



More than \$10,000 added!

**September 11-13 2020 -
Williamston, NC**

**FIVE Complete Shows
AQHA, NSBA, NCQHA**

NCQHA
NORTH CAROLINA QUARTER
HORSE ASSOCIATION

Pattern Book - one book!

Western Riding

Round 1

Green/Level 1/Novice - Green 4

Green/Level 1/Novice - Regular 4

Round 2

Green/Level 1 - Green 2

All Others - Regular 9

Reining

Round 1 - Pattern 9

Round 2 - Pattern 11

Ranch Riding

Round 1 - Pattern 1

Round 2 - Pattern 5

Enter everything & scratch as needed.

We do not charge for scratches.

You must show in your respective halter class to qualify for the High Point Awards.

L1 Green Trail — Rookie Amateur Trail — L1 Novice Am Trail
 Trail Rookie Youth Trail — L1 Novice Youth Trail

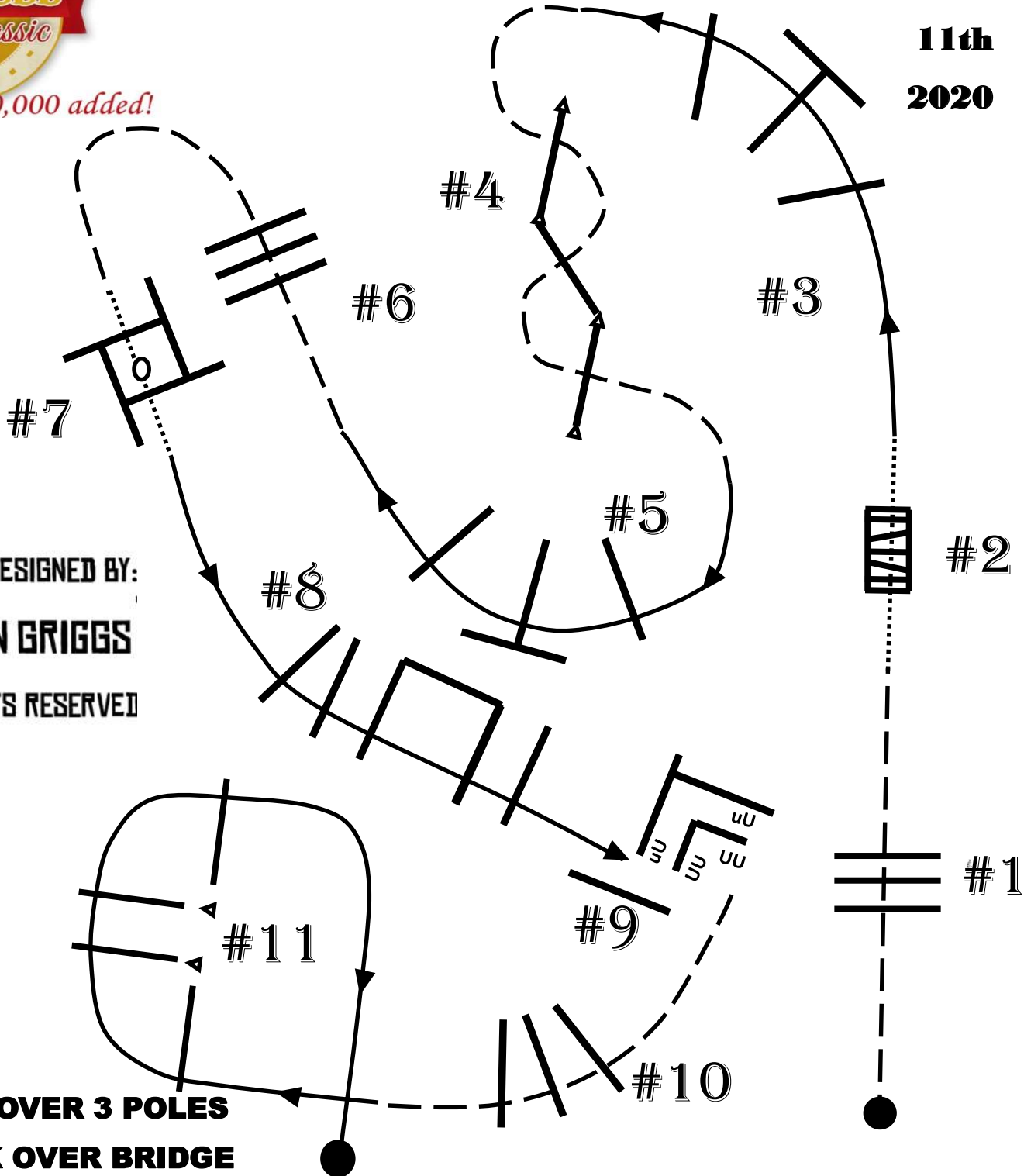


More than \$10,000 added!

Jr Trail

September

11th
 2020



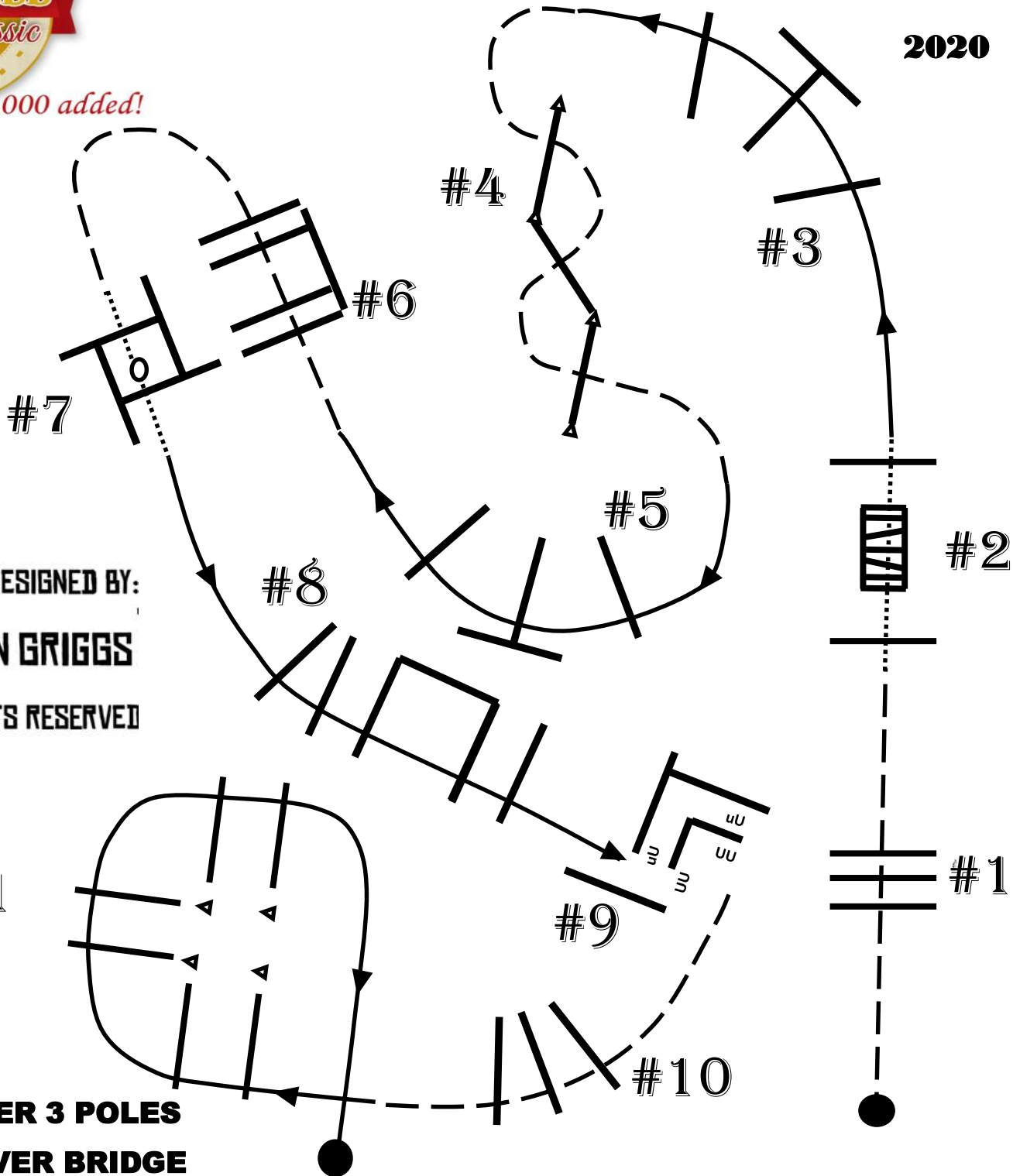
PATTERN DESIGNED BY:
 CARSON GRIGGS
 ALL RIGHTS RESERVED

- 1. TROT OVER 3 POLES
- 2. WALK OVER BRIDGE
- 3. LOPE LEFT LEAD BIG FAN
- 4. TROT SERPENTINE
- 5. LOPE RIGHT LEAD BIG FAN
- 6. TROT OVER POLES
- 7. STOP OR BREAK TO WALK INTO BOX, 360 EITHER WAY WALK OUT

- 8. LOPE LEFT LEAD OVER LOGS
- 9. LOPE INTO #9 BACK, SIDEPASS CORNER
- 10. TROT FAN POLES
- 11. LOPE OBSTACLE #11 TO FINISH



More than \$10,000 added!



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CARSON GRIGGS
ALL RIGHTS RESERVED

- 1. TROT OVER 3 POLES**
- 2. WALK OVER BRIDGE**
- 3. LOPE LEFT LEAD BIG FAN**
- 4. TROT SERPENTINE**
- 5. LOPE RIGHT LEAD BIG FAN**
- 6. TROT OVER POLES**
- 7. STOP OR BREAK TO WALK INTO BOX, 360 EITHER WAY WALK OUT**

- 8. LOPE LEFT LEAD OVER LOGS**
- 9. LOPE INTO #9 BACK, SIDEPASS CORNER**
- 10. TROT FAN POLES**
- 11. LOPE OBSTACLE #11 TO FINISH**



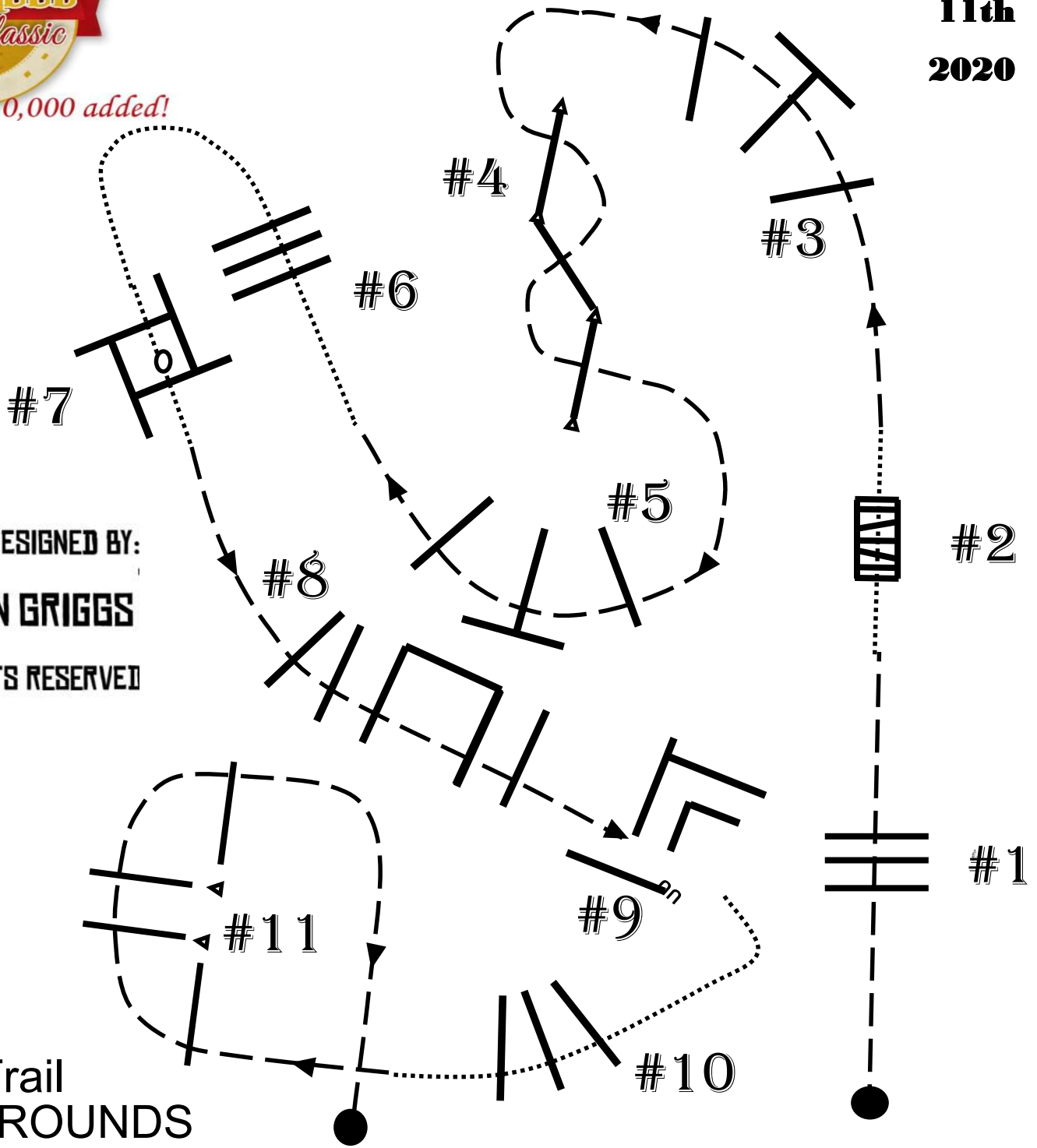
Small Fry Trail — L1 Novice Amateur WT Trail
— L1 Novice Youth WT Trail

September

11th

2020

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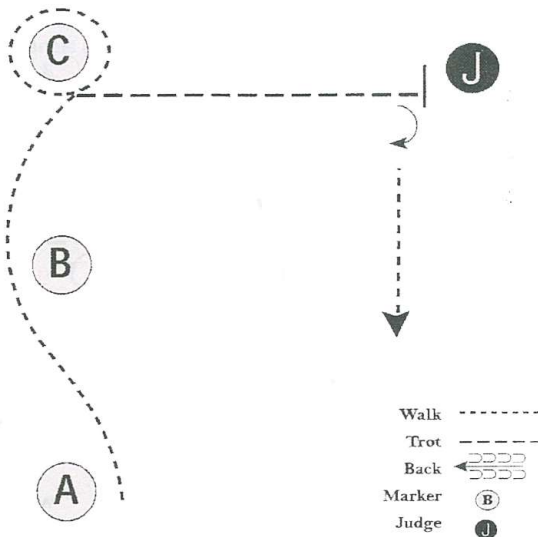


PATTERN DESIGNED BY:
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EWD Trail
BOTH ROUNDS

- 1. TROT OVER POLES
- 2. WALK OVER BRIDGE
- 3. TROT BIG FAN
- 4. TROT SERPENTINE
- 5. TROT BIG FAN
- 6. WALK OVER POLES
- 7. WALK INTO BOX, 360 EITHER WAY, WALK OUT
- 8. TROT OVER POLES
- 9. BACK A FEW STEPS
- 10. WALK OVER POLES
- 11. TROT OBSTACLE 11 TO FINISH

**EQUESTRIANS WITH DISABILITIES
SHOWMANSHIP**



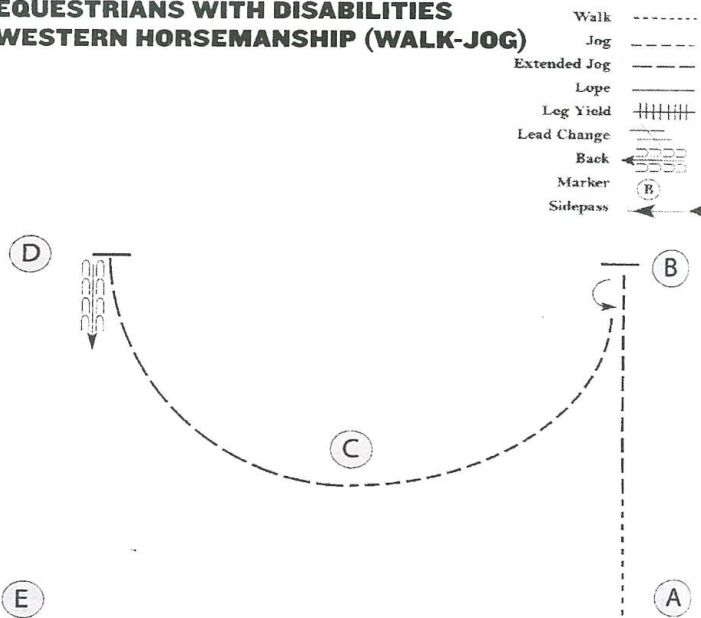
- Be ready at A.
1. When acknowledged, walk from A, around B to C.
 2. Walk a tight circle around C.
 3. Trot to judge.
 4. Stop and set up for inspection.
 5. When dismissed, perform a 90 degree turn and walk away from judge.
- Follow the directions of your ring steward.

**EQUESTRIANS WITH DISABILITIES
HUNT SEAT EQUITATION (WALK-TROT)**



- Be ready at A.
1. Walk two horse lengths from A.
 2. Trot forward and a half circle on the left diagonal until even with B.
 3. Change diagonal and trot straight and then a half circle on the right diagonal until even with A.
 4. Stop and back approximately one horse length.
- Follow the instructions of your ring steward.

**EQUESTRIANS WITH DISABILITIES
WESTERN HORSEMANSHIP (WALK-JOG)**



- Be ready at A.
1. Walk approximately two strides from A.
 2. Jog to B.
 3. Stop and perform a 180 degree turn to the left.
 4. Jog a half circle to C.
 5. Extend the jog to D.
 6. Stop at D and back approximately one horse length.
- Follow the instructions of your ring steward.



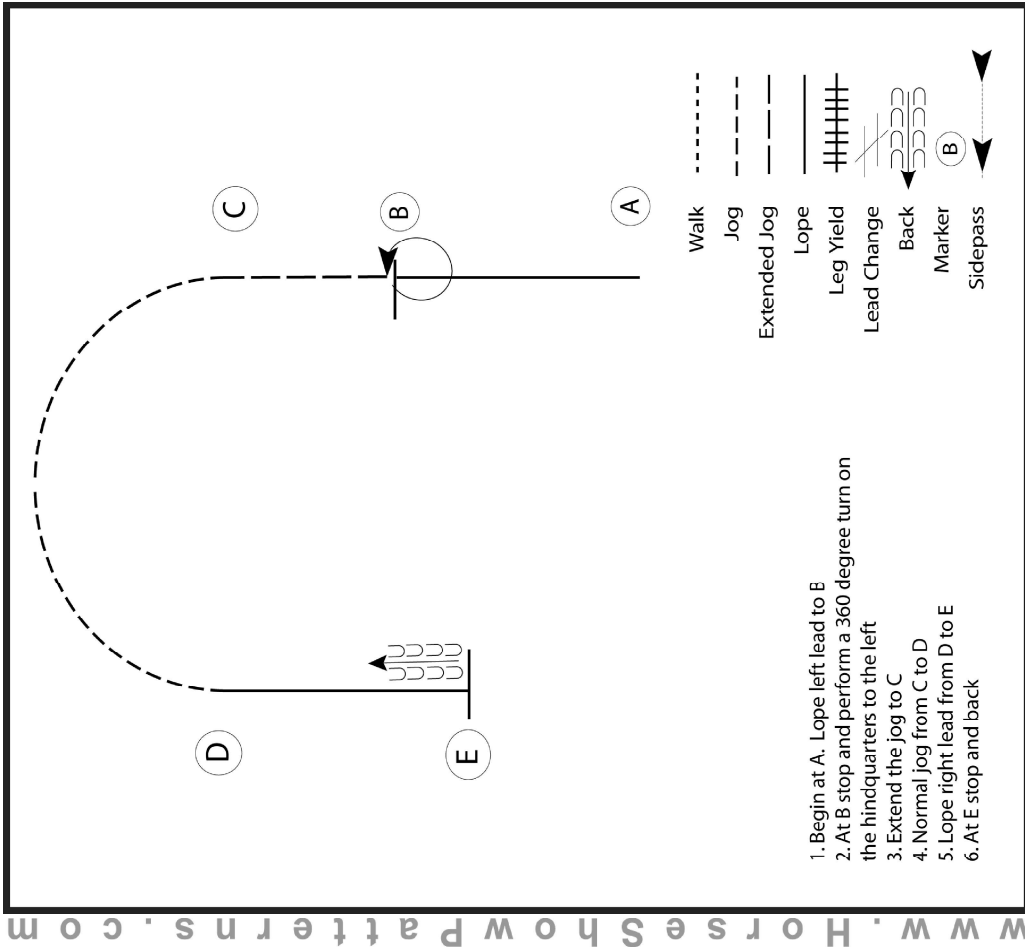
2020

Good Luck!

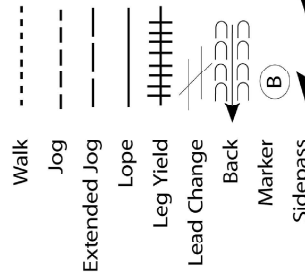
NC Fall Tarheel Classic

Horsemanship (All Level 1)

Round 1



1. Begin at A. Lope left lead to B
2. At B stop and perform a 360 degree turn on the hindquarters to the left
3. Extend the jog to C
4. Normal jog from C to D
5. Lope right lead from D to E
6. At E stop and back



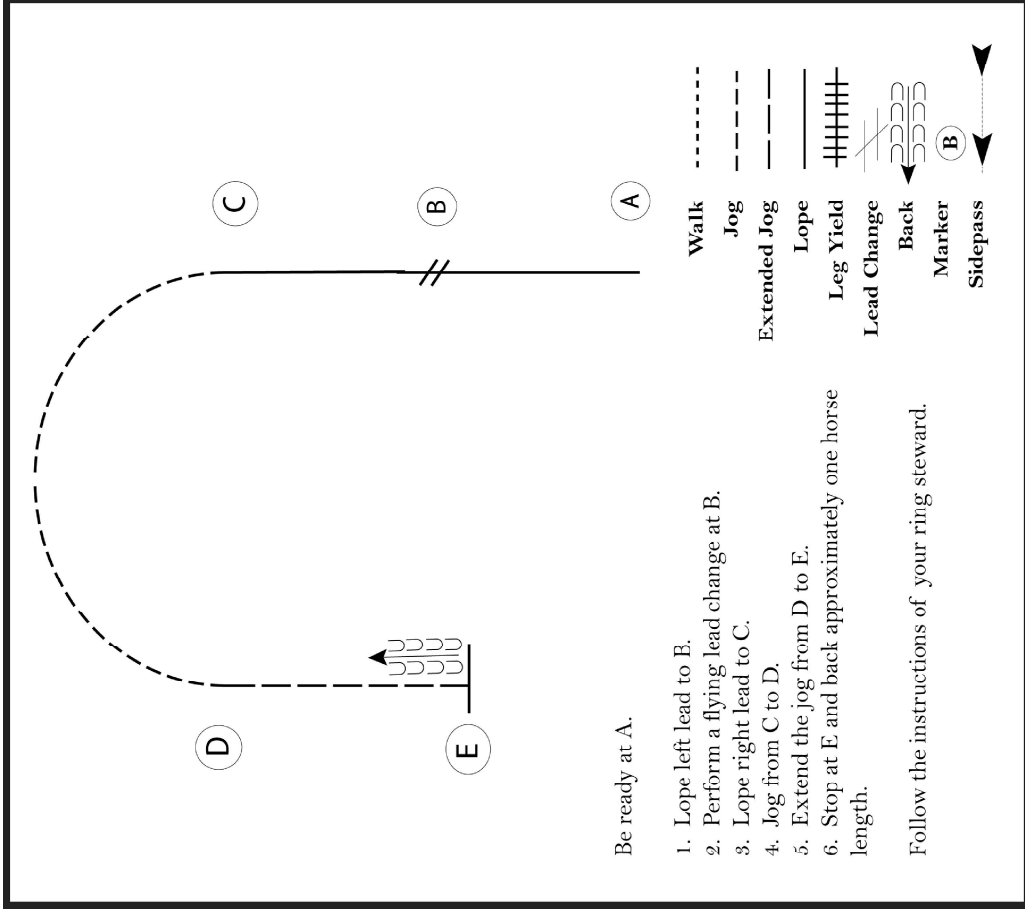
[WH/2-56]

Pattern Provided by:

NC Fall Tarheel Classic

Horsemanship (Youth, Amateur, Select)

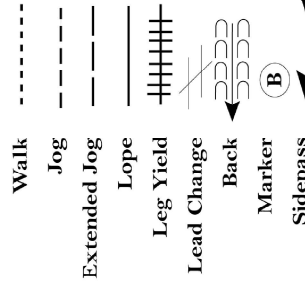
Round 1



Be ready at A.

1. Lope left lead to B.
2. Perform a flying lead change at B.
3. Lope right lead to C.
4. Jog from C to D.
5. Extend the jog from D to E.
6. Stop at E and back approximately one horse length.

Follow the instructions of your ring steward.



[WH/3-56]

Pattern Provided by:

NC Fall Tarheel Classic

Equitation (All Level 1)

Round 1

Be ready at A.

1. Walk approximately two horse lengths from A.
2. Trot on the right diagonal to and around B.
3. At B, canter left lead to middle.
4. Simple lead change at middle.
5. Canter right lead to C.
6. Trot around C and to D on the left diagonal.

Pattern is complete once you pass D at the trot.

Follow the directions of your ring steward.

Walk -----
Trot -----
Extended Trot -----
Canter -----
Lead Change -----
Back -----
Marker (B) -----
Hand Gallop -----

[HSE/2-48]

Pattern Provided by:

NC Fall Tarheel Classic

Equitation (Youth, Amateur, Select)

Round 1

Be ready at A.

1. Walk approximately two horse lengths from A.
2. Trot on the right diagonal to B.
3. At B, canter left lead around B to middle.
4. Simple lead change at middle.
5. Canter right lead to C.
6. Hand gallop around C and halfway to D.
7. Trot on the left diagonal to D.

Pattern is complete once you pass D at the trot.

Follow the directions of your ring steward.

Walk -----
Trot -----
Extended Trot -----
Canter -----
Lead Change -----
Back -----
Marker (B) -----
Hand Gallop -----

[HSE/3-48]

Pattern Provided by:

NC Fall Tarheel Classic

Equitation (All Walk/Trot)

Round 1

Be ready at A.

1. Walk approximately two horse lengths from A.
2. Sitting trot to B.
3. At B, posting trot around B to middle.
4. Stop at middle and back one horse length.
5. Sitting trot to C.
6. At C, posting trot around C to D.
7. Stop at D.
8. Exit at a walk.

Follow the directions of your ring steward.

Walk
 Trot
 Extended Trot
 Canter
 Lead Change
 Back
 Marker
 Hand Gallop

WWW.HORSESHOWPATTERNS.COM

[HSE/WT-48]

Pattern Provided by:

NC Fall Tarheel Classic

Horsemanship (All Walk/Trot)

Round 1

Be ready at A.

1. Walk to B.
2. Jog to C.
3. Extend the jog to D.
4. Jog D to E.
5. Stop at E and back approximately one horse length.

Follow the instructions of your ring steward.

Walk
 Jog
 Extended Jog
 Lope
 Leg Yield
 Lead Change
 Back
 Marker
 Sidepass

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[WH/WT-56]

Pattern Provided by:

NC Fall Tarheel Classic

Horsemanship (All Level 1)

Round 2

Be ready at A.

1. Walk from A to center of pattern.
2. Jog until even with B.
3. Lope a half circle on the right lead to and around B.
4. Perform a simple lead change in the center of the pattern.
5. Lope a half circle on the left lead to C.
6. Stop at C and back approximately one horse length.
7. Perform a 1/4 turn right and walk off.

Follow the directions of your ring steward.

Legend:
Walk: -----
Jog: -----
Extended Jog: -----
Lope: -----
Lead Change: -----
Back: -----
Marker: (B)

www.HorseShowPatterns.com

Pattern Provided by:

[WH/2-80]

NC Fall Tarheel Classic

Horsemanship (Youth/Amateur/Select)

Round 2

Be ready at A.

1. Walk from A to center of pattern.
2. Jog until even with B.
3. Lope a half circle on the right lead to and around B.
4. Perform a simple lead change in the center of the pattern.
5. Lope a half circle on the left lead to C.
6. Extend the jog until even with B.
7. Stop and back approximately one horse length.
8. Perform a 1/4 turn right and walk off.

Follow the directions of your ring steward.

Legend:
Walk: -----
Jog: -----
Extended Jog: -----
Lope: -----
Lead Change: -----
Back: -----
Marker: (B)

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Pattern Provided by:

[WH/3-80]

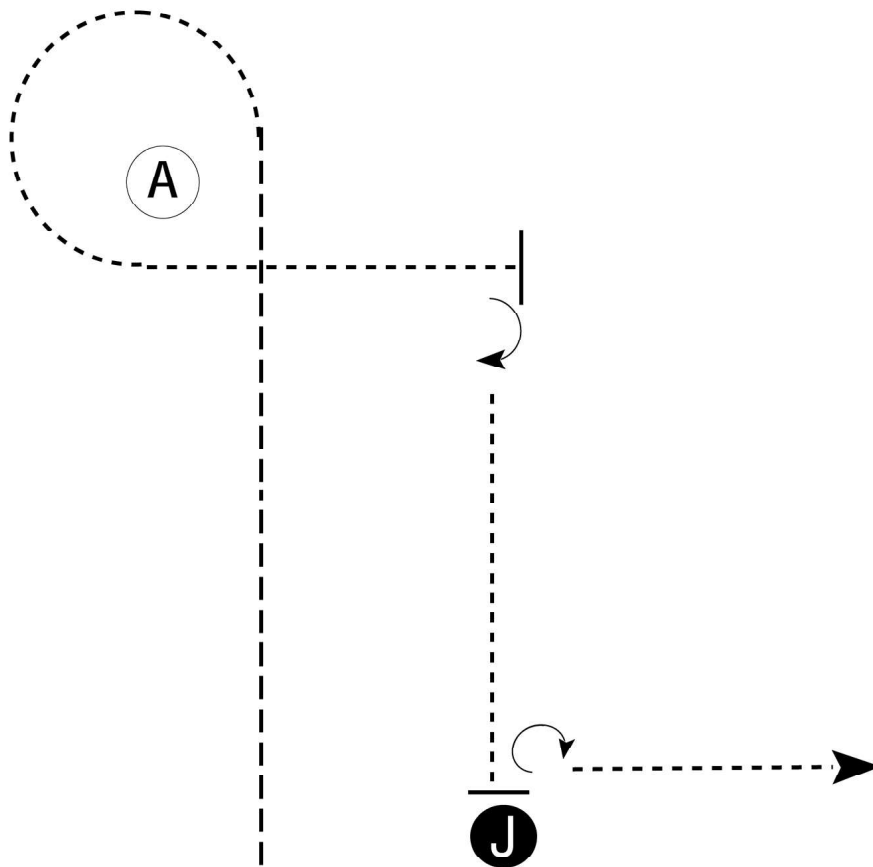
NC Fall Tarheel Classic

Showmanship (Small Fry)

Round 1 & 2

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready even with judge.

1. Trot to A.
2. Walk around A and until even with judge.
3. Stop and perform a 90 degree turn.
4. Walk to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	⊙ B
Judge	⊙ J

[S/WT-76]

Pattern Provided by:

NC Fall Tarheel Classic

Showmanship (All Level 1)

Round 1 & 2

www.HorseShowPatterns.com

Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk -----
Trot -----
Back -----
Marker (B)
Judge (J)

[S/2-76]

Pattern Provided by:

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NC Fall Tarheel Classic

Showmanship (Youth/Amateur/Select)

Round 1 & 2

www.HorseShowPatterns.com

Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 450 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk -----
Trot -----
Back -----
Marker (B)
Judge (J)

[S/3-76]

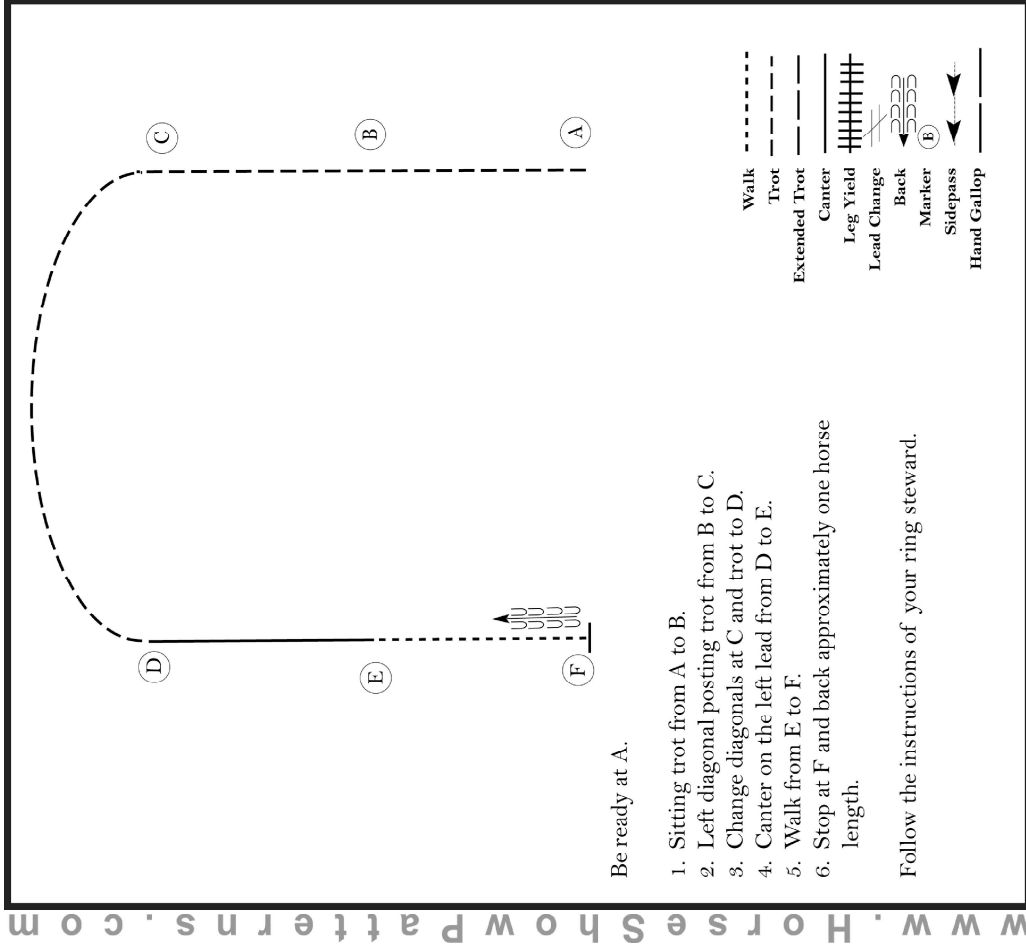
Pattern Provided by:

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NC Fall Tarheel Classic

Equitation (All Level 1)

Round 2



Be ready at A.

1. Sitting trot from A to B.
2. Left diagonal posting trot from B to C.
3. Change diagonals at C and trot to D.
4. Canter on the left lead from D to E.
5. Walk from E to F.
6. Stop at F and back approximately one horse length.

Follow the instructions of your ring steward.

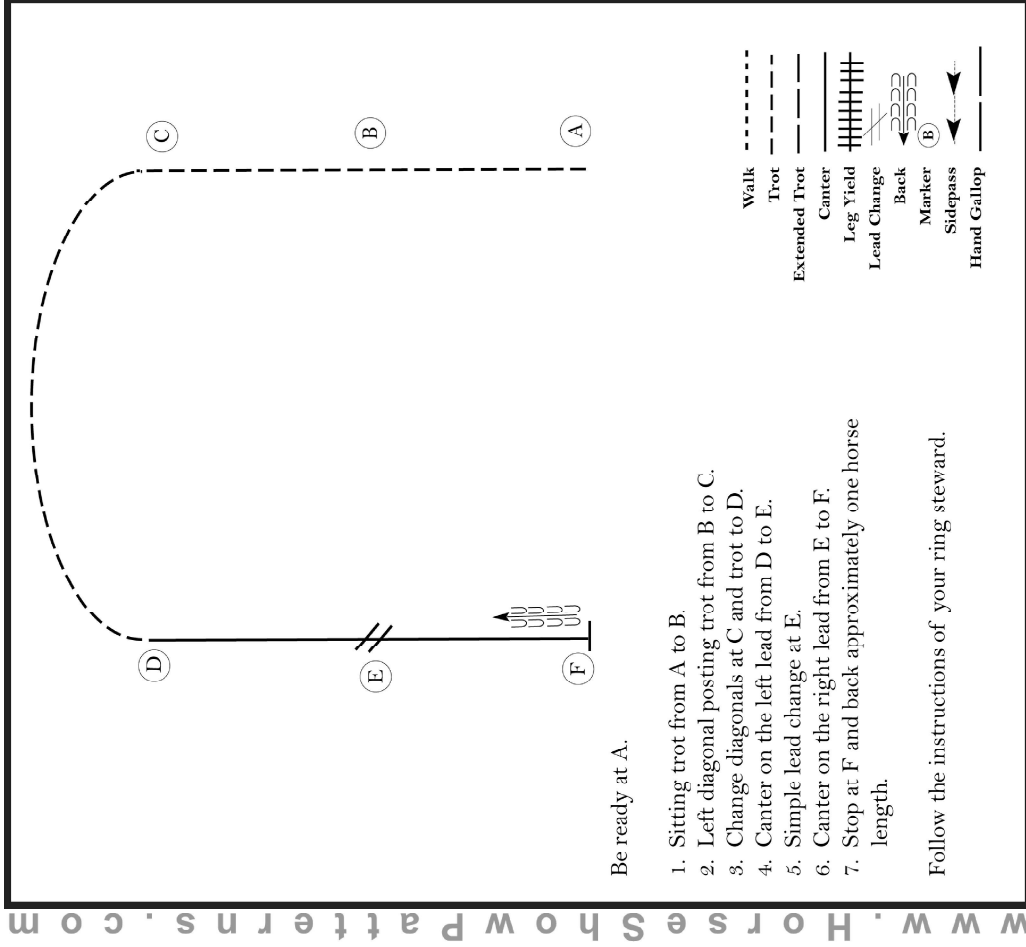
Pattern Provided by:

[HSE/2-53]

NC Fall Tarheel Classic

Equitation (Youth/Amateur/Select)

Round 2



Be ready at A.

1. Sitting trot from A to B.
2. Left diagonal posting trot from B to C.
3. Change diagonals at C and trot to D.
4. Canter on the left lead from D to E.
5. Simple lead change at E.
6. Canter on the right lead from E to F.
7. Stop at F and back approximately one horse length.

Follow the instructions of your ring steward.

Pattern Provided by:

[HSE/3-53]

NC Fall Tarheel Classic

Equitation (All Walk/Trot)

Round 2

www.HorseShowPatterns.com

Be ready at A.

1. Sitting trot from A to B.
2. Left diagonal posting trot from B to C.
3. Right diagonal posting trot from C to D.
4. Continue trot from D to E.
5. Walk from E to F.
6. Stop at F and back approximately one horse length.

Follow the instructions of your ring steward.

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

[HSE/WT-53]

Pattern Provided by:

NC Fall Tarheel Classic

Horsemanship (All Walk/Trot)

Round 2

www.HorseShowPatterns.com

Be ready at A.

1. Walk from A to center of pattern.
2. Jog until even with B.
3. Extended jog a half circle to B.
4. Jog from B until even with C.
5. Stop when even with C and back approximately one horse length.
6. Walk straight away.

Follow the directions of your ring steward.

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

[WH/WT-80]

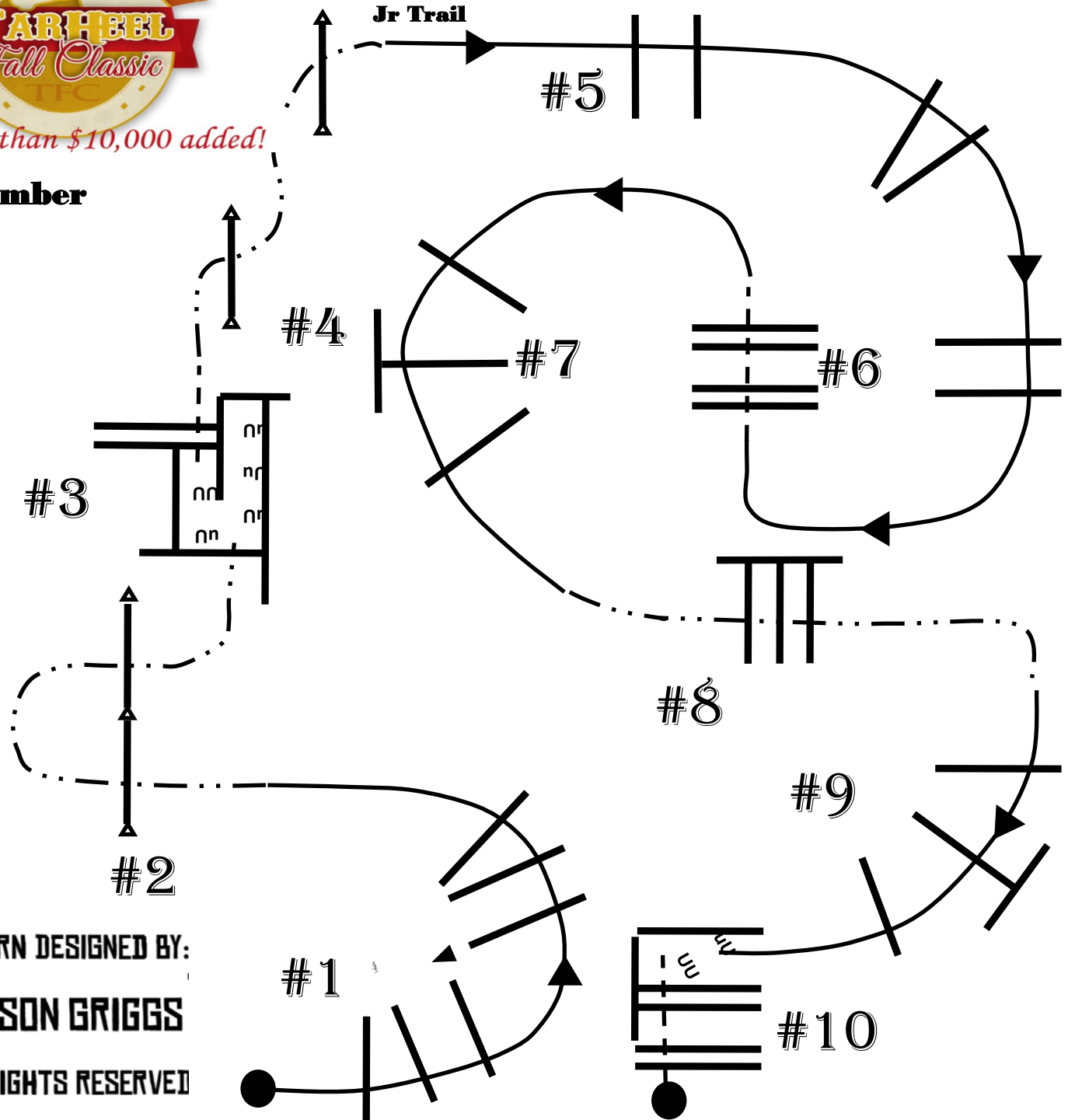
Pattern Provided by:



More than \$10,000 added!

L1 Green Trail — Rookie Amateur Trail — L1 Novice Am Trail
Rookie Youth Trail — L1 Novice Youth Trail

September
12th
2020



PATTERN DESIGNED BY:
CARSON GRIGGS
ALL RIGHTS RESERVED

1. LOPE OVER POLES LEFT LEAD
2. TROT SERPENTINE AND POLES INTO CHUTE
3. BACK, SIDEPASS LEFT, WALK OUT OF 2ND CHUTE AND OVER POLES
4. TROT 2ND SERPENTINE
5. LOPE RIGHT LEAD FAN POLES

6. STOP OR BREAK TO WALK OVER POLES
7. LOPE LEFT LEAD FAN POLES
8. TROT OVER STRAIGHT POLES
9. LOPE RIGHT LEAD FAN POLES
10. LOPE INTO 6' CHUTE, 1/4 TURN TO THE LEFT, WALK OVER POLES TO FINISH



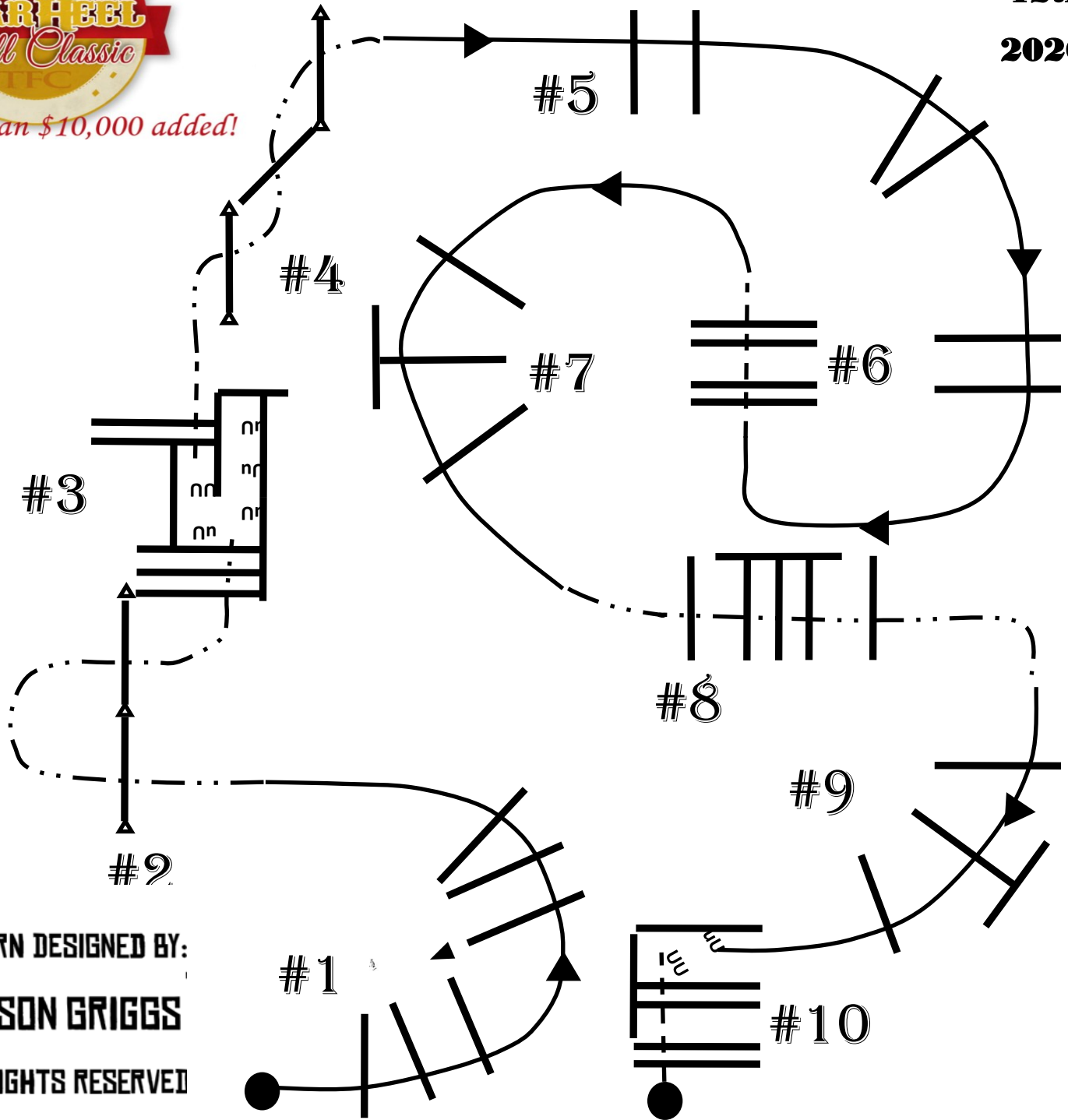
More than \$10,000 added!

Am Select Trail — Amateur Trail
Youth Trail — Sr Trail

September

12th

2020



PATTERN DESIGNED BY:

CARSON GRIGGS

ALL RIGHTS RESERVED

1. LOPE OVER POLES LEFT LEAD
2. TROT SERPENTINE AND POLES INTO CHUTE
3. BACK, SIDEPASS LEFT, WALK OUT OF 2ND CHUTE AND OVER POLES
4. TROT 2ND SERPENTINE
5. LOPE RIGHT LEAD FAN POLES

6. STOP OR BREAK TO WALK OVER POLES
7. LOPE LEFT LEAD FAN POLES
8. TROT OVER STRAIGHT POLES
9. LOPE RIGHT LEAD FAN POLES
10. LOPE INTO 6' CHUTE, 1/4 TURN TO THE LEFT WALK OVER POLES TO FINISH



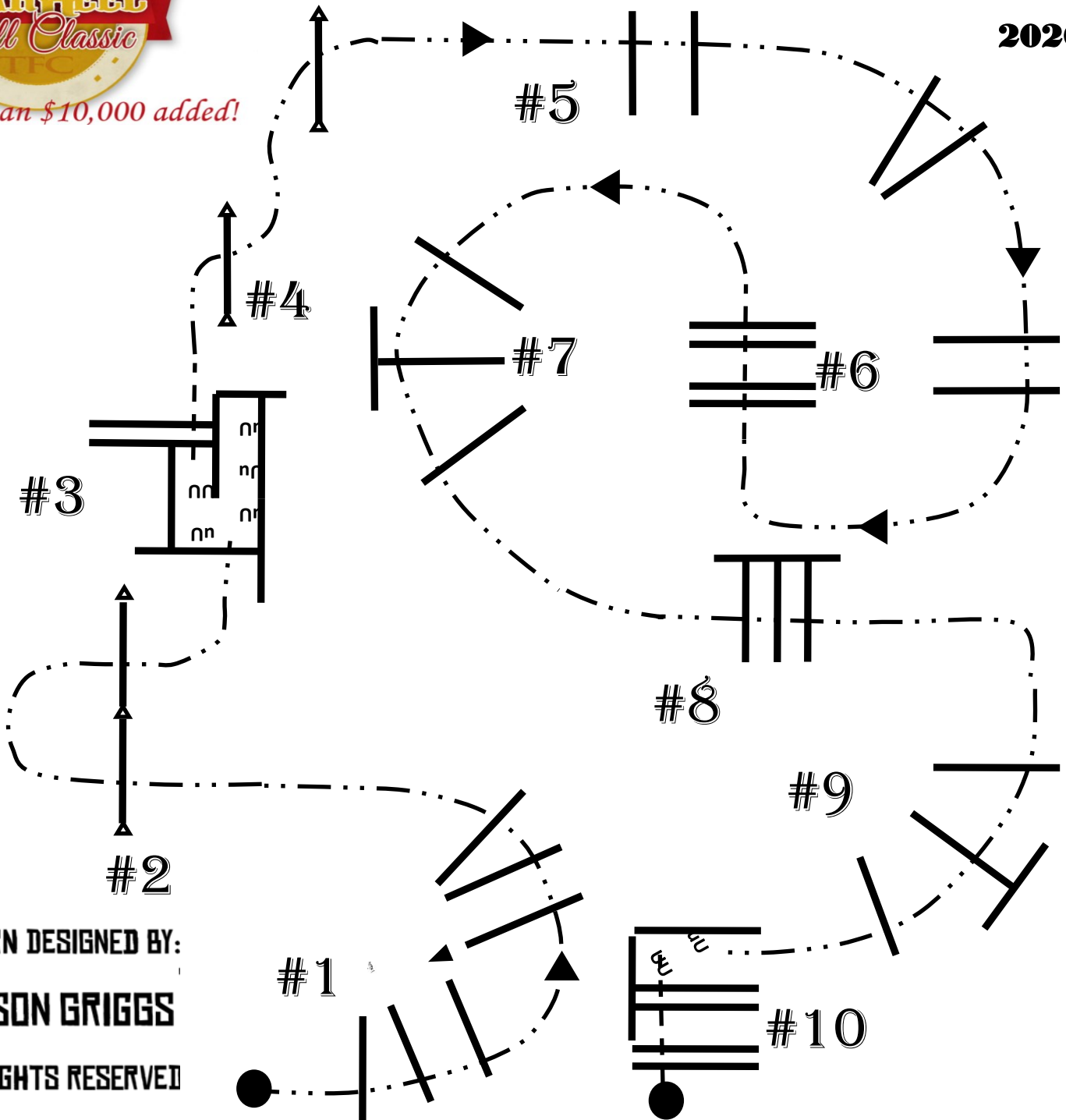
More than \$10,000 added!

Small Fry Trail — L1 Novice Amateur WT Trail
— L1 Novice Youth WT Trail

September

12th

2020



PATTERN DESIGNED BY:

CARSON GRIGGS

ALL RIGHTS RESERVED

1. TROT FANNED POLES

2. TROT SERPENTINE AND POLES INTO CHUTE

3. BACK, SIDEPASS LEFT, WALK OUT OF 2ND CHUTE AND OVER POLES

4. TROT 2ND SERPENTINE

5. TROT BIG FAN POLES

6. STOP OR BREAK TO WALK OVER POLES

7. TROT OVER POLES

8. TROT OVER STRAIGHT POLES

9. KEEP TROTTING OVER FAN POLES

10. TROT INTO CHUTE 1/4 TURN TO THE LEFT, WALK OVER POLES TO