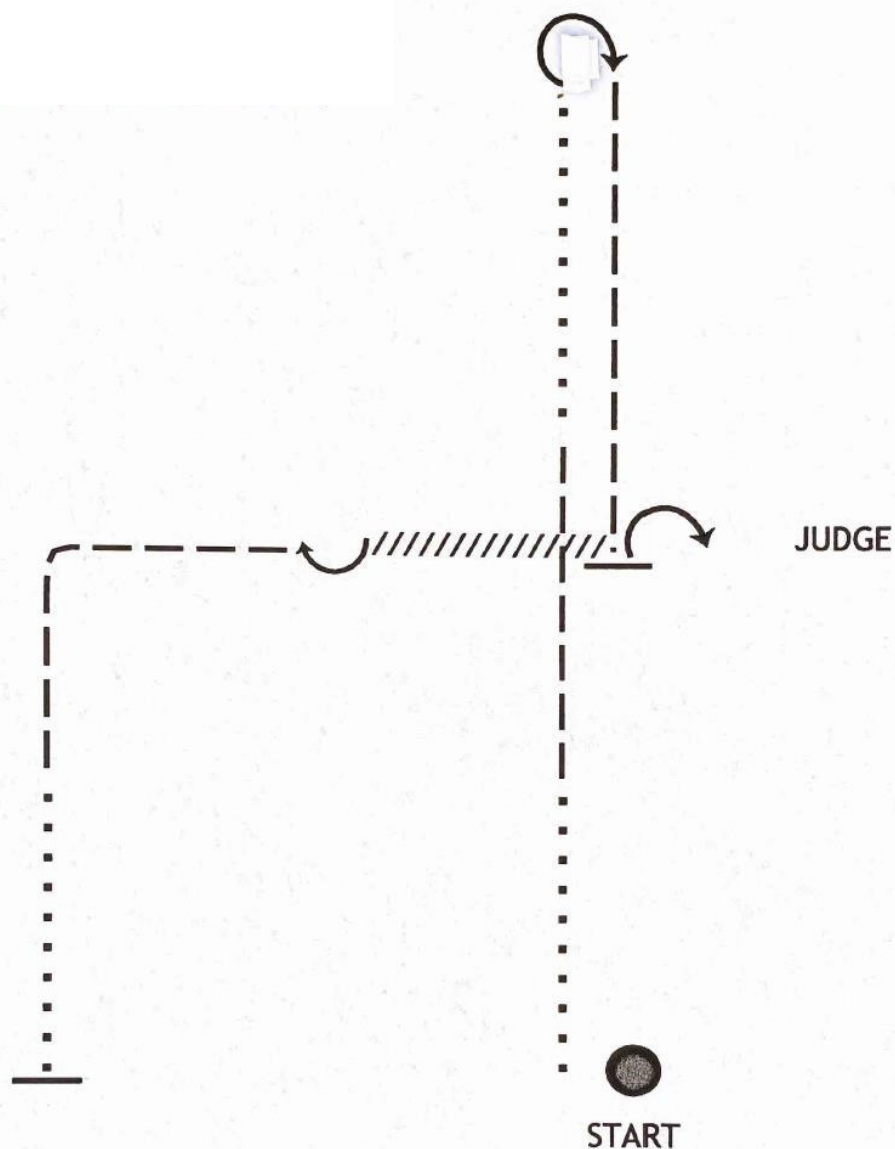


CPHC Summer Sizzler SHOWMANSHIP 2022
ALL WALK TROT – EXCEPT AMATEUR WT

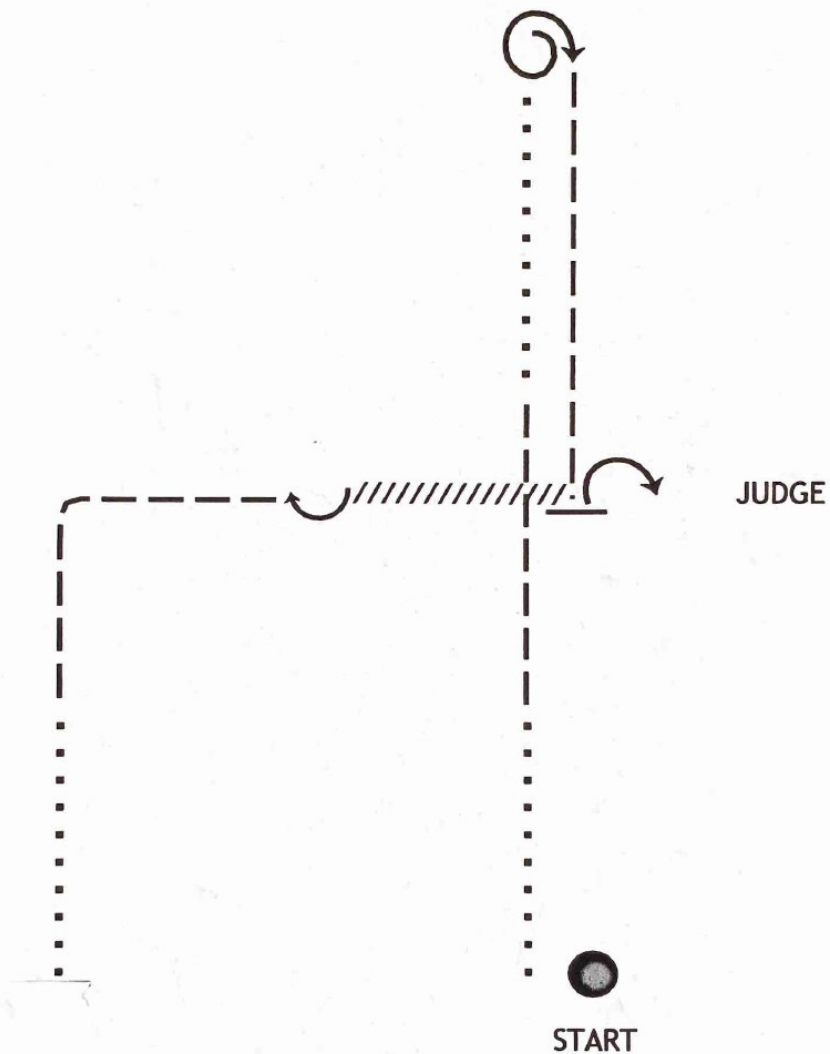


1. In equal thirds, walk, trot and walk the line
2. Stop, Execute 1/2 turn
3. Trot, stop, 3/4 turn
4. Set up for inspection
5. After inspection, back 15 feet, 1/2 turn
6. Trot corner, walk,
7. Exit at a walk

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

CPHC Summer Sizzler SHOWMANSHIP 2022

NOVICE YOUTH, NOVICE AMATEUR, YOUTH 13 & UNDER



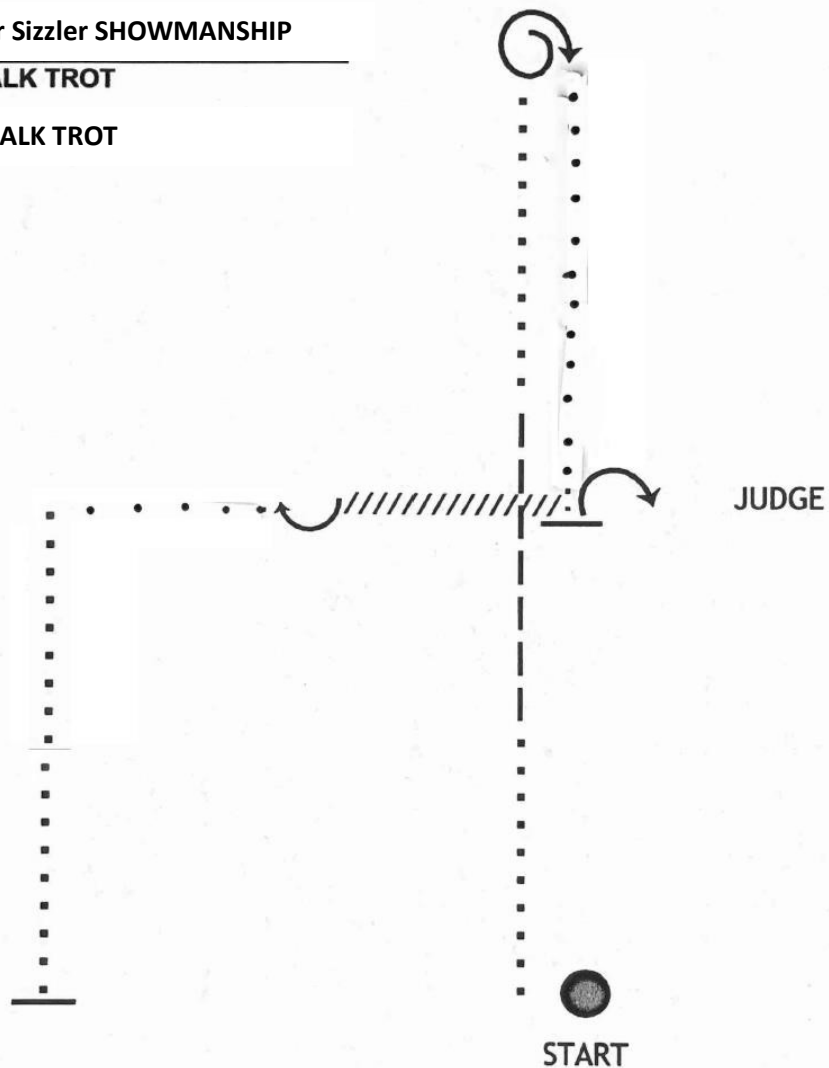
1. In equal thirds, walk, trot and walk the line
2. Execute 1 1/2 turn
3. Trot, stop, 3/4 turn
4. Set up for inspection
5. After inspection, back 15 feet, 1/2 turn
6. Trot corner, walk,
7. Exit at a walk

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

CPHC Summer Sizzler SHOWMANSHIP

AMATEUR WALK TROT

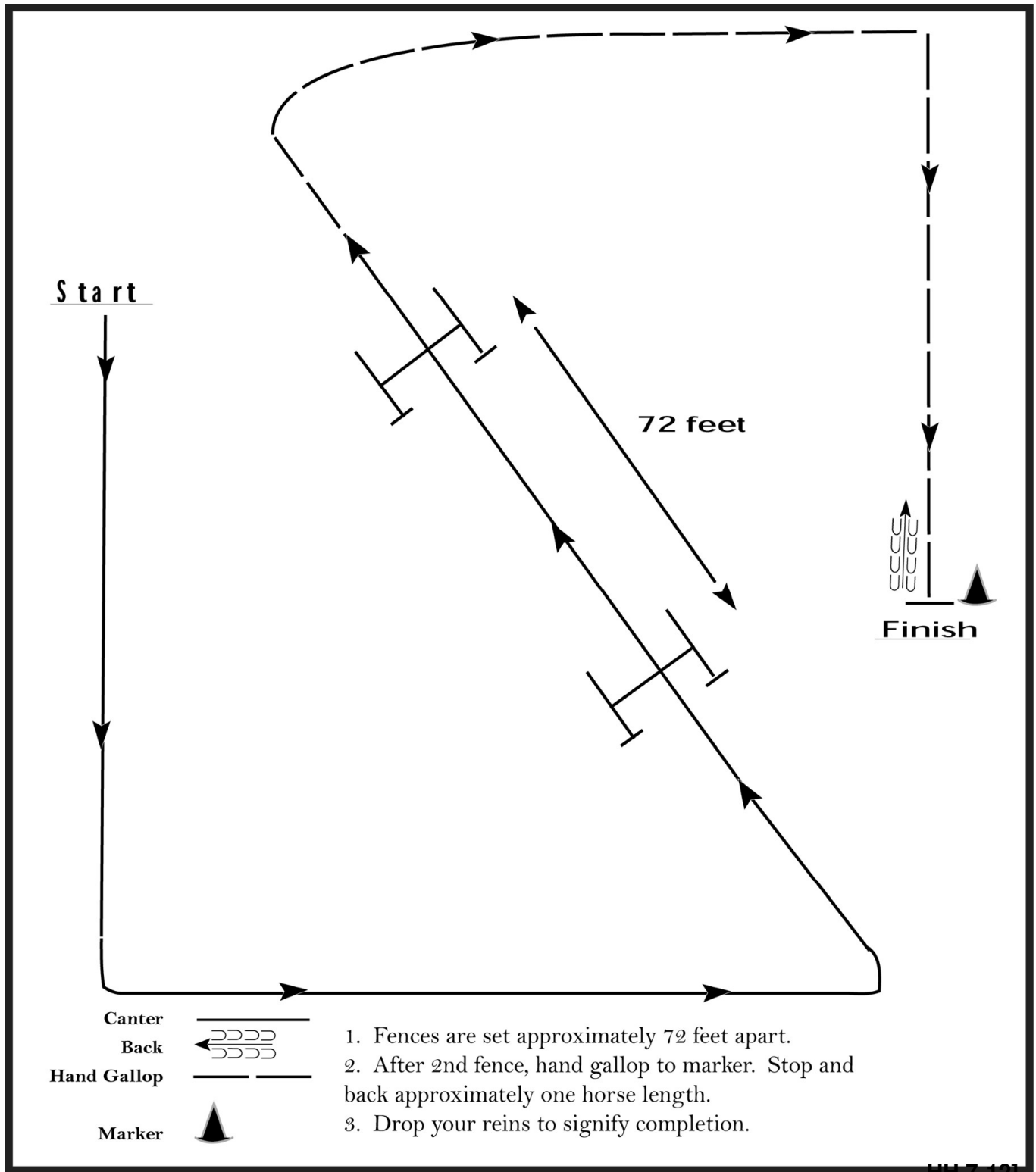
ALL BREED WALK TROT



1. In equal thirds, walk, extended walk and walk the line
2. Stop, execute 1 1/2 turn
3. Walk, stop, 3/4 turn
4. Set up for inspection
5. After inspection, back 15 feet, 1/2 turn
6. Walk corner, walk to exit.

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

Hunter Hack



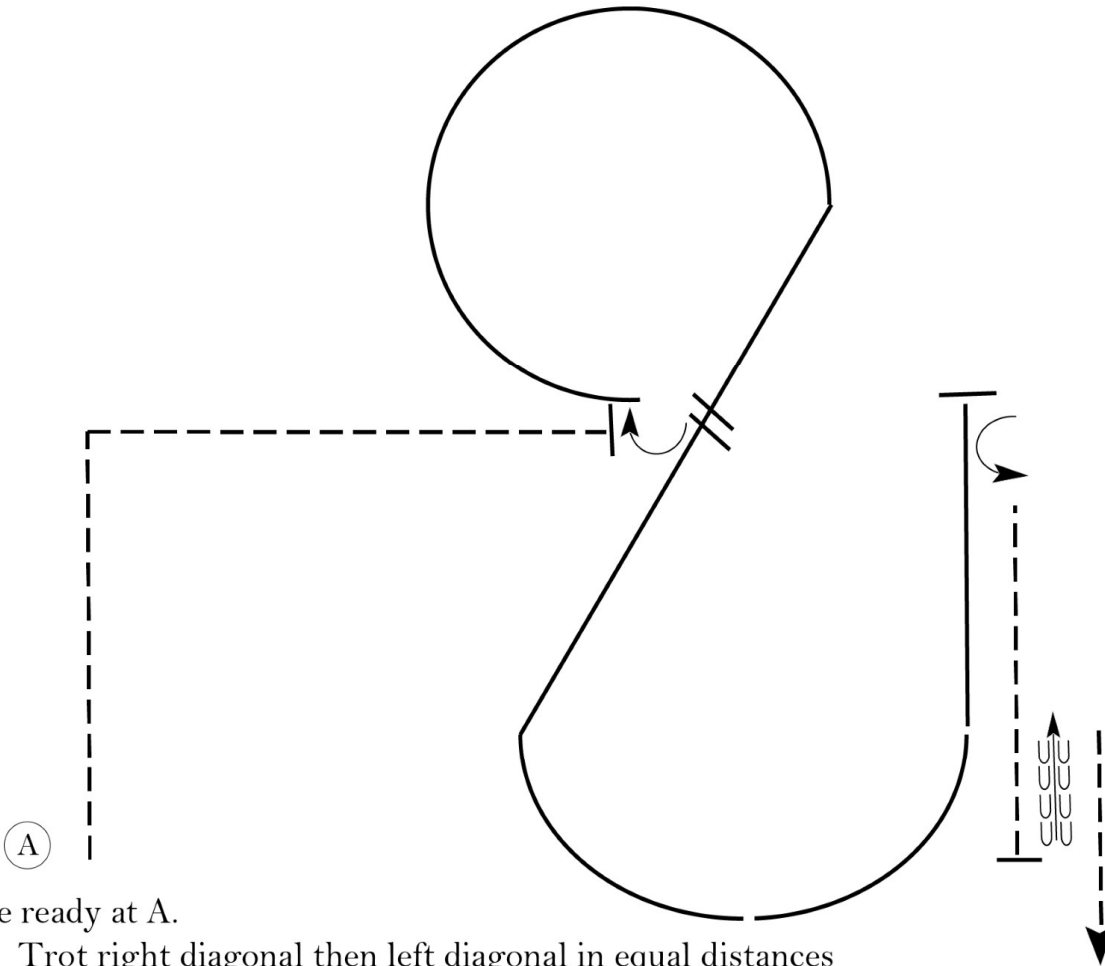
HH 7-12]

All Walk Trot Hunt Seat Equitation



-
- Diagram illustrating the symbols for various horse gaits and movements:
- Walk**: Represented by a dashed line.
 - Trot**: Represented by a dashed line with a small dash in the middle.
 - Extended Trot**: Represented by a solid line with a small dash in the middle.
 - Canter**: Represented by a solid line.
 - Leg Yield**: Represented by a series of vertical lines.
 - Lead Change**: Represented by a diagonal line crossing over itself.
 - Back**: Represented by a series of curved lines.
 - Marker**: Represented by a circle containing the letter 'B'.
 - Sidepass**: Represented by a dashed line with arrows at both ends.
 - Hand Gallop**: Represented by a solid line with a small dash in the middle.

Hunt Seat Equitation Novice Youth, Novice Amateur, Youth 13 & Under



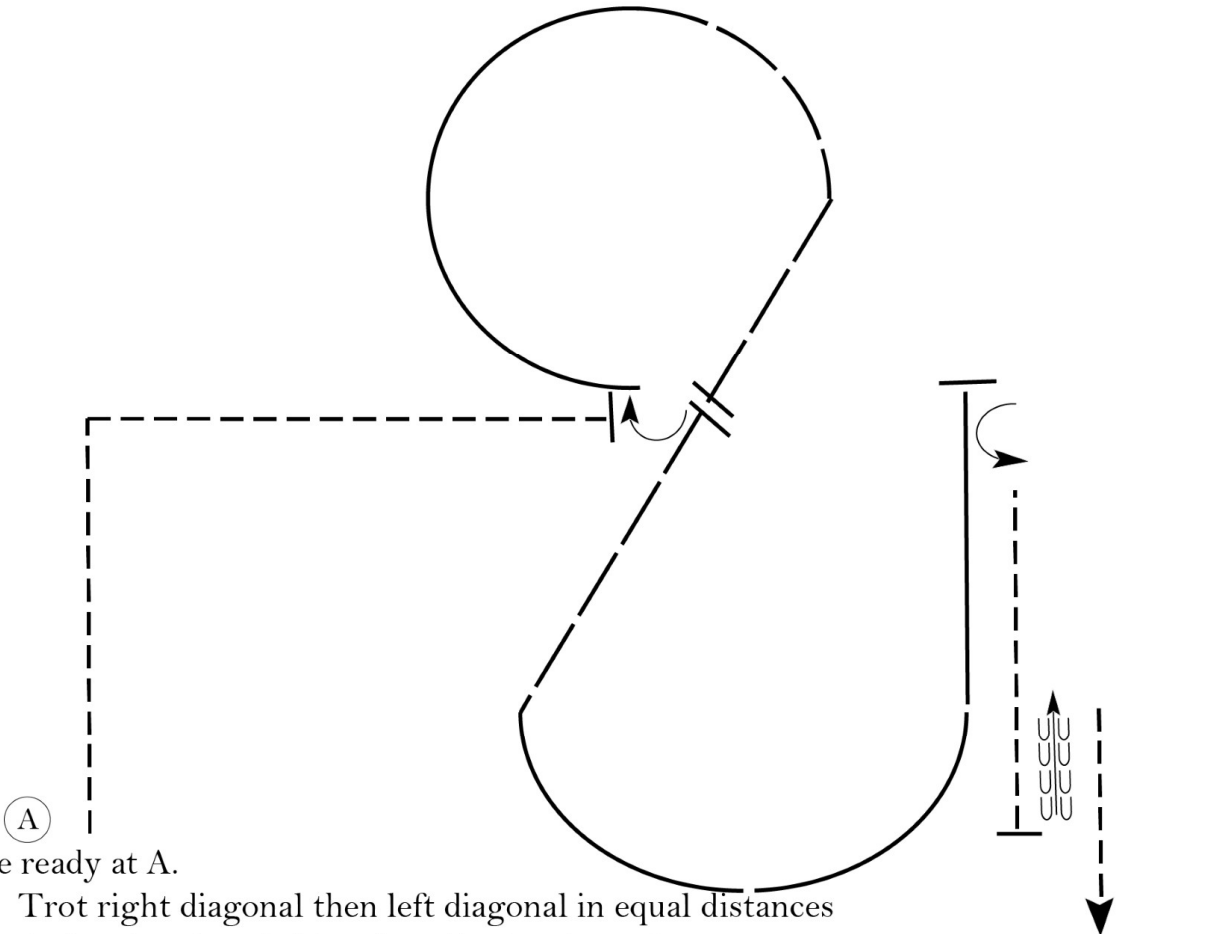
Be ready at A.

1. Trot right diagonal then left diagonal in equal distances before turning right and continuing to center.
2. Halt and perform a 180 degree forehand turn to the right.
3. Canter on the right lead in 3/4 circle and begin diagonal line canter.
4. Change leads (simple or flying) in the middle.
5. Continue canter for 1/2 circle and continue in a straight line.
6. Halt and perform a 180 degree turn to the left over the haunches.
7. Left diagonal trot until even with A. Halt and back approximately one horse length.
8. Pattern is complete. Exit at a sitting trot.

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

Hunt Seat Equitation

Amateur, Masters, Youth 18 & Under, Youth & Amateur SPB



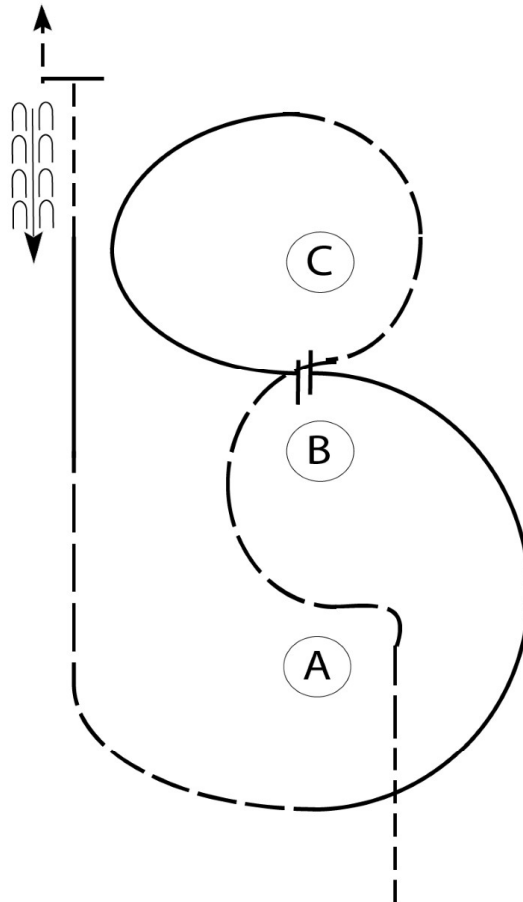
Be ready at A.

1. Trot right diagonal then left diagonal in equal distances before turning right and continuing to center.
2. Halt and perform a 180 degree forehand turn to the right.
3. Canter on the right lead in 1/2 circle.
4. Hand gallop 1/4 circle and continue in a diagonal line across the center of the pattern and change leads (simple or flying) in the middle.
5. Collect the canter for 1/2 circle and continue in a straight line.
6. Halt and perform a 180 degree turn to the left over the haunches.
7. Left diagonal trot until even with A. Halt and back approximately one horse length.
8. Pattern is complete. Exit at a sitting trot.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	---/---
Back	←←←←
Marker	(B)
Sidepass	←-----→
Hand Gallop	-----
	[

Western Horsemanship

Novice Youth, Novice Amateur, Youth 13 & Under



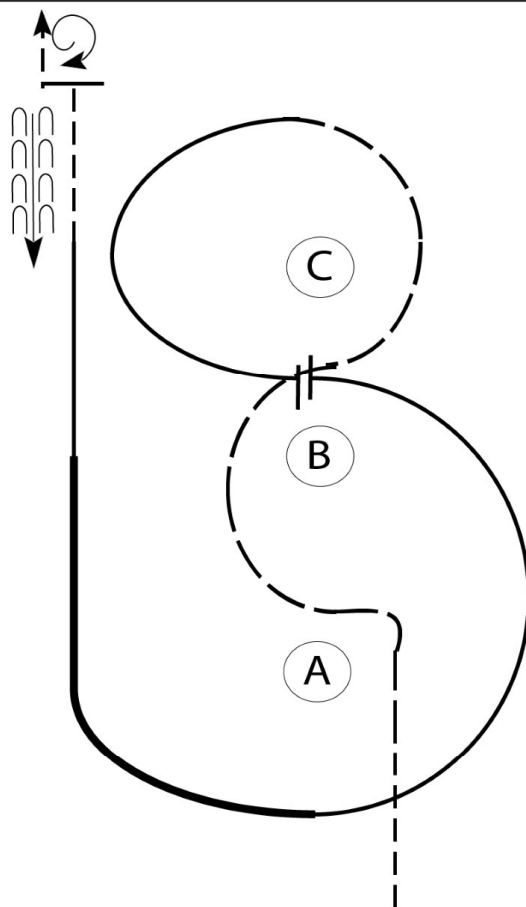
Be ready before A.

1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, pick up a left lead lope in a half circle.
3. Perform a simple lead change between B and C.
4. Lope right lead in a half circle.
5. When below A, extend the jog around the corner and until even with B.
5. Lope left lead until even with C. Then jog past C and stop.
6. Back approximately one horse length.
7. Jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	(B)

Western Horsemanship

Amateur, Masters, Youth 18 & Under, Youth SPB, Amateur SPB



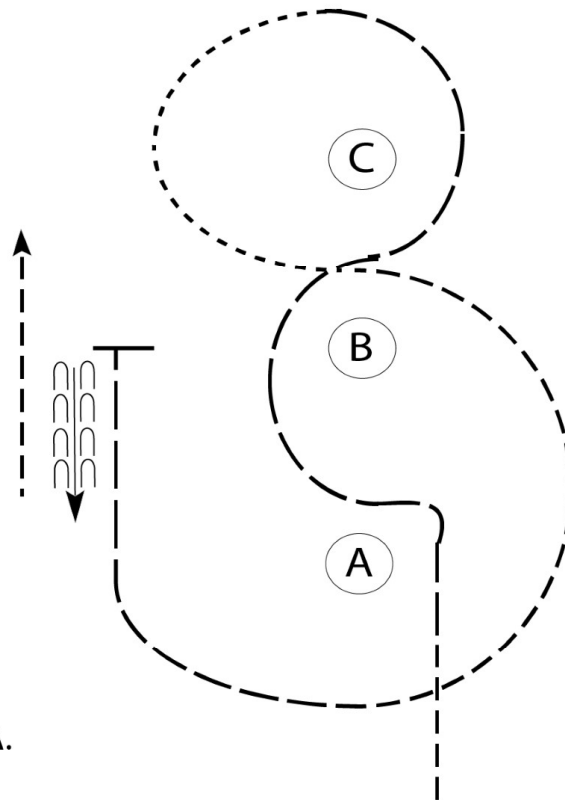
Be ready before A.

1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, pick up a left lead lope in a half circle.
3. Change leads between B and C.
4. Lope right lead in a half circle. When below A, extend the lope around the corner and until even with B.
5. Slow to a lope until even with C. Then jog past C and stop.
6. Perform a full turn to the right then back approximately one horse length.
7. Jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

CPHC SUMMER SIZZLER 2022

All Walk Trot Western Horsemanship



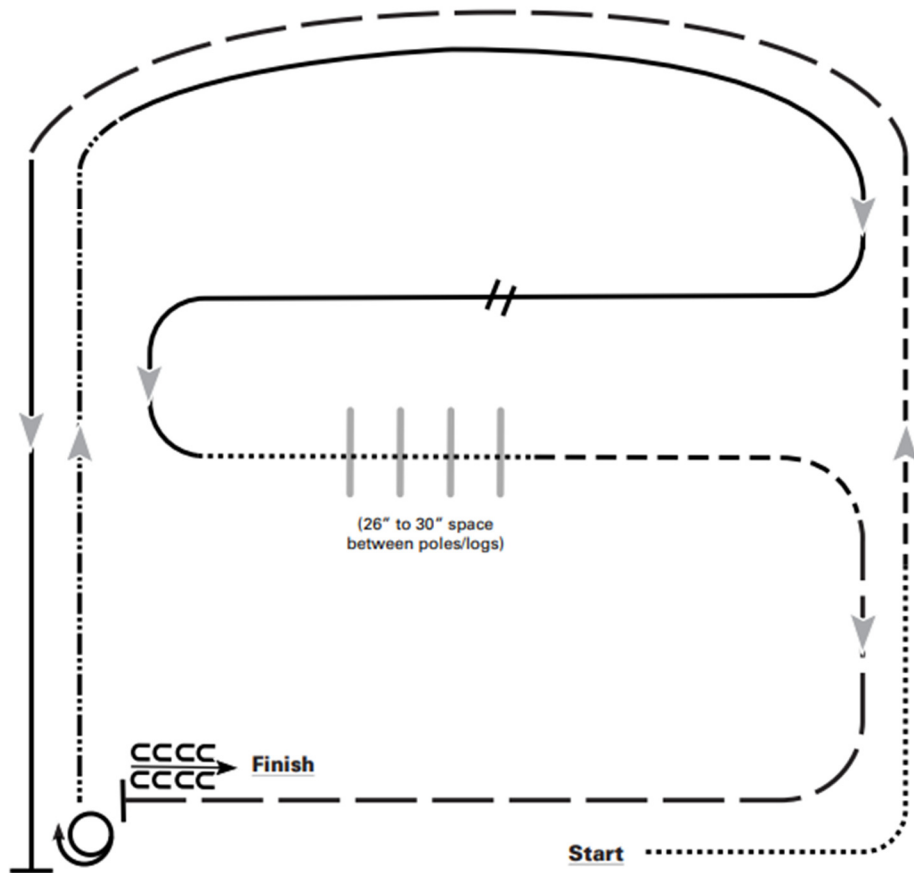
Be ready before A.

1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, walk in a half circle.
3. Pick up the jog between B and C and jog in a half circle.
4. When below A, extend the jog around the corner and until even with B.
5. Stop and back approximately one horse length.
6. Jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

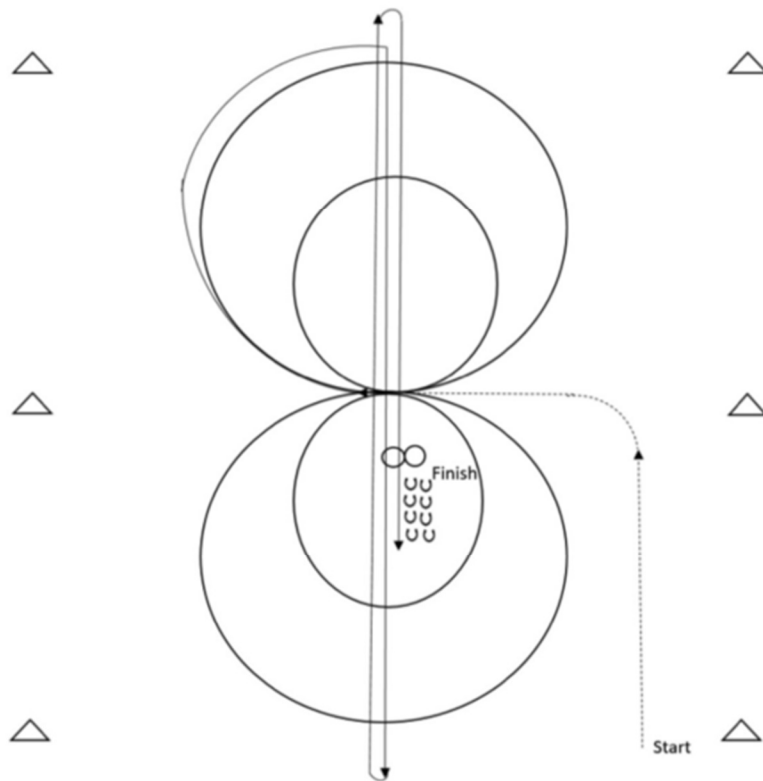
[WH/WT-113]

Ranch Riding Pattern #2



1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1½ turn right
6. Extended lope
7. Collect to working lope (right lead)
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extend trot
13. Stop and back

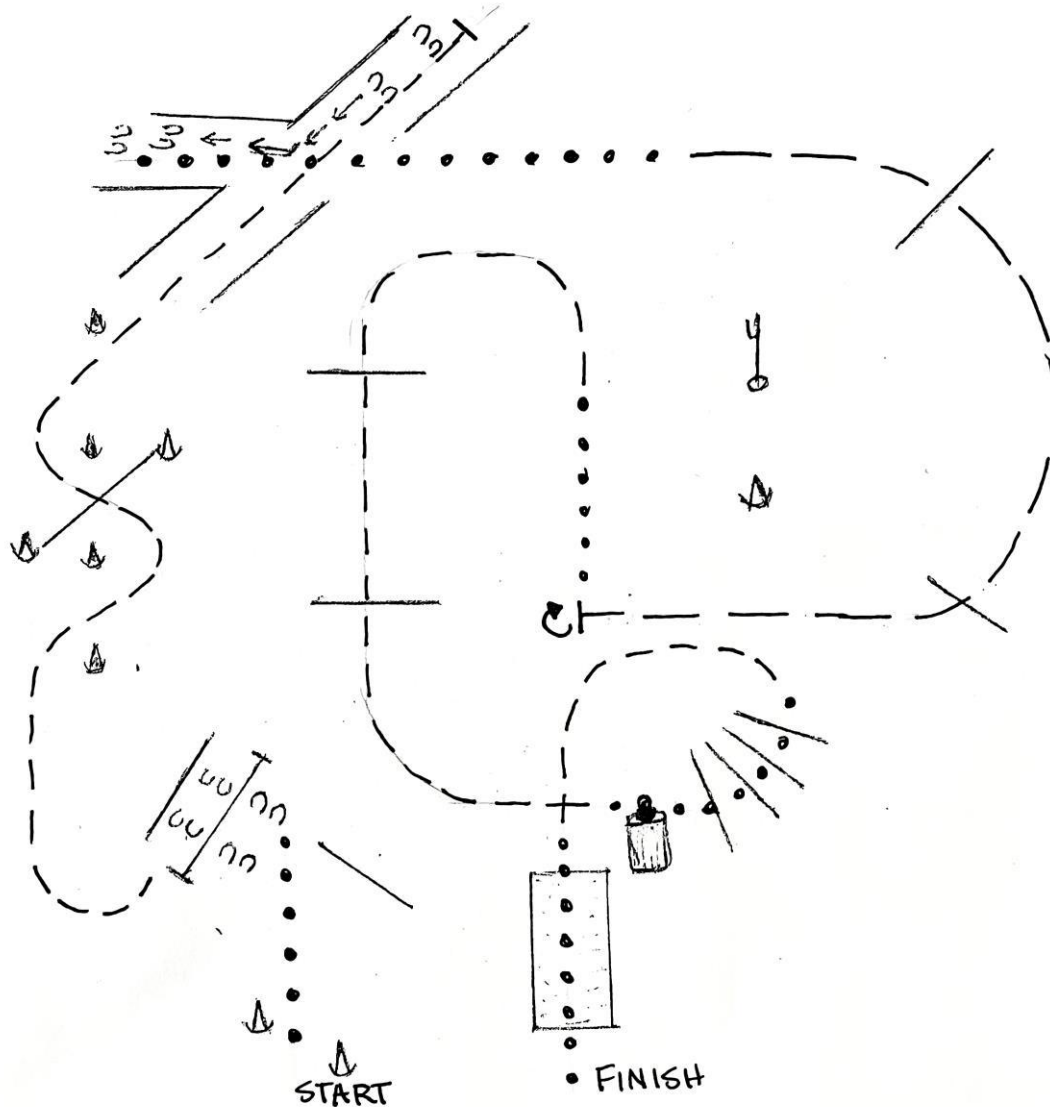
Ranch Horse Reining Pattern #2



Trot to center of Arena , Stop. Start pattern facing towards Judge.

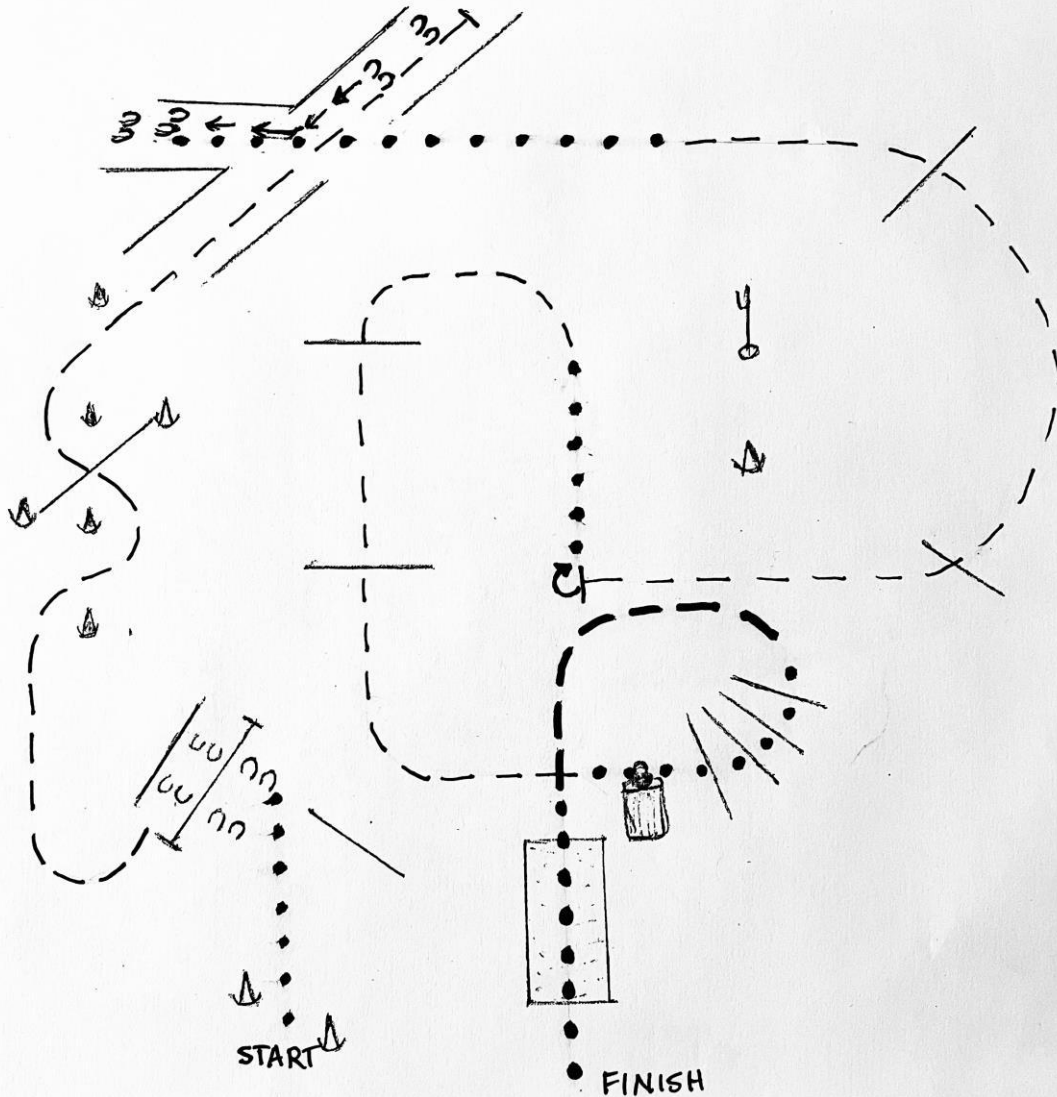
1. Beginning on the right lead complete two circle to the right, The first circle small and slow, the next circle large and fast, Change leads at the center of arena.
2. Complete two circles to the left, The first circle small and slow, the next circle large and fast, Change leads in the center of the arena.
3. Begin large circle to right, but do not close the circle. Run down center of arena past the end marker and do a right roll back, no hesitation.
4. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
5. Run past the center marker, stop, back 10 feet.
6. 1 spin to right, 1 spin to left. Hesitate to complete pattern.

ALL W/T TRAIL



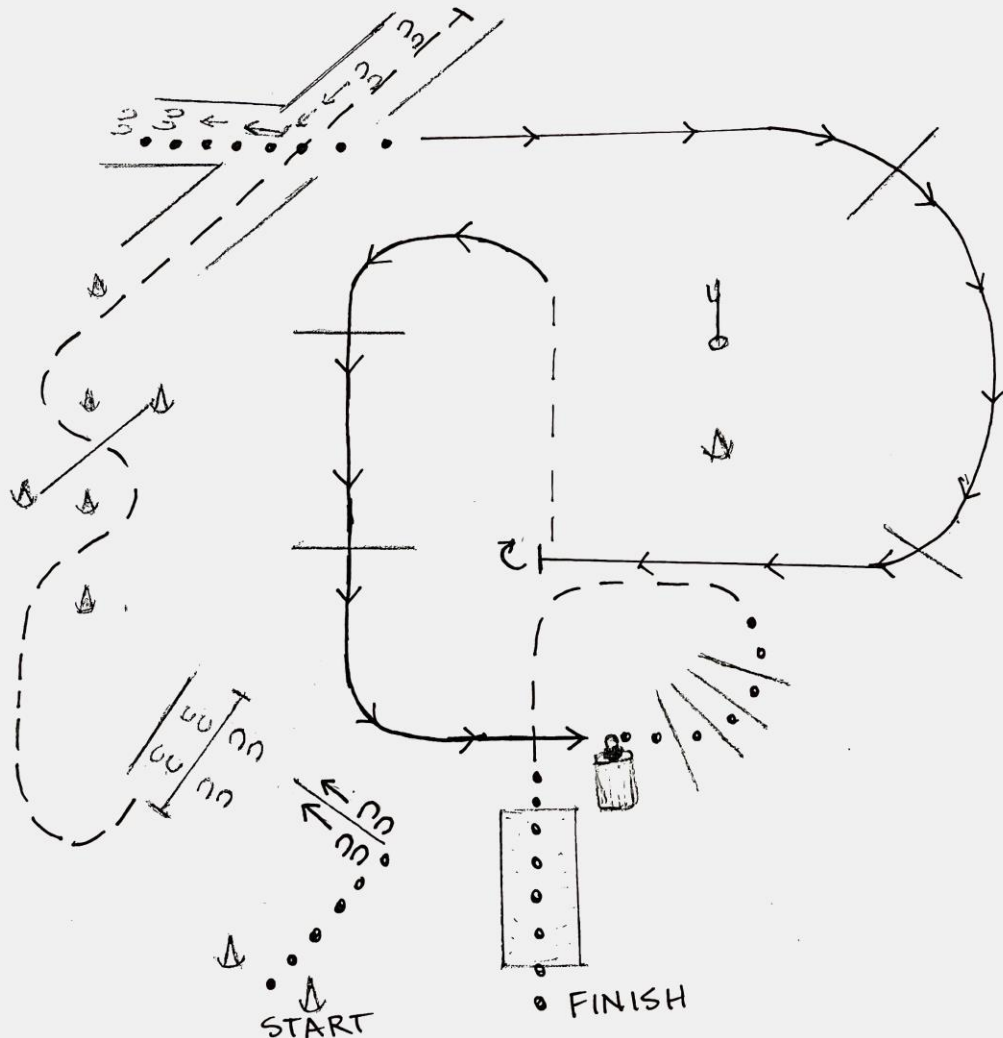
1. WALK TO GATE. WORK GATE WITH LEFT HAND.
2. JOG SERPENTINE AND INTO CHUTE. STOP.
3. BACK V. WALK OUT OF CHUTE.
4. EXTENDED JOG OVER LOGS AS SHOWN. STOP.
5. 90° PIVOT ON HAUNCHES TO RIGHT. WALK, THEN ~~WALK~~ JOG OVER LOGS.
6. WALK OVER LOGS, THEN JOG TOWARD BRIDGE.
7. WALK OVER BRIDGE TO FINISH.

ALL IN-HAND TRAIL



1. WALK TO GATE. WORK GATE WITH LEFT HAND
2. TROT SERPENTINE AND INTO CHUTE. STOP.
3. BACK V. WALK OUT OF CHUTE.
4. TROT OVER LOGS AS SHOWN. STOP.
5. 90° PIVOT TO RIGHT. WALK, THEN TROT OVER LOGS.
6. WALK OVER LOGS THEN TROT TOWARD BRIDGE.
7. WALK OVER BRIDGE TO FINISH.

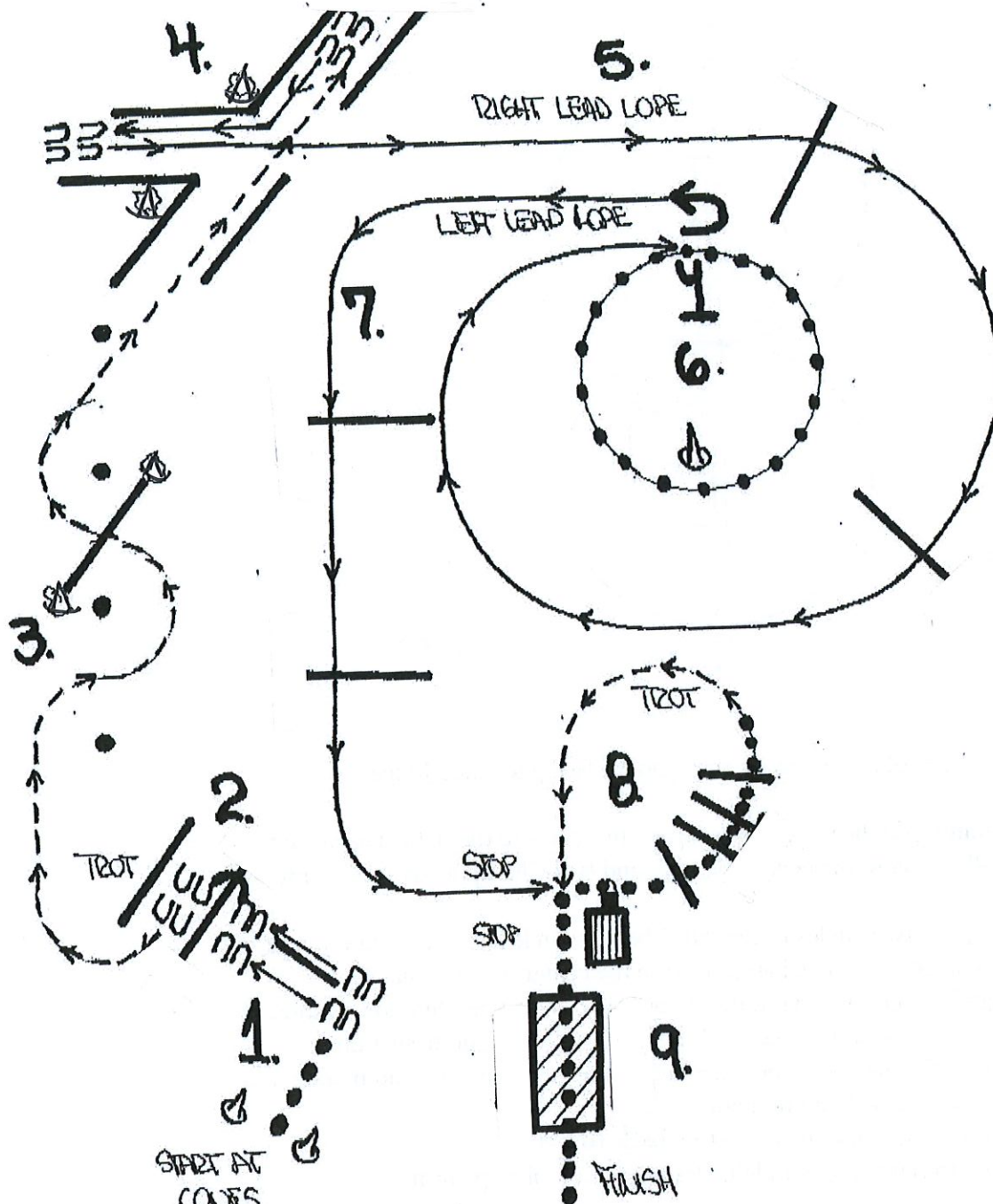
ALL TRAIL UNDER SADDLE EXCEPT W/T



1. WALK TO POLE. SIDEPASS TO THE LEFT TO GATE
2. WORK GATE WITH LEFT HAND.
3. JOG SERPENTINE INTO CHUTE. STOP.
4. BACK V. WALK OUT OF CHUTE.
5. LOPE RIGHT LEAD OVER LOGS, STOP.
6. 90° TURN ON HAUNCHES. ~~STOP~~ JOG, THEN LOPE LEFT LEAD OVER LOGS.
7. WALK OVER POLES, THEN JOG TOWARD BRIDGE.
8. WALK OVER BRIDGE TO FINISH.

NOV YOUTH RANCH
YOUTH RANCH
YOUTH SPB RANCH
NOV AM RANCH
ALL BREED RANCH

CPHC
SUMMER SIZZLER
2022

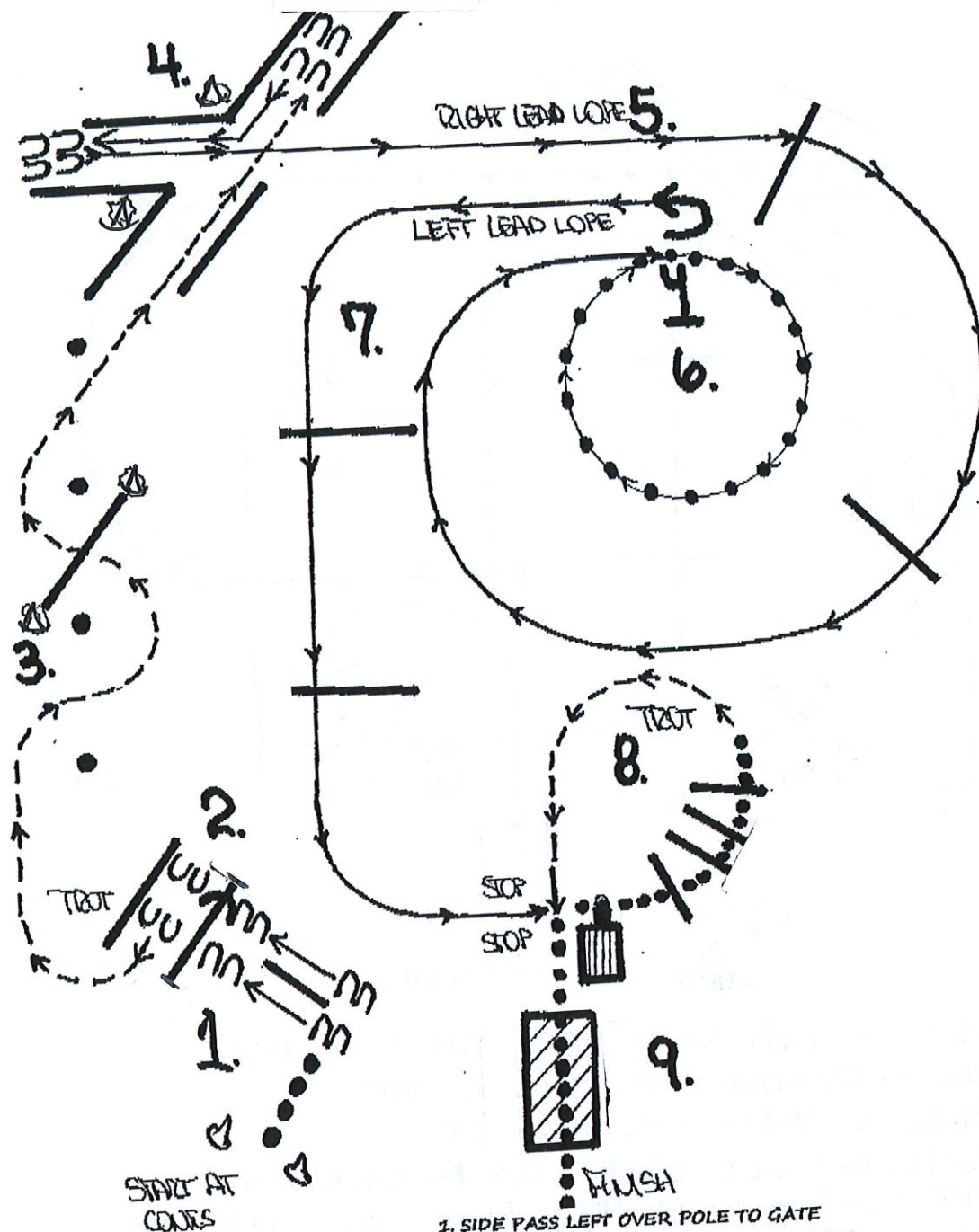


1. SIDE PASS LEFT OVER POLE TO GATE
2. GATE:(LH) PUSH OPEN RIDE THRU CLOSE
3. TROT THRU SERPENTINE OVER POLE INTO CHUTE
4. BACK THRU POLES LOPE OUT OF CHUTE (RL)
5. LOPE OVER POLES (RL) TO DRAG
6. TROT CIRCLE AROUND CONE & STOP
7. 1/2 TURN LEFT LOPE OVER POLES (LL), STOP AT BARREL
8. PICK UP BUCKET WALK OVER POLES TROT BACK TO BARREL PLACE BUCKET ON BARREL
9. WALK OVER BRIDGE

AM RANCH
AM SPB RANCH
OPEN RANCH
SPB RANCH

CPHC SUMMER SIZZLER

2022



1. SIDE PASS LEFT OVER POLE TO GATE
2. GATE (LH) PUSH OPEN RIDE THRU CLOSE
3. TROT THRU SERPENTINE OVER POLE INTO CHUTE
4. BACK THRU POLES LOPE OUT OF CHUTE (RL)
5. LOPE OVER POLES (RL) TO DRAG
6. GRAB ROPE DRAG LOG AROUND CONE AT WALK OR TROT, HANG ROPE BACK ON HOOK
7. 1/2 TURN LEFT LOPE OVER POLES (LL), STOP AT BARREL
8. PICK UP BUCKET WALK OVER POLES TROT BACK TO BARREL PLACE BUCKET ON BARREL
9. WALK OVER BRIDGE

CPHC Summer Sizzler 2022

All Ranch Pleasure

PATTERN II

Ordinary Walk- 30 feet

Lope – 150 feet

Extended Lope – 200 feet Trot – 120 feet

Stop and Reverse

Extended Walk – 75 feet

Trot – 90 feet

Extended Trot – 240 feet

Lope – 150 feet

Stop and Back