

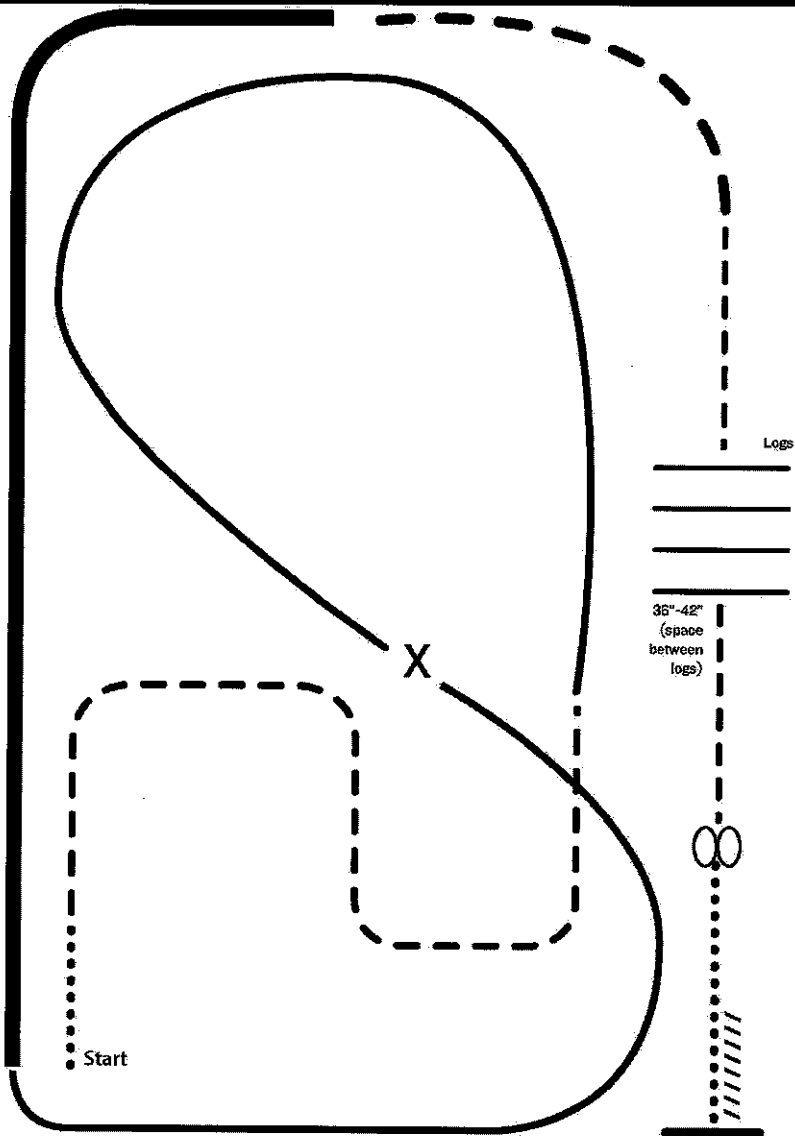
Annapolis Valley Exhibition

Sc S Jr and Sr Ranch Riding (Class 15, 16)

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- X Lead Change
- Walk
- - - Trot
- - - Ext trot
- — — Lope
- — — Ext Lope
- ////// Back

- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

[RR/AQHA-3]

Pattern Provided by:

John McAssey

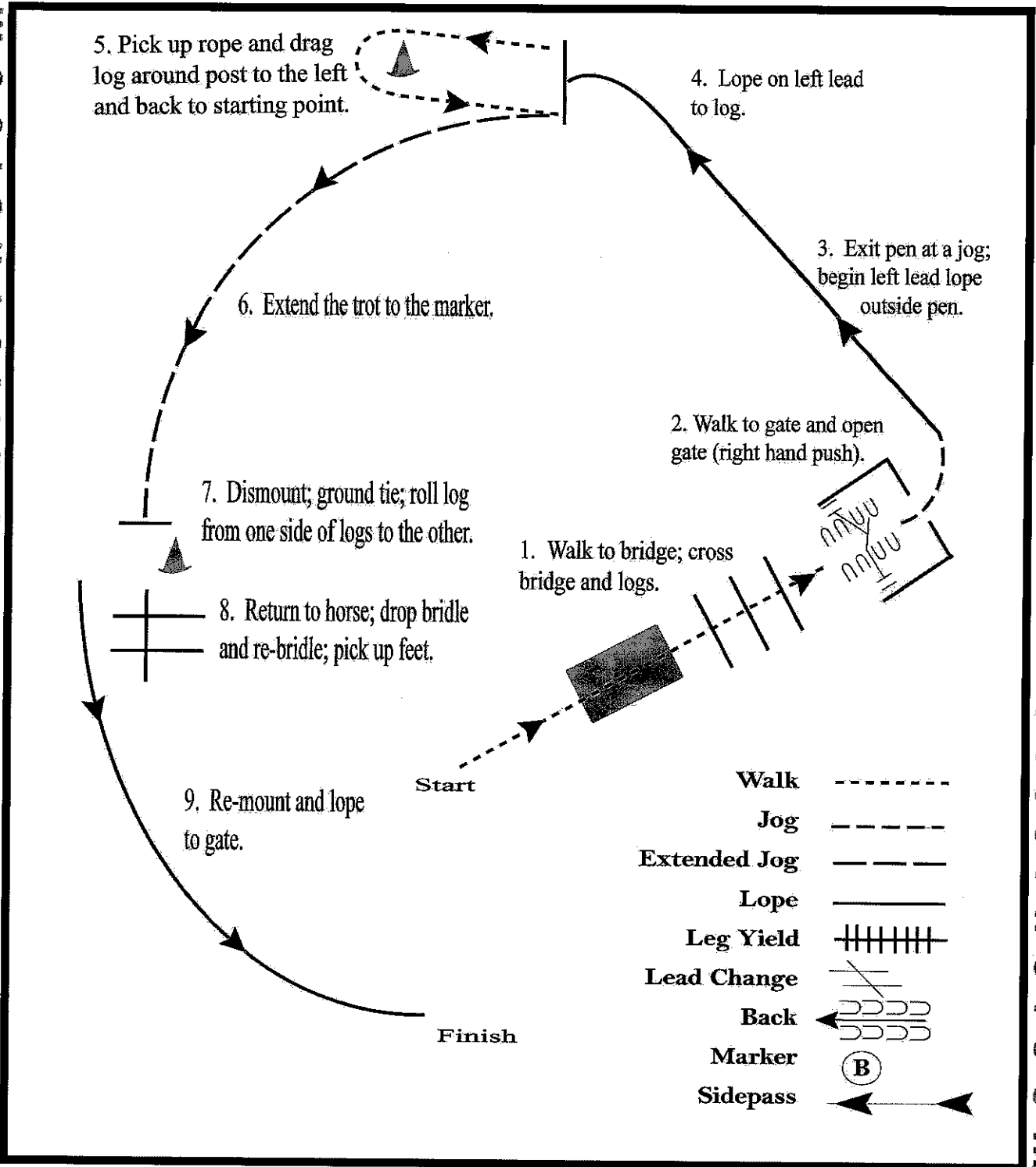
Annapolis Valley Exhibition

Sc S Jr and Sr Ranch Trail (Class 19, 20)

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[RT/5]

Pattern Provided by:

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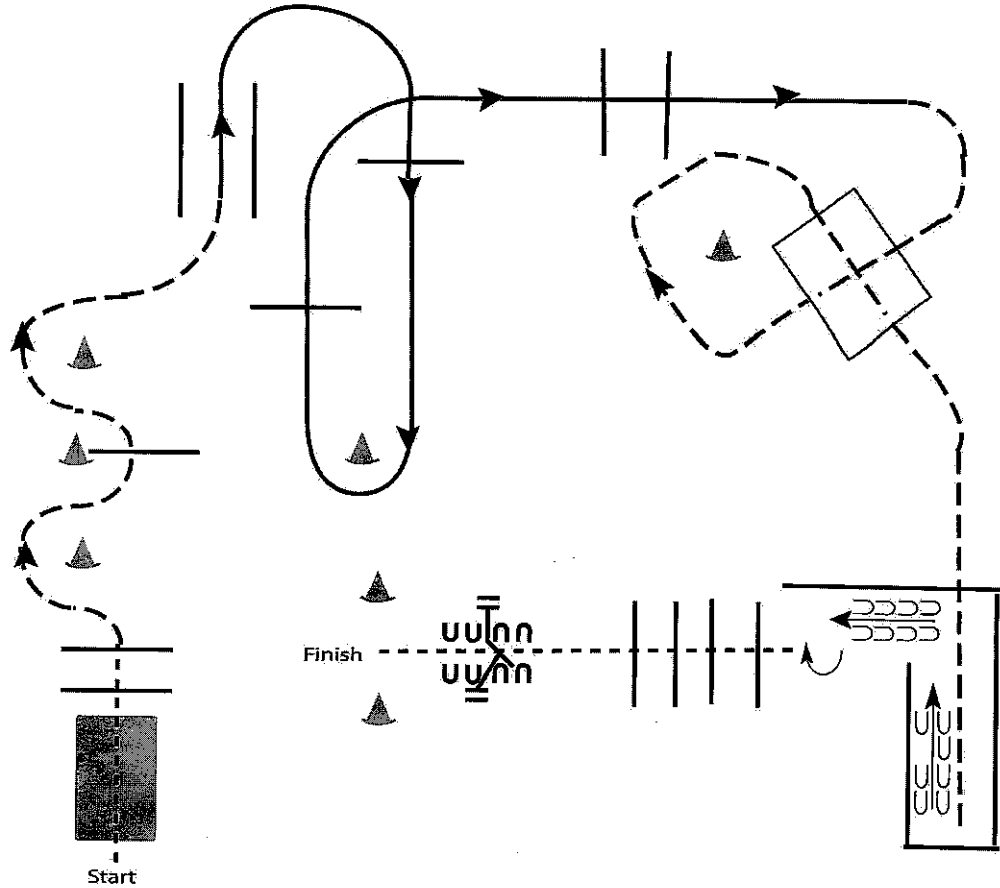
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Sc S Jr, Sr Trail (Class 1, 2)

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Begin at Start.

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 and into chute.
5. Back the L.
6. Turn 180 degrees and walk over elevated poles.
7. Work gate with left hand.

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

[T/2-7]

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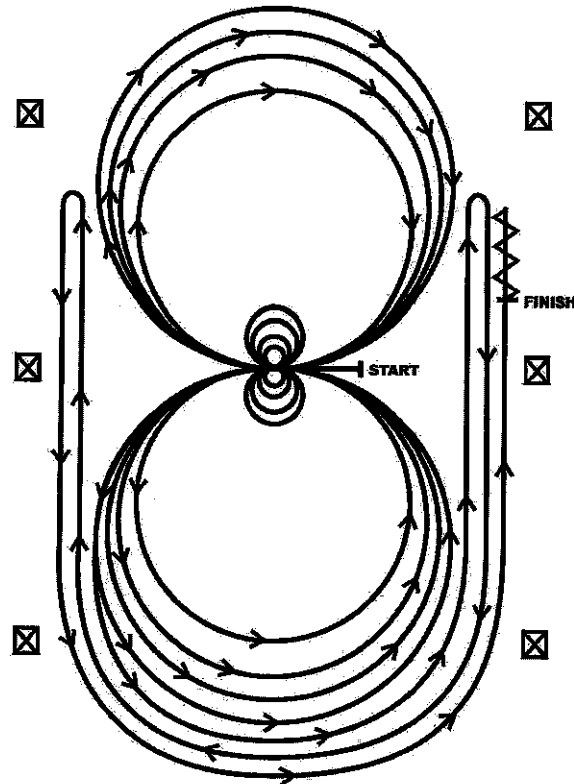
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Annapolis Valley Exhibition

Sc S Jr Reining (Class 9)

Show Date: Aug 14 - 19 2023

REINING PATTERN 5



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.

[R/AQHAP-5]

Pattern Provided by:

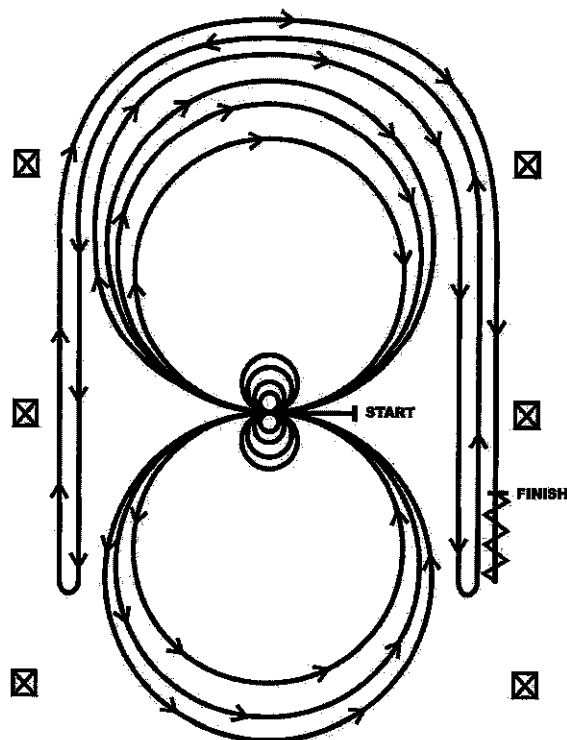
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Annapolis Valley Exhibition

Sc S Sr Reining (Class 10)

Show Date: Aug 14 - 19 2023

REINING PATTERN 8



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. 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.
5. 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 left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down 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 the 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

[R/AQHAP-8]

Pattern Provided by:

John McAssey

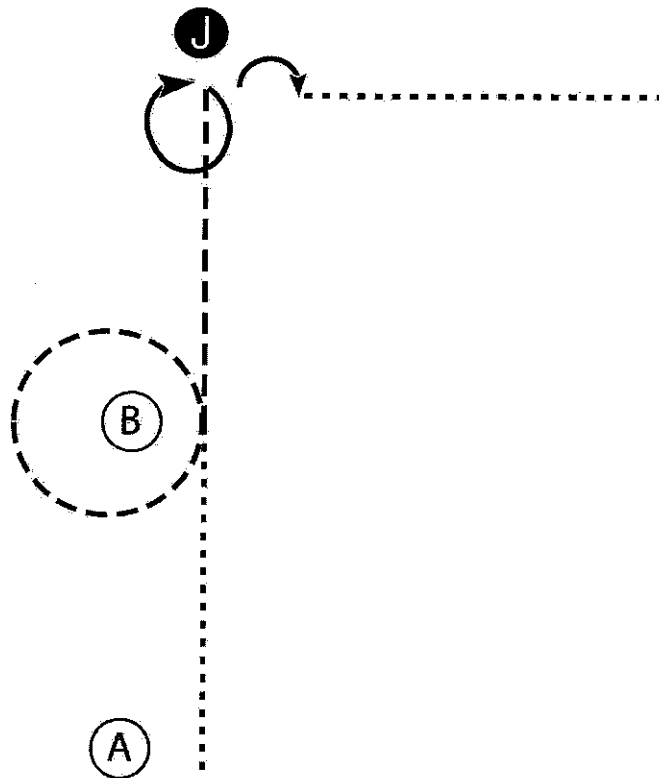
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Sc S Jr and Sr Showmanship (Class 31, 32)

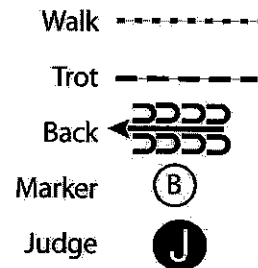
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1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 360 degree turn. Set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.



[S/2-8]

Pattern Provided by:

John McAssey

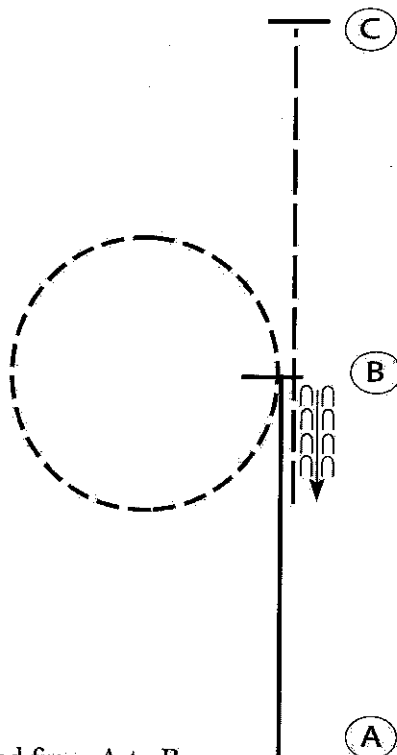
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AV Jr and Sr Western Horsemanship (Class 47, 48)

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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	⊙ B
Sidepass	← ← ← ← ←

[WH/2-18]

Pattern Provided by:

John McAssey

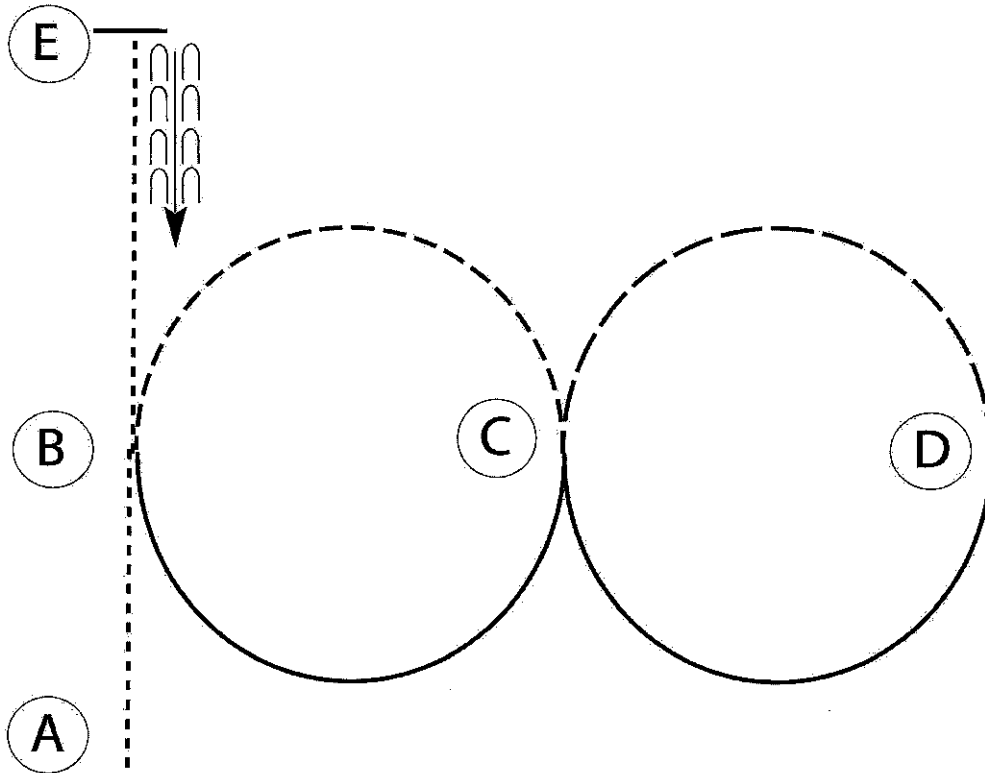
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Sc S Jr and Sr Western Horsemanship (Class 7, 8)

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Be ready at A.

1. Walk A to B.
2. Jog a half circle to C.
3. Lope a half circle on the left lead to D.
4. Extend the jog in a half circle to C.
5. Lope a half circle on the right lead to B.
6. Walk to E.
7. Stop at E and back approximately one horse length.

Follow the instructions of your ring steward.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope | | | | |
- Lead Change
- Back
- Marker

[WH/2-3]

Pattern Provided by:
John McAssey