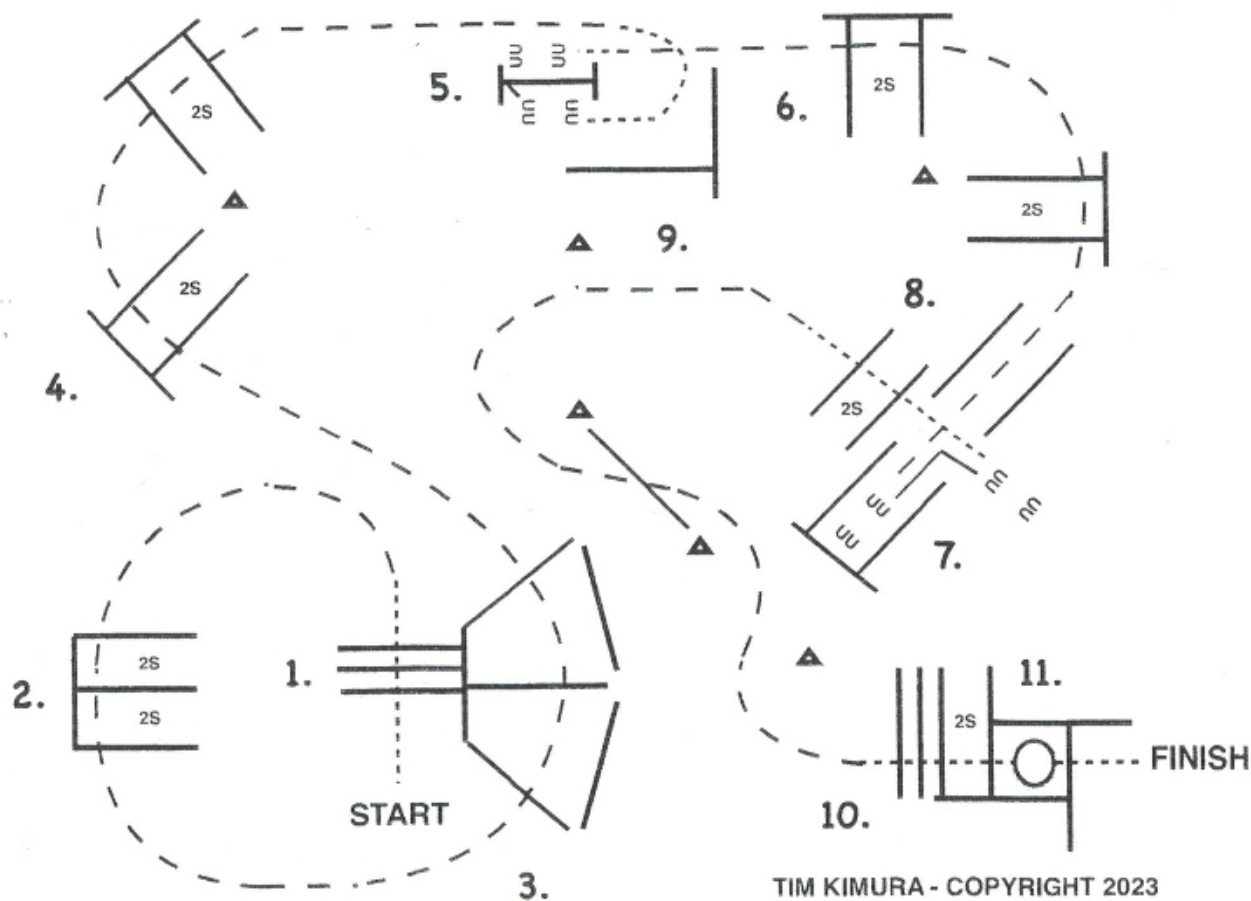


Area 2
Spring Kick-Off

L1 W/T YOUTH TRAIL
L1 W/T AMATEUR TRAIL

Saturday
May 6, 2023



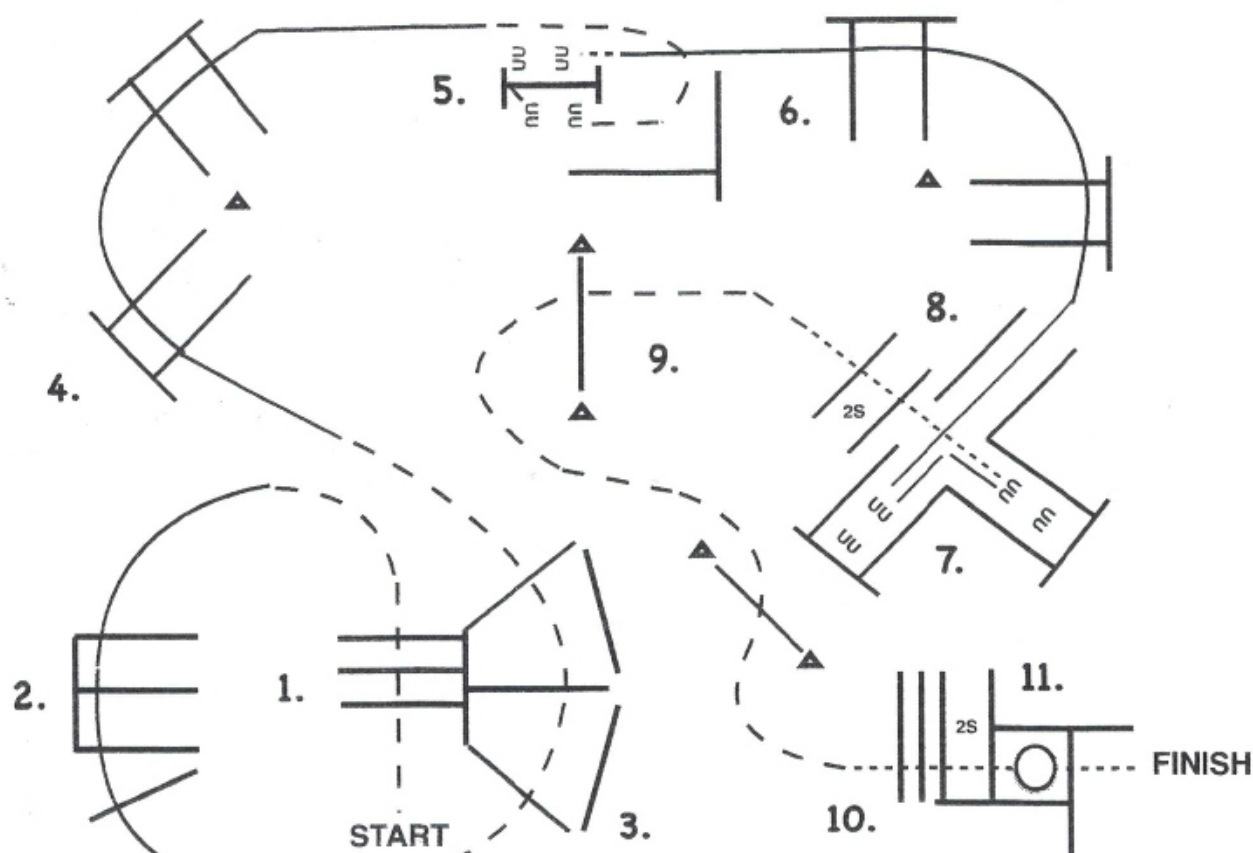
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1. WALK OVER POLES.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK UP TO GATE.
WORK GATE RIGHT HAND.
6. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
7. JOG INTO CHUTE. STOP AND BACK AROUND CORNER, BACK UNTIL
FRONT LEGS CLEAR THE GAP BETWEEN POLES.
8. WALK OUT CHUTE, WALK OVER POLES.
9. JOG THROUGH SERPENTINE, JOG OVER POLE.
10. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX.
11. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

Area 2
Spring Kick-Off

L1 TRAIL
L1 AMATEUR - L1 YOUTH

Saturday
May 6, 2023



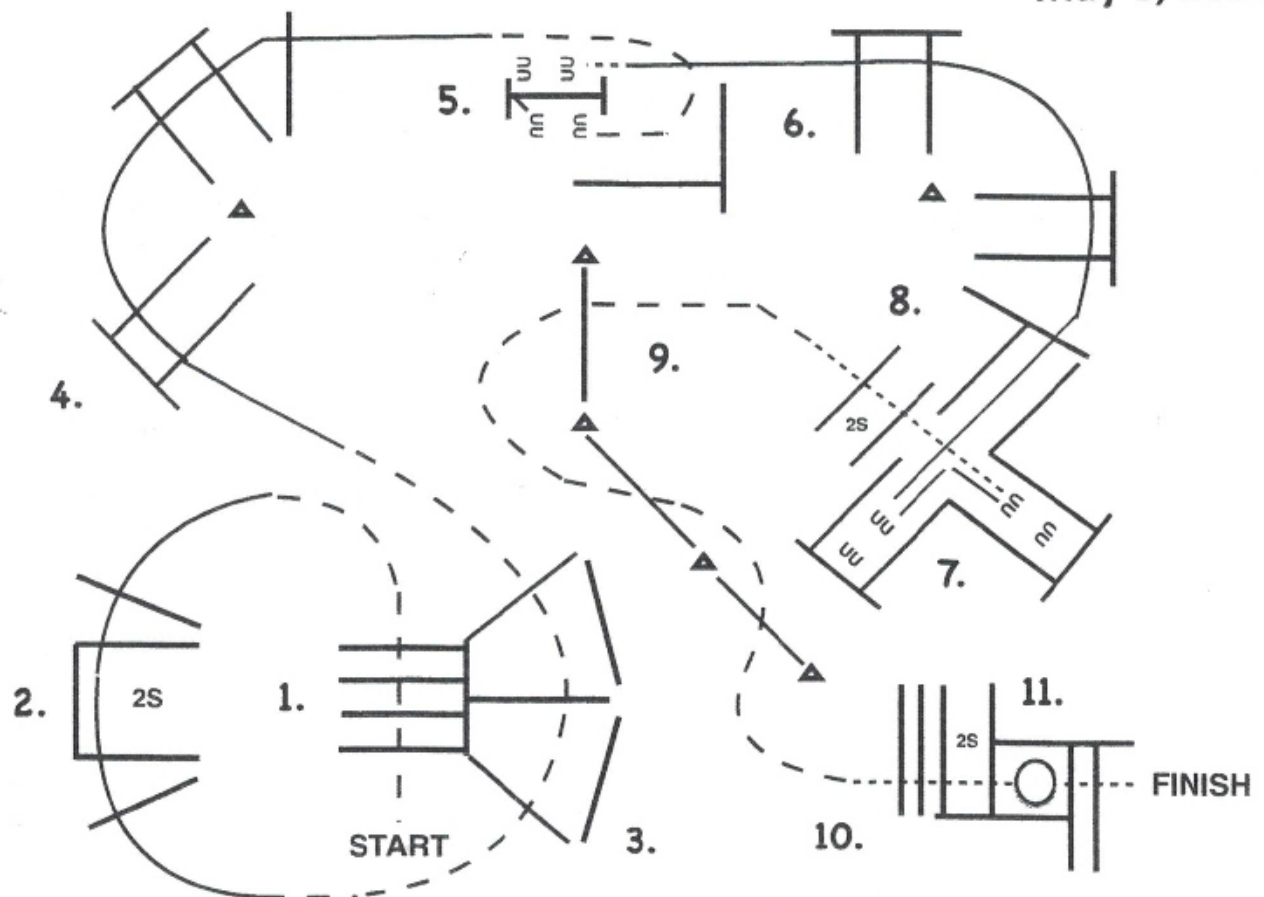
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1. JOG OVER POLES.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG UP TO GATE. WORK GATE RIGHT HAND.
6. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
7. LOPE INTO CHUTE (RIGHT LEAD). STOP AND BACK "L" AROUND CORNER.
8. WALK OUT CHUTE, WALK OVER POLES.
9. JOG THROUGH SERPENTINE, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX.
11. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.

Area 2
Spring Kick-Off

**OPEN, YOUTH
AMATEUR, SELECT**

**Saturday
May 6, 2023**



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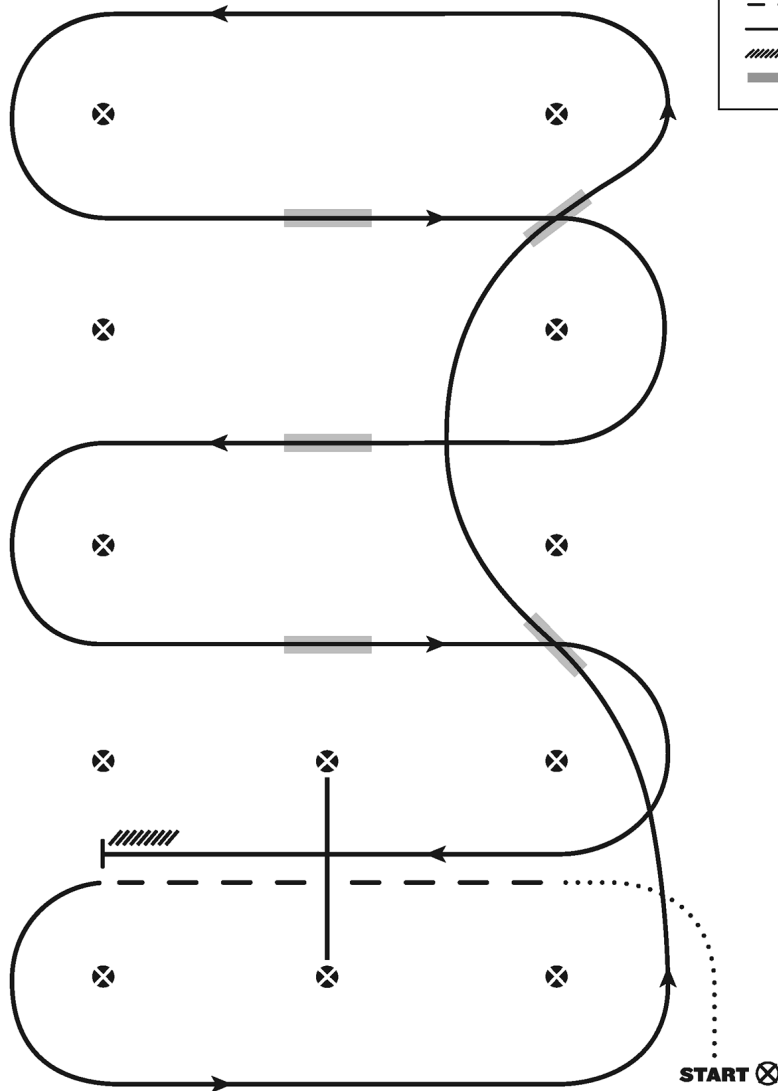
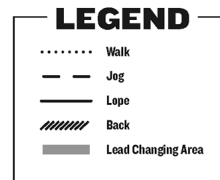
1. JOG OVER POLES.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG UP TO GATE. WORK GATE RIGHT HAND.
6. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
7. LOPE INTO CHUTE (RIGHT LEAD). STOP AND BACK "L" AROUND CORNER.
8. WALK OUT CHUTE, WALK OVER POLES.
9. JOG THROUGH SERPENTINE, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX.
11. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLES.

Area 2

WESTERN RIDING (ALL LEVEL 1)

Show Date: May 2023

LEVEL I WESTERN RIDING PATTERN 9



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
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

Revised 06-07-2021

[WR/GP-9]

Pattern Provided by:

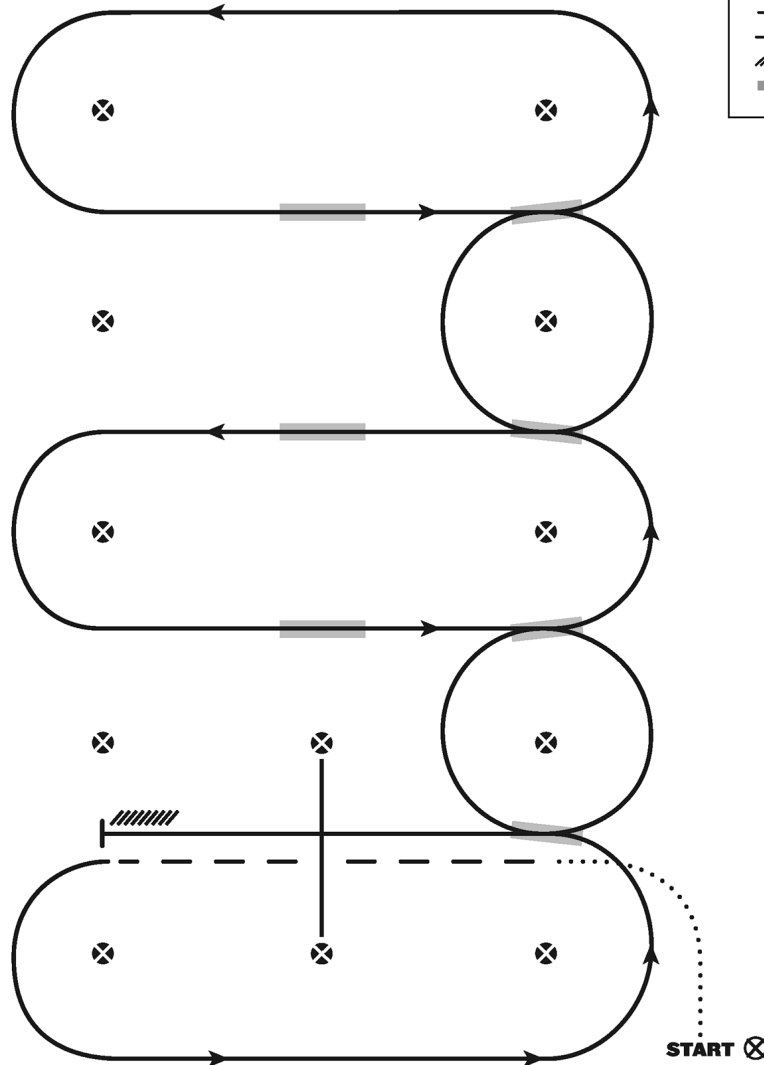
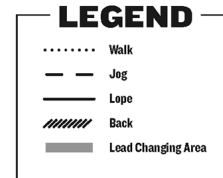
Casey Orr

Area 2

WESTERN RIDING (OPEN, YOUTH & AMATEUR, Select)

Show Date: May 2023

WESTERN RIDING - PATTERN 9



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope 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 & back

Revised 06-07-2021

[WR/OP-9]

Pattern Provided by:

Casey Orr

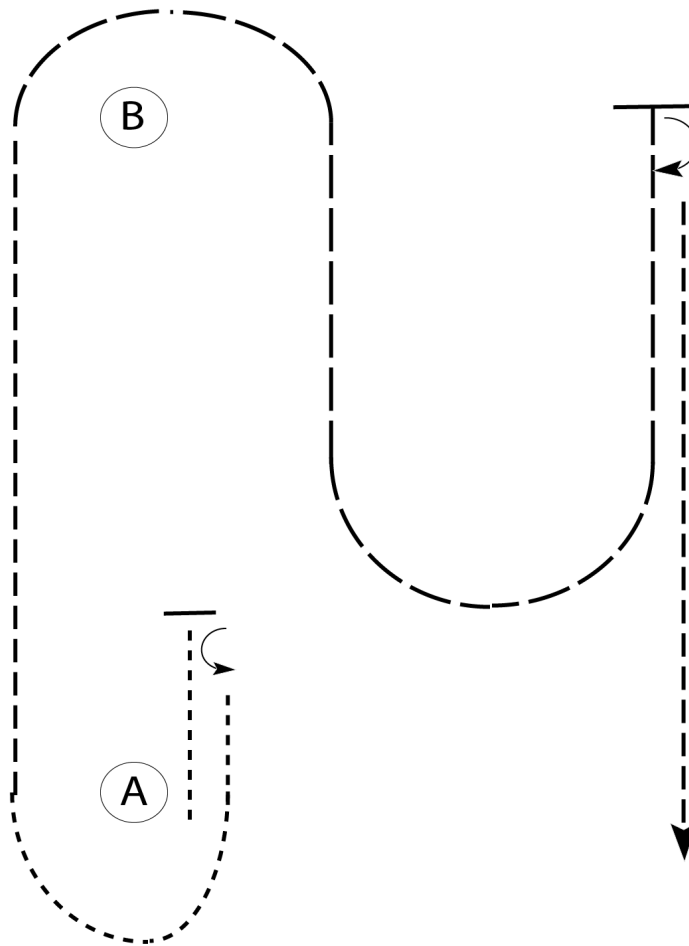
Area 2

HORSEMANSHIP (ALL WALK/TROT)

Show Date: May 2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Walk to and around A.
3. Jog to B.
4. Extend the jog as shown until even with B.
until even with B.
5. Stop and perform a 180 degree turn to the
right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	— — — —
Lead Change	
Back	
Marker	(B)

[WH/WT-118]

Pattern Provided by:
Casey Orr

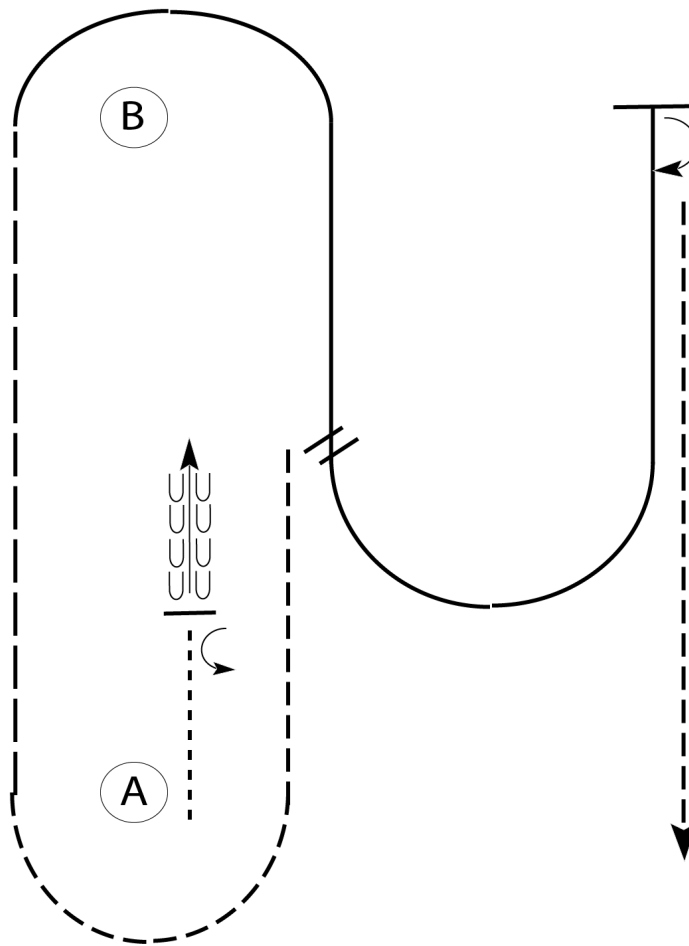
Area 2

HORSEMANSHIP (All Level 1 Youth & Amateur)

Show Date: May 2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	— — —
Lope	— — —
Lead Change	
Back	
Marker	(B)

[WH/1-118]

Pattern Provided by:
Casey Orr

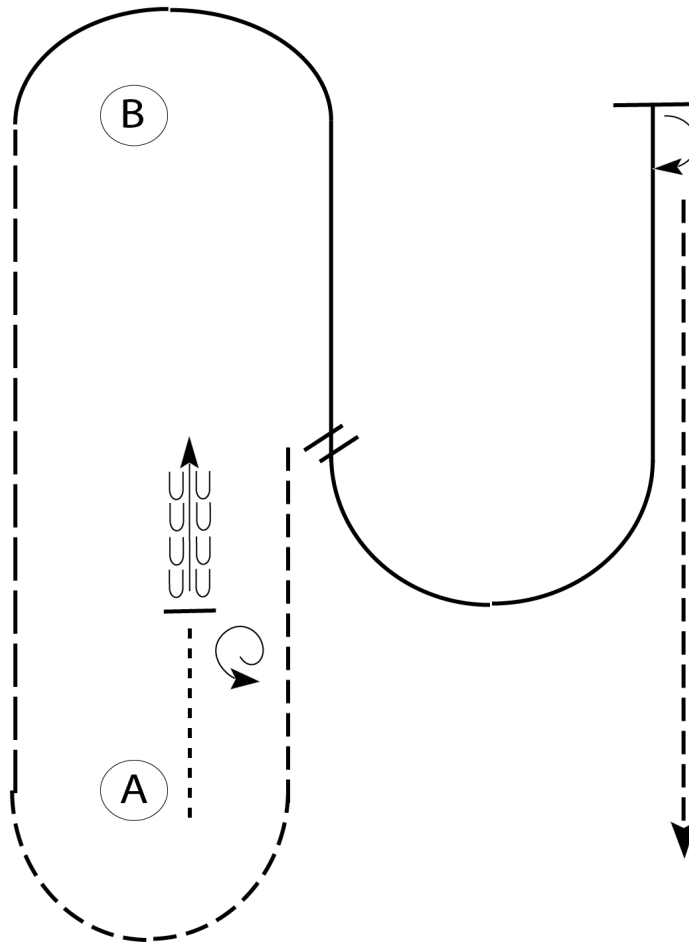
Area 2

HORSEMANSHIP (Youth/Amateur/Select)

Show Date: May 2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	— — — —
Lead Change	
Back	
Marker	(B)

[WH/2-118]

Pattern Provided by:

Casey Orr

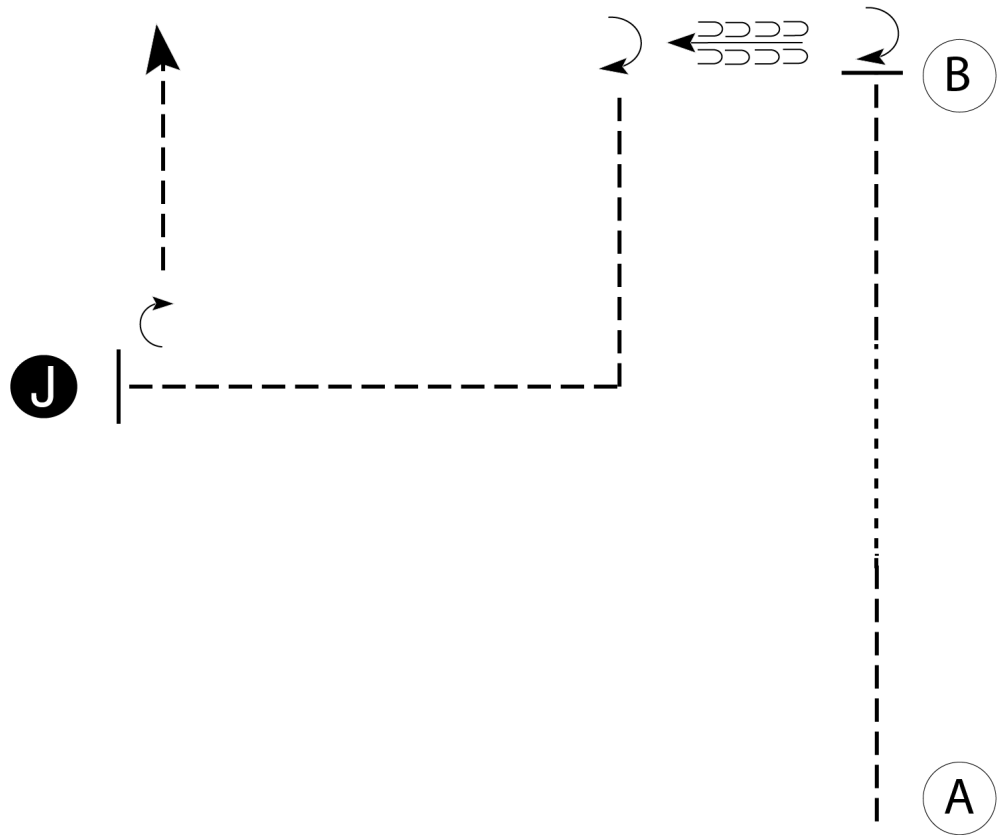
Area 2

SHOWMANSHIP (All Level 1 Youth & Amateur)

Show Date: May 2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot 1/3 of the line, then walk 1/3 of the line then trot the final 1/3 of the line.
2. Stop with horse's hip even with B then perform a 1/4 turn.
3. Back 2 horse lengths then perform a 1/4 turn.
4. Trot to judge as shown.
5. Stop and set up at Judge.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.

Walk -----
Trot -----
Back ←-----
Marker (B)
Judge (J)

[S/1-119]

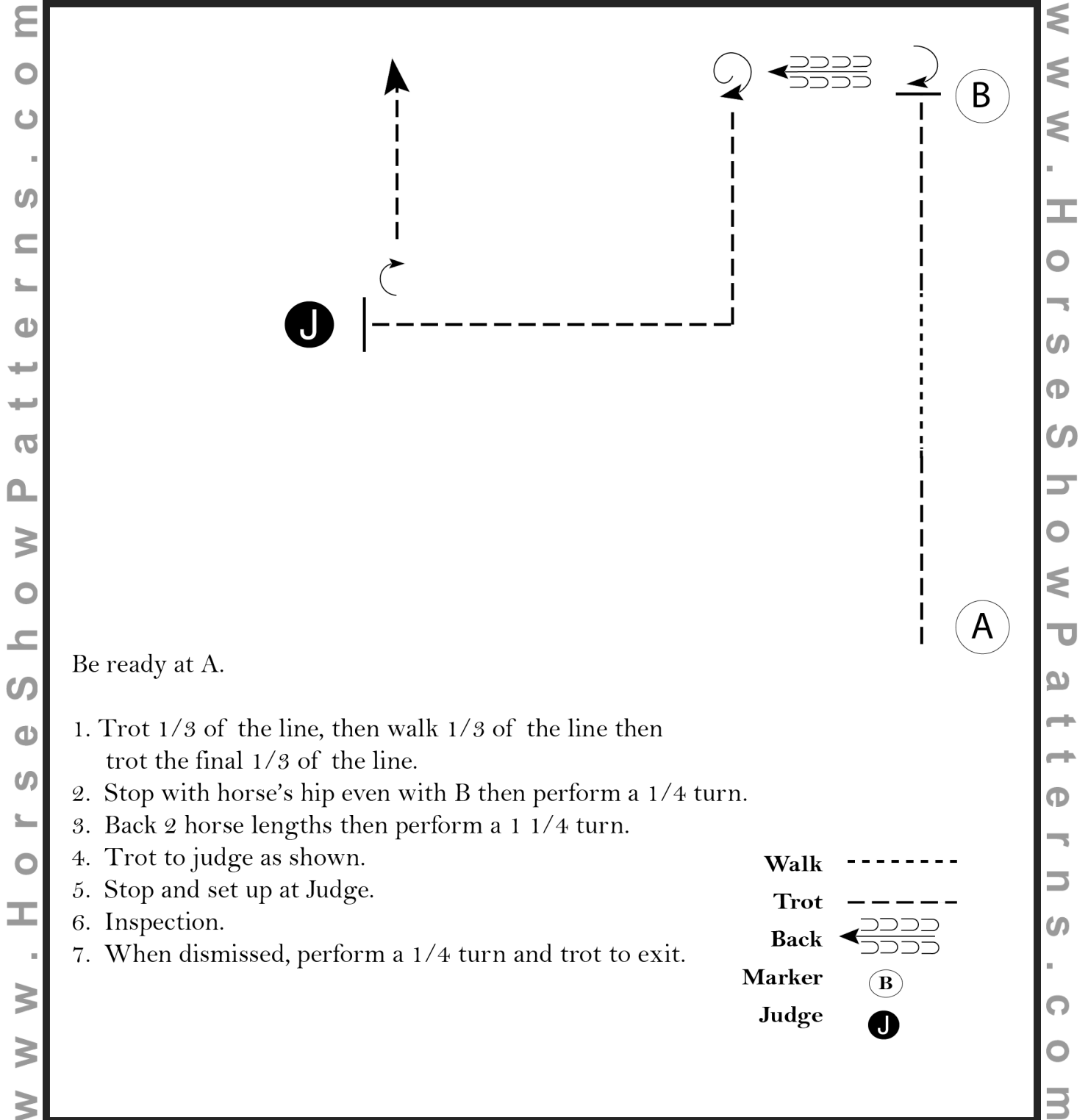
Pattern Provided by:

Casey Orr

Area 2

SHOWMANSHIP (youth, Amateur & Select)

Show Date: May 2023



[S/2-119]

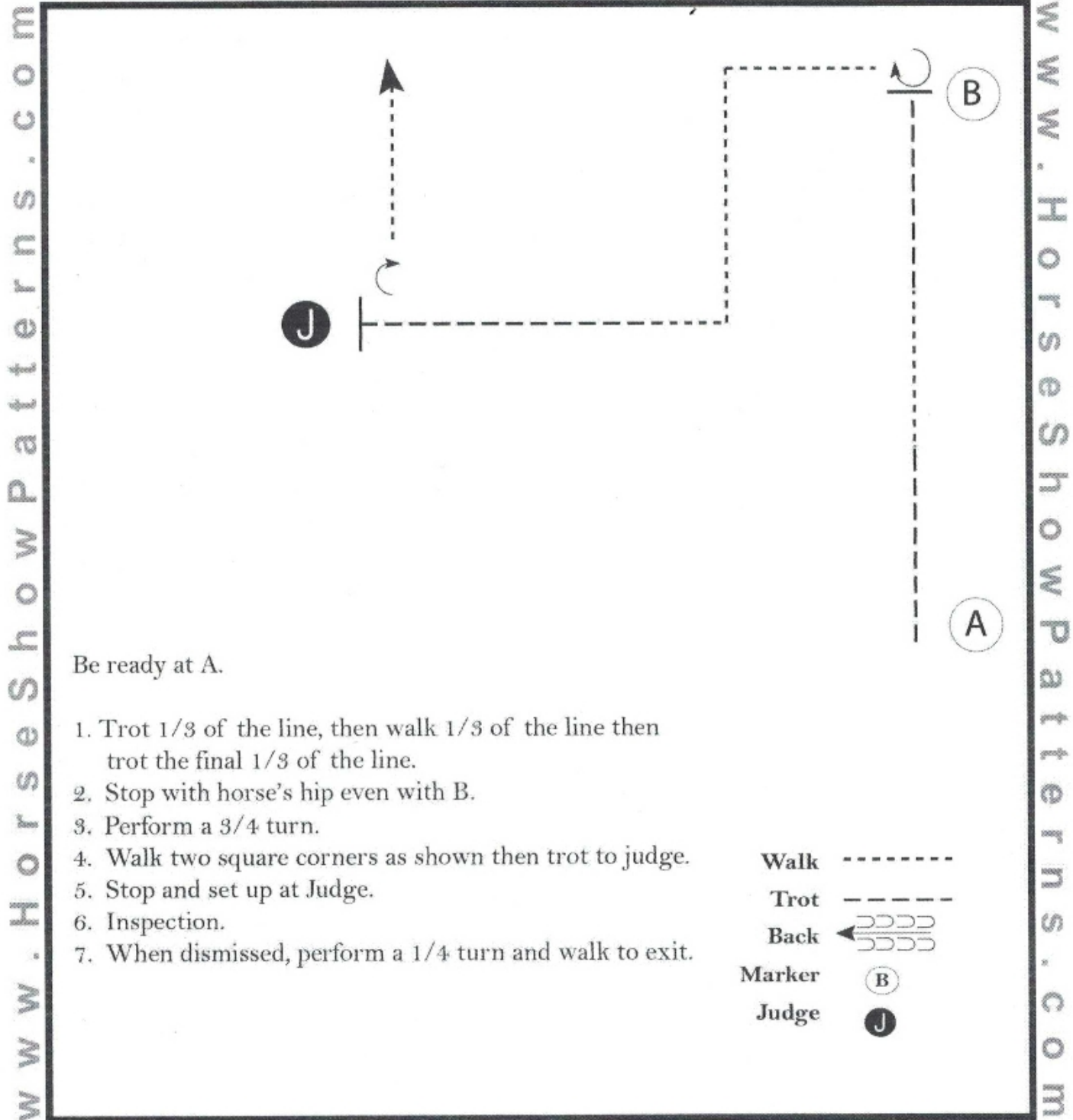
Pattern Provided by:

Casey Orr

Area 2

Showmanship Small Fry

Show Date: May 2023



[S/WT-119]

Pattern Provided by:

Casey Orr

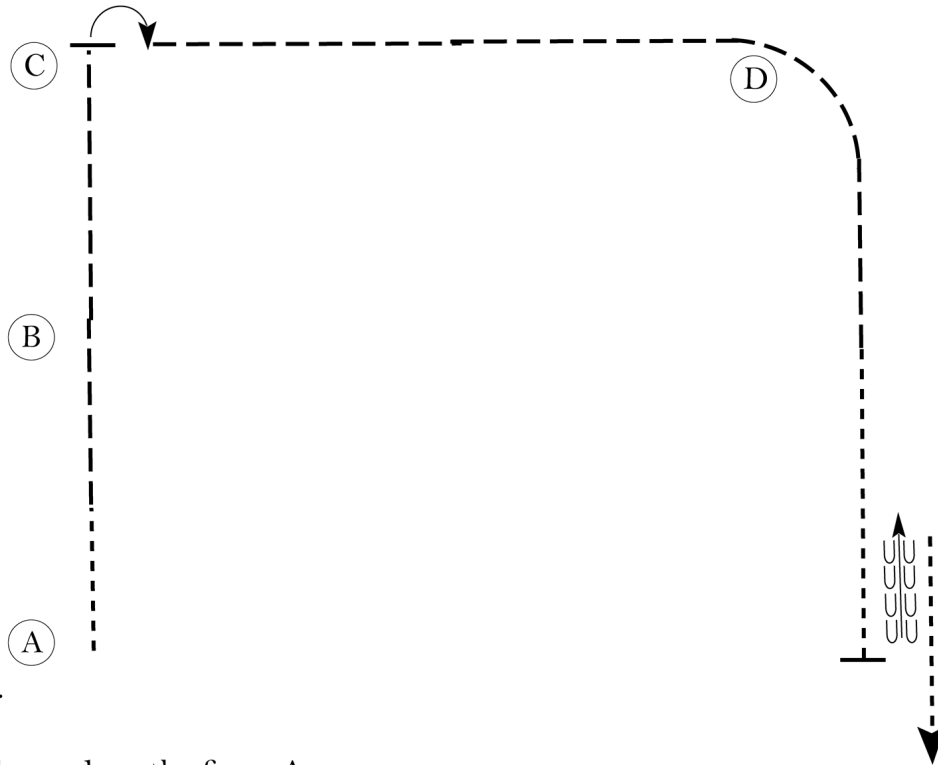
Area 2

EQUITATION (All Level 1 Youth & Amateur W/J)

Show Date: May 2023

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Be ready at A.

1. Walk two horse lengths from A.
2. Posting trot on the right diagonal to C.
3. Stop at C and perform a 90 degree turn on the hindquarters to the right.
4. Trot on the left diagonal to and around D.
5. When even with B, begin to walk.
6. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/WT-44]

Pattern Provided by:

Casey Orr

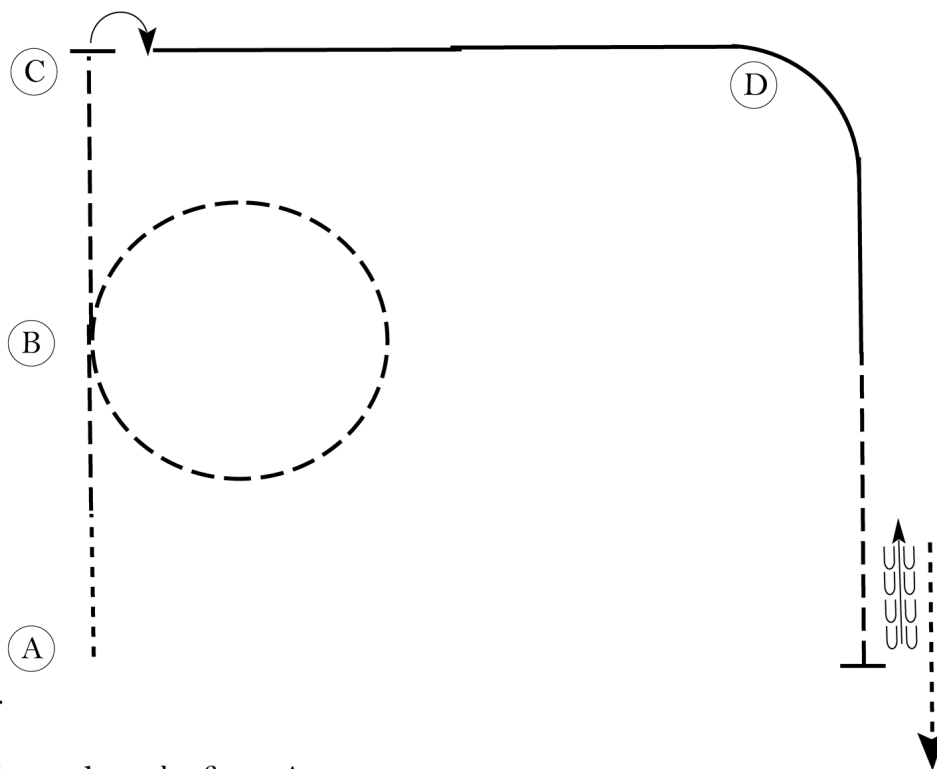
Area 2

EQUITATION (ALL LEVEL 1)

Show Date: May 2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 90 degree turn on the hindquarters to the right.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	←- - - -→
Hand Gallop	=====

[HSE/1-44]

Pattern Provided by:

Casey Orr

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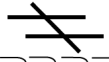

www.HorseShowPatterns.com

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1. Walk to the left around corner of arena.
 2. Trot
 3. Extend alongside of the arena and around the corner to center.
 4. Stop, side pass right
 5. 360 degree turn each direction (either way 1st)
 6. Walk.
 7. Trot.
 8. Lope left lead
 9. Extend the lope
 10. Change leads (simple or flying)
 11. Collect to the lope
 12. Extend trot
 13. Stop and back

Walk -----
Jog - - - - -
Extended Jog — — — —
Lope —————
Lead Change 
Back 
Marker (B)

-
- Diagram illustrating the sequence of movements and a marker:
- Walk: Dotted line
 - Jog: Dashed line
 - Extended Jog: Long dashed line
 - Lope: Solid line
 - Lead Change: Solid line with a diagonal slash
 - Back: Solid line with three arrows pointing left
 - Marker: Circle containing the letter B

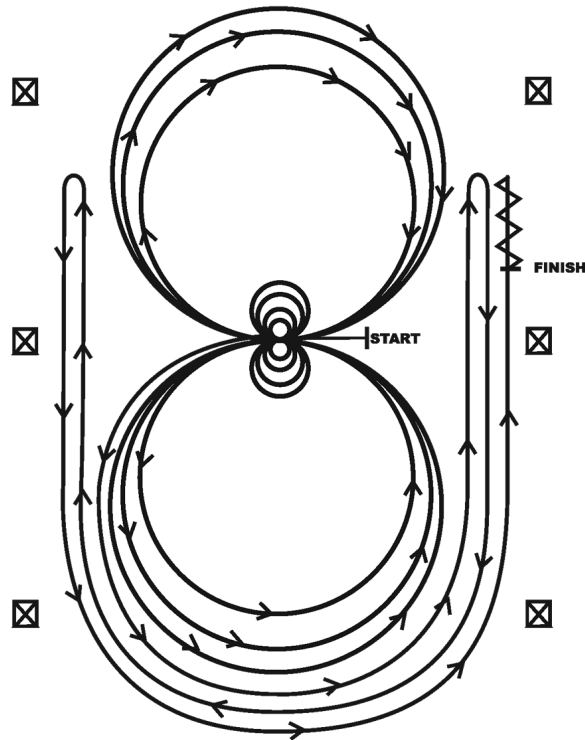
Casey Orr

Area 2

Reining (All Classes)

Show Date: May 2023

REINING PATTERN 13



- Horses must walk or stop prior to starting pattern. Beginning 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 being large and fast; the second circle small and slow. Stop at the center of the arena.
 4. Complete four spins to the right. Hesitate.
 5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
 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 (6meters) 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 meters) 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 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

[R/AQHAP-13]

Pattern Provided by:

Casey Orr