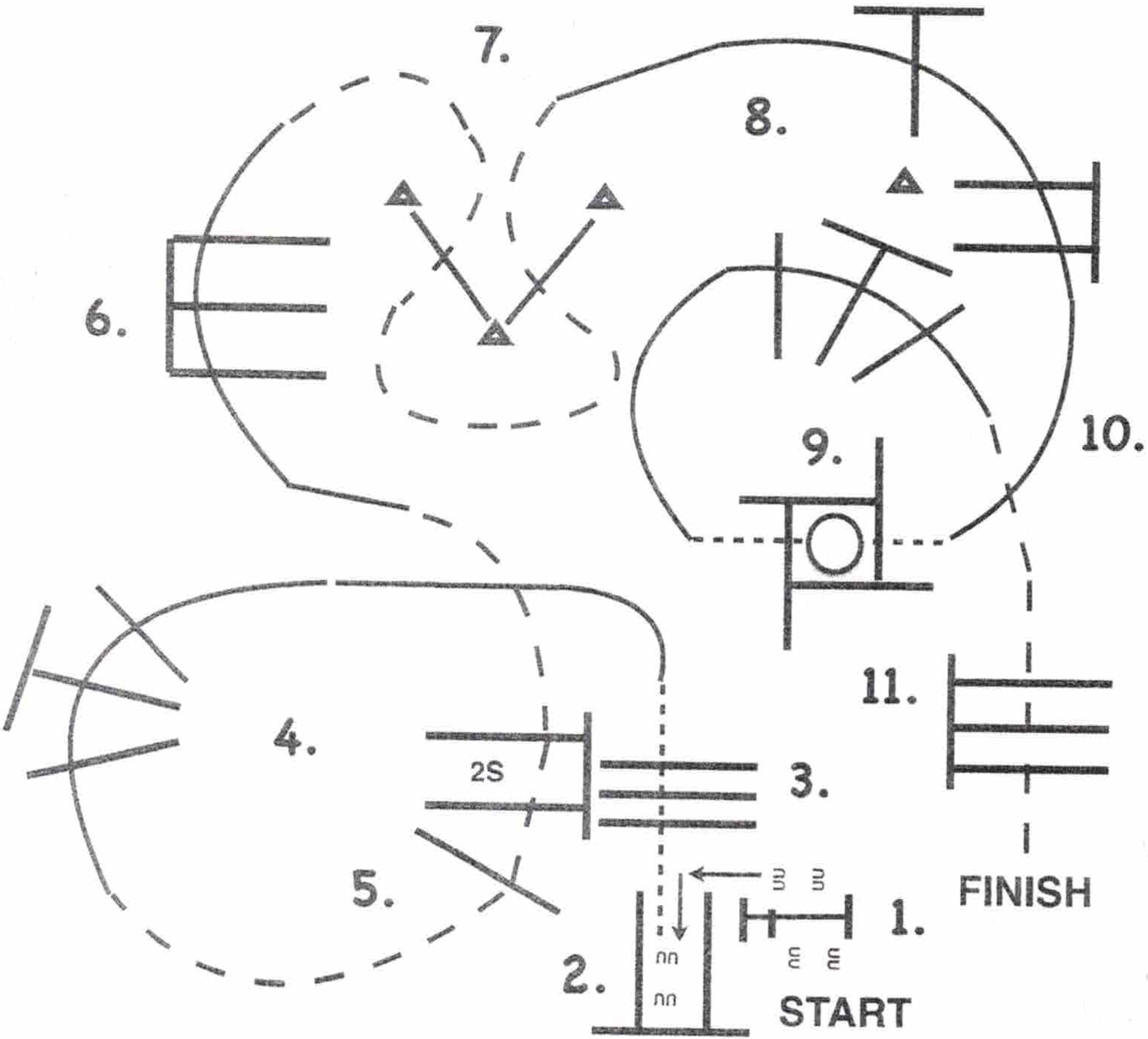


Remuda QHS  
 June 12, 2026  
 Trail All

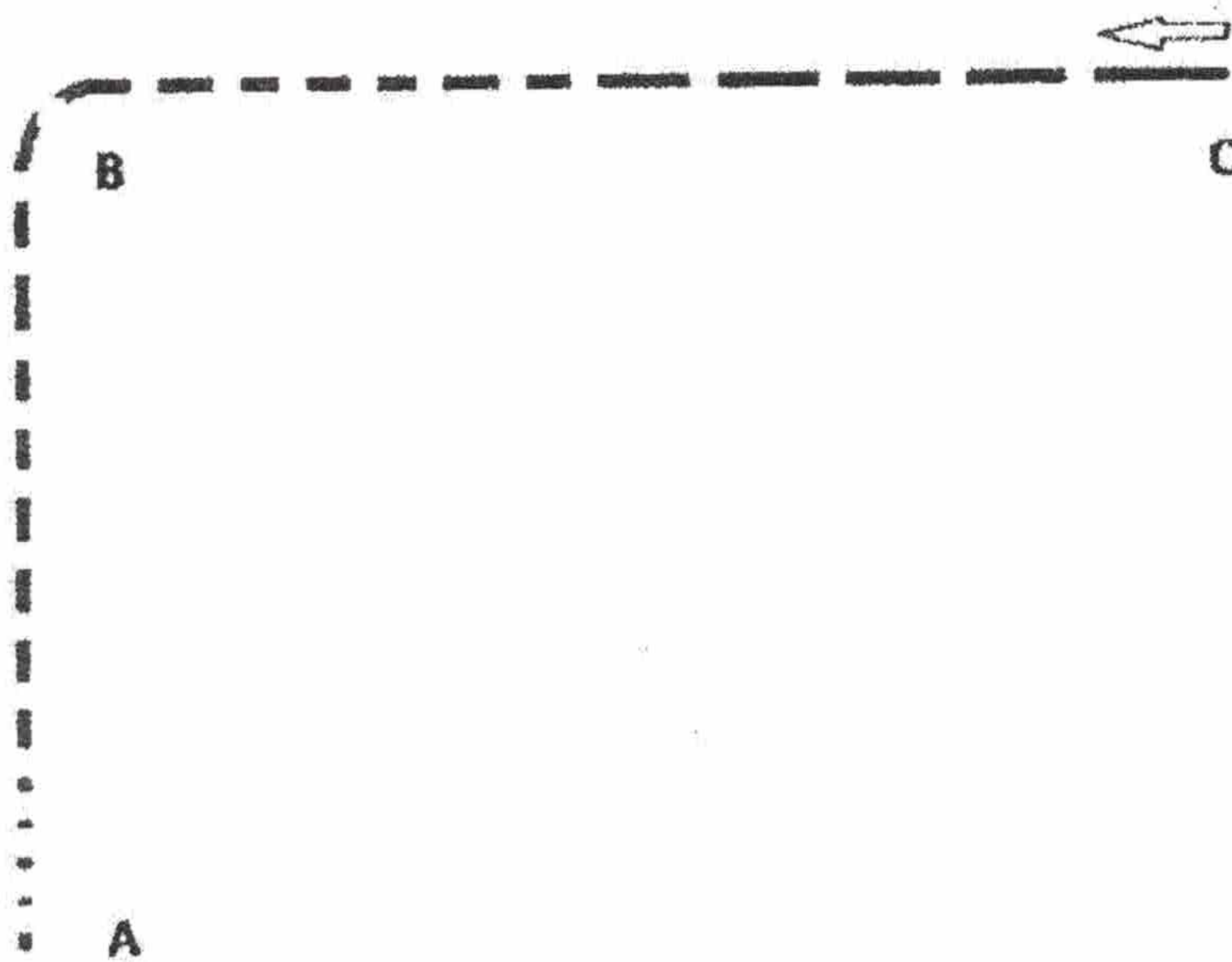


1. WORK GATE (RIGHT HAND).
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT CHUTE, WALK OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG THROUGH TRIANGLE.
8. LOPE OVER POLES (RIGHT LEAD).
9. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLE.
10. LOPE OVER POLES (RIGHT LEAD).
11. BREAK TO THE JOG, JOG OVER POLES. PATTERN COMPLETE AFTER LAST POLE.

\* walk/jog will jog all lope poles

**Friday June 12th, 2026**

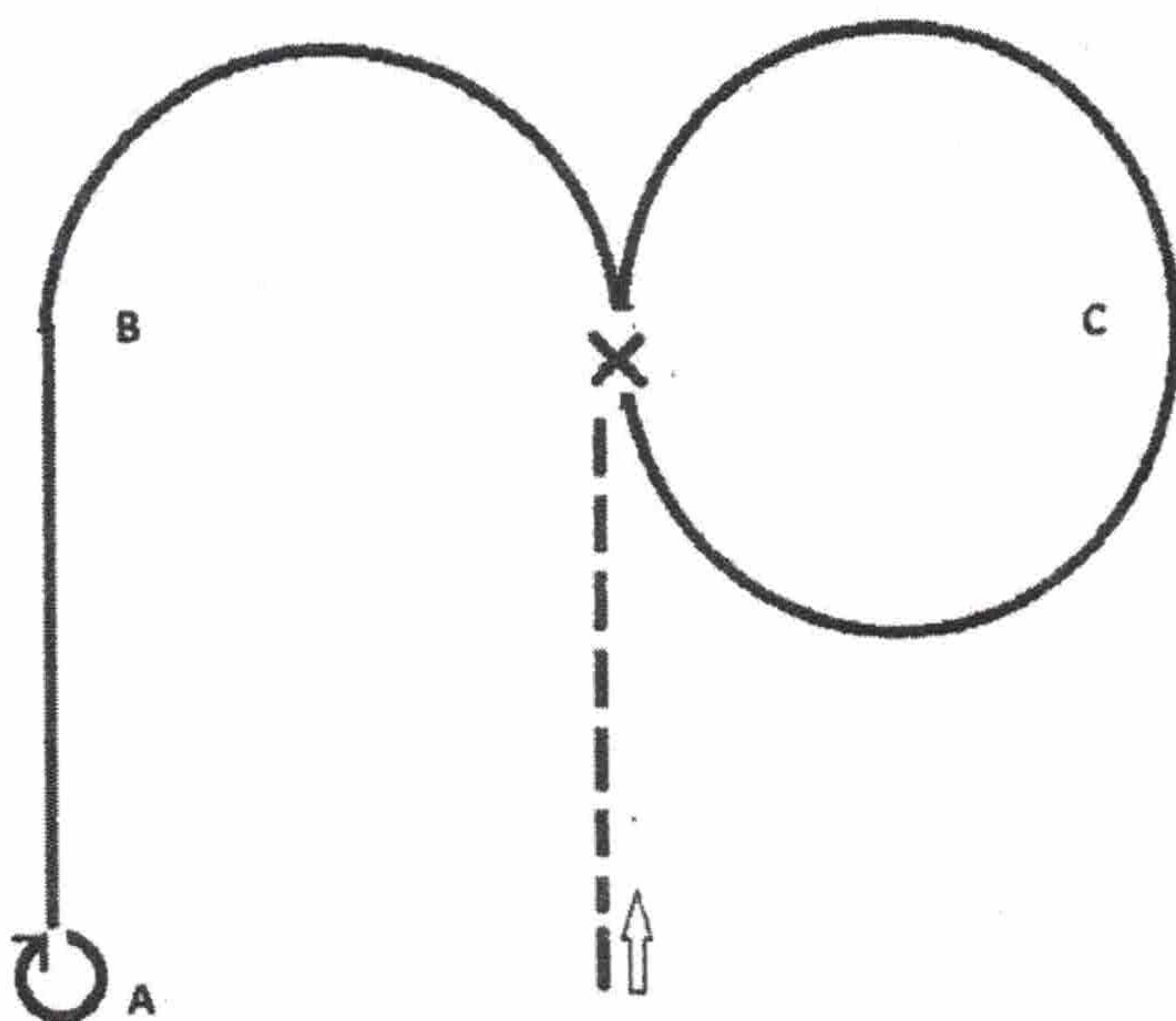
**Small Fry Horsemanship  
All Walk Trot Horsemanship**



1. Begin at Marker A and walk 1 horse length
2. Jog to and around marker B
3.  $\frac{1}{2}$  way between Markers B and C extend the jog to Marker C
4. Stop and back 1 horse length.....thank you

**Friday June 12th, 2026**

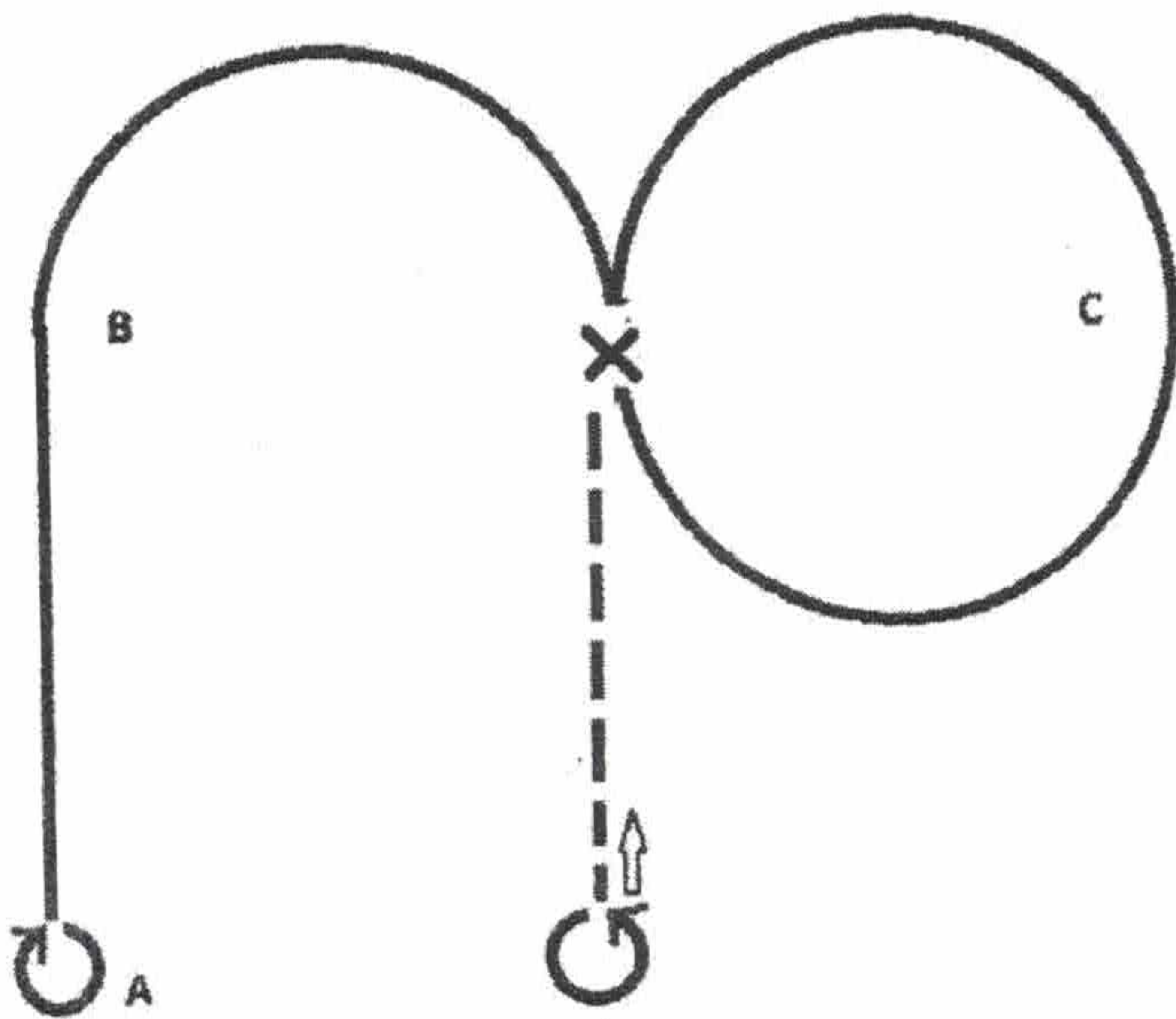
**Level 1 Horsemanship  
Youth , Amateur, Select, Non Pro**



1. Pivot 360\* right and lope right lead down the line and ½ circle
2. Perform a simple change of leads and lope a circle to the left
3. Close circle and break to an extended trot until even with A
4. Stop, back 1 horse length ....exit at a jog

Friday June 12th, 2026

Youth , Amateur, Select, All Breed  
Horsemanship

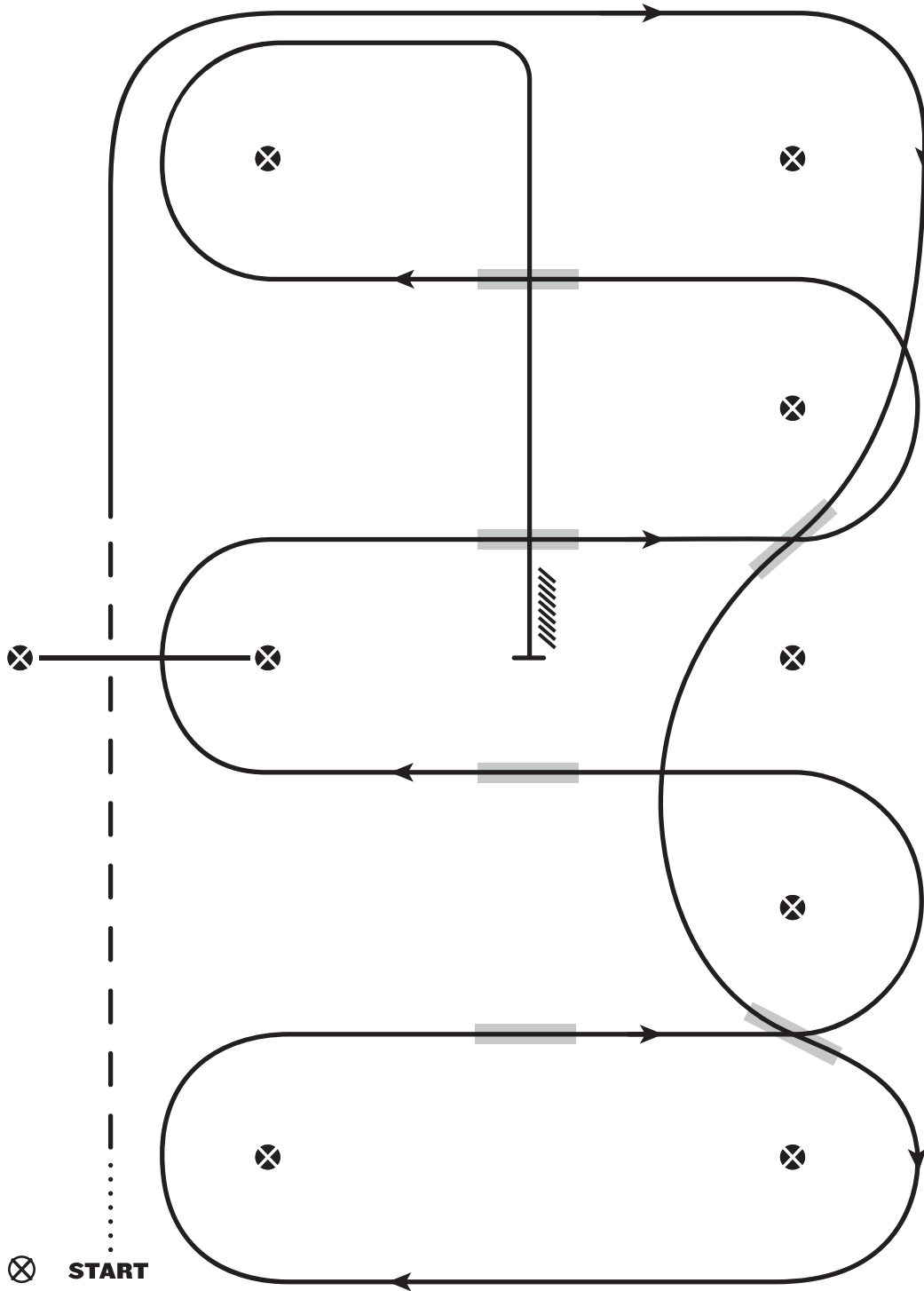


1. Pivot 360\* right and lope on the right lead down the line and  $\frac{1}{2}$  circle
2. Change leads and continue a circle to the left
3. Close circle and extend the trot until even with A.
4. Stop, pivot 360\* left and back 1 horse length.....exit at a jog

# LEVEL I WESTERN RIDING PATTERN 6

## LEGEND

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

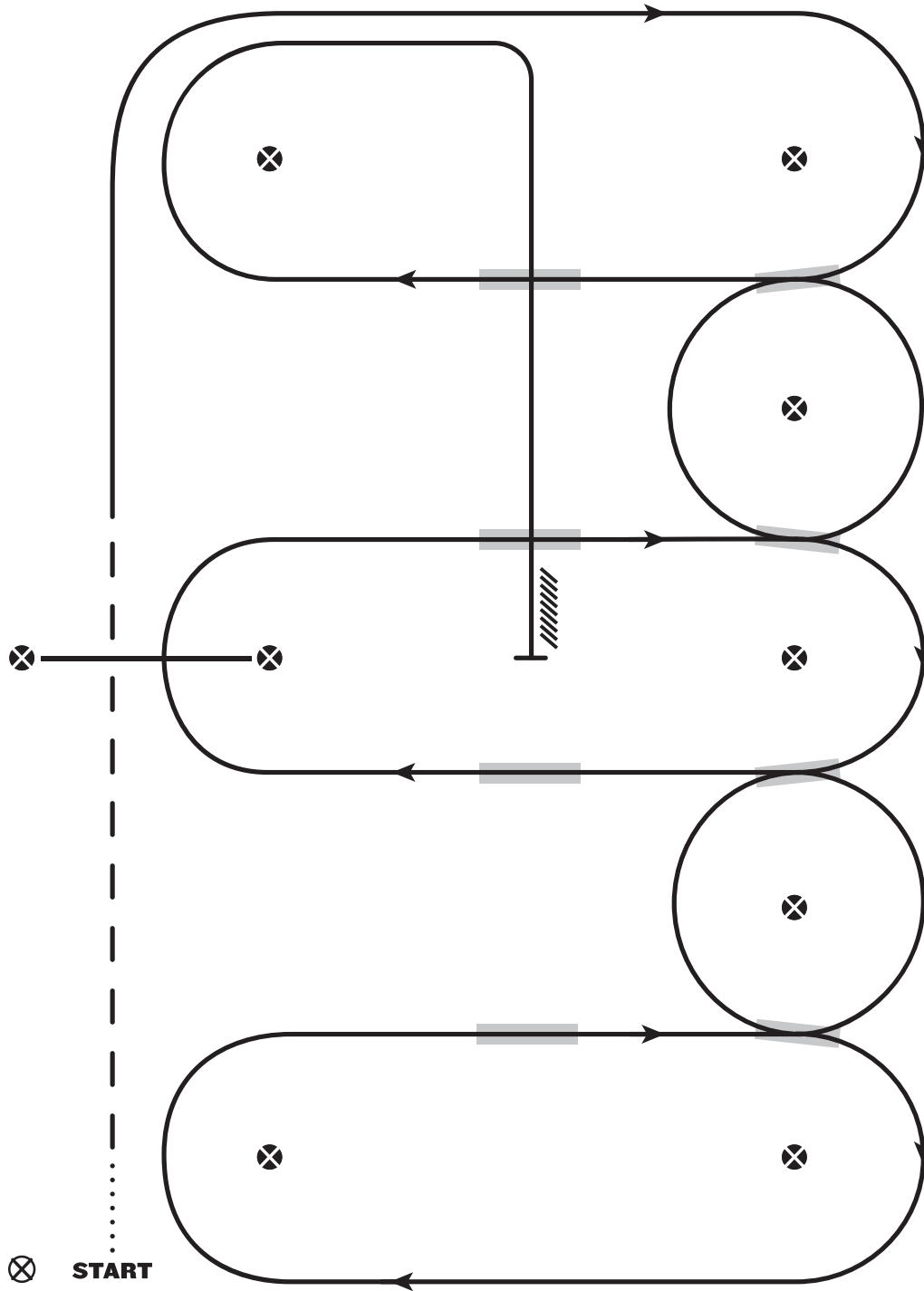


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

# WESTERN RIDING - PATTERN 6

## LEGEND

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

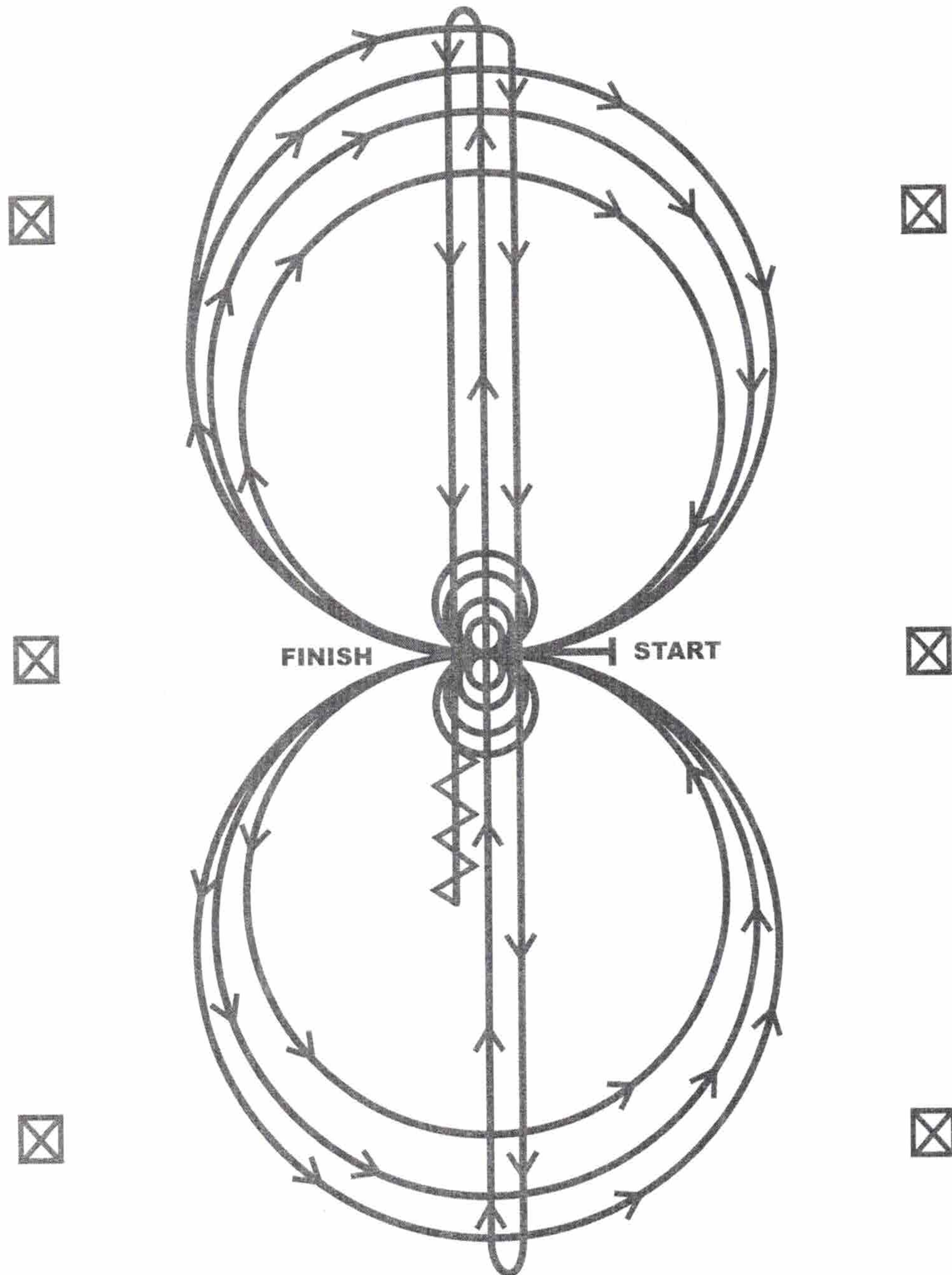


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

# REINING PATTERN 2

Friday June 12th, 2026

Reining Pattern for ALL

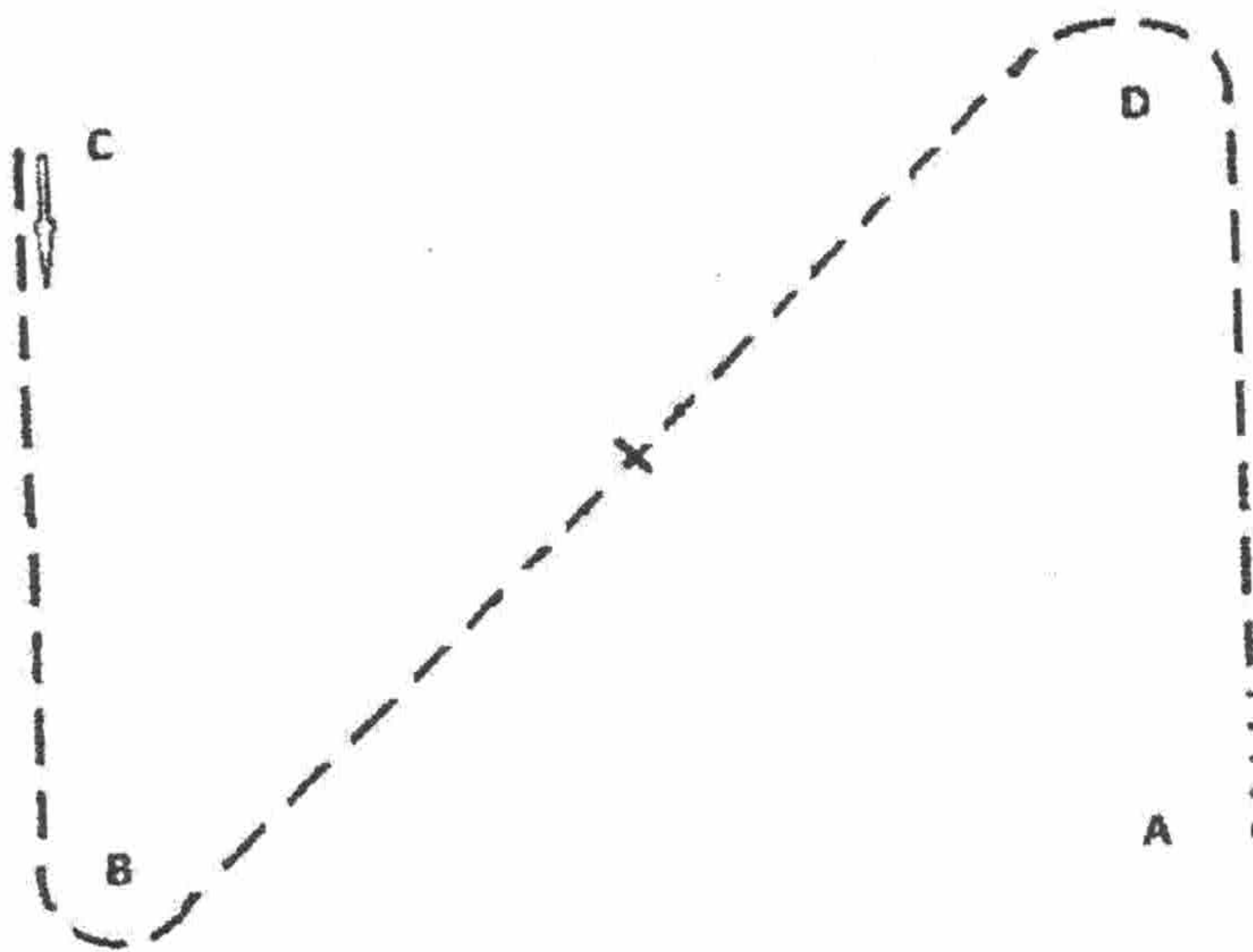


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

**Friday June 12th, 2026**

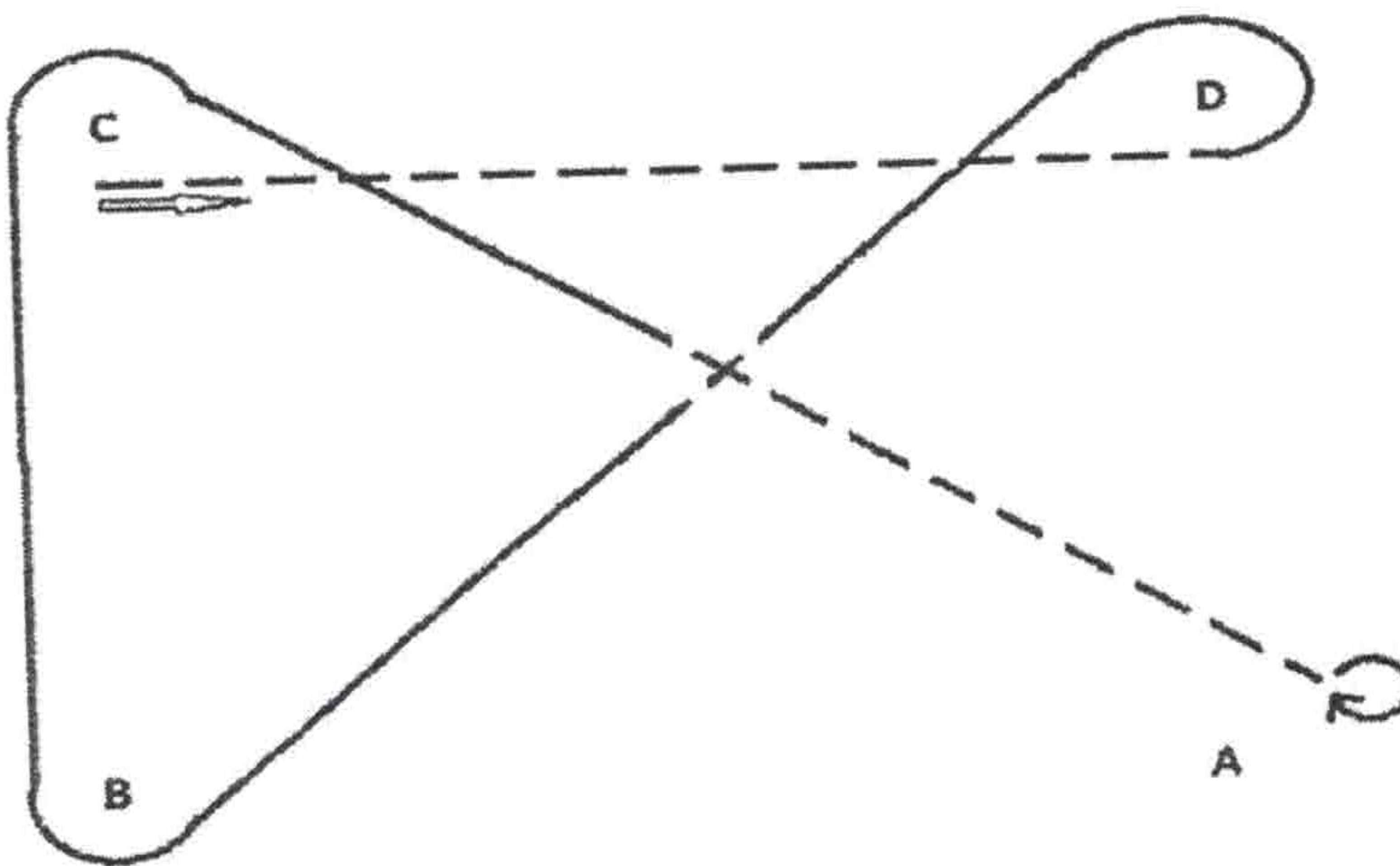
**Small Fry Equitation  
All Walk-Trot Equitation**



1. Begin at Marker A and walk 1 horse length
2. Start a posting trot on the right diagonal to and around D to the center of the arena and change diagonals
3. Continue around marker B to Marker C
4. Stop and back 1 horse length....exit at a trot

Friday June 12th, 2026

Level 1 Equitation  
Youth , Amateur, Select, Non Pro



1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C and around B to the center of the pattern
4. Perform a lead change and continue around D
5. Trot on the left diagonal to C
6. Stop, back 1 horse length...exit at a trot

