



Spring Breakout

Home of the Virginia Maiden

March 22nd-26th, 2023



Pattern Book

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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

Special Event – Pattern 6

Round 1 – Pattern 4

Round 2 – Pattern 5

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

VRH

Special Event

VRH Ranch Riding – Pattern 1 – Page 251

VRH Reining – Pattern 1 – Page 254

Round 1

VRH Ranch Riding – Pattern 2 – Page 252

VRH Reining – Pattern 2 – Page 255

Round 2

VRH Ranch Riding – Pattern 3 – Page 253

VRH Reining – Pattern 3 – Page 256

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

2023 Spring Breakout

Walk/Trot (Equitation)

Show Date: March 22-26, 2023

Round 1

2023 Spring Breakout

Rookie & Level 1/Novice (Equitation)

Show Date: March 22-26, 2023

www.HorseShowPatterns.com

Be ready at A.

1. Trot on the right diagonal from A and around corner as shown.
2. Walk in a straight line.
3. Sitting trot around corner until even with A.
4. Stop and back approximately one horse length.
5. Exit arena at a trot on the left diagonal.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←←←←←
Hand Gallop	=====

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[HSE/WT-76]

Pattern Provided by:

The Judges

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Be ready at A.

1. Canter on the left lead from A and around corner as shown.
2. Change leads at center and counter canter around corner.
3. Trot in a straight line on the left diagonal until even with A.
4. Stop and perform a 360 degree turn on the forehand left.
5. Back approximately one horse length.
6. Exit arena at a trot on the right diagonal.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←←←←←
Hand Gallop	=====

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[HSE/2-76]

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2023 Spring Breakout

Amateur, Select & Youth (Equitation)

Show Date: March 22-26, 2023

Round 1

2023 Spring Breakout

Walk/Jog (Horsemanship)

Show Date: March 22-26, 2023

www.HorseShowPatterns.com

Be ready at A.

1. Canter on the left lead from A and around corner as shown.
2. Hand gallop in a straight line.
3. Collect the canter around corner.
4. Break to the trot and two track to the middle of your pattern.
5. Then, trot in a straight line on the left diagonal until even with A.
6. Stop and perform a 360 degree turn on the forehand left.
7. Back approximately one horse length.
8. Exit arena at a trot on the right diagonal.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	←←←←←
Hand Gallop	=====

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Be ready at A.

1. Jog to B.
2. Walk around B to the left and to C.
3. Jog at C around to D.
4. Stop and D and back approximately one horse length.
5. Turn 90 degrees to the right on the hindquarters and jog out.

Walk	-----
Jog	- - - - -
Extended Jog	=====
Lope	
Lead Change	
Back	←←←←←
Marker	(B)

Follow the directions of your ring steward.

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2023 Spring Breakout

Amateur, Select & Youth (Horsemanship)

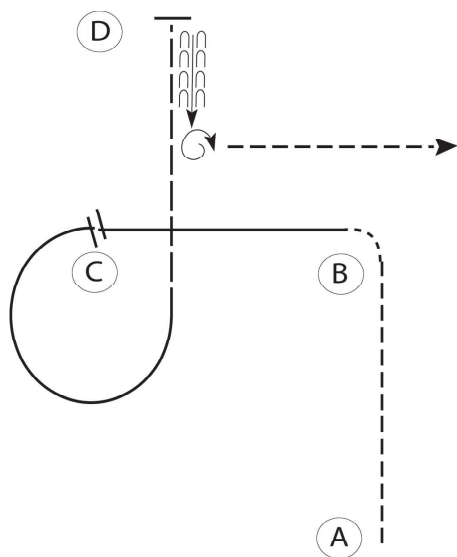
Show Date: March 22-26, 2023

Round 1

2023 Spring Breakout

Rookie & Level 1/Novice (Horsemanship)




Show Date: March 22-26, 2023



Be ready at A.

1. Jog to B.
2. Walk around B.
3. Lopec on the right lead from B to C.
4. Perform a simple lead change at C.
5. Lopec on the left lead around C.
6. Extended jog from C to D.
7. Stop at D and back approximately one horse length.
8. Spin 1 1/4 turns to the right on the hindquarters and jog out.

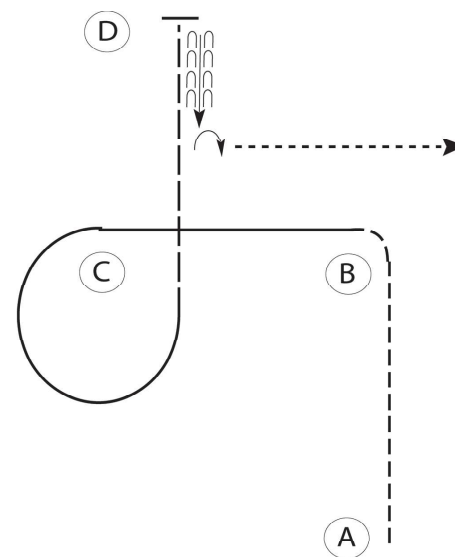
Follow the directions of your ring steward.

Walk -----
Jog -----
Extended Jog -----
Lope -----
Lead Change 
Back 
Marker 

[WH/3-78]

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Be ready at A.

1. Jog to and around B.
2. Lopec on the left lead from B to and around C.
3. Extended jog from C to D.
4. Stop at D and back approximately one horse length.
5. Turn 90 degrees to the right on the hindquarters and walk out.

Follow the directions of your ring steward.

Walk -----
Jog -----
Extended Jog -----
Lope -----
Lead Change 
Back 
Marker 

[WH/2-78]

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2023 Spring Breakout

All Equitation (except W/T) (Equitation)

Show Date: March 22-26, 2023

Round 2

2023 Spring Breakout

Walk/Trot (Equitation)

Show Date: March 22-26, 2023

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Be ready at A.

1. Trot on the left diagonal until even with B.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Change diagonals and trot to and around C.
5. Canter left lead to B.
6. Stop and back approximately one horse length.
7. Perform a 180 degree turn to the right on the hindquarters and trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	←
Hand Gallop	-----

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Be ready at A.

1. Walk until even with B.
2. Trot on the left diagonal to B.
3. Sitting trot to and around C.
4. Trot on the right diagonal to B.
5. Stop and back.

Exit by turning towards the rail and Sit Trot away

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	←
Hand Gallop	-----

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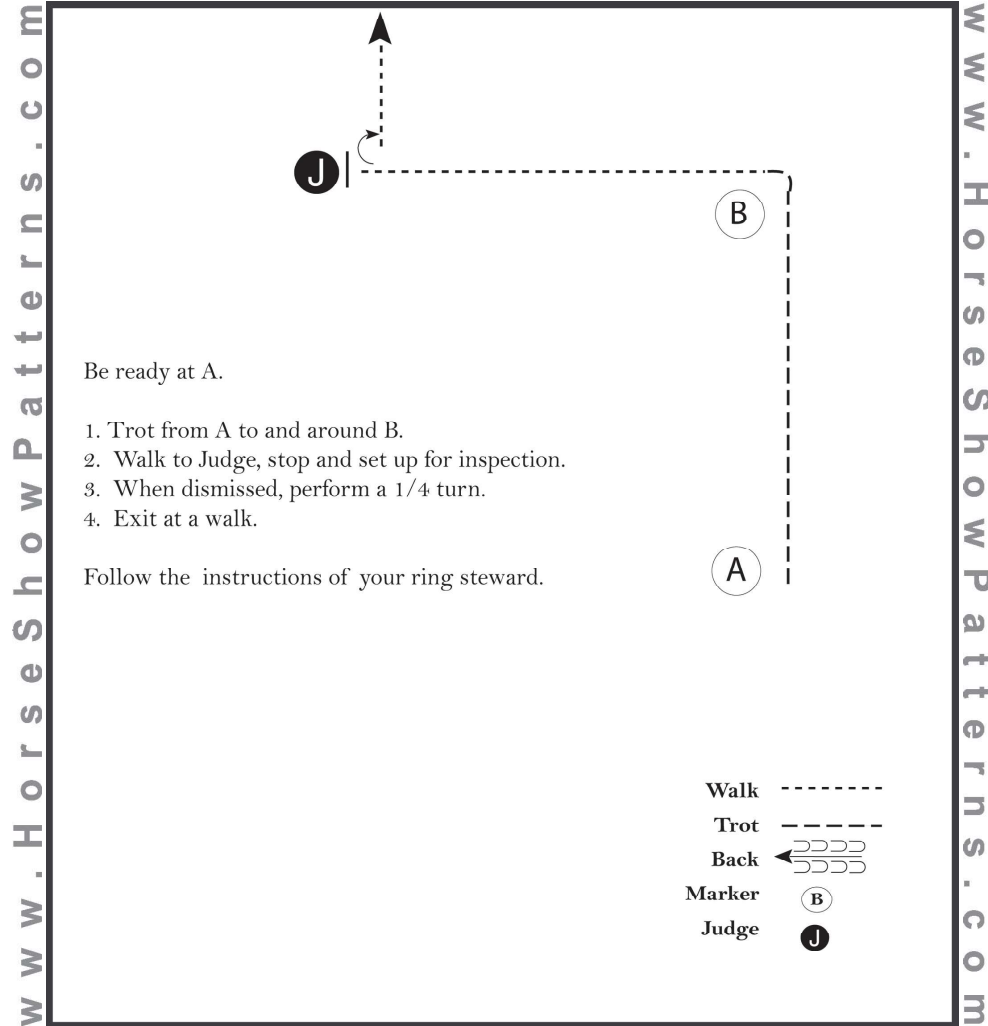
[HSE/3-79]

[HSE/WT-77]

2023 Spring Breakout

Small Fry (Showmanship)

Show Date: March 22-26, 2023



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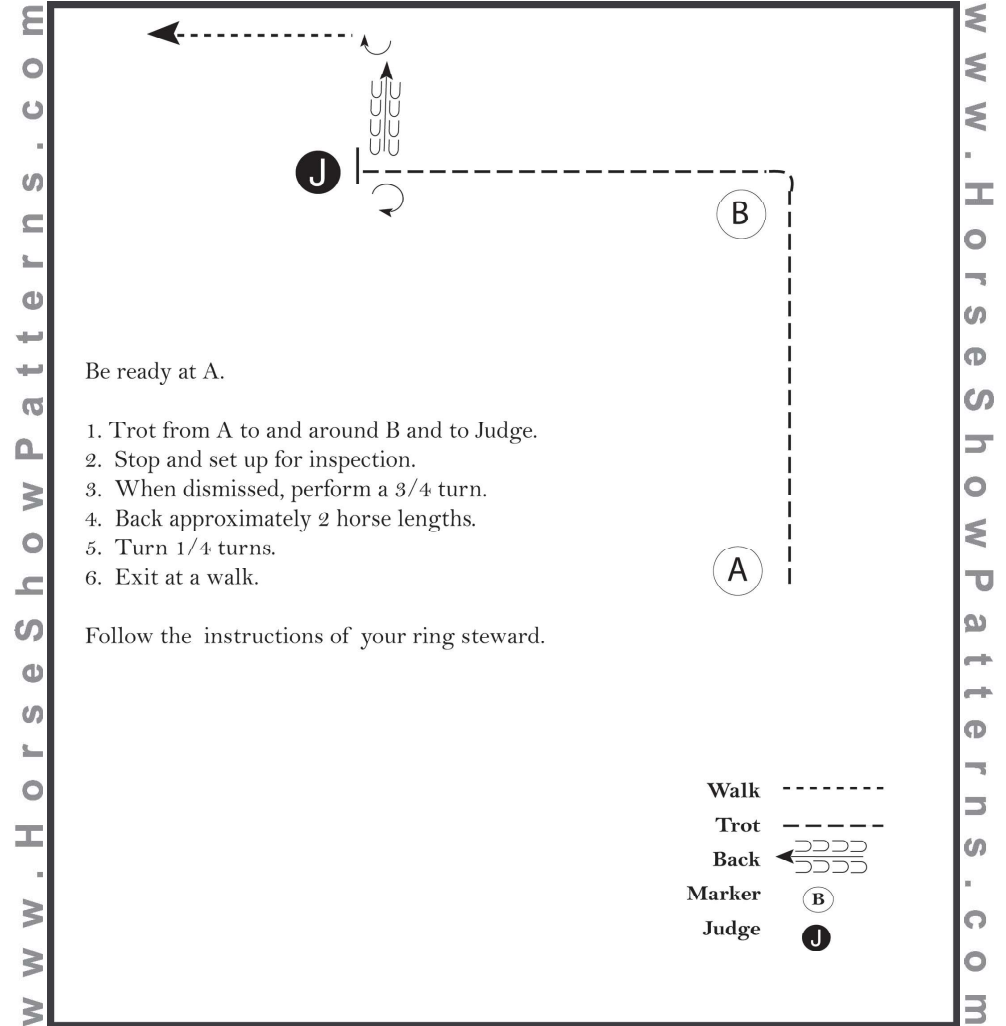
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2023 Spring Breakout

Rookie & Level 1/Novice (Showmanship)

Show Date: March 22-26, 2023



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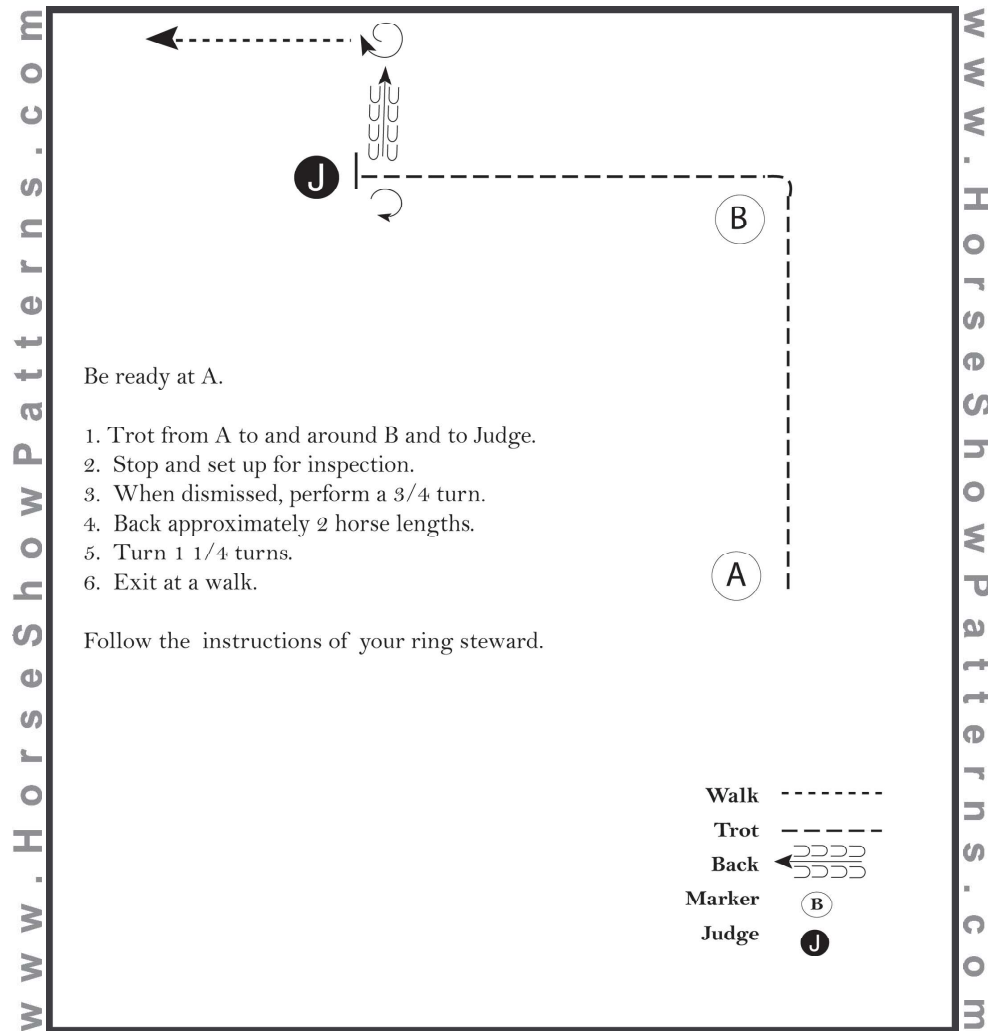
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2023 Spring Breakout

Amateur, Select & Youth (Showmanship)

Show Date: March 22-26, 2023



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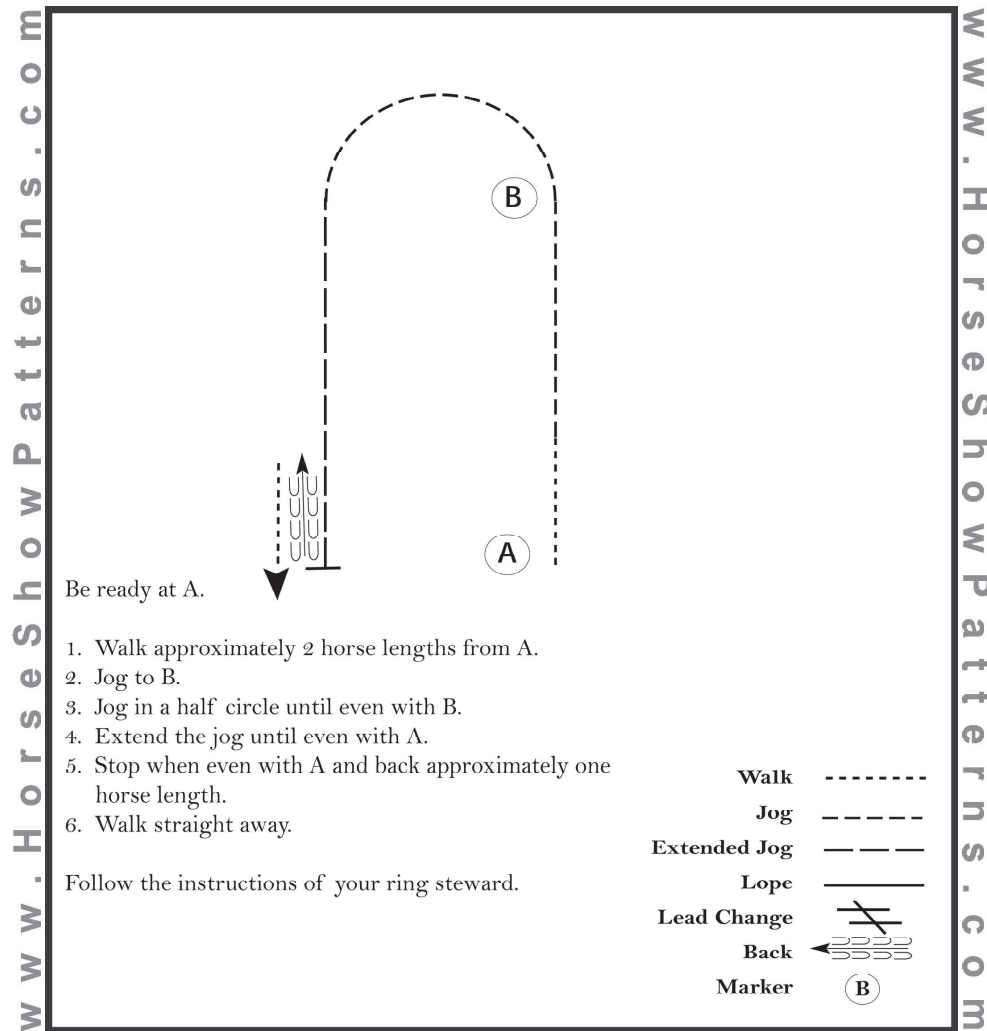
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2023 Spring Breakout

Round 2 Walk/Jog (Horsemanship)

Show Date: March 22-26, 2023



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2023 Spring Breakout

Rookie & Level 1/Novice (Horsemanship)

Show Date: March 22-26, 2023

Round 2

2023 Spring Breakout

Amateur, Select & Youth (Horsemanship)


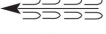
Show Date: March 22-26, 2023

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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog in a half circle.
4. Lope on the left lead until even with A.
5. Stop and perform a 180 degree turn to the right.
6. Lope on the right lead until even with B.
7. Extend the jog to B.
8. Stop at B and back approximately one horse length.
9. Perform a 90 degree turn to the left and walk straight away.

Follow the instructions of your ring steward.

Walk -----
 Jog - - - - -
 Extended Jog - - - - -
 Lope - - - - -
 Lead Change 
 Back 
 Marker (B)

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

[WH/2-84]

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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog in a half circle.
4. Lope on the right lead until even with A.
5. Perform a simple lead change.
6. Lope on the left lead until even with A.
7. Jog halfway to B..
8. Extend the jog to B.
9. Stop at B and back approximately one horse length.
10. Perform a 1 1/4 turn to the right and walk straight away.

Follow the instructions of your ring steward.

Walk -----
 Jog - - - - -
 Extended Jog - - - - -
 Lope - - - - -
 Lead Change 
 Back 
 Marker (B)

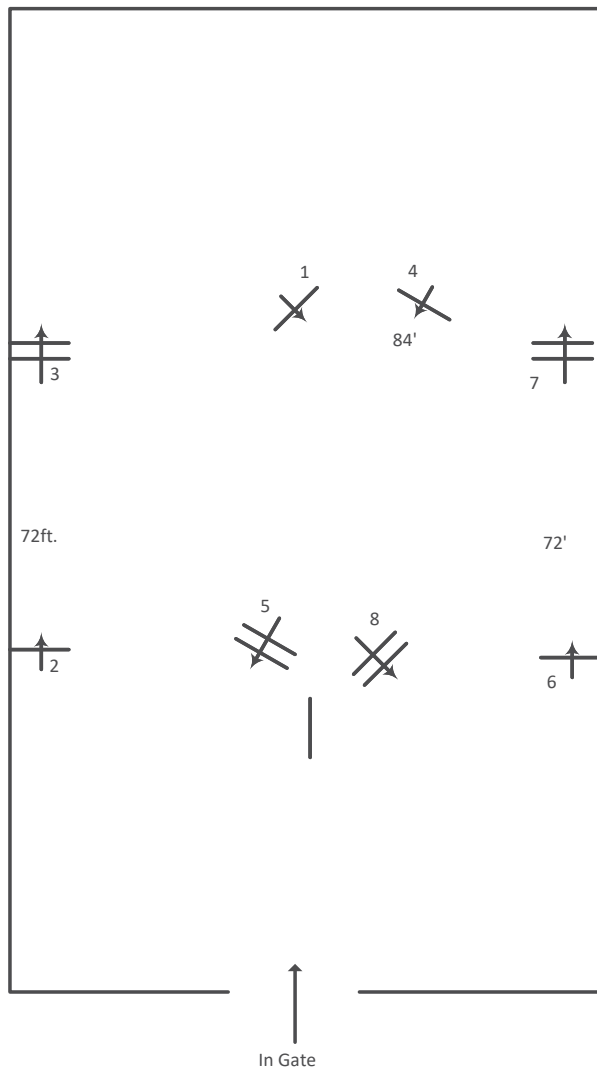
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[WH/3-84]

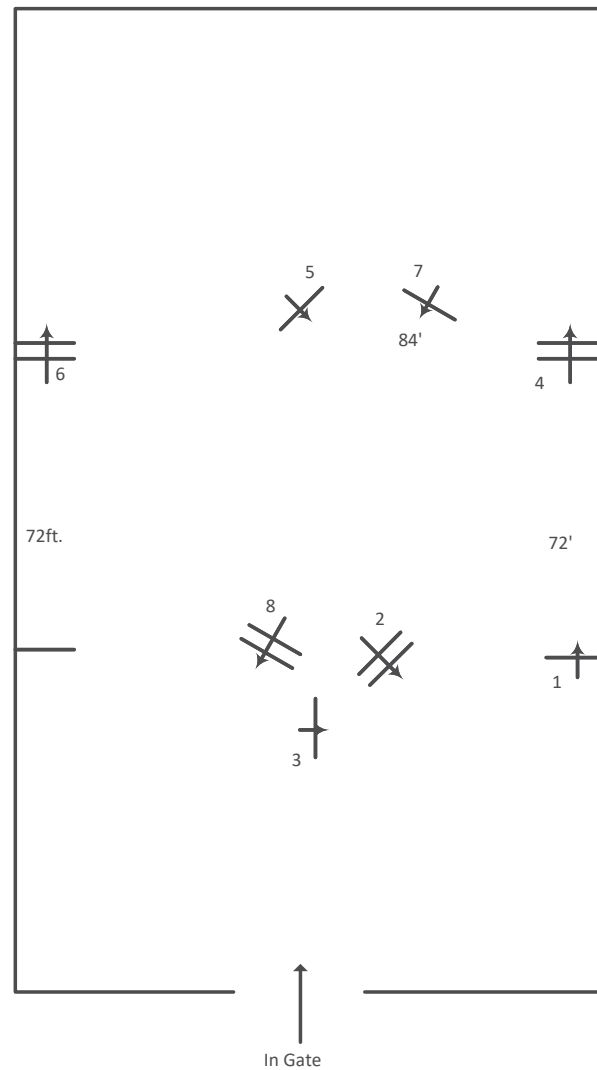
**Round
1**



**All Working
Hunter**

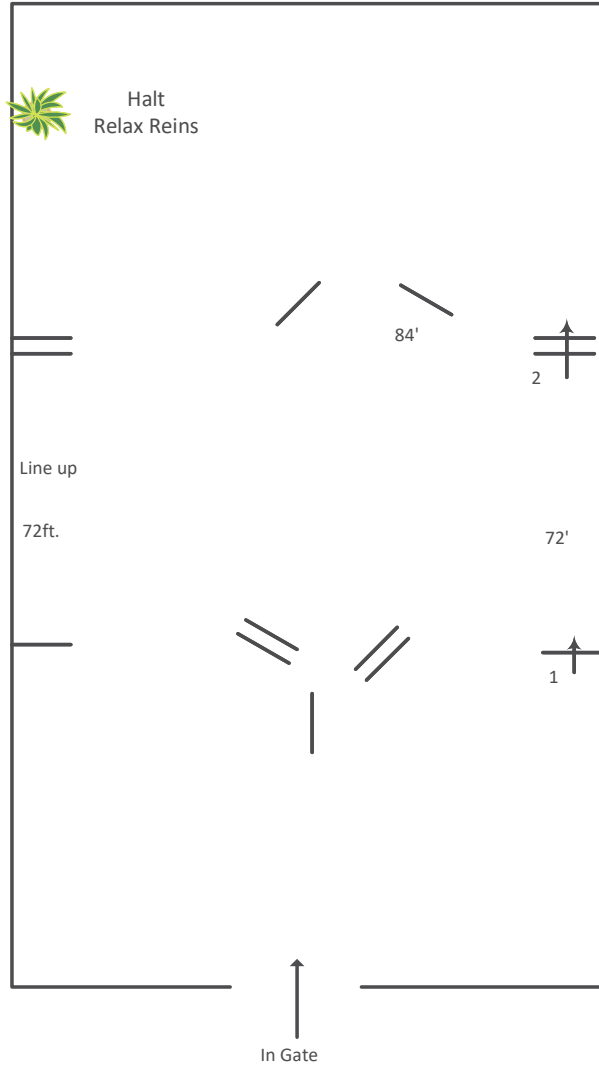
Fences 1 - 8

**Round
1**

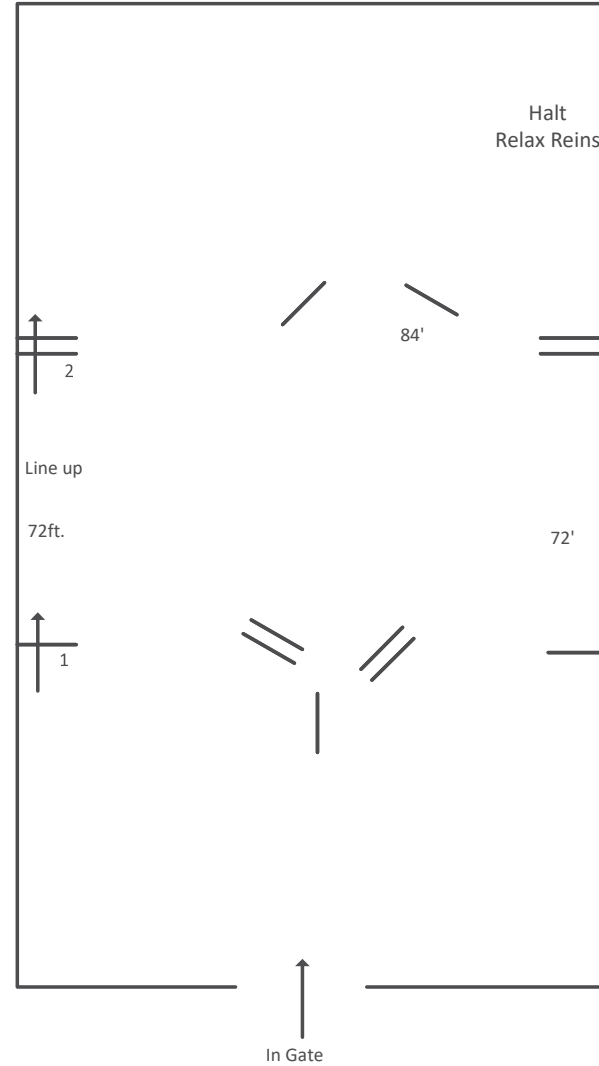


**All Equitation
O/F**

Fences 1 - 8

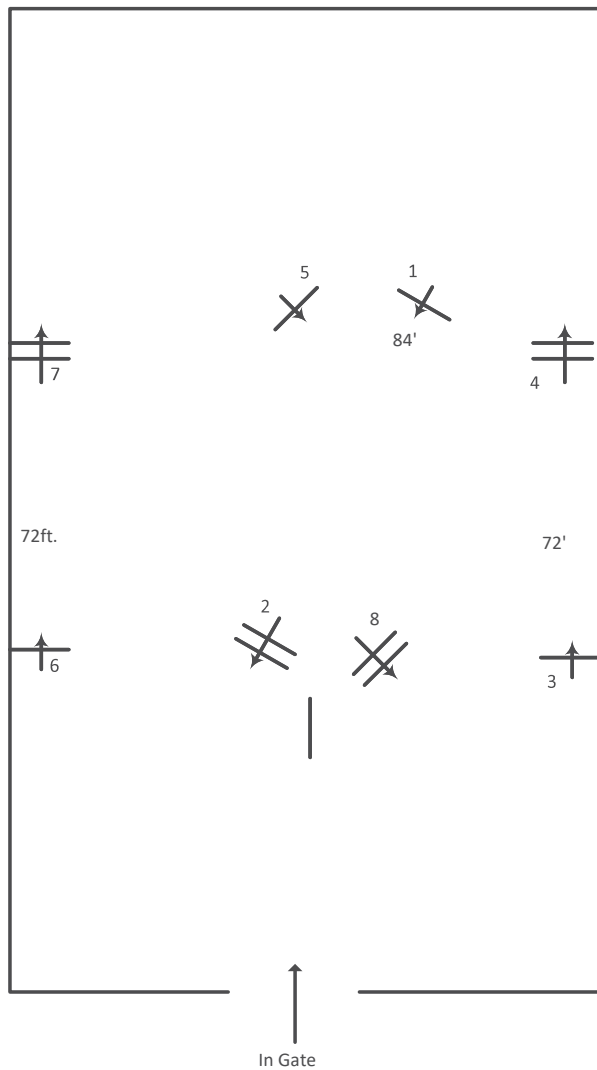


**Round
1**



**Round
2**

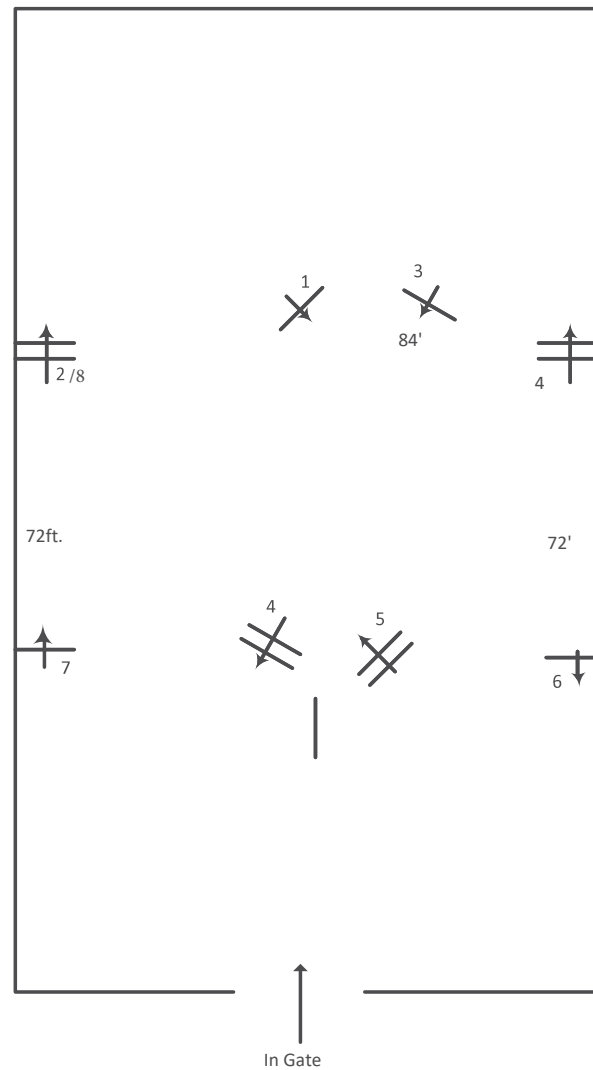
**Round
2**



**All Working
Hunter**

Fences 1 - 8

**Round
2**

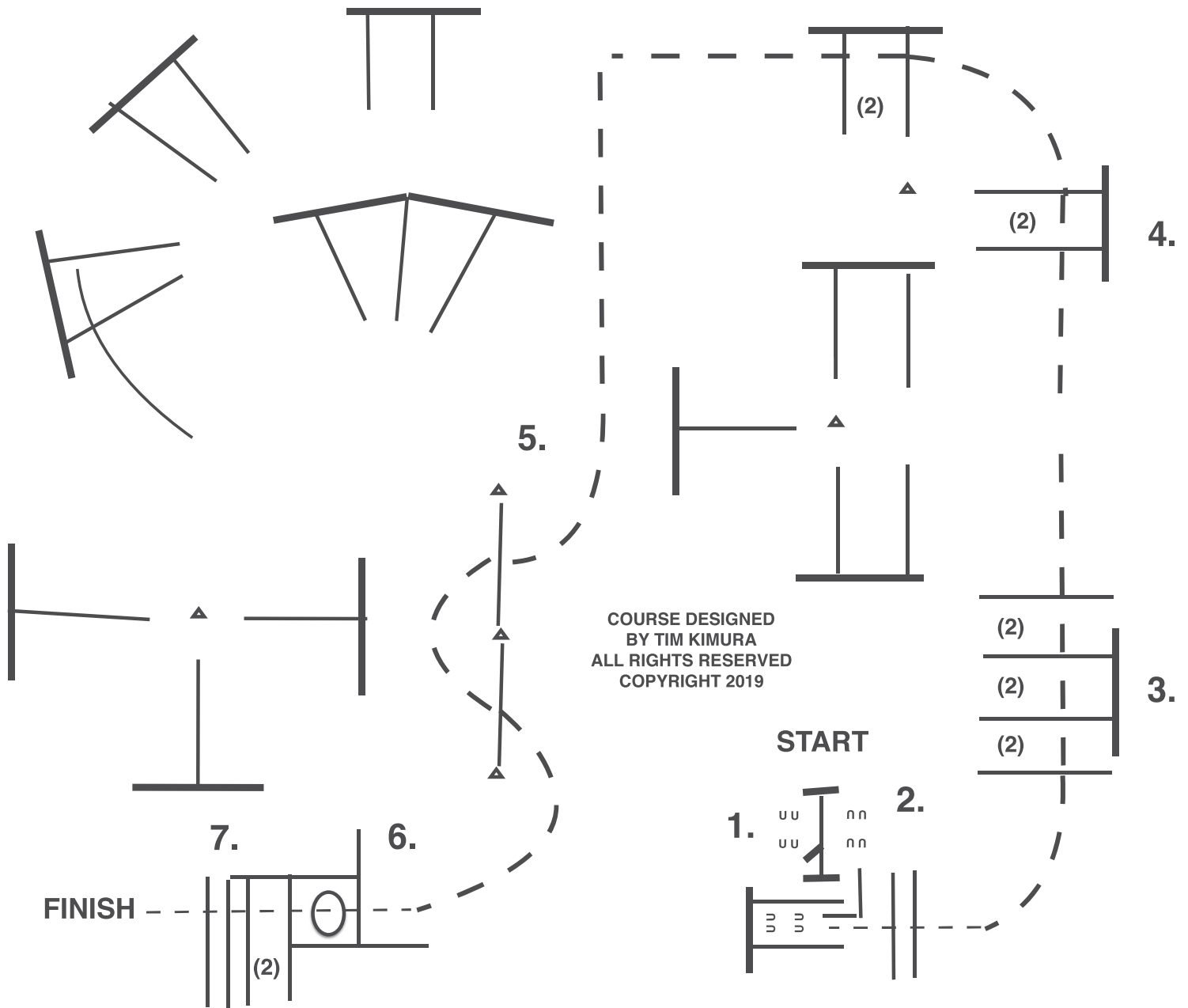


**All Equitation
O/F**

Fences 1 - 8

WT TRAIL CLASSES

Round 1

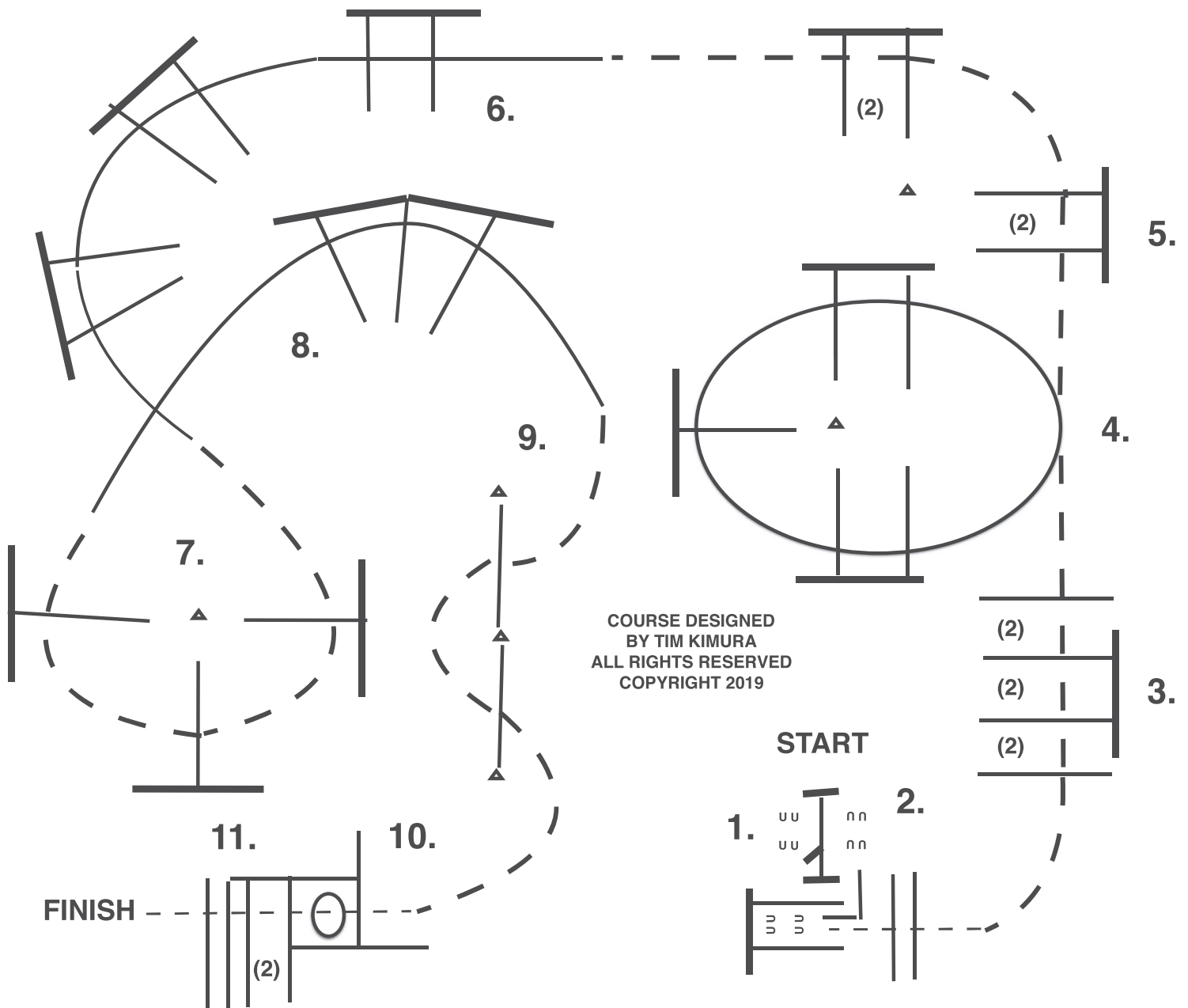


1. ROPE GATE LH OPEN WALK THRU AND CLOSE GATE.
2. BACK THRU POLES, WALK OUT AND WALK OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES BETWEEN CONES.

6. STOP OR BREAK TO THE WALK WALK OVER POLE AND WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
7. WALK OVER POLES.

ALL TRAIL CLASSES

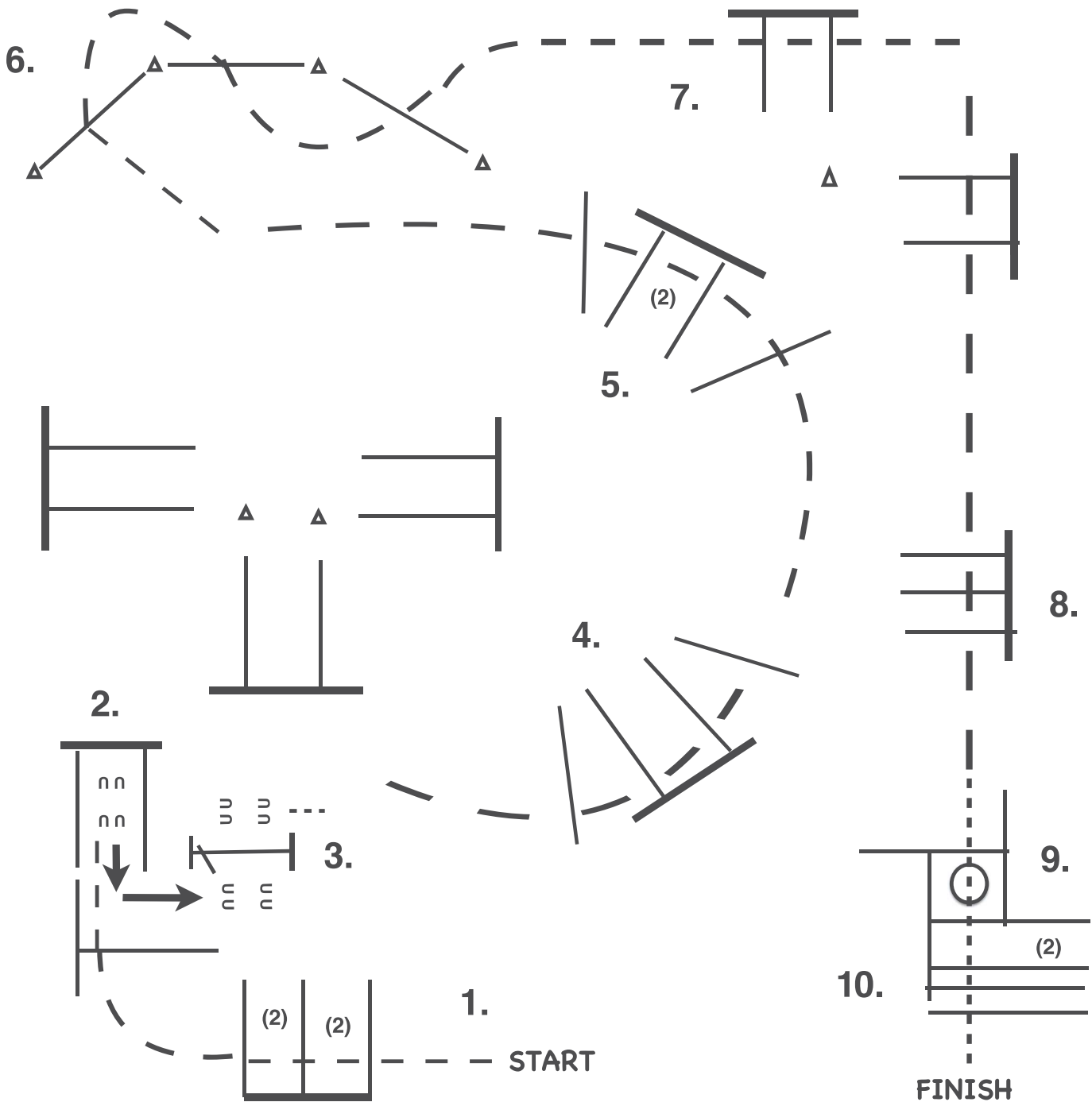
Round 1



1. ROPE GATE LH OPEN WALK THRU AND CLOSE GATE.
2. BACK THRU POLES, WALK OUT AND WALK OVER POLES.
3. JOG OVER POLES.
4. LOPE OVER POLES (LL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL)
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RL).
9. BREAK TO THE JOG, JOG OVER POLES. JOG BETWEEN CONES.
10. STOP OR BREAK TO THE WALK WALK OVER POLE AND WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

WT TRAIL CLASSES

Round 2

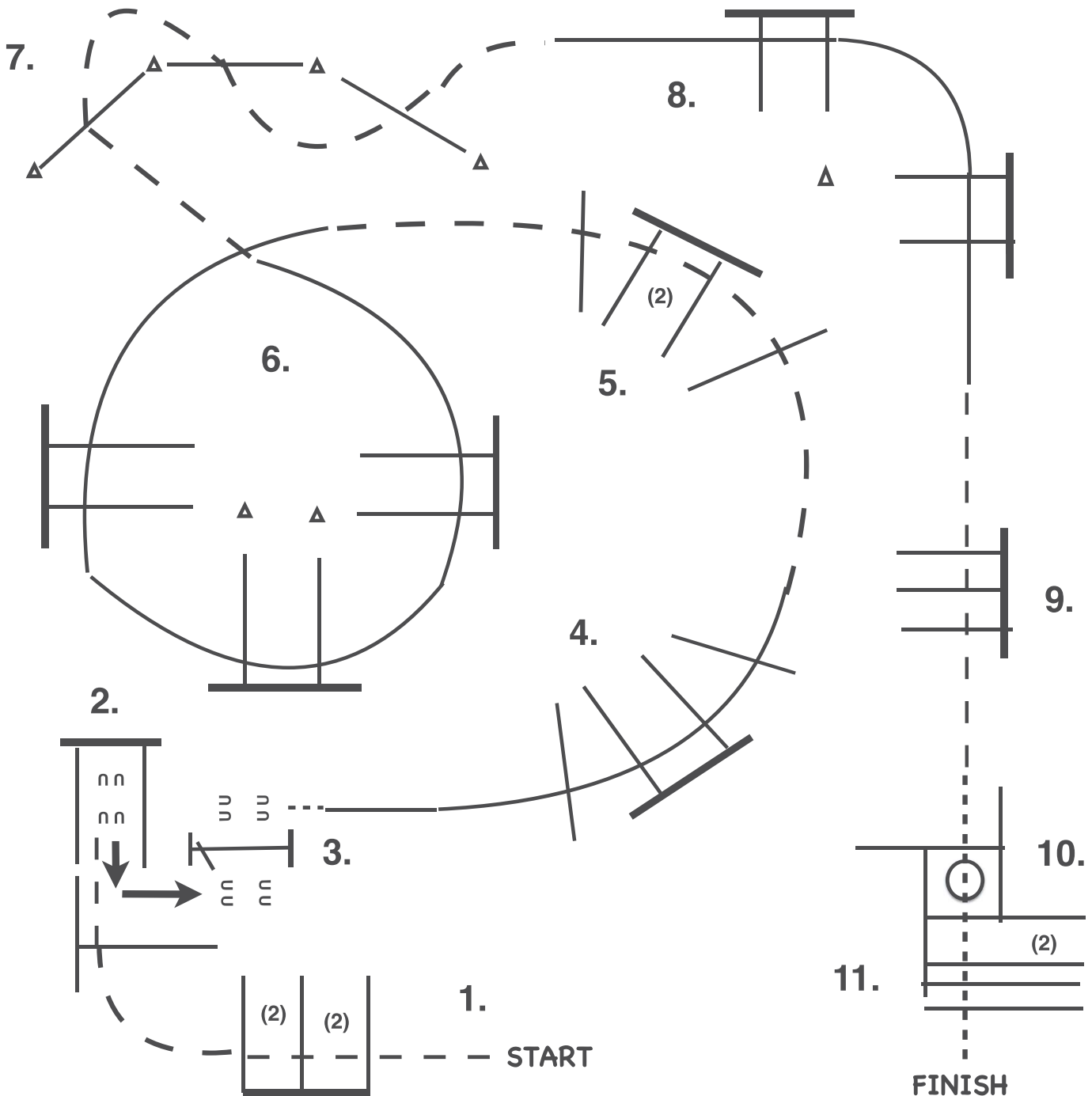


1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK BETWEEN POLES,
AND BACK UP TO GATE.
3. GATE: RH OPEN, WALK THRU
AND CLOSE GATE.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES AROUND CONES.

7. JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK
INTO BOX, EXECUTE A 360 TURN
EITHER DIRECTION. WALK OUT BOX.
10. WALK OVER POLES

ALL TRAIL CLASSES

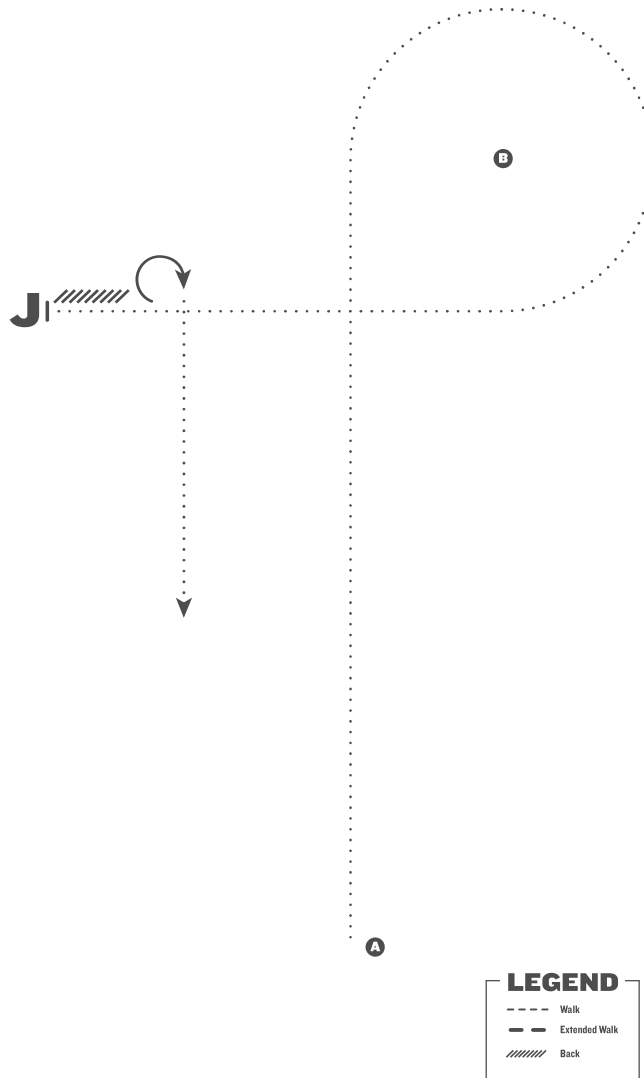
Round 2



1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK BETWEEN POLES, AND BACK UP TO GATE.
3. GATE: RH OPEN, WALK THRU AND CLOSE GATE.
4. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LL).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LL).

7. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONES.
8. LOPE OVER POLES (RL).
9. BREAK TO THE JOG, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION. WALK OUT BOX.
11. WALK OVER POLES.

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP (WALK ONLY) PATTERN 3

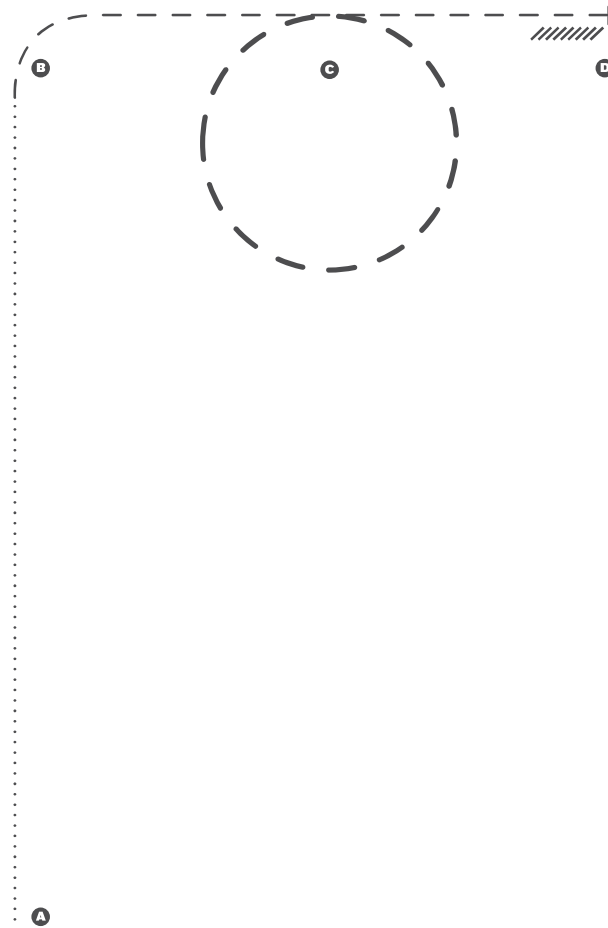


1. Be ready at A, walk from A to B
2. At B, continue walking three quarters of a circle around B
3. Continue walking to judge
4. At judge, stop, set up
5. Inspection
6. When dismissed, back approximately one horse length
7. Perform a 270° turn and walk away, pattern is complete

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

**EQUESTRIANS WITH DISABILITIES
HORSEMANSHIP (WALK/JOG)
PATTERN 3**

Round 1



LEGEND

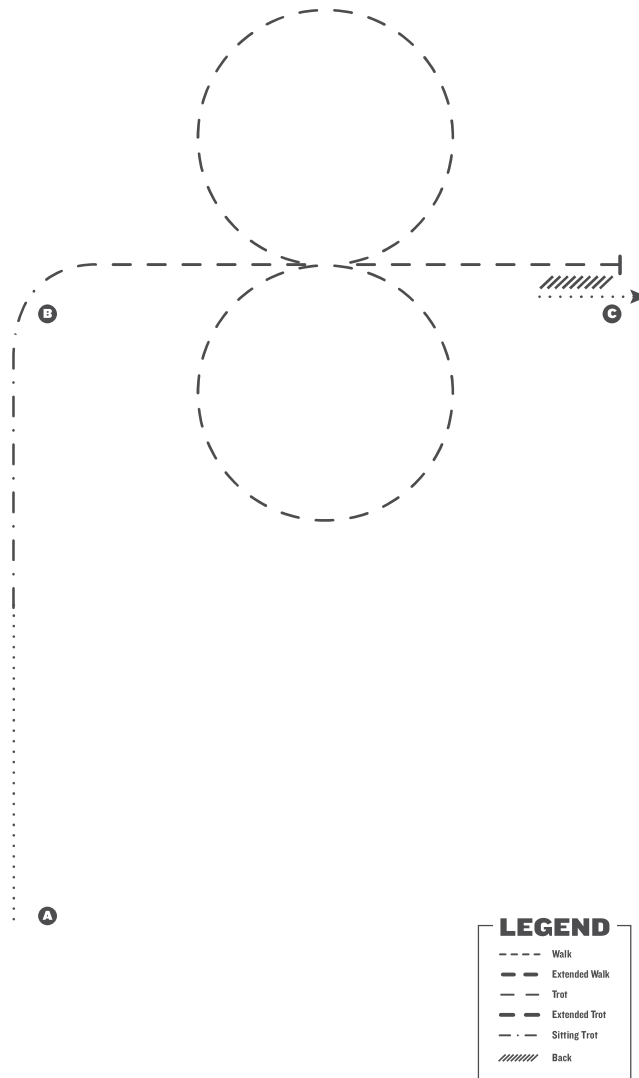
----	Walk
----	Extended Walk
----	Jog
----	Extended Jog
////	Back

1. Be ready at A, walk from A to B
2. At B, jog and continue to C
3. At C, extended jog a circle to the right
4. Close circle, slow to a jog, continue jogging to D
5. 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.

**EQUESTRIANS WITH DISABILITIES
HUNT SEAT EQUITATION (WALK/TROT)
PATTERN 1**

Round 1

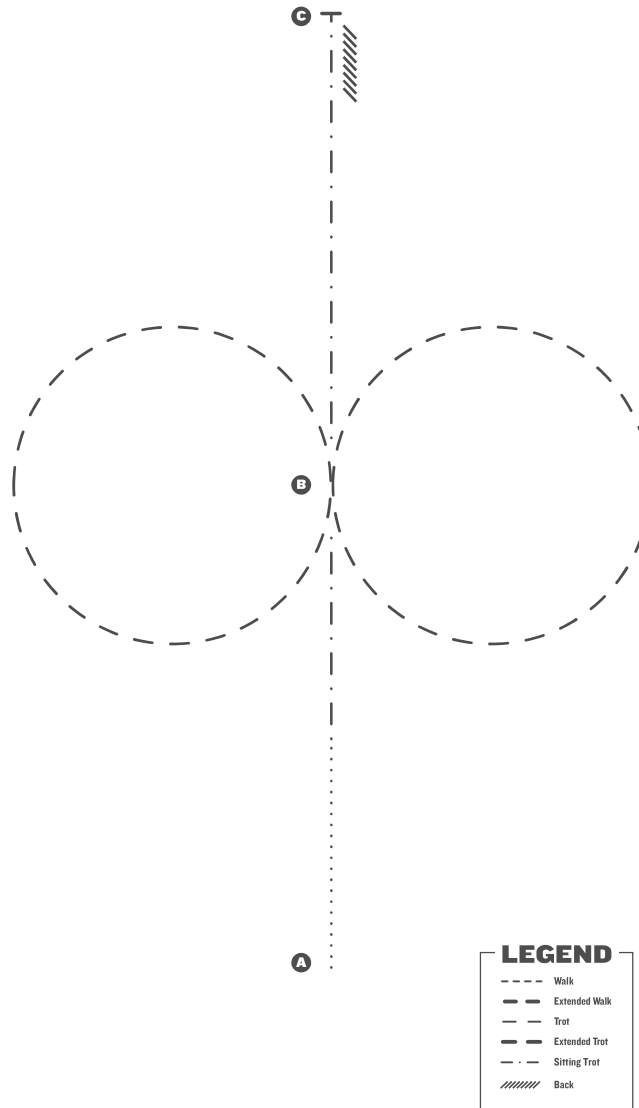


1. Be ready at A, walk approximately two horse lengths toward B
2. Sitting trot to B
3. At B, posting trot left diagonal toward C
4. Trot a circle to the right
5. Close circle, change diagonals and trot a circle to the left, continue trotting to C
6. At C, halt
7. Back approximately one horse length, 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
HUNT SEAT EQUITATION (WALK/TROT)
PATTERN 3**

Round 2

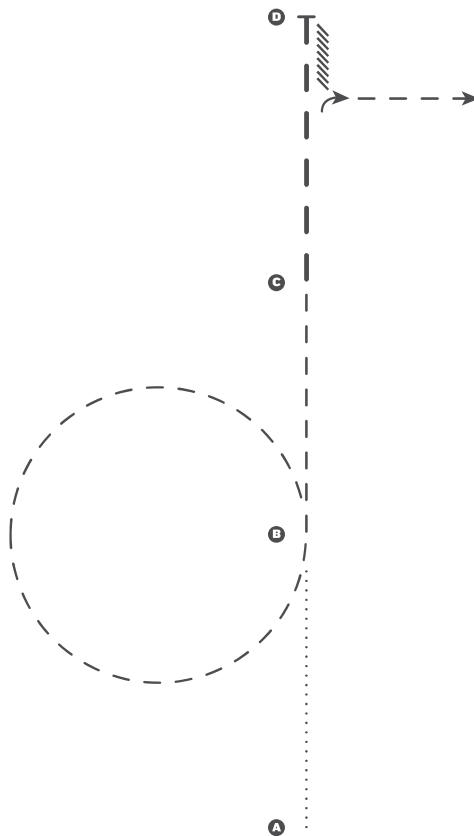


1. Be ready at A, walk approximately two horse lengths
2. Sitting trot to B
3. At B, posting trot left diagonal a circle to the right
4. Close circle, change diagonals and trot a circle to the left
5. At B, sitting trot to C
6. At C, halt
7. Back approximately one horse length, pattern is complete

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

**EQUESTRIANS WITH DISABILITIES
HORSEMANSHIP (WALK/JOG)
PATTERN 2**

Round 2



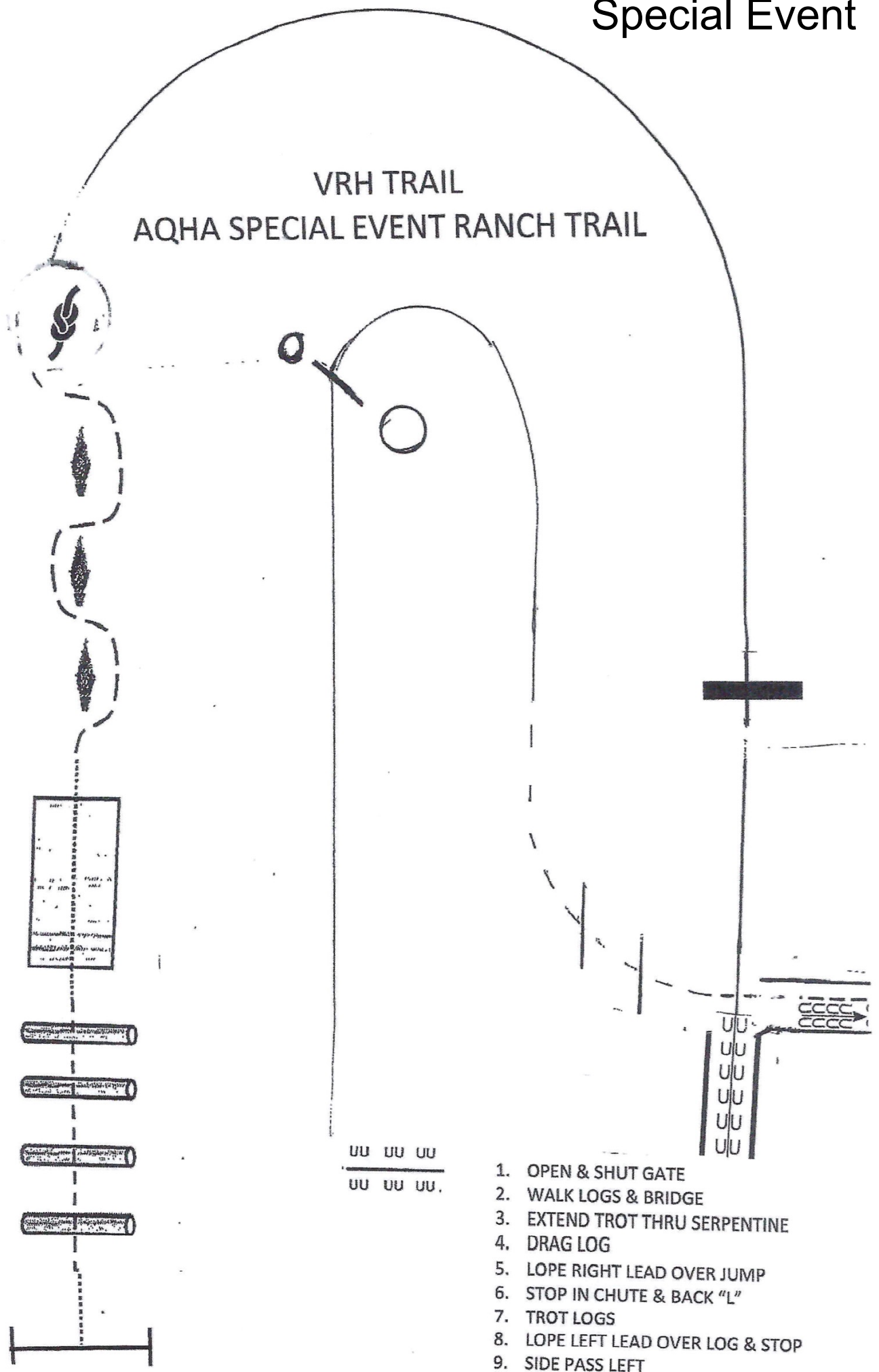
LEGEND

----	Walk
- - - -	Extended Walk
- - - -	Jog
- - - -	Extended Jog
////	Back

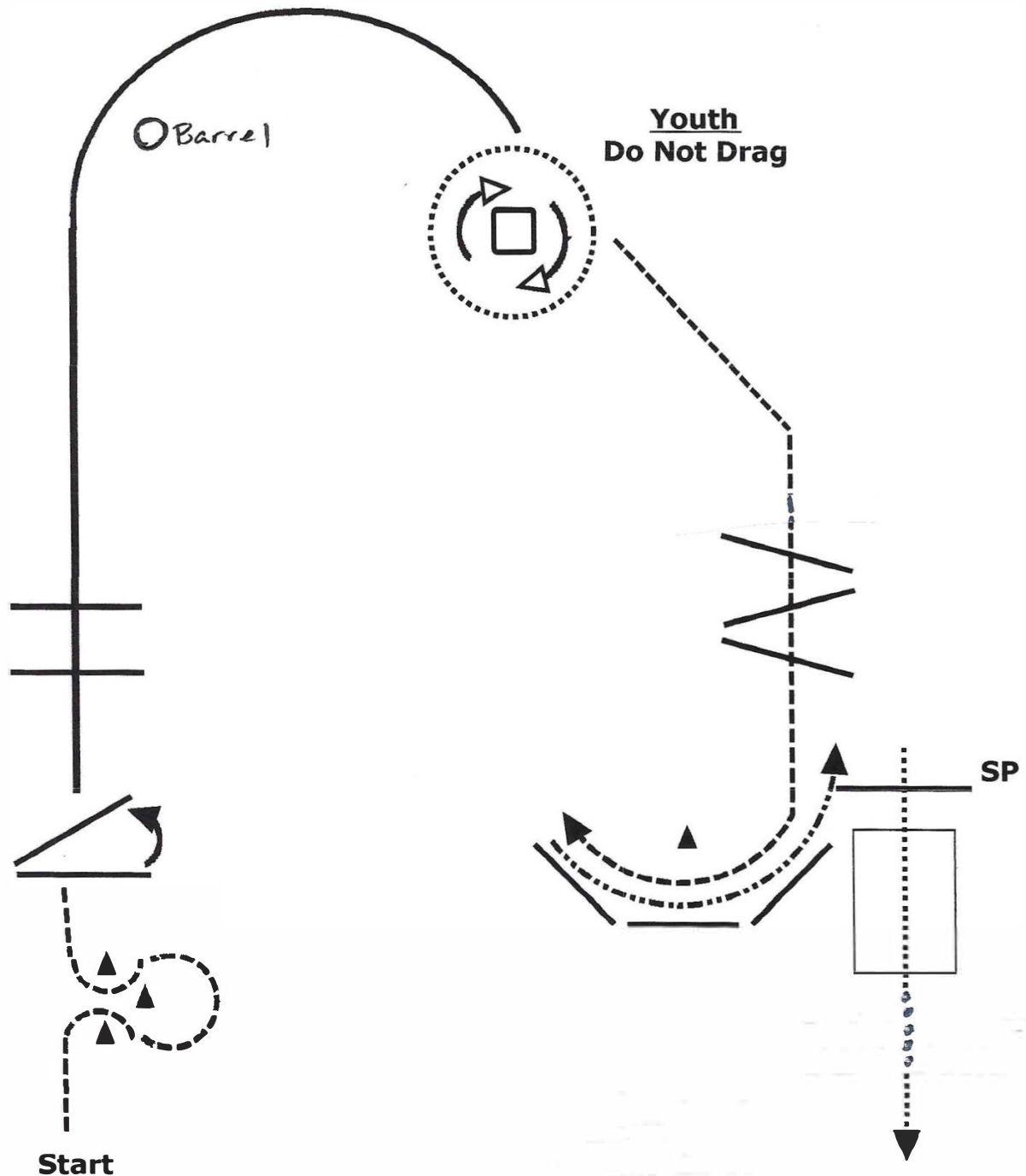
1. Be ready at A, walk from A to B
2. At B, jog a circle to the left and continue jogging to C
3. At C, extended jog to D
4. At D, stop
5. Back approximately one horse length
6. Perform a 90° turn right and jog away, pattern is complete

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

Special Event



Ranch Trail - Round 1 Thurs/Fri



1. Trot through obstacle.
2. Left hand gate.
3. Lope right lead over logs.
4. Drag log.
5. Trot over logs and into chute.
6. Back out of chute.
7. Sidepass left and halfway back.
8. Walk over bridge

All VRH/AQHA Ranch Trail Round 2 Sat/Sun

