

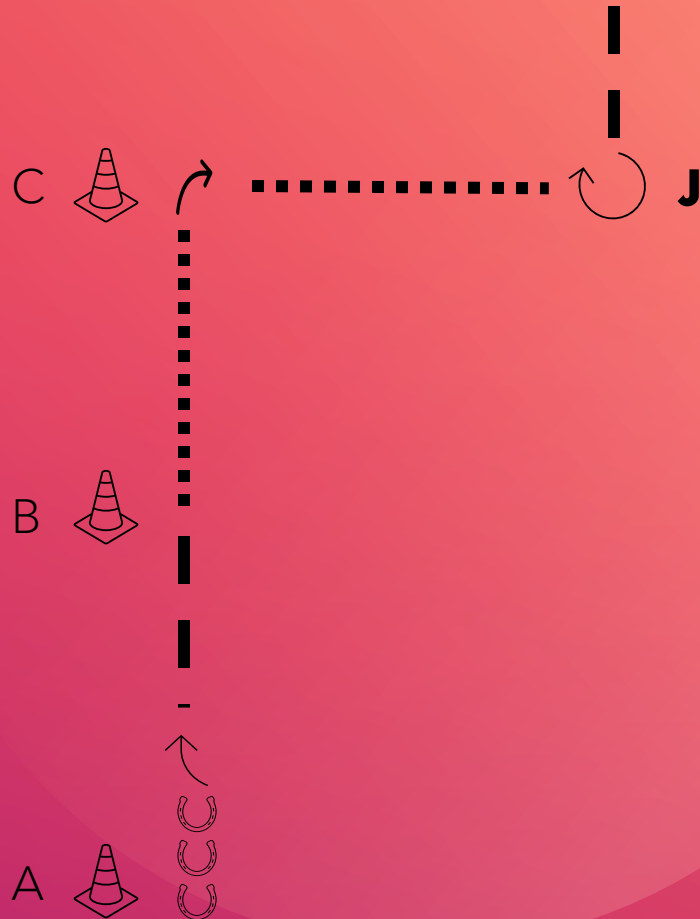


WESTERN SADDLERY SHOWS
10
ZONE
ZONE O RAMA
AUGUST 1 - 3, 2025
WESTERNER PARK, RED DEER AB

ZONE 10 PATTERNS

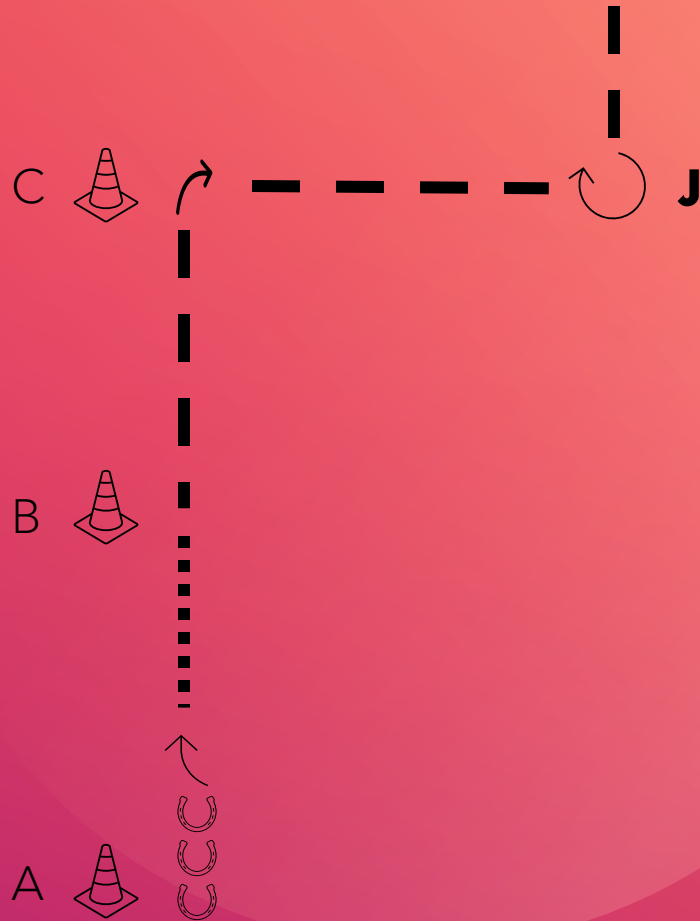
TAMARA JAMESON

SHOWMANSHIP
WALK/TROT AMATEUR
WALK ONLY



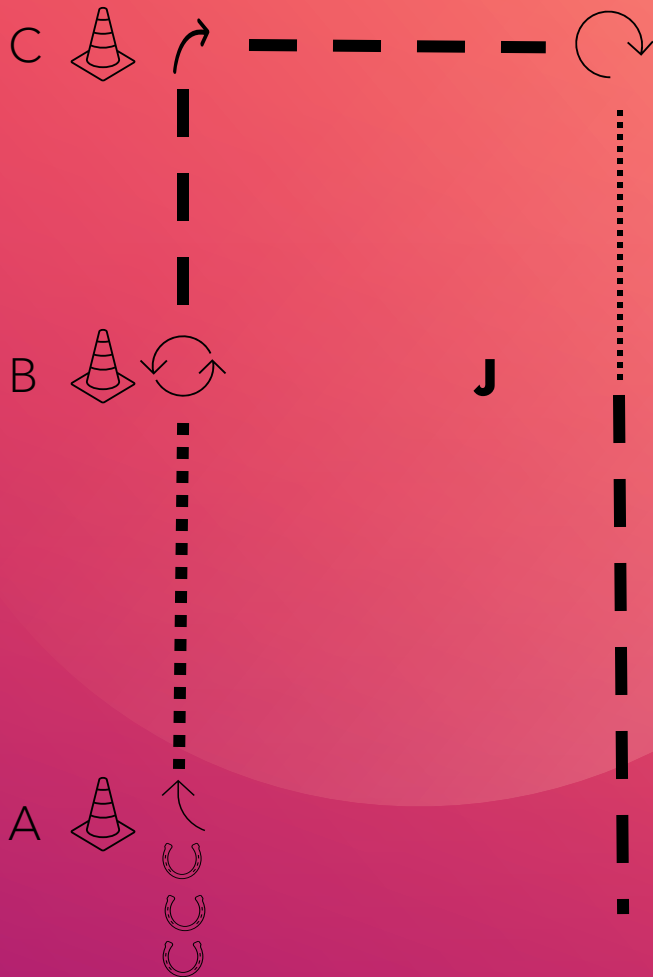
1. Be ready at cone A
2. Back four steps
3. 180 degree pivot
4. Extended walk to B
5. Normal walk to C & stop
6. 90 degree pivot
7. Normal walk to Judge
8. Stop & set up for inspection
9. When dismissed 270 degree pivot
10. Exit at an extended walk

SHOWMANSHIP WALK/TROT YOUTH



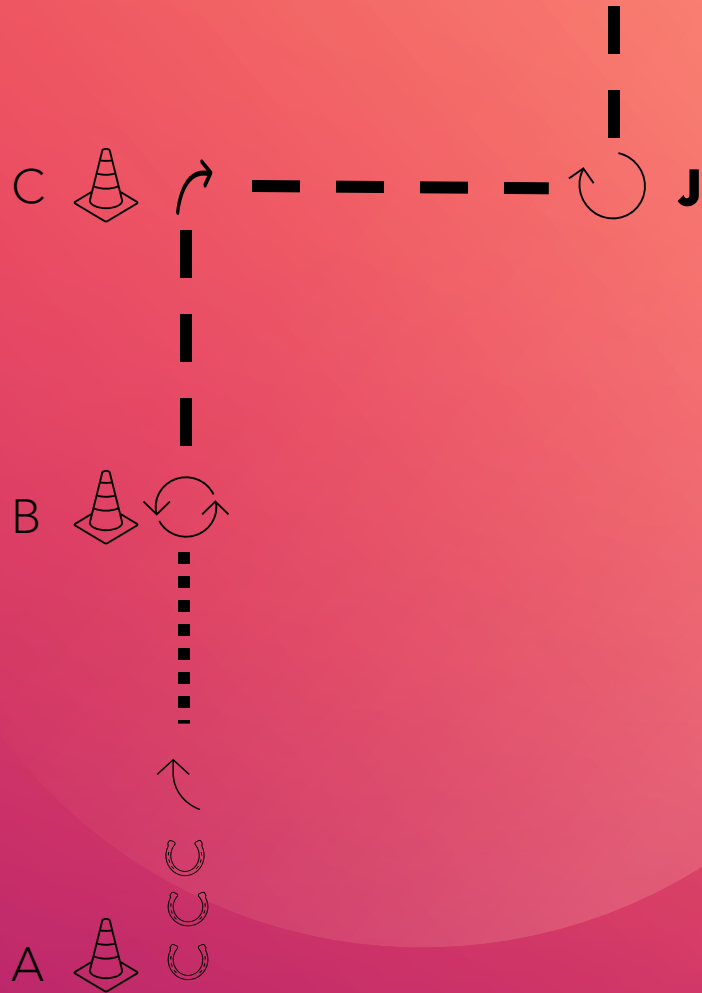
1. Be ready at cone A
2. Back four steps
3. 180 degree pivot
4. Walk to B
5. Trot to C & stop
6. 90 degree pivot
7. Trot to Judge
8. Stop & set up for inspection
9. When dismissed 270 degree pivot
10. Exit at the trot

NON PRO SHOWMANSHIP ZONE POT



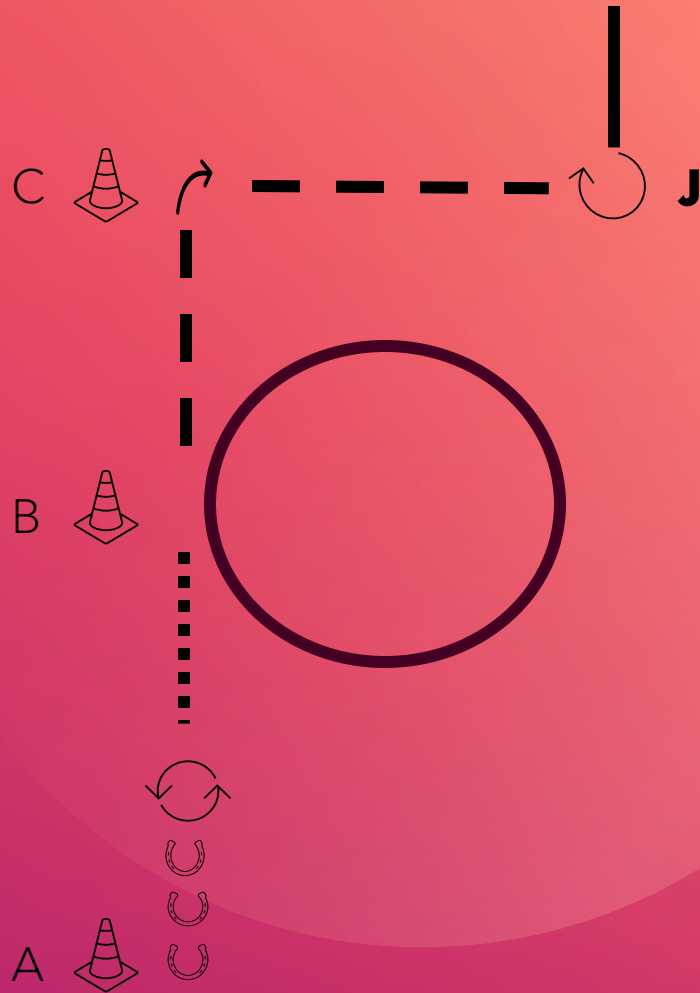
1. Be ready before cone A
2. Back at least 4 -6 steps
3. 180 degree pivot
4. Trot to B
5. 360 degree pivot
6. Extended Trot to C & stop
7. 90 degree pivot
8. Extend the trot pass the judge & stop
9. 450 degree pivot
10. Walk towards the judge.
when horses head is in line
with the judge stop & set up
for inspection
11. When dismissed extended
trot pass A.

SHOWMANSHIP NOVICE CLASSES (YOUTH / AMATEUR)



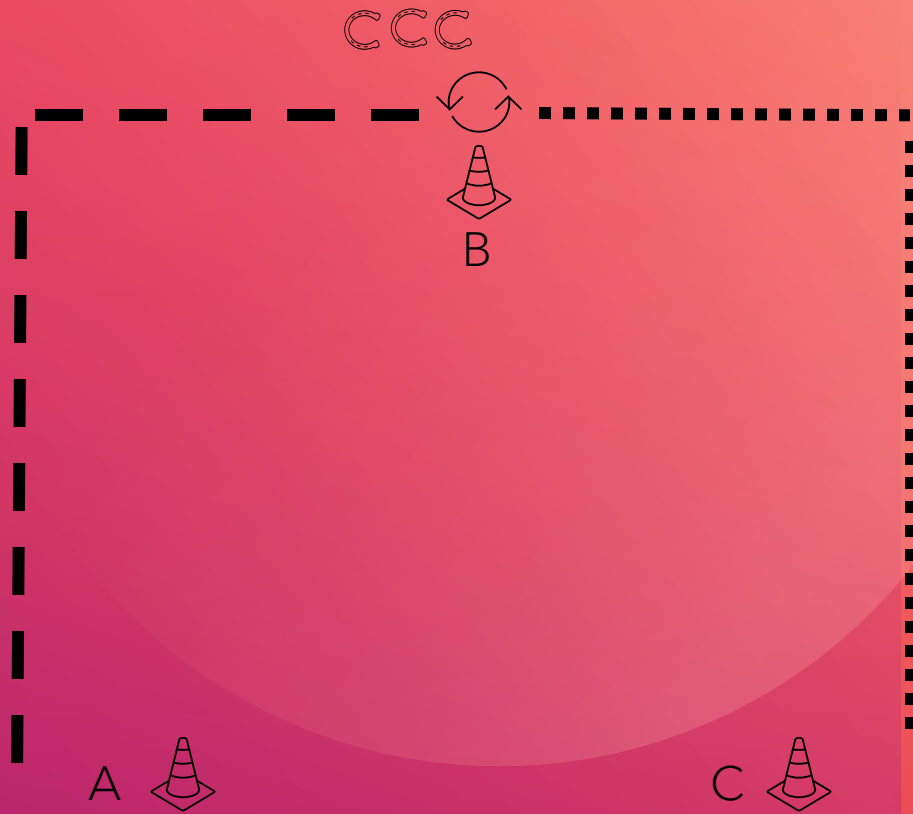
1. Be ready at cone A
2. Back four steps
3. 180 degree pivot
4. Walk to B & stop
5. 360 degree pivot
6. Trot to C & stop
7. 90 degree pivot
8. Trot to Judge
9. Stop & set up for inspection
10. When dismissed 270 degree pivot
11. Exit at a trot

SHOWMANSHIP ALL YOUTH / AMATEUR



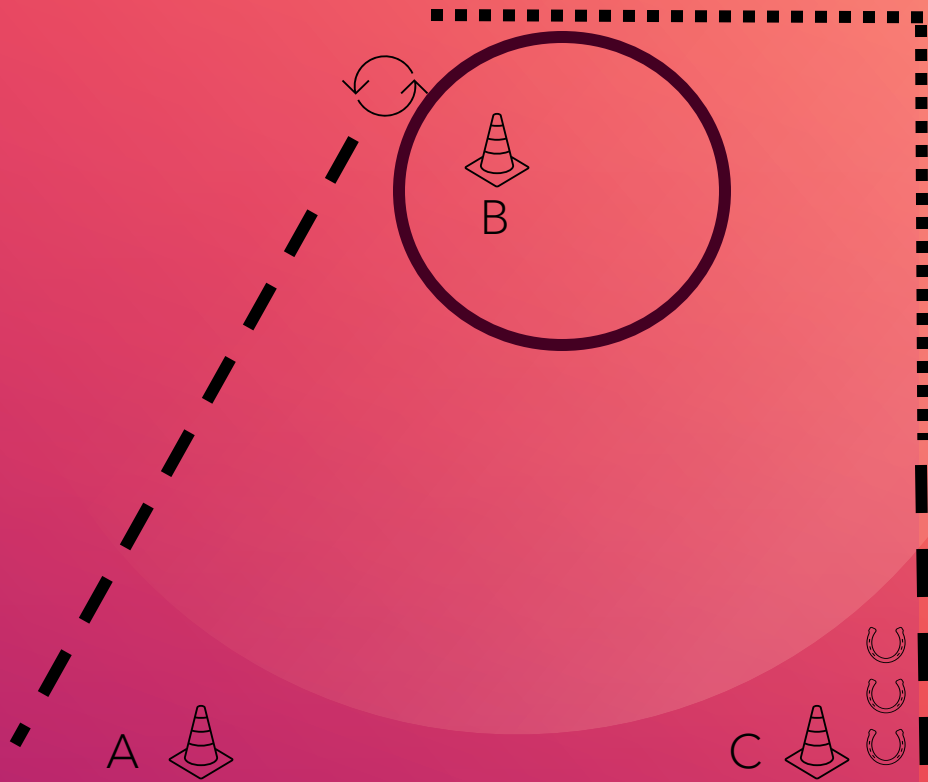
1. Be ready at cone A
2. Back 6 steps
3. 540 degree pivot
4. Walk to B
5. At B extended trot a circle to the right
6. At B normal trot to C and stop
7. Perform a 90 degree turn
8. Trot to Judge
9. Stop & set up for inspection
10. When dismissed 270 degree pivot
11. Exit at an extended trot

HUNT SEAT EQ
ALL WALK/TROT
(YOUTH/AMATEUR)



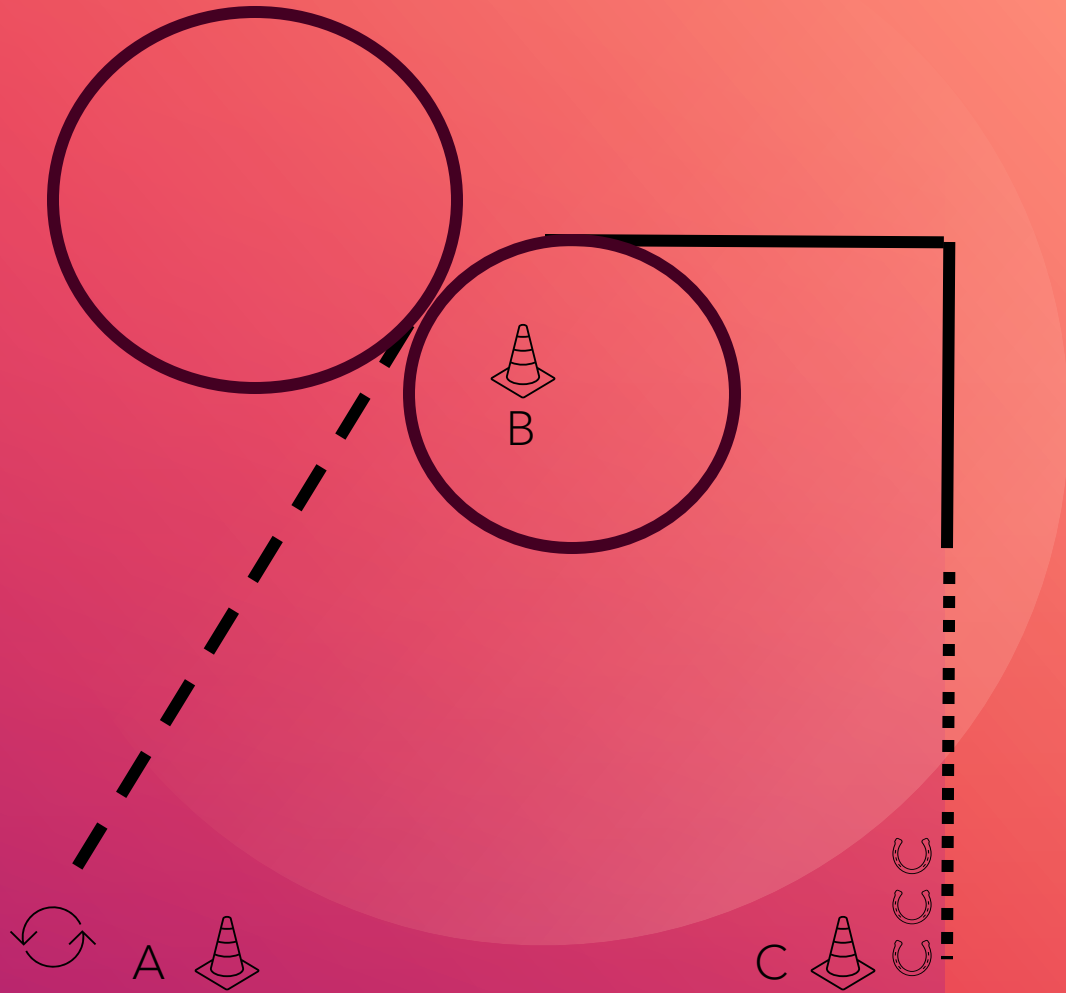
1. Be ready at cone A
2. Trot from A to B on the left diagonal
3. Halt at B and execute a 360 degree turn on the forehand left
4. Back 4 steps
5. Sitting trot from B to C
6. Pattern is done once you pass C

HUNT SEAT EQ
ALL NOVICE CLASSES
(YOUTH / AMATEUR)



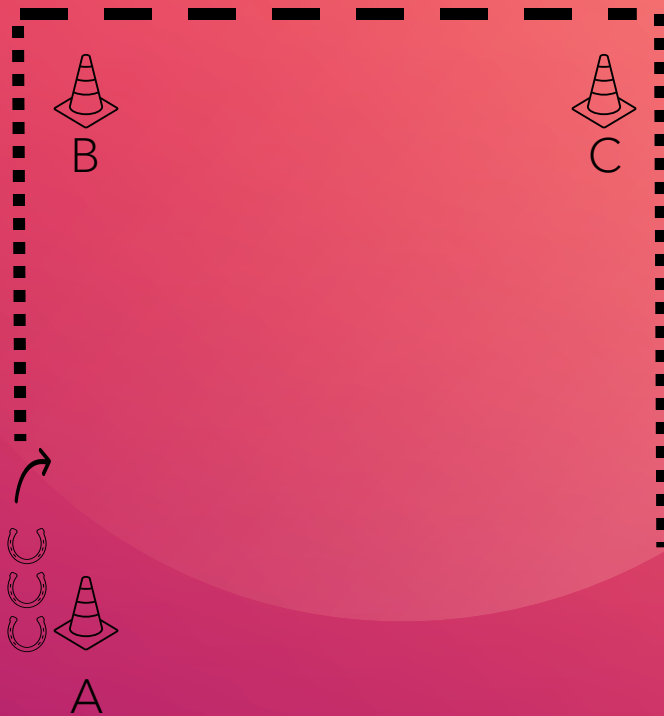
1. Be ready at cone A
2. Trot from A to B on the left diagonal
3. Stop at B and execute a 360 degree turn on the forehand Right
4. Right Lead canter around B
5. Sitting trot from B around to C
6. Half way to C two point trot
7. At C Halt & back 4 steps
8. Exit at the walk

HUNT SEAT EQ YOUTH / AMATEUR



1. Be ready at cone A
2. Turn on the forehand left 360 degrees
3. Trot from A to B on the right diagonal
4. At B left lead canter a large circle
5. Simple or flying lead change onto the right lead in a small circle
6. Right Lead canter a square corner towards C
7. Sitting trot half-way to C
8. Halt & back 4 steps
9. Exit at the walk

HORSEMANSHIP WALK/TROT (YOUTH/AMATEUR)

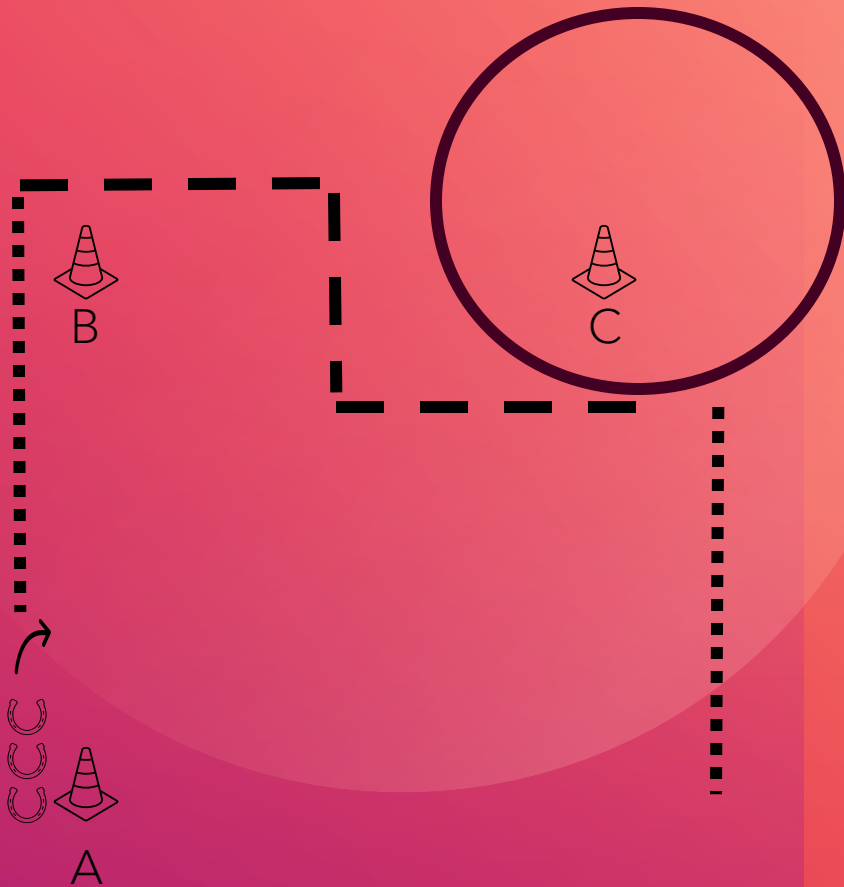


1. Be ready at cone A
2. Back 6 steps
3. 180 degree pivot to the right
4. Jog to and around B
5. Extended jog from B to C
6. At C return to normal jog
7. When equal with A halt, exit at the walk

HORSEMANSHIP

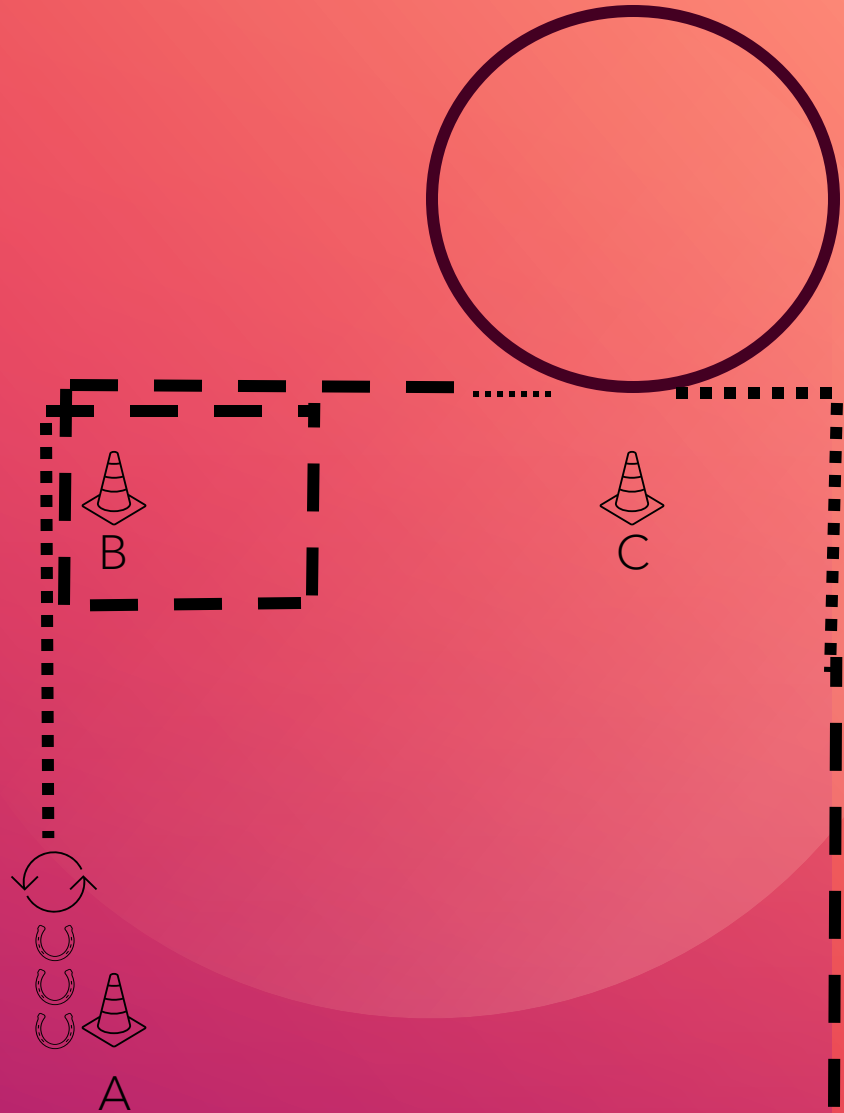
ALL NOVICE

(YOUTH / AMATEUR)



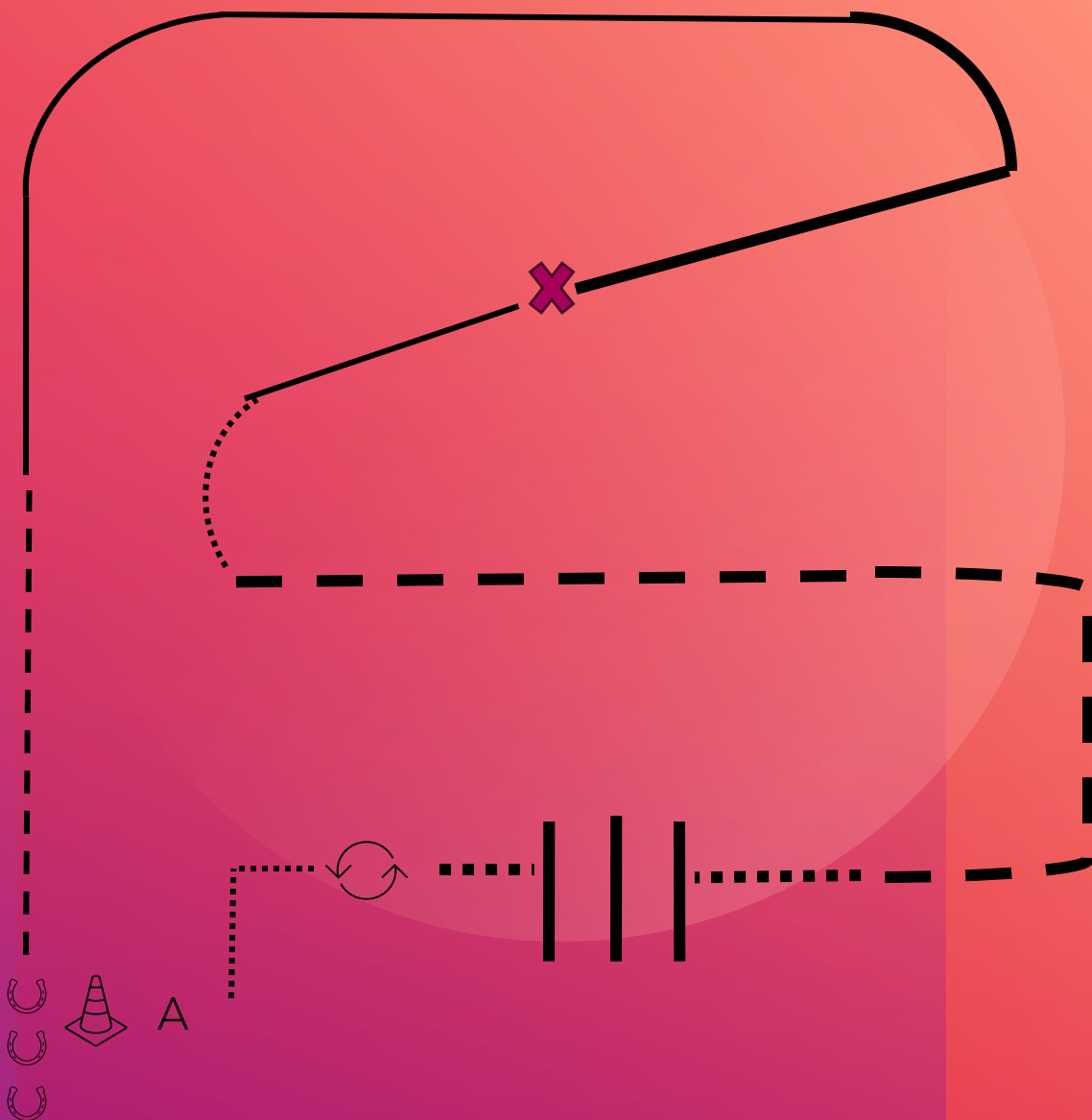
1. Be ready at cone A
2. Back 6 steps
3. 180 degree pivot to the right
4. Jog to and around B
5. Extended jog from B to C as shown
6. Left Lead lope around C
7. At C return to normal jog and square corner right
8. Pattern is complete once pass A

HORSEMANSHIP (YOUTH / AMATEUR)



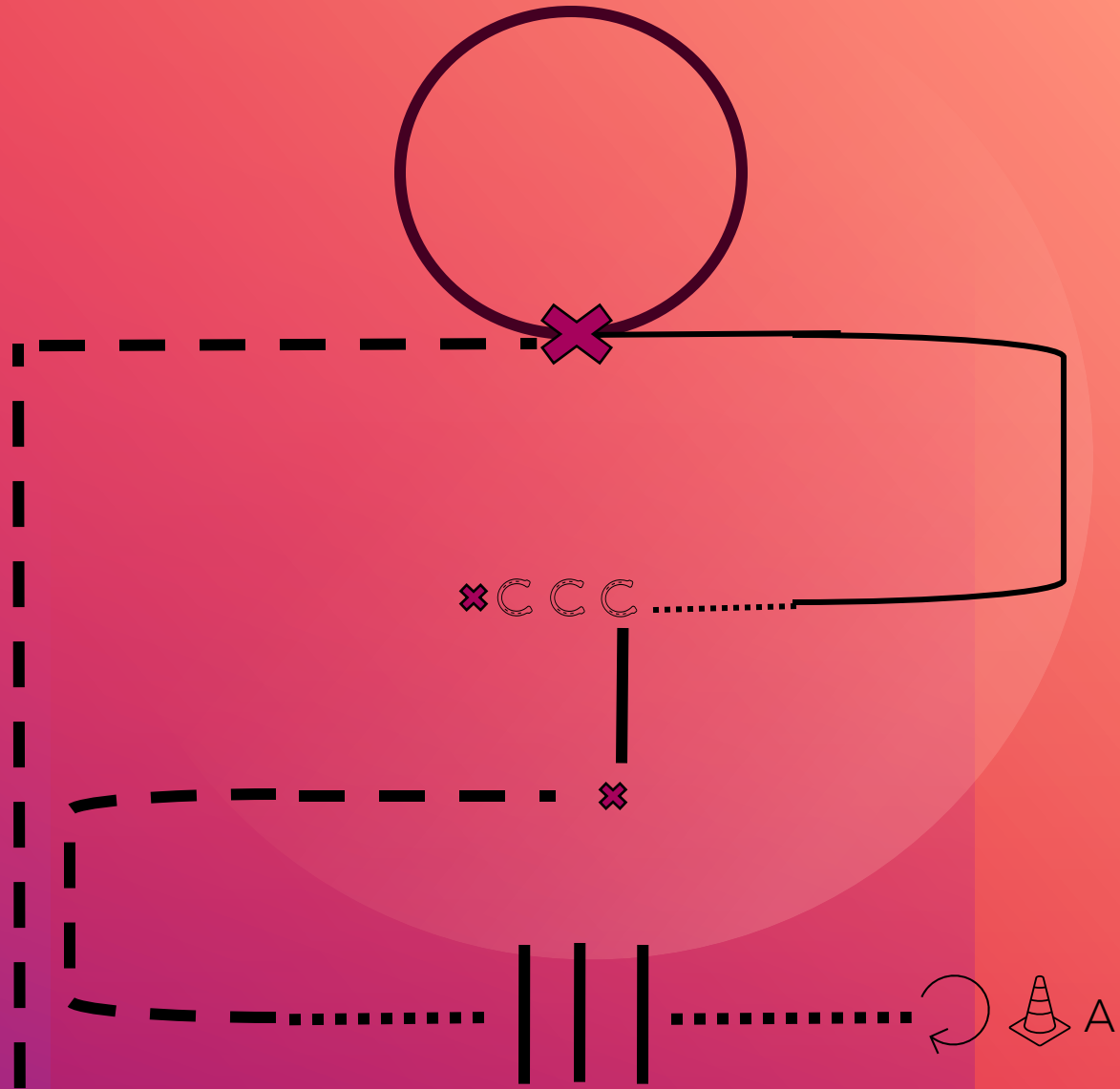
1. Be ready at cone A
2. Back 6 steps
3. 540 degree pivot to the right
4. Jog to B
5. Extended jog a square corner around B continuing towards C
6. Just before C break to a walk
7. At C pick up the extended left lead lope
8. At C jog a square corner towards A
9. Half way to A extend the jog.
Pattern is finished once passed A

ENGLISH VERSATILITY ZONE STAKE



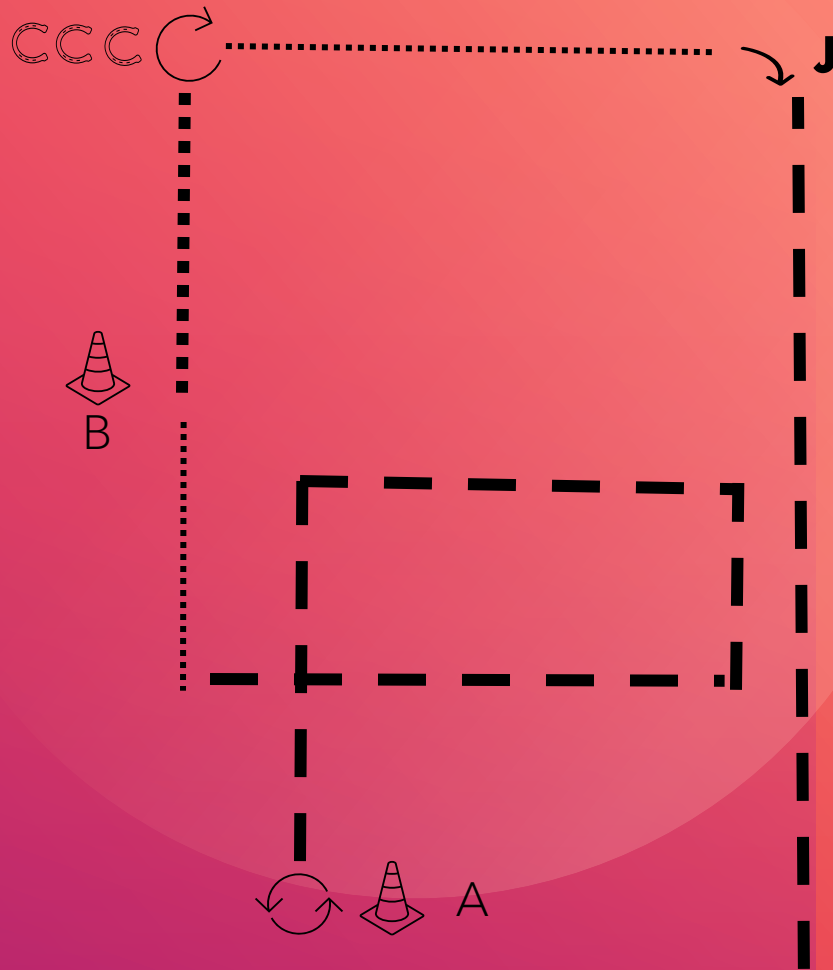
1. Be ready at cone A
2. Back 6 steps
3. Trot on the left diagonal
4. Right lead canter up and around the top of the pattern
5. Hand gallop around the corner
6. Flying or simple lead change and continue at a normal canter
7. Walk 6-8 steps
8. Pick up the extended trot
9. Break down to the normal trot and trot three poles
10. Halt and execute a 360 degree turn to the left on the forehand
11. Stand quietly for 10 seconds
12. Exit at the Walk and the pattern is complete

WESTERN VERSATILITY ZONE STAKE



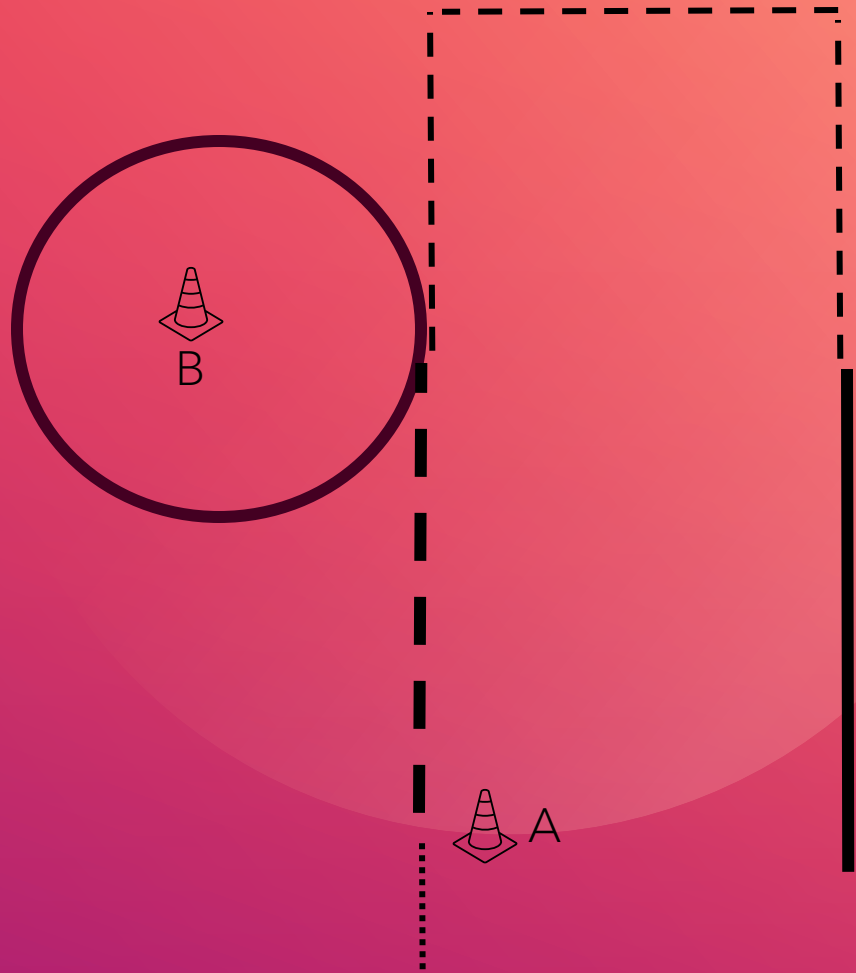
1. Be ready at cone A
2. 270 degree pivot to the right on the haunches
3. Pick up the jog and jog over three poles
4. Extend the jog making two square corners
5. Halt and side pass left over the log
6. Back 4 steps
7. Stand quietly for 10 seconds
8. Extended walk for 2 strides
9. Pick up the left lead lope, at X do a flying or simple lead change.
10. Lope with purpose on the right lead in a circle.
11. Once circle in complete break down to the extended jog, pattern is over once passed cone A

NON PRO VERSATILITY ZONE - POT SHOWMANSHIP



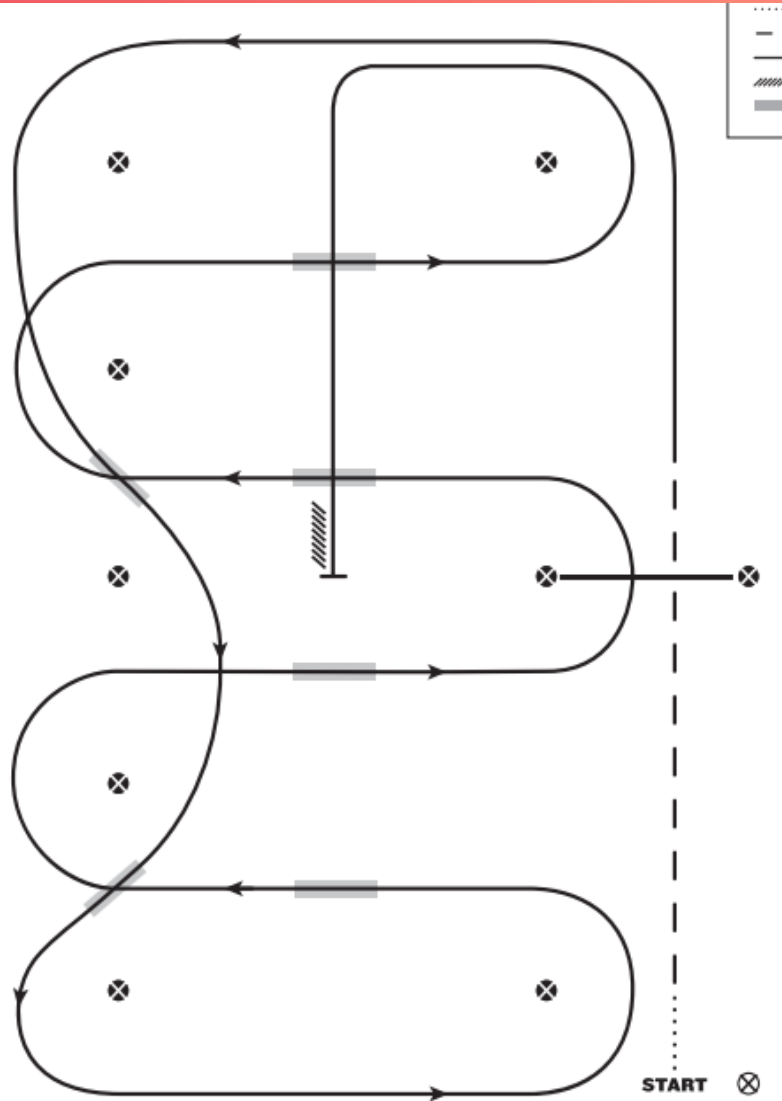
1. Be ready at cone A
2. Perform a 360 degree pivot
3. Extended trot a square to the right pass A.
4. Walk to B
5. At B trot until in line with Judge and perform a 450 degree pivot
6. Back 6-8 steps
7. Walk to judge, stop & set up for inspection
8. When dismissed, perform a 90 degree pivot
9. Exit at an extended Trot

NON PRO VERSATILITY ZONE - POT HUNT SEAT EQ



1. Be ready before cone A
2. Two point trot from A to B
3. At B, pick up the right lead canter and complete a circle around B
4. Break down to a sitting trot and complete two square corners
5. In line with B, pick up the left lead and continue riding pass A.
6. Pattern is complete once passing A

GREEN WESTERN RIDING PATTERN 1

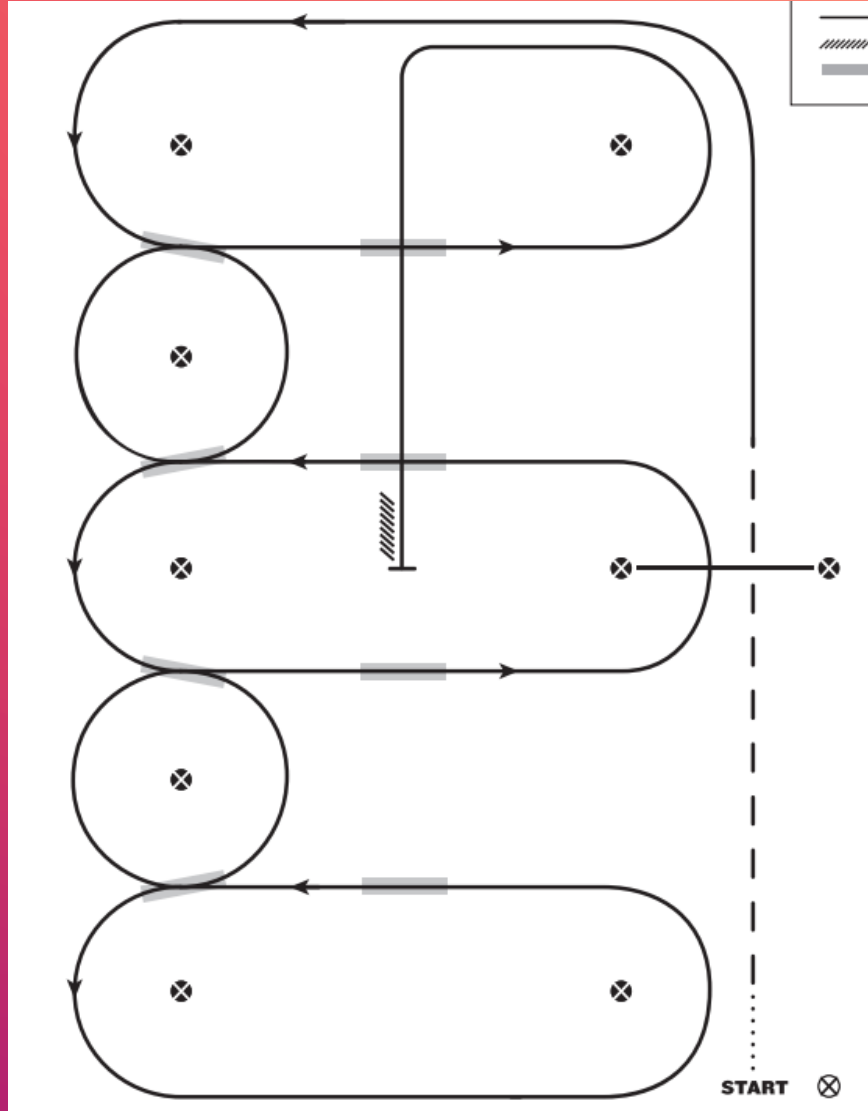


LEGEND

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

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

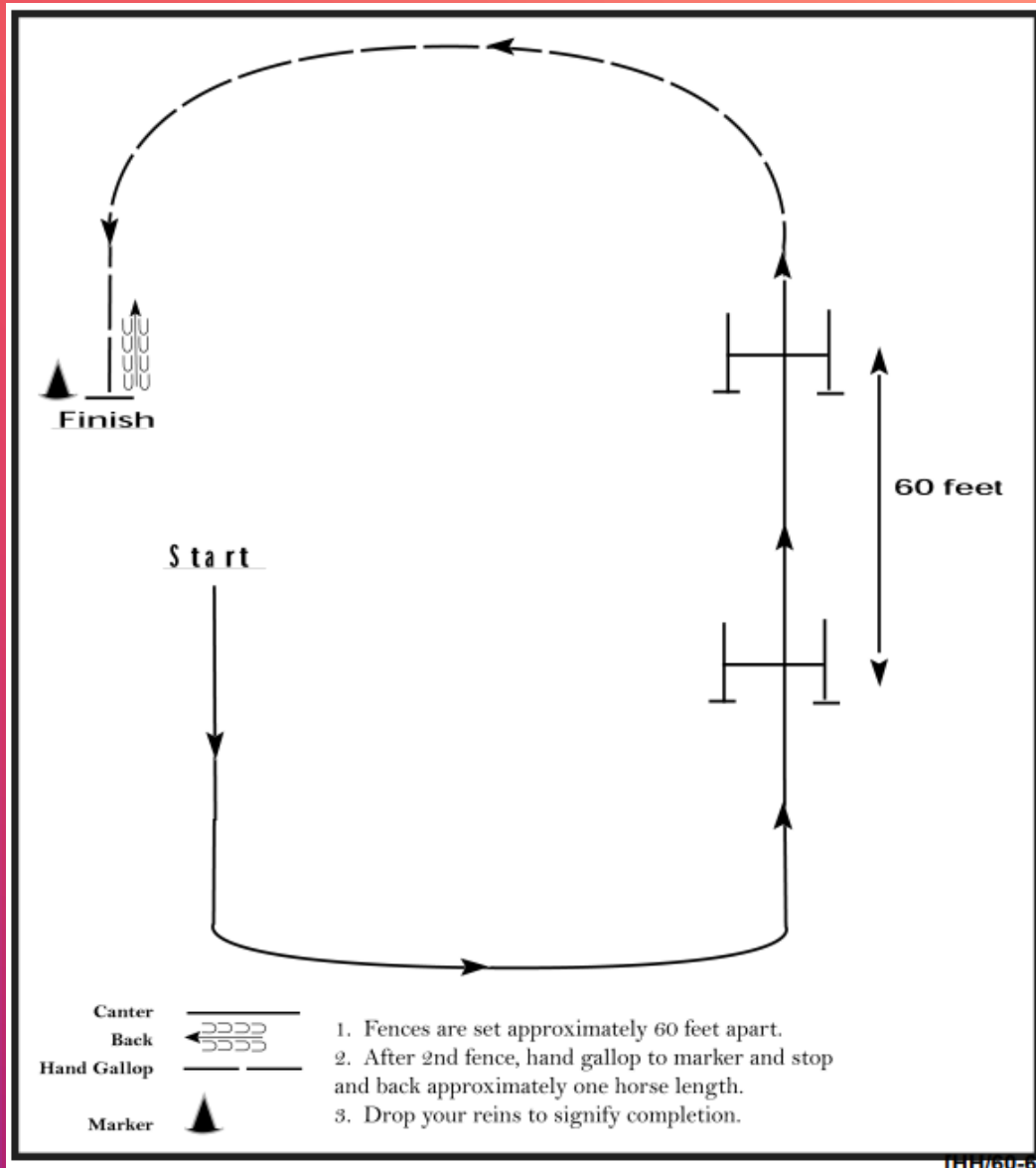


LEGEND

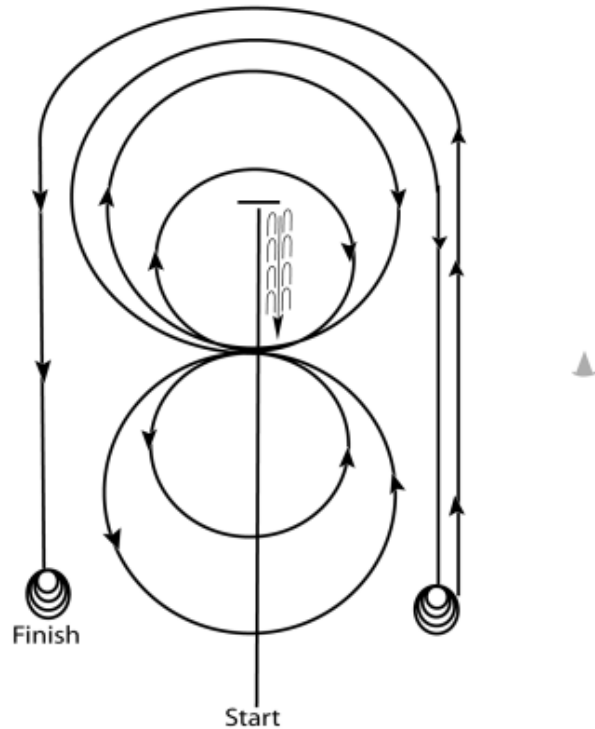
.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

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

HUNTER HACK OPEN, YOUTH, AMATEUR



RANCH REINING OPEN, YOUTH, AMATEUR



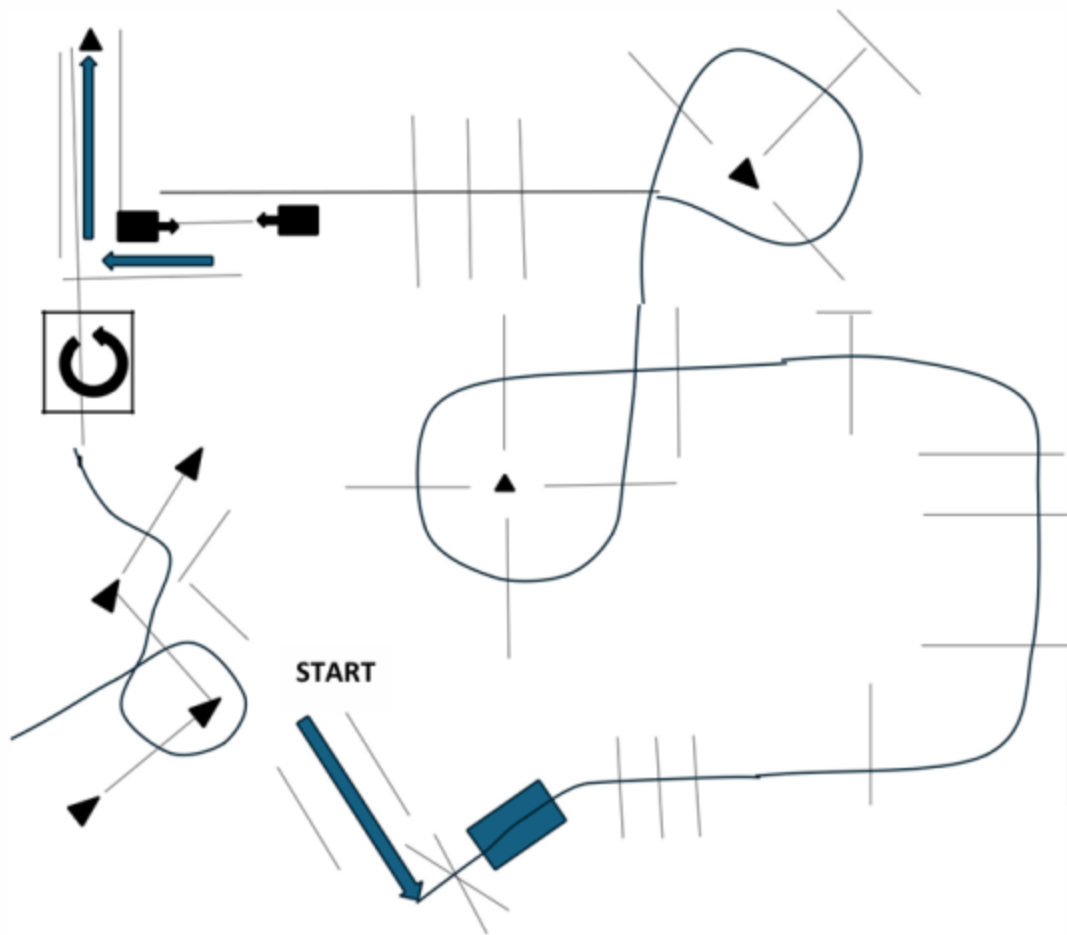
Pattern 1

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, big fast circle, small slow circle.
4. Change leads to left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 turns to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 turns to the left.
10. Hesitate to complete pattern.

All In Hand

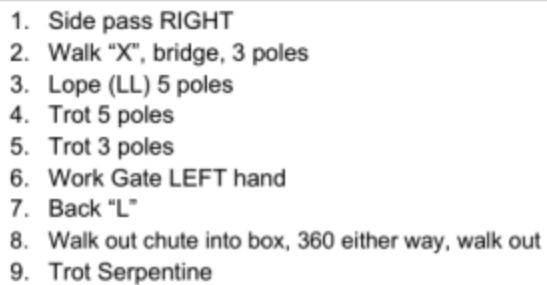
TRAIL

All Walk Trot



1. Side pass RIGHT
2. Walk "X", bridge, 3 poles
3. Trot 5 poles
4. Trot 5 poles
5. Trot 3 poles
6. Trot 3 poles
7. Work Gate LEFT hand
8. Back "L"
9. Walk out chute into box, 360 either way, walk out
10. Trot Serpentine

Green, Novice Youth, Novice Amateur, All Breed



Open, Amateur, Youth

