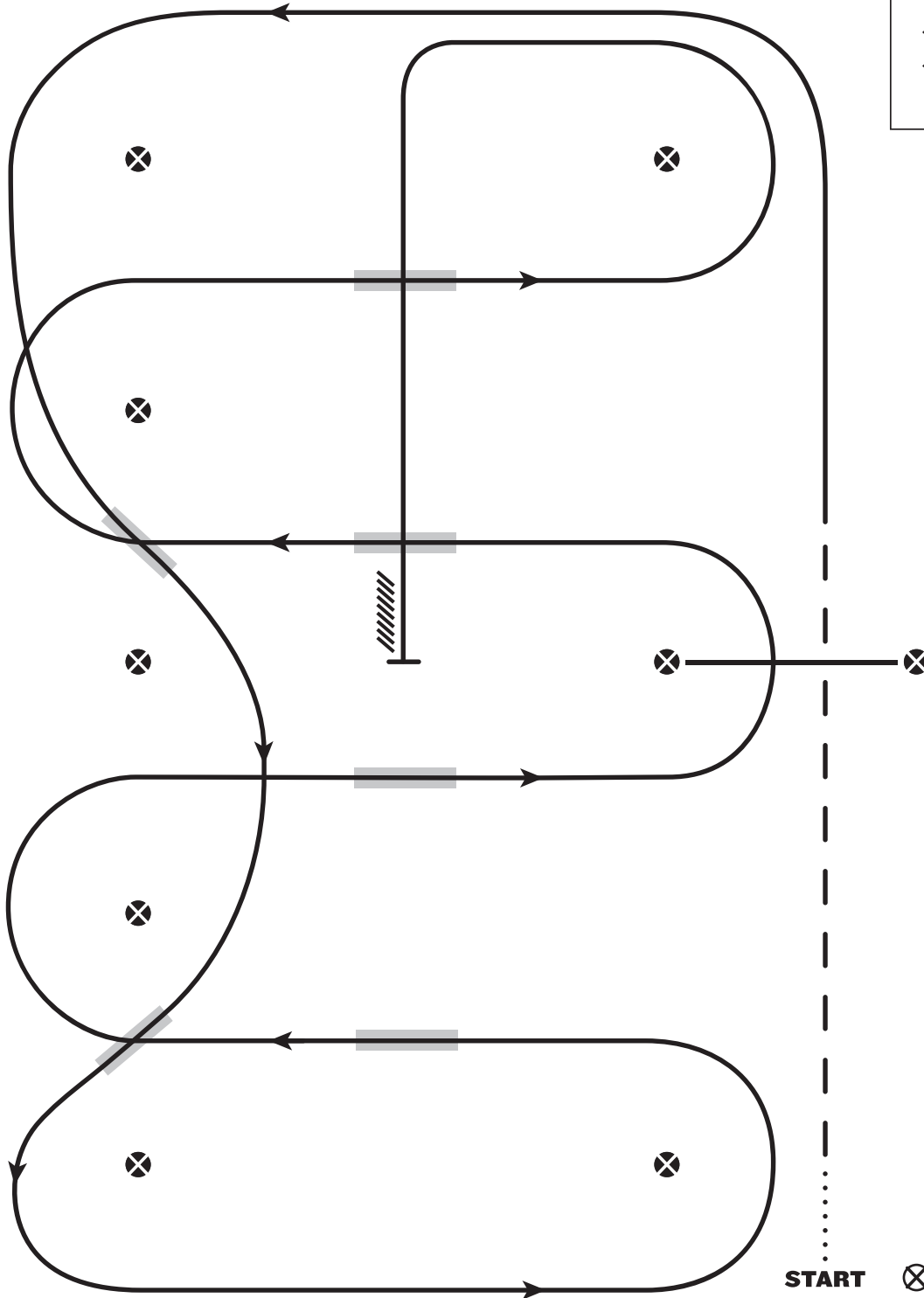


LEVEL I WESTERN RIDING PATTERN I

LEGEND

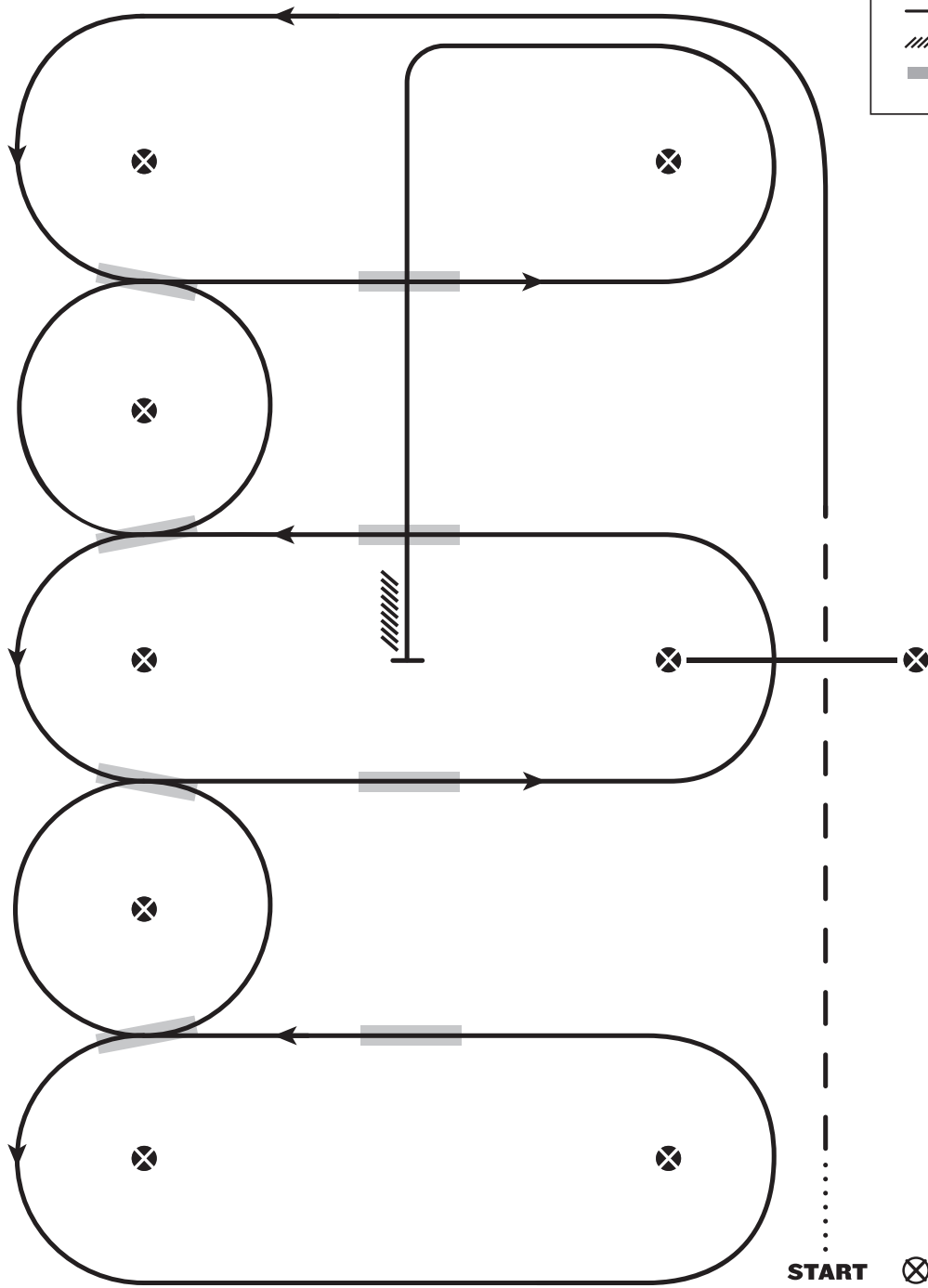
.....	Walk
- - -	Jog
————	Lope
////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, 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. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

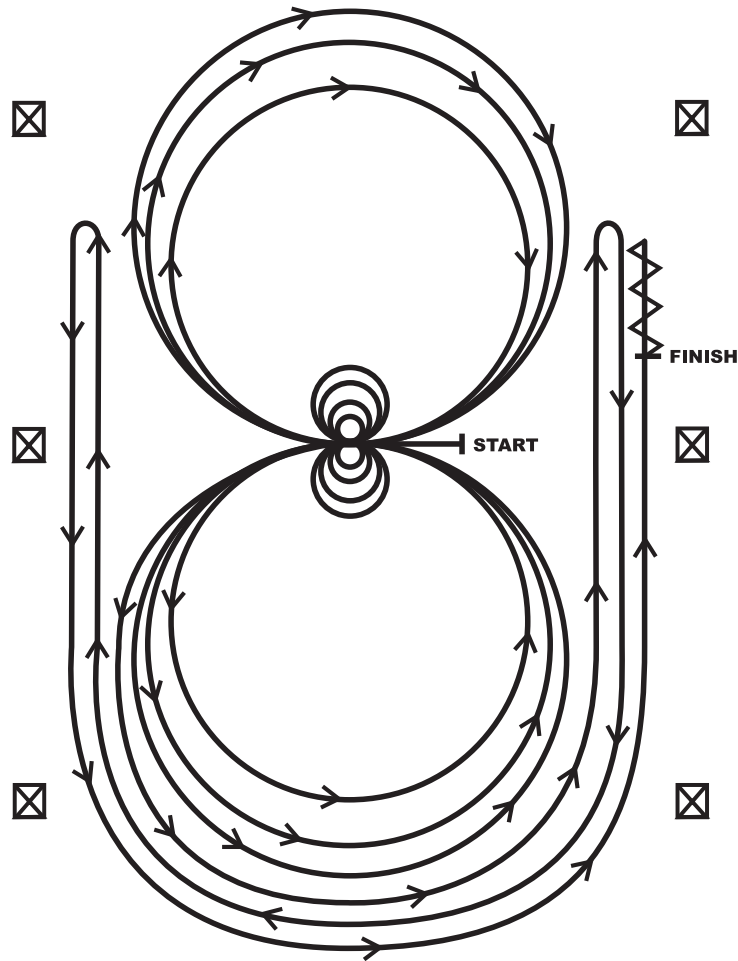
WESTERN RIDING - PATTERN I

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



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change 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 & back

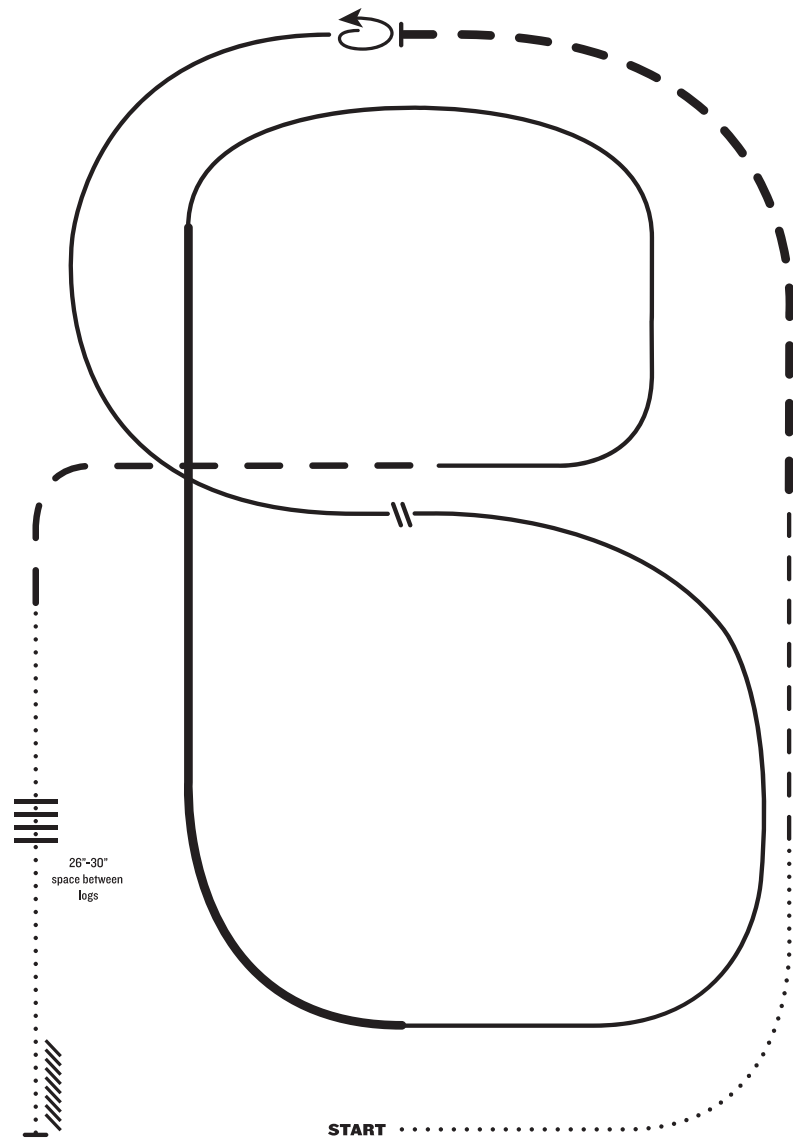
REINING PATTERN 6



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

1. Complete four spins to the right. Hesitate.
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 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 twenty feet (six meters) 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 twenty 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 past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

RANCH RIDING - PATTERN I



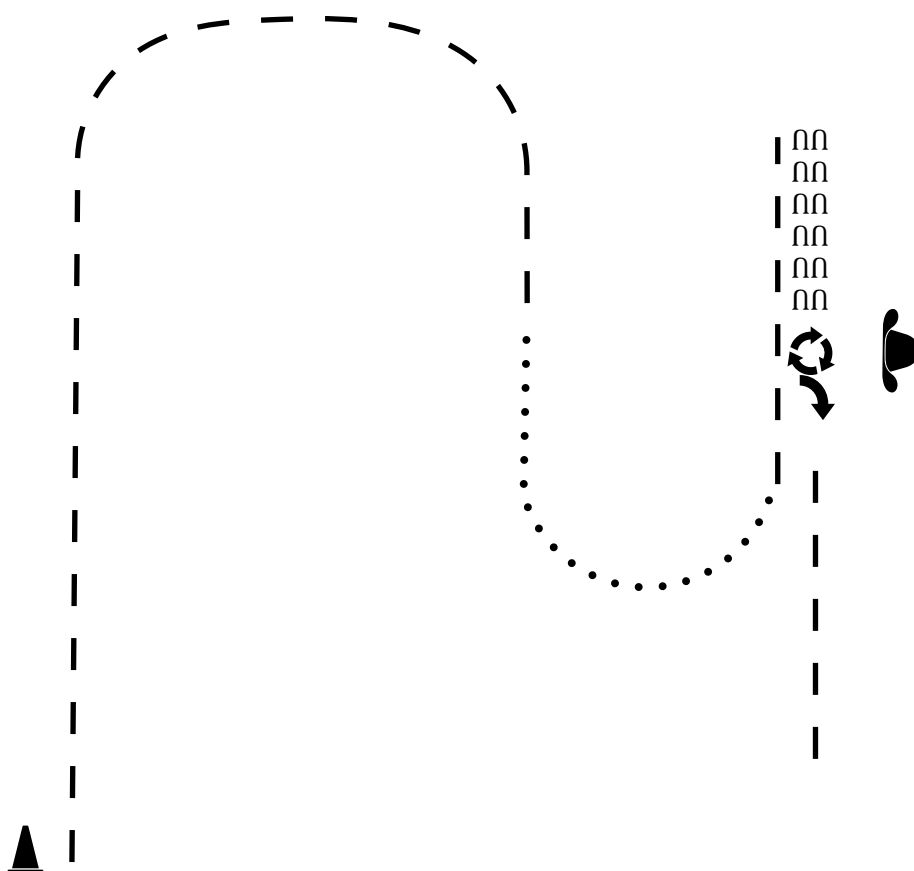
LEGEND

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

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

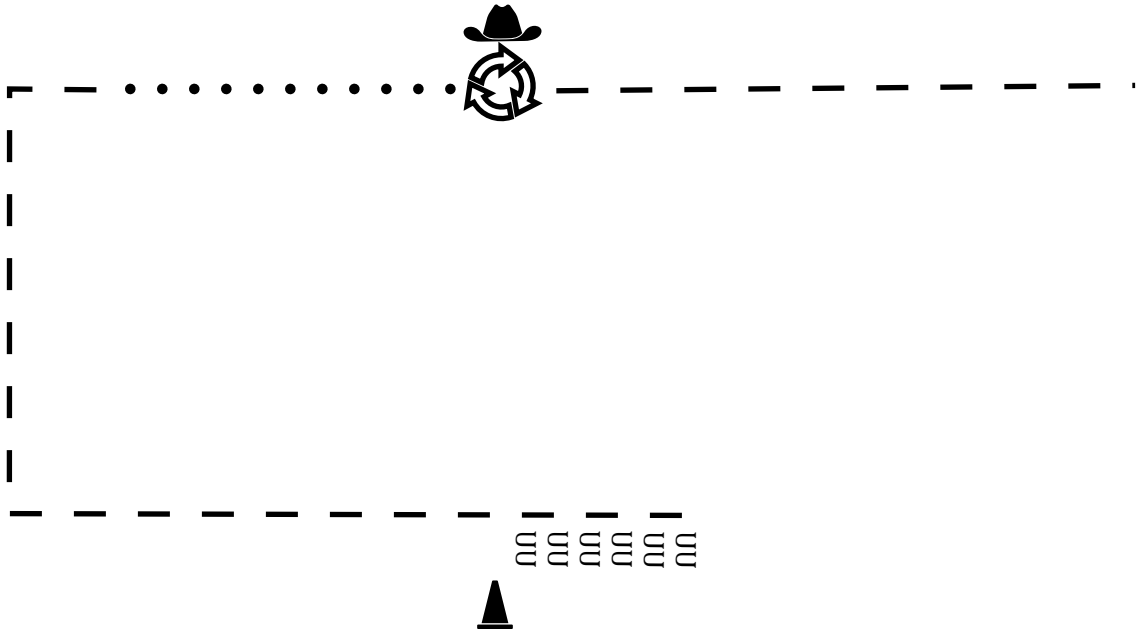
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Amateur, Select Amateur, Youth Showmanship



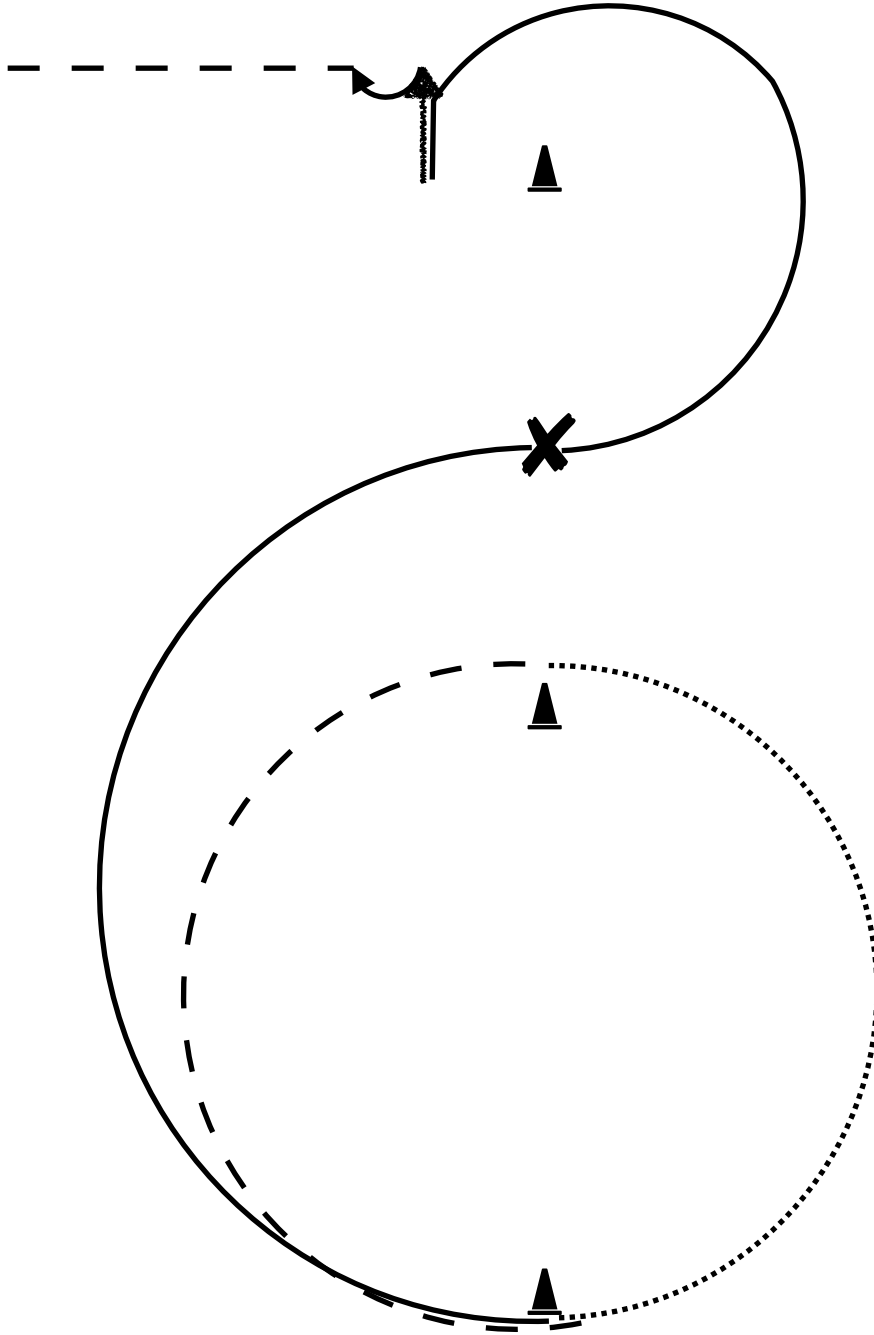
1. Be ready at marker
2. Trot
3. When even with judge break to the walk, walk arc
4. Trot past judge
5. Back at least 6 steps to judge
6. Perform a 1 1/4 turn
7. Setup
8. Inspection
9. Perform a 1/4 turn
10. Trot away

L1 Showmanship, All Breed Showmanship



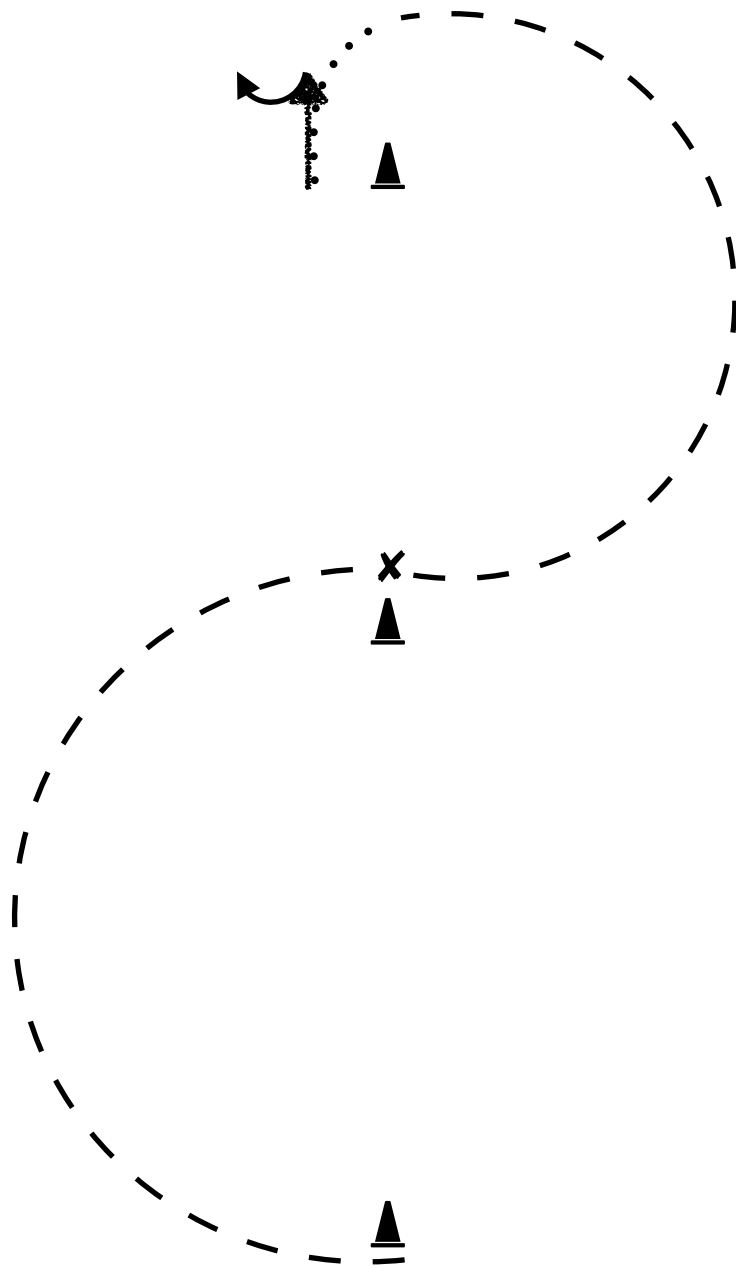
1. Be ready at marker
2. Back at least 6 to 8 steps
3. Trot two corners
4. Break to walk, walk until horse's shoulder is at judge
5. Stop, setup
6. Inspection
7. Perform a 360 degree turn
8. Trot away

Amateur, Select Amateur, Youth Equitation



1. Be ready just before cone 1
2. Posting trot left diagonal
3. At the top of cone 2, sitting trot
4. Pick up right lead at cone 1
5. Change leads between cone 2 & 3 (simple or flying)
6. Halt and back
7. 1/4 turn on the forehand left right
8. Posting trot right diagonal, pattern is complete

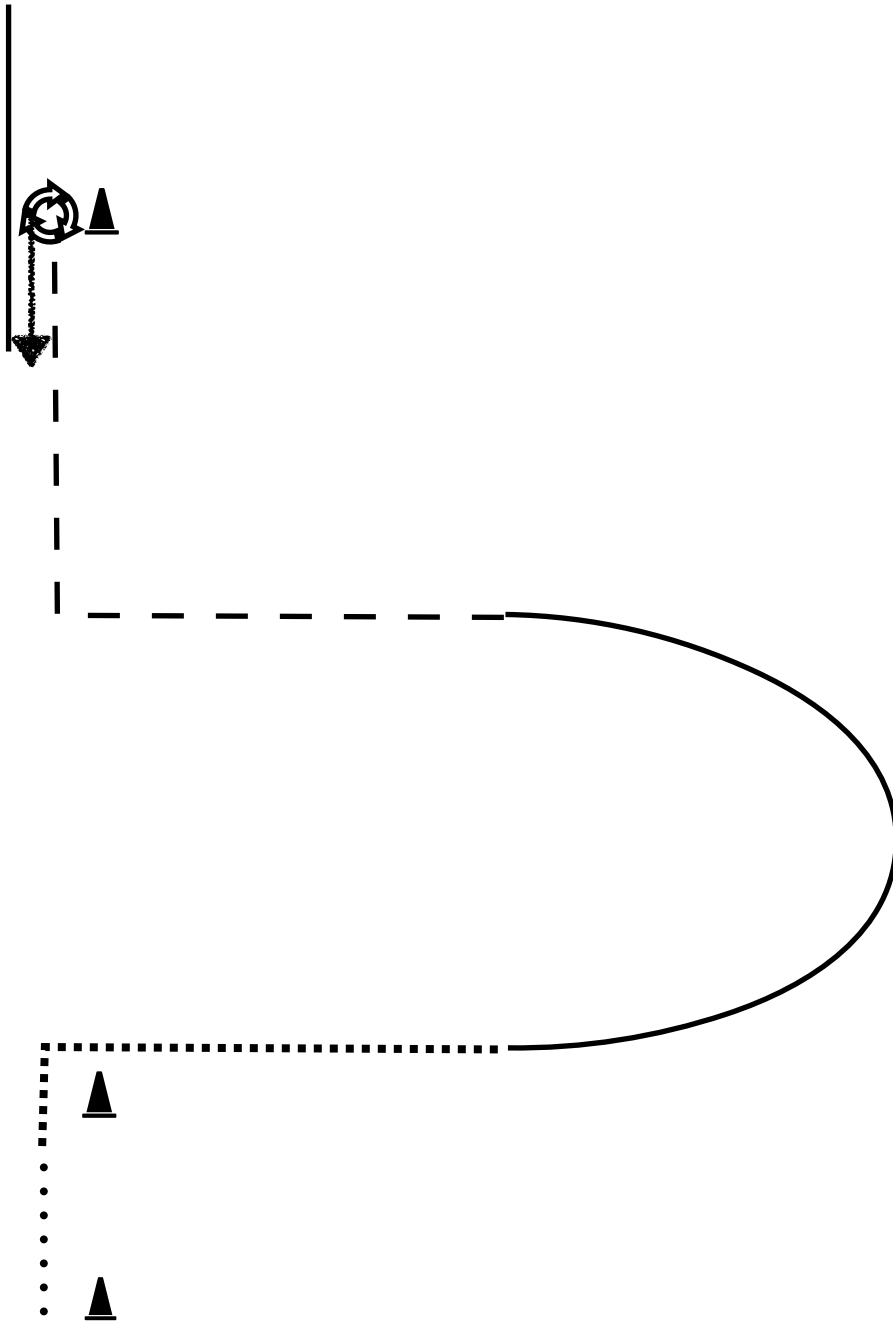
L1 W/T, All Breed W/T Equitation



1. Be ready just before cone 1
2. Posting trot left diagonal
3. At the top of cone 2 change diagonals to right diagonal
4. Break to walk at the top of cone 3
5. Halt and back
6. Perform a 1/4 turn on the haunches to the right
7. Exit at a walk or trot

FQHA Memorial Day Shows

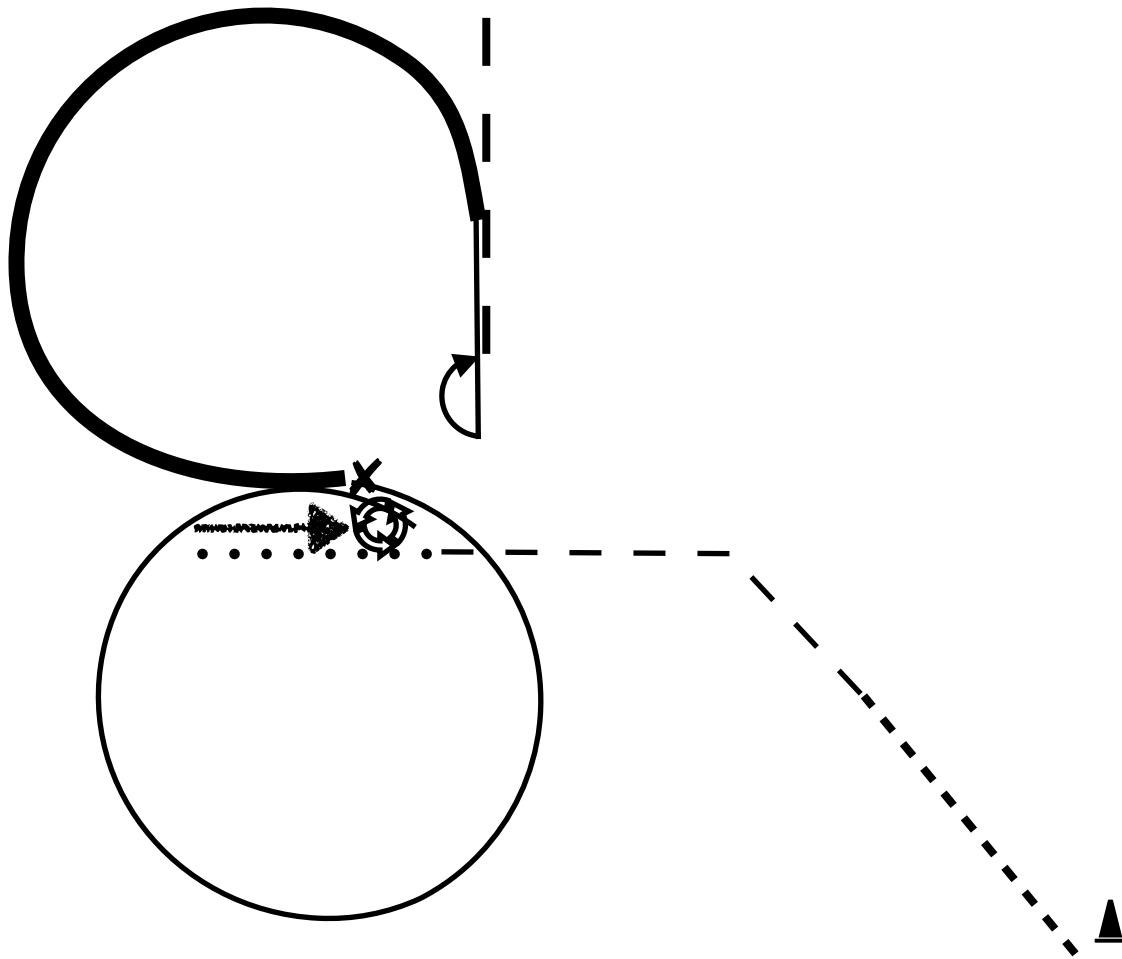
L1 Youth, L1 Amateur, All Breed Equitation



1. Be ready at the first cone
2. Walk
3. Sitting trot, corner
4. Canter left lead in an arc
5. Break to posting trot left diagonal, corner
6. Halt and perform a 360 degree turn on forehand to the right
7. Back
8. Exit on right lead canter

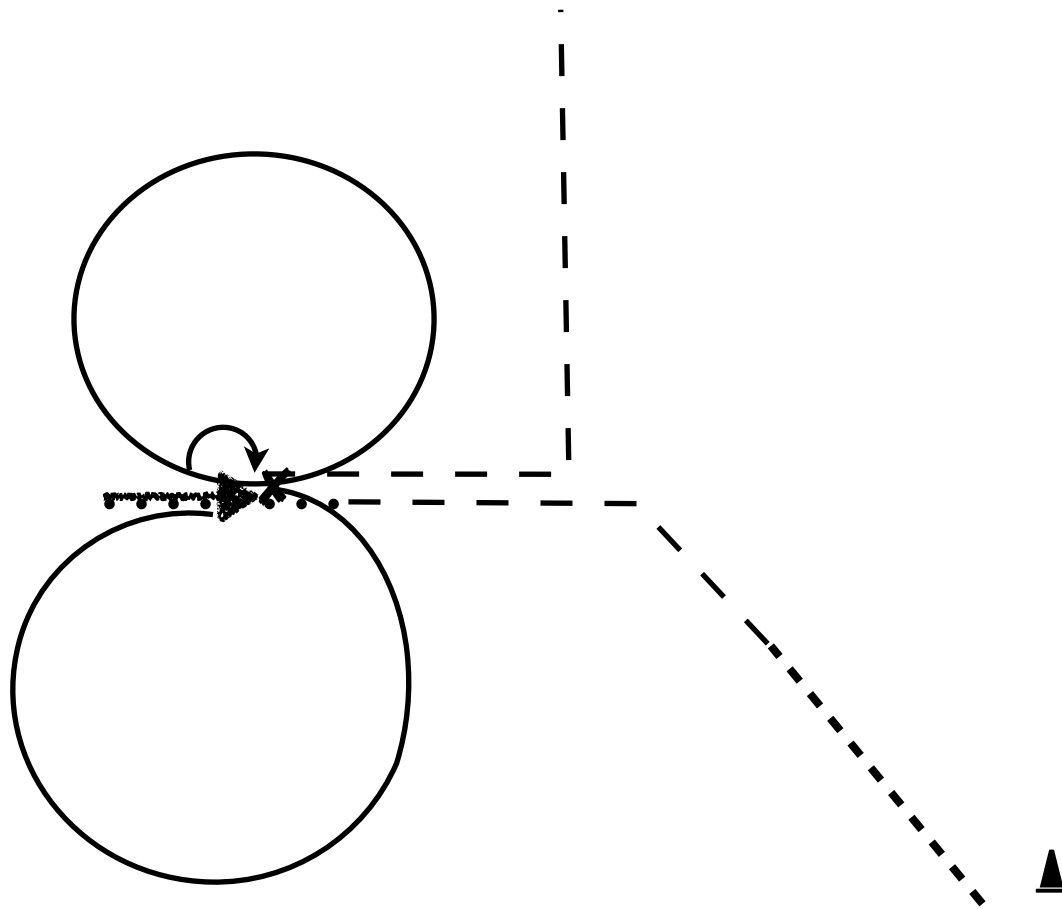
FQHA Memorial Day Shows 5/24/25

Youth, Amateur, Select Amateur Horsemanship



1. Be ready just before cone
2. Start at a jog and build to an extended jog, corner
3. Break to a walk
4. Stop and back at least one horse length (6 to 8 steps)
5. Perform a 360 left
6. Lope a small circle to the left
7. Change leads at X (simple or flying)
8. Canter a circle with speed
9. Collect lope
10. Stop and roll back to the right 180 degrees
11. Exit at extended trot

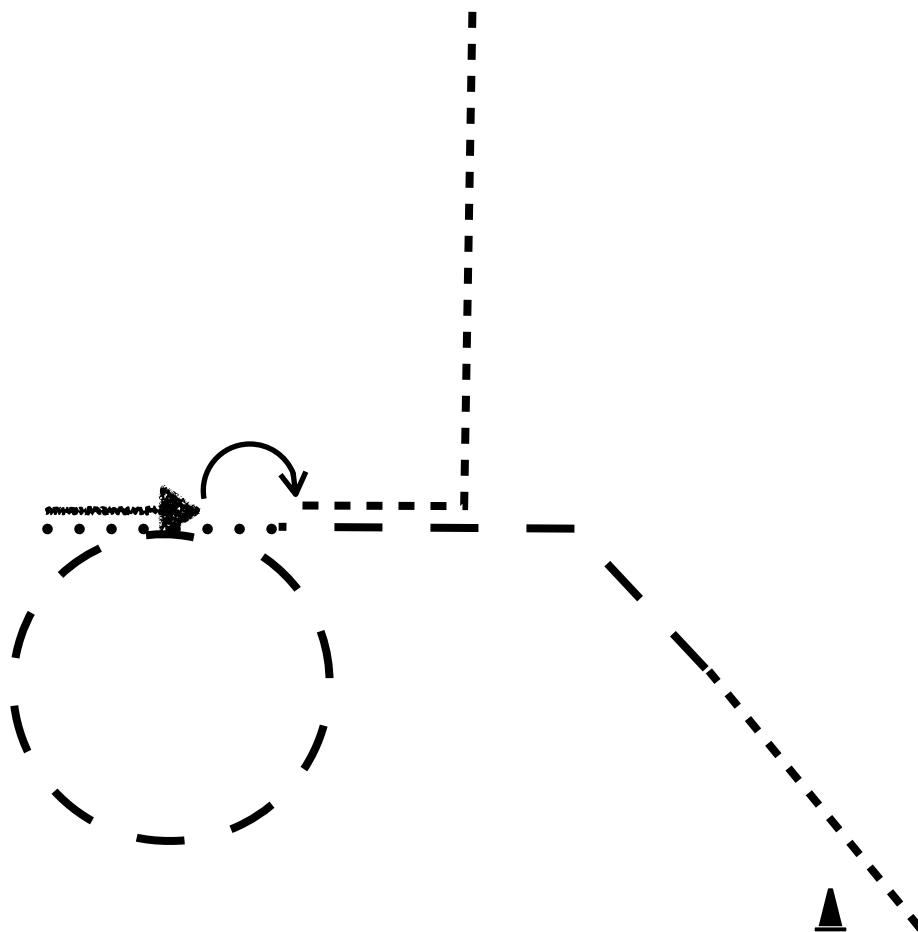
L1 Youth, L1 Amateur, All Breed Horsemanship



1. Be ready just before cone
2. Start at a jog and build to an extended jog, corner
3. Break to a walk
4. Stop and back at least one horse length (6 to 8 steps)
5. Lope small circle to the left
6. Change leads at X (simple or flying)
7. Lope small circle to the right
8. Close circle, stop and perform a 180 degree turn to the right
9. Extended trot corner, pattern is complete

FQHA Memorial Day Shows 5/24/25

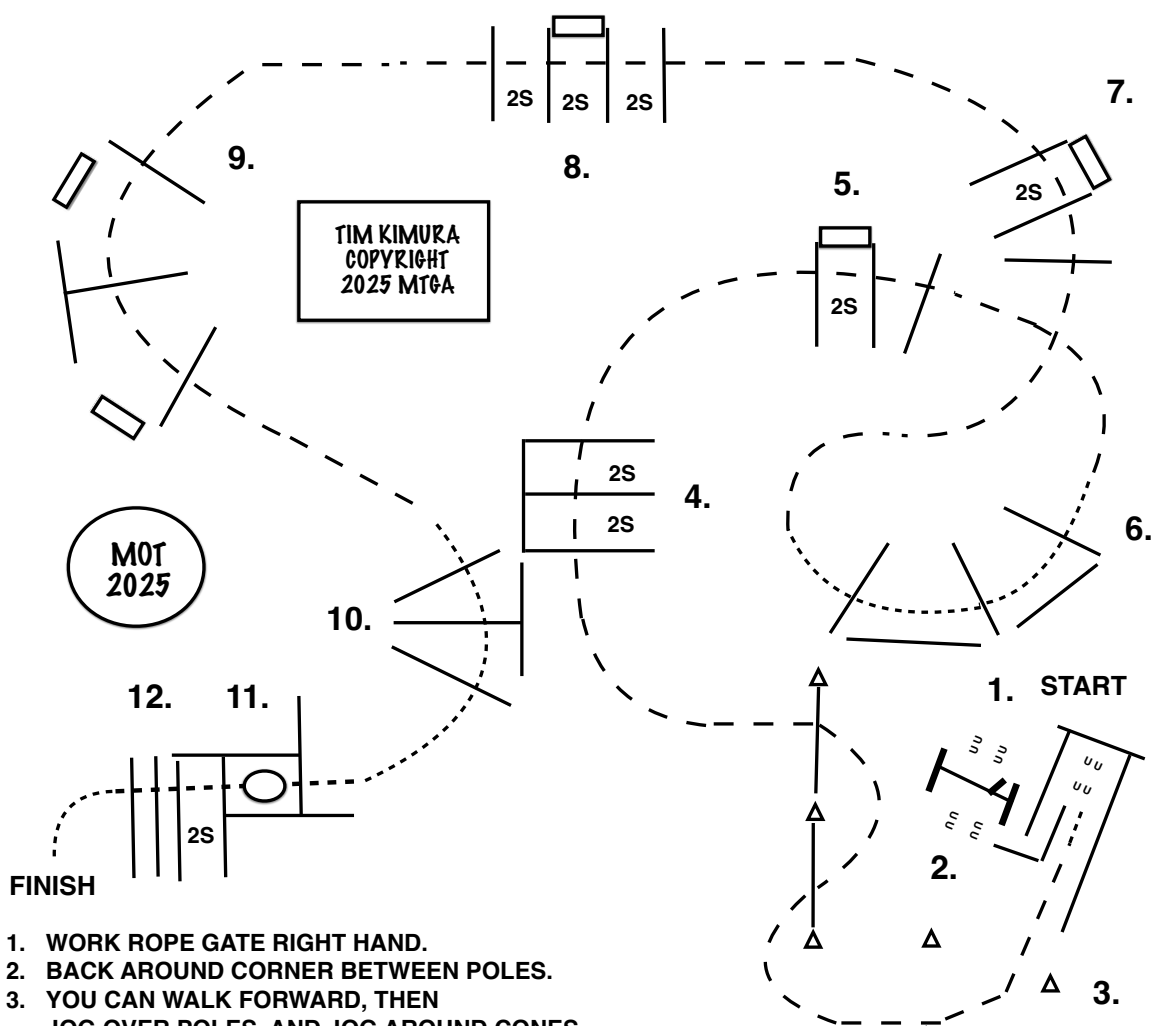
L1 W/T, All Breed W/T Horsemanship



1. Be ready just before cone
2. Start at a jog and build to an extended jog, corner
3. Break to a walk
4. Stop and back at least one horse length (6 to 8 steps)
5. Extended trot in a circle
6. Close circle, stop perform a 180 degree turn to right
7. Jog, corner, pattern is complete

FQHA Memorial Circuit 5/24/25

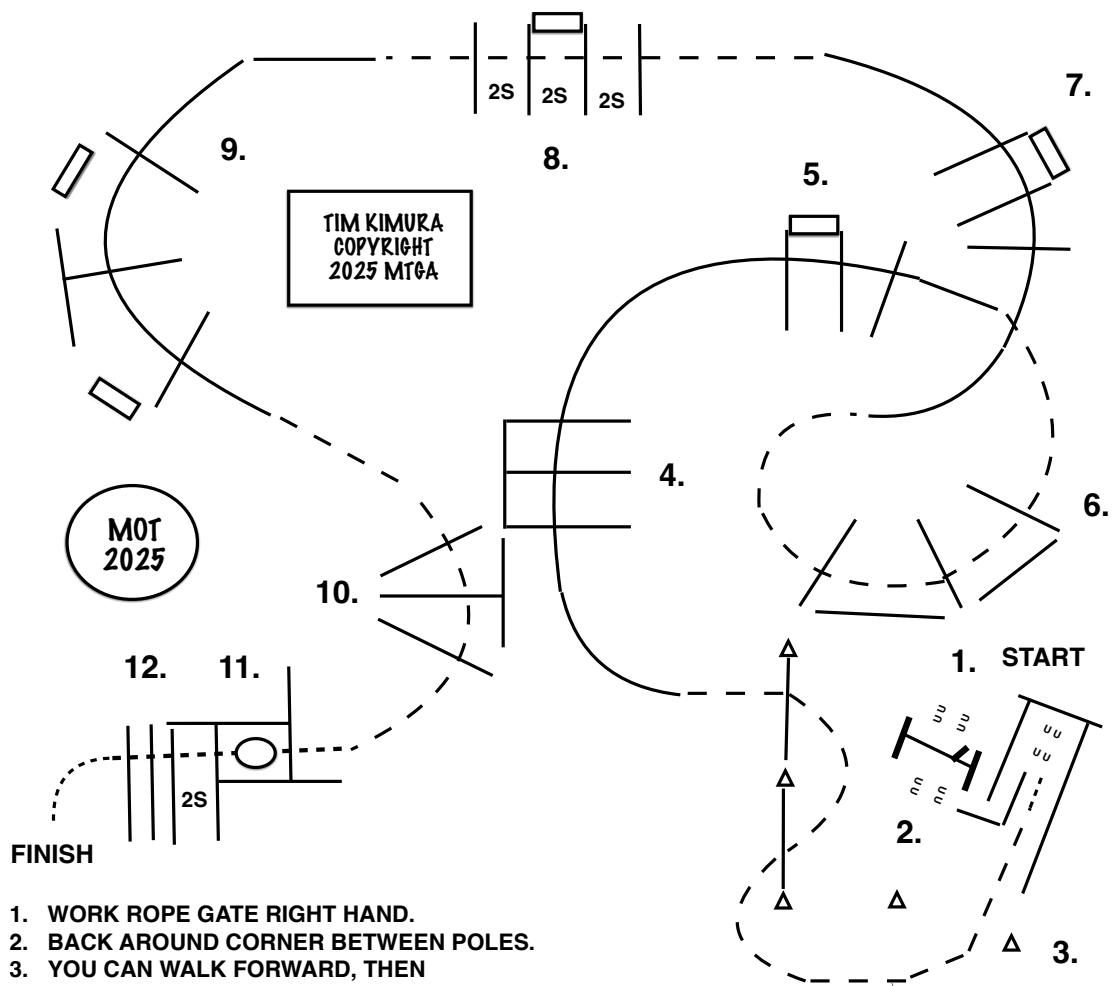
L1 W/T , L1 All Breed W/T Trail



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

FQHA Memorial Circuit 5/24/25

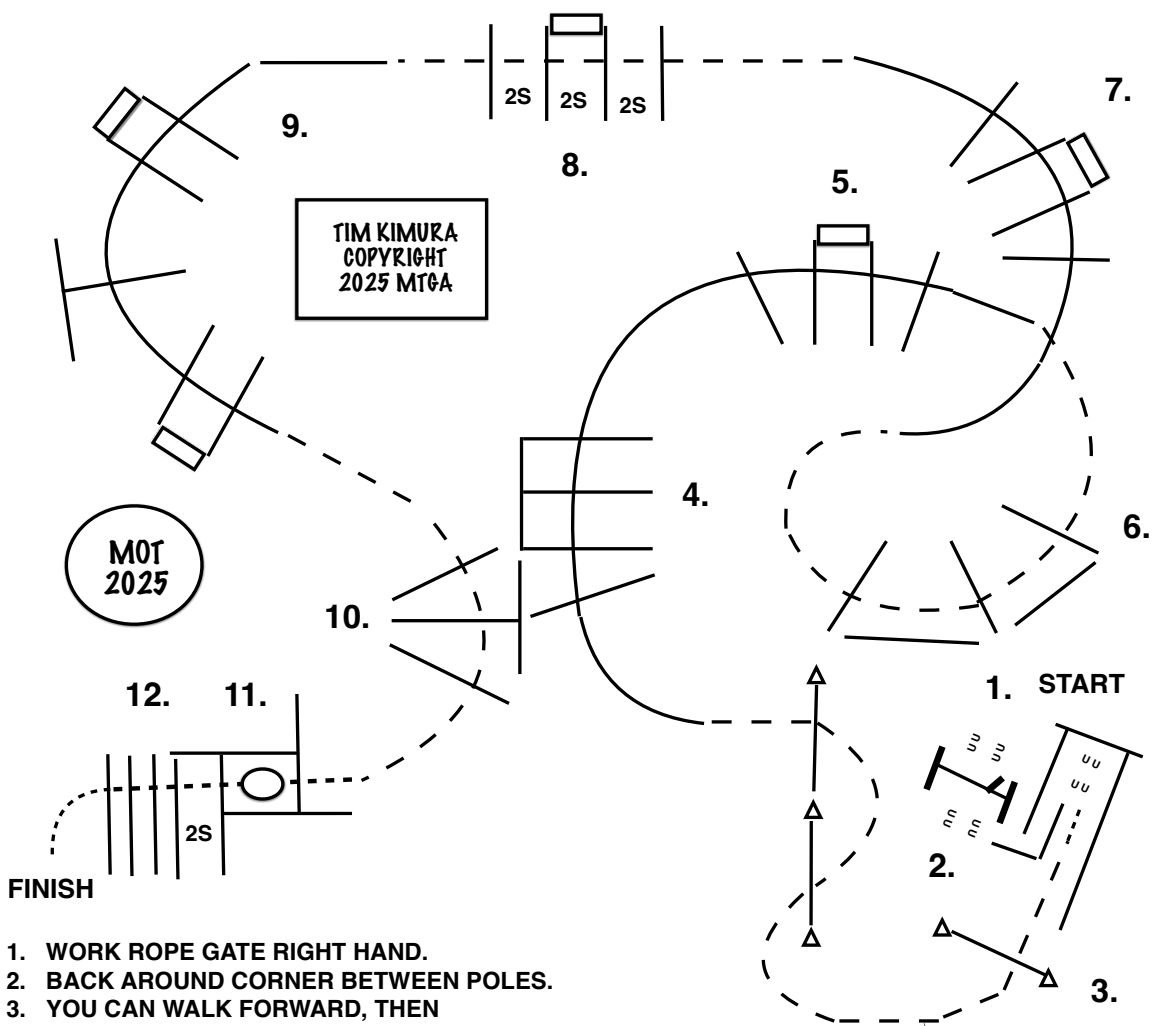
L1 Amateur, L1 Select Amateur, L1 Youth, All Breed Trail



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

FQHA Memorial Day Shows 5/24/25

Youth, Amateur, Select Amateur, Junior, Senior Trail



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