



PATTERNS

26.08.-02.09.2018

GUT MATHESHOF

KREUTH/ RIEDEN



EURO PAINT APP

AVAILABLE AT





THE SHOWLIFE

videos

sponsoring

252

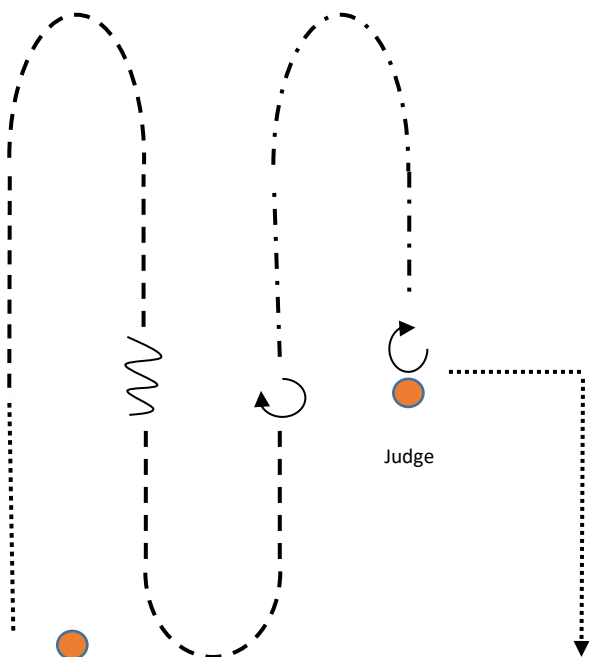
interviews

social media

Watch more showlife at
Facebook: The ShowLife
Instagram: the_showlife

picture.com

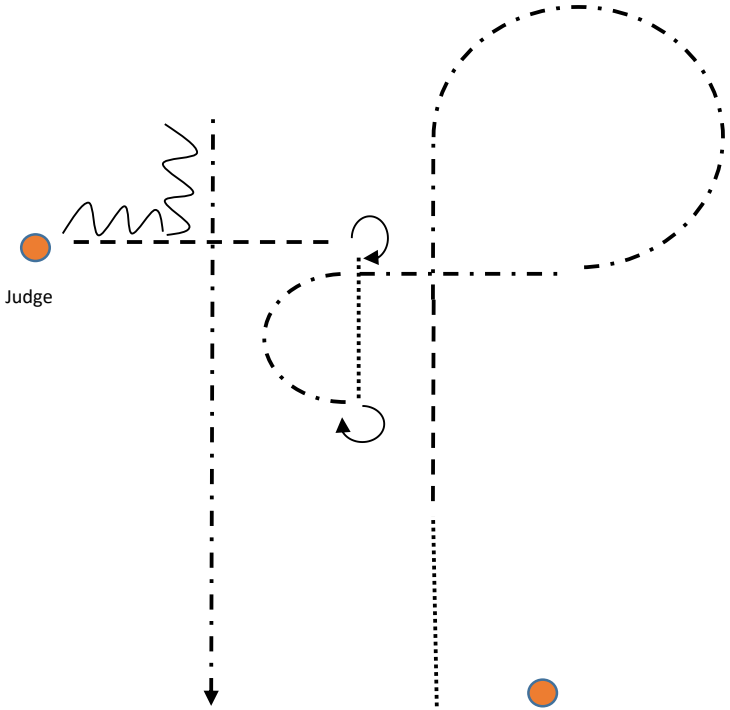
	PAGE		PAGE
AMATEUR		OPEN	
Western Horsemanship	10	Junior Reining	31
Western Horsemanship Masters	9	Senior Reining	27
Hunt Seat Equitation	12	Western Riding	32
Hunt Seat Equitation Masters	13	Yearling In Hand Trail	17
Reining	28	2-Year Old In Hand Trail	18
Western Riding	33	Junior Trail	23
Showmanship at Halter	6	Senior Trail	25
Showmanship at Halter Masters	7	Ranch Riding	37
Yearling In Hand Trail	16	Hunter Hack	15
2-Year Old In Hand Trail	16	Working Cow Horse	38
Trail	22		
Trail Masters	22	OPEN GREEN HORSE	
Ranch Riding	36	Western Riding	34
Hunter Hack	15	Trail	21
AMATEUR SPB		OPEN SPB	
Western Horsemanship	10	Reining	27
Hunt Seat Equitation	12	Western Riding	32
Reining	28	Yearling In Hand Trail	17
Showmanship at Halter	6	2-Year Old In Hand Trail	18
Yearling & 2-Yr-Old In Hand Trail	16	Trail	25
Trail	23	Ranch Riding	37
Ranch Riding	36	Hunter Hack	15
		Working Cow Horse	38
NOVICE AMATEUR		OPEN SPB GREEN HORSE	
Western Horsemanship	8	Trail	21
Hunt Seat Equitation	11		
Reining	29	YOUTH 18 & UNDER	
Showmanship at Halter	4	Western Horsemanship	9
Trail	20	Hunt Seat Equitation	14
Ranch Riding	35	Reining	30
		Showmanship at Halter	5
		Trail	24
		Ranch Riding	36
		Hunter Hack	15
NOVICE YOUTH		YOUTH SPB 18 & UNDER	
Western Horsemanship	8	Western Horsemanship	9
Hunt Seat Equitation	11	Hunt Seat Equitation	14
Reining	29	Reining	30
Showmanship at Halter	4	Showmanship at Halter	5
Trail	19	Trail	24
Ranch Riding	35	Ranch Riding	36
		Hunter Hack	15
PHCG FUTURITY & MATURITY			
Futurity Reining	30		
Maturity Reining	31		
Maturity Trail	26		
		NATIONSCUP	
		Showmanship at Halter	8
		Reining	29
		Trail	23



BE READY AT MARKER

1. WALK UNTIL EVEN WITH JUDGE
2. JOG – STOP WHEN EVEN WITH JUDGE
3. BACK UP
4. JOG – STOP WHEN EVEN WITH JUDGE
5. TURN 360°, EXTENDED JOG
6. STOP, SET UP, INSPECTION
7. TURN 270°, WALK

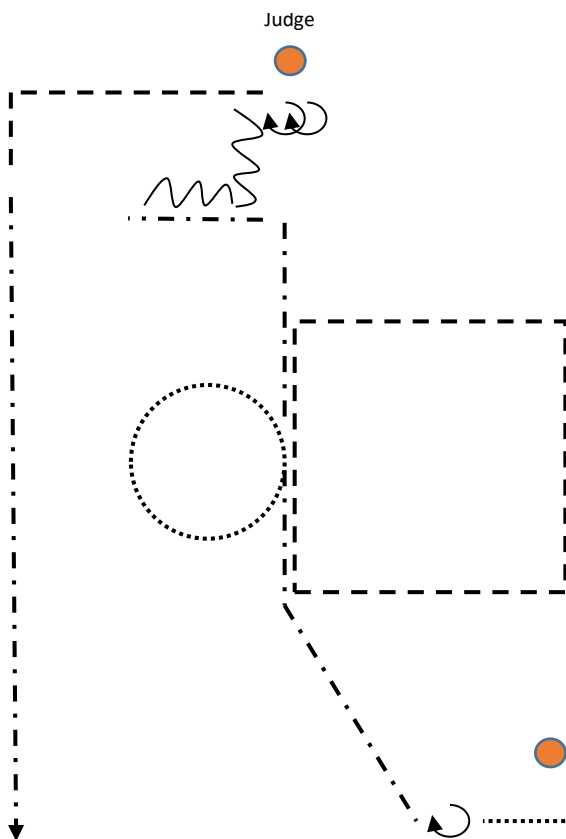
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



BE READY AT MARKER

1. WALK, JOG
2. EXTENDED JOG CIRCLE TO THE RIGHT AND SMALLER $\frac{1}{2}$ CIRCLE TO THE LEFT
3. STOP, TURN 270°
4. WALK, STOP, TURN 270°
5. JOG STRAIGHT TO JUDGE, SET UP, INSPECTION
6. BACK UP A CORNER
7. EXTENDED JOG

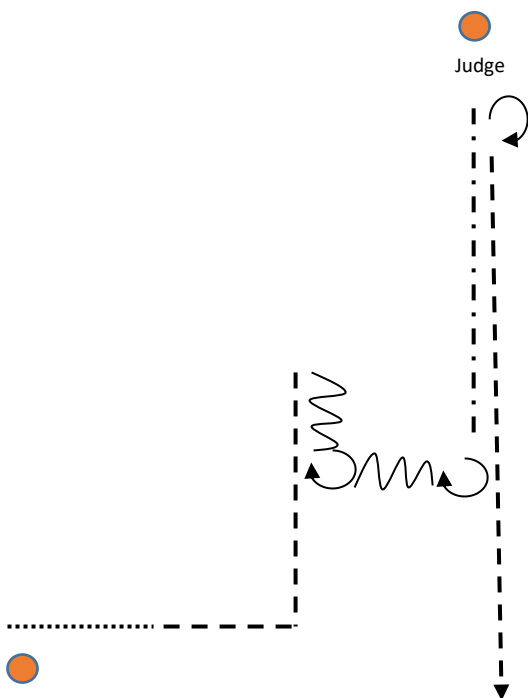
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



BE READY AT MARKER

1. WALK, STOP, TURN 405°
2. EXTENDED JOG, WALK SMALL CIRCLE TO THE LEFT
3. JOG A SQUARE TO THE RIGHT, ALL 4 SIDES THE SAME LENGTH
4. EXTENDED JOG STRAIGHT LINE TO THE JUDGE AND CORNER TO THE LEFT
5. BACK UP CORNER
6. TURN 180°, SET UP, INSPECTION
7. TURN 270°, JOG CORNER TO THE LEFT, EXTENDED JOG

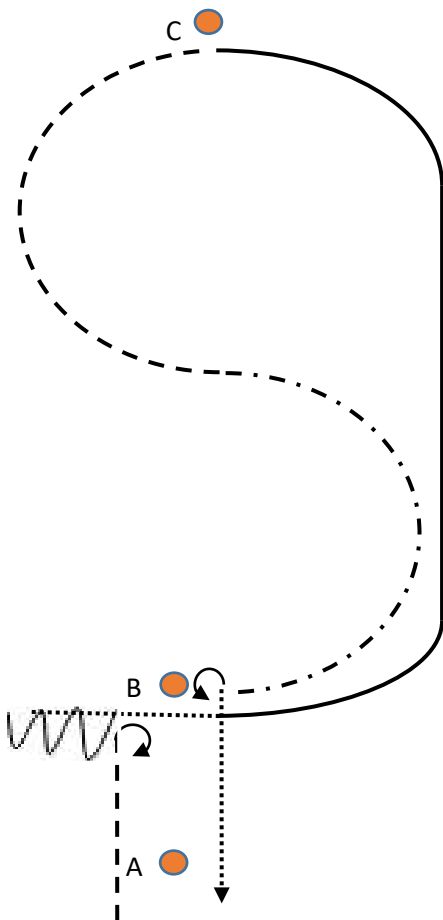
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



BE READY AT MARKER

1. WALK
2. JOG CORNER, STOP
3. BACK UP, TURN 270°
4. BACK UP, TURN 90°
5. EXTENDED JOG
6. STOP, SET UP, INSPECTION
7. TURN 180°, JOG

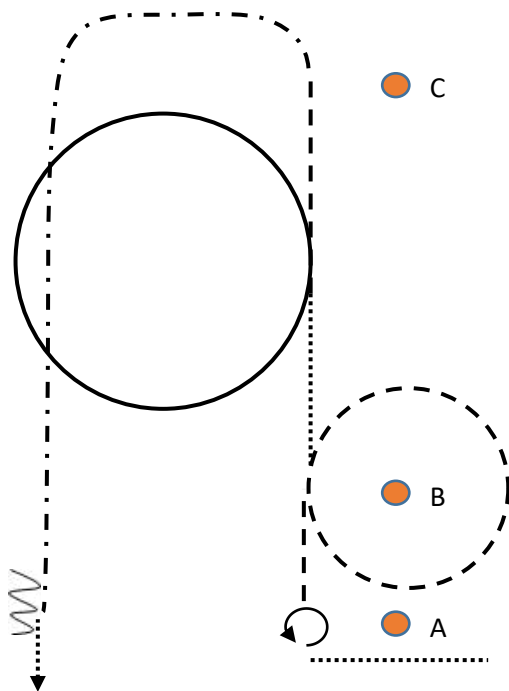
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



BE READY BEFORE A

1. JOG, STOP
2. ¼ TURN RIGHT
3. BACK UP
4. WALK TO B, LOPE LEFT LEAD
5. JOG ½ CIRCLE LEFT
6. EXTEND JOG ½ CIRCLE RIGHT
7. STOP ¼ TURN LEFT, LEAVE ARENA IN WALK

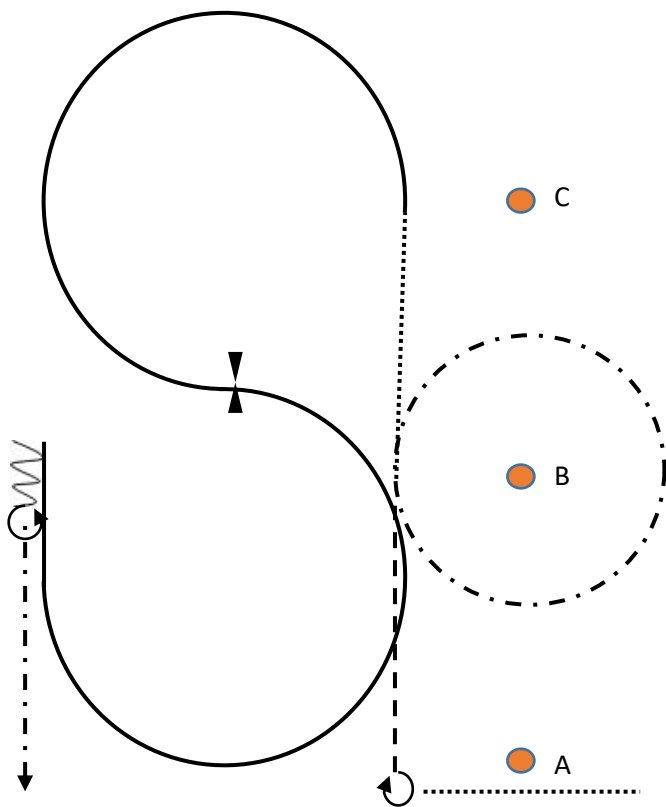
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



BE READY BEFORE A WITHOUT STIRRUPS

1. WALK , TURN $\frac{3}{4}$ LEFT
2. JOG A SMALL CIRCLE AROUND B
3. WALK, PICK UP STIRRUPS
4. LOPE A BIGGER CIRCLE TO THE LEFT, HALF WAY BETWEEN B AND C
5. JOG STRAIGHT LINE TO C
6. EXTEND JOG AROUND THE ARENA
7. STOP AND BACK UP WHEN EVEN WITH A

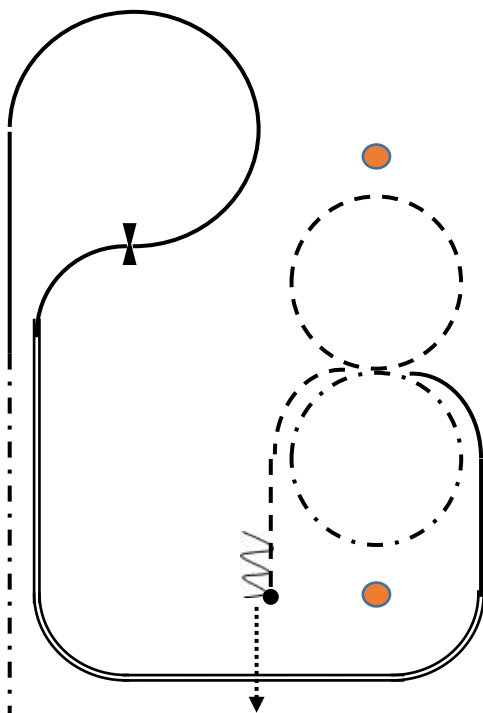
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



BE READY BEFORE A WITHOUT STIRRUPS

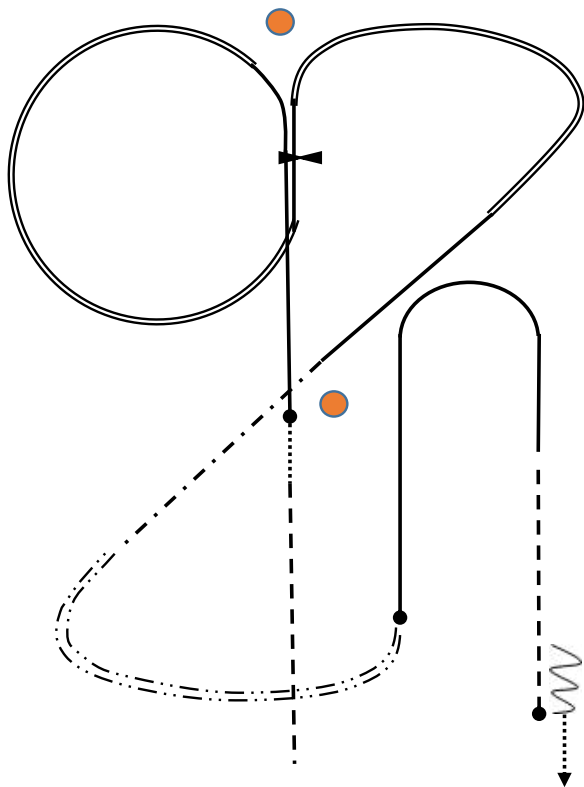
1. WALK, $1\frac{1}{4}$ TURN RIGHT, JOG TO B
2. EXTENDED JOG A SMALL CIRCLE AROUND B
3. WALK TO C, PICK UP STIRRUPS
4. LOPE LEFT LEAD $\frac{3}{4}$ CIRCLE, LEAD CHANGE (SIMPLE OR FLYING)
5. LOPE RIGHT LEAD $\frac{3}{4}$ CIRCLE
6. STOP WHEN EVEN WITH B, BACK UP
7. TURN $\frac{1}{2}$ LEFT, EXTENDED JOG

PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



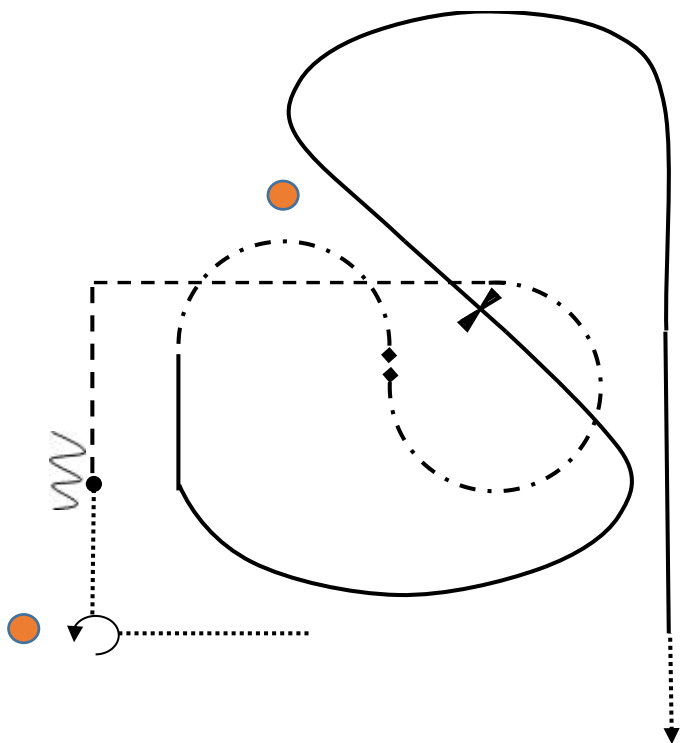
1. POSTING TROT, LEFT DIAGONAL HALF WAY OF THE ARENA
2. CANTER RIGHT LEAD, STRAIGHT AND $\frac{3}{4}$ CIRCLE, LEAD CHANGE (SIMPLE OR FLYING)
3. WHEN PARALLEL TO LONG SIDE OF THE ARENA HAND GALLOP
4. WHEN EVEN WITH CONE, PARALLEL TO LONG SIDE OF THE ARENA CANTER
5. HALF WAY BETWEEN MARKERS POSTING TROT, RIGHT DIAGONAL, LEFT CIRCLE
6. SITTING TROT CIRCLE TO THE RIGHT (SAME SIZE AS CIRCLE TO THE LEFT), SITTING TROT UNTIL EVEN WITH CONE
7. STOP, BACK UP, LEAVE ARENA AT WALK

PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



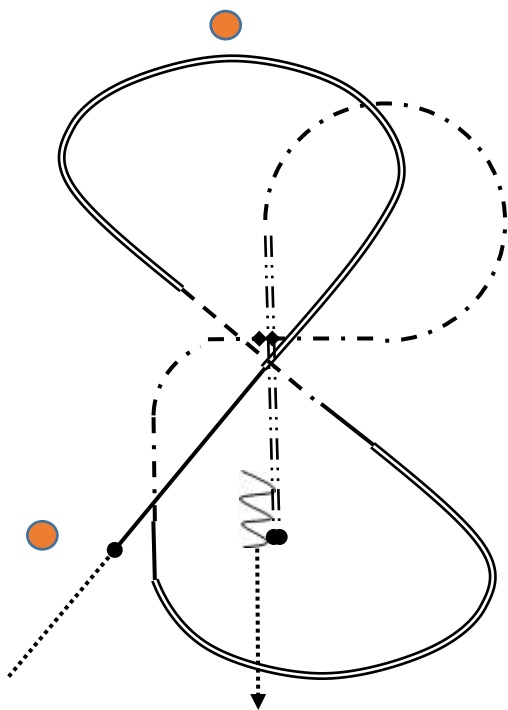
1. SITTING TROT, WALK, STOP AT CENTER CONE
2. CANTER LEFT LEAD, HAND GALLOP ON A CIRCLE, CANTER
3. LEAD CHANGE (SIMPLE OR FLYING)
4. CANTER RIGHT, HAND GALLOP, CANTER DIAGONAL TO CENTER CONE
5. POSTING TROT, RIGHT DIAGONAL, TWO POINT, STOP
6. DROP IRONS (MAY BE CROSSED ON HORSE'S NECK),
7. CANTER LEFT LEAD, COUNTER CANTER PASS CENTER CONE
8. SITTING TROT, STOP BACK UP, LEAVE ARENA AT WALK

PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



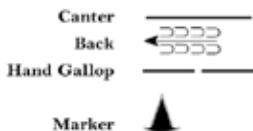
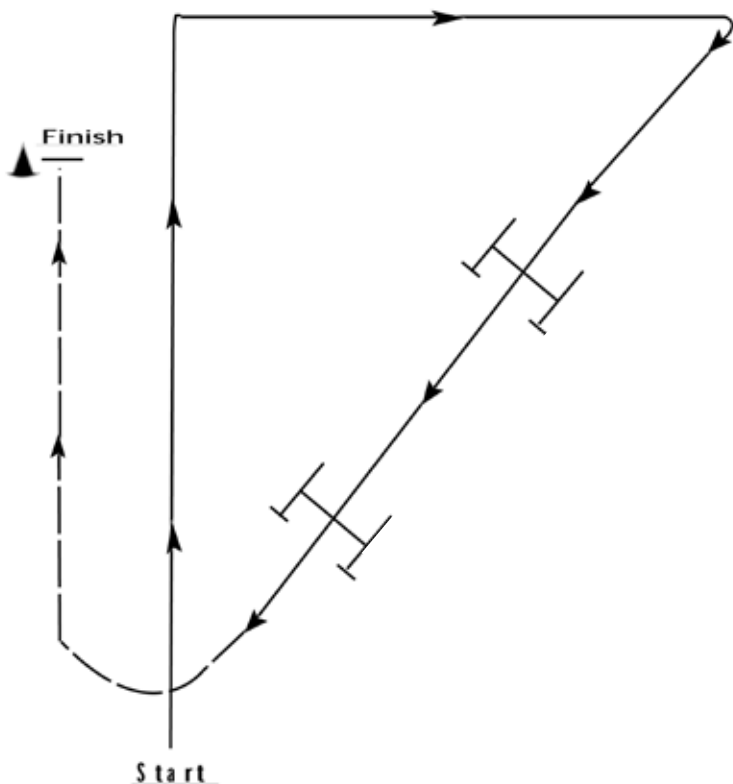
1. WALK, TURN ON FOREHAND 270° LEFT, WALK, STOP, BACK UP
2. SITTING TROT STRAIGHT LINE AND CORNER
3. POSTING TROT $\frac{3}{4}$ SMALL CIRCLE RIGHT, LEFT DIAGONAL
4. CHANGE DIAGONAL, $\frac{1}{2}$ CIRCLE OF SAME SIZE LEFT
5. CANTER, SIMPLE OR FLYING LEAD CHANGE, CANTER
6. WHEN EVEN WITH CONE, BREAK DOWN TO WALK
7. LEAVE ARENA AT WALK

PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST

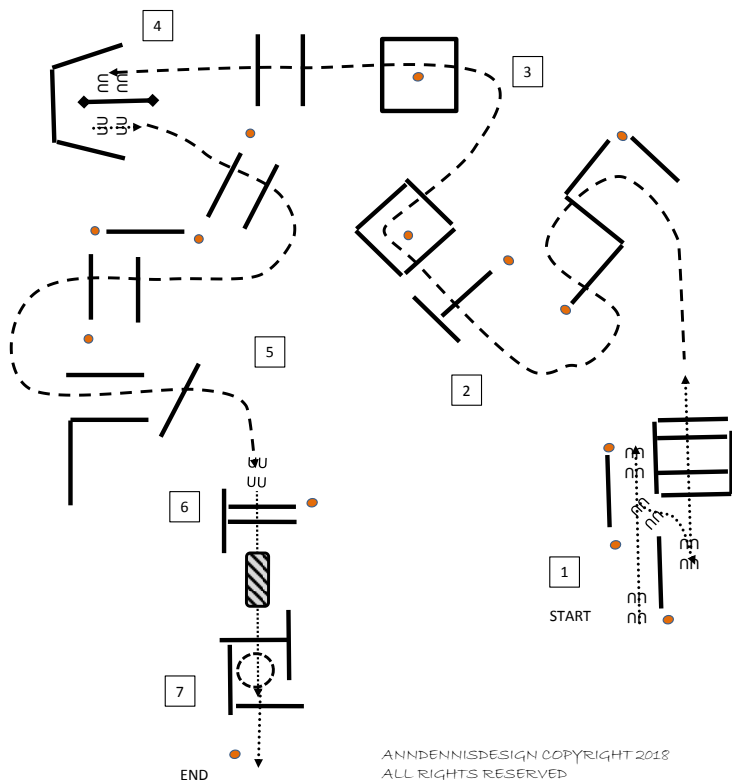


1. WALK TO CONE, STOP, CANTER RIGHT LEAD, DIAGONAL THRU THE ARENA
2. HAND GALLOP FROM CENTER OF THE ARENA AROUND SHORT SIDE AND ON DIAGONAL
3. BEFORE CENTER OF THE ARENA SITTING TROT, AFTER CENTER: CANTER LEFT LEAD, HAND GALLOP, CANTER
4. WHEN EVEN WITH CONE POSTING TROT LEFT DIAGONAL
5. CHANGE DIAGONAL AT CENTER; SMALL CIRCLE LEFT
6. TWO POINT ON A STRAIGHT LINE UNTIL EVEN WITH CONE
7. STOP, BACK UP, LEAVE ARENA IN WALK

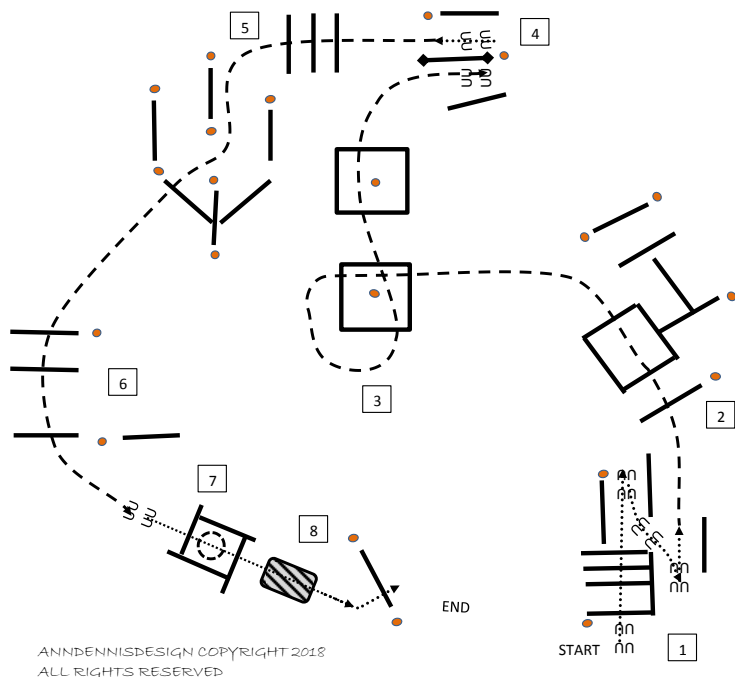
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



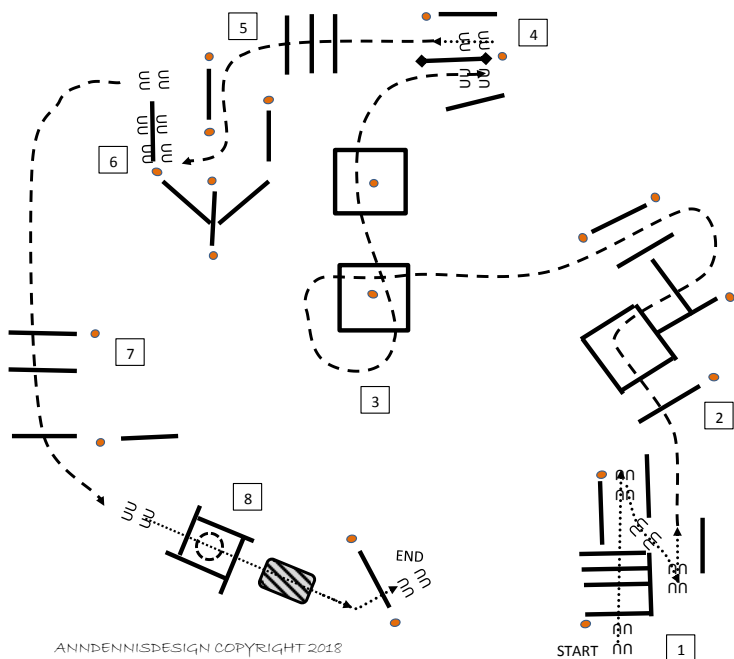
1. AFTER 2ND FENCE, HAND GALLOP TO MARKER AND STOP
2. DROP YOUR REINS TO SIGNIFY COMPLETION



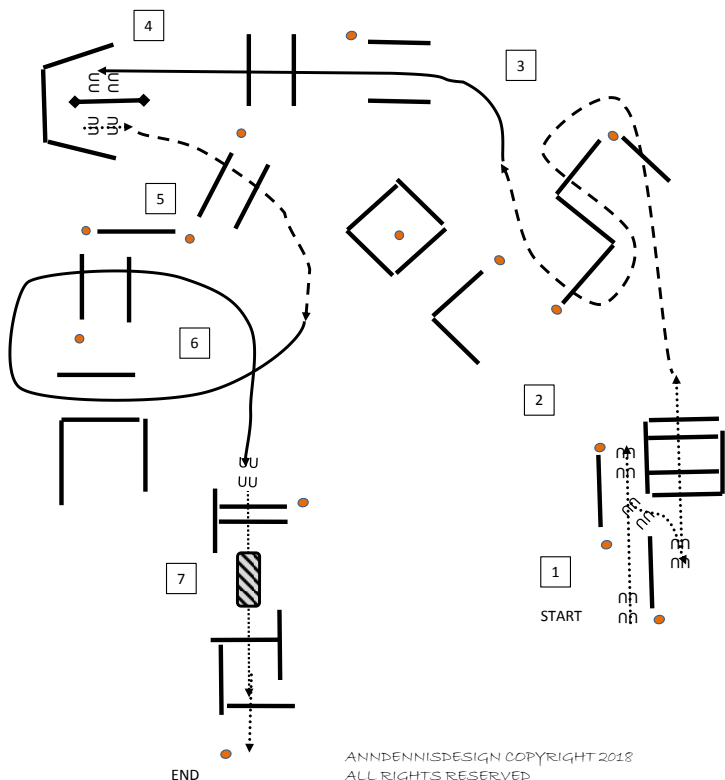
1. WALK INTO CHUTE STOP-BACK THRU OPENING-WALK OVERS
2. TROT SERPENTINE
3. TROT AROUND MARKERS THRU BOXES-TROT OVERS
4. TROT TO GATE-STOP-LH OPEN GATE WALK THRU CLOSE
5. TROT SERPENTINE-THRU CHUTE
6. STOP OR BREAK TO A WALK-WALK OVERS-BRIDGE
7. WALK INTO BOX-TURN 360° RIGHT-WALK OVER -END



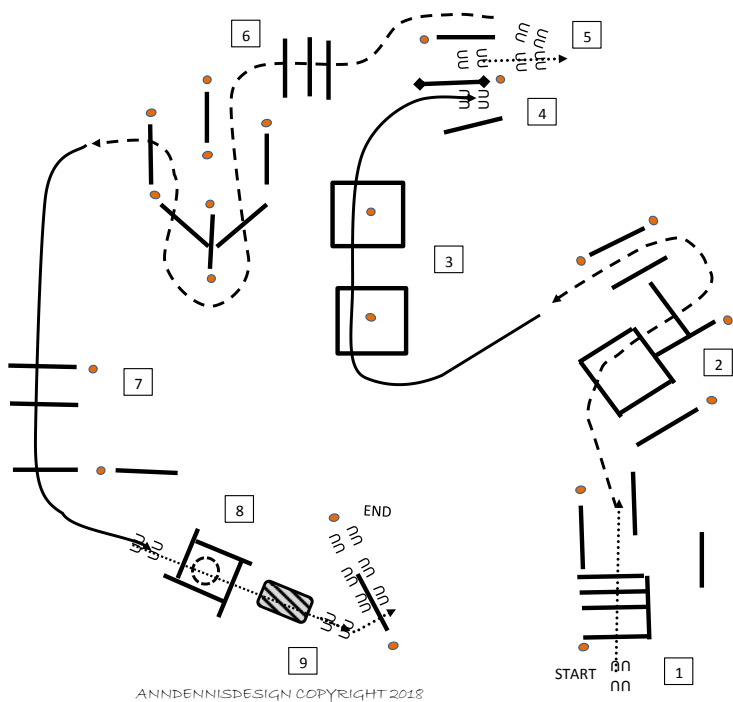
1. WALK OVERS INTO CHUTE STOP-BACK THRU OPENING-TROT OUT CHUTE
2. TROT THRU BOX
3. TROT THRU BOX-SERPENTINE
4. STOP AT GATE-LH OPEN GATE WALK THRU CLOSE
5. TROT OVERS-THRU CHUTE-TROT THRU OPENING OVER POLE
6. TROT OVERS
7. STOP OR BREAK TO A WALK-WALK OVERS INTO BOX-TURN 360° RIGHT - WALK OVER
8. BRIDGE-WALK OVER-END



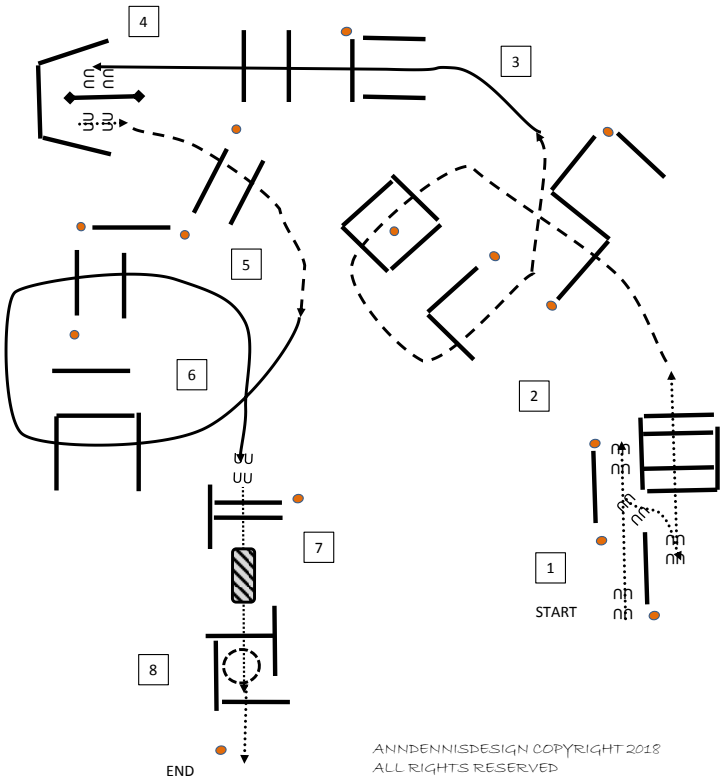
1. WALK OVERS INTO CHUTE STOP-BACK THRU OPENING-TROT OUT CHUTE
2. TROT THRU BOX-CHUTE
3. TROT THRU BOXES-SERPENTINE
4. STOP AT GATE-LH OPEN GATE WALK THRU CLOSE
5. TROT OVERS-THRU CHUTE-TROT THRU OPENING
6. STOP STEP FRONT FEET OVER POLE SIDEPASS RIGHT
7. TROT OVERS
8. STOP OR BREAK TO A WALK-WALK OVERS INTO BOX-TURN 360° RIGHT - WALK OVER BRIDGE-WALK OVER-END



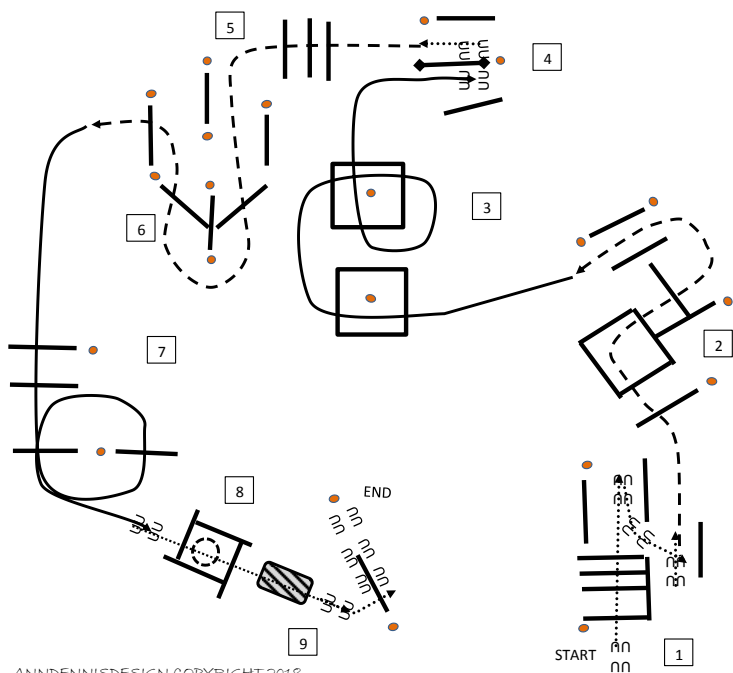
1. WALK INTO CHUTE STOP-BACK THRU OPENING-WALK OVERS
2. JOG SERPENTINE
3. LL LOPE OVERS TO GATE
4. LOPE TO GATE-STOP-LH OPEN GATE WALK THRU CLOSE
5. JOG OVERS
6. RL LOPE OVERS
7. STOP OR BREAK TO A WALK-WALK OVERS-BRIDGE WALK THRU BOX-END



1. WALK OVER, JOG OUT
2. JOG THRU BOX-CHUTE
3. RL LOPE THRU BOXES-UP TO GATE
4. STOP AT GATE-LH OPEN GATE RIDE THRU CLOSE
5. BACK OUT FROM GATE
6. JOG OVERS-THRU CHUTE-SERPENTINE
7. LL LOPE OVERS
8. STOP OR BREAK TO A WALK-WALK OVER INTO BOX-TURN
360° RIGHT OR LEFT-WALK OVER
9. BRIDGE-STEP FRONT FEET OVER POLE-SIDEPASS LEFT OFF
END OF POLE-END

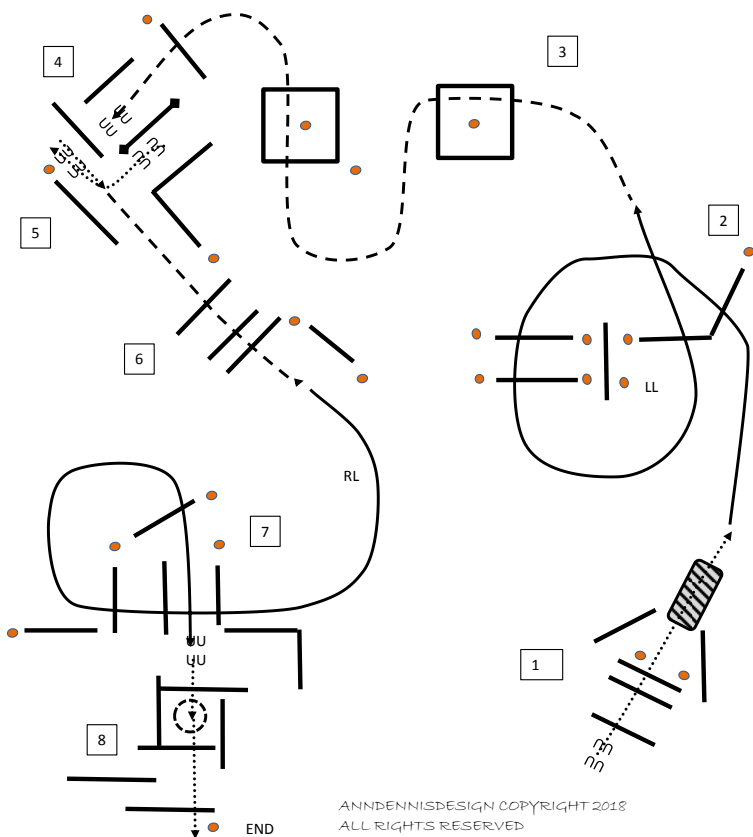


1. WALK INTO CHUTE STOP-BACK THRU OPENING-WALK OVERS
2. JOG SERPENTINE THRU BOX
3. LL LOPE OVERS TO GATE
4. LOPE TO GATE-STOP-LH OPEN GATE WALK THRU CLOSE
5. JOG OVERS
6. RL LOPE OVERS
7. STOP OR BREAK TO A WALK-WALK OVERS-BRIDGE
8. WALK IN BOX-TURN 360° RIGHT OR LEFT-WALK OVER-END



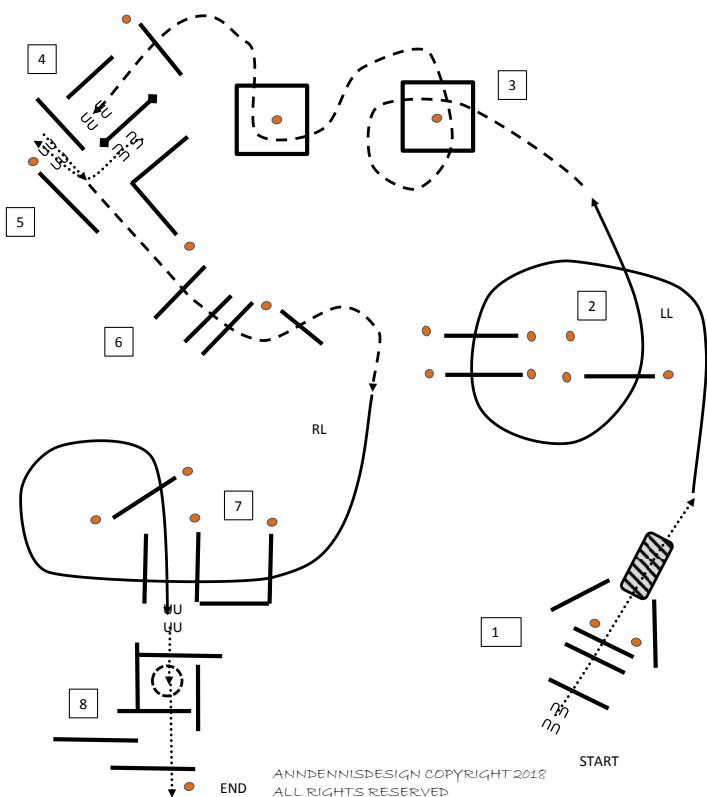
ANNDENNISDESIGN COPYRIGHT 2018
ALL RIGHTS RESERVED

1. WALK OVERS INTO CHUTE STOP-BACK THRU OPENING-JOG OUT CHUTE
2. JOG THRU BOX-CHUTE
3. RL LOPE THRU BOXES-UP TO GATE
4. STOP AT GATE-LH OPEN GATE RIDE THRU CLOSE
5. JOG OVERS-THRU CHUTE
6. JOG SERPENTINE
7. LL LOPE OVERS
8. STOP OR BREAK TO A WALK-WALK OVER INTO BOX- TURN 360° RIGHT OR LEFT-WALK OVER
9. BRIDGE-STEP FRONT FEET OVER POLE-SIDEPASS LEFT OFF END OF POLE-END

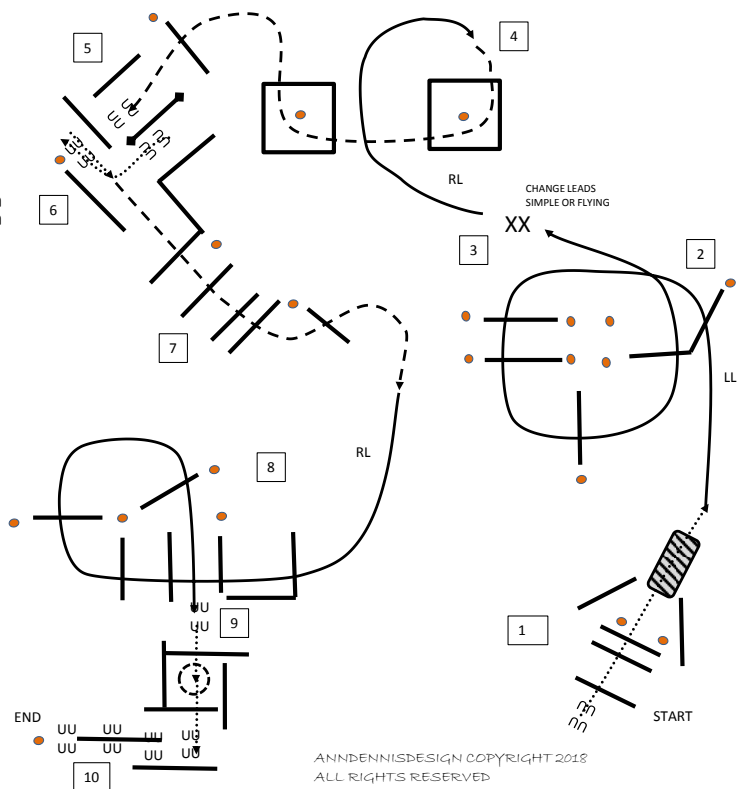


ANN DENNIS DESIGN COPYRIGHT 2018
ALL RIGHTS RESERVED

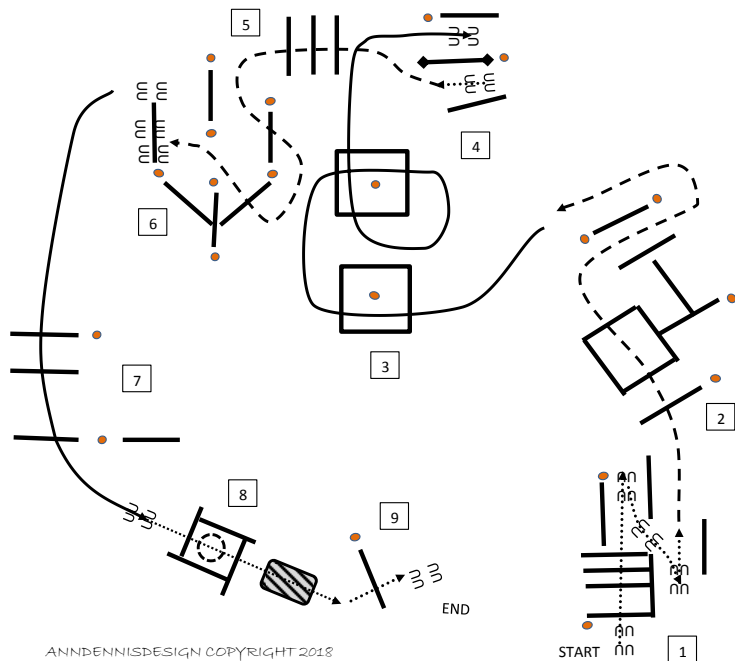
1. WALK OVERS-BRIDGE
2. LL LOPE OVERS
3. JOG THRU BOXES -JOG OVERS
4. JOG TO GATE-STOP-LH OPEN GATE RIDE THRU CLOSE
5. BACK L INTO CHUTE-JOG OUT
6. JOG OVERS
7. RL LOPE OVERS
8. LOPE INTO CHUTE-STOP OR BREAK TO A WALK
WALK INTO BOX-TURN 360° RIGHT OR LEFT-WALK OVERS
-END



1. WALK OVERS-BRIDGE
2. LL LOPE OVERS
3. JOG CIRCLE FIRST BOX-JOG THRU 2ND BOX -JOG OVERS
4. JOG TO GATE-STOP-LH OPEN GATE RIDE THRU CLOSE
5. BACK L INTO CHUTE-JOG OUT
6. JOG OVERS
7. RL LOPE OVERS
8. LOPE INTO CHUTE-STOP OR BREAK TO A WALK
WALK INTO BOX-TURN 360° RIGHT OR LEFT-WALK OVER
-END

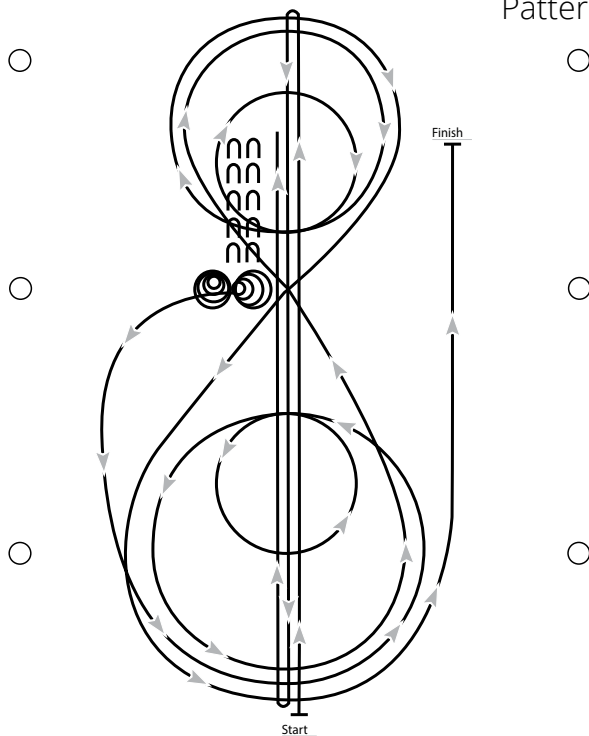


1. WALK OVERS-BRIDGE
2. LL LOPE OVERS
3. CHANGE LEADS-RL LOPE-BREAK TO A JOG
4. JOG THRU BOXES -JOG OVERS
5. JOG TO GATE-STOP-LH OPEN GATE RIDE THRU CLOSE
6. BACK L INTO CHUTE-JOG OUT
7. JOG OVERS
8. RL LOPE OVERS
9. LOPE INTO CHUTE-STOP OR BREAK TO A WALK
WALK INTO BOX-TURN 360° RIGHT OR LEFT - WALK OVER
10. SIDEPASS POLE RIGHT OFF END OF POLE-END OF PATTERN

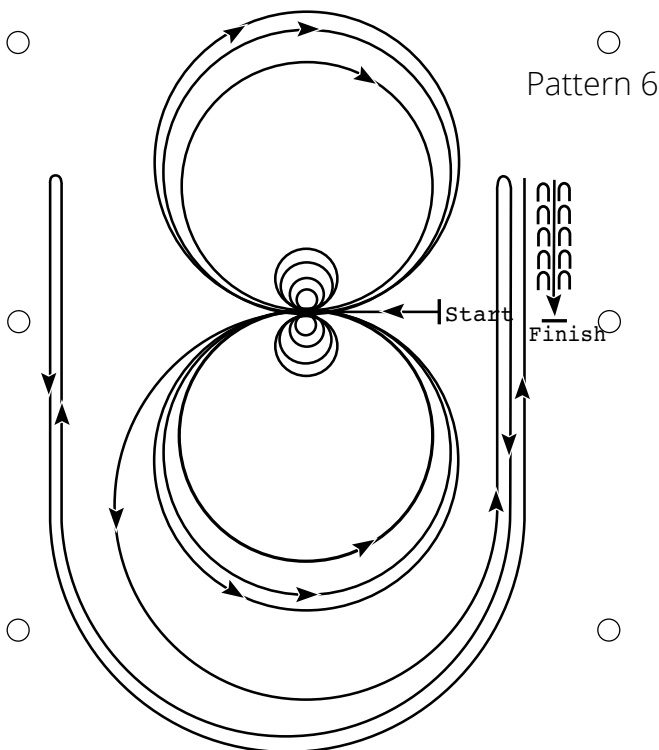


1. WALK OVERS INTO CHUTE STOP-BACK THRU OPENING-JOG OUT CHUTE
2. JOG THRU BOX-CHUTE
3. RL LOPE THRU BOXES-UP TO GATE
4. STOP AT GATE-RH OPEN GATE RIDE THRU CLOSE
5. JOG OVERS-THRU CHUTE-JOG THRU OPENING
6. STOP-STEP FRONT FEET OVER POLE-SIDEPASS RIGHT OFF END OF POLE
7. LL LOPE OVERS
8. STOP OR BREAK TO A WALK-WALK OVER INTO BOX-TURN 360° RIGHT OR LEFT- WALK OVER
9. BRIDGE-WALK OVER-END

Pattern 1



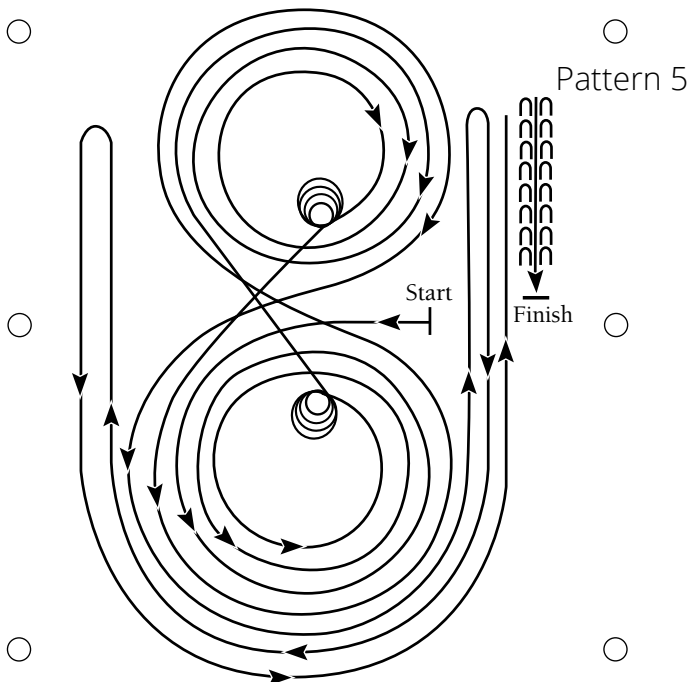
1. RUN AT SPEED TO THE FAR END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK – NO HESITATION.
2. RUN TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK – NO HESITATION.
3. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO CENTER OF THE ARENA OR AT LEAST TEN FEET (3M). 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 (6.09M) FROM WALL OR FENCE. HESITATE TO DEMONSTRATE THE COMPLETION OF THE PATTERN. RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.



HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. 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 (6.09M) 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 (6.09M) 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 (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE THE COMPLETION OF THE PATTERN.

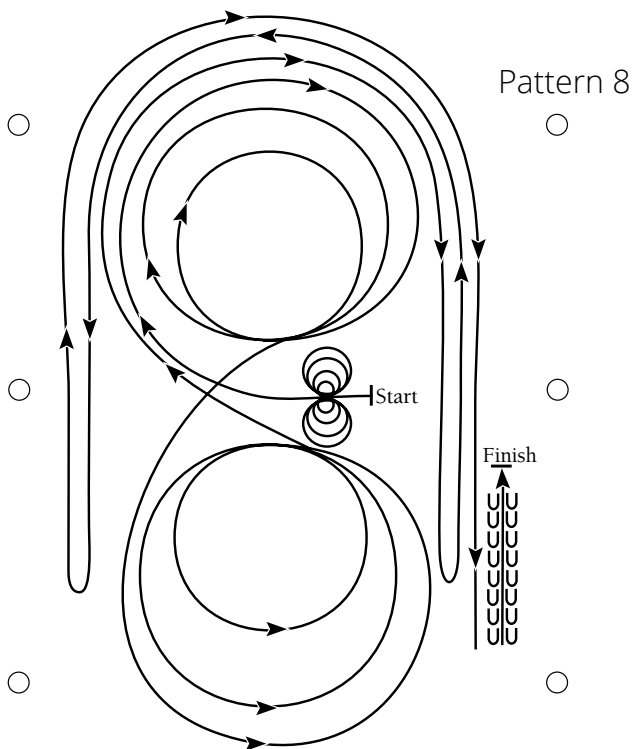
RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.



HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

- BEGINNING ON THE LEFT LEAD, COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST TWO CIRCLES LARGE AND FAST; THE THIRD CIRCLE SMALL AND SLOW. STOP AT THE CENTER OF THE ARENA. HESITATE.
- COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
- BEGINNING ON THE RIGHT LEAD, COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST TWO CIRCLES LARGE AND FAST; THE THIRD CIRCLE SMALL AND SLOW. STOP AT THE CENTER OF THE ARENA. HESITATE.
- COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
- BEGINNING ON THE LEFT LEAD, RUN A LARGE FAST CIRCLE TO THE LEFT, CHANGE LEADS AT THE CENTER OF THE ARENA, RUN A LARGE FAST CIRCLE TO THE RIGHT, AND CHANGE LEADS AT THE CENTER OF THE ARENA.
- CONTINUE AROUND PREVIOUS 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 (6.09M) FROM THE WALL OR FENCE – NO HESITATION.
- CONTINUE 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 (6.09M) FROM THE WALL OR FENCE – NO HESITATION.
- 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 (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

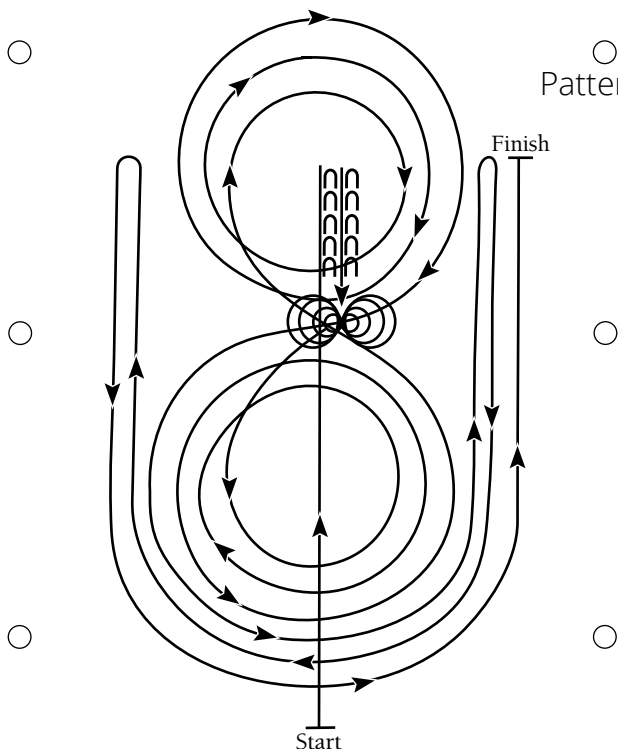


HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

1. COMPLETE FOUR SPINS TO THE LEFT. HESITATE.
2. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
3. BEGINNING ON THE RIGHT LEAD, 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.
4. 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.
5. BEGIN A LARGE CIRCLE TO THE RIGHT BUT DO NOT CLOSE THIS CIRCLE. RUN STRAIGHT DOWN THE RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A LEFT ROLLBACK AT LEAST TWENTY FEET (6.09M) 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 ROLLBACK AT LEAST TWENTY FEET (6.09M) FROM THE WALL OR FENCE - NO HESITATION.
7. CONTINUE BACK AROUND THE 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 TWENTY FEET (6.09M) FROM THE WALL OR FENCE. BACK UP AT LEAST TEN FEET (3M). HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

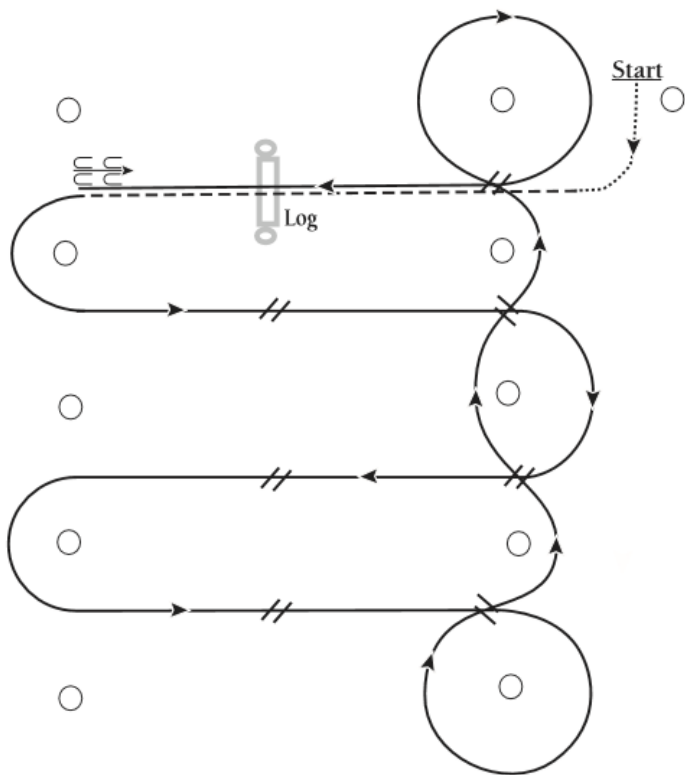
○ ○
Pattern 9



1. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA OR AT LEAST TEN FEET (3M). HESITATE.
2. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
3. COMPLETE FOUR AND ONE-QUARTER SPINS TO THE LEFT SO THAT HORSE IS FACING THE LEFT WALL OR FENCE. HESITATE.
4. BEGINNING ON THE LEFT LEAD, COMPLETE THREE CIRCLES TO THE LEFT: THE FIRST CIRCLE SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
5. COMPLETE THREE CIRCLES TO THE RIGHT: THE FIRST CIRCLE SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
6. 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 (6.09M) FROM THE WALL OR FENCE - NO HESITATION.
7. CONTINUE BACK AROUND THE 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 (6.09M) FROM THE WALL OR FENCE - NO HESITATION.
8. CONTINUE BACK AROUND PREVIOUS CIRCLE BUT DO NOT CLOSE THIS CIRCLE. RUN UP RIGHT SIDE OF THE ARENA PAST THE CENTER MARKER AND DO A SLIDING STOP AT LEAST TWENTY FEET (6.09M) FROM THE WALL OR FENCE. HESITATE TO DEMONSTRATE COMPLETION OF THE PATTERN.

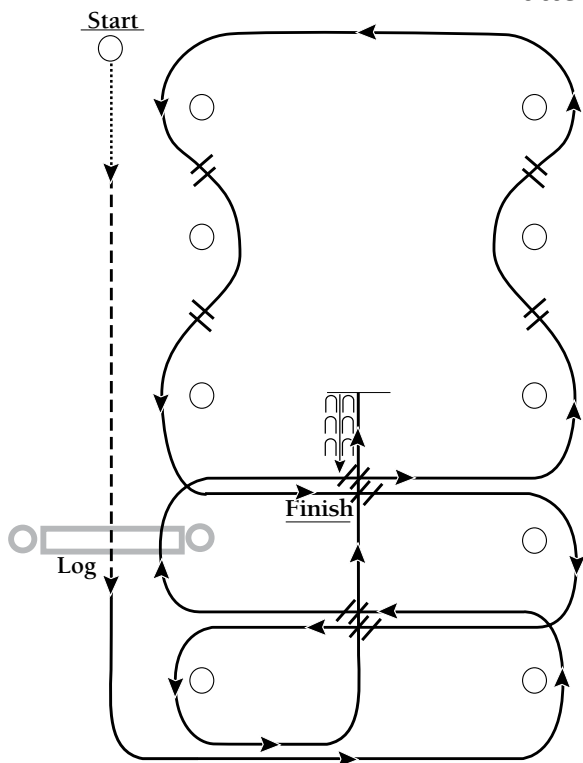
RIDER MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE.

Pattern 2



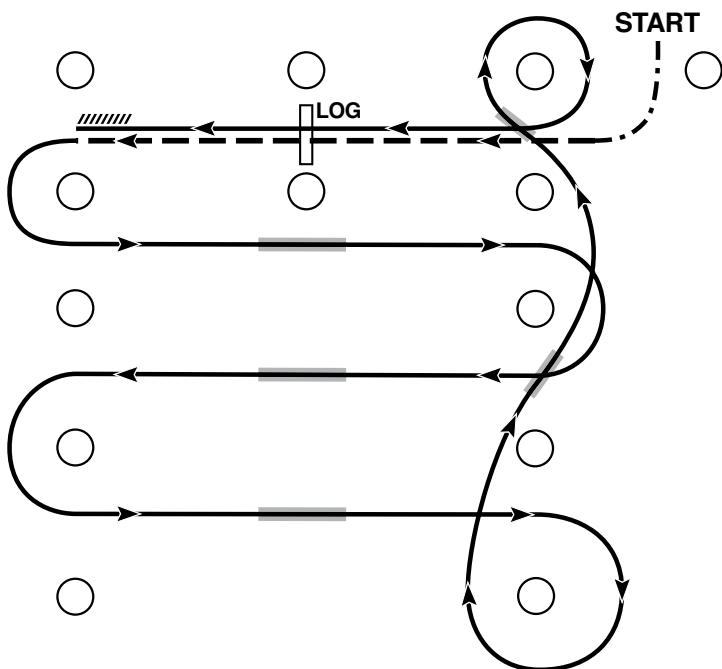
1. WALK, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE.
3. FIRST CROSSING CHANGE.
4. SECOND CROSSING CHANGE.
5. THIRD CROSSING CHANGE.
6. CIRCLE AND FIRST LINE CHANGE.
7. SECOND LINE CHANGE.
8. THIRD LINE CHANGE.
9. FOURTH LINE CHANGE AND CIRCLE.
10. LOPE OVER LOG.
11. LOPE, STOP AND BACK.

Pattern 3

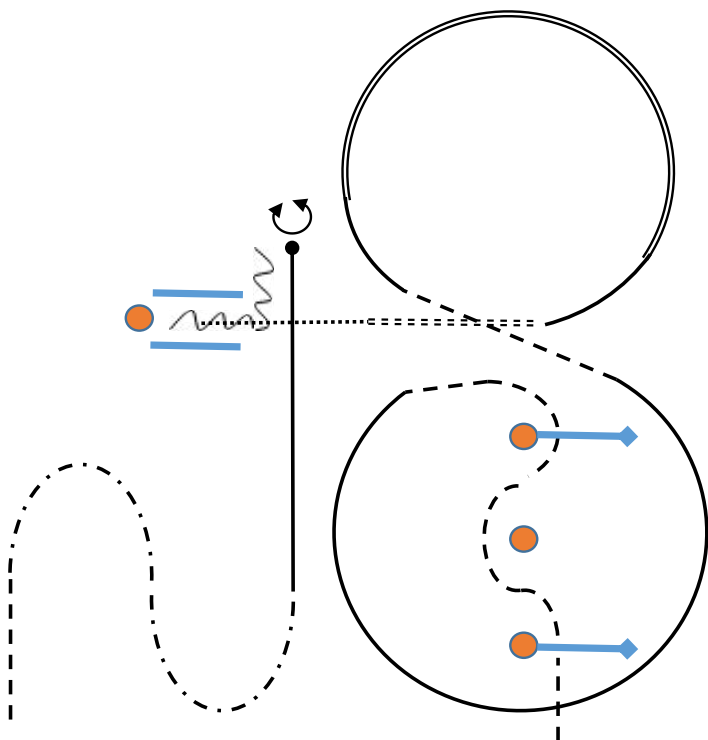


1. WALK HALFWAY BETWEEN MARKERS; TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO LOPE, LOPE TO LEFT AROUND END.
3. FIRST CROSSING CHANGE.
4. LOPE OVER LOG.
5. SECOND CROSSING CHANGE.
6. FIRST LINE CHANGE.
7. SECOND LINE CHANGE.
8. THIRD LINE CHANGE.
9. FOURTH LINE CHANGE.
10. THIRD CROSSING CHANGE.
11. FOURTH CROSSING CHANGE.
12. LOPE UP THE CENTER, STOP AND BACK.

Pattern 2

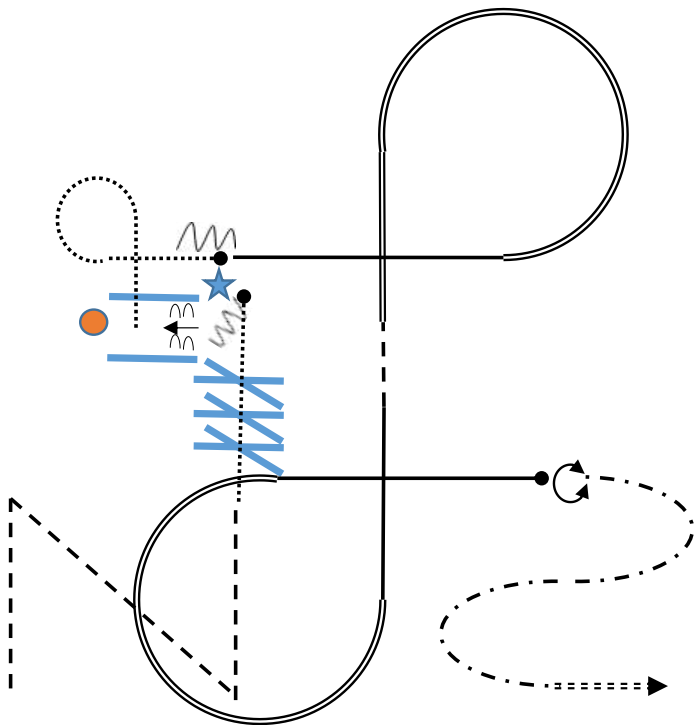


1. WALK, TRANSITION TO LOG, JOG OVER LOG.
2. TRANSITION TO LEFT LEAD LOPE
3. FIRST CROSSING CHANGE.
4. SECOND CROSSING CHANGE.
5. THIRD CROSSING CHANGE.
6. CIRCLE AND FIRST LINE CHANGE.
7. SECOND LINE CHANGE AND CIRCLE.
8. LOPE OVER LOG.
9. STOP AND BACK.



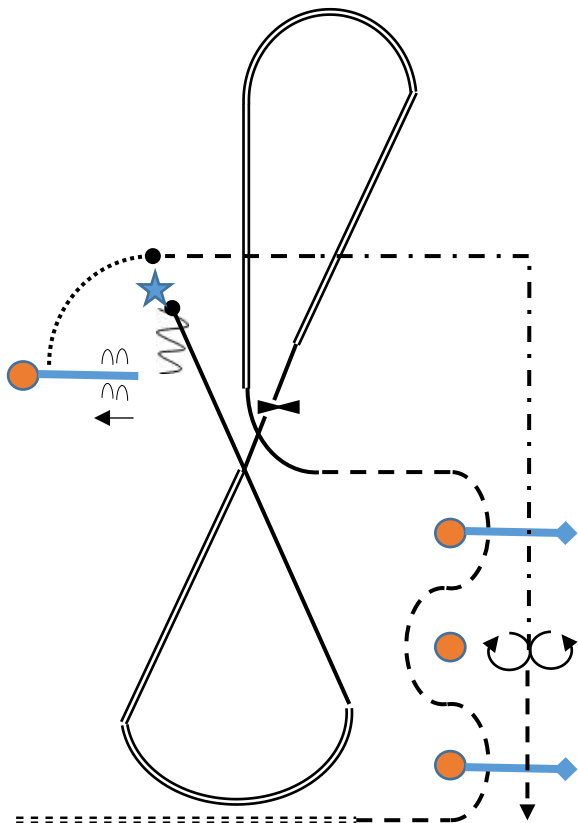
1. JOG, EXTENDED JOG SERPENTINE,
2. LOPE RIGHT LEAD, STOP
3. TURN 360° (LEFT OR RIGHT),
4. BACK UP CORNER, WALK, , EXTENDED WALK
5. LOPE LEFT, EXTENDED LOPE ON CIRCLE, BACK TO REGULAR LOPE
6. JOG, LOPE RIGHT ON CIRCLE
7. JOG SERPENTINE OVER POLES

PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



1. JOG "N", WALK OVER,
2. PICK UP BAG, BACK UP, SIDE PASS BETWEEN POLES, WALK, LAY DOWN BAG
3. BACK UP, LOPE, EXTENDED LOPE ON CIRCLE
4. SIMPLE LEAD CHANGE
5. LOPE, EXTENDED LOPE ON CIRCLE, REGULAR LOPE, STOP
6. TURN 360° (EITHER DIRECTION)
7. EXTENDED JOG SERPENTINE, EXTENDED WALK TO EXIT ARENA

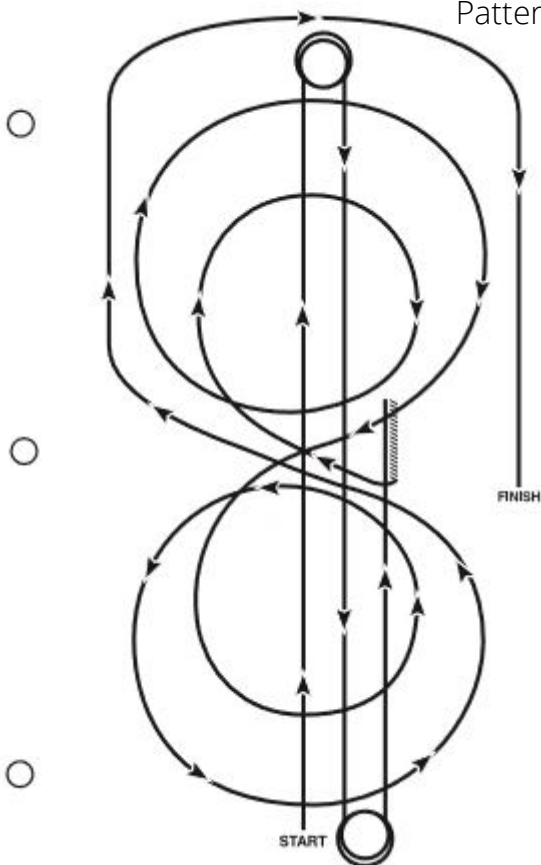
PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST



1. EXTENDED WALK, JOG SERPENTINE
2. LOPE, EXTENDED LOPE, LOPE AS SHOWN, LEAD CHANGE (SIMPLE OR FLYING),
3. LOPE, EXTENDED LOPE, LOPE AS SHOWN, STOP
4. PICK UP SLICKER (DO NOT PUT ON), BACK UP, SIDE PASS, WALK, HANG UP SLICKER
5. JOG, EXTENDED JOG AROUND CORNER, OVER POLE
6. STOP, TURN LEFT AND RIGHT, EITHER DIRECTION FIRST
7. JOG OVER POLE, LEAVE THE ARENA.

PLEASE NOTE: THE DRAWING OF THIS PATTERN IS ONLY INTENDED FOR A GENERAL DESCRIPTION. THE EXHIBITORS SHOULD USE THE SPACE OF THE ARENA TO PRESENT THEIR HORSES BEST

Pattern 4



1. START AT END OF ARENA.
2. RUN UP CENTER OF ARENA PAST THE END MARKER AND COME TO A SLIDING STOP. COMPLETE 3½ SPINS TO THE LEFT.
3. RUN TO OTHER END OF ARENA PAST THE END MARKER AND STOP. COMPLETE 3½ SPINS TO THE RIGHT.
4. RUN PAST THE CENTER MARKER AND STOP.
5. BACK 10 TO 15 FEET IN A STRAIGHT LINE.
6. COMPLETE ¼ TURN TO THE LEFT, HESITATE. BEGINNING ON THE RIGHT LEAD, COMPLETE 2 CIRCLES TO THE RIGHT, THE FIRST ONE SMALL AND SLOW, AND THE SECOND LARGE AND FAST. CHANGE LEADS TO THE LEFT AT THE CENTER OF THE ARENA.
7. COMPLETE ONE SMALL SLOW CIRCLE AND ONE LARGE FAST CIRCLE. CHANGE LEADS TO THE RIGHT.
8. RUN AROUND THE END OF ARENA TO THE OTHER SIDE, PAST CENTER MARKER, AT LEAST 20 FEET FROM FENCE AND COME TO A SLIDING STOP.
9. HESITATE TO COMPLETE PATTERN.

Awesome Offspring for sale



Eligible for APHA Breeders Trust and PHCG Futurity program!



*The place to shop for your next champion.
Call us at 0049 160 90632166 or join us at Euro Paint Barn I*

See you next year!

Lazy White Loper, other stallions
and horses for sale www.paint.se



 **Lazy
WHITE
LOPER**

 **CB**
TRAINING
quarter horses • paint horses