



LAKE ST. LOUIS, MISSOURI







Pattern Book

Western Riding

Round 1
Level 1/Green – Level 1 Pattern 2
All Others – Pattern 2
Round 2
Level 1/Green – Level 1 Pattern 7
All Others – Pattern 7

Reining

Round 1 – Pattern 6 Round 2 – Pattern 8

Ranch Riding

Round 1 – Pattern 2 Round 2 – Pattern 15

VRH

VRH Ranch Riding – Pattern 3 (Page 263) VRH Reining – Pattern 3 (Page 266)

We do not charge for scratches (for non-added money classes) – enter everything and scratch as needed.

Premier Sires & Added Money Classes must be entered by 5:00 PM the day prior and must be scratched by 5:00 PM the day prior to avoid being charged.

Thank you to our Sponsors...

Platinum

















Diamond





























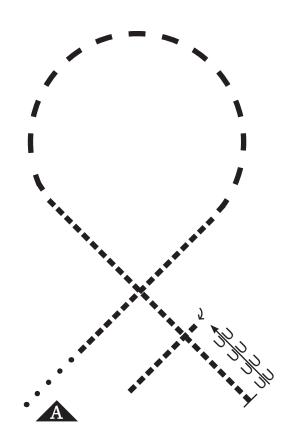




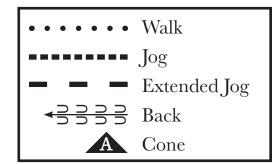
Gold

Vaughn Quarter Horses, Mike Tivoli Quarter Horses, Jim Dudley Quarter Horses, Seaboldt Performance Horses, MKD Performance Horses, John Konecne, Crook Performance Horses, Jess Bergantzel Performance Horses, Jamie Zuidema Show Horses, Bar H Photography



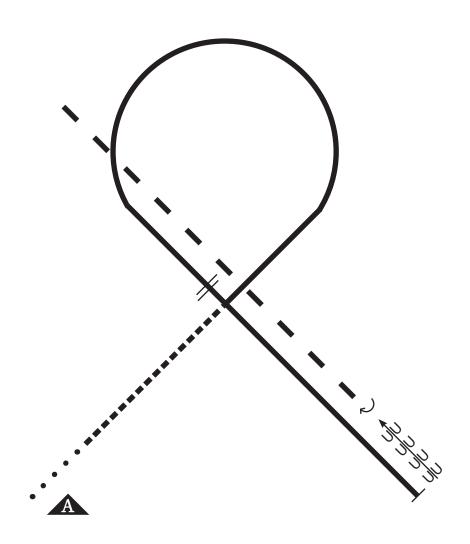


- 1. Walk five steps.
- 2. Jog.
- 3. Extended jog arc.
- 4. Jog.
- 5. Stop and back one horse length.
- 6. Perform a 90° turn to the right.
- 7. Jog to exit.

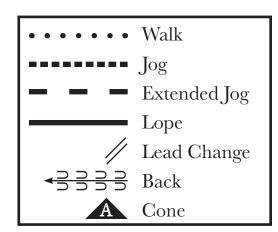




(L1 Youth, L1 Amateur, L1 Green Non Pro) Round 1



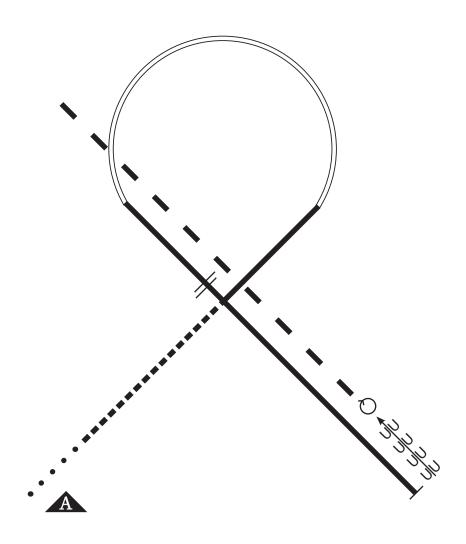
- 1. Walk approximately five steps.
- 2. Jog.
- 3. Lope left lead.
- 4. Perform simple lead change.
- 5. Lope right lead.
- 6. Stop and back one horse length.
- 7. Perform a 180° turn to the right.
- 8. Extended jog to exit.



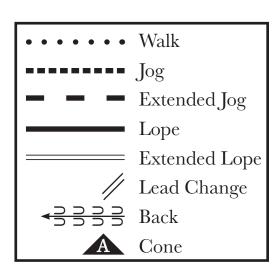


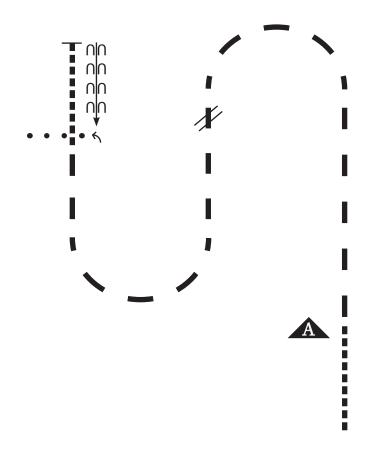
(Youth, Amateur, Select)

Round 1

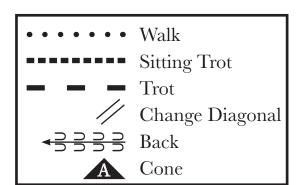


- 1. Walk approximately five steps.
- 2. Jog.
- 3. Lope left lead.
- 4. Extended lope left lead arc.
- 5. Collect lope, change leads.
- 6. Lope right lead.
- 7. Stop and back one horse length.
- 8. Perform a 540° turn to the right.
- 9. Extended jog to exit.





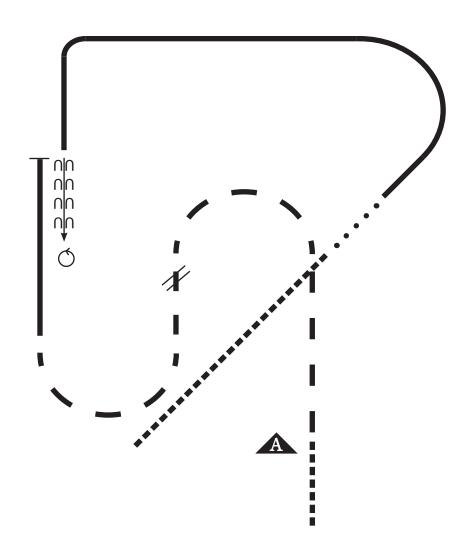
- 1. Sitting trot.
- 2. Trot right diagonal.
- 3. Change diagonals, trot left diagonal.
- 4. Sitting trot.
- 5. Stop and back four steps.
- 6. Perform a 90° turn left on the forehand.
- 7. Walk to exit.



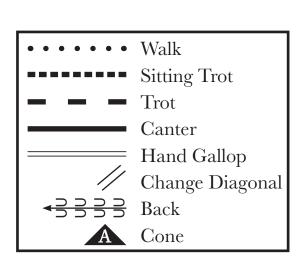


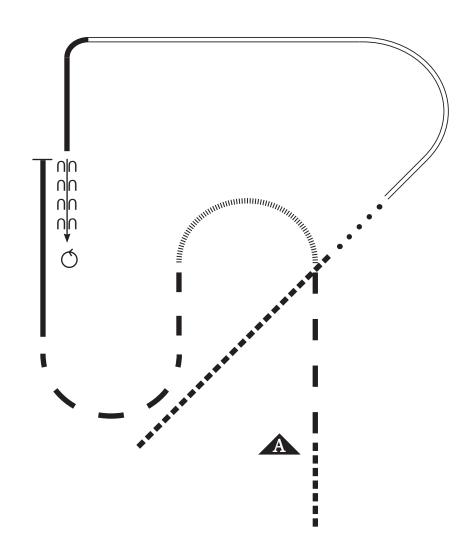
EQUITATION

(L1 Youth, L1 Amateur, L1 Green Non Pro)
Round 1

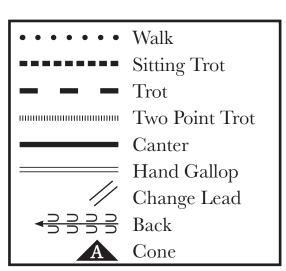


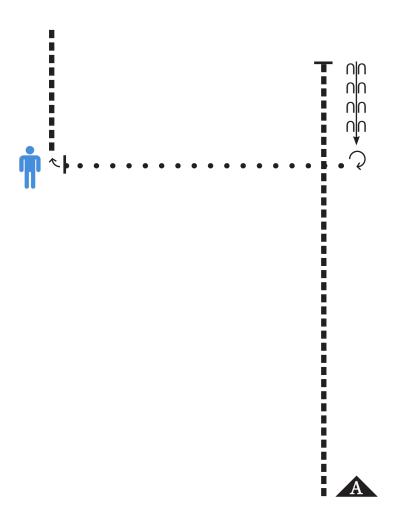
- 1. Sitting trot.
- 2. Trot right diagonal.
- 3. Change diagonals, trot left diagonal.
- 4. Canter left lead.
- 5. Stop and back four steps.
- 6. Perform a 360° turn left on the haunches.
- 7. Canter right lead.
- 8. Walk five steps.
- 9. Sitting trot to exit.



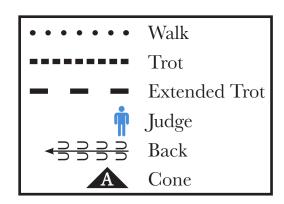


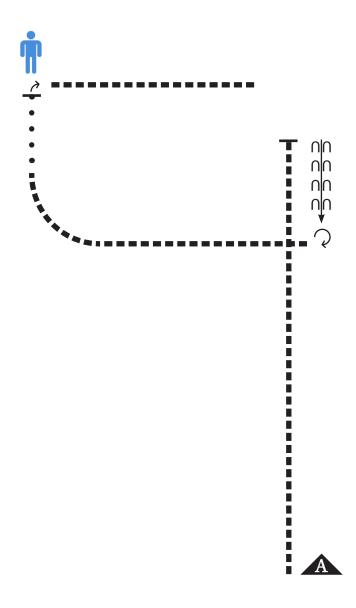
- 1. Sitting trot.
- 2. Trot right diagonal.
- 3. Two point trot.
- 4. Trot left diagonal.
- 5. Canter left lead.
- 6. Stop and back four steps.
- 7. Perform a 360° turn left on the forehand.
- 8. Canter right lead.
- 9. Hand gallop right lead.
- 10. Walk five steps. Sitting trot to exit.



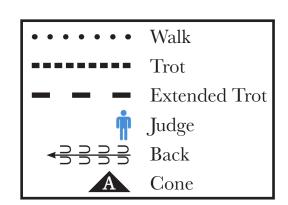


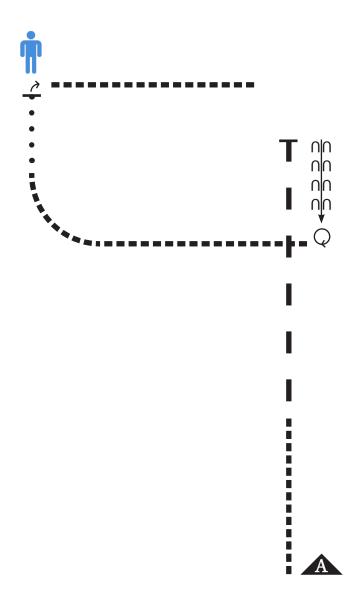
- 1. Trot.
- 2. Stop and back.
- 3. Perform a 270° turn.
- 4. Walk to judge.
- 5. Stop and set up.
- 6. Inspection.
- 7. When dismissed perform a 90° turn right.
- 8. Trot to exit.



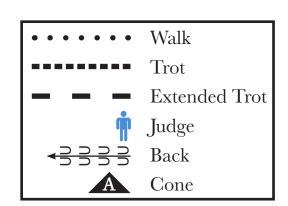


- 1. Trot.
- 2. Stop and back.
- 3. Perform a 270° turn.
- 4. Trot arc.
- 5. Walk to judge.
- 6. Stop and set up.
- 7. Inspection.
- 8. When dismissed perform a 90° turn right.
- 9. Trot to exit.





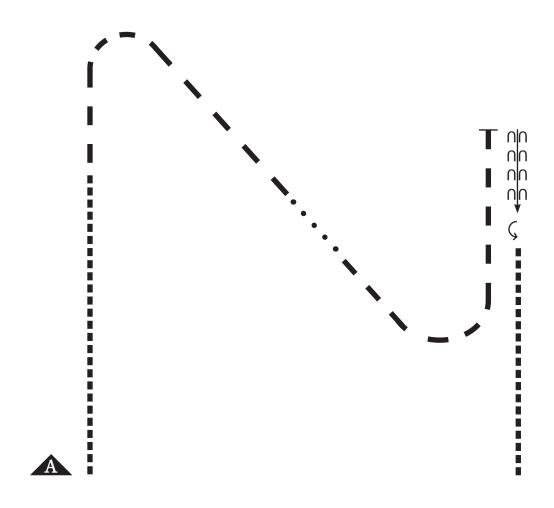
- 1. Trot.
- 2. Extended trot.
- 3. Stop and back.
- 4. Perform a 1 3/4 turn.
- 5. Trot arc.
- 6. Walk to judge.
- 7. Stop and set up.
- 8. Inspection.
- 9. When dismissed perform a 90° turn right.
- 10. Trot to exit.



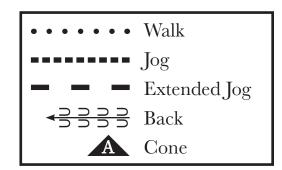


(All Walk Trot, Small Fry)

Round 2

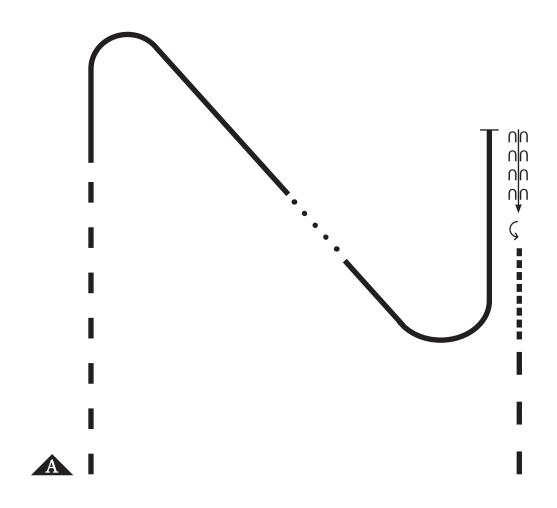


- 1. Jog.
- 2. Extended jog.
- 3. Walk five steps.
- 4. Extended jog.
- 5. Stop and back one horse length.
- 6. Perform a 180° turn to the left.
- 7. Jog to exit.

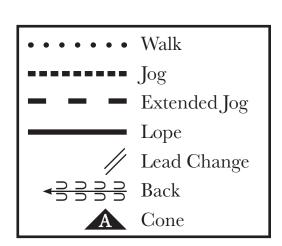




(L1 Youth, L1 Amateur, L1 Green Non Pro) Round 2

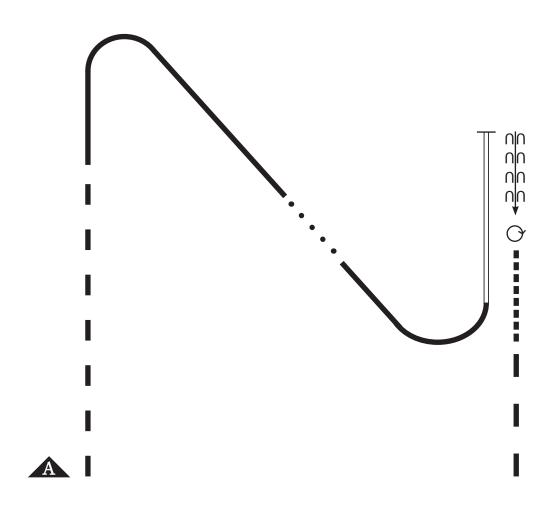


- 1. Extended jog.
- 2. Lope right lead.
- 3. Walk five steps.
- 4. Lope left lead.
- 5. Stop and back one horse length.
- 6. Perform a 180° turn to the left.
- 7. Jog.
- 8. Extended jog to exit.

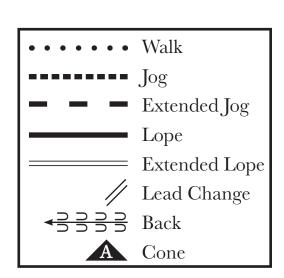


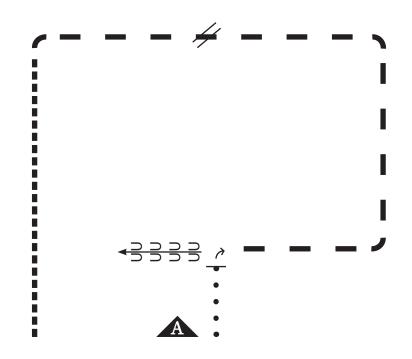
HORSEMANSHIP

(Youth, Amateur, Select)
Round 2

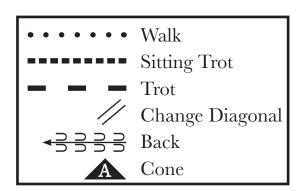


- 1. Extended jog.
- 2. Lope right lead.
- 3. Walk five steps.
- 4. Lope left lead.
- 5. Extended lope left lead.
- 6. Stop and back one horse length.
- 7. Perform a 540° turn to the left.
- 8. Jog.
- 9. Extended jog to exit.





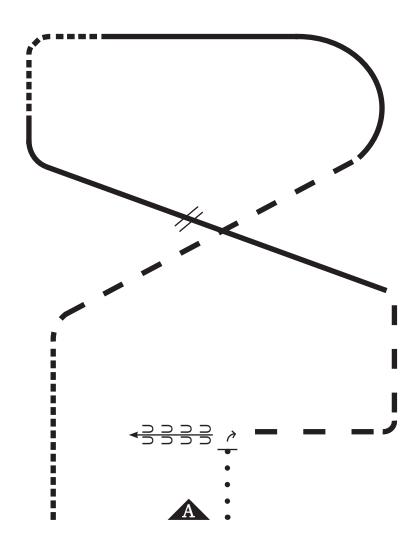
- 1. Walk five steps.
- 2. Stop, perform a 90° turn right on the forehand.
- 3. Back four steps.
- 4. Trot right diagonal.
- 5. Change diagonals.
- 6. Trot left diagonal.
- 7. Sitting trot to exit.



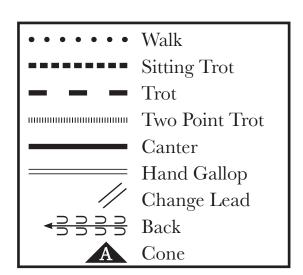


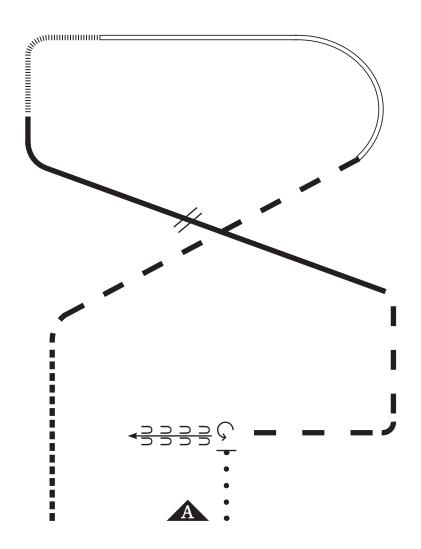
EQUITATION

(L1 Youth, L1 Amateur, L1 Green Non Pro)
Round 2

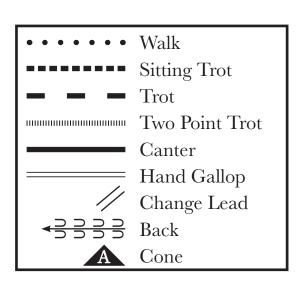


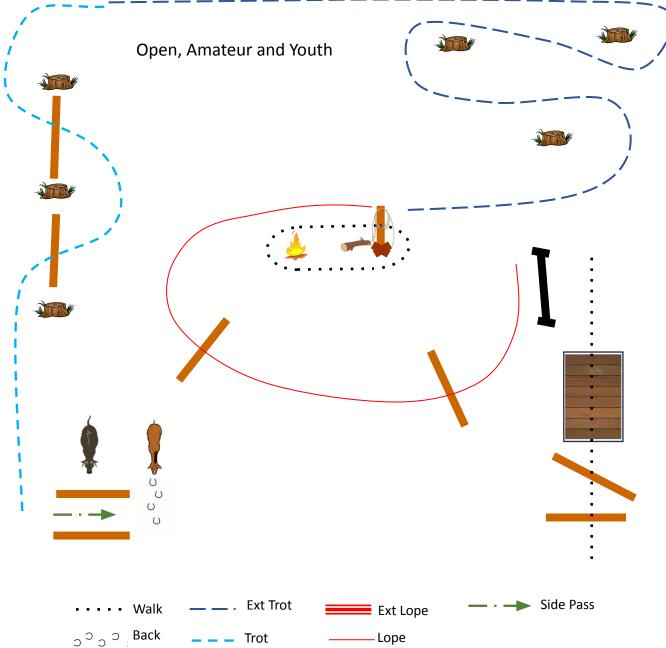
- 1. Walk five steps.
- 2. Stop, perform a 90° turn right on the forehand.
- 3. Back four steps.
- 4. Trot right diagonal.
- 5. Canter left lead.
- 6. Change leads.
- 7. Canter right lead.
- 8. Sitting trot.
- 9. Canter right lead.
- 10. Trot left diagonal. Sitting trot to exit.





- 1. Walk five steps.
- 2. Stop, perform a 270° turn left on the forehand.
- 3. Back four steps.
- 4. Trot right diagonal.
- 5. Canter left lead.
- 6. Change leads.
- 7. Canter right lead.
- 8. Two point trot.
- 9. Hand gallop right lead.
- 10. Trot left diagonal. Sitting trot to exit.



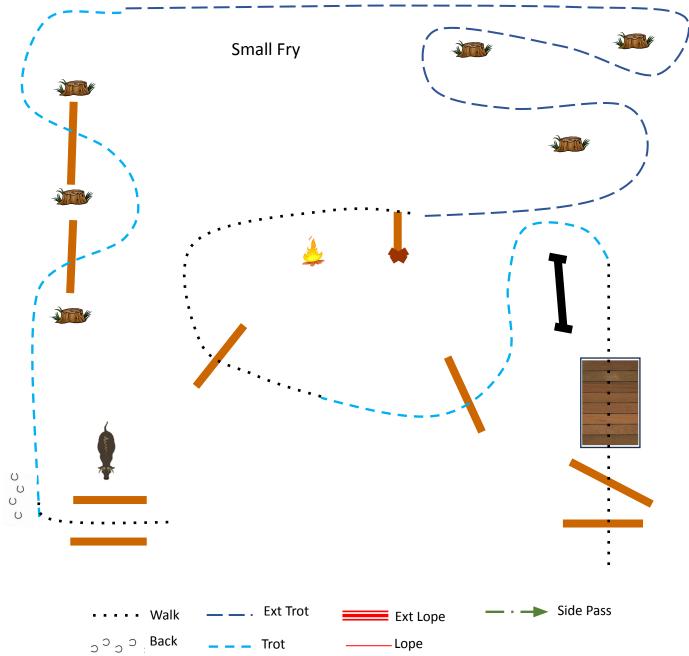


- 1. Walk over the logs and the bridge to the gate.
- 2. Complete the gate with a left hand (push or pull)
- 3. Right Lead over two logs and stop at the log drag.
- 4. Complete Log Drag at Walk or Trot.

Youth and Amtr Level 1: Check mail at the mailbox and return it.

- 5. Extend trot around obstacles
- 6. Trot around obstacles and over logs
- 7. Stop and side pass through logs and back until in aligned with the cow.
- 8. Dismount your horse and ground tie. Walk to the cow and brand it. Return to your horse and exit on foot.

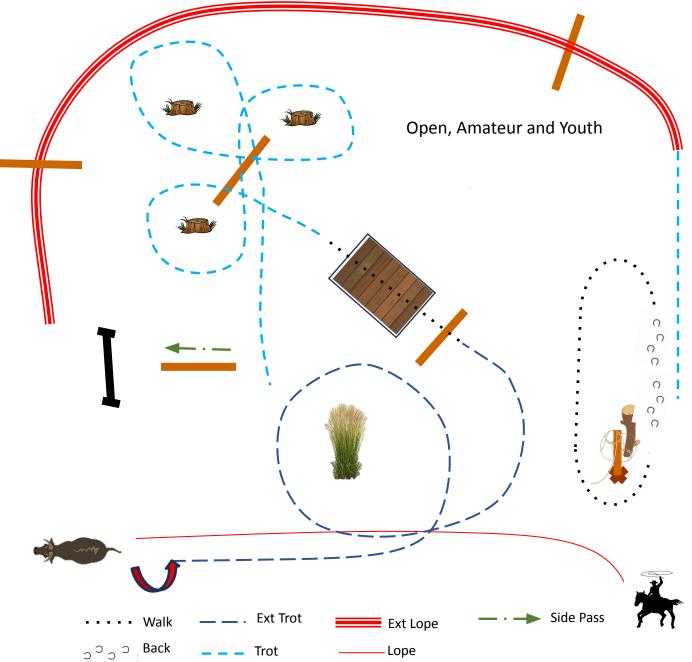
Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow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



- 1. Walk over logs and Bridge.
- 2. Trot around gate and over first log.
- 3. Walk over send log.
- 4. Extend Trot around obstacles
- 5. Jog trot around obstacles and over logs
- 6. Stop and back 5 steps
- 7. Exit at a walk through the shoot.

GOOD LUCK!

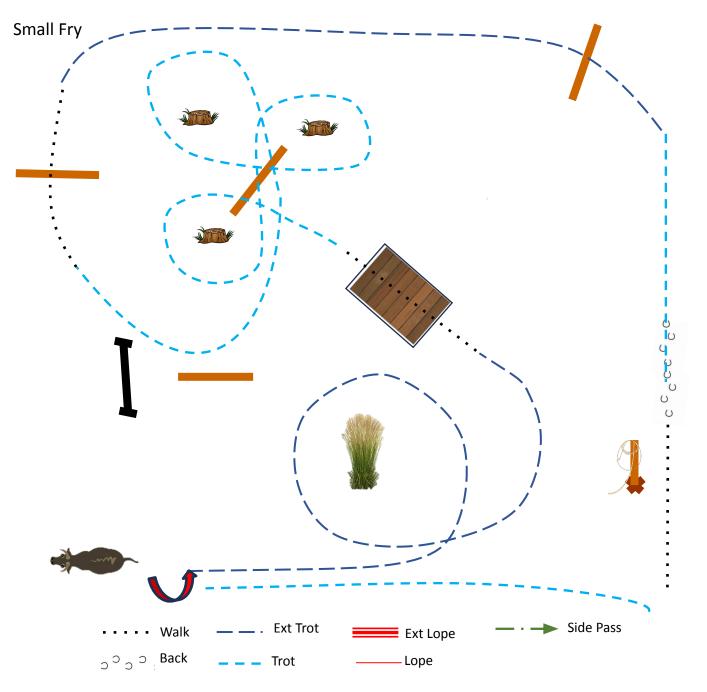
Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow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



- 1. Enter the arena spinning your rope. Stop horse as you throw your rope. At rest, do not recoil the rope, toss it to the side. (Your rope will be collected and returned after your pattern)
- 2. Complete a left roll back and Extend Trot around obstacle.
- 3. Break to a walk and walk over log and bridge.
- 4. Trot obstacles and over log.
- 5. Stop and side pass right over log to gate.
- 6. Complete a right hand gate (Pull or Push).
- 7. Extend lope around the arena and over two logs. Break to a trot.
- 8. Complete Log Drag at Walk or Trot. Stop before returning the log complete a 180 degree turn and back the log into position. Exit the arena upon completion of the pattern.

Youth and Amtr Level 1: 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 horses' abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.



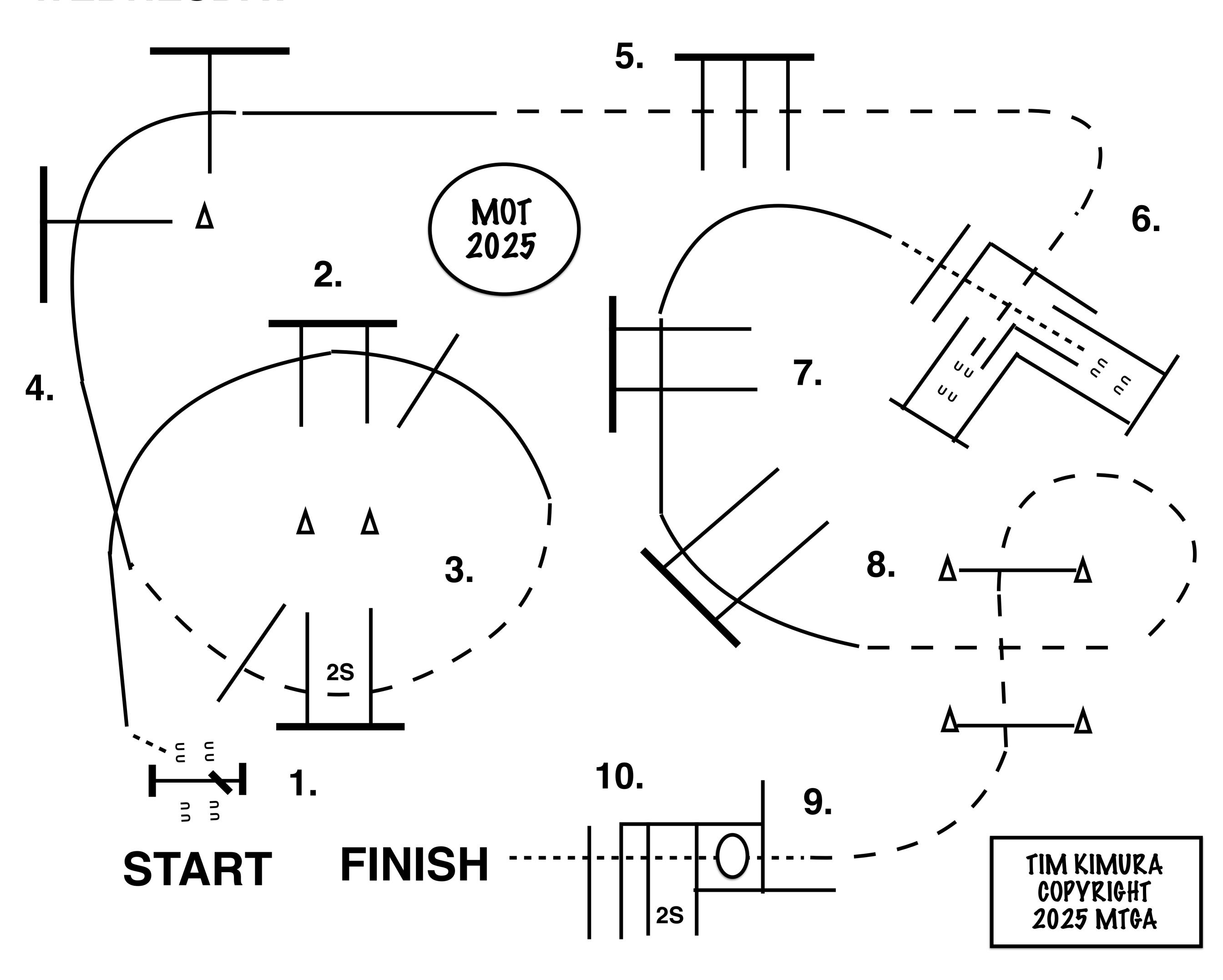
- 1. Enter the arena at a trot and trot to the cow.
- 2. Stop and do a 180 turn to the left.
- 3. Extend trot around obstacle.
- 4. Walk over Bridge.
- 5. Trot over Bridge and obstacles.
- 6. Break to a walk and walk over first log.
- 7. Extend trot over second log.
- 8. Collect to a trot, stop and back 5 steps. Exit at a walk.

GOOD LUCK!

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.

WEDNESDAY

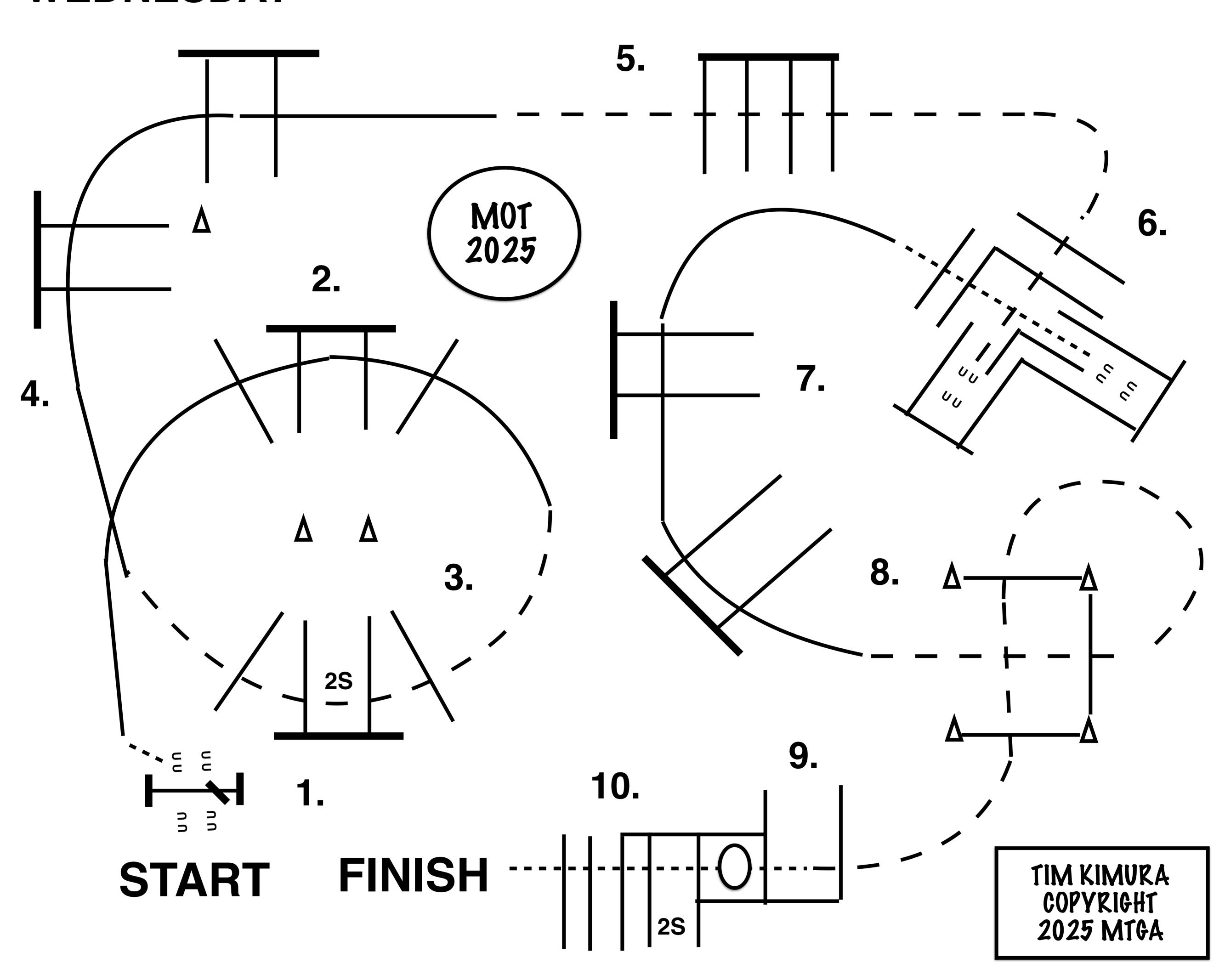
L1 GREEN TRAIL ROOKIE/L1/NOVICE AMATEUR ROOKIE/L1/NOVICE YOUTH JUNIOR TRAIL



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

WEDNESDAY

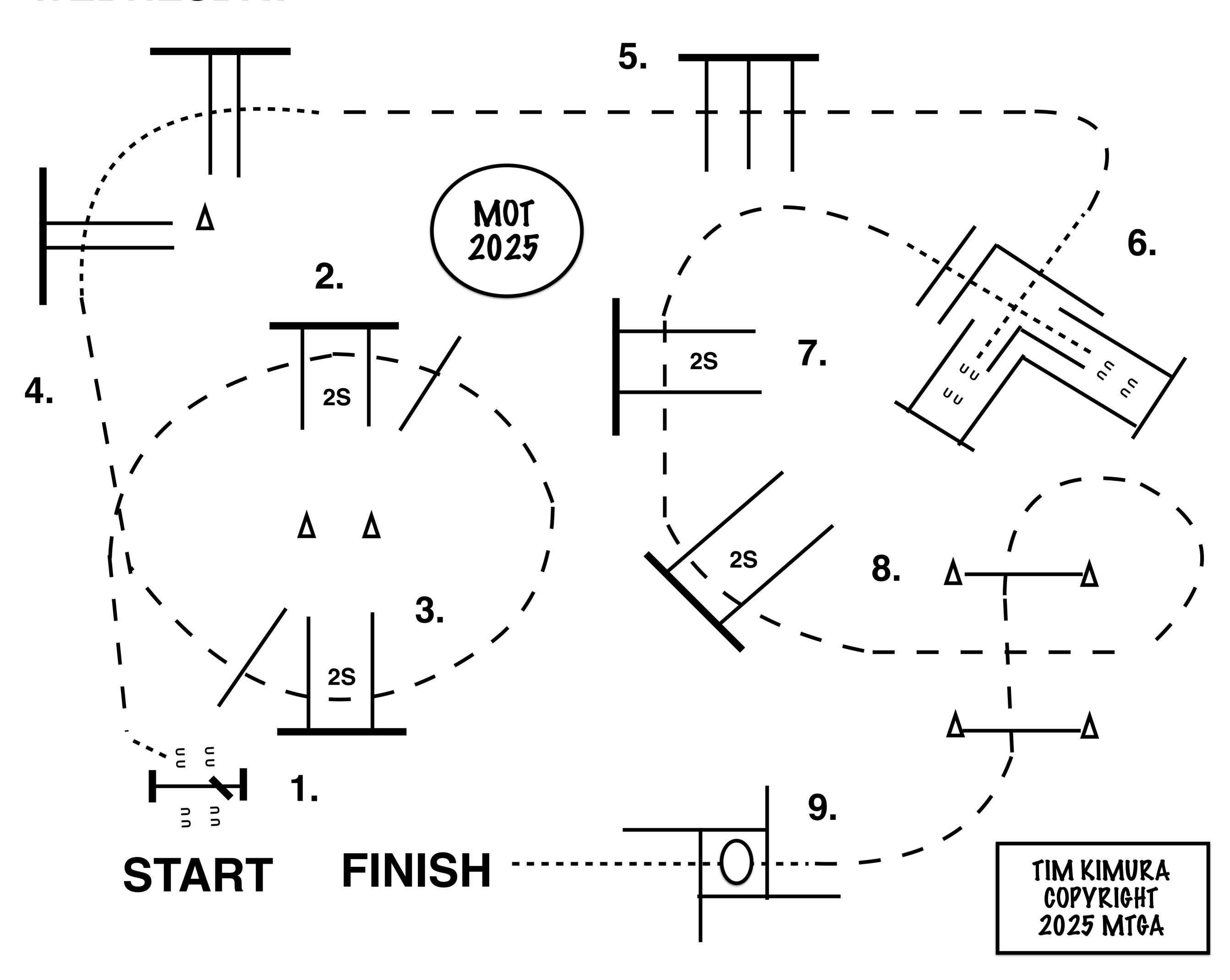
SENIOR TRAIL AMATEUR, SELECT & YOUTH TRAIL



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

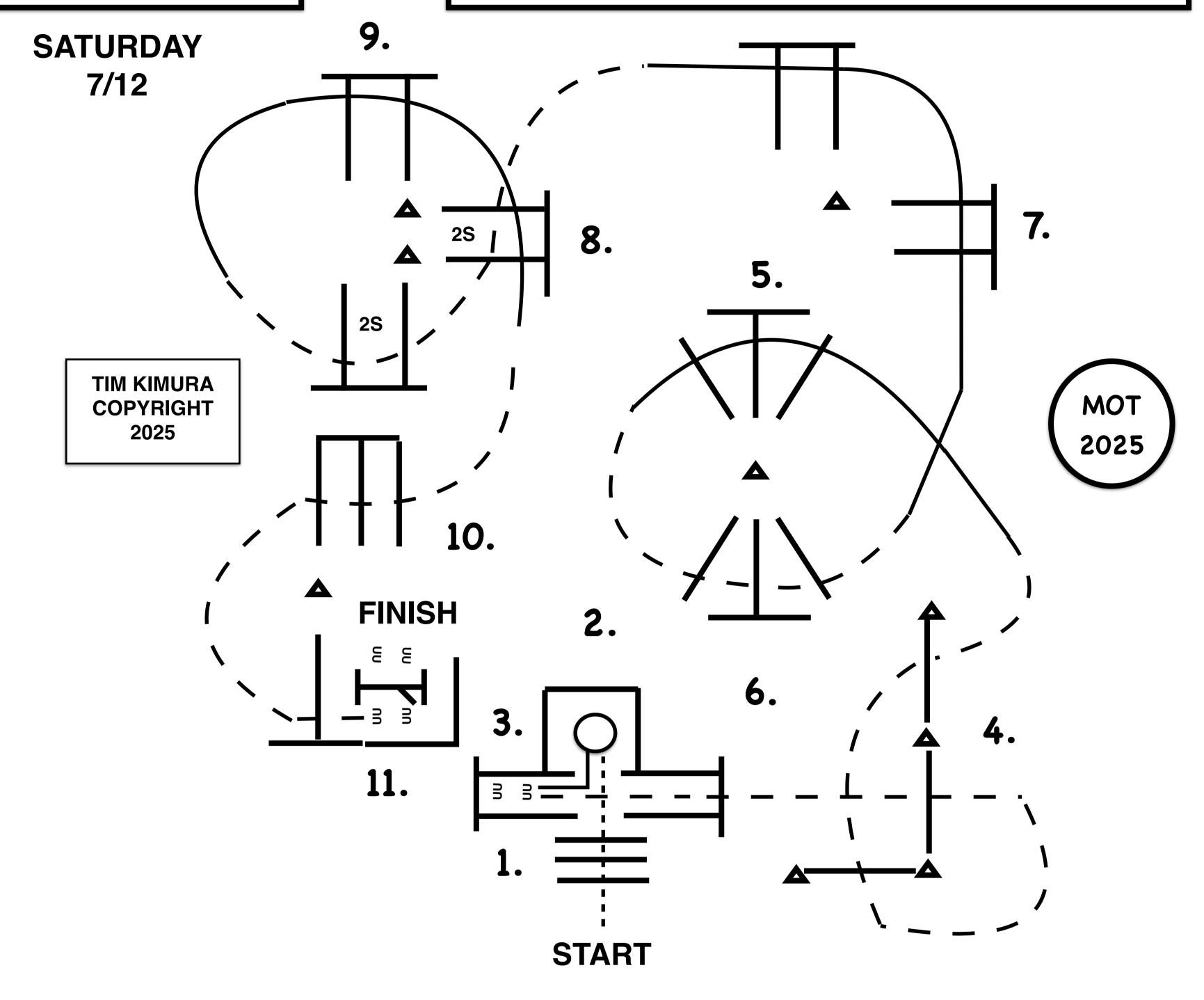
ALL WALK/JOG CLASSES

WEDNESDAY



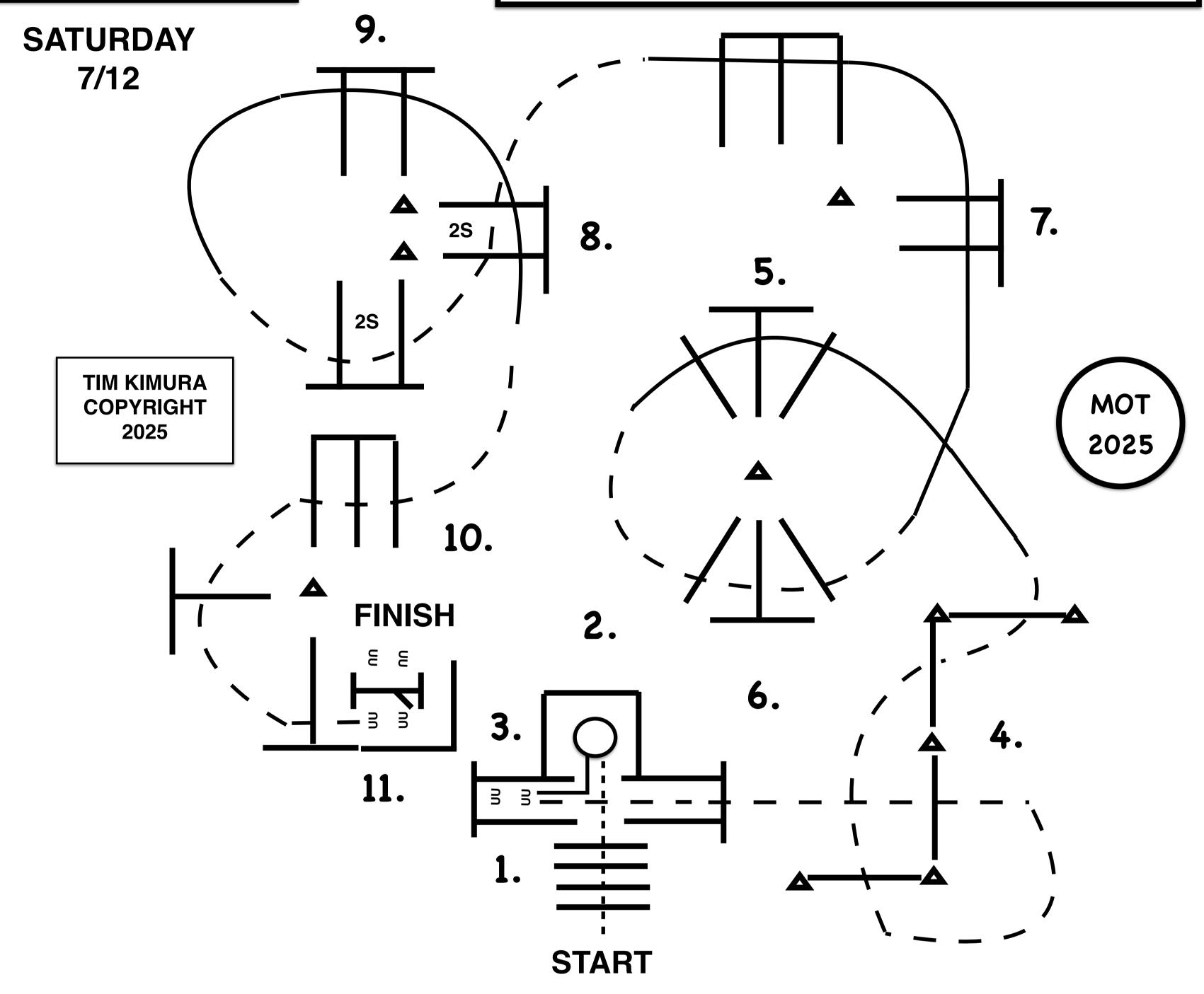
- 1. WORK GATE LEFT HAND.
- 2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 3. JOG OVER POLES.
- 4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT OVER POLES.
- 7. JOG OVER POLES.
- 8. JOG OVER POLES, JOG AROUND CONES.
- 9. STOP OR BREAK TO THE WALK, THEN WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY. WALK OUT BOX.

L1 GREEN TRAIL ROOKIE/L1/NOVICE AMATEUR ROOKIE/L1/NOVICE YOUTH JUNIOR TRAIL



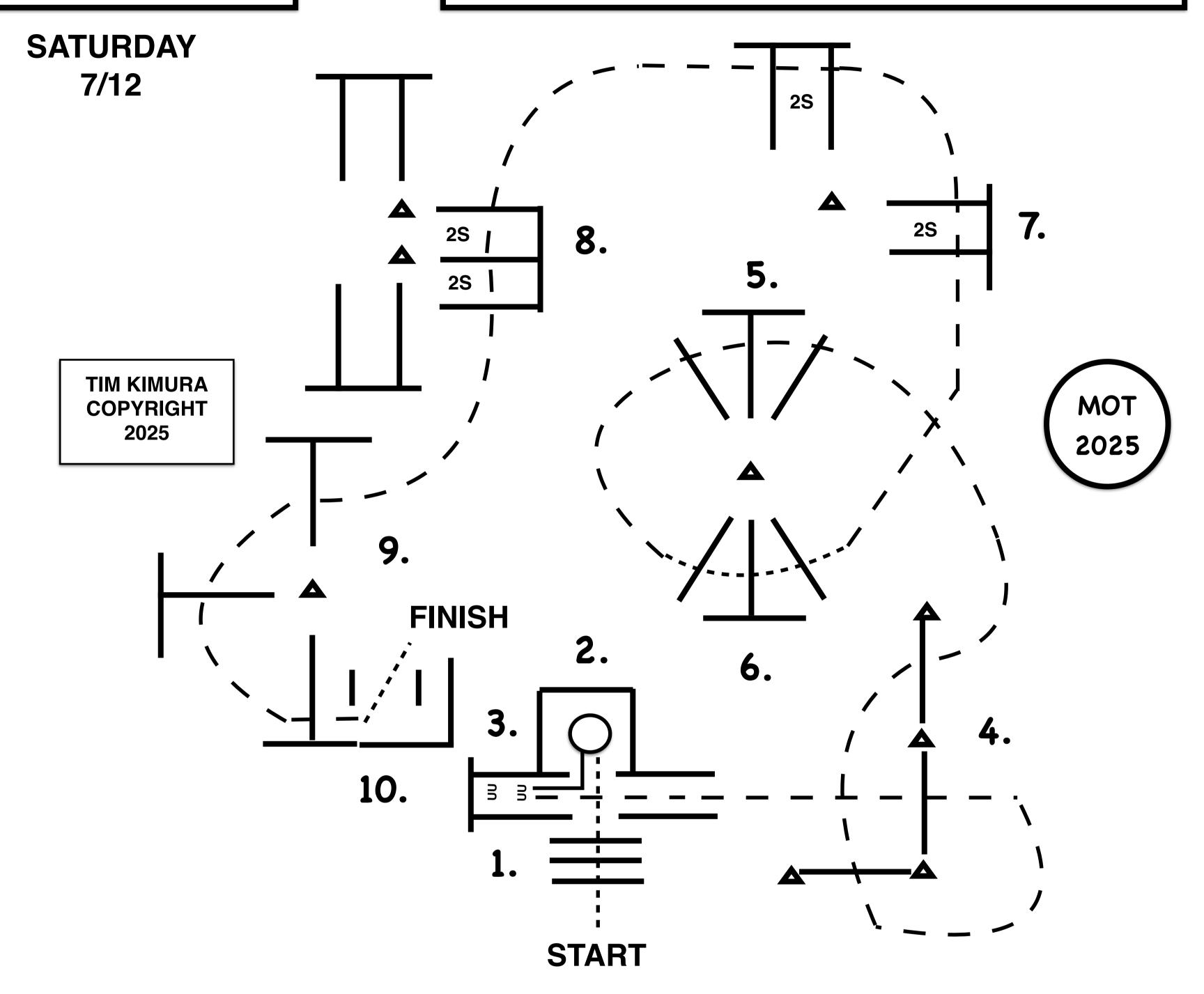
- 1. WALK OVER POLES, WALK INTO BOX.
- 2. EXECUTE A 360 TURN EITHER WAY.
- 3. BACK OUT BOX, BACK AROUND CORNER.
- 4. JOG OUT CHUTE, JOG OVER POLE.
 JOG THROUGH SERPENTINE, JOG OVER POLES.
- 5. LOPE OVER POLES (LEFT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (LEFT LEAD).
- 8. BREAK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

AMATEUR TRAIL
SELECT TRAIL
YOUTH TRAIL
SENIOR TRAIL



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

ALL WALK/JOG TRAIL



- 1. WALK OVER POLES, WALK INTO BOX.
- 2. EXECUTE A 360 TURN EITHER WAY.
- 3. BACK OUT BOX, BACK AROUND CORNER.
- 4. JOG OUT CHUTE, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 7. JOG OVER POLES.
- 8. JOG OVER POLES.
- 9. JOG OVER POLES, JOG UP TO GATE.
- 10. WORK GATE LEFT HAND.