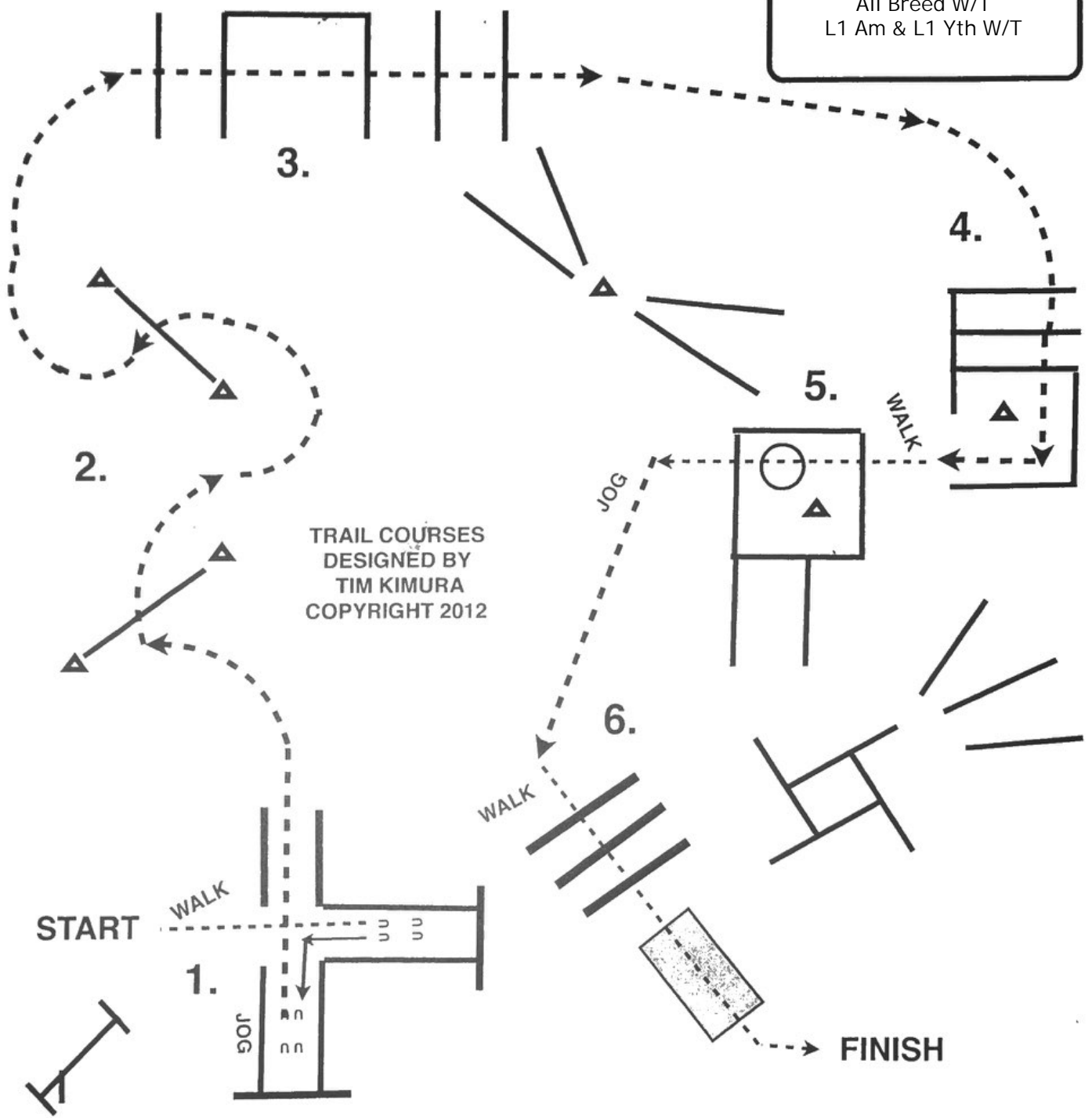
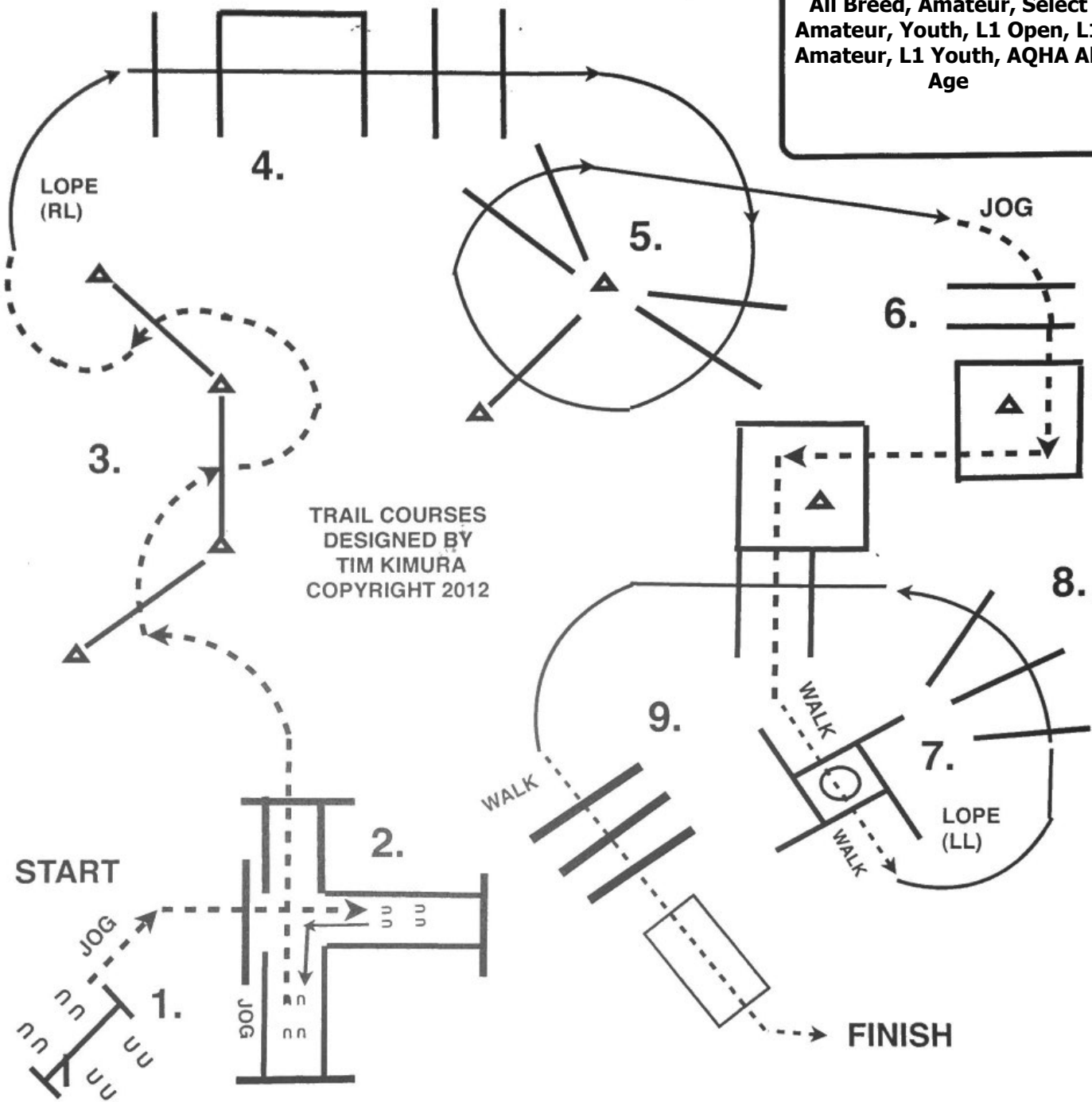


Trail
All Breed W/T
L1 Am & L1 Yth W/T



1. WALK INTO CHUTE, BACK THRU POLES, JOG OUT.
2. JOG THRU SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES, JOG AROUND CONE.
5. STOP OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX. CONE ON YOUR LEFT.
6. JOG TO POLES. STOP OR BREAK TO WALK, WALK OVER POLES AND OVER BRIDGE.

Trail
 All Breed, Amateur, Select
 Amateur, Youth, L1 Open, L1
 Amateur, L1 Youth, AQHA All
 Age



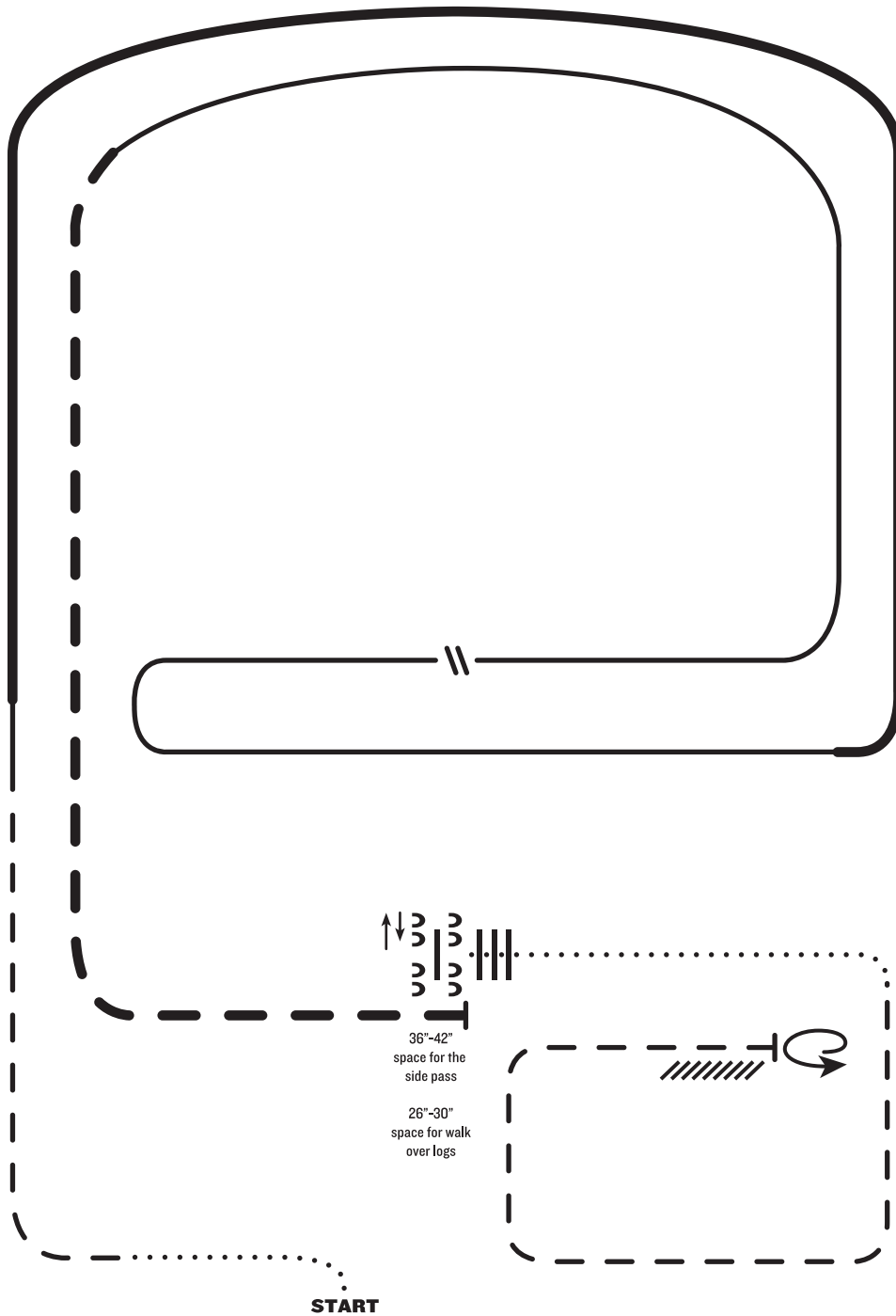
TRAIL COURSES
 DESIGNED BY
 TIM KIMURA
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1. GATE RIGHT HAND RIDE THRU CLOSE.
2. JOG INTO CHUTE, BACK AROUND POLES, JOG OUT CHUTE, JOG OVER POLE.
3. JOG THRU SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RL)
5. LOPE OVER POLES (RL)
6. BREAK TO JOG, JOG OVER POLES, JOG THRU BOXES, JOG AROUND CONES.
7. **STOP** OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
8. LOPE OVER POLES (LEFT LEAD).
9. STOP OR BREAK TO WALK, WALK OVER POLES AND OVER BRIDGE.

RANCH RIDING - PATTERN 4

LEGEND

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



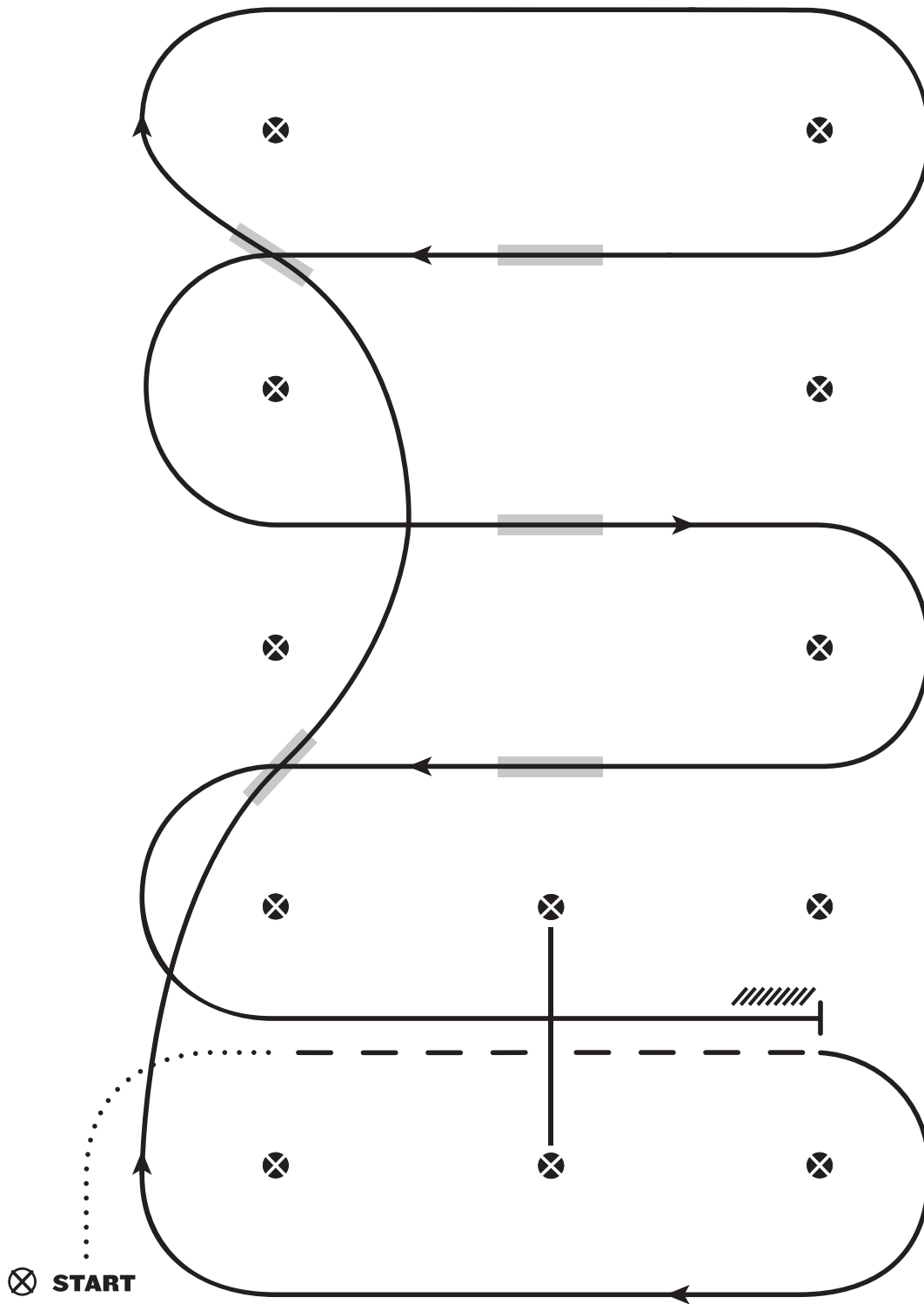
1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

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.

LEVEL I WESTERN RIDING PATTERN 4

LEGEND

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

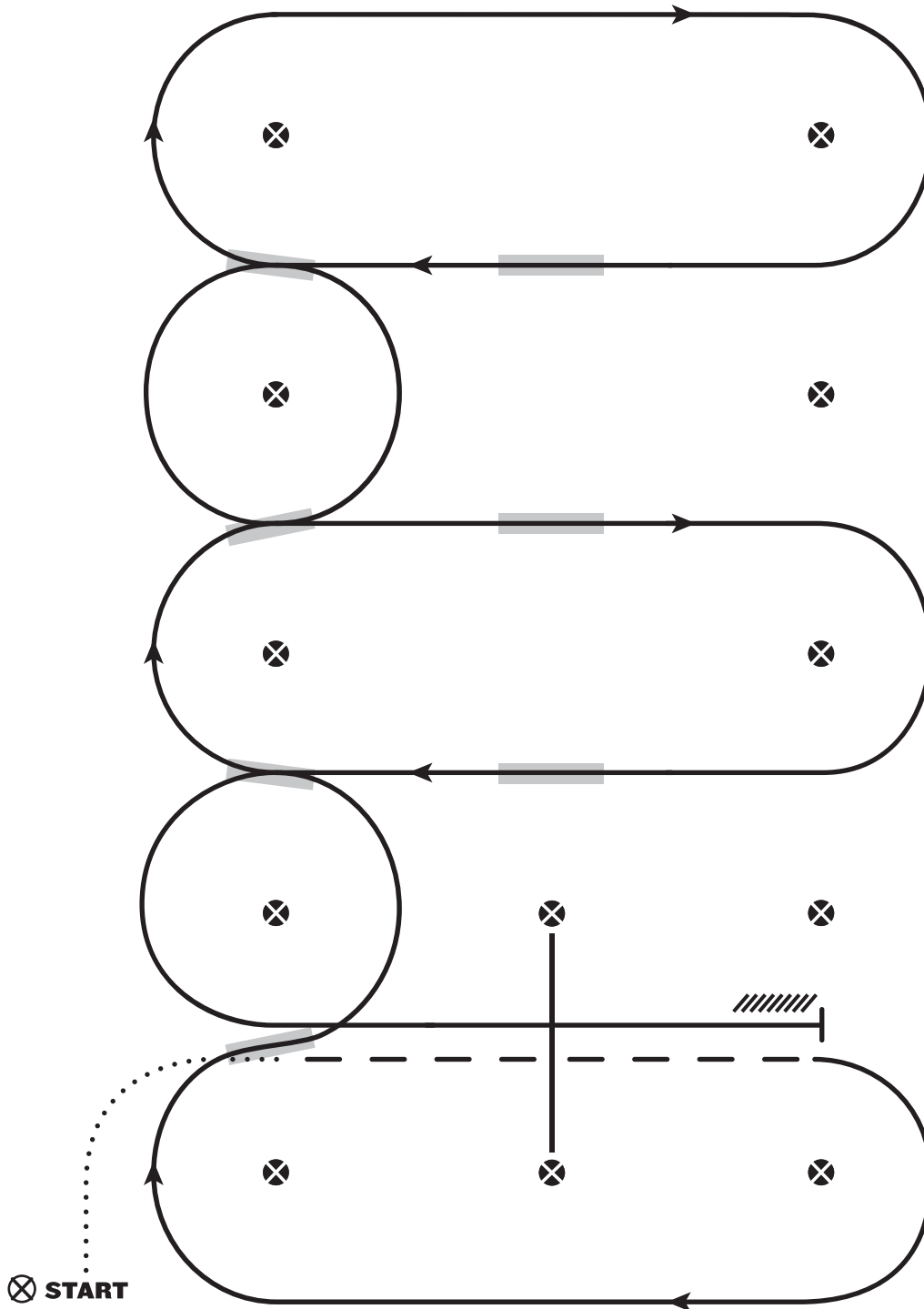


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING - PATTERN 4

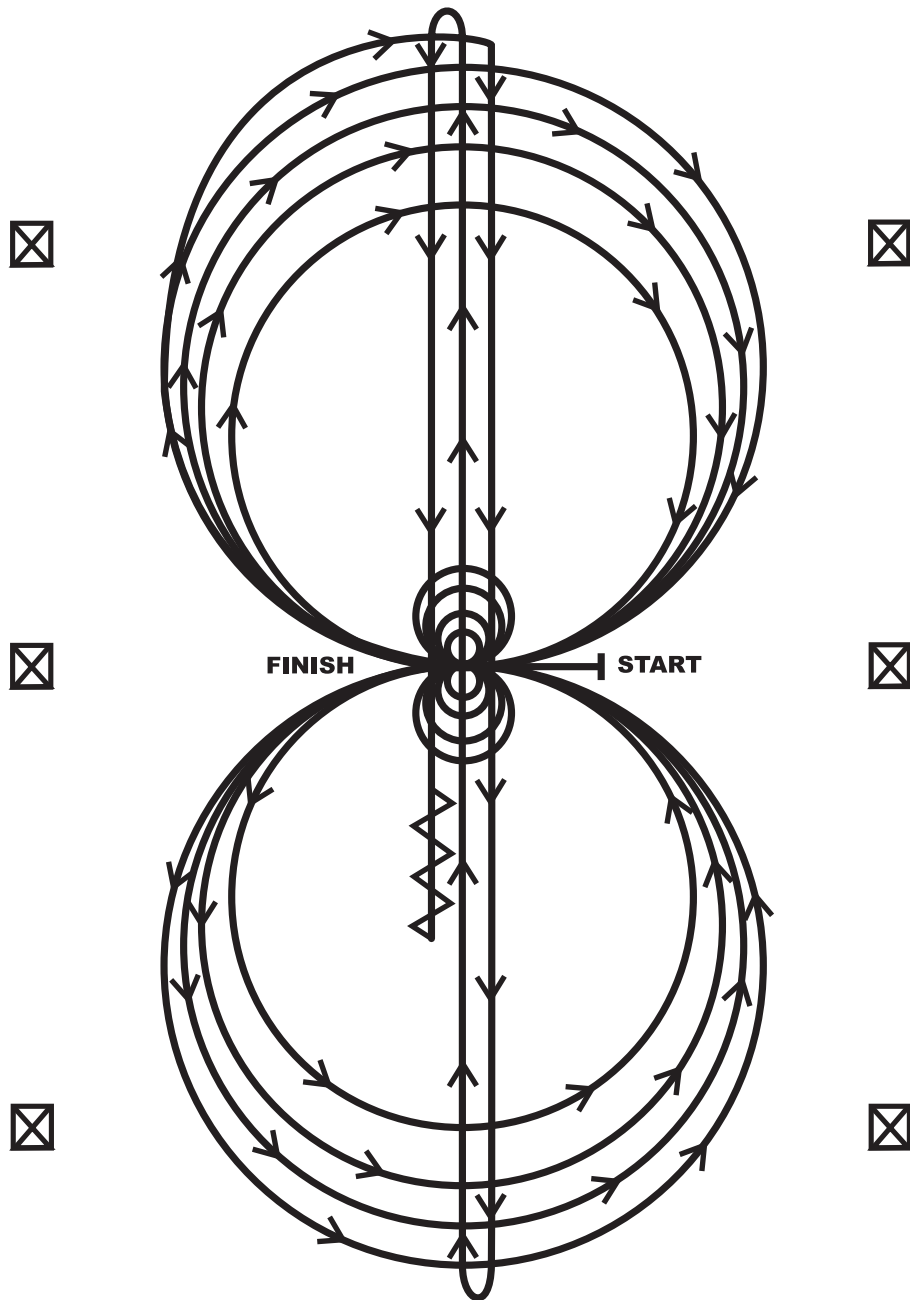
LEGEND

.....	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 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

REINING PATTERN 4



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

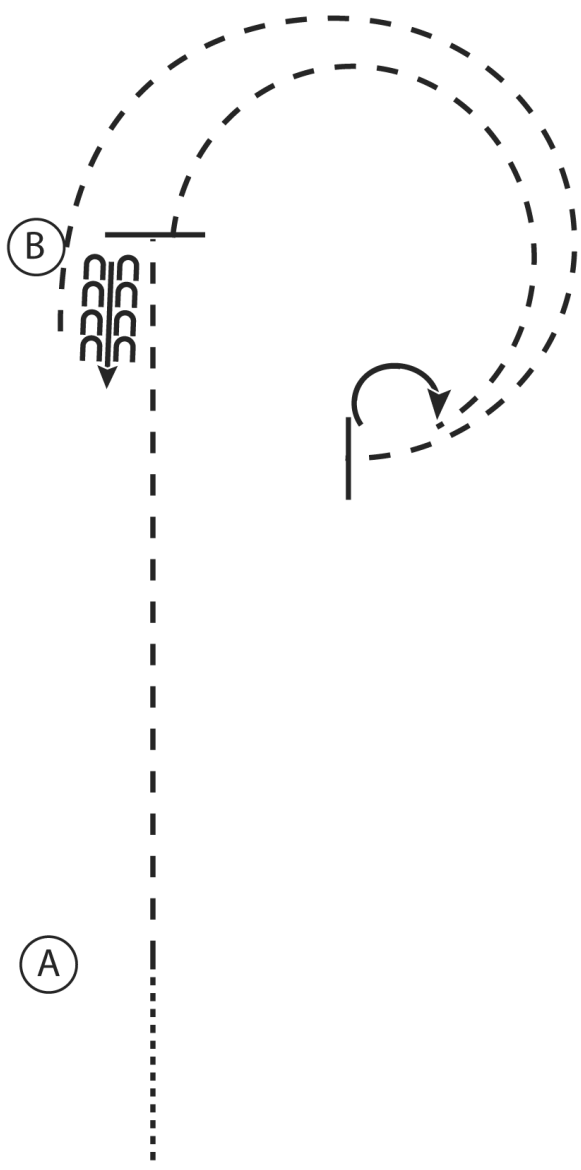
1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Horsemanship

All Breed W/T, L1 Amateur W/T,
L1 Select Amateur W/T
L1 Youth W/T

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



1. Walk to A
2. Jog A to B
3. At B stop and back
4. Jog 3/4 circle to the right
5. Stop and perform a 180 degree turn to the right on the hindquarter
6. Jog a circle back to B
7. Stop at B

Walk
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	←←← →→→
Marker	(B)
Sidepass	← - - - - →

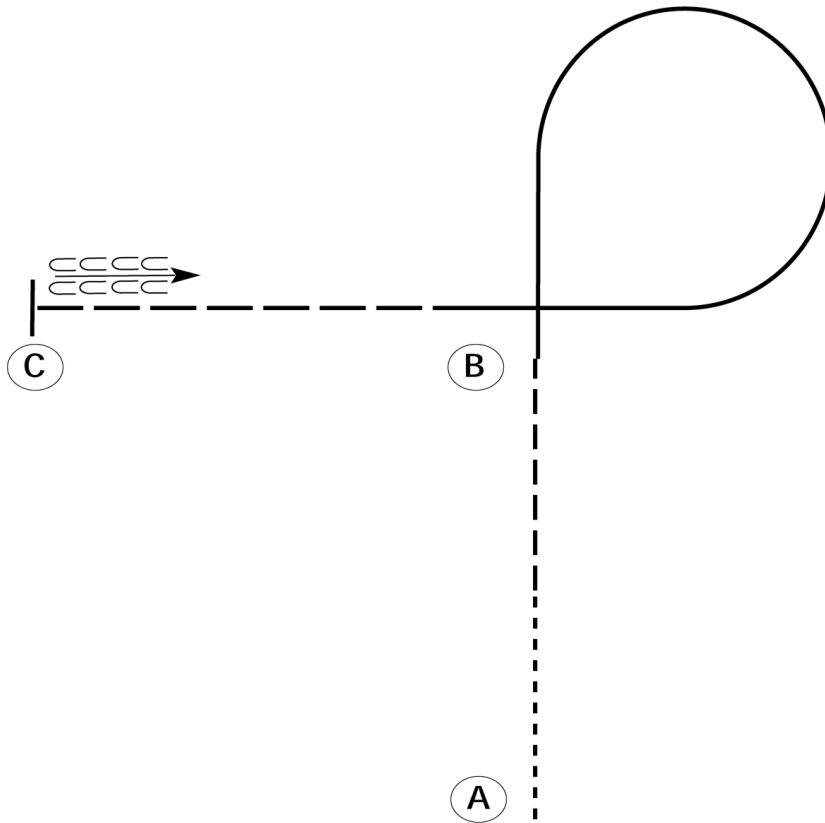
[WH/WT-12]

Pattern Provided by:

All Breed Horsemanship, L1 Amateur
Horsemanship, L1 Youth Horsemanship

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 at A.

1. Walk from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Lope a circle to the right.
4. Perform an extended jog from B to C.
5. Stop at C and back one horse length.

Retire to the rail or line up at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← — — — — — — — — —
Marker	Ⓚ
Sidepass	← — — — — →

[WH/1-25]

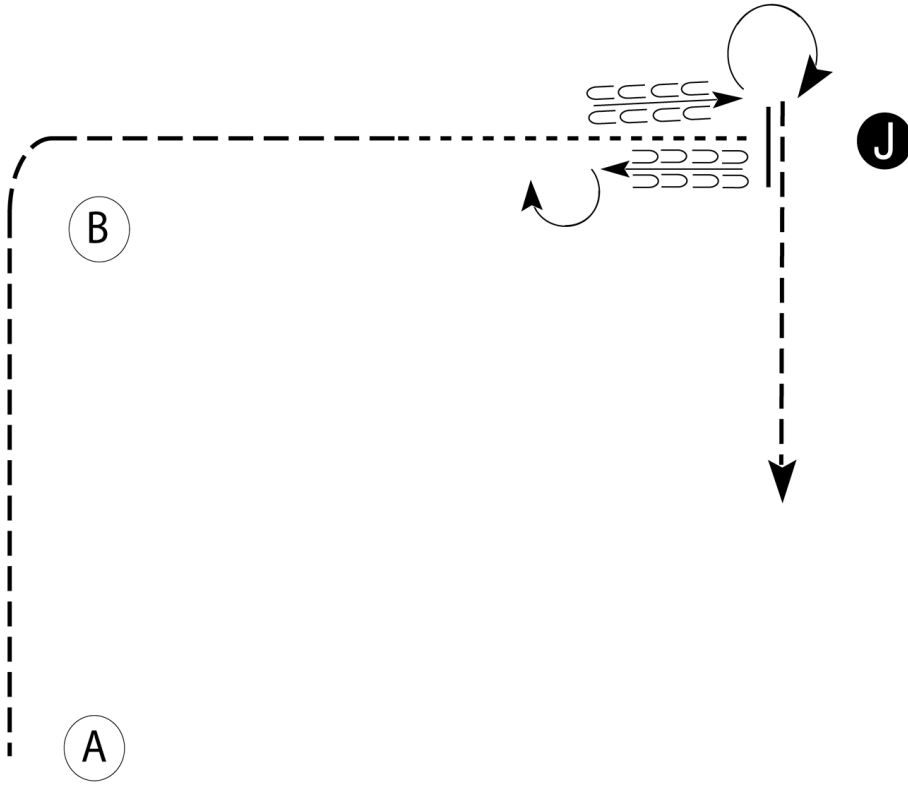
Pattern Provided by:

Showmanship

Amateur, Select Amateur, Youth

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 at A.

1. Trot from A around B and half way to the Judge.
2. Break to the walk. Walk to the Judge.
3. Stop and back approximately one horse length.
4. Perform a 180 degree turn and back to the judge.
5. Set up for inspection.
6. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

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

Follow the instructions of your ring steward.

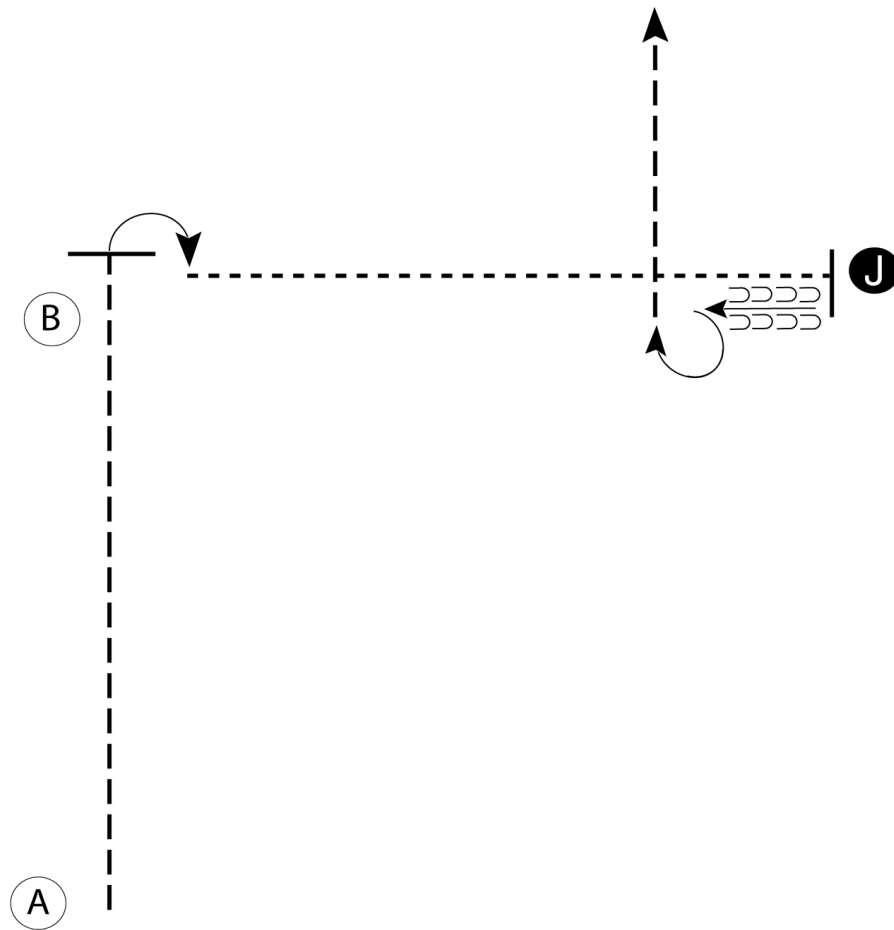
[S/3-33]

Pattern Provided by:


Showmanship
L1 Amateur, L1 Youth, All Breed

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



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

Walk	-----
Trot	- - - - -
Back	← 
Marker	Ⓟ
Judge	Ⓝ

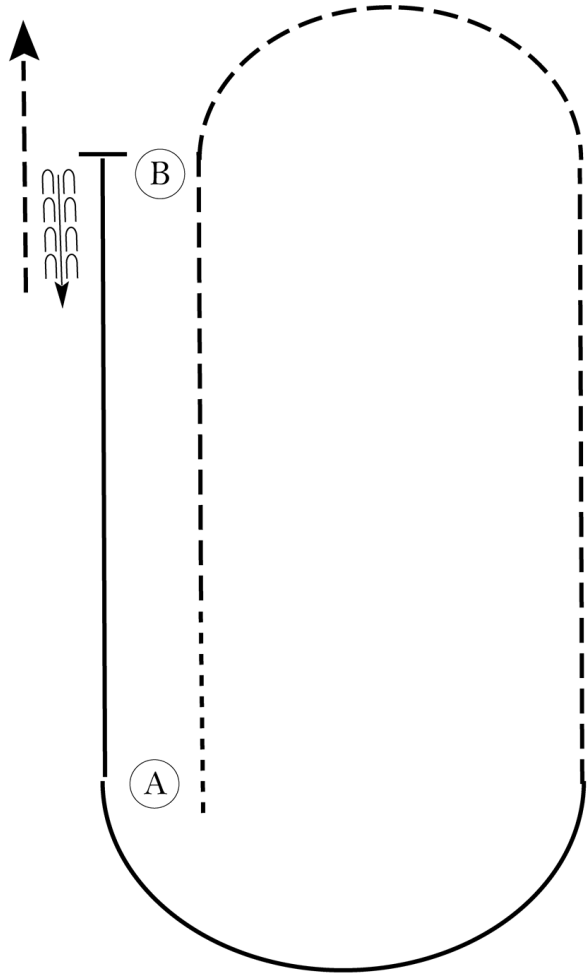
[S/1-14]

Pattern Provided by:

Equitation
L1 Amateur, L1 Youth, All Breed

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 at A.

1. Walk approximately 2 horse lengths.
2. Posting trot on the left diagonal to B and in a half circle until even with B.
3. Change diagonals and trot until even with A.
4. Canter on the right lead in a half circle and until even with B.
5. Halt and back approximately one horse length.
6. Exit pattern at a sitting trot.

Follow the instructions of your ring steward.

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

[HSE/1-56]

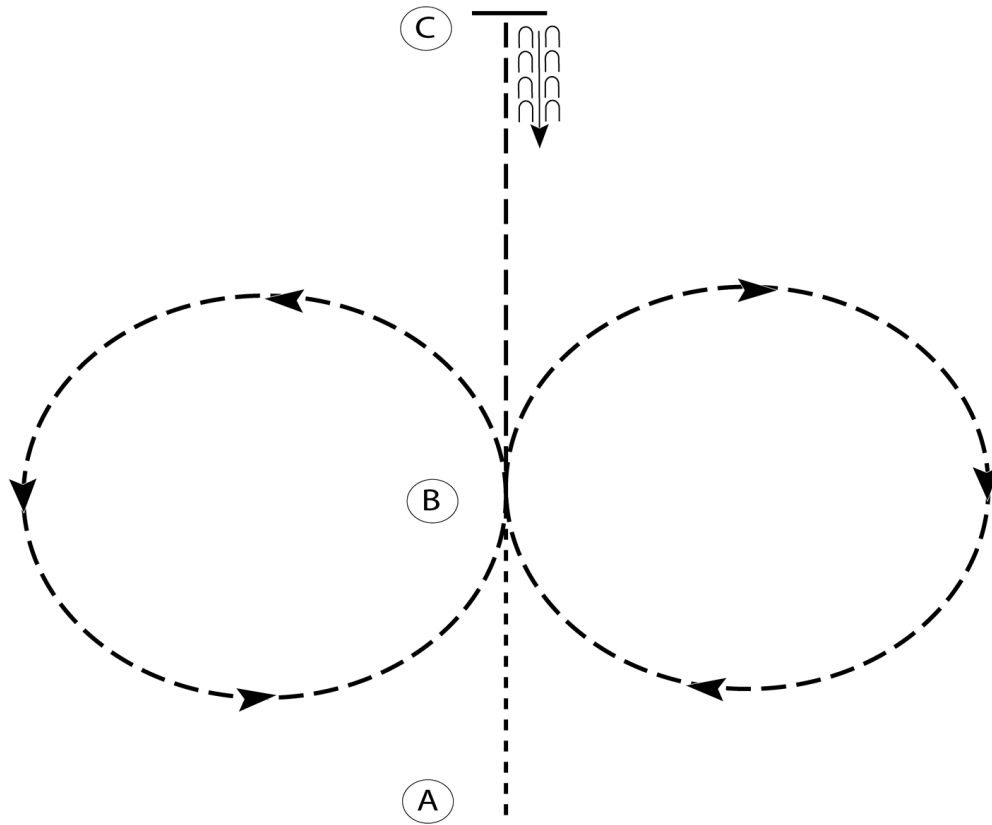
Pattern Provided by:

Walk/Trot Equitation

All Breed W/T, L1 Amateur &
Select Amateur W/T, L1 Youth W/T

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



1. Walk A to B.
2. At B posting trot a circle to the right on the proper diagonal.
3. At B posting trot a circle to the left on the proper diagonal.
4. At B sitting trot to C.
5. At C stop and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← C C C C
Marker	Ⓚ
Sidepass	← — — — — →
Hand Gallop	— — — — —

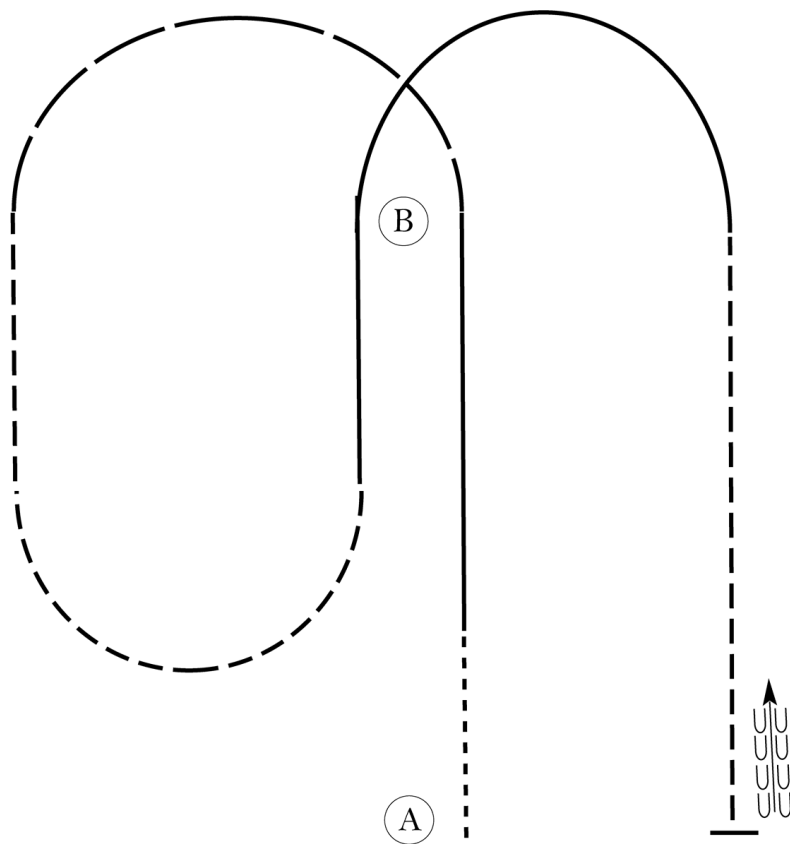
[HSE/WT-5]

Pattern Provided by:

Equitation
Amateur, Select Amateur, Youth

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 at A.

1. Walk two horse lengths from A.
2. Canter on the left lead to B and then hand gallop a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle until even with B.
5. Trot on the left diagonal until even with A.
6. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

[HSE/3-58]

Pattern Provided by: