



*\$10,000 awarded!  
Youth Scholarships!*

**Feb. 28-29-March 1  
Springfield, OH**

# Pattern Book

Special Thank You To Our SOQHA Major Sponsors:



**DO NOT FORGET to sign up in the office & declare your Challenge Classes.**

Western Riding

Reining

Ranch Riding

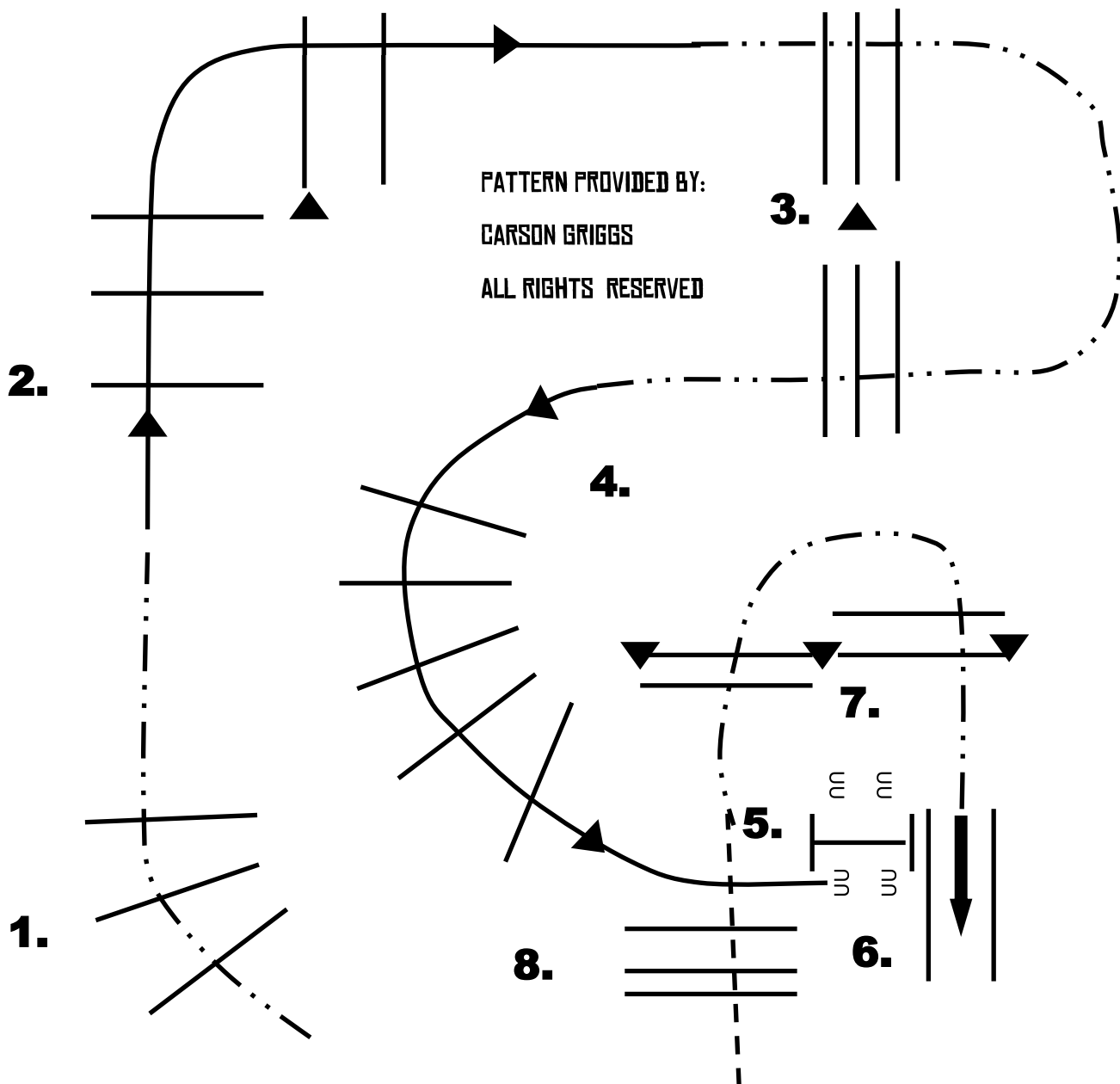
Green/Level 1 – L1 Pattern 4

Pattern 3

Pattern 8

Regular – Pattern 9

***Thank you for your support of the SOQHA Challenge!***



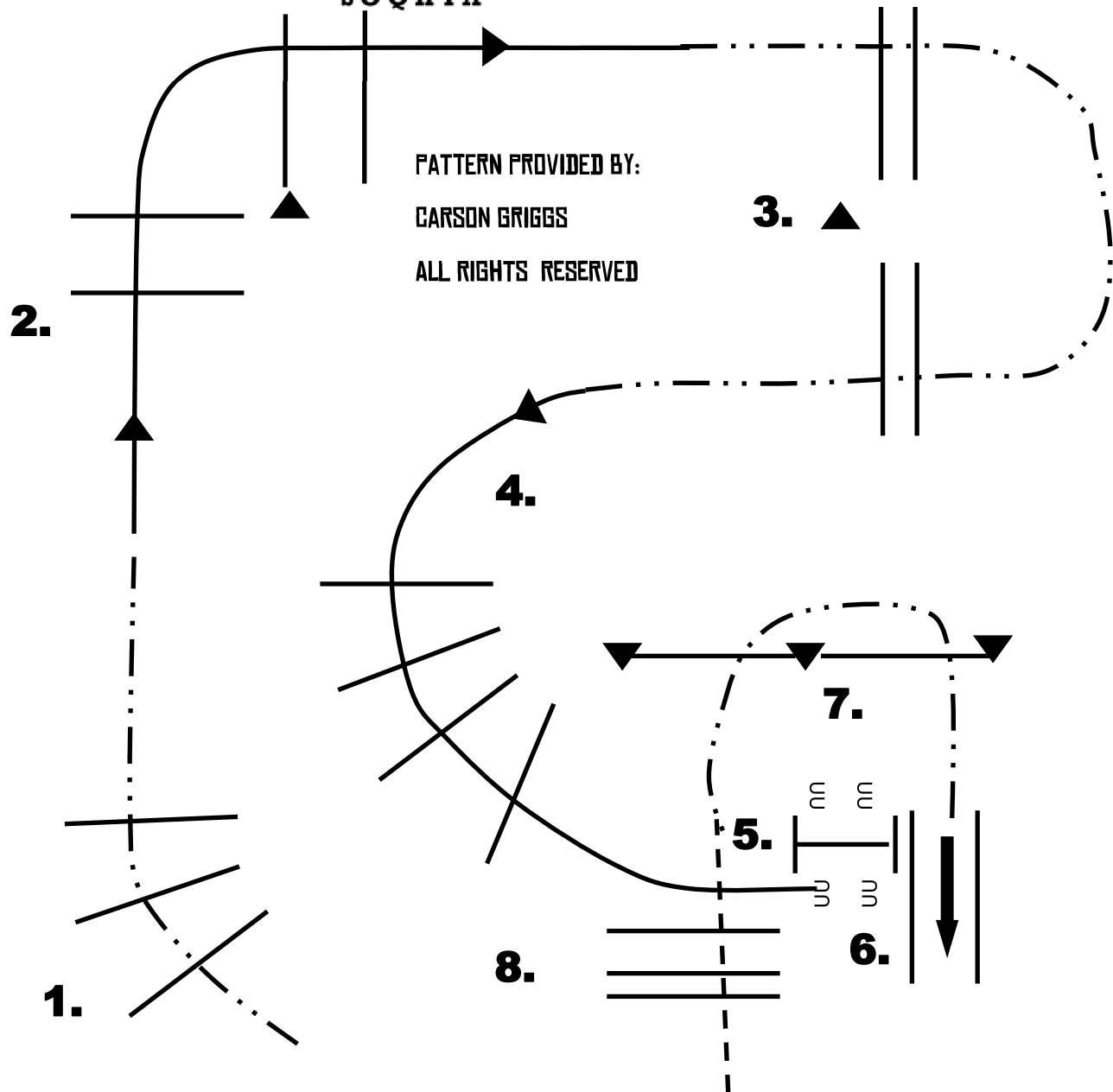
- 1. TROT OVER POLES**
- 2. LOPE RIGHT LEAD AROUND CORNER**
- 3. TROT OBSTACLE 3**
- 4. LOPE LEFT LEAD FAN**

- 5. OPEN GATE LEFT HAND**
- 6. BACK INTO CHUTE**
- 7. TROT SERPENTINE**
- 8. WALK OVER POLES TO FINISH**



**FEBURARY 28TH 2020**

**GR, JR, L1 AM, L1 YTH**

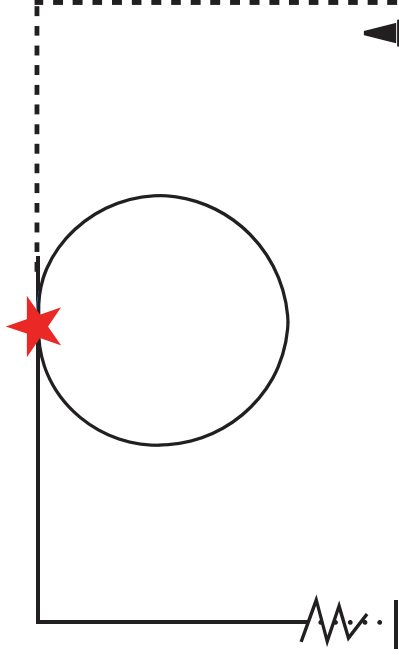


PATTERN PROVIDED BY:  
CARSON GRIGGS  
ALL RIGHTS RESERVED

- 1. TROT OVER POLES**
- 2. LOPE RIGHT LEAD AROUND CORNER**
- 3. TROT OBSTACLE 3**
- 4. LOPE LEFT LEAD FAN**

- 5. OPEN GATE LEFT HAND**
- 6. BACK INTO CHUTE**
- 7. TROT SERPENTINE**
- 8. WALK OVER POLES TO FINISH**

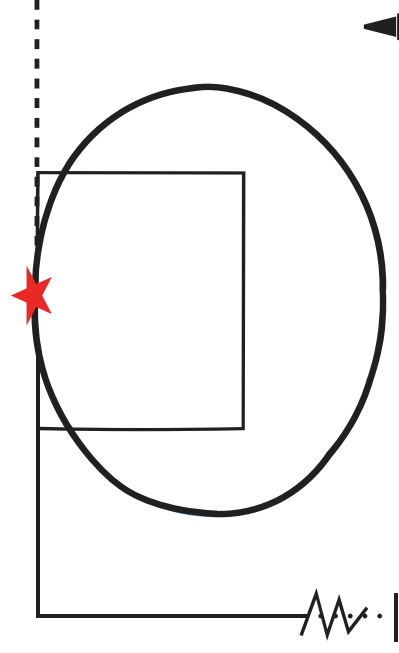
**Horsemanship**  
Level 1/Rookie



Be ready at marker

1. Extended trot, make a square corner and stop in center of arena
2. 360 to the left
3. Counter canter a circle to the left
4. At center change leads
5. Make a left corner
6. Break to the walk
7. Stop and back

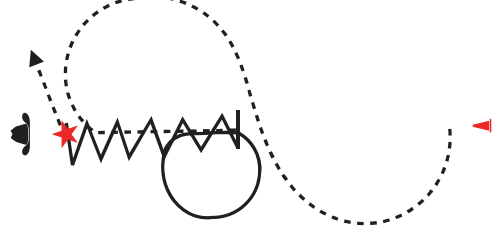
**Horsemanship**  
Youth, Amateur, Select



Be ready at marker

1. Extended trot, make a square corner and stop in center of arena
2. 360 turn to the right, 360 turn to the left
3. Counter canter a square to the left
4. At center change leads
5. Lope a left circle with increased speed
6. At center collect the lope and make a square corner to the left
7. Break to the walk
8. Stop and back

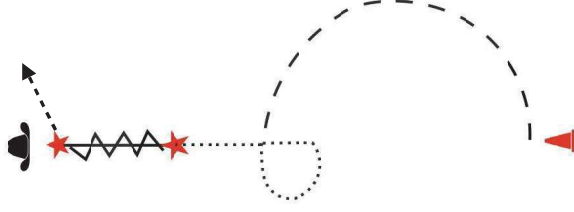
**SHOWMANSHIP**  
Youth, Amateur, Select



**Be ready at marker**

1. Trot serpentine and down center of pattern
2. Break to walk and walk a circle to right
3. Stop and back to the judge
4. 270 turn
5. Set up
6. Inspection
7. Exit at a trot

**SHOWMANSHIP**  
Level 1

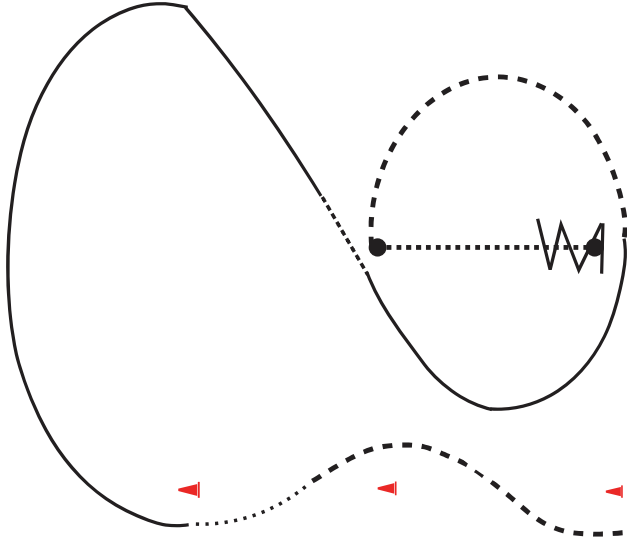


**Be ready at marker**

1. Trot 1/2 of a circle
2. Walk 1/2 of a circle and halfway to the judge
3. Stop, perform a 180 degree turn
4. Back to judge
5. 270 degree turn
6. Set up
7. Inspection
8. Exit at a trot

## EQUITATION

Level 1/Rookie

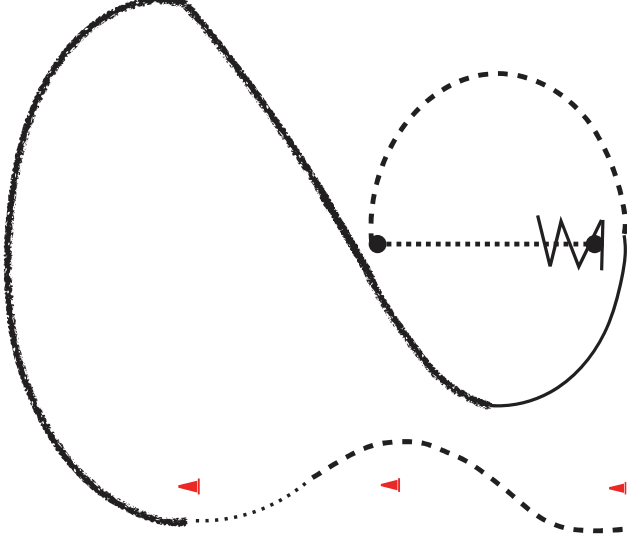


Be Ready at marker

1. Trot on left diagonal half way to marker 2
2. Change to right diagonal until halfway to marker 3
3. Sitting trot to marker 3
4. Canter on right lead around top of arena and across diagonal
5. Break to the walk, left lead for 1/2 of a circle
6. Trot on right diagonal for 1/2 of a circle
7. 2 point trot down center of circle
8. Stop and back

## EQUITATION

Youth, Amateur, Select



Be Ready at marker

1. Trot on left diagonal half way to marker 2
2. Change to right diagonal until halfway to marker 3
3. Sitting trot to marker 3
4. Move into the hand gallop around top of arena and across diagonal
5. Collect canter for 1/4 of circle
6. Trot on right diagonal for 1/2 of a circle
7. 2 point trot down center of circle
8. Stop and back