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. As drawn sit the trot to A.
5. Stop at A and back 4 steps.

Perform the pattern as drawn.
Junior Pattern

1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left.
5. Lope a circle around B on the left lead.
6. At B extend the jog to A.
7. When in line with A stop.

Perform the pattern as drawn.

Follow the instructions of your ring steward.
Senior Pattern

Be ready at A.
1. Lope on the left lead to B.
2. Walk B to C.
3. Lope on right lead to D.
4. Lope a large fast circle to right.
5. Stop at D and perform a 180 degree spin to the left.
6. Extend the jog to B.
7. Stop at B and back to C.

Perform pattern as drawn.
Begin the pattern facing the judge.

1. Trot to the center of the arena facing the judge; stop before beginning the pattern.
2. Complete two spins to the right, hesitate.
3. Complete two spins to the left, hesitate.
4. Run two circles to the right, the first a small slow circle, the second a large fast circle. Change leads at the center of the arena.
5. Run two circles to the left, the first a small slow circle, the second a large fast circle. Change leads at the center of the arena.
6. Begin a circle to the right, do not close the circle but instead run to the end of the arena. Remain at least 20 feet from the fence.
7. Run past the center marker, stop, and do a rollback toward the fence.
8. Run back around the end of the arena and down the fence, remaining at least 20 feet from the fence.
9. Run past the center marker, stop, and do a rollback toward the fence.
10. Run around the end of the arena and down the fence past the center marker. Stop and back at least 15 feet.
11. Hesitate to show completion of the pattern.
12. The bridle may be dropped at the judge’s discretion.

Perform the pattern as drawn.
1. Run at speed to far end of arena, past end marker and do a left rollback, no hesitation.
2. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
3. Run past center marker and do a sliding stop. Back up to center of arena or at least 10 feet, Hesitate.
4. Complete 2 spins to the right.
5. Complete 2 ¼ spins to the left so that horse is facing left wall or fence, Hesitate.
6. Beginning on the left lead, complete 2 circles to the left, the first circle small and slow inside the marker, the second large and fast outside the marker. Flying lead change of leads at the center of arena.
7. Complete 2 circles to the right: the first circle small and slow inside the marker, the second large and fast outside the marker. Flying change of leads at the center of arena.
8. Begin a large fast 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 20 feet from wall or fence. Hesitate to demonstrate the completion of the pattern. Bridle may be dropped at the judge’s discretion.

Note: Run downs may be done to the right or left of markers.

Perform the pattern as drawn.