

SCQHA Spooktacular

October 27 – 29, 2023
South Carolina Equine Park
Camden, SC

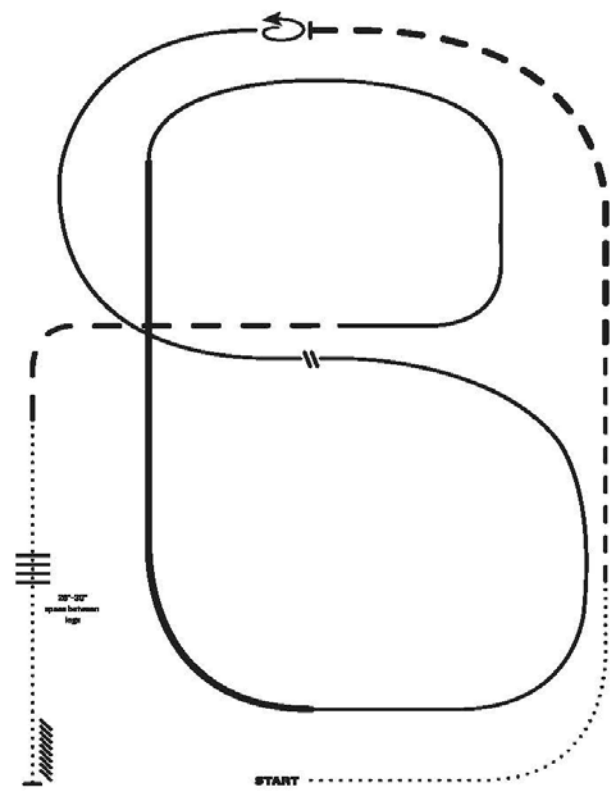
Pattern Book



ALL

Small Fry Ranch Riding

RANCH RIDING - PATTERN I



LEGEND

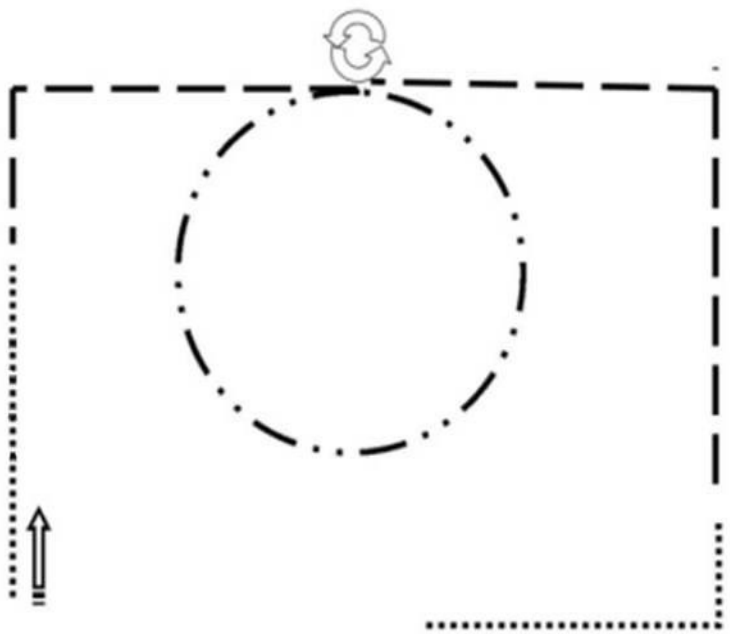
- Walk
- - - - - Extended Walk
- - - - - Trot
- - - - - Extended Trot
- Lope
- - - - - Extended Lope
- /////// Back
- W Lead Change

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.

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

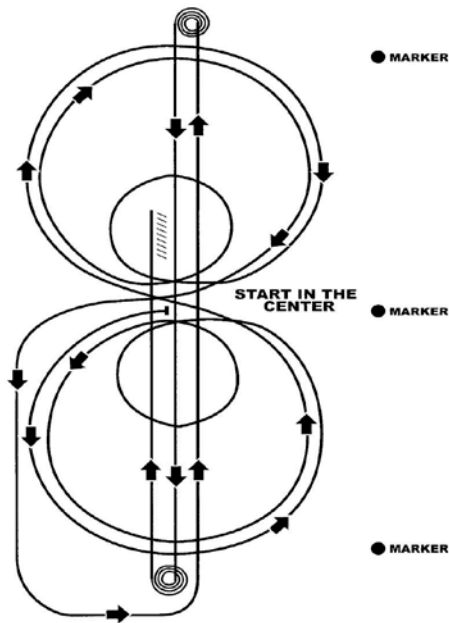
Ranch Riding Pattern # 1 Walk Trot SF #1

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



All Working Cow Horse & Boxing

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.

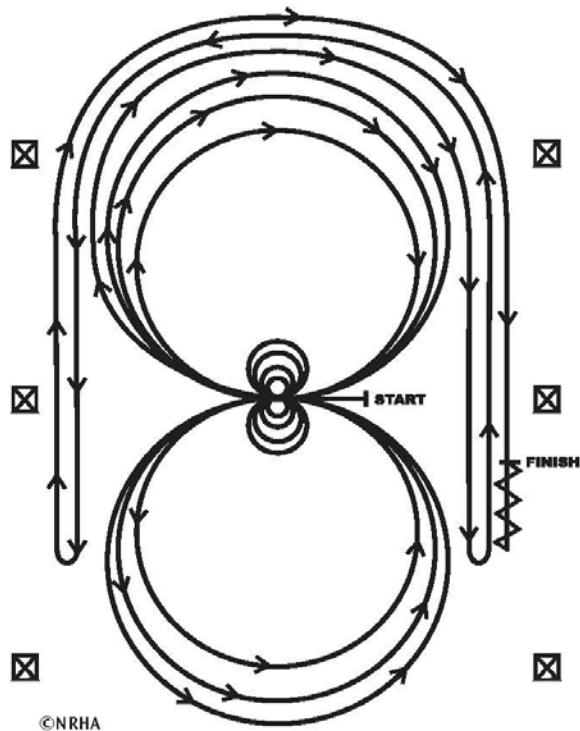
PATTERN 2

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.

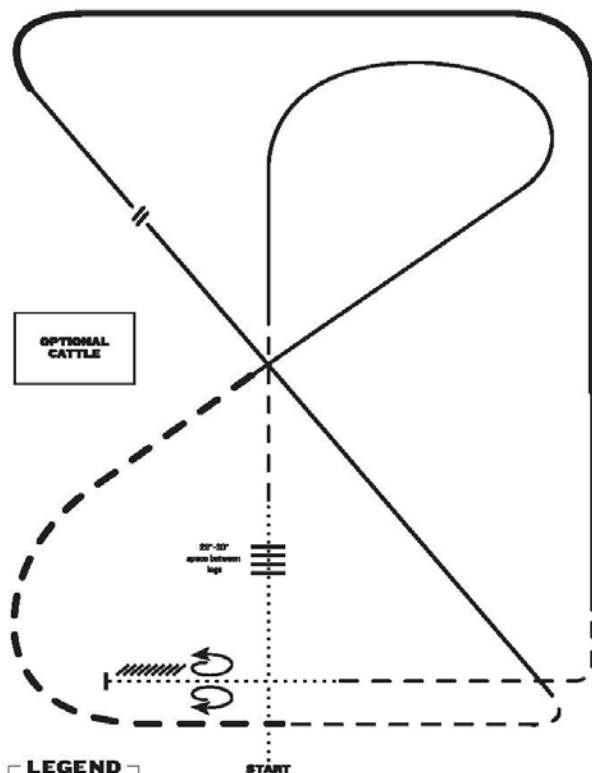
REINING PATTERN 14



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. 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 two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up 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.
6. Continue back around previous circle but do not close this circle. Run up the left 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 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 the completion of the pattern.

RANCH RIDING - PATTERN 5 ALL



LEGEND

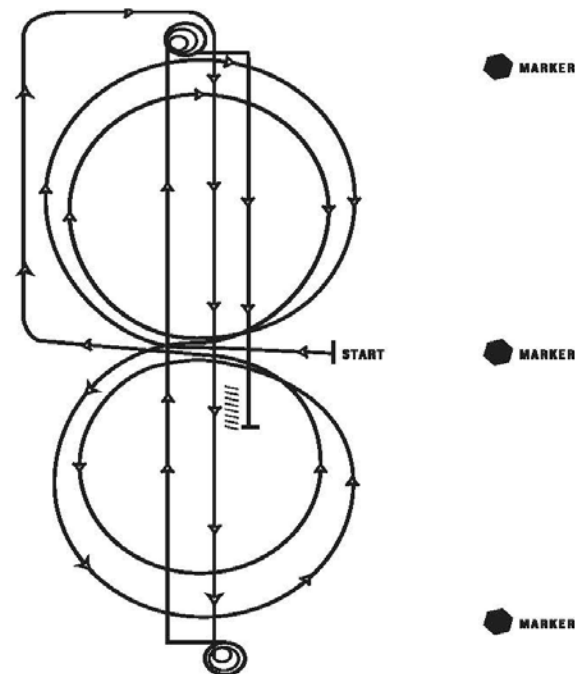
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
---	Back
W	Lead Change

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 and 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.

All Working Cow Horse & Boxing

WORKING COW HORSE PATTERN 12



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

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

PATTERN 12

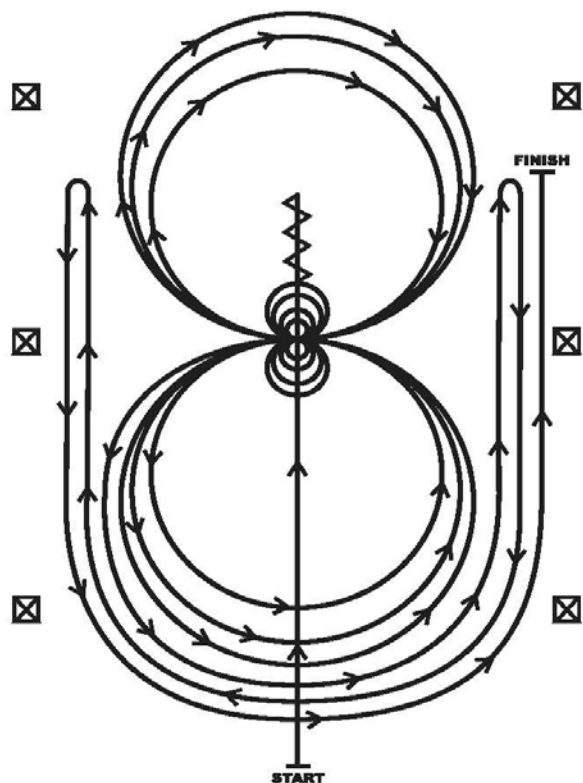
1. Right circles
2. Left circles
3. Stop
4. 3 1/2 left spins

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.

REINING PATTERN 12

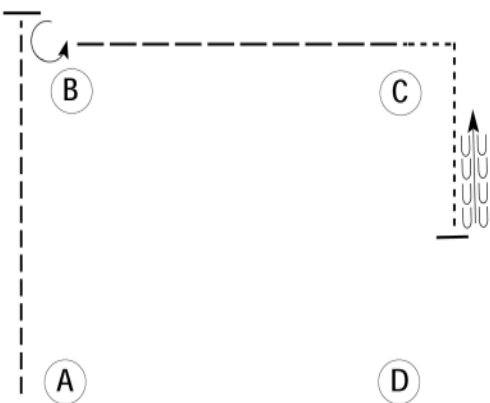


RANCH TRAIL & TRAIL PATTERNS WILL BE AVAILABLE AT THE SHOW

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 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 left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center for 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

Friday 10/27/23 Horsemanship

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



Be ready at A.

1. Jog from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Extended jog to C.
4. Break to a walk and walk around C and halfway to D.
5. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk

Jog

Extended Jog

Lope

=====

Lead Change

Back

Marker

Friday 10/27/23 Horsemanship

L1 Youth - L1 Amateur – All Breed



Be ready at A.

1. Lope on the right lead from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk

Jog

Extended Jog

Lope

=====

Leg Yield

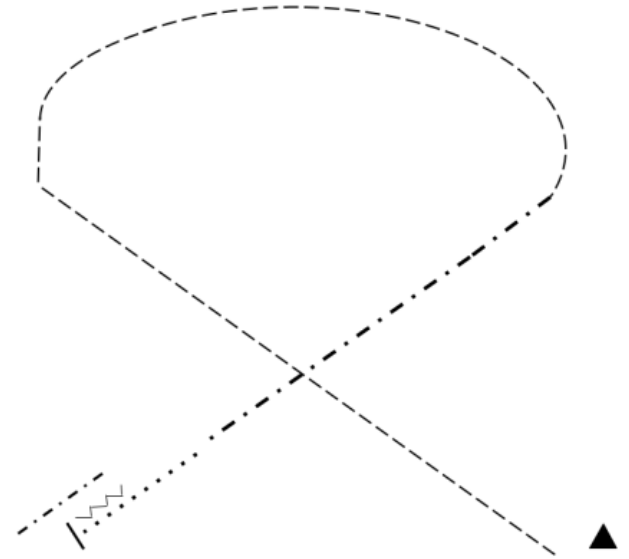
Lead Change





Back

Marker

Sidepass

Saturday 10/28/22 Equitation
Small Fry - L1 Youth W/T- L1 Am W/T

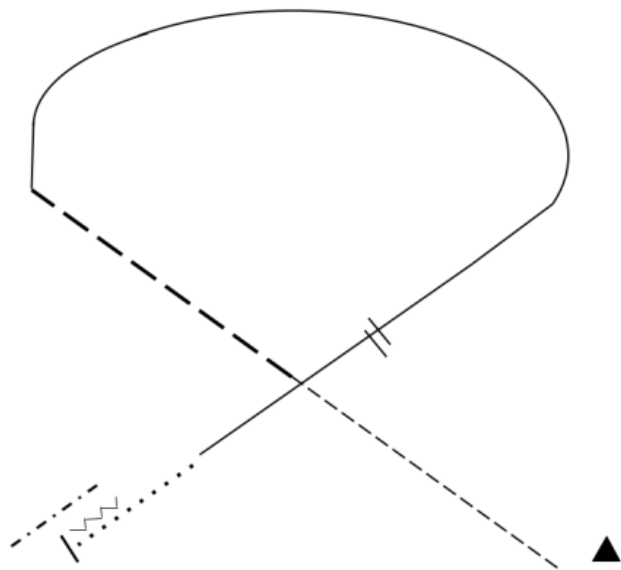


- | | |
|--------------|-------------------------------------------------------------------------------------|
| Walk | |
| Jog | ----- |
| Extended Jog | — — — — |
| Lope | ———— |
| Leg Yield | |
| Lead Change |  |
| Back |  |
| Marker |  |
| Sidepass |  |

- 1) Be ready at cone. Trot right diagonal across diagonal line.
- 2) Change diagonals prior to arc.
- 3) Trot arc on left diagonal.
- 4) Sit trot across diagonal line, past center.
- 5) Walk six steps.
- 6) Stop, back.
- 7) Exit at a sitting trot.

Saturday 10/28/23 Equitation

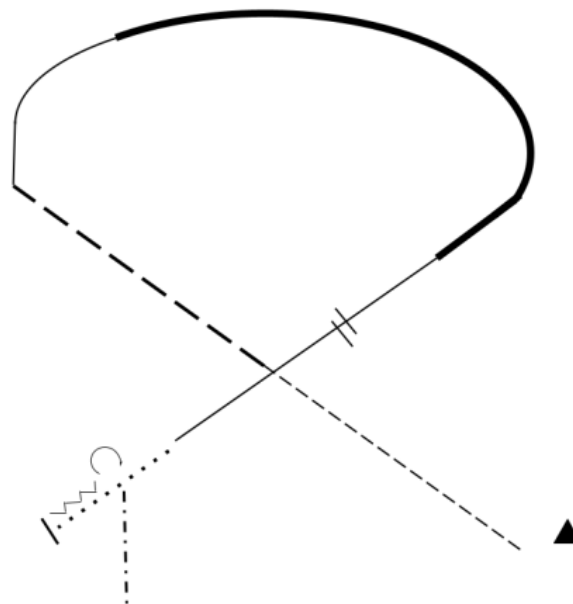
L1 Youth - L1 Amateur – All Breed



- 1) Be ready at cone. Trot right diagonal halfway across diagonal line.
- 2) Continue line trotting in a two point position.
- 3) Canter arc on right lead.
- 4) Change leads.
- 5) Continue on left lead.
- 6) Break to walk, walk six steps.
- 7) Stop, back.
- 8) Exit at a sitting trot.

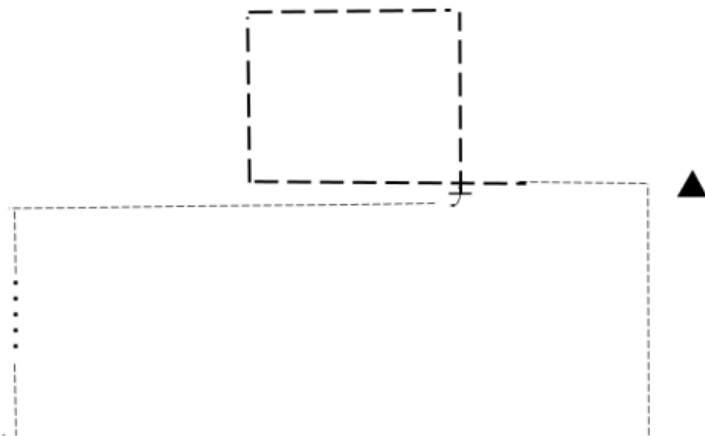
Saturday 10/28/23 Equitation

Youth – Select - Amateur



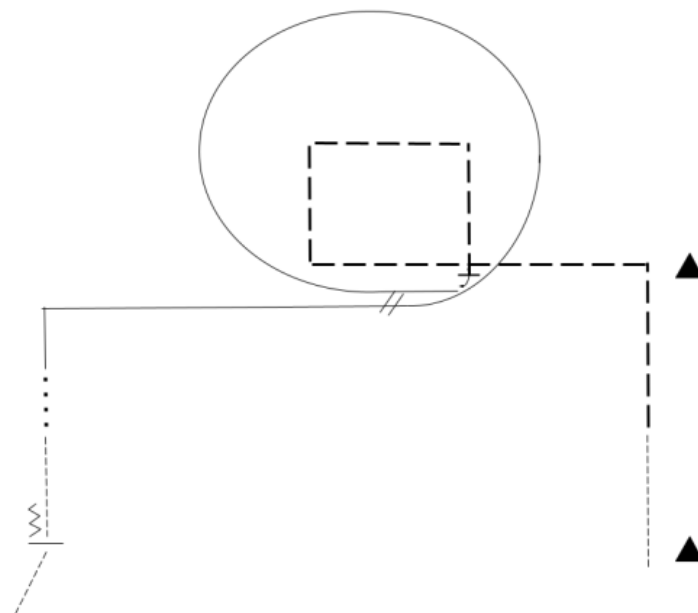
- 1) Be ready at cone. Trot right diagonal halfway across diagonal line.
- 2) Continue line trotting in a two point position.
- 3) Canter right lead, building to a hand gallop around arc.
- 4) Slow to regular canter.
- 5) Change leads, continue on left lead.
- 6) Break to walk, walk six steps.
- 7) Stop, back.
- 8) Complete approximately 270 degree turn on the forehand to the right until straight.
- 9) Exit at a sitting trot.

Saturday 10/28/23 Horsemanship
Small Fry - L1 Youth W/T- L1 Am W/T



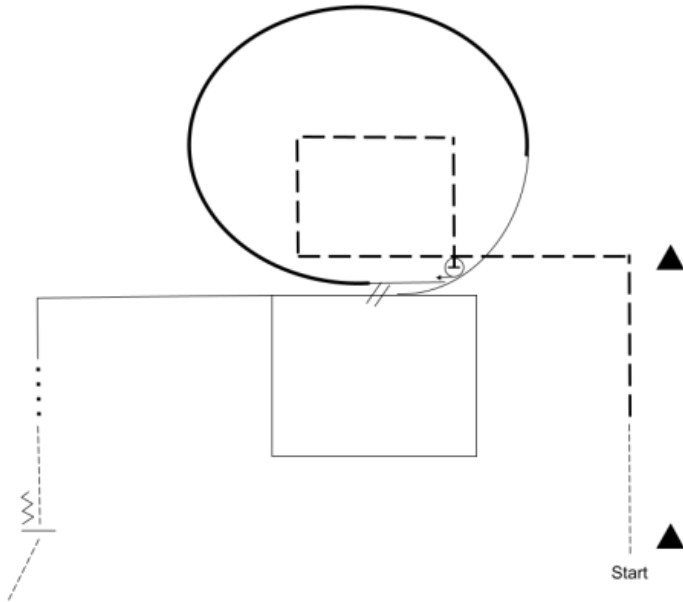
- 1) Be ready at start cone. Jog to cone 2, square corner left
- 2) Extend jog and complete a square to right.
- 3) Stop. Turn 90 degrees to right.
- 4) Jog straight, square corner left, continue jogging.
- 5) Walk 5 steps
- 6) Jog, stop, back 5 steps.
- 7) Exit at a jog.

Saturday 10/28/23 Horsemanship
L1 Youth - L1 Amateur – All Breed



- 1) Be ready at start cone. Jog halfway to cone 2.
- 2) Extend jog, corner left
- 3) Extended jog 3 corners of a square, stop.
- 4) Turn 90 degrees right, lope out on right lead.
- 5) Lope circle to right on right lead.
- 6) Change leads
- 7) Continue straight on left lead, corner left.
- 8) Walk 5 steps
- 9) Jog, stop, back 5 steps.
- 10) Pattern is complete, exit at a jog.

Saturday 10/28/23 Horsemanship
Youth – Select - Amateur



- 1) Be ready at start cone. Jog halfway to cone 2.
- 2) Extend jog, corner left
- 3) Extended jog 3 corners of a square, stop.
- 4) Turn 1 & $\frac{1}{4}$ right, lope out right lead.
- 5) Extend lope to R for $\frac{3}{4}$ of a circle, collect.
- 6) Change leads, complete a square on the left lead at a collected lope.
- 7) Maintain left lead, continue straight, corner left.
- 8) Walk 5 steps
- 9) Jog, stop, back 5 steps.
- 10) Pattern is complete, exit at a jog.

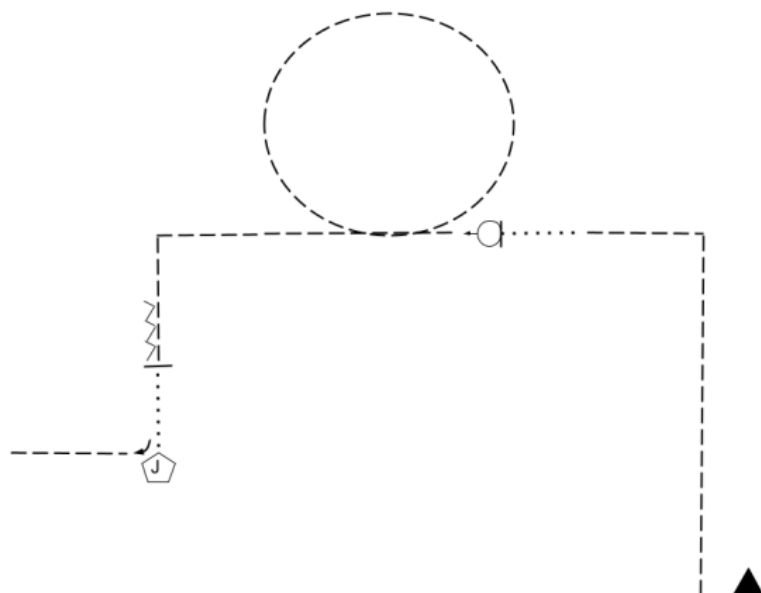
Sunday 10/29/23 Showmanship
Small Fry



- 1) Be ready at start cone. Trot straight line, corner left,
- 2) Continue straight, corner left, continue trotting halfway to judge.
- 3) Stop, back.
- 4) Walk to judge.
- 5) Setup, inspection
- 6) Upon completion of inspection, complete a 90 degree turn.
- 7) Pattern complete, exit at a trot

Sunday 10/29/23 Showmanship

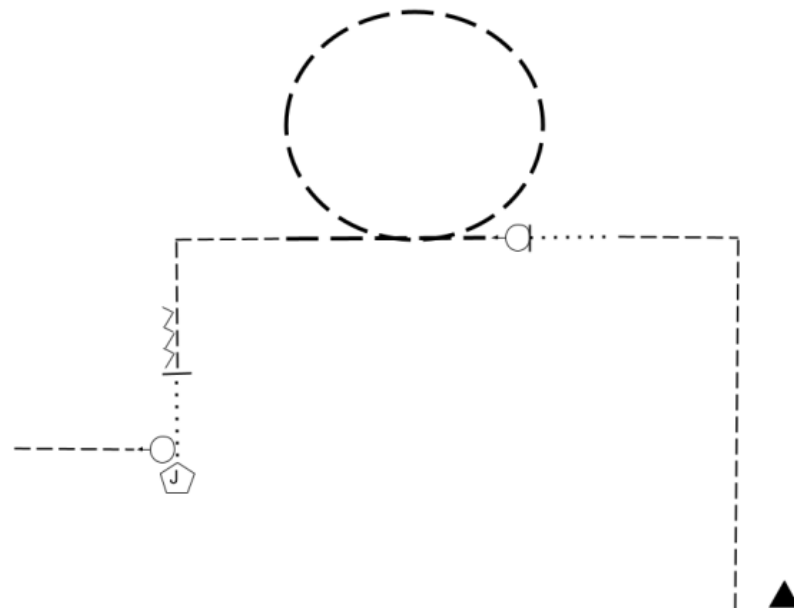
L1 Youth - L1 Amateur – All Breed



- 1) Be ready at start cone. Trot straight line, corner left,
- 2) Break to a walk, walk five steps.
- 3) Stop, complete a 360 degree turn.
- 4) Trot a circle to the right.
- 5) Continue straight, corner left, continue trotting halfway to judge.
- 6) Stop, back.
- 7) Walk to judge.
- 8) Setup, inspection
- 9) Upon completion of inspection, complete a 90 degree turn.
- 10) Pattern complete, exit at a trot

Sunday 10/29/23 Showmanship

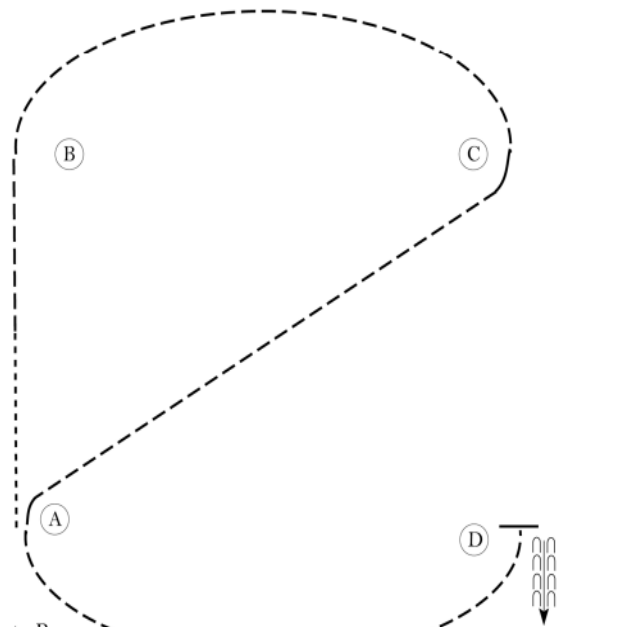
Youth - Select- Amateur



- 1) Be ready at start cone. Trot straight line, corner left,
- 2) Break to a walk, walk five steps.
- 3) Stop, complete a 360 degree turn.
- 4) Trot out, build to an extended trot and extended trot a circle to the right.
- 5) Continue straight, slow to regular trot before corner, corner left, continue trotting halfway to judge.
- 6) Stop, back.
- 7) Walk to judge.
- 8) Stop, setup, inspection
- 9) Upon completion of inspection, complete a 450 degree turn.
- 10) Pattern complete, exit at a trot

Sunday 10/29/23 Equitation

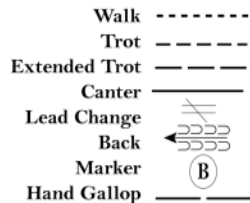
Small Fry - L1 Youth W/T - L1 Am W/T



Be ready at A.

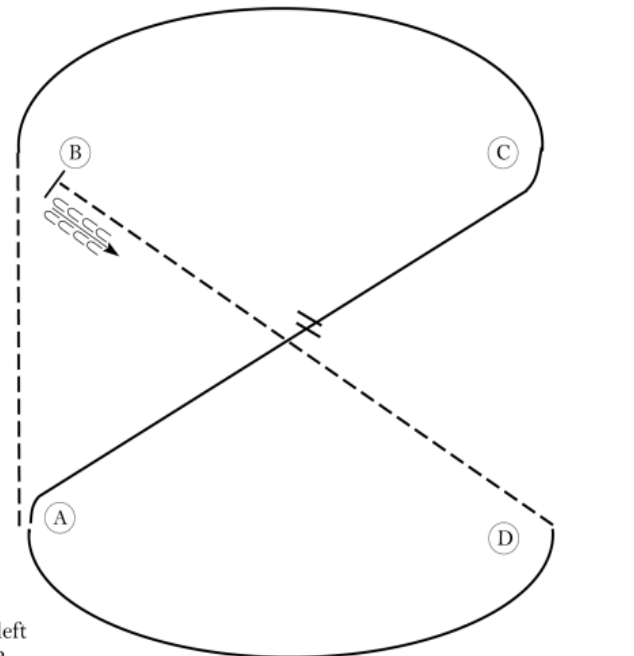
1. Walk halfway to B.
2. Sitting trot to B.
3. Trot on the left diagonal from B, to and around C, and halfway to A.
4. Change diagonals halfway to A.
5. Trot on the right diagonal around A and to D.
6. Stop at D and back approximately one horse length.

Walk off and follow the directions of your ring steward.



Sunday 10/29/23 Equitation

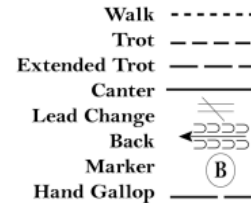
L1 Youth – L1 Amateur – All Breed



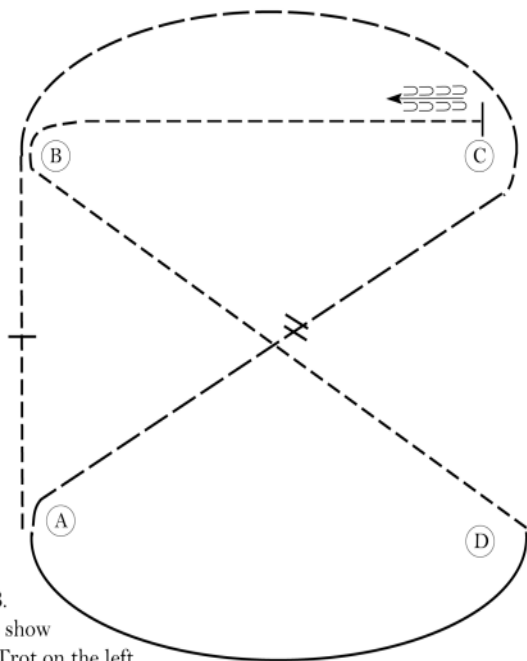
Be ready at A.

1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
3. Perform a simple lead change between C and A.
4. Canter around A and to D.
5. Trot on the right diagonal from D to B.
6. Stop at B and back approximately one horse length.

Walk off and follow the directions of your ring steward.






Youth – Select - Amateur



Be ready at A.

1. Sitting trot halfway to B.
2. Stop only to show hesitation. Trot on the left diagonal to B.
3. Hand gallop from B, around C and halfway to A.
4. Change leads between C and A.
5. Continue to hand gallop to A.
6. Collect to a canter and canter to D.
7. Trot on the right diagonal from D to B.
8. Trot in a two-point position to C.
9. Stop at C and back approximately one horse length.

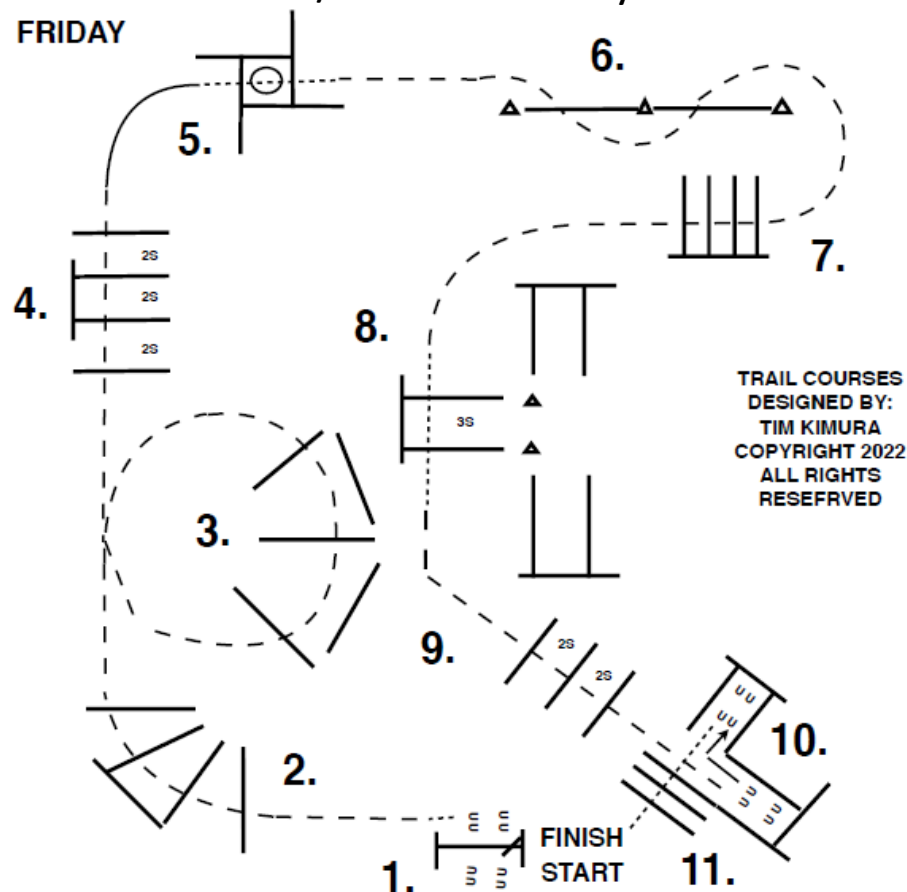
Walk off and follow the directions of your ring steward.

Walk -----
Trot -----
Extended Trot -----
Canter -----
Lead Change 
Back 
Marker 
Hand Gallop -----

Friday 10/27/2023

Walk/Trot – Small Fry

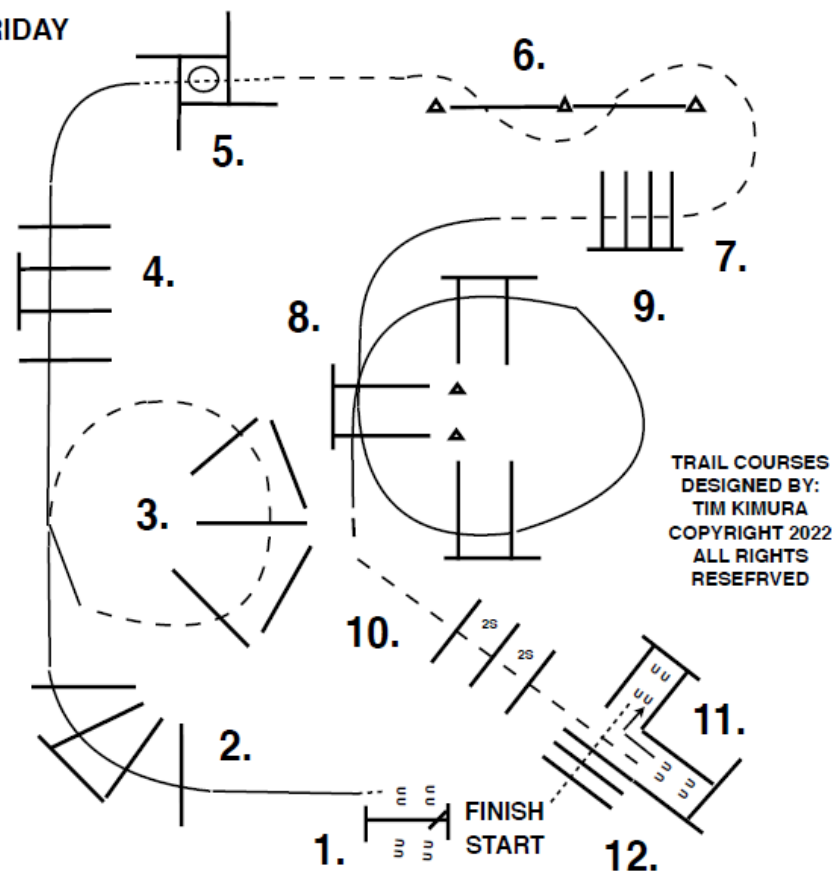
FRIDAY



1. GATE: LH OPEN AND CLOSE GATE. (SM FRYs SKIP THE GATE).
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
6. JOG THRU SERPENTINE, JOG OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES.
9. JOG OVER POLES AND JOG INTO CHUTE.
10. BACK AROUND CORNER AND BACK BETWEEN POLES.
11. WALK OUT CHUTE, WALK OVER POLES.

All Trail

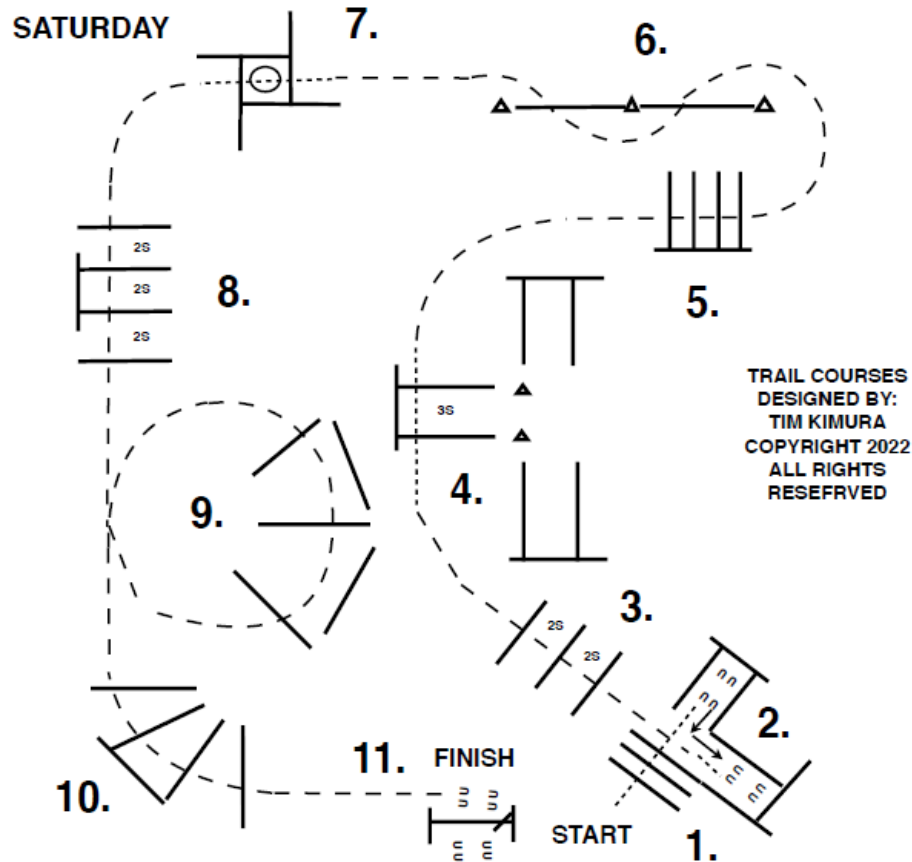
FRIDAY



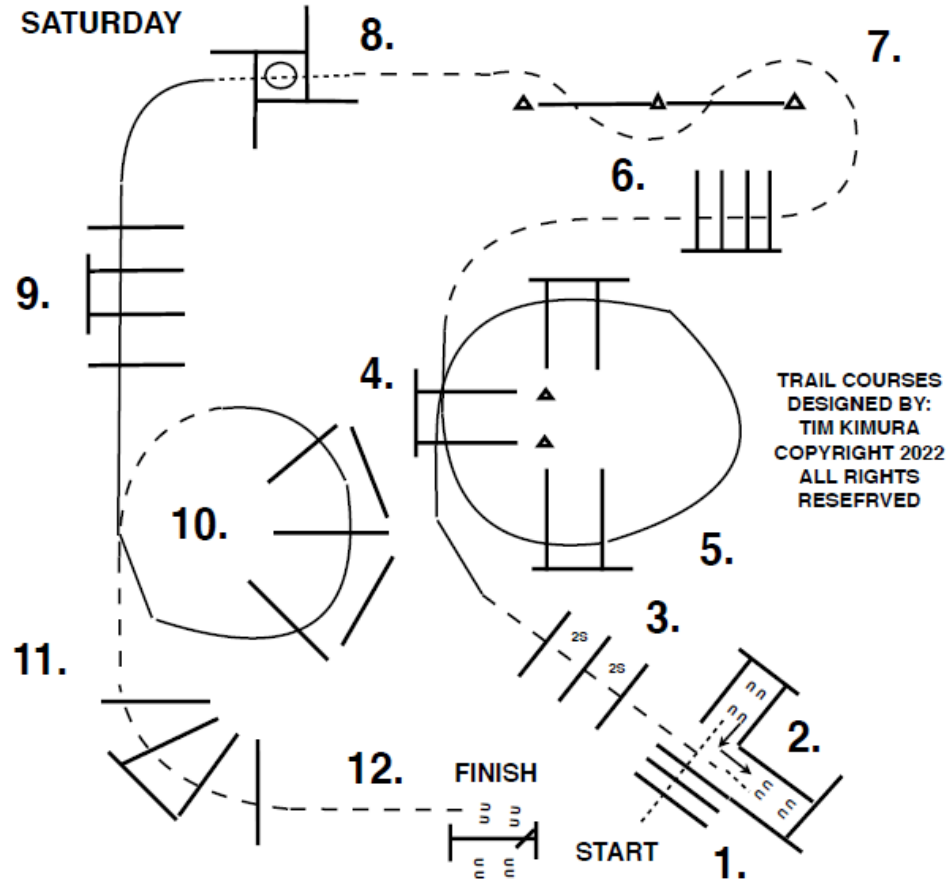
1. GATE: LH OPEN AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (RL).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
6. JOG THRU SERPENTINE, JOG OVER POLES.
7. JOG OVER POLES.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

Small Fry – Walk/Trot

All Trail



1. WALK OVER POLES, WALK INTO CHUTE.
2. BACK BETWEEN POLES, BACK AROUND CORNER.
3. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. JOG THROUGH SERPENTINE, JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN IN EITHER DIRECTION, WALK OUT BOX.
8. JOG OVER POLES.
9. JOG OVER POLES.
10. JOG OVER POLES.
11. JOG UP TO GATE, WORK GATE RIGHT HAND OPEN AND CLOSE GATE. SM FRY'S SKIP GATE. PATTERN IS COMPLETE AFTER OBSTACLE 10.



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