# PATTERN BOOK

THE CELEBRATION JUNE 27-JULY 7 LAS VEGAS, NV

## **The Celebration** Reining (L1 Youth and L1 Amateur)

Show Date: Thur June 27

**REINING PATTERN 11** 

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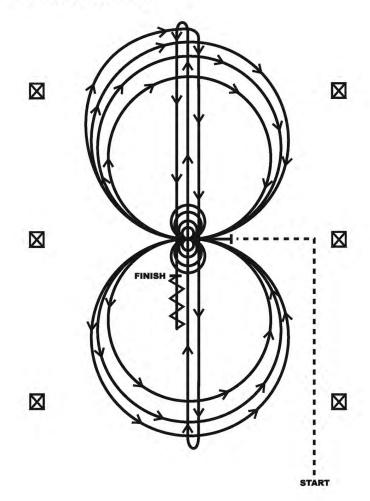
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Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

- I. Complete four spins to the left. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 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.
- 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.
- 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.

Pattern Provided by: The Judges

## The Celebration Reining (Youth, Amateur, Select, Junior, Senior)

#### Show Date: Thurs June 27

REINING PATTERN 9

- 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 horse is facing the left wall or fence. Hesitate.
- 4. Beginning on the left lead, 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. 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.
- 6. 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.
- 7. Continue back around the 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 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 Provided by: The Judges ≶

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### **RANCH TRAIL CLASSES** L1Open, L1 Yth, Youth, L1 Am

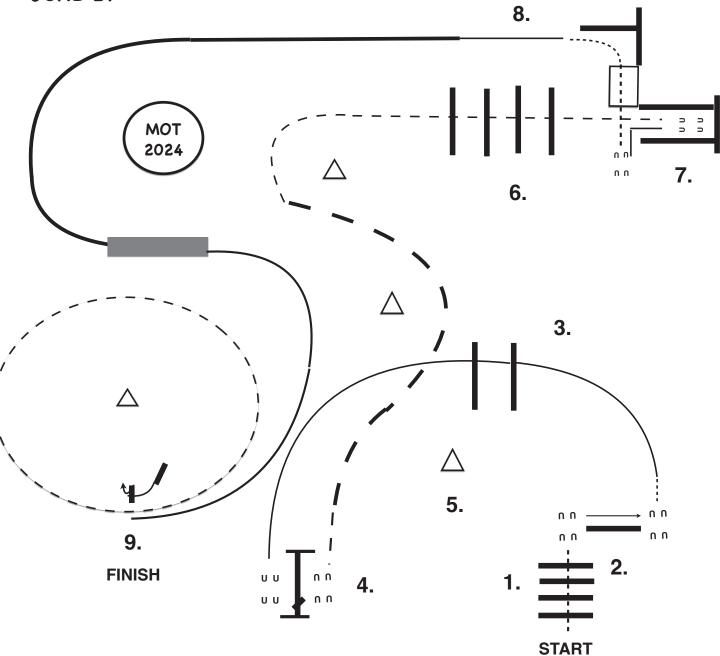
**JUNE 27** 

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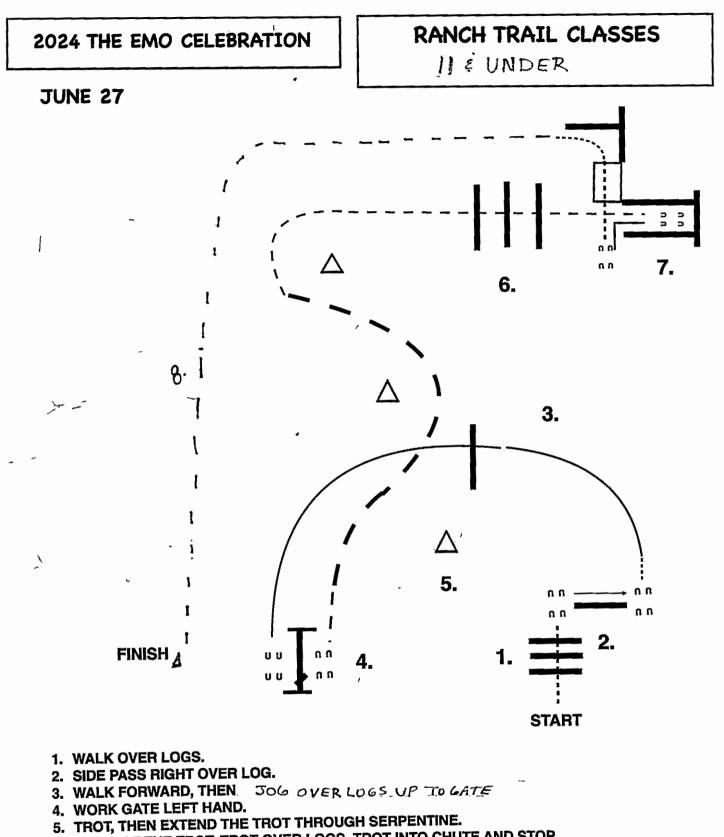
- 1. WALK OVER LOGS.
- 2. SIDE PASS RIGHT OVER LOG.
- 3. WALK FORWARD, THEN LOPE LEFT LEAD OVER LOGS, LOPE UP TO GATE.
- 4. WORK GATE LEFT HAND.
- 5. TROT, THEN EXTEND THE TROT THROUGH SERPENTINE.
- 6. COLLECT THE TROT, TROT OVER LOGS, TROT INTO CHUTE AND STOP.
- 7. BACK AROUND CORNER BETWEEN LOGS, WALK OVER BRIDGE, TURN LEFT.
- 8. LOPE LEFT LEAD, THEN EXTEND THE LOPE AND CHANGE LEADS (SIMPLE OR FLYING) COLLECT THE LOPE AND LOPE UP TO DRAG.
- 9. WORK DRAG WALK OR TROT AROUND MARKER. YOUTH TRAIL, PICK UP BUCKET TROT AROUND CONE, RETURN BUCKET.

### RANCH TRAIL CLASSES AMATEUR - SELECT - OPEN

**JUNE 27** 



- 1. WALK OVER LOGS.
- 2. SIDE PASS RIGHT OVER LOG.
- 3. WALK FORWARD, THEN LOPE LEFT LEAD OVER LOGS, LOPE UP TO GATE.
- 4. WORK GATE LEFT HAND.
- 5. TROT, THEN EXTEND THE TROT THROUGH SERPENTINE.
- 6. COLLECT THE TROT, TROT OVER LOGS, TROT INTO CHUTE AND STOP.
- 7. BACK AROUND CORNER BETWEEN LOGS, WALK OVER BRIDGE, TURN LEFT.
- 8. LOPE LEFT LEAD, THEN EXTEND THE LOPE AND CHANGE LEADS (SIMPLE OR FLYING) COLLECT THE LOPE AND LOPE UP TO DRAG.
- 9. WORK DRAG WALK OR TROT AROUND MARKER.



6. COLLECT THE TROT, TROT OVER LOGS, TROT INTO CHUTE AND STOP.

7. BACK AROUND CORNER BETWEEN LOGS, WALK OVER BRIDGE, TURN LEFT.

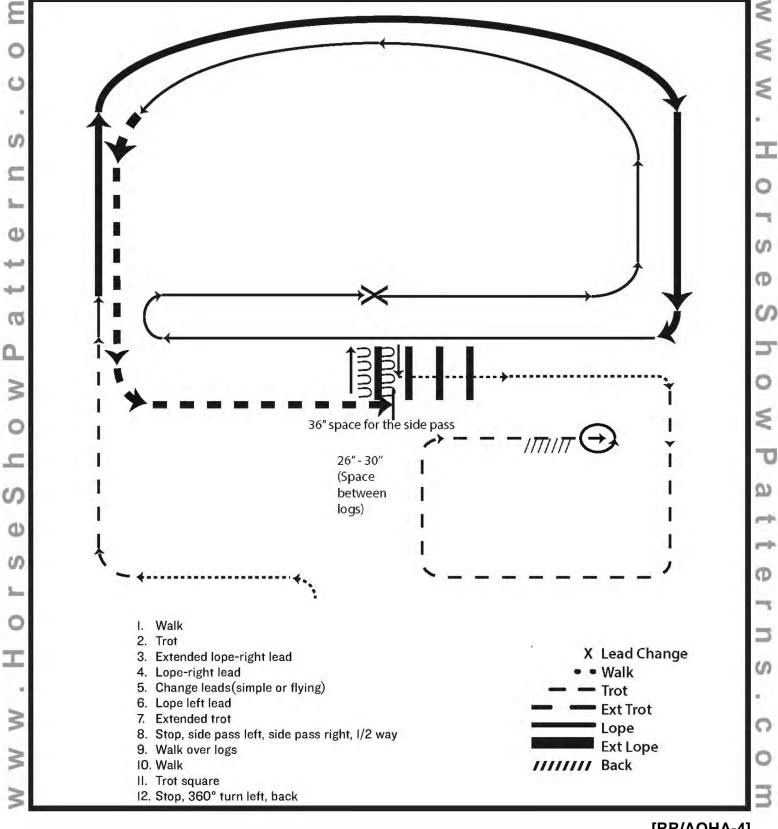
8. JOG AROUND CORNER. STOP AT FINISH-

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## The Celebration Ranch Riding (L1 Open, Jr, Am, Sr)

Show Date: Thurs June 27



**Pattern Provided by:** 

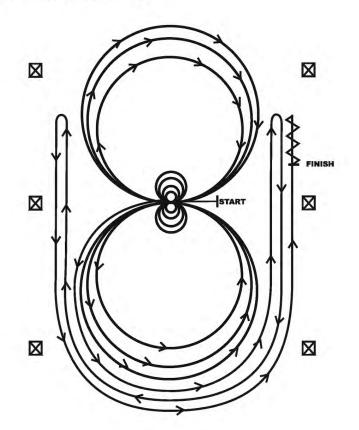
[RR/AQHA-4]

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## The Celebration Reining (Amateur, Junior, Senior)

Show Date: Fri June 28

**REINING PATTERN 13** 



Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence. I. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena

2. Complete four spins to the left. Hesitate.

- Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
- 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.
- 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 20 feet (6meters) from the wall or fence-no hesitation.
- 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 20 feet (6 meters) from the wall or fence-no hesitation.
- 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

Pattern Provided by: The Judges ≶

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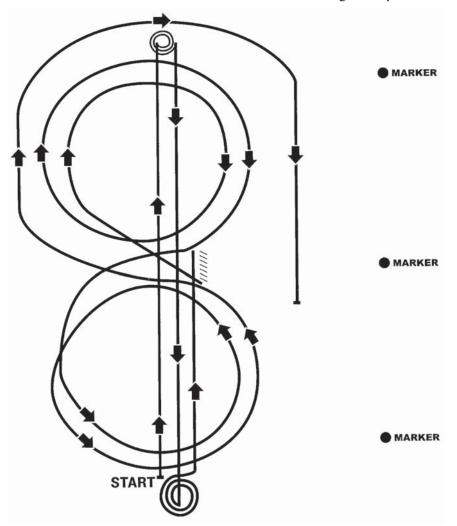
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#### **WORKING COW HORSE PATTERN 4**

THE CELEBRATION - All Cowhorse / Boxing Friday June 28



- 1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
- 2. Complete 3 I/2 spins to the left.
- 3. Run to other end of arena past the end marker and stop.
- 4. Complete 3 I/2 spins to the right.
- **5.** Run past the center marker and stop. Back at least IO feet. Complete I/4 turn to the left, hesitate.
- **6.** Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
- **7.** Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

#### Pattern 4

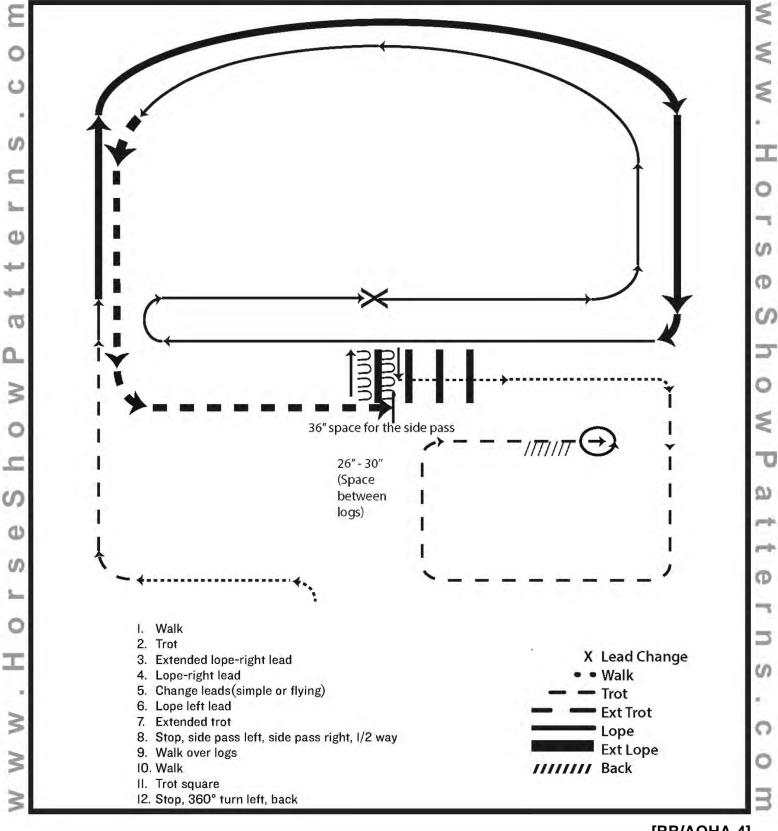
- Stop and back up and I/4 turn
   Right circles and left
- 2. 3 I/2 left spins
- 3. Stop

I. Stop

- circles
- **4.** 3 I/2 right spins **7.** Stop

## **The Celebration** Ranch Riding (L1 Yth, Youth, L1 Am, Select)

Show Date: Fri June 28



**Pattern Provided by:** 

[RR/AQHA-4]

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## The Celebration Reining (L1 Yth, Youth, L1 Am, Select )

Show Date: Sat June 29

REINING 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.

- I. Complete four spins to the right. Hesitate.
- 2. Complete four spins to the left. Hesitate,

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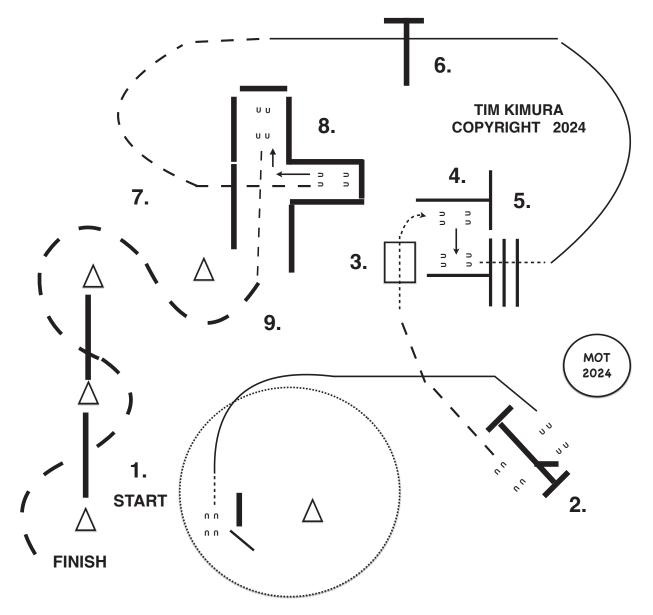
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads 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 Provided by: The Judges [R/AQHAP-6]

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### **RANCH TRAIL CLASSES** L1 Open, L1 Yth, Youth, L1 Am

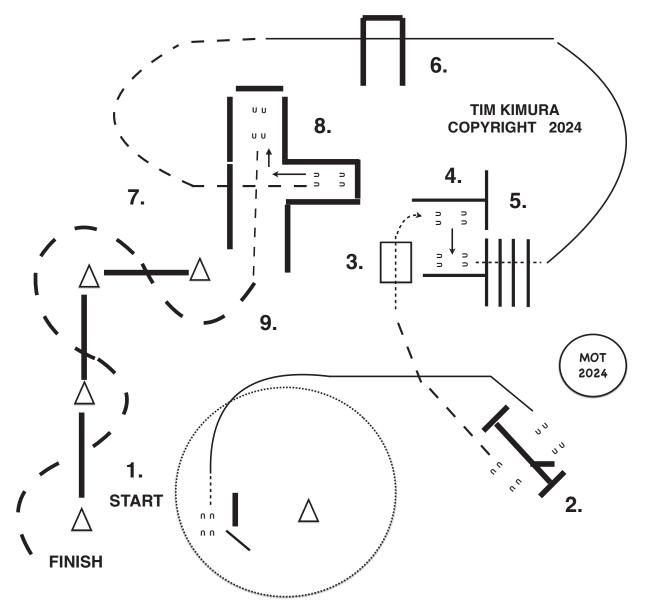
**JUNE 29** 



- 1. START AT DRAG, WORK DRAG RIGHT HAND. WALK OR TROT AOUND CONE. YOUTH TRAIL CARRY COAT AND TROT AROUND CONE WITH COAT AND RETURN.
- 2. YOU MUST WALK FORWARD, THEN LOPE RIGHT LEAD UP TO GATE. WORK GATE RIGHT HAND.
- 3. TROT TO BRIDGE, BREAK TO THE WALK, WALK OVER BRIDGE.
- 4. TURN RIGHT OFF BRIDGE, STOP AND SIDE PASS RIGHT.
- 5. WALK OVER LOGS.
- 6. LOPE OVER LOGS LEFT LEAD.
- 7. BREAK TO THE TROT, TROT OVER LOGS, TROT INTO CHUTE AND STOP.
- 8. BACK BETWEEN POLES, BACK AROUND CORNER.
- 9. TROT OUT CHUTE, THEN EXTEND THE TROT THROUGH SERPENTINE,

### RANCH TRAIL CLASSES AMATEUR - SELECT - OPEN

**JUNE 29** 

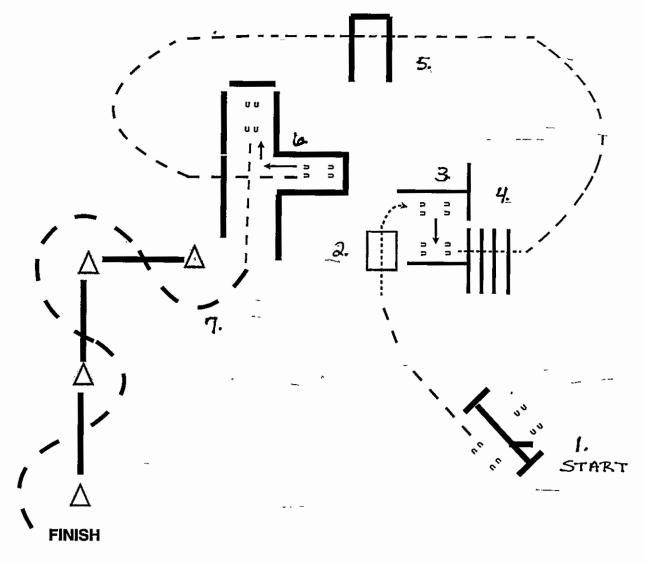


- 1. START AT DRAG, WORK DRAG RIGHT HAND. WALK OR TROT AOUND CONE.
- 2. YOU MUST WALK FORWARD, THEN LOPE RIGHT LEAD UP TO GATE. WORK GATE RIGHT HAND.
- 3. TROT TO BRIDGE, BREAK TO THE WALK, WALK OVER BRIDGE.
- 4. TURN RIGHT OFF BRIDGE, STOP AND SIDE PASS RIGHT.
- 5. WALK OVER LOGS.
- 6. LOPE OVER LOGS LEFT LEAD.
- 7. BREAK TO THE TROT, TROT OVER LOGS, TROT INTO CHUTE AND STOP.
- 8. BACK BETWEEN POLES, BACK AROUND CORNER.
- 9. TROT OUT CHUTE, THEN EXTEND THE TROT THROUGH SERPENTINE, EXTEND THE TROT TROT OVER LOGS.

## RANCH TRAIL CLASSES

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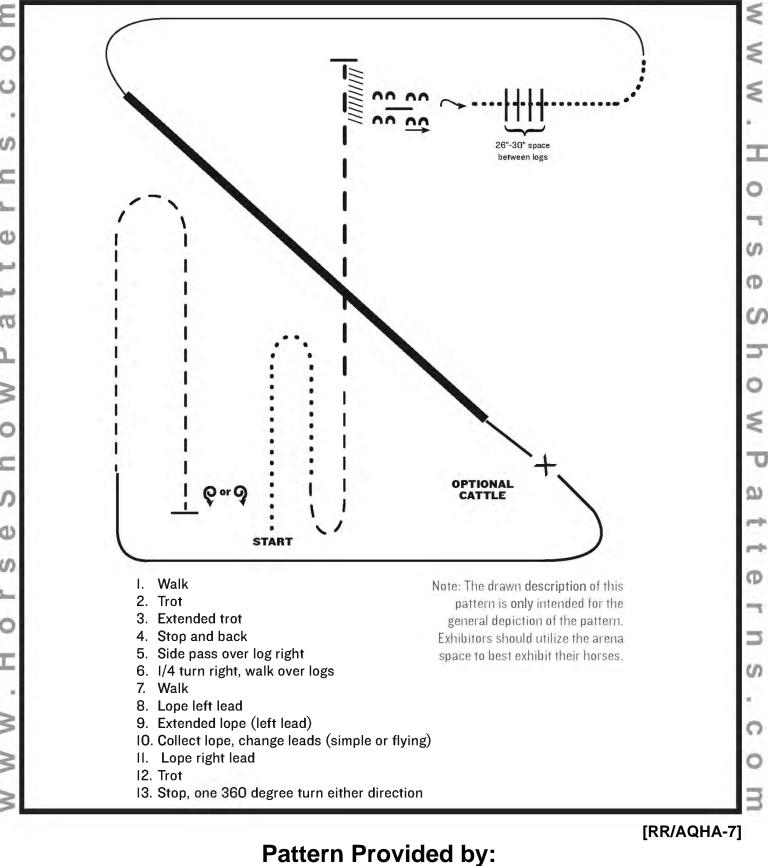
- WORK GATE RIGHT HAND.
- 2. TROT TO BRIDGE, BREAK TO THE WALK, WALK OVER BRIDGE.
- 3. TURN RIGHT OFF BRIDGE, STOP AND SIDE PASS RIGHT.
- 4. WALK OVER LOGS.

5. TROT OVER LOGS, TROT INTO CHUTE AND STOP.

- G BACK BETWEEN POLES, BACK AROUND CORNER.
- 7. TROT OUT CHUTE, THEN EXTEND THE TROT THROUGH SERPENTINE, EXTEND THE TROT TROT OVER LOGS.

### Ranch Riding (L1 Open, Jr, Am, Senior)

Show Date: Sat June 29



## **The EMO Celebration**

### Reining (All Classes)

Show Date: Sun June 30

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**REINING PATTERN 7**  $\mathbf{X}$  $\mathbf{X}$  $\mathbf{X}$  $\mathbf{X}$ FINISH X X START

- I. 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 or at least ten feet (three meters). 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 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 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 (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Pattern Provided by: The Judges

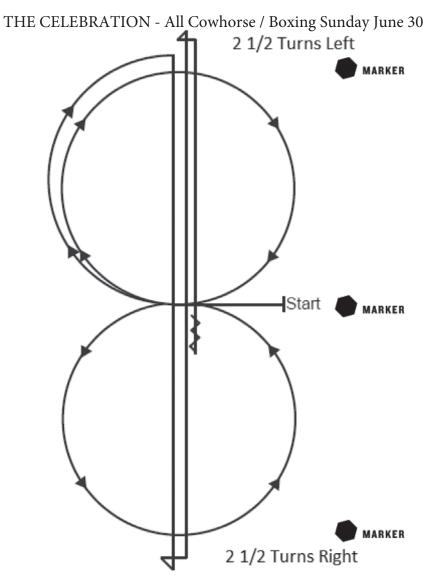
[R/AQHAP-7]

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#### **WORKING COW HORSE PATTERN 6**



Trot to center of arena, stop. Start pattern facing towards judge.

- 1. Beginning on the right lead lope one circle to the right. Change leads at the center of arena.
- **2.** Complete one circle to the left. Change leads at the center of arena.
- **3.** Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
- **4.** Complete 2 I/2 spins to the right.
- **5.** Run to the other end of the arena, past the end marker and come to a sliding stop.
- 6. Complete 2 I/2 spins to the left.
- **7.** Run past the center marker, stop, and back at least IO feet. Hesitate to complete pattern.

Pattern 6	<ol> <li>4. 2 I/2 right spins</li> </ol>
<ol> <li>Right circle</li> </ol>	5. Stop
2. Left circle	6. 2 1/2 left spins

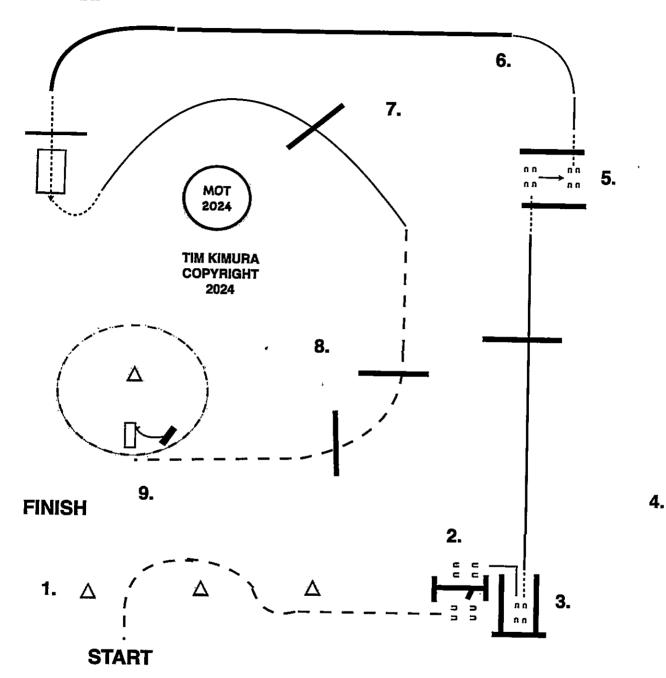
**3.** Stop **7.** Stop and back up

This pattern may be used as a lope-in pattern; refer to SHW505.2.

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## RANCH TRAIL CLASSES

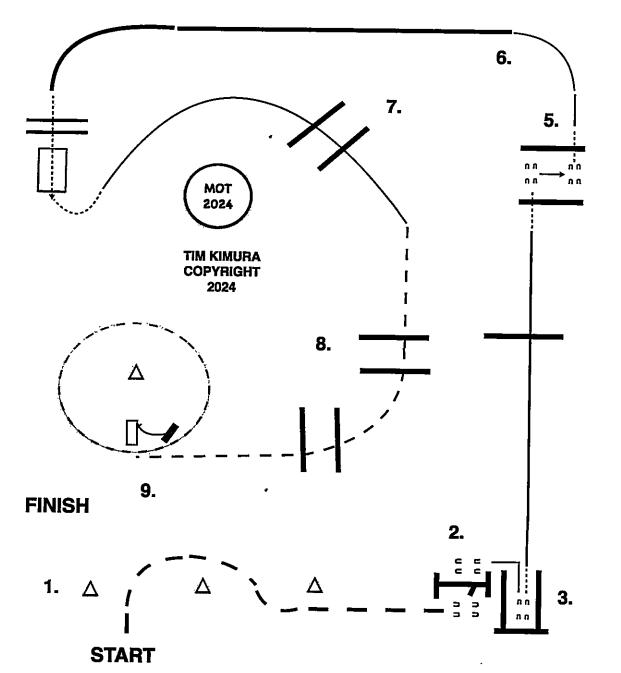
JUNE 30



- 1. TROT BETWEEN MARKERS AND UP TO GATE.
- 2. WORK GATE LEFT HAND,
- 3. BACK AROUND CORNER, BACK BETWEEN LOGS, WALK FORWARD.
- 4. LOPE OVER LOG LEFT LEAD.
- 5. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS RIGHT BETWEEN LOGS, WALK OVER LOG.
- 6. LOPE LEFT LEAD AND THEN EXTEND THE UP TO LOGS, BREAK TO WALK, WALK OVER LOG AND WALK OVER BRIDGE
- 7. LOPE RIGHT LEAD OVER LOG.
- 8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
- 9. WORK DRAG, WALK OR TROT AROUND MARKER. YOUTH TRAIL CARRY OBJECT AROUND MARKER AT THE TROT AND RETURN.

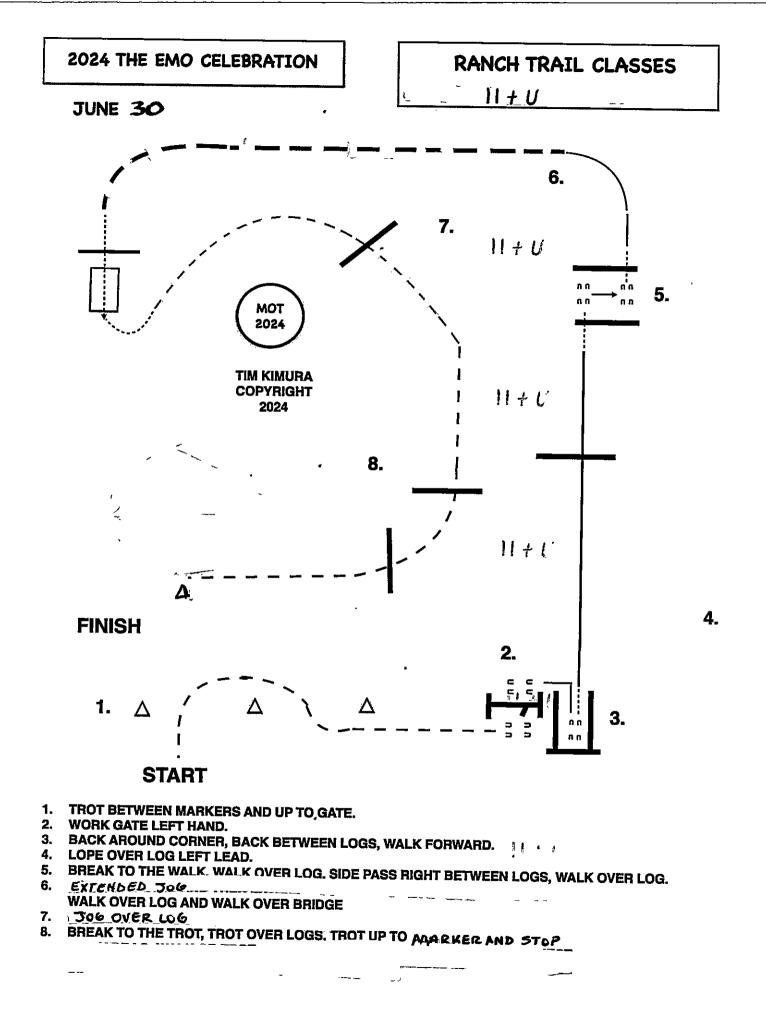
### RANCH TRAIL CLASSES AMATEUR - SELECT - OPEN

JUNE 30 .



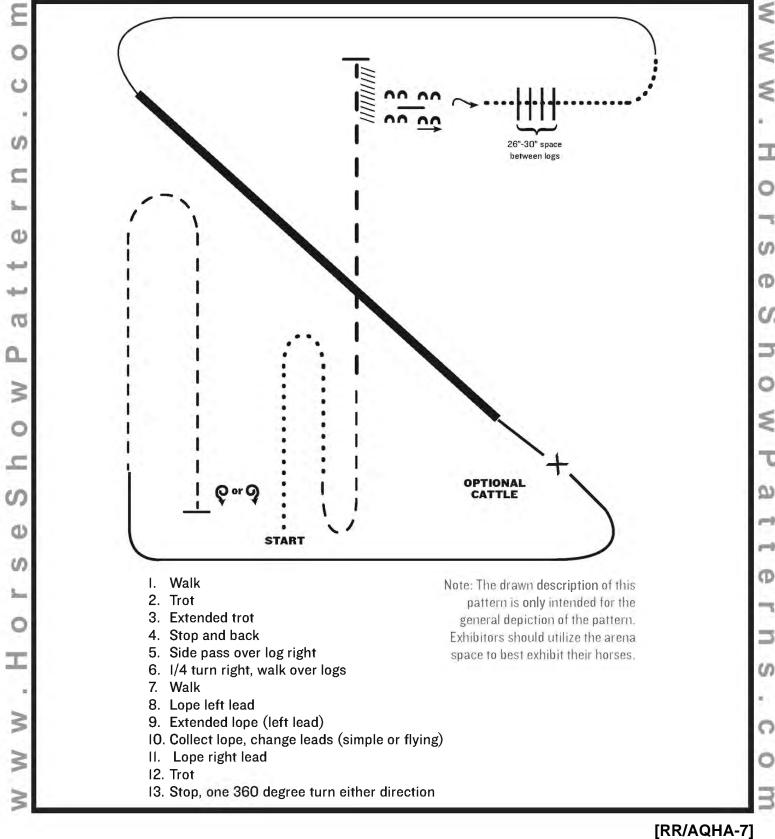
- 1. EXTEND THE TROT BETWEEN MARKERS AND UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. BACK AROUND CORNER, BACK BETWEEN LOGS, WALK FORWARD.
- 4. LOPE OVER LOG LEFT LEAD.
- 5. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS RIGHT BETWEEN LOGS, WALK OVER LOG.
- 6. LOPE LEFT LEAD AND THEN EXTEND THE UP TO LOGS, BREAK TO WALK, WALK OVER LOGS AND WALK OVER BRIDGE
- 7. LOPE RIGHT LEAD OVER LOGS.
- 8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
- 9. WORK DRAG, WALK OR TROT AROUND MARKER.

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### Ranch Riding (L1Yth, Youth, L1 Am, Select)

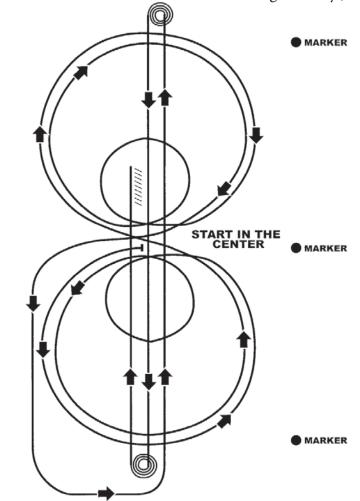
Show Date: Sun June 30



**Pattern Provided by:** 

#### **WORKING COW HORSE PATTERN 2**

THE CELEBRATION - All Cowhorse / Boxing Monday July 1



#### Mandatory Marker Along Fence or Wall

Trot to center of arena and stop. Start pattern facing toward judge.

- 1. Pick up left lead, complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of arena.
- Complete three circles to the right. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of arena.
- **3.** Do not stop, continue on to run downs. Run to far end past the marker to a sliding stop. Hesitate
- 4. Complete 3 I/2 spins to the left. Hesitate.
- 5. Run to far end past the marker to a sliding stop. Hesitate
- 6. Complete 3 I/2 spins to the right. Hesitate.
- 7. Run past center marker to a sliding stop. Hesitate. Back at least 10 feet. Hesitate to complete pattern.

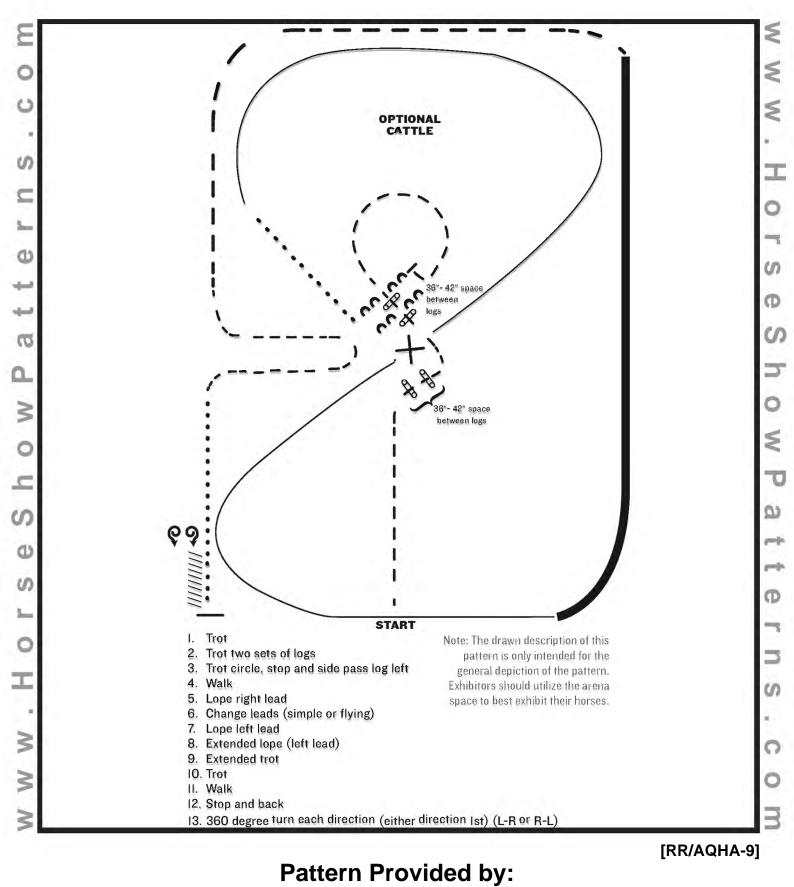
#### Pattern 2

- 4. 3 I/2 left spins
- **I.** Left circles **5.** Stop
- **2.** Right circles **6.** 3 I/2 right spins
- **3**. Stop **7.** Stop and back up

This pattern may be used as a lope in pattern; refer to SHW505.2.

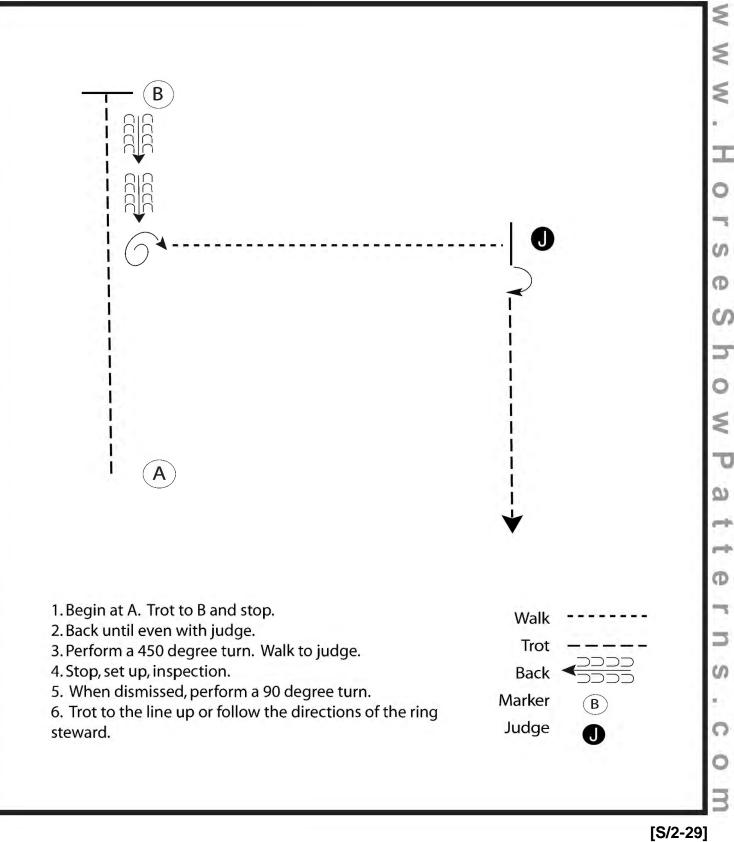
### Ranch Riding (All classes)

Show Date: Mon July 1



### Showmanship (L1 Youth, L1 Amateur, L1 Select)

Show Date: Tues July 2



### Showmanship (Youth L2 L3, Amateur L2 L3, Select L2 L3)

Show Date: Tues July 2

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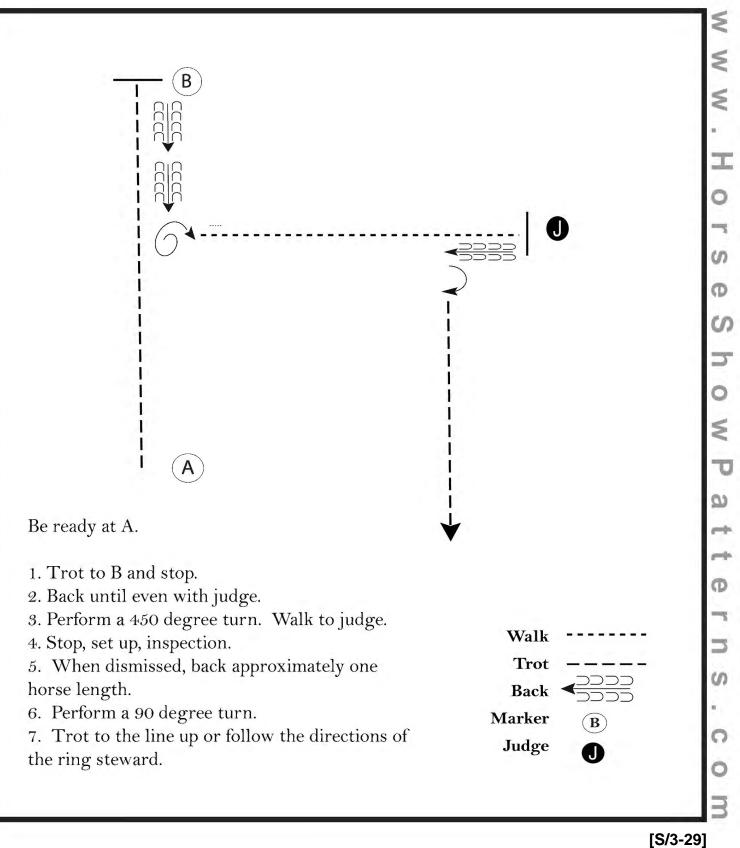
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Pattern Provided by:

## Western Riding (L1 Yth, L1 Am, Open L1 and Super Sires Green)

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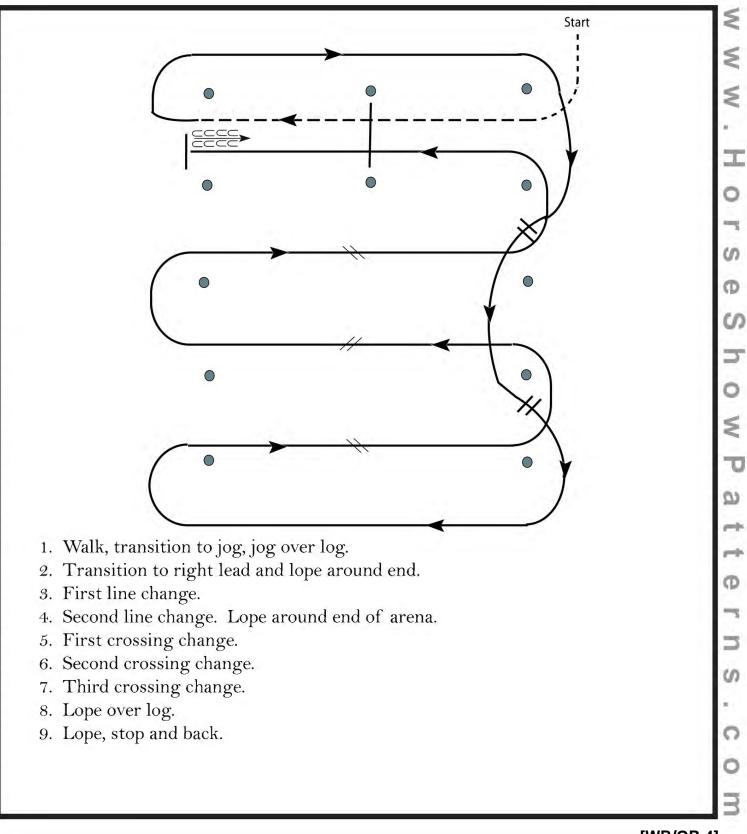
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Show Date: Tues July 2

[WR/GP-4]

## **Pattern Provided by:**

## Western Riding (Youth, Am, Jr, SR 2/3)

Show Date: Tues July 2

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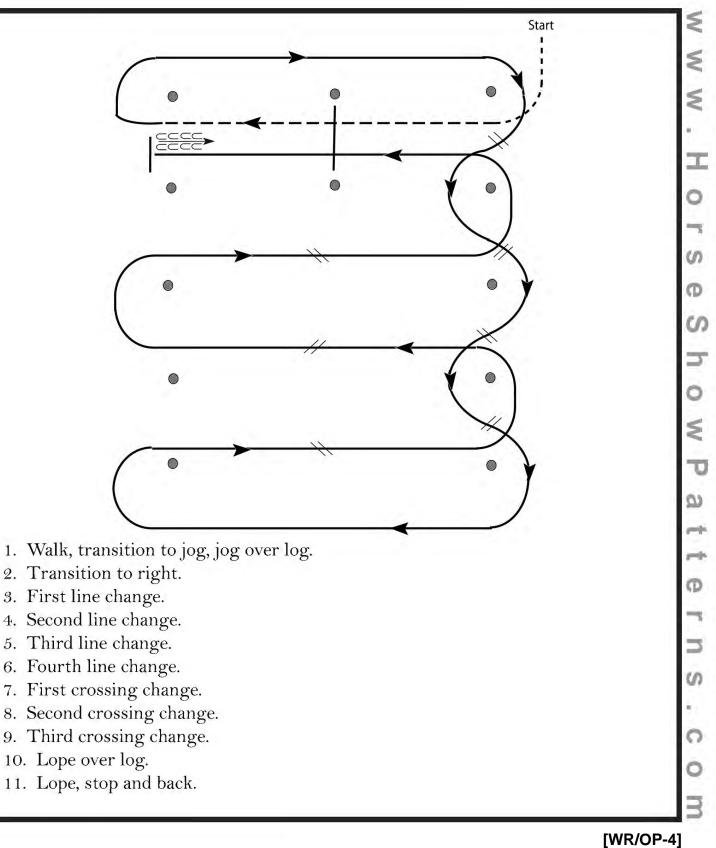
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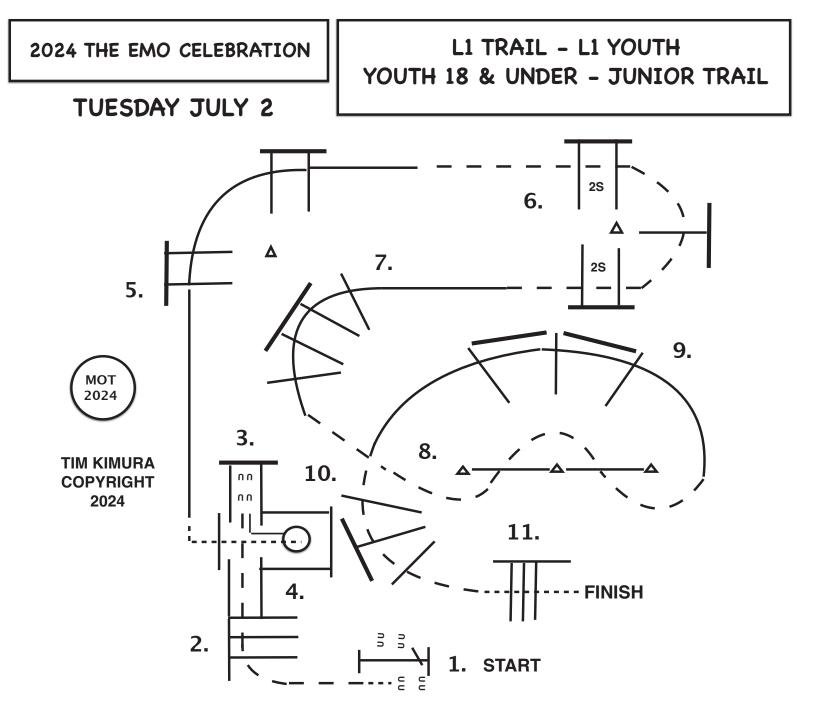
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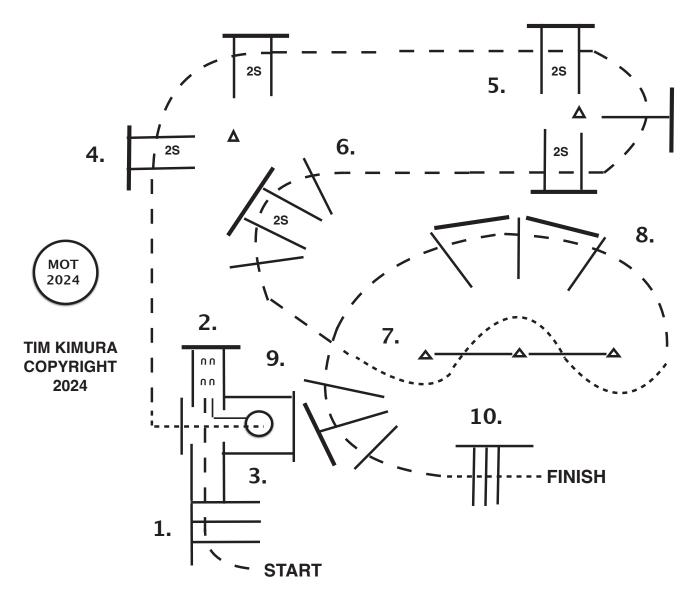
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- 1. GATE: RH OPEN, WALK OVER POLE, CLOSE GATE.
- 2. YOU MAY WALK FORWARD THEN, JOG OVER POLES JOG INTO CHUTE.
- 3. BACK BETWEEN POLES AROUND CORNER AND BACK INTO BOX.
- 4. EXECUTE A 360 TURN EITHER WAY, WALK OUT CHUTE, WALK OVER POLE.
- 5. LOPE OVER POLES (RIGHT 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 (LEFT LEAD)
- 10. BREAK TO THE JOG, JOG OVER POLES.
- 11. STOP OR BREAK TO THE WALK, WALK OVER POLES.

### ALL BREED YOUTH WALK TROT TRAIL 11 & UNDER

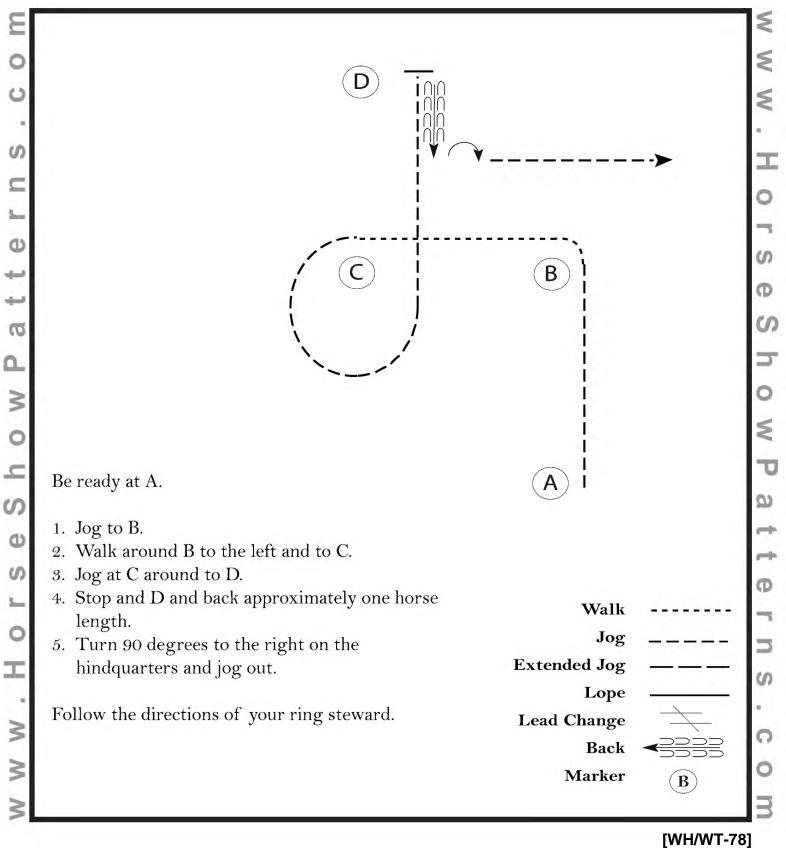
**TUESDAY JULY 2** 



- 1. JOG OVER POLES JOG INTO CHUTE.
- 2. BACK BETWEEN POLES AROUND CORNER AND BACK INTO BOX.
- 3. EXECUTE A 360 TURN EITHER WAY, WALK OUT CHUTE, WALK OVER POLE.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
- 8. JOG OVER POLES.
- 9. JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES.

## Western Horsemanship (All Breed W/T 11 & Under)

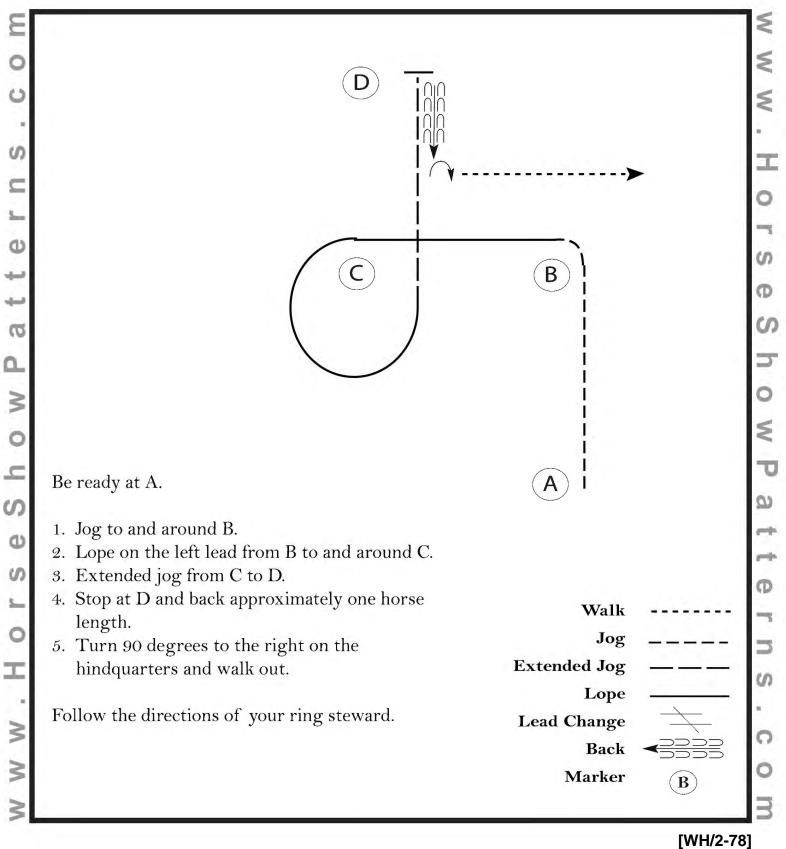
Show Date: Wed July 3



## Pattern Provided by:

## Horsemanship (L1 Youth, L1 Amateur and L1 Select)

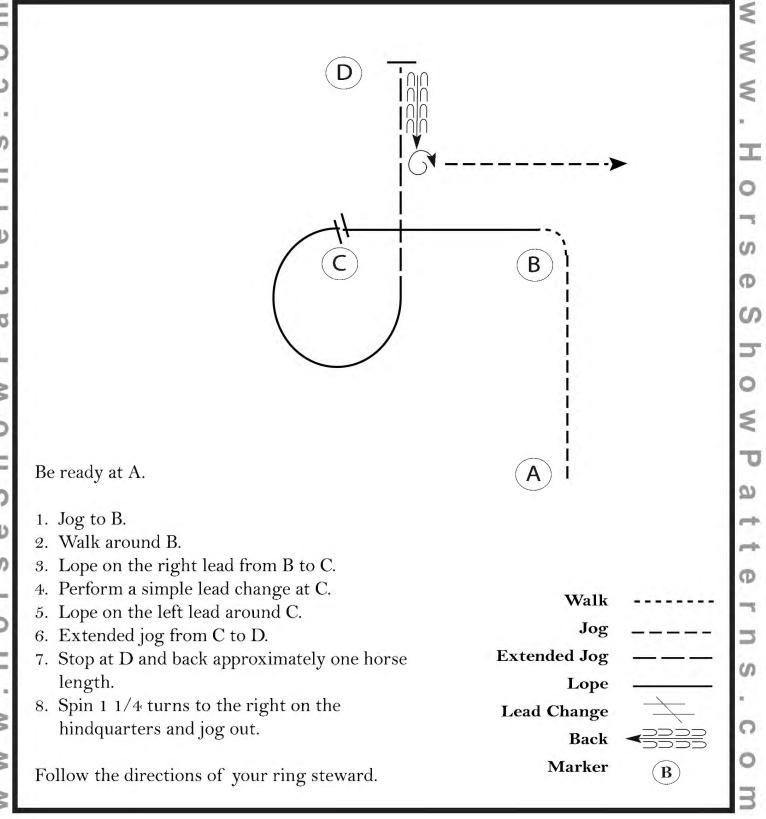
Show Date: Wed July 3



## Pattern Provided by:

## The Celebration Horsemanship (Youth L2 L3, Amateur L2 L3, Select L2 L3)

Show Date: Wed July 3



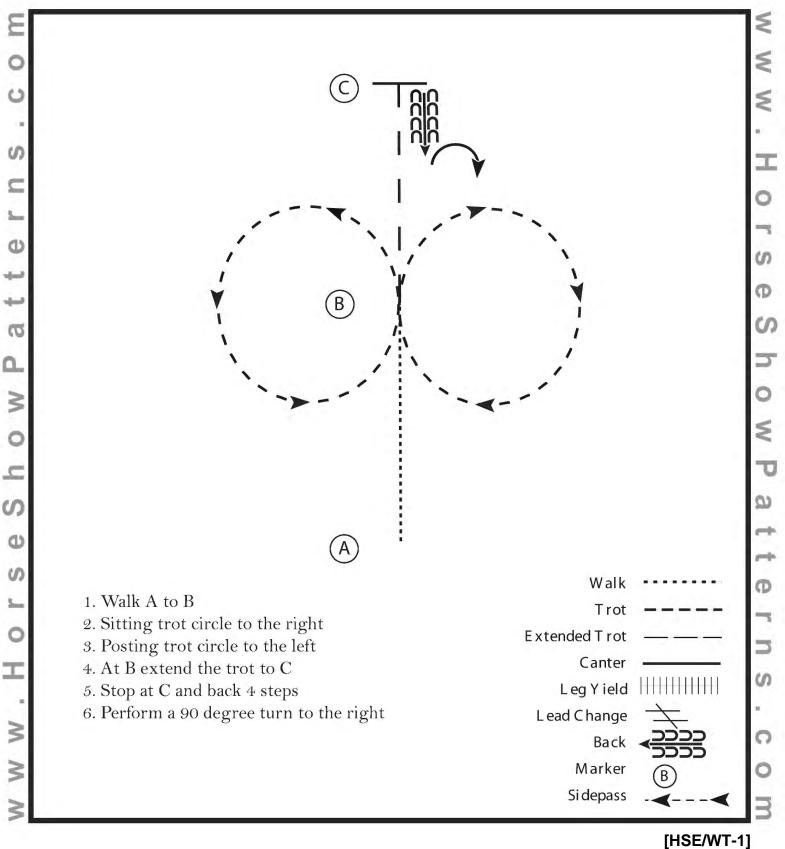
Pattern Provided by:

[WH/3-78]

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## Hunt Seat Equitation (All Breed W/T 11 & Under)

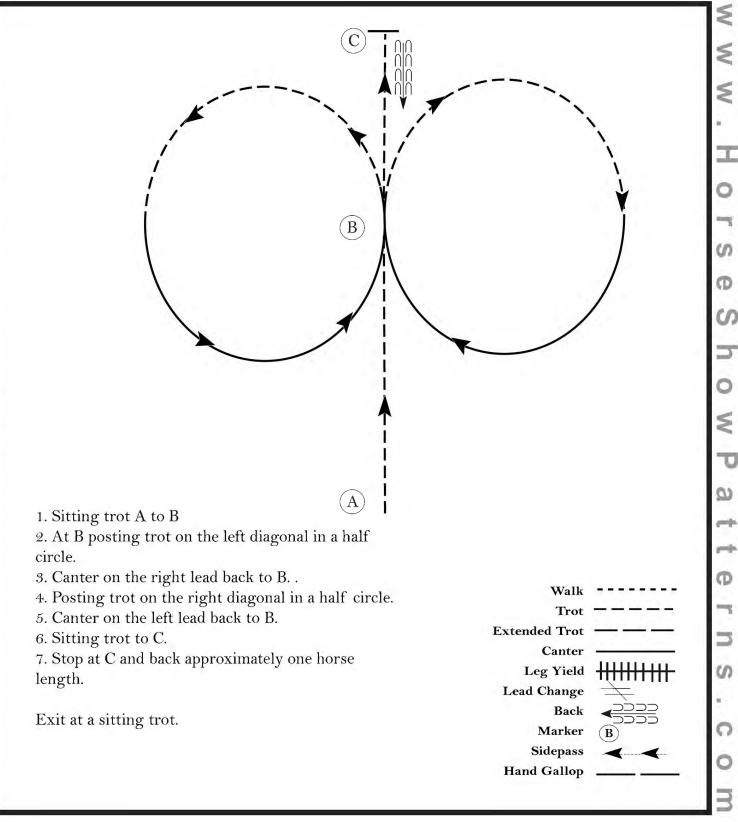
Show Date: Wed July 3



## Pattern Provided by:

### Hunt Seat Equitation (L1 Youth and L1 Amateur)

Show Date: Wed July 3



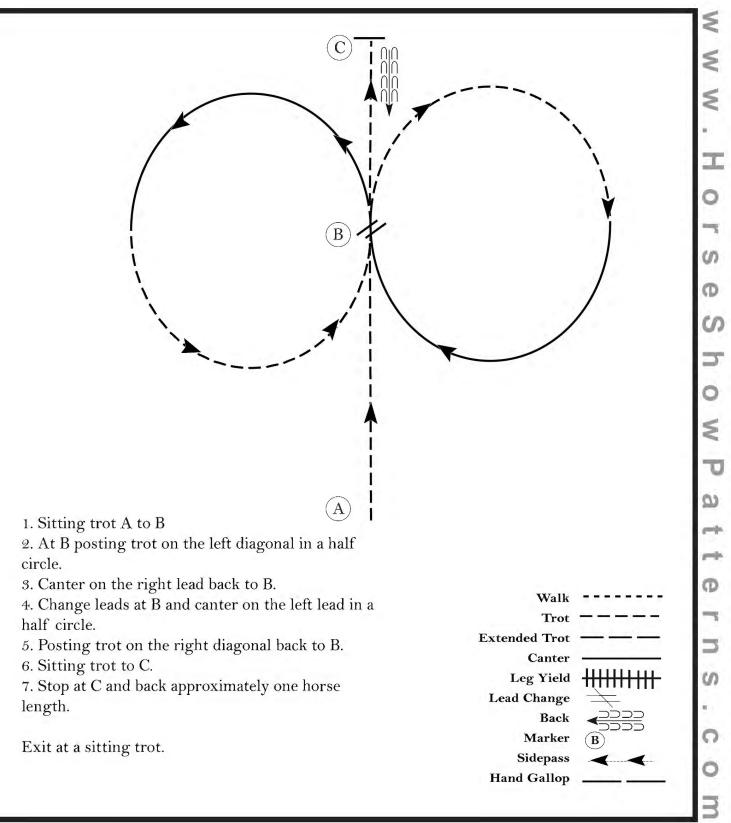
Pattern Provided by:

The Judges

[HSE/2-21]

### Hunt Seat Equitation (Youth, Amateur, Select)

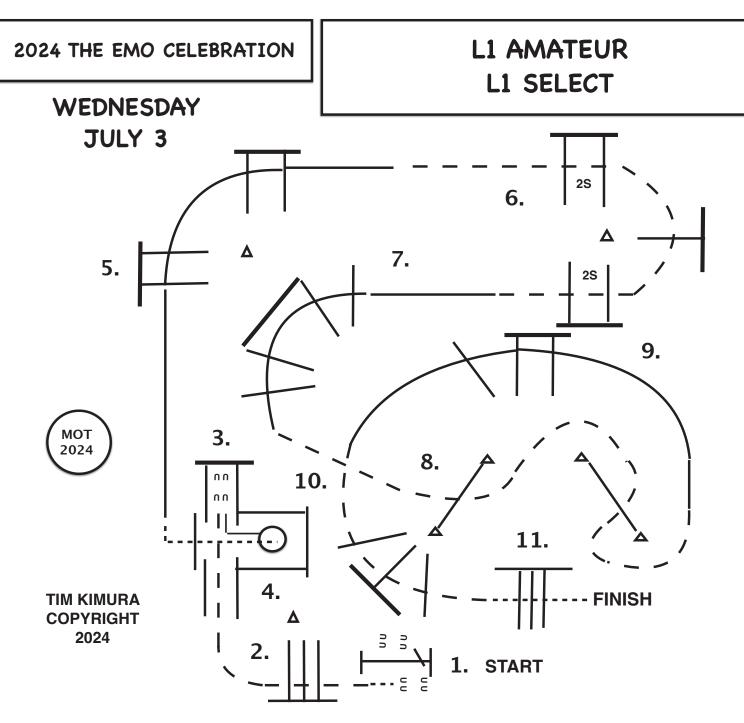
Show Date: Wed July 3



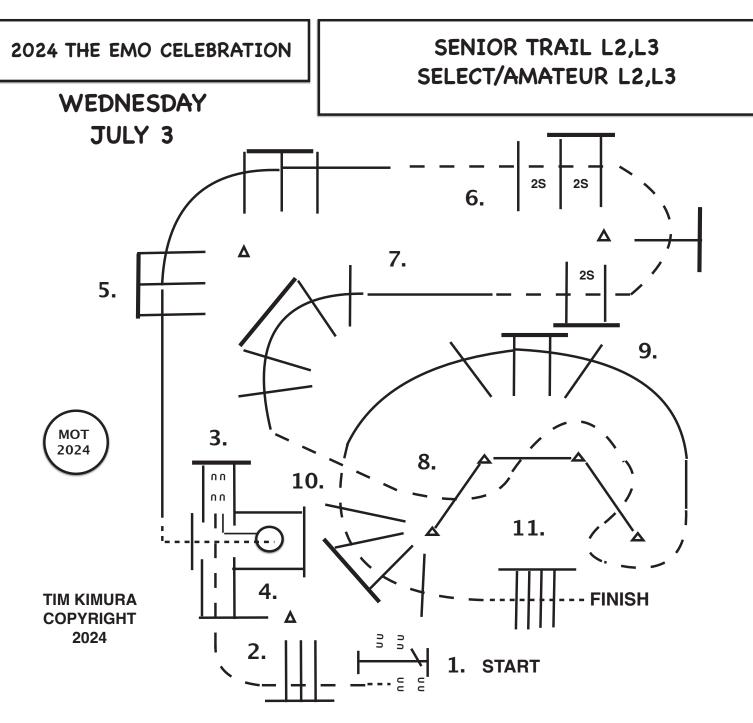
Pattern Provided by:

The Judges

[HSE/3-21]



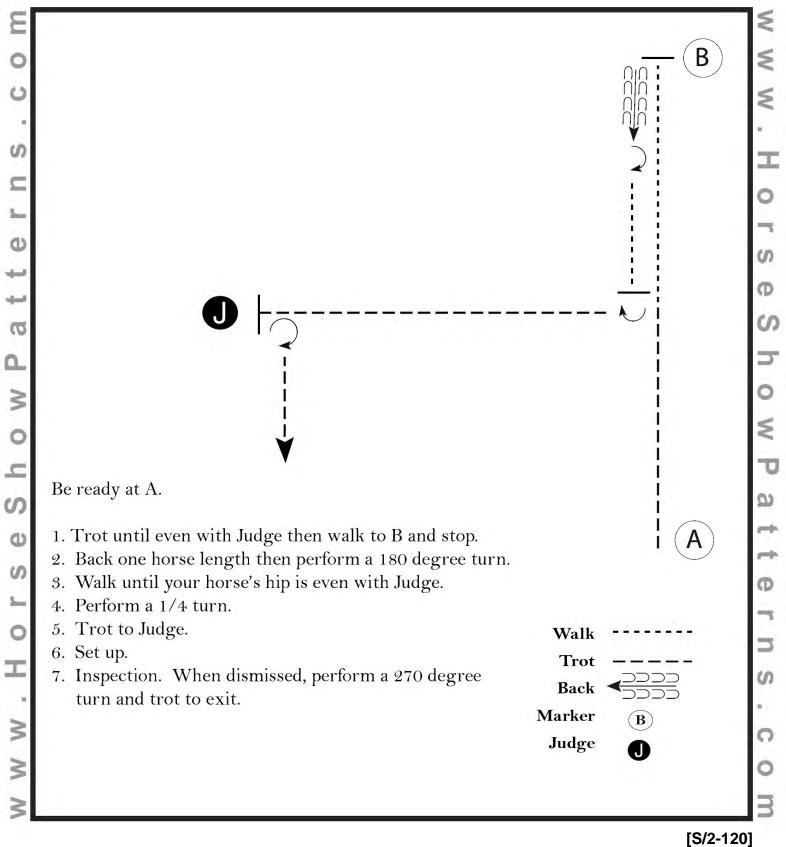
- 1. GATE: RH OPEN, WALK OVER POLE, CLOSE GATE.
- 2. YOU MAY WALK FORWARD THEN, JOG OVER POLES JOG INTO CHUTE.
- 3. BACK BETWEEN POLES AROUND CORNER AND BACK INTO BOX.
- 4. EXECUTE A 360 TURN EITHER WAY, WALK OUT CHUTE, WALK OVER POLE.
- 5. LOPE OVER POLES (RIGHT LEAD)
- 6. BREAK TO THE JOG, JOG OVER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



- 1. GATE: RH OPEN, WALK OVER POLE, CLOSE GATE.
- 2. YOU MAY WALK FORWARD THEN, JOG OVER POLES JOG INTO CHUTE.
- 3. BACK BETWEEN POLES AROUND CORNER AND BACK INTO BOX.
- 4. EXECUTE A 360 TURN EITHER WAY, WALK OUT CHUTE, WALK OVER POLE.
- 5. LOPE OVER POLES (RIGHT 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 (LEFT LEAD)
- 10. BREAK TO THE JOG, JOG OVER POLES.
- 11. STOP OR BREAK TO THE WALK, WALK OVER POLES.

### Showmanship (L1 Youth, L1 Amateur and L1 Select)

Show Date: Thurs July 4

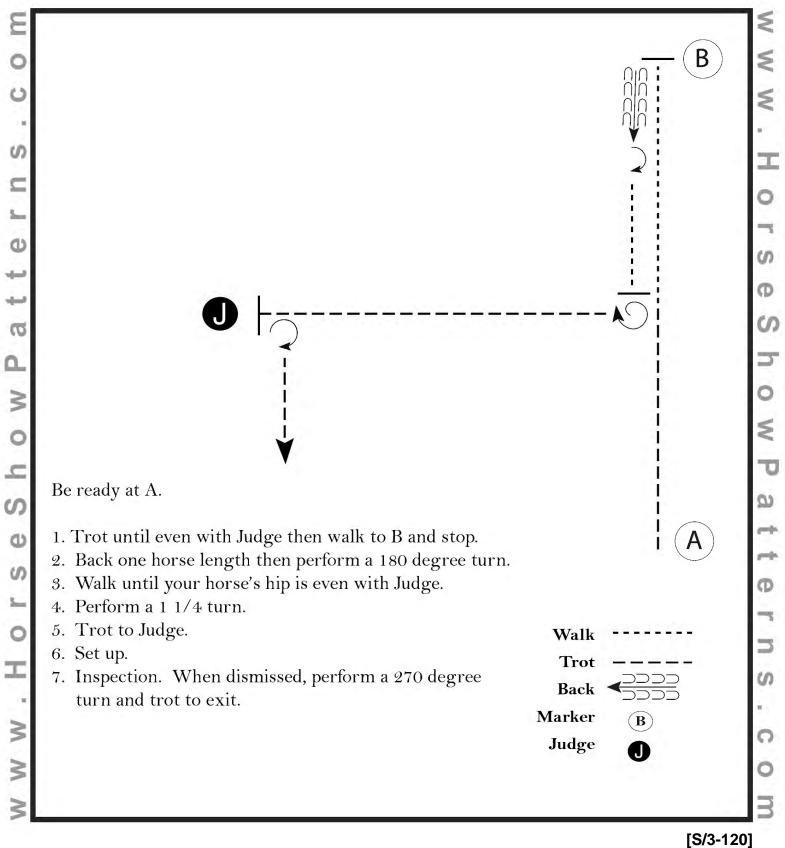


Pattern Provided by:

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### Showmanship (Youth L2 L3, Amateur L2 L3, Select L2 L3)

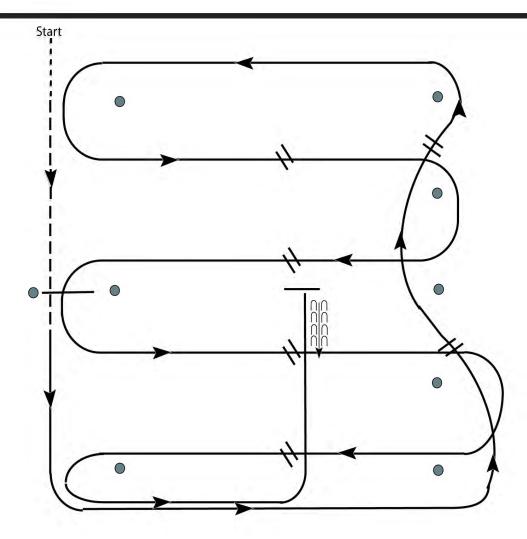
Show Date: Thurs July 4



Pattern Provided by:

### Western Riding (L1 Yth, L1 Am and L1 Open)

Show Date: Thurs July 4



- 1. Walk at least 15' & 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.

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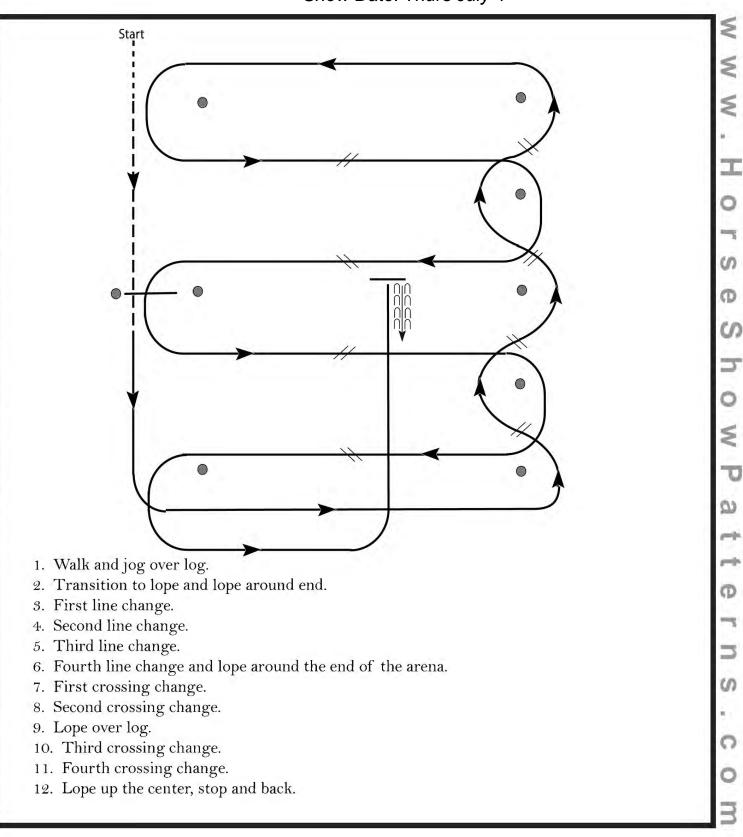
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### Western Riding (Youth, Amateur, Select, Junior, Senior L2,L3)



Show Date: Thurs July 4

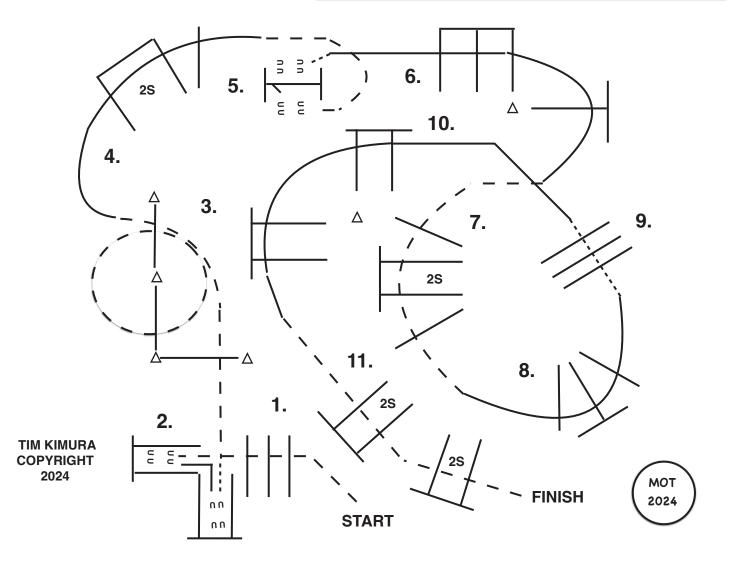
[WR/OP-1]

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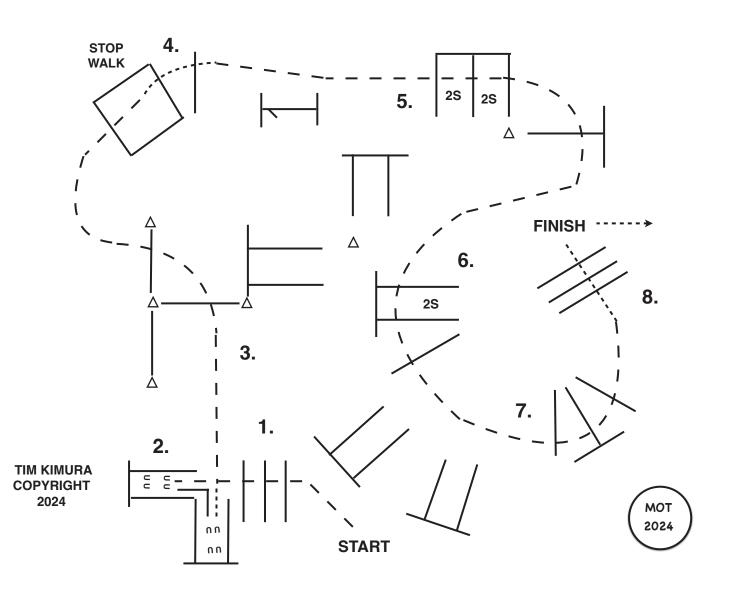
#### L1 TRAIL - L1 YOUTH YOUTH 18 & UNDER - JUNIOR TRAIL

#### THURSDAY JULY 4



- 1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
- 2. BACK BETWEEN POLES, BACK AROUND CORNER, WALK FORWARD.
- 3. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG TO GATE, WORK GATE RIGHT HAND.
- 6. WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. BREAK TO THE JOG, JOG OVER POLES.

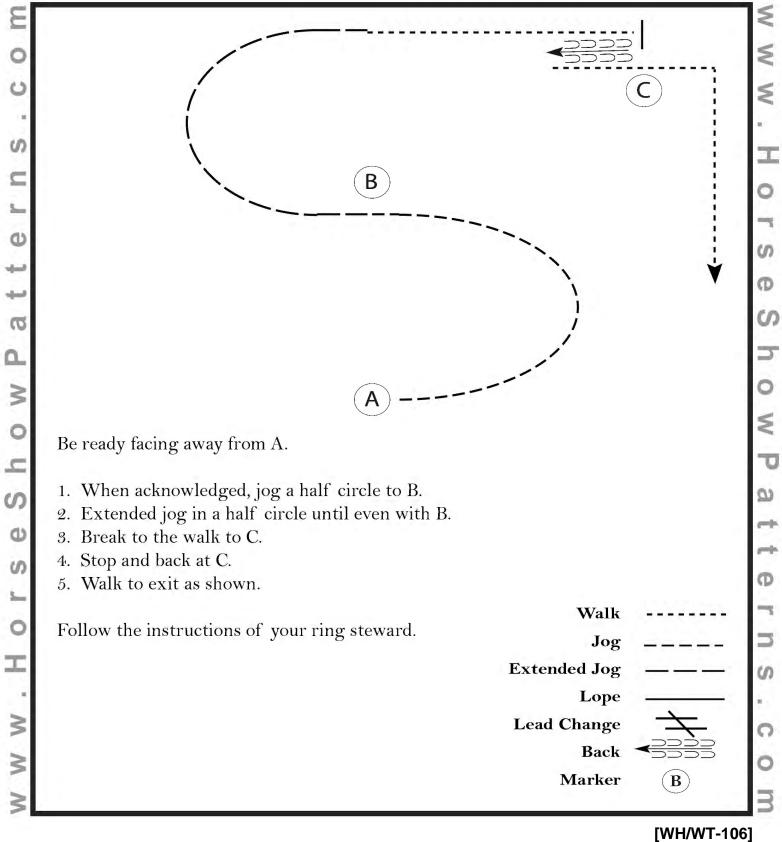
THURSDAY JULY 4



- 1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
- 2. BACK BETWEEN POLES, BACK AROUND CORNER, WALK FORWARD.
- 3. JOG OVER POLES, JOG INTO BOX AND SHOW THE STOP.
- 4. WALK OUT BOX, WALK OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. JOG OVER POLES.
- 8. STOP OR BREAK TO THE WALK, WALK OVER POLES.

### Horsemanship (All Breed W/T 11 & Under)

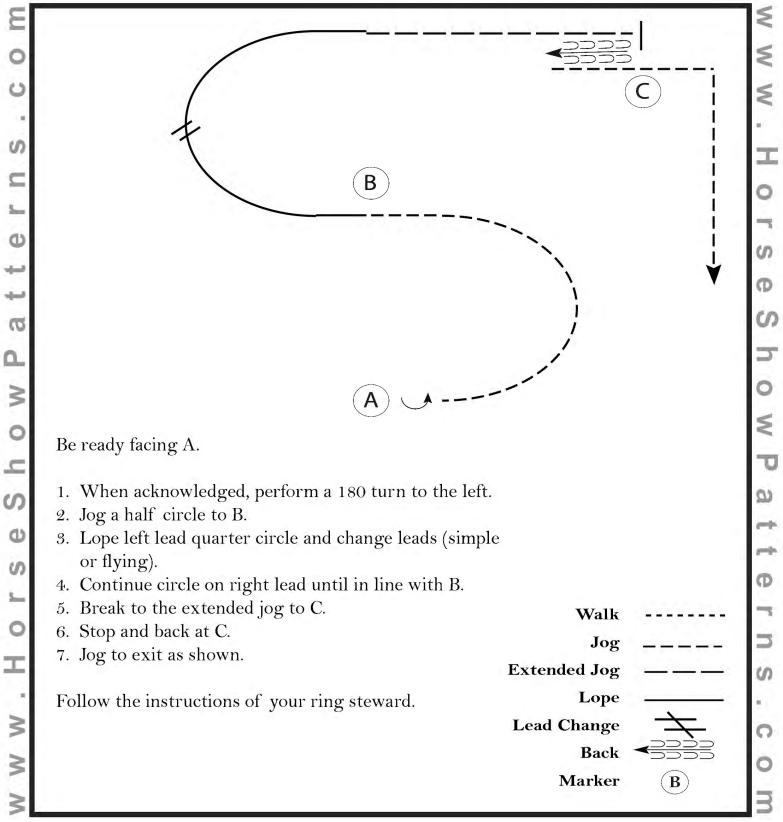
Show Date: Fri July 5



## Pattern Provided by:

### Horsemanship (L1 Youth, L1 Amateur and L1 Select)

Show Date: Fri July 5



[WH/2-106]

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### Horsemanship (Youth L2 L3, Amateur L2 L3, Select L2 L3)

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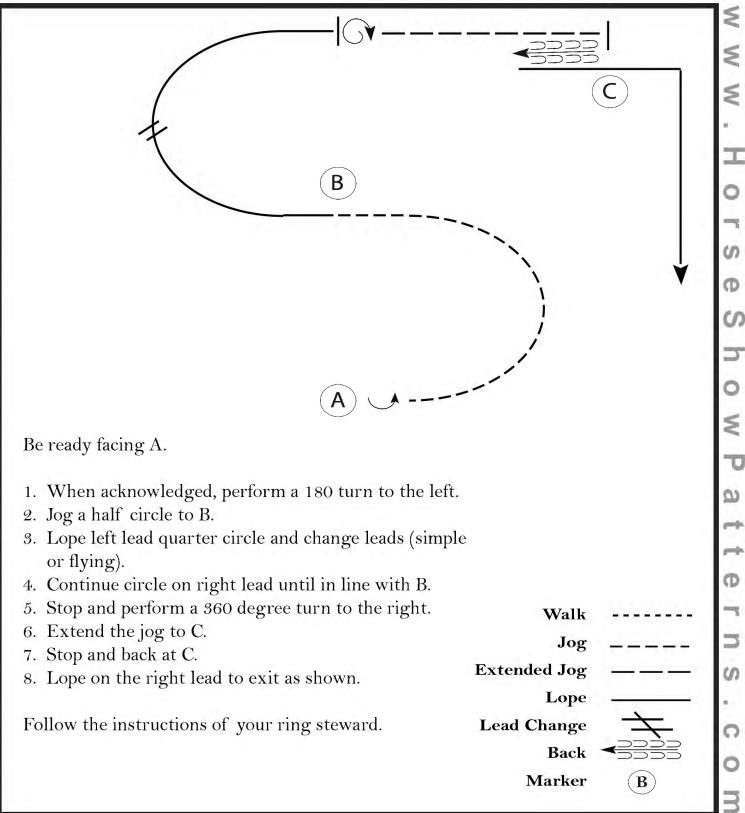
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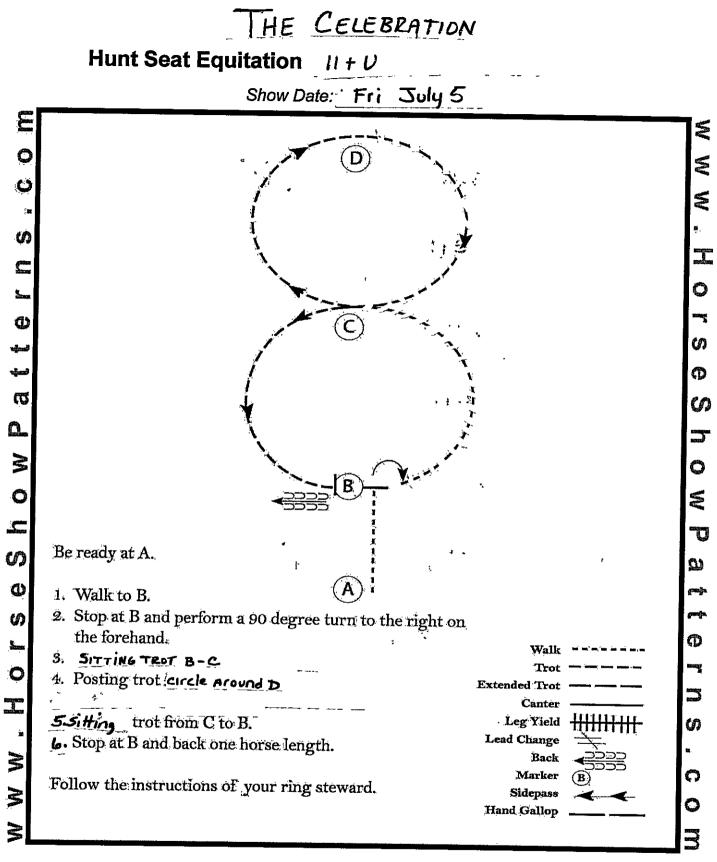
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Show Date: Fri July 5



Pattern Provided by:

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### THE CELEBRATION

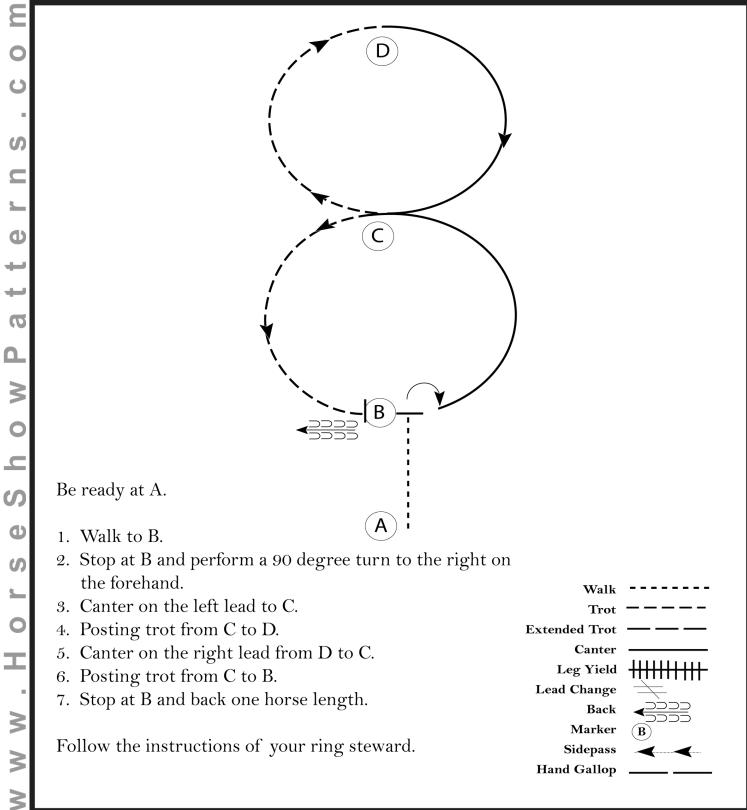
### Hunt Seat Equitation (Level 1 Youth, Level 1 Amateur)

Show Date: Friday July 5

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[HSE/2-13]

### THE CELEBRATION

### Hunt Seat Equitation (Youth - Am - Select)

Show Date: Friday July 5

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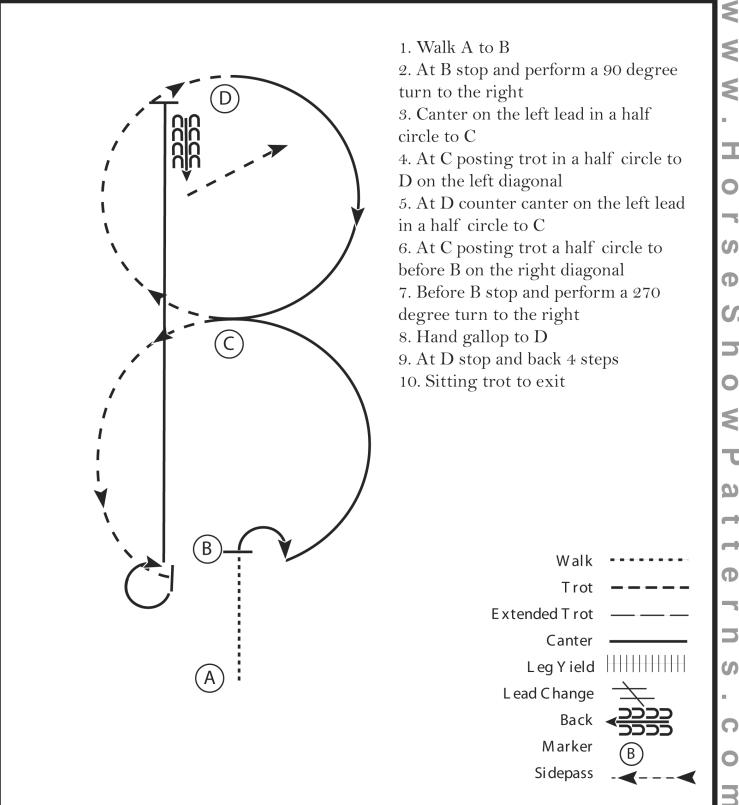
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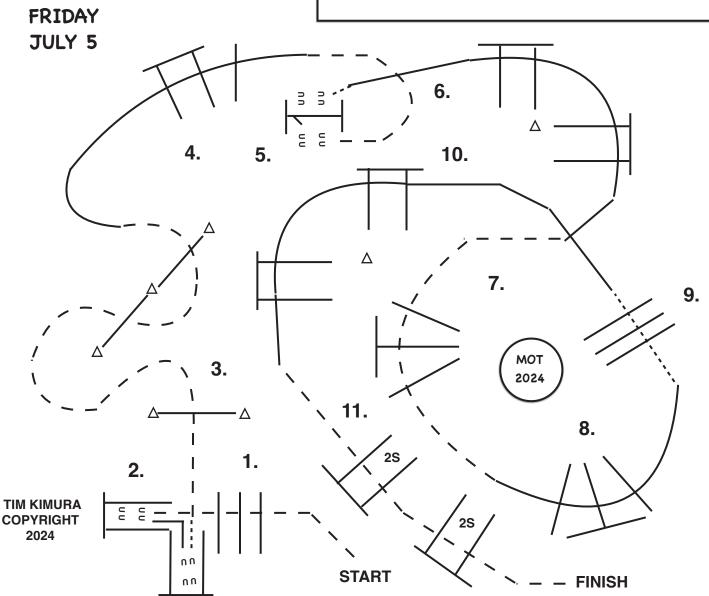
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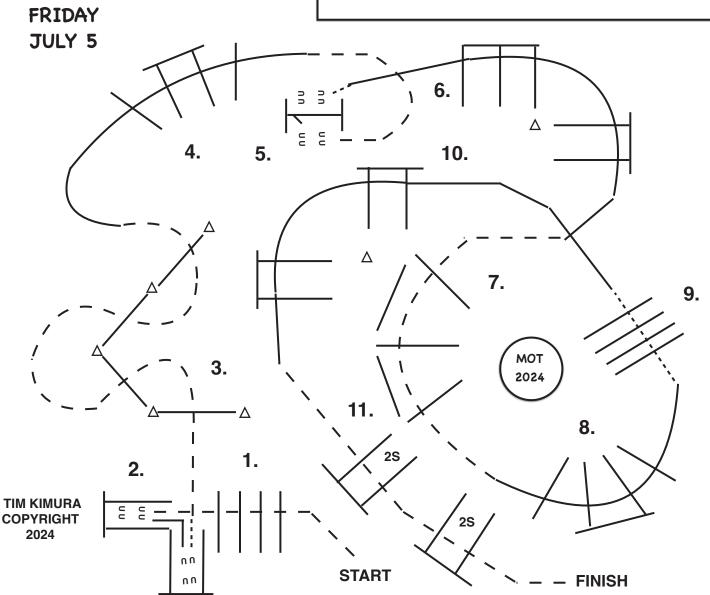
[HSE/3-16]

#### SENIOR TRAIL L2,L3 SELECT/AMATEUR L2,L3



- 1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
- 2. BACK BETWEEN POLES, BACK AROUND CORNER, WALK FORWARD.
- 3. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG TO GATE, WORK GATE RIGHT HAND.
- 6. WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. BREAK TO THE JOG, JOG OVER POLES.

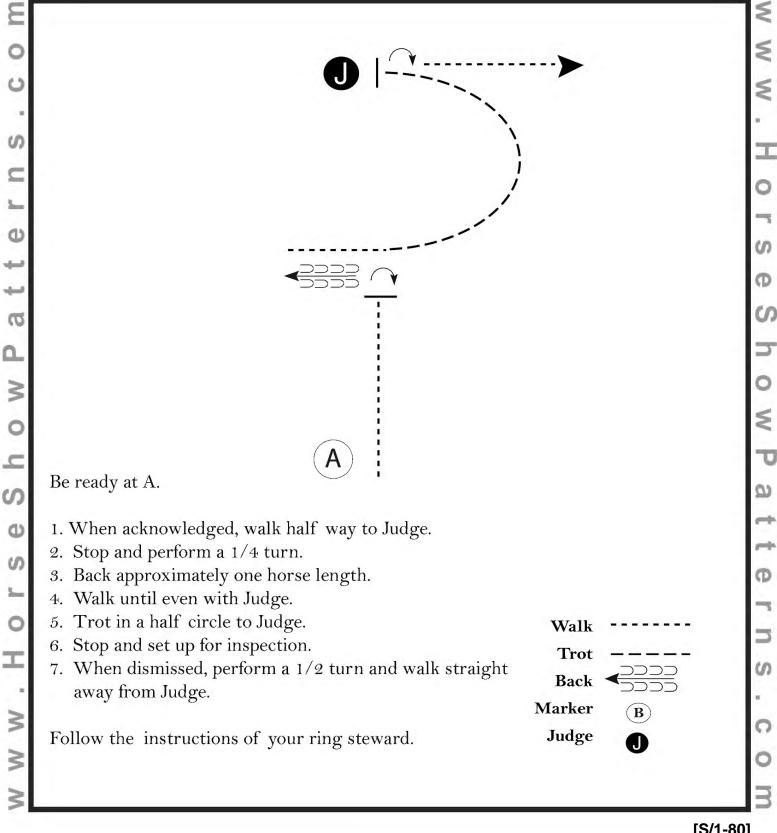
#### SENIOR TRAIL L2,L3 SELECT/AMATEUR L2,L3



- 1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
- 2. BACK BETWEEN POLES, BACK AROUND CORNER, WALK FORWARD.
- 3. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG TO GATE, WORK GATE RIGHT HAND.
- 6. WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (LEFT LEAD).
- 9. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 10. LOPE OVER POLES (LEFT LEAD).
- 11. BREAK TO THE JOG, JOG OVER POLES.

### Showmanship (L1 Youth, L1 Amateur and L1 Select)

Show Date: Sat July 6

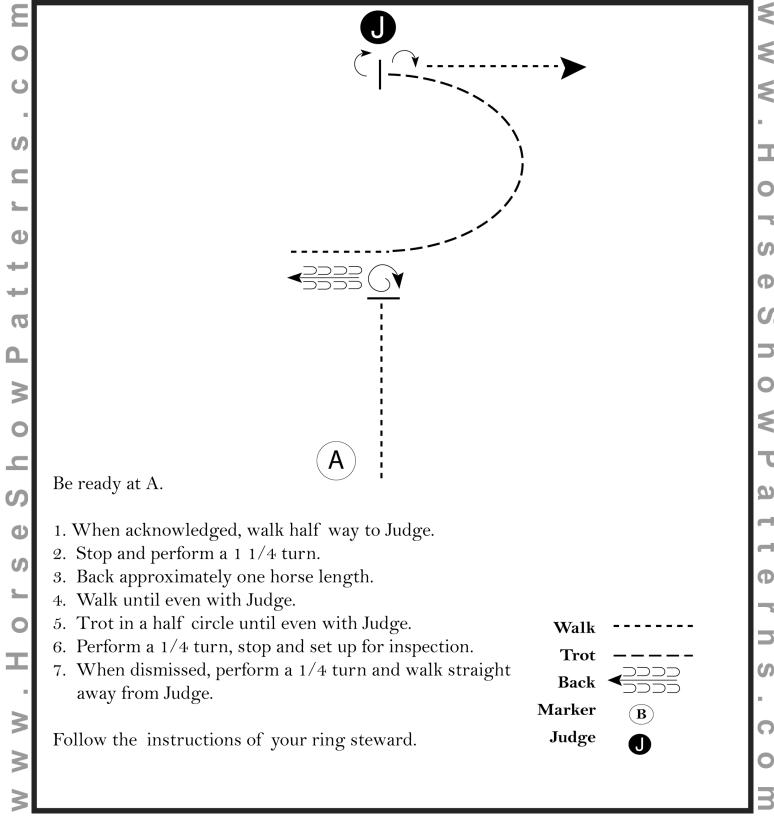


## Pattern Provided by:

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### Showmanship (Youth L2 L3, Amateur L2 L3, Select L2 L3)

Show Date: Sat July 6



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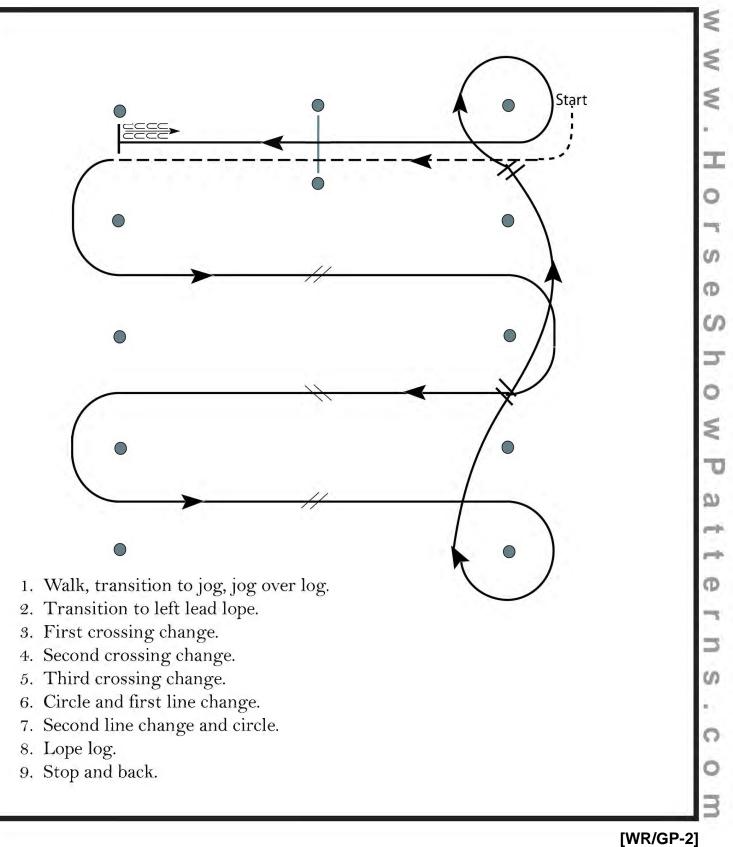
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### Western Riding (L1 Yth, L1 Am and L1 Open)

Show Date:Sat July 6



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#### Western Riding (Youth, Am, Select, Junior, Senior L2,L3)

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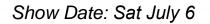
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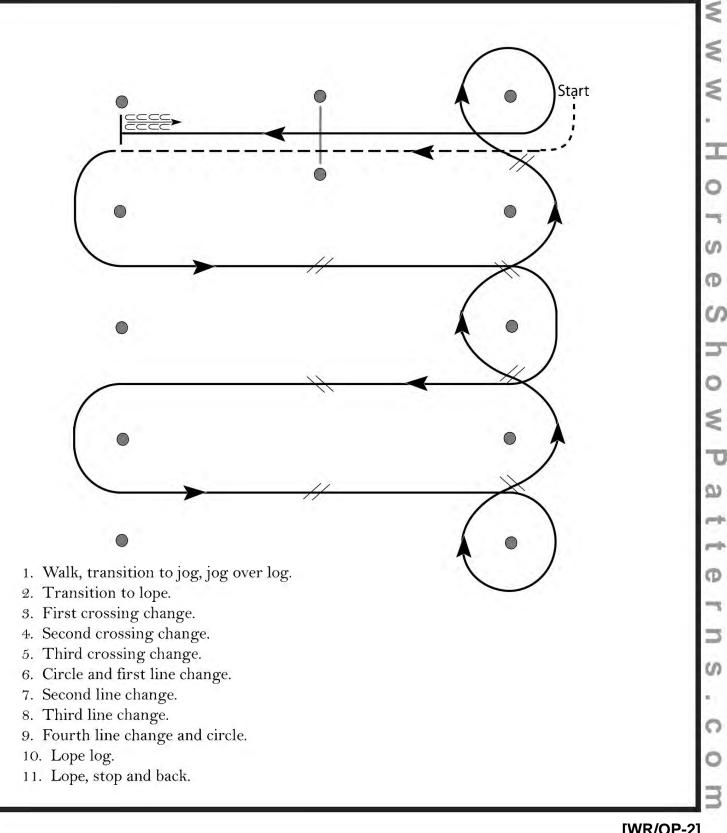
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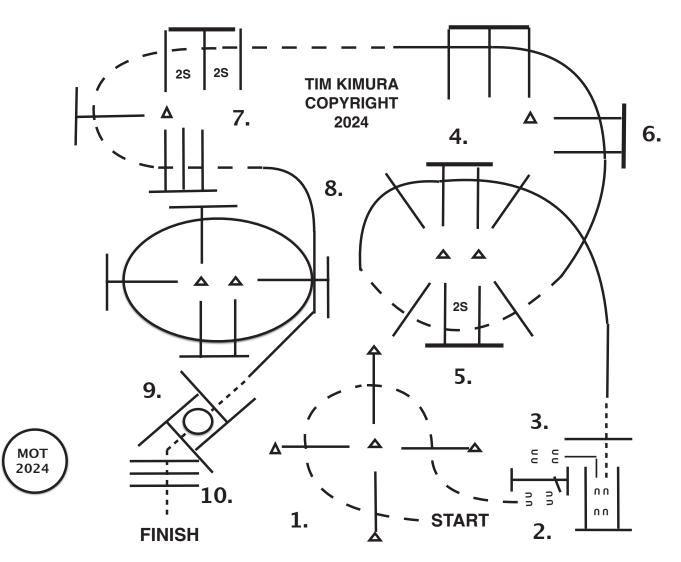




[WR/OP-2]

#### L1 TRAIL - L1 YOUTH YOUTH 18 & UNDER - JUNIOR TRAIL

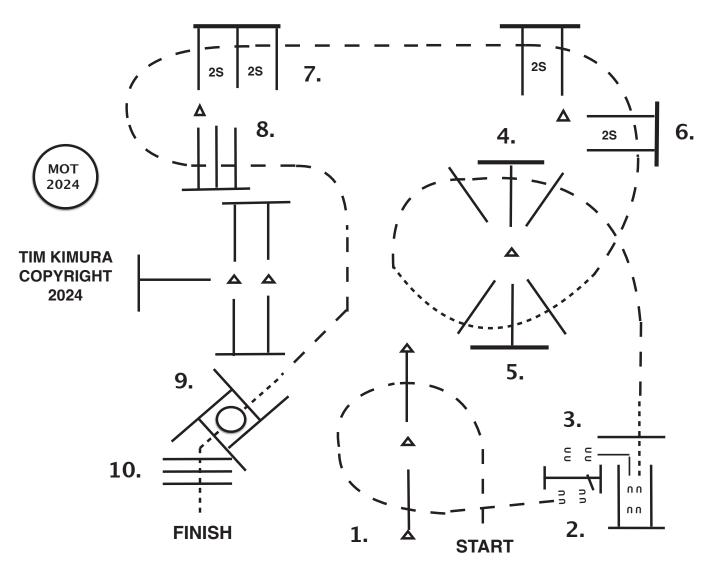
SATURDAY, JULY 6



- 1. JOG OVER POLES, JOG UP TO GATE.
- 2. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.
- 3. BACK AWAY FROM GATE, BETWEEN POLES AROUND CORNER. WALK OUT CHUTE, WALK OVER POLE.
- 4. LOPE OVER POLES (LEFT LEAD)
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (LEFT LEAD)
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD)
- 9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 10. WALK OVER POLES.

#### ALL BREED YOUTH WALK TROT 11 & UNDER

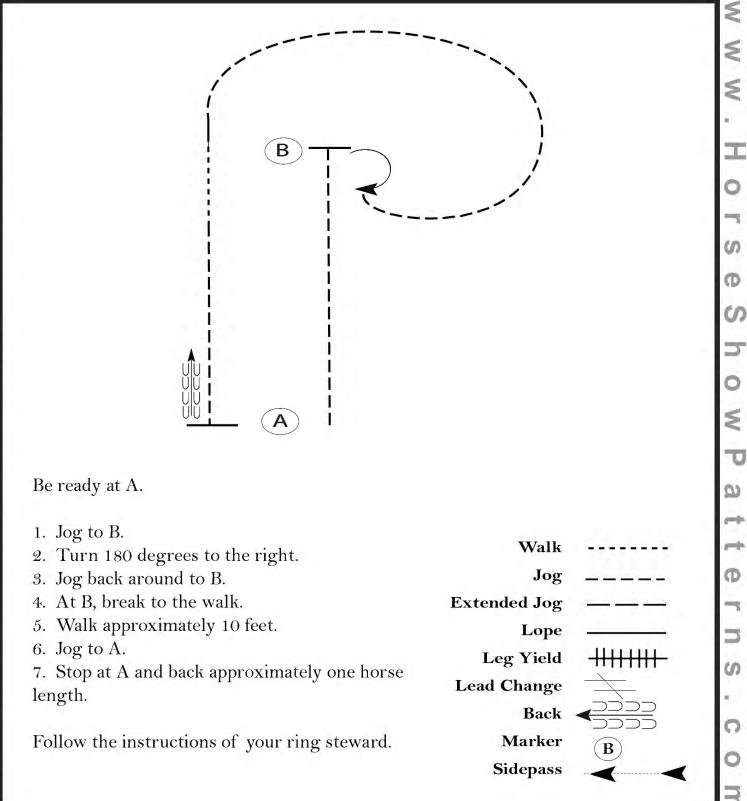
### SATURDAY, JULY 6



- 1. JOG OVER POLES, JOG UP TO GATE.
- 2. GATE: WALK THROUGH OPEN GATE TURN LEFT. NO ROPE
- 3. BACK AWAY FROM GATE, BETWEEN POLES AROUND CORNER. WALK OUT CHUTE, WALK OVER POLE.
- 4. JOG OVER POLES.
- 5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 6. JOG OVER POLES.
- 7. JOG OVER POLES.
- 8. JOG OVER POLES.
- 9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 10. WALK OVER POLES.

### Western Horsemanship (All Breed W/T 11 & Under)

Show Date: Sun July 7



Pattern Provided by:

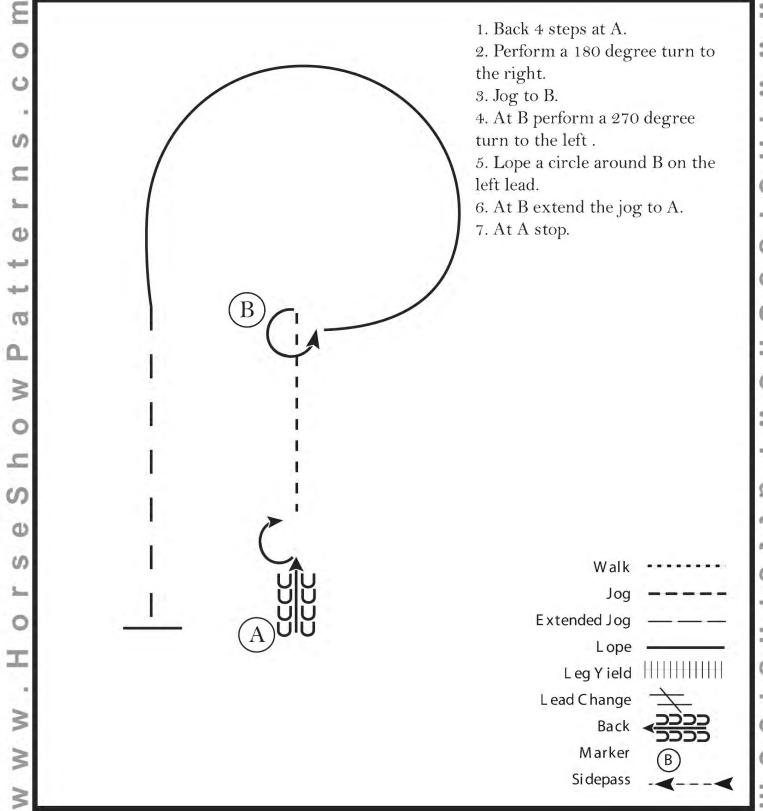
[WH/WT-43]

The Judges

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### Horsemanship (L1 Youth, L1 Amateur and L1 Select)

Show Date: Sun July 7



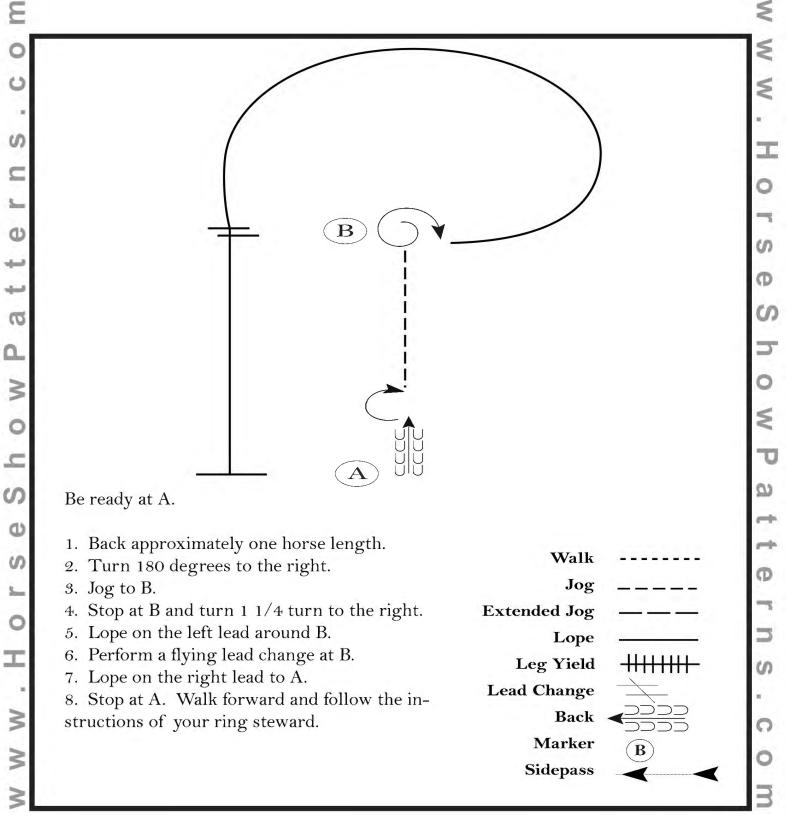
## Pattern Provided by:

The Judges

[WH/2-8]

### Horsemanship (Youth L2 L3, Amateur L2 L3, Select L2 L3)

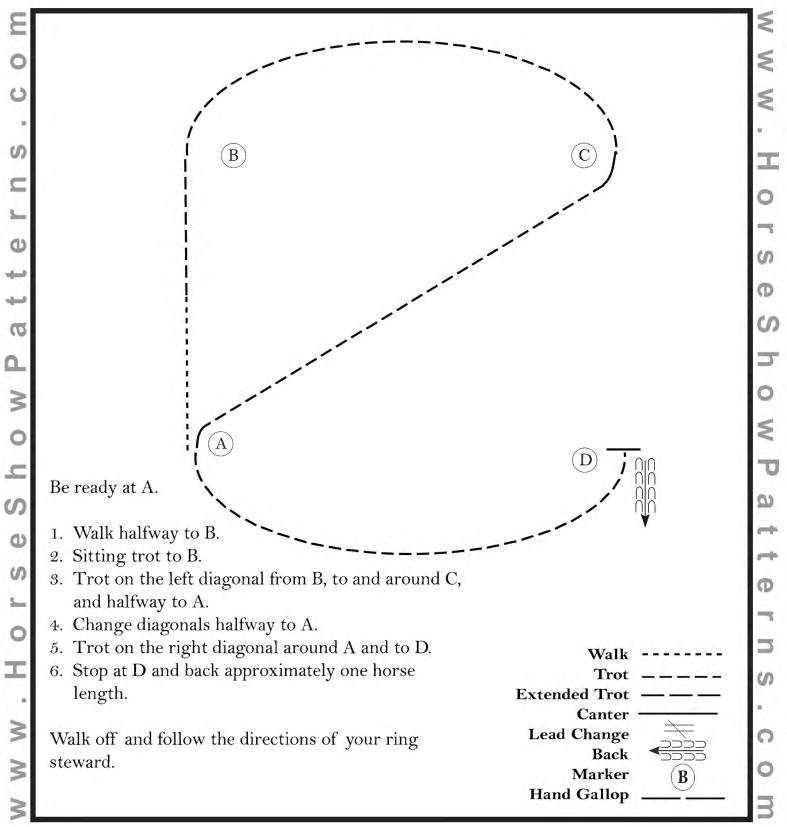
Show Date: Sun July 7



[WH/3-38]

### Hunt Seat Equitation (All Breed W/T 11 & Under)

Show Date: Sun July 7

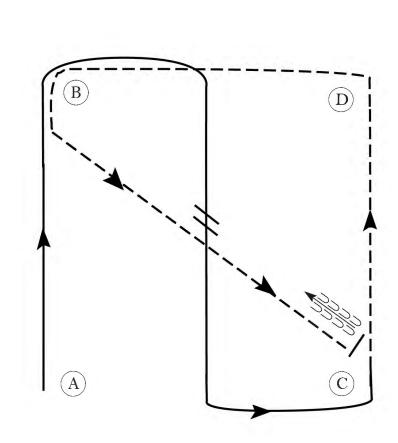


Pattern Provided by:

[HSE/WT-52]

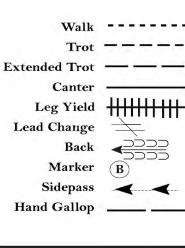
### Hunt Seat Equitation (L1 Youth and L1 Amateur)

Show Date: Sun July 7



#### Be ready at A.

- 1. Canter on the right lead to and around B.
- 2. Halfway between B and C, change leads.
- 3. Canter on left lead to and around C.
- 4. Posting trot on the left diagonal from C to D.
- 5. At D, change diagonals and continue to trot to B.
- 6. At B, sitting trot to C.
- 7. Stop and back one horse length at C.





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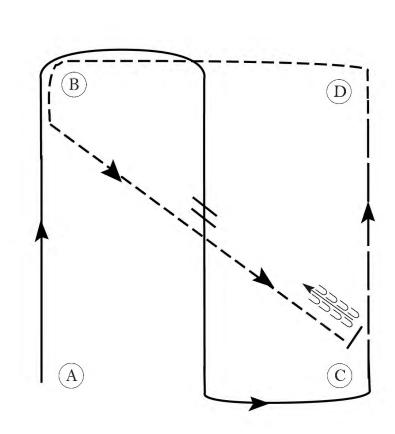
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#### [HSE/2-25]

### Pattern Provided by:

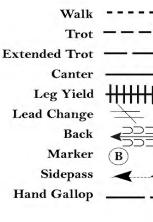
### Hunt Seat Equitation (Youth, Amateur, Select)

Show Date: Sun July 7



#### Be ready at A.

- 1. Canter on the right lead to and around B.
- 2. Halfway between B and C, change leads.
- 3. Canter on left lead to and around C.
- 4. Hand gallop from C to D.
- 5. At D, perform a posting trot on the right diagonal.
- 6. At B, two point at the trot until halfway to C.
- 7. Sitting trot to C.
- 8. Stop and back one horse length at C.





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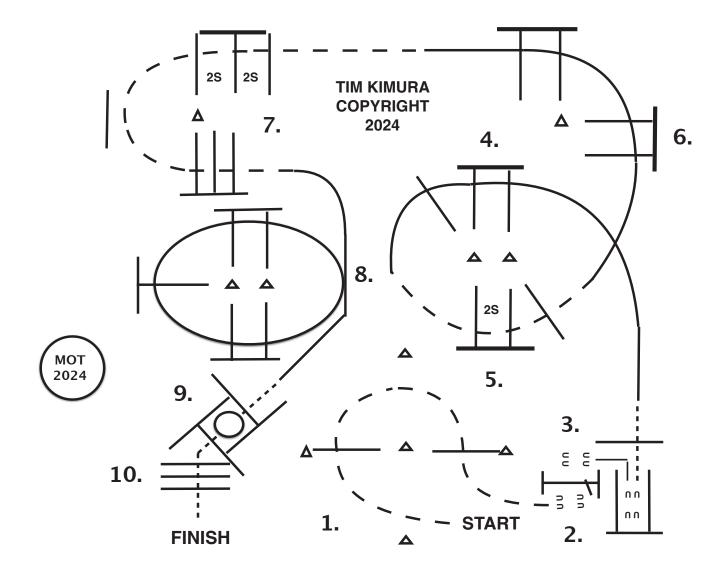
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#### [HSE/3-25]

## Pattern Provided by:

#### L1 AMATEUR TRAIL L1 SELECT TRAIL

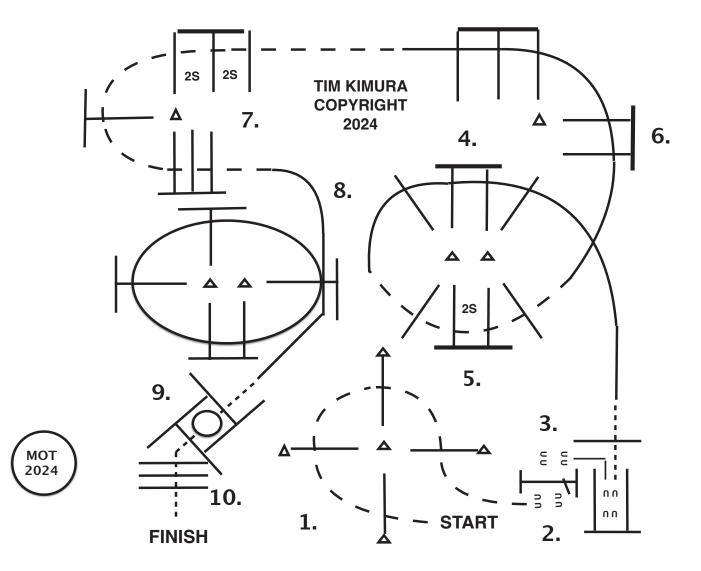
### SUNDAY, JULY 7



- 1. JOG OVER POLES, JOG UP TO GATE.
- 2. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.
- 3. BACK AWAY FROM GATE, BETWEEN POLES AROUND CORNER. WALK OUT CHUTE, WALK OVER POLE.
- 4. LOPE OVER POLES (LEFT LEAD)
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (LEFT LEAD)
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD)
- 9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 10. WALK OVER POLES.

#### SENIOR TRAIL L2,L3 SELECT/AMATEUR L2,L3

### SUNDAY, JULY 7



- 1. JOG OVER POLES, JOG UP TO GATE.
- 2. GATE: LH OPEN, WALK OVER POLE, CLOSE GATE.
- 3. BACK AWAY FROM GATE, BETWEEN POLES AROUND CORNER. WALK OUT CHUTE, WALK OVER POLE.
- 4. LOPE OVER POLES (LEFT LEAD)
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (LEFT LEAD)
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD)
- 9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 10. WALK OVER POLES.