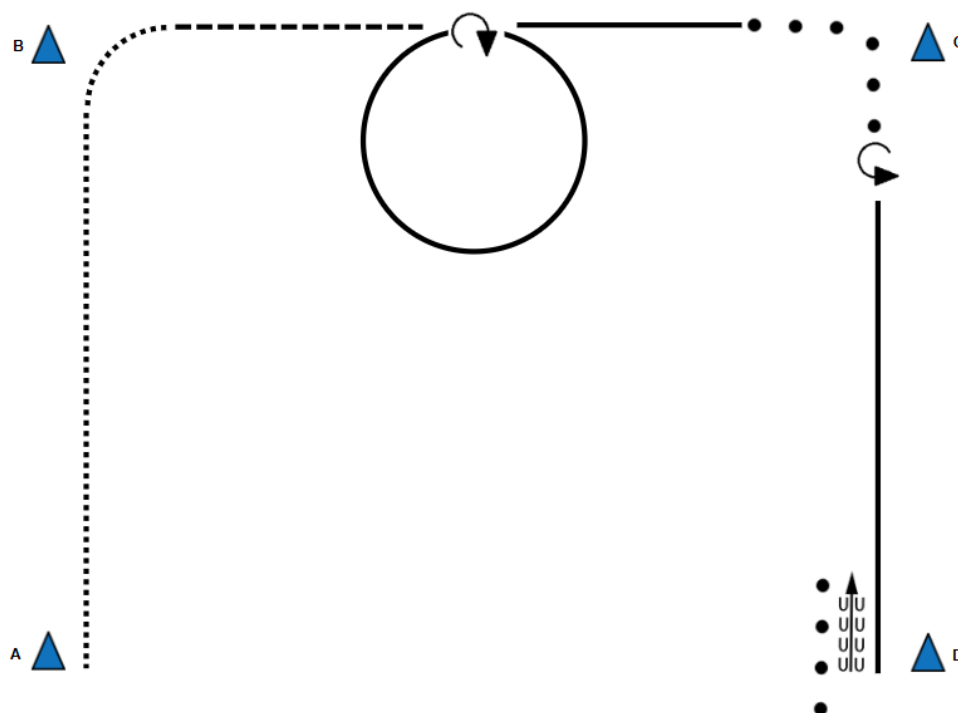




2025 All American Quarter Horse Congress

Celeste Center October 10, 2025

Horsemanship Queens



Be ready at marker A.

1. Jog from marker A to marker B and around corner.
2. Extended jog to the center of marker B and marker C, then stop.
3. Perform a 360 degree turn to the right.
4. Lope a circle on the right lead and continue directly toward marker C.
5. Break to a walk just before marker C and walk around the corner.
6. Stop and perform a 360 degree to the left.
7. Lope on the left lead to marker D.
8. Stop and back one horse length.
9. Walk past marker D.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

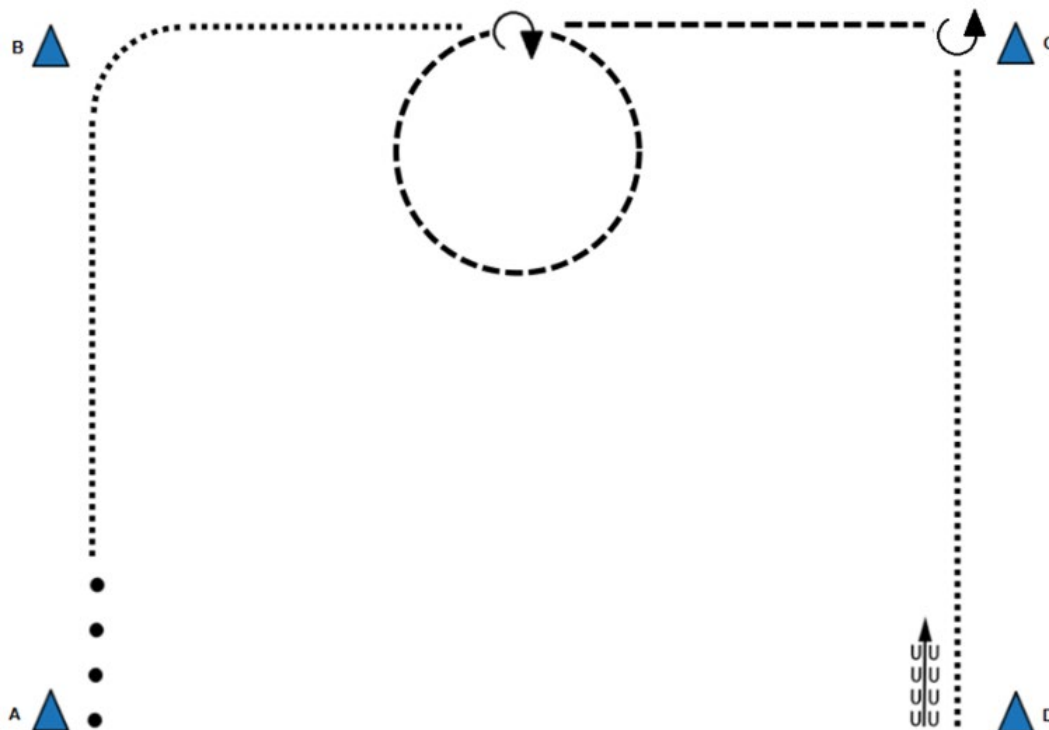
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	=====
Marker	▲
Lead Change	↔
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 11, 2025

Horsemanship L1 Amateur Walk Trot



Be ready at marker A.

1. Walk one horse length.
2. Jog to marker B and around the corner to the right.
3. Stop halfway between marker B and marker C, and turn 360 degrees to the right.
4. Extend the jog in a circle and continue to marker C.
5. Stop and turn 270 degrees to the left.
6. Jog to marker D.
7. Stop and back.
8. Exit at a jog.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

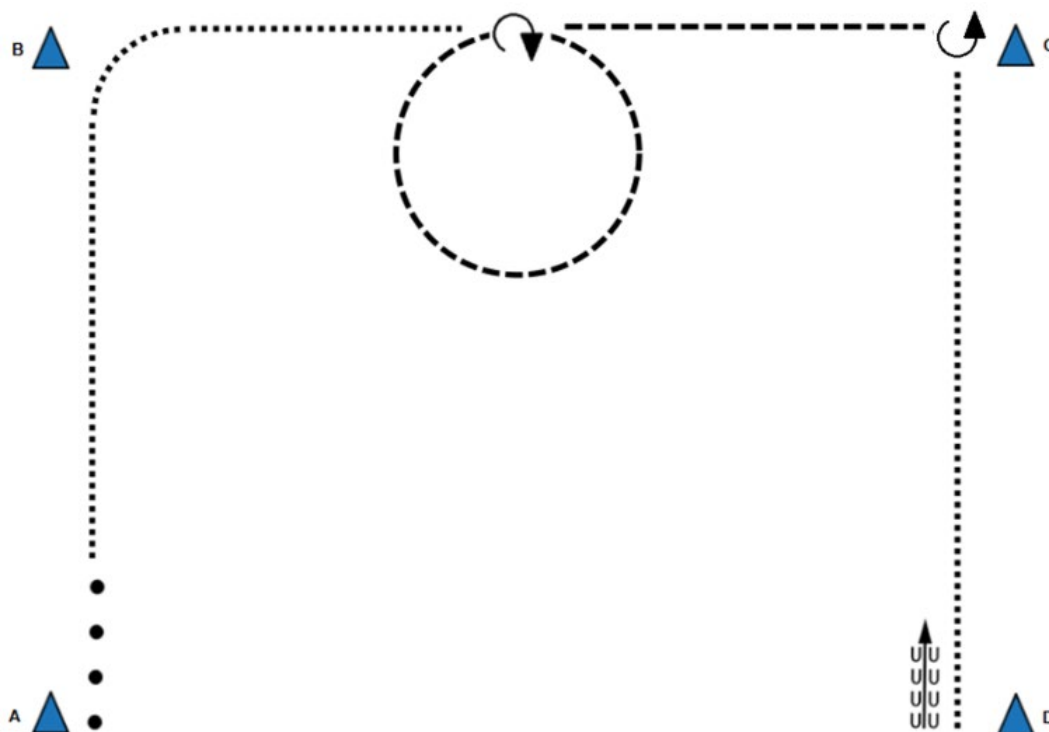
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	=====
Marker	▲
Lead Change	↔
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 11, 2025

Horsemanship Small Fry



Be ready at marker A.

1. Walk one horse length.
2. Jog to marker B and around the corner to the right.
3. Stop halfway between marker B and marker C, and turn 360 degrees to the right.
4. Extend the jog in a circle and continue to marker C.
5. Stop and turn 270 degrees to the left.
6. Jog to marker D.
7. Stop and back.
8. Exit at a jog.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

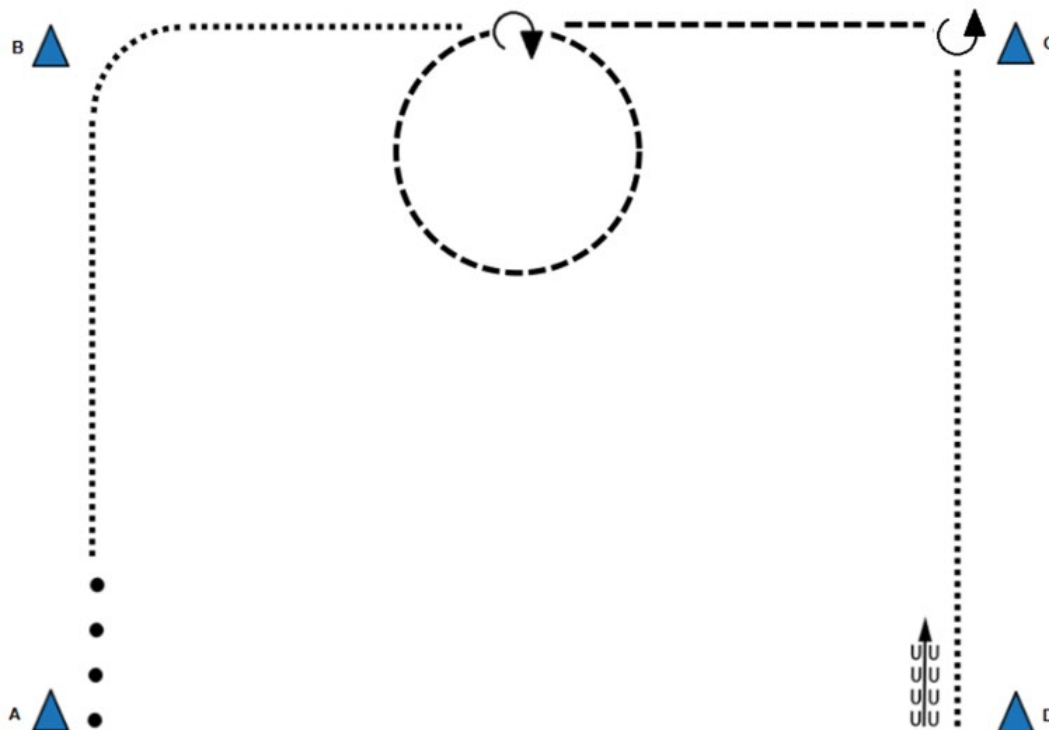
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	=====
Marker	▲
Lead Change	↔
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 12, 2025

Horsemanship L1 Youth Walk Trot



Be ready at marker A.

1. Walk one horse length.
2. Jog to marker B and around the corner to the right.
3. Stop halfway between marker B and marker C, and turn 360 degrees to the right.
4. Extend the jog in a circle and continue to marker C.
5. Stop and turn 270 degrees to the left.
6. Jog to marker D.
7. Stop and back.
8. Exit at a jog.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

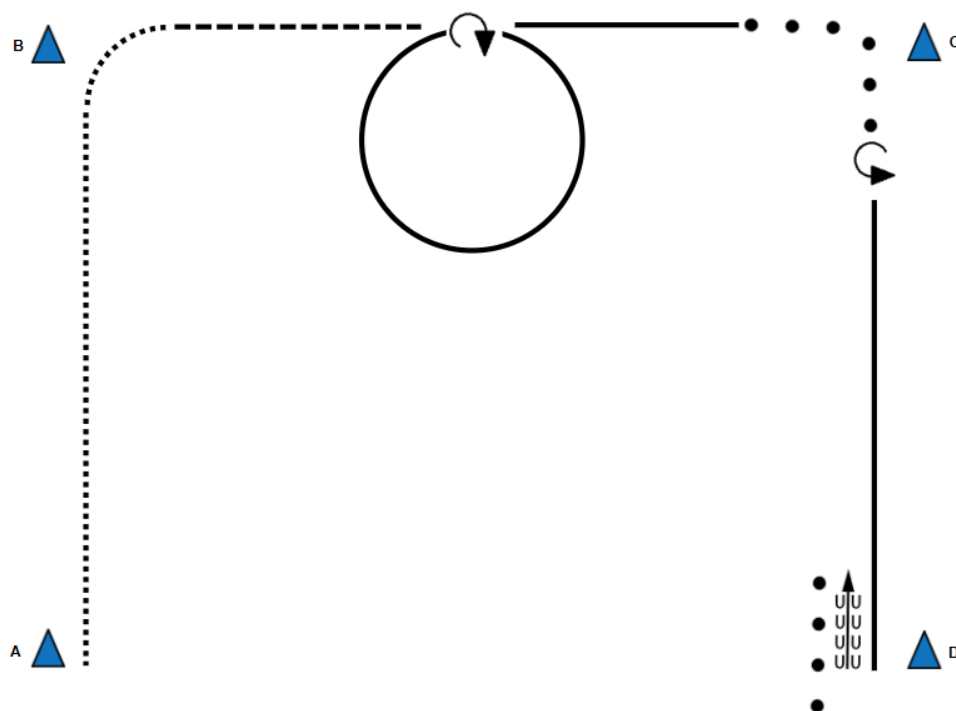
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	~~~~~>
Marker	▲
Lead Change	X
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 15, 2025

Horsemanship Level 1 Youth 13 & Under



Be ready at marker A.

1. Jog from marker A to marker B and around corner.
2. Extended jog to the center of marker B and marker C, then stop.
3. Perform a 360 degree turn to the right.
4. Lope a circle on the right lead and continue directly toward marker C.
5. Break to a walk just before marker C and walk around the corner.
6. Stop and perform a 360 degree to the left.
7. Lope on the left lead to marker D.
8. Stop and back one horse length.
9. Walk past marker D.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

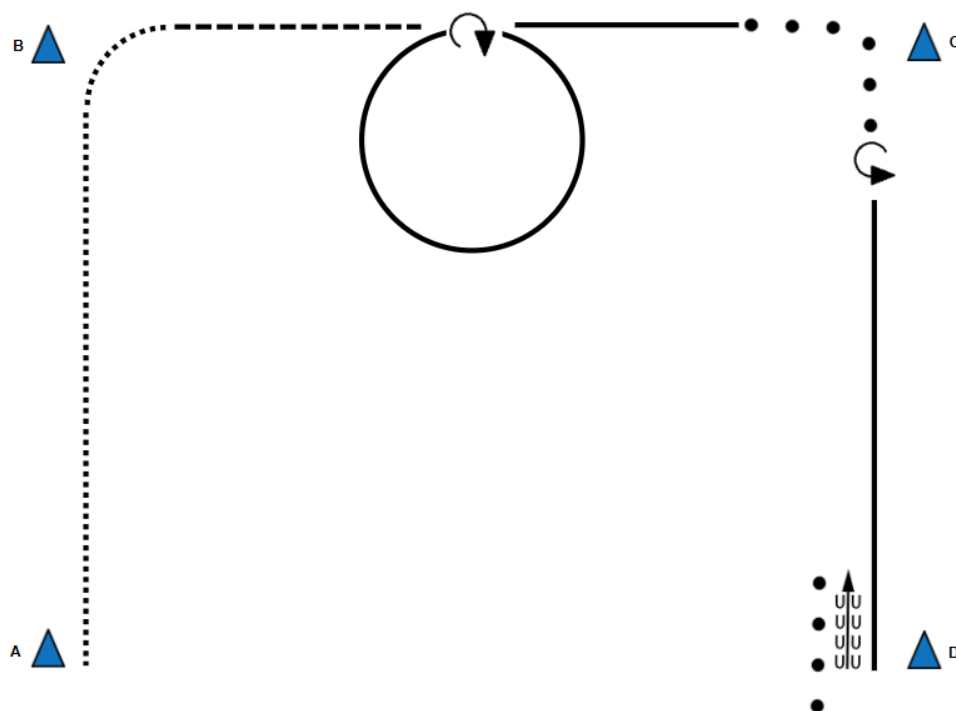
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	←←←←←
Marker	▲
Lead Change	↔
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 17, 2025

Horsemanship Level 1 Amateur



Be ready at marker A.

1. Jog from marker A to marker B and around corner.
2. Extended jog to the center of marker B and marker C, then stop.
3. Perform a 360 degree turn to the right.
4. Lope a circle on the right lead and continue directly toward marker C.
5. Break to a walk just before marker C and walk around the corner.
6. Stop and perform a 360 degree to the left.
7. Lope on the left lead to marker D.
8. Stop and back one horse length.
9. Walk past marker D.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

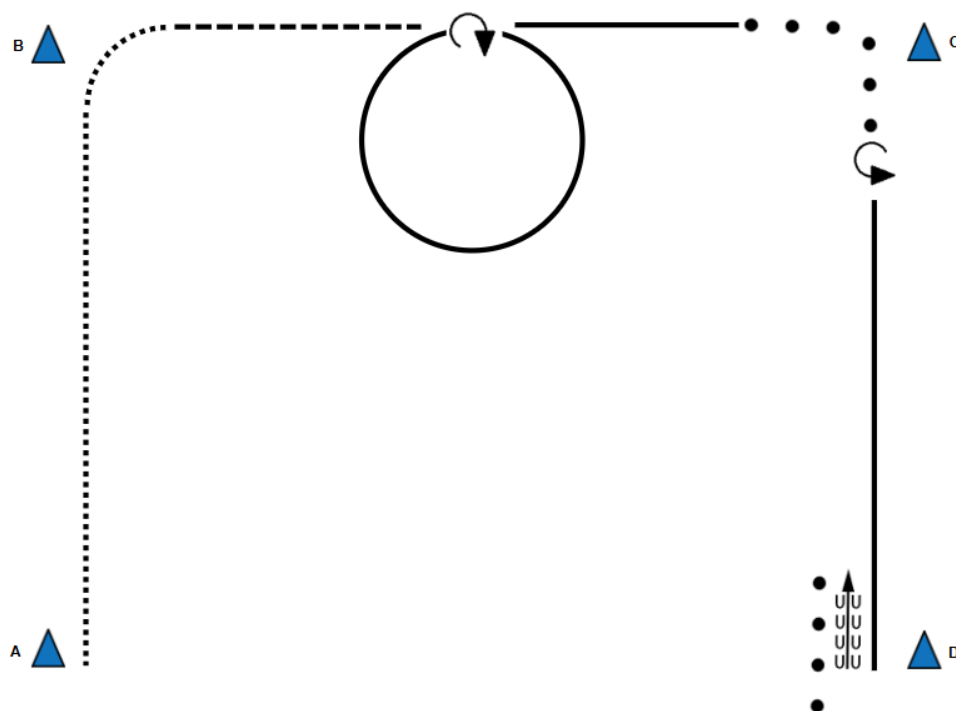
Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	←←←←←
Marker	▲
Lead Change	↔
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 18, 2025

Horsemanship Level 1 Amateur Select



Be ready at marker A.

1. Jog from marker A to marker B and around corner.
2. Extended jog to the center of marker B and marker C, then stop.
3. Perform a 360 degree turn to the right.
4. Lope a circle on the right lead and continue directly toward marker C.
5. Break to a walk just before marker C and walk around the corner.
6. Stop and perform a 360 degree to the left.
7. Lope on the left lead to marker D.
8. Stop and back one horse length.
9. Walk past marker D.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

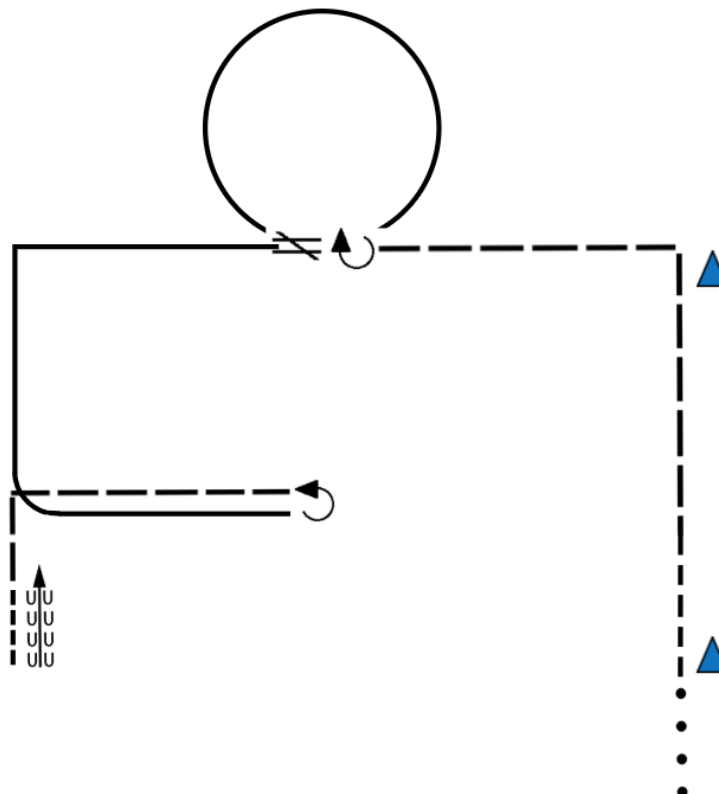
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	←←←←←
Marker	▲
Lead Change	↔
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 18, 2025

Horsemanship Youth 12 - 14



Be ready before the marker.

1. Walk with forward motion one horse length to marker A and then begin to jog.
2. Build to an extended jog and continue a square corner to the left.
3. Stop in the center of the pattern and perform a 360 degree turn to the right.
4. Lope a circle to the right.
5. Change leads (simple or flying).
6. Lope on left lead around square corner and around soft arc, then stop in the center.
7. Perform 180 degree turn to the left.
8. Extended jog thru and around square corner, then slow to a jog.
9. Stop and back eight to ten steps.

Pattern is complete. Exit at the jog.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

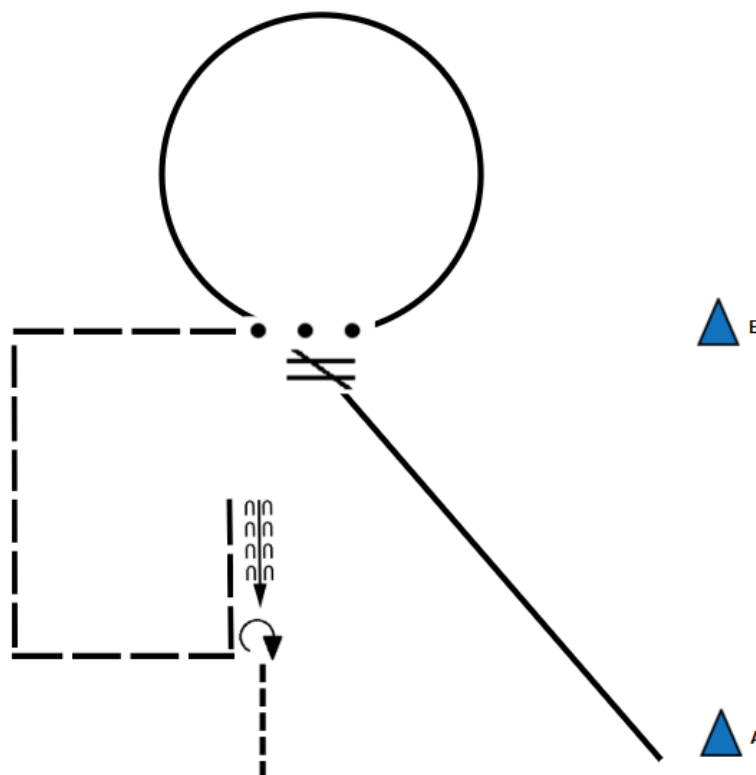
Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	=====
Marker	▲
Lead Change	↔
Judge	①



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 18, 2025

Horsemanship Youth 11 & under



Be ready at the marker.

1. Lope on the left lead until even with marker B.
2. Perform a simple lead change.
3. Lope a circle on the right lead.
4. At the center of the pattern, walk six steps.
5. Extended jog around three corners.
6. Stop and back one horse length.
7. Perform a 540 degree turn to the right.
8. Exit at a jog.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

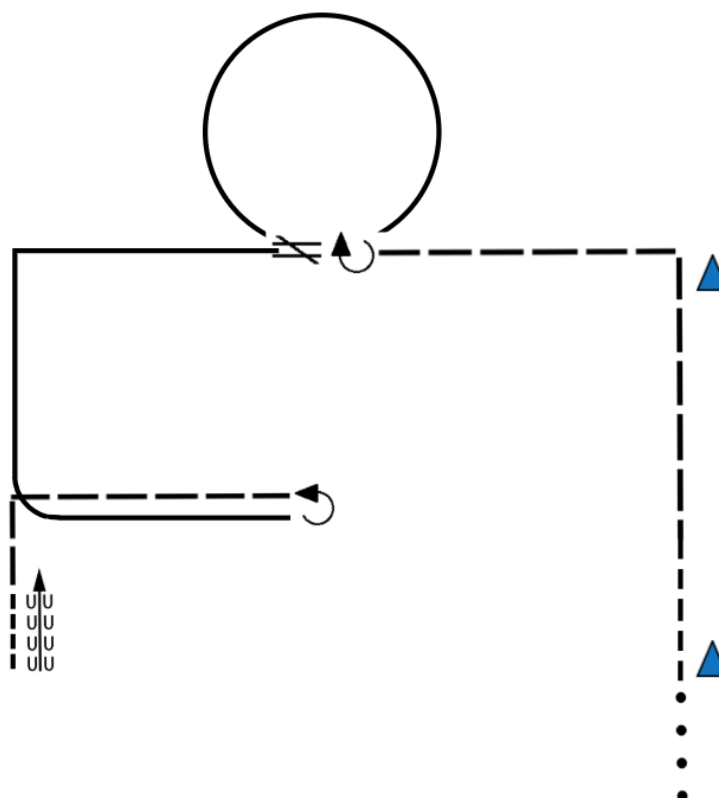
Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lope w/speed	-----
Back	←←←←←
Marker	▲
Lead Change	↔
Judge	②



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 20, 2025

Horsemanship Youth 15 - 18



Be ready before the marker.

1. Walk with forward motion one horse length to marker A and then begin to jog.
2. Build to an extended jog and continue a square corner to the left.
3. Stop in the center of the pattern and perform a 360 degree turn to the right.
4. Lope a circle to the right.
5. Change leads (simple or flying).
6. Lope on left lead around square corner and around soft arc, then stop in the center.
7. Perform 180 degree turn to the left.
8. Extended jog thru and around square corner, then slow to a jog.
9. Stop and back eight to ten steps.

Pattern is complete. Exit at the jog.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

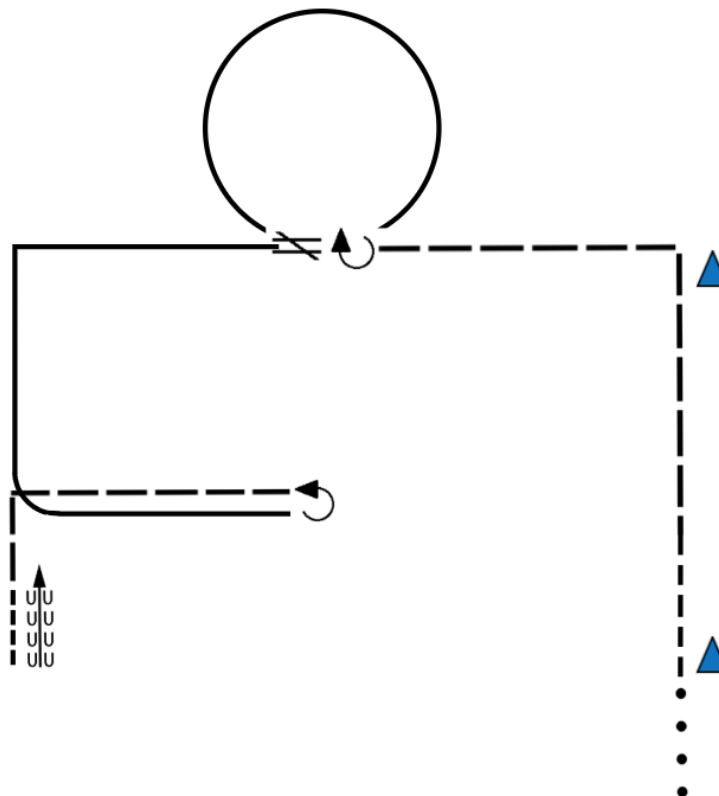
Walk
Jog	----
Extended Jog	----
Lope	----
Lope w/speed	----
Back	=====
Marker	▲
Lead Change	↔
Judge	①



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 20, 2025

Horsemanship Amateur Select



Be ready before the marker.

1. Walk with forward motion one horse length to marker A and then begin to jog.
2. Build to an extended jog and continue a square corner to the left.
3. Stop in the center of the pattern and perform a 360 degree turn to the right.
4. Lope a circle to the right.
5. Change leads (simple or flying).
6. Lope on left lead around square corner and around soft arc, then stop in the center.
7. Perform 180 degree turn to the left.
8. Extended jog thru and around square corner, then slow to a jog.
9. Stop and back eight to ten steps.

Pattern is complete. Exit at the jog.

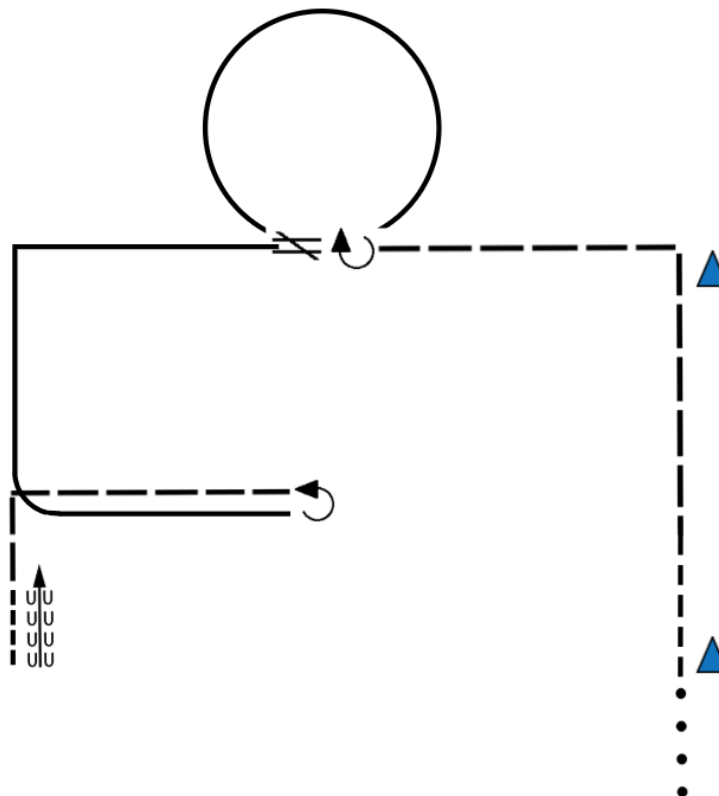
Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

Walk
Jog	----
Extended Jog	----
Lope	----
Lope w/speed	----
Back	=====
Marker	▲
Lead Change	↔
Judge	①



VS Code Red Coliseum October 21, 2025

Horsemanship Amateur



Be ready before the marker.

1. Walk with forward motion one horse length to marker A and then begin to jog.
2. Build to an extended jog and continue a square corner to the left.
3. Stop in the center of the pattern and perform a 360 degree turn to the right.
4. Lope a circle to the right.
5. Change leads (simple or flying).
6. Lope on left lead around square corner and around soft arc, then stop in the center.
7. Perform 180 degree turn to the left.
8. Extended jog thru and around square corner, then slow to a jog.
9. Stop and back eight to ten steps.

Pattern is complete. Exit at the jog.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

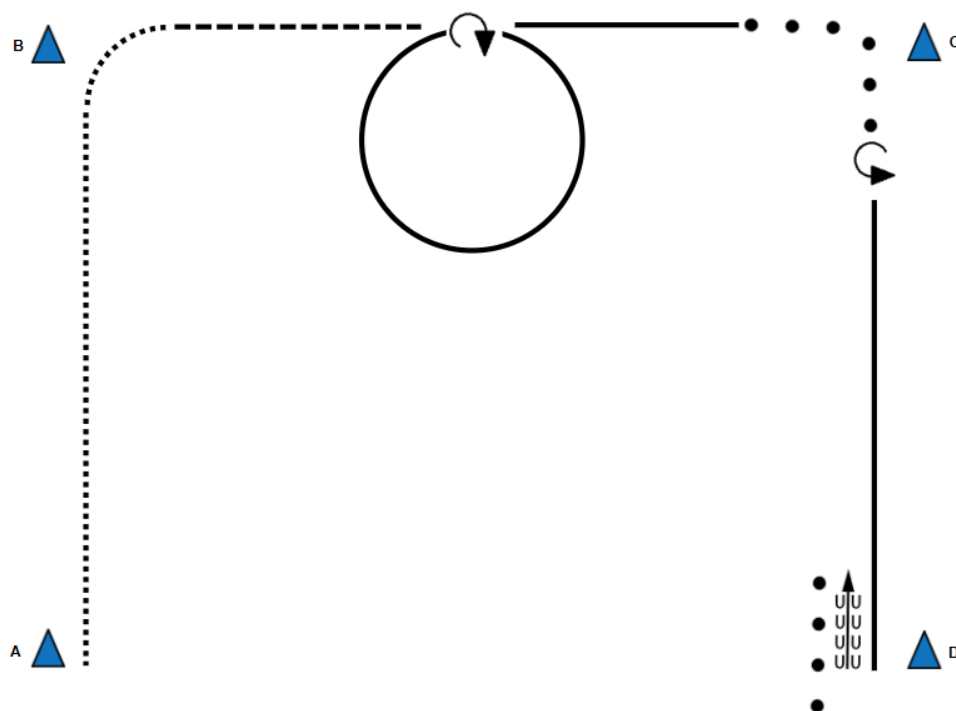
Walk
Jog - - - - -
Extended Jog _ _ _ _ _
Lope _____
Lope w/speed _____
Back ≡≡≡≡≡→
Marker ▲
Lead Change ✂
Judge (J)



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 21, 2025

Horsemanship Level 1 Youth 14 - 18



Be ready at marker A.

1. Jog from marker A to marker B and around corner.
2. Extended jog to the center of marker B and marker C, then stop.
3. Perform a 360 degree turn to the right.
4. Lope a circle on the right lead and continue directly toward marker C.
5. Break to a walk just before marker C and walk around the corner.
6. Stop and perform a 360 degree to the left.
7. Lope on the left lead to marker D.
8. Stop and back one horse length.
9. Walk past marker D.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

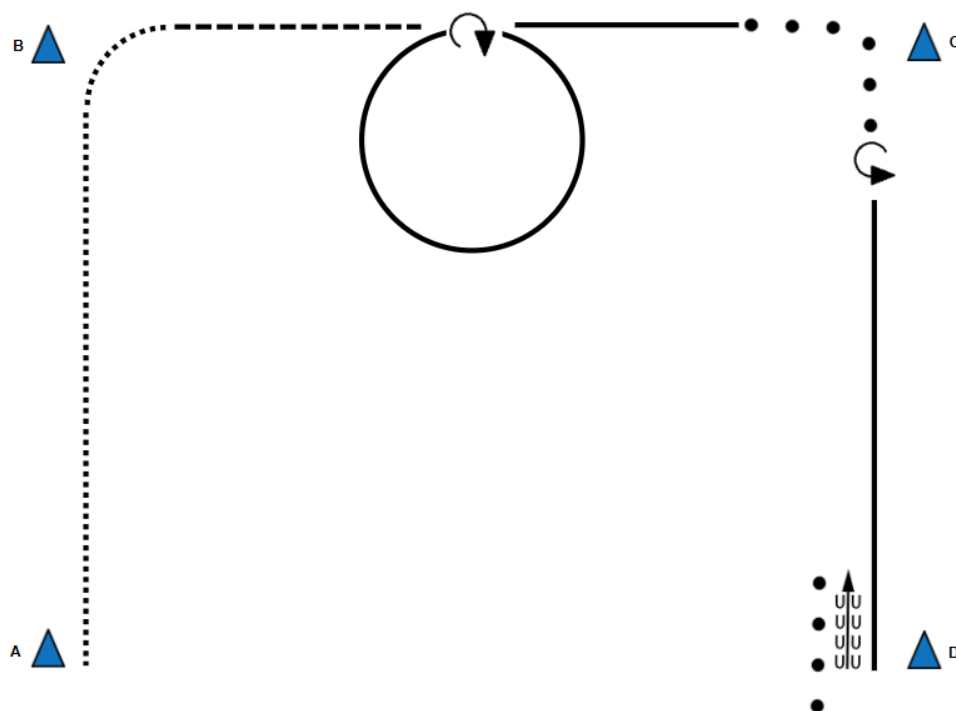
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	=====
Marker	▲
Lead Change	↔
Judge	⑦



2025 All American Quarter Horse Congress

VS Code Red Coliseum October 17, 2025

Horsemanship Level 1 Horse Non-Pro



Be ready at marker A.

1. Jog from marker A to marker B and around corner.
2. Extended jog to the center of marker B and marker C, then stop.
3. Perform a 360 degree turn to the right.
4. Lope a circle on the right lead and continue directly toward marker C.
5. Break to a walk just before marker C and walk around the corner.
6. Stop and perform a 360 degree to the left.
7. Lope on the left lead to marker D.
8. Stop and back one horse length.
9. Walk past marker D.

Pattern is complete.

Please keep in mind that the visual representation of this pattern is solely meant for a general depiction. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horse.

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Lope w/speed	=====
Back	=====
Marker	▲
Lead Change	↔
Judge	⑦