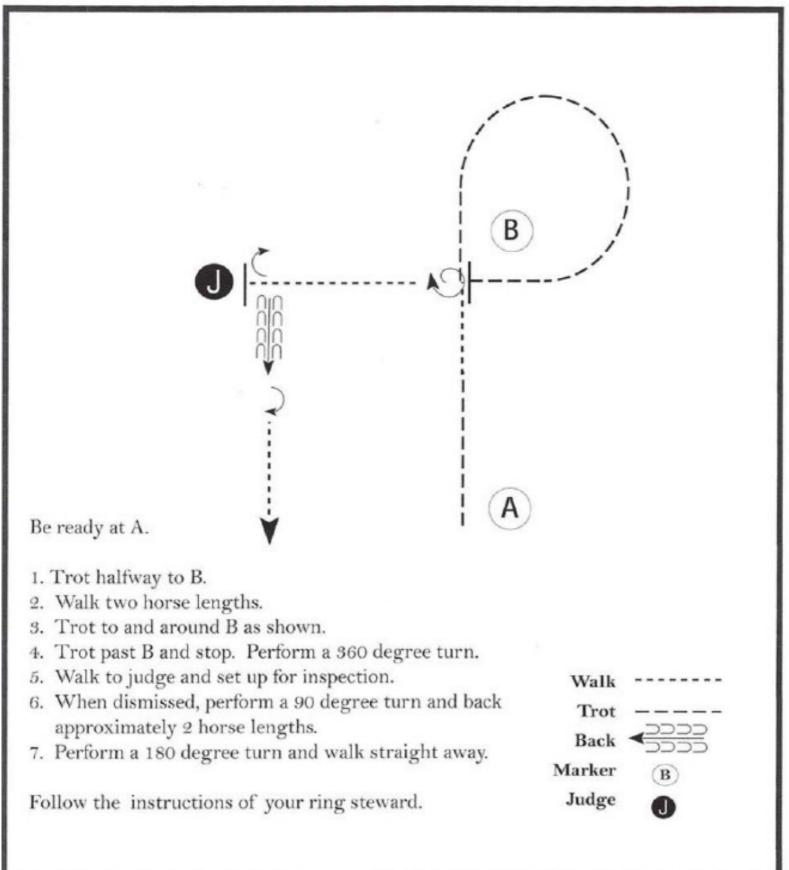
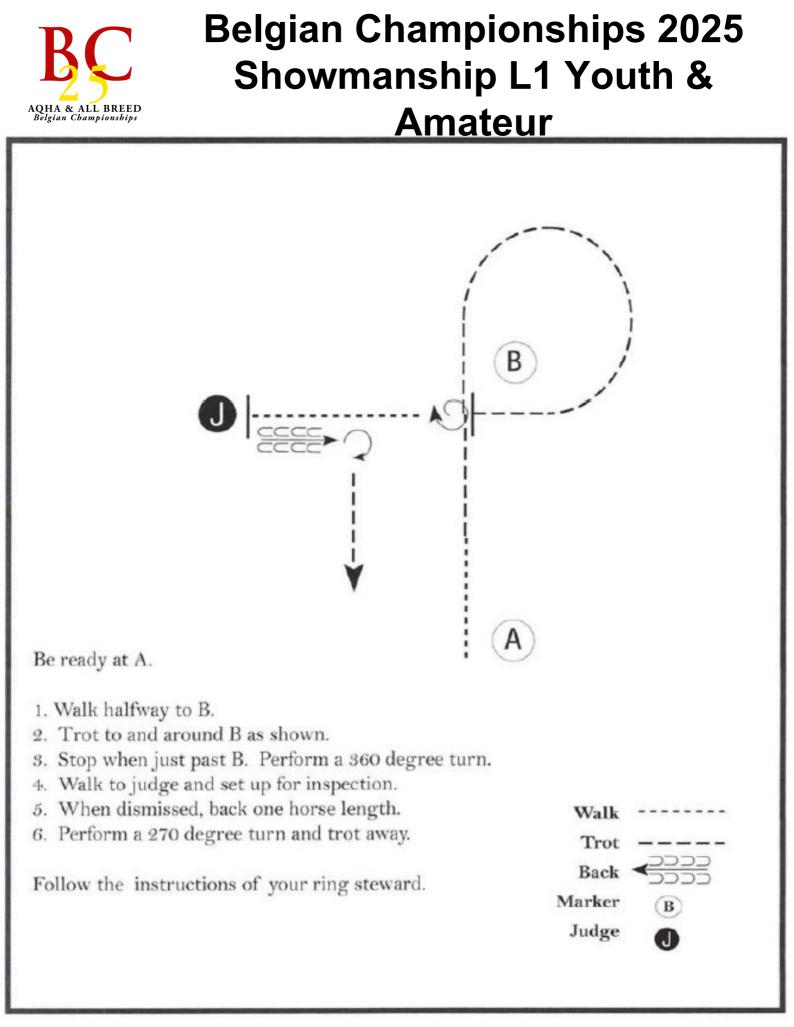
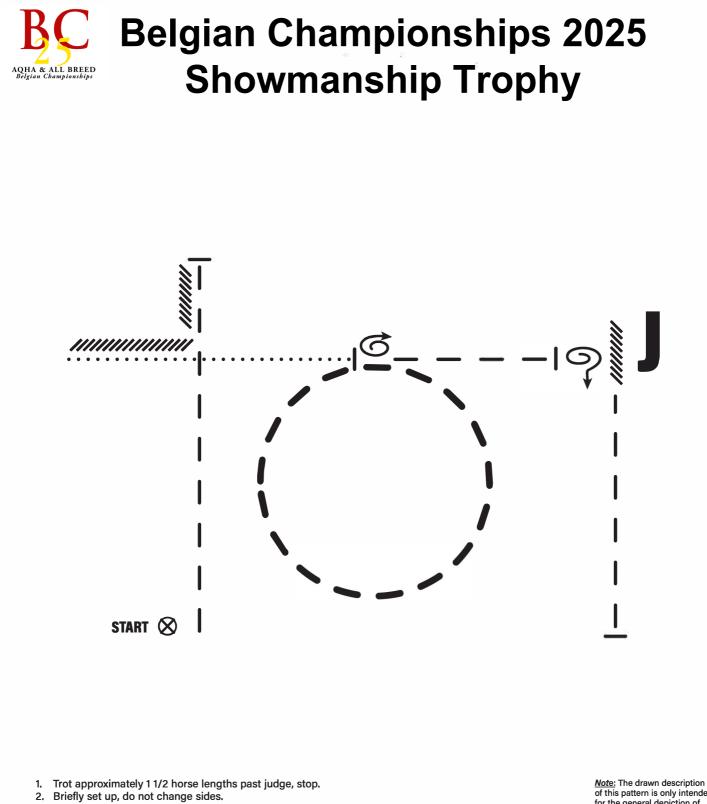




Belgian Championships 2025 Showmanship Youth & Amateur





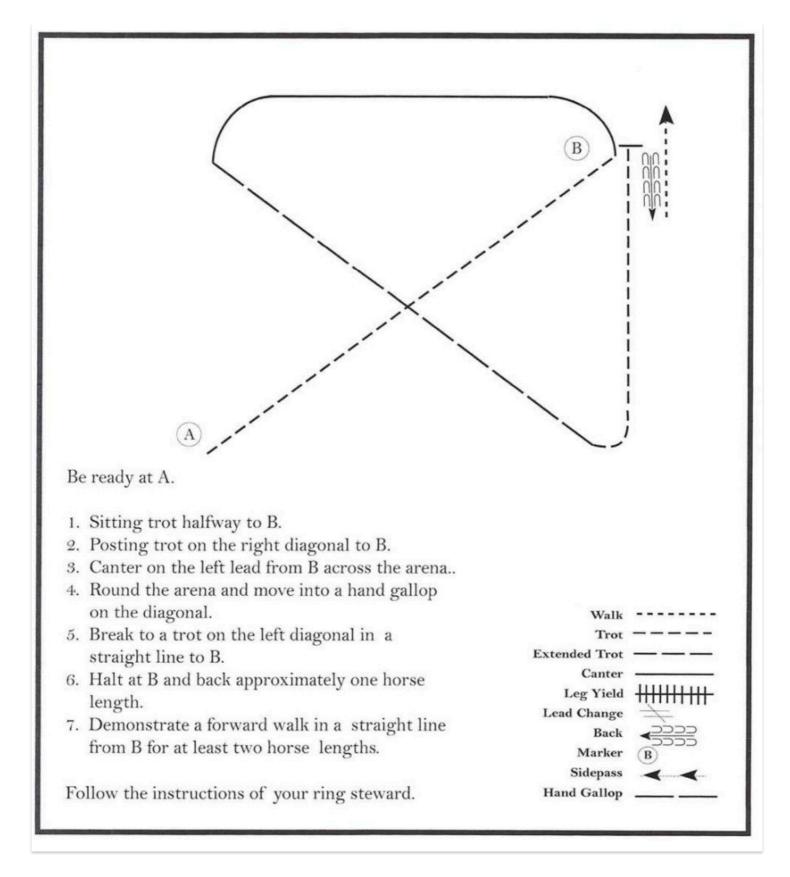


- 3. Back an L, even distance both lines, ending lined up with judge.
- 4. Forward walk halfway to judge, stop, 360° turn.
- 5. Extended trot circle, collect and trot to judge, stop.
- 6. Set up
- 7. Inspection
- 8. When dismissed, 450° (11/4) turn.
- 9. Back approximately 1 horse length.
- 10. Trot, stop when even with start cone. Pattern is complete.

<u>Note:</u> The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should use the space as needed to best exhibit their horses.

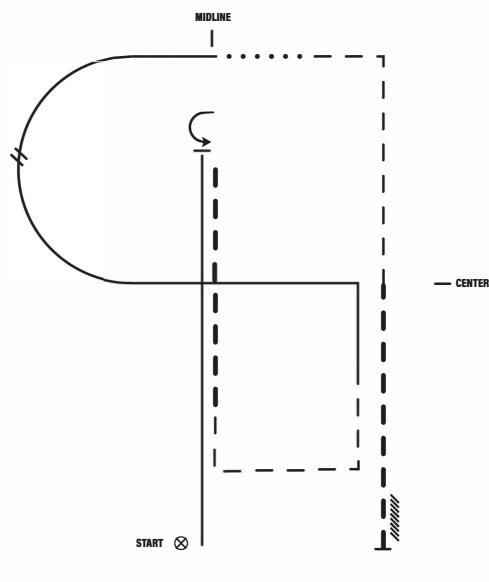


Belgian Championships 2025 Hunt Seat Equitation L1 Youth & L1 Amateur & Youth & Amateur





Belgian Championships 2025 Western Horsemanship PRO & NON PRO



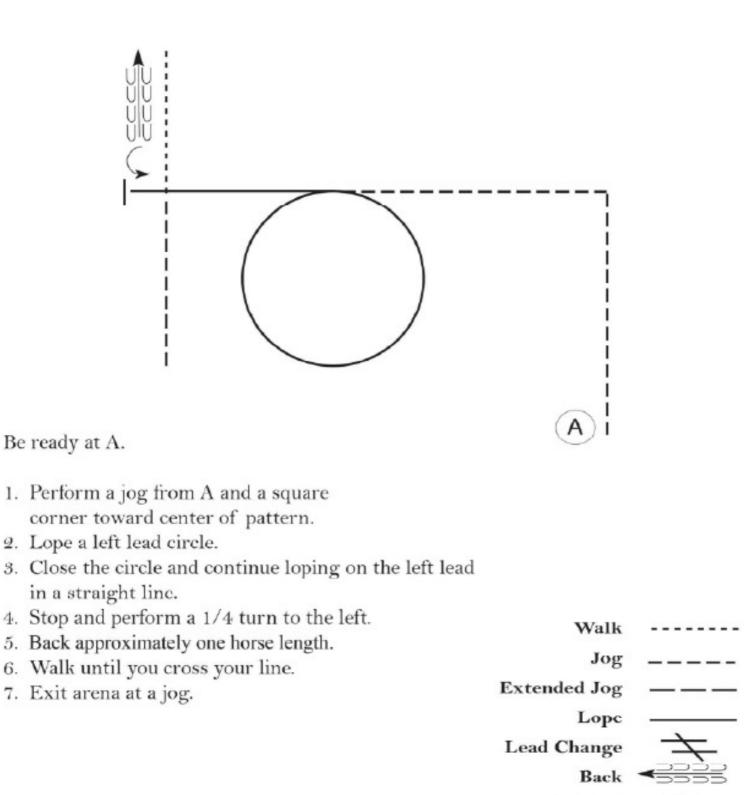
1. Lope right lead up midline and stop.

- 2. 180° (1/2) left turn.
- 3. Extended jog 3/4 of the way back down midline.
- 4. Collect and jog two corners and halfway to center.
- 5. Lope left lead making the corner at center, continue across the arena and counter canter half the arc.
- 6. Change leads (simple of flying).
- 7. Lope right lead. At midline slow to a forward walk approximately 2 horse lengths.
- 8. Jog corner and down the line to center.
- 9. Extended jog.
- 10. Stop when even with start cone and back approximately 1 horse length. Pattern is complete.

<u>Note:</u> The drawn description of this pattern is only intended for the general depiction of the pattern. Riders should use the space as needed to best exhibit their horses.



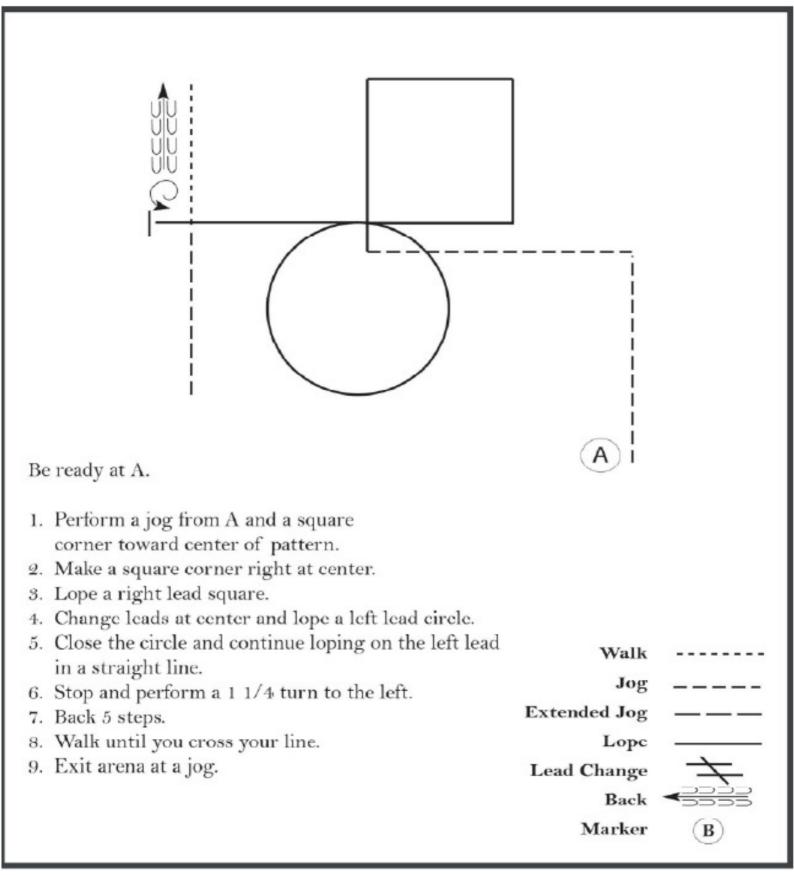
Belgian Championships 2025 Western Horsemanship L1 Youth & L1 Amateur



Marker

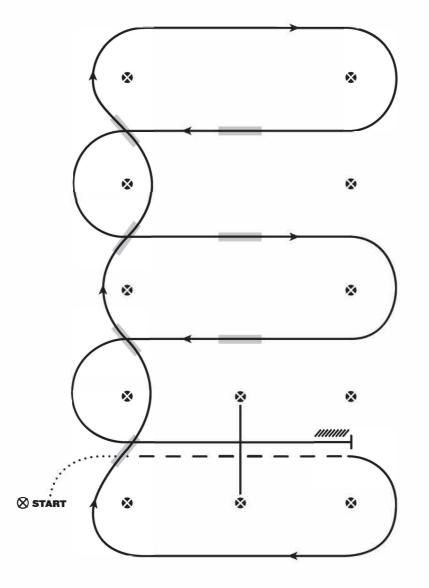


Belgian Championships 2025 Western Horsemanship Youth & Amateur





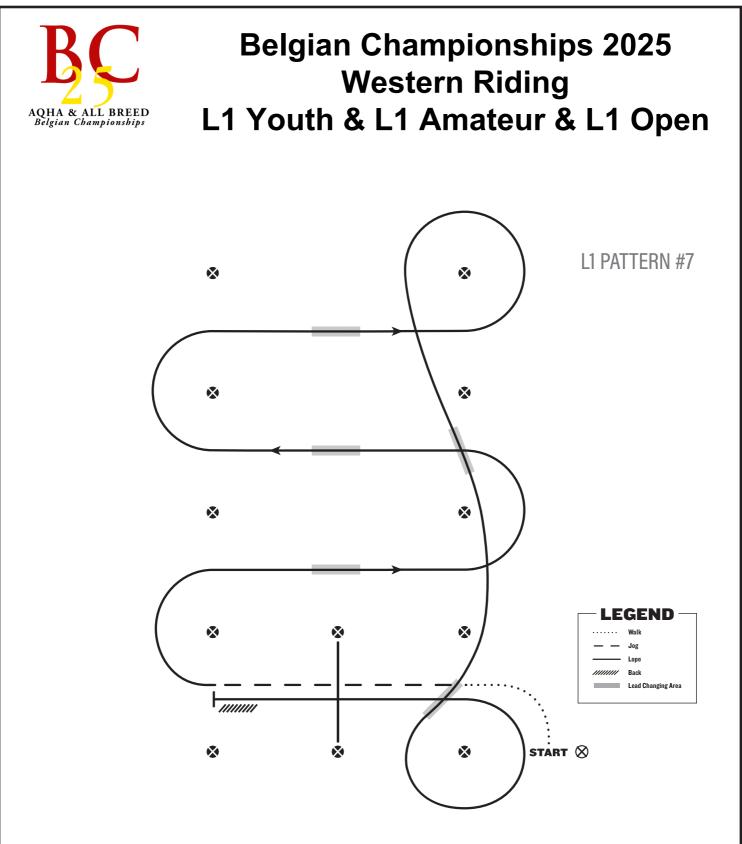
Belgian Championships 2025 Western Riding Youth & Amateur & Open



PATTERN 4

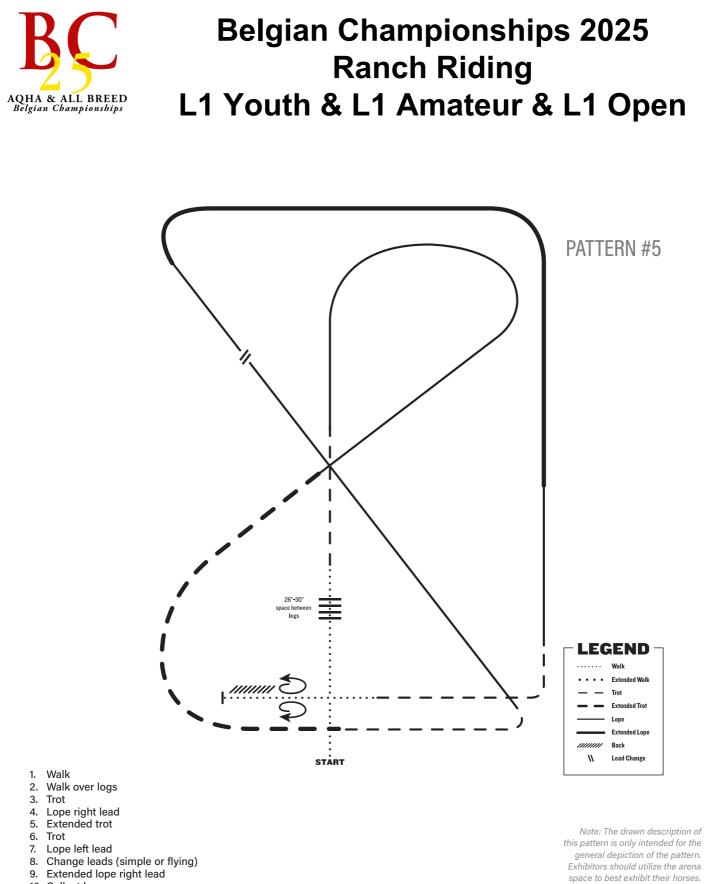
- 1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope right lead
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change
- 7. First crossing change
- 8. Second crossing change
- 9. Third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

— LEGEND —	
	Walk
	Jog
	Lope
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Back
	Lead Changing Area

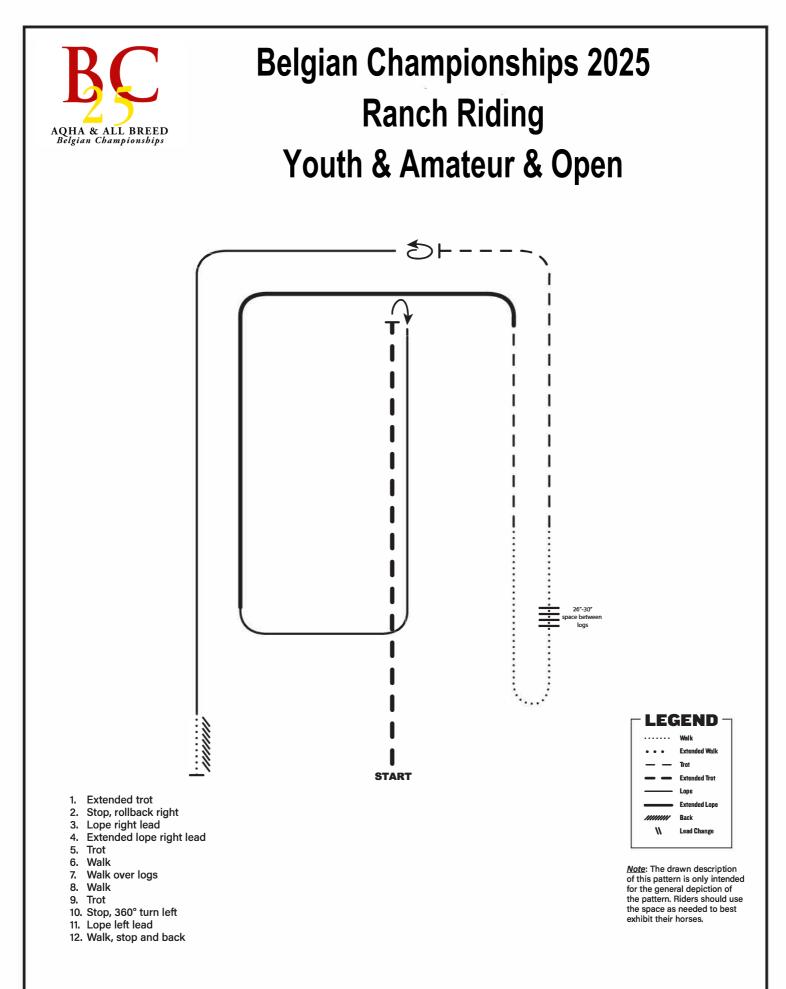


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.

- 2. Transition to the lope right lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change & circle
- 8. Lope over log
- 9. Stop & back

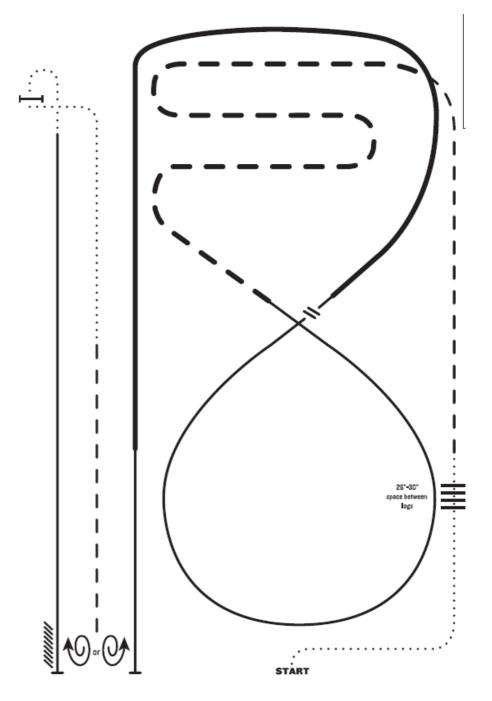


- 10. Collect lope
- 11. Trot
- 12. Walk
- 13. Stop and back
- 14. 360° turn each direction (either direction 1st) (L-R or R-L)





Belgian Championships 2025 Ranch Riding Trophy

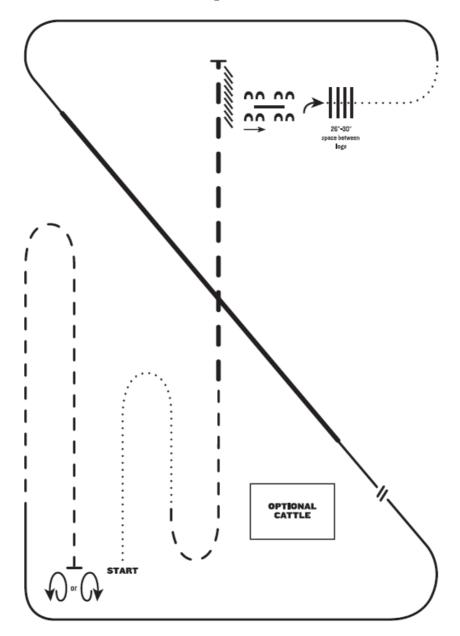


- I. Walk
- 2. Walk over logs
- 3. Trot
- 4. Extended trot serpentine
- 5. Lope right lead
- 6. Change leads (simple or flying)
- 7. Extended lope left lead, collect lope
- 8. Stop, 1 1/2 turn either direction
- 9. Trot
- IO. Walk to gate
- II. Right hand push gate
- 12. Walk, lope left lead
- 13. Stop and back

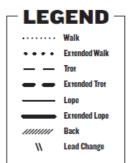


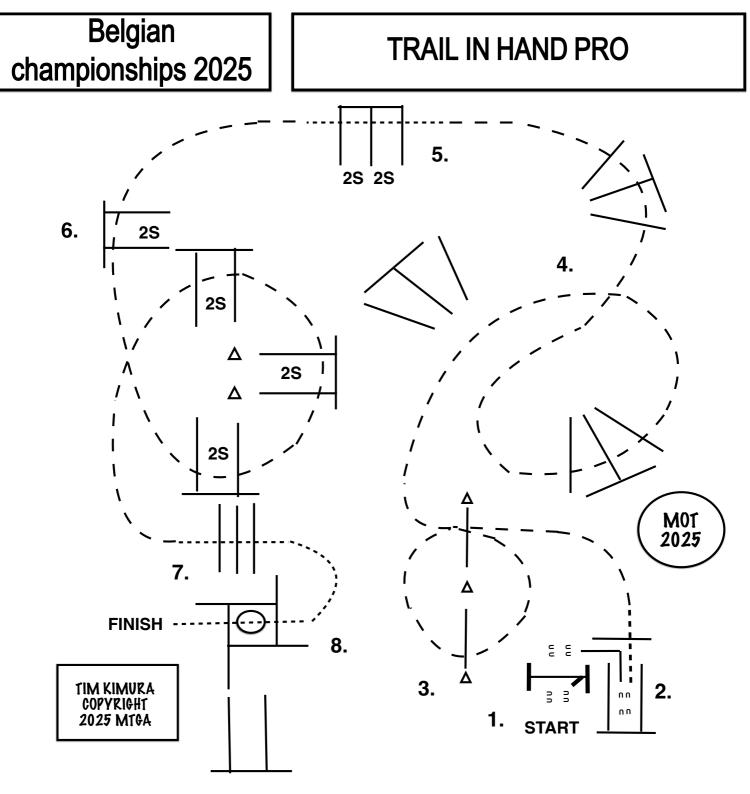


Belgian Championships 2025 Ranch Riding PRO & NON PRO IRHA Open & NON PRO



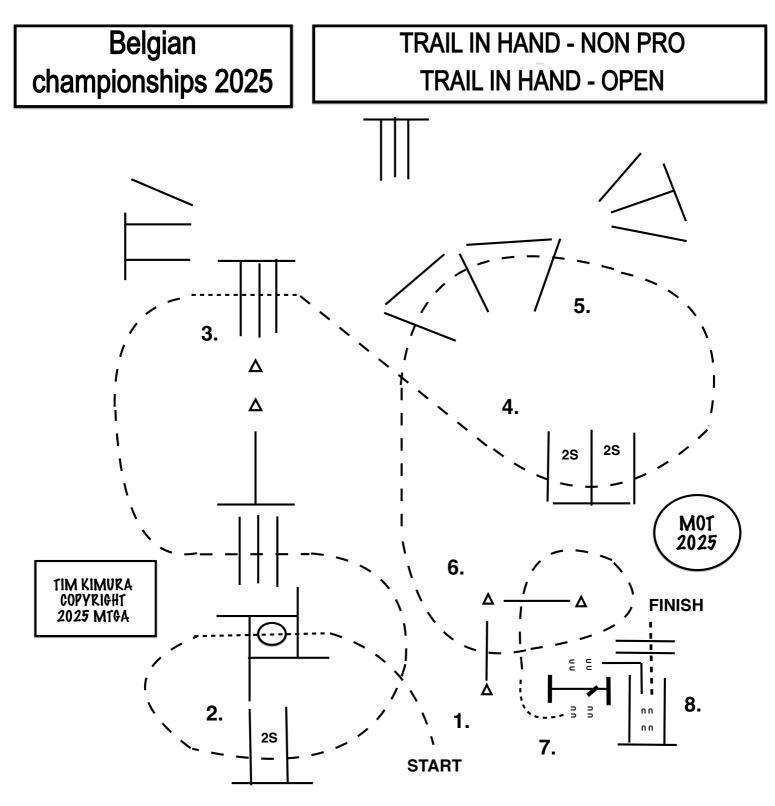
- I. Walk
- 2. Trot
- 3. Extended trot
- 4. Stop and back
- 5. Side pass right over log
- 6. I/4 turn right, walk over logs
- 7. Walk
- 8. Lope left lead
- 9. Extended lope left lead
- 10. Collect lope, change leads (simple or flying)
- Lope right lead
- I2. Trot
- 13. Stop, one 360° turn either direction





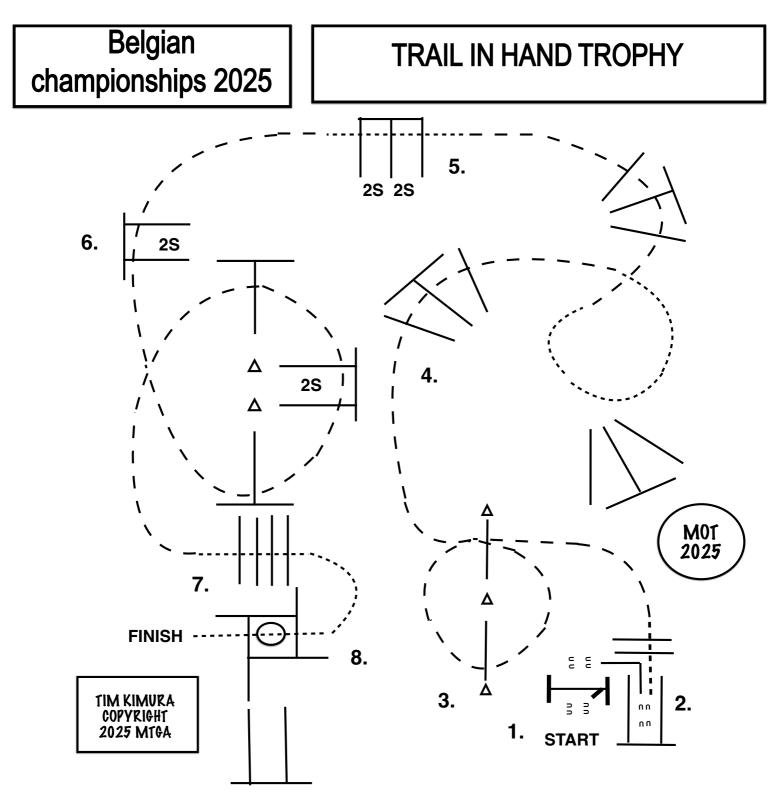
- 1. ROPE GATE LEFT HAND OPEN , WALK THROUGH AND CLOSE GATE.
- 2. BACK AROUND CORNER BETWEEN POLES. WALK OUT CHUTE, WALK OVER POLE.
- 3. JOG AROUND CONES, JOG OVER POLES.
- 4. JOG OVER POLES
- 5. STOP OR BREAK TO THE WALK, THEN WALK OVER POLES

- 6. JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 8. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, THEN WALK OUT BOX.



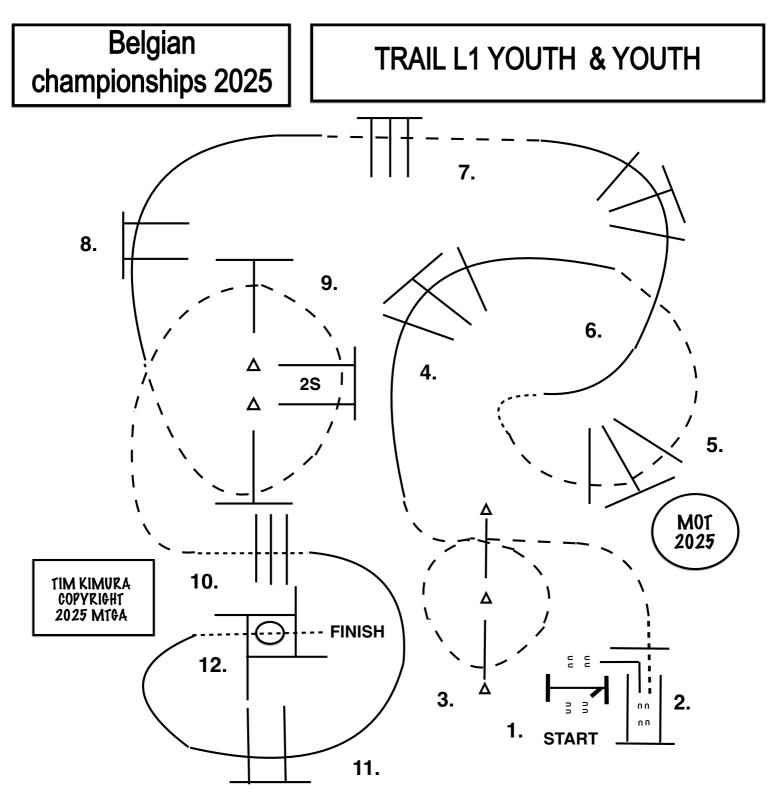
- 1. JOG TO BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX.
- 2. JOG OVER POLES.
- 3. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 4. JOG OVER POLES.
- 5. JOG OVER POLES.

- 6. JOG THROUGH SERPENTINE, JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK OVER UP TO GATE. WORK GATE LEFT HAND.
- 8. BACK AWAY FROM GATE, BACK AROUND CORNER, BACK BETWEEN POLES, WALK OUT, WALK OVER POLES.



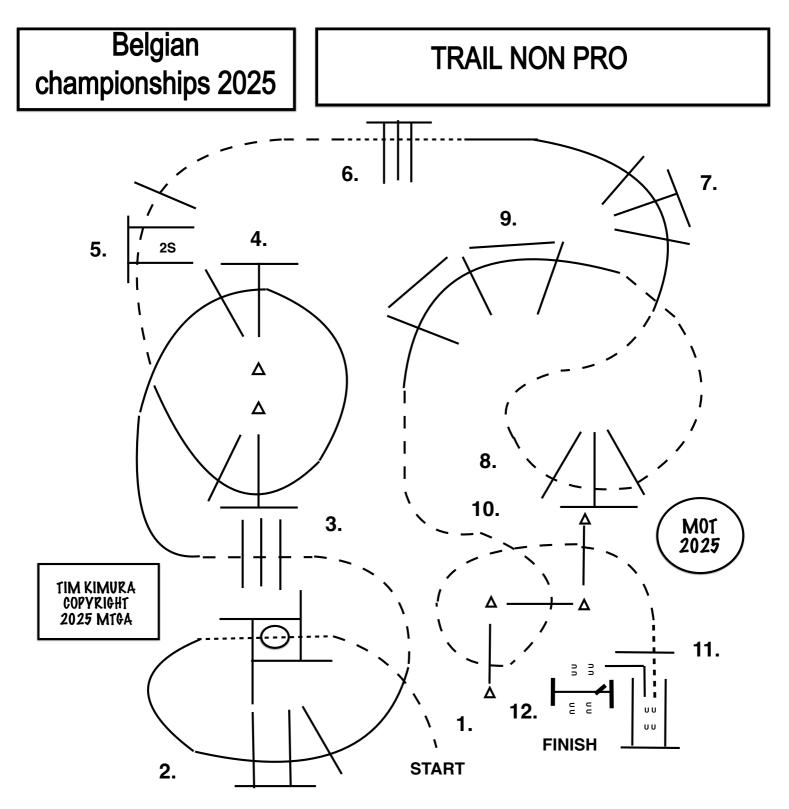
- 1. ROPE GATE LEFT HAND OPEN, WALK THROUGH AND CLOSE GATE.
- 2. BACK AROUND CORNER BETWEEN POLES. WALK OUT CHUTE, WALK OVER POLE.
- 3. JOG AROUND CONES, JOG OVER POLES.
- 4. JOG OVER POLES, STOP OR BREAK TO THE WALK, WALK A CIRCLE TO THE RIGHT, THEN JOG OVER POLE
- 5. STOP OR BREAK TO THE WALK, THEN WALK OVER POLES

- 6. JOG OVER POLES.
- 7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 8. WALK INTO BOX, EXECUTE A 360 TURN RIGHT, THEN WALK OUT BOX.



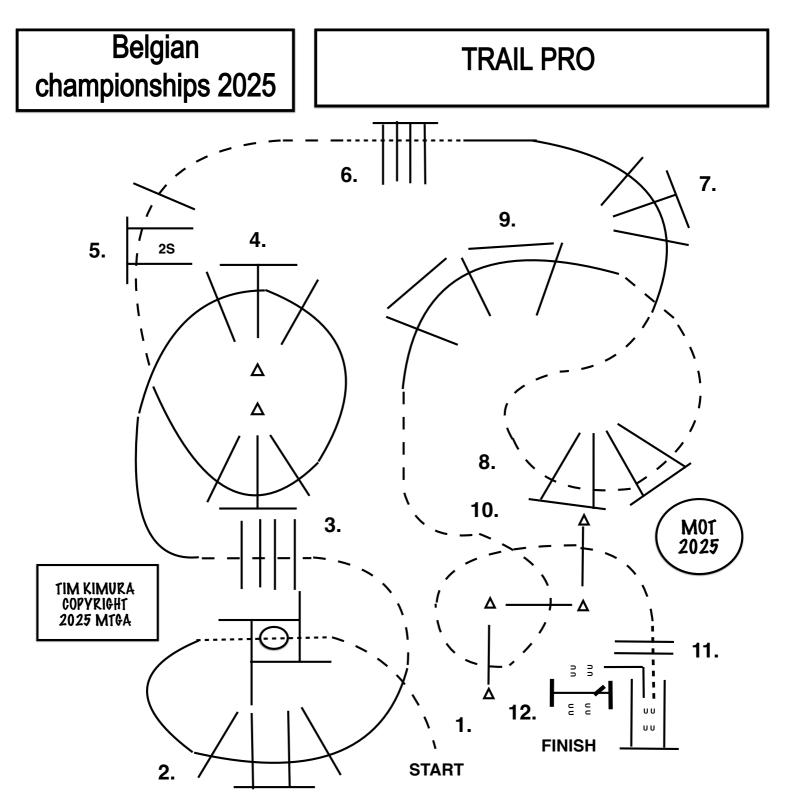
- 1. ROPE GATE LEFT HAND OPEN , WALK THROUGH AND CLOSE GATE.
- 2. BACK AROUND CORNER BETWEEN POLES. WALK OUT CHUTE, WALK OVER POLE.
- 3. JOG AROUND CONES, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, THEN LOPE OVER POLES (LEFT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.

- 8. LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 11. LOPE OVER POLE (RIGHT LEAD),
- 12. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.



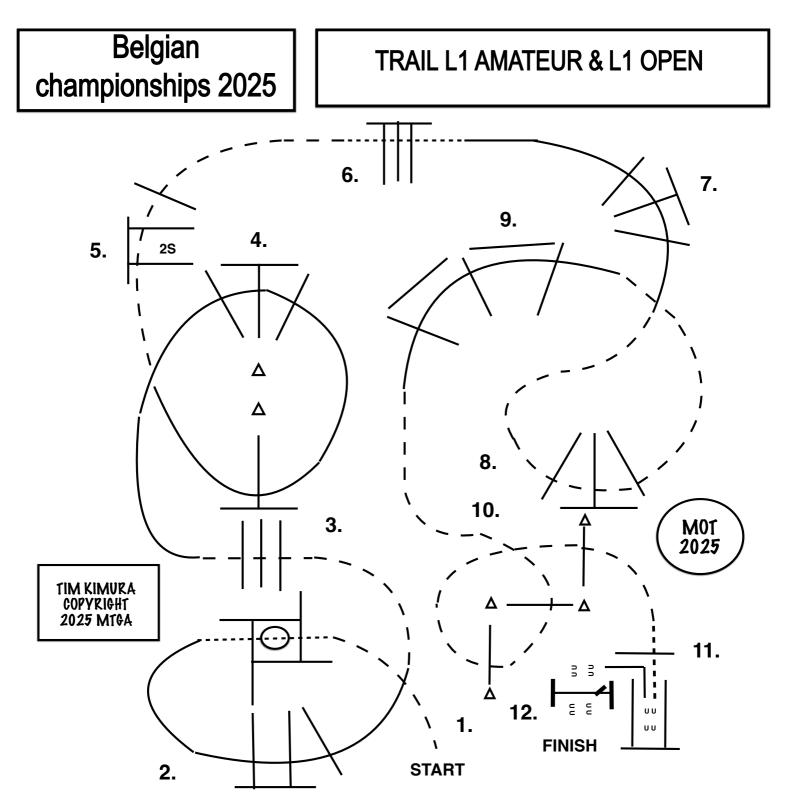
- 1. JOG TO BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. LOPE OVER POLES (LEFT LEAD).
- 3. BREAK TO THE JOG, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALL, WALK OVER POLES.

- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. LOPE OVER POLES (LEFT LEAD).
- 10. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 11. STOP OR BREAK TO THE WALK, WALK OVER POLES WALK INTO CHUTE, BACK BETWEEN POLES, BACK TO GATE.
- 12. WORK GATE RIGHT HAND.



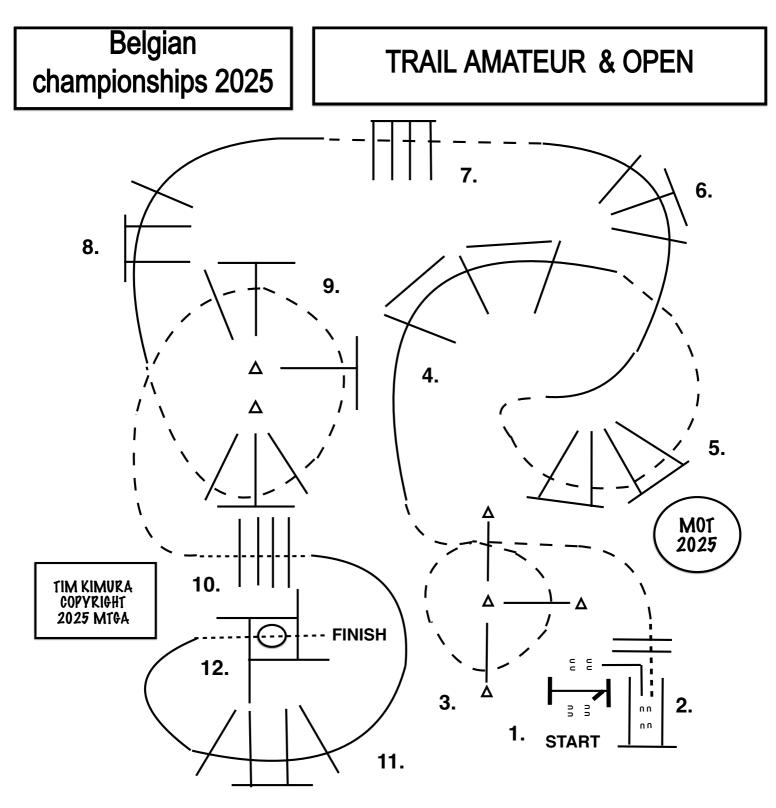
- 1. JOG TO BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. LOPE OVER POLES (LEFT LEAD).
- 3. BREAK TO THE JOG, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALL, WALK OVER POLES.

- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. LOPE OVER POLES (LEFT LEAD).
- 10. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 11. STOP OR BREAK TO THE WALK, WALK OVER POLES WALK INTO CHUTE, BACK BETWEEN POLES, BACK TO GATE.
- 12. WORK GATE RIGHT HAND.



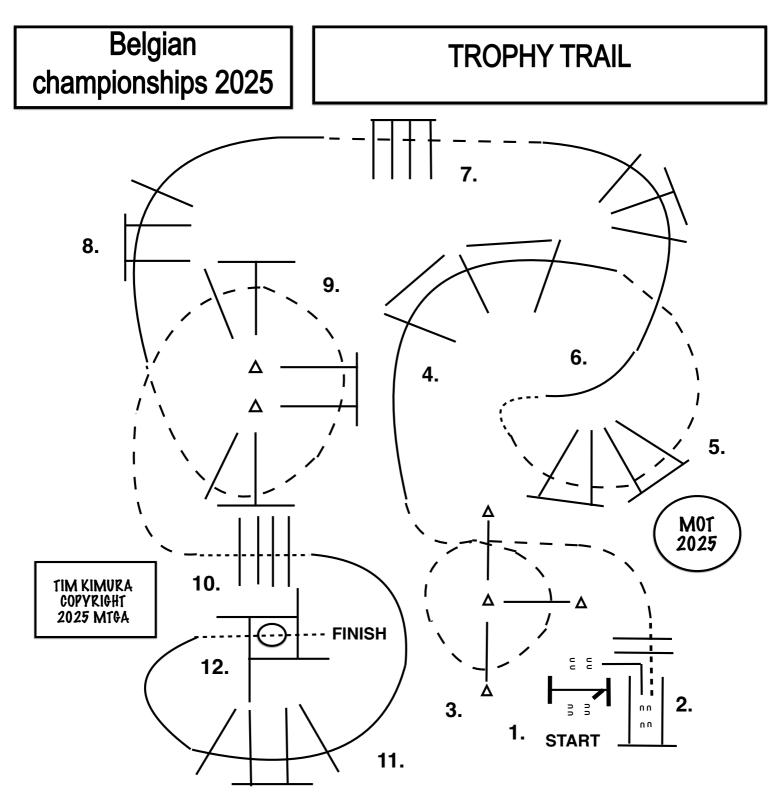
- 1. JOG TO BOX, STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
- 2. LOPE OVER POLES (LEFT LEAD).
- 3. BREAK TO THE JOG, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALL, WALK OVER POLES.

- 7. LOPE OVER POLES (RIGHT LEAD).
- 8. BREAK TO THE JOG, JOG OVER POLES.
- 9. LOPE OVER POLES (LEFT LEAD).
- 10. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
- 11. STOP OR BREAK TO THE WALK, WALK OVER POLES WALK INTO CHUTE, BACK BETWEEN POLES, BACK TO GATE.
- 12. WORK GATE RIGHT HAND.



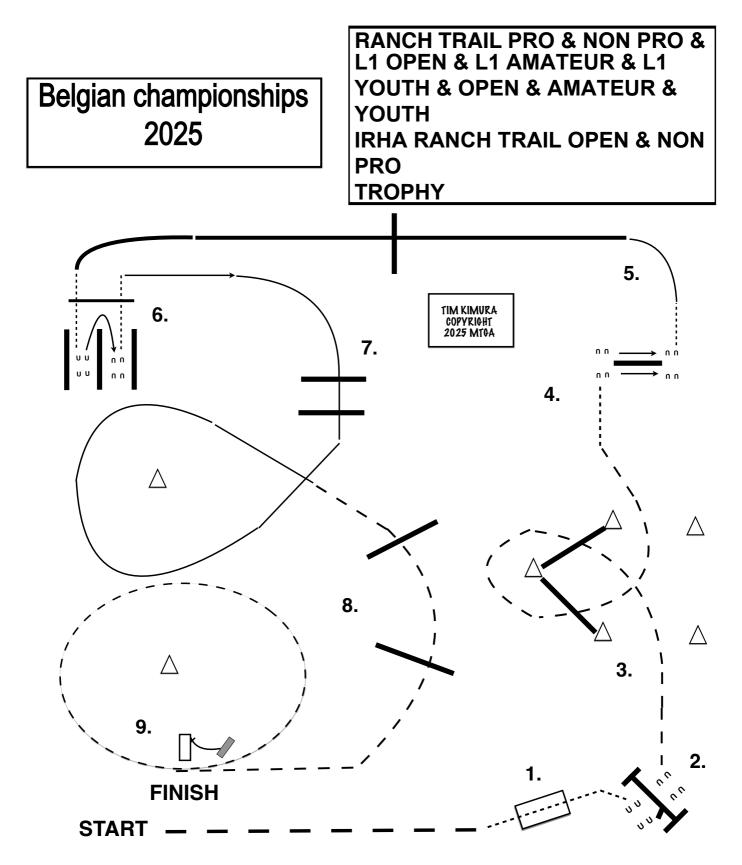
- 1. ROPE GATE LEFT HAND OPEN , WALK THROUGH AND CLOSE GATE.
- 2. BACK AROUND CORNER BETWEEN POLES. WALK OUT CHUTE, WALK OVER POLE.
- 3. JOG AROUND CONES, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. LOPE OVER POLES (LEFT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.

- 8. LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 11. LOPE OVER POLE (RIGHT LEAD),
- 12. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.



- 1. ROPE GATE LEFT HAND OPEN , WALK THROUGH AND CLOSE GATE.
- 2. BACK AROUND CORNER BETWEEN POLES. WALK OUT CHUTE, WALK OVER POLE.
- 3. JOG AROUND CONES, JOG OVER POLES.
- 4. LOPE OVER POLES (RIGHT LEAD).
- 5. BREAK TO THE JOG, JOG OVER POLES.
- 6. STOP OR BREAK TO THE WALK, THEN LOPE OVER POLES (LEFT LEAD).
- 7. BREAK TO THE JOG, JOG OVER POLES.

- 8. LOPE OVER POLES (LEFT LEAD).
- 9. BREAK TO THE JOG, JOG OVER POLES.
- 10. STOP OR BREAK TO THE WALK, WALK OVER POLES.
- 11. LOPE OVER POLE (RIGHT LEAD),
- 12. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.



- 1. EXTEND THE TROT UP TO BRIDGE, BREAK TO THE WALK, WALK OVER BRIDGE & UP TO GATE.
- 2. WORK GATE LEFT HAND.
- 3. TROT THROUGH SERPENTINE, TROT OVER LOGS.
- 4. BREAK TO THE WALK, STOP BESIDE LOG, SIDE PASS RIGHT OVER LOG, WALK FORWARD AWAY FROM LOG.
- 5. LOPE LEFT LEAD AND THEN EXTEND THE LOPE AND LOPE OVER LOG.
- 6. BREAK TO THE WALK, WALK OVER LOG INTO CHUTE, BACK A U-TURN, WALK OUT OVER LOG.
- 7. LOPE RIGHT LEAD OVER LOGS AND LOPE AROUND MARKER.
- 8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
- 9. PICK UP ROPE, DRAG LOG (WALK OR TROT) AROUND CONE, AND RETURN ROPE. YOUTH TRAIL: PICK UP OBJECT, TROT AROUND MARKER, RETURN OBJECT.