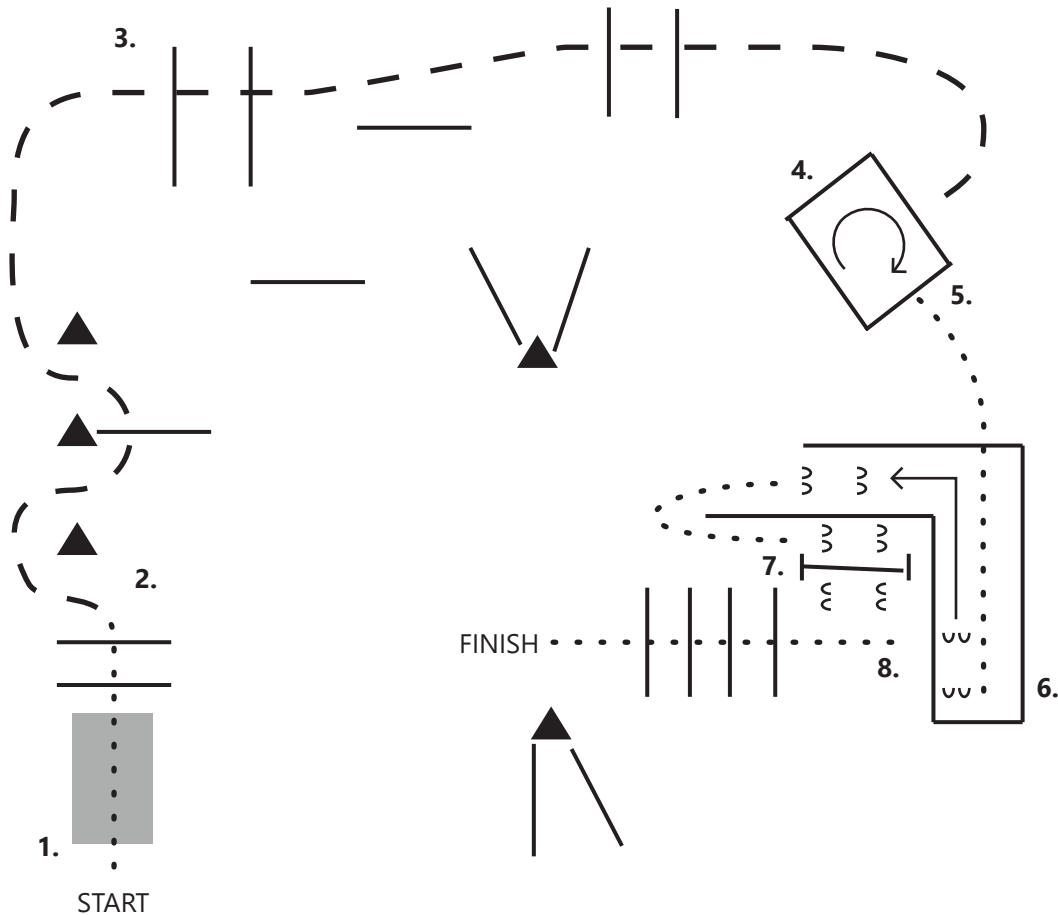


Circle G - ArQHA

Show 1

Walk-Trot Trail

Show Date: 4/29-5/1-2022



1. Walk over bridge and poles
2. Jog through serpentine and over pole
3. Jog four poles and stop
4. Walk into box, Turn 270 right in box
5. Walk out of box and into chute
6. Back L
7. Turn and walk to gate. Work right hand gate
8. Walk over poles

Pattern Provided by:
Show Management

Circle G - ArQHA

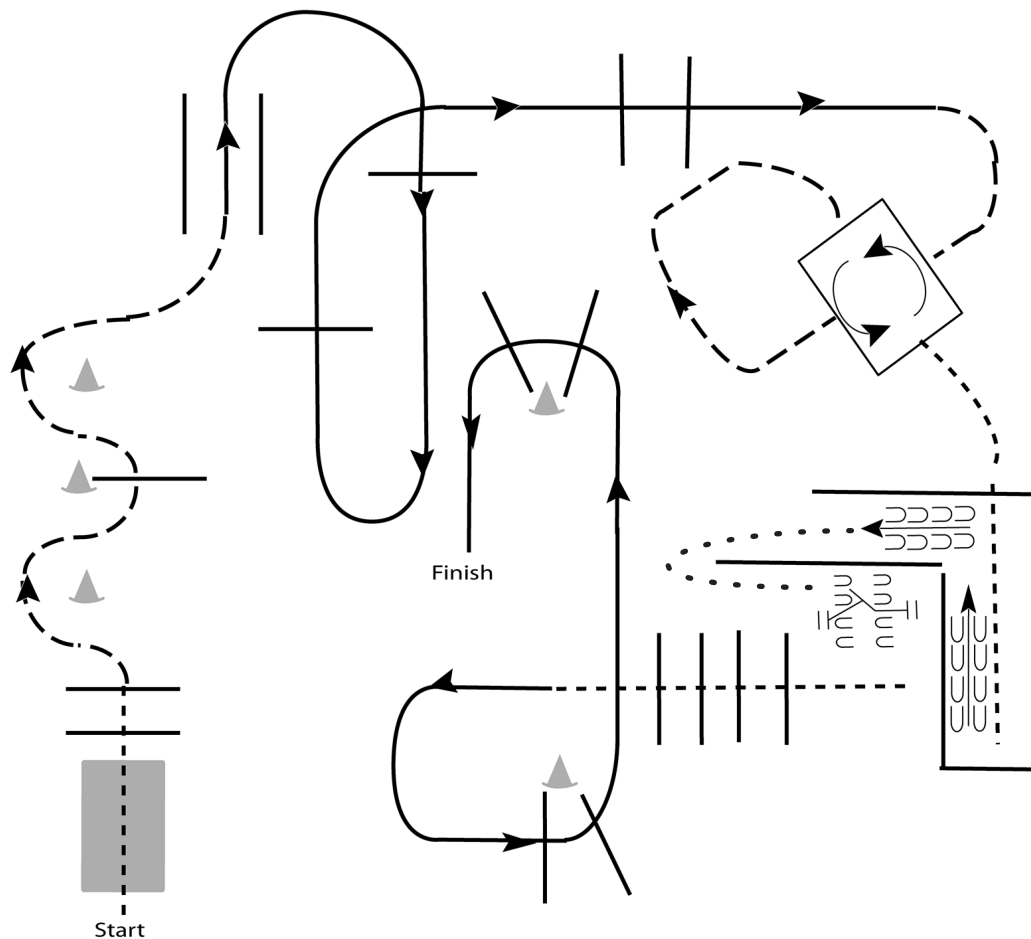
Show 1

All Trail (except WT)

Show Date: 4/29-5/1-2022

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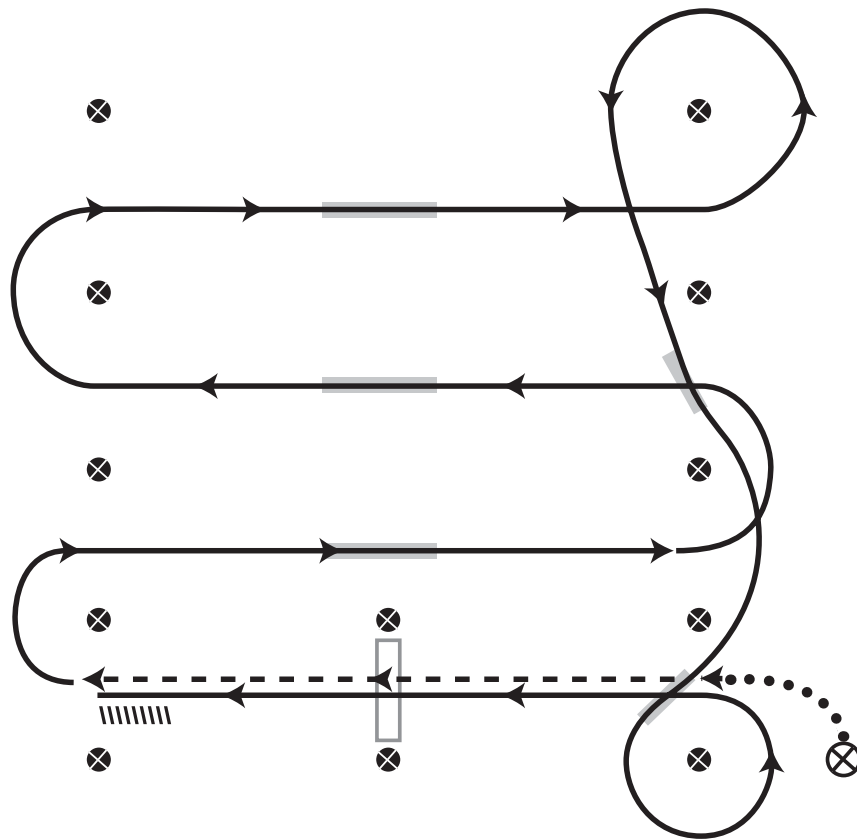


1. Walk over bridge and over poles
2. Jog through serpentine and over pole
3. Lope on the right lead over poles
4. Jog through box, then jog into box
5. Turn 360 degrees to the left in the box
6. Walk out of box and into chute
7. Back the L
8. Turn and walk to gate. Work the gate
9. Walk over poles
10. Lope on the left lead over poles to finish

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[T/3-4]

Pattern Provided by:
Show Management



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Show 1

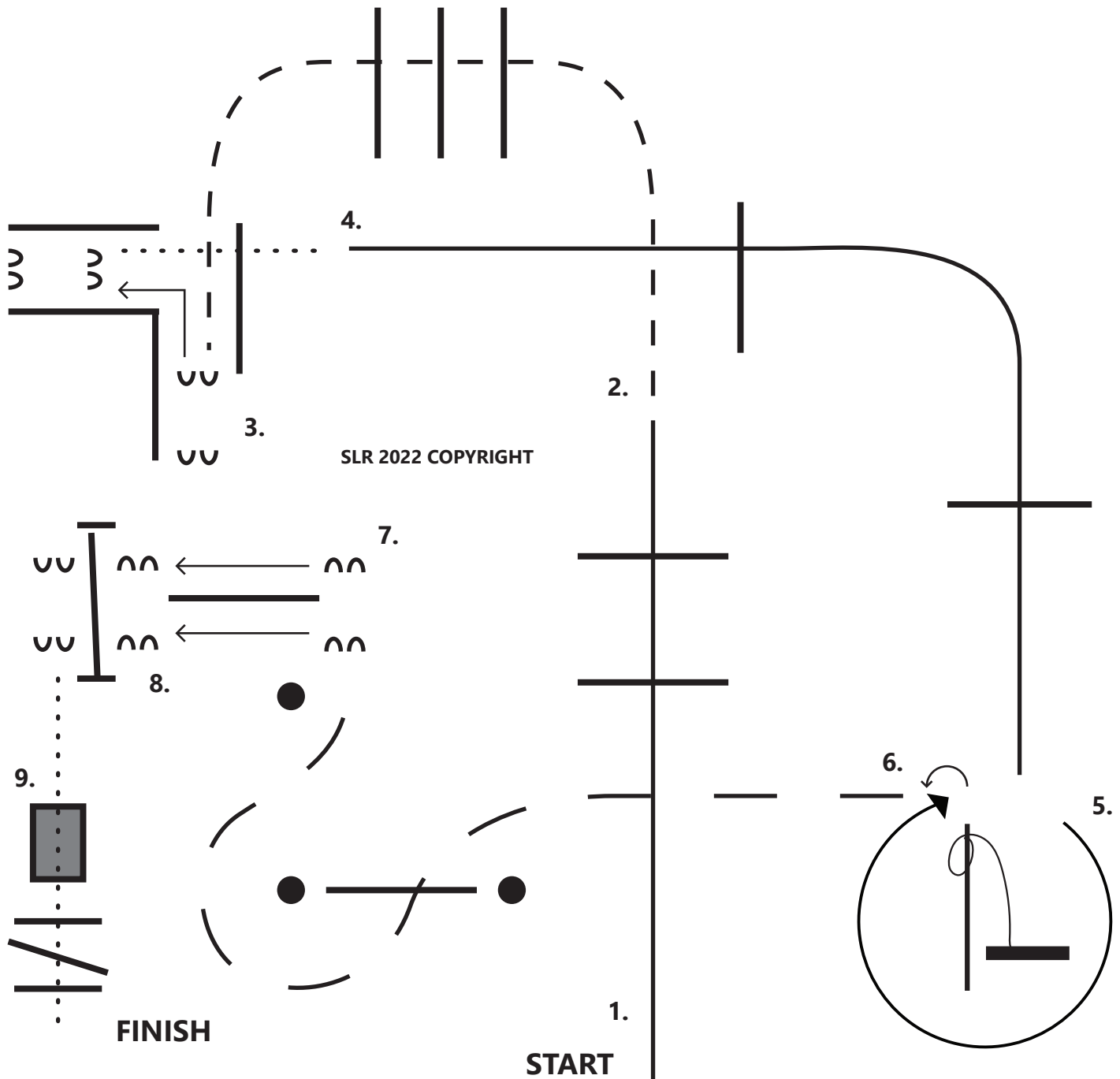
[illegible]

- 1.** Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2.** Transition to the lope, on the right lead
- 3.** First crossing change
- 4.** Second crossing change
- 5.** Third crossing change
- 6.** Circle & first line change
- 7.** Second line change
- 8.** Third line change
- 9.** Fourth line change & circle
- 10.** Lope over log
- 11.** Lope, stop & back



CIRCLE G CLASSIC 2022
SHOW 1
AMATEUR & OPEN RANCH TRAIL

Show 1



1. Left Lead two poles
2. Trot three poles & into chute
3. Back 'L' & Walk out
4. Right Lead two poles up to stand
5. Drag log in a circle to the right at a walk or trot

6. Turn 180 Left & Extend Trot serpentine up to sidepass log
7. Sidepass log left up to gate
8. Left hand gate
9. Walk over bridge and poles

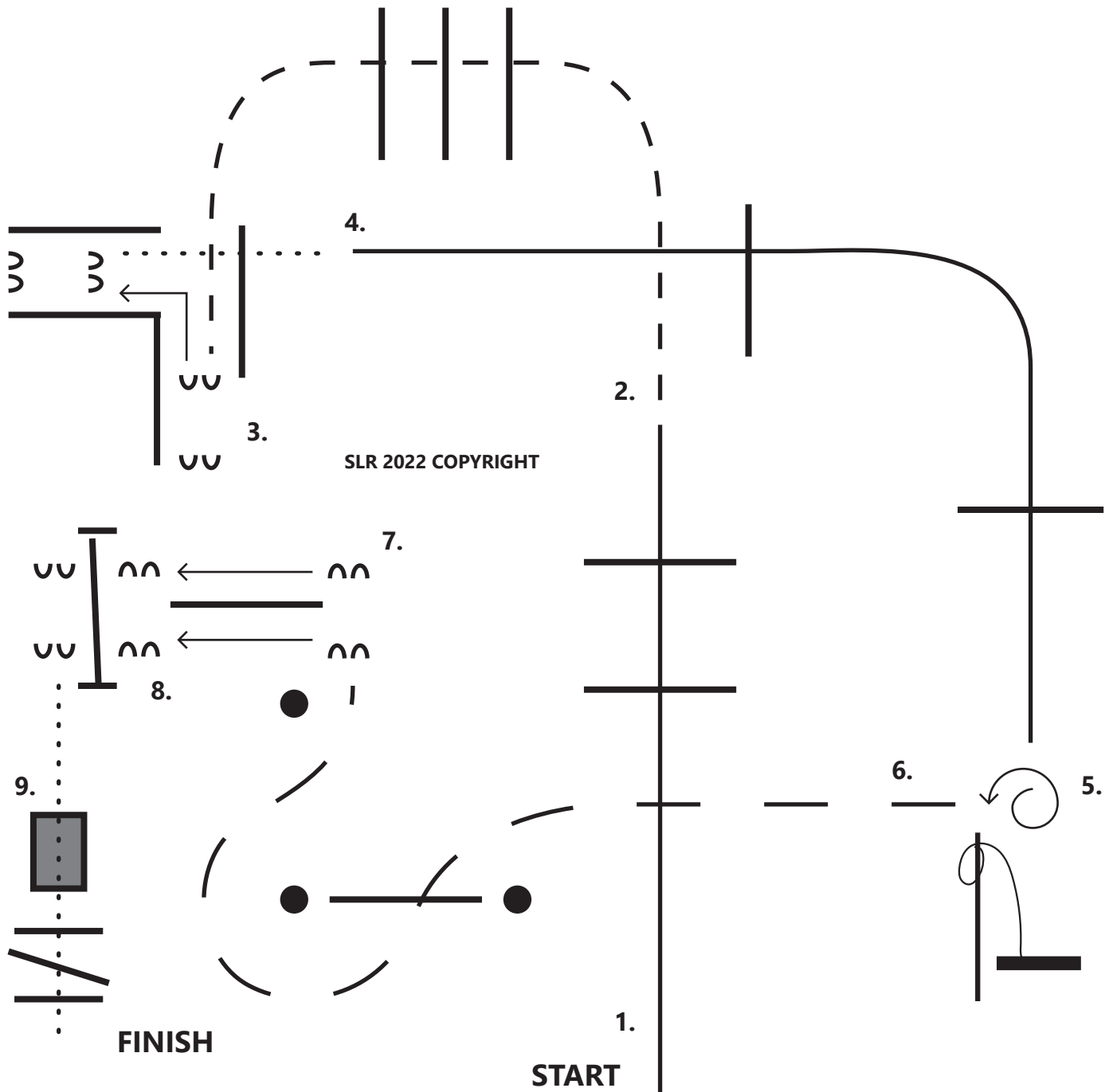


CIRCLE G CLASSIC 2022

SHOW 1

YOUTH RANCH TRAIL

Show 1



1. Left Lead two poles
2. Trot three poles & into chute
3. Back 'L' & Walk out
4. Right Lead two poles and stop
5. Turn 540 Left

6. Extend Trot serpentine up to sidepass log
7. Sidepass log left up to gate
8. Left hand gate
9. Walk over bridge and poles

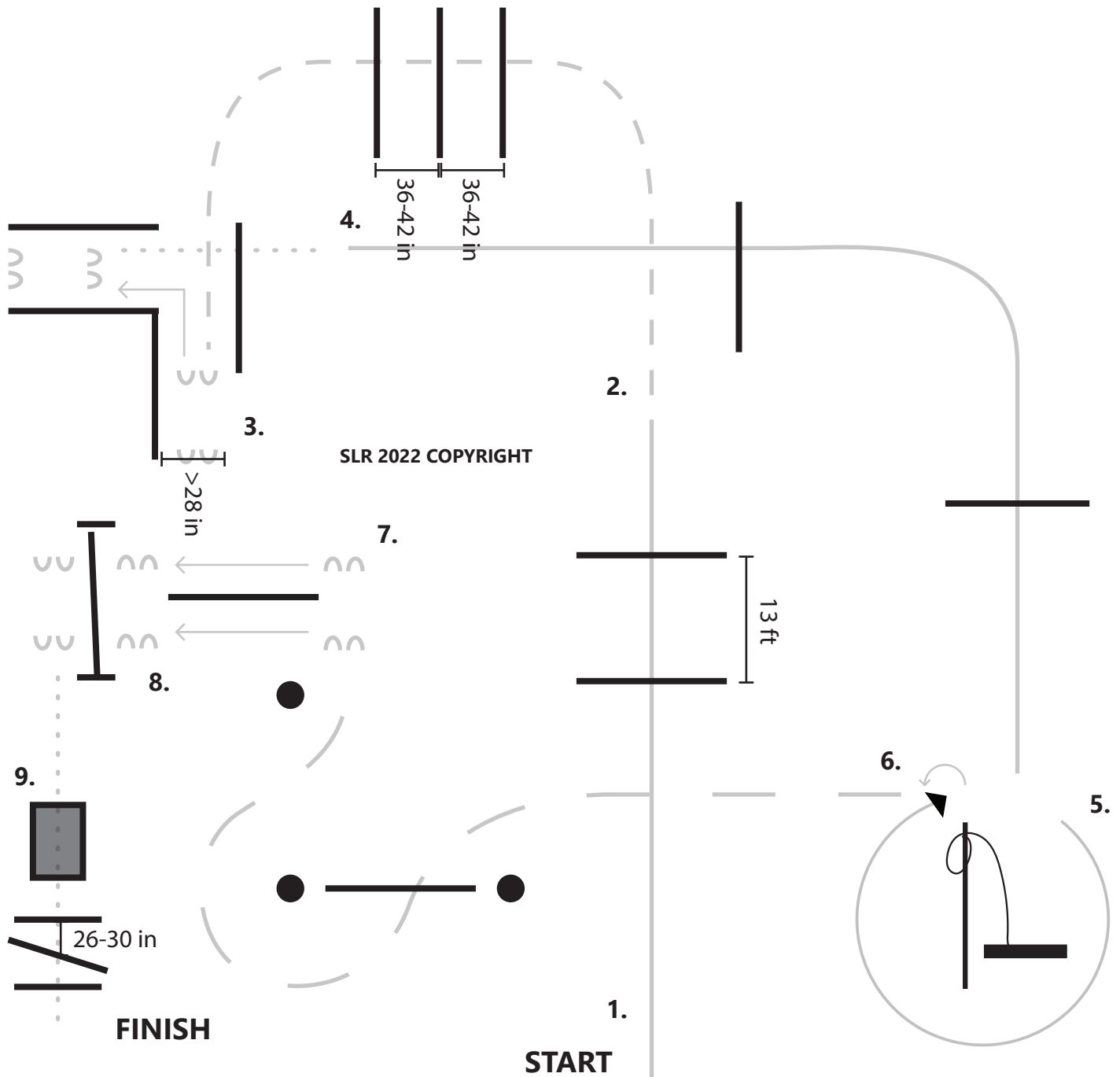


CIRCLE G CLASSIC 2022

SHOW 1

RANCH TRAIL MEASUREMENTS

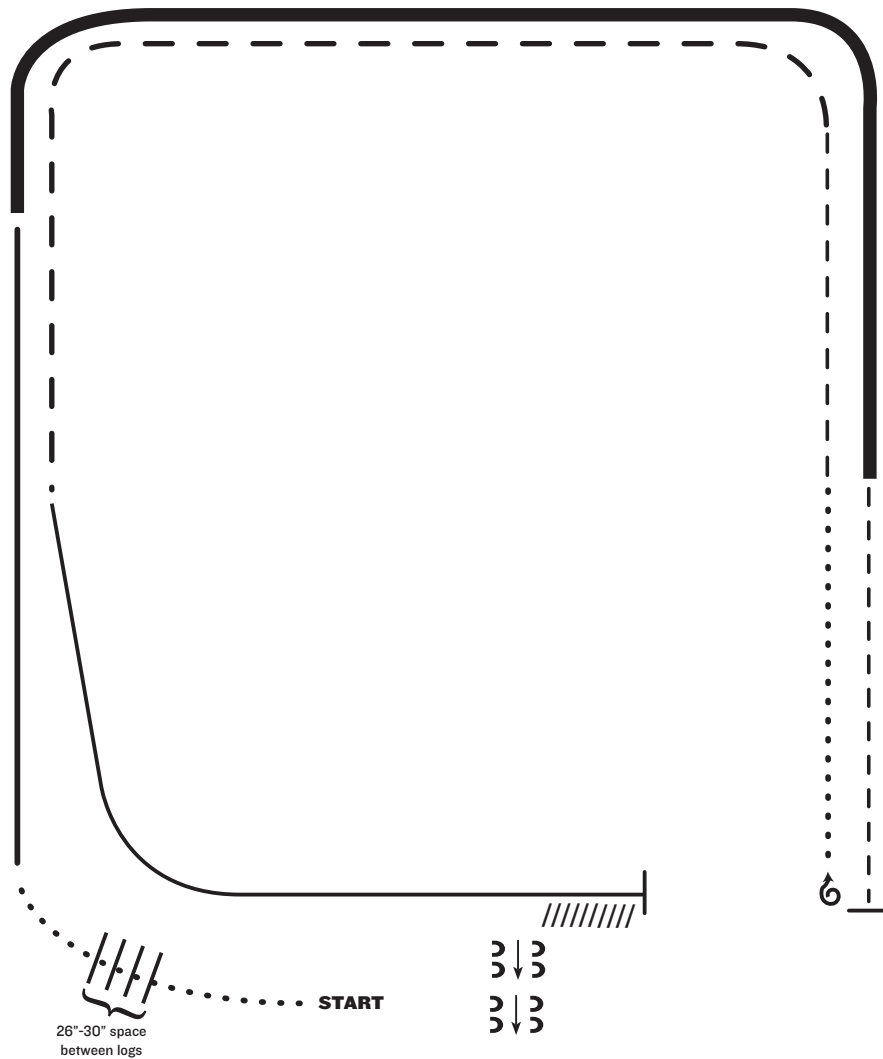
Show 1



1. Left Lead two poles
2. Trot three poles & into chute
3. Back 'L' & Walk out
4. Right Lead two poles up to stand
5. Drag log in a circle to the right at a walk or trot

6. Turn 180 Left & Extend Trot serpentine up to sidepass log
7. Sidepass log left up to gate
8. Left hand gate
9. Walk over bridge and poles

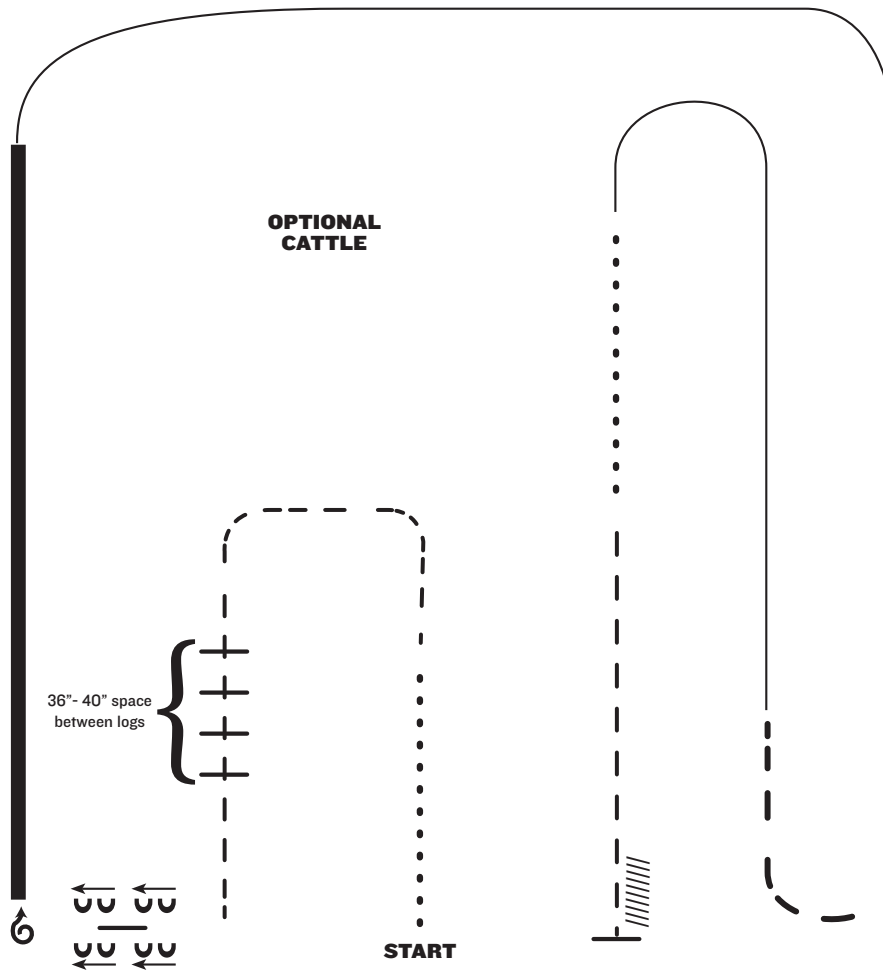
L1, L1 Y, L1A, Y, Am



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

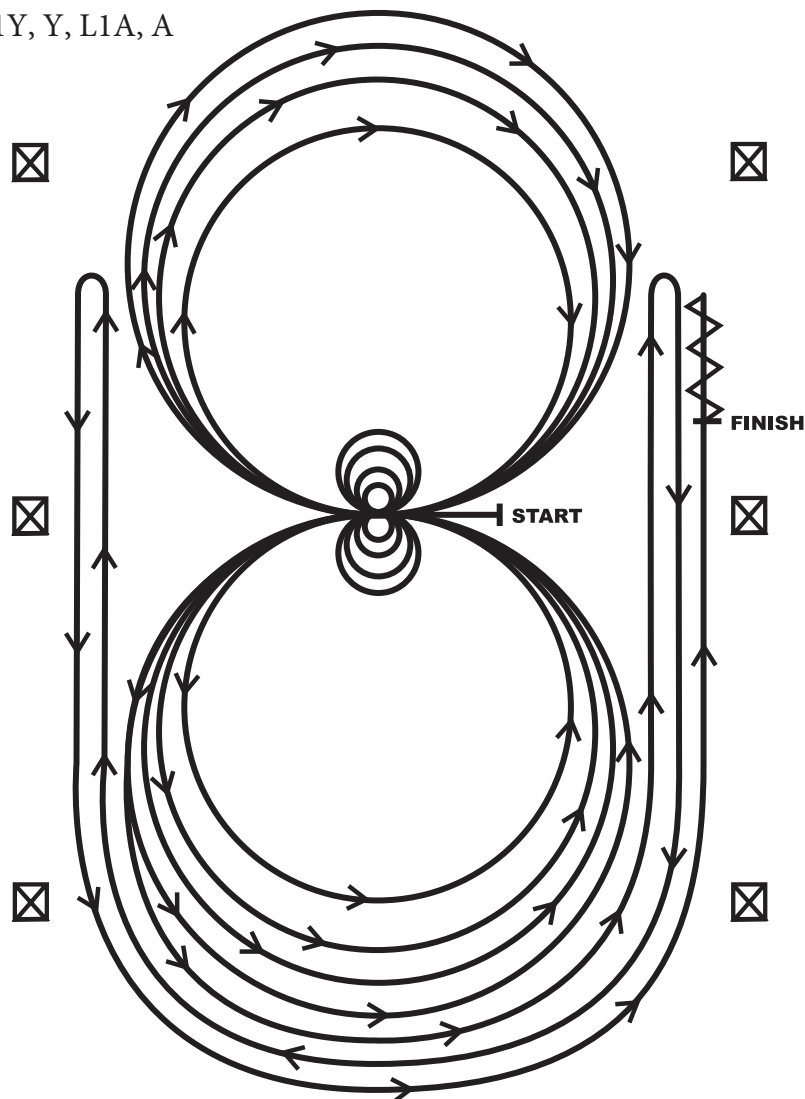
Open



1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

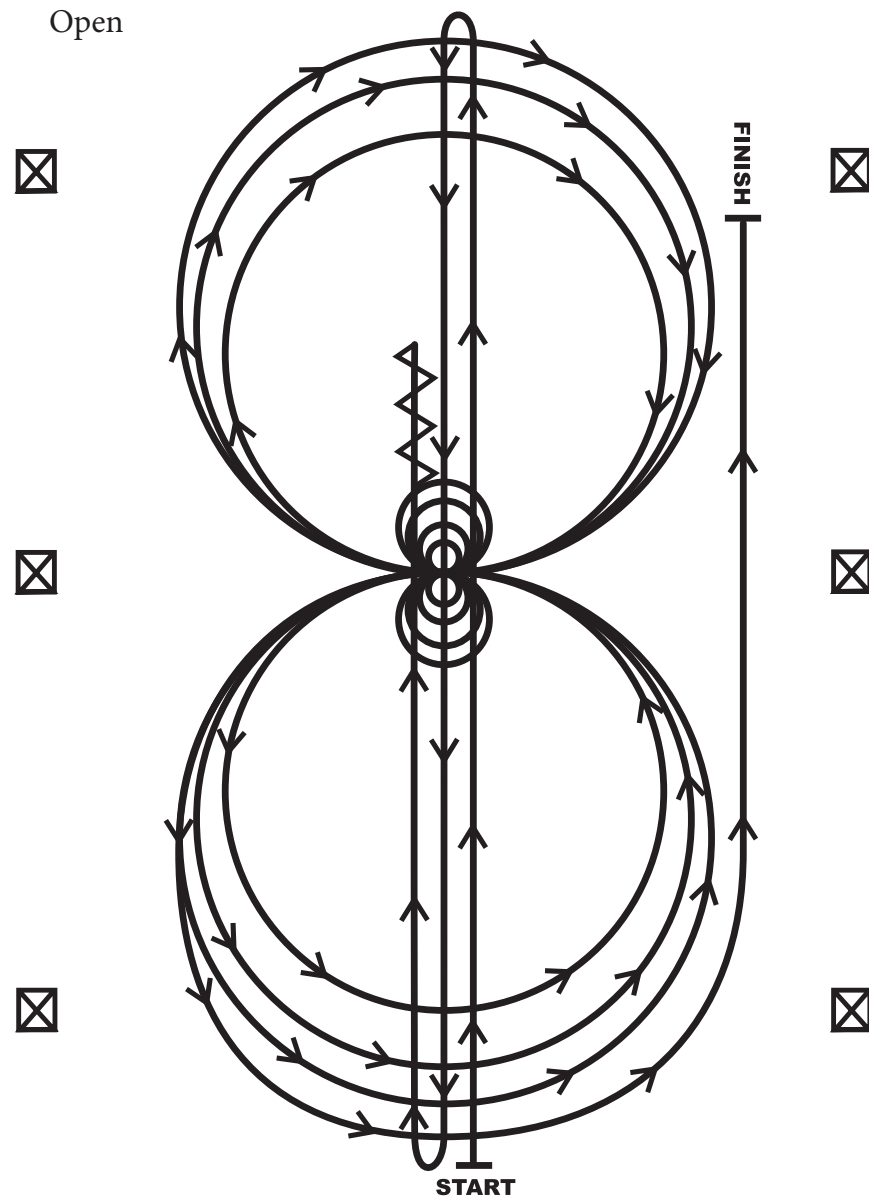
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

L1Y, Y, L1A, A



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 left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



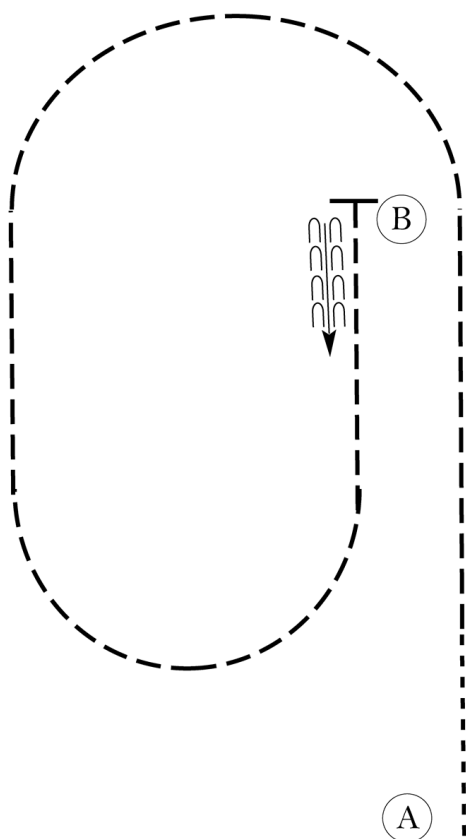
1. Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Circle G Classic

Show 1

Hunt Seat Eq. (W/T)

Show Date:



Be ready at A.

1. Walk two horse lengths from A.
2. Posting trot on the left diagonal to B.
3. Change diagonals and posting trot on the right diagonal in a half circle and then in a straight line until halfway between B and A.
4. Sitting trot a half circle and then a straight line to B.
5. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

[HSE/WT-58]

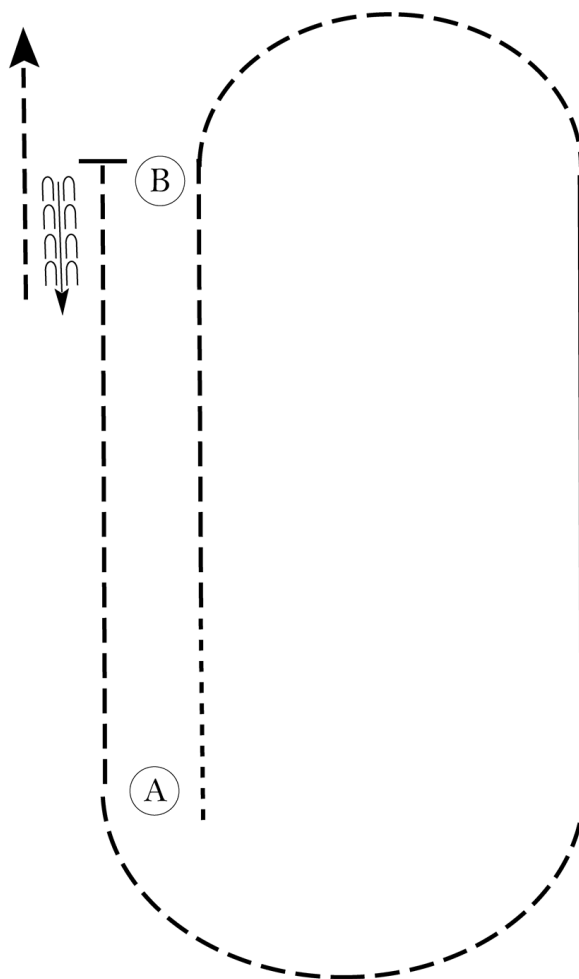
Pattern Provided by:

Circle G Classic

Show 1

Hunt Seat Eq. (L1)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths.
2. Posting trot on the left diagonal to B and in a half circle until even with B.
3. Canter on the right lead until even with A.
4. Sitting trot in a half circle to A.
5. Posting trot on the right diagonal to B.
6. Halt and back approximately one horse length.
7. Exit pattern at a sitting trot.

Follow the instructions of your ring steward.

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

[HSE/2-56]

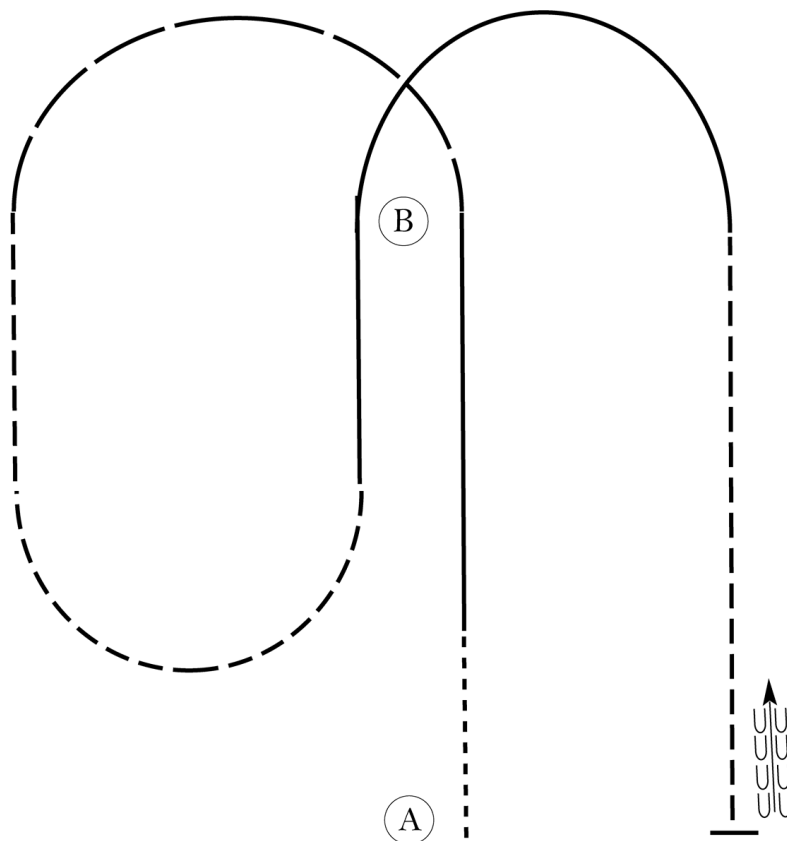
Pattern Provided by:

Circle G Classic

Show 1

Hunt Seat Eq. (Youth and Amateur)

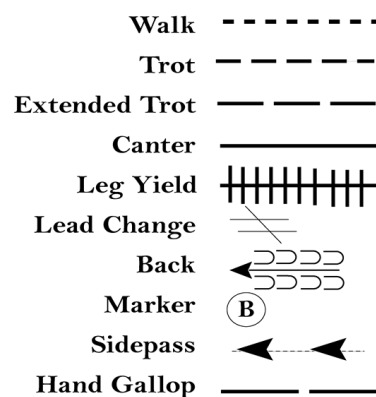
Show Date:



Be ready at A.

1. Walk two horse lengths from A.
2. Canter on the left lead to B and then hand gallop a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle until even with B.
5. Trot on the left diagonal until even with A.
6. Stop and back approximately one horse length.

Follow the instructions of your ring steward.



[HSE/3-58]

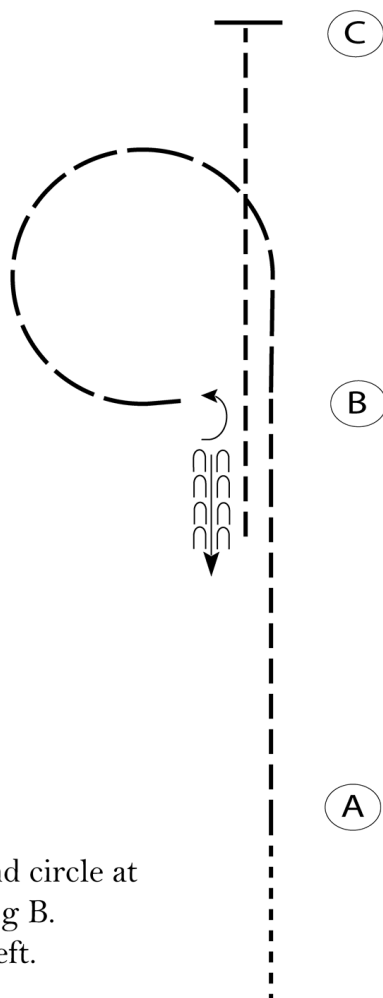
Pattern Provided by:

Circle G Classic

Show 1

Western Horsemanship (Walk Trot)

Show Date:



Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→

[WH/WT-17]

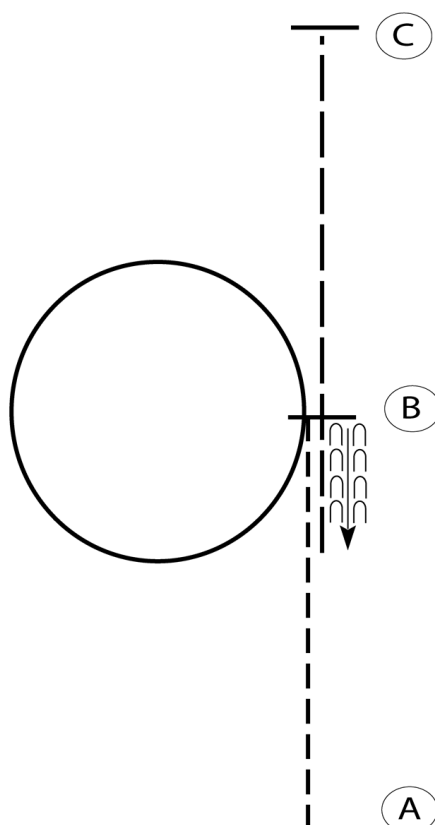
Pattern Provided by:

Circle G Classic

Show 1

Western Horsemanship (L1)

Show Date:



Be ready at A.

1. Jog from A to B.
2. Lope a circle to the left on the left lead.
3. Stop at B.
4. Back one horse length at B.
5. Extend the jog to C.
6. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← ← ← ← ←

Pattern Provided by:

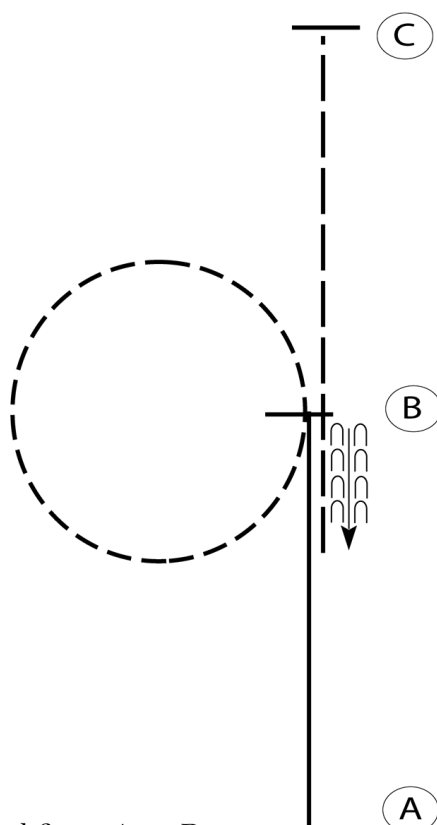
[WH/1-18]

Circle G Classic

Show 1

Western Horsemanship (Youth and Amateur)

Show Date:



Be ready at A.

1. Lope on the right lead from A to B.
2. Break to a jog at B and jog a circle to the left.
3. Stop at B.
4. Back one horse length at B.
5. Extend the jog to C.
6. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← ← ← ← ←

[WH/2-18]

Pattern Provided by: