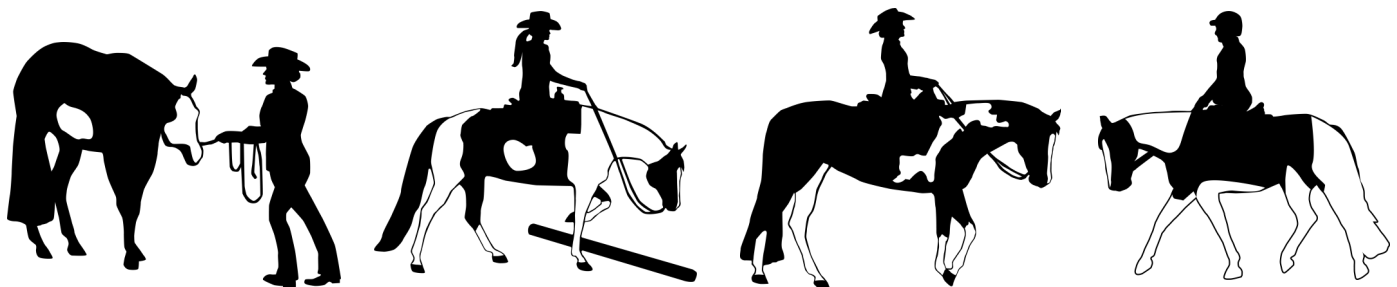




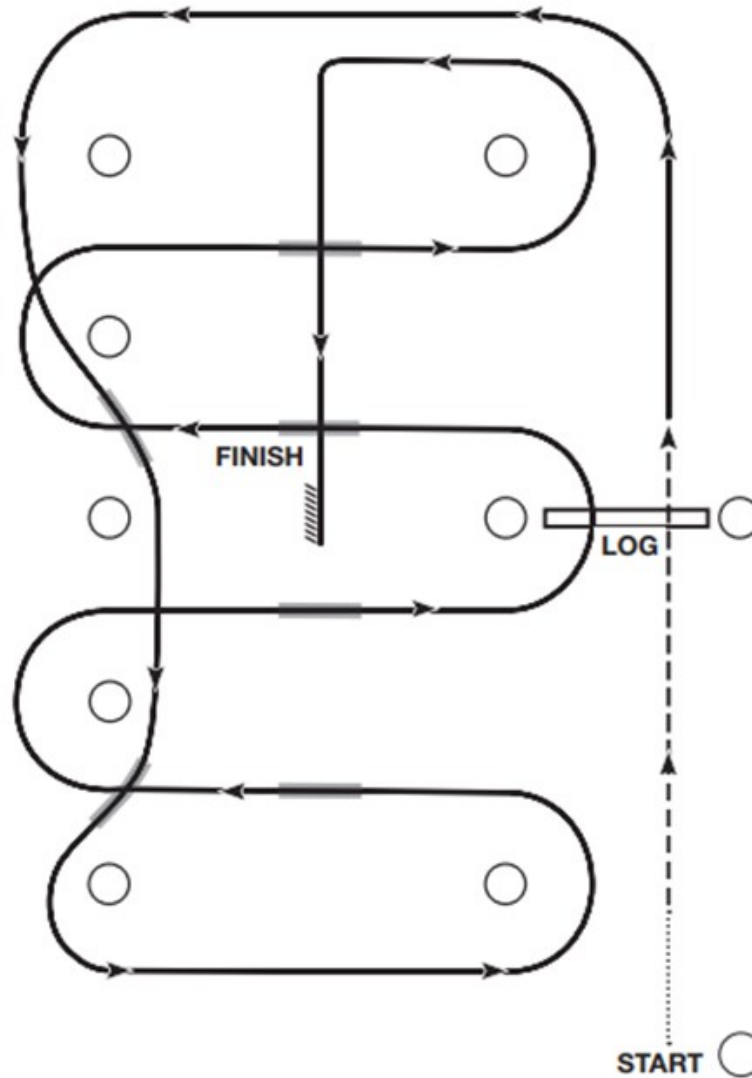
Memorial Day
Classic Show
Pattern Book
May 27-29, 2023



Western Riding Novice

Green Western Riding Pattern #1

SATURDAY



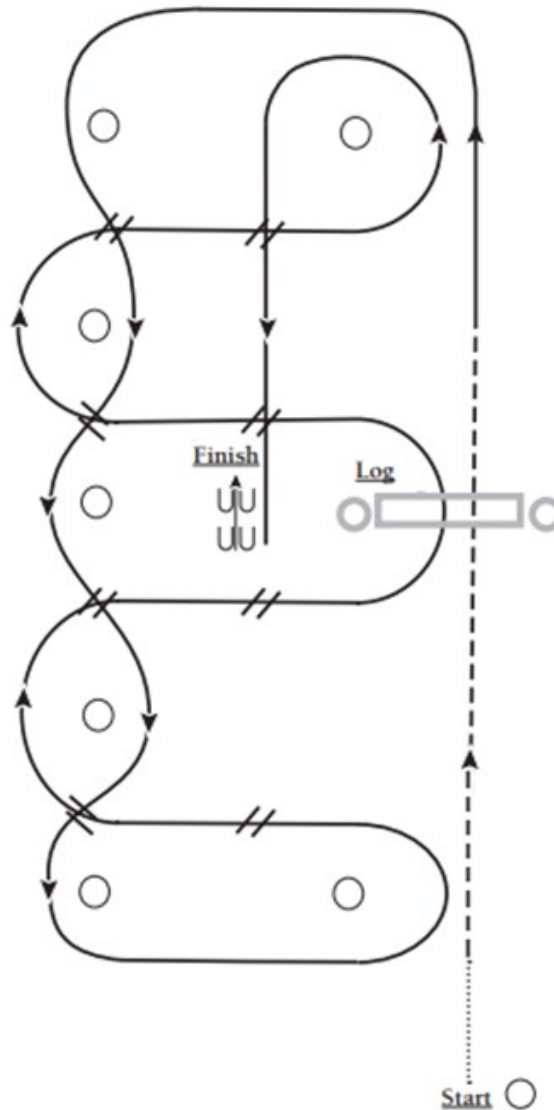
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change, lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

GWR-1

Western Riding AM, Youth

SATURDAY

Western Riding Pattern #1

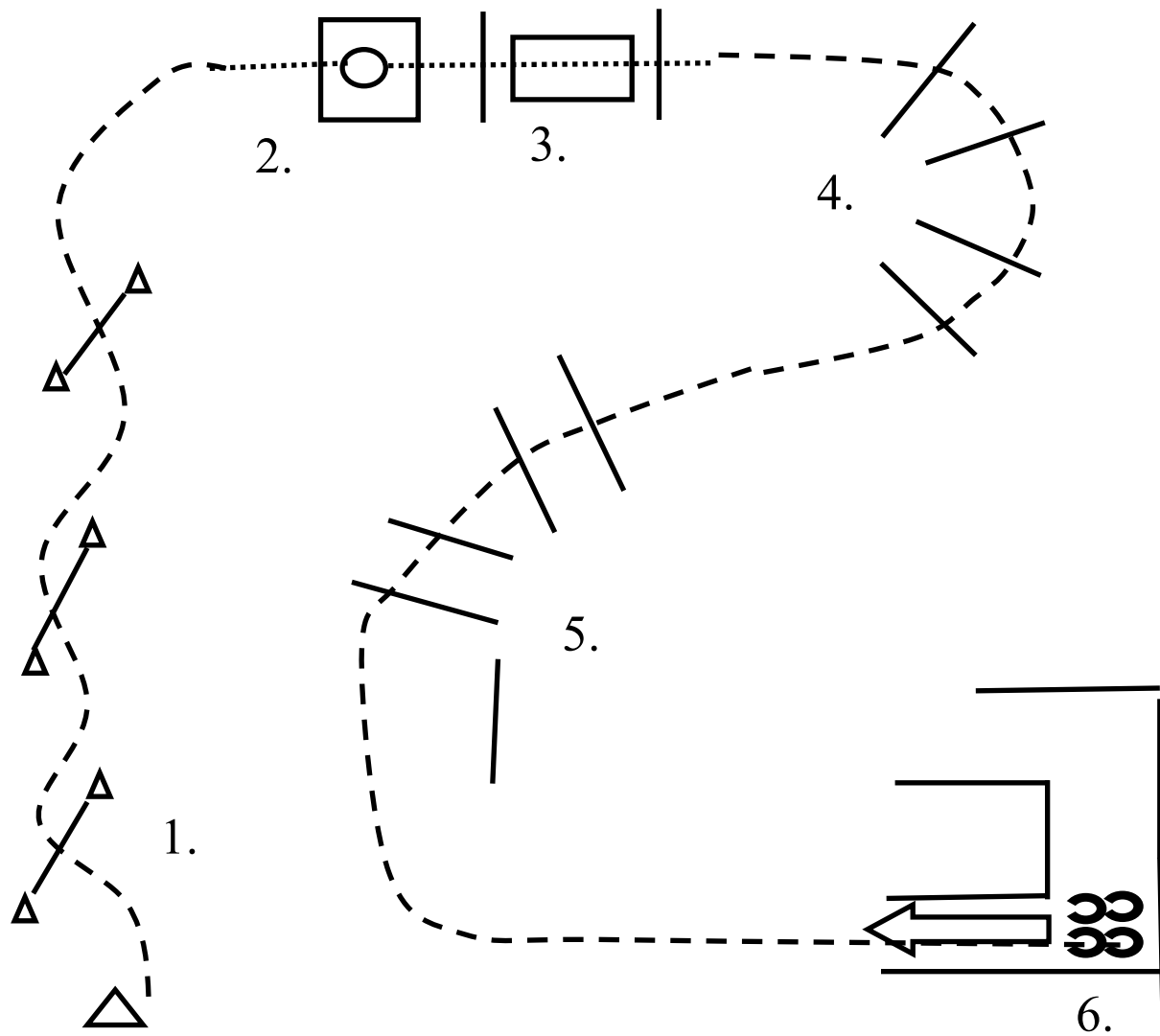


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

WR-1

Trail

Walk Trot and In hand



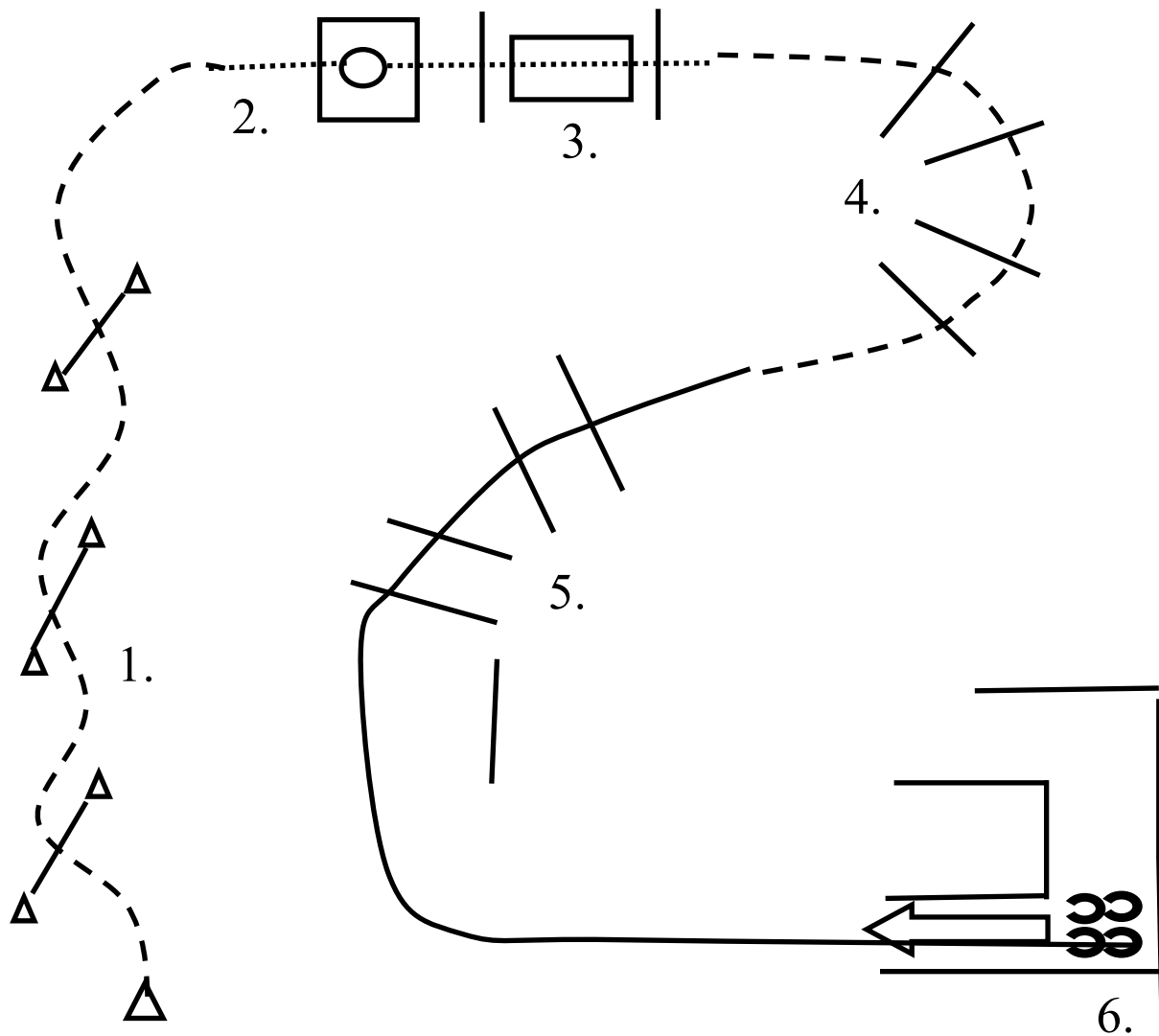
Be Ready at cone

1. Trot serpentine
2. Walk into box, 360 either way
3. Walk out of box over poles and bridge
4. Trot over 1st set of poles
5. Trot over 2nd set of poles and into chute.
6. Back out of chute. Pattern complete.

TR-1

Trail

All Novice



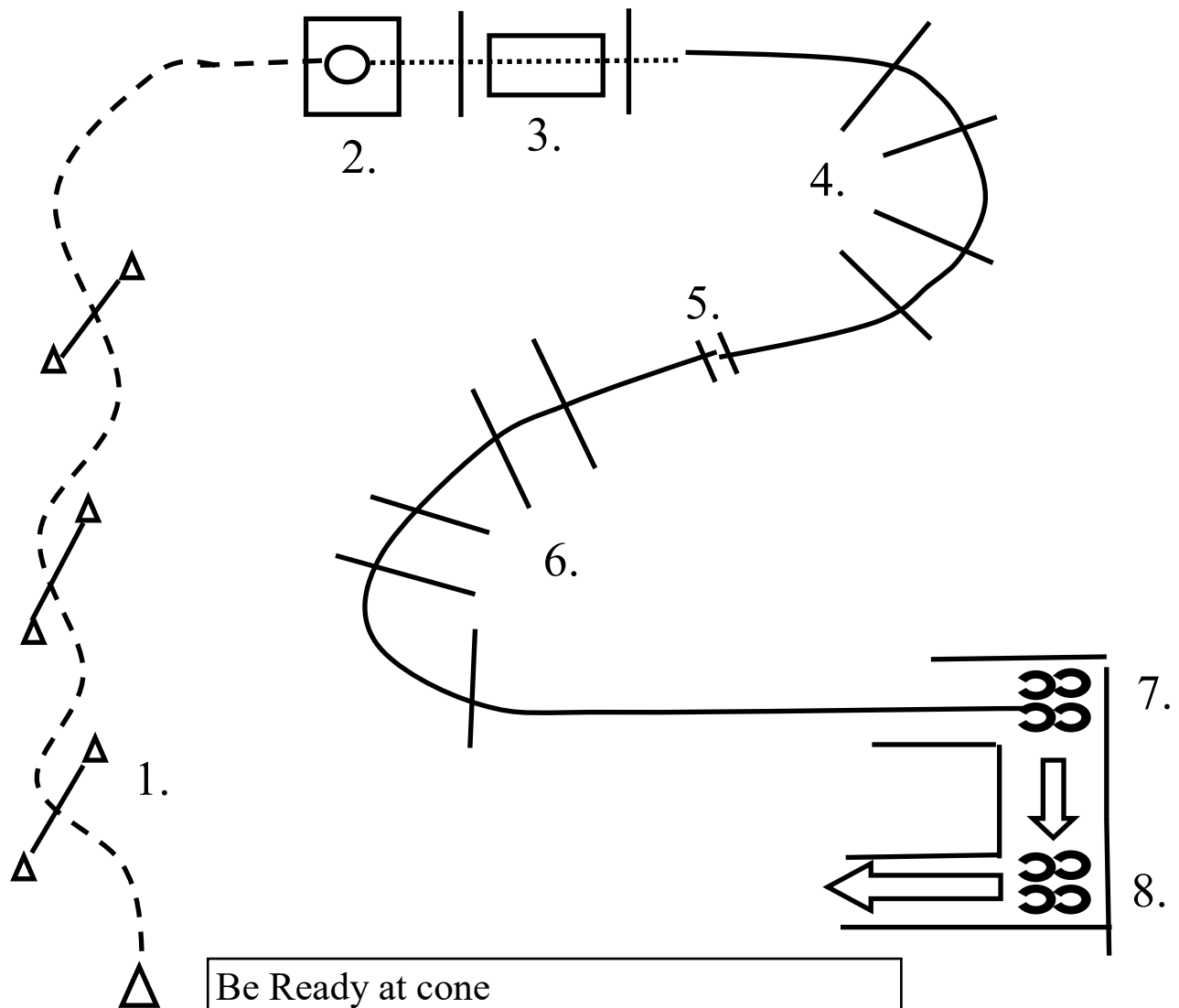
Be Ready at cone

1. Trot serpentine
2. Walk into box, 360 either way
3. Walk out of box over poles and bridge
4. Trot over poles
5. Lope (LL) over poles into chute.
6. Back out of chute. Pattern complete.

TR-2

Trail

Youth and Amateur

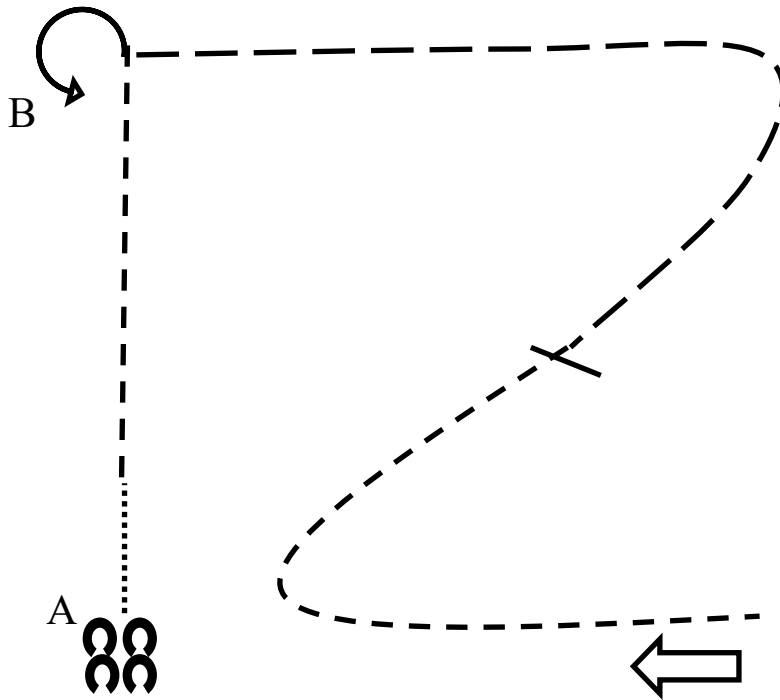


- Be Ready at cone
1. Trot serpentine
 2. Trot into box, 360 either way
 3. Walk out of box over poles and bridge
 4. Lope (RL) over 4 poles
 5. Change Leads.
 6. Lope (LL) over 5 poles into chute.
 7. Side Pass right into next chute.
 8. Back out of chute. Pattern complete.

TR-3

HORSEMANSHIP

All Walk Trot



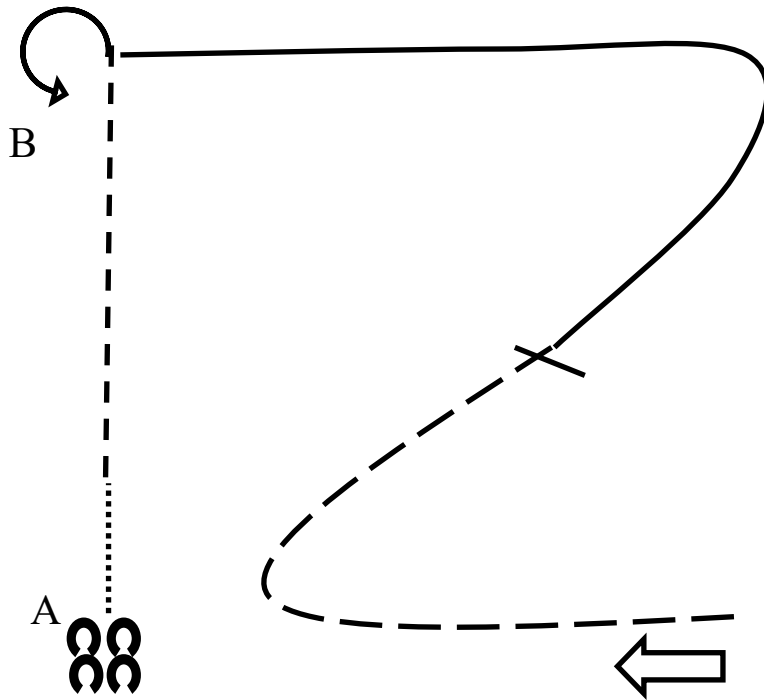
Be Ready at A.

1. Walk approximately 1 horse length
2. Jog past B.
3. Stop. 270 left
4. Extended Jog 1 corner
5. Slow to Jog and Jog 1 corner
6. Stop. Back 5 steps. Pattern is complete

Exit at Jog

HORSEMANSHIP

All Novice and Youth 13&u



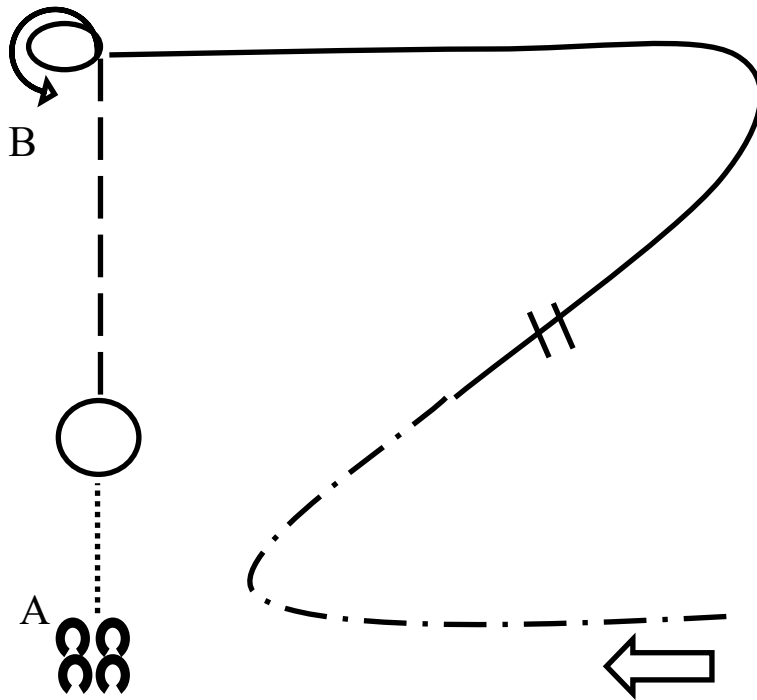
Be Ready at A.

1. Walk approximately 1 horse length
2. Jog past B.
3. Stop. 270 left
4. Lope (RL) 1 corner
5. Extended Jog 1 corner
6. Stop. Back 5 steps. Pattern is complete

Exit at Jog

HORSEMANSHIP

Amateur and Youth 18&u



Be Ready at A.

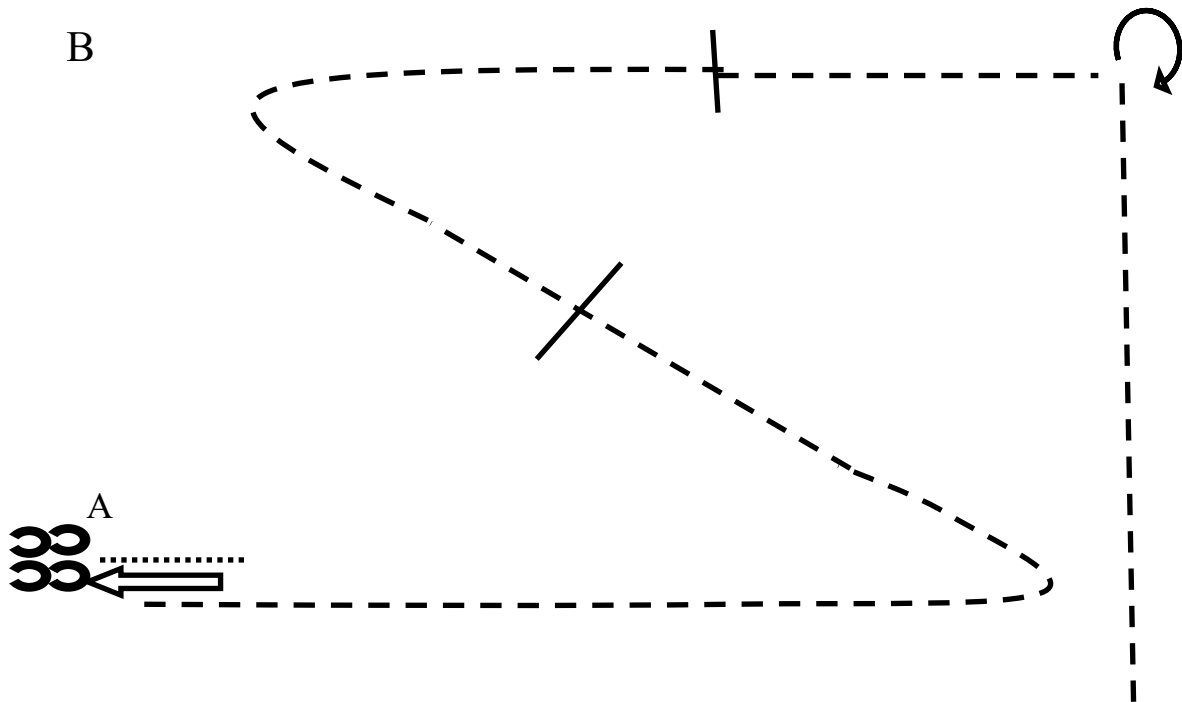
1. Walk approximately 1 horse length
2. Stop. 360 to right
3. Extended Jog past B.
4. Stop. 1 3/4 turn left
5. Lope (RL) 1 corner
6. Change leads (simple or flying)
7. Build into Extended Lope (LL) 1 corner.
8. Stop. Back 5 steps. Pattern is complete

Exit at Jog

HMS-3

Hunt Seat Equitation

All Walk Trot



Be Ready at A

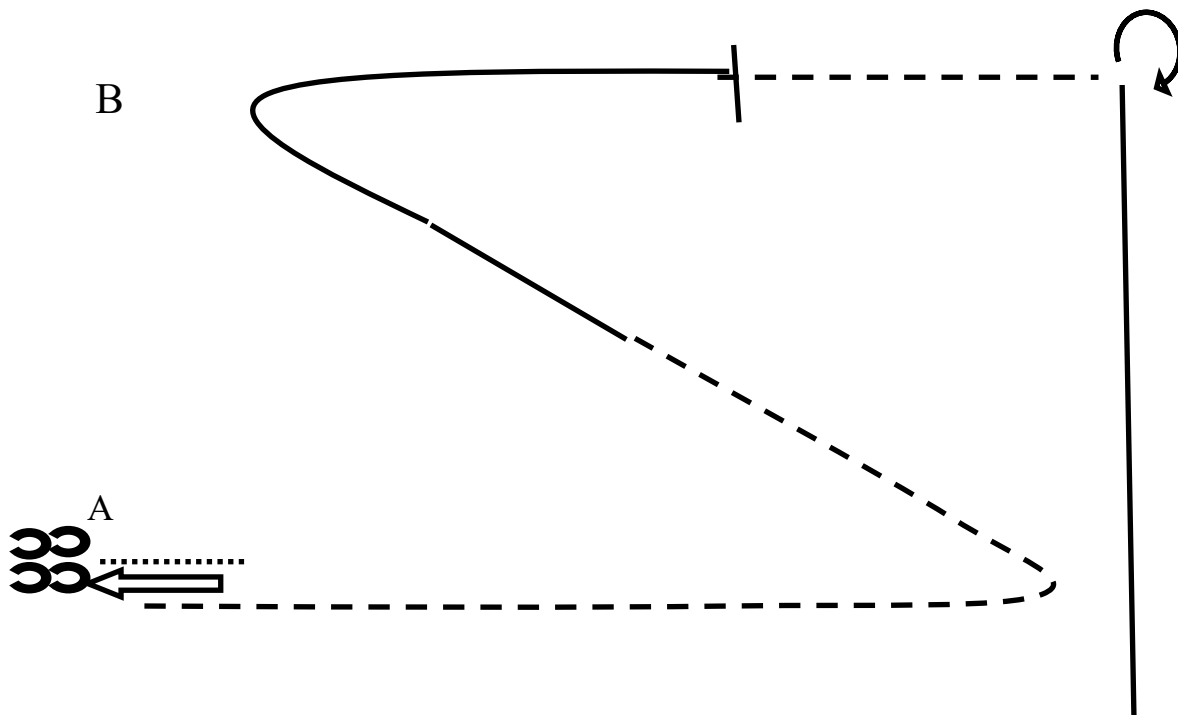
1. Walk 2 horse lengths
2. Stop and Back 5 steps
3. Posting Trot (RD) 1 corner and half the diagonal line towards B.
4. Change diagonals
5. Posting Trot (LD) 1 corner and half the line.
6. Sitting Trot
7. Stop. 270 forehand turn to left.
8. Posting trot (LD) to exit.

Pattern complete with you pass A.

HSE-1

Hunt Seat Equitation

All Novice, Yth 13&u



Be Ready at A

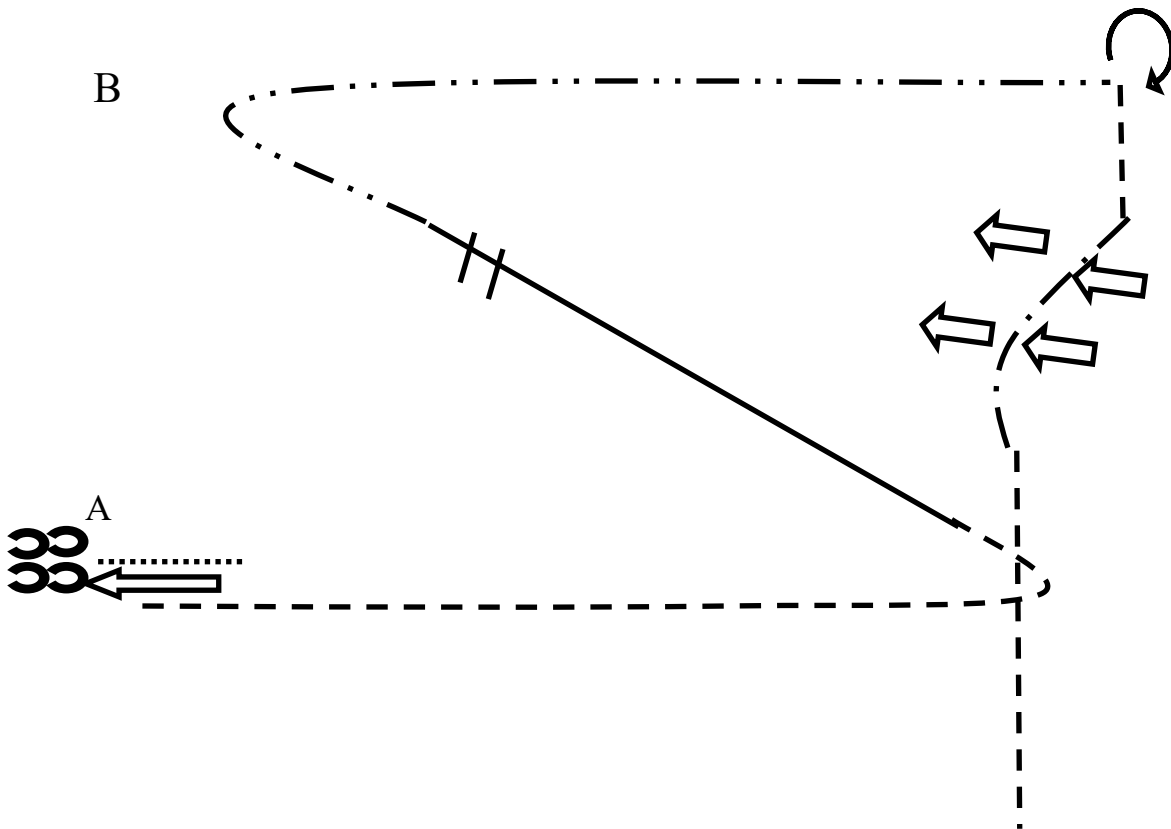
1. Walk 2 horse lengths
2. Stop and Back 5 steps
3. Posting Trot (RD) 1 corner half the line towards B.
4. Canter (RL) corner and half the line.
5. Posting Trot (LD)
6. Stop. 270 forehand turn to left.
7. Canter (LL) to exit.

Pattern complete with you pass A.

HSE-2

Hunt Seat Equitation

Yth 18&u, AM, AM SPB



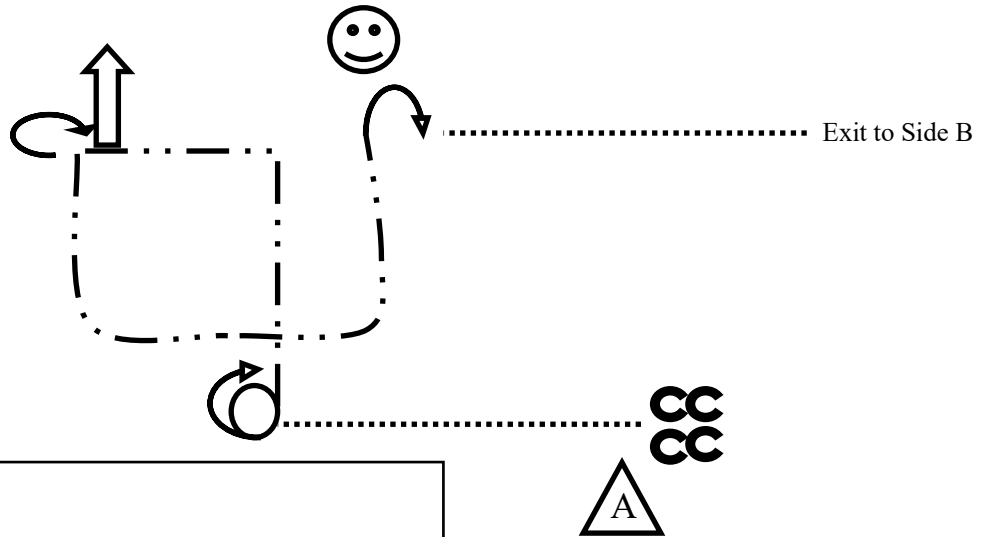
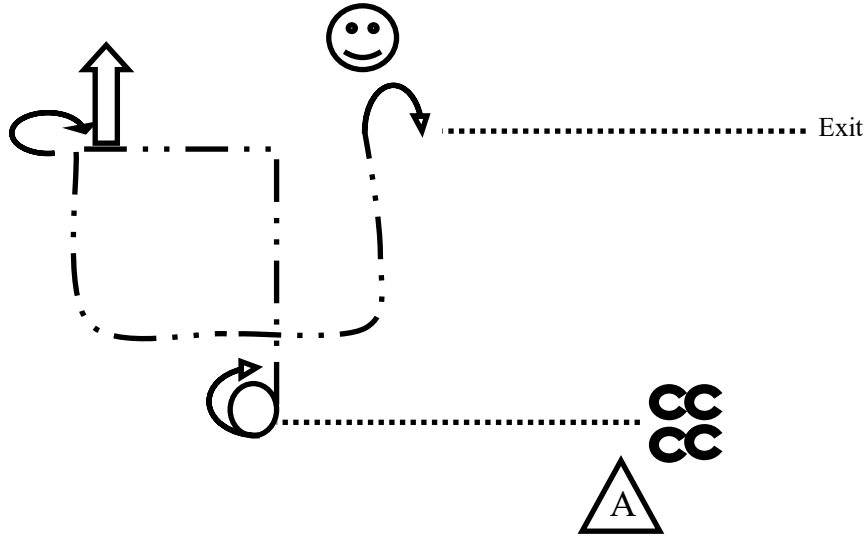
Be Ready at A

1. Walk 2 horse lengths
2. Stop and Back 5 steps
3. Posting Trot (RD) 1 corner towards B.
4. Canter (LL)
5. Change Leads
6. Move into Hand Gallop (RL)
7. Stop. 270 forehand turn to left.
8. Establish sitting trot, leg yield right, continue sitting trot to exit.

Pattern complete with you pass A.

HSE-3

CHUTE TO SIDE B



Be Ready at A

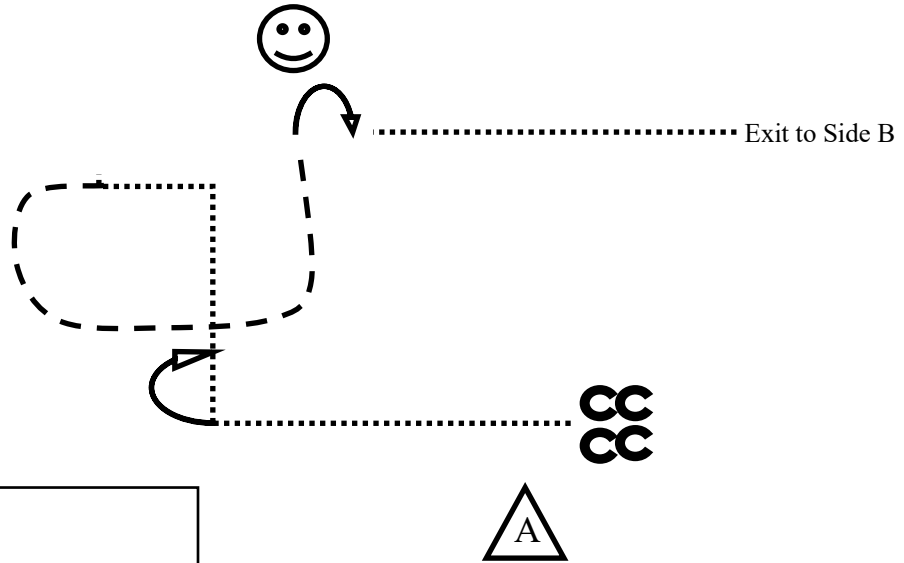
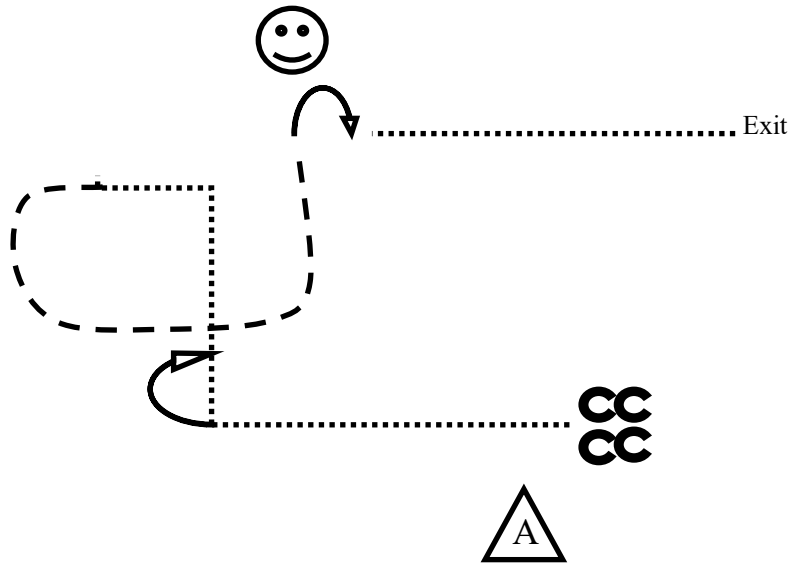
1. Walk past Judge
2. Stop. 450 turn.
3. Extended Walk 1 square corner
4. Stop. 270 turn
5. Back (aprox 1 horse length)
6. Extended Walk 1/2 circle to Judge
7. Set Up.
8. Inspection
9. 90 turn and Walk out.

SMS-1

CHUTE TO EXIT

gate

CHUTE TO SIDE B



Be Ready at A

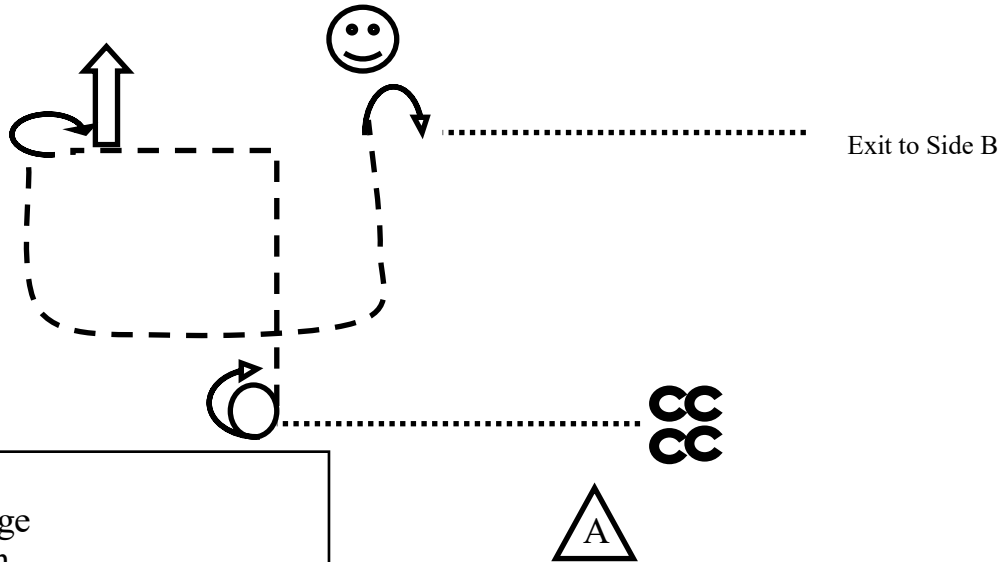
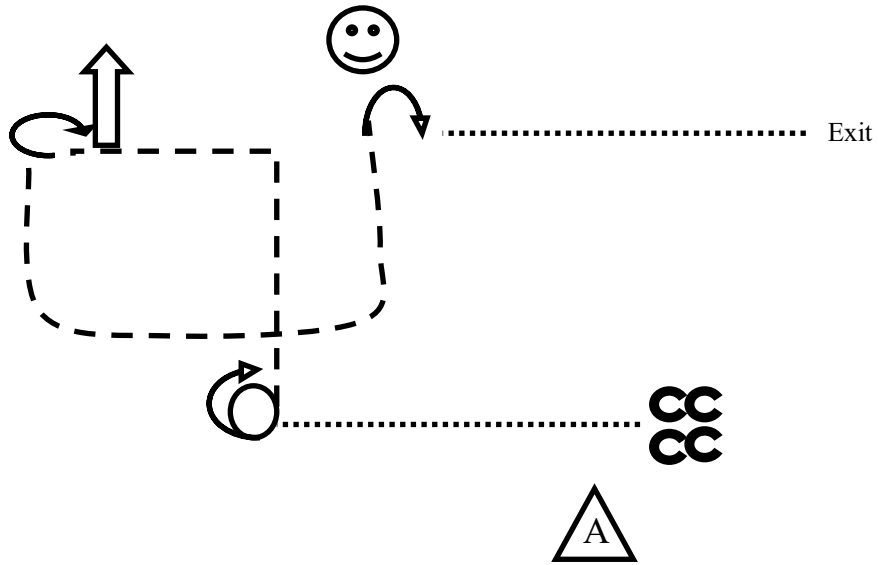
1. Walk past Judge
2. Stop. 90 degree turn.
3. Walk 1 square corner
4. Trot loop to judge
5. Set Up.
6. Inspection
7. 90 turn and Walk out.

SMS-2

CHUTE TO EXIT

gate

CHUTE TO SIDE B



Be Ready at A

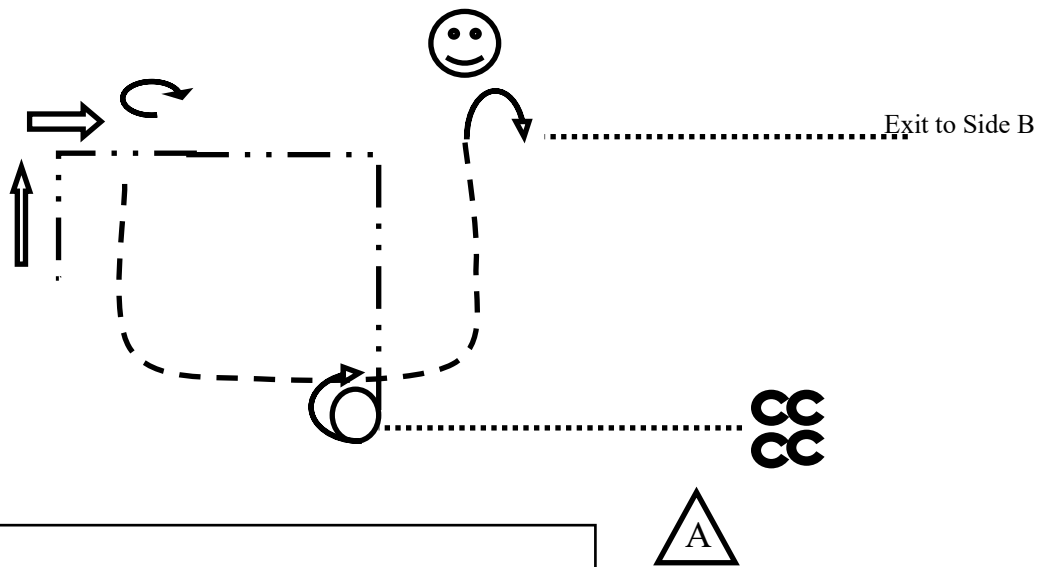
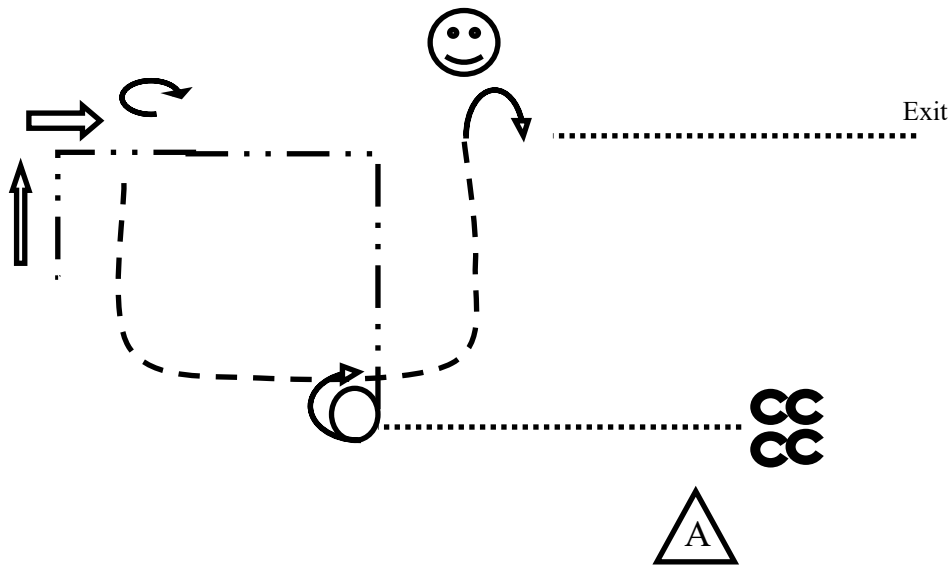
1. Walk past Judge
2. Stop. 450 turn.
3. Trot 1 square corner
4. Stop. 270 turn
5. Back (aprox 1 horse length)
6. Trot 1/2 circle to judge
7. Set Up.
8. Inspection
9. 90 turn and Walk out.

SMS-3

CHUTE TO EXIT

gate

CHUTE TO SIDE B



Be Ready at A

1. Walk past Judge
2. Stop. 450 turn.
3. Extended Trot 2 square corners
4. Stop. Back a corner.
5. 270 turn
6. Trot 1/2 circle to judge
7. Stop. 90 degree turn
8. Set Up.
9. Inspection.

When dismissed pattern is complete. Exit at a walk.

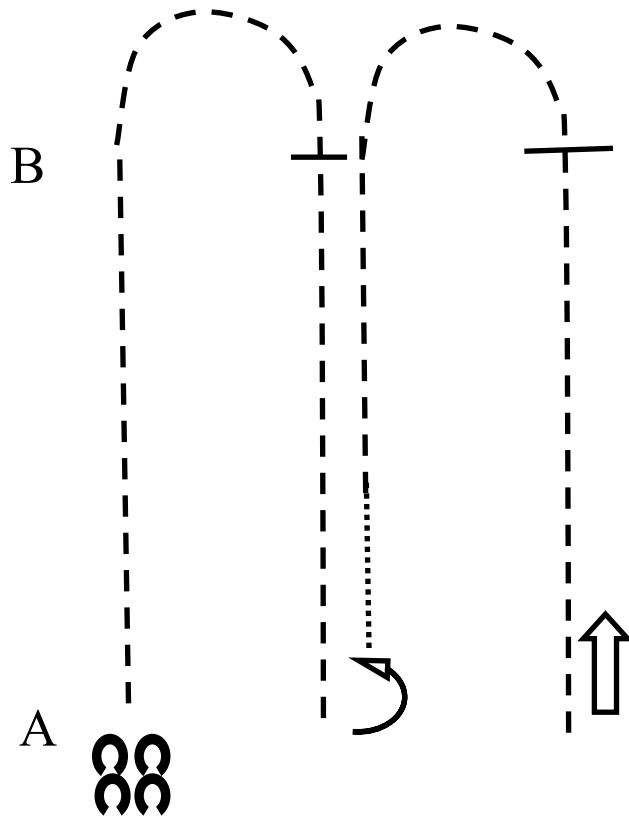
SMS-4

CHUTE TO EXIT

gate

Hunt Seat Equitation

All Walk Trot



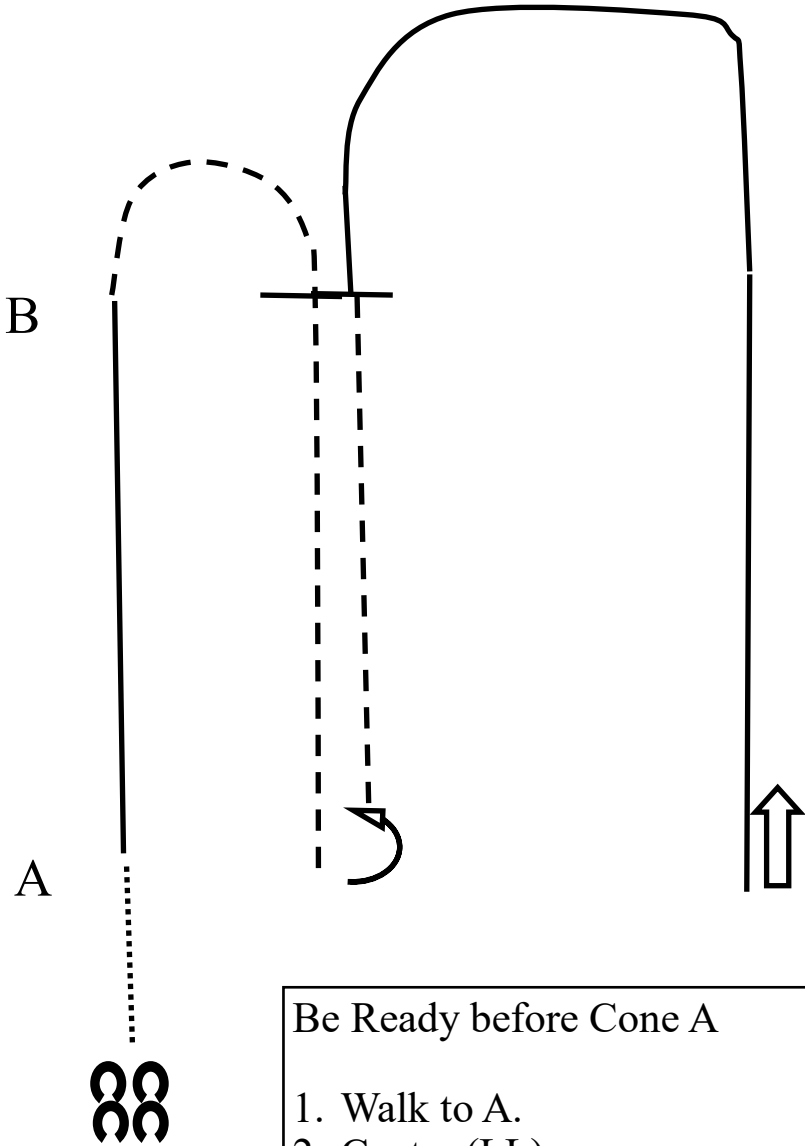
Be Ready at Cone A

1. Posting Trot (LD) to B and a half circle.
2. Even with B, Change diagonals.
3. Posting trot (RD) to A.
4. At A, Stop. 180 degree turn on forehand to left.
5. Walk approx 2 horse lengths
6. Posting Trot (LD) to B and half circle
7. At B, sitting trot
8. Even with A, Stop and Back 5 Steps. Pattern is complete.

Exit at sitting trot

Hunt Seat Equitation

All Novice and Youth 13&u



Be Ready before Cone A

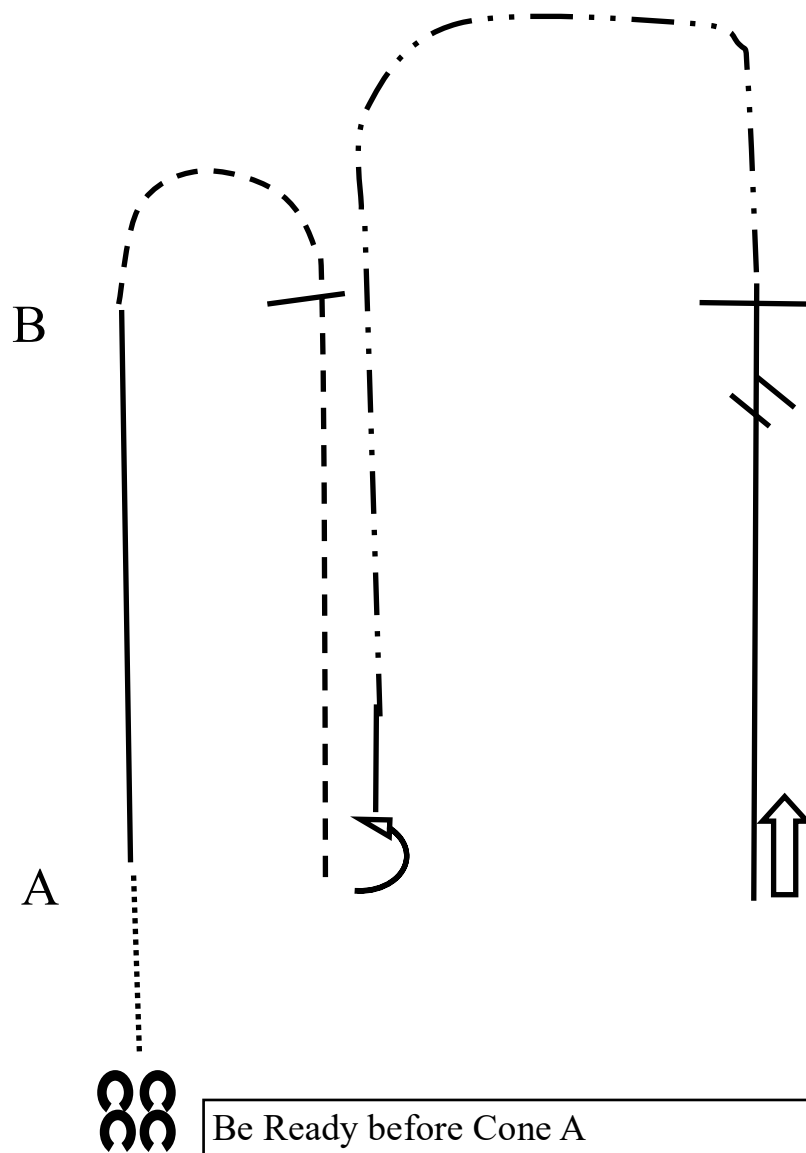
1. Walk to A.
2. Canter (LL)
3. At B, sitting trot half circle until even with B.
4. Posting trot (LD)
5. At A, Stop. 180 degree turn on forehand to left.
6. Posting Trot (RD)
7. At B, Canter (RL) in a loop.
8. Even with A, Stop and Back 5 Steps. Pattern is complete.

Exit at sitting trot

HSE-5

Hunt Seat Equitation

Amateur and Youth 18&u



Be Ready before Cone A

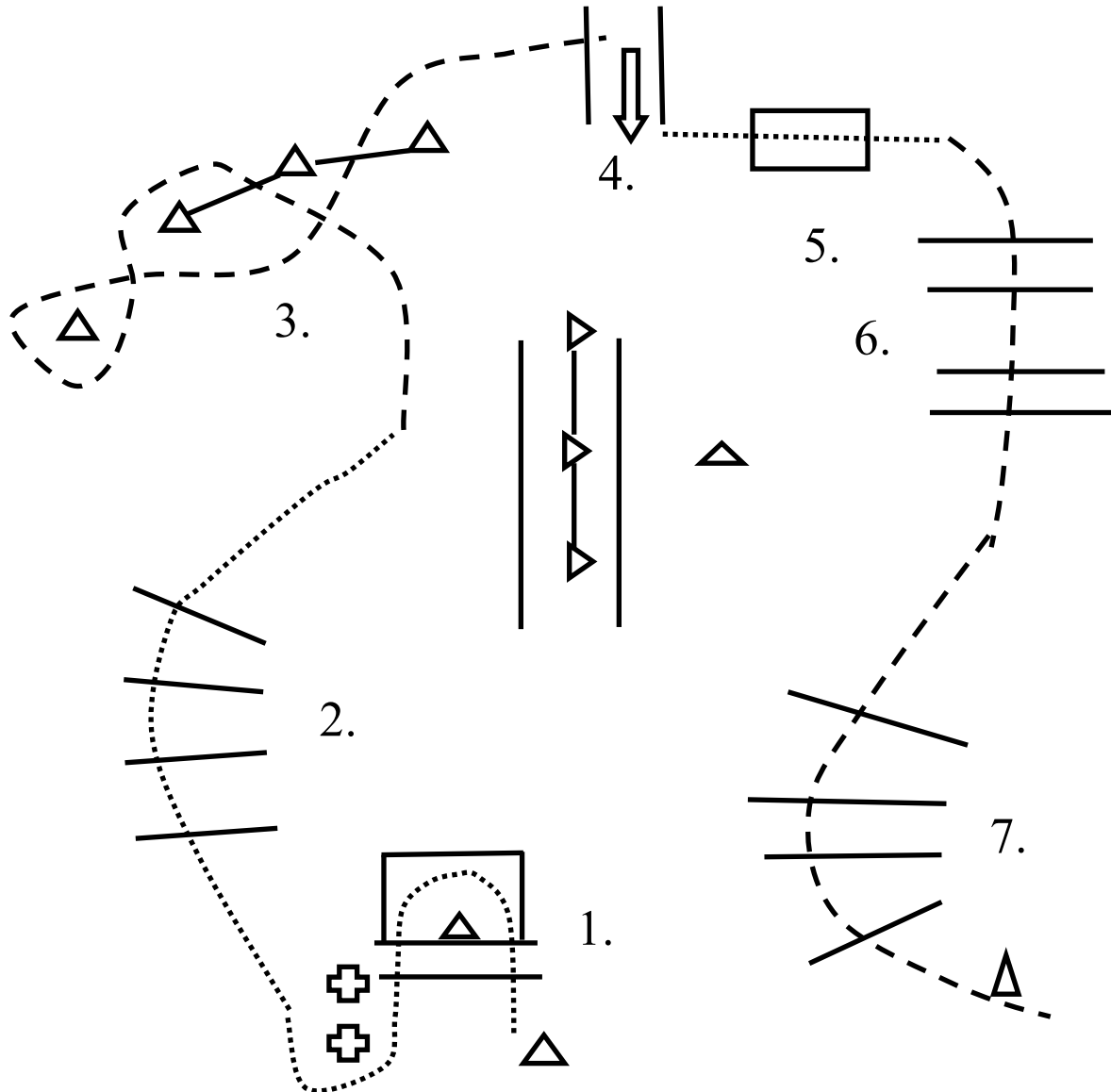
1. Walk to A.
2. Canter (LL)
3. At B, sitting trot half circle until even with B.
4. Posting trot (LD)
5. At A, Stop. 180 degree turn on forehand to left.
6. Canter (RL) move into Hand Gallop, even with B, Collect Canter
7. Change leads (Simple/Flying)
8. Canter (LL).
9. Even with A, Stop and Back 5 Steps. Pattern is complete.

Exit at sitting trot.

HSE-6

Trail

In Hand



Be Ready at Cone

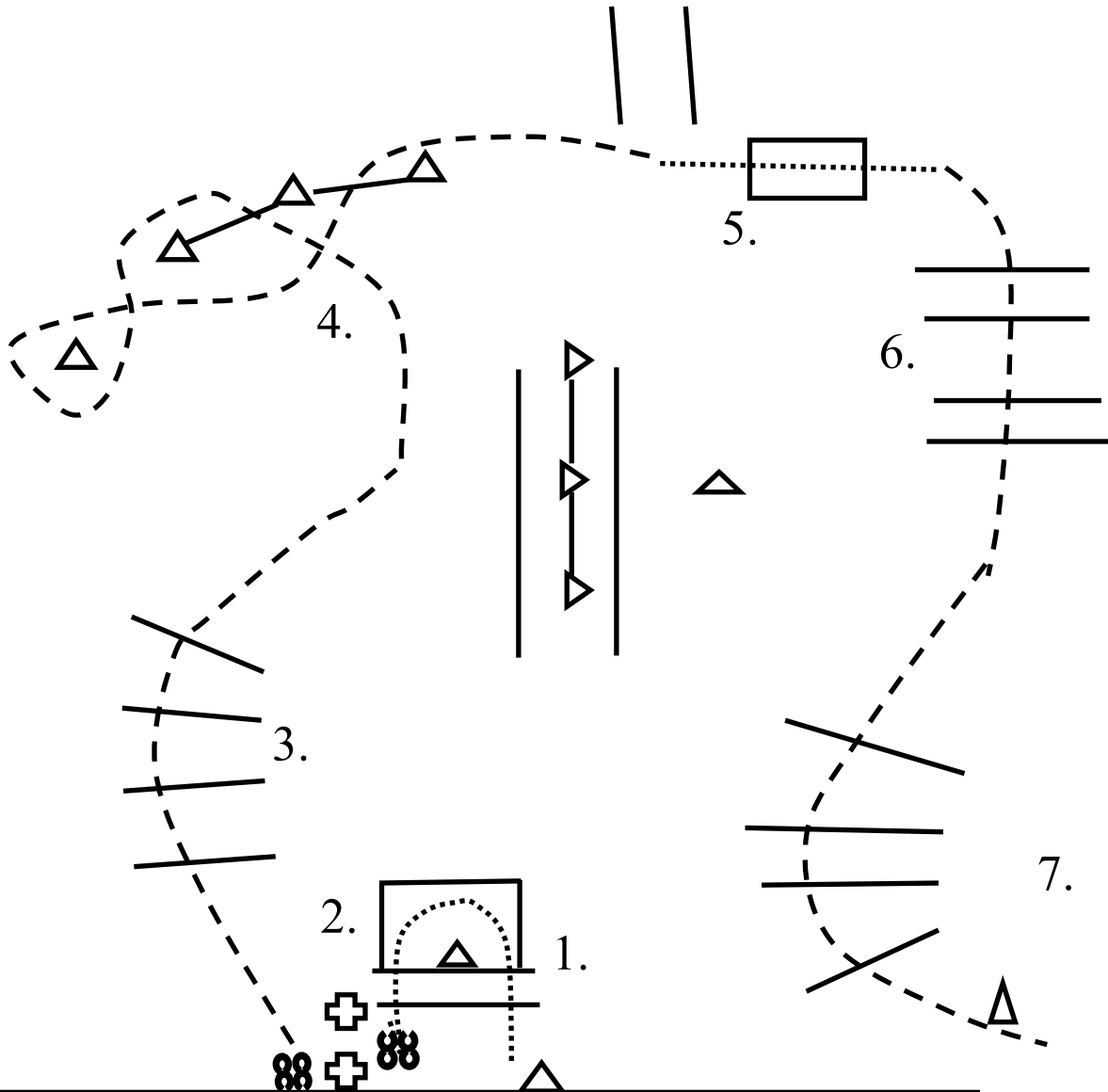
1. Walk over poles around cone, back over poles and around gate.
2. Walk Over poles
3. Trot Serpentine (as shown)
4. Trot into the 2 poles and stop. Side pass right.
5. Walk Over Bridge
6. Trot over 1st set poles.
7. Trot over 2nd set of poles

Pattern is complete with you pass cone.

TR-4

Trail

All Walk Trot



Be Ready at Cone

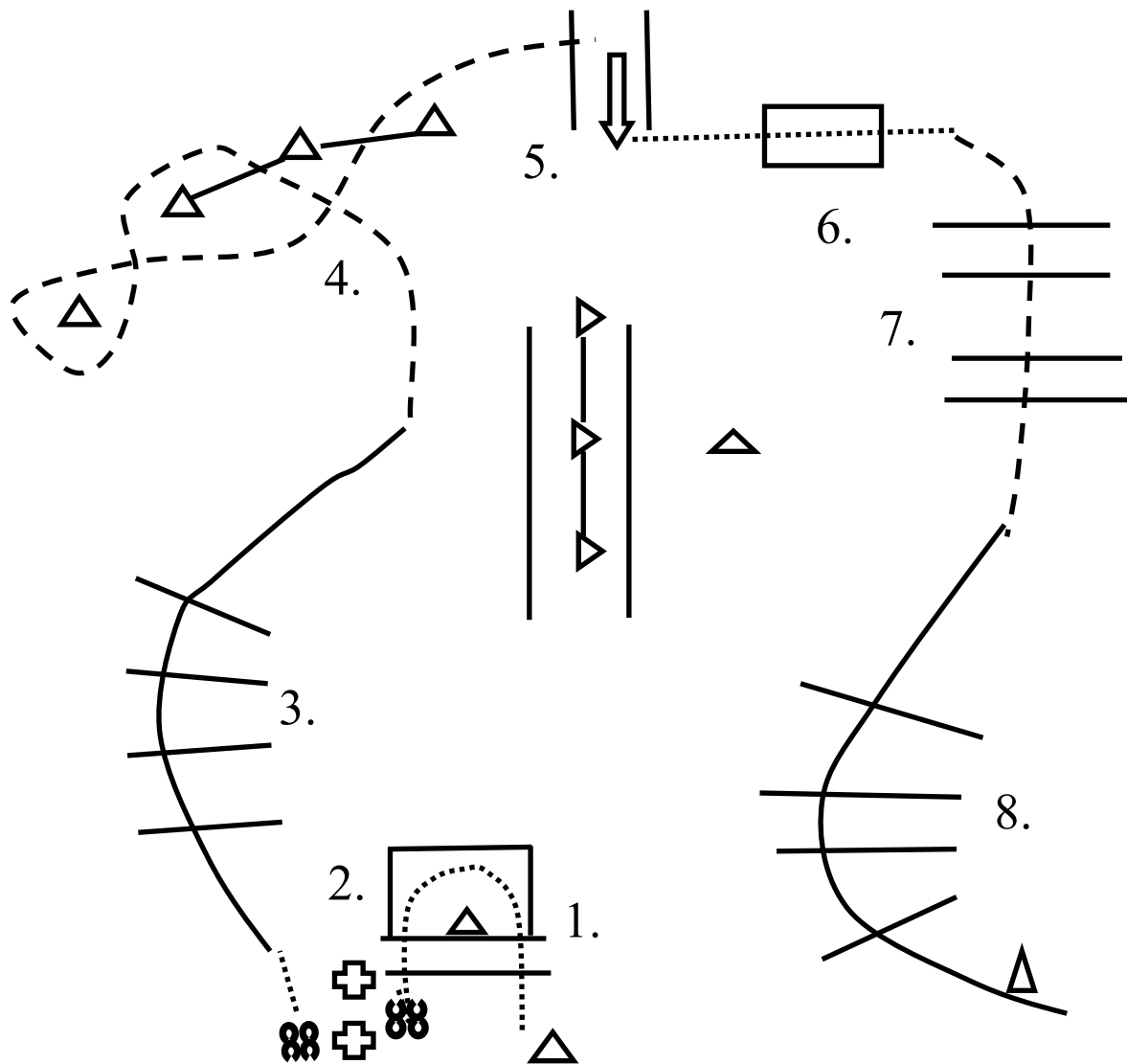
1. Walk over poles around cone and back over poles
2. Work gate (RH)
3. Trot over poles.
4. Trot Serpentine (as shown)
5. Walk Over Bridge
6. Trot over 1st set poles.
7. Trot over 2nd set of poles

Pattern is complete with you pass cone.

TR-5

Trail

All Novice and Green



Be Ready at Cone

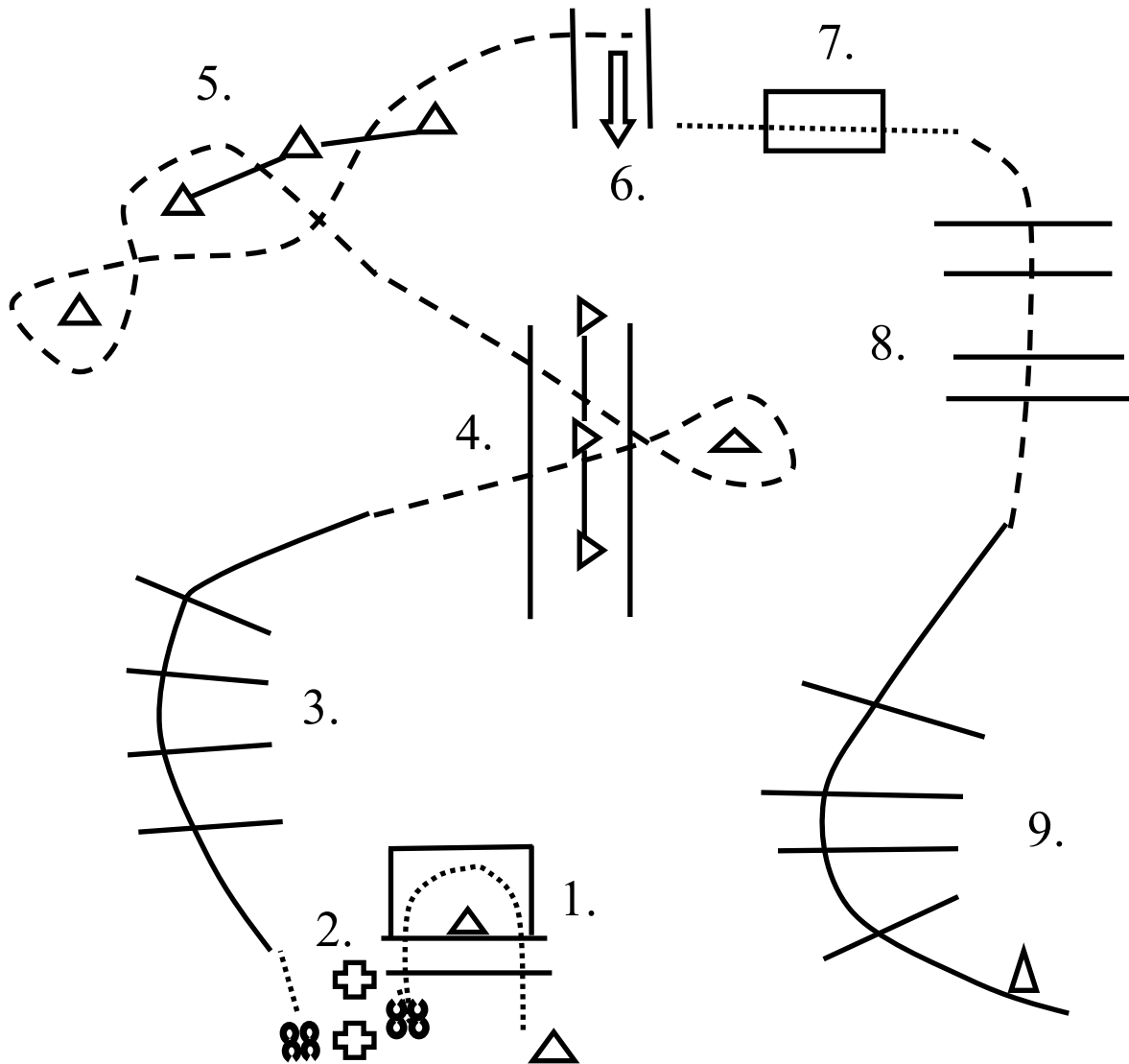
1. Walk over poles around cone and back over poles
2. Work gate (RH)
3. Lope (RL) over poles. You may walk a few steps forward.
4. Trot Serpentine
5. Trot into the 2 poles and stop. Side pass right.
6. Walk Over Bridge
7. Trot over poles.
8. Lope (LL) over poles

Pattern is complete with you pass cone.

TR-6

Trail

Open, Amateur, Youth



Be Ready at Cone

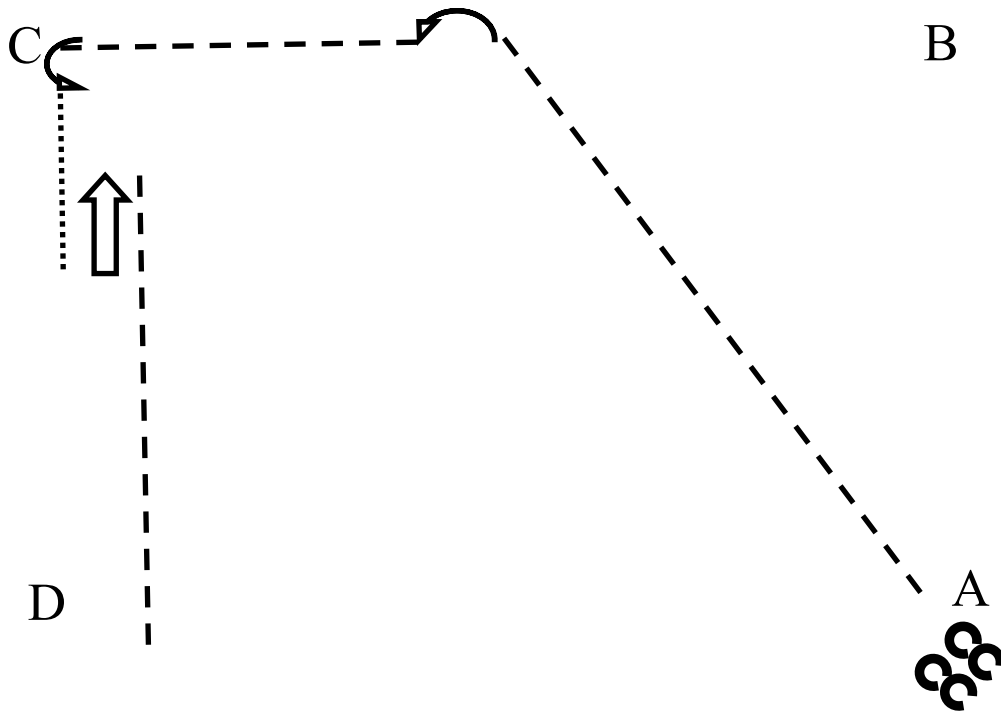
1. Walk over poles around cone and back over poles
2. Work gate (RH)
3. Lope (RL) over poles. You may walk a few steps forward.
4. Trot over poles, around cone, over poles
5. Trot Serpentine
6. Trot into the 2 poles and stop. Side pass right.
7. Walk Over Bridge
8. Trot over poles.
9. Lope (LL) over poles

Pattern is complete with you pass cone.

TR-7

HORSEMANSHIP

Yth Walk Trot 5-10 and 11-18



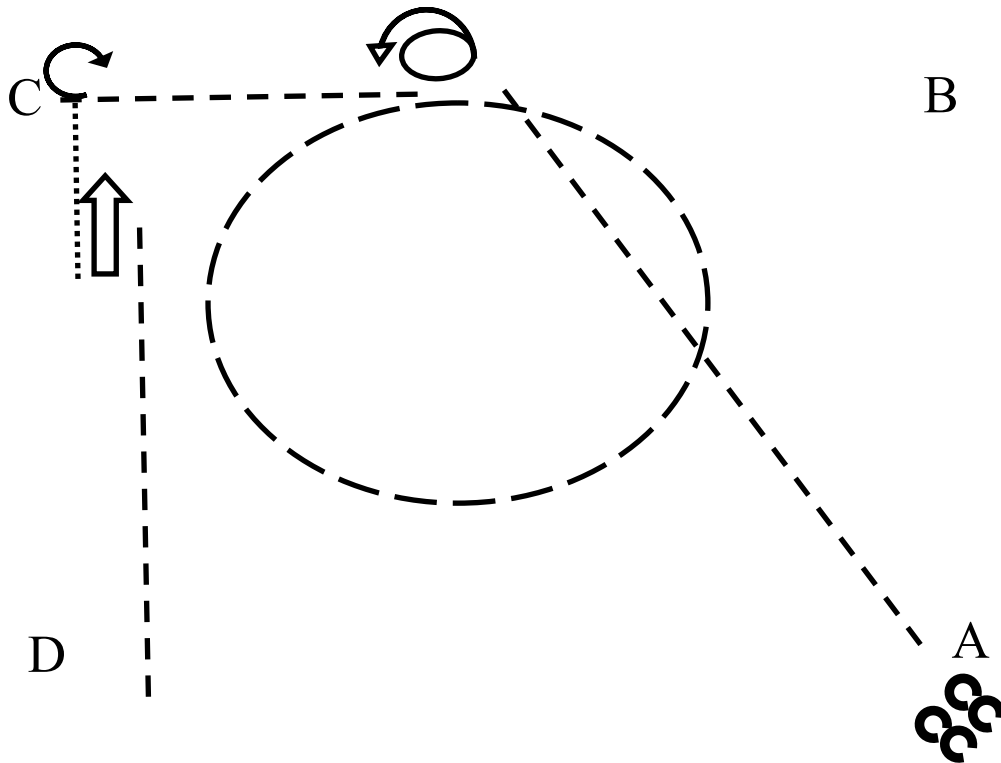
Be Ready at A.

1. Jog to center of B and C.
2. Stop. Turn approximately 90 to left (facing C).
3. Jog to C.
4. Stop. 90 turn to left.
5. Walk 2 horse lengths.
6. Stop and Back 5 steps
7. Jog to exit.

Pattern complete when you pass D.

HORSEMANSHIP

AM Walk Trot



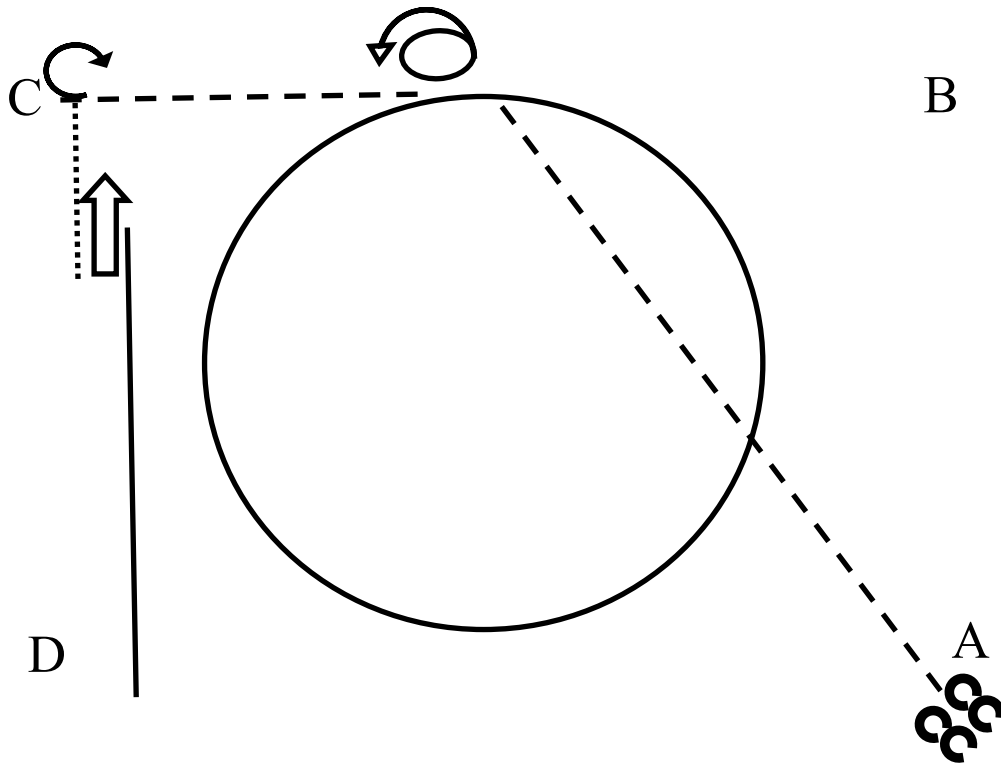
Be Ready at A.

1. Jog to center of B and C.
2. Stop. Turn approximately 45 to left (facing C).
3. Extended Jog circle
4. Slow the Jog to C.
5. Stop. 270 turn to right.
6. Walk 2 horse lengths.
7. Stop and Back 5 steps
8. Jog to exit.

Pattern complete when you pass D.

HORSEMANSHIP

All Novice and Youth 13&u



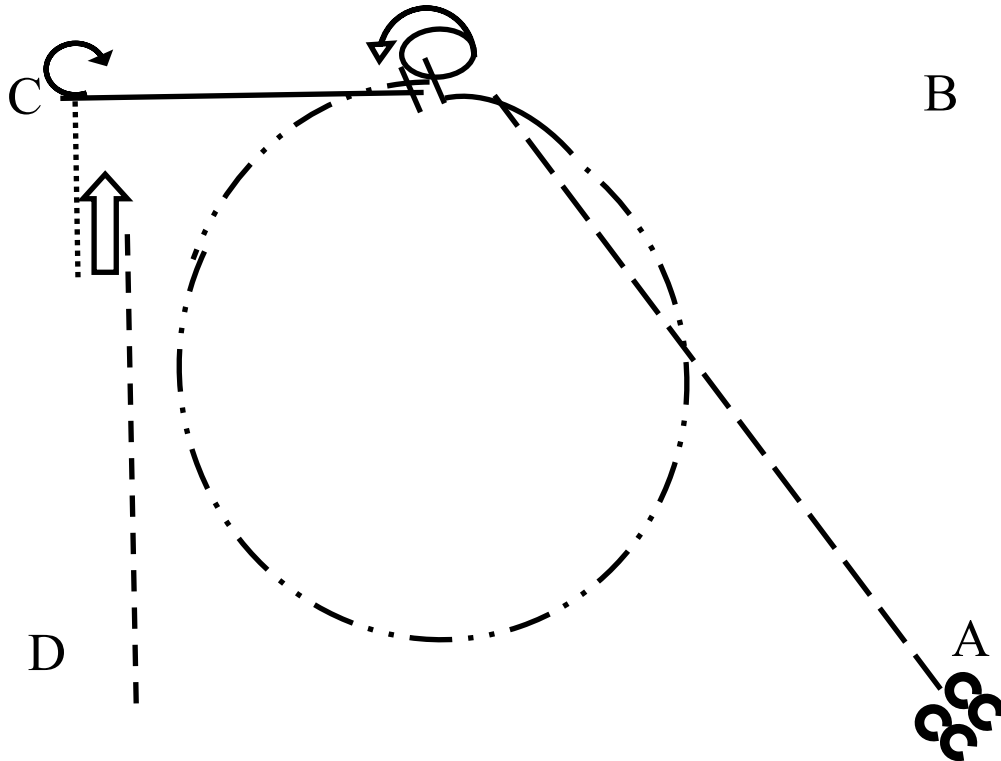
Be Ready at A.

1. Jog to center of B and C.
2. Stop. Turn approximately 450 to left (facing C).
3. Lope (LL) circle
4. Jog to C.
5. Stop. 270 turn to right.
6. Walk 2 horse lengths.
7. Stop and Back 5 steps
8. Lope (RL) to exit.

Pattern complete when you pass D.

HORSEMANSHIP

Amateur and Youth 18&u



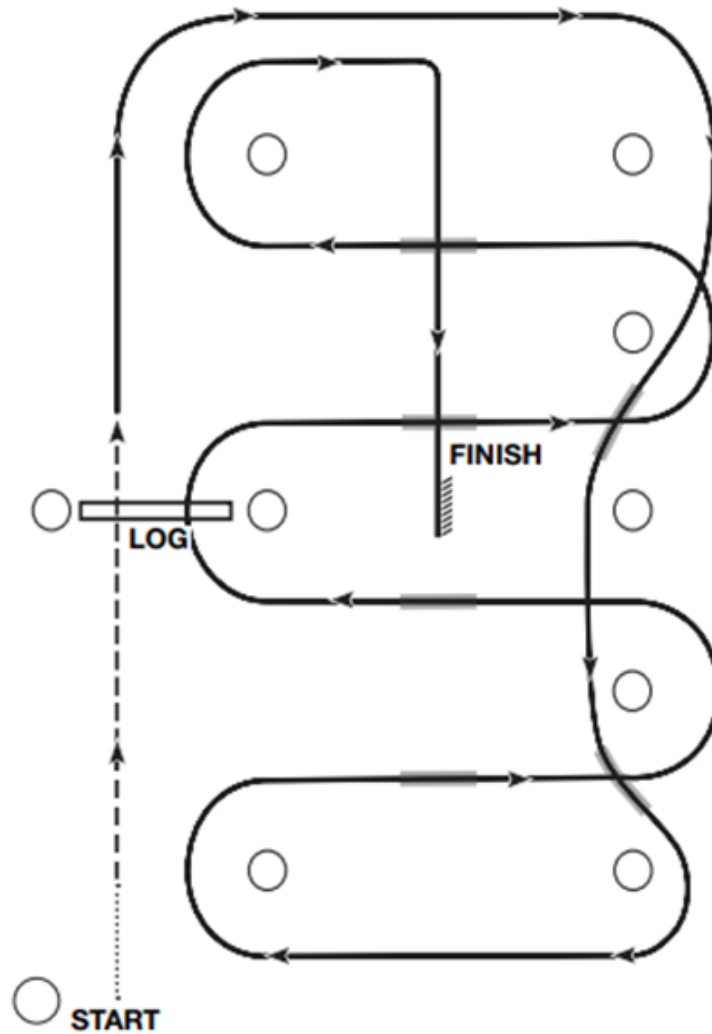
Be Ready at A.

1. Extended Jog to center of B and C.
2. Stop. Turn approximately 450 to left (facing C).
3. Extended Lope (LL) circle, Prior to closing circle collect Lope
4. Change leads (simple/flying) when you complete circle.
5. Lope (RL) to C.
6. Stop. 270 turn to right.
7. Walk 2 horse lengths.
8. Stop and Back 5 steps
9. Jog to exit.

Pattern complete when you pass D.

Western Riding Green and Novice

Green Western Riding Pattern #6

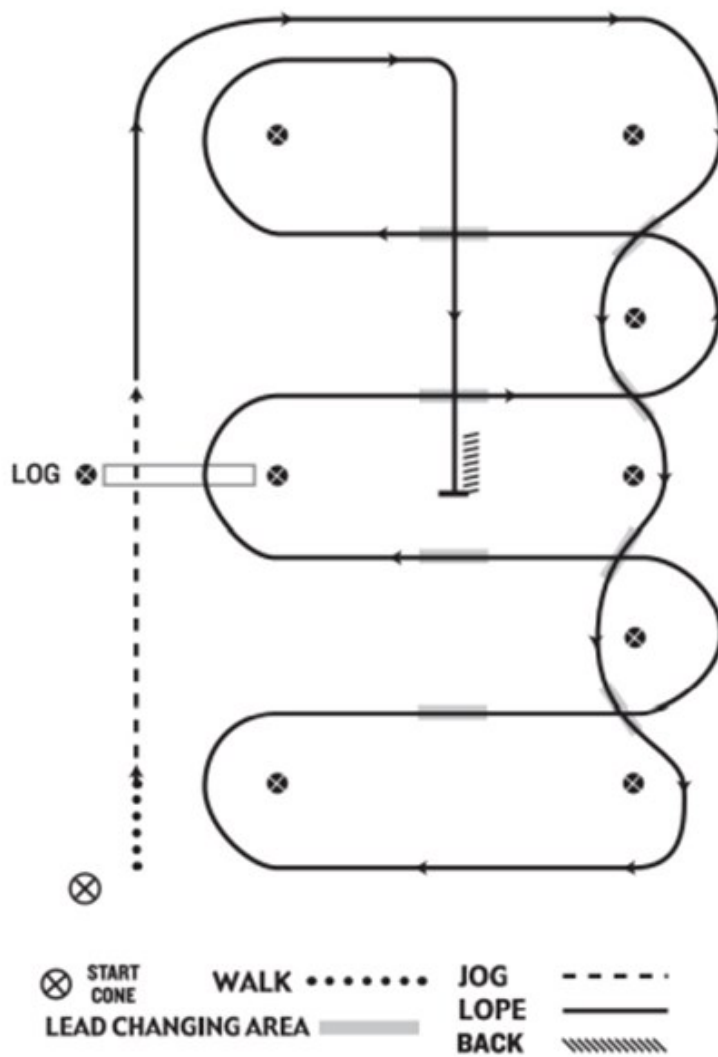


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change, lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

GWR-6

Western Riding Open, AM, Youth

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

WR-6