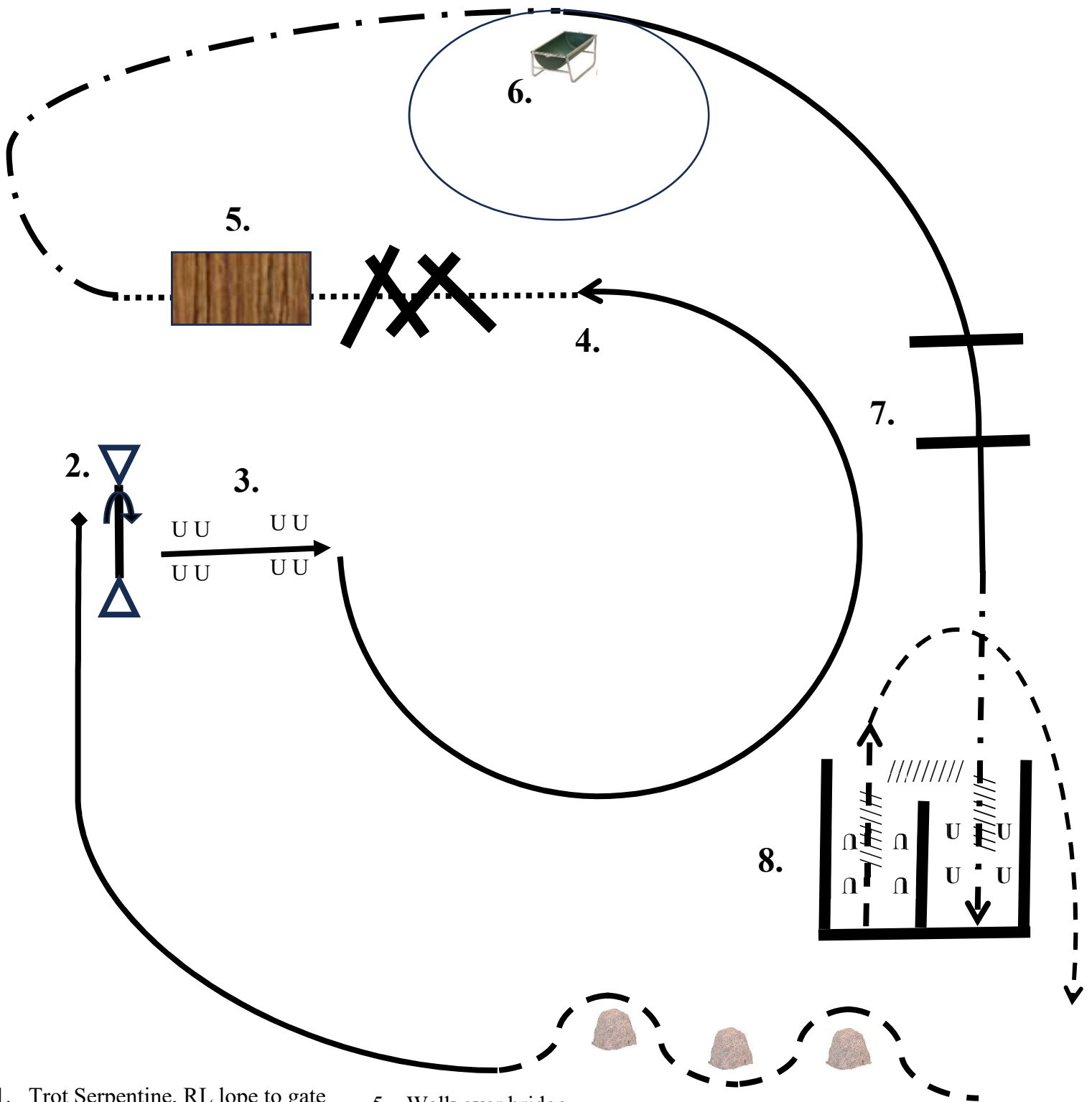


Thank you to our Sponsors!



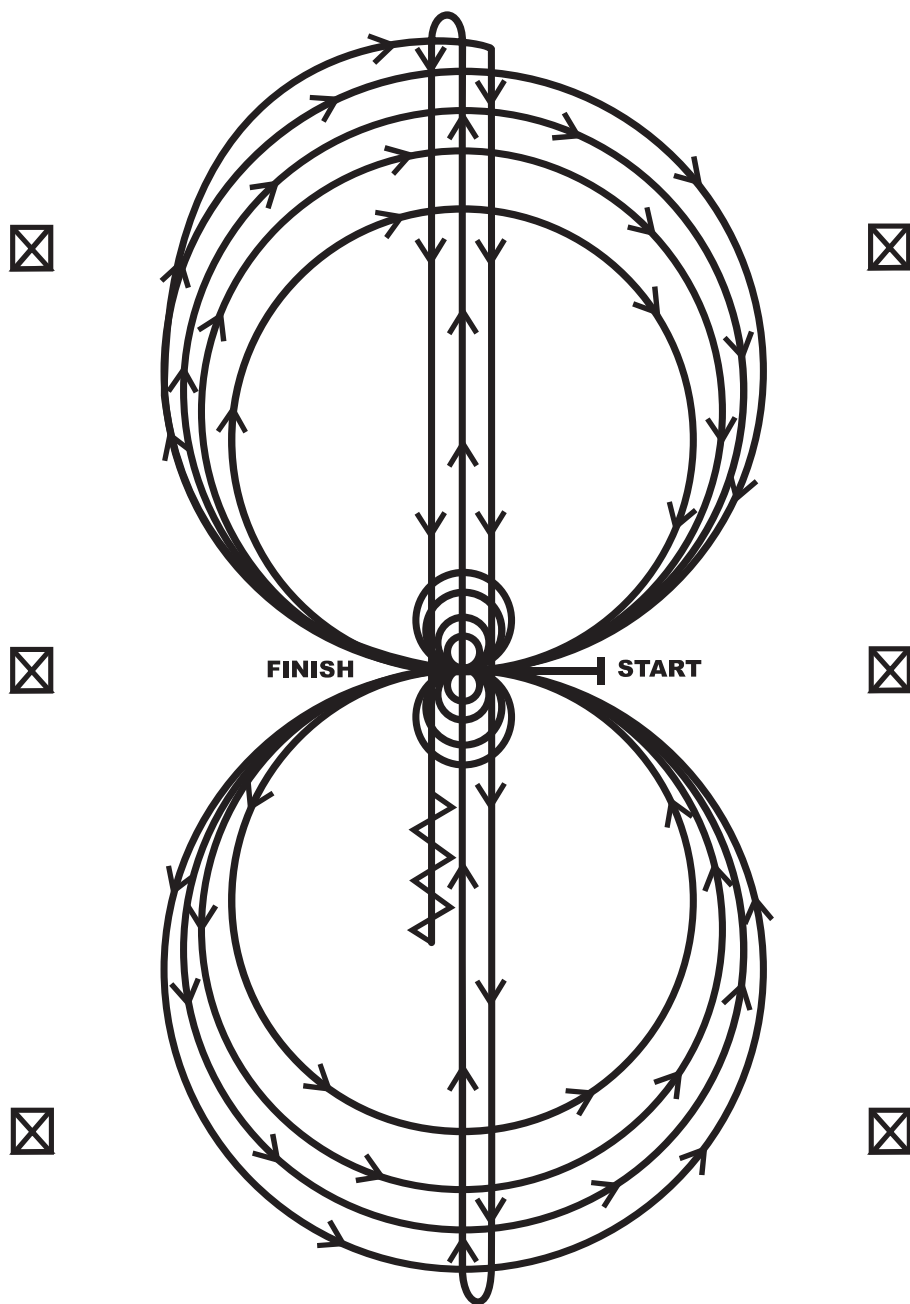
ALL AQHA RANCH TRAIL WEDNESDAY



1. Trot Serpentine, RL lope to gate
2. Right hand push gate
3. Side pass over log to left
4. Lope left lead, walk over poles

5. Walk over bridge
6. Ext Trot to drag, drag feeder (youth and lvl 1 Amt skip)
7. Lope poles on right lead
8. Trot into chute, back chute, Trot out, exit to the right

REINING PATTERN 4



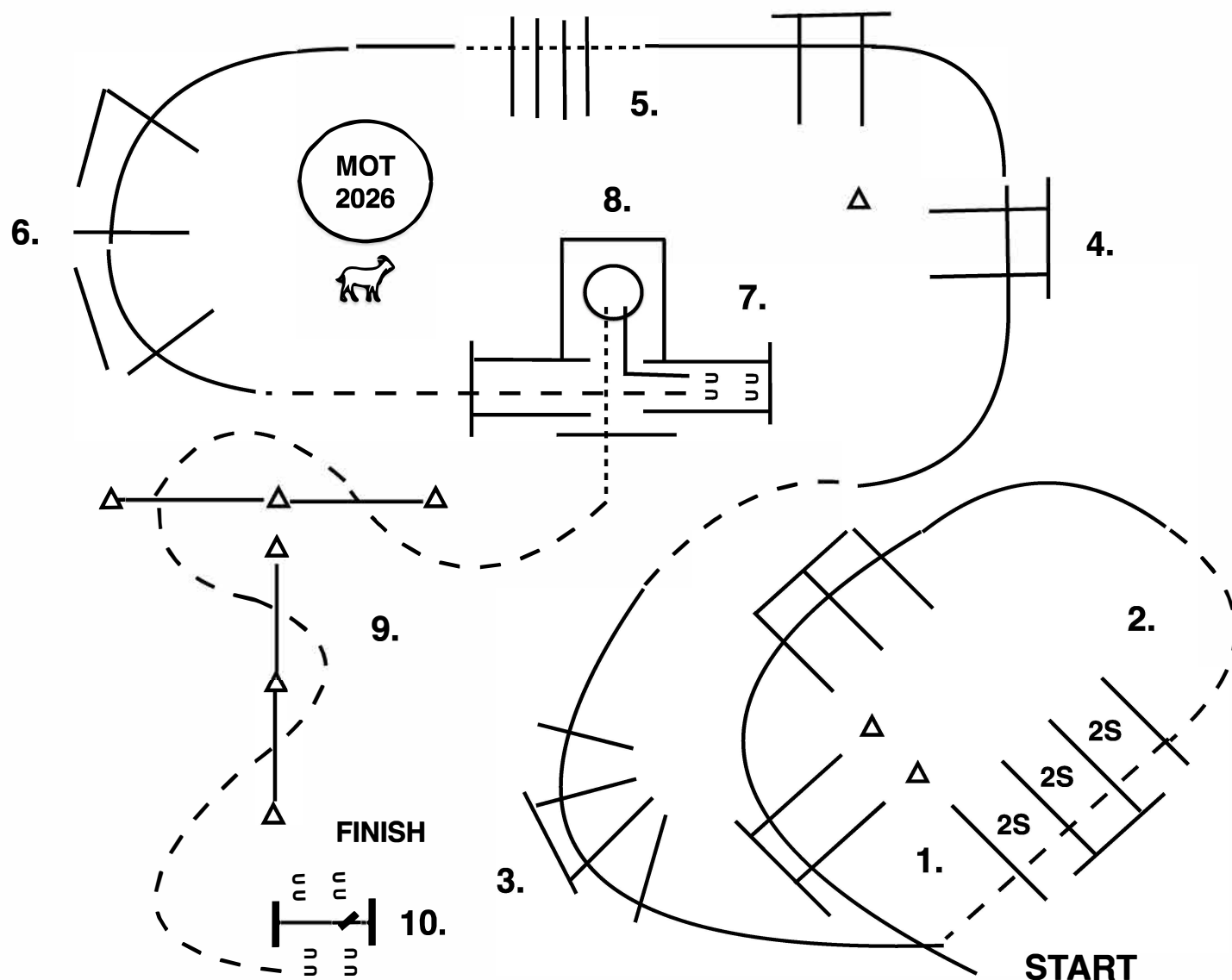
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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.

TQHA

Fall Circuit

All TRAIL except WT



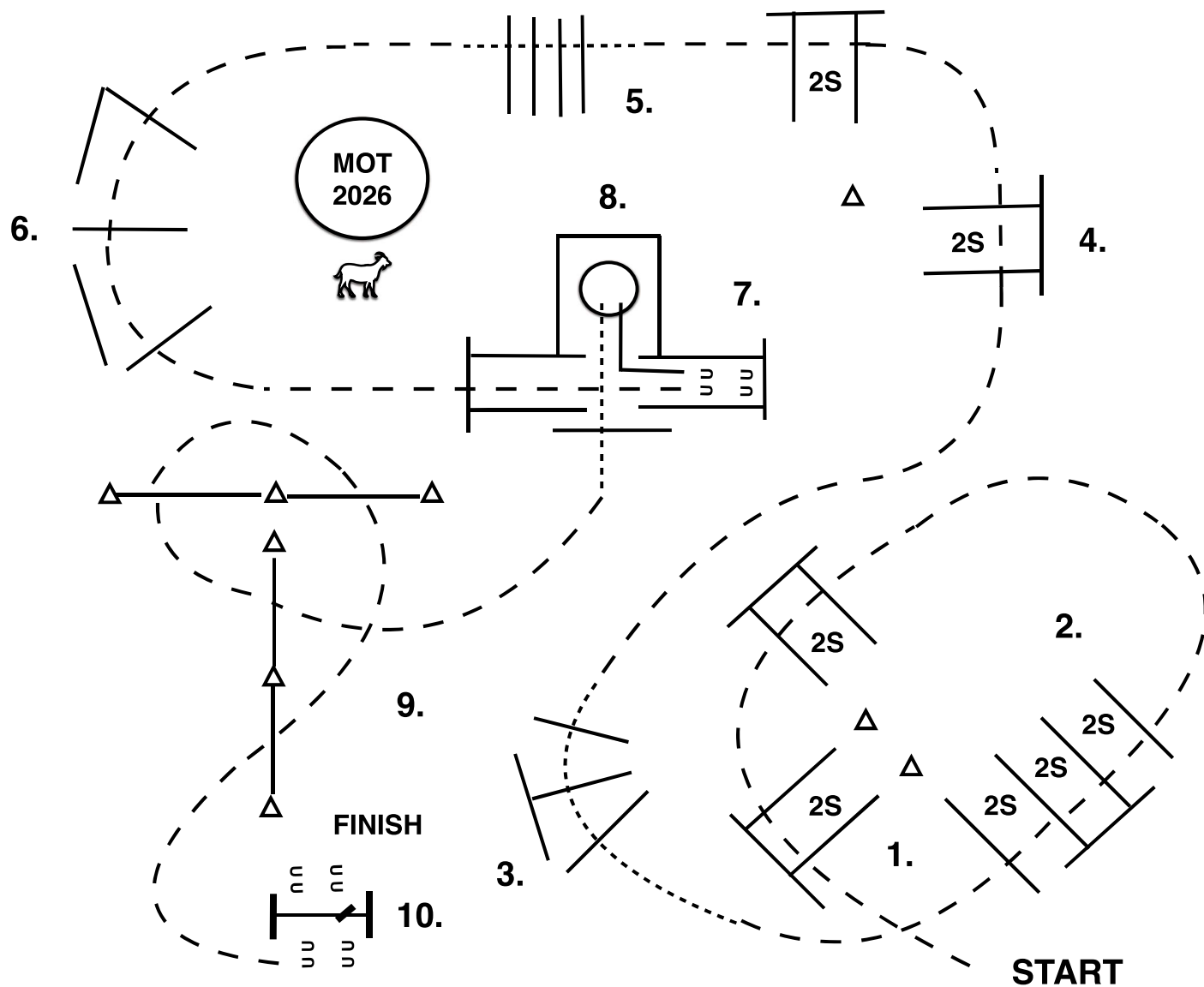
TIM KIMURA COPYRIGHT 2026

1. LOPE OVER POLES (RIGHT LEAD).
2. BREAK TO THE JOG, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG A FEW STEPS, THEN LOPE OVER POLES (LEFT LEAD).
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG INTO CHUTE, BACK INTO BOX.
8. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. JOG THROUGH SERPENTINE, JOG UP TO GATE.
10. WORK GATE LEFT HAND.

TQHA

Fall Circuit

ALL Walk Trot and Small Fry



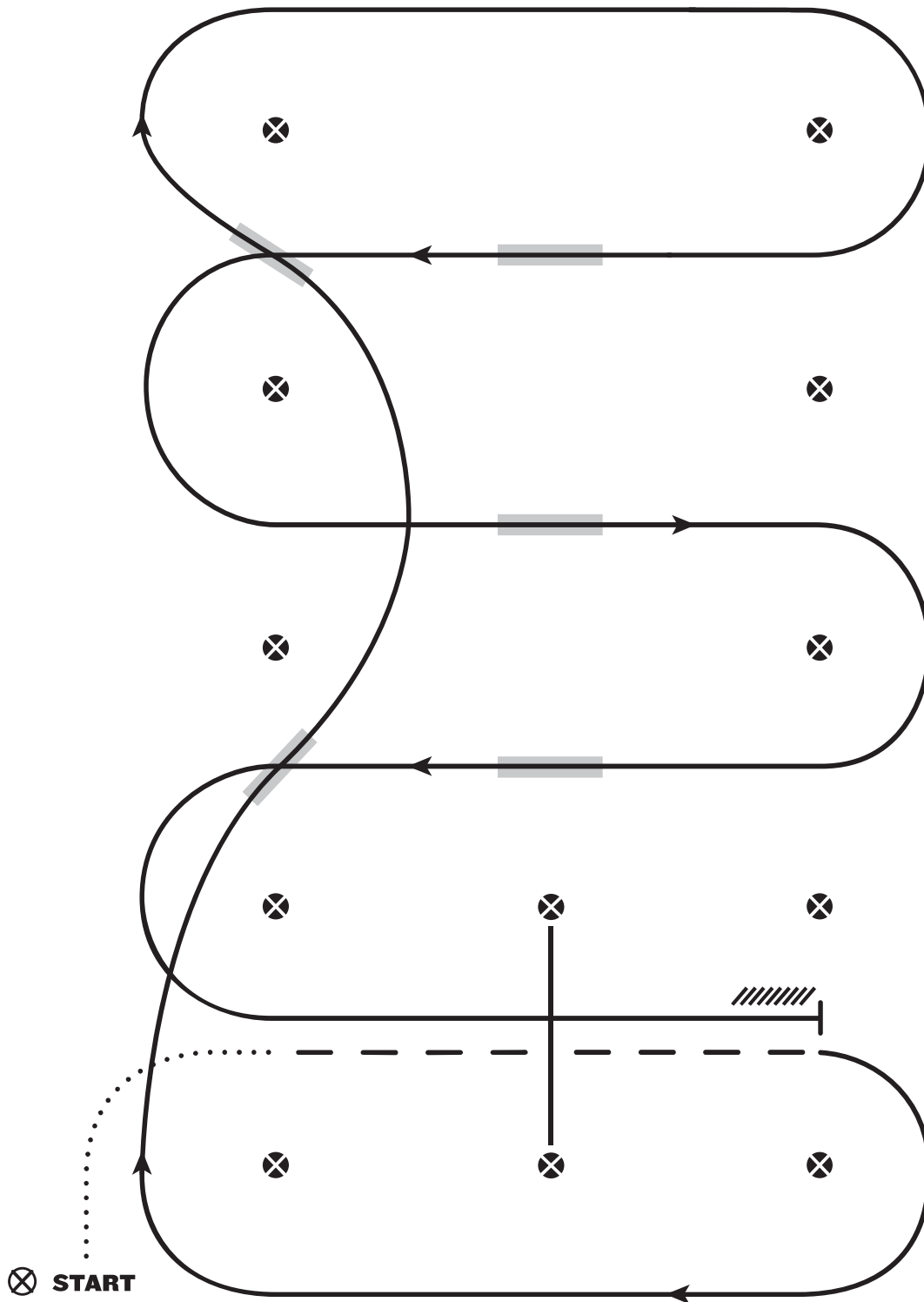
TIM KIMURA COPYRIGHT 2026

1. JOG OVER POLES.
2. JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. JOG INTO CHUTE, BACK INTO BOX.
8. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. JOG THROUGH SERPENTINE, JOG UP TO GATE.
10. WORK GATE LEFT HAND.

LEVEL I WESTERN RIDING PATTERN 4

LEGEND

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

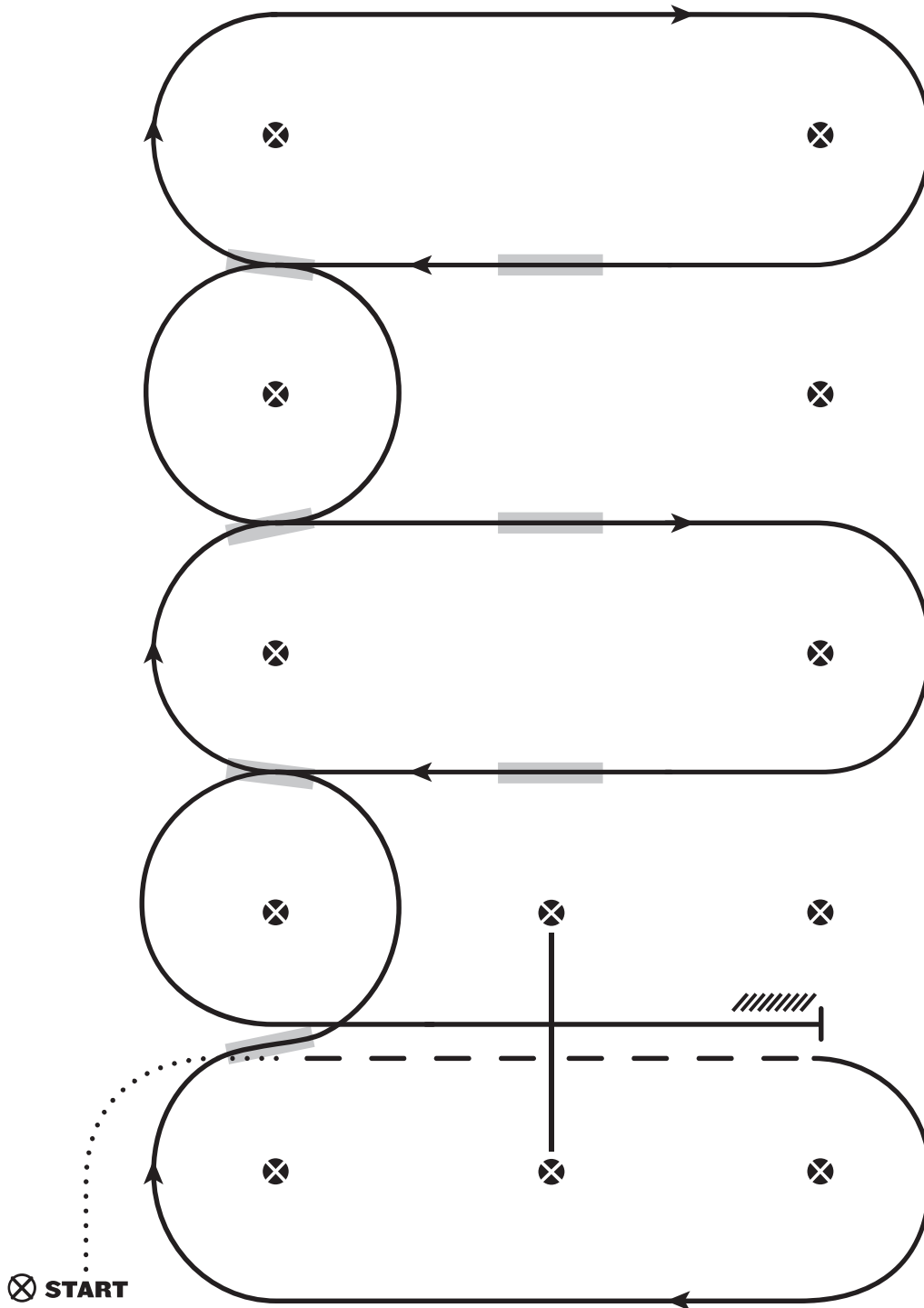


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change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

WESTERN RIDING - PATTERN 4

LEGEND

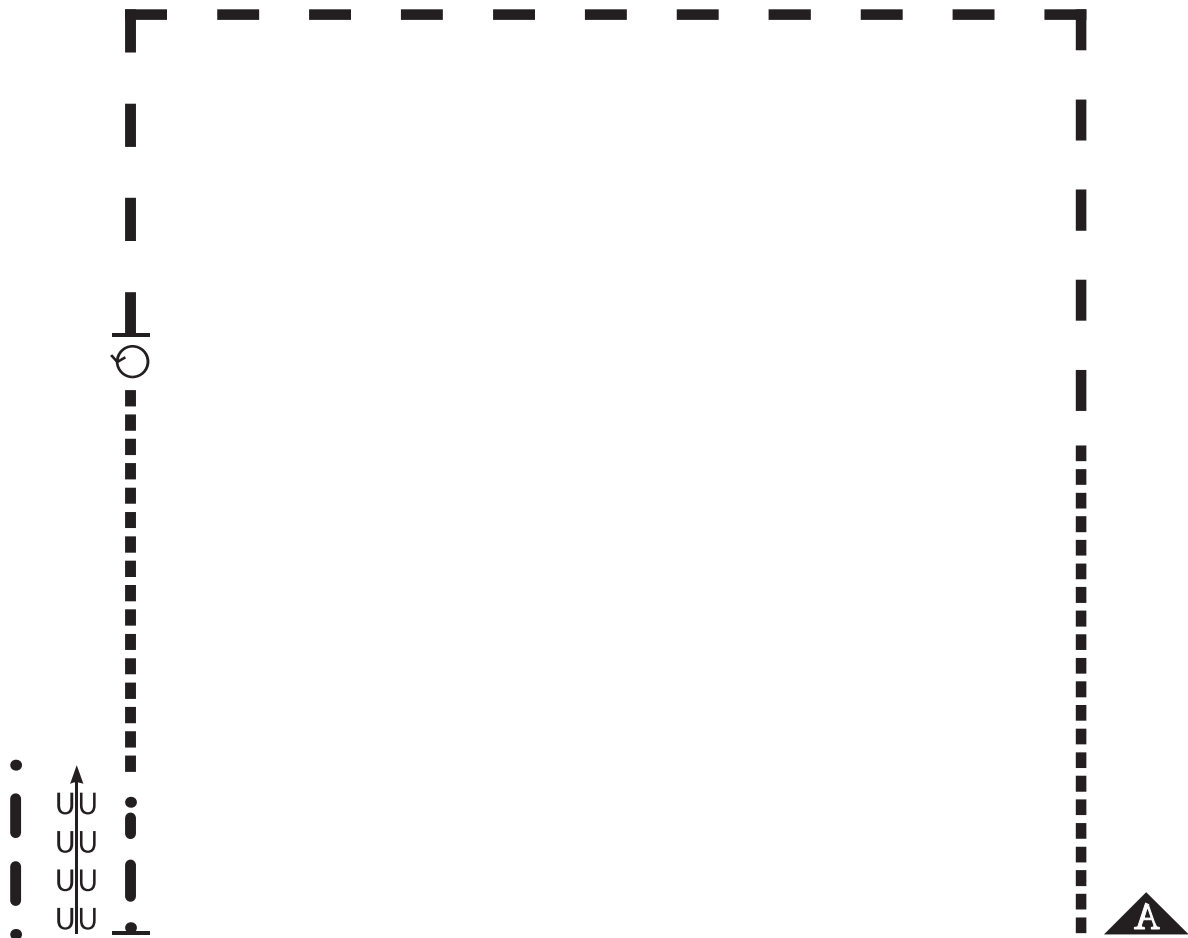
-----	Walk
- - - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

HORSEMANSHIP

(Walk-Trot, Small Fry)

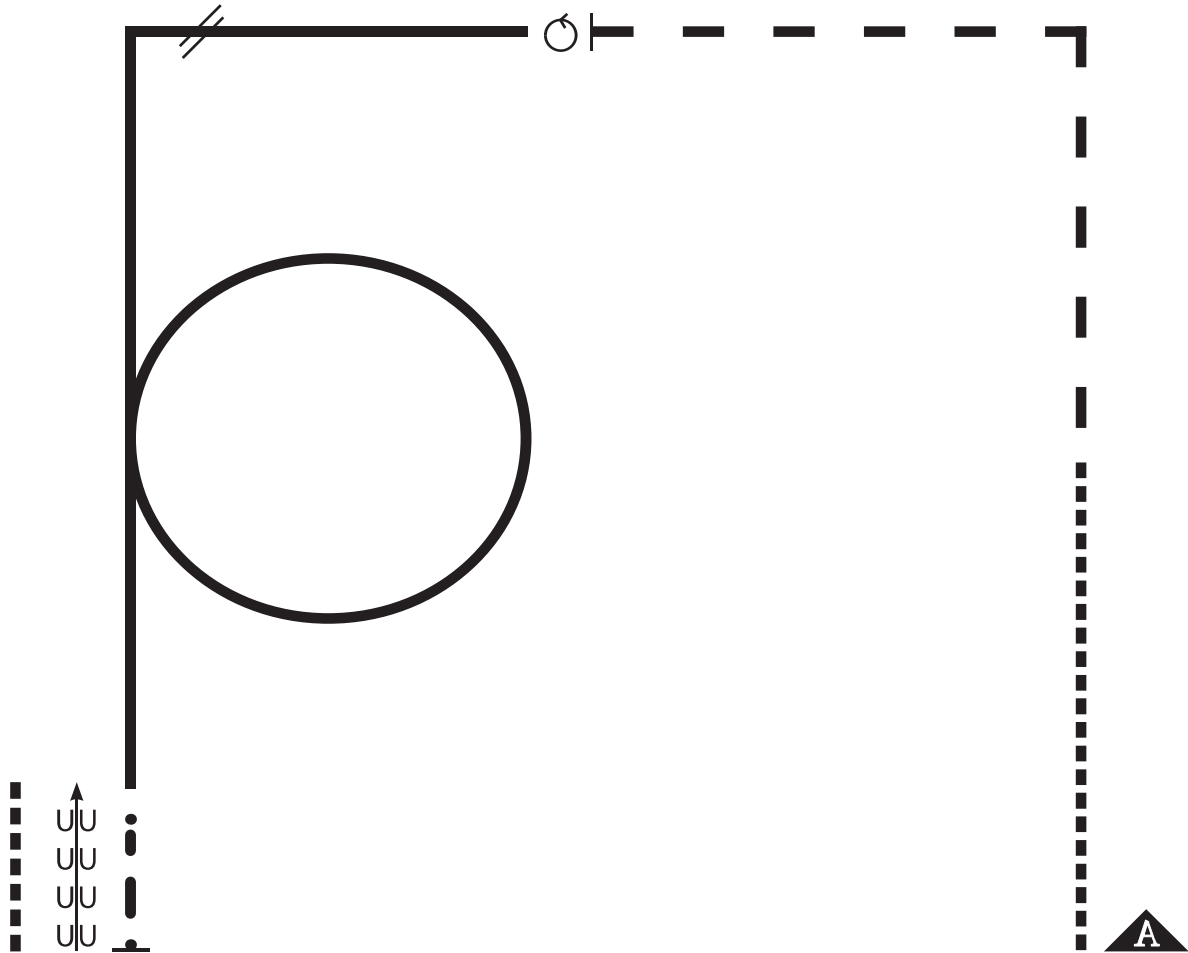


1. Jog halfway to corner.
2. Extended jog two square corners.
3. Stop. 360° turn right.
4. Jog.
5. Walk.
6. When even with cone stop and back. Exit at walk.

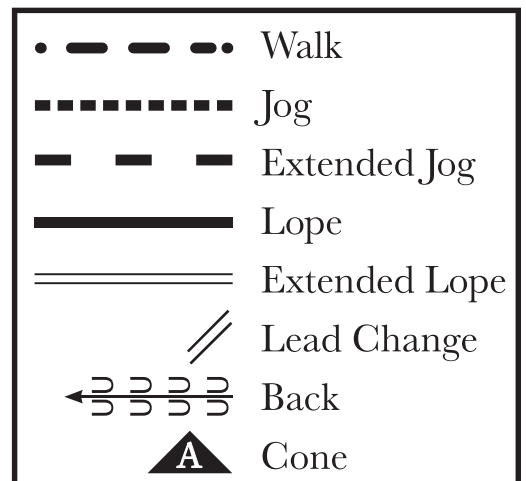
• - - - - •	Walk
- - - - -	Jog
- - -	Extended Jog
=====	Lope
=====	Extended Lope
↗	Lead Change
← u u u u	Back
▲ A	Cone

HORSEMANSHIP

(Level 1, Rookie, Green Non-Pro)

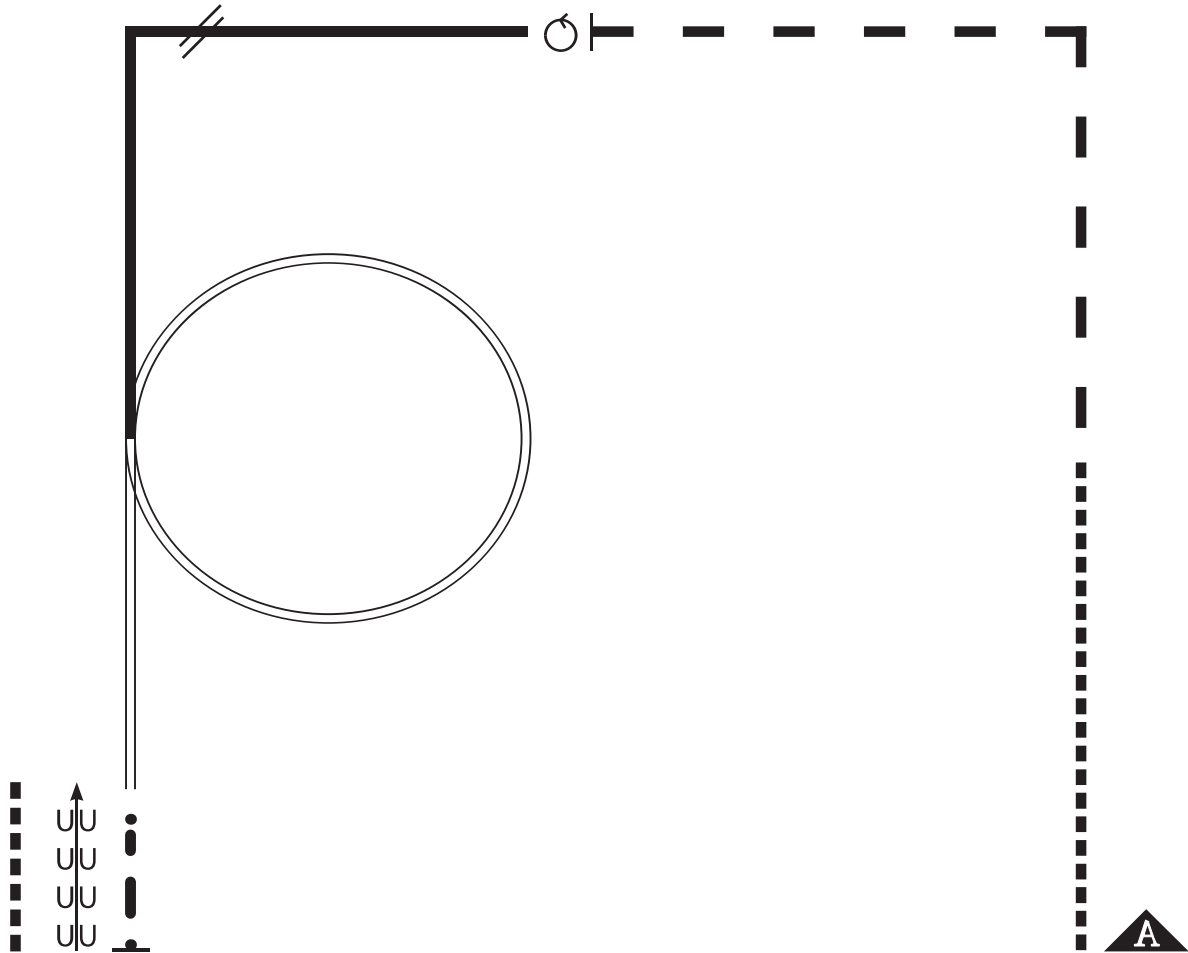


1. Jog halfway to corner.
2. Extended jog square corner to halfway point.
3. Stop. 360° turn right.
4. Lope right lead.
5. Simple lead change.
6. Lope left lead square corner.
7. Continue lope left lead circle to the left
8. Walk.
9. When even with cone stop and back. Exit at jog.



HORSEMANSHIP

(Youth, Amateur, Select)



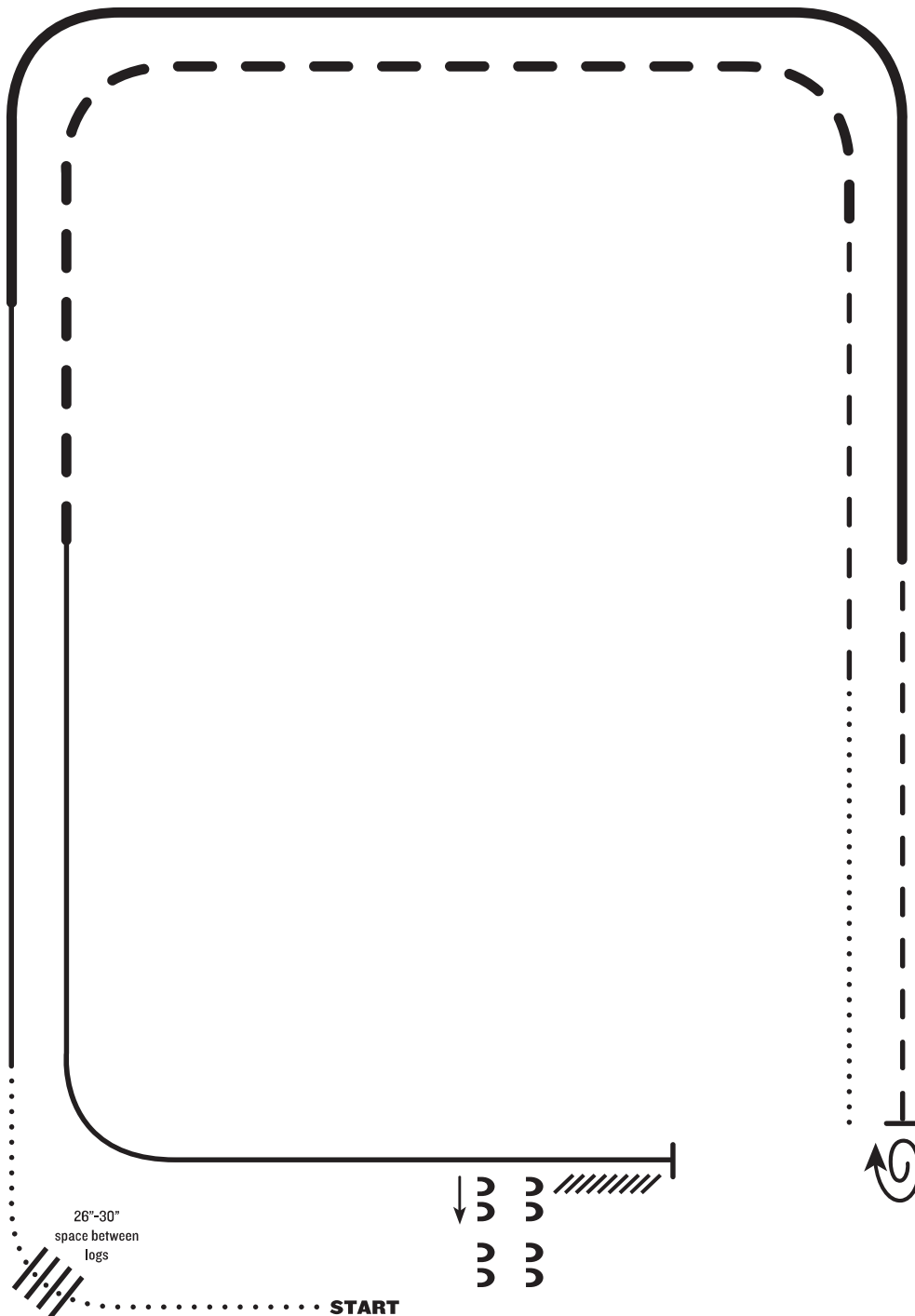
1. Jog halfway to corner.
2. Extended jog square corner to halfway point.
3. Stop. 360° turn right.
4. Lope right lead.
5. Simple lead change.
6. Lope left lead square corner.
7. Extended lope left lead circle to the left.
8. Walk.
9. When even with cone stop and back. Exit at jog.

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

SATURDAY RANCH RIDING - PATTERN 6

LEGEND

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

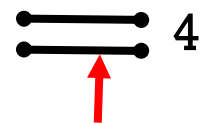
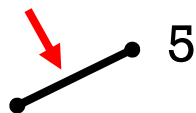
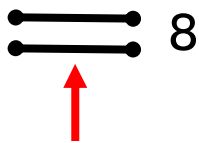


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

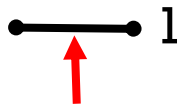
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

FRIDAY, September 11, 2026

Green Working Hunter
Progressive Working Hunter
Level 1 Youth
Select Working Hunter

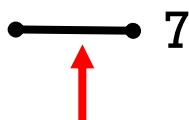
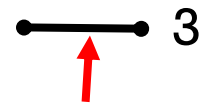
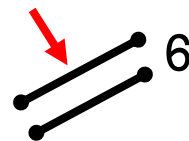
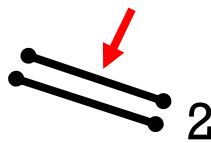


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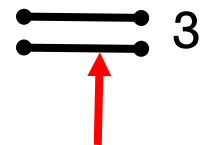
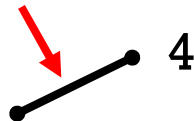
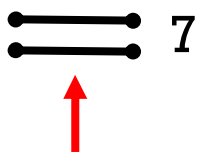
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(60')

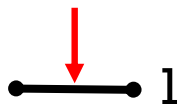


FRIDAY, September 11, 2026

All Age Working Hunter
Amateur Working Hunter
Youth Working Hunter

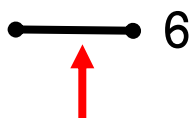
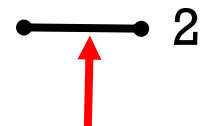
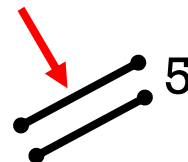
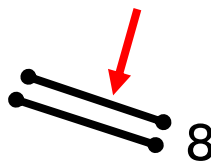


(84')



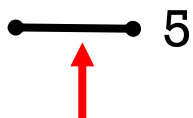
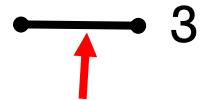
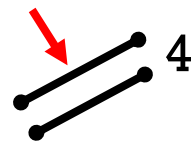
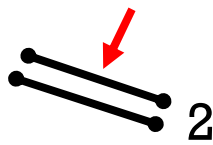
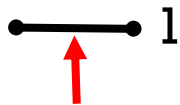
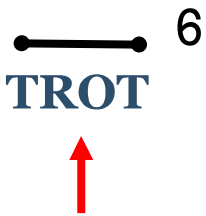
(72')

(60')



FRIDAY, September 11, 2026

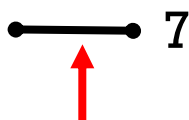
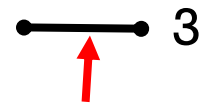
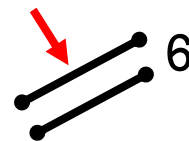
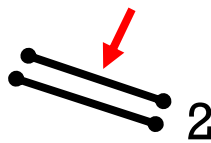
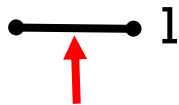
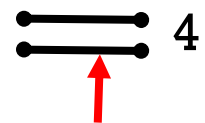
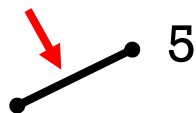
All Equitation over Fences



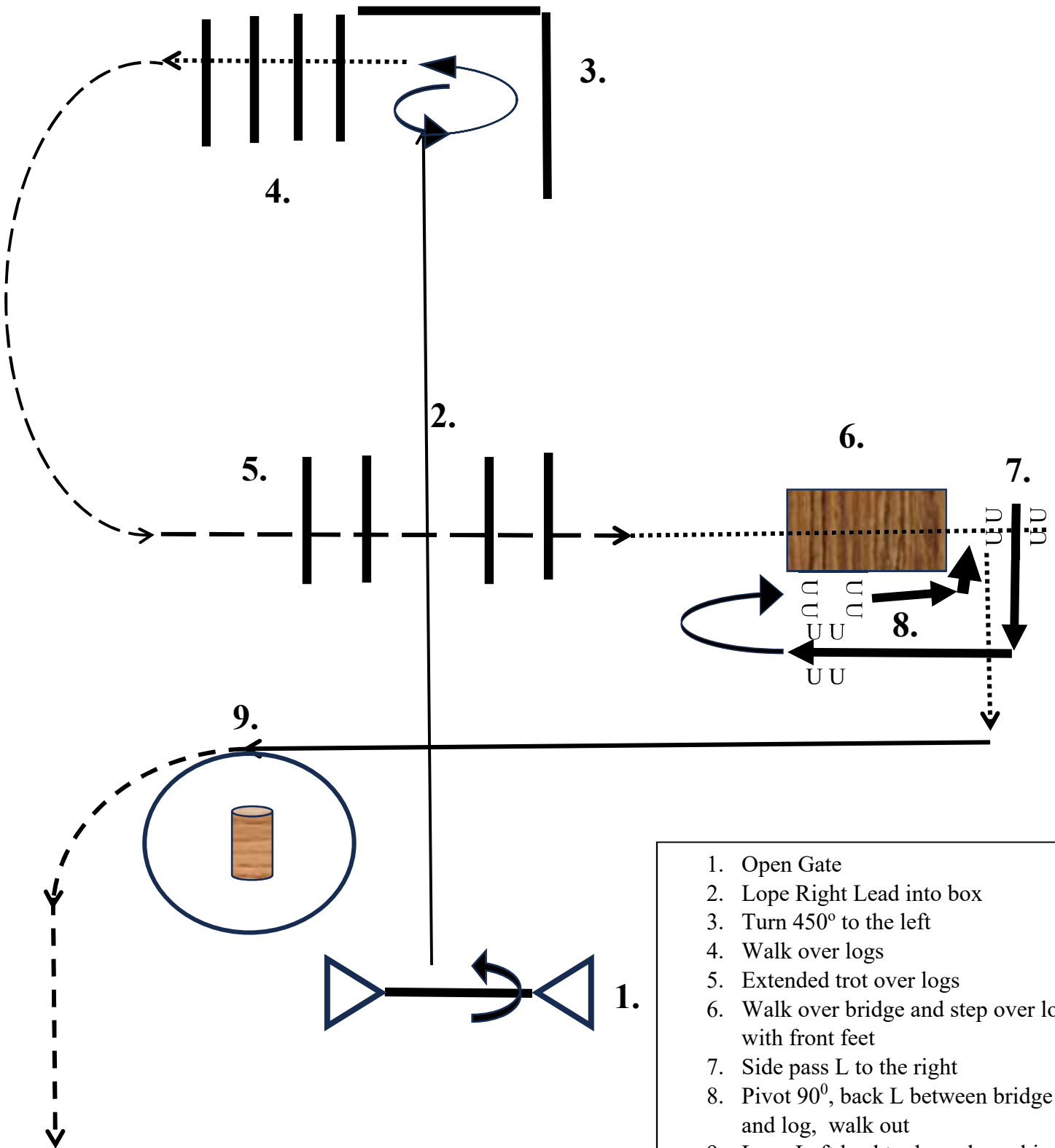
FRIDAY, September 11, 2026

Amateur Jumping
Youth Jumping
Open Jumping

Jump Off: 1, 2, 3, 6, 7, 8



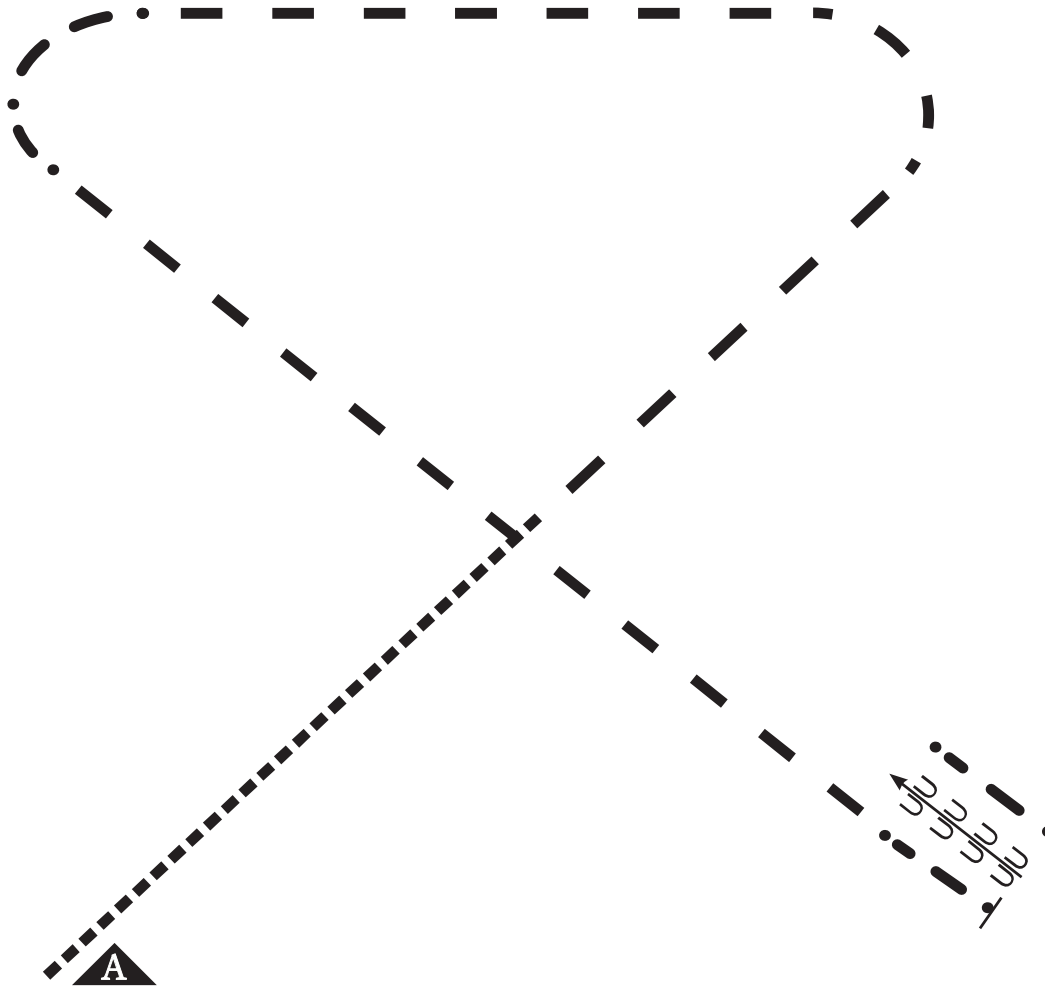
ALL RANCH TRAIL FRIDAY



1. Open Gate
2. Lope Right Lead into box
3. Turn 450° to the left
4. Walk over logs
5. Extended trot over logs
6. Walk over bridge and step over log with front feet
7. Side pass L to the right
8. Pivot 90°, back L between bridge and log, walk out
9. Lope Left lead to drag, drag object

EQUITATION

(Small Fry, Walk-Trot)

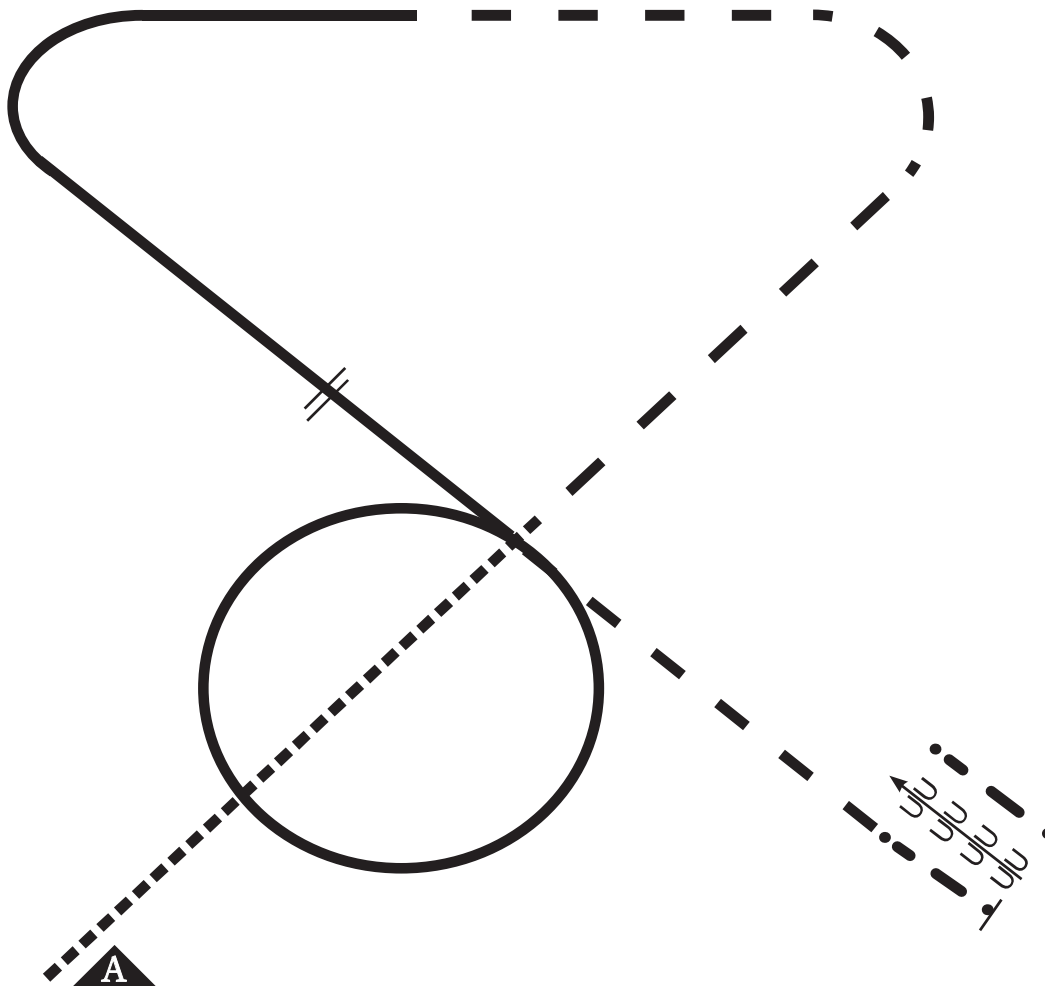


1. Sitting trot halfway.
2. Posting trot right diagonal.
3. Walk corner.
4. Posting trot left diagonal.
5. Break to a walk for 3-5 strides.
6. When even with cone stop and back. Exit at walk.

• - - - •	Walk
- - - - -	Sitting Trot
- - -	Posting Trot
=====	Canter
=====	Hand Gallop
↗	Lead Change
← ↵ ↵ ↵ ↵	Back
▲ A	Cone

EQUITATION

(Level 1, Rookie, Green Non-Pro)

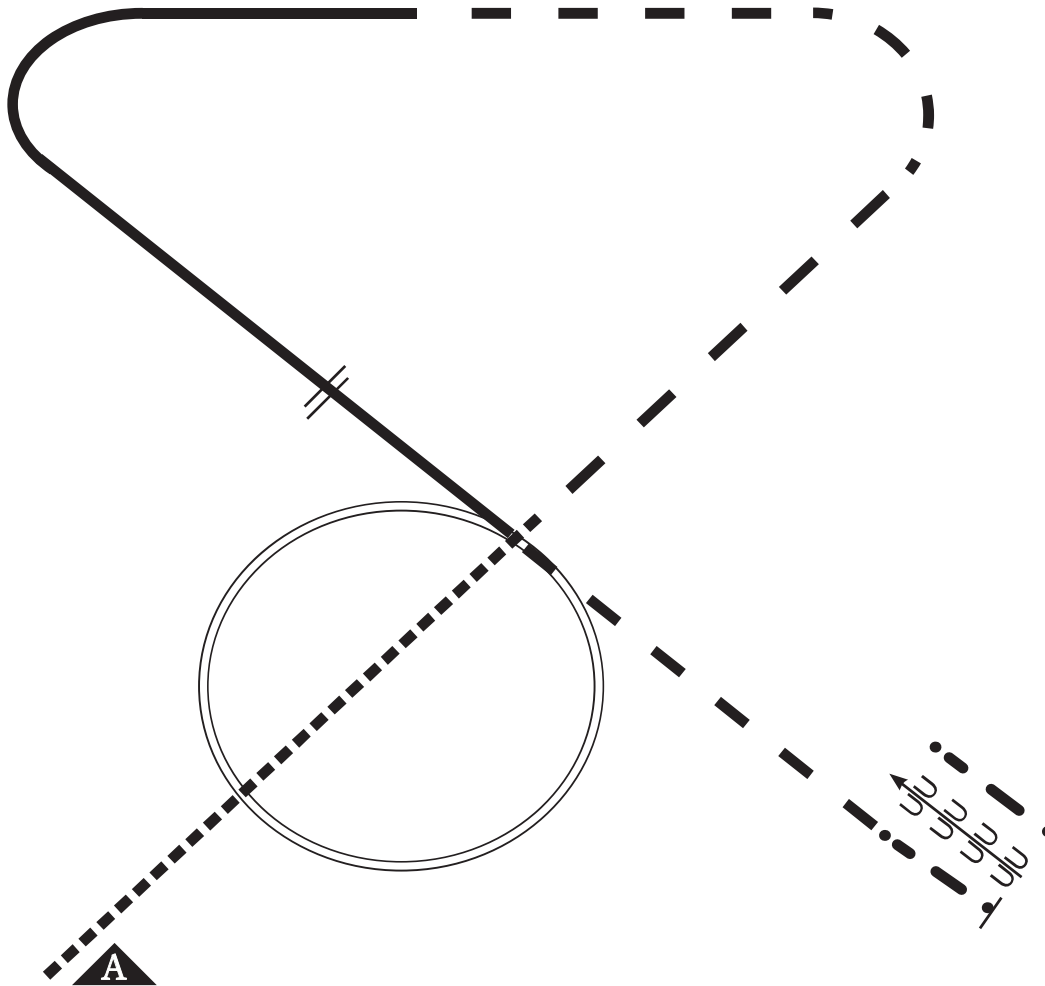


1. Sitting trot halfway.
2. Posting trot right diagonal.
3. Canter left lead.
4. Change leads.
5. Canter right lead circle.
6. Posting trot left diagonal.
7. Break to a walk for 3-5 strides.
8. When even with cone stop and back. Exit at walk.

• - - - •	Walk
- - - - -	Sitting Trot
- - -	Posting Trot
- - -	Canter
= = =	Hand Gallop
///	Lead Change
← → → →	Back
▲	Cone

EQUITATION

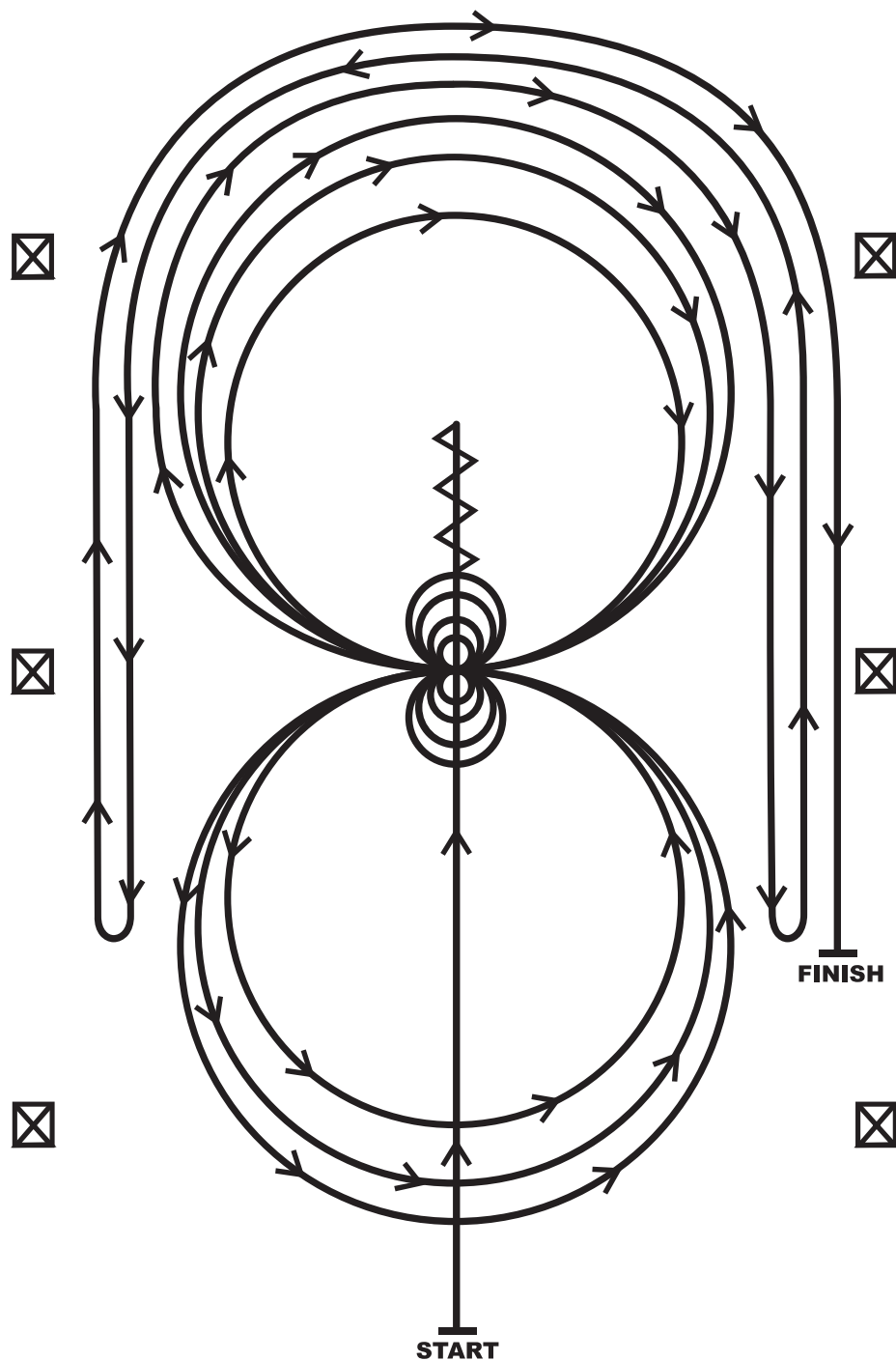
(Youth, Amateur, Select)



1. Sitting trot halfway.
2. Posting trot right diagonal.
3. Canter left lead.
4. Change leads.
5. Canter right lead building to hand gallop circle.
6. Posting trot left diagonal.
7. Break to a walk for 3-5 strides.
8. When even with cone stop and back. Exit at walk.

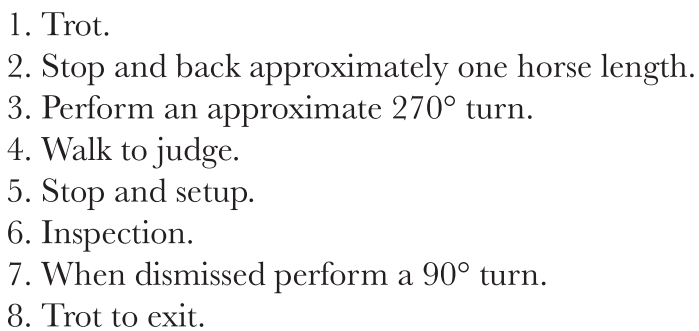
	Walk
	Sitting Trot
	Posting Trot
	Canter
	Hand Gallop
	Lead Change
	Back
	Cone

REINING PATTERN 10



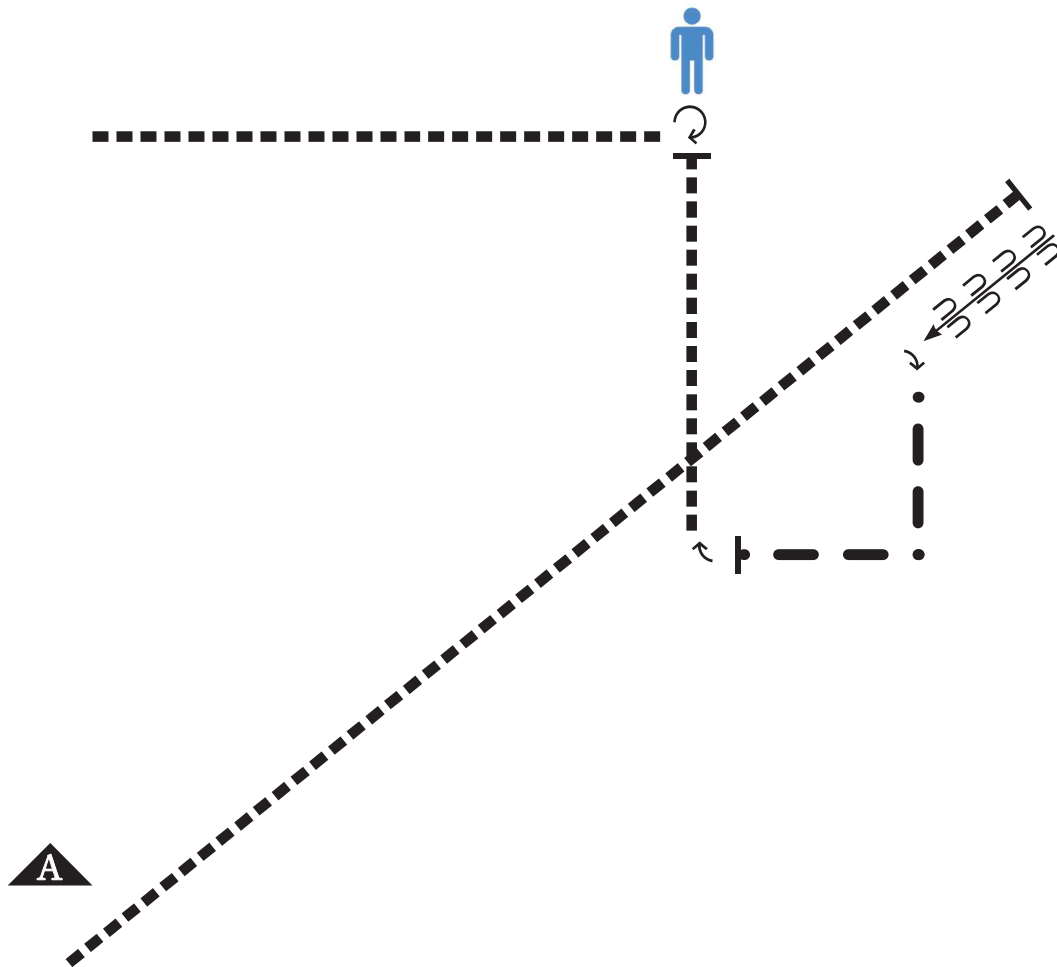
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.

(Small Fry, Walk-Trot)

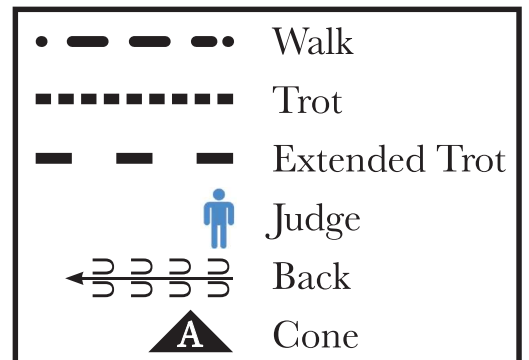


SHOWMANSHIP

(Level 1, Rookie, Green Non-Pro)

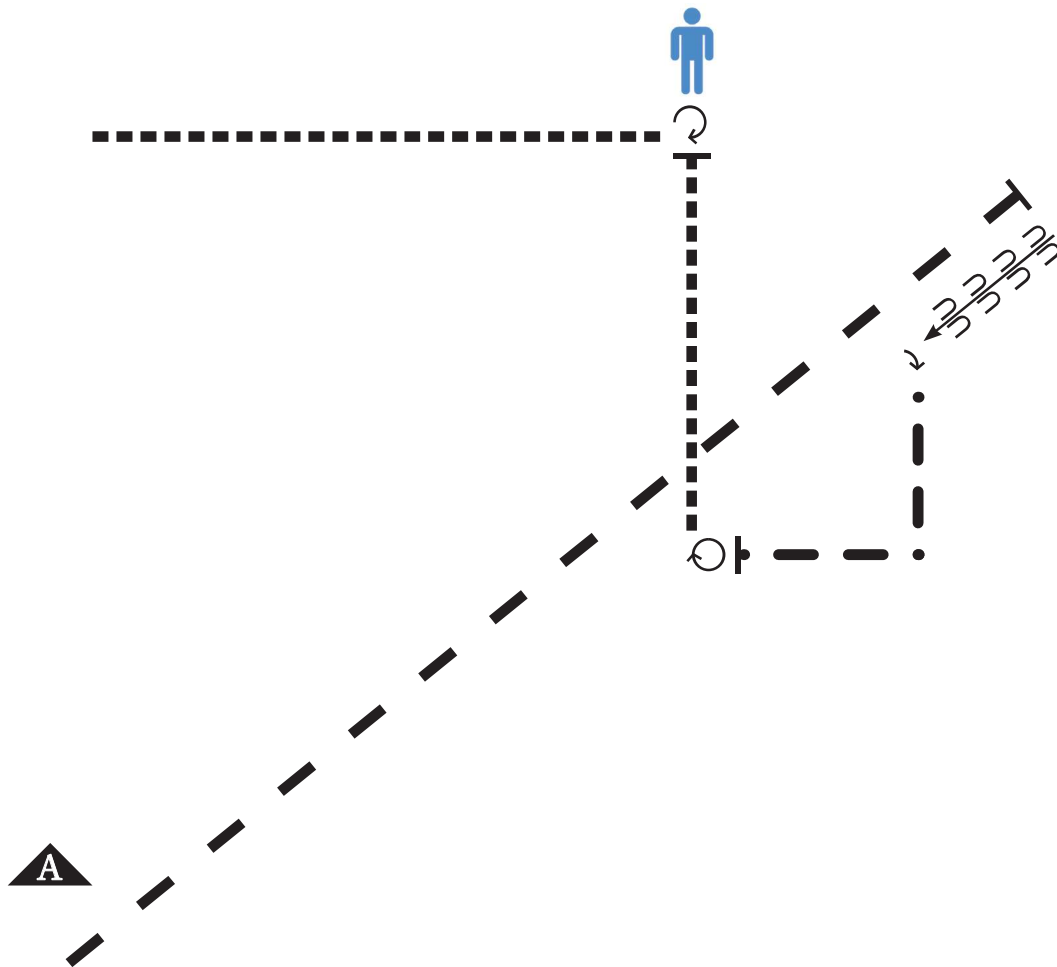


1. Trot.
2. Stop and back approximately one horse length.
3. Perform an approximate 90° turn.
4. Walk square corner.
5. Stop and perform a 90° turn.
6. Trot to judge.
7. Stop and setup.
8. Inspection.
9. When dismissed perform a 270° turn.
10. Trot to exit.



SHOWMANSHIP

(Youth, Amateur, Select)



1. Extended trot.
2. Stop and back approximately one horse length.
3. Perform an approximate 90° turn.
4. Walk square corner.
5. Stop and perform a 450° turn.
6. Trot to judge.
7. Stop and setup.
8. Inspection.
9. When dismissed perform a 270° turn.
10. Trot to exit.

• - - - •	Walk
- - - - -	Trot
- - -	Extended Trot
	Judge
	Back
	Cone

SEPTEMBER 10 -13, 2026
TQHA FALL CIRCUIT

Trail Challenge



**\$5,000
ADDED**

OPEN & NON-PRO RIDERS TEAM UP &
COMPETE FOR CASH & PRIZES.
\$3,500 PAID TO THE TOP 5 TEAMS
\$1,500 IN BONUSES TO THE TOP LEVEL 2 TEAMS
HARRIS SILVER SPURS FOR THE WINNING TEAM
MORE INFO AT TQHA.ORG/EVEVENTS

VS CODE RED



HARRIS
LEATHER & SILVERWORKS
5141 S. ROAD • NORTH CAROLINA

TOHA

Trail Challenge

SEPTEMBER 10 -13, 2026
TQHA FALL CIRCUIT

RULES & CHALLENGE INFORMATION

- The Trail Challenge will be limited to a maximum of 20 teams. A team consists of 2 riders, one an open rider and the other a NonPro. The Nonpro will ride the first half of the pattern, and then dismount and the open rider will complete the second half of the pattern. Each of the judges will score the entire pattern as a single score. Placings will be determined by adding the scores of all judges together for that entry. In the event of a tie, the highest placing under a designated tie breaker judge will be utilized.
- The Entry fee will be \$75 per team.
- Entries will close by 4:00 pm CDT the day prior to the class.
- Each team will select a song/music that they feel describes their team, and which will be played during their trail go, so make it fun! It can be a play on the horse's name, or the team or whatever you think best!
- The Horse must meet ownership/lease requirements for the NonPro per AQHA rules.
- The Open rider may participate in up to 3 teams.
- The Trail Challenge pattern will not be released until immediately prior to the class and will not be set up for practice. The participants will be able to walk the pattern immediately prior to the class beginning.
- Participants will work in draw order.

PRIZES

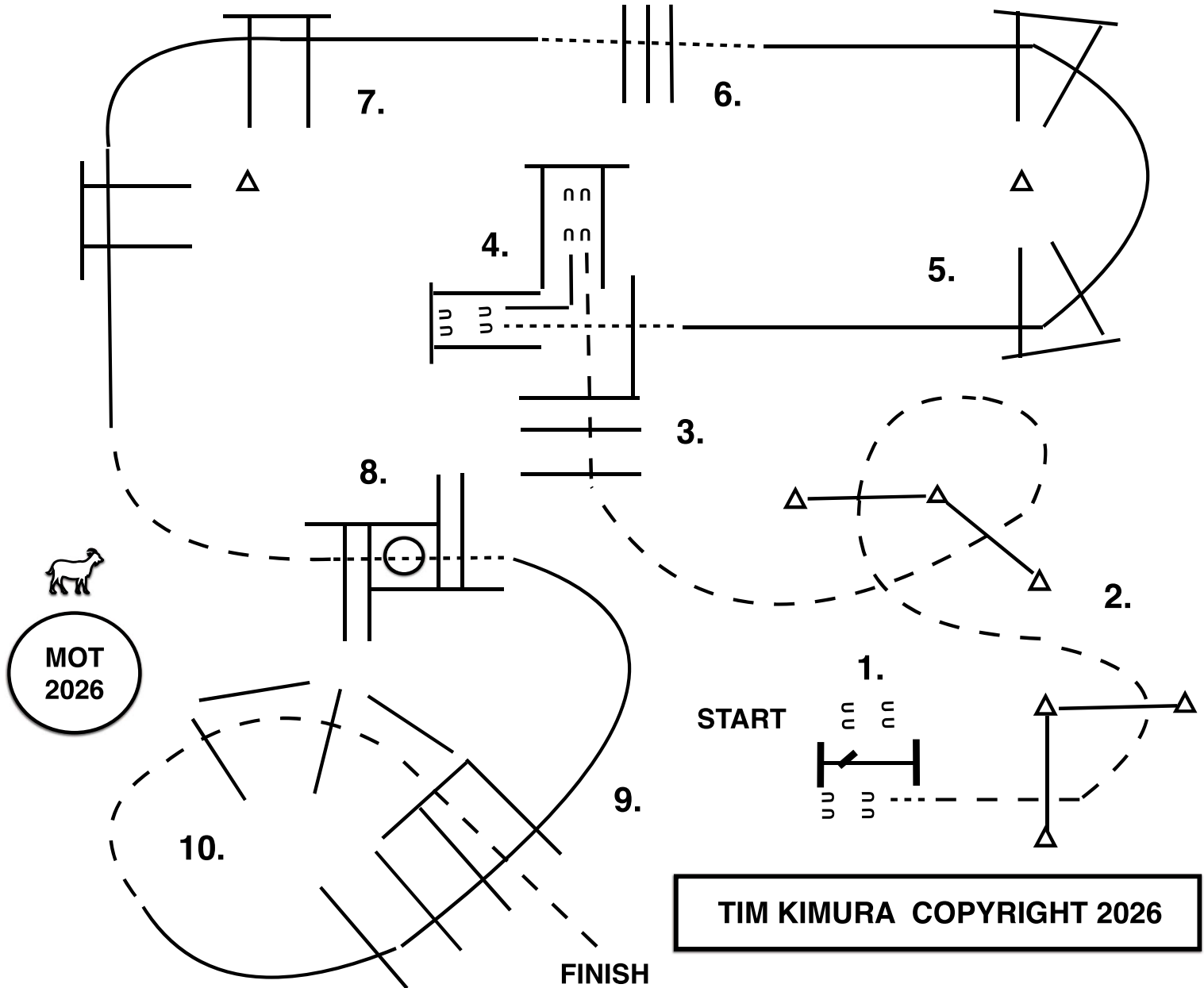
- \$5,000 in prize money, sponsored by VS Code Red and Katie Van Slyke.
- The winning team will each receive a pair of custom silver spurs, sponsored by Harris Leather and Silverworks and Ryan Cottingim Show Horses.
- \$3,500 will be paid to the top 5 placings (\$1050/\$875/\$700/\$525/\$350).
- \$1,500 will be paid out in bonuses to the highest placing Level 2 Team (\$450/\$375/\$300/\$225/\$150). A Level 2 team is one that the horse is level 2 in trail and the nonpro member of the team is Level 1 or Level 2 in trail. These levels are as reflected on AQHA Leveling tool and will be verified.



TQHA

Fall Circuit

**L1 and Junior Trail
L1 Youth and L1 Amateur Trail**

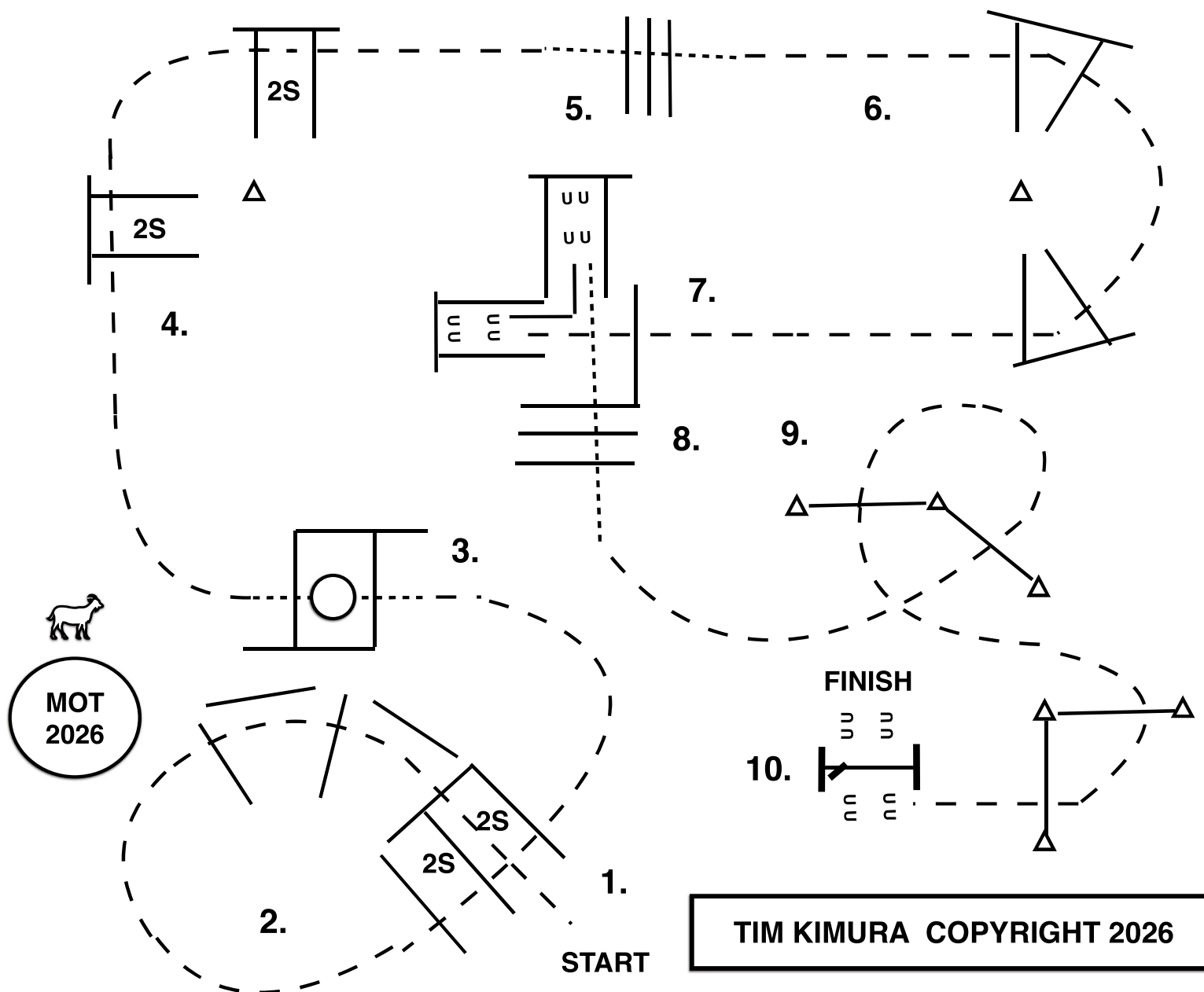


1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES, JOG INTO CHUTE,
4. BACK AROUND CORNER, WALK OUT OVER POLE.
5. LOPE OVER POLES (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLES.
9. LOPE OVER POLES (RIGHT LEAD).
10. BREAK TO THE JOG, JOG OVER POLES.

TQHA

Fall Circuit

L1 YOUTH WT - L1 AMATEUR WT AND SMALL FRY TRAIL

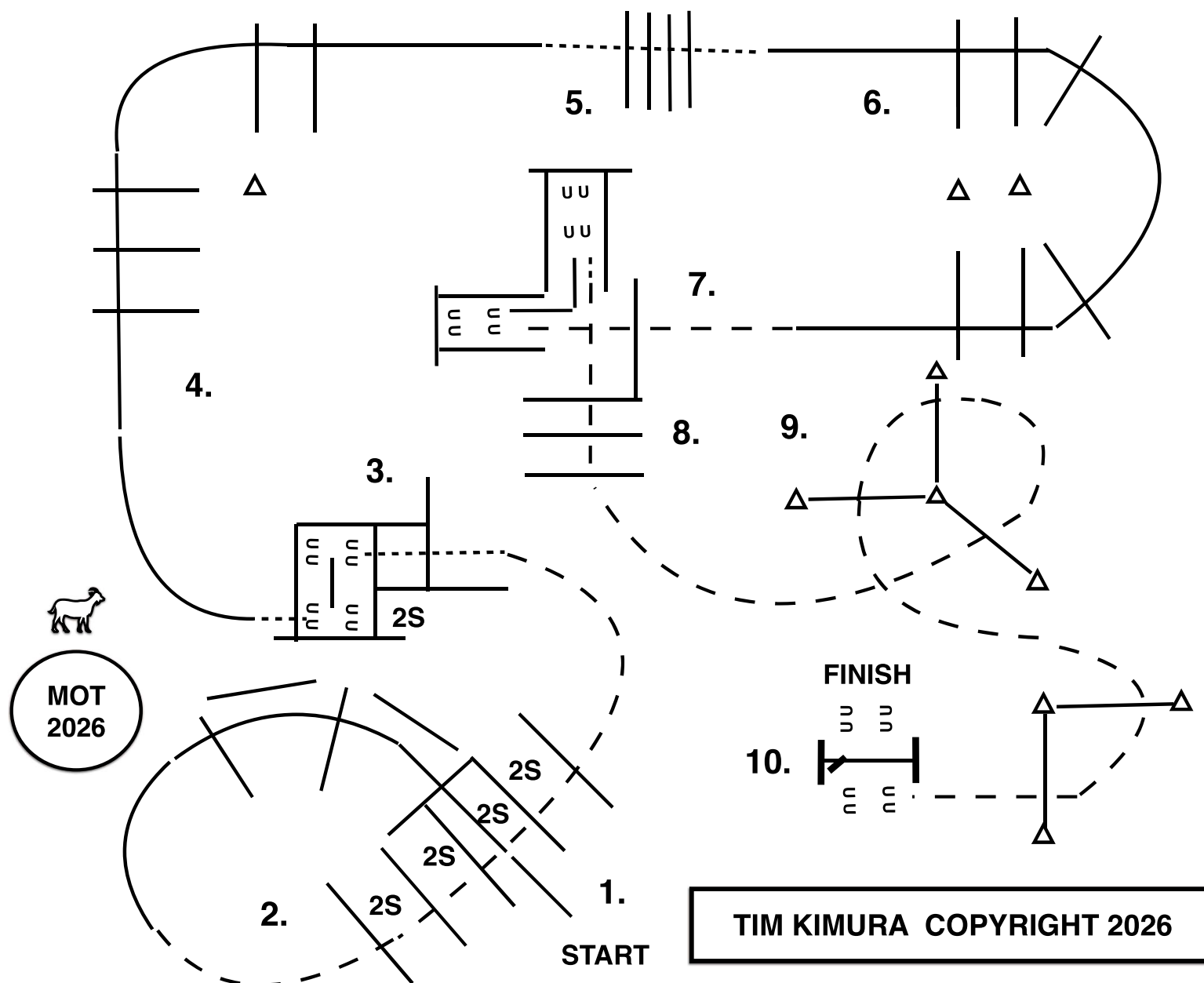


1. JOG OVER POLES.
2. JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. JOG OVER POLE, JOG INTO CHUTE, STOP BACK AROUND CORNER.
8. WALK OUT CHUTE, WALK OVER POLES.
9. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
10. WORK GATE RIGHT HAND.

TQHA

Fall Circuit

YOUTH AND SELECT TRAIL, AMATEUR AND SENIOR TRAIL

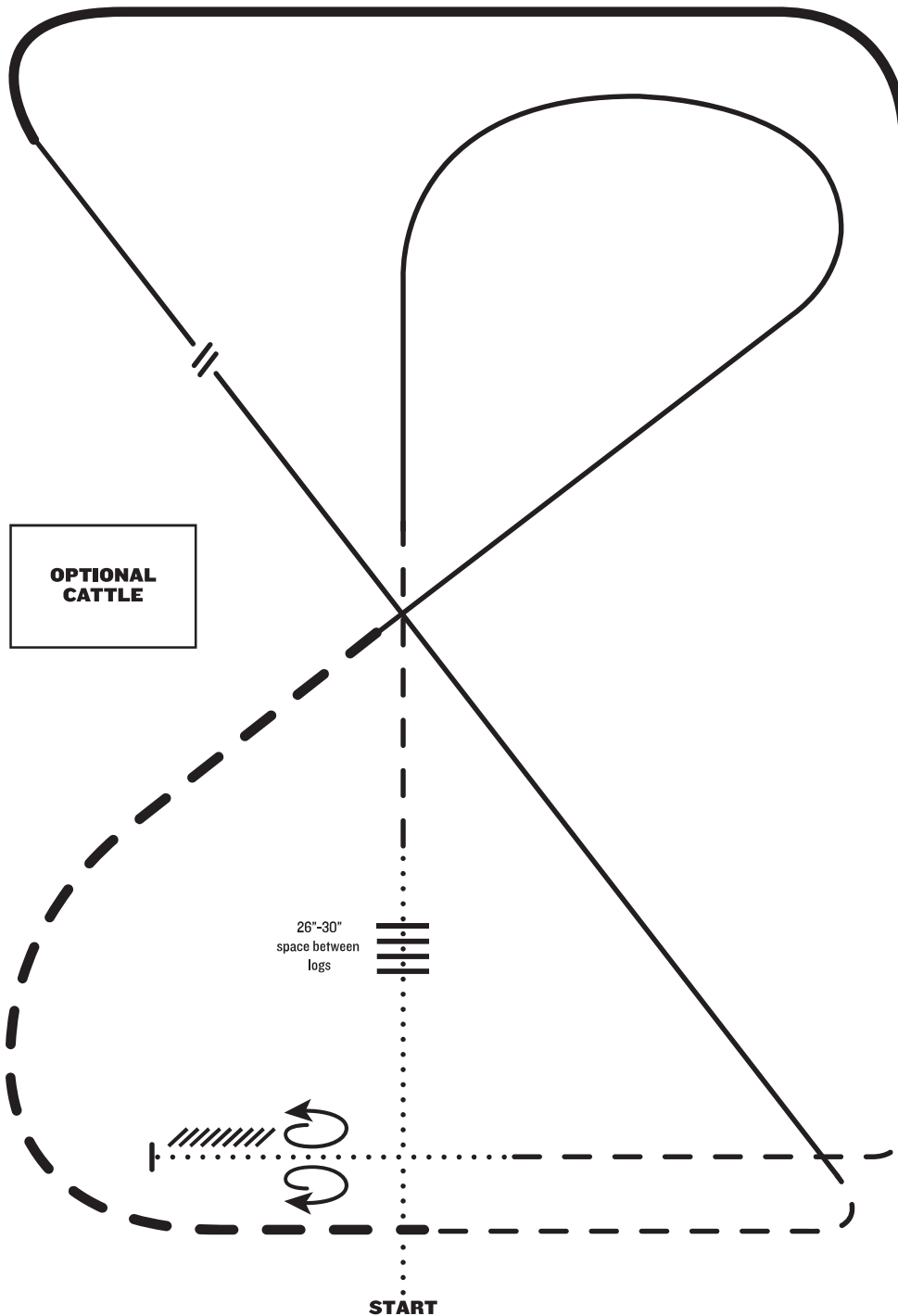


1. LOPE OVER POLES (LEFT LEAD).
2. BREAK TO THE JOG, JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK THROUGH BOX, STOP AFTER BOX, SIDE PASS LEFT, WALK OUT AND WALK OVER POLE.
4. LOPE OVER POLES (RIGHT LEAD).
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLE, JOG INTO CHUTE, STOP BACK AROUND CORNER.
8. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
9. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
10. WORK GATE RIGHT HAND.

RANCH RIDING - PATTERN 5

LEGEND

----	Walk
- - - -	Extended Walk
- - - -	Trot
- - - -	Extended Trot
=====	Lope
=====	Extended Lope
////	Back
//	Lead Change



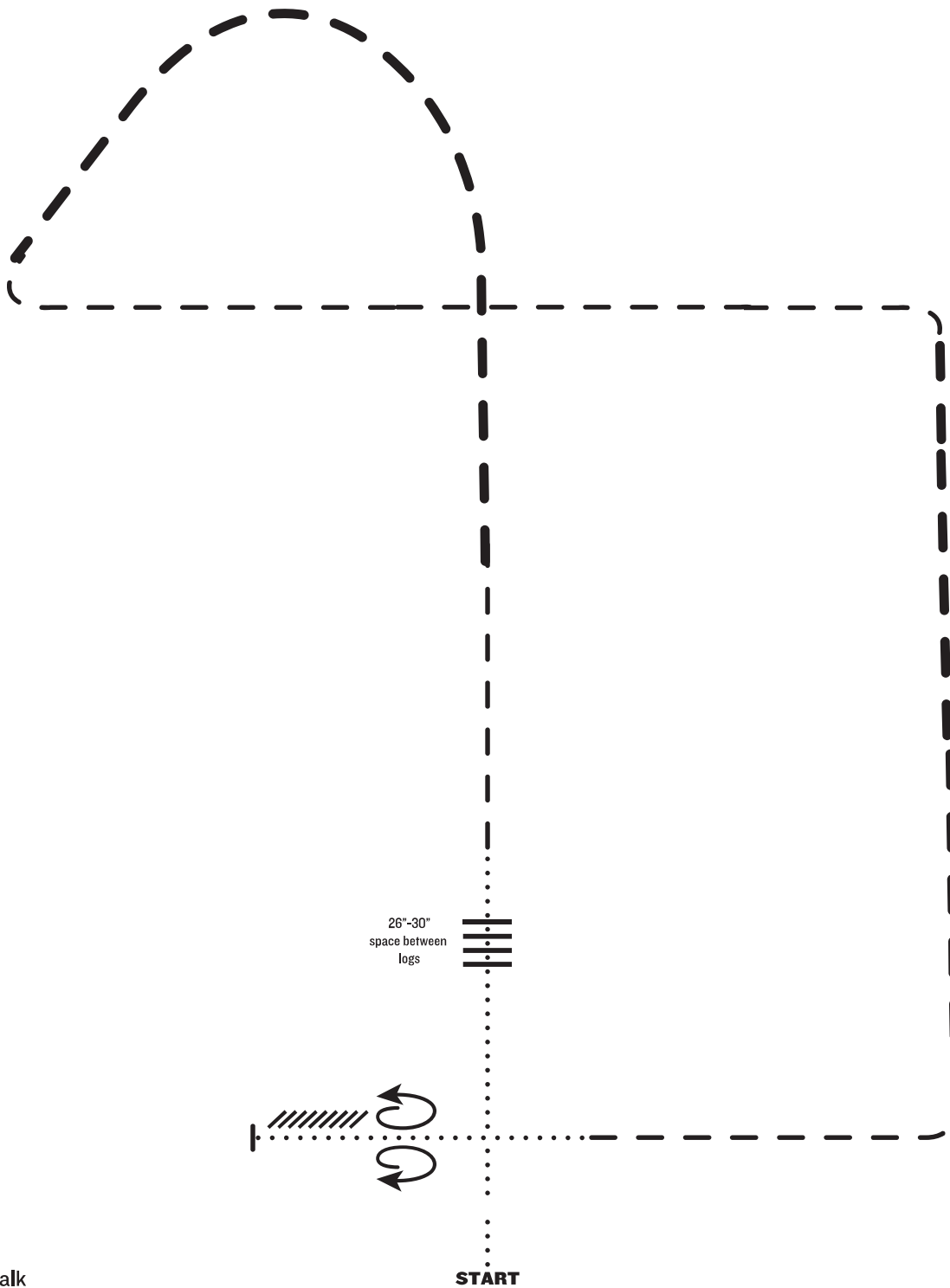
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

Walk Trot **RANCH RIDING**

LEGEND

-----	Walk
- - - -	Extended Walk
- - - -	Trot
- - - -	Extended Trot
-----	Lope
-----	Extended Lope
////	Back
\\	Lead Change

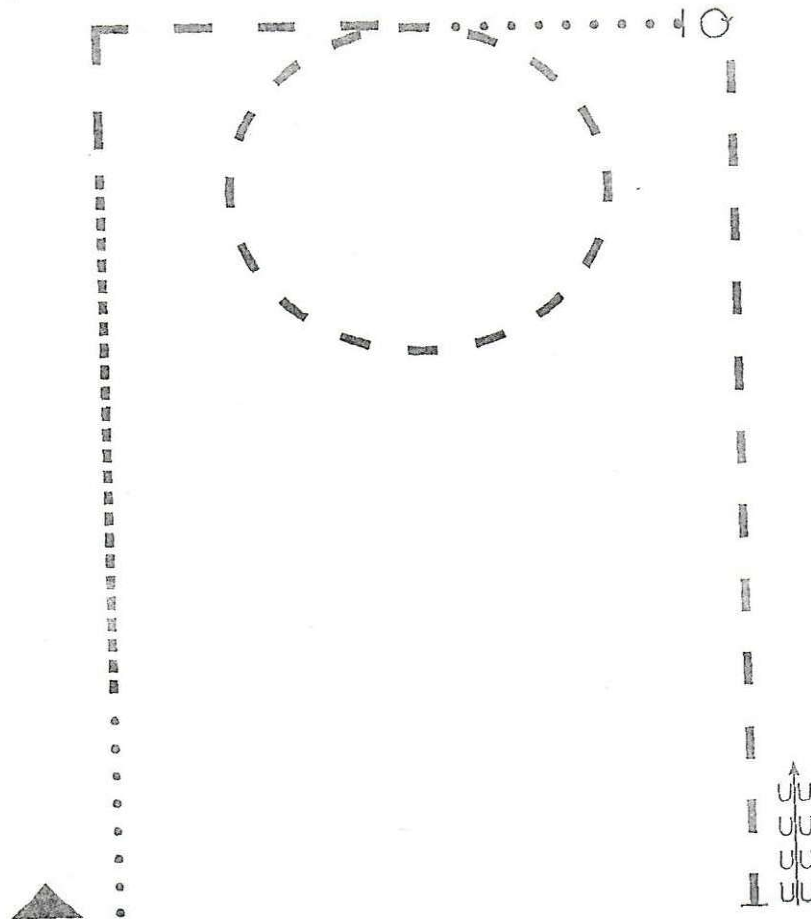


1. Walk
2. Walk over logs
3. Trot
4. Extended trot
5. Trot
6. Extended Trot
7. and back
8. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

Walk Trot Horsemanship

September 12, 2026

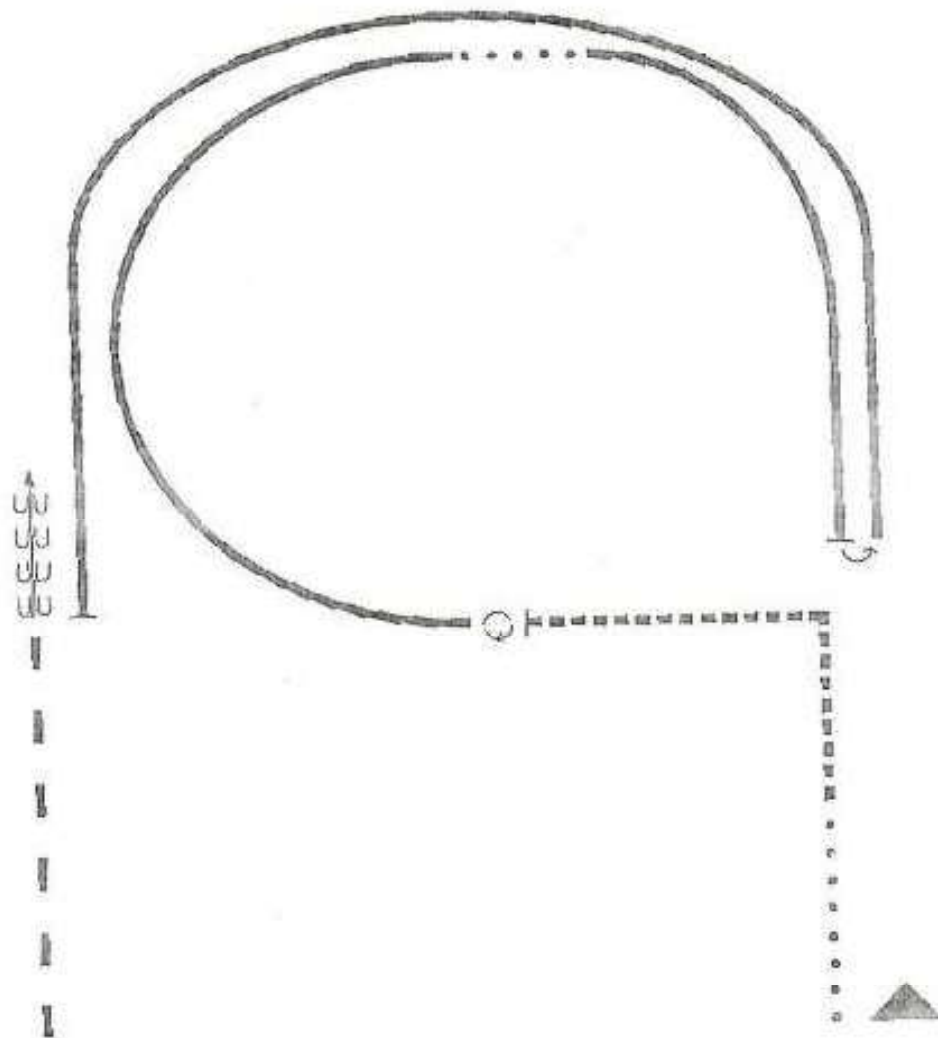


1. Walk 2 horse lengths with purpose.
2. Jog straight.
3. Build to extended jog through corner.
4. Extended jog circle right.
5. At close of circle, break to forward walk.
6. Stop. Perform a 450° turn right.
7. Extended jog until even with cone.
8. Stop and back. Pattern is complete.

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

All Level 1 and 13 & Under Horsemanship

September 12, 2026

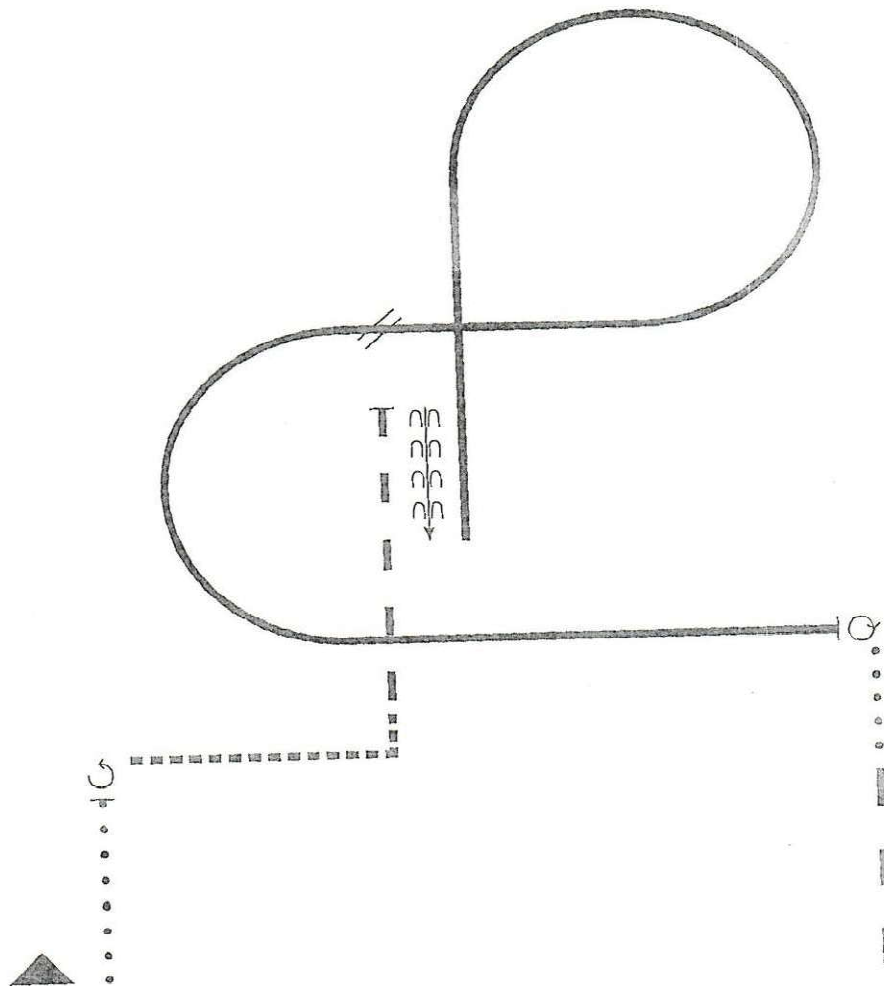


1. Walk 2 horse lengths with purpose.
2. Jog square corner to middle of arena.
3. Stop. Perform 360° turn right.
4. Lope 1/2 circle right lead.
5. Walk.
6. Lope right lead.
7. Stop 180° turn left.
8. Lope left lead.
9. Stop and back.
10. Extended jog to exit.

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

Youth 14-18, Amateur and Select Horsemanship

September 12, 2026



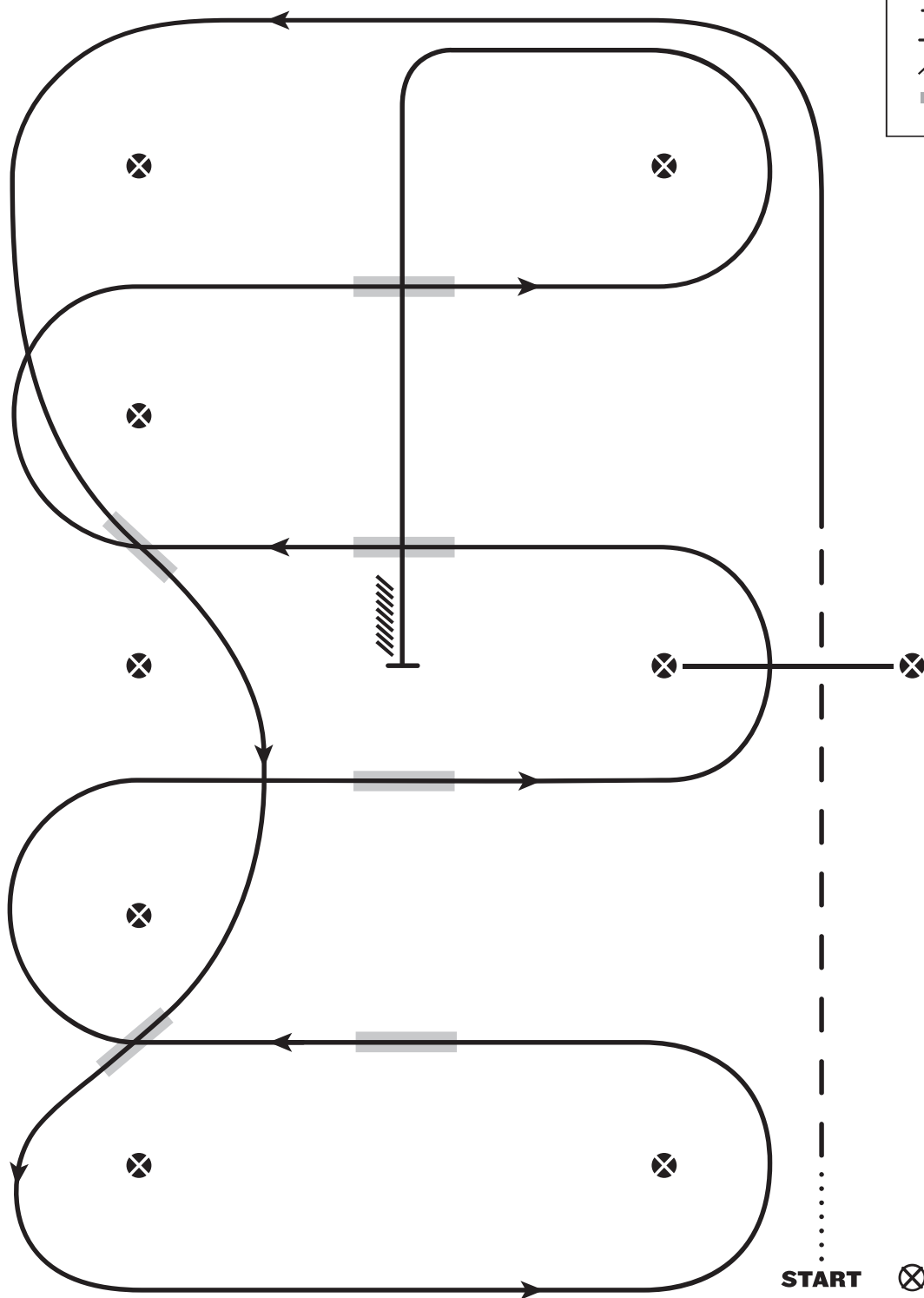
1. Walk 2 horse lengths with purpose.
2. Perform 270° turn left.
3. Jog square corner.
4. Extended jog up middle.
5. Stop. Back.
6. Lope right lead circle.
7. [redacted] lead change.
8. Lope left lead.
9. Stop. Perform a 450° turn right. [redacted]
10. Walk. Extended jog to exit.

.....	Walk
-----	Jog
- - - - -	Extended Jog
=====	Lope
=====	Extended Lope
////	Change Lead
← 3 3 3 3	Back
▲	Cone

LEVEL I WESTERN RIDING PATTERN 1

LEGEND

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

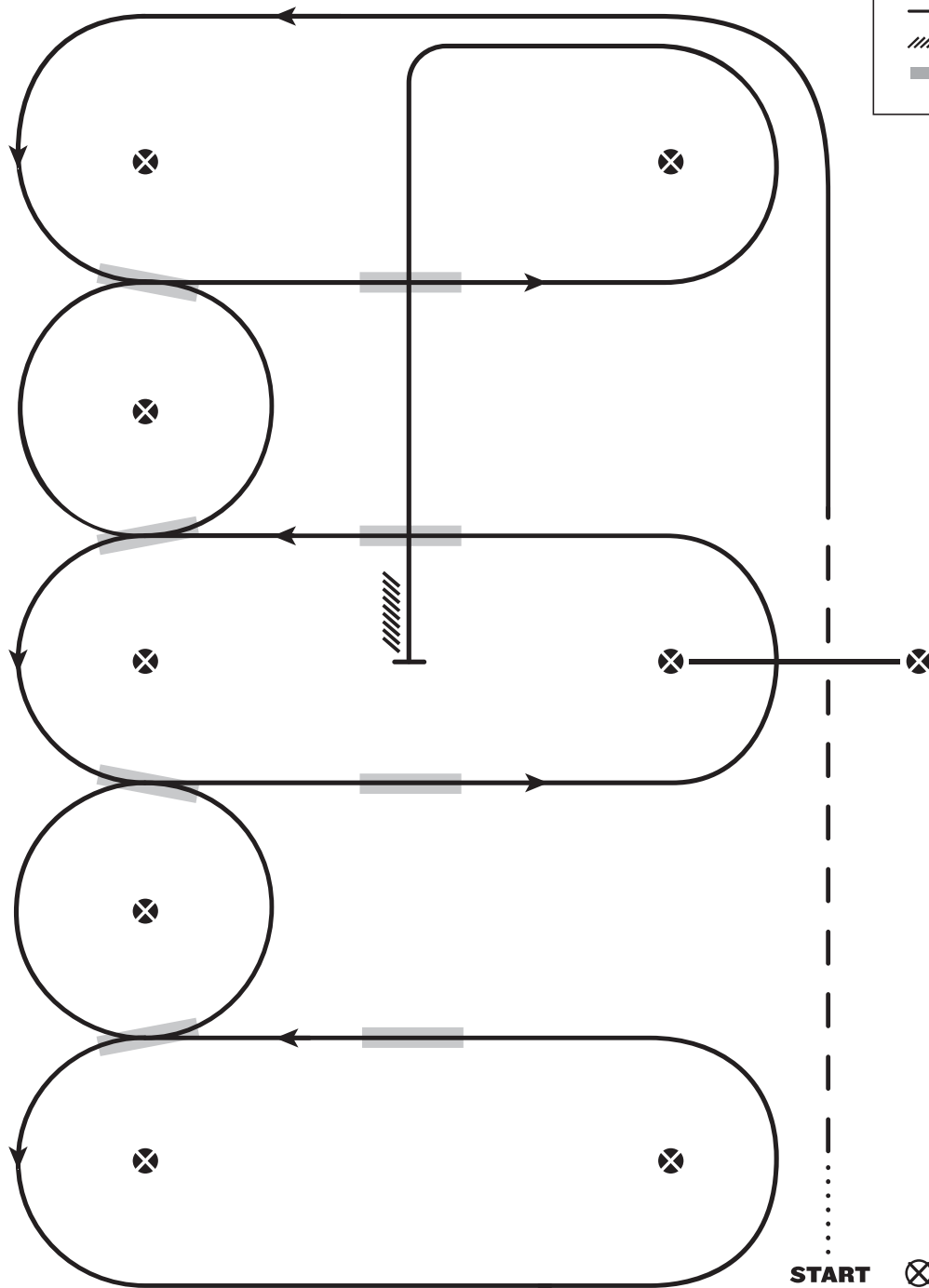


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

WESTERN RIDING - PATTERN I

LEGEND

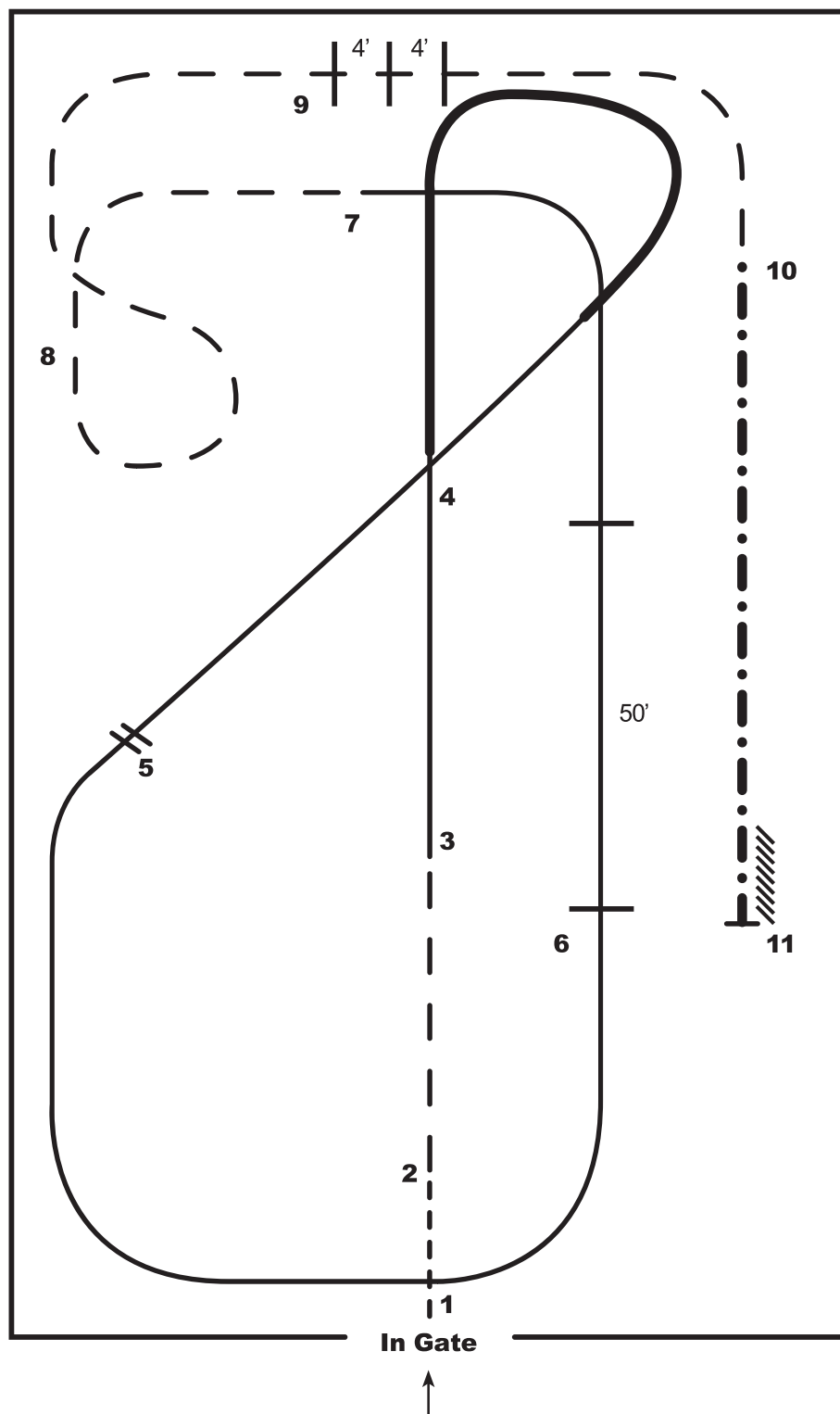
-----	Walk
- - - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



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
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

ALL ENGLISH VERSATILITY

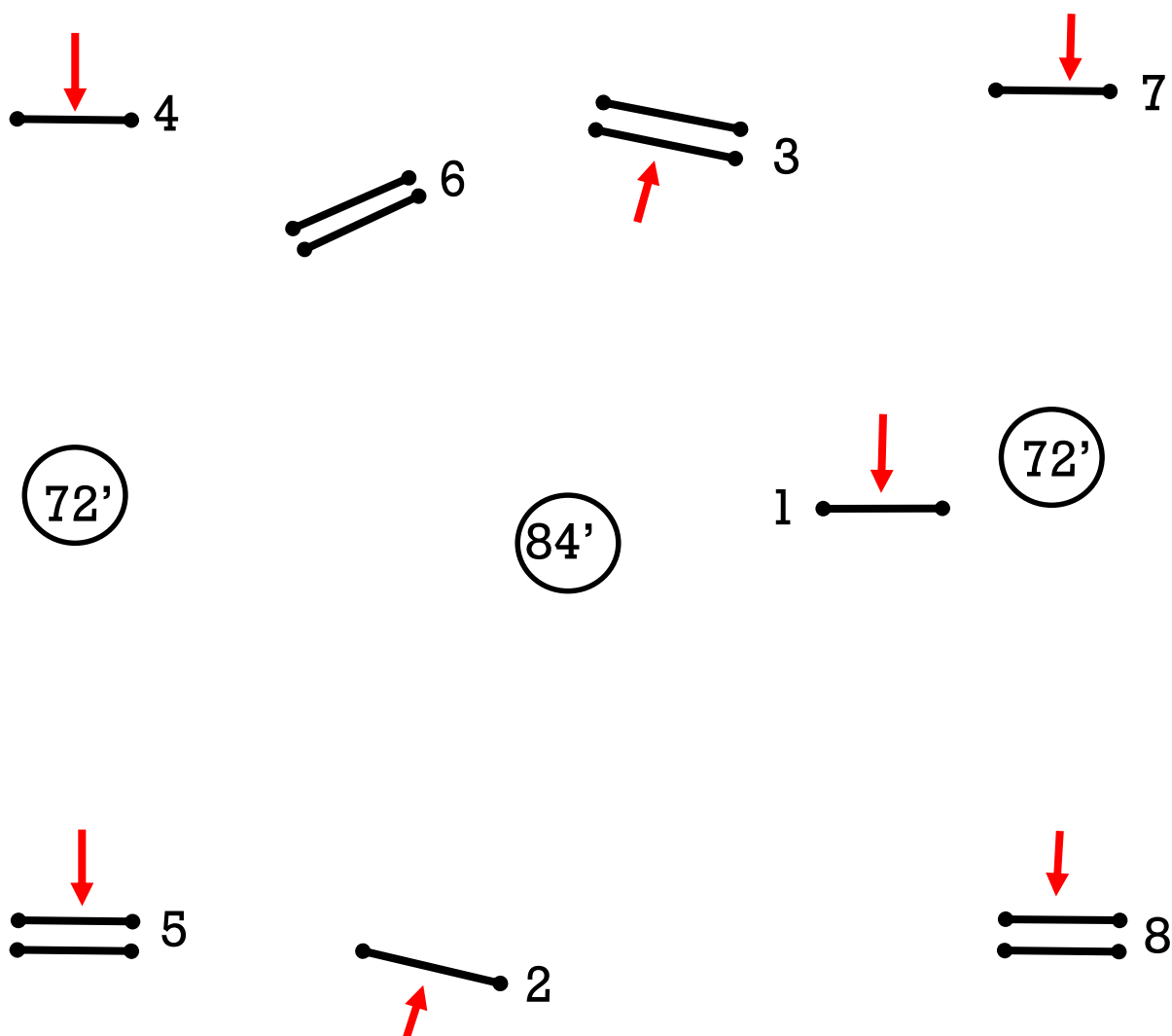
PATTERN #2



1. Forward walk from gate
2. Trot left diagonal
3. Canter right lead
4. Hand gallop through turn
5. Change leads (simple or flying)
6. Canter cavalleti
7. Trot right diagonal
8. Half circle, change directions
9. Trot poles
10. Extended sitting trot
11. Halt and back

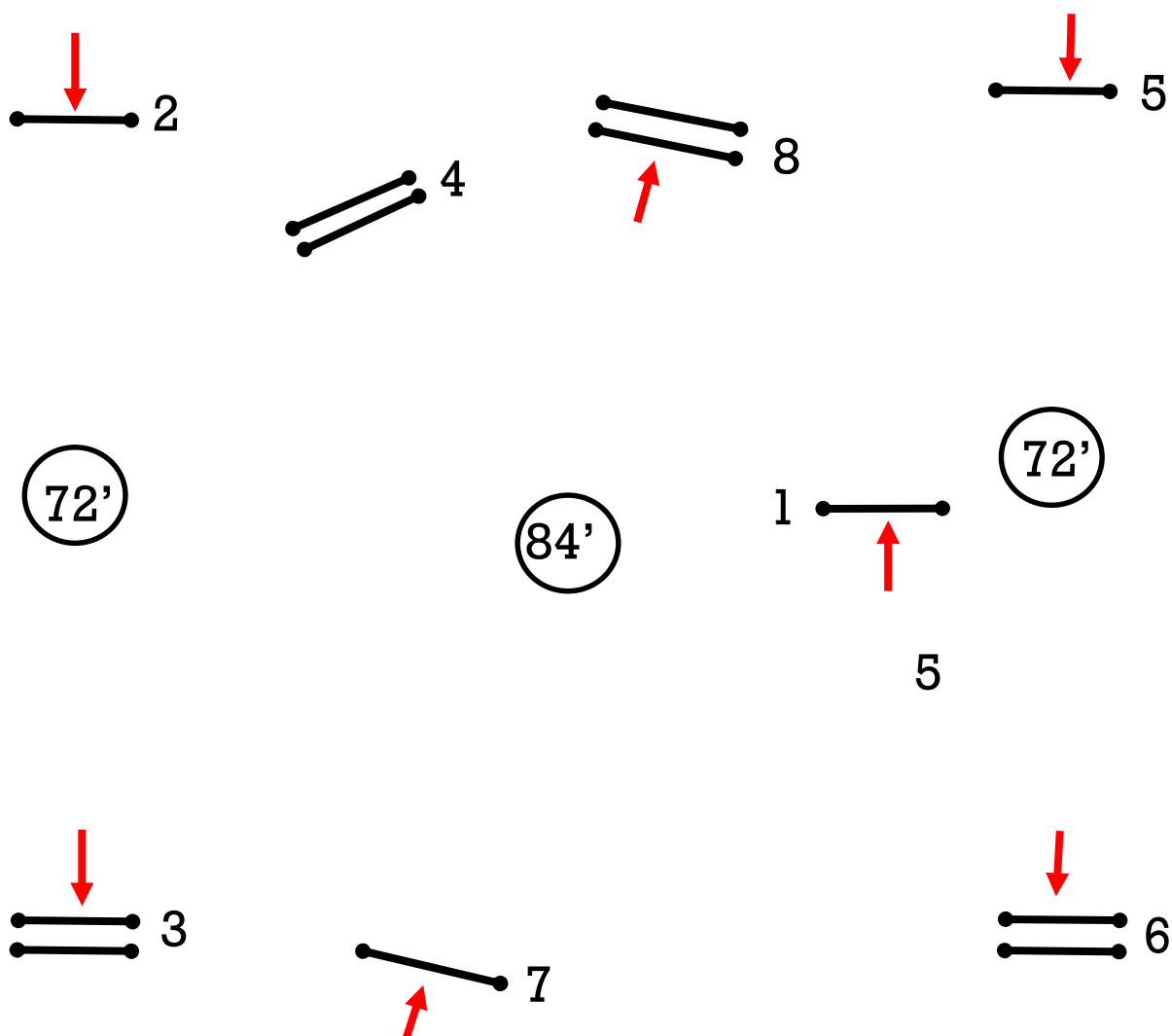
SUNDAY, September 13, 2026

Green Working Hunter
Progressive Working Hunter
Level 1 Amateur Working Hunter
Level 1 Youth Working Hunter
Select Working Hunter



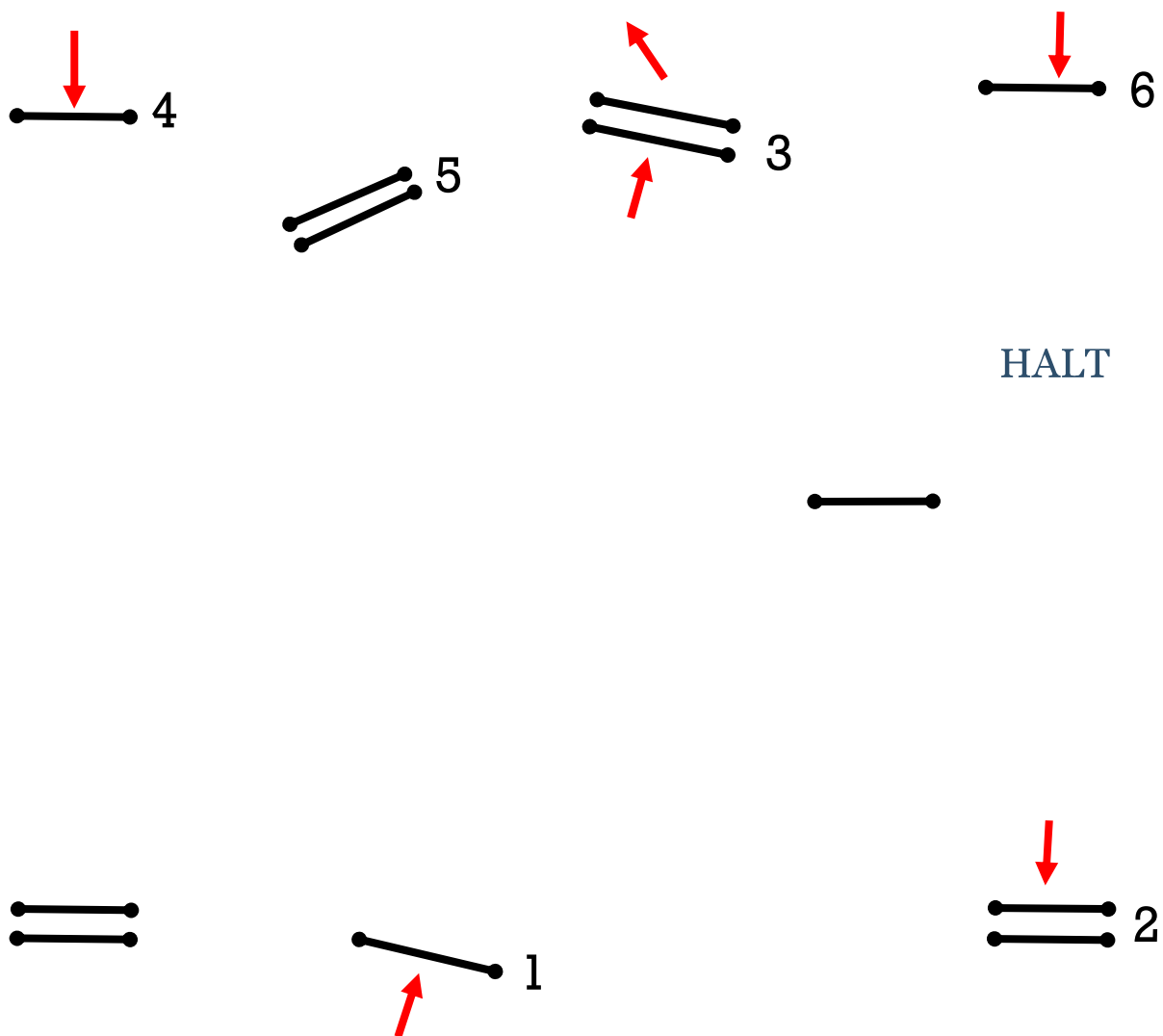
SUNDAY, September 13, 2026

All Age Working Hunter
Amateur Working Hunter
Youth Working Hunter



SUNDAY, September 13, 2026

All Equitation over Fences

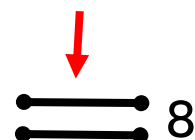
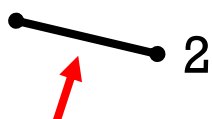
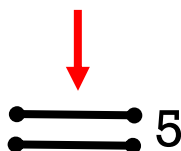
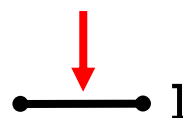
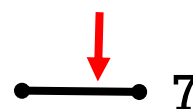
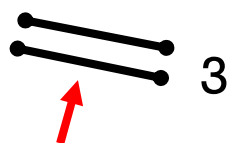
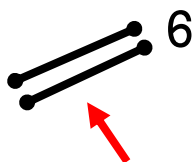
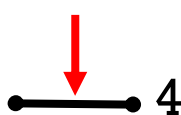


After Jump 6– Halt– then Finish

SUNDAY, September 13, 2026

Youth Jumping
Amateur Jumping
Open Jumping

Jump Off: 2, 8, 3, 4, 6, 7, 8



2026 TQHA Fall Circuit

Hunt Seat Equitation (All Walk Trot)

Show Date: 9/12-13/2026

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Be ready before A.

1. Walk to A. Left diagonal trot then halt for 3 seconds.
2. Right diagonal trot in a half circle and straight to the diagonal line.
3. Sitting trot on the diagonal line.
4. Halt and back approximately 2 horse lengths.

A

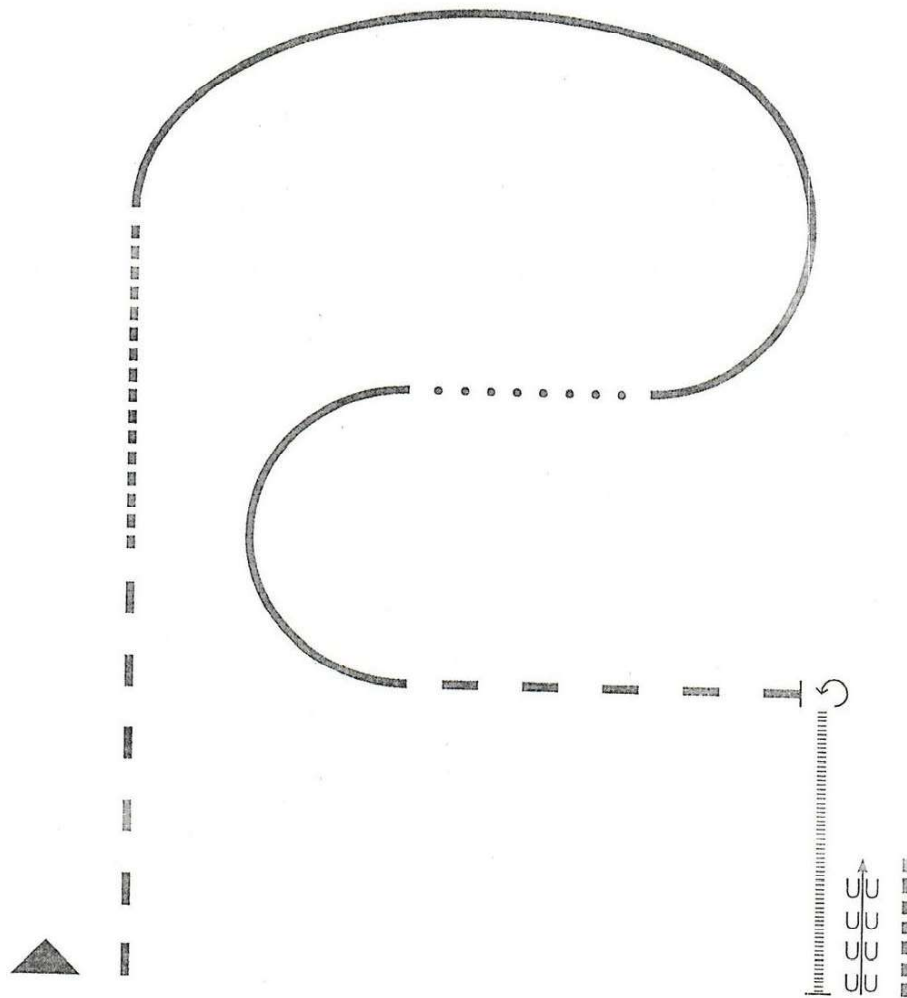
Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ←
Marker	ⓑ
Sidepass	↖ ↗
Hand Gallop	— — — —

[HSE/WT-84]

Pattern Provided by:

All Level 1 and 13 and Under Hunt Seat Equitation

September 13, 2026



1. Posting trot left diagonal to center.
2. Sitting trot.
3. Canter right lead.
4. Walk two horse lengths.
5. Canter left lead.
6. Posting trot right diagonal.
7. Stop. Perform 270° forehand turn left.
8. Two point trot until even with cone.
9. Halt and back. Exit at sitting trot.

.....	Walk
- - - - -	Sitting Trot
- - - - -	Posting Trot
	Two Point Trot
=====	Canter
=====	Hand Gallop
↖ ↗	Change Lead/Diagonal
← 3 3 3 3	Back
▲	Cone

A hand-drawn diagram of a track or path. It features a solid line that forms a large loop on the left side and extends diagonally upwards to the right. A dashed line runs horizontally across the top, with a small '7' at its right end. Another dashed line runs horizontally across the middle, with a small '7' at its right end. A third dashed line runs horizontally across the bottom, with a small '7' at its right end. There are several small 'X' marks and a small '7' mark on the solid line. On the right side, there are several small 'S' marks and a small '7' mark. At the bottom right, there is a small triangle and a small '7' mark.

-
- Diagram illustrating various horse gaits and symbols:
- Walk: Represented by a series of dots.
 - Sitting Trot: Represented by a series of short horizontal dashes.
 - Posting Trot: Represented by a series of short horizontal dashes with vertical lines indicating the posting motion.
 - Two Point Trot: Represented by a series of short horizontal dashes.
 - Canter: Represented by a series of short horizontal dashes.
 - Hand Gallop: Represented by a series of short horizontal dashes.
 - Change Lead/Diagonal: Represented by two parallel diagonal lines.
 - Back: Represented by a series of short horizontal dashes with a double-headed arrow above them.
 - Cone: Represented by a triangle.