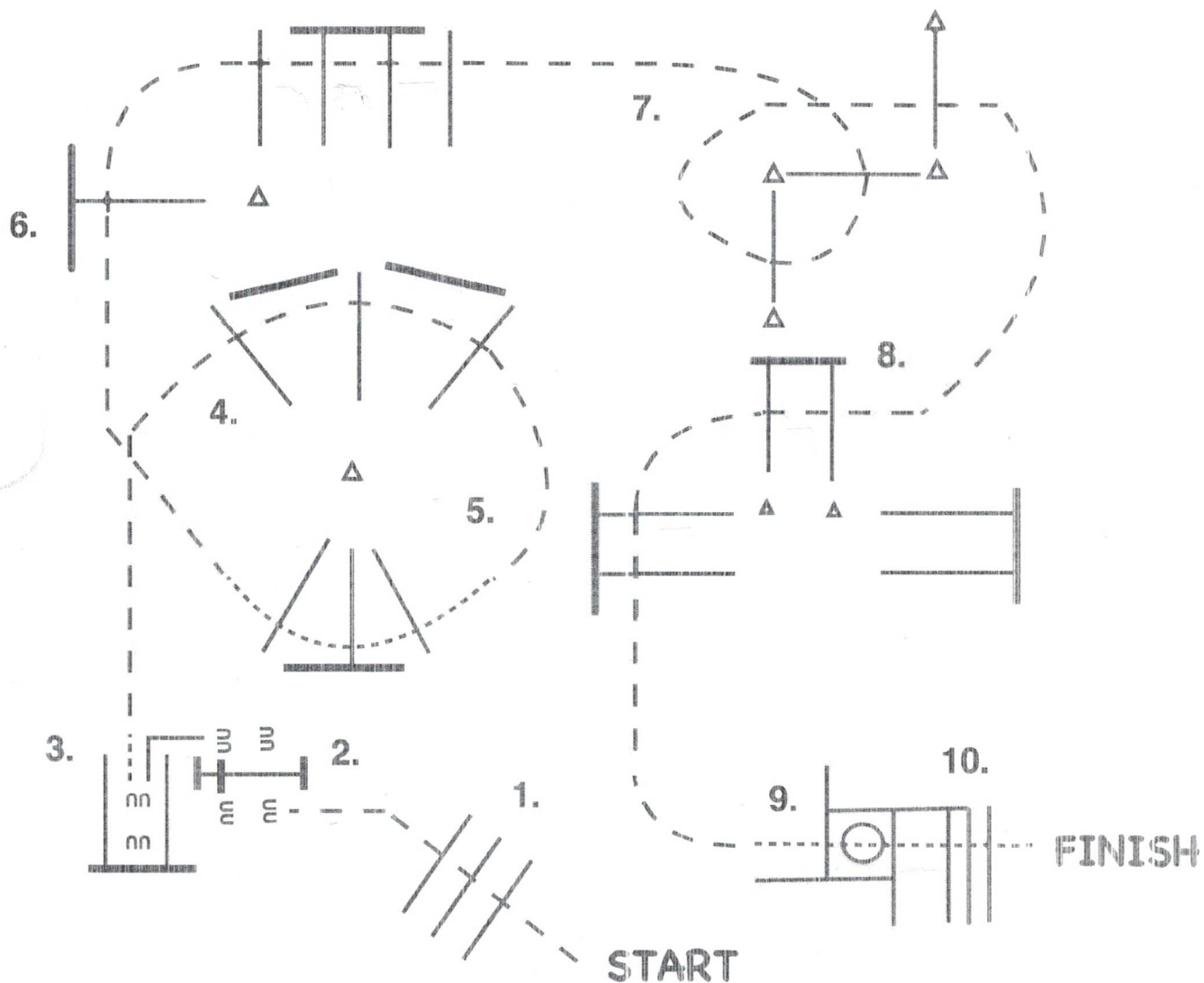


2024 Area 2
Spring Kick-off
May 11-12

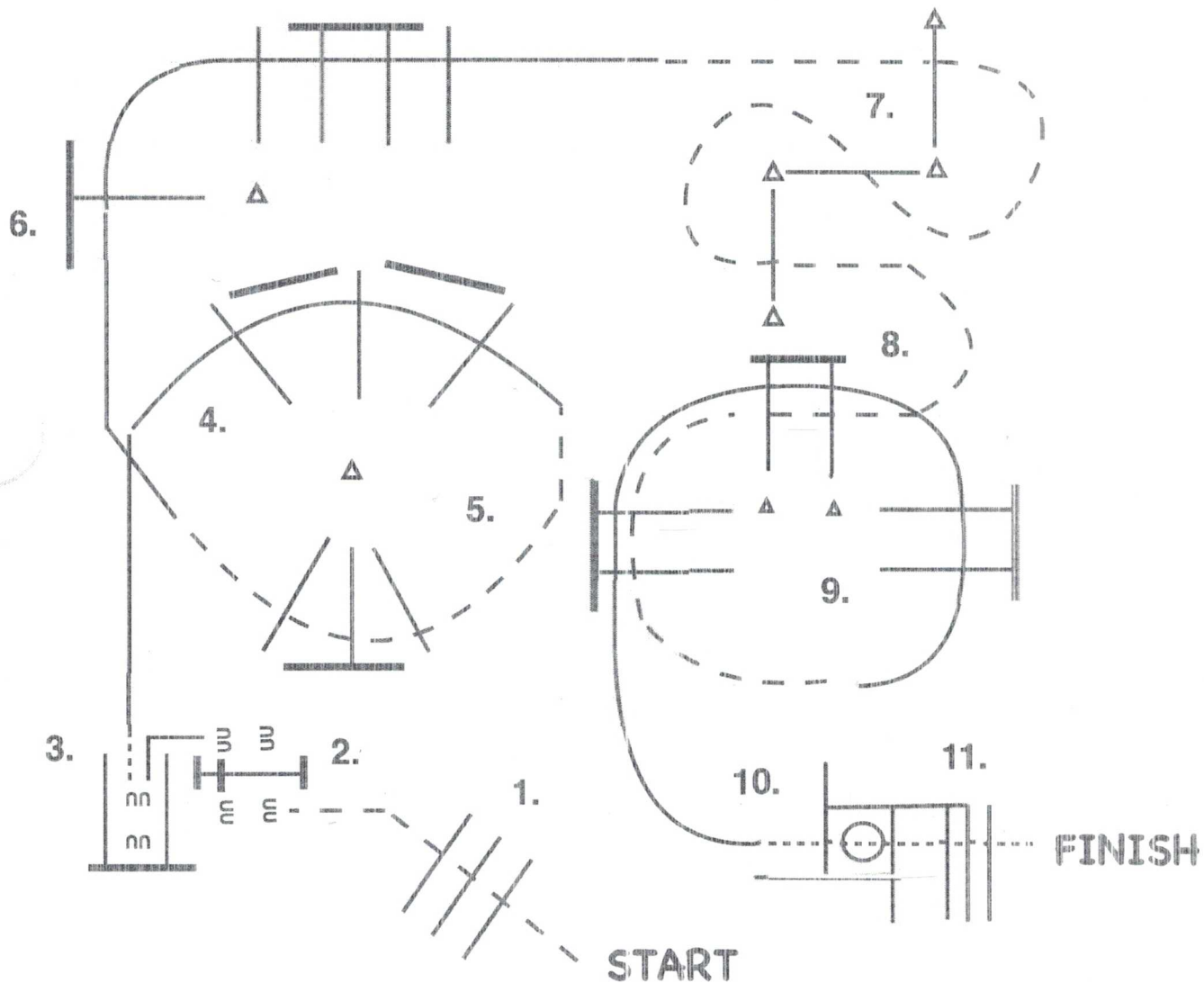
ALL WALK/TROT
Trail Classes



1. JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE RIGHT HAND
3. BACK AROUND CORNER, BACK BETWEEN POLES.
4. WALK FORWARD, THEN JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
10. WALK OVER POLES.

2024 Area 2
Spring Kick-off
May 11-12

ALL TRAIL CLASSES
Except Walk-Trot Classes



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

Area 2

Equitation (L1)

Show Date: 05-11-2024

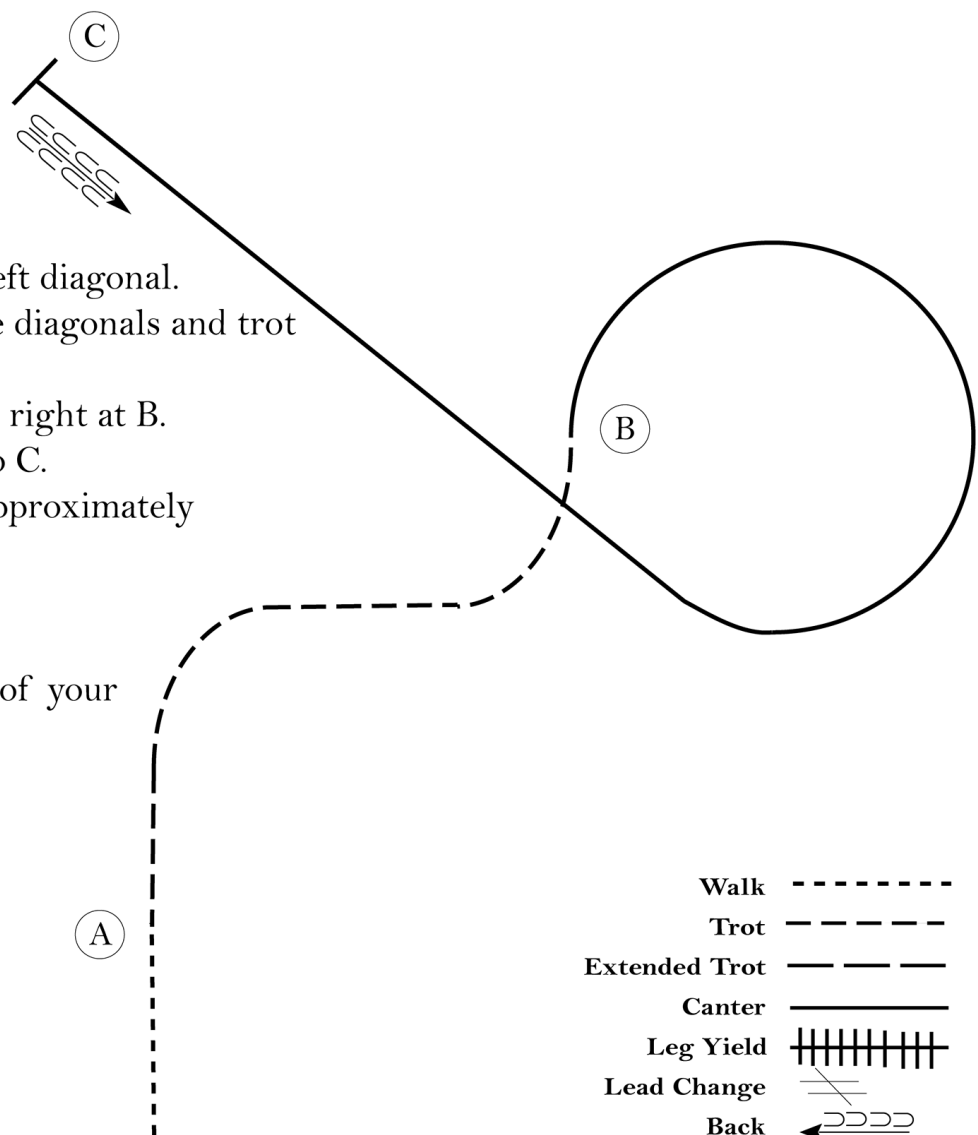
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal.
3. Halfway to B, change diagonals and trot to B.
4. Canter a circle to the right at B.
5. Continue to canter to C.
7. Stop at C and back approximately one horse length.

Exit at a walk.
Follow the instructions of your ring steward.



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

[HSE/1-40]

Pattern Provided by:
The Judges

Area 2

YTH/Amateur/Select Equitation

Show Date: 05-11-2024

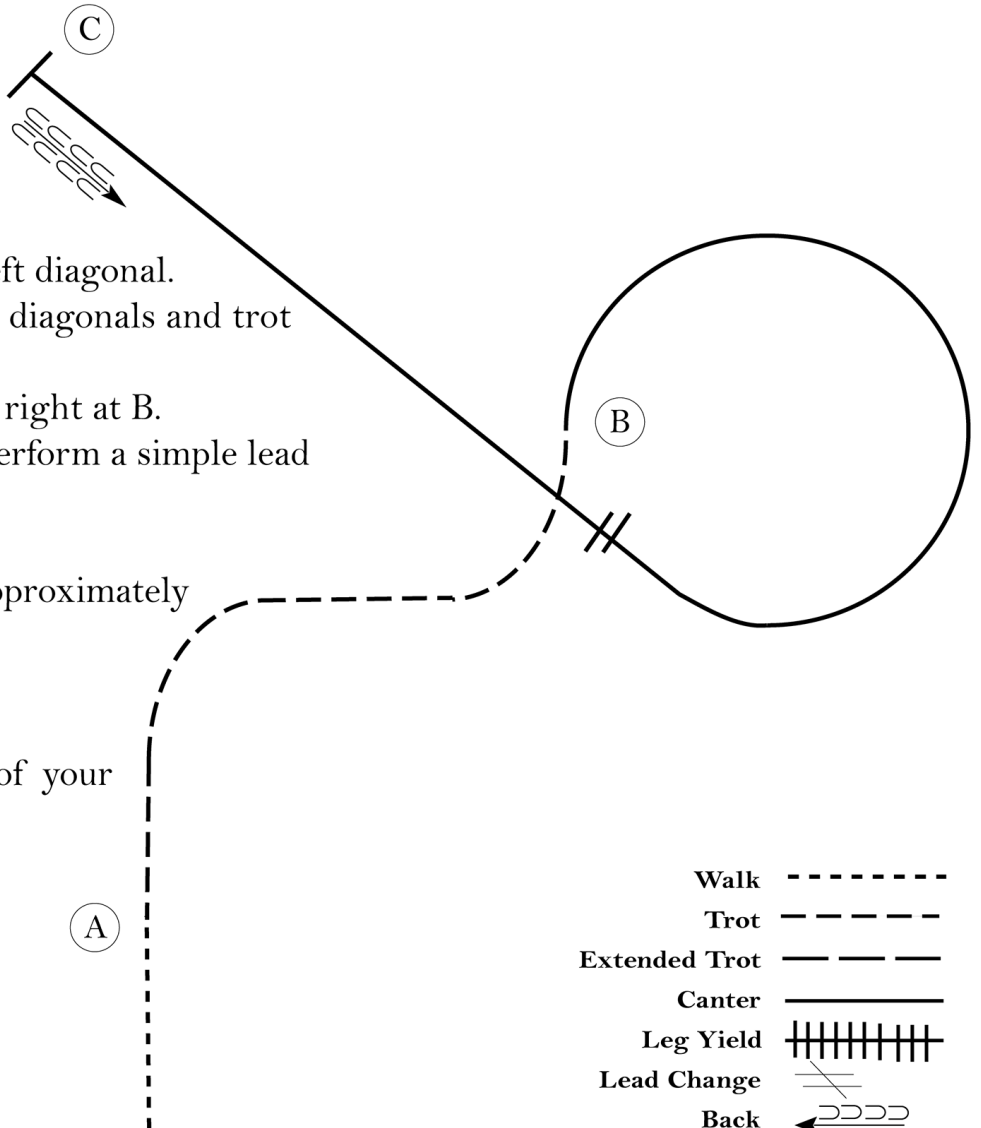
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Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal.
3. Halfway to B, change diagonals and trot to B.
4. Canter a circle to the right at B.
5. When even with B, perform a simple lead change.
6. Canter to C.
7. Stop at C and back approximately one horse length.

Exit at a trot.
Follow the instructions of your ring steward.



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

[HSE/2-40]

Pattern Provided by:

The Judges

Area 2

EQUITATION (L1 YTH/Amateur W/T Equitation)

Show Date: 05-11-2024

w w w . H o r s e S h o w P a t t e r n s . c o m

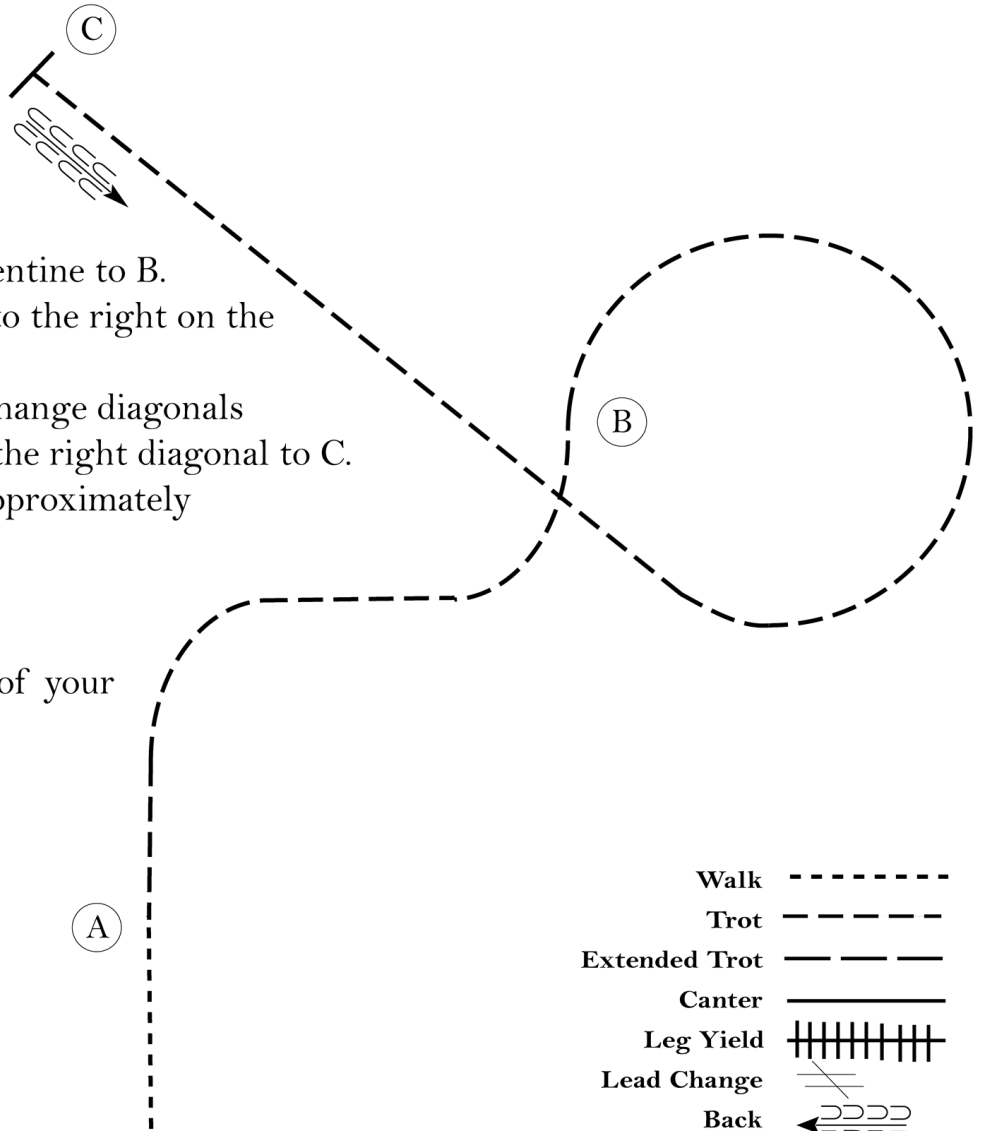
w w w . H o r s e S h o w P a t t e r n s . c o m

Be ready before A.

1. Walk to A.
2. Sitting trot in a serpentine to B.
3. Posting trot a circle to the right on the left diagonal at B.
4. When even with B, change diagonals and post the trot on the right diagonal to C.
5. Stop at C and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.



Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/WT-40]

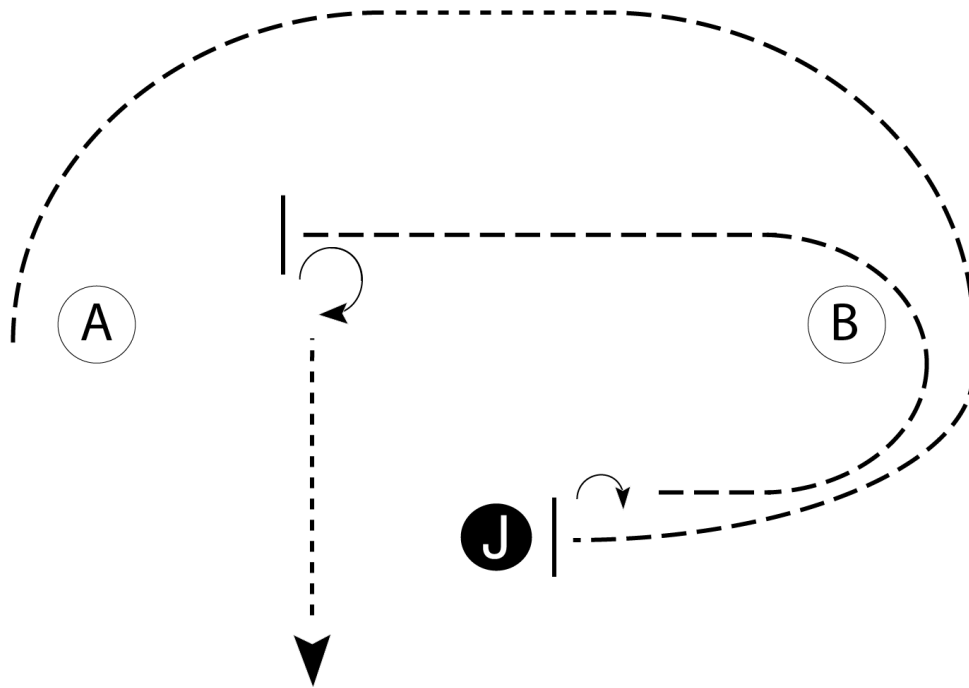
Pattern Provided by:

The Judges

Area 2

L1 Showmanship

Show Date: 05-11-2024



Be ready at A.

1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Trot around B as shown and stop before A.
7. Perform a 3/4 turn and walk straight away to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	—————
Back	←←←←← ←←←←←
Marker	ⓑ
Judge	ⓙ

[S/1-46]

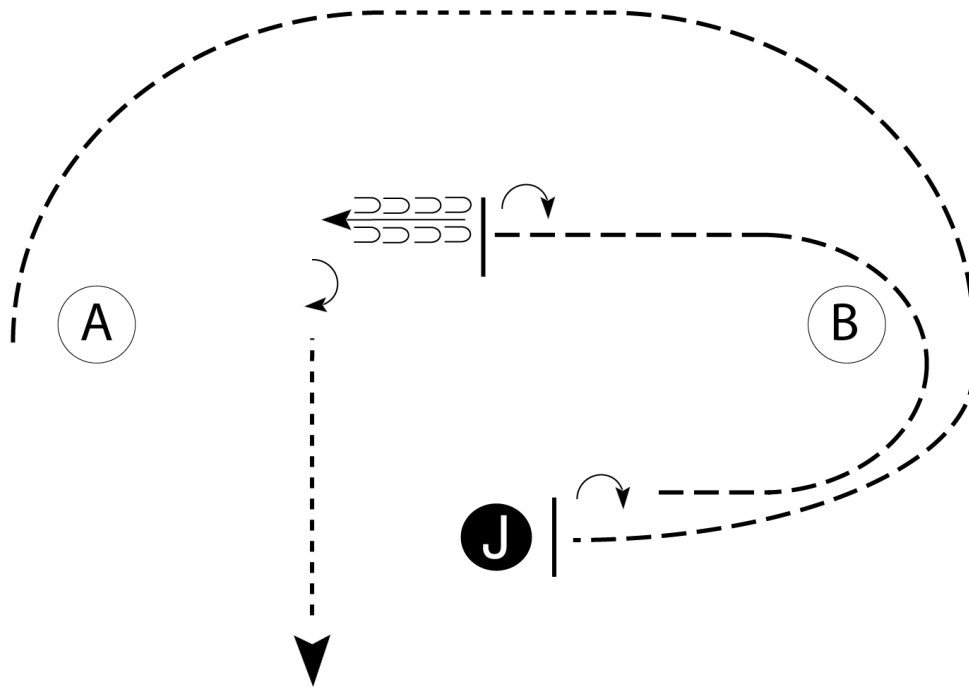
Pattern Provided by:

The Judges

Area 2

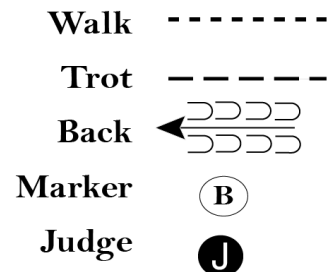
Yth/Amateur/Select Showmanship

Show Date: 05-11-2024



Be ready at A.

1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Perform 1/4 turn and walk straight away to exit.



Follow the instructions of your ring steward.

[S/2-46]

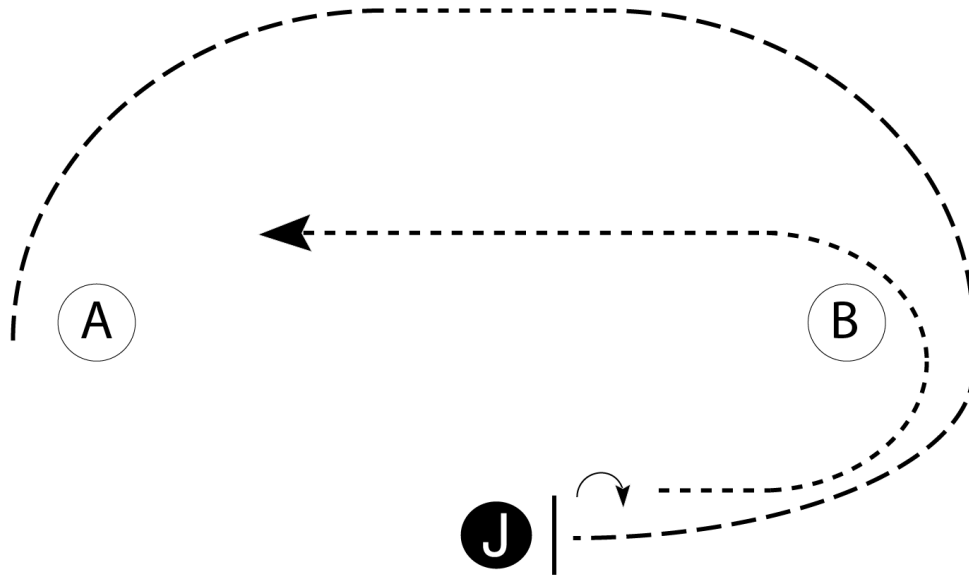
Pattern Provided by:

The Judges

Area 2

Small Fry Showmanship

Show Date: 05-11-2024



Be ready at A.

1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Walk around B and toward A as shown..
7. Continue to walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊞ B
Judge	⊙ J

[S/WT-46]

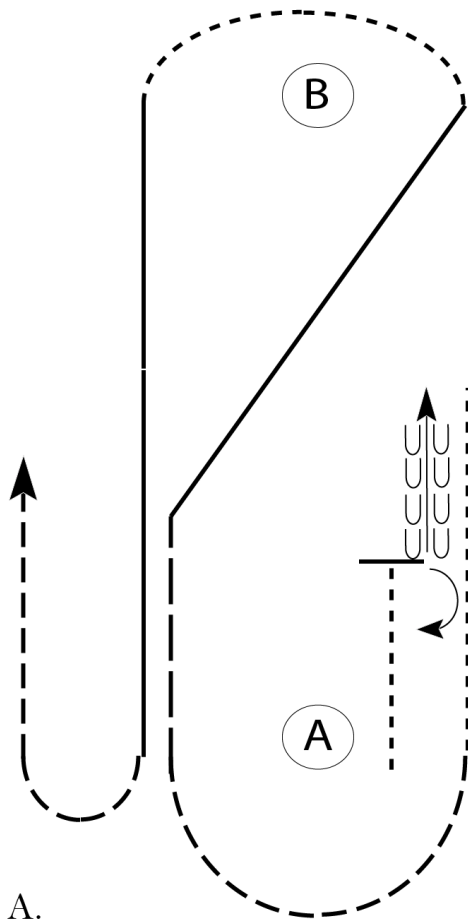
Pattern Provided by:

The Judges

Area 2

L1 Horsemanship

Show Date: 05-11-2024



Be ready at A.

1. Walk approximately 2 horse lengths from A. Stop and perform a 1/2 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line halfway to B.
4. Lope on the left lead on the diagonal to B. Break to the walk and walk around B.
5. Lope on the right lead to A.
6. Break to the jog when even with A and jog around to exit.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	———/———
Back	←—————
Marker	ⓑ

[WH/1-117]

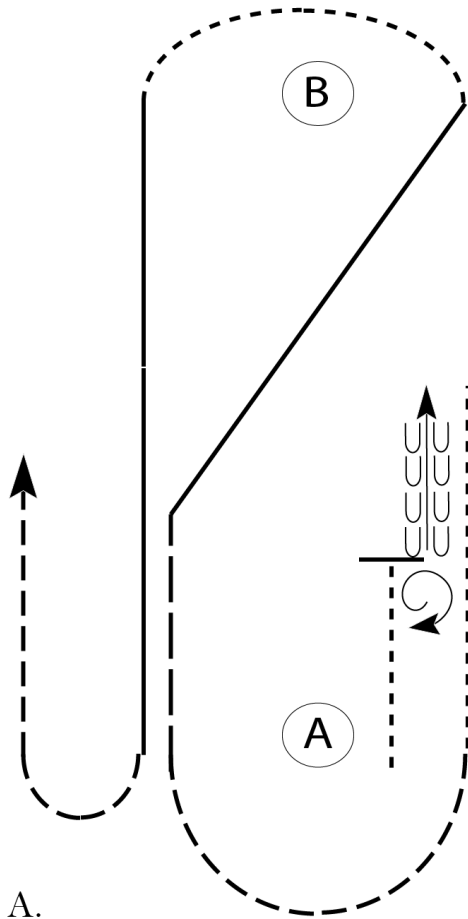
Pattern Provided by:

The Judges

Area 2

YTH/Amateur/Select Horsemanship

Show Date: 05-11-2024



Be ready at A.

1. Walk approximately 2 horse lengths from A. Stop and perform a 1 1/2 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line halfway to B.
4. Lope on the left lead on the diagonal to B. Break to the walk and walk around B.
5. Lope on the right lead to A.
6. Break to the jog when even with A and jog around to exit.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	——— ———
Back	←←←←← ←←←←←
Marker	ⓑ

[WH/2-117]

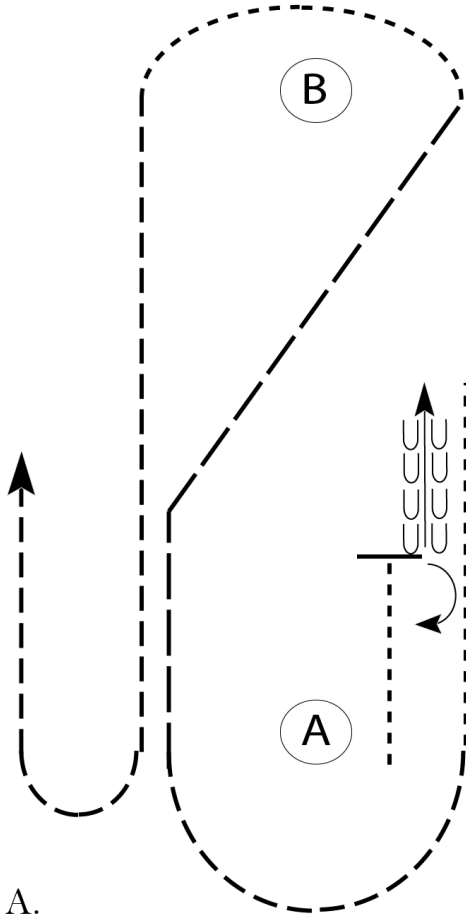
Pattern Provided by:

The Judges

Area 2

L1 Yth/Amateur W/J Horsemanship

Show Date: 05-11-2024



Be ready at A.

1. Walk approximately 2 horse lengths from A. Stop and perform a 1/2 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line then diagonal line to B.
4. Break to the walk and walk around B.
5. Jog to A.
6. Continue to jog around to exit.

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

[WH/WT-117]

Pattern Provided by:

The Judges

Area 2

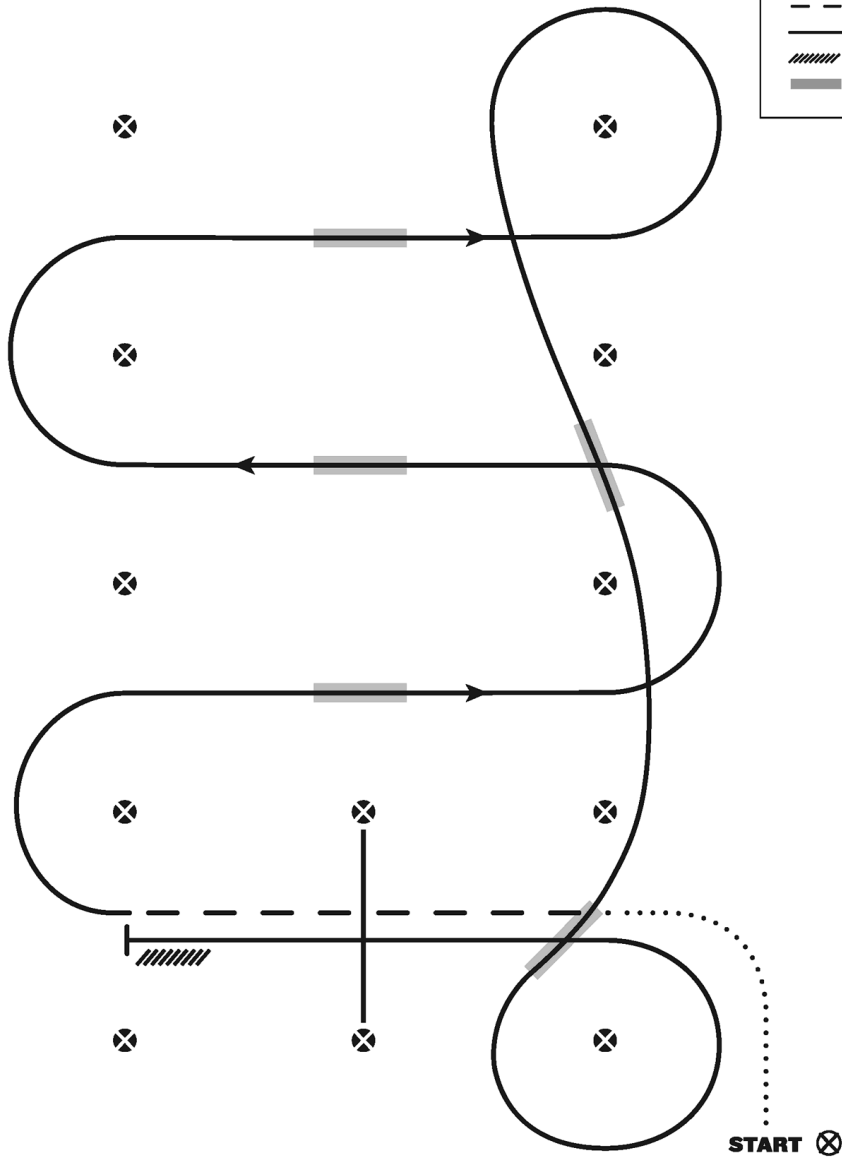
L1 Western Riding

Show Date: 05-11-2024

LEVEL I WESTERN RIDING PATTERN 7

LEGEND

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



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 right lead
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

Revised 06-07-2021

[WR/GP-7]

Pattern Provided by:

The Judges

Area 2

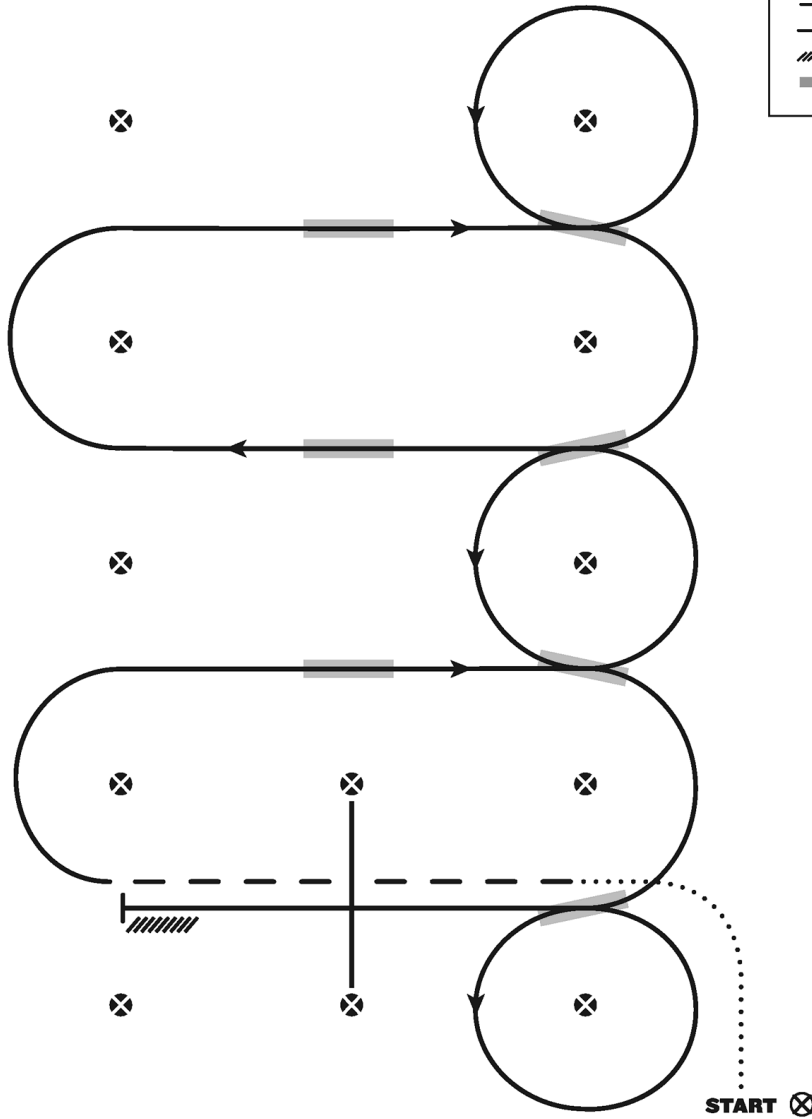
WESTERN RIDING

Show Date: 05-11-2024

WESTERN RIDING - PATTERN 7

LEGEND

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



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 right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

Revised 06-07-2021

[WR/OP-7]

Pattern Provided by:

The Judges

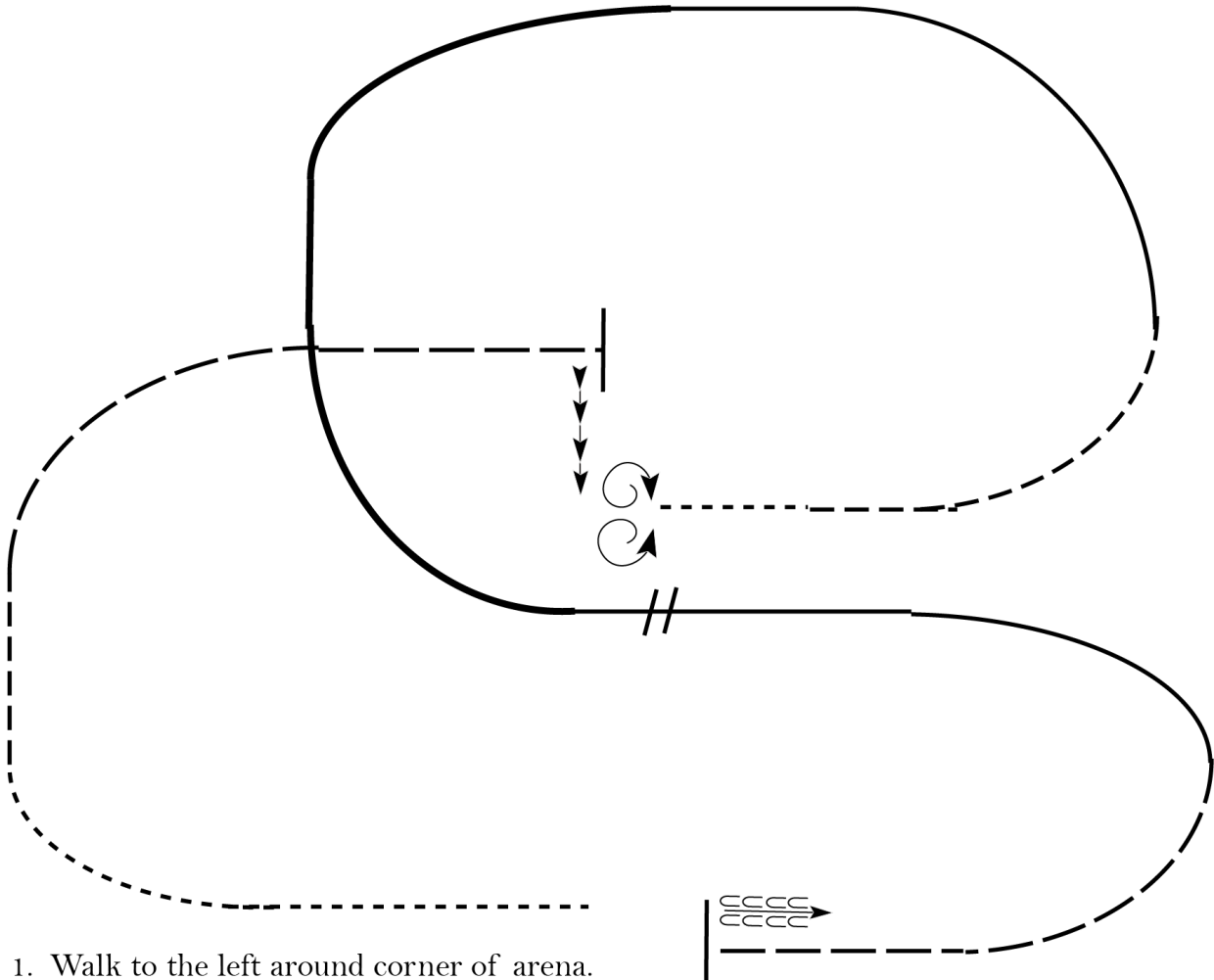
Area 2

All Ranch Riding

Show Date: 05-11-2024

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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)

[RR/3]

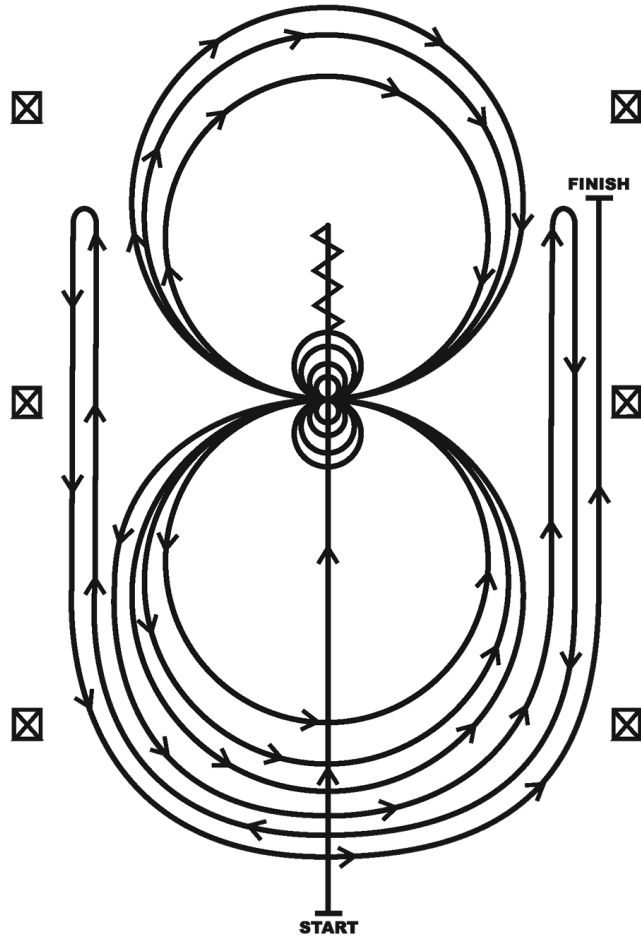
Pattern Provided by:
The Judges

Area 2

All Reining

Show Date: 05-11-2024

REINING PATTERN 12



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 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 for 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 meters) from the wall or fence-no hesitation.
7. Continue back around 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 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. Hesitate to demonstrate completion of pattern.

[R/AQHAP-12]

Pattern Provided by:

The Judges