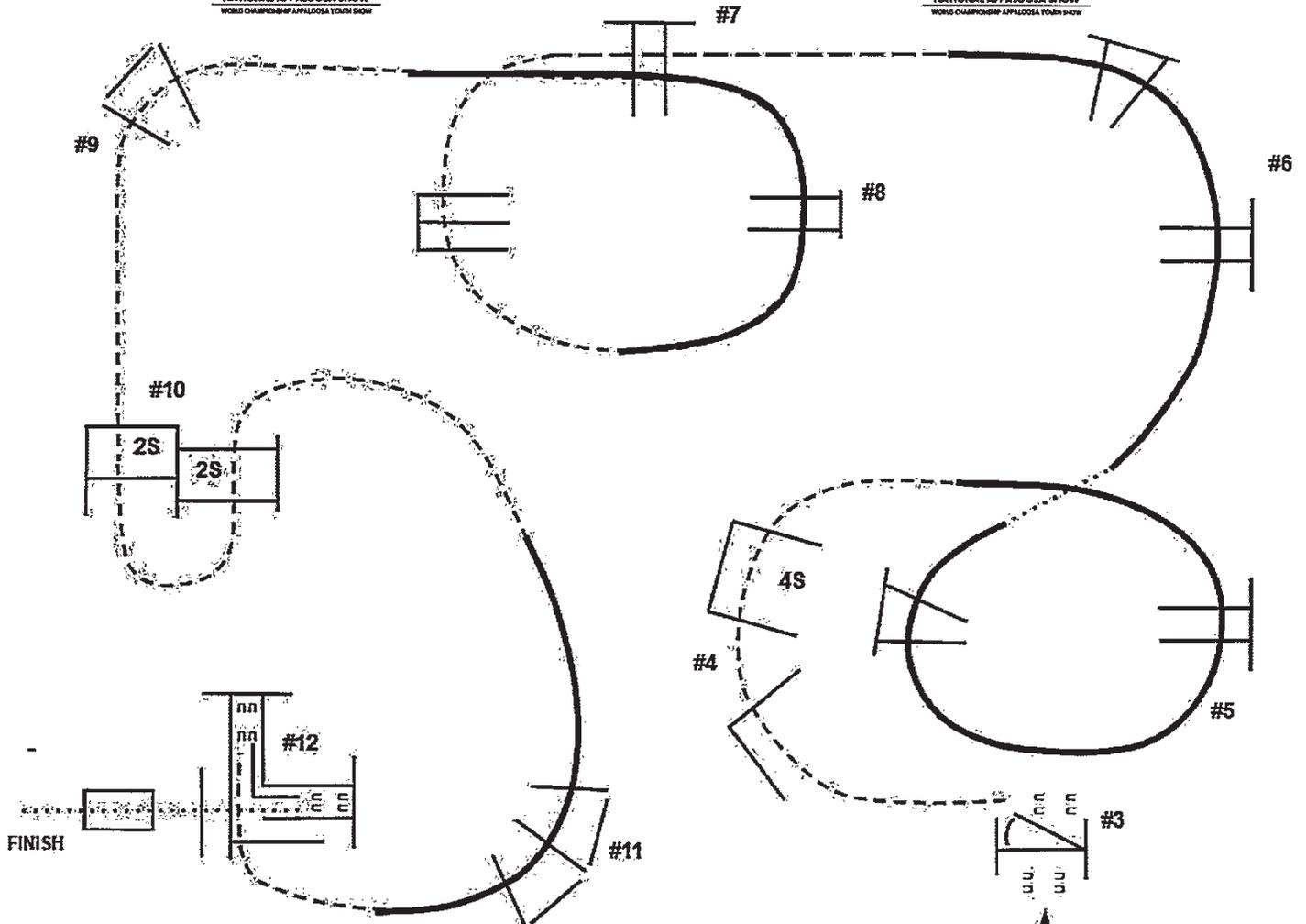
# Senior Trail



1. WALK OVER POLES
2. SIDE PASS LEFT UP TO GATE
3. WORK GATE LEFT HAND
4. WALK FORWARD THEN JOG OVER POLE
5. LOPE OVER POLES RL
6. BREAK TO THE WALK, WALK A FEW STEPS, THEN LEFT LEAD OVER POLES
7. BREAK TO THE JOG, JOG OVER POLES
8. LOPE OVER POLES LL
9. BREAK TO THE JOG, JOG OVER POLES
10. JOG SERPENTINE, JOG OVER POLES
11. LOPE OVER POLES RL
12. BREAK TO JOG, JOG INTO AND STOP IN CHUTE, BACK BETWEEN POLES, WALK OUT CHUTE AND OVER BRIDGE



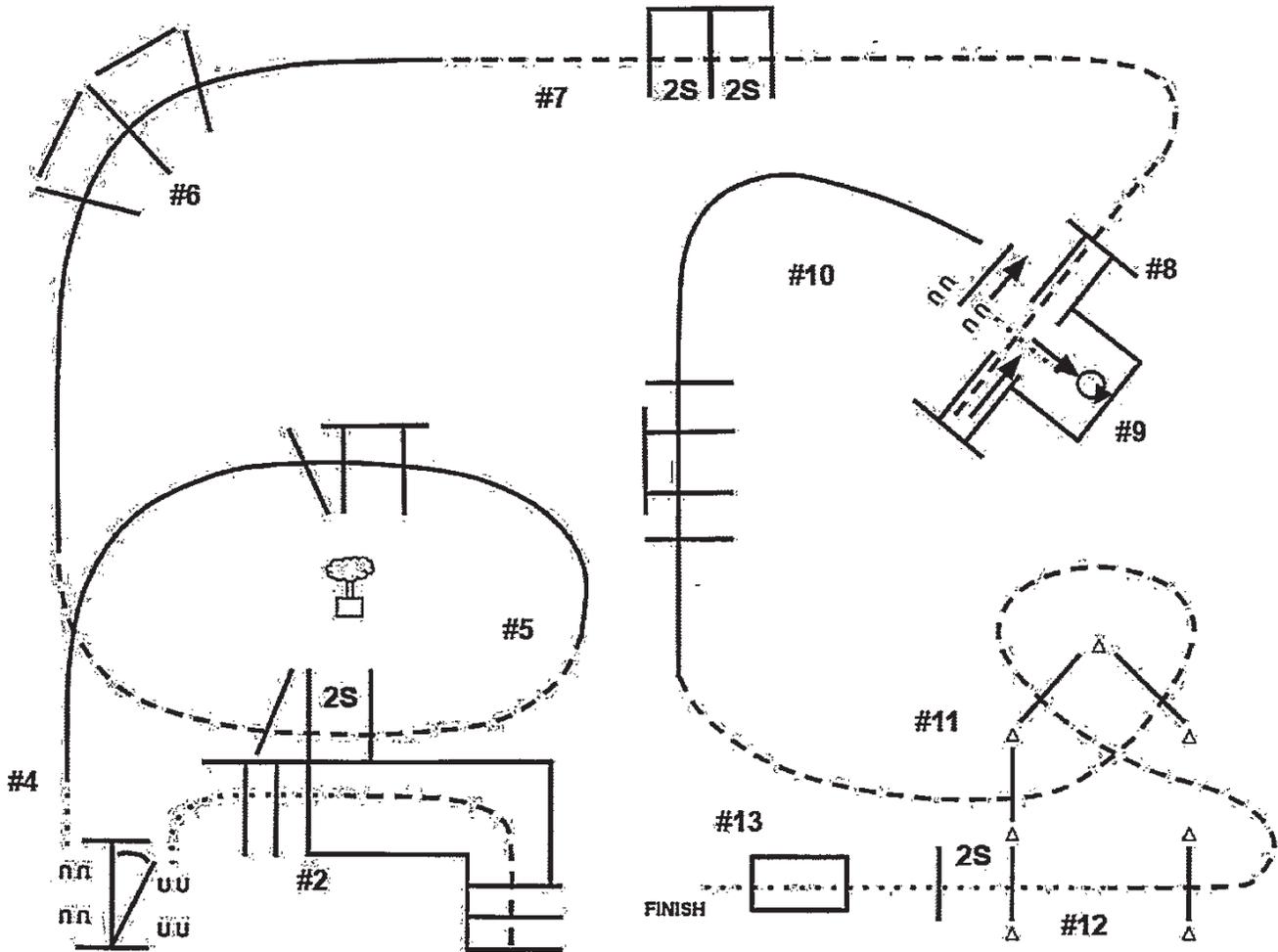
### Green, Junior Trail



1. WALK OVER POLES
2. SIDE PASS LEFT UP TO GATE
3. WORK GATE LEFT HAND
4. WALK FORWARD THEN JOG OVER POLES
5. LOPE OVER POLES RL
6. BREAK TO THE WALK, WALK A FEW STEPS, THEN LEFT LEAD OVER POLES
7. BREAK TO THE JOG, JOG OVER POLES
8. LOPE OVER POLES LL
9. BREAK TO THE JOG, JOG OVER POLES
10. JOG SERPENTINE, JOG OVER POLES
11. LOPE OVER POLES RL
12. BREAK TO JOG, JOG INTO AND STOP IN CHUTE, BACK BETWEEN POLES, WALK OUT CHUTE AND OVER BRIDGE



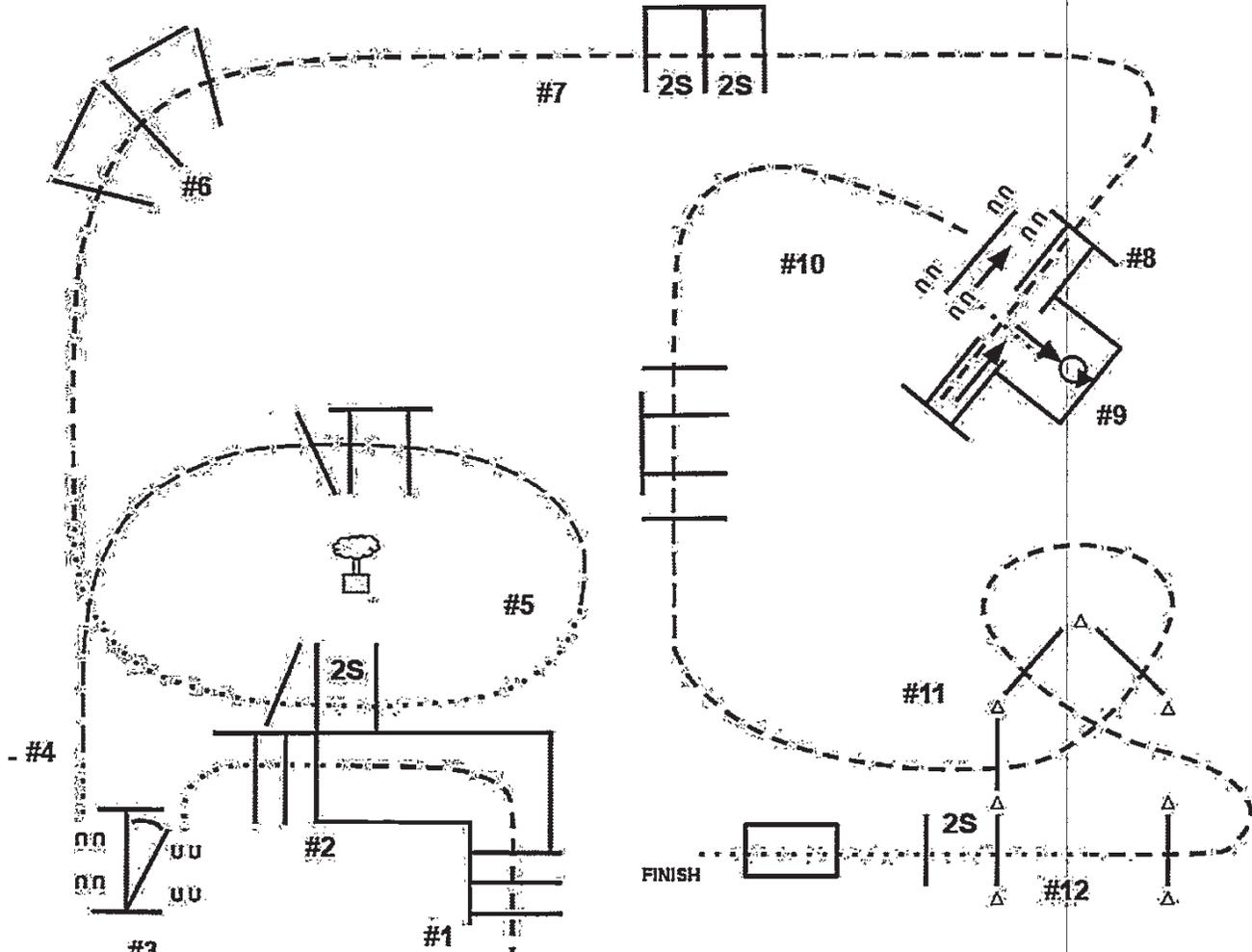
**TRAIL**  
**Non-Pro , Masters, 35 & Over, Novice Non Pro**



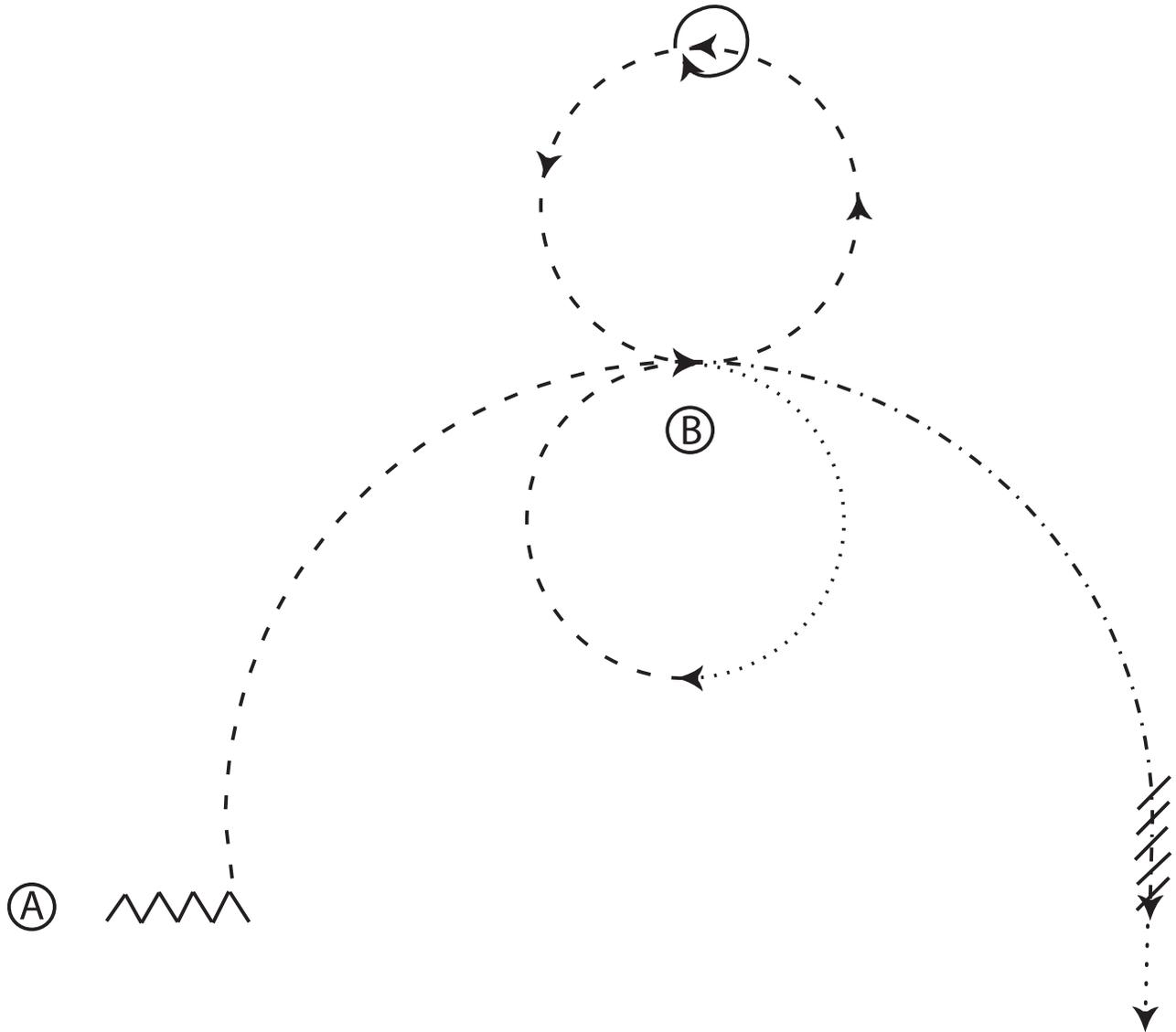
1. JOG OVER POLES, JOG INTO CHUTE, JOG AROUND CORNER
2. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK UP TO GATE
3. WORK GATE RIGHT HAND, OPEN, RIDE THROUGH AND CLOSE GATE
4. WALK FORWARD THEN LOPE RIGHT LEAD OVER POLES
5. BREAK TO JOG, JOG OVER POLES
6. LOPE RIGHT LEAD OVER POLES
7. BREAK TO THE JOG, JOG OVER POLES
8. JOG INTO CHUTE, STOP AND BACK AROUND CORNER INTO BOX
9. EXECUTE 360 TURN EITHER DIRECTION, WALK OUT BOX. SIDEPASS
10. LOPE LEFT LEAD OVER POLES
11. BREAK TO JOG, JOG CONES, JOG POLES
12. BREAK TO WALK, WALK POLES AND BRIDGE



### Walk Trot Non-Pro Trail



1. JOG OVER POLES, JOG INTO CHUTE, JOG AROUND CORNER
2. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK UP TO GATE
3. WORK GATE RIGHT HAND, OPEN, RIDE THROUGH AND CLOSE GATE.
4. WALK FORWARD THEN JOG OVER POLES
5. STOP OR BREAK TO THE WALK, WALK OVER POLES
6. JOG OVER POLES
7. JOG OVER POLES
8. JOG INTO CHUTE, STOP AND BACK AROUND CORNER INTO BOX
9. EXECUTE 360 TURN EITHER DIRECTION, WALK OUT BOX. SIDEPASS
10. JOG OVER POLES
11. JOG POLES
12. STOP OR BREAK TO THE WALK, AND WALK OVER POLES AND BRIDGE

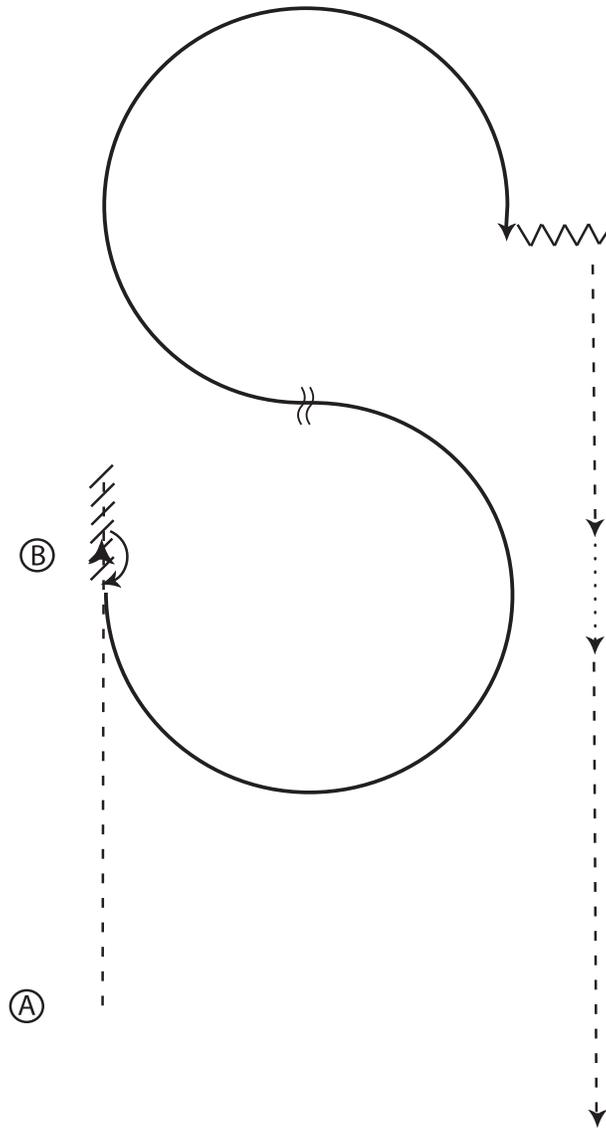


KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
ⓐ	MARKER
=====>	LEG YIELD

1. Begin at A. Side pass right.
2. Jog a ¼ circle to B.
3. At B, break down to a walk and walk a small half circle around B to the right.
4. Jog a half circle back to B. Then jog a half circle to the left.
5. When even with B, stop. Execute a 360-degree turn on the haunches to the right.
6. Jog a half circle back to B.
7. Extend the jog in a large ¼ circle until even with A.
8. At A, stop and back.
9. Walk forward and exit the arena at a walk.



KEY

INSTRUCTIONS



WALK



JOG



EXTENDED JOG



LOPE



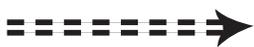
BACK



SIDEPASS

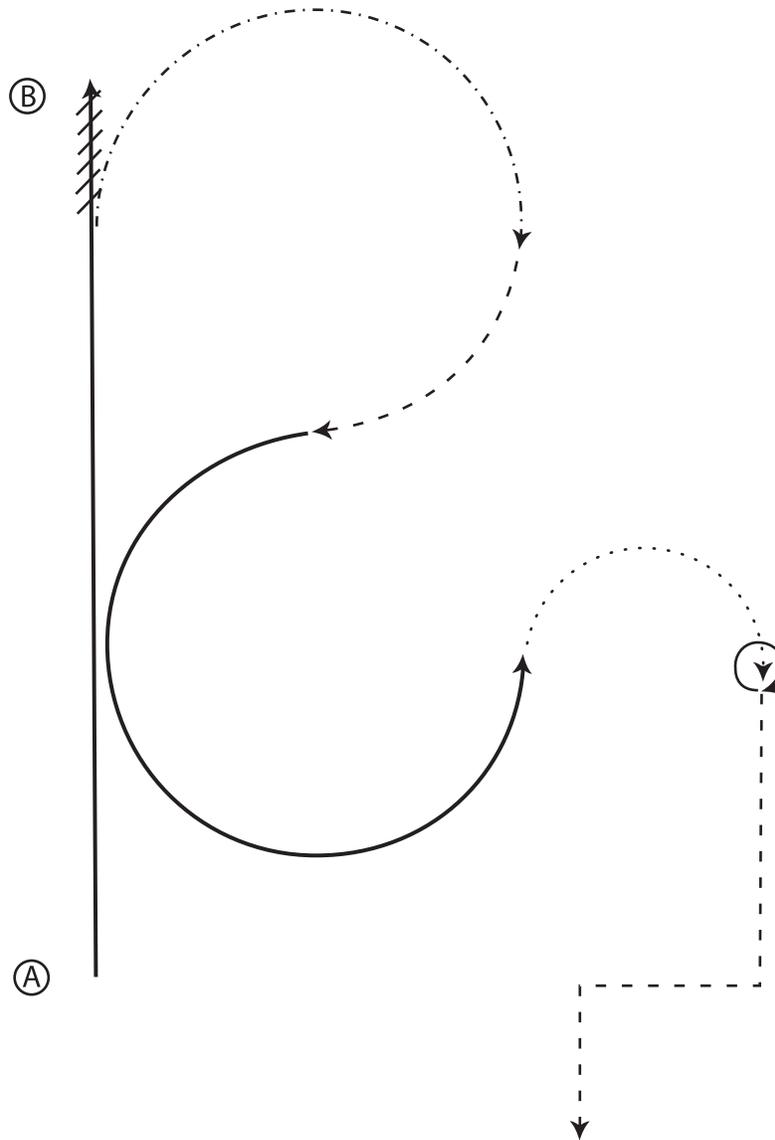


MARKER



LEG YIELD

1. Begin at A. Jog from A to B. At B, stop.
2. Execute a 180-degree turn on the haunches to the right. Back several steps.
3. Lope a 3/4 circle to the left in the left lead.
4. Change leads (simple) and lope a 3/4 circle the right in the right lead.
5. Stop. Side pass left.
6. Jog forward until even with B. At B, break down to a walk for several strides.
7. Pick up the jog in a straight line and exit the arena at a jog.

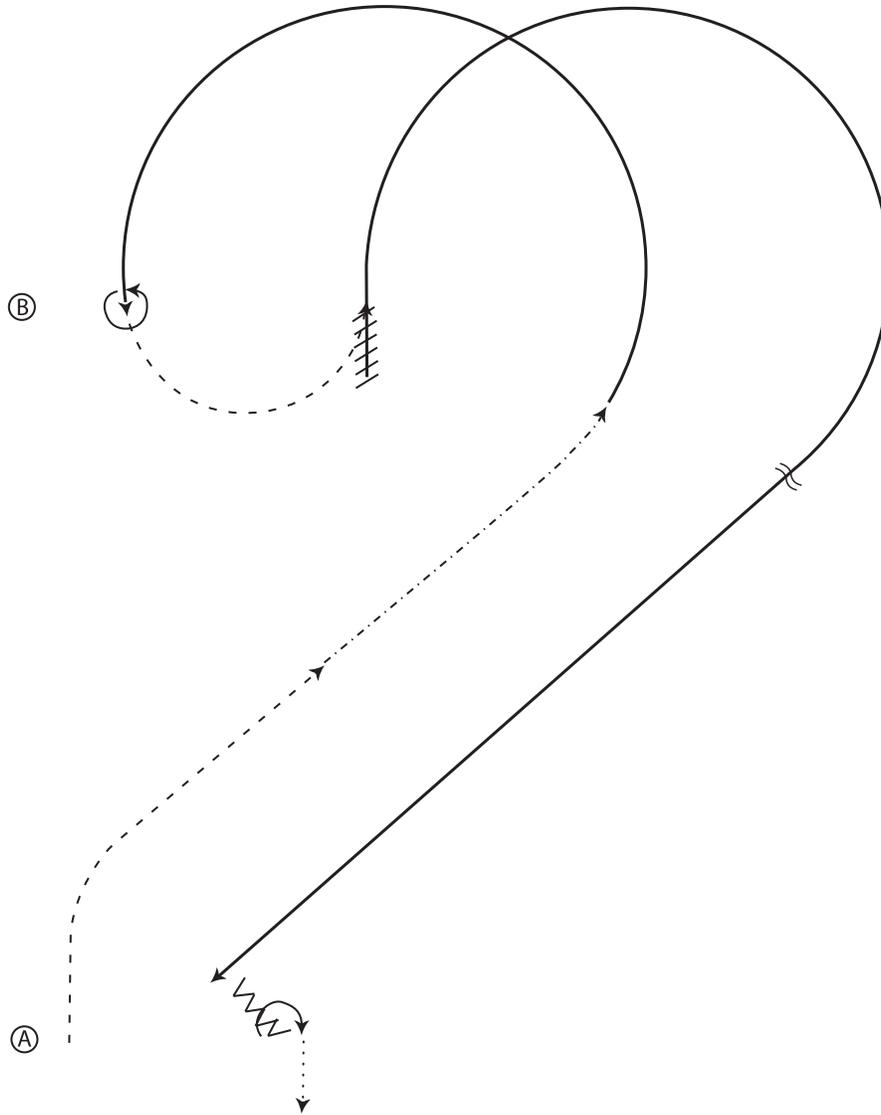


KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
ΛΛΛΛΛΛΛΛ	SIDEPASS
⊙	MARKER
==>	LEG YIELD

1. Begin at A. Lope from A to B in the right lead.
2. At B, stop and back.
3. Extend the jog in a half circle to the right.
4. Collect the jog for a ¼ circle.
5. Lope a ¾ circle to the left in the left lead.
6. Break down to a walk and walk a small half circle to the right.
7. Stop. Execute a 360-degree turn on the haunches to the right.
8. Jog forward and then jog a square corner to the right toward A and then to the left.
9. Continue at the jog and exit the arena at a jog.

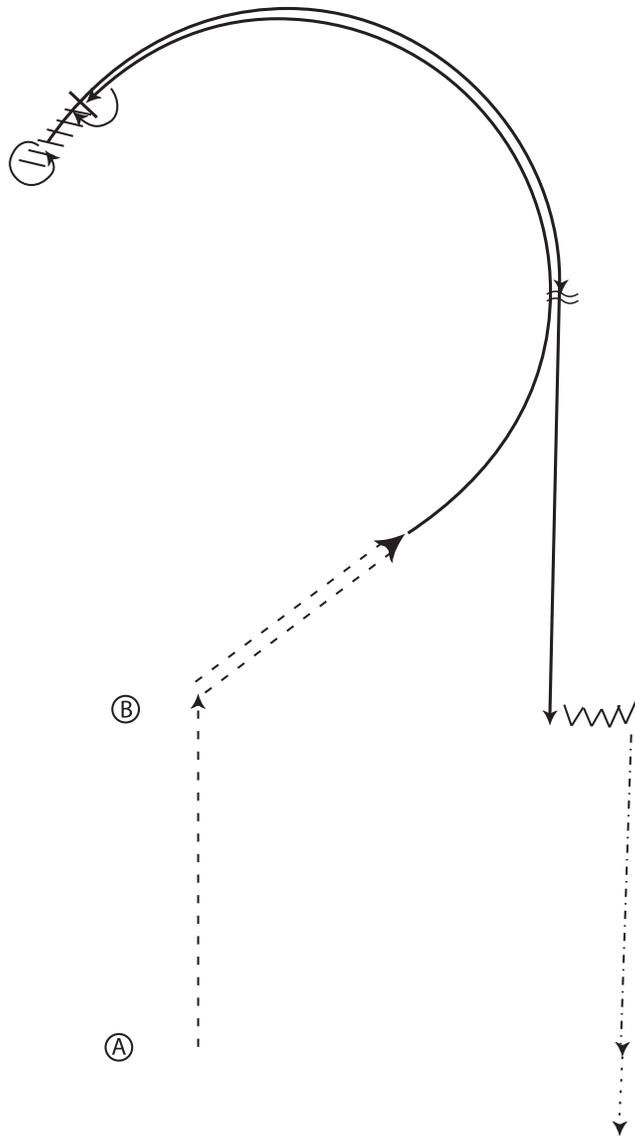


KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
Ⓐ	MARKER
==>	LEG YIELD

1. Begin at A. Drop stirrups. Jog forward and then in an arc to the right. Extend the jog in a straight line.
2. Lope a large circle to the left in the left lead until even with B.
3. At B, stop. Pick up stirrups. Execute a 360-degree turn on the forehand to the left.
4. Jog a small half circle to the left.
5. When even with B, stop and back.
6. Lope a large circle to the right in the right lead.
7. Change leads (simple or flying) and lope toward A.
8. Stop. Side pass left until even with A.
9. Execute an approximate 315-degree turn on the haunches to the right.
10. Walk forward and exit the arena at a walk.

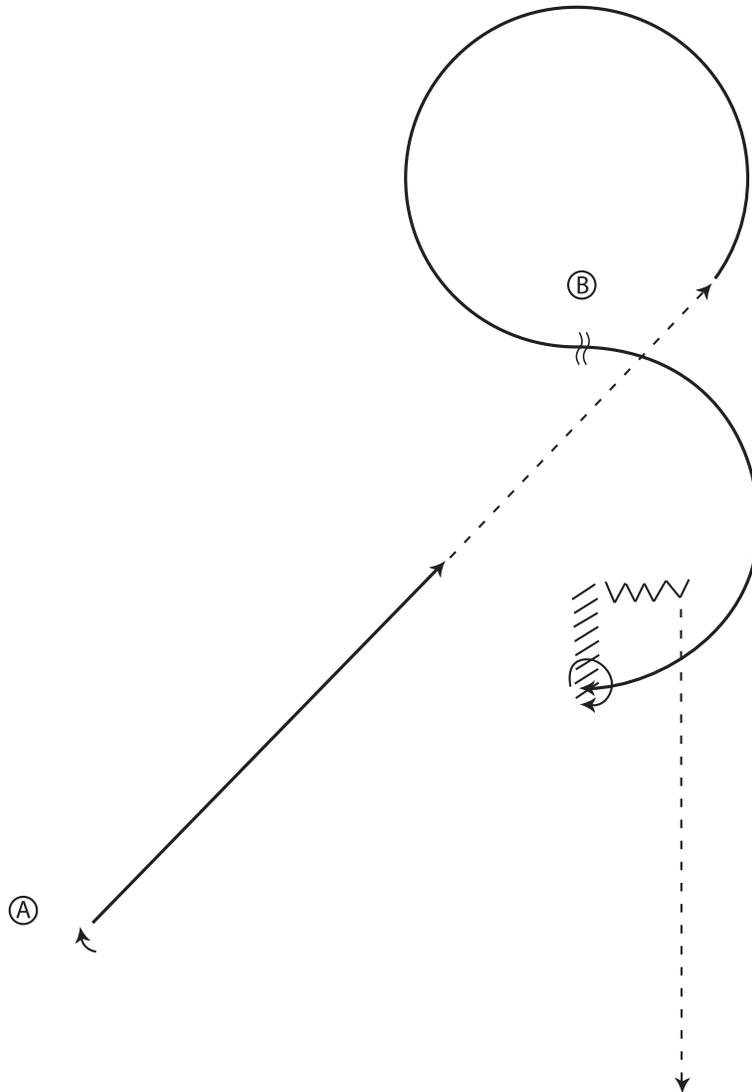


KEY

INSTRUCTIONS

.....	WALK
— — — —	JOG
— . — . — .	EXTENDED JOG
————	LOPE
////////	BACK
ΛΛΛΛΛΛΛΛ	SIDEPASS
ⓐ	MARKER
====→	LEG YIELD

1. Begin at A. Jog from A to B.
2. At B, leg yield to the right.
3. Lope in the left lead a large circle to the left with a moderate extension of the lope.
4. When even with B, stop. Execute a 180-degree turn on the forehand to the right.
5. Back several steps. Execute a 360-degree turn on the haunches to the left. Drop stirrups.
6. Lope in the right lead an arc to the right. Change leads (simple or flying) and continue at the lope until even with B.
7. At B, stop. Side pass left. Extend the jog from B to A.
8. At A, break down to a walk and exit the arena at a walk.

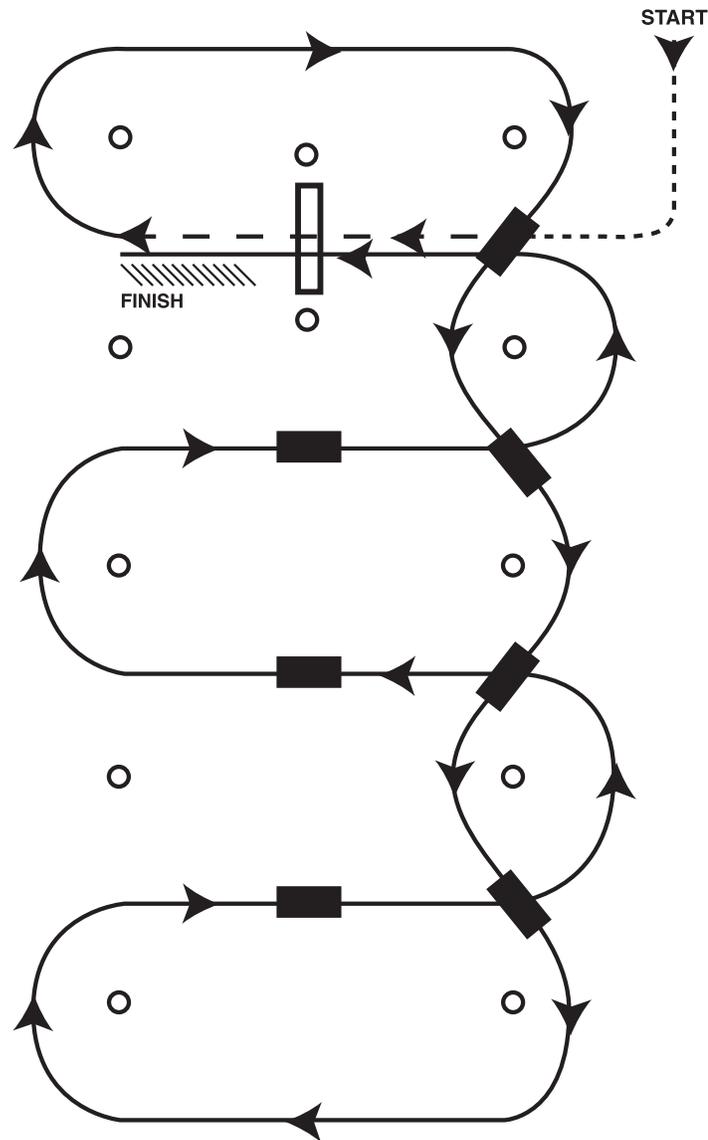


KEY

INSTRUCTIONS

.....	WALK
— — — —	JOG
— . — . — .	EXTENDED JOG
————	LOPE
////////	BACK
~~~~~	SIDEPASS
Ⓐ	MARKER
====>	LEG YIELD

1. Begin at A. Execute an approximate 45-degree turn on the forehand to the right.
2. Lope in the right lead half way to B.
3. Break down to a jog to B.
4. When even with B, lope a circle to the left around B in the left lead.
5. When even with B, change leads (simple) and lope a half circle to the right in the right lead.
6. When even with B, stop. Execute a 270-degree turn on the haunches to the right.
7. Back several steps. Side pass left.
8. Jog forward in a straight line and then exit the arena at a jog.

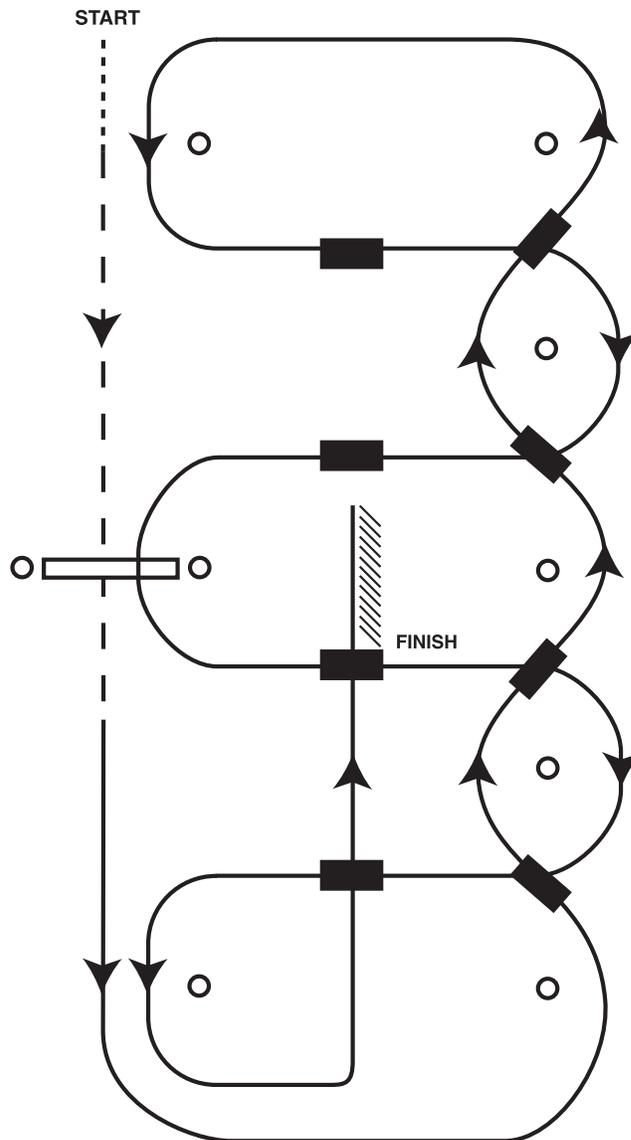


KEY

INSTRUCTIONS

- WALK
- - - - - JOG
- LOPE
- /////// BACK
- MARKER
- RECOMMENDED CHANGING AREA
- LOG

1. Walk, transition to jog, jog over log
2. Transition to right
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

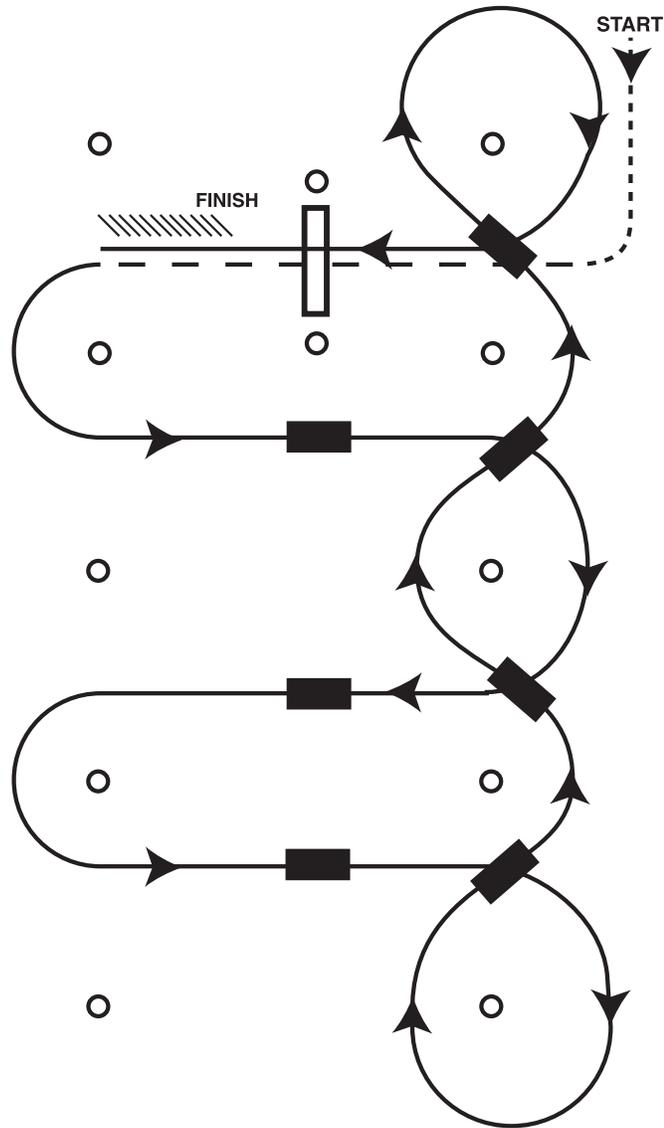


KEY

INSTRUCTIONS

- ..... WALK
- - - - - JOG
- LOPE
- /////// BACK
- MARKER
- RECOMMENDED CHANGING AREA
- ▭ LOG

1. Walk and jog over log
2. Transition to left and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change and lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back

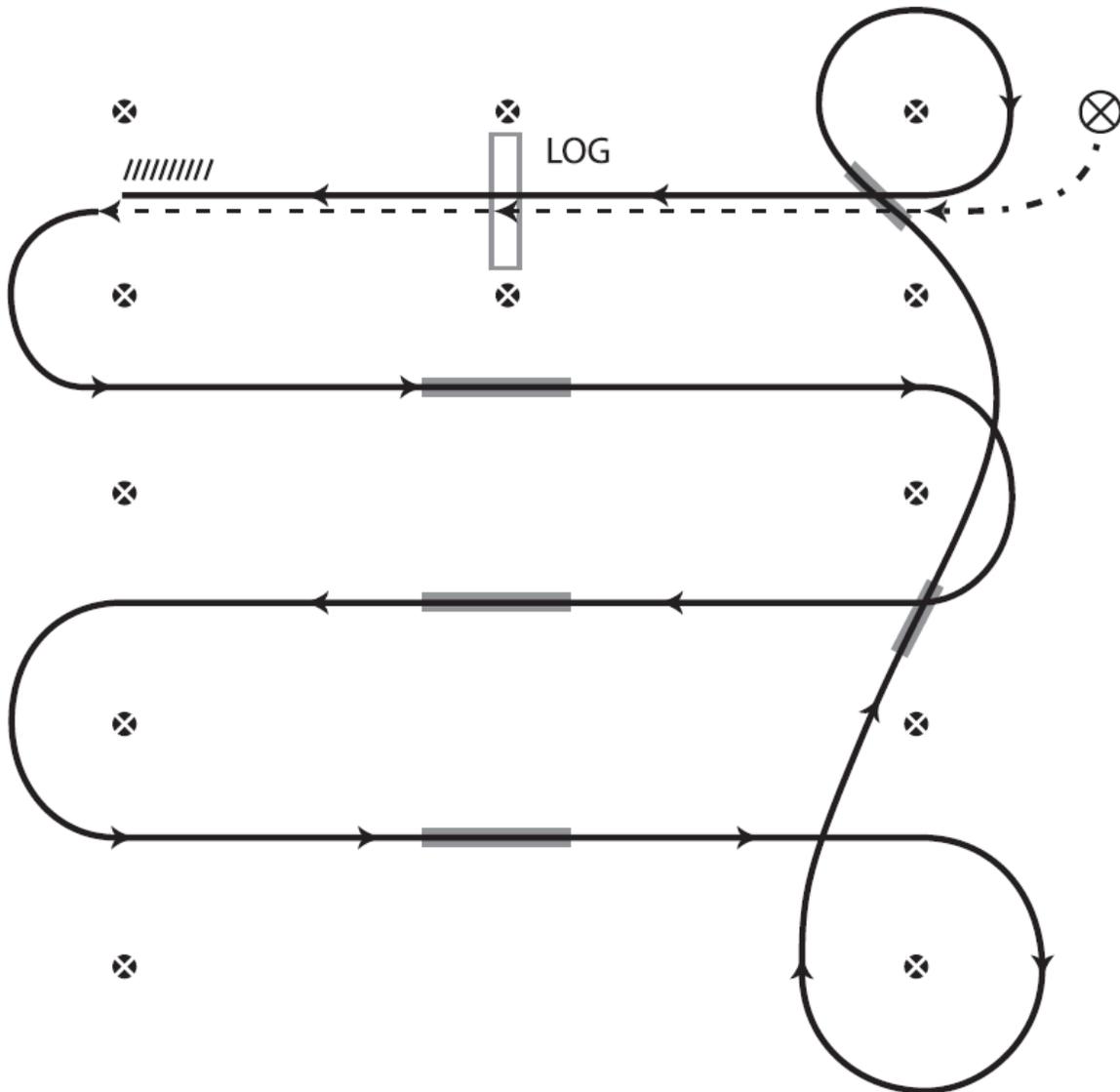


KEY

INSTRUCTIONS

- WALK
- - - - - JOG
- LOPE
- /////// BACK
- MARKER
- RECOMMENDED CHANGING AREA
- LOG

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

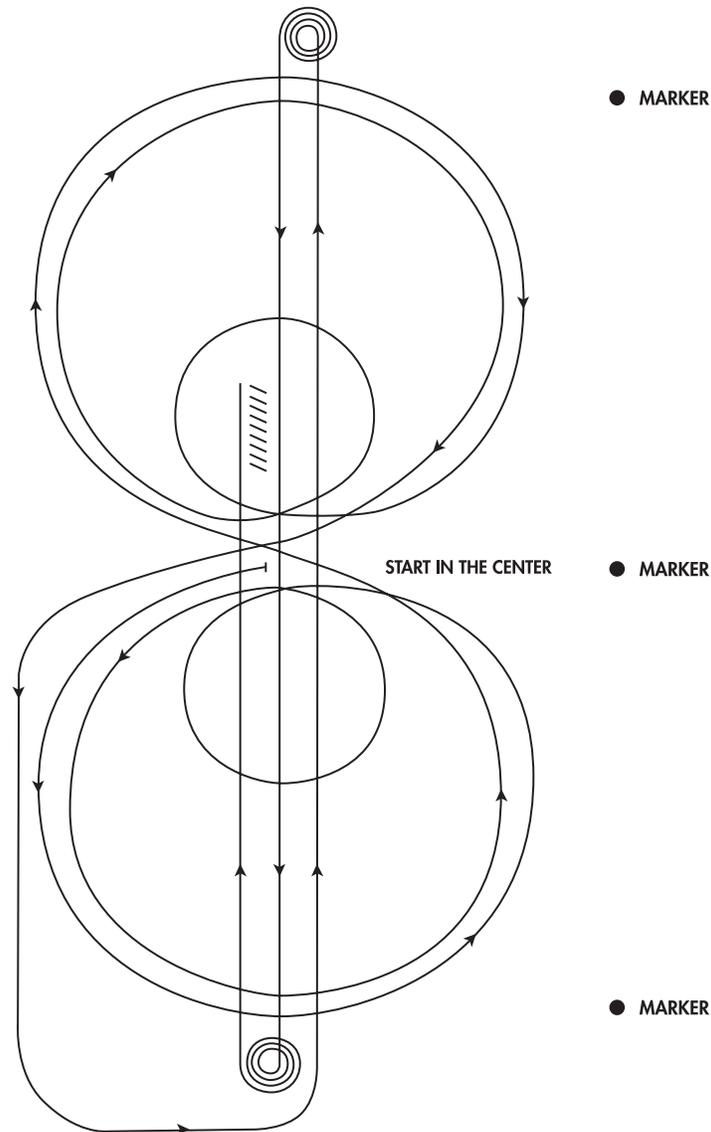


KEY

INSTRUCTIONS

-  WALK
-  JOG
-  LOPE
-  BACK
-  MARKER
-  RECOMMENDED CHANGING AREA
-  LOG

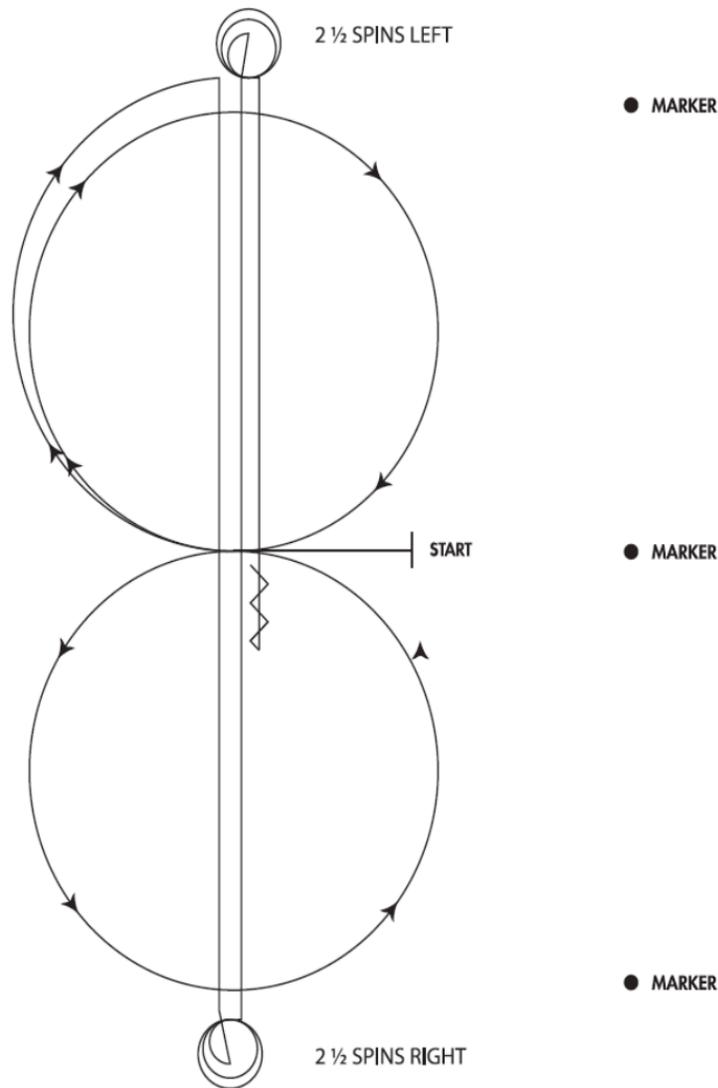
1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back



## 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.



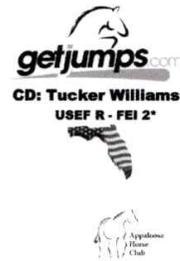
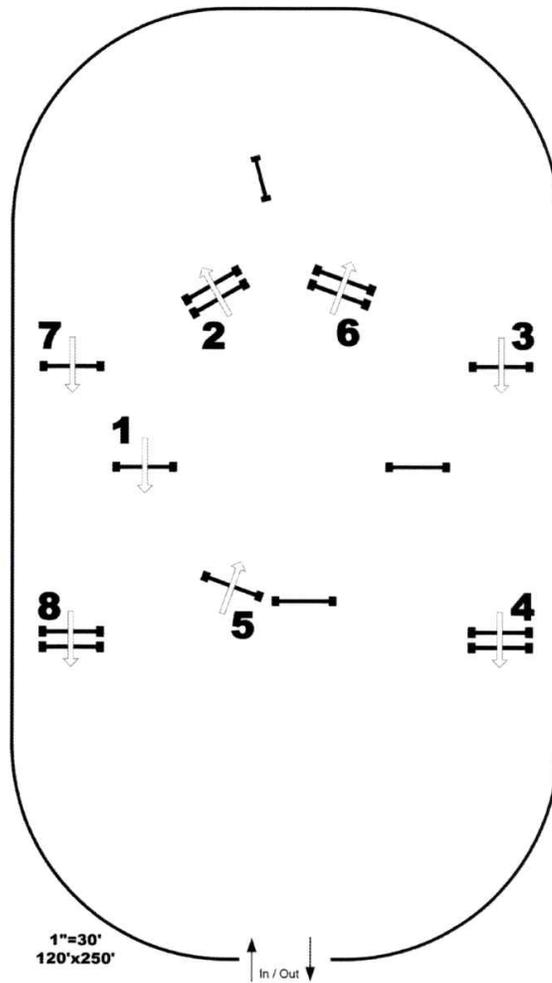
**INSTRUCTIONS**

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

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

Pattern 6

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



INSTRUCTIONS

Fences 1-8

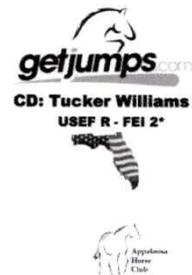
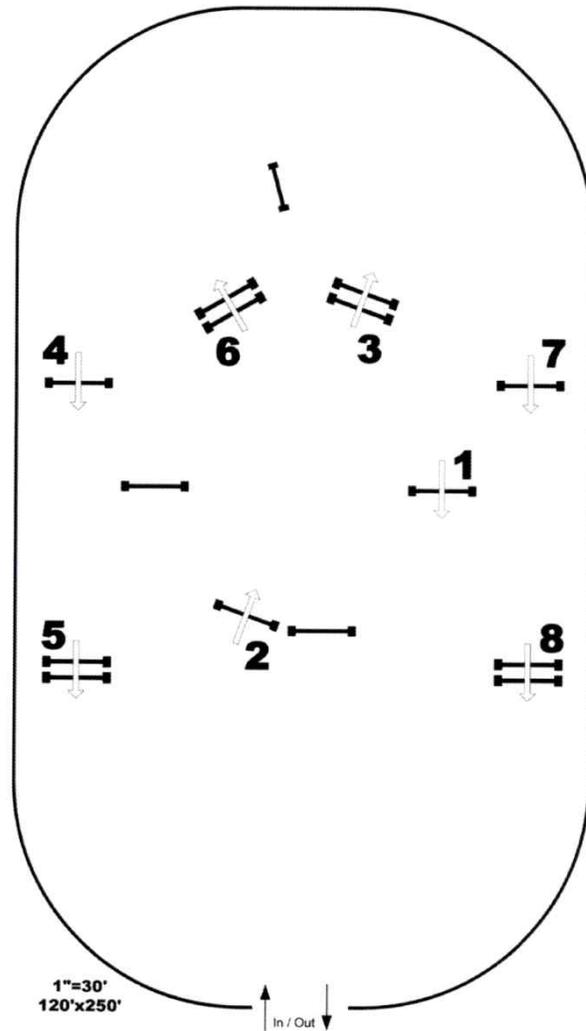
www.GetJumps.com

Course Designed By:

Tucker Williams dba Classy Courses Inc.

© Copyright 2017, All rights reserved





INSTRUCTIONS

Fences 1-8

www.GetJumps.com



Course Designed By:

Tucker Williams dba Classy Courses Inc.

© Copyright 2017, All rights reserved