

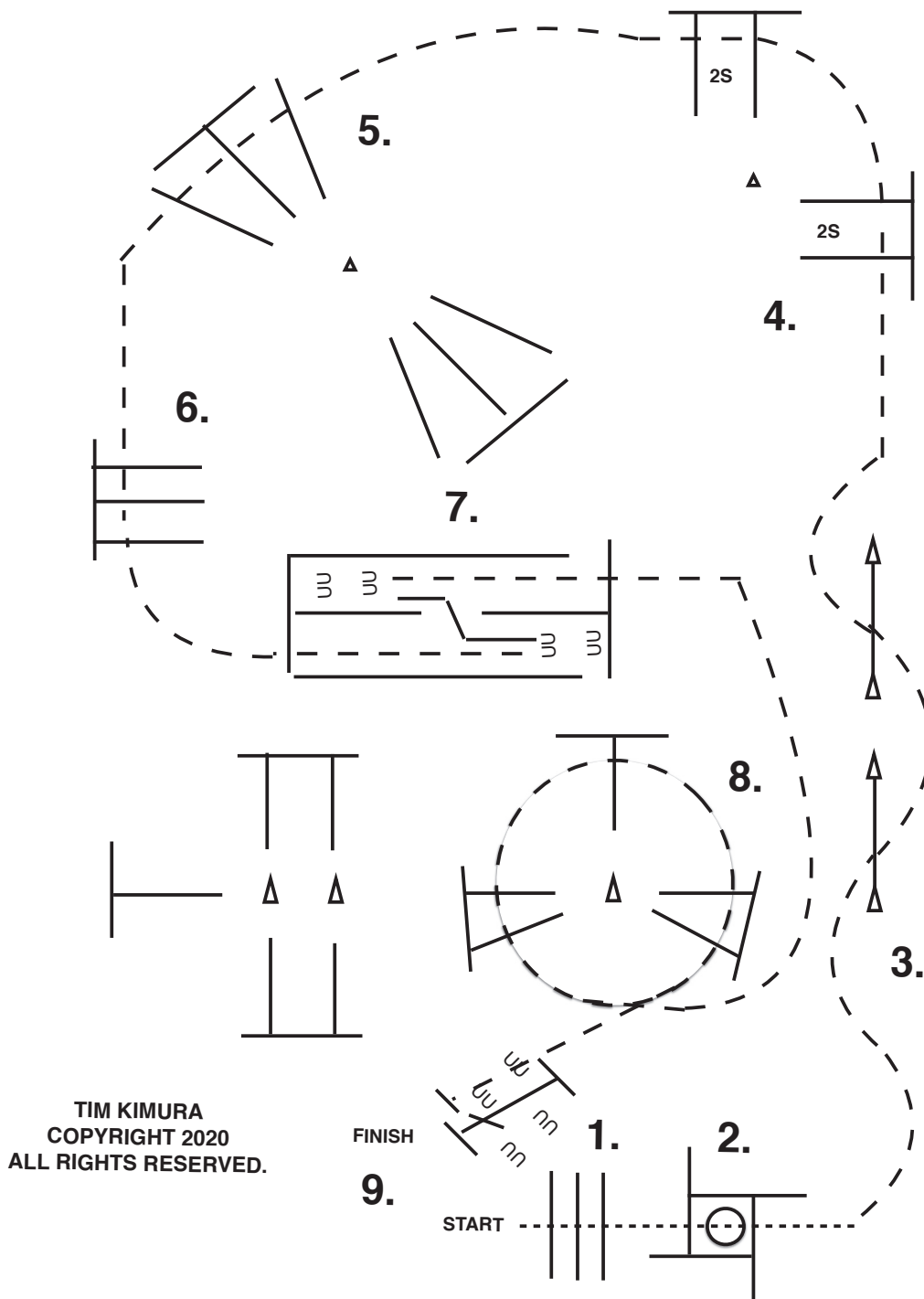


Pattern Book Mid-Season Show 2023



Mid Season 2023

All In Hand Trail



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1. WALK OVER POLES
2. WALK INTO BOX, EXECUTE A 360 DEGREE TURN EITHER WAY, WALK OUT BOX.
3. JOG THROUGH SERPENTINE, JOG OVER POLES.
4. JOG OVER POLES
5. JOG OVER POLES
6. JOG OVER POLES.
7. JOG INTO CHUTE, STOP BACK CHUTE TO CHUTE, JOG OUT.
8. JOG OVER POLES
9. JOG UP TO GATE, STOP, WORK GATE LEFT HAND

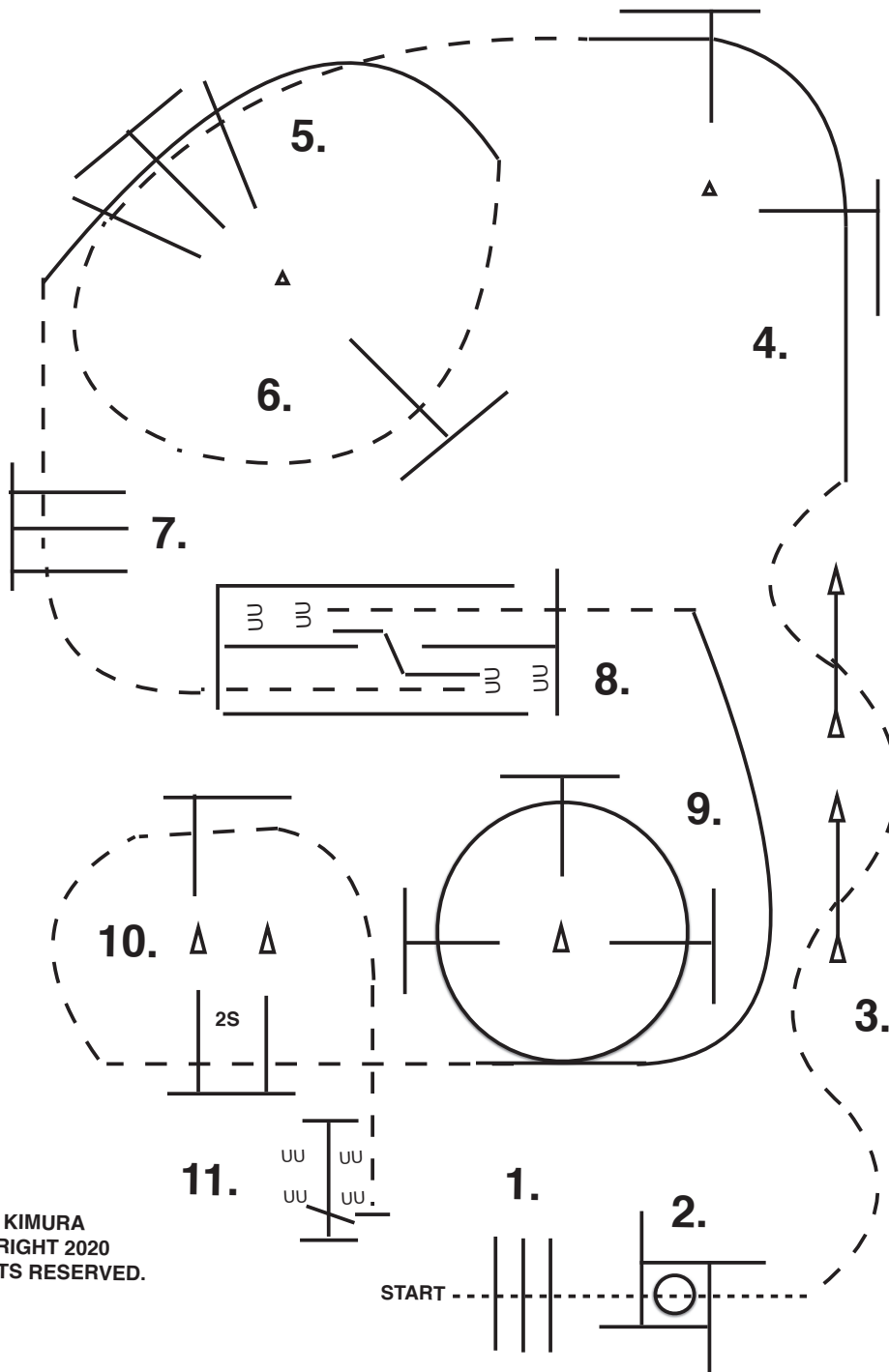
Mid- Season 2023

AQHA/NSBA
Open & Amateur Level 1;
Youth; Rasseoffen

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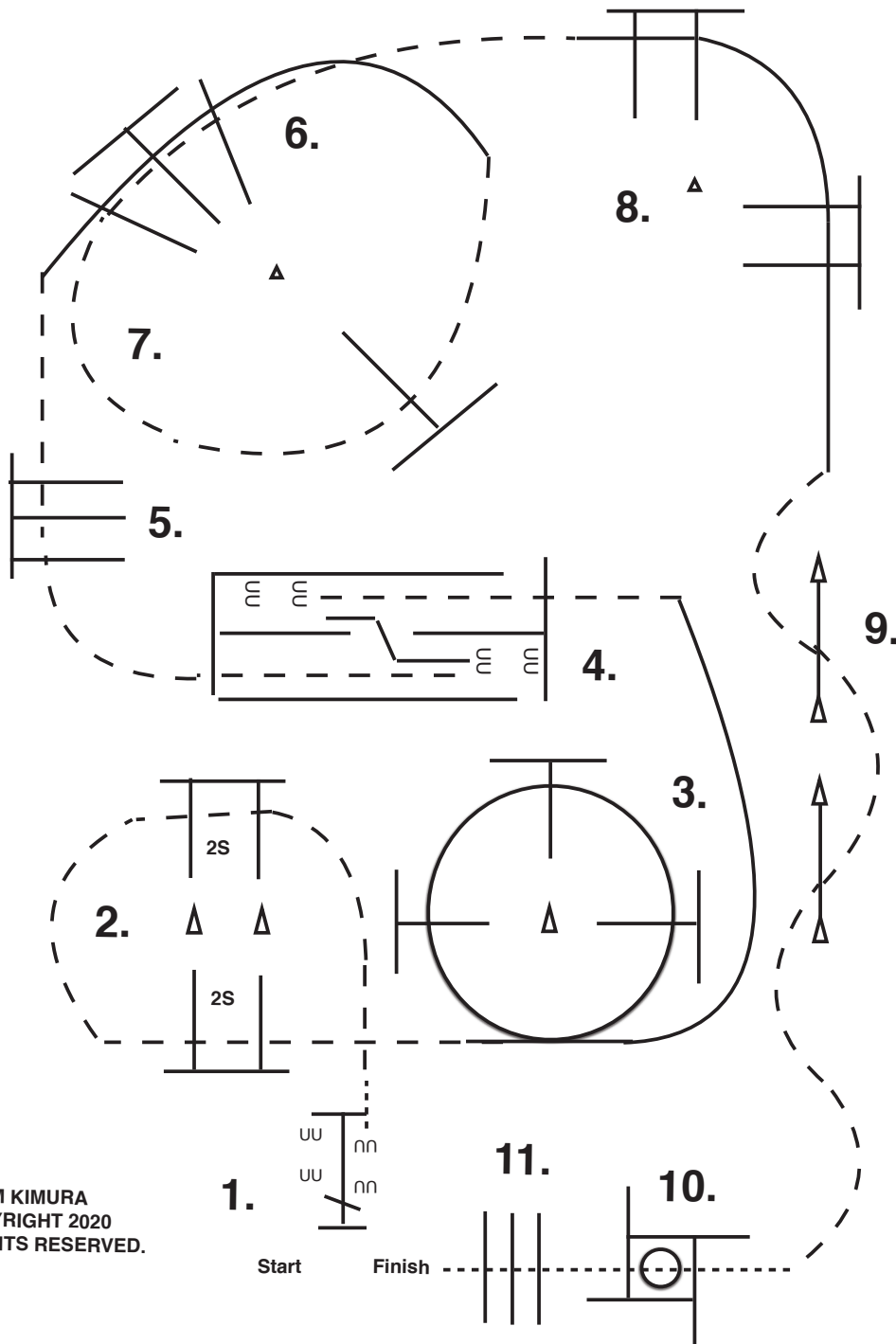


1. WALK OVER POLES
2. WALK INTO BOX, EXECUTE A 360 DEGREE TURN EITHER WAY, WALK OUT BOX.
3. JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD)
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG INTO CHUTE, STOP BACK CHUTE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

Mid - Season 2023

AQHA/NSBA Open &
Amateur

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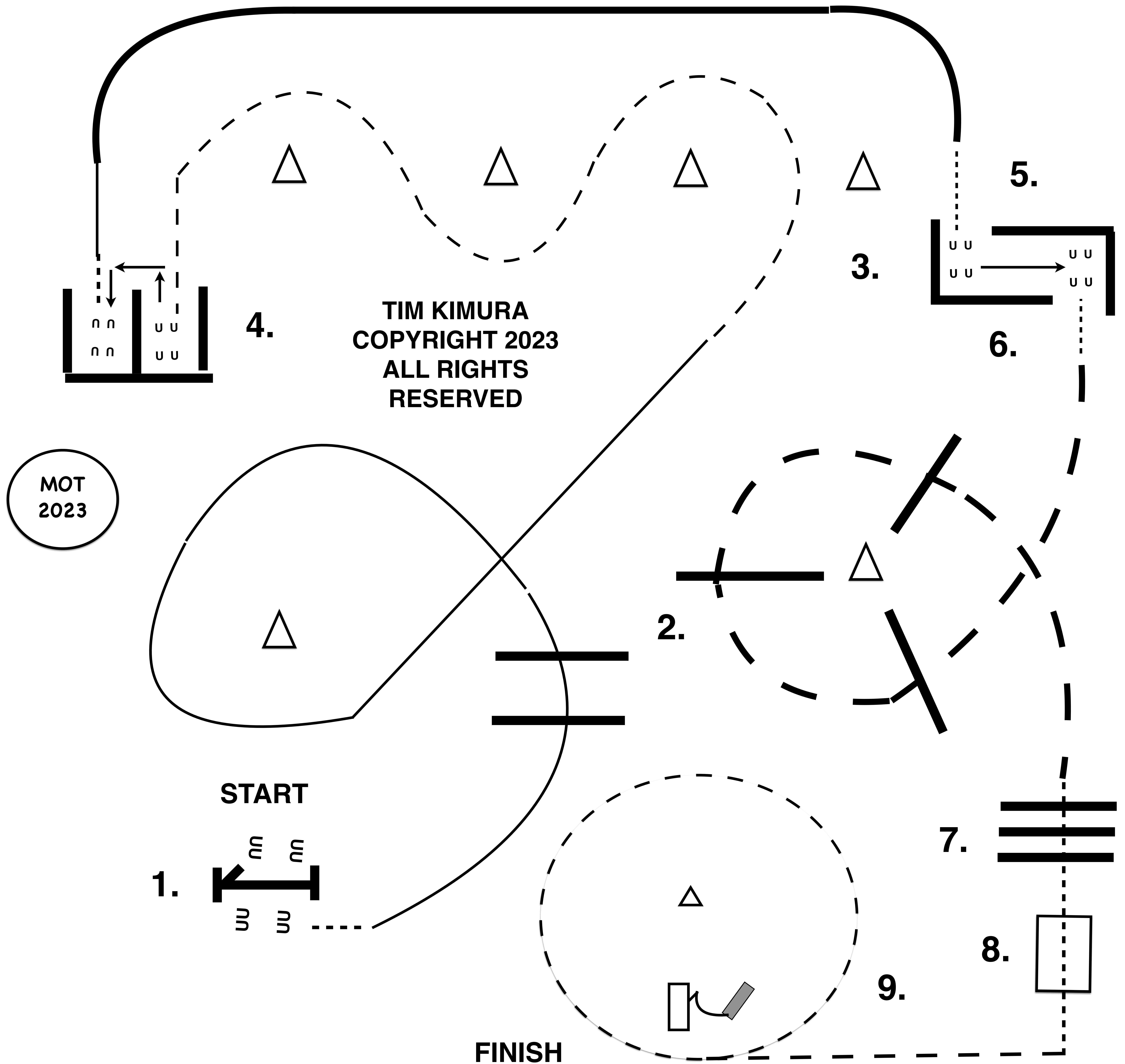
1. WORK GATE LEFT HAND
2. YOU MAY WALK FORWARD, JOG OVER POLES
3. LOPE OVER POLES (LEFT LEAD)
4. BREAK TO JOG, JOG INTO CHUTE, BACK CHUTE TO CHUTE, JOG OUT.
5. JOG OVER POLES
6. LOPE OVER POLES (RIGHT LEAD)
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD)
9. JOG SERPENTINE
10. STOP OR BRAK TO WALK, WALK INTO BOX, TURN 360 LEFT OR RIGHT
11. WALK OUT OF BOX AND OVER POLES

Pattern provided by:

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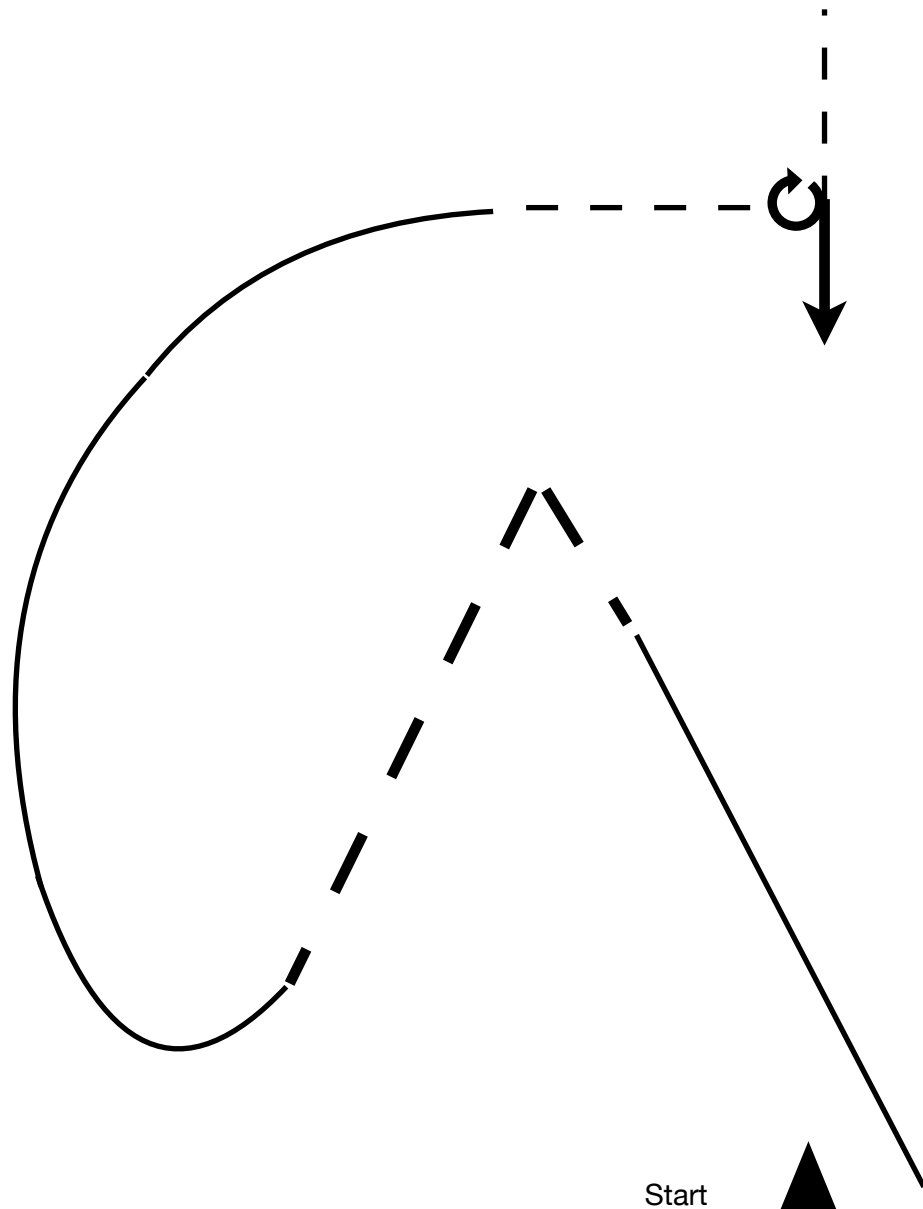


**Mid - Season
2023
RANCH TRAIL**



1. WORK GATE, LEFT HAND, PUSH OPEN RIDE THROUGH AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN LOPE OVER LOGS LEFT LEAD, AND LOPE AROUND MARKER.
3. BREAK TO THE TROT, TROT THROUGH SERPENTINE.
4. TROT INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
5. LOPE RIGHT LEAD, THEN EXTEND THE LOPE ACROSS THE TOP OF THE ARENA, THEN BREAK TO THE WALK, WALK INTO CHUTE, SIDE PASS LEFT.
6. EXTEND THE TROT OVER LOGS
7. BREAK DOWN TO THE WALK, WALK OVER LOGS.
8. WALK OVER BRIDGE.
9. TROT TO DRAG, DRAG LOG AT THE WALK OR TROT AROUND CONE, RETURN ROPE.
YOUTH TRAIL CARRY OBJECT AROUND CONE WALK OR TROT USING EITHER HAND.

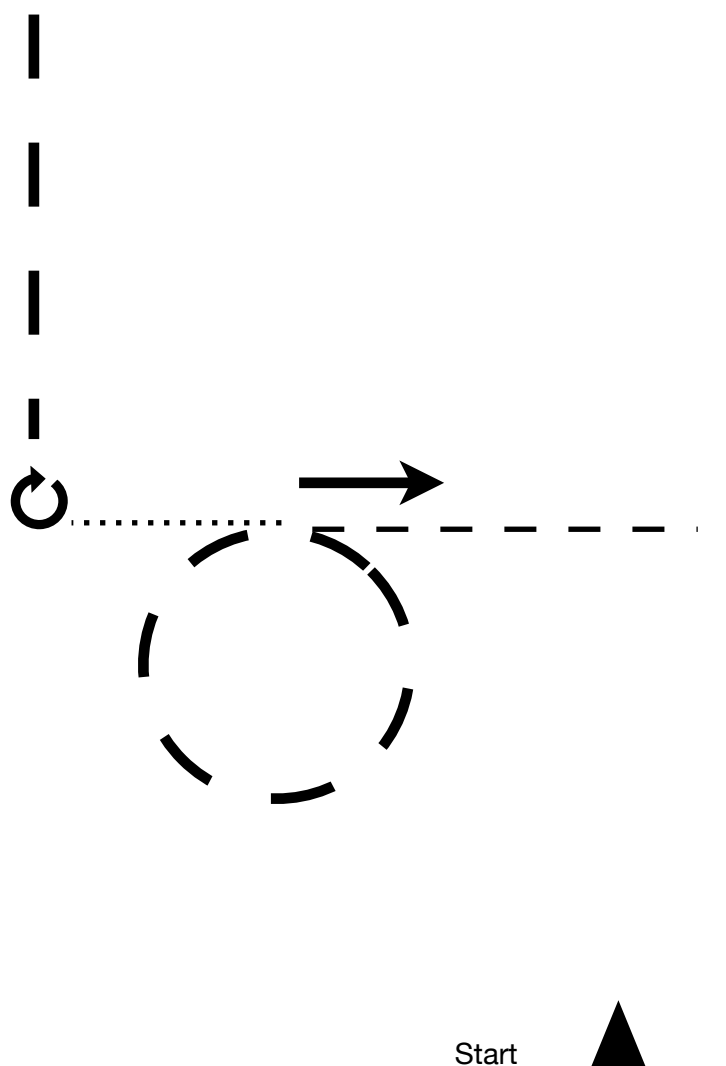
Horsemanship Amateur



1. Be ready at cone
2. Lope right lead
3. Break to extended trot, trot sharp corner
4. Lope right lead as drawn
5. Break to jog
6. Stop perform and perform 270 degree turn right
7. Back 6 steps
8. Exit at a jog

Pattern provided by:

Horsemanship L1 Amateur/Youth/ Rasse Offen



1. Be ready at cone
2. Lope left lead
3. Break to jog and jog corner
4. extend the jog and perform a circle
5. When closing circle, stop and back one horse length
6. Walk, stop
7. Perform a 450 degree turn to the right
8. Exit at extended jog

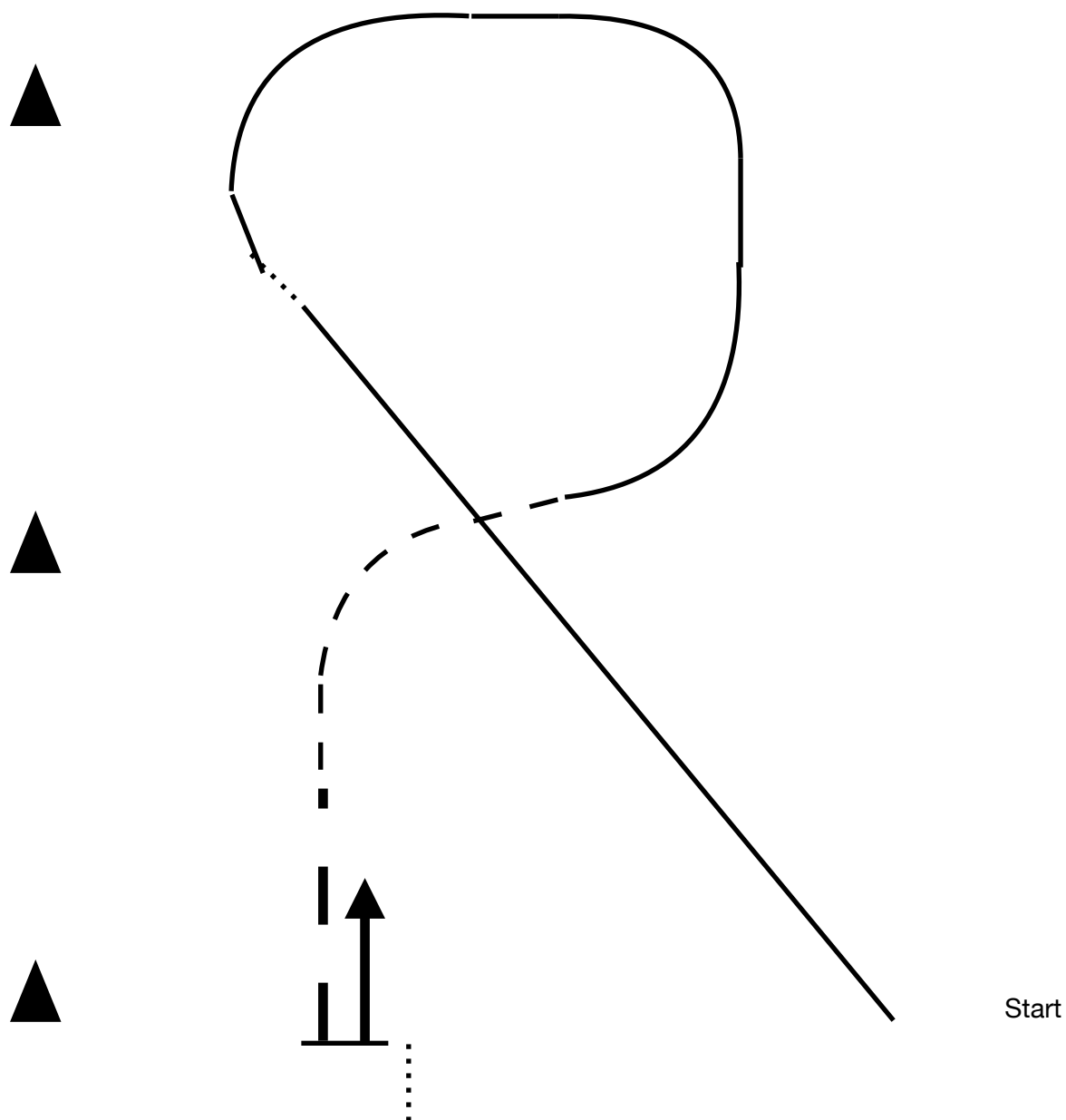
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- ▲ Start

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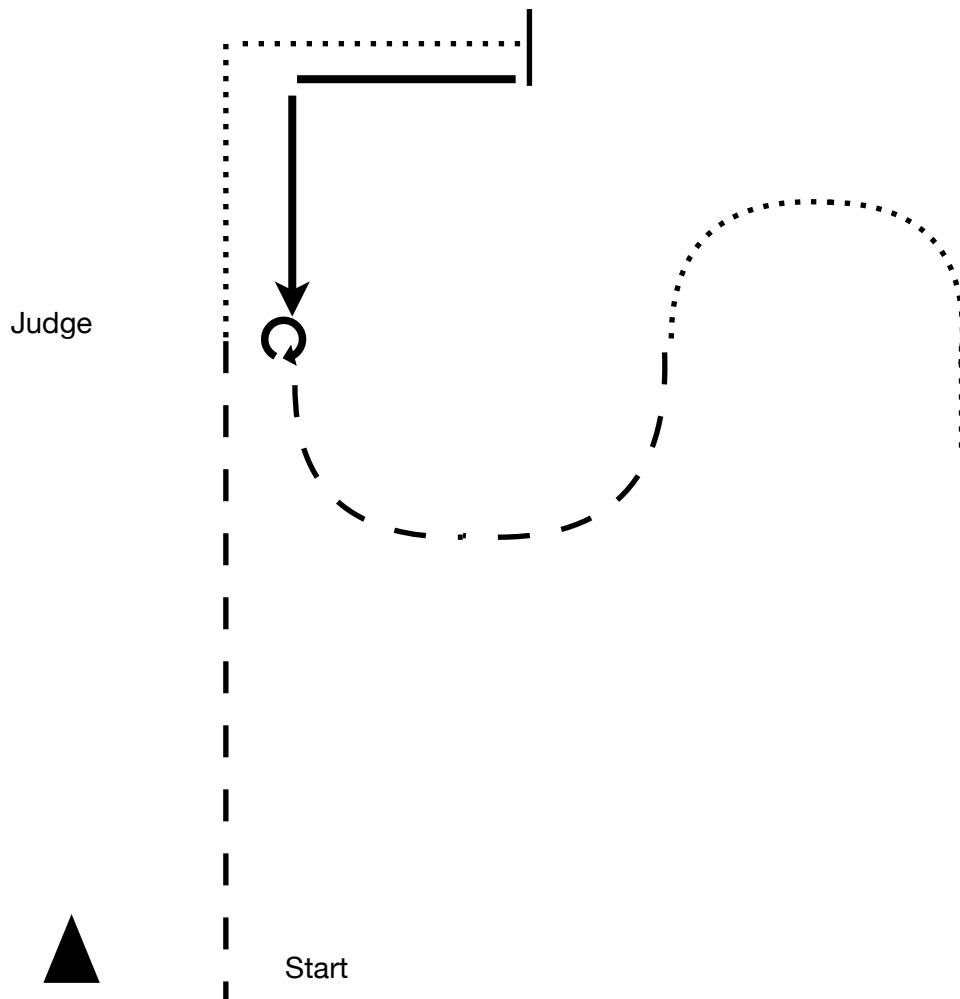
Hunt Seat Equitation L1 Amateur/Youth/ Rasse Offen



1. Be ready at same line with cone
2. Canter left lead
3. Perform a simple lead change
4. Canter right lead
5. Posting trot right diagonal
6. Half way on straight line: two point at trot
7. At cone, stop and back
8. Walk to exit

Pattern provided by:

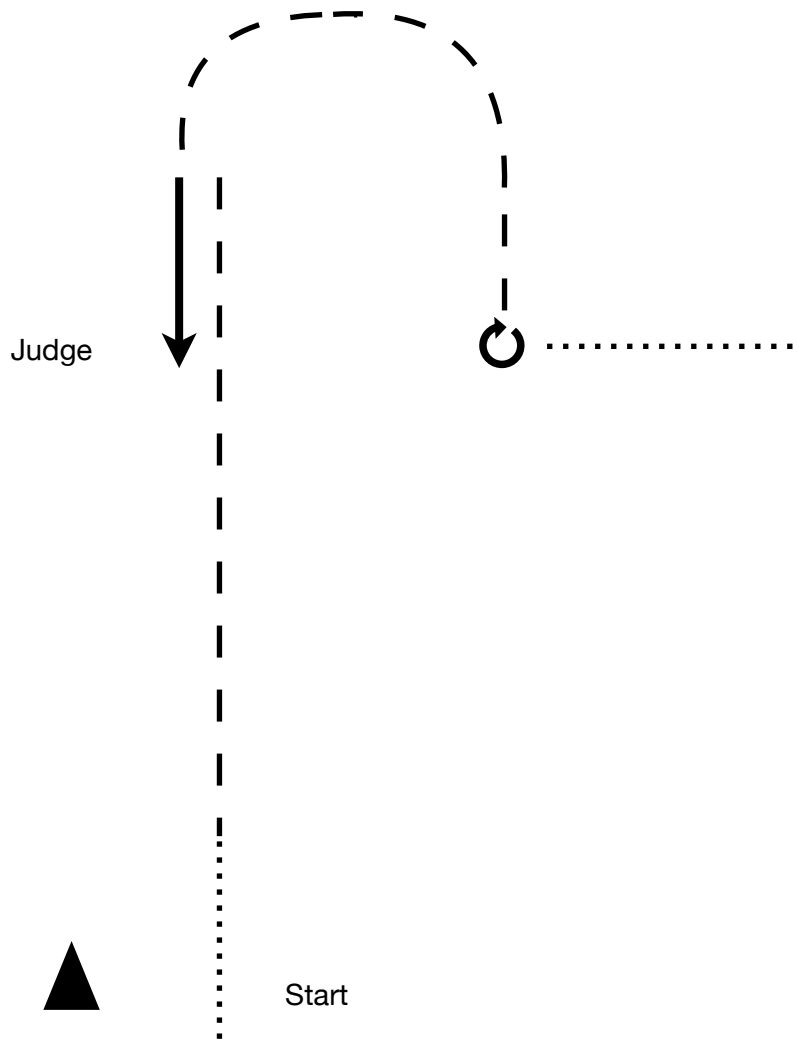
Showmanship Amateur



1. Be ready at cone
2. Trot till even with judge
3. Break to walk, and walk a corner as shown
4. Back corner until horses hip is even with judge
5. Perform a 540 degree turn
6. Set up
7. Inspection
8. When dismissed trot an arc to the left
9. When even with judge break to walk and walk arc, pattern is completed when even with judge

Pattern provided by:

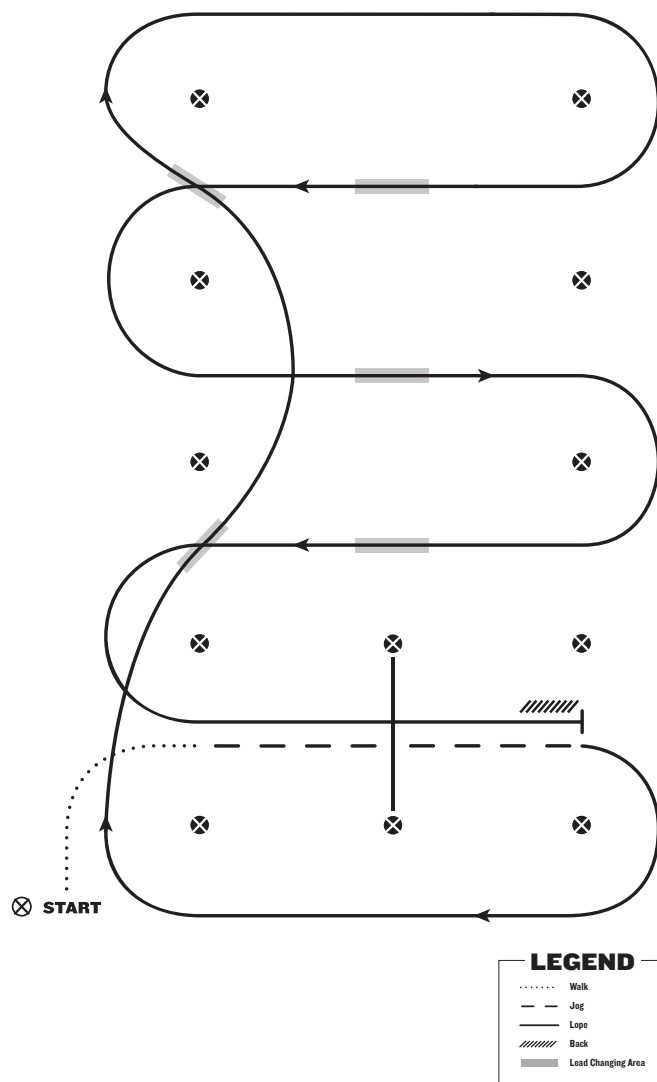
Showmanship Youth/ L1 Amateur/Rasse Offen



1. Be ready at cone
2. Walk 6 to 8 steps
3. Trot past judge, far enough to back at least 5 to 6 steps
4. Back till horses hip even with judge and stop
5. Set up
6. Inspection
7. After being dismissed trot an arc
8. Stop when hip is even with judge, perform a 270 degree turn
9. Exit at walk

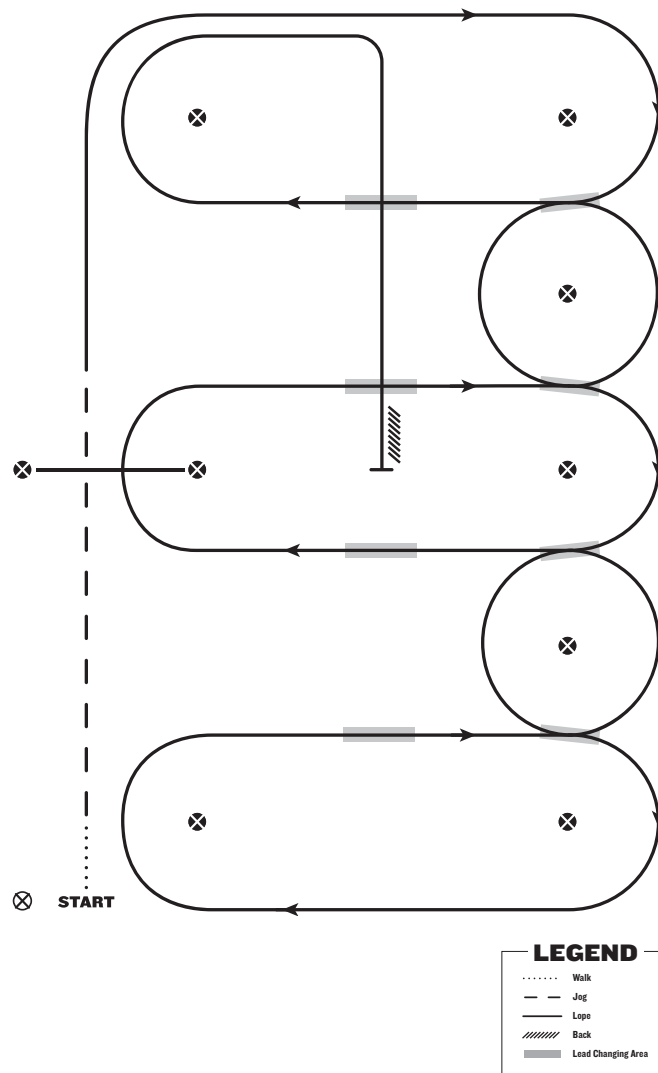
Pattern provided by:

LEVEL 1 WESTERN RIDING PATTERN 4



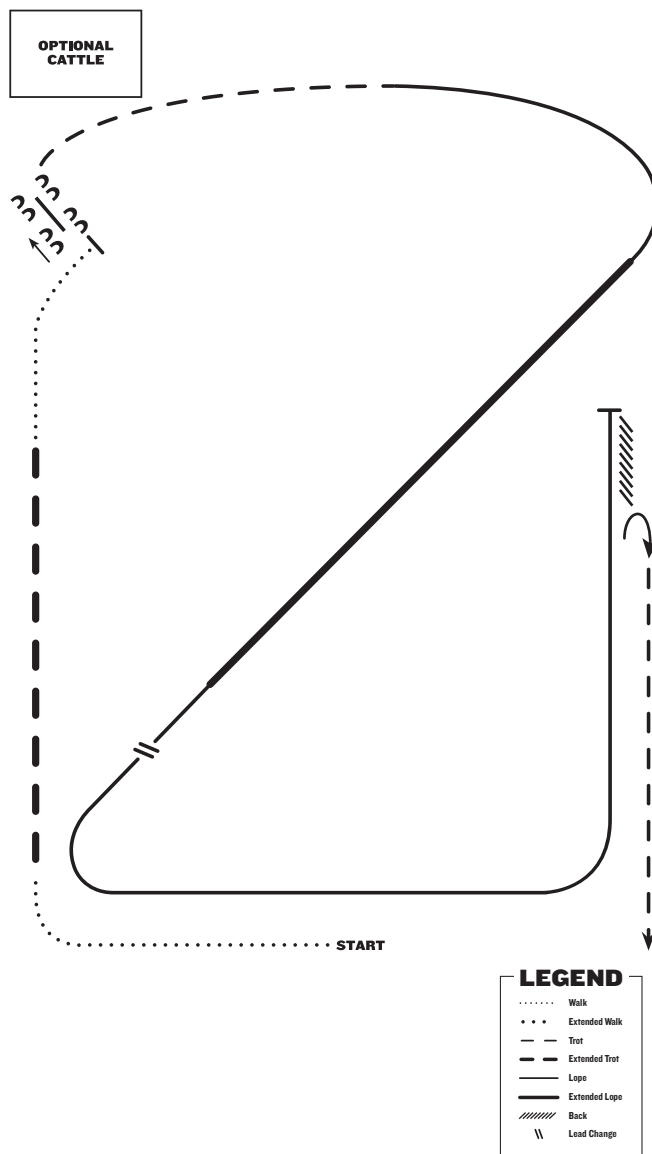
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change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

WESTERN RIDING PATTERN 6



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

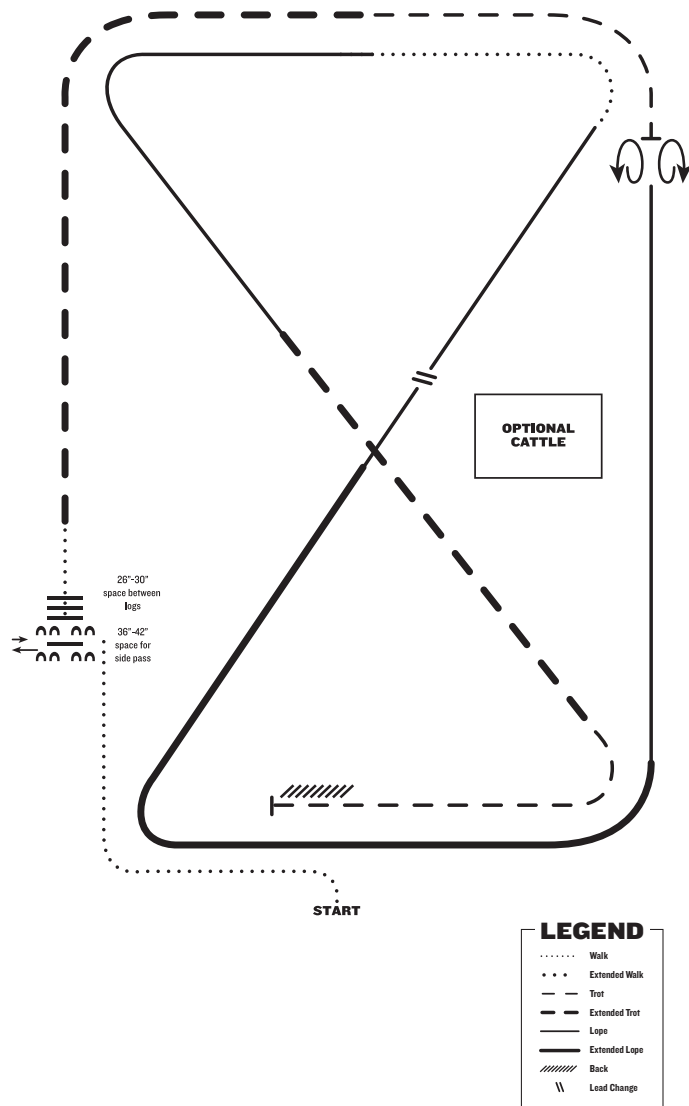
RANCH RIDING - PATTERN 10



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

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.

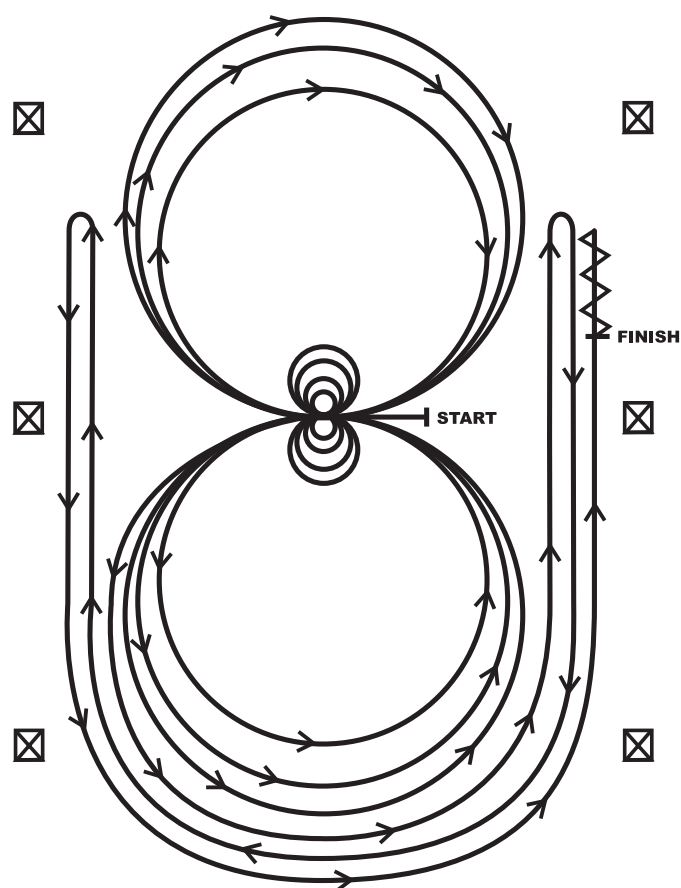
RANCH RIDING - PATTERN 8



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop 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.

REINING PATTERN 6

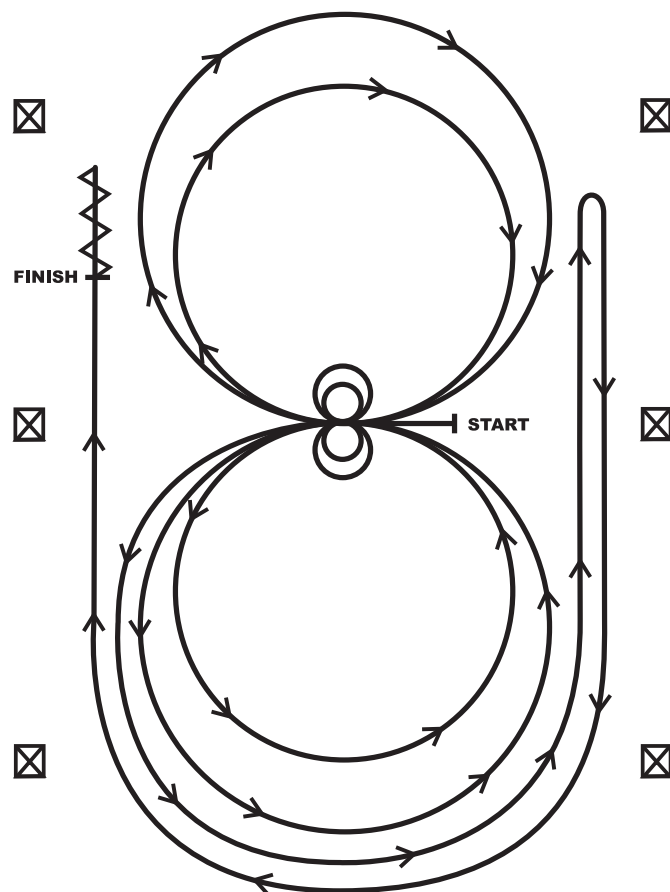


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.

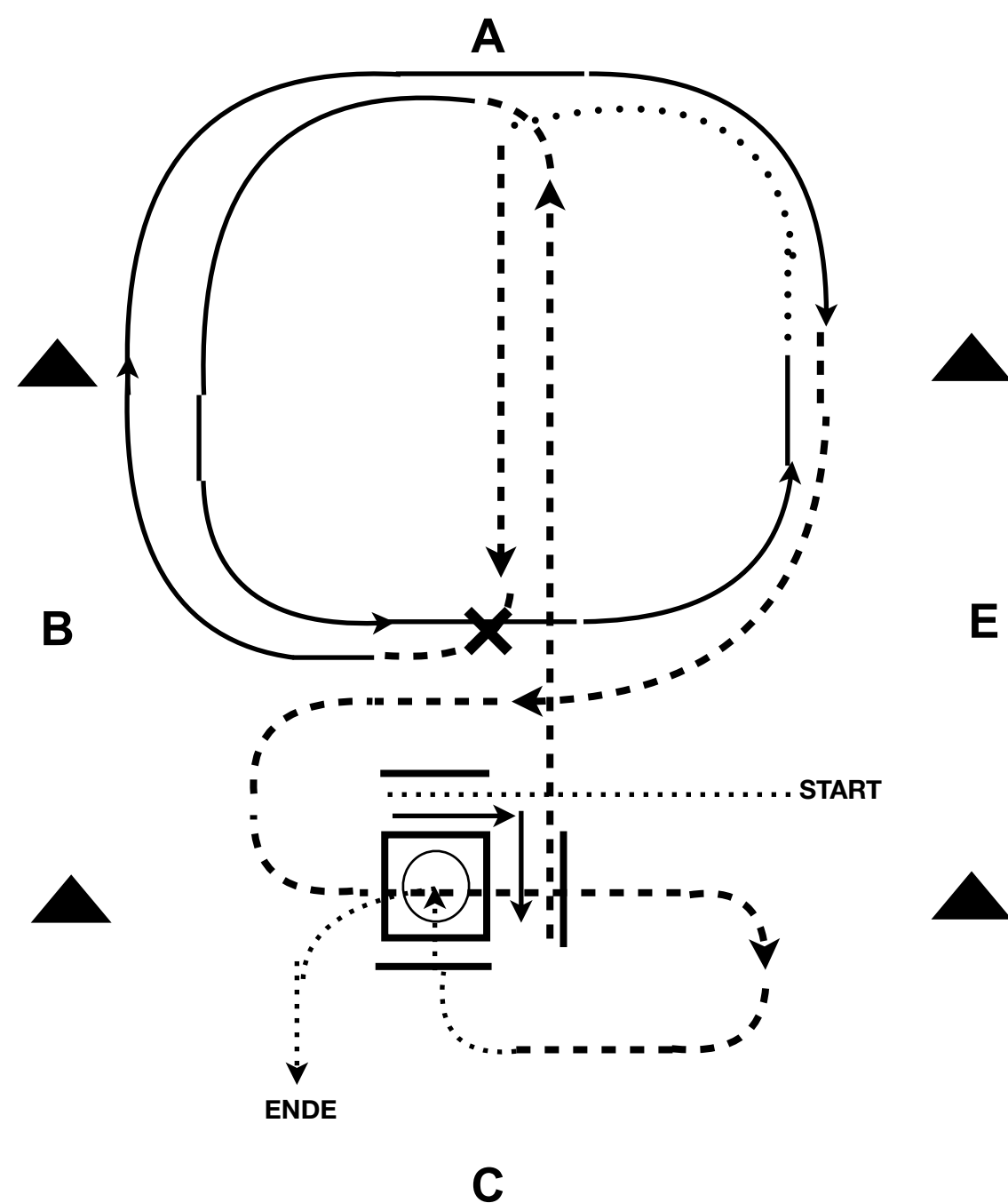
REINING PATTERN A

Approved only for Level 1 Youth & Amateur, Youth 13 & Under



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

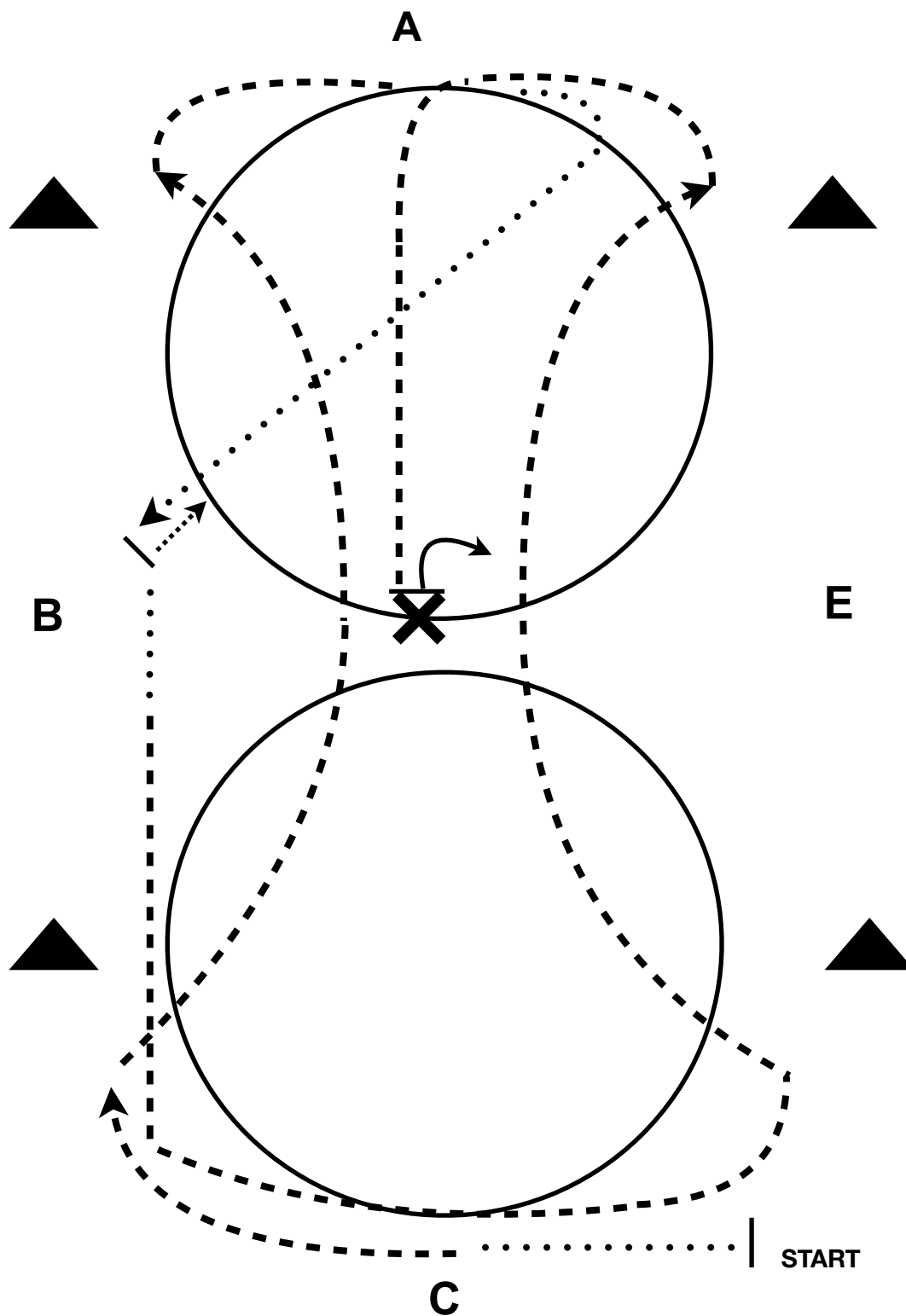
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.



Rookie Trail Horse, Pattern 2

1. Walk in Chute
2. Back UP L
3. Jog auf Mittellinie
4. Bei A Linksgalopp 3/4 Zirkel
5. Schritt bei A auf Mittellinie abwenden
6. Jog auf Mittellinie
7. Auf X auf Rechtszirkel abwenden und 3/4 Zirkel im Rechtsgalopp
8. Jog Serpentine wie gezeichnet
9. Jog durch die Box und über Stange
10. Schritt Stangen und in der Box halten
11. 3/4 Drehung recht und aus der Box Richtung Warm Up im Schritt

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Rookie Horse, Pattern 2

1. Schritt bis C
2. Jog, Jog Schlangenlinie
3. Bei A einen Zirkel Rechtsgalopp
4. Bei A Schritt und auf Diagonale Richtung B
5. Stop + eine Pferdelänge Rückwärts
6. Zwei Pferdelängen Schritt, ganze Bahn
7. Jog ganze Bahn bis C
8. Bei C Linksgalopp
9. Bei C Jog, Jog Schlangenlinie
10. Weiter im Jog, Bei A auf Mittellinie abwenden
11. Auf X anhalten,
12. 360° Hinterhandwendung R oder L