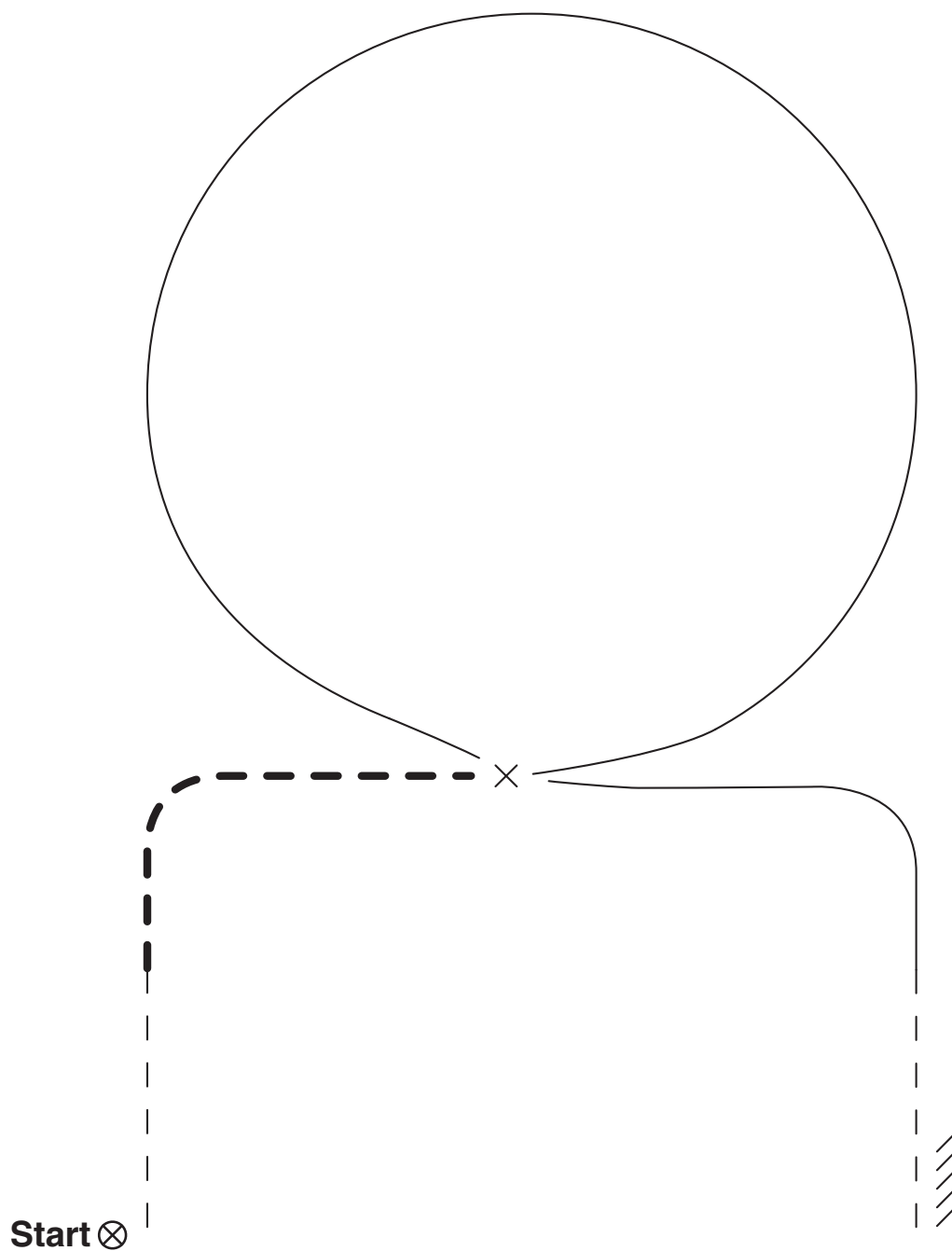


AQHA

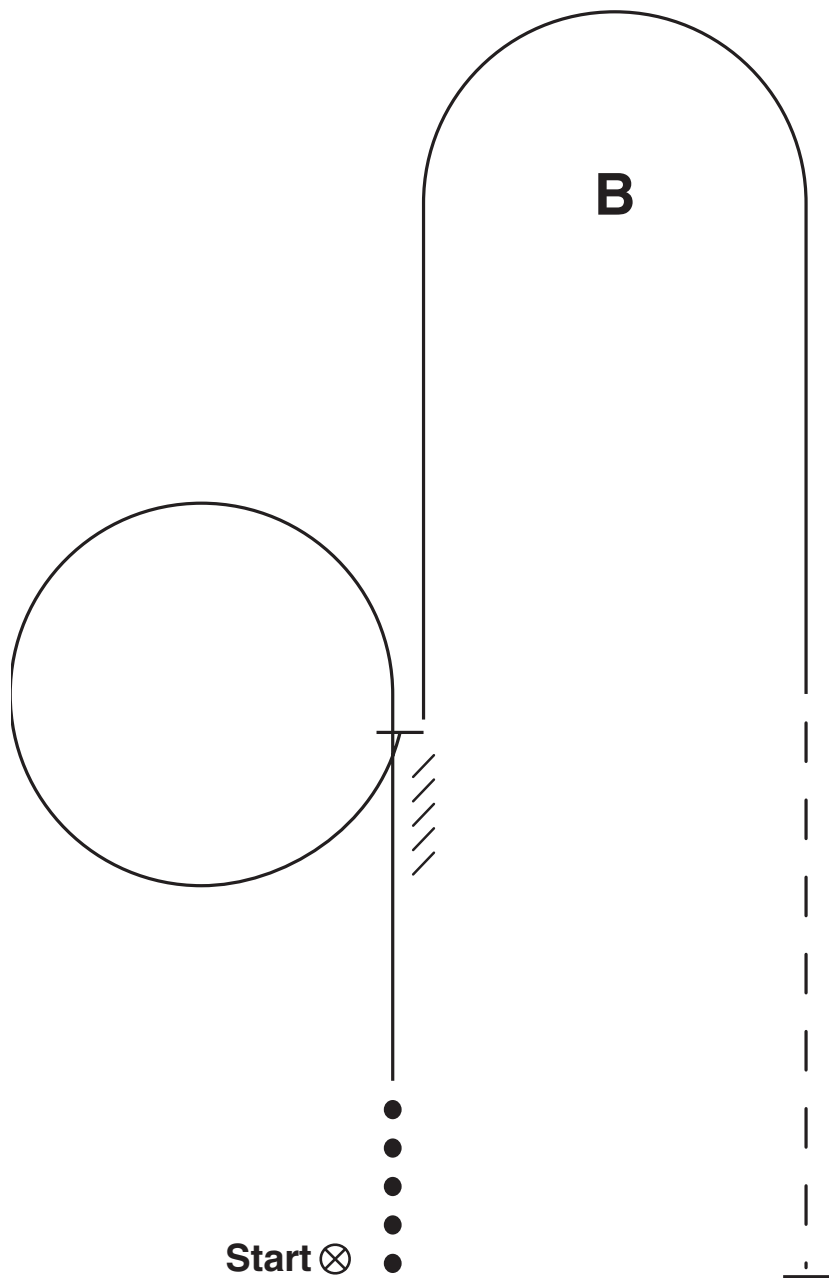
eBooks

Horsemanship Patterns

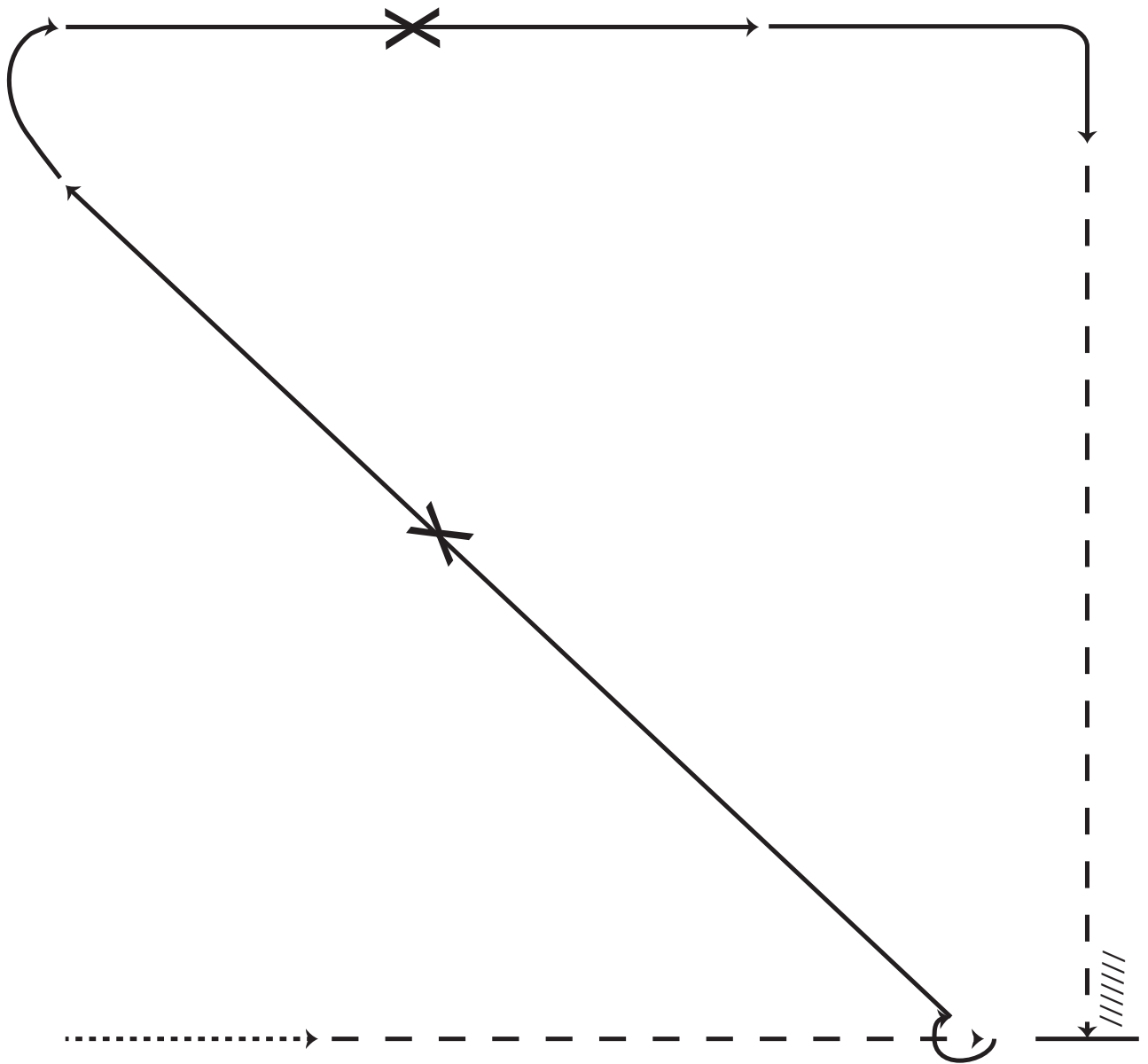




1. Jog 1/2 line; extend trot to middle
2. Stop
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or jog

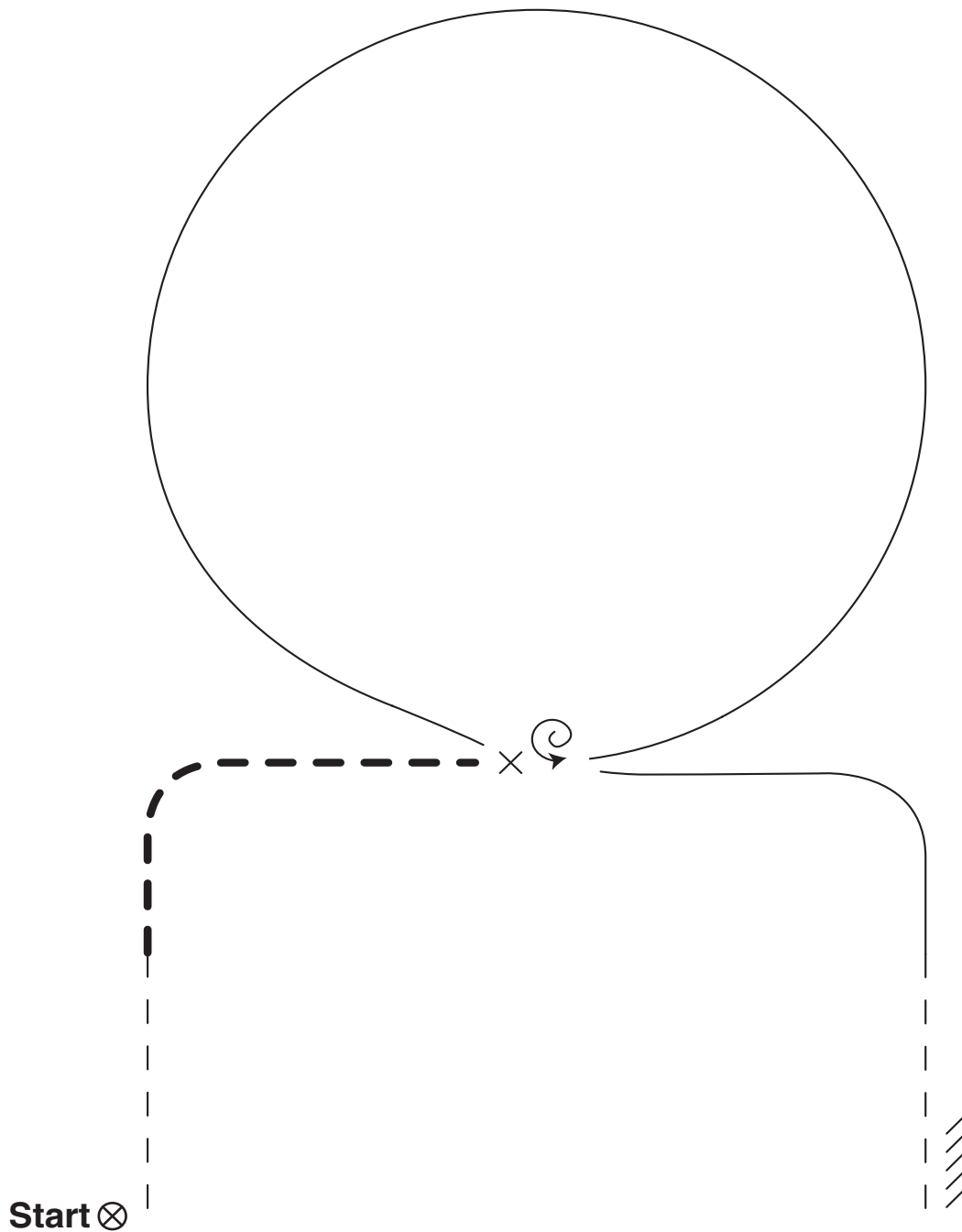


1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop and back one horse length
4. Lope right lead to and around b
5. Break to jog
6. Halt when even with A
7. Exit at a walk or jog

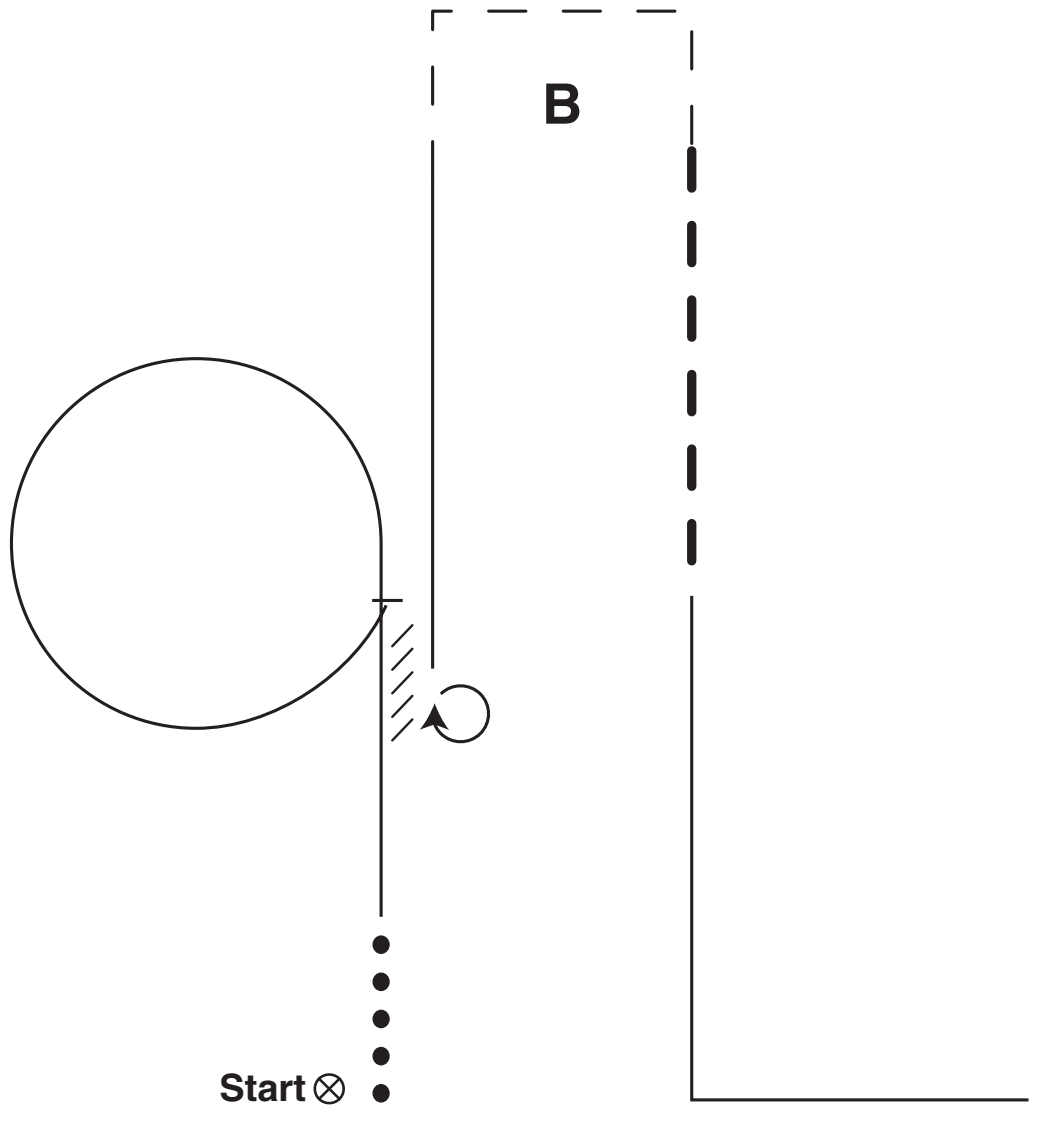


Start ⊗

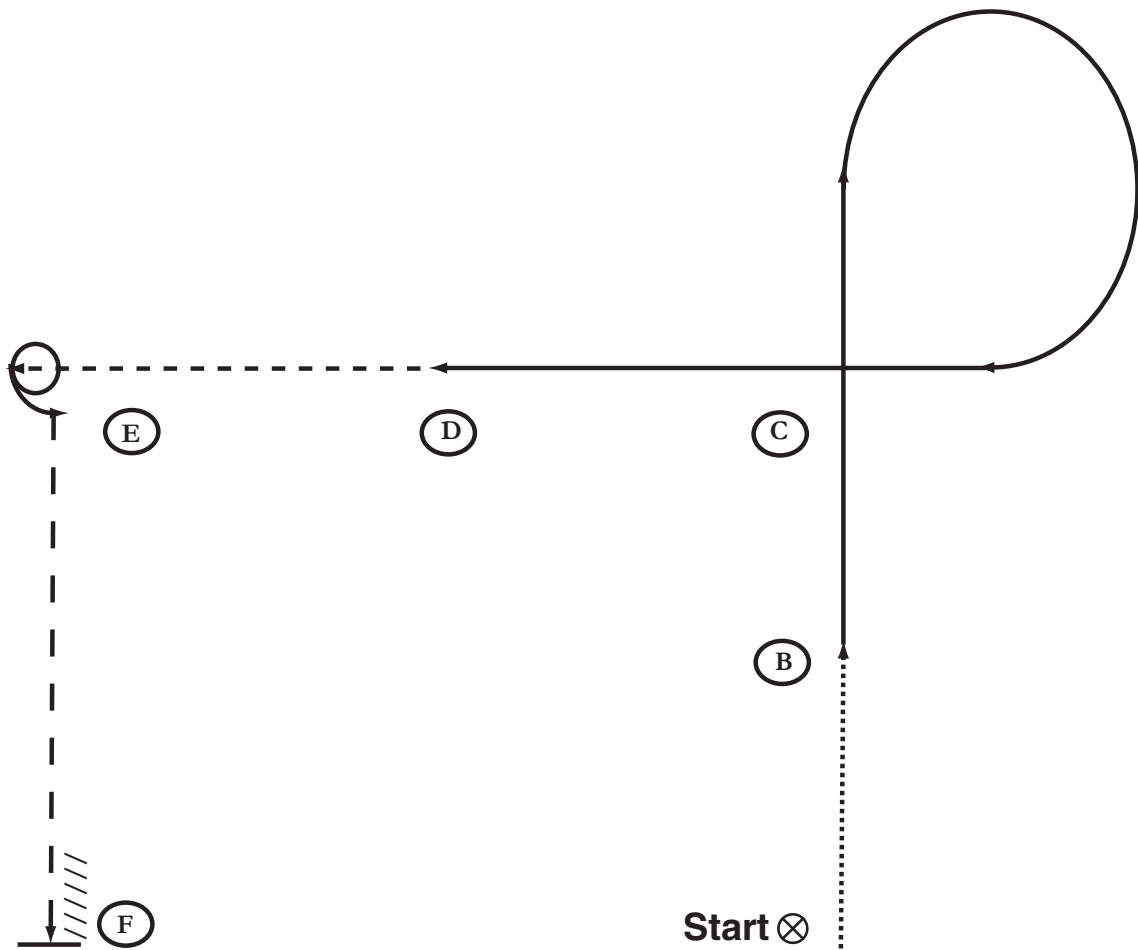
1. Walk 10 feet, jog across arena.
2. Right turn and lope on right lead.
3. Simple change of leads, through a walk, at X.
4. Counter-lope the corner, simple change of leads, through a jog, at the X.
5. Lope the corner, extended jog. Halt and back.
6. Exit.



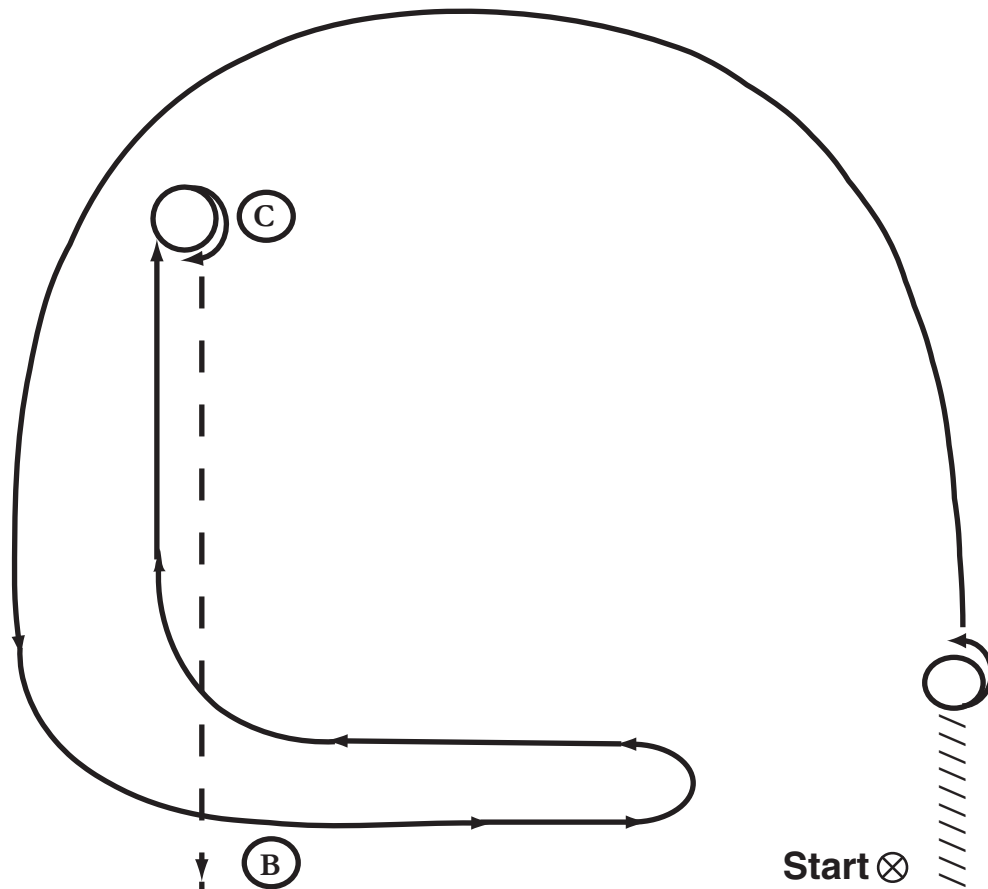
1. Jog 1/2 line; extend trot to middle
2. Stop; 360° turn to left
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or trot



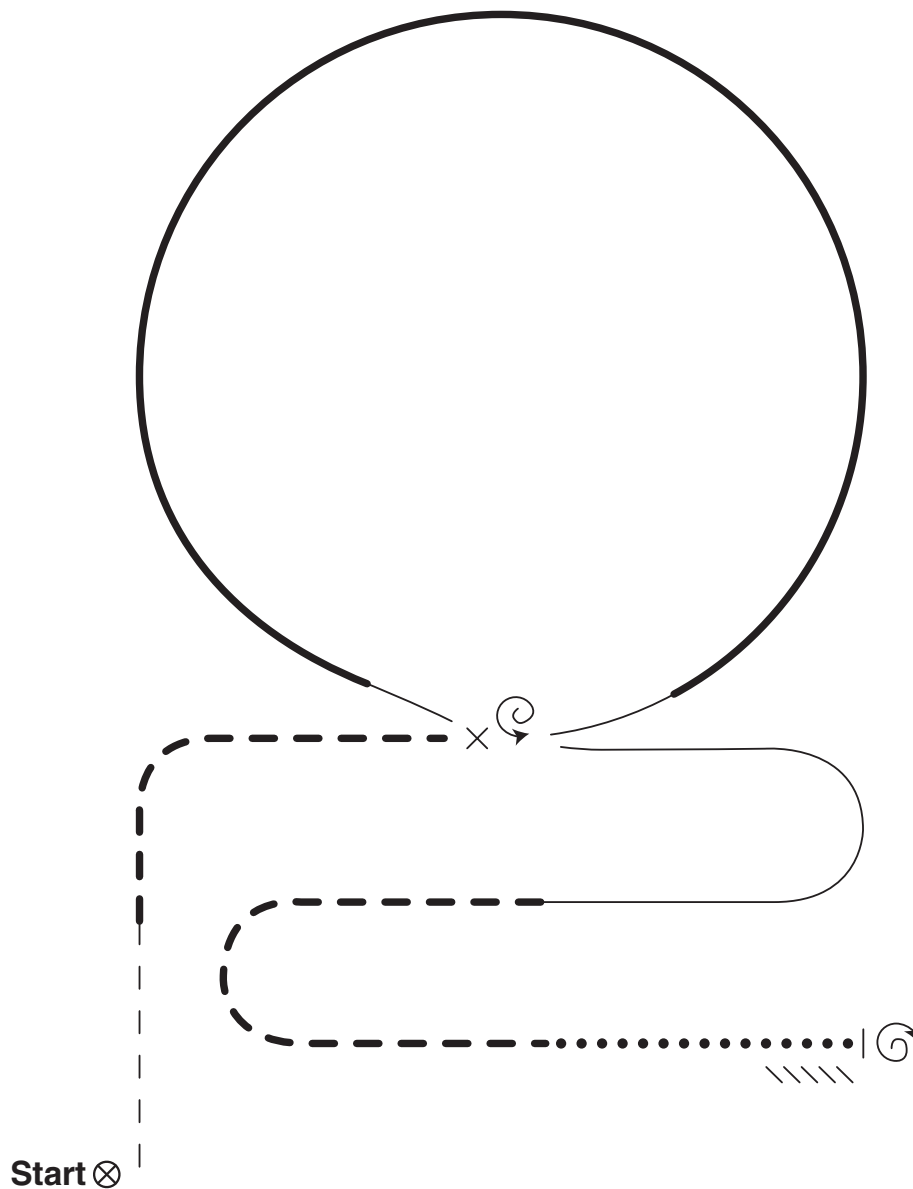
1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop, back one horse length
4. 360° Right
5. Right lead to B
6. At b break to jog, jog a square corner around b, continue jogging
7. Extend the jog to midpoint of arena
8. Lope a left lead, square corner stop
9. Exit at a walk or jog



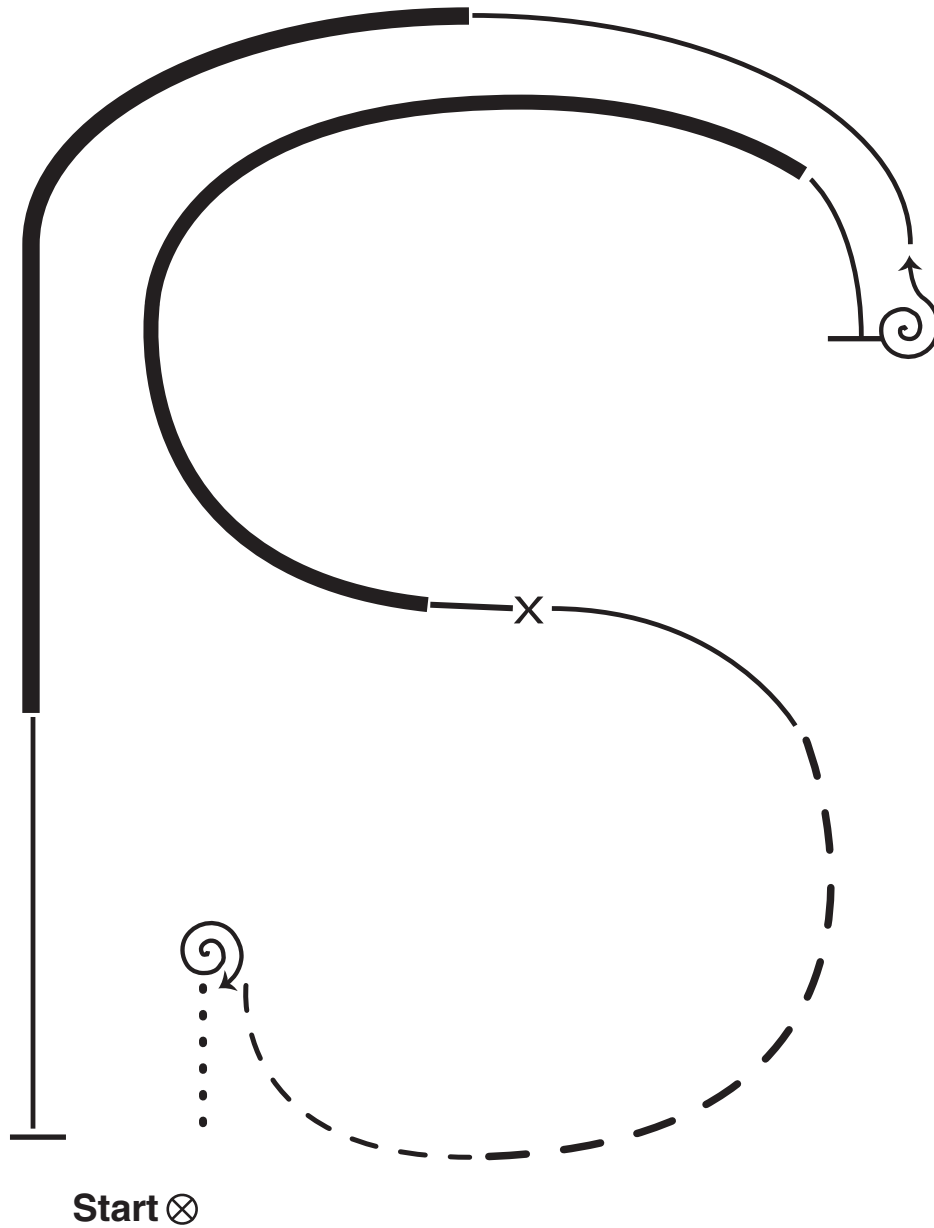
1. Walk from A to B.
2. Left lead from B to C.
3. Continue on left lead counter canter back to D.
4. At D, make transition to jog.
5. Jog past E and stop.
6. Turn 1 1/4 turns to the left.
7. Moderate extension of the jog to F.
8. At F, stop and back. Hesitate to show completion of pattern.
9. Exit at a jog.



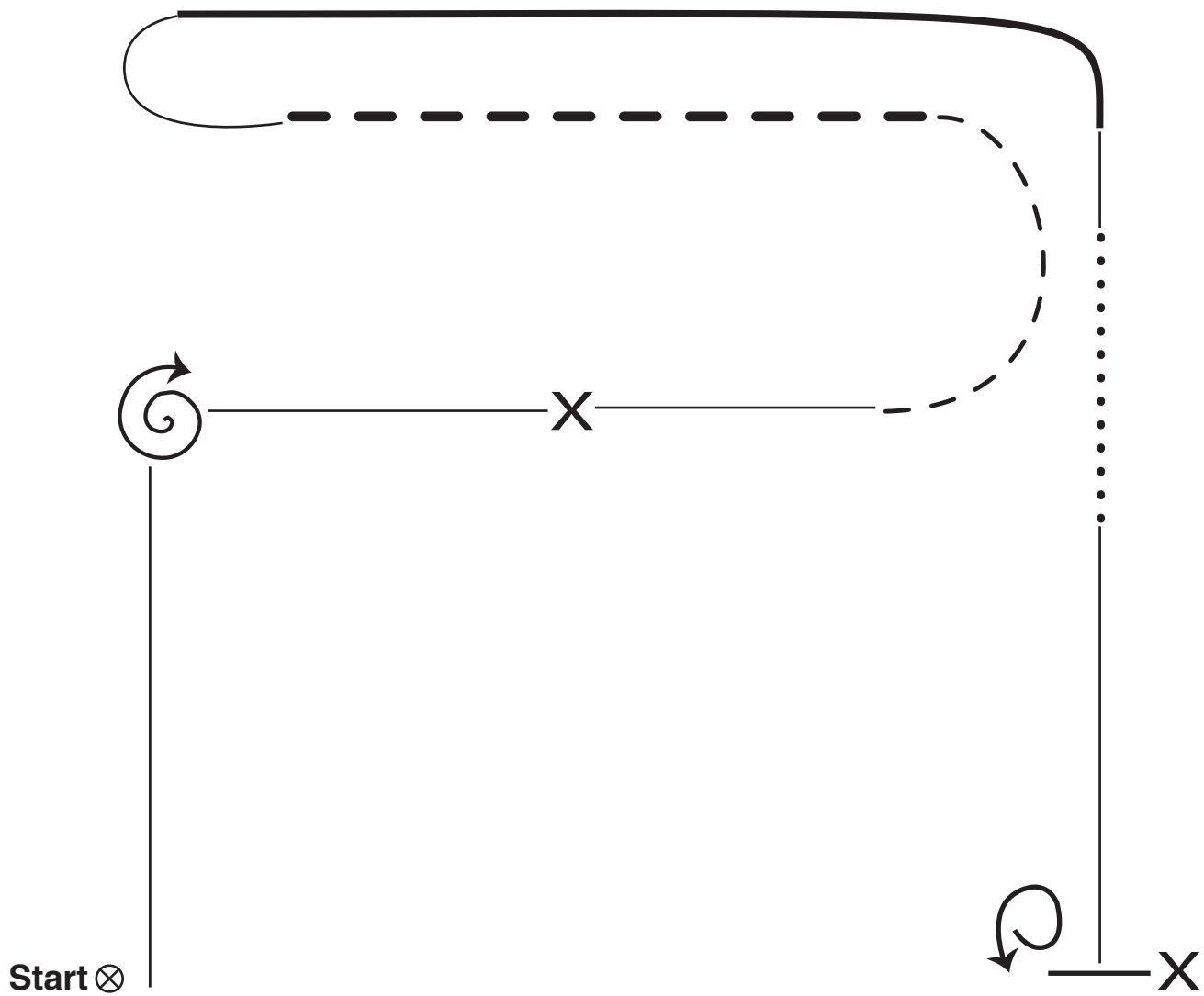
1. Start at A and Back 10 feet.
2. Execute a 1 1/2 turn to the left.
3. Lope a circle with speed around C and back to B.
4. At B, slow to a regular lope and execute a U turn.
5. Counter canter to C.
6. Stop at C and execute 1 1/2 turn to the right.
7. Extended jog to B.
8. At B, come back to regular jog to exit.



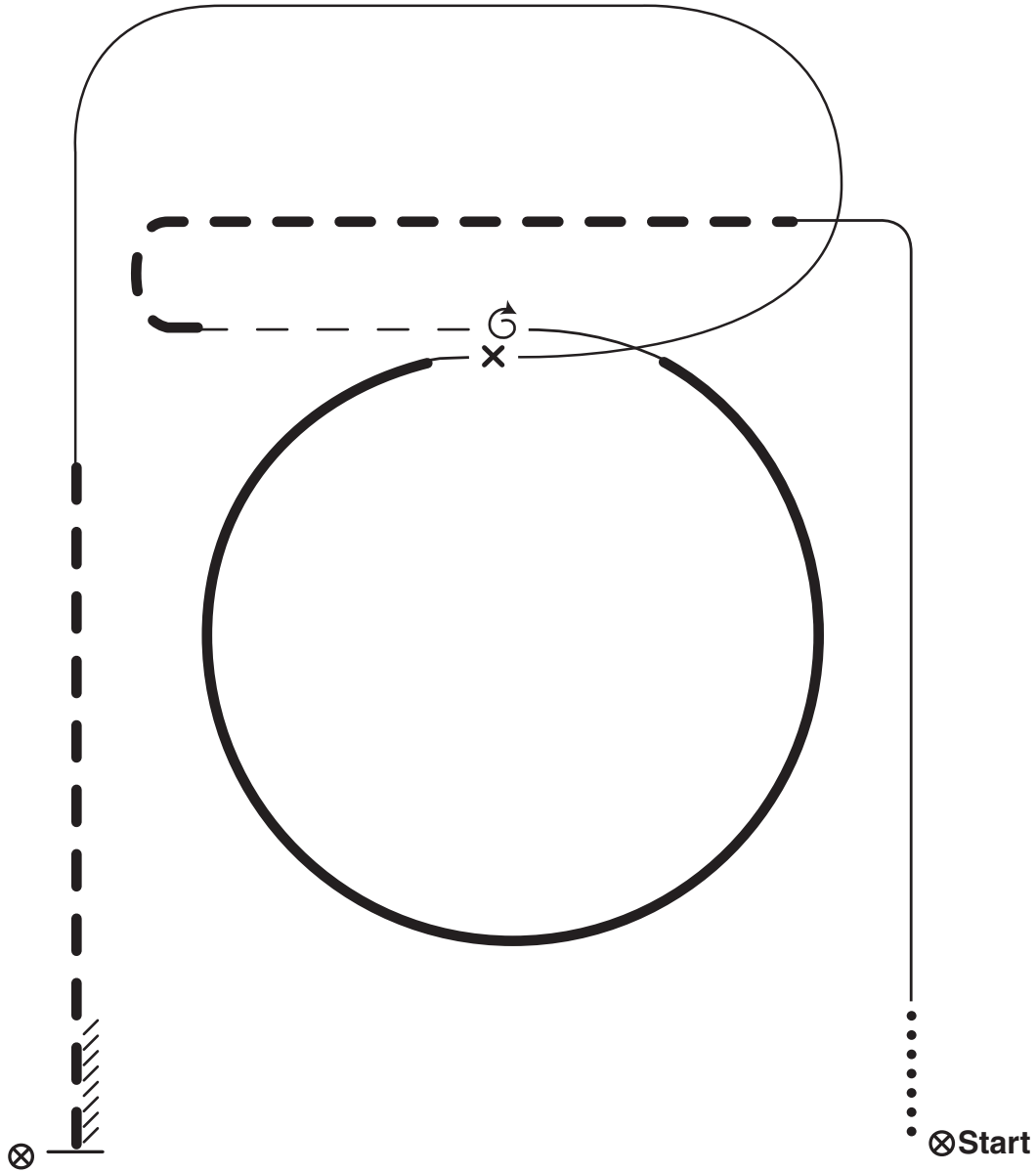
1. Jog 1/2 of the line; extended trot to middle
2. Stop; 360° turn to left
3. Lope a large circle with speed
4. Change leads, lope and turn back to middle
5. Extended trot through turn to middle
6. Walk, stop, 360° turn to right, back 10 feet
7. Exit at a walk or trot



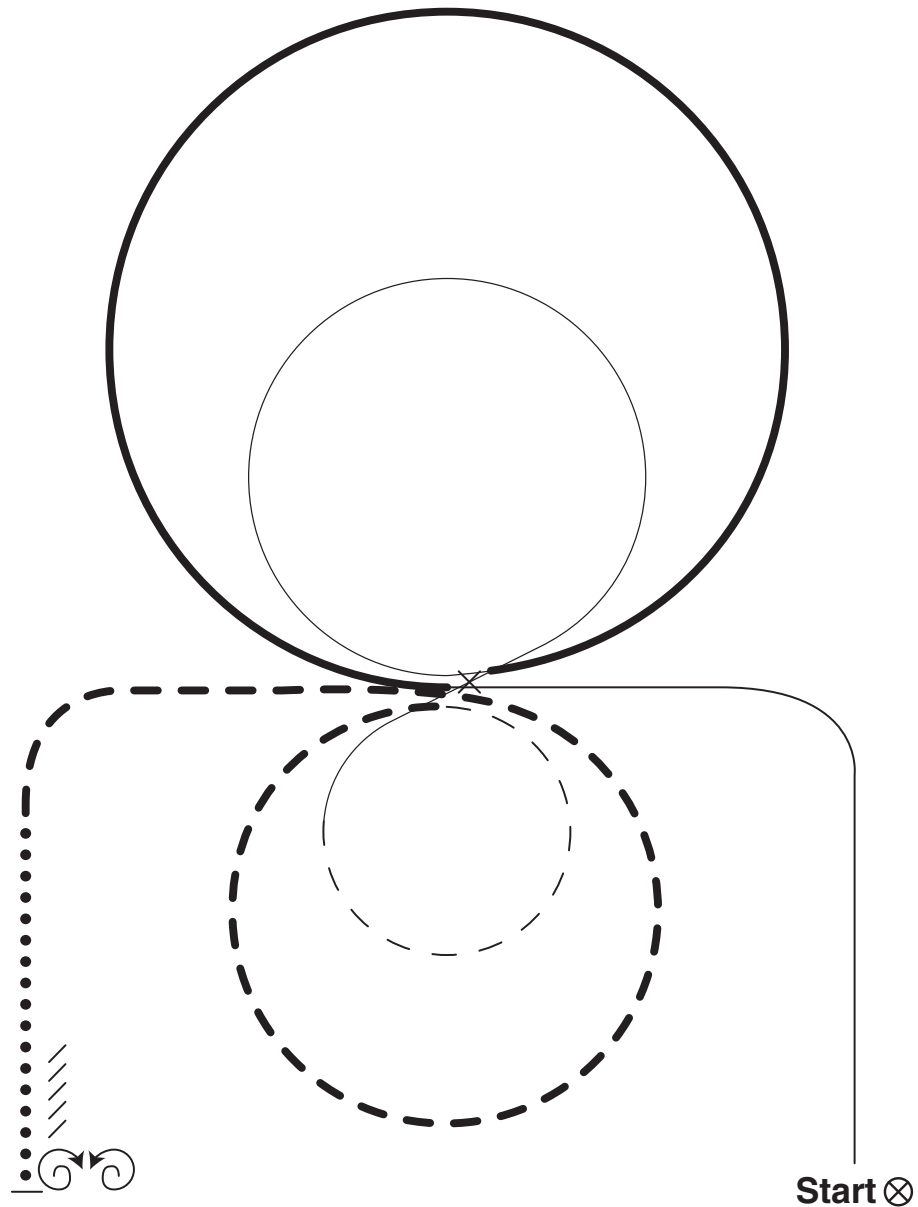
1. Walk 15 feet, 1 1/2 right turn
2. Jog, extended jog
3. Lope left lead, change leads
4. Lope with speed, collect
5. Stop, 1 1/2 left turn
6. Lope left lead, increasing speed before collecting
7. Stop, exit at a walk or jog



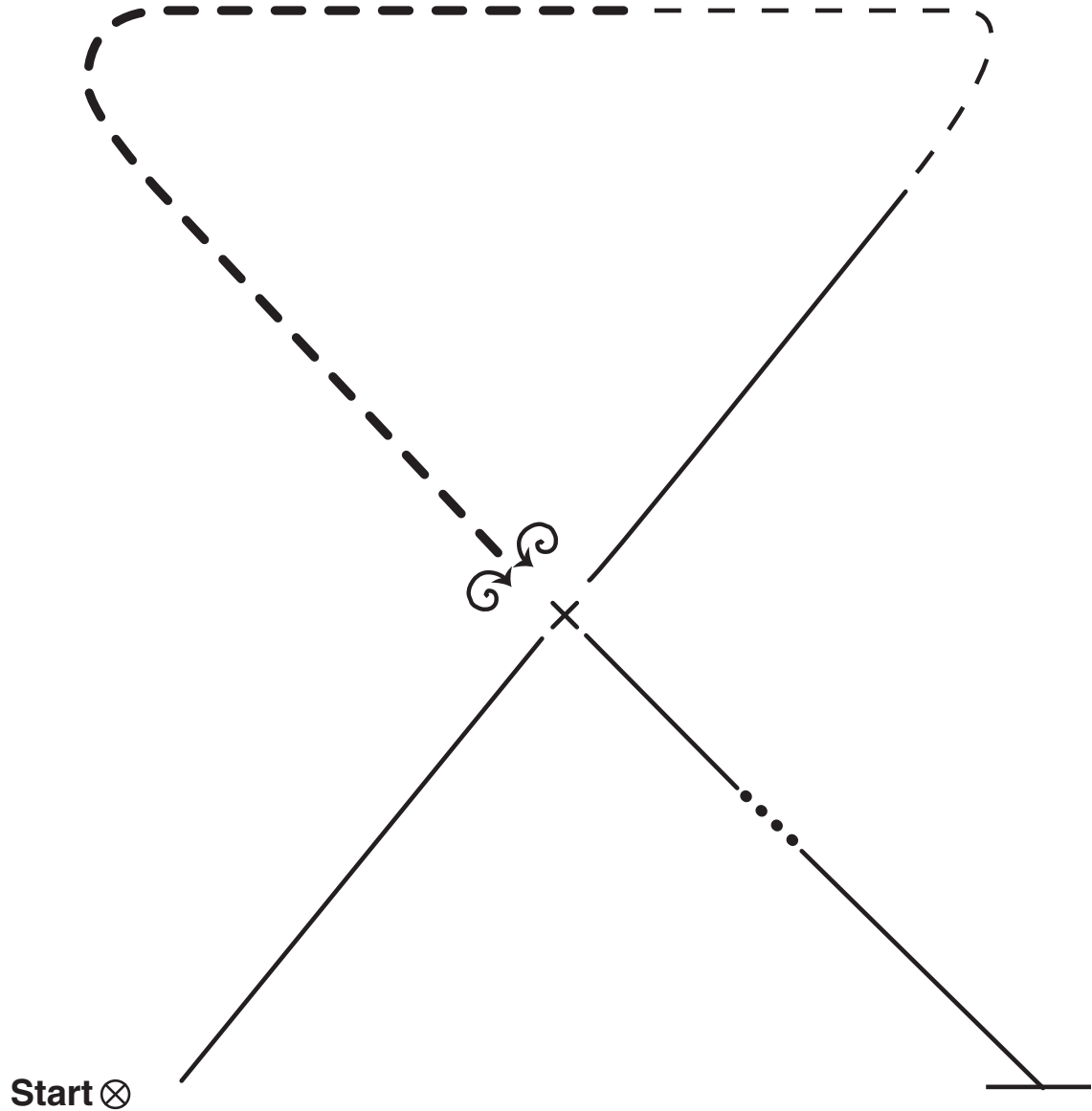
1. Left lead lope
2. 1 1/4 right turn
3. Right lead lope, change leads
4. Jog
5. Extended jog
6. Right lead lope, increase in pace, collect
7. Walk
8. Left lead lope
9. Stop, 360 left
10. Exit at walk or jog



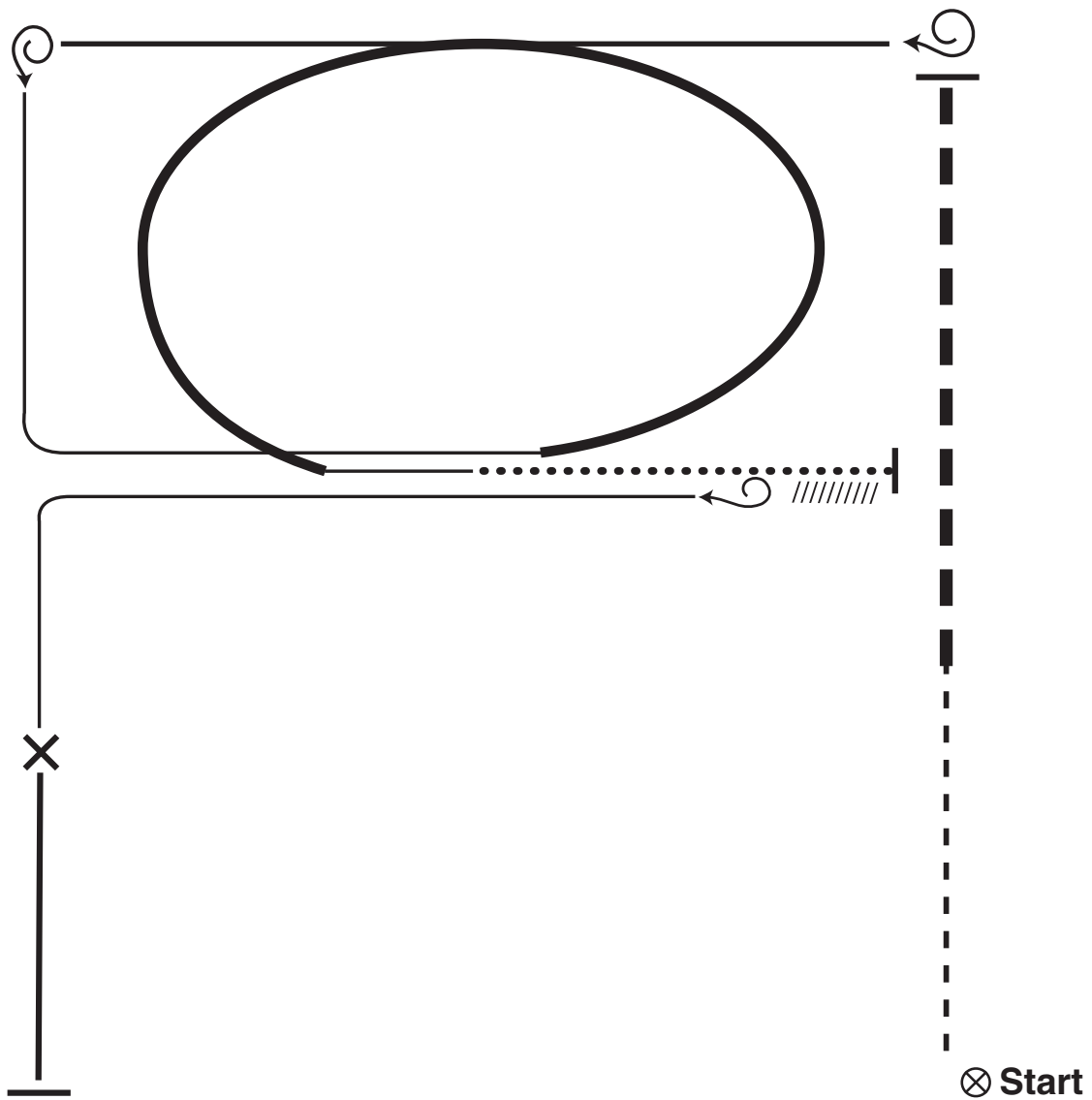
- I. Walk with a purpose
2. Left lead lope, square corner slightly past red line
3. Extended trot across arena and loop back toward the red line
4. Jog to the center, stop
5. 360 turn right
6. Right lead lope a large circle with speed, collect
7. Change leads
8. Lope left around the end of the arena
9. Break to an extended trot
10. Stop and back
- II. Exit at walk or trot



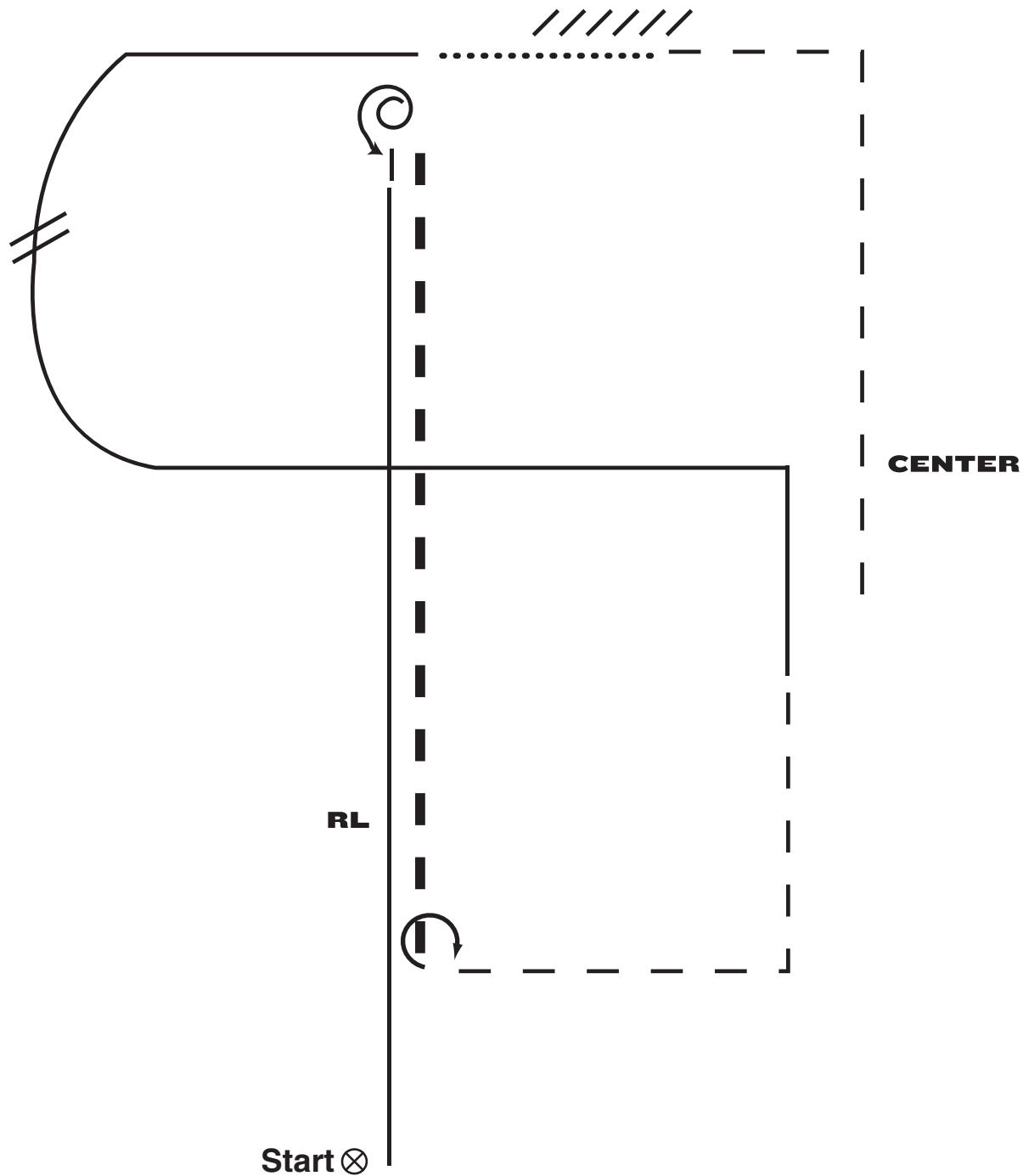
1. Lope right lead, counter-lope the corner to the middle
2. Lope a large circle with speed
3. Lope a smaller, cadenced circle, change leads
4. Lope 1/4 of circle before transitioning to a jog to finish circle
5. Extended trot larger circle and corner
6. Transition to a walk without losing forward motion
7. Stop. 360° both ways (either way first); back
8. Exit at a walk or jog



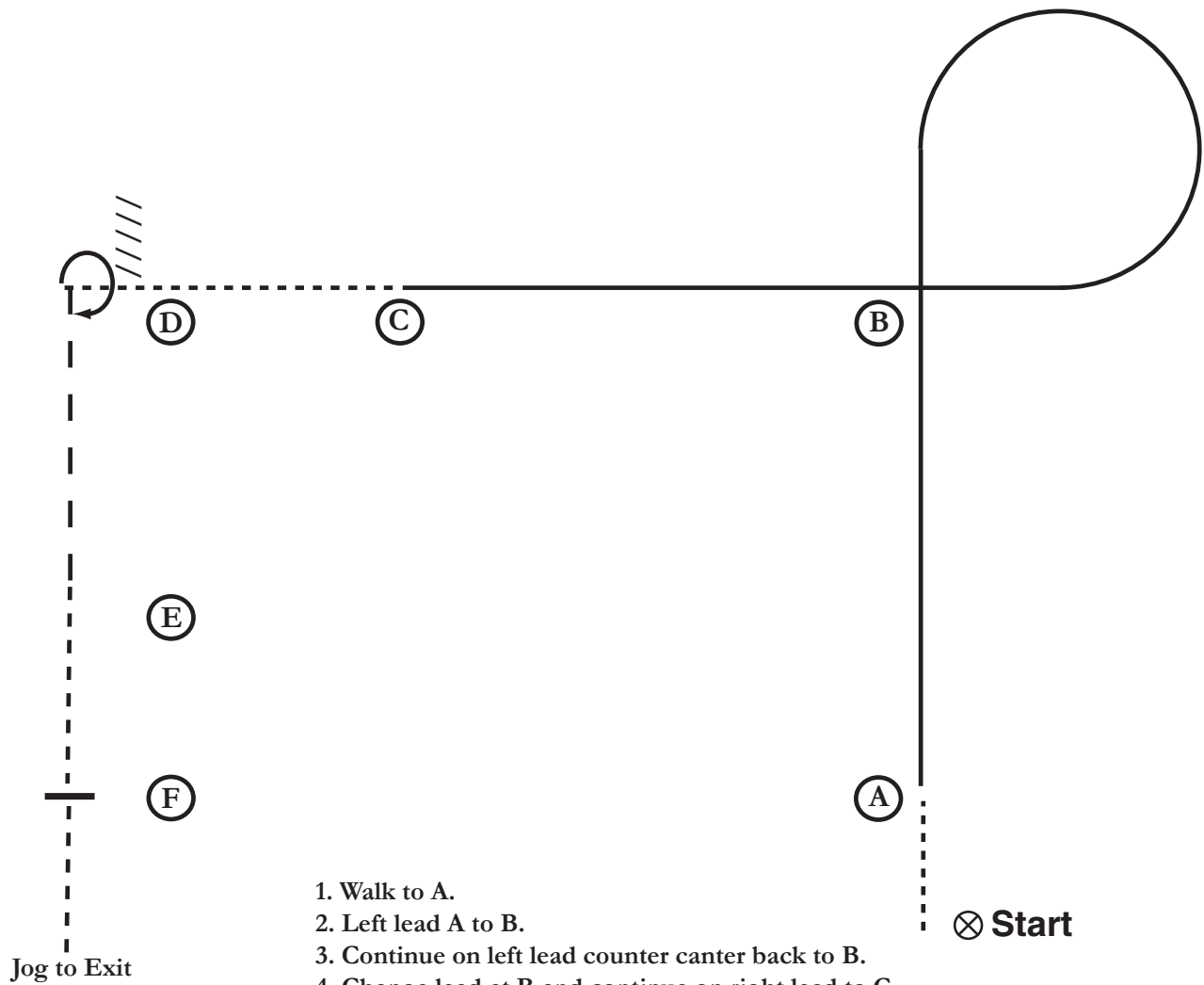
1. Right lead lope
2. Change leads
3. Left lead lope, jog corner
4. Extended trot around the corner and to the center
5. 360° turn to the right
6. 360° turn to the left
7. Left lead lope
8. Simple lead change through a walk; right lead lope; stop
9. Exit at a walk or jog



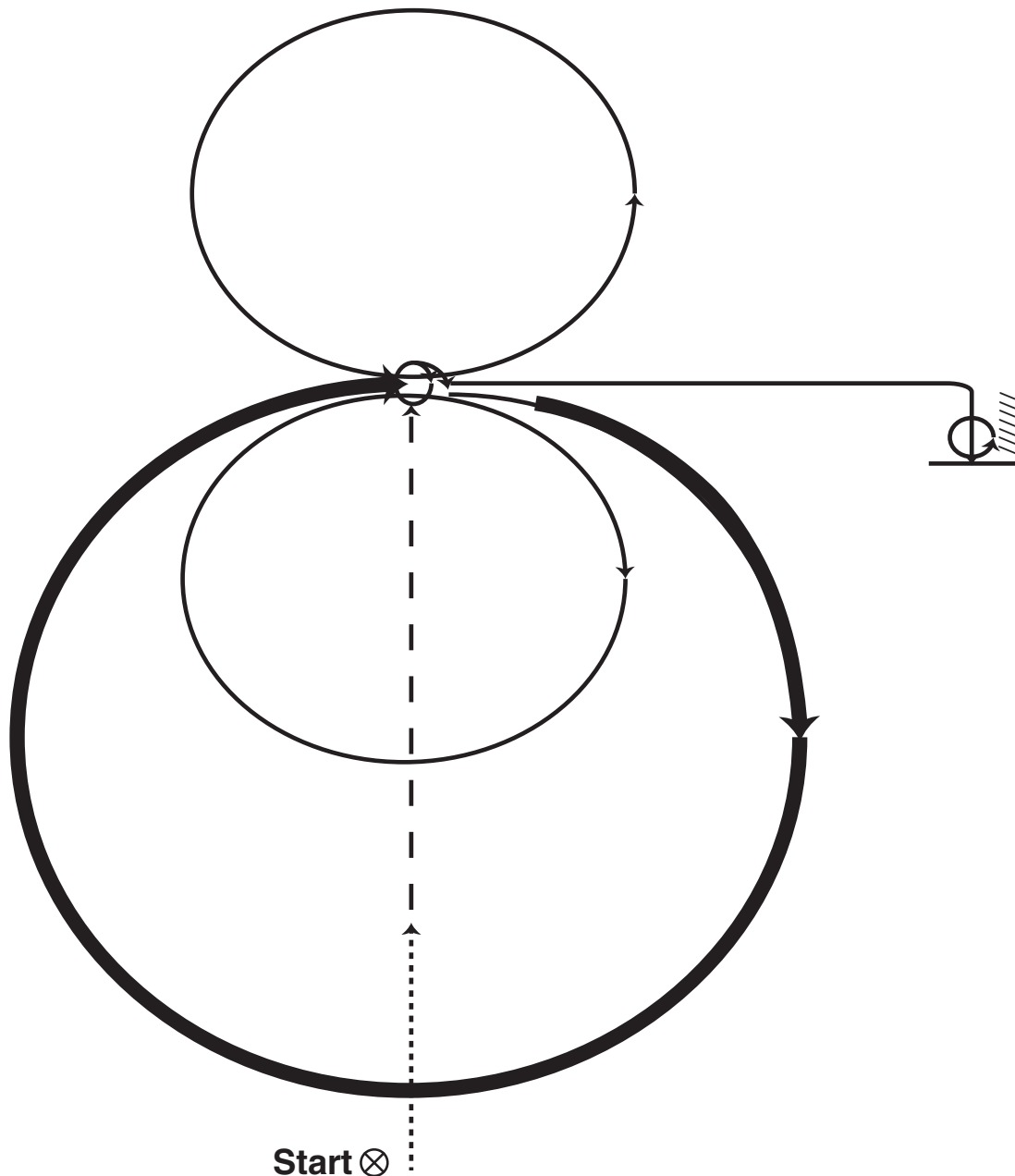
1. Jog 1/3 of line
2. Extended trot 2/3 of line, stop.
3. 3/4 turn to the right
4. Lope right lead, stop, 1 1/4 turn to the left
5. Left lead lope down arena and across the middle of the arena
6. Lope a left lead circle with increased speed, collect
7. Walk, halt, back 2 horse lengths
8. 180 turn to the right, lope right lead across arena and counter canter the corner
9. Change leads, lope to the marker, stop
10. Exit at walk or jog



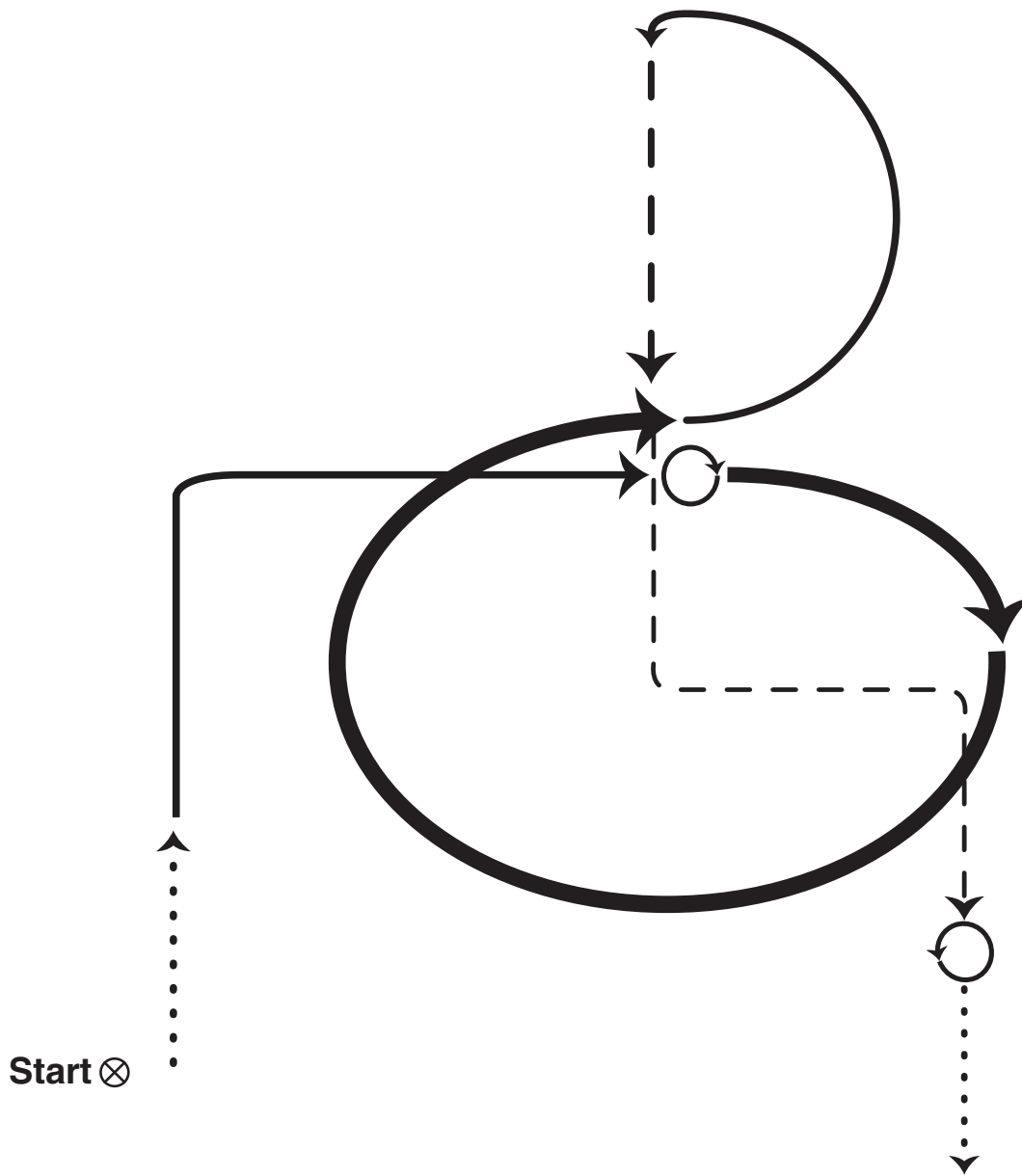
1. Right lead up the center of the arena, stop
2. 1 1/2 turns to the left
3. Extended trot, stop
4. 270° to the right
5. Jog corner
6. Left lead, lope corner, across arena, maintain left lead through the bend
7. Change Leads
8. Right lead
9. Break to a walk and walk with purpose
10. Stop and back
11. Exit at the trot



1. Walk to A.
2. Left lead A to B.
3. Continue on left lead counter canter back to B.
4. Change lead at B and continue on right lead to C.
5. At C make transition to walk with no loss of rhythm or forward motion.
6. Walk past D and stop.
7. Turn 270° right.
8. Back 5 steps.
9. Extend trot to E.
10. Jog E to F.
11. At F stop to show completion of pattern.
- 12 Jog to exit.



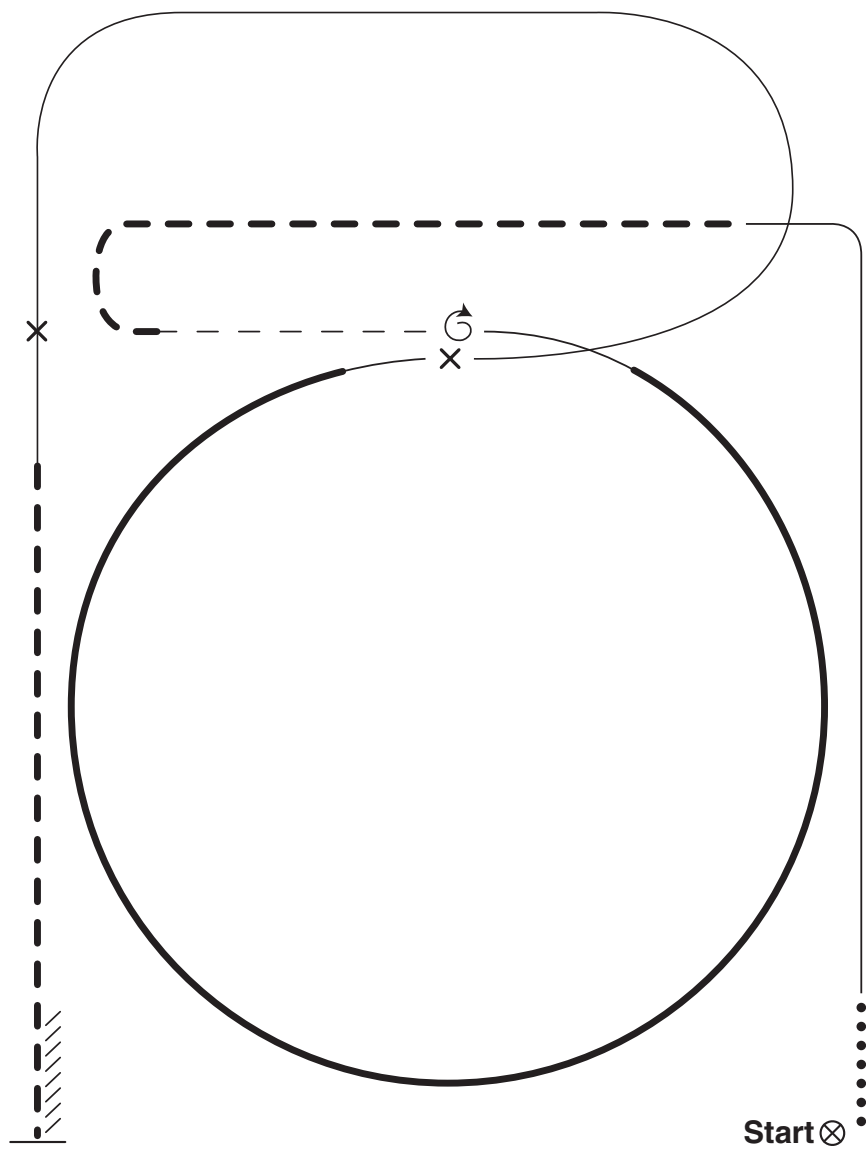
1. Walk approximately 20 feet; jog to center; execute 1 1/4 turn to the right.
2. Lope a large circle to the right with speed; lope a smaller, cadenced circle to the right.
3. Execute a flying lead change and lope a smaller, cadenced circle to the left.
4. Execute a simple lead change; lope the corner and stop.
5. Execute a 360° turn to the left; back and pause for brief inspection.
6. Exit along the rail at a walk or jog.



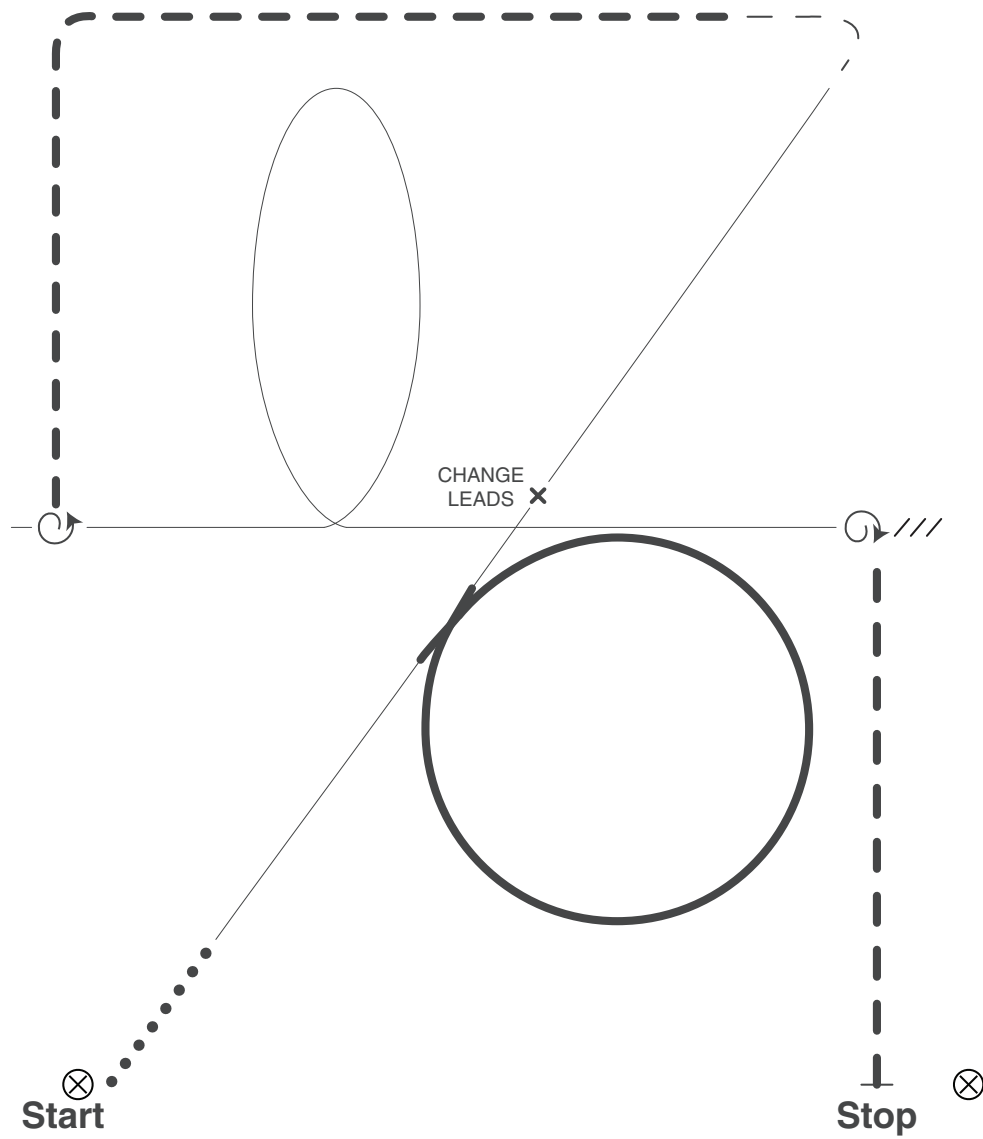
Start ⊗

- X Lead Change
- • Walk
- - Trot
- - Ext Trot
- ==== Lope
- ==== Ext Lope
- //////// Back

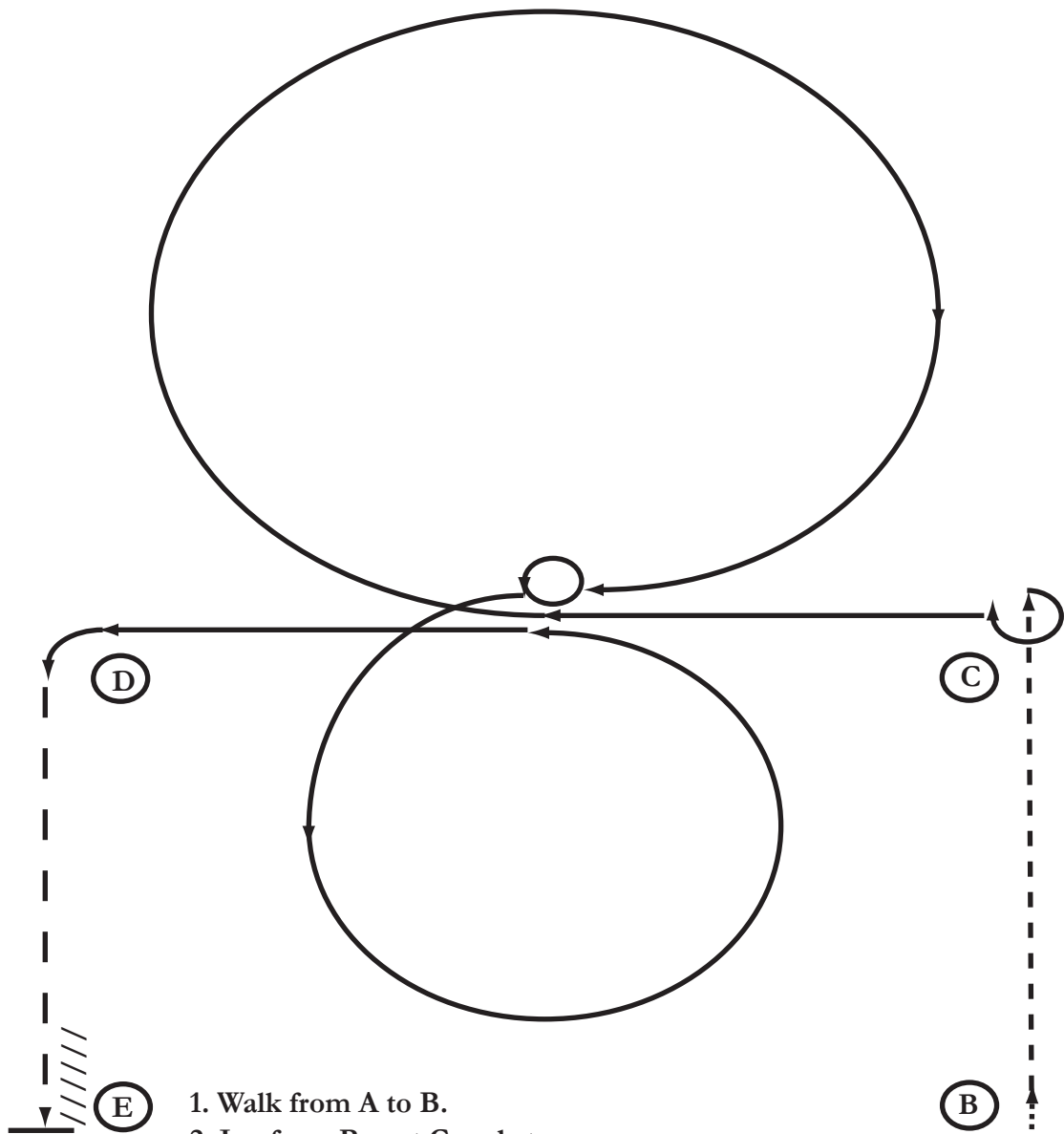
1. Walk 20 feet
2. Lope on right lead to center of the arena
3. Stop. 360 turn to the right
4. Lope a large circle to the right with speed
5. Change leads and lope a half circle, with cadence, to the left
6. Execute an extended trot to the middle of the arena
7. Transition to jog, turn left and then right
8. Stop and execute one spin to the left
9. Hesitate and exit at walk or jog



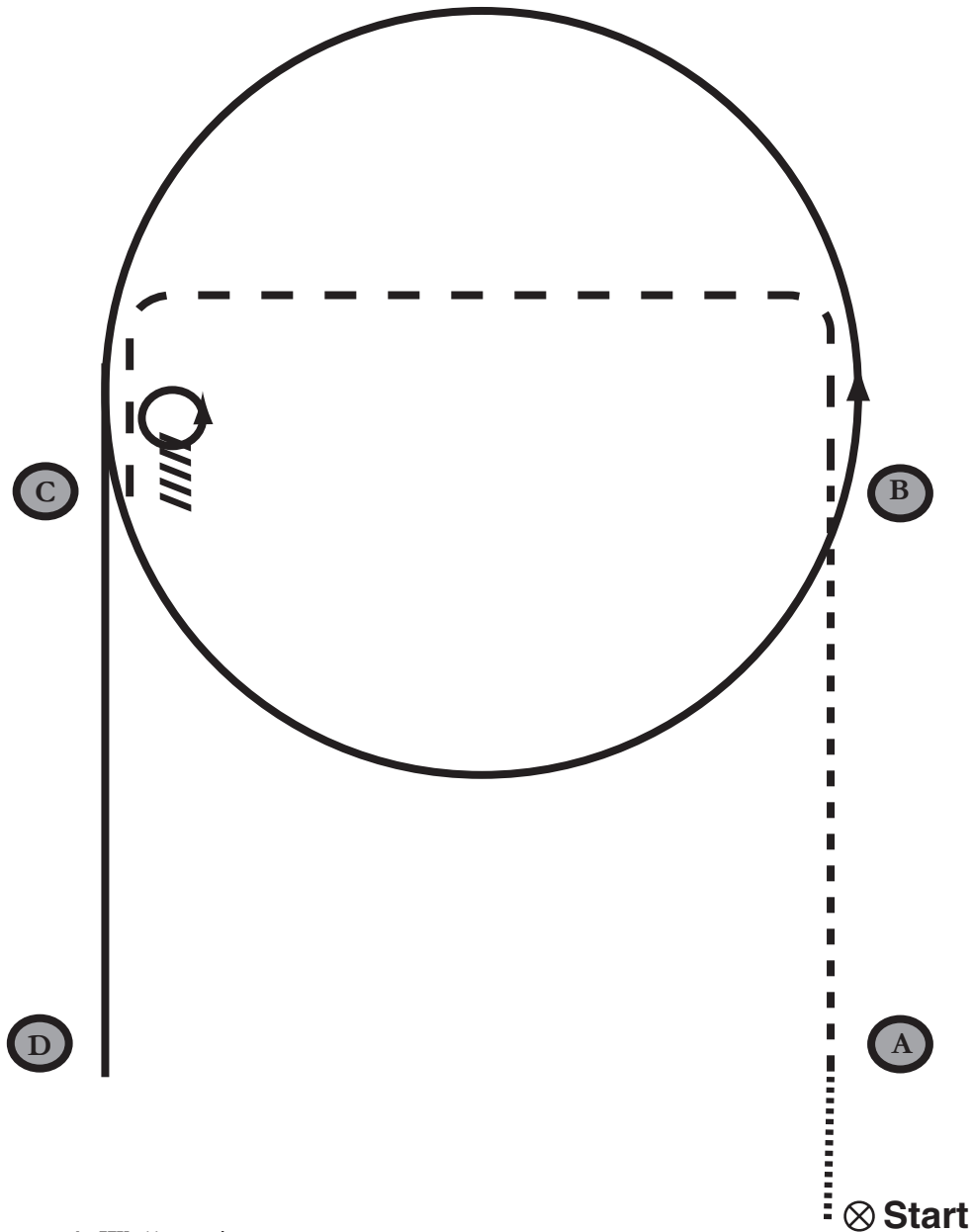
1. Walk
2. Left lead lope
3. Extended trot across arena
4. Jog to center
5. 360 turn right
6. Lope large circle with speed, collect
7. Change leads
8. Left lead lope
9. Simple change of leads
10. Extended trot
11. Stop and back
12. Exit at walk or trot



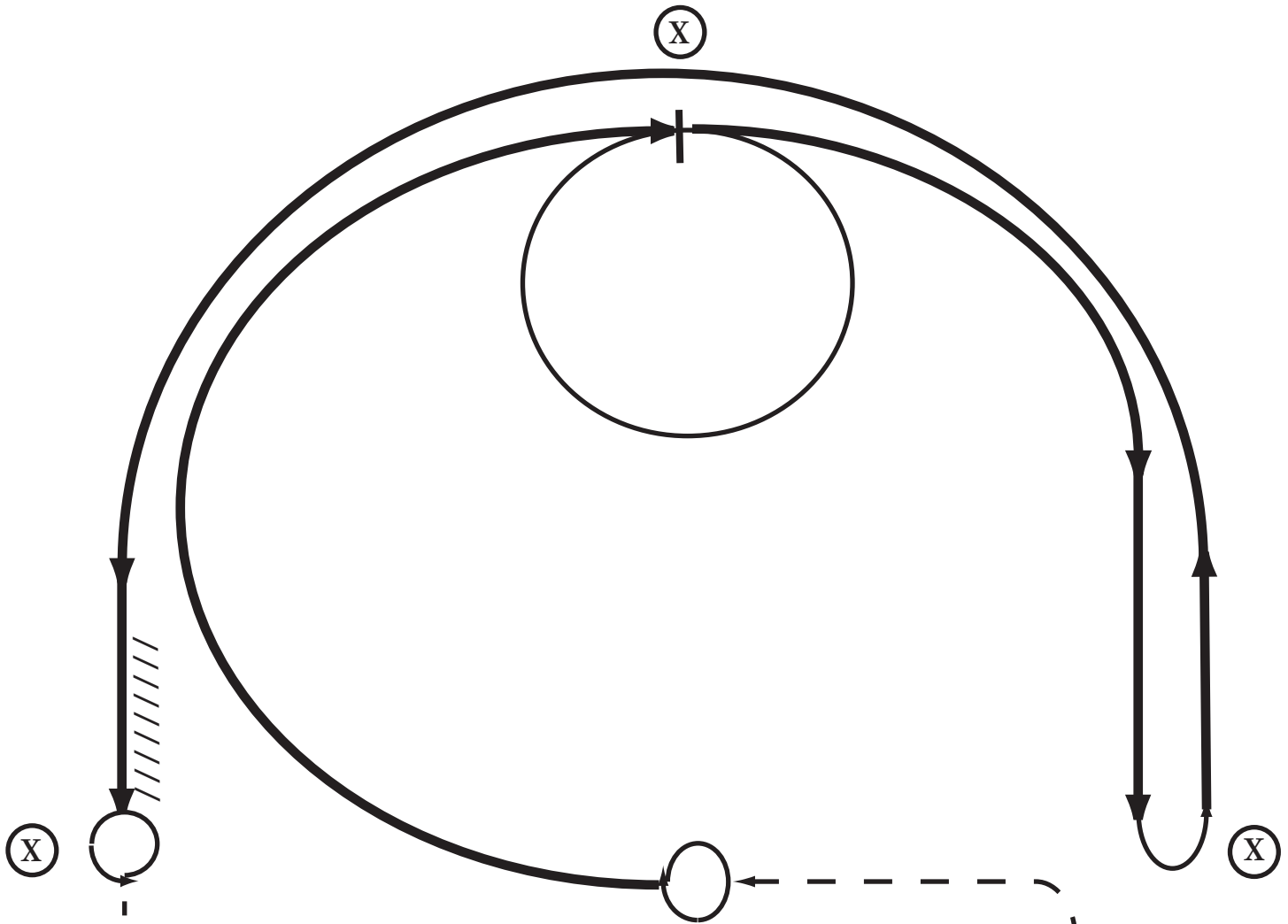
1. Walk with purpose, lope right lead, lope a forward right circle
2. Change leads slightly past the red line
3. Left lead, break to a jog and jog a left corner
4. Extended trot through left corner
5. Stop, 1/4 left turn
6. Left lead, lope loop as shown and continue as drawn
7. Stop, back, 1/4 right turn
8. Extended trot, stop
9. Exit at walk or jog



1. Walk from A to B.
2. Jog from B past C and stop.
3. 3/4 trun right. Lope out on right lead.
4. Lope a large circle, the first 3/4 of the circle fast and the last 1/4 of the circle slower.
5. Stop in the center of the arena and execute a 360° turn to the left.
6. Lope a small, slow circle to the left. Continue loping to outside of D.
7. Moderate extension of the jog to E.
8. Stop and back.
9. Exit at a jog.

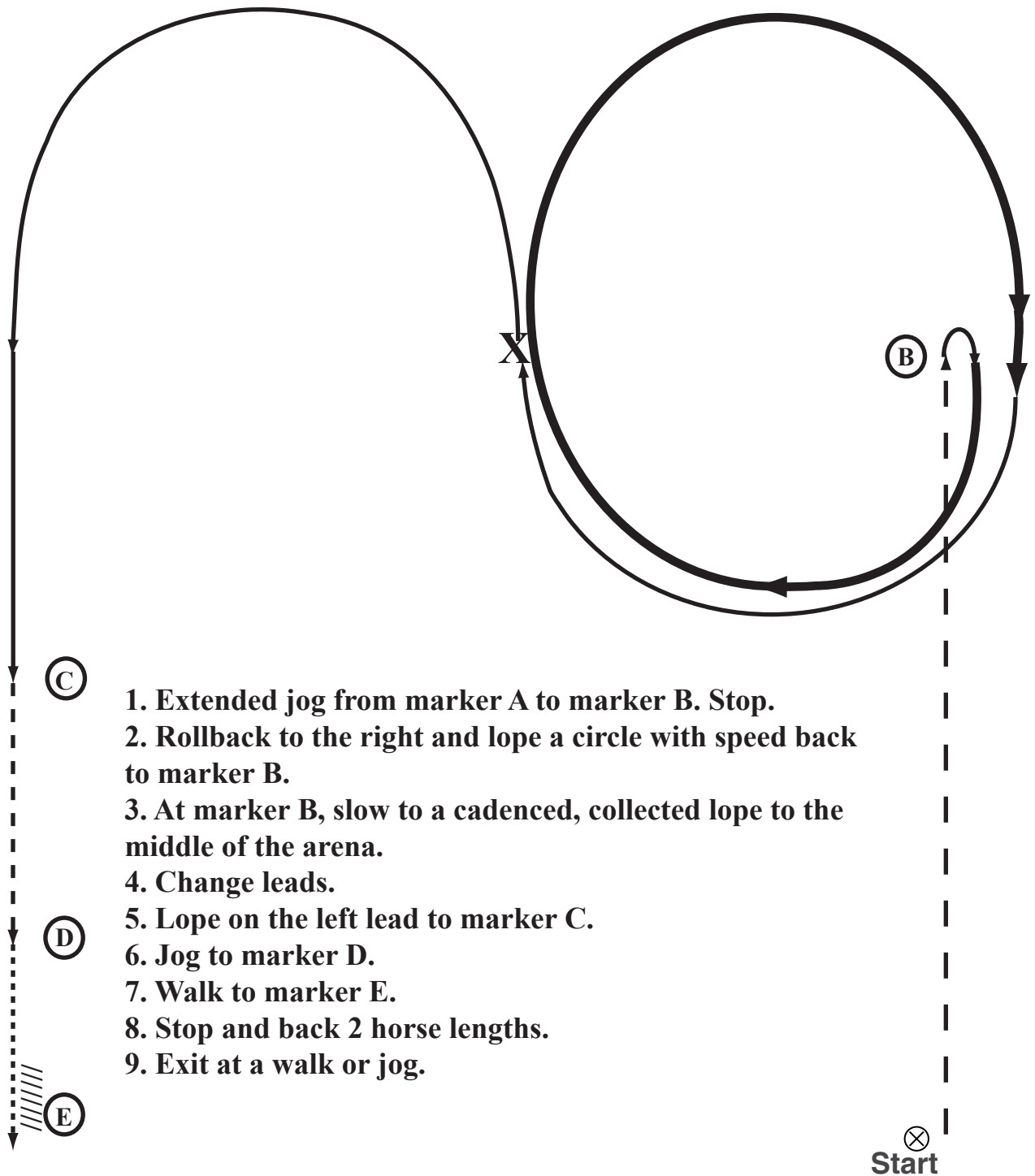


1. Walk to A.
2. Jog from A to B.
3. Extend the jog, executing a partial square from B to C.
4. Stop at C. Back 5 steps. Execute a 360° spin to the left.
5. Lope on left lead to B.
6. Lope with an increase in speed from B to C.
7. Slow down to regular lope from C to D.
8. Stop. Hesitate.
9. Exit at a jog.

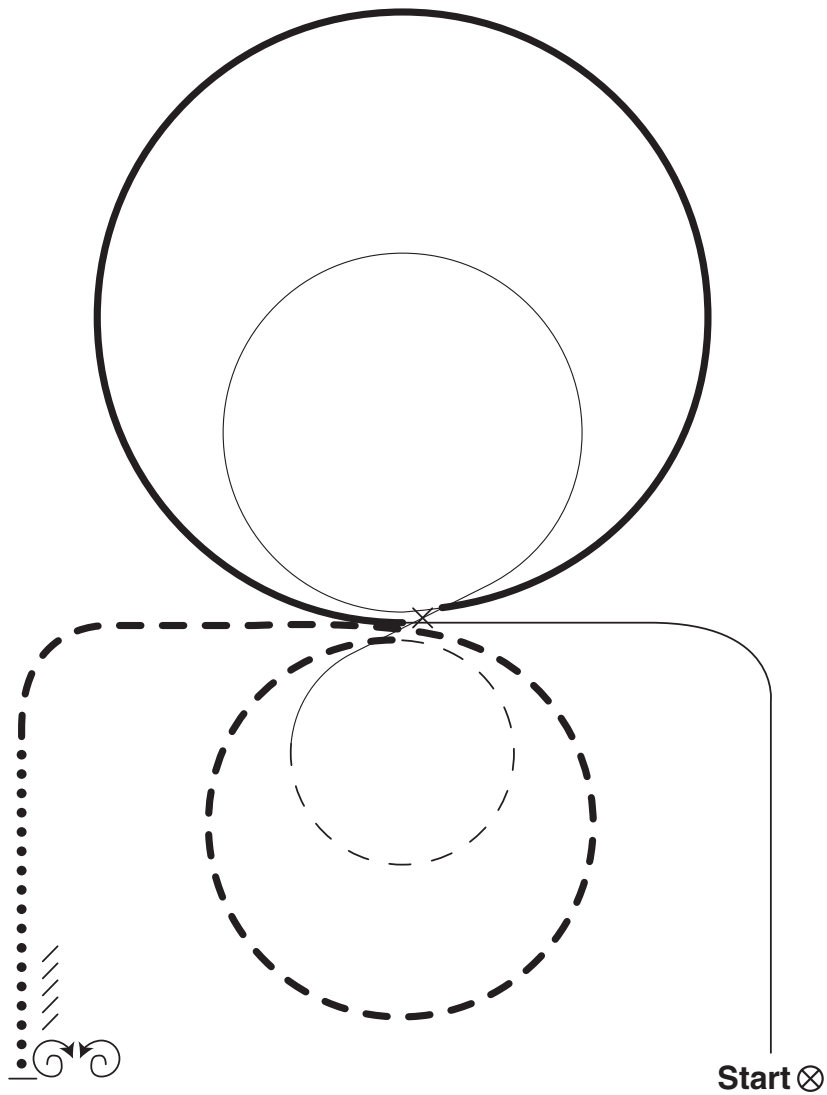


1. Walk 15 feet.
2. Extended jog to middle of arena.
3. Stop. 360° turn to the right.
4. Lope 1/2 of a large circle with increased forward motion.
5. Slow to regular lope at the top of circle and execute a small circle.
6. At top of circle return to circle with increased forward motion.
7. Stop and rollback to the left.
8. Lope around end of arena with increased forward motion.
9. Stop. 360° turn to the left. Back 10 feet.
10. Exit at jog.

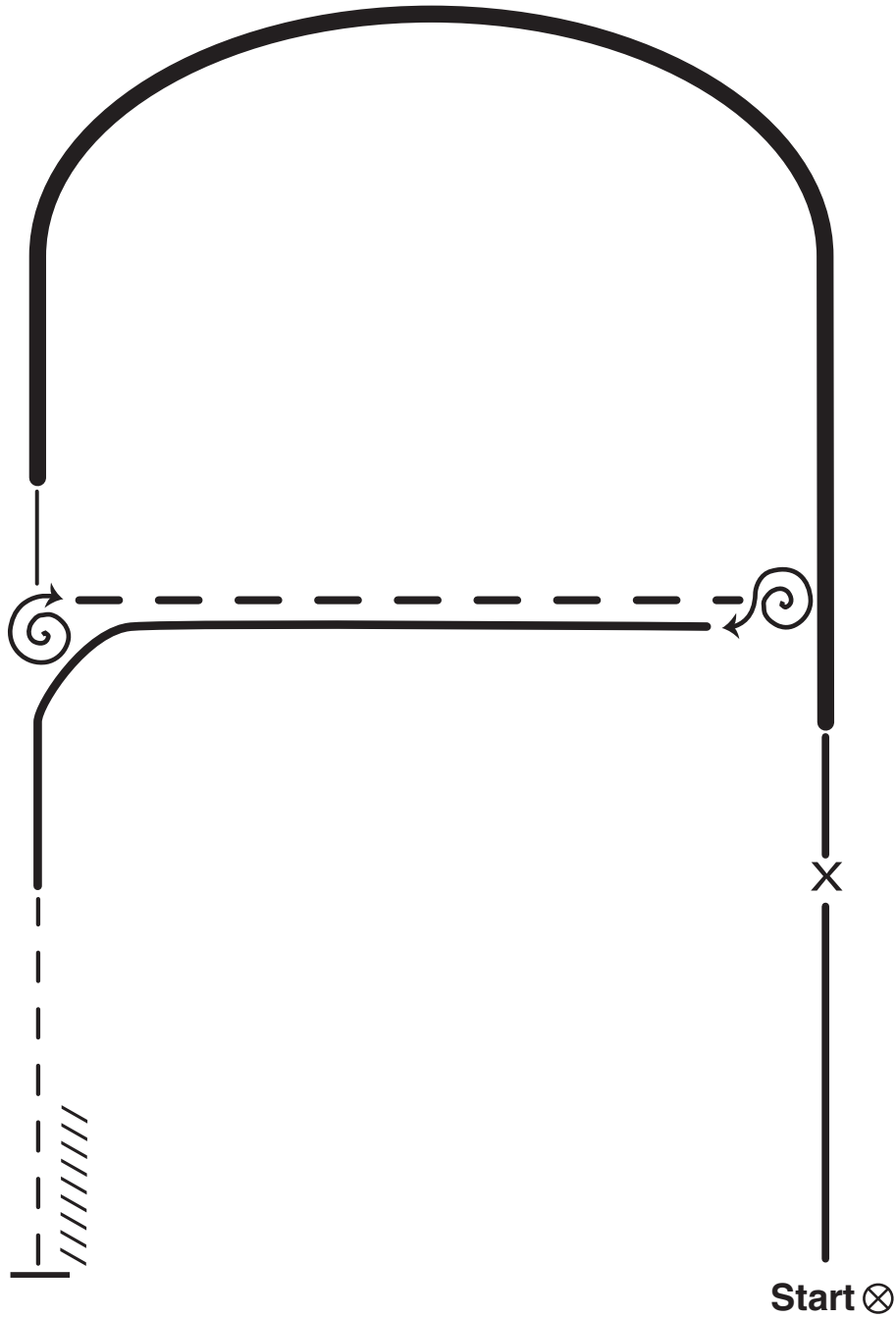
Start



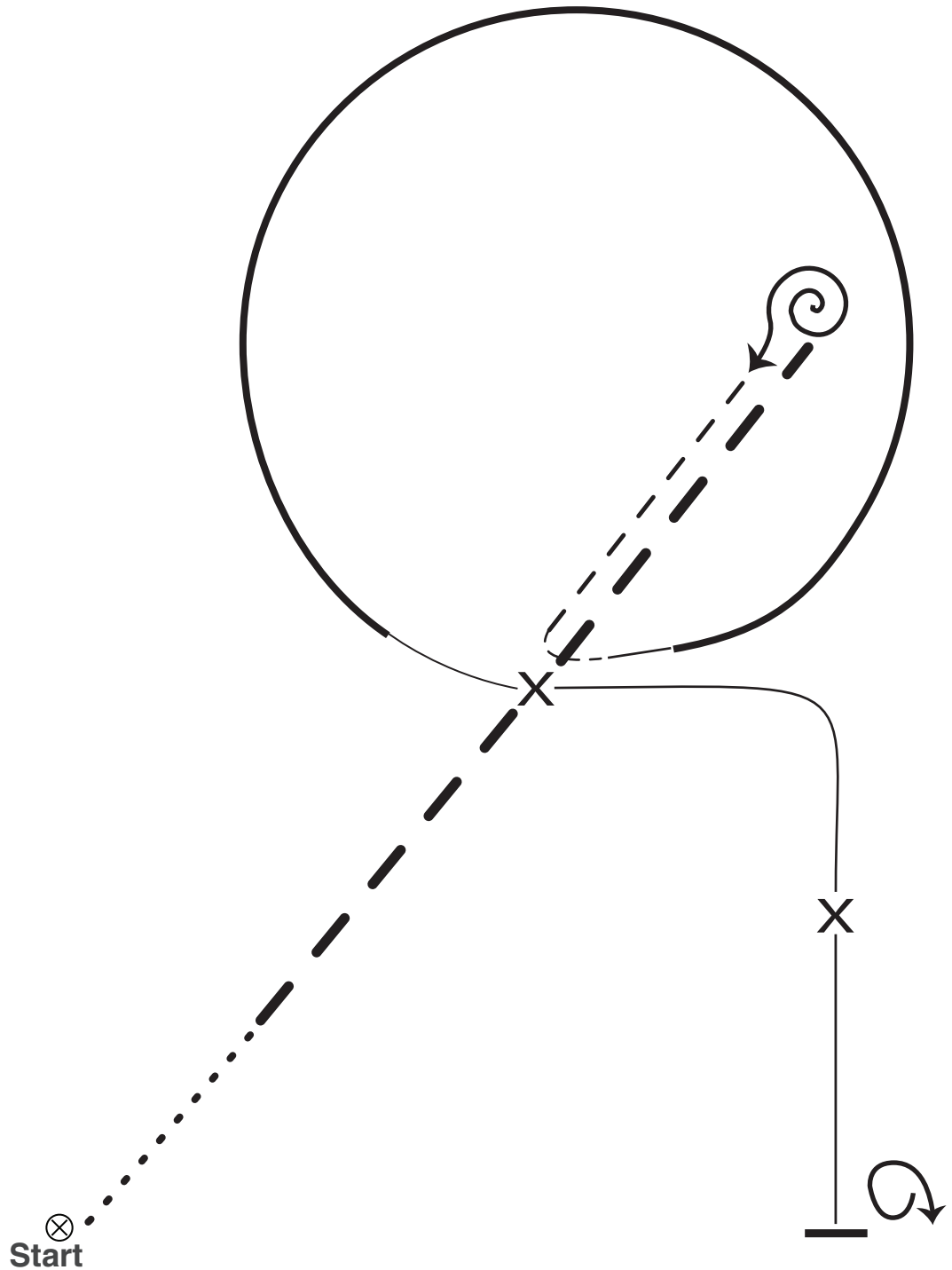
1. Extended jog from marker A to marker B. Stop.
2. Rollback to the right and lope a circle with speed back to marker B.
3. At marker B, slow to a cadenced, collected lope to the middle of the arena.
4. Change leads.
5. Lope on the left lead to marker C.
6. Jog to marker D.
7. Walk to marker E.
8. Stop and back 2 horse lengths.
9. Exit at a walk or jog.



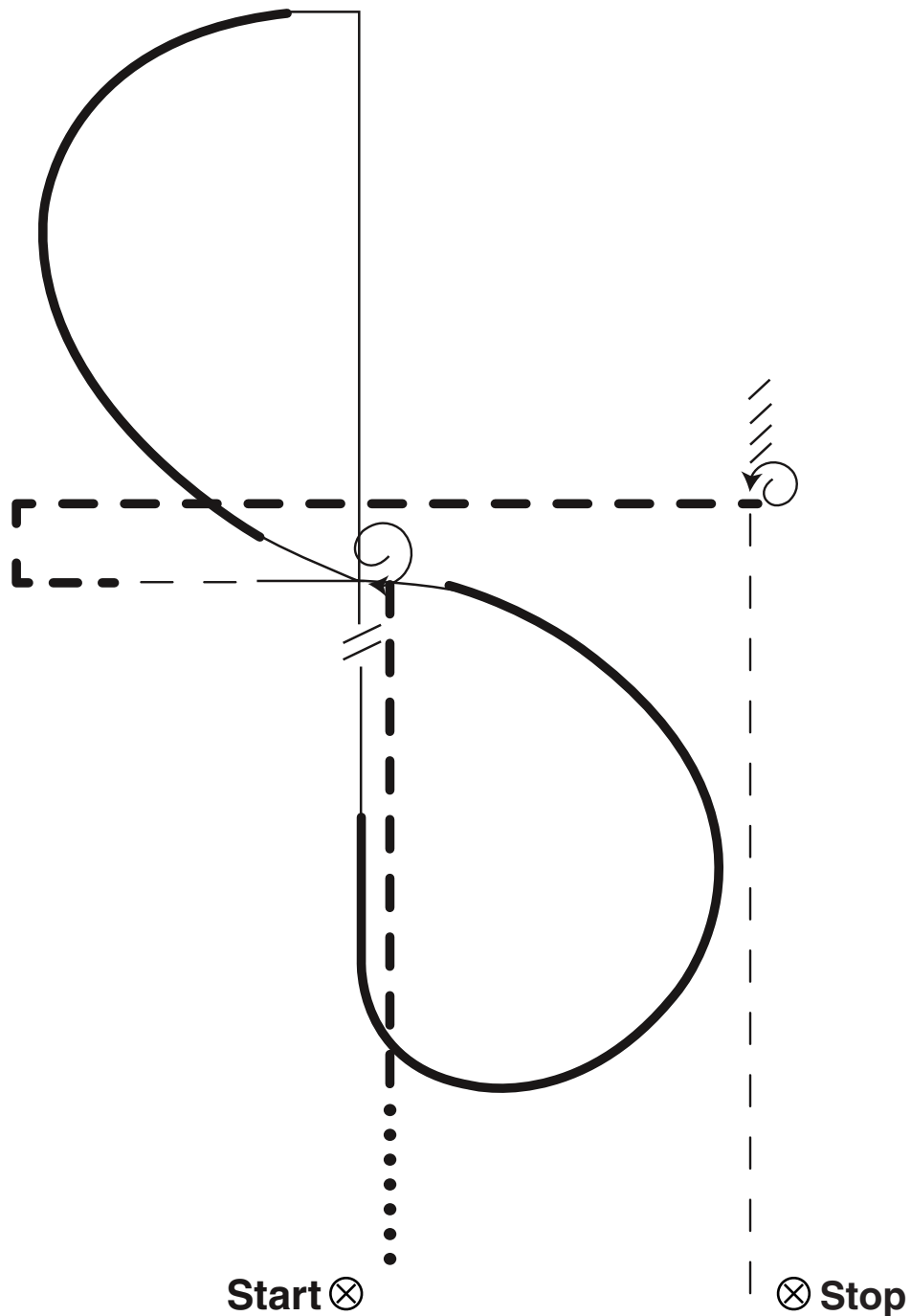
1. Lope right lead, counter-lope the corner to the middle
2. Lope a large circle with speed
3. Lope a smaller, cadenced circle, change leads
4. Lope 1/4 of circle before transitioning to a jog to finish circle
5. Extended trot larger circle and corner
6. Transition to a walk without losing forward motion
7. Stop. 360 degrees both ways (either way first); back
8. Exit at a walk or jog



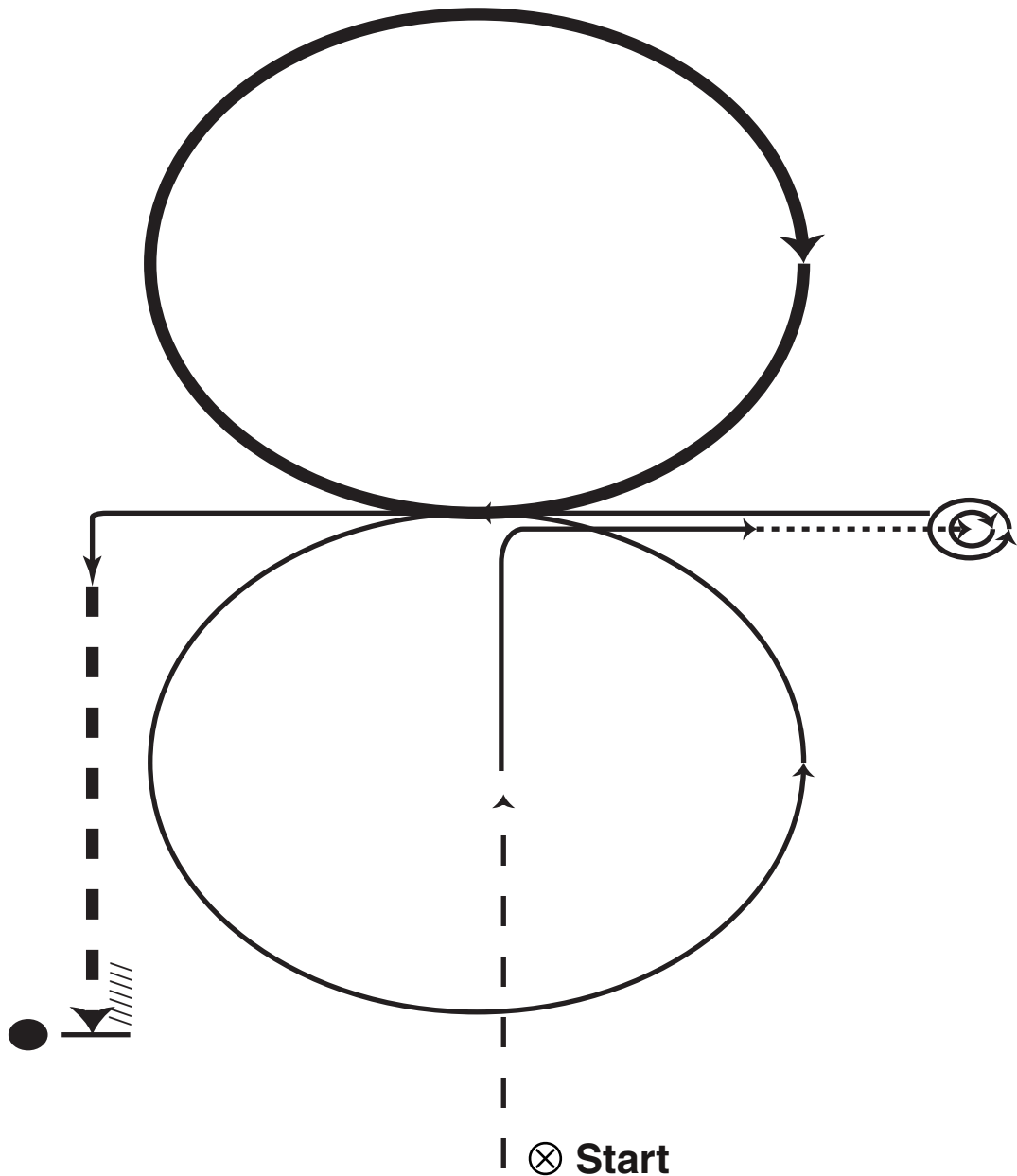
1. Lope 1/3 of line on right lead
2. Change leads
3. Increase the speed and collect before the stop
4. Stop, 1 3/4 right turn
5. Extended jog
6. Stop, 1 1/2 left turn
7. Lope on left lead, jog
8. Stop and back
9. Exit at a walk or jog



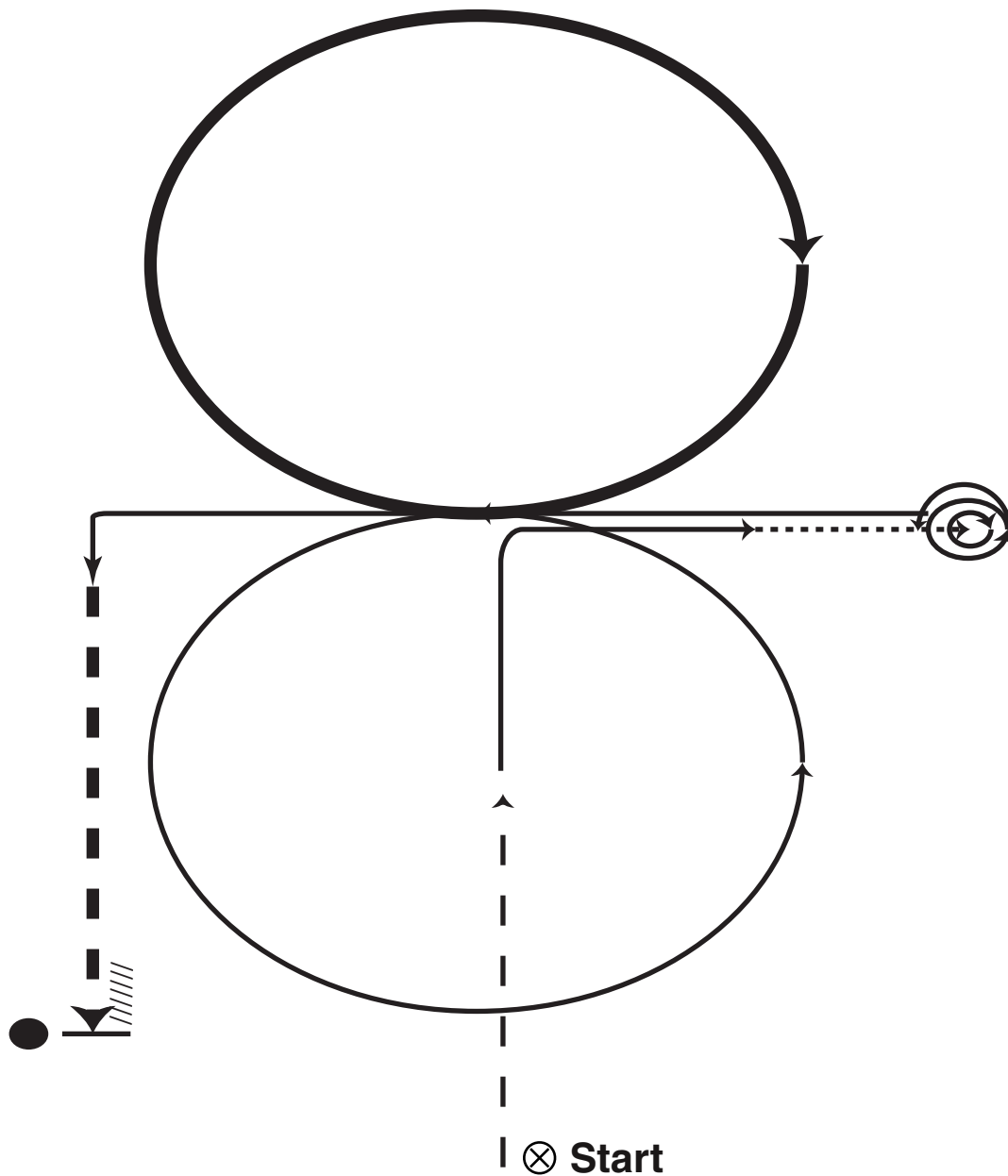
1. Walk
2. Extended jog
3. Stop, 1 1/2 left turn
4. Jog and jog corner
5. Left lead lope moving into an increased pace and then collect to a lope
6. Change leads, lope corner
7. Simple change of leads through a walk
8. Left lead lope
9. Stop, 360 right
10. Exit at walk or jog



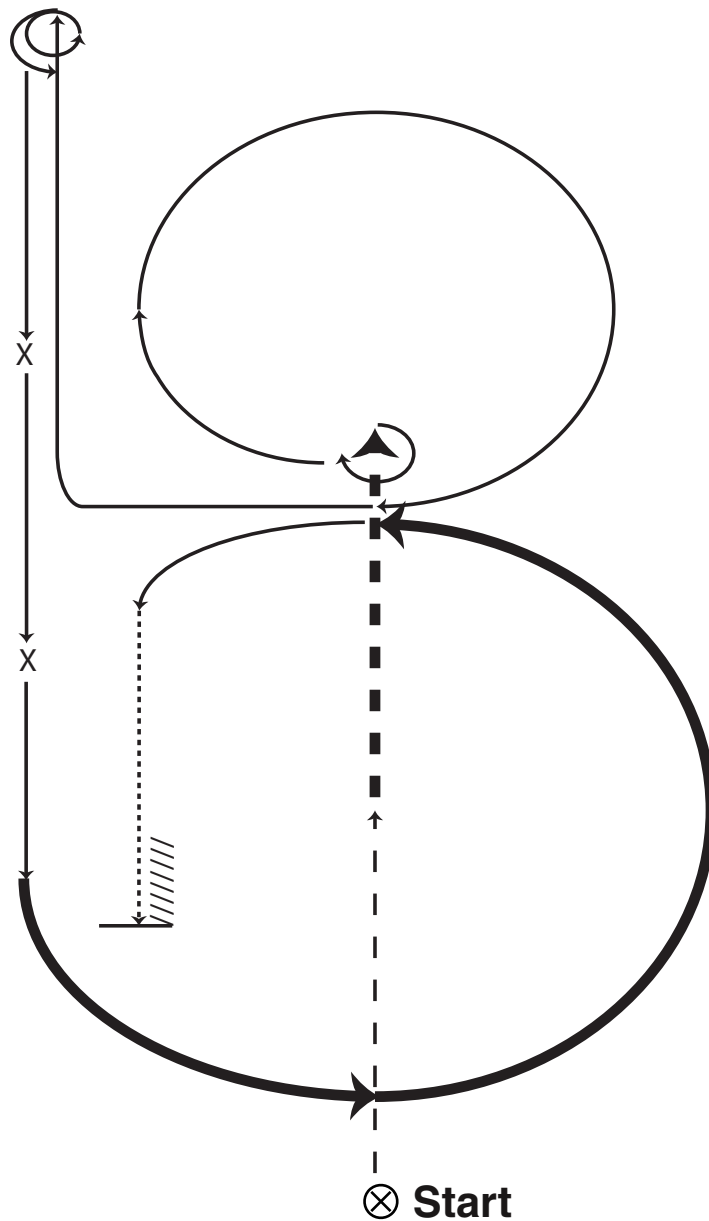
1. Walk with a purpose up the center of the arena
2. Extend the trot to the center of the arena, stop
3. 1 3/4 turn to the right
4. Lope right lead, build speed for 1/2 of a circle collect and lope a square corner and continue down the center of the arena
5. Change leads slightly past center
6. Continue on the left lead down the center of the arena building to an extended lope through the 1/2 circle; collect
7. Break to a jog, extend the jog through two corners and across the arena, stop
8. 3/4 turn to the left, back
9. Jog, stop
10. Exit at the walk or jog



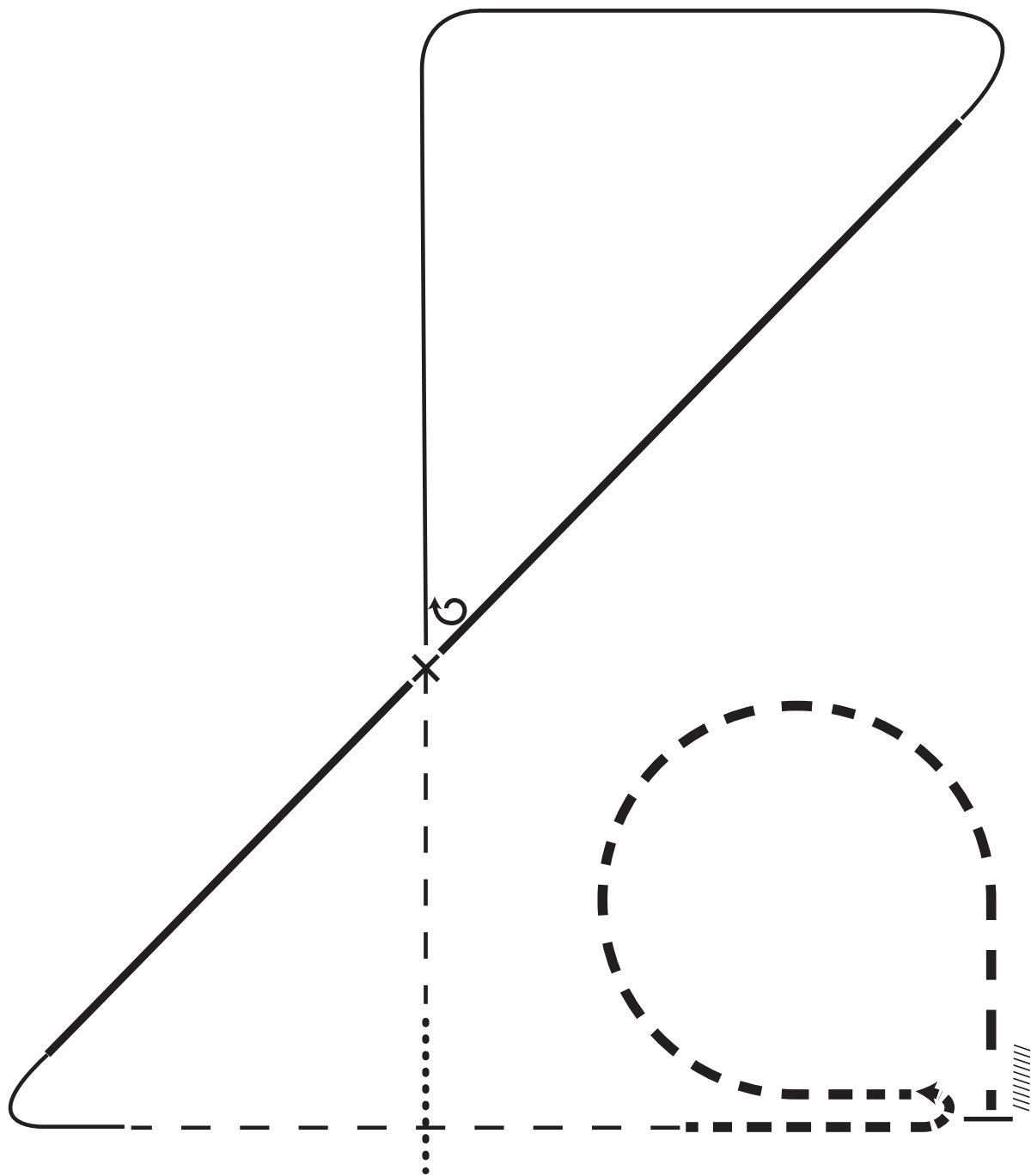
1. Enter arena at a jog. Jog 1/2 way to center. Lope to center and make a square corner on the right lead.
2. Walk. Stop and hesitate for approximately 5 seconds for inspection.
3. Execute a 360° turn to the right and 360° turn to the left.
4. Lope on left lead to center, continuing into a cadenced circle to the left.
5. Change leads and lope a circle with speed to the right.
6. Change leads and make a semi-square corner.
7. Extended jog to marker. Stop and back.



1. Enter arena at a jog. Jog 1/2 way to center. Lope to center and make a square corner on the right lead.
2. Walk. Stop and hesitate for approximately 5 seconds for inspection.
3. Execute a 360° turn to the right and 1 and 1/2 turn to the left.
4. Lope on left lead to center, continuing into a cadenced circle to the left.
5. Change leads and lope a circle with speed to the right.
6. Change leads and make a semi-square corner.
7. Extended jog to marker. Stop and back.

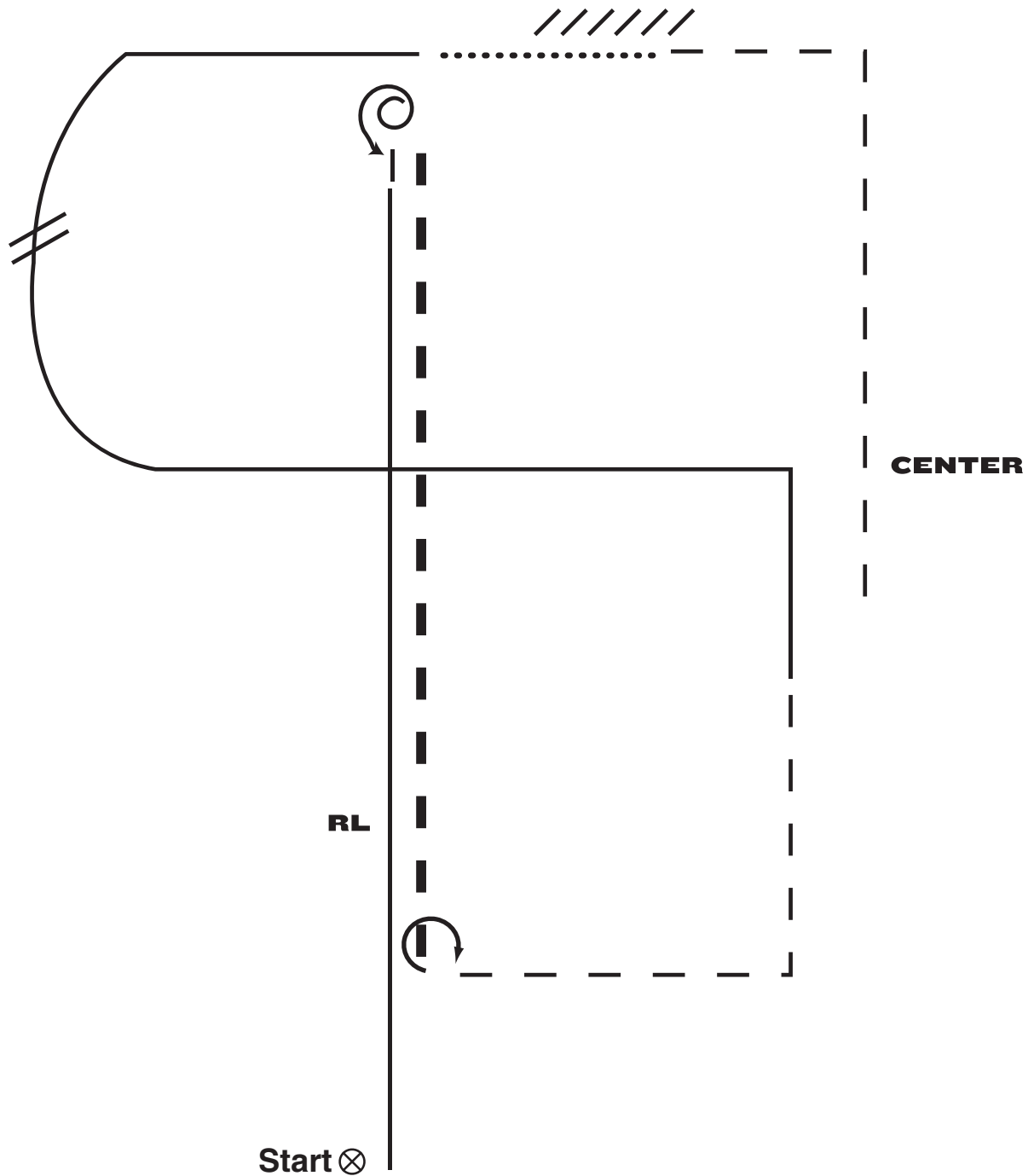


1. Jog 1/2 of the line. Extended trot to center.
2. 3/4 turn to right, lope a cadenced circle to the right, continuing across the arena and making a corner to the right.
3. Stop. 1 1/2 turns to the left, lope on the left lead - execute a flying lead change.
4. Continue down line and execute a simple change of leads.
5. Lope a partial circle with speed. Collect to the lope.
6. Walk, stop and back.
7. Exit at a walk or jog.

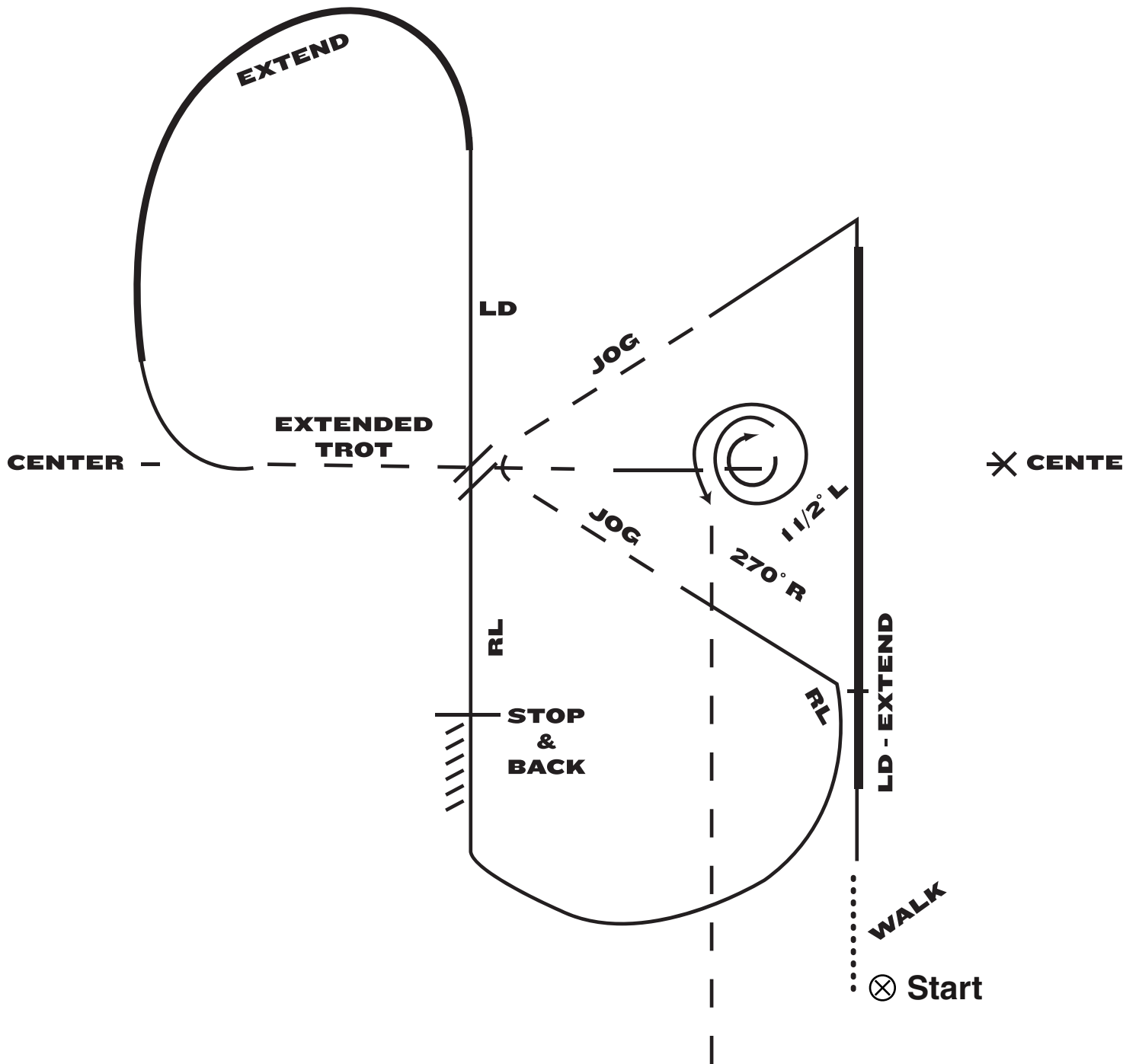


NO START CONE

1. Walk
2. Extended trot to the middle
3. Stop, 360 right turn
4. Lope on right lead around two corners
5. Lope with increased pace diagonally across arena, change leads
6. Continue lope with increased pace, collect to a lope around corner
7. Jog 2/3 of line across arena
8. Extended trot 1/3 of line, turning back and continue the extended trot through a circle
9. Stop and back
10. Exit at walk or jog

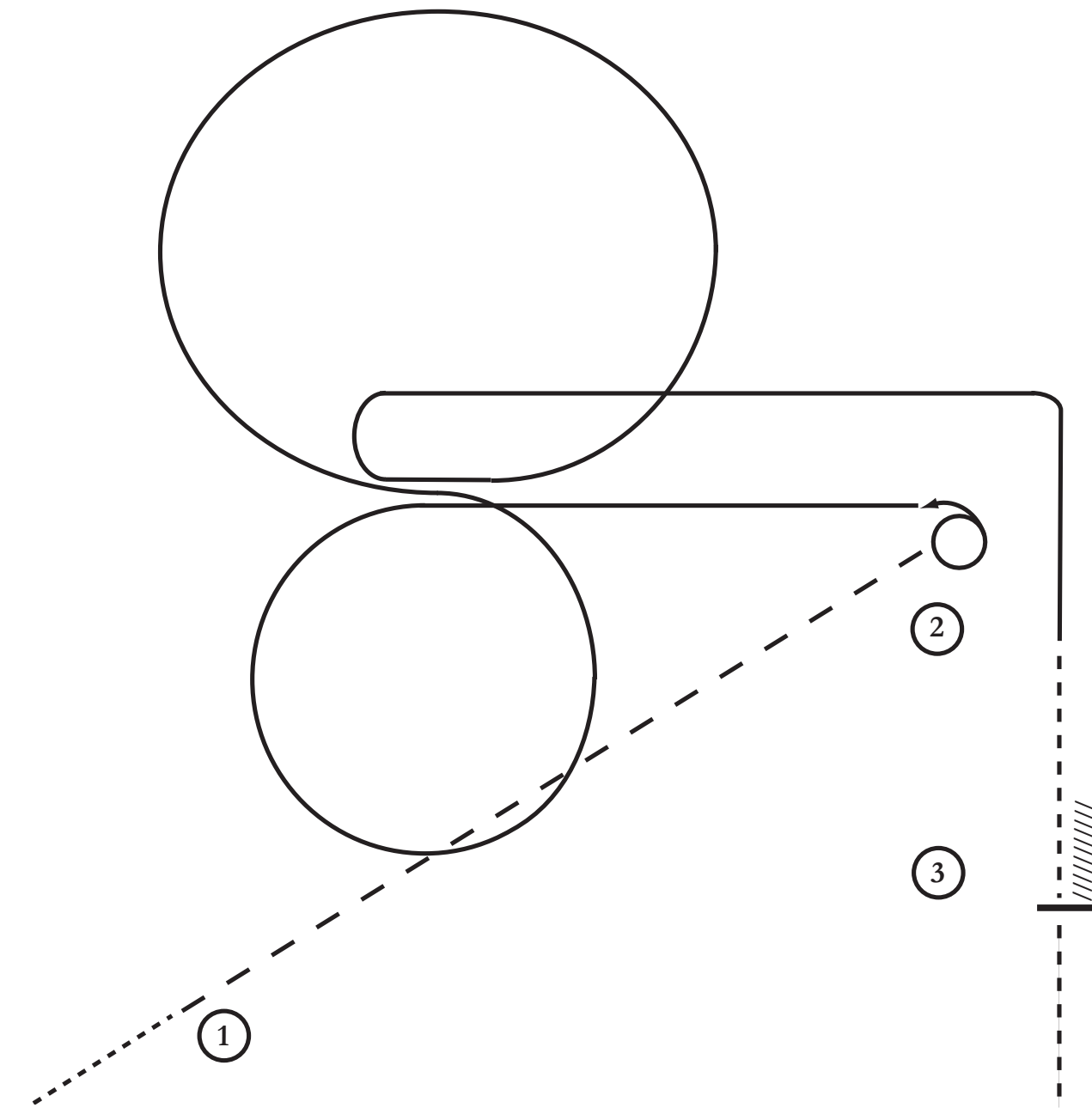


1. Right lead up the center of the arena, stop
2. 1 1/2 turns to the left
3. Extended trot, stop
4. 270° to the right
5. Jog corner
6. Left lead, lope corner, across arena, maintain left lead through the bend
7. Change Leads
8. Right lead
9. Break to a walk and walk with purpose
10. Stop and back
11. Exit at the trot



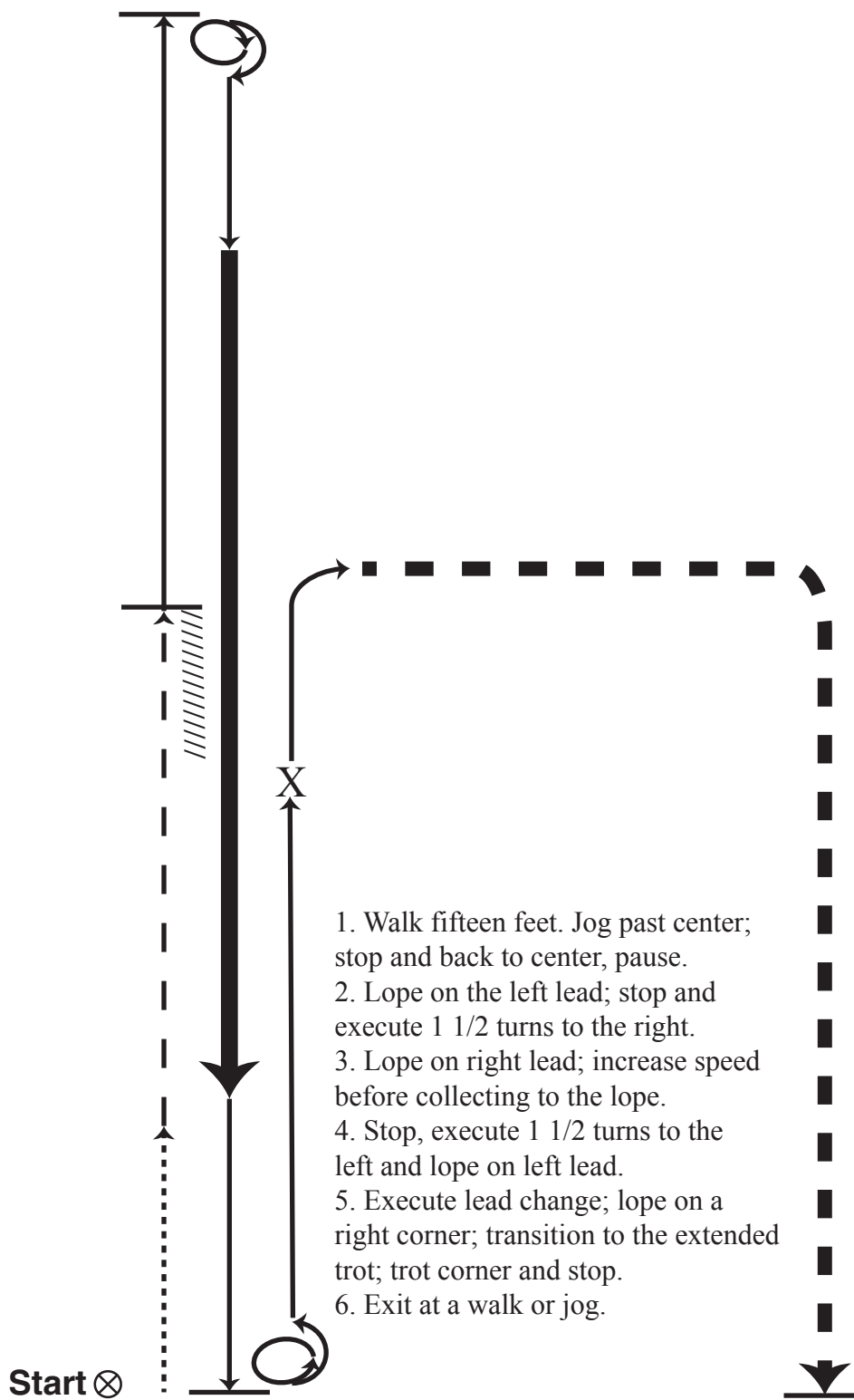
1. Walk with purpose
2. Left lead lope, building to an extended lope, collect
3. Lope left corner, break to a jog, jog a left corner
4. Right lead
5. Stop and back
6. Right lead, change leads
7. Left lead building to an extended lope around the arena, collect
8. Break to an extended trot, stop
9. 270° turn to the right
10. 1 1/2 turns to the left
11. Exit at a moderate extension of the jog

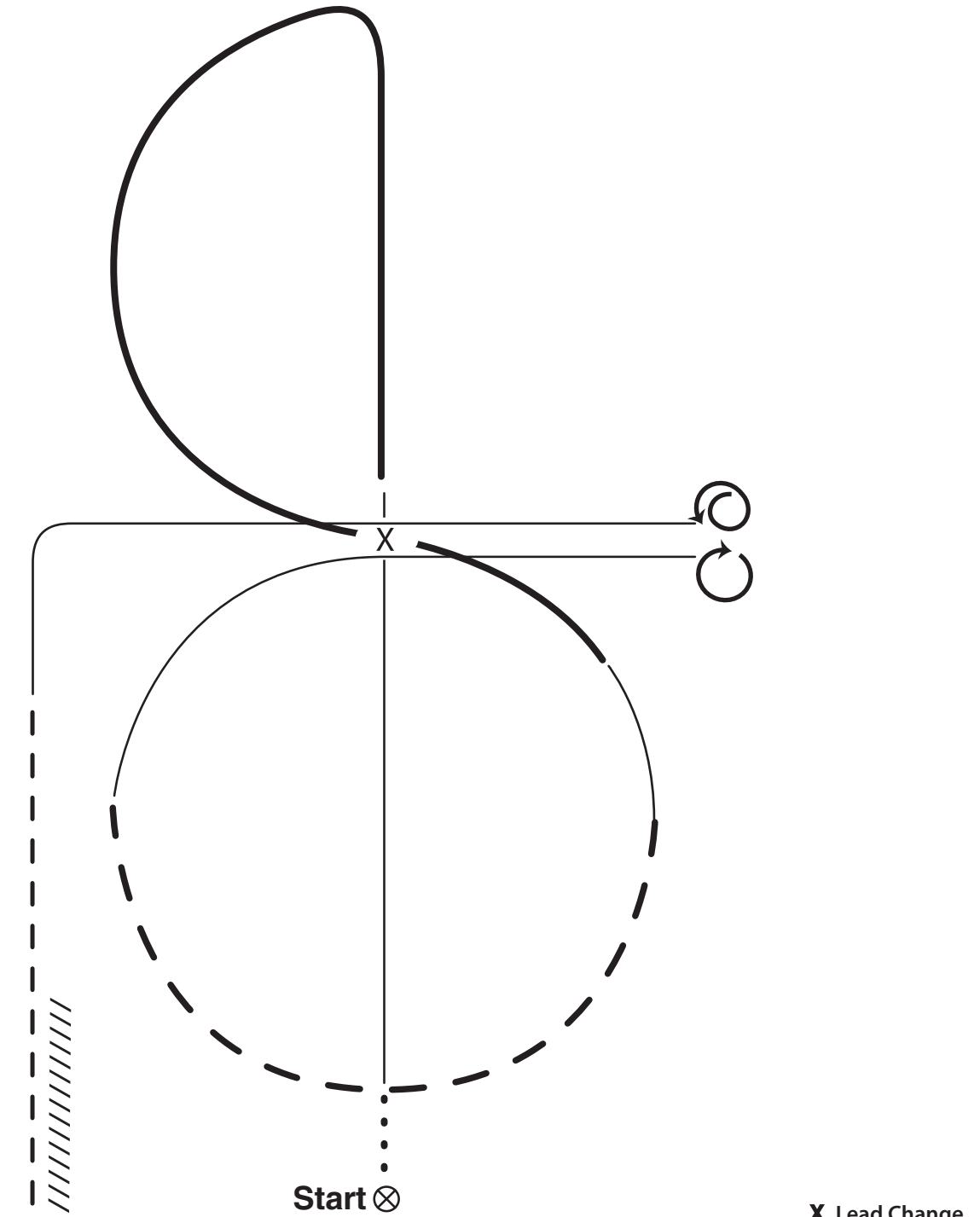
R



Start ⊗

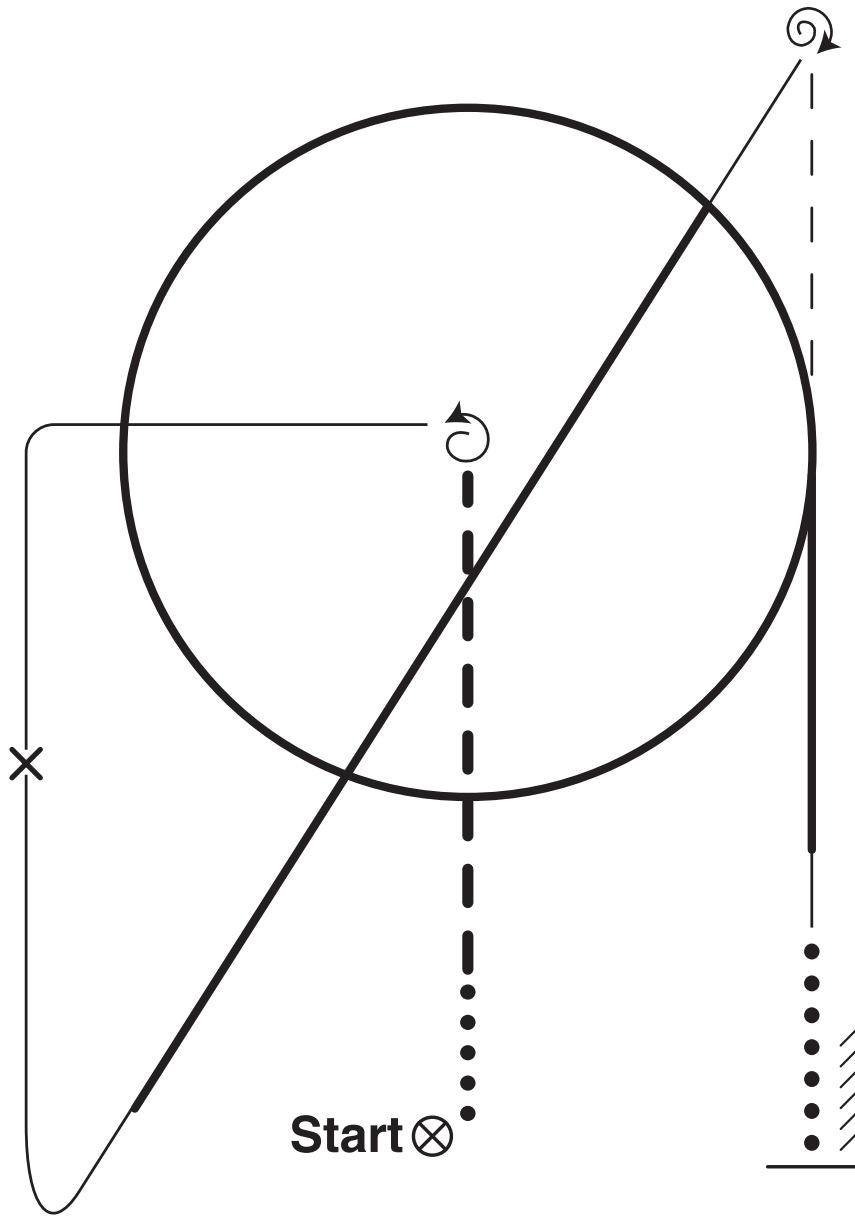
1. Walk to marker 1.
2. Extended jog from marker 1 to marker 2.
3. Stop. Approximately 450° turn to the left.
4. Small, slow circle to the left.
5. Change leads, large fast circle to the right.
6. After completion of large fast circle, slow to lope and execute a U turn back towards marker 2.
7. Lope a square corner to marker 2.
8. Jog from marker 2 to 3.
9. Stop and back. Hesitate to show completion of pattern.
10. Exit at jog.



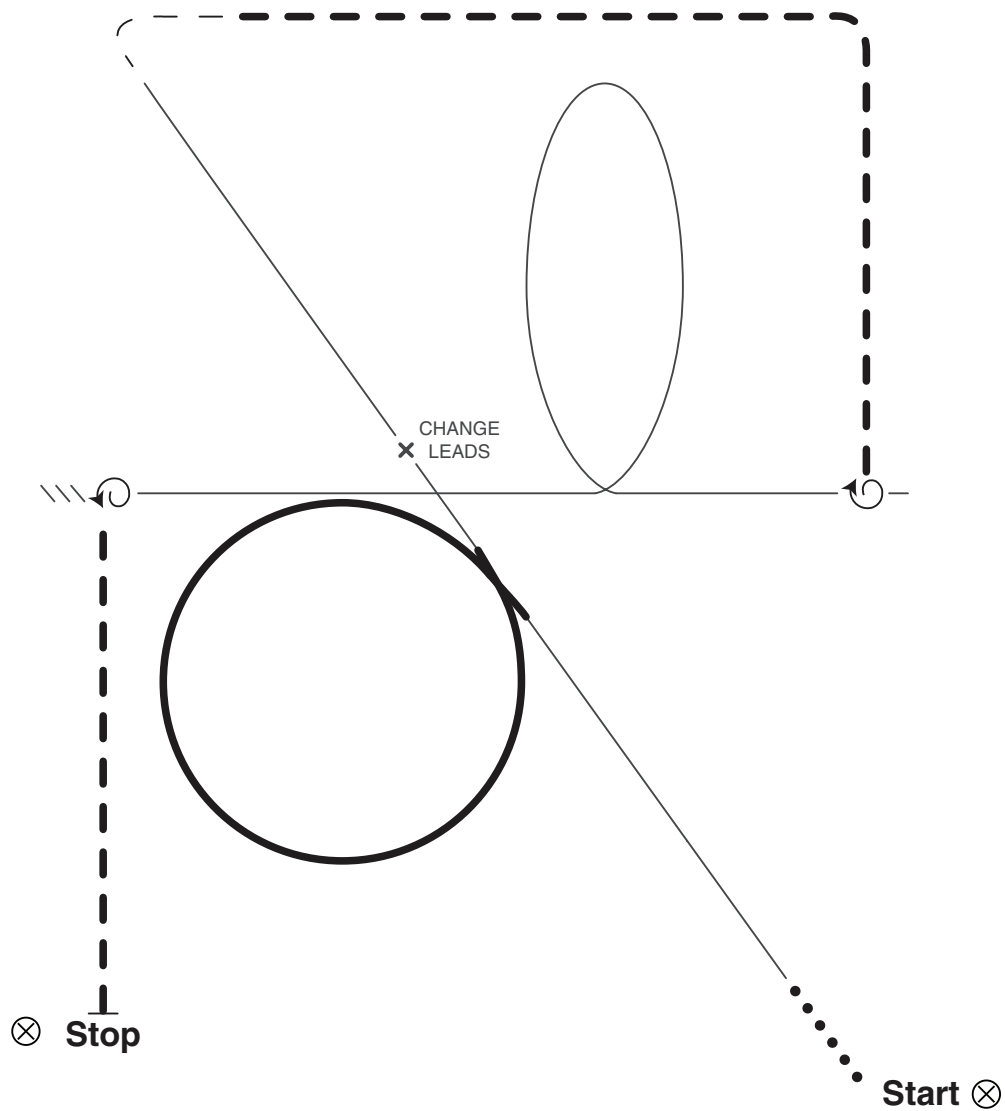


1. Walk 15 feet
2. Right lead lope, change leads
3. Left lead building into a lope with speed
4. Change leads, collect to a lope
5. Extended trot
6. Lope right lead, stop
7. 360 right, 1 1/2 left
8. Lope left lead
9. Jog, stop and back
10. Exit at a walk or jog

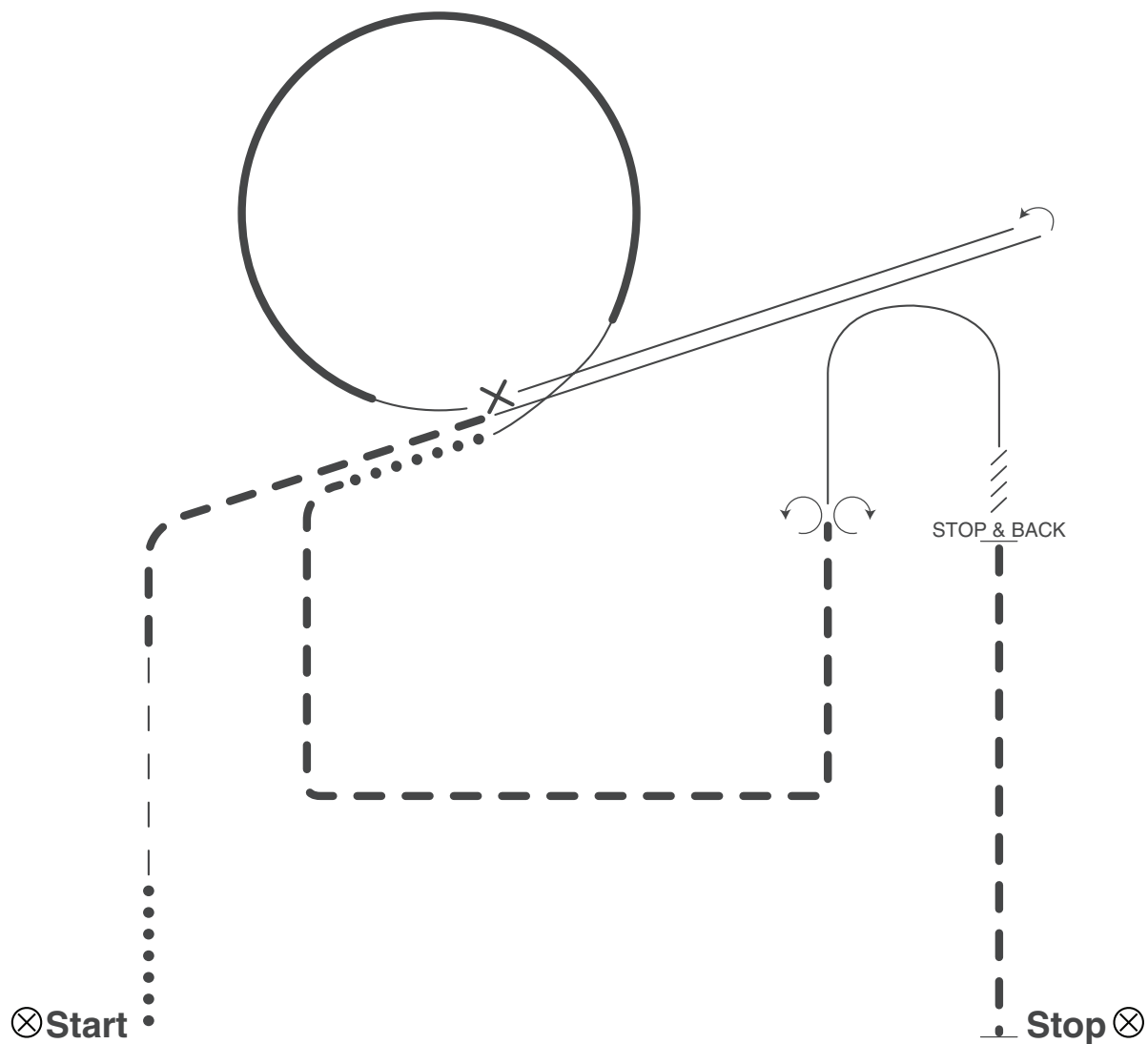
- X Lead Change
- • Walk
- - Trot
- — Ext Trot
- Lope
- Ext Lope
- //// //// Back



1. Walk
2. Extended trot
3. Stop, 1 1/4 turn left
4. Right lead, counter canter
5. Change leads, lope corner
6. Extended lope , collect
7. Stop, 1 3/8 turn right
8. Jog to the middle
9. Right lead large circle with speed, collect to lope
10. Walk
11. Stop and back
12. Exit at a walk or jog



1. Walk with purpose, lope left lead, lope a forward left circle
2. Change leads
3. Right lead, break to a jog and jog a right corner
4. Extended trot through right corner
5. Stop, 1/4 right turn
6. Right lead, lope loop as shown and continue as drawn
7. Stop, back, 1/4 left turn
8. Extended trot ,stop
9. Exit at walk or jog



- I.
 1. Walk with purpose
 2. Jog, extended trot through the corner
 3. Lope right lead on the diagonal
 4. Stop, left roll back, left lead
 5. Change leads, lope right circle with speed, collect
 6. Walk and drop stirrups
 7. Extended trot as shown
 8. Stop - 360° turn both directions (either direction first)
 9. Left lead and counter canter loop
 10. Stop and back
- II. Extended trot, stop and exit at walk or jog