



**TQHA September Circuit**  
**September 12<sup>th</sup> - 15<sup>th</sup>, 2024**

# **Pattern Book**

## **Western Riding**

Round 1

Level 1/Green- Level 1 Pattern 6

All Others- Regular Pattern 6

Round 2

Level 1/Green- Level 1 Pattern 9

All Others- Regular Pattern 9

## **Ranch Riding**

Round 1 – Pattern 7

Round 2 – Pattern 10

## **Reining**

Round 1 – Pattern 8

Round 2 – Pattern 11

# 2024 TQHA September Circuit

## All Equitation except W/T (Round 1)

Show Date:

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1. Sitting trot A to B
2. At B canter on the right lead in a half circle to C Simple or flying lead change
3. At C, perform a ~~flying~~ lead change and canter on the left lead to D
4. At D posting trot on the right diagonal in a half circle to C
5. At C canter on the right lead in a half circle to B
6. At B sitting trot to exit

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	-----

Pattern Provided by:

[HSE/3-17]

# 2024 TQHA September Circuit

## WT Equitation (Round 1)

Show Date:

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1. Walk A to B.
2. At B posting trot a circle to the right on the proper diagonal.
3. At B posting trot a circle to the left on the proper diagonal.
4. At B sitting trot to C.
5. At C stop and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	-----

Pattern Provided by:

[HSE/WT-5]

# 2024 TQHA September Circuit

## All Horsemanship except W/J (Round 1)

Show Date:

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Begin before A.

1. Pass A at an extended trot.
2. Slow to a jog before reaching B.
3. At B, lope on the left lead and circle at B as shown. Stop facing B.
4. Turn 1 1/4 turn to the left.
5. Back one horse length.
6. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

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Pattern Provided by:

[WH/3-17]

# 2024 TQHA September Circuit

## WJ Horsemanship (Round 1)

Show Date:

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1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

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Pattern Provided by:

[WH/WT-7]



# 2024 TQHA September Circuit

## W/T Equitation (Round 2)

Show Date:

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Be ready at A.

1. Trot right diagonal.
2. Walk 10 steps.
3. Trot on the left diagonal to the corner.
4. Change diagonals and trot to next corner.
5. At corner, perform a sitting trot halfway to A.
6. Stop when halfway to A and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	
Leg Yield	
Lead Change	
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	-----

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Pattern Provided by:

[HSE/WT-106]

# 2024 TQHA September Circuit

## All Horsemanship except W/J (Round 2)

Show Date:

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Be ready at A.

1. Walk approximately 2 horse lengths from A. Stop and perform a 1 1/2 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line halfway to B.
4. Lope on the left lead on the diagonal to B. Break to the walk and walk around B.
5. Lope on the right lead halfway to A then build your speed at the lope to A.
6. Break to the jog when even with A and jog around to exit.

Walk	-----
Jog	- - - - -
Extended Jog	=====
Lope	
Lead Change	
Back	←←←←←
Marker	Ⓚ

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Pattern Provided by:

[WH/3-117]

# 2024 TQHA September Circuit

## WJ Horsemanship (Round 2)

Show Date:

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Be ready at A.

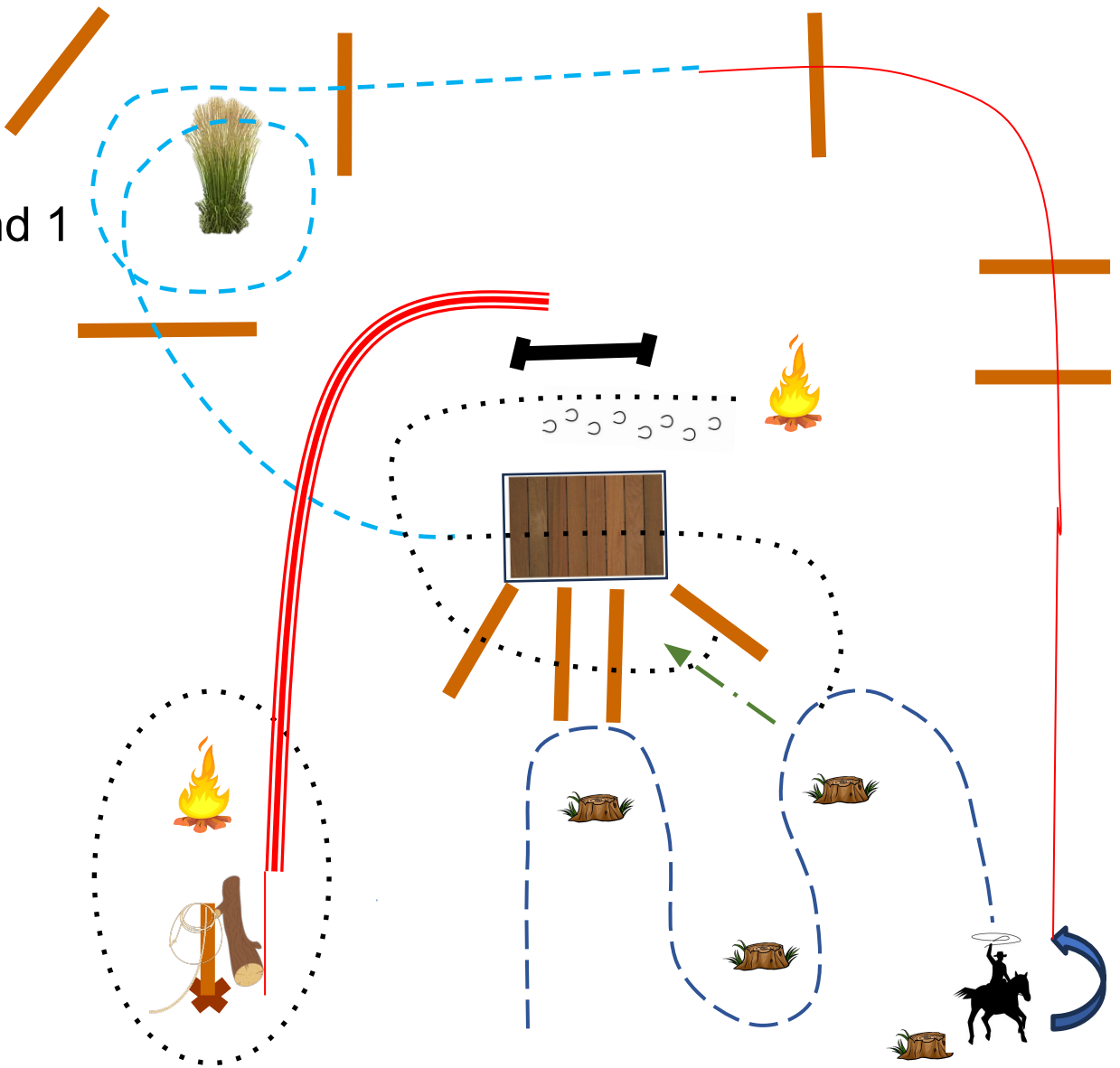
1. Walk approximately 2 horse lengths from A. Stop and perform a 1/2 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line then diagonal line to B.
4. Break to the walk and walk around B.
5. Jog to A.
6. Continue to jog around to exit.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	— — — —
Lead Change	— / —
Back	← — — — —
Marker	⊙ B

[WH/WT-117]

Pattern Provided by:

# Round 1



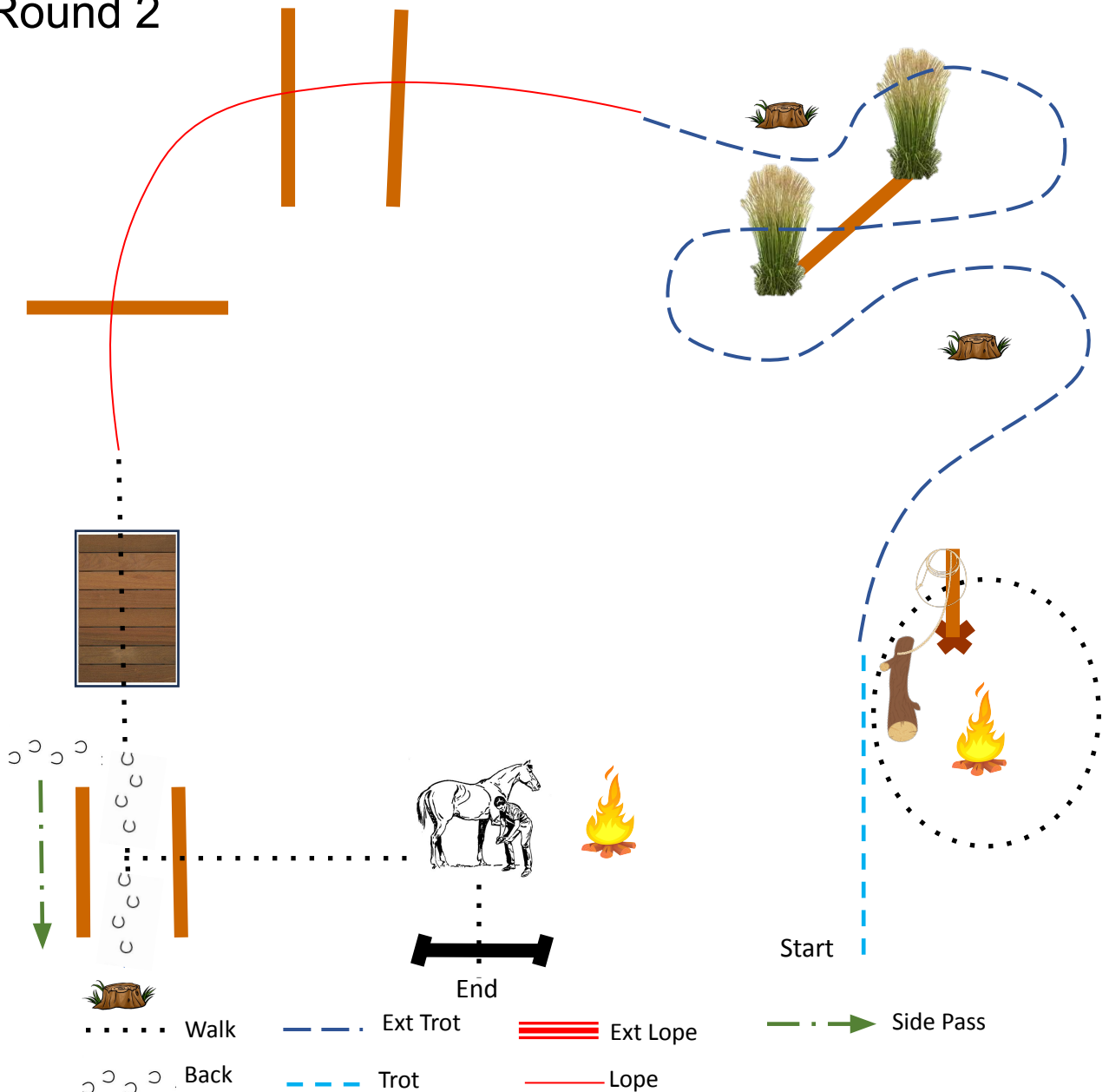
- ..... Walk      - - - - - Ext Trot      === Ext Lope      - - - - -> Side Pass
- o o o o Back      - - - - - Trot      - - - - - Lope

1. Enter the arena spinning your rope. Navigate serpentine at a extended trot.
2. Stop horse as you through your rope. At rest do not recoil rope, toss to the side. Complete a left hand roll back and lope off.
3. Lope over logs and break to a trot.
4. Trot around the grass and over the logs. Break to a walk before bridge.
5. Walk over bridge and to the first pole.
6. Side pass half way down the first pole and walk over the next 3 poles.
7. Walk around the bridge and to the camp fire. Stop and back to the gate.
8. Complete a left hand push gate.
9. Extend Lope to the log drag. Collect before coming to a stop. Complete Log Drag at Walk or Trot. Once complete exit the arena.

**Youth: Check mail at mail box and return it.**

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.

# Round 2

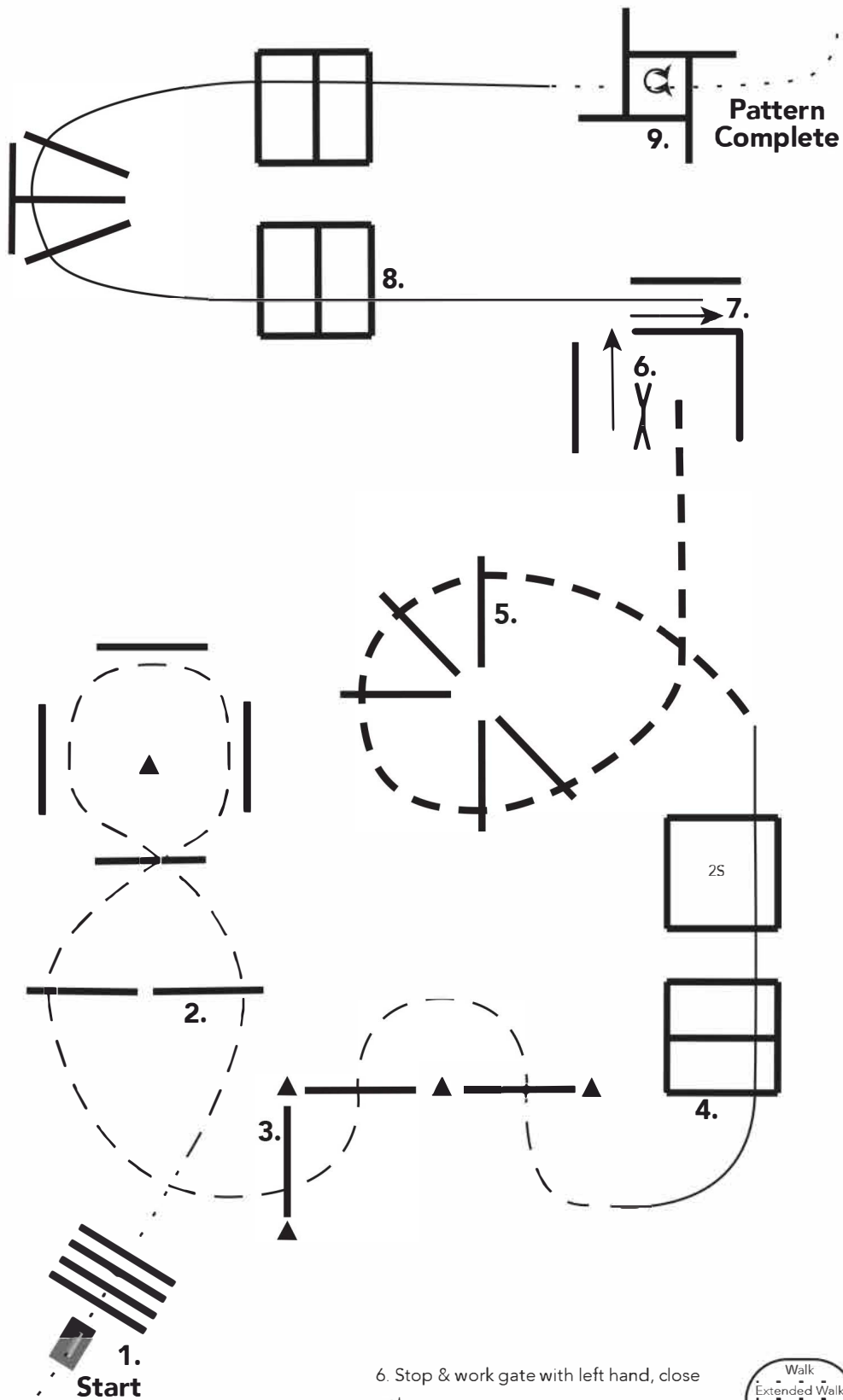


1. Trot to the Log Drag. Complete Log Drag at Walk or Trot.  
Youth: Check mail at mail box and return it.
2. Trot serpentine
3. Pick up left lead over lope overs.
4. Break to a walk and walk over bridge. Continue walking into the the shoot.
5. Back a L until the horse is lined up to the log.
6. Side pass right with the log between the front and back legs of the horse. Stop half way down and walk forward.
7. At the camp fire dismount your horse and pick up one hoof (front or back).
8. Exit the arena through the gate on foot leading your horse through the gate.

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.



# Round 1 - except WJ

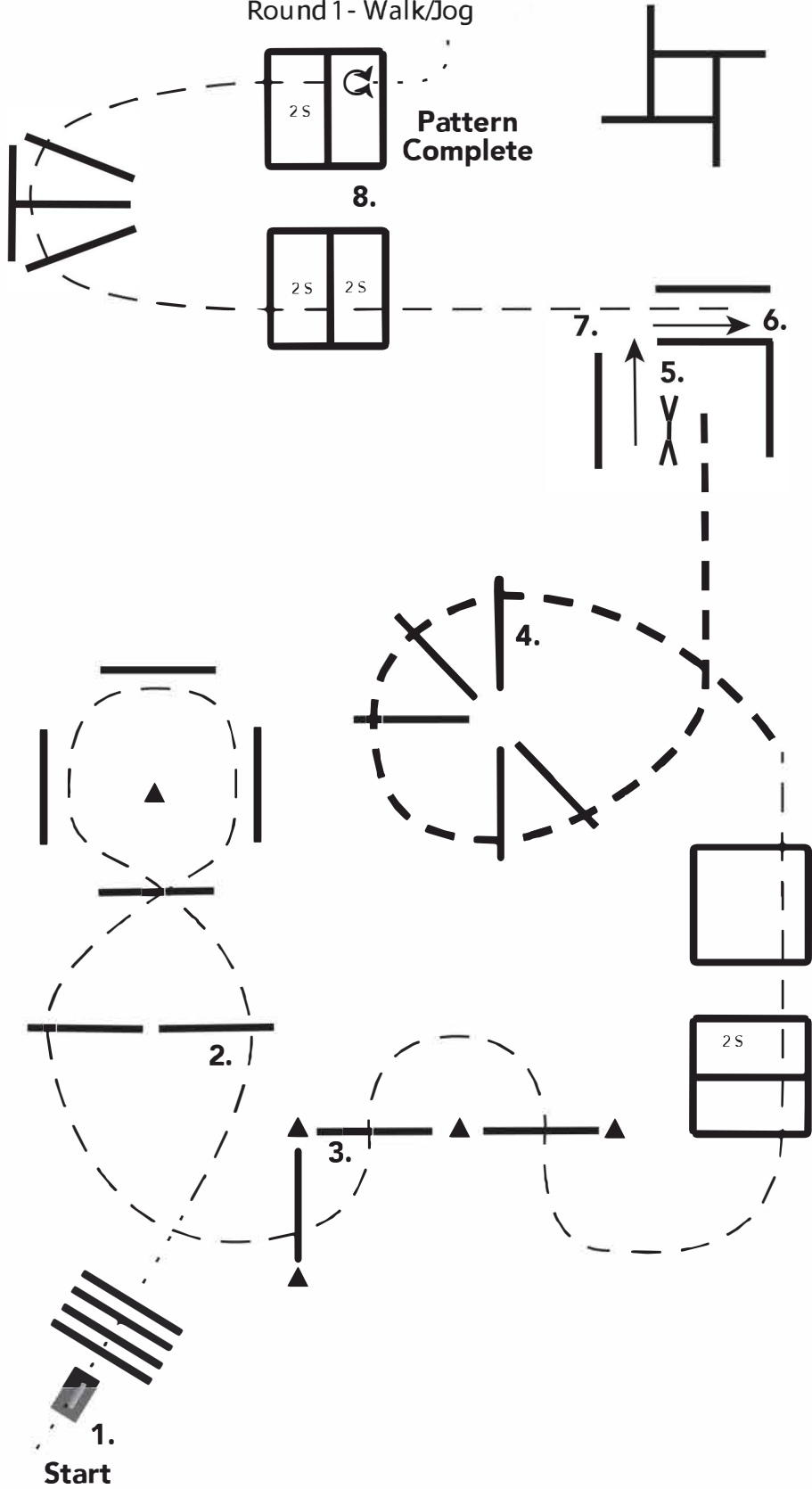


- 1. Start**
1. Walk over bridge & poles
  2. Jog over poles, around cone & over poles
  3. Jog serpentine over poles
  4. Lope left lead over poles
  5. Extended jog over poles

6. Stop & work gate with left hand, close gate
  7. Back "L" into chute
  8. Lope right lead over poles
  9. Walk into box (stop prior to walk is ok), 360\* turn either way, walk out
- Pattern Complete**

Walk
Extended Walk
Jog
Extended Jog
Lope
Extended Lope
Back or Side-Pass
Turn around
# Of strides "2 S" or "3 S"

Round 1- Walk/Jog

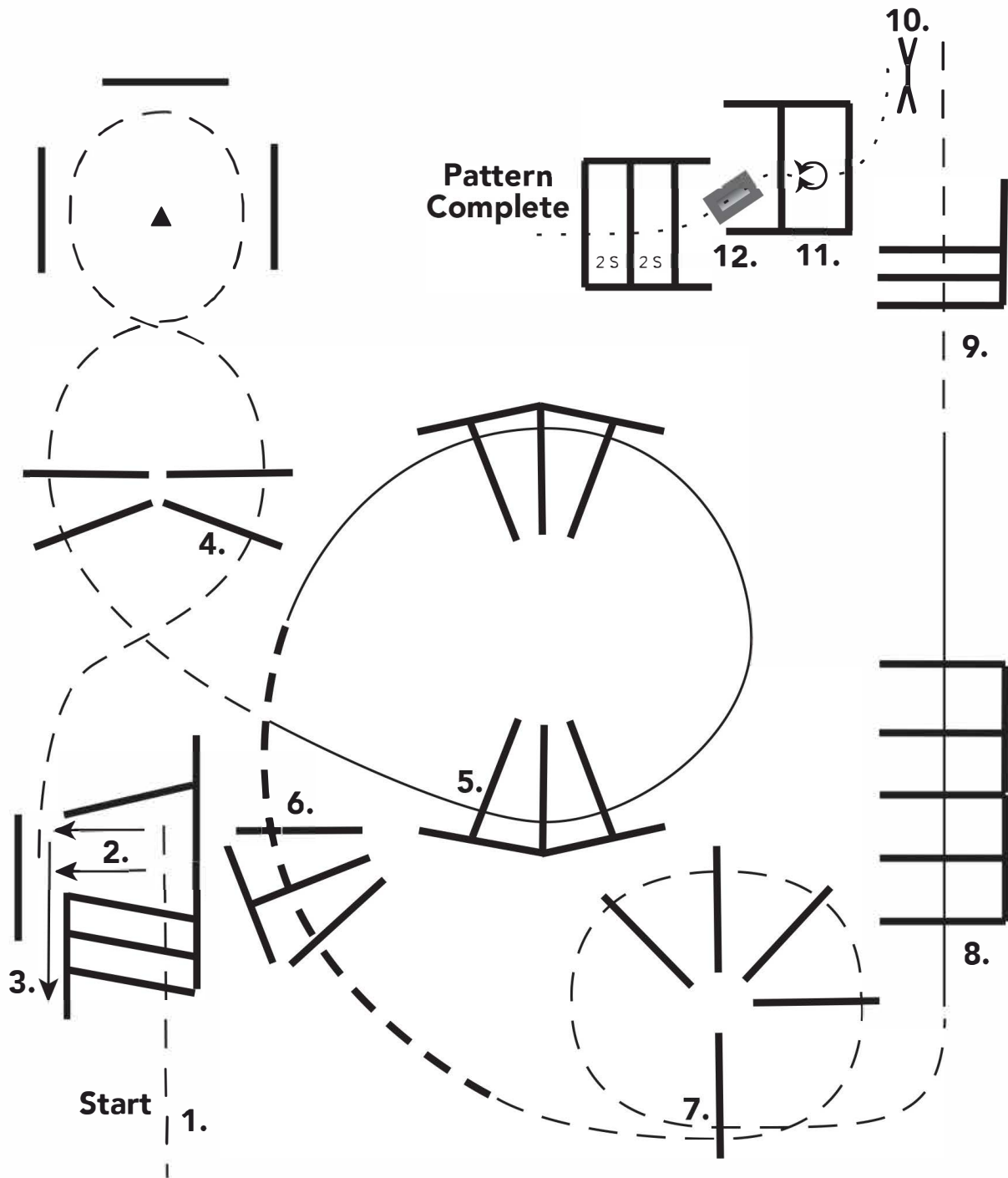


**Start**

1. Walk over bridge & poles
  2. Jog over poles, around cone & over poles
  3. Jog serpentine over poles
  4. Extended jog over poles
  5. Stop & work gate with left hand, close gate
  6. Back "L" into chute
  7. Jog over poles
  8. Stop, 360\* turn either way
- Pattern Complete**

Walk
Extended Walk
Jog
Extended Jog
Lope
Extended Lope
Back or Side-Pass
Turn around
# Of strides "2 S" or "3 S"

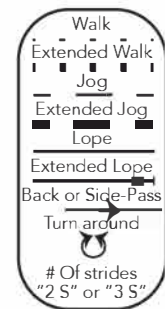
## Round 2 - except WJ



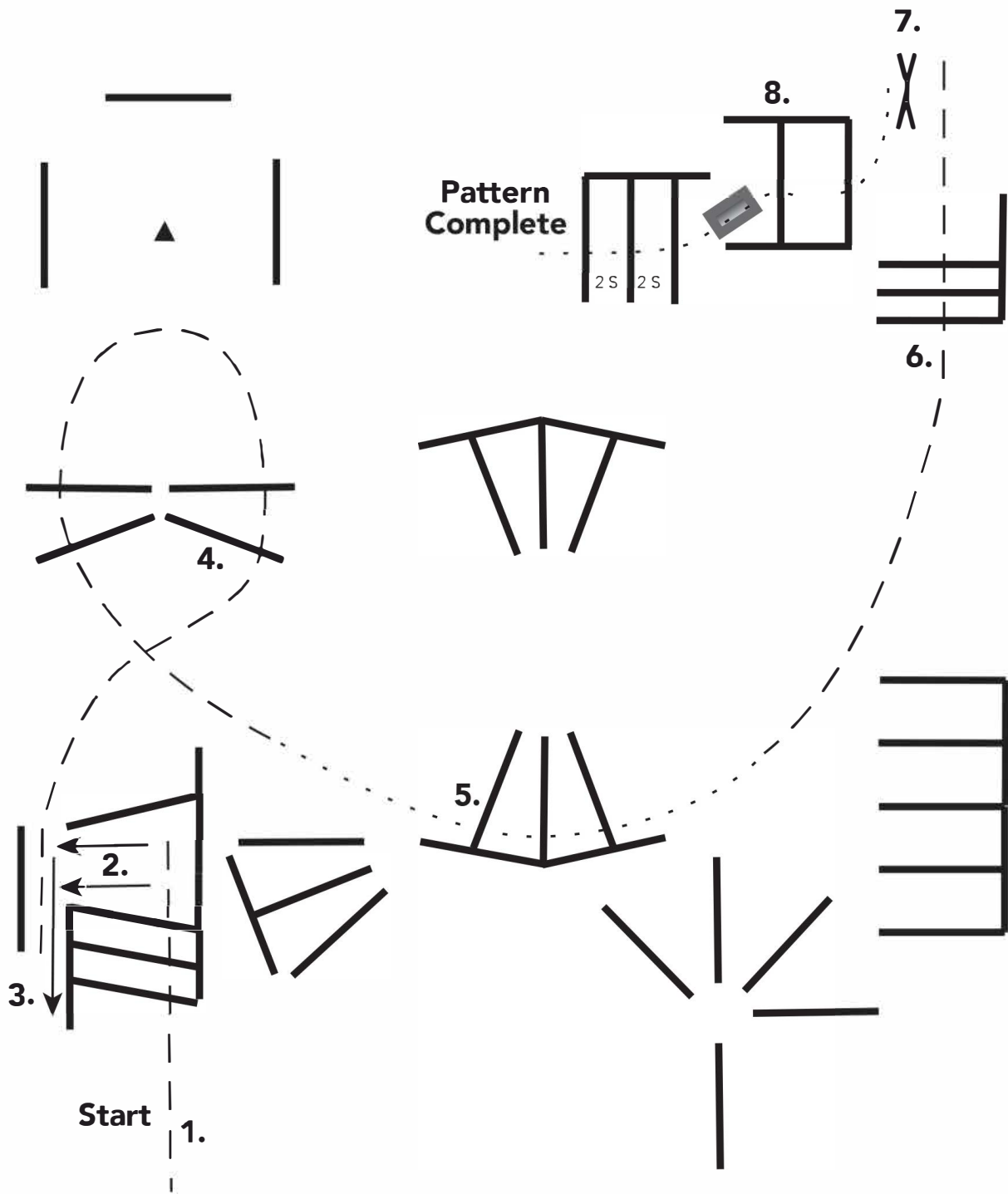
1. Jog over poles, stop
2. Side pass left into chute
3. Back into chute
4. Jog over poles, around cone & over poles
5. Lope left lead over poles
6. Extended jog over poles

7. Jog over poles
8. Lope right lead over poles
9. Jog over poles
10. Stop & work gate with left hand, close gate
11. Walk over pole, 360\* turn either way
12. Walk out of box, walk over bridge & poles

**Pattern Complete**



# Round 2 - Walk Jog



1. Jog over poles, stop
2. Side pass left into chute
3. Back into chute
4. Jog over poles
5. Walk over poles

6. Jog over poles
7. Stop & work gate with left hand, close gate
8. Walk over poles, walk over bridge & more poles

**Pattern Complete**

