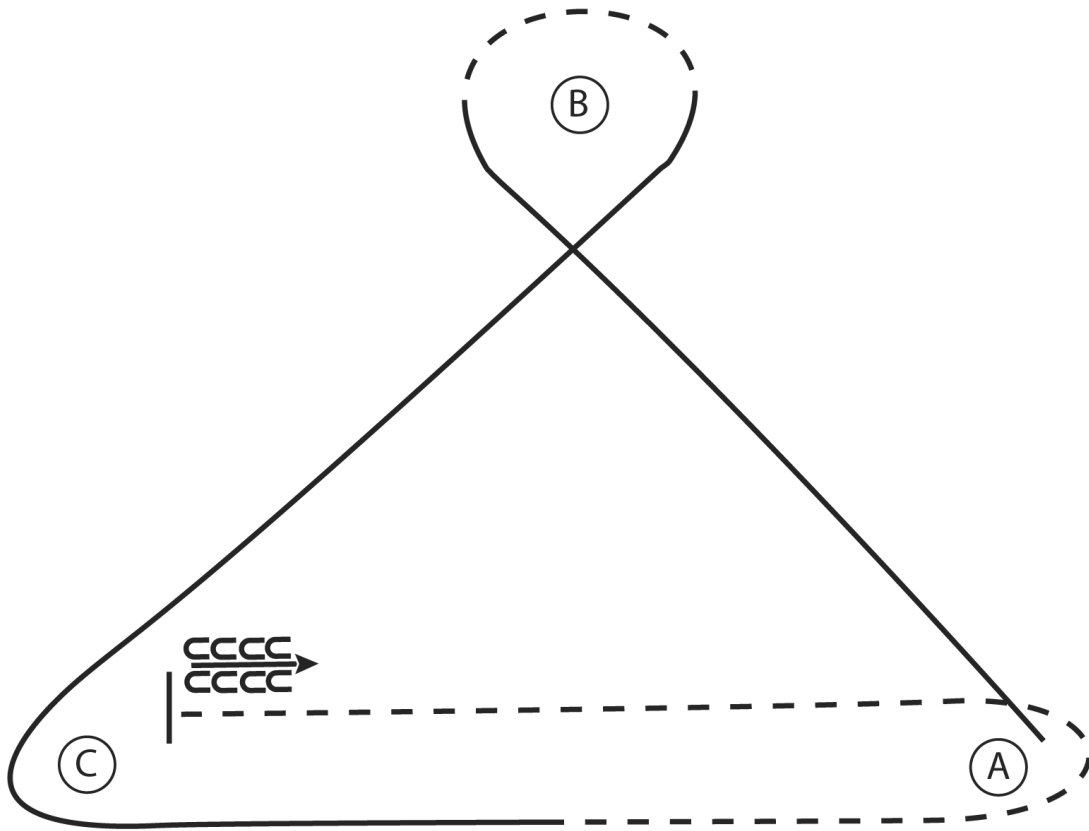


32. Ride of America

Hunt Seat Equitation (Amateur)



1. Canter on the right lead A to B
2. At B posting trot around B
3. At B canter on the left lead to and around C and continue towards A
4. Halfway to A posting trot on the right diagonal to and around A and continue towards C
5. Halfway to C sit the trot
6. Stop at C and back 4 steps

Walk
Trot	-----
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←- - - - -→

[HSE/3-5]

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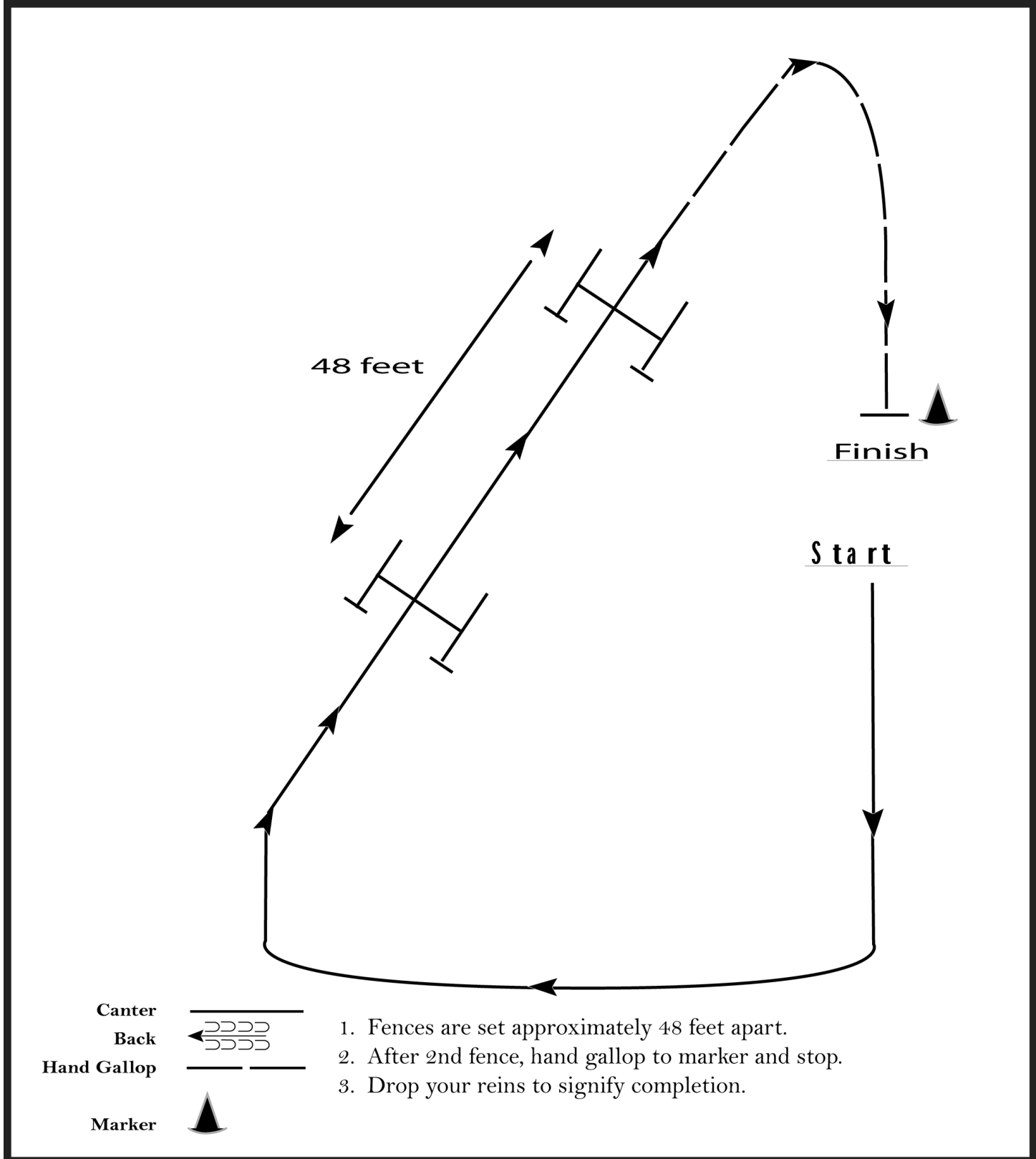
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32. Ride of America

Hunter Hack (Open Amateur)

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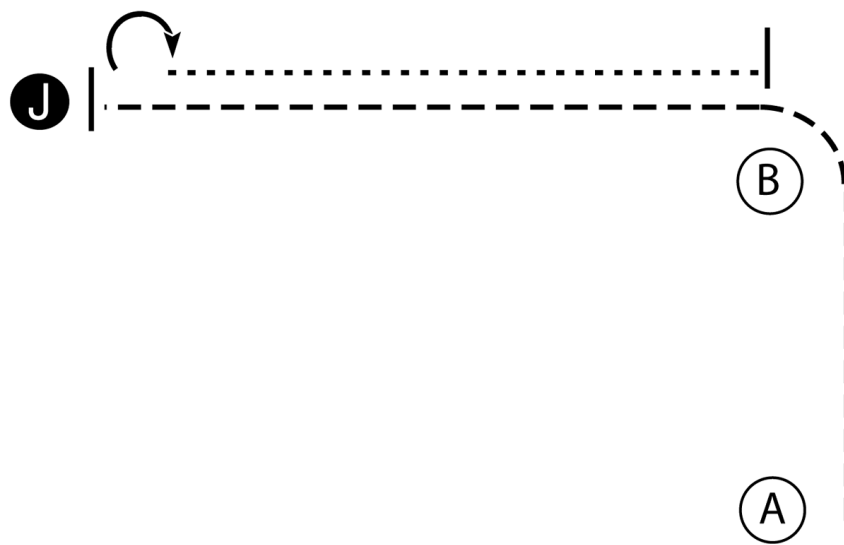
[HH/48-9]

Pattern Provided by:

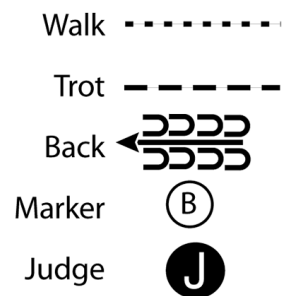
Reitverein Wenden e.V.

32. Ride of America

Showmanship (L1 Amateur + L1 Youth)



1. Trot from A to the Judge.
2. Stop and set up for inspection.
3. When dismissed perform a 180 degree turn.
4. Walk to B, stop and wait for instructions from the ring steward.



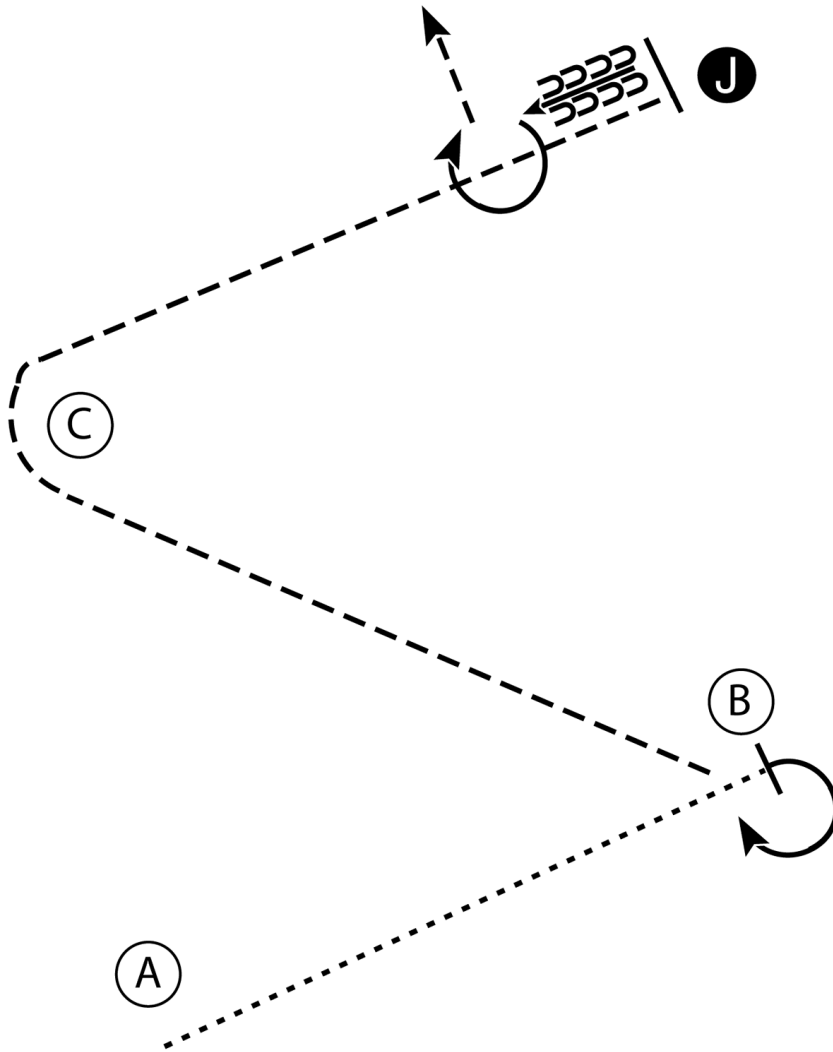
[S/1-7]

Pattern Provided by:

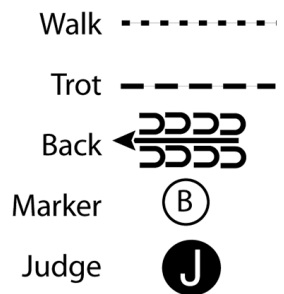
Reitverein Wenden e.V.

32. Ride of America

Showmanship (Amateur)



1. Begin at A. Walk from A to B.
2. Stop and perform a 245 degree turn.
3. Trot around C to the Judge. Set up for inspection.
4. When dismissed back four steps and perform a 270 degree turn.
5. Trot to the line-up.



[S/3-6]

Pattern Provided by:

Reitverein Wenden e.V.

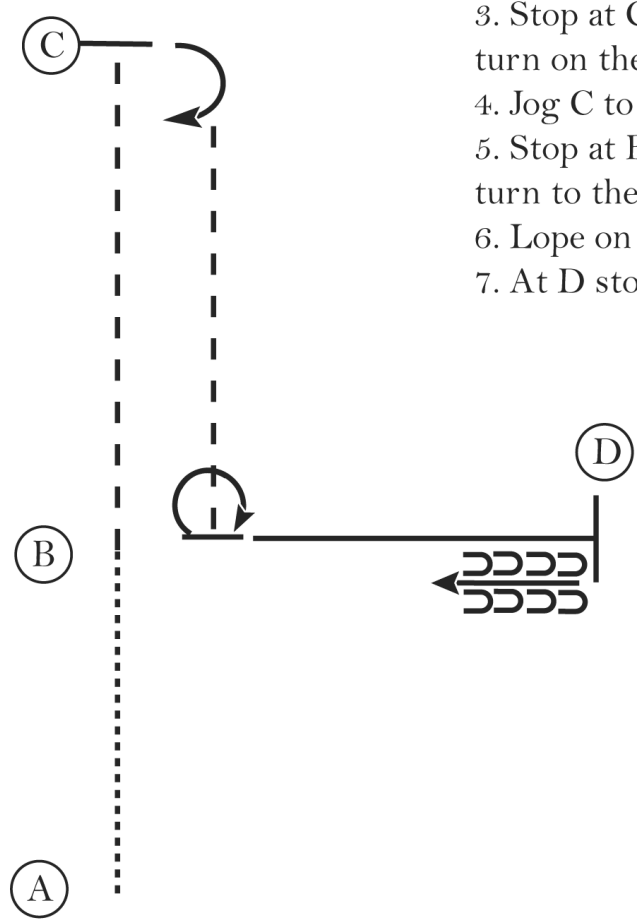
32. Ride of America

Western Horsemanship (L1 Amateur + L1 Youth)

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

1. Walk A to B.
2. At B jog to C.
3. Stop at C and perform a 180 degree turn on the hindquarter to the right.
4. Jog C to B.
5. Stop at B and perform a 270 degree turn to the right on the hindquarter.
6. Lope on the left lead to D.
7. At D stop and back three steps.



Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←← ←←←
Marker	(B)
Sidepass	←←←

[WH/1-13]

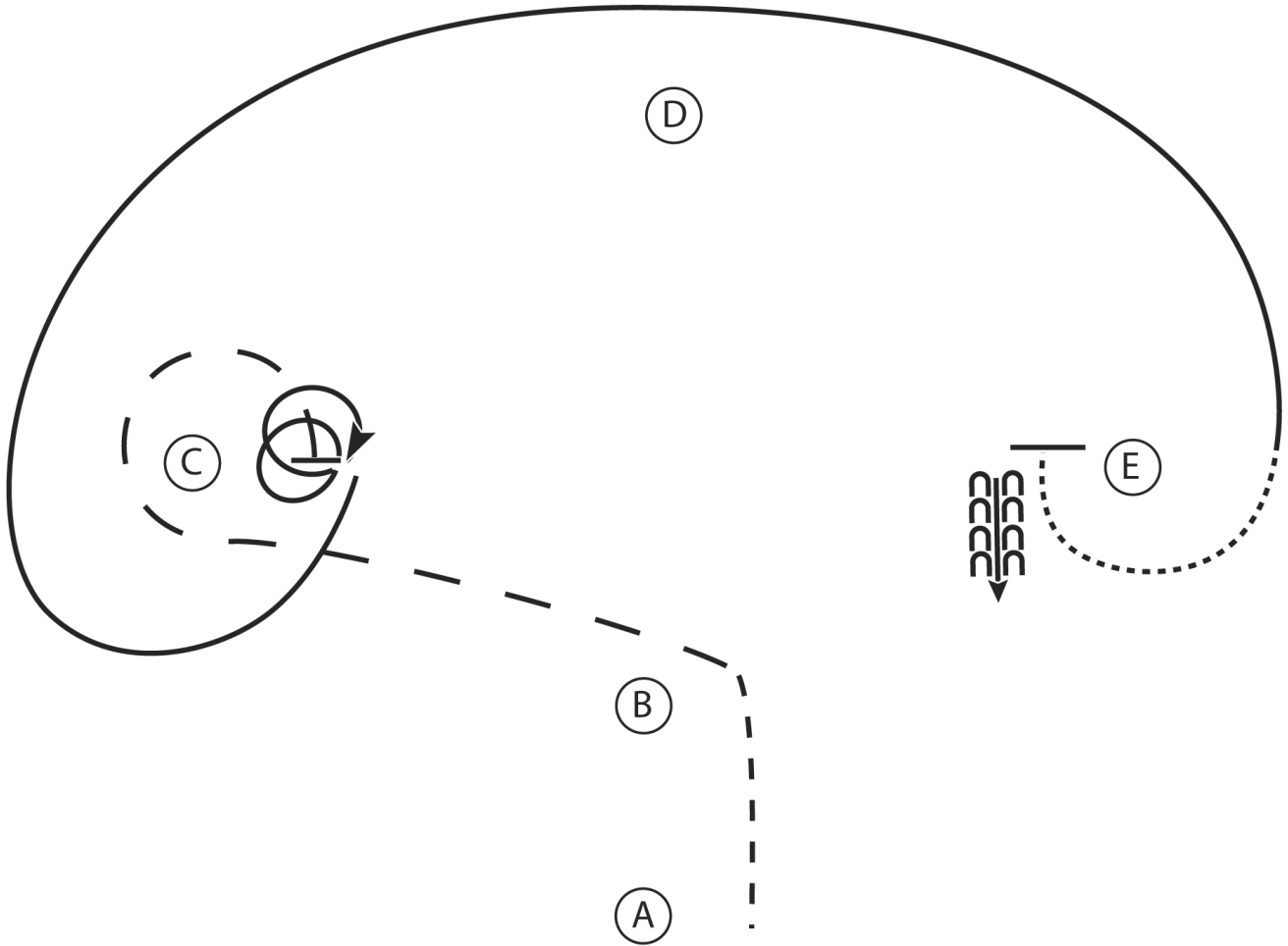
Pattern Provided by:
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32. Ride of America

Western Horsemanship (Amateur)

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1. Jog A to B
2. Extend the jog to and around C
3. Stop at C and perform 2 360 degree spins to the right
4. Lope with speed to D
5. At D slow the lope and continue to E
6. At E walk, walk a circle around E
7. At E stop and back

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	———/———
Back	←←←←← ←←←←←
Marker	⊙ (B)
Sidepass	←←←←←

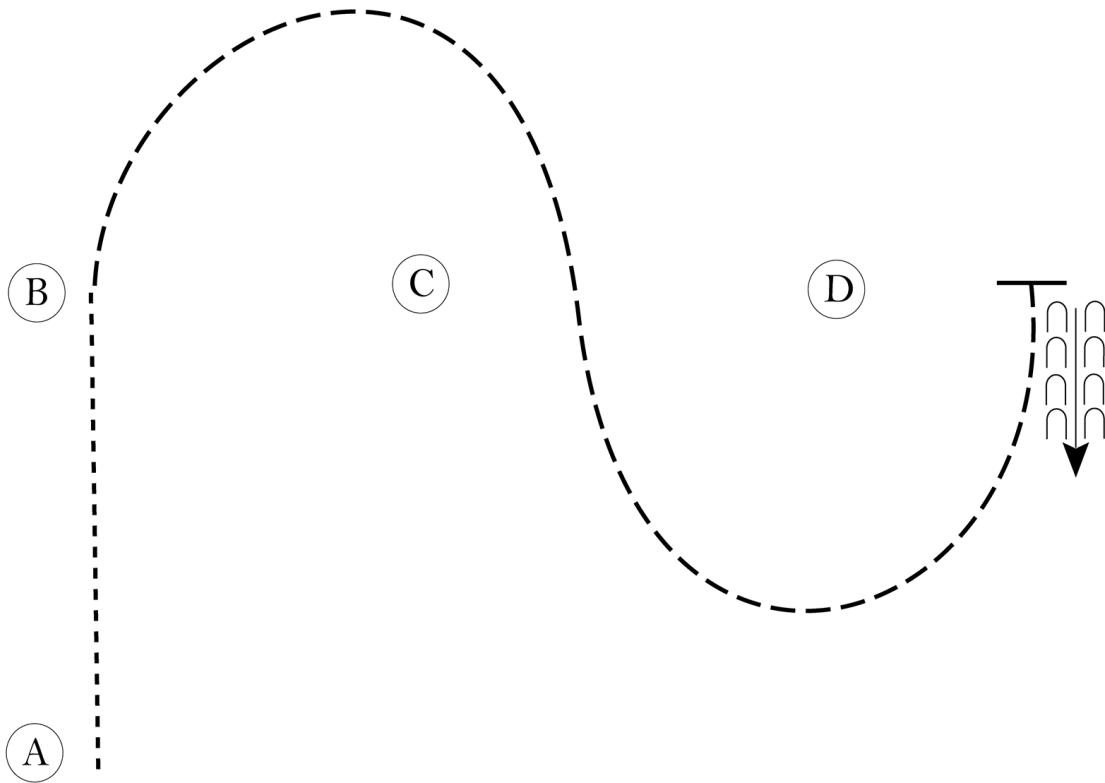
[WH/3-2]

Pattern Provided by:

Reitverein Wenden e.V.

32. Ride of America

Walk Trot Western Horsemanship



Be ready at A.

1. Walk A to B.
2. Jog at B, around C and to D.
3. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

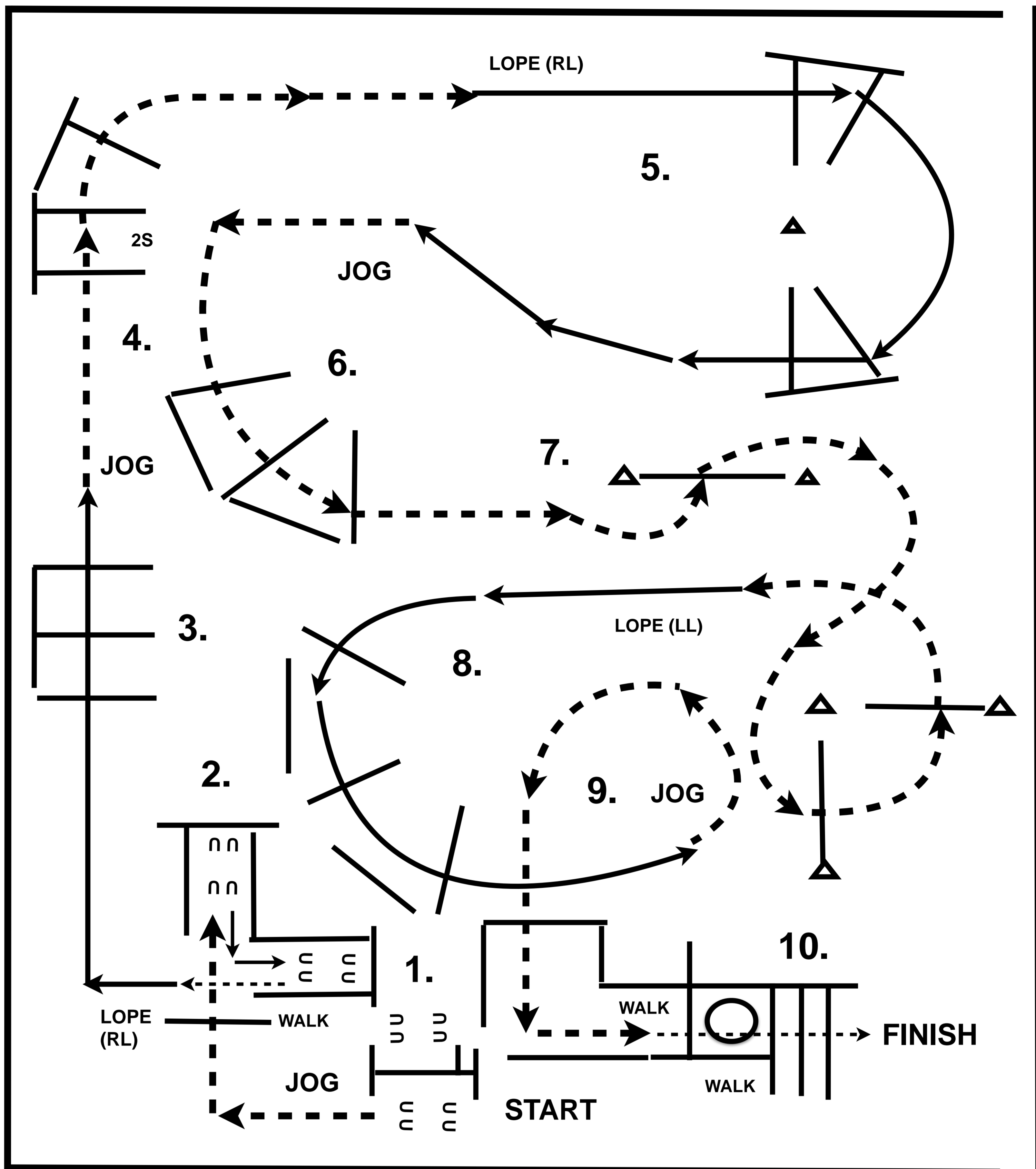
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← — — — —
Marker	⊙
Sidepass	← — — — — →

[WH/WT-6]

Pattern Provided by:

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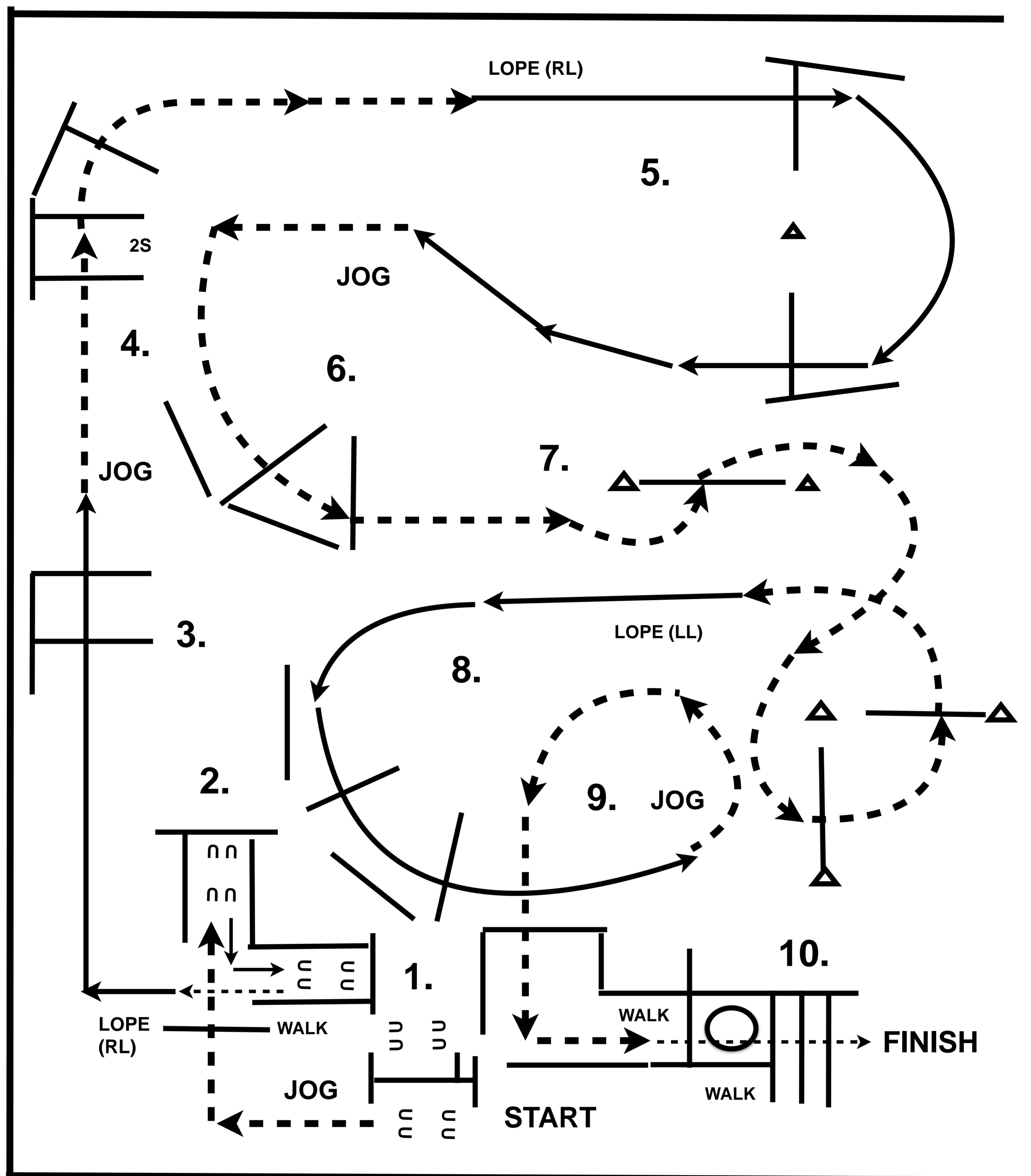
32. Ride of America Open Trail



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1. GATE (RH) OPEN, WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLE, STOP IN CHUTE, BACK THRU POLES, WALK FORWARD.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG AROUND CONES, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO THE JOG, JOG A CIRCLE, AND JOG OVER THE POLE, STOP OR BREAK TO THE WALK
WALK INTO BOX. EXECUTE A 360 TURN LEFT, WALK OUT BOX.
10. WALK OUT OVER POLES.

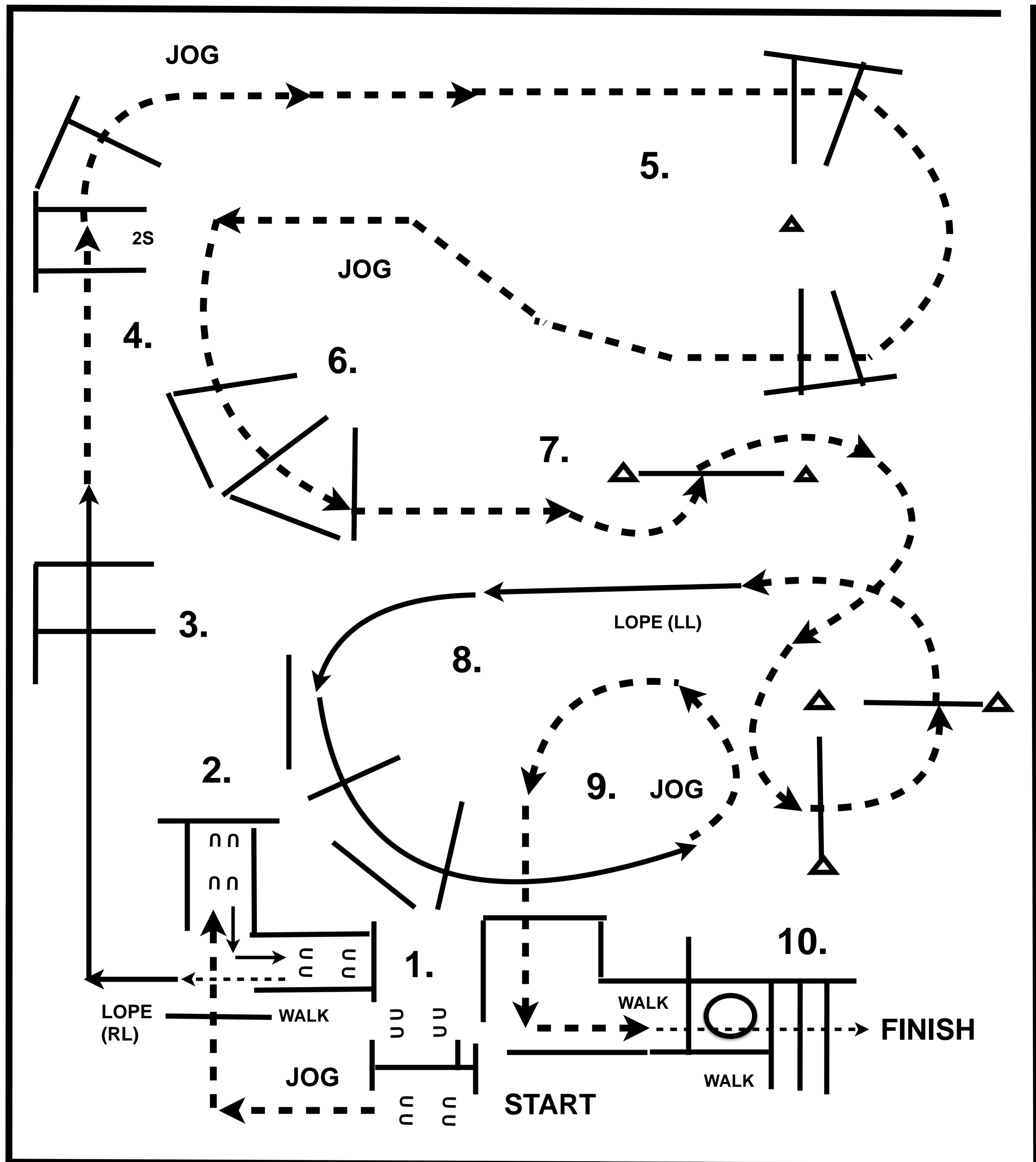
32. Ride of America L1 Open, L1 Amateur Trail



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1. GATE (RH) OPEN, WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLE, STOP IN CHUTE, BACK THRU POLES, WALK FORWARD.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG AROUND CONES, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO THE JOG, JOG A CIRCLE, AND JOG OVER THE POLE, STOP OR BREAK TO THE WALK
WALK INTO BOX. EXECUTE A 360 TURN LEFT, WALK OUT BOX.
10. WALK OUT OVER POLES.

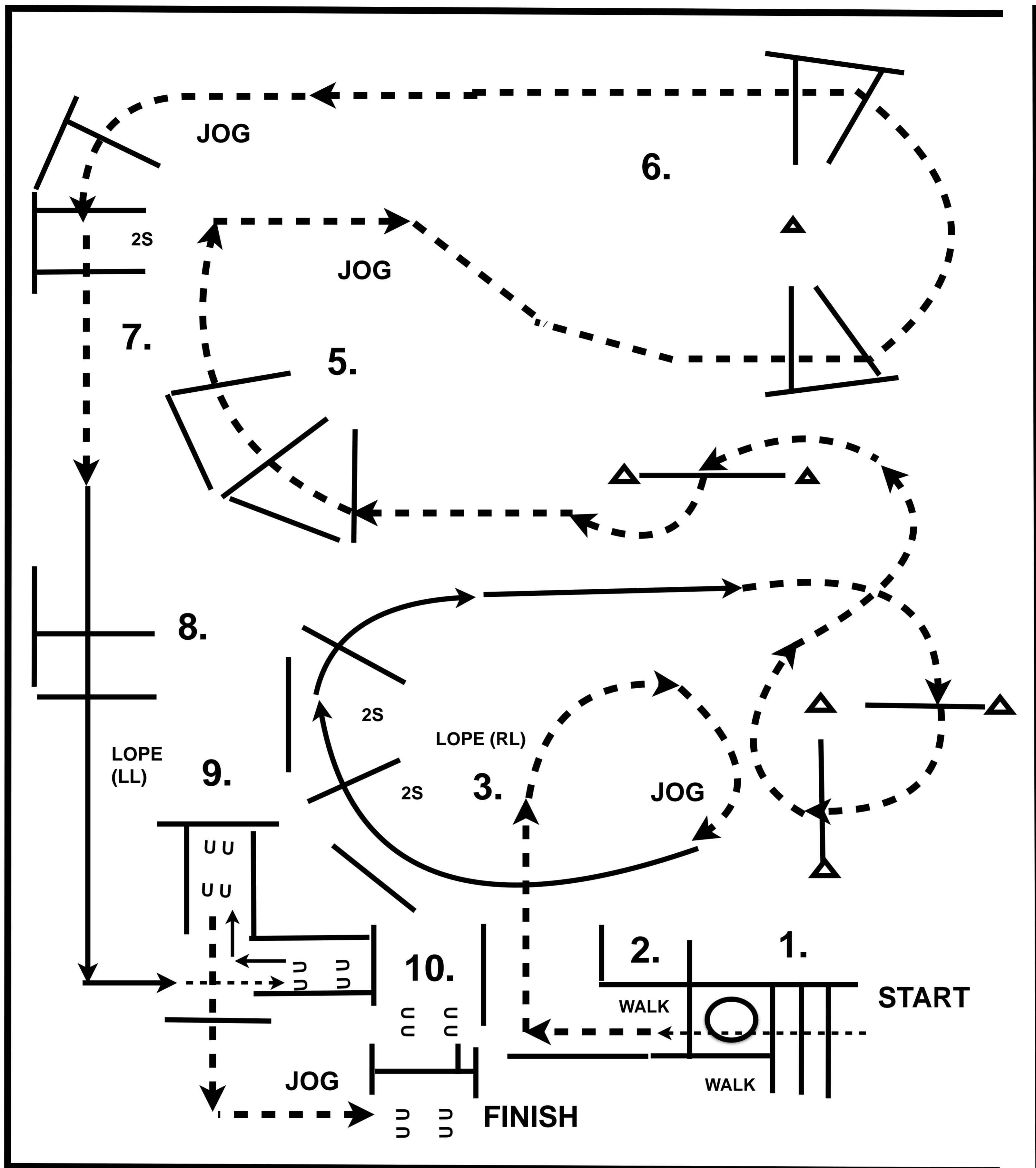
32. Ride of America Amateur Trail



TIM KIMURA COPYRIGHT 2018 ALL RIGHTS RESERVED.

1. GATE (RH) OPEN, WALK OVER POLE, CLOSE GATE.
2. JOG OVER POLE, STOP IN CHUTE, BACK THRU POLES, WALK FORWARD.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. JOG OVER POLES
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG AROUND CONES, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD)
9. BREAK TO THE JOG, JOG A CIRCLE, AND JOG OVER THE POLE, STOP OR BREAK TO THE WALK
WALK INTO BOX. EXECUTE A 360 TURN LEFT, WALK OUT BOX.
10. WALK OUT OVER POLES.

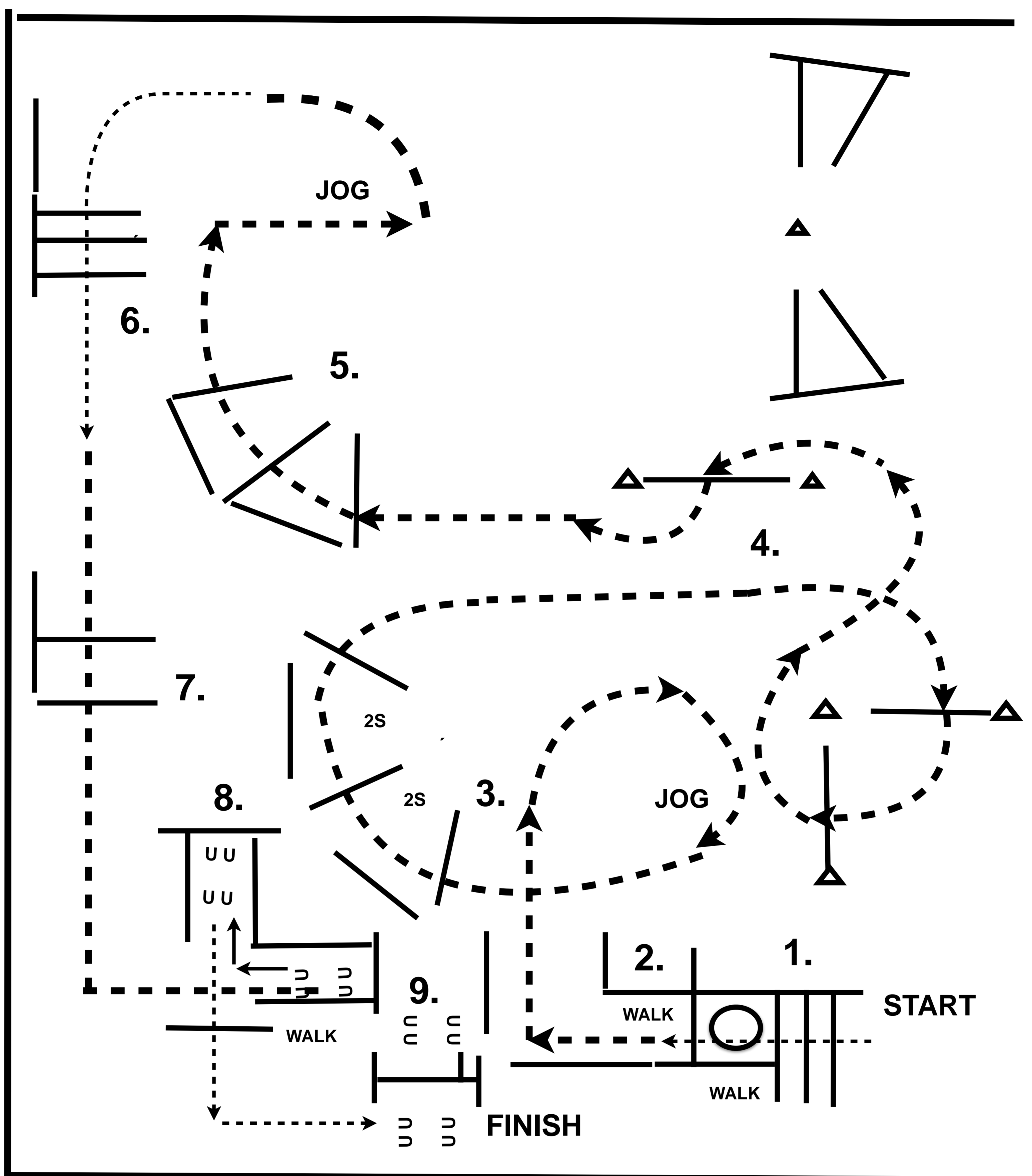
32. Ride of America Vorlauf High Prize Trail



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1. WALK OVER POLES INTO BOX
2. TURN 360° EITHER WAY AND WALK OUT
3. JOG OVER POLE AND LOPE OVER POLES RIGHT LEAD
4. JOG SERPENTINE
5. JOG OVER POLES
6. JOG OVER POLES
7. JOG OVER POLES
8. LOPE OVER POLES LEFT LEAD AND BREAK TO WALK
9. WALK INTO CHUTE, BACK UP AND JOG OUT UP TO GATE
10. WORK GATE LEFT HAND

32. Ride of America Walk Trot, Trail in Hand Trail



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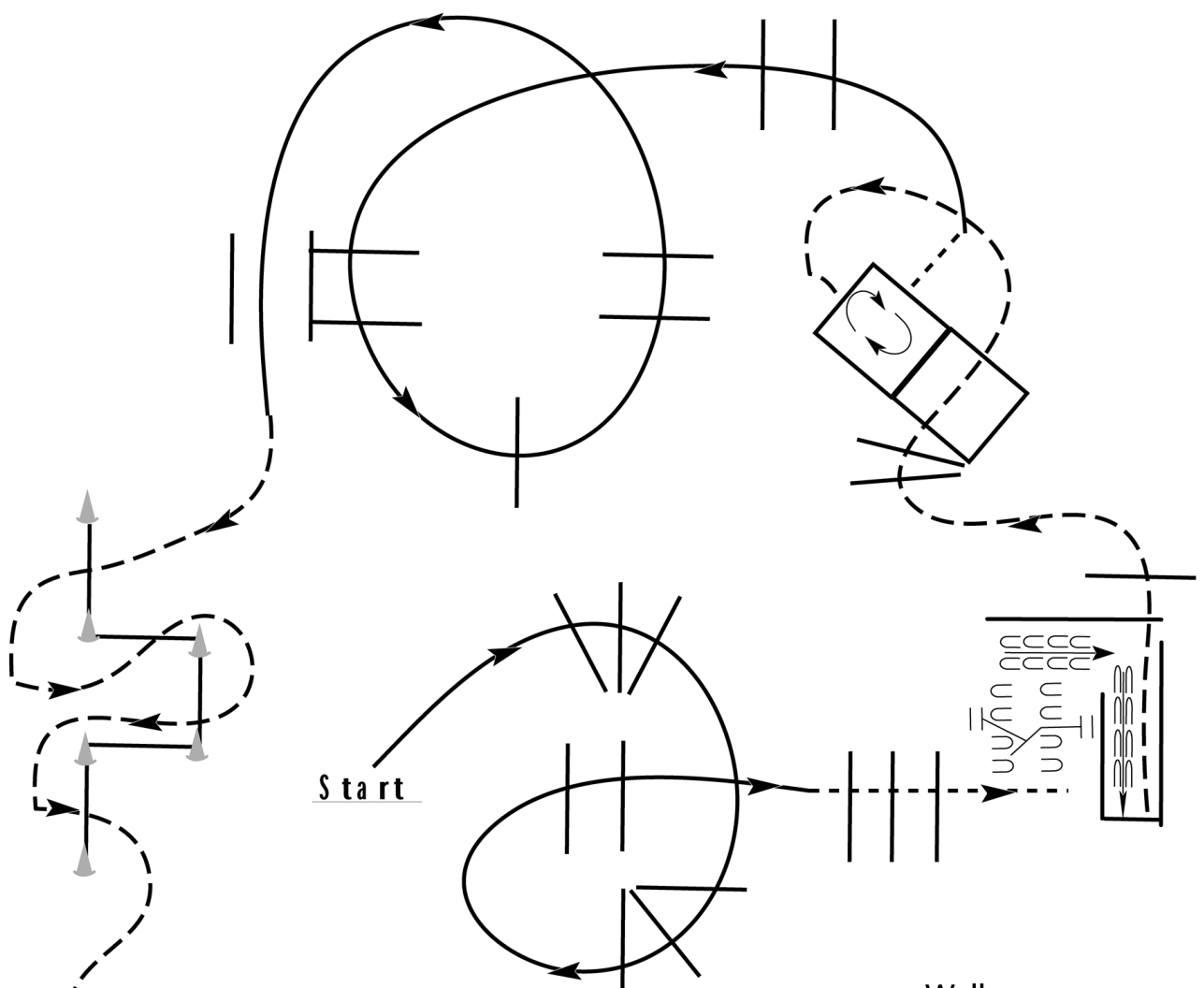
1. WALK OVER POLES INTO BOX
2. TURN 360° EITHER WAY AND WALK OUT
3. JOG OVER POLE
4. JOG SERPENTINE
5. JOG OVER POLES
6. WALK OVER POLES
7. JOG OVER POLES AND INTO CHUTE
8. BACK UP AND WALK OUT OVER POLE
9. WALK TO GATE AND WORK GATE LEFT HAND

32. Ride of America

Finale High Prize Trail

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1. Lope on the right lead over poles
2. Walk over poles to gate
3. Left hand push gate and back L
4. Jog out of chute and over poles into box
5. 3/4 turn to the right in box and walk out of box
6. Lope on the left lead over poles
7. Jog over poles
8. Walk over bridge and over poles to finish

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←-----→

Finish

Start

[T/3-10]

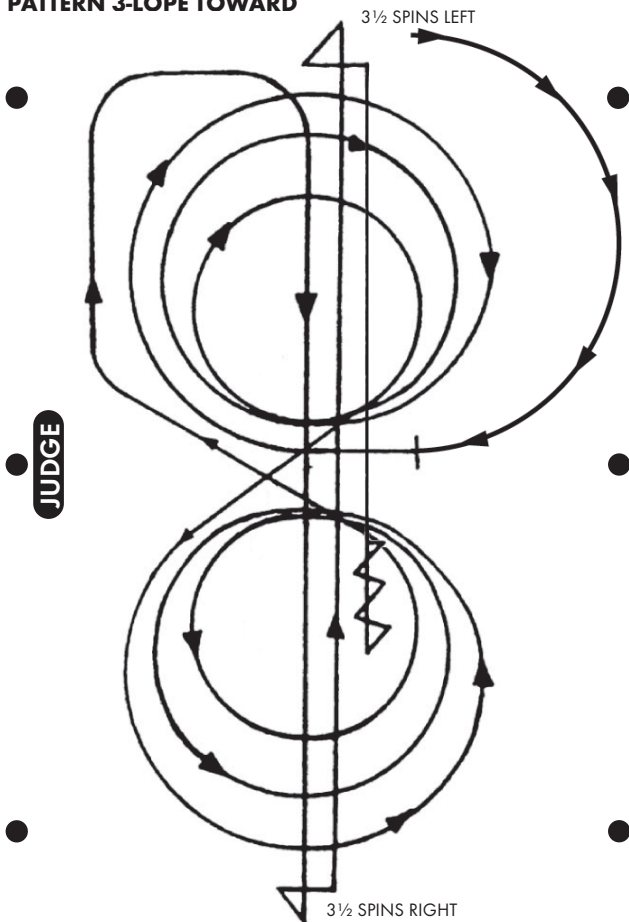
Pattern Provided by:

Reitverein Wenden e.V.

Patternübersicht ROA 2023

Klasse	Pattern
RINDRKLASSEN	
Dry Work Donnerstag	NRCHA Pattern 3 toward
Dry Work Freitag - Sonntag	NRCHA Pattern 7 toward
RANCH RIDING	
L1 Youth, L1 Amateur	AQHA #1
L1 Open	AQHA #3
Youth, Circle L Beginners Ranch Riding	AQHA #4
Amateur	AQHA #10
Open	AQHA #2
Vorlauf High Prize	AQHA #12
Finale High Prize	AQHA #9
Circle L Amateur	AQHA #8
REINING	
L1 Open (Green), L1 Amateur, L1 Youth	AQHA #2
Youth , Amateur	AQHA #8
Senior	AQHA #7
Junior	AQHA #6
Vorlauf High Prize	AQHA #4
Finale High Prize	AQHA #1
DQHA Futurity	AQHA #8
WESTERN RIDING	
Open	AQHA #2
Amateur	AQHA #4
Vorlauf High Prize	AQHA #1
Finale High Prize	AQHA #9

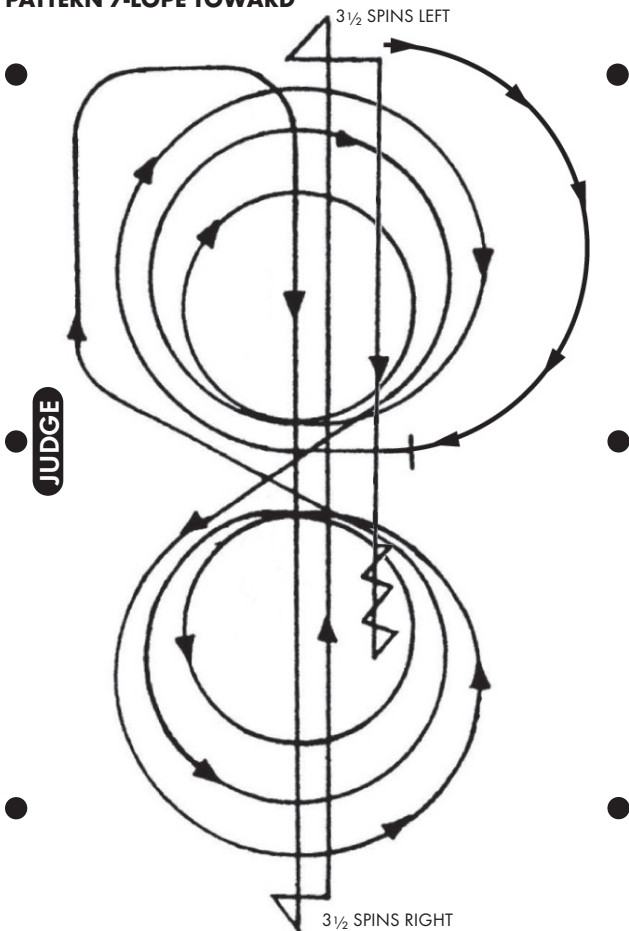
PATTERN 3-LOPE TOWARD



Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Begin on right lead complete 3 circles to right, 2 large fast circles followed by 1 small slow circle, change to left lead.
2. Complete 3 circles to left, 2 large, fast circles followed by 1 small slow circle. Change to right lead.
3. Continue loping around end of arena without breaking gait.
4. Run up center of arena to far end past the end marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Run up center of arena past the end marker, and come to a sliding stop.
7. Complete 3 1/2 spins to the left.
8. Run back to middle of the arena past the center marker and come to a sliding stop.
9. Back at least 10 feet in a straight line. Hesitate to complete pattern.

PATTERN 7-LOPE TOWARD



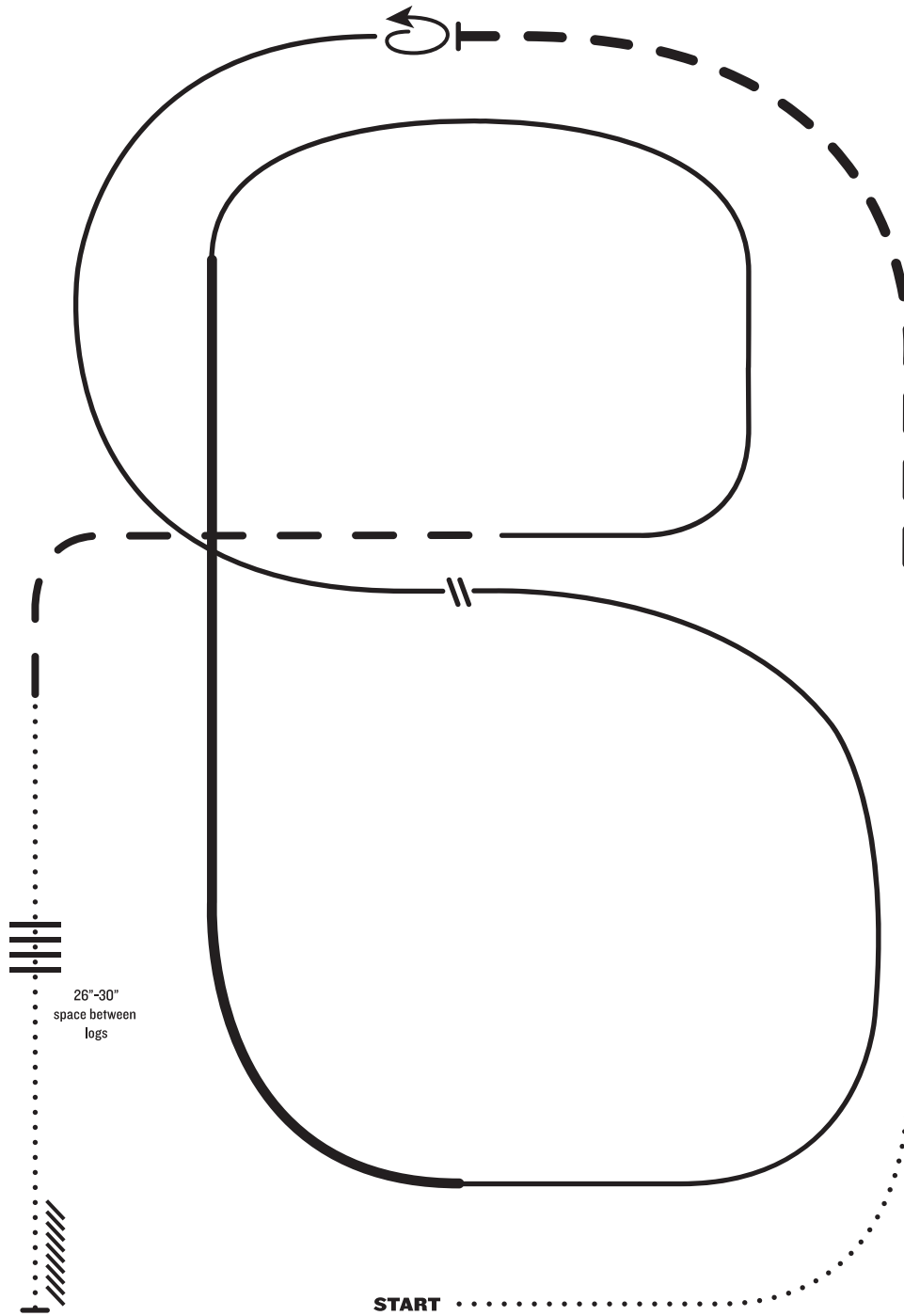
Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge. Refer to rule 20.6.

1. Beginning on right lead and complete 3 circles, the first large, fast, the second small, slow, the third large, fast. Change leads to the left.
2. Complete 3 circles, the first large, fast, the second small, slow, the third, large, fast. Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down center of arena, past end marker and come to a sliding stop. Hesitate.
5. Complete $3\frac{1}{2}$ spins to the right.
6. Run down center of arena past end marker come to sliding stop. Hesitate.
7. Complete $3\frac{1}{2}$ spins to the left.
8. Run past center marker come to sliding stop.
9. Back up at least 10 feet. Hesitate to complete pattern.

RANCH RIDING - PATTERN I

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
//	Lead Change



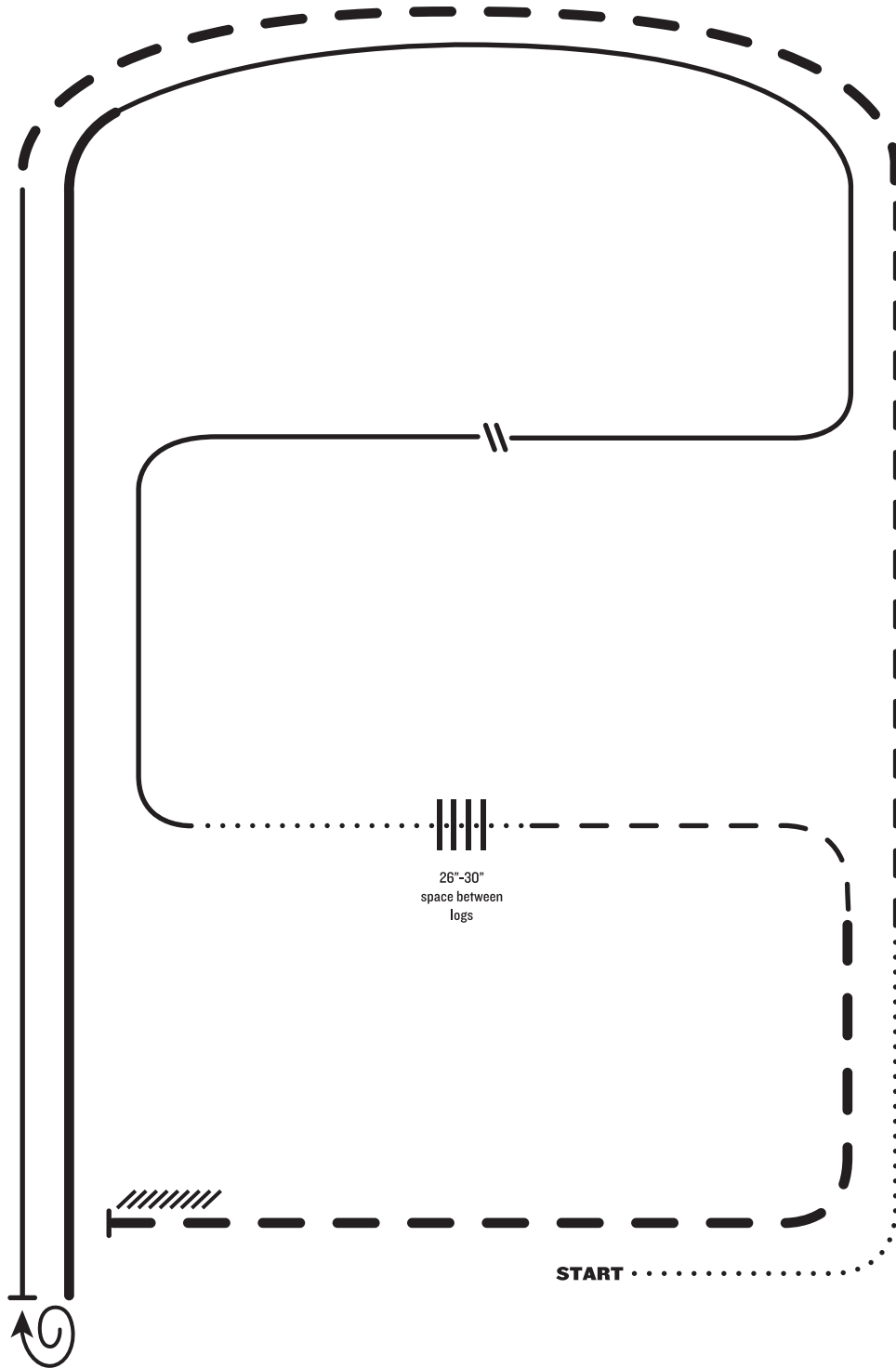
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 2

LEGEND

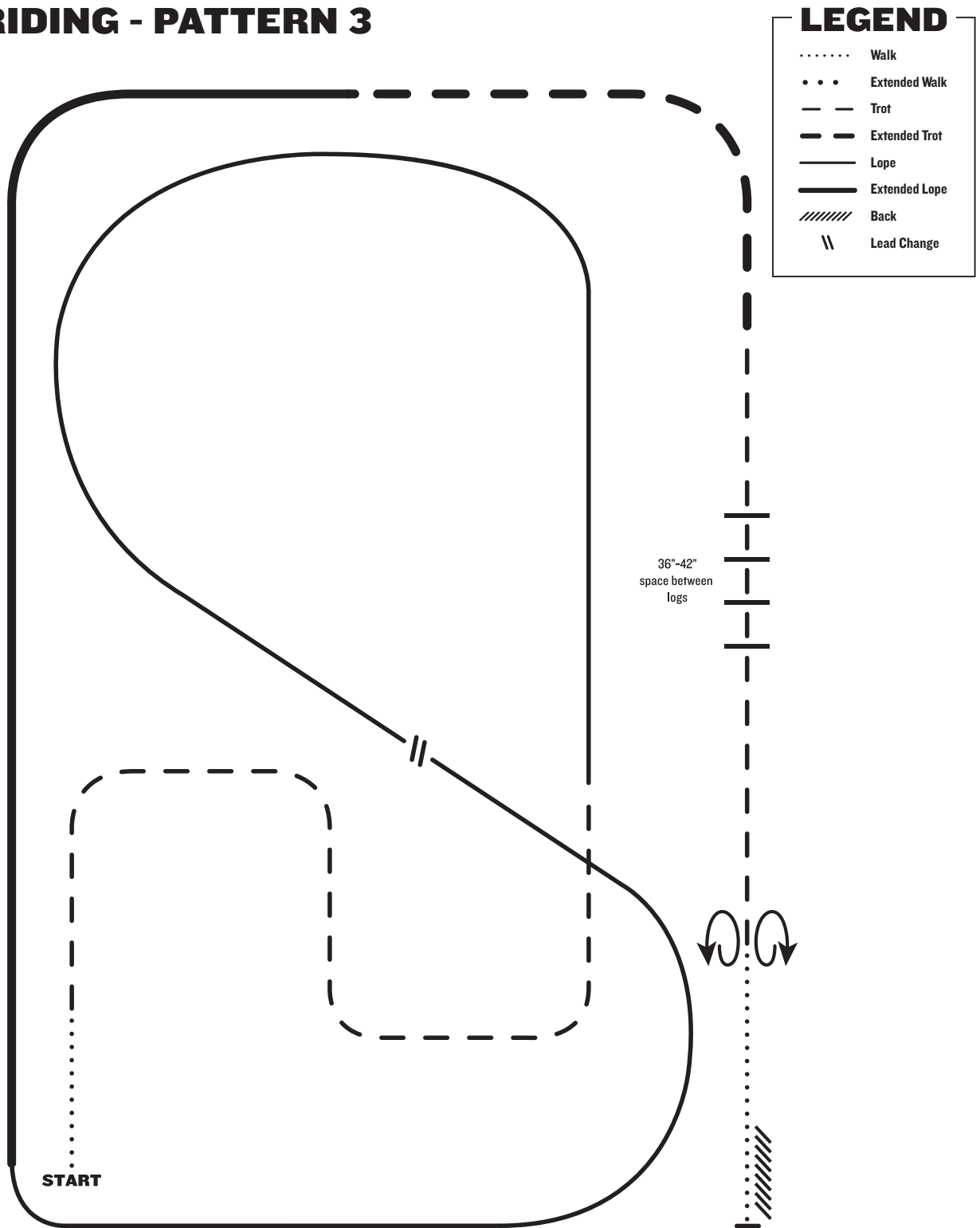
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
\\	Lead Change



1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 3



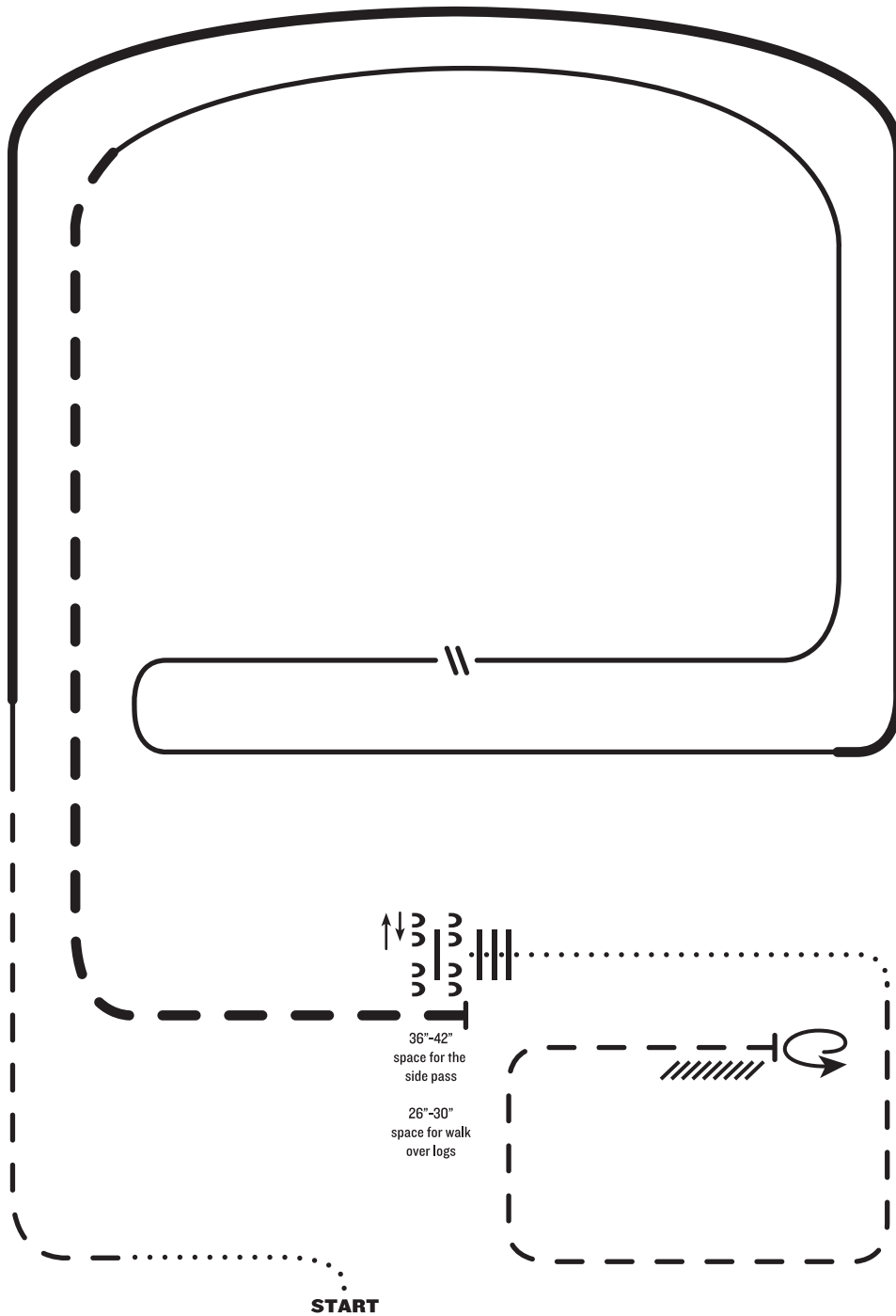
- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 4

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
//	Lead Change

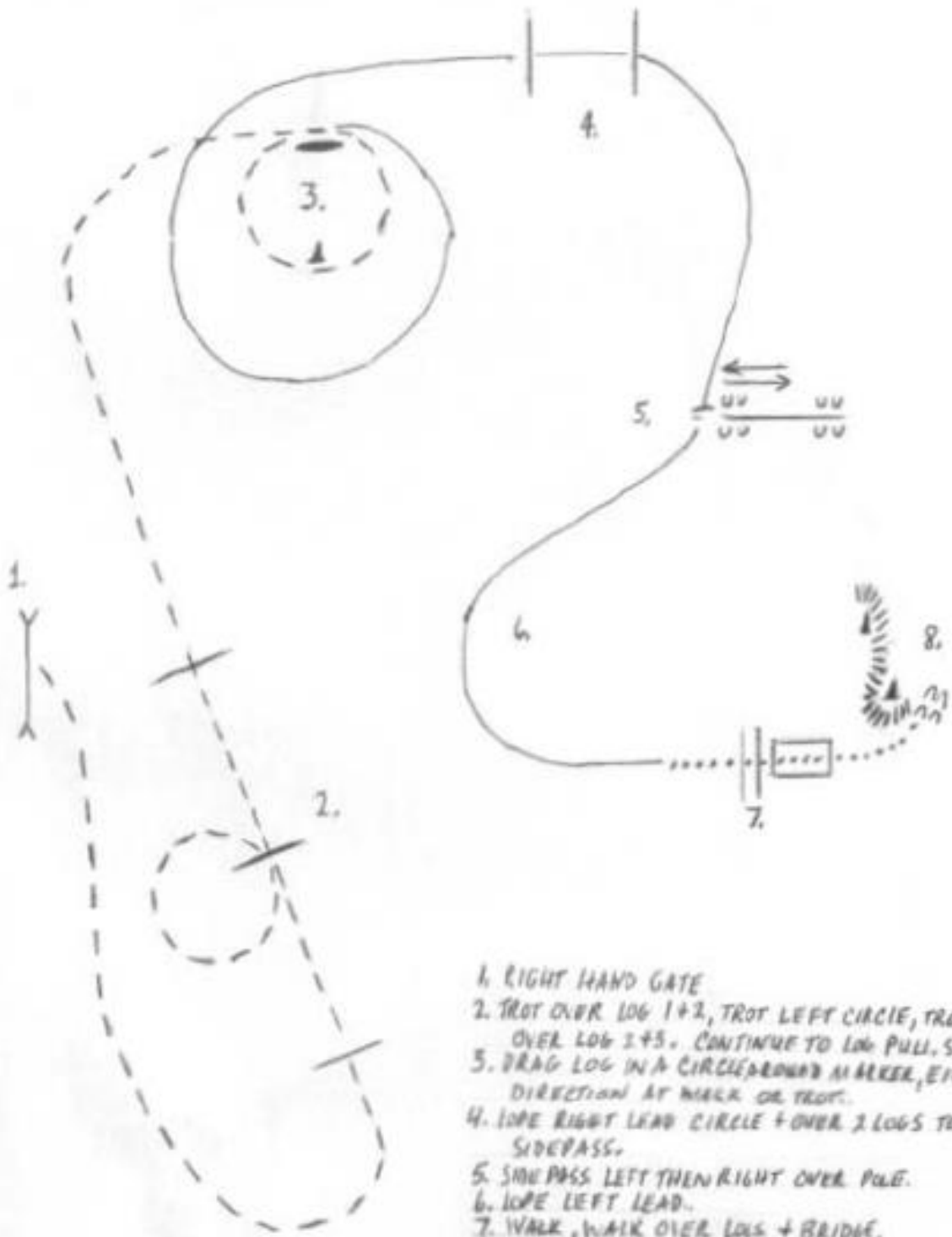


1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH TRAIL

RASSEOFFEN, YOUTH, AMATEUR, OPEN

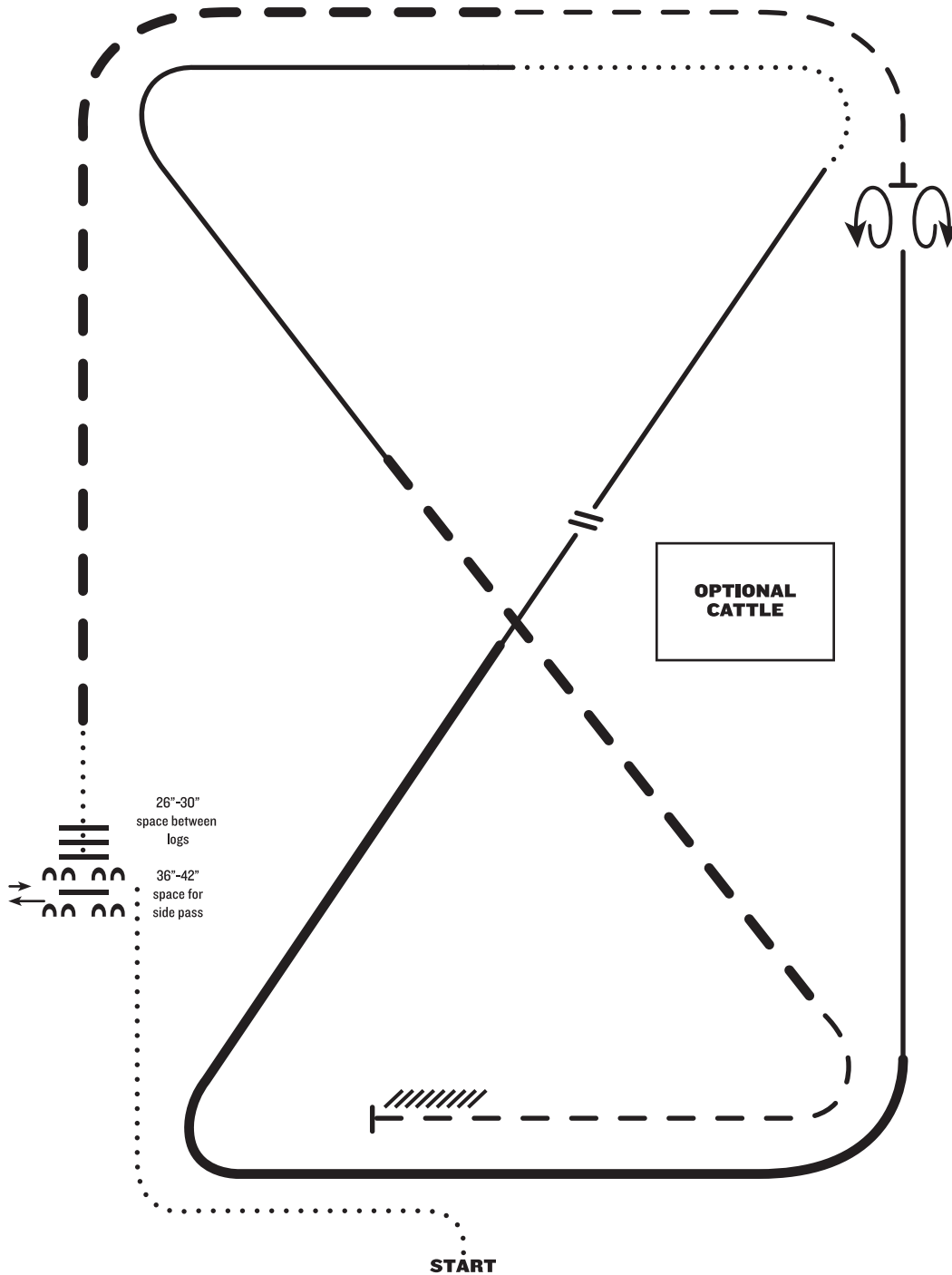


1. RIGHT HAND GATE
2. TROT OVER LOG 1+2, TROT LEFT CIRCLE, TROT OVER LOG 3+5. CONTINUE TO LOG PILE. STOP.
3. DRAG LOG IN A CIRCLE AROUND MARKER, EITHER DIRECTION AT WALK OR TROT.
4. LOPE RIGHT LEAD CIRCLE + OVER 2 LOGS TO SIDEPASS.
5. SIDE PASS LEFT THEN RIGHT OVER POLE.
6. LOPE LEFT LEAD.
7. WALK, WALK OVER LOGS + BRIDGE.
8. BACK "5" AROUND MARKERS.

RANCH RIDING - PATTERN 8

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



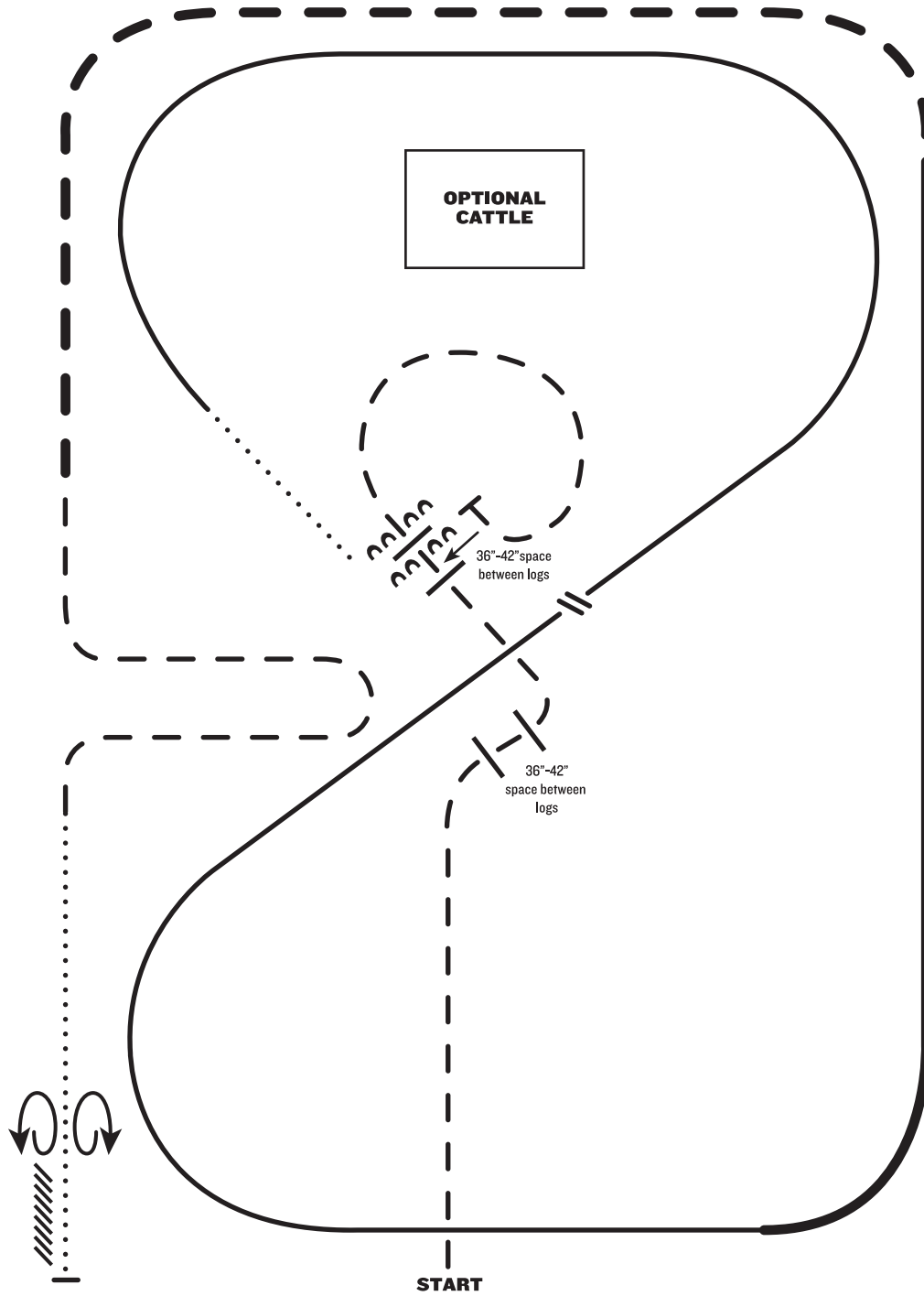
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 9

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
\\	Lead Change



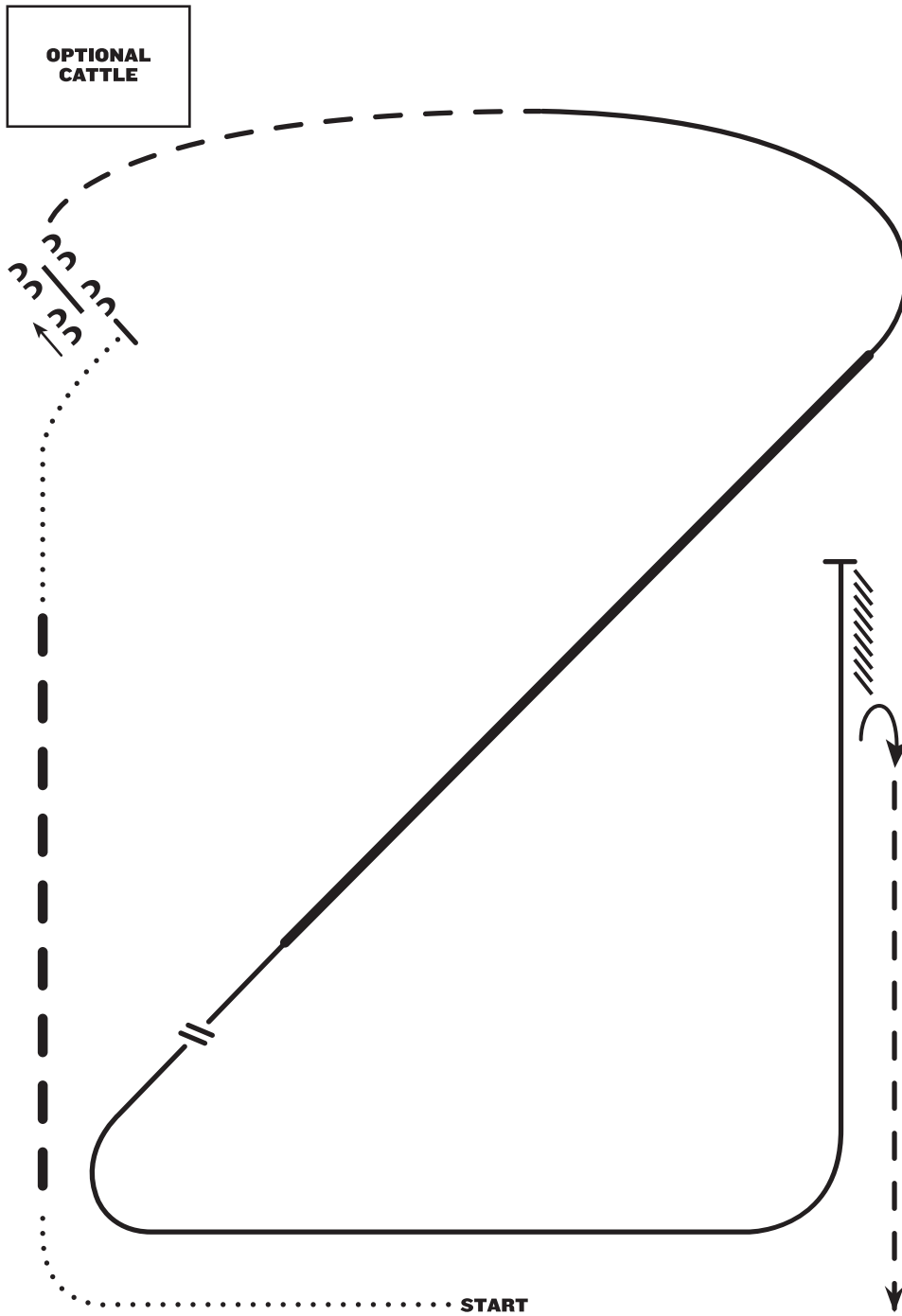
1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction 1st) (L-R or R-L)

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 10

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
————	Lope
—————	Extended Lope
//////	Back
\\	Lead Change



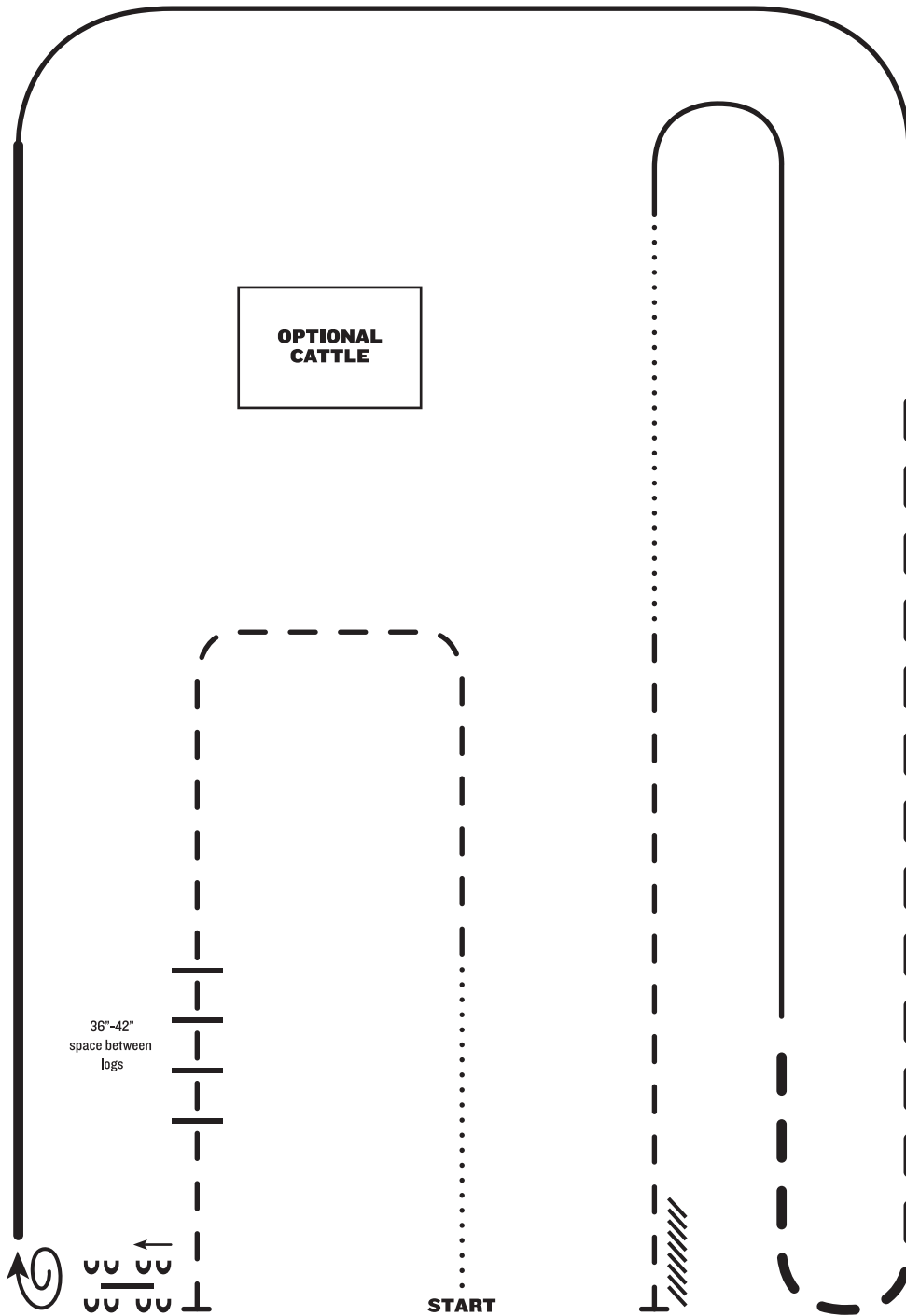
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 12

LEGEND

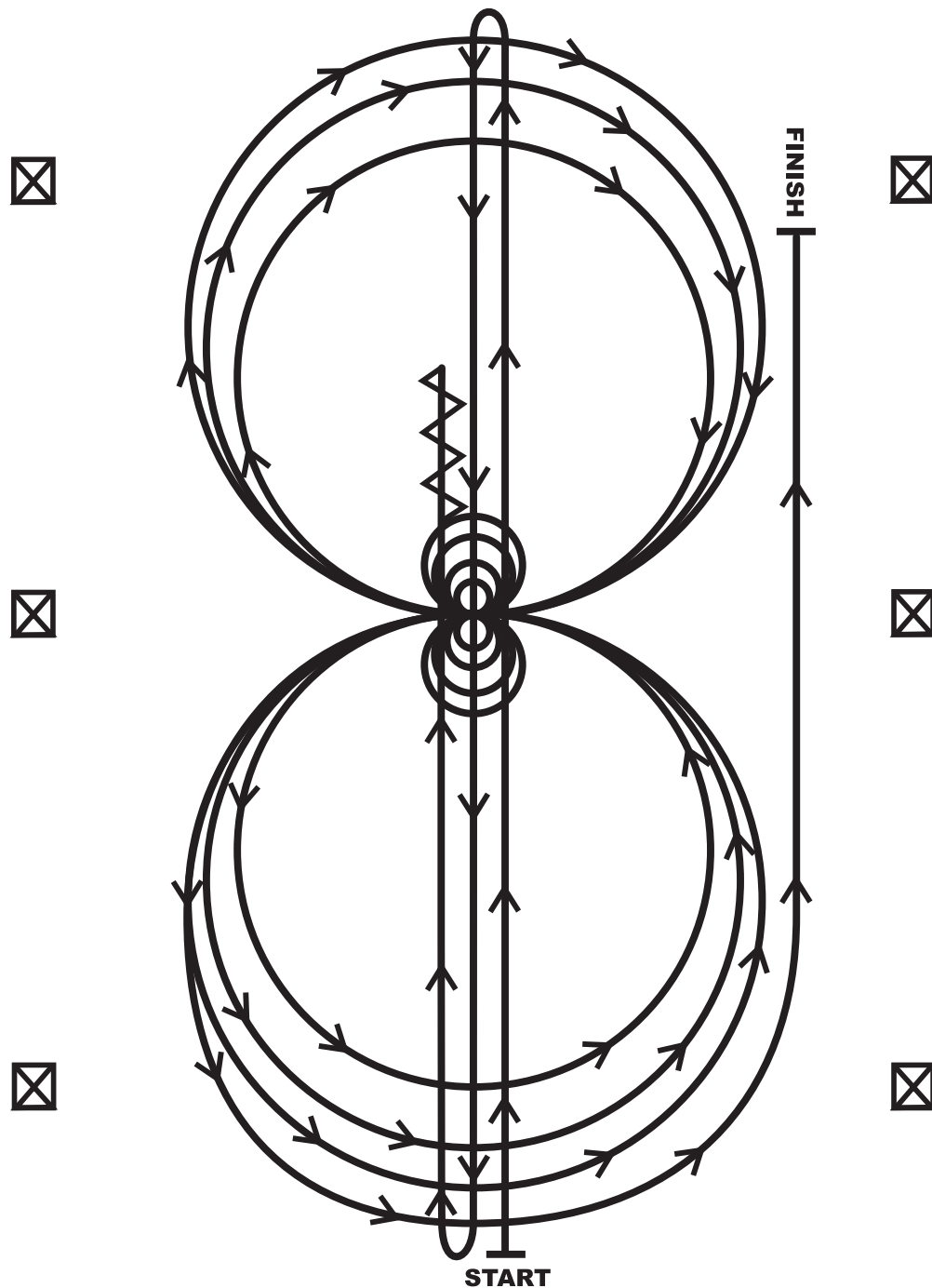
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
———	Lope
———	Extended Lope
//////	Back
\\	Lead Change



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

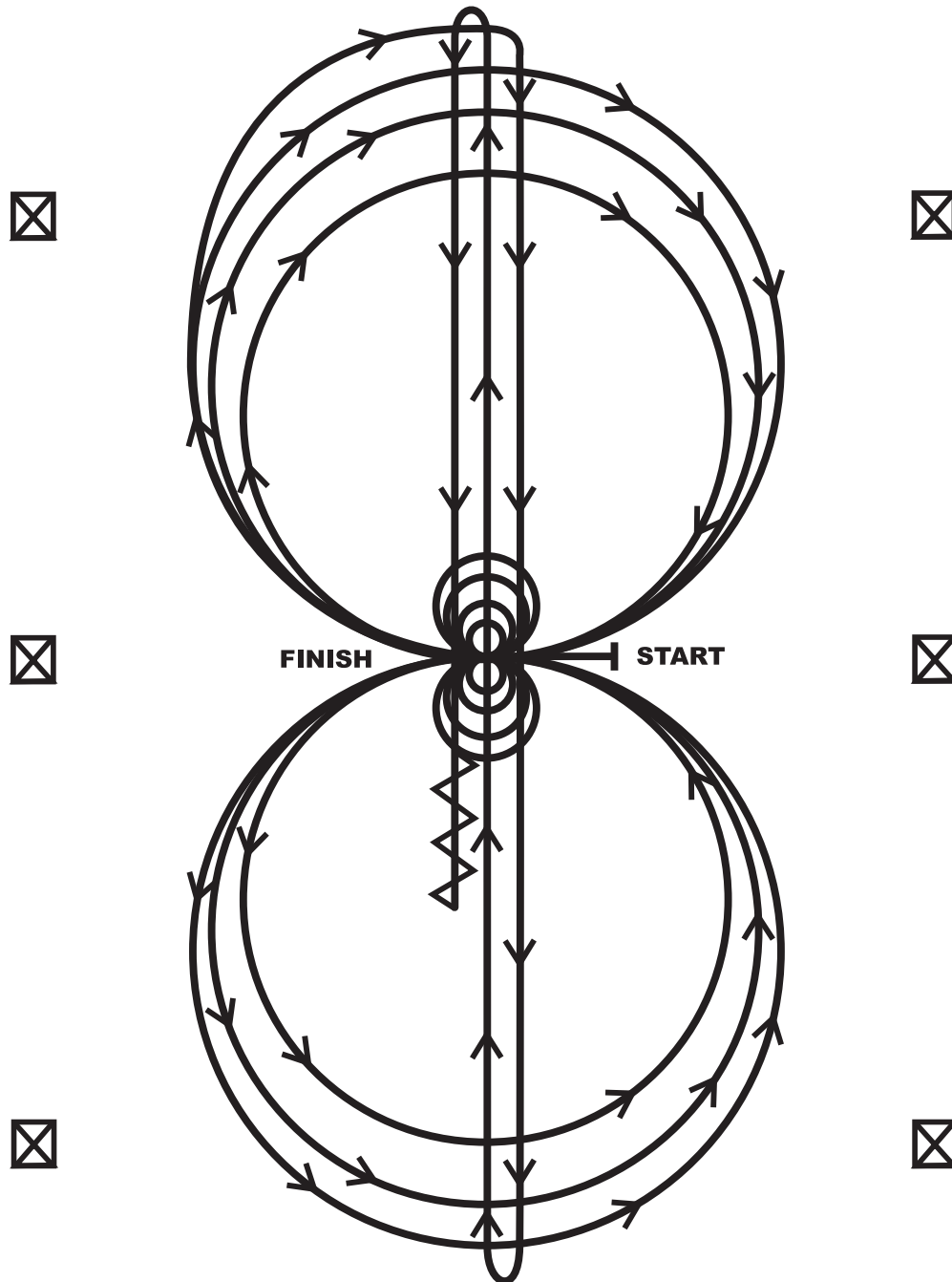
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

REINING PATTERN I



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 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 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

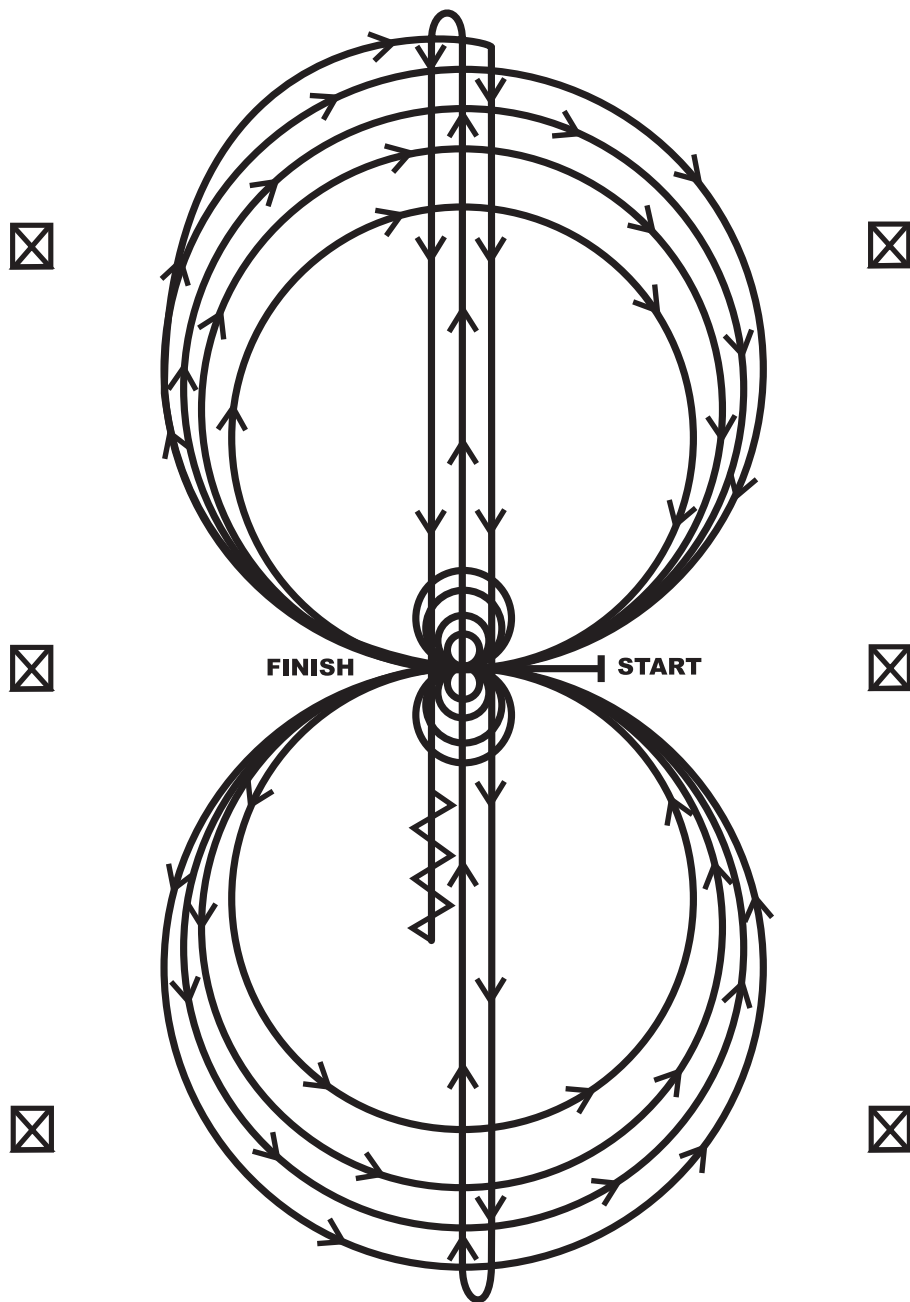
REINING PATTERN 2



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.

1. 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.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

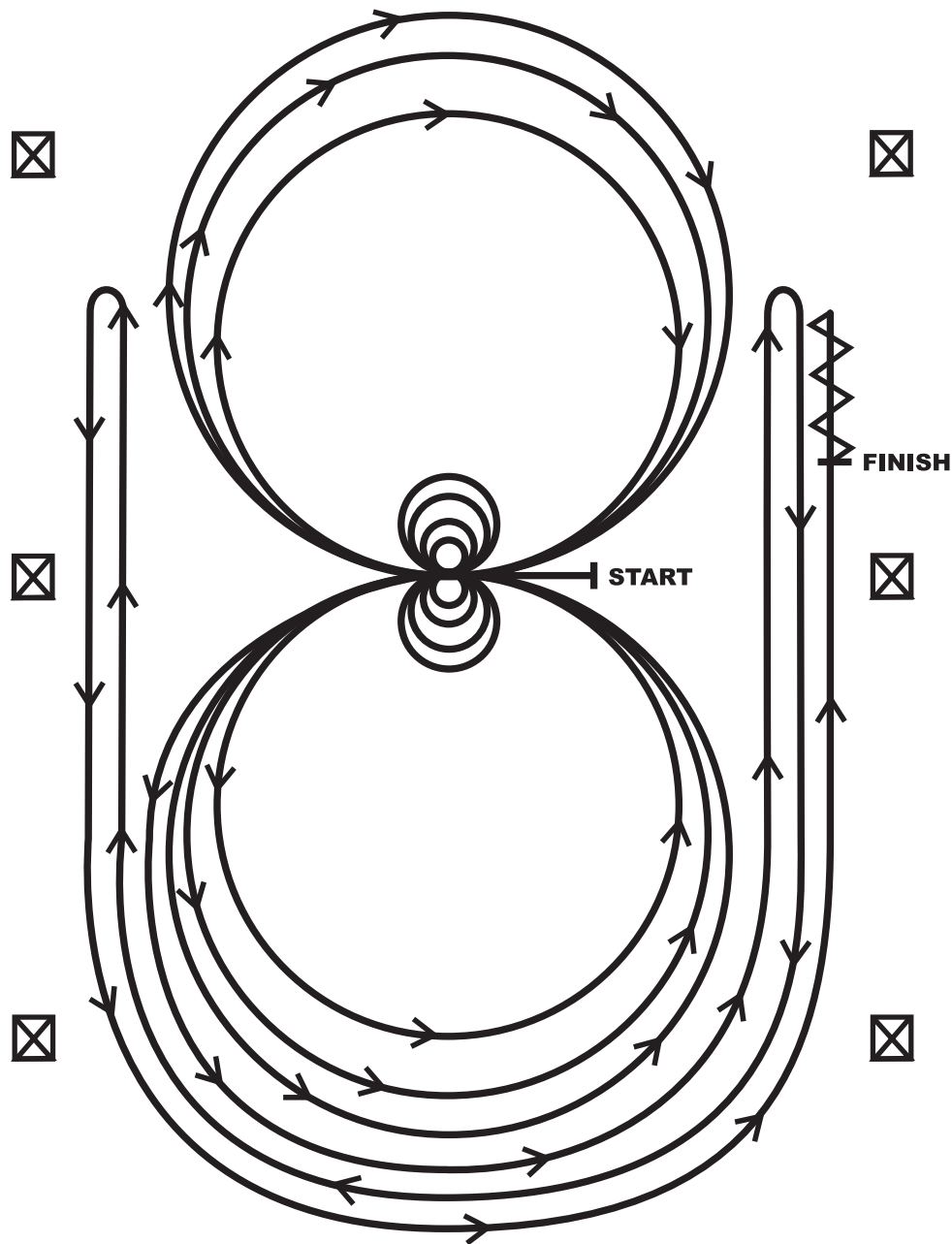
REINING PATTERN 4



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 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 (three meters). Hesitate to demonstrate completion of the pattern.

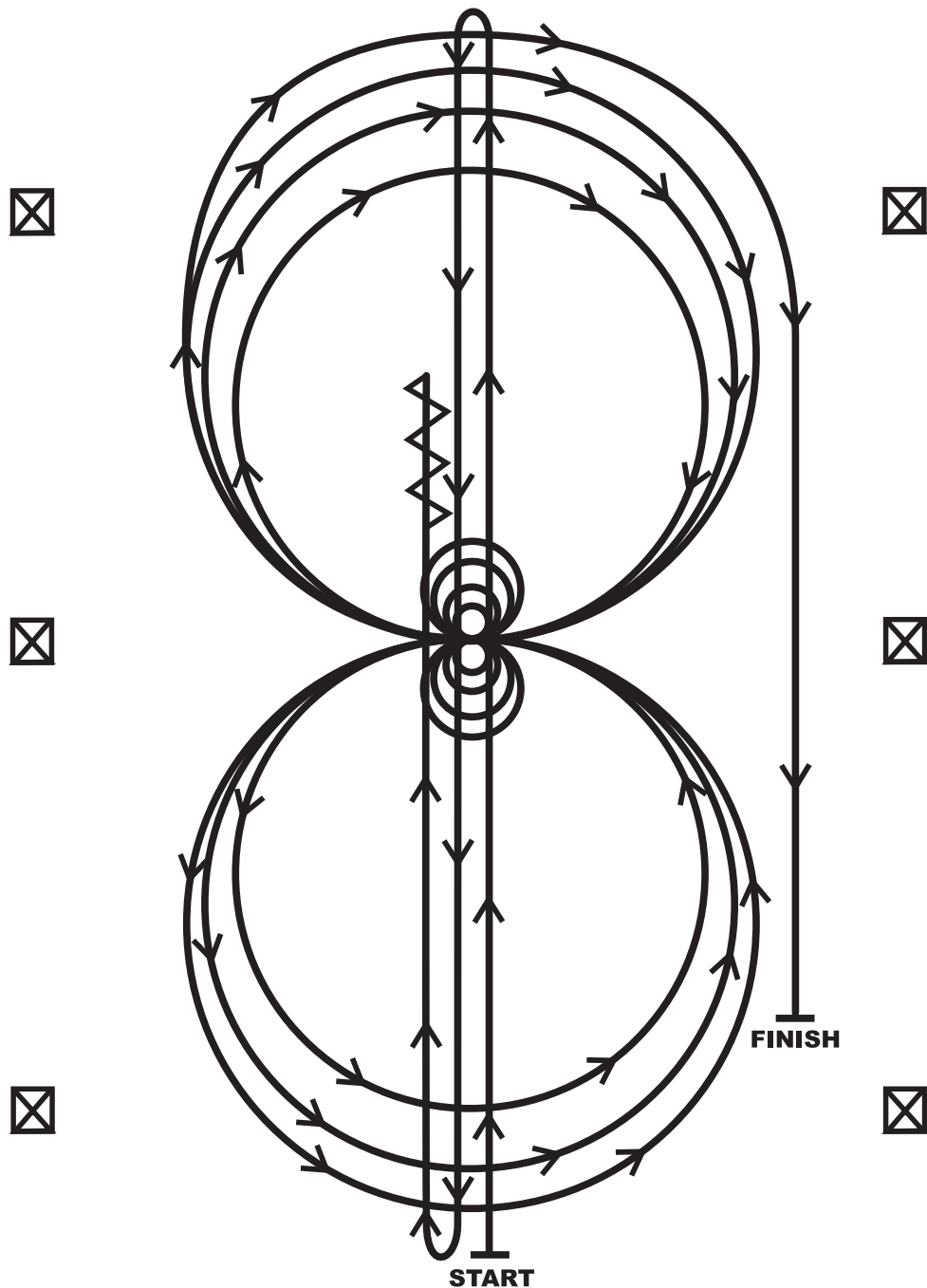
REINING PATTERN 6



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.

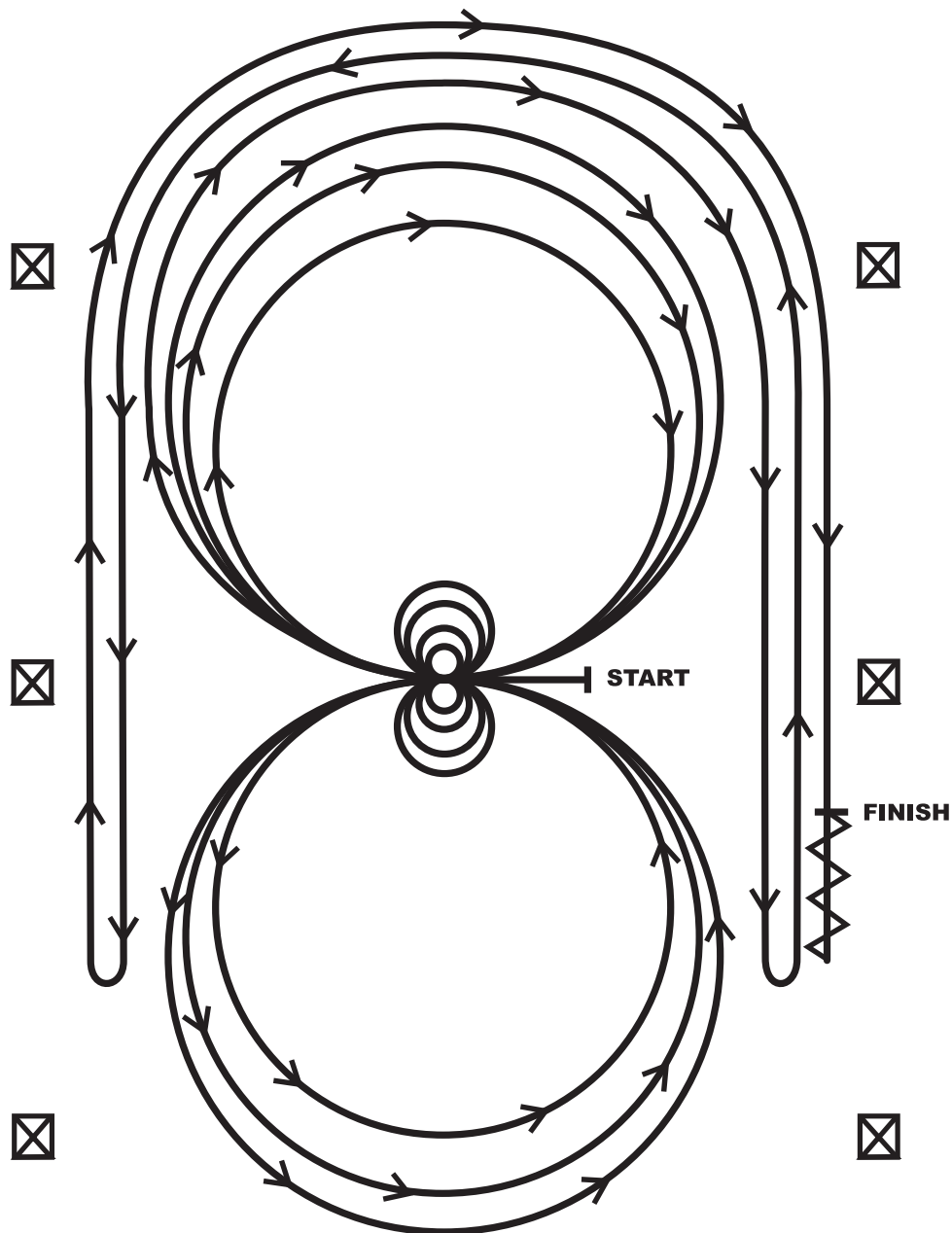
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to 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.

REINING PATTERN 7



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 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.

REINING PATTERN 8



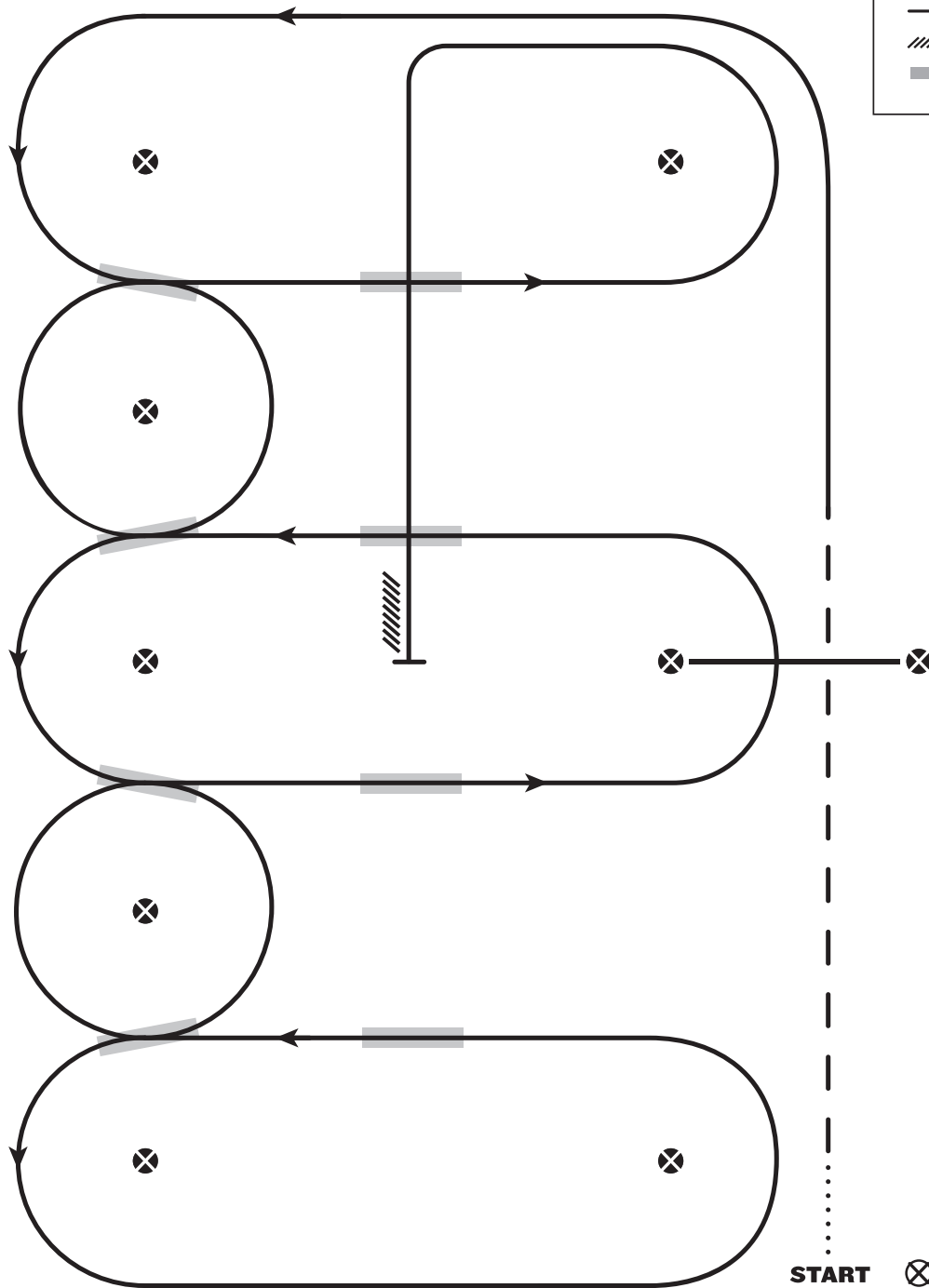
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the 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 (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 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 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.

WESTERN RIDING - PATTERN I

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

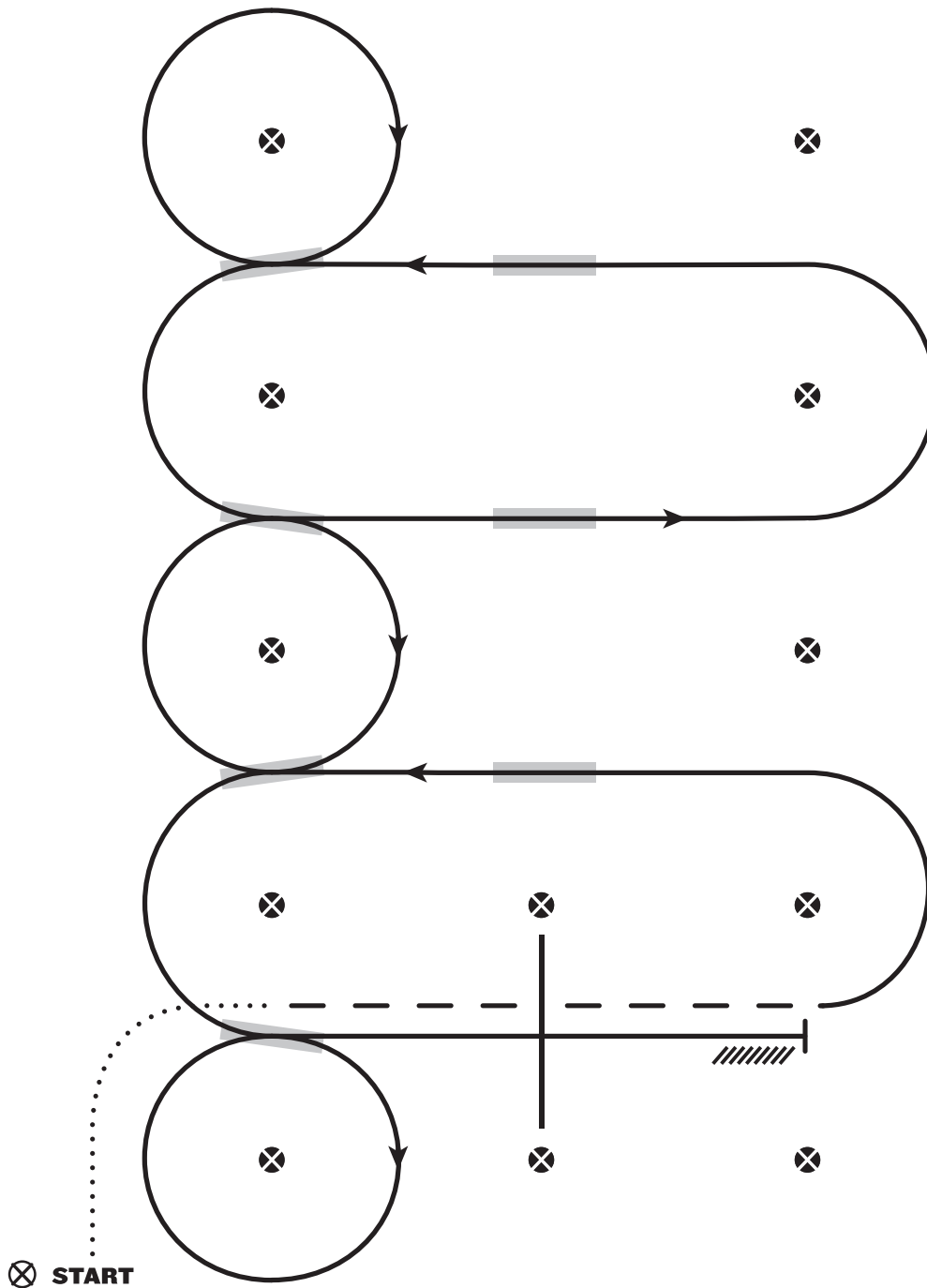


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

WESTERN RIDING - PATTERN 2

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

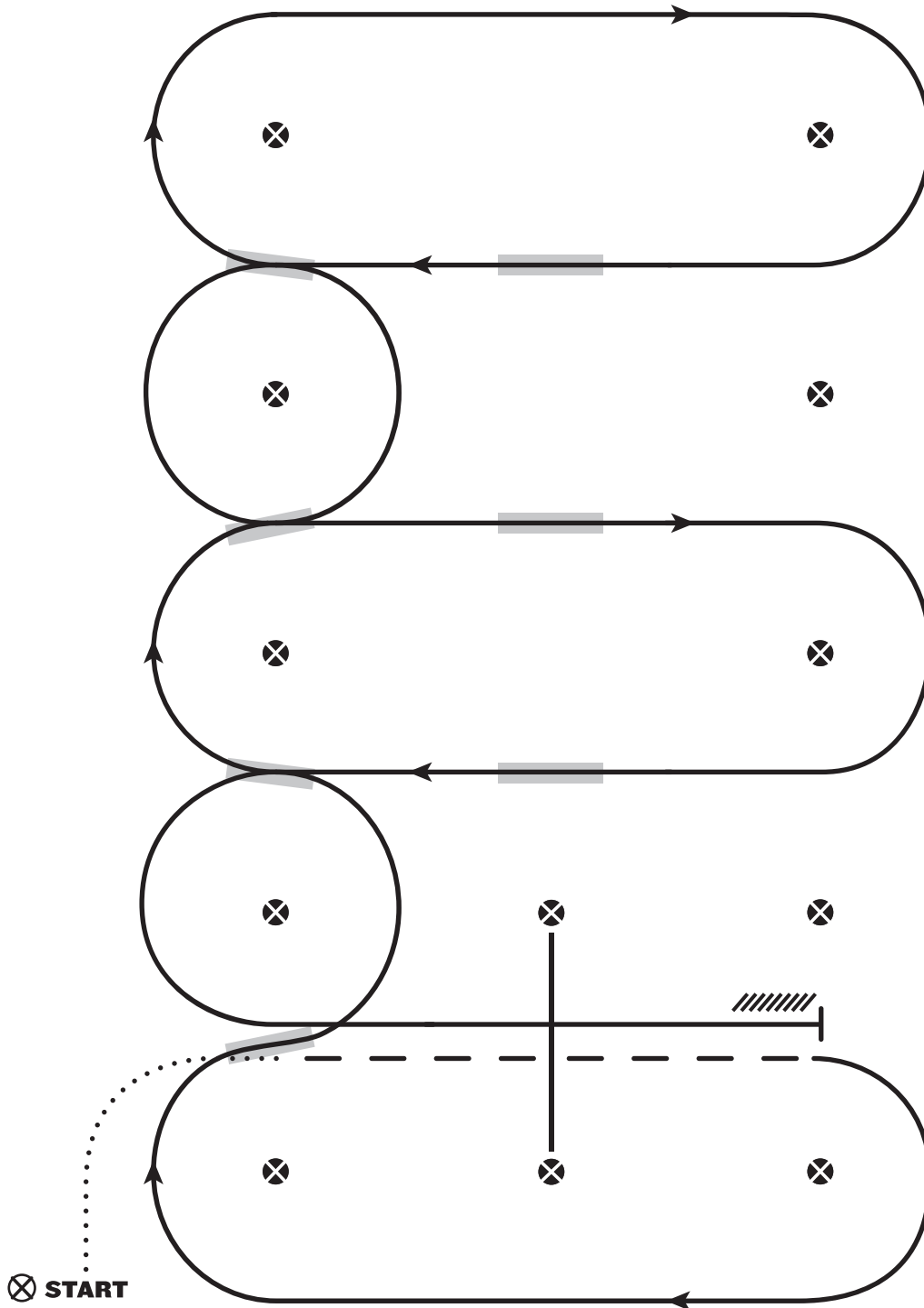


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line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

WESTERN RIDING - PATTERN 4

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

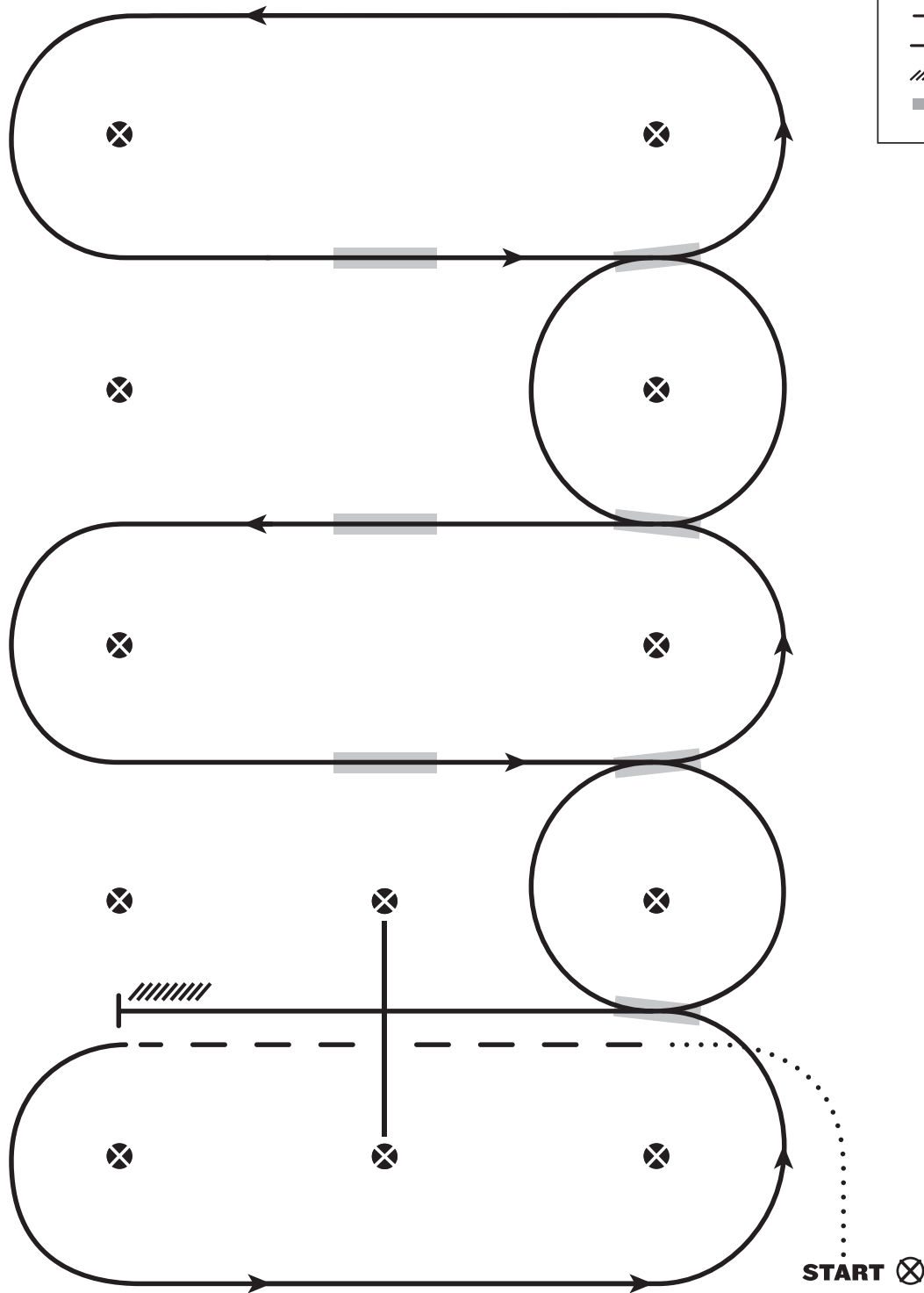


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

WESTERN RIDING - PATTERN 9

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



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