



Pattern Book

June 24 – 26, 2022

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SOUTH CAROLINA
SCHOOL OF WELDING



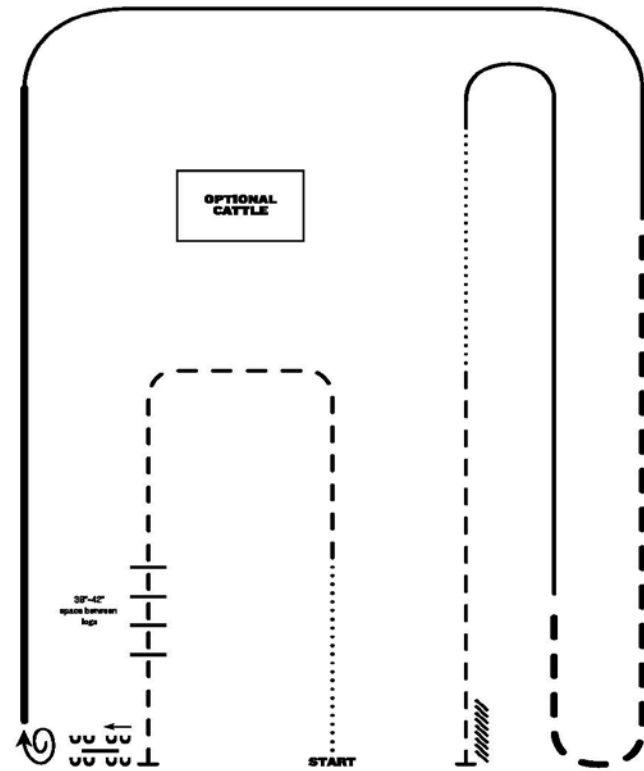
Starnes Insurance Agency



Friday 6/24/22 Ranch Riding-
 L1 (Green), L1 Amateur, L1 Youth

Friday 6/24/22 Ranch Riding-
 Open, Amateur, Youth

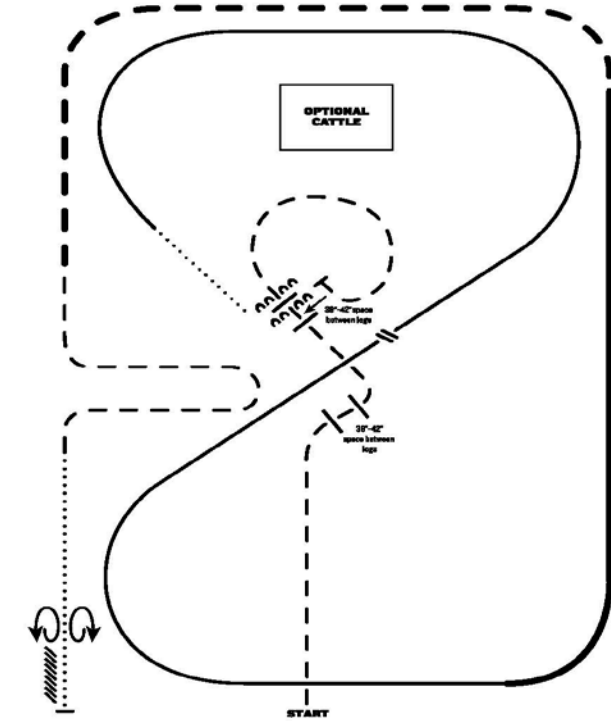
RANCH RIDING - PATTERN 12



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1/2 turn 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.

RANCH RIDING - PATTERN 9



LEGEND

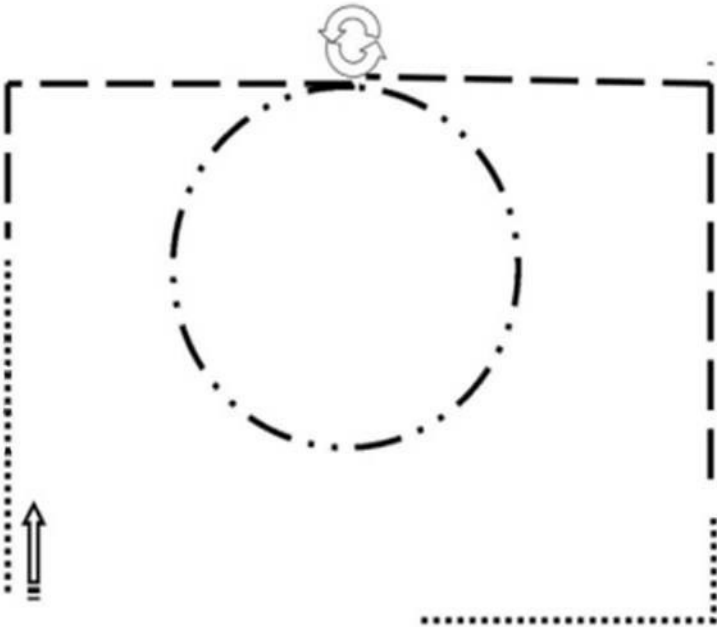
- Walk
- - - Extended Walk
- - - Trot
- - - Extended Trot
- - - Lope
- - - Extended Lope
- ||||| Back
- \\ Lead Change

1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction 1st) (L-R or R-L)

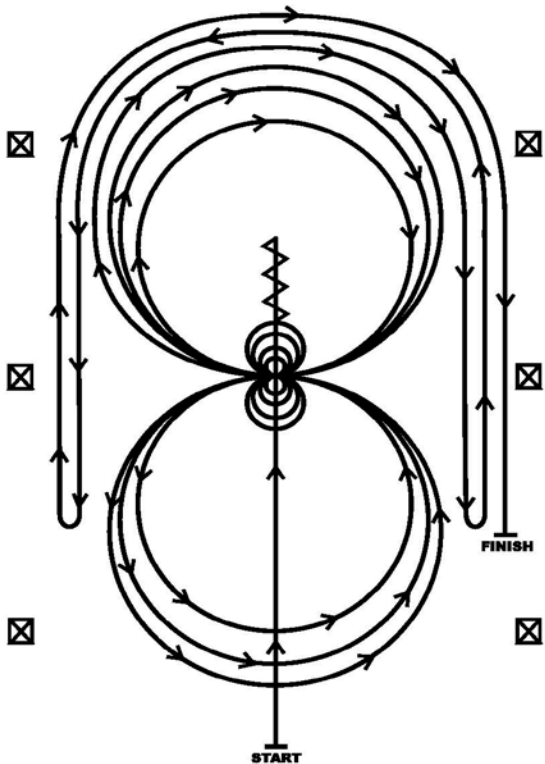
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Riding Pattern # 1 Walk Trot SF #1

- 1. WALK
- 2. EXTEND TROT 1/2 WAY UP THE ARENA
- 3. TURN LEFT EXTEND TROT TO CENTER
- 4. TROT CIRCLE TO THE LEFT
- 5. STOP
- 6. 360 degree TURN TO LEFT
- 7. EXRENDED TROT
- 8. WALK
- 9. STOP & BACK ONE HORSE LENGTH

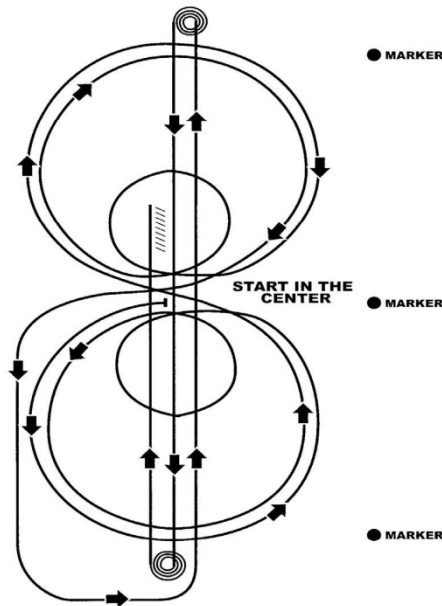


REINING PATTERN 10



- 1. 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.
- 2. Complete four spins to the right. Hesitate.
- 3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
- 4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
- 5. 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.
- 6. Begin a large circle to the right but do not close this circle. Run down the right 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.
- 7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 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.

WORKING COW HORSE PATTERN 2



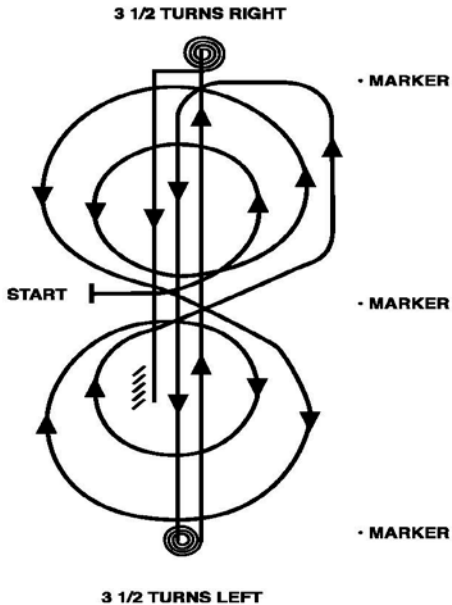
Trot to center of arena and stop. Start pattern facing toward judge.

- 1. Pick up left lead, complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of arena.
- 2. Complete three circles to the right. The first one large and fast, the second small and slow, the third large and fast. Change leads at center of arena.
- 3. Do not stop, continue on to run downs. Run to far end past the marker to a sliding stop. Hesitate.
- 4. Complete 3 1/2 spins to the left. Hesitate.
- 5. Run to far end past the marker to a sliding stop. Hesitate.
- 6. Complete 3 1/2 spins to the right. Hesitate.
- 7. Run past center marker to a sliding stop. Hesitate. Back at least 10 feet. Hesitate to complete pattern.

- Pattern 2**
- 1. Left circles
 - 2. Right circles
 - 3. Stop
 - 4. 3 1/2 left spins
 - 5. Stop
 - 6. 3 1/2 right spins
 - 7. Stop and back up

This pattern may be used as a lope in pattern; refer to SHW505.2.

WORKING COW HORSE PATTERN 10



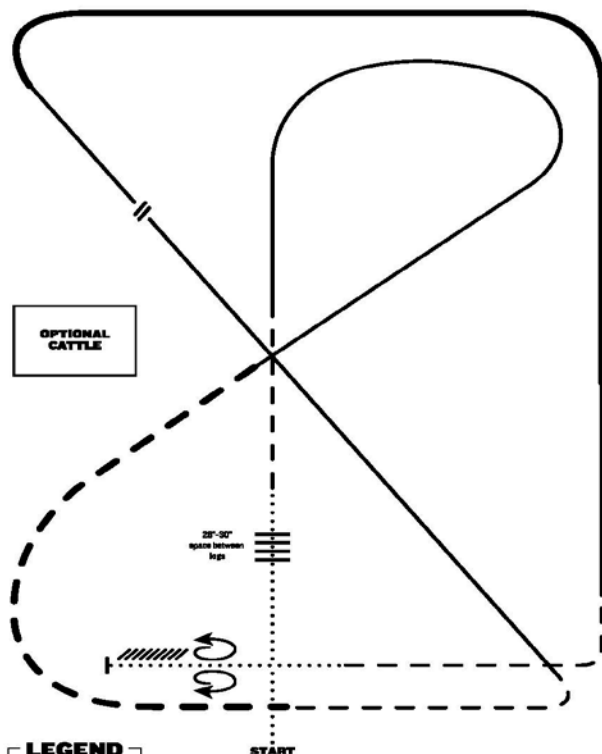
Trot to center of arena, stop. Start pattern facing away from judge.

- 1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
- 2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
- 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
- 4. Complete 3 1/2 spins to the left.
- 5. Run down center of arena past end marker, and execute a square sliding stop.
- 6. Complete 3 1/2 spins to the right.
- 7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

- Pattern 10**
- 1. Left circles
 - 2. Right circles
 - 3. Stop
 - 4. 3 1/2 left spins
 - 5. Stop
 - 6. 3 1/2 right spins
 - 7. Stop and back up

This pattern may be used as a lope-in pattern; refer to SHW505.2.

RANCH RIDING - PATTERN 5



LEGEND

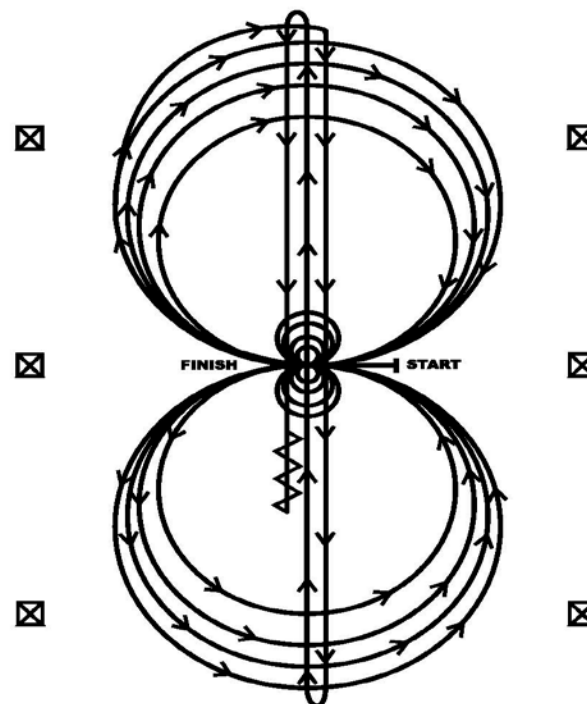
- Walk
- - - Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- /// Back
- \\ Lead Change

1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop or back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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 4

Please jog in and out

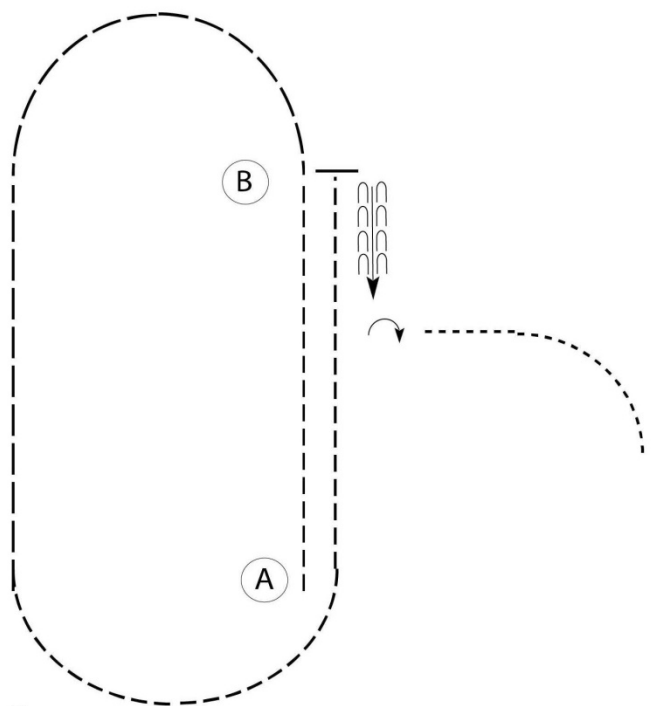


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

Friday 6/24/22 Horsemanship

Small Fry- L1 Youth W/T- L1 Am W/T



Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Continue the extended jog on a straight line until even with A.
4. Jog a half circle then a straight line to B.
5. Stop, back one horse length and perform a 90 degree turn to the right.
6. Pattern is complete. Exit at the walk.

Walk

Jog

- - - - -

Extended Jog

- - - - -

Lope

=====

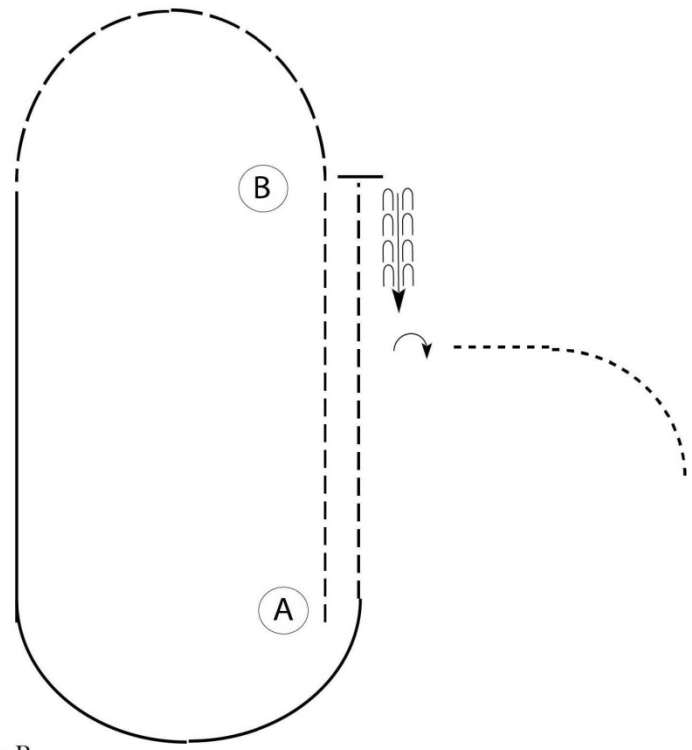
Lead Change

Back

Marker

Friday 6/24/22 Horsemanship

L1 Youth - L1 Amateur



Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Lope on the left lead until even with A.
4. Jog to B.
5. Stop, back one horse length and perform a 90 degree turn to the right.
6. Pattern is complete. Exit at the walk.

Walk

Jog

- - - - -

Extended Jog

- - - - -

Lope

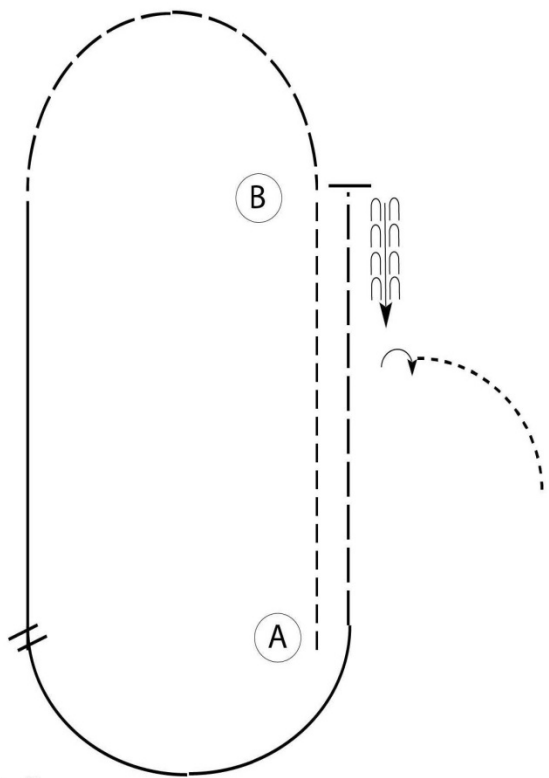
=====

Lead Change

Back

Marker

Friday 6/24/22 Horsemanship Youth- Select - Amateur



Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Lope on the right lead until even with A.
4. Perform a simple lead change.
5. Lope on the left lead until even with A.
6. Extend the jog to B.
7. Stop, back one horse length and perform a 90 degree turn to the right.
8. Pattern is complete. Exit at the walk

Walk

Jog

- - - - -

Extended Jog

- - - - -

Lope

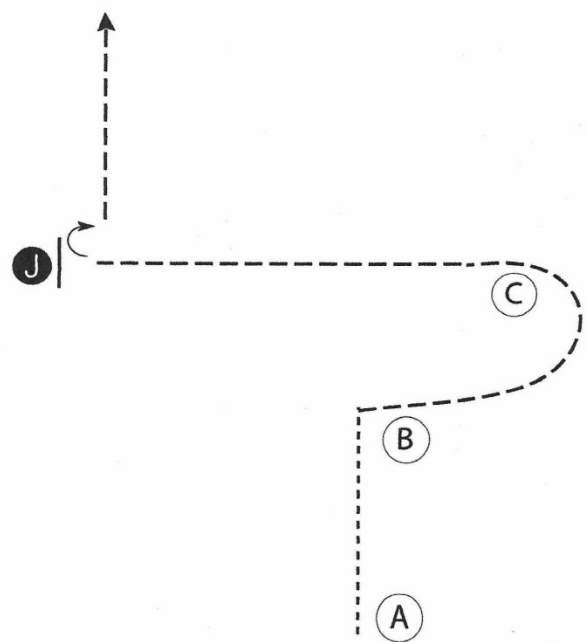
—————

Lead Change

Back

Marker

Saturday 6/25/22 Showmanship Small Fry



Be ready at A.

1. Walk to B.
2. Trot from B and around C as shown.
3. Continue to trot to judge and set up for inspection.
4. When dismissed, do a 90 degree turn and trot away.

Walk

Trot

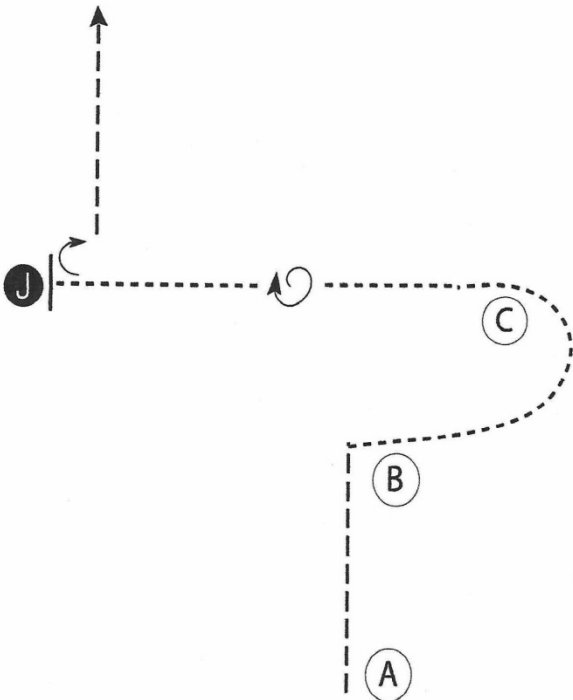
- - - - -

Back

Marker

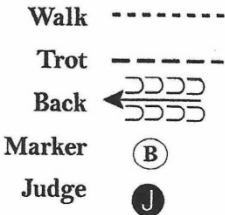
Judge

Saturday 6/25/22 Showmanship L1 Youth- L1 Amateur

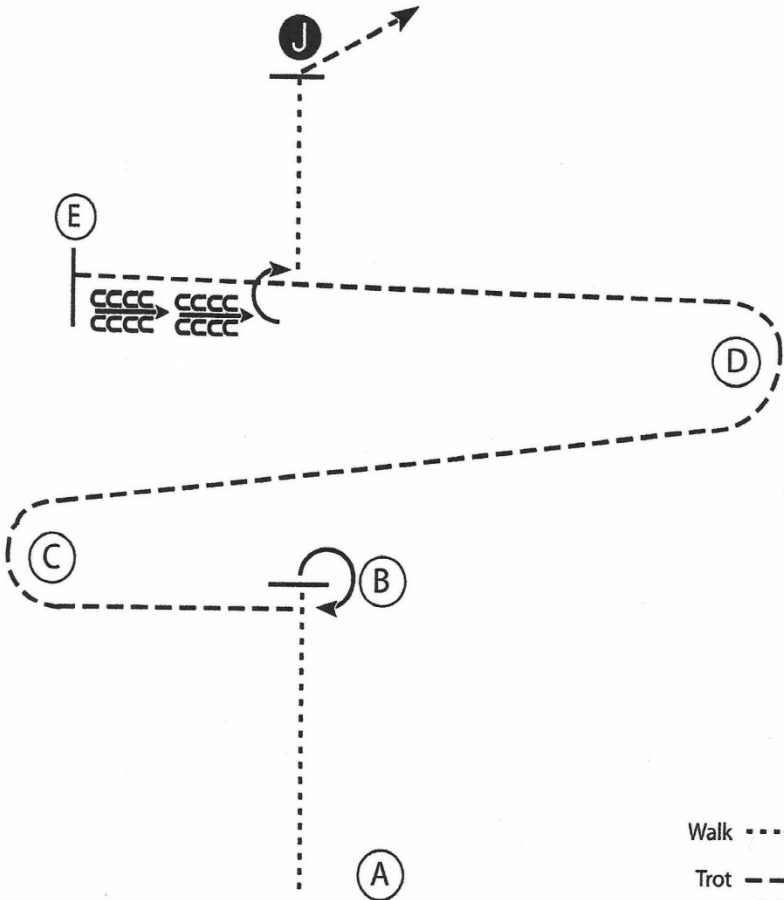


Be ready at A.

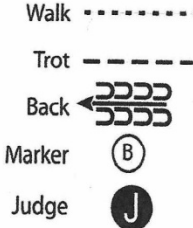
1. Trot to B.
2. Walk from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.



Saturday 6/25/22 Showmanship Youth- Select- Amateur

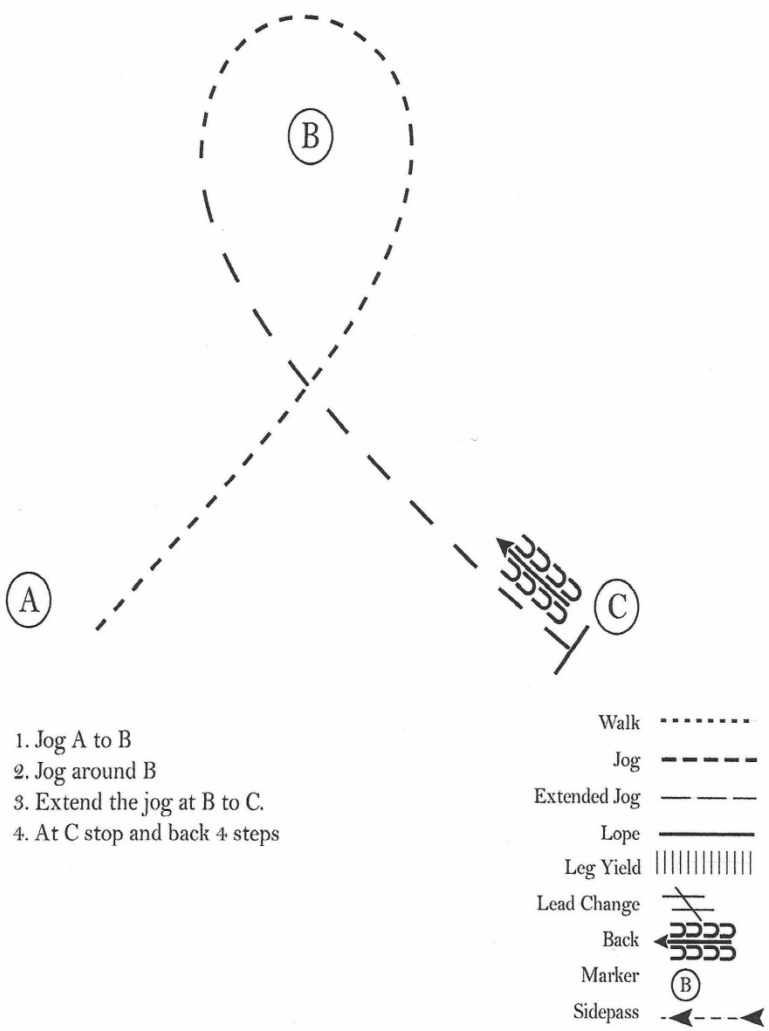


1. Walk from A to B.
2. Stop at B. Perform a 270 degree turn.
3. Trot around C and D to E. Stop at E.
4. Back 5 steps. Perform a 90 degree turn.
5. Walk to the Judge and set up for inspection.
6. When dismissed trot to the line-up.



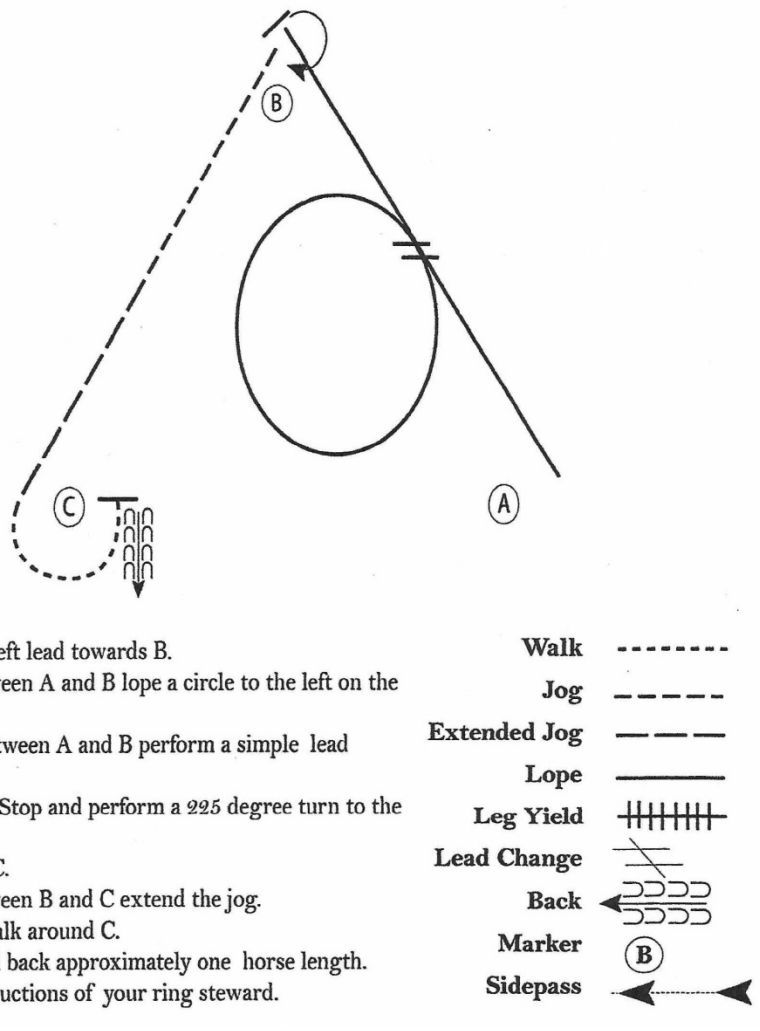
Saturday 6/25/22 Horsemanship

Small Fry- L1 Youth W/T- L1 Am W/T



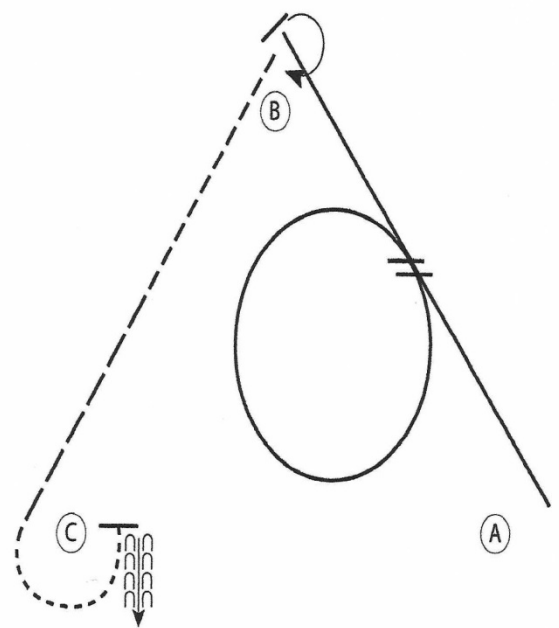
Saturday 6/25/22 Horsemanship

L1 Youth- L1 Amateur



Saturday 6/25/22 Horsemanship

Youth- Select- Amateur

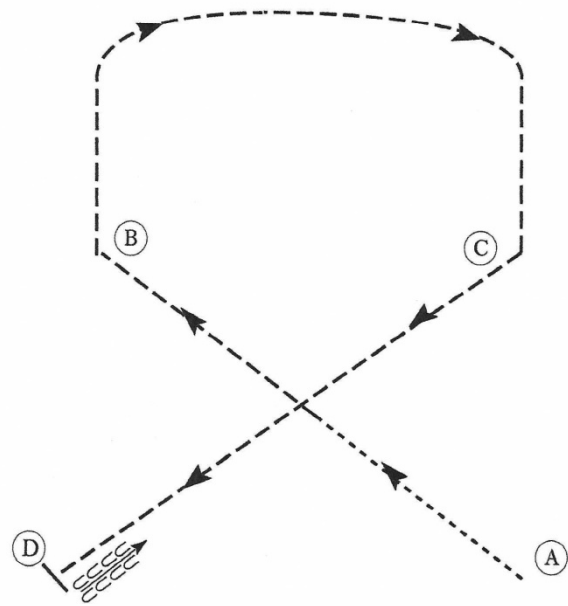


- Be ready at A.
1. Lope on the left lead towards B.
 2. Halfway between A and B lope a circle to the left on the left lead.
 3. Half way between A and B perform a simple lead change.
 4. Lope past B. Stop and perform a 585 degree turn to the right. (1 3/4 turn)
 5. Jog towards C.
 6. Halfway between B and C extend the jog.
 7. At C walk, walk around C.
 8. At C stop and back approximately one horse length. Follow the instructions of your steward.

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

Saturday 6/25/22 Equitation

Small Fry- L1 Youth W/T- L1 Am W/T

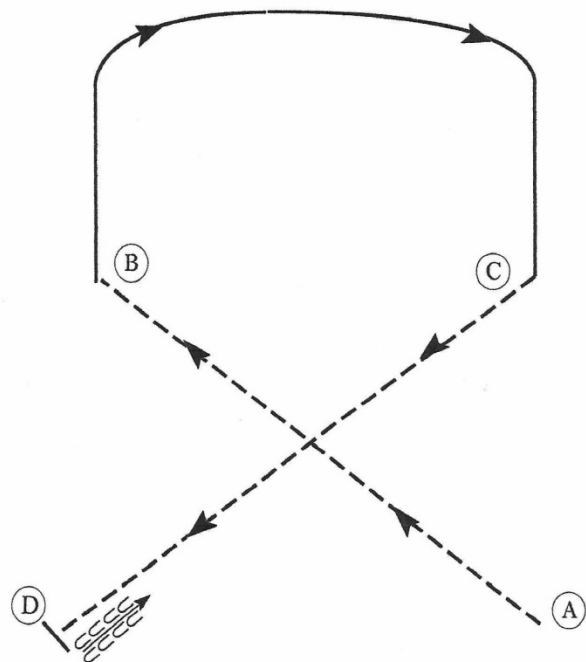


- Be ready at A.
1. Walk 1/2 way to B.
 2. Posting trot on the left diagonal to B.
 3. Sitting trot to C.
 4. Posting trot on the right diagonal 1/2 way to D.
 5. Sitting trot to D.
 6. Halt at D and back approximately one horse length.
- Exit at a sitting trot.

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

Saturday 6/25/22 Equitation

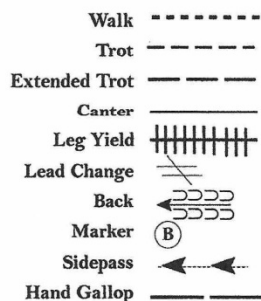
L1 Youth - L1 Amateur



Be ready at A.

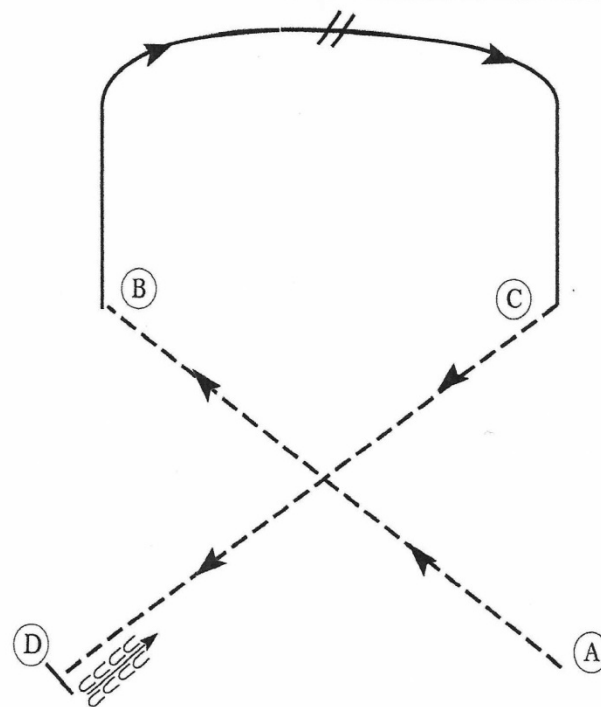
1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.



Saturday 6/25/22 Equitation

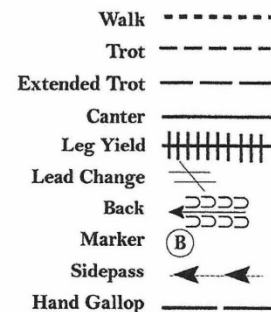
Youth – Select- Amateur



Be ready at A.

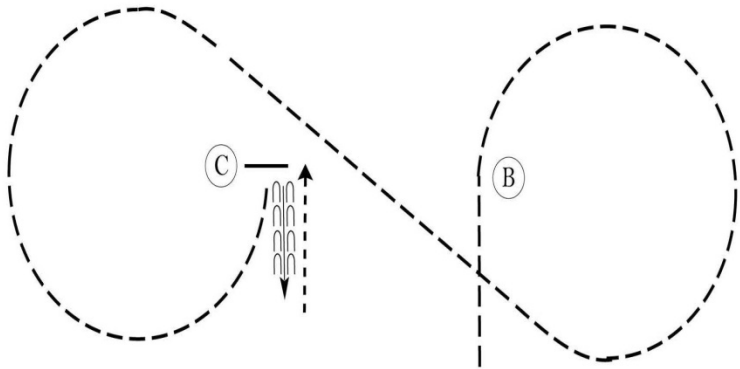
1. Sitting trot 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Canter on the left lead toward C.
4. At the top of the arc, change leads and canter on the right lead to C.
5. Posting trot on the right diagonal 1/2 way to D.
6. Sitting trot to D.
7. Halt at D and back approximately one horse length.

Exit at a sitting trot.



Sunday 6/26/22 Equitation

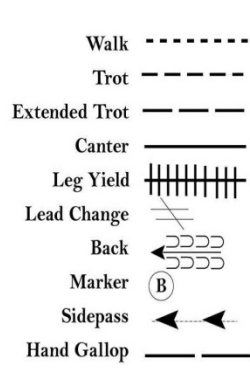
Small Fry- L1 Youth W/T- L1 Am W/T



Be ready before A.

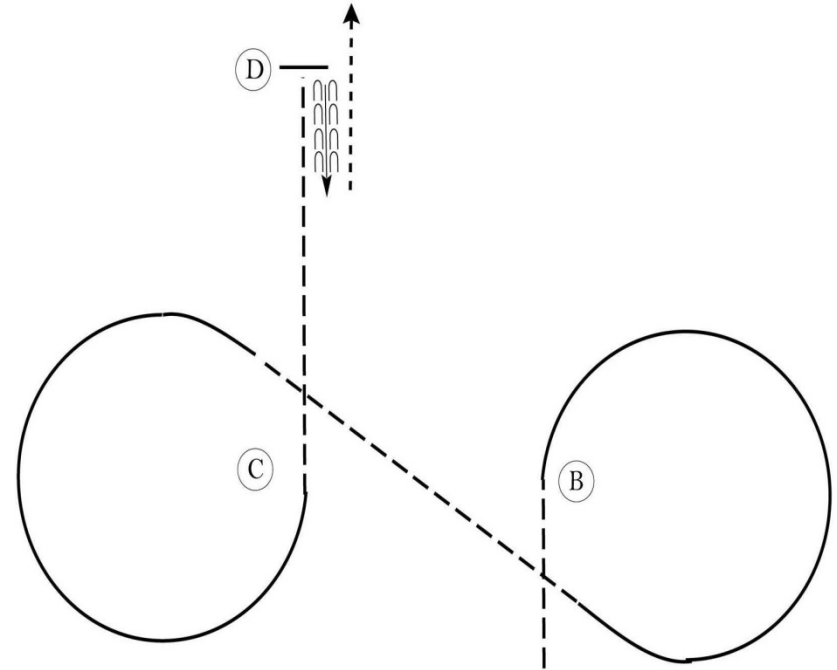
- 1. Walk to A.
- 2. Sitting trot to B.
- 3. At B, trot a circle to the right on the left diagonal.
- 4. When halfway to C, change diagonals.
- 5. Posting trot on the right diagonal to and around C.
- 6. Stop at C and back approximately one horse length.

Exit at a walk.
Follow the instructions of your ring steward.



Sunday 6/26/22 Equitation

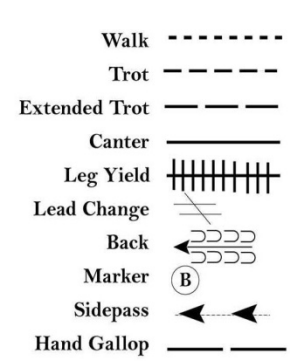
L1 Youth -- L1 Am W/T



Be ready before A.

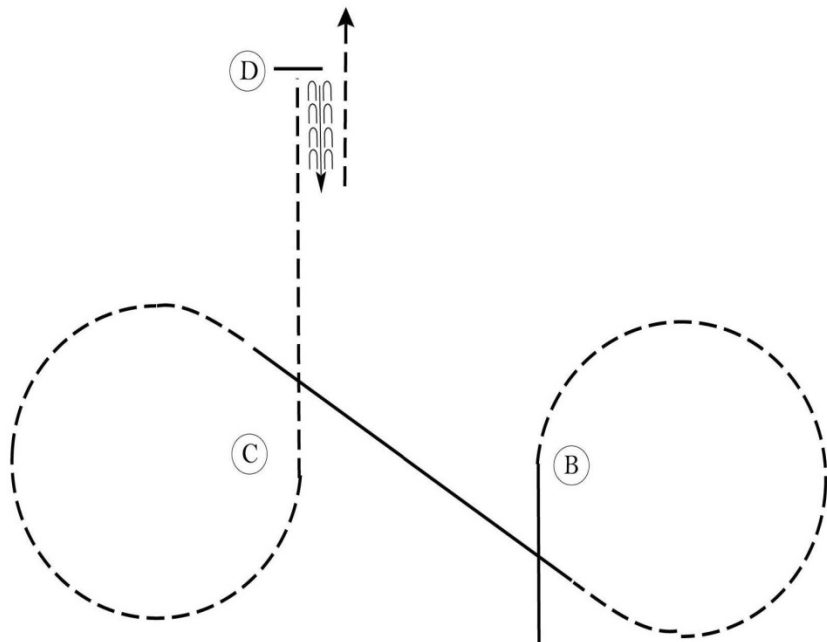
- 1. Walk to A.
- 2. Posting trot on the left diagonal to B.
- 3. At B, canter a circle to the right.
- 4. When even with B, sitting trot to C.
- 5. At C, canter a circle to the left.
- 6. Posting trot on the right diagonal from C to D.
- 7. Stop at D and back approximately one horse length.

Exit at a walk.
Follow the instructions of your ring steward.



Sunday 6/26/22 Equitation

Youth – Select -- Amateur



Be ready before A.

- 1. Walk to A.
- 2. Canter on the right lead to B.
- 3. Posting trot a circle to the right on the left diagonal.
- 4. When even with B, canter on the left lead to C.
- 5. At C, posting trot a circle to the left on the right diagonal.
- 6. Sitting trot from C to D.
- 7. Stop at D and back approximately one horse length.

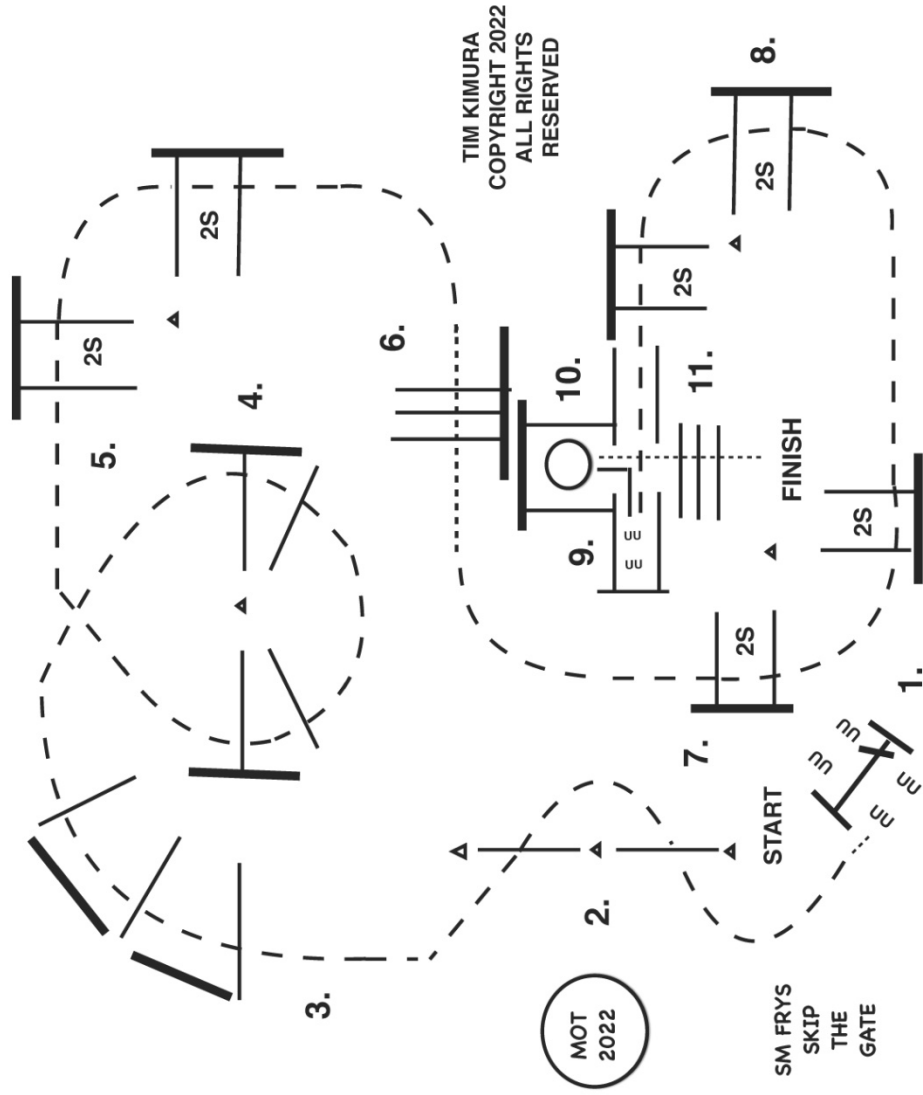
Exit at a sitting trot.
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — — →
Hand Gallop	— — — — —

SCQHA KEN SMITH MAXI CIRCUIT

FRIDAY, JUNE 24, 2022

SMALL FRY
L1 YOUTH WT
L1 AMATEUR WT

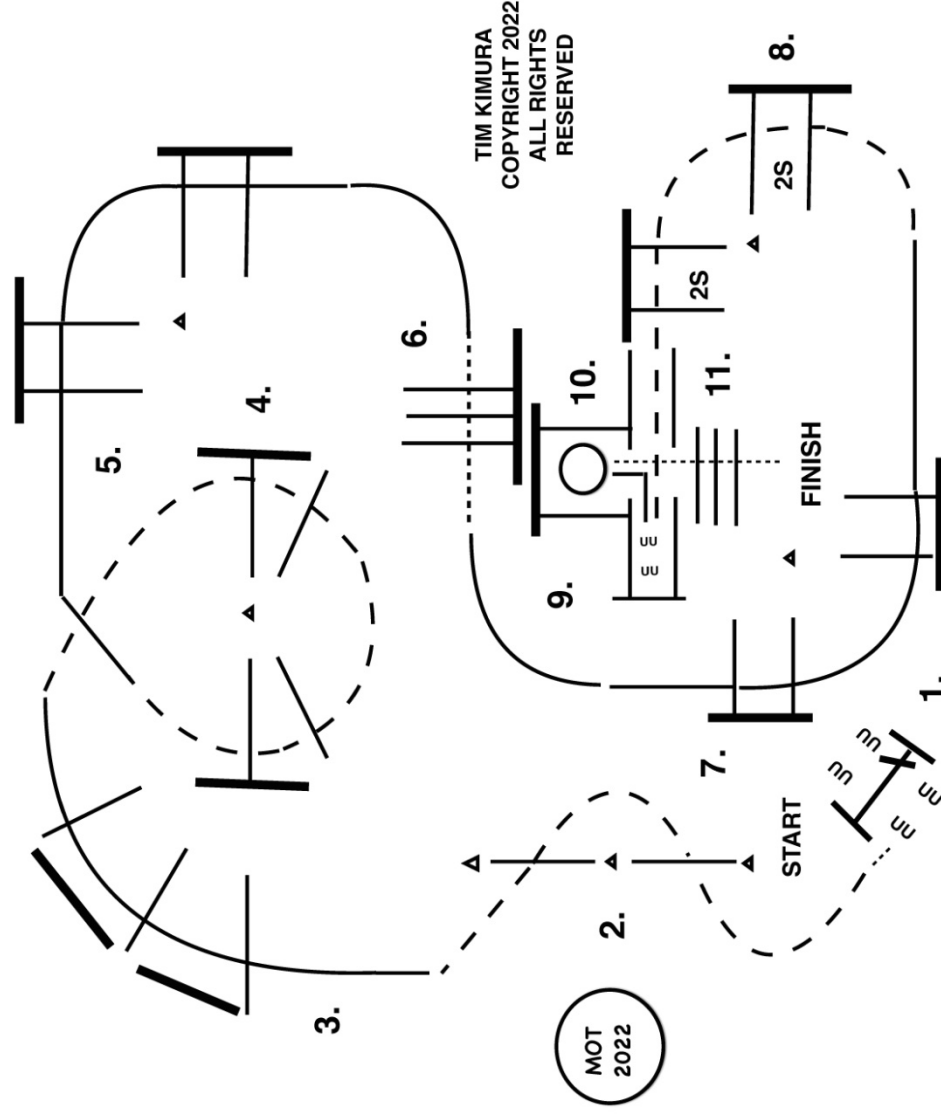


1. GATE RH OPEN, RIDE THRU GATE AND CLOSE, WALK FORWARD...
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. JOG OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. STROP OR BREAK TO THE WALK, WALK OVER POLES
7. JOG OVER POLES.
8. JOG OVER POLES, AND INTO CHUTE.
9. BACK BETWEEN POLES AND, BACK AROUND CORNER AND INTO THE BOX.
10. EXECUTE A 360 TURN EITHER WAY, WALK FORWARD
11. WALK OUT CHUTE, WALK OVER POLES.

SCQHA KEN SMITH MAXI CIRCUIT

FRIDAY, JUNE 24, 2022

ALL TRAIL

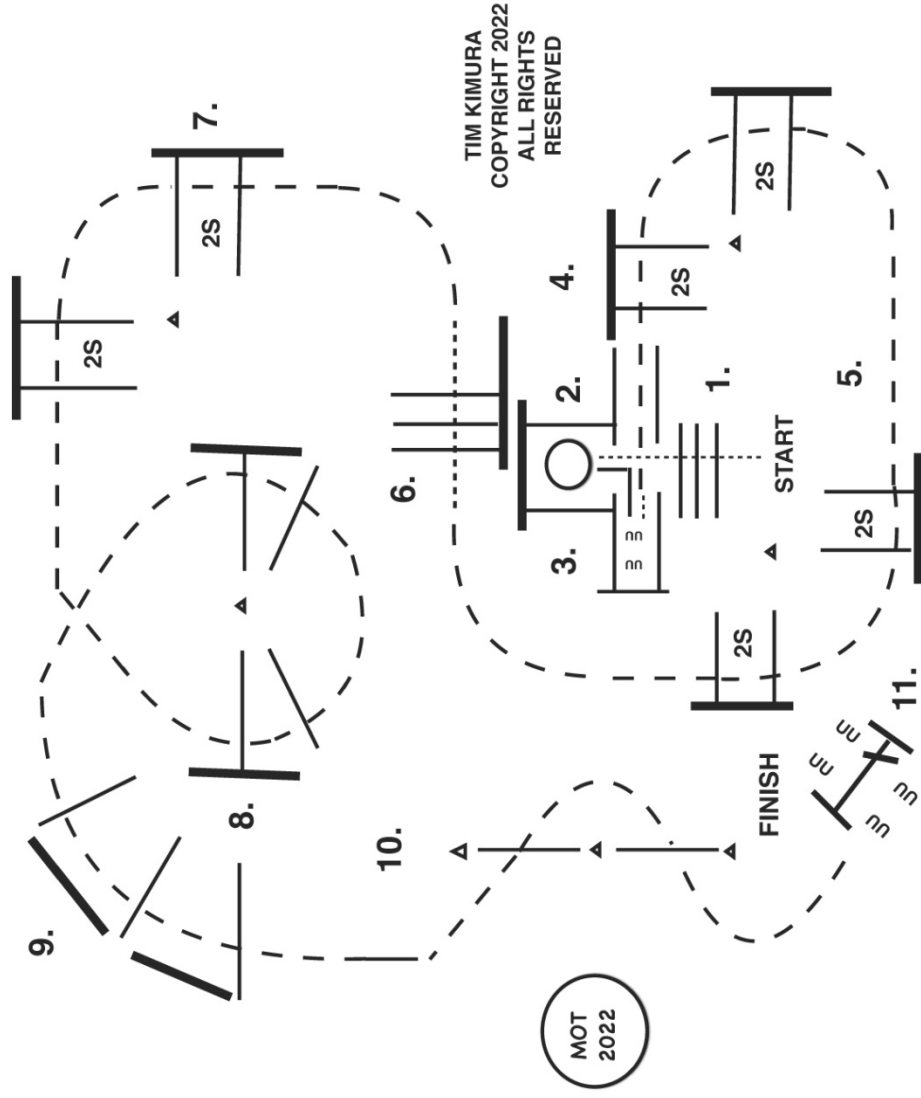


1. GATE RH OPEN, RIDE THRU GATE AND CLOSE, WALK FORWARD...
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. LOPE OVER POLES (RL)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. STOP OR BREAK TO THE WALK, WALK OVER POLES
7. LOPE OVER POLES (LL).
8. BREAK TO THE JOG, JOG OVER POLES, AND INTO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

SCQHA KEN SMITH MAXI CIRCUIT

SUNDAY, JUNE 26, 2022

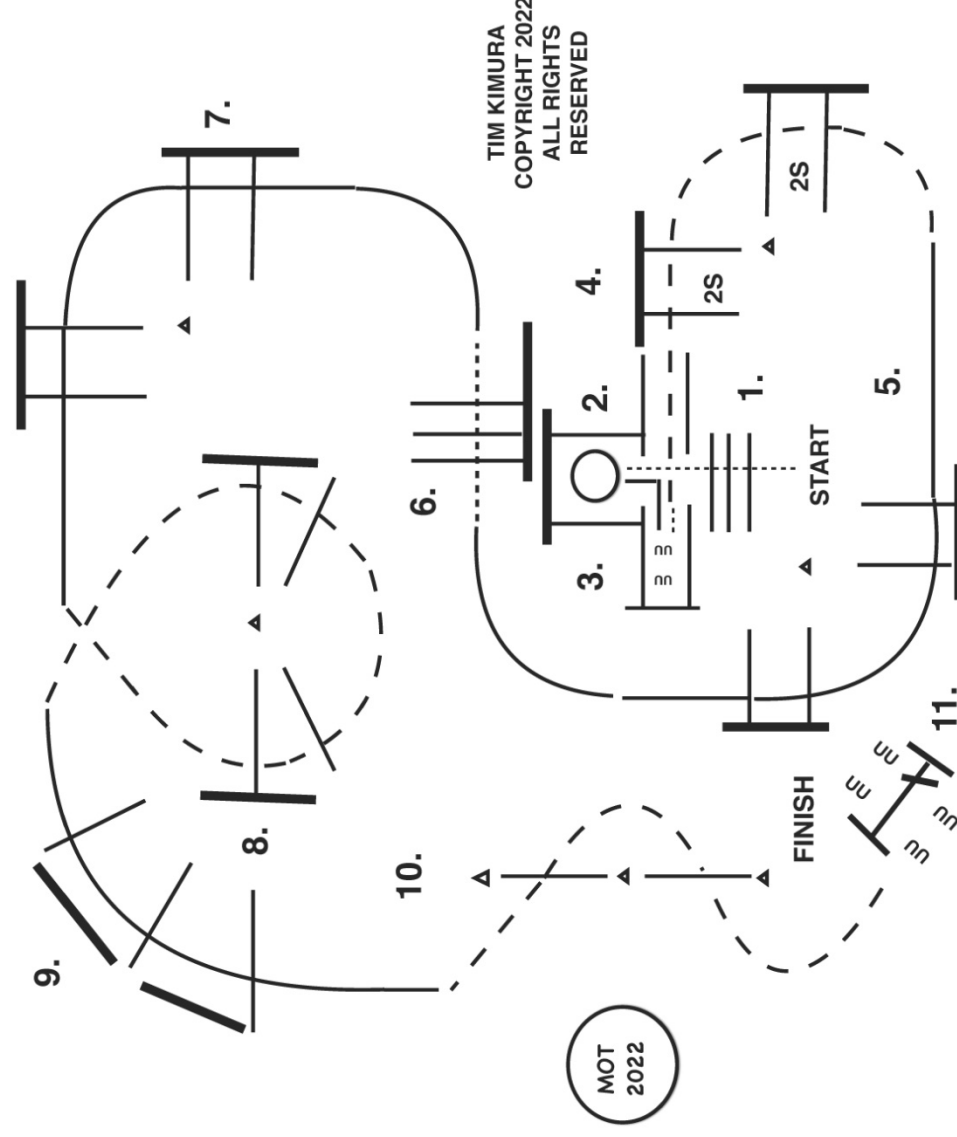
SMALL FRY
L1 YOUTH WT
L1 AMATEUR WT



1. WALK OVER POLES, WALK INTO BOX.
2. EXECUTE A 360 TURN EITHER DIRECTION.
3. BACK OUT BOX, BACK AROUND CORNER, BACK BETWEEN POLES
4. WALK FORWARD, THEN JOG OUT CHUTE, 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.
10. JOG THROUGH SERPENTINE, JOG OVER POLES.
11. JOG UP TO GATE, STOP, WORK GATE LEFT HAND OPEN AND CLOSE GATE.

SCQHA KEN SMITH MAXI CIRCUIT
SUNDAY, JUNE 26, 2022

All Trail



1. WALK OVER POLES, WALK INTO BOX.
2. EXECUTE A 360 TURN EITHER DIRECTION.
3. BACK OUT BOX, BACK AROUND CORNER, BACK BETWEEN POLES
4. WALK FORWARD, THEN JOG OUT CHUTE, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
11. JOG UP TO GATE, STOP, WORK GATE LEFT HAND OPEN AND CLOSE GATE.