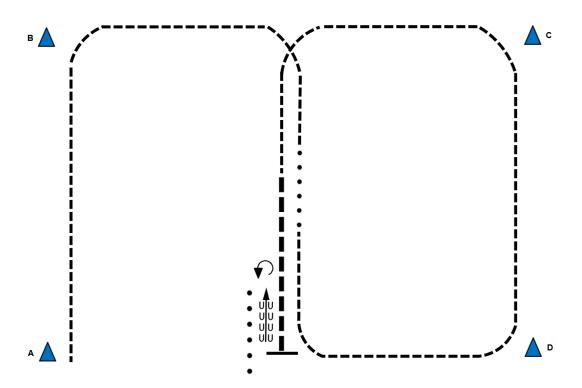




VS Code Red Coliseum October 13, 2025

Equitation Small Fry



Be ready at marker A.

- 1. Trot on the left diagonal to the center of the pattern.
- 2. Walk two horse lengths.
- 3. Trot on the right diagonal for a full circle to the center of the pattern.
- 4. Sitting trot until even with marker A.
- 5. Stop and back two horse lengths.
- 6. Perform a 360 degree forehand turn to the left.
- 7. Walk past marker A.

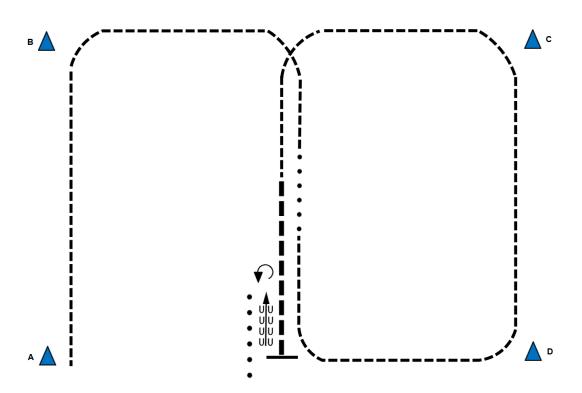
Pattern is complete.





VS Code Red Coliseum October 13, 2025

Equitation Level 1 Amateur Walk Trot



Be ready at marker A.

- 1. Trot on the left diagonal to the center of the pattern.
- 2. Walk two horse lengths.
- 3. Trot on the right diagonal for a full circle to the center of the pattern.
- 4. Sitting trot until even with marker A.
- 5. Stop and back two horse lengths.
- 6. Perform a 360 degree forehand turn to the left.
- 7. Walk past marker A.

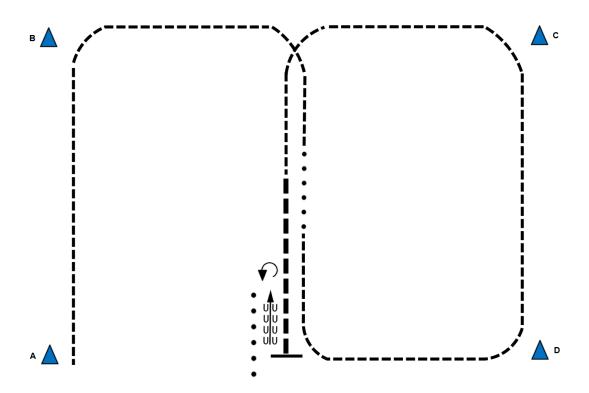
Pattern is complete.





VS Code Red Coliseum October 14, 2025

Equitation Level 1 Youth Walk Trot



Be ready at marker A.

- 1. Trot on the left diagonal to the center of the pattern.
- 2. Walk two horse lengths.
- 3. Trot on the right diagonal for a full circle to the center of the pattern.
- 4. Sitting trot until even with marker A.
- 5. Stop and back two horse lengths.
- 6. Perform a 360 degree forehand turn to the left.
- 7. Walk past marker A.

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
Trot
Extended Trot
Canter
Hand Gallop
Back
ECCCE
Lead Change
Marker
Judge

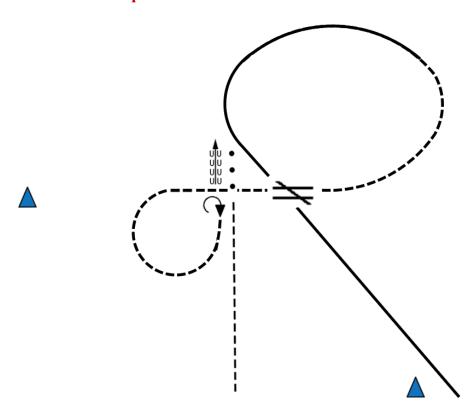
J





VS Code Red Coliseum October 16, 2025

Equitation Level 1 Youth 14 - 18



Be ready before the marker.

- 1. Canter on the left lead.
- 2. Change leads (simple or flying).
- 3. Proceed on the right lead
- 4. Break to a trot on the left diagonal.
- 5. Change to right diagonal and circle left.
- 6. Halt. Perform a 180 degree forehand turn to the right.
- 7. Back six to eight steps.
- 8. Walk six to eight steps.
- 9. Move into a sitting trot and pass start marker.

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
Trot
Extended Trot
Canter
Hand Gallop
Back SEEE
Lead Change
Marker
Judge

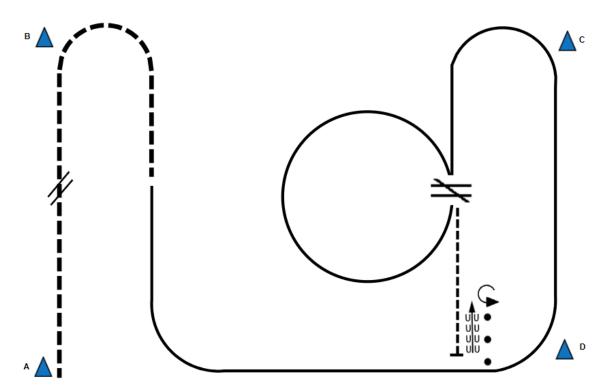
Judge





VS Code Red Coliseum October 16, 2025

Equitation Youth 11 & Under



Be ready at the marker.

- 1. Posting trot on the right diagonal halfway between marker A and marker B.
- 2. Change diagonals and continue forward to and thru a turn to the right.
- 3. Halfway to marker A, canter on the left lead and continue forward past marker D and marker C, making a left turn.
- 4. Change leads (simple or flying) half way between marker C and marker D.
- 5. Canter a full circle to the right.
- 6. Close the circle and sit trot to marker D.
- 7. Stop and back one horse length.
- 8. Perform a 360 degree forehand turn to the left.
- 9. Walk past marker D.

Pattern is complete.

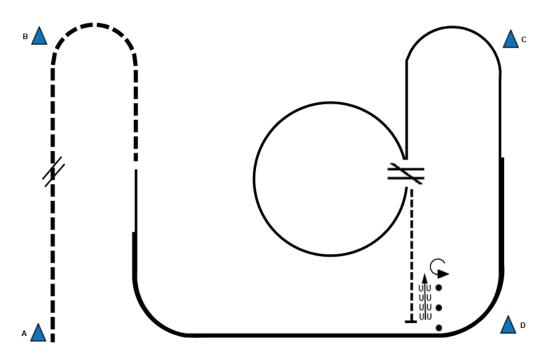






VS Code Red Coliseum October 16, 2025





Be ready at the marker.

- 1. Posting trot on the right diagonal halfway between marker A and marker B.
- 2. Change diagonals and continue forward to and thru a turn to the right.
- 3. Halfway to marker A, canter on the left lead building to a hand gallop thru the turn before marker A, and continue to halfway between marker C and marker D.
- 4. Collect the canter and continue forward thru the left turn at marker C.
- 5. Change leads (simple or flying) halfway between marker C and marker D.
- 6. Canter a full circle to the right.
- 7. Close the circle and sit trot to marker D.
- 8. Stop and back one horse length.
- 9. Perform a 360 degree forehand turn to the left.
- 10. Walk past marker D.

Pattern is complete.

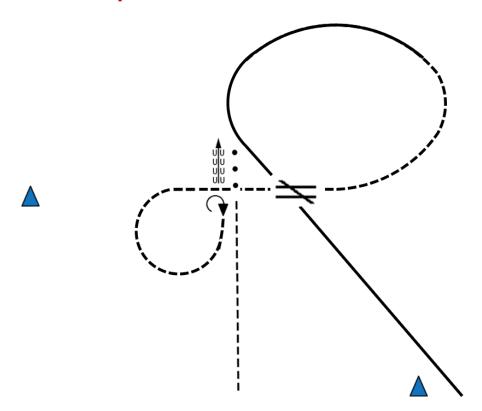
Walk
Jog _____
Extended Jog _____
Lope Lope w/speed
Back SECE Marker ____
Lead Change Judge ①





VS Code Red Coliseum October 17, 2025

Equitation Level 1 Youth 13 & Under



Be ready before the marker.

- 1. Canter on the left lead.
- 2. Change leads (simple or flying).
- 3. Proceed on the right lead
- 4. Break to a trot on the left diagonal.
- 5. Change to right diagonal and circle left.
- 6. Halt. Perform a 180 degree forehand turn to the right.
- 7. Back six to eight steps.
- 8. Walk six to eight steps.
- 9. Move into a sitting trot and pass start marker.

Pattern is complete.

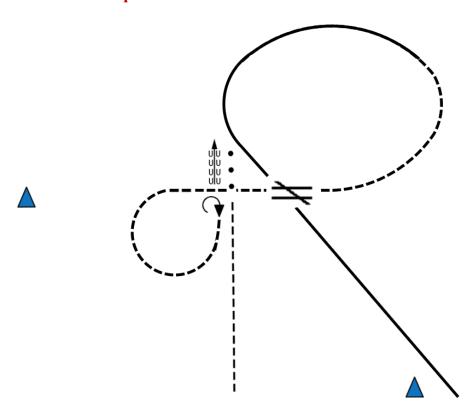
Walk
Trot
Extended Trot
Canter
Hand Gallop
Back
ECCC
Lead Change
Marker





VS Code Red Coliseum October 21, 2025

Equitation Level 1 Amateur Select



Be ready before the marker.

- 1. Canter on the left lead.
- 2. Change leads (simple or flying).
- 3. Proceed on the right lead
- 4. Break to a trot on the left diagonal.
- 5. Change to right diagonal and circle left.
- 6. Halt. Perform a 180 degree forehand turn to the right.
- 7. Back six to eight steps.
- 8. Walk six to eight steps.
- 9. Move into a sitting trot and pass start marker.

Pattern is complete.

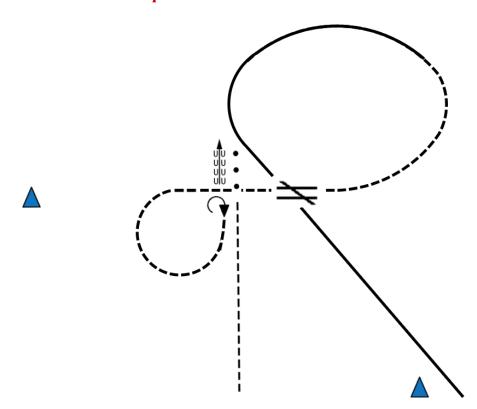
Hand Ga Back Ead Chr Marker , Judge





VS Code Red Coliseum October 22, 2025

Equitation Level 1 Amateur



Be ready before the marker.

- 1. Canter on the left lead.
- 2. Change leads (simple or flying).
- 3. Proceed on the right lead
- 4. Break to a trot on the left diagonal.
- 5. Change to right diagonal and circle left.
- 6. Halt. Perform a 180 degree forehand turn to the right.
- 7. Back six to eight steps.
- 8. Walk six to eight steps.
- 9. Move into a sitting trot and pass start marker.

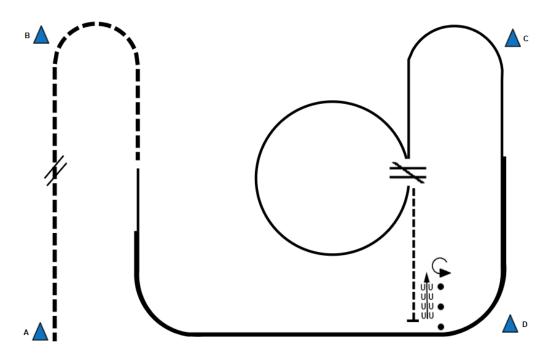
Pattern is complete.





VS Code Red Coliseum October 22, 2025





Be ready at the marker.

- 1. Posting trot on the right diagonal halfway between marker A and marker B.
- 2. Change diagonals and continue forward to and thru a turn to the right.
- 3. Halfway to marker A, canter on the left lead building to a hand gallop thru the turn before marker A, and continue to halfway between marker C and marker D.
- 4. Collect the canter and continue forward thru the left turn at marker C.
- 5. Change leads (simple or flying) halfway between marker C and marker D.
- 6. Canter a full circle to the right.
- 7. Close the circle and sit trot to marker D.
- 8. Stop and back one horse length.
- 9. Perform a 360 degree forehand turn to the left.
- 10. Walk past marker D.

Pattern is complete.

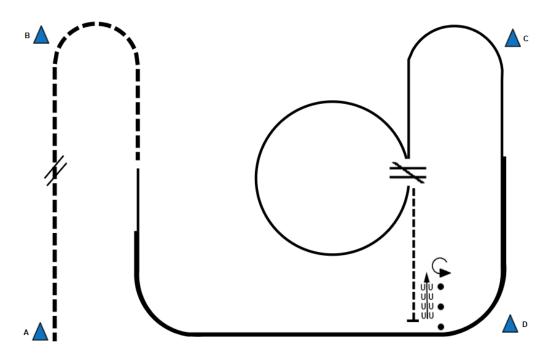
Walk
Jog — — —
Extended Jog — — —
Lope
Lope W/speed — —
Back SESE — —
Marker A
Lead Change Judge ①





Celeste Center October 24, 2025

Equitation Amateur



Be ready at the marker.

- 1. Posting trot on the right diagonal halfway between marker A and marker B.
- 2. Change diagonals and continue forward to and thru a turn to the right.
- 3. Halfway to marker A, canter on the left lead building to a hand gallop thru the turn before marker A, and continue to halfway between marker C and marker D.
- 4. Collect the canter and continue forward thru the left turn at marker C.
- 5. Change leads (simple or flying) halfway between marker C and marker D.
- 6. Canter a full circle to the right.
- 7. Close the circle and sit trot to marker D.
- 8. Stop and back one horse length.
- 9. Perform a 360 degree forehand turn to the left.
- 10. Walk past marker D.

Pattern is complete.

Walk

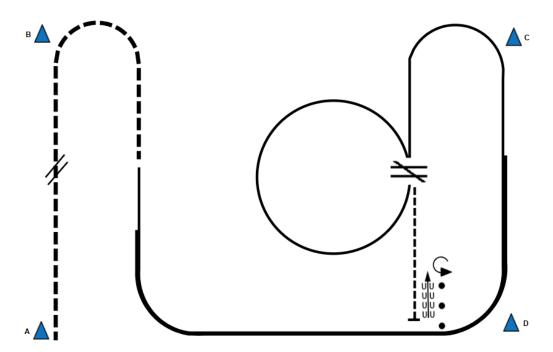
Jog Extended Jog Lope
Lope w/speed
Back SESS
Marker Lead Change
Judge ①





Celeste Center October 25, 2025

Equitation Amateur Select



Be ready at the marker.

- 1. Posting trot on the right diagonal halfway between marker A and marker B.
- 2. Change diagonals and continue forward to and thru a turn to the right.
- 3. Halfway to marker A, canter on the left lead building to a hand gallop thru the turn before marker A, and continue to halfway between marker C and marker D.
- 4. Collect the canter and continue forward thru the left turn at marker C.
- 5. Change leads (simple or flying) halfway between marker C and marker D.
- 6. Canter a full circle to the right.
- 7. Close the circle and sit trot to marker D.
- 8. Stop and back one horse length.
- 9. Perform a 360 degree forehand turn to the left.
- 10. Walk past marker D.

Pattern is complete.

Walk

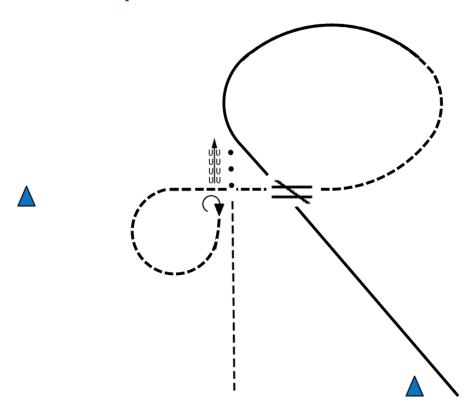
Jog
Extended Jog
Lope
Lope w/speed
Back SECE
Marker
Lead Change
Judge ①





VS Code Red Coliseum October 20, 2025

Equitation Level 1 Horse Non-Pro



Be ready before the marker.

- 1. Canter on the left lead.
- 2. Change leads (simple or flying).
- 3. Proceed on the right lead
- 4. Break to a trot on the left diagonal.
- 5. Change to right diagonal and circle left.
- 6. Halt. Perform a 180 degree forehand turn to the right.
- 7. Back six to eight steps.
- 8. Walk six to eight steps.
- 9. Move into a sitting trot and pass start marker.

Pattern is complete.

Walk
Trot
Extended Trot
Canter
Hand Gallop
Back ≦€€€
Lead Change
Marker