



Skagit County 4-H Horse Medals Handbook



Skagit County 4-H Horse Medals Rules:

The value of a medals program is to establish an educational challenge for advanced riders. Gold, silver, and bronze medals may be awarded to intermediate and senior 4-H youth in a variety of classes. Medals are awarded on a pass/fail basis. Riders can do a pattern correctly but still not receive a medal if they have done a sloppy pattern or shown poor equitation. Awarding a medal is completely at the judge's discretion. When competing for medals, the exhibitor is riding against a standard of excellence.

Standard patterns provided by the WSU extension will be used for consistency by the PNW horse judges and Washington Equine Committee.

Open to any intermediate or senior youth enrolled in the Skagit County 4-H horse program. The member must sign up for the medals program with the medals chairman and must own or manage the horse used to compete for this award a minimum of 60 days before the medals test.

Tests will be offered as a class at the County Fair and 1 to 3 other shows in Skagit County each year. There will be no fee for this class.

The patterns to be used will be posted a minimum of 1 hour before the class and will be chosen by the judge from the official patterns in the medals handbook.

Riders earning their medal may ride for the next level medal at the same show if they feel prepared. Only one medal at each level, in each class may be earned on each project horse. Medals may be awarded at the show or at Achievement night.

Bronze, Silver, & Gold medals are currently available for:

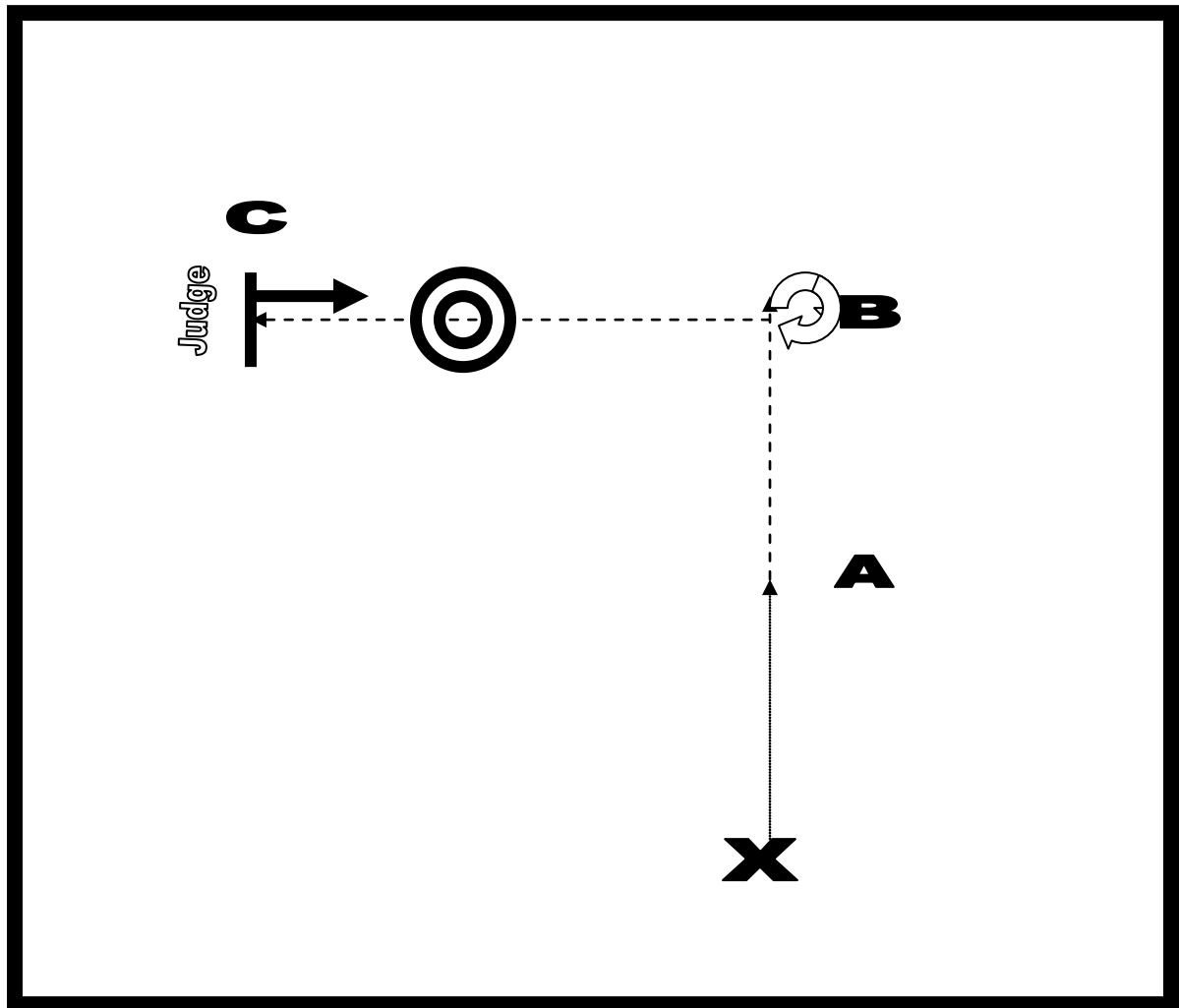
Intermediate Showmanship
Senior Showmanship
Intermediate Hunt Seat Equitation
Senior Hunt Seat Equitation
Intermediate Western Equitation
Senior Western Equitation

Medals Chairman:

Lola Whitford
13201 Persons Rd
Bow, WA 98232
(360) 757-1357
sqpaints@frontier.com

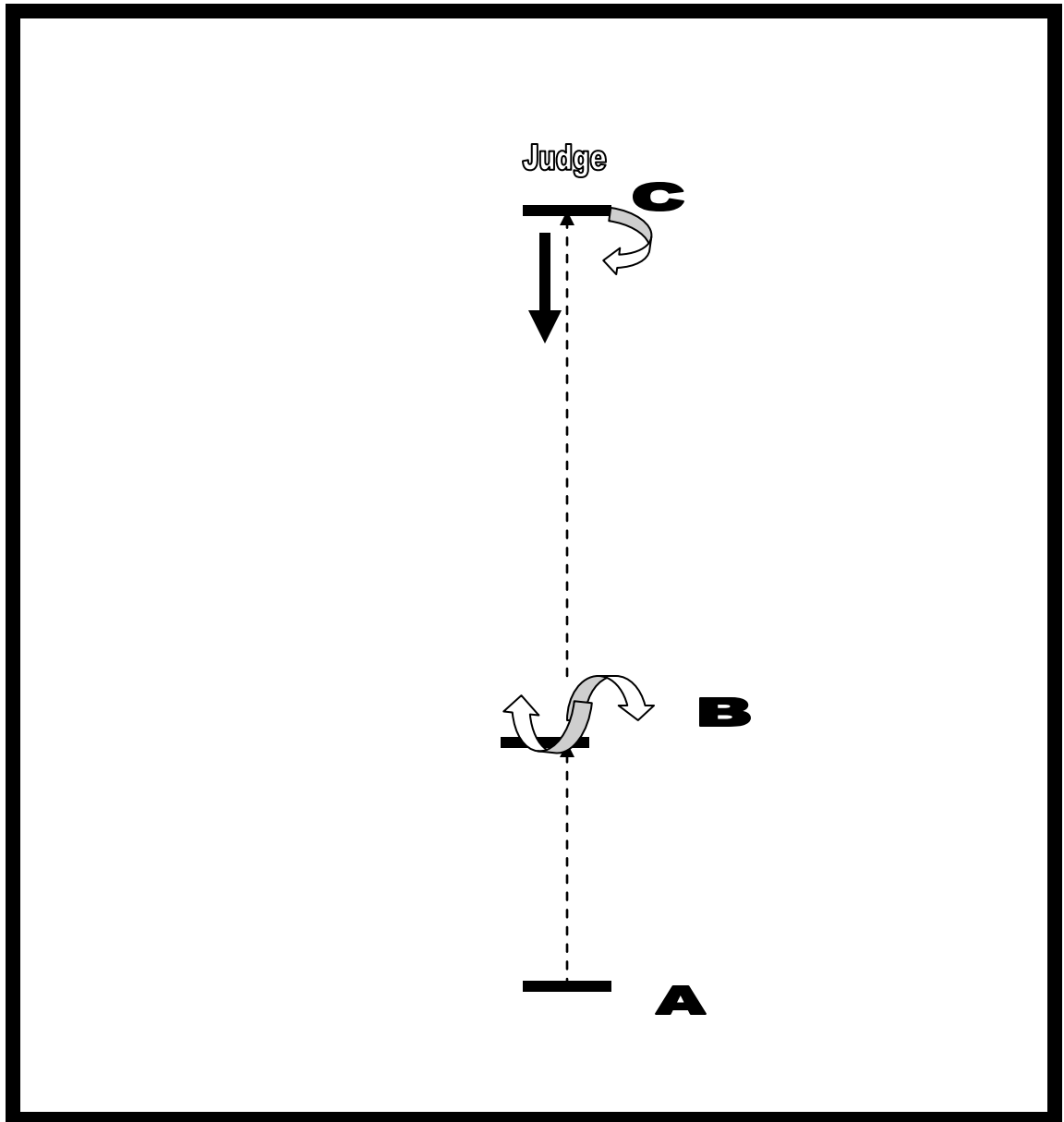
Patterns can be found at sqpaints.com/resources <> OR
Facebook – Skagit County 4-H Horse Program / files

Intermediate Showmanship Bronze Pattern #1



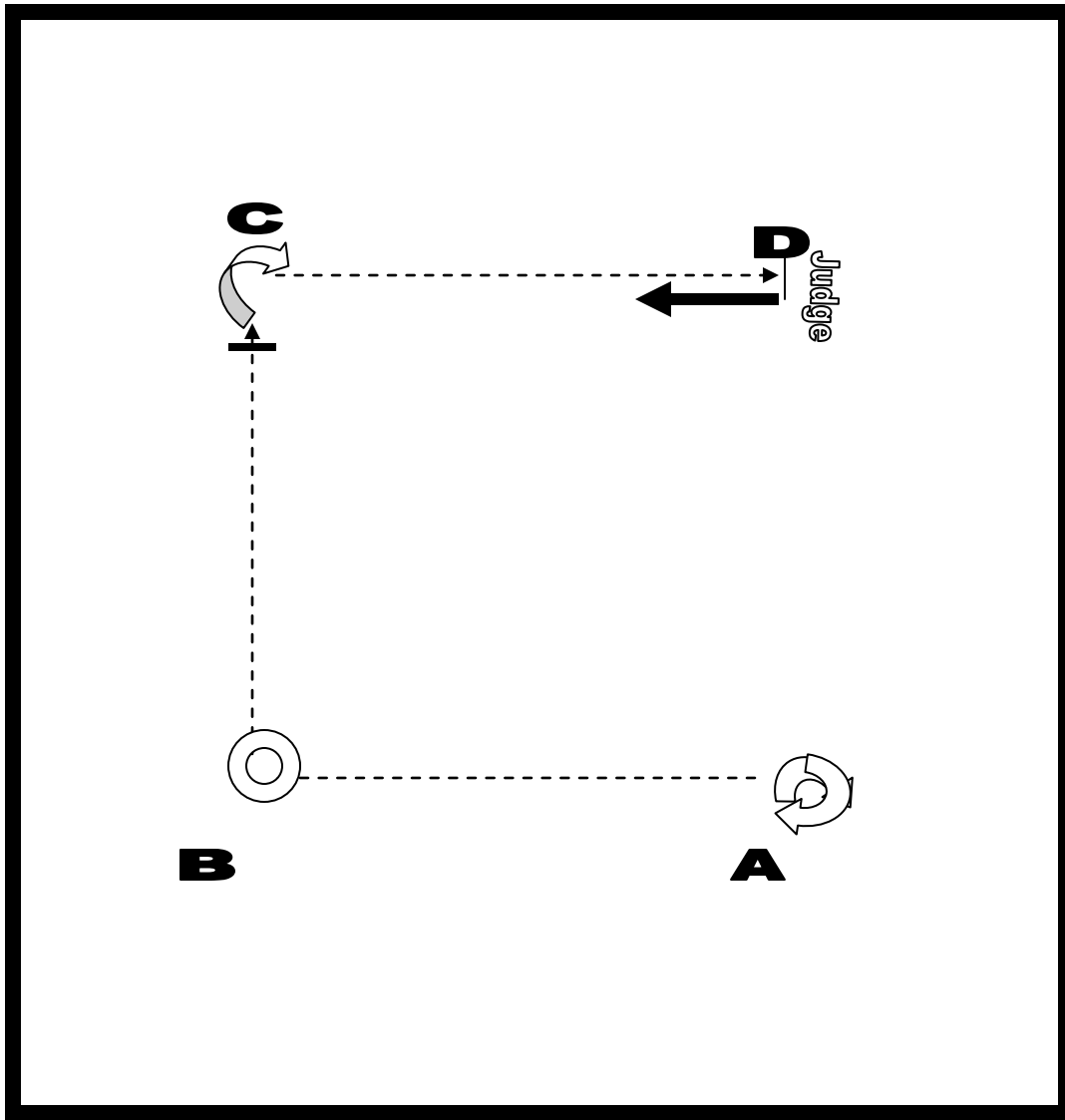
1. Wait at X. When acknowledged, walk to A.
2. Trot to B. Halt.
3. Perform a 270-degree right haunch turn.
4. Trot to C. Halt and wait 5 seconds.
5. Back 5 steps.
6. Perform a 450-degree right haunch turn.
7. Stop and set-up for inspection.
8. When dismissed, trot to line.

Intermediate Showmanship Bronze Pattern #2



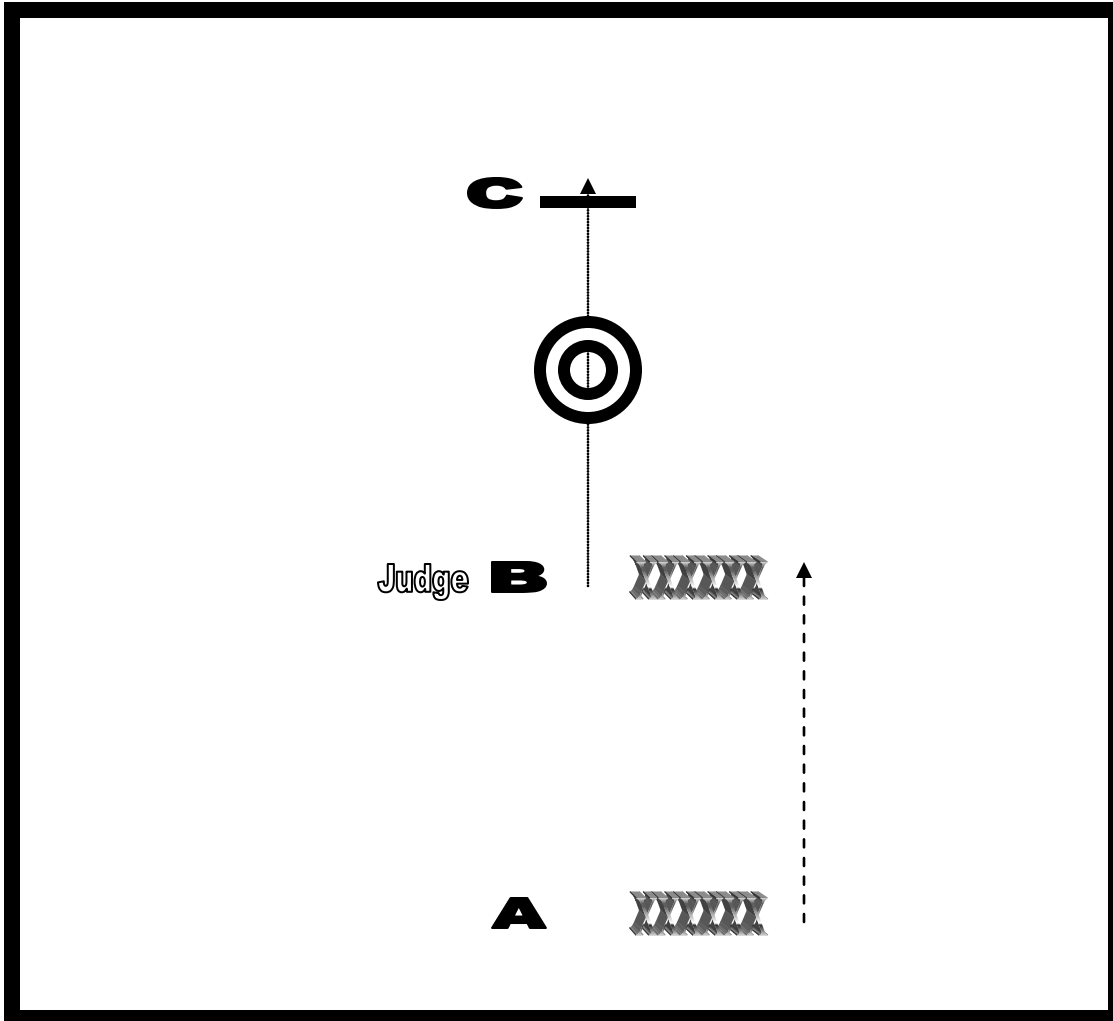
1. Wait at A. When acknowledged move to the offside of your horse.
2. Trot to B. Halt
3. Perform a 180-degree right forehand turn. Return to the nearside of your horse.
4. Perform a 180-degree right haunch turn.
5. Trot to C. Halt.
6. Back 6 steps and close.
7. Set-up for inspection. When dismissed perform a 270-degree right haunch turn and return to line.

Intermediate Showmanship Bronze Pattern #3



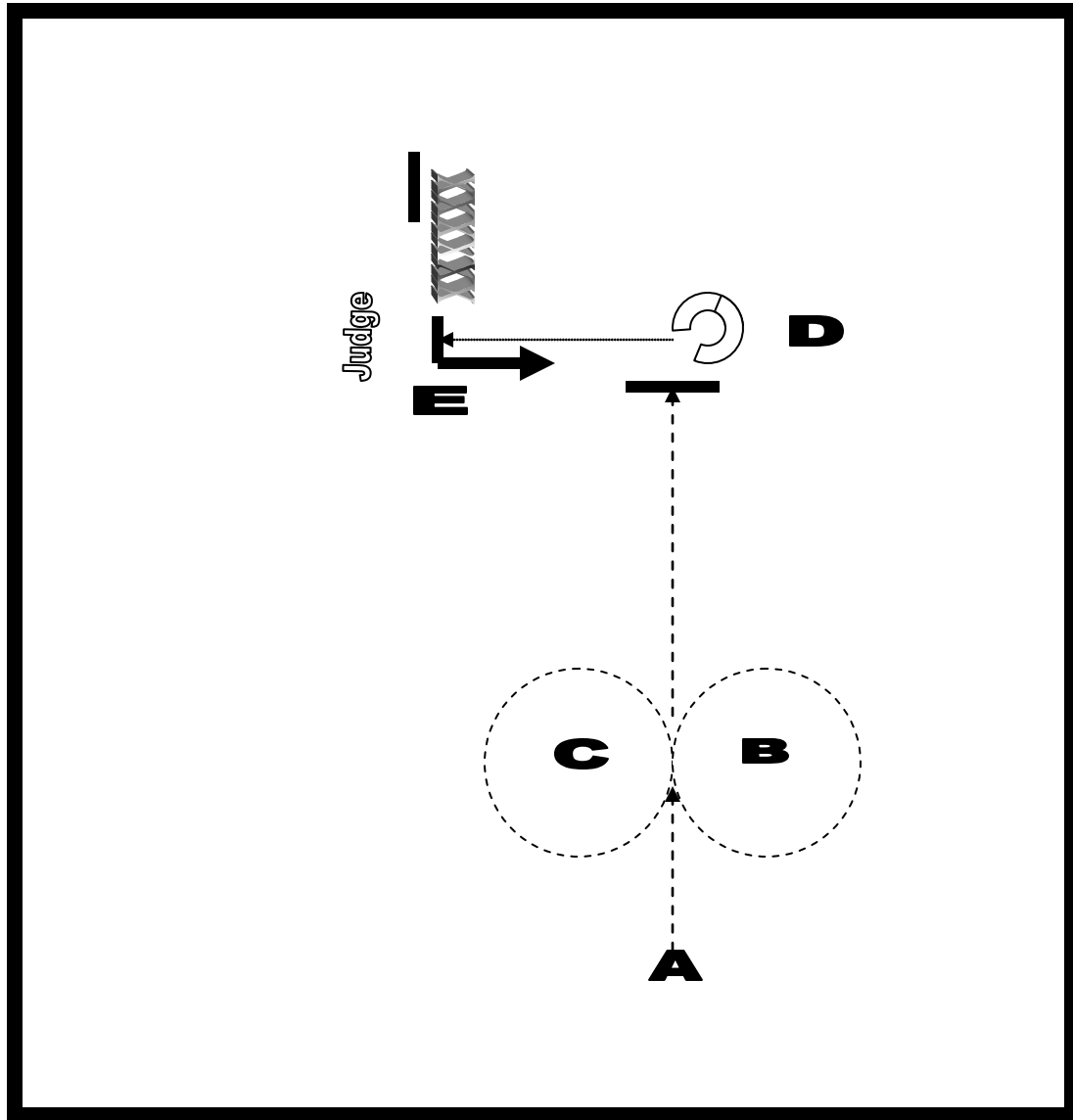
1. Wait at A. When acknowledged, perform a 270-degree right haunch turn.
2. Trot to B. Halt.
3. Perform a 450-degree right haunch turn.
4. Trot to C. Halt and wait 5 seconds.
5. Move to the off side of your horse and perform a 90-degree right forehand turn. Return to the near side of your horse.
6. Trot to D. Halt.
7. Back 6 steps and close.
8. Set-up for inspection.
9. When dismissed return to line.

Intermediate Showmanship Silver Pattern #1



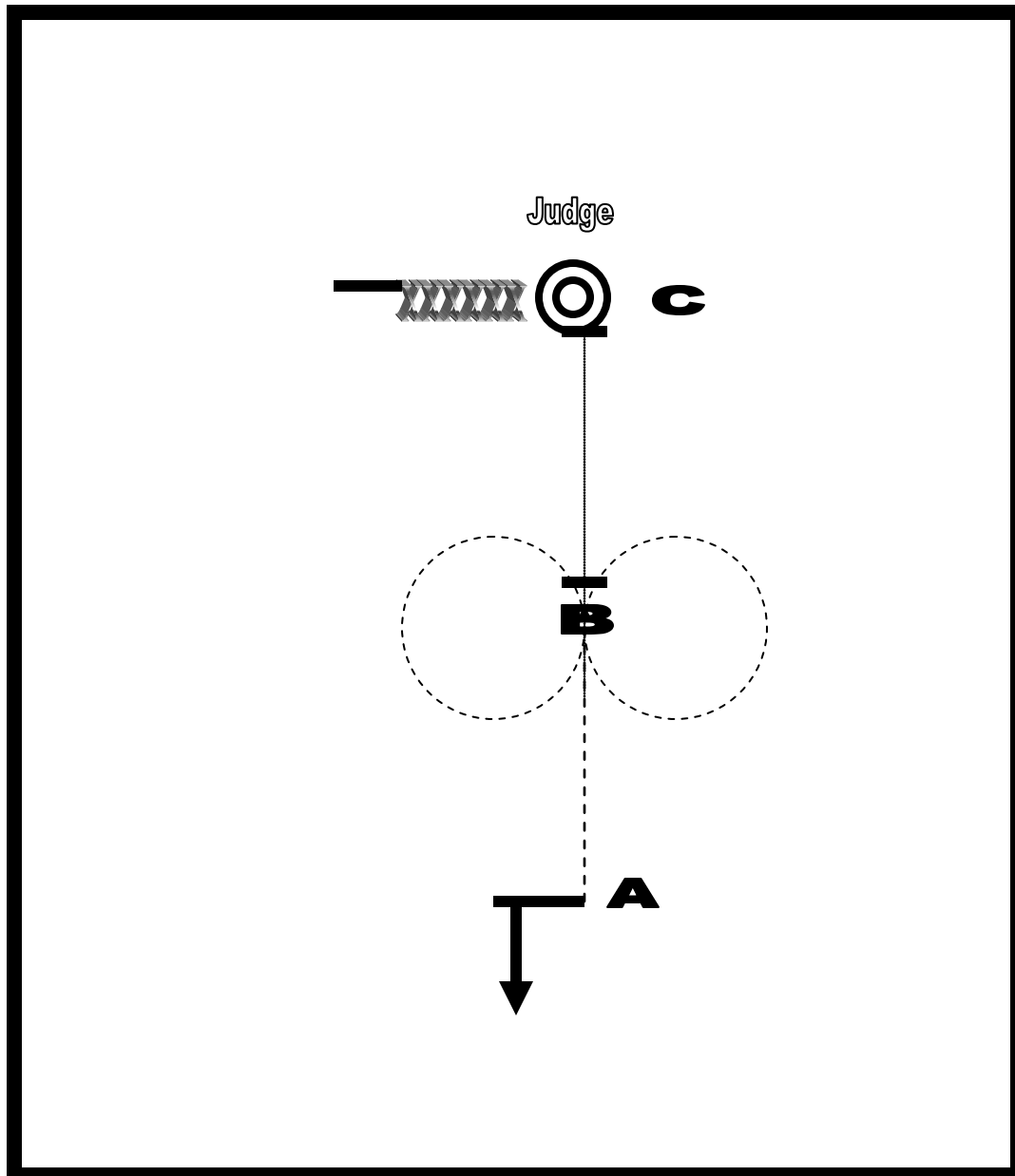
1. Wait at A. When acknowledged, sidepass 6 steps to the right (3 cross-over steps).
2. Trot until even with B.
3. Move to the off side of your horse. Sidepass 6 steps to the left (3 cross-over steps).
4. Stop and set-up for inspection.
5. When dismissed, walk half way to C. Perform a 360-degree right haunch turn. Continue walking to C.
6. Halt. Wait to be dismissed.

Intermediate Showmanship Silver Pattern #2



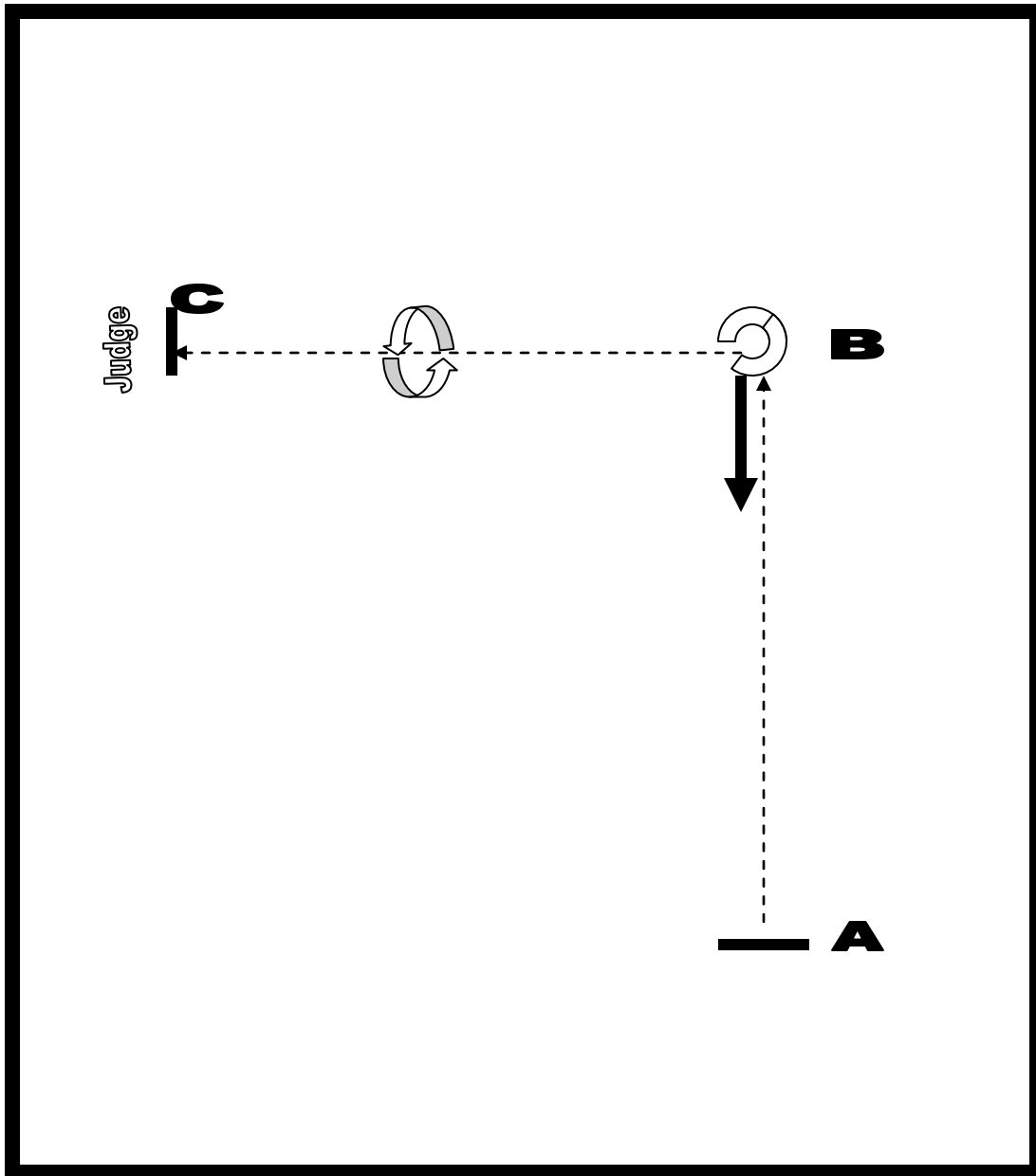
1. Wait at A. When acknowledged trot a figure-8 around B and C. Continue trotting to D.
2. Halt. Perform a 270-degree right haunch turn. Move to the off side of your horse.
3. Walk until even with E. Halt.
4. Back 5 steps and close. Return to the nearside of your horse.
5. Sidepass 6 steps to the right (3 cross-over steps)/
6. Halt. Set-up for inspection.
7. When dismissed trot to line.

Intermediate Showmanship Silver Pattern #3



1. Wait at A. When acknowledged, back 5 steps.
2. Trot to B and trot a figure-8 starting to the right. Halt
3. Walk to C. Halt and wait 5 seconds.
4. Perform a 360-degree right haunch turn.
5. Move to the offside of your horse and sidepass 6 steps (3 cross-over steps) to the left. Return to the nearside of your horse.
6. Set-up for inspection. When dismissed, trot into line.

Intermediate Showmanship Gold #1

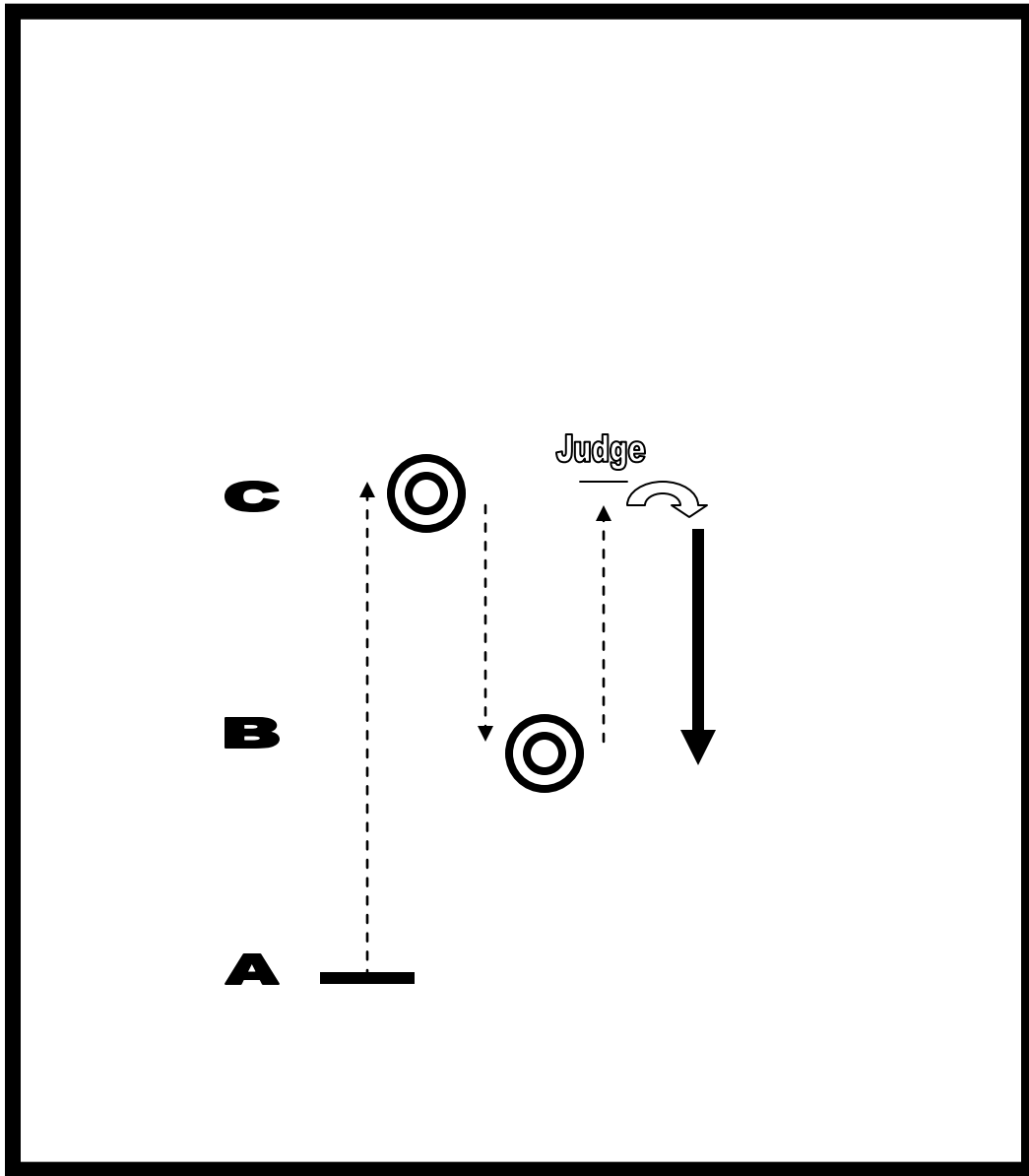


1. Wait at A. When acknowledged trot to B. Halt.
2. Back 7 steps and close.
3. Perform a 270-degree right haunch turn.
4. Trot $\frac{1}{2}$ way to C. Halt.
5. Move to the offside; perform a 360-degree right forehand turn. Continue to stay on offside and trot to C. Halt.
6. Set-up for inspection
7. Judge will ask question.
8. When dismissed return to nearside and continue to line.

The diagram illustrates a quantum communication protocol involving four parties: Alice (A), Bob (B), Charlie (C), and David (D). Alice and Bob share a maximally entangled state, represented by a horizontal line with a double arrow indicating entanglement. Charlie and David share a state consisting of two copies of a state X , represented by two horizontal lines with a double arrow indicating entanglement. Charlie and Bob perform a Bell state measurement (BSM), indicated by a curved arrow labeled 'BSM'. The outcome of this BSM is a classical bit c . Alice and David then perform a Bell state measurement (BSM), indicated by a curved arrow labeled 'BSM'. The outcome of this BSM is a classical bit d . The final state of David's system is determined by the classical bits c and d .

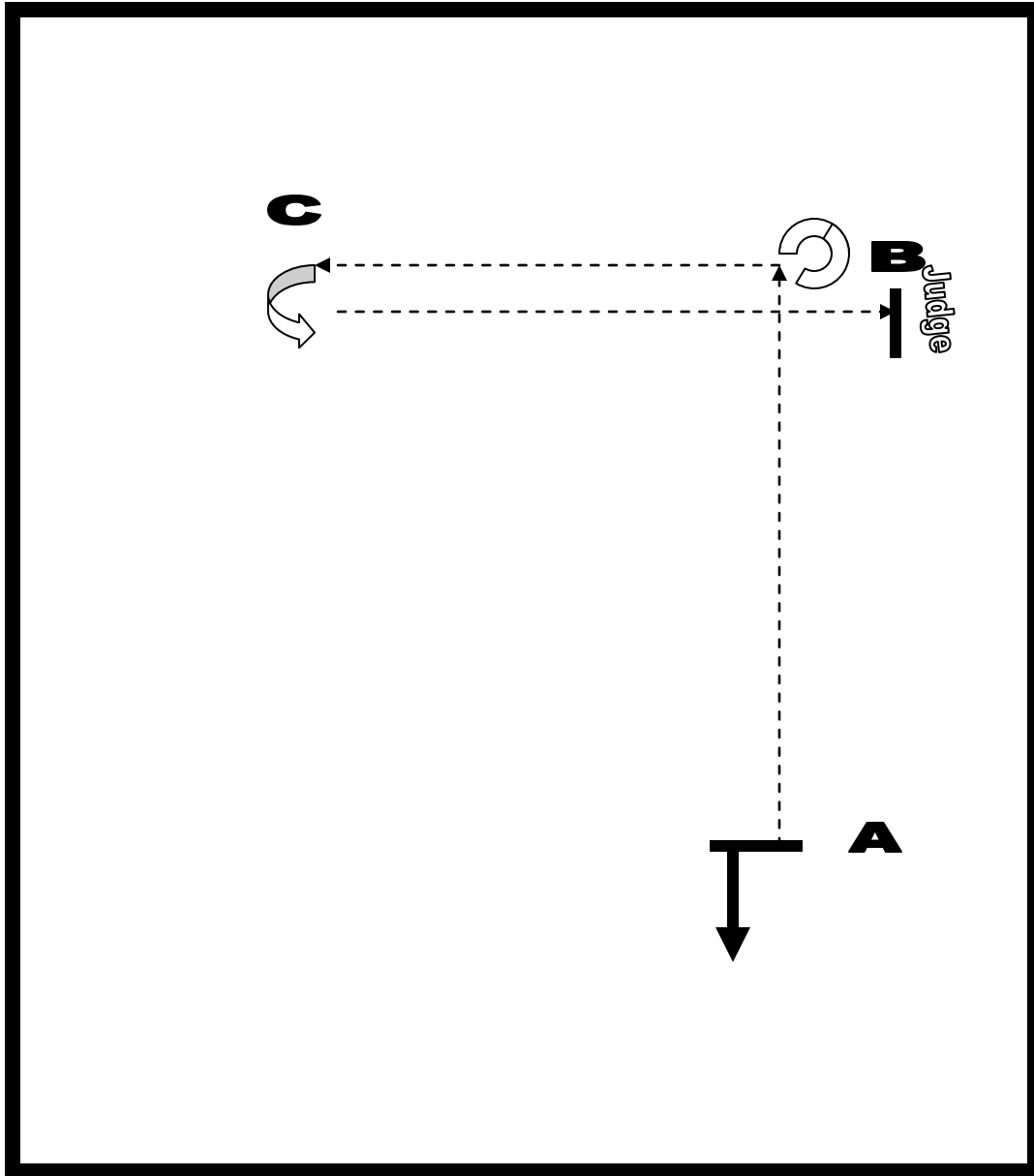
1. Start at A. When acknowledged trot to B. Halt.
2. Back 7 steps and close.
3. Perform a 180-degree left forehand turn.
4. Back a half circle from cone B to cone C. Halt at C.
5. Perform a 180-degree right haunch turn.
6. Trot to D. Sidepass 6 steps (3 cross-over steps) to the right.
7. Switch to the offside and sidepass 6 (3 cross-over steps) steps to the left.
8. Perform a 450-degree left haunch turn.
9. Set-up in front of judge.
10. When dismissed return to the near side and return to line.

Intermediate Showmanship Gold Pattern #3



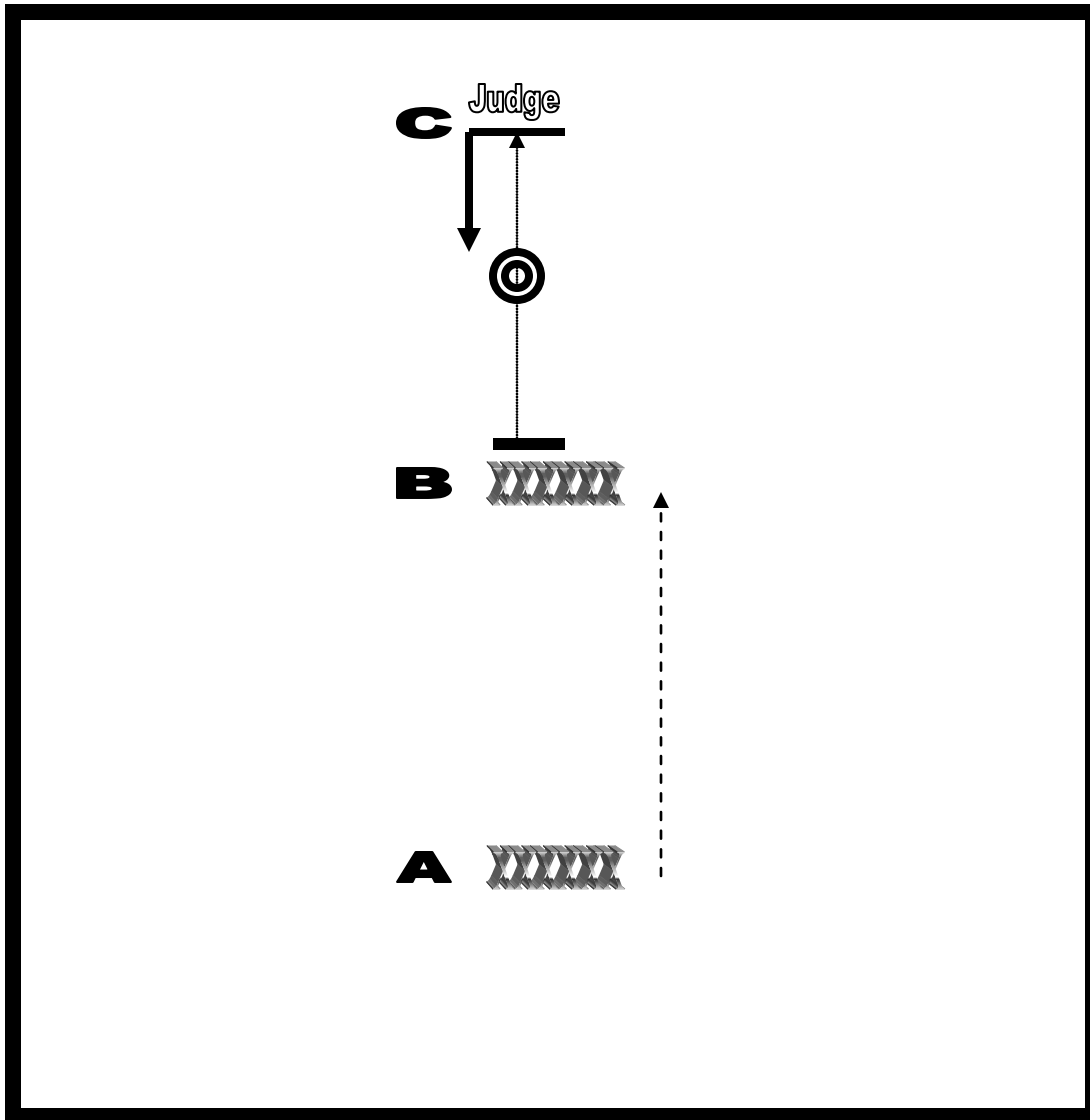
1. Start at A.
2. When acknowledged trot to C. Halt
3. Perform a 540-degree right haunch turn and trot to B. Halt.
4. Perform a 540-degree left forehand turn.
5. Trot to C. Halt
6. Set-up for inspection.
7. Judge will ask question.
8. After being dismissed, perform a 360-degree right haunch turn and back to B,

Senior Showmanship Bronze Pattern #1



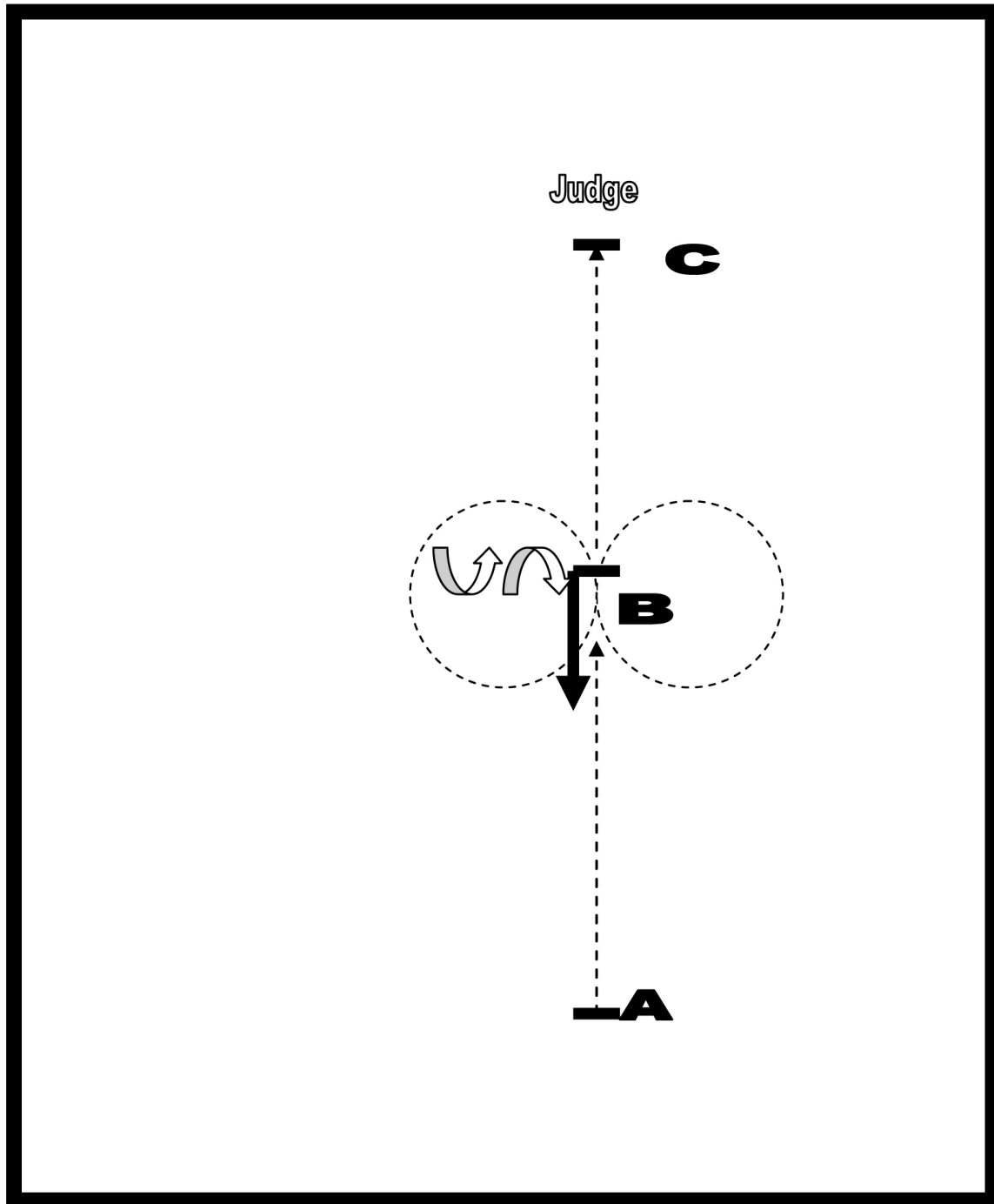
1. Wait at A. When acknowledged, back 7 steps.
2. Trot to B.
3. Perform a 270-degree right haunch turn.
4. Trot to C. Halt.
5. Perform a 180-degree left forehand turn.
6. Trot to B. Halt. Set-up for inspection.
7. When dismissed, walk into line.

Senior Showmanship Bronze Pattern #2



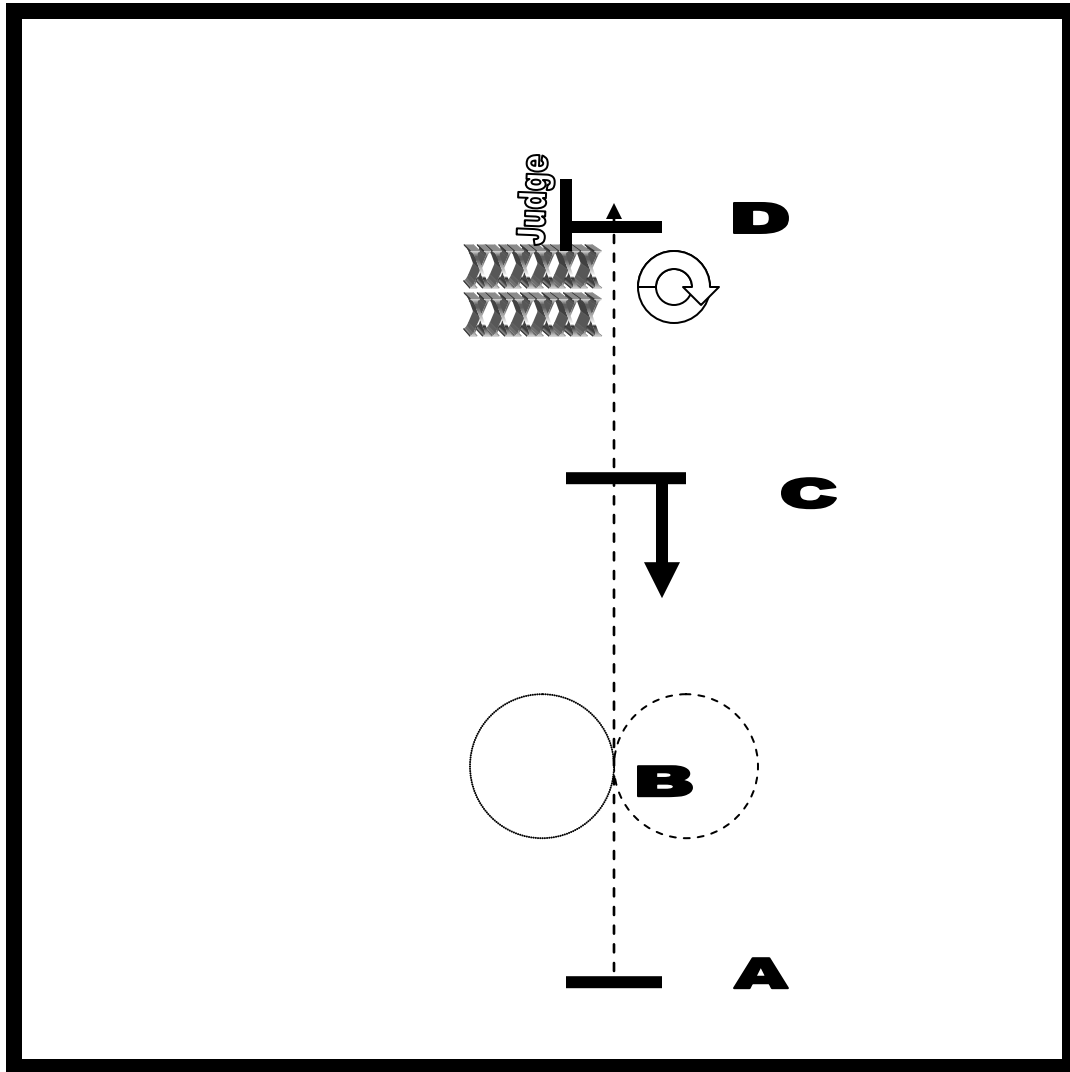
1. Wait at A. When acknowledged, sidepass 6 steps to the right (3 cross-over steps).
2. Trot until even with B. Halt
3. Move to the off side of your horse. Sidepass 6 steps to the left (3 cross-over steps). Return to the near side of your horse.
4. Walk half-way to C. Perform a 360-degree right haunch turn. Continue walking to C.
5. Halt. Back 7 steps.
6. Set-up for inspection. Answer question.
7. Wait to be dismissed.

Senior Showmanship Bronze Pattern #3



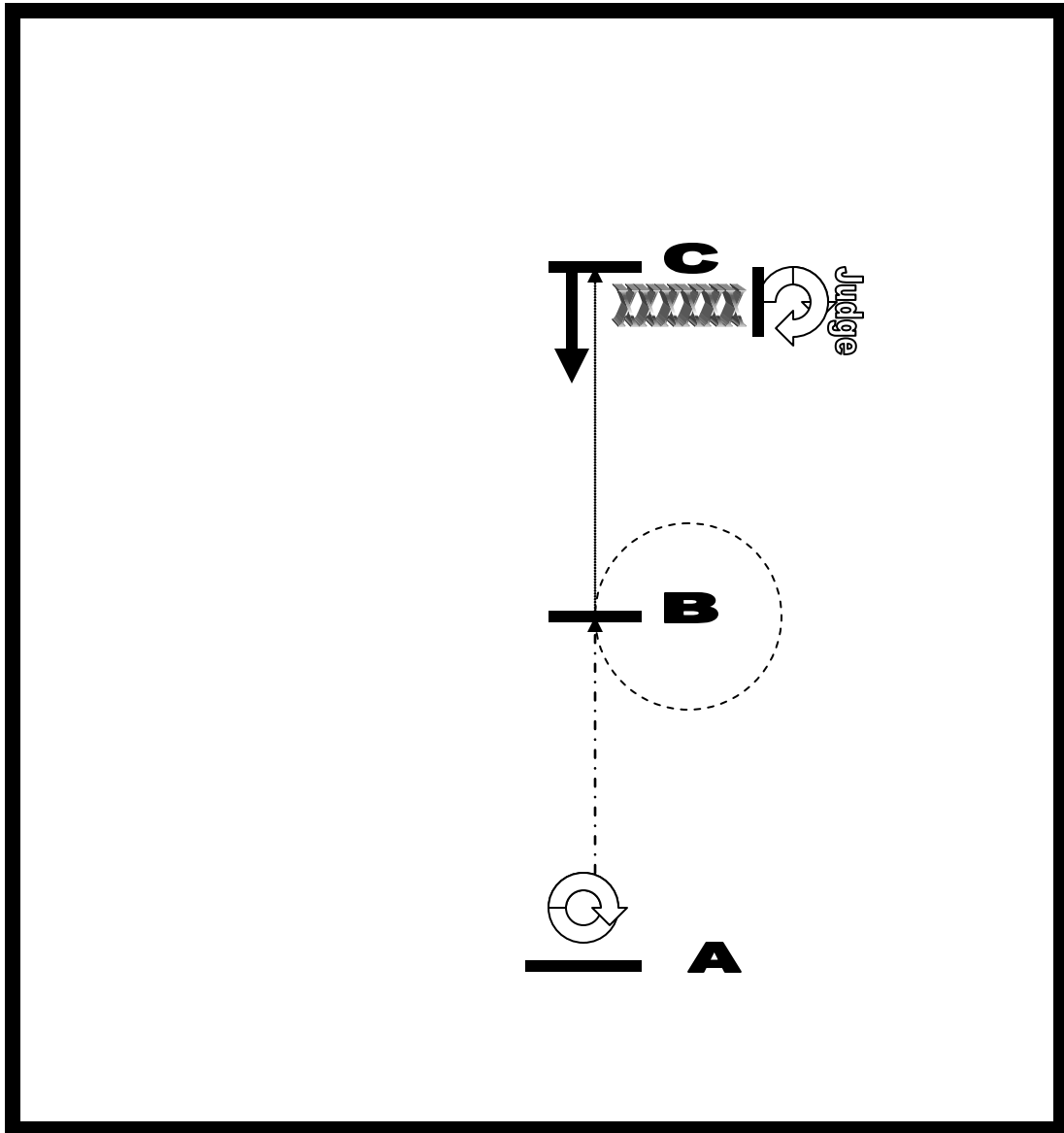
1. Wait at A. When acknowledged, trot to B.
2. Trot a figure-8 starting to the left. Halt
3. Back 7 steps and close.
4. Perform a 180-degree right haunch turn.
5. Perform a 180-degree left forehand turn.
6. Trot to C and set-up. Answer question.
7. Wait to be excused.

Senior Showmanship Silver Pattern #1



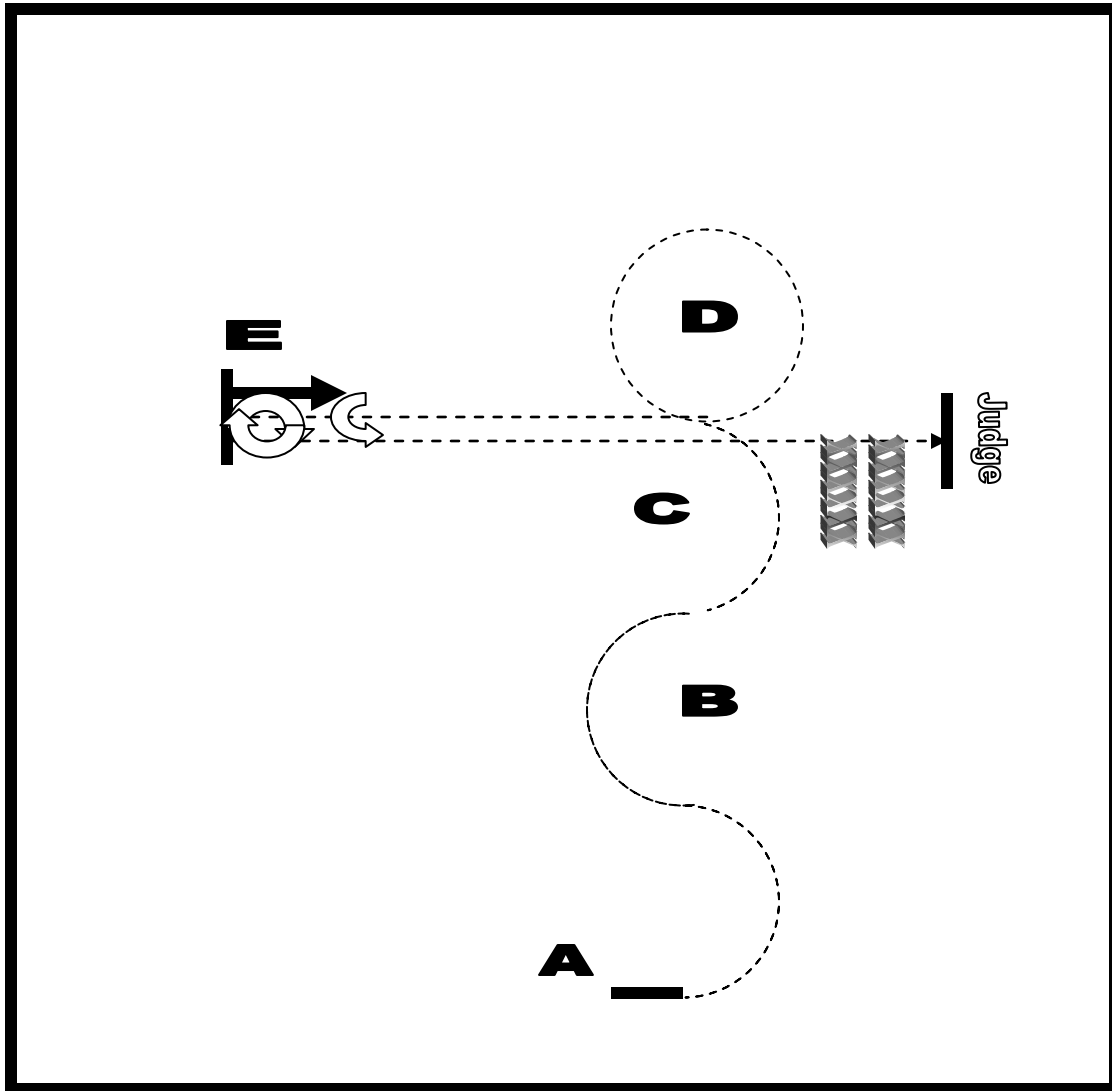
1. Wait at A. When acknowledged trot to B and trot a circle to the right.
2. Walk a circle to the left (forming a figure 8) and trot to C.
3. Halt. Move to the offside of your horse. Back 6 steps.
4. Trot to D. Halt.
5. Sidepass 6 steps to the left (3 cross-over steps).
6. Return to the nearside of your horse and sidepass 6 steps to the right (3 cross-over steps).
7. Perform a 630-degree haunch turn to the right.
8. Set-up for inspection. Answer question.
9. Wait to be excused.

Senior Showmanship Silver Pattern #2



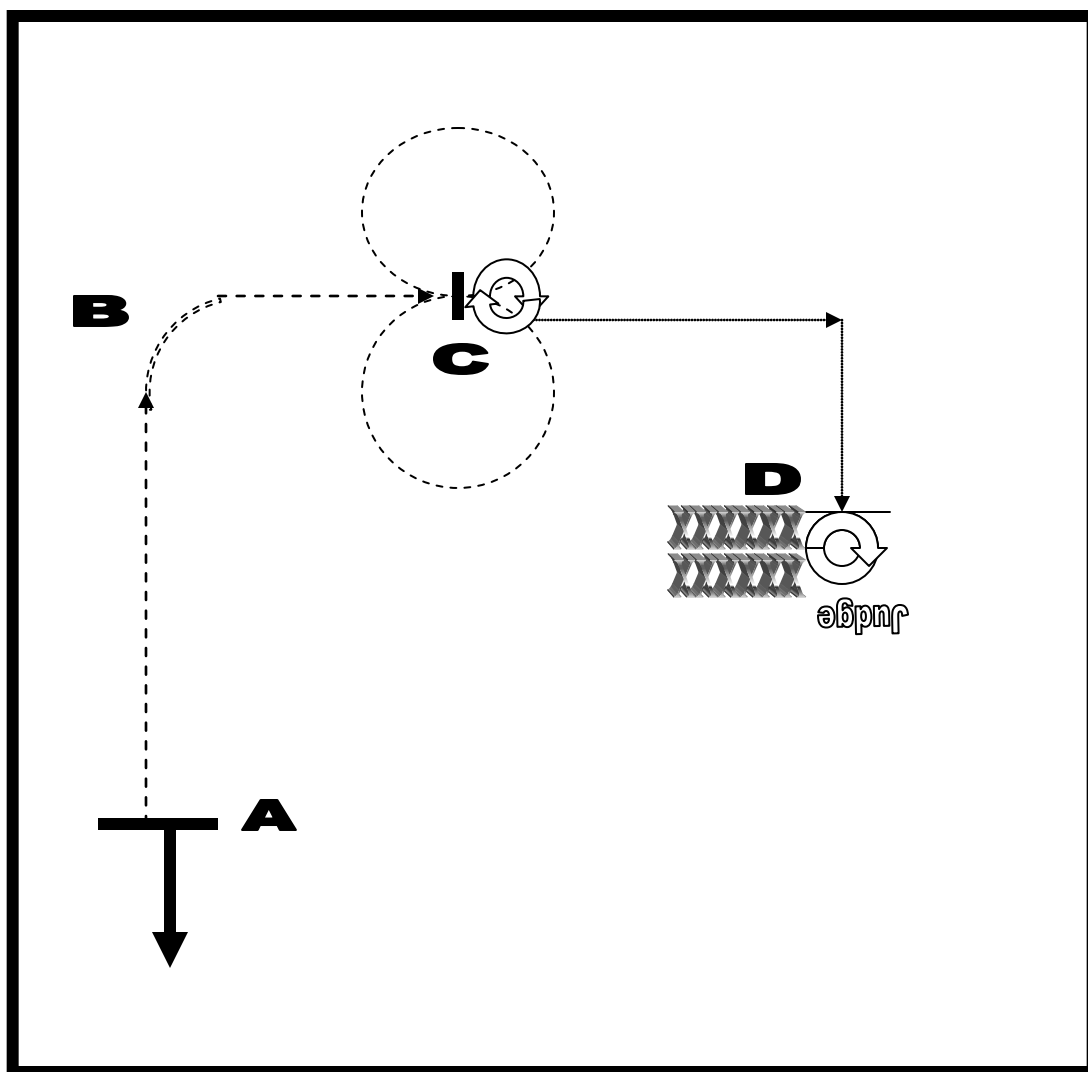
1. Wait A. When acknowledged, perform a 360-degree right haunch turn.
2. Immediately trot to B. Trot a circle around B. Halt
3. Move to the offside, walk to C and halt.
4. Back 6 steps and close. Return to the nearside.
5. Sidepass 6 steps to the right (3 cross-over steps).
6. Perform a 270-degree left forehand turn.
7. Set-up for inspection. Answer question.
8. Wait to be excused.

Senior Showmanship Silver Pattern #3



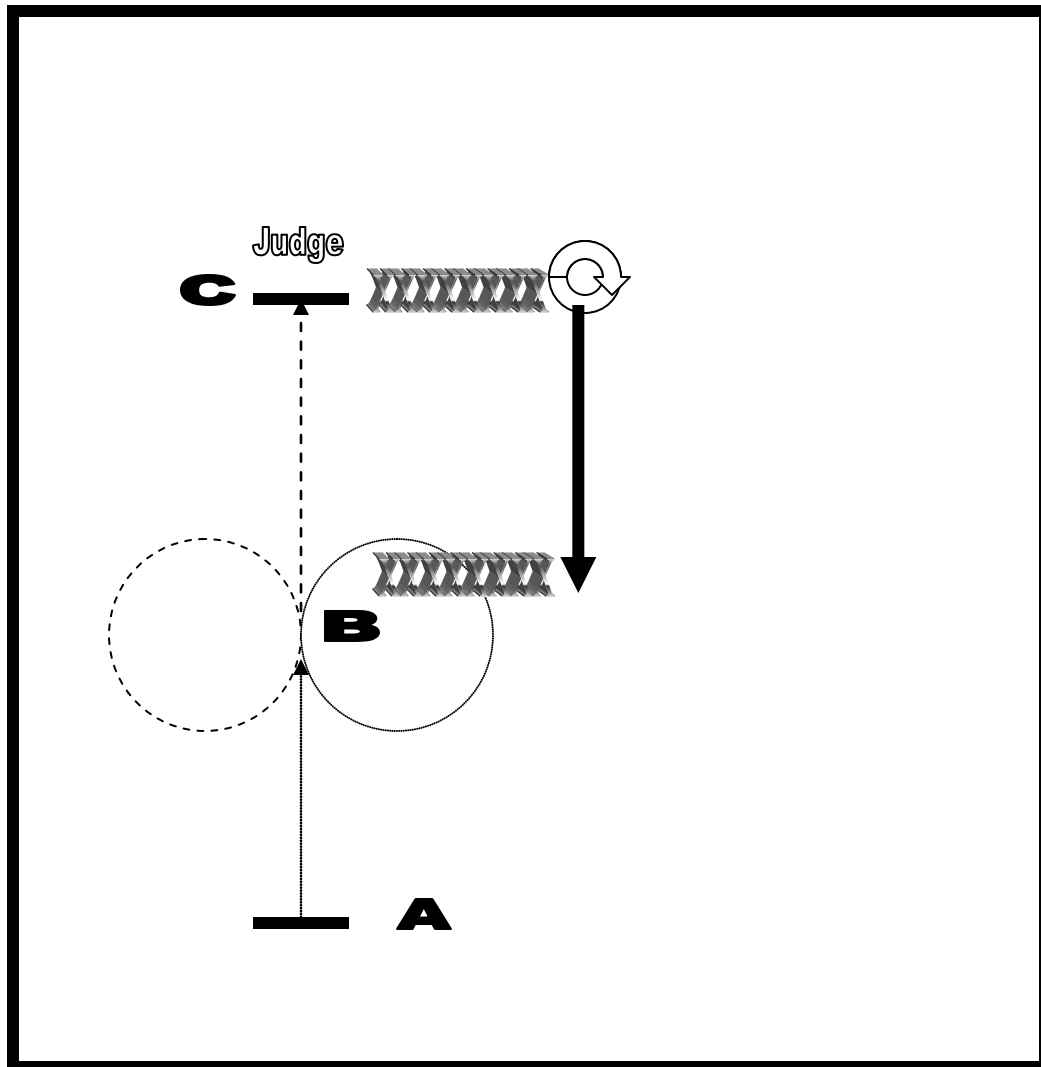
1. Start at A on the offside. When acknowledged, trot a serpentine around B and C, then complete a full circle around D
2. Trot to E and halt.
3. Do a 360-degree left haunch turn.
4. Back 7 steps.
5. Do a 180-degree right forehand turn, return to nearside of horse.
6. Trot to judge, set up for inspection and answer question.
7. After inspection, side-pass 6 steps to the right (3 cross-over steps), change sides and sidepass 6 steps to the left (3 cross-over steps).
8. Wait to be excused.

Senior Showmanship Gold Pattern #1



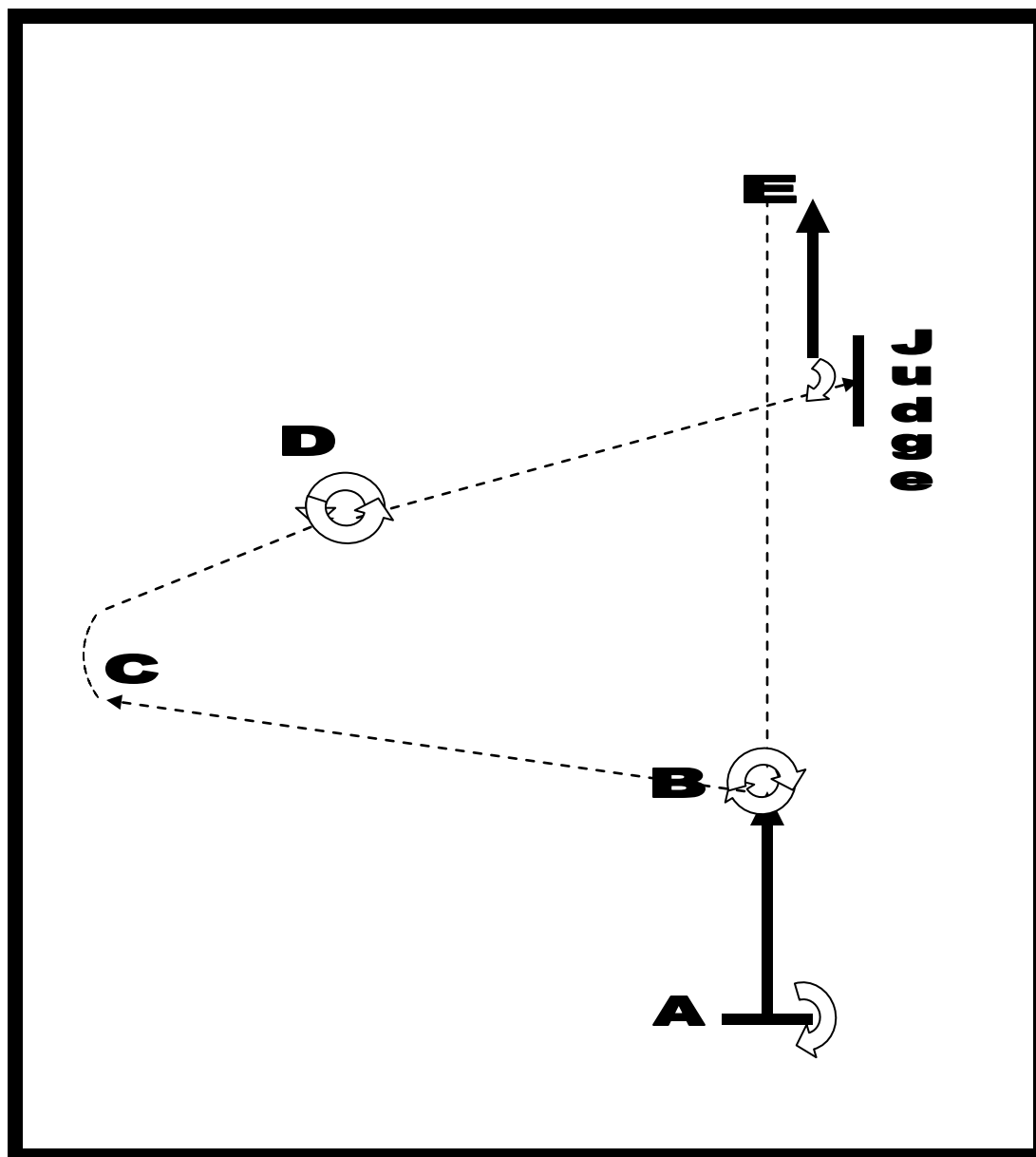
1. Wait at A. When acknowledged back 11 steps.
2. Immediately show a brisk trot down the center of the arena.
3. At B, turn right, continue to C, show a distinction to a slow trot and trot a figure-8 starting to the right. Halt.
4. Move to the offside of your horse.
5. Perform a 360-degree right forehand turn.
6. Walk to D. Halt. Set-up for inspection.
7. Answer question.
8. Return to nearside of your horse.
9. When dismissed perform a sidepass of 6 steps (3 cross-over steps) to the right and then 6 steps (3 cross-over steps) to the left.
10. Return to the nearside of your horse and execute a 360-degree right haunch turn.
11. Wait to be dismissed.

Senior Showmanship Gold Pattern #2



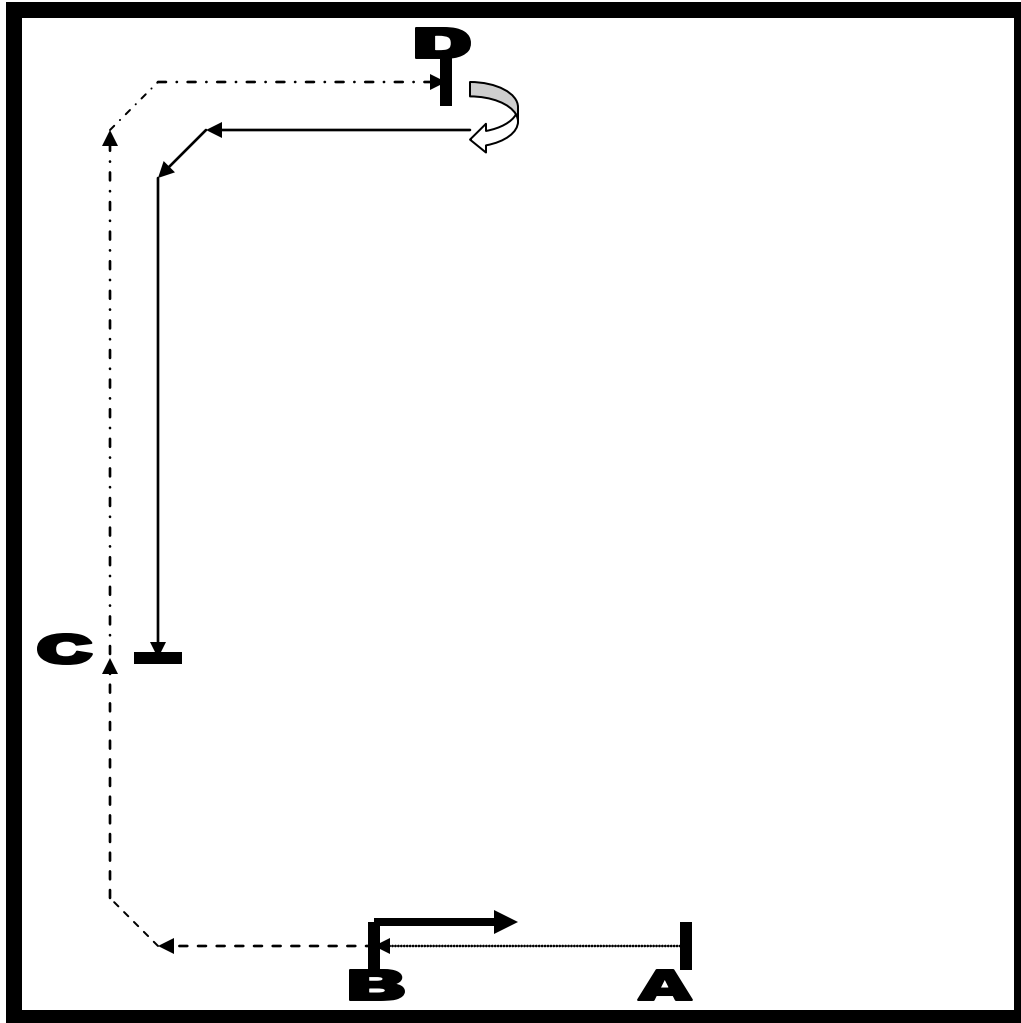
1. Wait at A.
2. When acknowledged begin walking forward.
3. At B, show a clear distinction to a brisk walk and walk a small circle to the right.
4. Pick-up the trot and trot a circle to the left. Continue trotting towards C.
5. Halt at C. Sidepass 8 steps (4 cross-over steps) to the right.
6. Perform a 720-degree right haunch turn.
7. Back until even with B.
8. Move to the offside of your horse. Sidepass 8 steps (4 cross-over steps) to the left. Trot to judge
9. Set-up for inspection. Answer question
10. When excused, return to the nearside of your horse.

Senior Showmanship Gold Pattern #3



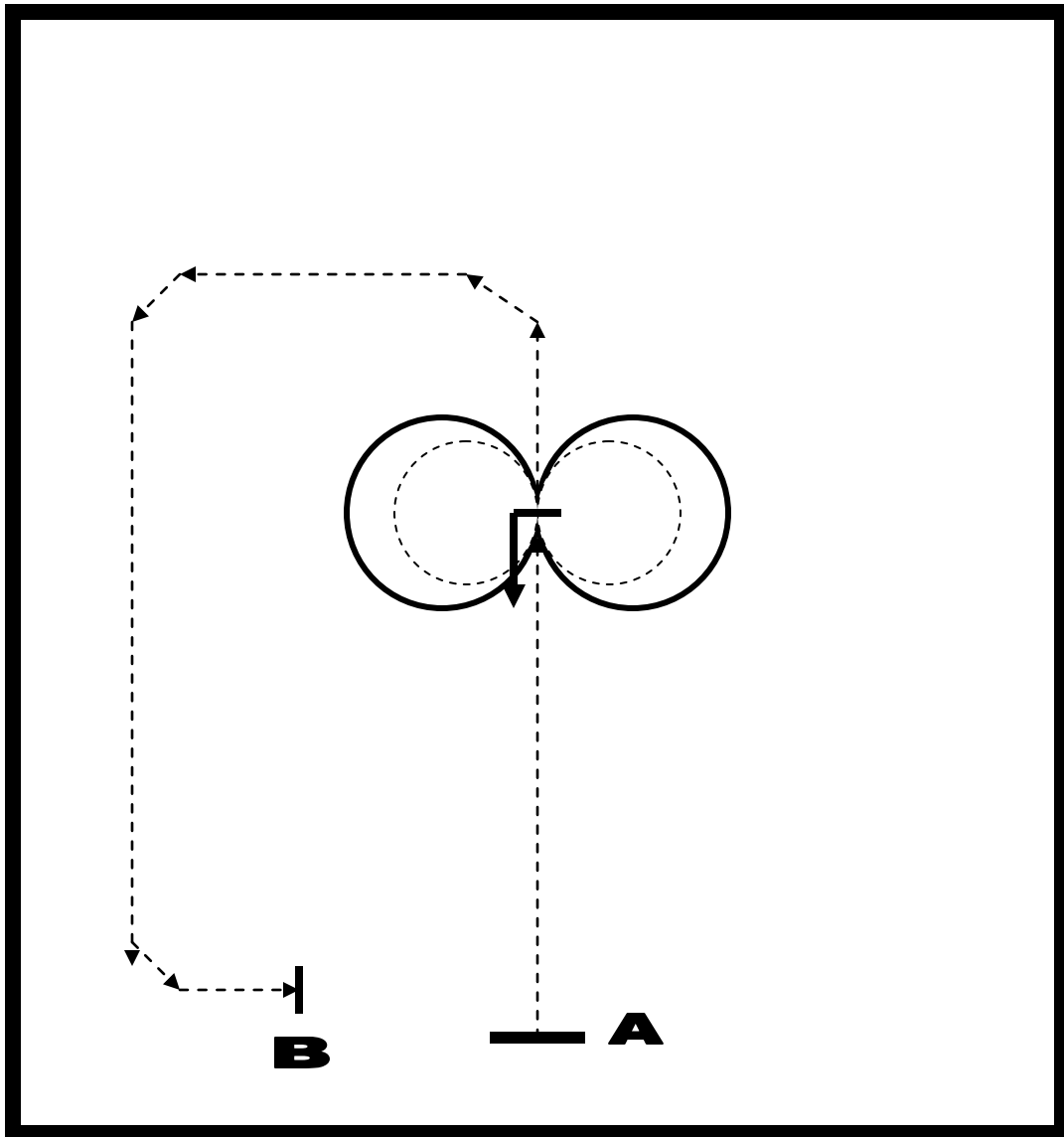
1. Wait at A. When acknowledged do a 180-degree left forehand turn and back to B.
2. Execute a 440-degree right haunch turn.
3. Trot around C, to cone D. Halt.
4. Move to offside of your horse. Perform a 360-degree left haunch turn.
5. Trot to judge and set-up for inspection. Answer question.
6. When excused return to near side and execute a 90-degree right haunch turn and back to cone E.
7. Trot to B, wait to be excused.

Intermediate Hunt Seat Bronze #1



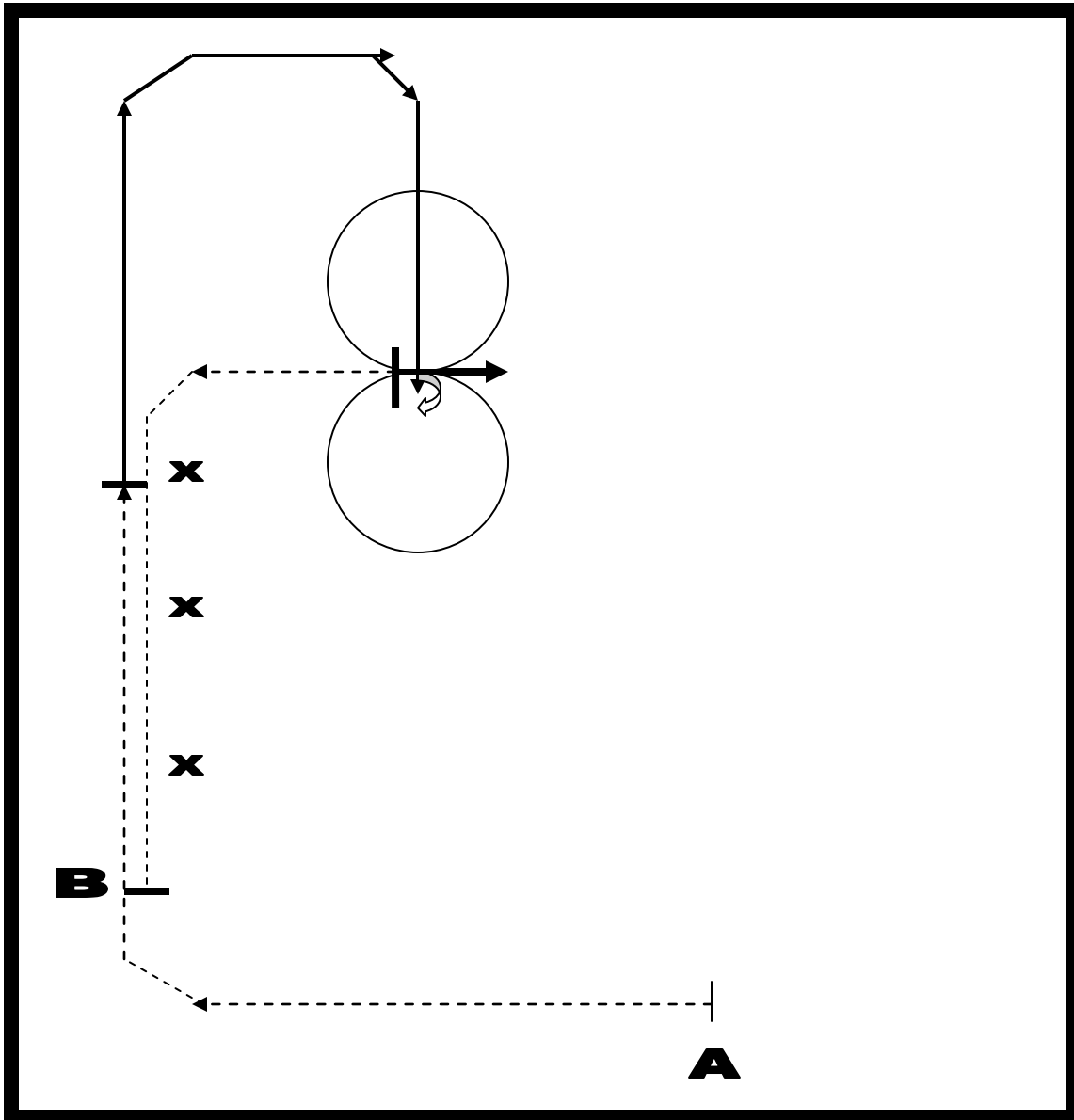
1. Wait at A.
2. When acknowledged proceed to at a walk on the right track.
3. At B, Halt. Back 5 steps.
4. Pick-up a sitting trot and trot around corner.
5. At C, pick-up posting trot showing correct diagonal. Halt at D.
6. Reverse at the walk. Pick-up canter and showing correct lead and return down rail to C.
7. Halt. Address judge and wait to be excused.

Intermediate Hunt Seat Bronze Pattern #2



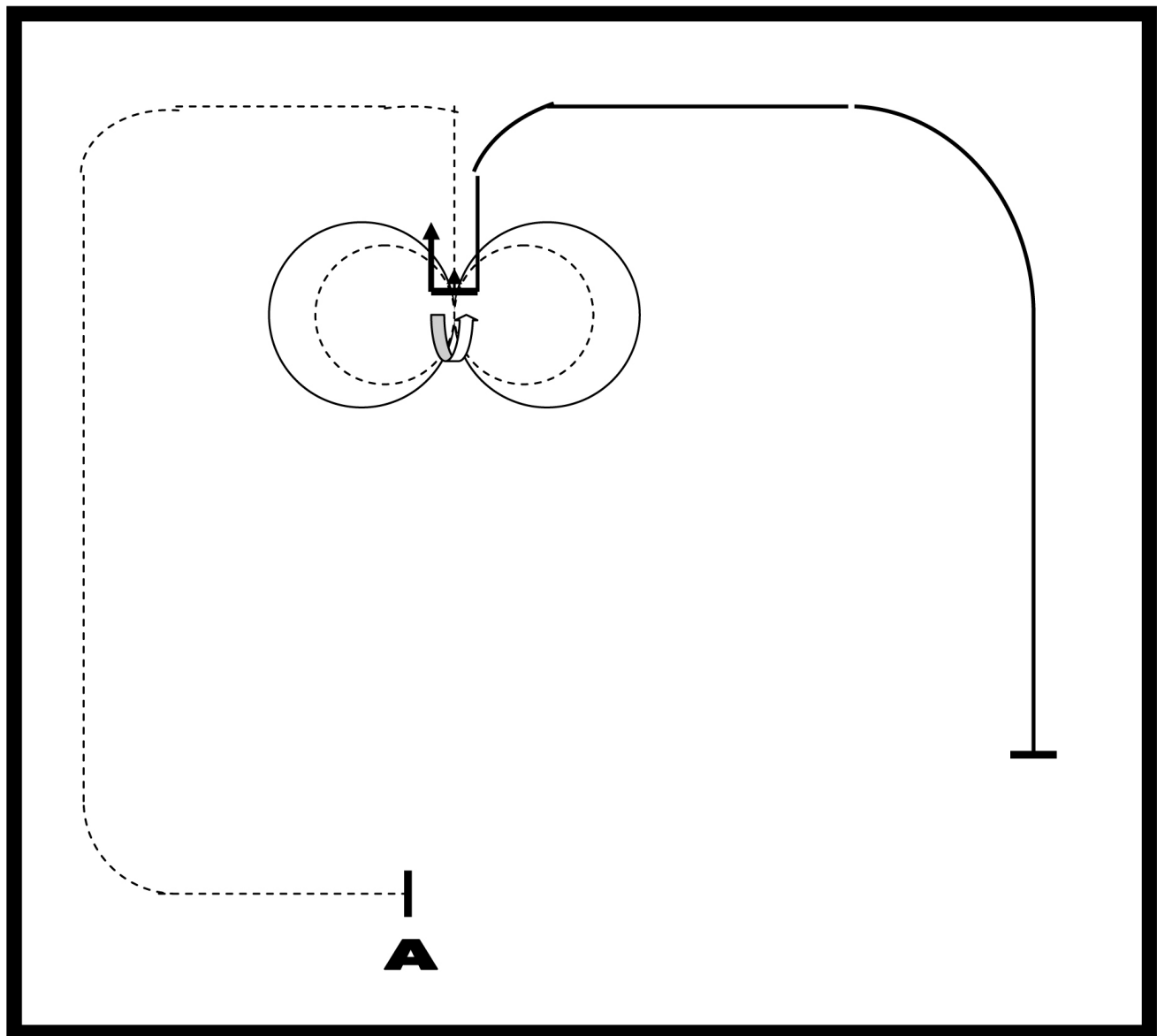
1. Wait at A.
2. When acknowledged pick-up a sitting trot and trot halfway down arena.
3. Pick-up a posting trot and trot 1 figure 8, starting to the right, showing 1 diagonal change.
4. Halt. Back 5 steps and close.
5. Canter 1 figure-8, (starting to the right) showing 1 simple lead change. Halt.
6. Pick-up a posting trot and trot to far wall on left track, showing correct diagonal. Trot down wall to B.
7. Halt. Address judge and wait to be excused.

Intermediate Hunt Seat Bronze Pattern #3



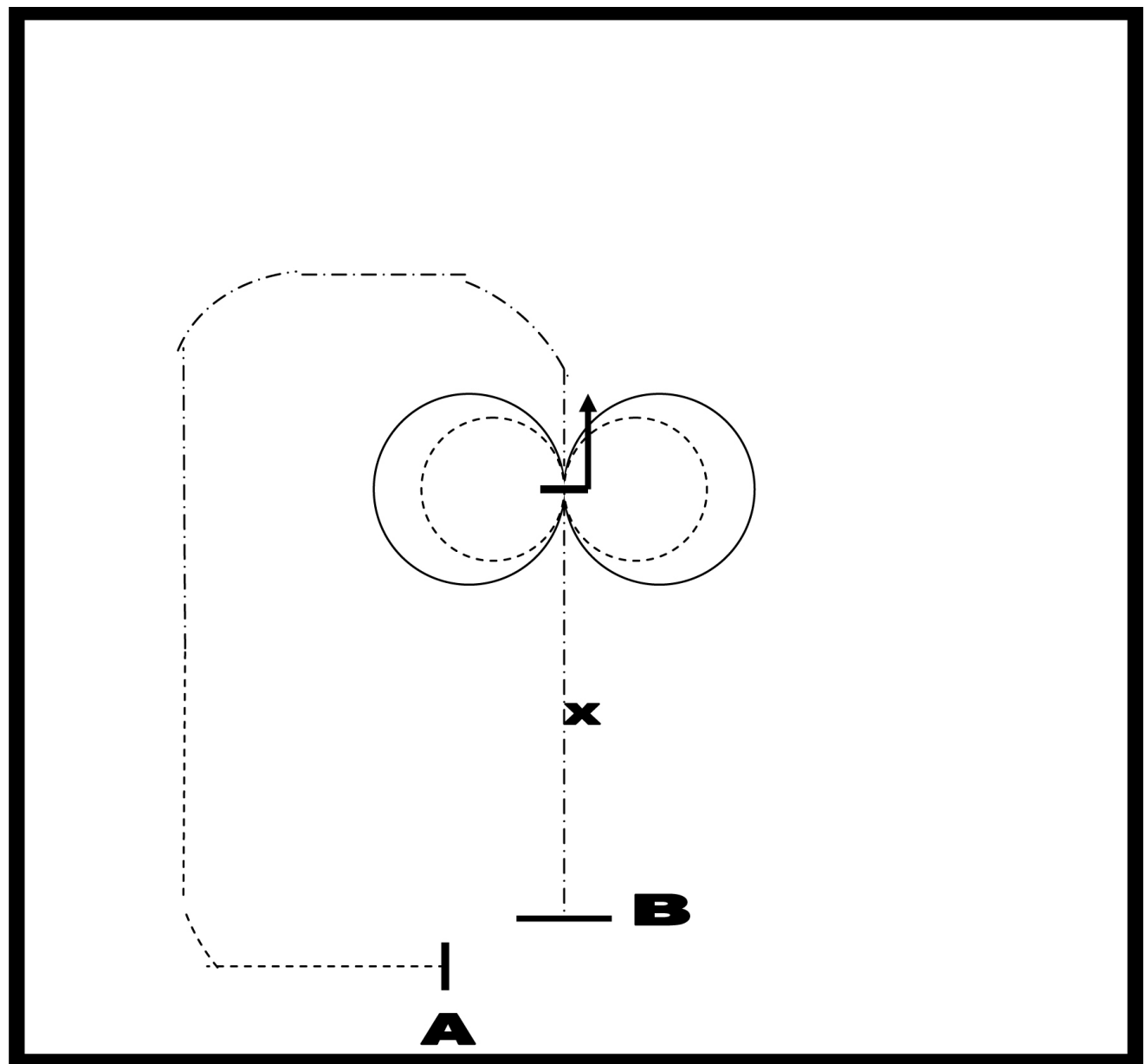
1. Wait at A.
2. When acknowledged proceed at a sitting trot down the rail halfway. Halt.
3. Pick-up a canter showing correct lead and canter to center of figure-8. Halt.
4. Execute a 90-degree right haunch turn.
5. Canter a figure-8, starting to the left, showing a simple lead change. Halt.
6. Back 5 steps and close.
7. Pick-up a posting trot and trot to wall showing correct diagonal.
8. Continue down rail showing 3 diagonal changes.
9. Halt at B. Address judge and wait to be excused.

Intermediate Hunt Seat Silver Pattern #1



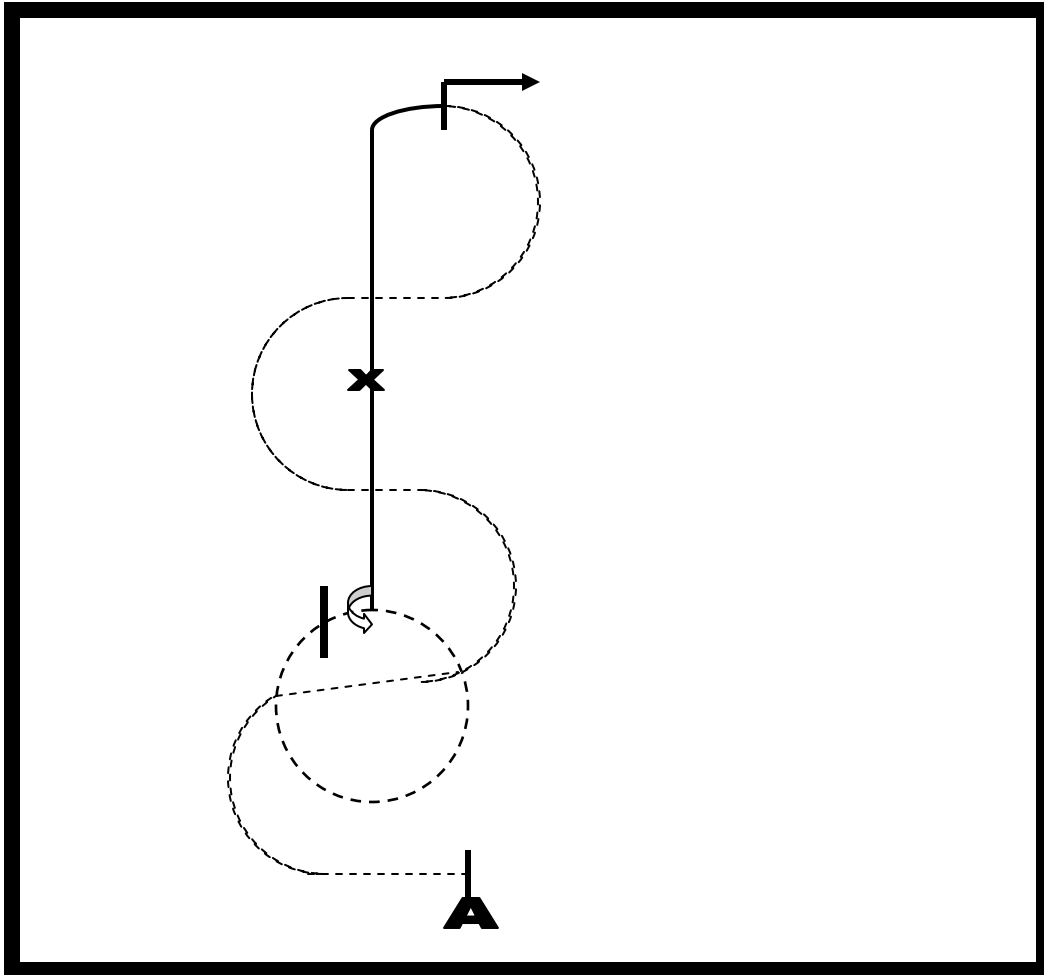
1. Wait at A.
2. When acknowledged pick-up a sitting trot, and trot down the rail to the end of the ring, turning down the center and stopping in the center of figure-8.
3. Trot 1 figure-8 at a sitting trot, starting to the right.
4. Pick-up a posting trot and trot one figure-8 starting to the right showing one diagonal change.
5. Halt. Back 5 steps and close.
6. Turn a right 180-degree forehand turn.
7. Pick-up a canter showing correct lead and canter to rail, turning right.
8. After corner of rail hand gallop.
9. Halt. Address judge and wait to be excused.

Intermediate Hunt Seat Silver Pattern #2



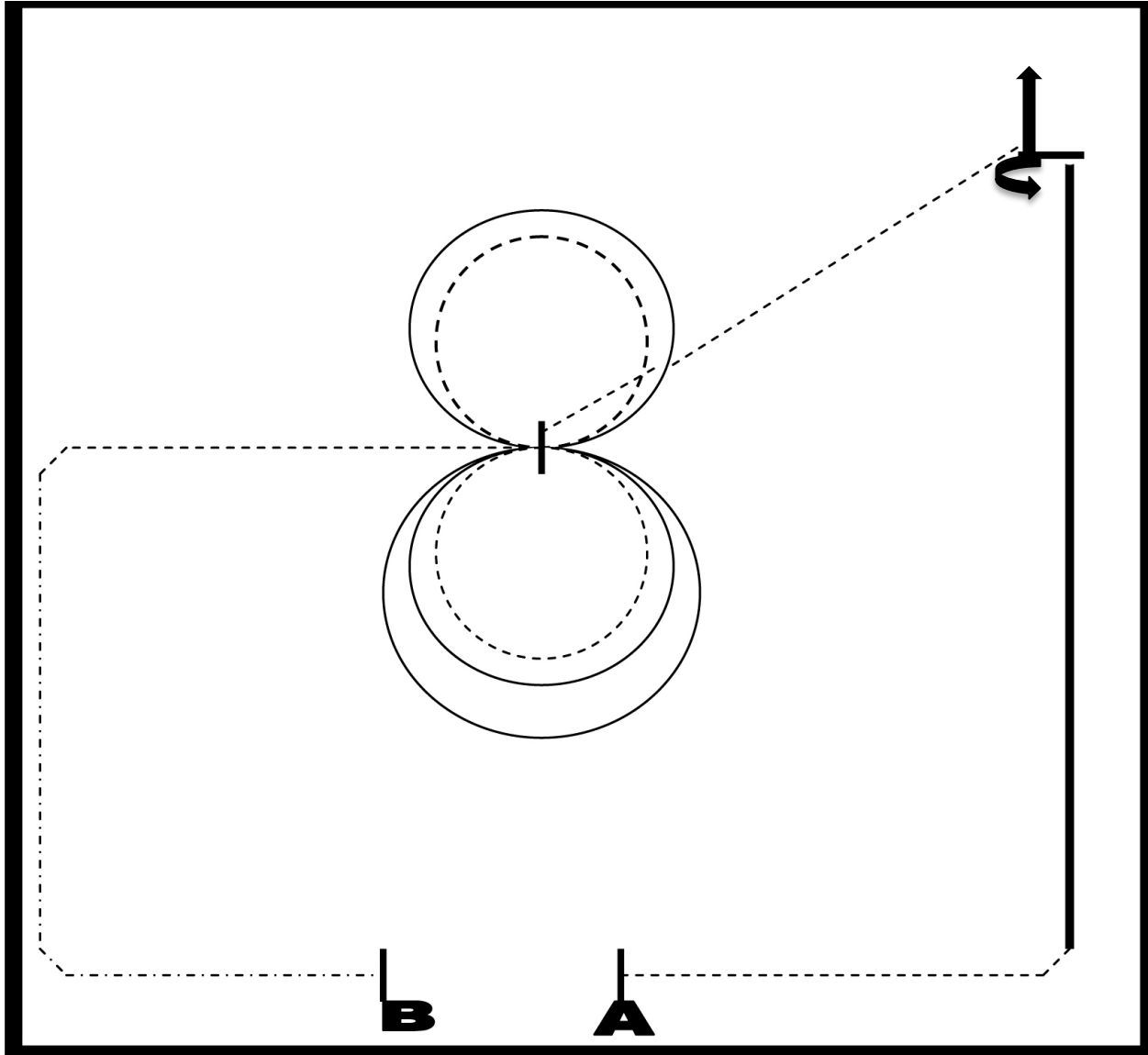
1. Wait at A.
2. When acknowledged, pick-up a sitting trot and trot half way down arena.
3. Pick-up a posting trot and do 1 figure-8 starting to the left, showing 2 diagonal changes. Halt.
- 4 Back 6 steps and close.
5. Canter one figure 8, starting to the left, showing a simple lead change. Halt.
6. Pick-up a posting trot left diagonal, halfway to B, change diagonal.
7. Halt at B.
8. Address judge and wait to be excused.

Intermediate Hunt Seat Silver Pattern #3



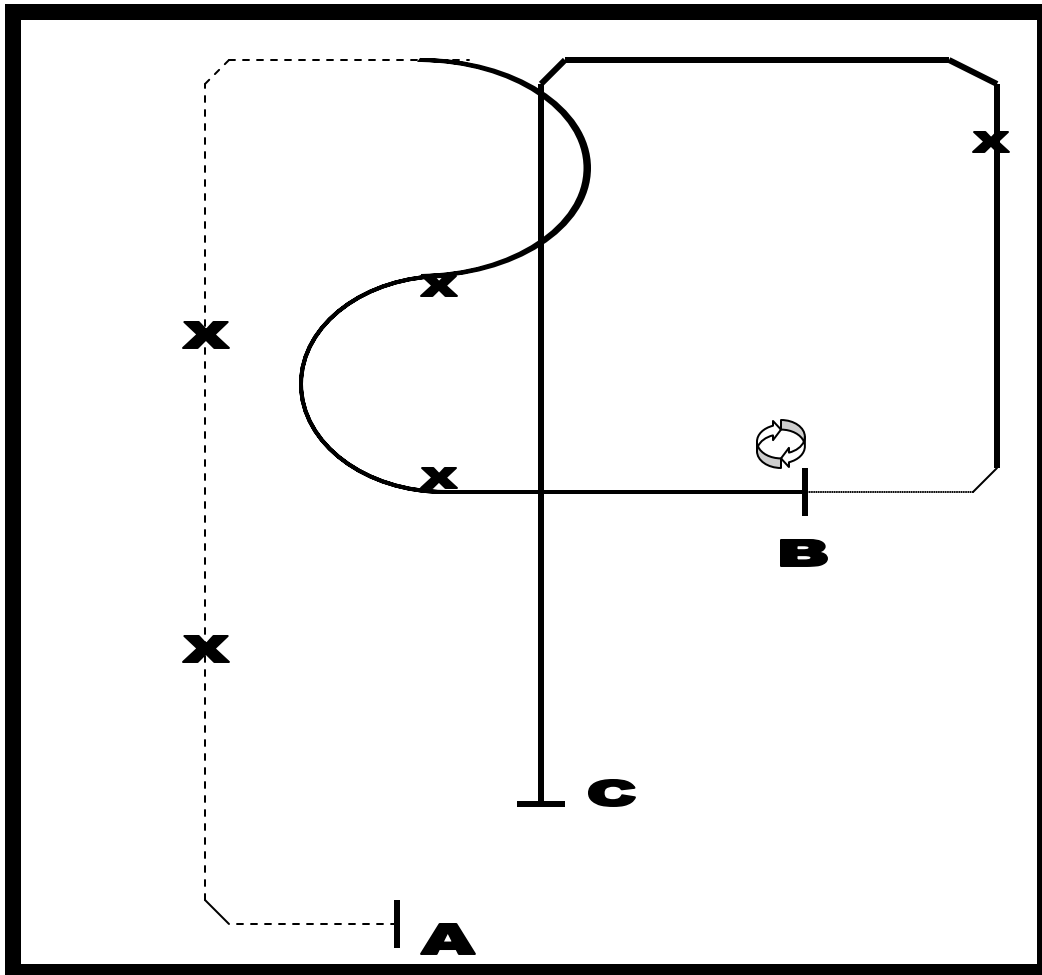
1. Wait at A,
2. When acknowledged pick-up a posting trot on the correct diagonal.
3. Trot a serpentine to the end of the arena showing three diagonal changes.
4. Halt. Back 6 steps and close.
5. Canter down center of arena showing 1 simple lead change,
6. Halt. Perform a 90-degree left forehand turn.
7. Execute 1 circle at the sitting trot.
8. Halt. Address judge, and wait to be excused.

Intermediate Hunt Seat Gold Pattern #1



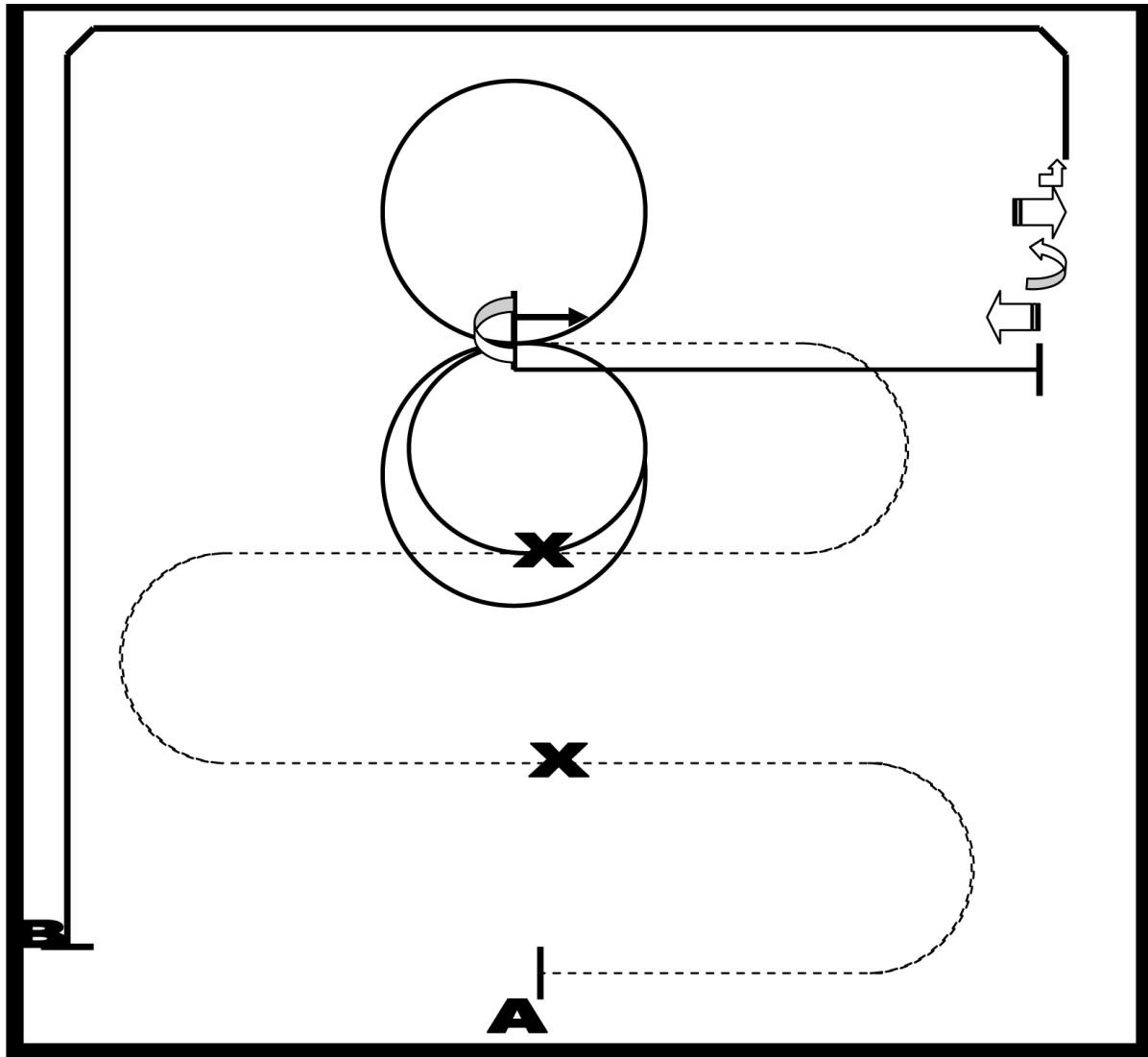
1. Wait at A, proceed at a sitting trot left track to the corner.
2. At corner begin canter on correct lead, immediately lengthen to a hand gallop along the rail.
3. Stop before the next corner; execute a 180-degree left haunch turn and back five (5) steps.
4. Do a posting trot to the middle of the arena, halt.
5. Trot one figure 8 starting to the left, with diagonal changes; halt.
6. Canter figure-8 starting to the left; with flying lead changes, halt.
7. Posting trot to rail, turn left, and extend trot to cone B.
8. Halt at cone and stand for 8 seconds.
9. Wait to be excused by judge.

Intermediate Hunt Seat Gold Pattern #2



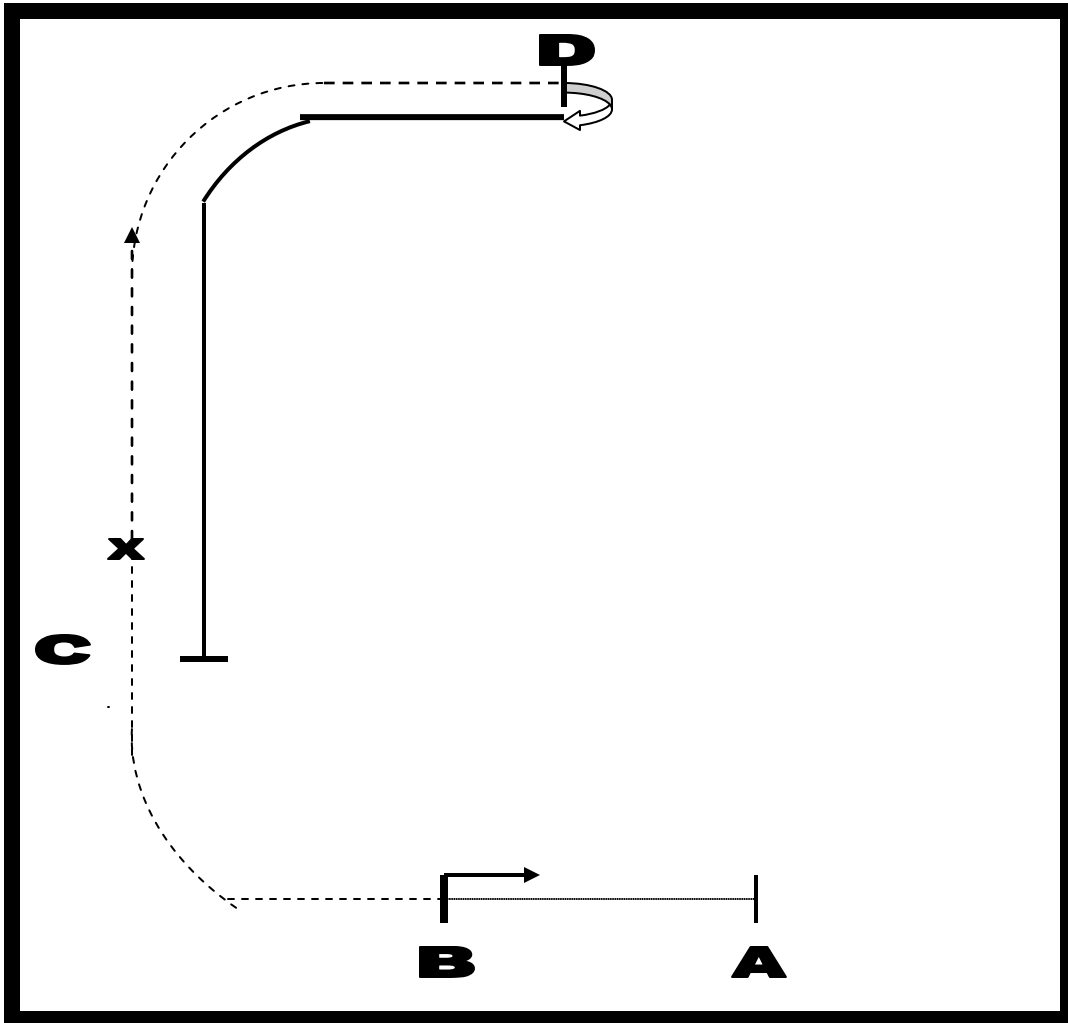
1. Wait at cone A. When acknowledged, begin a posting trot on the right track.
2. Trot down the quarter line showing two changes of diagonal.
3. At wall, break to a sitting trot and continue around corner to centerline.
4. At centerline, canter and execute a two (2) loop serpentine, demonstrating two flying lead changes on centerline; halt at cone B.
5. Stand for 6 seconds.
6. Perform a 360-degree right forehand turn.
7. Walk to rail; at rail turn left and immediately pick-up counter canter. Before corner demonstrate flying lead change.
8. After change move into a hand gallop around corner and down centerline to cone C.
9. Halt; and wait to be excused by judge.

Intermediate Hunt Seat Gold Pattern #3



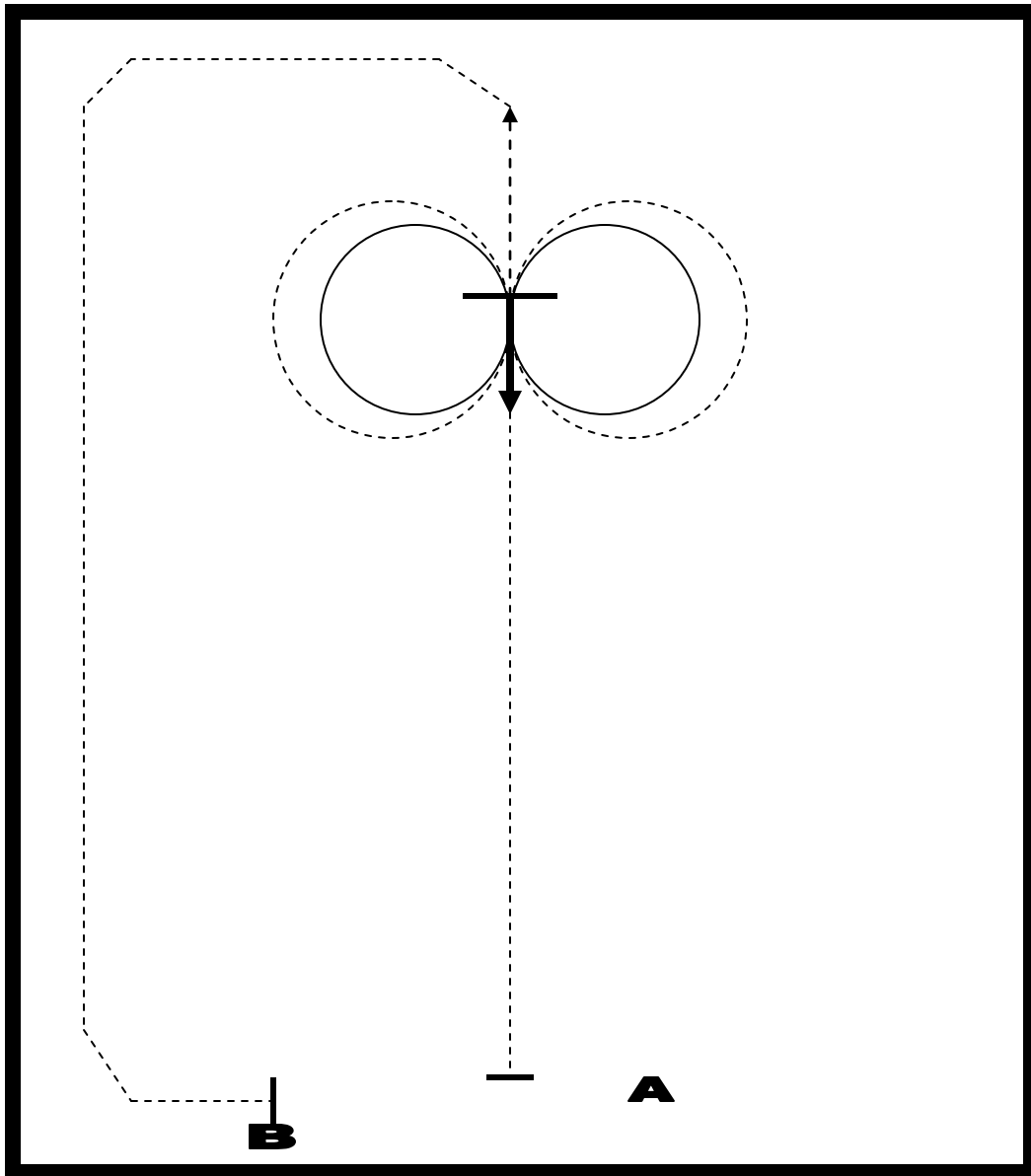
1. Wait at cone A. When acknowledged pick-up a posting trot, showing correct diagonal.
2. Trot a serpentine showing two diagonal changes.
3. Halt; back 7 steps.
4. Canter a figure-8 starting to the left, demonstrating two flying lead changes.
5. Halt; execute a 180-degree right forehand turn.
6. Canter forward, stopping 15 feet from the wall.
7. Sidepass 8 steps to the left (four crossovers); execute a 180-degree right forehand turn then sidepass 8 steps (four crossover) to the right.
8. Perform a 90-degree right haunch turn
9. Pick-up a canter and immediately move into a hand gallop. Continue around 2nd corner of arena, reduce gait to canter and continue to cone B.
10. Halt at B. Wait to be excused by judge.

Senior Hunt Seat Bronze Pattern #1



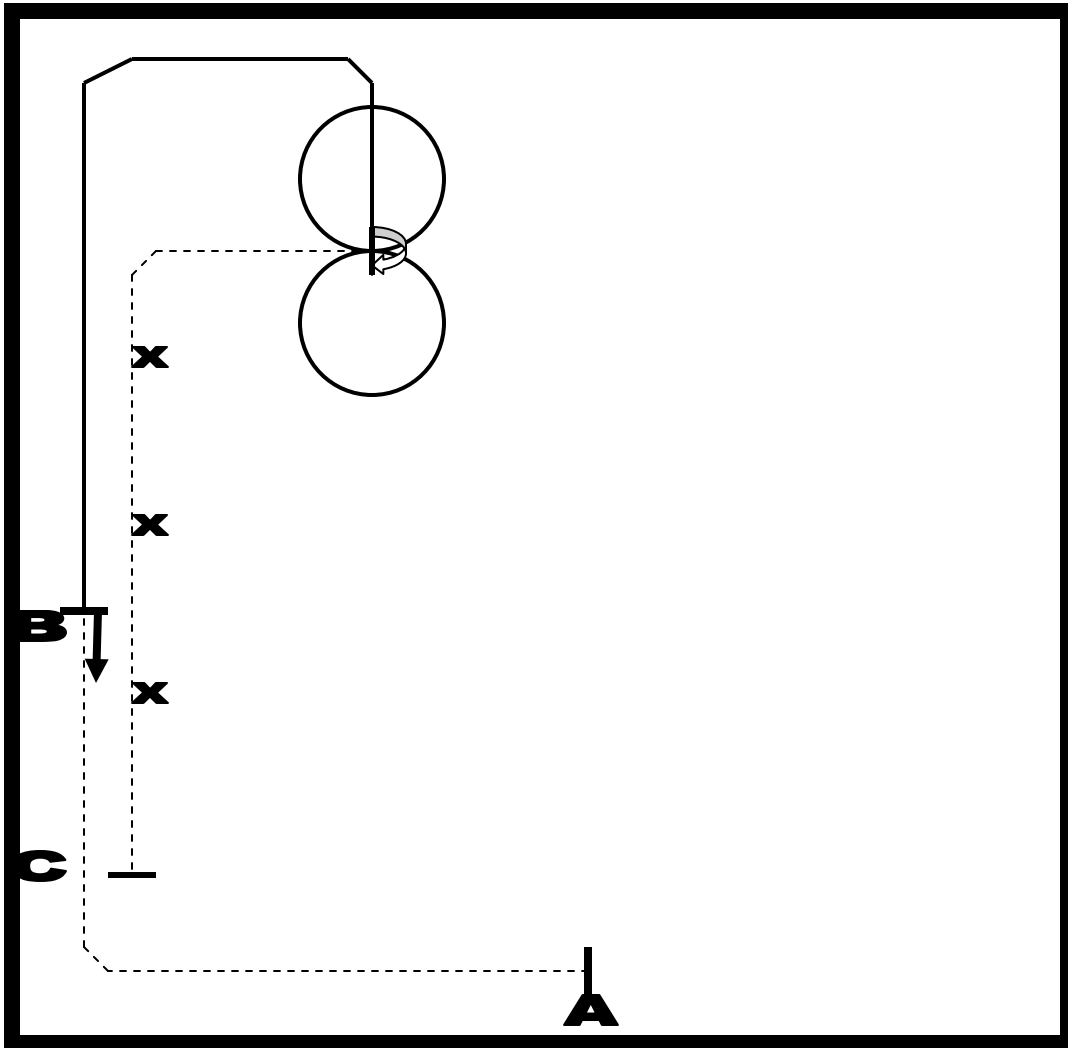
1. Wait at A.
2. When acknowledged proceed at a walk to B. Halt.
3. Back 5 steps.
4. Drop irons and pick up a sitting trot around corner.
5. Pick up a posting trot showing correct diagonal halfway down rail and around corner. Halt at D.
6. Reverse at walk.
7. Pick up irons.
8. Pick up canter showing correct lead and return down rail to C. Halt.
9. Address judge and wait to be dismissed.

Senior Hunt Seat Bronze Pattern #2



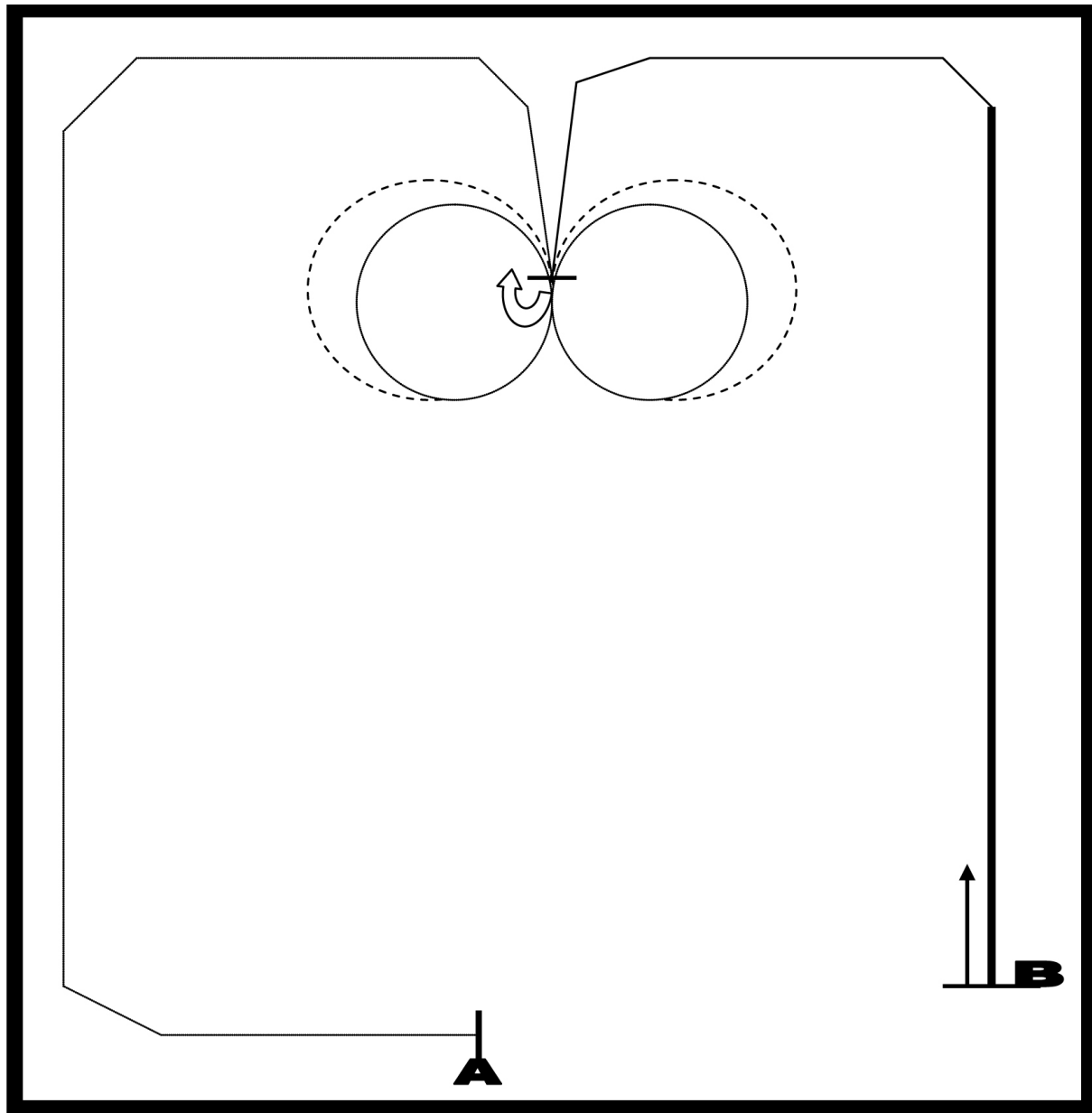
1. Wait at A.
2. Pickup a sitting trot and to center of figure-8.
3. Pickup a posting trot and trot one figure-8 starting to the left.
4. Halt. Back 5 steps and close.
5. Canter one figure-8 starting to the left, showing simple lead change. Halt.
6. Drop irons. Pickup a posting trot and trot to the wall and continue down rail to B.
7. Halt. Pickup irons and wait to be excused.

Senior Hunt Seat Bronze Pattern #3



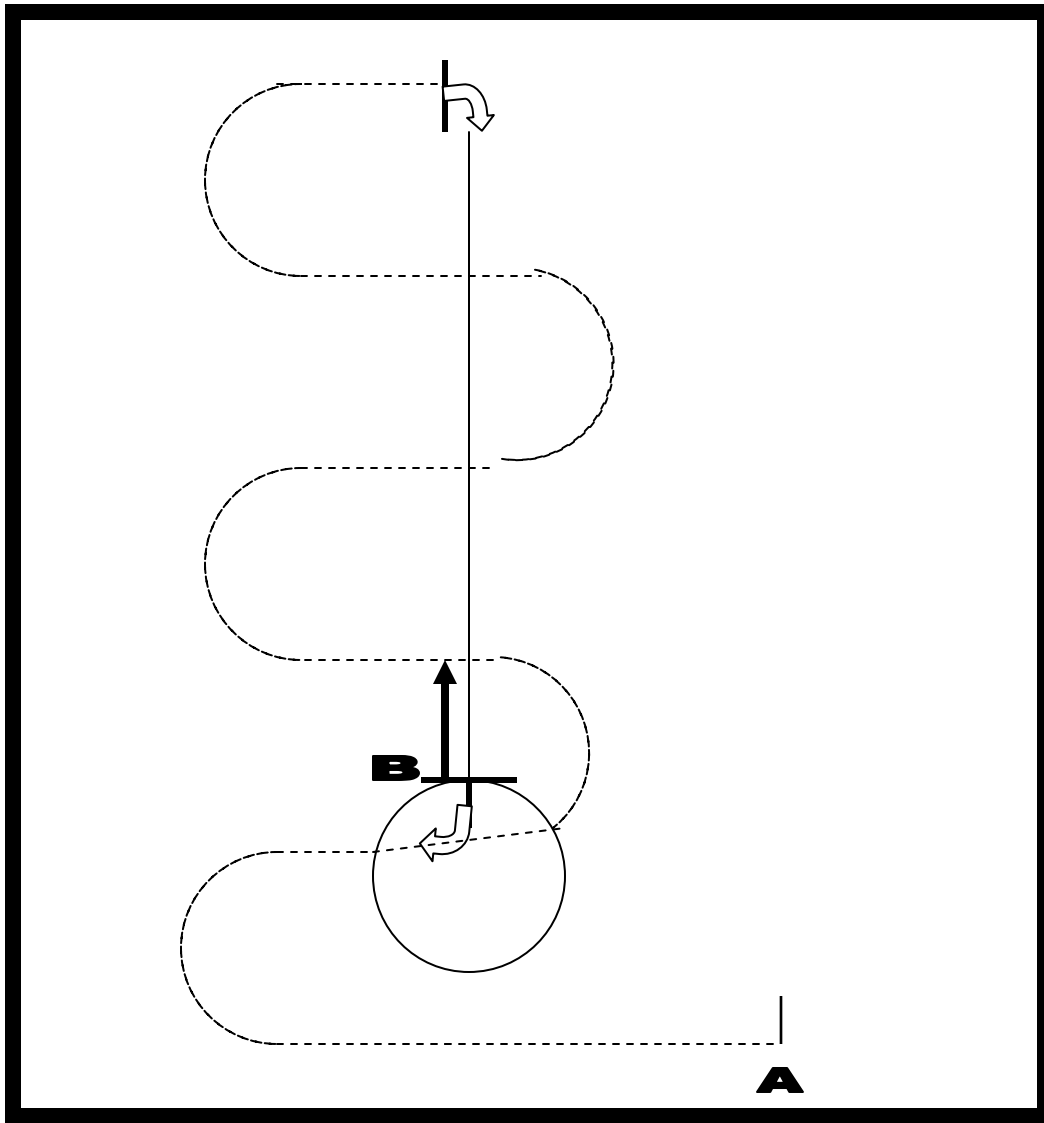
1. Wait at A.
2. When acknowledged proceed at a sitting trot and trot halfway down the rail, halt at B.
3. Drop irons, back 5 steps and close.
4. Pick-up irons.
5. Pick up a canter showing correct lead and canter to center of figure-8. Halt.
6. Execute a 90-degree right forehand turn.
7. Canter a figure-8 starting to the right, showing a simple lead change. Halt.
8. Pick up a posting trot and trot to rail showing correct diagonal.
9. Post down the rail showing three diagonal changes. Halt at C.
10. Address judge and wait to be excused.

Senior Hunt Seat Silver Pattern #1



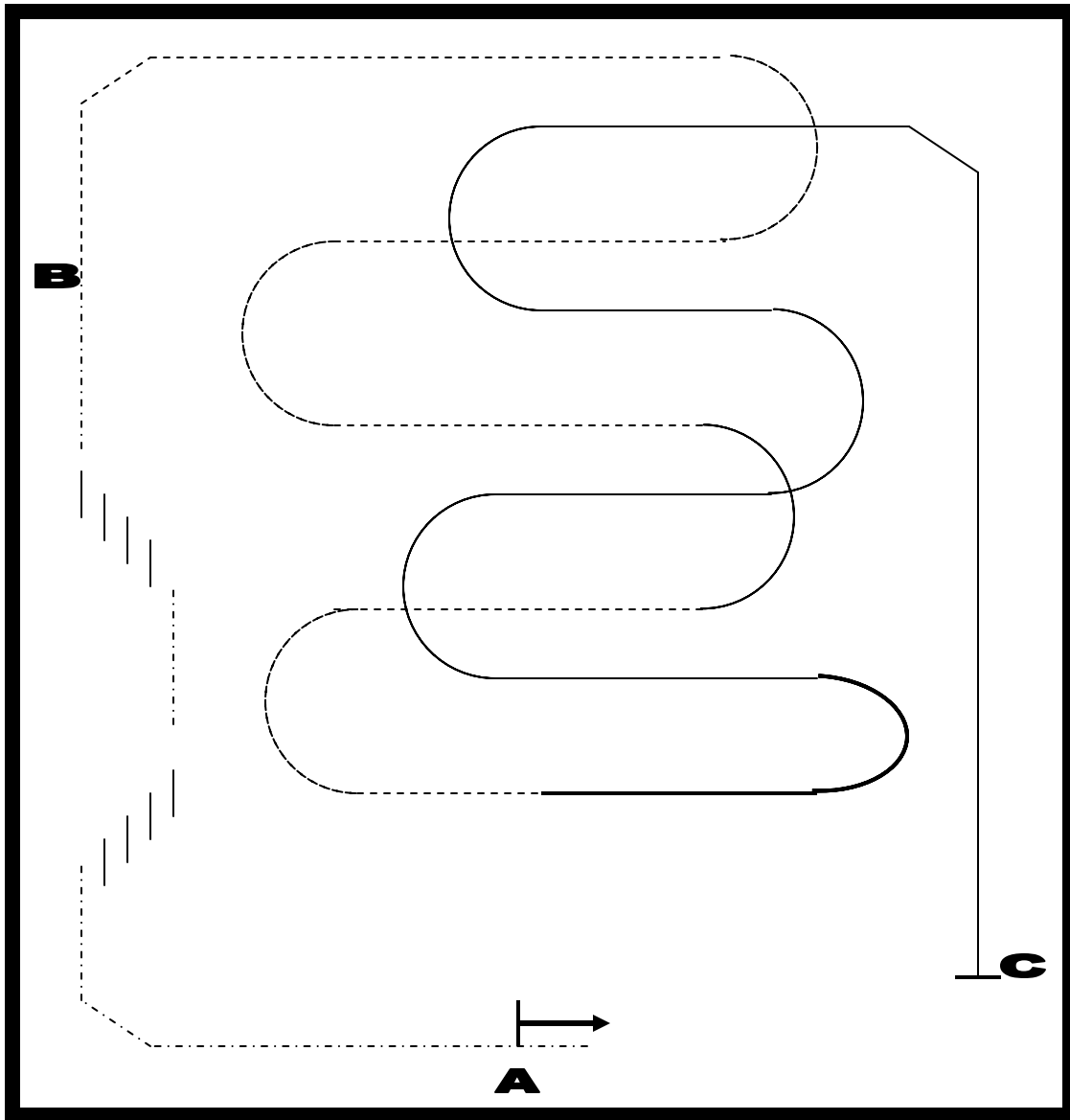
1. Wait at A.
2. Pickup a sitting trot and trot down the rail to the end of the arena stopping in center of figure-8. Halt.
3. Drop irons. Execute a figure-8 at the sitting trot, starting to the left. Halt.
4. Pickup a posting trot figure –8 showing correct diagonals. Halt.
5. Pickup irons. Do a 180-degree right forehand turn.
6. Pickup a canter showing correct lead and canter to rail. Continue around corner of arena to the right.
7. After corner, hand gallop to B. Halt
8. Stand quiet for 5 seconds, and back 5 steps. Do not close.
9. Wait to be excused from judge.

Senior Hunt Seat Silver Pattern #2



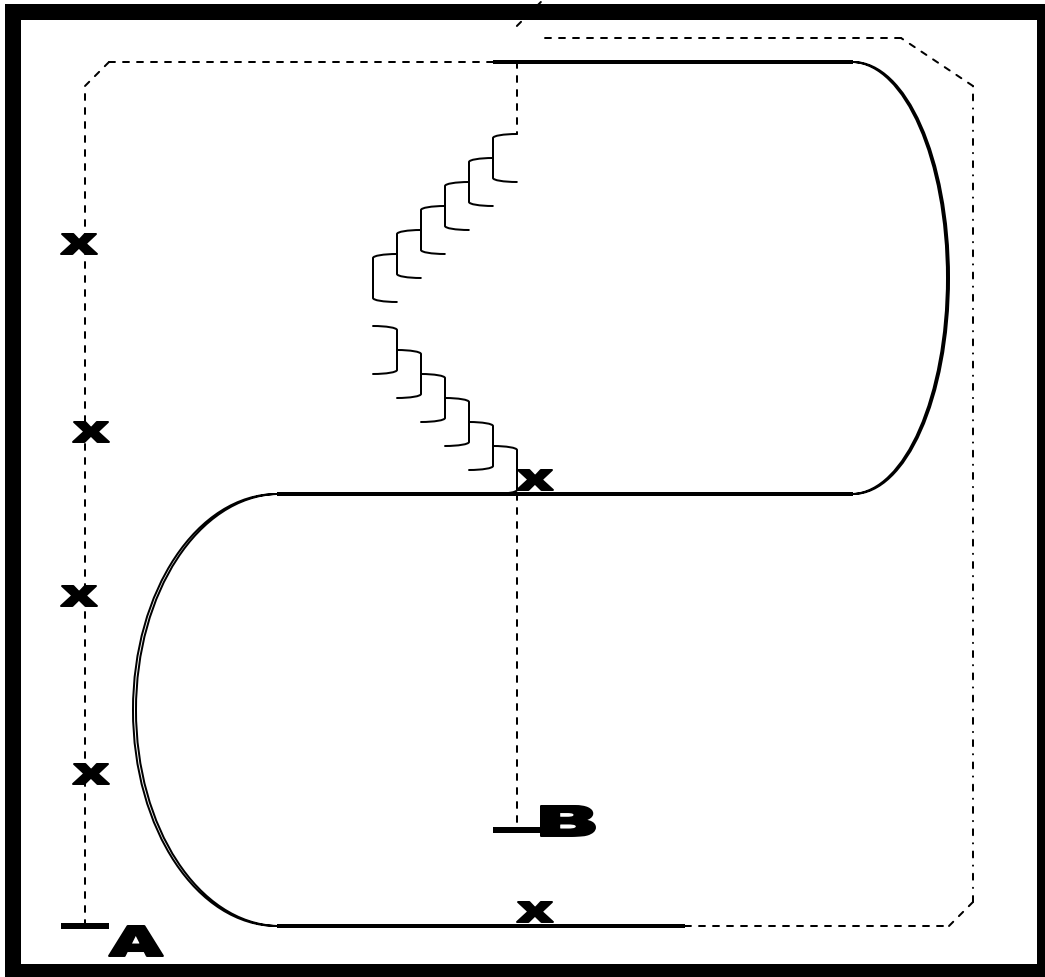
1. Wait at A.
2. When acknowledged pickup a posting trot and trot a serpentine to the end of the arena showing four diagonal changes. Halt.
3. Execute a 90-degree right forehand turn.
4. Canter down center of arena showing one simple lead change, halt at B.
5. Back 6 steps and close.
6. Do a 90-degree right forehand turn. Halt.
7. Drop irons. Pickup a sitting trot and trot one circle. Halt.
8. Pickup iron and wait to be excused.

Senior Hunt Seat Silver Pattern #3



1. Wait at A.
2. When acknowledged Back 6 steps. Do not close. Drop irons.
3. Pickup a sitting trot around corner.
4. Two-track off wall four strides. Continue down rail and two-track back to rail.
5. At B, pickup stirrups and pickup posting trot and continue around rail to center of arena.
6. Continue posting trot a serpentine down center of arena showing 3 diagonal changes.
7. Pick up a canter and serpentine back up arena showing three simple lead changes.
8. Continue cantering along rail to C. Halt.
9. Stand 5 seconds and wait to be excused.

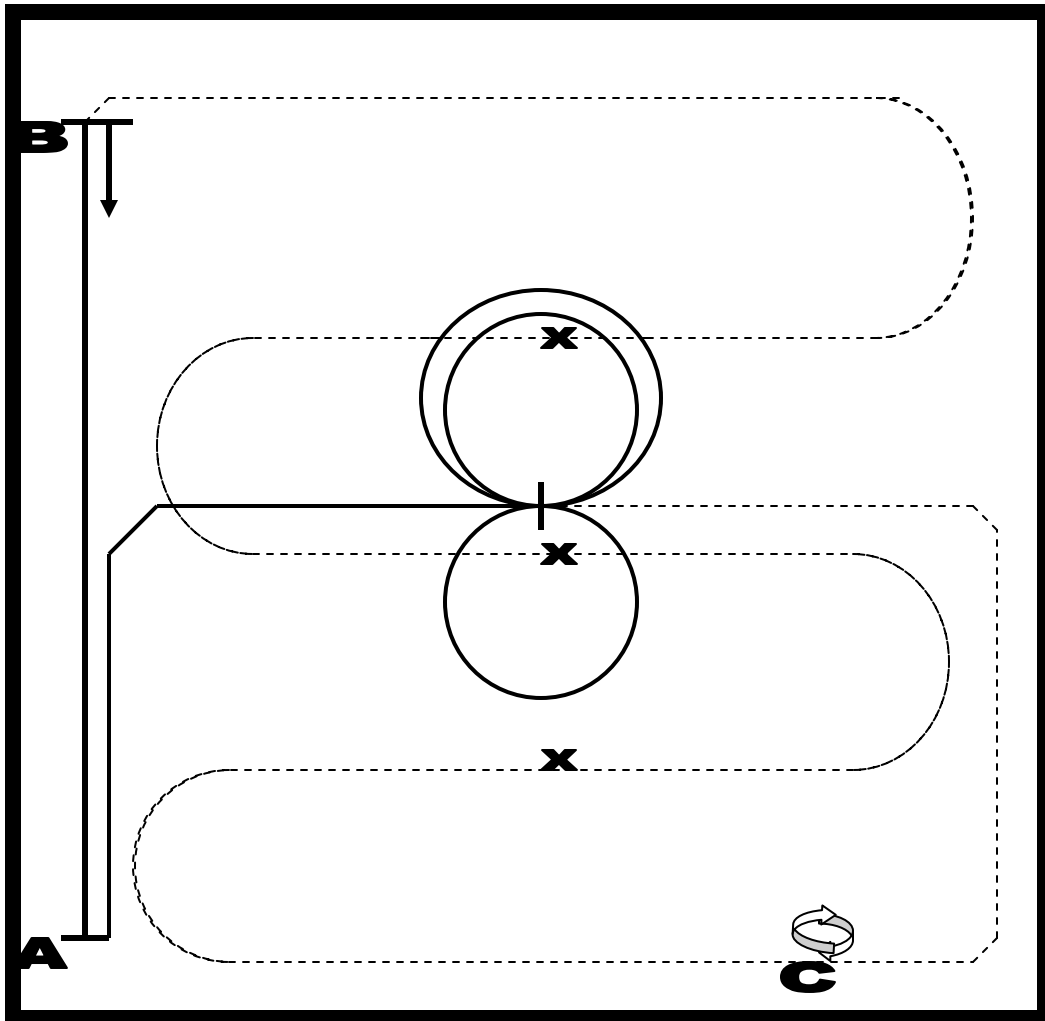
Senior Hunt Seat Gold Pattern #1



1. Wait at A, when acknowledged pick-up a posting trot on the correct diagonal.
2. Change diagonals 4 times every four (4) strides down rail; continue posting trot around arena to centerline.
3. At centerline pick-up a canter on correct lead and continue around to center of arena. Execute a flying lead change. Continue around arena and execute another flying lead change.
4. At cone B, break down to a posting trot and continue around corner. Move into an extended trot along rail, and at corner slow to a posting trot.
5. Continue posting trot to centerline and then begin a two-track to the right six (6) crossover, after completing, move directly into a two-track to the left six (6) crossover, coming back to centerline.
6. Continue posting trot to cone B. Halt.
7. Stand 6 seconds and wait to be dismissed by judge.

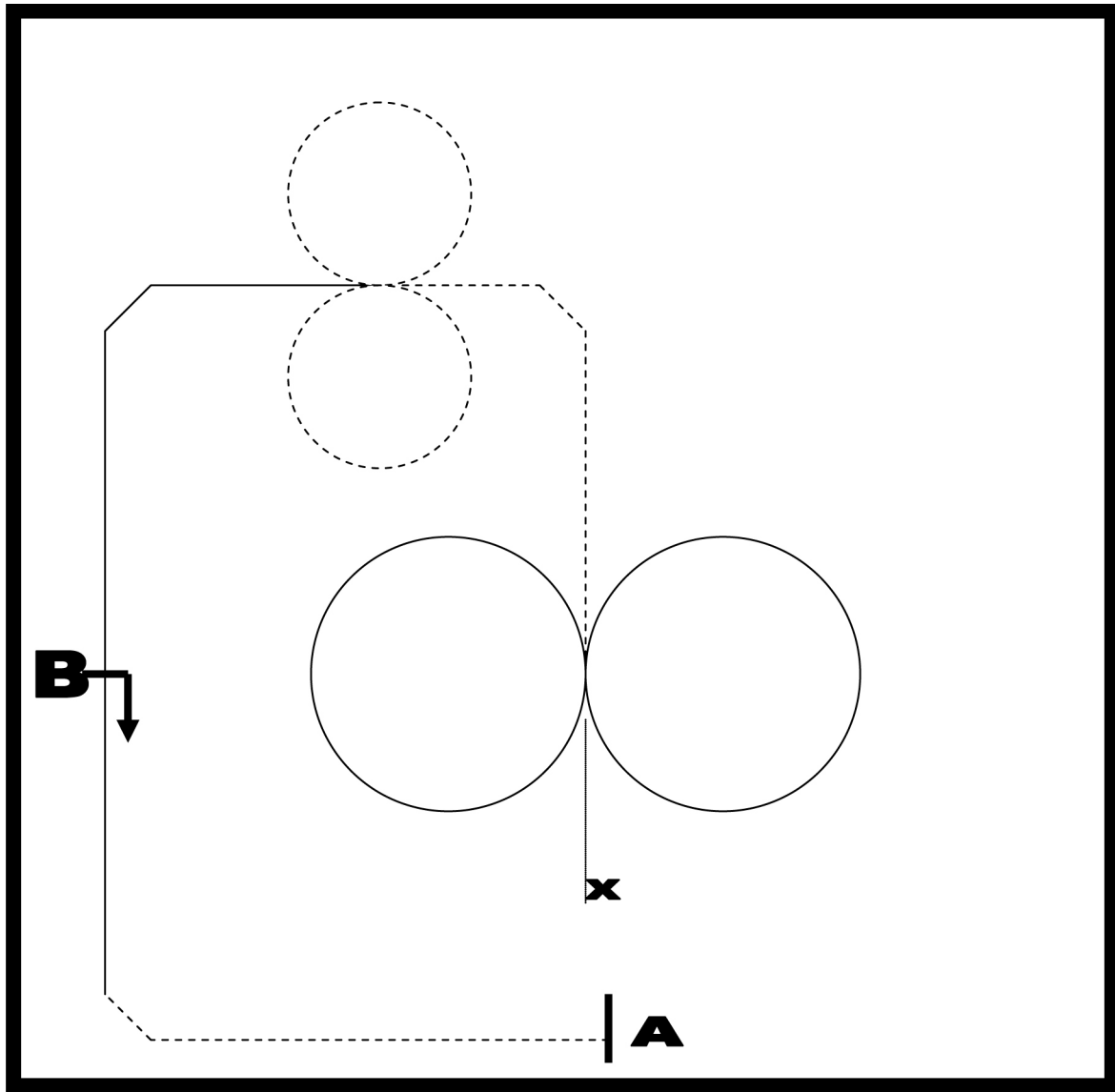
1. Wait at A, when acknowledged pick-up a posting trot on the correct diagonal.
2. Just after corner two-track off wall five ((5) crossover steps, after completing two-track five (5) crossovers back on the rail.
3. After completing two-tracks pick-up counter canter (left lead), around corner demonstrate a flying lead change.
4. At corner move into a hand gallop down the length of the rail, collect canter at corner.
5. Canter down middle of arena and demonstrate a flying lead change.
6. Halt at B. Back 9 steps and drop irons.
7. Pick-up a posting trot right track down the length of the arena.
8. Halt at C. Pick-up your irons and wait to be excused by judge.

Senior Hunt Seat Gold Pattern #3



1. Wait at A,
2. When acknowledged pick-up a canter, hand gallop down the rail to cone B.
3. Halt. Back four (4) steps and drop your irons.
4. Post the trot in a serpentine with three diagonal changes.
5. Halt at cone C. Pick-up irons. Execute a 360-degree right forehand turn.
6. Pick-up a posting trot to the wall, track left. Continue trot to center of arena. Halt.
7. Canter one figure-8 starting to the right, showing two flying lead changes. Continue out of figure-8 to wall and continue to cone A.
8. Halt, and wait to be excused by judge.

Intermediate Western Equitation Bronze Pattern #1

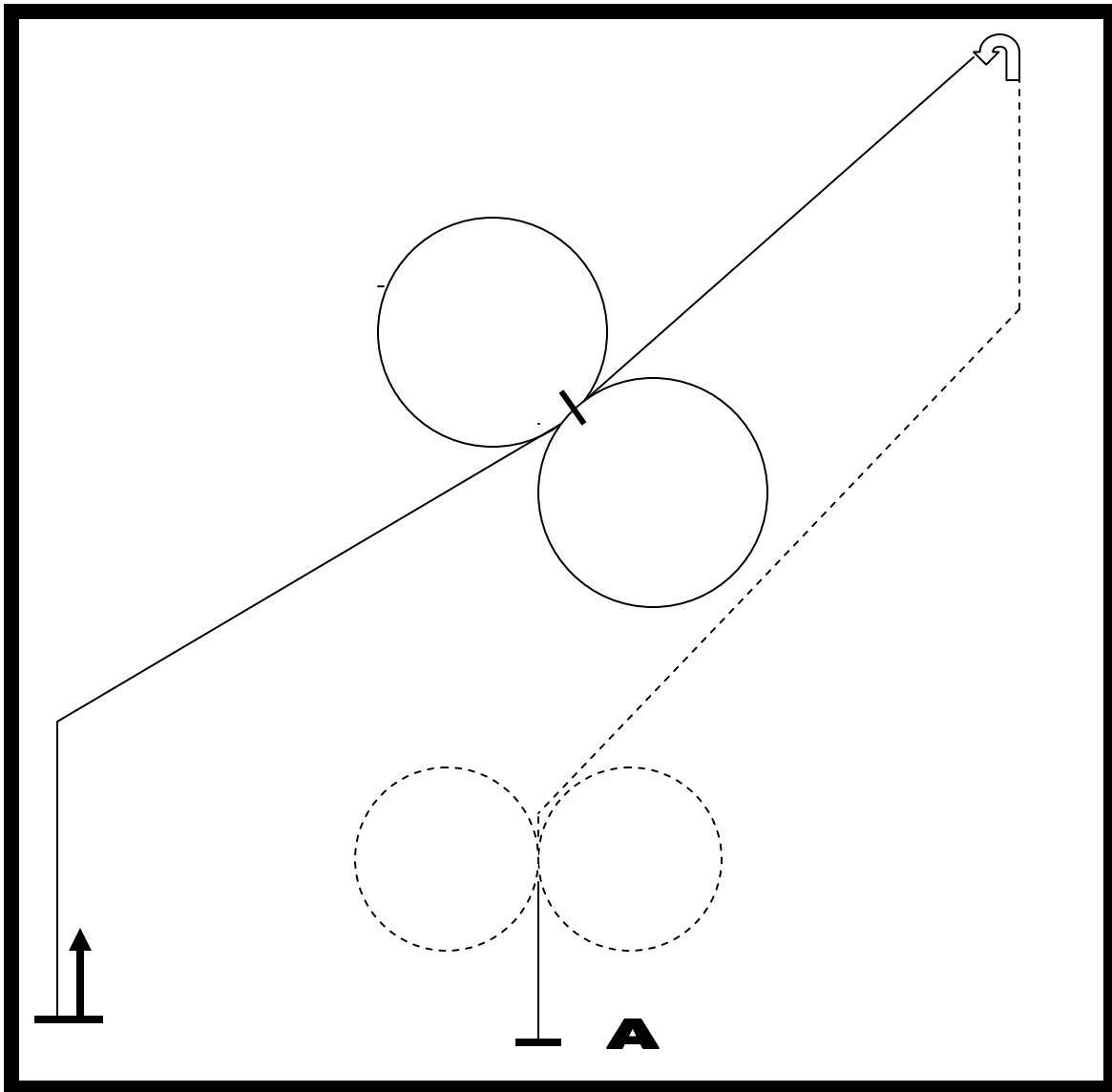


1. Wait at A. When acknowledged proceed at a jog on the right track.
2. As you round the corner, start to lope on the left lead.
3. At cone B halt. Back 6 steps, do not close.
4. Pick-up a lope on the right lead and continue down rail 2/3 of the length of the arena.
5. Curve toward the center of the arena and break down to a jog.
6. Jog a figure-8 starting the right.
7. Continue jogging, curving to go down the middle of the arena.
8. Lope a figure-8 starting to the right, showing a lead change. (type of change optional)
9. Break down to a walk, and walk out of the figure-8 ten to fifteen (10-15) feet.
10. Halt, and wait to be dismissed.

A diagram of a square unit cell. The cell is defined by a solid black border. Inside the cell, there are four circles arranged in a 2x2 grid. The top two circles are dashed, and the bottom two are solid. A vertical dashed line runs through the center of the cell, passing through the centers of the circles. A horizontal dashed line runs through the center of the cell, passing through the centers of the circles. A vertical solid line runs through the center of the cell, passing through the centers of the circles. A horizontal solid line runs through the center of the cell, passing through the centers of the circles. The label 'T' is at the top left corner, with a downward arrow. The label 'B' is on the left side, with a downward arrow. The label 'C' is at the bottom center, with a vertical line segment. The label 'A' is at the bottom right corner, with a vertical line segment.

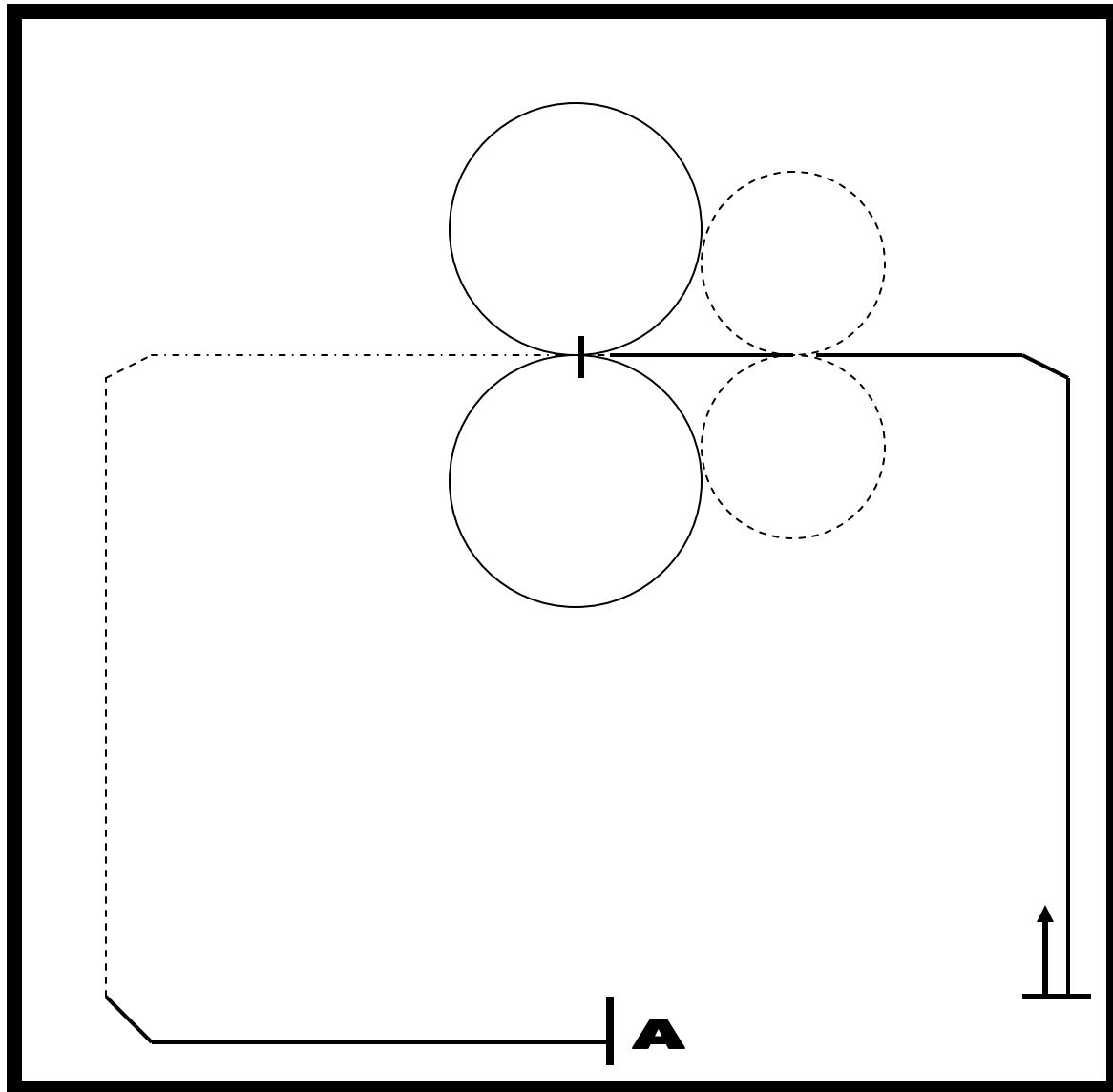
1. Wait at A. When acknowledged proceed at a walk on the right track.
2. As you round the corner, start to lope on the right lead.
3. At cone B halt. Back 5 steps, do not close.
4. Pick-up a lope on the left lead to the corner. Halt and back 5 steps. Drop stirrups.
5. Jog along the rail, half way across, curve to the middle.
6. Continue jogging 1/3 of the arena, then jog a figure-8 starting to the right.
7. Still in a jog, continue another 1/3 of the arena and pick-up your stirrups.
8. Lope a figure-8 starting to the right showing a lead change (type of change optional).
9. Continue the lope down the center of the arena.
10. Halt at the cone and wait to be excused.

Intermediate Western Equitation Bronze Pattern #3



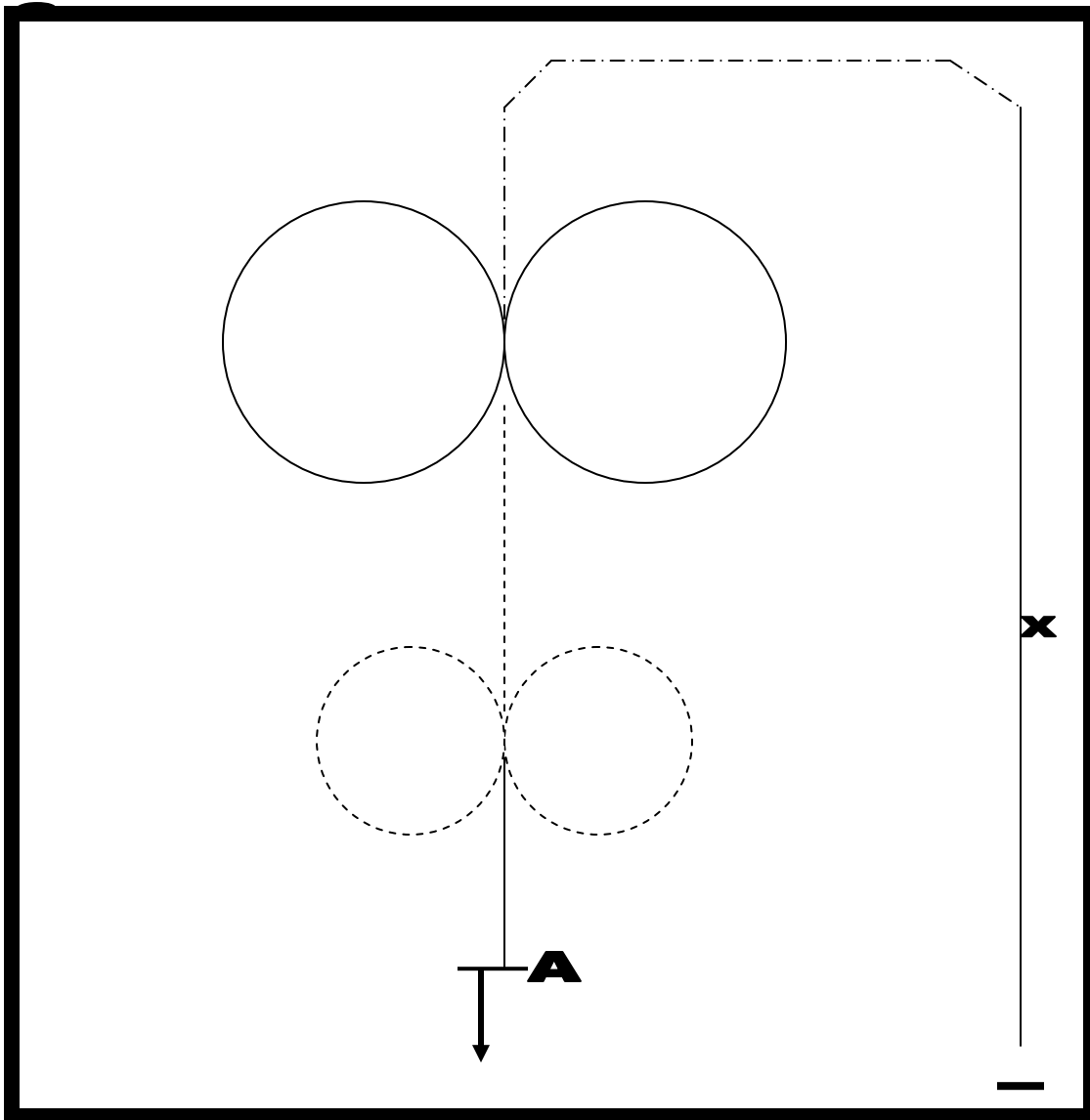
1. Wait at cone A. When acknowledged walk straight up the middle of the arena.
2. Jog a figure-8 starting to the right.
3. Continue jogging diagonally to the rail on your right. Jog to the corner and halt. Do a haunch turn to the left.
4. Lope on the right lead diagonally to the middle of the arena.
5. Halt and stand for 8 seconds.
6. Lope a figure-8 starting to the right showing one lead change (type of change optional).
7. Continue loping to the rail at a diagonal, and then down rail to corner.
8. Halt, back 6 steps and wait to be excused.

Intermediate Western Equitation Silver Pattern #1



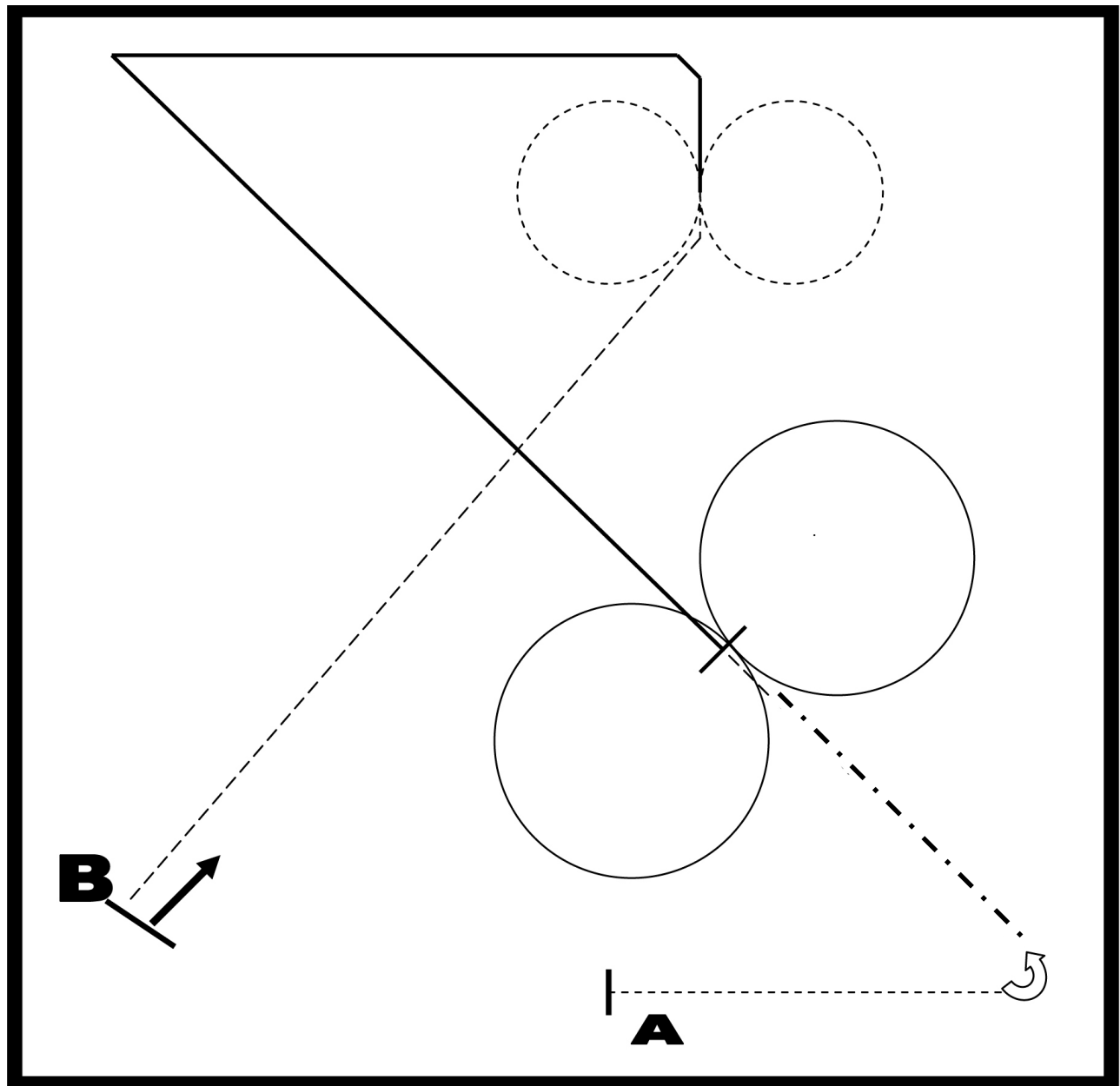
1. Wait at cone A dismounted, when acknowledged, mount your horse.
2. When mounted pick-up a lope on the right lead.
3. Just around the corner reduce your gait to a jog.
4. 2/3 of the way down the arena, curve to the middle and extend the trot.
5. Halt in center of arena.
6. Lope a figure-8 starting to the right, showing a simple or flying lead change.
7. Continue on the left lead 3 to 6 stride and break to a jog.
8. Jog a figure-8 starting to the right.
9. Lope on right lead to rail and continue lope to corner.
10. Halt and back 7 steps. Wait to be excused by judge.

Intermediate Western Equitation Silver Pattern #2



1. Wait at cone A. When acknowledged back 10 steps.
2. Walk to 1/3 of the arena.
3. Jog a figure-8 starting to right, when figure-8 is complete continue jogging down center of arena.
4. 2/3 of the way down the center of the arena lope a figure-8 starting to the right, execute a flying or simply lead change.
5. Reduce your gait to an extended jog and continue to rail to the right.
6. At corner drop you stirrups and pick-up a lope right lead.
7. Half way down rail change lead, showing a simple or flying lead change.
8. Halt near corner, pick-up stirrups and wait to be excused by judge.

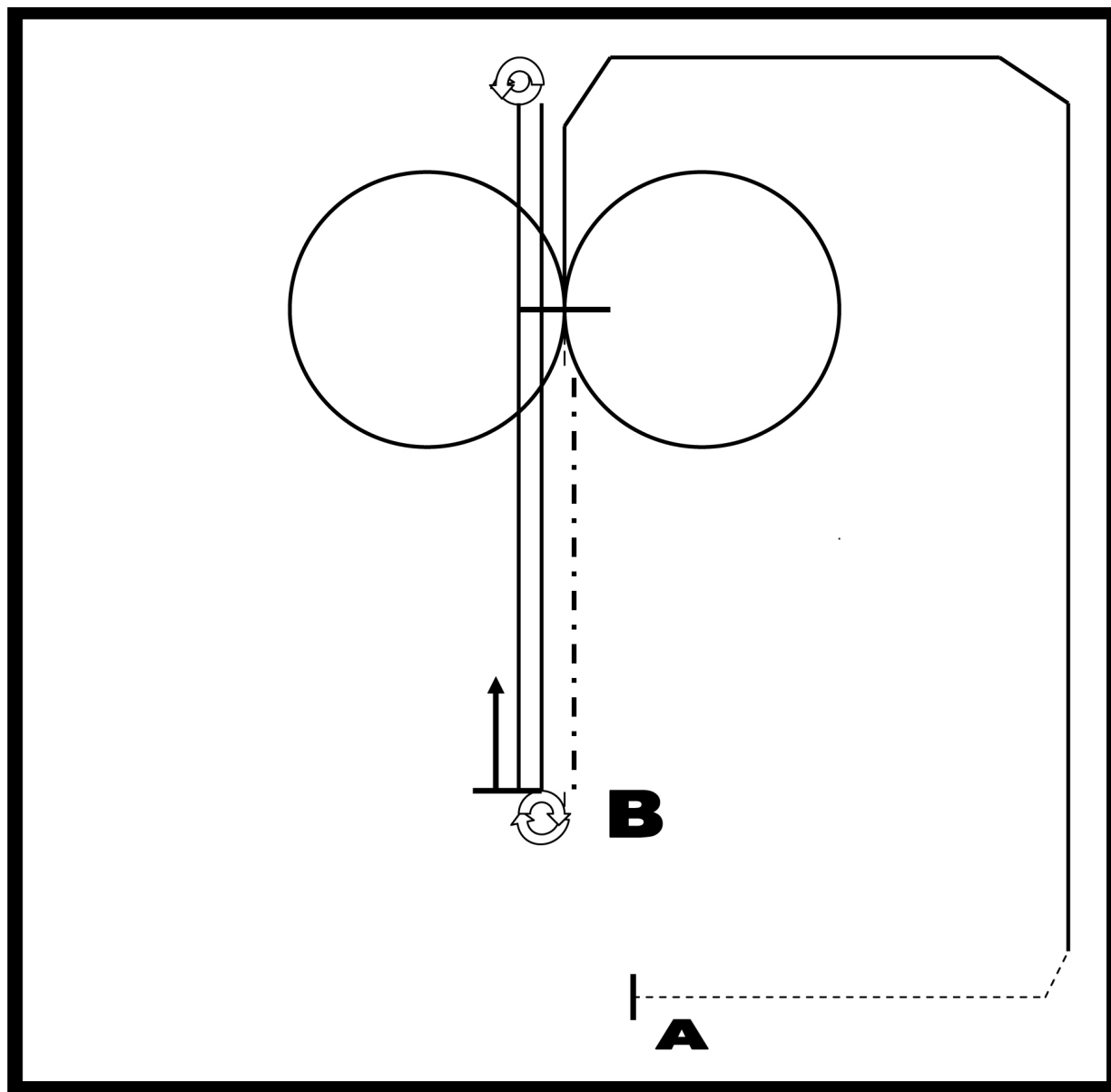
Intermediate Western Equitation Silver Pattern #3



1. Begin at cone A. Pick-up a jog.
2. At corner pick-up an extended jog diagonally toward the center of the arena 1/3 of the way.
3. Halt, and stand your horse for 8 seconds.
4. Lope a figure-8 starting to the right, showing one simple or flying lead change.
5. Continue the lope diagonally on the left lead, to the corner of the arena; correct your lead (flying or simple).
6. Lope around corner and up the middle of the arena and continue towards center of arena.
7. Drop to a jog and drop your stirrups and begin a figure-8, starting either direction.
8. Jog 2/3 of the arena diagonally and halt at cone B
9. Back 7 steps, pick-up stirrups and wait to be excused by judge.

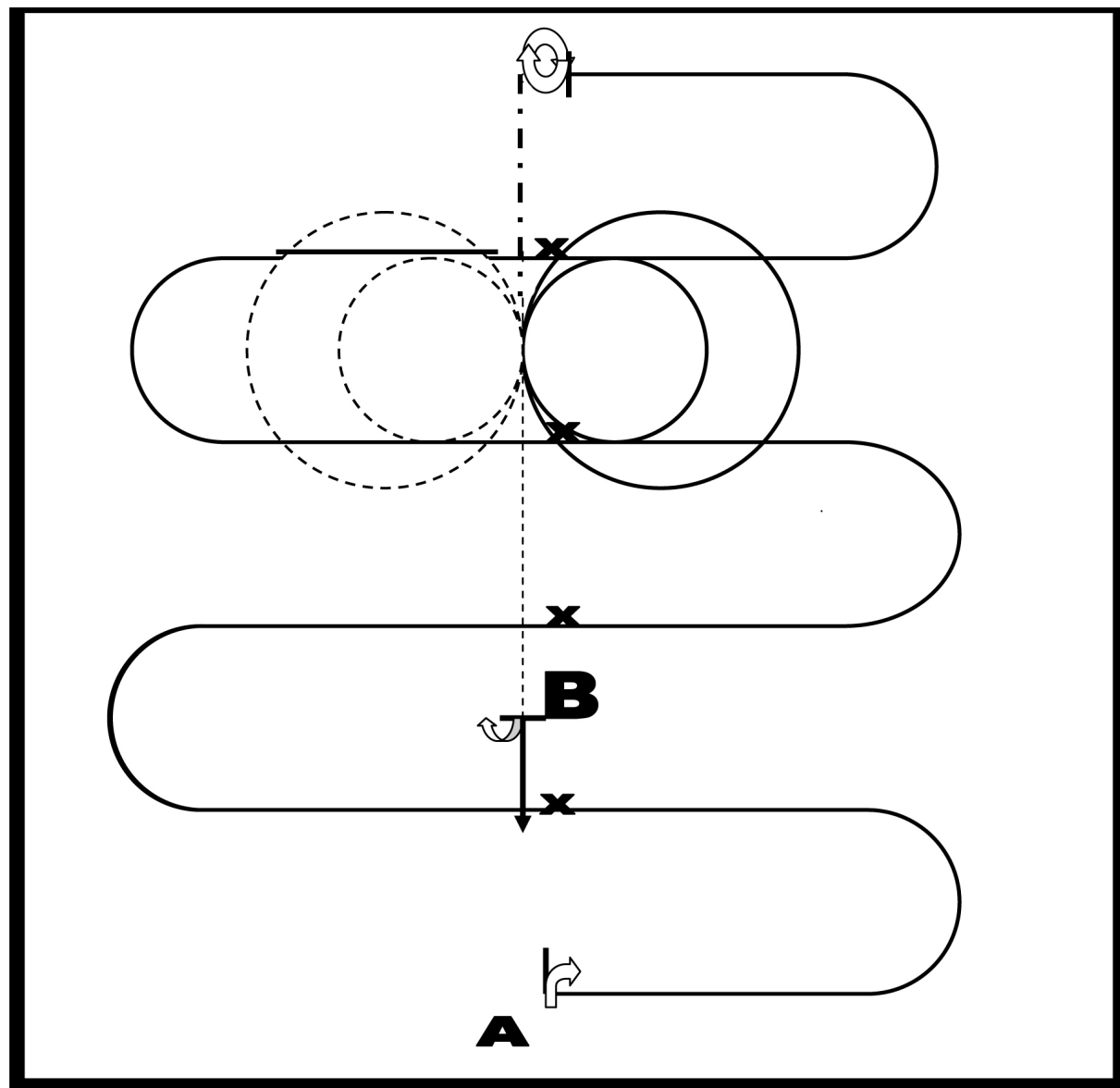
1. Begin at cone A. Pick-up a jog, jog around corner and halfway down rail.
2. Halt. Demonstrate a $\frac{1}{4}$ right haunch turn.
3. Lope on left lead to center of arena. Halt.
4. Demonstrate a $\frac{1}{4}$ left haunch turn.
5. Lope on right lead down center of arena.
6. Halt 10 feet from the rail. Demonstrate a 180-degree left haunch turn.
7. Drop your stirrups and jog $\frac{1}{4}$ of the way down the center of the arena.
8. Starting to the right, jog a small figure-8, then lope 1 $\frac{1}{2}$ figure 8's with 2 flying lead changes.
9. Reduce gait to extended jog and jog down center of the arena $\frac{3}{4}$ of the length.
10. Halt. Pick-up your stirrups.
11. Back 11 steps and wait to be excused by judge.

Intermediate Western Equitation Gold Pattern #2



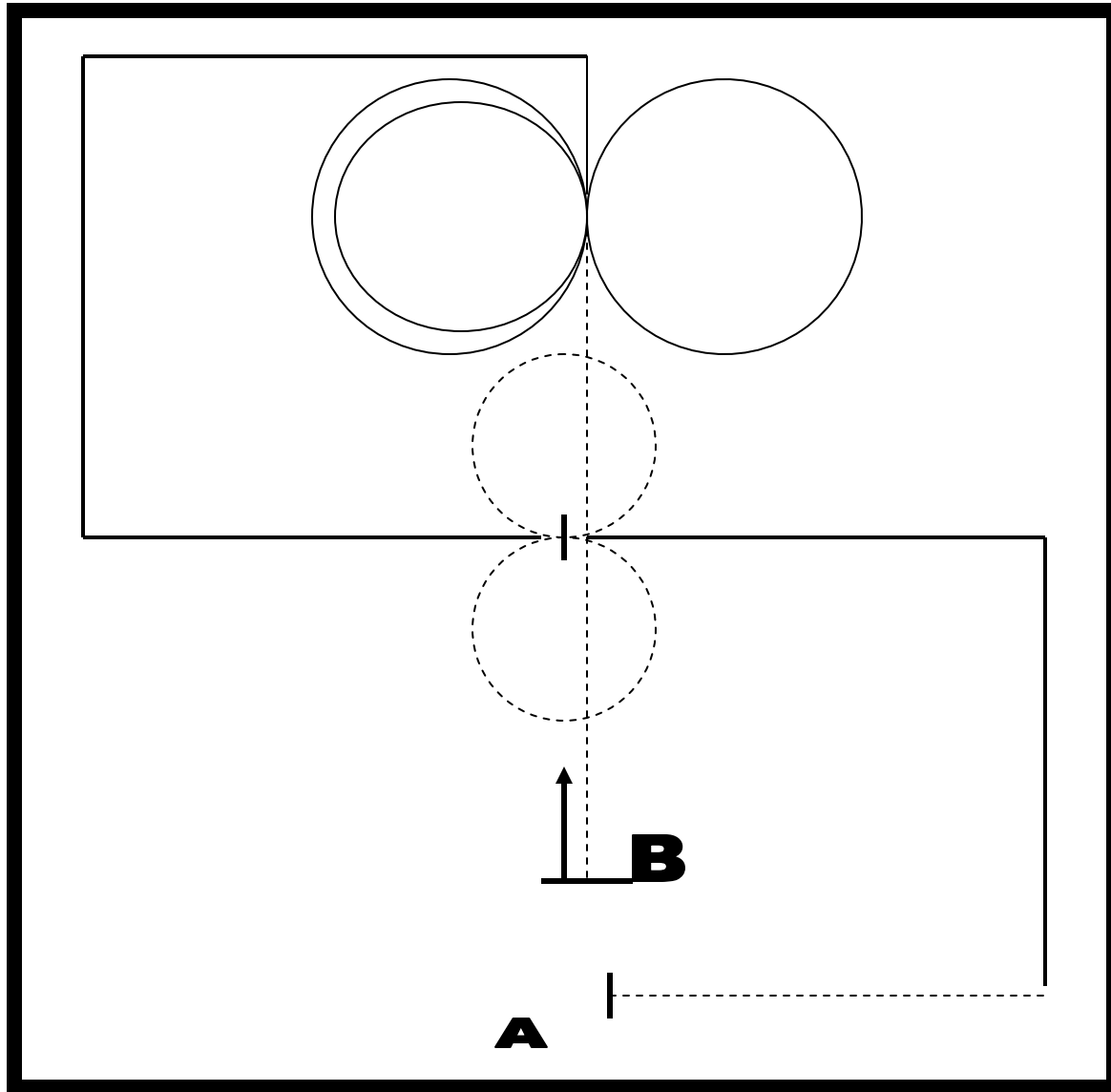
1. Wait at cone A until acknowledged.
2. Pick up a jog to corner. At corner move into a lope of the left lead. Continue lope around end of arena and curve into middle of arena and go directly into a figure-8, execute two (2) flying lead changes (start to the right).
3. Halt.
4. Pick-up an extended jog down the center of the arena. At cone B, halt.
5. Execute a 540-degree (1 ½ turns) right haunch turn.
6. Pick-up a lope on the right lead, and lope back up the center of the arena stopping 20 feet from the wall.
7. Execute a 540-degree (1 ½ turns) left haunch turn.
8. Lope down the center of the arena to cone B, and halt.
9. Back 9 steps. Wait to be excused by judge.

Intermediate Western Equitation Gold Pattern #3



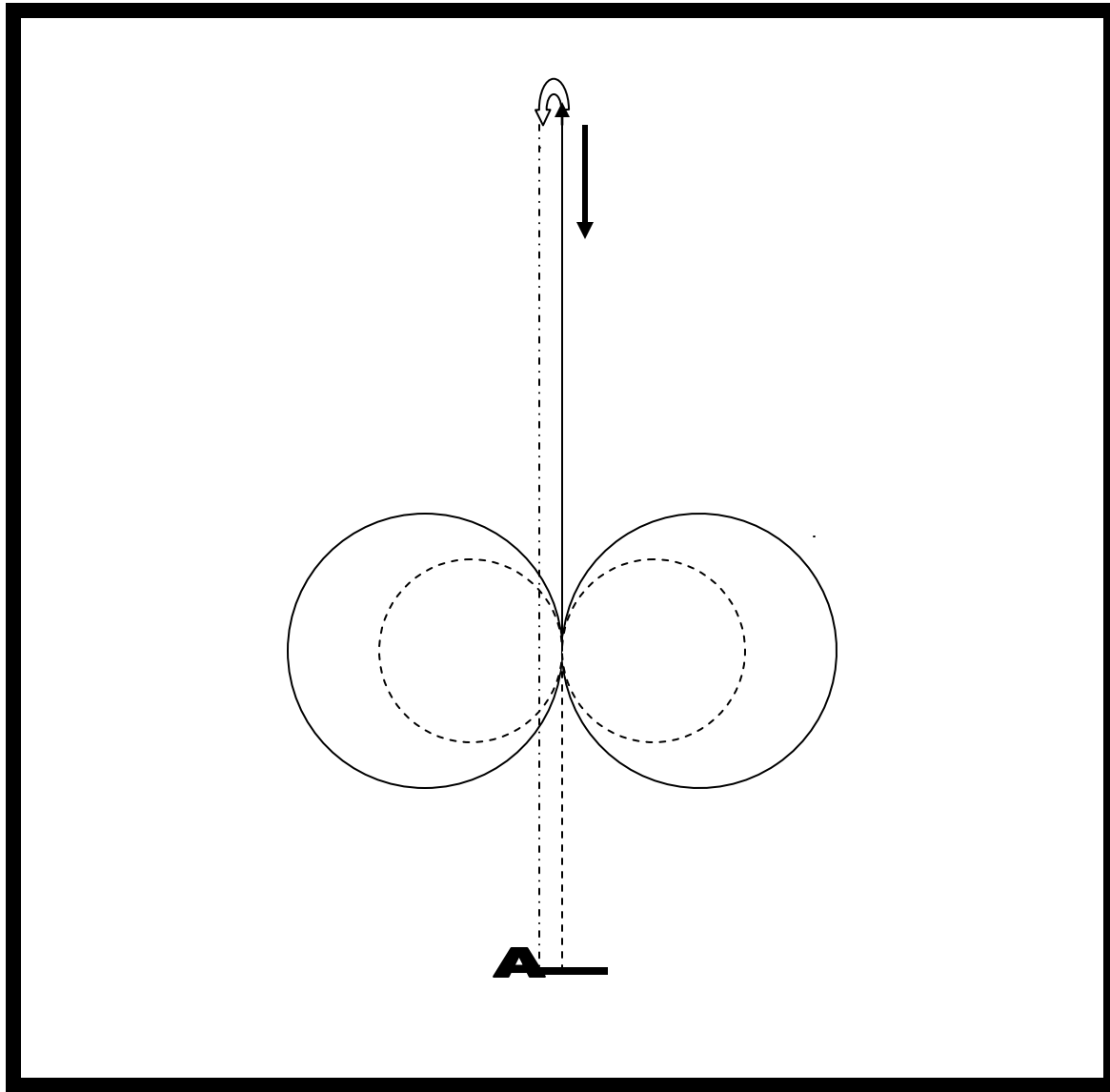
1. Wait at cone A. When acknowledged do a 90-degree right haunch turn.
2. Lope a serpentine with four (4) flying lead changes.
3. Halt. Demonstrate a 270-degree right haunch turn.
4. Drop stirrups and do an extended jog to the center of the arena.
5. Lope a large circle to the left.
6. Jog a small circle to the right.
7. Jog a large circle to the right.
8. Lope a small circle to the left.
9. Jog to cone B, Halt.
10. Execute a 180-degree left haunch turn,
11. Back 7 steps and wait to be excused by judge.

Senior Western Equitation Bronze Pattern #1



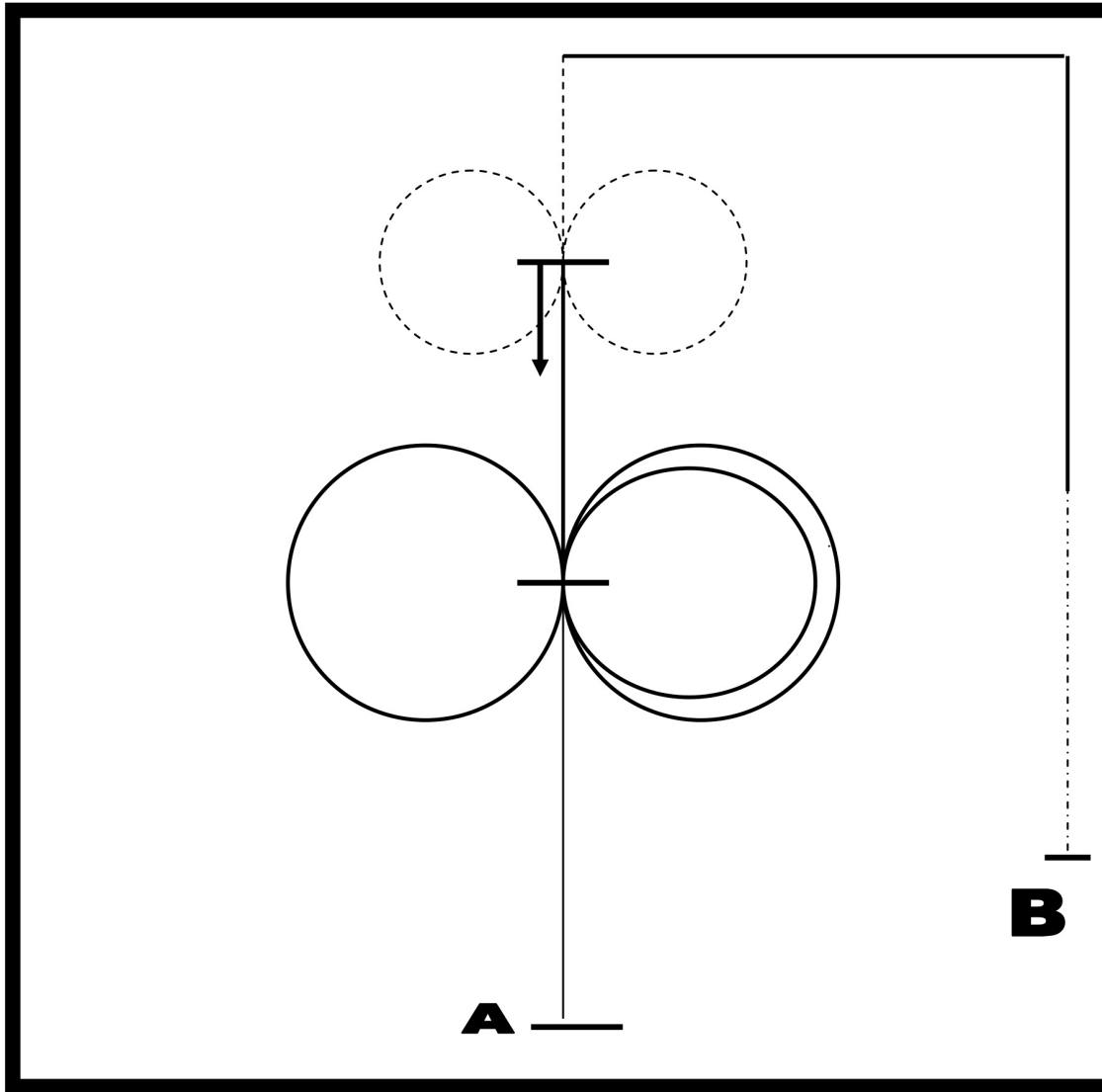
1. Wait at cone A. When acknowledged pick-up a jog
2. Before you get to the corner pick-up a lope on the left lead.
3. Halfway down the rail, turn left and lope to the center of the arena.
4. Break down to a jog and jog a circle to the right.
5. Halt.
6. Jog a circle to the left.
7. Lope on the right lead to the rail and continue down the right track.
8. Continue into a figure-8 starting to the right. Complete two lead changes, type of changes optional.
9. After completing figure-8, break down to a jog and jog down the center of the arena, halt at cone B.
10. Back seven (7) steps and wait to be excused by judge.

Senior Western Equitation Bronze Pattern #2



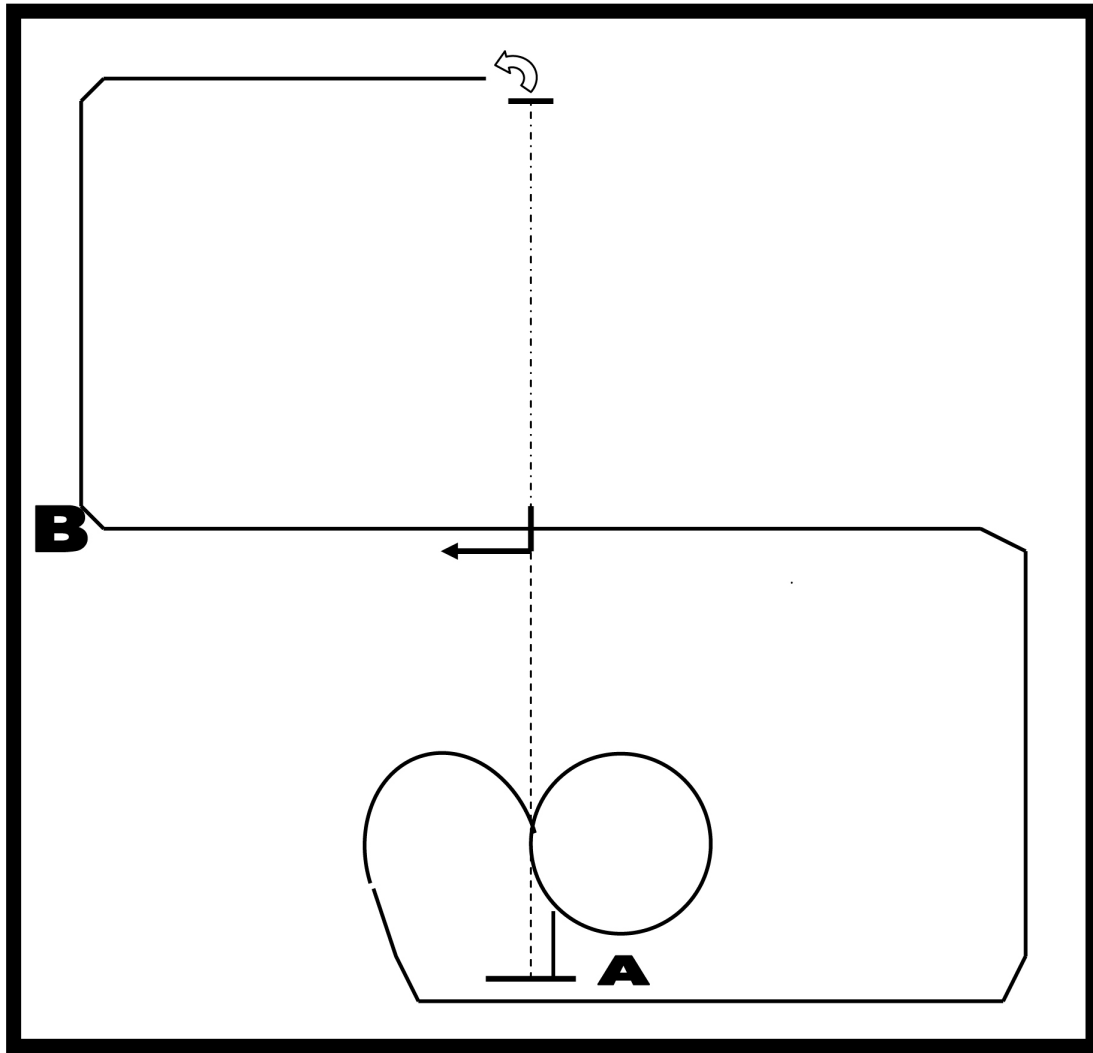
1. Wait at cone A. When acknowledged pick-up a jog and jog 1/3 of the way down the arena.
2. Lope a large circle to the right.
3. Jog a small circle to the left.
4. Lope a large circle to the left.
5. Jog a small circle to the right.
6. Drop your stirrups and lope on the left lead down the center of the arena.
7. Halt about twenty (20) feet from the rail, back 9 steps
8. Execute a 180-degree left haunch turn, and do an extended jog to cone A.
9. Halt at cone A, pick-up your stirrups and wait to be excused by judge.

Senior Western Equitation Bronze Pattern #3



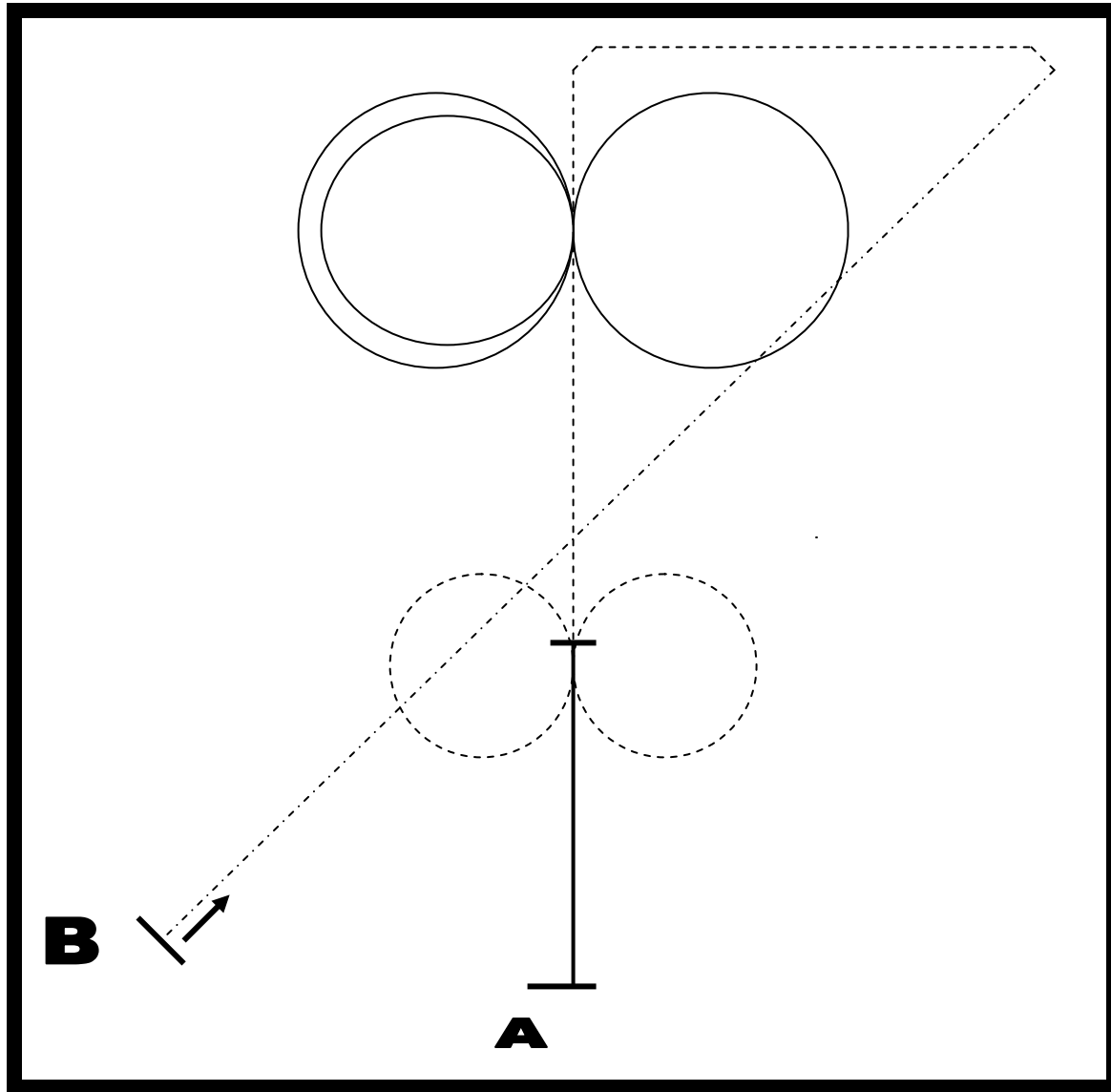
1. Wait at cone A. When acknowledged begin to lope immediately on the left lead down the center of the arena.
2. Halt halfway down.
3. Lope a figure-8 starting to the right showing two lead changes (type of optional changes).
4. Continue to lope down the center.
5. 2/3 of the way down the arena halt, and drop your stirrups.
6. Jog a small figure-8 starting to the left.
7. Halt, back seven (7) steps.
8. Walk to the rail and pick-up a lope on the right lead around the corner and down the rail.
9. Halfway down the rail drop to a jog and pick-up your stirrups.
10. Halt at cone B, and wait to be excused by the judge.

Senior Western Equitation Silver #1



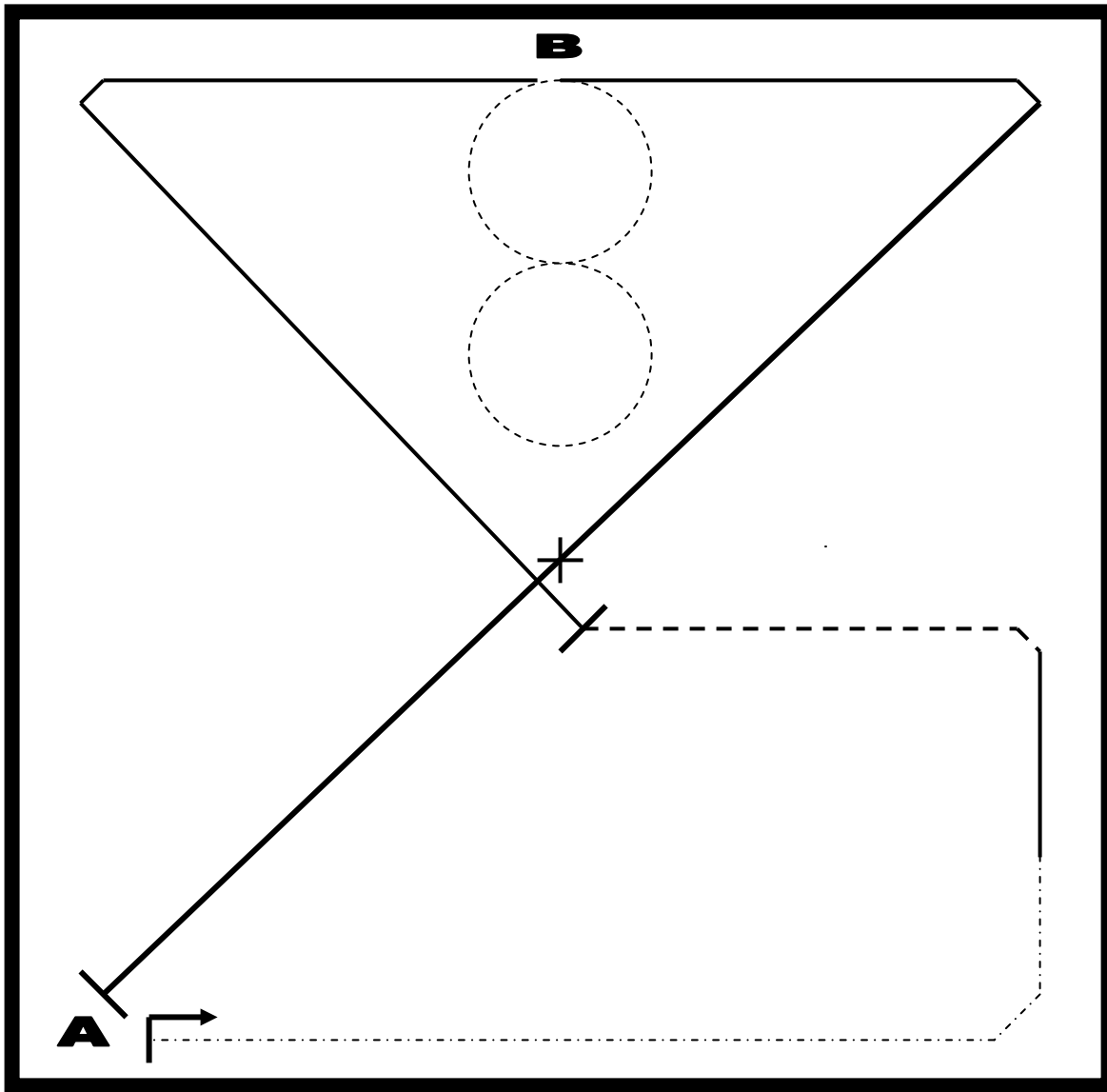
1. Wait at cone A. When acknowledged drop your stirrups, and jog a straight line up the center of the arena.
2. At the center of the arena extend the jog.
3. Stop 20 feet from the rail, pick-up stirrups.
4. Execute a 90-degree left haunch turn.
5. Lope on the left lead around corner of arena and at cone B, turn and go to the center of the arena.
6. Halt back 5 steps and close.
7. Lope on the left lead towards the rail, counter canter around the corner to onto rail and change lead (simple or flying).
8. Continue around end of arena and past cone A, begin to make a circle continuing at the lope.
9. At center line changes lead (simple or flying) and make a circle to the left then continue down centerline to A.
10. At cone A, halt and wait to be excused.

Senior Western Equitation Silver Pattern #2



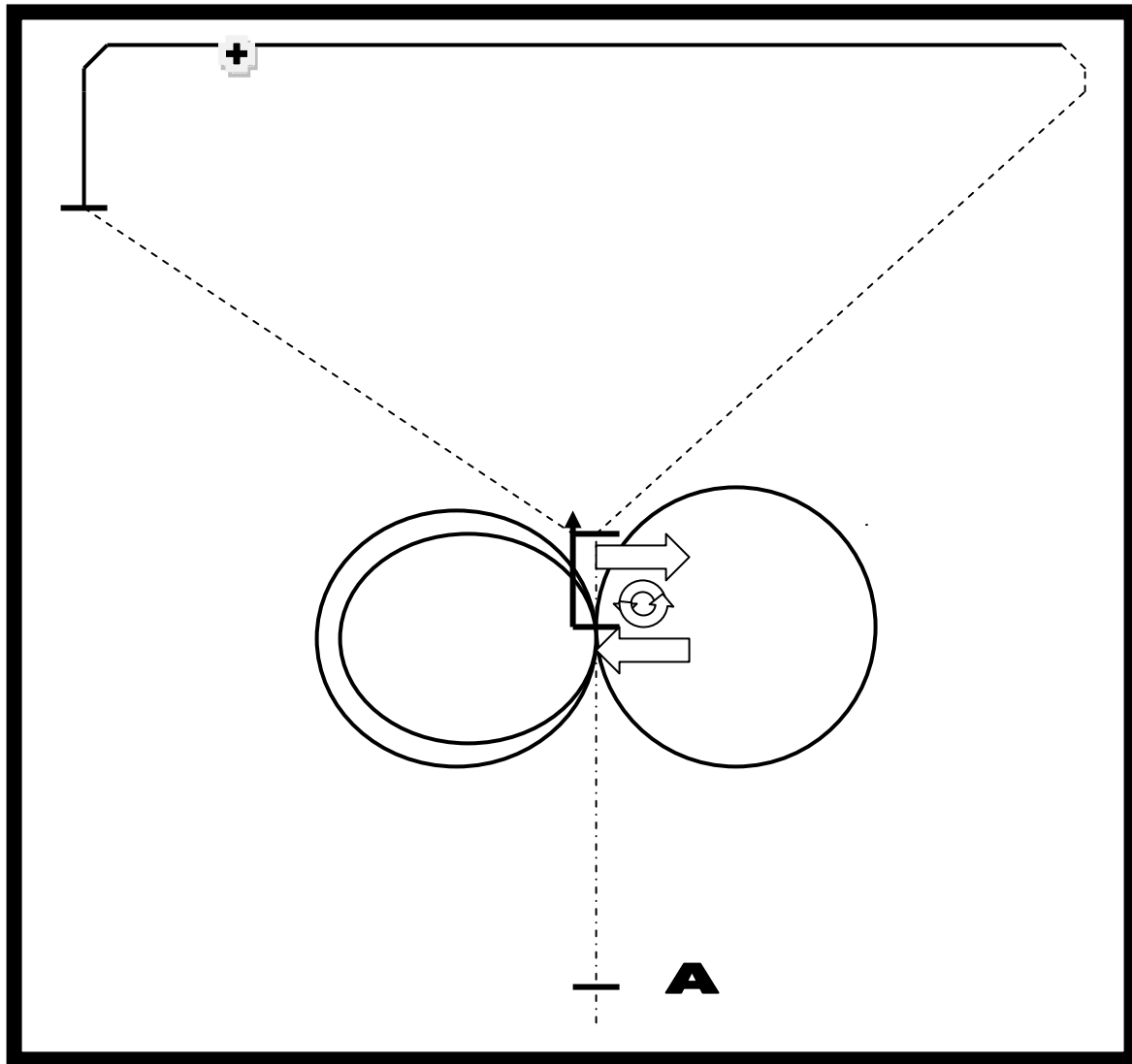
1. Wait at cone A. When acknowledged pick-up a lope on the right lead up the middle of the arena in a straight line.
2. One-third ($\frac{1}{3}$) of the way up the middle of the arena halt. Dismount and mount.
3. Jog a figure-8 starting to the left; continue at a jog up the center of the arena.
4. Two-thirds ($\frac{2}{3}$) up the arena drop your stirrups and lope a figure-8 starting to the left, showing two lead changes (simple or flying).
5. At center of figure-8 reduce gait to a jog, continue on the rail on a right track.
6. At corner pick-up stirrups and do an extended jog diagonally across the arena, corner to corner.
7. Halt, back 7 steps, stand quiet and wait to be excused by judge.

Senior Western Equitation Silver Pattern #3



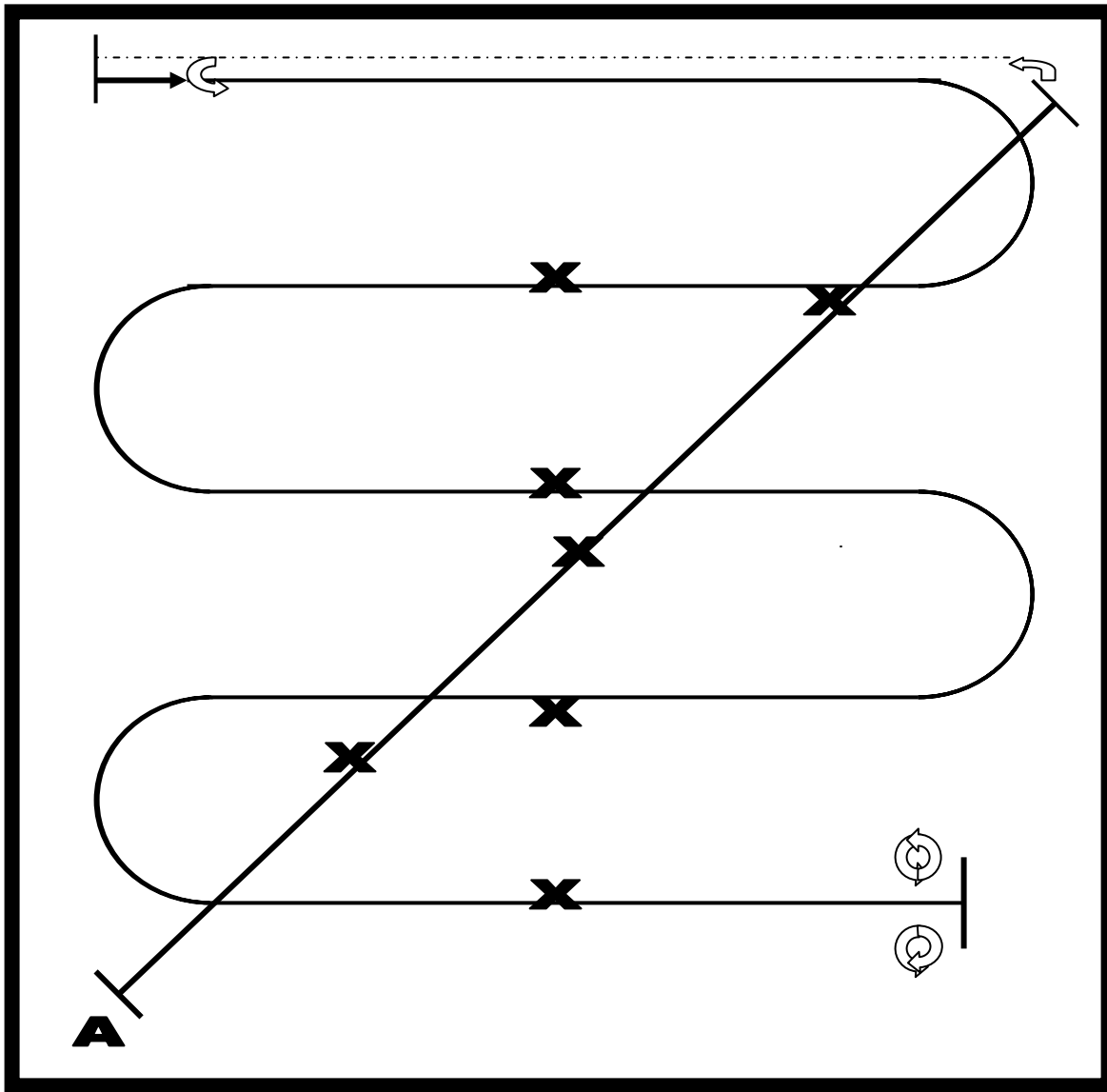
1. Wait at cone A. When acknowledged lope on the right lead diagonally across the arena to center.
2. At center of arena do a lead change (simple or flying) and continue diagonally across arena. At corner, go left track on rail.
3. At B, reduce to a jog. Jog a figure-8.
4. Return to cone B, lope on the left lead along rail. At corner go diagonally to the center of the arena.
5. Halt. Wait 8 seconds, then pick-up a jog and jog straight to the rail.
6. At rail proceed on the right track. Lope on the right lead three (3) strides.
7. Reduce to an extended trot, and continue around rail to cone A.
8. Halt. Back 4 steps, and wait to be excused by judge.

Senior Western Equitation Gold Pattern #1



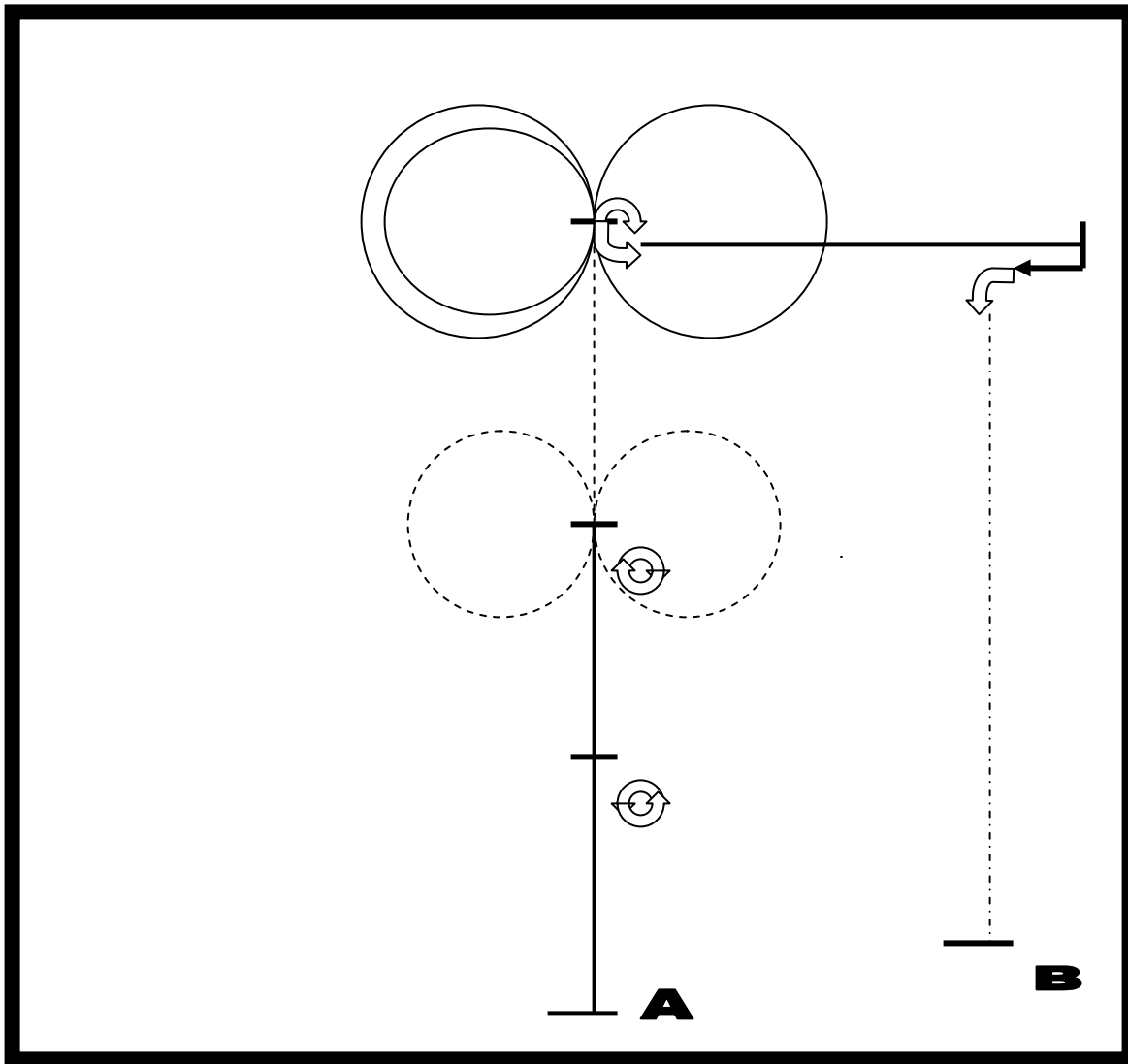
1. Wait at cone A. When acknowledged show an extended jog down the center of the arena. Halt at center.
2. Sidepass right 6 steps (3 crossovers)
3. Execute a 360-degree left haunch turn.
4. Sidepass left 6 steps (3 crossovers).
5. Drop stirrups and jog on a diagonal to the right continuing to corner.
6. At corner pick up a left lead and lope along rail, before corner execute a flying lead change and continue lope around corner. Halt. Pick-up stirrups.
7. Jog to center of arena, and face cone A.
8. Lope a figure-8 showing two flying lead changes, starting to the right.
9. Halt at center. Stand for 8 seconds.
10. Back 5 steps, and wait to be excused by judge.

Senior Western Equitation Gold Pattern #2






1. Wait at cone A. When acknowledged lope on the right lead diagonally across arena, showing three (3) flying lead changes.
2. Halt. Drop your stirrups and do a left haunch turn so you are parallel with the wall.
3. Pick-up a jog and extend it.
4. At the corner halt and back five (5) steps. Execute a 180-degree left haunch turn.
5. Lope a serpentine with four (4) flying lead changes.
6. Halt. Do two (2) 360-degree haunch turns, one each way.
7. Pick-up your stirrups and wait to be excused by judge.

Senior Western Equitation Gold Pattern #3



1. Wait at cone A. When acknowledged lope on the left lead up the middle of the arena.
2. Halt $\frac{1}{4}$ of the way up and demonstrate a 360-degree left haunch turn.
3. Lope on the right lead to the center of the arena. Halt. Demonstrate a 360-degree right haunch turn.
4. Jog a figure-8 starting to the left. Continue another $\frac{1}{4}$ length of the arena.
5. Lope a figure-8, starting to the left, showing two flying lead changes.
6. Halt. Demonstrate a right 180-degree right haunch turn, and a 90-degree left haunch turn.
7. Lope on the left lead and halt at the wall.
8. Back 5 steps and execute a 90-degree right haunch turn.
9. Extend your jog to cone B. Halt.
10. Dismount, drop your bridle, rebridle and wait to be excused by judge.

			<h2 style="text-align: center;">Skagit County Medals Registration Form</h2>
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NAME _____ CLUB _____

Phone # _____ E-mail _____

Name of Horse:		Age:
Breed:	Reg. No (if any):	
Identification: Height Weight		Sex:
Color:	Markings:	

Horse has been in members care & custody since: _____

PLACE PICTURE OF HORSE HERE