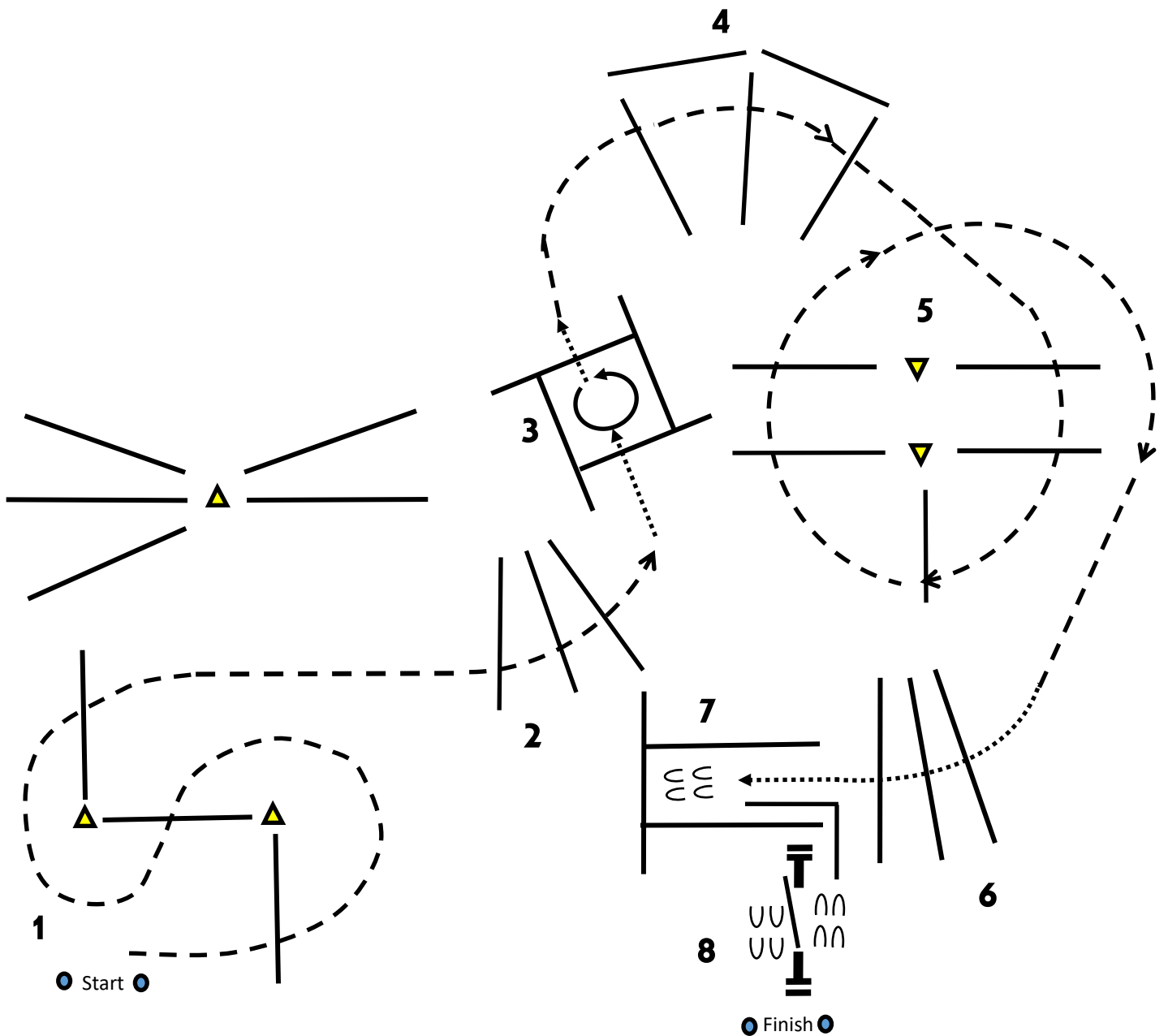


BOOM CIRCUIT— Sunday, September 28, 2025

All Walk-Trot Trail



LEGEND—

WALK—>

JOG— - - - ->

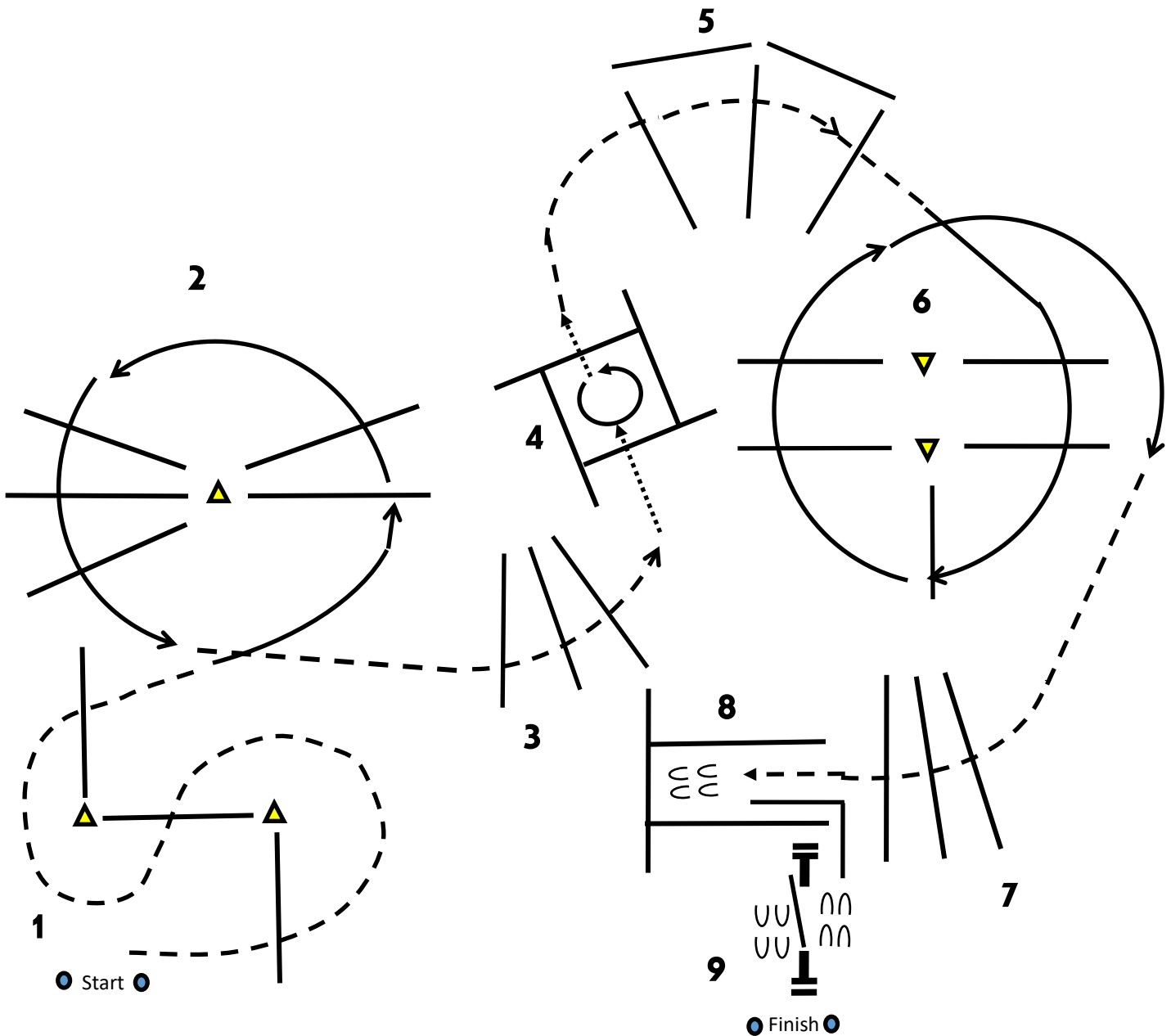
LOPE— ———>

BACK— <----->

1. Jog thru serpentine.
2. Jog over poles.
3. Stop or break to the walk. Walk into box, 360 turn either direction. Walk out.
4. Jog over poles.
5. Jog through poles right.
6. Break to walk, walk over poles & into chute.
7. Back L around corner up to gate.
8. Work left hand gate.

BOOM CIRCUIT— Sunday, September 28, 2025

All Trail (Poles raised for Youth, Amateur, Select, & Senior classes)



LEGEND—

WALK—>

JOG— - - - ->

LOPE— ———>

BACK— <-----

1. Jog thru serpentine.

2. Lope over poles (LL)

3. Break to jog, jog over poles.

4. Stop or break to the walk. Walk into box, 360 turn either direction. Walk out.

5. Jog over poles.

6. Lope over poles (RL).

7. Break to jog, jog over poles & into chute.

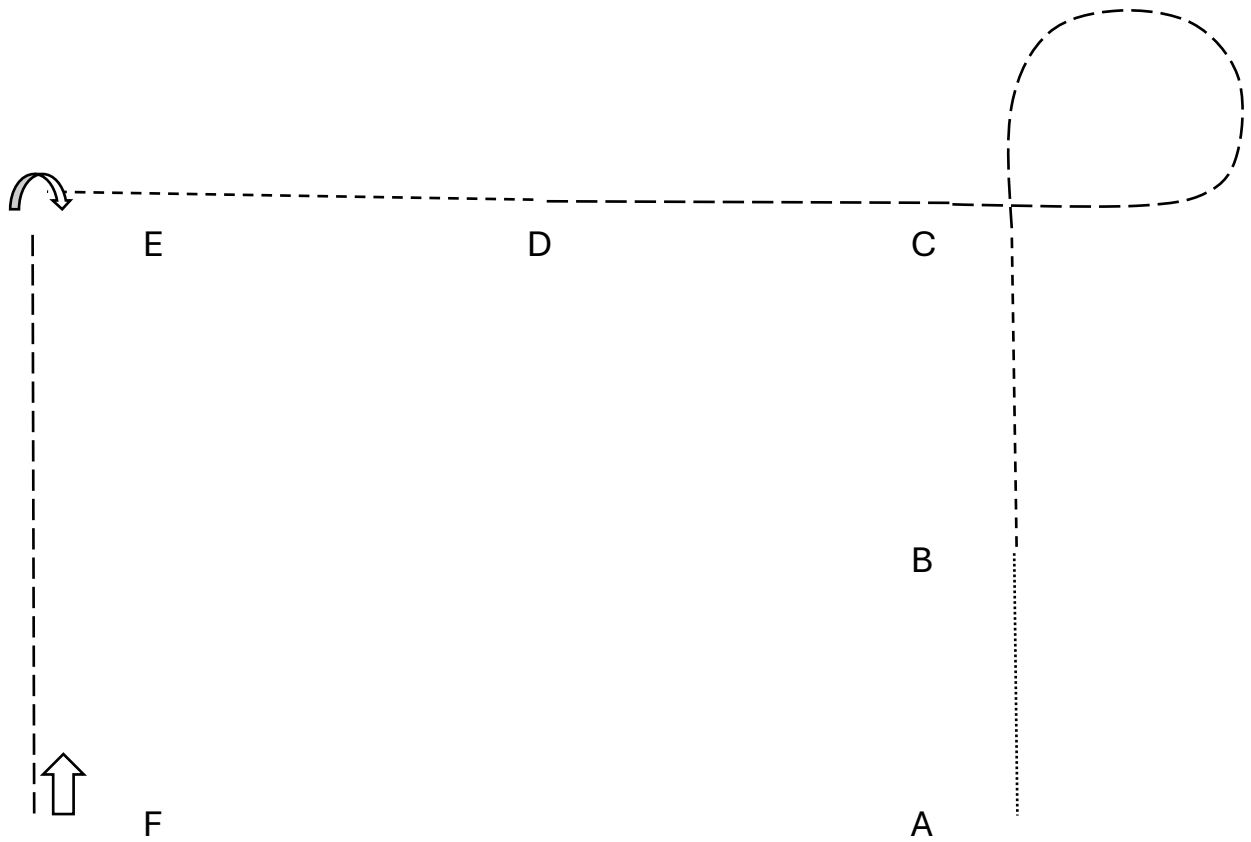
8. Back L around corner up to gate.

9. Work left hand gate.

Boom Circuit

Horsemanship – All Walk/Trot

Sunday, September 28

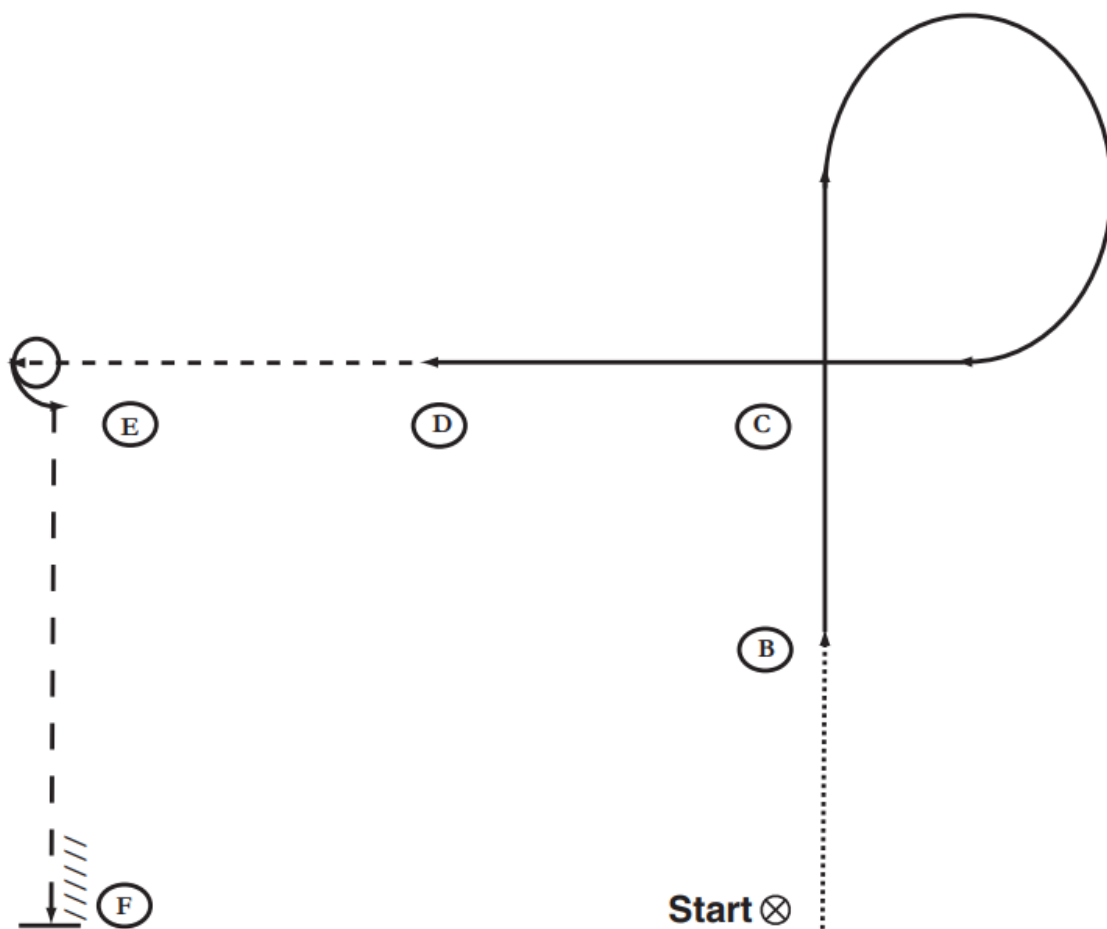


1. Walk A to B
2. Jog B to C
3. Extended trot a loop to the right and to D
4. Resume the jog at D to past E
5. Turn $\frac{3}{4}$ turn to the right
6. Extended trot to F
7. Stop and Back
8. Exit at a jog

Boom Circuit

Horsemanship - Amateur, Select, Youth

Sunday, September 28

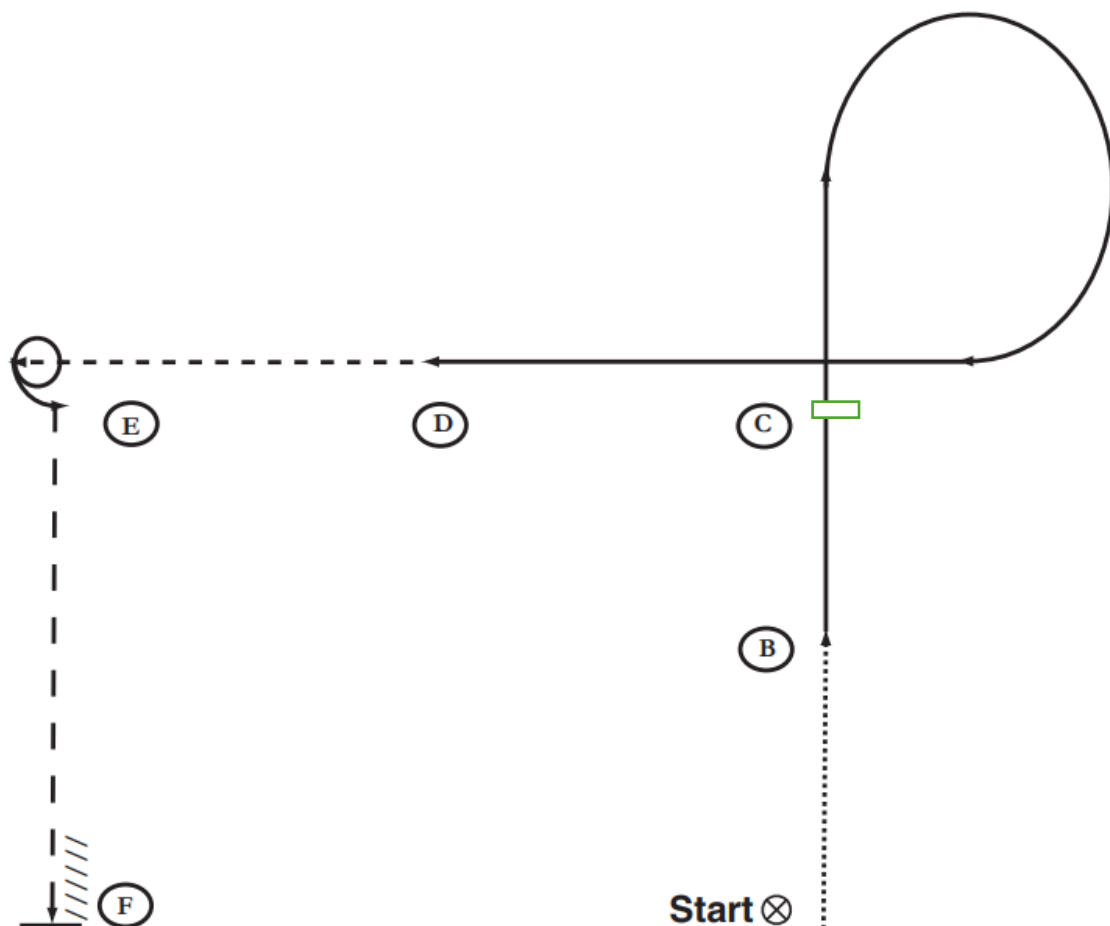


1. Walk from A to B
2. Left lead from B to C
3. Continue on left lead counter canter back to D
4. Jog D to past E
5. Turn $1\frac{1}{4}$ to left
6. Extended trot to F
7. Stop and Back
8. Exit at a jog

Boom Circuit

Horsemanship - All Level 1 & All-Breed

Sunday, September 28

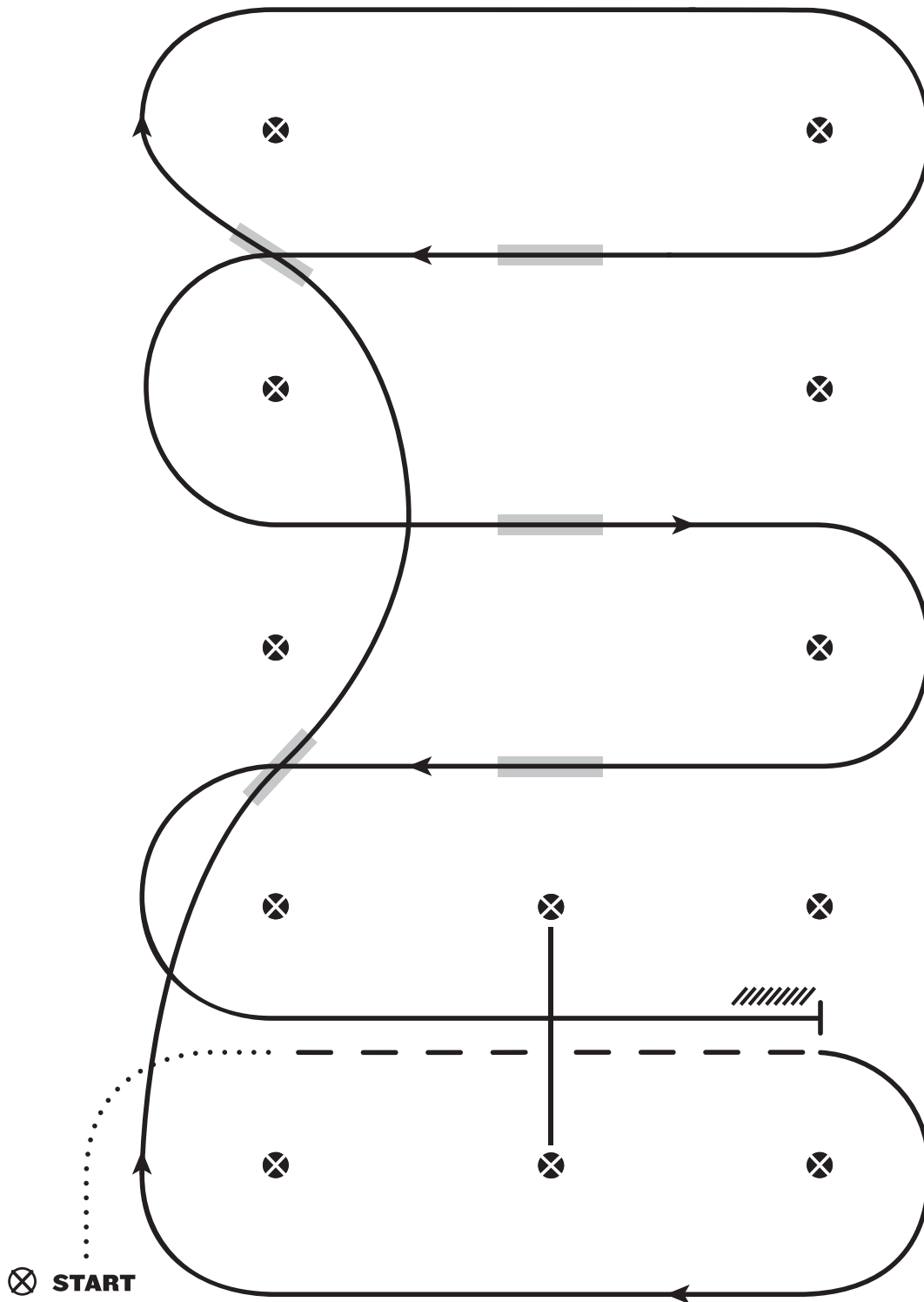


1. Walk A to B
2. Left lead B to C
3. Simple lead change and lope to D
4. Jog past E
5. 1 ¼ turn to left
6. Extended trot to F
7. Stop and Back
8. Exit at a Jog

LEVEL I WESTERN RIDING PATTERN 4

LEGEND

| | |
|---------|--------------------|
| | Walk |
| - - - | Jog |
| ———— | Lope |
| /////// | Back |
| ■ | Lead Changing Area |

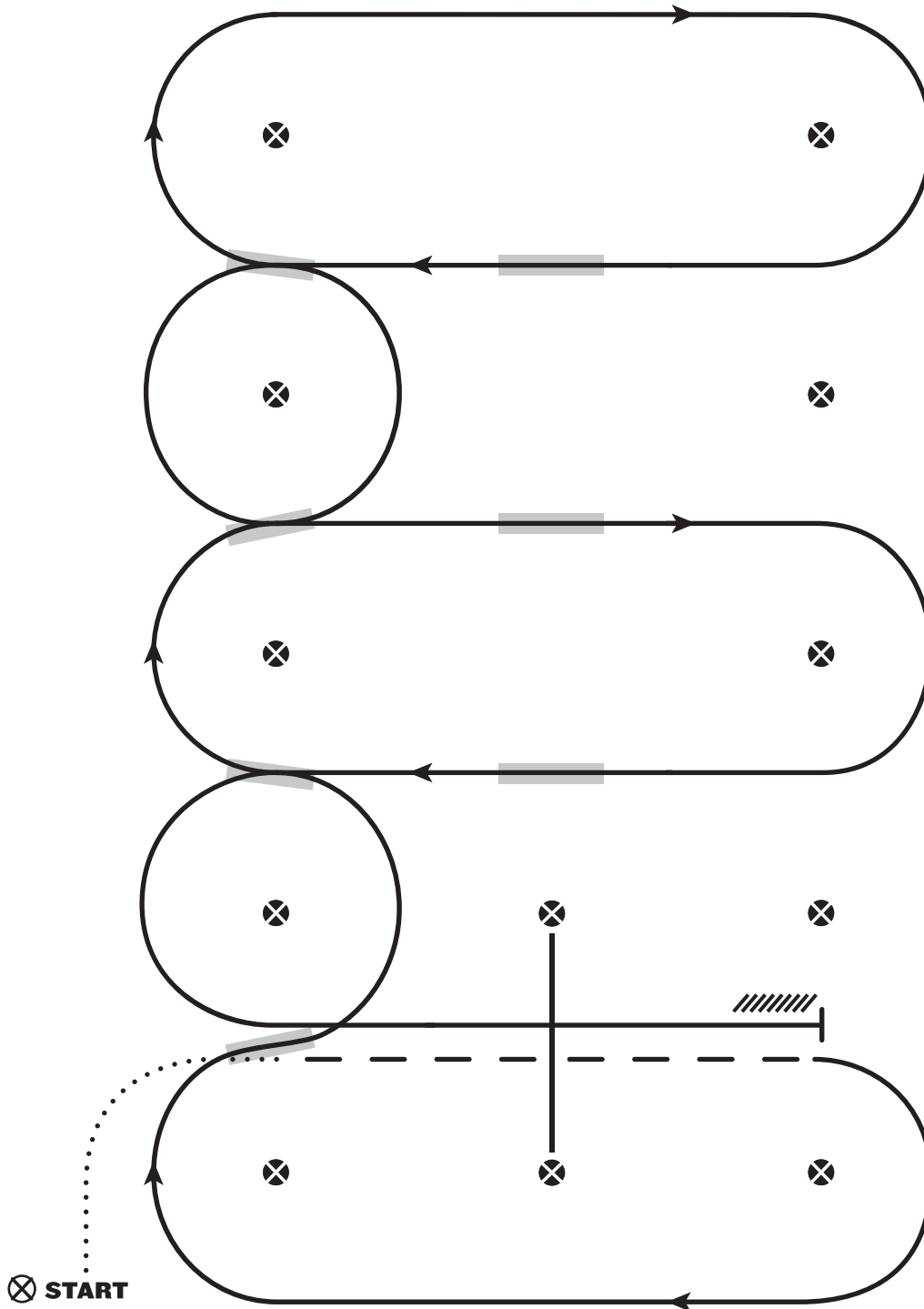


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING - PATTERN 4

LEGEND

| | |
|---------|--------------------|
| | Walk |
| - - - | Jog |
| ———— | Lope |
| /////// | Back |
| ■ | Lead Changing Area |

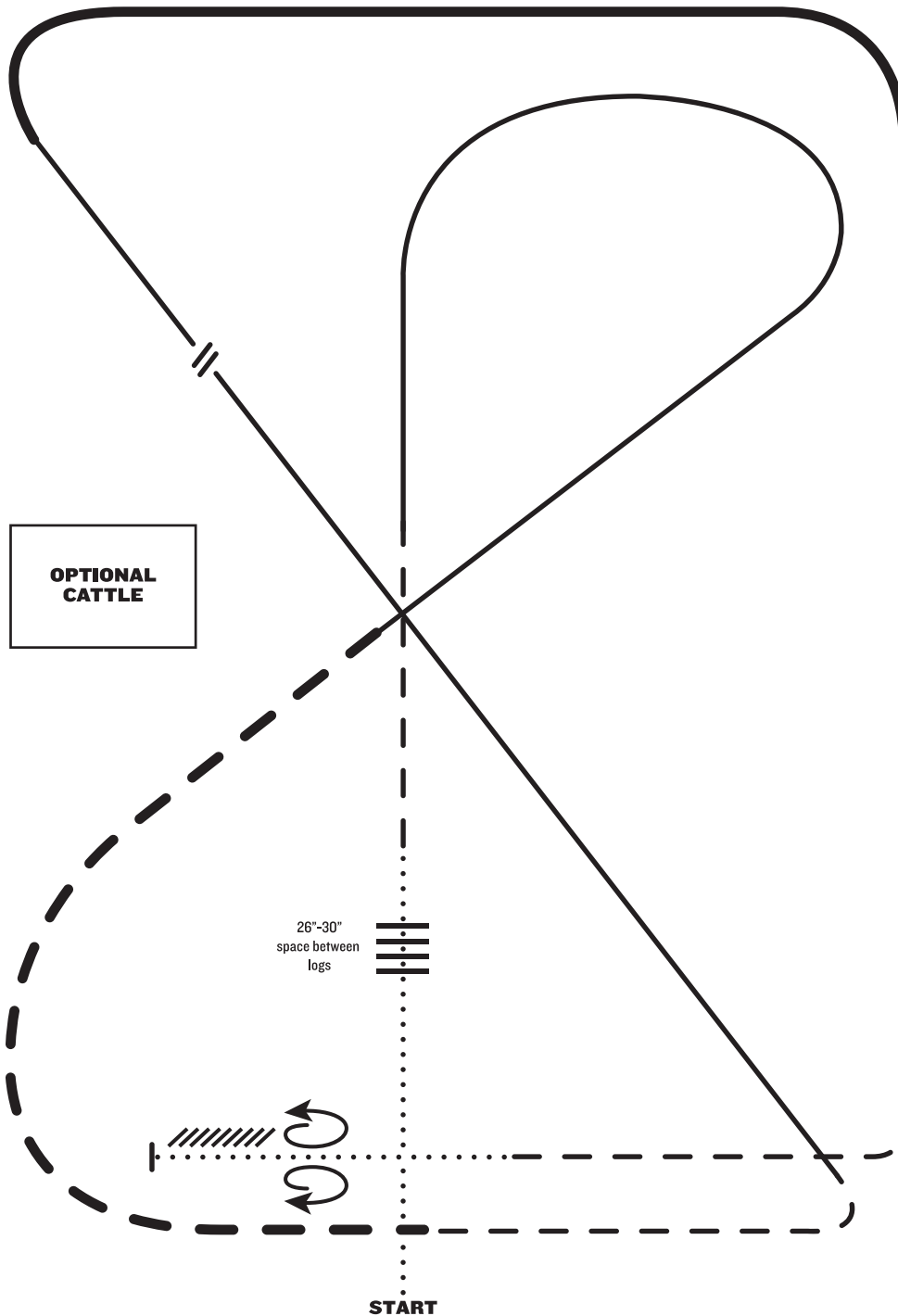


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

RANCH RIDING - PATTERN 5

LEGEND

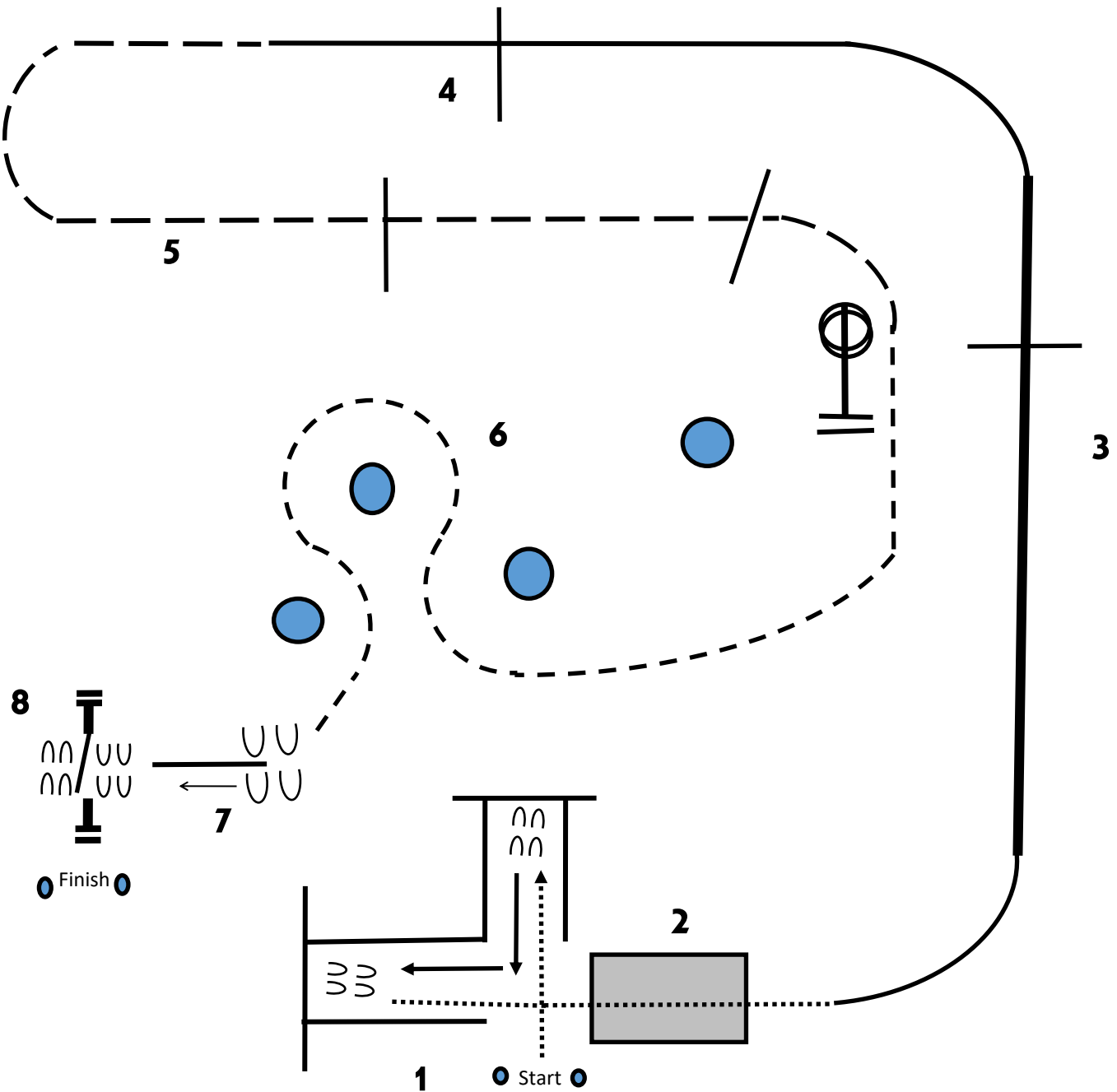
| | |
|-------|---------------|
| | Walk |
| ... | Extended Walk |
| - - - | Trot |
| - - - | Extended Trot |
| — — — | Lope |
| — — — | Extended Lope |
| //// | Back |
| // | Lead Change |



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

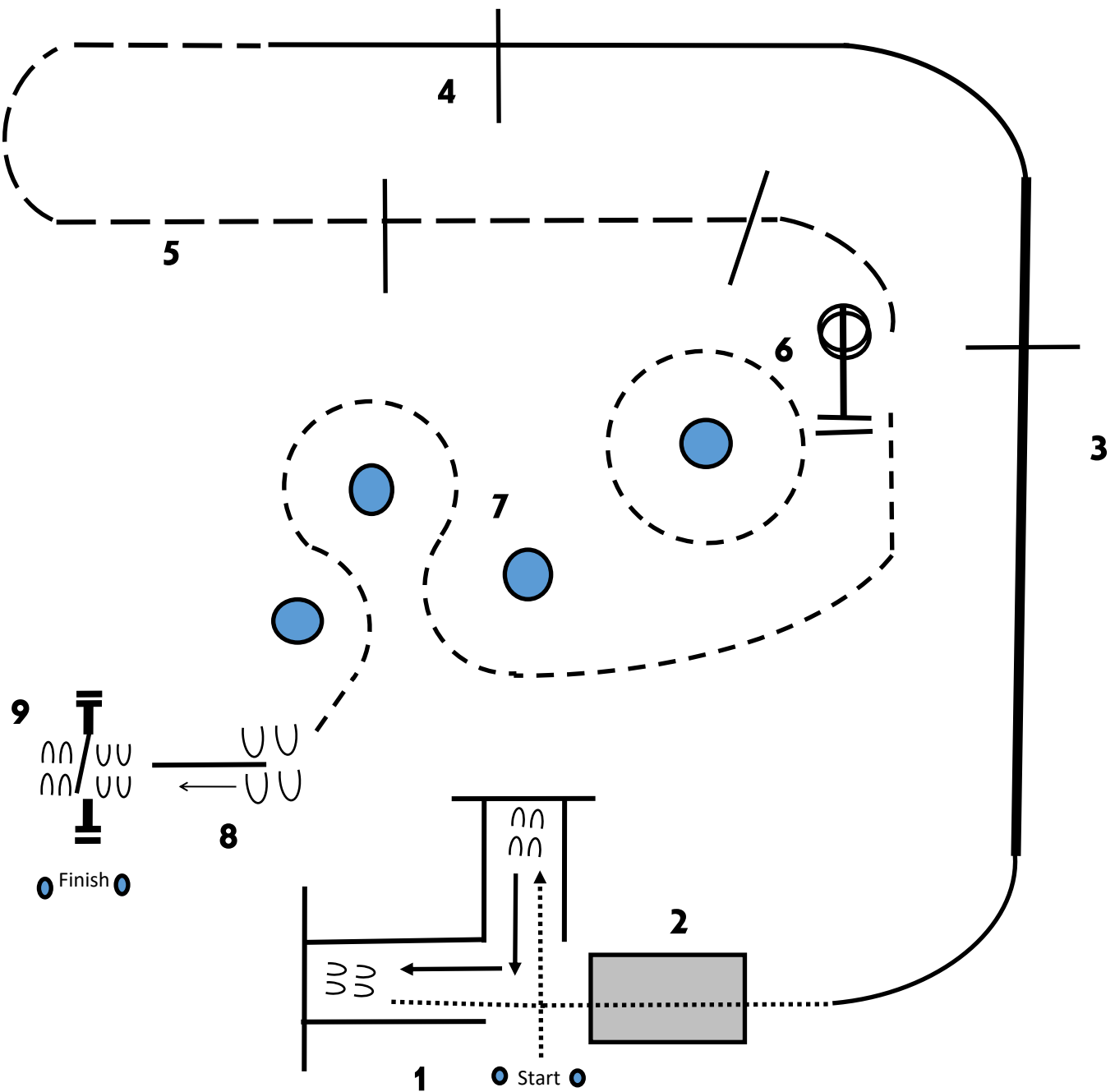
BOOM CIRCUIT— Sunday, September 28, 2025
Ranch Trail (All Breed, Youth)



1. Walk into chute. Back L.
2. Walk over bridge.
3. Pick up left lead. Extended LL lope over log.
4. Come back to the collected lope. Lope over log.
5. Break to extended trot and trot over logs.
6. Slow to the collected trot and trot serpentine through to sidepass.
7. Sidepass right over log to gate.
8. Work gate.

BOOM CIRCUIT— Sunday, September 28, 2025

Ranch Trail (Amateur, Select, Open)



1

- | | |
|---|---|
| 1. Walk into chute. Back L. | 6. Drag at the walk or trot in a circle around obstacle either direction. |
| 2. Walk over bridge. | 7. Trot serpentine to sidepass. |
| 3. Pick up left lead. Extended LL lope over log. | 8. Sidepass right over log to gate. |
| 4. Come back to the collected lope. Lope over log. | 9. Work gate. |
| 5. Break to extended trot and trot over logs to drag. | |