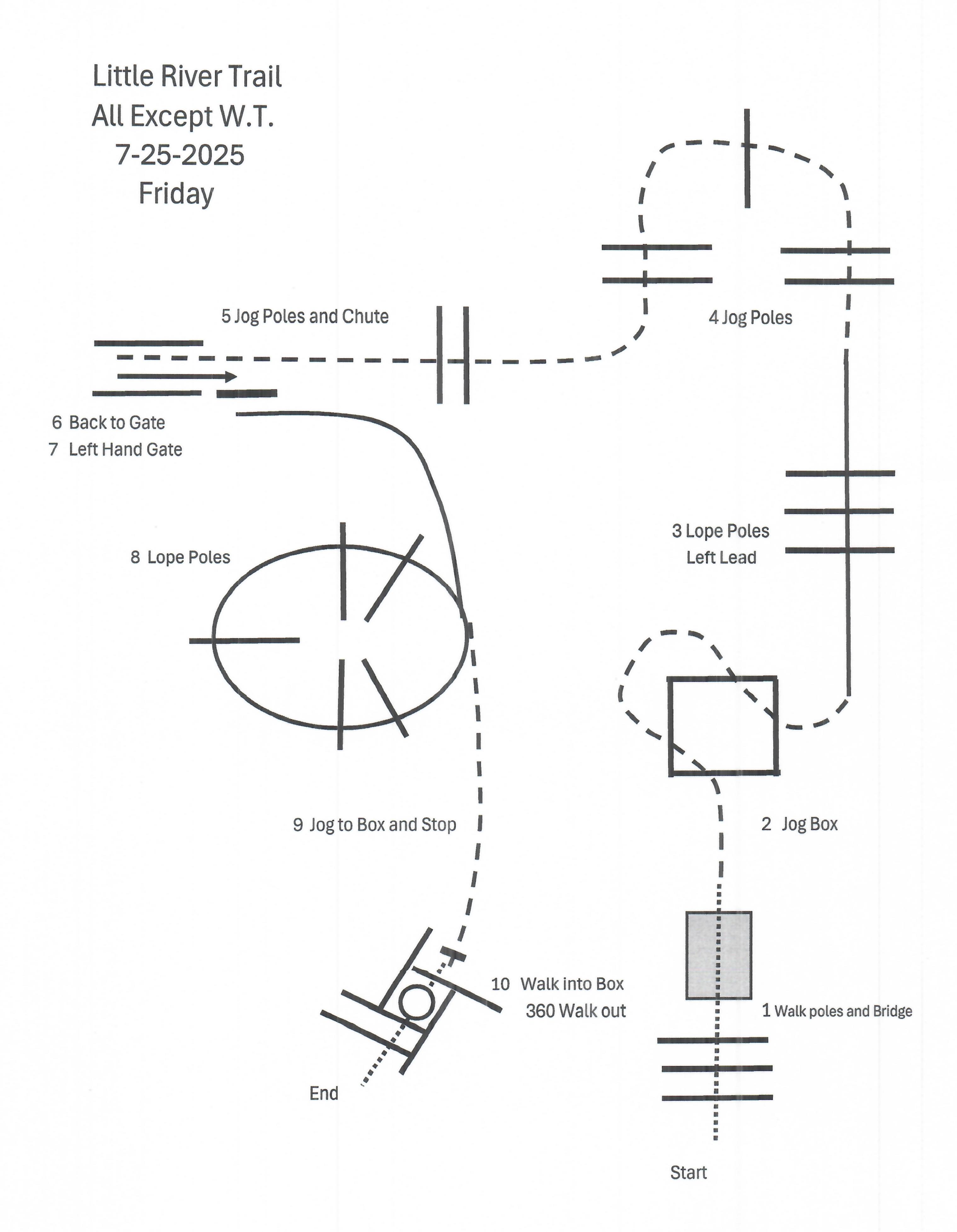
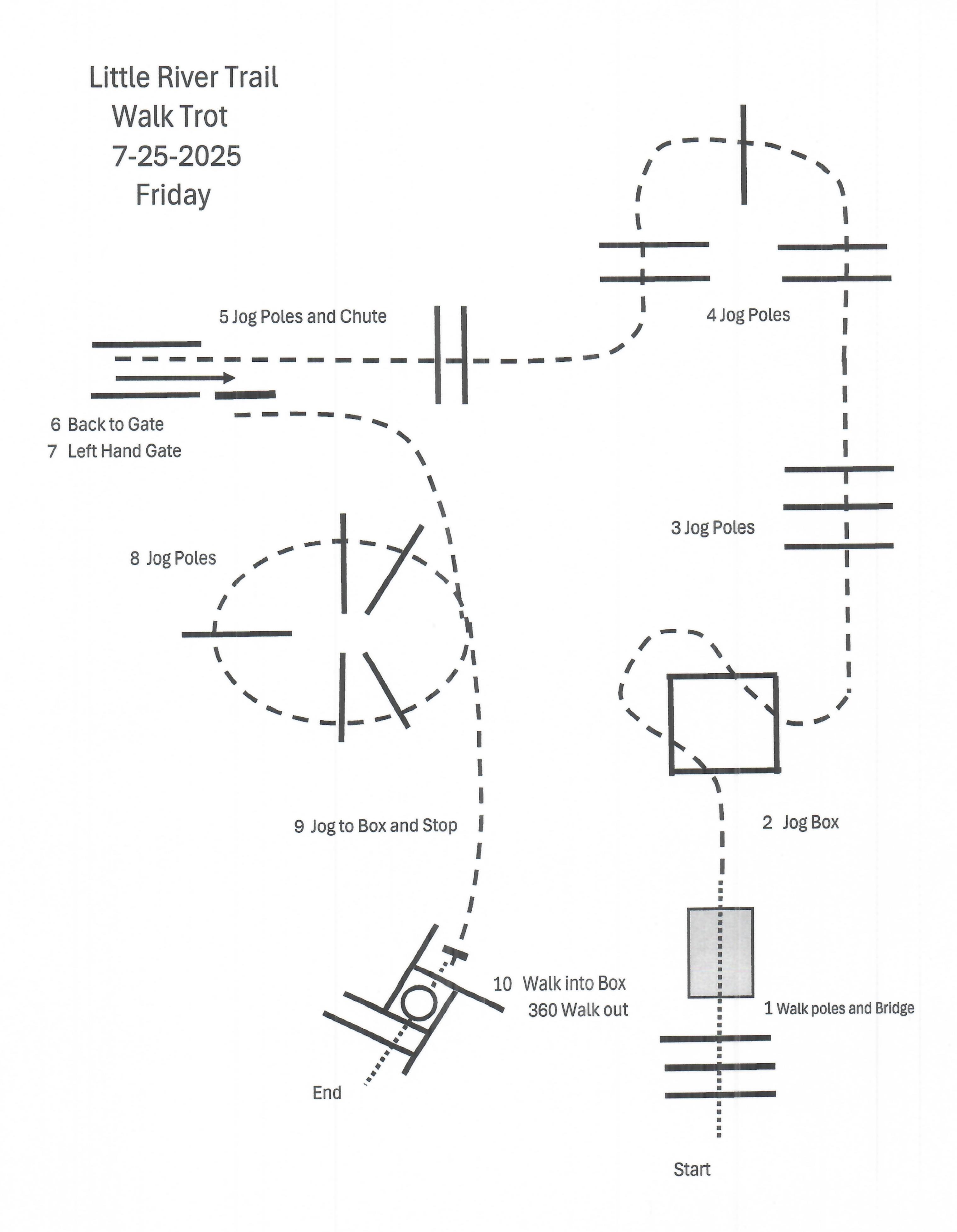
RIVER

PATTERNS FRIDAY

JULY 25





NCQHA Little River Circuit

HORSEMANSHIP Walk trot & SMALL-FRY

Show Date: 07-25-2025 FRIDAY

Be ready at A. 1. Walk approximately two horse lengths forward. Stop and perform a 1/2 turn left. 2. Walk to and around A. Walk 3. Jog to B. Jog 4. Extend the jog as shown until even with B. **Extended Jog** until even with B. 5. Stop and perform a 180 degree turn to the Lope right and jog to finish. Lead Change Marker B

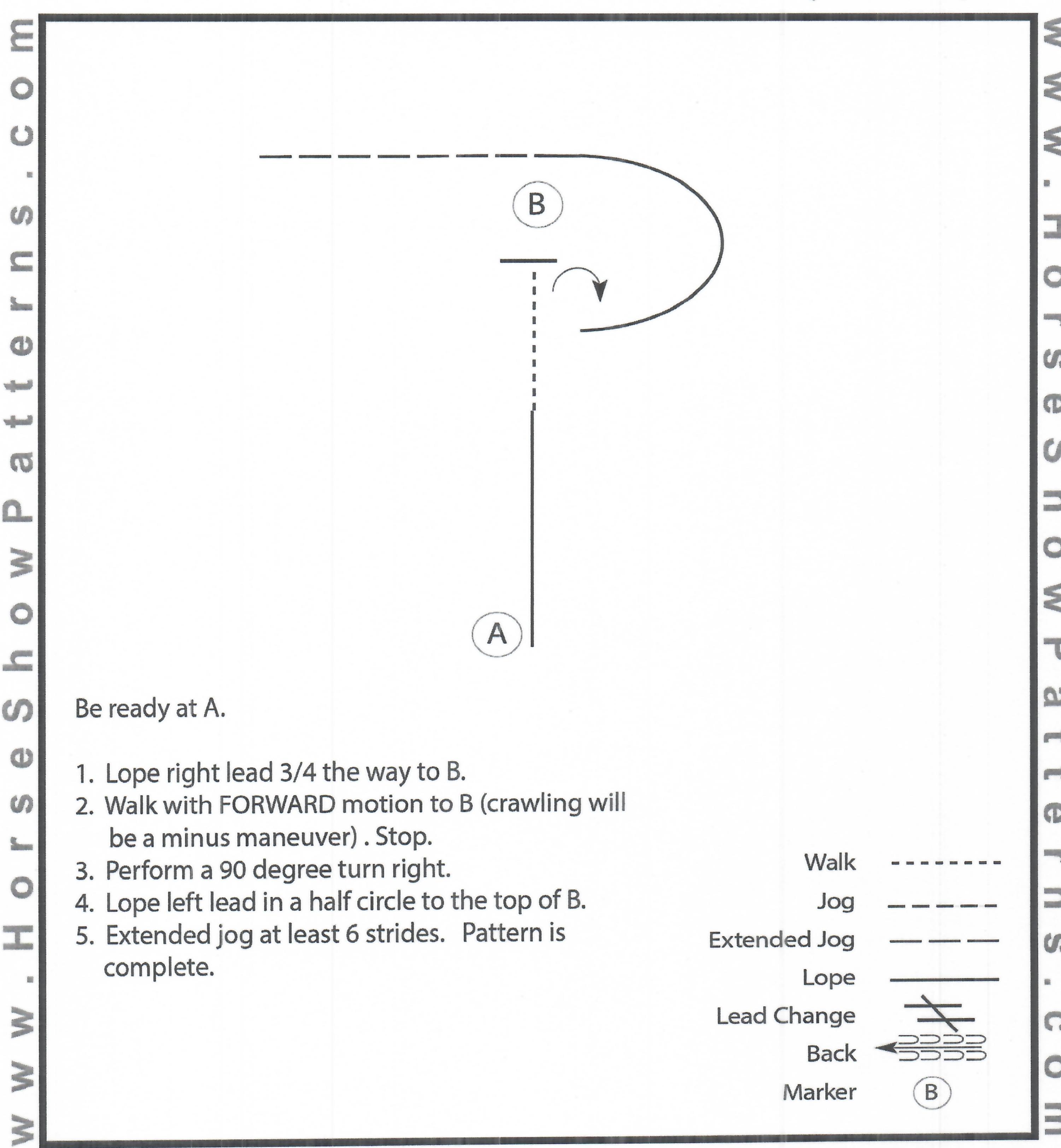
[WH/WT-118]

Pattern Provided by: The Judges

NCQHA Little River Circuit

Horsemanship (Level one, Rookie, STOCK HORSE)

Show Date: 07-25-2025 FRIDAY



[WH/1-119]

Pattern Provided by: The Judges

NCQHA Little River Circuit

Horsemanship (Youth, AMATEUR, SELECT)

FRIDAY Show Date: 07-25-2025 Be ready at A. (1) 1. Lope right lead 3/4 the way to B. 2. Walk with FORWARD motion to B (crawling will be a minus maneuver). Stop. Walk 3. Back approximately 5 steps 4. Perform a 90 degree turn right. Jog 5. Lope left lead in a half circle to the top of B. Extended Jog 6. Extended jog at least 6 strides. Pattern is Lope complete. Lead Change Marker B

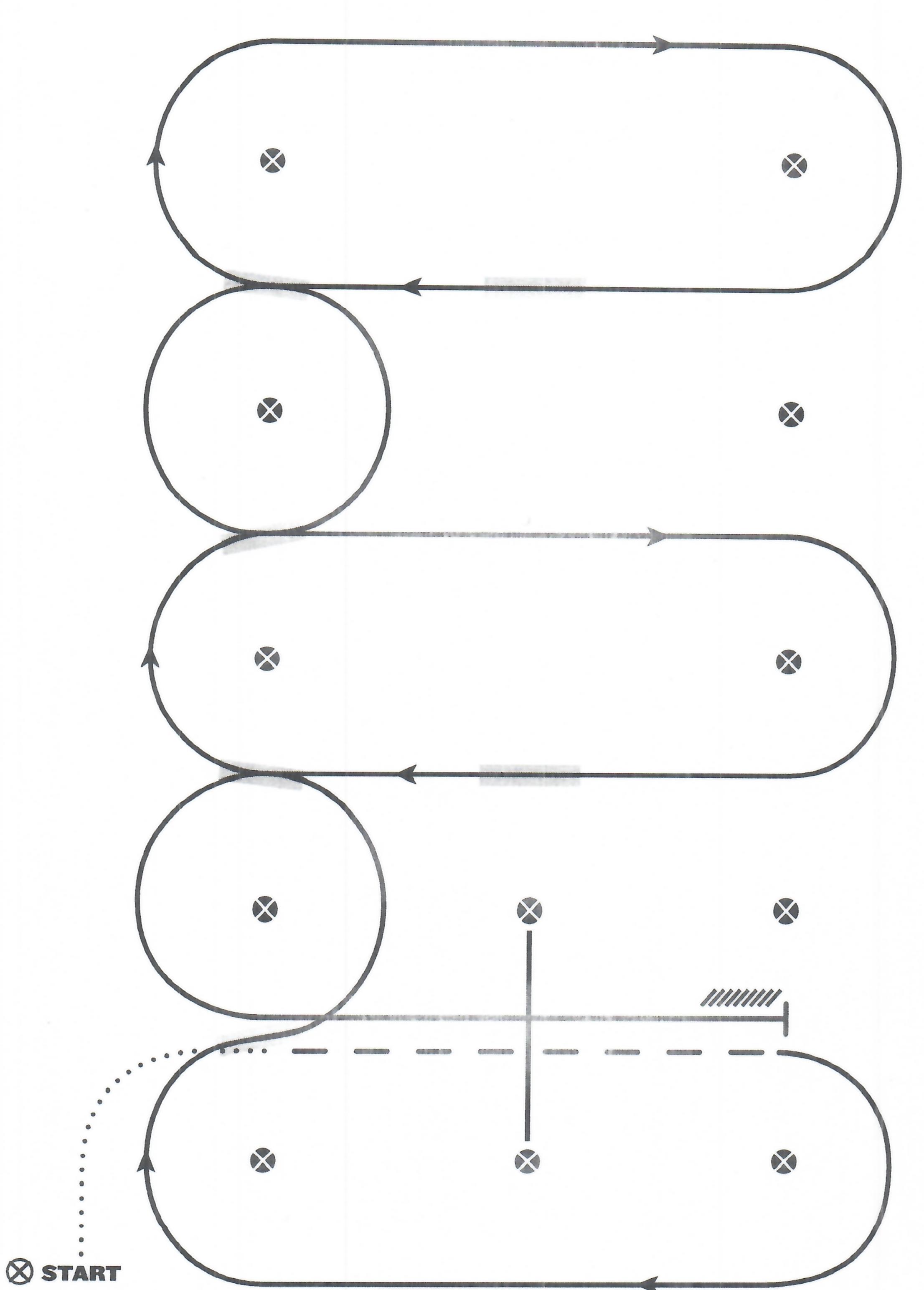
[WH/3-119]

Pattern Provided by: The Judges

LEVEL I WESTERN RIDING PATTERN 4 LEGEND **Lead Changing Area** X FRIDAY L-I GREEN L-I AMATEUR L-1 YouTH

- 1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change, lope around end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Third crossing change
- 8. Lope over log
- 9. Lope, stop & back

WESTERN RIDING - PATTERN 4



FRIDAY
AMATEUR
YOUTH
OPEN-ALL
AGES

LEGEND

Lope

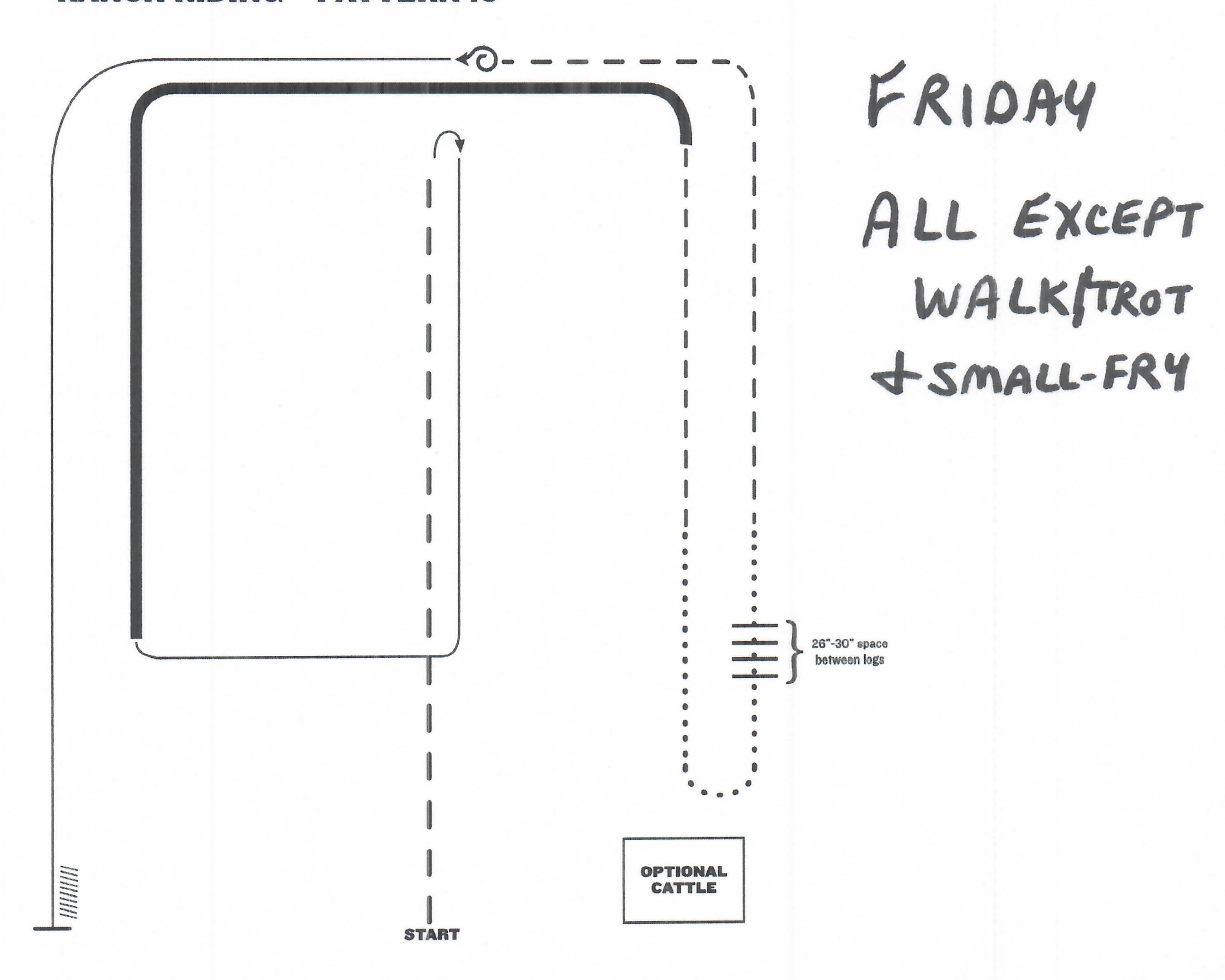
Lead Changing Area

- 1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change
- 7. First crossing change
- 8. Second crossing change
- 9. Third crossing change
- 10. Lope over log11. Lope, stop & back

WALKITROT FRIDAY 1 Extended Trot Small Fry 15 2 Right Roll Back Ranch 3 Trot 4 Walk Riding 5 Walk over 6 Trot 7 360 Left 8 Extended Trot 9 Stop and Back End

Start

RANCH RIDING - PATTERN 15



- Extended trot
- 2. Stop, rollback right
- 3. Lope right lead
- 4. Extended lope (right lead)

- --- ALTERNATION TO THE TOTAL ACCOUNTATION

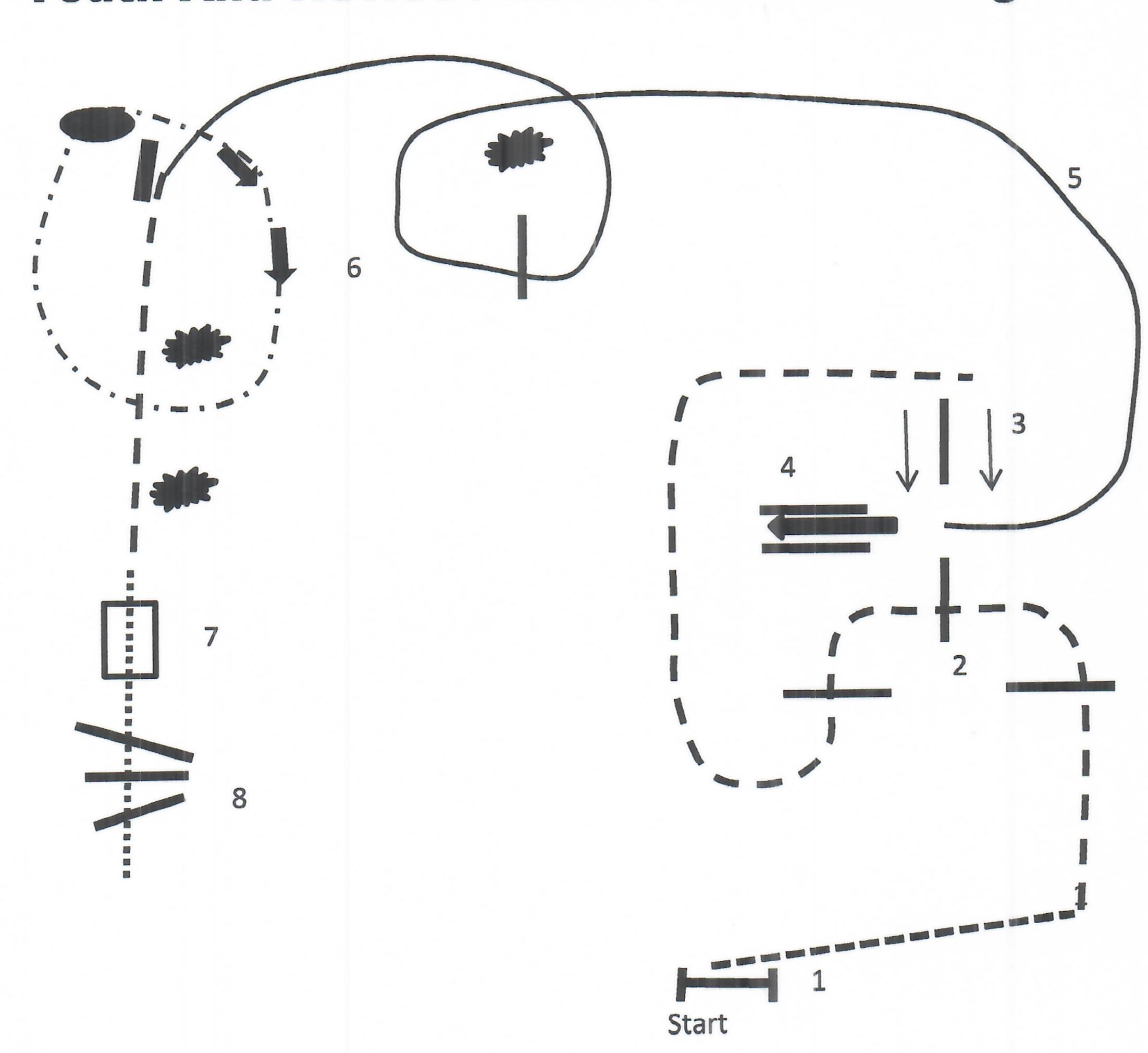
- 5. Trot
- 6. Walk
- 7. Walk over logs
- 8. Walk
- 9. Trot
- 10. Stop, 360 left
- II. Lope left lead
- 12. Stop and back

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.

Little River Friday 7-25-2025 Ranch Trail

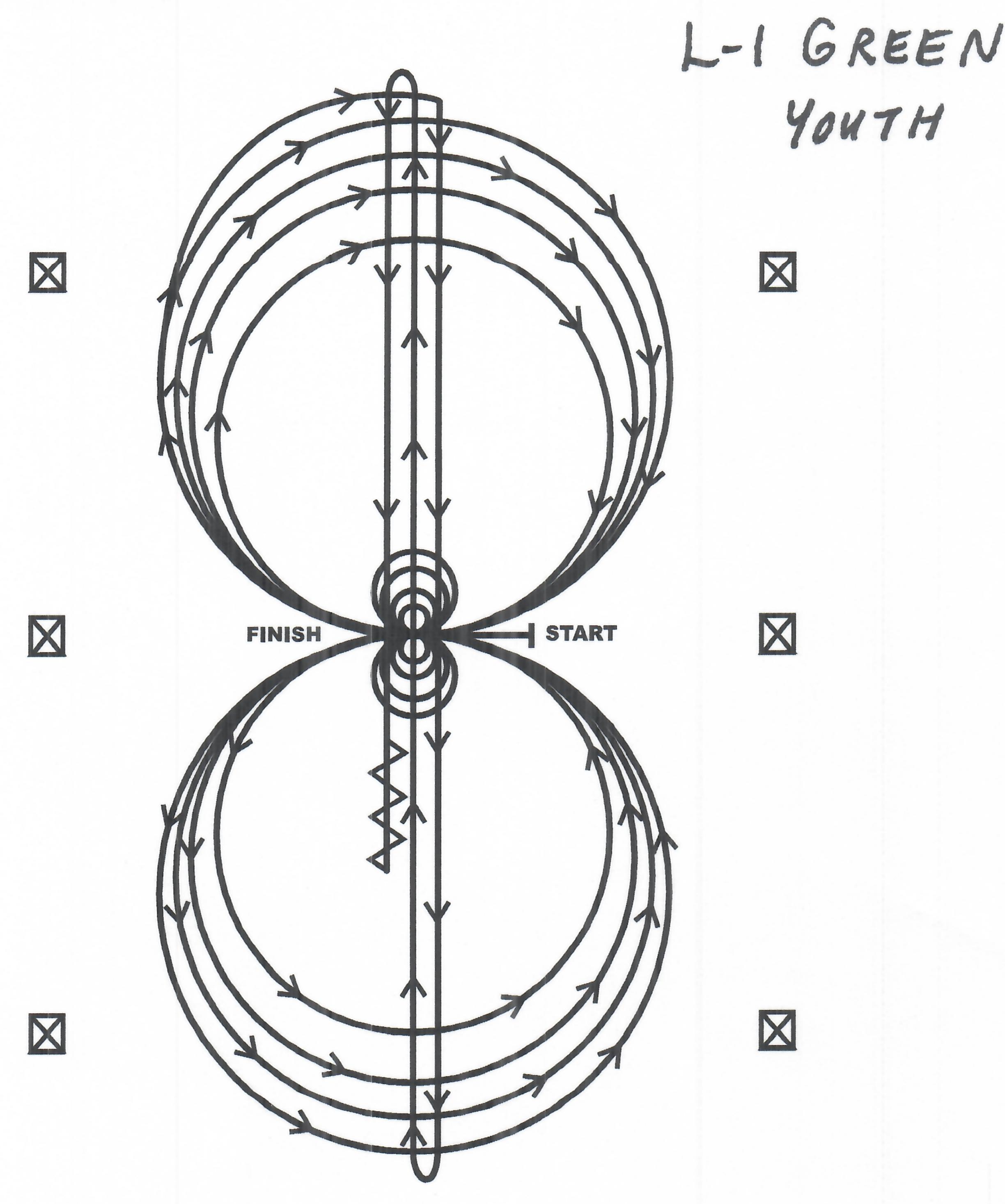
- 1. Work Gate then Extended Walk
- 2. Jog Poles
- 3. Sidepass Right
- 4. Back Chute
- 5. Lope Left Lead
- 6. Drag Circle between Markers
- 7. Jog to Bridge Walk Bridge
- 8. Walk over Poles and Exit

**Youth And Novice / Rookie does not drag **



REINING PATTERN 4

FRIDAY

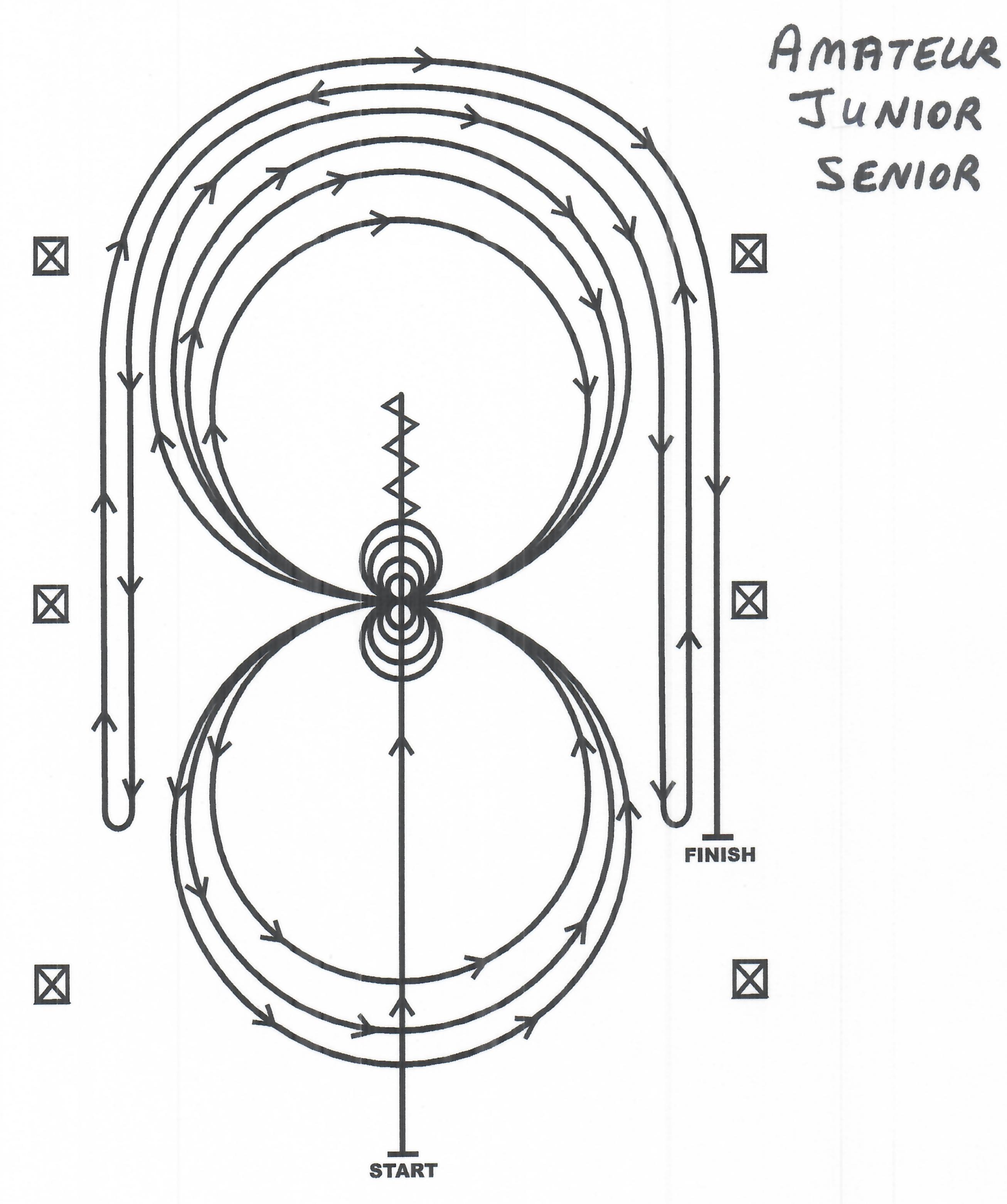


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- 1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
- 2. Complete four spins to the right. Hesitate.
- 3. 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.
- 4. Complete four spins to the left. Hesitate.
- 5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
- 6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
- 7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
- 8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

REINING PATTERN 10

FRIDAY



- 1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three 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 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.
- 5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
- 6. Begin a large circle to the right but do not close this circle. Run 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.
- 7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 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. Hesitate to demonstrate completion of the pattern.