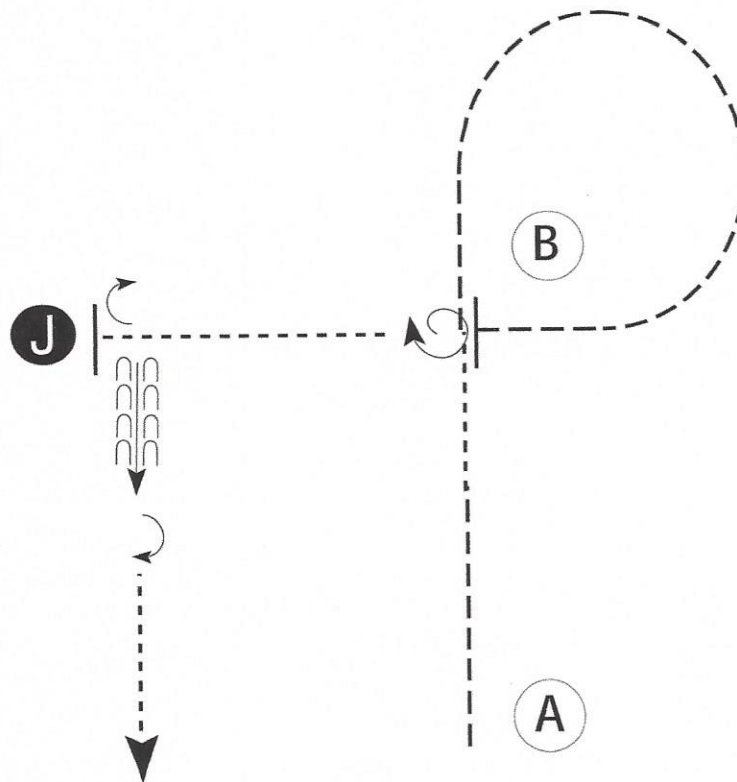


Showmanship (All Youth - Amateur - Amateur Select)



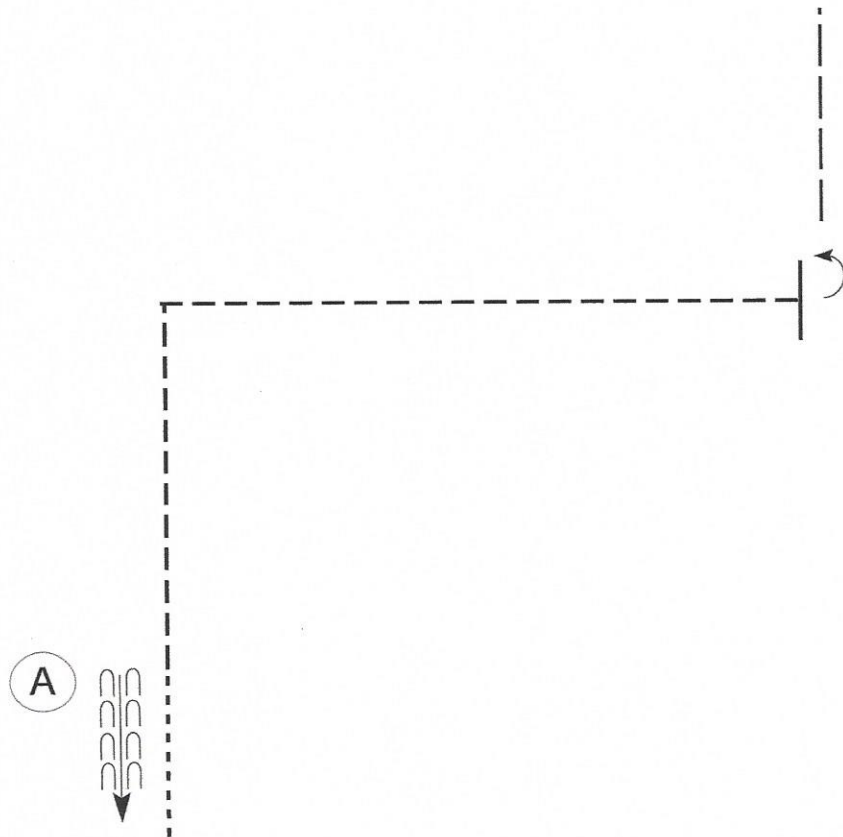
Be ready at A.

1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot past B and stop. Perform a 360 degree turn.
5. Walk to judge and set up for inspection.
6. When dismissed, perform a 90 degree turn and back approximately 2 horse lengths.
7. Perform a 180 degree turn and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ㄩ ㄩ ㄩ ㄩ ㄩ ㄩ
Marker	⊙ B
Judge	● J

Western Horsemanship (All Walk/Jog)

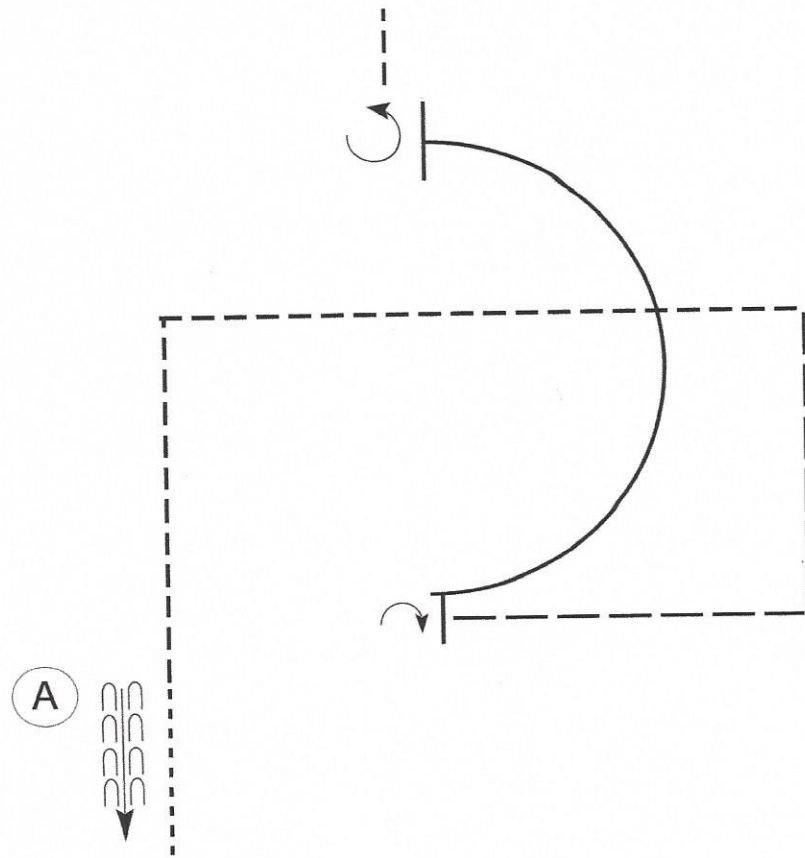


Be ready at A.

1. When acknowledged, back approximately one horse length and walk to A.
2. Jog 1 square corner as shown.
3. Stop, perform a 1/4 turn left.
4. Extend jog away.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	————
Lead Change	
Back	
Marker	(B)

Western Horsemanship (All Level 1)

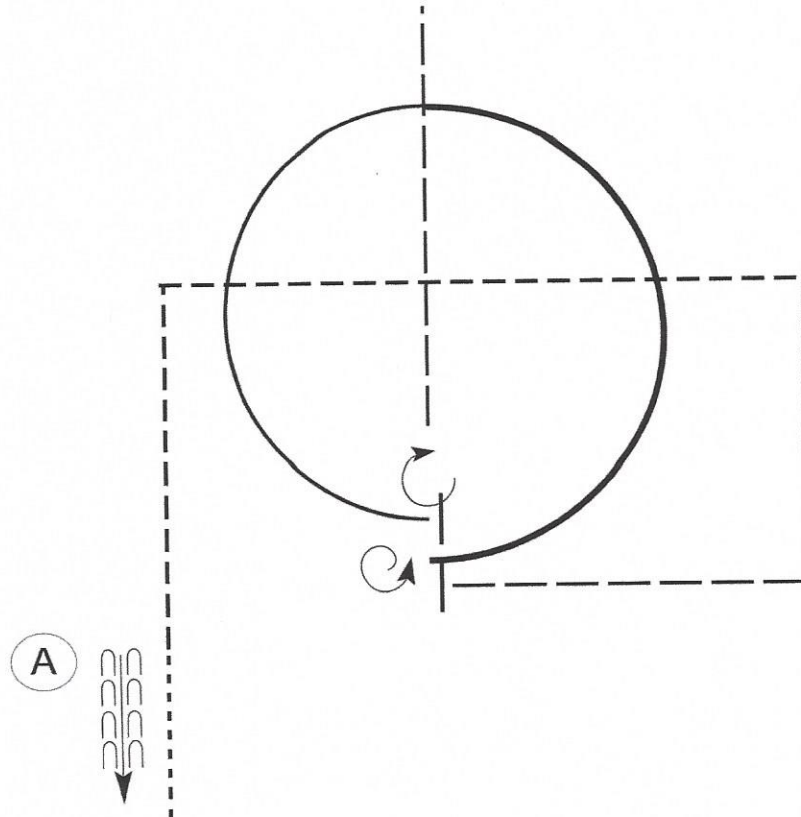


Be ready at A.

1. When acknowledged, back approximately one horse length and walk to A.
2. Jog 2 square corners as shown.
3. Extend jog one square corner and stop.
4. Perform a 180 degree turn to the right.
5. Continue and lope left lead 1/2 circle and shown.
6. Stop, perform a 270 degree turn to the left and jog away.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	
Back	
Marker	ⓑ

Horsemanship (All Youth - Amateur - Select)



Be ready at A.

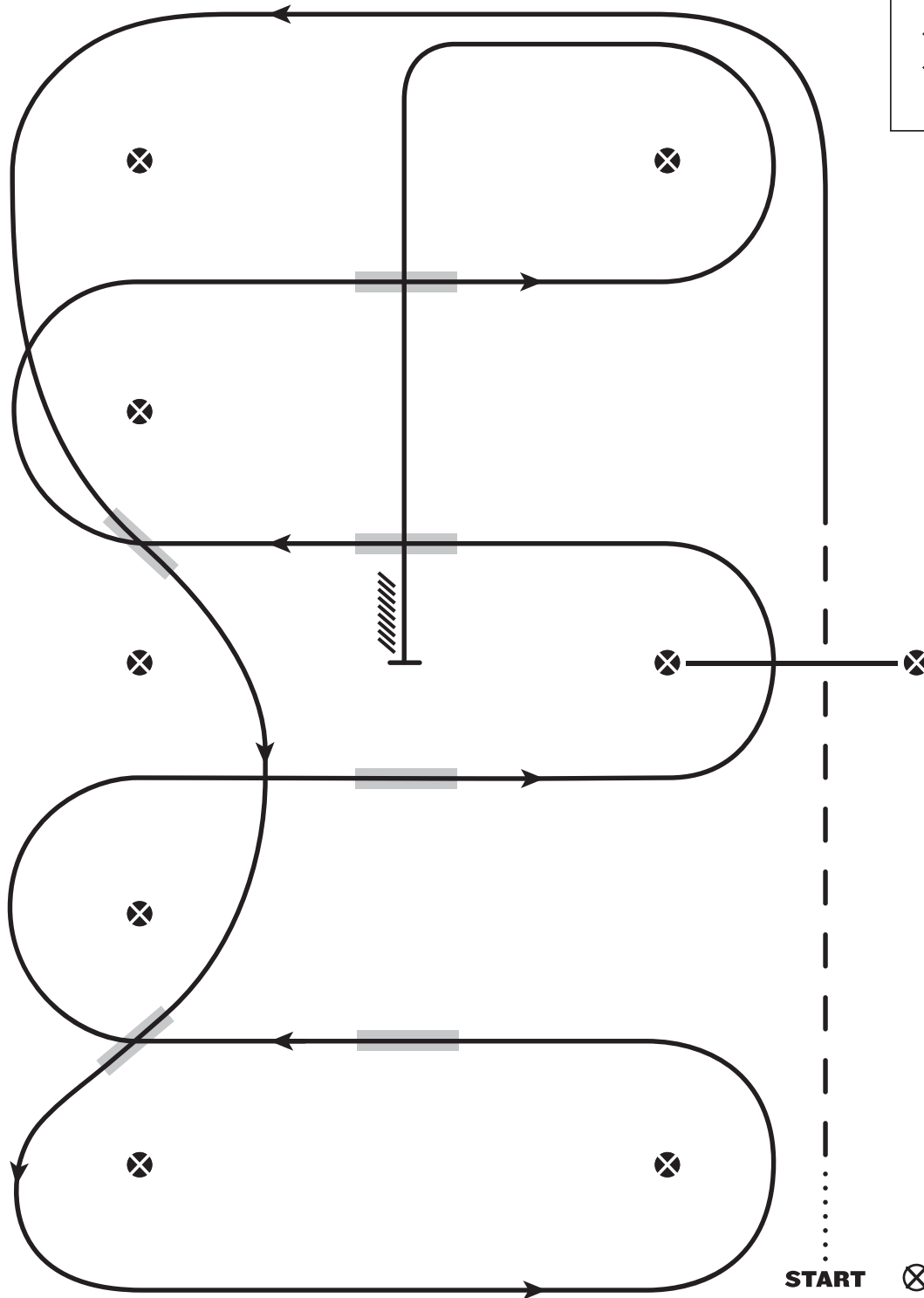
1. When acknowledged, back approximately one horse length and walk to A.
2. Jog 2 square corners as shown.
3. Extend jog one square corner and stop.
4. Perform 1 1/2 turns to the left.
5. Continue and lope left lead with speeds 1/2 circle. Collect the lope and complete the circle.
6. Stop, perform a 270 degree turn to the right and extend the jog away.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	
Back	
Marker	(B)

LEVEL I WESTERN RIDING PATTERN 1

LEGEND

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

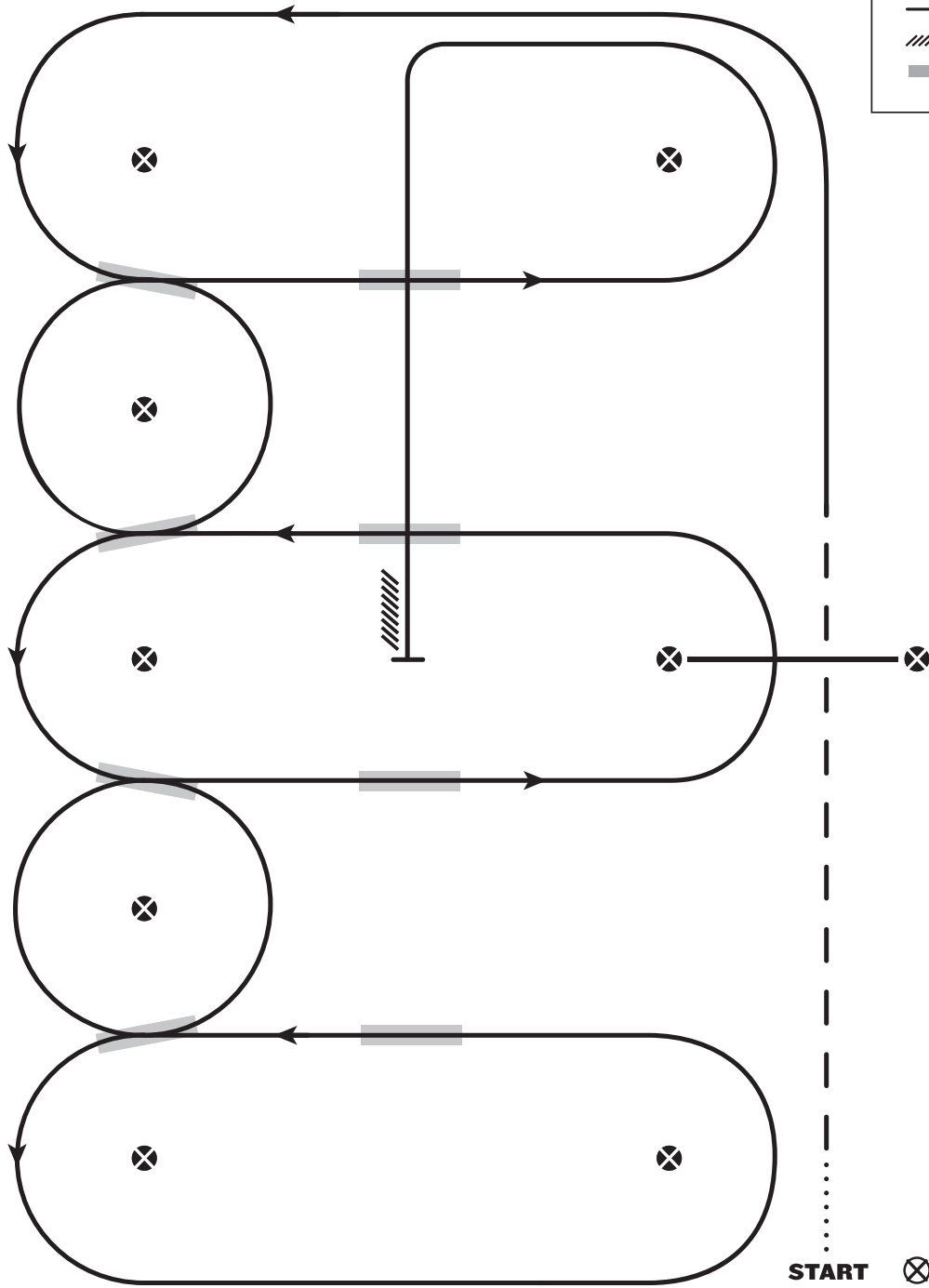


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

WESTERN RIDING - PATTERN I

LEGEND

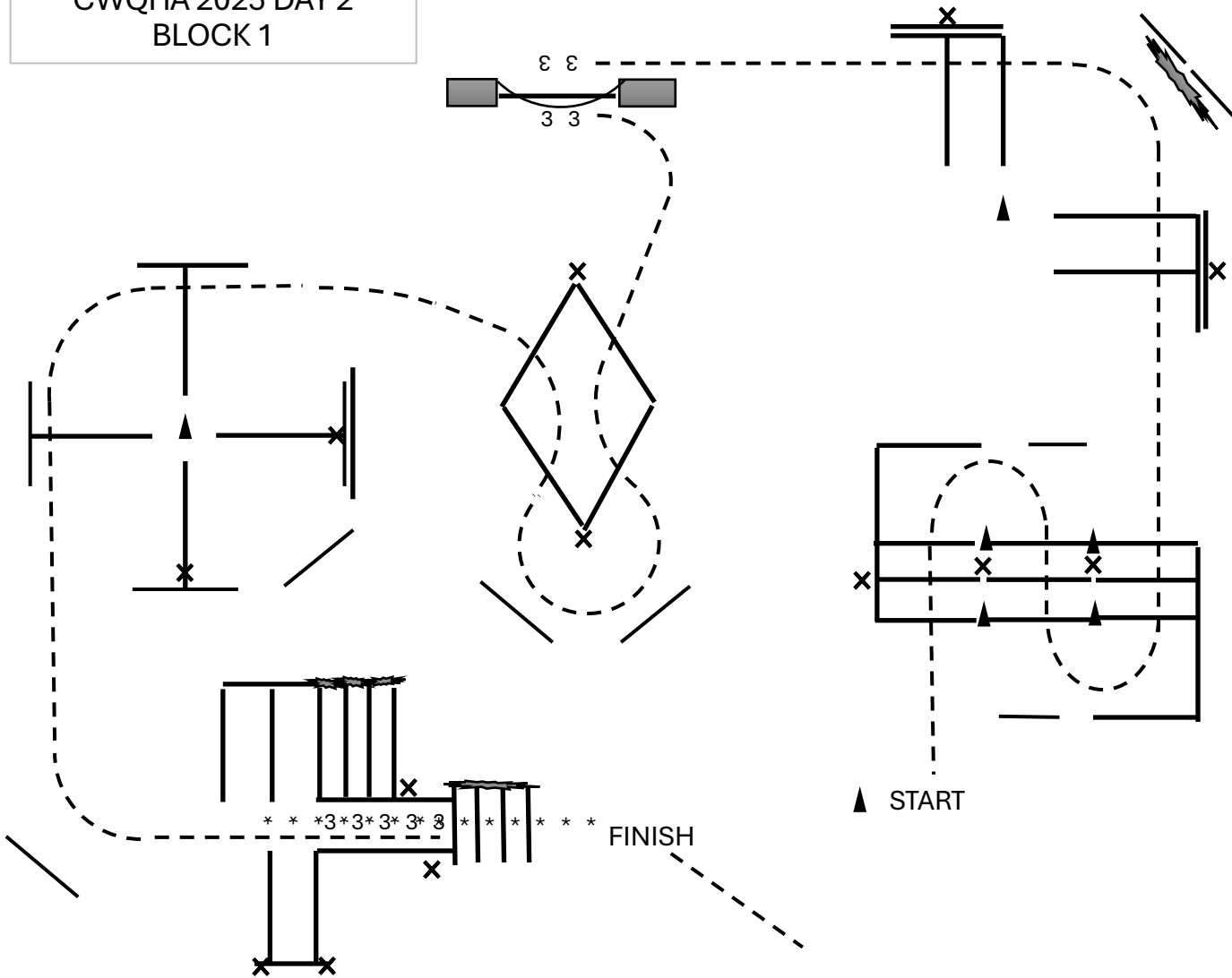
.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



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

CWQHA 2025 DAY 2
BLOCK 1

BLOCK 1
CLASSES 1 THROUGH 4

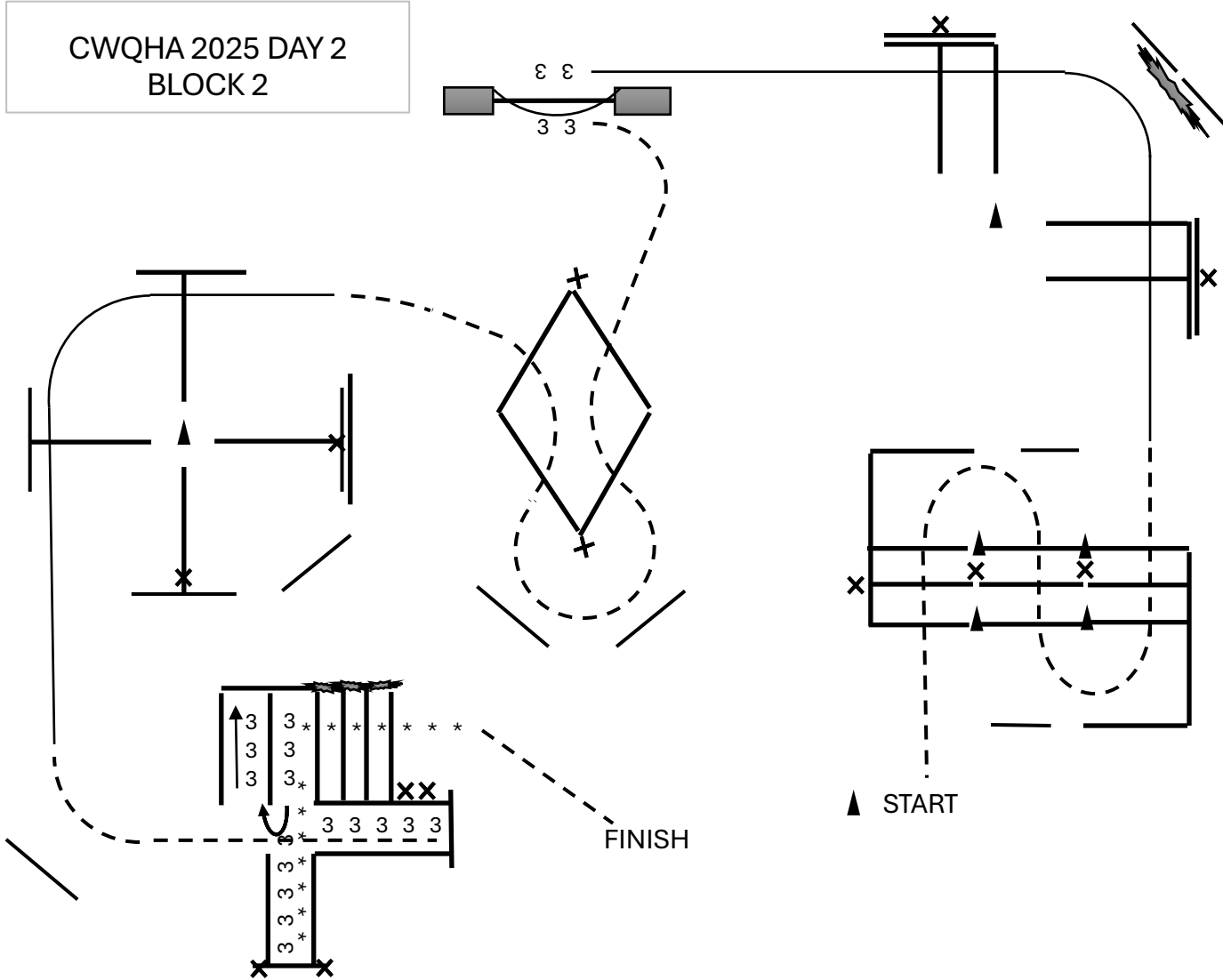


- BE READY AT CONE
- JOG OVER POLES AS SHOWN
- JOG OVER POLES TO GATE
- OPEN GATE, WALK THROUGH, CLOSE GATE
- JOG OVER POLES AS SHOWN
- JOG OVER POLES INTO CHUTE
- BACK, WALK FORWARD OVER POLES AND OUT

WALK	* * * * *
JOG	- - - - -
LOPE	_____
BACK	ε ε ε ε ε
SIDEPASS	∞ ∞ ∞ ∞

CWQHA 2025 DAY 2
BLOCK 2

BLOCK 2
CLASSES 5 THROUGH 11

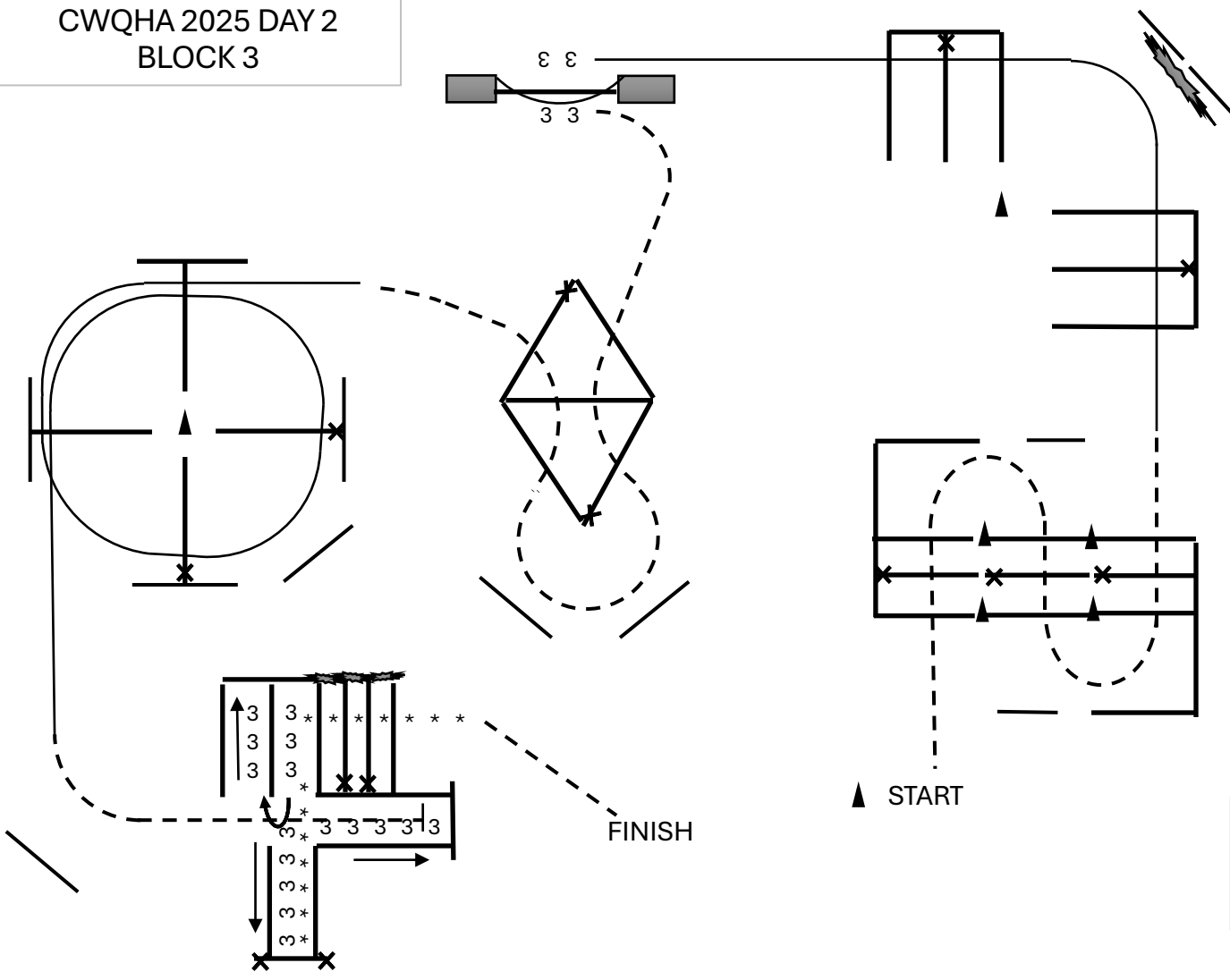


- BE READY AT CONE
- JOG OVER POLES AS SHOWN
- LOPE (LL) OVER POLES TO GATE
- OPEN GATE, WALK THROUGH, CLOES GATE
- JOG OVER POLES AS SHOWN
- LOPE (LL) OVER POLES, JOG INTO CHUTE AND STOP
- BACK "L" ,WALK FORWARD
- PIVOT ON TO POLE, SIDEPASS LEFT WALK OVER POLES AND OUT

WALK	* * * *
JOG	- - - -
LOPE	_____
BACK	ε ε ε ε ε
SIDEPASS	∞ ∞ ∞ ∞

CWQHA 2025 DAY 2
BLOCK 3

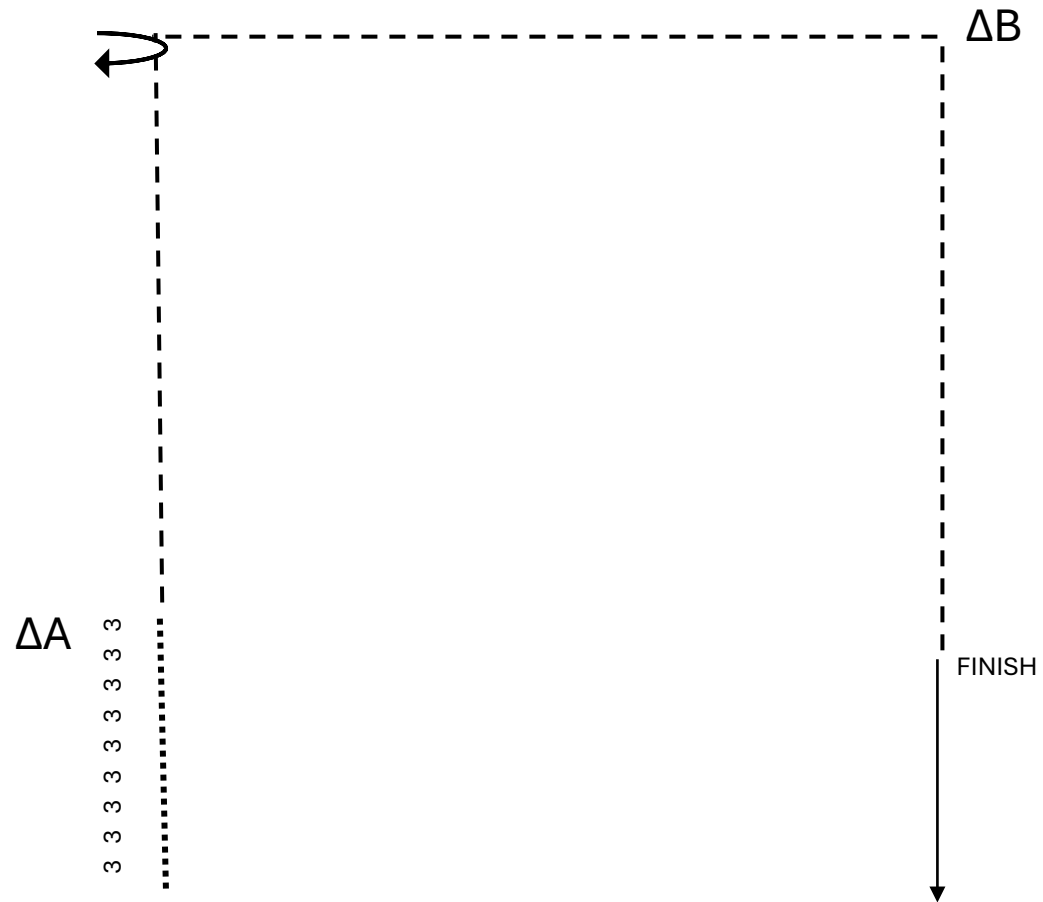
BLOCK 3
CLASSES 12 THROUGH 20



- BE READY AT CONE
- JOG OVER POLES AS SHOWN
- LOPE (LL) OVER POLES TO GATE
- OPEN GATE, WALK THROUGH, CLOSSES GATE
- JOG OVER POLES AS SHOWN
- LOPE (LL) OVER POLES, JOG INTO CHUTE, STOP
- BACK "L", WALK FORWARD
- PIVOT ON TO POLE
- SIDEPASS LEFT,
- WALK OVER POLES AND OUT

WALK	* * * * *
JOG	- - - - -
LOPE	_____
BACK	ε ε ε ε ε
SIDEPASS	∞ ∞ ∞ ∞

CWQHA Hunt Seat Equitation
Walk Trot



BE READY AT A

WHEN ACKNOWLEDGED, BACK
APPROXIMATELY 1 HORSE LENGTH

WALK TO A

TROT ON THE LEFT DIAGONAL UNTIL EVEN WITH
B

STOP AND TURN ON THE FORHAND $\frac{1}{4}$ TO THE
LEFT

TROT ON THE RIGHT DIAGONAL UNTIL B

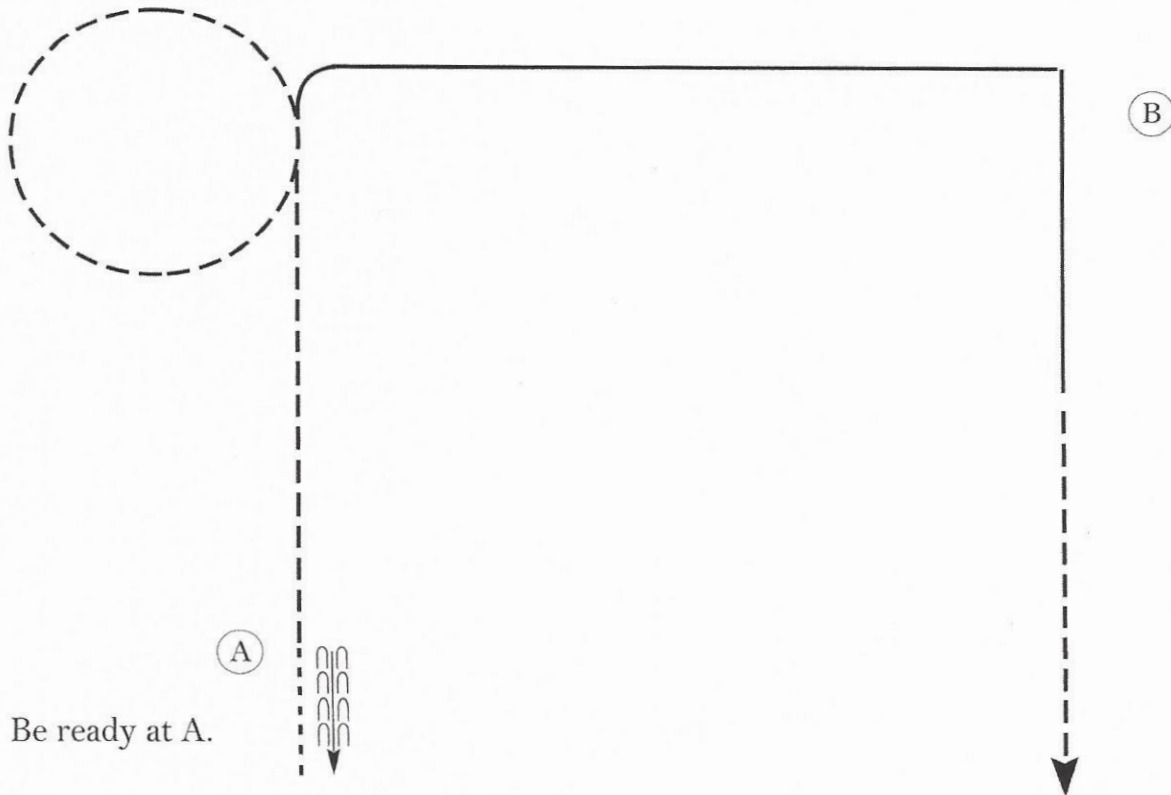
AT B SIT THE TROT AND CONTINUE AROUND B
TILL EVEN WITH A

PATTERN IS COMPLETED AFTER CROSSING A

FIND A SPOT ON THE RAIL

WALK
EXT WALK
TROT	- - - - -
EXT TROT	— — —
LOPE	—————
BACK	ε ε ε ε
SIDEPASS	∞ ∞ ∞ ∞

Hunt Seat Equitation (All Level 1)



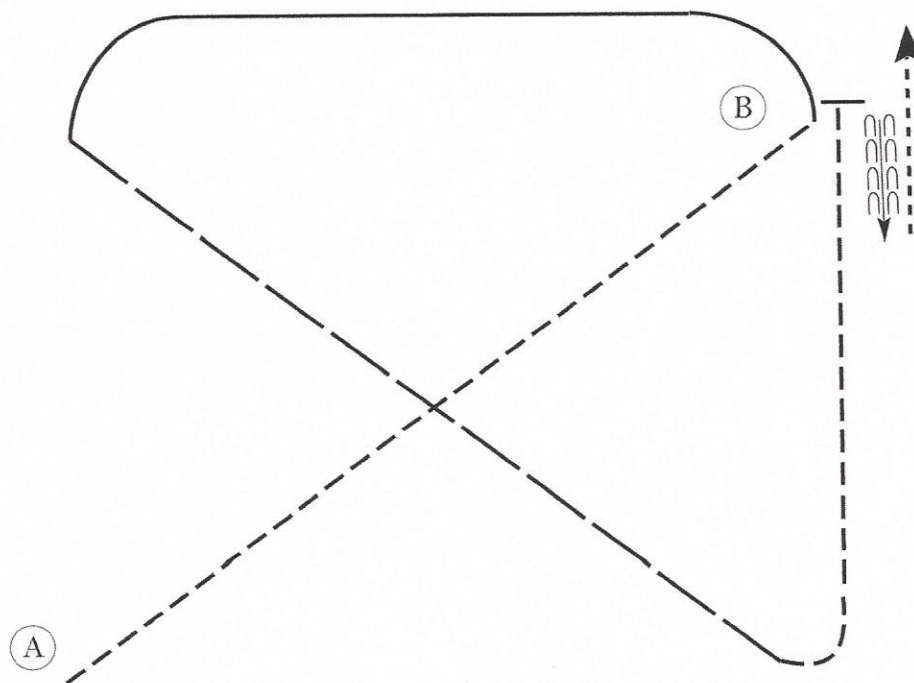
Be ready at A.

1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on the left diagonal until even with B.
4. Change diagonals when even with B and trot a circle to the left.
5. Close the circle and pick up the right lead canter to B.
6. Continue to canter on the right lead half the distance to A as shown.
7. Sitting trot until past A. Pattern is over once you have passed A.

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

Follow the instructions of your ring steward.

Hunt Seat Equitation (All Youth - Amateur - Select)



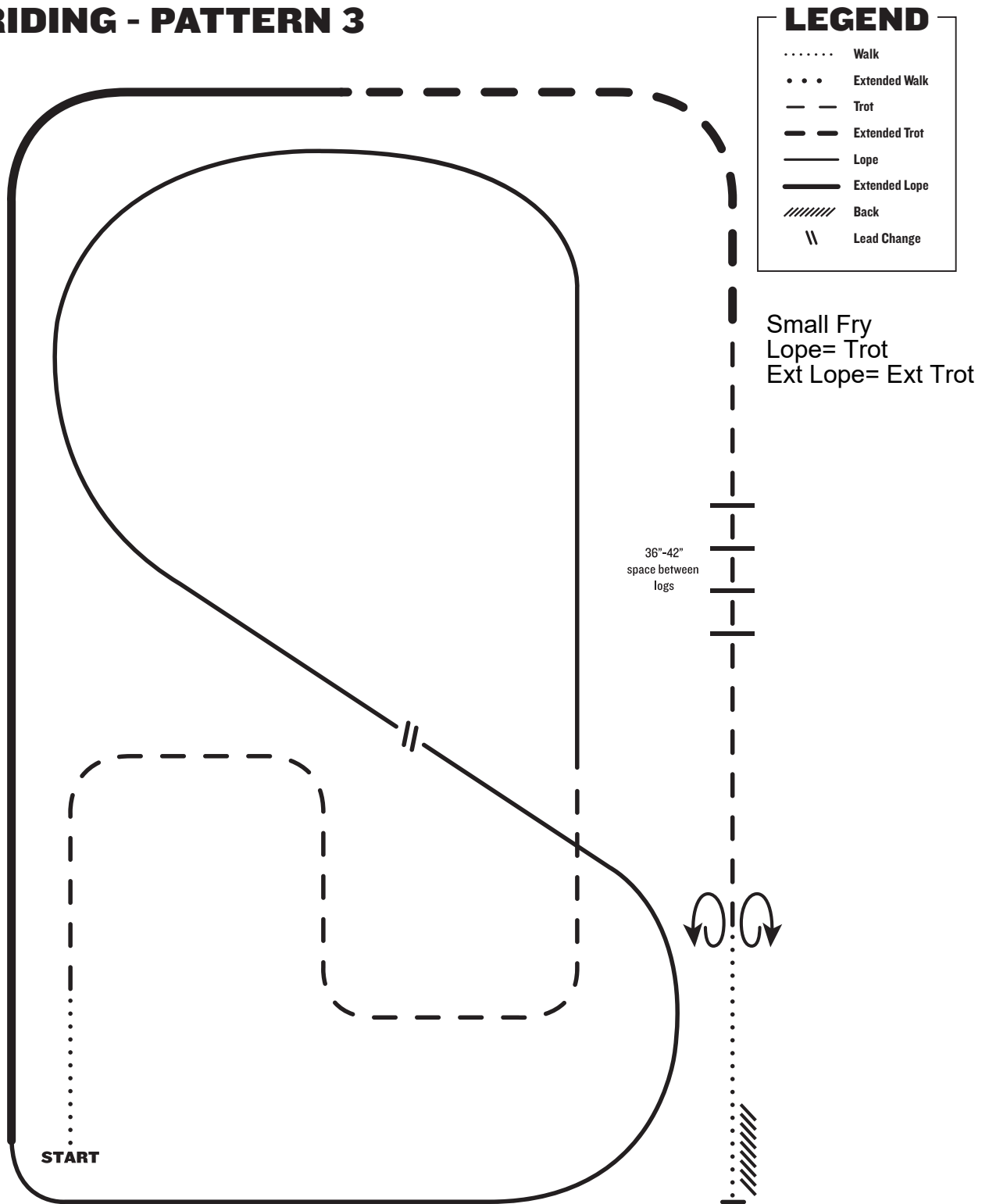
Be ready at A.

1. Sitting trot halfway to B.
2. Posting trot on the right diagonal to B.
3. Canter on the left lead from B across the arena..
4. Round the arena and move into a hand gallop on the diagonal.
5. Break to a trot on the left diagonal in a straight line to B.
6. Halt at B and back approximately one horse length.
7. Demonstrate a forward walk in a straight line from B for at least two horse lengths.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	Ⓟ
Sidepass	← — — — — →
Hand Gallop	— — — — —

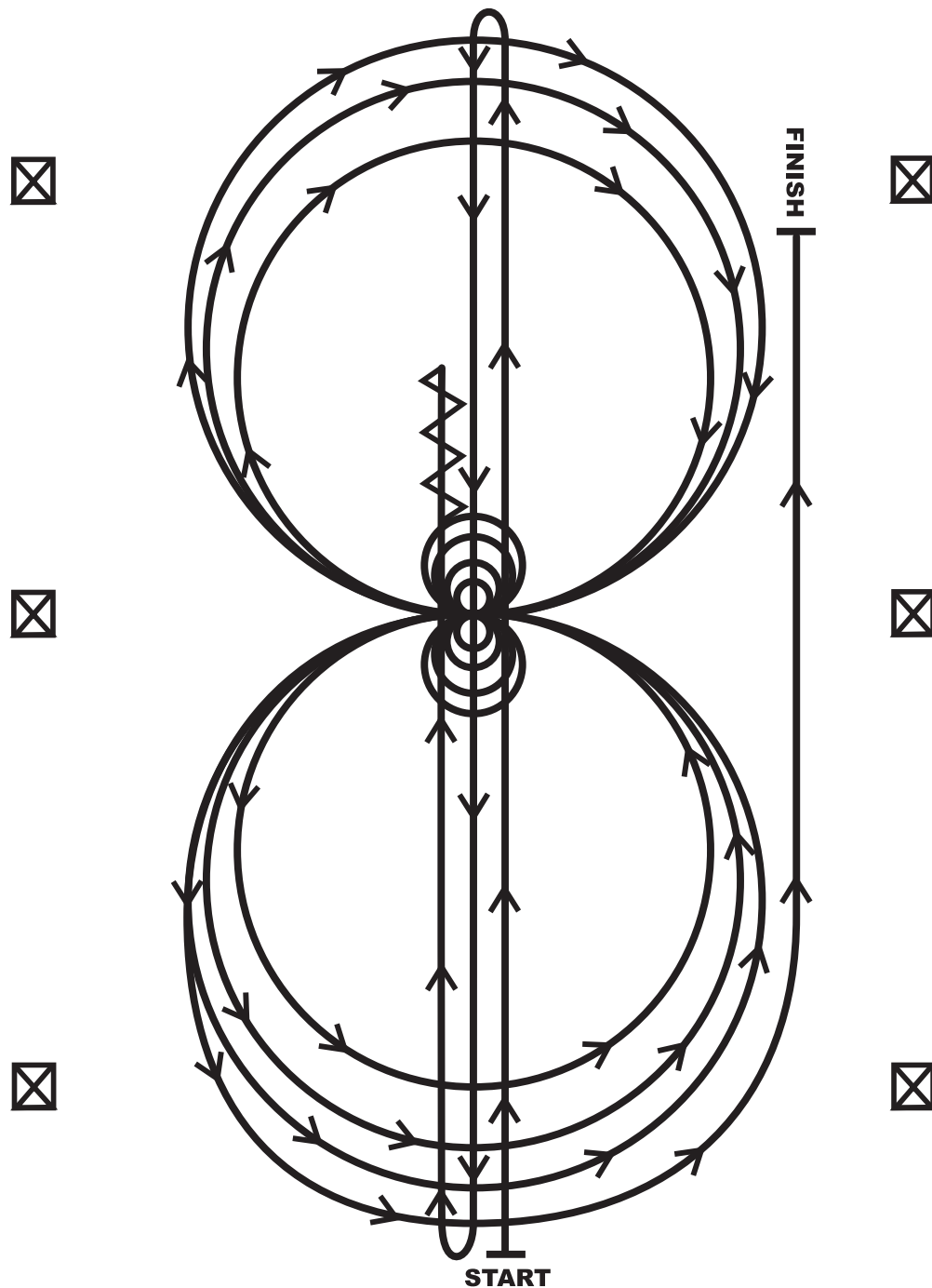
RANCH RIDING - PATTERN 3



- 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.

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.