

FOX LEA FARM

2024 Winter Circuit Pattern Book

S/C 1

Western Riding-

Green/Novice Level 1- Pattern 4

All others- Pattern 4

Reining-

Pattern 3

Ranch Riding-

Pattern 10

S/C 2

Western Riding-

Green/Novice Level 1- Pattern 1

All others- Pattern 1

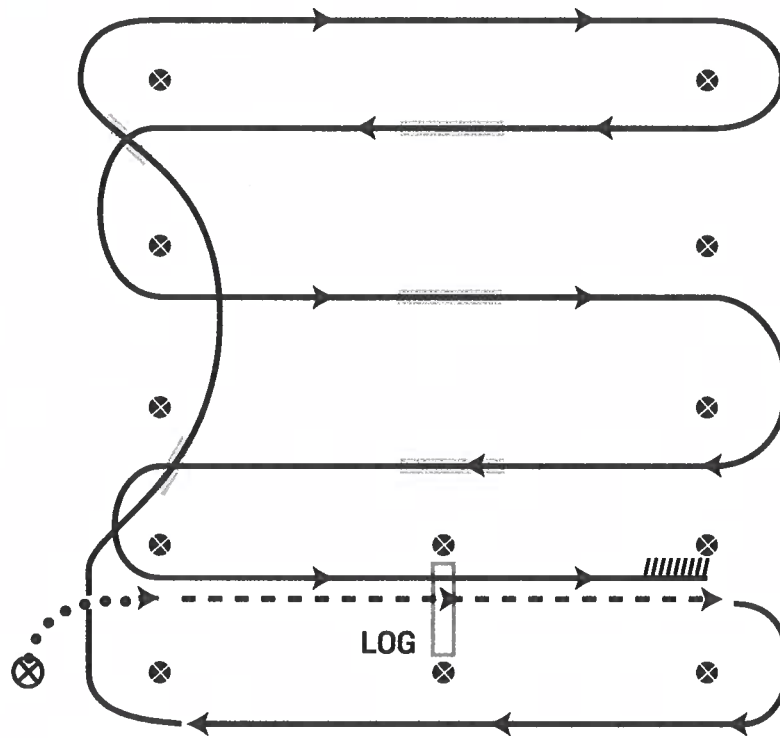
Reining-

Pattern 7

Ranch Riding-

Pattern 1

LEVEL I WESTERN RIDING PATTERN 4

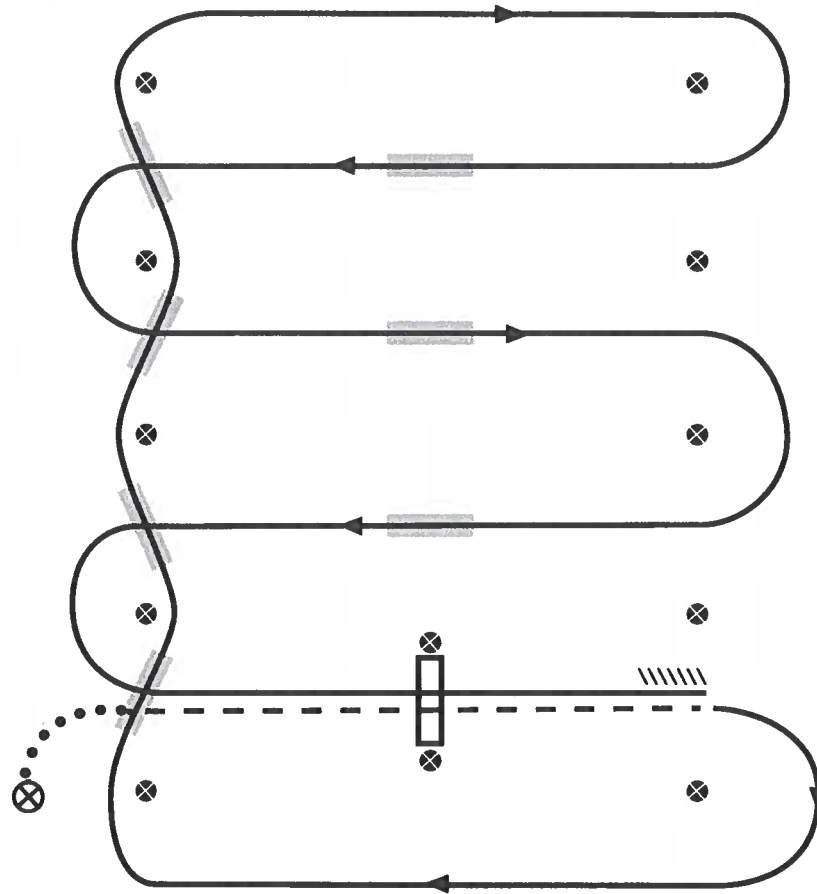


⊗ START CONE WALK JOG
 LEAD CHANGING AREA [hatched] LOPE ———

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to 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

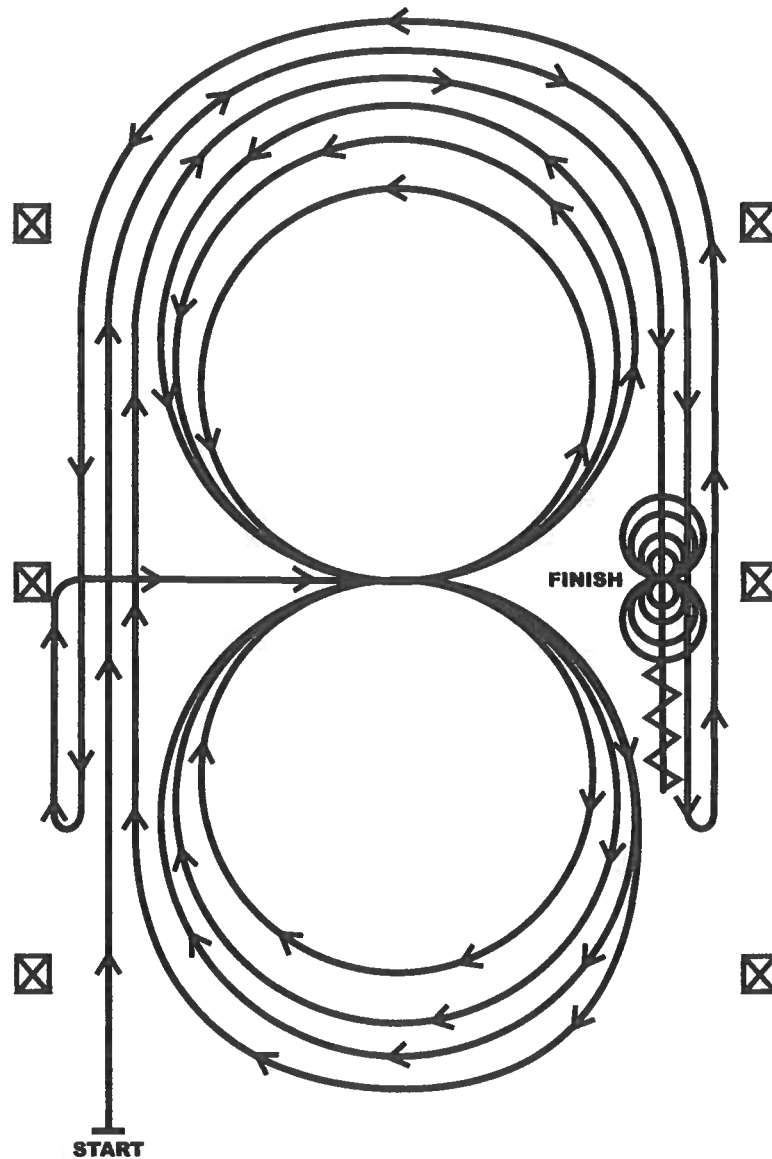
S/C 1

WESTERN RIDING PATTERN 4



⊗ START CONE WALK JOG
 LEAD CHANGING AREA [shaded] LOPE [solid]

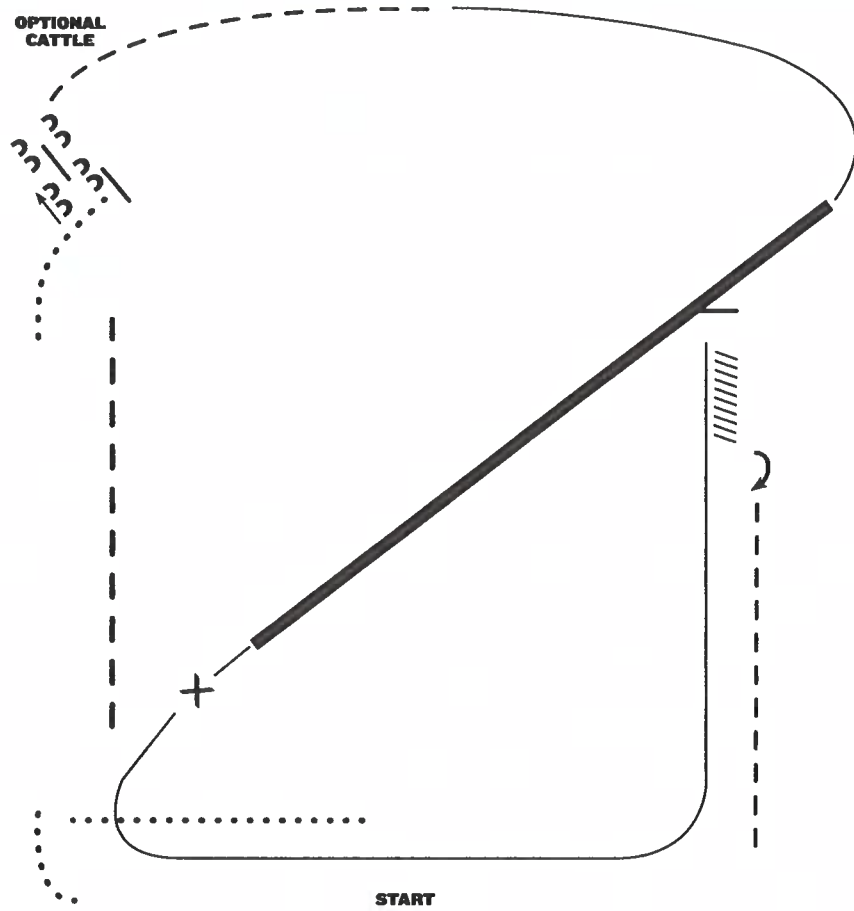
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

REINING PATTERN 3

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

S/C 1

RANCH RIDING - PATTERN 10



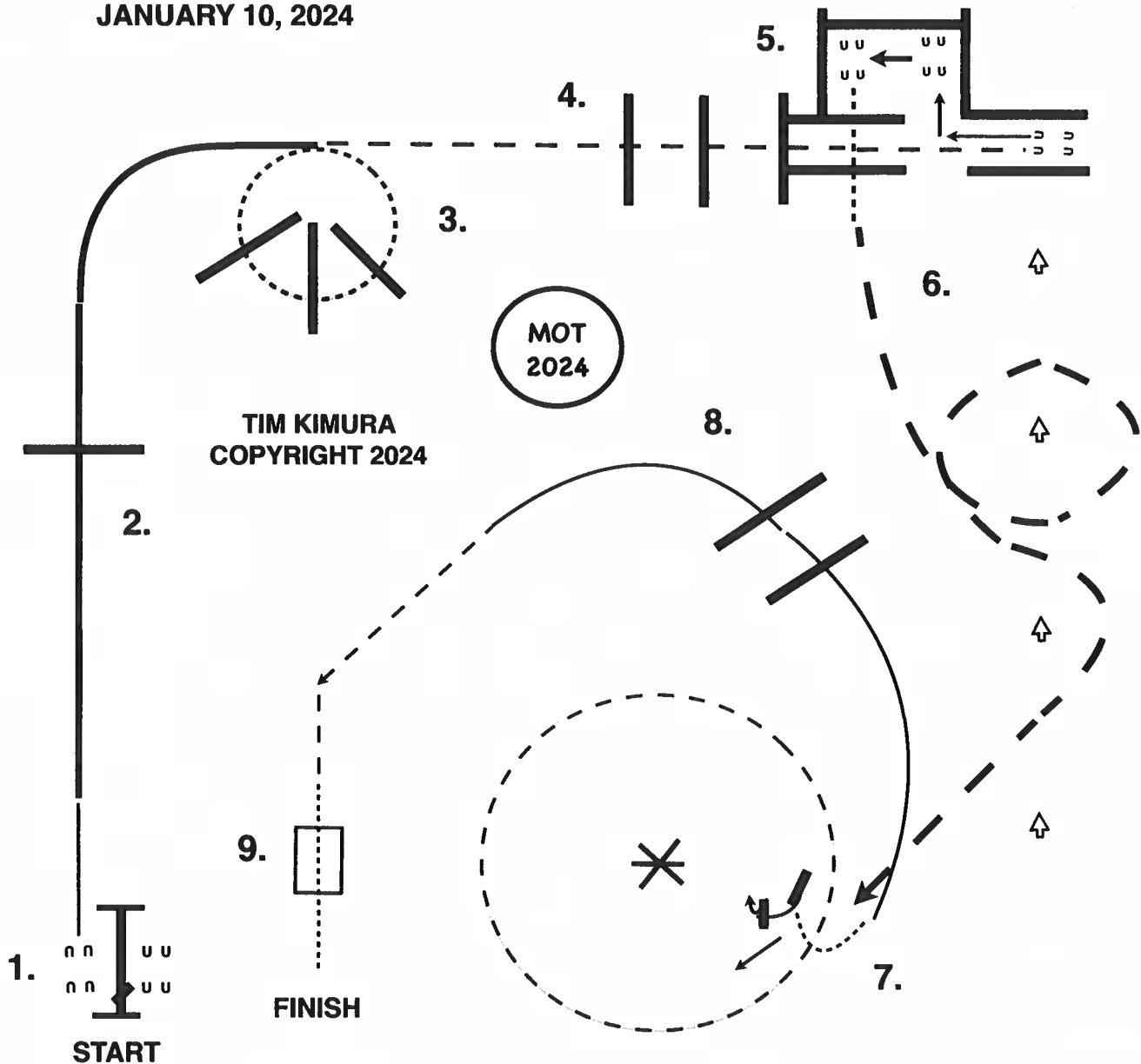
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

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.

2024
FOX LEA FARMS
FUN IN THE SUN

AMATEUR & YOUTH & OPEN
RANCH TRAIL

JANUARY 10, 2024

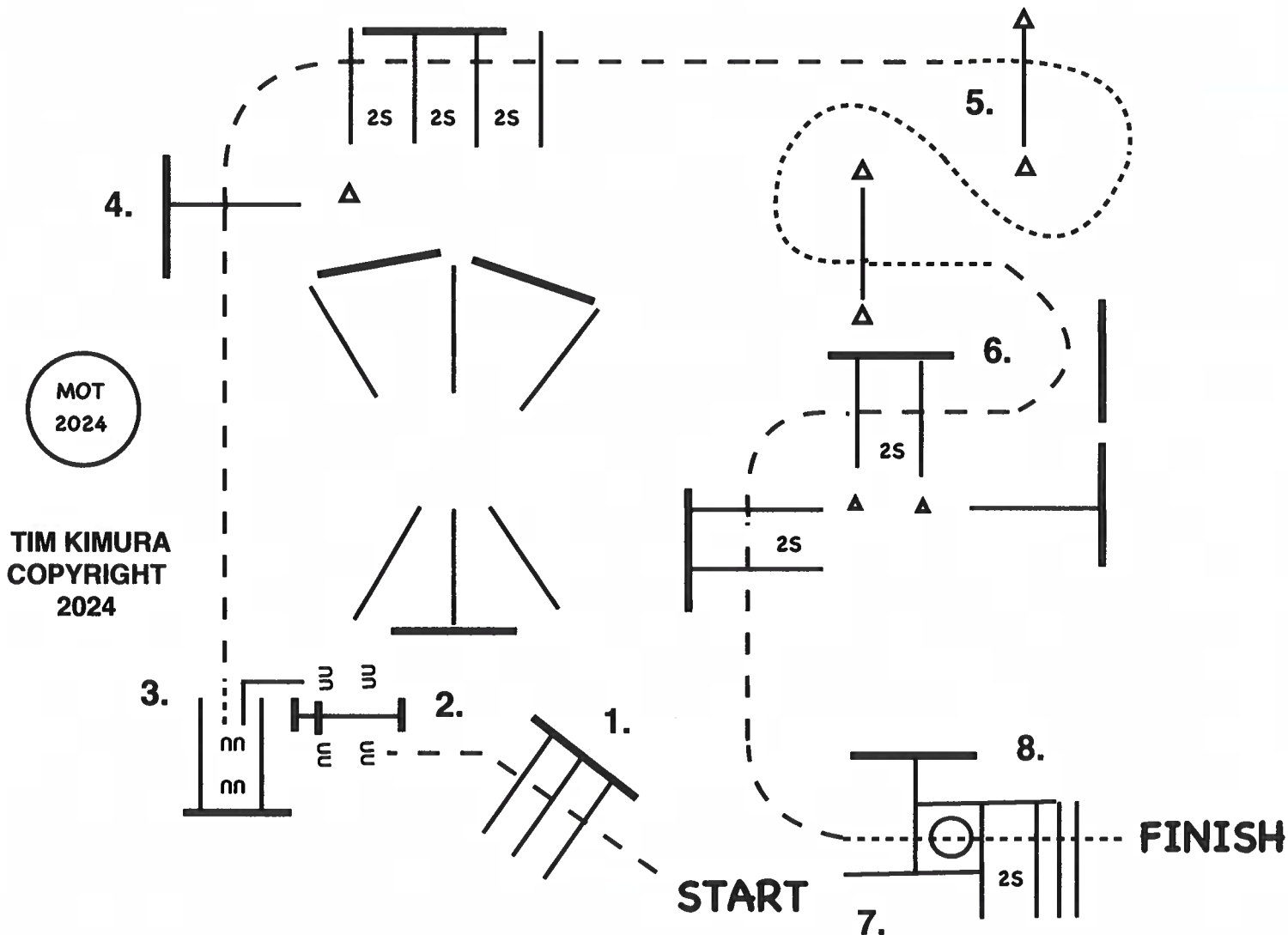


1. WORK GATE, OPEN, THEN RIDE THROUGH AND CLOSE GATE.
2. LOPE THEN EXTEND THE LOPE AND LOPE OVER LOG (RIGHT LEAD).
3. BREAK TO THE WALK, AND WALK A CIRCLE AND WALK OVER LOGS
4. TROT OVER LOGS, TROT INTO CHUTE, STOP AND BACK BETWEEN LOGS.
5. SIDE PASS RIGHT BETWEEN LOGS, THEN WALK OUT BOX, WALK OVER TWO LOGS.
6. EXTEND THE TROT THROUGH SERPENTINE, TROT AROUND MARKERS AND TROT UP TO DRAG.
7. DRAG LOG AROUND MARKER, WALK OR TROT AND RETURN ROPE TO HOOK.
8. TURN TO THE LEFT, LOPE LEFT LEAD OVER LOGS.
9. BREAK TO THE TROT, THEN BREAK TO THE WALK, WALK OVER BRIDGE.

2024
FOX LEA FARMS
FUN IN THE SUN

JANUARY 9, 2024

SM FRY TRAIL
L1 AMATEUR WT TRAIL
L1 YOUTH WT TRAIL

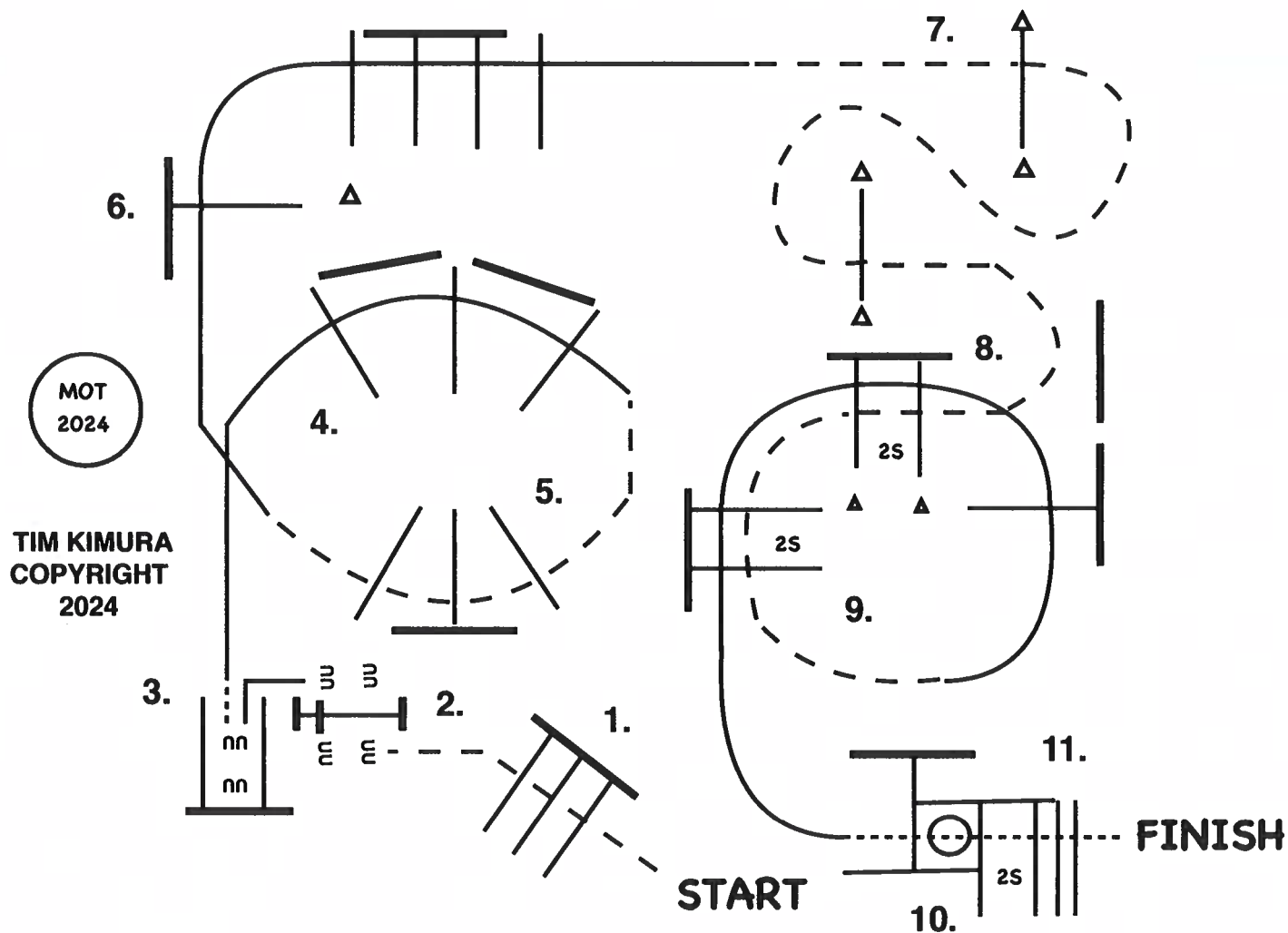


1. JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE RIGHT HAND SM FRY WALK THROUGH OPEN GATE, TURN RT.
3. BACK AROUND CORNER, BACK BETWEEN POLES.
4. WALK FORWARD, THEN JOG OVER POLES.
5. STOP OR BREAKING TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
8. WALK OVER POLES.

**2024
FOX LEA FARMS
FUN IN THE SUN**

JANUARY 9, 2024

**NOVICE 4 & OVER,
L1 JUNIOR, L1 SENIOR
1ST YEAR GREEN, JUNIOR
NOVICE AMATEUR, NOVICE YOUTH**

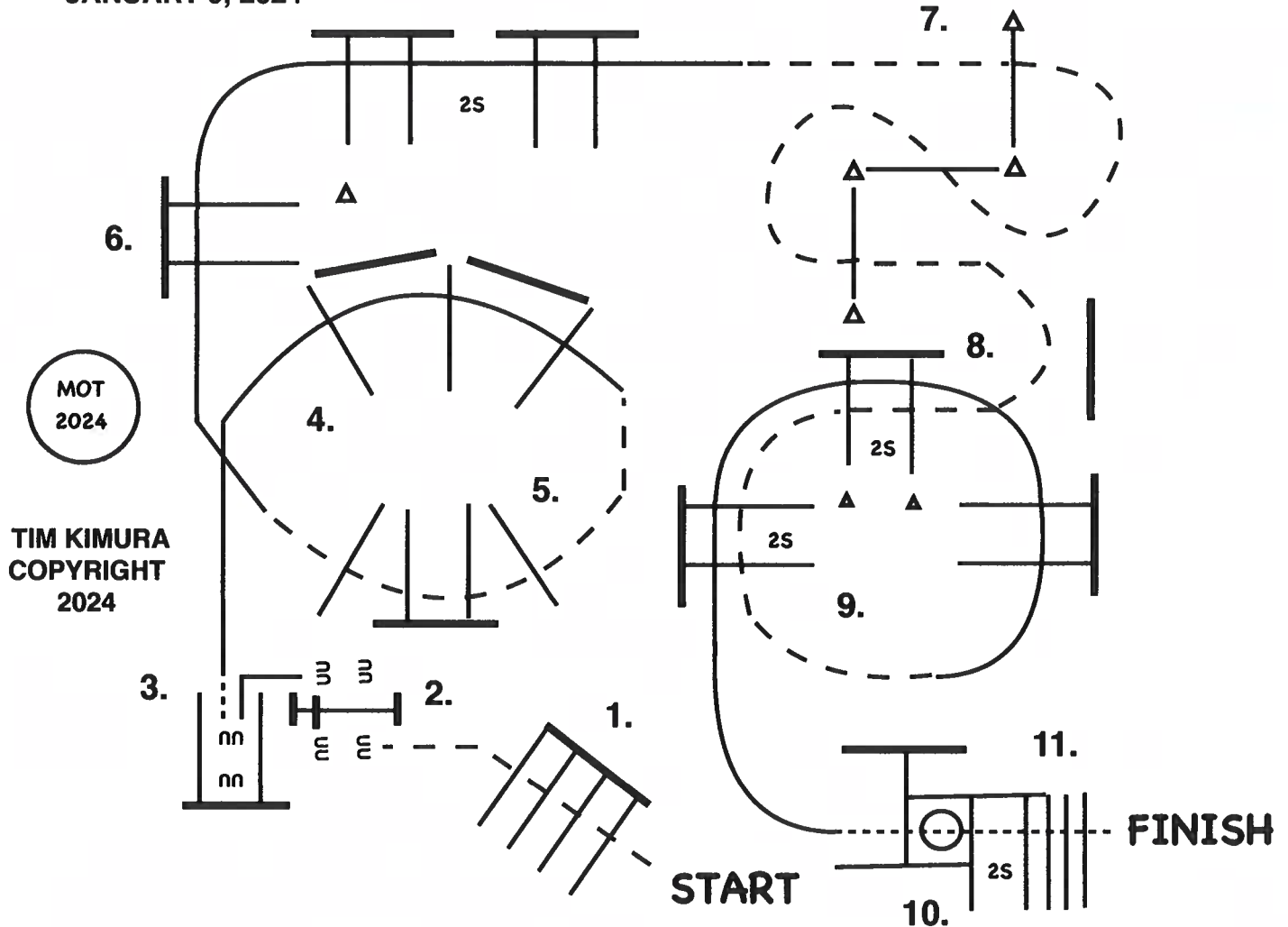


1. JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE RIGHT HAND
3. BACK AROUND CORNER, BACK BETWEEN POLES.
4. WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

**2024
FOX LEA FARMS
FUN IN THE SUN**

**AMATEUR - SELECT
YOUTH - SENIOR HORSES**

JANUARY 9, 2024



1. JOG OVER POLES, JOG UP TO GATE.
2. WORK GATE RIGHT HAND
3. BACK AROUND CORNER, BACK BETWEEN POLES.
4. WALK FORWARD, THEN LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.

SHOWMANSHIP (WALK/TROT) *Small Fry*

Show Date: *SK 1*

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot to B and walk a rectangle around B and stop even with B.
2. Perform a 180 degree turn.
3. Walk to the Judge and stop.
4. Set up for inspection.
5. When dismissed, perform a 270 degree turn and trot to exit.
6. Pattern is complete once you have trotted more than one horse length away from Judge.

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

[S/WT-98]

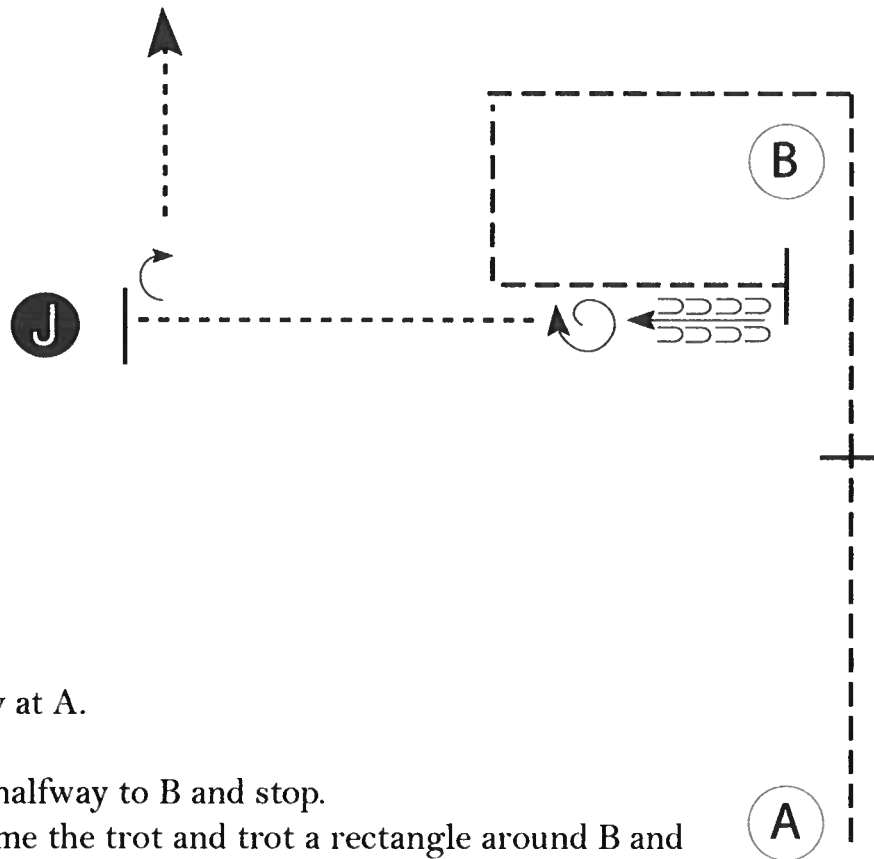
Pattern Provided by:

SHOWMANSHIP (YOUTH..AMATEUR..SELECT)

Show Date: *Slc 1*

www.HorseShowPatterns.com


www.HorseShowPatterns.com



Be ready at A.

1. Trot halfway to B and stop.
2. Resume the trot and trot a rectangle around B and stop even with B.
3. Back approximately one horse length and perform a 540 degree turn.
4. Walk to Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk to exit.

Pattern is over once you have walked more than one horse length away from Judge.

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

[S/3-95]

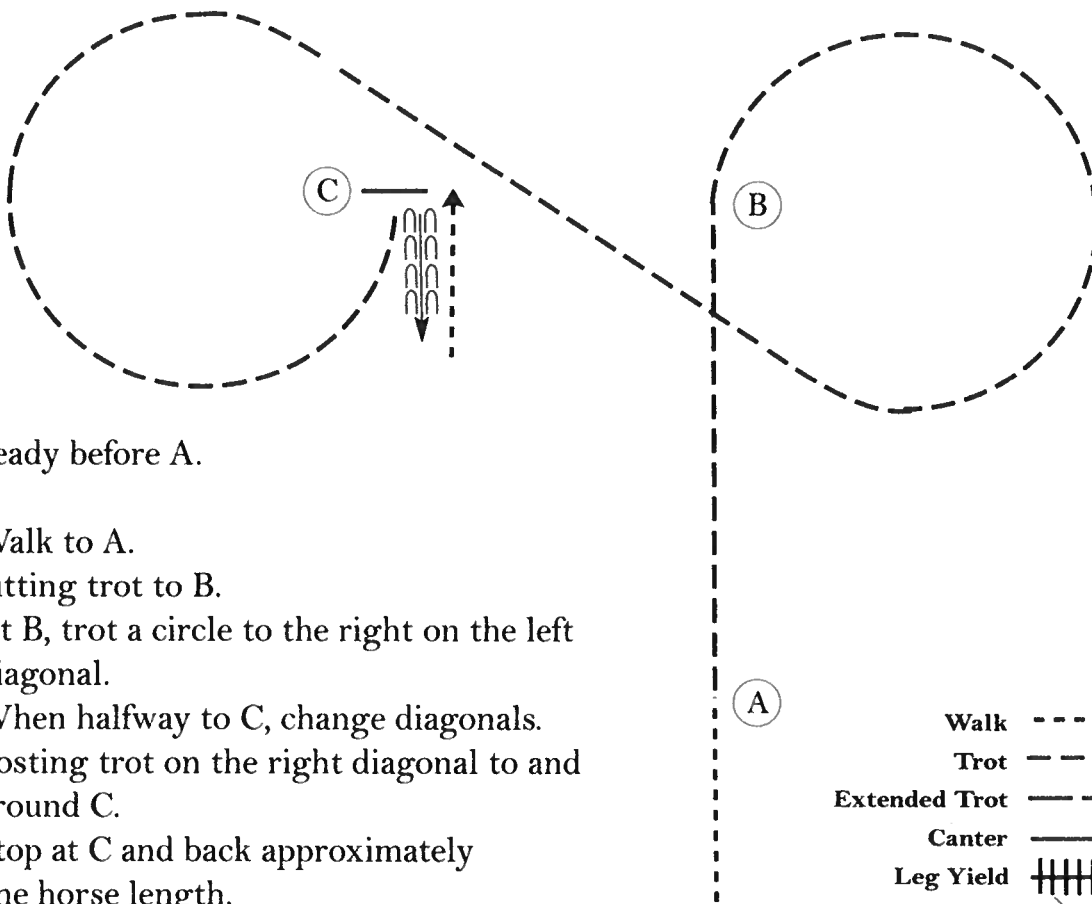
Pattern Provided by:

Equitation (Walk/Trot) Small Fry

Show Date: SIC 1

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

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

[HSE/WT-41]

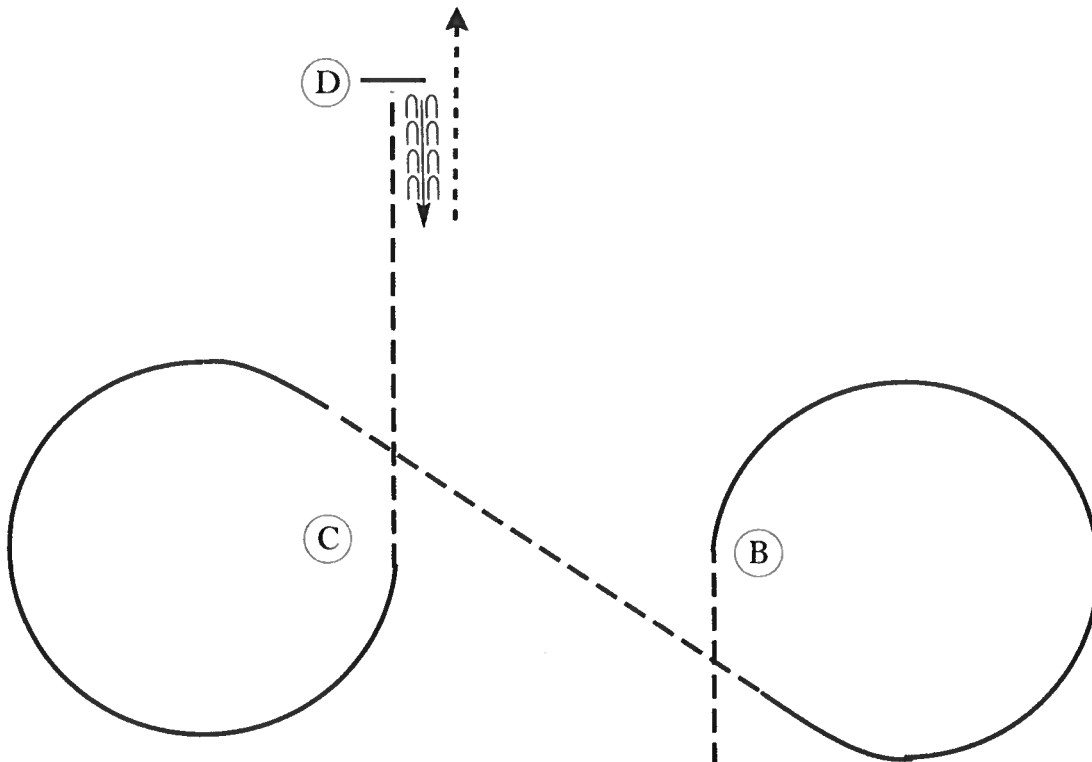
Pattern Provided by:

EQUITATION (All Level 1)

Show Date: 5/21

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

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

[HSE/1-41]

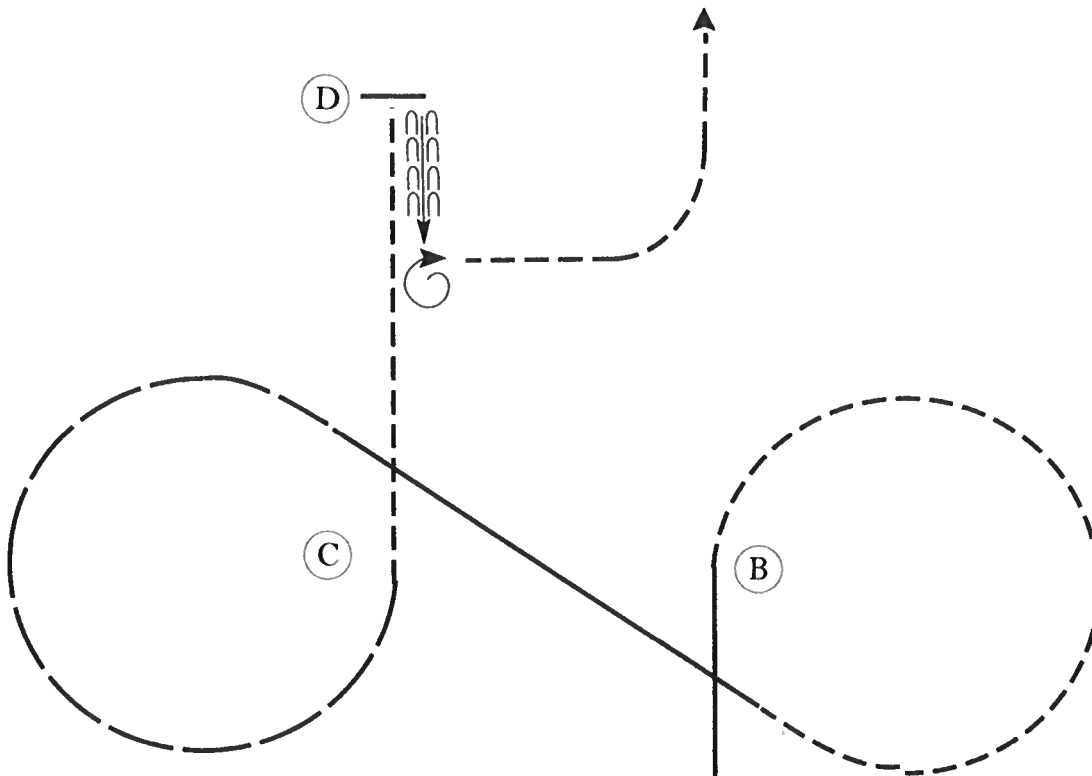
Pattern Provided by:

EQUITATION (YOUTH..AMATEUR..SELECT)

Show Date: 5/21

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right.
4. When even with B, canter on the left lead to C.
5. At C, hand gallop a circle to the left.
6. Trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.
8. Perform a 1 1/4 turn to the right on the forehand.

Exit at a sitting trot.

Follow the instructions of your ring steward.

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

[HSE/3-41]

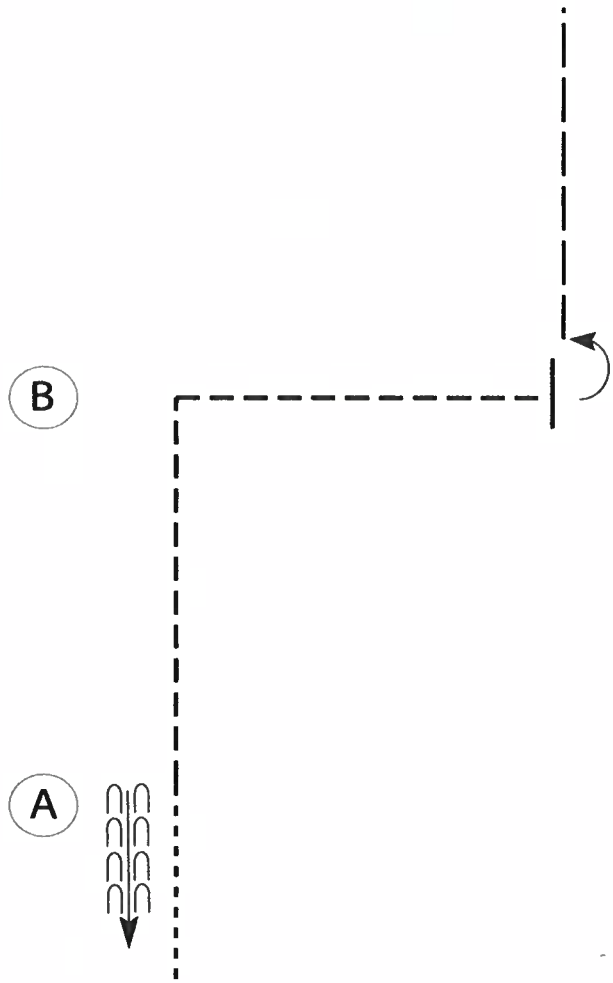
Pattern Provided by:

Horsemanship (Walk Trot) Small Fry

Show Date: S/c 1

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. When acknowledged, back approximately one horse length and walk to A.
2. Jog 1 square corner as shown.
3. Stop, perform 1/4 turn left.
4. Extend jog away.

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

[WH/Trot]

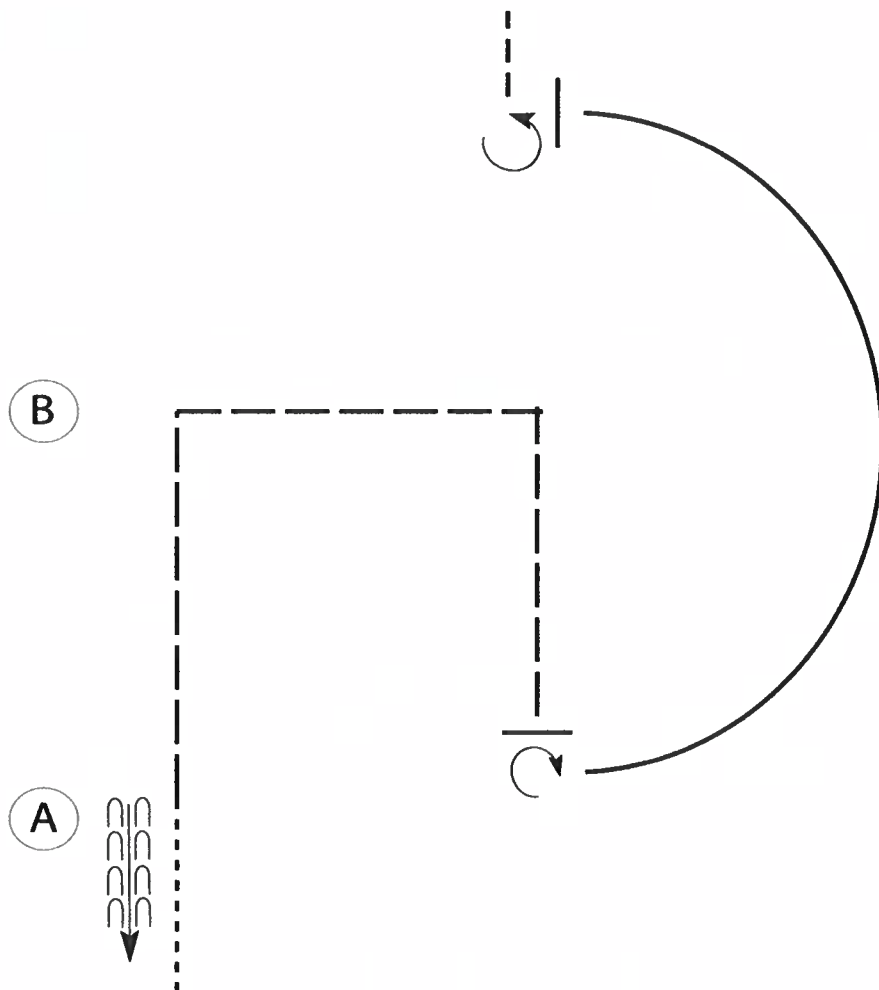
Pattern Provided by:

Horsemanship (All Level 1)

Show Date: 5/1

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. When acknowledged, back approximately one horse length and walk to A.
2. Extend jog 2 square corners and stop.
3. Perform a 270 degree turn to the right.
4. Continue and lope left lead 1/2 circle as shown.
5. Stop, 270 degree turn to the left and jog away.

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

[WH/1]

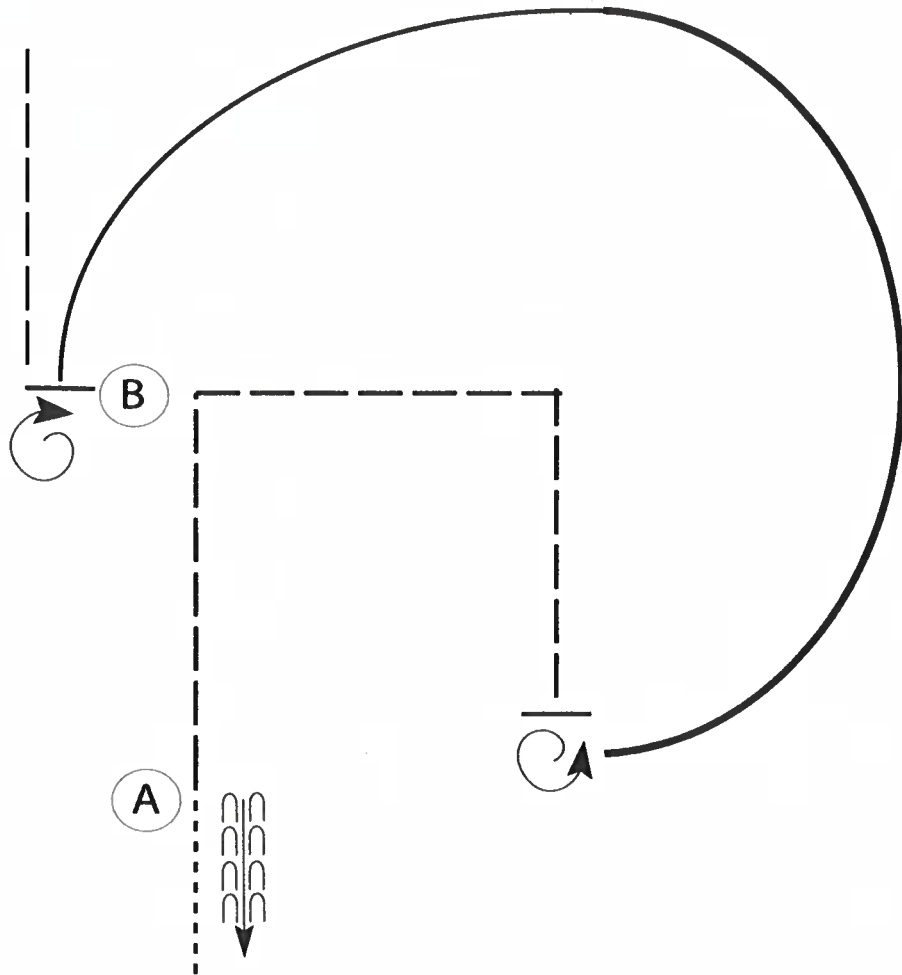
Pattern Provided by:

Horsemanship (Youth...Amateur...Select)

Show Date: *S/C 1*

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

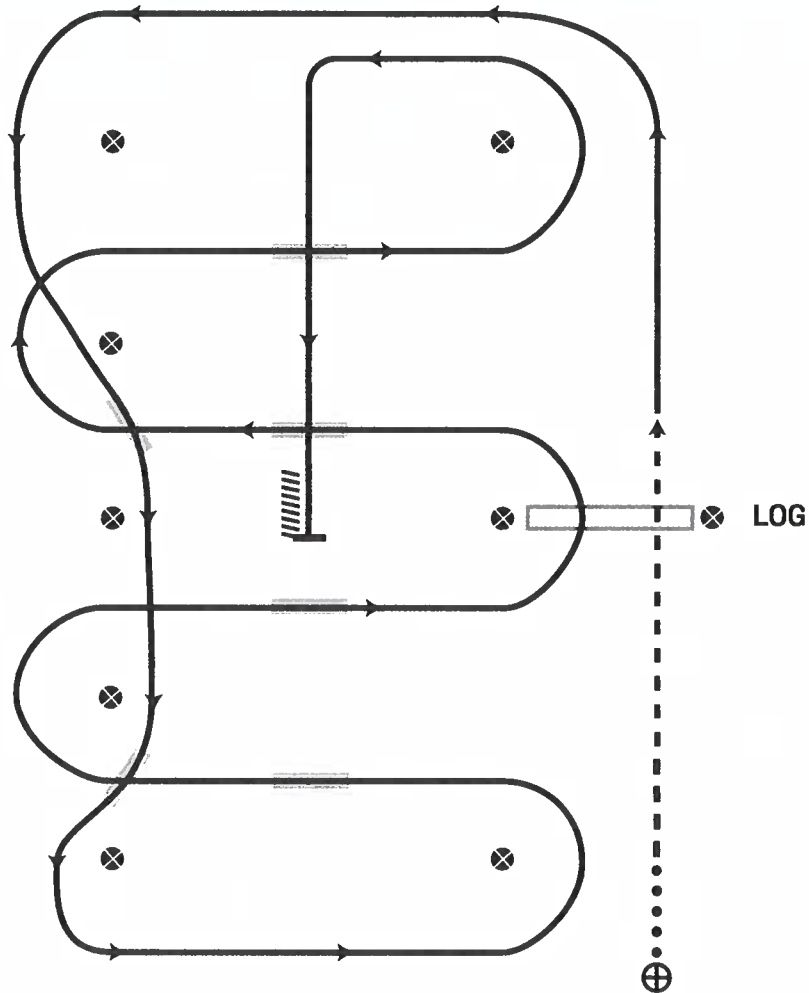
1. When acknowledged, back approximately one horse length and walk to A.
2. Extend jog 2 square corners and stop.
3. Perform a 1 1/4 turn to the left.
4. Continue and lope left lead with speed 1/2 circle as shown. Collect the lope around to B.
5. Stop, perform a 1 1/2 turn to the right and extend jog away.

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

[WH/Youth_Am]

Pattern Provided by:

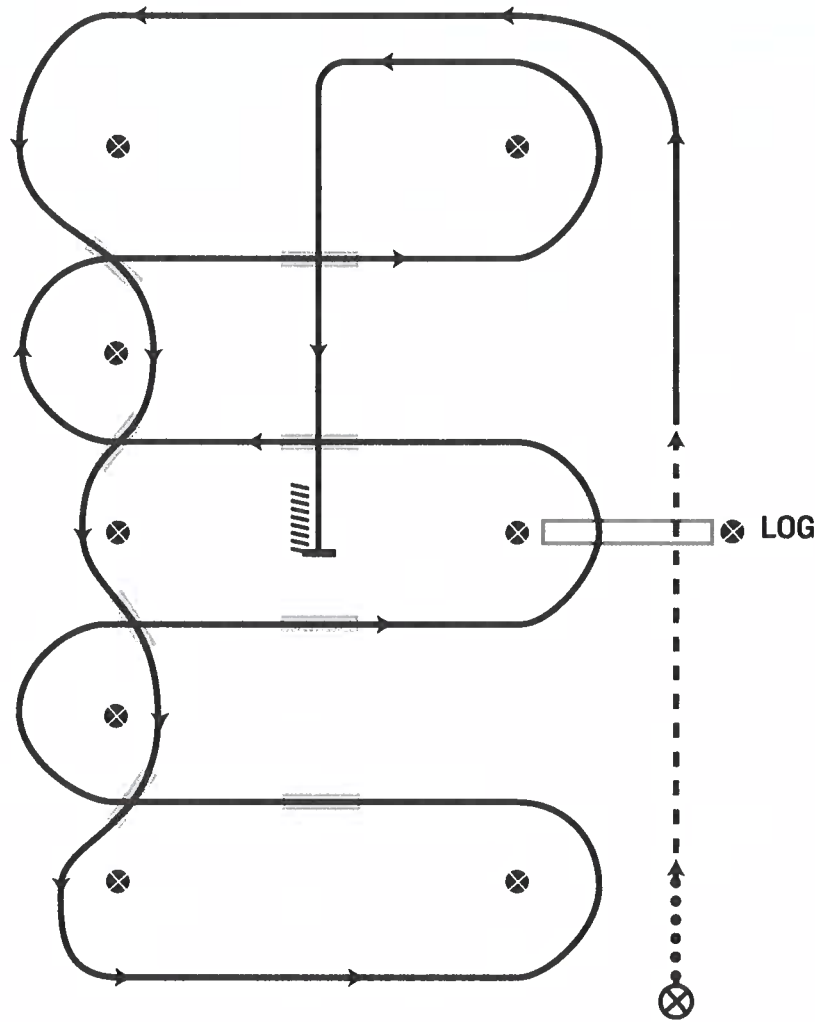
LEVEL I WESTERN RIDING PATTERN 1



⊗ START CONE WALK JOG - - - - -
 LEAD CHANGING AREA [shaded] LOPE _____

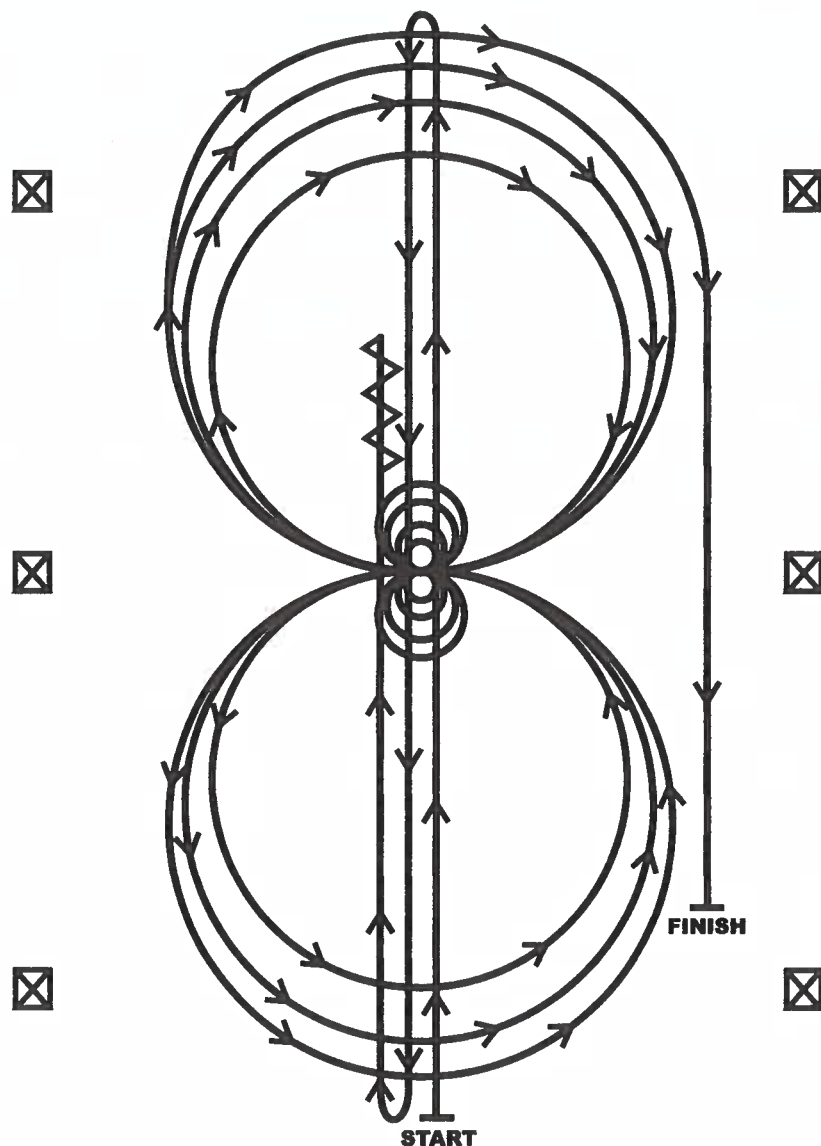
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change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

WESTERN RIDING PATTERN I



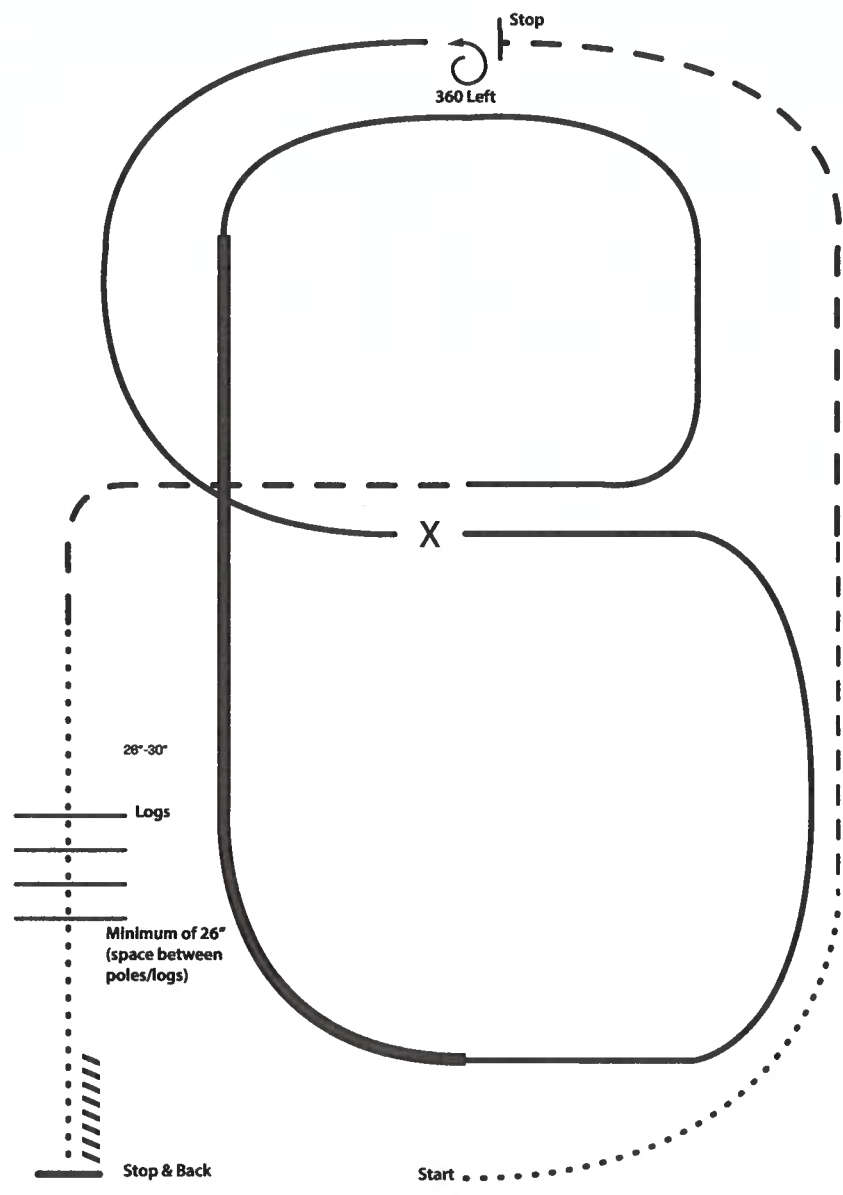
⊗ START CONE WALK JOG
 LEAD CHANGING AREA [shaded] LOPE ———

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

REINING PATTERN 7

1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.

RANCH RIDING - PATTERN I



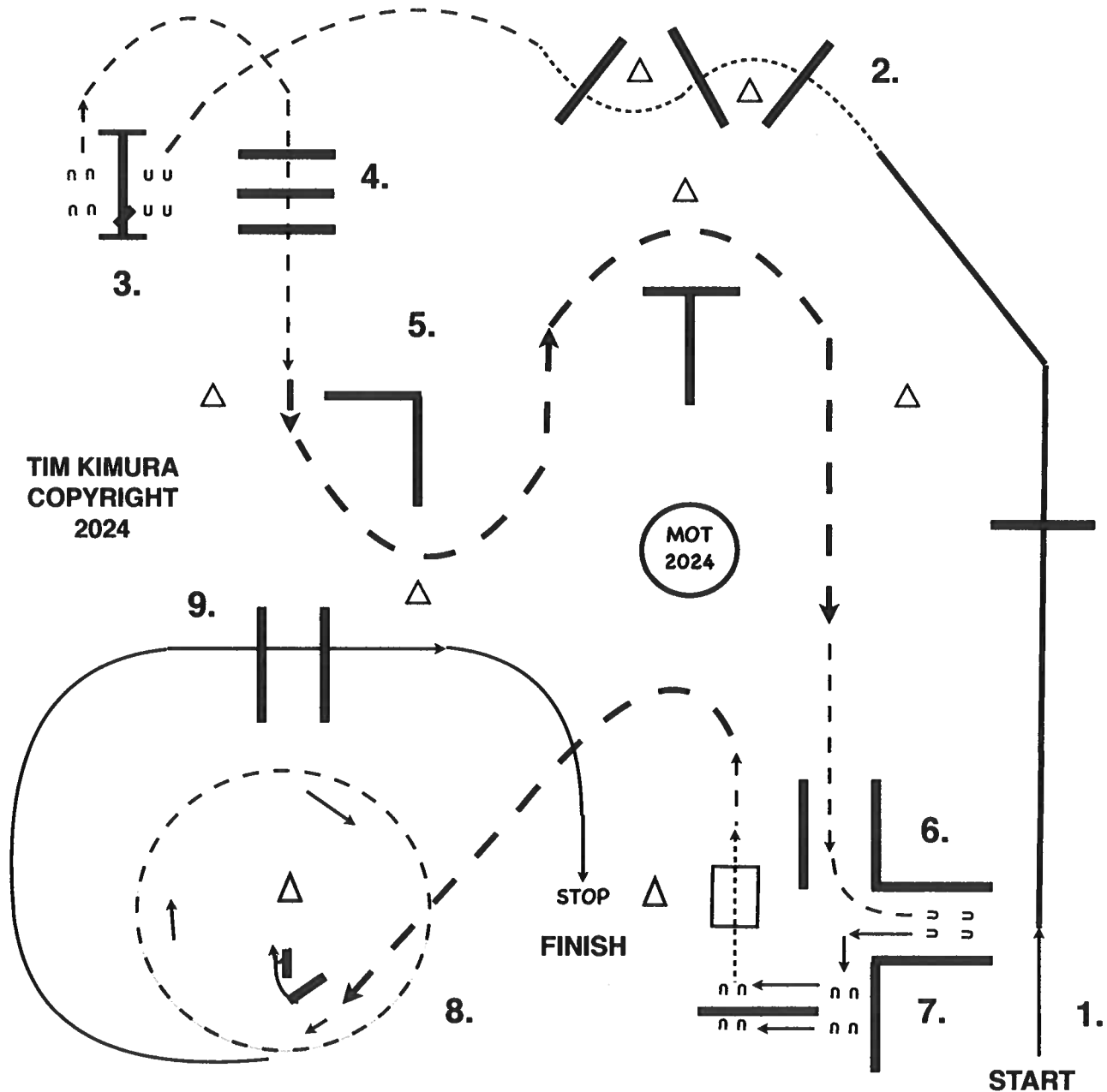
- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- — — Lope
- — — — Ext Lope
- //// //// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

2024
FOX LEA FARMS
FUN IN THE SUN

AMATEUR & YOUTH & OPEN
RANCH TRAIL

JANUARY 13, 2024

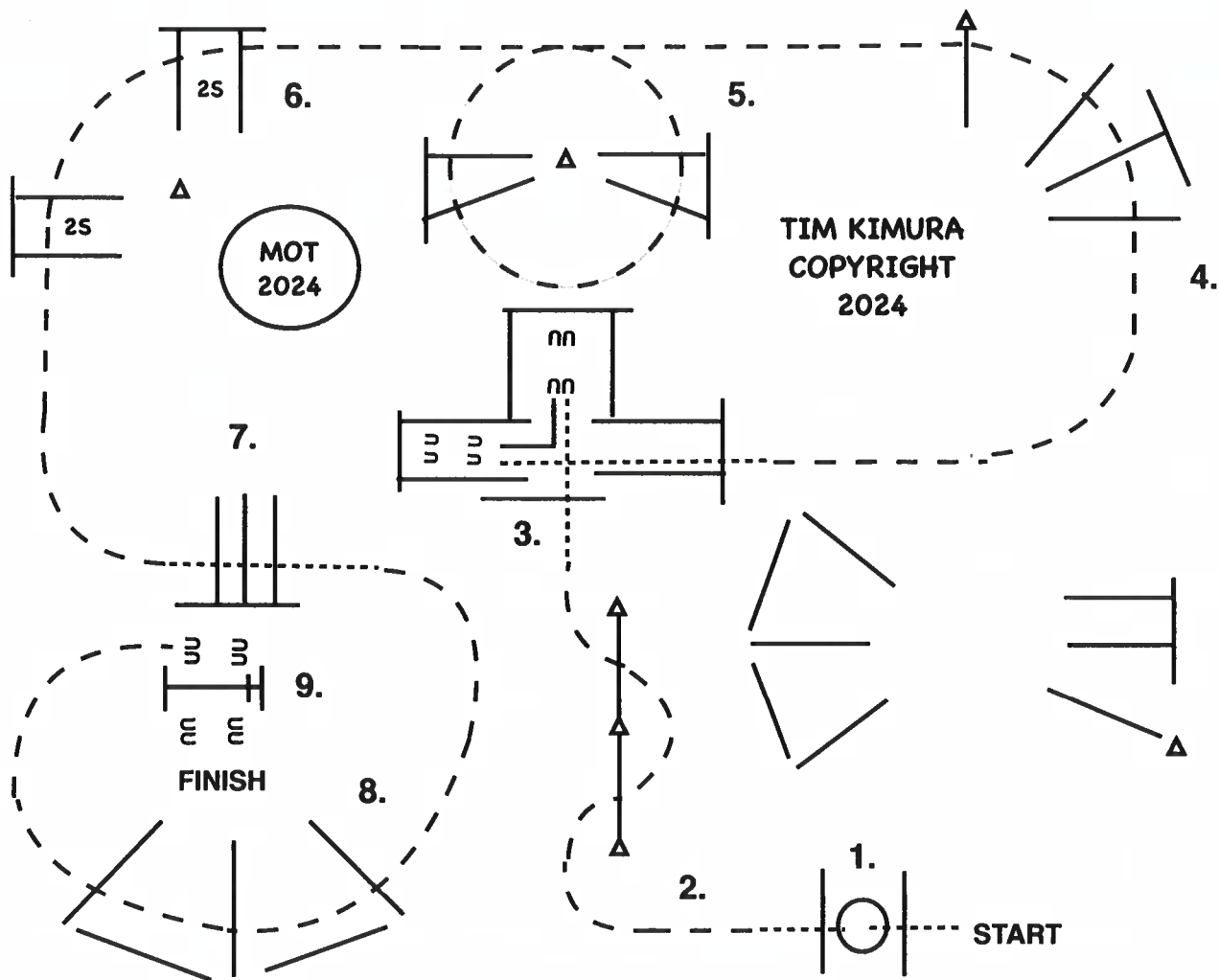


1. LOPE LEFT LEAD THEN EXTEND THE LOPE AND EXTEND THE LOPE OVER LOG.
2. BREAK TO THE WALK, WALK OVER LOGS.
3. TROT UP TO GATE, WORK GATE RIGHT HAND.
4. TROT OVER LOGS.
5. EXTEND THE TROT BETWEEN LOGS AND MARKERS.
6. COLLECT THE TROT, TROT INTO CHUTE, STOP AND BACK AROUND CORNER AND BACK BETWEEN LOGS.
7. SIDE PASS LEFT OVER LOG, WALK OUT OVER LOG AND WALK OVER BRIDGE.
8. EXTEND THE TROT UP TO DRAG, DRAG LOG AROUND MARKER WALK OR TROT. YOUTH TRAIL CARRY OBJECT AND TROT AROUND MARKER AND RETURN.
9. LOPE OVER LOGS RIGHT LEAD, THEN STOP NEXT TO MARKER

2024
FOX LEA FARMS
FUN IN THE SUN

JANUARY 12, 2024

SM FRY TRAIL
L1 AMATEUR WT TRAIL
L1 YOUTH WT TRAIL

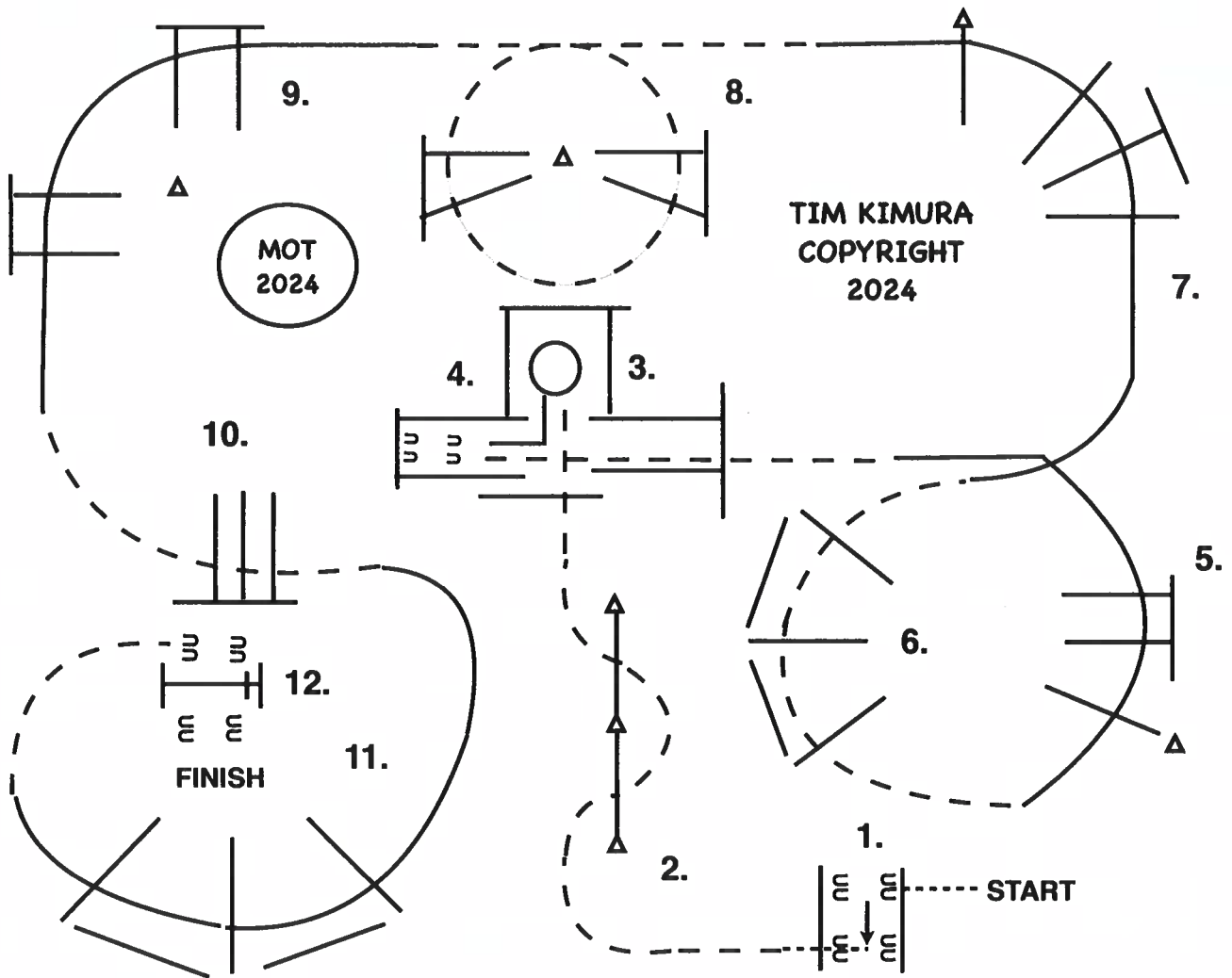


1. WALK OVER POLE, EXECUTE A 360 TURN EITHER WAY, WALK OVER POLE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO BOX, BACK BETWEEN POLES, BACK AROUND CORNER, WALK OUT CHUTE, WALK OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
8. JOG OVER POLES.
9. JOG UP TO GATE, WORK GATE RIGHT HAND.
SM FRY TRAIL SKIPS GATE. END PATTERN AFTER OBSTACLE 8.

2024
FOX LEA FARMS
FUN IN THE SUN

L1 JUNIOR, L1 SENIOR
JUNIOR, L1 AMATEUR, L1 YOUTH

JANUARY 12, 2024

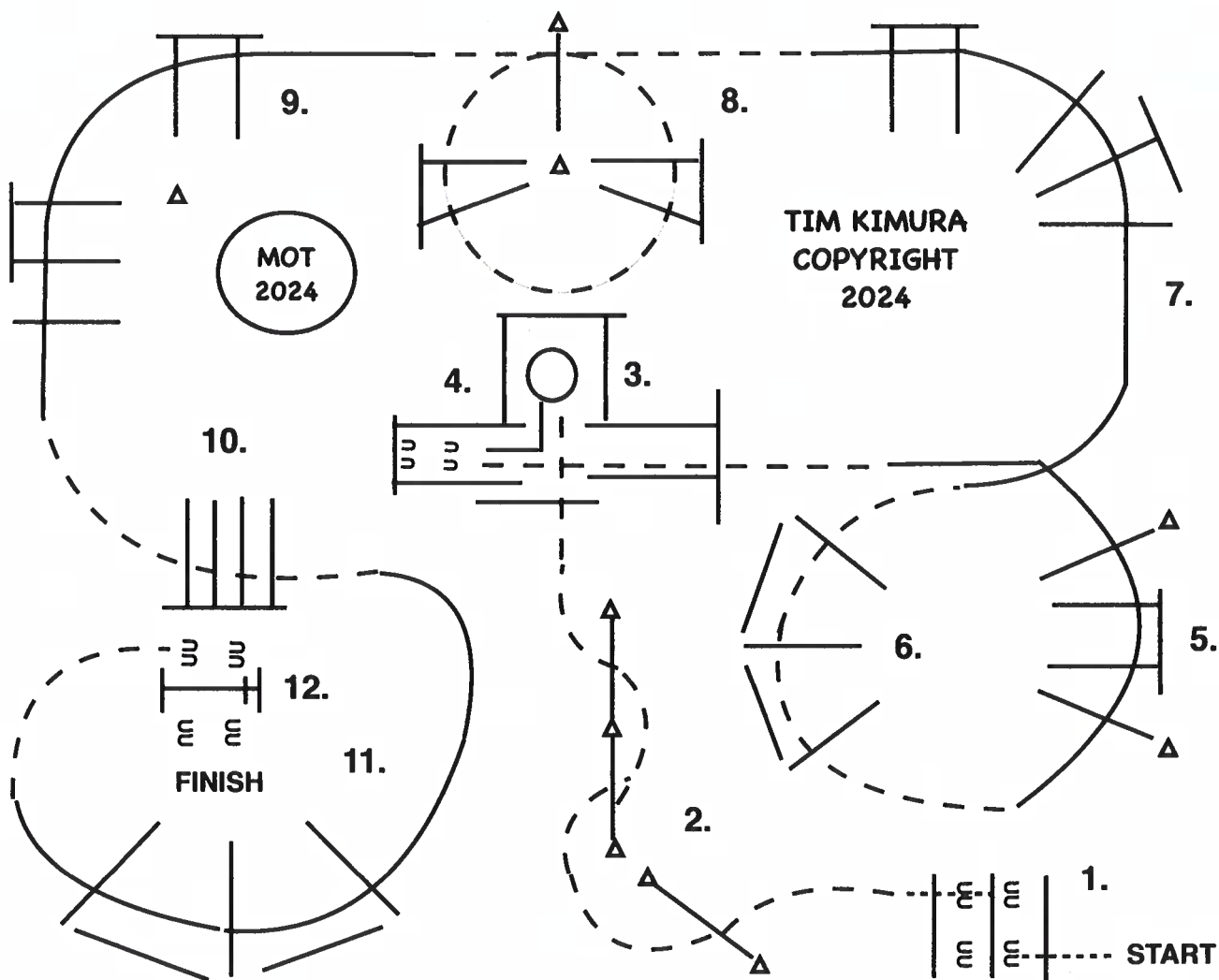


1. WALK OVER POLE, SIDE PASS LEFT BETWEEN POLES, WALK OVER POLE.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLE, JOG INTO BOX, EXECUTE A 360 TURN EITHER WAY.
4. BACK OUT BOX, BACK AROUND CORNER, YOU MAY WALK FORWARD, THEN JOG OUT OVER POLE.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. LOPE OVER POLES (RIGHT LEAD).
12. BREAK TO THE JOG, JOG TO GATE, WORK GATE RIGHT HAND.

2024
FOX LEA FARMS
FUN IN THE SUN

AMATEUR - SELECT
YOUTH - SENIOR HORSES

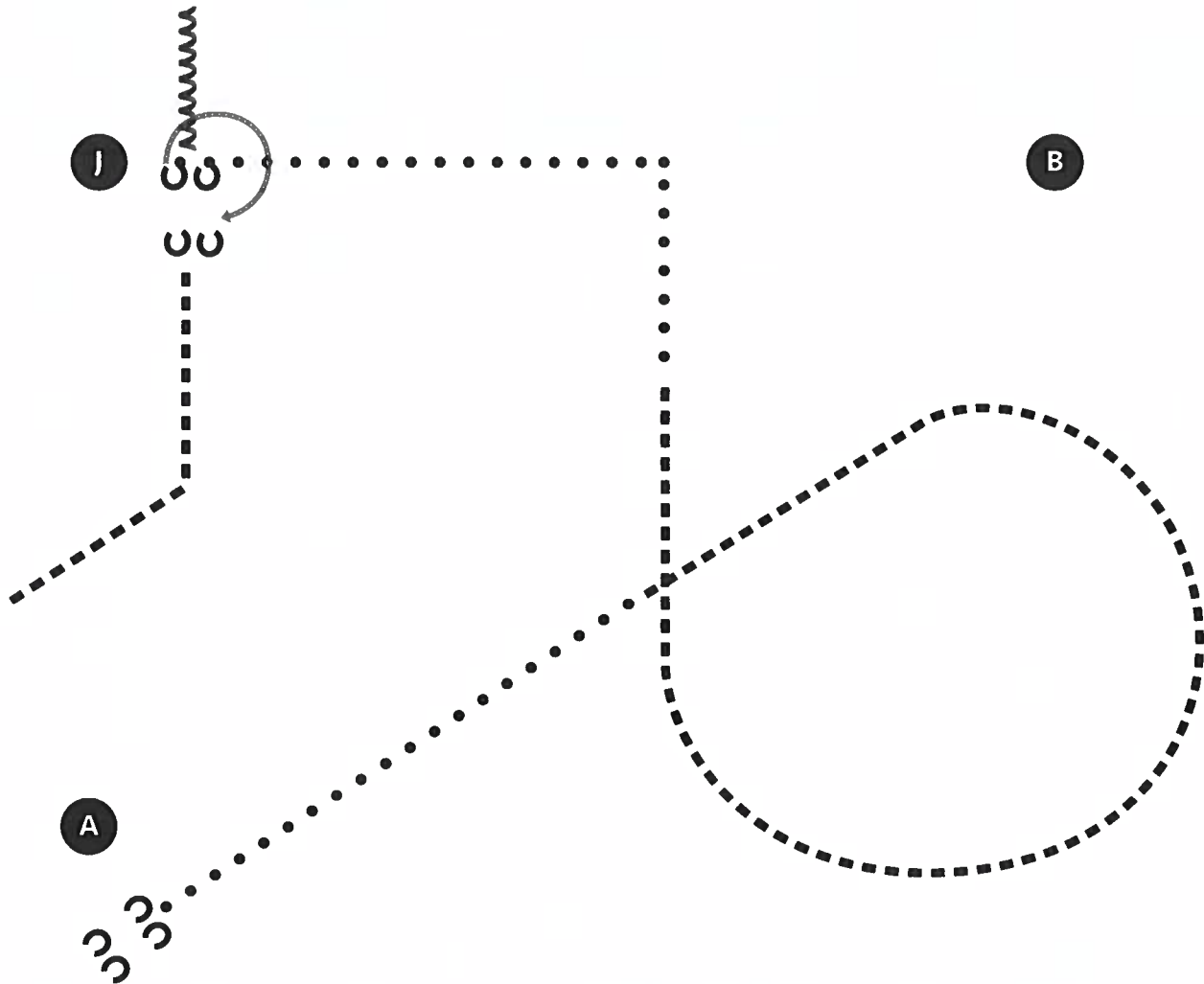
JANUARY 12, 2024



1. WALK OVER POLES, SIDE PASS RIGHT OVER CENTER POLE, WALK OFF AND OVER POLES.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLE, JOG INTO BOX, EXECUTE A 360 TURN EITHER WAY.
4. BACK OUT BOX, BACK AROUND CORNER, YOU MAY WALK FORWARD, THEN JOG OUT OVER POLE.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.
11. LOPE OVER POLES (RIGHT LEAD).
12. BREAK TO THE JOG, JOG UP TO GATE, WORK GATE RIGHT HAND.

SHOWMANSHIP

Small Fry • Walk Trot • Rookie



Begin Setup at A

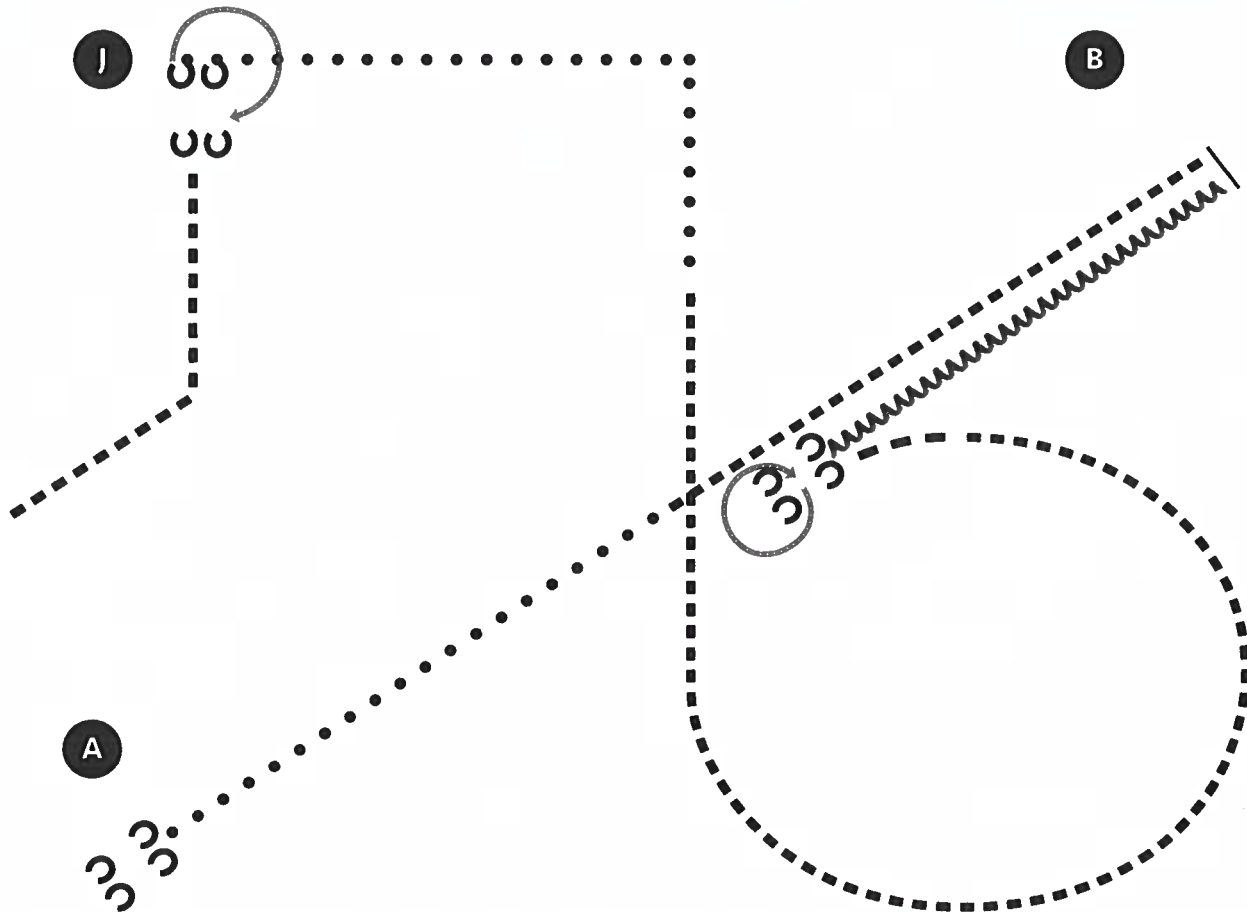
1. Walk at least approximately 1/2 way to B
2. Trot a partial circle and up center
3. Break to a walk, square corner left to judge.
4. Stop, perform a 3/4 Turn
5. Set Up
6. Inspection
7. Back 1 horse length
8. Trot to exit as drawn

Patterns provided by

Bobbie Jo Stanton

SHOWMANSHIP

ALL LEVEL 1



Begin Setup at A

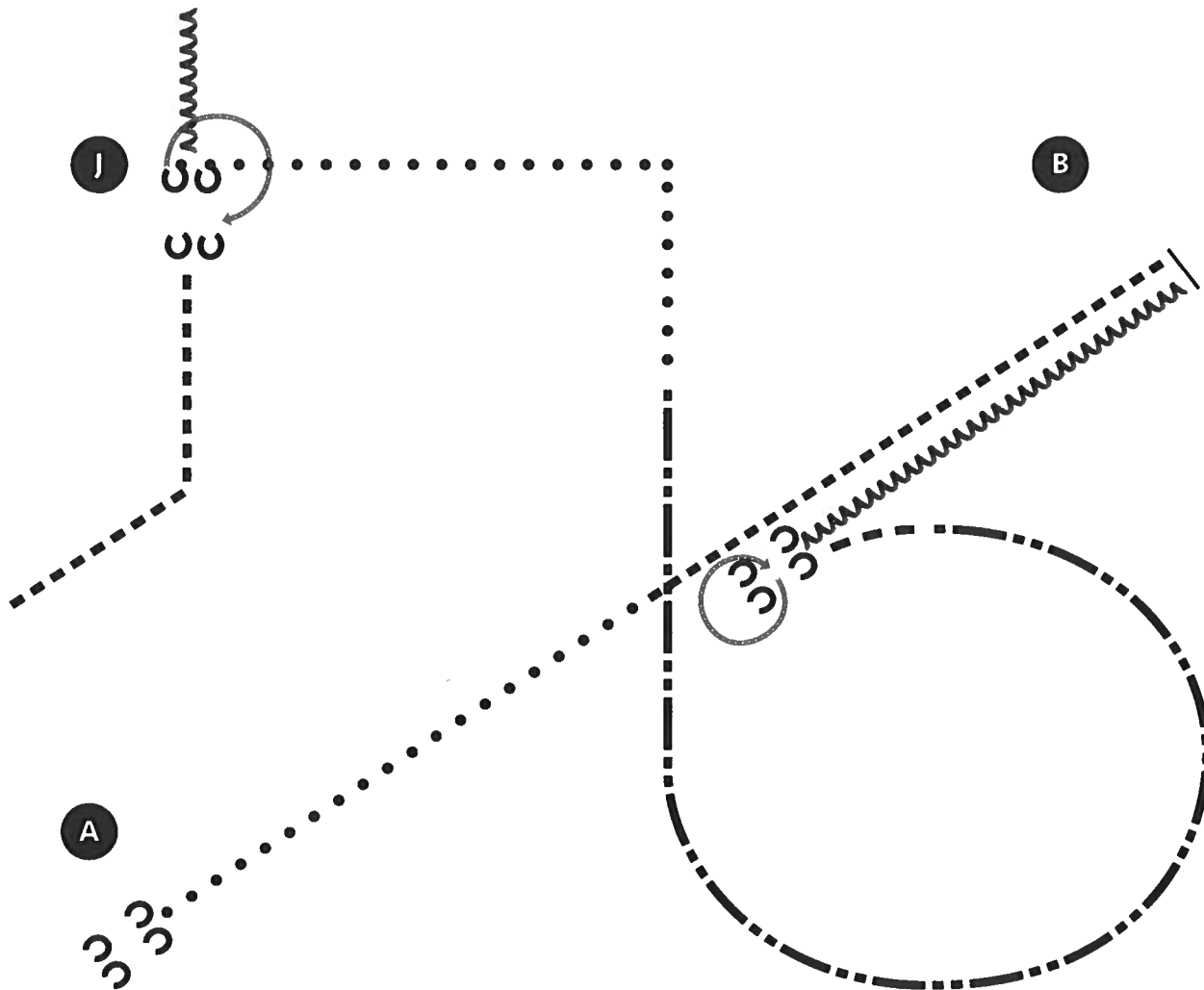
1. Walk at least approximately 1/2 way and then trot the remainder of the line to B
2. At B Stop and Back straight to center
3. Set Up, hesitate to demonstrate completion
4. Complete a 360° Turn
5. Trot a Circle as drawn and up center
6. Break to a walk, square corner left to judge.
7. Stop, preform a 3/4 Turn
8. Set Up
9. Inspection
10. trot to exit as drawn

Patterns provided by

Bobbie Jo Stanton

SHOWMANSHIP

Youth / Amateur / Select



Begin Setup at A

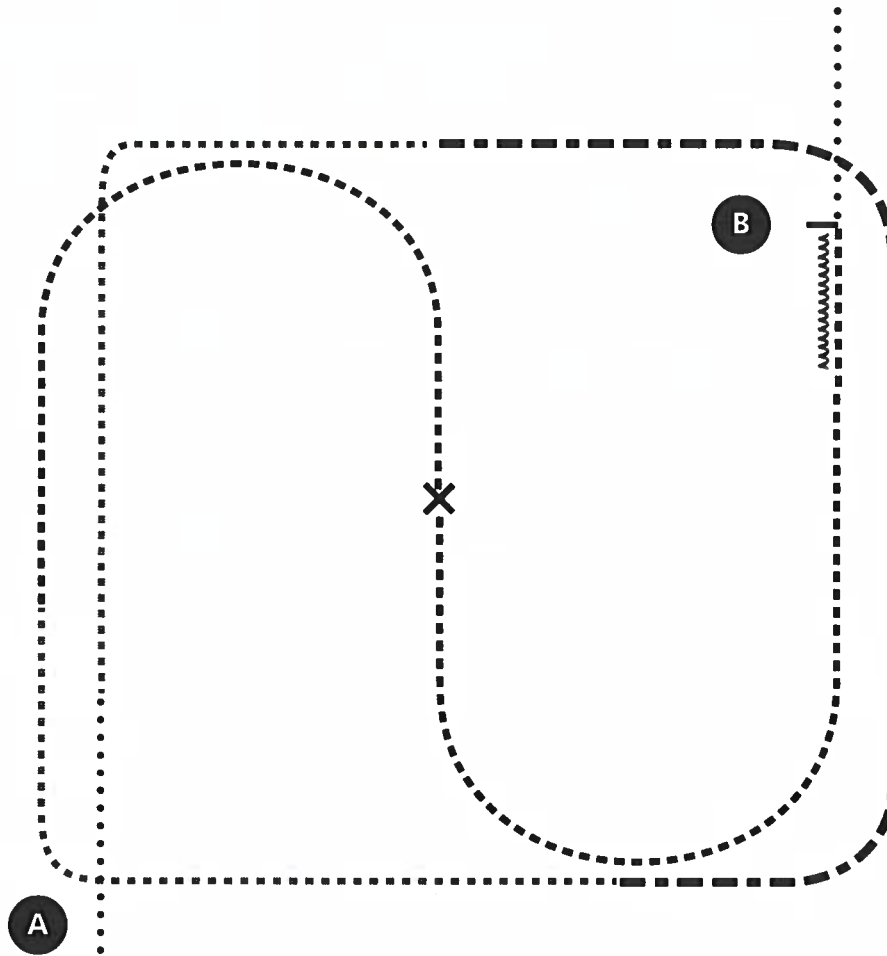
1. Walk at least approximately 1/2 way and then trot the remainder of the line to B
2. At B Stop and Back straight to center
3. Set Up, hesitate to demonstrate completion
4. Complete a 360° Turn
5. Start circle as drawn at a trot building to an extended trot
6. Break to a walk, square corner left to judge.
7. Stop, perform a 3/4 Turn
8. Set Up
9. Inspection
10. Back 1 horse length and trot to exit as drawn

Patterns provided by

Bobbie Jo Stanton

HUNT SEAT EQUITATION

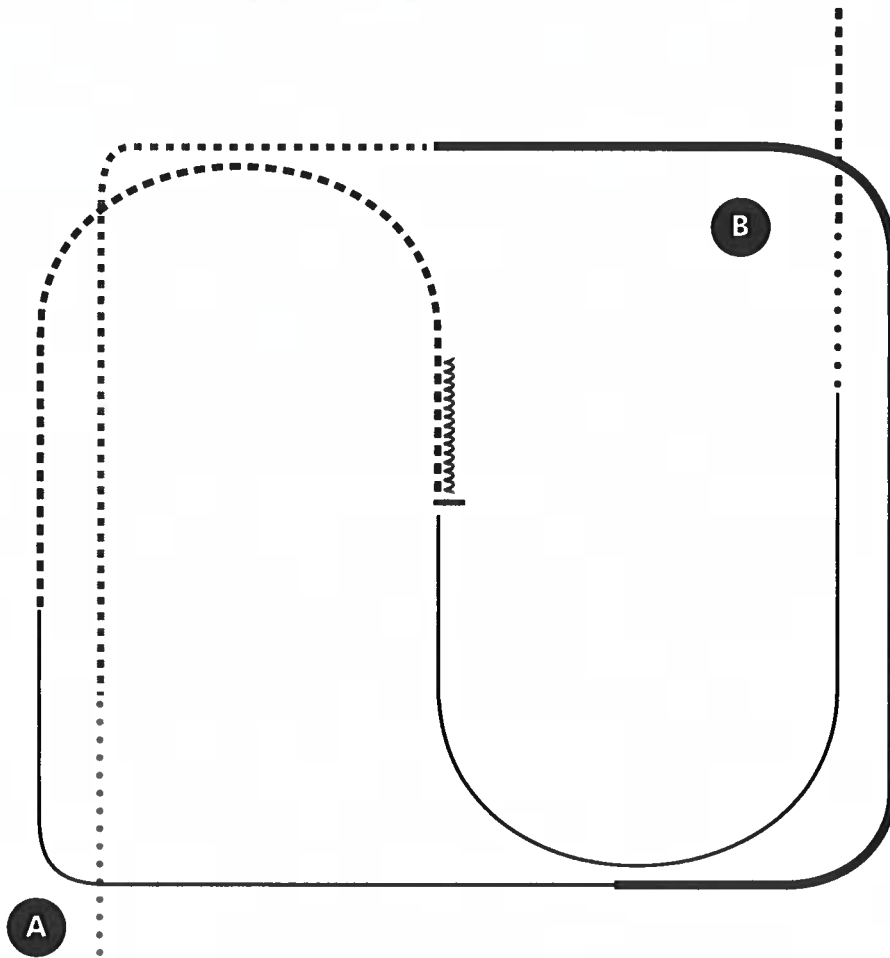
Small Fry and All Walk Trot



1. Begin at a walk moving into a sitting trot as drawn 1/2 way to B
2. 2pt trot around B towards A
3. Sitting Trot as drawn
4. Posting Trot Left Diagonal
5. Change Diagonals and post on Right Diagonal to B as drawn
6. Halt
7. Back
8. Walk to line up

HUNT SEAT EQUITATION

All Level 1

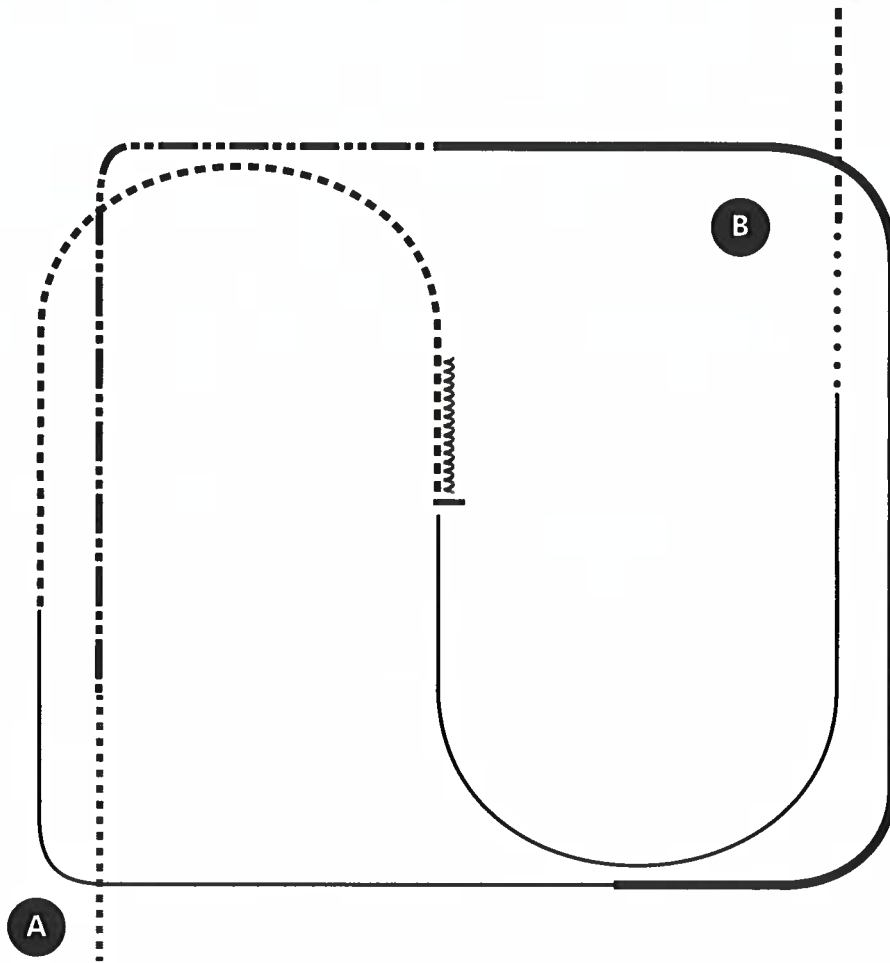


1. Begin at a walk moving into a sitting trot as drawn 1/2 way to B
2. Pickup Right lead moving into a Forward Canter as drawn
3. collect and canter Right lead as drawn
4. Posting Trot Left Diagonal
5. Halt
6. Back
7. Canter Left Lead
8. Break to walk
9. Right Diagonal to exit

Patterns provided by
 Bobbie Jo Stanton

HUNT SEAT EQUITATION

Youth / Amateur / Select

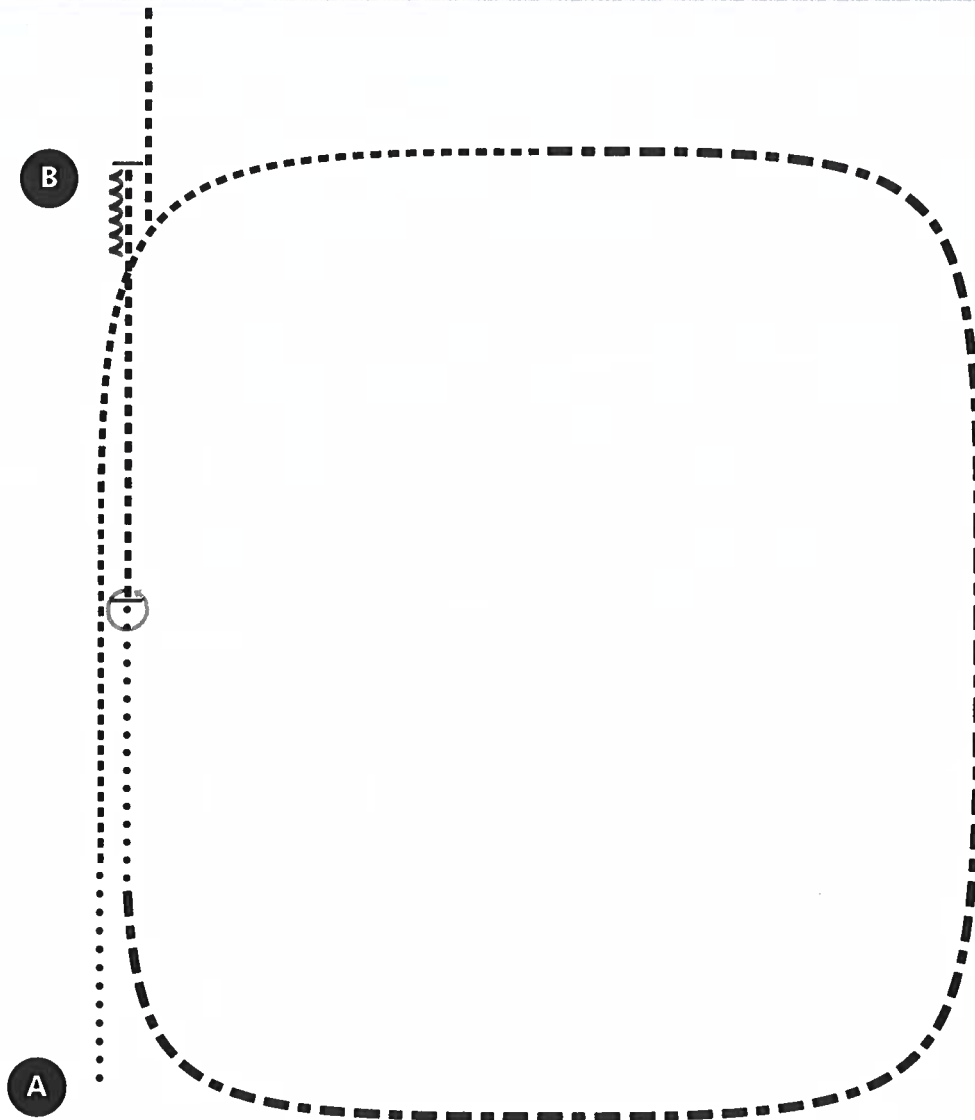


1. Begin at a sitting trot moving up to a 2pt position 1/2 way to B
2. Pickup Right lead moving into a Hand Gallop as drawn
3. collect and canter Right lead as drawn
4. Posting Trot Left Diagonal
5. Halt
6. Back
7. Canter Left Lead
8. Break to walk
9. Right Diagonal to exit

Patterns provided by
 Bobbie Jo Stanton

HORSEMANSHIP

All Walk Trot & Small Fry

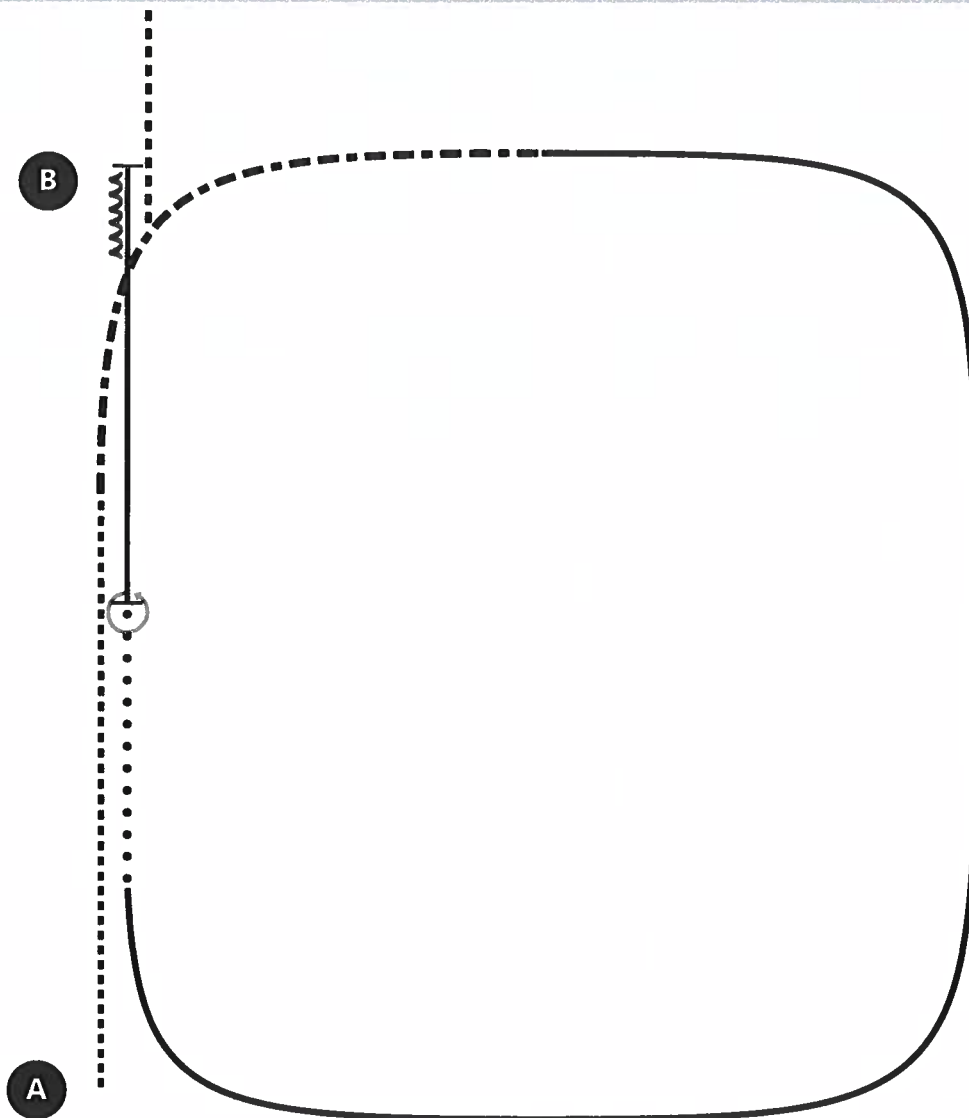


Be Ready at marker A

1. Walk atleast 2 horse lengths
2. Jog to B and start a large rectangle
3. Build to an extended trot
4. Break to Walk as drawn (at least 2-3 horse lengths)
5. Stop, 360° Left
6. Jog to marker B
7. Stop and Back atleast 1 horse length
8. Jog to exit

HORSEMANSHIP

All Level 1

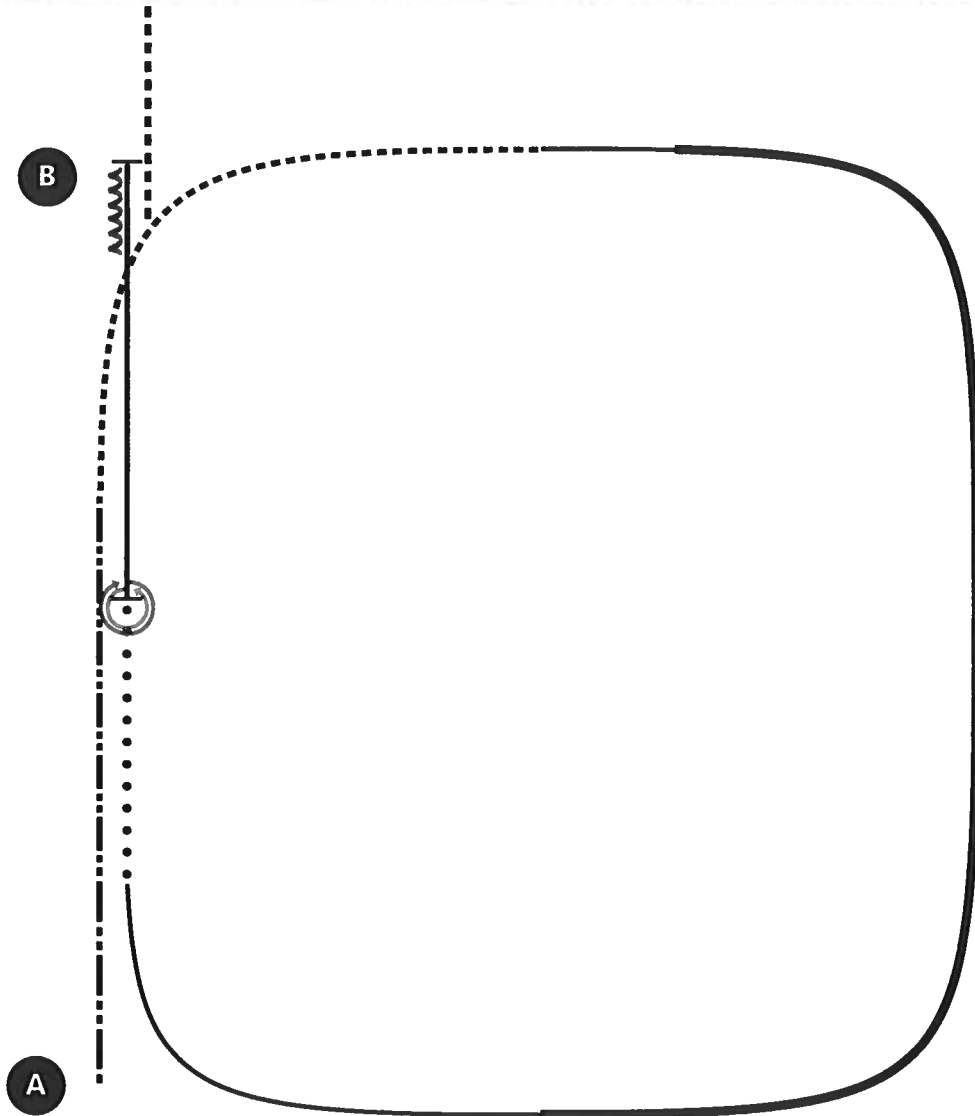


Be Ready at marker A

1. Start at a jog
2. Build to an Extended Trot and start a large rectangle
3. Pick up a Right Lead forward lope
4. Break to Walk as drawn (at least 2-3 horse lengths)
5. stop, 360° Left
6. Lope Left Lead to marker B
7. Stop and Back at least 1 horse length
8. Jog to exit

HORSEMANSHIP

Youth / Amateur



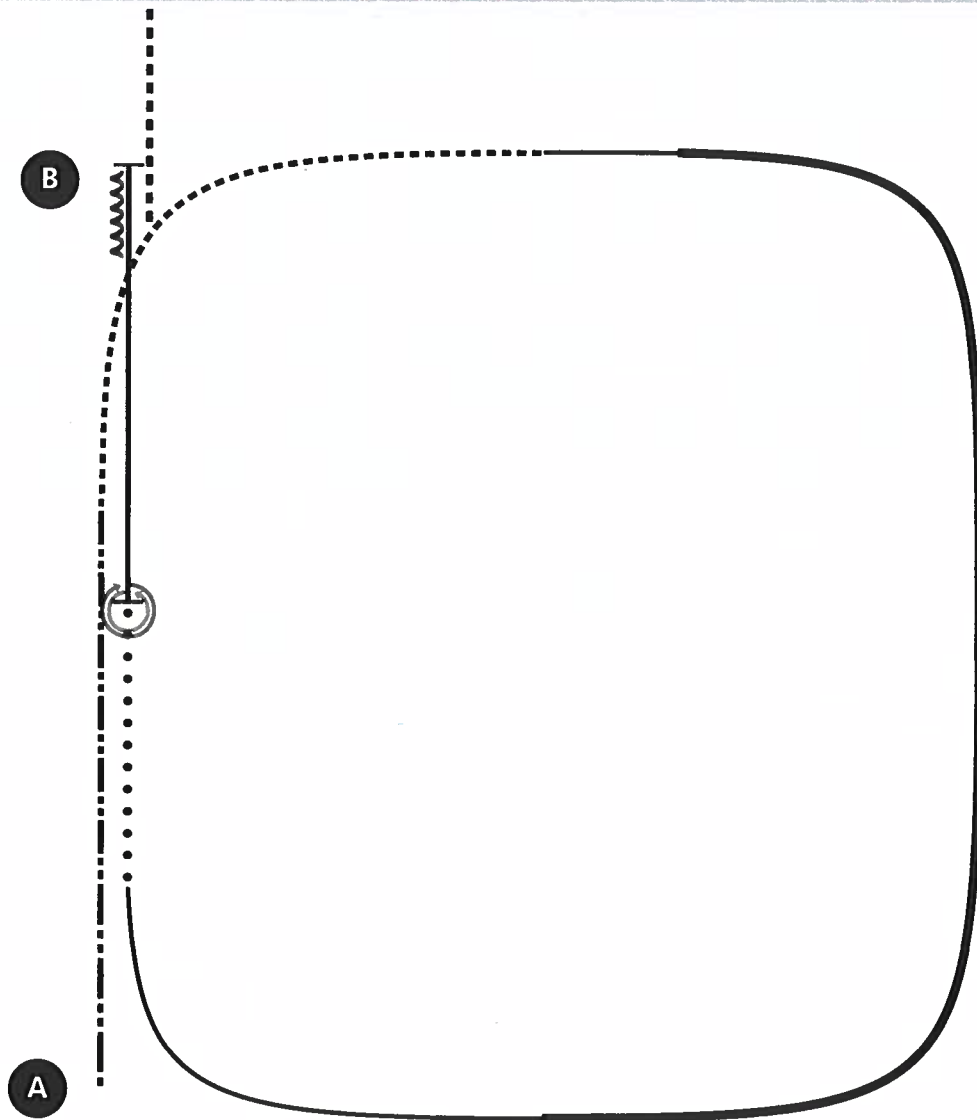
Be Ready at marker A

1. Start at a Extended trot
2. Collect jog **Drop Stirrups** and start a large rectangle
3. Pick up a Right Lead moving into an extended lope
4. Collect Lope
5. Break to Walk as drawn (at least 2-3 horse lengths)
6. stop, 360° Right
7. 360° Left
8. Lope LeftLead to marker B
9. Stop and Back atleast 1 horse length
10. **Pickup stirrups** and Jog to exit

Patterns provided by
Bobbie Jo Stanton

HORSEMANSHIP

Amateur Select



Be Ready at marker A

1. Start at a Extended trot
2. Collect jog and start a large rectangle
3. Pick up a Right Lead moving into an extended lope
4. Collect Lope
5. Break to Walk as drawn (at least 2-3 horse lengths)
6. stop, 360° Right
7. 360° Left
8. Lope Left Lead to marker B
9. Stop and Back atleast 1 horse length
10. Jog to exit

Patterns provided by
 Bobbie Jo Stanton