

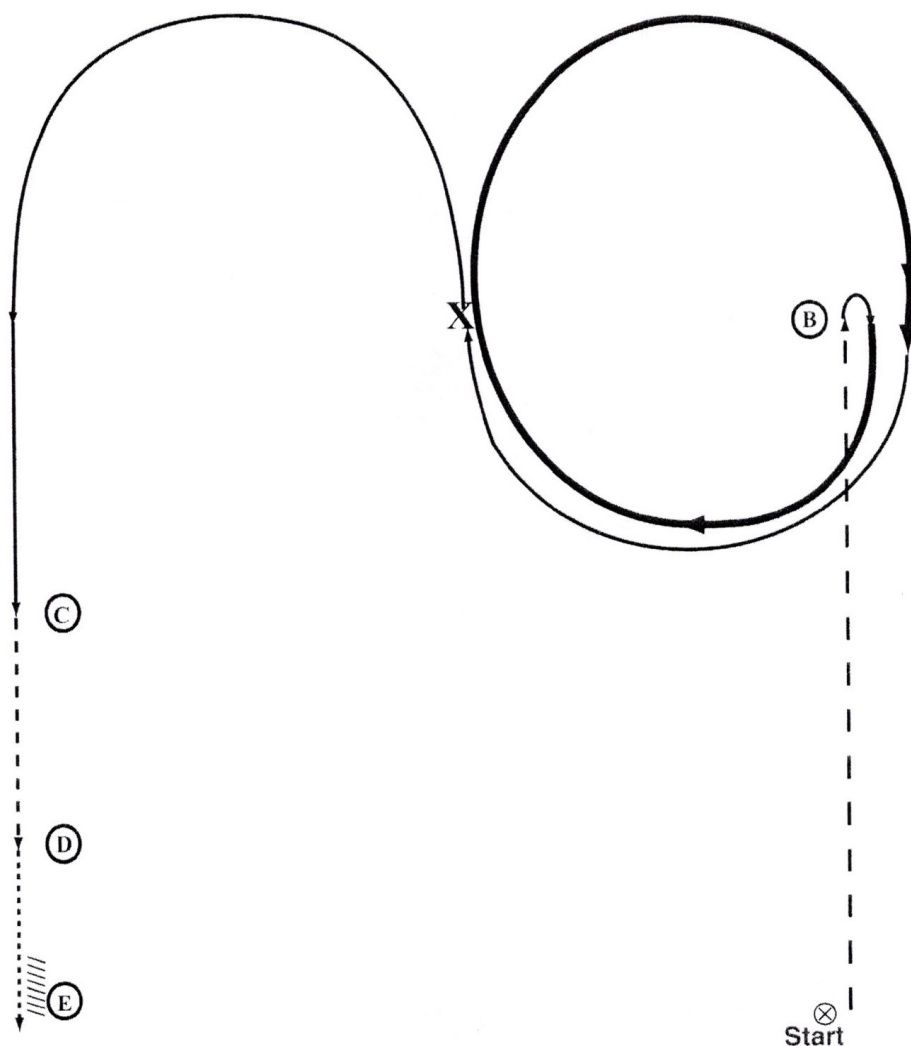


2026

PATTERN BOOK

2026 World Championship
Appaloosa Show



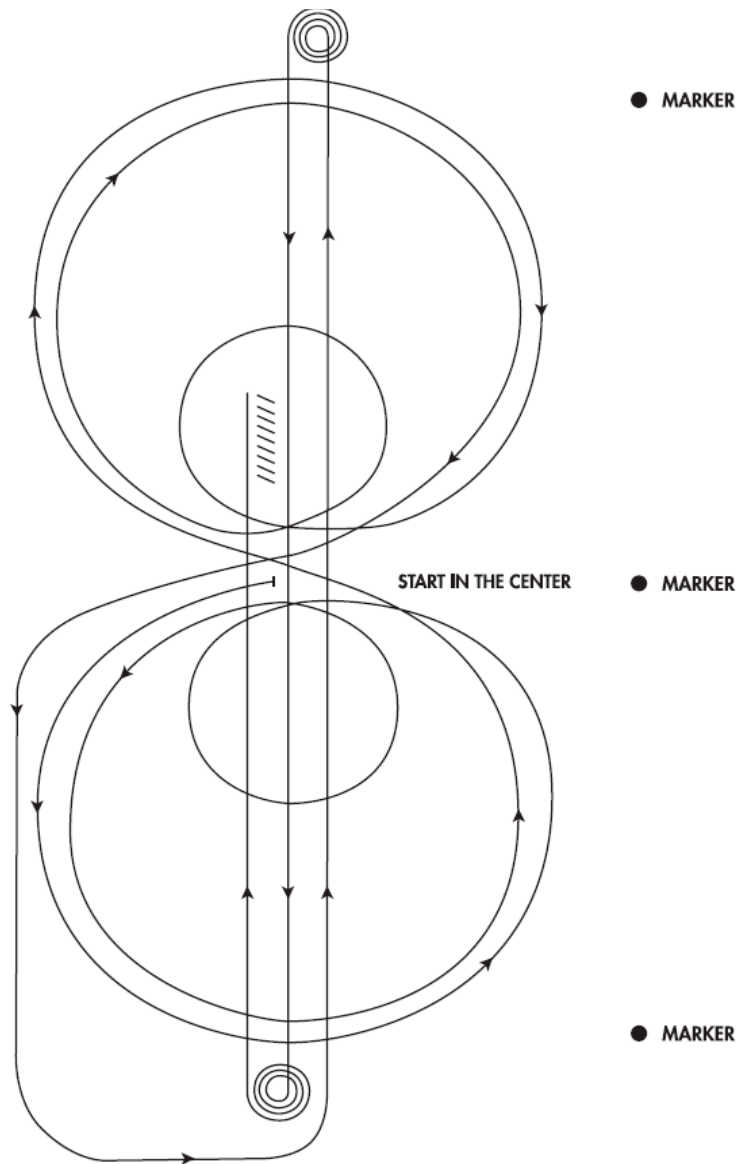


KEY

INSTRUCTIONS

X	Lead Change
• •	Walk
— —	Trot
— — — —	Ext Trot
— — — — — —	Lope
— — — — — — — —	Ext Lope
////	Back

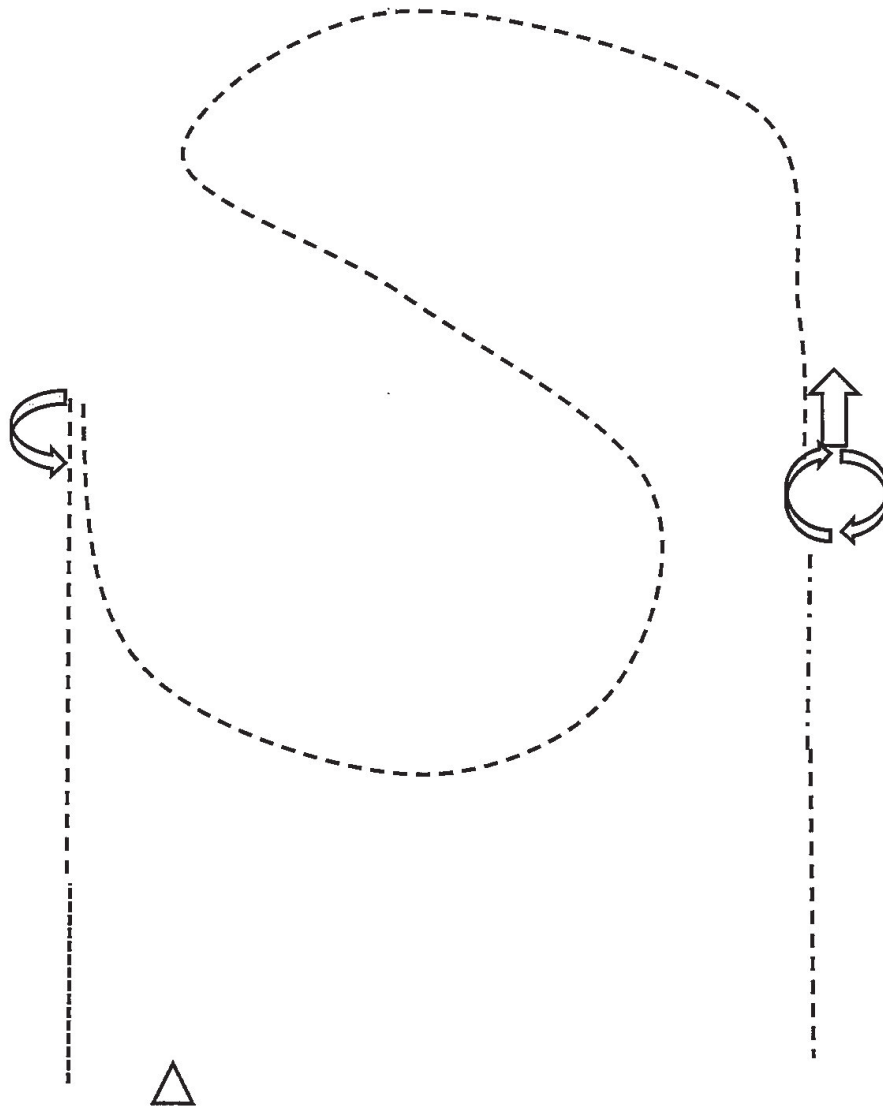
1. Extended jog from marker A to marker B. Stop.
2. Rollback to the right and lope a circle with speed back to marker B.
3. At marker B, slow to a cadenced, collected lope to the middle of the arena.
4. Change leads.
5. Lope on the left to marker C.
6. Jog to marker D.
7. Walk to marker E.
8. Stop and back 2 horse lengths.
9. Exit at a walk or jog.



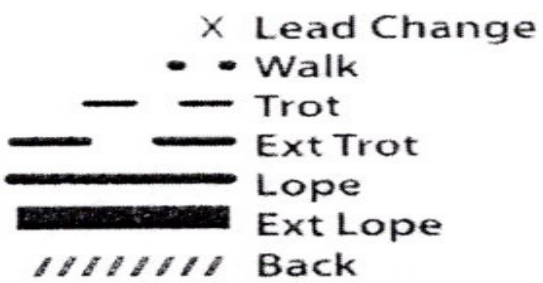
INSTRUCTIONS

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.

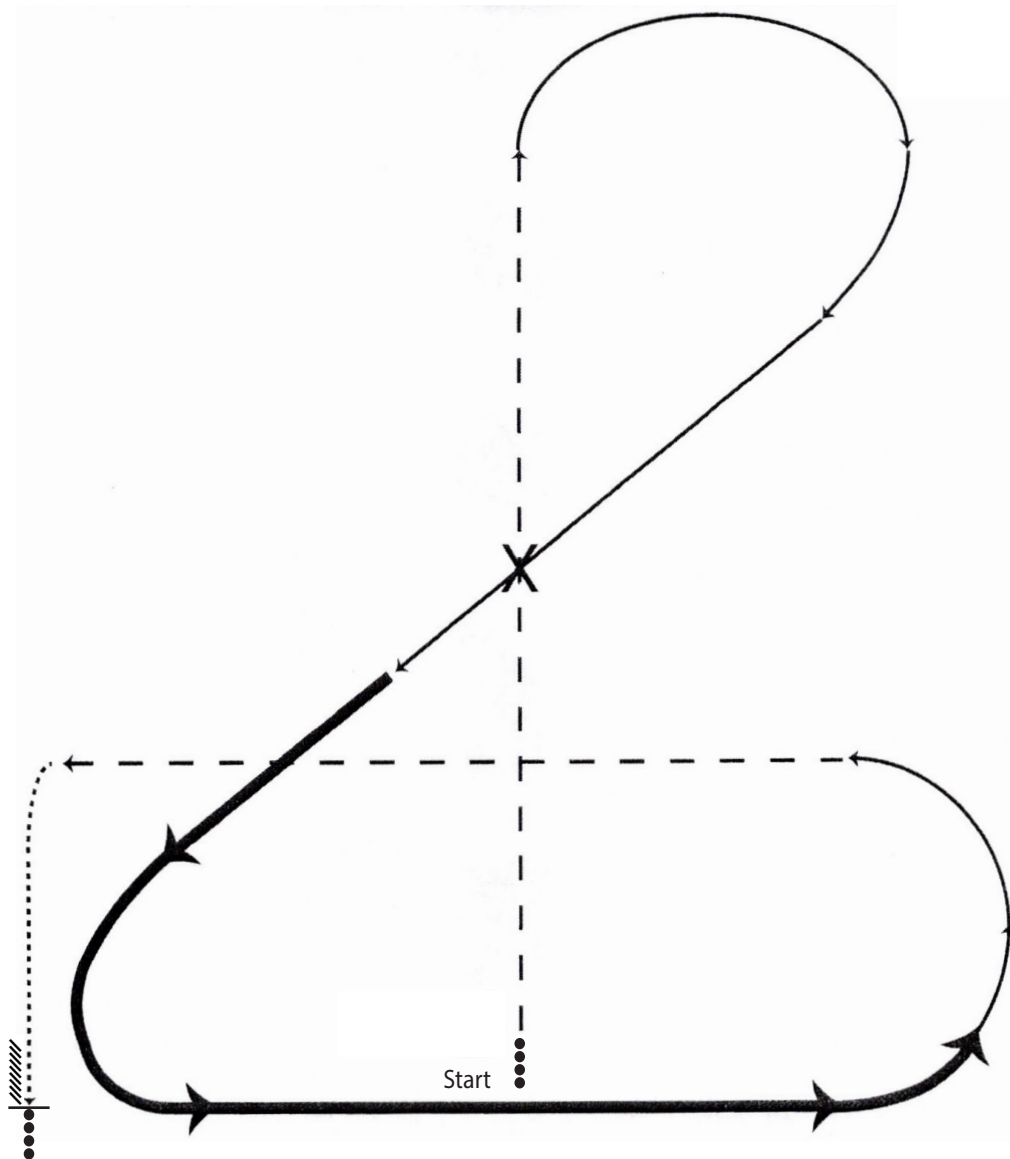


KEY

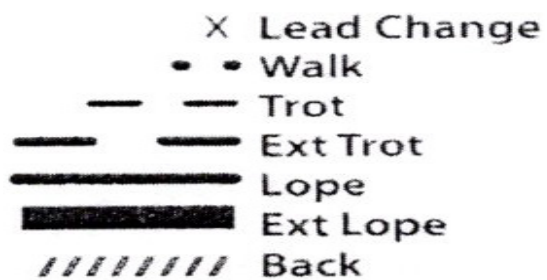


INSTRUCTIONS

1. Walk 2 horse lengths.
2. Posting Trot left diagonal.
3. 180 forehand turn to the left.
4. Posting trot serpentine demonstrating correct diagonals.
5. Stop and back.
6. 360 to the right.
7. Sitting trot half of the remaining line.
8. Posting trot left diagonal. Stop.
9. Exit at walk or trot.

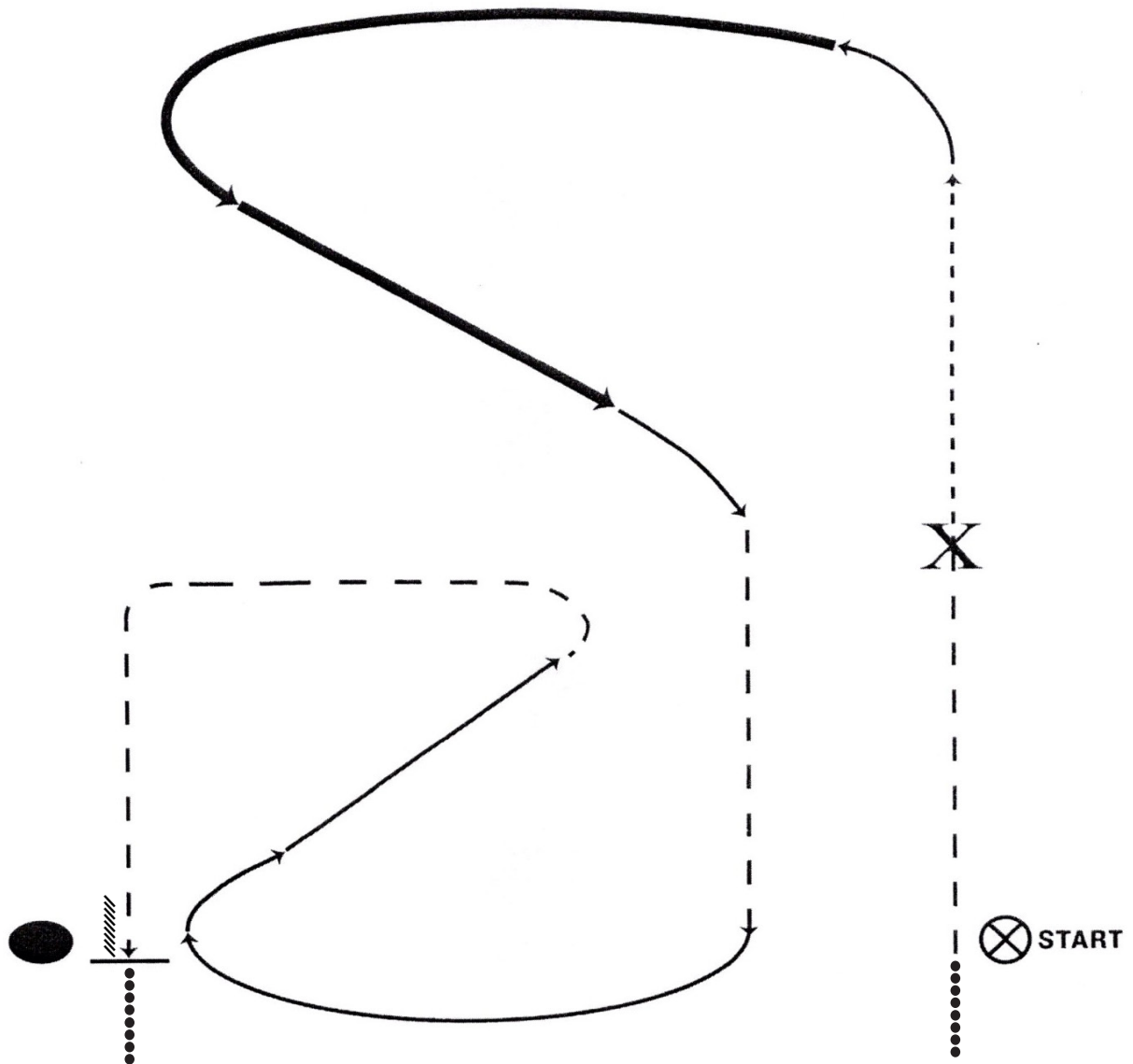


KEY



INSTRUCTIONS

1. Walk two horse lengths.
2. Posting trot, right diagonal. At "X" change diagonals.
3. Collected canter, right lead. Change leads (simple or flying).
4. Gradually increase to a hand gallop before collecting back to a canter.
5. Posting trot, right diagonal.
6. Sitting trot. Halt.
7. Stop and back four steps.
8. Exit at a walk.

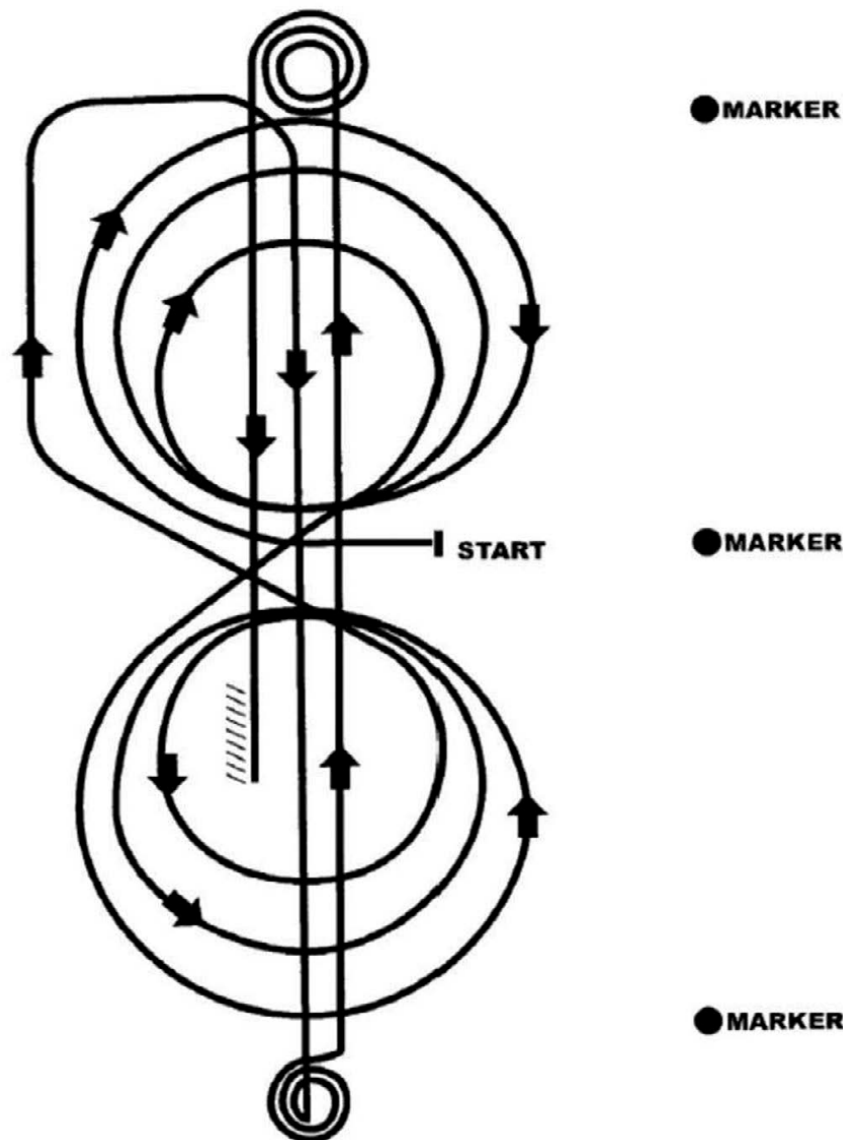


KEY

X	Lead Change
• •	Walk
— —	Trot
— —	Ext Trot
— —	Lope
— —	Ext Lope
////	Back

INSTRUCTIONS

1. Start before cone, walk to cone.
2. Posting trot 1/2 of the line on the right diagonal; sitting trot 1/2 of the line.
3. Hand gallop around end before collecting to the canter.
4. Posting trot to marker.
5. Canter on right lead.
6. Posting trot to marker. Halt.
7. Stop and back four steps.
8. Exit at a walk.

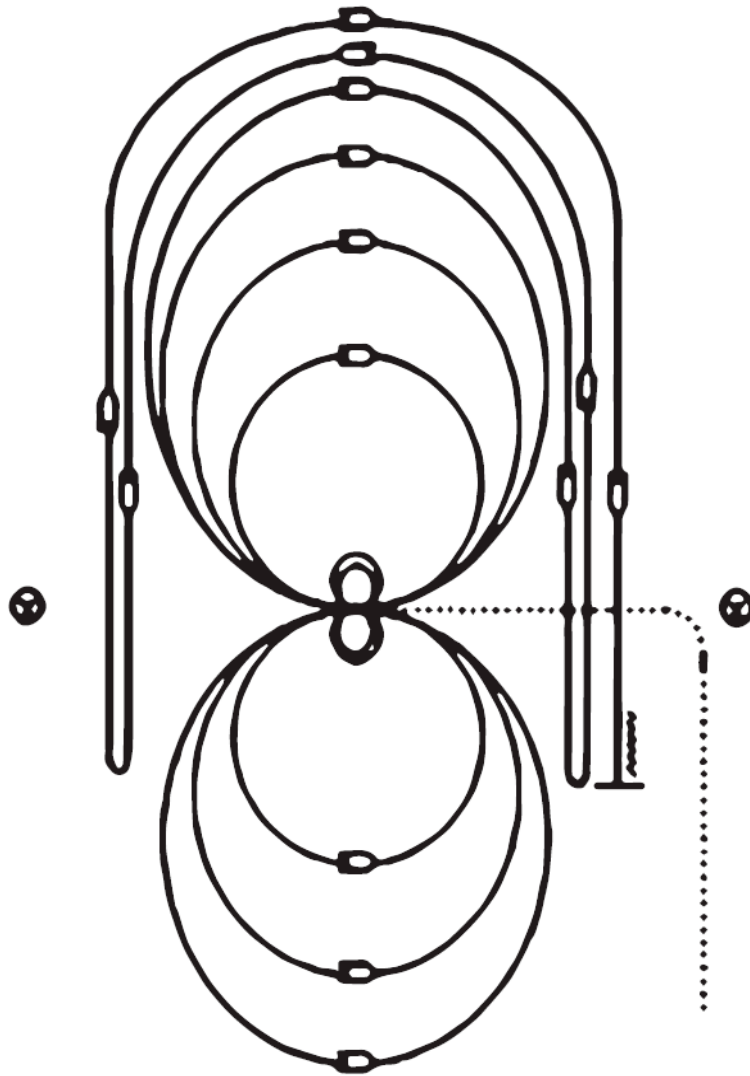


INSTRUCTIONS

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

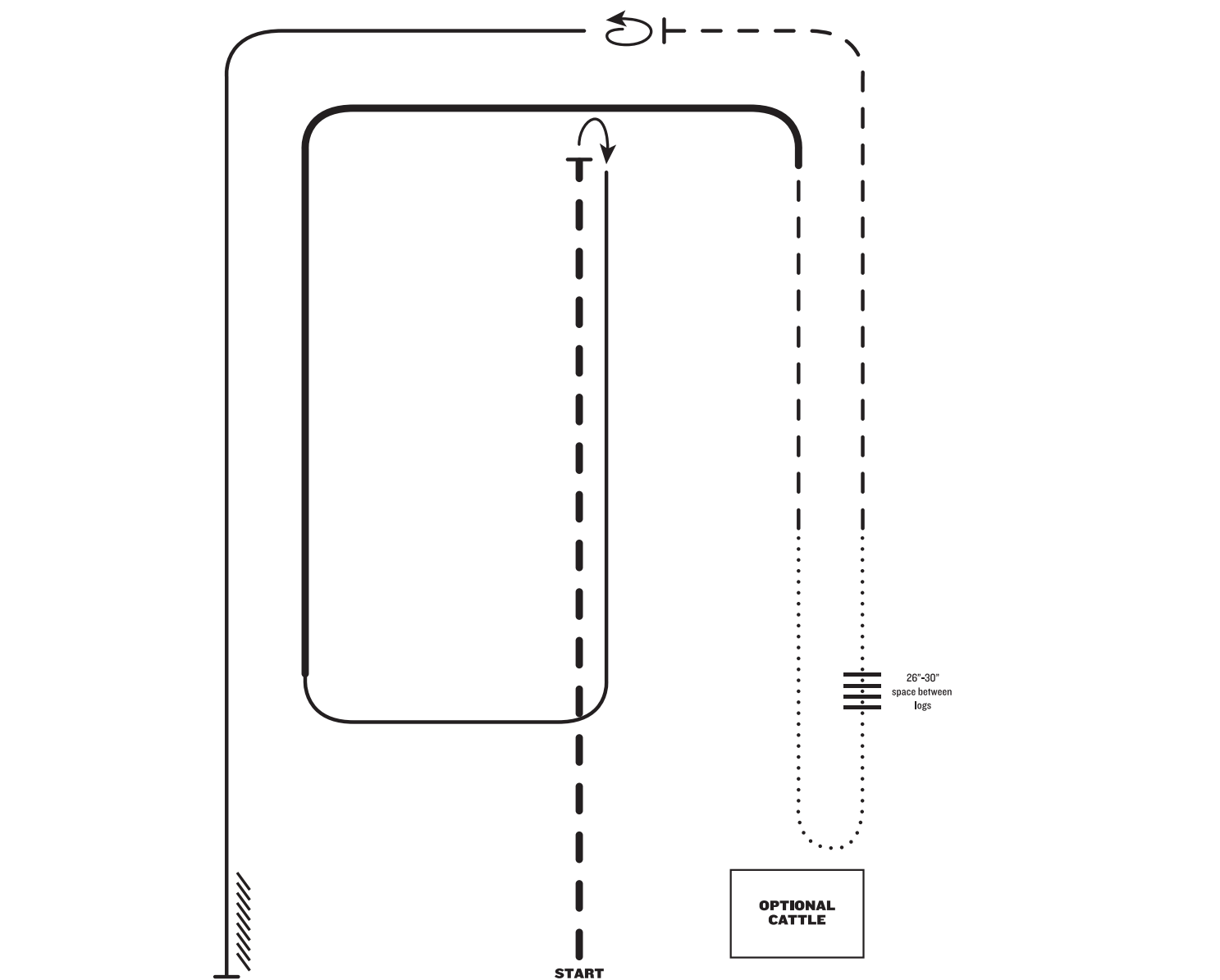


INSTRUCTIONS

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.



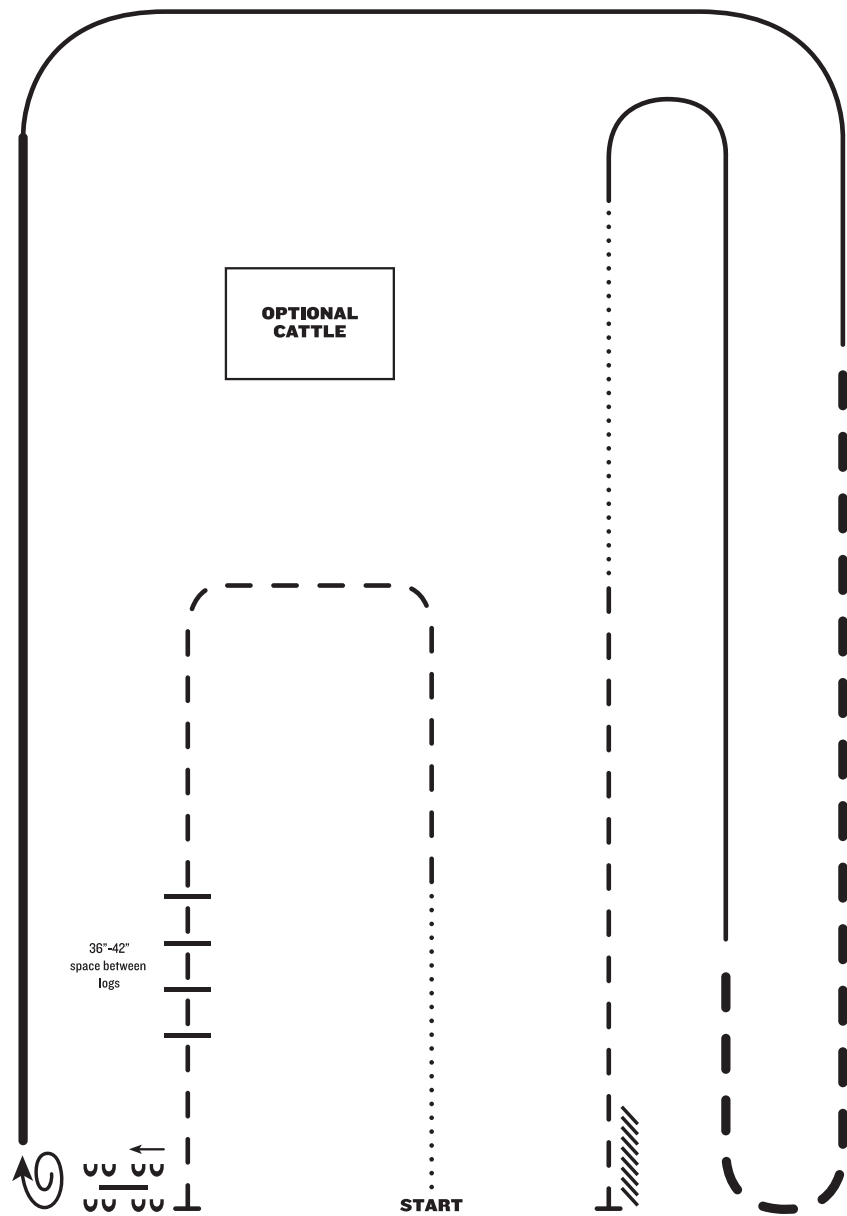
KEY

INSTRUCTIONS

.....	Walk
... ..	Extended Walk
— — —	Trot
— — —	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
//	Lead Change

1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 turn left
11. Lope left lead
12. Stop and back





KEY

INSTRUCTIONS

.....	Walk
... ..	Extended Walk
— — —	Trot
— — —	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
//	Lead Change

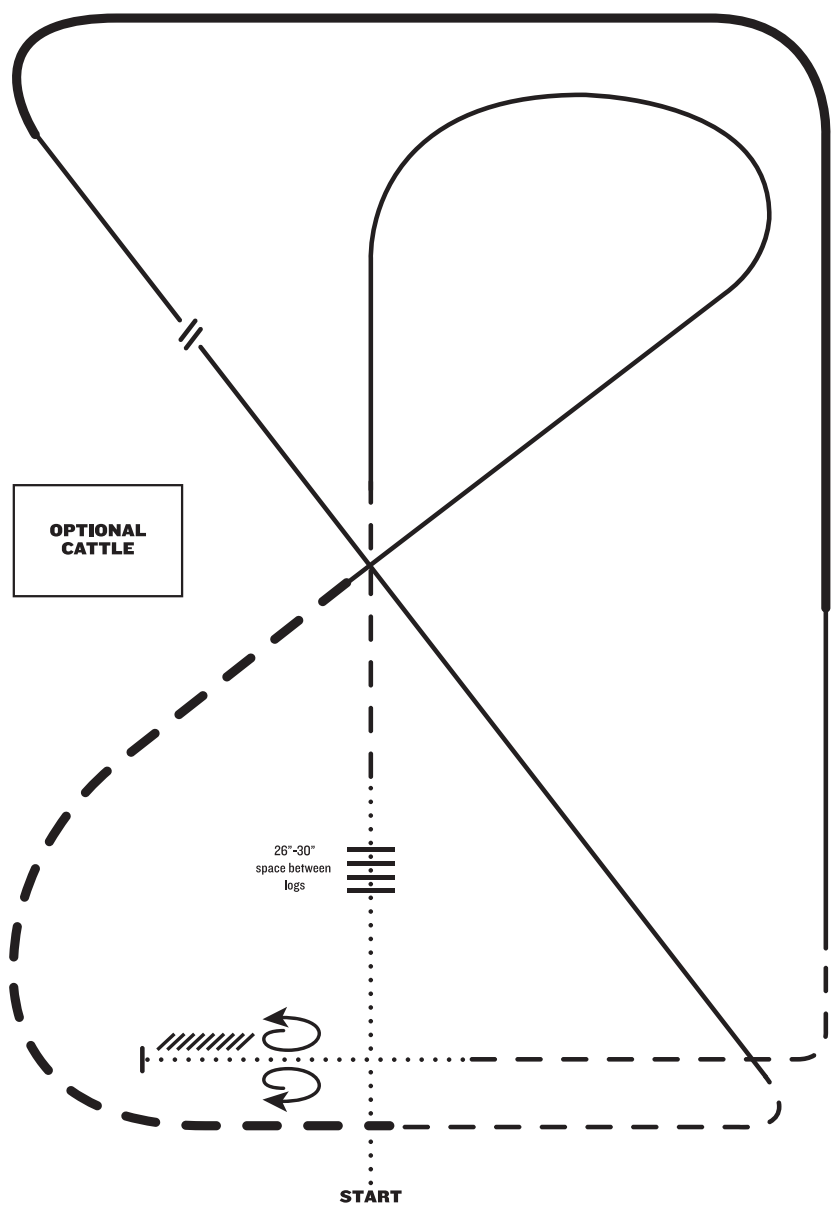
1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back





INSTRUCTIONS

1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 turn each direction (either direction 1st) (L-R or R-L)



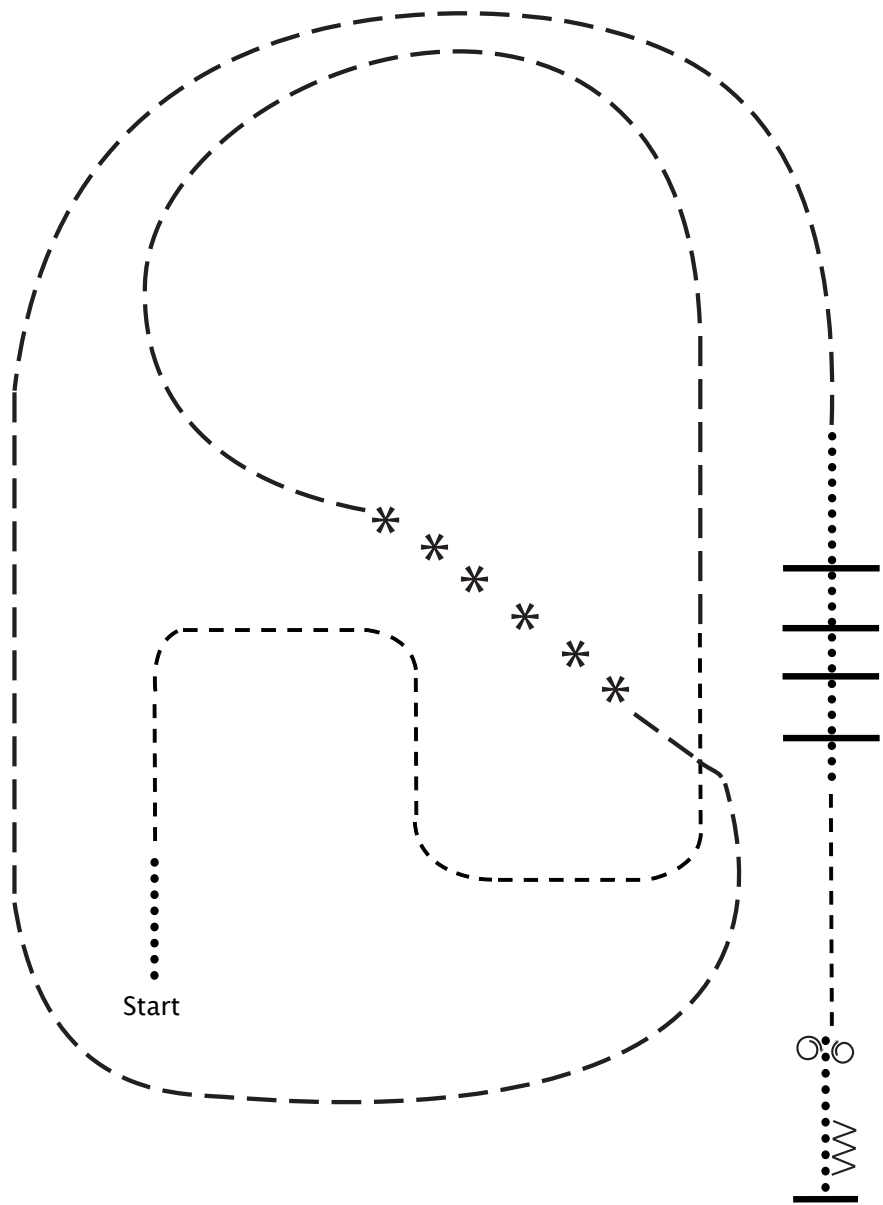
KEY

INSTRUCTIONS

- **Walk**
- ... **Extended Walk**
- — **Trot**
- — **Extended Trot**
- **Lope**
- **Extended Lope**
- //// **Back**
- // **Lead Change**

1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360 turn each direction (either direction 1st) (L-R or R-L)





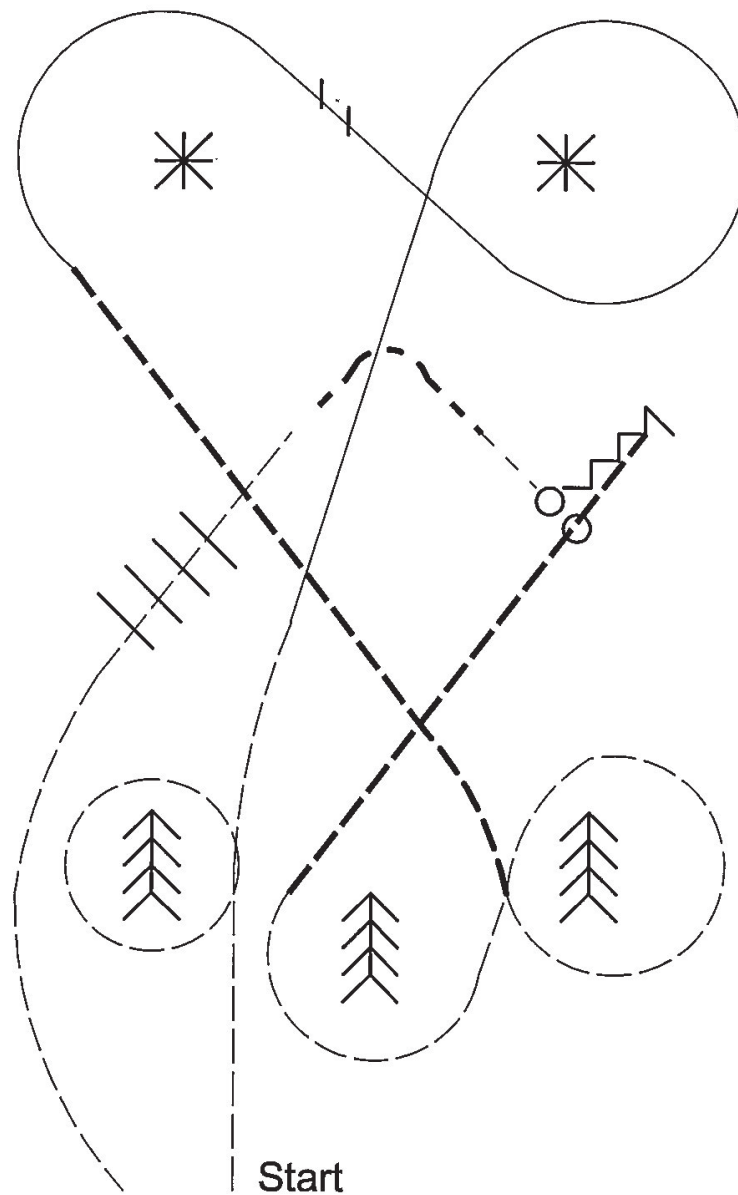
KEY

INSTRUCTIONS

- Walk
- * * * Extended Walk
- - - Trot
- — — Extended Trot
- Posting Trot
- W W W Back
- Stop

1. Walk
2. Trot
3. Extended trot
4. Extended walk
5. Trot
6. Extended trot
7. Walk over logs
8. Trot
9. 360 either direction
10. Walk
11. Stop and back



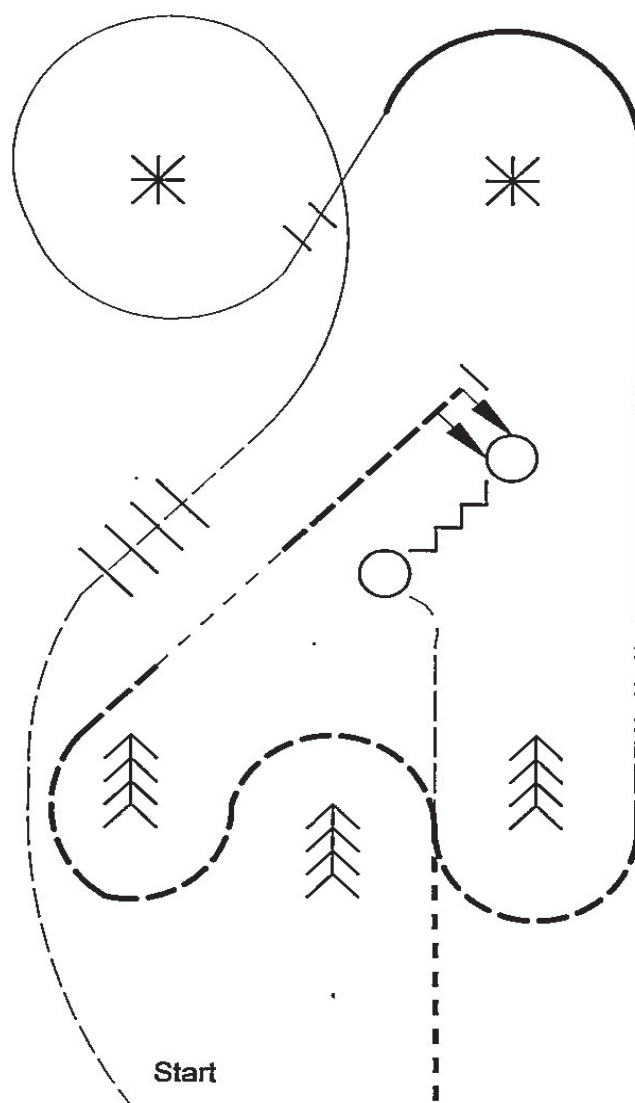


KEY

INSTRUCTIONS

- — — — — **Walk**
- - - - - **Extended Walk**
- — — — — **Trot**
- - - - - **Extended Trot**
- — — — — **Lope**
- - - - - **Extended Lope**

1. Enter at trot, trot circle to left.
2. Lope right lead, continue in circle to right.
3. Change leads, continue 1/2 circle to the left.
4. Extended trot.
5. Collect trot, circle to left and 1/2 circle right.
6. Extended trot.
7. Stop and back.
8. Turn 360 to right.
9. Turn 450 to left.
10. Walk, extend walk around corner.
11. Trot over logs to exit.

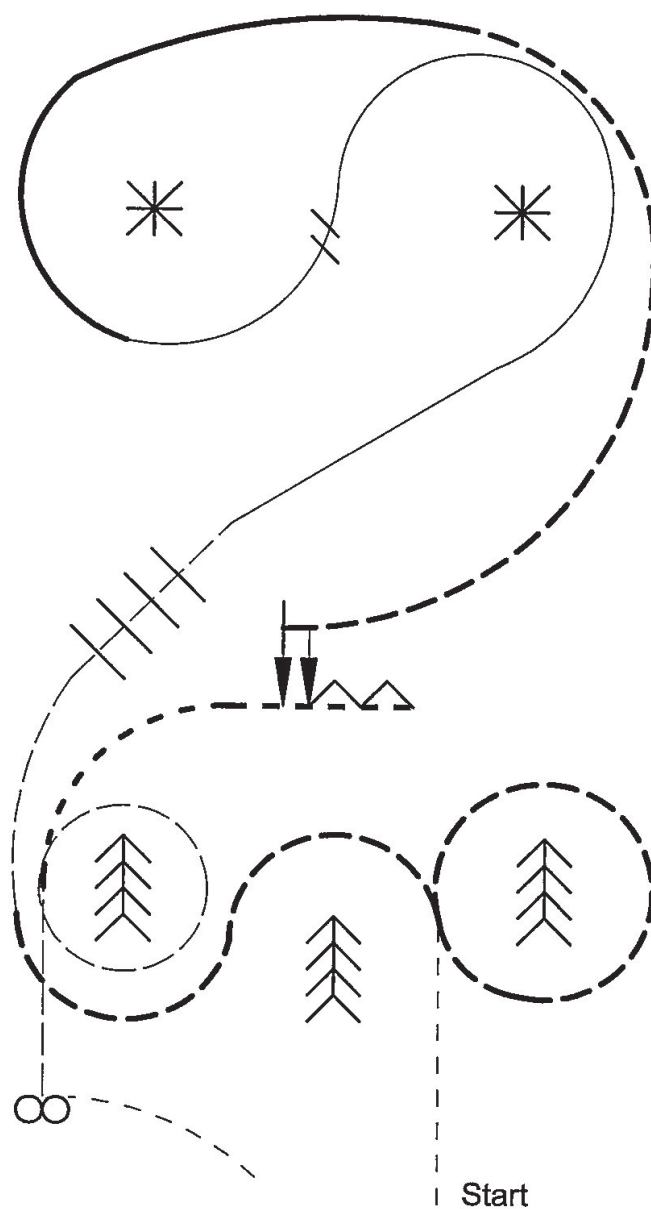


KEY

— — — —	Walk
- - - - .	Extended Walk
— — — —	Trot
— — — —	Extended Trot
— — — —	Lope
— — — —	Extended Lope

INSTRUCTIONS

1. Enter at a trot, trot over logs
2. Lope left lead, circle to left.
3. Change leads, simple or flying.
4. Extend the lope around corner, collect lope.
5. Extended trot through serpentine.
6. Walk two horse lengths, extended trot.
7. Stop, sidepass right.
8. 360 turn left.
9. Back.
10. 450 turn to right.
11. Trot 1/2 way to exit, extended walk to exit.



KEY

INSTRUCTIONS

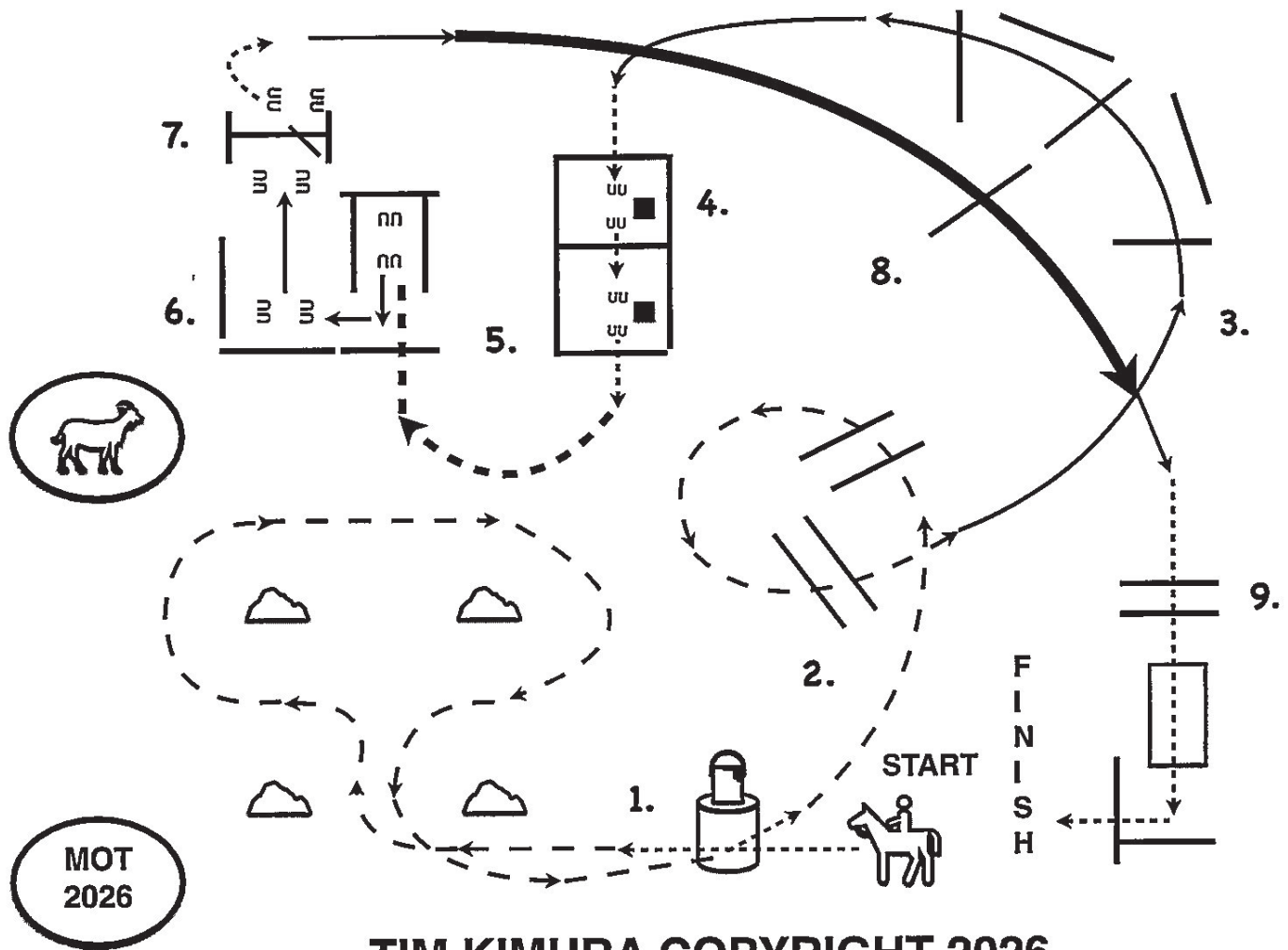
- - - - Walk
 - - - - Extended Walk
 - - - - Trot
 - - - - Extended Trot
 - - - - Lope
 - - - - Extended Lope

1. Enter at walk, extended trot serpentine.
2. Trot, trot over logs.
3. Lope left lead.
4. Change leads, simple or flying.
5. Extended lope.
6. Extended trot to center of arena.
7. Stop, sidepass left.
8. Back, extended walk.
9. Trot circle to left.
10. 450 to left.
11. Turn 360 to right. Walk to exit.



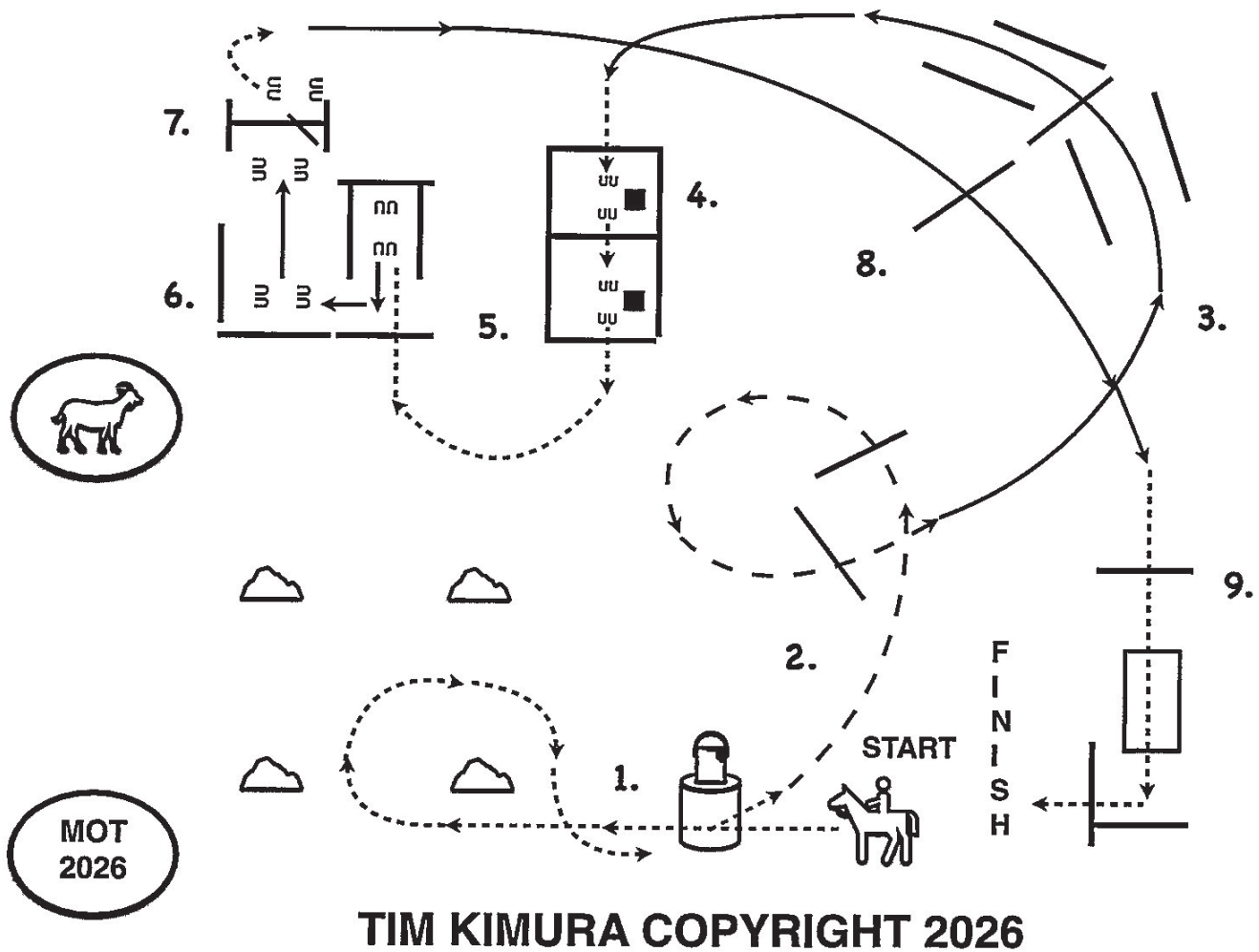
INSTRUCTIONS

1. Enter at trot.
2. Leg yield to left at trot.
3. Lope right lead.
4. Extended lope around end of arena.
5. Collect the lope, 1/2 circle to right.
6. Change leads - simple or flying continue in left lead.
7. Extended trot through turns.
8. Stop and back.
9. 1 1/4 turn to left.
10. Walk 1/2 circle, trot to ext.



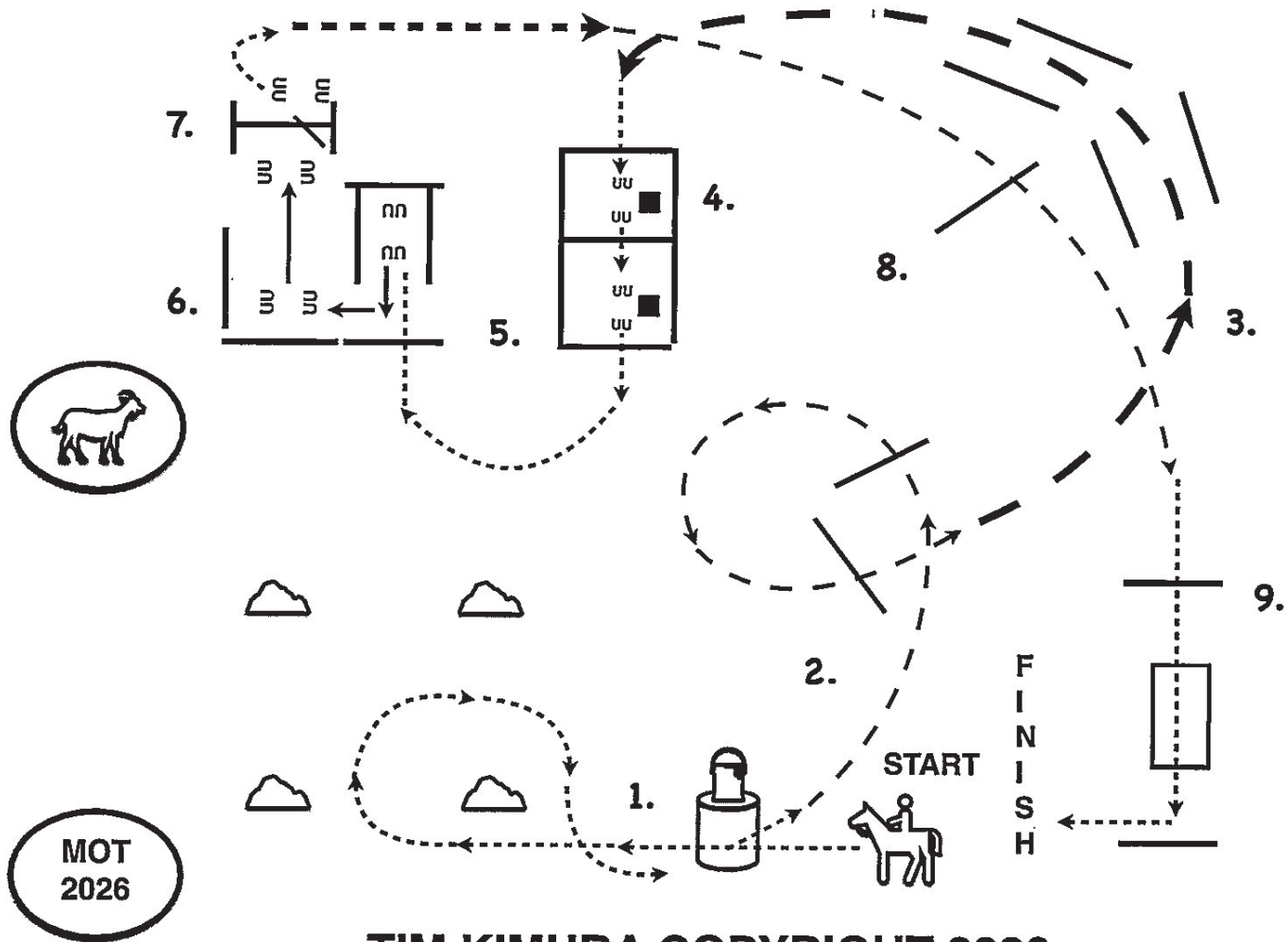
INSTRUCTIONS

1. Walk up and pick up bucket, you may walk forward, then trot between rocks, and return bucket.
2. You may walk forward, then trot over logs.
3. Lope over logs (left lead).
4. Break to the walk, walk into first box, dismount and lead horse into second box, remount, and walk out box.
5. Extend the walk over log and into chute.
6. Back around correnr, back between logs.
7. Side pass left to gate.
8. Work gate left hand.
9. Turn right, you may walk forward, then lope (right lead), then extend the lope over pole, then collect the lope.
10. Break to the walk, walk over logs, over bridge, turn right, walk over last log.



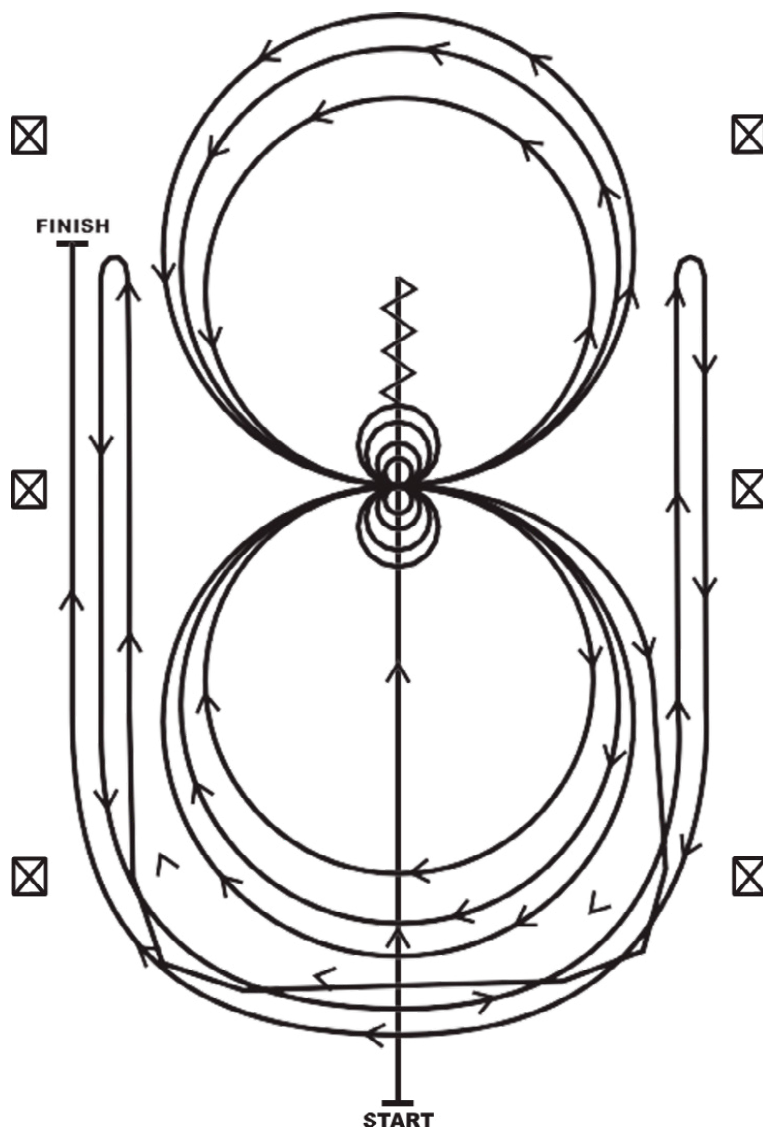
INSTRUCTIONS

1. Walk up and pick up bucket, walk forward and walk around rocks, and return bucket.
2. You may walk forward, then trot over logs.
3. Lope over logs (left lead).
4. Break to the walk, walk into first box, dismount and lead horse into second box, remount, and walk out box.
5. Walk over log and walk into chute.
6. Back around corner, back between logs.
7. Side pass left to gate.
8. Work gate left hand.
9. Turn right, you may walk forward, then lope over log (right lead).
10. Break to the walk, walk over log, over bridge, turn right, walk over last log.



INSTRUCTIONS

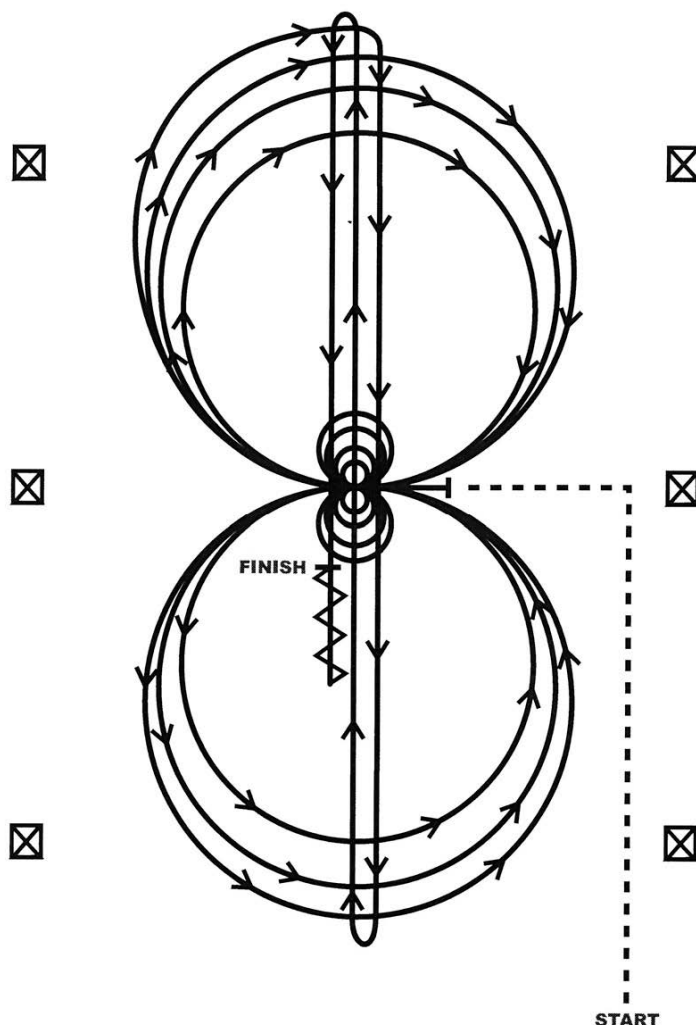
1. Walk up and pick up bucket, walk forward, and walk around rocks, and return bucket.
2. You may walk forward, then trot over logs.
3. Extend the trot through chute.
4. Break to the walk, walk into first box, dismount and lead horse into second box, remount, and walk out box.
5. Walk over log and walk into chute.
6. Back around corner, back between logs.
7. Side pass left to gate.
8. Work gate left hand.
9. Turn right, walk forward, then extend the walk, then trot over log.
10. Break to the walk, walk over log, over bridge, turn right, as you walk off the bridge.



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 meters). Hesitate.
2. Complete four spins to the left. Hesitate.
3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. 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.
6. Begin a large circle to the right 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 (six meters) from the wall or fence – no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena and past the center marker and do a right rollback at least 20 feet (six meters) from the wall or fence – no hesitation.
8. 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 sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

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

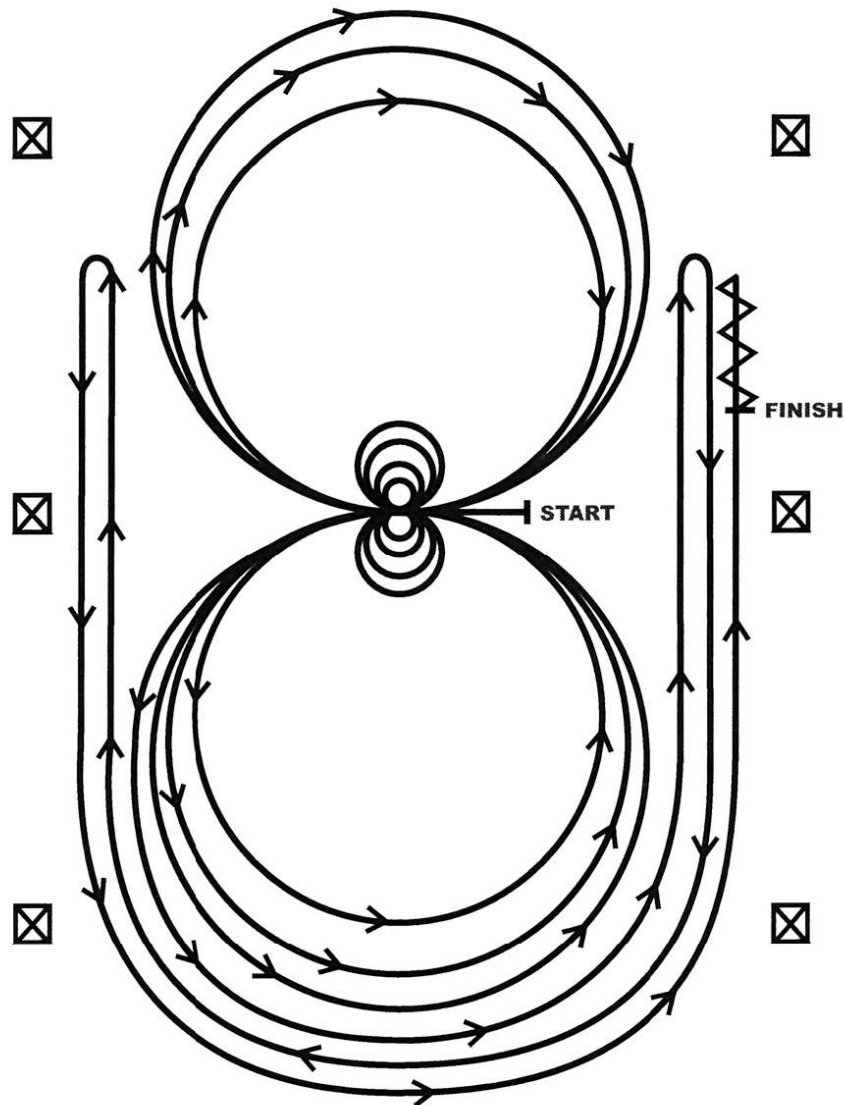


INSTRUCTIONS

Horse must jog the majority of the way to the center of the arena. Failure to jog the majority of the way to the center will result in a -0- for failure to complete the pattern as written. Horse must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback – no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3.05 m). Hesitate to demonstrate completion of the pattern.

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

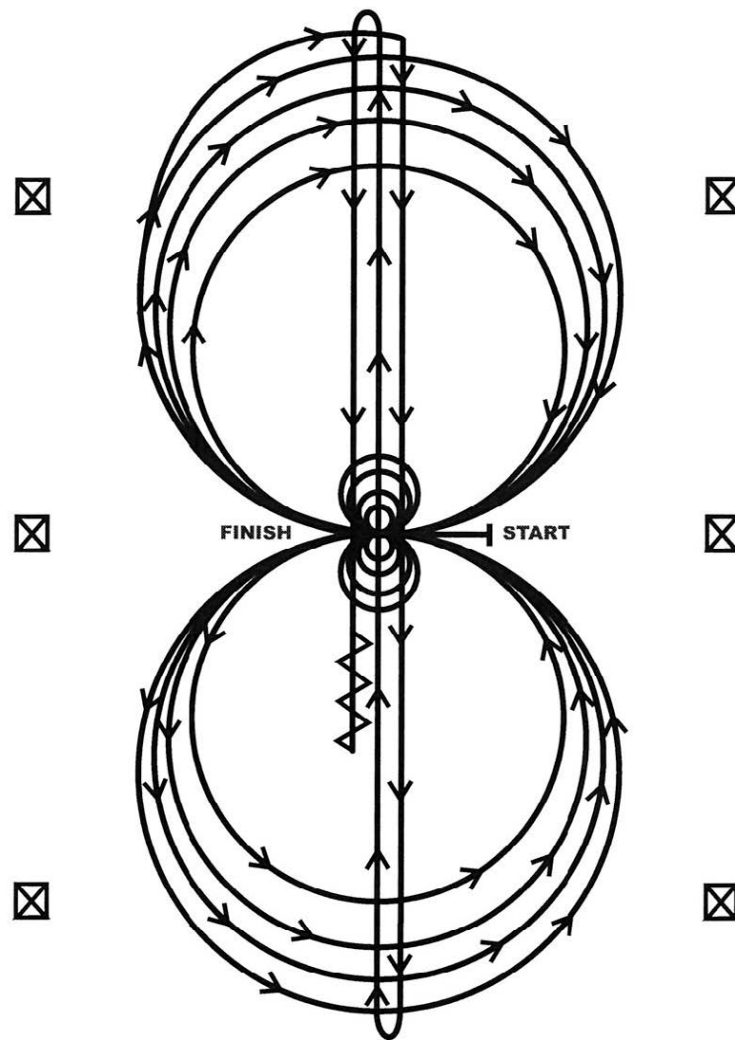


INSTRUCTIONS

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.

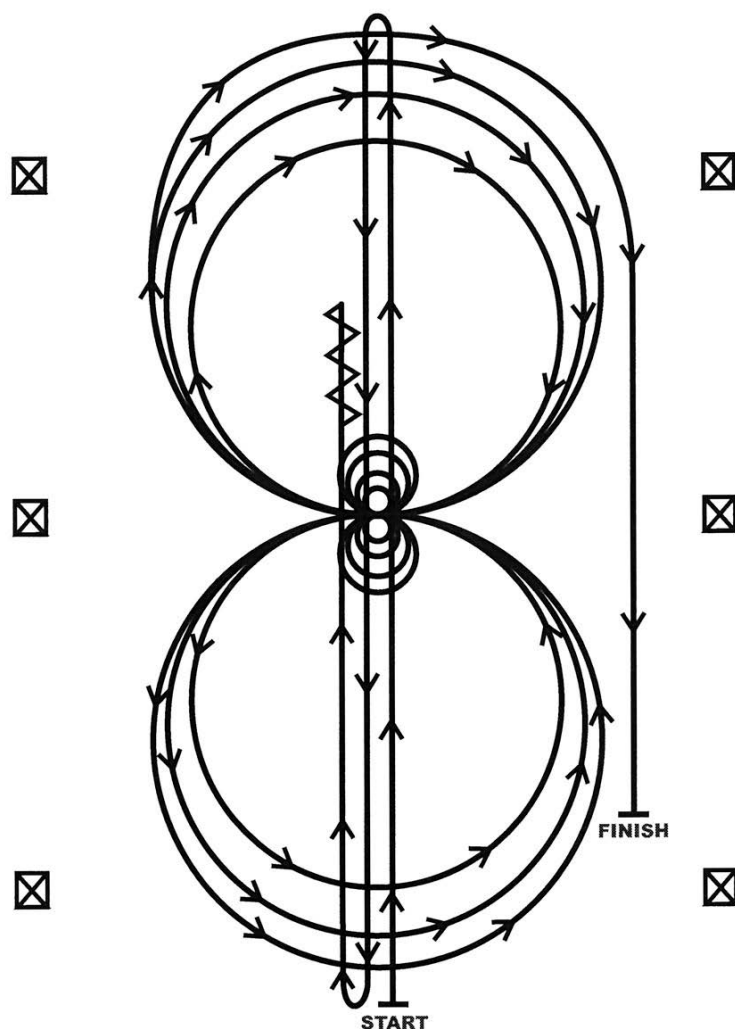


INSTRUCTIONS

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.

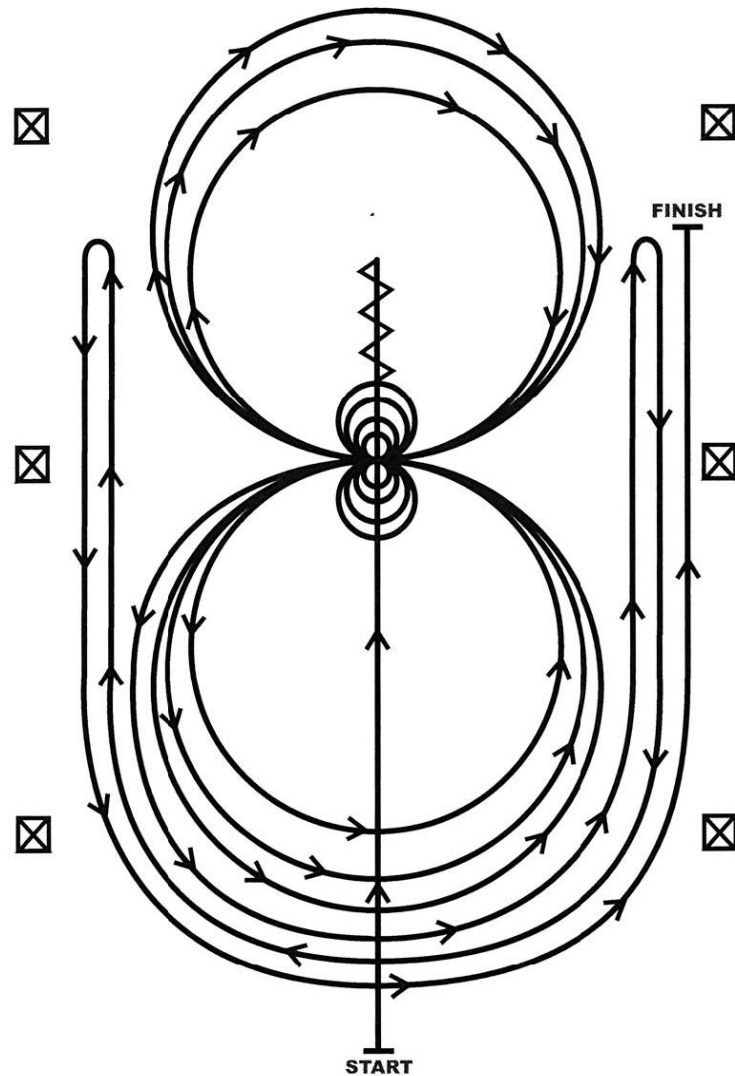
Exhibitor may be requested to dismount and drop bridle to the designated judge. Hesitate to demonstrate completion of the pattern.



INSTRUCTIONS

1. Run at speed to the far end of the arena past end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past end marker and do a right rollback - no hesitation.
3. Run past the center marker, do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
4. Complete four spins to the right.
5. Complete four and a one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
7. 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.
8. 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 sliding stop at least 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

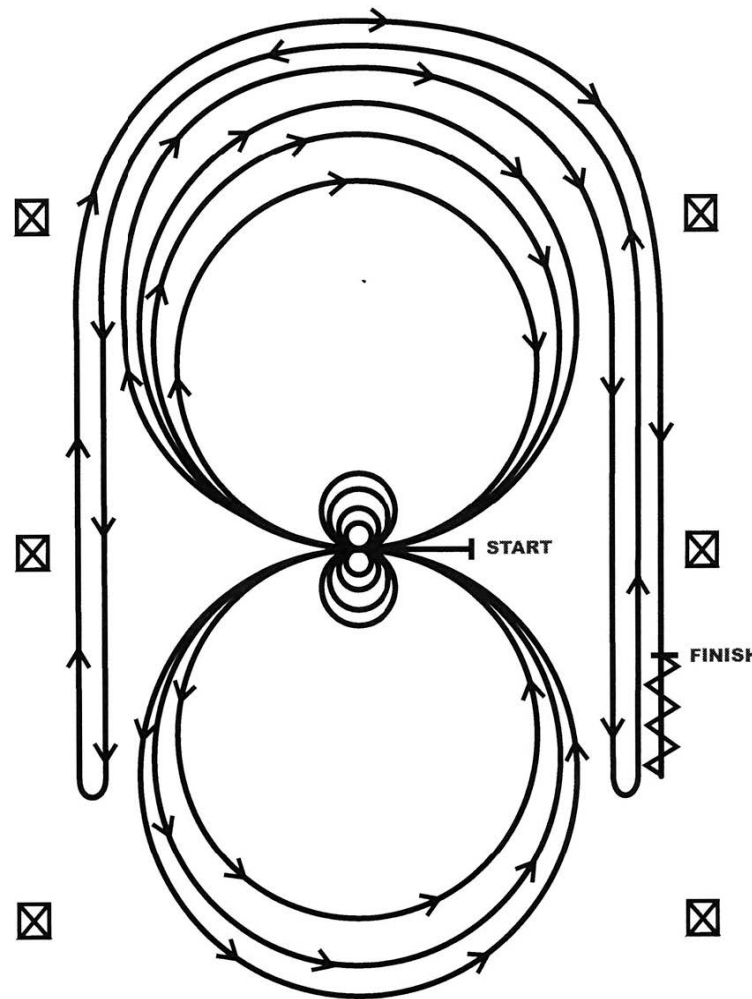
Exhibitor may be requested to dismount and drop bridle to the designated judge



INSTRUCTIONS

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.

Exhibitor may be requested to dismount and drop bridle to the designated judge. Hesitate to demonstrate completion of the pattern.

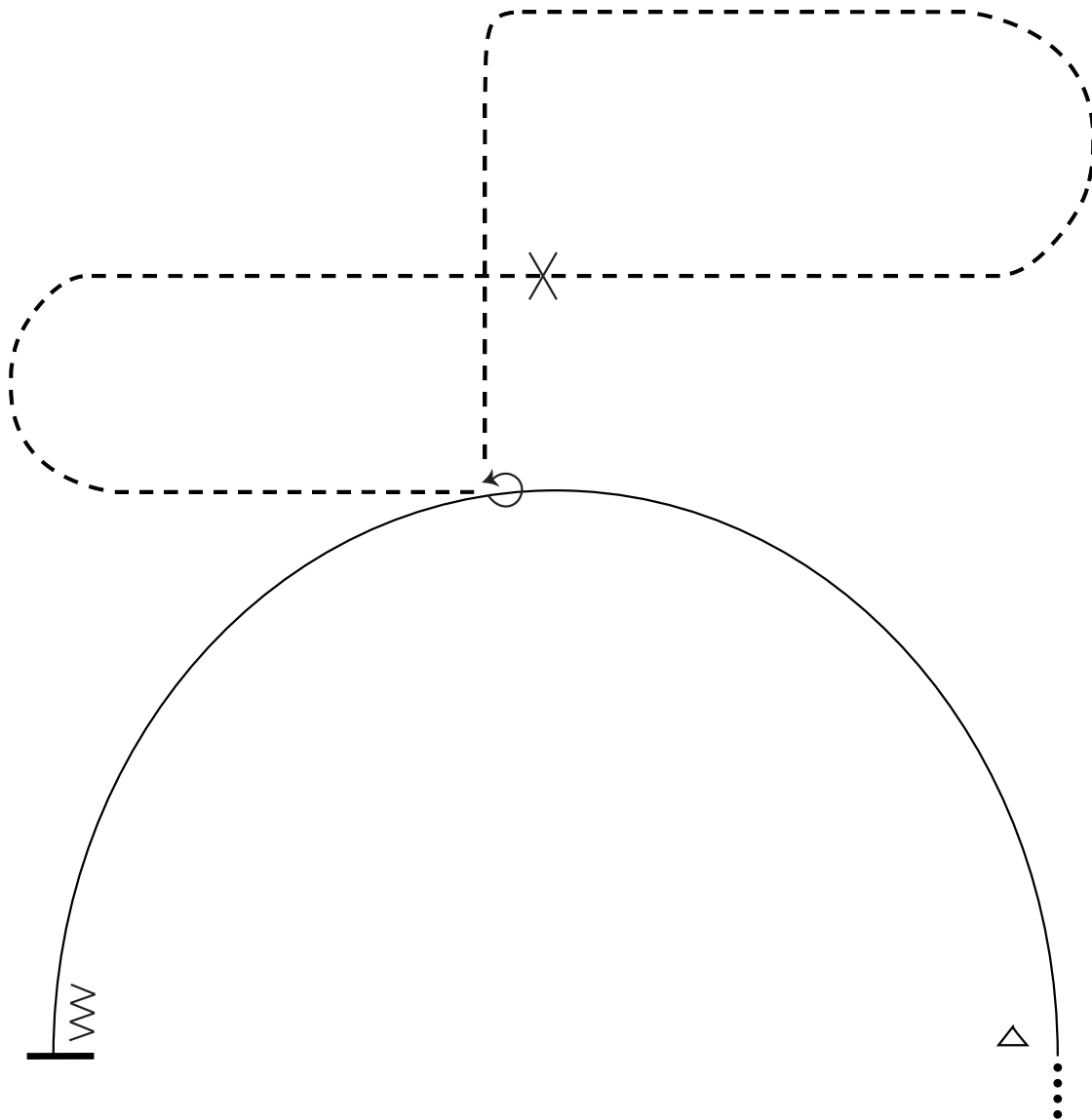


INSTRUCTIONS

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

1. Complete four spins to the 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



KEY

INSTRUCTIONS

• • • • • Walk

- - - - - Trot

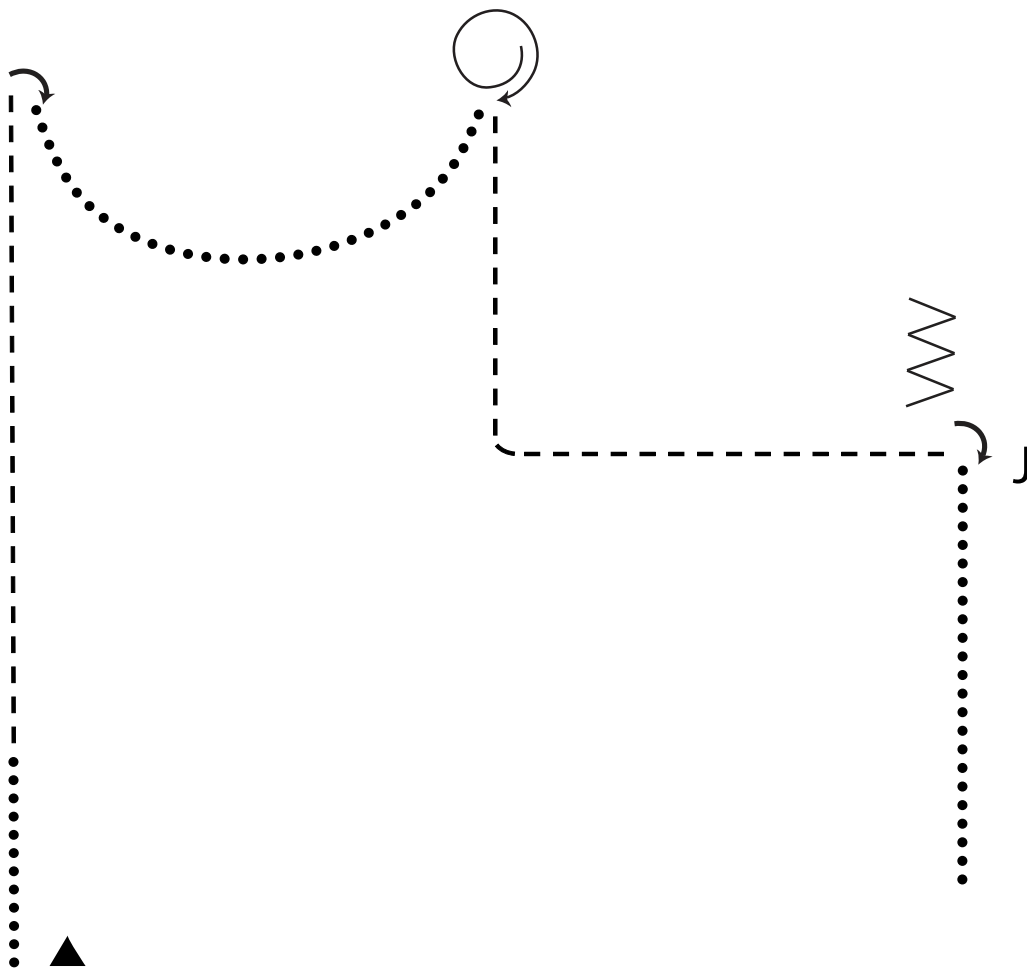
- - - - - Extended Trot

————— Posting Trot

W W W W Back

————— Stop

1. Walk to cone with left lead to center of arena.
2. Posting trot LD (Change in center of line).
3. Posting trip RD.
4. Sitting trot to center and stop.
5. 3/4 forehand to left.
6. RL.
7. Stop and back.



KEY

INSTRUCTIONS

● ● ● ● ● ● ●

Walk

— 424 —

Trot

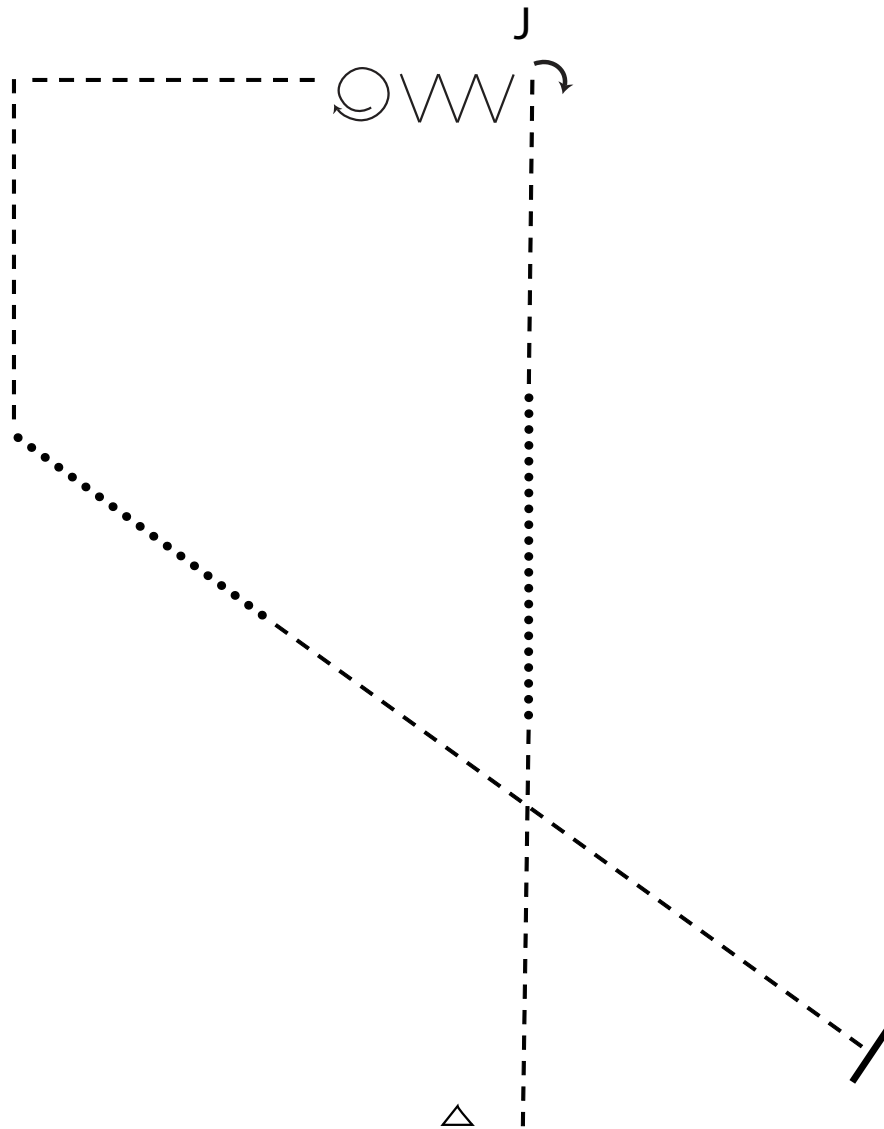
Back

J

Judge

Stop

1. Walk two horse lengths.
2. Trot.
3. Turn 180 degrees.
4. Walk 1/2 circle.
5. Turn 540 degrees.
6. Trot square corner to judge and complete 1/4 turn.
7. Set up.
8. Inspect.
9. Back 2 horse lengths and exit at walk.

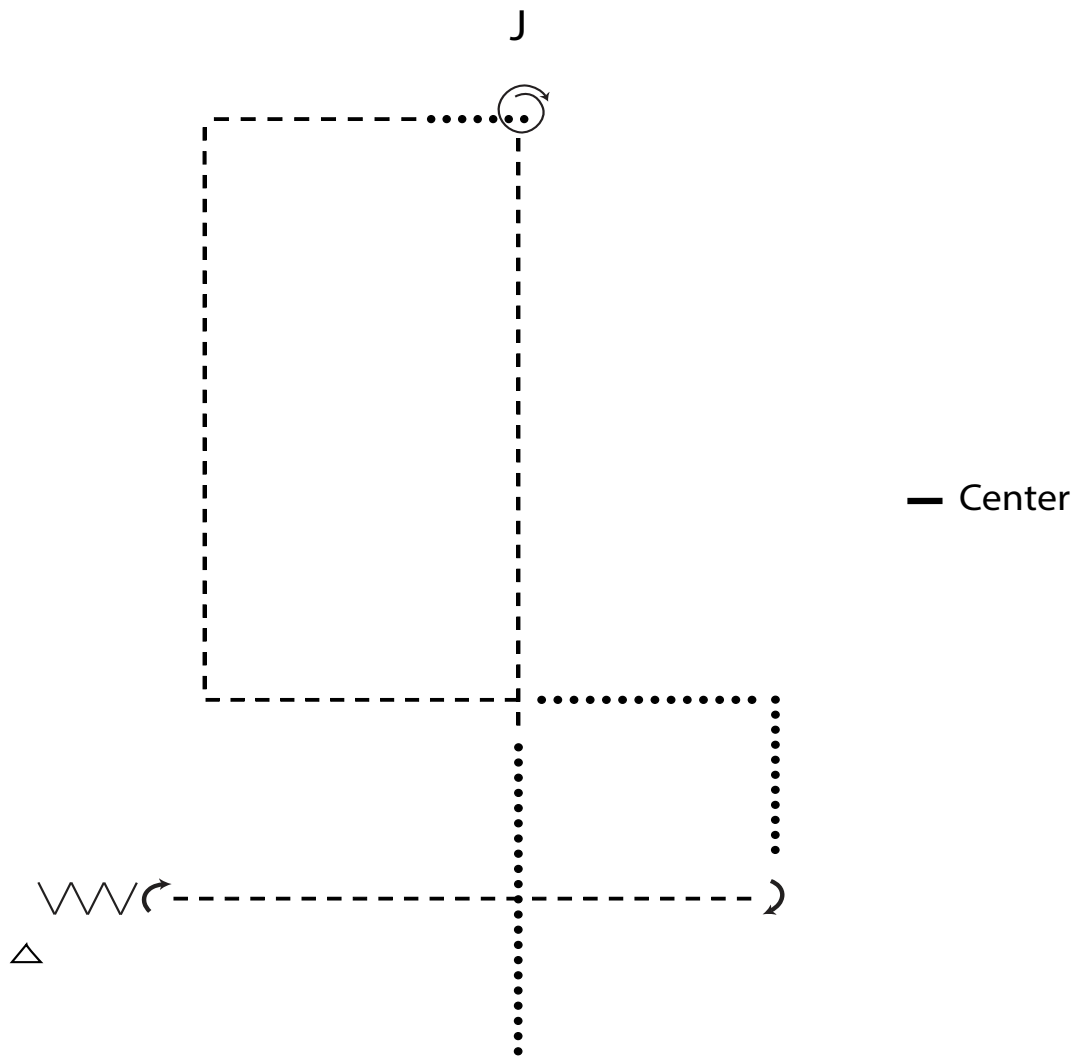


KEY

• • • • •	Walk
- - - -	Trot
W W W W	Back
J	Judge
—	Stop

INSTRUCTIONS

1. Trot 1/3 of line, walk 1/3 of line, trot 1/3 of line.
2. 90 degree turn.
3. Set up.
4. Inspect.
5. When dismissed back 1 horse length.
6. 1 1/2 turn,,
7. Trot square corner.
8. Walk 3 horse lengths.
9. Trot to stop.
10. Exit at a walk.

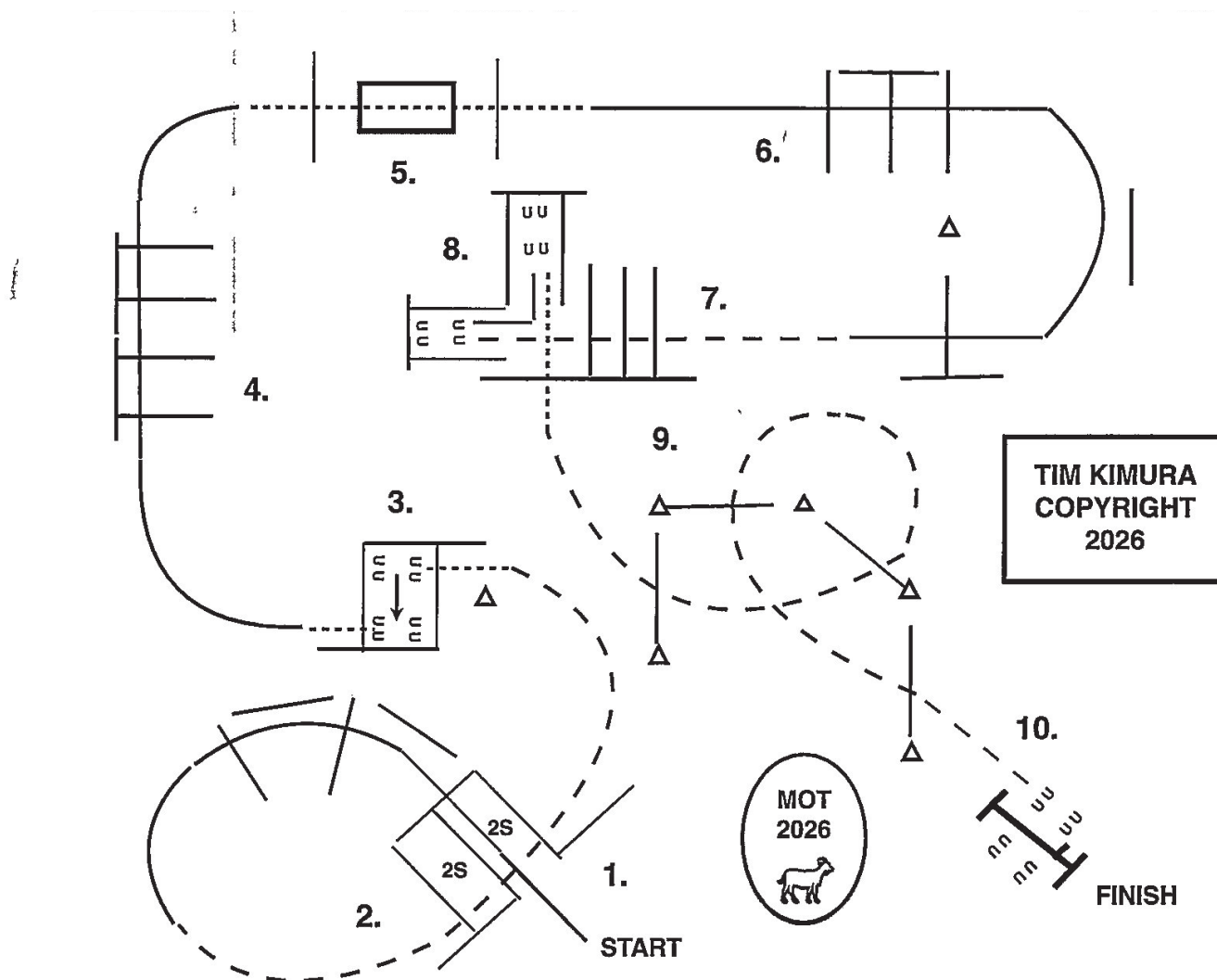


KEY

• • • • •	Walk
- - - - -	Trot
W W W W W	Back
J	Judge
—	Stop

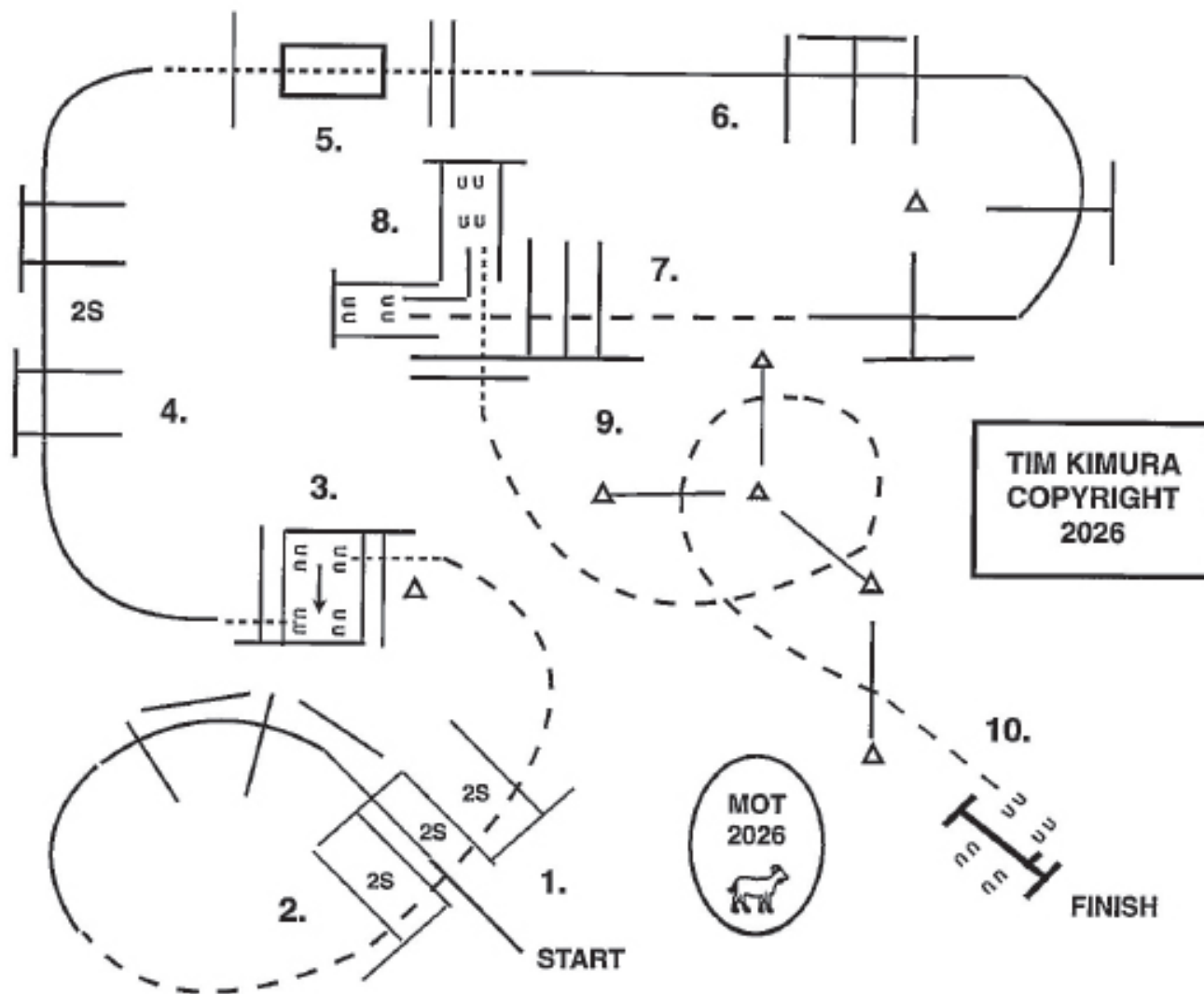
INSTRUCTIONS

1. Back six steps and turn 180 degrees.
2. Trot, then stop.
3. Turn 270 degrees.
4. Walk square corner.
5. Trot two square corners.
6. Walk approximately one horse length.
7. Set up.
8. Inspect.
9. 450 degree turn.
10. Extend trot past center line. (Masters trot not extended)
11. Walk to exit.



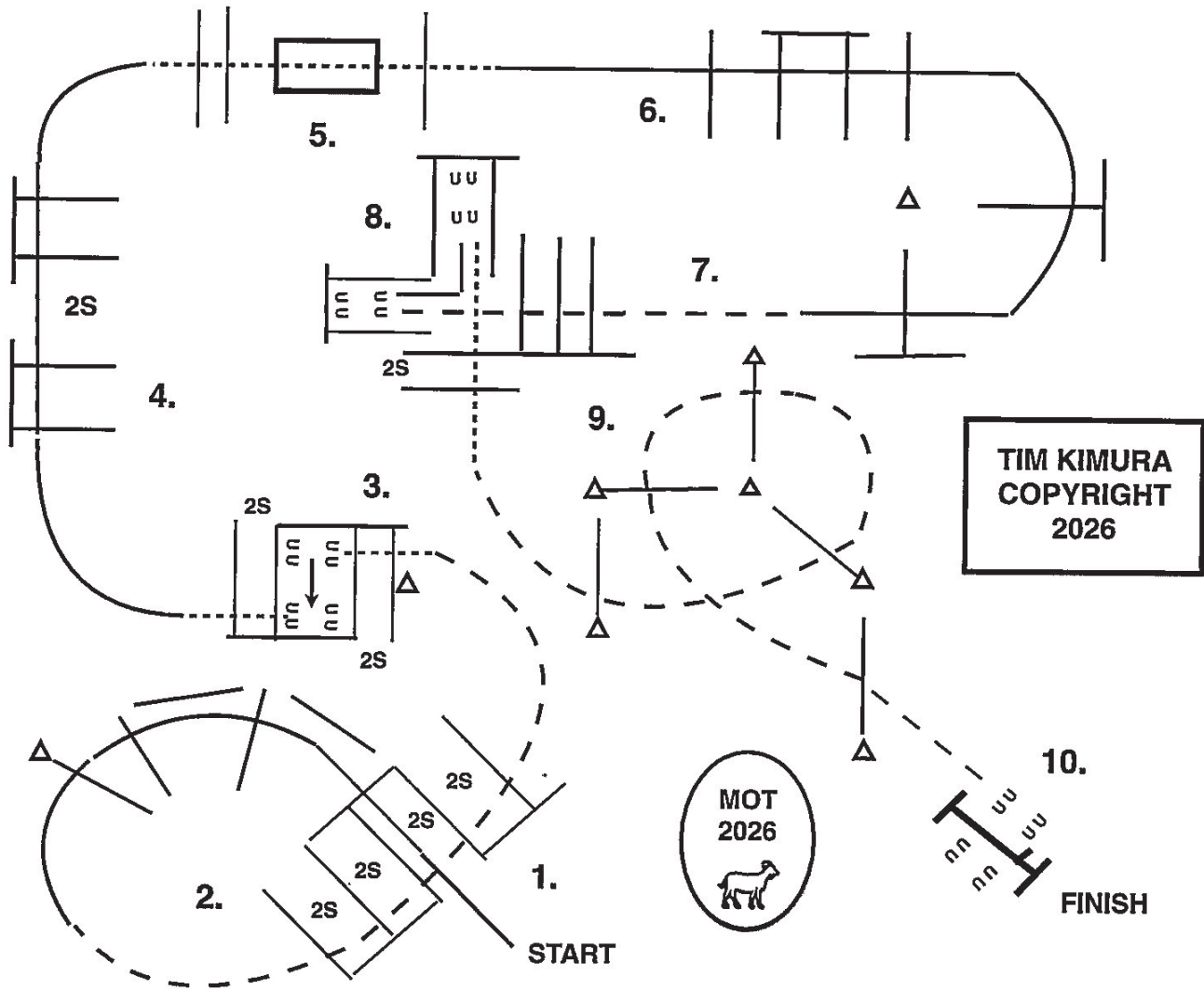
INSTRUCTIONS

1. Lope over poles (left lead).
2. Break to the jog, jog over poles.
3. Stop or break to the walk, walk over pole, walk into box, side pass left, walk out box, walk over pole.
4. Lope over poles (right lead).
5. Stop or break to the walk, walk over poles and walk over bridge.
6. Lope over poles (right lead).
7. Break to the jog, jog over poles, jog into chute.
8. Stop in chute, back around corner, walk out chute, walk over poles.
9. Jog through serpentine, jog over poles, jog up to gate.
10. Work gate right hand.



INSTRUCTIONS

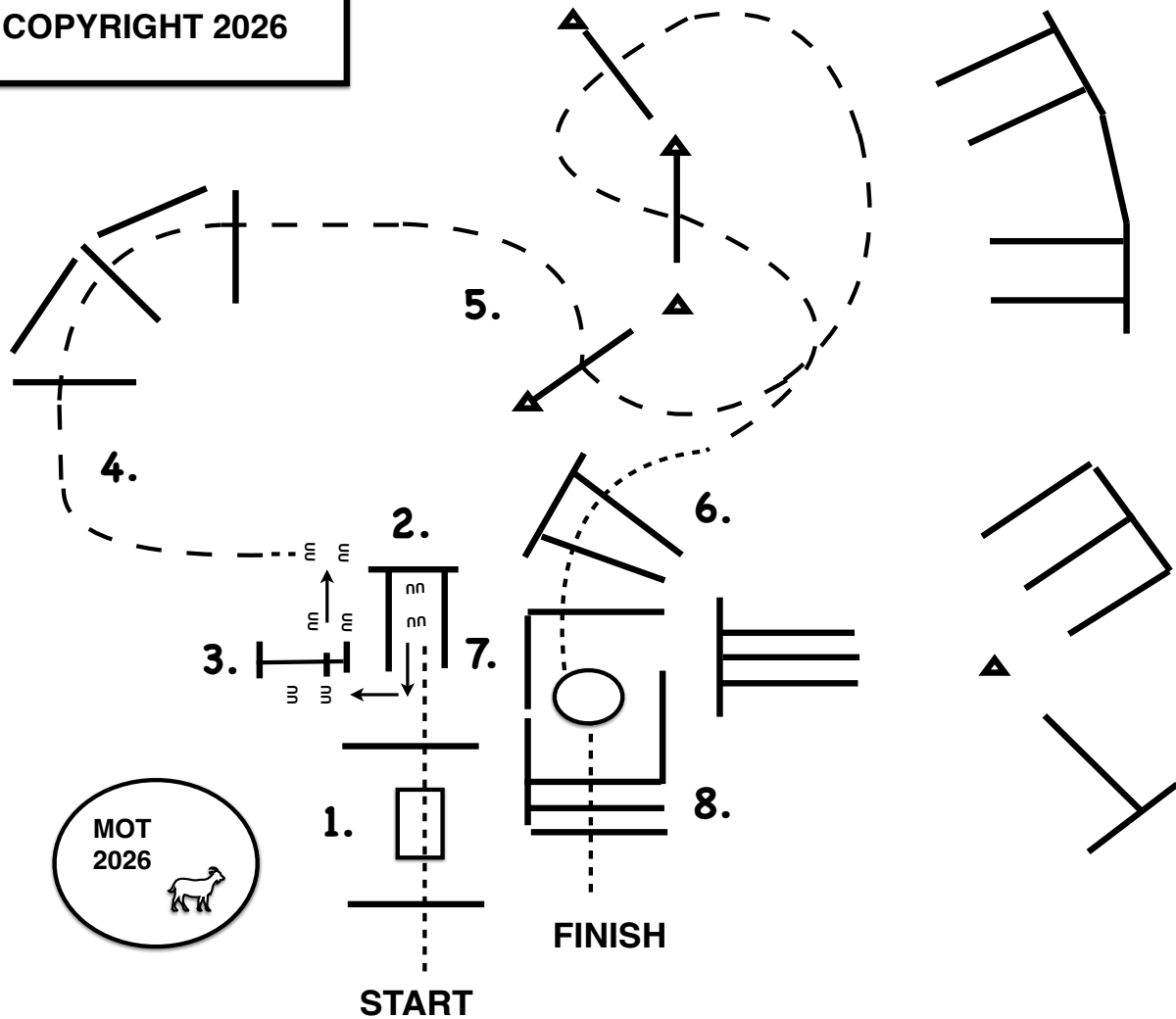
1. Lope over poles (left lead).
2. Break to the jog, jog over poles.
3. Stop or break to the walk, walk over poles, walk into box, side pass left, walk out box, walk over poles.
4. Lope over poles (right lead).
5. Stop or break to the walk, walk over poles and walk over bridge.
6. Lope over poles (right lead).
7. Break to the jog, jog over poles, jog into chute.
8. Stop in chute, back around corner, walk out chute, walk over poles.
9. Jog through serpentine, jog over poles, jog up to gate.
10. Work gate right hand.



INSTRUCTIONS

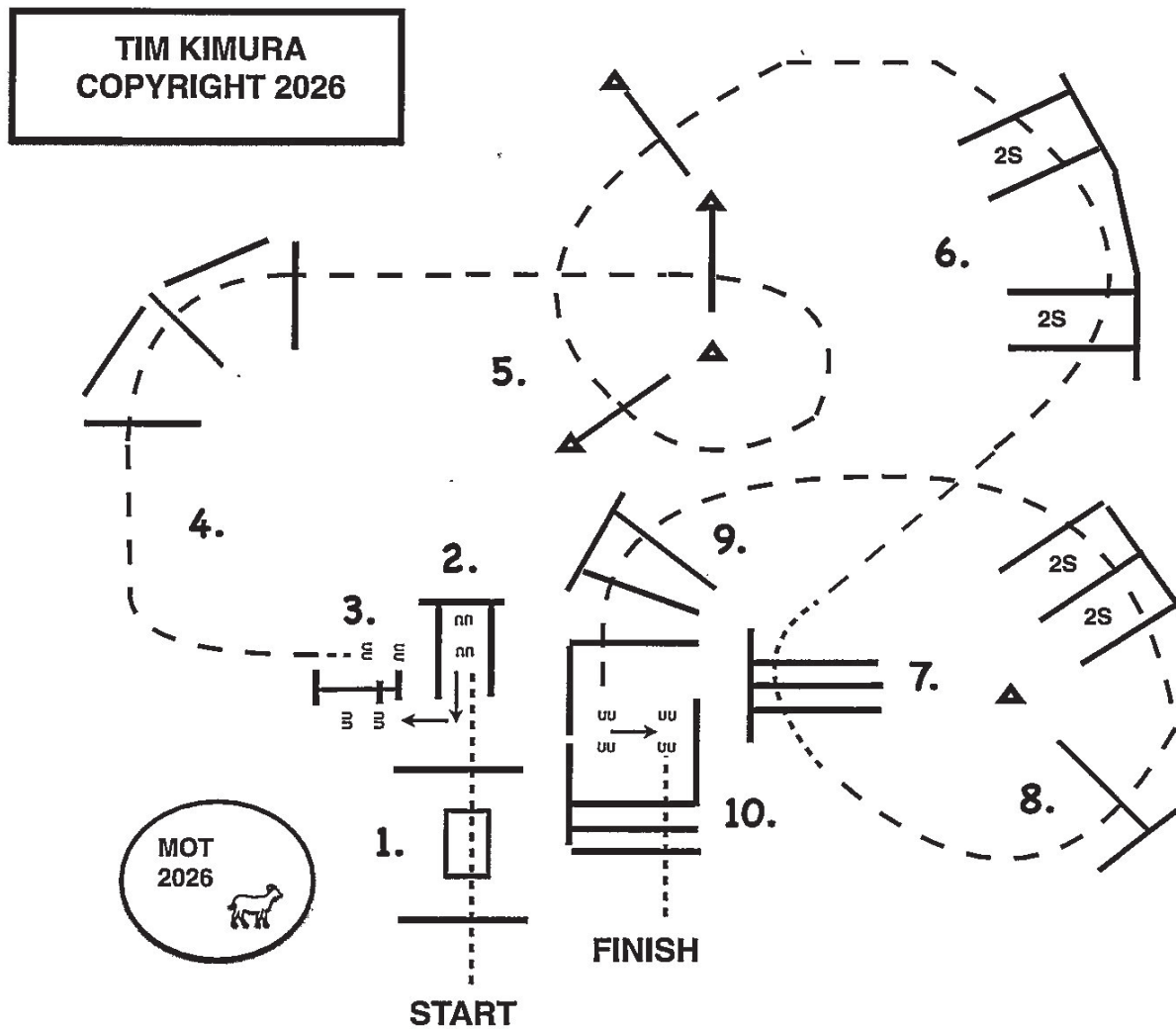
1. Lope over poles (left lead).
2. Break to the jog, jog over poles.
3. Stop or break to the walk, walk over poles, walk into box, side pass left, walk out box, walk over poles.
4. Lope over poles (right lead).
5. Stop or break to the walk, walk over poles and walk over bridge.
6. Lope over poles (right lead).
7. Break to the jog, jog over poles, jog into chute.
8. Stop in chute, back around corner, walk out chute, walk over poles.
9. Jog through serpentine, jog over poles, jog up to gate.
10. Work gate right hand.

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INSTRUCTIONS

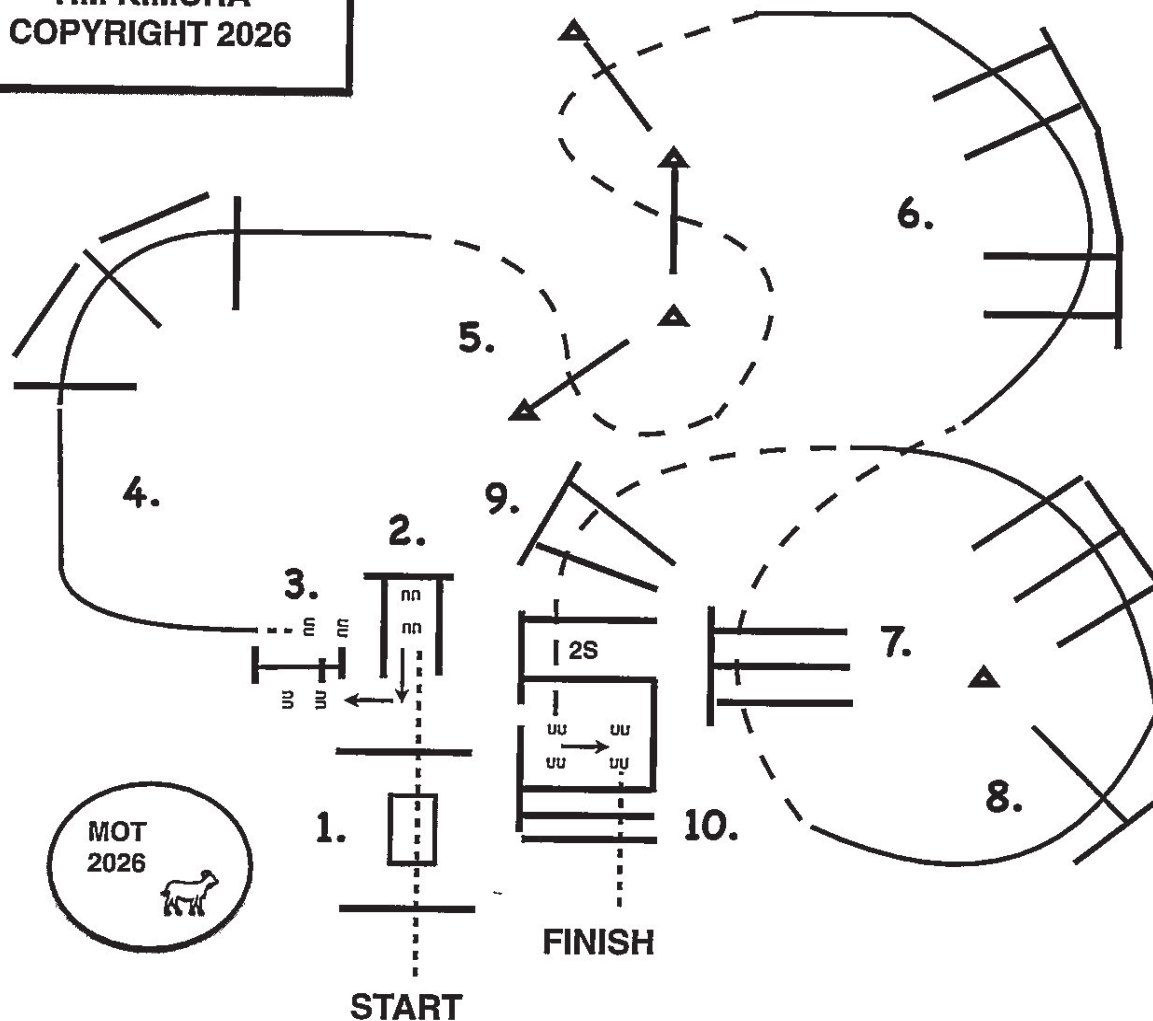
1. Walk over poles, walk over bridge, walk into chute.
2. Back between poles, back around corner up to gate.
3. Work gate left hand, no pole. After closing the gate, side pass right away from gate.
4. You may walk forward, and jog over poles.
5. Jog through serpentine, jog over poles.
6. Stop or break to the walk, walk over poles.
7. Stop and execute a 360 turn right.
8. Walk over poles.



INSTRUCTIONS

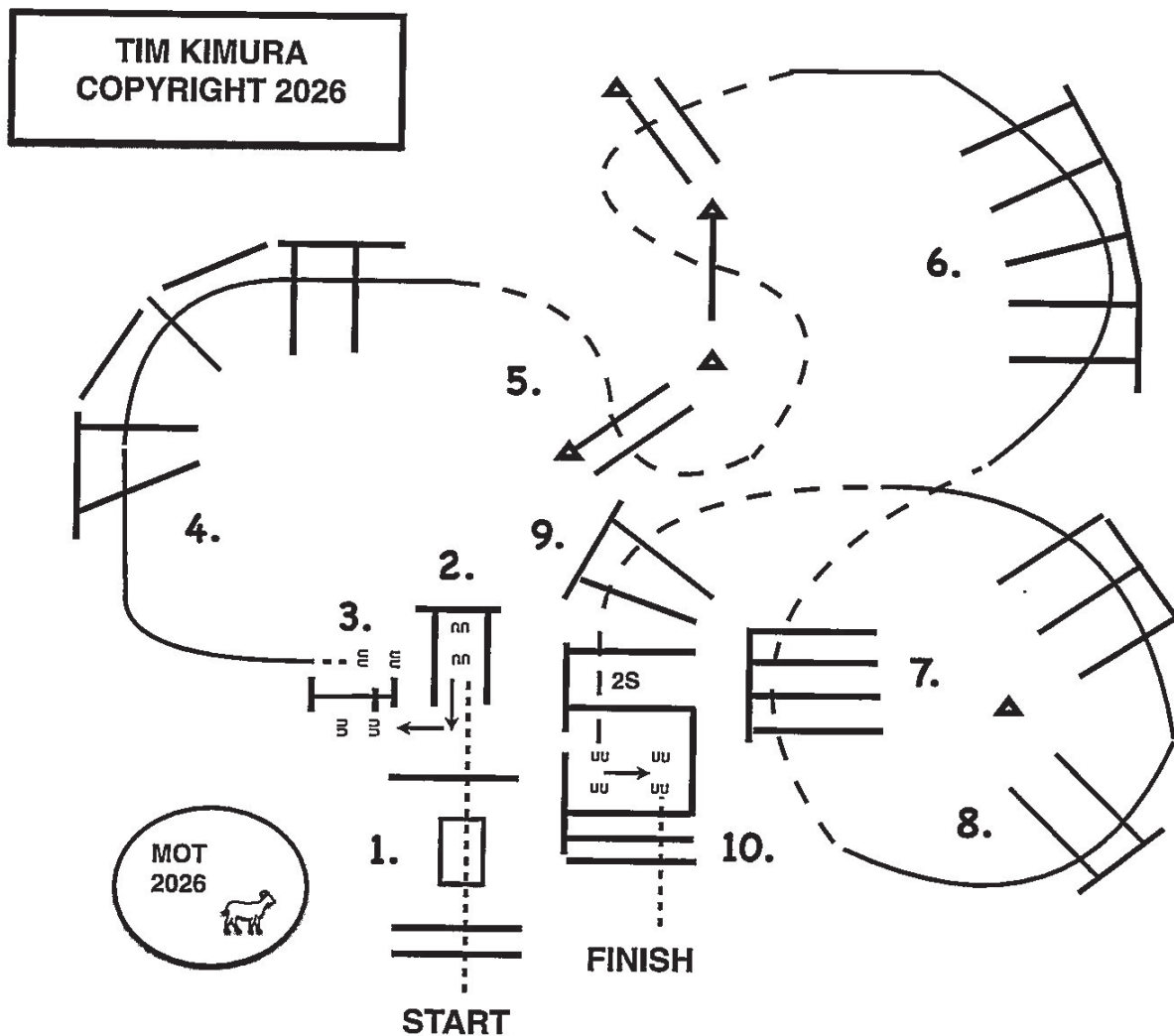
1. Walk over poles, walk over bridge, walk into chute.
2. Back between poles, back around corner up to gate.
3. Work gate left hand, no pole.
4. You may walk forward, and jog over poles.
5. Jog through serpentine, jog over poles.
6. Jog over poles.
7. Stop or break to the walk, walk over poles.
8. Jog over poles.
9. Jog over poles, jog into box, stop.
10. Side pass left, walk out box, walk over poles.

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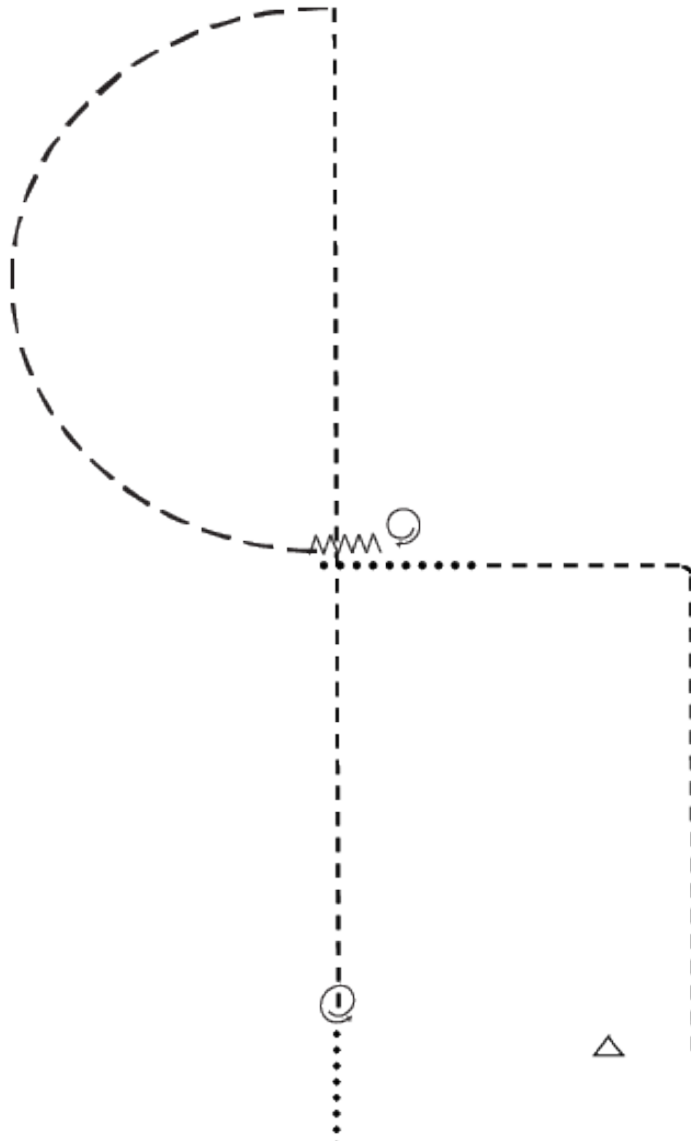
INSTRUCTIONS

1. Walk over poles, walk over bridge, walk into chute.
2. Back between poles, back around corner up to gate.
3. Work gate left hand, walk over pole.
4. You may walk forward, and lope over poles (right lead).
5. Break to the jog, jog through serpentine, jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, jog over poles.
8. Lope over poles (left lead).
9. Break to the jog, jog over poles, jog into box, stop.
10. Side pass left, walk out box, walk over poles.



INSTRUCTIONS

1. Walk over poles, walk over bridge, walk into chute.
2. Back between poles, back around corner up to gate.
3. Work gate left hand, walk over pole.
4. You may walk forward, and lop over poles (right lead).
5. Break to the jog, jog through the serpentine, jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, jog over poles.
8. Lope over poles (left lead).
9. Break to the jog, jog over poles, jog into box, stop.
10. Side pass left, walk out box, walk over poles.

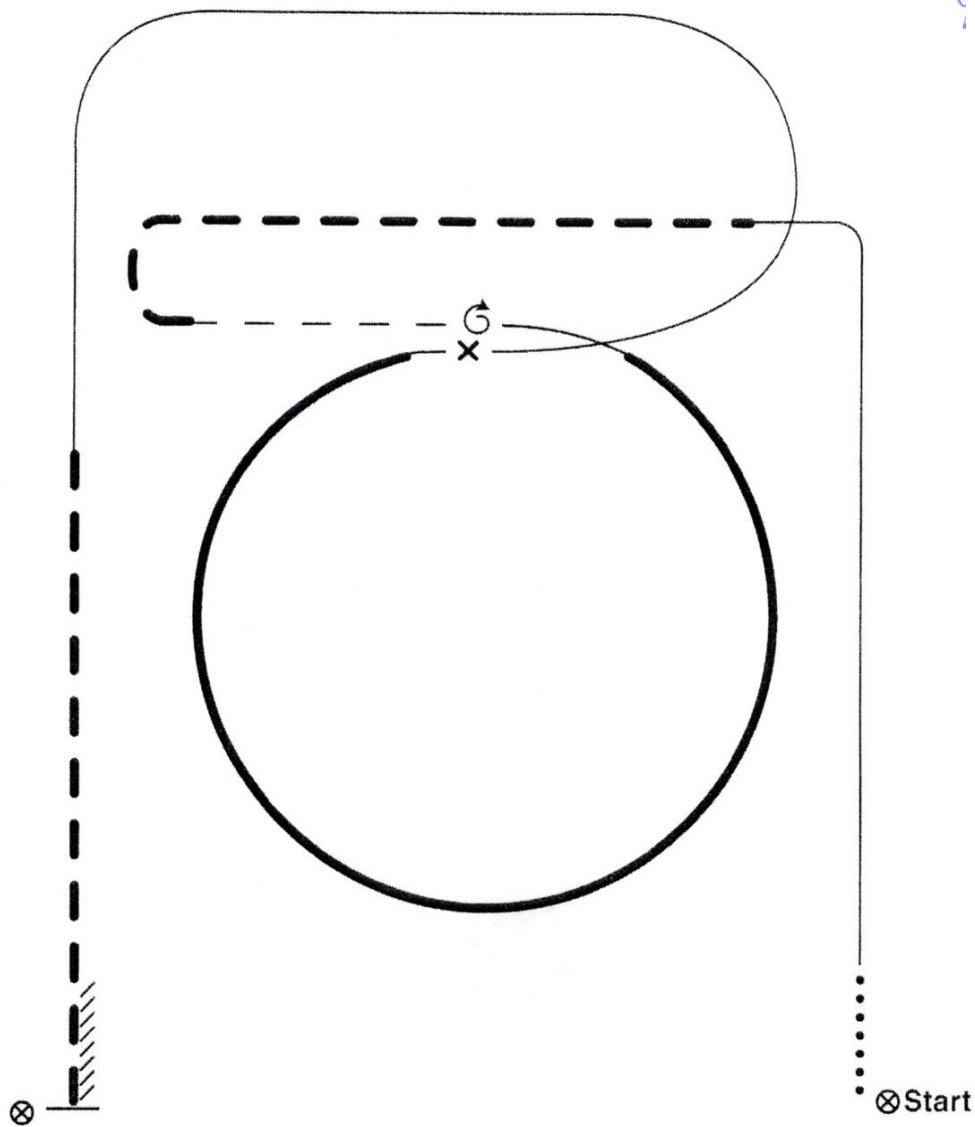


KEY

INSTRUCTIONS

• • • • •	Walk
- - - -	Trot
- - - -	Extended Trot
W W W W	Back
J	Judge
—	Stop

1. Jog square corner.
2. Walk two horse lengths.
3. Stop and back one horse length.
4. Turn 360 degrees to right.
5. Extend trot 1/2 circle and back to center.
6. Slow to jog at center, stop.
7. Turn 360 degrees to left.
8. Exit at walk.



KEY

INSTRUCTIONS

X	Lead Change
• •	Walk
— —	Trot
- - - -	Ext Trot
=====	Lope
- - - - -	Ext Lope
////	Back

1. Walk with a purpose.
2. Left lead lope, square corner.
3. Extended trot across arena and loop back.
4. Jog to the center, stop.
5. 360 turn right.
6. Right lead lope a large circle with speed, collect.
7. Change leads.
8. Lope left around the end of the arena.
9. Break to an extended trot.
10. Stop and back.
11. Exit at walk or trot.



KEY

INSTRUCTIONS

X Lead Change

- • Walk

~~—~~ ~~—~~ Trot

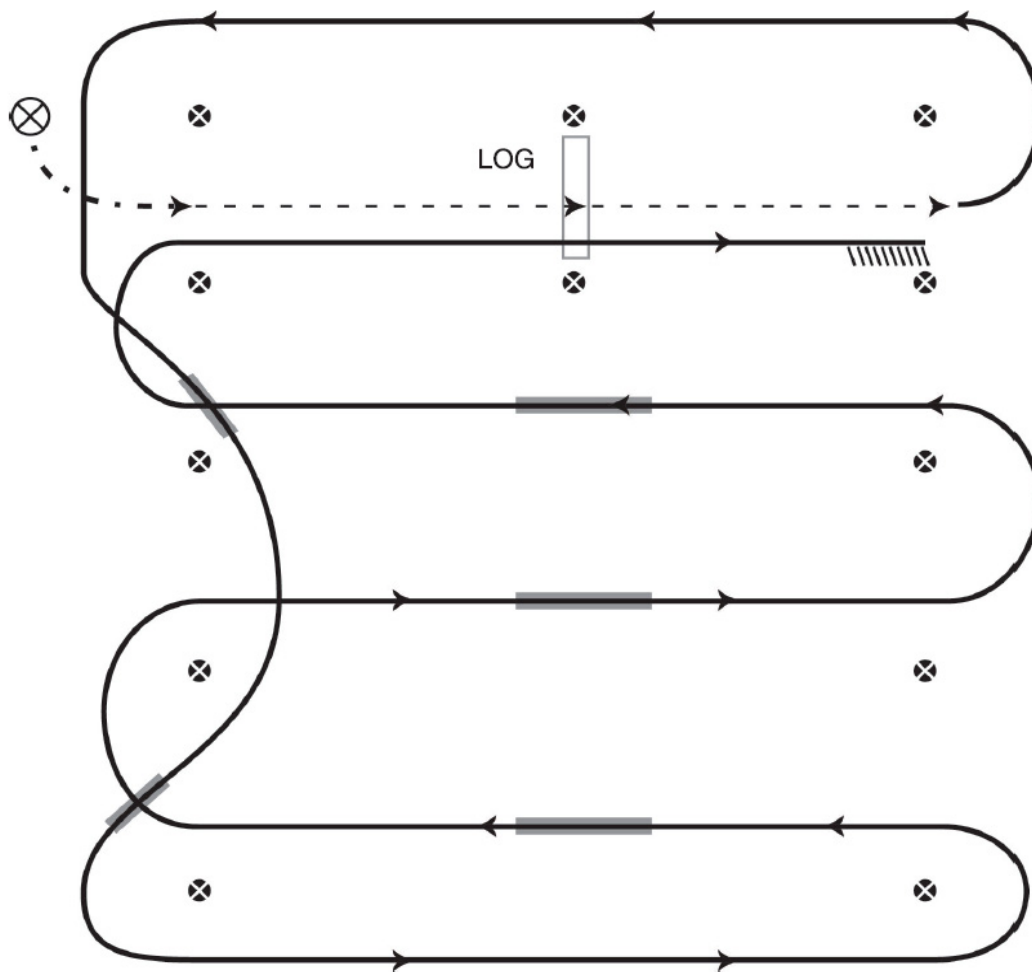
Ext Trot

Lope

Ext Lope

Back

1. Walk 20 feet.
2. Lope on right lead to center of the arena.
3. Stop. 360 turn to the right.
4. Lope a large circle to the right with speed.
5. Change leads and lope a half circle, with cadence, to the left.
6. Execute and extended trot to the middle of the arena.
7. Transition to jog, turn left and then right.
8. Stop, execute one spin to the left and back one horse length.
9. Hesitate and exit at walk or jog.

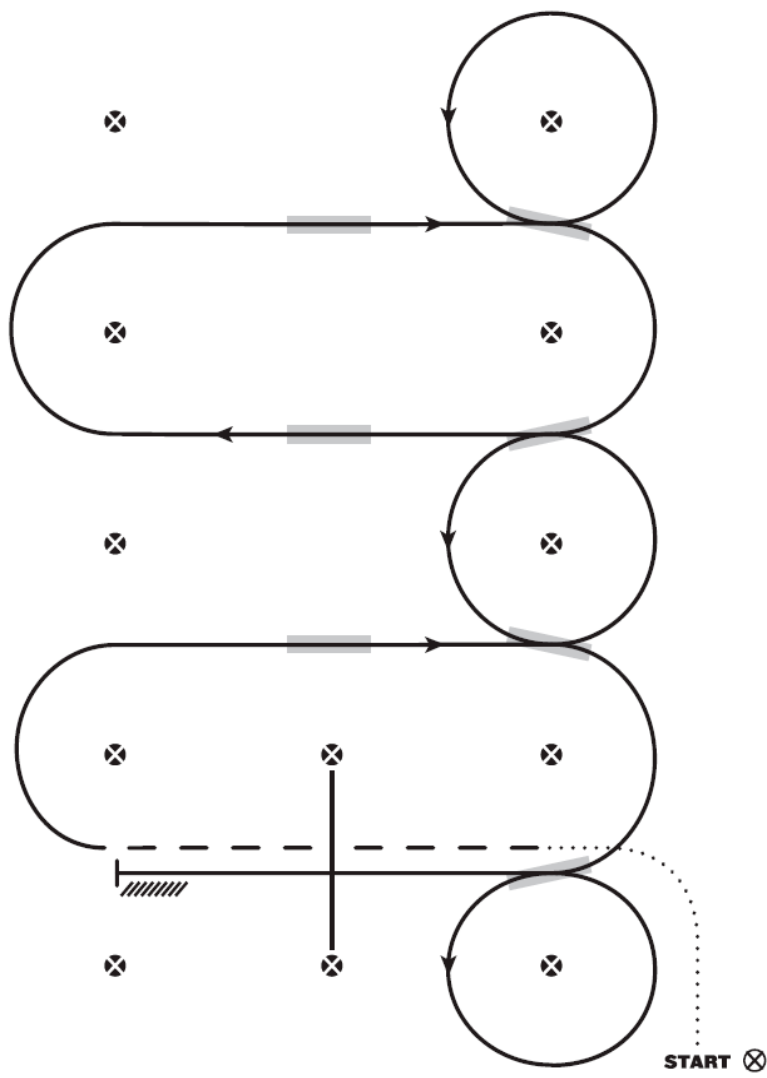


KEY

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 left 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



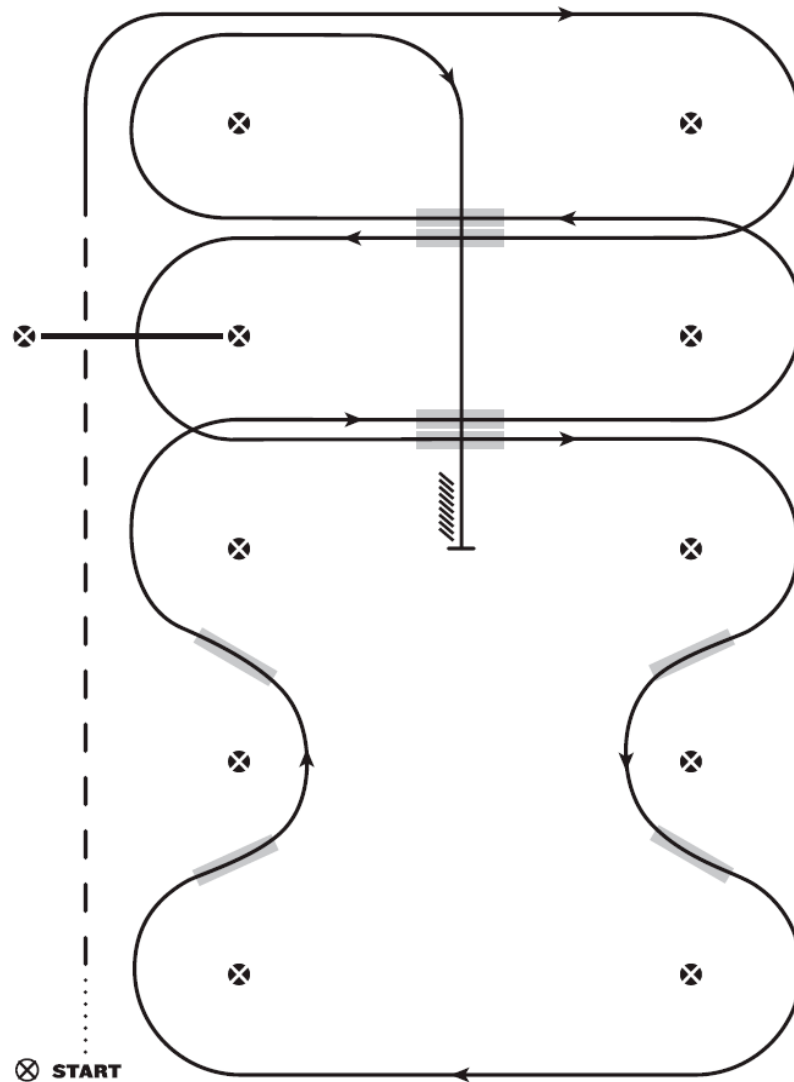
KEY

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 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



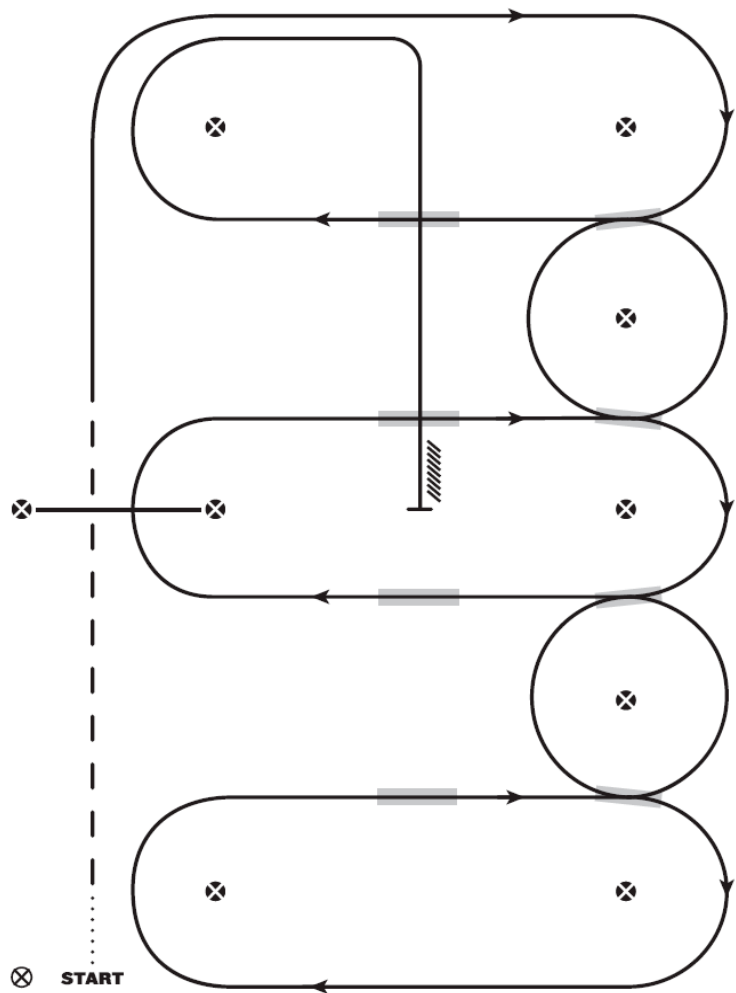


KEY

INSTRUCTIONS

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

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



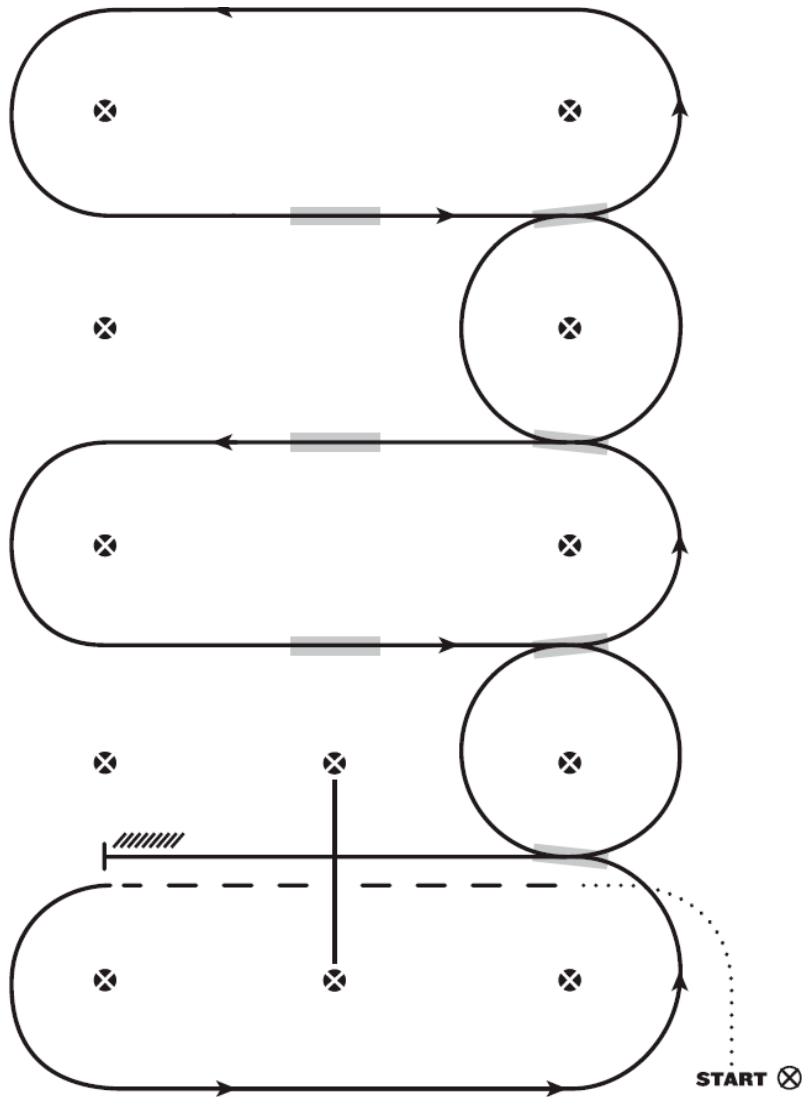
KEY

INSTRUCTIONS

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

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





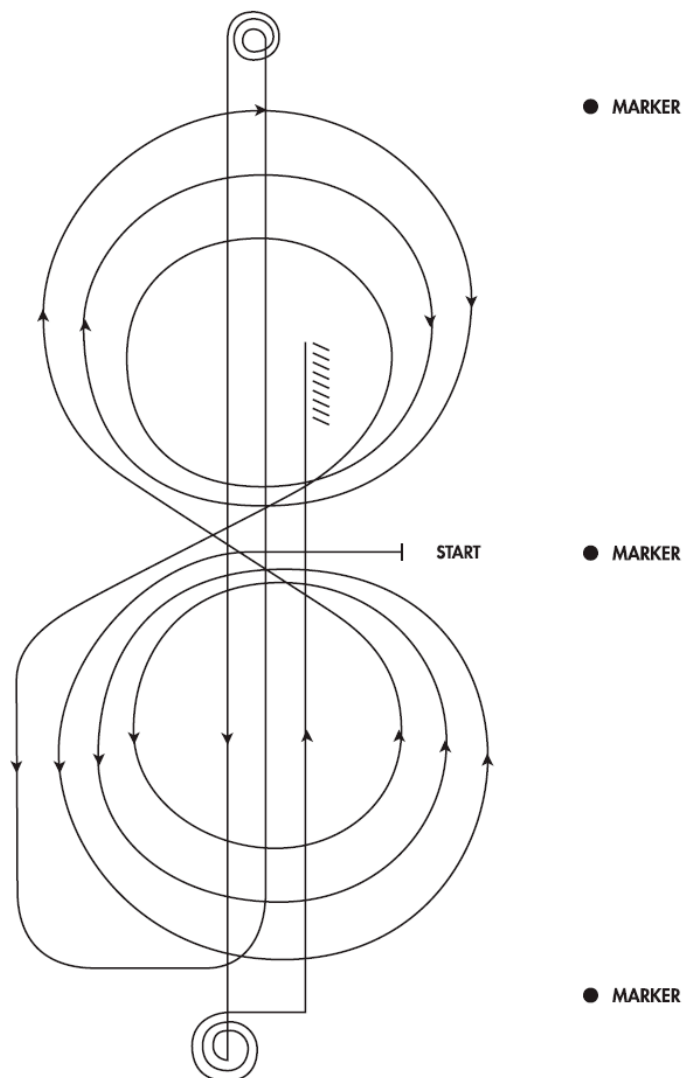
KEY

INSTRUCTIONS

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

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

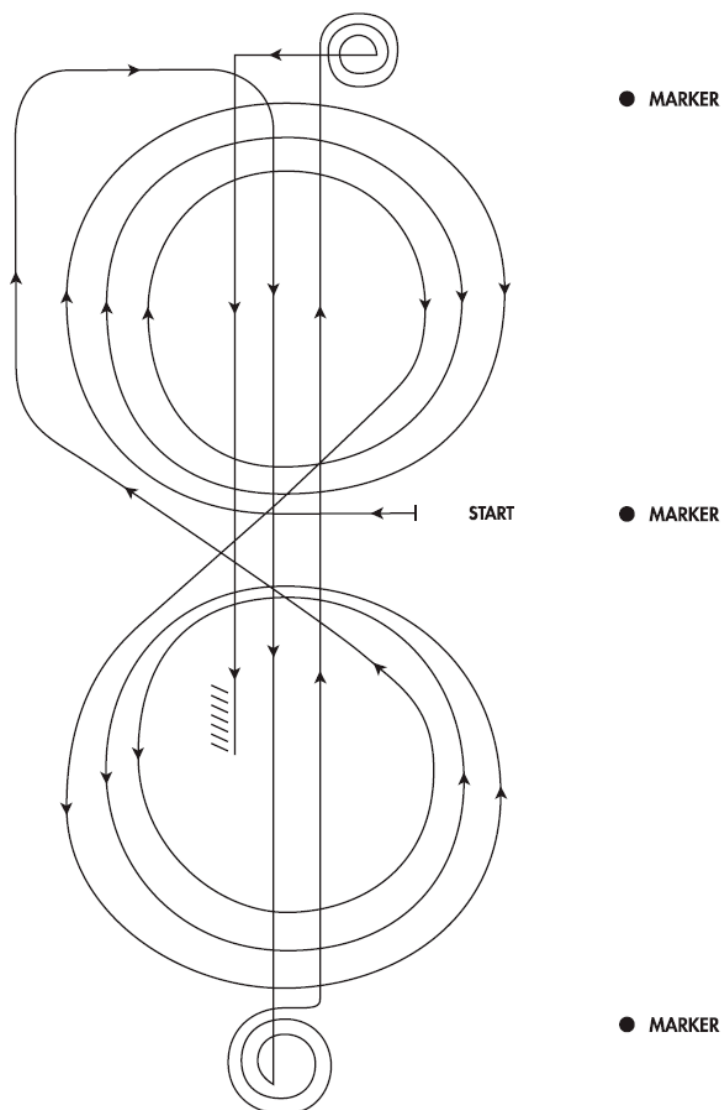




INSTRUCTIONS

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

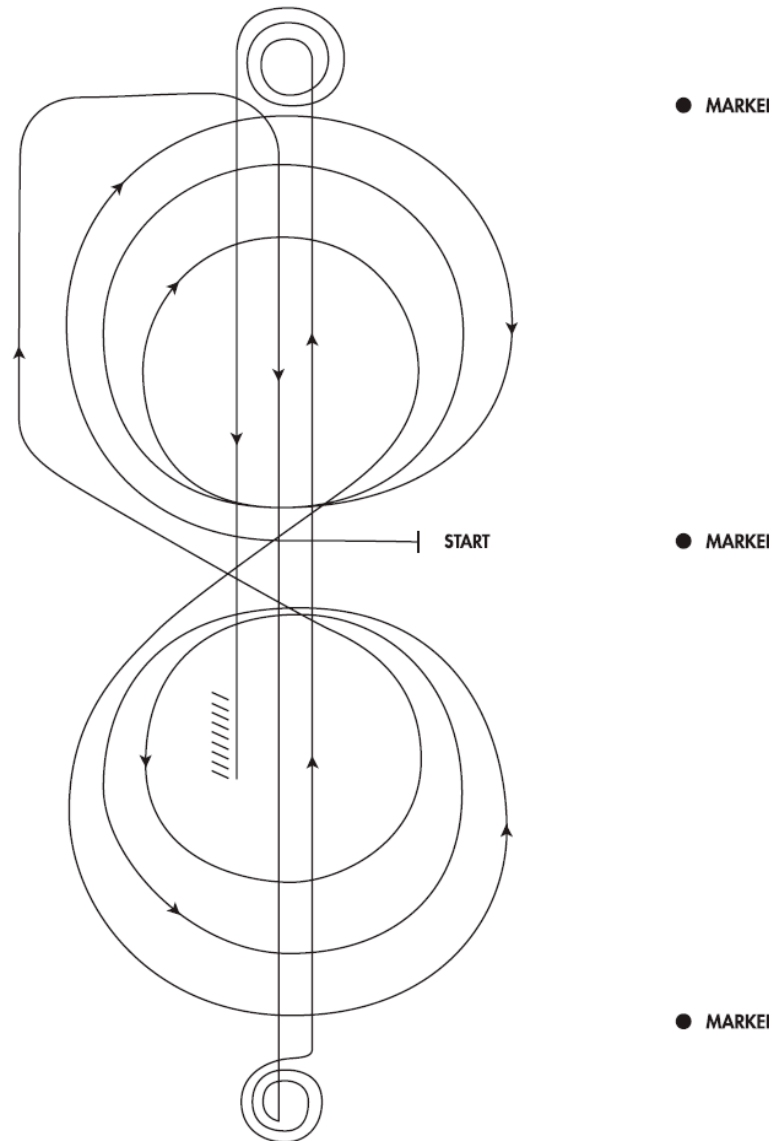
1. Begin at center of arena. Pick up left lead and complete 3 circles (2 large, fast circles; then 1 small slow circle). Change leads to the right.
2. Complete 3 circles (2 large, fast circles; then 1 small slow circle). Change leads to the left.
3. Continue around end of arena without breaking gait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



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.



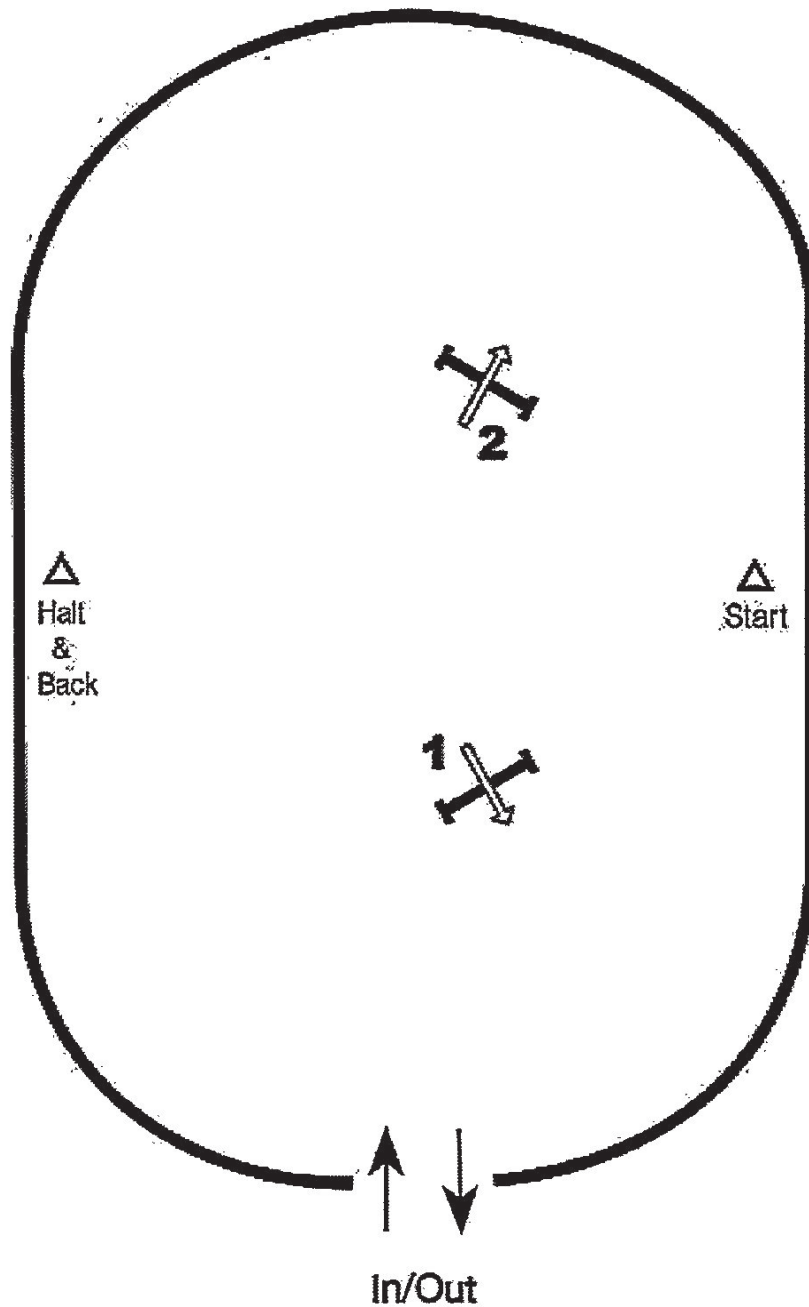
INSTRUCTIONS

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.

Hunter Hack

Junior
Senior
Non Pro



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

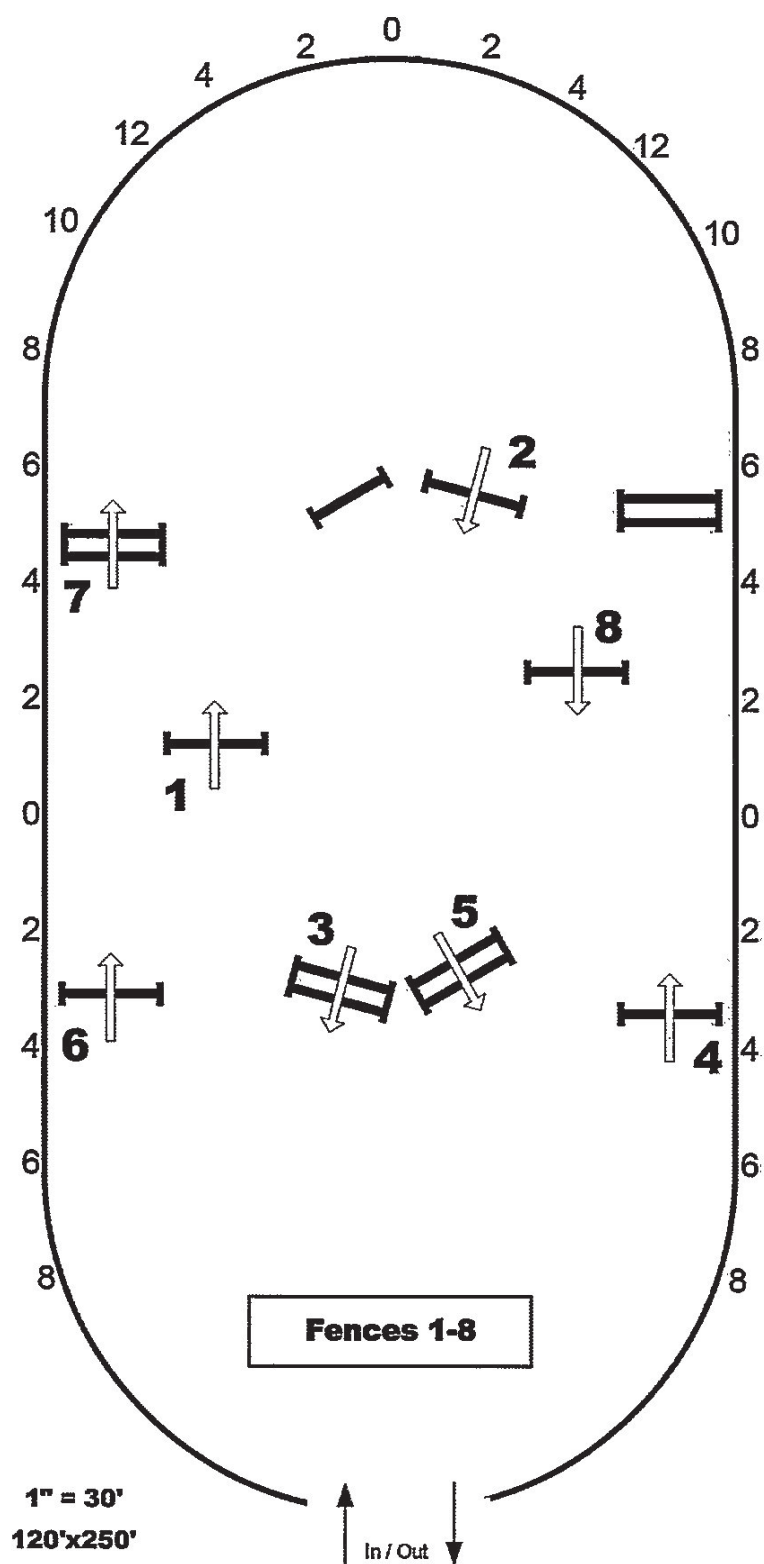


CD: Tucker Williams
USEF "R" CD
FEI 2* CD



Working Hunter

Non Pro Equitation Over Fences

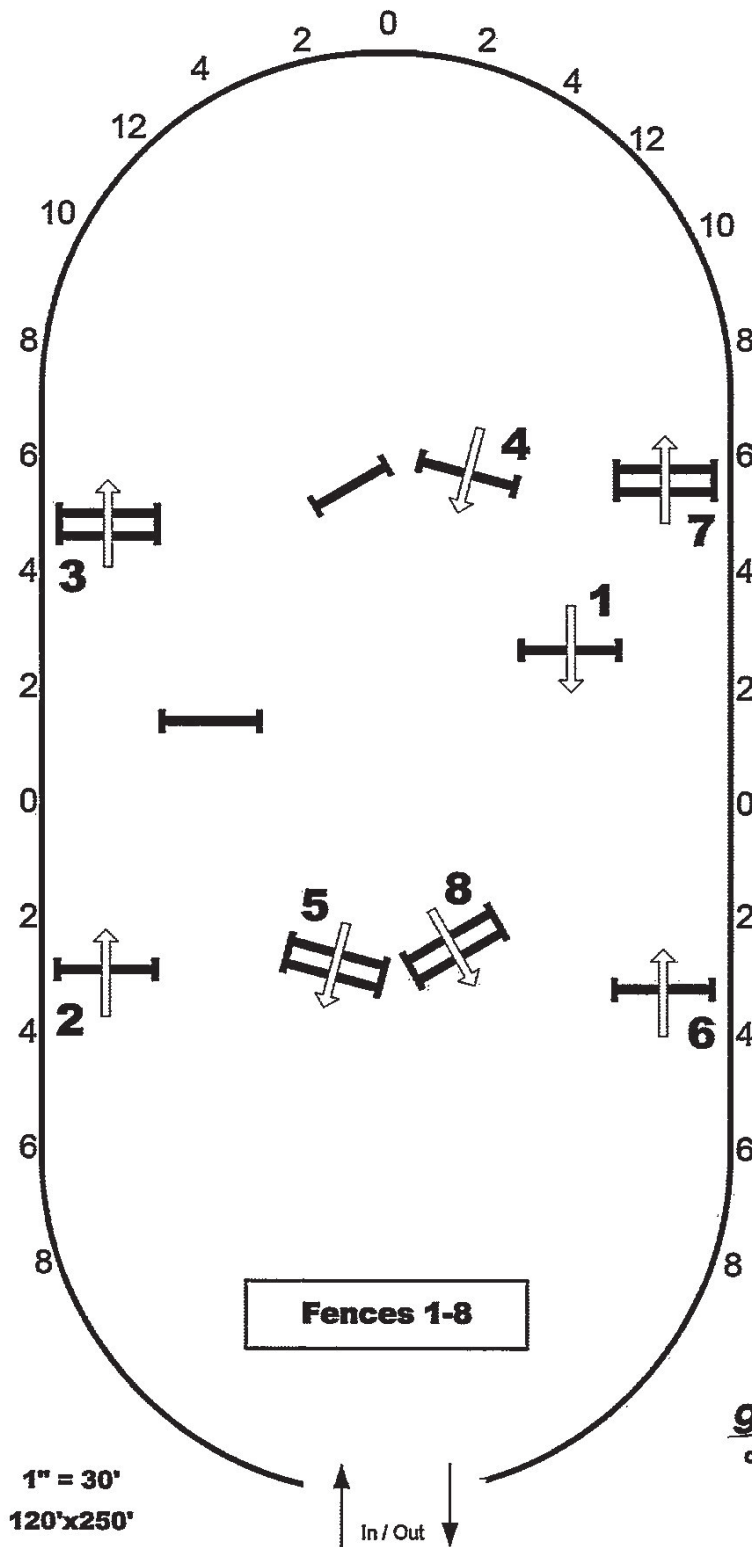


getjumps.com
 CDs Tucker Williams
 USEF "R" CD
 FEI 2* CD



Working Hunter

Pre-Green
Non Pro

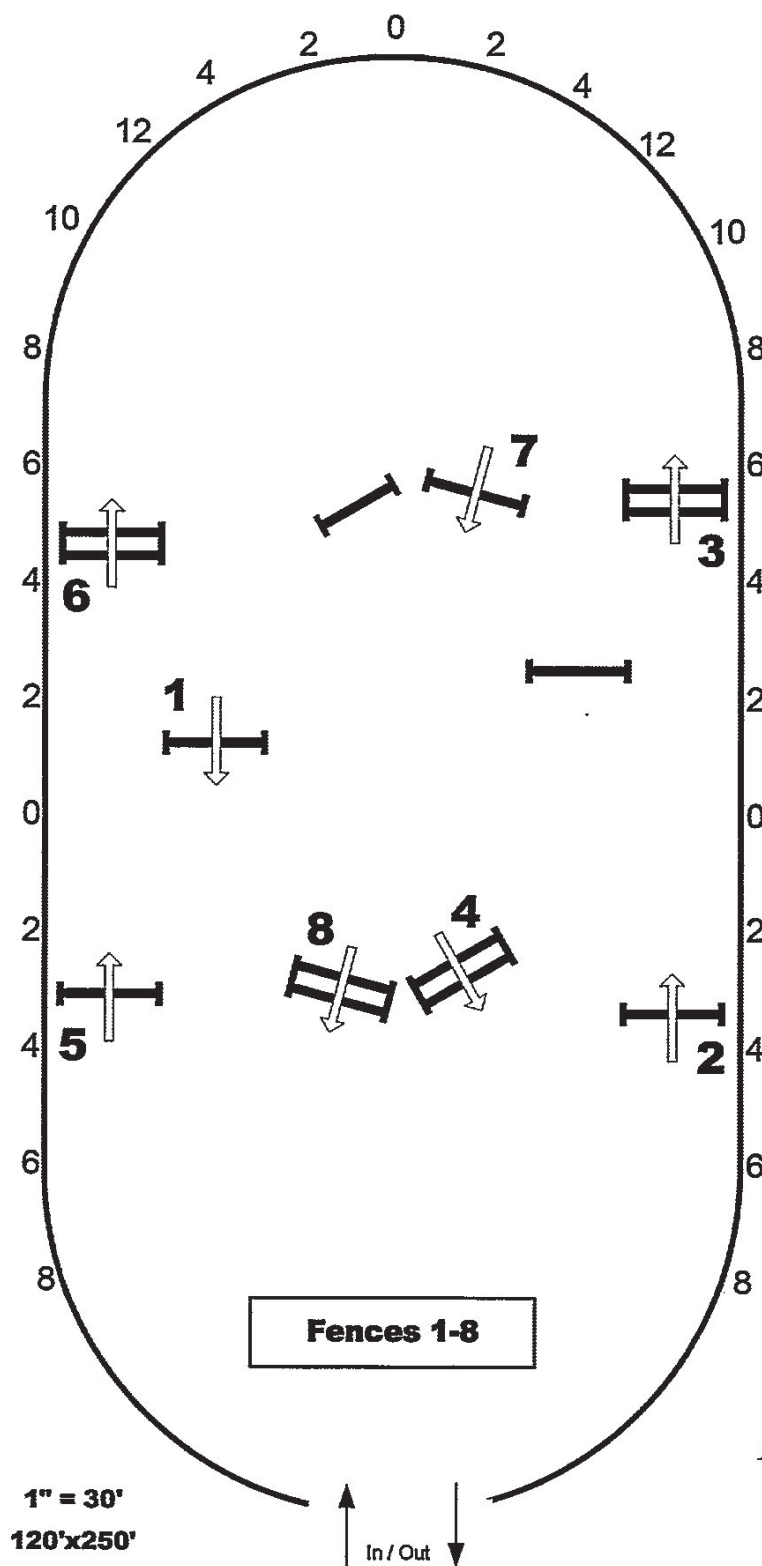


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USEF "R" CD
FEI 2* CD



Working Hunter

Green

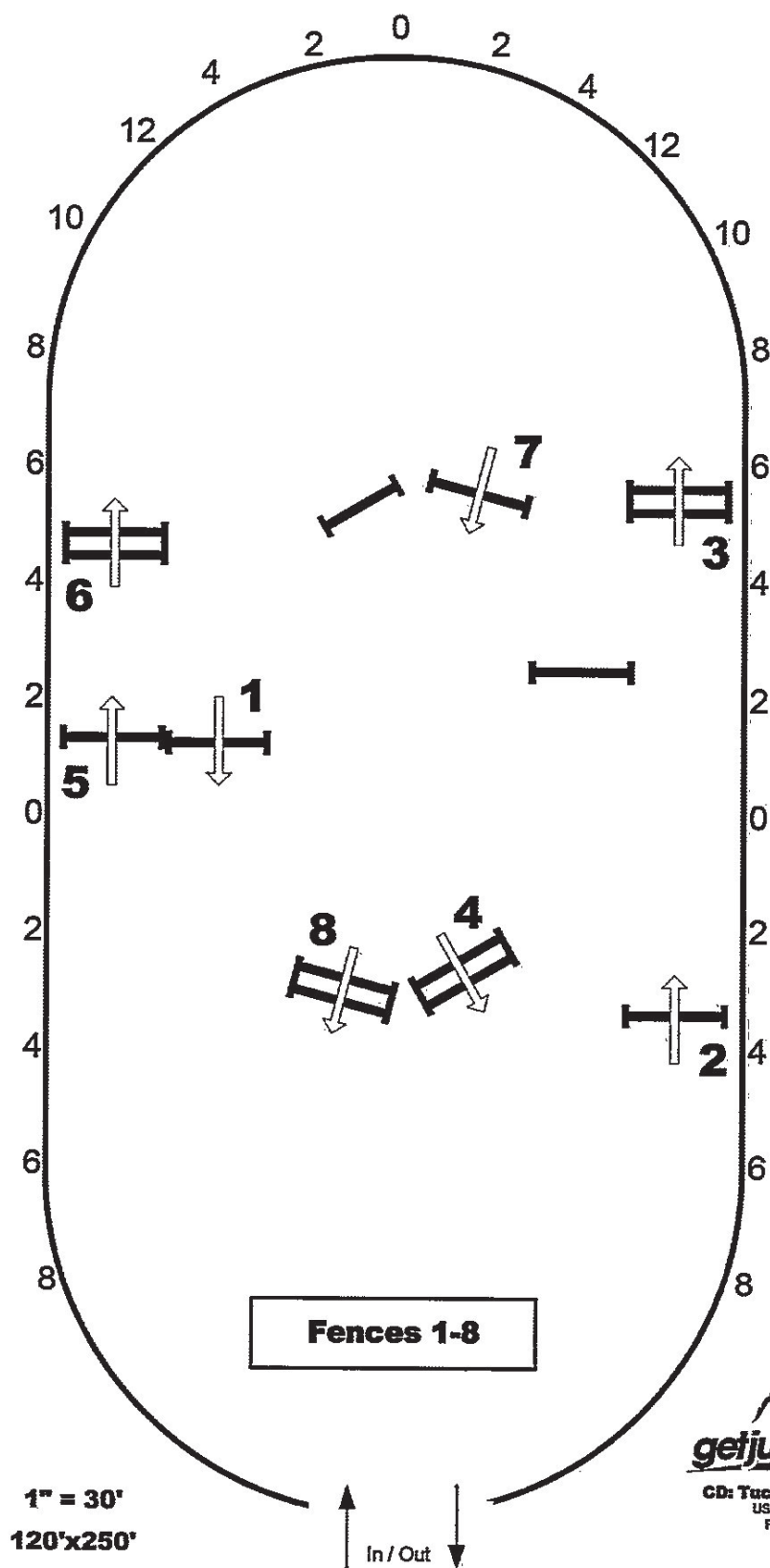


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USEF "R" CD
FEI 2* CD



Working Hunter

Working Hunter

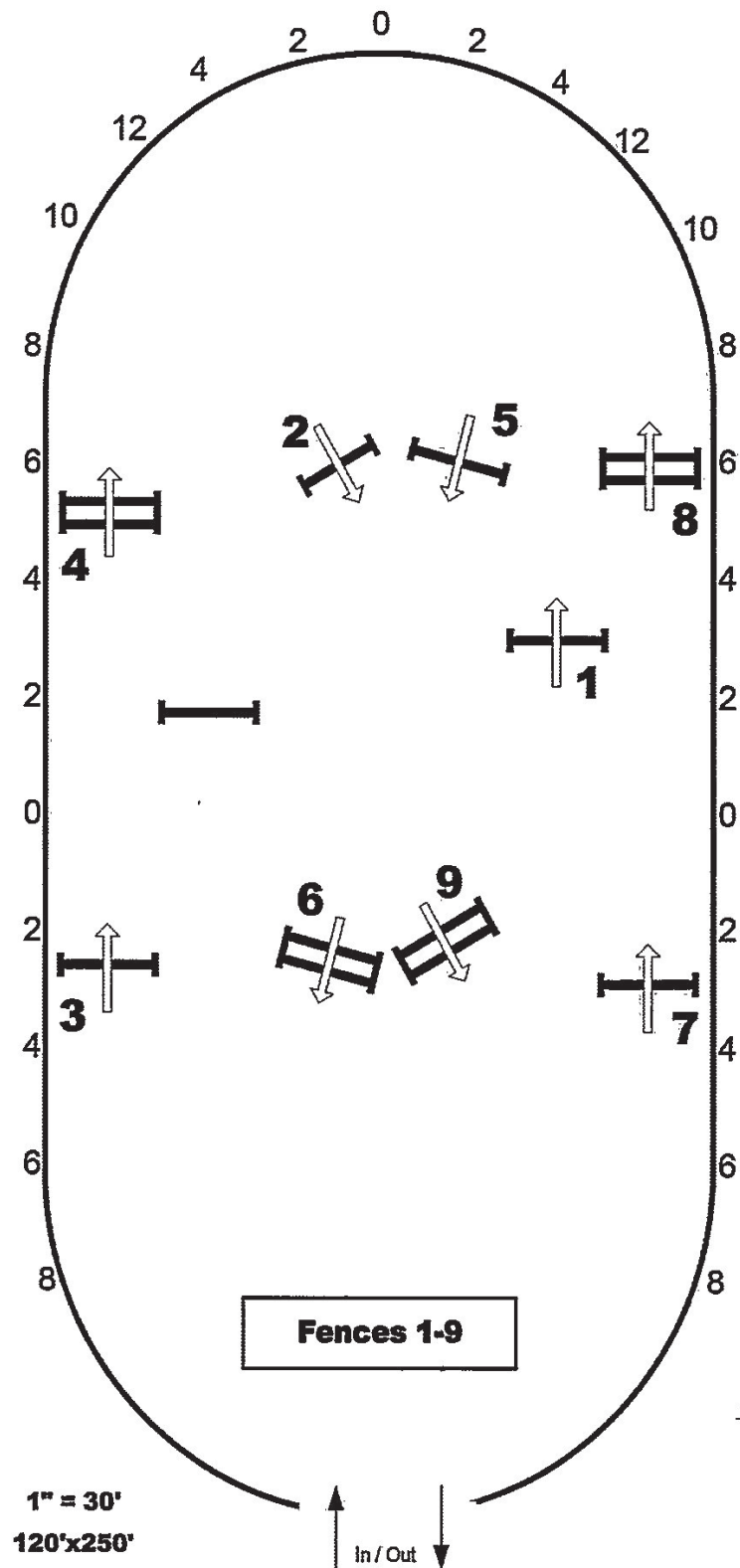


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 CD: Tucker Williams
 USEF "R" CD
 FEI 2* CD



Working Hunter

Windemere Hunter Classic



getjumps.com
 CD: Tucker Williams
 USEF "R" CD
 FEI 2* CD

