

Canyon County Horse Pattern Book 2026

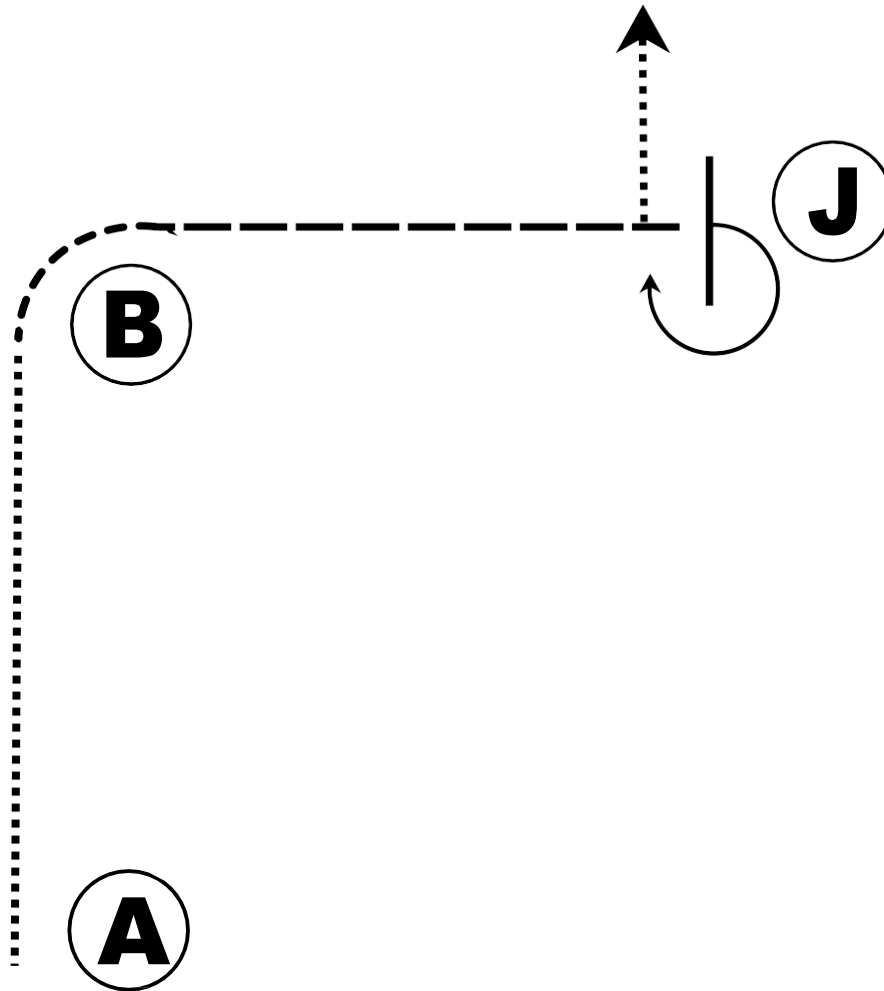


CANYON COUNTY **FAIR**
FIND YOUR FUN

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

Showmanship

Novice Pattern

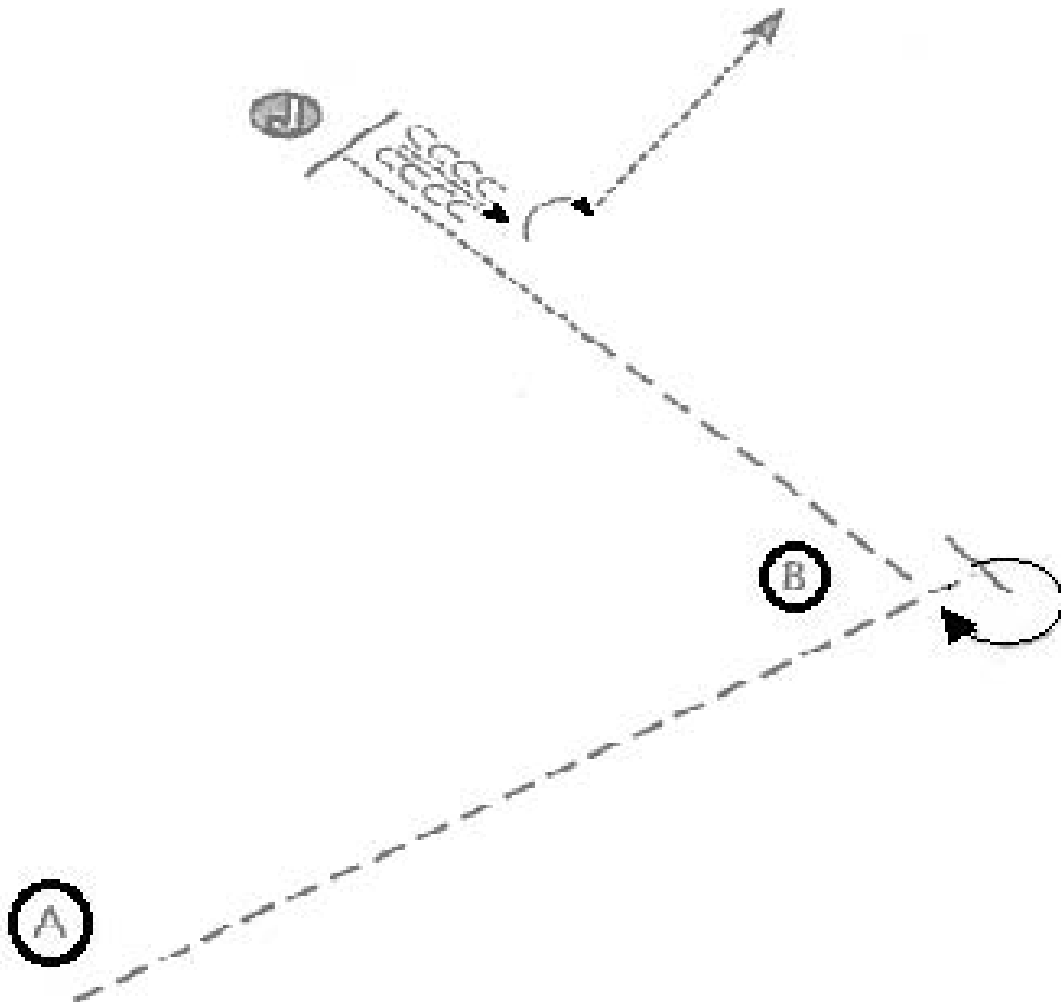


1. Walk from A to B.
2. Trot from B to judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270-degree turn and walk straight away from the judge.

Follow the instructions of the ring steward.

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

Junior Pattern



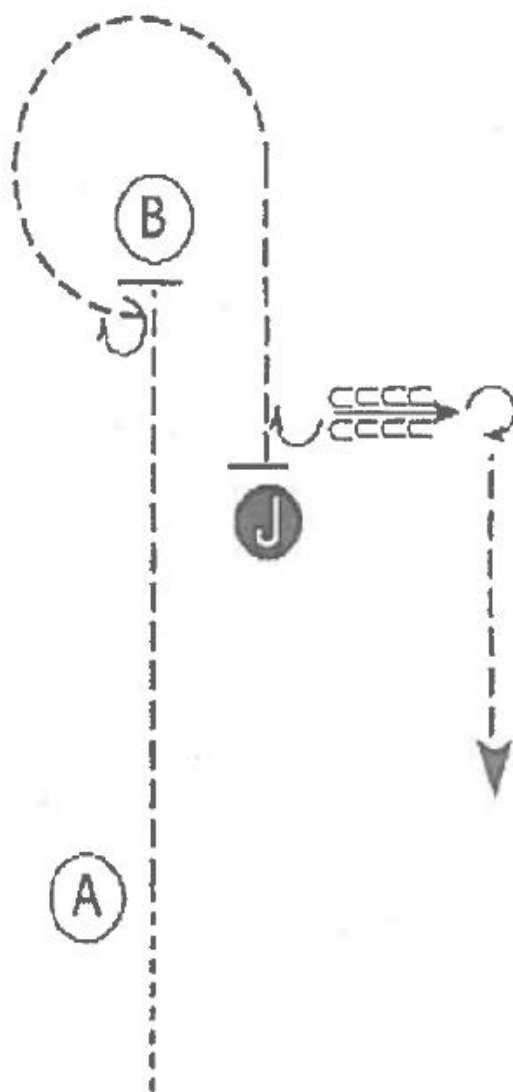
Be ready at A.

1. Trot past B and stop.
2. Perform a $\frac{3}{4}$ (270°) pivot/turn.
3. Trot halfway to the Judge.
4. Break to the walk and walk to the Judge.
5. Stop and set-up for inspection.
6. When dismissed, back one horse length.
7. Perform a $\frac{1}{2}$ (90°) pivot/turn and walk away from judge to line up.

Follow the instructions of the ring steward.

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

Intermediate Pattern



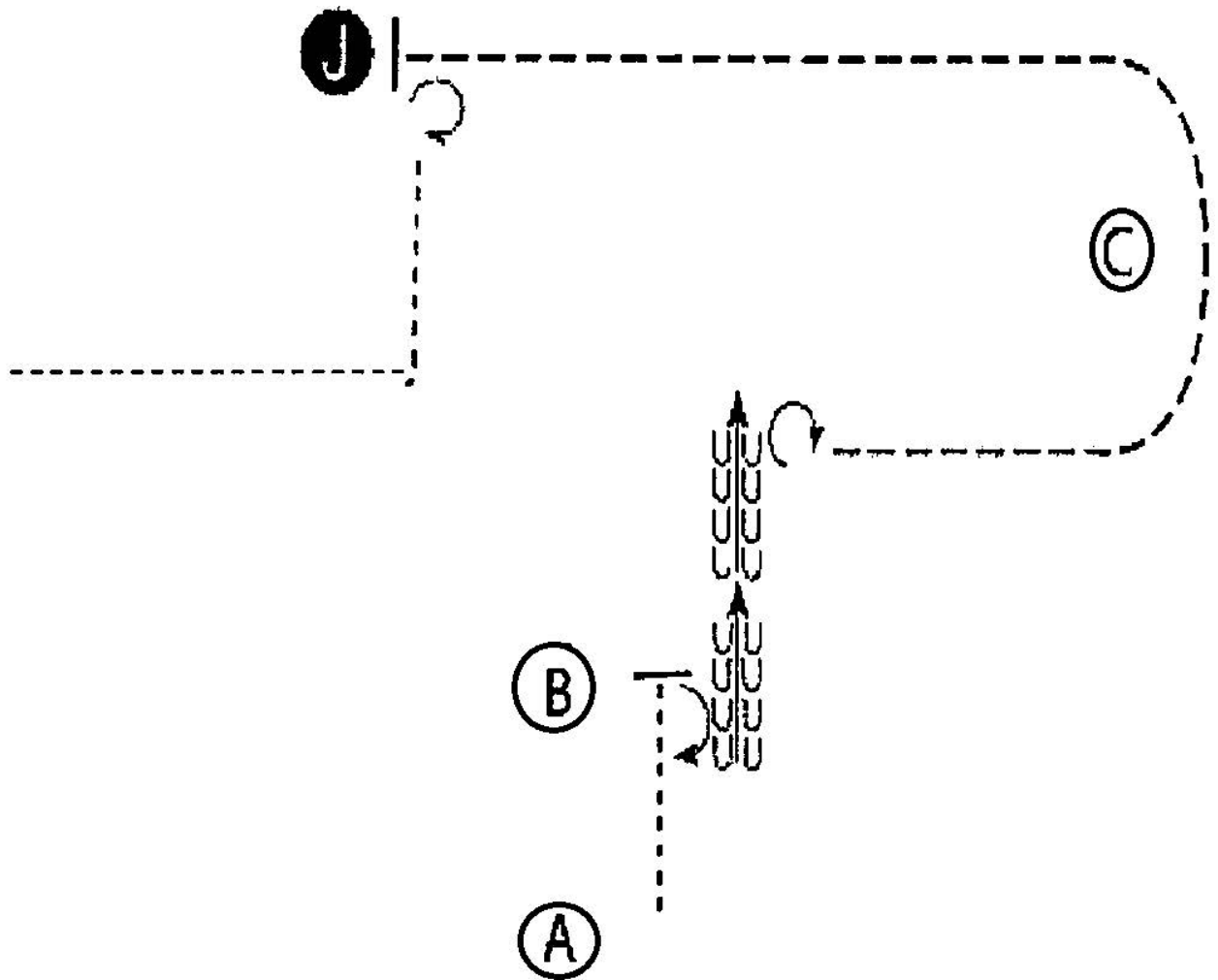
Be ready before A.

1. Walk to A.
2. Trot to B and stop.
3. Perform a 270 degree turn.
4. Trot around B and to the Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Back approximately one horse length.
8. Perform a 270 degree turn and trot to exit.

Follow the instructions of your ring steward.

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

Showmanship
Senior



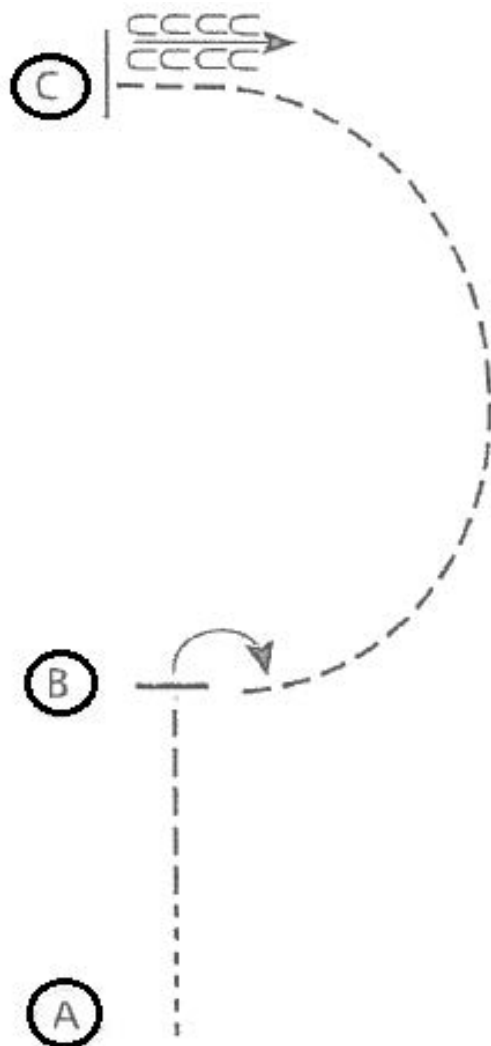
Be ready at A.

1. Walk from A to B
2. Perform a $\frac{1}{2}$ (180°) turn at B.
3. Back approximately 1.5 horse lengths.
4. Perform a $\frac{3}{4}$ (270°) turn.
5. Trot to and around C and continue to Judge.
6. Stop and set-up for inspection.
7. When dismissed, perform a $\frac{3}{4}$ (270°) turn
8. Walk to line-up

Follow the ring steward's instructions

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

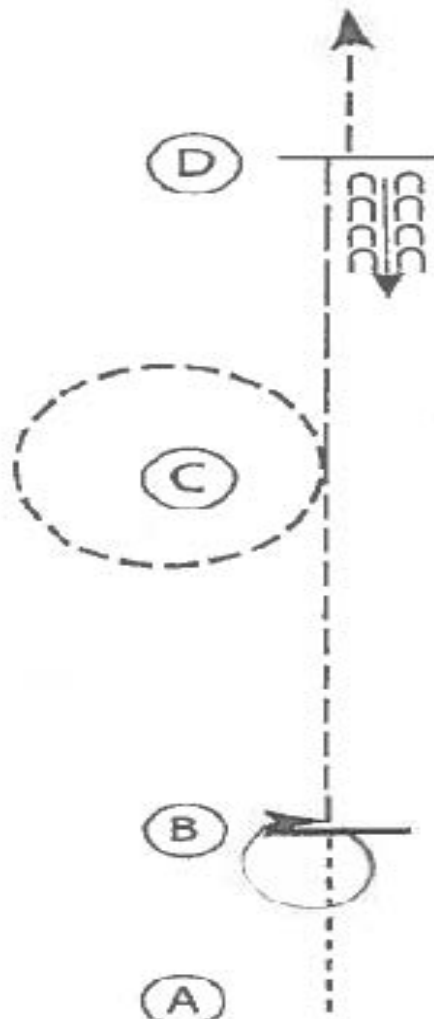
Novice & Walk Trot 1 Pattern



1. Be ready at A
2. Walk four steps from A.
3. Trot to B and stop.
4. Perform a 90 degree turn to the right on the hindquarters.
5. Trot half circle to C.
6. At C stop and back four steps.

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

Walk Trot 2 Pattern



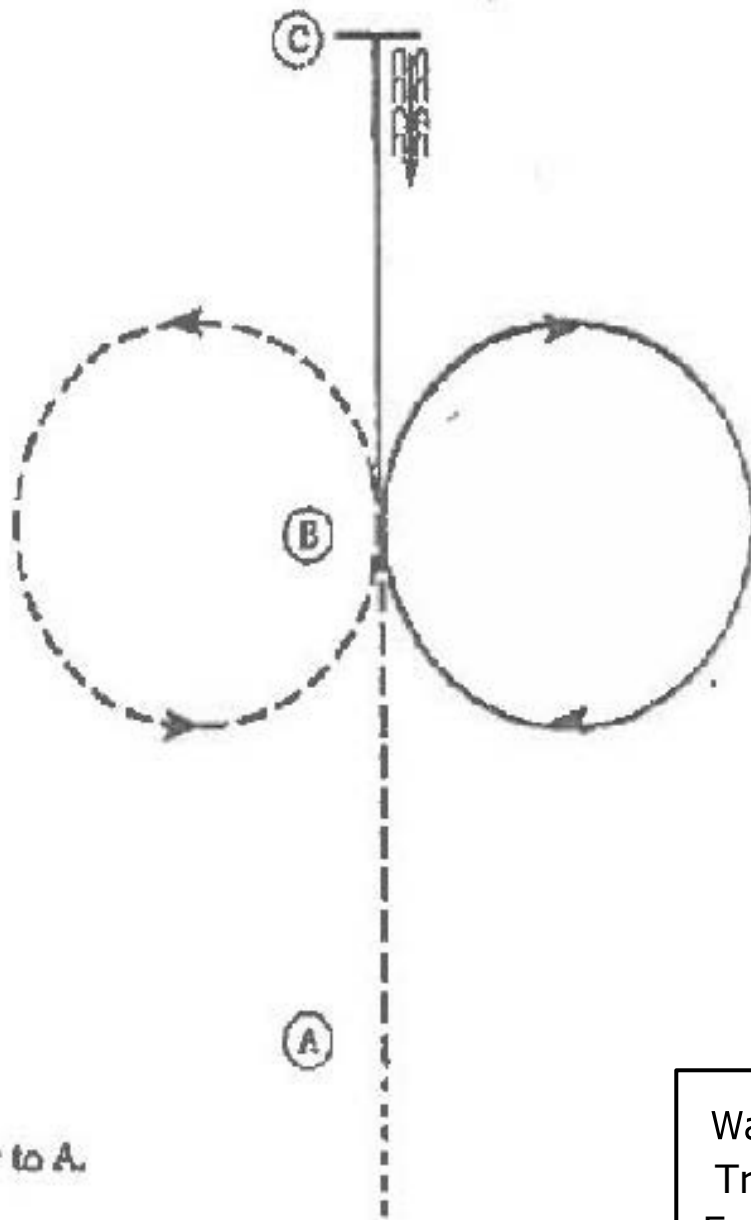
Walk
Trot	-----
Extended Trot	-----
Lope	————
Leg Yield	
Lead Change	—/—
Back Marker	←~~~~
Sidepass	←(B)←

Be ready at A

1. Walk A to B
2. At B stop and perform a 360 degree turn on hindquarters.
3. Trot to C and continue trotting in a circle to the left around C.
4. Extend the trot to D.
5. At D Stop
6. Back two (2) horse lengths.
7. Trot to line up

Follow the instructions of the ring steward

Western Horsemanship
Junior Pattern

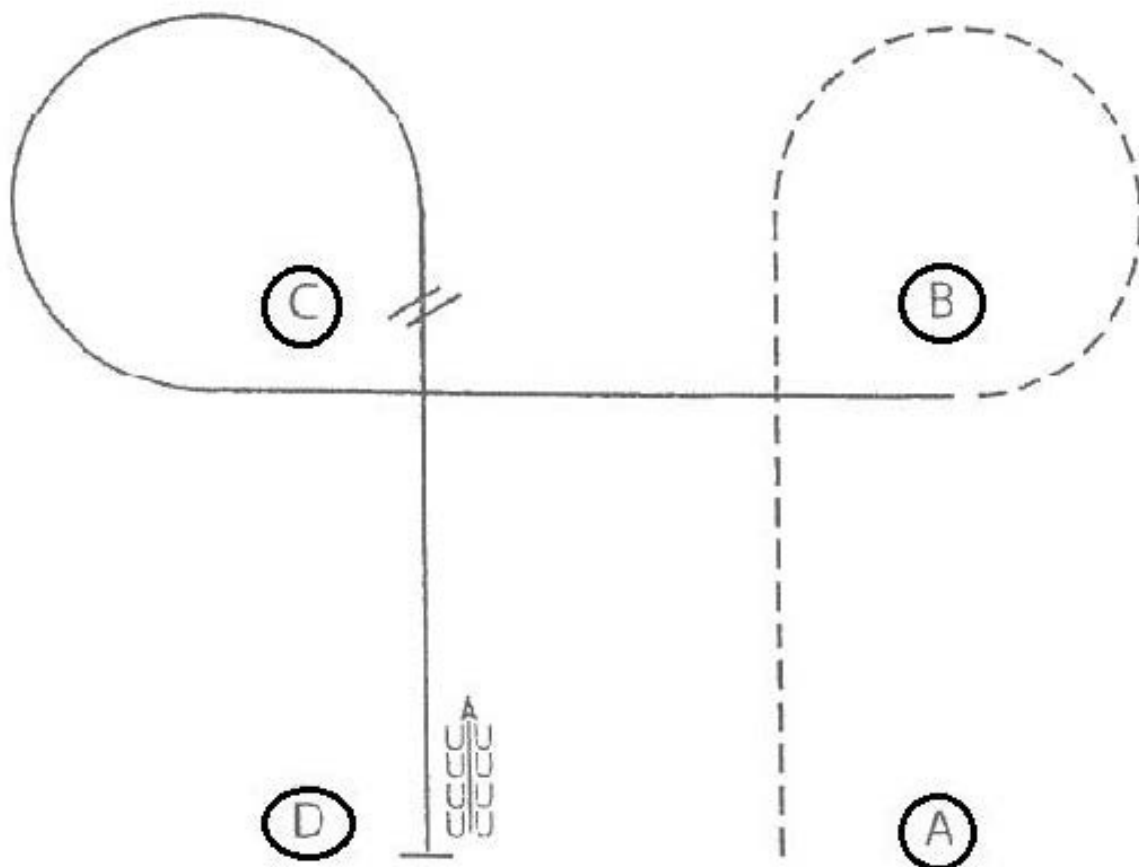


Be ready prior to A.

1. Walk to A.
2. Trot A to B
3. At B trot a circle to the left.
4. At B lope a circle to the right on the right lead.
5. Continue the lope to C.
6. Stop at C and back approximately one horse length.

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

Intermediate Pattern



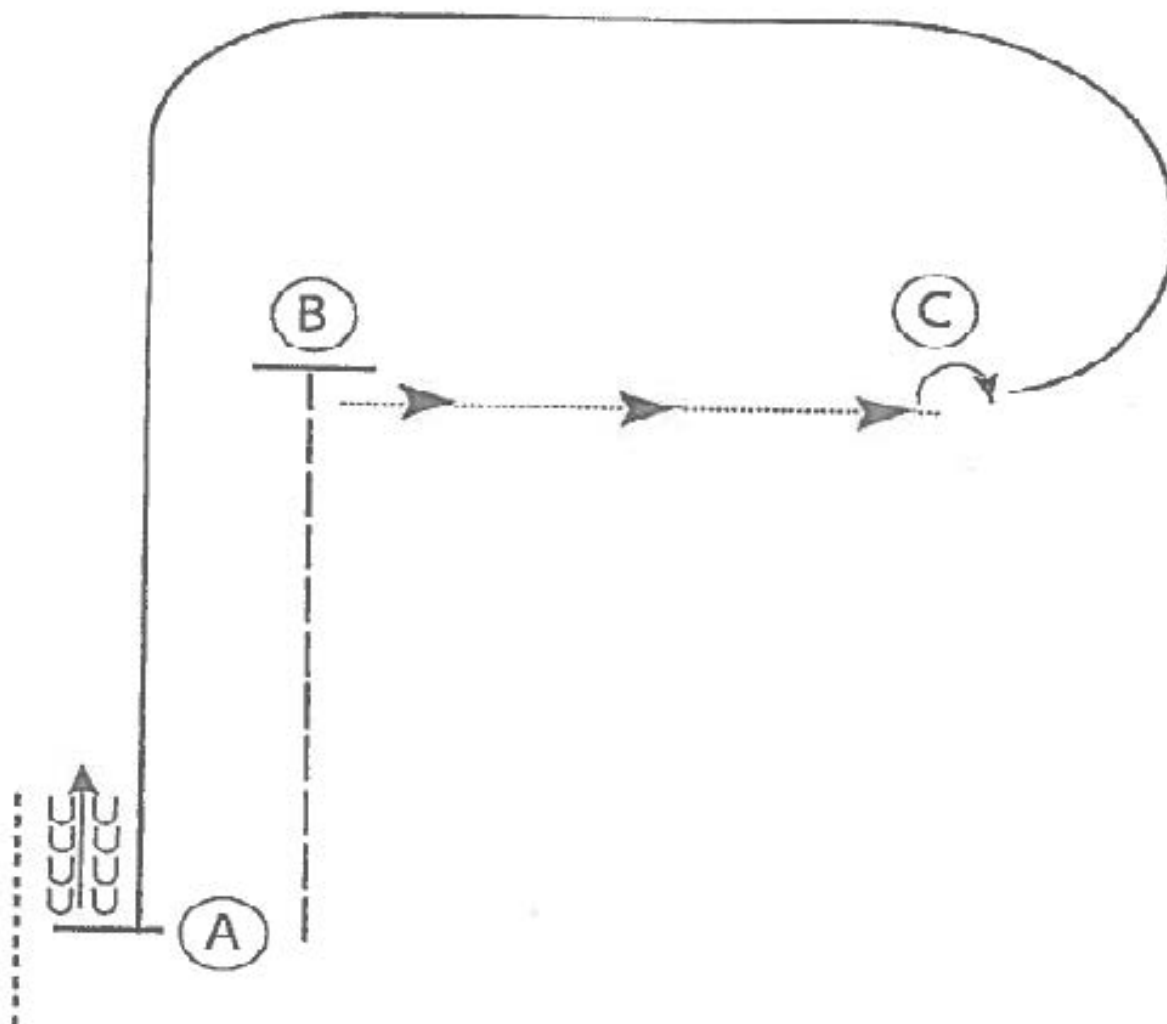
Be ready at A.

1. Trot A to B.
2. Trot a circle around B.
3. At B, lope on the right lead to C.
4. Lope a circle around C.
5. At C, perform a simple lead change and continue to D.
6. At D, stop and back one horse length.

Walk
Trot	-----
Extended Trot	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←~~~~~
Marker	ⓑ
Sidepass	←-----→

Follow the instructions of your ring steward.

Senior Pattern

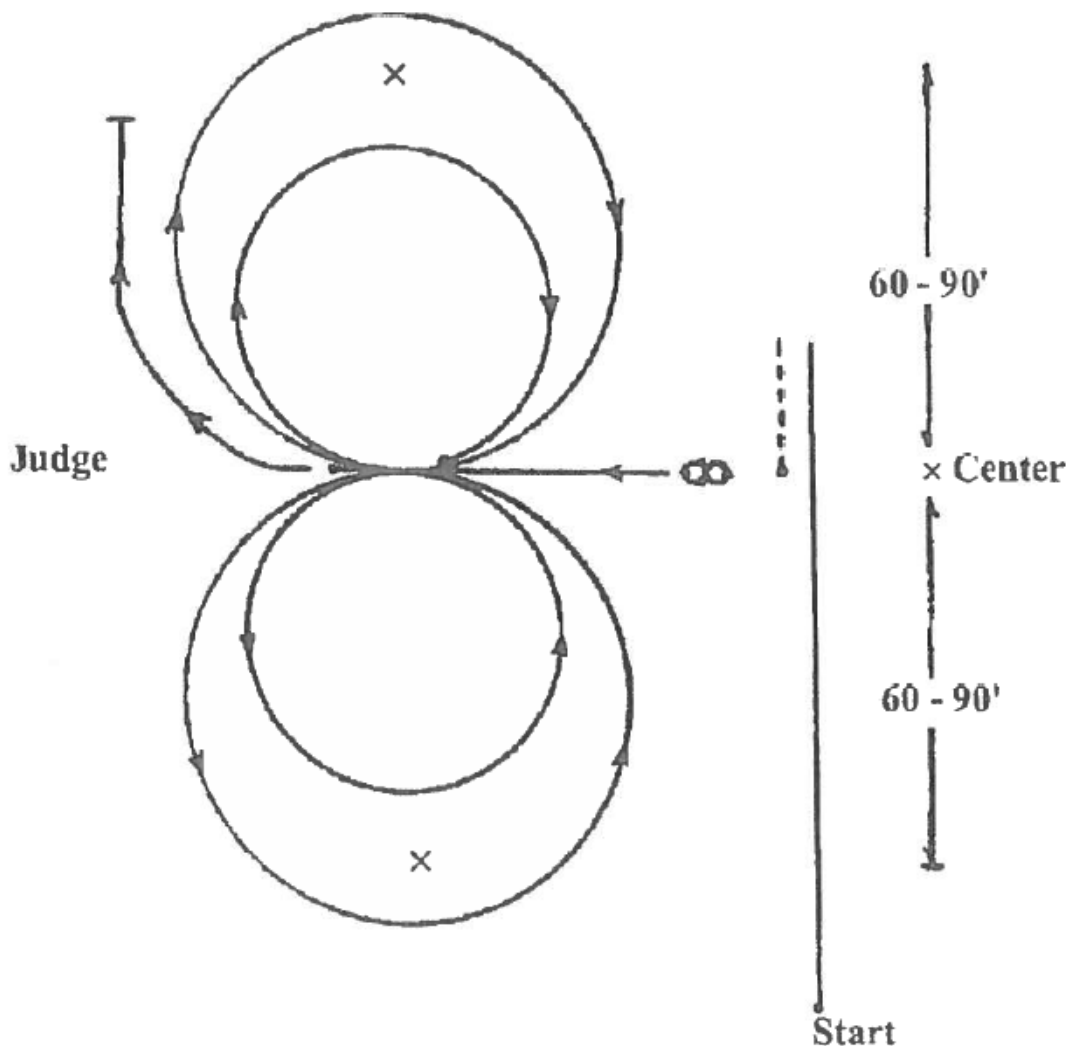


1. Extend the jog from A to B.
2. Stop at B and sidepass to C.
3. Perform a 90 degree turn to the right on the hindquarters. Lope left lead around B to A.
4. Stop and back three steps.
5. Walk to the line-up.

Walk
Trot	-----
Extended Trot	- - - -
Lope	————
Leg Yield	
Lead Change	↙
Back	←
Marker	ⓑ
Sidepass	←- - - ->

Reining Pattern

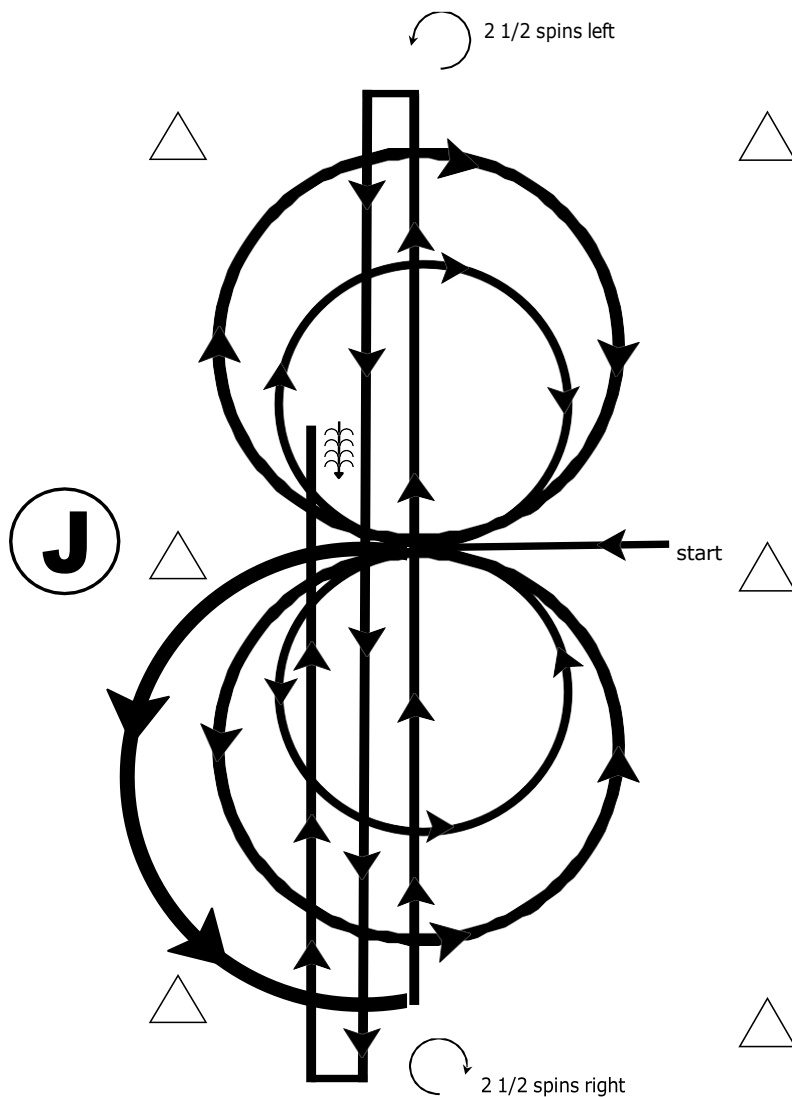
Intermediate Pattern



Ride Pattern:

1. Lope in a straight line at least 20ft away from fence. Stop and back to center of arena. Settle horse for 10 seconds.
2. Do 1 spin to right, 1 1/4 spins to the left.
3. Ride a large fast circle to the right, outside markers. Ride a small slow circle to the right, inside markers. Execute simple change of leads (break to walk or jog).
4. Ride a large fast circle to the left, outside markers. Ride a small slow circle to the left, inside markers. Execute change of leads, lope off on right lead.
5. Stop, settle horse for 5 seconds. Ride to judge for inspection.

Reining Pattern
Senior



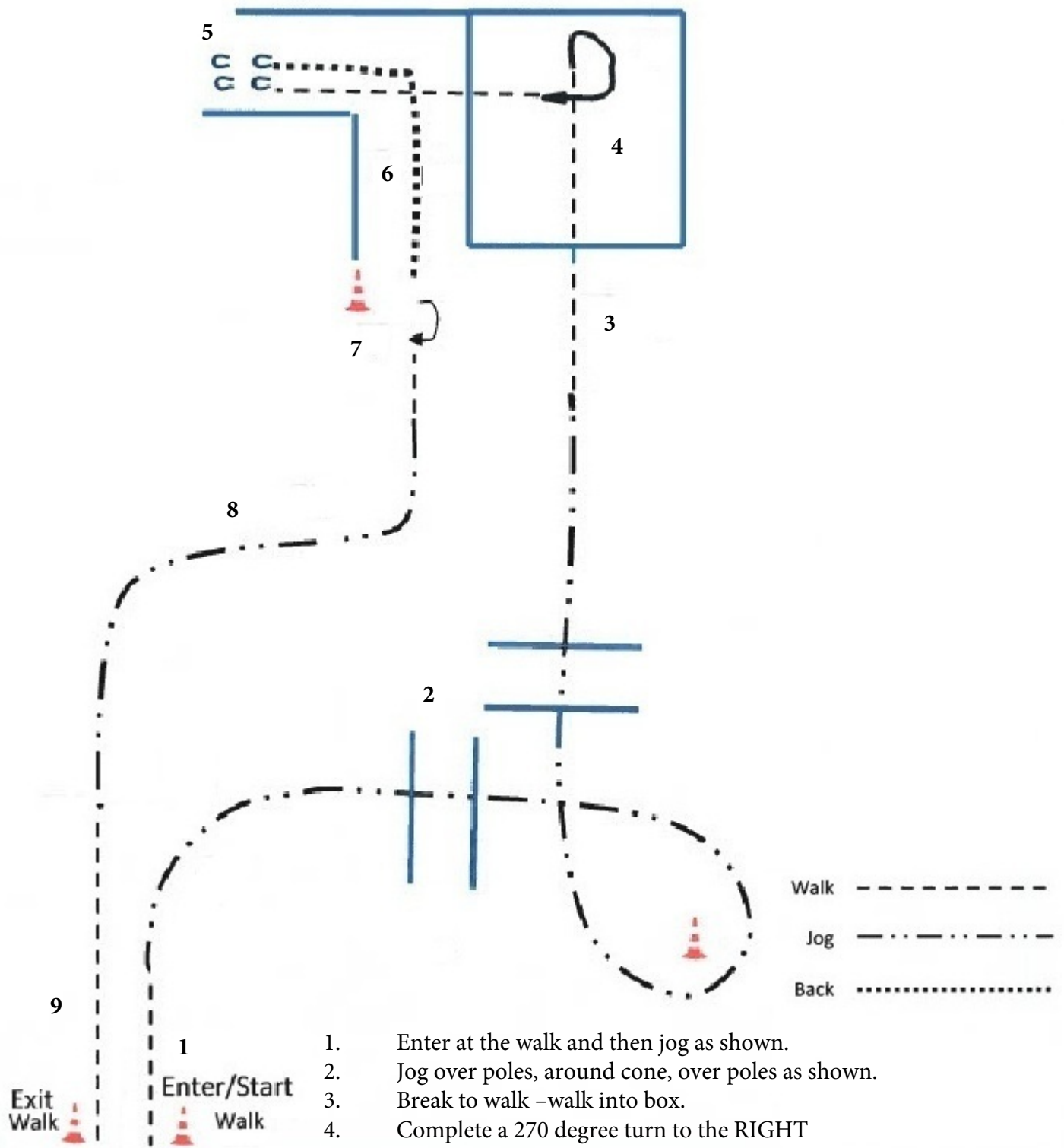
Trot to the center of arena, stop. Start pattern facing towards judge.

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.*

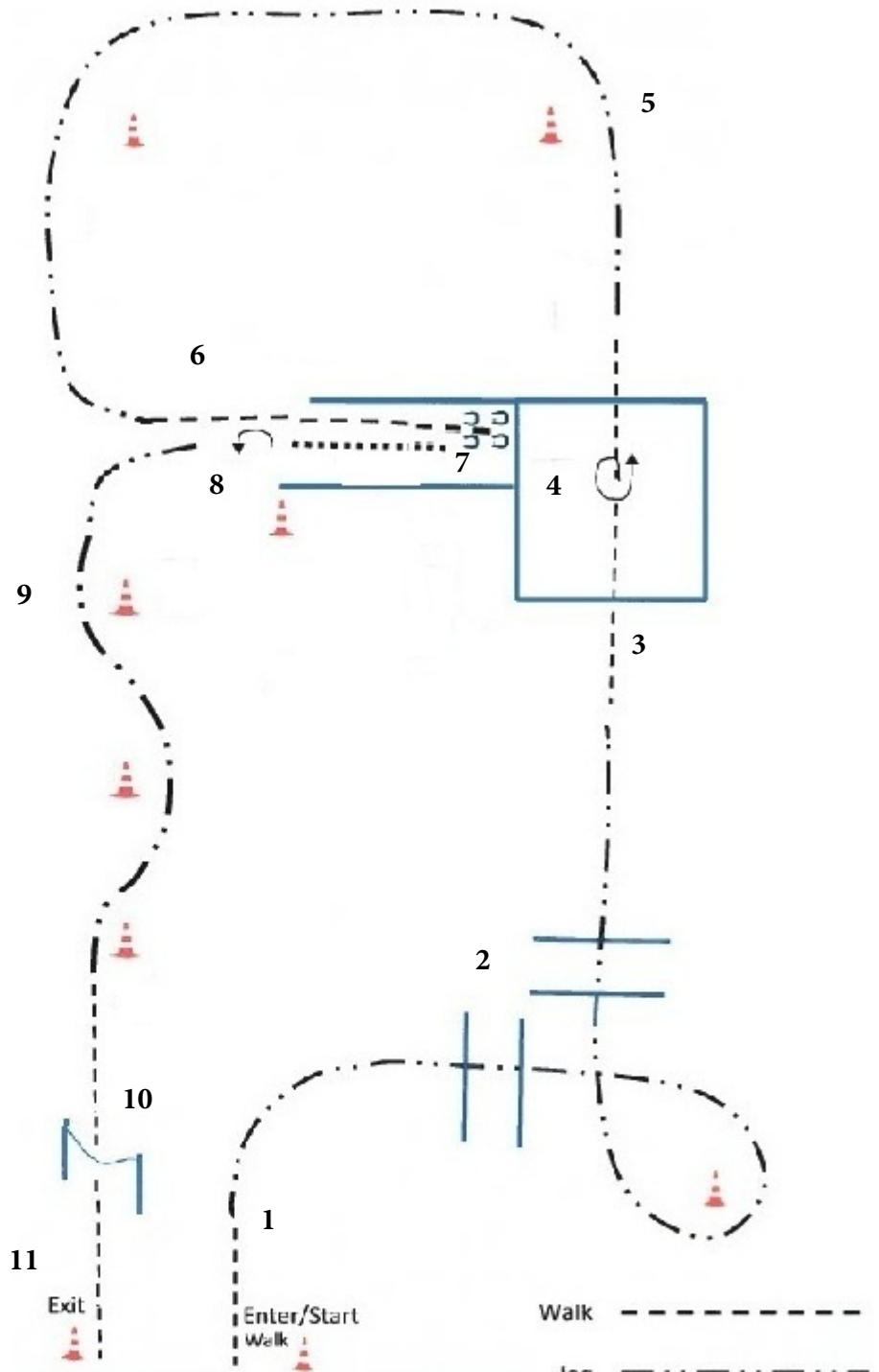
****Safety Note: All though not required, it is highly recommended that all class participants use the appropriate safety boots or skid boots.**

In Hand Arena Trail



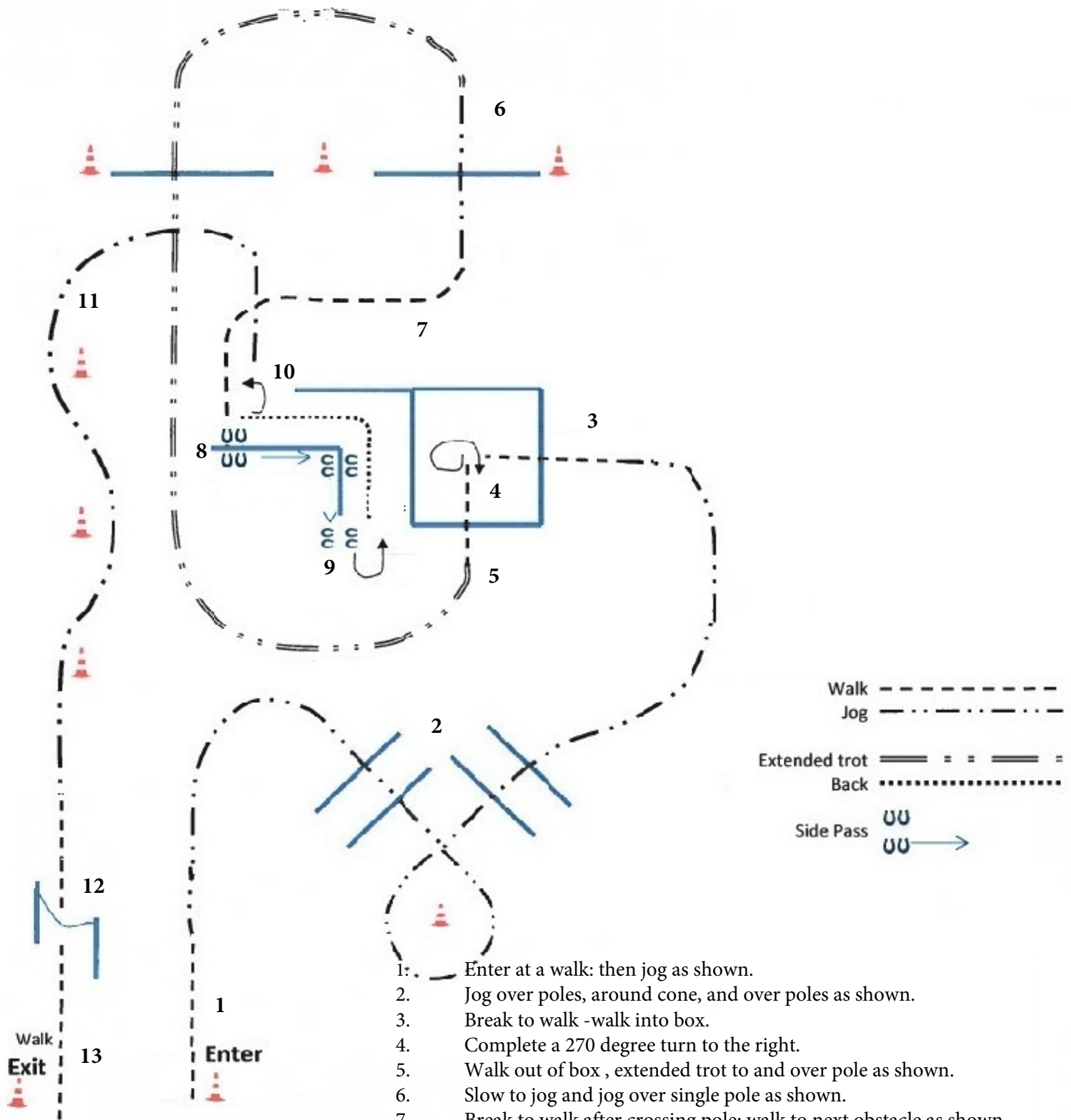
1. Enter at the walk and then jog as shown.
2. Jog over poles, around cone, over poles as shown.
3. Break to walk - walk into box.
4. Complete a 270 degree turn to the RIGHT
5. Walk out of box to the end of the chute as shown
6. Back through the chute as shown
7. Pivot RIGHT on hindquarters 180 degrees
8. Jog towards exit as shown
9. Slow to walk and exit the arena at a walk

Novice Arena Trail



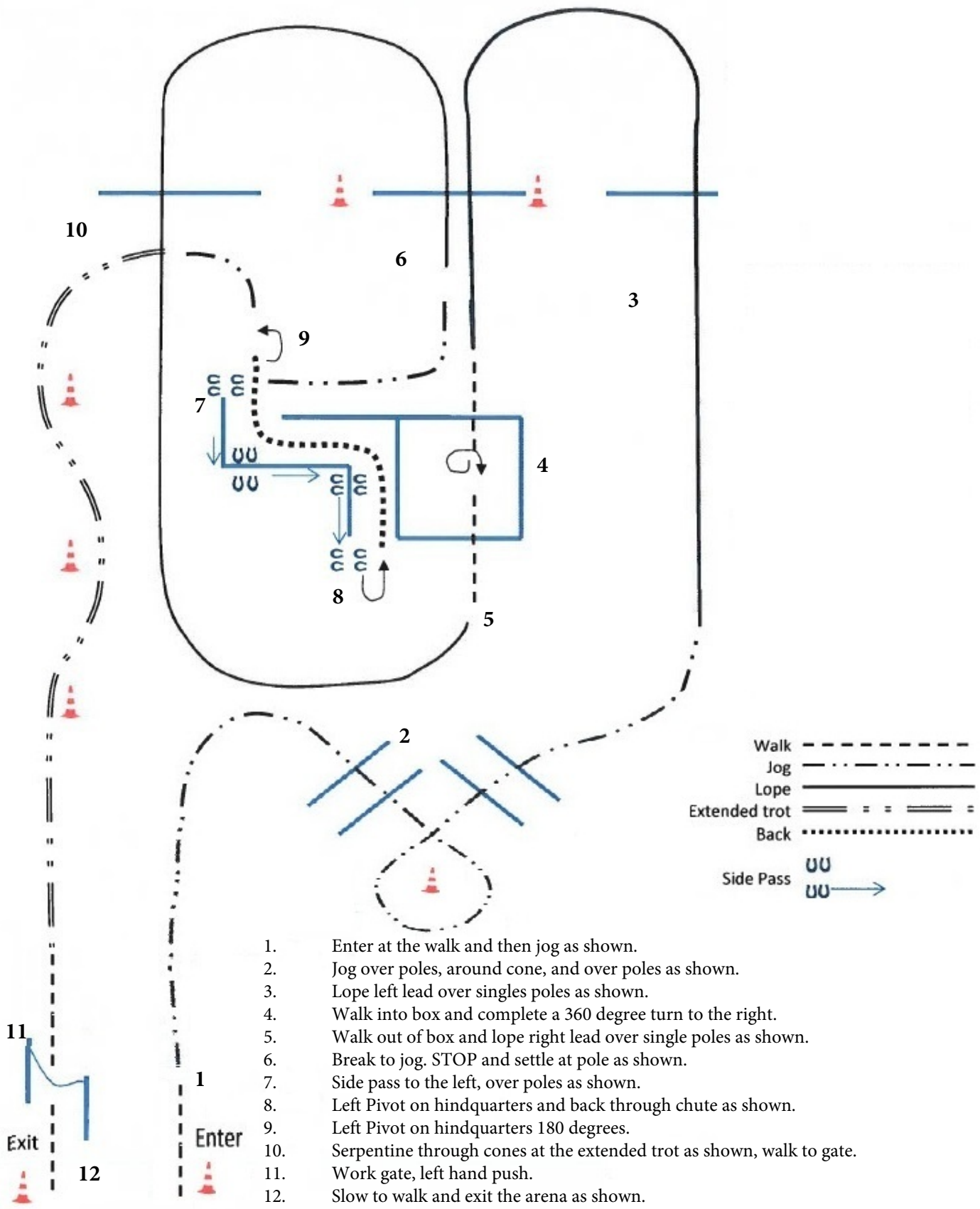
1. Enter at the walk and then jog as shown.
2. Jog over poles, around cone, over poles as shown.
3. Break to walk—walk into box.
4. Complete a 360 degree turn to the LEFT.
5. Walk out of box and jog pattern around cones to the chute as shown.
6. Break to walk before the chute and walk into the chute and stop at end of chute.
7. Back out of chute as shown.
8. Pivot LEFT on hindquarters 180 degrees.
9. Serpentine through cones at the jog, walk to gate.
10. Work gate, left hand push.
11. Slow to walk and exit the arena as shown.

Junior & WTI & WTII Arena Trail



1. Enter at a walk: then jog as shown.
2. Jog over poles, around cone, and over poles as shown.
3. Break to walk -walk into box.
4. Complete a 270 degree turn to the right.
5. Walk out of box , extended trot to and over pole as shown.
6. Slow to jog and jog over single pole as shown.
7. Break to walk after crossing pole; walk to next obstacle as shown.
8. Step over end of pole and side pass to the left, over the poles as shown.
9. Left Pivot on hindquarters 90 degrees and back through 'L' chute as shown.
10. Left pivot on hindquarters 90 degrees serpentine the cones at a jog as shown.
11. Serpentine through cones at the extended trot as shown, walk to gate.
12. Work gate, left hand push.
13. Finish gate and walk to exit the arena as shown.

Intermediate & Senior Arena Trail



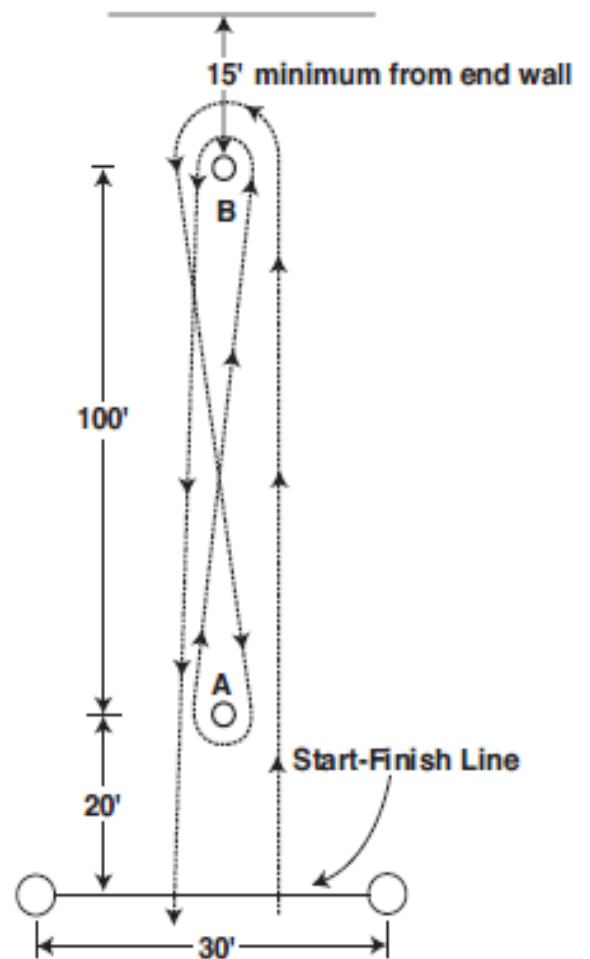
1. Enter at the walk and then jog as shown.
2. Jog over poles, around cone, and over poles as shown.
3. Lope left lead over singles poles as shown.
4. Walk into box and complete a 360 degree turn to the right.
5. Walk out of box and lope right lead over single poles as shown.
6. Break to jog. STOP and settle at pole as shown.
7. Side pass to the left, over poles as shown.
8. Left Pivot on hindquarters and back through chute as shown.
9. Left Pivot on hindquarters 180 degrees.
10. Serpentine through cones at the extended trot as shown, walk to gate.
11. Work gate, left hand push.
12. Slow to walk and exit the arena as shown.

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.

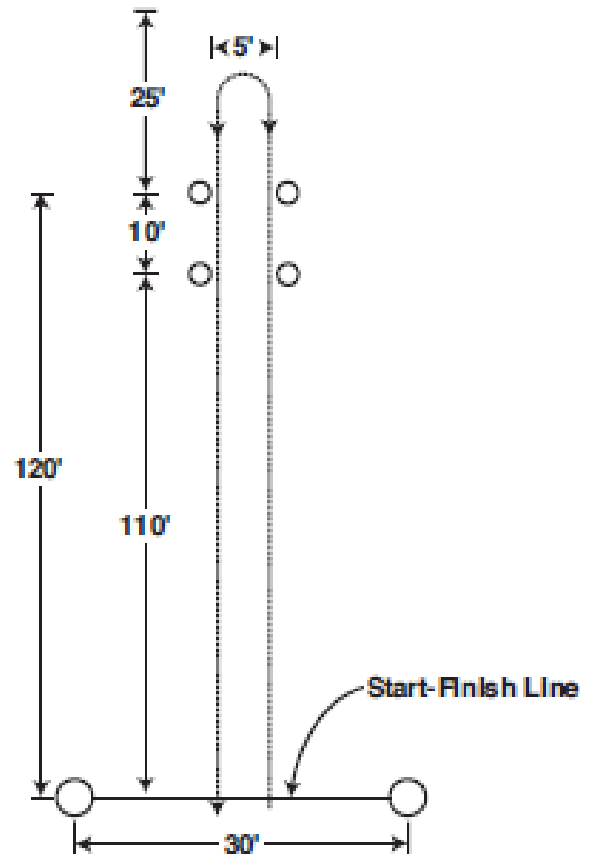


Actual pattern spacing may be changed for safety purposes to fit the size of the given arena.

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.

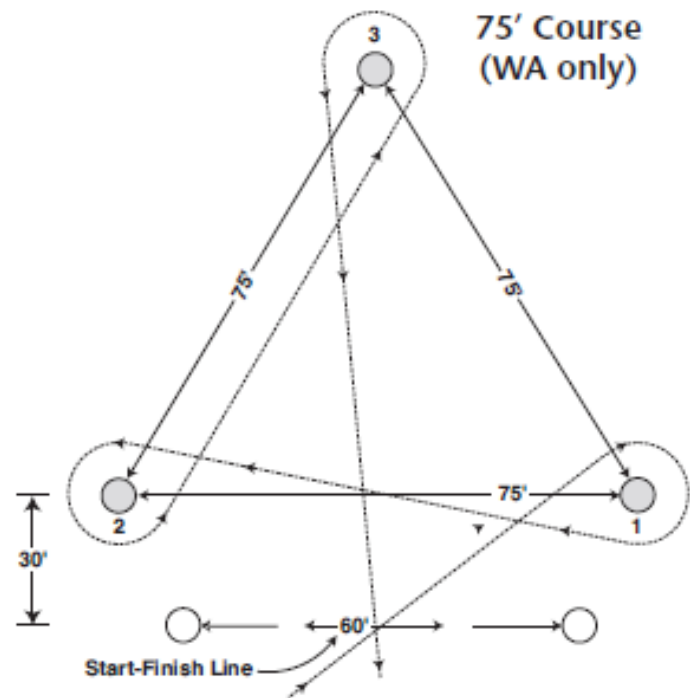
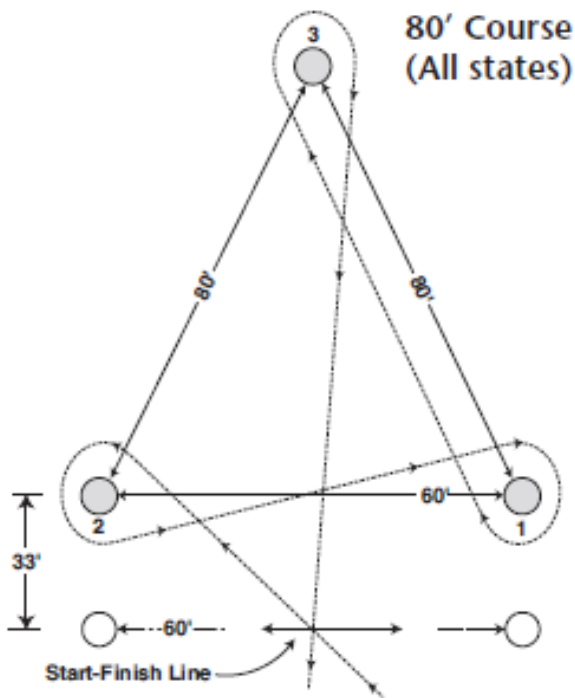
Western Games

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.

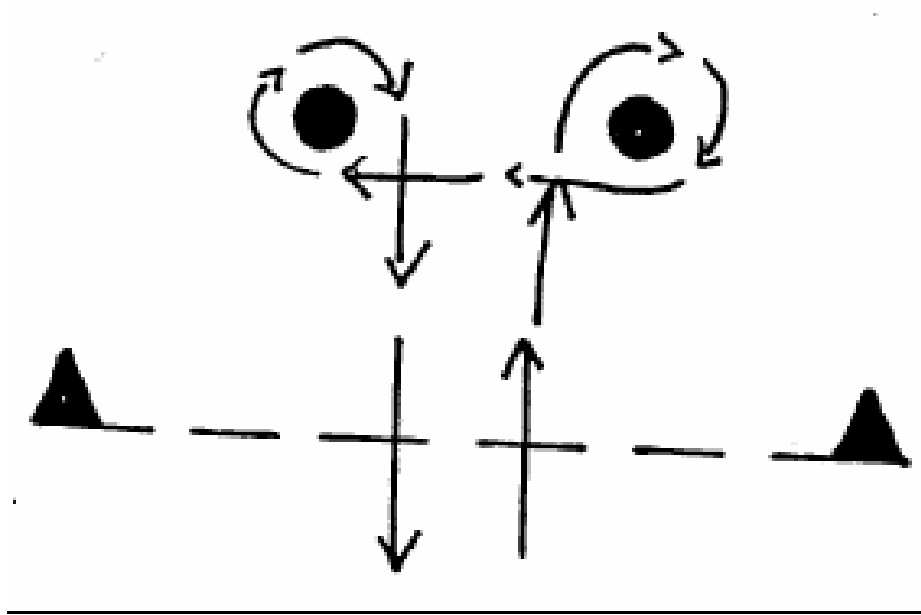
The rider crosses the starting line, circles the No. 1 barrel to the right, crosses to the No. 2 barrel, circles it to the left, rides to the No. 3 barrel, circles it to the left, and travels across the finish line. The rider may alternatively cross the starting line to the No. 2 barrel, circle it to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