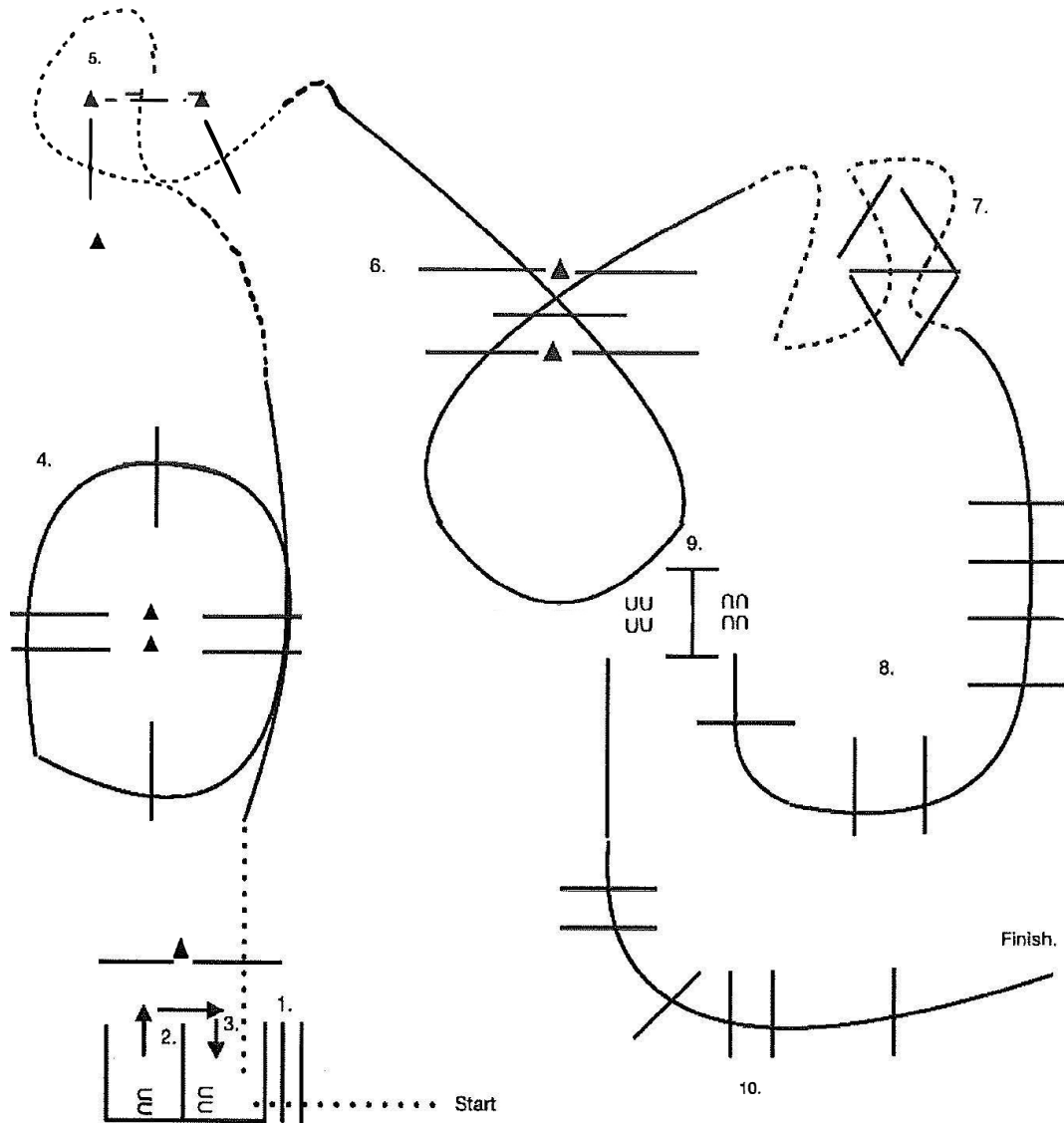


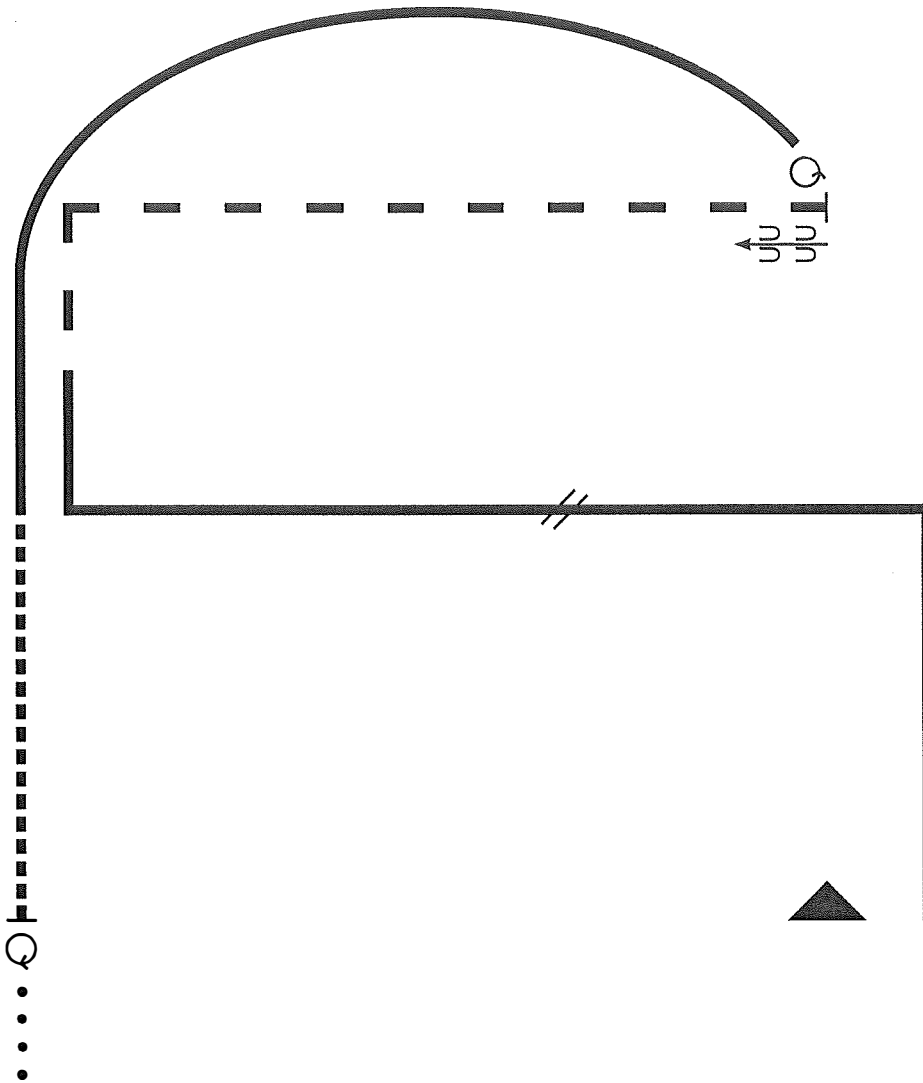
MQHYA Spartan Spectacular
 All Trail Except Walk Trot and Small Fry
 Friday June 26th, 2026



1. Walk Poles
2. Side pass right, turn corner
3. Back into chute, walk out over pole
4. Left lead lope
5. Trot serpentine
6. Right lead lope through diagonals
7. Trot through triangle
8. Right lead lope to gate
9. Work left hand gate
10. Lope left lead

MQHYA Spartan Spectacular HORSEMANSHIP

(L1&Rookie Youth, L1&Rookie Amateur, Non Pro)

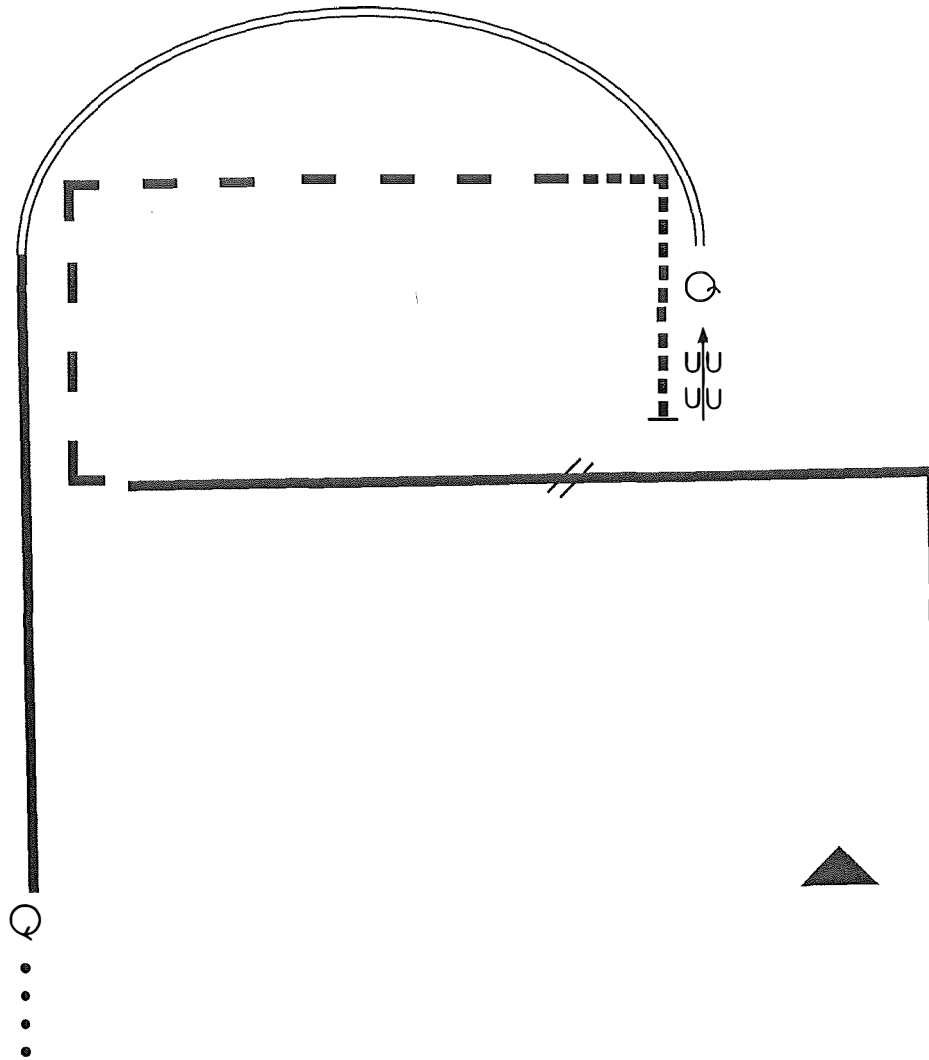


1. Lope left lead square corner.
2. Change leads and lope right lead square corner.
3. Break to extended jog, jog square corner and across arena.
4. Stop even with marker, back 5 steps.
5. 450 degree turn left.
6. Lope left lead 1/2 circle.
7. Continue lope in straight line then break to jog.
8. Stop, 360 degree turn right.
9. Exit at walk.

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
//	Lead Change
← S S S S	Back
▲	Cone

Pattern Provided by Kristy Starnes

MQHYA Spartan Spectacular
HORSEMANSHIP
(Youth, Amateur, Select)

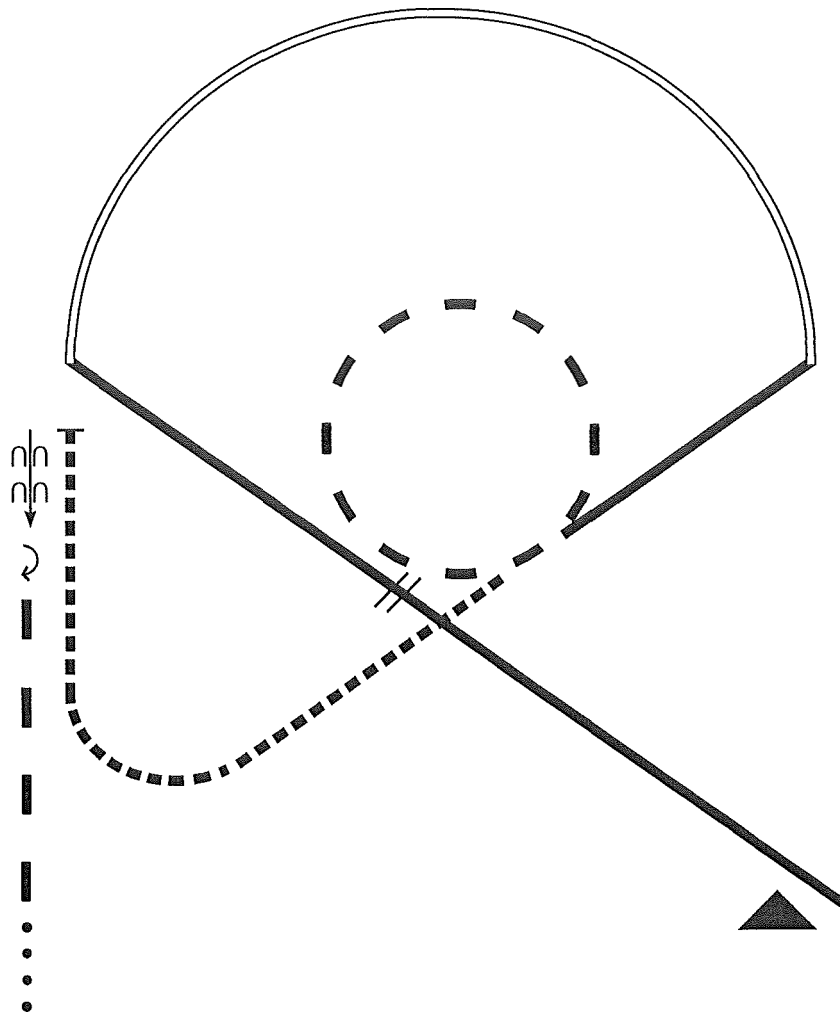


1. Lope right lead counter canter corner.
2. Change leads, continue on left lead.
3. Extended jog 2 square corners and across arena.
4. Collect to jog, jog square corner as drawn staying inside marker.
5. Stop and back.
6. 540 degree turn left.
7. Extended lope left lead 1/2 circle.
8. Collect to regular lope.
9. Stop, 360 degree turn right, exit at walk.

.....	Walk
-----	Jog
- - - -	Extended Jog
————	Lope
=====	Extended Lope
////	Lead Change
← — — — —	Back
▲ A	Cone

Pattern Provided by Kristy Starnes

MQHYA Spartan Spectacular EQUITATION (Youth, Amateur, Select)



1. Canter left lead to center.
2. Change leads.
3. Canter right lead then move into hand gallop 1/2 circle.
4. Collect to regular canter after 1/2 circle and continue on diagonal.
5. Posting trot circle on left diagonal.
6. At close of circle, sitting trot as drawn.
7. Stop and back.
8. 180 degree turn on forehand to right.
9. Posting trot right diagonal and exit at walk.

.....	Walk
.....	Sitting Trot
- - -	Trot
=====	Canter
=====	Hand Gallop
///	Lead Change
←←←←	Back
▲	Cone

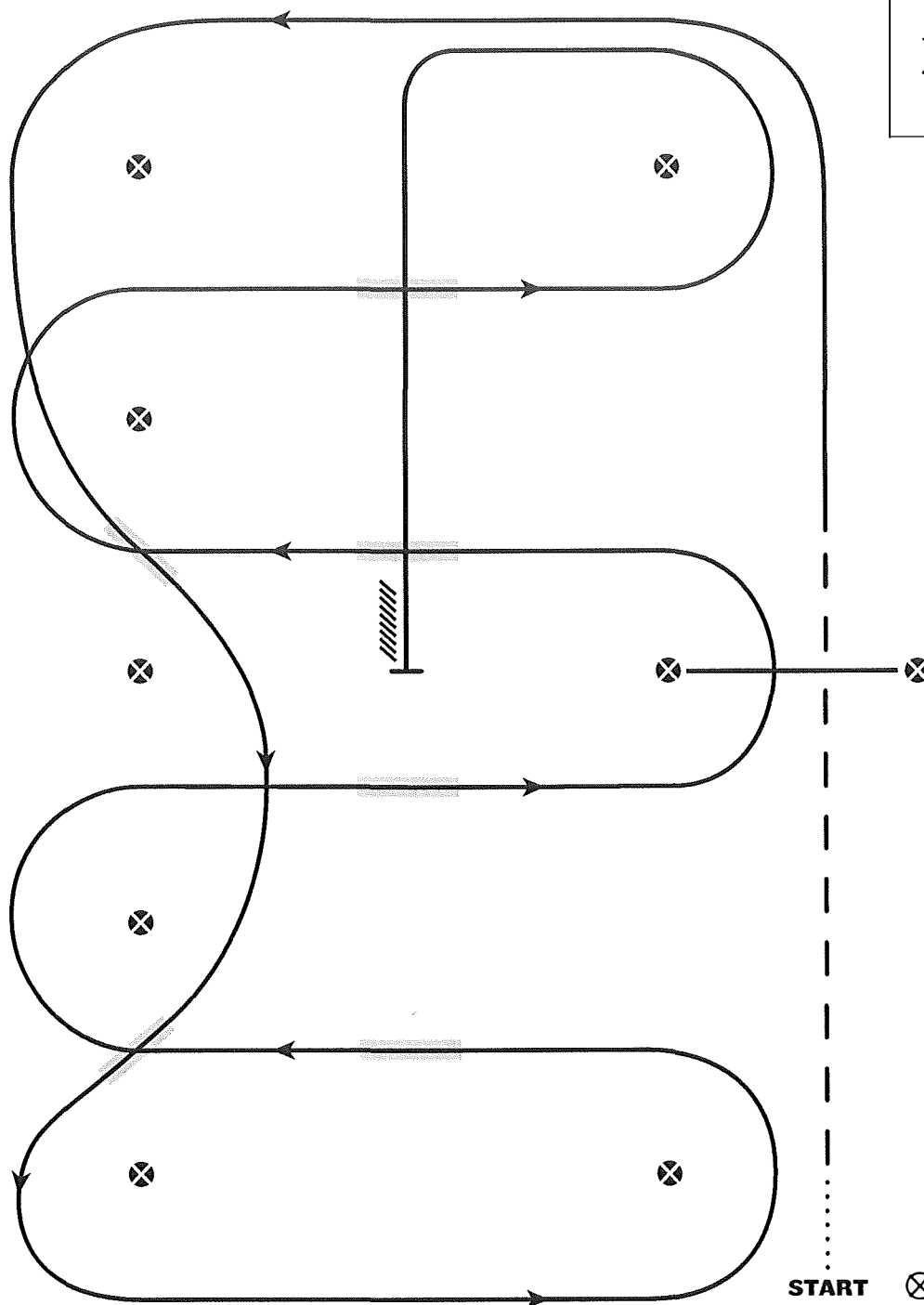
Pattern Provided by Kristy Starnes

MQHYA Spartan Spectacular

LEVEL I WESTERN RIDING PATTERN I

LEGEND

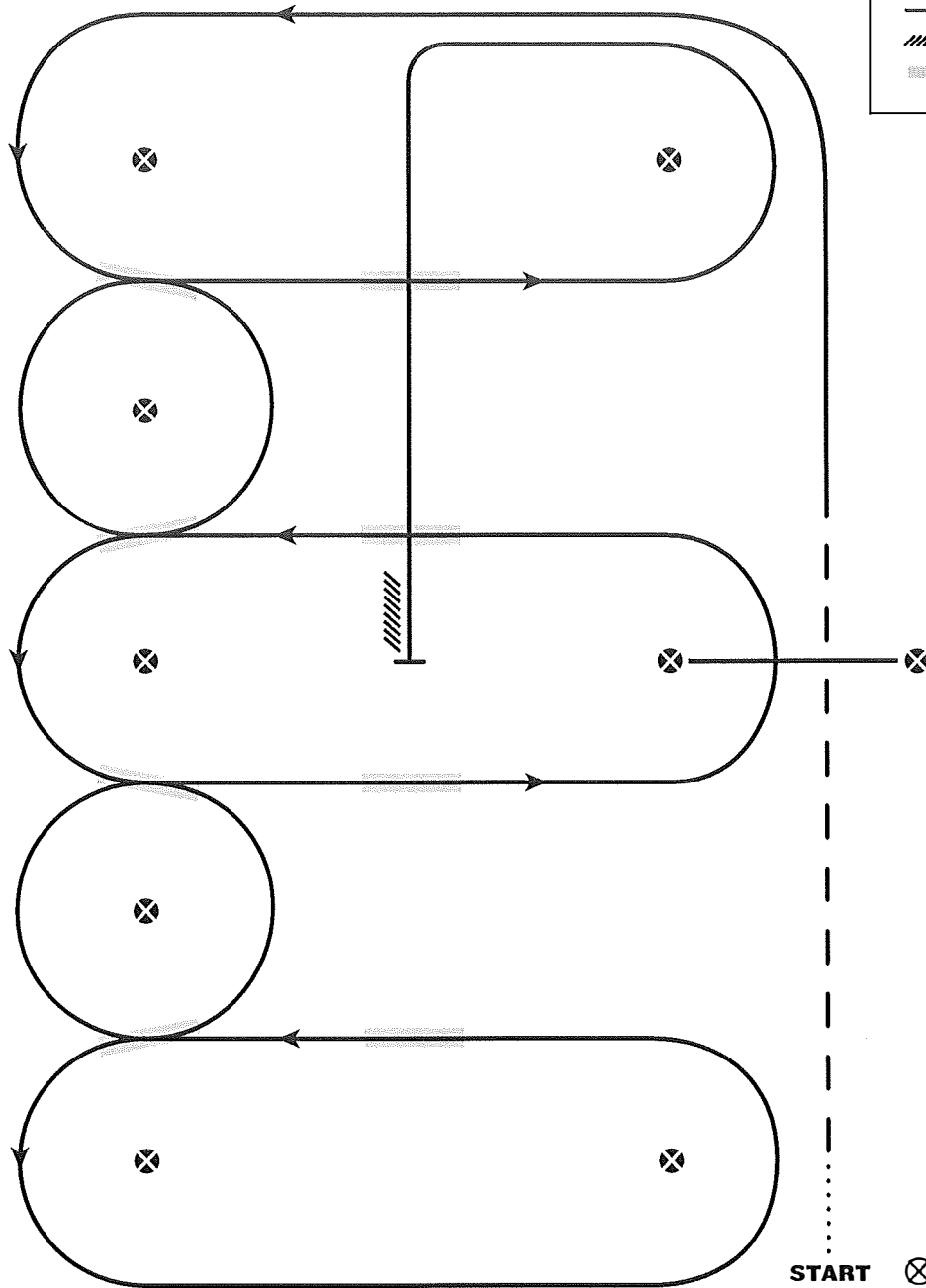
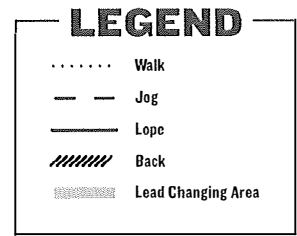
.....	Walk
- - - -	Jog
————	Lope
///////	Back
	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope 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

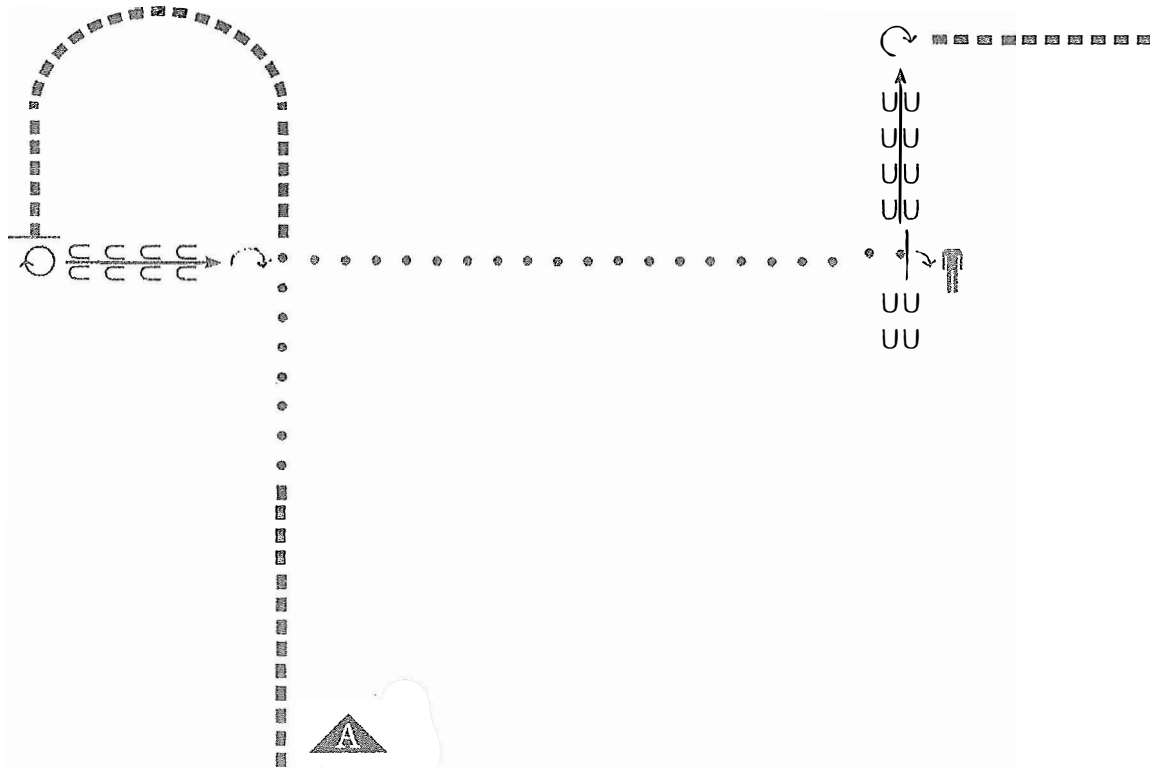
MQHYA Spartan Spectacular

WESTERN RIDING - PATTERN I

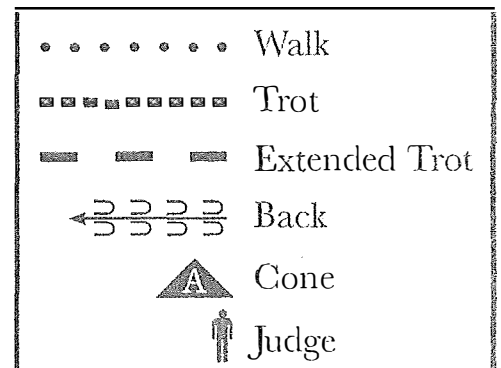


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

MQHYA Spartan Spectacular Showmanship (Youth&Amateur, Select)

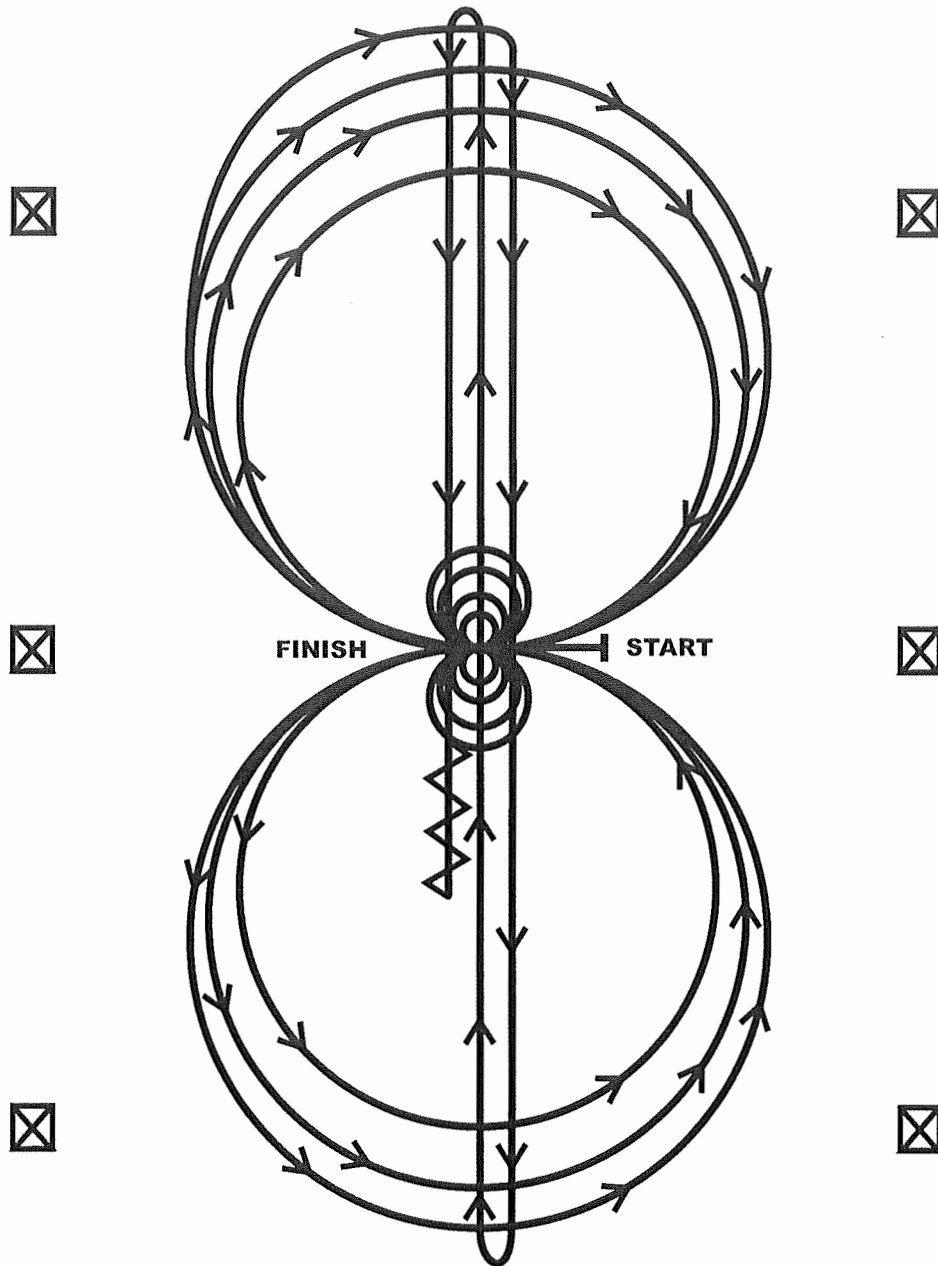


1. Trot 1/2 distance to judge.
2. Break to the walk, walk until even with judge.
3. Trot tight 1/2 circle.
4. Stop, 450 degree turn.
5. Back to walk line.
6. 180 degree turn and walk to judge.
7. 90 degree turn and set up.
8. Inspection.
9. Back.
10. 270 degree turn and trot to exit.



Pattern Provided by Kristy Starnes

REINING PATTERN 2



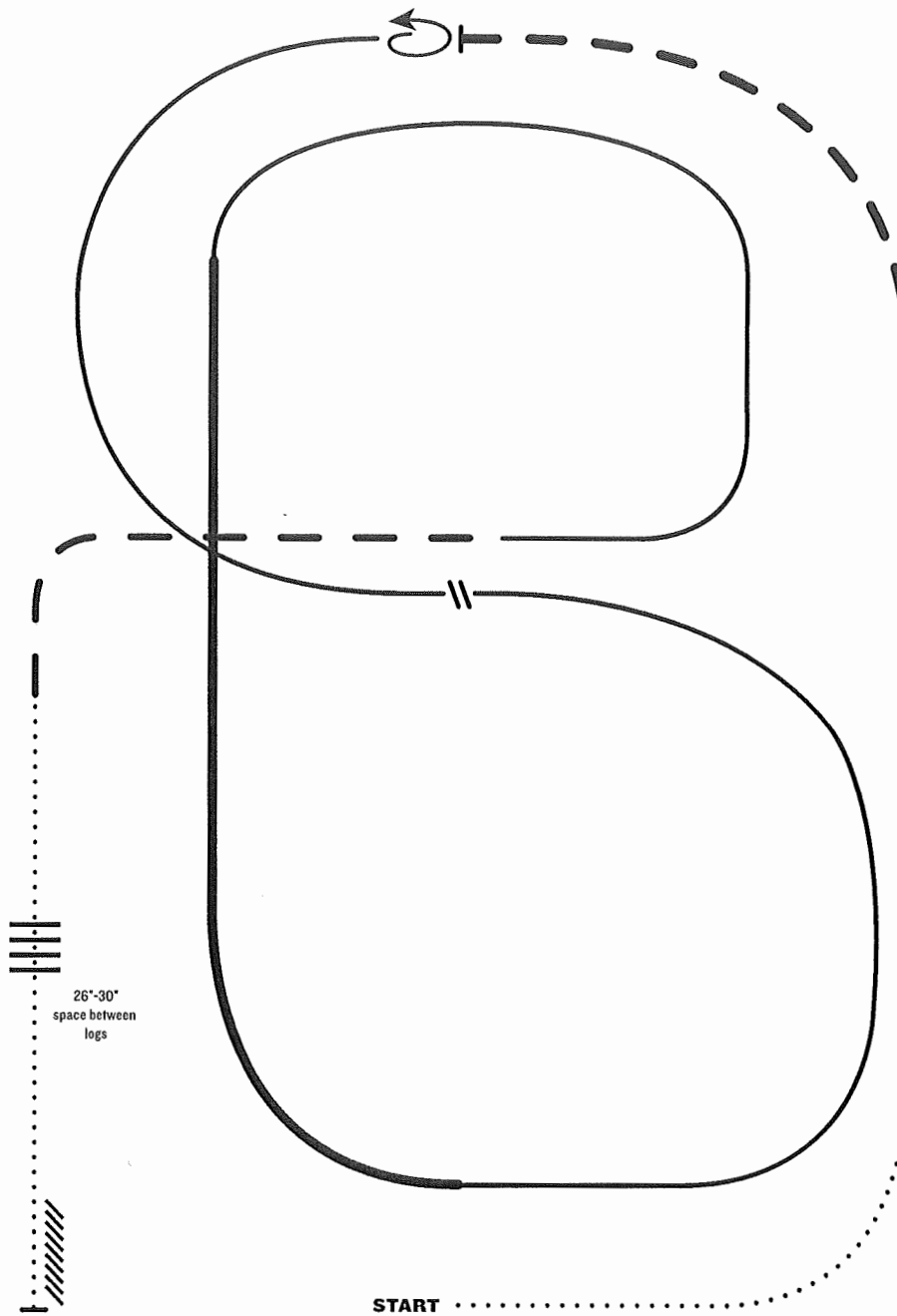
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

RANCH RIDING - PATTERN I

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
—	Lope
— — —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.