

GQHA

GEORGIA QUARTER
HORSE ASSOCIATION

NOVICE/L1 SHOW

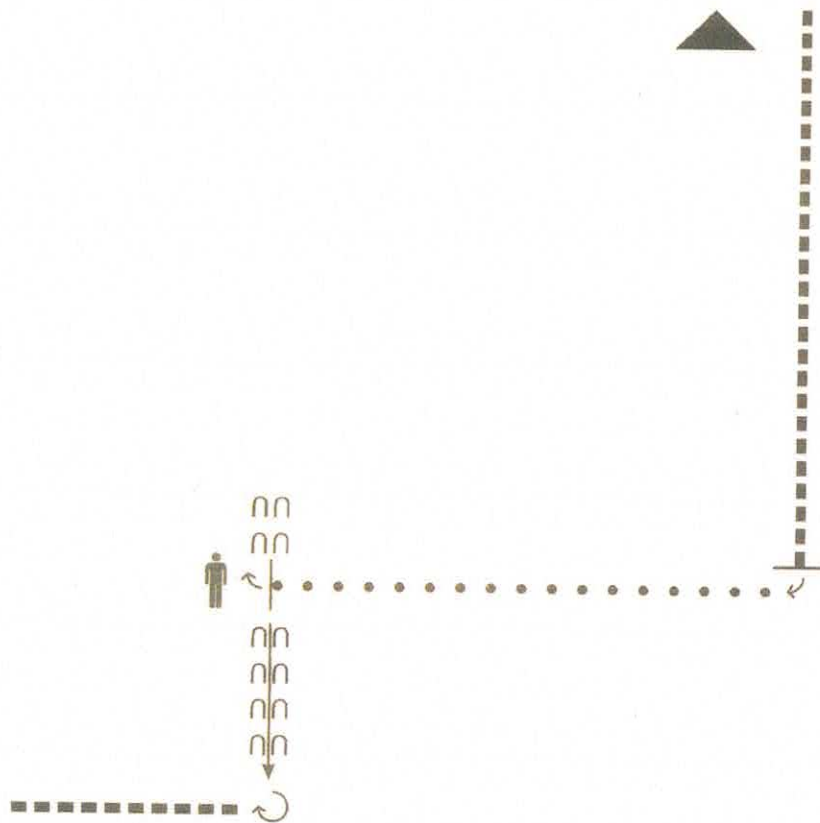
Saturday

May 18, 2024

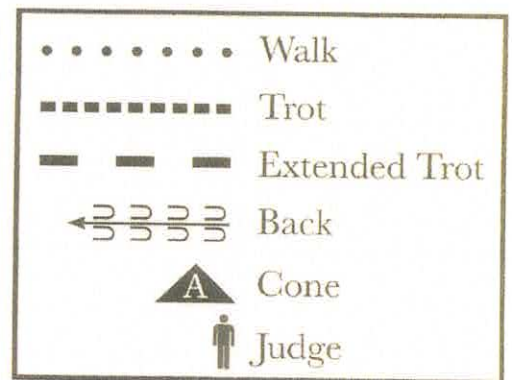
PATTERN BOOK

SHOWMANSHIP

EWD / Small Fry



1. Trot until even with judge.
2. Stop, 90 degree turn.
3. Walk to judge.
4. 90 degree turn.
5. Set up.
6. Inspection.
7. Back two horse lengths.
8. 270 degree turn.
9. Trot to exit.

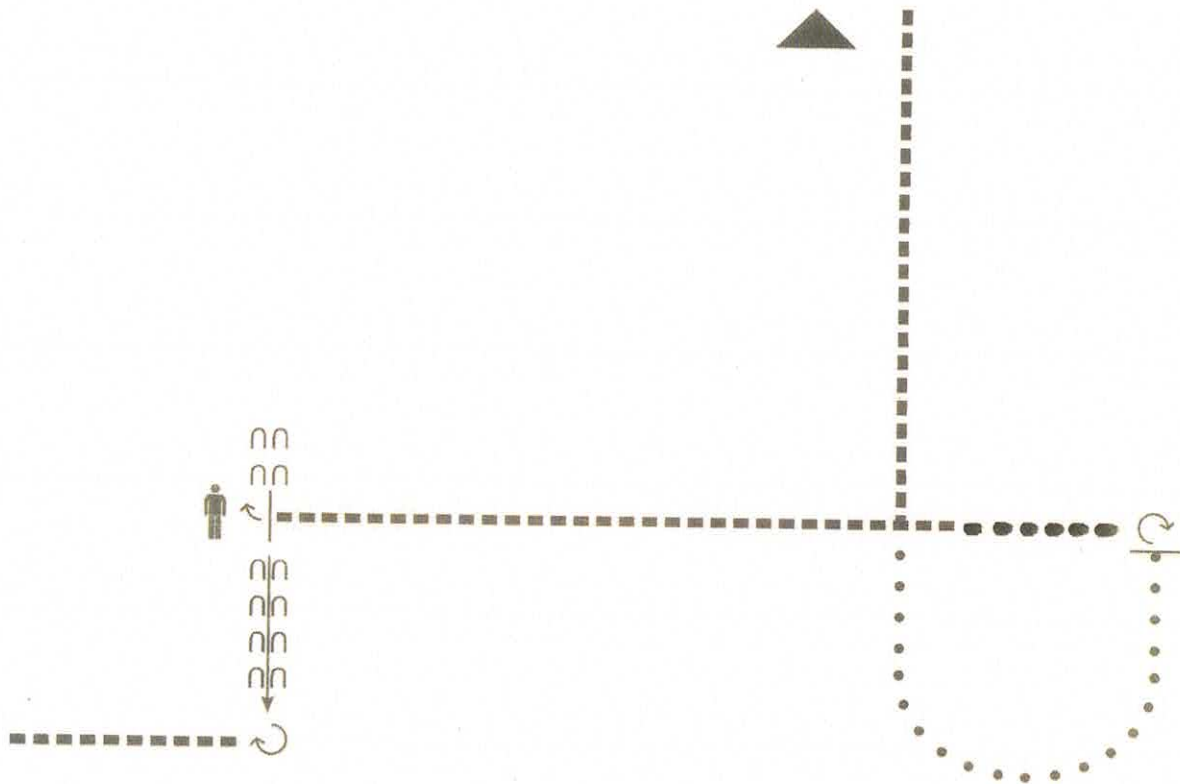


Pattern Provided by Kristy Starnes

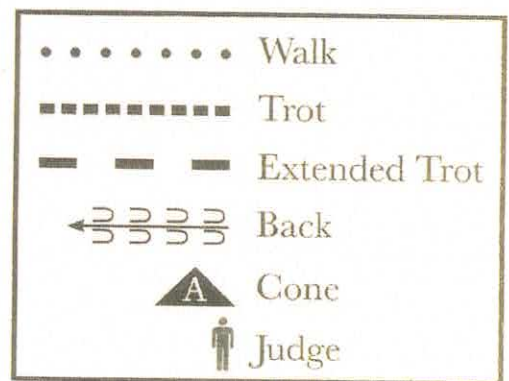
SHOWMANSHIP

(L1 Youth & L1 Amateur)

Rookie, 4-H, OPEN



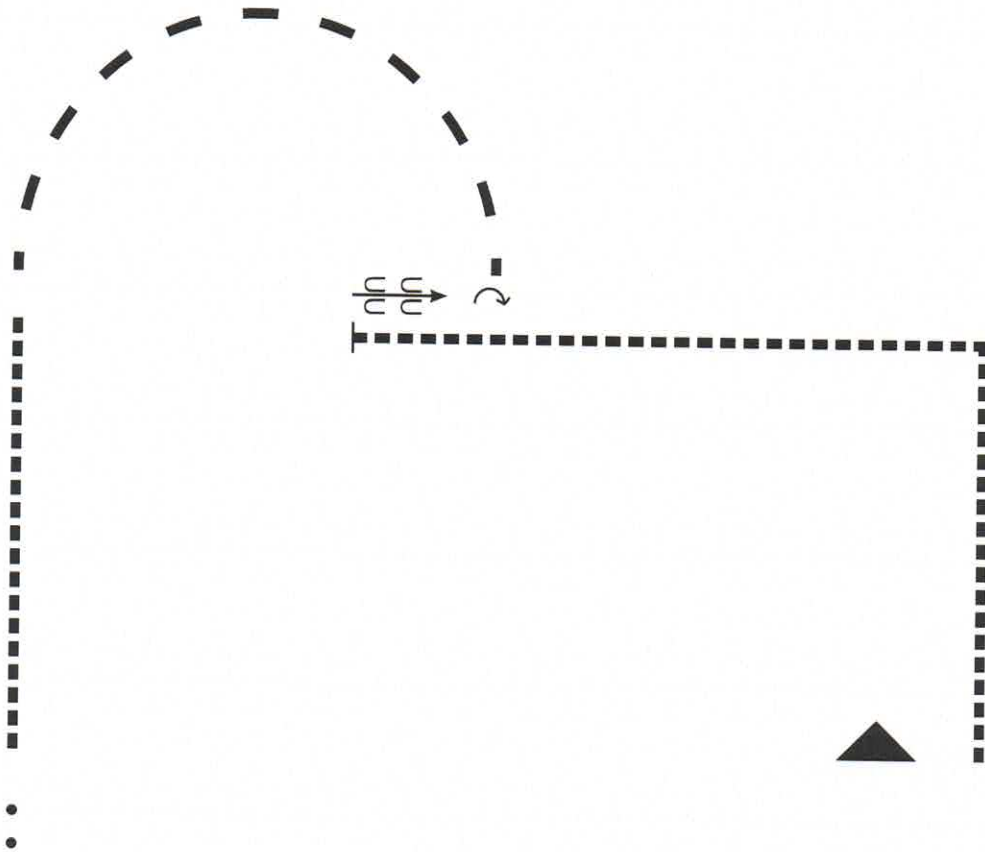
1. Trot until even with judge.
2. Break to the walk, walk tight 1/2 circle.
3. Stop, 270 degree turn.
4. Trot to judge.
5. Stop, 90 degree turn.
6. Set up.
7. Inspection.
8. Back.
9. 270 degree turn, trot to exit.



Pattern Provided by Kristy Starnes

HORSEMANSHIP

(All Walk-Trot & Small Fry) EWD



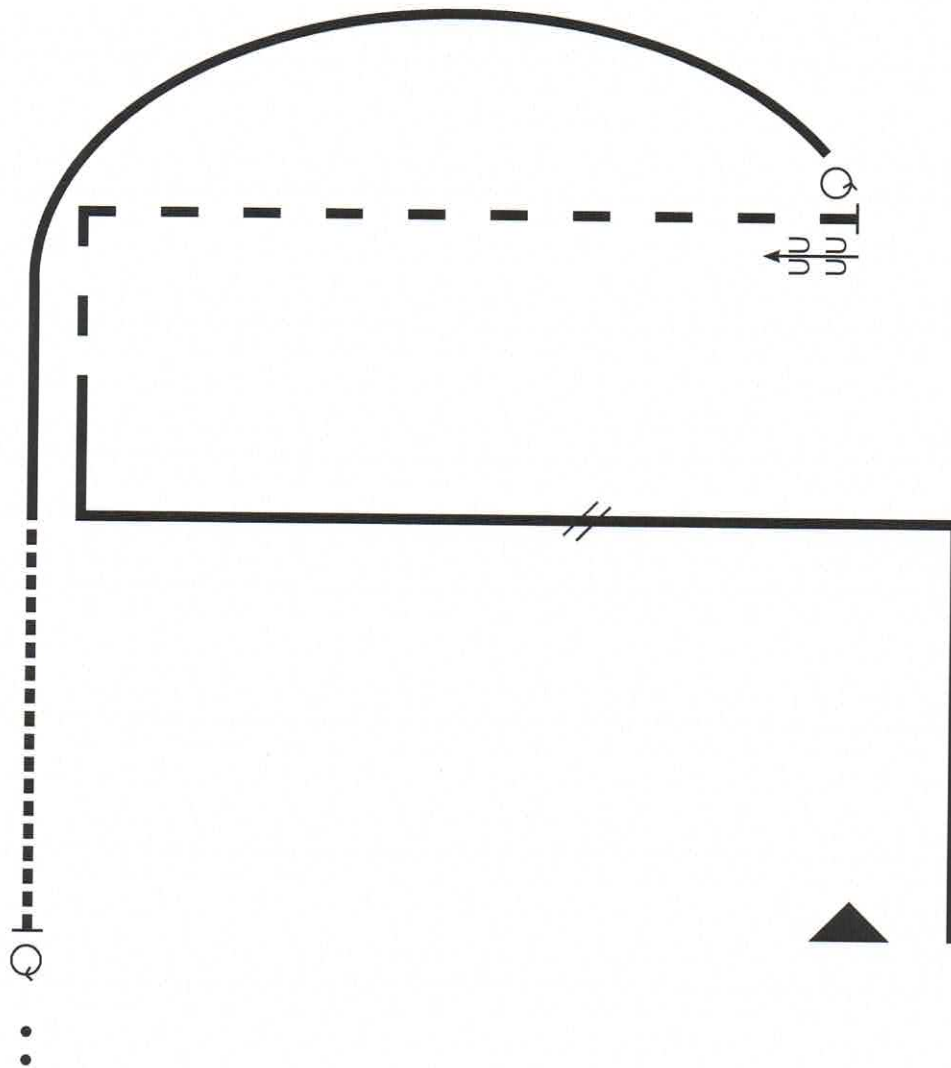
1. Jog square corner to center.
2. Stop and back.
3. ~~180~~⁹⁰ degree turn right.
4. Extended jog 1/2 circle.
5. At close of 1/2 circle resume jog.
6. Break to walk and exit.

.....	Walk
-----	Jog
- - - - -	Extended Jog
← ~ ~ ~ ~	Back
▲ A	Cone

Pattern Provided by Kristy Starnes

HORSEMANSHIP

(L1/Novice Youth & L1/Novice Amateur)
 ROOKIE, 4-H, OPEN



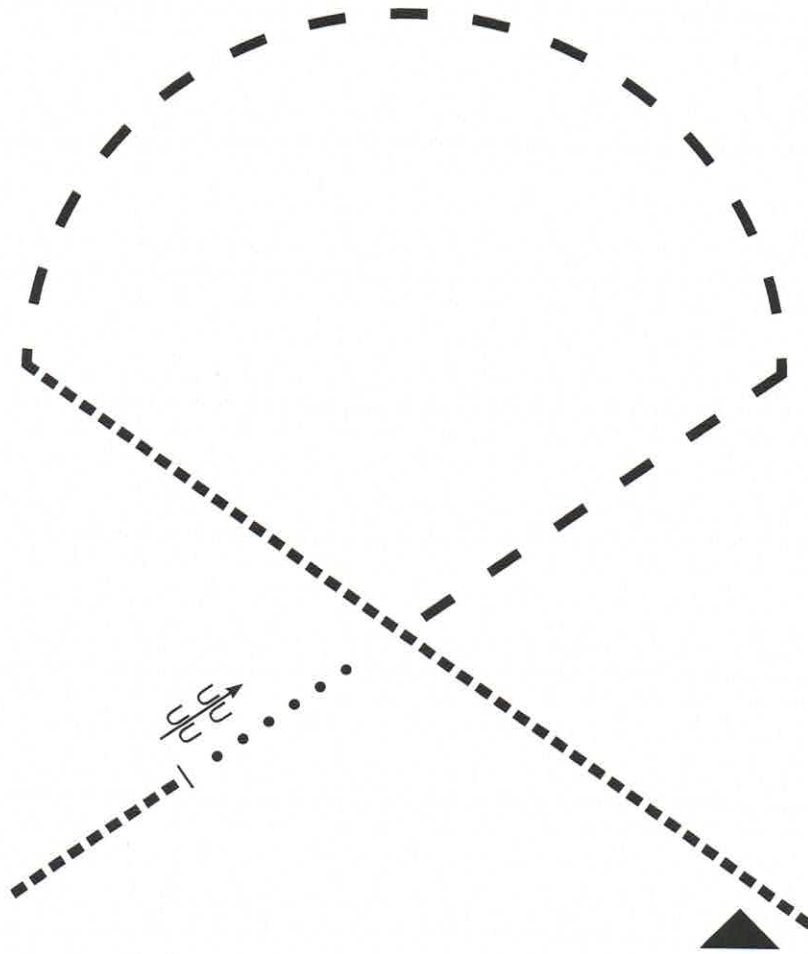
1. Lope left lead square corner.
2. Change leads and lope right lead square corner.
3. Break to extended jog, jog square corner and across arena.
4. Stop even with marker, back 5 steps.
5. 450 degree turn left.
6. Lope left lead 1/2 circle.
7. Continue lope in straight line then break to jog.
8. Stop, 360 degree turn right.
9. Exit at walk.

•••••	Walk
-----	Jog
- - - - -	Extended Jog
=====	Lope
=====	Extended Lope
///	Lead Change
←←←←←	Back
▲ A	Cone

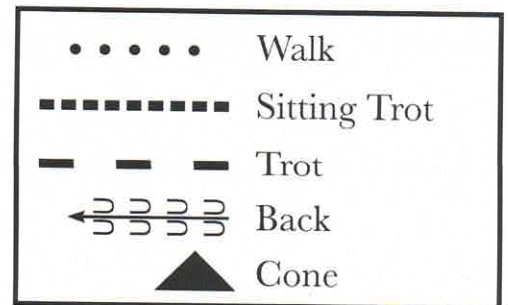
Pattern Provided by Kristy Starnes

EQUITATION

(All Walk-Trot & Small Fry)



1. Sitting trot across diagonal.
2. Posting trot left diagonal 1/2 circle.
3. Change diagonals and continue across to center.
4. Break to walk and walk line.
5. Stop and back.
6. Exit at sitting trot.

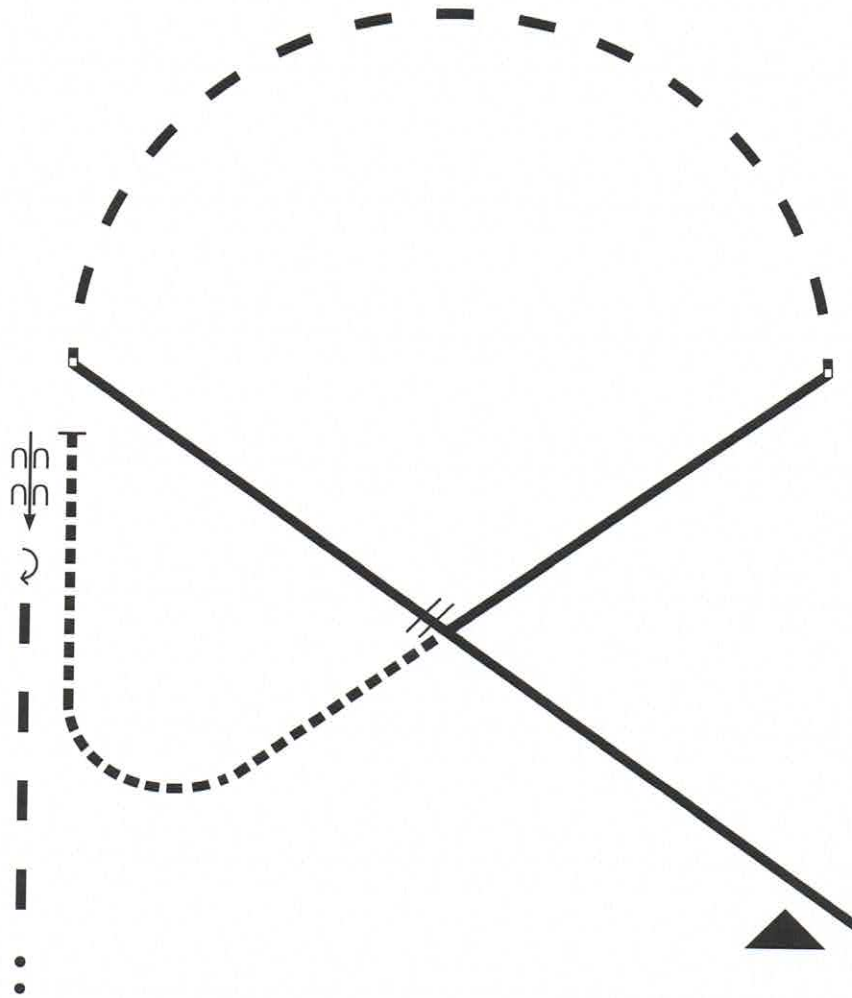


Pattern Provided by Kristy Starnes

EQUITATION

(L1/Novice Youth & L1/Novice Amateur)

Rookie, 4-H, OPEN

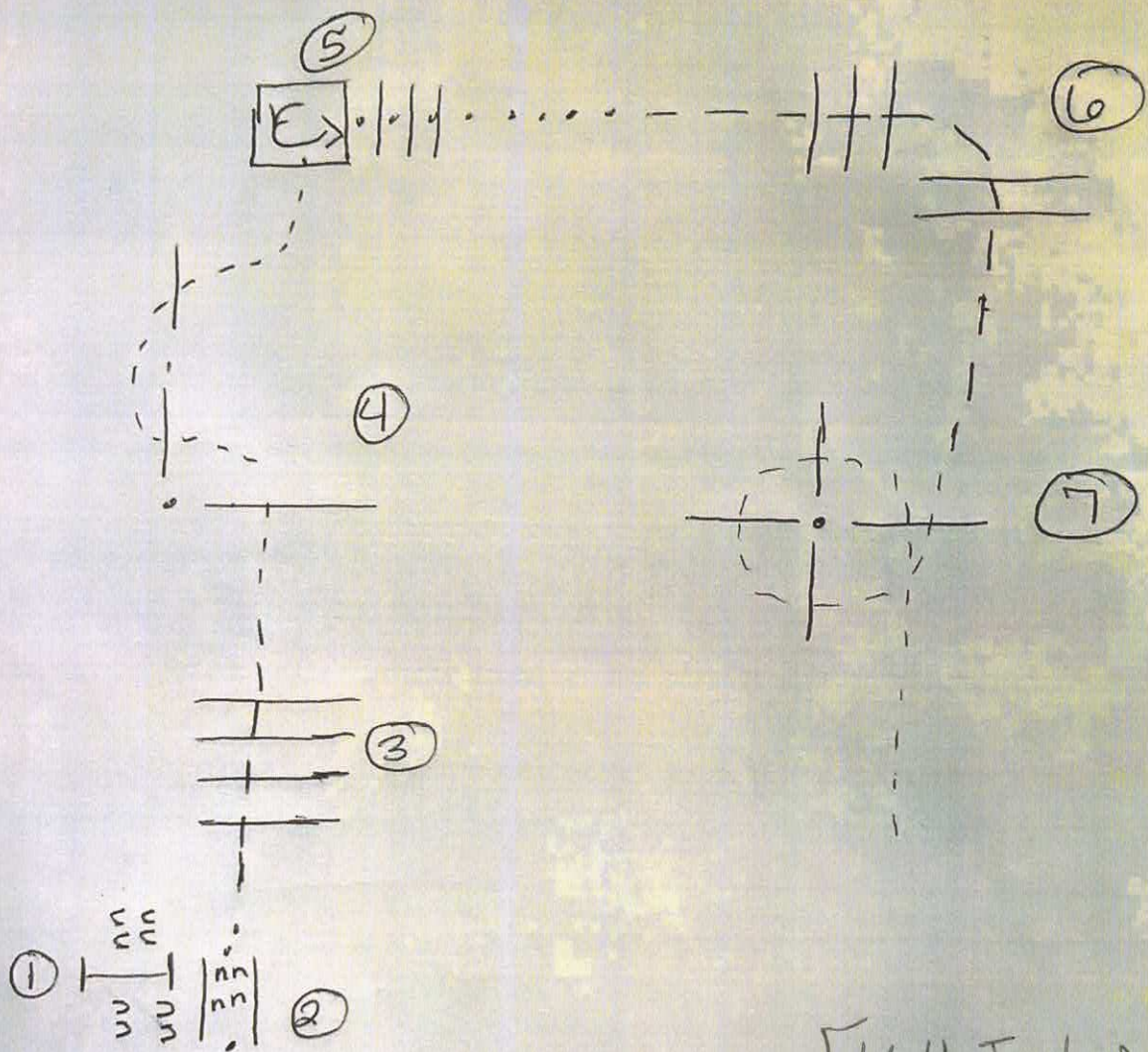


1. Canter left lead to center.
2. Change leads.
3. Canter right lead.
4. Posting trot 1/2 circle on left diagonal.
5. Canter right lead to center.
6. Sitting trot as drawn.
7. Stop and back.
8. 180 degree turn on forehand to right.
9. Posting trot right diagonal and exit at walk.

.....	Walk
-----	Sitting Trot
- - - -	Trot
————	Canter
=====	Hand Gallop
//	Lead Change
← 3 3 3 3	Back
▲	Cone

Pattern Provided by Kristy Starnes

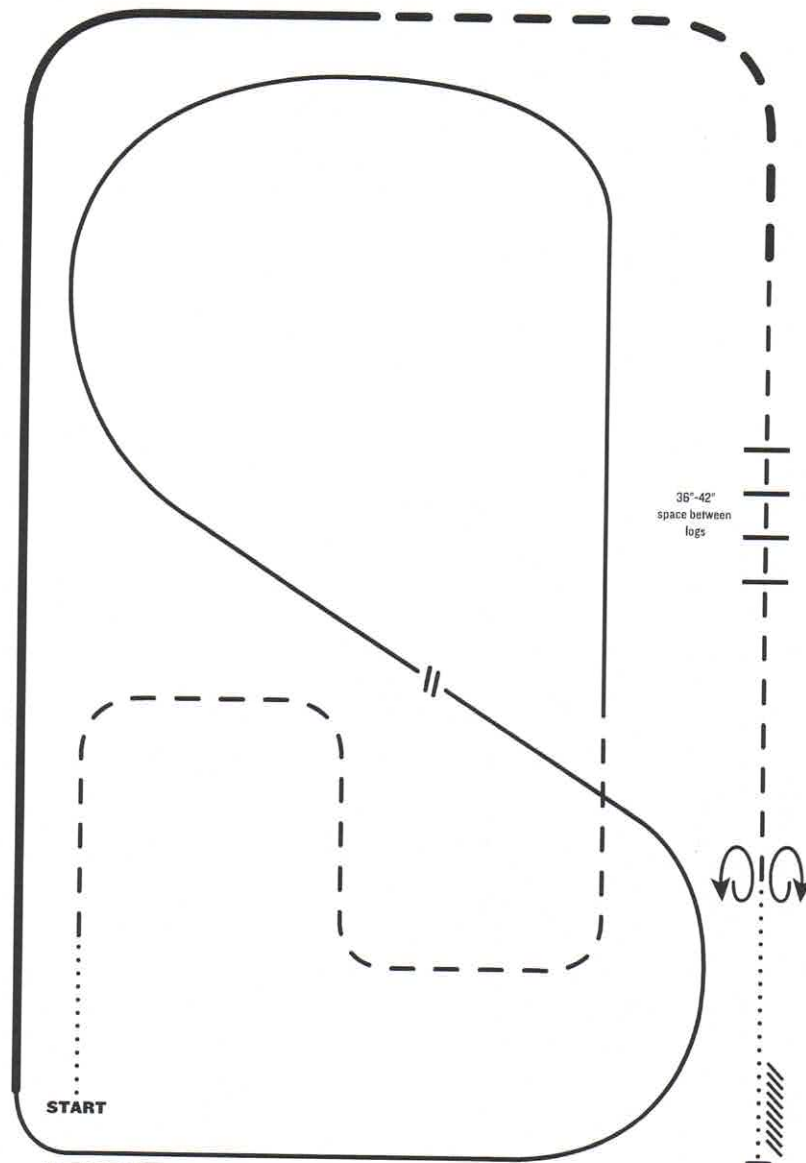
TRAIL



- ① Work LH gate
- ② Back into Chute and walk out
- ③ Lope left lead poles
- ④ Jog Serpentine
- ⑤ Break to walk or stop walk into Box 270° left walk out and over walkovers
- ⑥ Lope right lead poles
- ⑦ Jog over poles

Walk Trot & Small Fry
will trot where lope
is indicated.

RANCH RIDING - PATTERN 3



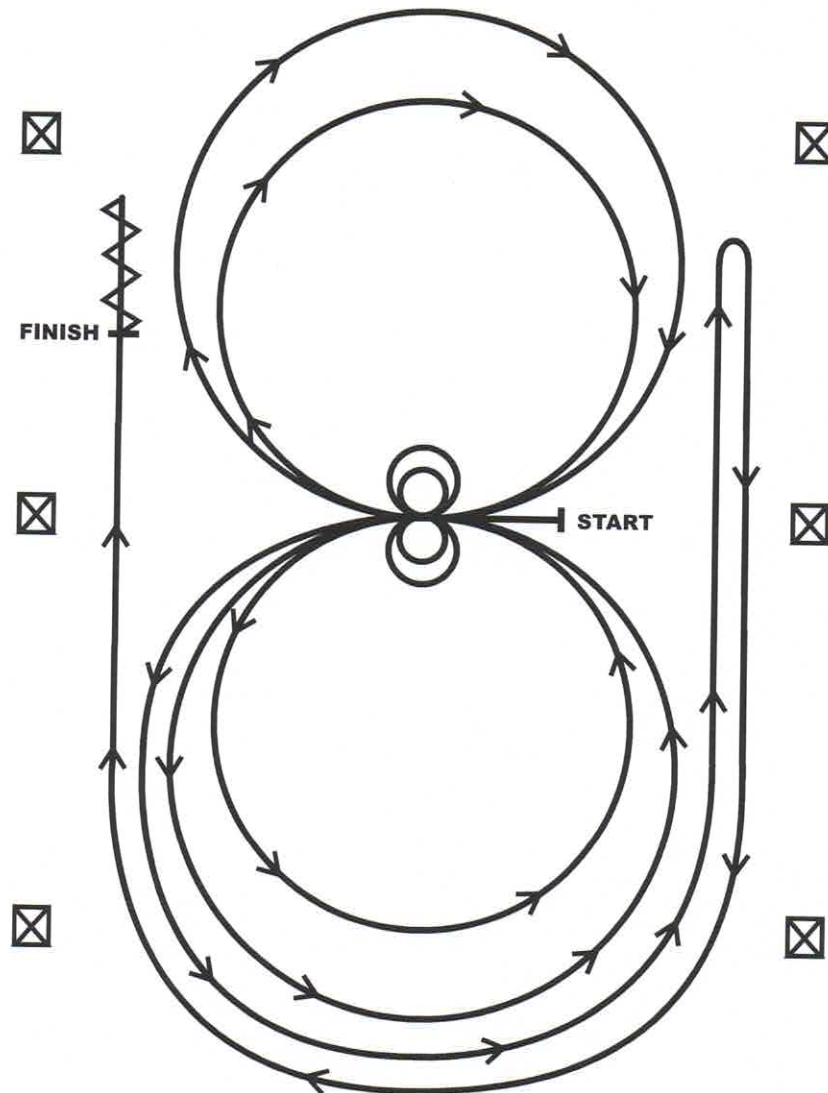
LEGEND	
.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
////	Back
W	Load Change

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

REINING PATTERN A

Approved only for Level 1 Youth & Amateur, Youth 13 & Under



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

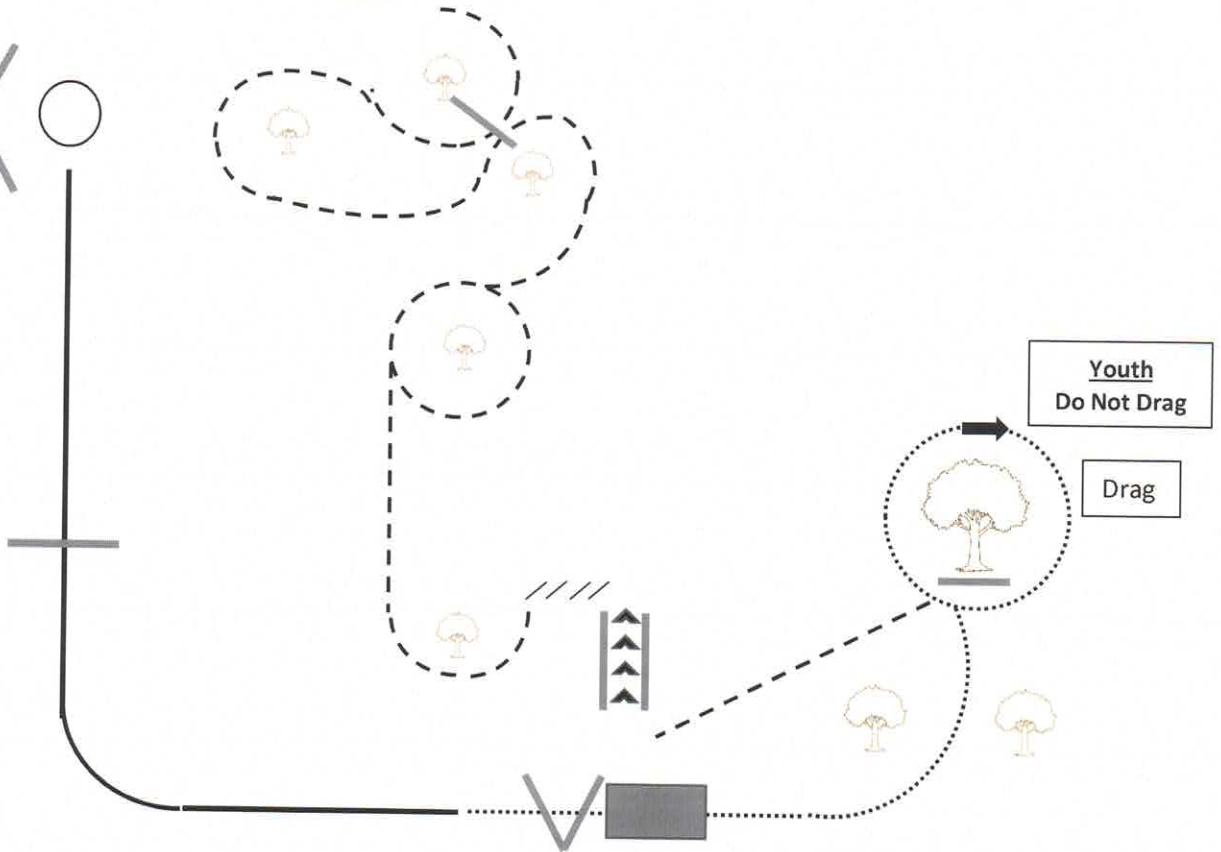
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

Ranch Trail

END



START



Youth
Do Not Drag

Drag

1. Extend trot through obstacles.
2. Sidepass and back through logs.
3. Trot to and drag around tree – return log to original position.
4. Walk through trees and across bridge.
5. Lope right lead over log.
6. Stop, spin twice in both directions, and sidepass to gate.
7. Work gate.
8. Dismount and trot out on foot.

Got Em

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