



STARS & STRIPES SUMMER SPECTACULAR

PATTERN BOOK

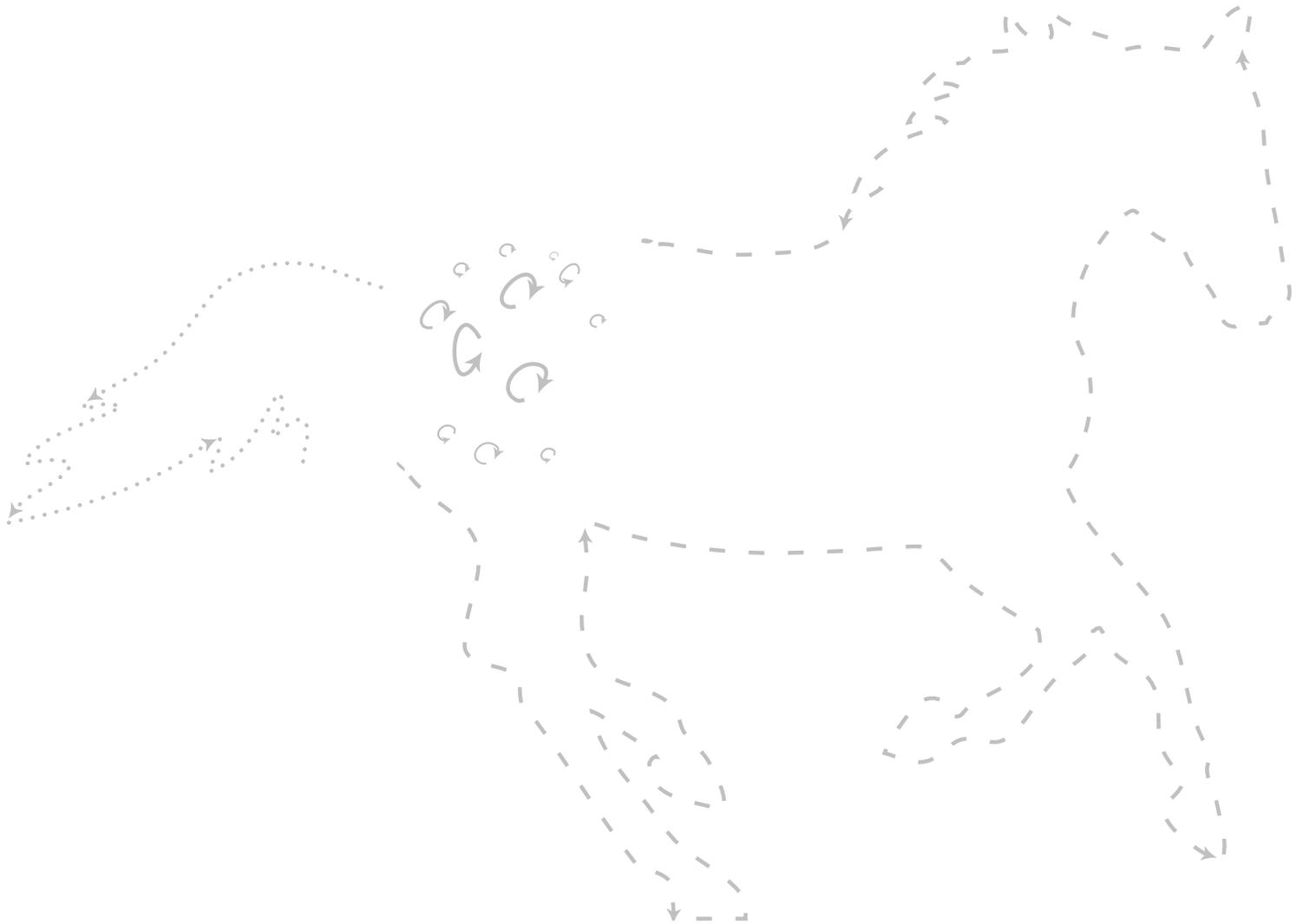


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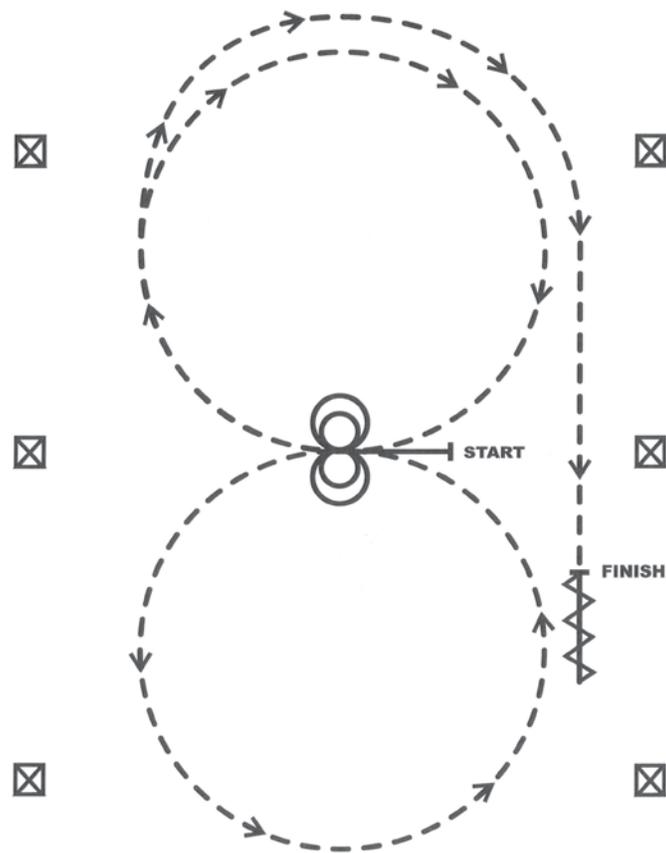
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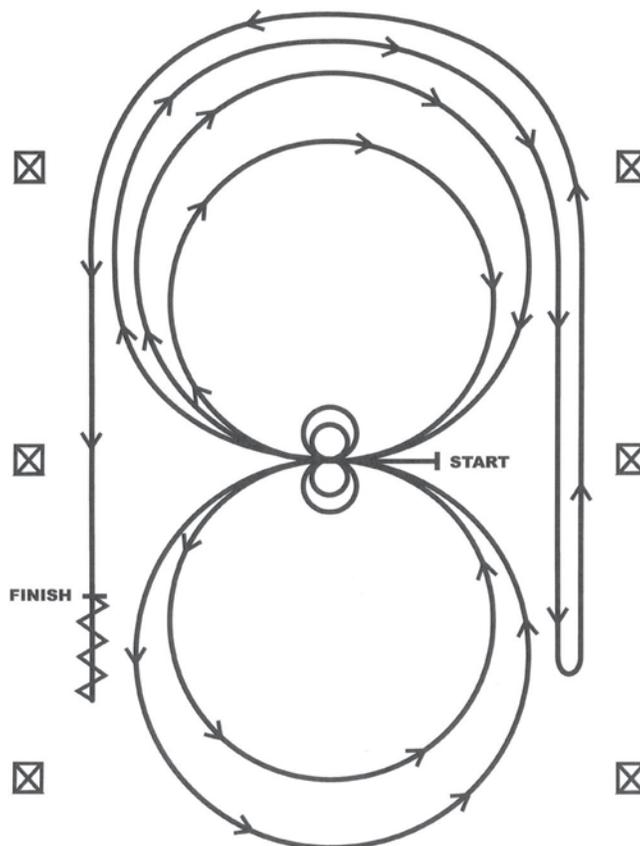


INSTRUCTIONS

Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet.

Hesitate to demonstrate completion of the pattern.

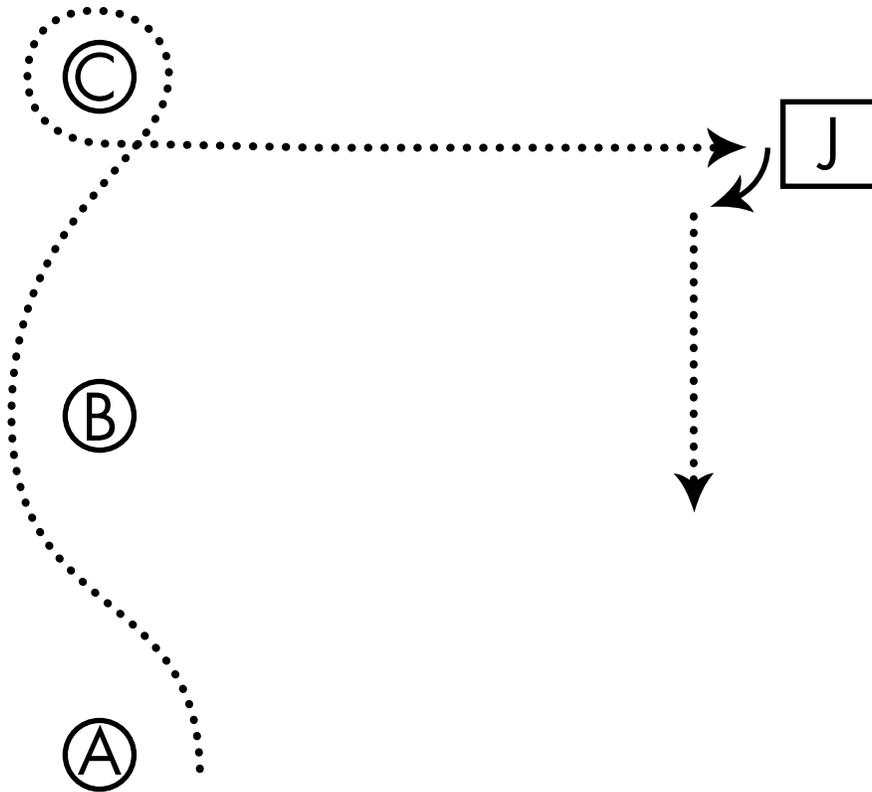


INSTRUCTIONS

Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate
3. Beginning on the right lead, complete two circles to the right, the first circle small and slow and the second circle large and fast. At the center of the arena, do a simple lead change.
4. Complete two circles to the left, the first circle small and slow and the second circle large and fast. At the center of the arena, do a simple lead change.
5. Begin a circle to the right but do not close this circle. Lope down the right side of the arena past the center marker and stop and do a left rollback.
6. Lope back around the previous circle but do not close this circle. Lope down the right side of the arena past the center marker, stop and back at least ten feet.

Hesitate to demonstrate completion of the pattern.



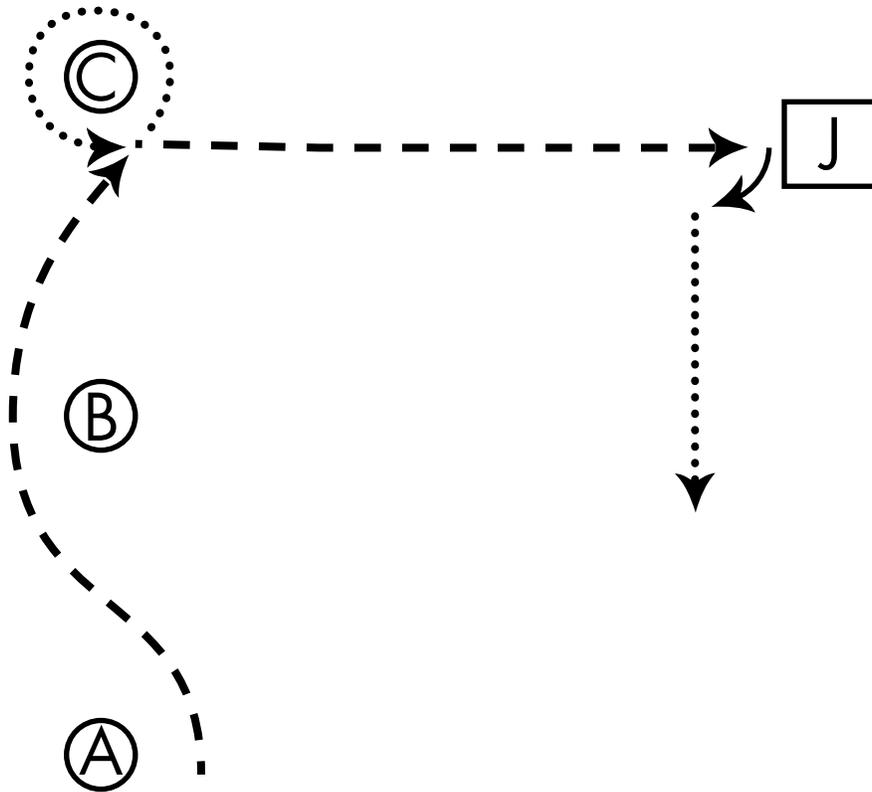
KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
·-·-·-·-·	EXTENDED JOG
//////////	BACK
Ⓐ	MARKER
ⓙ	JUDGE

1. Be ready at A.
2. When acknowledged, walk from A, around B and to C.
3. Walk a tight circle around C.
4. Continue to walk to the Judge.
5. Stop and set up for inspection.
6. When excused, perform a 90-degree turn and walk away from the Judge.

Follow the instructions of the ring steward.



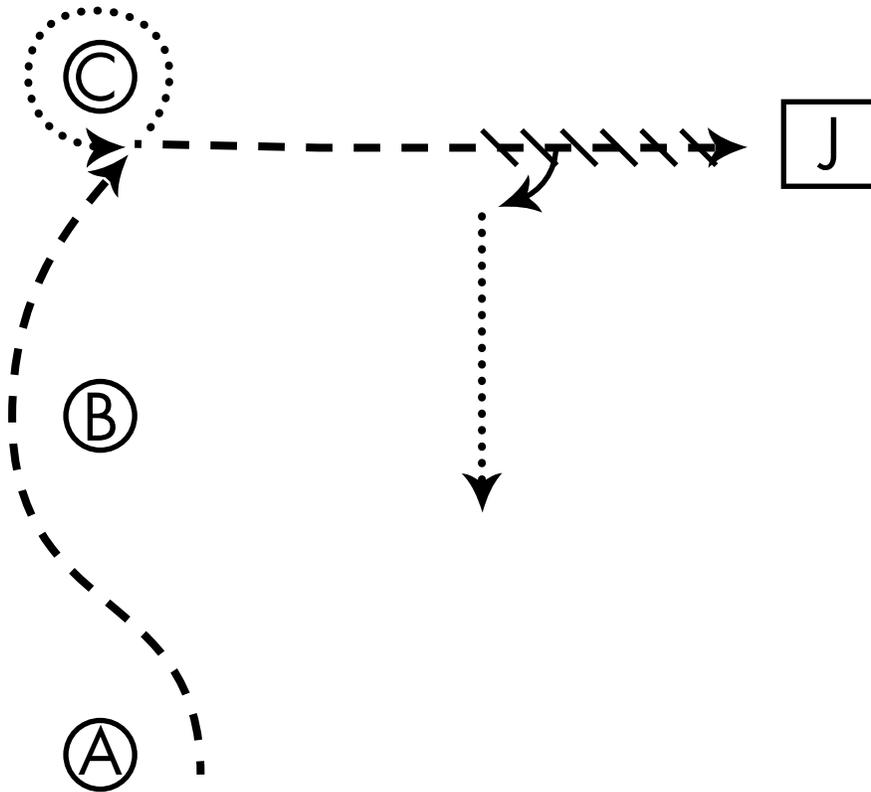
KEY

INSTRUCTIONS

.....	WALK
-----	JOG
//////////	BACK
Ⓐ	MARKER
Ⓜ	JUDGE

1. Be ready at A.
2. When acknowledged, jog from A, around B and to C.
3. At C, break down to a walk and walk a tight circle around C.
4. After completing the circle, jog to the Judge.
5. Stop and set up for inspection.
6. When excused, perform a 90-degree turn and walk away from the Judge.

Follow the instructions of the ring steward.

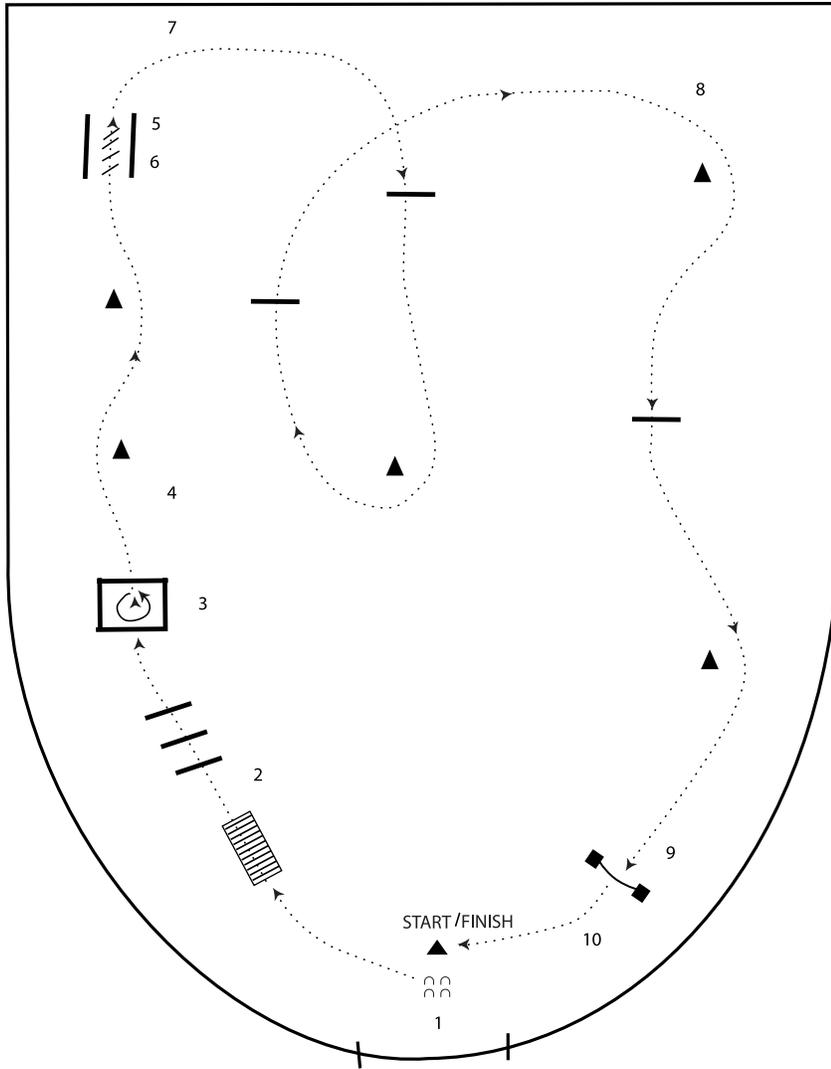


KEY

INSTRUCTIONS

.....	WALK
-----	JOG
//////////	BACK
Ⓐ	MARKER
Ⓜ	JUDGE

1. Be ready at A.
 2. When acknowledged, jog from A, around B and to C.
 3. At C, break down to a walk and walk a tight circle around C.
 4. After completing the circle, jog to the Judge.
 5. Stop and set up for inspection.
 6. When excused, back approximately one horse length.
 7. Perform a 90-degree turn and walk away from the Judge.
- Follow the instructions of the ring steward.

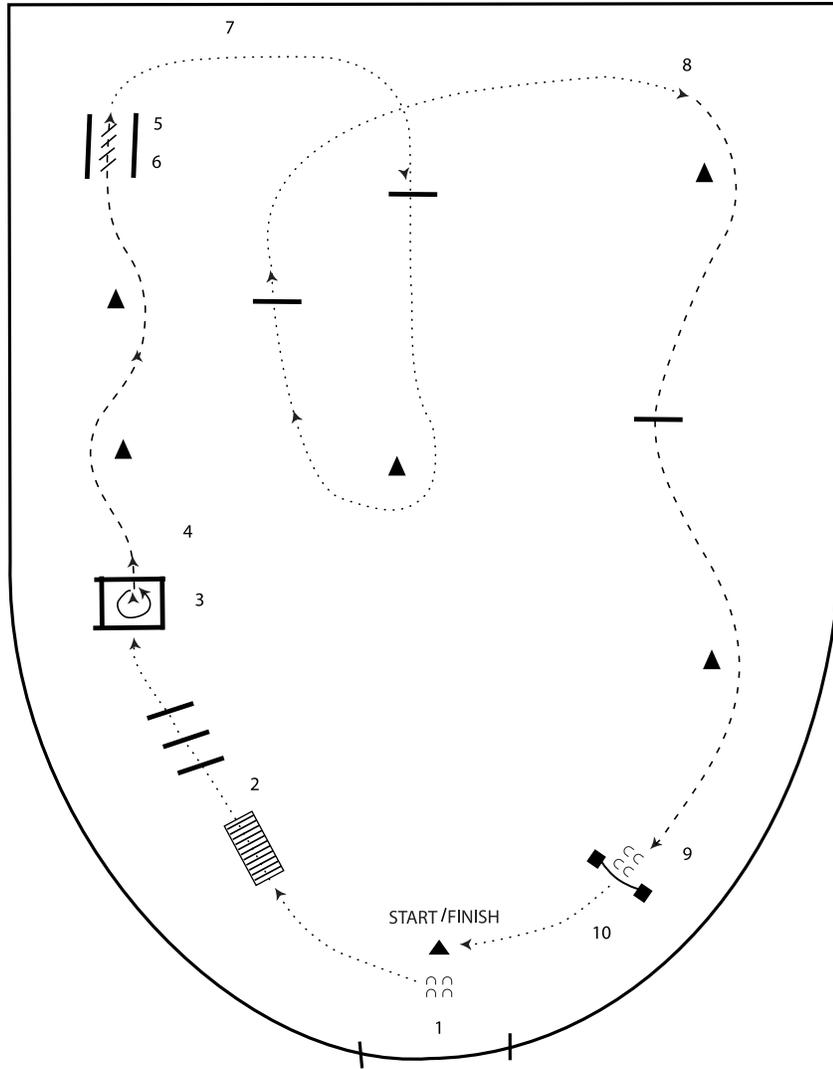


KEY

INSTRUCTIONS

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
▲	MARKER

1. Begin at start cone. Walk to and over bridge.
2. Walk over poles.
3. Walk into box. Stop. Execute a 360-degree turn to the left.
4. Walk out of box. Serpentine cones at a walk.
5. Walk into and to the end of the chute. Stop.
6. Back 4 steps and then walk forward out of the chute.
7. over log, around cone and over second log.
8. Walk around cone and over third log.
9. Walk to gate, open gate and walk through.
10. Walk to cone, stop and salute Judge to finish.

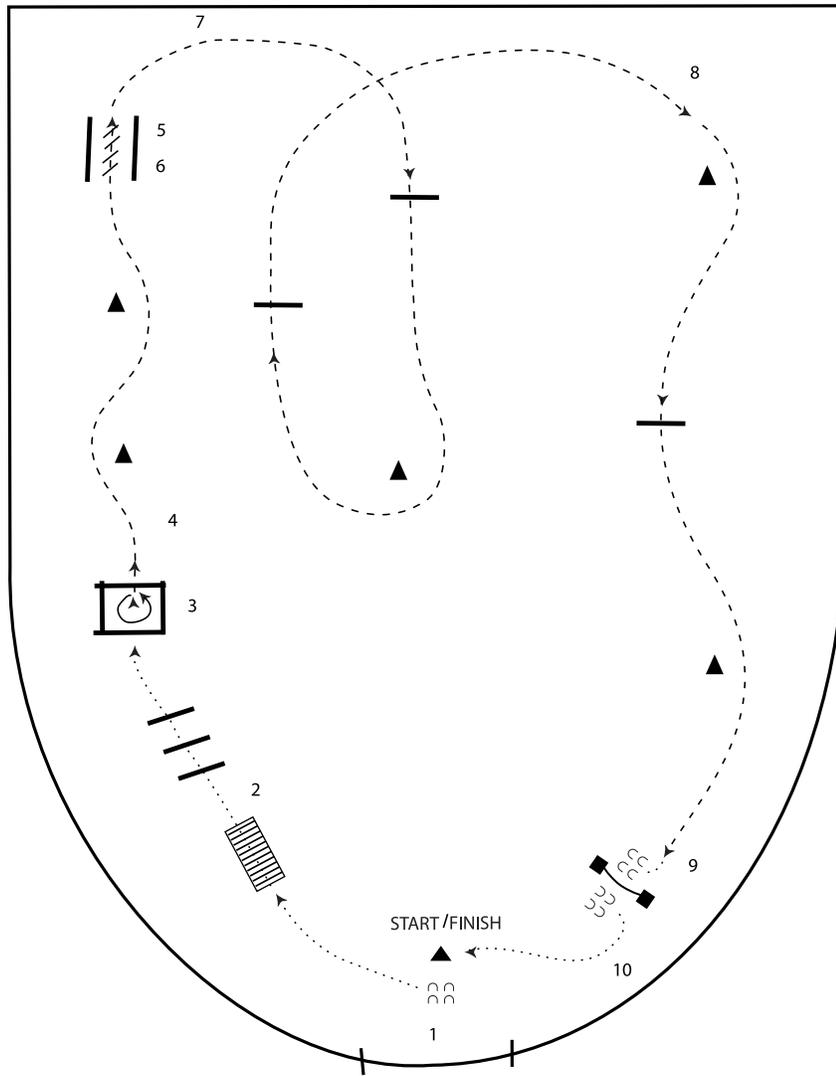


**KEY**

**INSTRUCTIONS**

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
▲	MARKER

1. Begin at start cone. Walk to and over bridge.
2. Walk over poles.
3. Walk into box. Stop. Execute a 360-degree turn to the left.
4. Walk out of box. Serpentine cones at a jog.
5. Jog into and to the end of the chute. Stop.
6. Back 4 steps and then walk forward out of the chute.
7. Walk over log, around cone and over second log.
8. Jog around cone, over third log and around cone to gate.
9. Walk to gate, open gate and walk through.
10. Walk to cone, stop and salute Judge to finish.

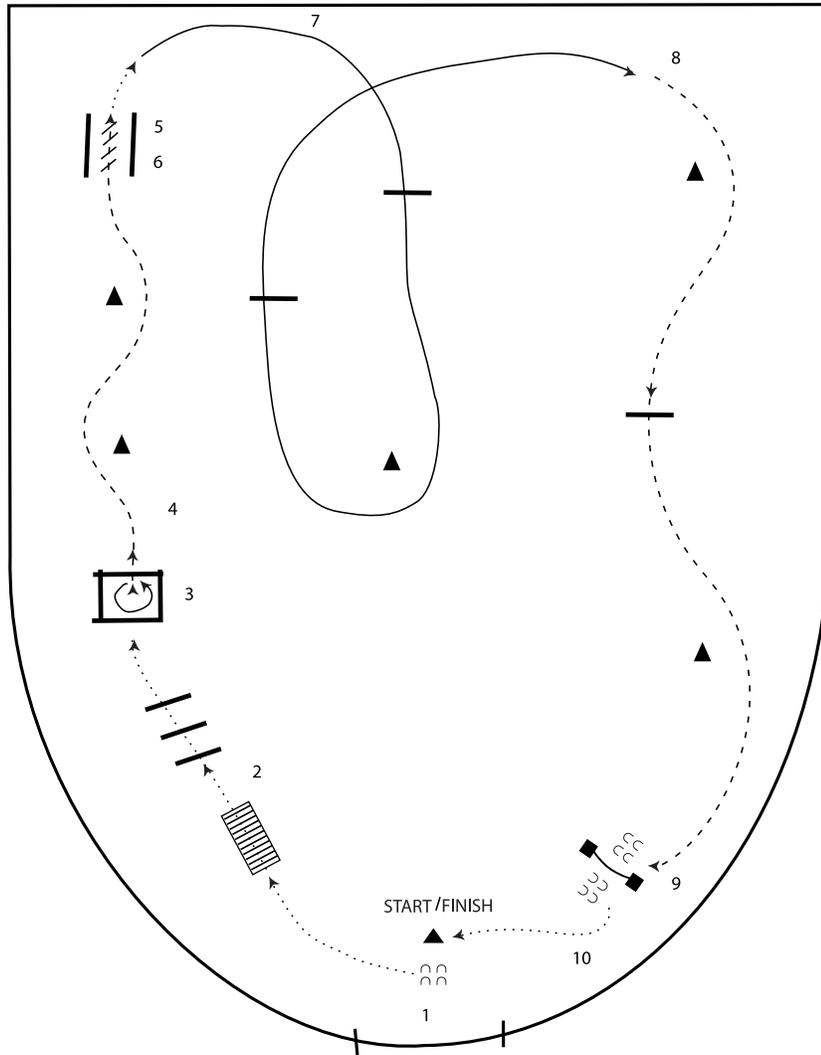


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INSTRUCTIONS

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
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▲	MARKER

1. Begin at start cone. Walk to and over bridge.
2. Walk over poles.
3. Walk into box. Stop. Execute a 360-degree turn to the left.
4. Walk out of box. Serpentine cones at a jog.
5. Jog into and to the end of the chute. Stop.
6. Back 4 steps and then jog forward out of the chute.
7. Jog over log, around cone and over second log.
8. Jog around cone, over third log and around cone to gate.
9. Walk to gate. Open gate, walk through and close gate.
10. Walk to cone, stop and salute Judge to finish.



**KEY**

**INSTRUCTIONS**

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
▲	MARKER

1. Begin at start cone. Walk to and over bridge.
2. Walk over poles.
3. Walk into box. Stop. Execute a 360-degree turn to the left.
4. Walk out of box. Serpentine cones at a jog.
5. Jog into and to the end of the chute. Stop.
6. Back 4 steps and then walk forward out of the chute.
7. Lope over log, around cone and over second log.
8. Break down to a jog and jog around cone, over third log and around cone to gate.
9. At gate, stop. Open gate, walk through and close gate.
10. Walk to cone, stop and salute Judge to finish.