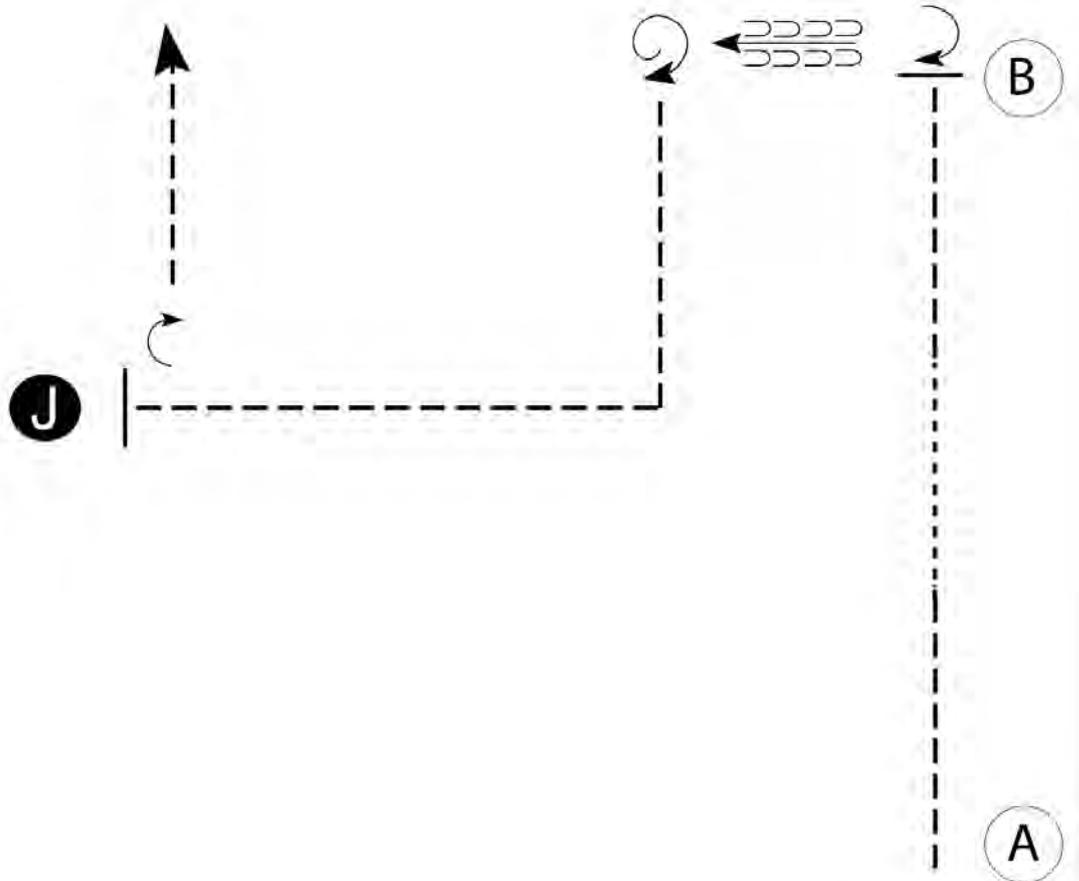




WINTER CHALLENGE SERIES

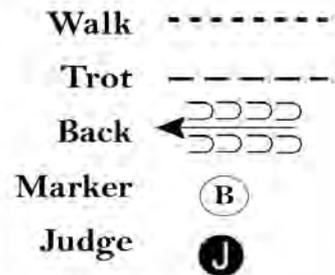
PATTERN BOOK

**FEBRUARY 2 & 3, 2019
IOWA EQUESTRIAN CENTER**



Be ready at A.

1. Trot 1/3 of the line, then walk 1/3 of the line then trot the final 1/3 of the line.
2. Stop with horse's hip even with B then perform a 1/4 turn.
3. Back 2 horse lengths then perform a 1 1/4 turn.
4. Trot to judge as shown.
5. Stop and set up at Judge.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.

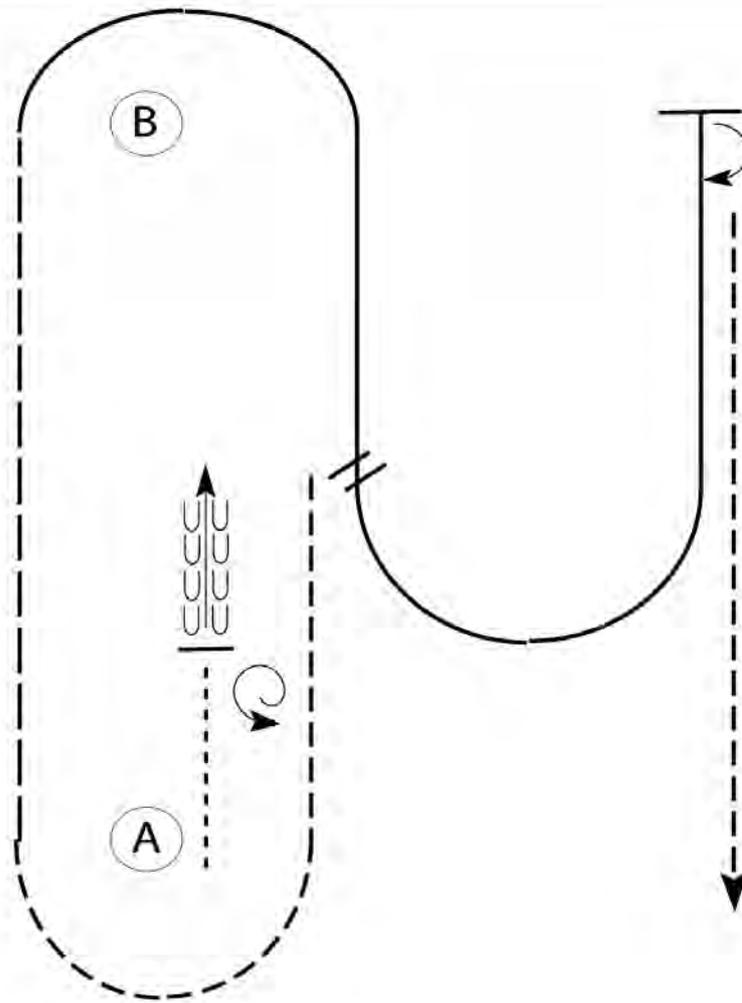


[S/2-119]

Pattern Provided by:

www.HorseShowPatterns.com

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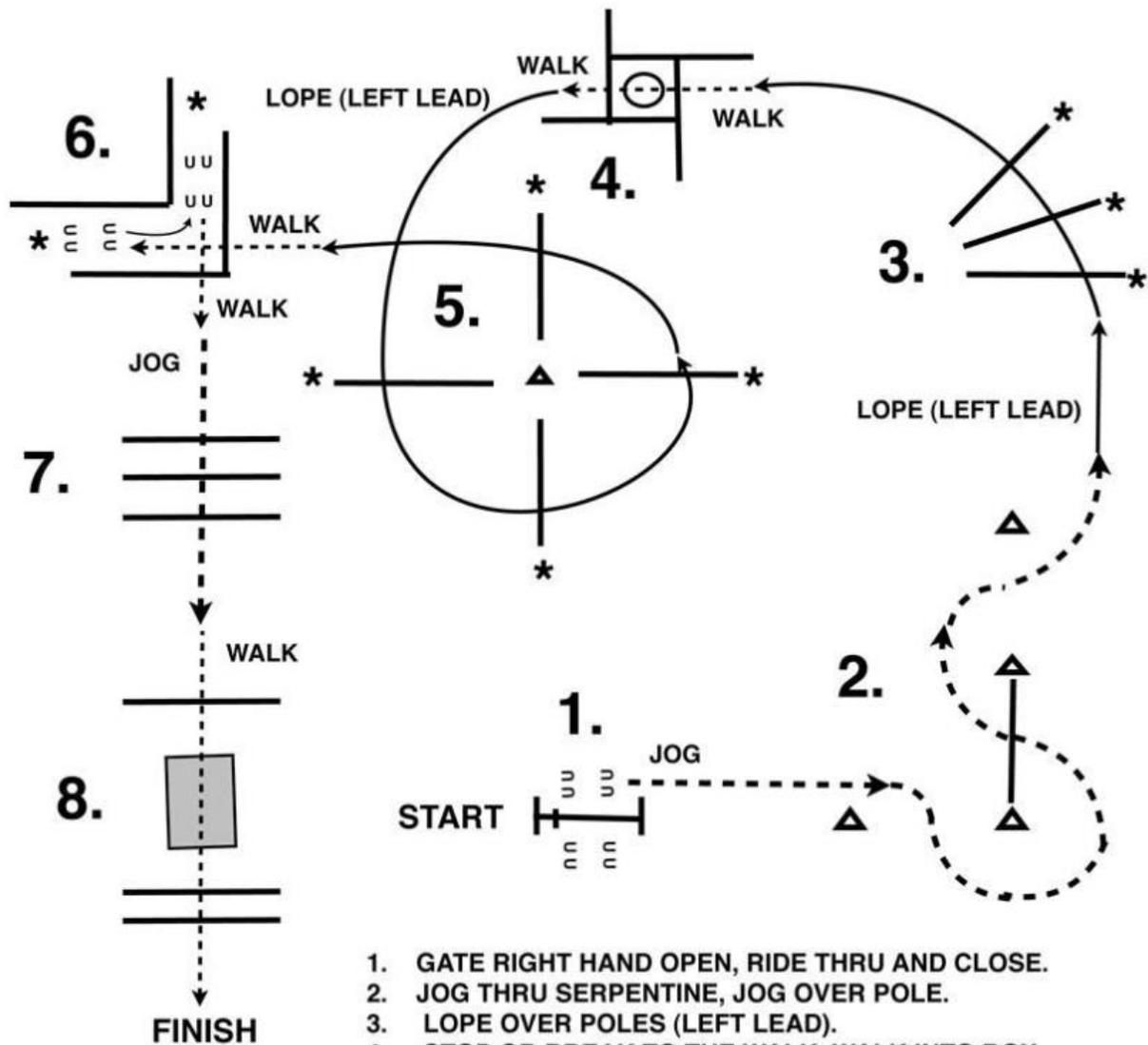
Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	———/———
Back	←←←←←
Marker	⊙ B

[WH/2-118]

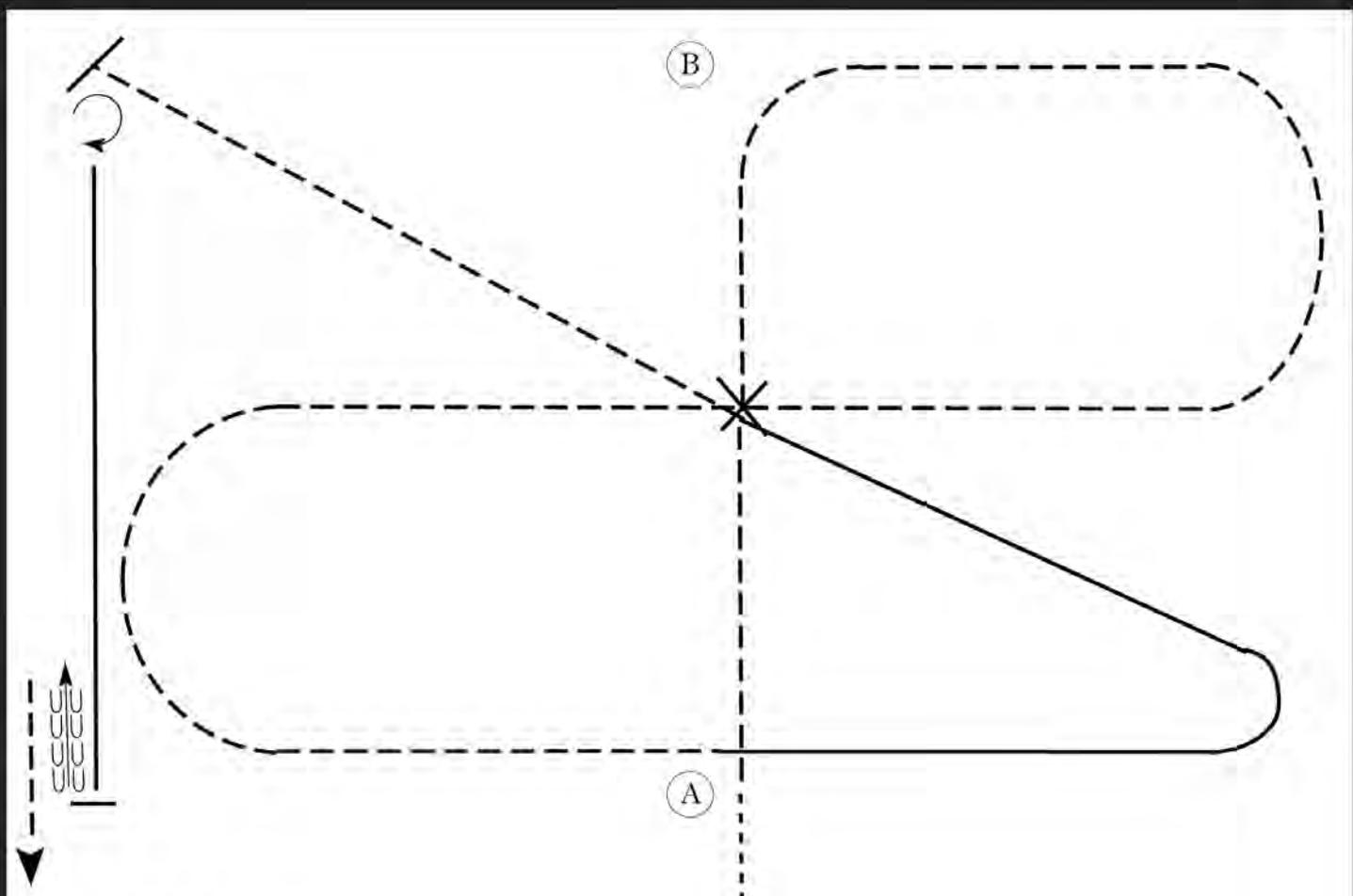
Pattern Provided by:



1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.

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



Be ready before A.

1. Walk to A then trot on right diagonal to center.
2. Change diagonals in center and trot on left diagonal around to center of pattern.
3. Change diagonals in center of arena (at X) and continue trot.
4. Canter left lead to center of arena.
5. Sitting trot to corner.
6. Halt and perform a turn on forehand to the right until straight with arena (approximately 5/8 turn). Canter right lead until even with A.
7. Halt and back approximately one horse length. Exit at a trot.

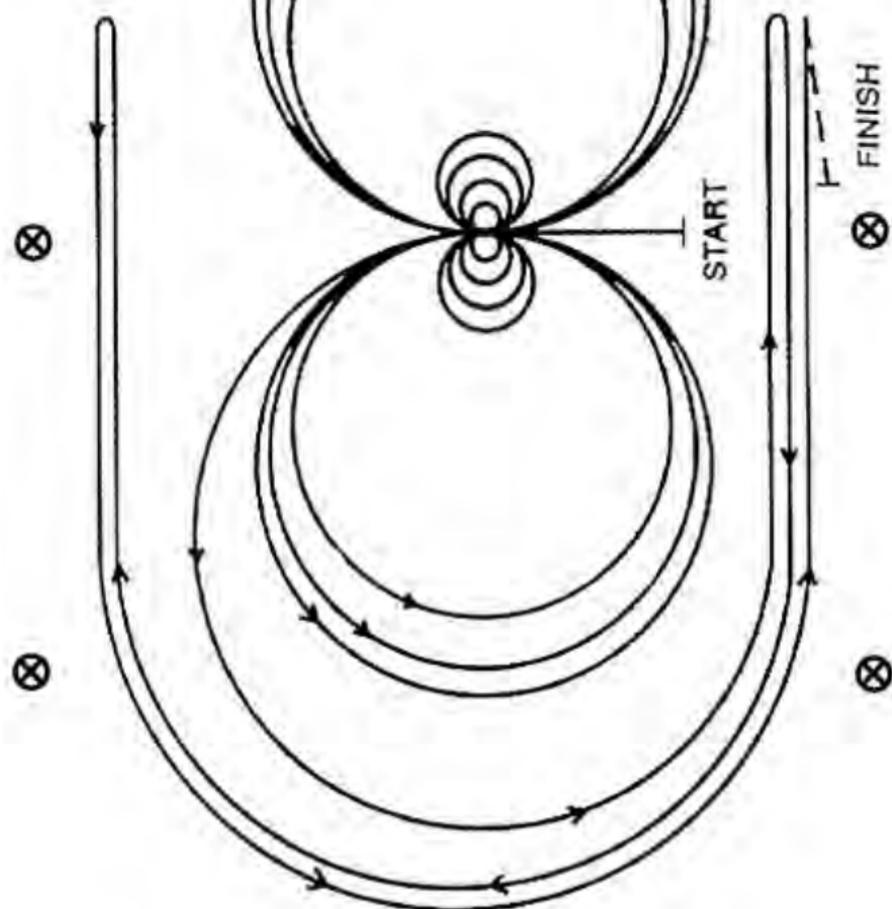
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	////
Back	⤵⤵⤵
Marker	Ⓚ
Sidepass	← →
Hand Gallop	=====

[HSE/2-113]

Pattern Provided by:

REINING PATTERN 6

All Reining
Saturday, 2/2



Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

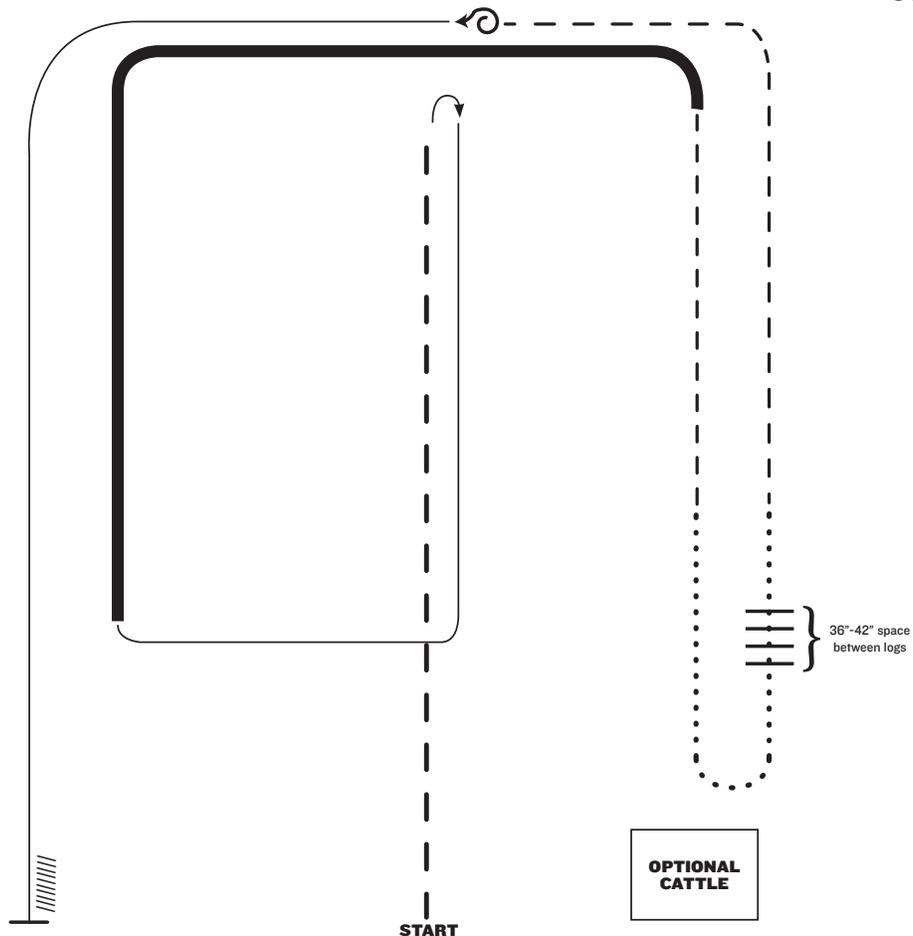
1. Complete four spins to the right.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: 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 20 feet (6 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.



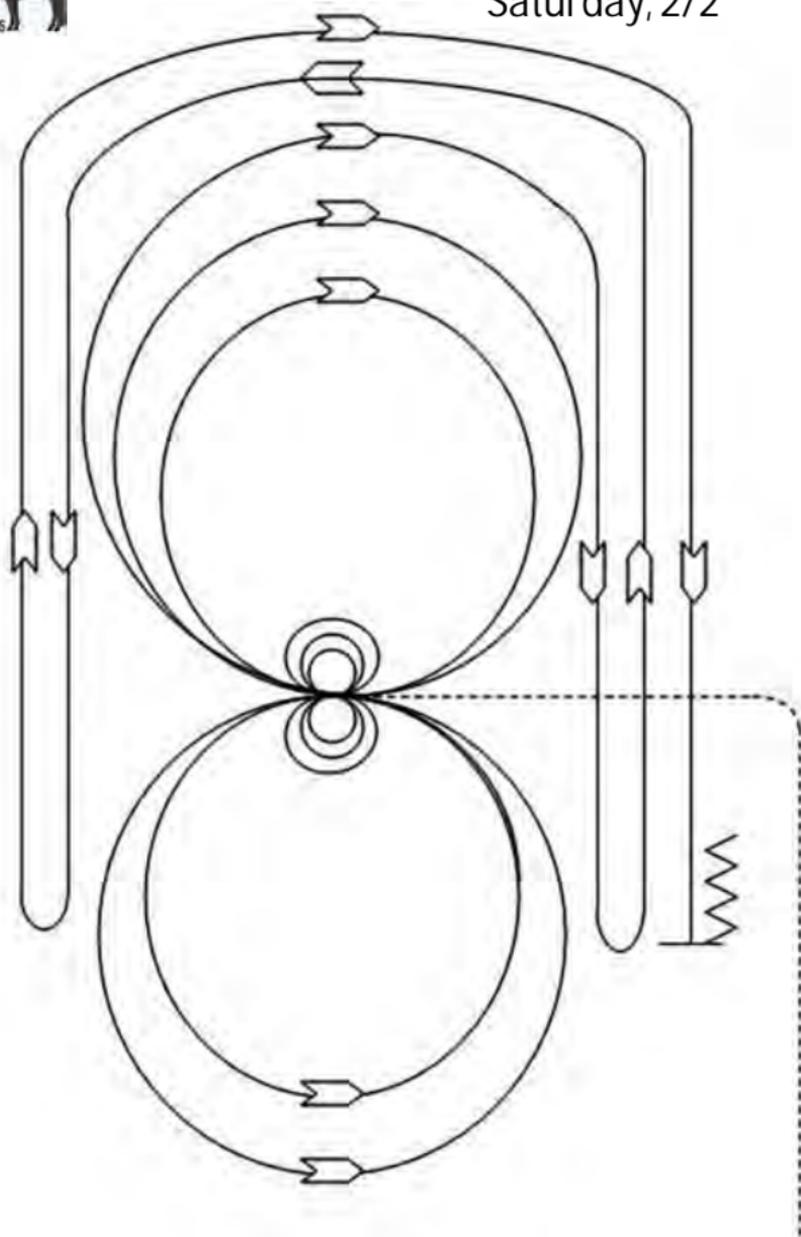
RANCH RIDING - PATTERN 15

Ranch Riding
Saturday, 2/2



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

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.

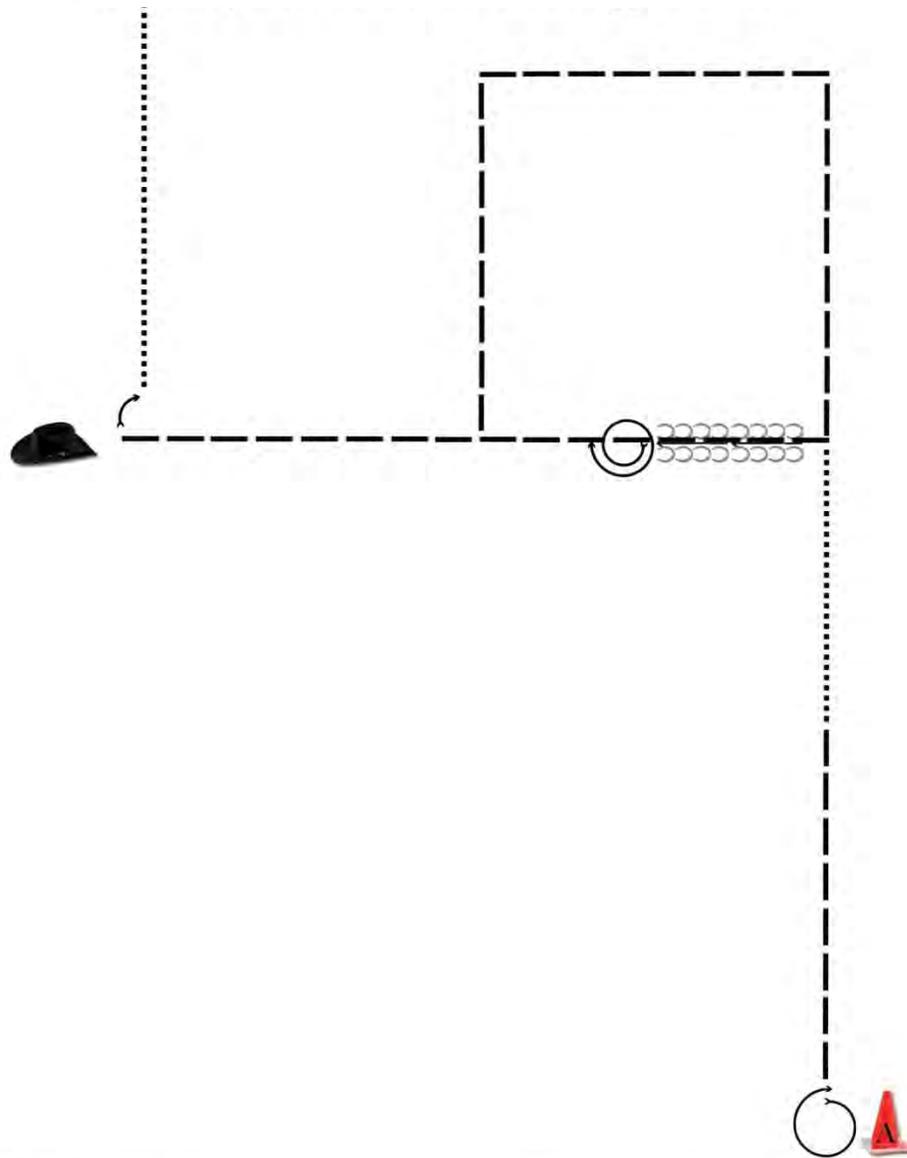


Mandatory Markers:

The judge shall indicate with markers on arena fence the center of the pattern.

Ride pattern as follows:

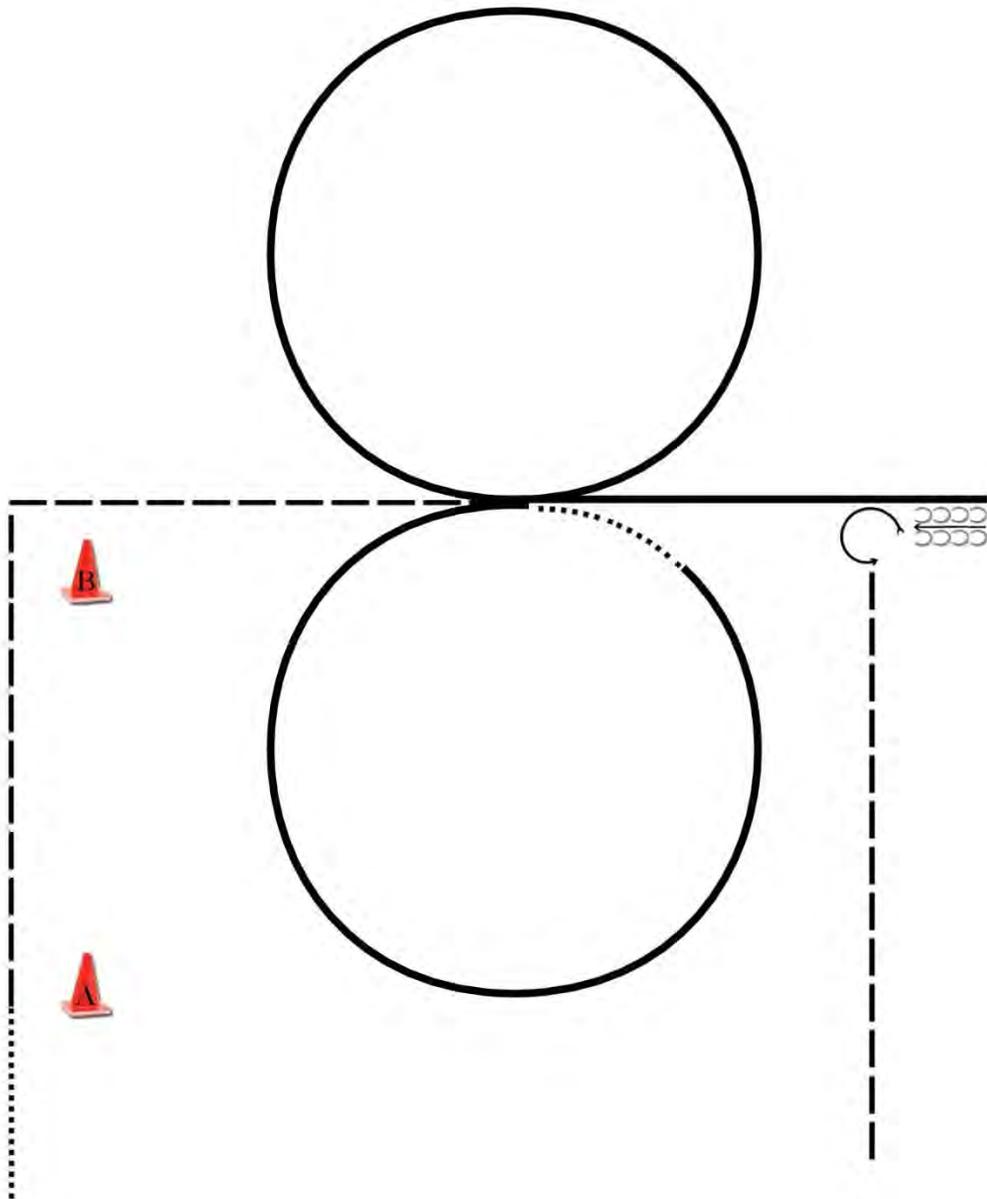
- 1.** Trot to center of arena and stop.
- 2.** Complete three spins in each direction
- 3.** Begin on right lead and lope two large fast circles to the right, change leads.
- 4.** Lope two large fast circles to the left, change leads.
- 5.** Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet 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 roll back at least 20 feet from the wall or fence, no hesitation.
- 7.** Continue back around 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 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



Instructions

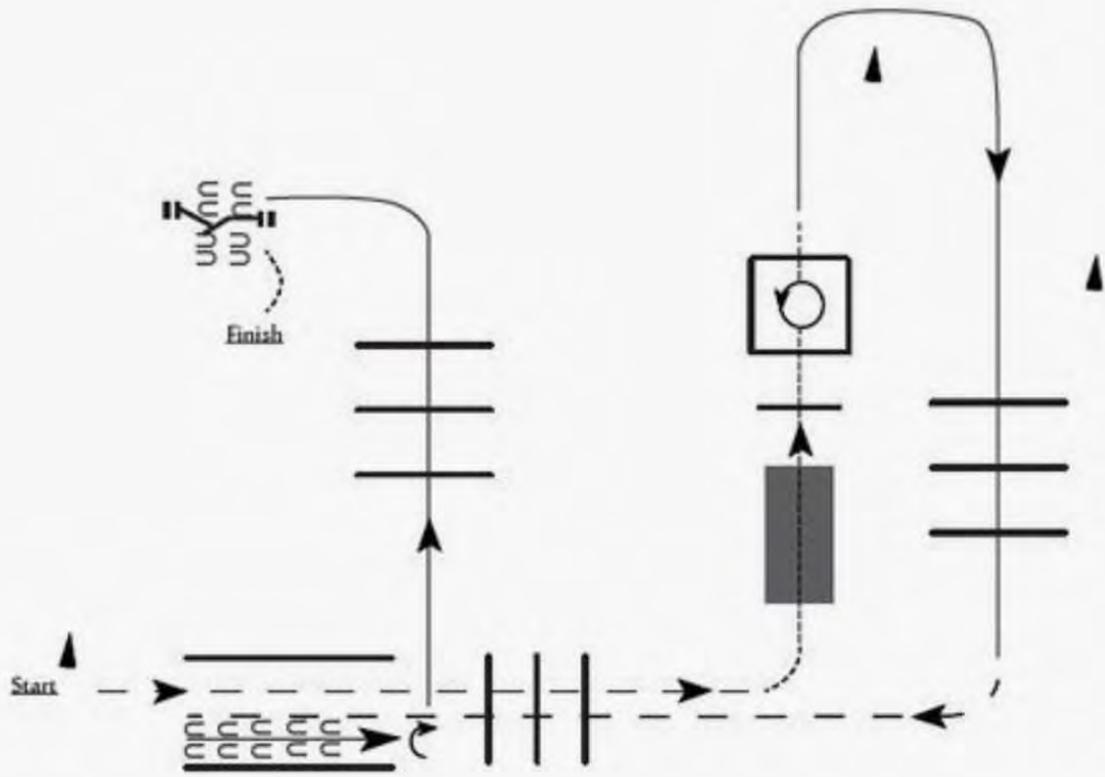
Be Ready at Marker A

- 1) Execute a 360° turn and trot halfway to judge
- 2) Break to the walk and walk until even with judge
- 3) Trot a square to the left at the trot
- 4) Stop and back two horse lengths
- 5) Perform a 540° turn
- 6) Trot to the judge and set up for inspection
- 7) When excused, execute a 90° turn and walk to the exit



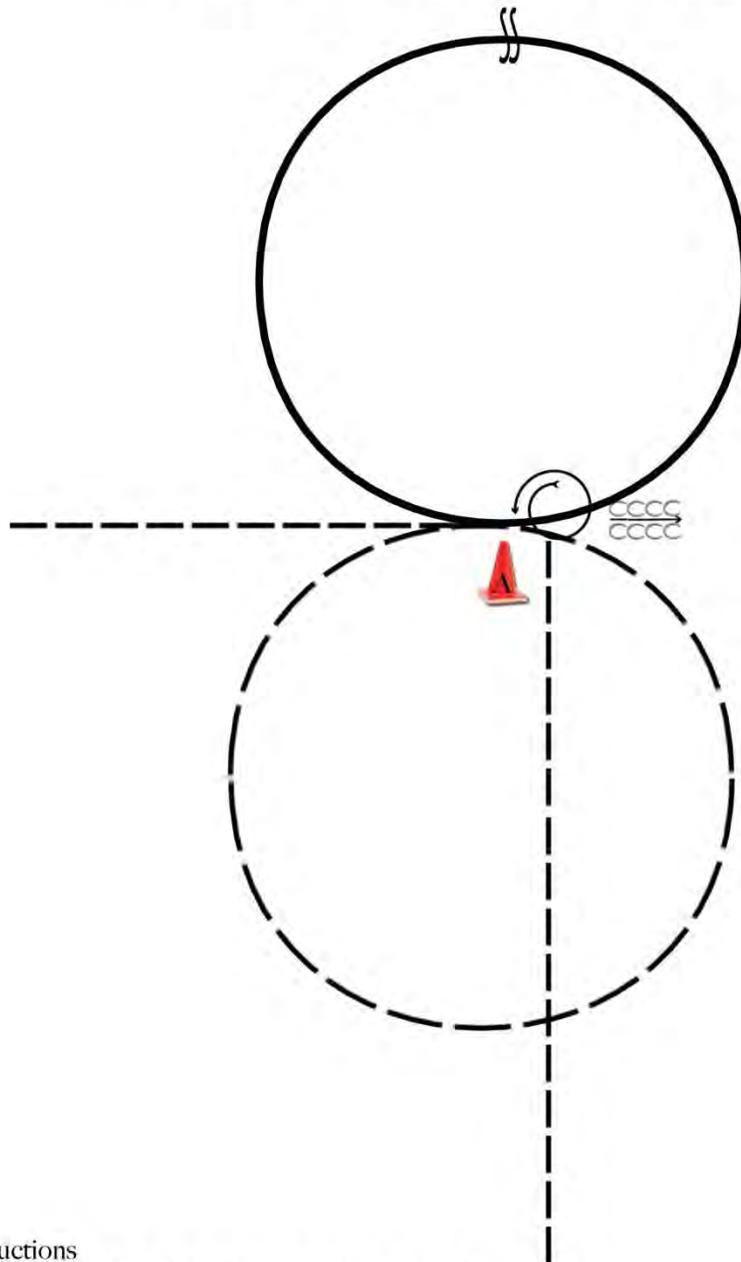
Instructions

- 1) Enter at a walk to A
- 2) Jog to and around B as shown
- 3) Lope on the left lead in the circle to the left
- 4) Walk two horse lengths at the completion of the circle
- 5) Lope a circle to the right on the right lead
- 6) Continue straight on the right lead
- 7) Stop and back one horse length
- 8) Perform a 270° turn to the left
- 9) Exit at the extended jog



1. Jog thru chute, over poles.
2. Walk to and over bridge. Walk into box.
3. Perform a full turn to the left and walk out.
4. Lope on the right lead around cone and over poles.
5. Jog into chute.
6. Stop and back out of chute. Perform a 1/4 turn to the right.
7. Lope on the left lead over poles and to gate.
8. Work the gate and walk to finish.

Walk	-----
Jog	- - - - -
Extended Jog	— — —
Back	← 3 3 3 3
Marker	▲
Sidepass	← — — — — ←



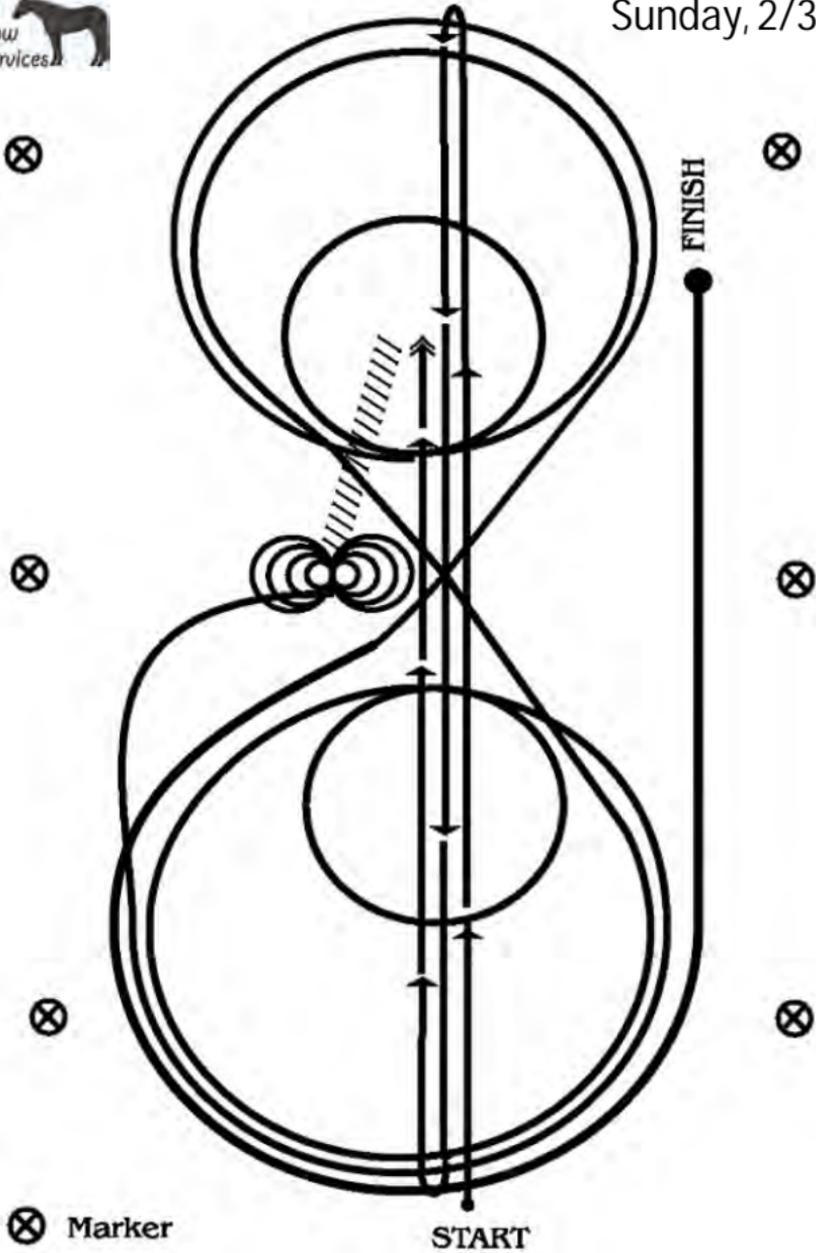
Instructions

- 1) Enter at a trot in the two point position past A.
- 2) Perform a 45° on the forehand to the left
- 3) Counter canter on the left lead beginning a circle to the left as shown
- 4) Change leads on the top of the circle and continue on the right lead back to A
- 5) Trot on the right diagonal half a circle
- 6) Continue second half of circle at a sitting trot
- 7) Halt at A and back one horse length
- 8) Exit at the posting trot on the left diagonal

REINING PATTERN I



All Reining
Sunday, 2/3



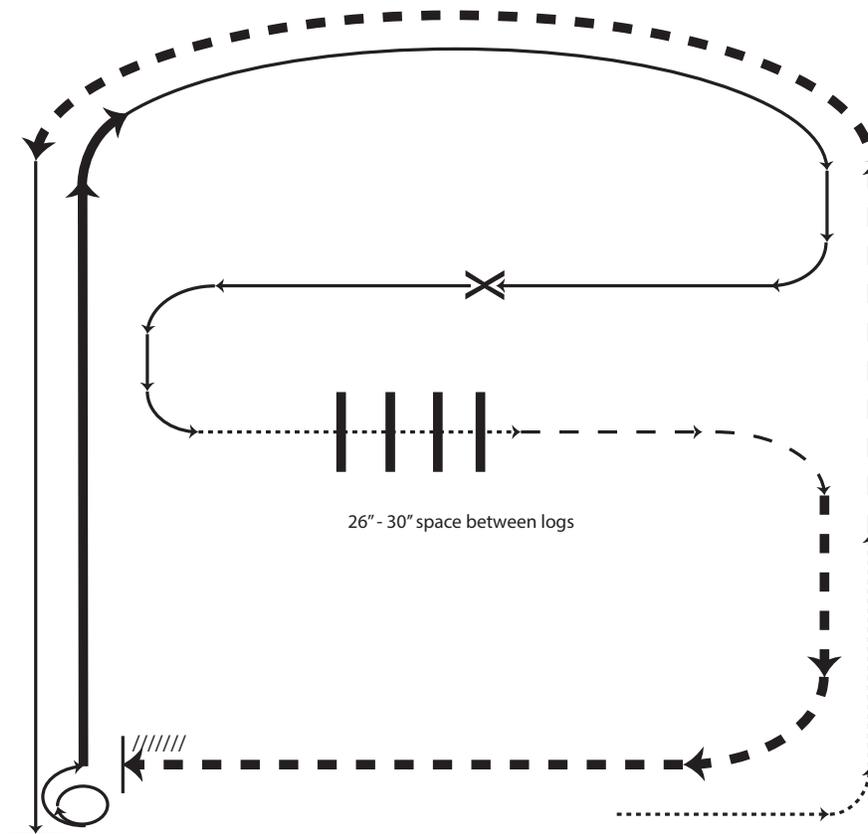
⊗ Marker

START

FINISH

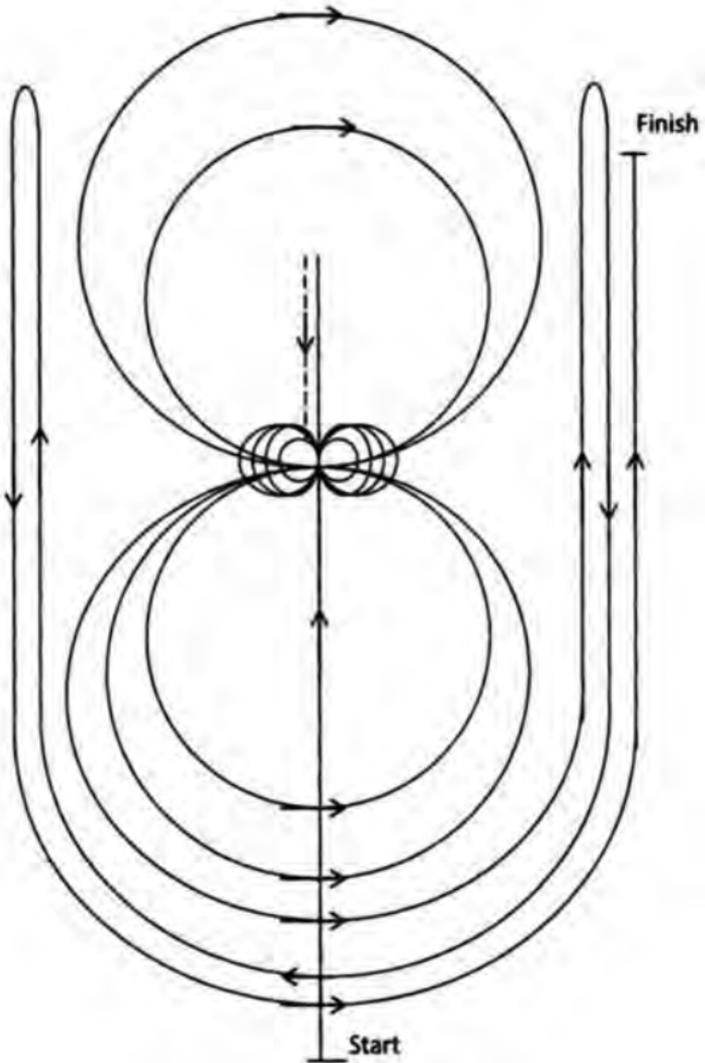
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3 meters). Hesitate.
4. Complete four spins to the right.
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 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.



- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- — — — — Lope
- — — — — Ext Lope
- //////// Back

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



Mandatory Markers along Fence or Wall

The judge shall indicate the area for the pattern with six markers on arena fence.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Complete four and 1/4 left spins. Horse to be facing left fence at completion. Hesitate.
4. Beginning on the left lead, complete two circles to the left. First circle to be small and slow and second circle to be large and fast. Change leads at the center of the arena.
5. Complete two circles to the right. First circle to be small and slow and second circle to be large and fast. Change leads at center of arena.
6. Begin a large fast circle to the left. Do not close this circle. Run up the right side of the arena past the center marker and at least 20 feet from the fence. Do a right rollback.
7. Continue back around the previous circle, but do not close circle. RUN up the left side of the arena at least 20 feet from the fence and past the center marker. Do a left rollback.
8. Continue back around previous circle. Run up the right side of the arena at least 20 feet from the fence and past the center marker. Do a sliding stop. Hesitate to show completion of pattern.