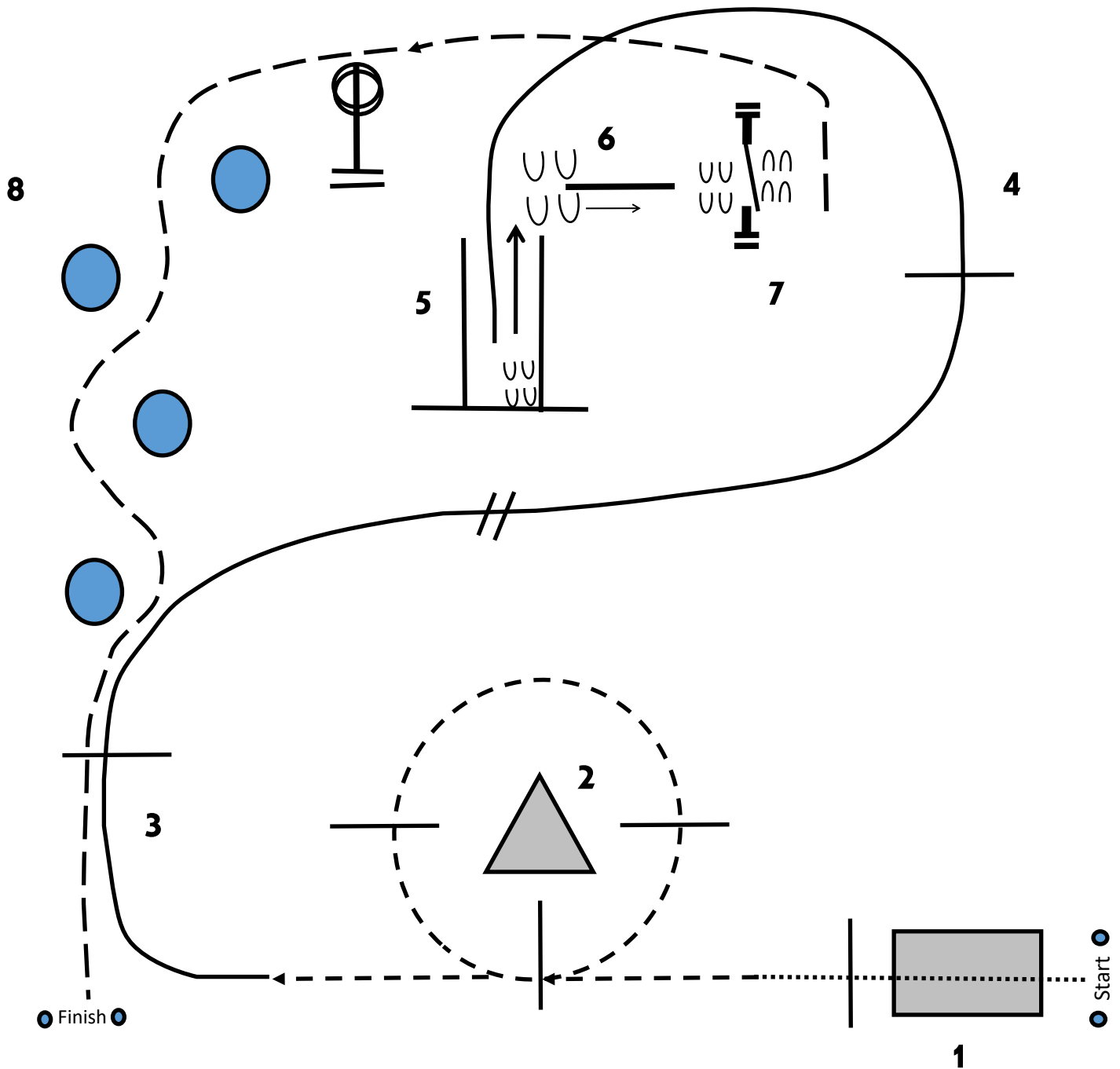


BOOM CIRCUIT— Saturday, September 27, 2025

Ranch Trail (All Breed, Youth)



LEGEND—

WALK—

JOG— - - - -

LOPE— ————

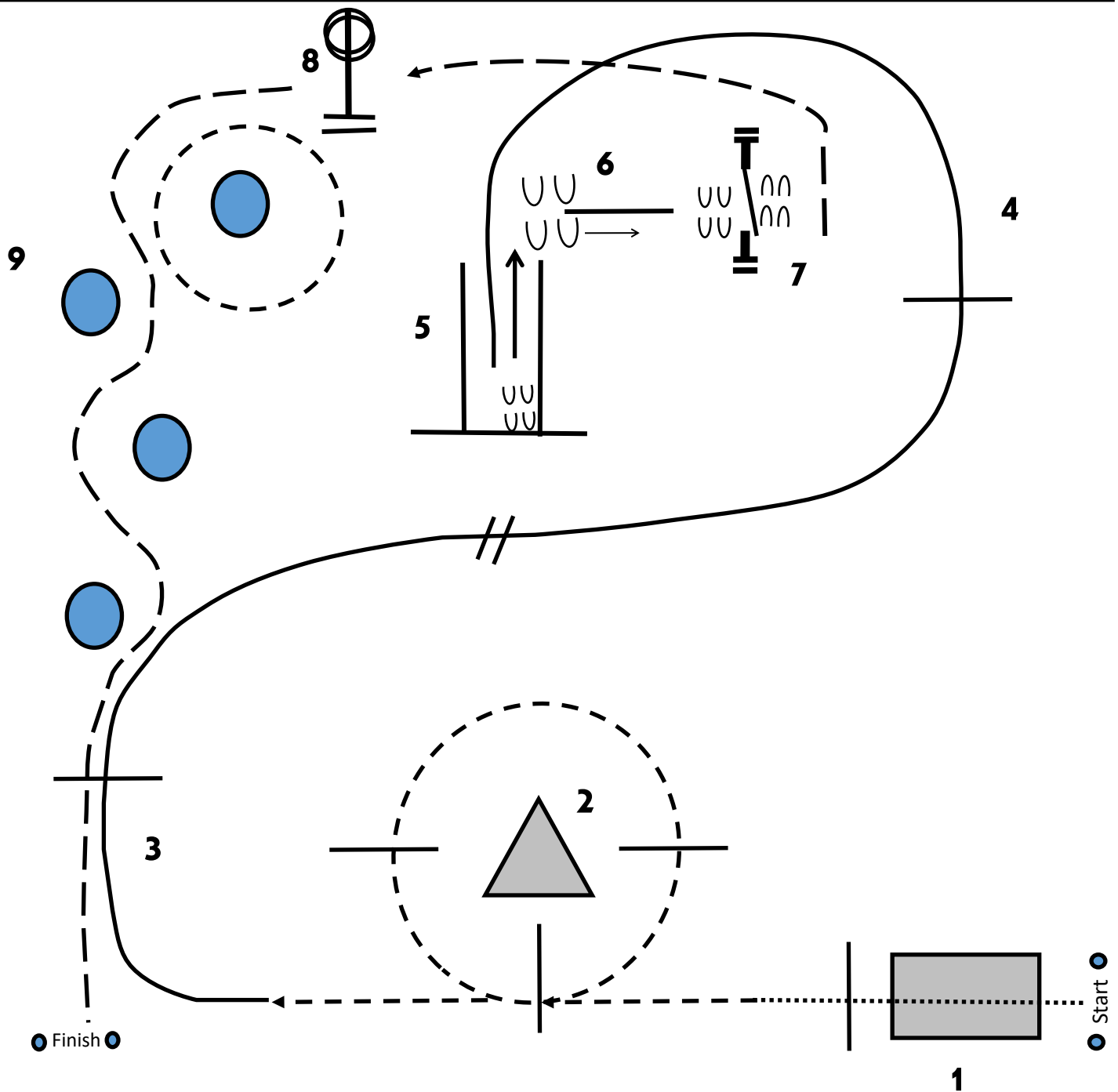
BACK— <----->

1. Walk over bridge & log.
2. Pick up a trot and trot logs around teepee.
3. Right lead lope over log. Change leads (simple or flying).
4. Lope left lead over log and into chute. Stop.

5. Back out of chute.
6. Sidepass left over log.
7. Work gate.
8. Pick up extended trot. Extended trot serpentine & over log. Extended trot to exit.

BOOM CIRCUIT— Saturday, September 27, 2025

Ranch Trail (Amateur, Select, Open)

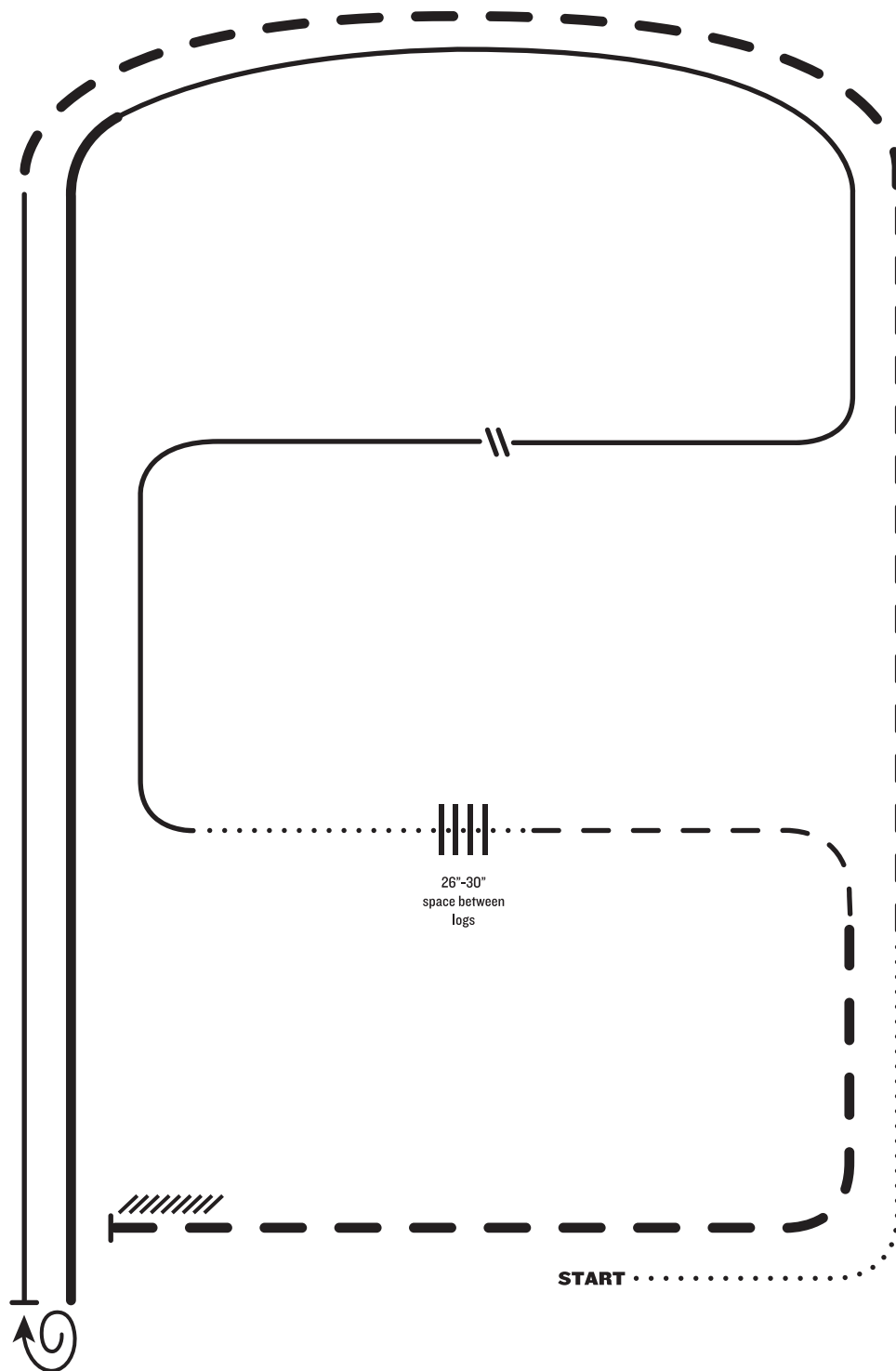


1. Walk over bridge & log.
2. Pick up a trot and trot logs around teepee.
3. Right lead lope over log. Change leads (simple or flying).
4. Lope left lead over log and into chute. Stop.
5. Back out of chute.
6. Sidepass left over log.
7. Work gate & extended trot to drag.
8. Drag a circle to the left (counter clockwise) at the walk or trot around obstacle.
9. Extended trot serpentine & over log. Extended trot to exit.

RANCH RIDING - PATTERN 2

LEGEND

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



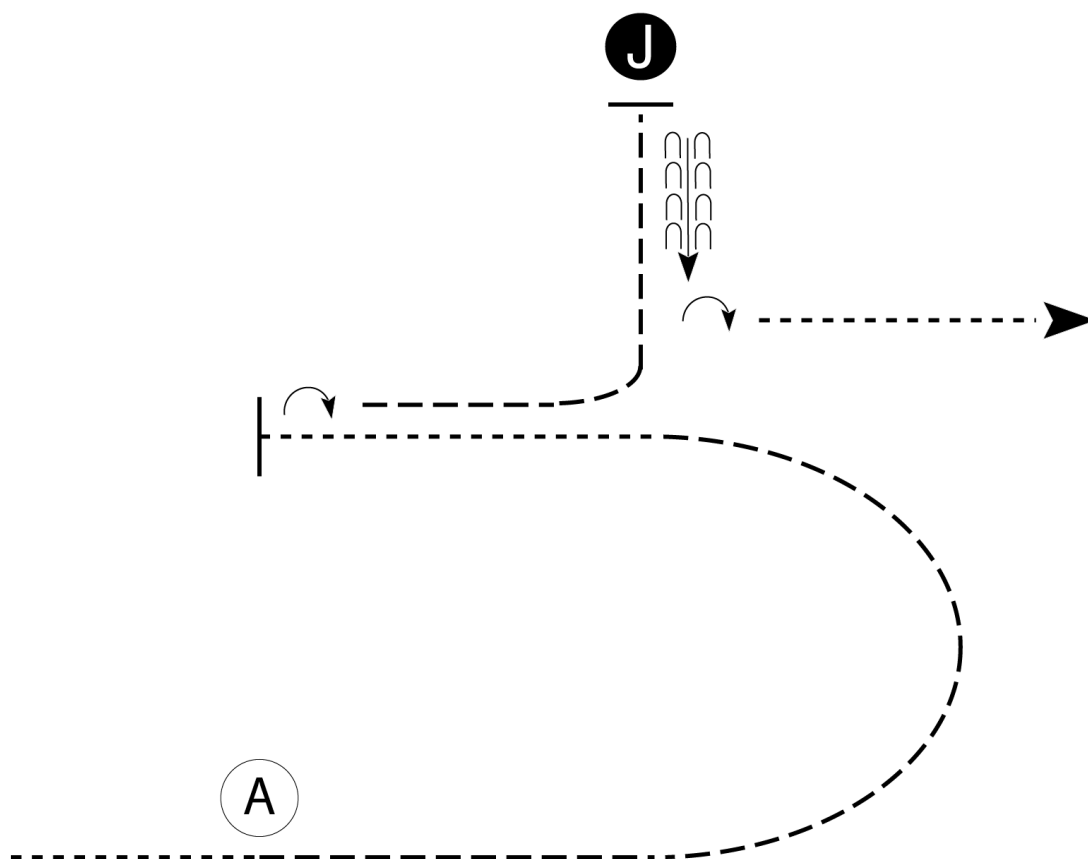
1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

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

Showmanship (All Breed Level one Amateur and Youth)

Show Date: 09-27-2025



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊙ B
Judge	⊙ J

[S/2-83]

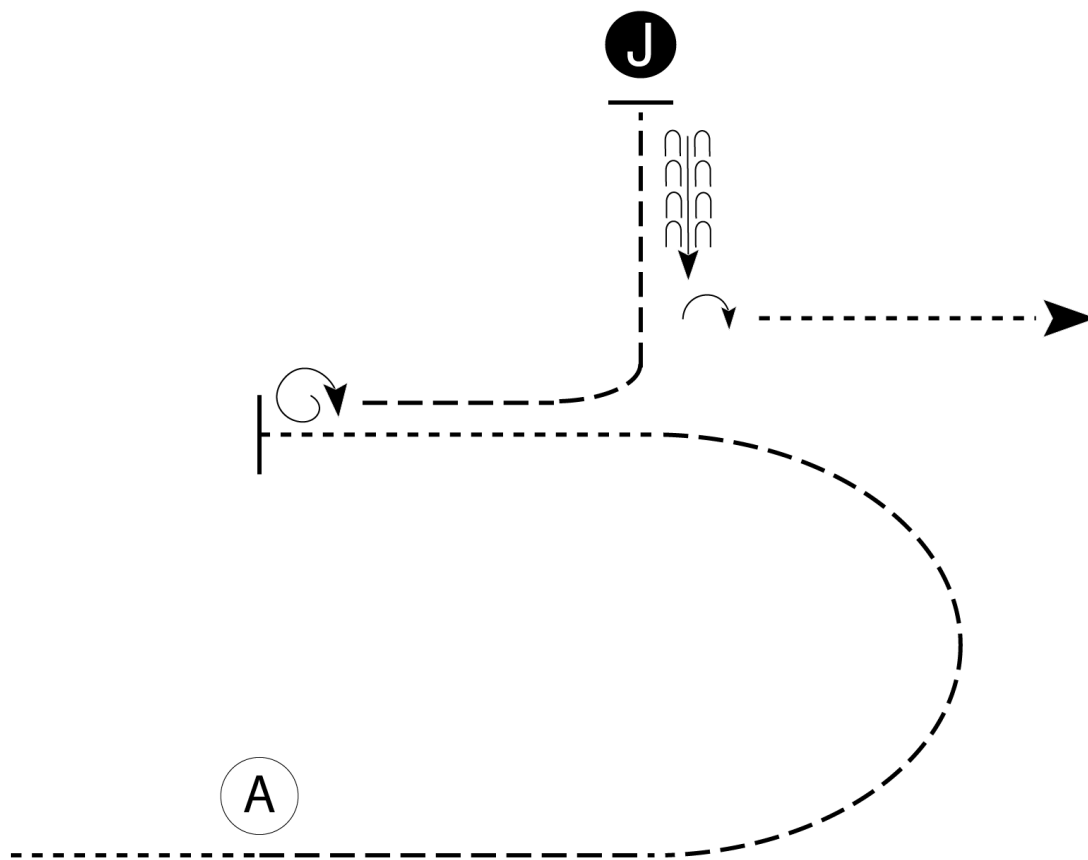
Pattern Provided by:

Judges

Boom Circuit

Showmanship (Youth, Select and Amateur)

Show Date: 09-27-2025



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

Follow the instructions of your ring steward.

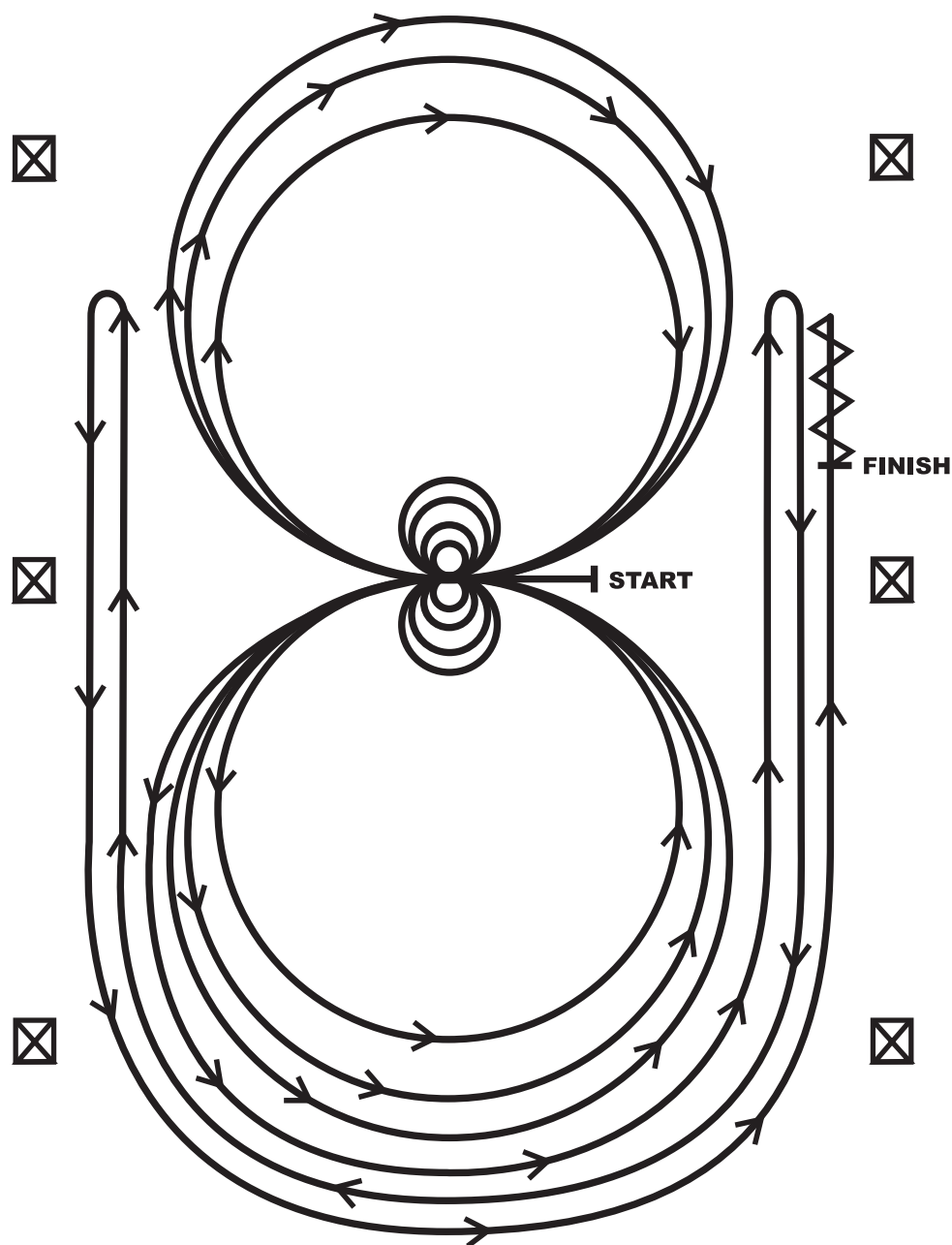
Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	ⓐ

[S/3-83]

Pattern Provided by:

Judges

REINING PATTERN 6



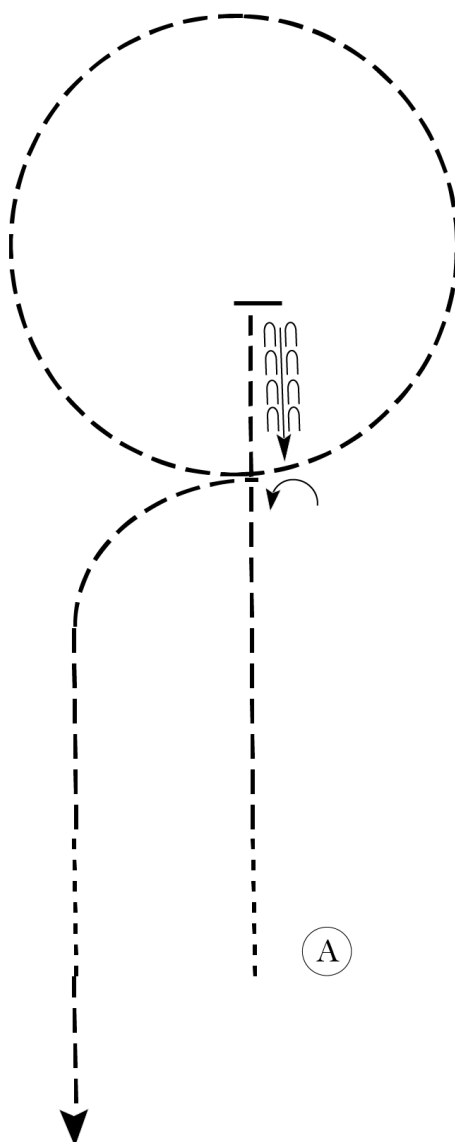
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

Boom Circuit

Equitation (PQHA AB W/T Level 1 W/T Youth , Amatuer)

Show Date: 09-27-2025



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Trot a circle on the left diagonal.
5. Change diagonals then posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↖ ↗
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	—— — — —

[HSE/WT-82]

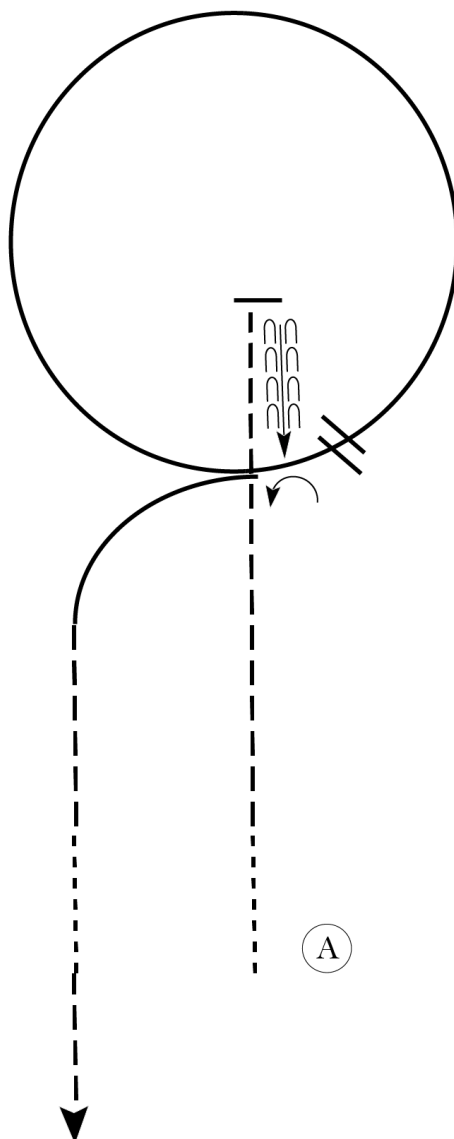
Pattern Provided by:

Judges

Boom Circuit

Equitation (All Breed Level 1 Youth , Level 1 Amatuer)

Show Date: 09-27-2025



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/2-82]

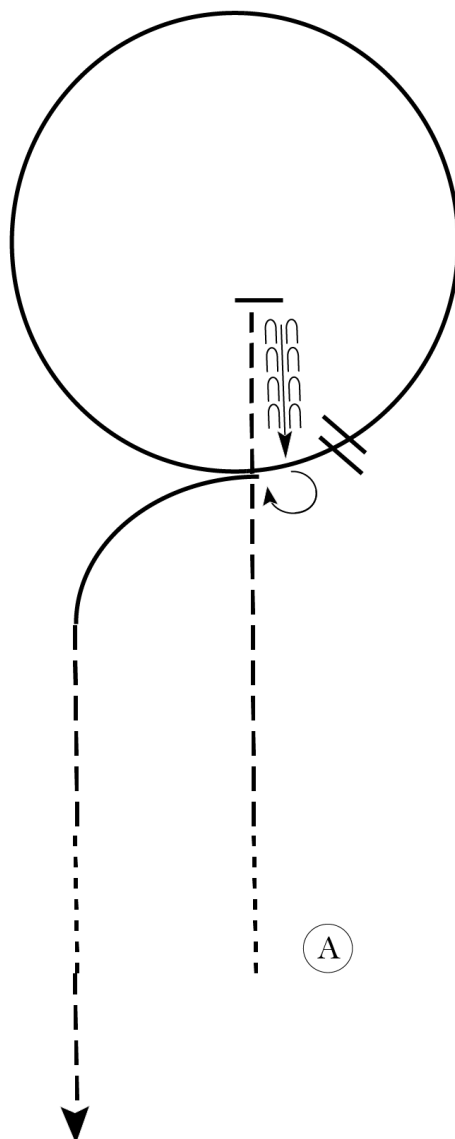
Pattern Provided by:

Judges

Boom Circuit

Equitation (Youth, Select and Amateur)

Show Date: 09-27-2025



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 270 degree turn on the forehand to the right.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/3-82]

Pattern Provided by:

Judges