

EOQHA

September 4-6, 2020

Patterns

Western Riding

L1 Pattern 4 for L1 Open, L1 youth and L1 Amateur

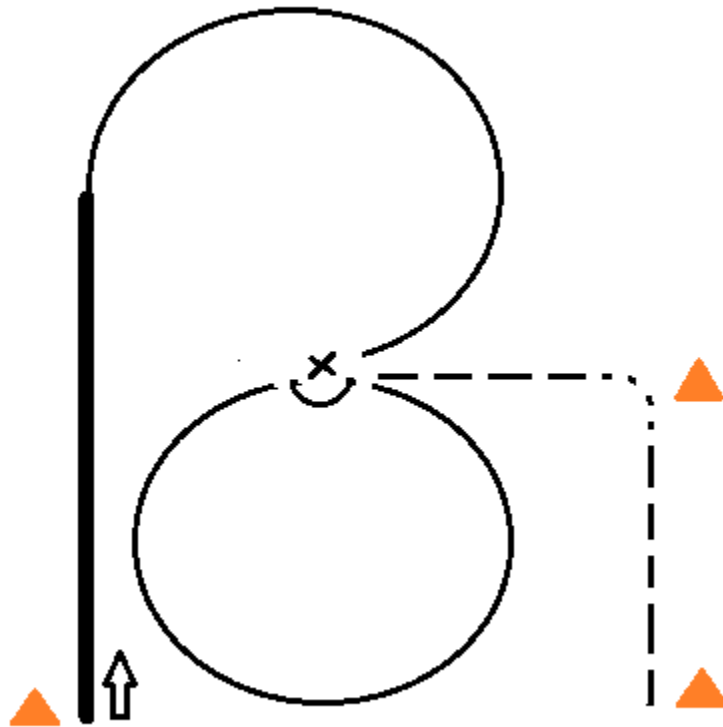
Pattern 4 for Youth, Amateur, Amateur Select and Open

Ranch Riding

Pattern 6 for Open , Amateur and Youth

EQUITATION - ALL EQUITATION

NOTE: L1 Youth , L1 Amateur and YOUTH 13 & Under will not hand gallop

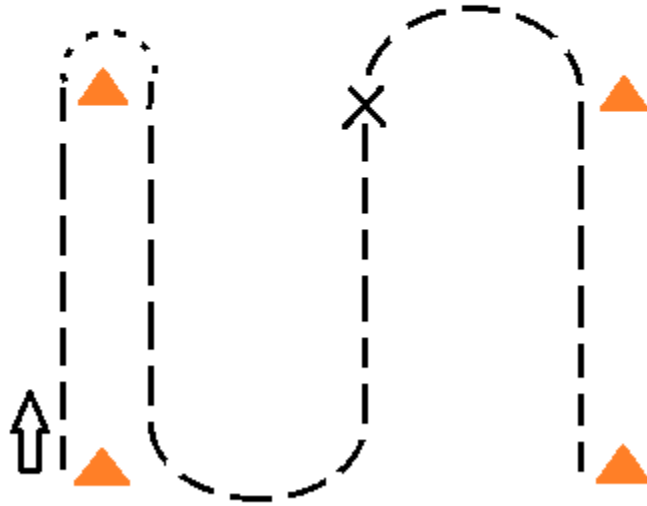


BE READY AT THE MARKER

1. Trot on the left diagonal to just before the second marker
2. Break to a walk and walk the corner
3. Trot on the right diagonal to the center
4. Stop and perform a 180 degree turn on the forehand to the right
5. Canter a circle on the right lead
6. Change leads and canter $\frac{3}{4}$ circle on the left lead
7. Hand gallop to the last marker (Except L1 and 13 & Under)
8. Halt and Back one horse length

EXIT AT A SITTING TROT

EQUITATION- ALL WALK TROT

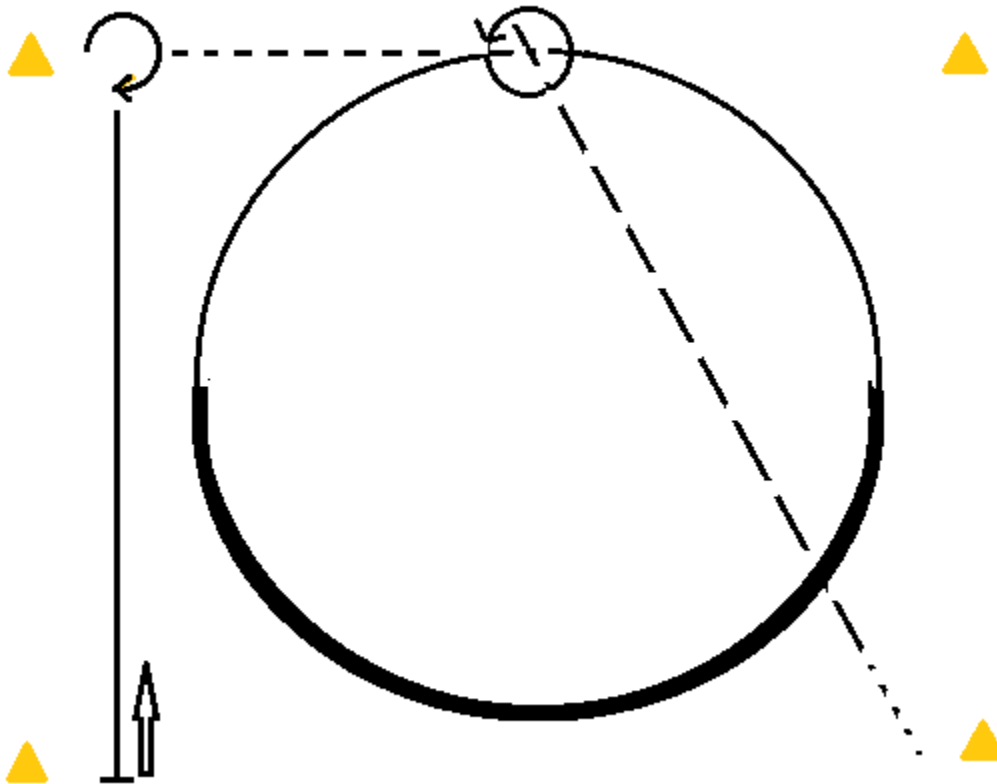


BE READY AT THE MARKER

1. Trot on the right diagonal
2. Change diagonals and continue to the 3rd marker
3. Break to a walk and walk around the marker
4. Perform a sitting trot to the last marker
5. Stop and back one horse length

EXIT AT A WALK

HORSEMANSHIP- AMATEUR, AMATEUR SELECT and YOUTH 14-18

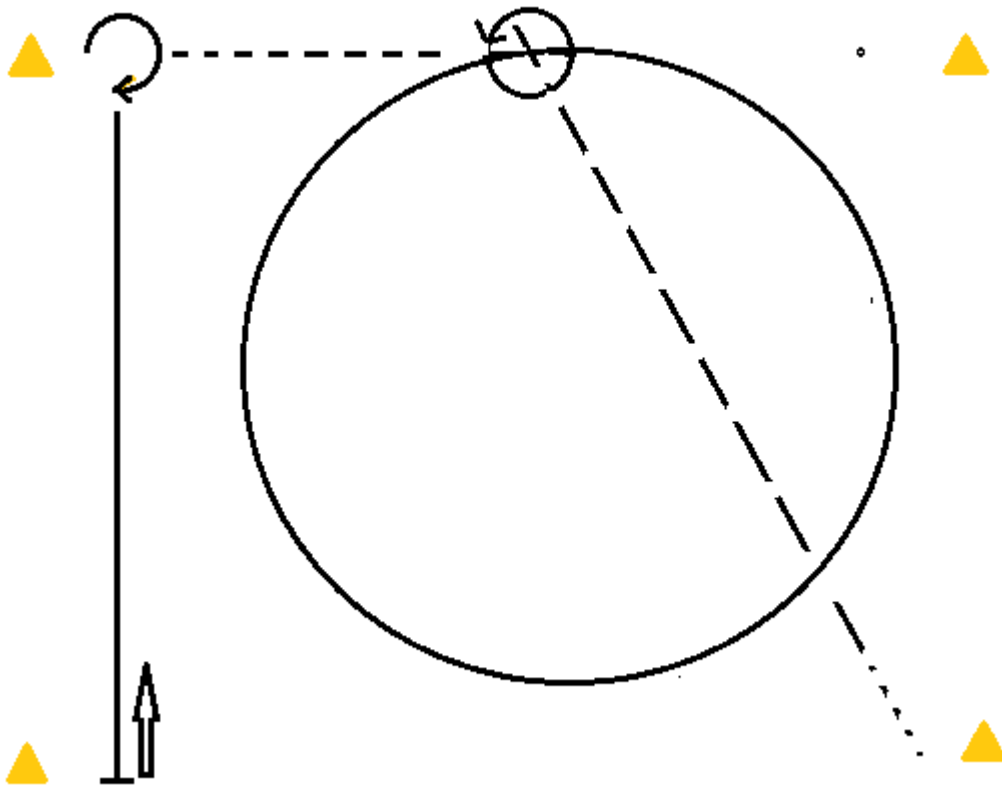


BE RAEDY AT THE MARKER

1. Walk at least one horse length
2. Extend the trot to the center of the top cones
3. Stop and turn approximately 405 degrees to the left
4. Lope on the left lead for $\frac{1}{4}$ circle before increasing speed for $\frac{1}{2}$ circle and then slowing for the last $\frac{1}{4}$ circle
5. Break to a jog and jog to the marker
6. Stop and turn 270 degrees to the right
7. Lope on the right lead to the last marker
8. Stop and back one horse length

EXIT AT THE JOG

HORSEMANSHIP- L1 YOUTH , L1 AMATEUR and 13 & UNDER

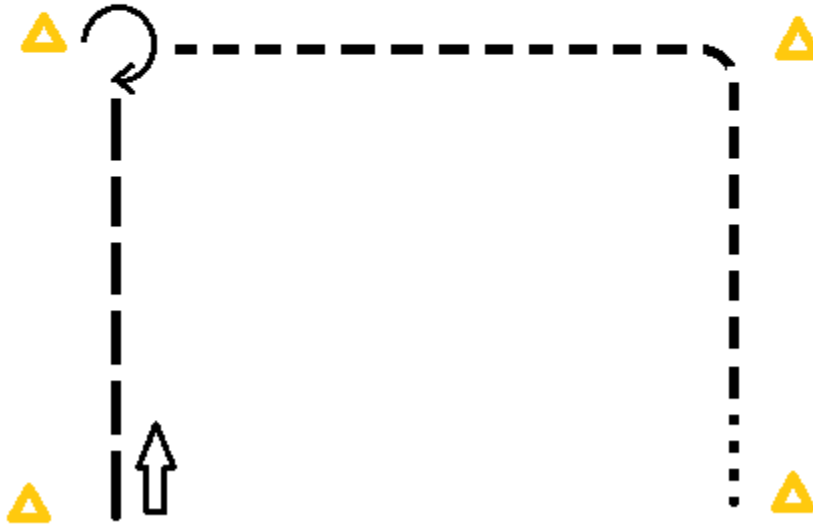


BE READY AT THE MARKER

1. Walk at least one horse length
2. Extend the trot to the center of the top cones
3. Stop and turn 405 degrees to the left
4. Lope a circle on the left lead
5. Break to a jog and continue to the marker
6. Stop and turn 270 degrees to the right
7. Lope on the right lead to the marker
8. Stop and back one horse length

EXIT AT A JOG

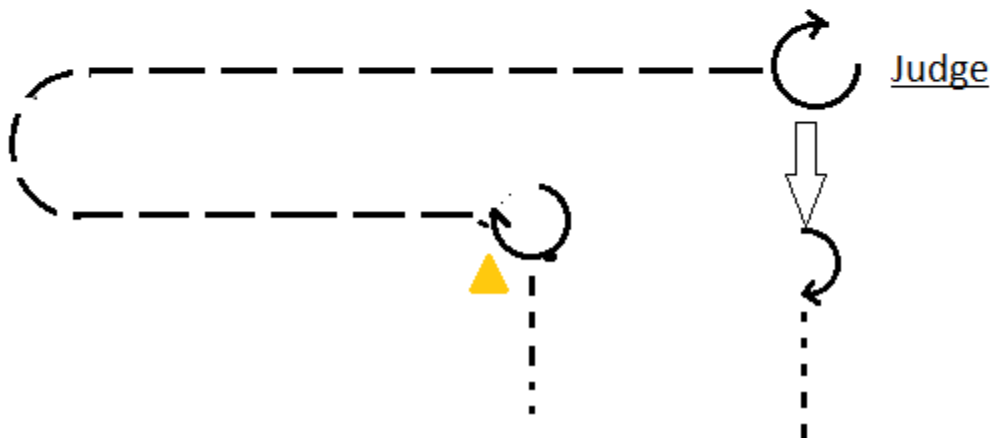
HORSEMANSHIP- ALL WALK TROT CLASSES



BE READY AT THE MARKER

1. Walk at least one horse length
 2. Jog to the third marker
 3. Stop and turn 270 degrees to the right
 4. Extend the trot to the last marker
 5. Stop and back one horse length
- EXIT AT A WALK

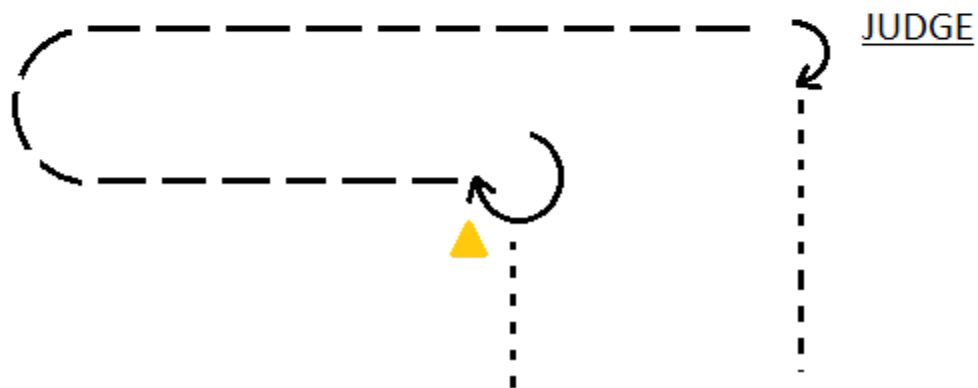
ALL SHOWMANSHIP EXCEPT SMALL FRY



START BEFORE THE MARKER

1. Walk to and past the marker
 2. Stop , Pivot 270 degrees
 3. Trot an arc as shown to the judge
 4. Stop, pivot 270 degrees
 5. Set up
 6. Inspection
 7. When acknowledged back past the judge
 8. Stop and pivot 180 degrees and pause
- PATTERN IS COMPLETE EXIT AT A WALK**

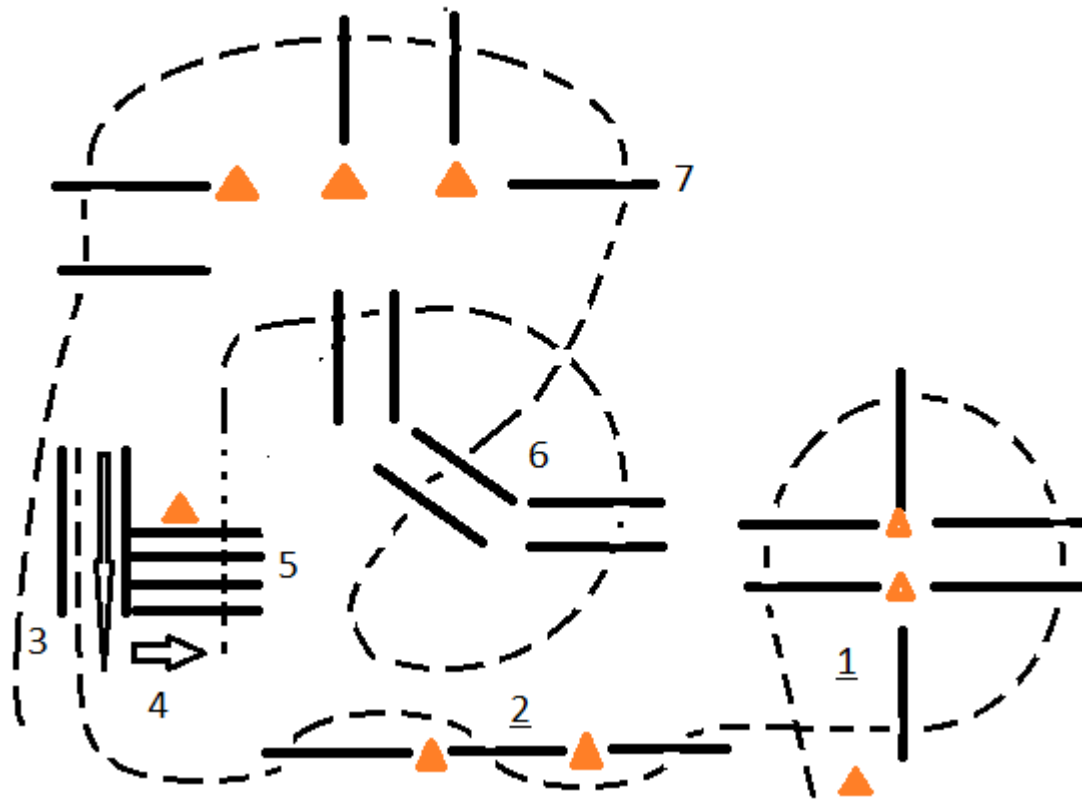
SMALL FRY SHOWMANSHIP



BE READY BEFORE THE MARKER

1. Walk to and past the marker
2. Stop, Pivot 270 degrees
3. Trot an arc as shown to the judge and stop
4. Set up
5. Inspection
6. Pivot 90 degrees
7. Walk to exit

ALL WALK TROT TRAIL

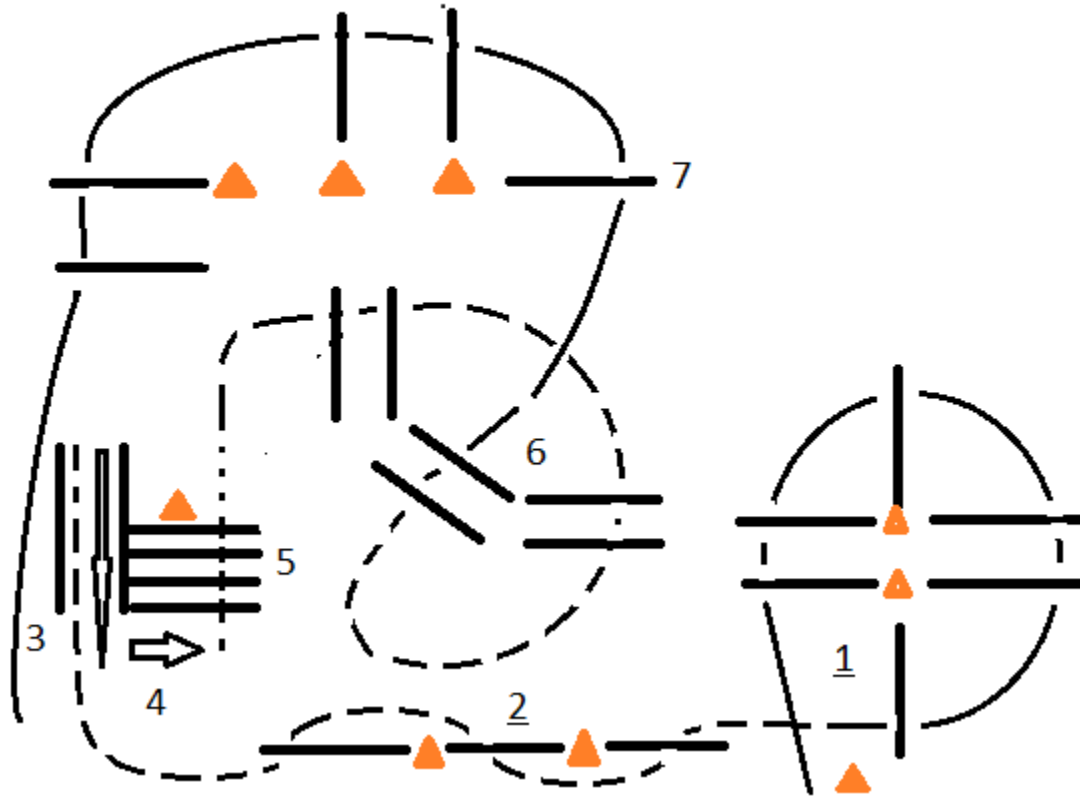


BE READY AT THE CONE

1. Trot Circle
2. Trot serpentine
3. Trot into Chute, Stop and back out
4. Sidepass Right
5. Walk over poles
6. Trot poles as shown
7. Trot half circle to the left as shown and continue past the Chute

PATTERN ENDS WHEN YOU PASS THE CHUTE

ALL TRAIL – EXCEPT SMALL FRY



Start at marker

1. Lope Right lead over poles
2. Trot the serpentine
3. Trot into the chute and back out
4. Sidepass right past the marker
5. Walk over poles
6. Trot poles
7. Lope Left lead over poles and continue out past the chute

Pattern is complete when past the chute