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MQHA Summer Sizzler

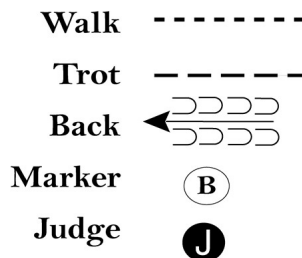
Showmanship (Small Fry, Walk Trot)

Show Date:

Be ready at A.

1. Trot from A to and around B.
2. Walk to Judge, stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Exit at a walk.

Follow the instructions of your ring steward.



[S/1-38]

Pattern Provided by:

MQHA Summer Sizzler

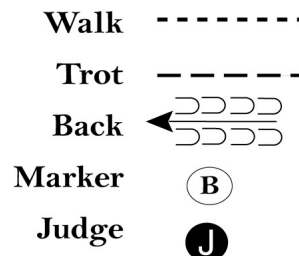
Showmanship (Youth, Amateur, Select)

Show Date:

Be ready at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a $\frac{3}{4}$ turn.
4. Back approximately 2 horse lengths.
5. Turn $1\frac{1}{4}$ turns.
6. Exit at a walk.

Follow the instructions of your ring steward.



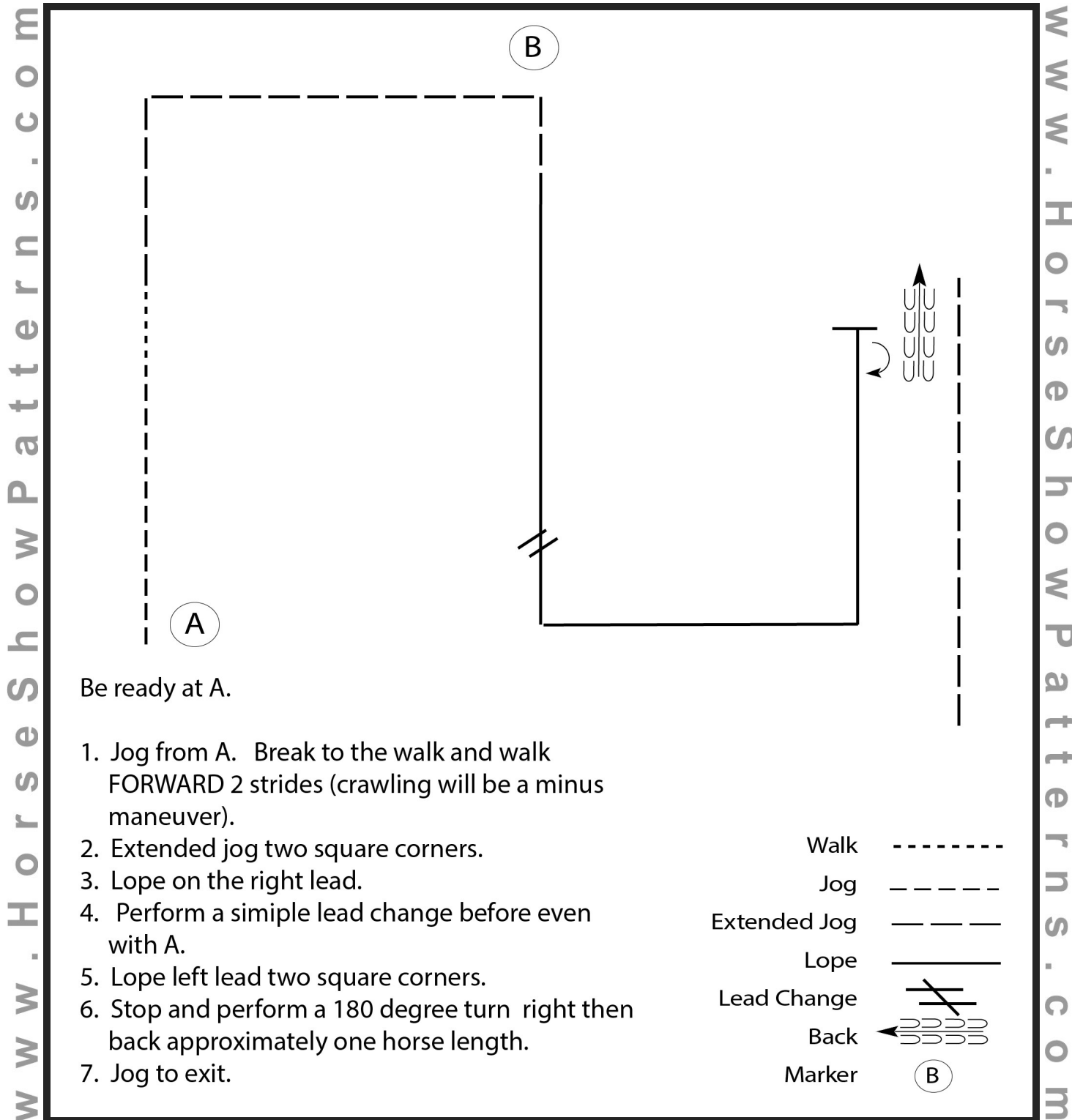
[S/3-38]

Pattern Provided by:

MQHA Summer Sizzler

Western Horsemanship (Youth, Amateur, Select)

Show Date:



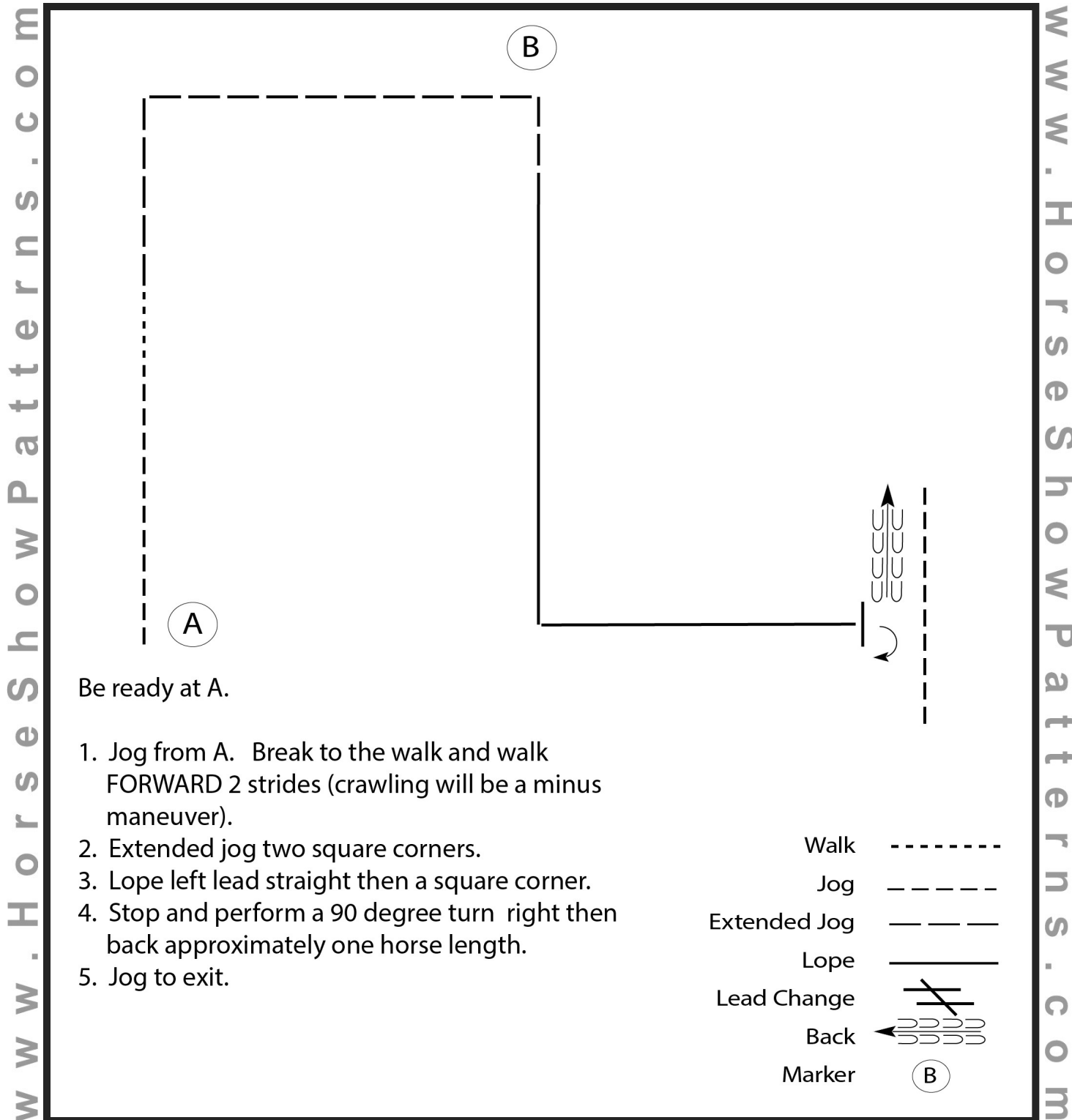
[WH/2-120]

Pattern Provided by:

MQHA Summer Sizzler

Western Horsemanship (All L1, All Breed)

Show Date: (Not Walk/Trot)



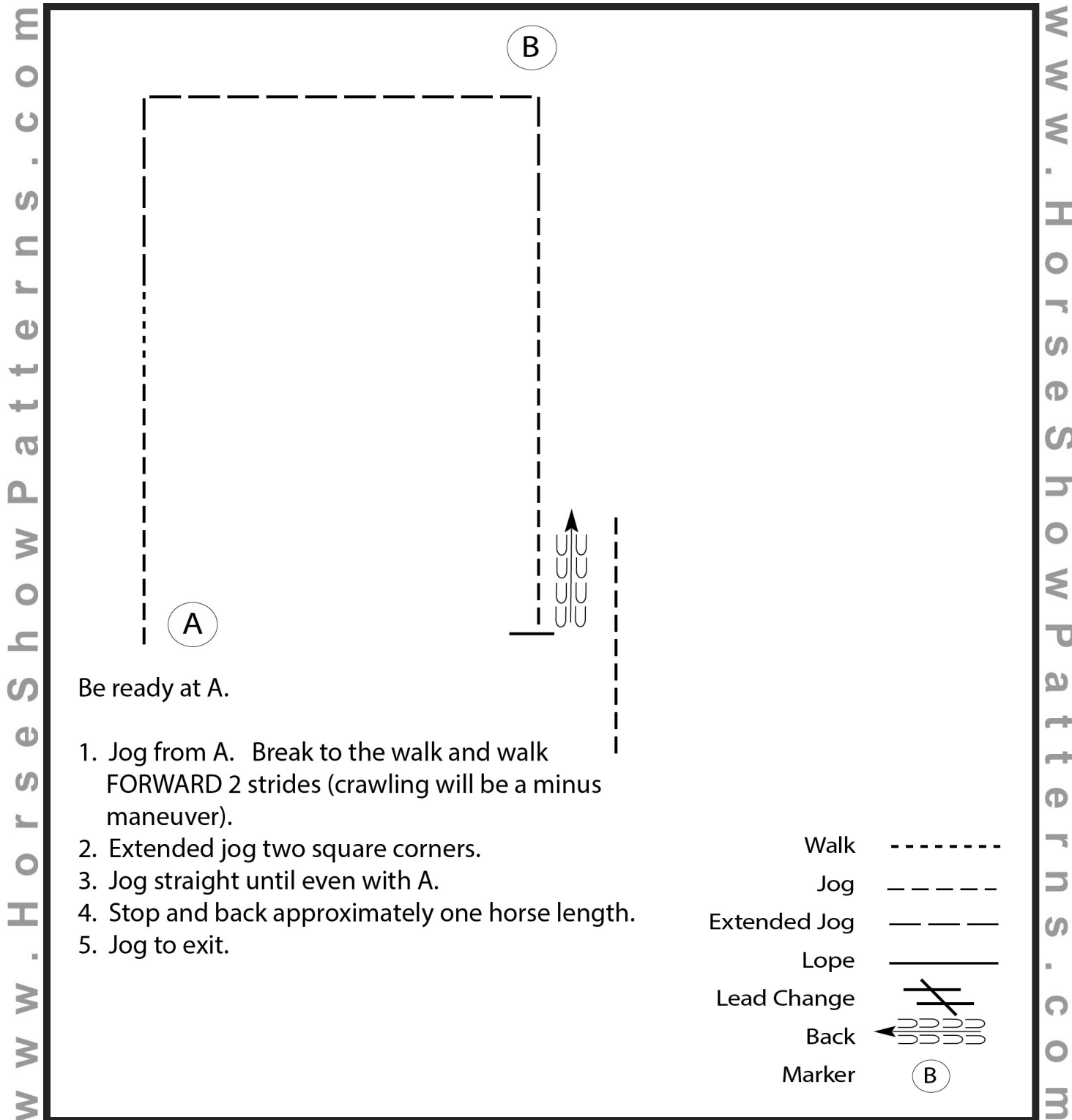
[WH/1-120]

Pattern Provided by:

MQHA Summer Sizzler

Western Horsemanship (Small Fry, Walk Trot)

Show Date:



[WH/WT-120]

Pattern Provided by:

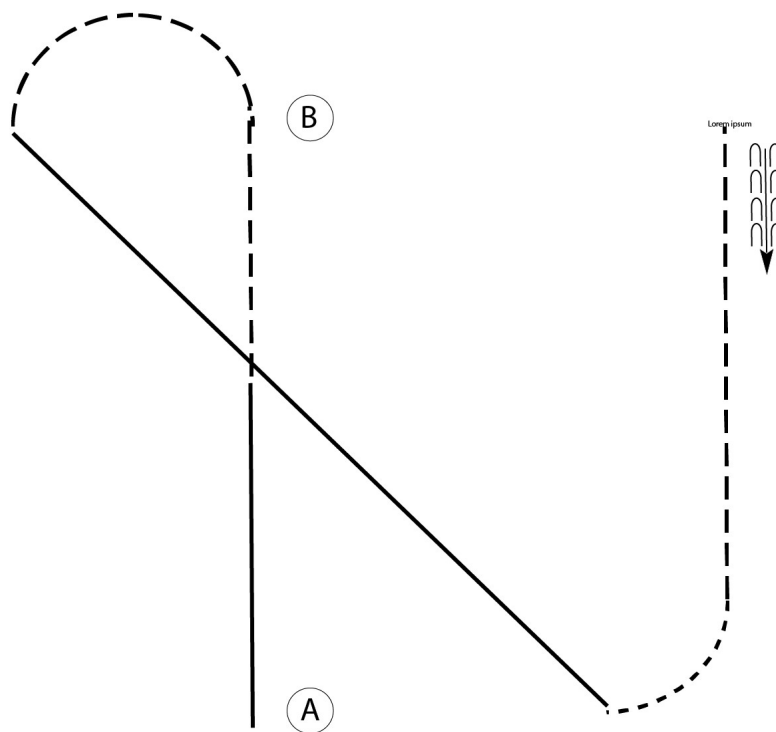
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Hunt Seat Equitation (All Hunt Seat Equ except Walk Trot)

Show Date:

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Be ready at A.

1. Canter right lead to center of pattern.
2. Posting trot right diagonal in half circle.
3. Canter on the left lead until even with A.
4. Walk with FORWARD motion in a quarter circle (crawling will be a minus maneuver).
5. Posting trot on the left diagonal until even with B.
6. Stop and back 4 steps. Pattern is complete.

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

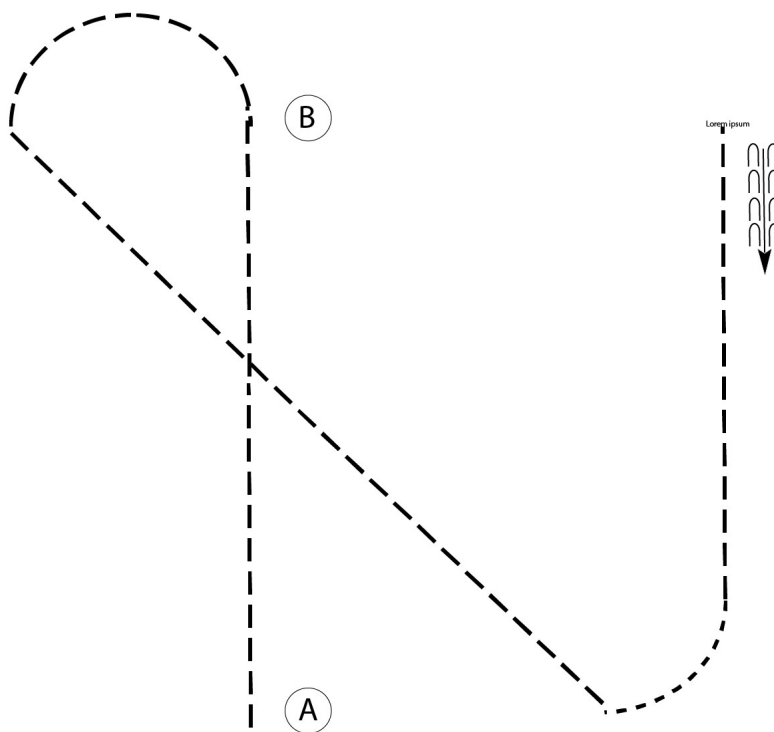
[HSE/2-114]

Pattern Provided by:

MQHA Summer Sizzler

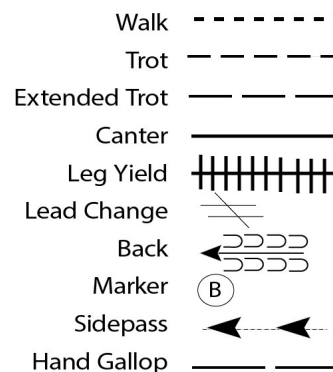
Hunt Seat Equitation (Small Fry, Walk Trot)

Show Date:



Be ready at A.

1. Posting trot right diagonal to B and in half circle.
2. Change diagonals and trot on the diagonal.
3. Walk with FORWARD motion in a quarter circle (crawling will be a minus maneuver).
4. Posting trot on the left diagonal until even with B.
5. Stop and back 4 steps. Pattern is complete.



[HSE/WT-114]

Pattern Provided by:

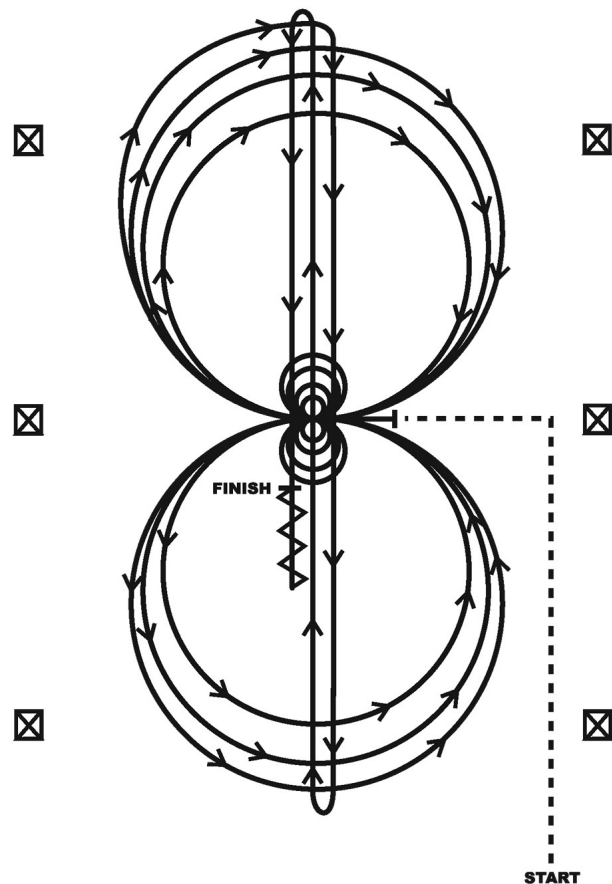
MQHA Summer Sizzler

Reining (All ~~Reining~~ Horses)

All AQHA classes

Show Date:

REINING PATTERN 11



Horses must 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. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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.

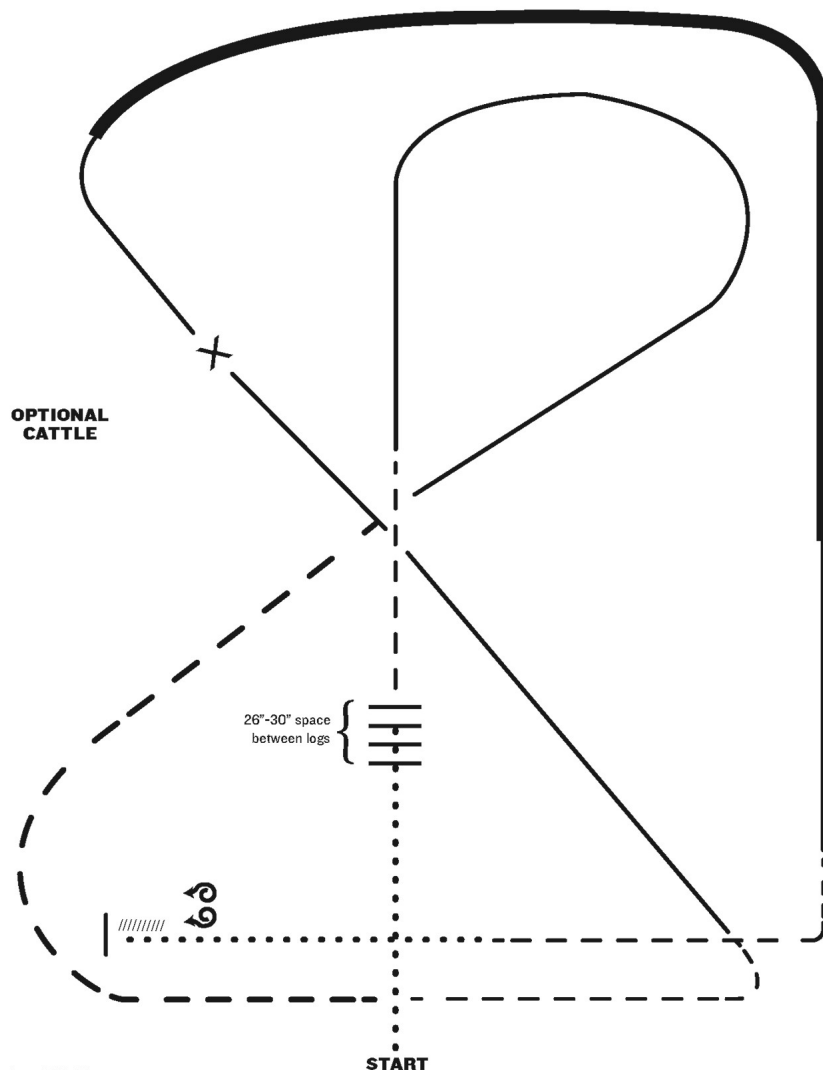
[R/AQHAP-11]

Pattern Provided by:

MQHA Summer Sizzler

Ranch Riding (All Ranch Riding)

Show Date:



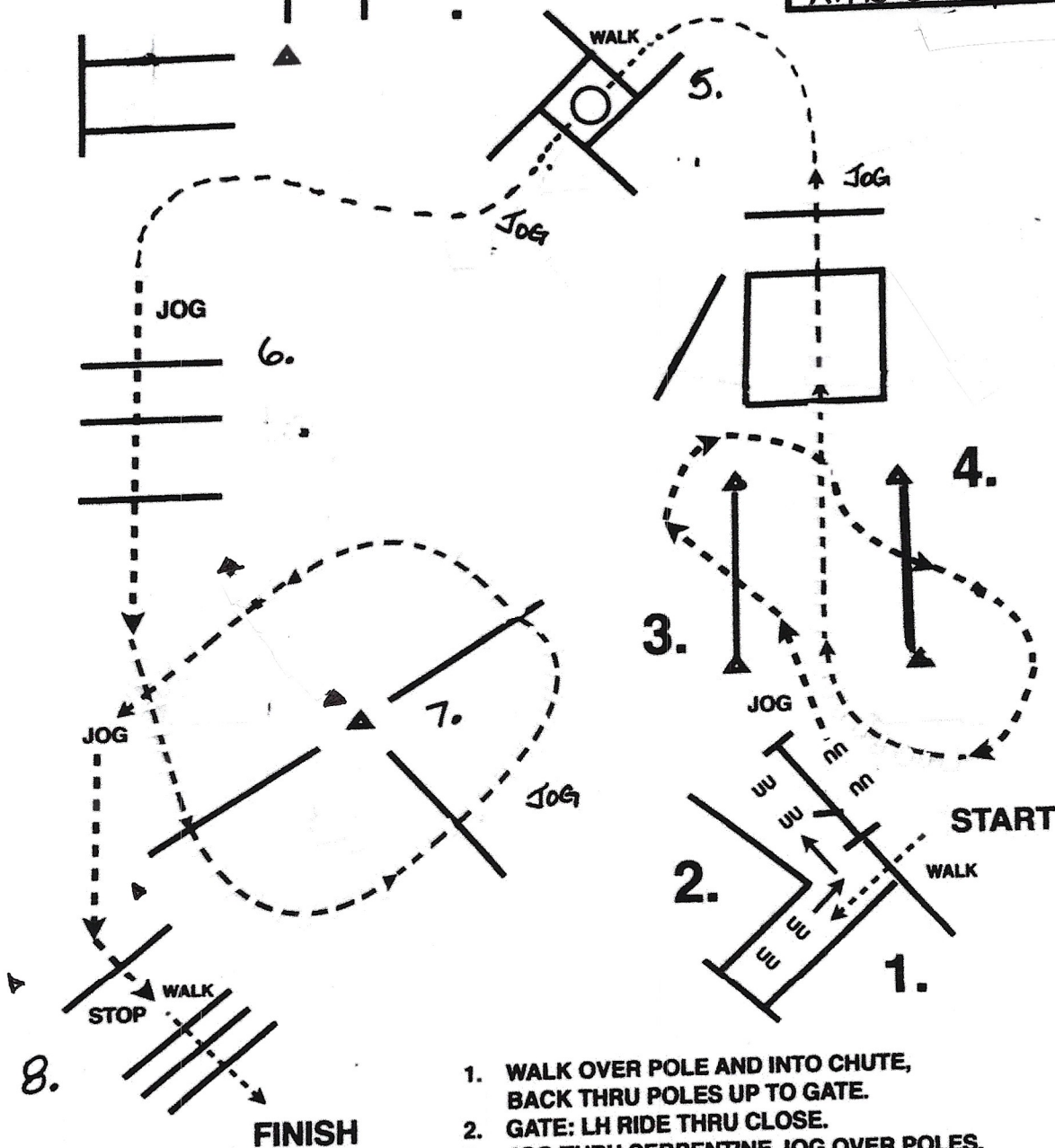
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

[RR/AQHA-5]

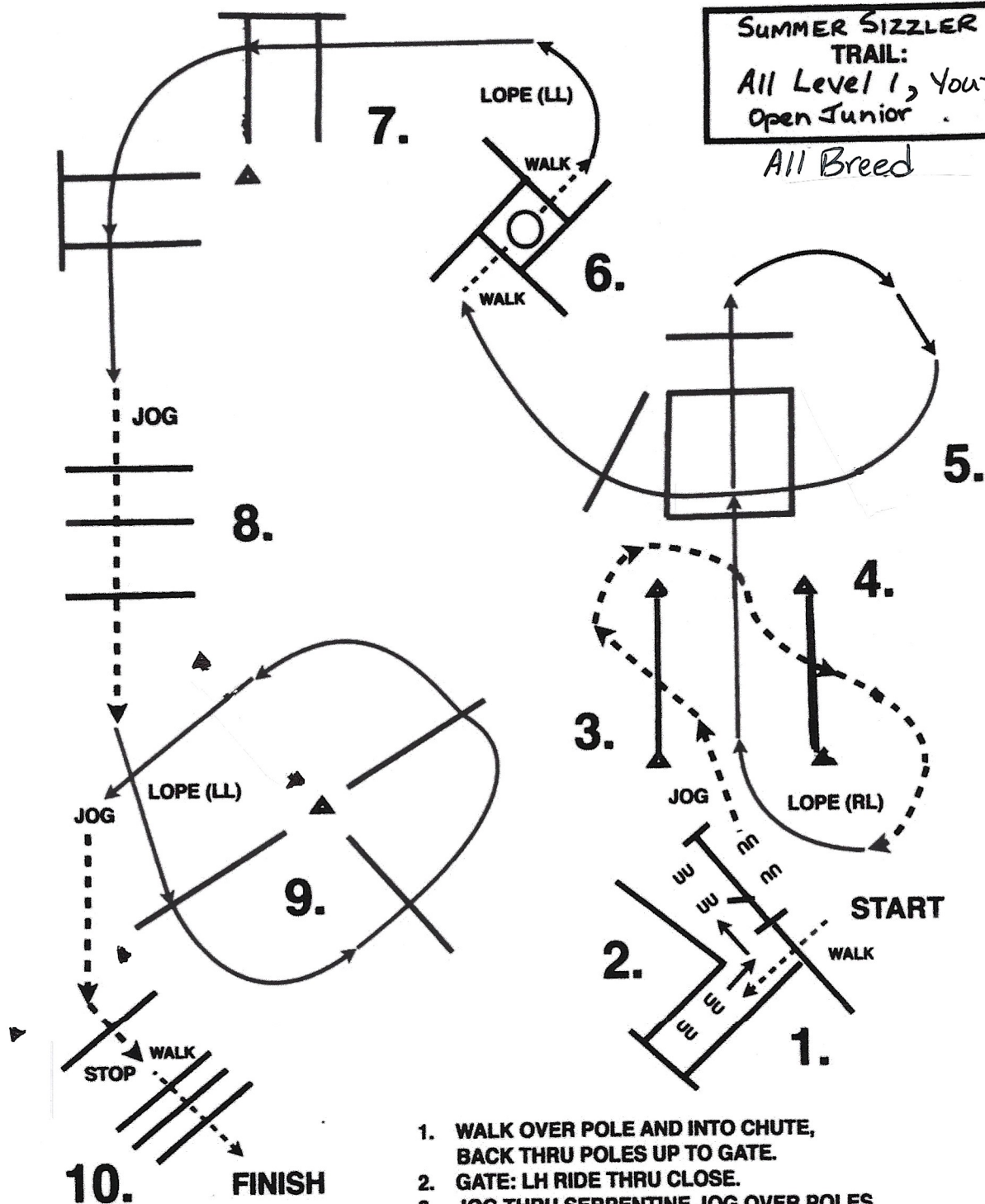
Pattern Provided by:

**SUMMER SIZZLER
TRAIL:**
Walk/Trot - Yth. + Am.
All Breed W/T + Small Fry



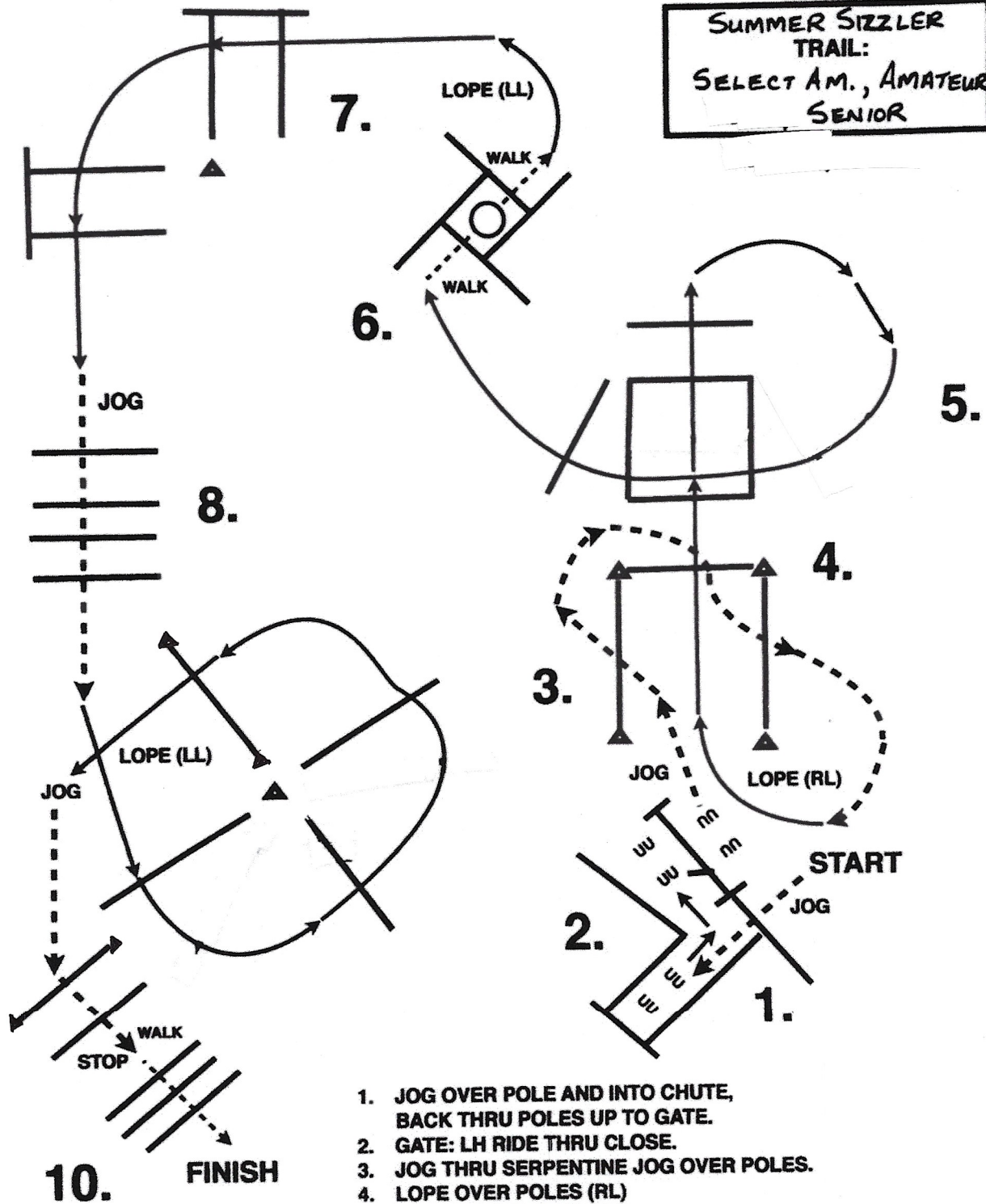
1. WALK OVER POLE AND INTO CHUTE, BACK THRU POLES UP TO GATE.
2. GATE: LH RIDE THRU CLOSE.
3. JOG THRU SERPENTINE JOG OVER POLES.
4. JOG OVER POLES
5. STOP OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
6. JOG OVER POLES
7. JOG OVER POLES
8. JOG OVER POLE, STOP. WALK OVER POLES.

**SUMMER SIZZLER
TRAIL:**
All Level 1, Youth
Open Junior
All Breed



1. WALK OVER POLE AND INTO CHUTE, BACK THRU POLES UP TO GATE.
2. GATE: LH RIDE THRU CLOSE.
3. JOG THRU SERPENTINE JOG OVER POLES.
4. LOPE OVER POLES (RL)
5. LOPE OVER POLES (RL)
6. STOP OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
7. LOPE OVER POLES (LL)
8. BREAK TO JOG, JOG OVER POLES.
9. LOPE OVER POLES (LL)
10. BREAK TO JOG, JOG OVER POLE, STOP. WALK OVER POLES.

**SUMMER SIZZLER
TRAIL:
SELECT AM., AMATEUR
SENIOR**



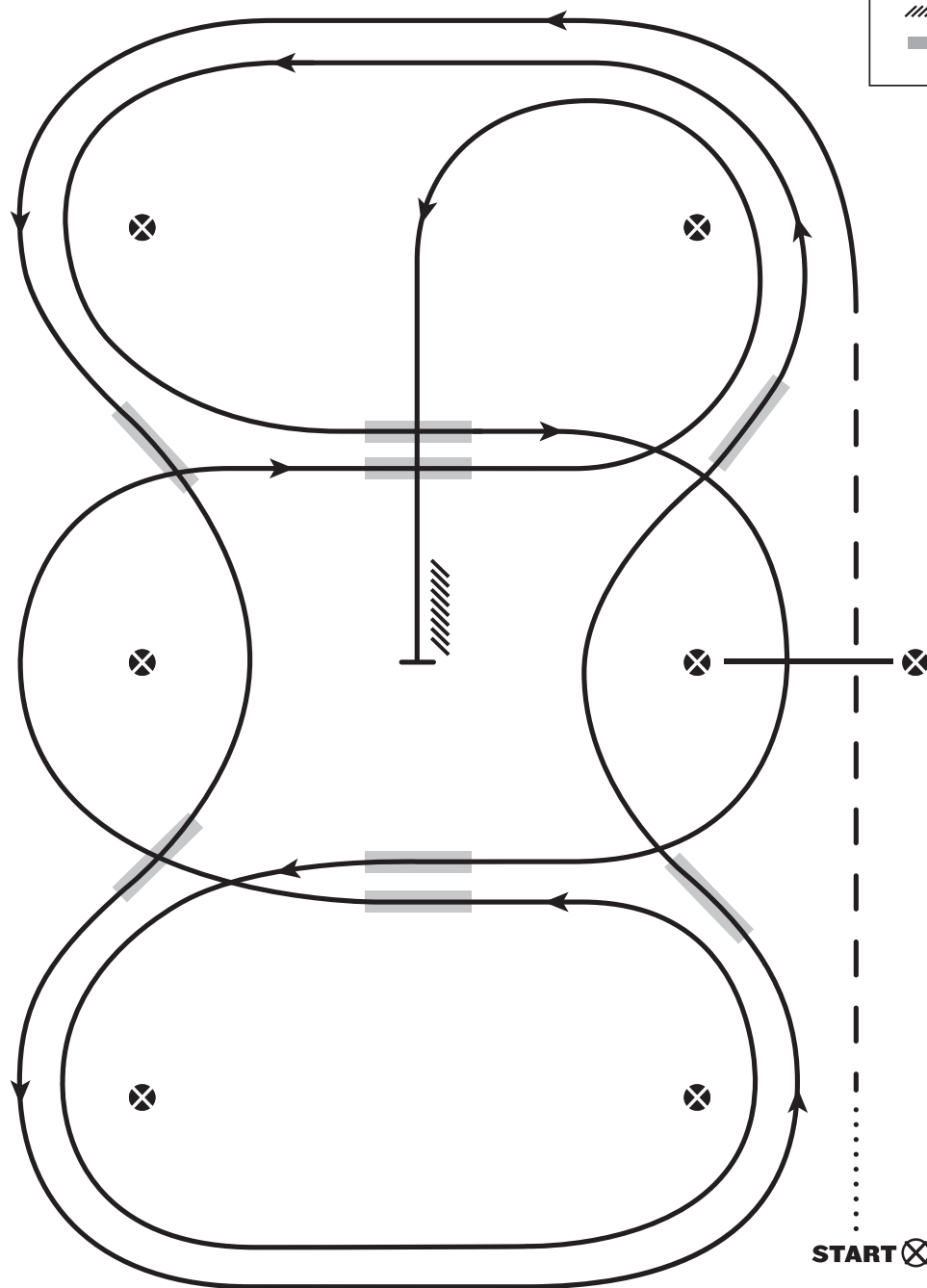
1. JOG OVER POLE AND INTO CHUTE, BACK THRU POLES UP TO GATE.
2. GATE: LH RIDE THRU CLOSE.
3. JOG THRU SERPENTINE JOG OVER POLES.
4. LOPE OVER POLES (RL)
5. LOPE OVER POLES (RL)
6. STOP OR BREAK TO WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
7. LOPE OVER POLES (LL)
8. BREAK TO JOG, JOG OVER POLES.
9. LOPE OVER POLES (LL)
10. BREAK TO JOG, JOG OVER 2 POLES, STOP. WALK OVER 3 POLES.

WESTERN RIDING - PATTERN 5

Recommended For Small Arenas

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
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Lope over log
9. Second crossing change
10. Third crossing change
11. Fourth crossing change
12. Lope, stop & back