

May 22-25, 2025 Lake St. Louis, MO





Pattern Book

As weather permits plan to show in the beautiful outdoor arenas!

Western Riding

Round 1
Level 1/Green- Level 1 Pattern 7
All Others- Regular Pattern 7
Round 2
Level 1/Green- Level 1 Pattern 8
All Others- Regular Pattern 8

Ranch Riding

Round 1 – Pattern 3 Round 2 – Pattern 7

VRH

VRH Ranch Riding – Pattern 2 – Page 262 VRH Reining – Pattern 7– Page 270

Reining

Round 1 – Pattern 4 Round 2 – Pattern 5

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

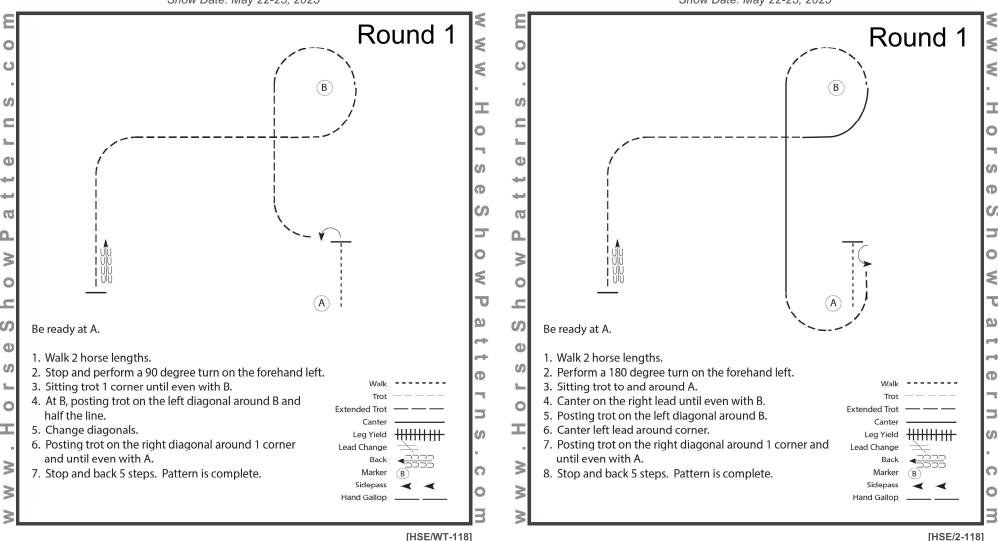
Walk/Trot (Equitation)

Show Date: May 22-25, 2025

2025 MQHA Gateway Classic

Rookie, Level 1 Novice & Green Non-Pro, All Breed (Equitation)

Show Date: May 22-25, 2025



Pattern Provided by:

Pattern Provided by:

[HSE/2-118]

Youth, Amateur & Select (Equitation)

Show Date: May 22-25, 2025

2025 MQHA Gateway Classic

Walk/Trot (Horsemanship)

Show Date: May 22-25, 2025

Round 1

C

Walk

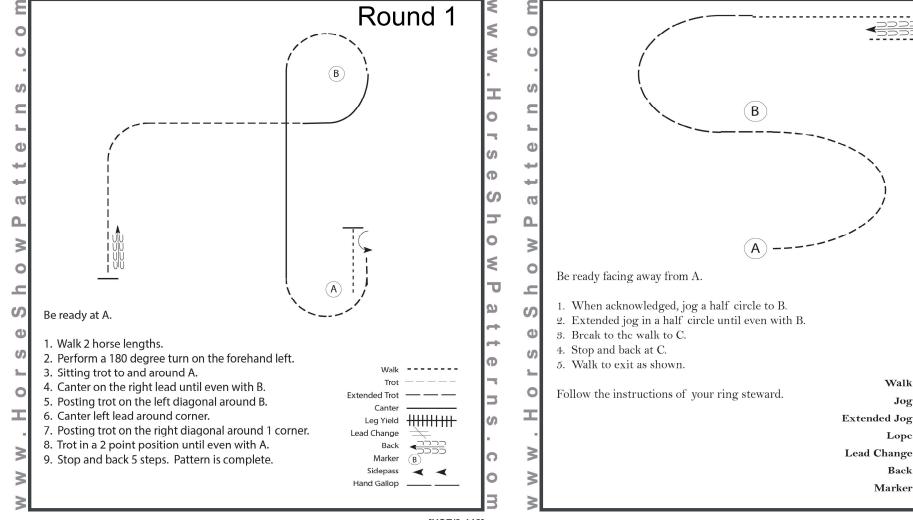
Back

B

[WH/WT-106]

Marker

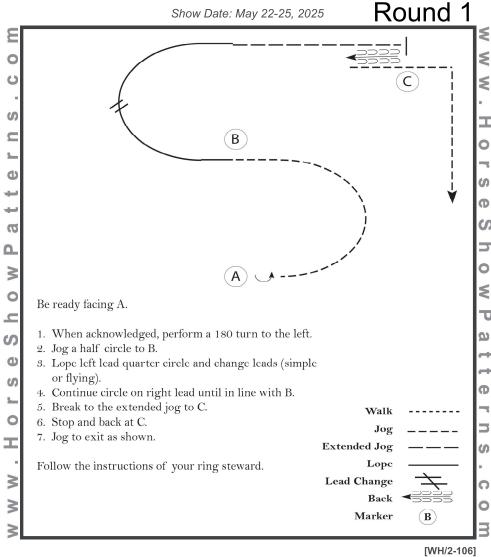
Lead Change



[HSE/3-118]

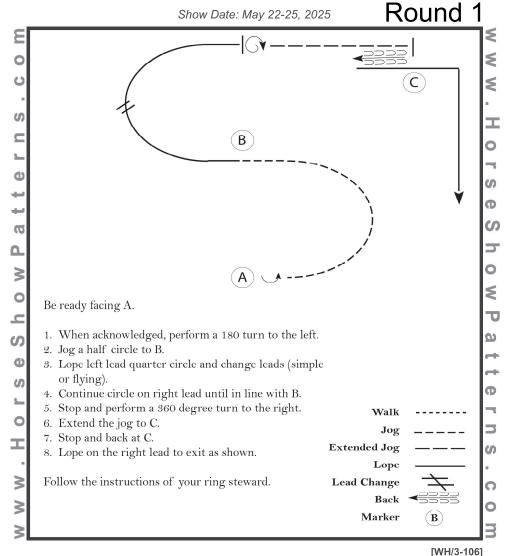
Pattern Provided by:

Rookie, Level 1 Novice & Green Non-Pro, All Breed (Horsemanship)



2025 MQHA Gateway Classic

Youth, Amateur & Select (Horsemanship)



Pattern Provided by:

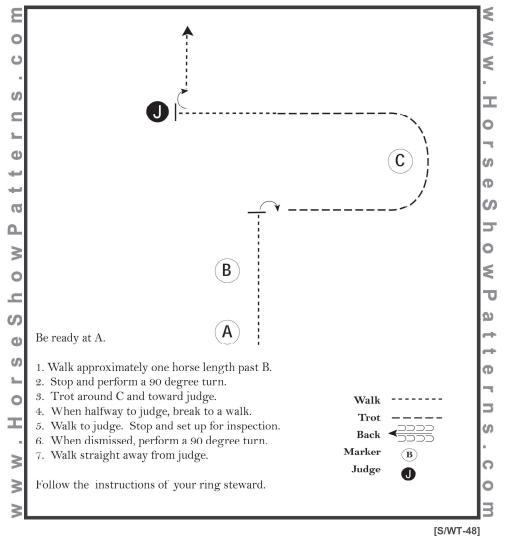
Walk/Trot (Showmanship)

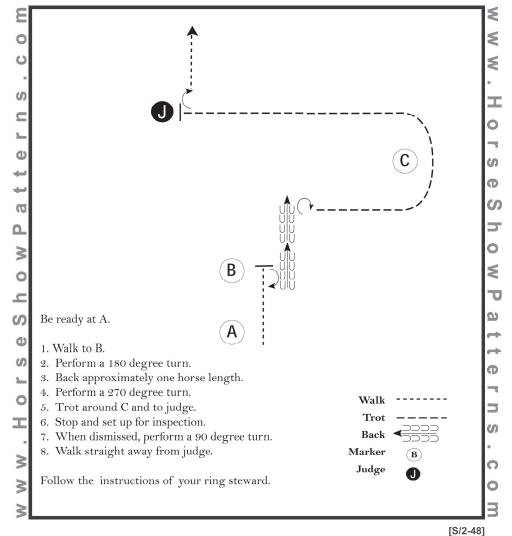
Show Date: May 22-25, 2025

2025 MQHA Gateway Classic

Rookie, Level 1 Novice & Green Non-Pro, All Breed (Showmanship)

Show Date: May 22-25, 2025





Pattern Provided by:

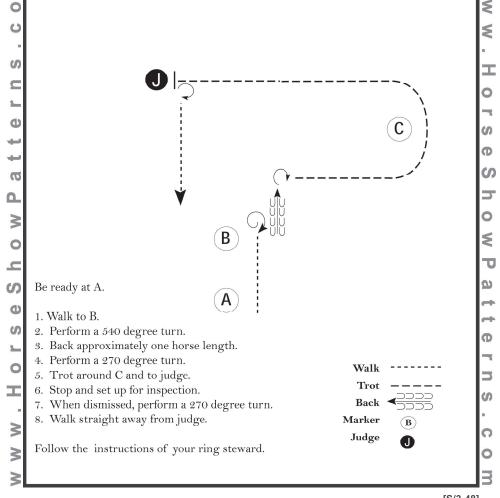
Youth, Amateur & Select (Showmanship)

Show Date: May 22-25, 2025

2025 MQHA Gateway Classic

Walk/Trot (Equitation)

Round 2 Show Date: May 22-25, 2025 (B) (A)Be ready at A. 1. Walk from A to B. 2. Posting trot on the right diagonal from B to C. 3. At C, change diagonals and trot to D. 4. Stop and back approximately one horse length at D. Exit at a sitting trot. Lead Chang Hand Gallop



[S/3-48]

Pattern Provided by:

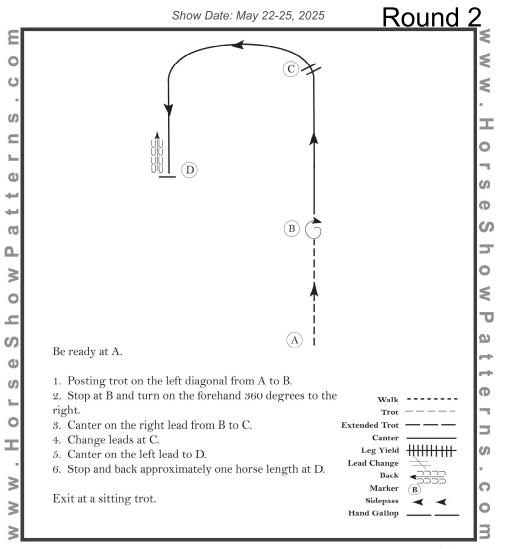
[HSE/WT-22]

Rookie, Level 1 Novice & Green Non-Pro, All Breed (Equitation)

Round 2 Show Date: May 22-25, 2025 (B) (A) Be ready at A. 1. Posting trot on the left diagonal from A to B. 2. Stop at B and turn on the forehand 360 degrees to the right. 3. At B, canter on the right lead. **Extended Trot** 4. At the top of the arc, transition to the posting trot to Leg Yield Lead Change 5. Stop and back approximately one horse length at D. Exit at a sitting trot. Sidepass Hand Gallop

2025 MQHA Gateway Classic

Youth, Amateur & Select (Equitation)



[HSE/2-22]

Pattern Provided by:

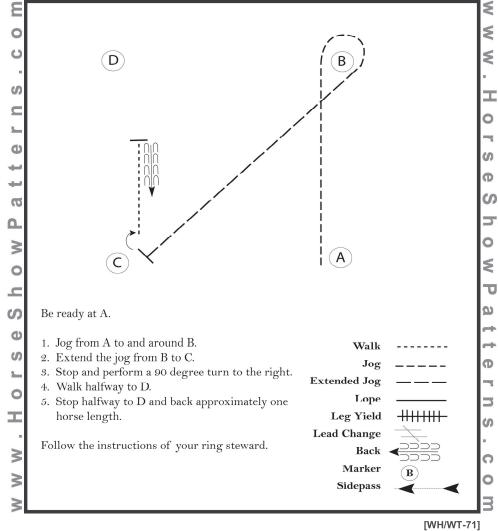
Pattern Provided by:

[HSE/3-22]

Walk/Trot (Horsemanship)

Show Date: May 22-25, 2025

Round 2



Pattern Provided by:

2025 MQHA Gateway Classic

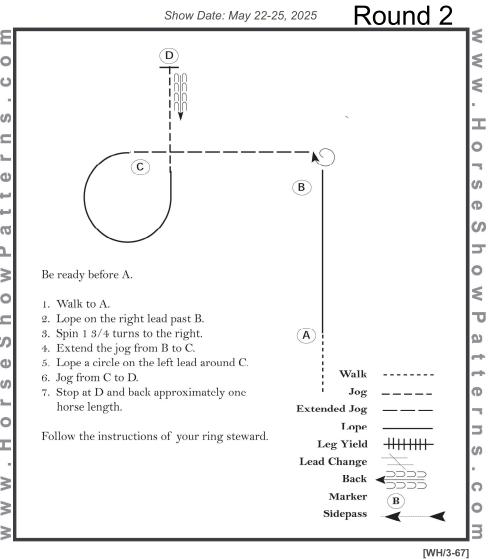
Rookie, Level 1 Novice & Green-Non Pro, All Breed (Horsemanship)

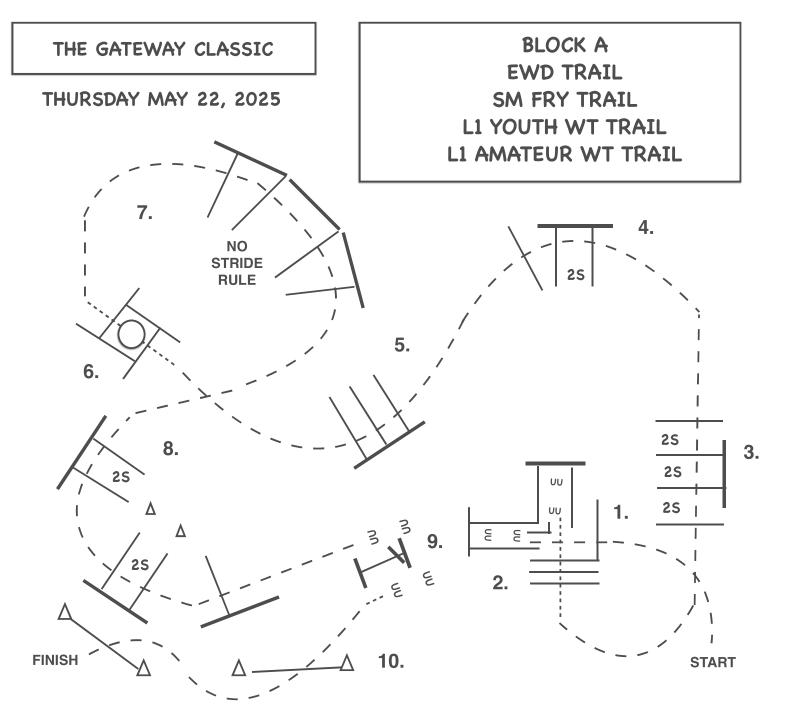
Round 2 Show Date: May 22-25, 2025 (C) B Be ready before A. 1. Walk to A. 2. Lope on the right lead past B. 3. Spin 3/4 turns to the right. $(\widehat{\mathsf{A}})$ 4. Jog from B to C. 5. Lope a circle on the left lead around C. Walk 6. Jog from C to D. 7. Stop at D and back approximately one horse length. Extended Jog Lope Follow the instructions of your ring steward. Leg Yield **Lead Change** Back Marker **Sidepass**

Pattern Provided by:

[WH/2-67]

Youth, Amateur & Select (Horsemanship)

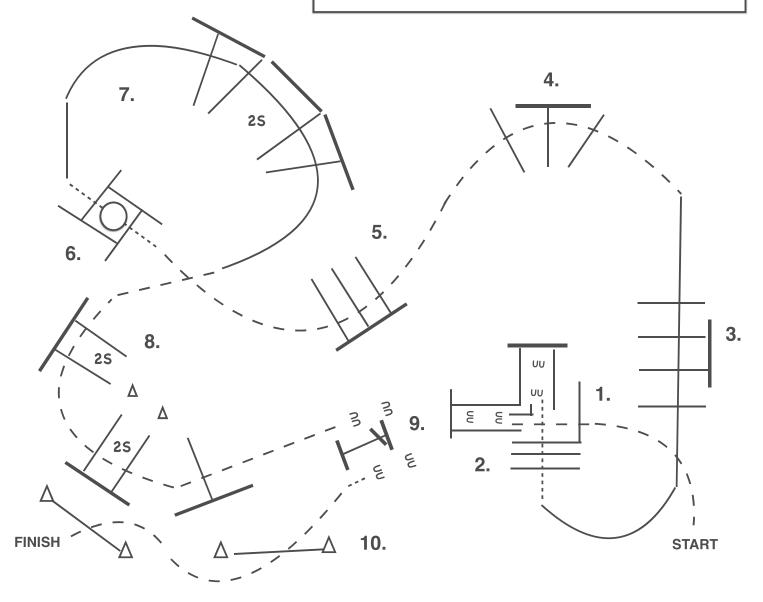




- 1. JOG OVER POLE, JOG INTO CHUTE, BACK BETWEEN POLES AROUND CORNER.
- 2. WALK OUT CHUTE, WALK OVER POLES.
- 3. JOG OVER POLES.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
- 7. JOG OVER POLES.
- 8. JOG OVER POLES, JOG UP TO GATE.
- 9. WORK GATE RIGHT HAND. (SM FRY/EWD- WALK THROUGH OPEN GATE)
- 10. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES.

THURSDAY MAY 22, 2025

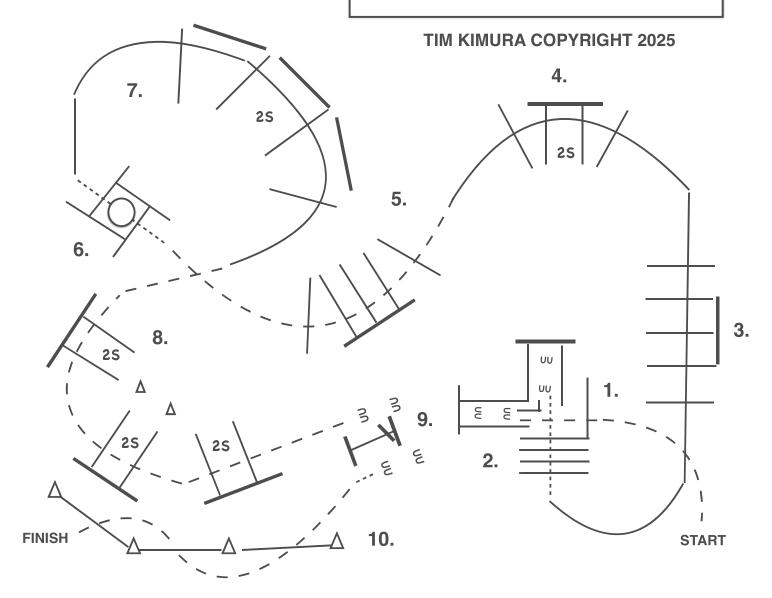
BLOCK B ALL BREED - LEVEL 1 & JR TRAIL ROOKIE/L1 AMATEUR & YOUTH TRAIL



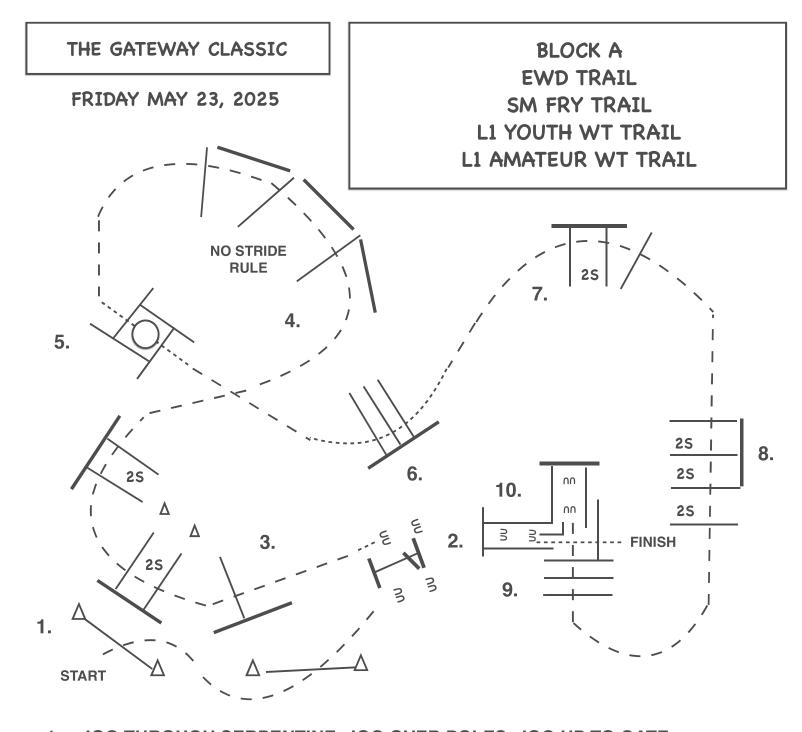
- 1. JOG OVER POLE, JOG INTO CHUTE, BACK BETWEEN POLES AROUND CORNER.
- 2. WALK OUT CHUTE, WALK OVER POLES.
- 3. LOPE OVER POLES (LEFT LEAD).
- 4. BREAK TO THE JOG, JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
- 7. LOPE OVER POLES RIGHT LEAD.
- 8. BREAK TO THE JOG, JOG OVER POLES, JOG UP TO GATE.
- 9. WORK GATE RIGHT HAND.
- 10. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES.

THURSDAY MAY 22, 2025

BLOCK C AMATEUR - SELECT YOUTH - SENIOR



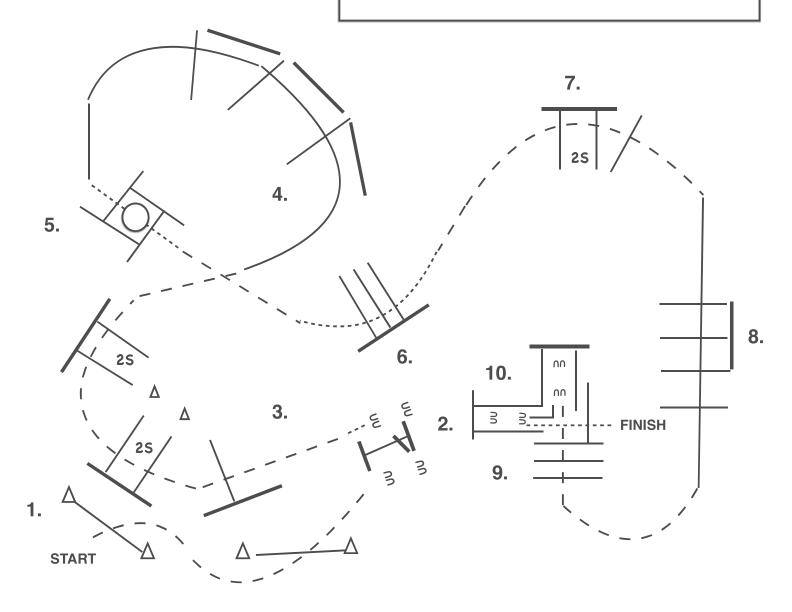
- JOG OVER POLE, JOG INTO CHUTE, BACK BETWEEN POLES AROUND CORNER.
- 2. WALK OUT CHUTE, WALK OVER POLES.
- 3. LOPE OVER POLES (LEFT LEAD).
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER WAY, WALK OUT BOX.
- 7. LOPE OVER POLES RIGHT LEAD.
- 8. BREAK TO THE JOG, JOG OVER POLES, JOG UP TO GATE.
- 9. WORK GATE RIGHT HAND.
- 10. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES.



- 1. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
- 2. WORK GATE LEFT HAND. (EWD/SM FRY WALK THROUGH OPEN GATE.
- 3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 EITHER WAY WALK OUT BOX.
- 6. JOG TO POLES, STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 7. JOG OVER POLES.
- 8. JOG OVER POLES.
- 9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
- 10. BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.

FRIDAY MAY 23, 2025

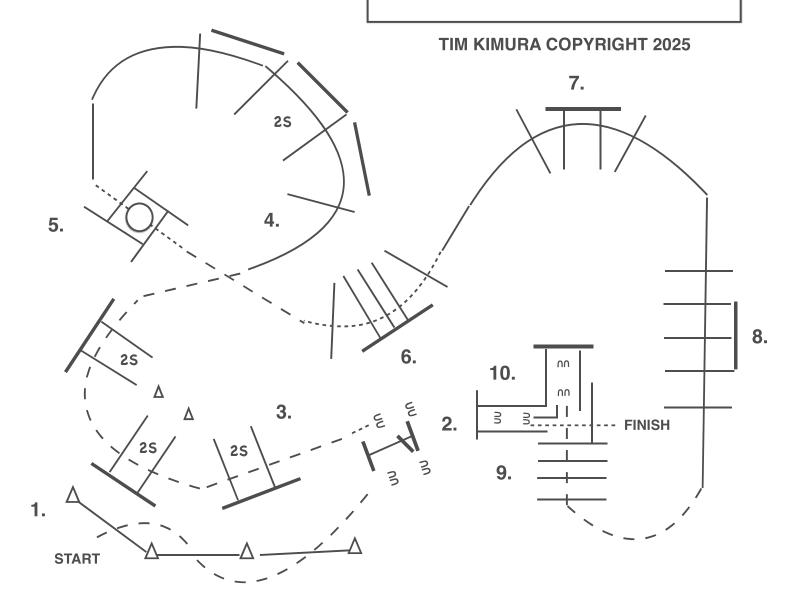
BLOCK B ALL BREED - LEVEL 1 & JR TRAIL ROOKIE/L1 AMATEUR & YOUTH TRAIL



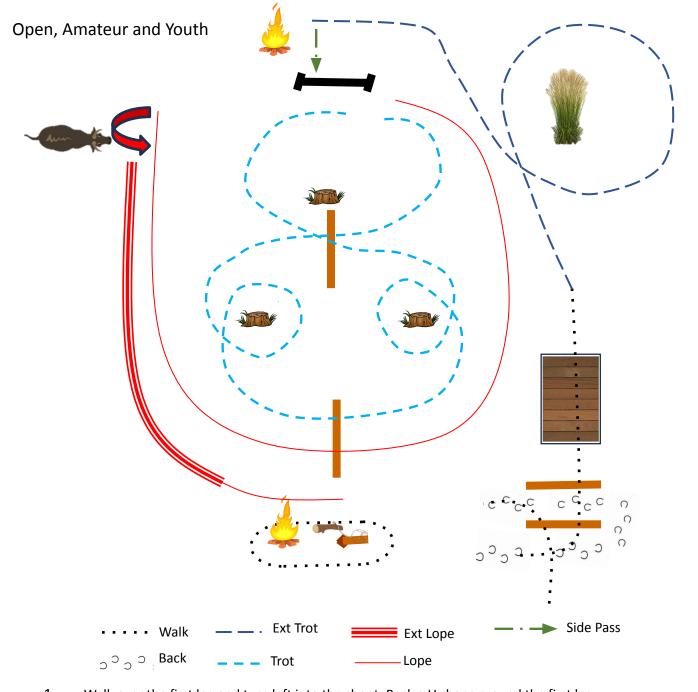
- 1. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 EITHER WAY WALK OUT BOX.
- 6. JOG TO POLES, STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 7. JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
- 10. BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.

FRIDAY MAY 23, 2025

BLOCK C AMATEUR - SELECT YOUTH - SENIOR

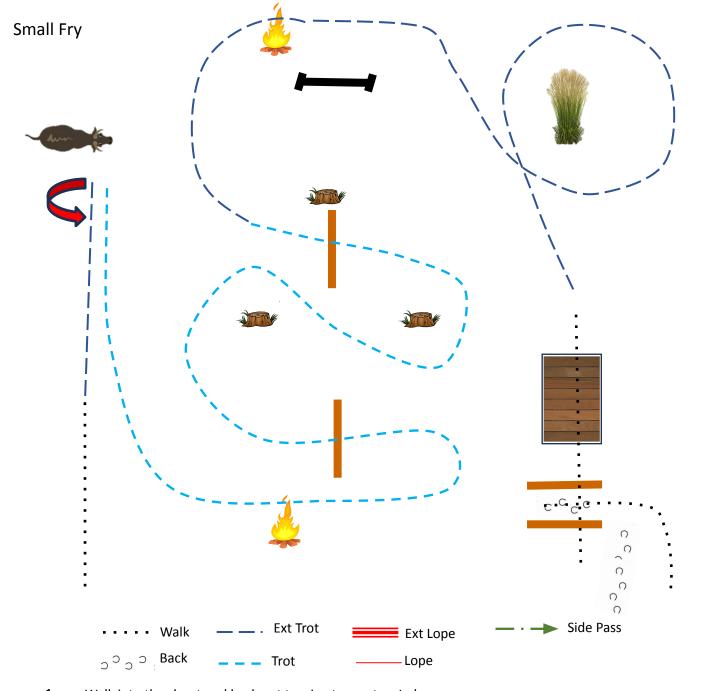


- 1. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 EITHER WAY WALK OUT BOX.
- 6. JOG TO POLES, STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. LOPE OVER POLES (RIGHT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
- 10. BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLE.

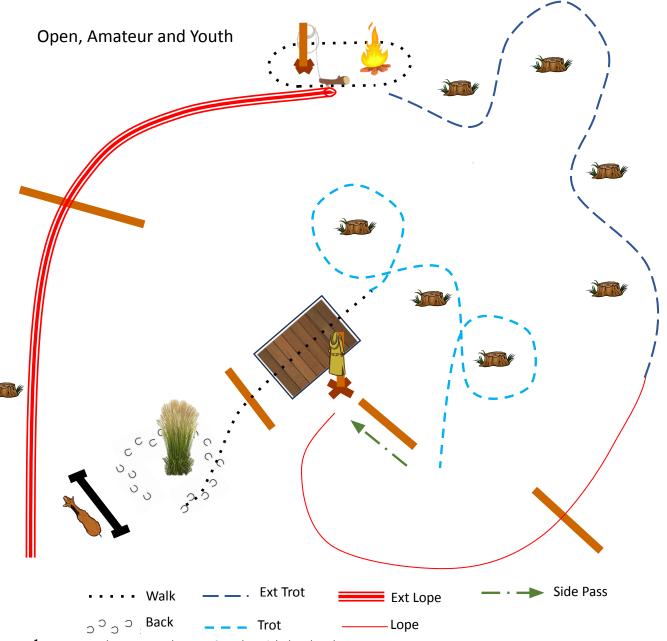


- 1. Walk over the first log and turn left into the shoot. Back a U shape around the first log.
- 2. Walk over both logs and over bridge.
- 3. Extend Trot around the Marker and to the gate. Stop in front of the Marker.
- 4. Side pass left to the gate and perform a left-hand <u>pull</u>.
- 5. Trot obstacle.
- 6. Pick up the right lead at the gate. Lope around the obstacles and over the log. Continue just past the Cow.
- 7. Stop rollback left and extend the lope down the arena. Collect before stopping at the Log Drag.
- 8. Complete Log Drag at Walk or Trot.
 - Youth and Level 1 Amtr: Check mail at mail box and return it.

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 horse's abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.



- 1. Walk into the shoot and back out turning to create a L shape.
- 2. Walk over the two longs and bridge.
- 3. Extend Trot around the obstacle
- 4. Collect to a trot and trot over the logs and around the obstacle
- 5. Stop at the cow complete a 180 degree turn to the left.
- 6. Extend trot away from the cow and breakdown to a walk before exiting the arena. GOOD LUCK!

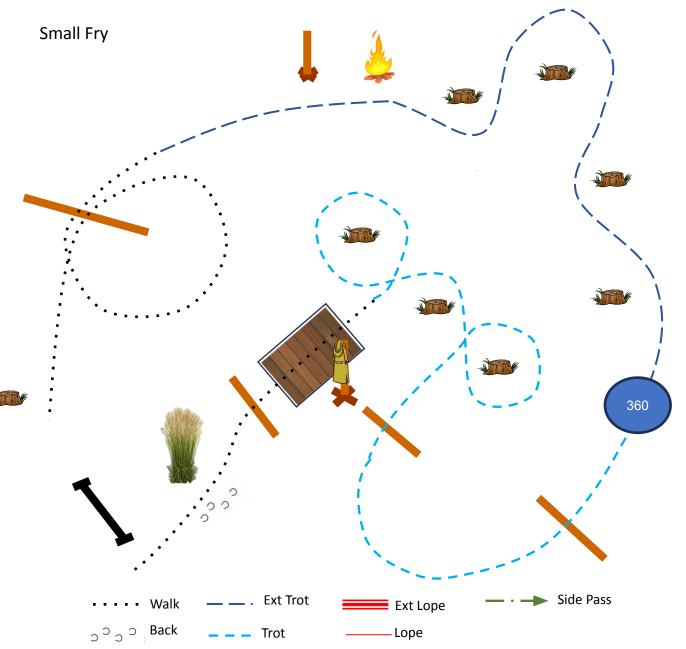


- 1. Be ready to start at the gate. Complete right hand push gate.
- 2. Back around the obstacle until you are perpendicular to the gate.
- 3. Walk over the first log and onto the bridge. Pick up a slicker while on the bridge. (You may choose to do this with or without stopping on the bridge.)
- 4. Trot around markers.
- 5. Side Pass right over log and replace the slicker. (Please replace the slicker it in a way that makes it easy for the next rider to pick it up)
- 6. Lope left lead over pole.
- 7. Extend trot around obstacles
- 8. Complete Log Drag at Walk or Trot.

 Youth and Amtr Level 1: Check mail at mail box and return it.
- 9. Extend lope over the log and exit the arena. The marker will note the end of the pattern. Riders may choose any gate once

they pass the marker to safely exit.

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibertors 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 to the marker. Stop and back 5 steps.
- 2. Walk over the log and bridge.
- 3. Trot the Obstacles and over the two logs.
- 4. Stop and complete a 360 turn either direction.
- 5. Extend trot through the obstacles.
- 6. Break to a walk and walk over the log turn and walk over it a second time. Exit. GOOD LUCK!