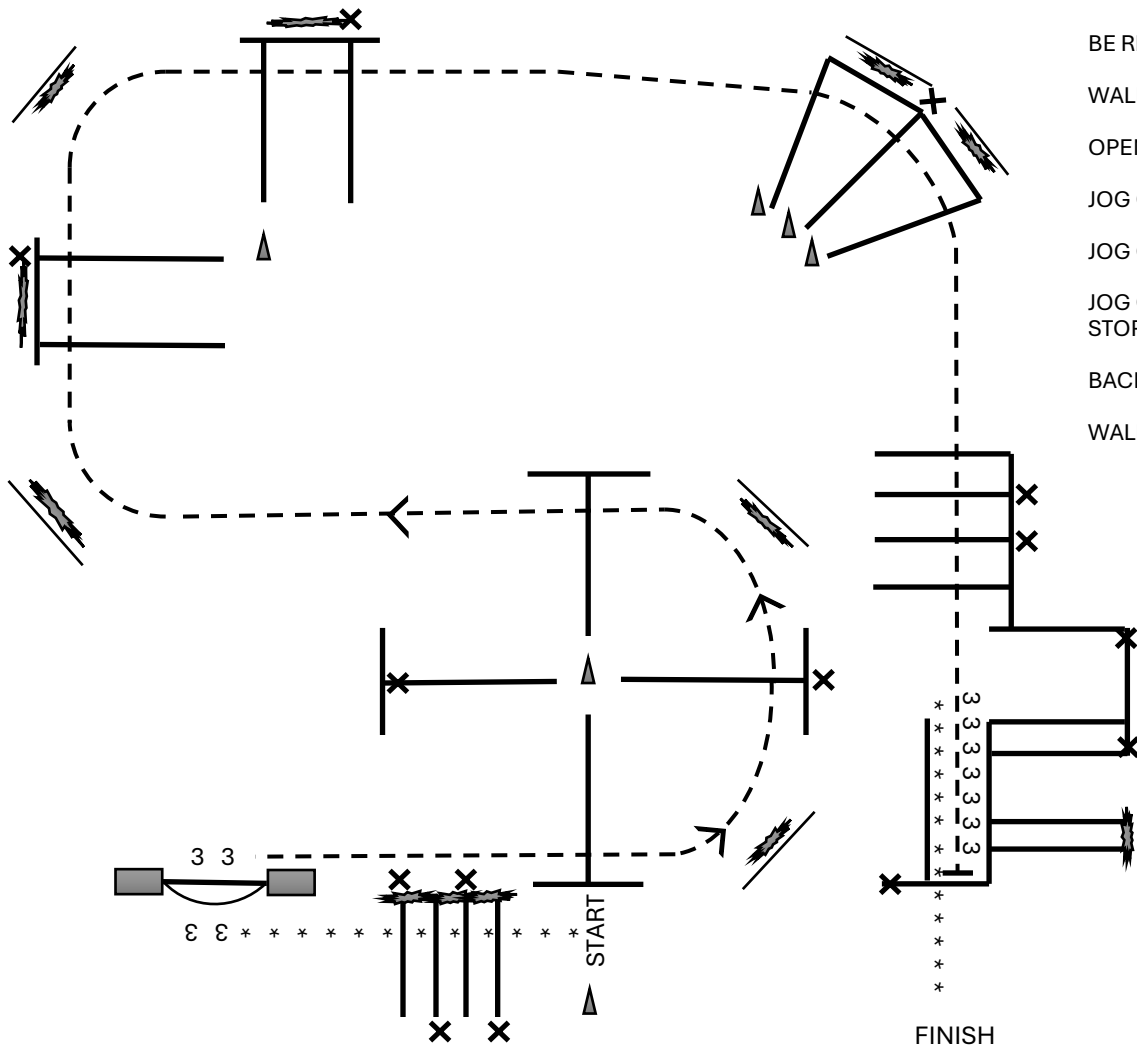


CWQHA 2025 DAY 1  
BLOCK 1

BLOCK 1  
CLASSES 1 THROUGH 4

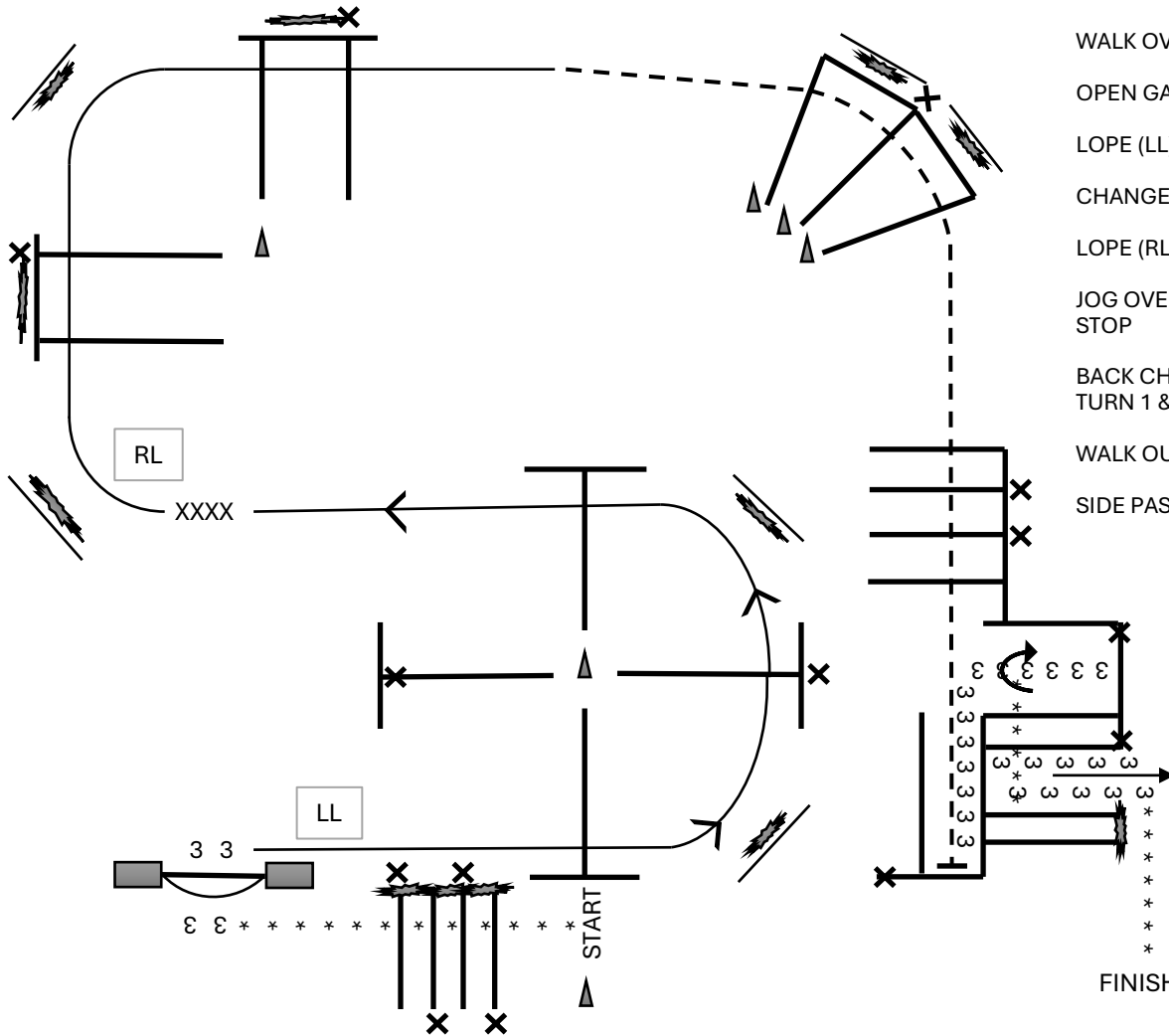


- BE READY AT CONE
- WALK OVER POLES TO GATE
- OPEN GATE, WALK THROUGH, CLOSE GATE
- JOG OVER POLES (3)
- JOG OVER POLES (4)
- JOG OVER POLES (3), JOG OVER POLES (4) INTO CHUTE & STOP
- BACK CHUTE
- WALK OUT OF CHUTE OVER POLE

WALK	* * * * *
JOG	- - - - -
LOPE	_____
CHANGE LEADS	XXXX
BACK	ε ε ε ε ε
SIDEPASS	ω ω ω ω ω

CWQHA 2025 DAY 1  
BLOCK 2

BLOCK 2  
CLASSES 5 THROUGH 11



BE READY AT CONE

WALK OVER POLES TO GATE

OPEN GATE, WALK THROUGH, CLOSE GATE

LOPE (LL) OVER POLES (3)

CHANGE LEADS (SIMPLE OR FLYING)

LOPE (RL) OVER POLES (4)

JOG OVER POLES (3), JOG OVER POLES (4) INTO CHUTE & STOP

BACK CHUTE INTO BOX AS SHOWN  
TURN 1 & 3/4 TURNS TO RIGHT

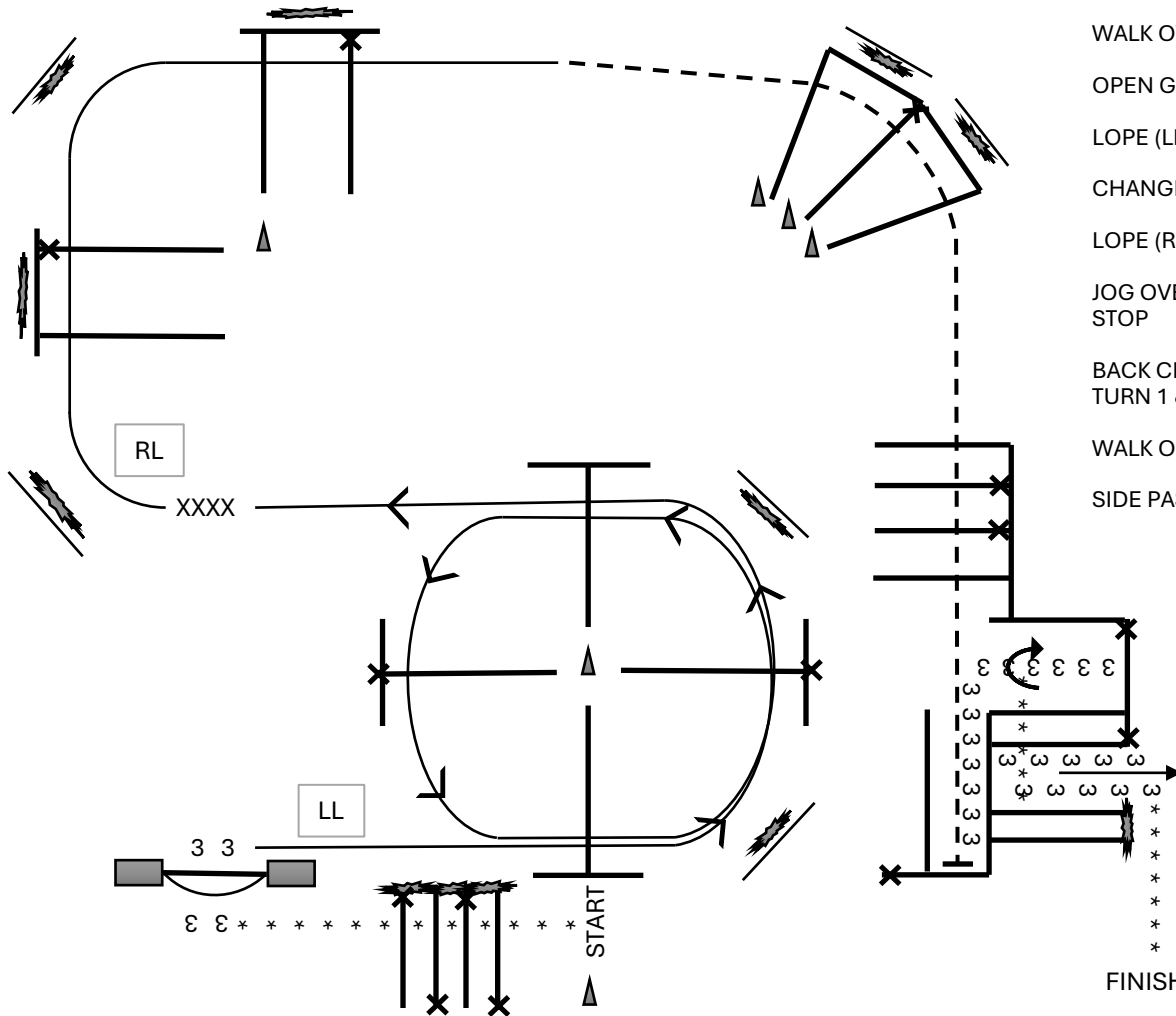
WALK OUT OF BOX OVER POLES (2)

SIDE PASS LEFT AND WALK OUT

WALK	* * * * *
JOG	- - - - -
LOPE	_____
CHANGE LEADS	XXXX
BACK	ε ε ε ε ε
SIDEPASS	ω ω ω ω ω

CWQHA 2025 DAY 1  
BLOCK 3

BLOCK 3  
CLASSES 12 THROUGH 20



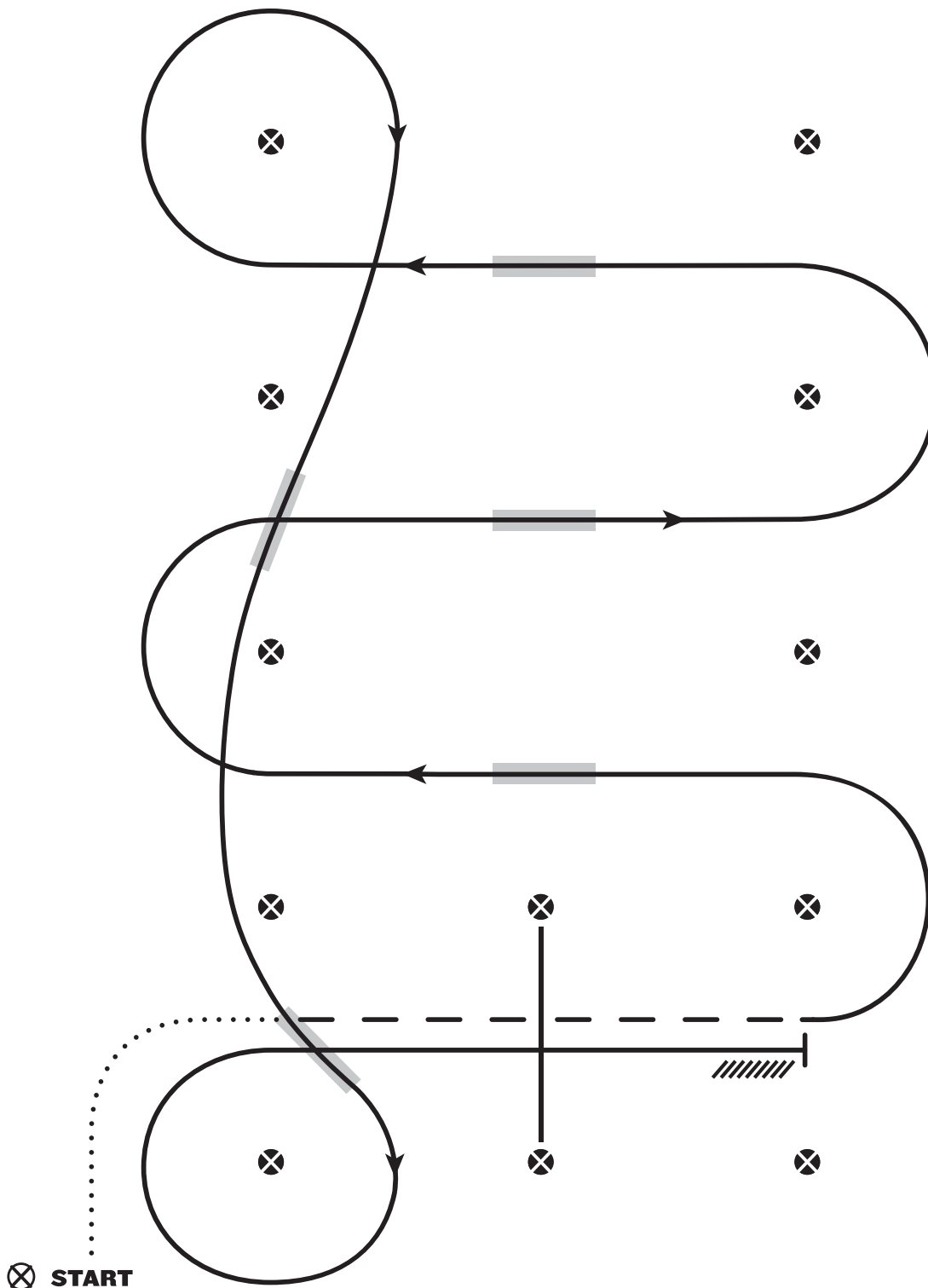
- BE READY AT CONE
- WALK OVER POLES TO GATE
- OPEN GATE, WALK THROUGH, CLOSE GATE
- LOPE (LL) OVER POLES (7)
- CHANGE LEADS (SIMPLE OR FLYING)
- LOPE (RL) OVER POLES (4)
- JOG OVER POLES (3), JOG OVER POLES (4) INTO CHUTE & STOP
- BACK CHUTE INTO BOX AS SHOWN  
TURN 1 & 3/4 TURNS TO RIGHT
- WALK OUT OF BOX OVER POLES (2)
- SIDE PASS LEFT AND WALK OUT

WALK	* * * * *
JOG	- - - - -
LOPE	_____
CHANGE LEADS	XXXX
BACK	ε ε ε ε ε
SIDEPASS	ω ω ω ω ω

# LEVEL 1 WESTERN RIDING PATTERN 2

## LEGEND

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

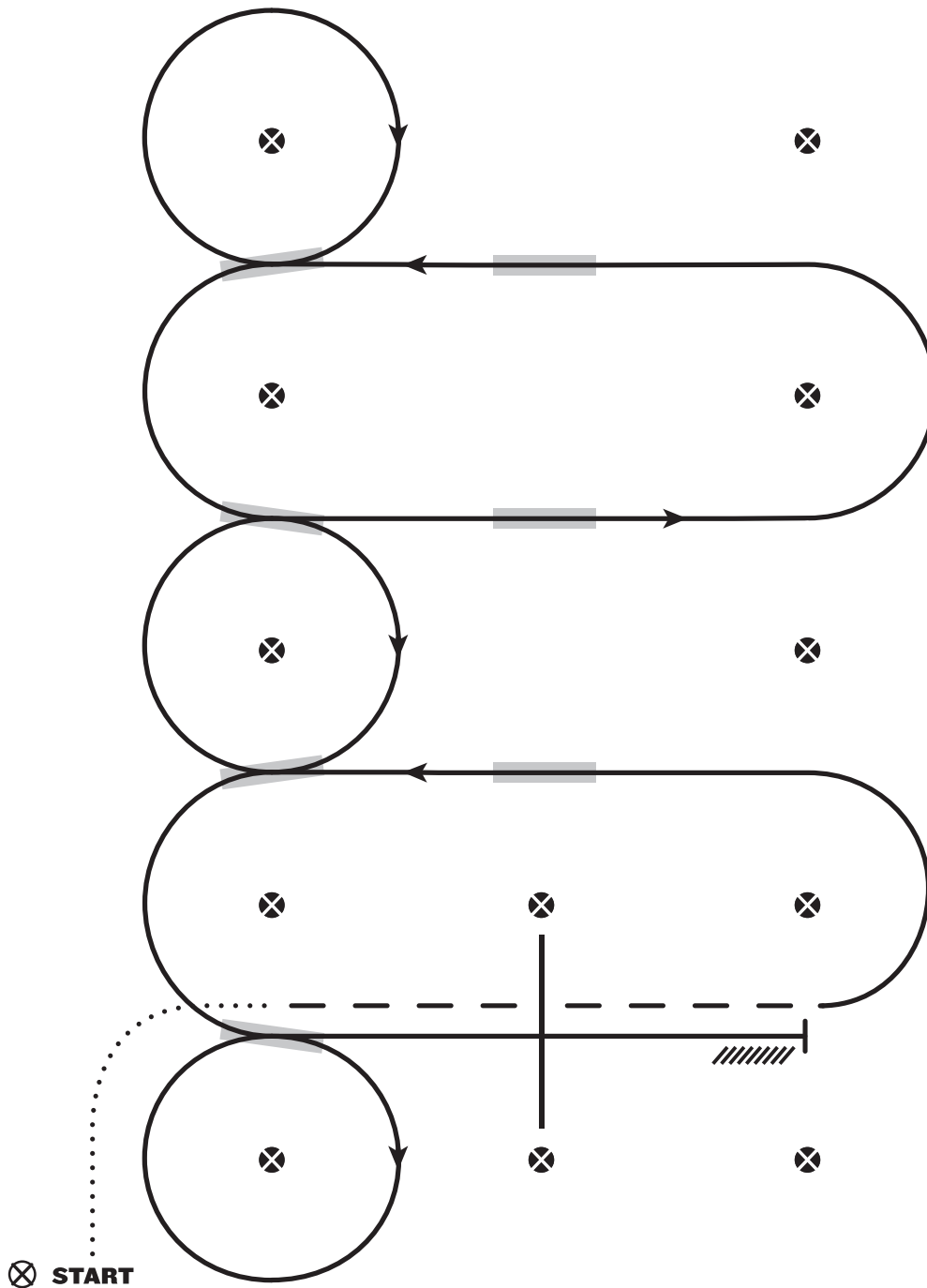


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop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

# WESTERN RIDING - PATTERN 2

## LEGEND

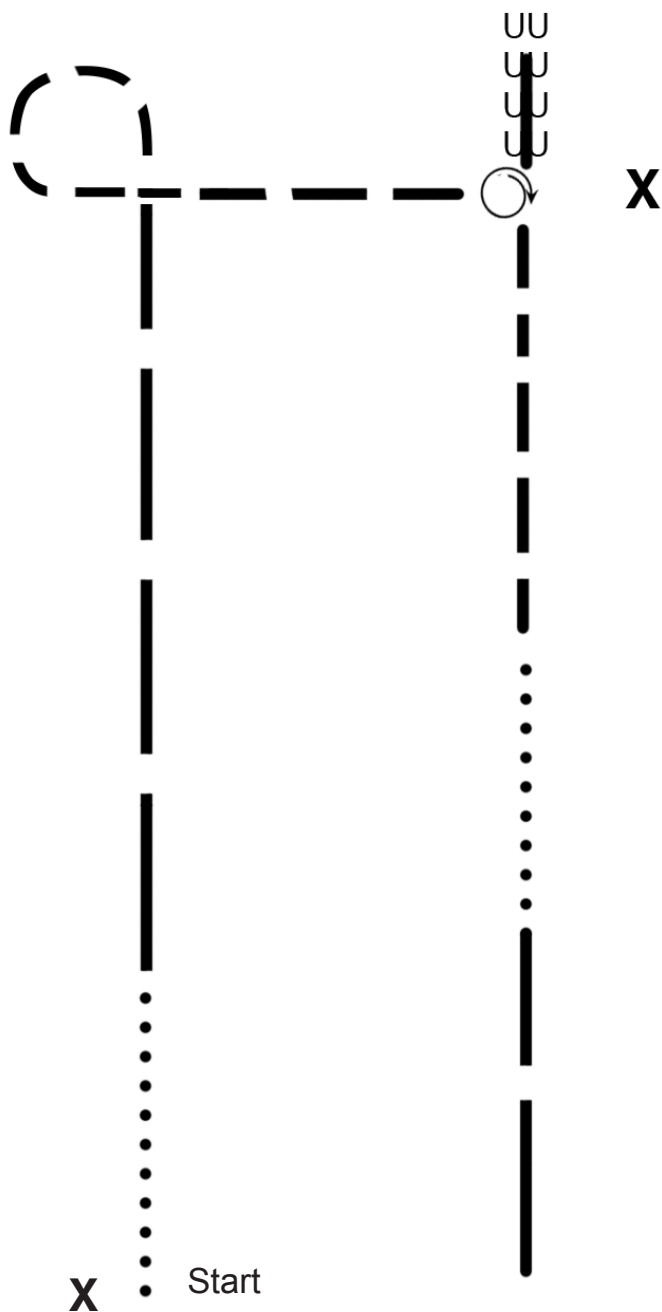
.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



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

# Horsemanship

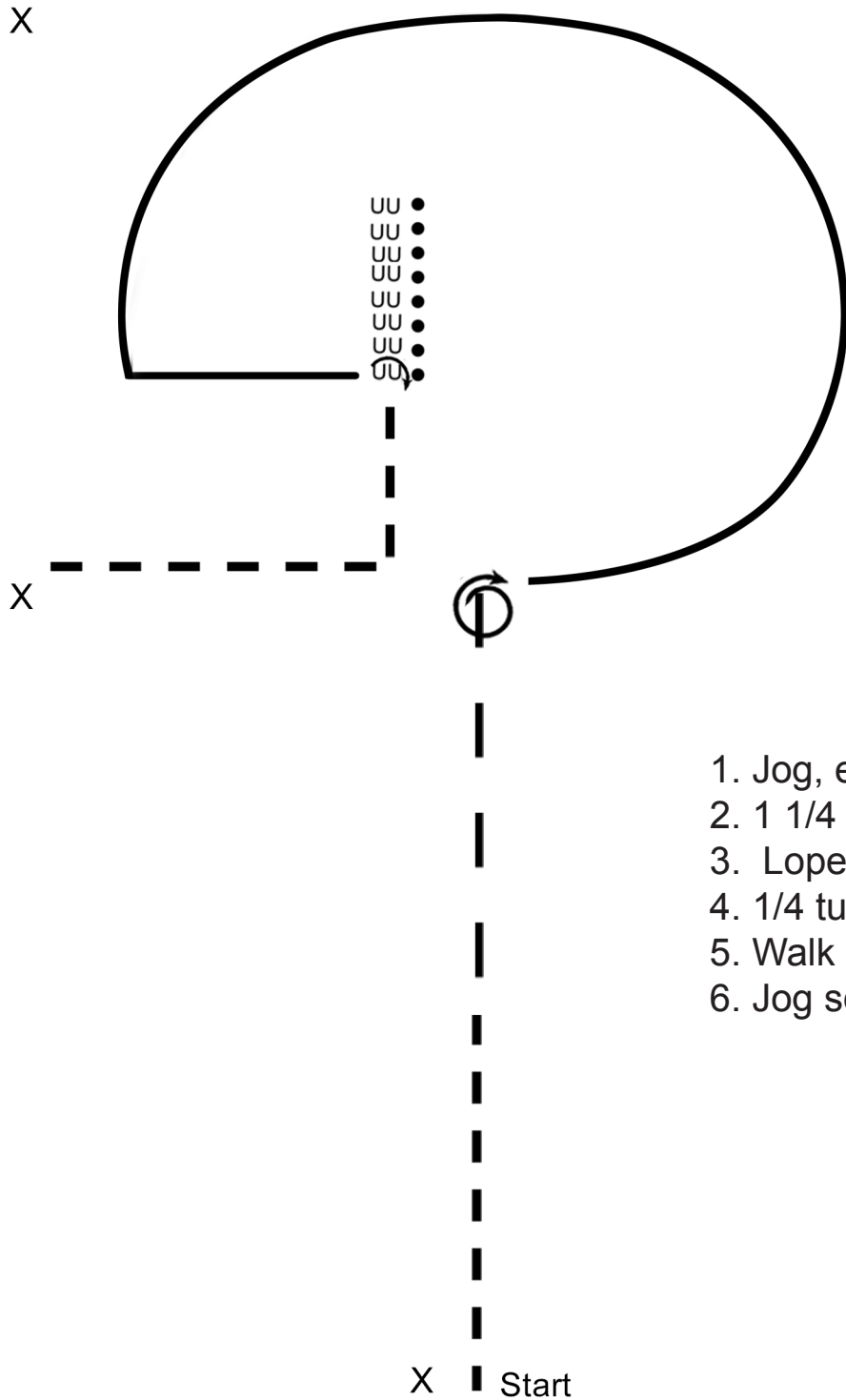
Walk Trot  
Go 1



1. Walk
2. Extend trot
3. Jog and stop
4. 1 1/4 turn right
5. Back
6. Jog
7. Walk
8. Extend trot to exit

# Horsemanship

All Loping  
Go 1

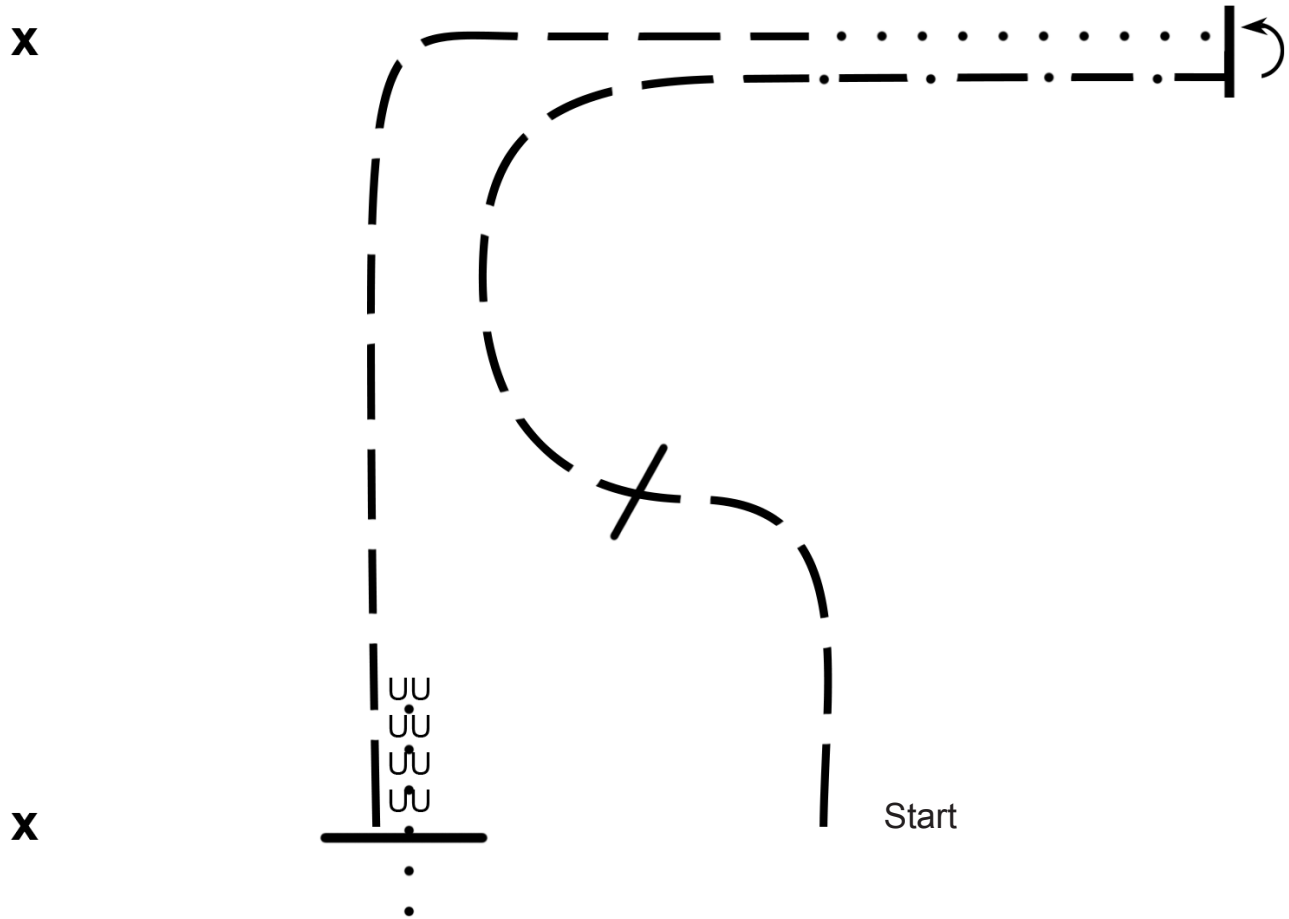


1. Jog, extend jog and stop
2. 1 1/4 turns right
3. Lope left lead and stop
4. 1/4 turn right, back and stop
5. Walk
6. Jog square turn and exit

# Equitation

Walk Trot

Go 1



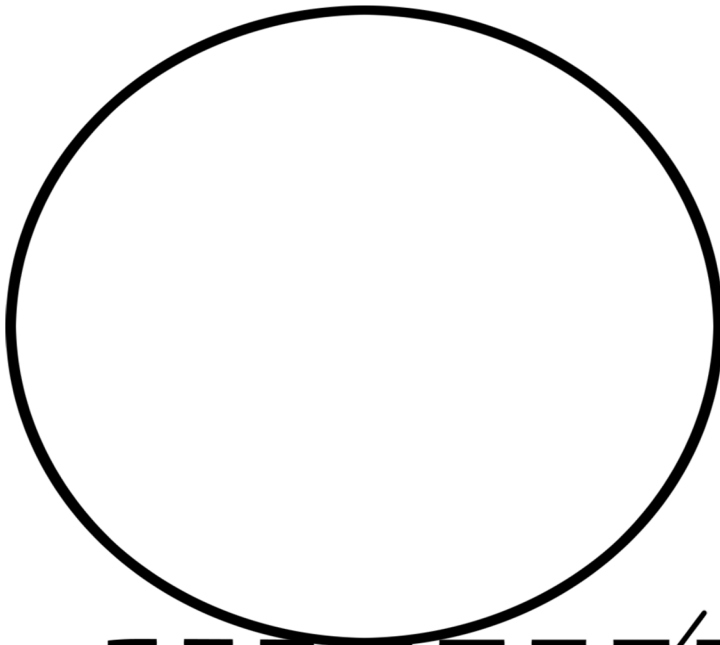
1. Posting trot right diagonal
2. Posting trot left diagonal
3. Sitting trot and stop
4. 1/2 turn on forehand left
5. Walk
6. Posting trot right diagonal
7. Stop and back, walk to exit



# Equitation

All Loping  
Go 1

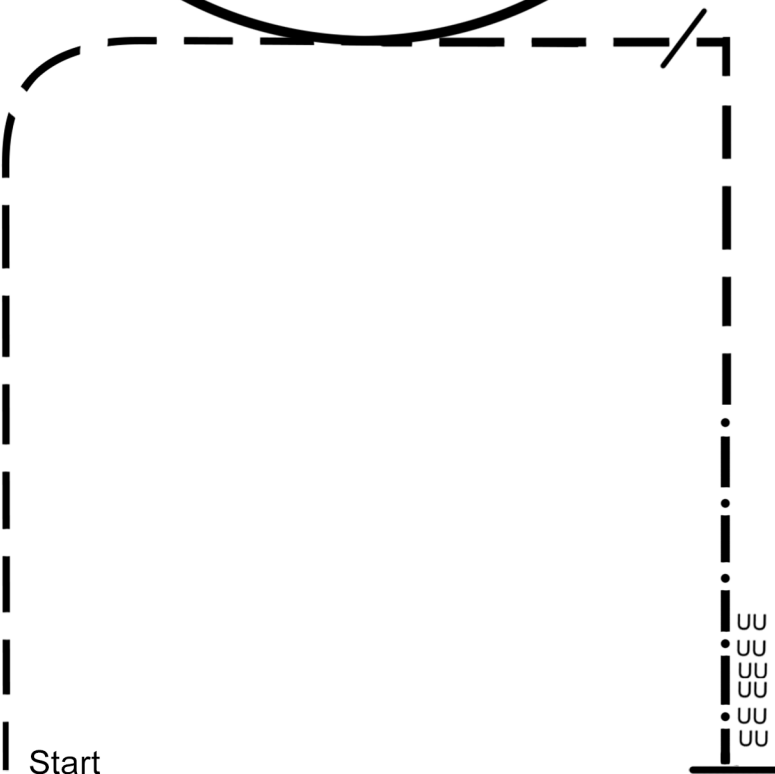
X



1. Posting trot left diagonal
2. Canter left lead
3. Posting trot right diagonal
4. Change diagonals, posting trot left diagonal
5. Sit trot
6. Stop and back

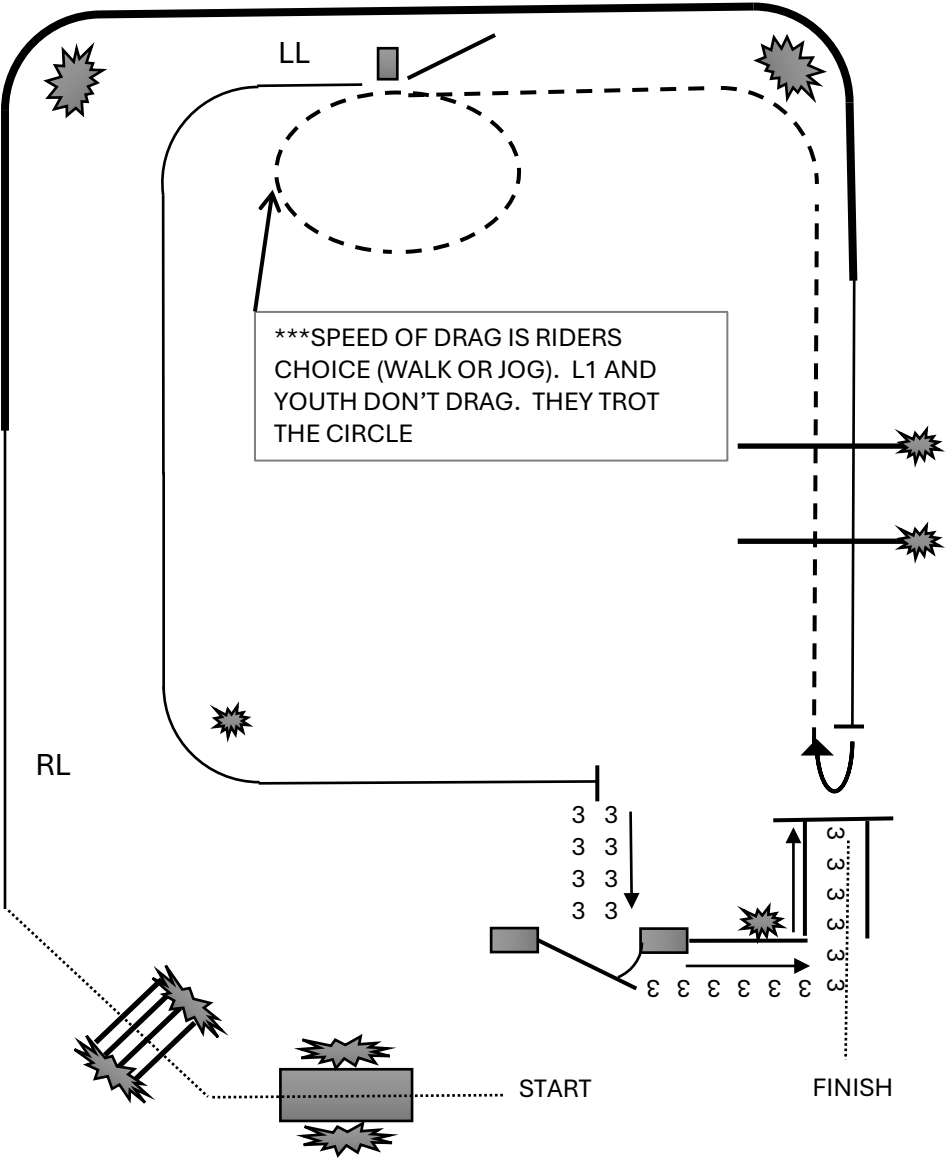
X

X



Start

CWQHA RANCH TRAIL 1  
ALL CLASSES

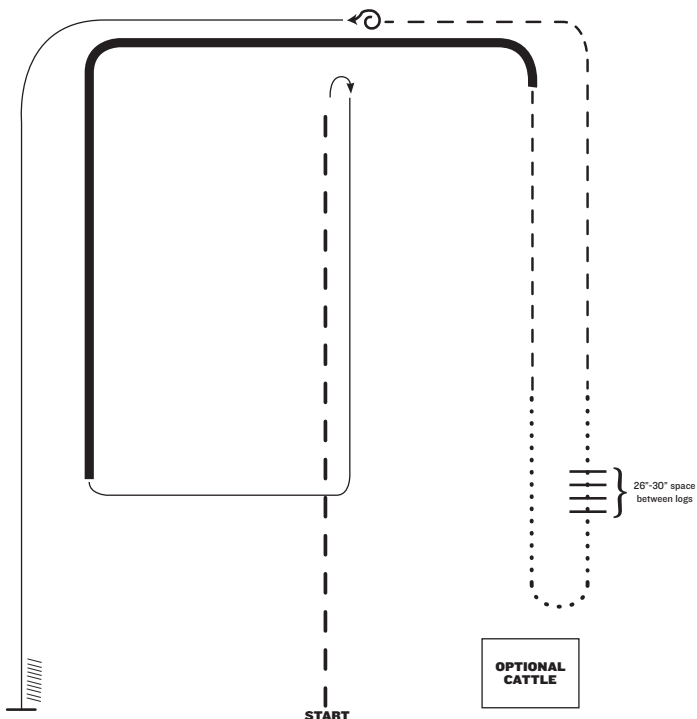


\*\*\*SPEED OF DRAG IS RIDERS CHOICE (WALK OR JOG). L1 AND YOUTH DON'T DRAG. THEY TROT THE CIRCLE

- WALK OVER BRIDGE AND LOGS
- LOPE (RL), EXTEND LOPE, COLLECT AND LOPE OVER LOGS AND STOP
- TURN 180 DEGREES TO RIGHT
- TROT OVER LOGS TO ROPE STAND. DRAG LOG AROUND STAND AND REPLACE ROPE\*\*\*
- LOPE LEFT LEAD AROUND BUSH AND STOP
- SIDEPASS RIGHT TO GATE.
- OPEN, WALK THROUGH AND CLOSE GATE.
- BACK "L" CHUTE
- WALK OUT

WALK	.....
TROT	-----
LOPE	—————
EXT LOPE	—————
BACK	ε ε ε ε ε
SIDEPASS	∩ ∩ ∩ ∩ ∩

## RANCH RIDING – PATTERN 15

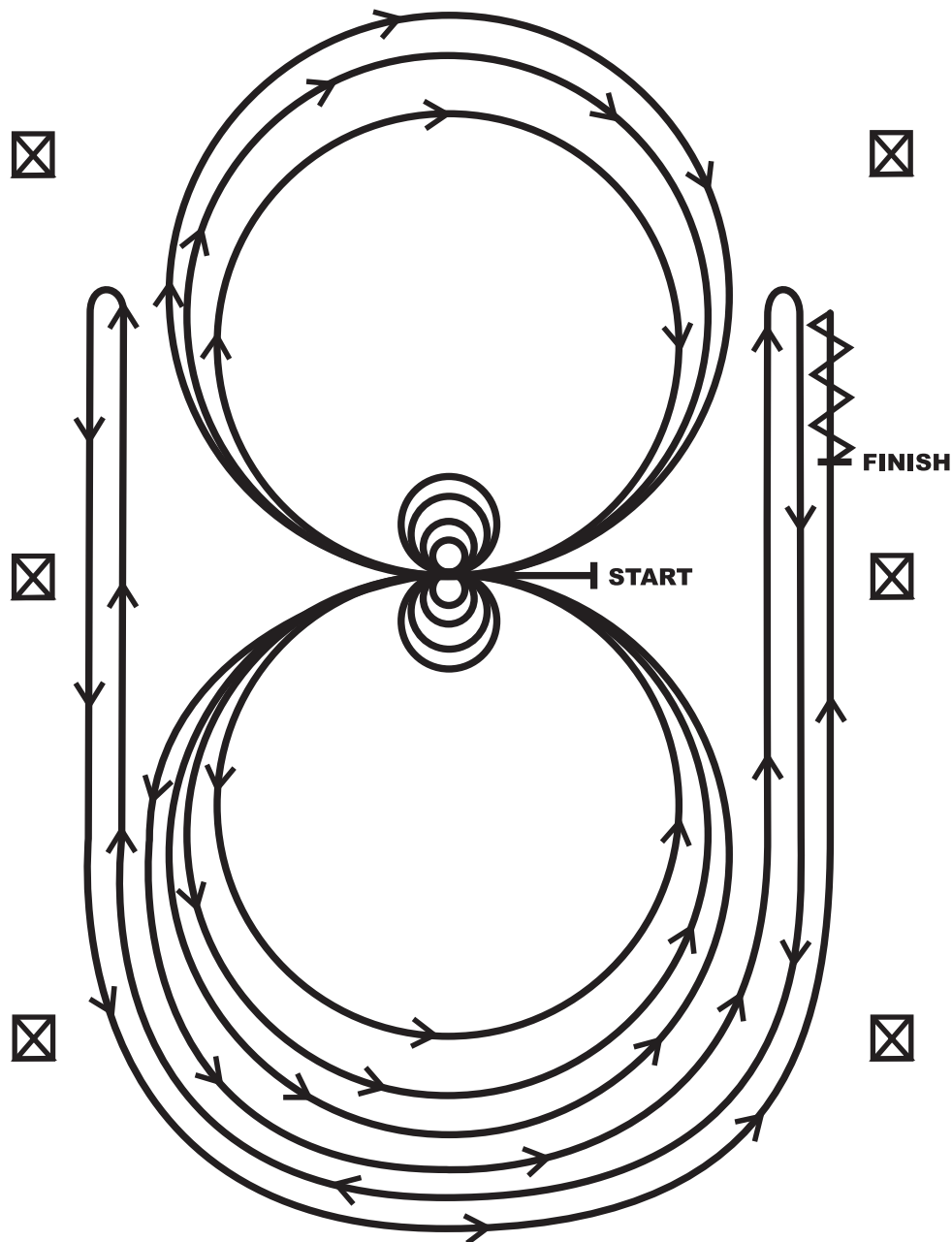


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

Small Fry  
Lope= Trot  
Ext Lope= Ext 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.

# 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.