



PATTERNS

19.-27.08.2023

KREUTH/ RIEDEN




LUXCOMPANY
PRESS ONLY

FIND YOUR NEXT

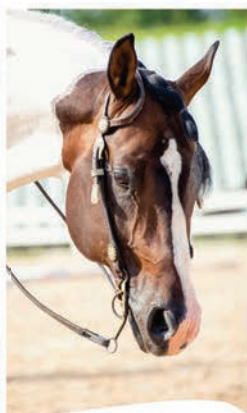
Champion

MECHANIZE ME

2019 AQHA Stallion
DQHA Futurity Champion Longe Line 2YO
Panel 5 N/N

SACRED ASSETS

2005 APHA Stallion
PtHA World Champion Trail
Homozygous Tobiano, Panel 6 N/N
Proven Champion Producer



MONTIGNY PAINT & QUARTER HORSES

WWW.MONTIGNYPAINTHORSE.COM



KREUTH, 19. - 27. AUGUST 2023

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Patterns courtesy of

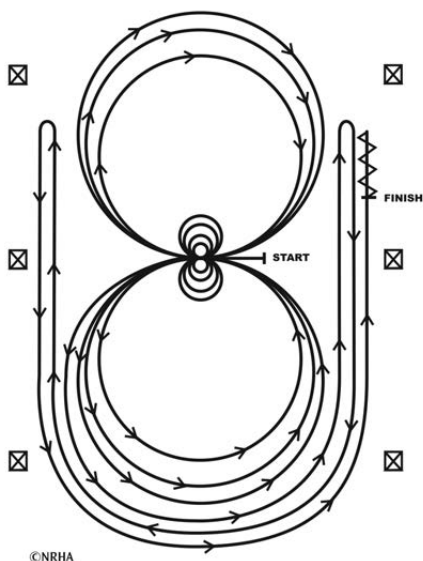
APHA

NRHA

Horseshowpatterns.com

Tim S. Kimura

Reining Pattern #15

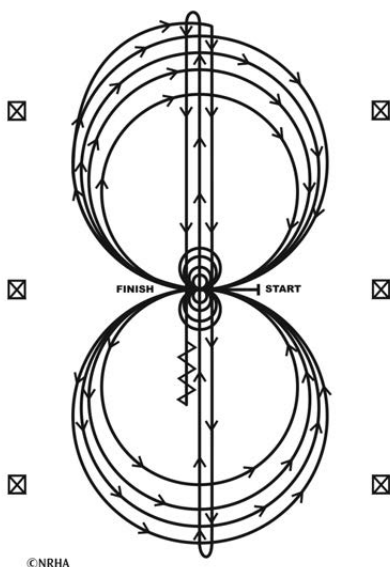


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HORSES MAY WALK OR JOG TO THE CENTER OF ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF ARENA FACING THE LEFT WALL OR FENCE.

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

Reining Pattern #4

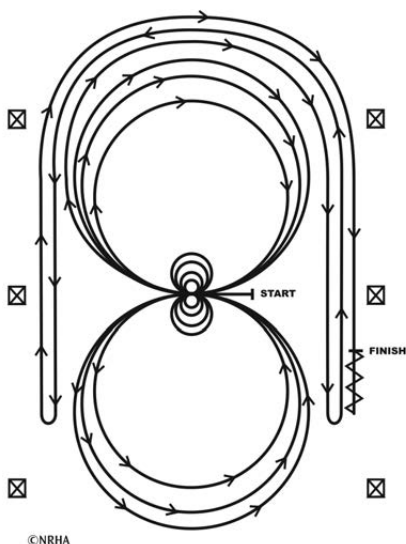


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HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. BEGINNING ON THE 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.
 2. COMPLETE FOUR SPINS TO THE RIGHT. 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. STOP AT THE CENTER OF THE ARENA. HESITATE.
 4. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
 5. BEGINNING ON THE RIGHT LEAD, RUN A LARGE FAST CIRCLE TO THE RIGHT, CHANGE LEADS AT THE CENTER OF THE ARENA, RUN A LARGE FAST CIRCLE TO THE LEFT, AND CHANGE LEADS AT THE CENTER OF THE ARENA. (FIGURE 8)
 6. CONTINUE AROUND PREVIOUS CIRCLE TO THE RIGHT. AT THE TOP OF THE CIRCLE, RUN DOWN THE MIDDLE TO THE FAR END OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK- NO HESITATION.
 7. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK- NO HESITATION.
 8. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA OR AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.
- EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

Reining Pattern #8

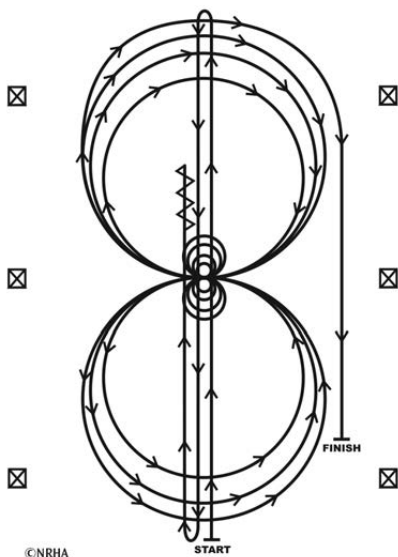


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

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 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 (6.09M) 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 (6.09M) 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 (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

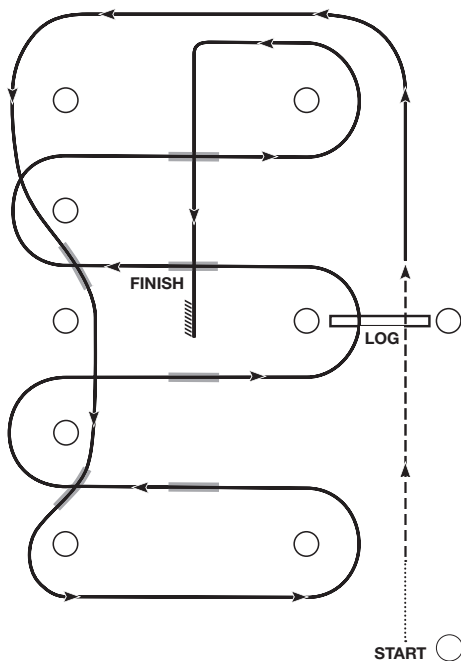
Reining Pattern #7



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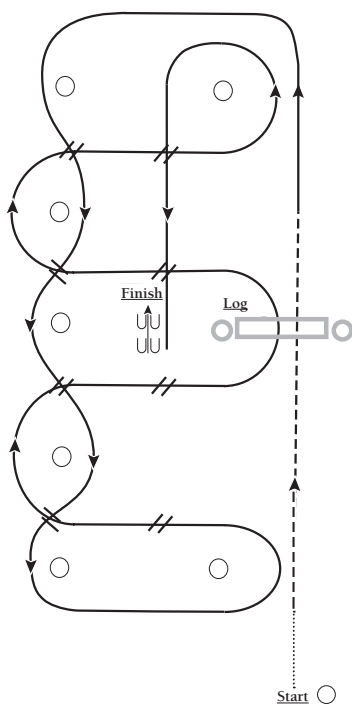
1. RUN AT SPEED TO THE FAR END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK – NO HESITATION.
2. RUN TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK – NO HESITATION.
3. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA AT LEAST TEN FEET (3M). HESITATE.
4. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
5. COMPLETE FOUR AND ONE-QUARTER SPINS TO THE LEFT SO THAT HORSE IS FACING LEFT WALL OR FENCE. HESITATE.
6. 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.
7. 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.
8. 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 SLIDING STOP AT LEAST TWENTY FEET (6.09M) FROM THE WALL OR FENCE. HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN. EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

Green Western Riding Pattern #1



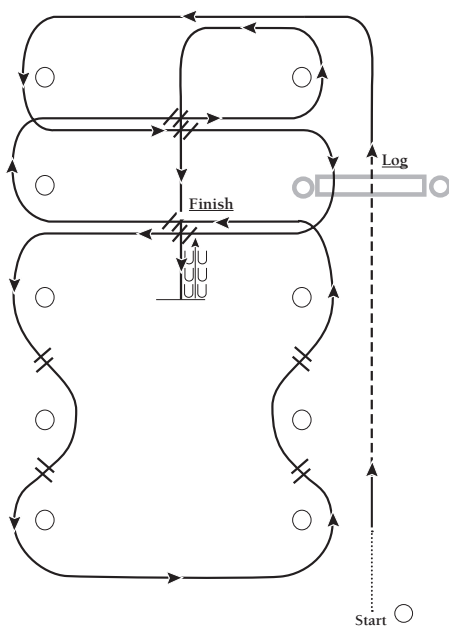
1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LEFT LEAD AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE, LOPE AROUND END OF ARENA
5. FIRST CROSSING CHANGE.
6. SECOND CROSSING CHANGE.
7. LOPE OVER LOG.
8. THIRD CROSSING CHANGE.
9. FOURTH CROSSING CHANGE.
10. LOPE UP THE CENTER, STOP AND BACK.

Western Riding Pattern #1

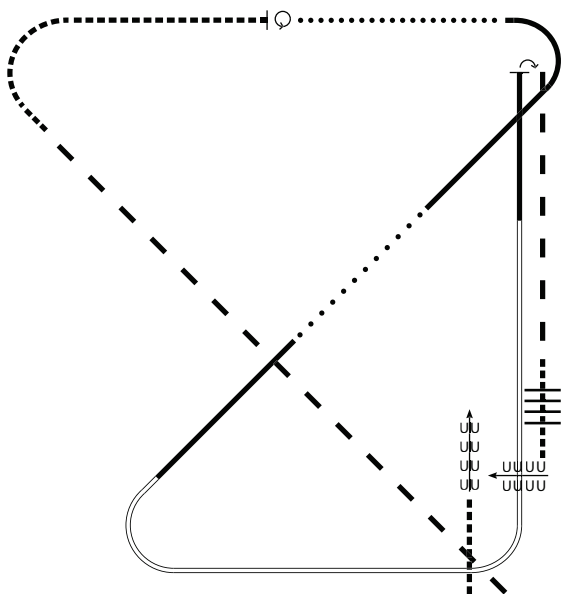


1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE AND LOPE AROUND END.
3. FIRST LINE CHANGE.
4. SECOND LINE CHANGE.
5. THIRD LINE CHANGE.
6. FOURTH LINE CHANGE AND LOPE AROUND THE END OF ARENA.
7. FIRST CROSSING CHANGE.
8. SECOND CROSSING CHANGE.
9. LOPE OVER LOG.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK.

Western Riding Pattern #3

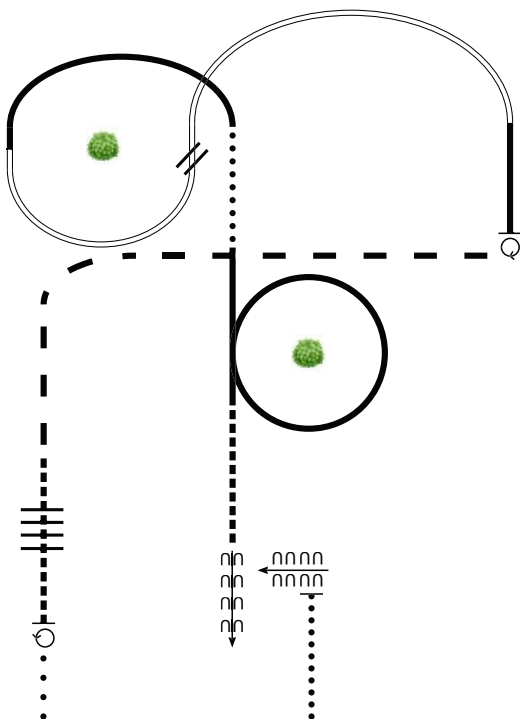


1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE, LOPE TO LEFT AROUND END.
3. FIRST CROSSING CHANGE.
4. LOPE OVER LOG.
5. SECOND CROSSING CHANGE.
6. FIRST LINE CHANGE.
7. SECOND LINE CHANGE.
8. THIRD LINE CHANGE.
9. FOURTH LINE CHANGE.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK.



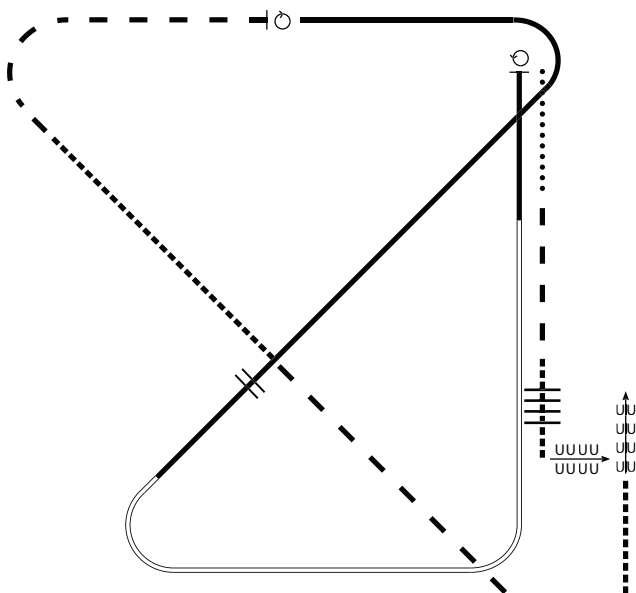
1. EXTENDED TROT.
2. COLLECT TROT.
3. 360° TURN LEFT.
4. EXTENDED WALK TO CORNER.
5. LOPE RIGHT LEAD.
6. WALK 3 HORSE LENGTHS.
7. LOPE LEFT LEAD. BUILD TO EXTENDED LOPE. COLLECT LOPE.
8. STOP. 180° TURN RIGHT.
9. EXTENDED TROT.
10. COLLECT TROT. TROT POLES.
11. SIDEPASS RIGHT. BACK.
12. TROT OUT.

.....	Walk
.....	Extended Walk
-----	Trot
-----	Extended Trot
=====	Lope
=====	Extended Lope
///	Lead Change
←←←←←	Back
▲	Cone



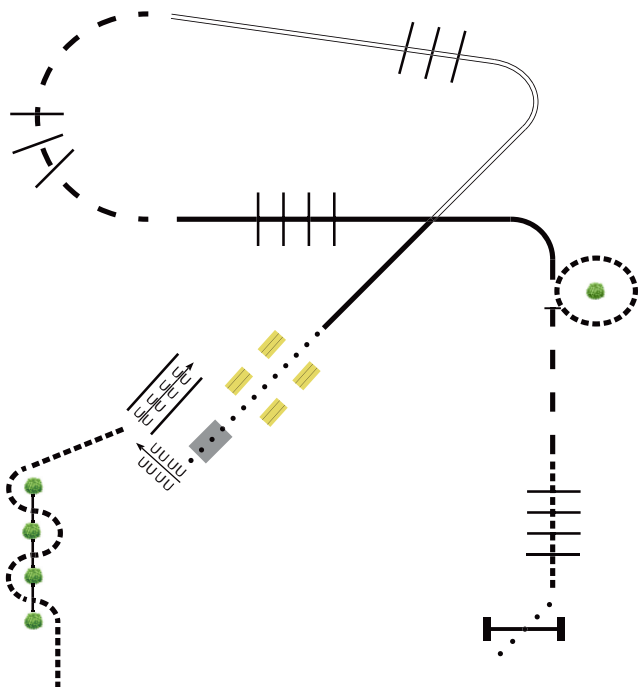
1. EXTENDED WALK. STOP. SIDEPASS LEFT.
2. BACK.
3. TROT.
4. LOPE SMALL RIGHT CIRCLE. CONTINUE STRAIGHT.
5. EXTENDED WALK 3 HORSE LENGTHS.
6. LOPE LEFT LEAD HALF CIRCLE.
7. EXTENDED LOPE.
8. CHANGE LEADS (SIMPLE OR FLYING)
9. EXTENDED LOPE RIGHT LEAD.
10. COLLECT LOPE. STOP.
11. 1 1/4 TURN RIGHT.
12. EXTENDED TROT.
13. COLLECT TROT. TROT POLES.
14. 360° TURN LEFT. WALK OUT.

.....	Walk
.....	Extended Walk
-----	Trot
- - - - -	Extended Trot
=====	Lope
=====	Extended Lope
////	Lead Change
←←←←←	Back
▲	Cone



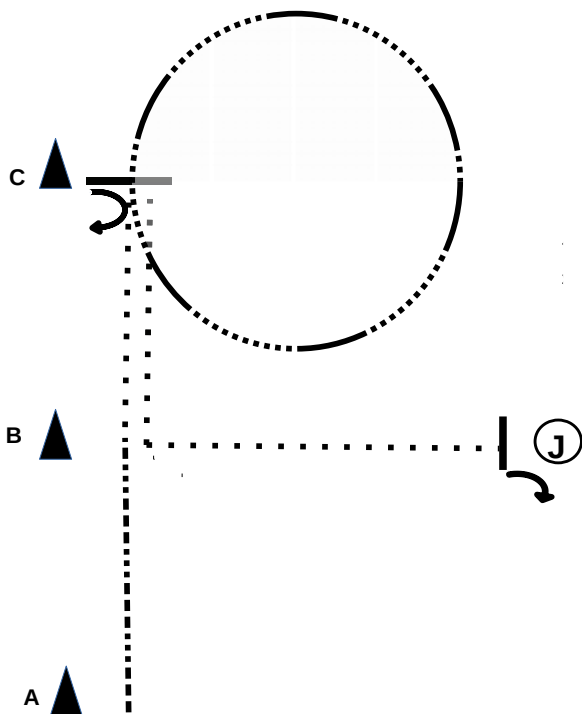
1. EXTENDED TROT. COLLECT TROT.
EXTENDED TROT.
2. STOP. 360° TURN RIGHT.
3. LOPE RIGHT LEAD.
4. LEAD CHANGE (SIMPLE OR FLYING)
PAST CENTER.
5. LOPE LEFT LEAD.
6. BUILD TO EXTENDED LOPE.
7. COLLECT LOPE.
8. STOP. 1 1/2 TURN LEFT.
9. EXTENDED WALK.
10. EXTENDED TROT.
- 11 COLLECT TROT. TROT POLES.
12. SIDEPASS LEFT. BACK. TROT OUT.

.....	Walk
.....	Extended Walk
.....	Trot
- - - - -	Extended Trot
—————	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲	Cone

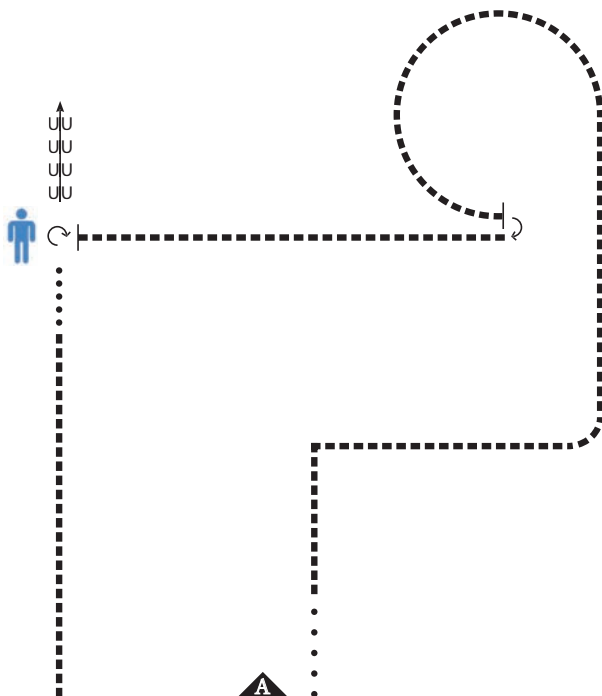


1. LEFT-HANDED GATE.
2. TROT POLES AND EXTENDED TROT TO DRAG.
3. STOP AND DRAG TO RIGHT.
4. LOPE LEFT LEAD OVER 4 POLES AND EXTENDED TROT OVER 3 POLES.
5. EXTENDED LOPE RIGHT LEAD OVER 3 POLES AND COLLECT LOPE.
6. WALK HAY BALE CHUTE AND OVER BRIDGE.
7. SIDEPASS RIGHT AND BACK CHUTE.
8. TROT SERPENTINE AND TROT TO EXIT.



.....	Walk
.....	Trot
- - - - -	Extended Trot
=====	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲	Cone

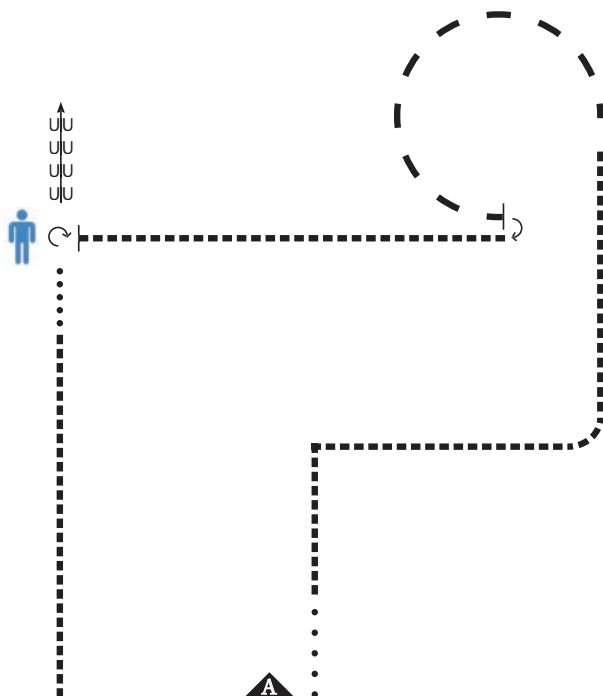


1. TROT FROM A TO B
2. WALK FROM B TO C
3. STOP, PERFORM A 1/2 TURN
4. TROT A FULL CIRCLE TO THE LEFT
5. WALK AT C
6. WALK CORNER AND CONTINUE TO WALK TO JUDGE
7. SET UP FOR INSPECTION
8. PERFORM A 1/4 TURN









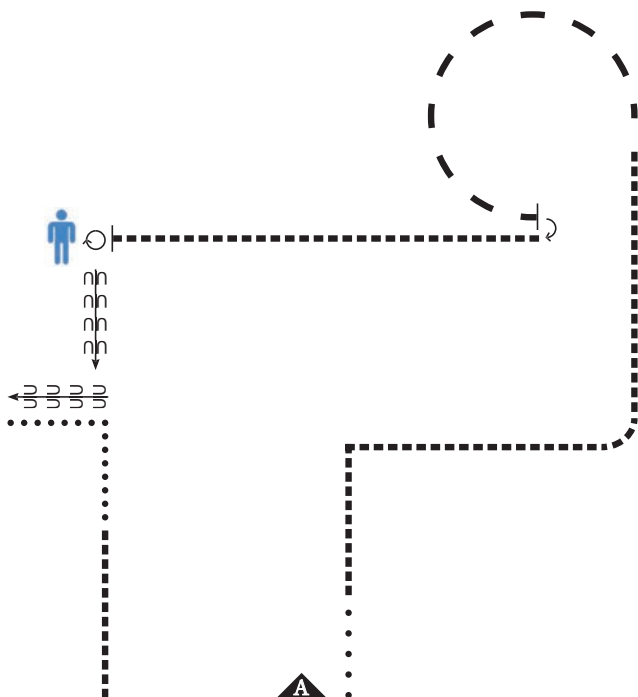
1. START AT A. WALK APPROXIMATELY FIVE STEPS.
2. TROT RIGHT SQUARE CORNER THEN SOFT LEFT CORNER.
3. TROT 3/4 LEFT CIRCLE.
4. STOP. PERFORM A 180° TURN.
5. TROT TO JUDGE.
6. STOP AND SET UP.
7. INSPECTION.
8. PERFORM A 270° TURN.
9. BACK.
10. EXTENDED WALK APPROXIMATELY FIVE STEPS. TROT TO EXIT.

.....	Walk
.....	Extended Walk
-----	Trot
←←←←←	Back
	Cone
	Judge





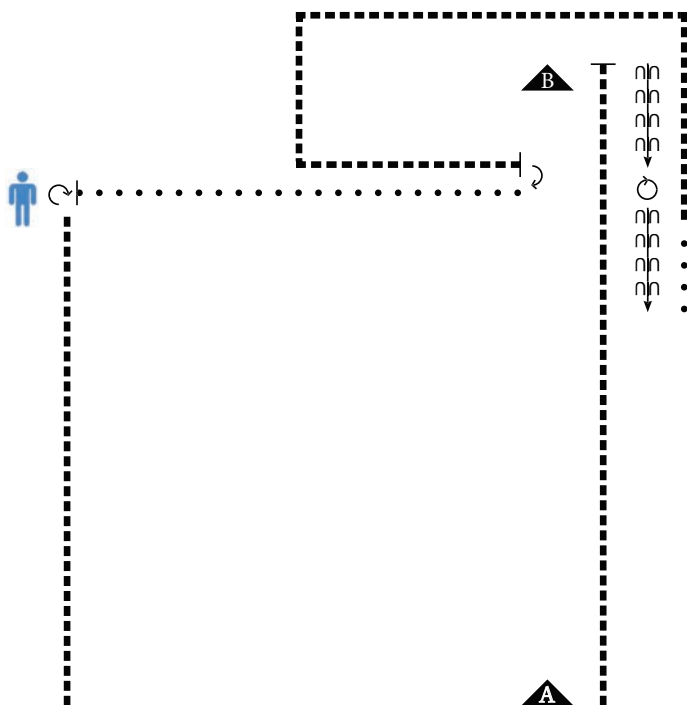
1. START AT A. WALK APPROXIMATELY FIVE STEPS.
2. TROT RIGHT SQUARE CORNER THEN SOFT LEFT CORNER.
3. EXTENDED TROT 3/4 LEFT CIRCLE.
4. STOP. PERFORM A 180° TURN.
5. TROT TO JUDGE.
6. STOP AND SET UP.
7. INSPECTION.
8. PERFORM A 270° TURN.
9. BACK.
10. EXTENDED APPROXIMATELY WALK FIVE STEPS. TROT TO EXIT.

 Walk
 Extended Walk
 Trot
 Back
 Cone
 Judge

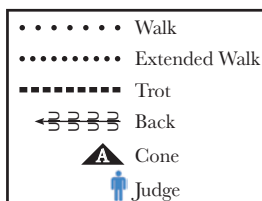


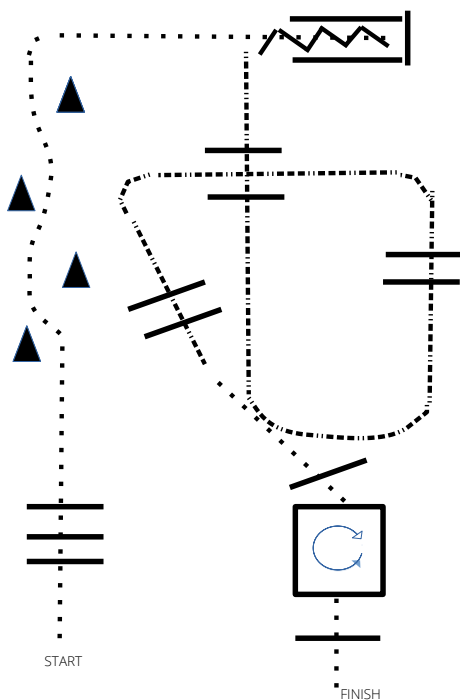
1. START AT A. WALK APPROXIMATELY FIVE STEPS.
2. TROT RIGHT SQUARE CORNER THEN SOFT LEFT CORNER.
3. EXTENDED TROT 3/4 LEFT CIRCLE.
4. STOP. PERFORM A 180° TURN.
5. TROT TO JUDGE.
6. STOP AND SET UP.
7. INSPECTION.
8. PERFORM A 450° TURN.
9. BACK CORNER.
10. EXTENDED WALK RIGHT CORNER. TROT TO EXIT.

.....	Walk
.....	Extended Walk
-----	Trot
← 3 3 3 3	Back
	Cone
	Judge

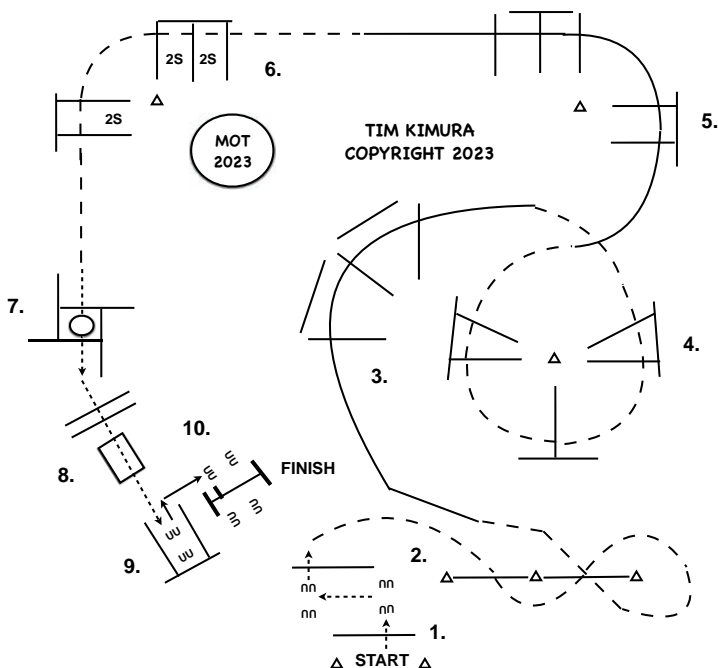


1. TROT FROM A TO B.
2. BACK.
3. 360° TURN.
4. BACK.
5. WALK A HORSE LENGTH AND THEN TROT TO AND AROUND B.
6. STOP AND PERFORM 180° TURN AND WALK TO JUDGE.
7. SETUP.
8. INSPECTION.
9. 270° TURN AND TROT TO EXIT.

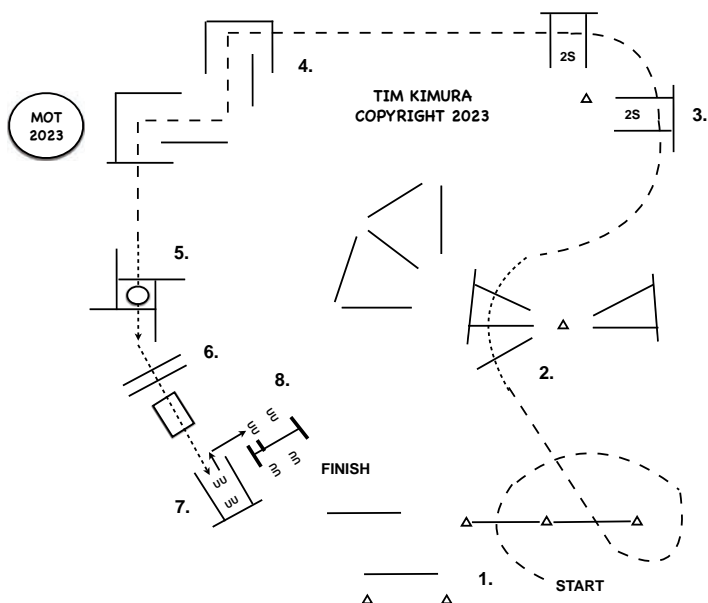




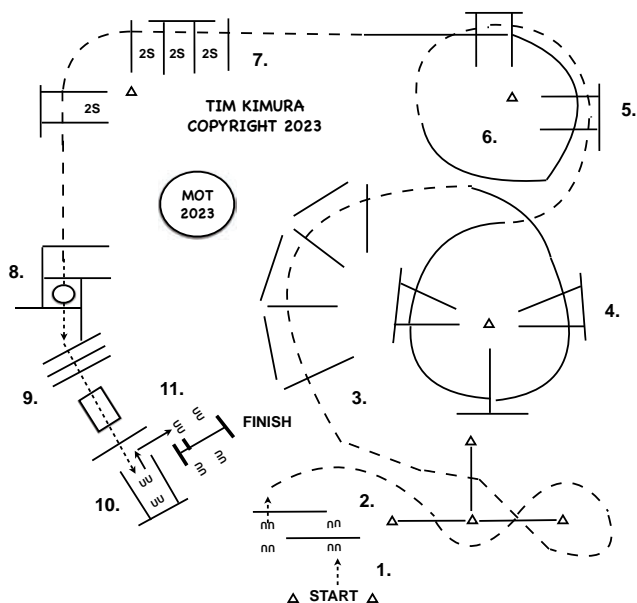
1. WALK OVER POLES
2. WALK SERPENTINE
3. WALK IN CHUTE, BACK OUT
4. JOG OVER POLES
5. WALK INTO BOX, TURN EITHER WAY AND WALK OUT



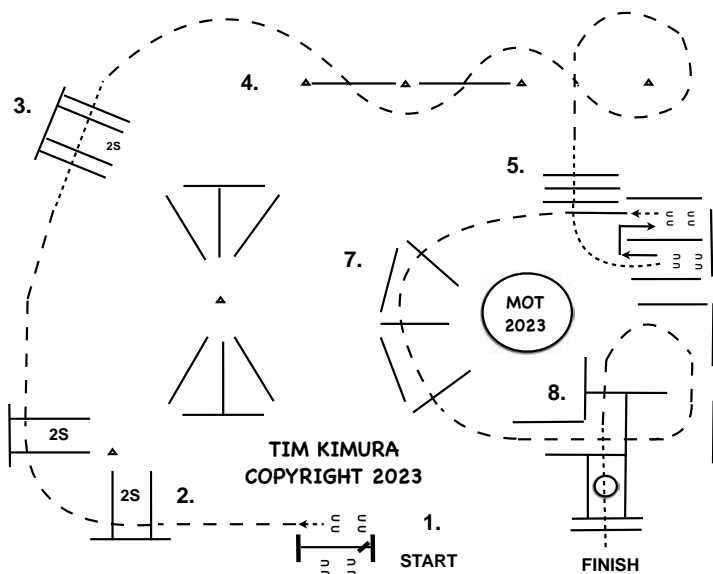
1. WALK OVER POLE, SIDE PASS LEFT BETWEEN POLES, WALK OVER POLE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
8. WALK OVER POLES AND OVER BRIDGE AND WALK INTO CHUTE.
9. BACK AROUND CORNER, BACK UP TO GATE.
10. WORK GATE LEFT HAND, OPEN WALK THROUGH, AND CLOSE GATE.



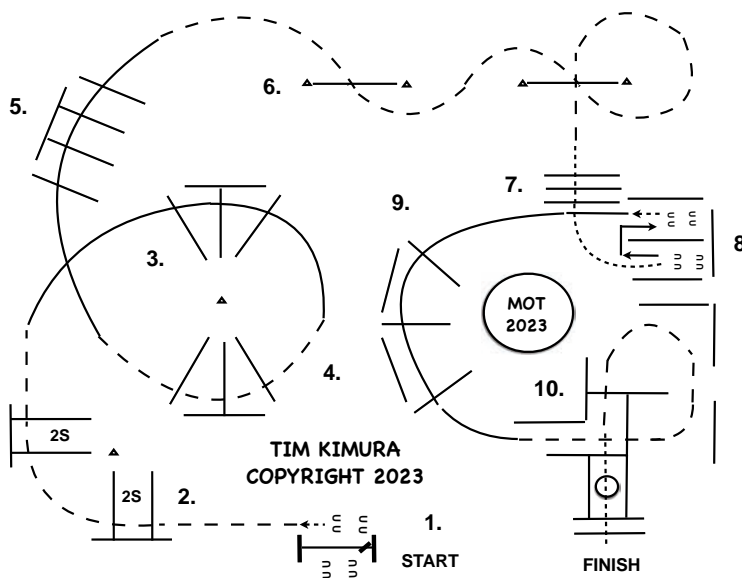
1. JOG THROUGH SERPENTINE, JOG OVER POLES.
2. STOP OR BREAK TO THE WALK, WALK OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLE, JOG BETWEEN POLES, JOG OVER POLE.
5. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT, THEN WALK OUT BOX.
6. WALK OVER POLES AND OVER BRIDGE AND WALK INTO CHUTE.
7. BACK AROUND CORNER, BACK UP TO GATE.
8. WORK GATE LEFT HAND, OPEN WALK THROUGH, AND CLOSE GATE.



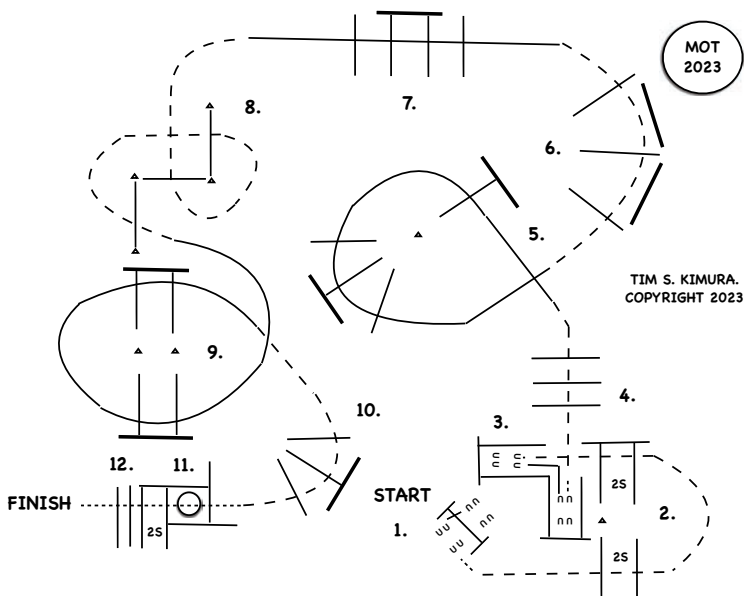
1. WALK FRONT LEGS OVER POLE, SIDE PASS LEFT, WALK OVER POLE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG OVER POLE, STOP BETWEEN POLES, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. WALK OVER POLES AND OVER BRIDGE AND WALK INTO CHUTE.
10. BACK AROUND CORNER, BACK UP TO GATE.
11. WORK GATE LEFT HAND, OPEN WALK THROUGH, AND CLOSE GATE.



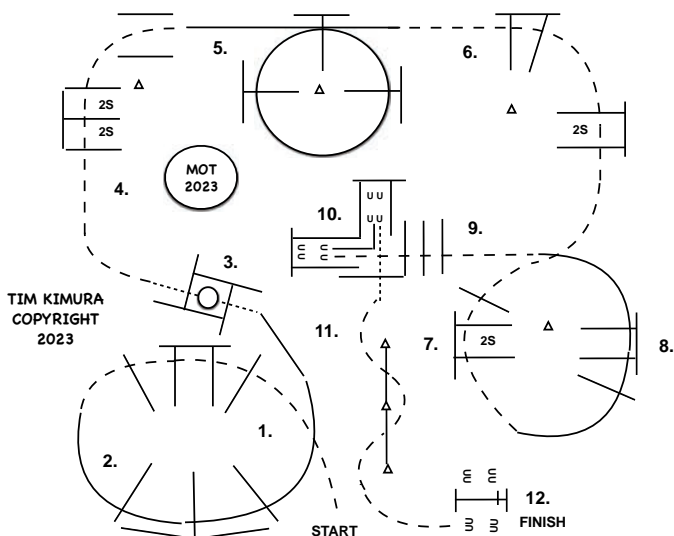
1. WORK GATE: LEFT HAND, OPEN, WALK THROUGH AND CLOSE GATE.
 2. JOG OVER POLES.
 3. STOP OR BREAK TO THE WALK, WALK OVER POLES.
 4. JOG THROUGH SERPENTINE, JOG OVER POLES.
 5. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO CHUTE.
 6. BACK A U-TURN BETWEEN POLES, WALK FORWARD A FEW STEPS.
 7. JOG OVER POLES.
 8. JOG OVER POLES.
- STOP IN FIRST BOX, THEN, WALK INTO SECOND BOX, EXECUTE A 360 TURN TO THE RIGHT AND WALK OUT BOX



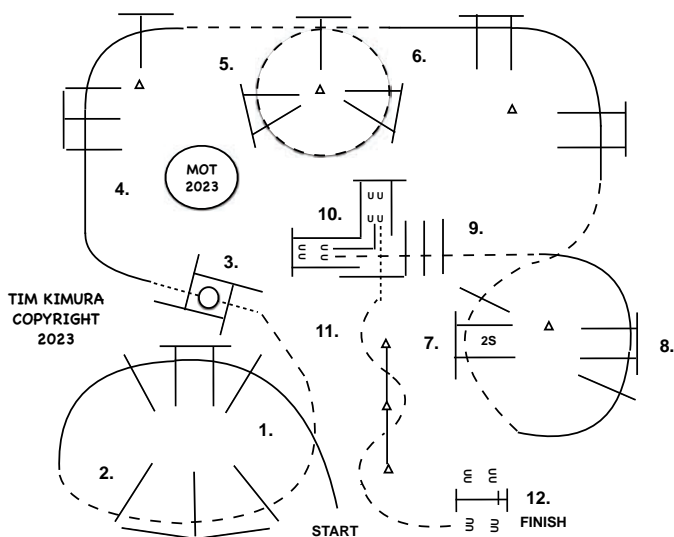
1. WORK GATE: LEFT HAND, OPEN, WALK THROUGH AND CLOSE GATE.
2. JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO CHUTE.
8. BACK A U-TURN BETWEEN POLES, WALK FORWARD A FEW STEPS.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
STOP IN FIRST BOX, THEN, WALK INTO SECOND BOX, EXECUTE A 360 TURN EITHER WAY AND WALK OUT BOX, WALK OVER POLES



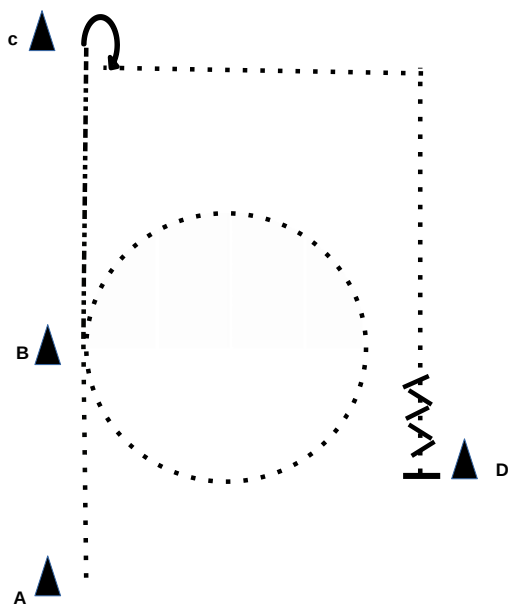
1. WORK GATE LEFT HAND, OPEN, WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLES, JOG INTO AND STOP IN CHUTE.
3. BACK AN "L" AROUND CORNER IN BETWEEN POLES.
4. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.



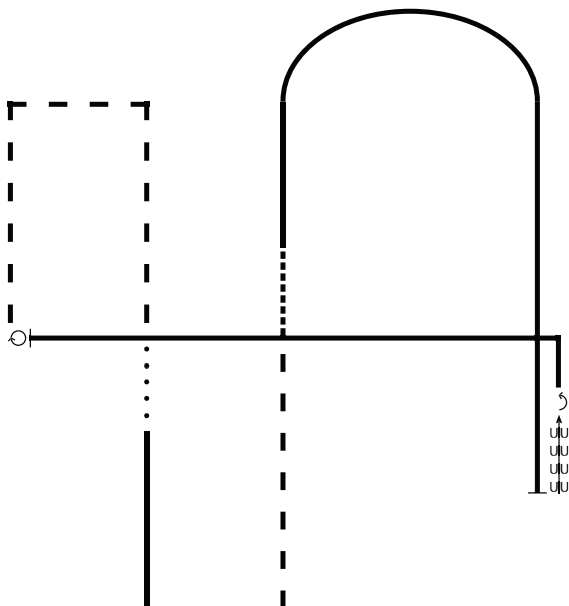
1. JOG OVER POLES.
2. LOPE OVER POLES (LEFT LEAD)
3. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
4. JOG OVER AND BETWEEN POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK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



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

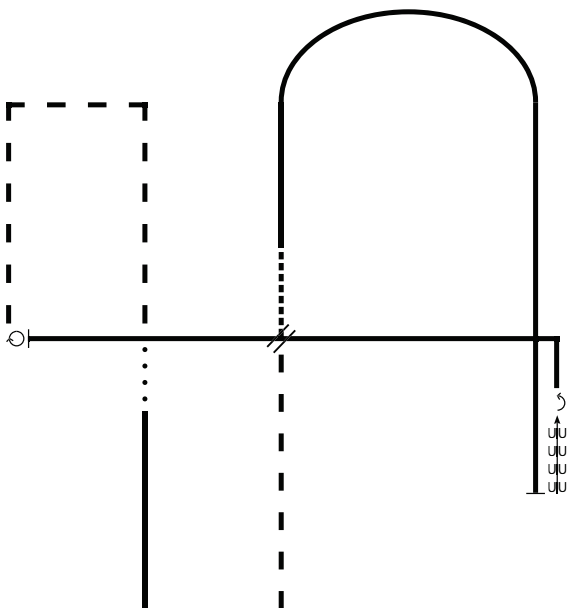


1. WALK FROM A TO B
2. PERFORM A CIRCLE AT B AT WALK
3. TROT FROM B TO C
4. STOP AT C AND PERFORM A 90° TURN TO THE RIGHT
5. WALK CORNER AND CONTINUE TO WALK TO D
6. STOP AND BACK UP APPROX. 1 HORSE LENGTH



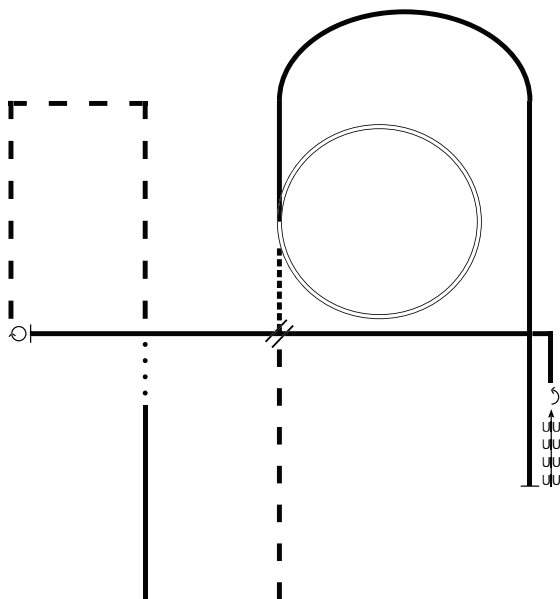
1. ENTER AT THE EXTENDED JOG, SLOW TO JOG AT CENTER 2 HORSE LENGTHS.
2. LOPE RIGHT LEAD UP CENTER AND AROUND THE END OF THE ARENA.
3. CONTINUE TO LOPE AT CENTER AND CONTINUE STRAIGHT.
4. STOP, BACK, 180° TURN LEFT.
5. LOPE LEFT LEAD TO CENTER AND SQUARE CORNER LEFT, CONTINUE STRAIGHT.
6. STOP AND 450° TURN RIGHT.
7. EXTENDED JOG 2 SQUARE CORNERS.
9. BREAK TO WALK FOR 1,5 HORSE LENGTH, LOPE LEFT LEAD TO EXIT.

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
///	Lead Change
←←←←←	Back
▲	Cone



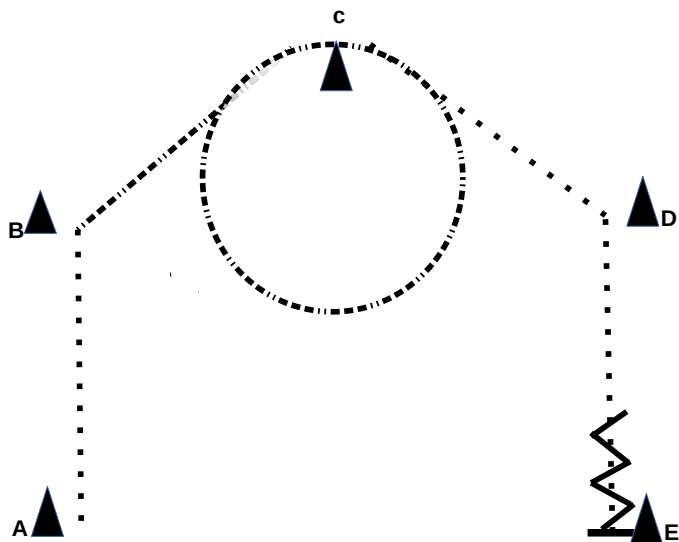
1. ENTER AT THE EXTENDED JOG, SLOW TO JOG AT CENTER 2 HORSE LENGTHS.
2. LOPE RIGHT LEAD UP CENTER AND AROUND THE END OF THE ARENA.
3. CONTINUE TO LOPE AT CENTER AND CONTINUE STRAIGHT.
4. STOP, BACK, 180° TURN LEFT.
5. LOPE LEFT LEAD TO CENTER AND SQUARE CORNER LEFT.
6. CHANGE LEADS AT CENTER AND CONTINUE STRAIGHT.
7. STOP AND 450° TURN RIGHT.
8. EXTENDED JOG 2 SQUARE CORNERS.
9. BREAK TO WALK FOR 1 HORSE LENGTH LOPE LEFT LEAD TO EXIT.

.....	Walk
-----	Jog
- - - -	Extended Jog
————	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲	Cone

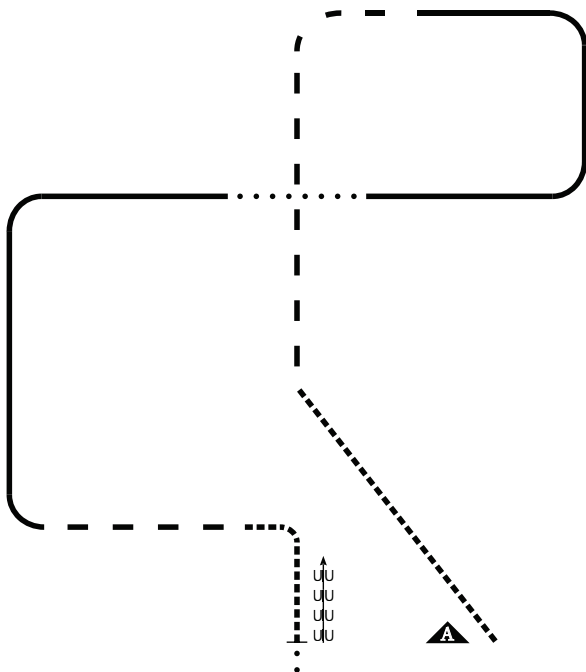


1. ENTER AT THE EXTENDED JOG, SLOW TO JOG AT CENTER.
2. LOPE RIGHT LEAD CIRCLE WITH MODERATE EXTENSION OF LOPE.
3. CLOSE CIRCLE AND COLLECT THE LOPE UP THE CENTER AND AROUND THE END OF THE ARENA.
4. CONTINUE TO LOPE AT CENTER AND CONTINUE STRAIGHT.
5. BACK, 180° TURN LEFT.
6. LOPE LEFT LEAD TO CENTER AND SQUARE CORNER LEFT.
7. CHANGE LEADS AT CENTER AND CONTINUE STRAIGHT.
8. STOP AND 450° TURN RIGHT.
9. EXTENDED JOG 2 SQUARE CORNERS.
10. BREAK TO WALK FOR 1 HORSE LENGTH, LOPE LEFT LEAD TO EXIT.


.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
////	Lead Change
←←←←←	Back
▲	Cone

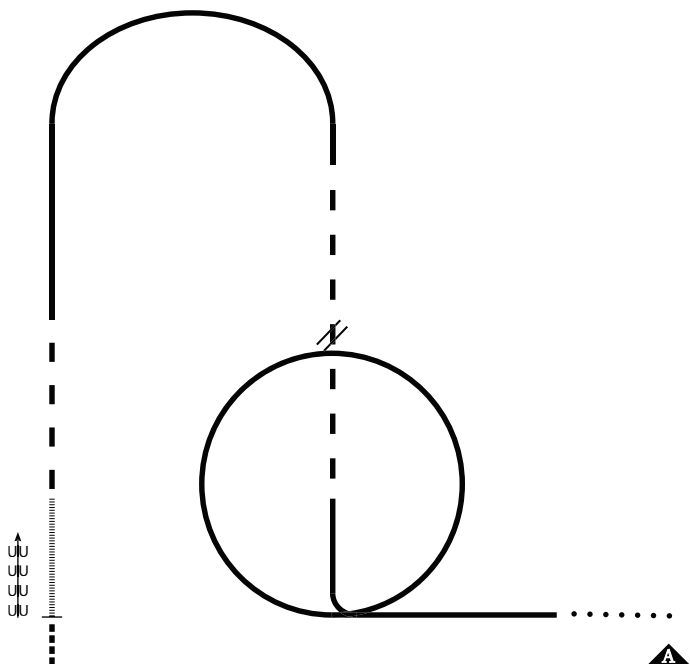


1. WALK FROM A TO B
2. POSTING TROT EITHER DIAGONAL FROM B TO C
3. SITTING TROT CIRCLE AROUND C
4. WALK FROM C TO D
5. 2 POINT WALK FROM D TO E
6. STOP AT E AND BACK UP APPROXIMATELY ONE HORSE LENGTH



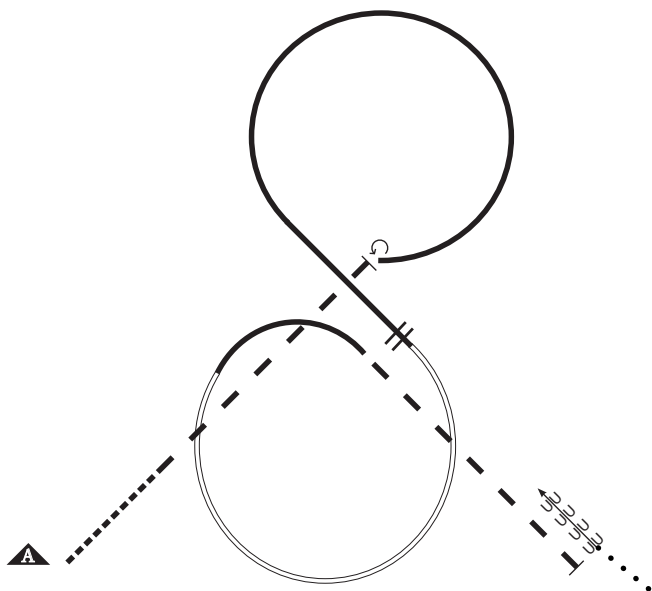
1. BEGIN AT A, SITTING TROT ACROSS THE DIAGONAL TO CENTER.
2. POSTING TROT LEFT DIAGONAL UP THE MIDLINE OF THE ARENA, AROUND CORNER.
3. CANTER RIGHT LEAD.
4. WALK 2 HORSE LENGTHS.
5. CANTER LEFT LEAD.
6. POSTING TROT RIGHT DIAGONAL.
7. SITTING TROT AROUND CORNER AND STRAIGHT.
8. HALT AND BACK, PATTERN IS COMPLETE.
9. EXIT AT A WALK.

.....	Walk
-----	Sitting Trot
- - - -	Trot
=====	Canter
=====	Hand Gallop
///	Lead Change
← 3 3 3 3	Back
	Cone



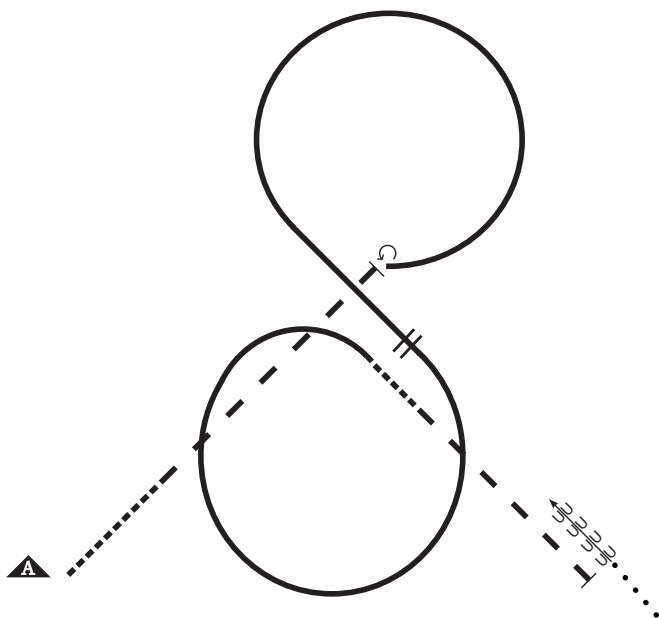
1. BEGIN AT A, WALK 1 HORSE LENGTH,
CANTER RIGHT LEAD TO CENTER AND
CIRCLE.
2. CLOSE CIRCLE AND CORNER RIGHT
DOWN MIDLINE OF ARENA.
3. HALFWAY TO CENTER BREAK TO
POSTING TROT LEFT DIAGONAL.
4. CHANGE DIAGONALS AT CENTER.
5. CANTER LEFT LEAD AS SHOWN.
6. AT CENTER, BREAK TO POSTING TROT
RIGHT DIAGONAL.
7. TWO POINT TROT.
8. HALT, BACK.
9. EXIT AT SITTING TROT.

.....	Walk
-----	Sitting Trot
- - - -	Trot
	2 Point Trot
=====	Canter
=====	Hand Gallop
///	Change Diagonal
← 3 3 3 3	Back
▲ A	Cone



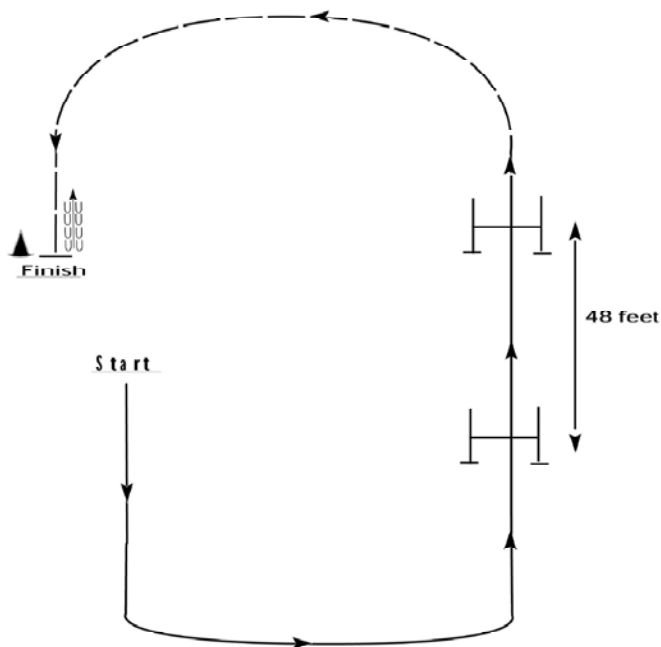
1. START AT A. SITTING TROT.
2. POSTING TROT LEFT DIAGONAL TO MIDDLE OF PATTERN.
3. STOP. 270° TURN LEFT ON FOREHAND.
4. CANTER LEFT LEAD CIRCLE.
5. CHANGE LEADS (SIMPLE OR FLYING)
6. HAND GALLOP RIGHT LEAD 3/4 CIRCLE.
7. COLLECT CANTER.
8. AT TOP OF CIRCLE POSTING TROT RIGHT DIAGONAL.
9. WHEN EVEN WITH A STOP AND BACK.
10. EXIT AT WALK

• • • • •	Walk
■ ■ ■ ■ ■	Sitting Trot
■ ■ ■	Trot
—————	Canter
=====	Hand Gallop
//	Lead Change
← 3 3 3 3 3	Back
▲ A	Cone







1. START AT A. SITTING TROT.
2. POSTING TROT LEFT DIAGONAL TO MIDDLE OF PATTERN.
3. STOP. 270° TURN LEFT ON FOREHAND.
4. CANTER LEFT LEAD CIRCLE.
5. CHANGE LEADS (SIMPLE OR FLYING)
6. CANTER RIGHT LEAD 3/4 CIRCLE.
7. AT TOP OF CIRCLE SITTING TROT FOR APPROXIMATELY TWO STRIDES.
8. POSTING TROT RIGHT DIAGONAL.
9. WHEN EVEN WITH A STOP AND BACK.
10. EXIT AT WALK

• • • • •	Walk
• • • • • • • •	Sitting Trot
— — —	Trot
————	Canter
=====	Hand Gallop
//	Lead Change
← 3 3 3 3	Back
▲ A	Cone



1. FENCES ARE SET APPROXIMATELY 48 FEET APART.
2. AFTER 2ND FENCE, HAND GALLOP TO MARKER AND STOP AND BACK APPROXIMATELY ONE HORSE LENGTH.
3. DROP YOUR REINS TO SIGNIFY COMPLETION

Canter	
Back	
Hand Gallop	
Marker	

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