
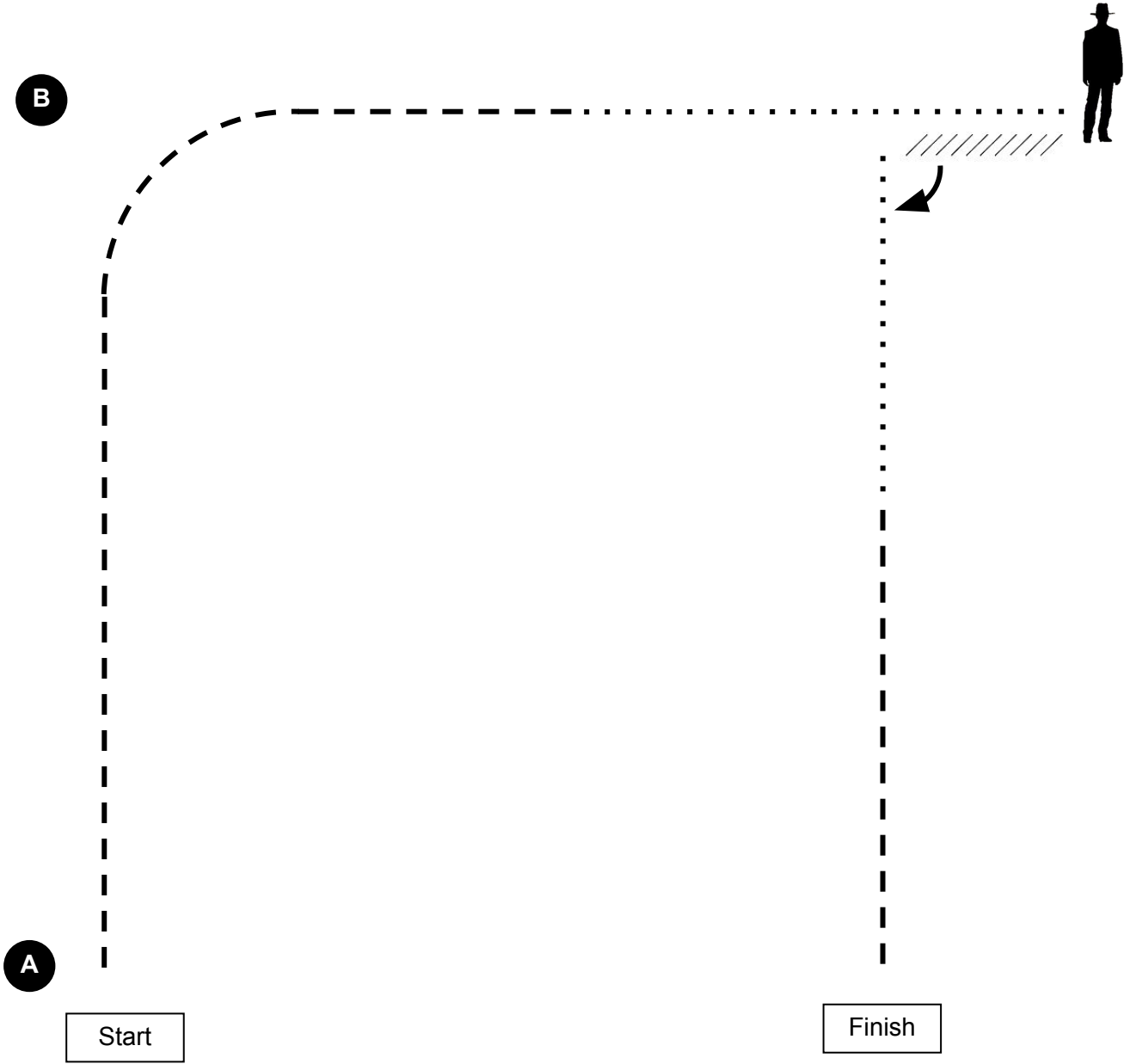


Instructions

1. Be ready at cone A. Trot to cone B.
2. At B, walk a corner to the right.
3. Walk to the judge.
4. Stop in front of the judge and set up for inspection.
5. After inspection, turn 90° to the right.
6. Walk to A. Pattern is complete when horse and shower pass A.

Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Stop X (X symbol)
- Turn  (curved arrow symbol)

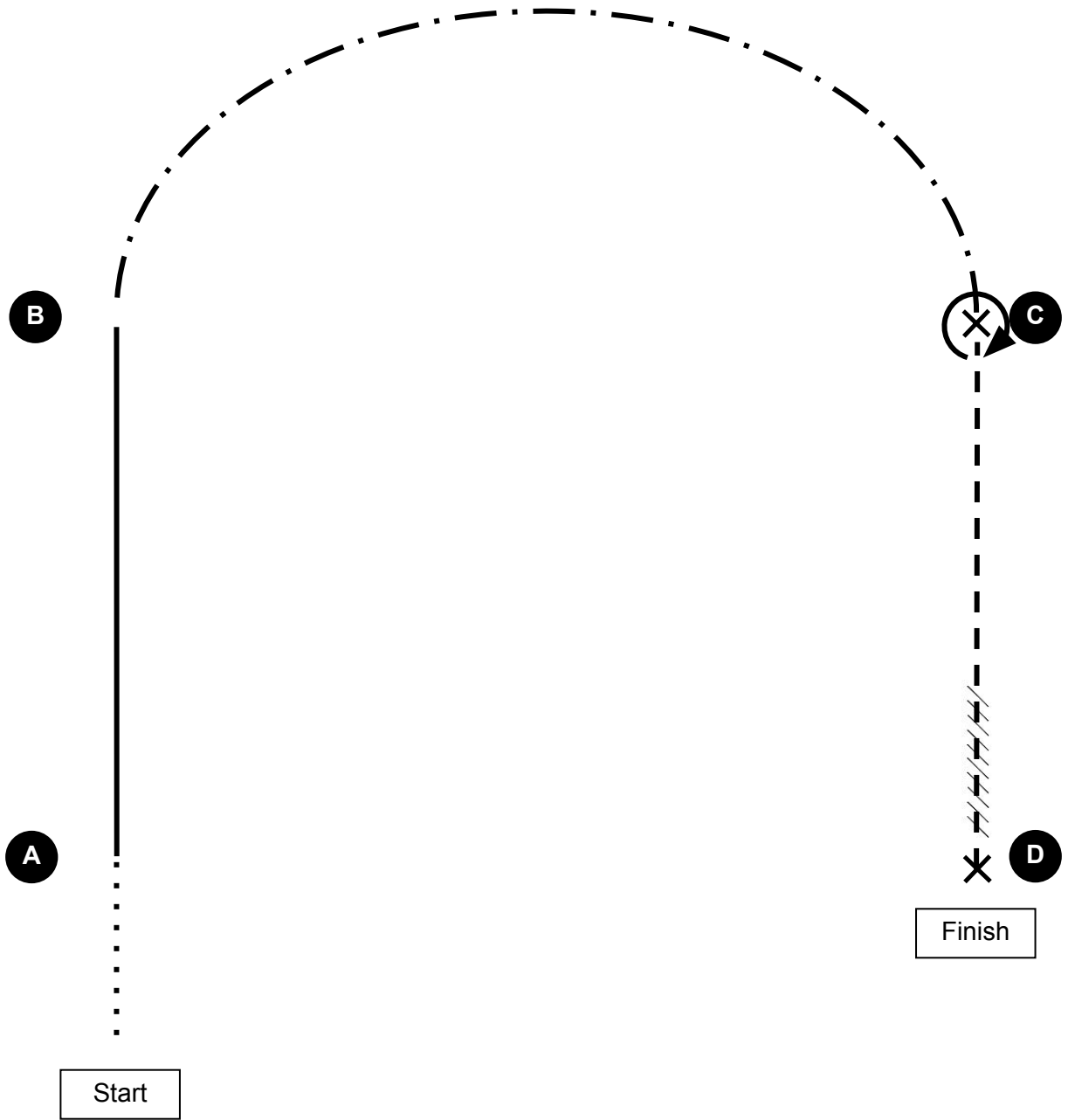


Instructions

1. Be ready at cone A. Trot to cone B.
2. At B, trot a corner to the right.
3. Halfway to the judge, walk.
4. Stop in front of the judge and set up for inspection.
5. After inspection, back at least 1 horse length. Turn 90° to the right.
6. Walk halfway to A, Trot until even with A. Pattern is complete when horse and shower pass A.

Key

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Stop X (cross symbol)
- Back // / / / / / (hatched line)
- Turn ↻ (curved arrow symbol)

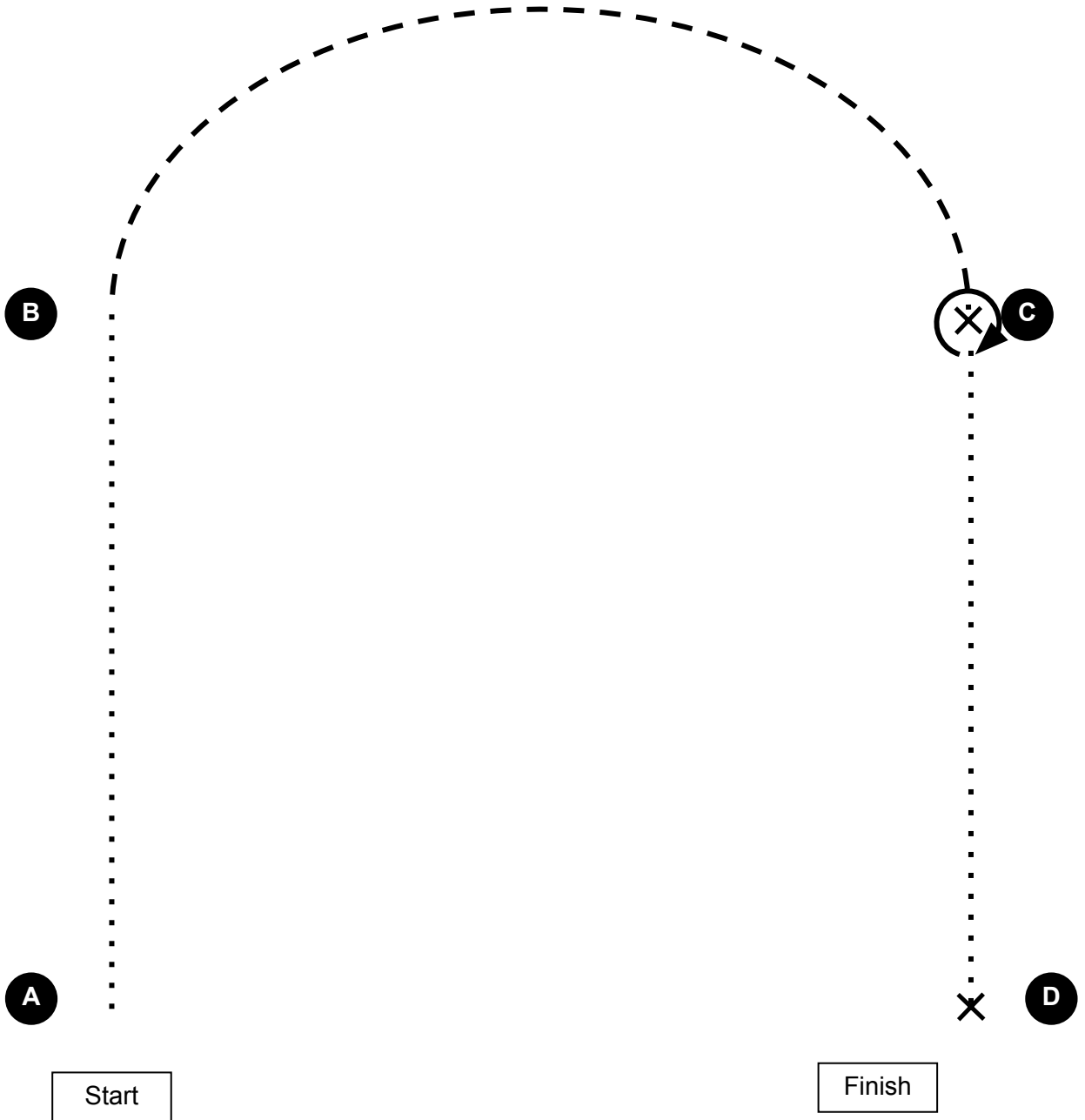


Instructions

1. Be ready before cone A. Walk to A.
2. At A, lope on the Right lead to cone B.
3. At B, drop to a posting trot on the left diagonal in an arc to cone C.
4. At C, stop. Turn 360° to the right on the forehand.
5. Sit the trot to D.
6. At D, stop and back at least one horse length.

Key

| | |
|--------------|---------------|
| Walk | |
| Trot | ----- |
| Posting Trot | ----- . ----- |
| Canter | ————— |
| Stop | X |
| Back | ////// |
| Turn | ↻ |

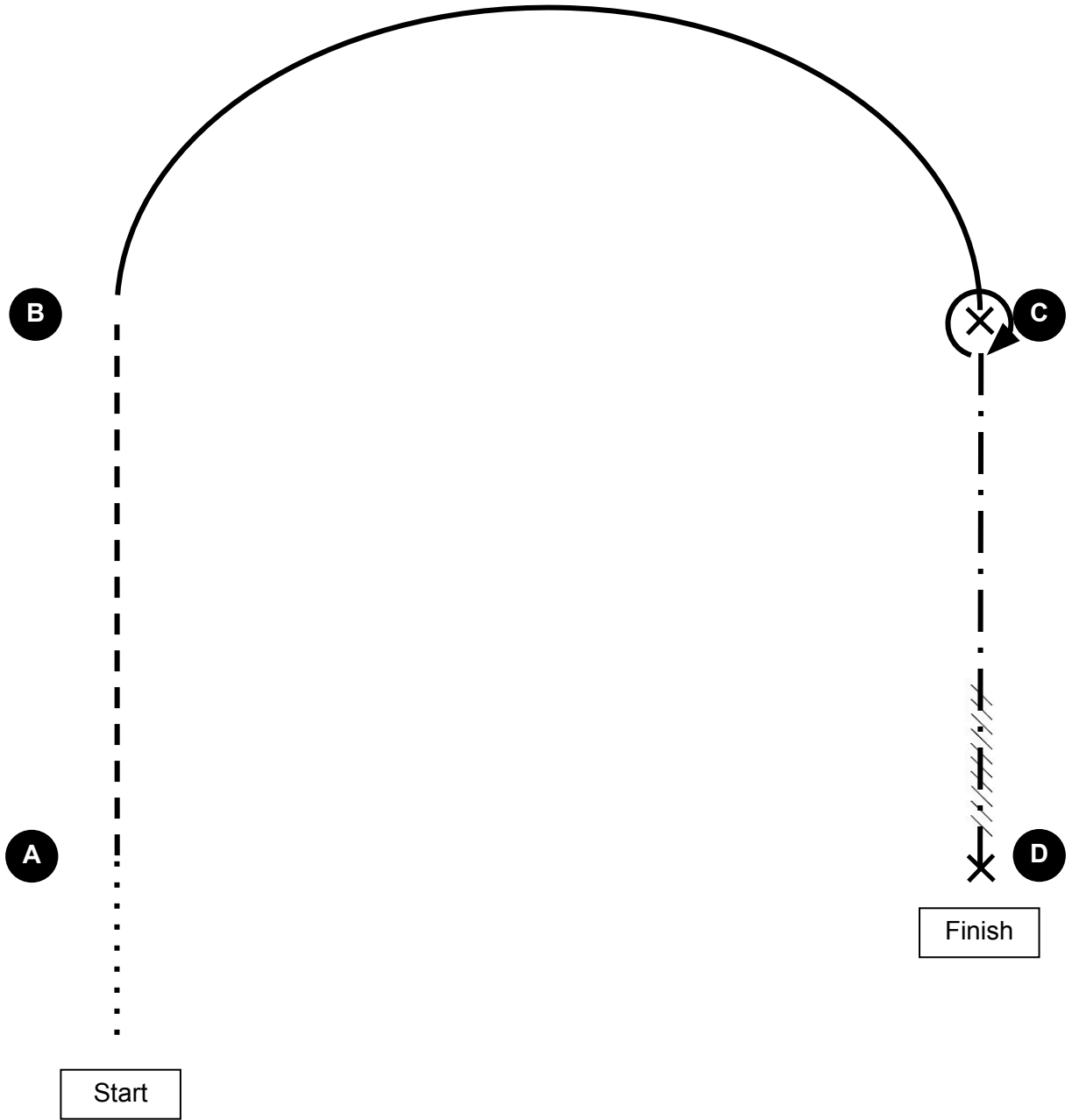


Instructions

1. Be ready at cone A. Walk to cone B.
2. At B, jog in an arc to cone C.
3. Stop at C.
4. Turn 360°right.
5. Walk to D.
6. Stop. Pattern is complete.

Key

- | | |
|------|-----------|
| Walk | |
| Jog | - - - - - |
| Stop | X |
| Turn | ↻ |

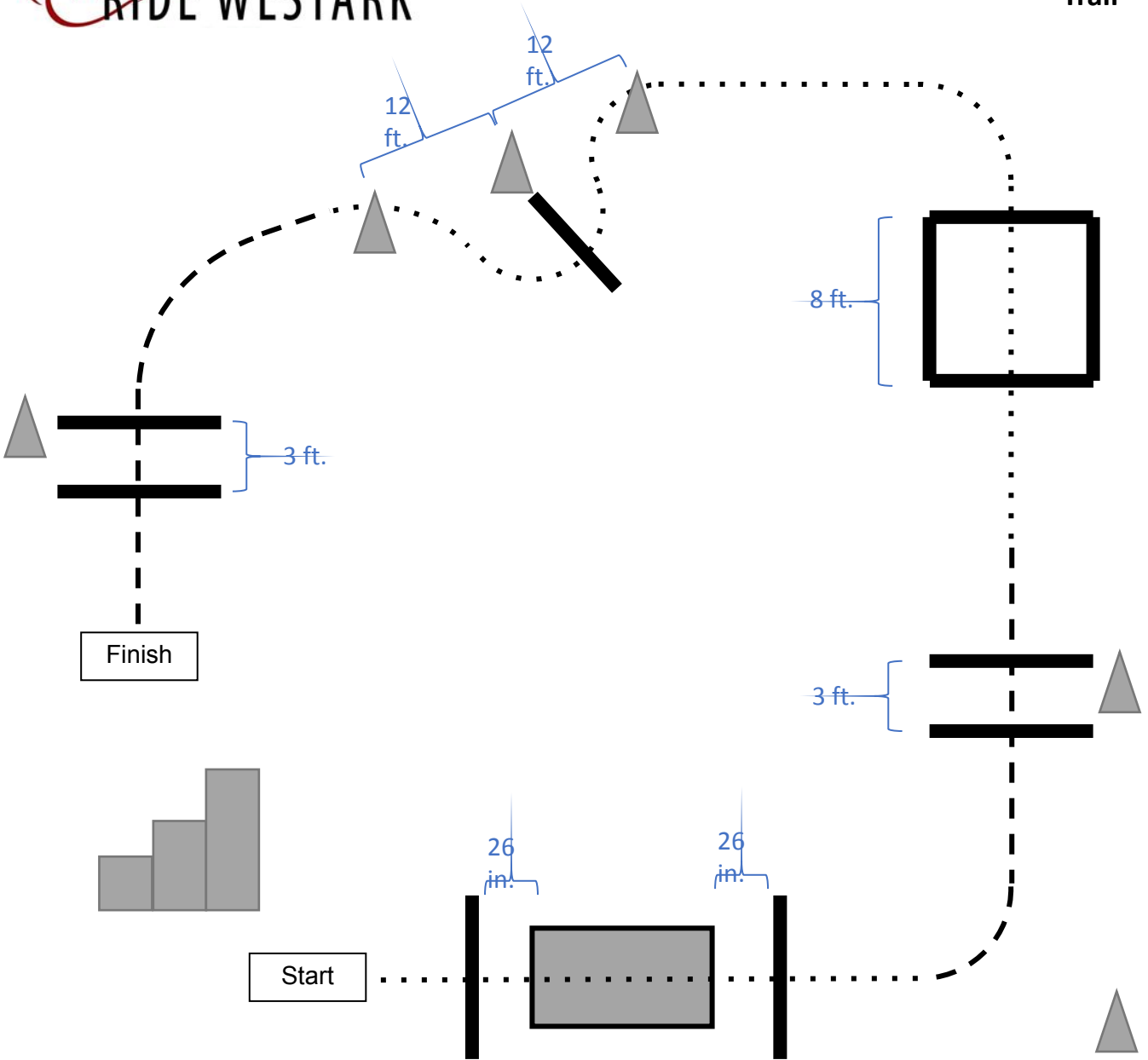


Instructions

1. Be ready before cone A. Walk to A.
2. Begin jogging at A and continue to cone B.
3. At B, canter in the right lead to cone C.
4. When even with cone C, stop. Turn 360° to the right.
5. Extend the jog to cone D.
6. Stop at D and back at least one horse length.

Key

- | | |
|--------------|--------|
| Walk | |
| Jog | ----- |
| Extended Jog | — . — |
| Lope | ———— |
| Stop | X |
| Back | ////// |
| Turn | ↶ |

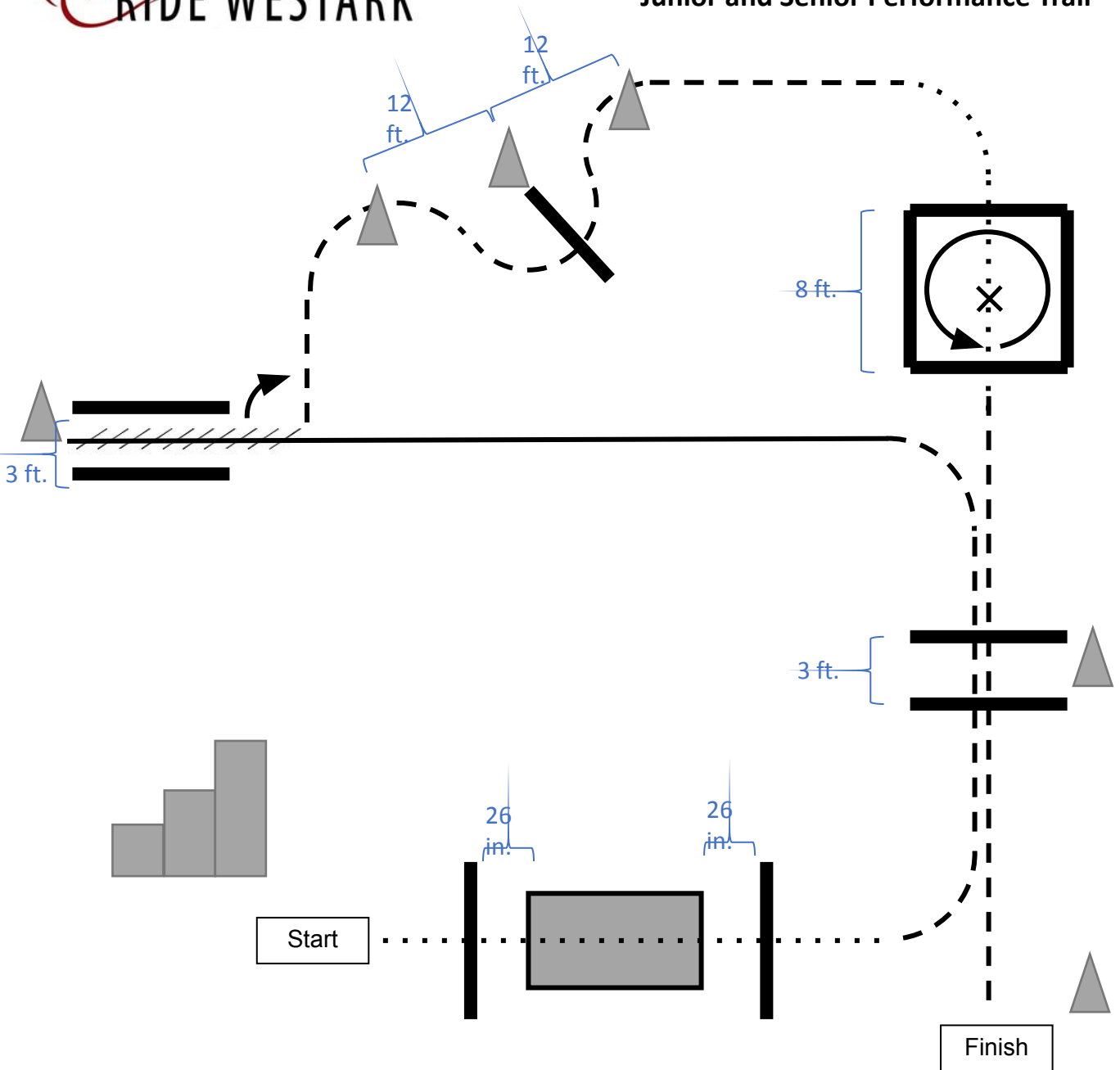


Instructions

1. Be ready before the bridge. Walk over the pole, bridge, and pole.
2. Jog over the two poles.
3. Walk through the box.
4. Walk through the serpentine and over the middle pole.
5. Jog over the two poles to exit
- 6.
- 7.

Key

| | |
|------|--------|
| Walk | |
| Jog | ----- |
| Lope | ===== |
| Stop | X |
| Back | ////// |
| Turn | ↻ |

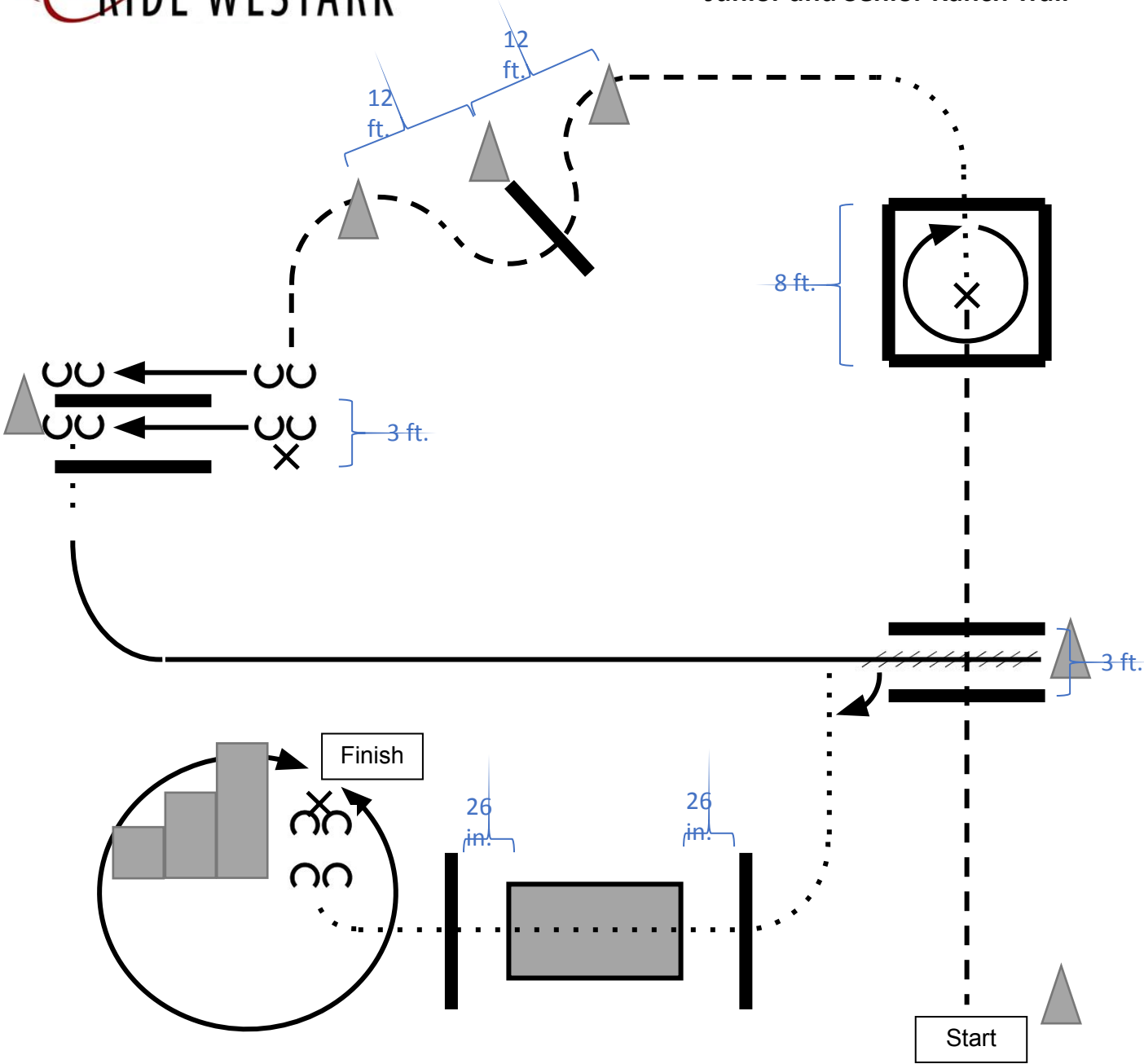


Instructions

1. Be ready before the bridge. Walk over the pole, bridge, and pole.
2. Pick up a jog and jog over the two poles.
3. Lope across the arena on a left lead into the chute. Stop.
4. Back out of the chute. Pivot right.
5. Jog through the serpentine, crossing the pole in the center.
6. Walk into the box. Turn 360° right. Walk out of box.
7. Jog over poles to finish.
 Pattern is complete when rider and horse pass "finish" cone.

Key

| | |
|------|-----------|
| Walk | |
| Jog | - - - - - |
| Lope | ————— |
| Stop | × |
| Back | ////// |
| Turn | ↻ |



Instructions

1. Be ready at the start cone. Jog over the poles.
2. Jog into the box and stop. Turn 360° to the right.
3. Walk out of the box. Jog the serpentine including over the pole in the middle.
4. Stop. Sidepass right over the pole indicated.
5. Walk over poles. Pick up a left lead and lope into the chute.
6. Stop in the chute. Back out and pivot right.
7. Walk over the pole, bridge, and pole.
8. Walk up to the mounting block and stop. Dismount (rider may use mounting block or not, it's up to them). Ground tie and walk a full circle around the mounting block. Pattern is complete when rider gathers reins.

Key

| | |
|------|--------|
| Walk | |
| Jog | ----- |
| Lope | ===== |
| Stop | X |
| Back | ////// |
| Turn | ↻ |