

Home of the Virginia Maiden

April 16th-20th, 2024



# Pattern Book

#### **Western Riding**

Round 1
Level 1/Green- Level 1 Pattern 6
All Others- Regular Pattern 6
Round 2
Level 1/Green- Level 1 Pattern 9
All Others- Regular Pattern 9

## Ranch Riding

Round 1 – Pattern 1 Round 2 – Pattern 10

All Walk Trot Ranch Riding will Jog/Trot when patterns ask for Lope.

#### **VRH**

Round 1

VRH Ranch Riding – Pattern 1 – Page 256

VRH Reining – Pattern 1 – Page 259

Round 2

VRH Ranch Riding – Pattern 2 – Page 257

VRH Reining – Pattern 2 – Page 258

We do not charge for scratches – enter everything and scratch as needed.

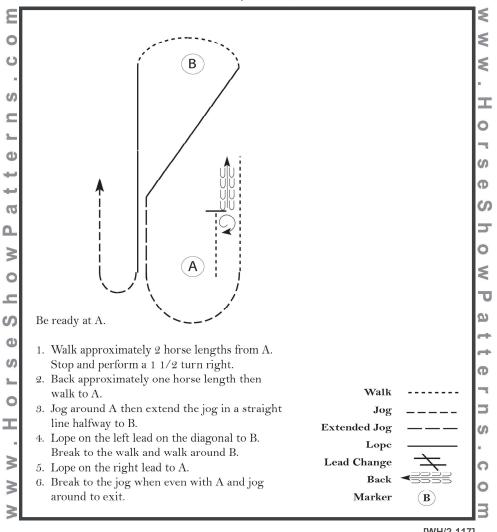
#### Rookie, Level 1/Novice, Level 1/Green Non-Pro (Horsemanship)

Show Date: April 17-20, 2024

#### 2024 Spring Breakout

Amateur, Select, Youth (Horsemanship)

Show Date: April 17-20, 2024



В Be ready at A. 1. Walk approximately 2 horse lengths from A. S Stop and perform a 1 1/2 turn right. 2. Back approximately one horse length then Walk 3. Jog around A then extend the jog in a straight line halfway to B. Extended Jog 4. Lope on the left lead on the diagonal to B. Break to the walk and walk around B. Lead Change 5. Lope on the right lead halfway to A then build Back your speed at the lope to A. 6. Break to the jog when even with A and jog Marker B around to exit.

[WH/2-117]

Pattern Provided by:

Pattern Provided by:

[WH/3-117]

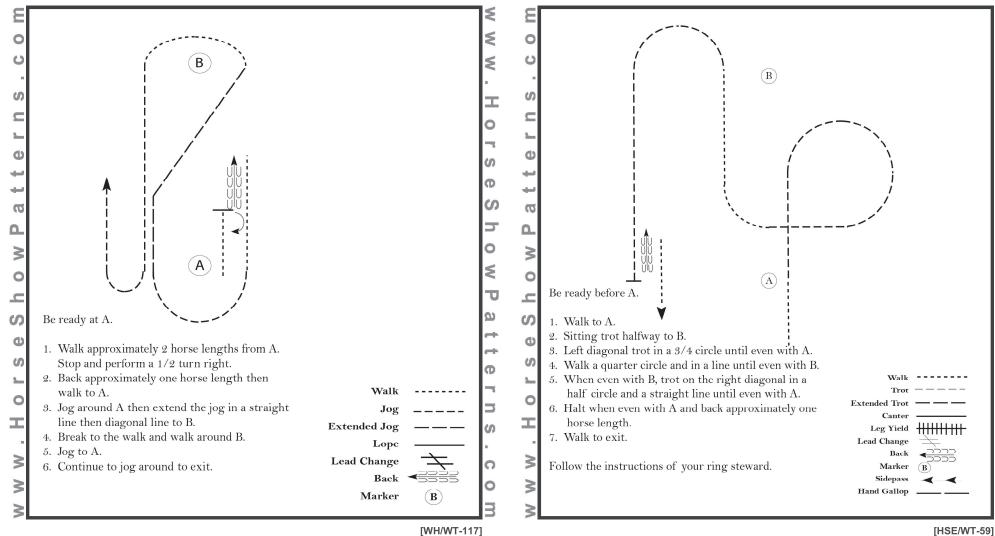
Small Fry, W/J (Horsemanship)

Show Date: April 17-20, 2024

#### **2024 Spring Breakout**

Small Fry, W/T (Equitation)

Show Date: April 17-20, 2024



Pattern Provided by:

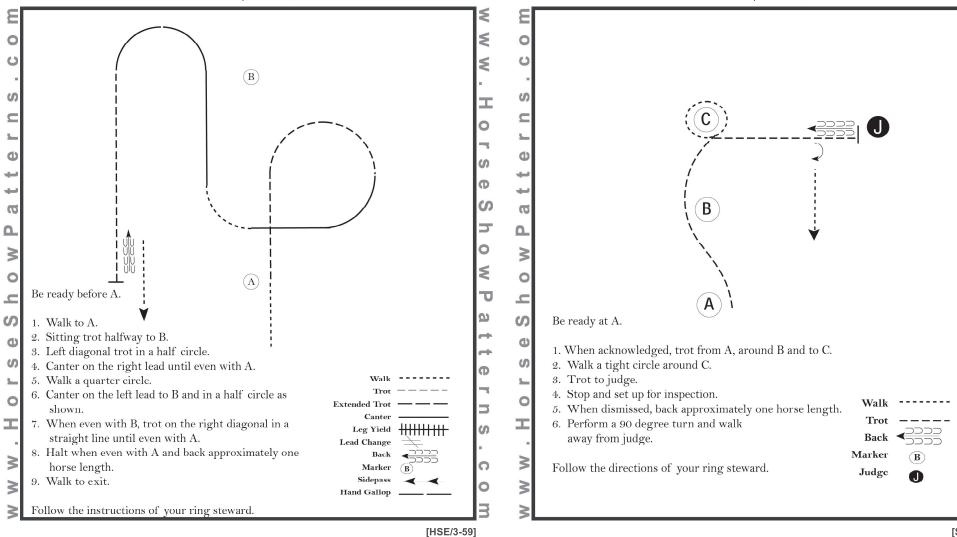
#### All Equitation (Except W/T)

Show Date: April 17-20, 2024

#### **2024 Spring Breakout**

Rookie, Level 1/Novice, Level 1/Green Non-Pro (Showmanship)

Show Date: April 17-20, 2024



Pattern Provided by:

Pattern Provided by:

[S/2-58]

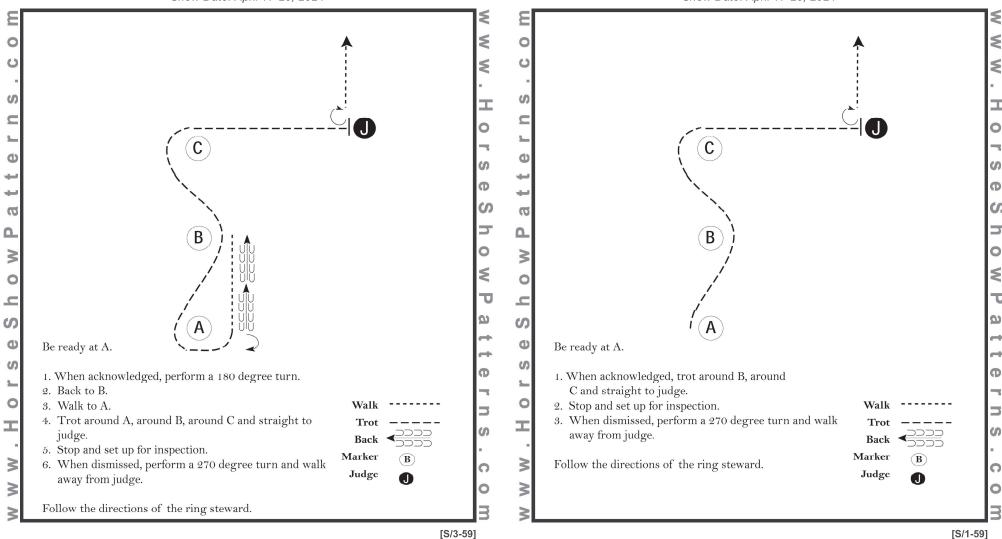
Amateur, Select, Youth (Showmanship)

Show Date: April 17-20, 2024

#### **2024 Spring Breakout**

Small Fry, W/J (Showmanship)

Show Date: April 17-20, 2024



Pattern Provided by:

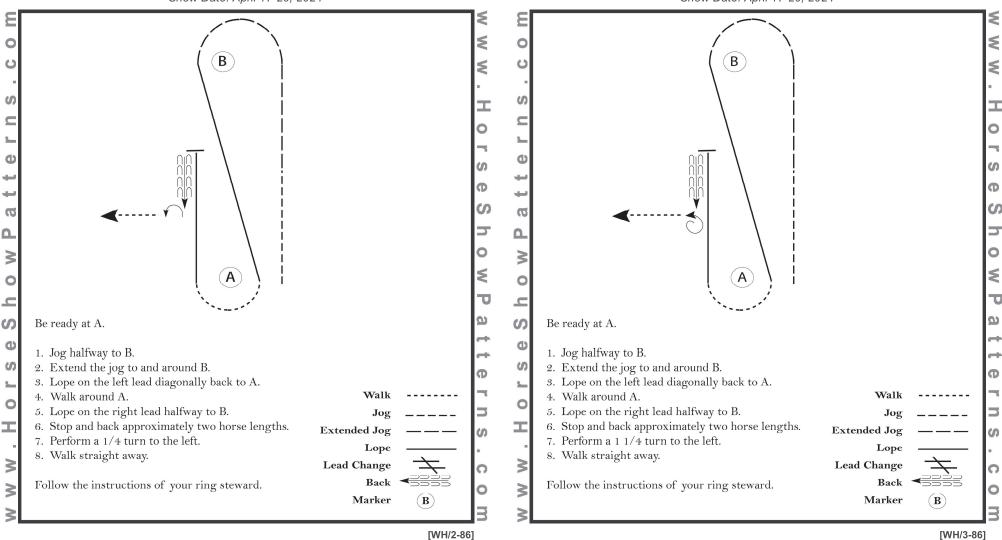
#### Rookie, Level 1/Novice, Level 1/Green Non-Pro (Horsemanship)

Show Date: April 17-20, 2024

#### **2024 Spring Breakout**

Amateur, Select, Youth (Horsemanship)

Show Date: April 17-20, 2024



Pattern Provided by:

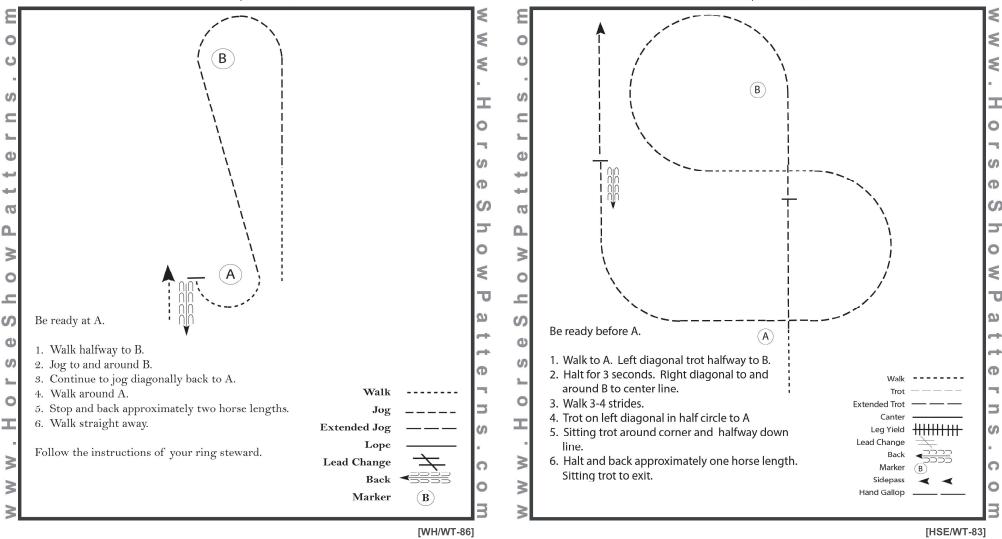
Small Fry, W/J (Horsemanship)

Show Date: April 17-20, 2024

#### **2024 Spring Breakout**

Small Fry, W/T (Equitation)

Show Date: April 17-20, 2024



Pattern Provided by:

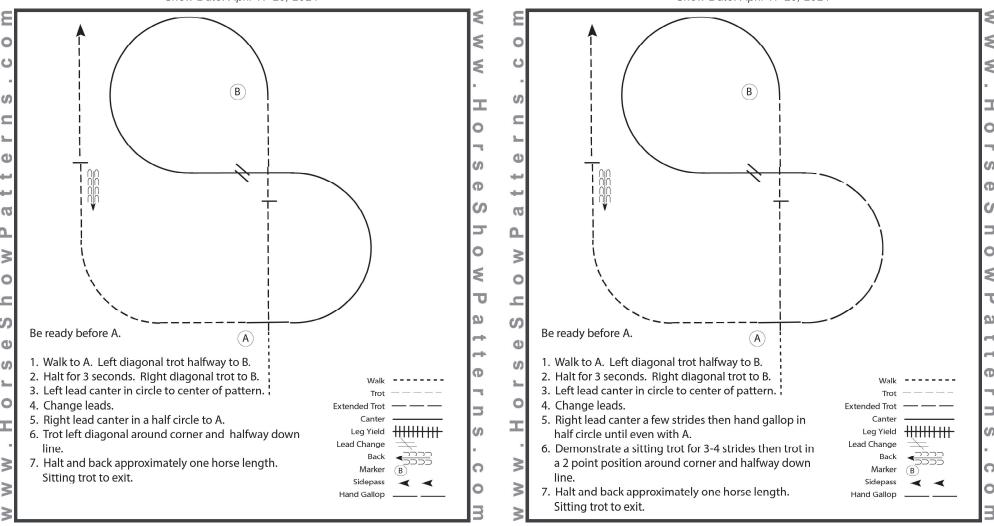
#### Rookie, Level 1/Novice, Level 1/Green Non-Pro (Equitation)

Show Date: April 17-20, 2024

#### **2024 Spring Breakout**

Amateur, Select, Youth (Equitation)

Show Date: April 17-20, 2024



[HSE/1-83]

Pattern Provided by:

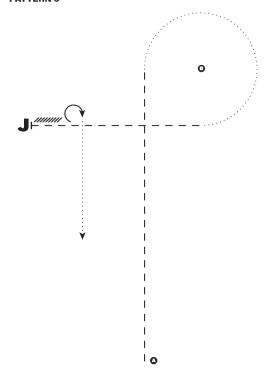
Pattern Provided by:

[HSE/3-83]

#### 2024 Spring Breakout **EWD** Patterns

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK/TROT-JOG) PATTERN 3

EQUESTRIANS WITH DISABILITIES HUNT SEAT EQUITATION (WALK/TROT)



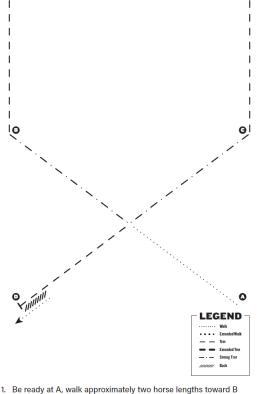
LEGEND

293

- Be ready at A, trot from A to B
   At B, walk and continue walking three quarters of a circle around B
   When even with B, trot to judge

- When even with B, not to Judge
   At judge, stop, set up
   Inspection
   When dismissed, back approximately one horse length
   Perform a 270° turn and walk away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.



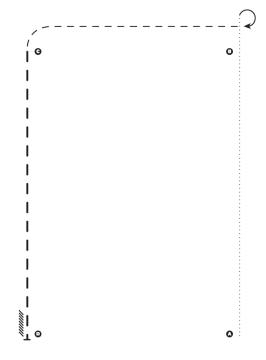
- Stiting trot to B
  At B, posting trot left diagonal around arc to C
  At C, sitting trot halfway to D
  Posting trot right diagonal to D
  At D, halt

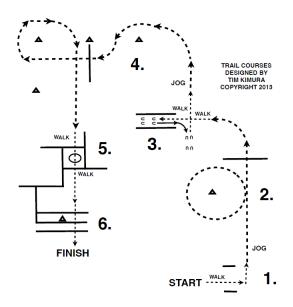
- Back approximately one horse length, walk forward over tracks, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

# EQUESTRIANS WITH DISABILITIES HORSEMANSHIP (WALK/JOG) PATTERN 1

# EQUESTRIANS WITH DISABILITIES TRAIL WALK/JOG







- Be ready at A, walk from A past B, stop
   270° turn right
   Jog from B around C
   Extended jog from C to D
   At D, stop

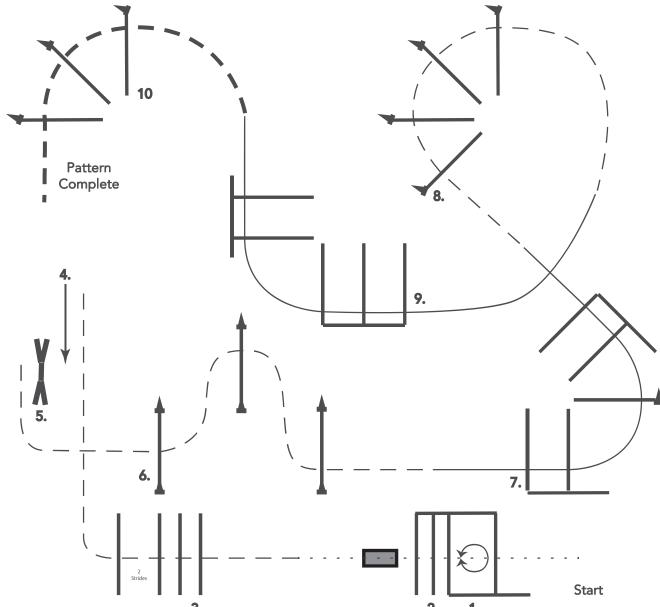
- 6. Back approximately one horse length, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

- Gate walk thru opened gate.
   Jog circle around cone jog over pole.
   Stop or break to walk, walk into chute back thru poles turn and walk forward.
- 4. Jog around cones
- 5. Stop or break to walk, walk into box, execute a 360 turn either way, walk out.
   6. Walk over poles.

## Round 1 All Trail except W/J





- Walk over pole, stop
   (360\* Turn either way)
- 2. Walk over pole, & bridge
- 3. Jog over poles, stop
- 4. Back to gate
- 5. Work & close gate left hand
- 6. Jog serpentine

- 7. Lope left lead over poles
- 8. Jog over poles
- 9. Lope right lead over poles
- 10. Extended jog over poles

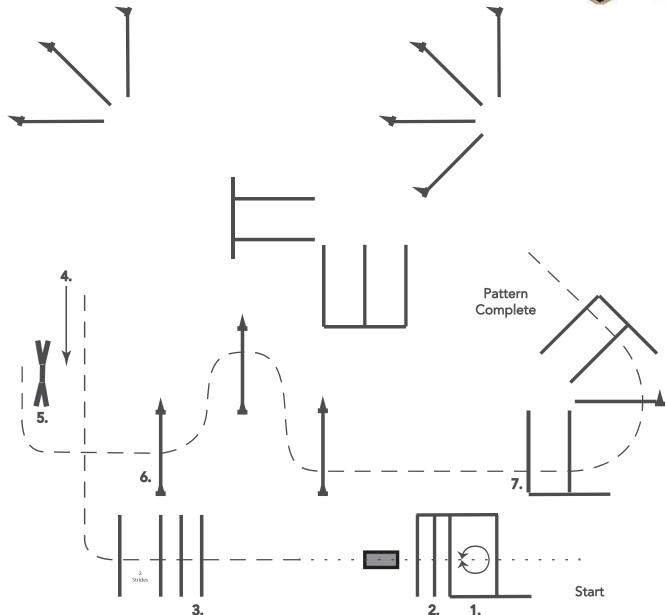
#### **Pattern Complete**

ROBERT DEHN
EQUINE PRODUCTIONS
COPYRIGHT 2024



# Round 1 All Walk/Jog Trail





- Walk over pole, stop
   (360\* Turn either way)
- 2. Walk over pole, & bridge
- 3. Jog over poles, stop
- 4. Back to gate

- 5. Work & close gate left hand
- 6. Jog serpentine
- 7. Jog over poles

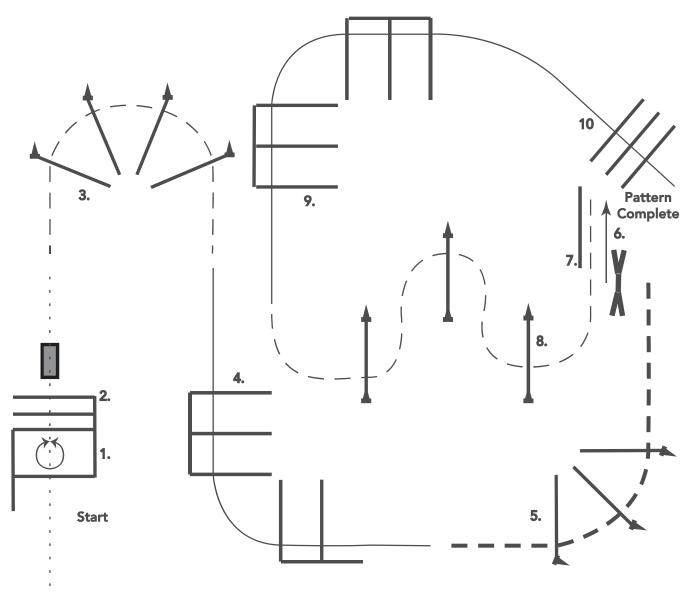
**Pattern Complete** 

ROBERT DEHN
EQUINE PRODUCTIONS
COPYRIGHT 2024

Walk
Extended Walk
Jog
Extended Jog
Lope
Extended Lope
Back or Side-Pass
Turn around
# Of strides
"2 S" or "3 S"

#### Round 2 All Trail except Walk/Jog





- Walk over pole, stop
   (360\* Turn either way)
- 2. Walk over pole, & bridge
- 3. Jog over poles
- 4. Lope left lead over poles
- 5. Extended jog over poles
- 6. Work & close gate left hand

- 7. Back Into chute
- 8. Jog serpentine
- 9. Lope right lead over poles
- 10. Jog over poles

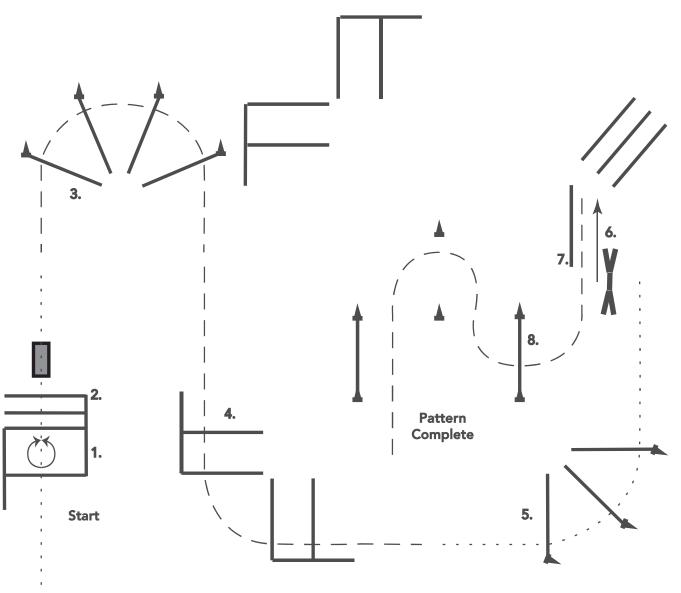
**Pattern Complete** 

ROBERT DEHN
EQUINE PRODUCTIONS
COPYRIGHT 2024



# Round 2 All Walk/Jog Trail

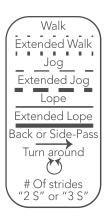


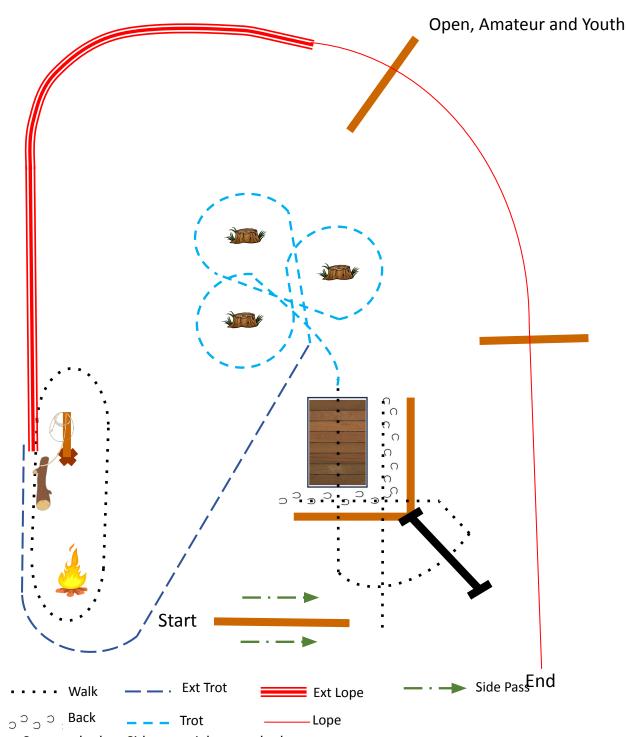


- 1. Walk over pole, stop (360\* Turn either way)
- 2. Walk over pole, & bridge
- 3. Jog over poles
- 4. Jog over poles

- 5. Walk over poles
- 6. Work & close gate left hand
- 7. Back Into chute
- 8. Jog serpentine

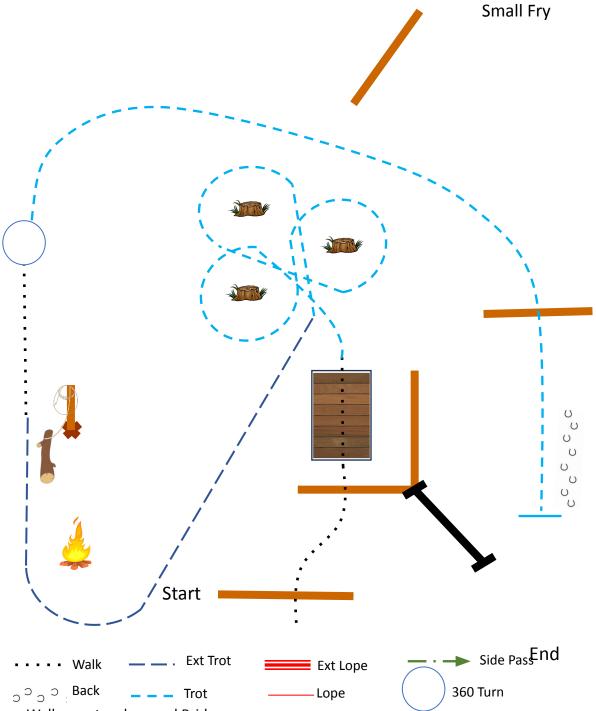
#### **Pattern Complete**



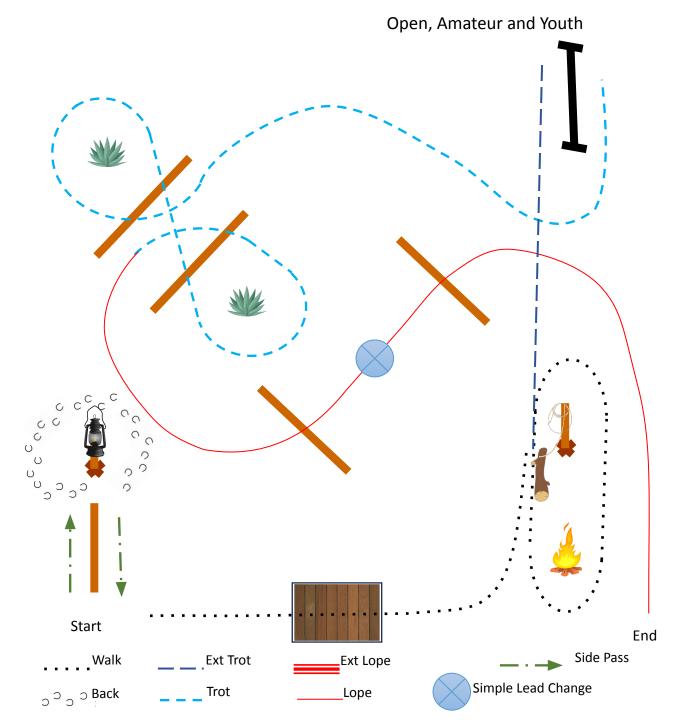


- 1. Start at the log. Side pass right past the log.
- 2. Walk over first log and back L
- 3. Walk over 2nd log and complete gate.
- 4. Walk over 3rd log and over bridge
- 5. Trot clover and Extend the Trot to the Log Drag
- 6. Complete Log Drag at Walk or Trot.
- 7. Youth: Check mail at mail box and return it.

8. Extended Lope to Logs and collect to a regular lope before logs. Exit
Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.

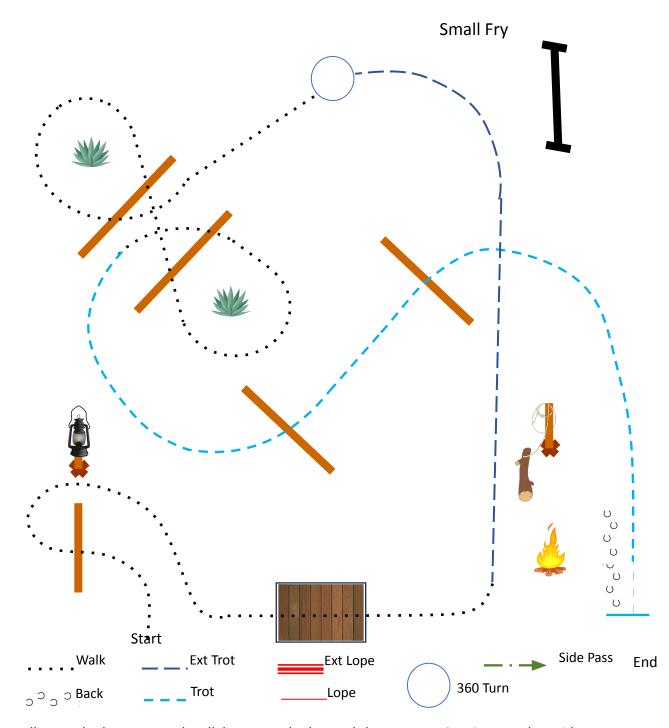


- 1. Walk over two logs and Bridge.
- 2. Trot the Clover
- 3. Extend Trot around Camp Fire
- 4. Walk at the log drag, Walk forward, Stop and complete a 360 either direction.
- 5. Trot around and over log.
- 6. Stop and Back at least 5 steps.



- 1. Be ready at the log. Side pass left to stand and pick up Lantern
- 2. Back around stand and back into place. Place Lantern back on stand
- 3. Side pass right past log
- 4. Walk over bridge
- 5. Complete Log Drag at Walk or Trot. Ext Trot to Gate
- 6. Gate
- 7. Trot through figure eight
- 8. Lope left lead over first log. Complete Simple Lead Change and Lope Right Lead over second Log. Exit Pen

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.



- 1. Walk over the log, turn and walk between the log and the Lantern. Continue to the Bridge.
- 2. Walk over the Bridge
- 3. Long Trot, Stop and complete a 360 either direction.
- 4. Walk over logs and around Plants.
- 5. Trot over the two logs
- 6. Stop and Back at least 5 steps. Exit Pen