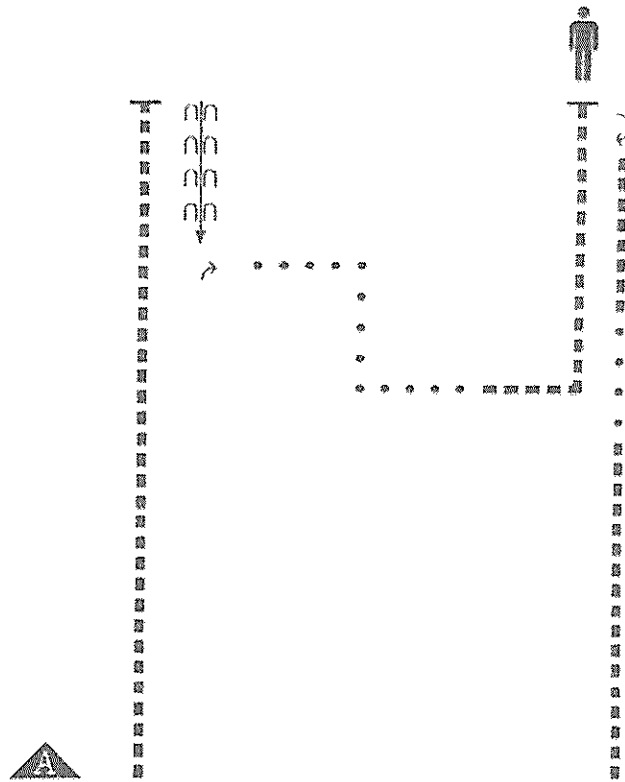


CNQHS
 Sept 18 & 19/24

Showmanship
 All Walk - Trot



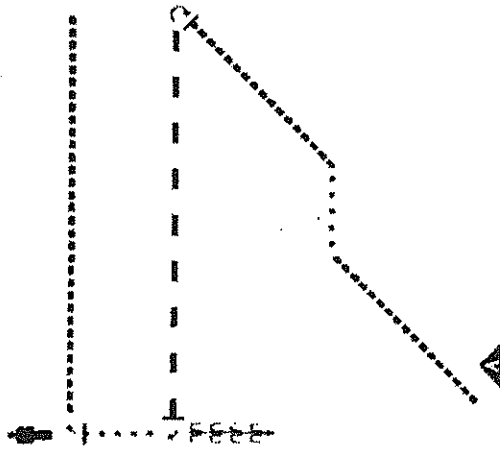
1. Trot.
2. Stop. Back one horse length.
3. Perform a 90° turn.
4. Walk two square corners.
5. Trot square corner to judge.
6. Stop and setup.
7. Inspection.
8. When dismissed perform a 180 turn.
9. Exit at trot.

• • • • •	Walk
• • • • •	Extended Walk
■ ■ ■ ■ ■	Trot
— — —	Extended Trot
	Judge
← 3 3 3 3	Back
	Cone

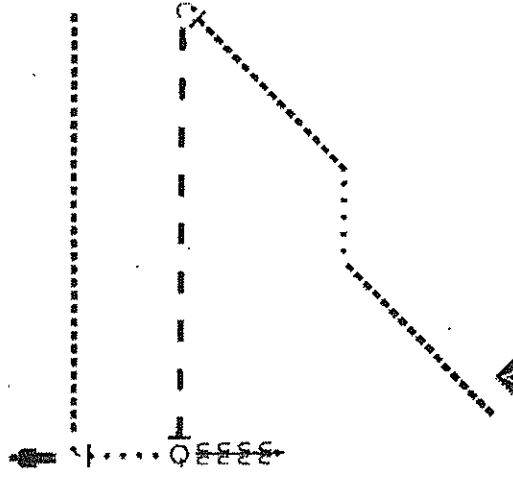
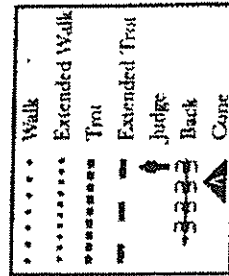
CNQHS
Sept 18 & 19/24

Showmanship
L1 Youth, L1 Amat, 13 & Under

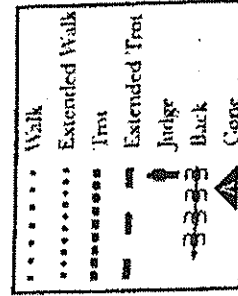
Showmanship
Youth 14 to 18, Amat & Select

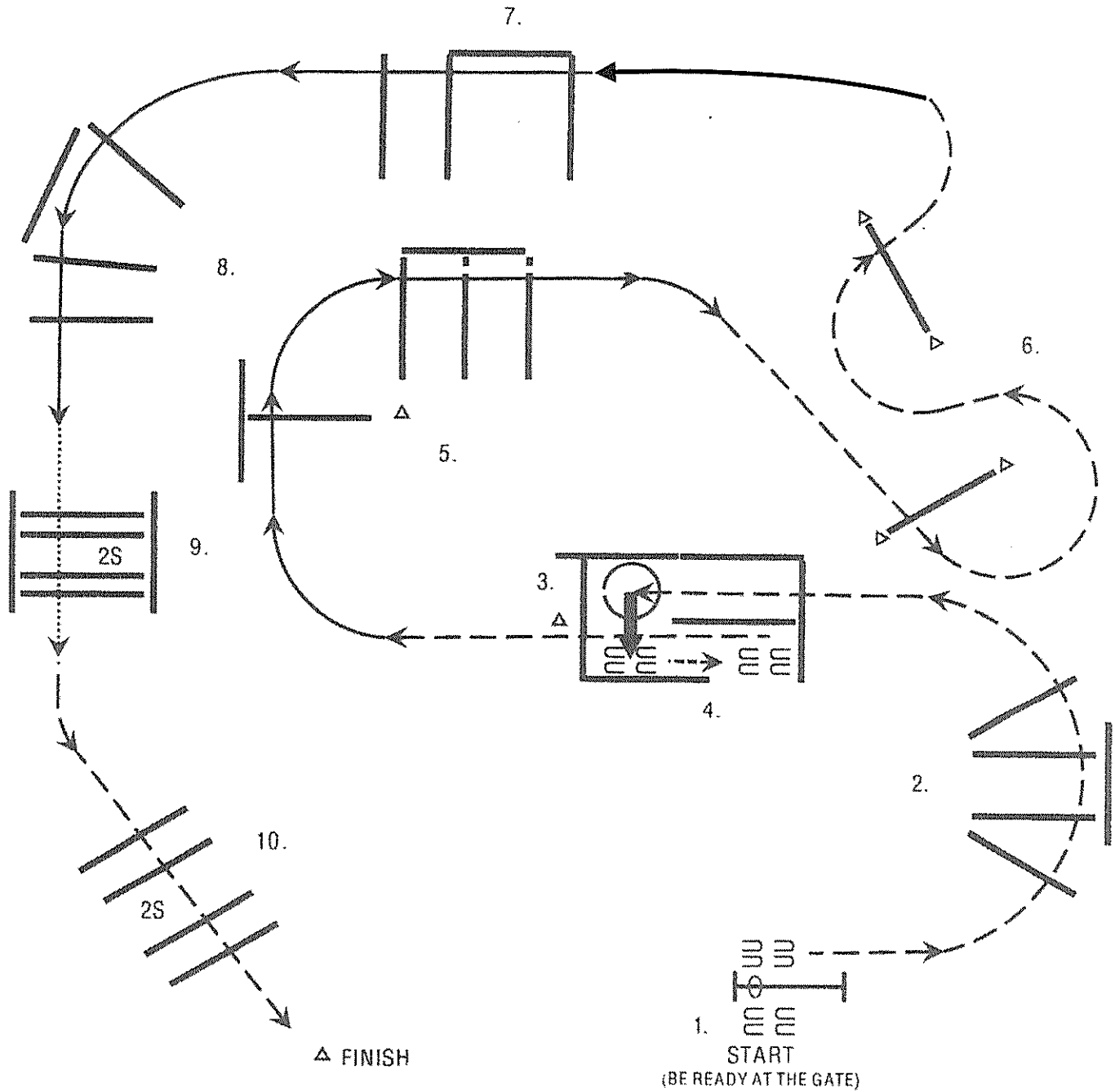


1. Trot
2. Slight right turn and walk
3. Slight left turn and trot
4. Stop Perform an approximate 225 degree turn
5. Extend trot. Stop
6. Perform a 90 degree turn. Back one horse length
7. Walk to Judge
8. Stop. Set up
9. Inspection
10. When dismissed perform a 90 degree turn and trot to exit

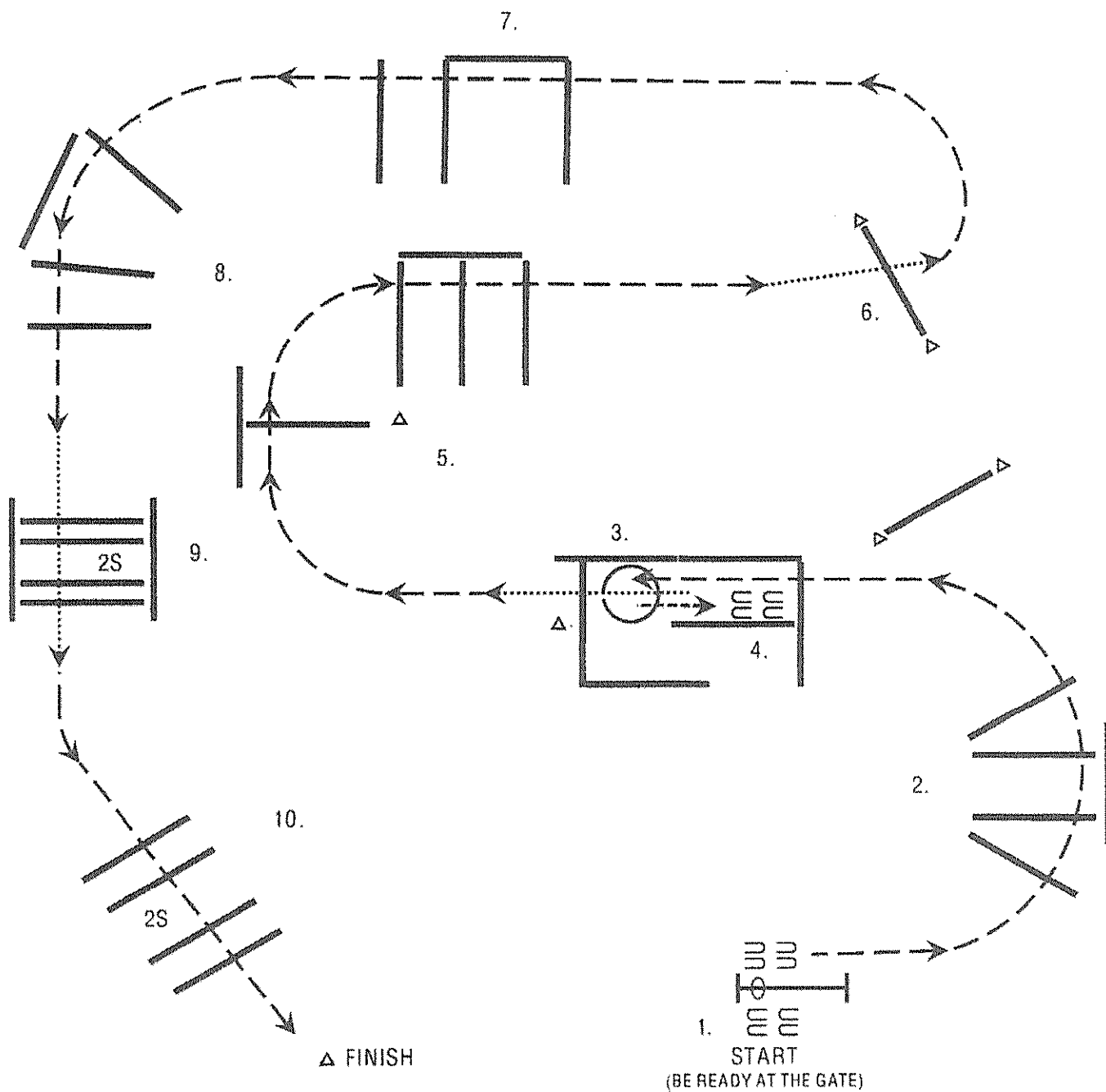


1. Trot
2. Slight right turn and walk
3. Slight left turn and trot
4. Stop. Perform an approximate 225° turn
5. Extended trot. Stop
6. Perform a 90° turn. Back one horse length.
7. Walk to judge.
8. Stop. Set up.
9. Inspection.
10. When dismissed perform a 90° turn and trot to exit



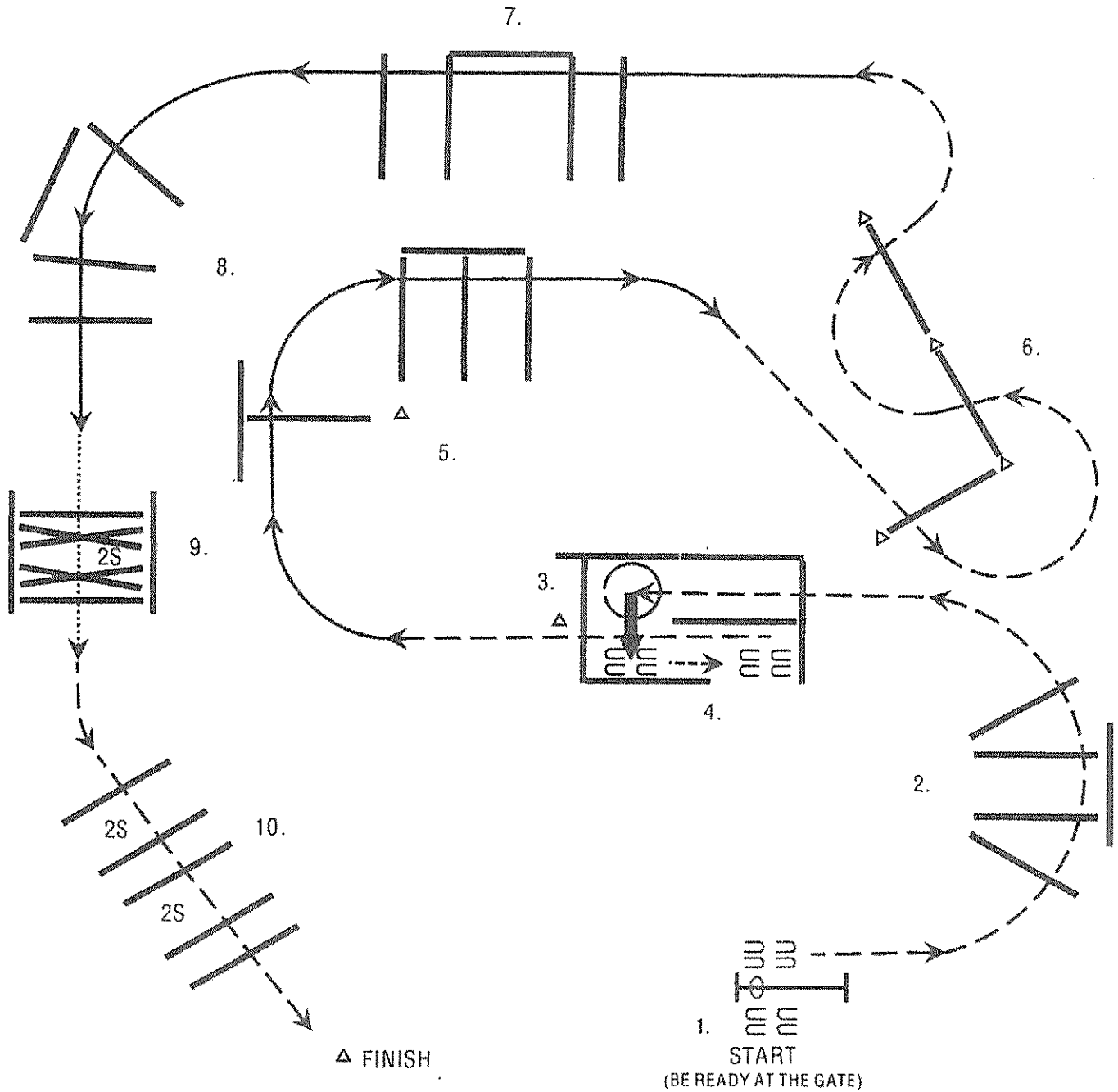


- | | |
|--|---|
| <ol style="list-style-type: none"> 1) WORK RH GATE, WALK OVER POLE, CLOSE. 2) JOG OVER 4 POLE AND INTO CHUTE. 3) EXECUTE A 360 TURN (DIRECTION OPTIONAL), THEN SIDEPASS LEFT. 4) BACK OTHER SIDE OF CHUTE, JOG OUT OF CHUTE OVER POLE. 5) LOPE (RL) OVER 4 POLES. | <ol style="list-style-type: none"> 6) BREAK TO JOG, JOG SERPENTINE. 7) LOPE (LL) OVER 3 POLES. 8) LOPE (LL) OVER 3 POLES. 9) STOP OR BREAK TO WALK, WALK OVER 4 POLES. 10) JOG OVER 4 POLES AND TO EXIT. |
|--|---|

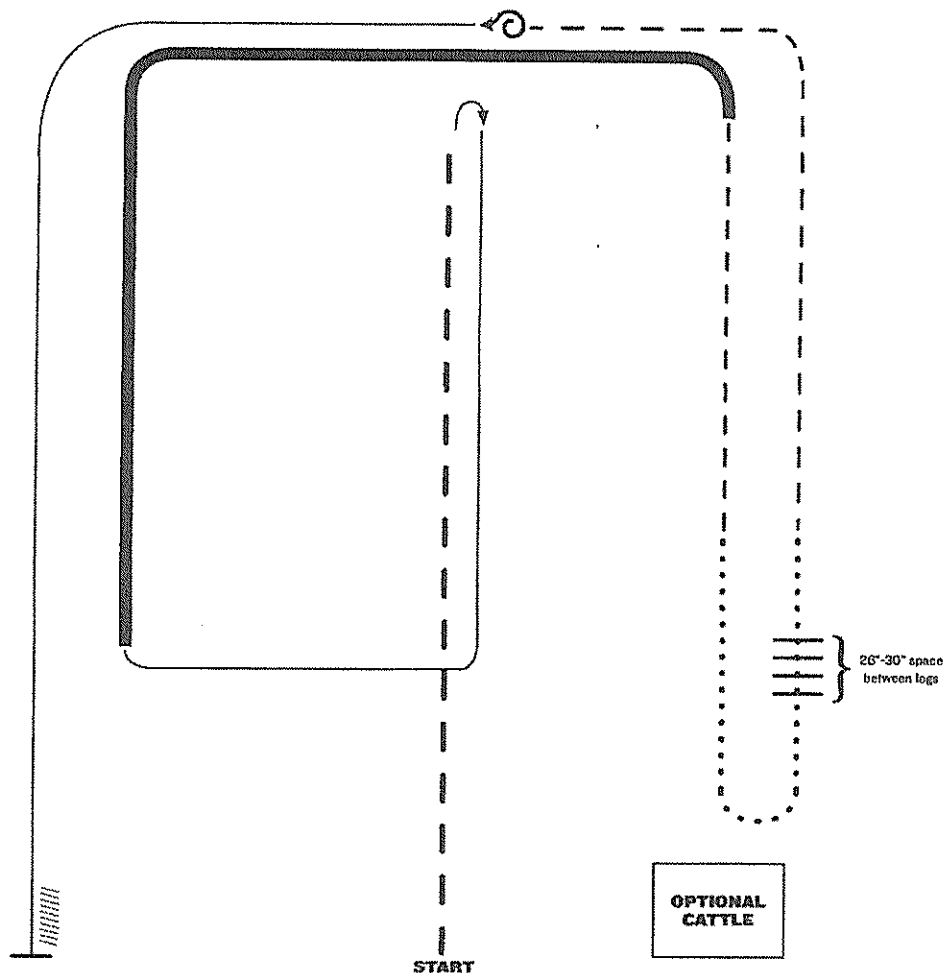


- 1) WORK RH GATE, CLOSE.
- 2) JOG OVER 4 POLE AND INTO CHUTE.
- 3) EXECUTE A 360 TURN (DIRECTION OPTIONAL)
- 4) BACK CHUTE.
- 5) WALK OUT OF CHUTE OVER POLE, THEN JOG OVER 4 POLES.

- 6) STOP OR BREAK TO WALK, WALK OVER POLE.
- 7) JOG OVER 3 POLES.
- 8) JOG OVER 3 POLES.
- 9) STOP OR BREAK TO WALK, WALK OVER 4 POLES.
- 10) JOG OVER 4 POLES AND TO EXIT.



- | | |
|--|---|
| <ol style="list-style-type: none"> 1) WORK RH GATE, WALK OVER POLE, CLOSE. 2) JOG OVER 4 POLE AND INTO CHUTE. 3) EXECUTE A 360 TURN (DIRECTION OPTIONAL), THEN SIDEPASS LEFT. 4) BACK OTHER SIDE OF CHUTE, JOG OUT OF CHUTE OVER POLE. 5) LOPE (RL) OVER 4 POLES. | <ol style="list-style-type: none"> 6) BREAK TO JOG, JOG SERPENTINE. 7) LOPE (LL) OVER 4 POLES. 8) LOPE (LL) OVER 3 POLES. 9) STOP OR BREAK TO WALK, WALK OVER 4 POLES. 10) JOG OVER 5 POLES AND TO EXIT. |
|--|---|

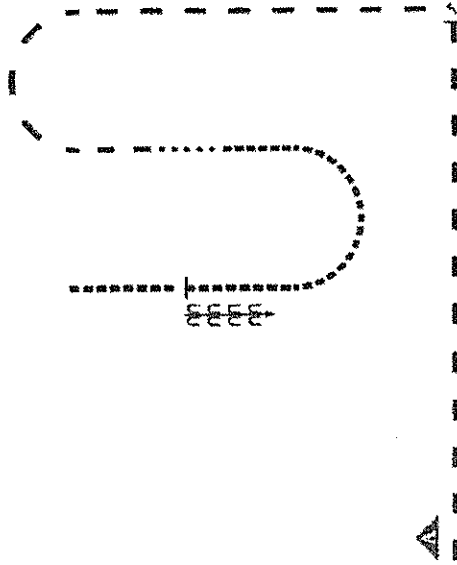


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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.

CHQHS
Sept 18 & 19/24

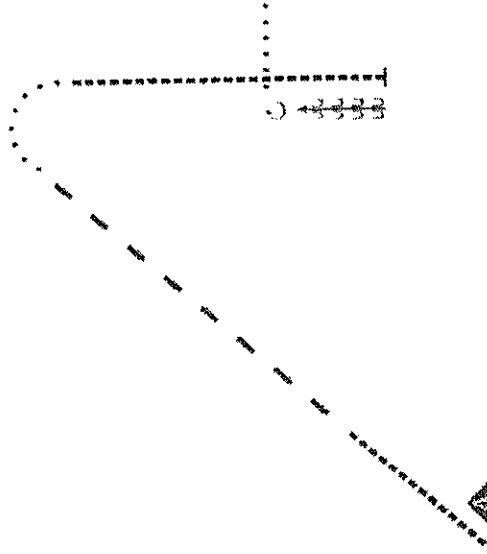
Equitation
All Walk / Trot



1. Posting trot left diagonal
2. Stop. Perform a 90° turn left on forehand
3. Posting trot right diagonal
4. Walk +5 steps.
5. Sitting trot.
6. Step and back one horse length.
7. Exit at sitting trot.

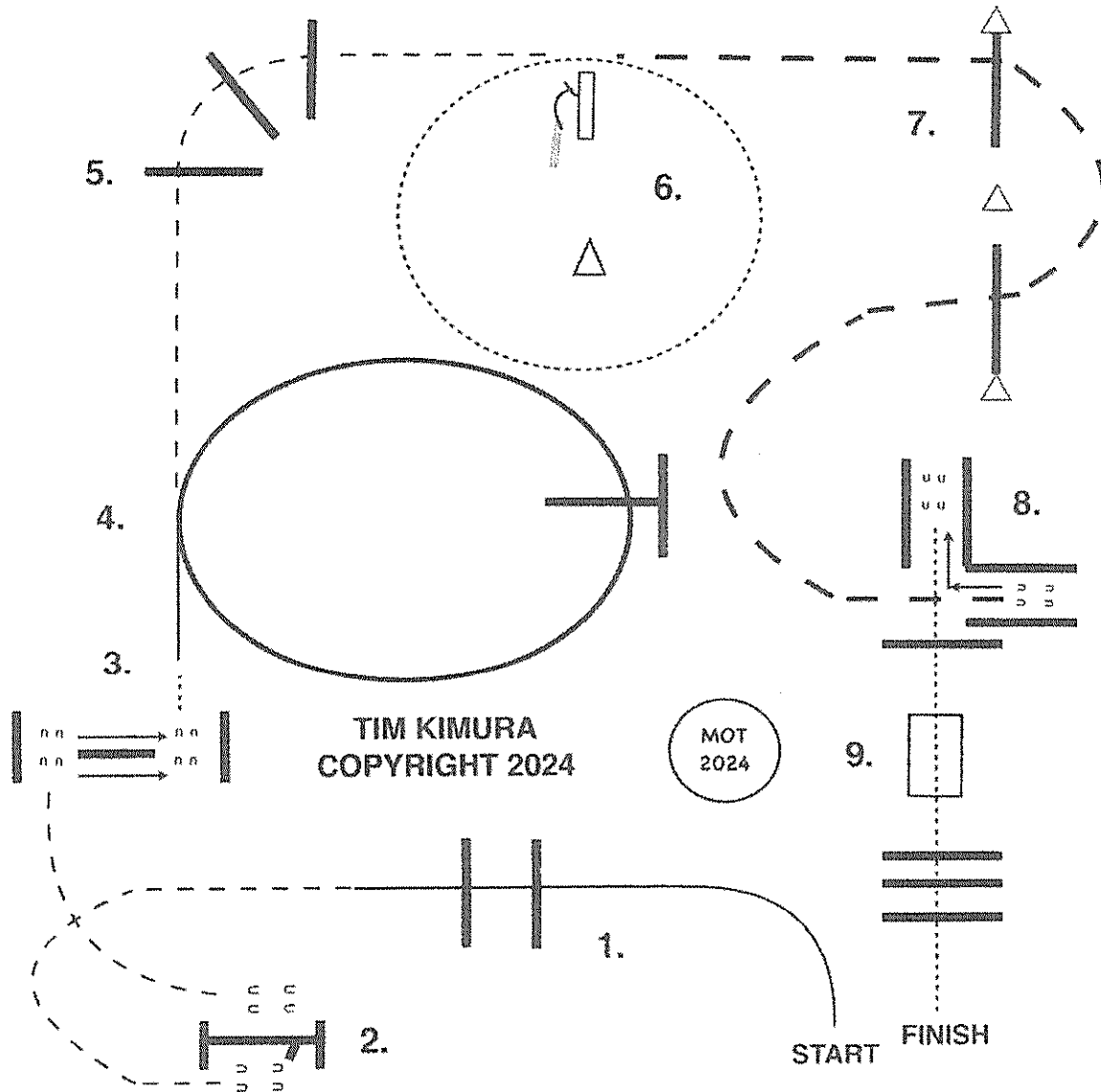
.....	Walk
.....	Sitting Trot
.....	Trot
.....	Two Point Trot
.....	Canter
.....	Hand Gallop
.....	Change Lead
.....	Back
.....	Cone

Horsemanship
All Walk / Trot



1. Jog
2. Extended jog
3. Walk
4. Jog
5. Step. Back one horse length.
6. Perform a 270° left in right
7. Exit at walk.

.....	Walk
.....	Jog
.....	Extended Jog
.....	Lope
.....	Extended Lope
.....	Lead Change
.....	Back
.....	Cone



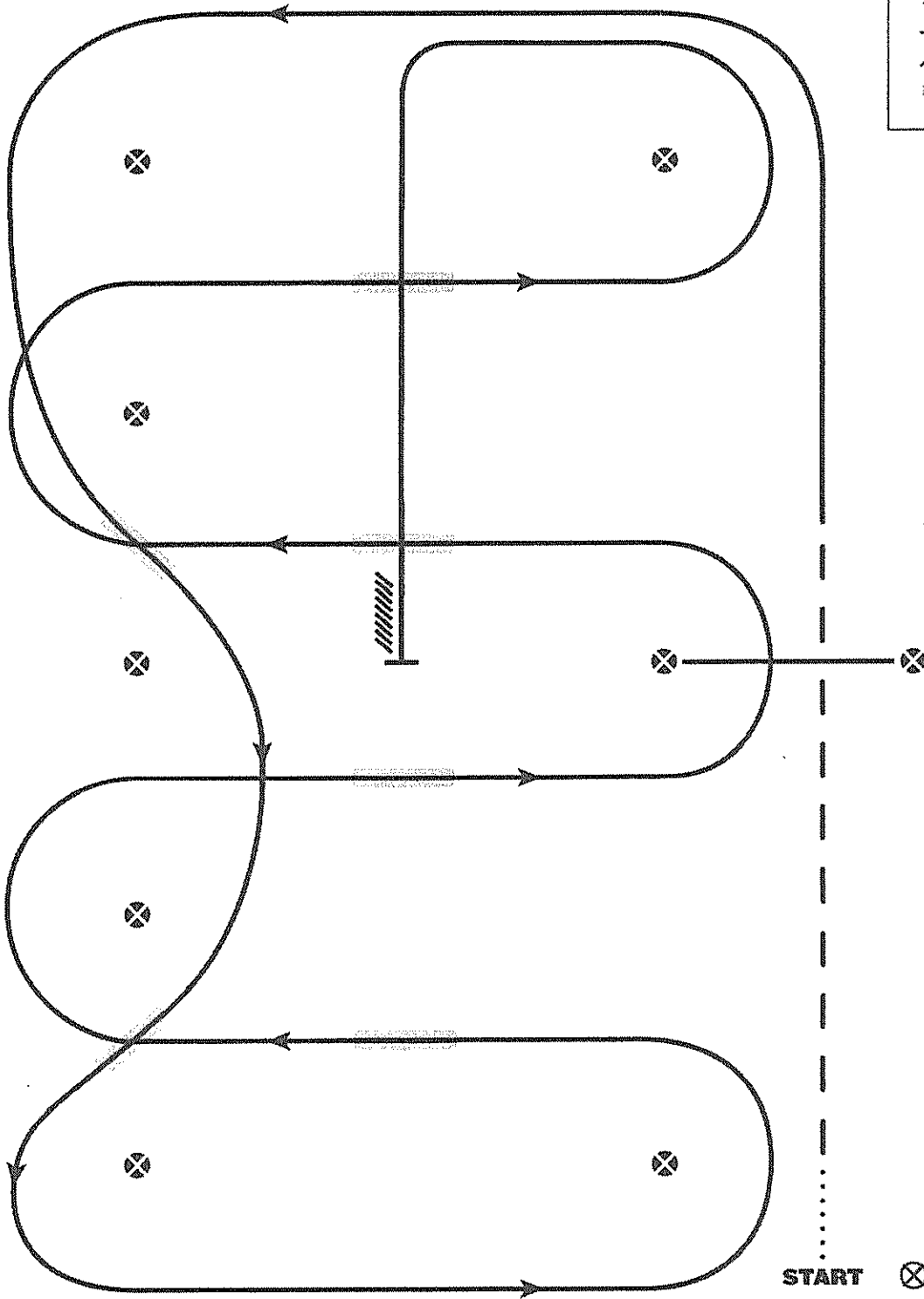
1. LOPE OVER LOGS (LEFT LEAD)
2. BREAK TO THE TROT, TROT UP TO GATE, STOP, WORK GATE LEFT HAND.
3. TROT UP TO LOGS. STOP AND SIDE PASS RIGHT OVER LOG.
4. WALK FORWARD, THEN LOPE RIGHT LEAD, EXTEND THE LOPE AND LOPE OVER LOG, FINISH CIRCLE THEN.
5. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG, AND STOP AT ROPE.
6. PICK UP ROPE, DRAG LOG AROUND CONE, RETURN ROPE TO HOOK. (WALK OR TROT). YOUTH JUST PICKS UP OBJECT, CARRY OBJECT & TROT AROUND CONE AND RETURN.
7. EXTEND THE TROT OVER LOGS AND AROUND CONE AND INTO CHUTE AND STOP.
8. BACK BETWEEN LOGS, AND BACK AROUND CORNER, WALK OUT OVER LOG.
9. WALK OVER BRIDGE AND WALK OVER LOGS.

Level 1 Youth and
Level Amateur just
pick up rope on #6

LEVEL I WESTERN RIDING PATTERN I

LEGEND

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

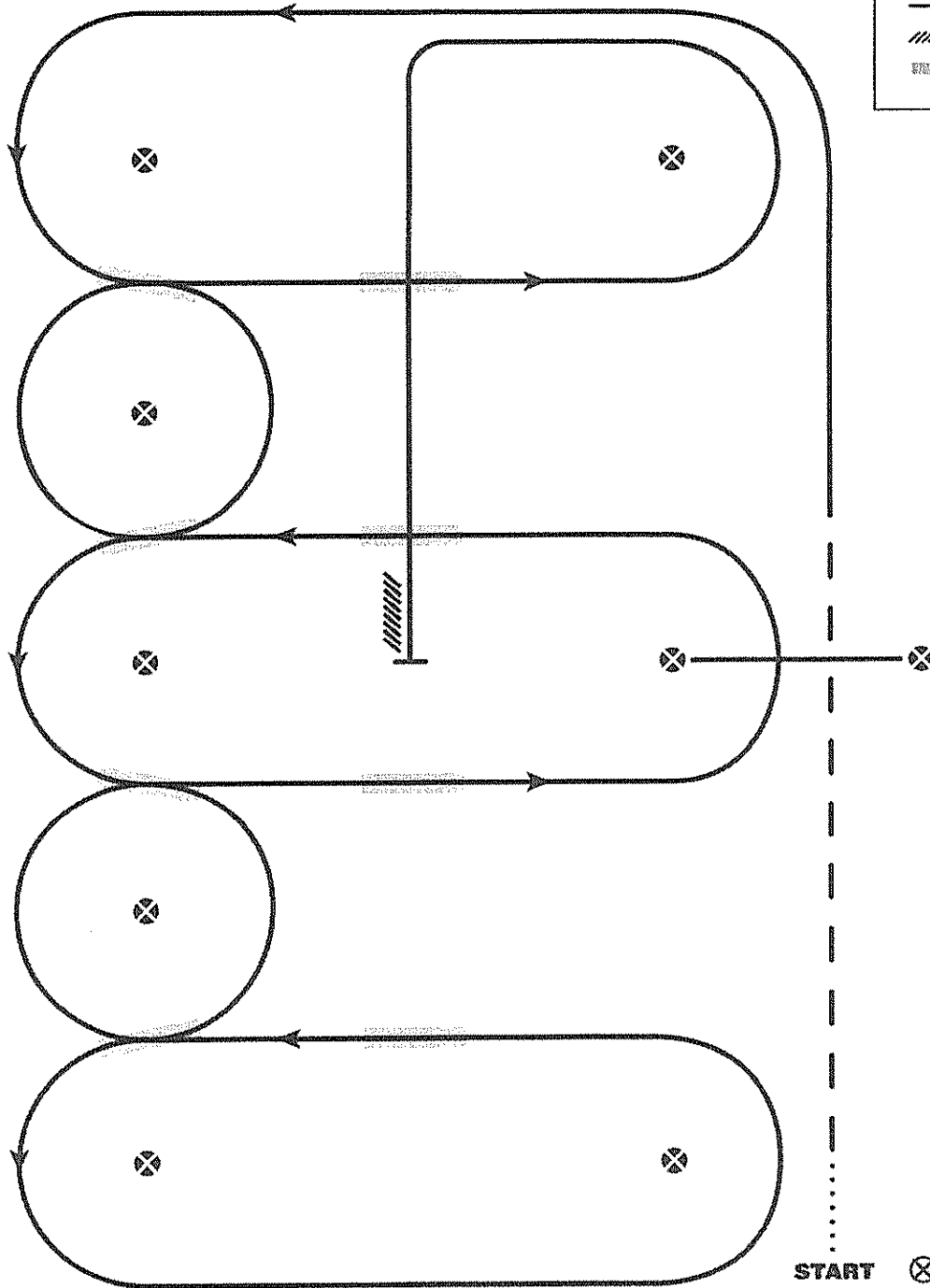


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

WESTERN RIDING - PATTERN I

LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- ▨▨▨▨▨ Load 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