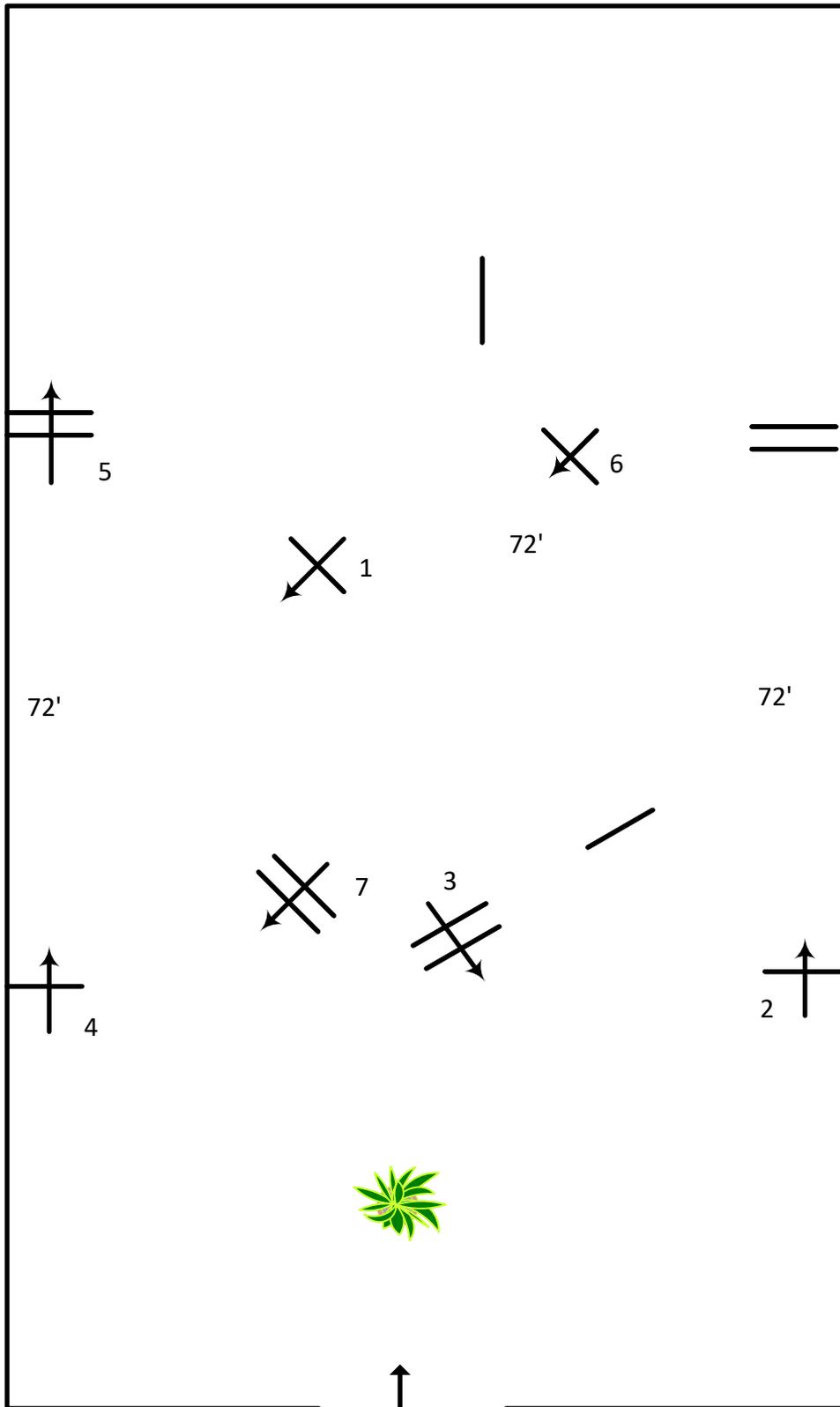


AQHA Show Your Colors

AQHA
1008. Level 1 Am Equitation
1009. Level 1 Yth Equitation
1010. Select Am Equitation

Fences 1 - 7



Course Designer:
David Warner

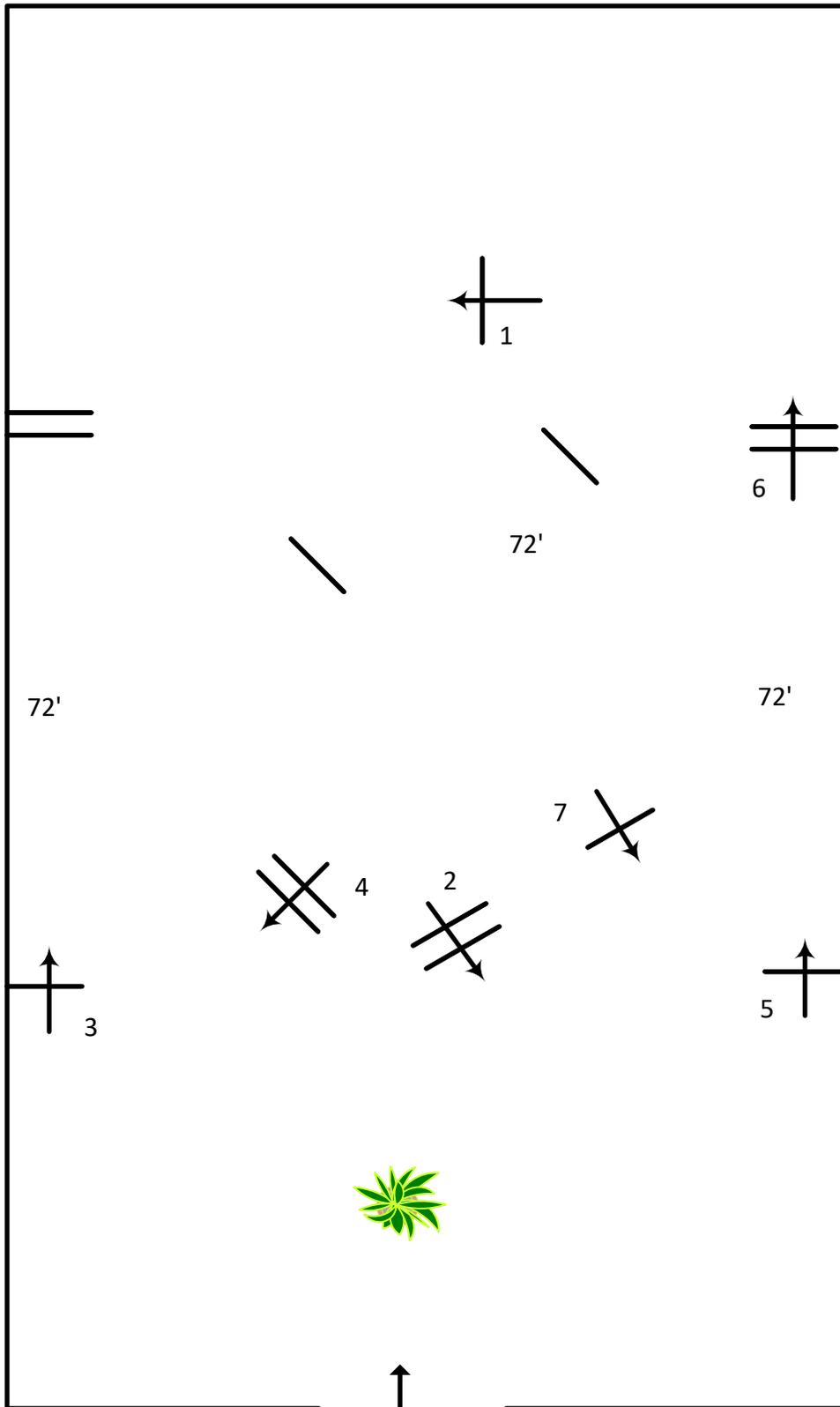
In Gate

Thursday
Mustang
Arena

AQHA Show Your Colors

AQHA
1011. Am Equitation
1012. Yth Equitation

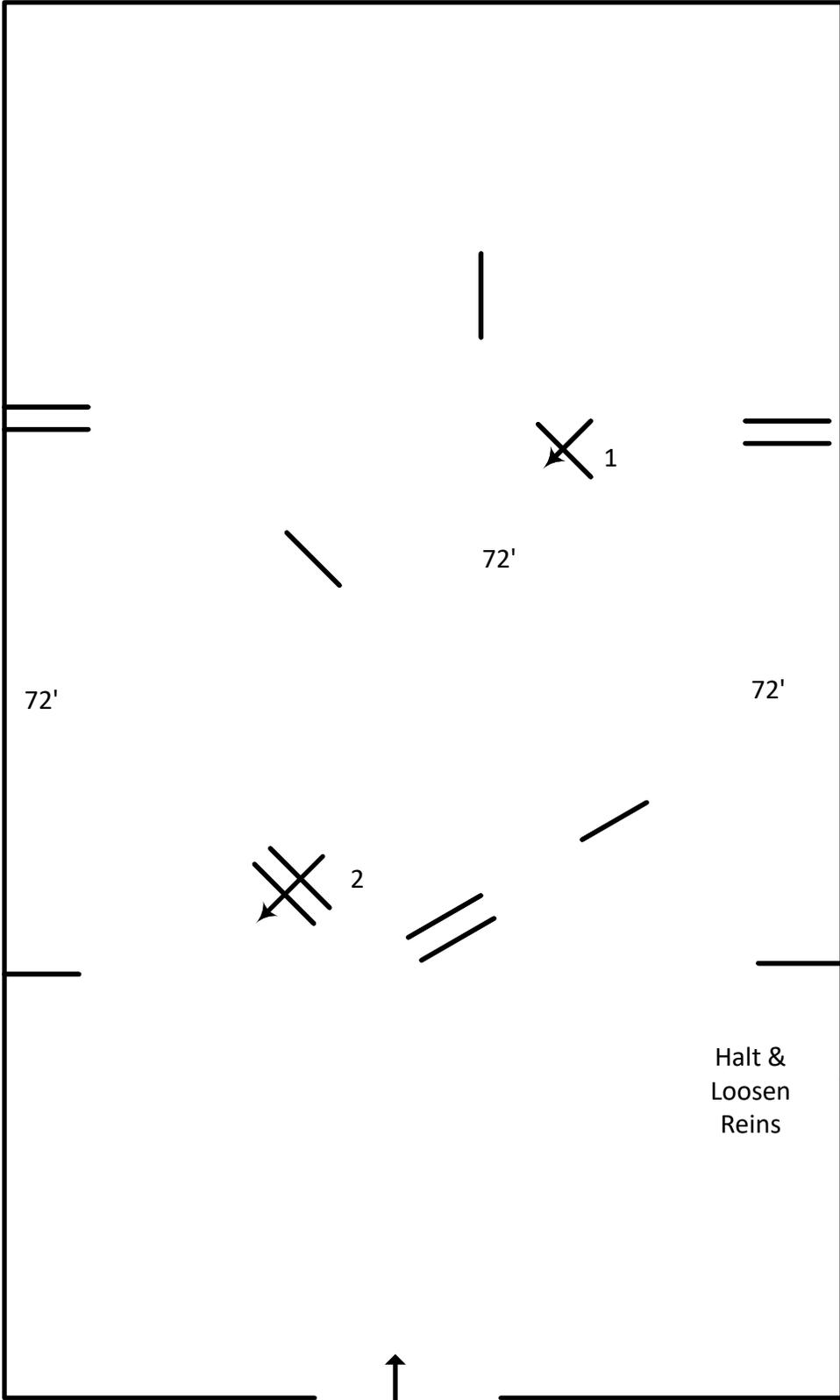
Fences 1 - 7



Course Designer:
David Warner

In Gate

Thursday
Mustang
Arena



AQHA
Show Your
Colors

All Hunter Hacks

** Halt and
Loosen Reins at
Marker**

Fences 1 - 2

Halt &
Loosen
Reins



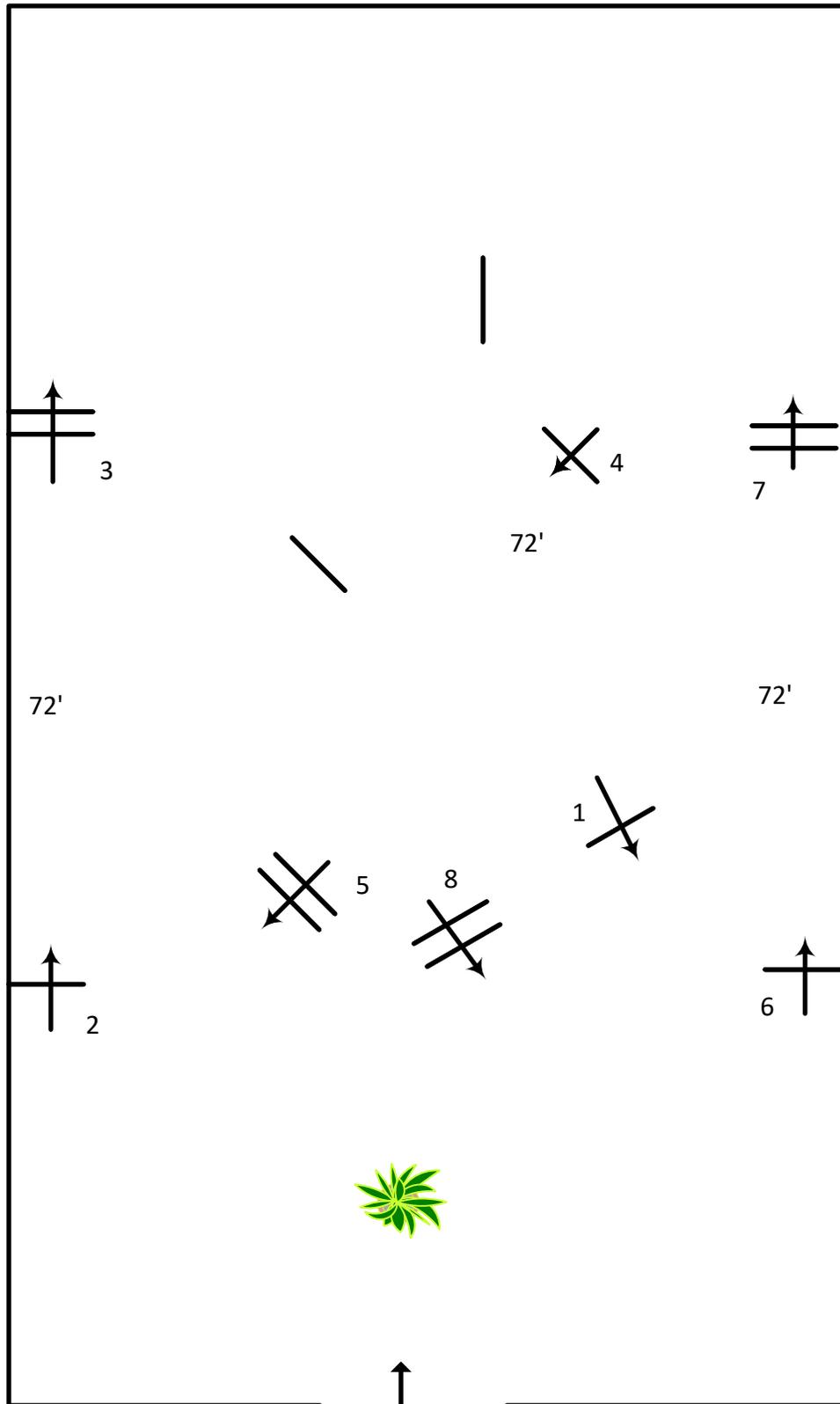
Course Designer:
David Warner

In Gate
↑

Thursday
Mustang
Arena

AQHA Show Your Colors

- 1000. Level 1 Working Hunter
- 1001. Progressive Working Hunter
- 1003. Level 1 Am Working Hunter
- 1004. Level 1 Yth Working Hunter
- 1005. Select Am Working Hunter



Fences 1 - 8

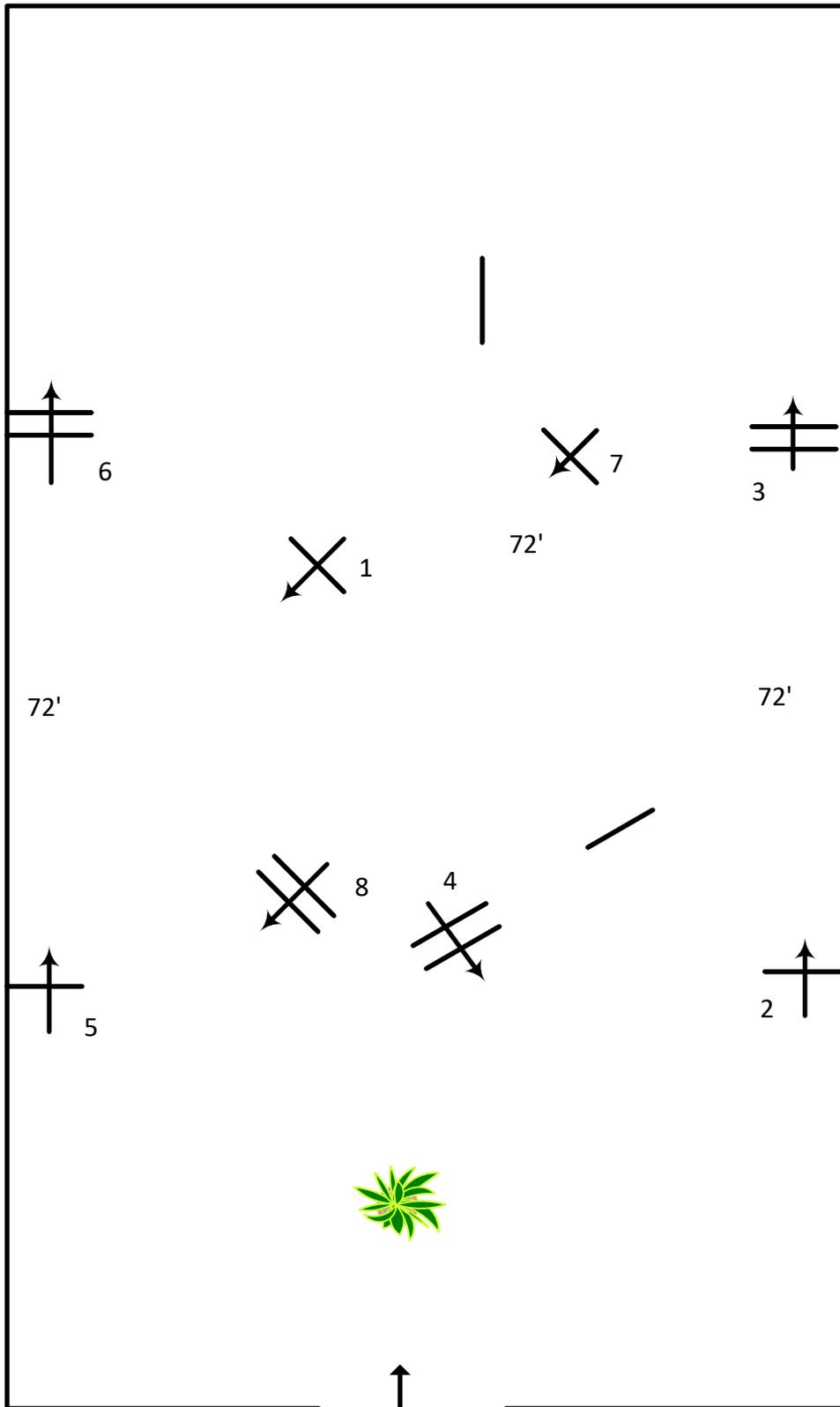
Course Designer:
David Warner

In Gate

Thursday
Mustang
Arena

AQHA Show Your Colors

AQHA
1002. Open Working Hunter
1006. Am Working Hunter
1007. Yth Working Hunter



Fences 1 - 8

Course Designer:
David Warner

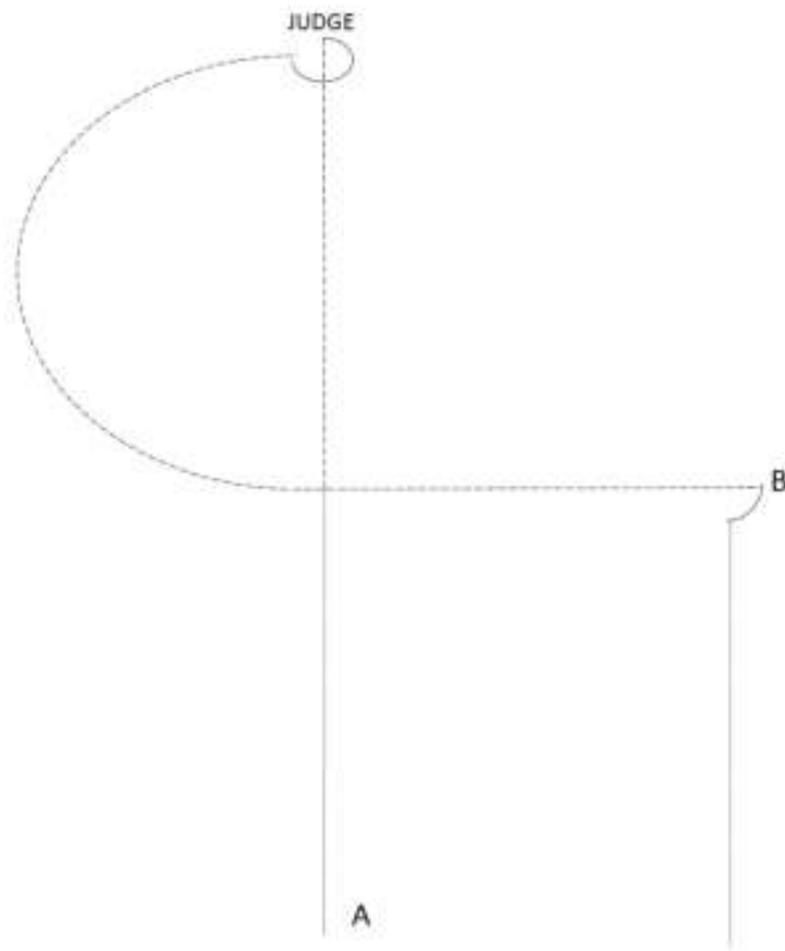
Thursday
Mustang
Arena

AQHA Show Your Colors – Showmanship

1052. Youth Walk Trot

1056. EWD W/T

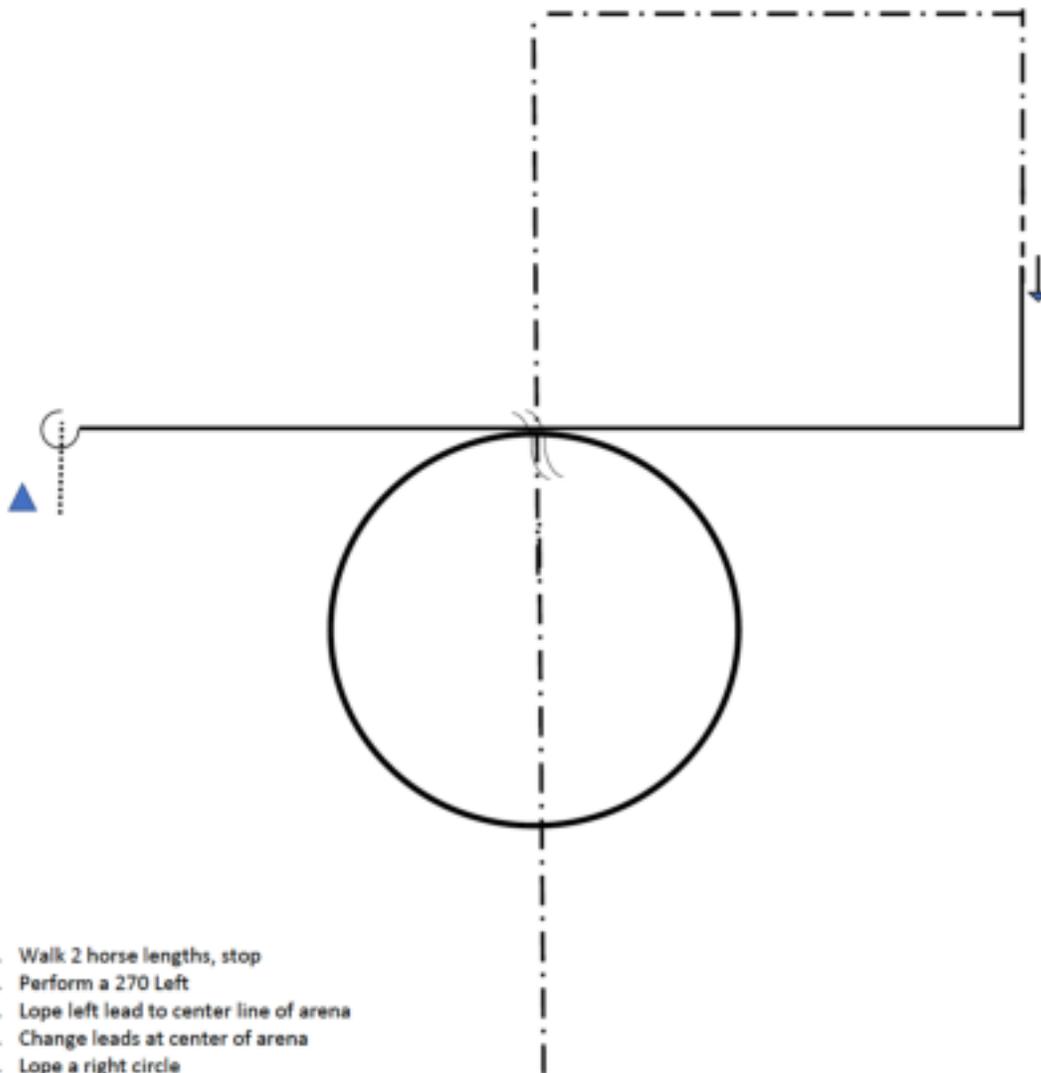
SYC Youth W/T Showmanship



1. Begin at A. Walk until even with B
2. Trot to Judge and stop
3. Set Up
4. Inspection by Judge
5. When Excused, perform a 270 turn
6. Trot $\frac{1}{2}$ circle to the left continuing to B
7. 90 degree turn and walk to exit

AQHA Show Your Colors – Horsemanship

1137. L1 Amateur
1140. L1 Youth
1141. Youth 13 & U



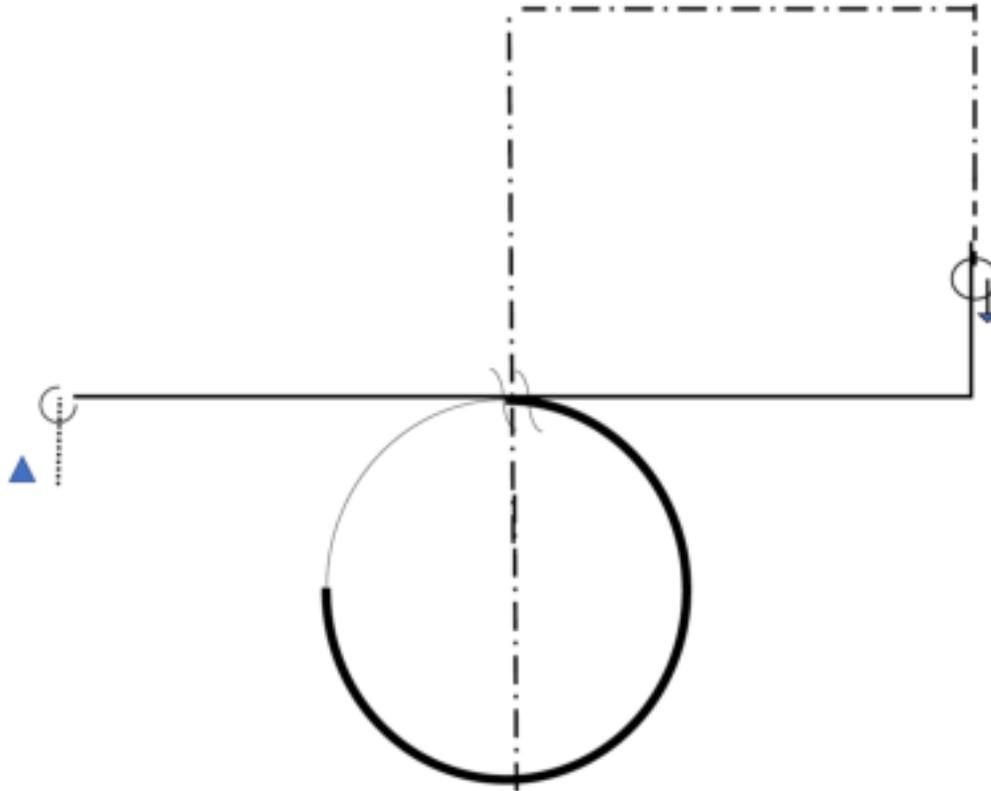
1. Walk 2 horse lengths, stop
2. Perform a 270 Left
3. Lope left lead to center line of arena
4. Change leads at center of arena
5. Lope a right circle
6. Counter canter a corner on the right lead
7. Stop, Back one horse length, jog 2 horse lengths
8. Extend the jog and perform 2 square corners taking you down the vertical center line of the arena to exit
9. Pattern is complete after crossing center of arena

AQHA Show Your Colors – Horsemanship

1138. Amateur

1139. Amateur Select

1142. Youth 14-18

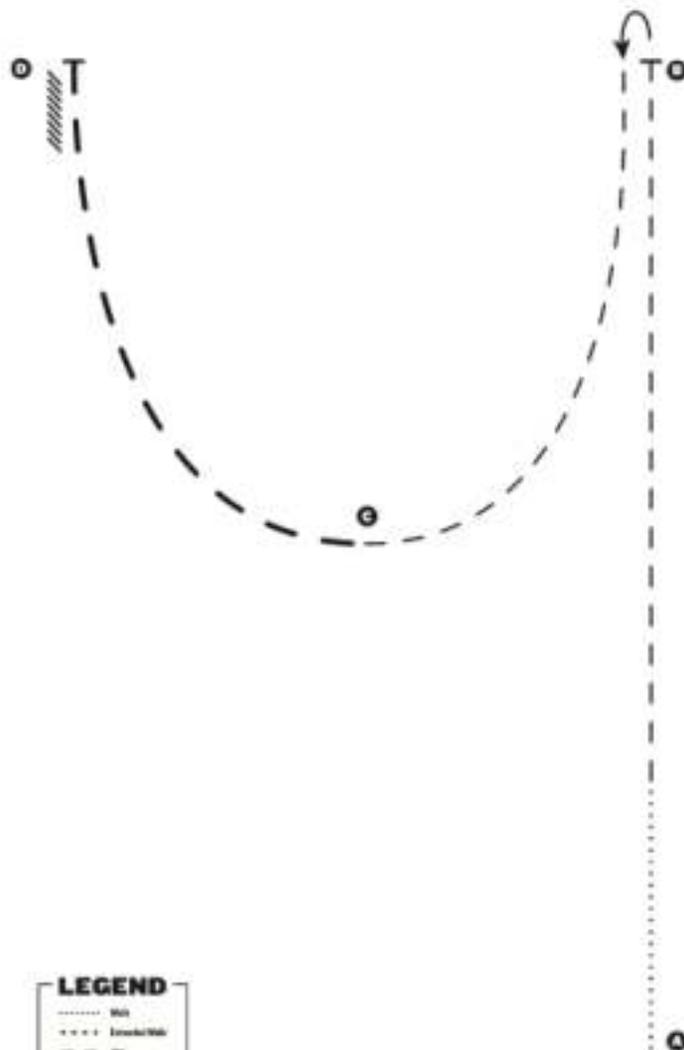


1. Walk 2 horse lengths, stop
2. Perform a 270 turn Left
3. Lope left lead to center line of arena , change leads at center of the arena
4. Extend the lope for $\frac{1}{2}$ of a circle
5. Collect the Lope at $\frac{1}{4}$ point of circle
6. Counter canter a corner on the right lead
7. Stop, perform a 360 turn right
8. Back one horse length, jog 2 horse lengths
9. Extend the jog and perform 2 square corners taking you down the vertical center line of the arena to exit
10. Pattern is complete after crossing center of arena

AQHA Show Your Colors – Horsemanship

1133. Youth Walk Trot

1129. EWD W/T

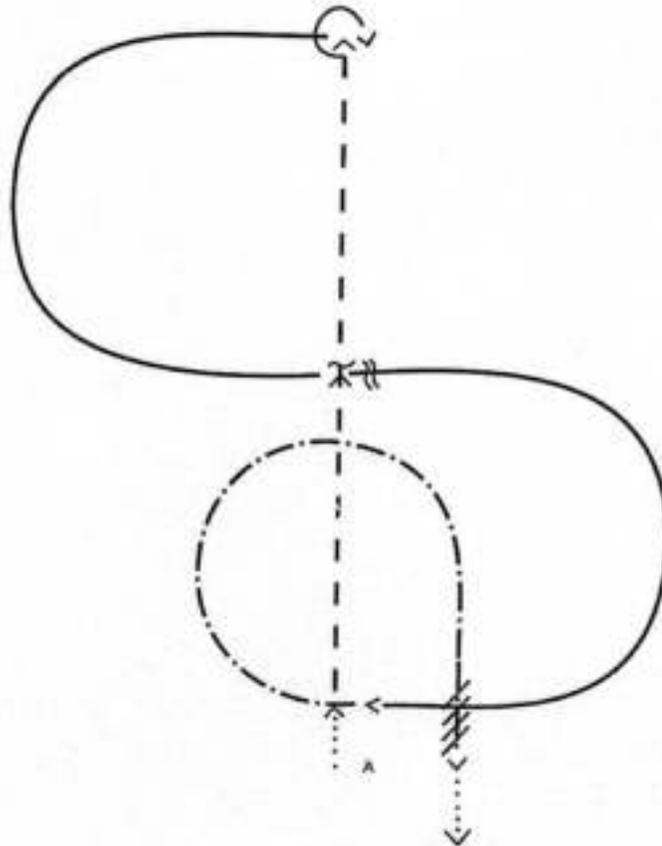


Be ready at A.

1. Walk approximately two strides
 2. Jog to B.
 3. Stop and perform a 180° turn left.
 4. Jog a half circle to C.
 5. Extend the jog to D.
 6. Stop at D and back approximately one horse length.
- Follow the instructions of your ring steward.

AQHA Show Your Colors – Hunt Seat Equitation

- 1031. Level 1 Youth
- 1032. Youth
- 1033. Level 1 Amateur
- 1034. Amateur
- 1035. Amateur Select



KEY

.....	WALK
-----	POSTING TROT
-----	SITTING TROT
-----	EXTENDED TROT
	2 POINT TROT
-----	CANTER
-----	HAND GALLOP
//////	BACK
~	CHANGE LEADS
~~~~~	SIDEPASS
~	CHANGE DIAGONALS
----->	LEG YIELD
A	MARKER

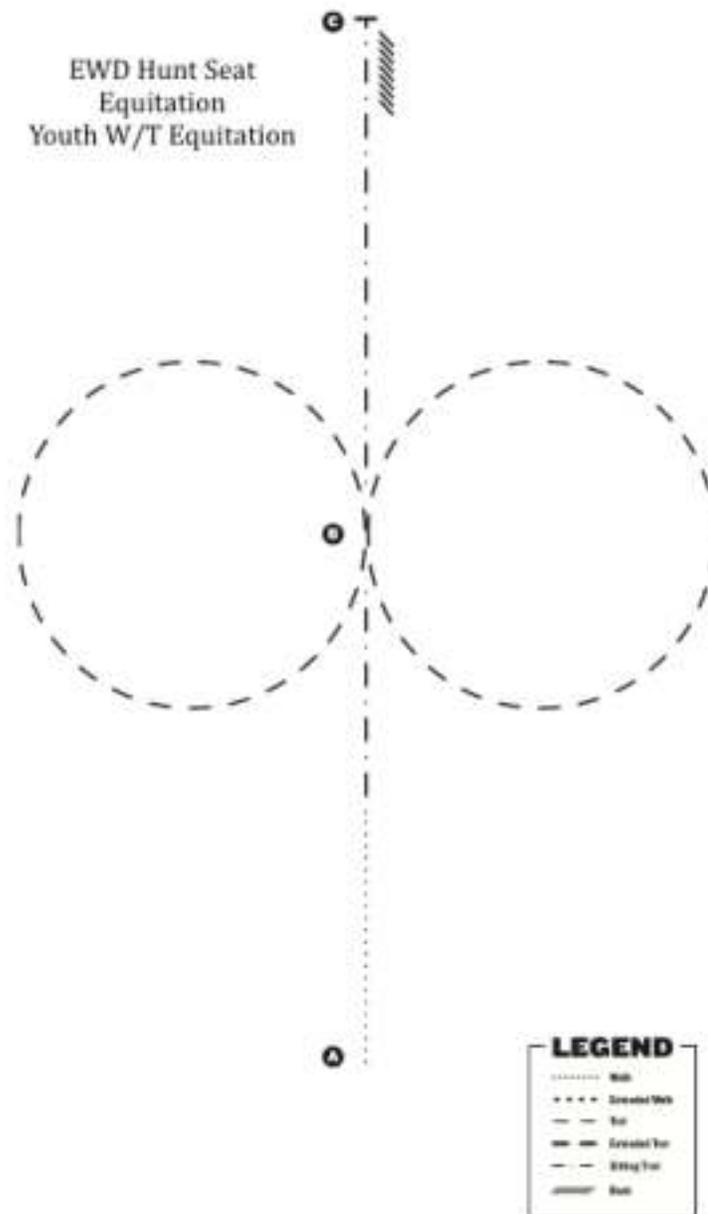
## INSTRUCTIONS

1. Begin at A. Walk one horse length.
2. Trot a straight line, posting first on the left diagonal. Change diagonals half way.
3. Continue at the posting trot. Stop.
4. 270-degree forehand turn right.
5. Left lead canter half circle. At A, change leads (simple).
6. Right lead canter half circle to A.
7. At A, break to a sitting trot in a small circle to the right. At A, stop.
8. Back. Walk forward one horse length. Pattern complete. Exit at a walk.

# AQHA Show Your Colors – Hunt Seat Equitation

1028. EWD W/T

1030. Youth W/T



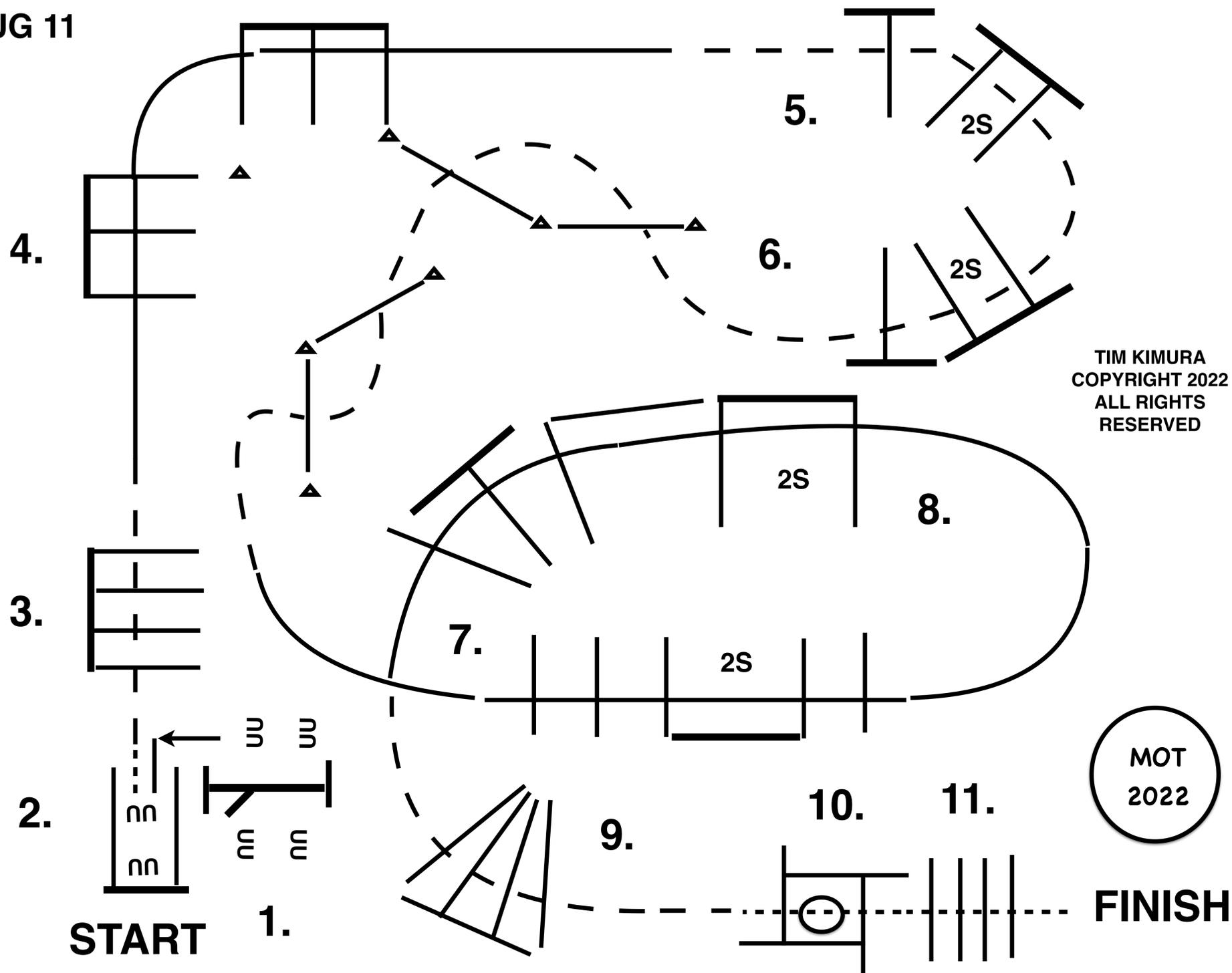
1. Be ready at A, walk approximately two horse lengths
2. Sitting trot to B
3. At B, posting trot left diagonal a circle to the right
4. Close circle, change diagonals and trot a circle to the left
5. At B, sitting trot to C
6. At C, halt
7. Back approximately one horse length, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

**2022 SHOW  
YOUR COLORS**

**SELECT - JUNIOR HORSES  
AMATEUR - SENIOR HORSES**

**THURSDAY  
AUG 11**



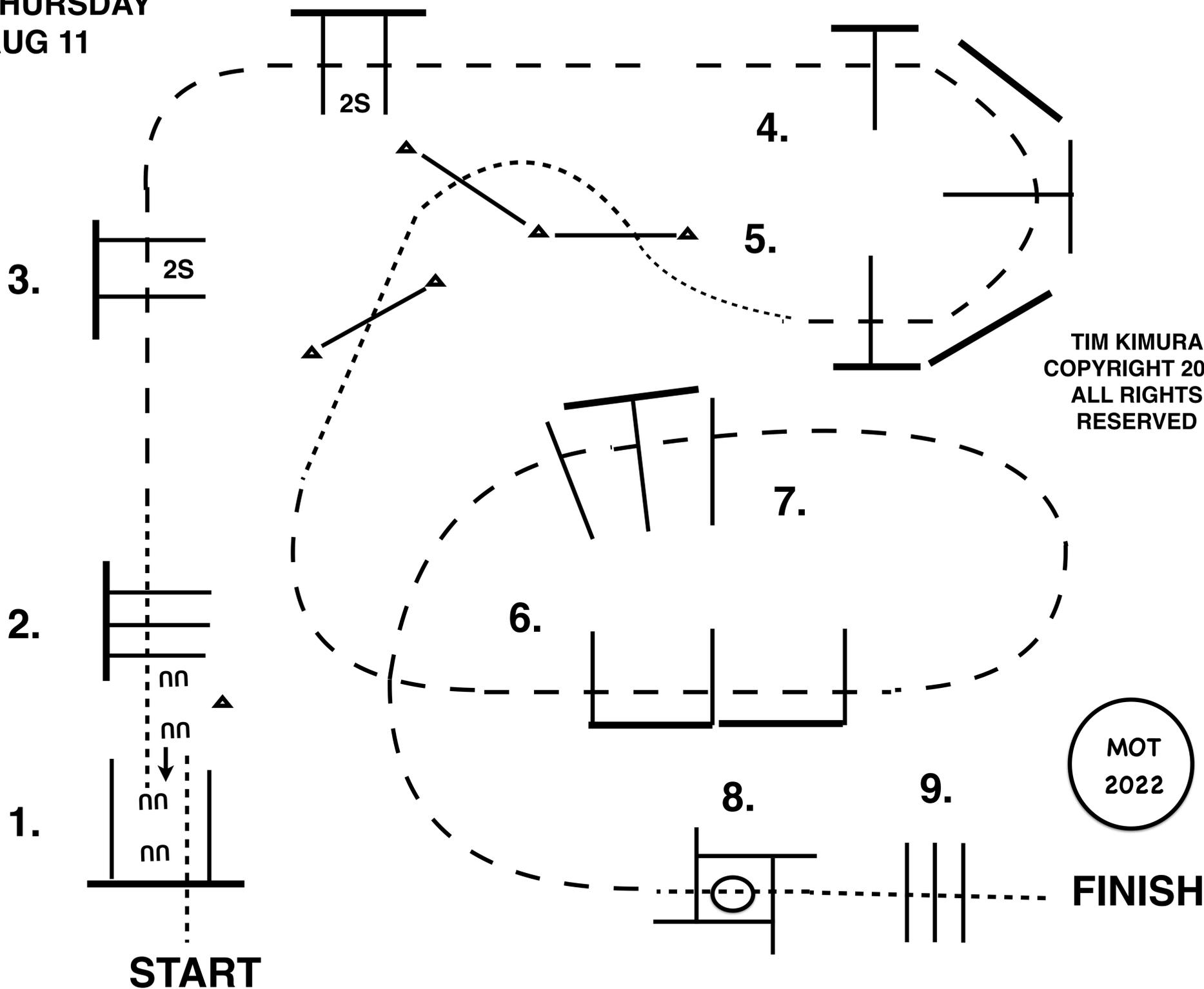
TIM KIMURA  
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1. WORK GATE RIGHT HAND.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK FORWARD, THEN JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES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

**2022 SHOW  
YOUR COLORS**

**EWD W/T INDEPENDENT  
EWD W/T SUPPORTED  
YOUTH WALK TROT**

**THURSDAY  
AUG 11**

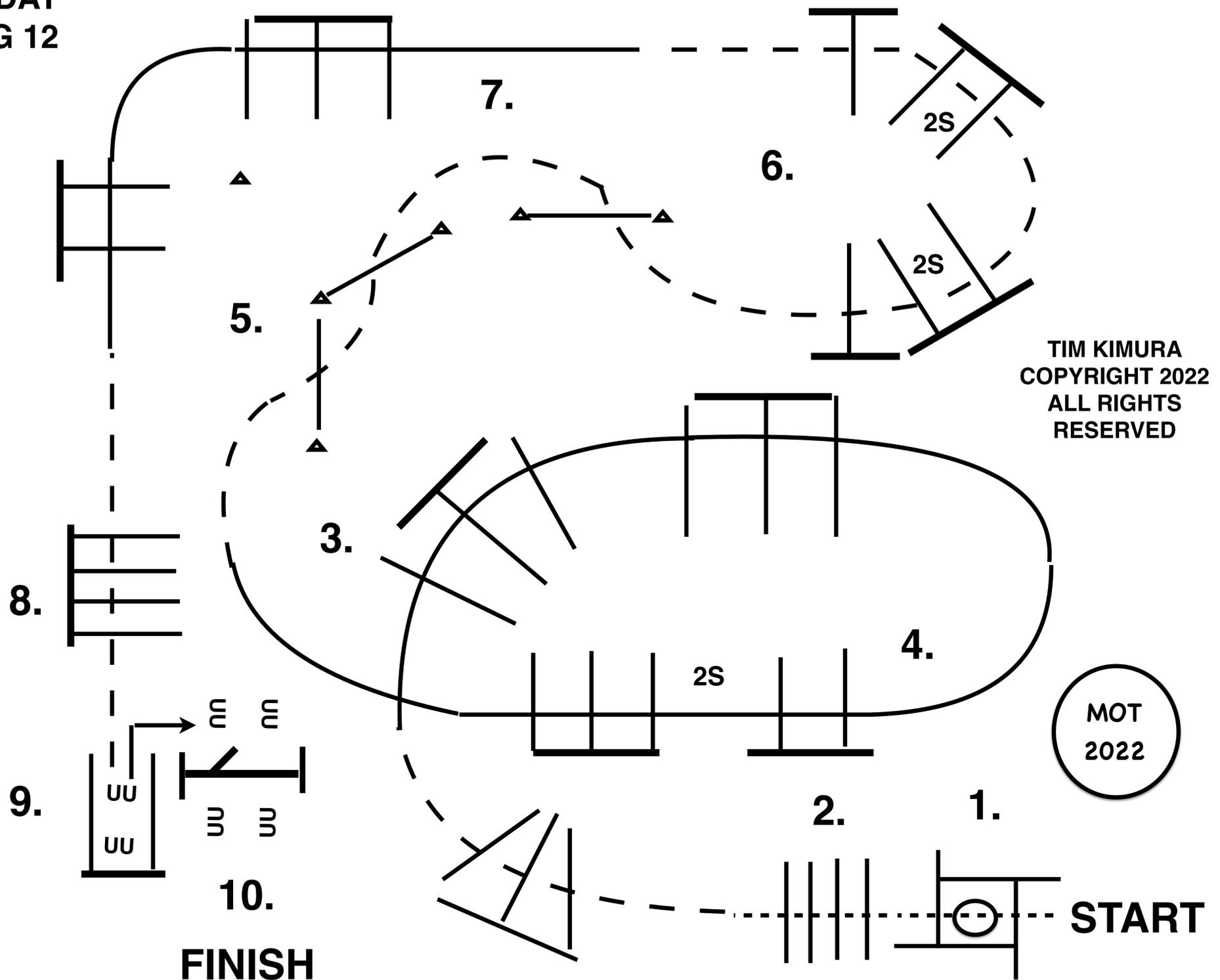


1. WALK OVER AND BETWEEN POLES, AND WALK UP TO CONE, THEN BACK BETWEEN POLES, AND WALK OUT.
2. WALK OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE WALK OVER POLES.
6. JOG OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. WALK OVER POLES.

**2022 SHOW  
YOUR COLORS**

**L1 YOUTH - YOUTH TRAIL  
L1 SENIOR - L1 AMATEUR TRAIL  
L1 JUNIOR TRAIL**

**FRIDAY  
AUG 12**



1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG UP TO POLES, DONT STOP, JUST BREAK TO THE WALLK, WALK OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES, JOG BETWEEN CONES.
6. JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. JOG INTO CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER AND UP TO GATE.
10. WORK GATE: LEFT HAND, OPEN GATE, WALK OVER POLE AND CLOSE GATE.

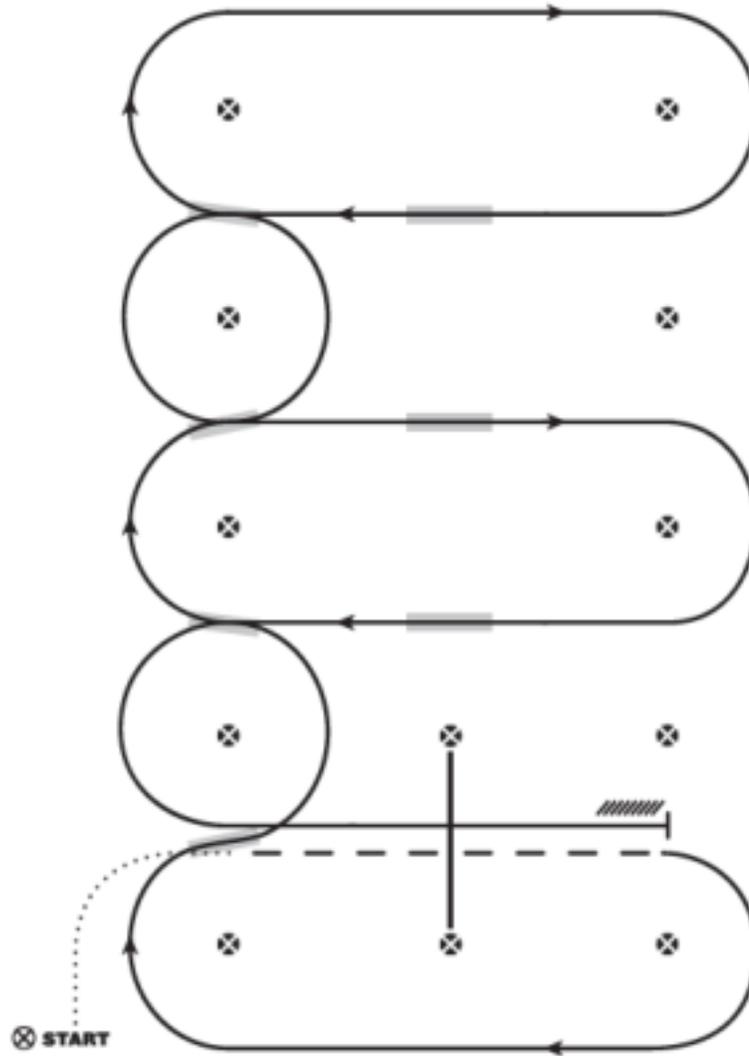
# AQHA Show Your Colors – Western Riding

1113. Junior  
1119. Amateur Select

1115. Youth  
1120. Senior

1118. Amateur

## WESTERN RIDING - PATTERN 4



- I. 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
- II. Lope, stop & back

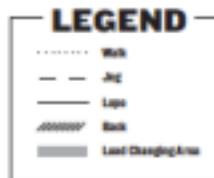
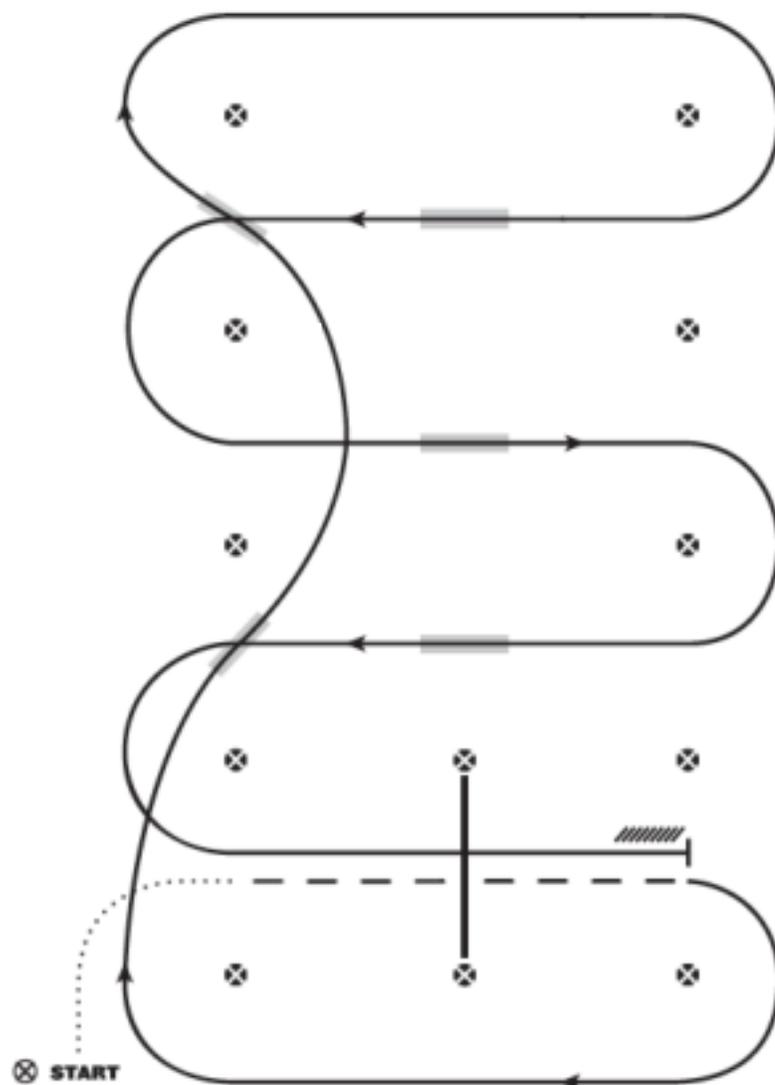
# AQHA Show Your Colors – Western Riding

1114. L1 Youth

1116. L1 Open

1117. L1 Amateur

## LEVEL I WESTERN RIDING PATTERN 4



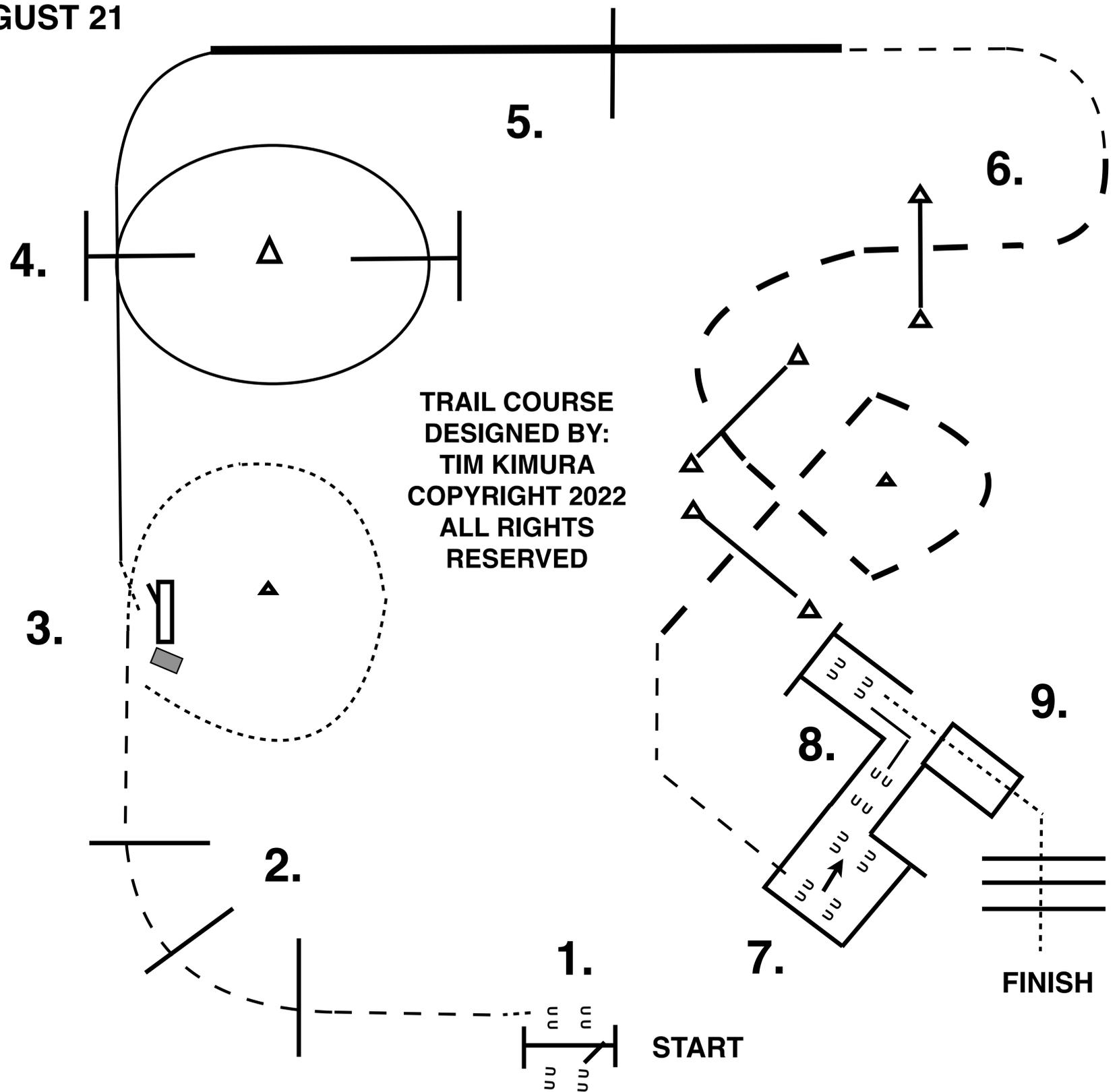
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change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

Revised 06-07-2023

# 2022 SHOW YOUR COLORS

# RANCH TRAIL OPEN - AMATEUR - YOUTH

SUNDAY, AUGUST 21

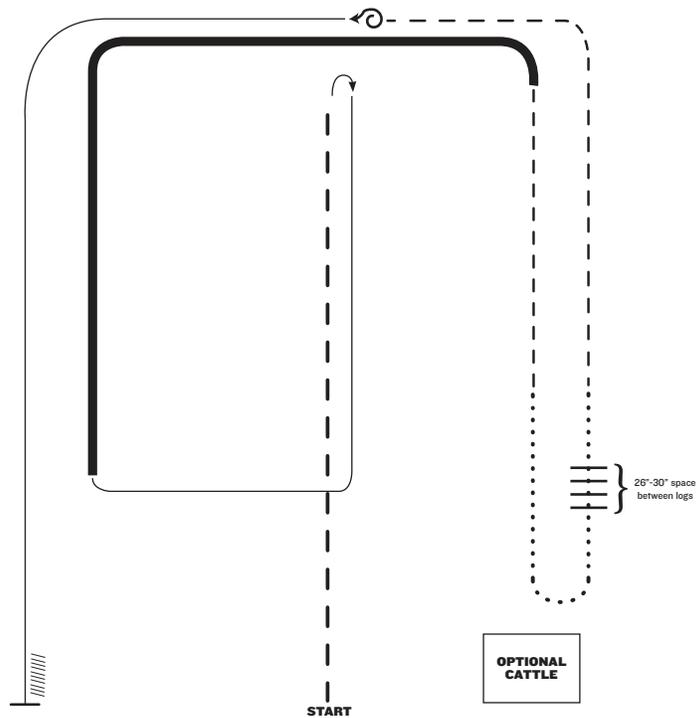


1. WORK GATE: LEFT HAND PUSH OPEN AND CLOSE GATE.
2. WALK FORWARD, THEN TROT OVER LOGS.
3. TROT UP TO ROPE, DRAG LOG TO THE RIGHT (WALK OR TROT) HANG BACK ROPE  
YOUTH TRAIL PICK UP OBJECT JOG AROUND CONE, RETURN OBJECT BACK TO HOOK.
4. WALK FORWARD, THEN LOPE OVER LOGS RIGHT LEAD..
5. EXTEND THE LOPE OVER SINGLE LOG.
6. BREAK TO THE TROT, AS YOU TURN THE CORNER, EXTEND THE TROT BETWEEN CONES  
AND EXTEND THE TROT OVER LOGS.
7. COLLECT THE TROT, TROT INTO BOX AND STOP, THEN SIDE PASS LEFT, INSIDE BOX.
8. MOVE/TURN HORSE TO THE RIGHT, AND BACK "L" BETWEEN LOGS.
9. WALK OUT CHUTE, WALK OVER BRIDGE, AND WALK OUT OVER LOGS.

# AQHA Show Your Colors – Ranch Riding

1800-1804, ALL Ranch Riding

## RANCH RIDING – PATTERN 15



- I. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
- II. Lope left lead
12. 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.