



MQHA Summer Sizzler - Brandon, Manitoba
May 29-31, 2026

PATTERN BOOK

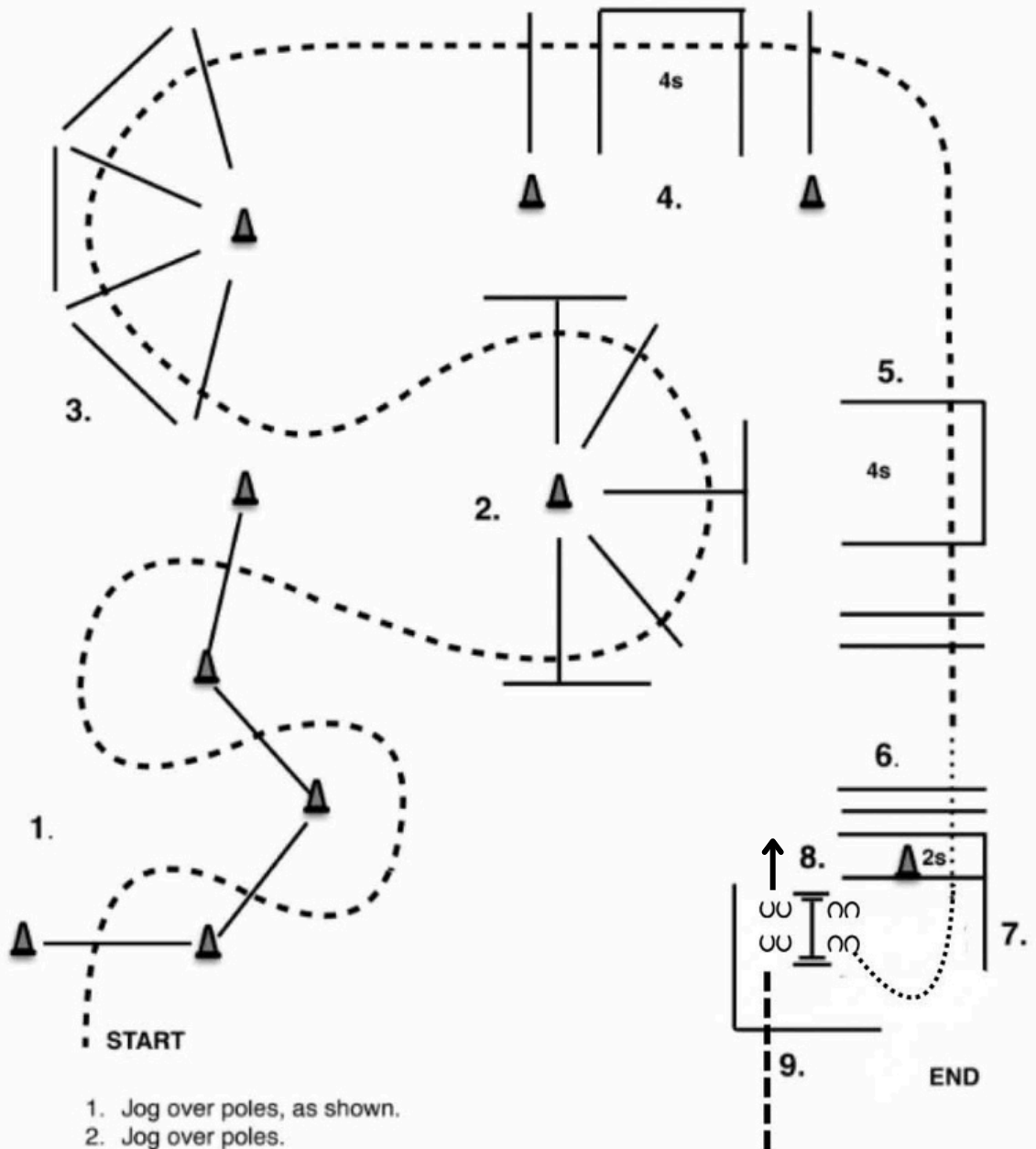
JUDGES:

Jan Larsen	<i>(May 29 & 30)</i>
Michael Jung	<i>(May 30 & 31)</i>
Robbin Jung	<i>(May 30 & 31)</i>

Trail

Walk Trot and In Hand

Friday May 29th



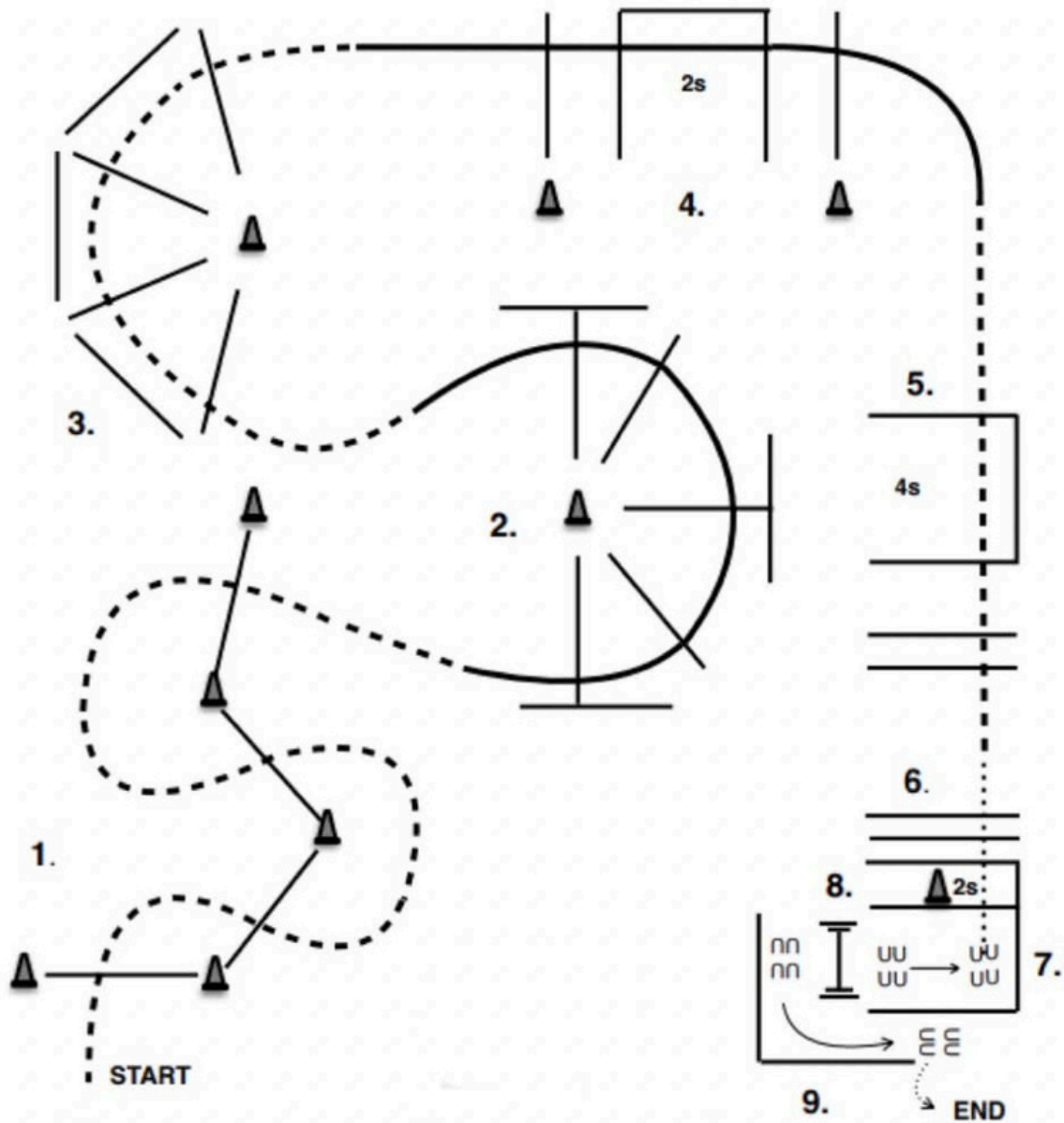
1. Jog over poles, as shown.
2. Jog over poles.
3. Jog over poles.
4. Jog over poles.
5. Jog over poles.
6. Stop or Walk. Walk over poles
7. Walk around and up to the gate as drawn
8. Work gate, Left- Handed Back straight through chute.
9. Jog over pole, End of pattern

WALK
JOG	-----
LOPE	————

All Trail

(except Walk Trot and In Hand)

Friday May 29th



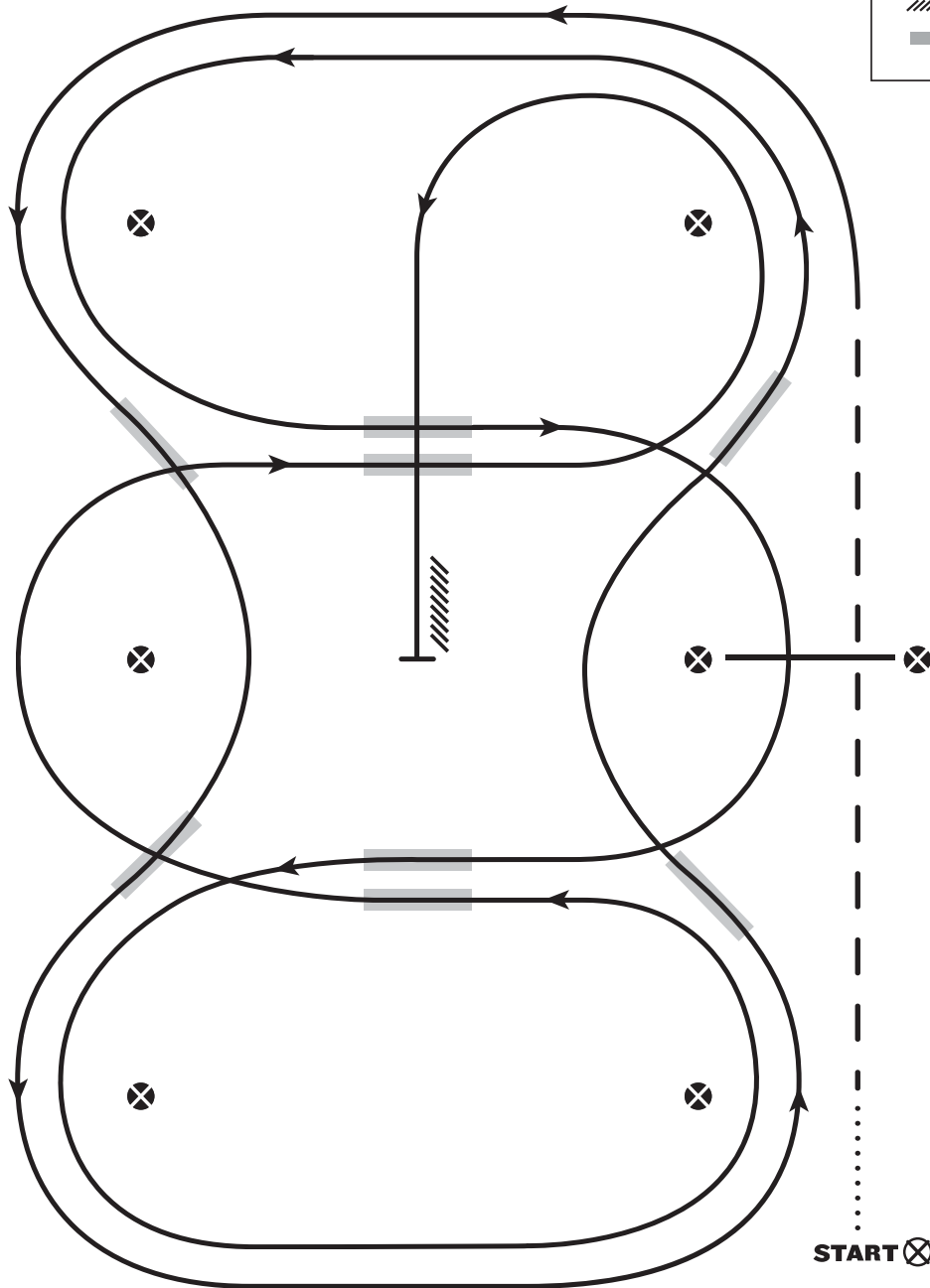
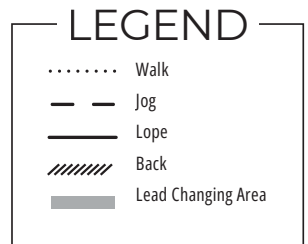
1. Jog over poles, as shown.
2. Lope Left Lead over poles.
3. Jog over poles.
4. Lope Right Lead over poles.
5. Trot over poles.
6. Stop or Walk. Walk over poles into box.
7. Side pass to the Right.
8. Work Right Hand Gate.
9. Back around and out of Chute to End Pattern.

WALK
JOG	-----
LOPE	—————

Friday, May 29

WESTERN RIDING - PATTERN 5

Recommended For Small Arenas

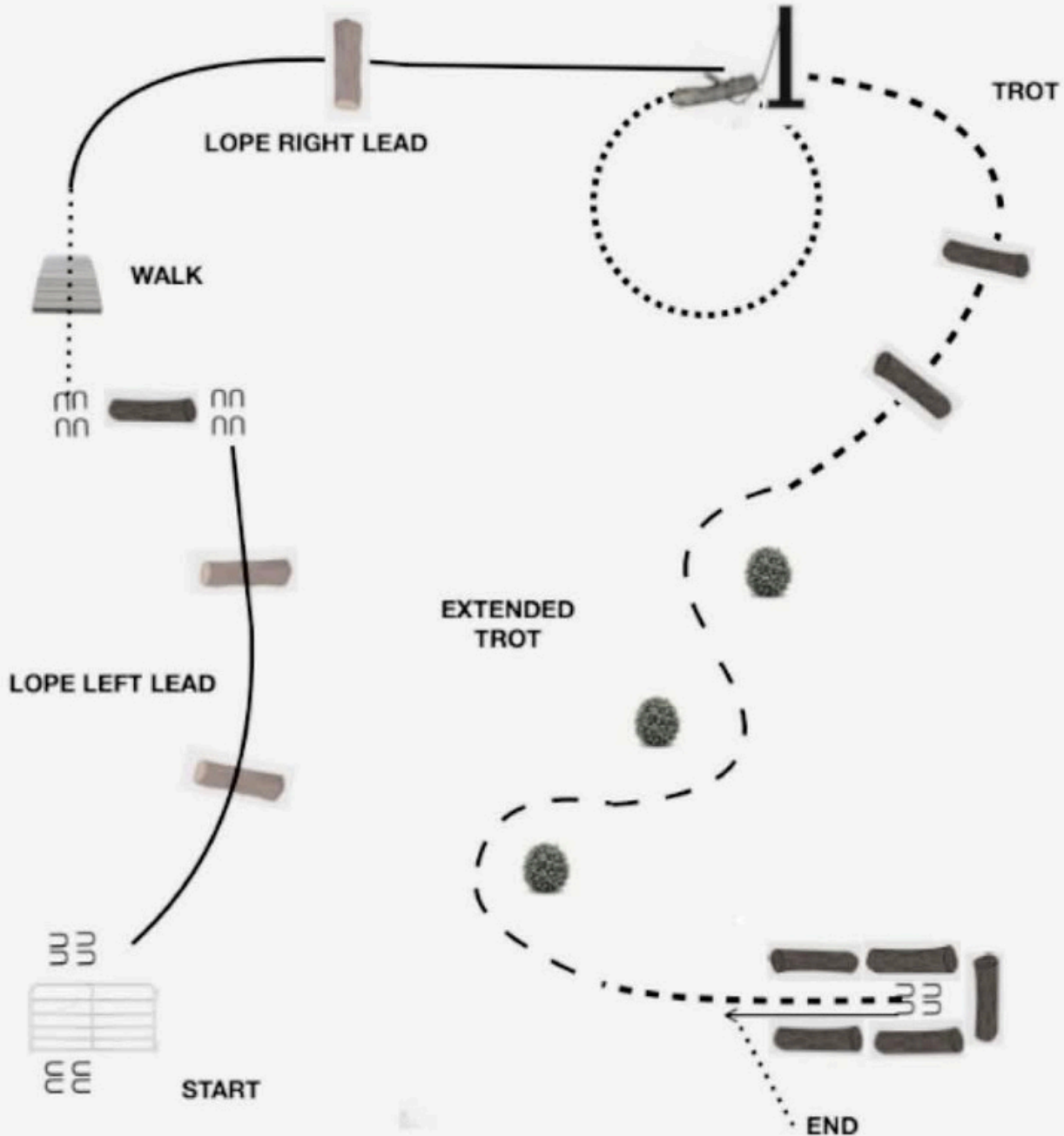


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Lope over log
9. Second crossing change
10. Third crossing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

Ranch Trail

Friday May 29th

All Ranch Trail



1. Work Right Hand Gate.
2. Lope Left Lead over logs.
3. Stop. Side pass to the Left over log.
4. Walk over Bridge.
5. Lope Right lead over log to the Drag.
6. Drag Log in a Circle to Right at walk or jog as shown. (L1 Youth, Youth, L1 Am pick up bucket and trot a circle.)
7. Trot over logs.
8. Extend Trot through the bushes. Trot into the Chute.
9. Back out of Chute. Exit at a Walk to End Pattern.

Walk
Trot	-----
Extended Trot	- - - - -
Lope	=====
Extended Lope	=====
Change Leads	+

Summer Sizzler

Horsemanship (All Walk Trot)

Show Date: 05-29-30--2026

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Continue the extended jog on a straight line until even with A.
4. Jog a half circle then a straight line to B.
5. Stop, back one horse length and perform a 90 degree turn to the right.
6. Pattern is complete. Exit at the walk.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	
Back	
Marker	ⓑ

[WH/WT-109]

Pattern Provided by:

Judge

Summer Sizzler

Horsemanship (All Except Walk Trot)

Show Date: 05-29-30--2026

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Lope on the right lead until even with A.
4. Perform a simple lead change.
5. Lope on the left lead until even with A.
6. Extend the jog to B.
7. Stop, back one horse length and perform a 90 degree turn to the right.
8. Pattern is complete. Exit at the walk

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	
Back	
Marker	Ⓚ

[WH/2-109]

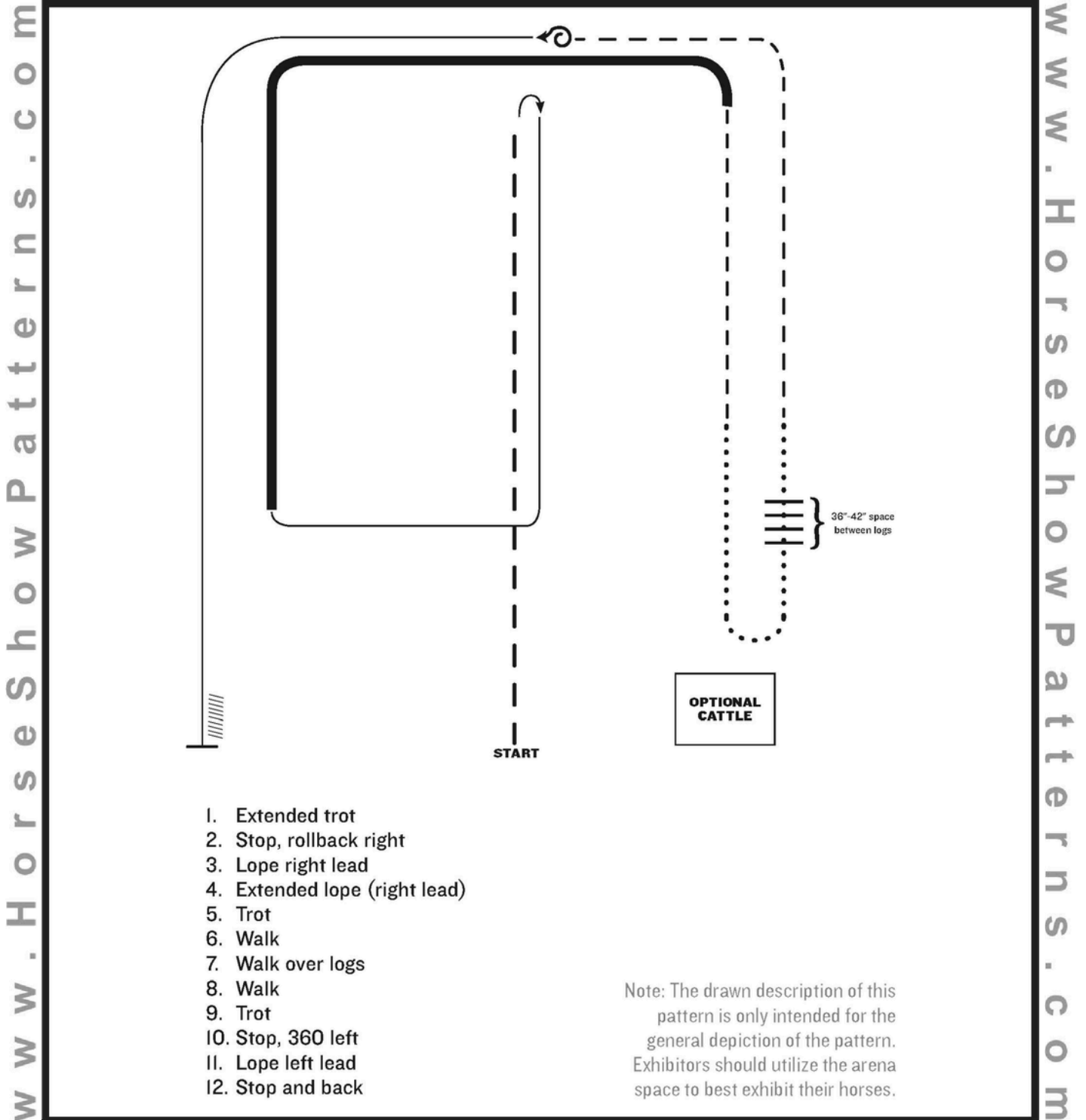
Pattern Provided by:

Judge

Summer Sizzler

Ranch Riding (All Classes)

Show Date: 05-29-30--2026



[RR/AQHA-15]

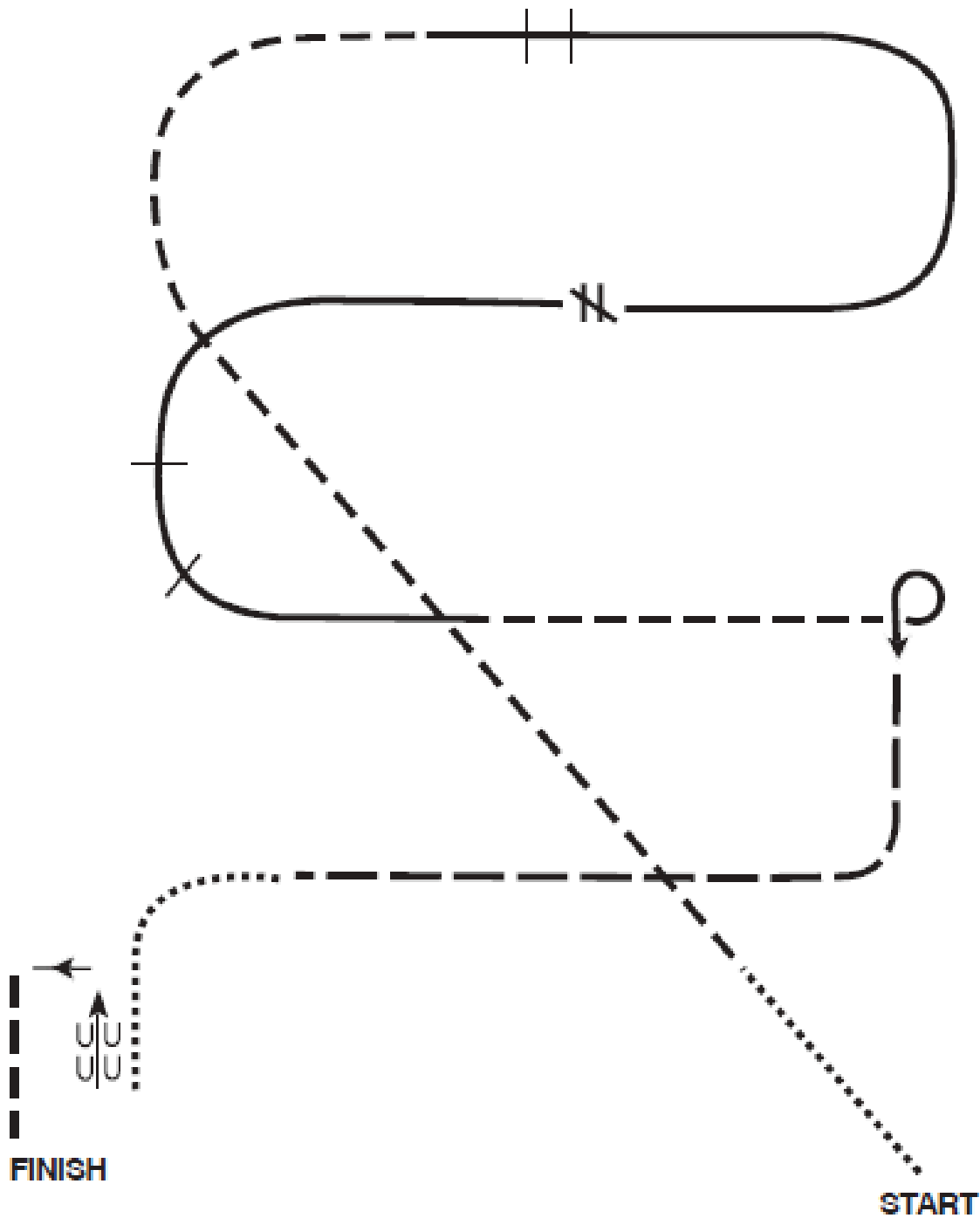
Pattern Provided by:

Judge

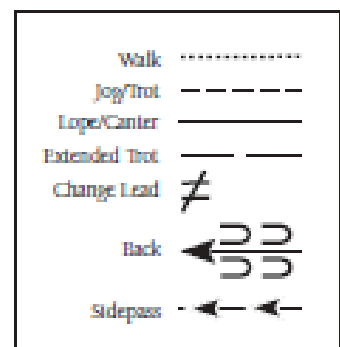
Friday, May 29

Western Versatility - Pattern 2

All Western Versatility



1. Walk
2. Jog Diagonal Line
3. Right lead Over Two Poles
4. Lead Change (Simple or Flying)
5. Left Lead
6. Lope Over Two Poles
7. Jog
8. Stop 270 Left
9. Extend Jog
10. Walk
11. Stop Back
12. Sidepass Right Over Pole
13. Jog to Exit



Summer Sizzler

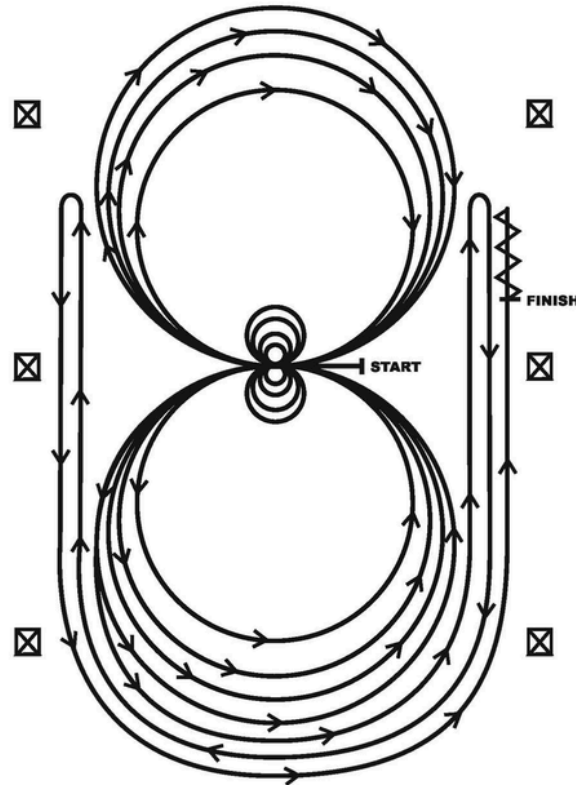
Reining (Open Youth Ama (AQHA & APHA))

Show Date: 05-29-30--2026

www.HorseShowPatterns.com

www.HorseShowPatterns.com

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.

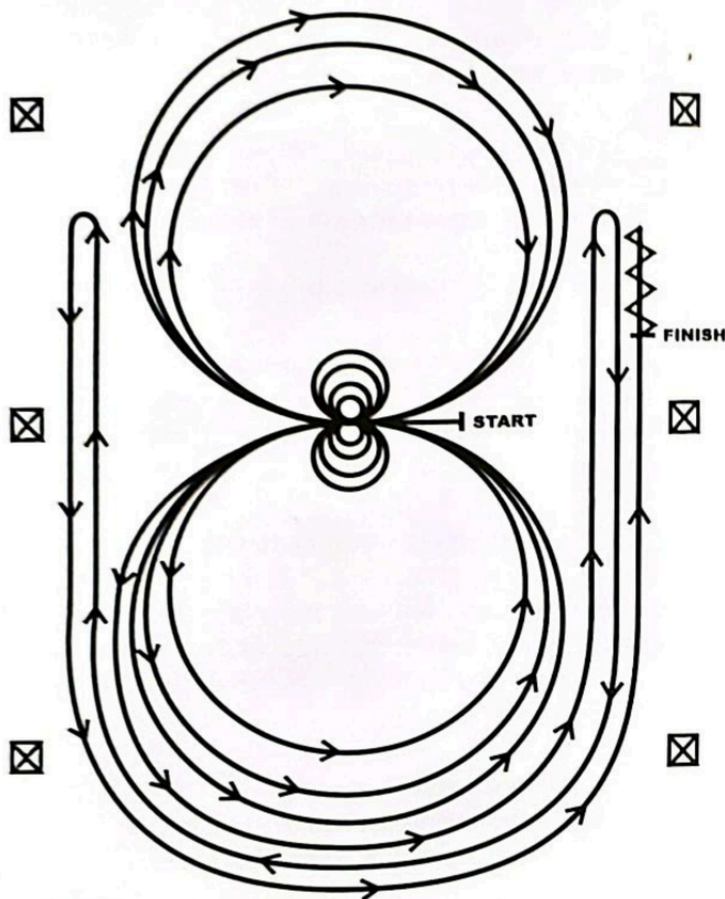
[R/AQHAP-5]

Pattern Provided by:

Judge

PATTERN

6



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PATTERN

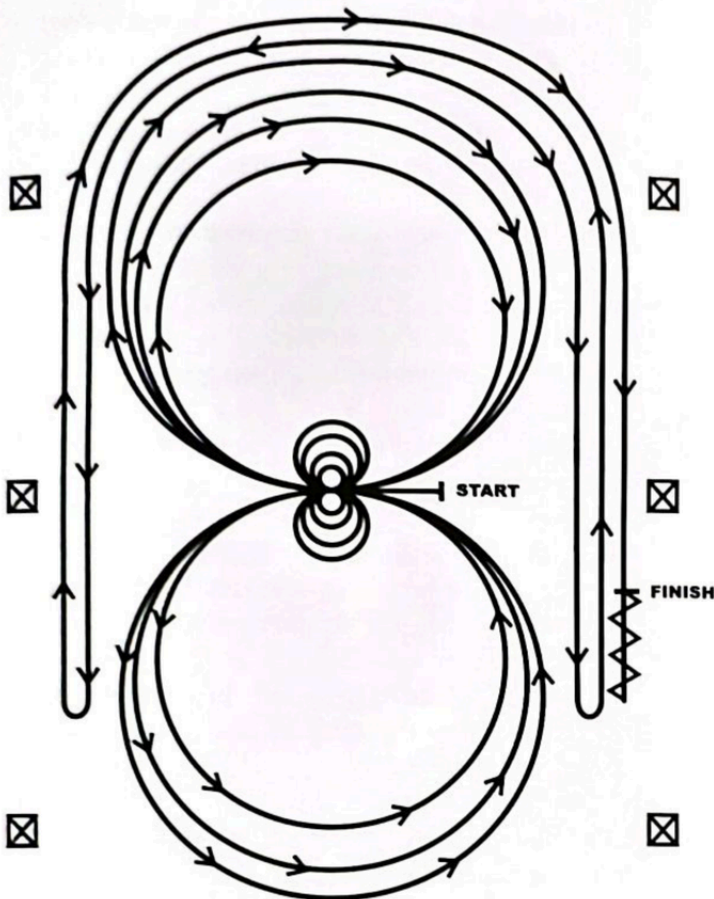
6

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.

PATTERN

8



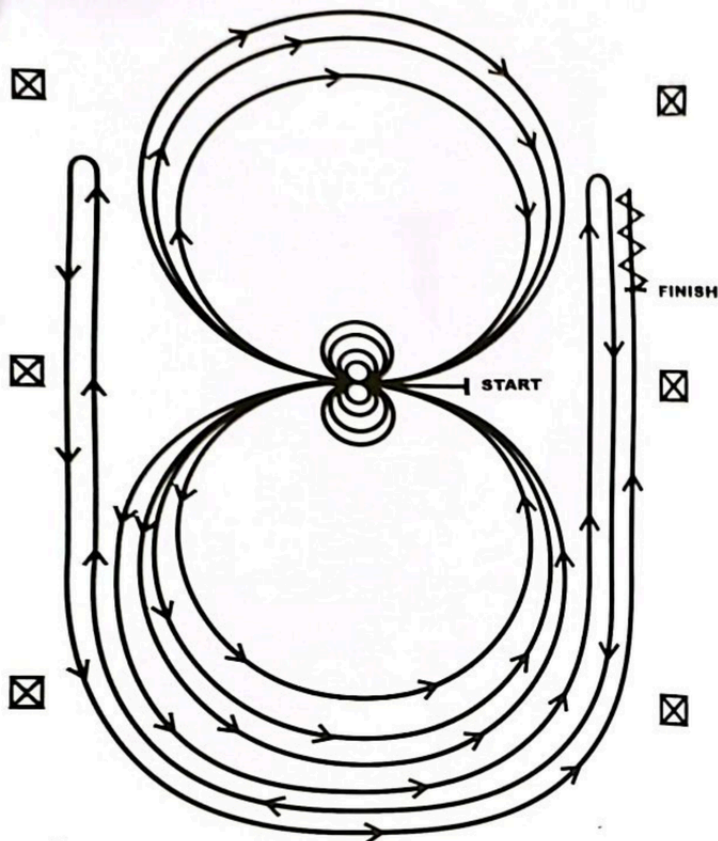
©NRHA

PATTERN

8

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle 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 straight down the right 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.
6. Continue back around the previous circle but do not close this circle. Run down the left 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 back around the previous circle but do not close this circle. Run down 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.

PATTERN**15**

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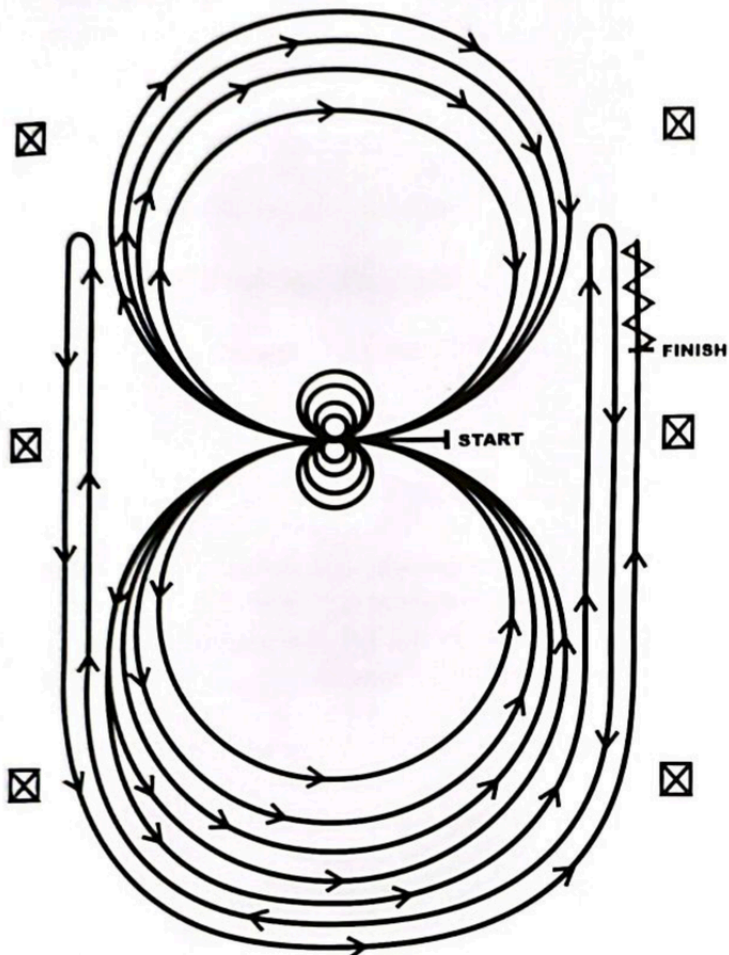
PATTERN**15**

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 the previous circle but do not close this circle. Run down 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.

PATTERN

5



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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.

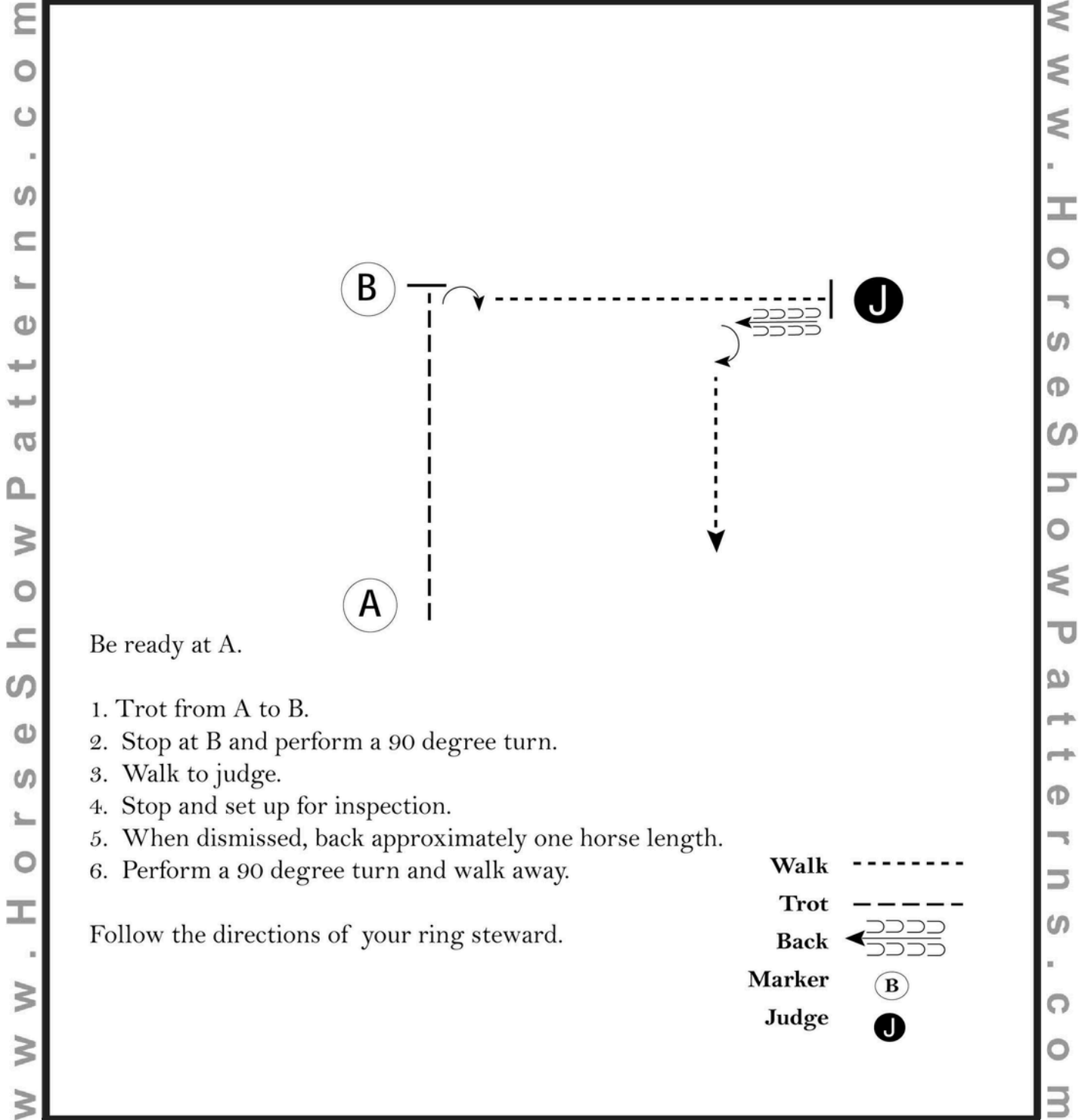
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first 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 to all judges**

Summer Sizzler

Showmanship (All Walk Trot) Includes Small Fry

Show date: 05-30-2026



[S/WT-56]

Pattern Provided by:

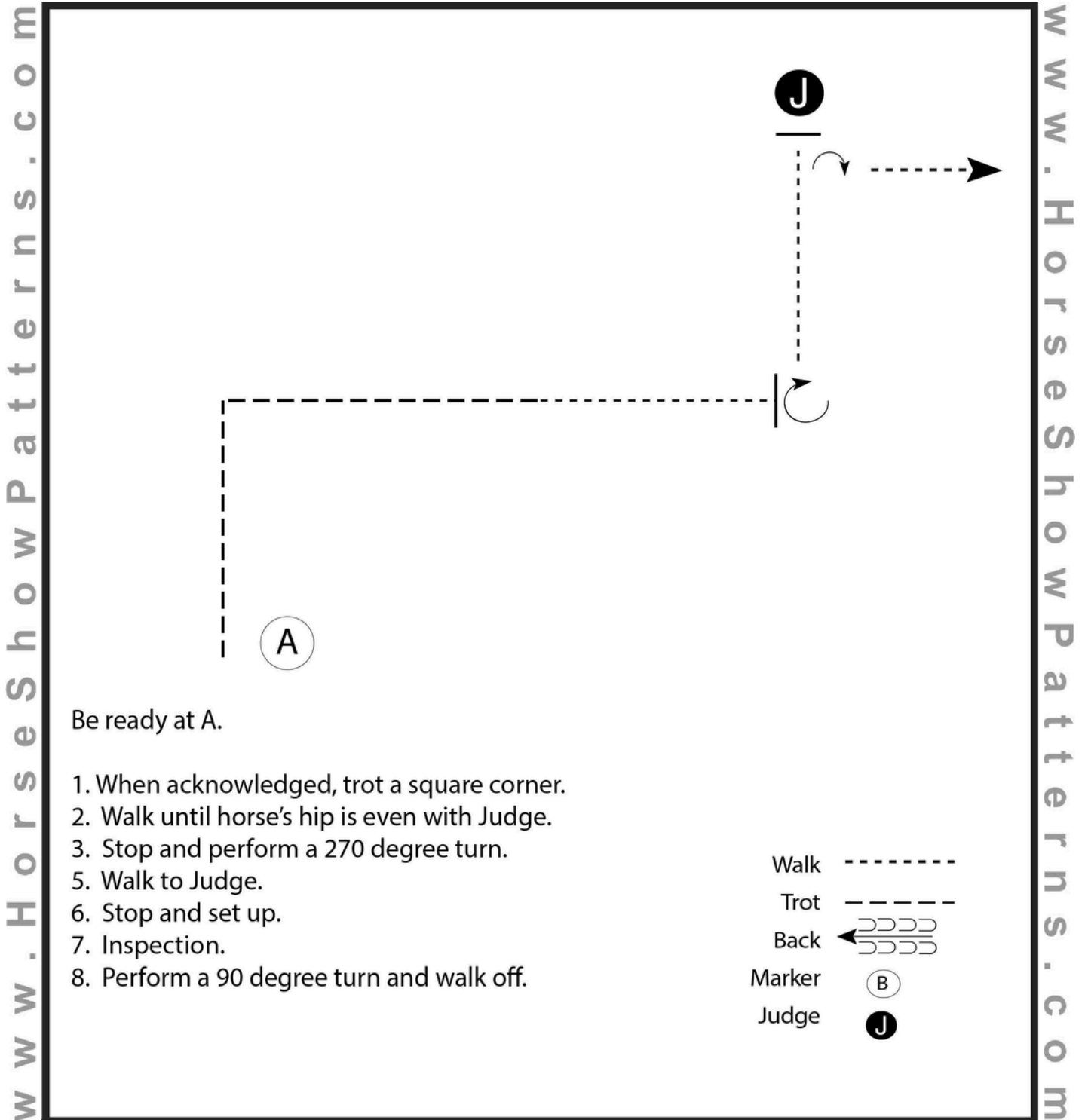
Judge

****Show to all judges**

Summer Sizzler

Showmanship (All Level 1 & Novice)

Show date: 05-30-2026



[S/1-126]

Pattern Provided by:

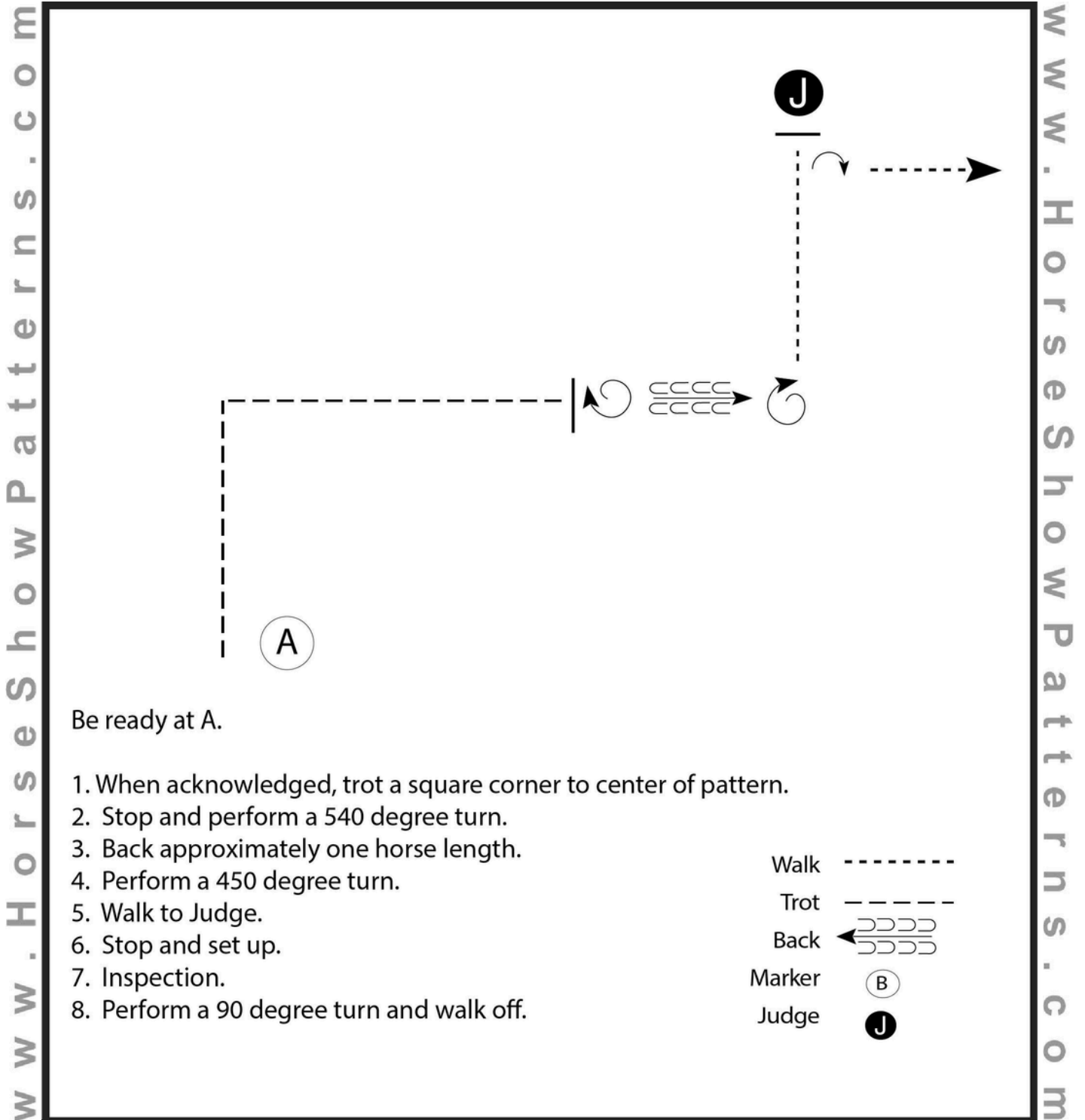
Judge

****Show to all judges**

Summer Sizzler

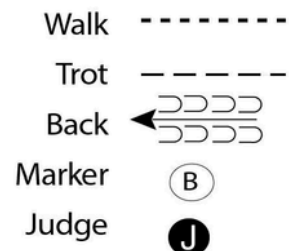
Showmanship (Amateur & Youth) Includes Select

Show date: 05-30-2026



Be ready at A.

1. When acknowledged, trot a square corner to center of pattern.
2. Stop and perform a 540 degree turn.
3. Back approximately one horse length.
4. Perform a 450 degree turn.
5. Walk to Judge.
6. Stop and set up.
7. Inspection.
8. Perform a 90 degree turn and walk off.



[S/2-126]

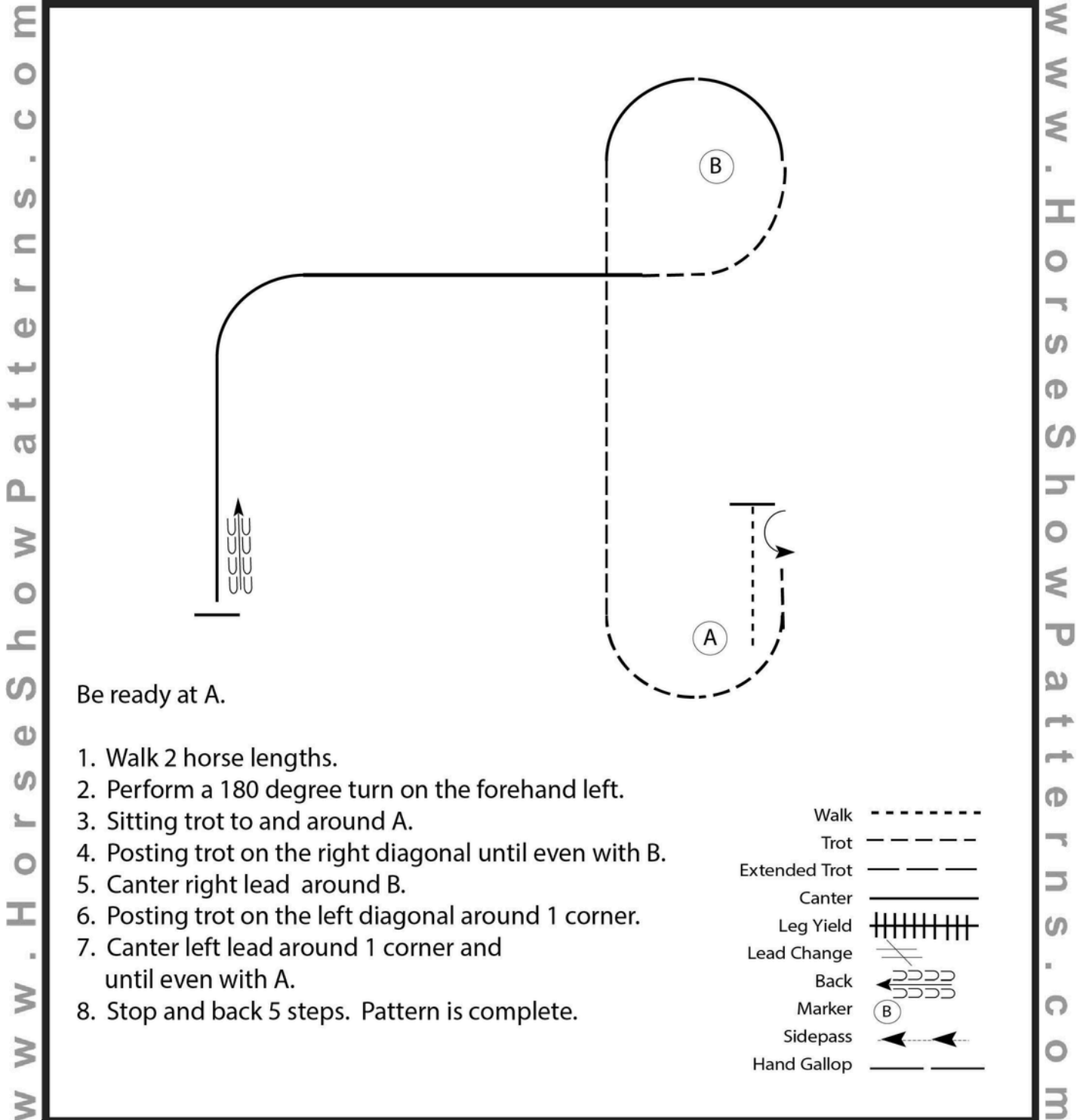
Pattern Provided by:

Judge

Summer Sizzler

Hunt Seat Equitation (All Except Walk Trot)

Show date: 05-30-2026

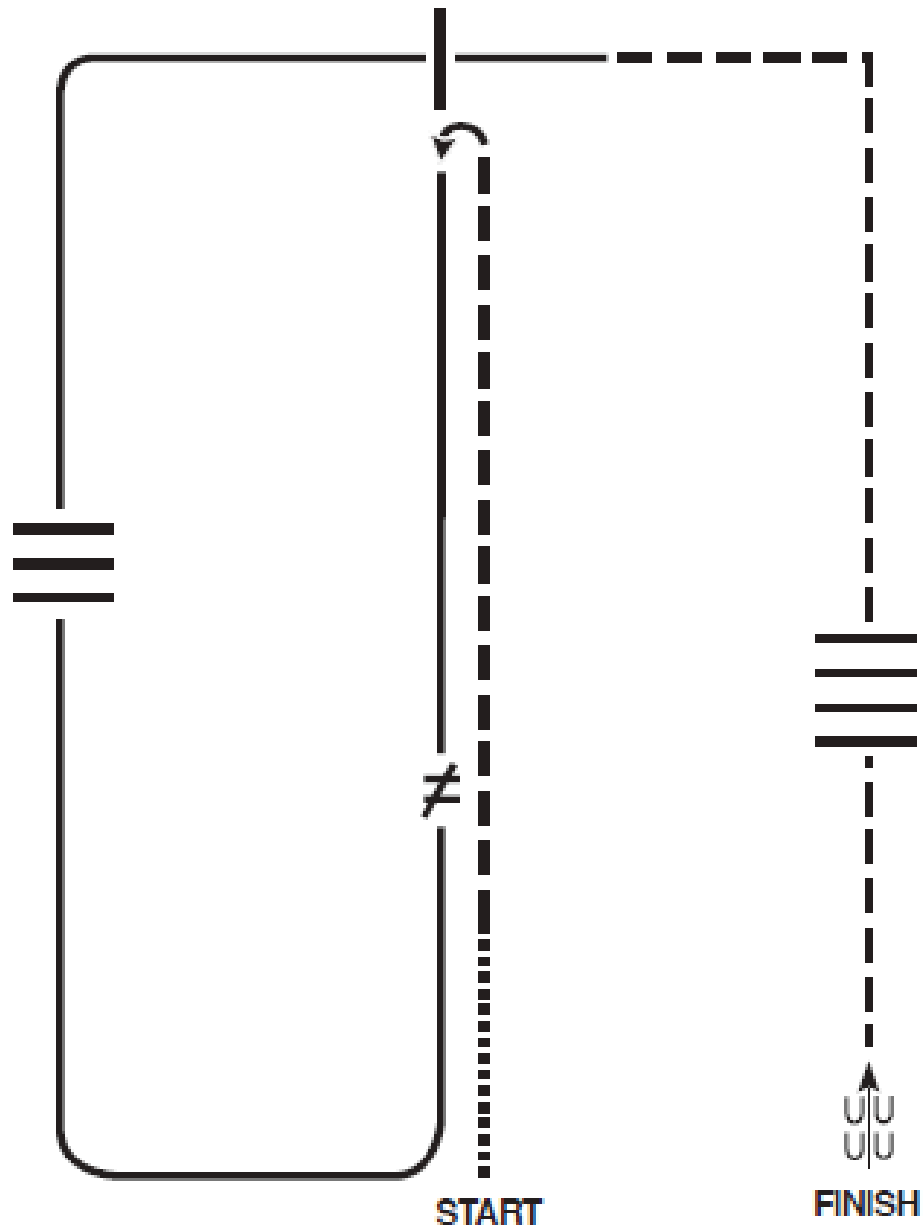


[HSE/1-118]

Pattern Provided by:

Judge

English Versatility - Pattern 2



1. Forward Walk From Gate
2. Trot Right Diagonal
3. Halt 180 Forehand turn right
4. Canter Left Lead
5. Change Leads Simple or Flying
6. Right Lead around end and over three rails
7. Right lead around end and over one rail
8. Trot Left Diagonal
9. Trot Four Rails
10. Forward sitting trot
11. Stop and back

Walk
Jog/Trot	-----
Lope/Canter	—————
Extended Trot	—————
Leg Yield	
Change Lead	≠
Gate	Y
Back	← UU UU
Judge	ⓐ
Marker	○
Sidepass	← ←

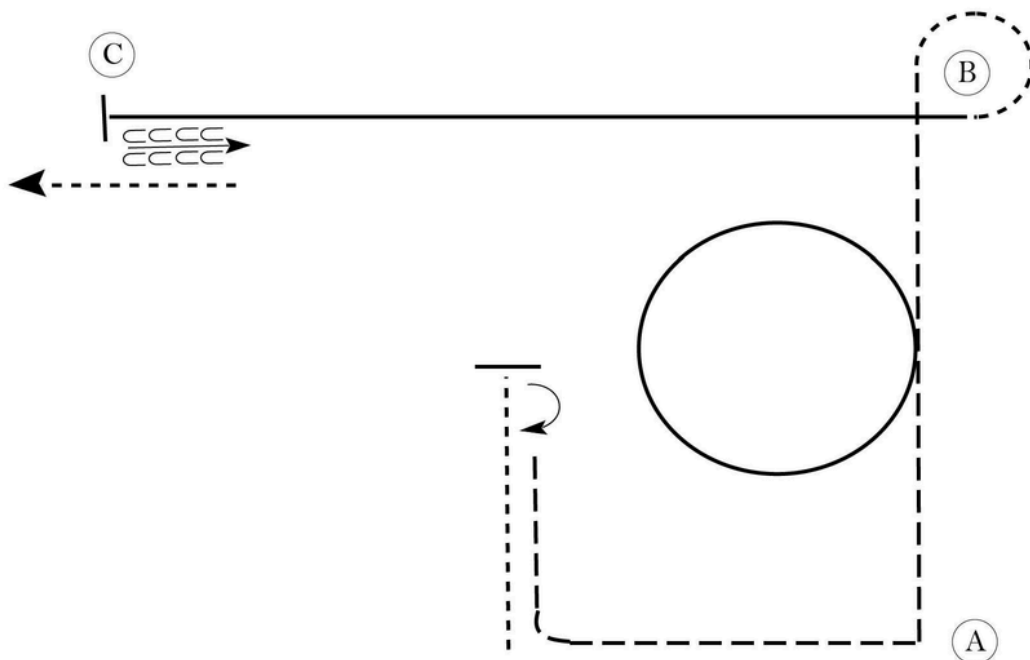
Summer Sizzler Horse Show

Hunt Seat Equitation (Level 1/Novice Youth & Amateur)

Show Date: 5/30/26-5/31/26

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Be ready halfway between B and C and even with A.

1. Walk to center of pattern.
2. Halt and perform a 180 degree turn on the forehand to the right.
3. Posting trot on the right diagonal toward A and halfway to B.
4. Canter a circle to the left halfway between A and B.
5. Posting trot on the left diagonal to B.
6. Walk around B.
7. Canter on the right lead to C.
8. Halt and back approximately one horse length.

Pattern is over once you have backed. Walk off and follow the instructions of your ring steward.

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

[HSE/2-74]

Pattern Provided by:

Jung

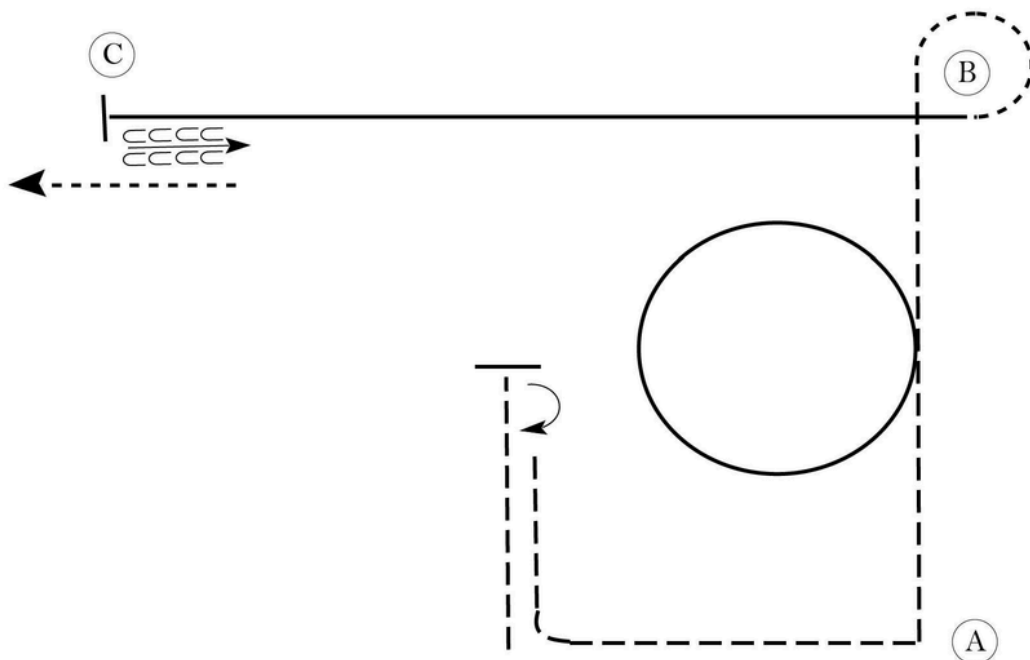
Summer Sizzler Horse Show

Hunt Seat Equitation (Youth/Amateur/Select)

Show Date: 5/30/26-5/31/26

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready halfway between B and C and even with A.

1. Sitting trot to center of pattern.
2. Halt and perform a 180 degree turn on the forehand to the right.
3. Posting trot on the right diagonal toward A and halfway to B.
4. Canter a circle to the left halfway between A and B.
5. Posting trot on the left diagonal to B.
6. Walk around B.
7. Canter on the right lead to C.
8. Halt and back approximately one horse length.

Pattern is over once you have backed. Walk off and follow the instructions of your ring steward.

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

[HSE/3-74]

Pattern Provided by:

Jung

Saturday, May 30

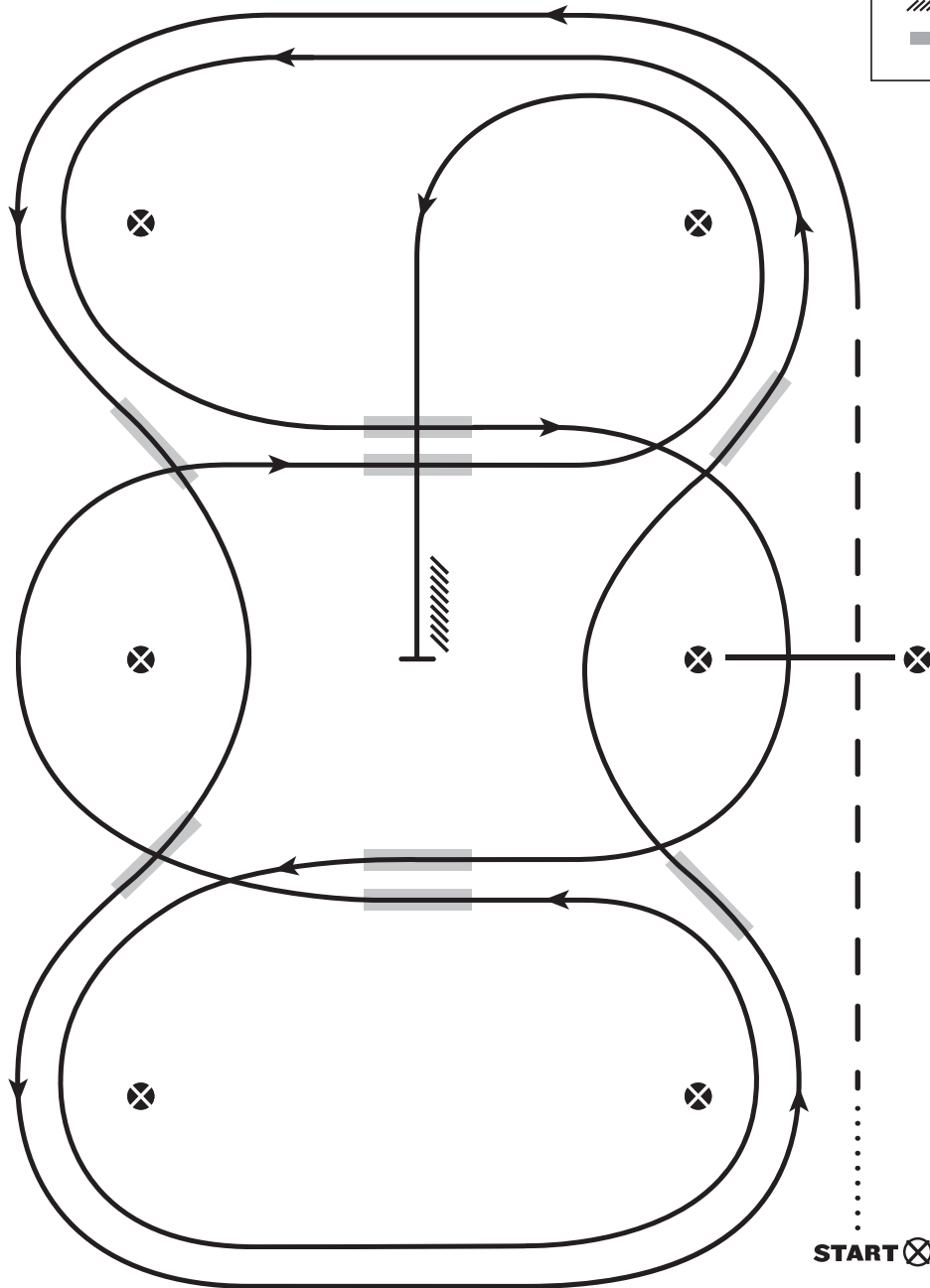
All Western Riding classes

WESTERN RIDING - PATTERN 5

Recommended For Small Arenas

LEGEND

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

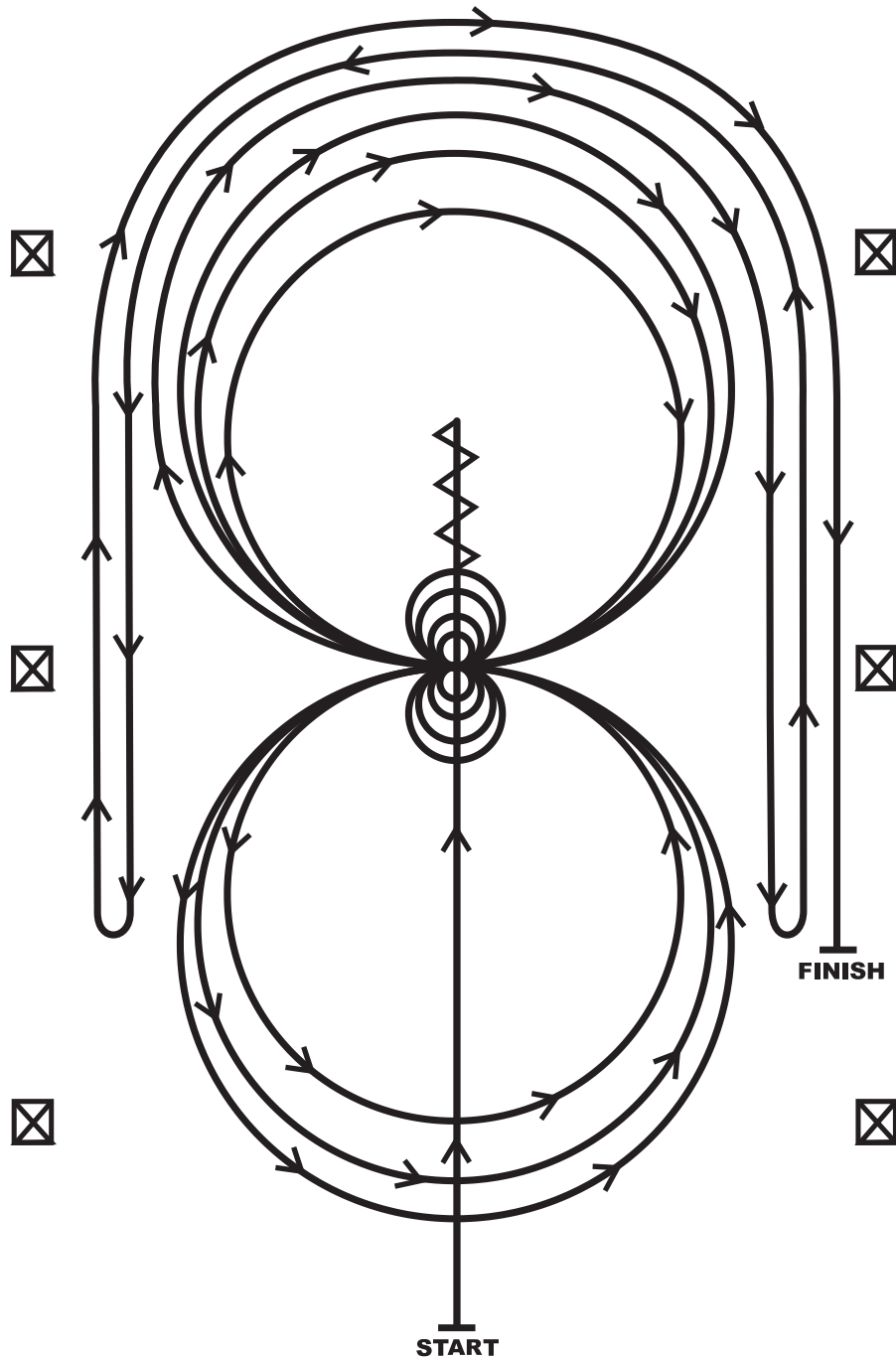


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Lope over log
9. Second crossing change
10. Third crossing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

Saturday, May 30

All AQHA Reining classes

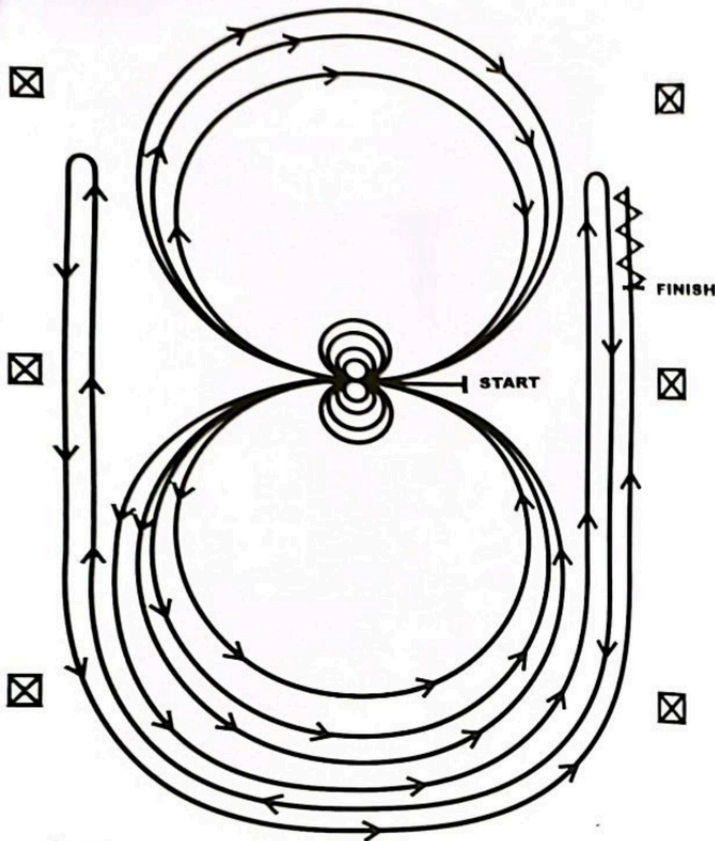
REINING PATTERN 10



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right 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 the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 down 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. Hesitate to demonstrate completion of the pattern.

PATTERN

15



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PATTERN

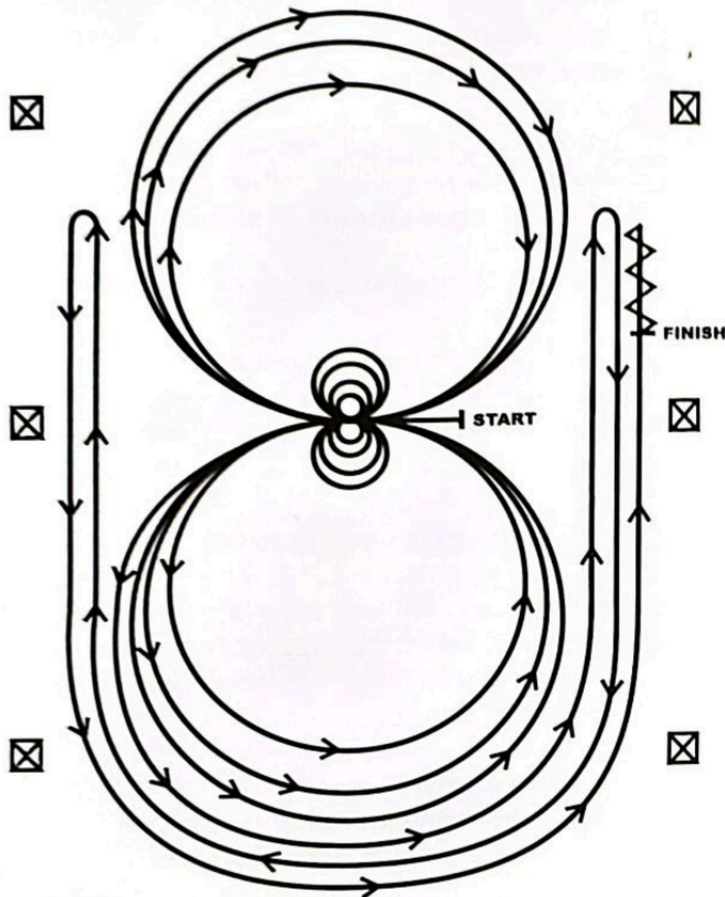
15

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 the previous circle but do not close this circle. Run down 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.

PATTERN

6



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PATTERN

6

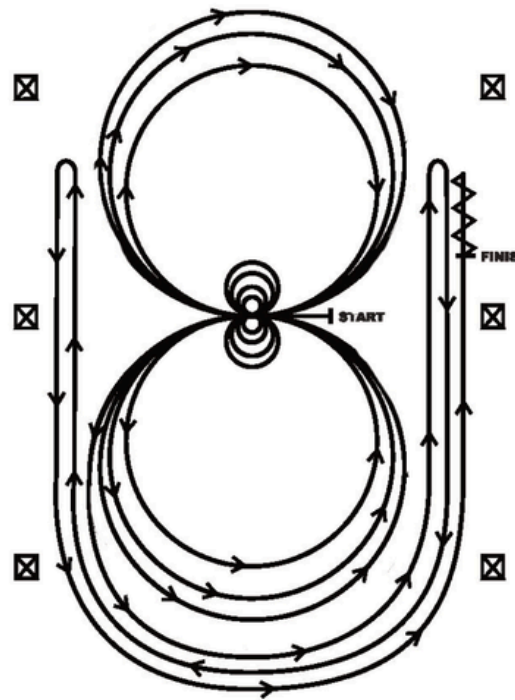
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.

Saturday, May 30

CCRHA Ranch

Modified Pattern 5



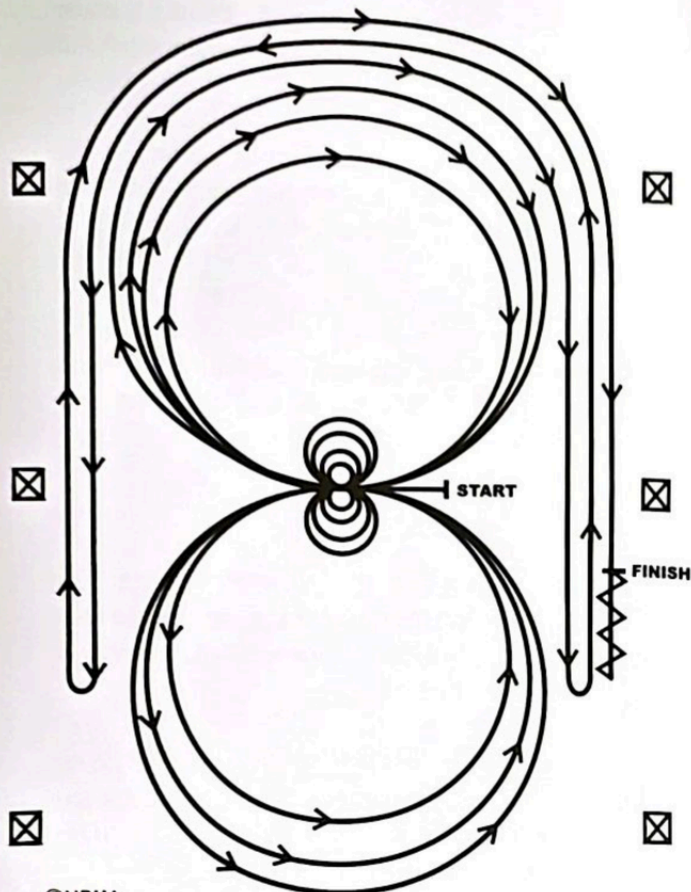
Modified Pattern 5

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, begin a large fast 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 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 completion of the pattern.

PATTERN

14



©NRHA

PATTERN

14

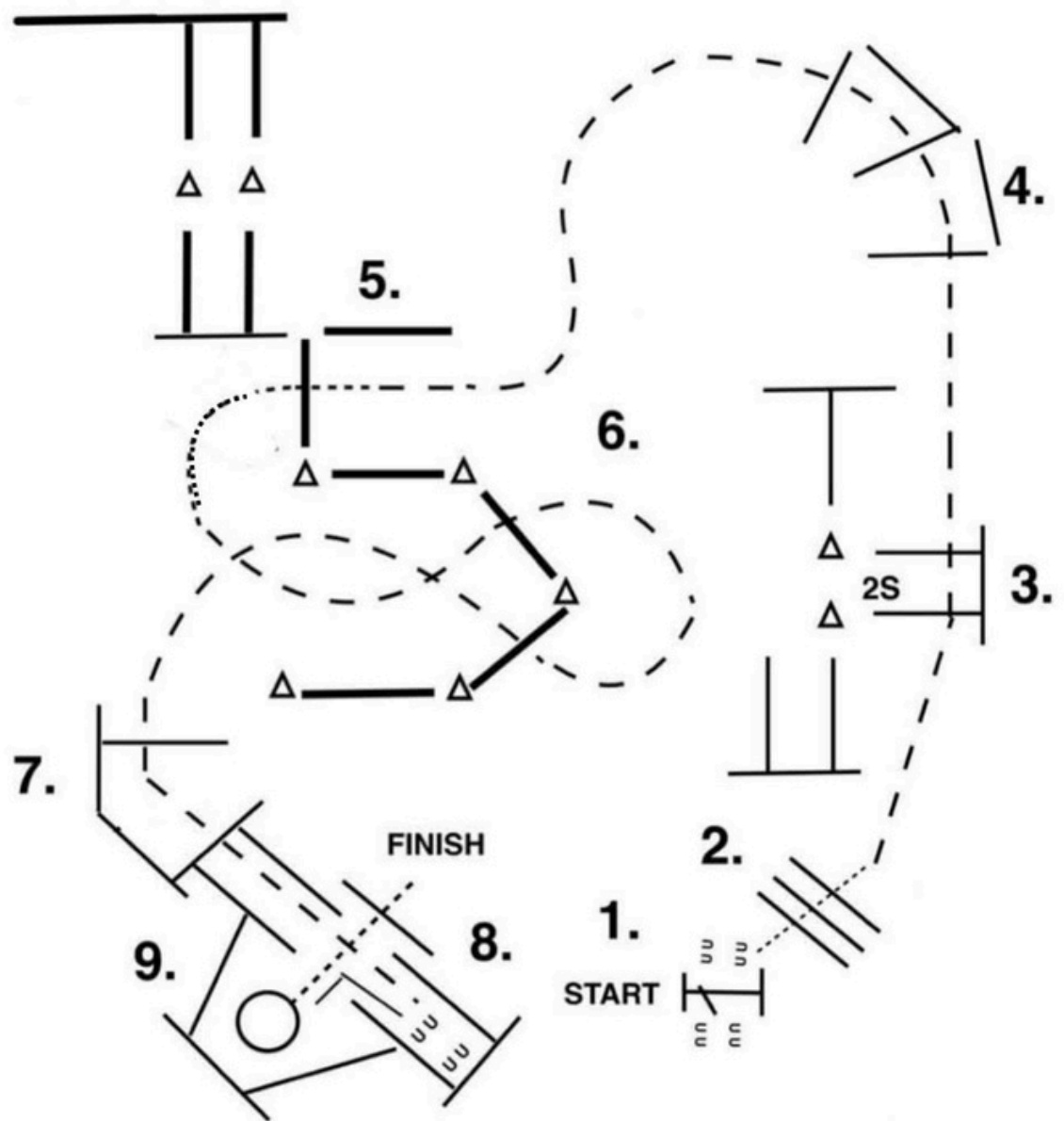
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. 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. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the right but do not close this circle. Run up the right 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.
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 right 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.

Trail

Walk Trot and In Hand Trail Classes

Sunday May 31st

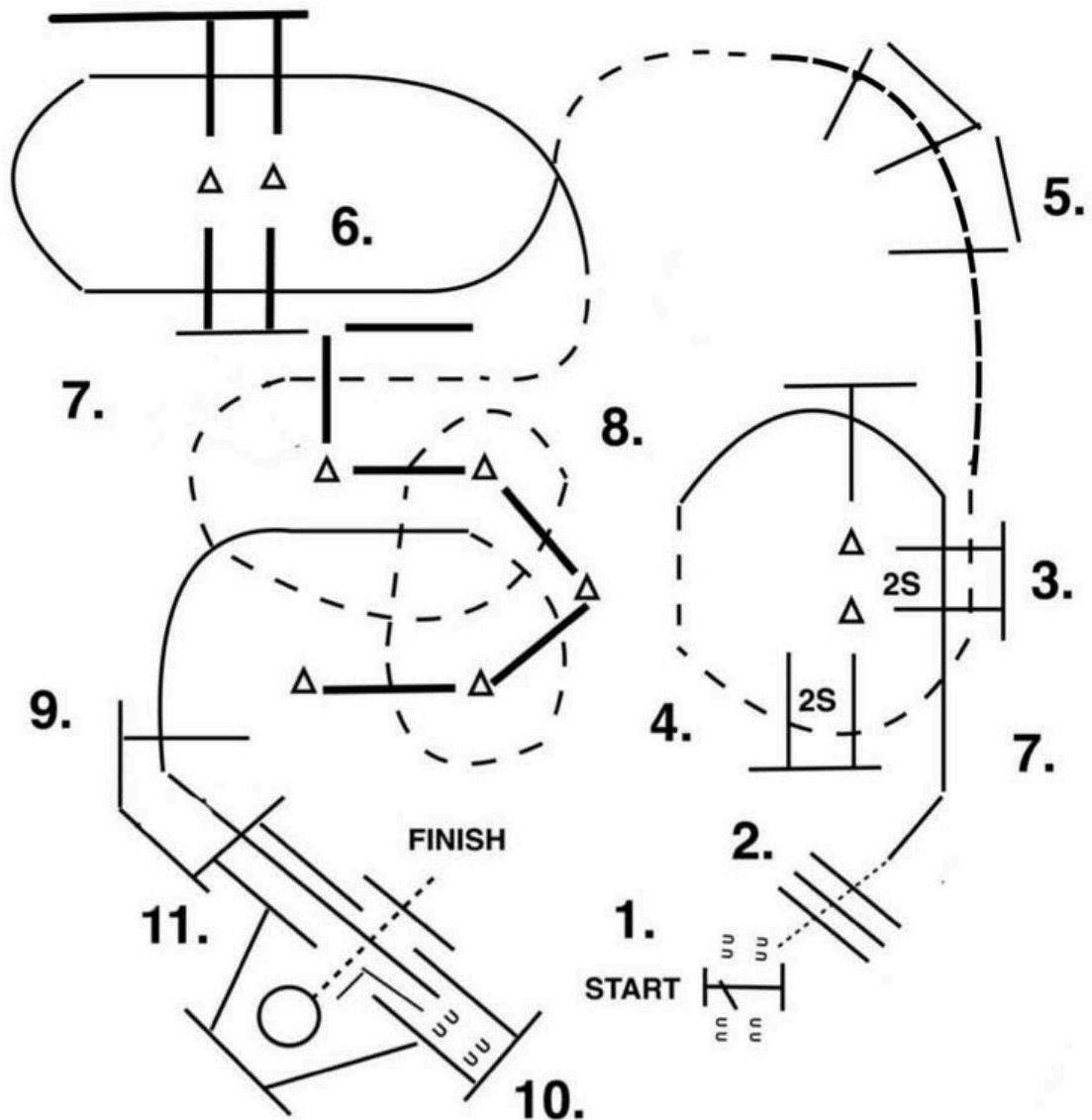


1. Work gate, Right Hand.
2. Walk over poles.
3. Jog over poles.
4. Jog over poles.
5. Stop or break to the walk, walk over poles.
6. Jog through serpentine, jog over poles.
7. Jog over poles, jog into chute and stop.
8. Back between poles, back into chute.
9. Execute a 360 turn either way, Walk out over pole.

**In Hand Trail Exhibitors
will work the gate Left Handed.
Than Pivot 180 towards the walk poles.**

Trail

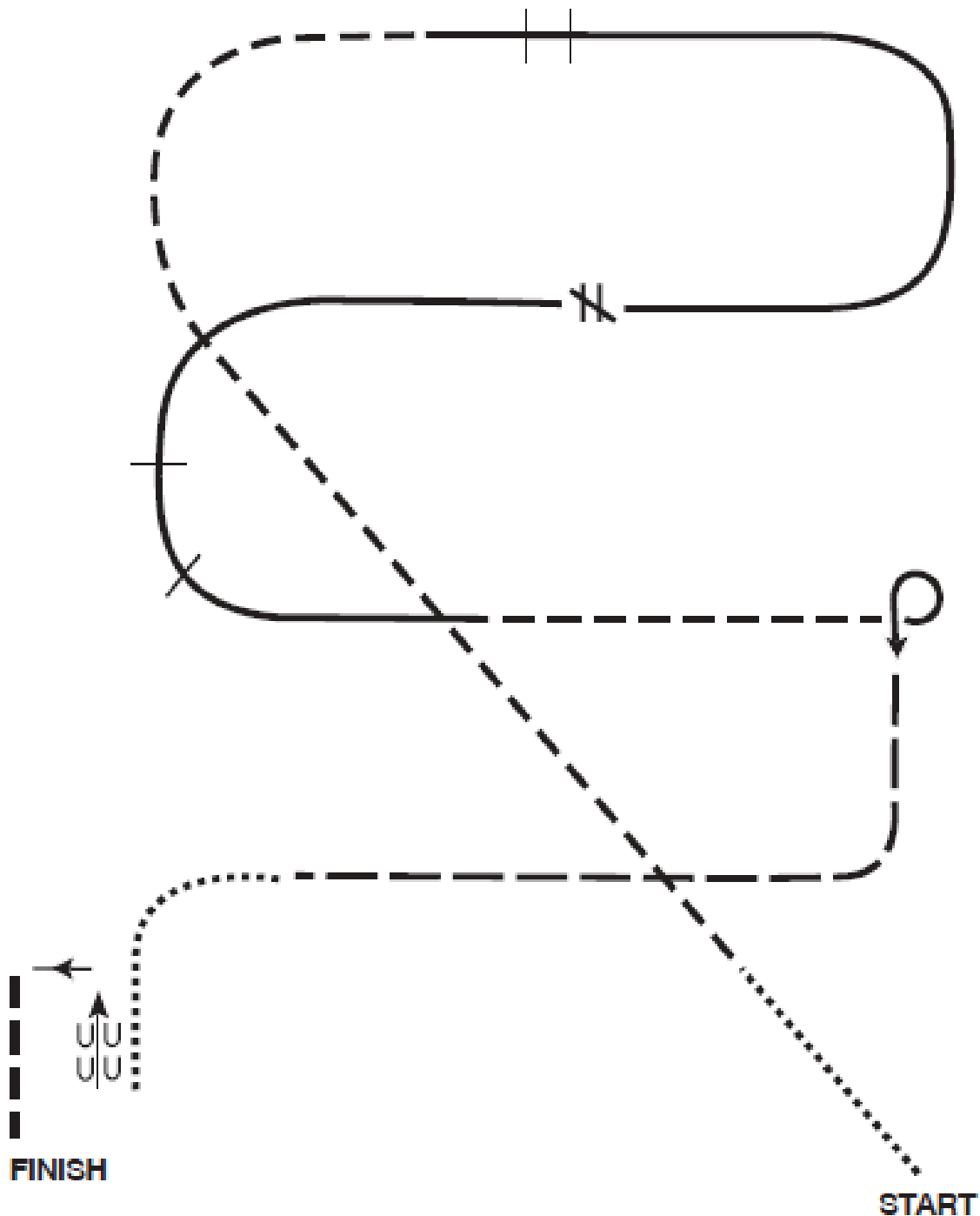
All Trail Except Walk Trot and In Hand classes
Sunday May 31st



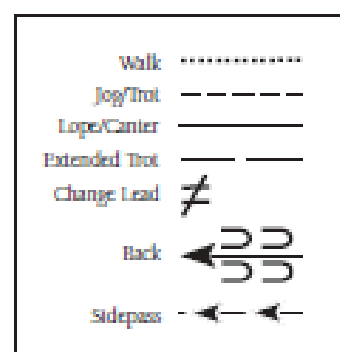
1. Work gate, Right Hand.
2. Walk over poles.
3. Lope over poles (Left Lead).
4. Break to the jog, jog over poles.
5. Jog over poles
6. Lope over poles. (Right Lead)
7. Break to the jog, jog over poles.
8. Jog through serpentine, jog over poles.
9. Lope over poles (Left Lead), Lope into chute and stop.
10. Back between poles, back into chute.
11. Execute a 360 turn either way, Walk out over pole.

Sunday, May 31

All Western Versatility classes
Western Versatility - Pattern 2



1. Walk
2. Jog Diagonal Line
3. Right lead Over Two Poles
4. Lead Change (Simple or Flying)
5. Left Lead
6. Lope Over Two Poles
7. Jog
8. Stop 270 Left
9. Extend Jog
10. Walk
11. Stop Back
12. Sidepass Right Over Pole
13. Jog to Exit



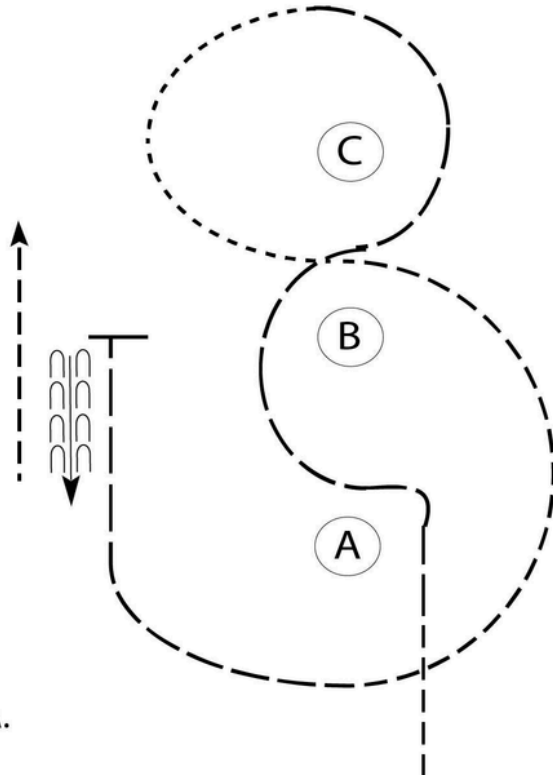
Summer Sizzler Horse Show

Western Horsemanship (Walk Trot/Small Fry)

Show Date: 5/30/26-5/31/26

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, walk in a half circle.
3. Pick up the jog between B and C and jog in a half circle.
4. When below A, extend the jog around the corner and until even with B.
5. Stop and back approximately one horse length.
6. Jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

[WH/WT-113]

Pattern Provided by:

Jung

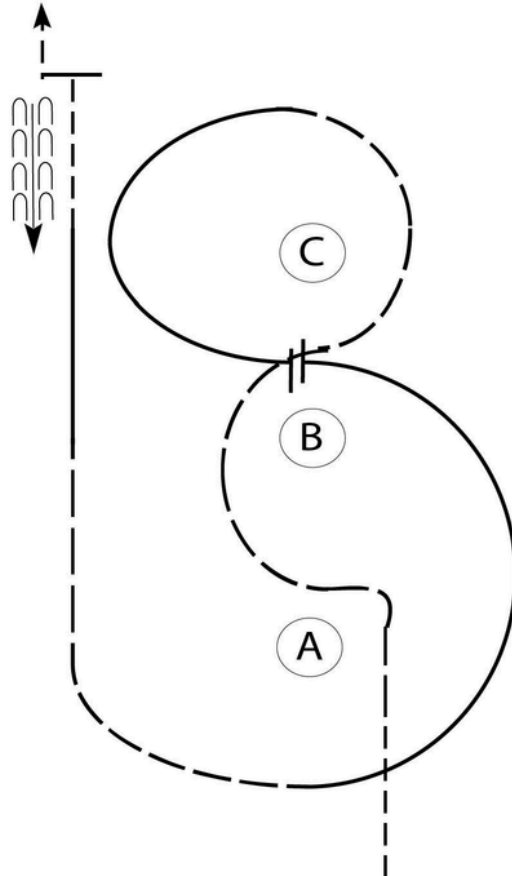
Summer Sizzler Horse Show

Western Horsemanship (Level 1/Novice Youth & Amateur)

Show Date: 5/30/26-5/31/26

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 before A.

1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, pick up a left lead lope in a half circle.
3. Perform a simple lead change between B and C.
4. Lope right lead in a half circle.
5. When below A, extend the jog around the corner and until even with B.
5. Lope left lead until even with C. Then jog past C and stop.
6. Back approximately one horse length.
7. Jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/1-113]

Pattern Provided by:

Jung

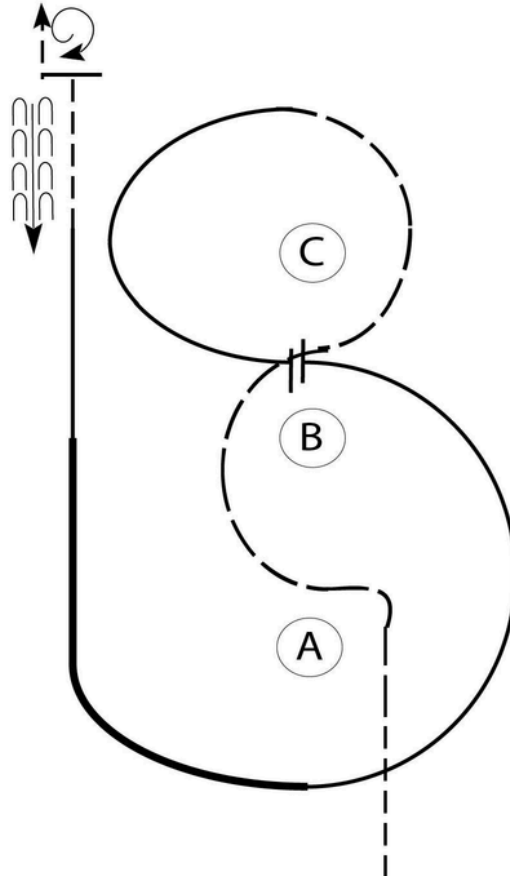
Summer Sizzler Horse Show

Western Horsemanship (Youth/ Amateur/Select)

Show Date: 5/30/26-5/31/26

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 before A.

1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, pick up a left lead lope in a half circle.
3. Change leads between B and C.
4. Lope right lead in a half circle. When below A, extend the lope around the corner and until even with B.
5. Slow to a lope until even with C. Then jog past C and stop.
6. Perform a full turn to the right then back approximately one horse length.
7. Jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	— / —
Back	← wavy lines
Marker	⊙ B

[WH/3-113]

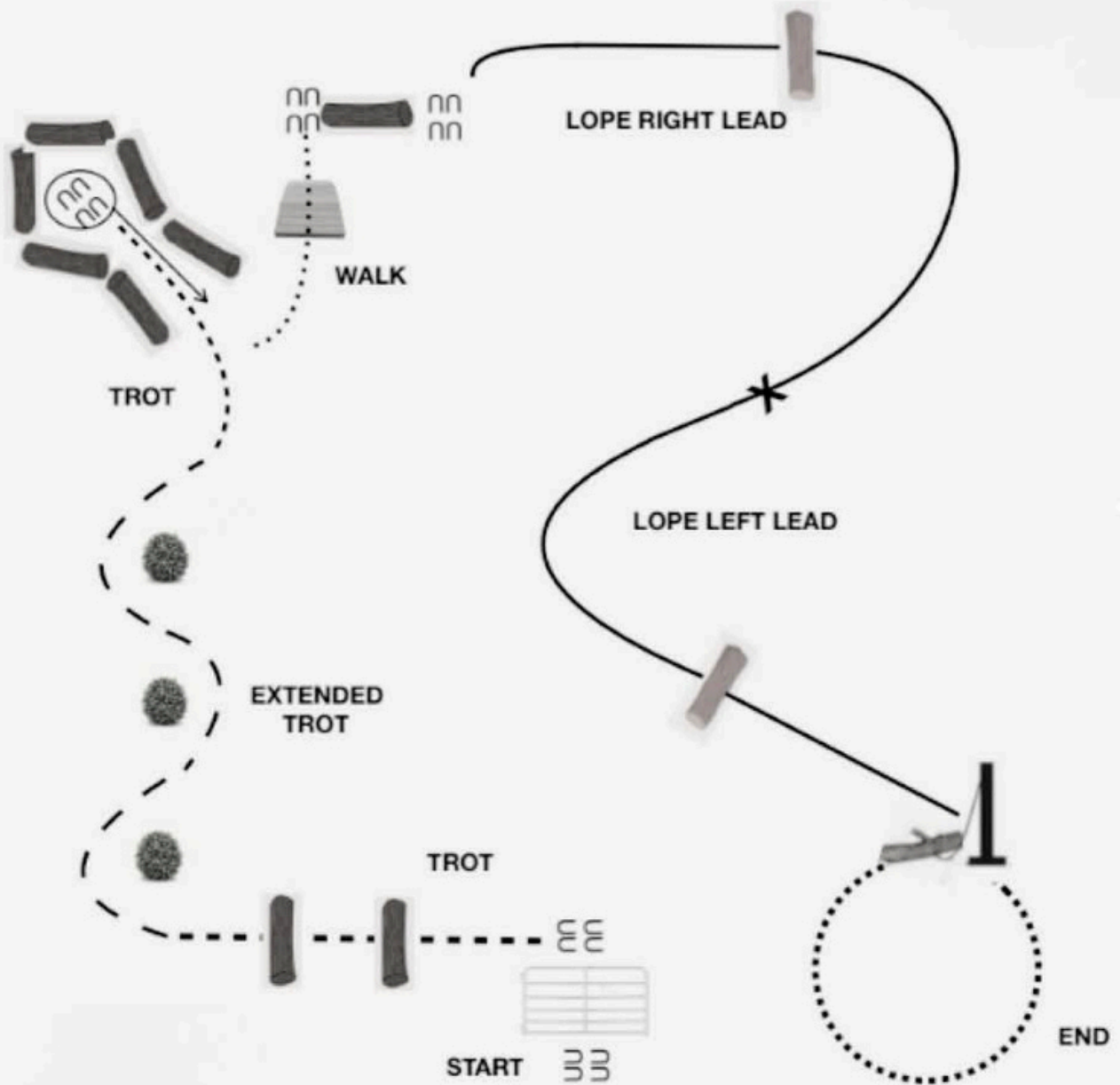
Pattern Provided by:

Jung

Ranch Trail

Sunday May 31st

All Ranch Trail



1. Work Left Hand Gate.
2. Trot over logs.
3. Extended Trot through Bushes. Trot into the Chute.
4. Perform a 360° turn either direction. Back out of the Chute.
5. Walk over the Bridge.
6. Side pass the log to the Right.
7. Lope Right Lead over log.
8. Change Leads. Lope Left Lead over log to the Drag.
9. Drag Log in a Circle to Right at walk or jog as shown.
(L1 Youth, Youth, L1 Am pick up bucket and trot a circle.)

Walk
Trot	-----
Extended Trot	- - - - -
Lope	=====
Extended Lope	=====
Change Leads	+