



May 27-29, 2022

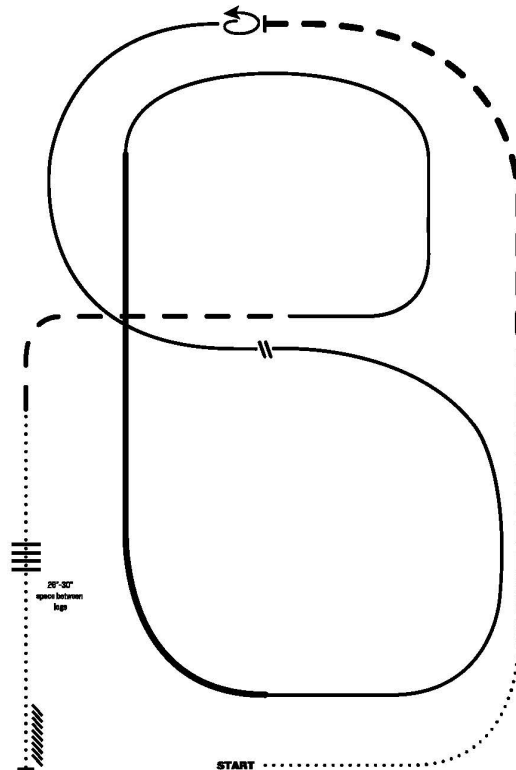
Pattern Book

Thank you to our 2022 Sponsors!!



Friday 5/27/22 Ranch Riding- All

RANCH RIDING - PATTERN I



LEGEND

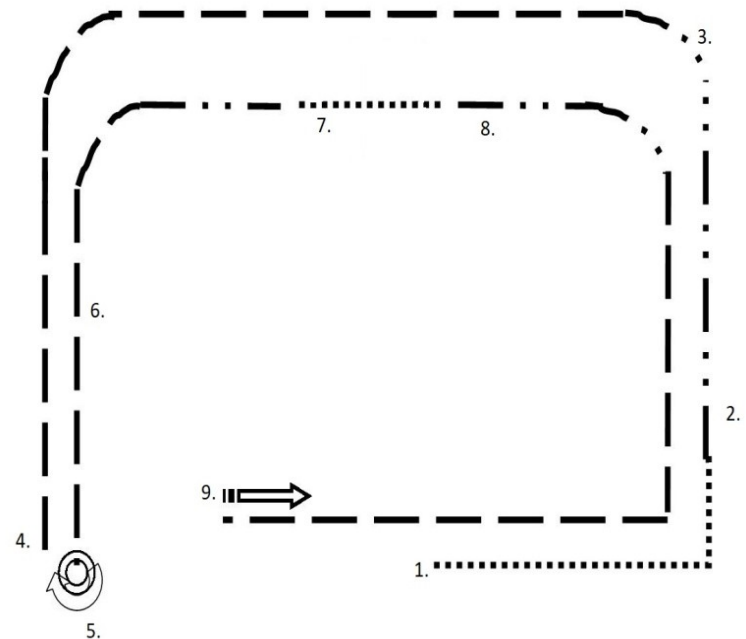


1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Friday 5/27/22 & Saturday 5/28/22 Small Fry Ranch Riding

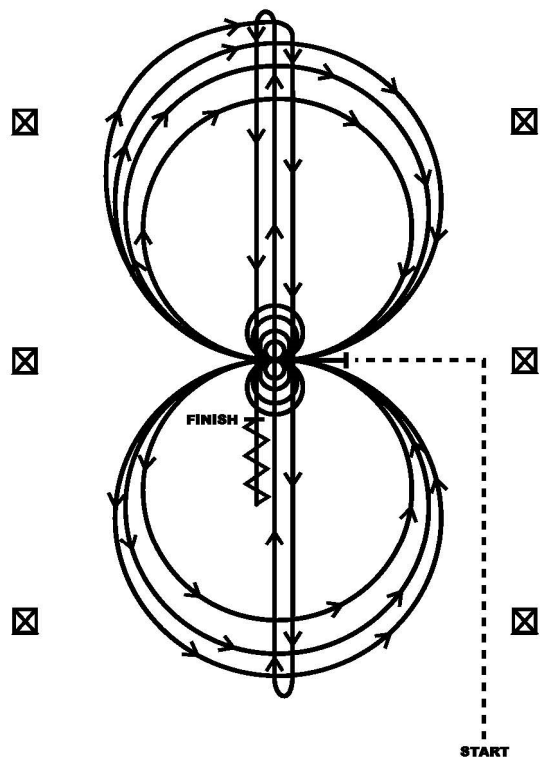
WALK TROT RANCH PATTERN

1. WALK
2. TROT 1/2 WAY UP THE ARENA
3. TURN LEFT EXTEND TROT THRU CENTER DOWN OTHER SIDE OF ARENA
4. STOP
5. 1 1/2 SPINS TO THE RIGHT
6. EXTENDED TROT
7. WALK
8. TROT
9. STOP / BACK one horse length



Friday 5/27/22 - All Reining

REINING PATTERN 11



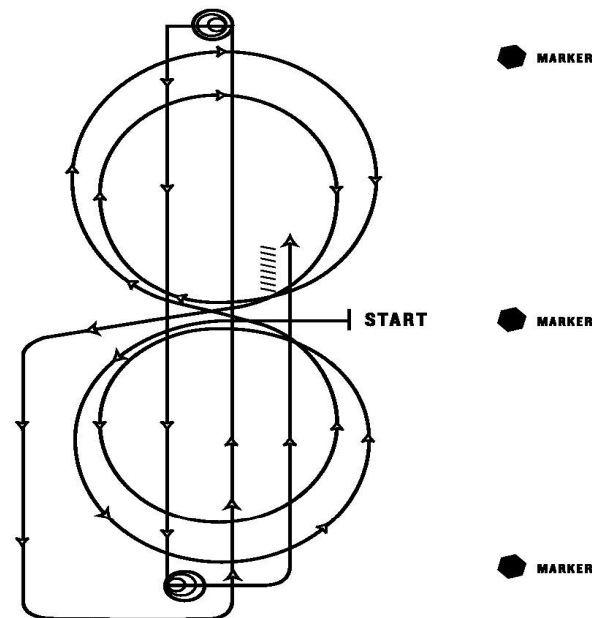
Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 5/27/22

All Working Cow Horse & Boxing

WORKING COW HORSE PATTERN 11



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

1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
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 II

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

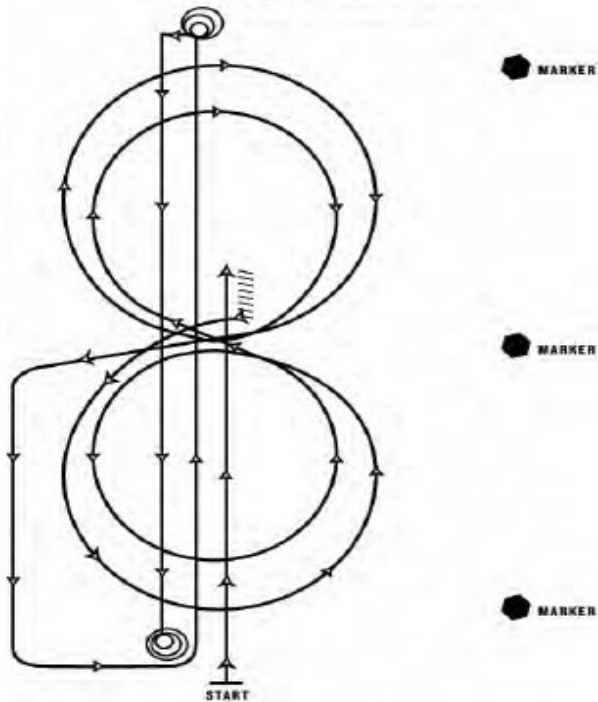
This pattern may be used as a lope-in pattern; refer to SHW505.2.

Saturday 5/28/22

All Working Cow Horse & Boxing

WORKING COW HORSE PATTERN 5

This pattern works best when the exhibitor and cattle enter from the same end of arena.



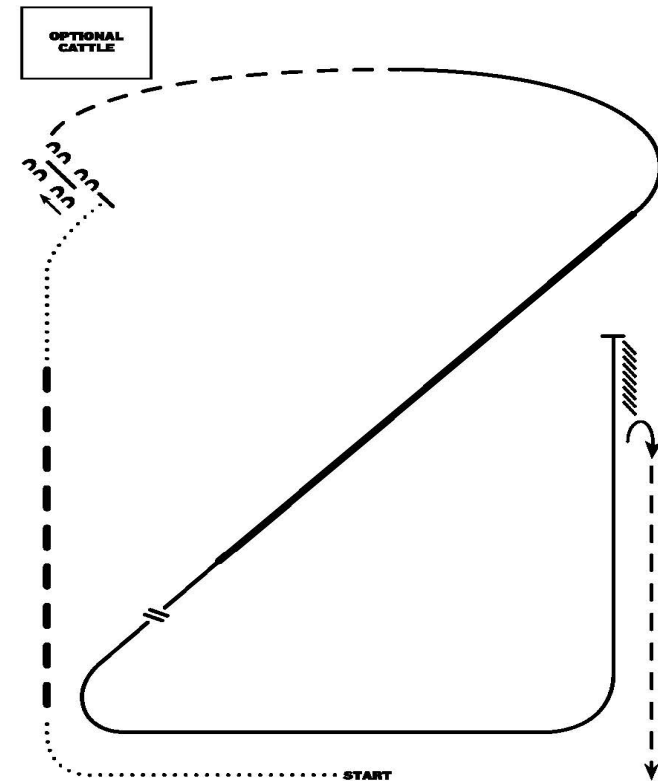
1. Start at end of arena. Run past the center marker and stop. Back up at least 10 feet. Complete 1/4 turn to the left.
2. Complete 2 circles to the left, the first one large and fast, and the second one small and slow. Change leads at the center of the arena.
3. Complete two circles to the right, the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

Pattern 5

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

Saturday 5/28/22 Ranch Riding- ALL

RANCH RIDING - PATTERN 10



LEGEND

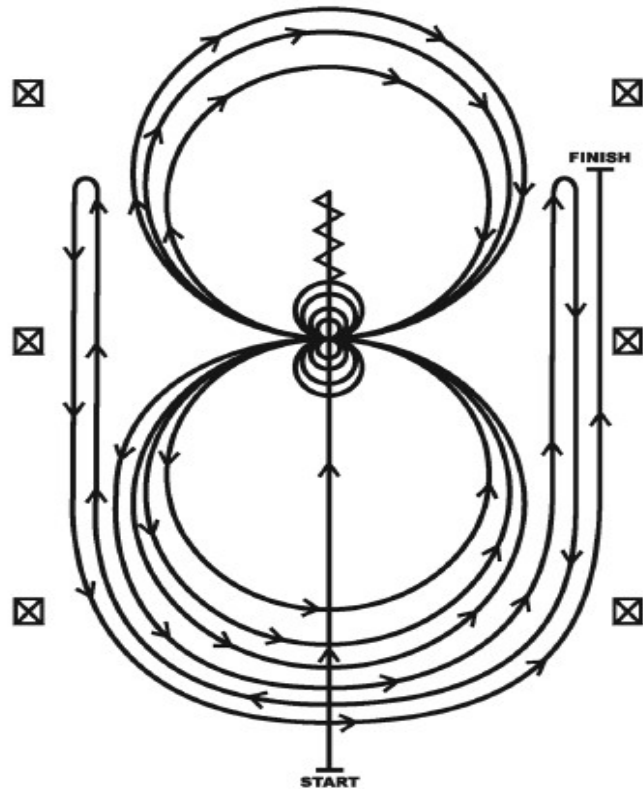
- Walk
- Extended Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- Back
- Lead Change

1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.

Saturday 5/28/22 - All Reining

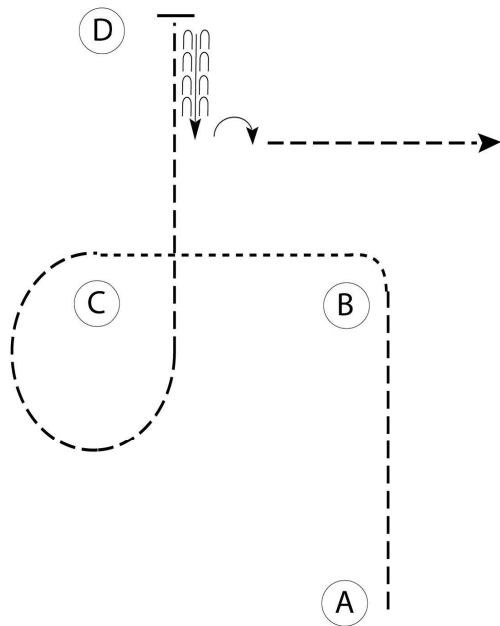
REINING PATTERN 9



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 horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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.
5. 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.
6. Begin a large 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 back around the 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 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.

Friday 5/27/22 Horsemanship

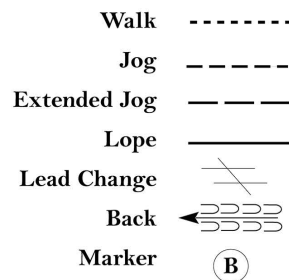
Small Fry- L1 Youth W/T- L1 Am W/T



Be ready at A.

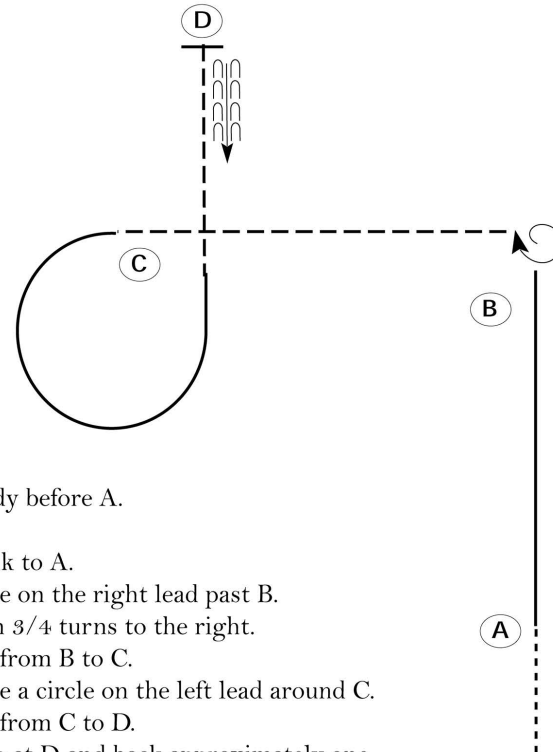
1. Jog to B.
2. Walk around B to the left and to C.
3. Jog at C around to D.
4. Stop at D and back approximately one horse length.
5. Turn 90 degrees to the right on the hindquarters and jog out.

Follow the directions of your ring steward.



Friday 5/27/22 Horsemanship

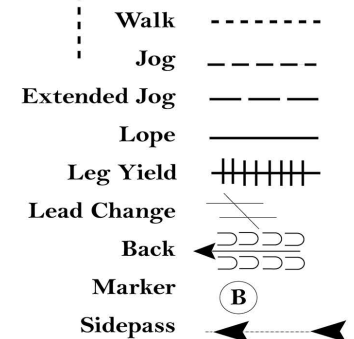
L1 Youth - L1 Amateur



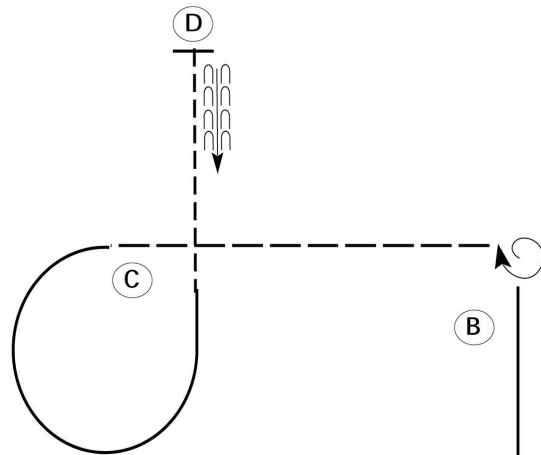
Be ready before A.

1. Walk to A.
2. Lope on the right lead past B.
3. Spin 3/4 turns to the right.
4. Jog from B to C.
5. Lope a circle on the left lead around C.
6. Jog from C to D.
7. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.



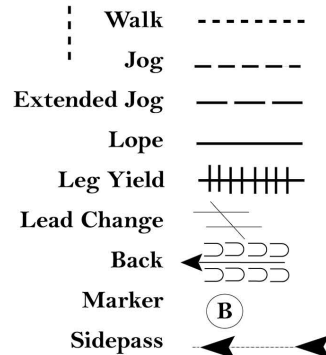
Friday 5/27/22 Horsemanship Youth- Select - Amateur



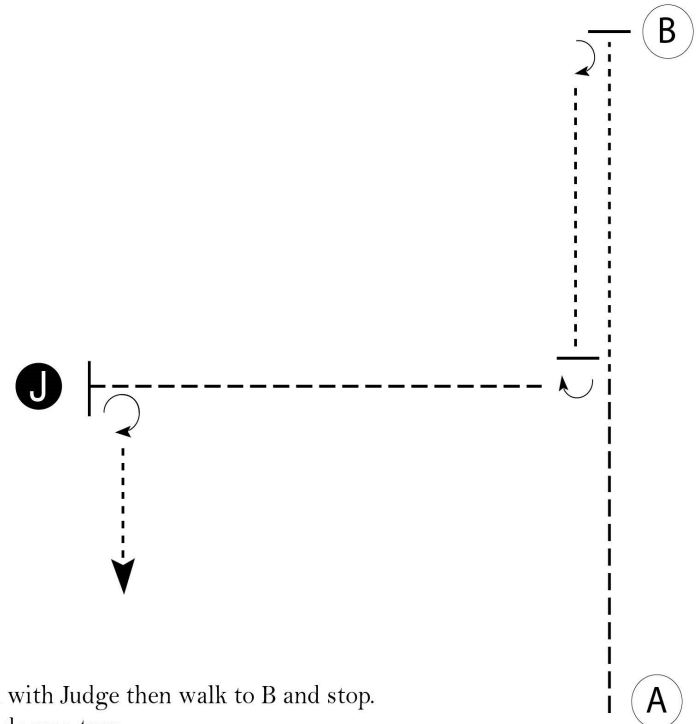
Be ready before A.

1. Walk to A.
2. Lope on the right lead past B.
3. Spin 1 3/4 turns to the right.
4. Extend the jog from B to C.
5. Lope a circle on the left lead around C.
6. Jog from C to D.
7. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

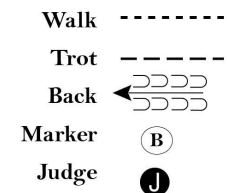


Saturday 5/28/22 Showmanship Small Fry

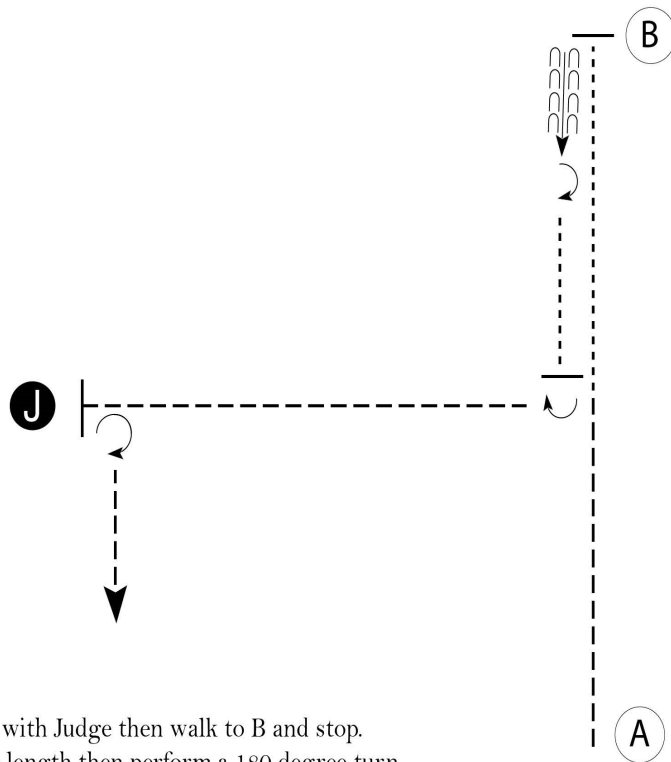


Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and walk to exit.



Saturday 5/28/22 Showmanship L1 Youth- L1 Amateur

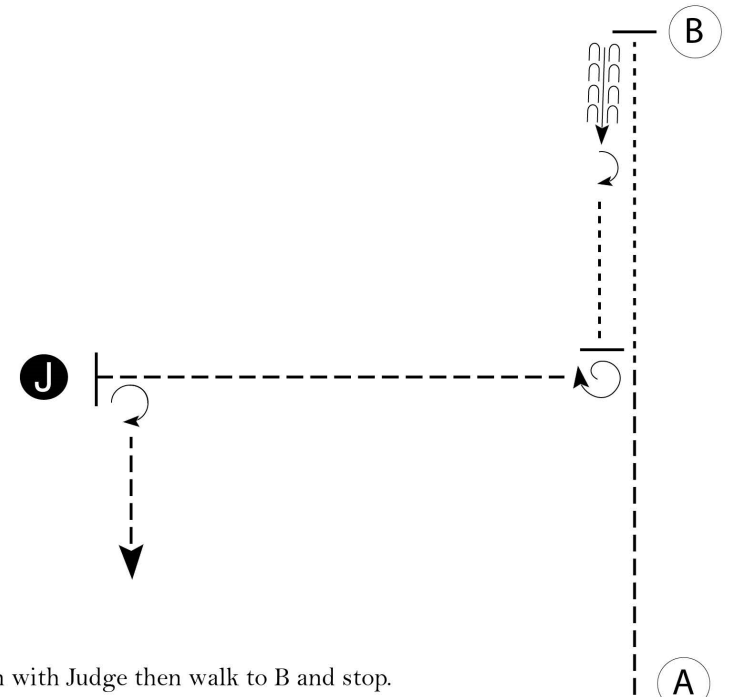


Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Back one horse length then perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

Walk -----
Trot -----
Back -----
Marker (B)
Judge (J)

Saturday 5/28/22 Showmanship Youth- Select- Amateur



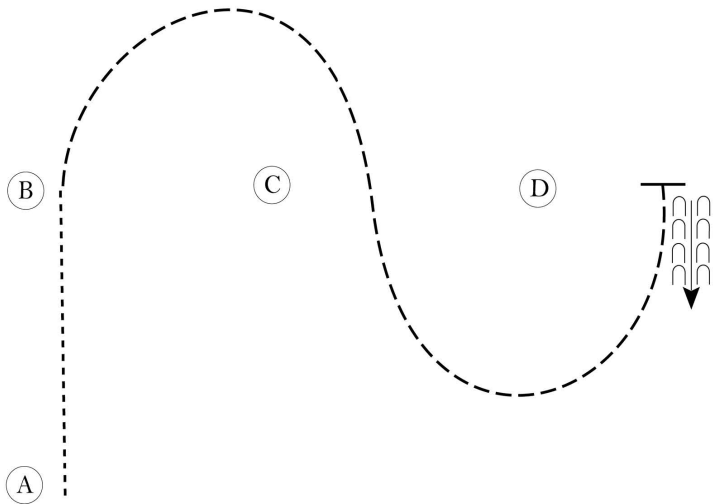
Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Back one horse length then perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

Walk -----
Trot -----
Back -----
Marker (B)
Judge (J)

Saturday 5/28/22 Horsemanship

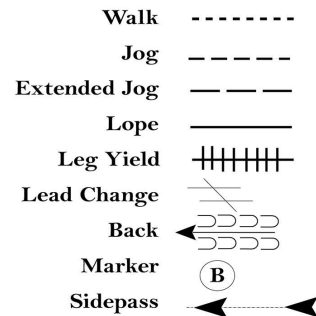
Small Fry- L1 Youth W/T- L1 Am W/T



Be ready at A.

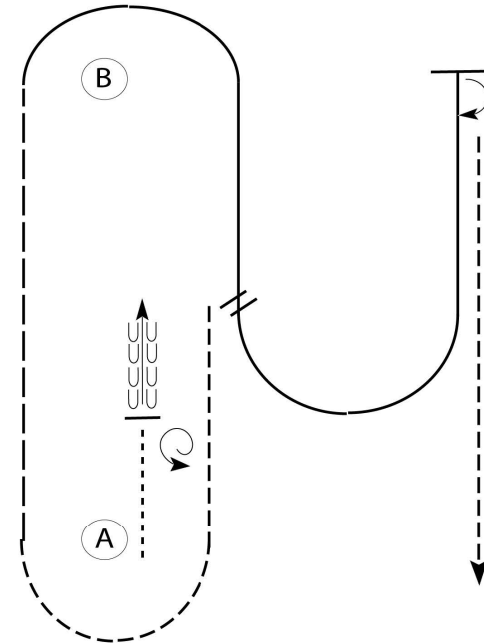
1. Walk A to B.
2. Jog at B, around C and to D.
3. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.



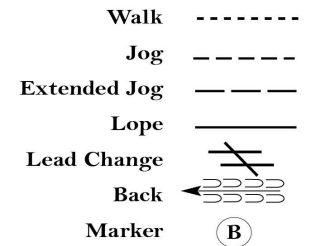
Saturday 5/28/22 Horsemanship

L1 Youth- L1 Amateur

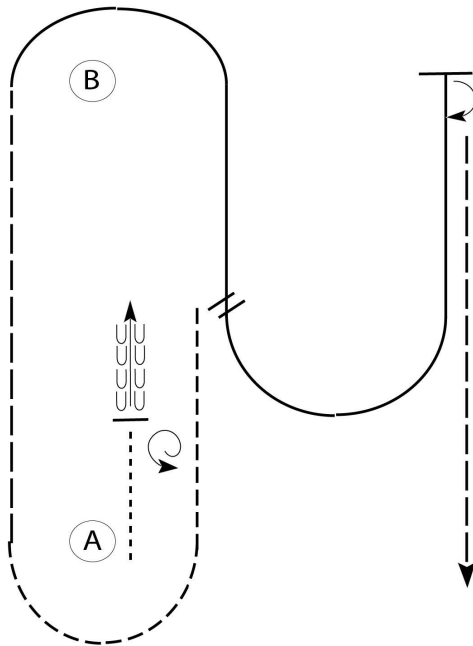


Be ready at A.

1. Walk approximately two horse lengths forward. Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

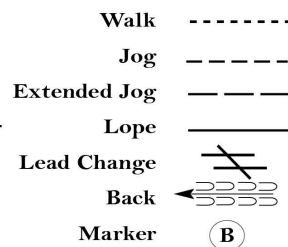


Saturday 5/28/22 Horsemanship Youth- Select- Amateur

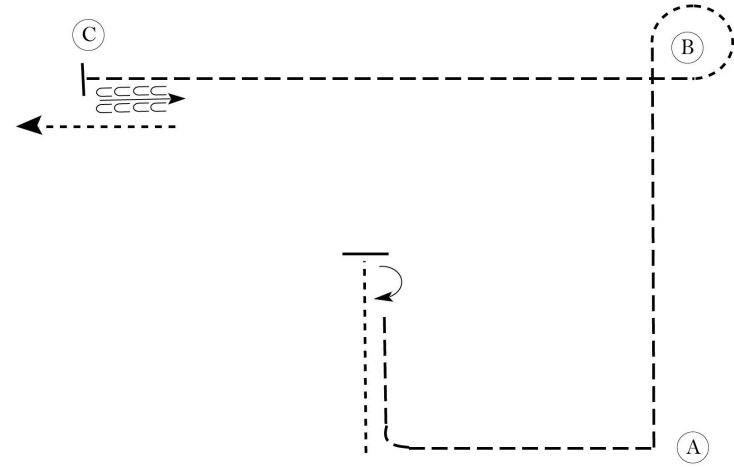


Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Change leads and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and extend the jog to finish.



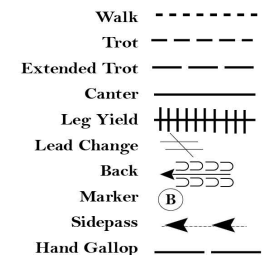
Saturday 5/28/22 Equitation Small Fry- L1 Youth W/T- L1 Am W/T



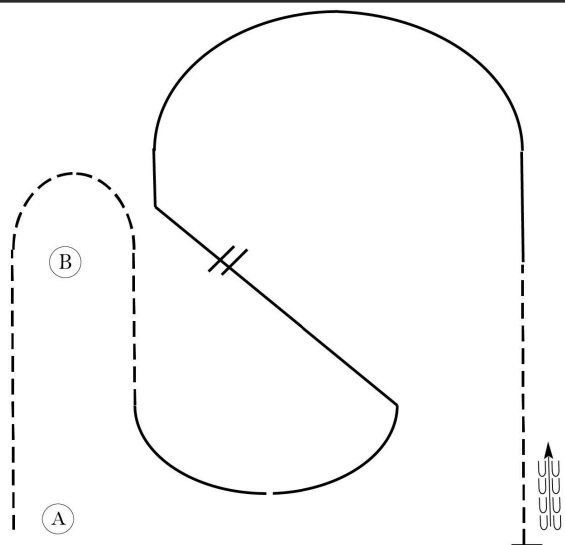
Be ready halfway between B and C and even with A.

1. Walk to center of pattern.
2. Halt and perform a 180 degree turn on the forehand to the right.
3. Posting trot on the right diagonal toward A and halfway to B.
4. Change diagonals and posting trot on the left diagonal to B.
5. Walk around B.
6. Trot on the left diagonal to C.
7. Halt and back approximately one horse length.

Pattern is over once you have backed. Walk off and follow the instructions of your ring steward.

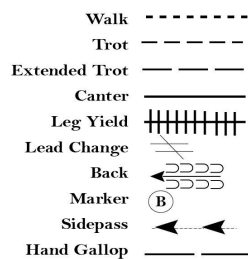


Saturday 5/28/22 Equitation L1 Youth - L1 Amateur

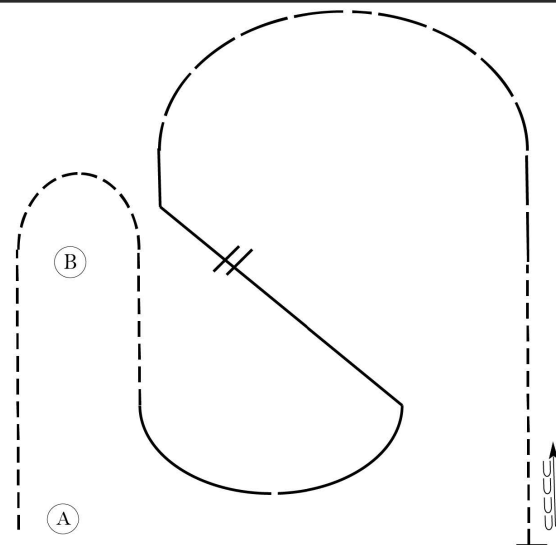


Be ready at A.

1. Begin at the trot on the right diagonal, change diagonals 1/2 way between A and B and continue around B.
2. Sitting trot from B to 1/2 way to A.
3. Canter on the left lead and change leads, simple or flying, across from B.
4. Continue the canter around until even with B.
5. Break to a trot and continue until even with A.
6. Stop and back one horse length.
7. Pattern is complete. Exit at a sitting trot.

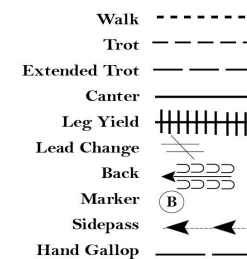


Saturday 5/28/22 Equitation Youth – Select- Amateur



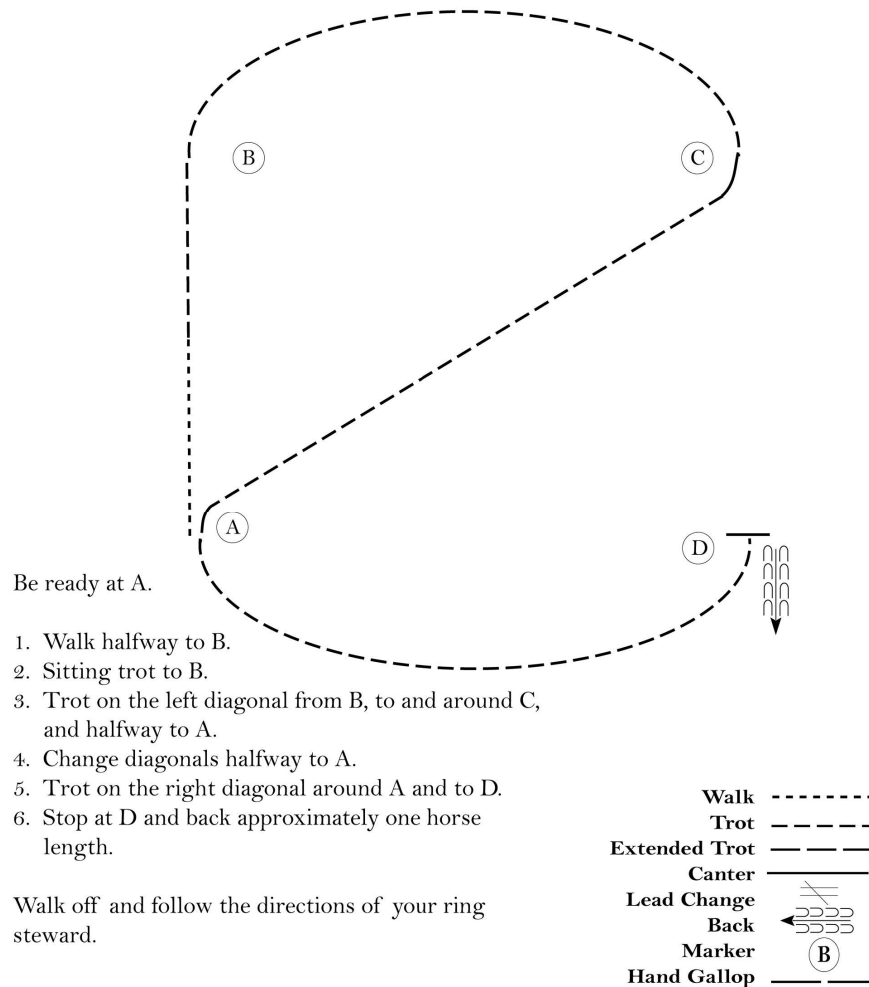
Be ready at A.

1. Begin at the trot on the right diagonal, change diagonals 1/2 way between A and B and continue around B.
2. Sitting trot from B to 1/2 way to A.
3. Canter on the left lead and change leads, simple or flying, across from B.
4. Move into a hand gallop around until even with B.
5. Remain in two point position, break to a trot and continue until even with A.
6. Stop and back one horse length.
7. Pattern is complete. Exit at a sitting trot.



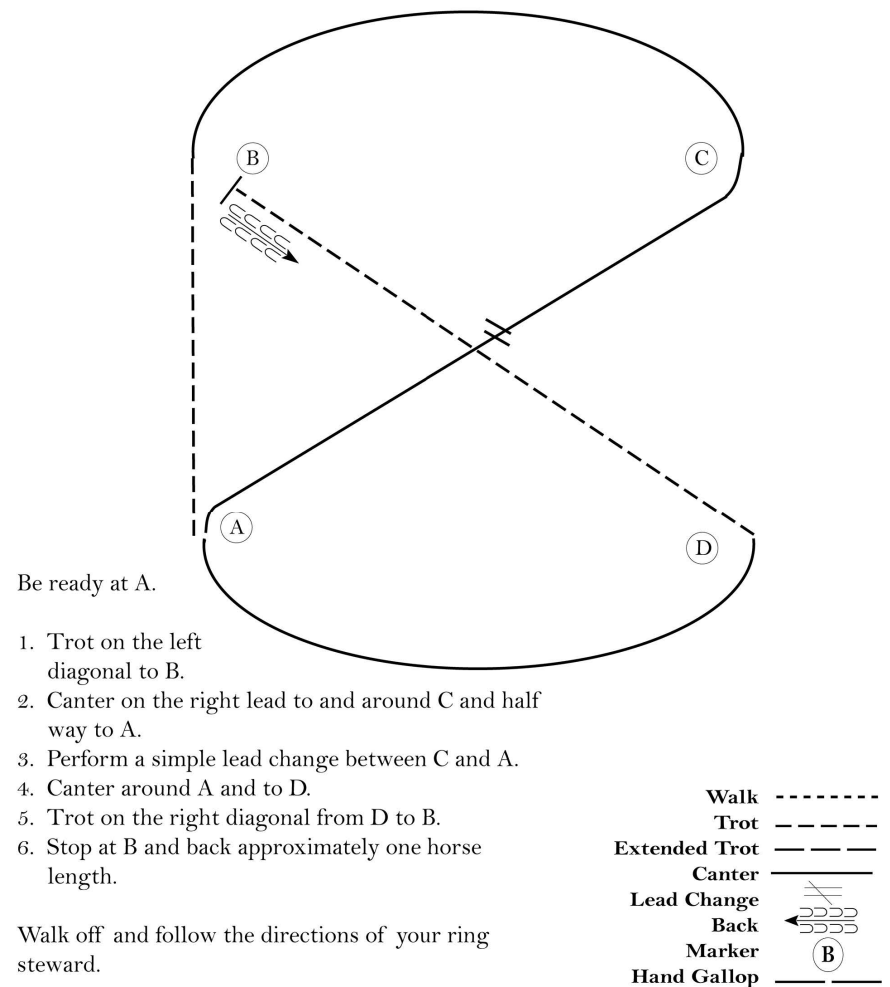
Sunday 5/29/22 Equitation

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



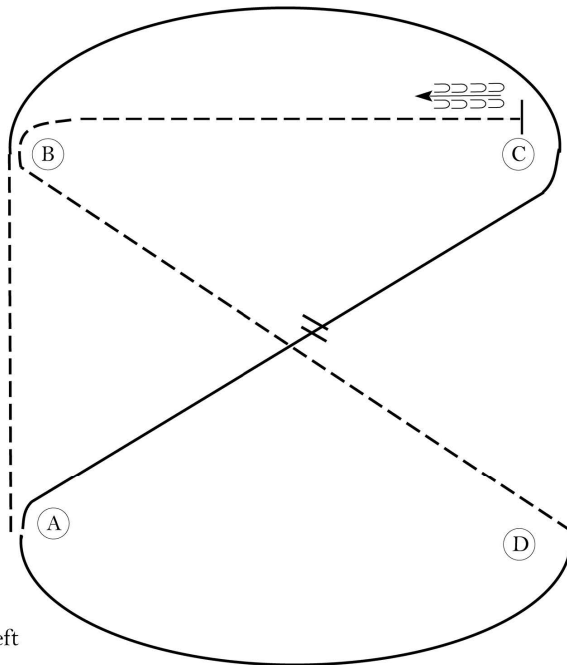
Sunday 5/29/22 Equitation

L1 Youth -- L1 Am W/T



Sunday 5/29/22 Equitation

Youth – Select -- Amateur



Be ready at A.

1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
4. Change leads between C and A.
5. Canter around A and to D.
6. Trot on the right diagonal from D to B.
7. Trot in a two-point position to C.
8. Stop at C and back approximately one horse length.

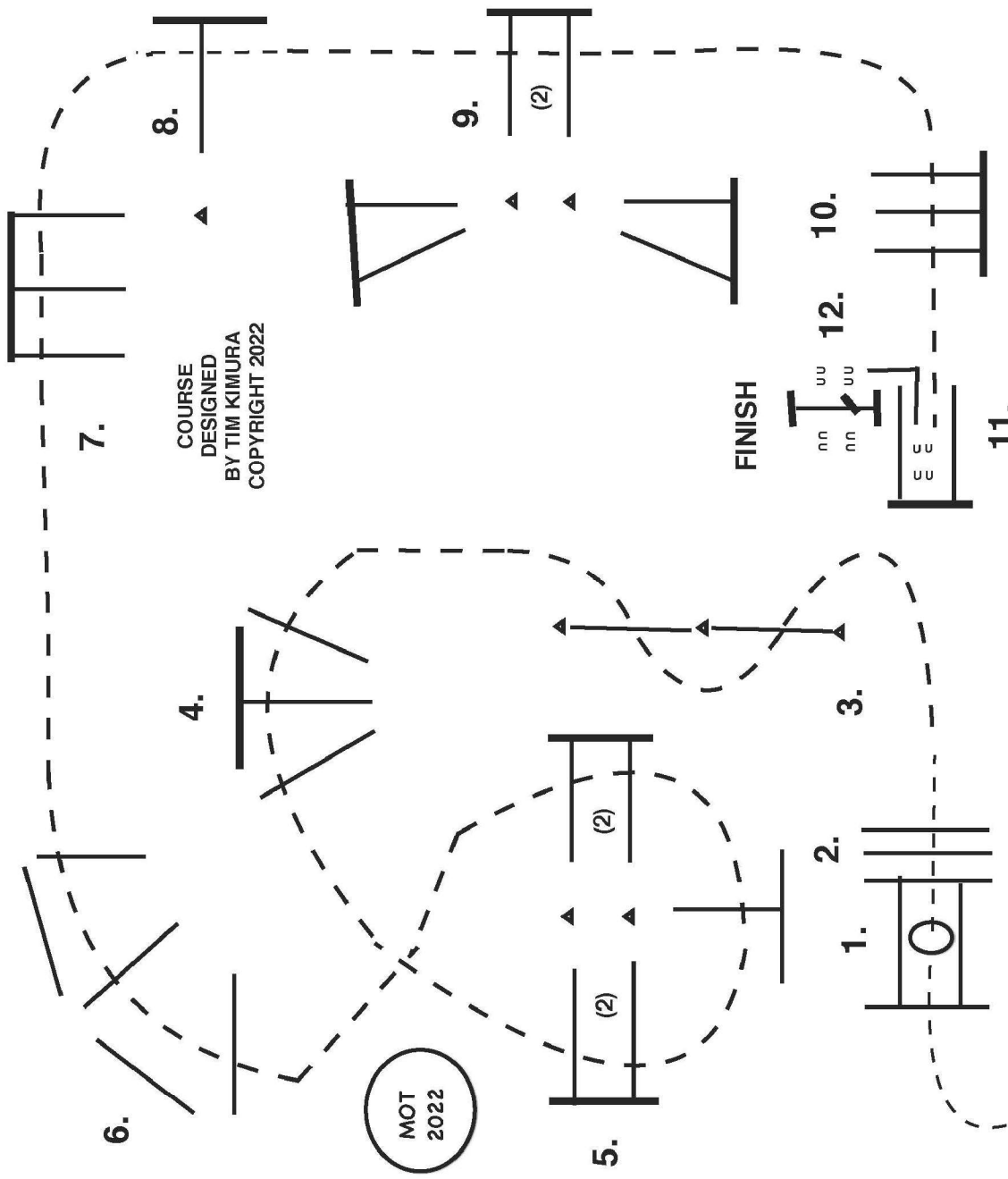
Walk off and follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	— — — — —
Lead Change	↗ ↘ ↙ ↕ ↘ ↗
Back	← ↙ ↘ ↙ ↘ ↙ ↘
Marker	⊙ B
Hand Gallop	— — — — —

2022 SCQHA PALMETTO CLASSIC

ALL WALK JOG CLASSES

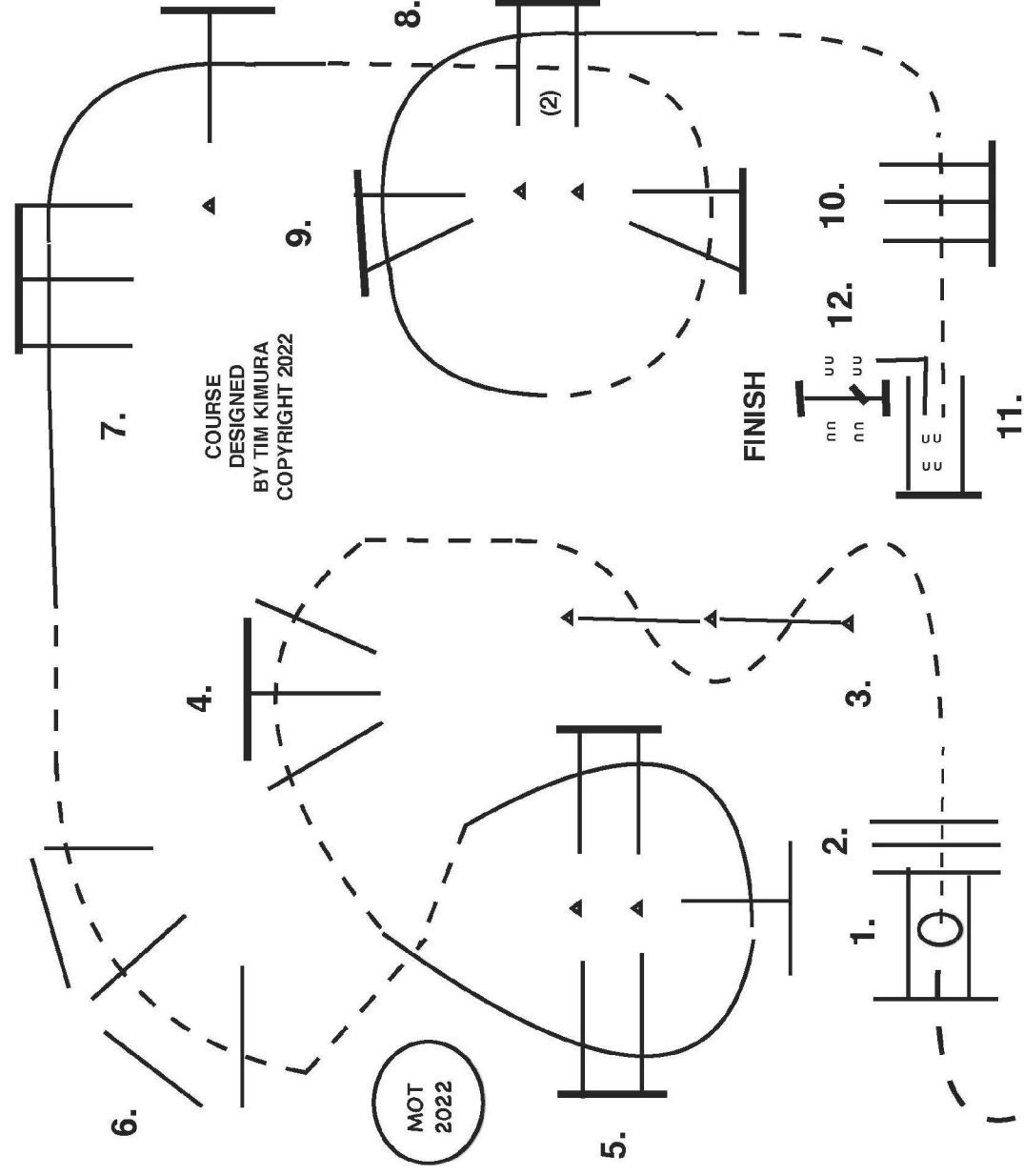
FRIDAY MAY 27



2022 SCQHA PALMETTO CLASSIC

ALL TRAIL CLASSES (EXCEPT WALK/TROT CLASSES)

FRIDAY MAY 27



START

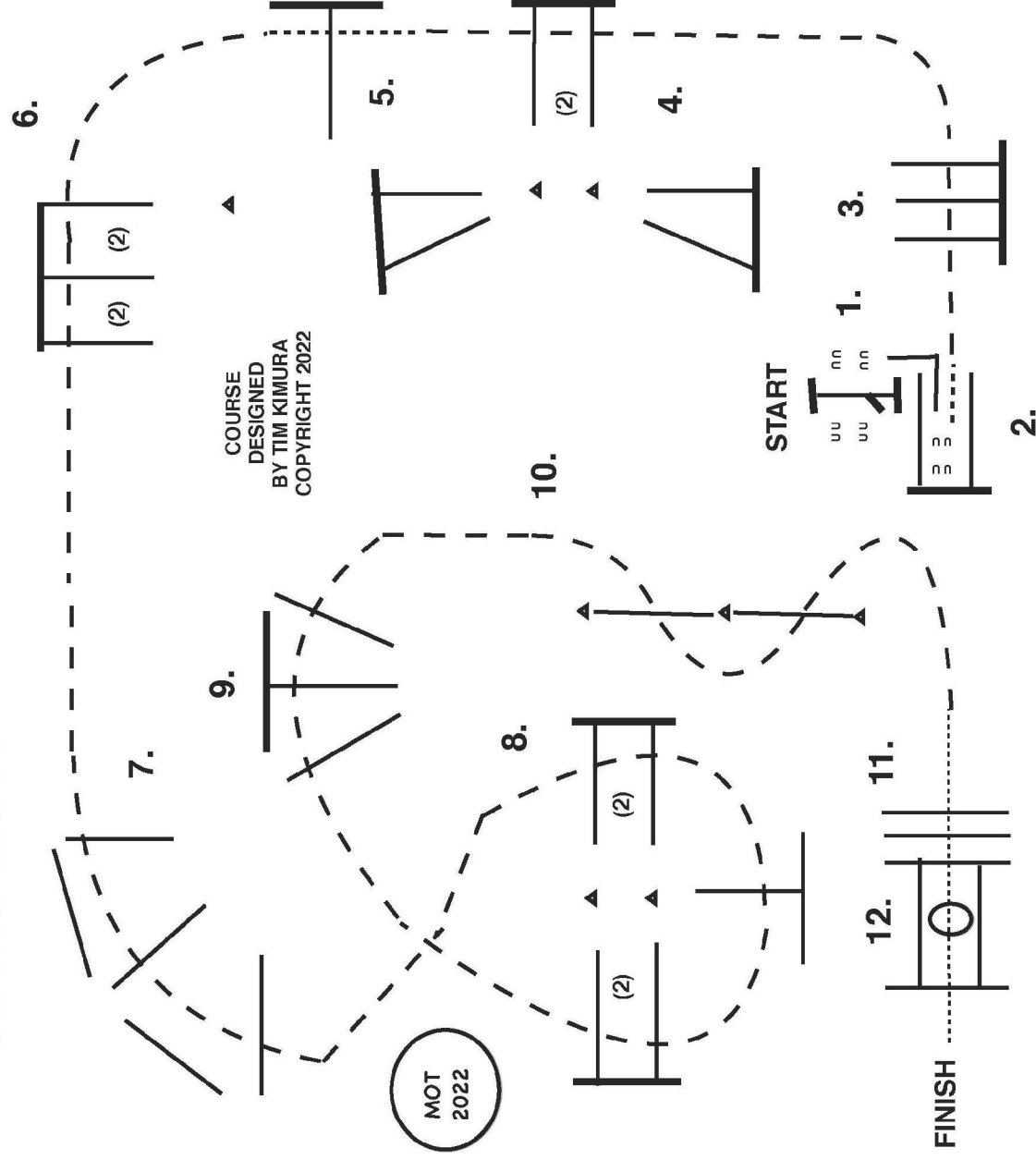
1. JOG INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. WALK OVER POLES.
3. JOG THROUGH SERPENTINE, JOG OVER POLES.
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.

7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. JOG INTO CHUTE, BACK YOUR HORSE AROUND CORNER AND UP TO GATE.
12. WORK GATE RIGHT HAND.

2022 SCQHA PALMETTO CLASSIC

SUNDAY MAY 29

ALL WALK TROT
TRAIL CLASSES

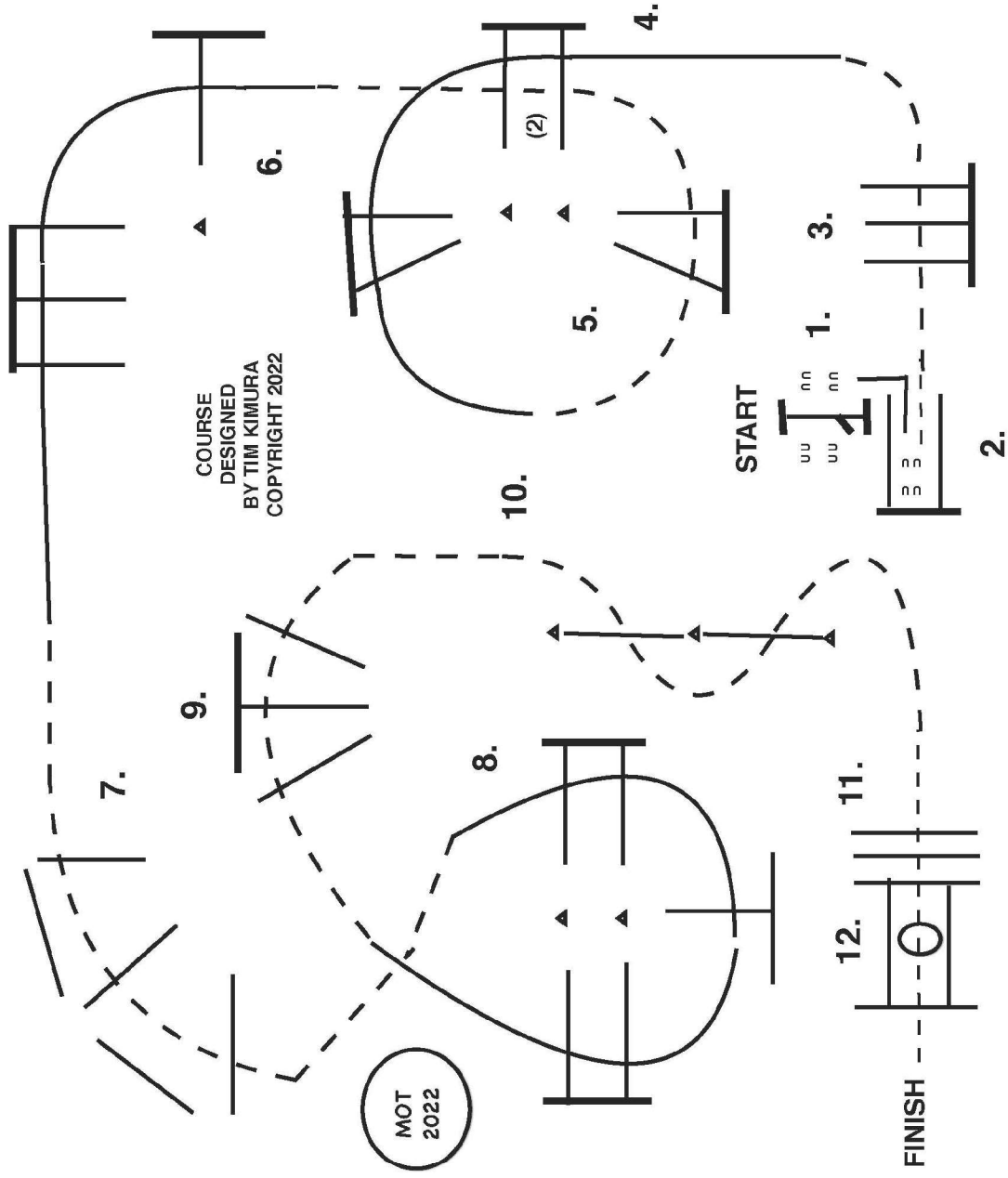


1. WORK GATE LEFT HAND .
2. BACK AROUND CORNER, BACK BETWEEN POLE, WALK FORWARD.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG OVER POLES.
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG THROUGH SERPENTINE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

2022 SCQHA PALMETTO CLASSIC

ALL TRAIL CLASSES (EXCEPT WALK/TROT CLASSES)

SUNDAY MAY 29



1. WORK GATE LEFT HAND .
2. BACK AROUND CORNER, BACK BETWEEN POLE, WALK FORWARD.
3. JOG OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.

8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. JOG THROUGH SERPENTINE JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES, WALK INTO BOX.
12. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.