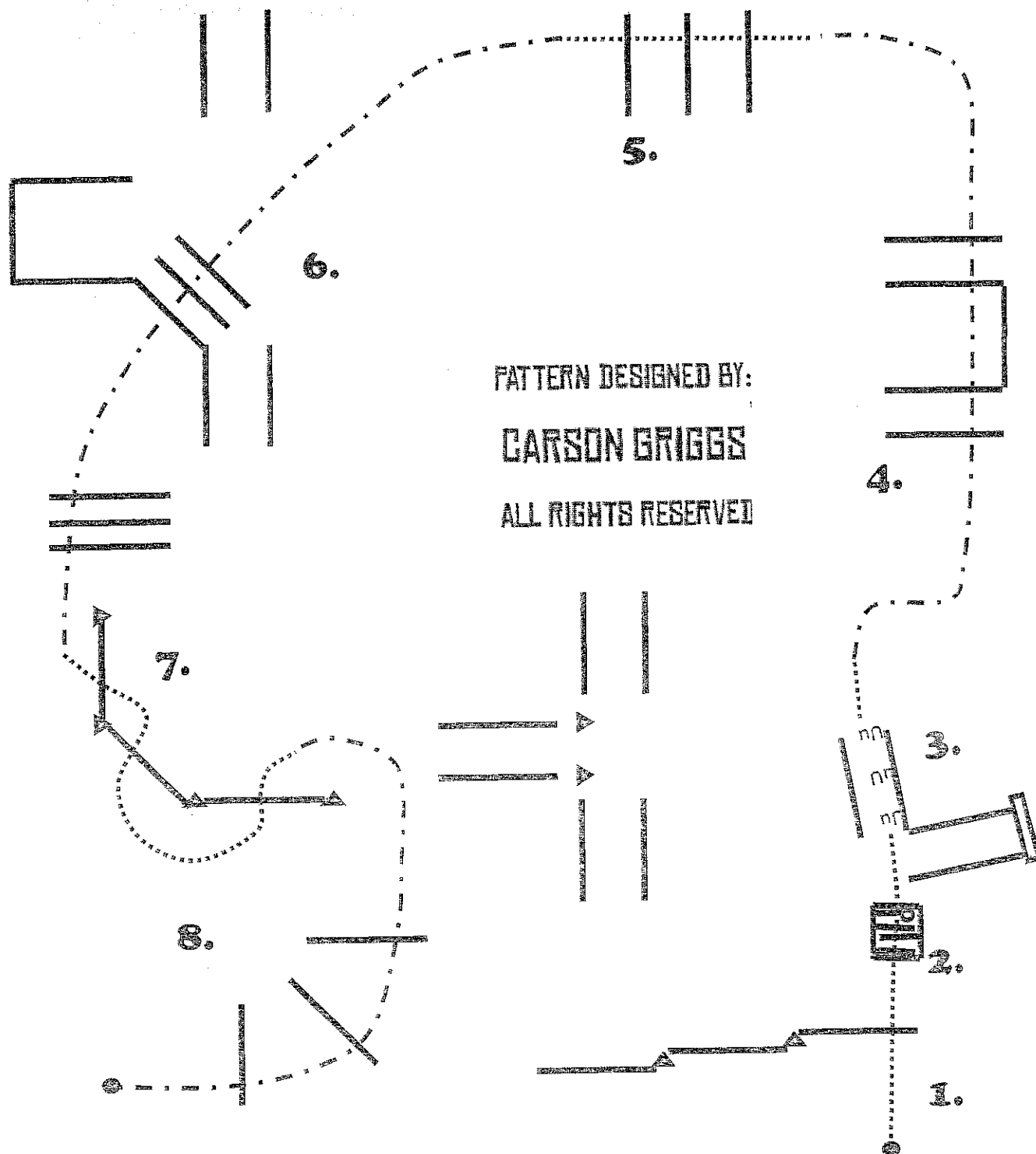


# GORDYVILLE SHOOTOUT

July 15-16, 2021

All Walk Trot Trail

/EWD



**1. WALK OVER POLE**

**2. WALK OVER BRIDGE INTO  
CHUTE**

**3. BACK STRAIGHT, WALK OUT  
OF CHUTE**

**4. TROT OVER POLES**

**5. WALK OVER 3 POLES**

**6. TROT OBSTACLE #6**

**7. WALK SERPENTINE**

**8. TROT BIG FAN TO FINISH**

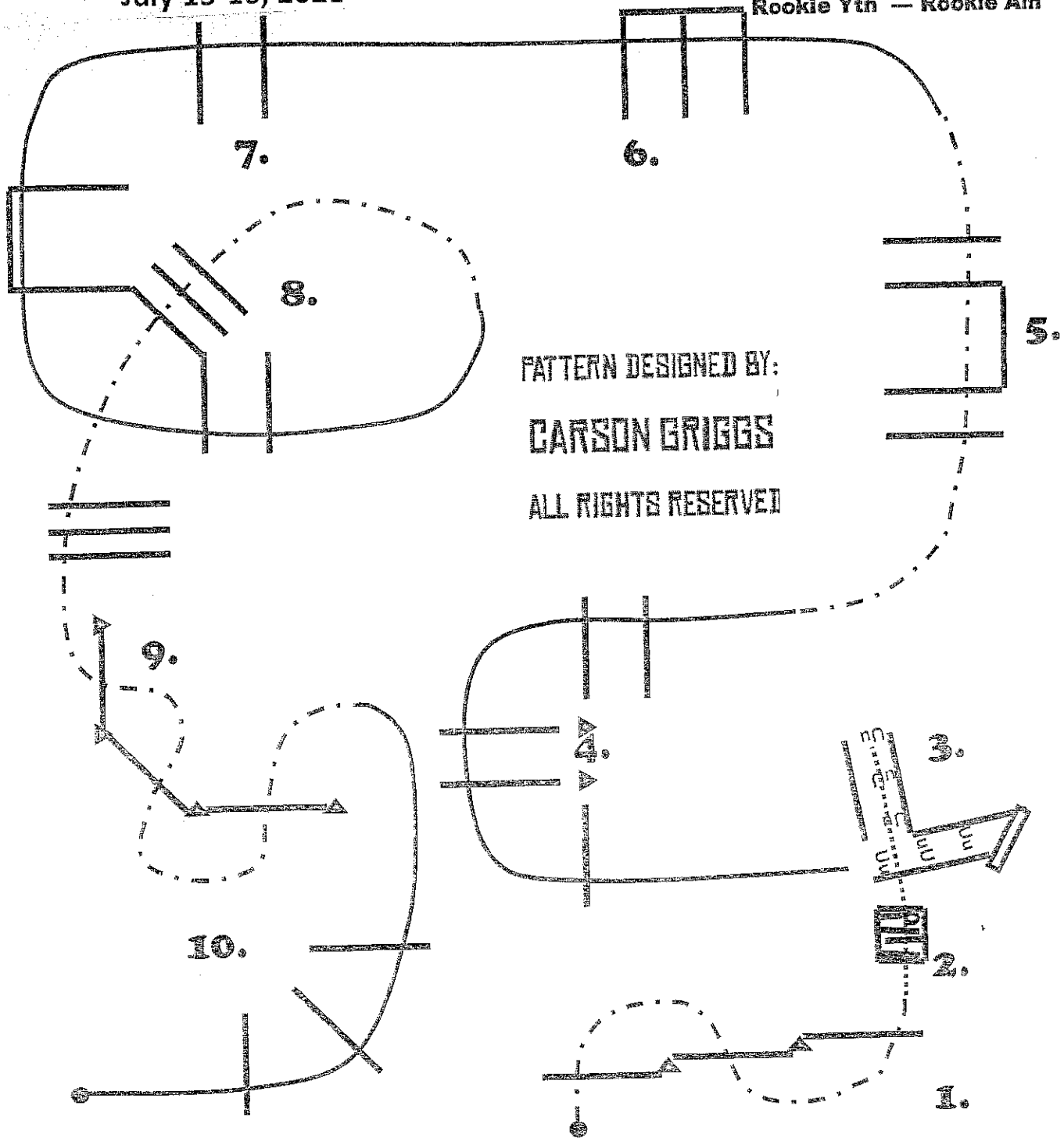
# GORDYVILLE SHOOTOUT

L1 Green Trail — L1 Novice Am Trail

L1 Novice Youth Trail — Jr Trail

July 15-16, 2021

Rookie Yth — Rookie Am



1. TROT STAGGERED POLES

2. STOP OR BREAK TO WALK  
OVER BRIDGE AND POLE

3. BACK "L" CHUTE

4. LOPE RIGHT LEAD 3/4 WHEEL

5. TROT OVER POLES

6. LOPE LEFT LEAD OVER LOGS

7. CONTINUE L LEAD LOPE OVER  
OBSTACLE 7

8. TROT OVER POLES

9. TROT SERPENTINE

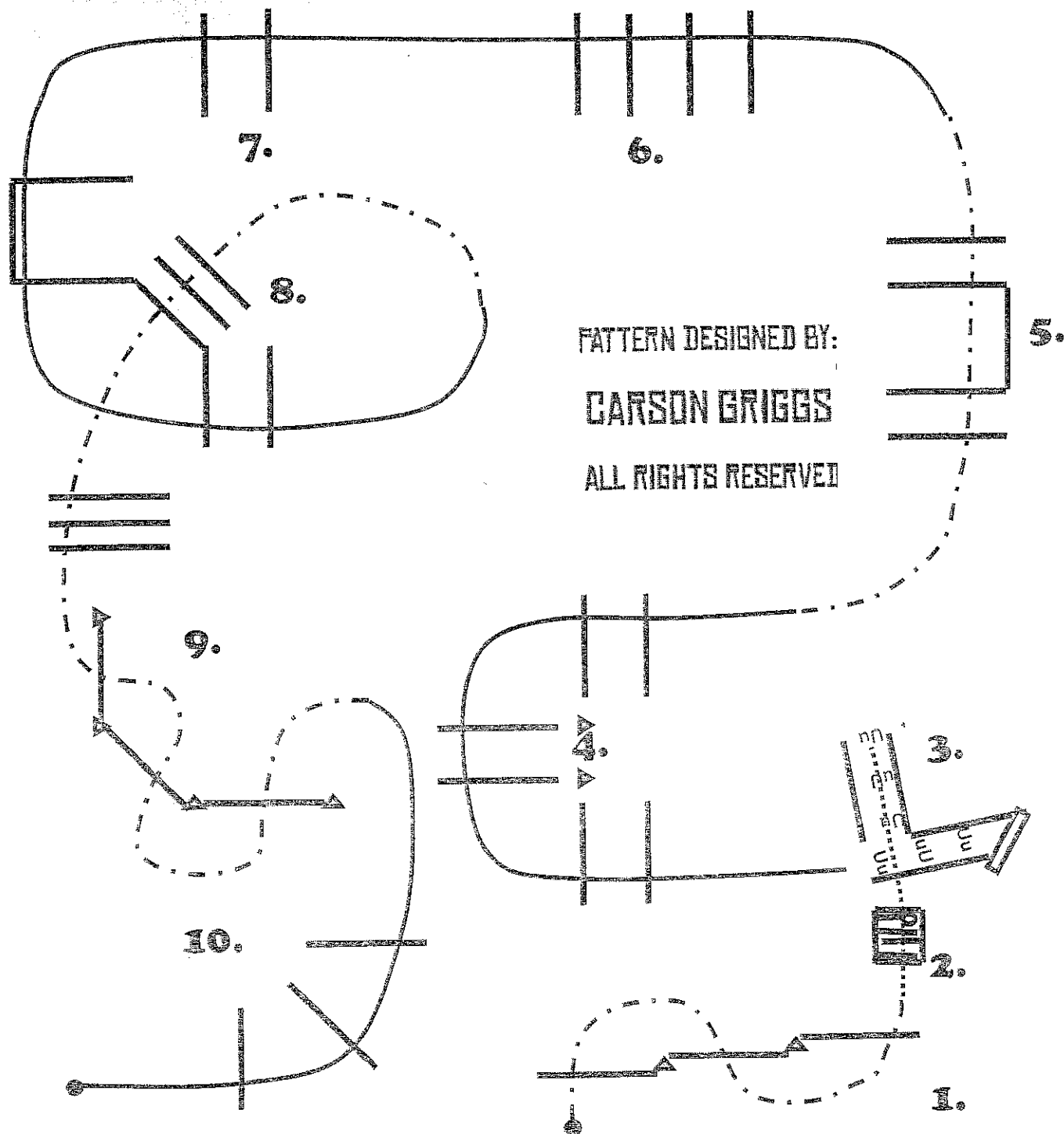
10. LOPE RIGHT LEAD FAN

# CORDYVILLE SHOOTOUT

**July 15-16, 2021**

### Am Select Trail — Amateur Trail

## Youth Trail — 3<sup>rd</sup> Trail



## TROT STAGGERED POLES

# STOP OR BREAK TO WALK OVER BRIDGE AND POLE

## BACK & CHUTE

## LOPE RIGHT LEAD 3/4 WHEEL

# TROT OVER POLLS

## 6. LOPE LEFT LEAD OVER LOGS

## 7. CONTINUE 1 LEAD LOPE OVER OBSTACLE 7

## 8. TROT OVER POLES

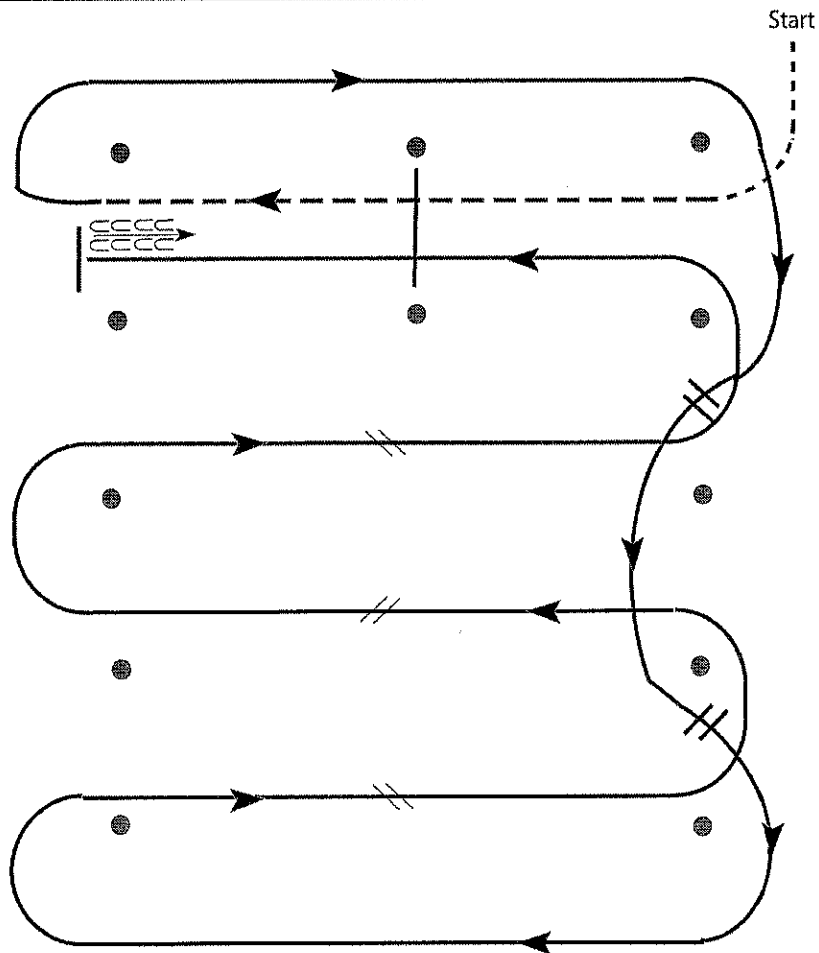
## 9. TROT SERPENTINE

## 10. LOPE RIGHT LEAD FAN

# The Shootout

## Western Riding (Level 1)

Show Date: July 15-16



1. Walk, transition to jog, jog over log.
2. Transition to right lead and 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 and back.

[WR/GP-4]

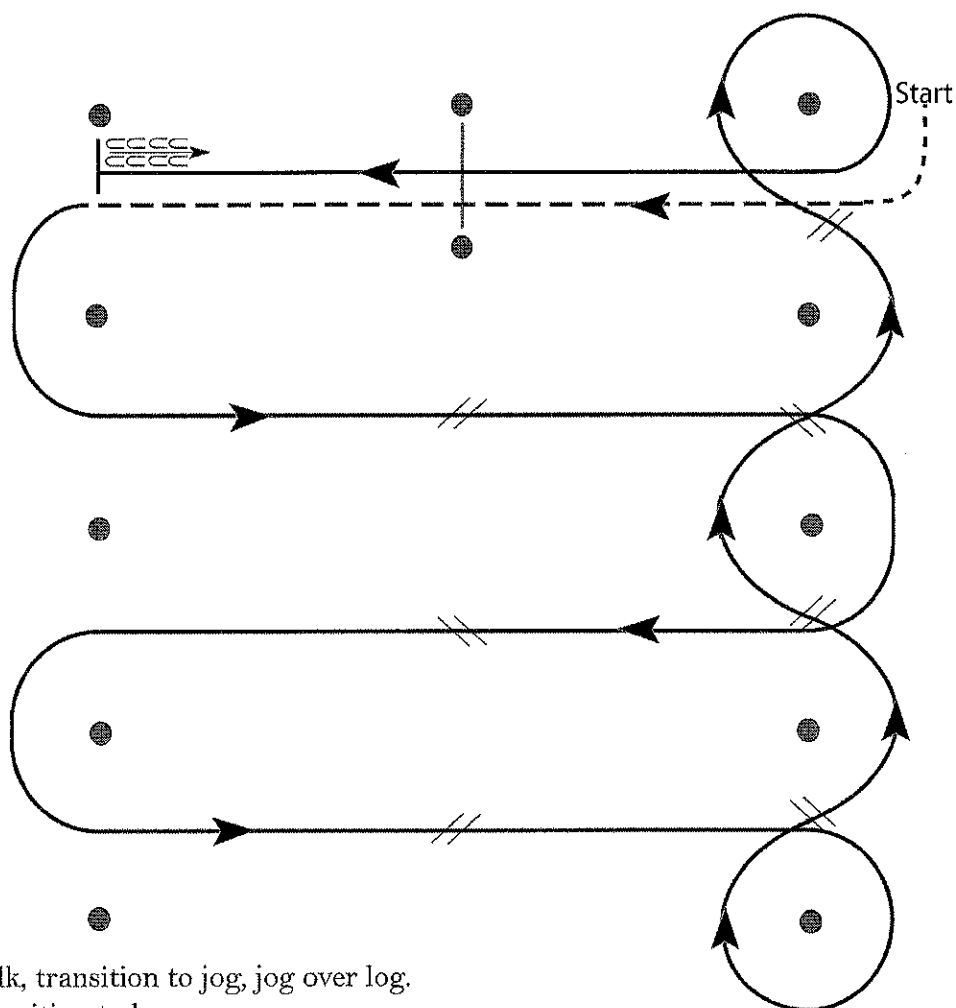
Pattern Provided by:

*Judges*

# The Shootout

Western Riding (Youth, Amateur, ~~Senior~~, Open)

Show Date: July 15-16



1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

[WR/OP-2]

Pattern Provided by:

*Judges*

# The Shootout

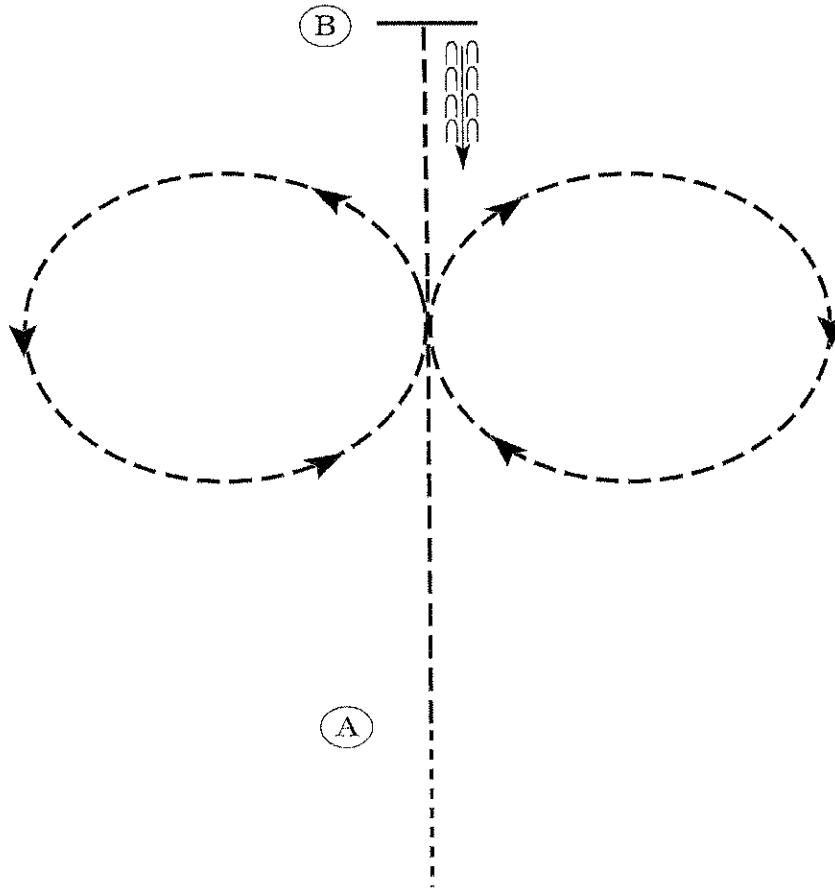
## Walk Trot Equitation

EWD

Show Date: July 15-16

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk to A.
2. At A sitting trot towards B.
3. When halfway to B posting trot circle to the right followed by a posting trot circle to the left.
4. Continue the posting trot to B.
5. At B stop and back approximately one horse length.

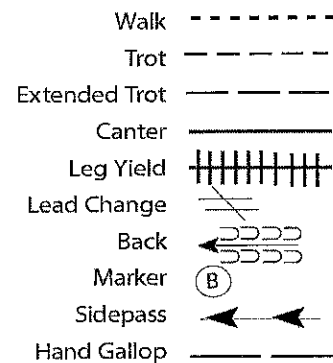
Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	— — — —
Back	← ← ← ←
Marker	ⓑ
Sidepass	← — — —
Hand Gallop	— — — —

[HSE/WT-4]

Pattern Provided by:

*Judges*

Show Date: July 15-16

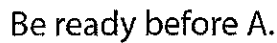


©2021 HorseShowPatterns.com. All Rights Reserved.

[www.horsehowpatterns.com](http://www.horsehowpatterns.com)

\* 500 ADDED

16



- |               |           |
|---------------|-----------|
| Walk          | -----     |
| Trot          | - - - - - |
| Extended Trot | — — — — — |
| Canter        | —————     |
| Leg Yield     |           |
| Lead Change   | ↙ ↘       |
| Back          | ← ← ← ← ← |
| Marker        | Ⓚ         |
| Sidepass      | ↙ ↘       |
| Hand Gallop   | —————     |

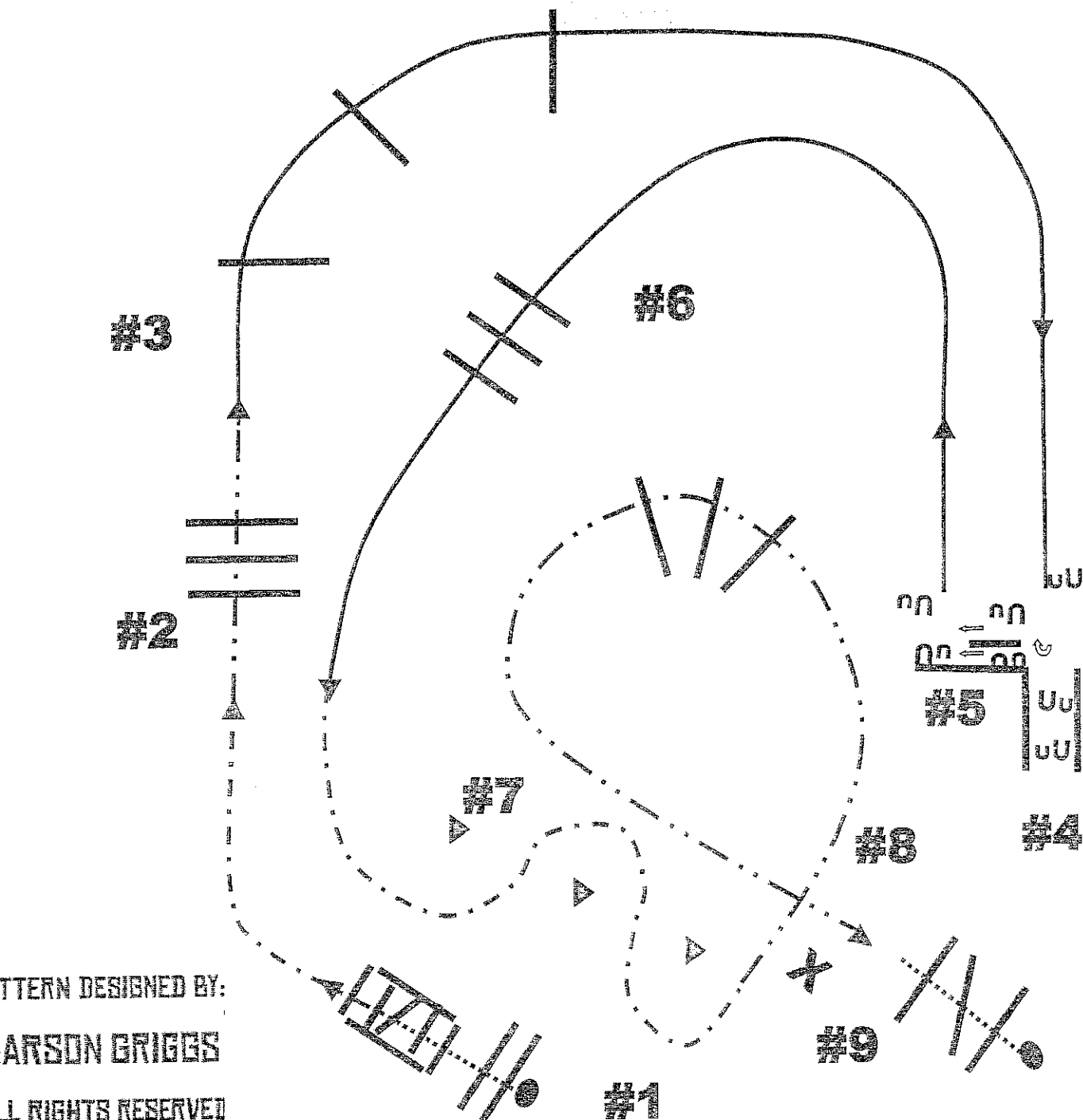
## Judges



# GORDYVILLE SHOOTOUT

July 15-16, 2021

RANCH TRAIL - All



PATTERN DESIGNED BY:  
ARSON BRIGGS  
ALL RIGHTS RESERVED

1. WALK OVER 2 LOGS AND BRIDGE
2. EXTEND THE TROT OVER 3 LOGS
3. LOPE RIGHT LEAD 3 LOGS AND INTO CHUTE
4. STOP, BACK TO SIDEPASS LOG
5. 180 DEGREE TURN EITHER WAY, SIDEPASS OVER LOG TO LEFT
6. LOPE LEFT LEAD OVER 3 LOGS
7. TROT SERPENTINE
8. CONTINUE CIRCLE, EXTENDED JOG FAN
9. STOP, WALK OVER LOGS TO FINISH

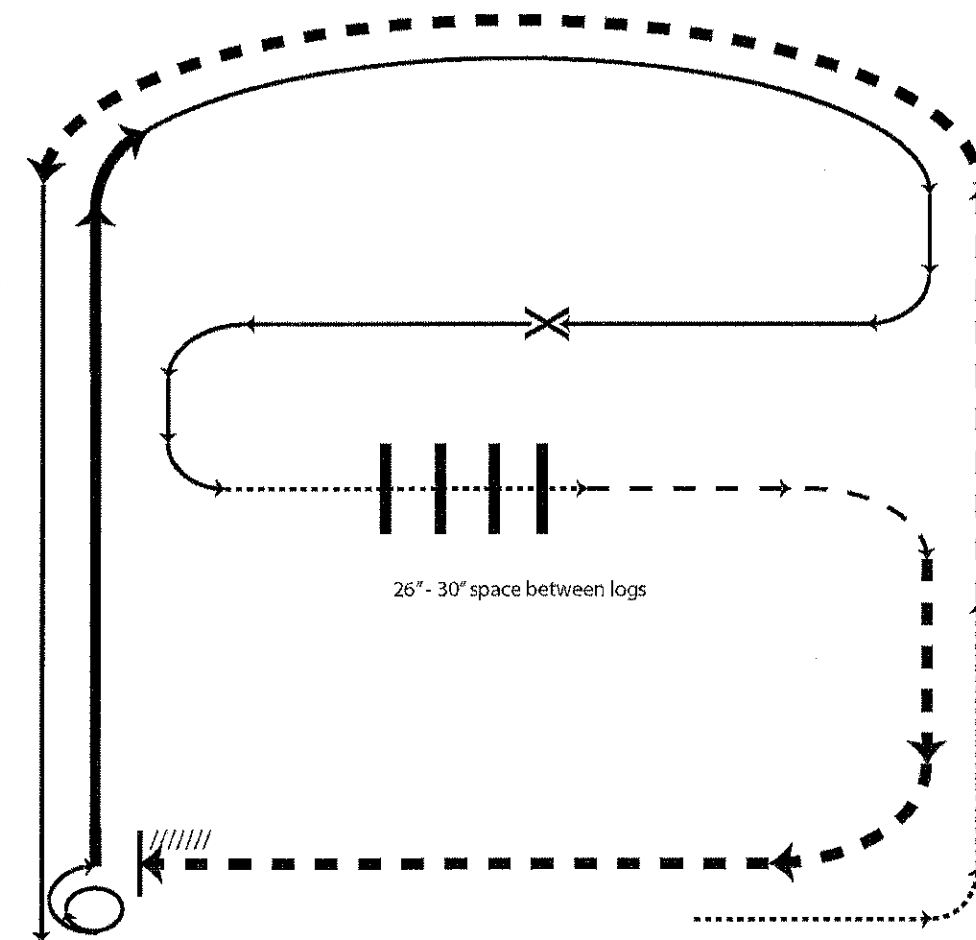
# The Shootout

## Ranch Riding (All)

Show Date: July 15-16

www.HorseShowPatterns.com

www.HorseShowPatterns.com



26" - 30" space between logs

- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

[RR/AQHA-2]

Pattern Provided by:

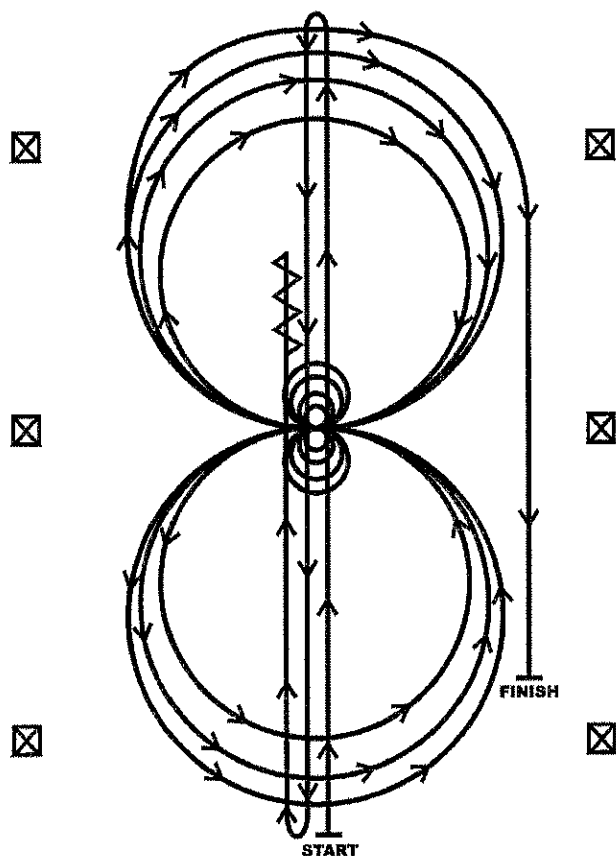
*Judges*

# The Shootout

Reining (Youth, Amateur, [REDACTED])

Show Date: July 15-16

## REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

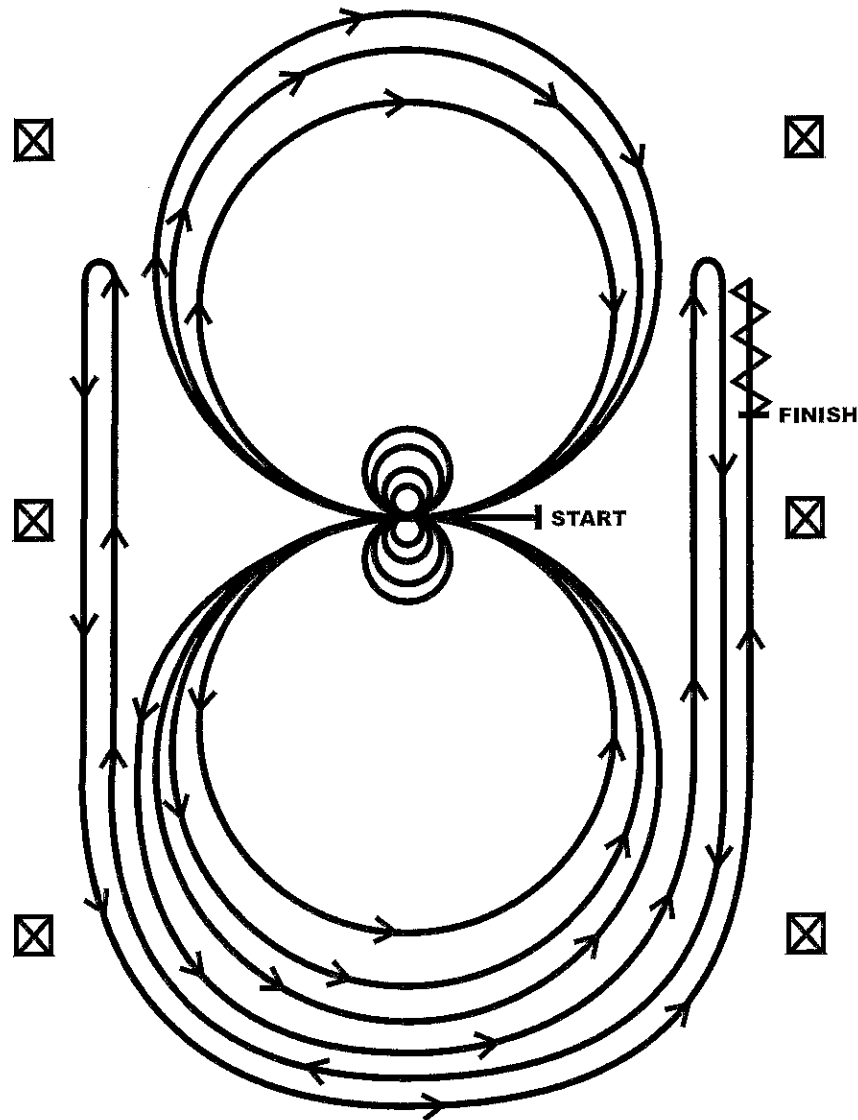
[R/AQHAP-7]

Pattern Provided by:

*Judges*

## REINING PATTERN 6

07/15-16/2021



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

# The Shootout

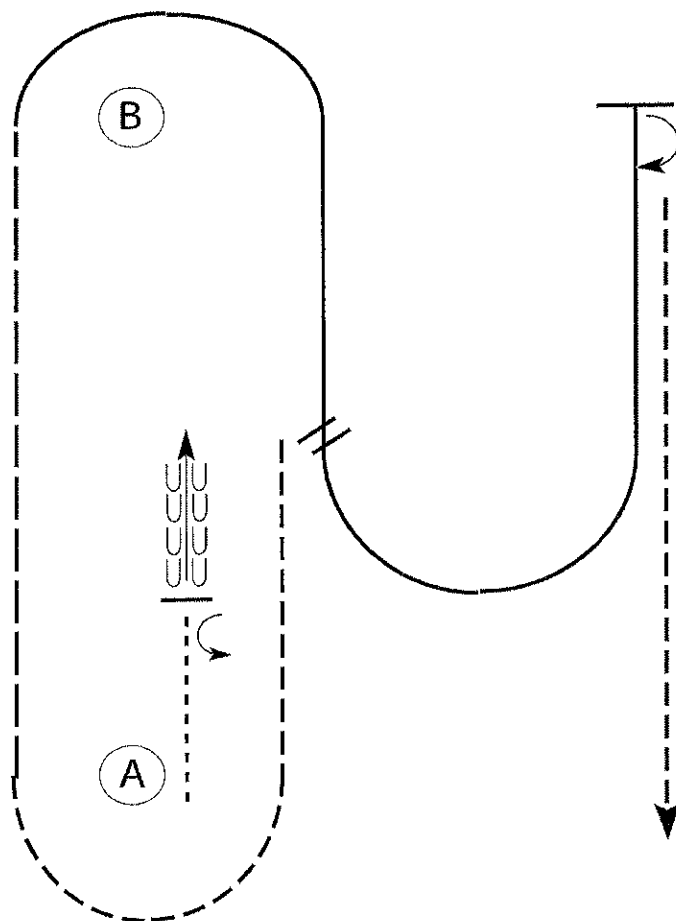
Horsemanship (Level 1)

*Rookie/13; Under*

Show Date: July 15-16

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/1-118]

Pattern Provided by:

*Judges*

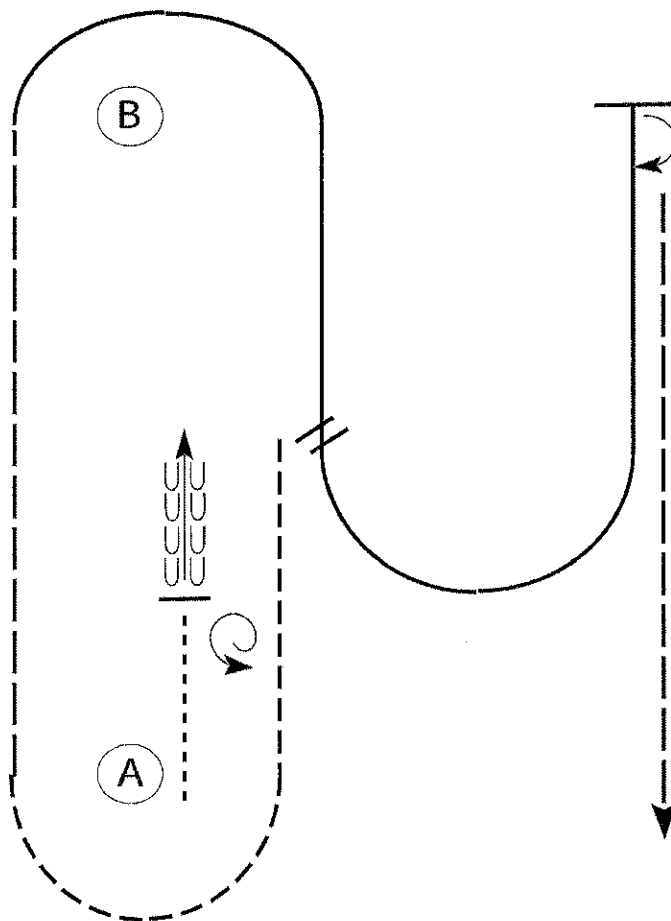
# The Shootout

Horsemanship (Youth, Amateur, Select)

<sup>14-18</sup>  
Show Date: July 15-16

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Change leads and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and extend the jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	///
Back	←
Marker	(B)

[WH/3-118]

Pattern Provided by:

*Judges*

# The Shootout

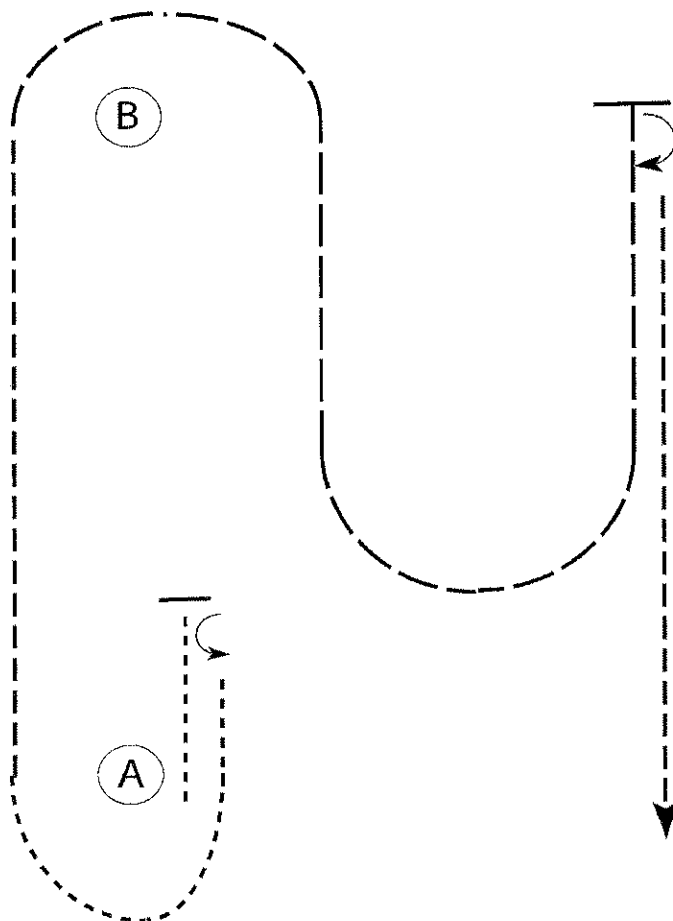
Walk Trot Horsemanship (all)

/EW D

Show Date: July 15-16

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1/2 turn left.
2. Walk to and around A.
3. Jog to B.
4. Extend the jog as shown until even with B.  
until even with B.
5. Stop and perform a 180 degree turn to the  
right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	_____
Lead Change	
Back	
Marker	(B)

[WH/WT-118]

Pattern Provided by:

Judges

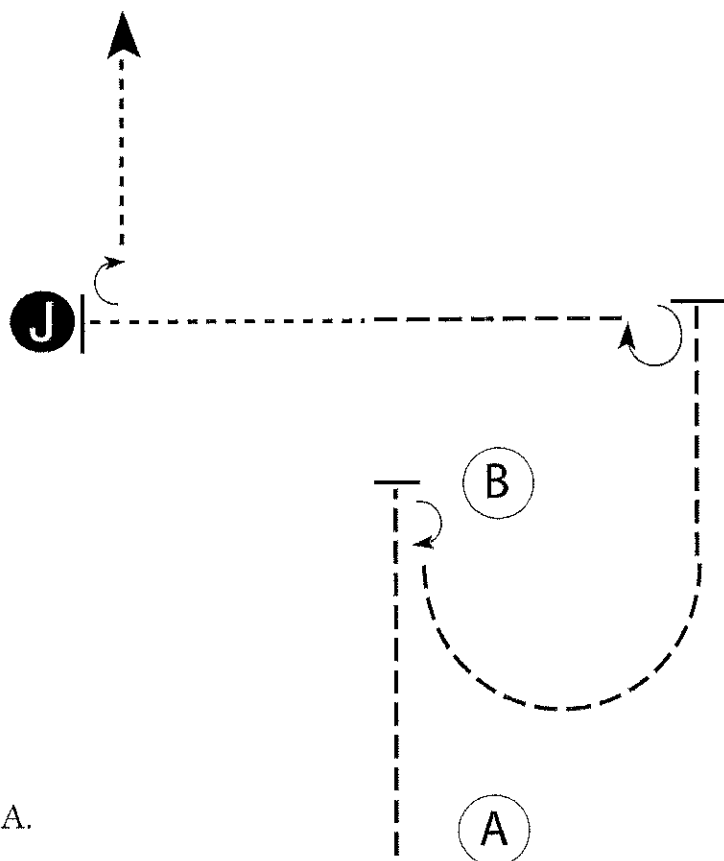
# The Shootout

## Showmanship (Level 1) / *Rookie / 13.5 Under*

Show Date: July 15-17

www.HorseShowPatterns.com

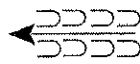
www.HorseShowPatterns.com



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

Walk -----  
 Trot -----  
 Back ←   
 Marker (B)  
 Judge (J)

[S/1-69]

Pattern Provided by:  
*Judges*



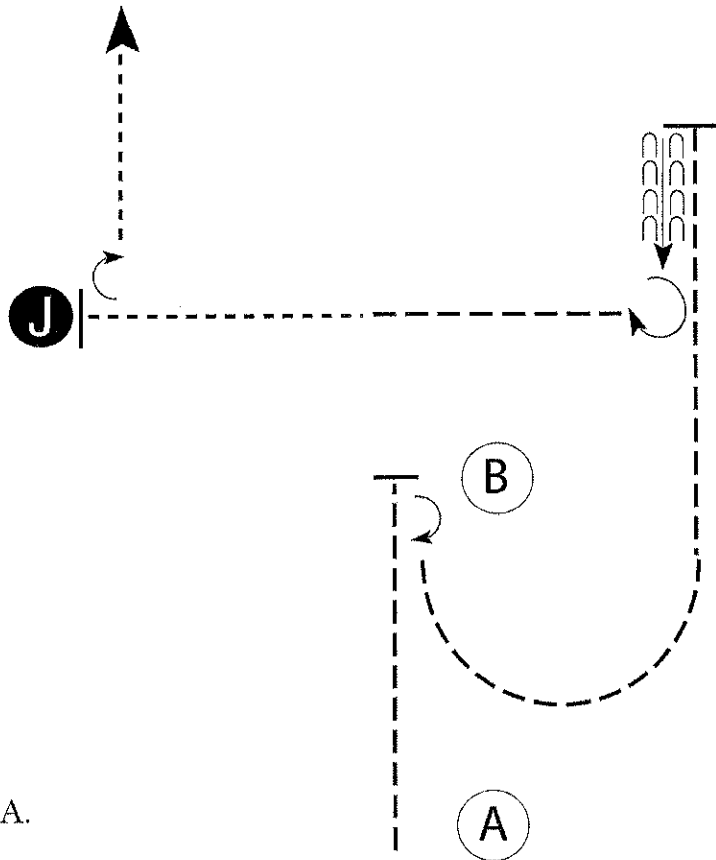
# The Shootout

Showmanship (Youth, Amateur, Select)

<sup>14-18</sup>  
Show Date: July 15-17

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	←=====
Marker	(B)
Judge	(J)

[S/2-69]

Pattern Provided by:  
*Judges*

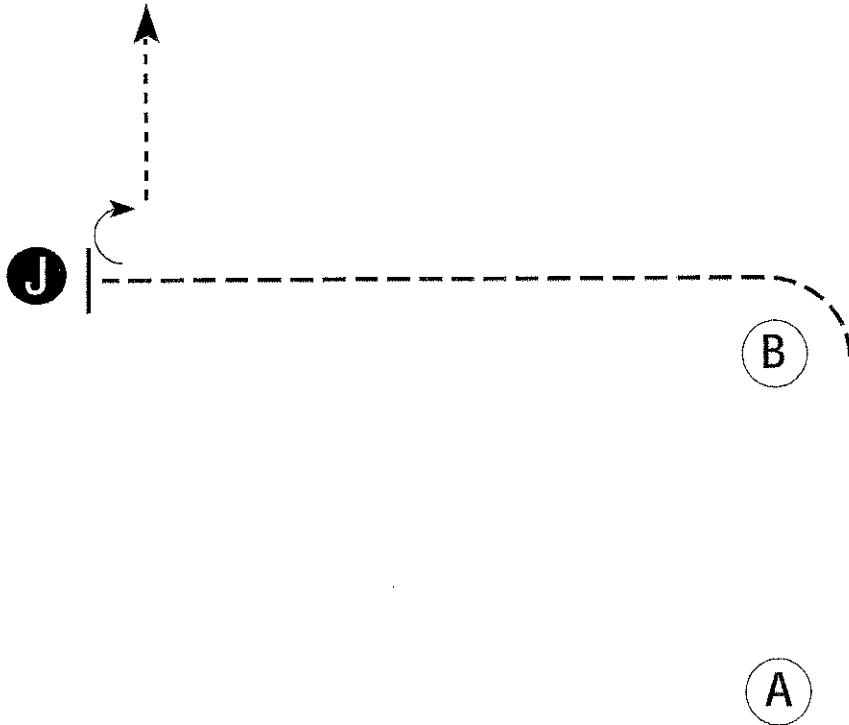
# The Shootout

## Walk Trot Showmanship */EWD*

Show Date: July 15-17

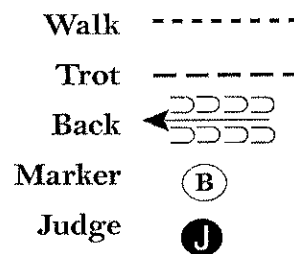
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk from A to B.
2. At B, trot to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees and walk away from judge.
5. Follow the instructions of your ring steward.



[S/WT-11]

Pattern Provided by:  
*Judges*

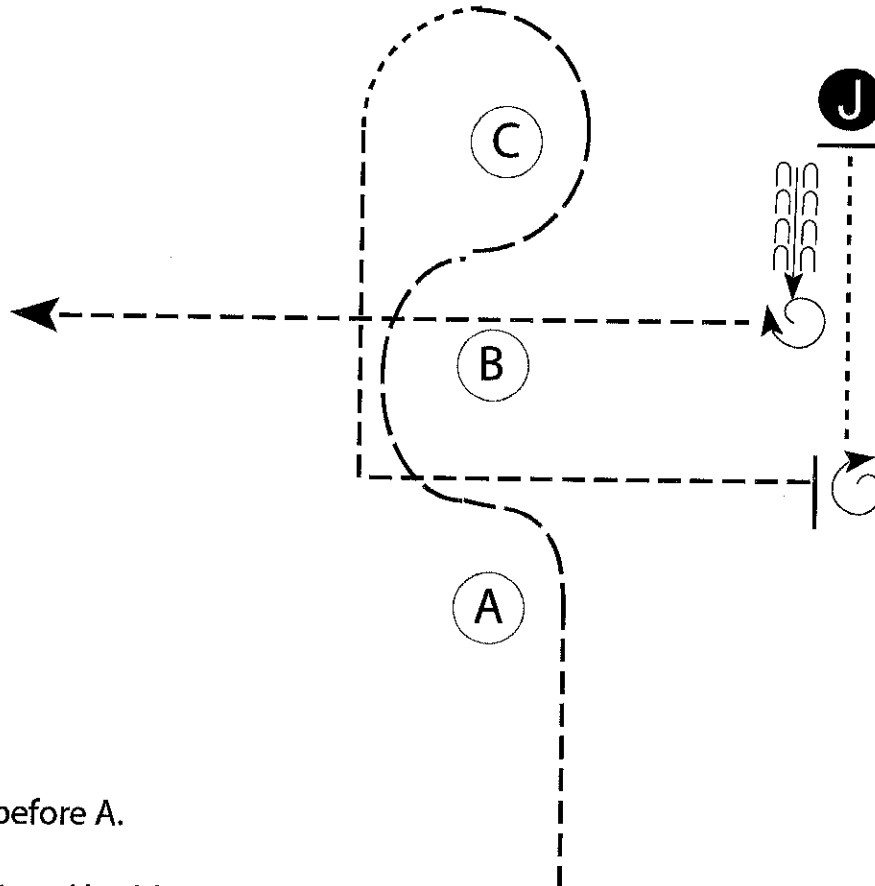
# GORDYVILLE SHOOTOUT

Showmanship (\$1000 ADDED SHOWMANSHIP SHOOTOUT)

Show Date: 07-17/18-2021

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Trot to A and build to an extended trot through A, B and C as shown.
2. When at the top of C, walk and walk 1/4 circle. Trot until between B and A then trot a square corner as shown.
3. Stop and perform a 1 3/4 turn.
4. Walk to Judge.
5. Stop and set up.
6. Inspection.
7. When dismissed, back approximately one horse length and perform a 3/4 turn.
8. Trot to exit.

Walk -----  
 Trot - - - - -  
 Back ←=====

Marker (B)  
 Judge (J)

Pattern Provided by:

**JUDGES**

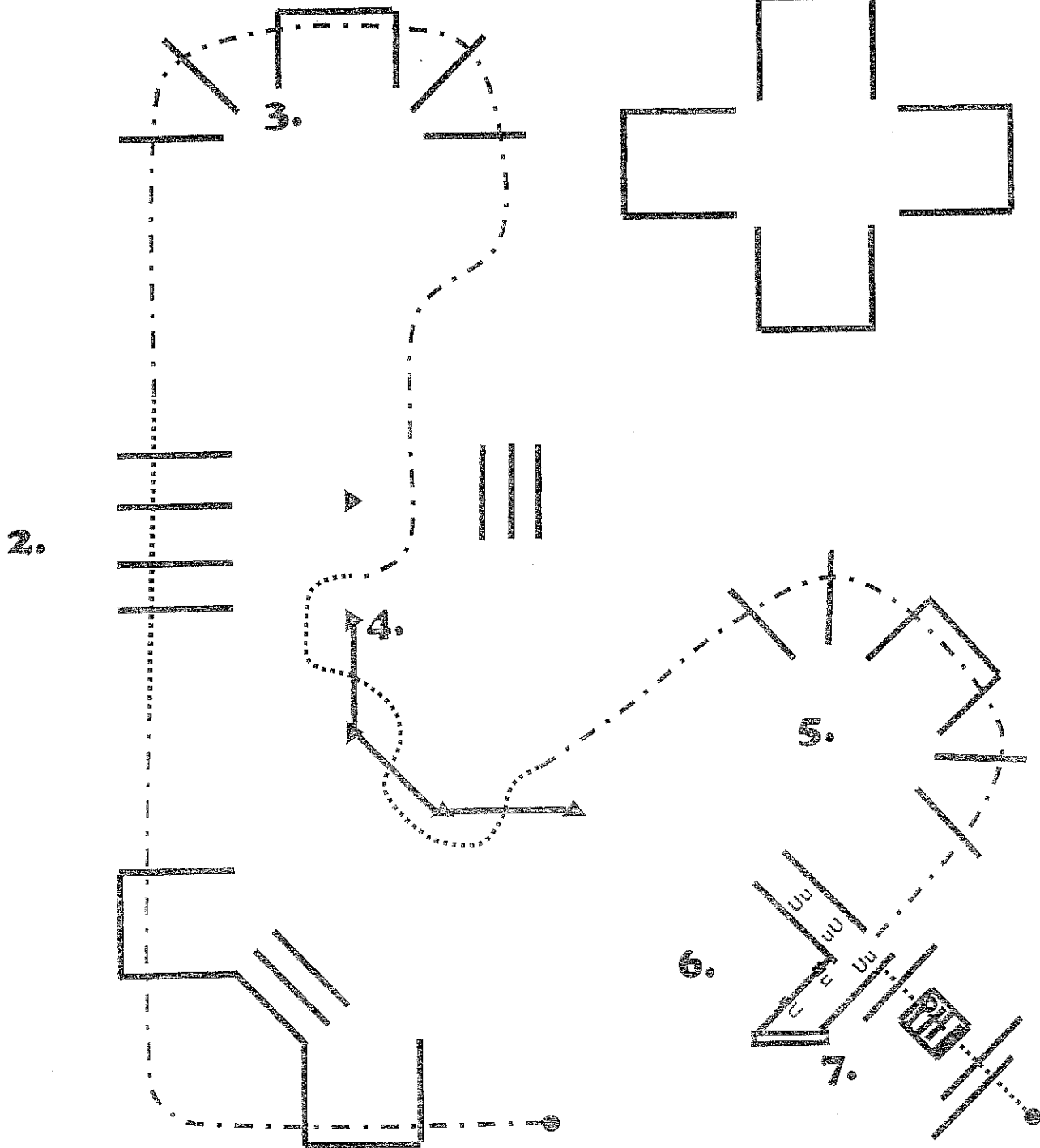
[S/3-101]

All Walk Trot Trail

*/EWD*

# GORDYVILLE SHOOTOUT

July 17-18, 2021



1. TROT OBSTACLE 1 1.

2. WALK OVER 4 POLES

3. TROT OVER FAN POLES

4. WALK SERPENTINE

5. TROT OVER FAN POLES

6. BACK "L" CHUTE

7. WALK OVER POLES AND BRIDGE TO FINISH

PATTERN DESIGNED BY:

CARSON GRIGES

ALL RIGHTS RESERVED

# GORDYVILLE SHOOTOUT

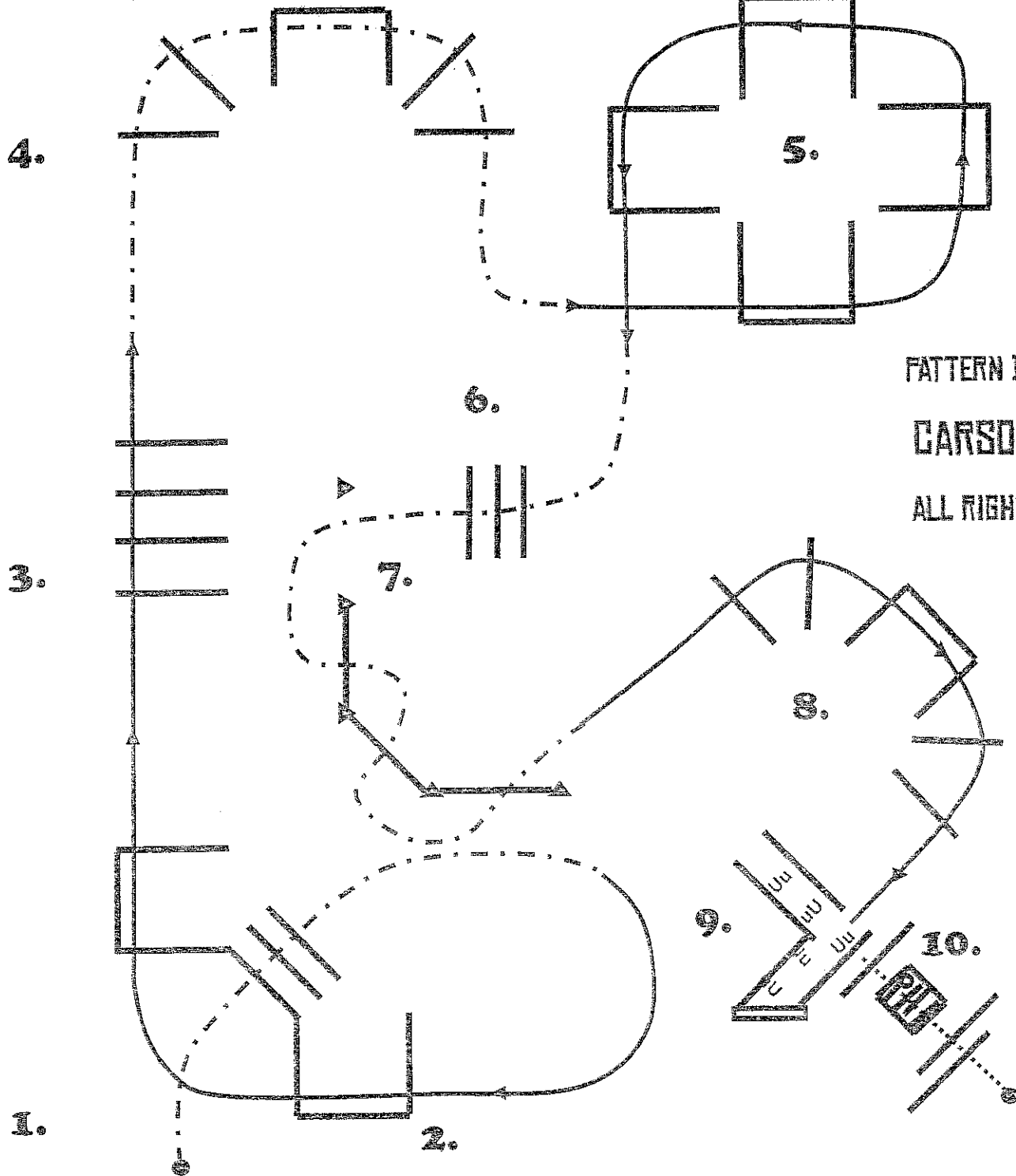
\$1000  
ADDED

July 17-18, 2021

L1 Green Trail — L1 Novice Am Trail

L1 Novice Youth Trail — Jr Trail

Rookie Yth — Rookie Am



PATTERN DESIGNED BY:

CARSON GRIGGS

ALL RIGHTS RESERVED

1. TROT OVER 3 POLES

2. LOPE RIGHT LEAD OBSTACLE 2

3. CONTINUE RIGHT LEAD LOPE  
OVER POLES

4. TROT FAN POLES

5. LOPE WHEEL LEFT LEAD

6. TROT OVER 3 POLES

7. TROT SERPENTINE

8. LOPE RIGHT LEAD FAN

9. BACK "L" CHUTE

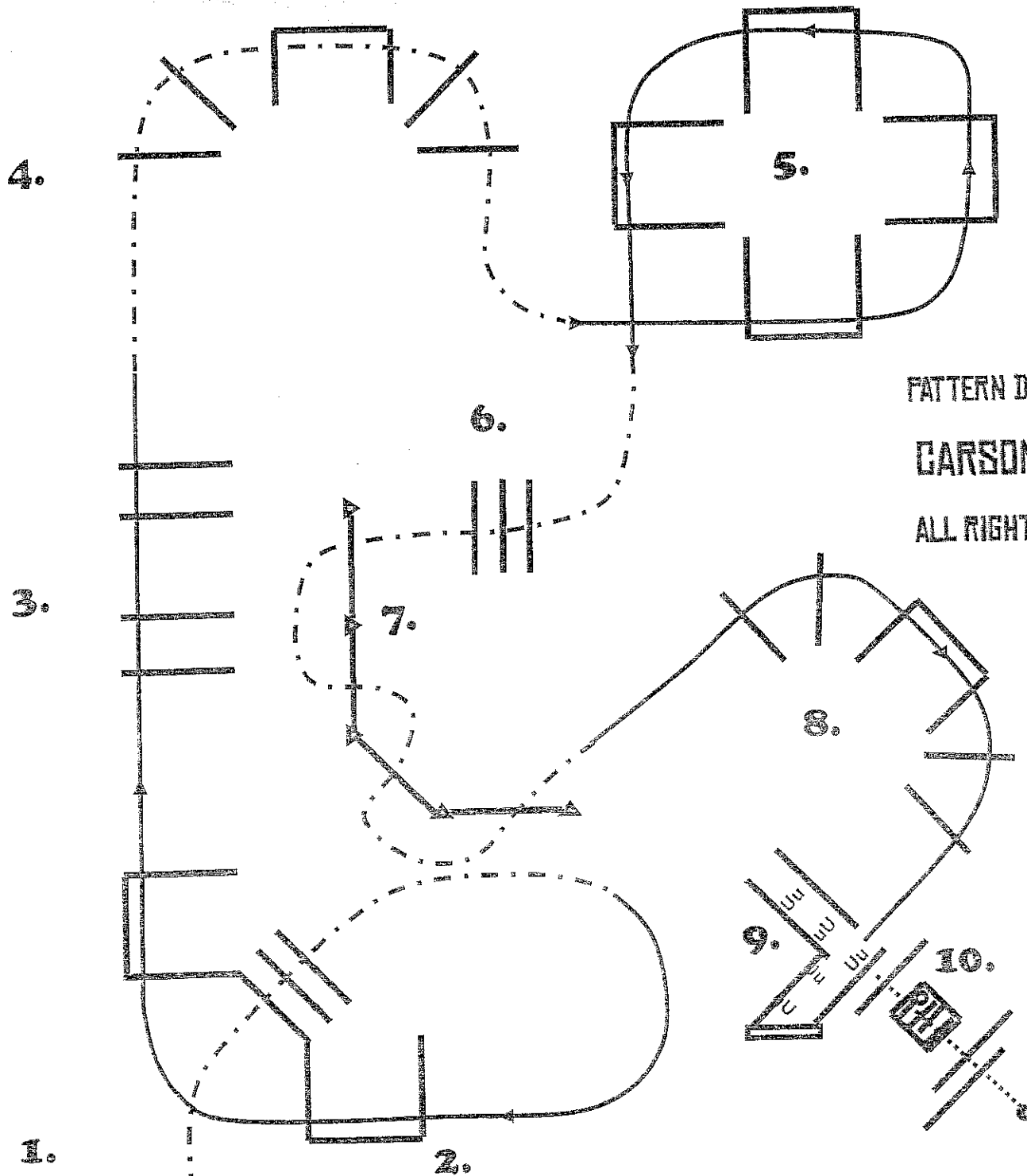
10. WALK OVER POLES AND  
BRIDGE TO FINISH

# GORDYVILLE SHOOTOUT

July 17-18, 2021

Am Select Trail — Amateur Trail

Youth Trail — Sr Trail



PATTERN DESIGNED BY:

CARSON GRIGGS

ALL RIGHTS RESERVED

**1. TROT OVER 3 POLES**

**2. LOPE RIGHT LEAD OBSTACLE 2**

**3. CONTINUE RIGHT LEAD LOPE  
OVER POLES**

**4. TROT FAN POLES**

**5. LOPE WHEEL LEFT LEAD**

**6. TROT OVER 3 POLES**

**7. TROT SERPENTINE**

**8. LOPE RIGHT LEAD FAN**

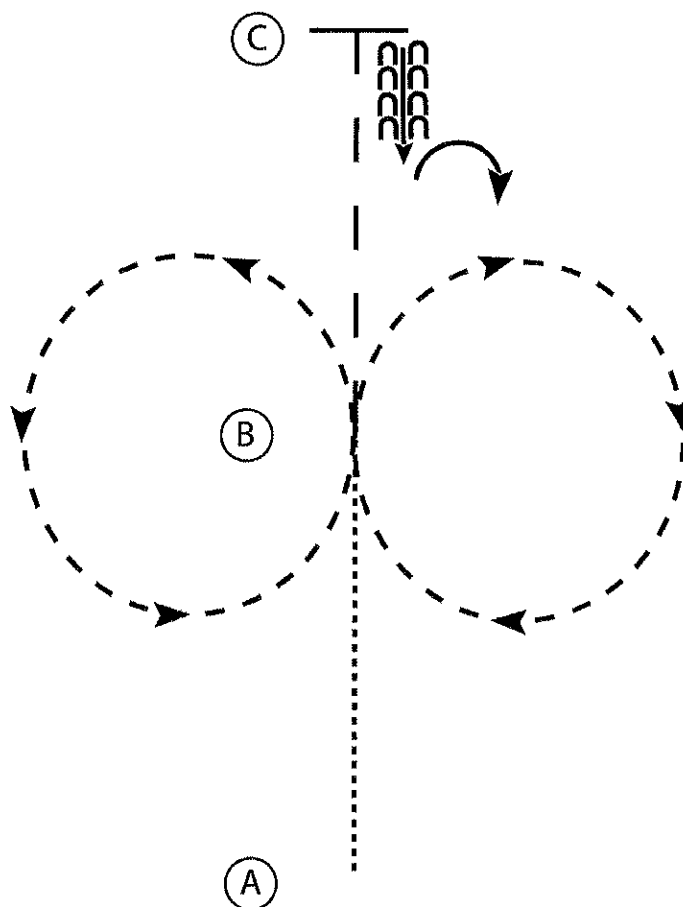
**9. BACK "L" CHUTE**

**10. WALK OVER POLES AND  
BRIDGE TO FINISH**




[www.HorseShowPatterns.com](http://www.HorseShowPatterns.com)

EW D

**www.HorseShowPatterns.com**



1. Walk A to B
2. Sitting trot circle to the right
3. Posting trot circle to the left
4. At B extend the trot to C
5. Stop at C and back 4 steps
6. Perform a 90 degree turn to the right

Walk	.....
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

[HSE/WT-1]

## JUDGES

[www.HorseShowPatterns.com](http://www.HorseShowPatterns.com)

**www.HorseShowPatterns.com**

The diagram shows a track layout. At the top is a solid black oval. Below it is a dashed line forming a figure-eight pattern. The figure-eight has a horizontal bar at the top, a vertical stem in the middle, and a horizontal bar at the bottom. There are 'X' markers at the ends of the horizontal bars and at the intersection of the vertical stem. A solid line starts from the top right of the oval, goes diagonally down to the right, and then follows the right side of the bottom horizontal bar of the figure-eight. At the bottom right, there is a dashed line with an arrow pointing down and a curved arrow indicating a right turn.

1. Sitting trot then walk several strides.
2. Canter left lead around to center of pattern.
3. Posting trot on the left diagonal then sitting trot (at X).
4. Posting trot on the right diagonal (at X).
5. Halt and perform a 3/4 turn on the forehand left.
6. Back approximately 2 horse lengths then exit at a trot.

## JUDGES



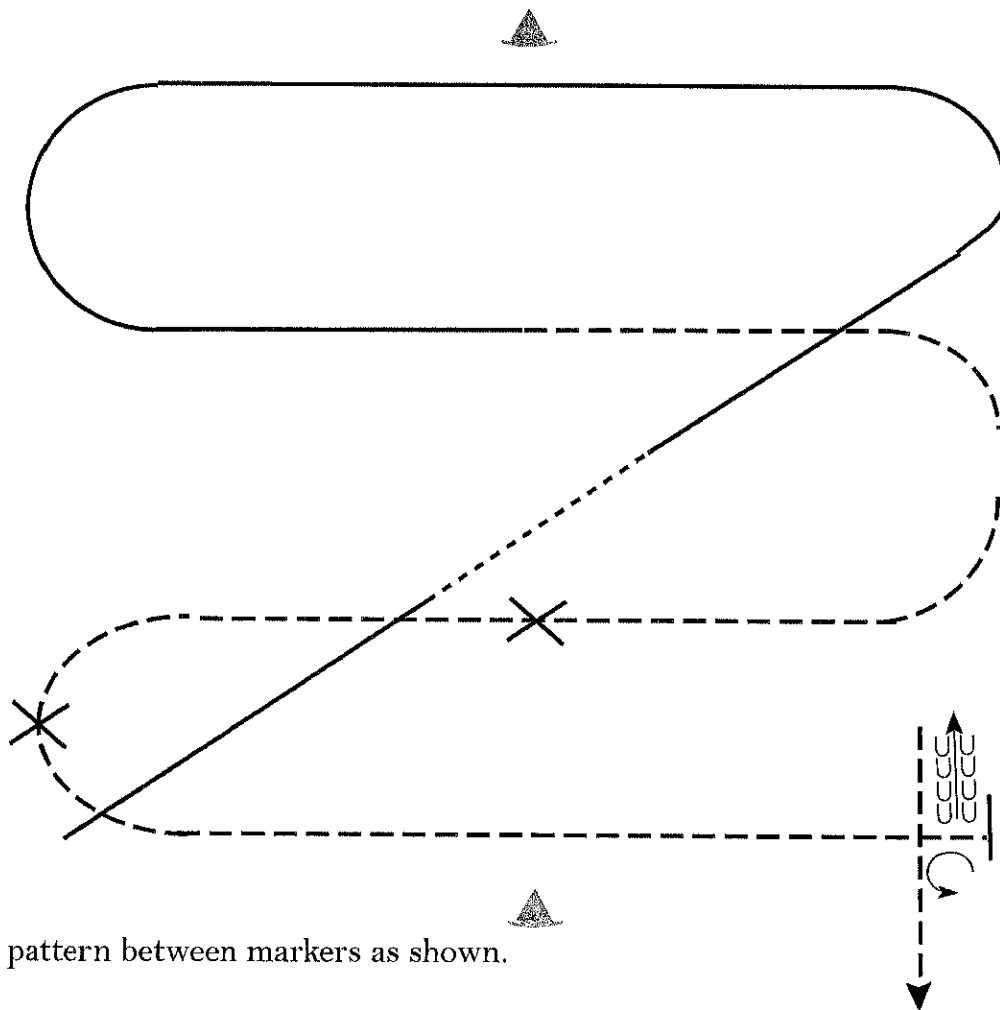
# GORDYVILLE SHOOTOUT

## Hunt Seat Equitation (AMATEUR/YOUTH/SELECT)

Show Date: 07-17/18-2021

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Keep pattern between markers as shown.

1. Canter right lead then walk several strides.
2. Canter left lead around to center of pattern.
3. Posting trot on the left diagonal then sitting trot (at X).
4. Posting trot on the right diagonal (at X).
5. Halt and perform a 3/4 turn on the forehand left.
6. Back approximately 2 horse lengths then exit at a trot.

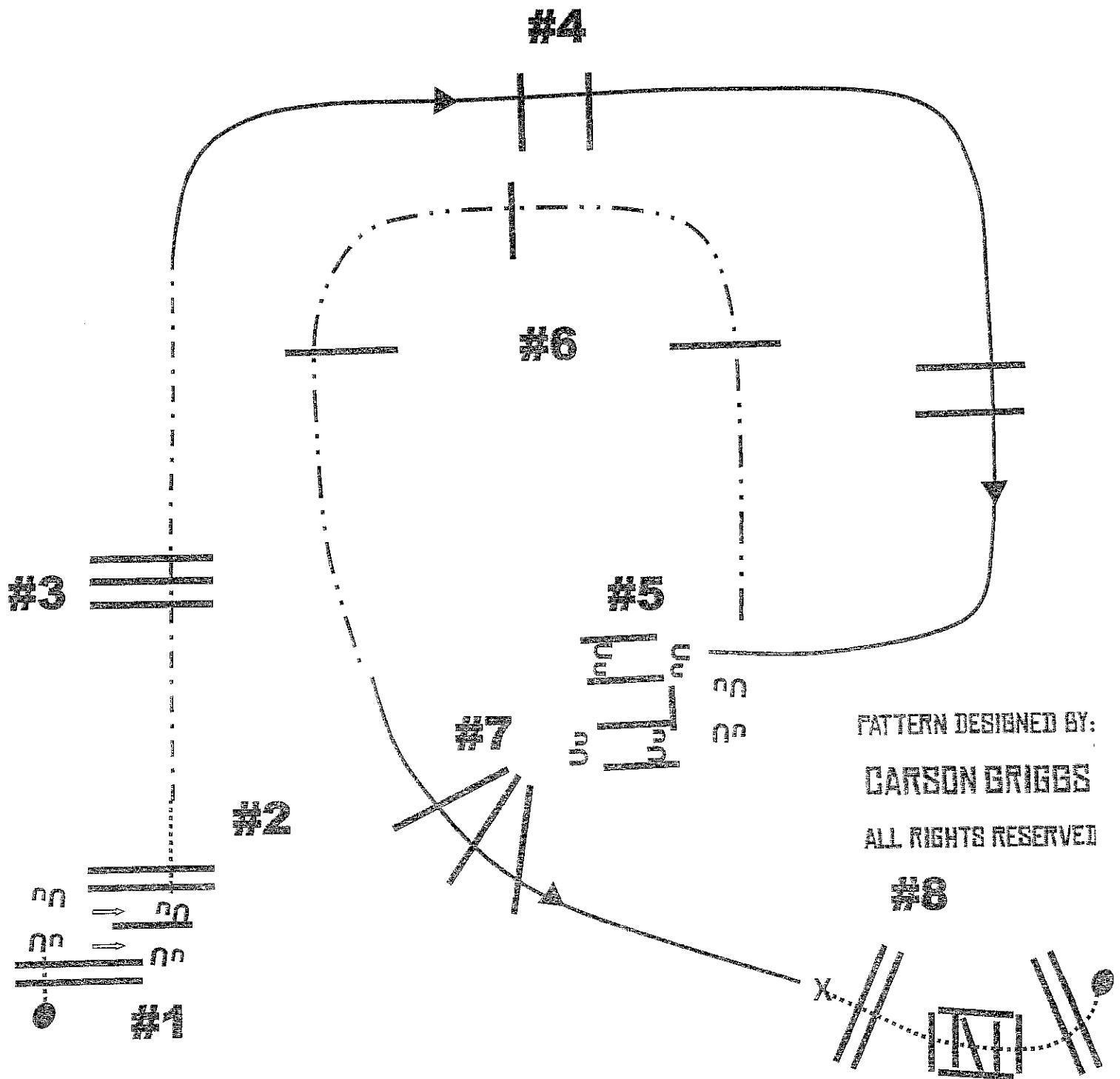
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — —
Hand Gallop	— — — — —

[HSE/2-112]

Pattern Provided by:

**JUDGES**

**July 17-18, 2021**

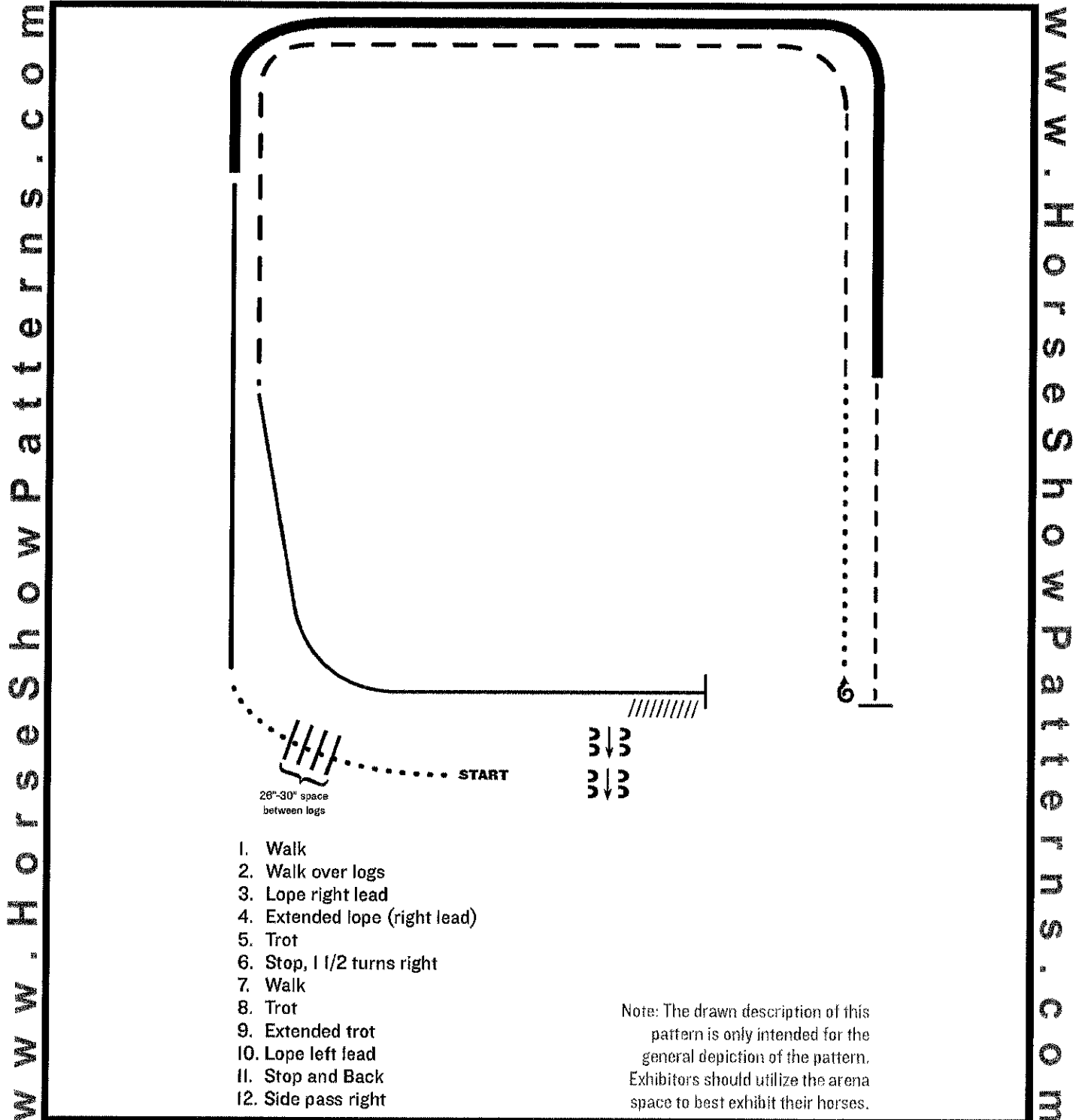


1. WALK OVER 2 LOGS
2. SIDEPASS RIGHT, WALK OVER  
SIDEPASS POLE AND OVER 2 LOGS
3. TROT OVER 3 LOGS
4. LOPE RIGHT LEAD OVER 2 SETS OF  
POLES
5. LOPE INTO CHUTE, STOP, BACK UP
6. EXTENDED TROT AROUND #6
7. LOPE LEFT LEAD 3 POLES
8. STOP! WALK OVER BRIDGE AND  
POLES TO FINISH

# GORDYVILLE SHOOTOUT

## All Ranch Riding

Show Date: 07-17/18-2021



[RR/AQHA-6]

Pattern Provided by:

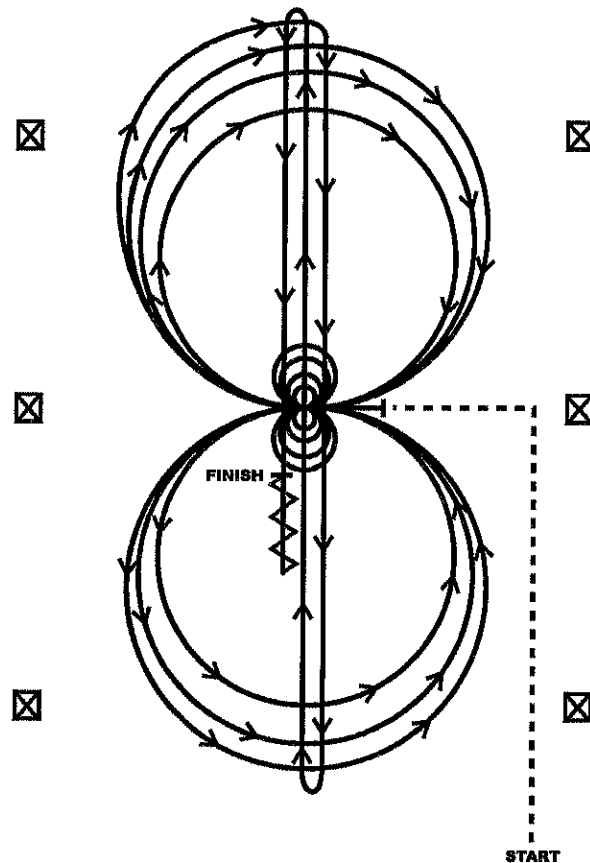
**JUDGES**

# CORDYVILLE SHOOTOUT

## Reining (AMATEUR/YOUTH)

Show Date: 07-17/18-2021

### REINING PATTERN II



Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern Provided by:

**JUDGES**

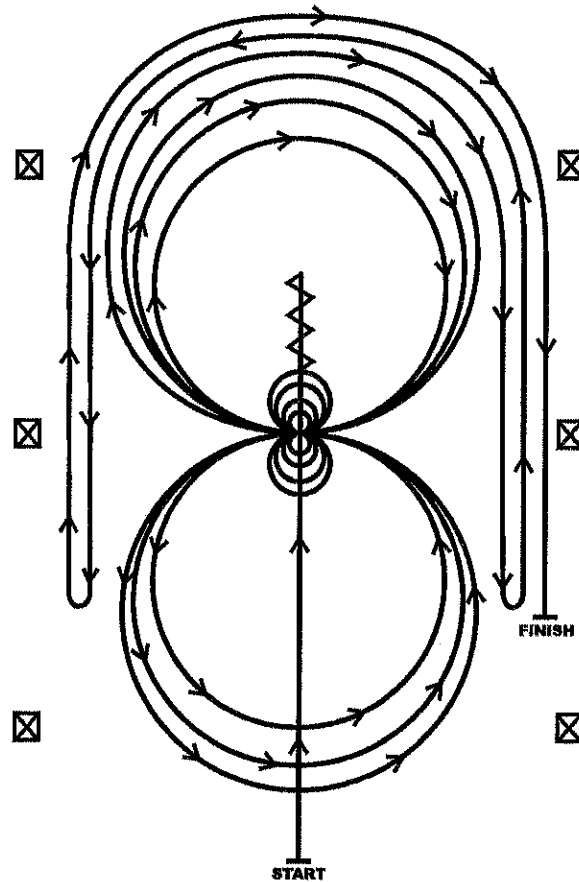
[R/AQHAP-11]

# GORDYVILLE SHOOTOUT

## Reining (OPEN REINING)

Show Date: 07-17/18-2021

### REINING PATTERN 10



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-10]

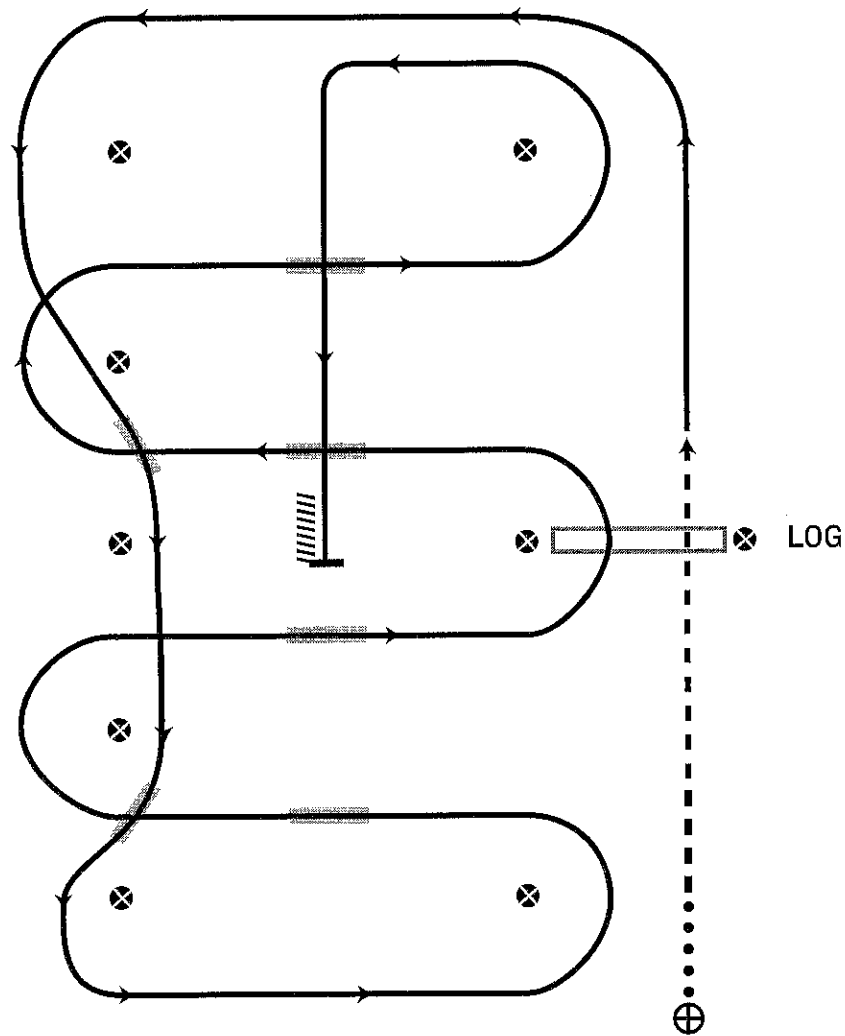
Pattern Provided by:

**JUDGES**

Green /

07/17-18/2021

# LEVEL I WESTERN RIDING PATTERN I



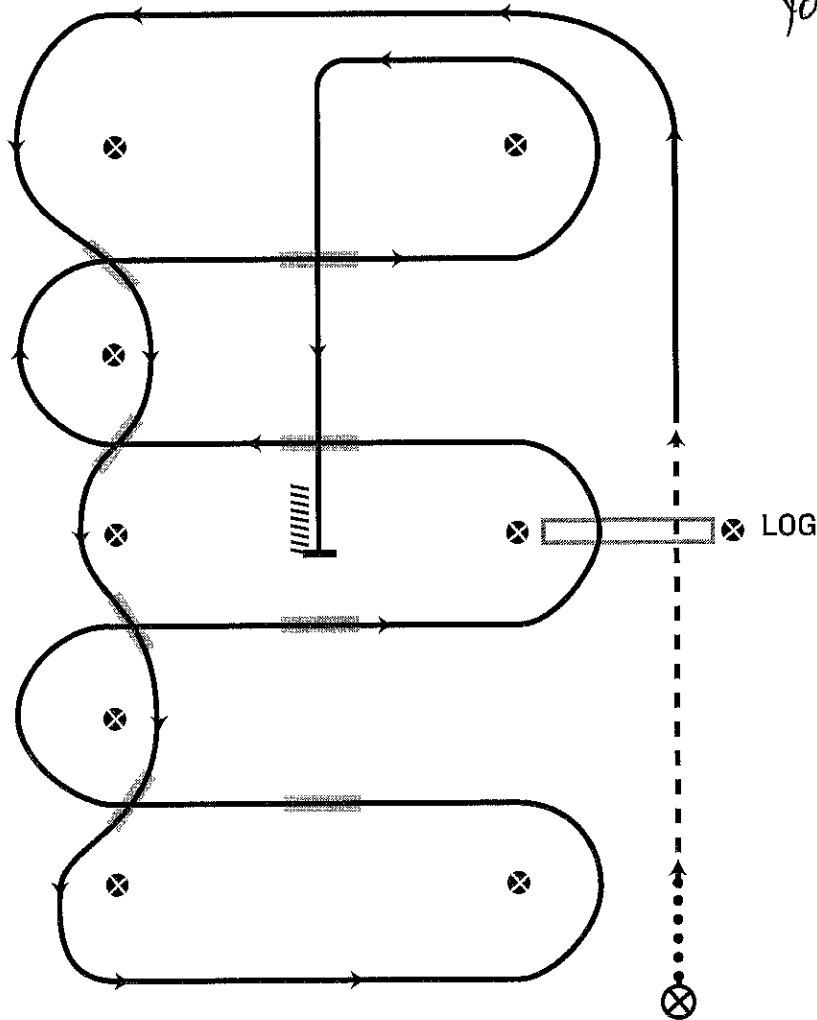
⊗ START CONE      WALK .....      JOG LOPE      - - - - -  
 LEAD CHANGING AREA      [Hatched Box]

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

07/17/18-2021

# WESTERN RIDING PATTERN I

Youth, Open, AmT



X START CONE  
 WALK ..... JOG  
 LEAD CHANGING AREA [hatched box] LOPE [solid line]  
 [dashed line]

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

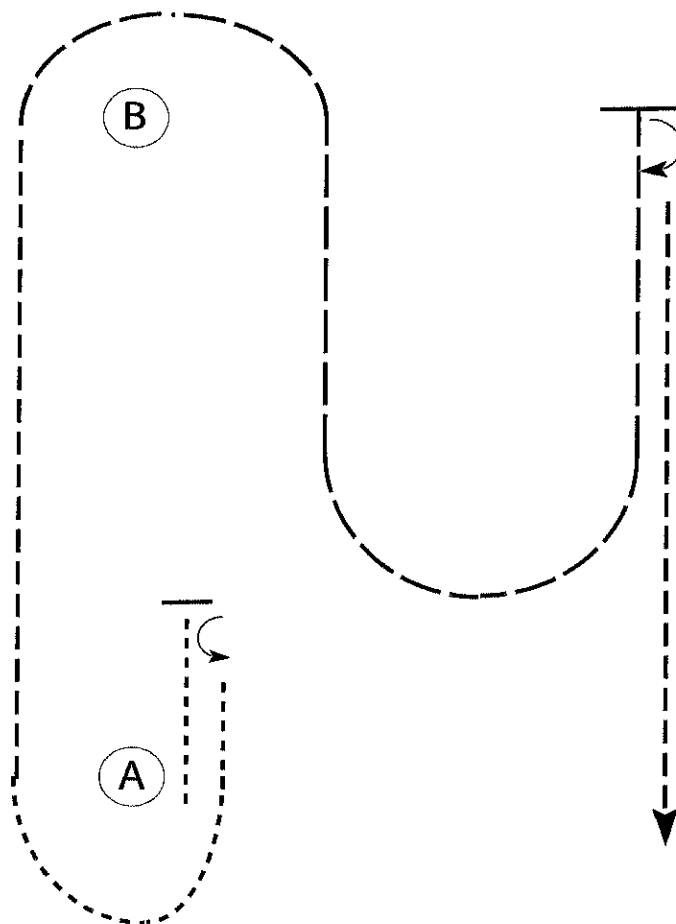
# GORDYVILLE SHOOTOUT

Western Horsemanship (All Walk Trot) / EWD

Show Date: 07-17/18-2021

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1/2 turn left.
2. Walk to and around A.
3. Jog to B.
4. Extend the jog as shown until even with B.  
until even with B.
5. Stop and perform a 180 degree turn to the  
right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	
Back	
Marker	(B)

[WH/WT-118]

Pattern Provided by:

**JUDGES**



# GORDYVILLE SHOOTOUT

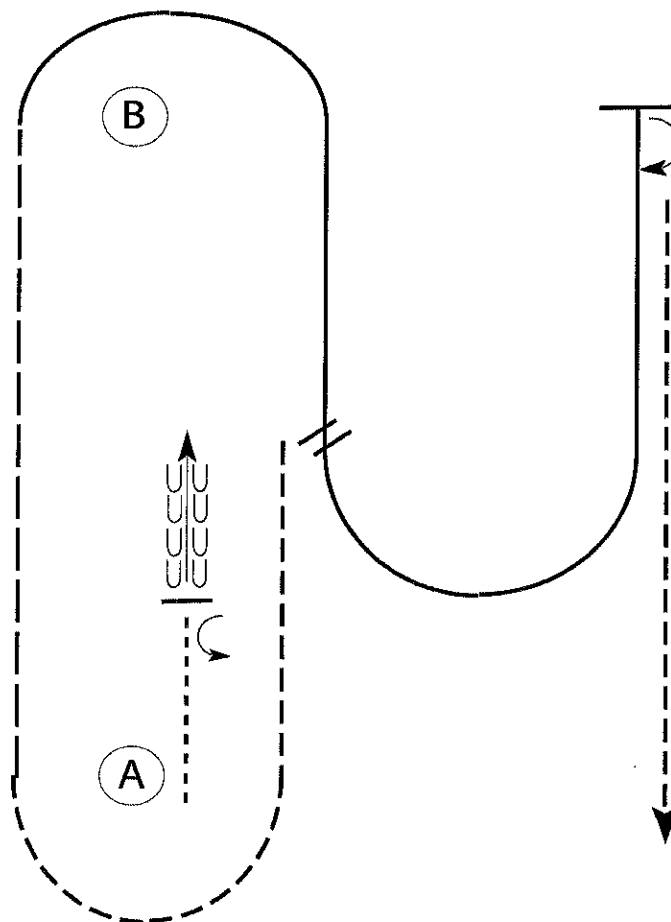
Western Horsemanship (ROOKIE/Level 1 Amateur/Level 1 Youth)

Show Date: 07-17/18-2021

13 & Under

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Lead Change	==/==
Back	←=====
Marker	(B)

Pattern Provided by:

JUDGES

[WH/1-118]

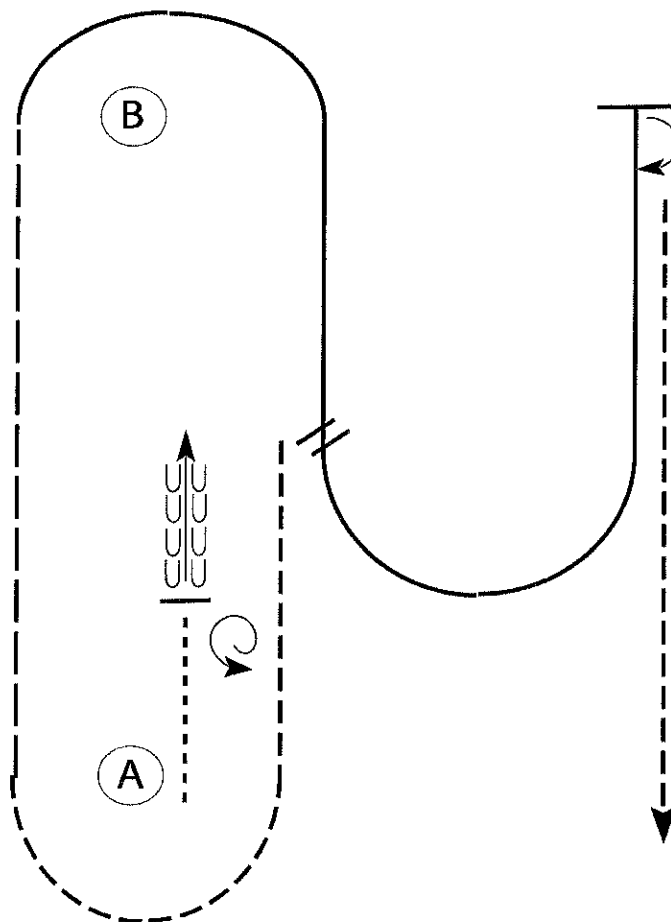
# GORDYVILLE SHOOTOUT

Western Horsemanship (AMATEUR/YOUTH/SELECT)

Show Date: 07-17/18-2021<sup>14-18</sup>

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Lead Change	
Back	
Marker	(B)

[WH/2-118]

Pattern Provided by:

**JUDGES**