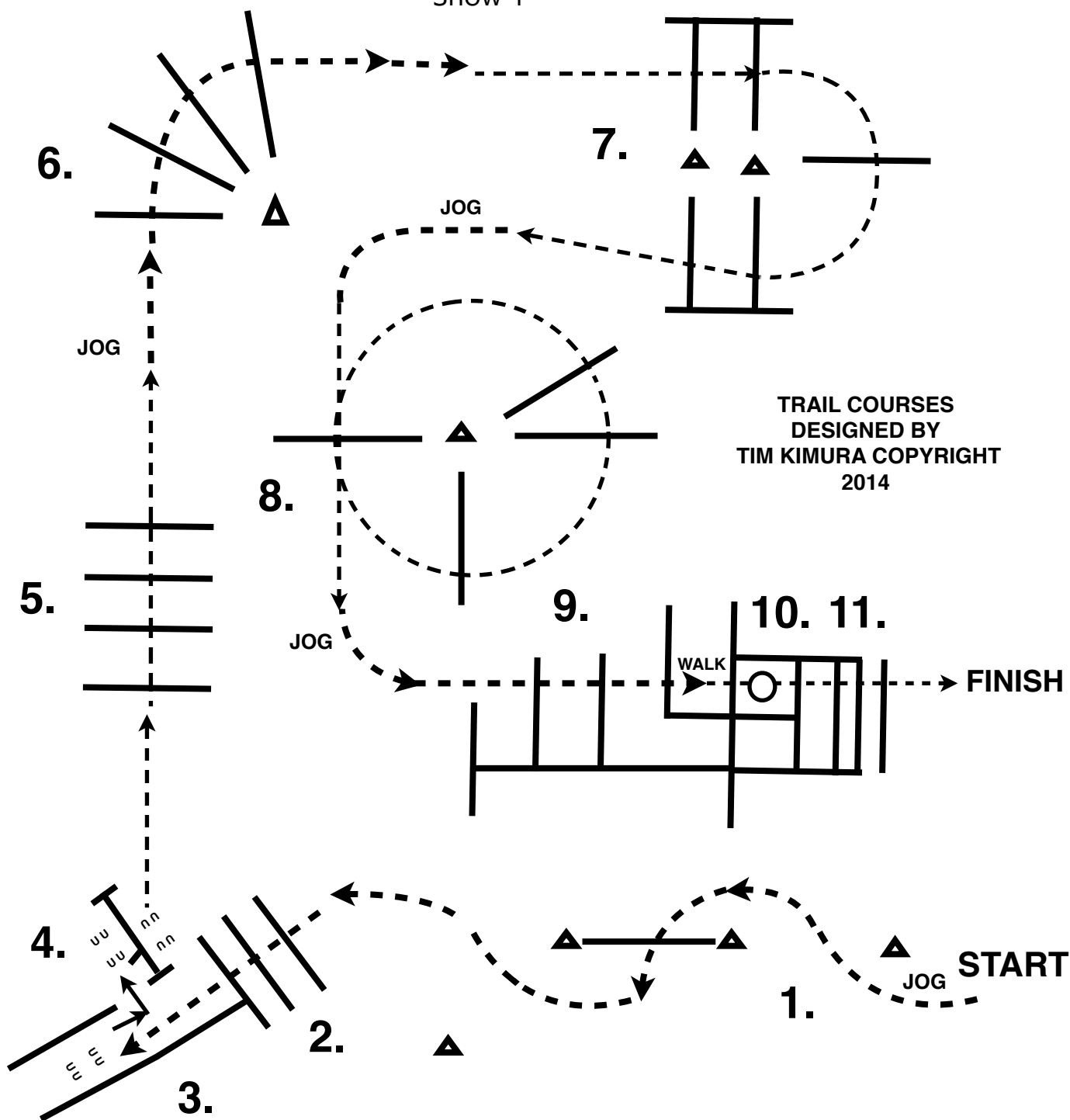


# 2023 Circle G Classic

All Walk-Trot Trail  
Show 1

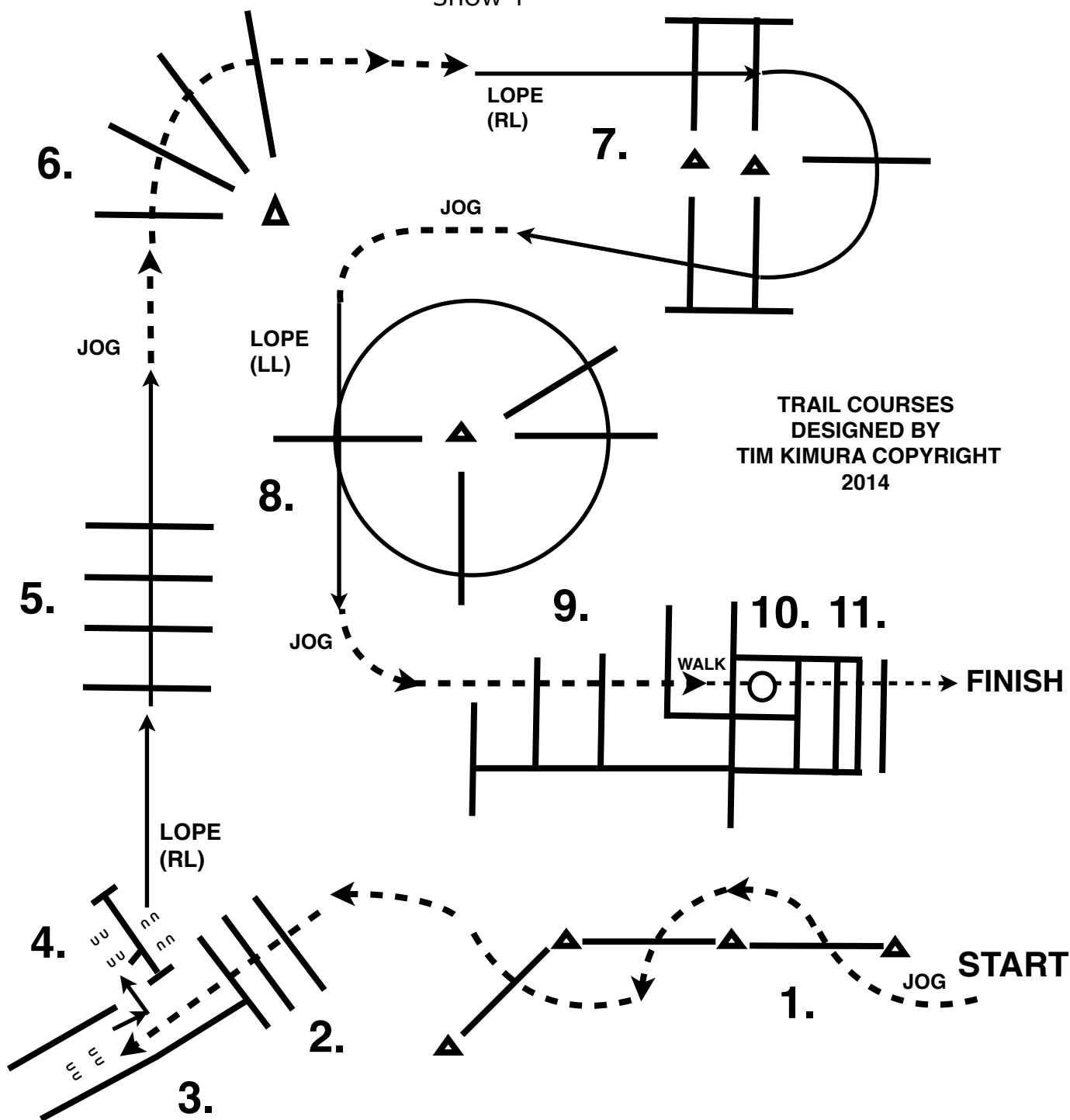


1. Jog thru serpentine and over pole
2. Jog over poles, Jog into chute
3. Back thru poles, back up to gate
4. Gate: LH ride thru close
5. Jog over four poles
6. Jog over four fan poles
7. Jog over five poles

8. Jog over four windmill poles
9. Jog over three poles. Stop between poles before box.
10. Walk into box. Execute a 360 turn either way, walk out box
11. Walk over poles

# 2023 Circle G Classic

All Trail Except Walk-Trot  
Show 1

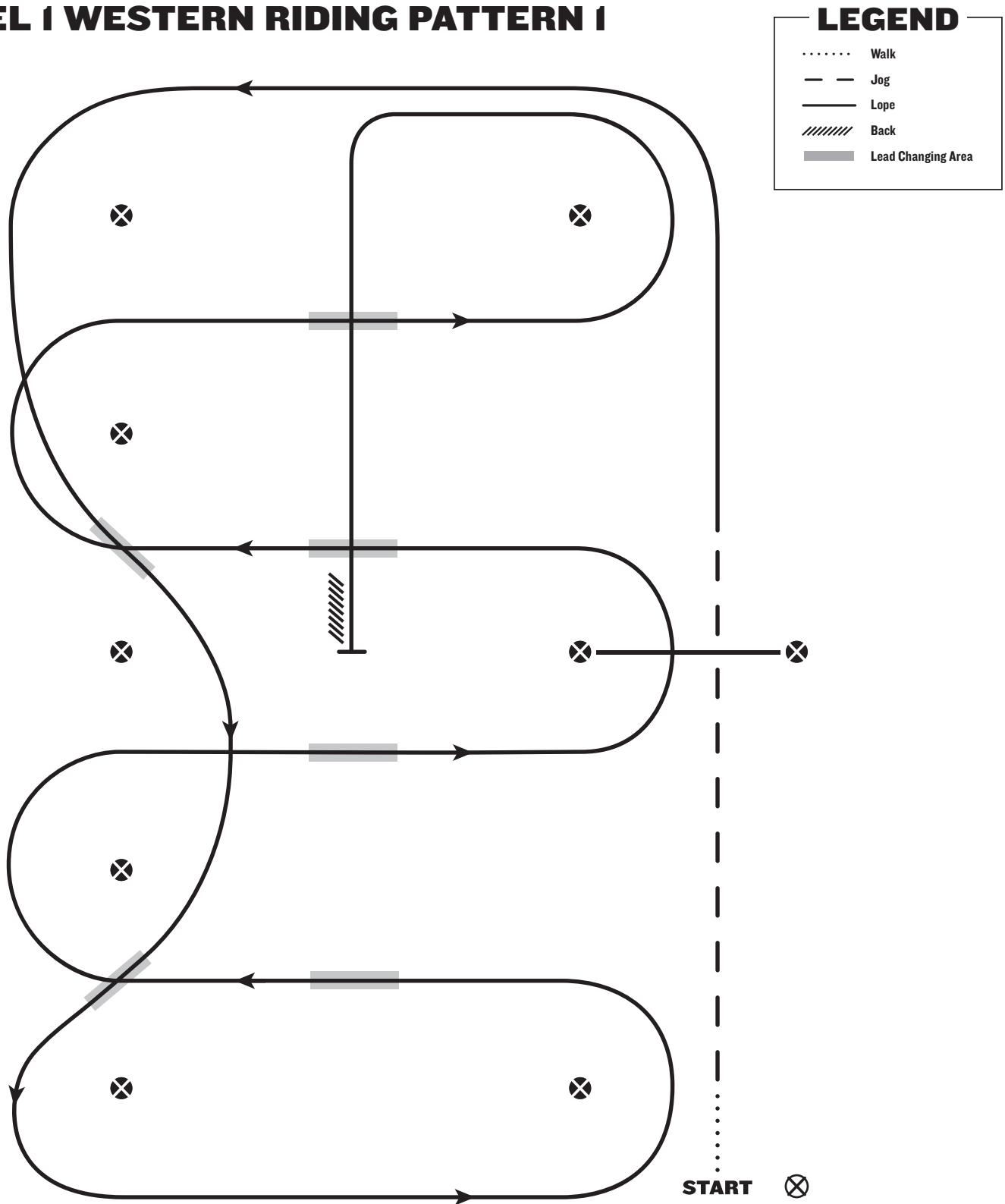


1. JOG THRU SERPENTINE, JOG OVER POLES.
2. JOG OVER POLES, JOG INTO CHUTE.
3. BACK THRU POLES, BACK UP TO GATE.
4. GATE: LH RIDE THRU CLOSE.
5. LOPE OVER POLES (RL).
6. BREAK TO JOG, JOG OVER POLES.

7. LOPE OVER POLES (RL).
8. BREAK TO JOG, THEN LOPE OVER POLES (LL).
9. BREAK TO JOG, JOG OVER POLES STOP BETWEEN POLES BEFORE BOX.
10. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

# LEVEL I WESTERN RIDING PATTERN 1

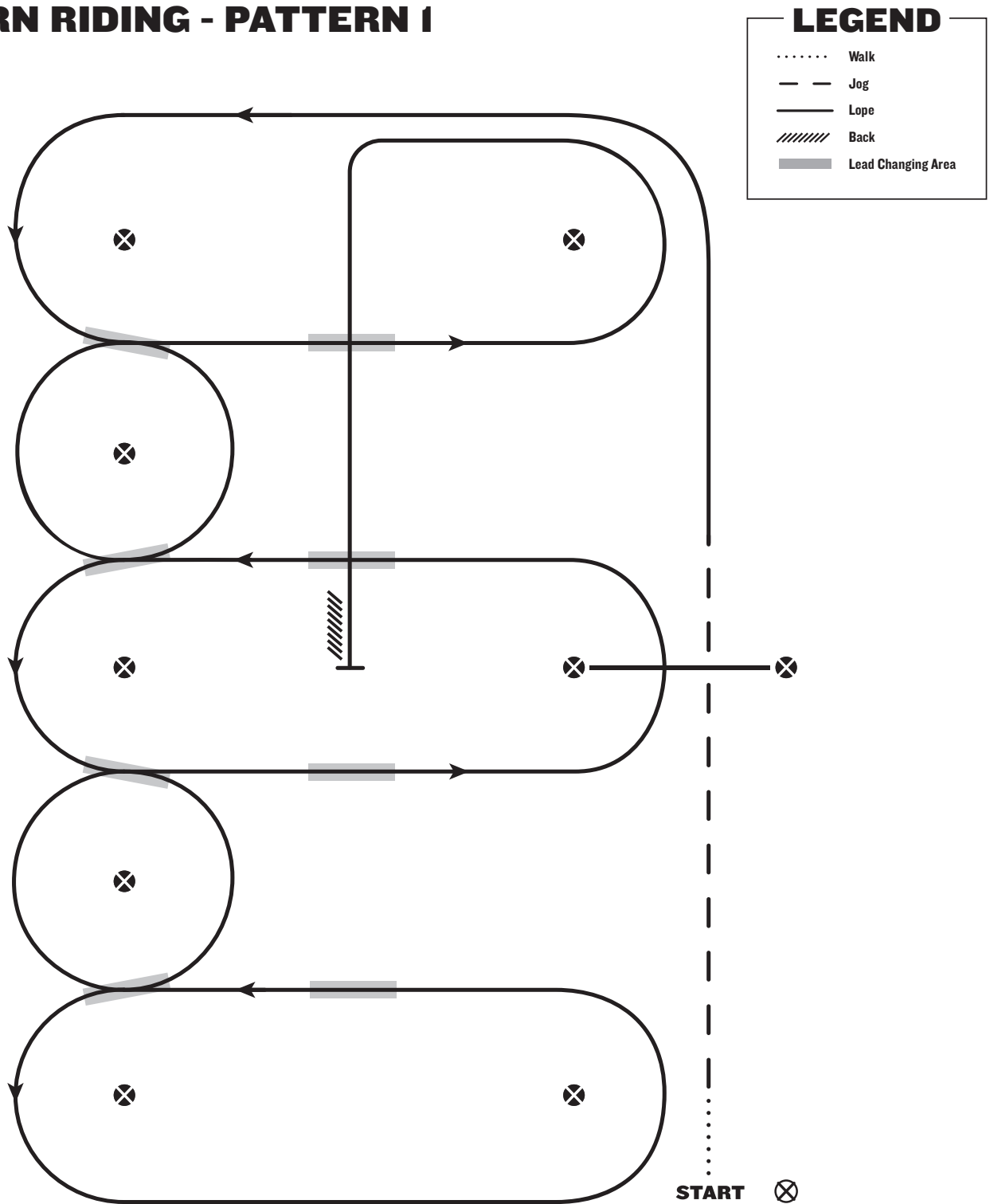
Show 1



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

# WESTERN RIDING - PATTERN I

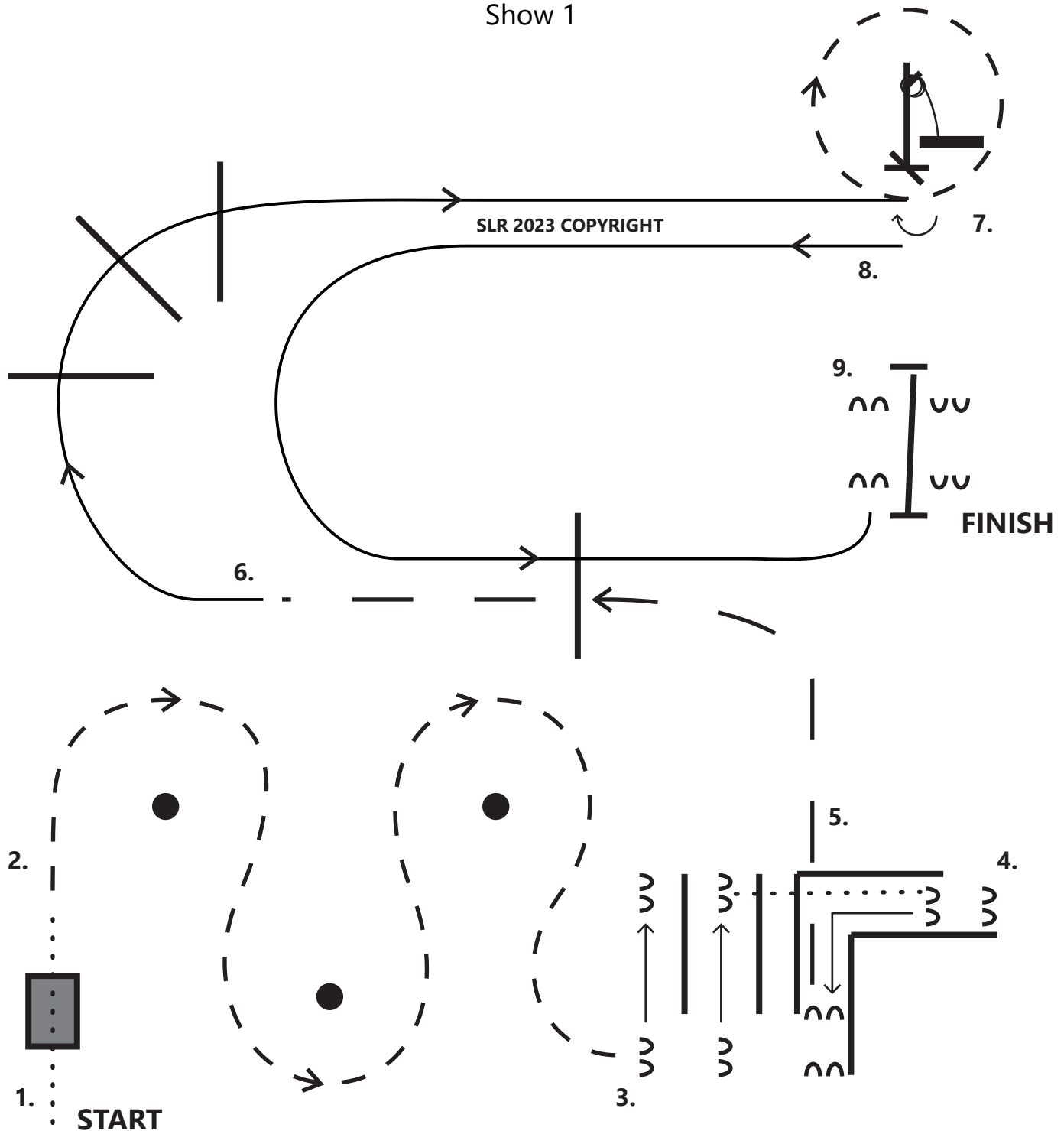
## Show 1



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

# 2023 Circle G Classic

All Ranch Trail  
Show 1



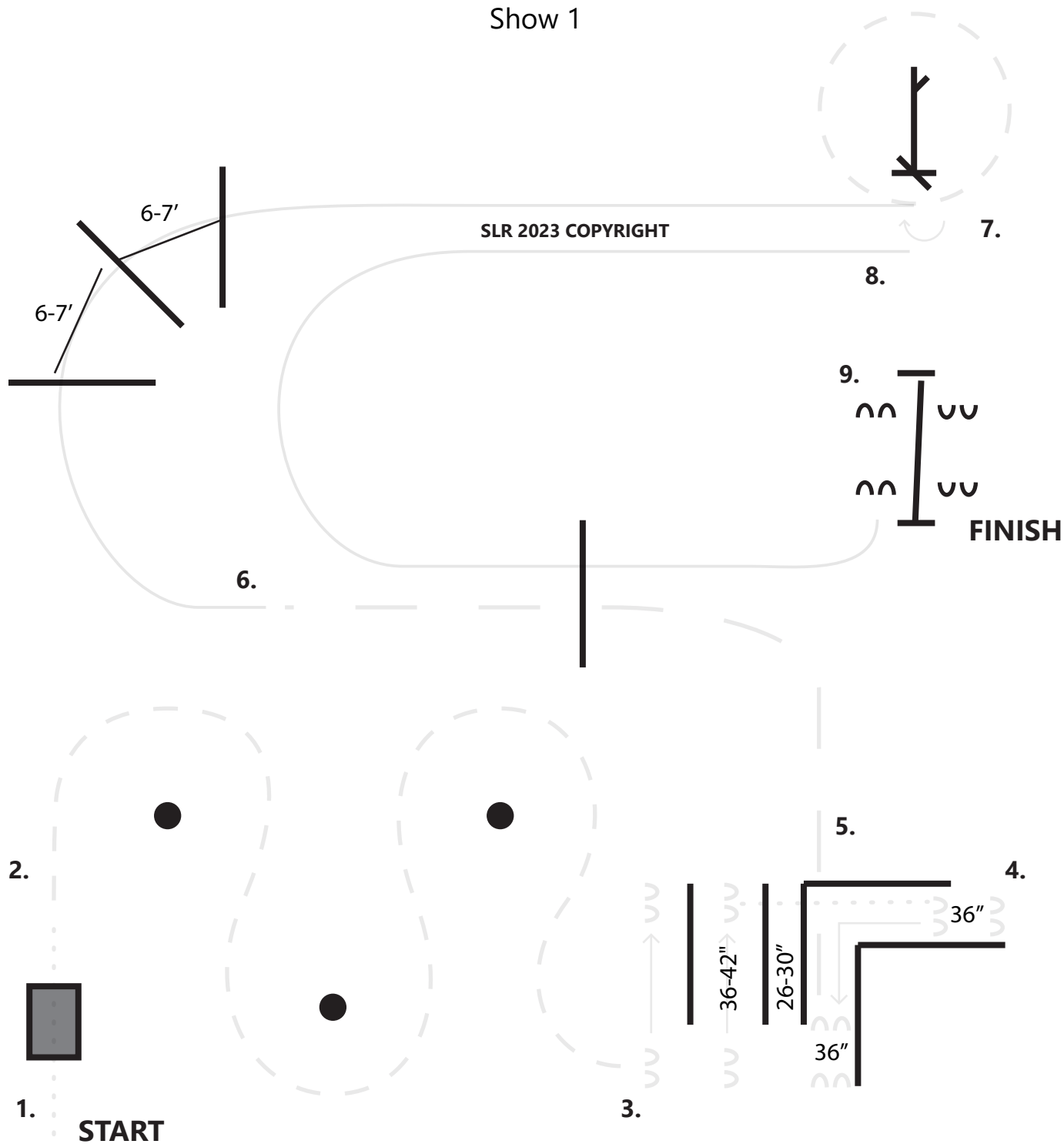
1. Walk over bridge
2. Trot serpentine. Stop next to pole
3. Sidepass left and walk into chute
4. Back L in chute
5. Extend Trot out of chute and over poles
6. Right Lead three poles. Stop at drag obstacle.

7. Turn 180 right. Drag log at a walk or trot to the right. (YOUTH pick up and carry bucket rather than rope.)
8. Left Lead over pole and up to gate.
9. Right hand gate

# 2023 Circle G Classic

## Measurements Ranch Trail

### Show 1

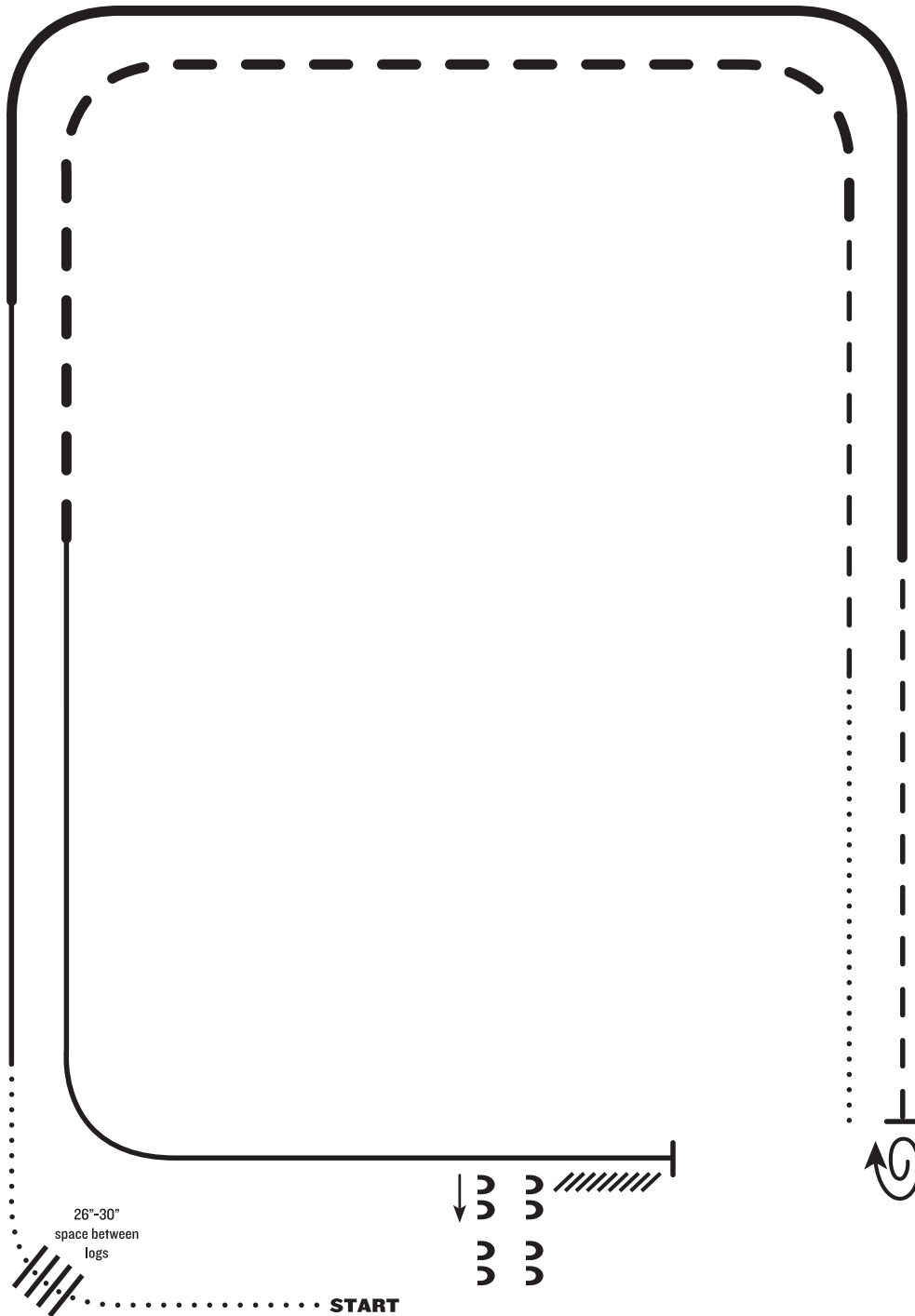


1. Walk over bridge
2. Trot serpentine. Stop next to pole
3. Sidepass left and walk into chute
4. Back L in chute
5. Extend Trot out of chute and over poles
6. Right Lead three poles. Stop at drag obstacle.

7. Turn 180 right. Drag log at a walk or trot to the right. (YOUTH pick up and carry bucket rather than rope.)
8. Left Lead over pole and up to gate.
9. Right hand gate

**Show 1**

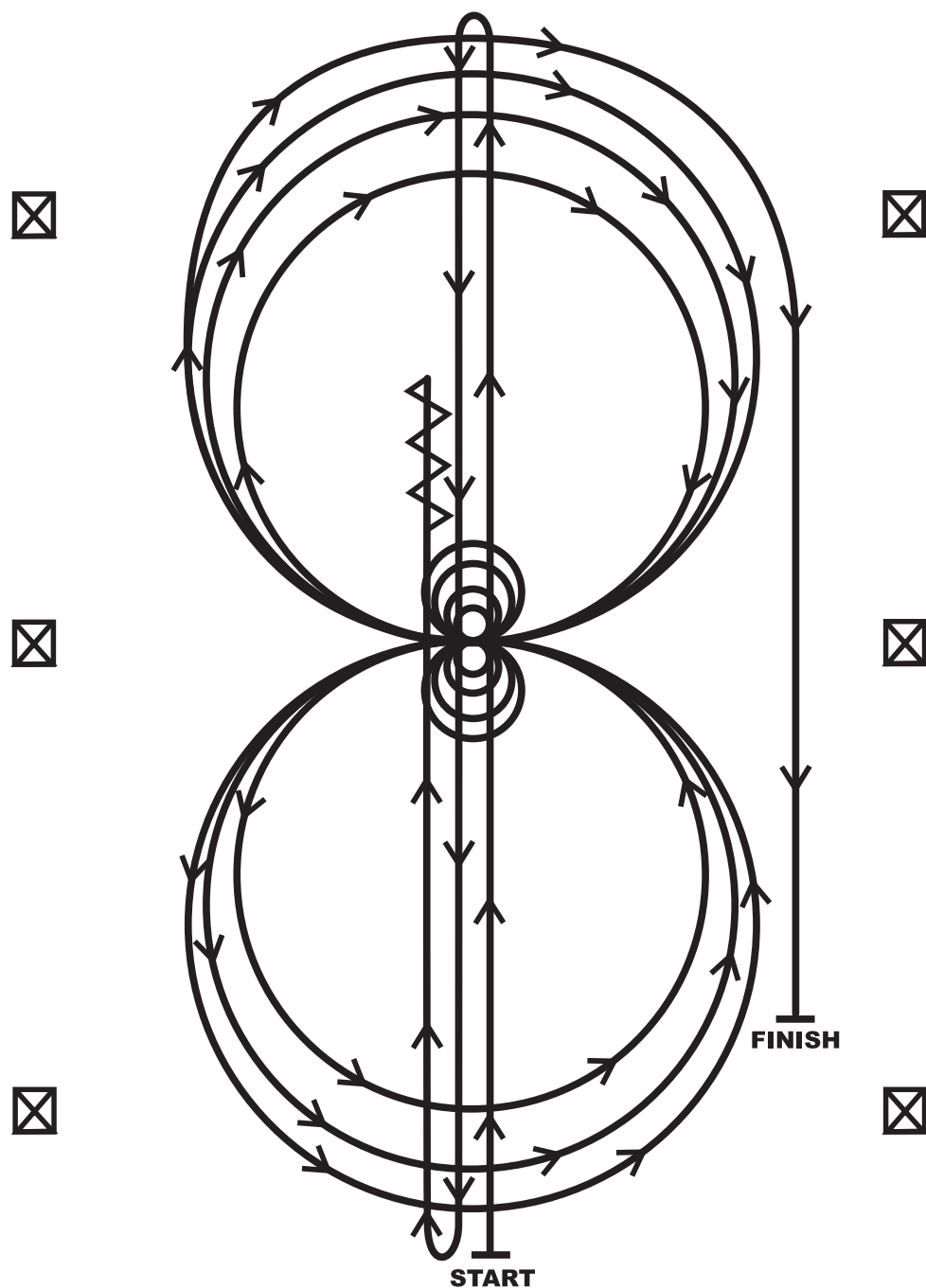
.....	Walk
. . .	Extended Walk
— —	Trot
— —	Extended Trot
————	Lope
————	Extended Lope
////	Back
\\	Lead Change



- 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.

# REINING PATTERN 7

## Show 1



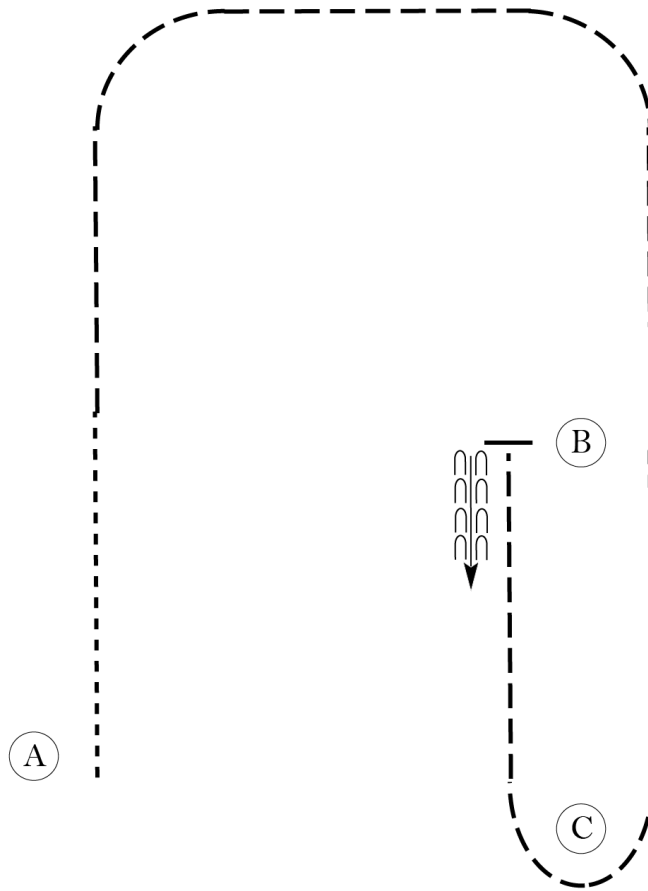
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 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 right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.



# 2023 Circle G Classic

## Hunt Seat Equitation (Small Fry and Walk-Trot)

Show Date: Show #1



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.

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

[HSE/WT-77]

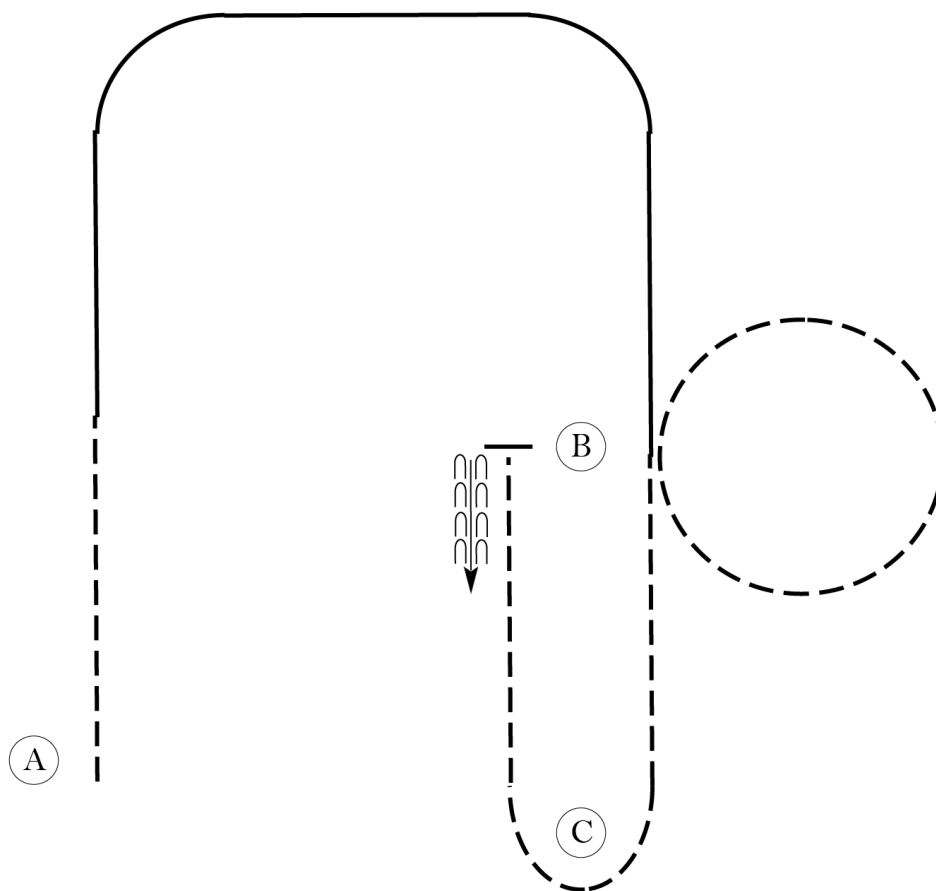
Pattern Provided by:

*The Judges*

# 2023 Circle G Classic

## Hunt Seat Equitation (Level 1 Youth and Level 1 Amateur)

Show Date: Show #1



Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Sitting trot to and around C.
5. Trot on the left diagonal to B.
6. Stop and back.

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

[HSE/1-77]

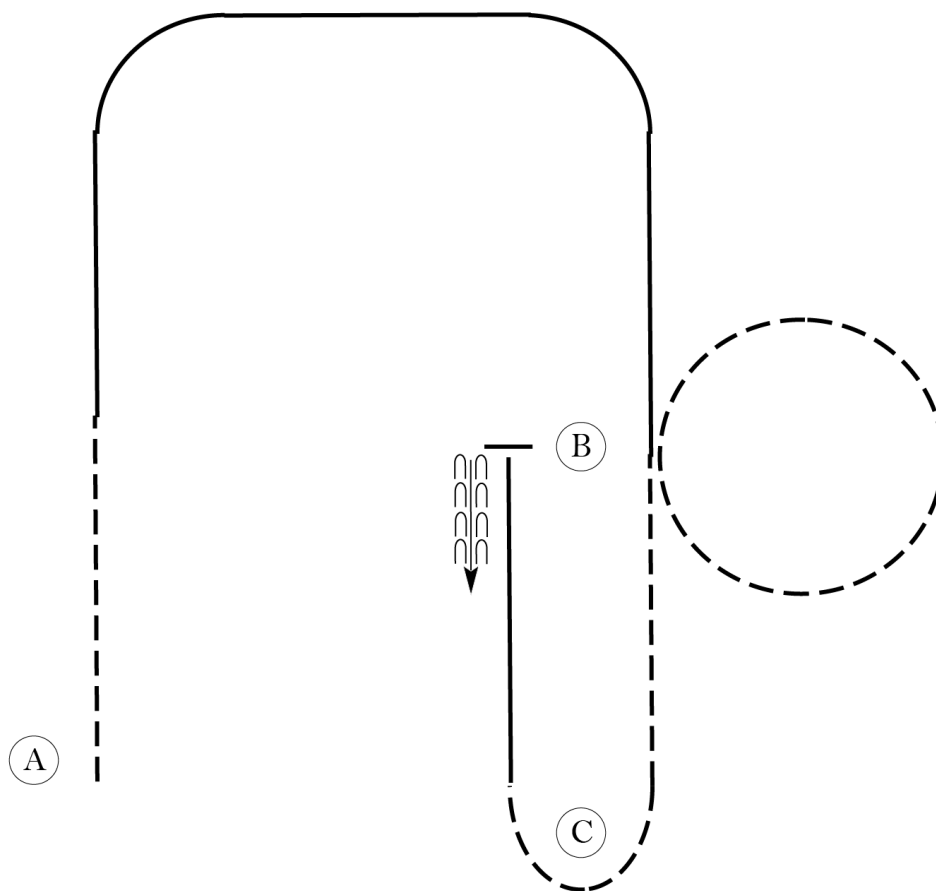
Pattern Provided by:

*The Judges*

# 2023 Circle G Classic

## Hunt Seat Equitation (Youth, Amateur, Select)

Show Date: Show #1



Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Sitting trot to and around C.
5. Canter left lead to B.
6. Stop and back.

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

[HSE/2-77]

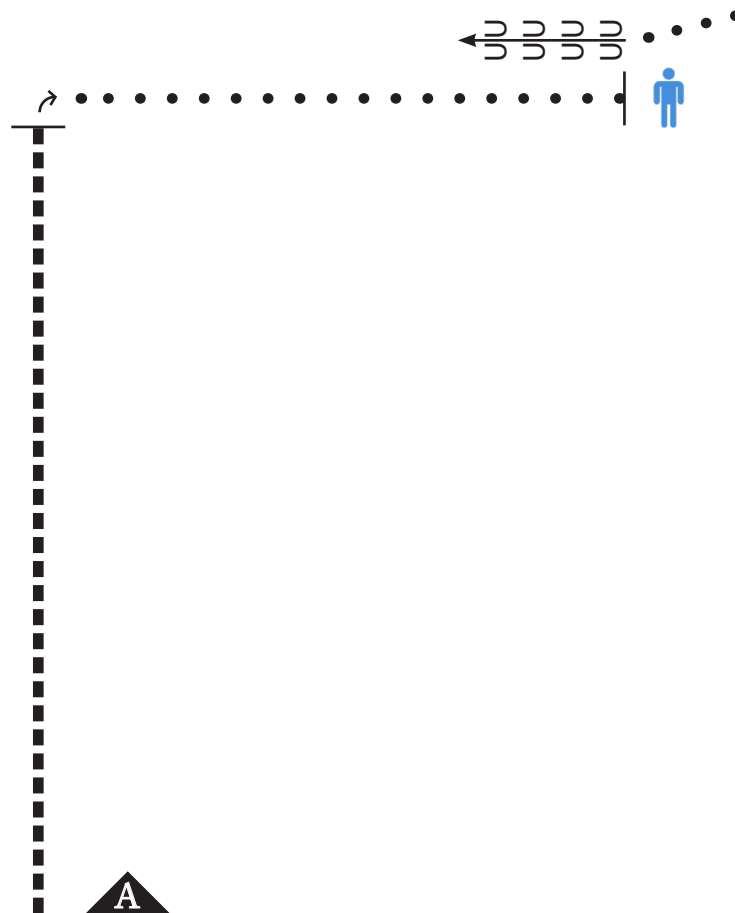
Pattern Provided by:

*The Judges*

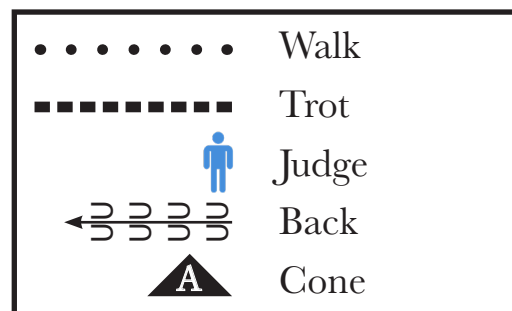
# SHOWMANSHIP

*(Walk-Trot)*

All Judges



1. Trot until even with judge.
2. Stop. Perform a 90° turn.
3. Walk to the judge.
4. Stop and set up.
5. Inspection.
6. When dismissed walk to exit.



*Pattern provided by Andrea Simons*

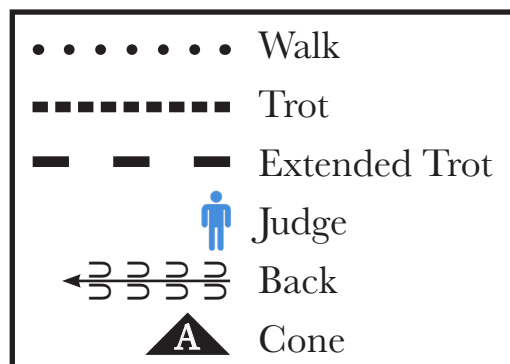
# SHOWMANSHIP

*(Novice)*

All Judges



1. Trot to and around B.
2. Stop and back one horse length.
3. Walk to the judge.
4. Stop and set up.
5. Inspection.
6. When dismissed perform a 270° turn.
7. Exit at a walk.

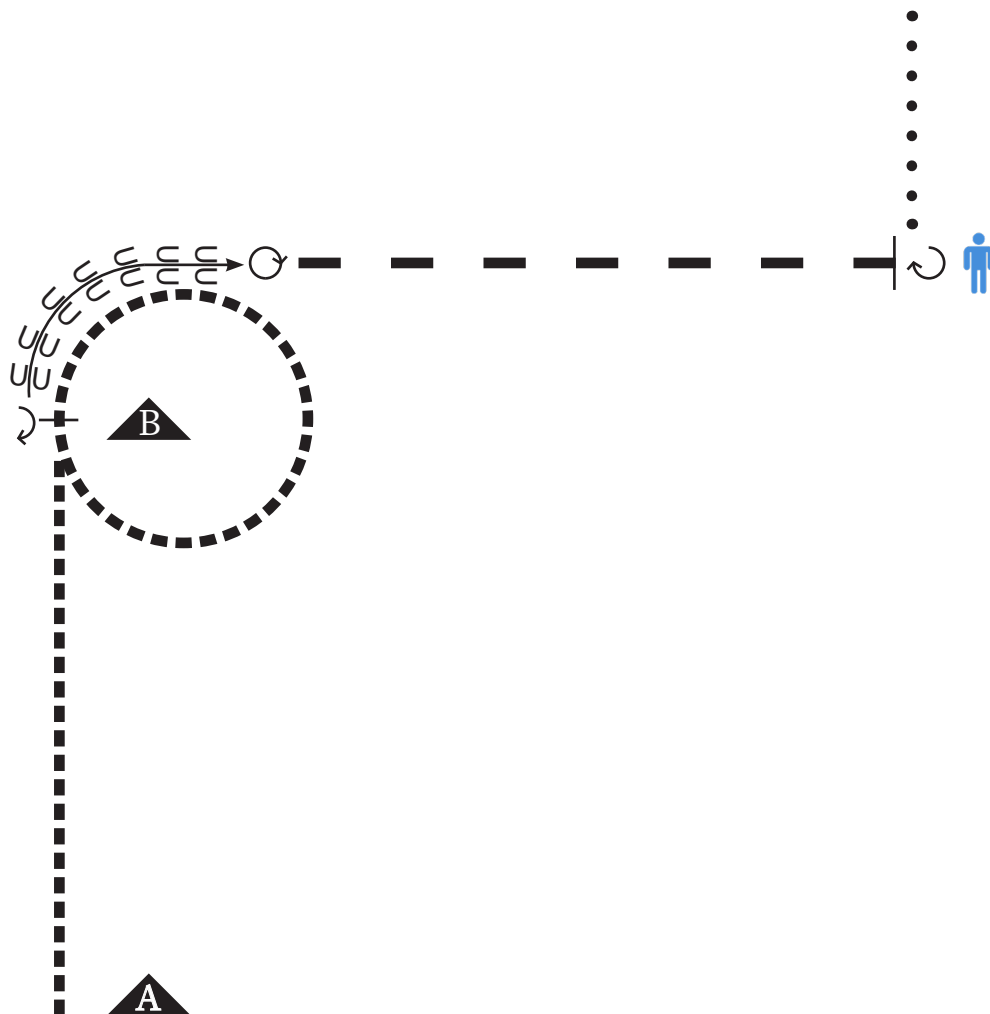


*Pattern provided by Andrea Simons*

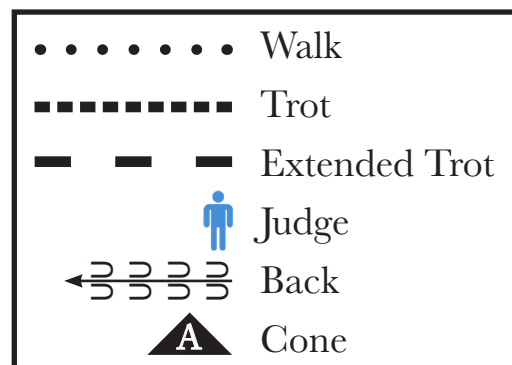
# SHOWMANSHIP

*(Youth, Amateur)*

All Judges



1. Trot to and around B in a circle.
2. Stop and perform a 180° turn.
3. Back around B.
4. Stop. Perform a 540° turn.
5. Extended trot to judge.
6. Stop and set up.
7. Inspection.
8. When dismissed perform a 270° turn.
9. Exit at a walk.

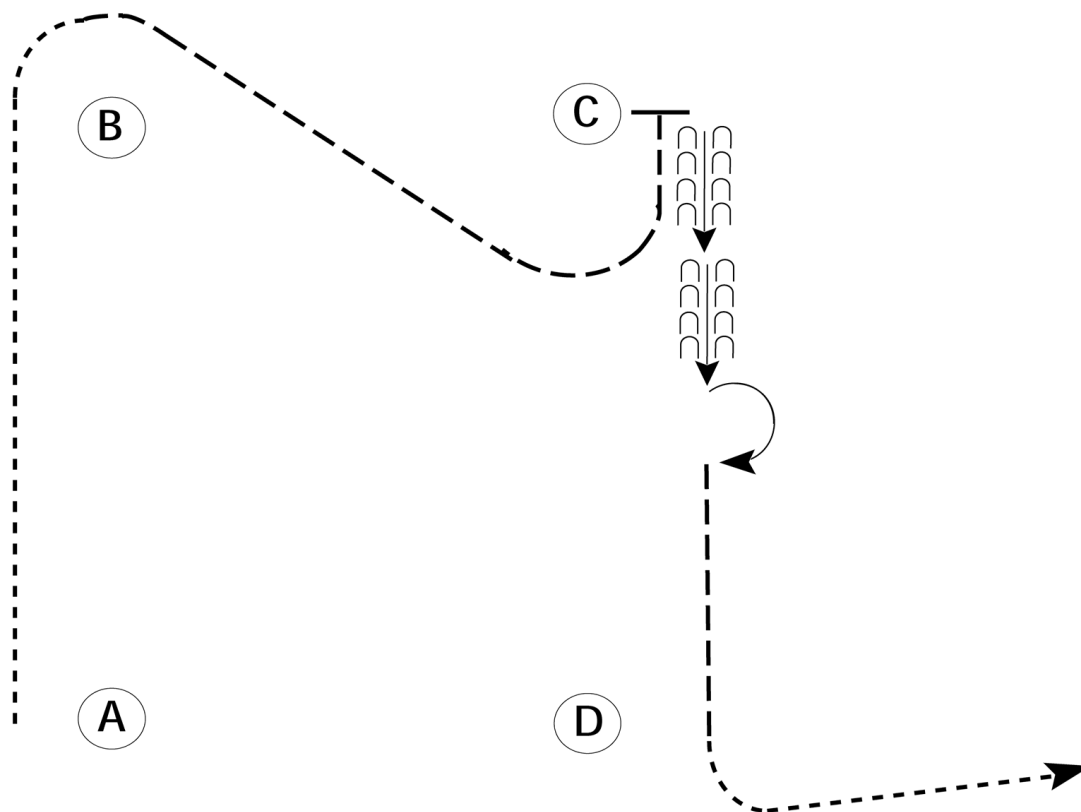


*Pattern provided by Andrea Simons*

# 2023 Circle G Classic

## Western Horsemanship (Small Fry and Walk-Trot)

Show Date: Show #1



Be ready at A.

1. Walk to B.
2. At the top of B, begin to jog.
3. Jog to C.
4. Stop and back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

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

[WH/WT-52]

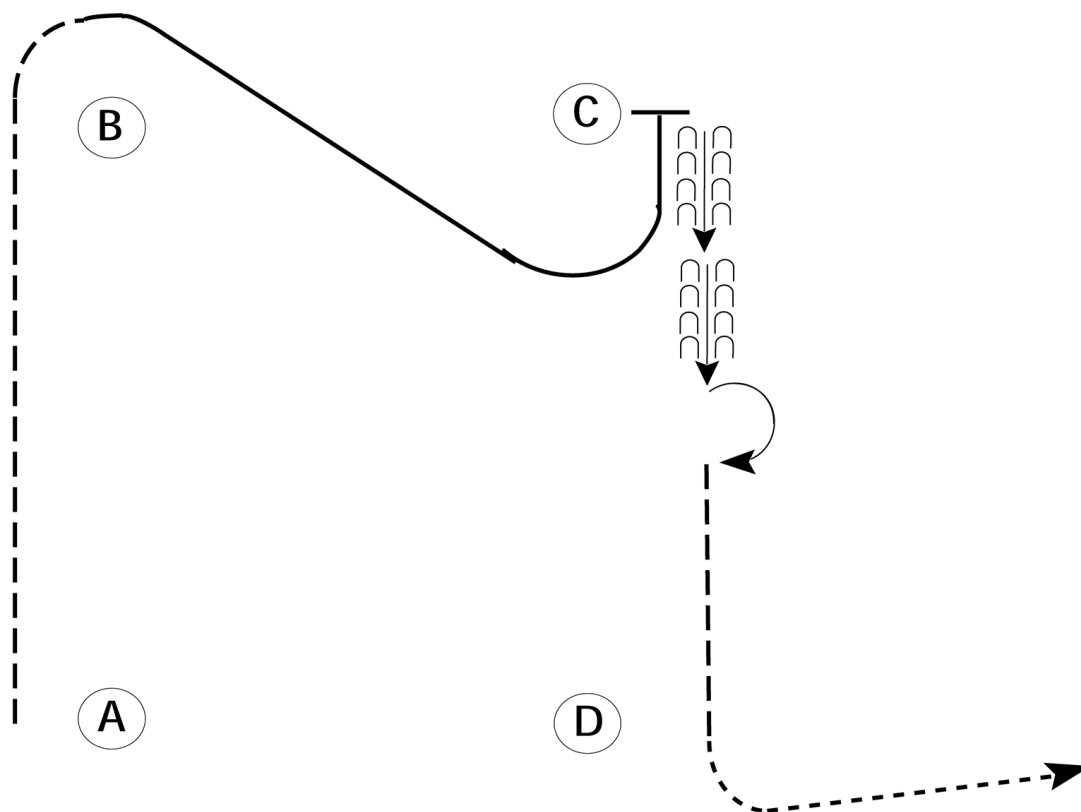
Pattern Provided by:

*The Judges*

# 2023 Circle G Classic

## Western Horsemanship (Level 1 Youth and Level 1 Amateur)

Show Date: Show #1



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — —
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ⊞ ⊞ ⊞
Marker	⊞
Sidepass	← — — — — →

[WH/1-52]

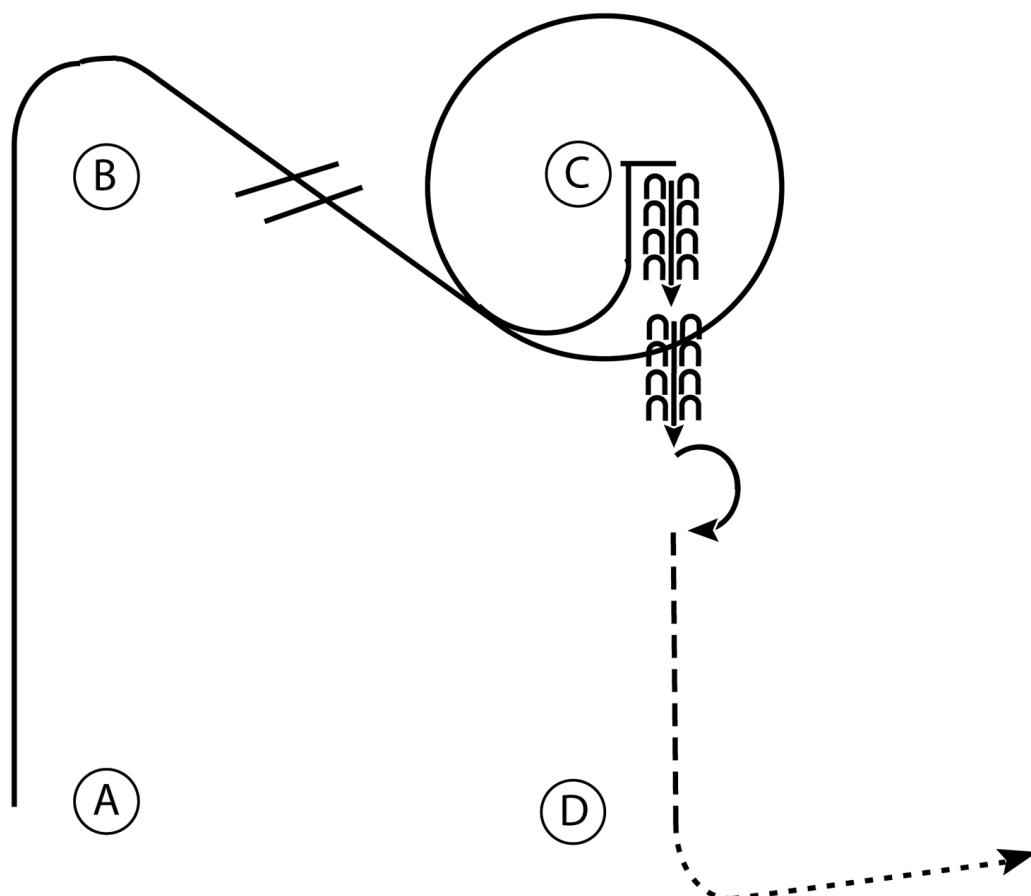
Pattern Provided by:  
*The Judges*



# 2023 Circle G Classic

## Western Horsemanship (Youth, Amateur, Select)

Show Date: Show #1



1. Start at A. Right lead lope around B.
2. Perform a simple or flying lead change to the left lead lope.
3. Lope a circle around C.
4. Stop when even with C.
5. Back five steps.
6. Perform a 180 degree turn to the right on the hindquarters.
7. Jog to D.
8. At D walk. Walk to the line-up.

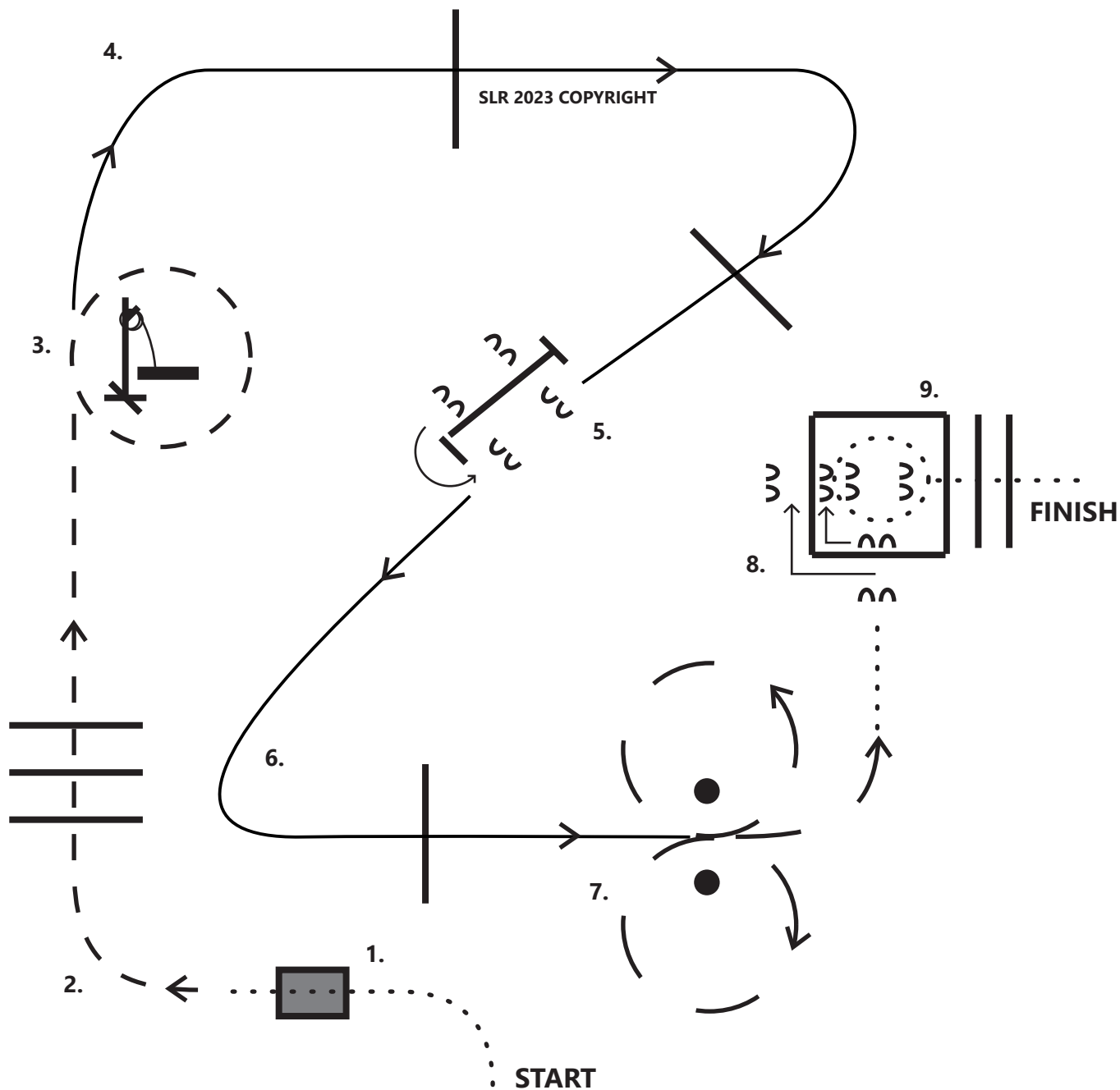
Walk	.....
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	///
Back	CCCCC
Marker	(B)
Sidepass	←-----→

[WH/2-52]

Pattern Provided by:  
*The Judges*

# 2023 Circle G Classic

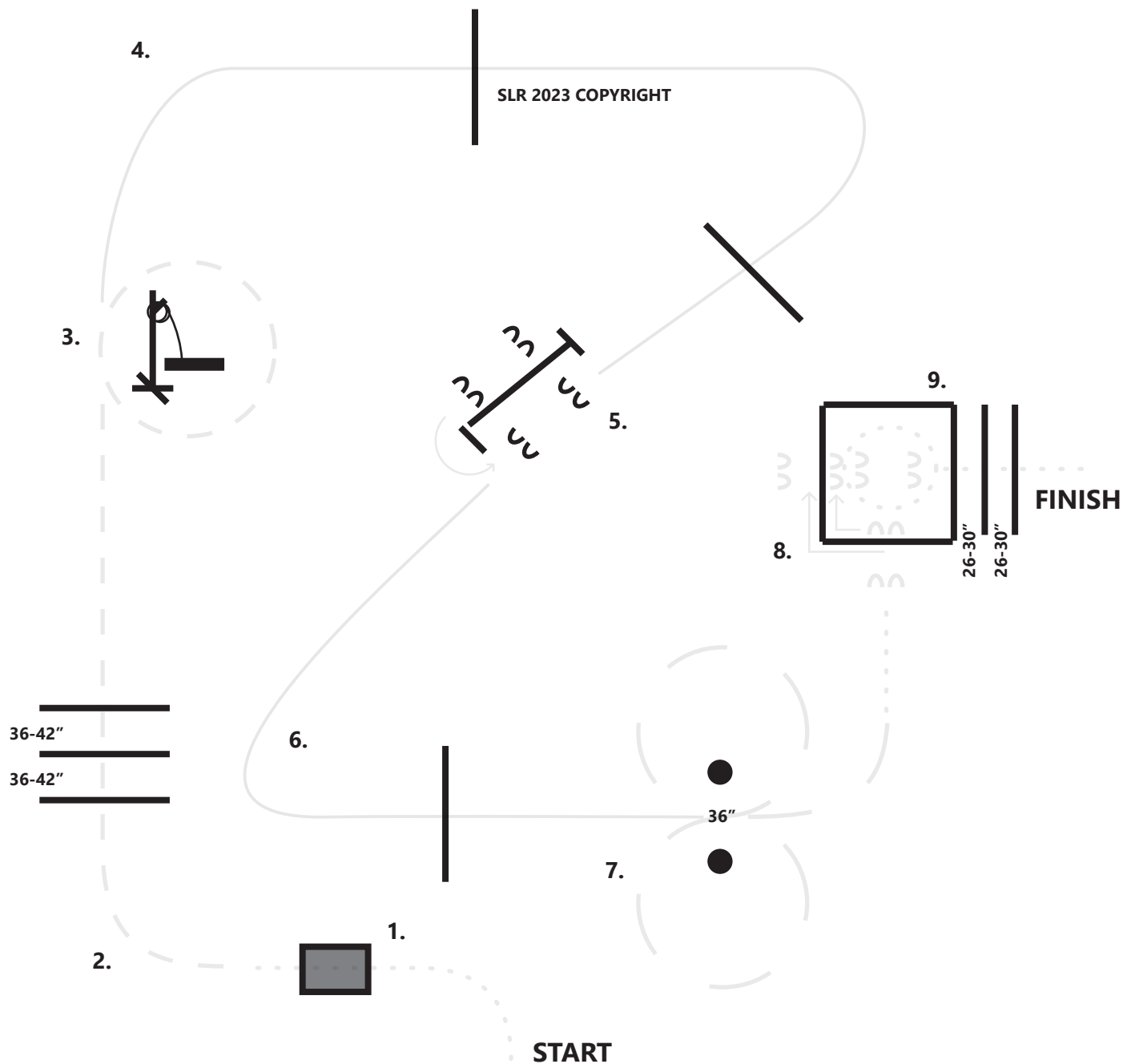
All Ranch Trail  
Show 2



1. Walk over bridge
2. Trot poles and up to drag obstacle
3. Drag log at a walk or trot to the right.  
(YOUTH pick up and carry bucket rather than rope.)
4. Lope Right Lead over poles. Stop at gate
5. Right hand gate. Back a U around the end of the gate
6. Left lead pole
7. Extend trot figure 8 around trees. Right then left. Break to a walk and step front feet into the box
8. Side pass left the corner of the box.
9. Walk into box, dismount, ground tie and walk around horse
10. Lead horse out of the box and over poles at a walk

# 2023 Circle G Classic

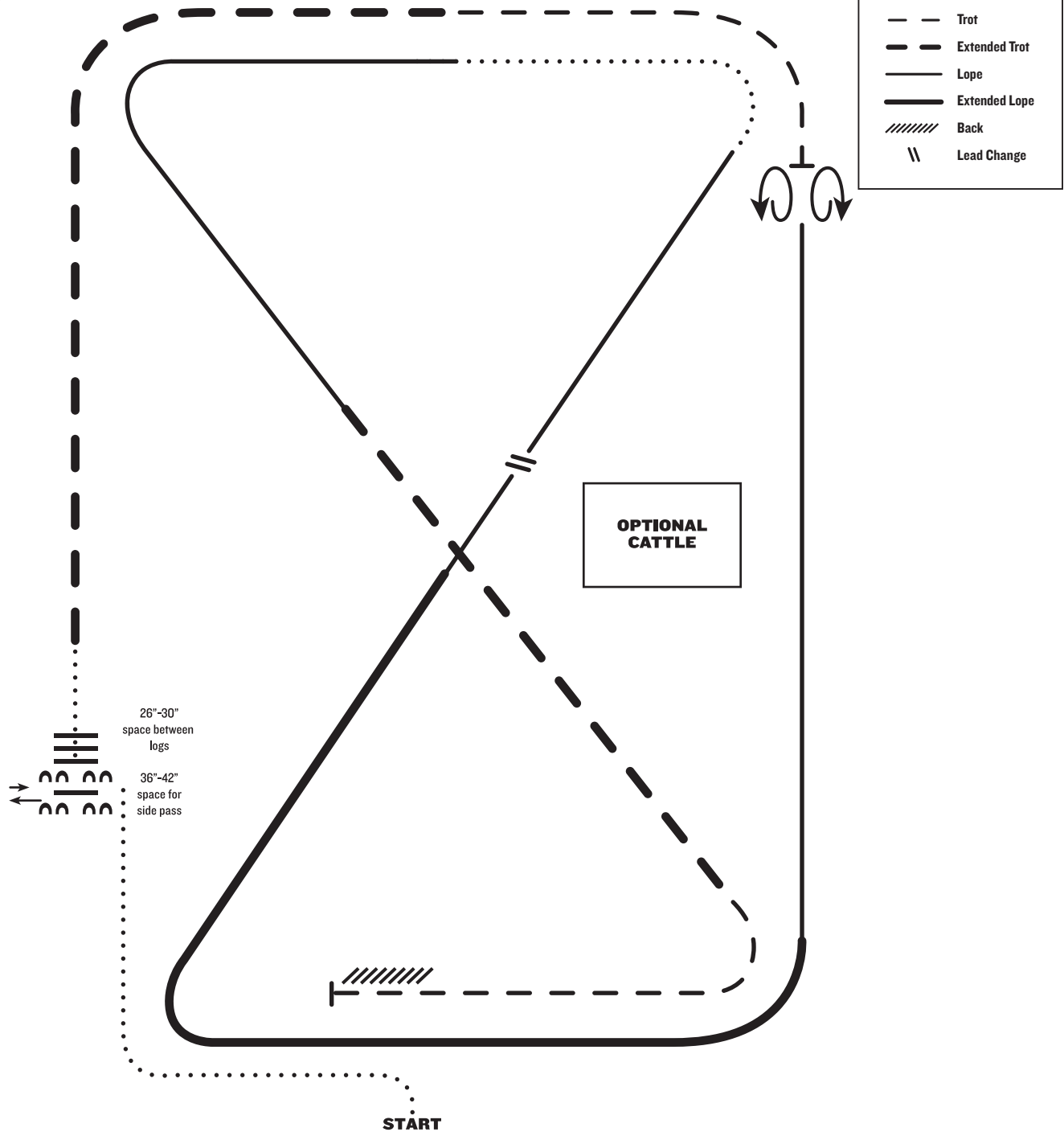
All Ranch Trail  
Show 2



1. Walk over bridge
2. Trot poles and up to drag obstacle
3. Drag log at a walk or trot to the right.  
(YOUTH pick up and carry bucket rather than rope.)
4. Lope Right Lead over poles. Stop at gate
5. Right hand gate. Back a U around the end of the gate
6. Left lead pole
7. Extend trot figure 8 around trees. Right then left. Break to a walk and step front feet into the box
8. Side pass left the corner of the box.
9. Walk into box, dismount, ground tie and walk around horse
10. Lead horse out of the box and over poles at a walk

# RANCH RIDING - PATTERN 8

## Show 2

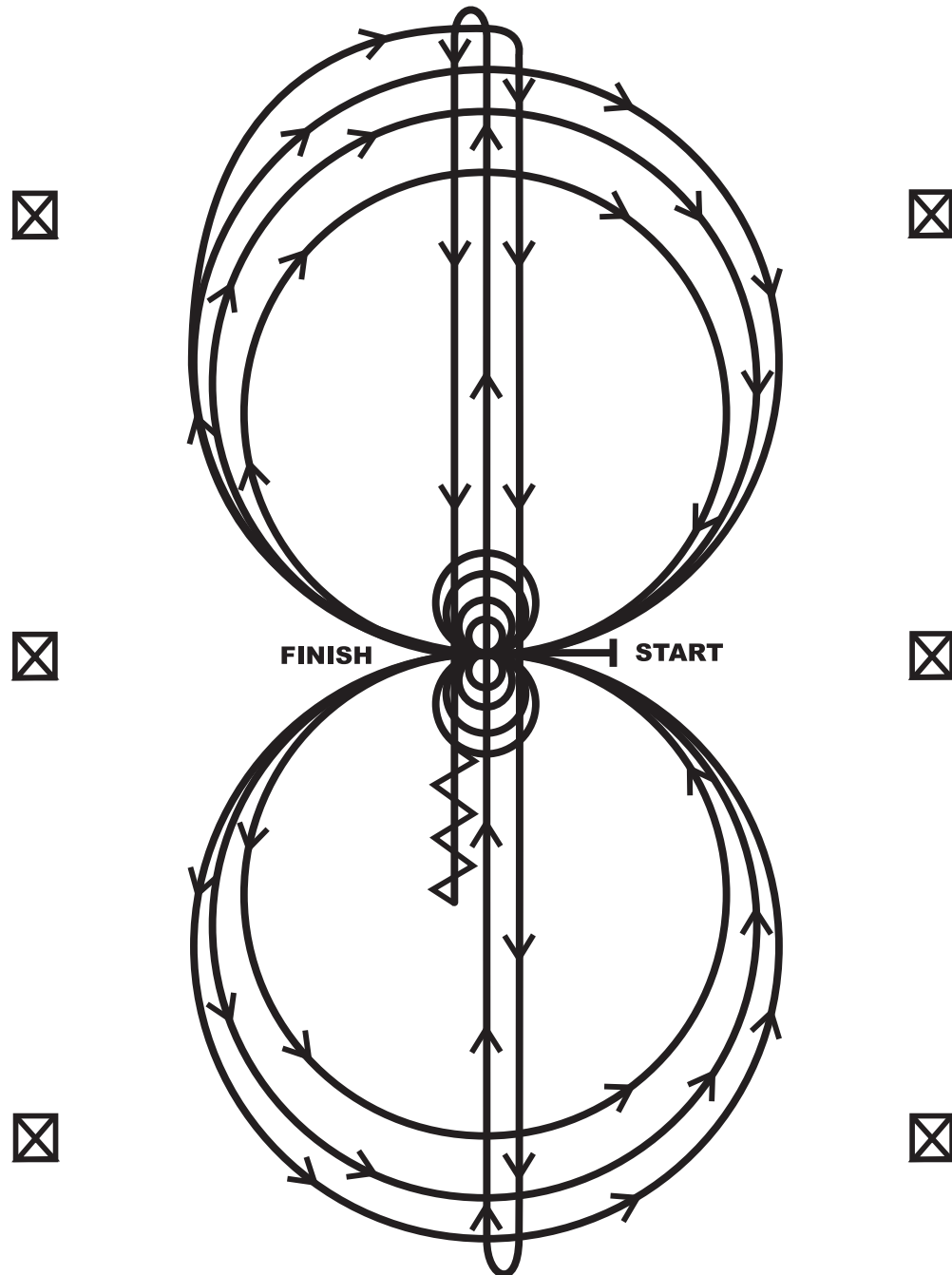


1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

# REINING PATTERN 2

Show 2



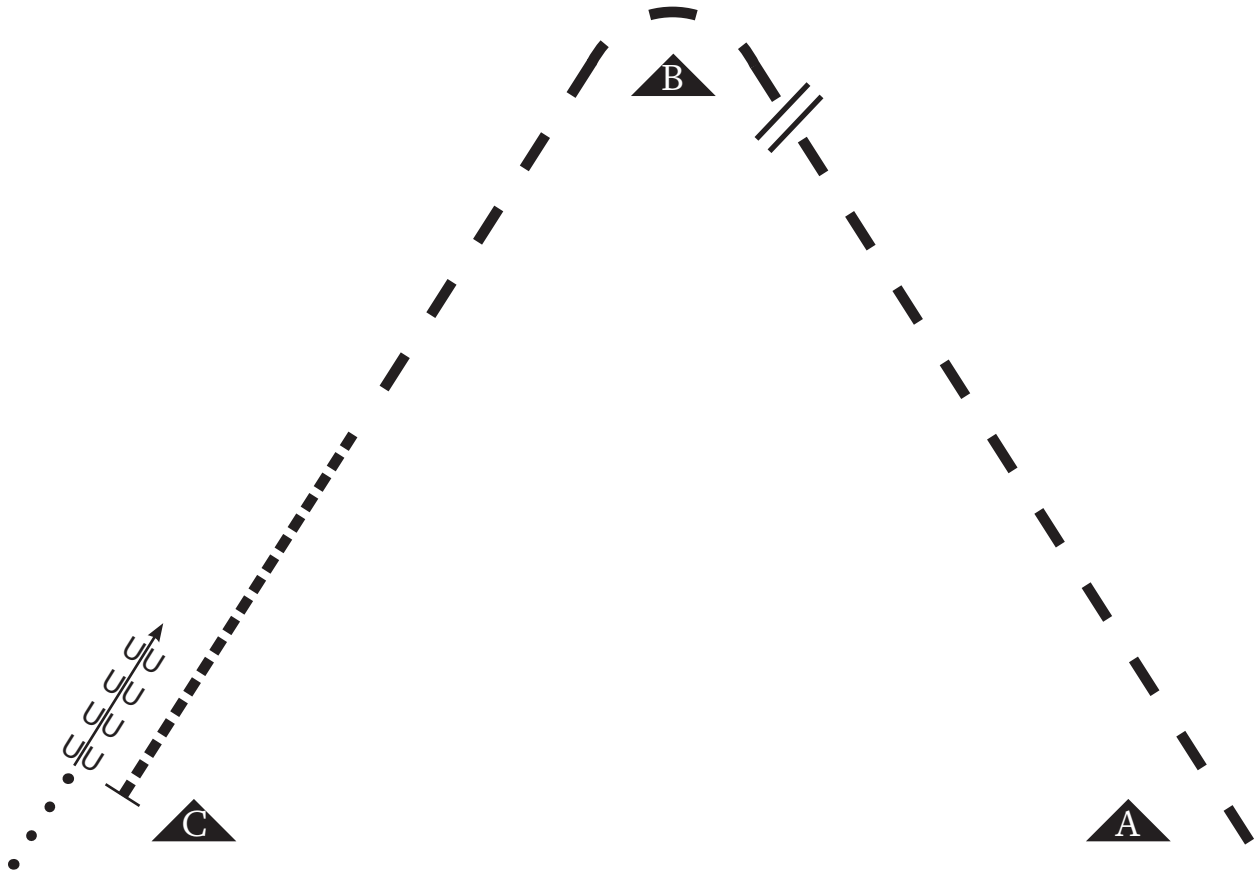
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

# EQUITATION

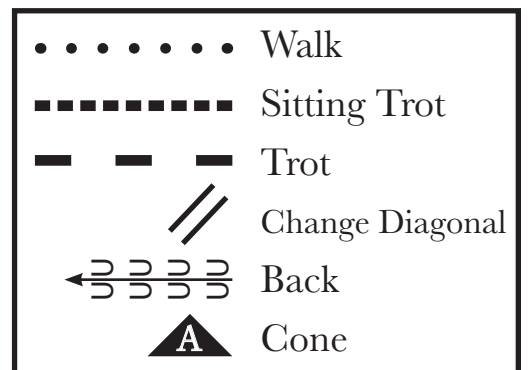
*(Walk-Trot)*

## Show 2



Be ready at A

1. Trot left diagonal to B.
2. Change diagonal and continue around B.
3. Sitting trot halfway to C.
4. Stop and back.
5. Exit at the walk.

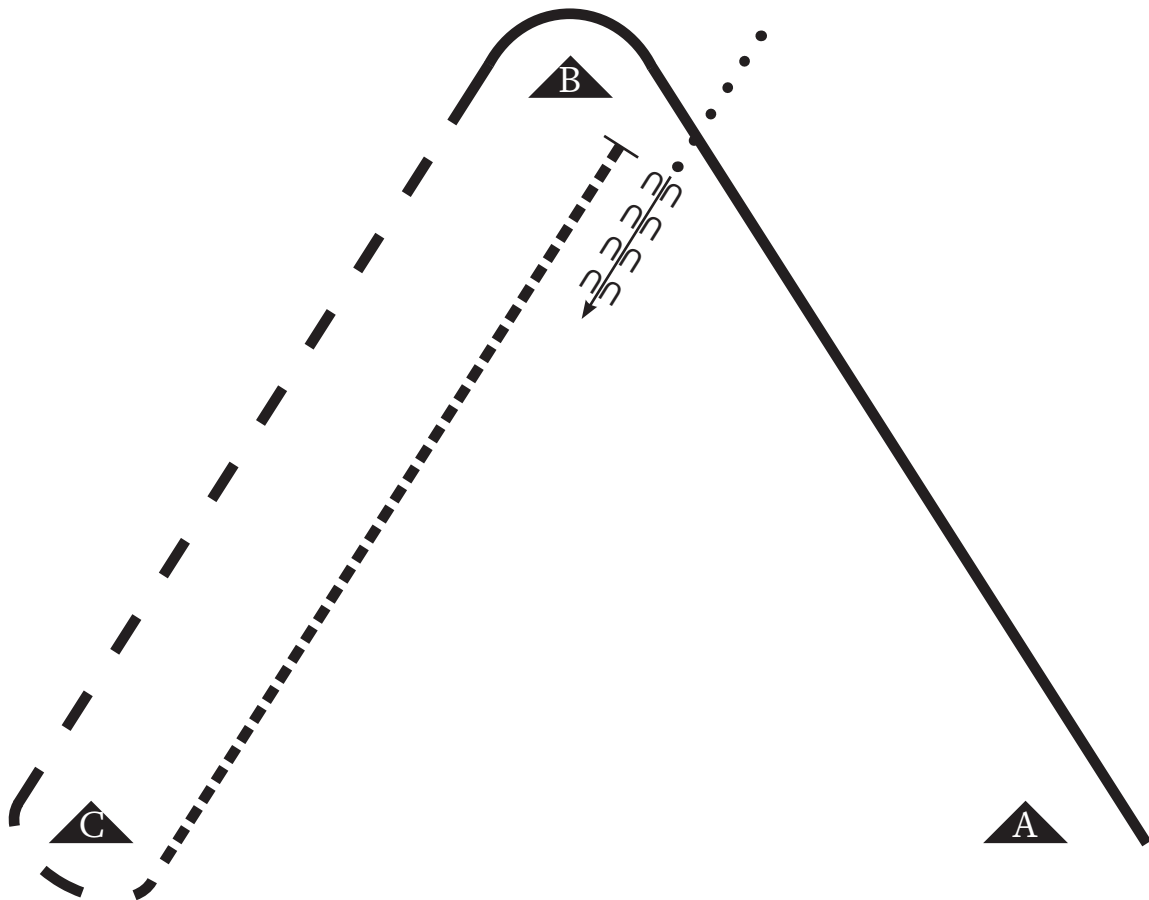


*Pattern provided by Andrea Simons*

# EQUITATION

*(Novice)*

## Show 2



Be ready at A

1. Canter left lead to and around B.
2. Break to the trot on the right diagonal to and around C.
3. Sitting trot to B.
4. Stop and back.
5. Exit at the walk.

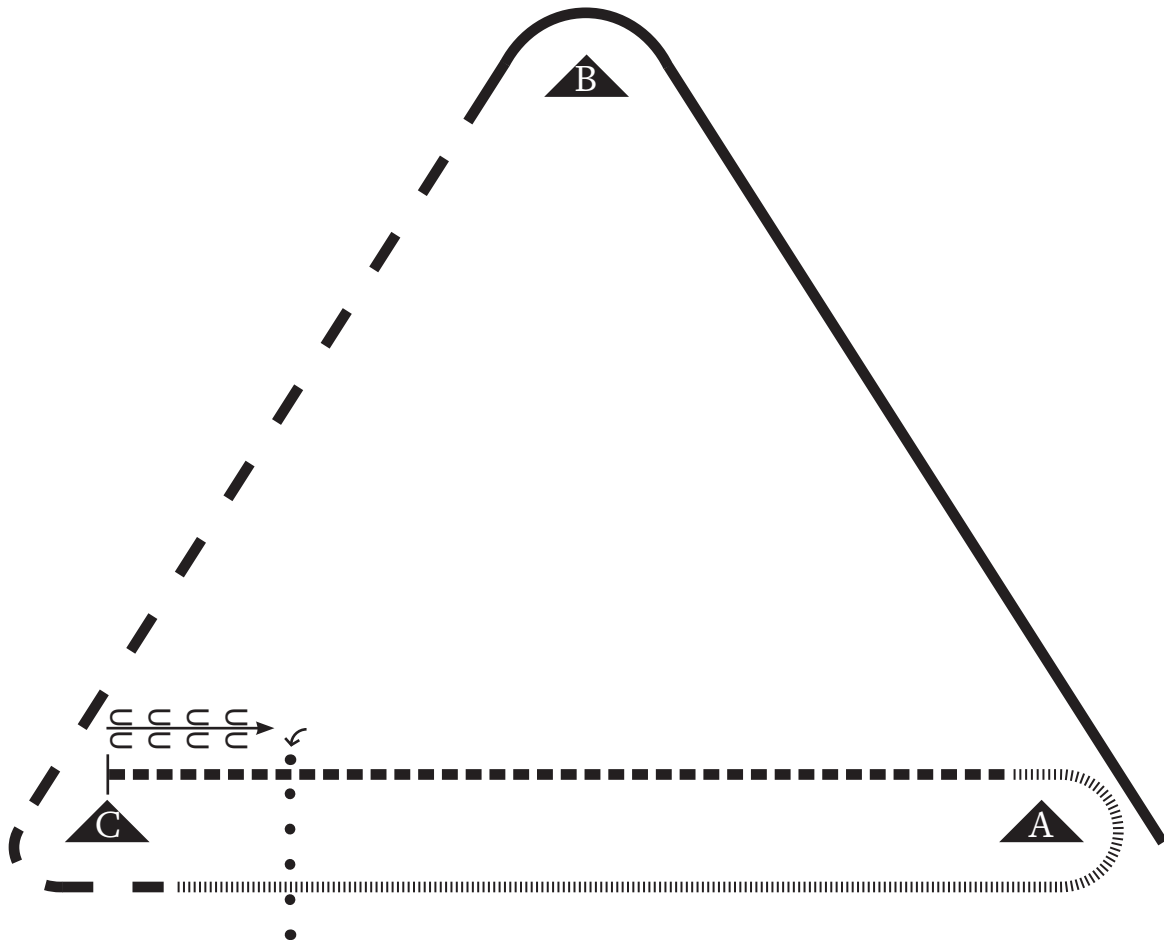
.....	Walk
-----	Sitting Trot
- - -	Trot
————	Canter
←↵↵↵↵	Back
▲ A	Cone

*Pattern provided by Andrea Simons*

# EQUITATION

(Youth & Amateur)

## Show 2



Be ready at A

1. Canter right lead to and around B.
2. Break to the trot on the right diagonal to and around C.
3. Two point at the trot to and around A.
4. Sitting trot to C.
5. Stop and back.
6. Perform a 90° turn left on the forehand.
7. Exit at the walk.

.....	Walk
-----	Sitting Trot
- - -	Trot
	2 Point Trot
—————	Canter
← ↵ ↵ ↵ ↵	Back
▲ A	Cone

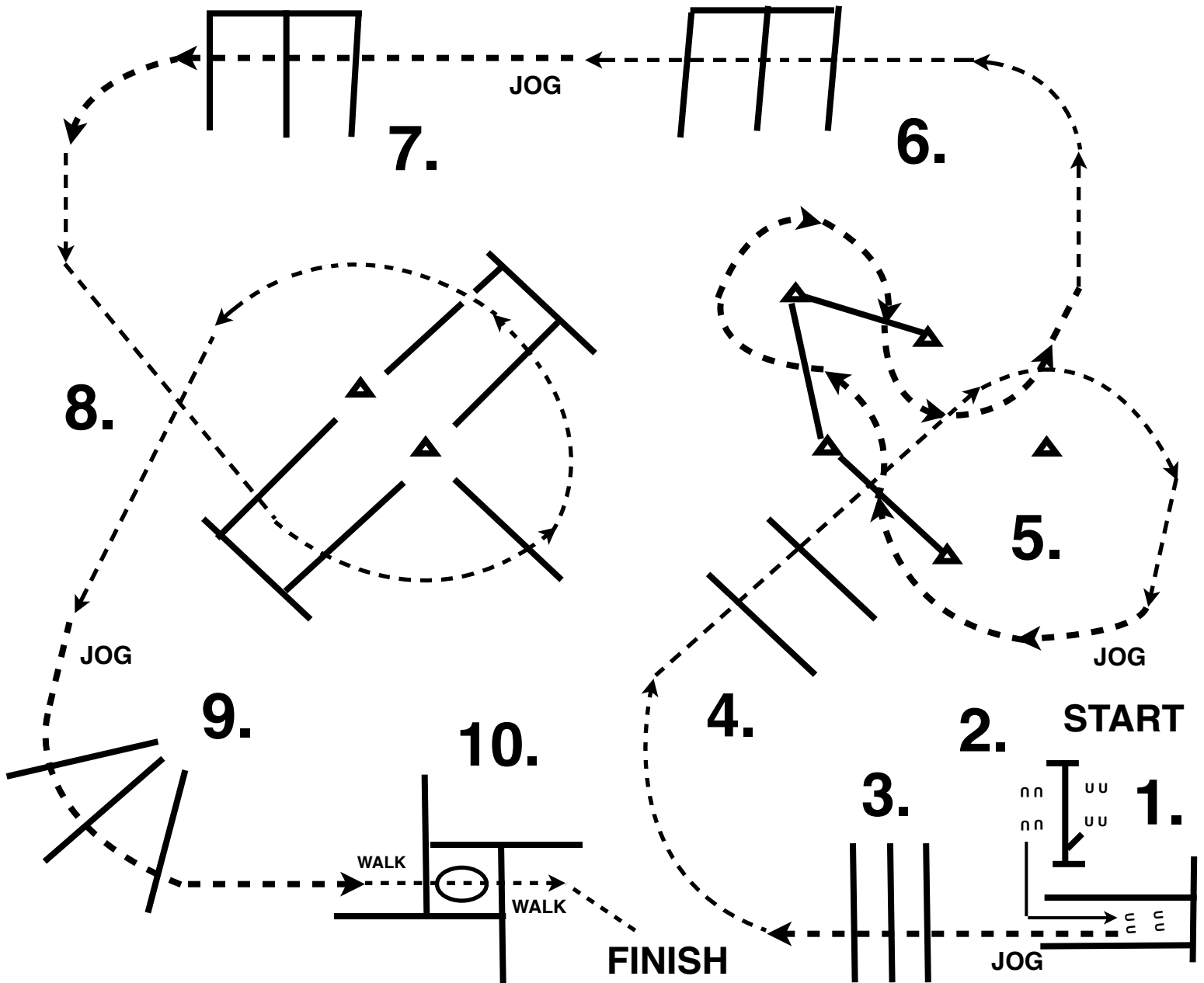
Pattern provided by Andrea Simons



# 2023 Circle G Classic

All Walk-Trot Trail  
Show 2

TRAIL COURSES DESIGNED BY: TIM THE TRAIL MAN LLC.  
COPYRIGHT 2014. ALL RIGHTS RESERVED



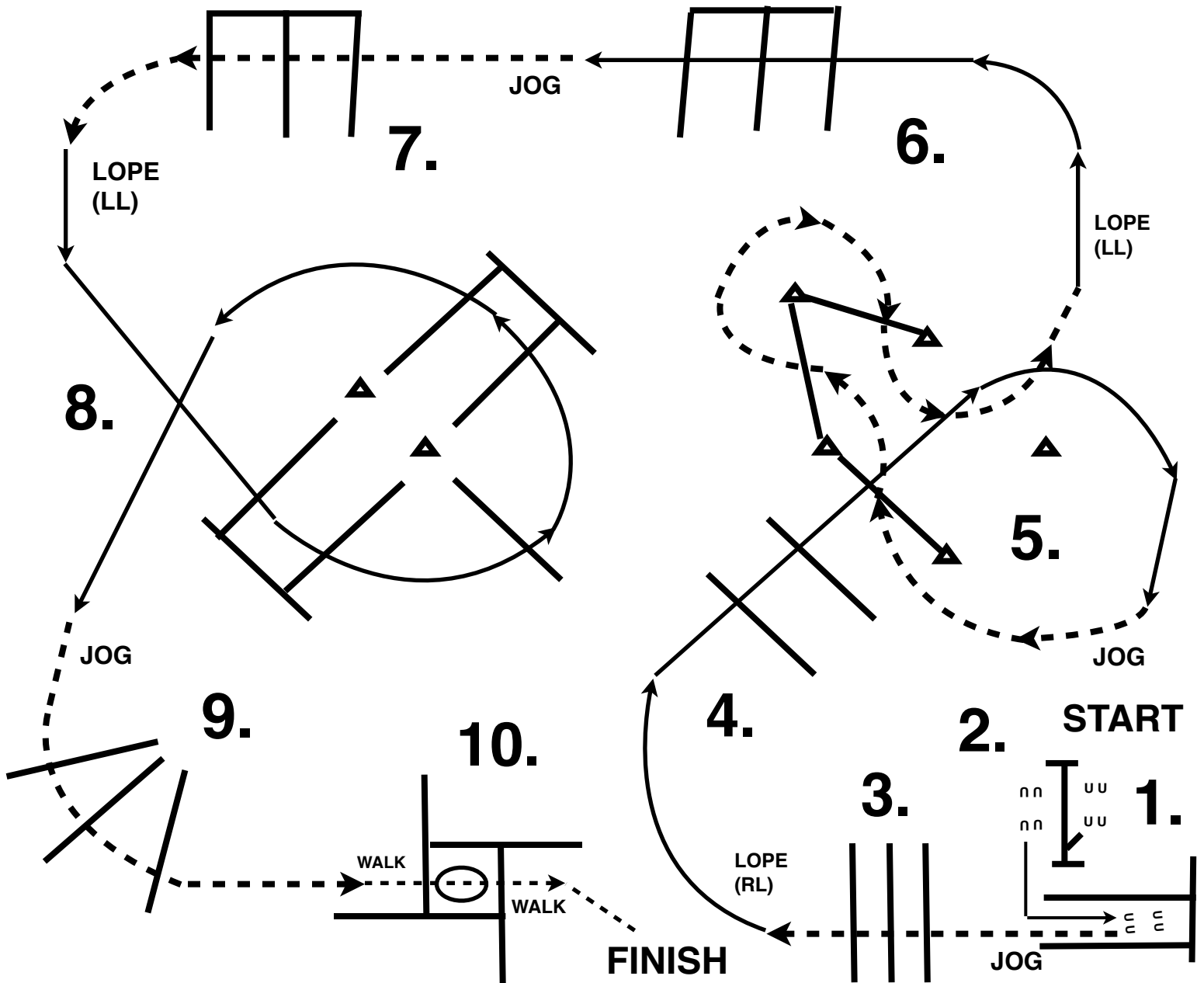
1. Gate RH ride thru close
2. Back thru poles
3. Jog out chute, jog over three poles
4. Jog over three poles
5. Jog thru serpentine and over poles
6. Jog over three poles
7. Jog over three poles

8. Jog over five poles
9. Jog over three fan poles
10. Stop or break to walk, walk into box, execute a 360 turn either way. Walk out box

# 2023 Circle G Classic

All Trail Except Walk-Trot  
Show 2

TRAIL COURSES DESIGNED BY: TIM THE TRAIL MAN LLC.  
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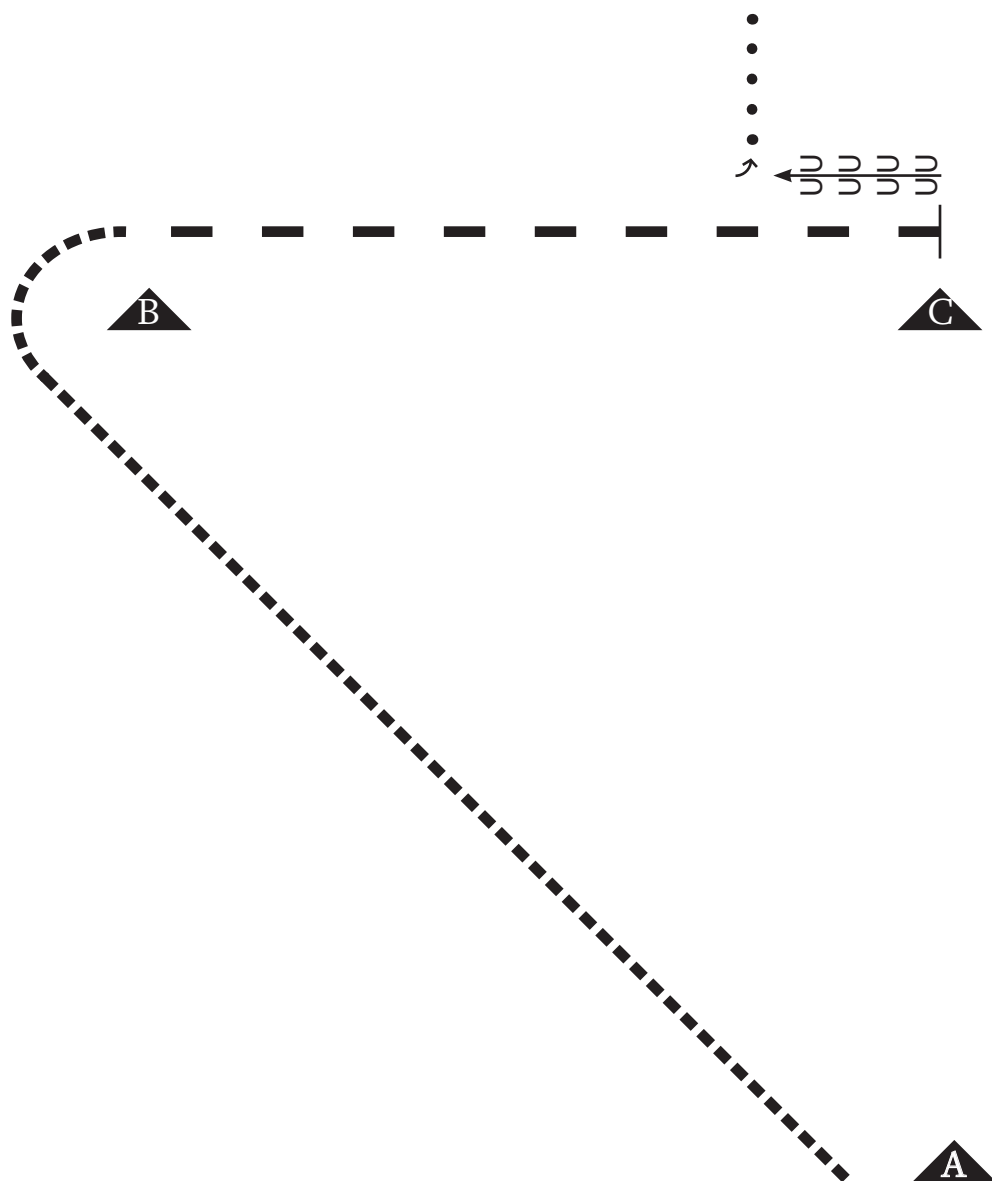


1. GATE RH RIDE THRU CLOSE.
2. BACK THRU POLES.
3. JOG OUT CHUTE, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. JOG THRU SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (LL).
7. JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. JOG OVER POLES.
10. STOP OR BREAK TO WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY WALK OUT BOX.

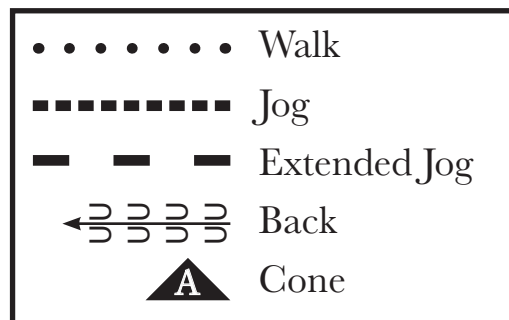
# HORSEMANSHIP

*(Walk-Trot)*

## Show 2



1. Be ready at A.
2. Jog around B.
3. Extended jog to C.
4. Stop and back.
5. 90° turn left.
6. Exit at walk.

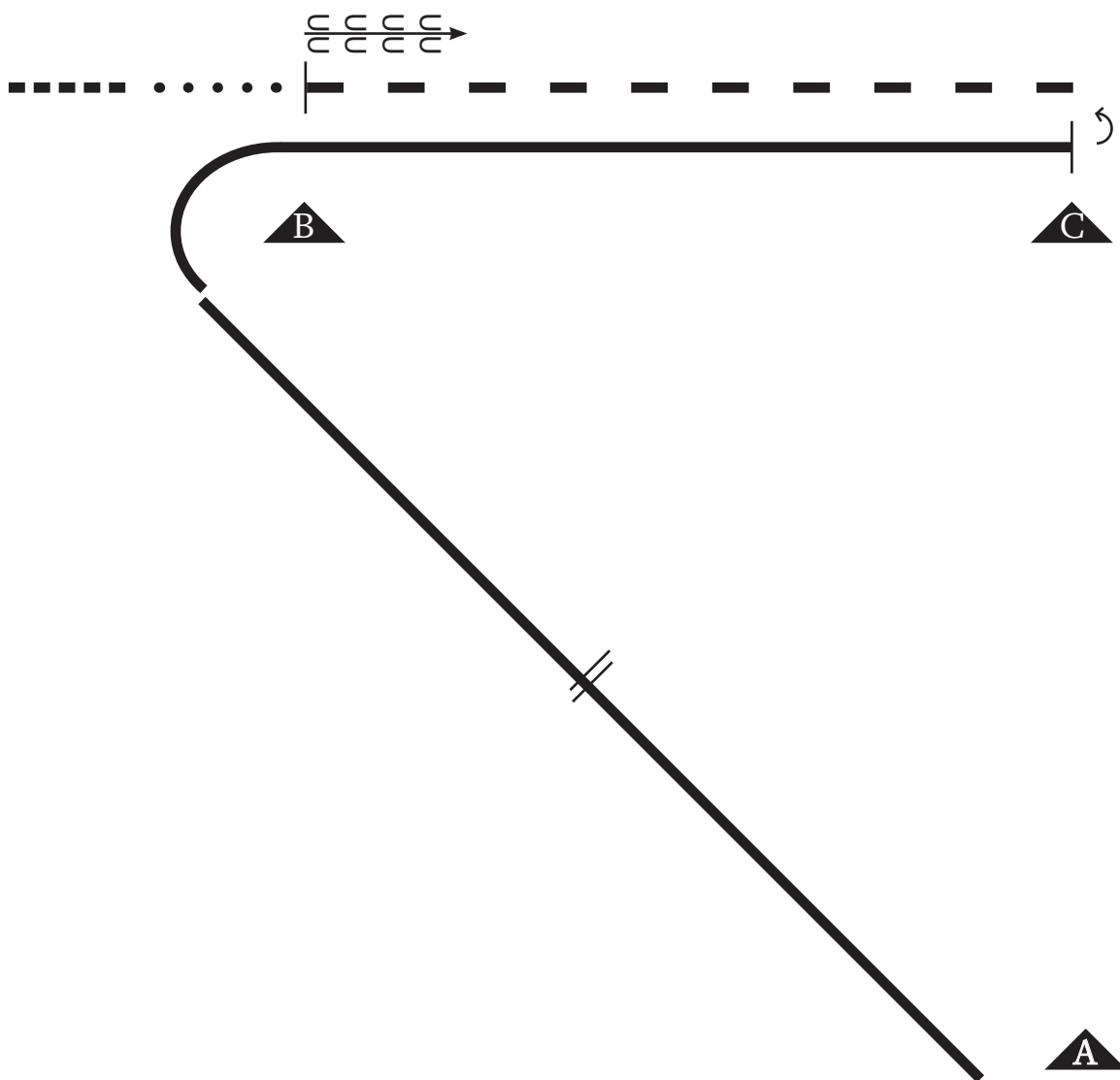


*Pattern provided by Andrea Simons*

# HORSEMANSHIP

(Novice)

## Show 2



1. Lope left lead.
2. Change lead halfway between A and B.
3. Lope right lead with speed around B and continue to C.
4. Stop and perform a 180° turn to the left.
5. Extended jog to B.
6. Stop and back.
7. Walk five steps.
8. Exit at jog.

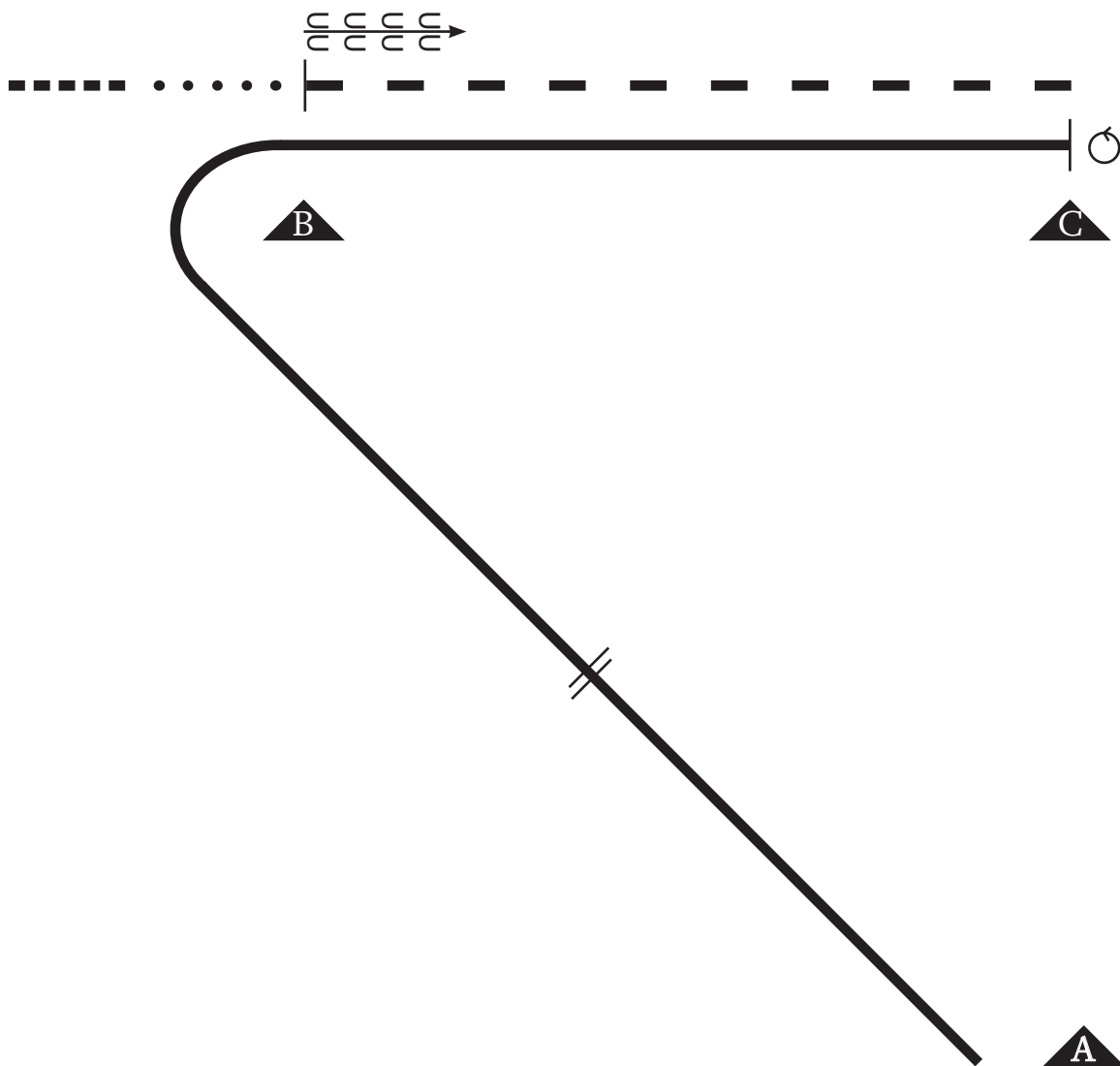
.....	Walk
-----	Jog
- - -	Extended Jog
————	Lope
///	Lead Change
← — — — — →	Back
▲ A	Cone

Pattern provided by Andrea Simons

# HORSEMANSHIP

*(Youth & Amateur)*

## Show 2



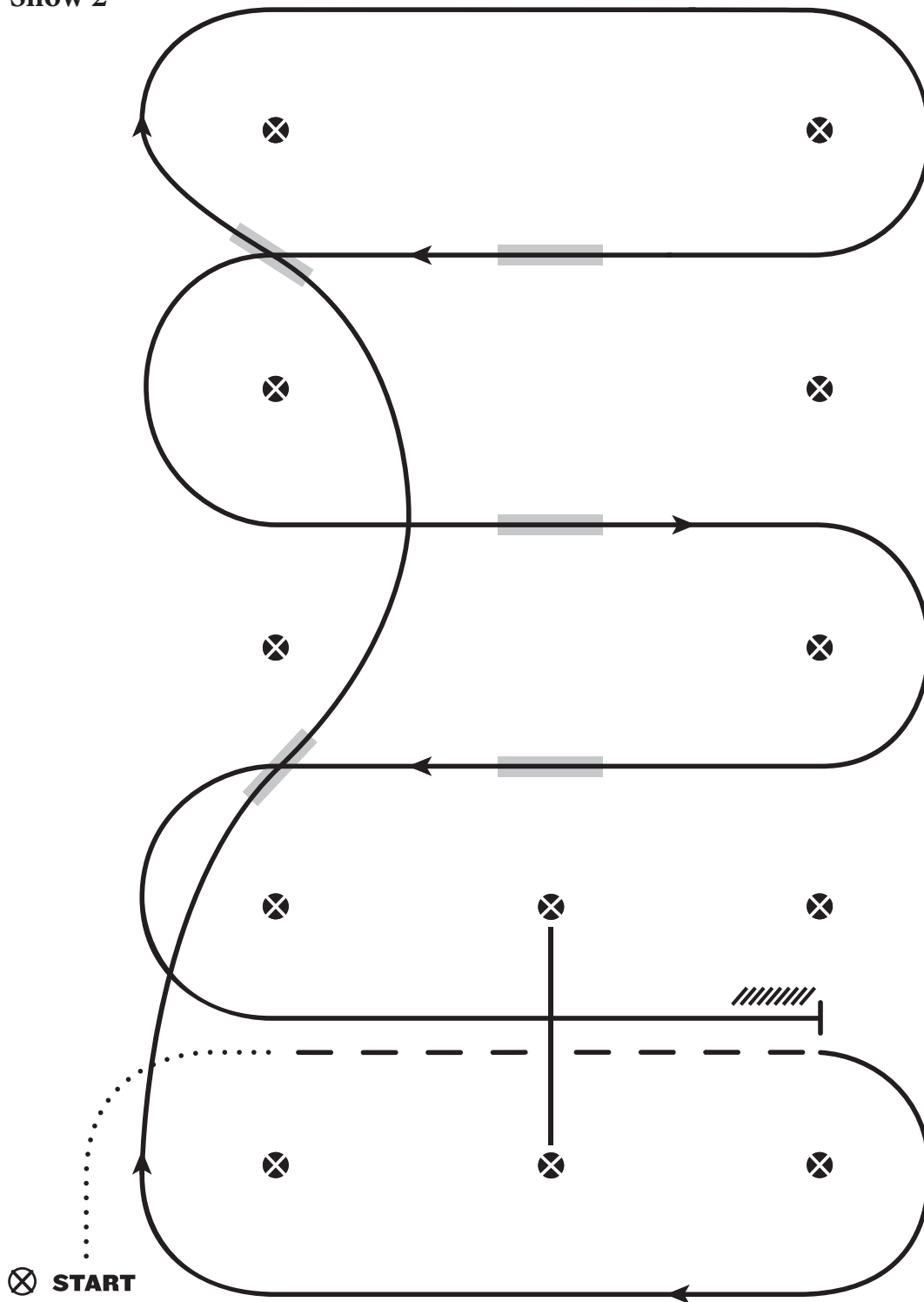
1. Lope right lead as shown.
2. Change lead halfway between A and B.
3. Lope left lead with speed around B and continue to C.
4. Stop and perform a 540° turn to the left.
5. Extended jog to B.
6. Stop and back.
7. Walk five steps.
8. Exit at jog.

.....	Walk
-----	Jog
- - - -	Extended Jog
=====	Lope
=====	Extended Lope
////	Lead Change
← → → → →	Back
▲ A	Cone

Pattern provided by Andrea Simons

# LEVEL 1 WESTERN RIDING PATTERN 4

Show 2



## LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

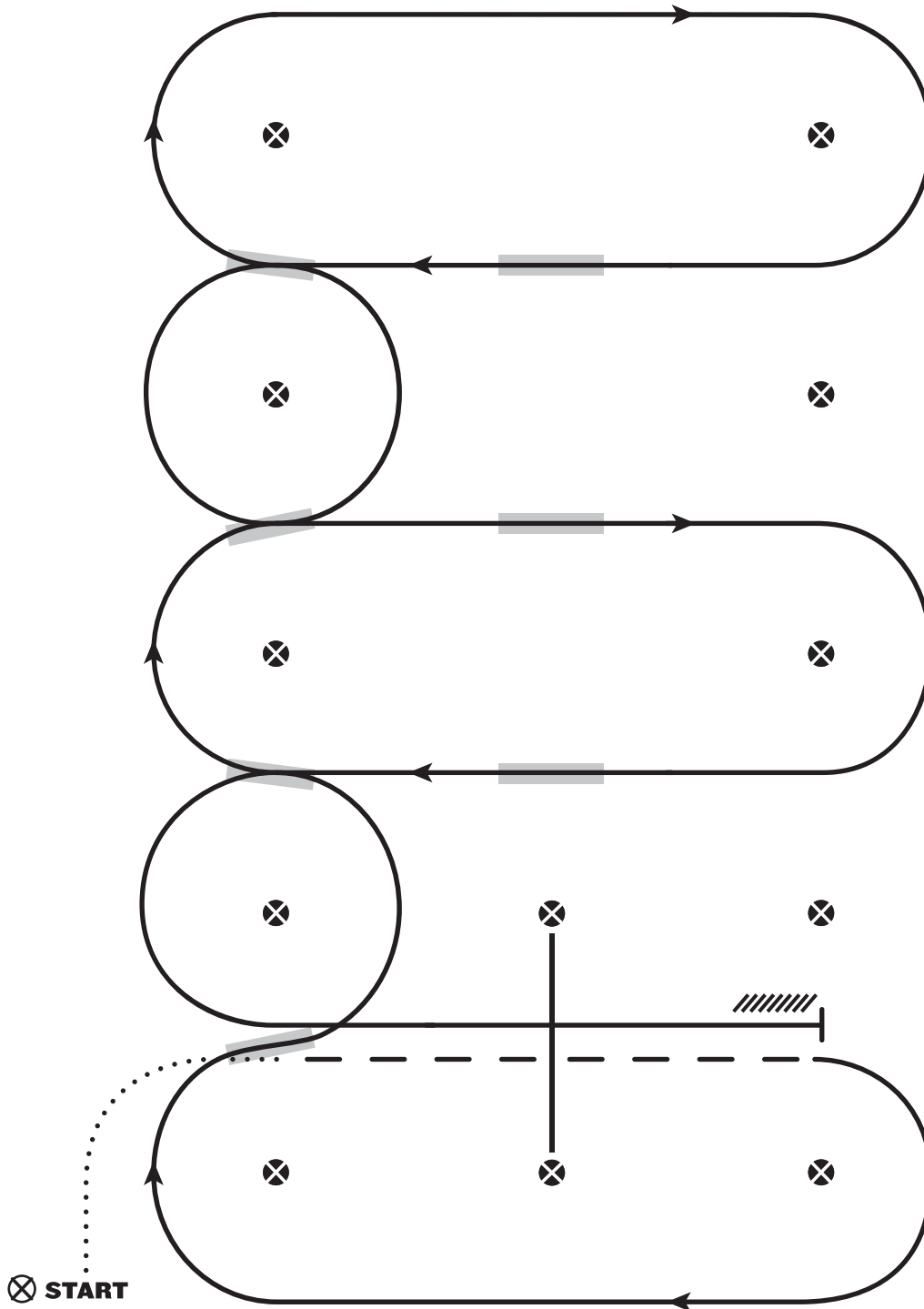
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change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

# WESTERN RIDING - PATTERN 4

Show 2

## LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



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 right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back