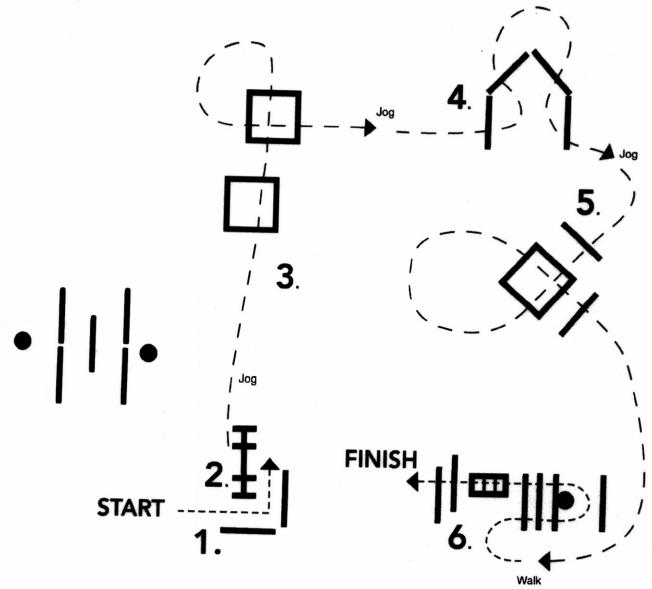
Level 1 Walk/Trot Yth & Am Small Fry

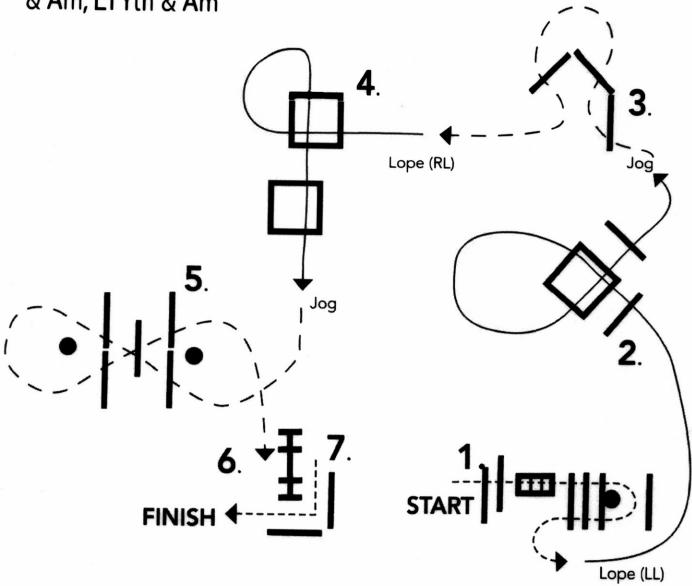


- 1. Back
- 2, Gate Right Hand
- 3. Jog Overs
- 4. Jog Serpentine
- 5. Jog Overs
- 6. Walk Overs, Bridge, Walk Overs



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Level | OpenTrail, Rookie Yth & Am, L1 Yth & Am

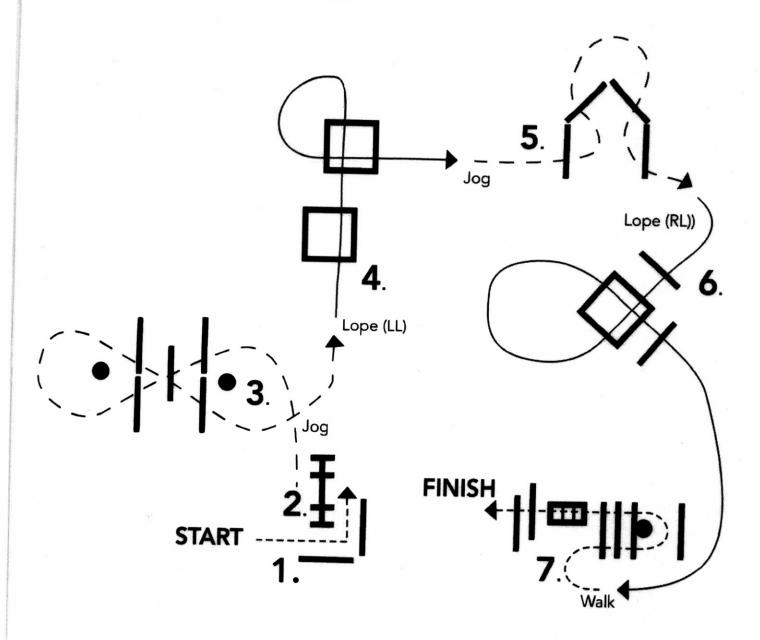


- 1. Walk Overs, Bridge, Walk Overs
- 2. Lope Overs (LL)
- 3. Jog Serpentine
- 4. Lope Overs (RL)
- 5. Jog overs
- 6. Gate Left Hand
- 7. Back



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Amateur/Select/Youth Trail

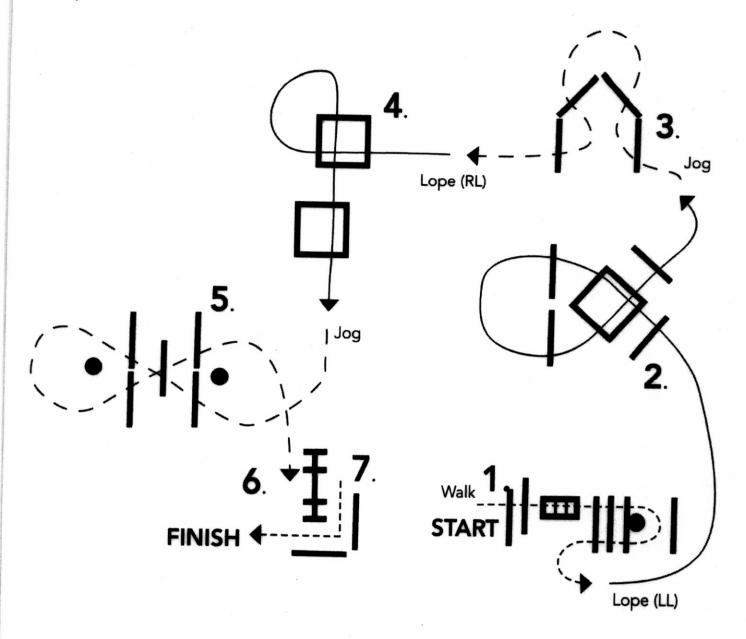


- 1. Back
- 2, Gate Right Hand
- 3. Jog Overs
- 4. Lope Overs (LL)
- 5. Jog Serpentine
- 6. Lope Overs (RL)
- 7. Walk Overs, Bridge, Walk Overs



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**Open Trail** 

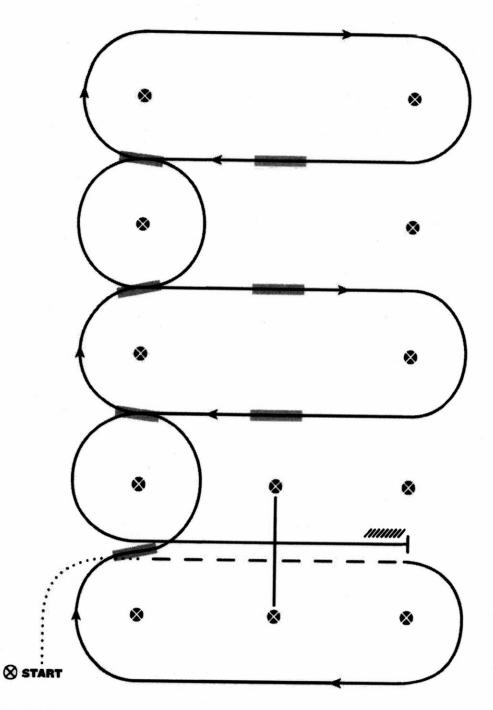


- 1. Walk Overs, Bridge, Walk Overs
- 2. Lope Overs (LL)
- 3. Jog Serpentine
- 4. Lope Overs (RL)
- 5. Jog overs
- 6. Gate Left Hand
- 7. Back



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#### **WESTERN RIDING - PATTERN 4**

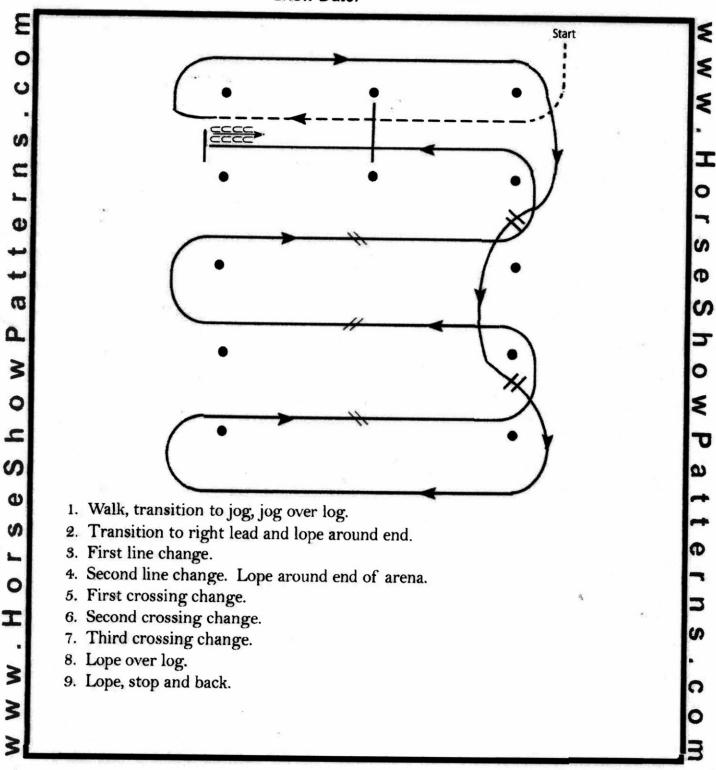


- i. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change
- 7. First crossing change
- 8. Second crossing change
- 9. Third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

Lead Changing Area

#### **Open L1 Western Riding**

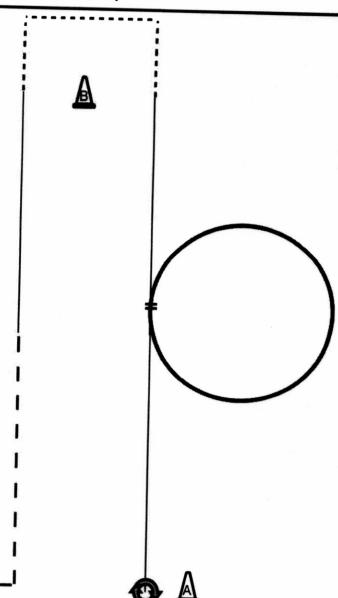
Show Date: 07-31-25

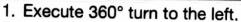


[WR/GP-4]

Show Date: July 31st

Non Pro Horsemanship Challenge





2. Lope left lead halfway to B.

- <del>EEEE</del> **(C** 

- 3. Change Leads.
- Lope circle to the right on right lead with speed, Collect and continue towards B.
- 5. At B break to jog, jog square corners around B.
- Lope left lead halfway to A.
- 7. Break to extended jog, Extend jog square corner.
- 8. Break to the Walk. Walk one horse length
- 9. Stop & Back.
- 10.Perform a 360° to the right. Exit at a jog



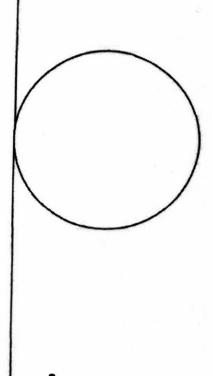
Walk	
Jog	
<b>Extended Trot</b>	
Lope	
Lope w/ Speed	
Back	<del>&lt;3333</del> 3
Lead Change	I

Show Date: July 31st

#### **HORSEMANSHIP**

L1 Non Pro Rookie Youth Rookie Amateur L1 Youth L1 Amateur







- Lope right lead halfway to B and circle to the right, continue towards B.
- 2. At B break to jog, jog square corners around B.
- 3. Lope left lead halfway to A.
- 4. Break to the jog, jog square corner.
- 5. Stop & Back.
- 6. Execute a 360° to the right.
- 7. Exit at a jog.



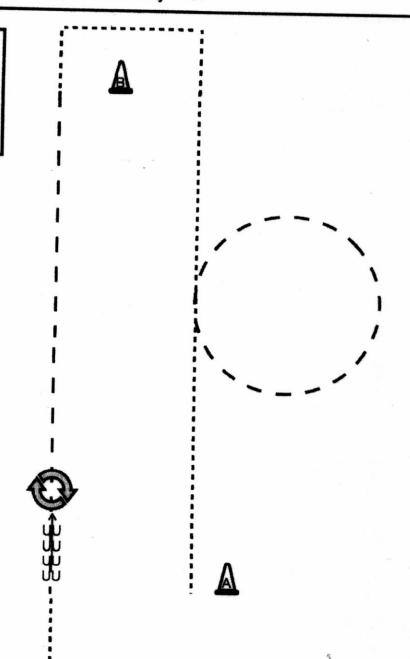
Walk	
Jog	
Extended Trot	
Lope	
Lope w/ Speed	
Back	



Show Date: July 31st

#### HORSEMANSHIP

Small Fry L1 Youth W/T L1 Amateur W/T



- 1. Jog halfway to B.
- 2. Extend jog in a circle to the right.
- Close circle and collect jog and continue to jog a square corner around B.
- 4. Extend jog to A.
- 5. Stop and Back one horse length.
- 6. Turn 360° to the Right.
- 7. Exit at a jog.

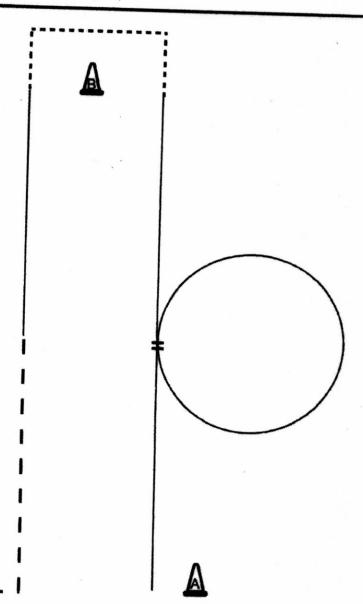
Walk
Jog
Extended Trot
Back



Show Date: July 31st

#### **HORSEMANSHIP**

Youth Select Amateur Amateur



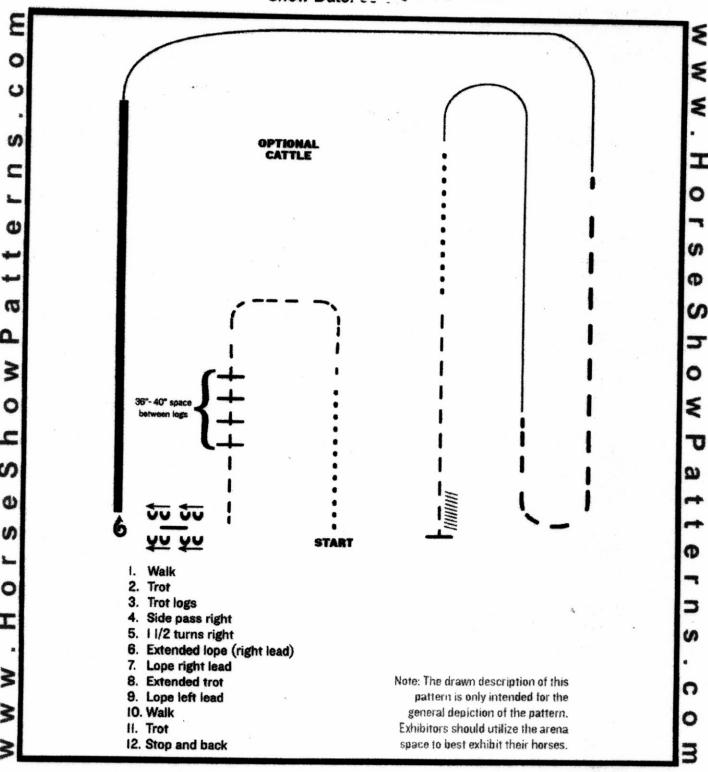
- 1. Lope left lead halfway to B.
- 2. Change Leads.
- Lope right lead circle to the right, continue towards B.
- 4. At B break to jog, jog square corners around B.
- 5. Lope left lead halfway to A.
- 6. Break to extended jog, Extend jog square corner.
- 7. Stop & Back.
- 8. Perform a 360° to the right.
- 9. Exit at a jog.



Walk	
Jog	
<b>Extended Trot</b>	
Lope	
Lope w/ Speed	
Back	<del>&lt;3333</del>
Lead Change	T .

#### **All Ranch Riding**

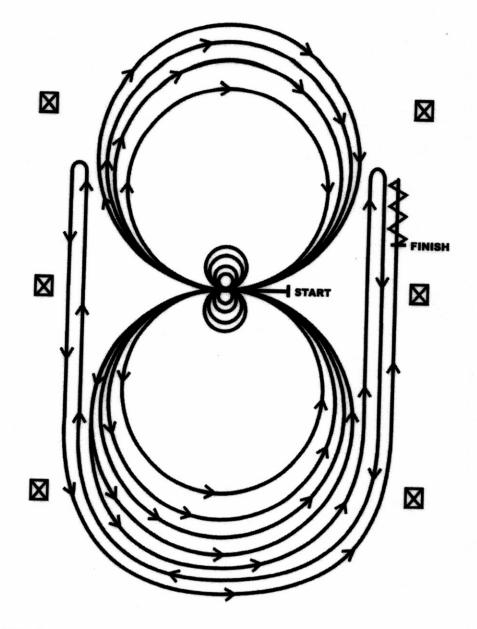
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[RR/AQHA-12]

Pattern Provided by:

#### **REINING PATTERN 5**

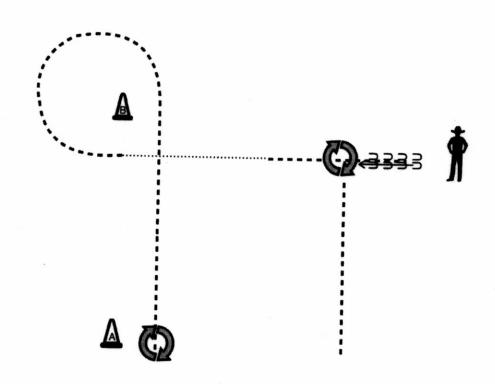


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 1. 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.
- 2. Complete four spins to the left. Hesitate.
- 3. Beginning on the right lead, complete three circles to the right: 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 right. Hesitate.
- 5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
- 6. Continue around previous 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.
- 7. Continue 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.
- 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Show Date: August 1st

#### NON PRO SHOWMANSHIP CHALLENGE



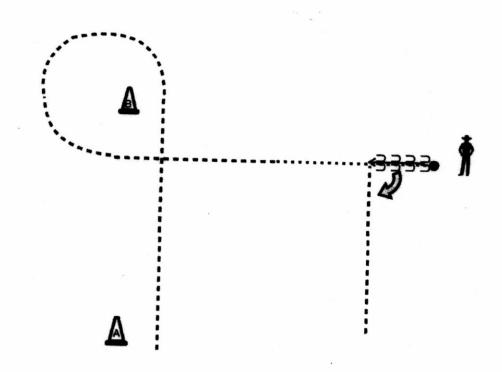
- 1. Be Ready at Cone A. Execute a 360 Turn.
- 2. Trot to & around B.
- 3. Walk halfway to the judge.
- 4. Trot to Judge.
- 5. Stop & Set up.
- 6. Inspection.
- 7. When dismissed, Back one horse length.
- 8. Perform a 450° turn.
- 9. Trot away.



Walk	•••••
Trot	
Back	<del>&lt; 333</del> 33

Show Date: August 1st

SHOWMANSHIP L1 Non Pro / Rookie / L1 Youth / L1 Amateur



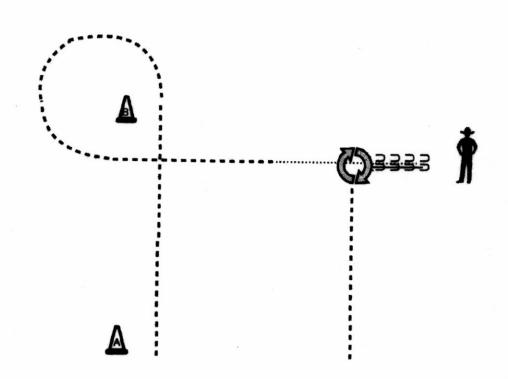
- Be Ready at Cone A. Trot to & around B & halfway to the judge.
- 2. Walk to the judge.
- 3. Stop & Set up.
- 4. Inspection.
- 5. When dismissed, back one horse length.
- 6. Perform a 90° turn.
- 7. Trot away.



Walk	
Trot	
Back	<del>3333</del> 3

Show Date: August 1st

SHOWMANSHIP
Youth / Select Amateur / Amateur



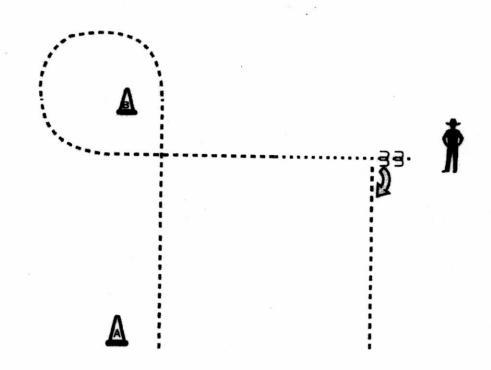
- Be Ready at Cone A. Trot to & around B & halfway to the judge.
- 2. Walk to the judge.
- 3. Stop & Set up.
- 4. Inspection.
- 5. When dismissed, Back one horse length.
- 6. Perform a 450° turn.
- 7. Trot away.



Walk	
Trot	
Back	<del>&lt; 333</del> 33

Show Date: August 1st

SHOWMANSHIP Small Fry

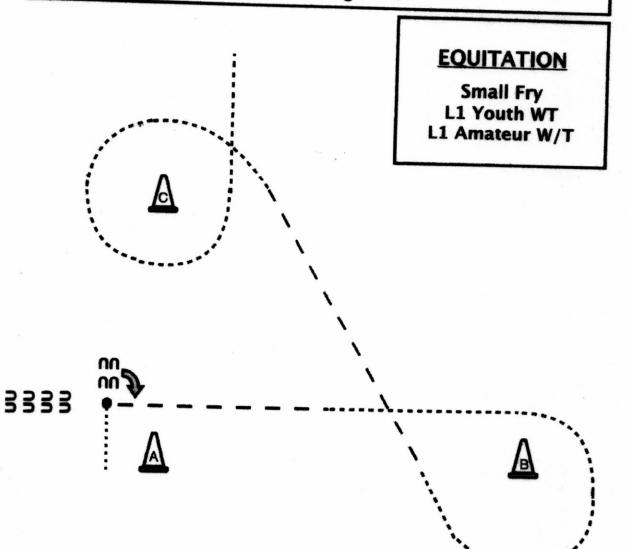


- Be Ready at Cone A. Trot to & around B & halfway to the judge.
- 2. Walk to the judge.
- 3. Stop & Set up.
- 4. Inspection.
- 5. Perform a 90° turn.
- 6. Trot away.



Walk	
Trot	
Back	<del>6333</del> 3

Show Date: August 1st

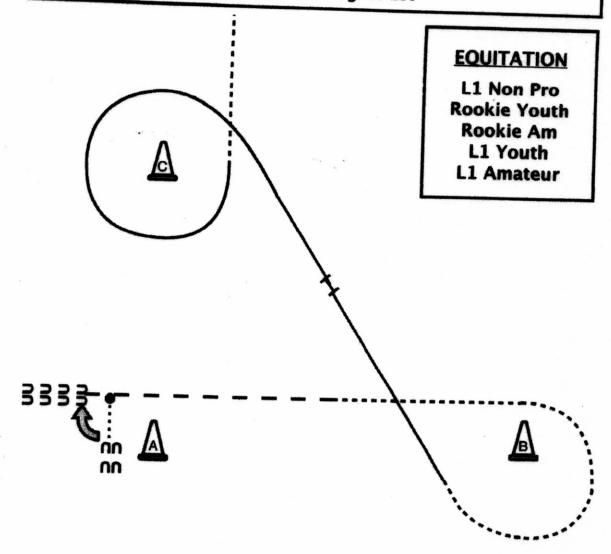


- Begin at cone A. Walk forward. Perform a 90° on the Haunches to the Right.
- 2. Back.
- 3. Sitting Trot halfway from A to B.
- 4. Posting Trot Left Diagonal to and around B.
- 5. Sitting Trot to C.
- 6. Trot on Right Diagonal around C to End Pattern.





Show Date: August 1st



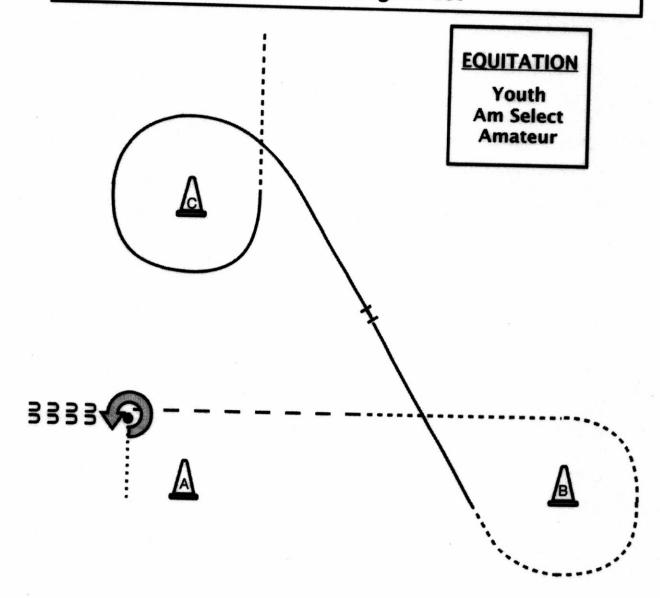
- Begin at cone A. Walk forward. Execute a 90° turn on the Forehand to the Right.
- 2. Back.
- 3. Sitting Trot halfway from A to B.
- 4. Posting Trot Left Diagonal to and around B.
- 5. Canter on Right Lead halfway to C.
- 6. Change Leads.
- 7. Canter Left Lead to and around C.
- 8. Trot on Right Diagonal to End Pattern.



Walk Sitting Trot	
Posting Trot Canter	
Back	
Change Lead	k

	-	-	-
			-
-			_
-	-	-	-
	3	-	=

# 2025 EOQHA SUMMER SIZZLER Show Date: August 1st



- Begin at cone A. Walk forward. Stop. Execute a 270 ° turn on the Forehand to the Left.
- 2. Back.
- 3. Sitting Trot halfway from A to B.
- 4. Posting Trot Left Diagonal to and around B.
- 5. Canter on Right Lead from B halfway to C.
- 6. Change Leads.
- 7. Canter Left Lead around C.
- 8. Trot on Right Diagonal to End Pattern.

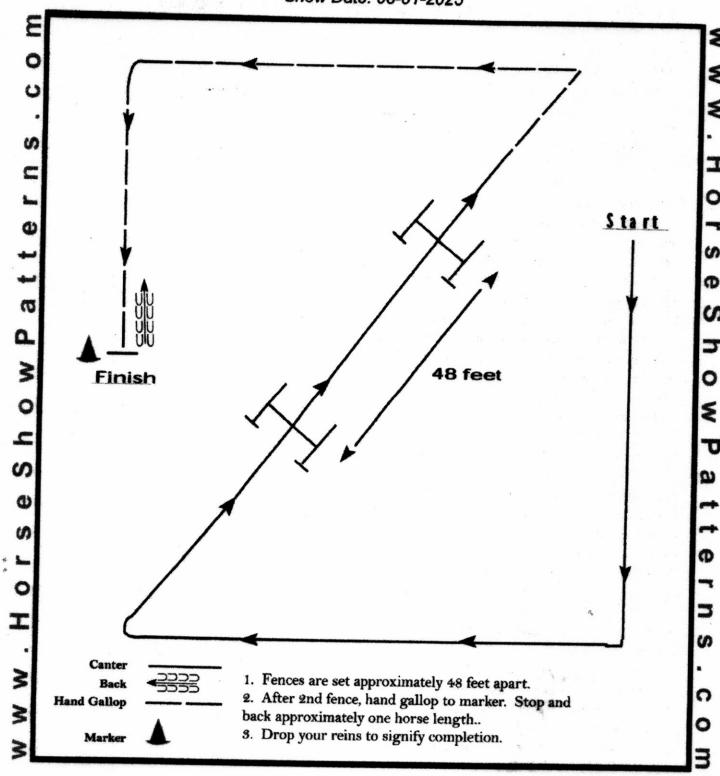


Walk	1.
Sitting Trot	1
<b>Posting Trot</b>	1.
Canter	
Back	16
Change leads	



#### **All Hunter Hack**

Show Date: 08-01-2025



Pattern Provided by:

[HH/48-14]