

Sunday

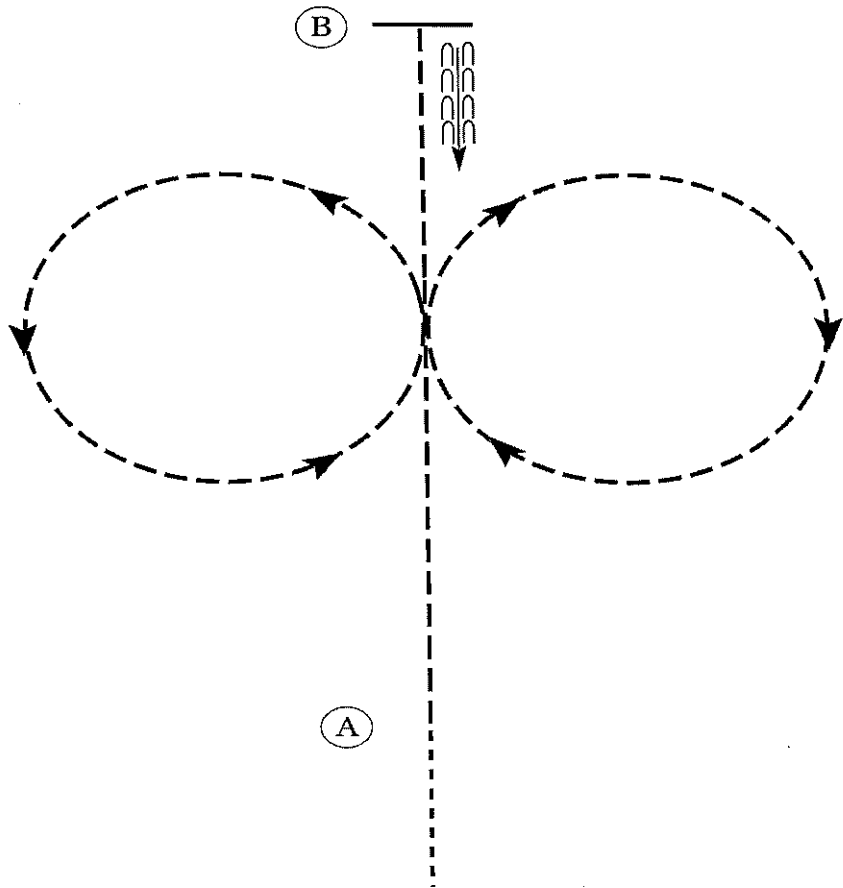
SDQHA Summer Shootout

Equitation (Walk Trot)

Show Date: June 8-9, 2024

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1. Walk to A.
2. At A sitting trot towards B.
3. When halfway to B posting trot circle to the right followed by a posting trot circle to the left.
4. Continue the posting trot to B.
5. At B stop and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	⊙ B
Sidepass	← ← ← ← ←
Hand Gallop	— — — — —

[HSE/WT-4]

Pattern Provided by:
The Judges

Sunday

SDQHA Summer Shootout

Equitation (Amateur and Youth)

Show Date: June 8-9, 2024

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Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to center of pattern.
3. Change diagonals at center. Trot on the right diagonal to B.
4. Canter on the left lead to center of pattern.
5. Change leads at center. Canter on right lead until even with A.
6. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	⊙
Sidepass	← →
Hand Gallop	— — — — —

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[HSE/2-66]

Pattern Provided by:
The Judges

Sunday

HORSEMANSHIP

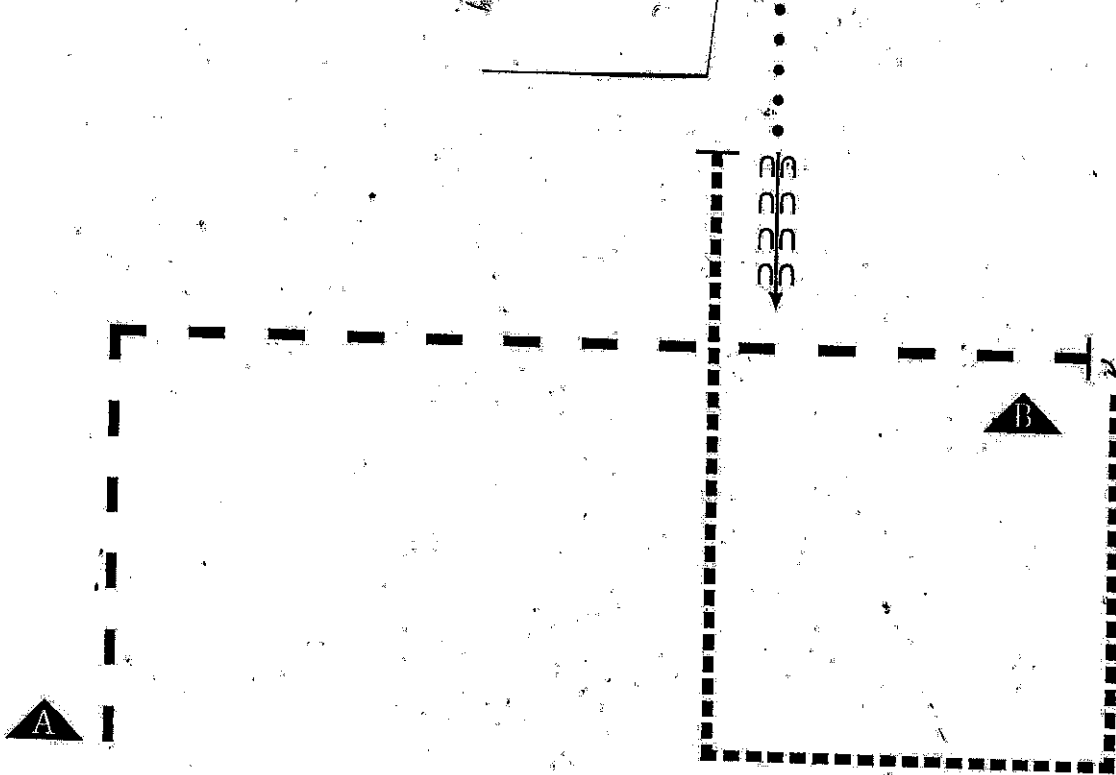
Walk-Trot

CLASSES

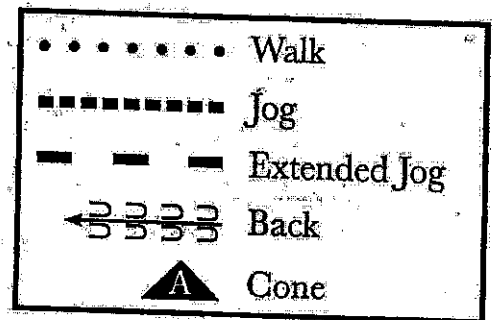
258

259

260



1. Extended jog square corner and line.
2. Stop past B. 90° right.
3. Jog two square corners.
4. Stop. Back at least one horse length.
5. Exit at walk.



Michelle Smith
created by
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Sunday

7h

WESTERN HORSEMANSHIP

All Rookie and Level 1, Youth 13 and under

CLASS #

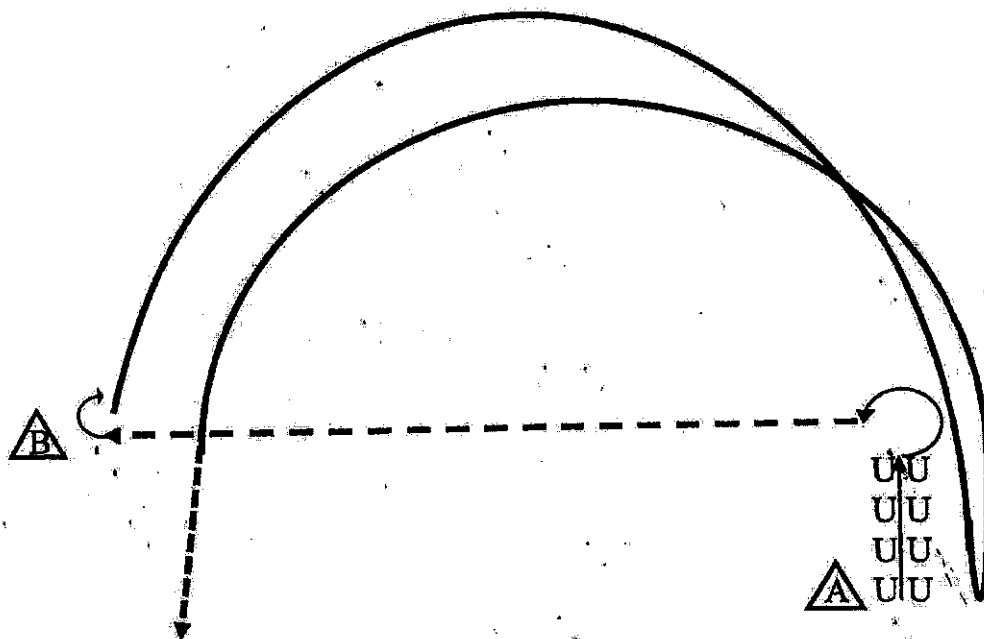
261

262

263

264

267



1. Start at A and back until even with B.
2. Do $\frac{3}{4}$ turn to the left.
3. Extend the jog to B and stop.
4. Do $\frac{1}{4}$ turn to the right and step immediately into the right lead.
5. Lope a half circle to the right.
6. At A, stop and roll back to the left.
7. Lope a half circle to the left.
8. At B break to a jog and jog to the rail. Pattern is complete when you break to the jog.

Sunday

WESTERN HORSEMANSHIP

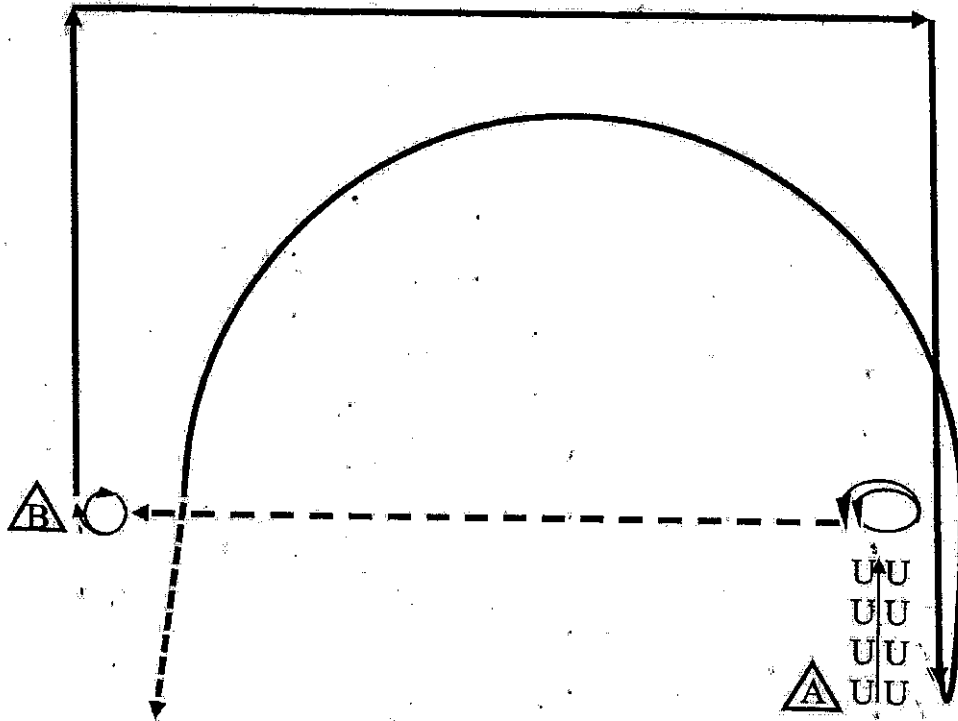
Youth 14-18, Select and Amateur

Class #

265

267

268

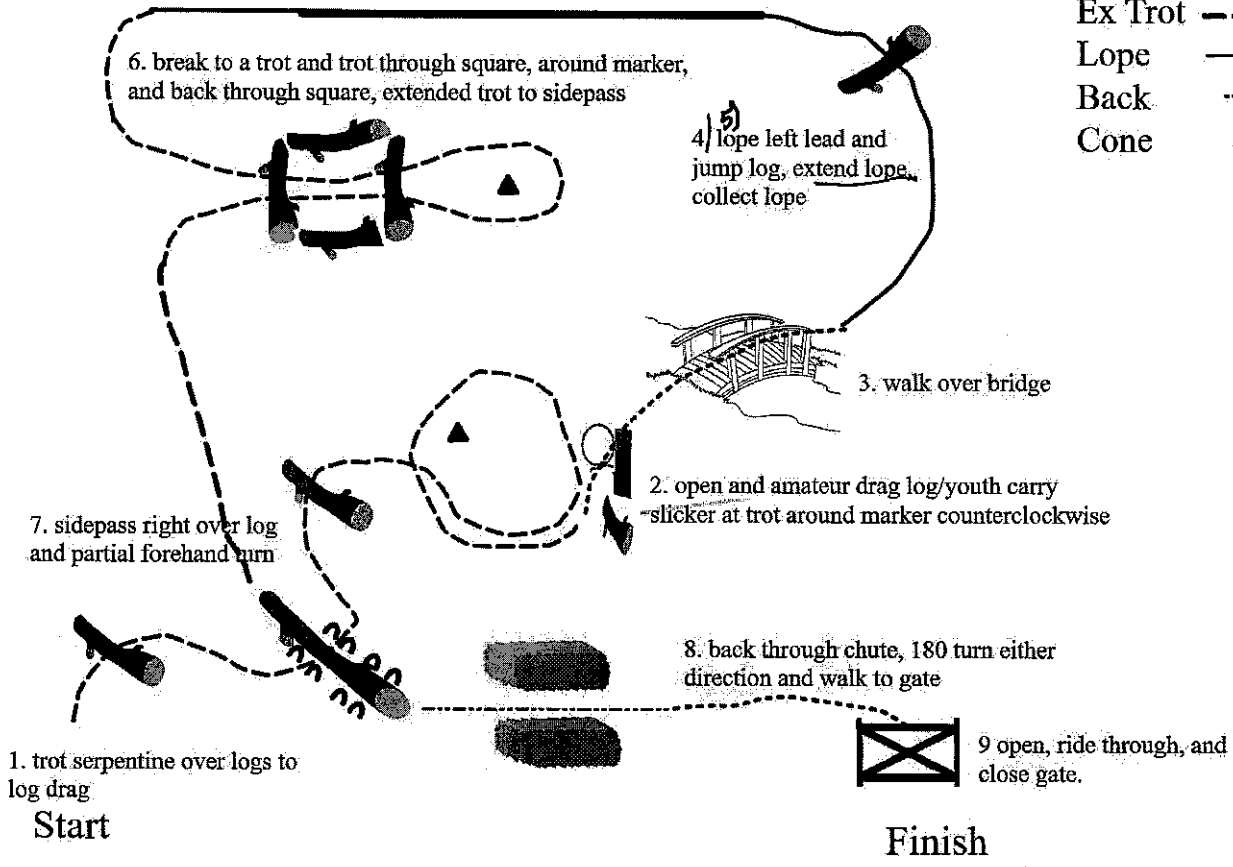


1. Start at A and back until even with B.
2. Do $1 \frac{3}{4}$ turn to the left.
3. Extend the jog to B and stop.
4. Do $1 \frac{1}{4}$ turn to the right and step immediately into the right lead loping in a straight line.
5. Do 2 square corners loping on the right lead back to A.
6. At A, stop and roll back to the left.
7. Lope a half circle to the left with **SPEED**.
8. At B break to a jog and jog to the rail. Pattern is complete when you break to the jog.

All Sunday Ranch Trail

Key

Walk
Trot	-----
Ex Trot	-----
Lope	—————
Back	-----
Cone	▲



Sunday

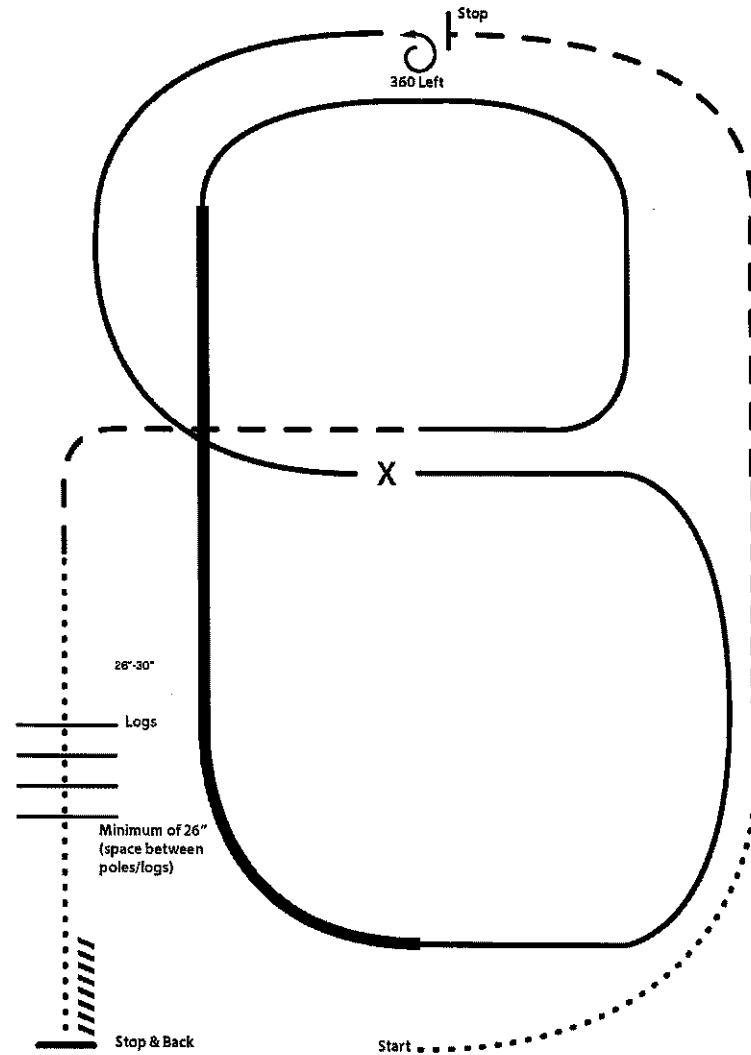
SDQHA Summer Shootout

Ranch Riding (All classes)

Show Date: June 8-9, 2024

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- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- ////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

[RR/AQHA-1]

Pattern Provided by:

The Judges

Sunday

SDQHA Summer Shootout

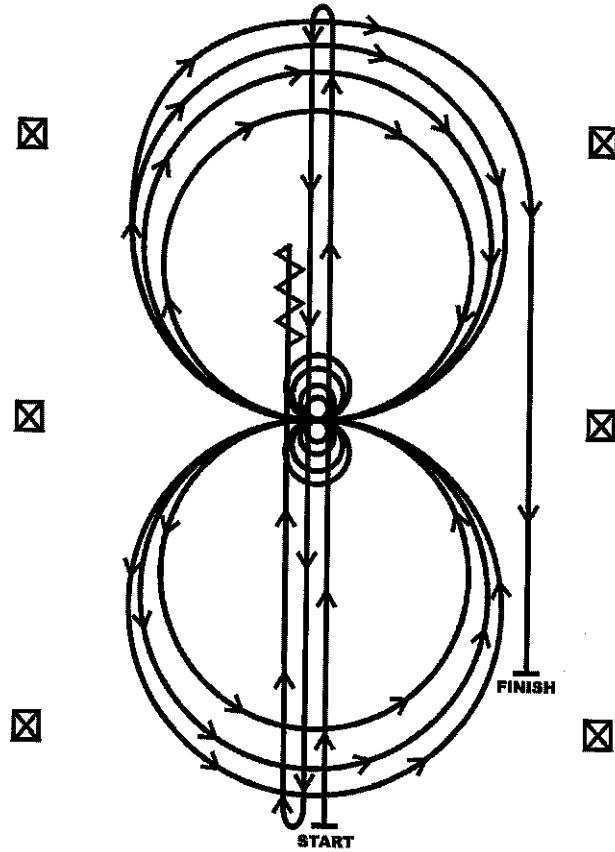
Reining (Open, Amateur and Youth)

Show Date: June 8-9, 2024

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REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. 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.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight 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.

Pattern Provided by:
The Judges

[R/AQHAP-7]