

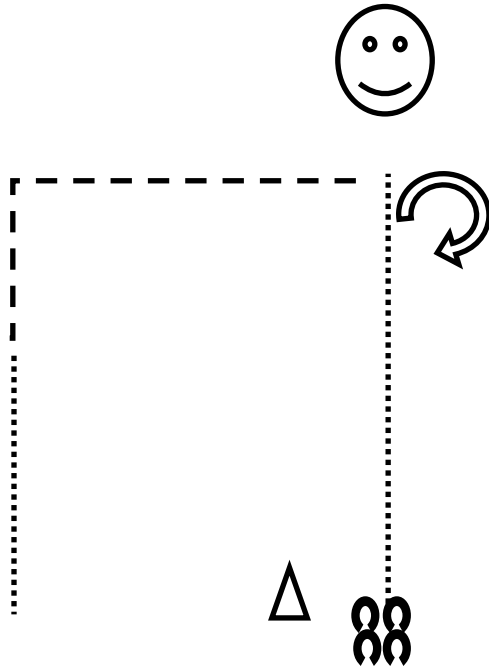
ALPHA
— ZONE 5 —

April 27-28, 2024

PATTERN
BOOK

Showmanship

Yth W/T



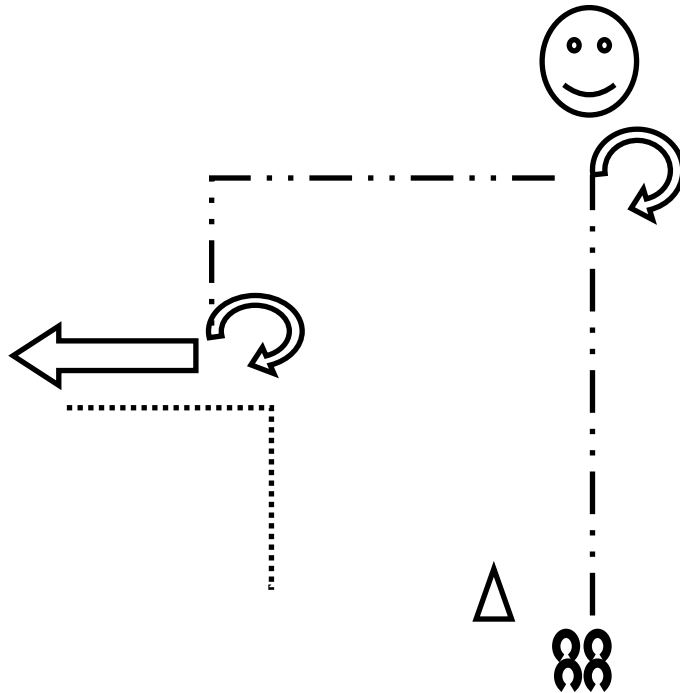
Be Ready at Cone.

1. Walk to judge
2. Set Up
3. Inspection
4. 270
5. Trot Square Corner
6. Walk

Pattern complete when you pass Cone.

Showmanship

AM WT
All Breed Walk Only (class 3)



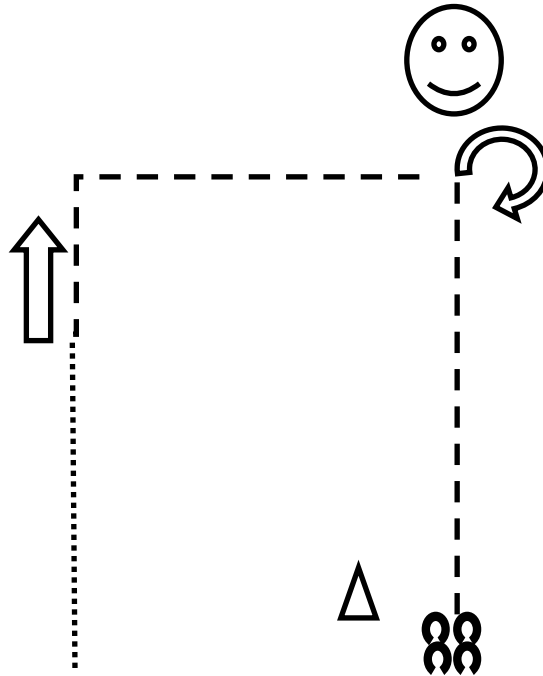
Be Ready at Cone.

1. Extended Walk to judge
2. Stop, 270
3. Set Up
4. Inspection
5. Extended Walk Square corner
6. Stop, 270
7. Back
8. Walk Square Corner

Pattern complete when you pass Cone.

Showmanship

Novice Youth
Novice AM
Yth 13& U



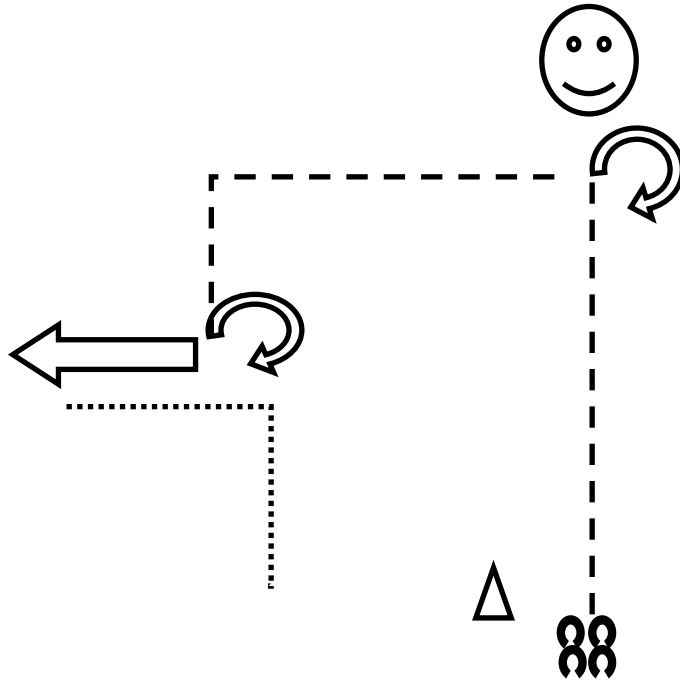
Be Ready at Cone.

1. Trot to judge
2. Set Up
3. Inspection
4. 270
5. Trot Square corner
6. Stop, Back
7. Walk

Pattern complete when you pass Cone.

Showmanship

Amateur
Youth 18& u
All Breed (class 9)



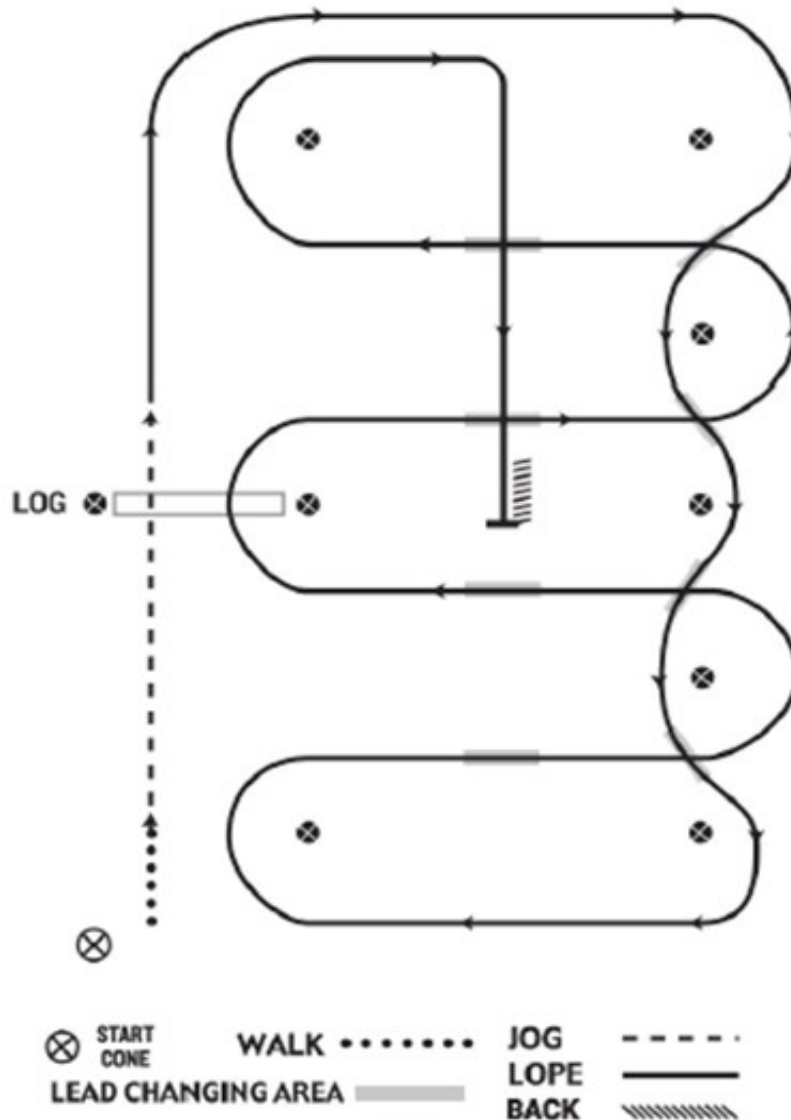
Be Ready at Cone.

1. Trot to judge
2. Stop, 270
3. Set Up
4. Inspection
5. Trot Square corner
6. Stop, 270
7. Back
8. Walk Square Corner

Pattern complete when you pass Cone.

All Western Riding except Green

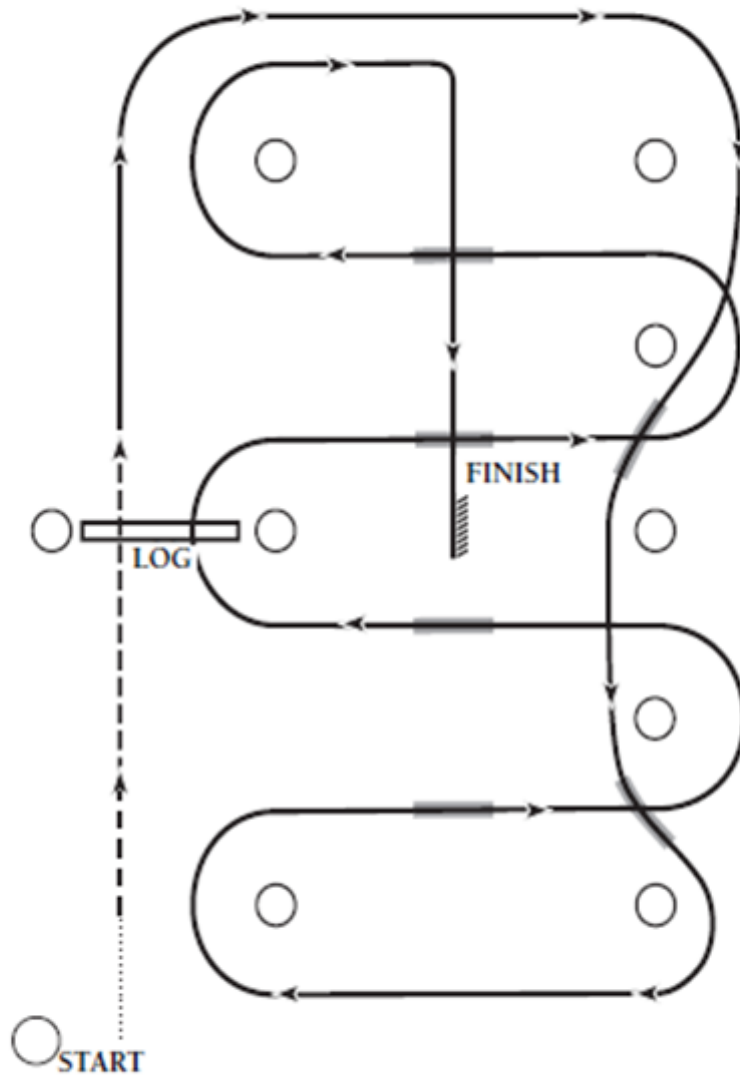
Western Riding Pattern #6



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log
2. Transition to right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change 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 & back

Green Western Riding

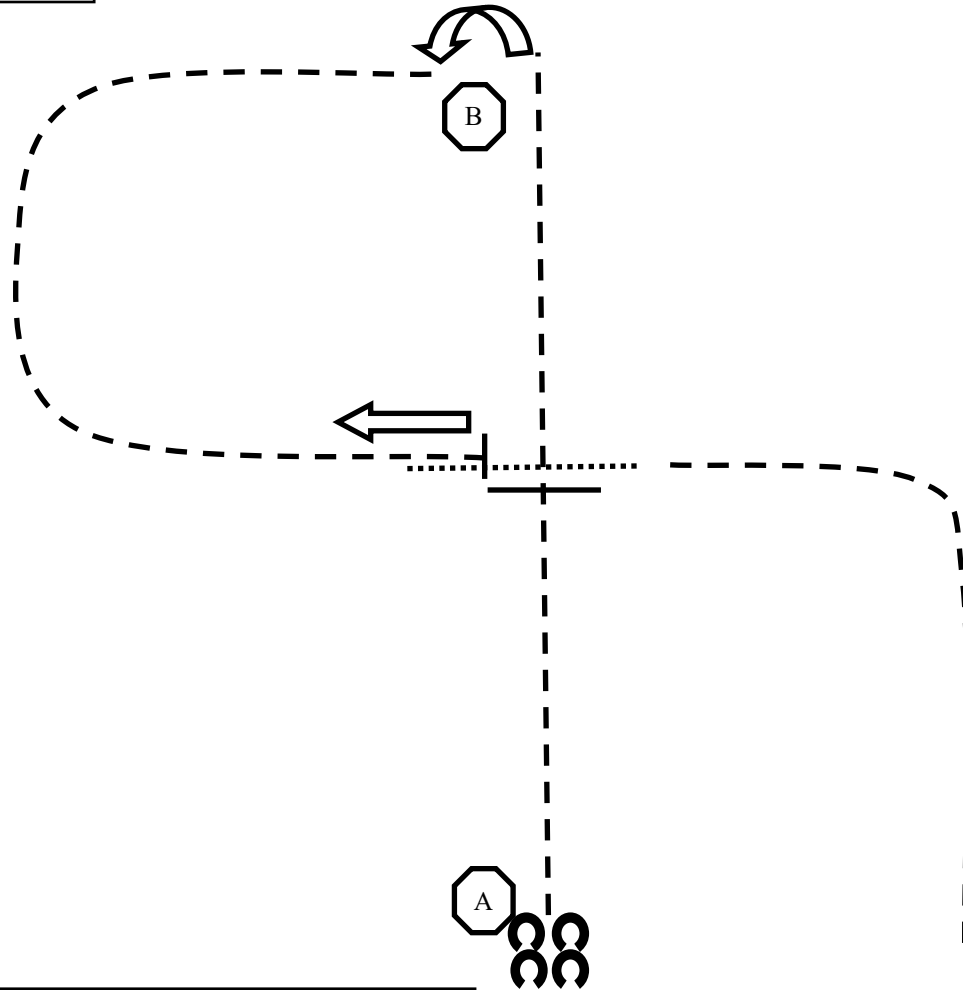
Green Western Riding Pattern #6



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right 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.

Hunt Seat Equitation

All Walk Trot

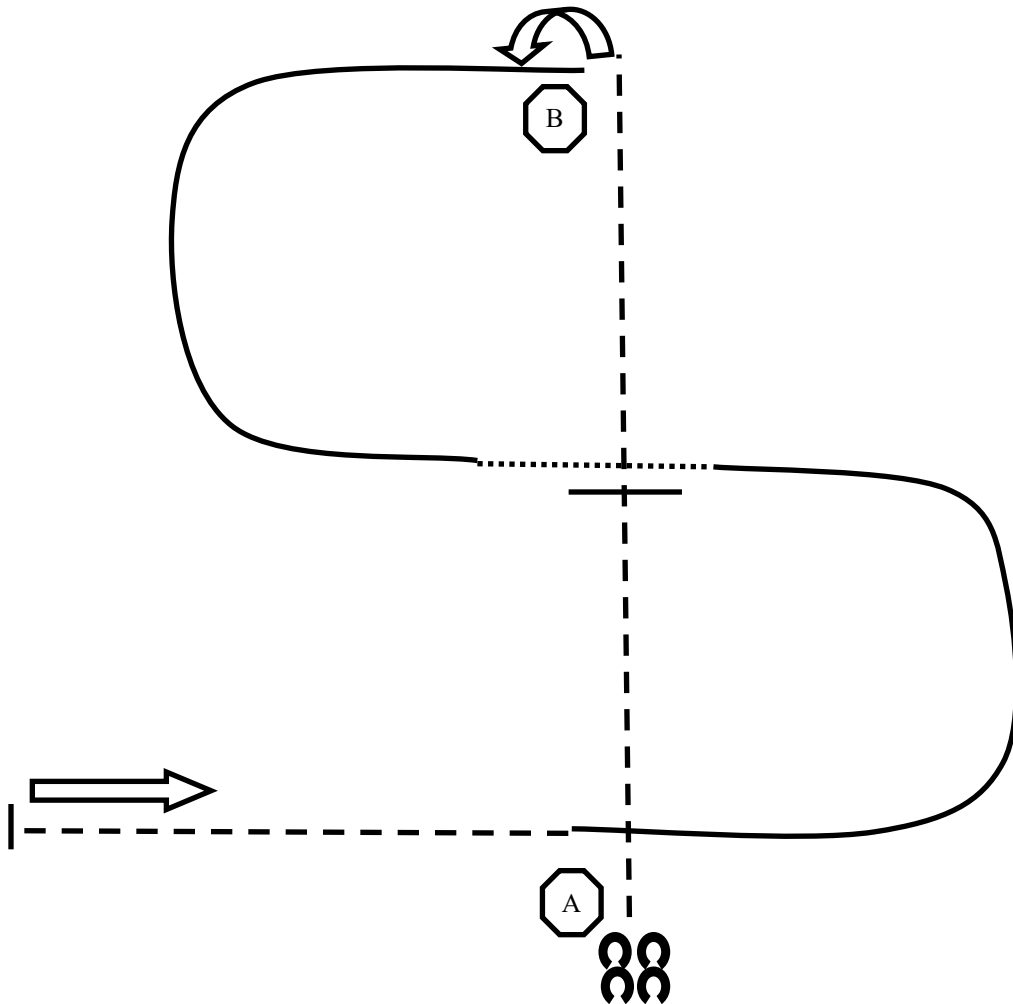


Be Ready at Cone.

1. Sitting Trot halfway
2. Trot (LD) past cone
3. Stop, 90 (LEFT) forehand
4. Trot (RD) half circle
5. Stop and Back
6. Walk (approx. 2 horse lengths)
7. Trot (LD) corner to exit

Hunt Seat Equitation

Novice Youth
Novice AM
Yth 13& U

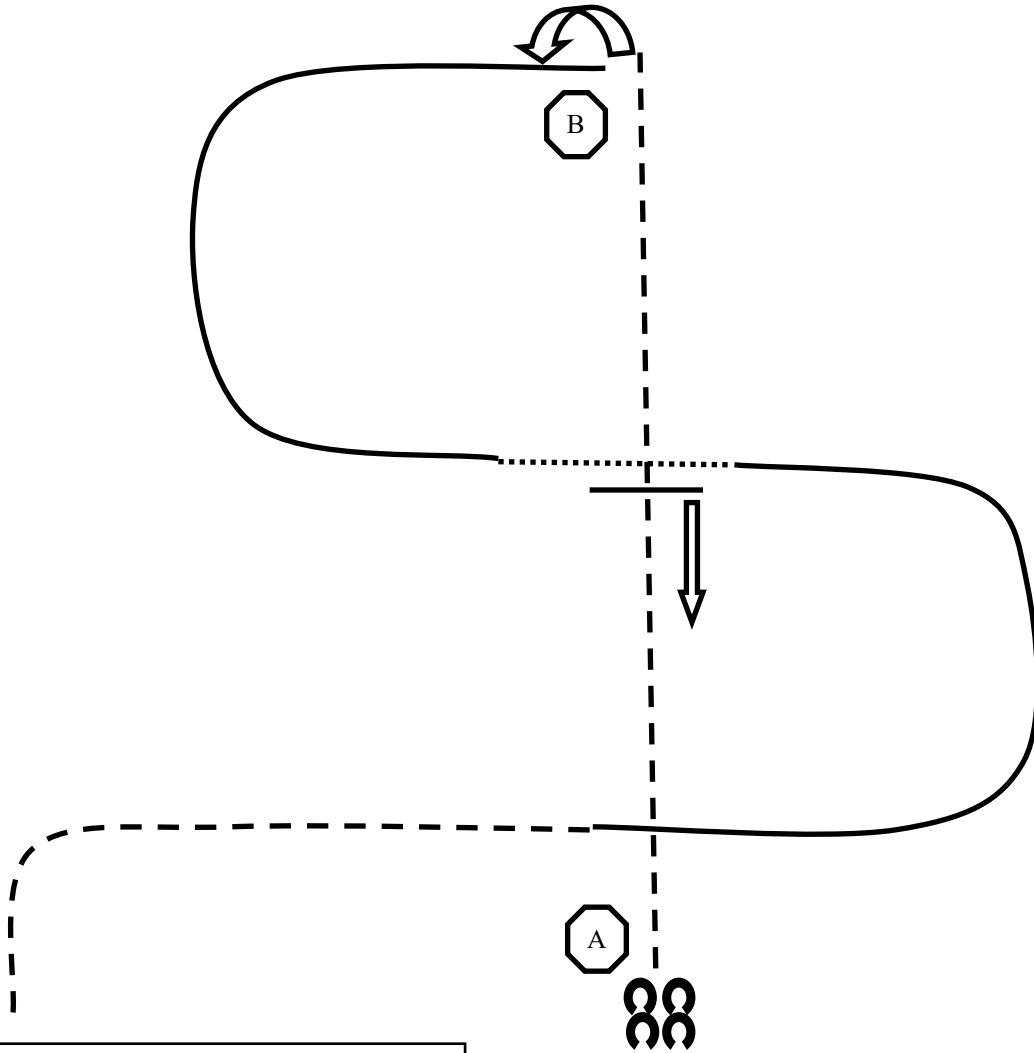


Be Ready at Cone.

1. Sitting Trot halfway
2. Trot (RD) past cone
3. Stop, 90 (LEFT) forehand
4. Canter (LL) half circle
5. Walk (approx. 1 horse length)
6. Canter (RL) half circle
7. Trot (LD)
8. Stop and Back

Hunt Seat Equitation

Amateur
Youth 18& u
All Breed

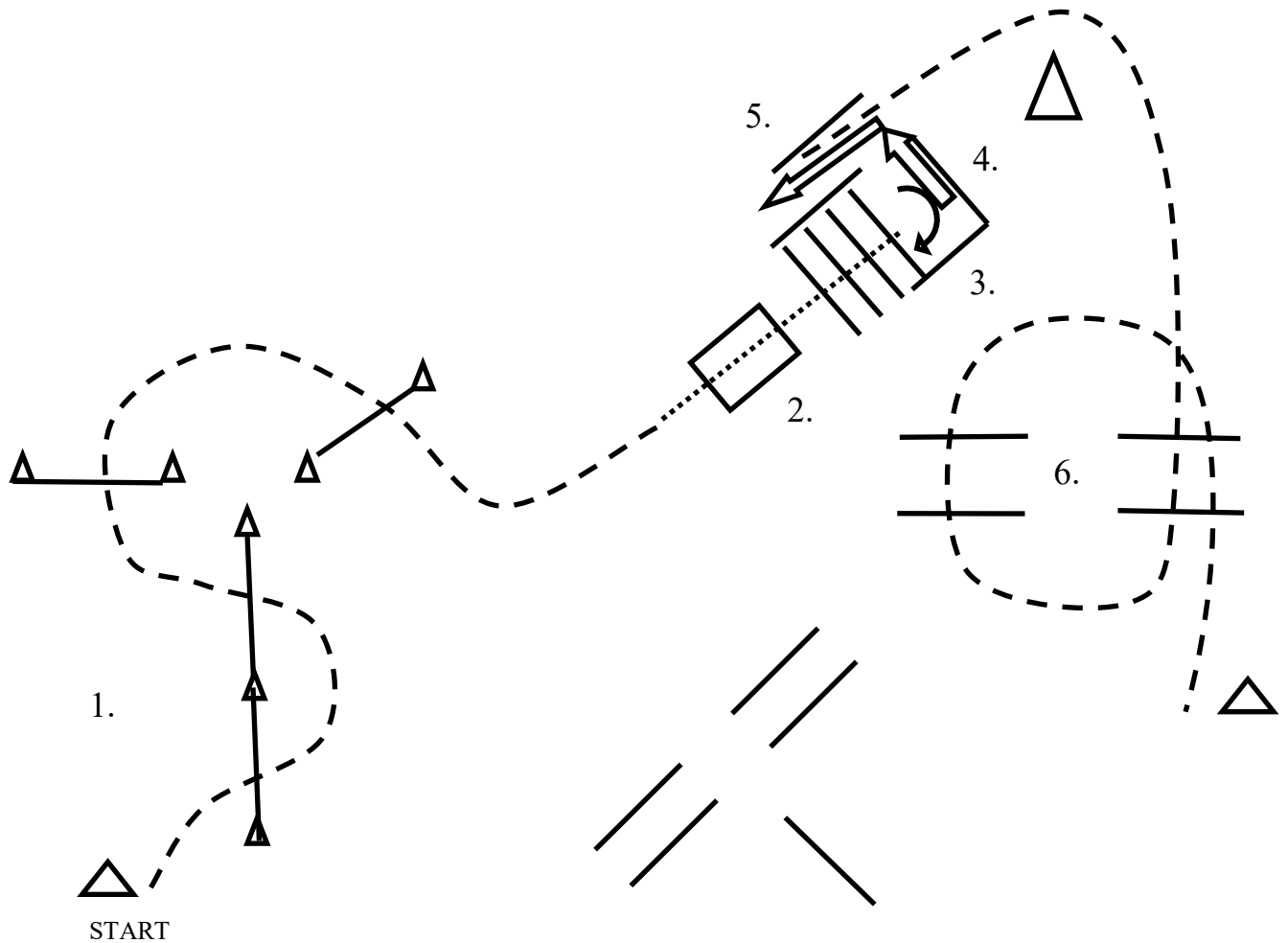


Be Ready at Cone.

1. Trot (LD) halfway
2. Stop and Back
3. Trot (RD) past cone
4. Stop, 90 (LEFT) forehand
5. Canter (LL) half circle
6. Walk (approx. 1 horse length)
7. Canter (RL)
8. Sitting Trot

Trail

All In Hand

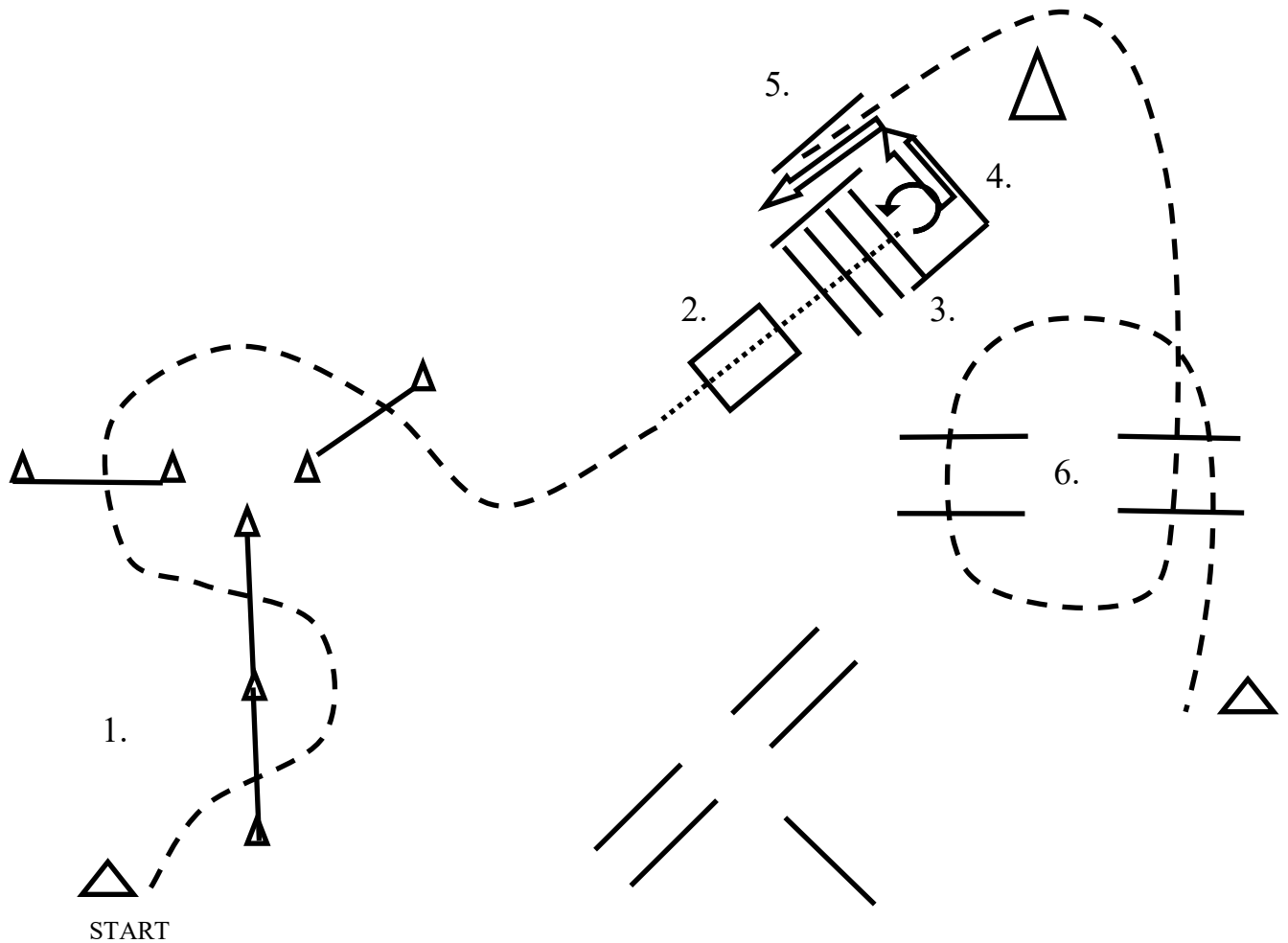


1. Trot through serpentine
2. Walk over bridge
3. Walk over logs and into box
4. 1/4 turn to right
5. Back out of box into chute
6. Trot out of chute over logs.

Pattern is complete when you get to cone.

Trail

All WT

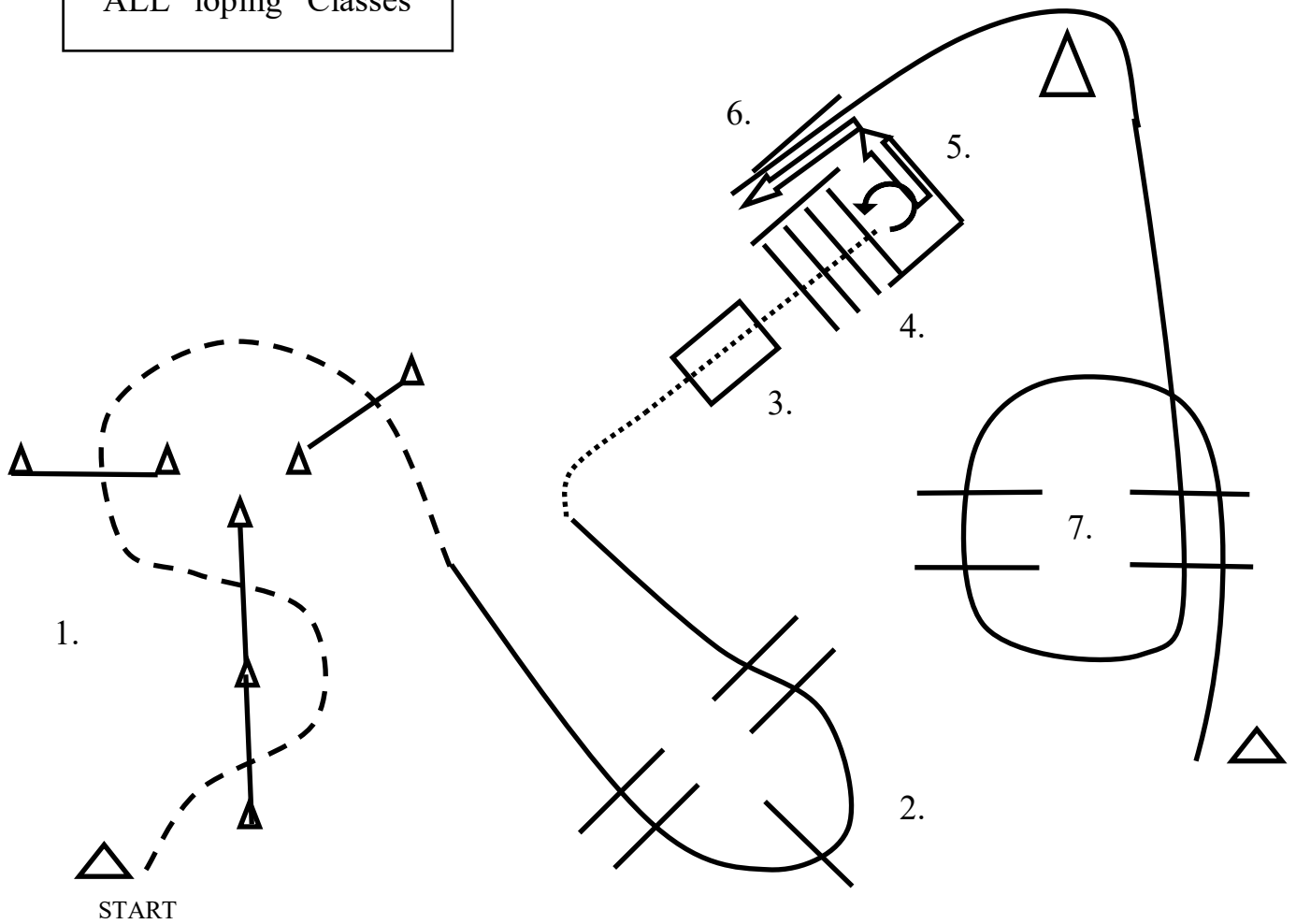


1. Trot through serpentine
2. Walk over bridge
3. Walk over logs and into box
4. 3/4 turn to left
5. Back out of box into chute
6. Trot out of chute over logs.

Pattern is complete when you get to cone.

Trail

ALL "loping" Classes

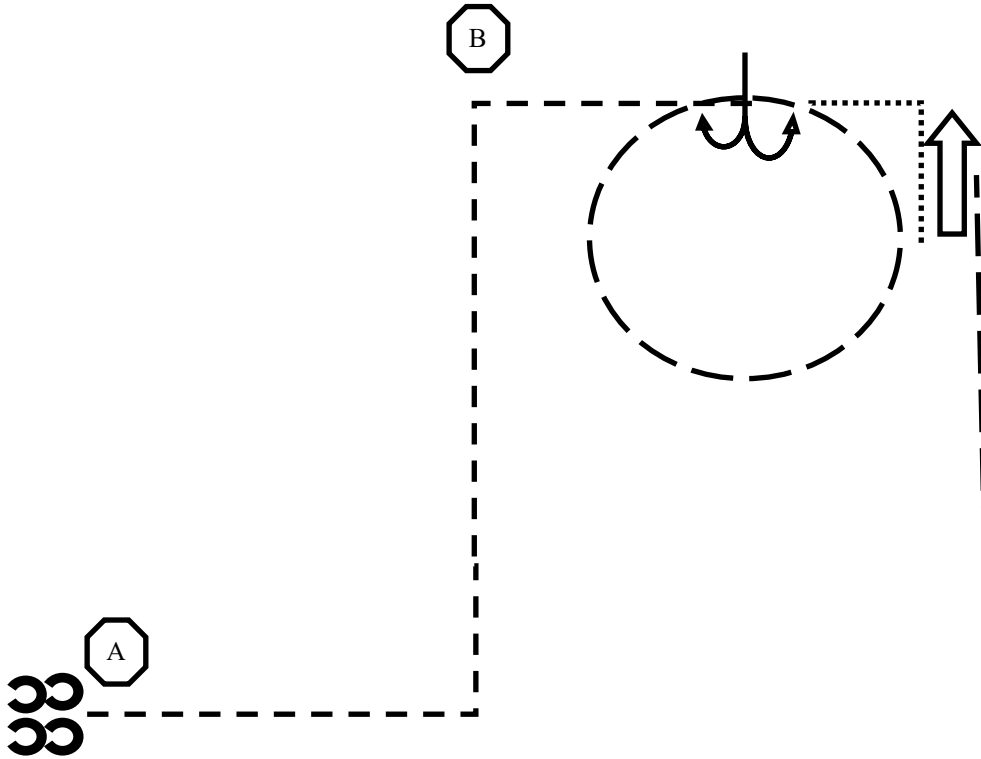


1. Trot through serpentine
2. Lope (LL) over logs
3. Walk over bridge
4. Walk over logs and into box
5. 3/4 turn to left
6. Back out of box into chute
7. Lope (RL) of out chute (you make walk a few steps forward) and over logs.

Pattern is complete when you get to cone.

Horsemanship

All Walk Trot

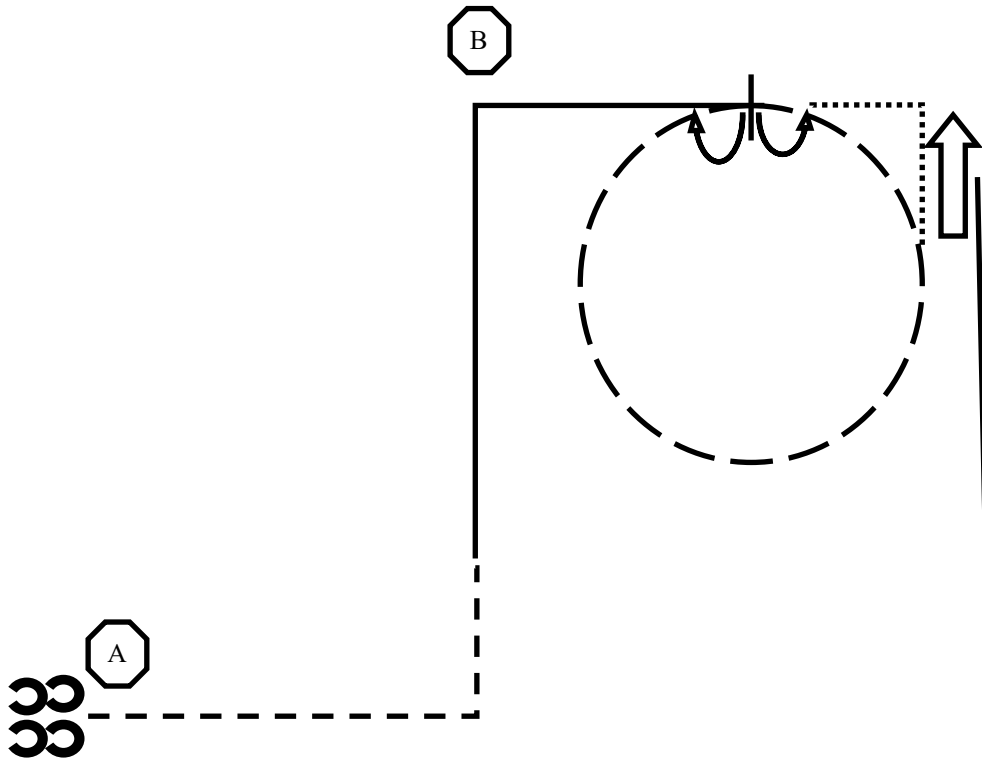


Be Ready at A.

1. Jog 2 square corners
2. Stop. 180 turn to RIGHT.
3. Extended Jog circle
4. Stop. 180 turn LEFT
5. Walk 1 square corner
6. Stop and Back
7. Extended Jog

Horsemanship

Novice Youth
Novice AM
Yth 13& U

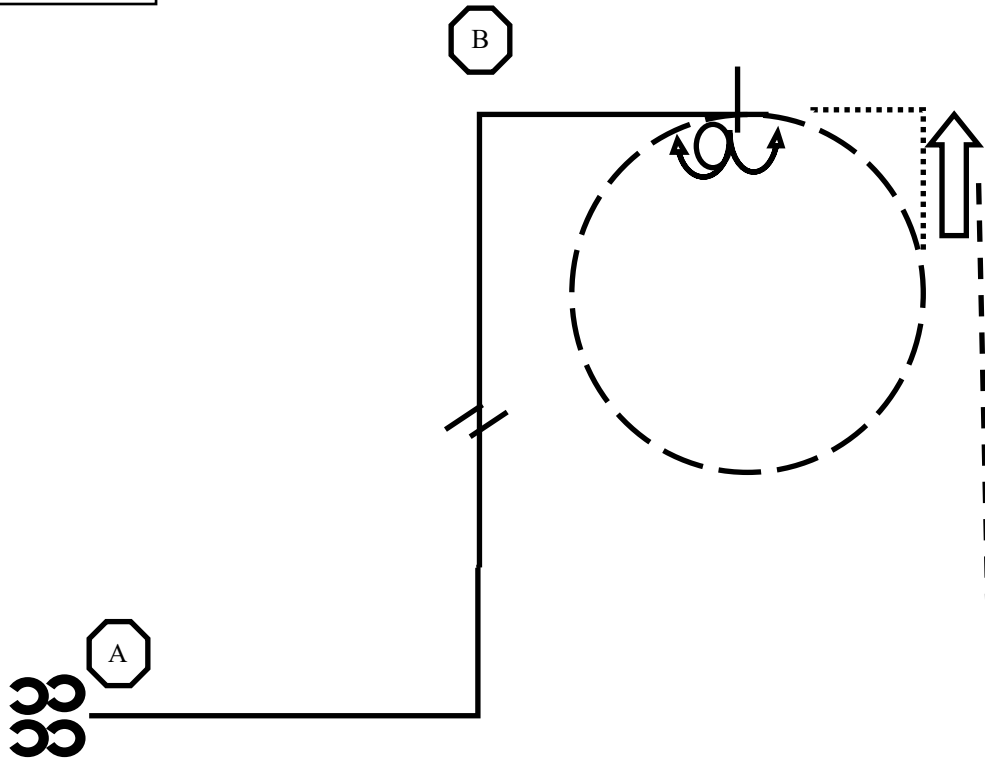


Be Ready at A.

1. Jog 1 square corner
2. Lope (RL) 1 square corner at B.
3. Stop. 180 turn to RIGHT.
4. Extended Jog circle
5. Stop. 180 turn LEFT
6. Walk 1 square corner
7. Stop and Back
8. Lope (LL)

Horsemanship

Amateur
Youth 18& u
All Breed



Be Ready at A.

1. Lope (LL) 1 square corner
2. Halfway to B, Change Leads (Simple/flying).
3. Lope (RL) 1 square corner at B.
4. Stop. 1 1/2 turn to RIGHT.
5. Extended Jog circle
6. Stop. 180 turn LEFT
7. Walk 1 square corner
8. Stop and Back
9. Jog