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.
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.
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.
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 A, and change lead (simple or flying), and continue down the rail.
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.
10. At cone A, halt and wait to be excused.
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 (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 (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.
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.
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.
1. Wait at cone A. When acknowledged lope on the left lead up the middle of the arena.
2. Halt ¼ of the way up and demonstrate a 360-degree left haunch turn.
3. Lope on the right lead to the center or the arena. Halt. Demonstrate a 360-degree right haunch turn.
4. Jog a figure-8 starting to the left. Continue another ¼ 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.