

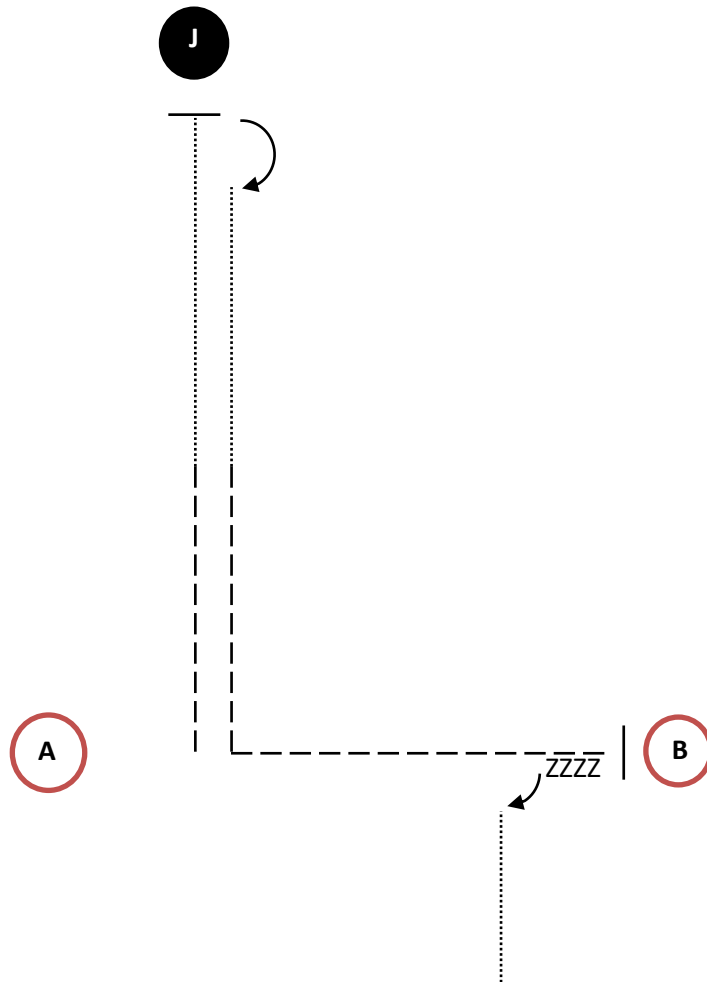


Deer Run Horse Show Club

May 24 Patterns

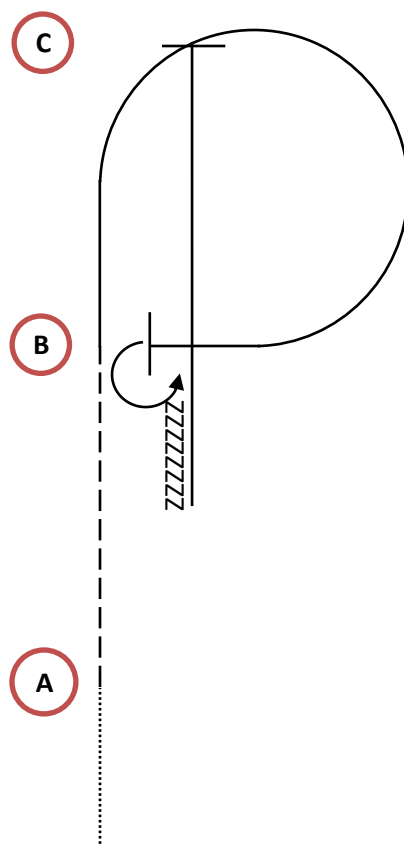
Showmanship, Equitation, Horsemanship,  
Ranch Riding, and Trail

Deer Run Horse Show Club  
All Showmanship  
Classes 20 and 21  
May 24, 2025



1. Be ready at A
2. Trot halfway to the judge
3. Walk to the judge
4. Halt. Set up for inspection
5. When dismissed, pivot 180 degrees and walk halfway to A
6. Trot left corner and halt at B
7. Back approximately one horse length
8. Pivot 90 degrees and exit arena at a walk

Deer Run Horse Show Club  
Adult and Youth  
Hunter Equitation Pattern and Western Horsemanship Pattern  
Classes 4, 7, 29 and 32  
May 24, 2025



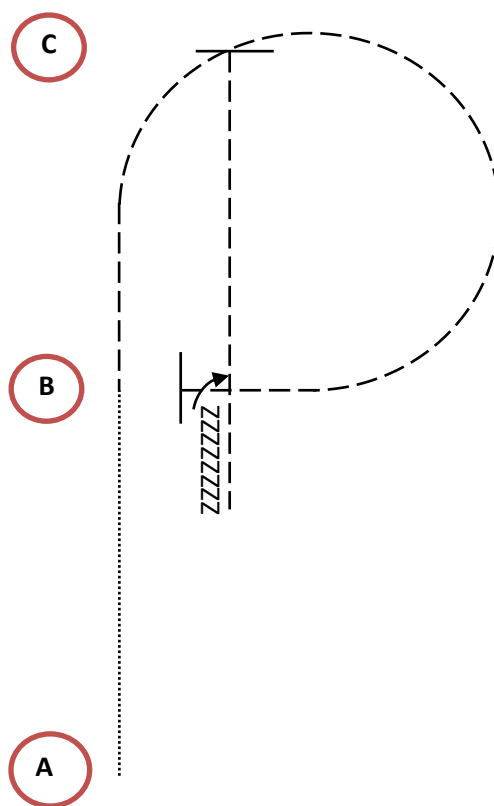
**Hunter Equitation**

1. Begin before A. Walk to A
2. Posting trot left diagonal to B
3. Canter right lead loop as drawn and halt facing B
4. Perform a 270 degree turn on the forehand left
5. Back approximately 2 horse lengths
6. Canter left lead to C and Halt
7. Exit arena at a trot

**Western Horsemanship**

1. Begin before A. Walk to A
2. Jog to B
3. Lope right lead loop as drawn and halt facing B
4. Perform a 270 degree pivot left
5. Back approximately 2 horse lengths
6. Lope left lead to C and Halt
7. Exit arena at a jog.

Deer Run Horse Show Club  
All Walk/Trot and Walk/Jog Divisions  
Hunter Equitation and Western Horsemanship  
Classes 10, 13, 16, 19, 35, 38, 41, and 44  
May 24, 2025



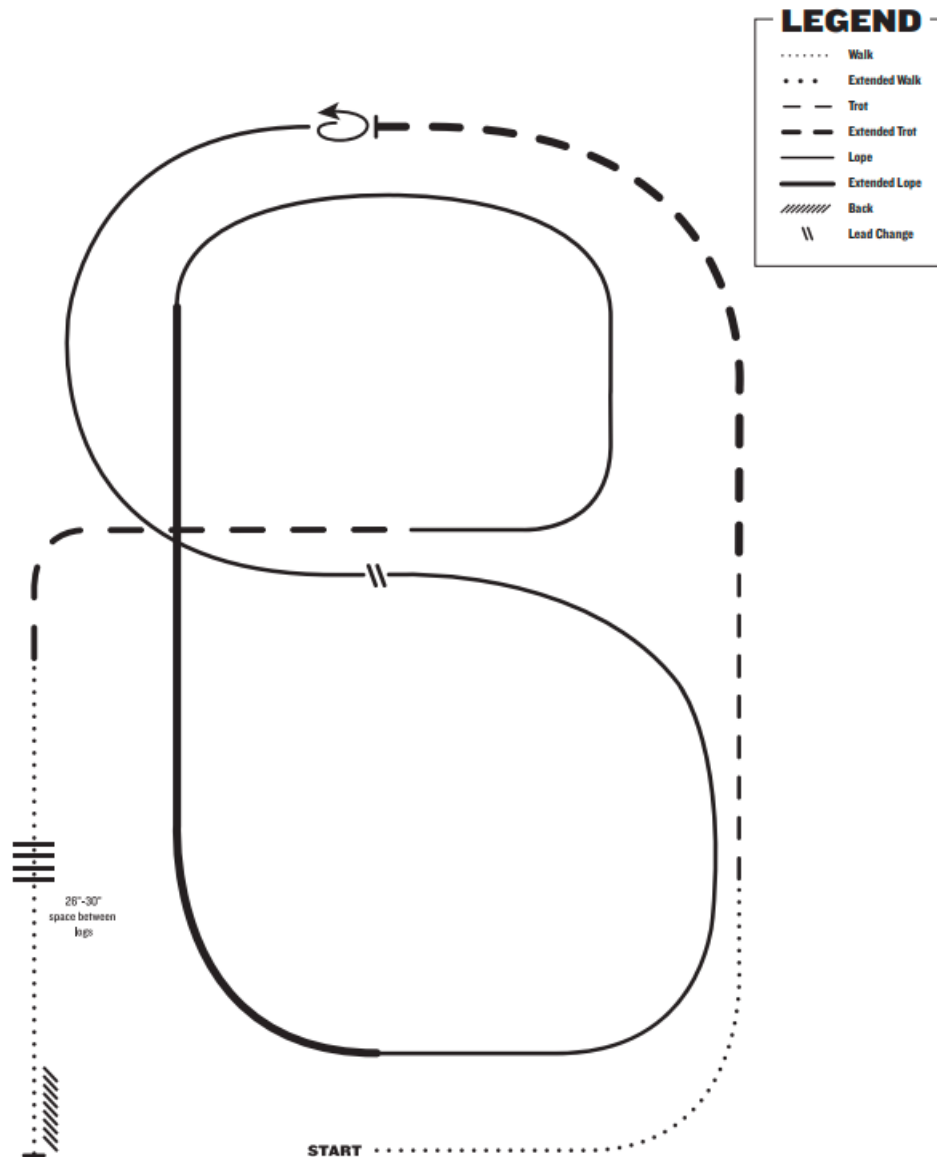
**Hunter Equitation**

1. Be ready at A
2. Walk to B
3. Posting trot left diagonal, trot right loop as drawn
4. Halt facing B
5. Perform a 90 degree turn on the forehand right
6. Back approximately one horse length
7. Posting trot on the right-hand diagonal to C. Halt.
8. Exit the arena at a trot

**Western Horsemanship**

1. Be ready at A
2. Walk to B
3. Jog right loop as drawn
4. Halt facing B
5. Perform a 90 degree pivot right
6. Back approximately one horse length
7. Jog to C. Halt.
8. Exit arena at a trot

Deer Run Horse Show Club  
Ranch Riding Pattern Class  
AQHA Pattern 1  
Class 47  
May 24, 2025



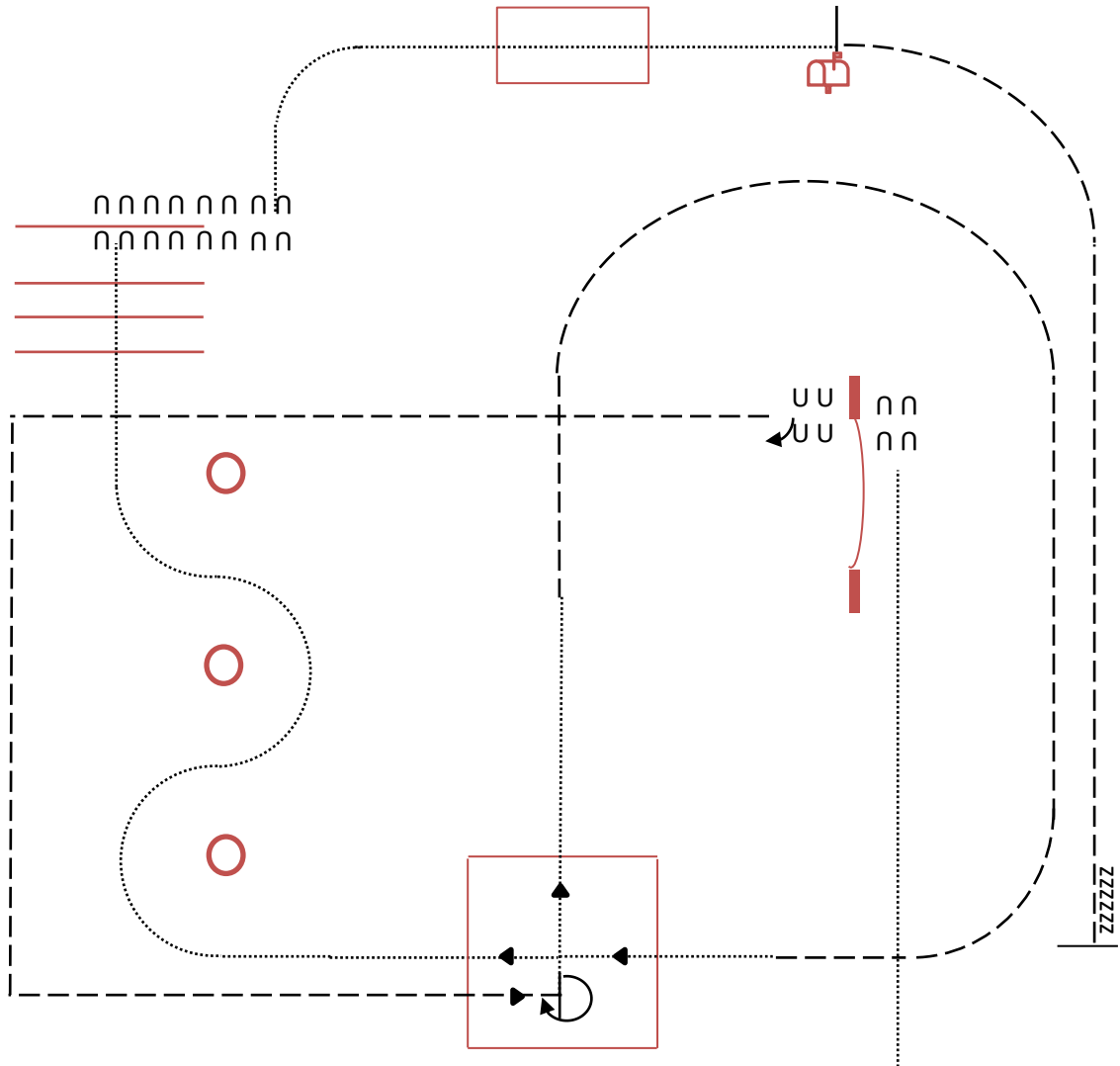
1. Walk
2. Trot
3. Extend the trot, at the top of the arena stop
4. 360 degree turn left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extend lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back



The diagram illustrates a complex circuit board layout. It features a large rectangular area defined by a dashed line, which contains a wavy, dashed line representing a specific routing path. Three red circles are positioned along this wavy path. To the left of the main area, there are several horizontal red lines and a series of small 'n' characters. A curved arrow points from these 'n' characters towards the main area. At the top, there are two red rectangles and a red component symbol. A large, solid black line forms a complex, multi-looped path that starts from the top right, goes around the right side, and then loops back towards the center. A red curved line segment is located near the center of this path. At the bottom, there is a red rectangle containing a circular arrow symbol. The entire layout is overlaid with a grid of dotted lines.

- Updated 5/13/25

Deer Run Horse Show Club  
Ranch Walk/Trot Trail and Walk/Jog Trail  
Classes 50 and 52  
May 24, 2025

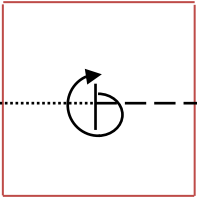


1. Walk to gate. Execute left hand push
2. Pivot 90 degrees right
3. Jog around to box as shown
4. Stop in box. Turn 270 degrees right
5. Walk out of box
6. Jog right around gate, break to a walk
7. Walk straight through box

8. Walk serpentine
9. Walk over poles, stop while straddling the last one
10. Sidepass right
11. Walk over bridge
12. Stop. Check mail
13. Jog
14. Stop and back

Updated 5/13/25





6. Walk serpentine
7. Walk into box. Stop. Turn 360 degrees (right)
8. Jog out of box to gate
9. Execute gate (left hand push)
10. Exit arena at a walk