

Pattern Book

Western Riding

Round 1
Level 1/Green- Level 1 Pattern 2
All Others- Regular Pattern 2
Round 2
Level 1/Green- Level 1 Pattern 4
All Others- Regular Pattern 4

We do not charge for scratches – enter everything and scratch as needed.

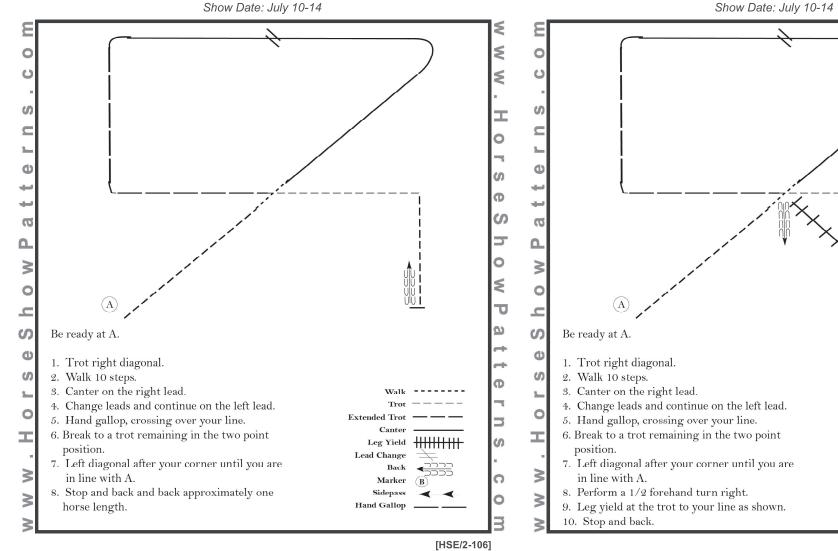
Level 1/Novice & Green Non-Pro (Equitation)

Round 1

2024 Corporate Challenge

Amateur, Select & Youth (Equitation)

Show Date: July 10-14



Pattern Provided by:

[HSE/3-106]

Extended Trot

Lead Change

Leg Yield

Sidepass

Hand Gallop

Round 1

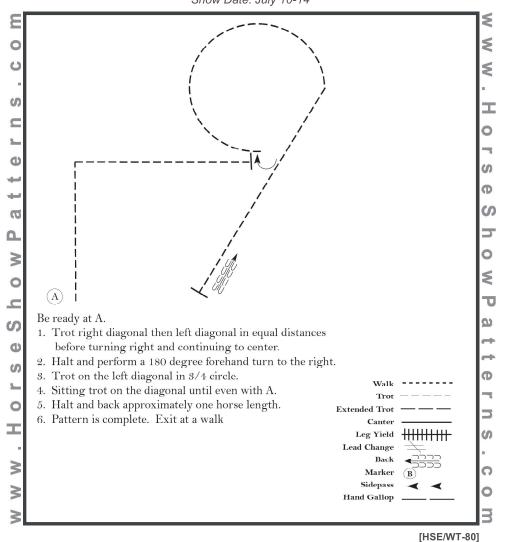
2024 Corporate Challenge

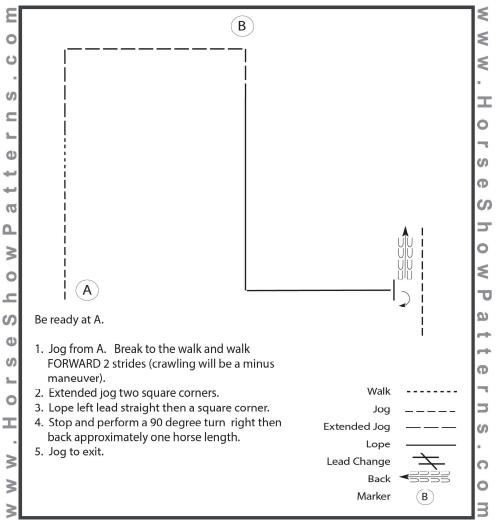
Level 1/Novice & Green Non-Pro (Horsemanship)

Show Date: July 10-14

Small Fry (Equitation)

Show Date: July 10-14





Pattern Provided by:

Pattern Provided by:

[WH/1-120]

Round 1

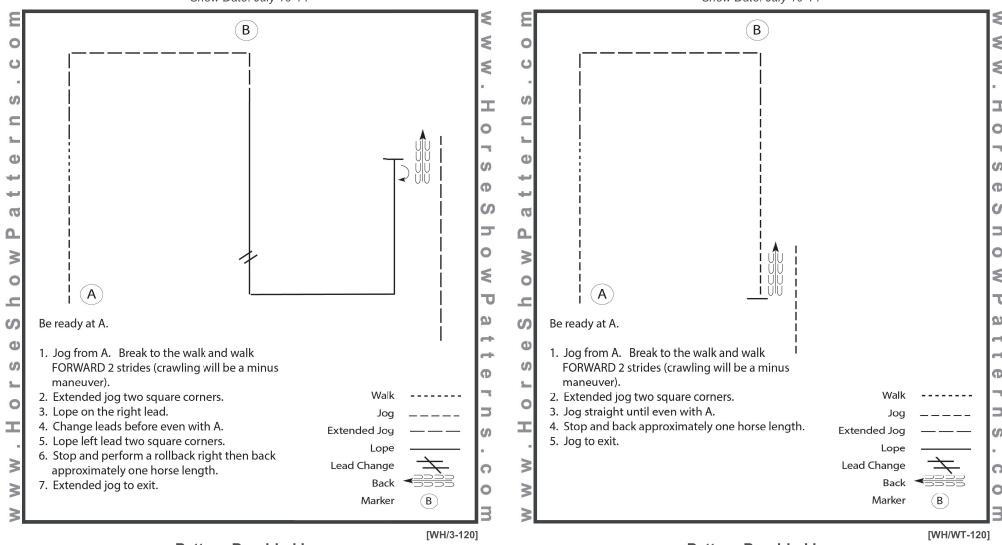
2024 Corporate Challenge

Small Fry (Horsemanship)

Amateur, Select & Youth (Horsemanship)

Show Date: July 10-14

Show Date: July 10-14



Pattern Provided by:

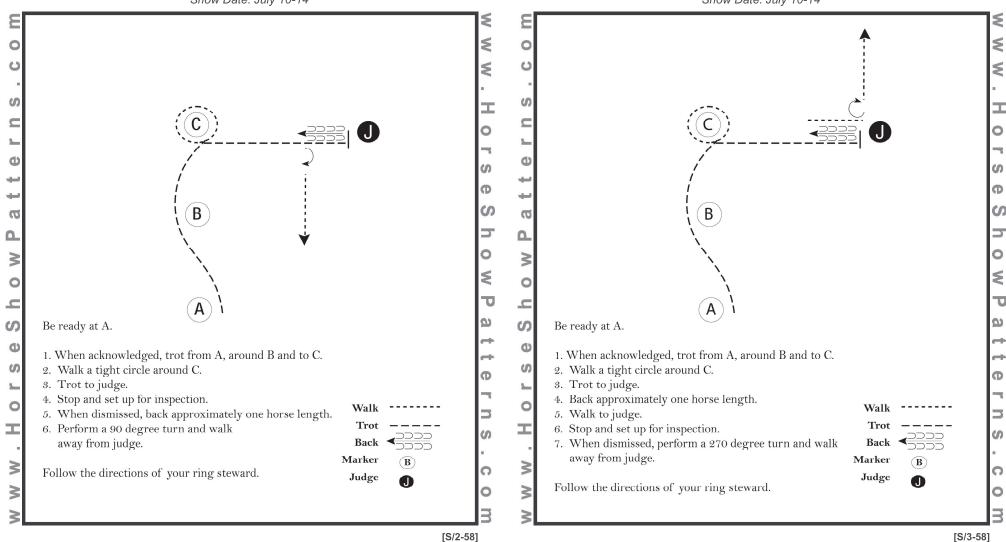
Level 1/Novice & Green Non-Pro (Showmanship)

Show Date: July 10-14

2024 Corporate Challenge

Amateur, Select & Youth (Showmanship)

Show Date: July 10-14



Pattern Provided by:

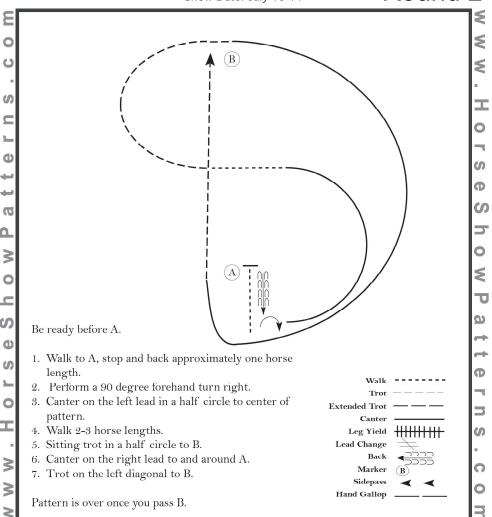
Small Fry (Showmanship)

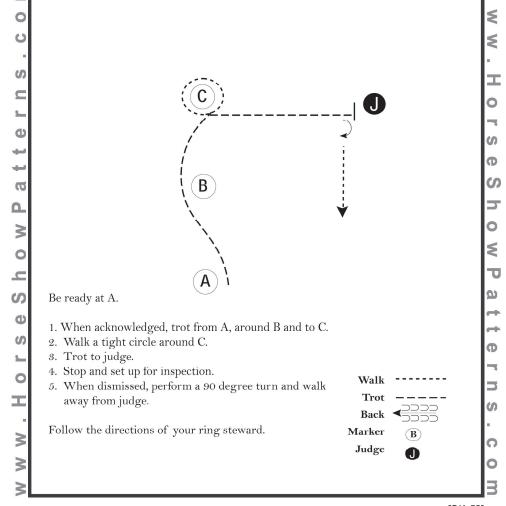
Show Date: July 10-14

2024 Corporate Challenge

Level 1/Novice & Green Non-Pro (Equiation)

Show Date: July 10-14 Round 2





[S/1-58]

Pattern Provided by:

[HSE/2-67]

Round 2

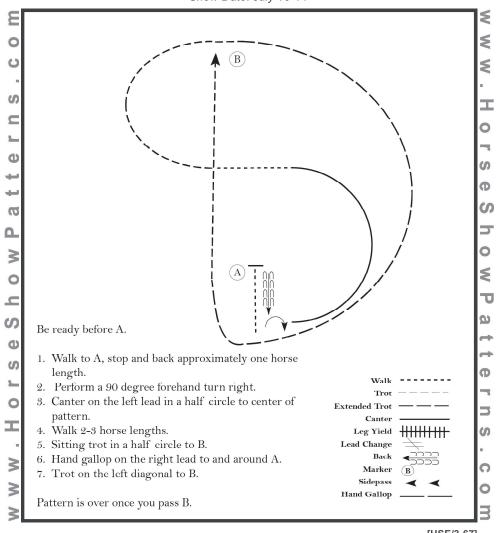
2024 Corporate Challenge

Small Fry & Walk/Trot (Equitation)

Show Date: July 10-14

Amateur, Select & Youth (Equitation)

Show Date: July 10-14



(A)Be ready at A. 5 1. Walk two horse lengths from A. 2. Posting trot on the left diagonal to B. 3. Change diagonals and posting trot on the right S diagonal in a half circle and then in a straight line until halfway between B and A. 0 4. Sitting trot a half circle and then a straight line to B. **Extended Trot** 5. Stop and back approximately one horse length. Leg Yield Lead Change Follow the instructions of your ring steward. Sidepass Hand Gallop

[HSE/3-67]

Pattern Provided by:

Pattern Provided by:

[HSE/WT-58]

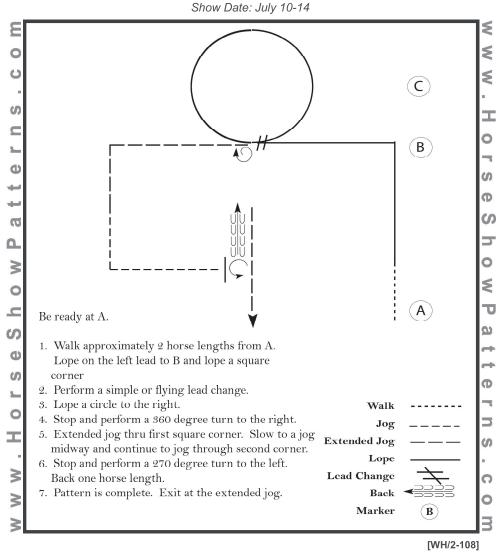
Level 1/Novice & Green Non-Pro (Horsemanship)

Round 2

2024 Corporate Challenge

Amateur, Select & Youth (Horsemanship)

Show Date: July 10-14



(C)В A Be ready at A. S 1. Walk approximately 2 horse lengths from A. Lope on the left lead to B and lope a square S corner 2. Perform a simple or flying lead change. 3. Extended lope until even with C. Walk 4. Collect the lope and continue to center. 5. Stop and perform a 360 degree turn to the right. Extended Jog 6. Extended jog thru first square corner. Slow to a jog midway and continue to jog through second corner. Lead Change 7. Stop and perform a 270 degree turn to the left. Back one horse length. Back 8. Pattern is complete. Exit at the extended jog. Marker B

Pattern Provided by:

Pattern Provided by:

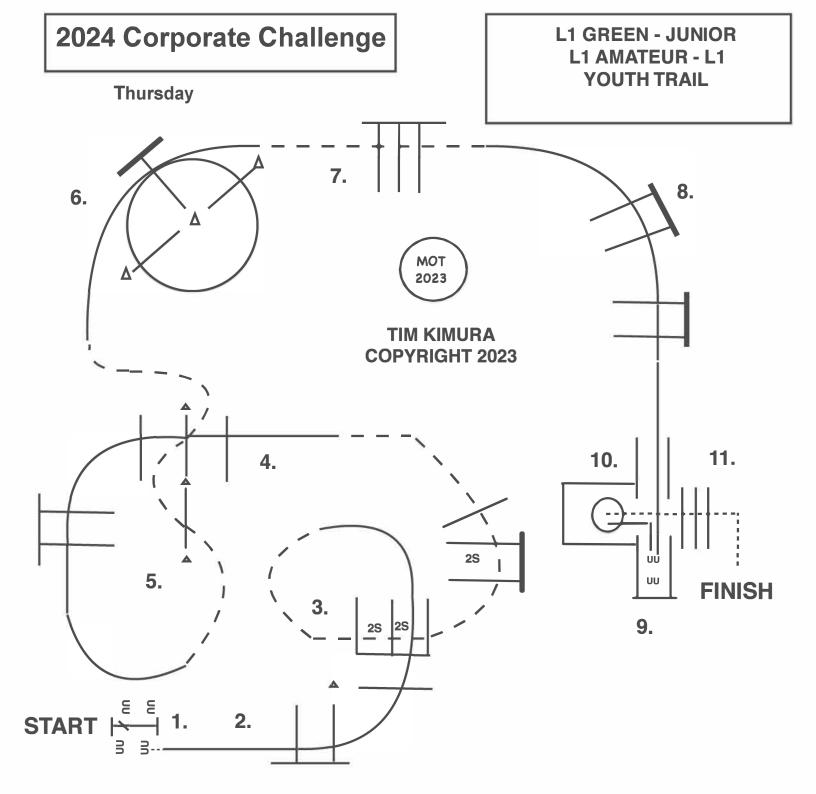
[WH/3-108]

Walk/Jog (Horsemanship)

Round 2 Show Date: July 10-14 (C) B (A)Be ready at A. 1. Walk approximately 2 horse lengths from A. Jog to B and a square corner to center. 2. Extended jog thru first square corner. Slow to a jog midway and continue to jog through second corner. 3. Stop and perform a 270 degree turn to the left. Walk Back one horse length. Jog 4. Pattern is complete. Exit at the jog. **Extended Jog** Lope Lead Change Back Marker (B)

Pattern Provided by:

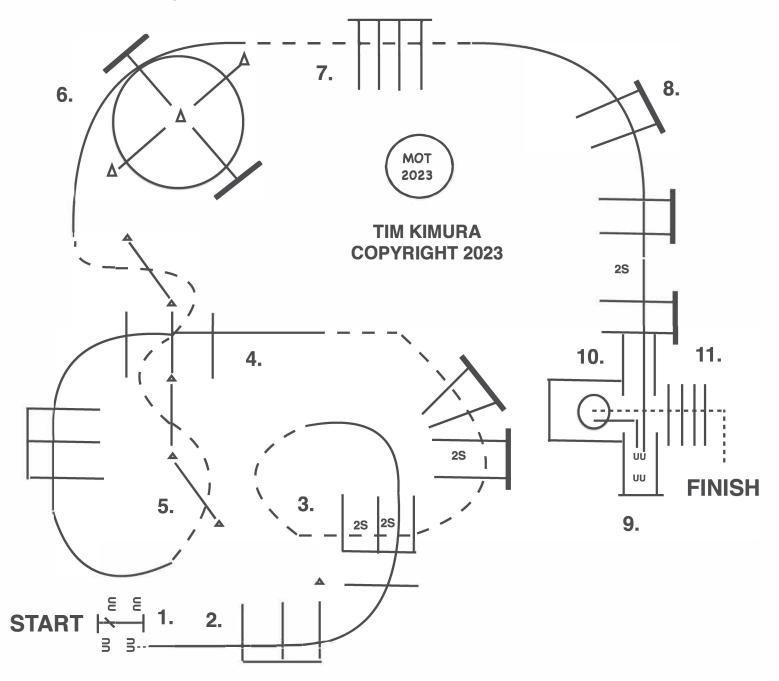
[WH/WT-108]



- 1. WORK GATE LEFT HAND.
- 2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LEFT LEAD).
- 3. BREAK TO THE JOG, JOG OVER POLES.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 6. LOPE OVER POLES (RIGHT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD), LOPE INTO CHUTE.
- 9. BACK AROUND CORNER, BACK INTO BOX.
- 10. EXECUTE A 360 TURN EITHER WAY.
- 11. WALK OUT BOX, WALK OVER POLES.

AMATEUR - SELECT YOUTH - SENIOR

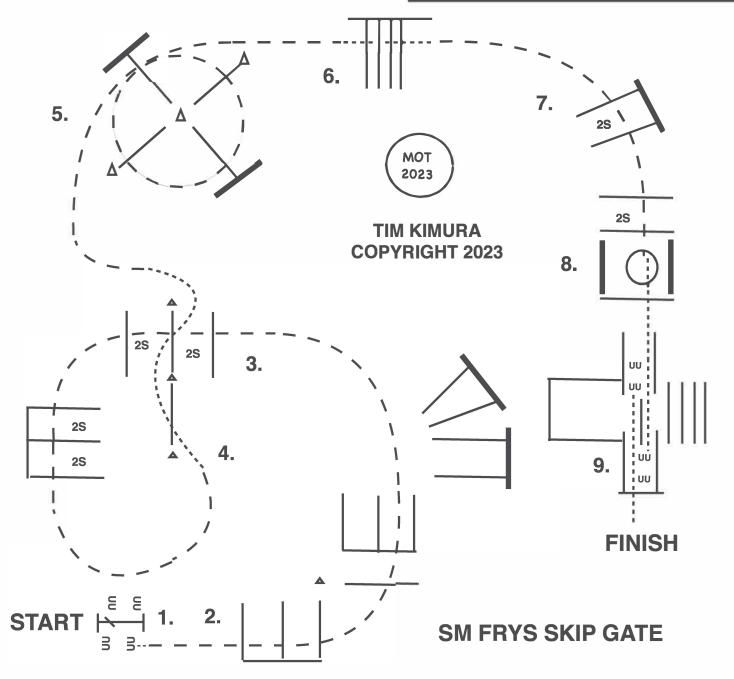
Thursday



- 1. WORK GATE LEFT HAND.
- 2. YOU MAY WALK FORWARD, THEN LOPE OVER POLES (LEFT LEAD).
- 3. BREAK TO THE JOG, JOG OVER POLES.
- 4. LOPE OVER POLES (LEFT LEAD).
- 5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 6. LOPE OVER POLES (RIGHT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.
- 8. LOPE OVER POLES (RIGHT LEAD), LOPE INTO CHUTE.
- 9. BACK AROUND CORNER, BACK INTO BOX.
- 10. EXECUTE A 360 TURN EITHER WAY.
- 11. WALK OUT BOX, WALK OVER POLES.

SM FRY L1 AMATEUR WT L1 YOUTH WT

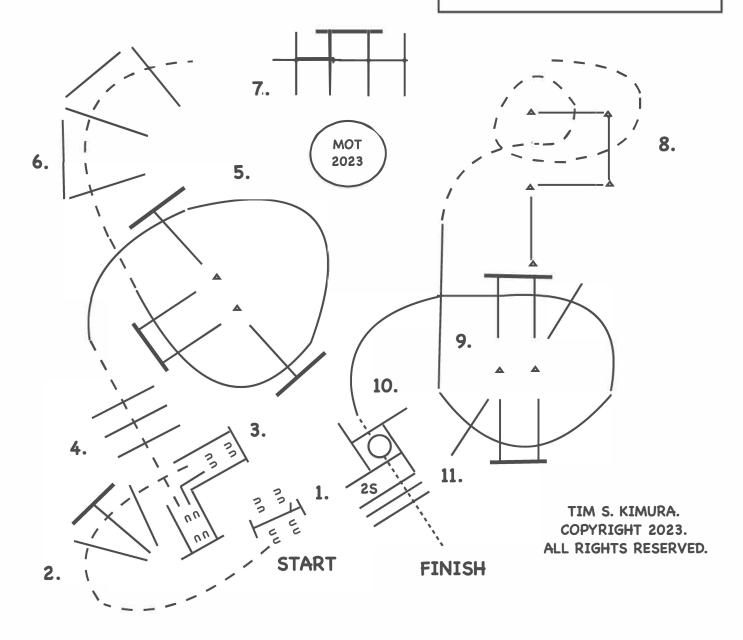
Thursday



- 1. WORK GATE LEFT HAND.
- 2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 3. JOG OVER POLES.
- 4. STOP OR BREAK TO THE WALKL, WALK THROUGH SERPENTINE.
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 7. JOG OVER POLES, JOG INTO BOX.
- 8. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALL INTO CHUTE.
- 9. BACK STRAIGHT BETWEEN POLES, WALK OUT CHUTE.

L1 GREEN - JUNIOR L1 AMATEUR - L1 YOUTH TRAIL

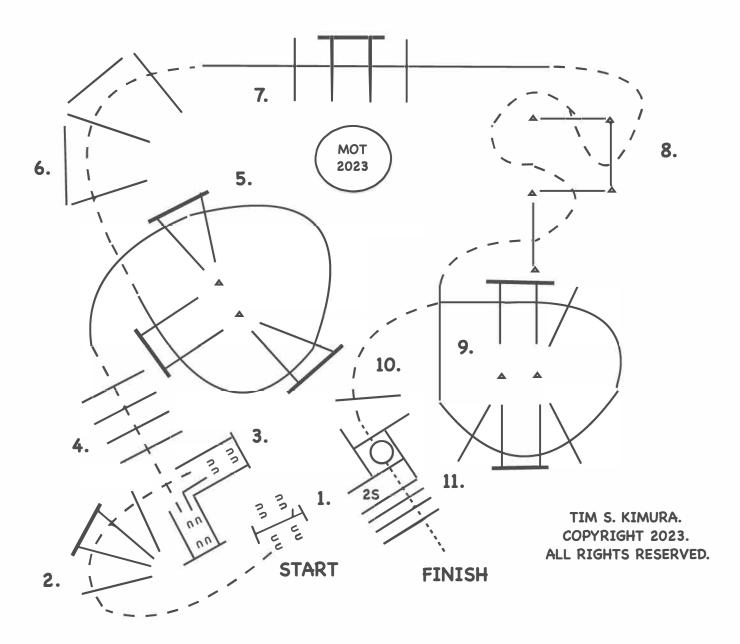
Saturday



- 1. WORK GATE RIGHT HAND, OPEN, WALK OVER POLE, CLOSE GATE.
- 2. JOG OVER POLES, JOG INTO AND STOP IN CHUTE.
- 3. BACK AN "L" AROUND CORNER IN BETWEEN POLES.
- 4. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG AROUND MARKERS, JOG OVER POLES.
- 9. LOPE OVER POLES (LEFT LEAD).
- 10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 EITHER WAY, WALK OUT BOX.
- 11. WALK OVER POLES.

AMATEUR - SELECT YOUTH - SENIOR

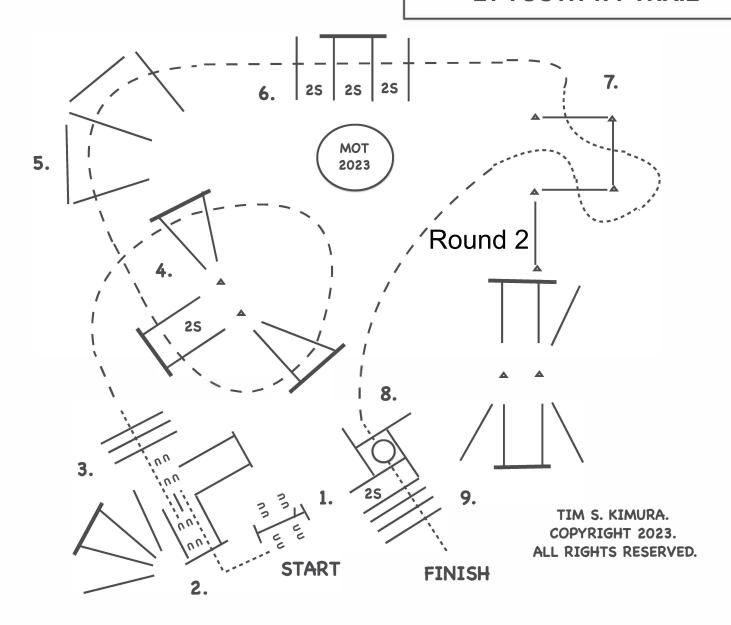
SATURDAY.



- 1. WORK GATE RIGHT HAND, OPEN, WALK OVER POLE, CLOSE GATE.
- 2. JOG OVER POLES, JOG INTO AND STOP IN CHUTE.
- 3. BACK AN "L" AROUND CORNER IN BETWEEN POLES.
- 4. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
- 5. LOPE OVER POLES (RIGHT LEAD).
- 6. BREAK TO THE JOG, JOG OVER POLES.
- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 9. LOPE OVER POLES (LEFT LEAD).
- 10. JOG OVER POLE, STOP, WALK INTO BOX, 360 EITHER WAY, WALK OUT BOX.
- 11. WALK OVER POLES.

SATURDAY.

SMALL FRY TRAIL L1 AMATEUR WT TRAIL L1 YOUTH WT TRAIL



- 1. WORK GATE RIGHT HAND, OPEN, WALK THROUGH, CLOSE GATE.
- 2. WALK OVER POLE, WALK INTO AND STOP IN CHUTE. BACK STRAIGHT BETWEEN POLES.
- 3. WALK FORWARD AND WALK OVER POLES.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES.
- 6. JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
- 8. JOG UP TO BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX EXECUTE A 360 EITHER WAY, WALK OUT BOX.
- 9. WALK OVER POLES.