

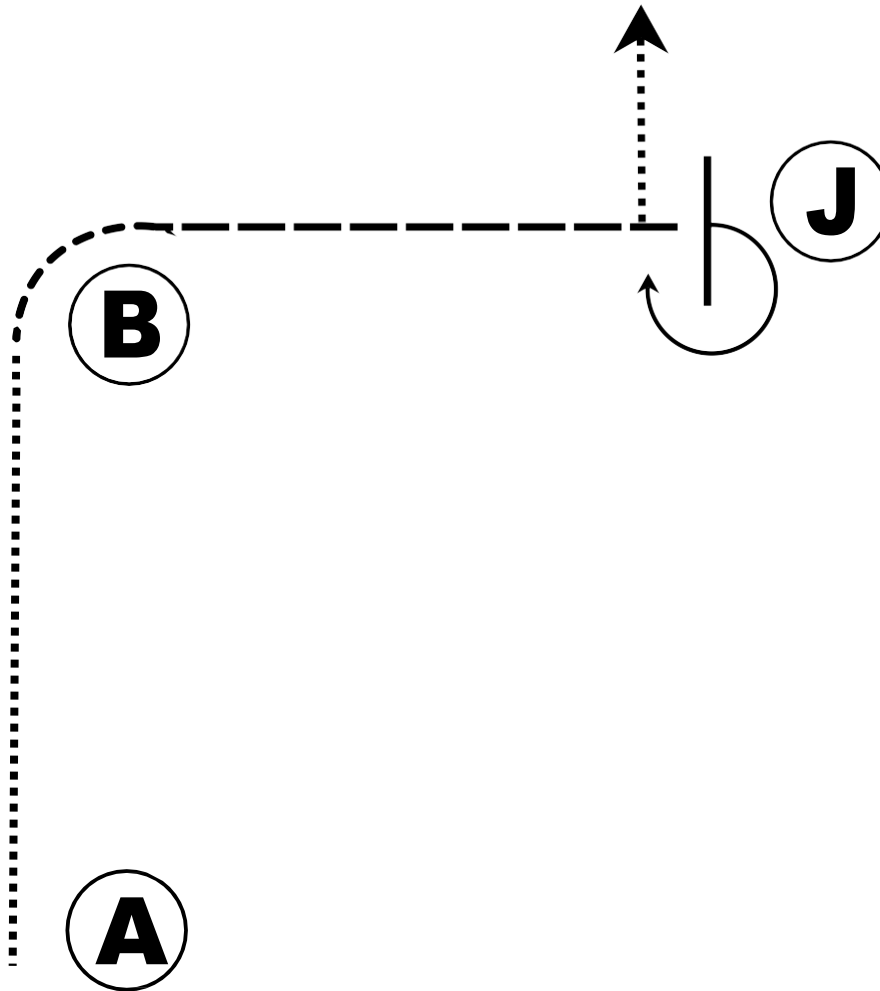
Canyon County Horse Pattern Book 2025



CANYON COUNTY **FAIR**
FIND YOUR FUN

*Patterns in this book have been pulled directly from the
Canyon County Horse Leaders' Pattern Book

Novice Pattern



1. Walk from A to B.
2. Trot from B to judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270-degree turn and walk straight away from the judge.

Follow the instructions of the ring steward.

Walk

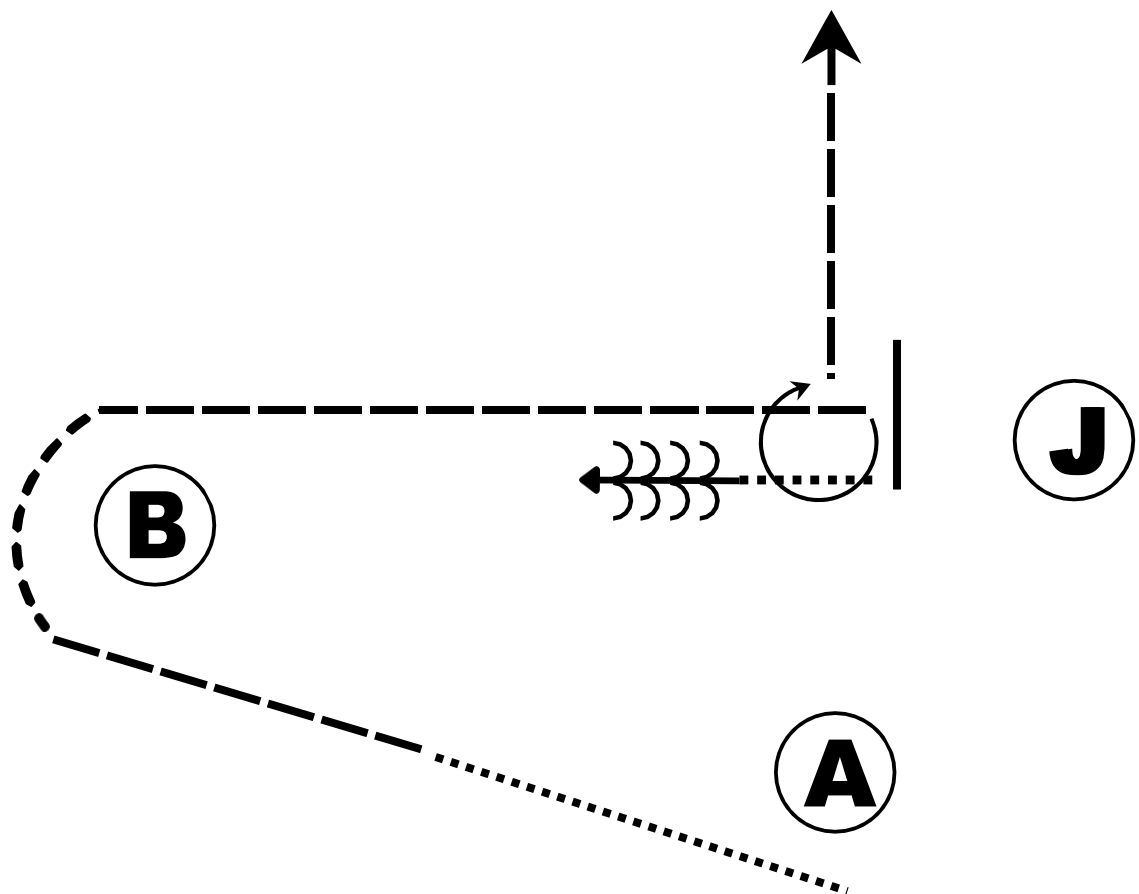
Trot - - - - -

Back ↶↷↷↷

Marker **B**

Judge **J**

Junior Pattern

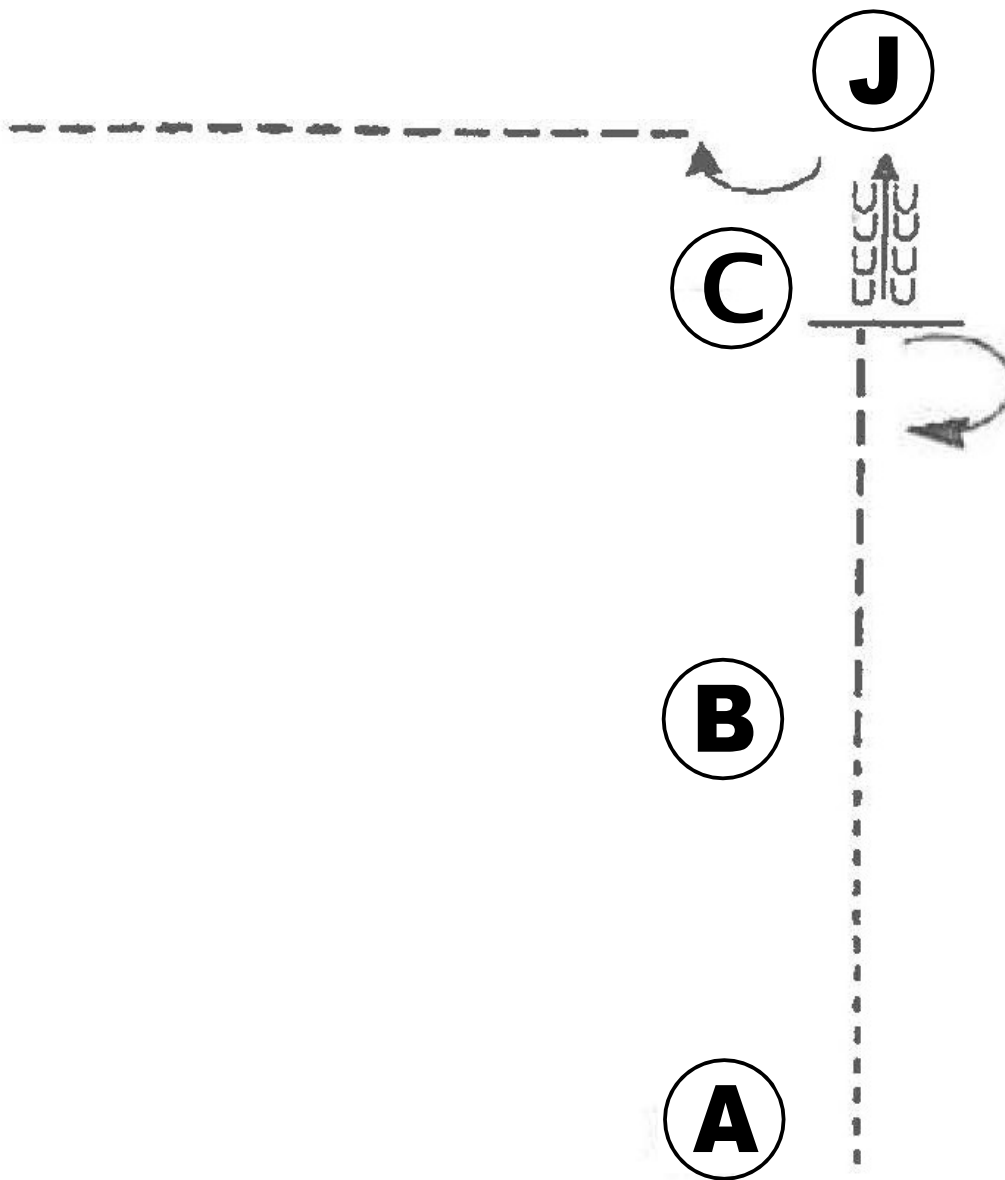


1. Walk halfway from A to B.
2. Trot around B to the judge.
3. Stop and back four steps.
4. Walk to judge and set up for inspection.
5. When dismissed perform a 270-degree turn and trot to lineup.

Follow the instructions of the ring steward.

Walk
Trot	-----
Back	←
Marker	ⓑ
Judge	ⓐ

Intermediate Pattern



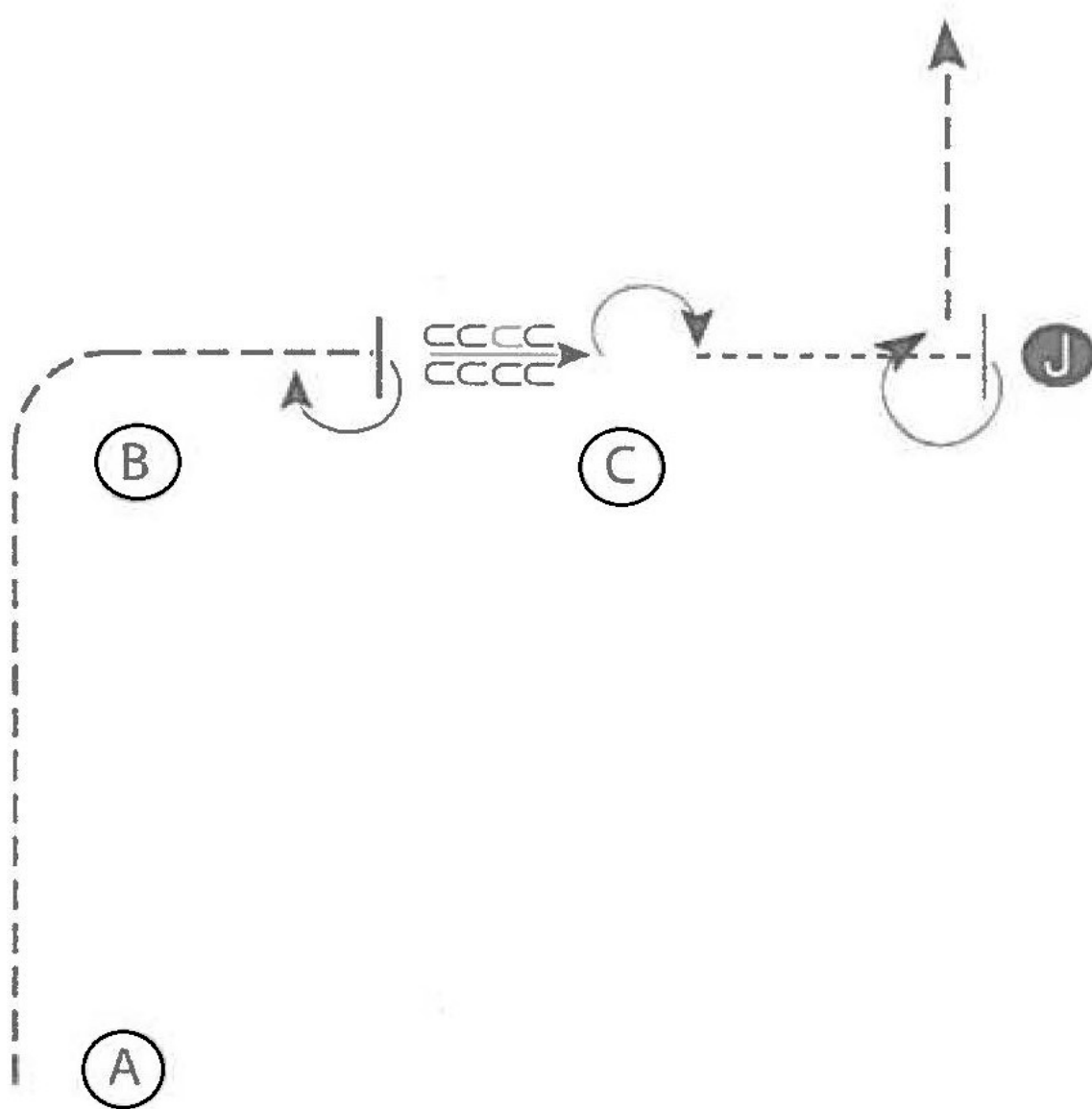
Be ready at A.

1. Walk from A to B
2. Trot B to C.
3. Stop at C and perform a $\frac{1}{2}$ (180°) turn.
4. Back to Judge and set-up for inspection.
5. When dismissed, perform a $\frac{1}{4}$ (90°) turn and trot straight away from Judge.

Follow the ring steward's instructions

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

Senior & FFA Pattern



1. trot from A around B
2. Half way to C stop and perform a 180 degree turn
3. Back to C
4. Perform a 180 degree turn, walk to Judge and set up for inspection
5. When dismissed perform a 270 degree turn and trot to lineup

Walk

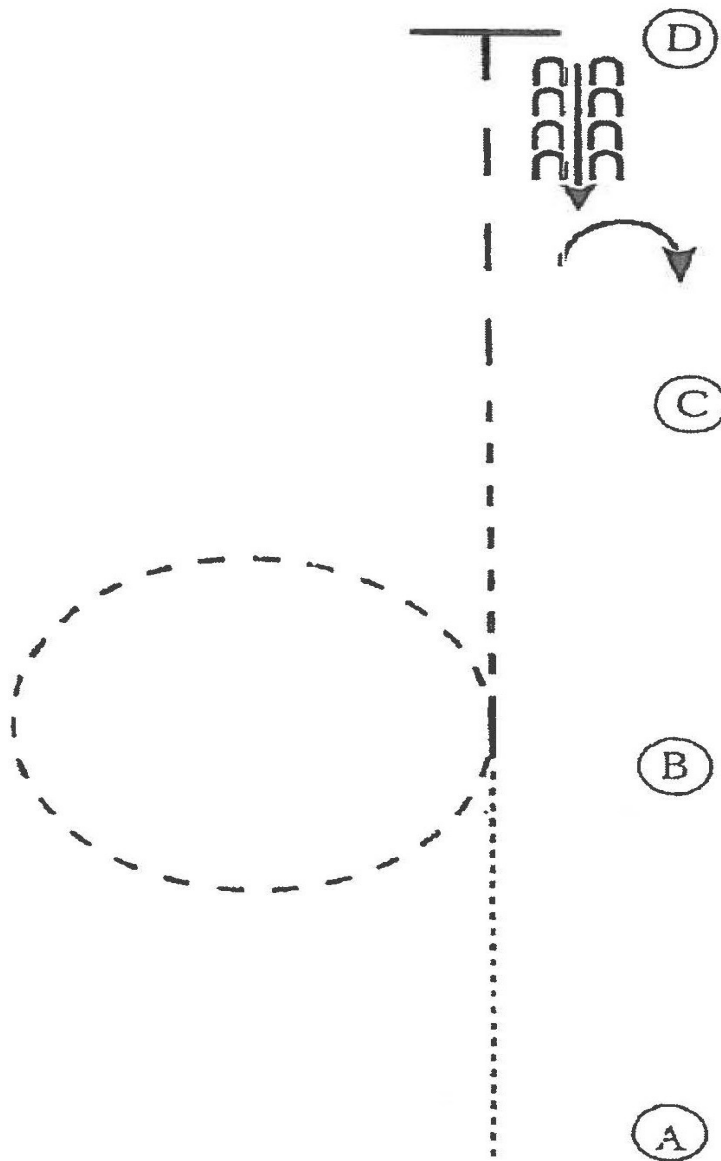
Trot - - - - -

Back ← ~ ~ ~ ~ ~

Marker **(B)**

Judge **(J)**

Novice & Walk Trot 1 Pattern







1. Walk A to B.
2. At B start a trot.
3. Trot a circle at B and continue to C.
4. At C extend the trot to D.
5. At D stop and back 4 steps.
6. Turn 90 degrees to the right.

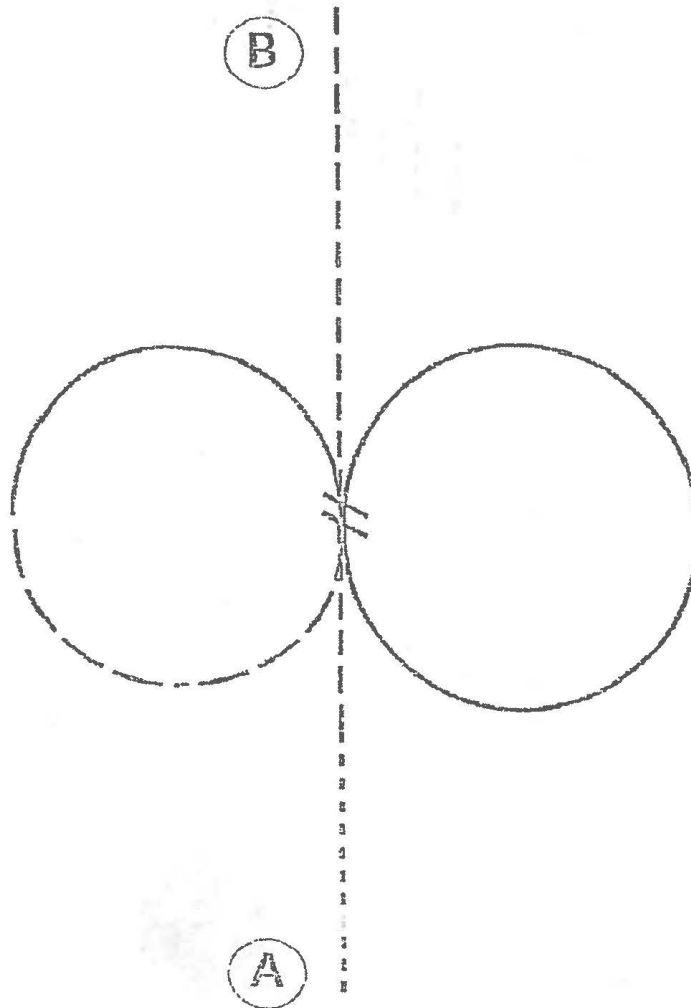
Walk
Trot	-----
Extended Trot	-----
Back	←
Marker	(B)



- Follow the instructions of your ring steward.**

Walk
Trot	-----
Extended Trot	— — —
Lope	————
Leg Yield	
Lead Change	
Back	
Marker	
Sidepass	

Western Horsemanship
Junior Pattern



Be ready at A.

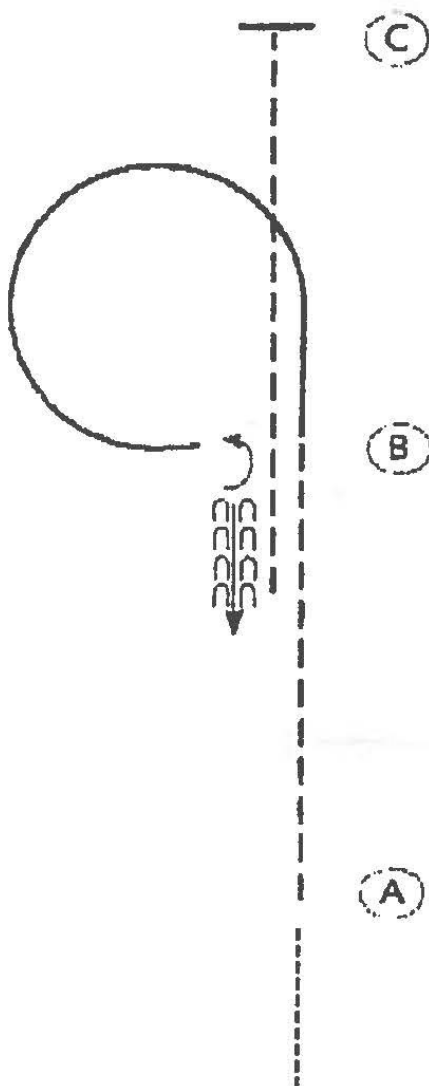
1. Walk halfway to center of pattern.
2. Trot to center of pattern.
3. Lope a circle to the right on the right lead.
4. Perform a simple lead change at center.
5. Lope a half circle to the left.
6. Close the circle at an extended trot.
7. Slow to a trot and trot to B.

Pattern is over once you have passed B at the trot.

Please exit the arena at the direction of your ring steward.

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

Intermediate Pattern



Begin before A at a walk.

1. Trot from A to B
2. At B, lope on the left lead and circle at B as shown.
3. Stop facing B.
4. Turn 1/4 turn to the left.
5. Back one horse length.
6. Trot to C
7. Stop at C.

Follow the instructions of your ring steward.

Walk
Trot	-----
Extended Trot	-----
Lope	-----
Leg Yield	
Lead Change	↖↗
Back	←↶↶↶
Marker	ⓑ
Sidepass	←-----→

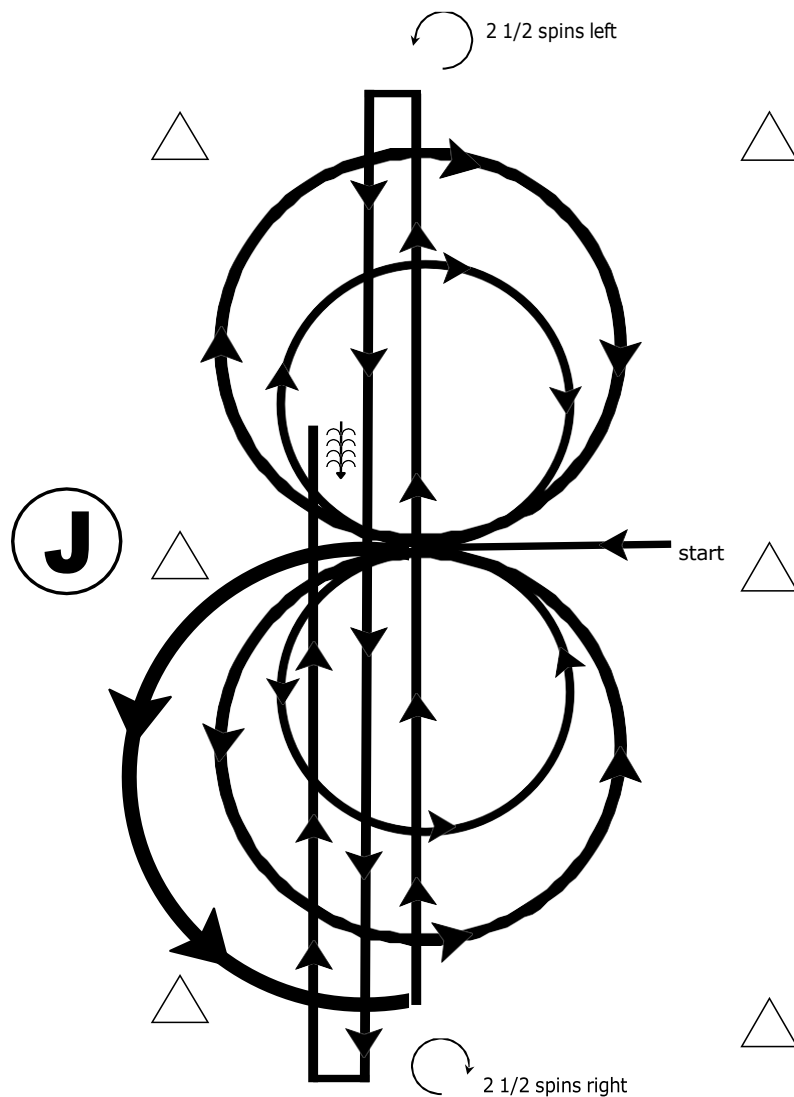
Senior & FFA Pattern



- Follow the instructions of your ring steward.**

9

Reining Pattern
Senior & FFA



Trot to the center of arena, stop. Start pattern facing towards judge.

1. Beginning on the left lead complete two circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete two circles to the right, the first large and fast, the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop.
 Back at least 10 feet. Hesitate to complete pattern.

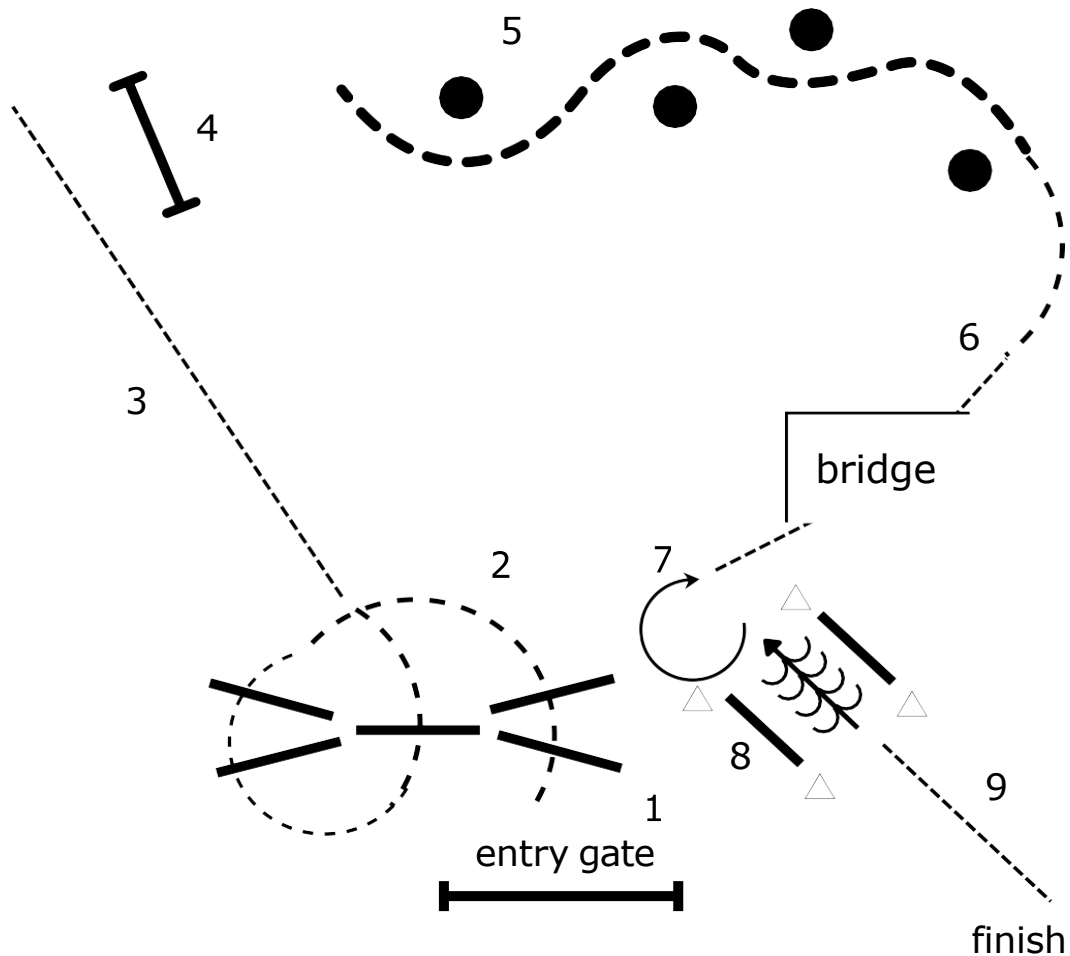
**This pattern may be used as a lope pattern.*

****Safety Note: All though not required, it is highly recommended that all class participants use the appropriate safety boots or skid boots.**

Trail (Arena)

In-Hand & Novice

Walk Trot 1



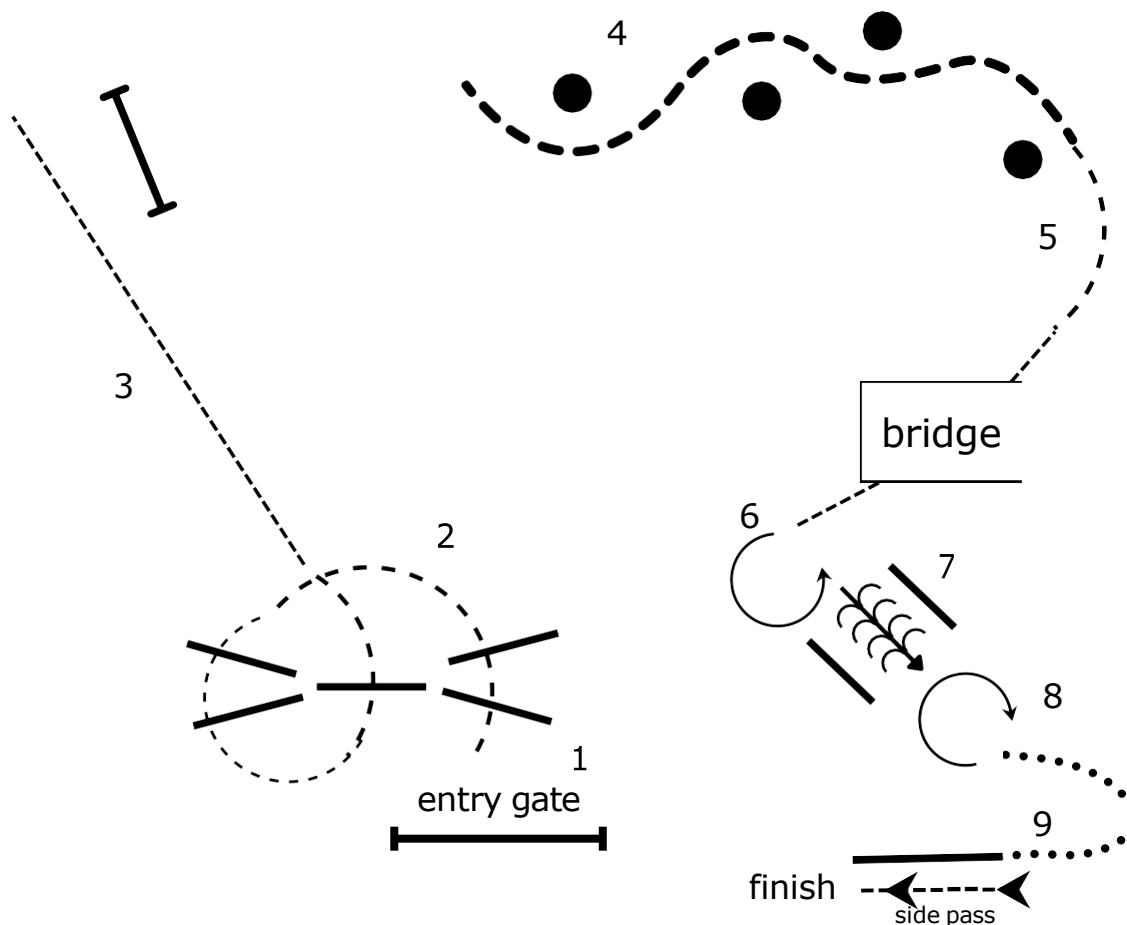
1. Be ready at gate.
2. Trot through angled ground poles.
3. Continue to trot after leaving ground poles and trot to gate.
4. Open gate with right hand push, then close gate.
NOTE: Opening gate is optional, participant may choose to walk thru gate with no penalty. However, if participant attempts to open gate, 3 tries will be given before being asked by judge to move to next obstacle. Extra credit will only be given if attempt was successfully completed.
5. At an extended trot serpentine through the cones.
6. Break to walk prior to bridge. Walk over bridge and proceed to cones.
7. Stop at cones, perform 270-degree turn to the right.
8. Walk forward through cones. Stop at second set of cones. Back through cones.
9. Move forward out of cones.
10. Exit when dismissed.

Follow the instructions of the ring steward.

Trail (Arena)

Junior Pattern

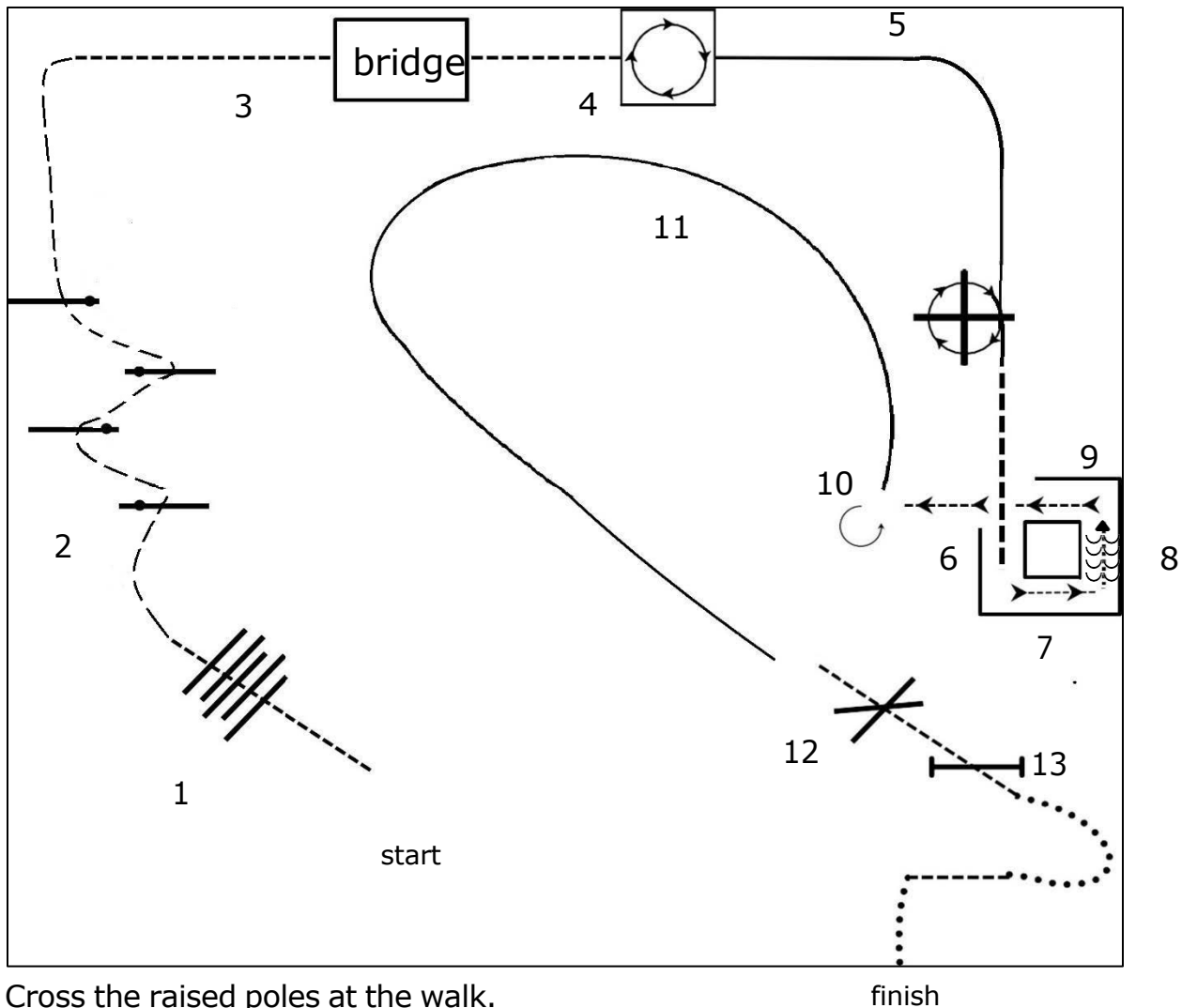
Walk Trot 2 Pattern



1. Be ready at gate.
2. Trot through angled ground poles.
3. Trot to gate. Open gate with right hand push, then close gate.
4. At an extended trot serpentine through the cones.
5. Break to walk prior to bridge. Walk over bridge.
6. Stop, perform 270-degree turn to the left.
7. Back through cones. Stop once clear of all cones.
8. Perform 180 turn to the right.
9. Move to pole.
10. Side pass to right over the length of the pole.
11. Exit when dismissed.

Follow the instructions of the ring steward.

Intermediate & Senior & FFA Pattern



1. Cross the raised poles at the walk.
2. Jog serpentine over poles.
3. Walk over bridge.
4. 360-degree right turn in box. Lope out of box.
5. Lope right lead over pole and around cone as shown.
6. Jog into chute and stop.
7. Side pass to the left.
8. Back to end of chute.
9. Side pass to the right.
10. Pivot turn left 180-degree.
11. Lope left lead and break to walk before elevated rails.
12. At a walk cross elevated rails.
13. Work gate right hand push.

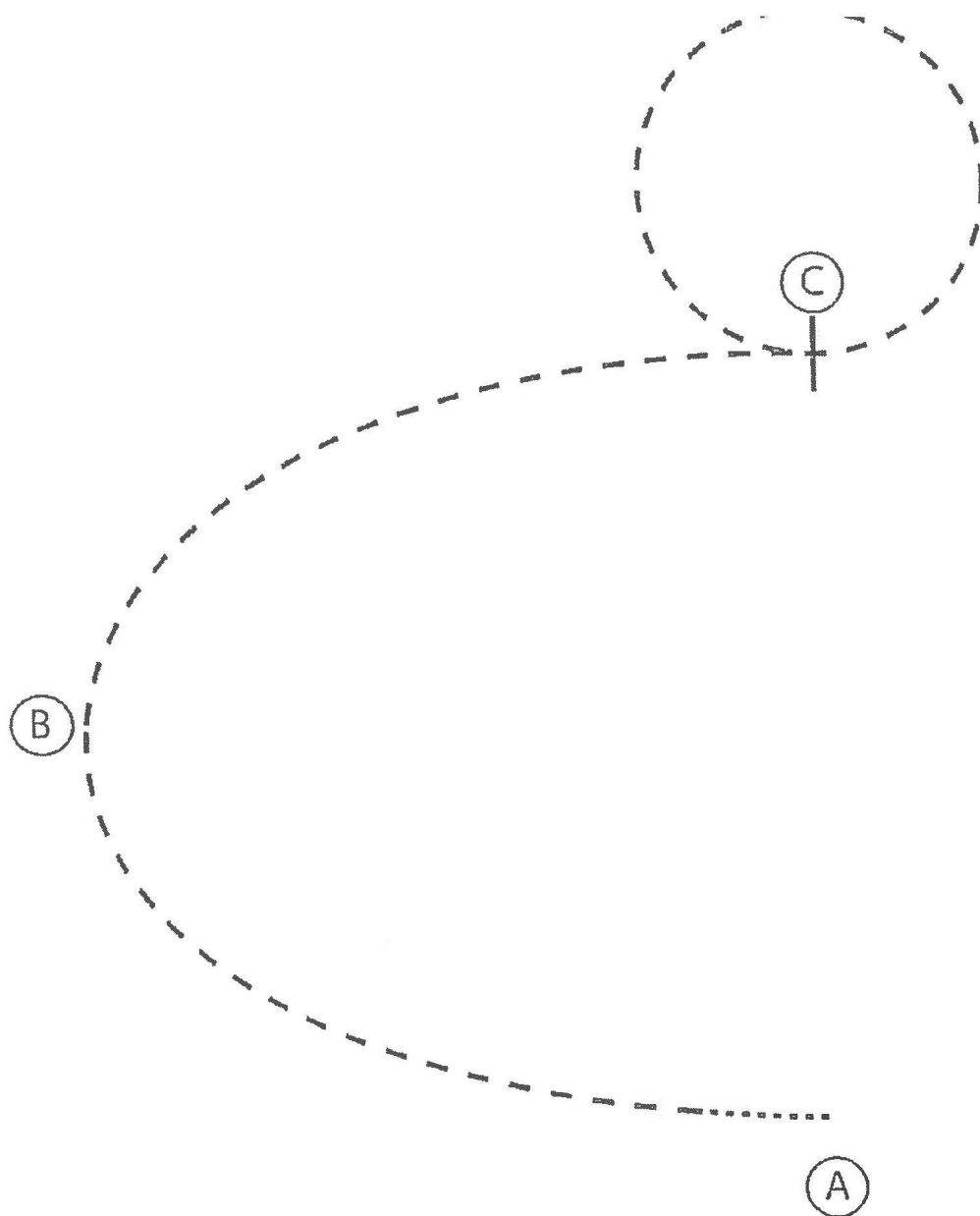
Follow the instructions of the ring steward.

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↗↘
Back	←←←←←
Marker	ⓑ
Sidepass	←←←←←

English Equitation

Novice Pattern

Walk Trot 1

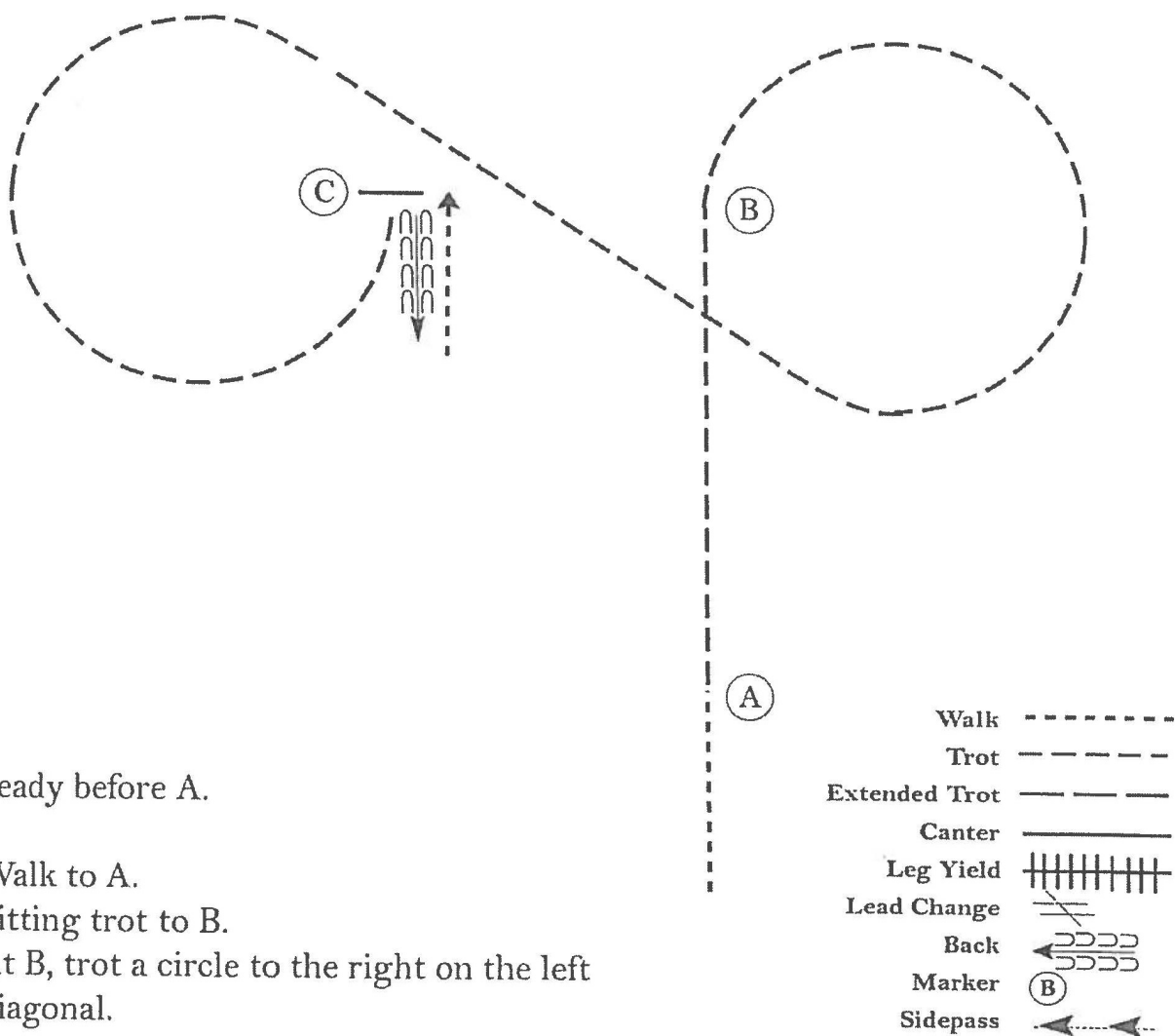


1. Walk 3 strides at A then posting trot on the right diagonal to B
2. At B change diagonals and continue to C
3. At C sitting trot a circle to the left
4. Stop at C

Walk
Trot	-----
Extended Trot	— — —
Canter	————
Leg Yield	
Lead Change	
Back	
Marker	(B)

English Equitation

Walk Trot 2 Pattern



Be ready before A.

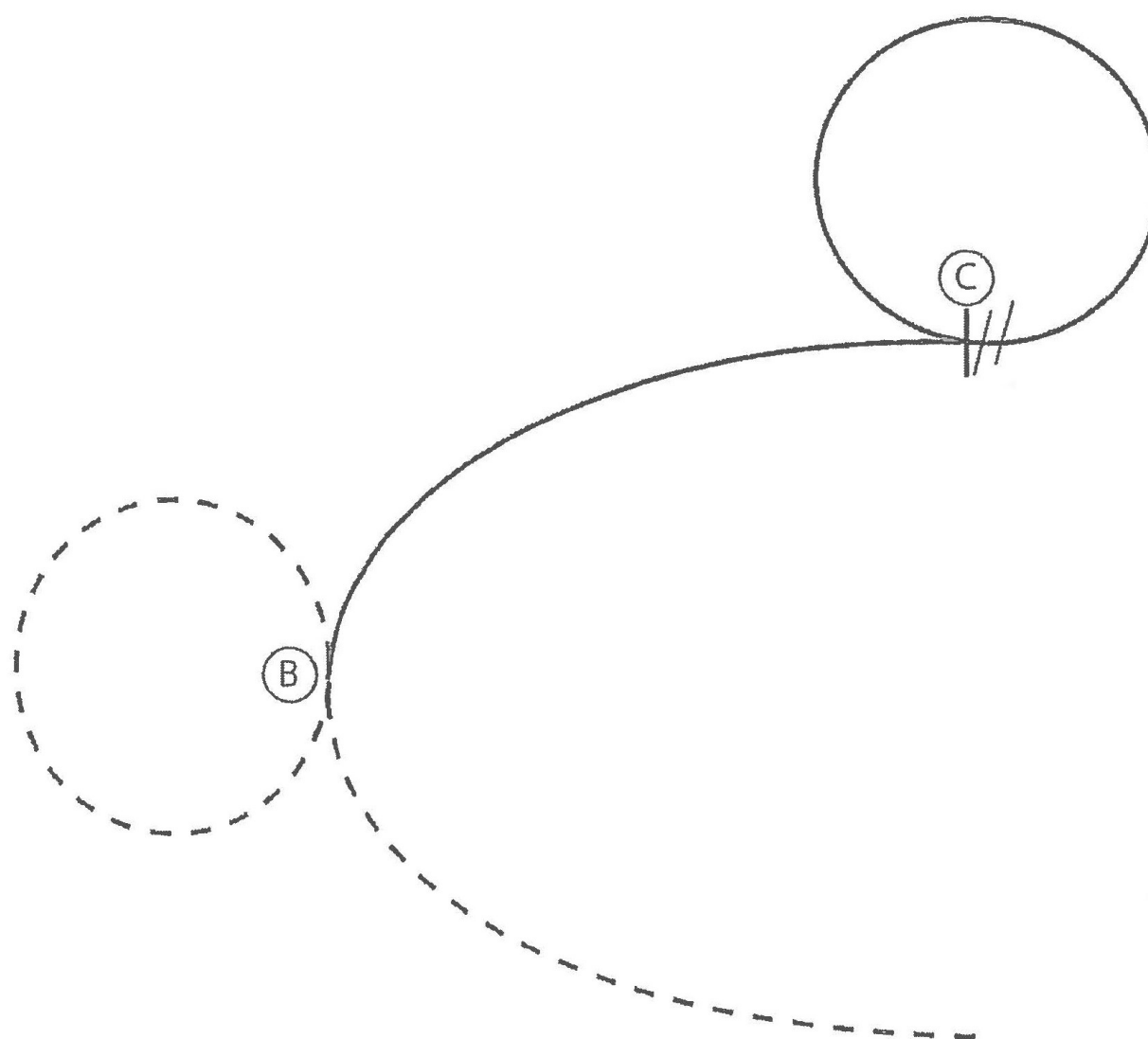
1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

English Equitation

Junior



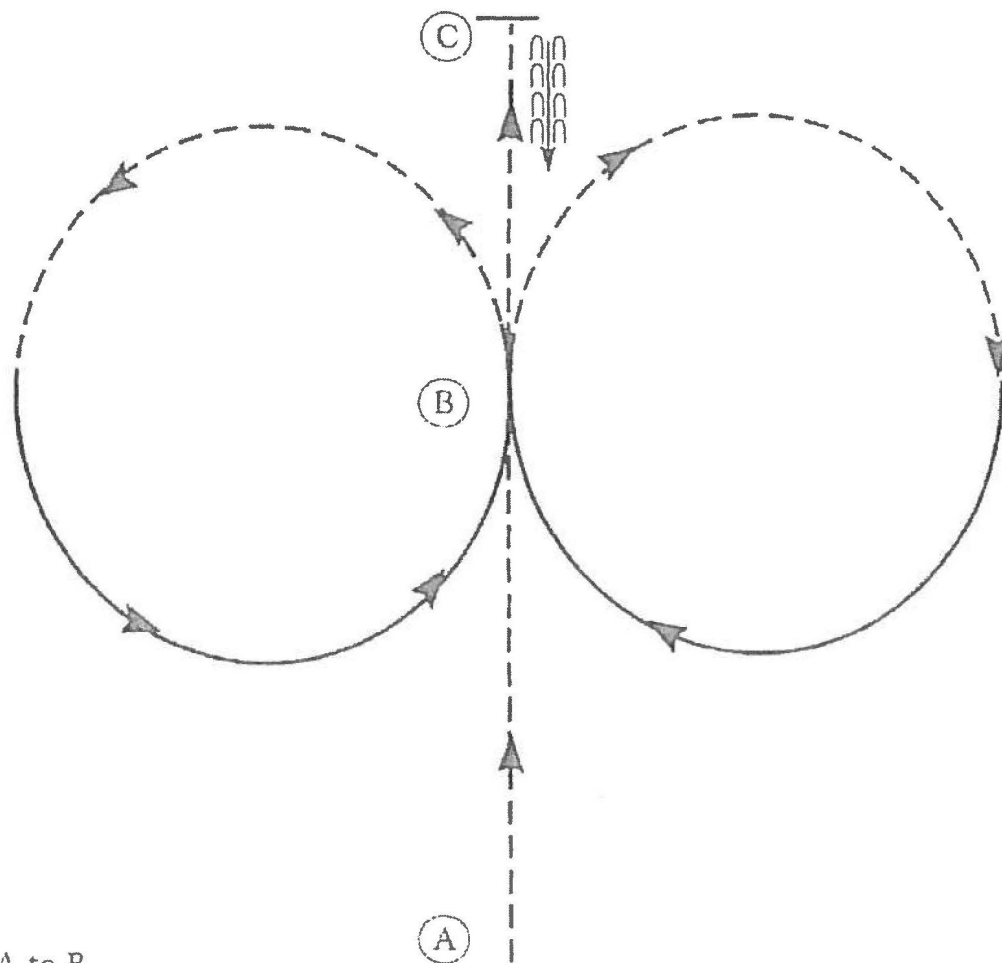
1. Posting trot A to B on the left diagonal
2. At B posting trot a circle to the left on the right diagonal
3. At B canter on the right lead to C
4. At C perform lead change and canter a circle to the left
5. At C stop

(A)	Walk
	Trot	- - - - -
	Extended Trot	— — — — —
	Canter	—————
	Leg Yield	
	Lead Change	
	Back	
	Marker	(B)

English Equitation

Intermediate Pattern

Senior & FFA Pattern



1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle. (to Right)
3. Canter on the right lead back to B.
4. Posting trot on the right diagonal in a half circle. (to Left)
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

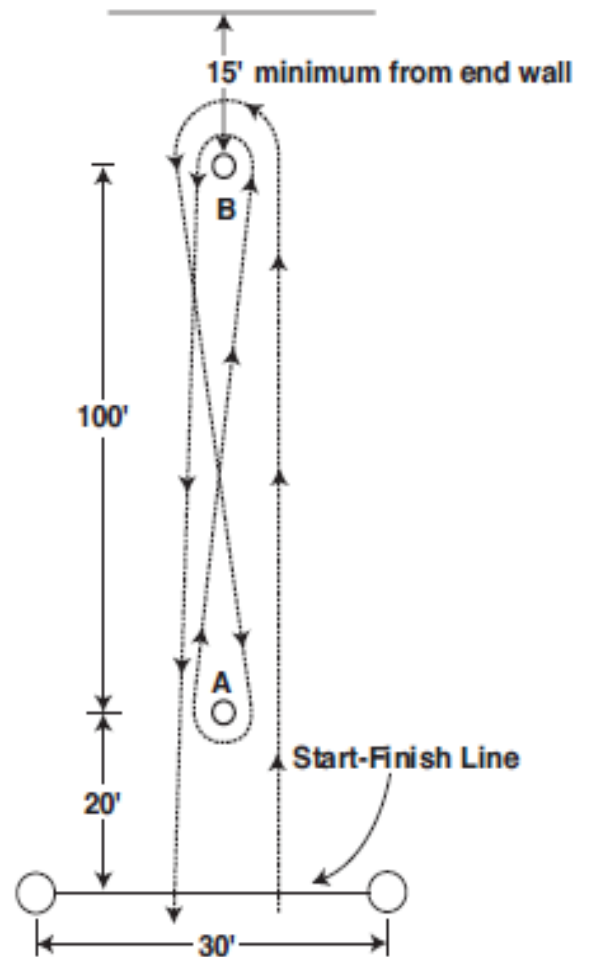
Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	◀ ▶
Hand Gallop	=====

Western Games All Divisions

Idaho Figure-8

Two poles set 100 feet apart, the first 20 feet from the start-finish line; the second, 120 feet from the same line. The rider crosses the start line, rides down the side of the course (side optional) to pole B, turns pole B, rides to pole A, turns pole A in the opposite direction, rides back to pole B, turns pole B in the opposite direction of A, and rides across the finish line, completing a figure-8 pattern.

Riders must remain in designated lanes. There is a 5-second penalty for knocking over each pole. Turning a pole the wrong direction is considered off course.



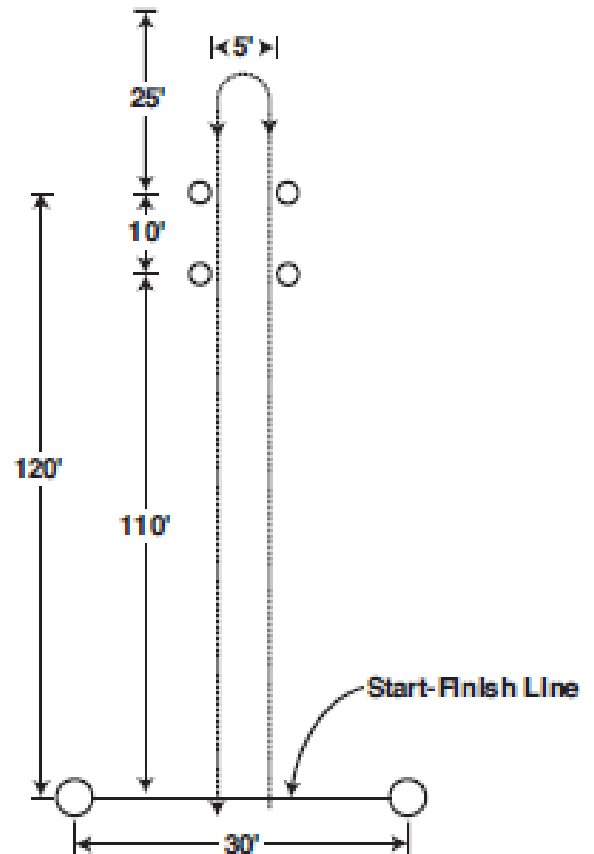
Actual pattern spacing may be changed for safety purposes to fit the size of the given arena.

Western Games

All Divisions

Key Race

Four white poles, striped or covered with a 48-inch red sleeve, placed 5 feet apart at marks 110 and 120 feet from the start-finish line. The rider travels between the poles across the turning plane, turns, reverses course through the poles, and finishes.



Actual pattern spacing may be changed for safety purposes to fit the size of the given arena.

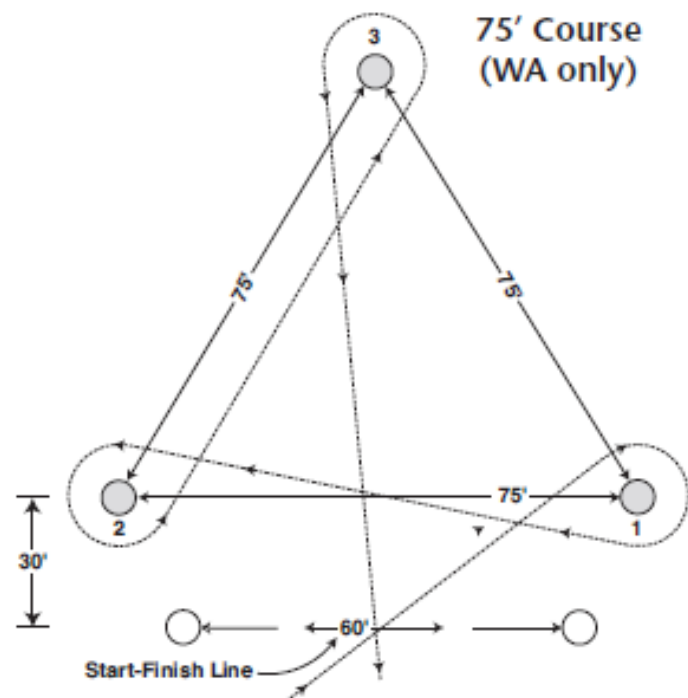
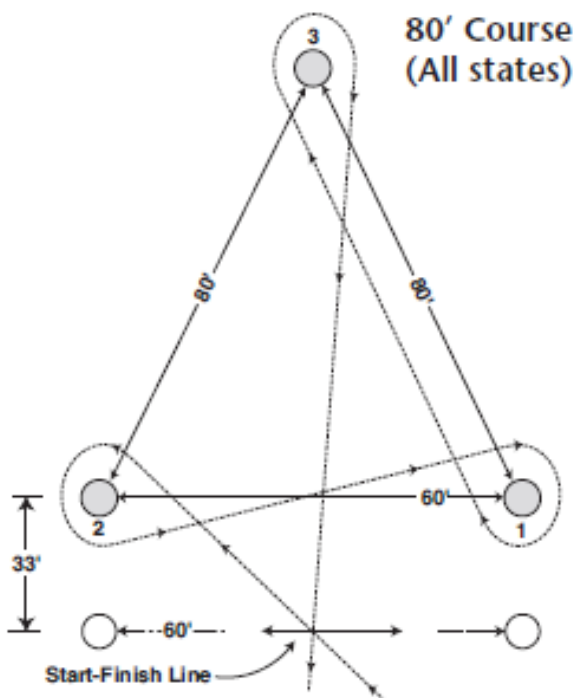
Western Games

All Divisions

Texas Barrels

Three barrels placed in a triangular formation. For the 80-foot course, which can be used in all three states, the No. 1 and 2 barrels are set 33 feet from the start-finish line and 60 feet apart. The No. 3 barrel is 80 feet from the No. 1 and 2 barrels. For the 75-foot course, used in Washington only, the No. 1 and 2 barrels are set 30 feet from the start-finish line and 75 feet apart. The No. 3 barrel is 75 feet from the No. 1 and 2 barrels. Both courses use a 60-foot start line.

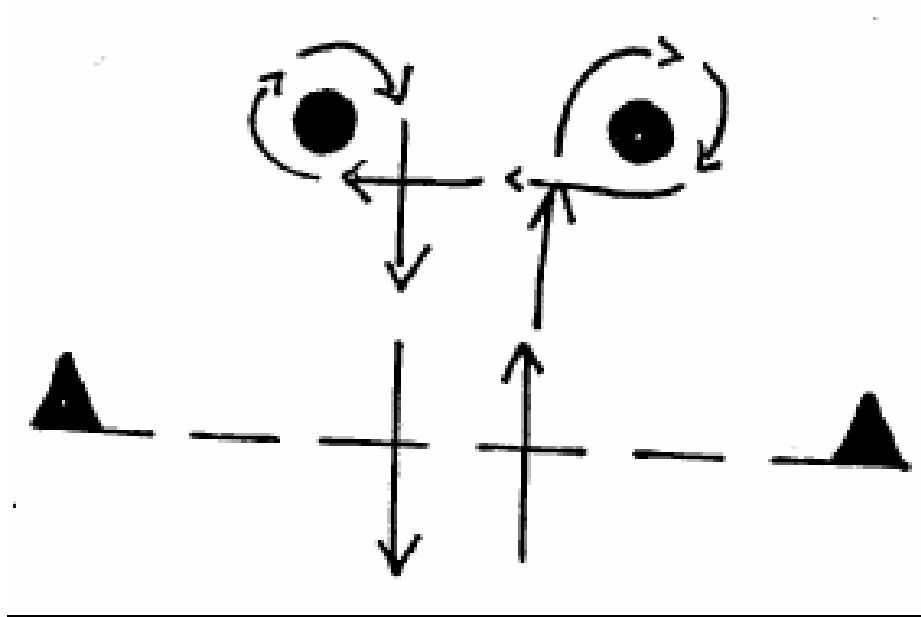
The rider crosses the starting line, circles the No. 1 barrel to the right, crosses to the No. 2 barrel, circles it to the left, rides to the No. 3 barrel, circles it to the left, and travels across the finish line. The rider may alternatively cross the starting line to the No. 2 barrel, circle it to the left, cross to the No. 1 barrel, circle it to the right, run to the No. 3 barrel, circle it to the right, and proceed across the finish line.



Actual pattern spacing may be changed for safety purposes to fit the size of the given arena.

Western Games

All Divisions



6. . LT Special

The two (2) barrels are placed in a straight line, horizontal with the timing line. The pattern will be set to fit the arena, with no barrel closer than 15' from any fence.

The pattern can be run either left or right. Contestant may touch a barrel to prevent it from falling over. Any changes made in the pattern once a class has started will cancel all times run and call for the rerunning of the entire

Disqualifications:

Contestant is disqualified for knock down of barrel, broken pattern, running off course, or separation of rider and horse/pony during the timing period.

Actual pattern spacing may be changed for safety purposes to fit the size of the given arena.