

Legend for Patterns

READ instructions carefully, diagrams may be abbreviated

Walk or Hand Gallop or -----

Trot, Jog or Show Gait - - - - -

Sitting Trot - . - . - . - . -

Extended Trot or Jog — . . — . . — . . -

Canter or Lope or Hand Gallop —————

Back  or ||||

Markers ▲ or (A)

Sidepass \\\\\\\

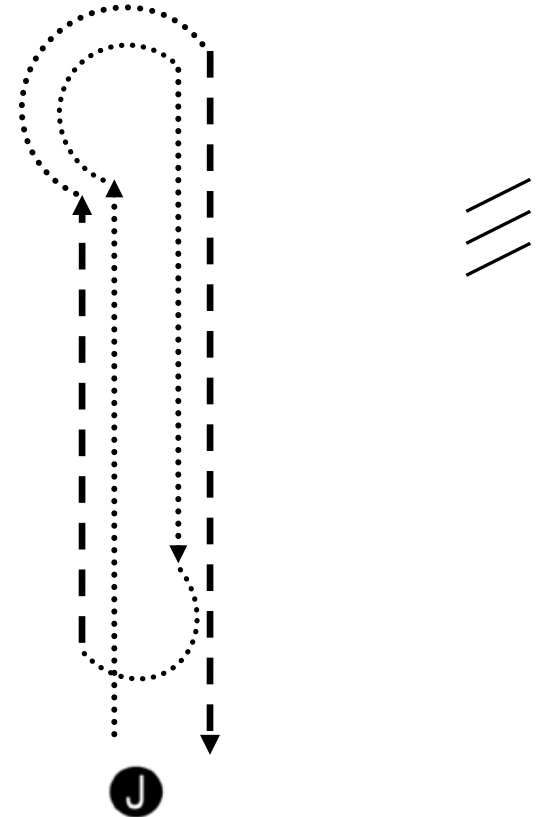
Judge (J)

When a pattern is finished, either line up or exit the arena as directed by the ring steward.

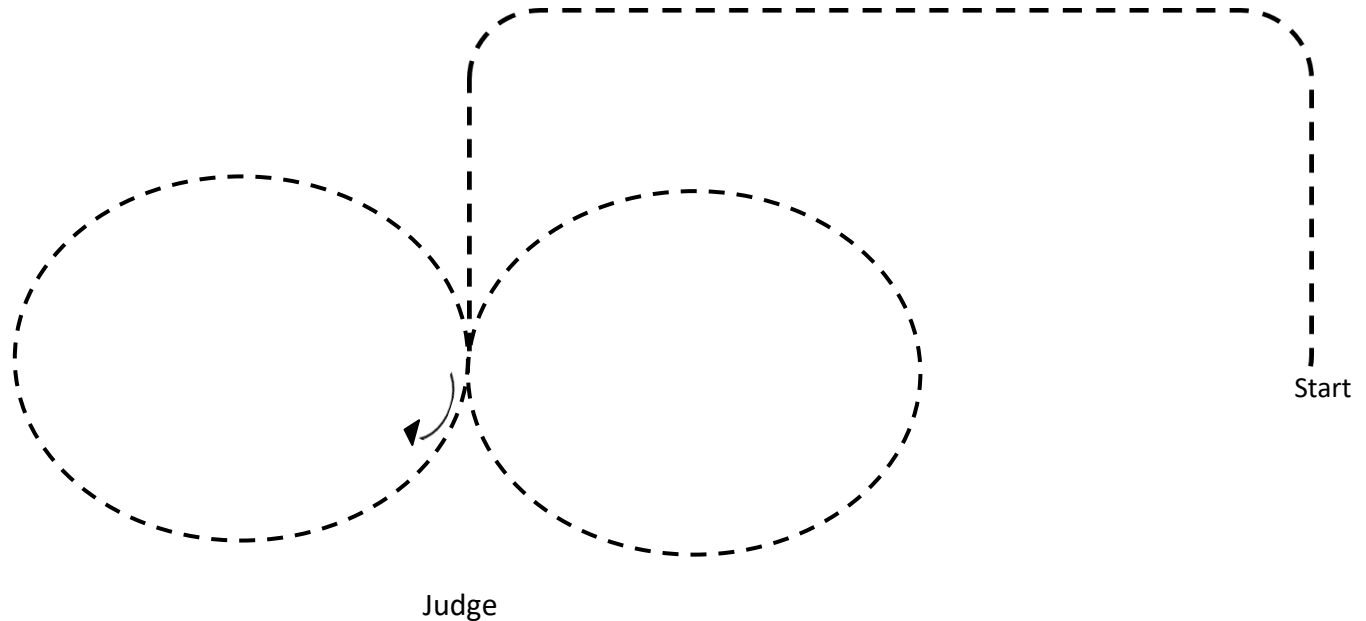
Draft Showmanship

All exhibitors will enter the arena at a trot and line up in a $\frac{3}{4}$ view on the rail.

1. From Judge, walk straight away. Walk a “golf club” loop and continue walking towards Judge.
2. Make a “golf club” loop at a walk. When lined up with Judge, trot in straight line away from Judge.
3. Walk a “golf club” loop and trot the remainder of the way back to judge. Set-up for inspection. (May turn horse 45° angle either direction.)
4. When dismissed, trot away from Judge.



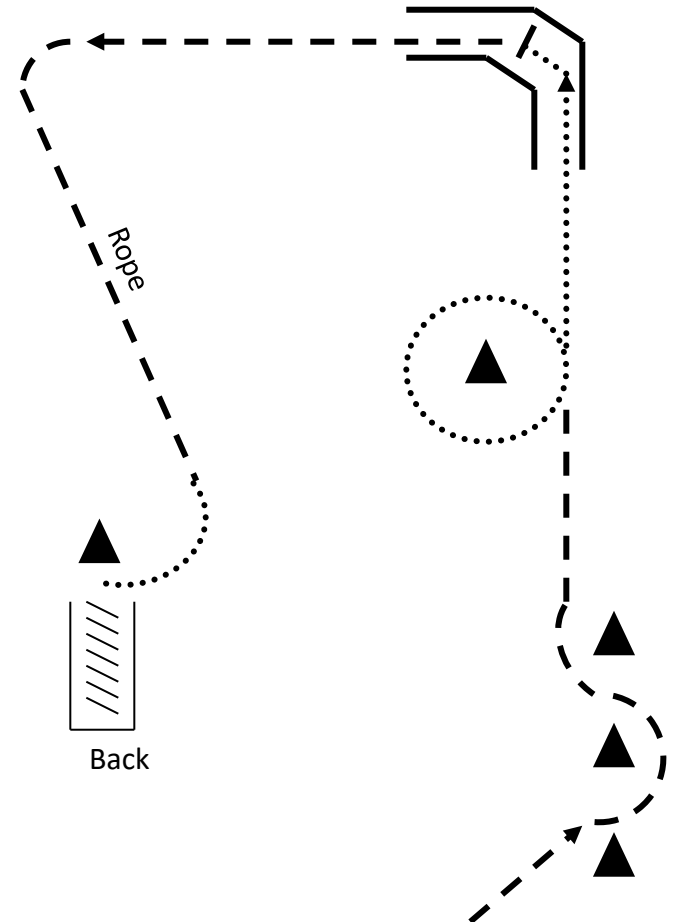
Driving Reinsmanship



1. Salute. Begin working trot/gait.
2. Drive down centerline until even with judge, halt & salute.
3. Perform a Figure 8 starting to the right at the working trot/gait.
4. Halt, salute, and exit at the walk.

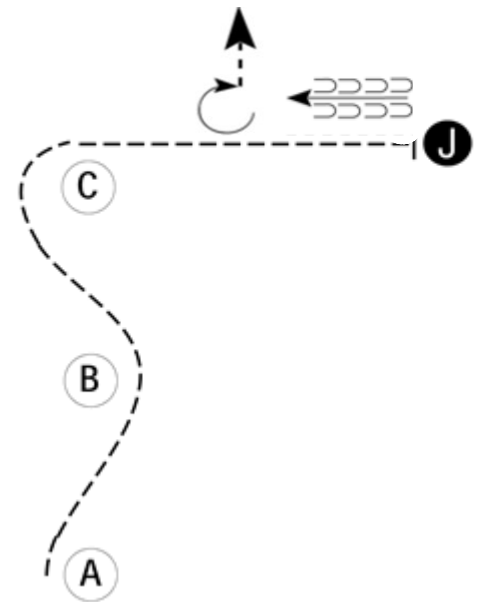
Driven Trail

1. Trot a serpentine around the first 3 cones and continue to cone 4.
2. Walk a circle around cone 4.
3. Continue at a walk into the corner, stopping halfway through the corner.
4. Trot out of the corner and over the rope, with the rope between the right wheel and the horse.
5. Walk to the final obstacle and back into the obstacle. You may start on either side of the cone in front of the back-in obstacle.
6. Stop and exit at a walk.

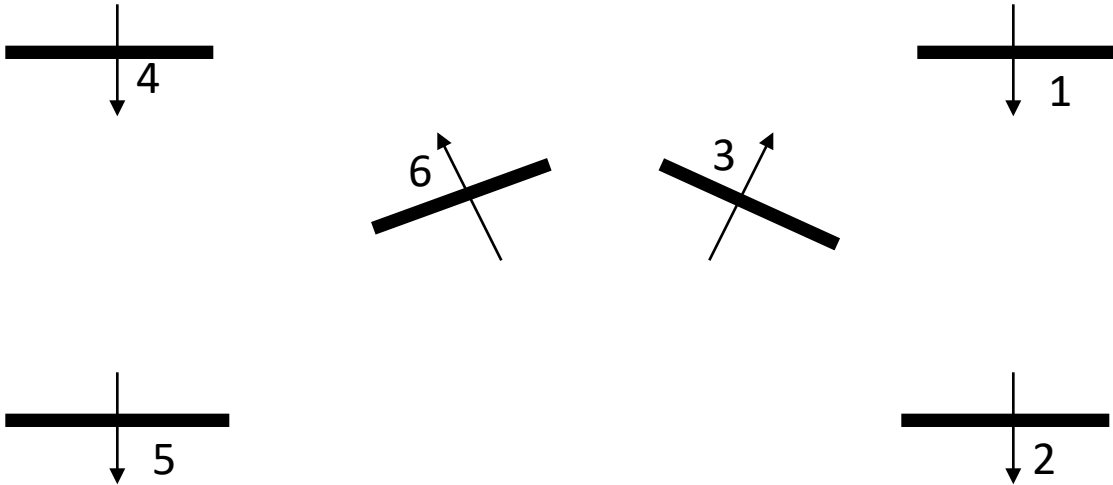


Small Equine Showmanship

1. Be ready at A.
2. When acknowledged, trot around B, around C and straight to judge.
3. Stop and set up for inspection.
4. When dismissed, back one-horse length.
5. Perform a 270° pivot.
6. Exit at a walk.

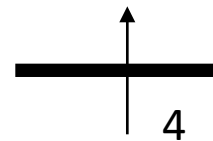
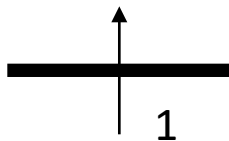
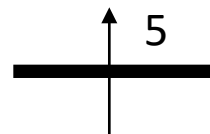
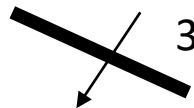
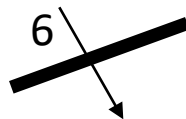
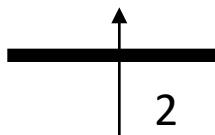


Small Equine Hunter In Hand



Fence Heights: 12-24"

Small Equine Jumpers

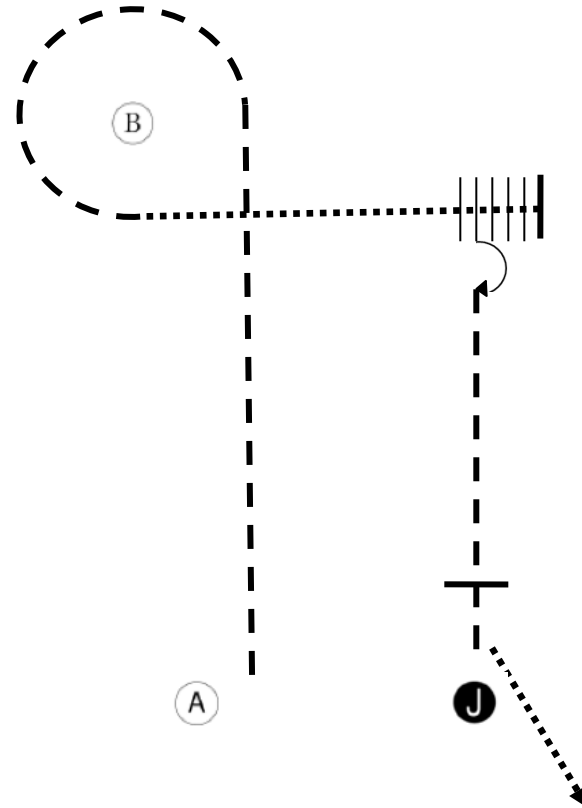


Fence Heights: 12-24"

Easy-Gaited Showmanship

Be ready at A.

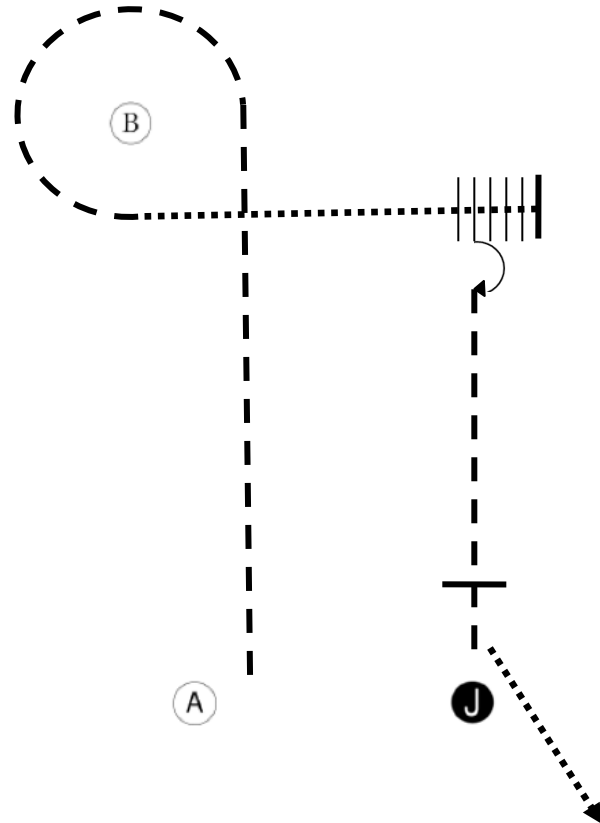
1. Show gait to and around B.
2. Show walk from B until past Judge.
3. Back until horse's hip is even with Judge.
4. Perform a 90° turn.
5. Show gait to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit arena at a show walk.



Saddle Type Showmanship

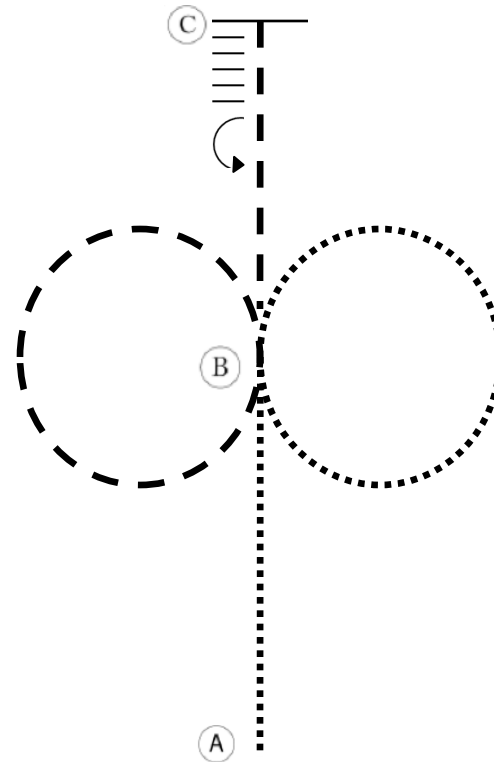
Be ready at A.

1. Trot to and around B.
2. Walk from B until past Judge.
3. Back until horse's hip is even with Judge.
4. Perform a 90° turn.
5. Trot to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit arena at a walk.



Jr English/Western & Sr Easy Gaited Equitation

1. Show walk from A to B.
2. At B, show walk a circle to the right.
3. Show gait a circle to the left.
Continue to show gait until you reach C.
4. At C, stop, back at least 5 steps, and turn 180° on the forehand to the left.
5. Exit at the show gait.

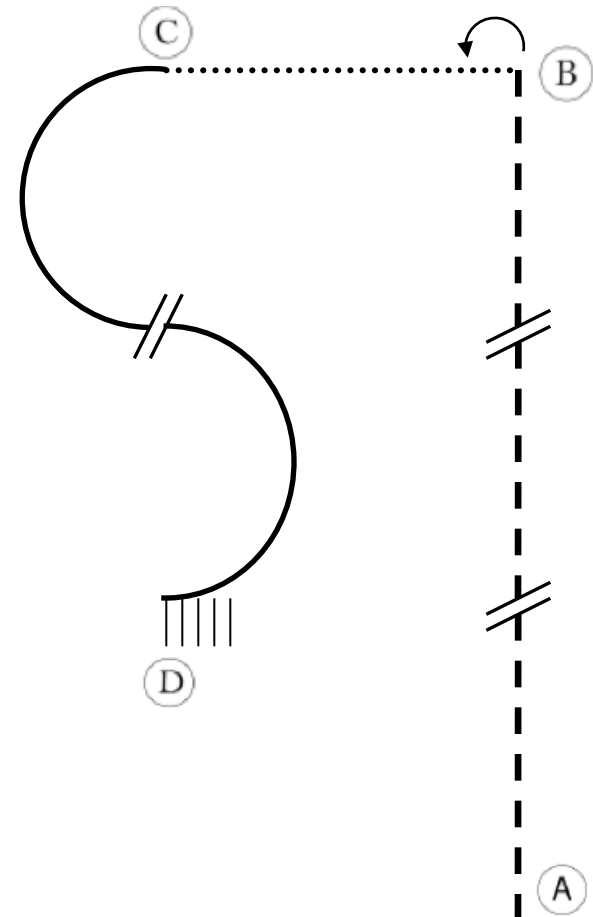


Saddle Seat Equitation

Be ready at A.

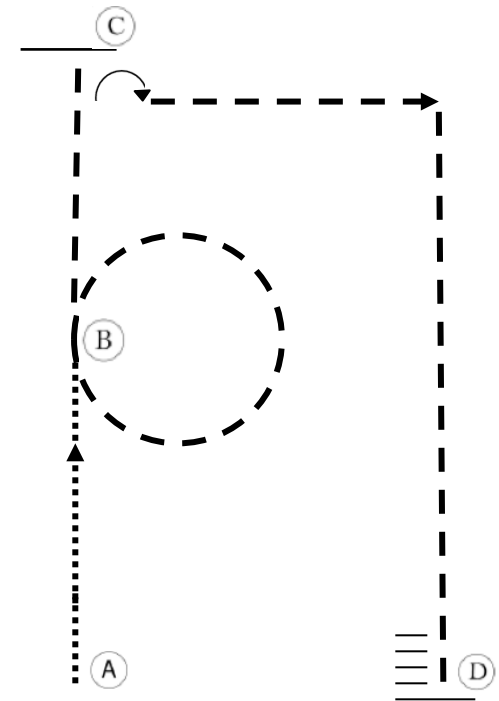
1. Drop your irons when the judge signals for you to begin.
2. Posting trot A to B beginning with the right diagonal and showing 2 changes of diagonal. Change to left diagonal when 1/3 of the way down the rail and back to the right diagonal when 2/3 of the way down the rail.
3. Halt at B.
4. Pick up your irons. Perform a 90° turn on the forehand to the left.
5. Walk from B to C.
6. Beginning at C, canter a serpentine between C and D. Canter the first loop on the left lead and the second loop on the right lead. Change of lead should be a simple lead change.
7. Halt at D. Back 5 steps. Exit at a walk.

Note: Pattern to be set far enough off rail to allow horses to complete turn on the forehand.



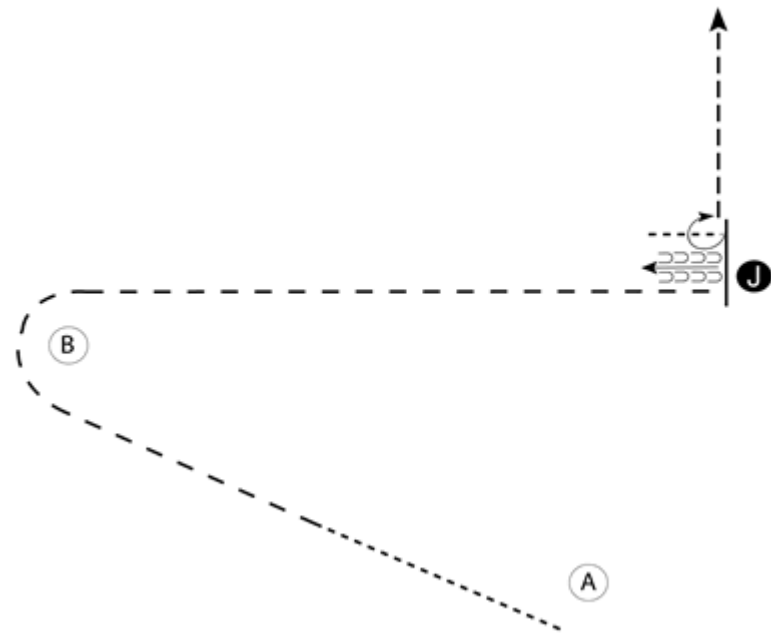
Sr Easy Gaited Horsemanship

1. Show walk from A to B.
2. At B, show gait a circle to the right.
3. Show gait to C and stop. Perform a 90° turn to the right.
4. Show gait a square turn to D.
5. At D, stop, back at least 5 steps, and exit at a show walk.



Ranch Showmanship (exhibitors 14 years & ↓)

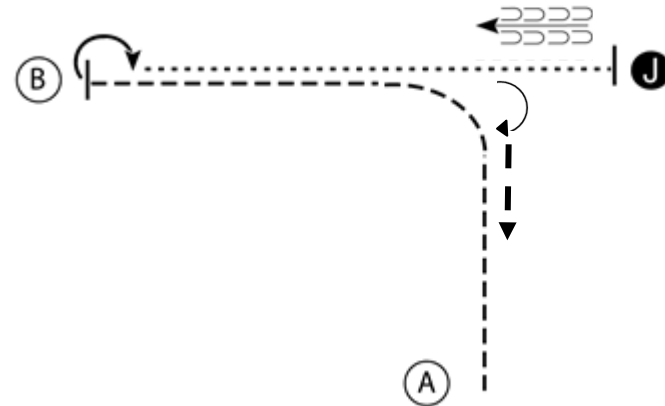
1. Walk halfway from A to B.
2. Trot around B to the Judge.
3. Stop and back 4 steps.
4. Walk to Judge and set up for inspection.
5. When dismissed, perform a 270° turn and trot away from Judge.



Place cones A & B at least 30 ft apart.

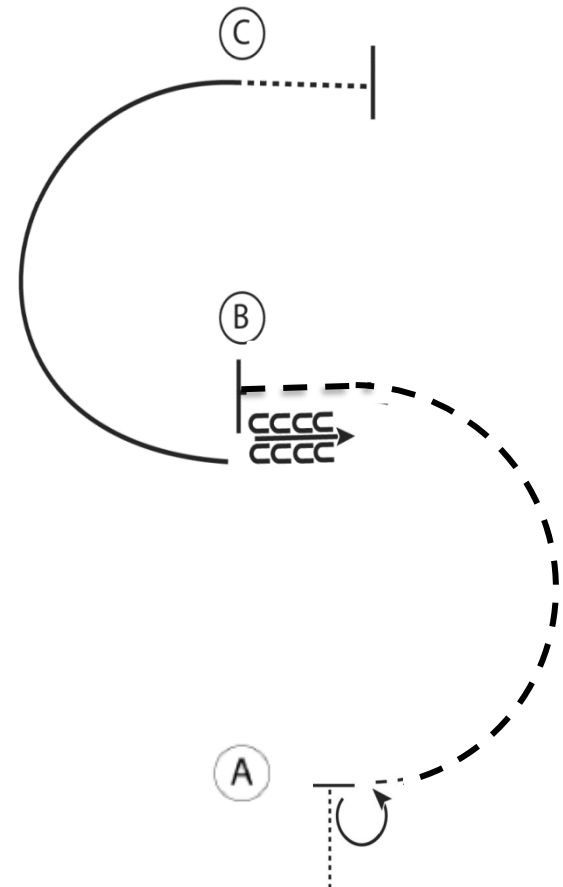
Ranch Showmanship (exhibitors 15 years & ↑)

1. Trot from A to B.
2. Stop and perform a 180° turn.
3. Walk to judge and set up for inspection.
4. After dismissed, back 4 steps and turn 90°.
5. Trot away from Judge to exit.



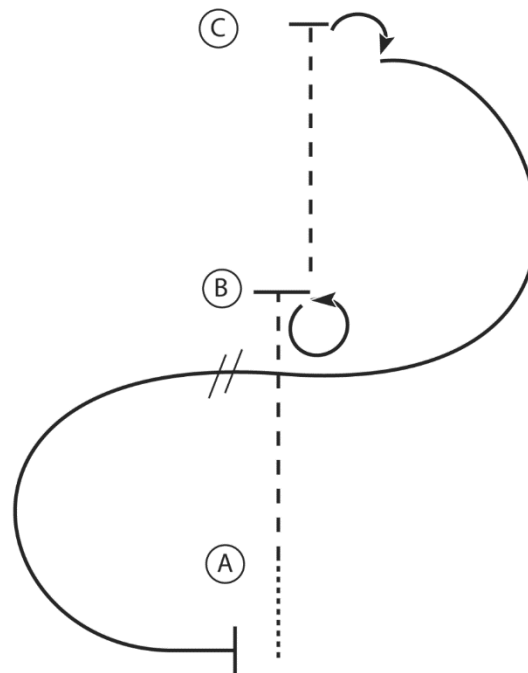
Ranch Horsemanship (exhibitors 14 years & ↓)

1. Walk to A.
2. Stop at A and perform a 270° turn to the left.
3. Trot a half circle to B.
4. Stop at B and back 3 steps.
5. Lope on the right lead a half circle to C.
6. At C, walk 5 steps and stop. Exit at a walk.



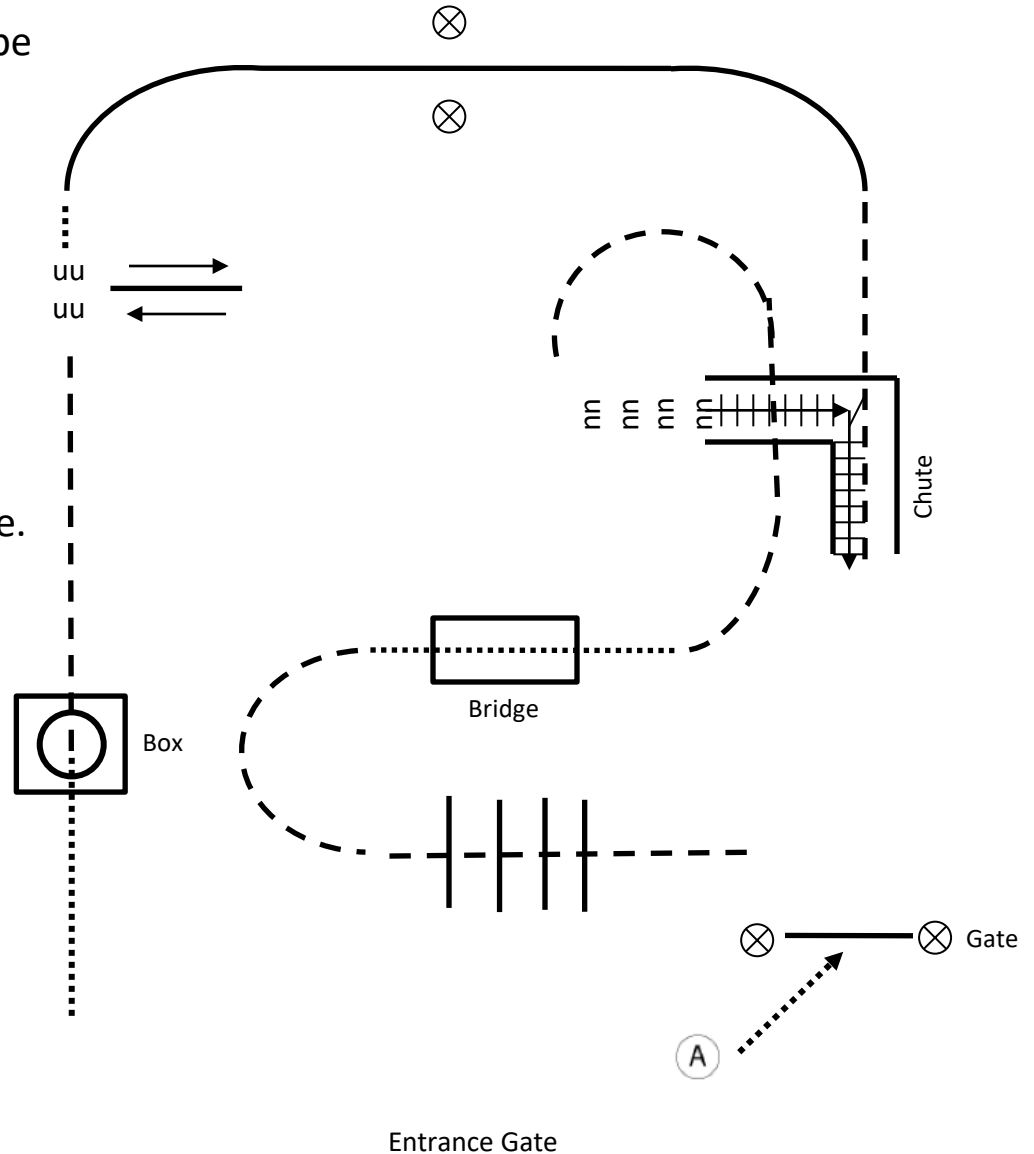
Ranch Horsemanship (exhibitors 15 years & ↑)

1. Walk to A.
2. Trot A to B..
3. Stop at B and perform a 360° turn to the left.
4. Trot B to C.
5. Stop at C and perform a 90° turn to the right.
6. Lope a half circle to B on the right lead.
7. At B perform a lead change and lope a half circle to A on the left lead.
8. Stop at A. Exit at a walk.



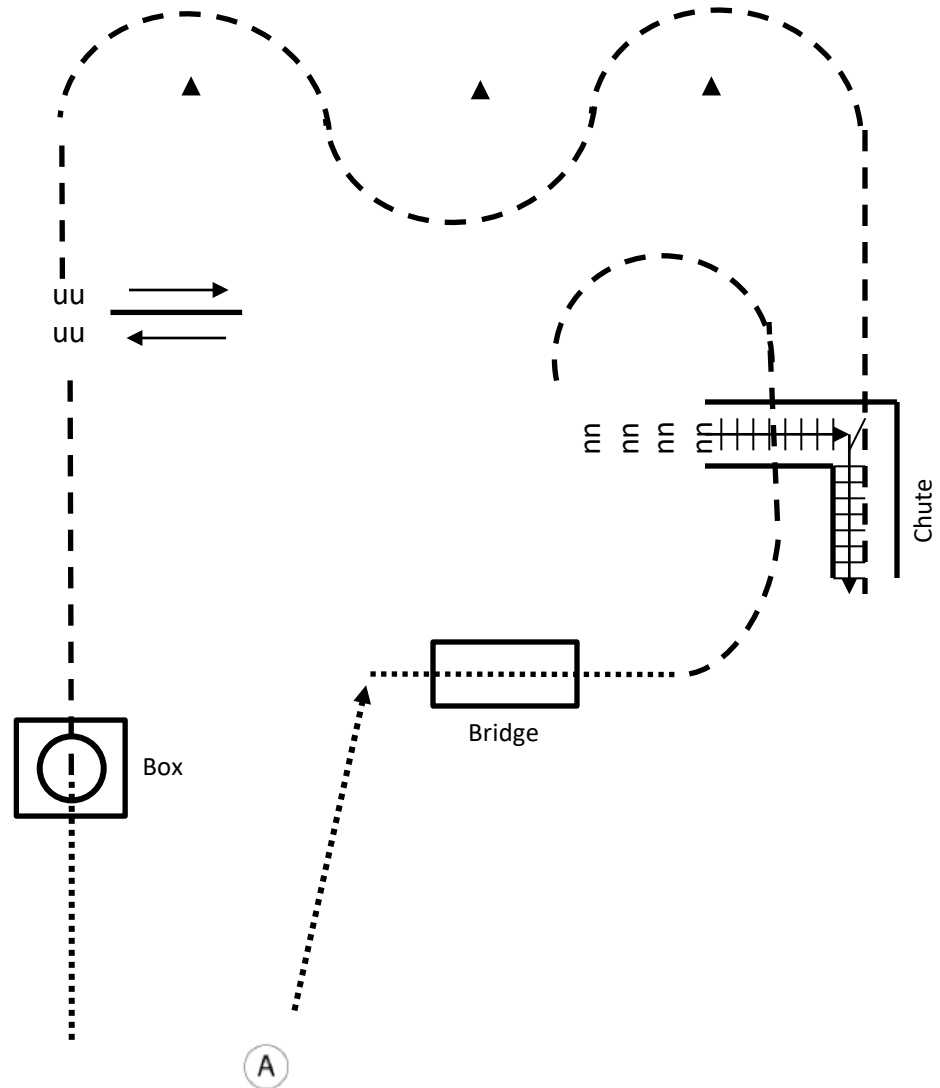
Trail

1. Begin at A. Walk to gate. Go through rope gate.
2. Jog over poles.
3. Walk over bridge.
4. Jog over poles to chute.
5. Back through chute.
6. Jog over poles.
7. Lope between 2 barrels set 6' apart.
8. Transition to a walk and stop beside pole. Side pass left to end of pole, then side pass right past end of pole.
9. Trot into the box and stop. Perform a 360° turn. Walk out of box.



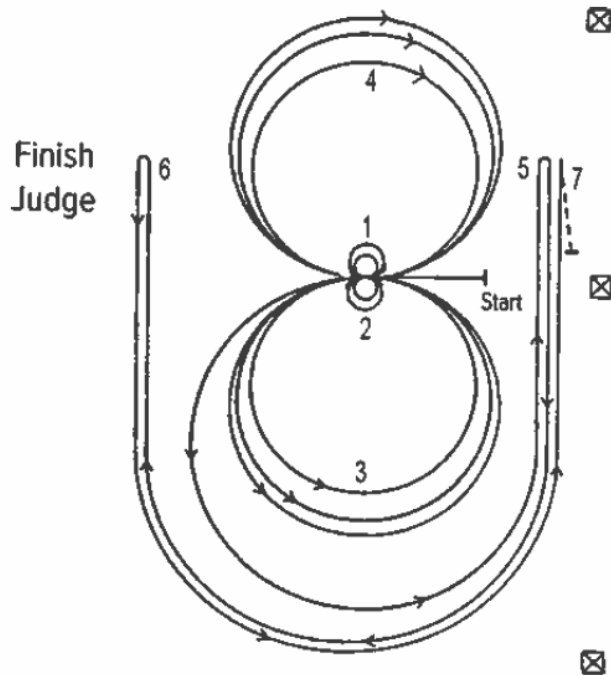
Trail in-Hand

1. Begin at A. Walk to and over bridge.
2. Jog over poles to chute.
3. Back through chute.
4. Jog out of chute and continue to jog around cones.
5. Jog to side pass and stop.
6. Side pass left over the pole.
7. Side pass right over the pole.
8. Continue to jog into the box. Perform 360° turn. Walk out.



Entrance Gate

Reining



Pattern C

Maneuver 1

Walk to the center of the arena and complete two spins to the right. Hesitate.

Maneuver 2

Complete two spins to the left. Hesitate.

Maneuver 3

Begin on the left lead. Complete two large fast circles to the left. Then do one small slow circle to the left and then do a flying lead change.

Maneuver 4

Complete two large fast circles to the right and one small slow circle to the right. And then do a flying lead change.

Maneuver 5

Begin a large fast circle to the left. Do not close this circle, but run down the side past the center marker and do a right rollback at least 20 feet from the arena fence.

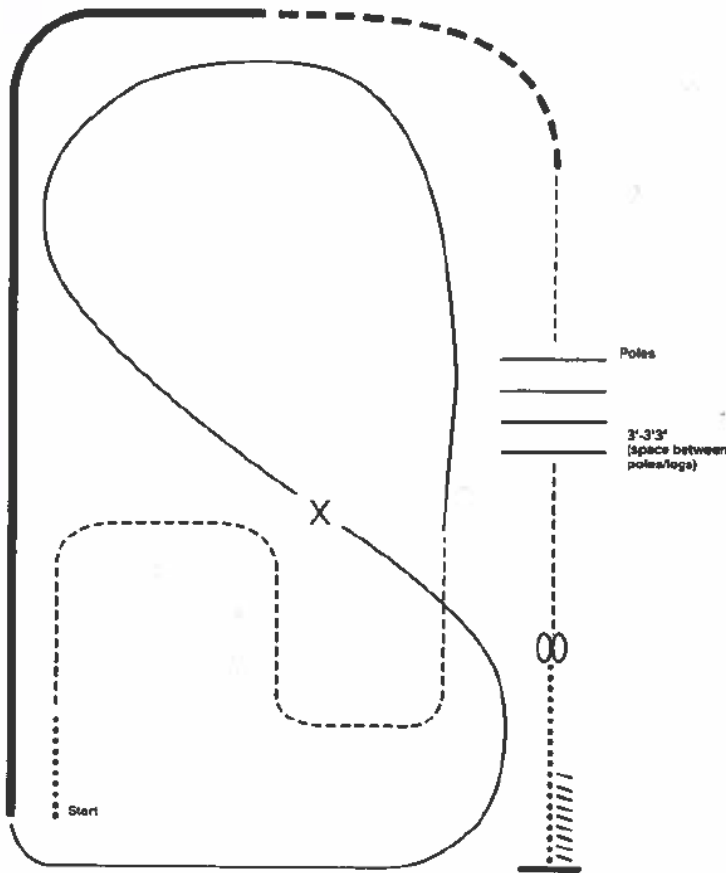
Maneuver 6

Continue back around the previous circle, run down the opposite side of the arena past the center marker, and do a left rollback at least 20 feet from the arena fence.

Maneuver 7

Continue back around the previous circle. Do not close this circle but run down the side past the center marker and do a sliding stop. Back straight to the center of the arena or at least 10 feet. Hesitate to indicate completion of the pattern and then exit the arena.

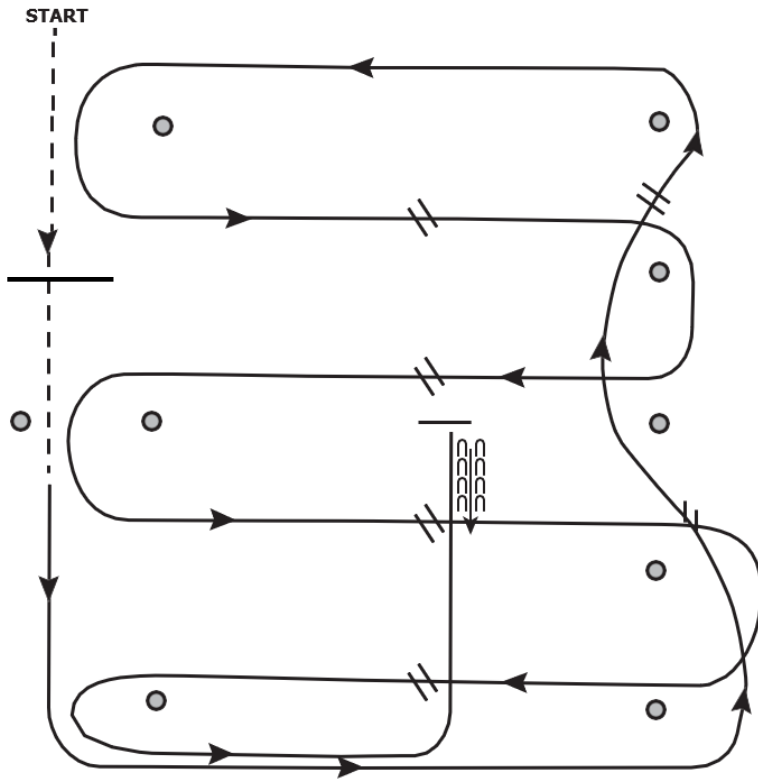
Ranch Riding



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Simple or flying change of lead
5. Lope on the right lead around the end of the arena
6. Extend the lope on the straightaway and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, perform a 360° turn to the right and then perform a 360° turn to the left
11. Walk, stop and back.

PATTERN C

Western Riding



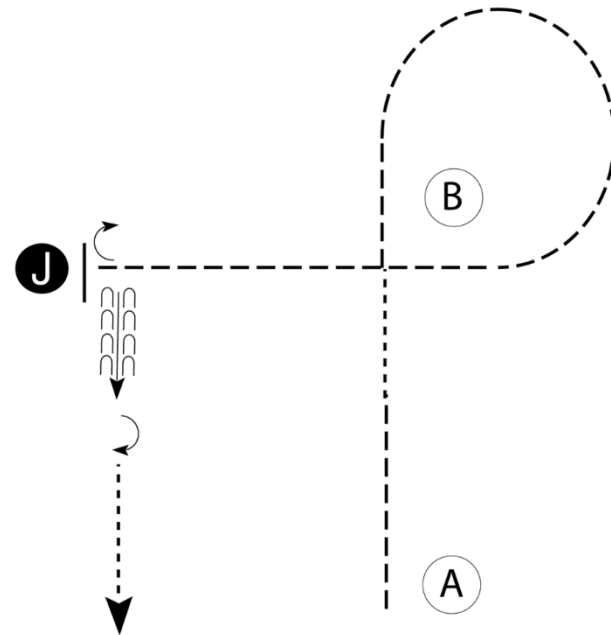
Maneuvers for Western Riding Pattern A

1. Walk to the first pylon and begin jogging to and over the log.
2. Transition to left lead lope and lope around the pylon.
3. First line change.
4. Second line change.
5. Lope around pylon.
6. Lope around pylon and first crossing change.
7. Second crossing change.
8. Lope over log.
9. Third crossing change.
10. Fourth crossing change.
11. Lope up the center, stop, and back.

PATTERN A

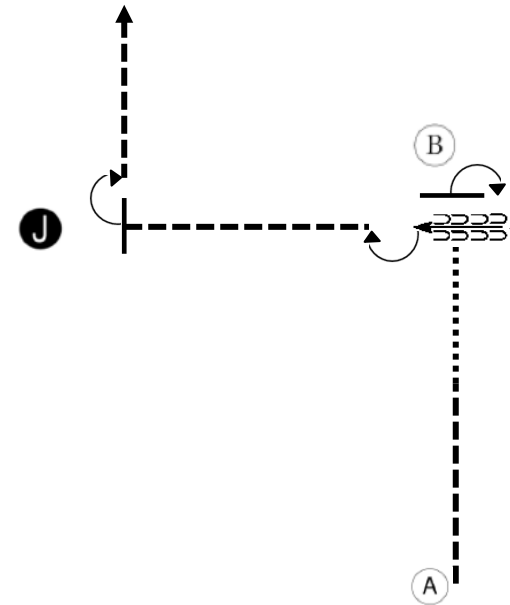
Western Showmanship (exhibitors 14 years & ↓)

1. Trot from A halfway to B.
2. Walk until even with judge.
3. Trot to and around B as shown.
4. Trot to judge.
5. Set up for inspection.
6. When dismissed, perform a 90° turn and back five steps.
7. Perform a 180° turn and walk straight away.



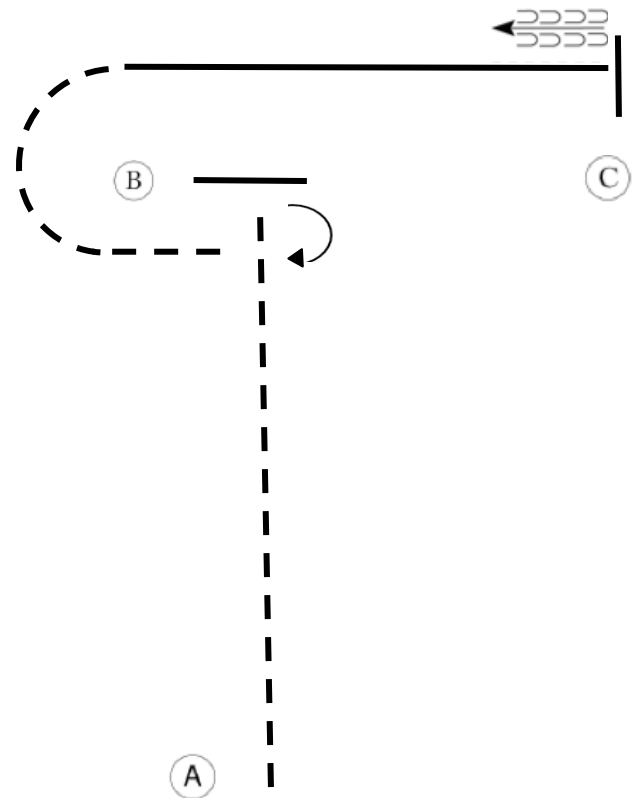
Western Showmanship (exhibitors 15 years & ↑)

1. Trot from A halfway to B.
2. Break to walk and walk to B.
3. Stop and perform a 90° turn.
4. Back 4 steps and perform a 180° turn.
5. Trot to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90° turn.
8. Trot to exit.



Western Horsemanship (exhibitors 14 years & ↓)

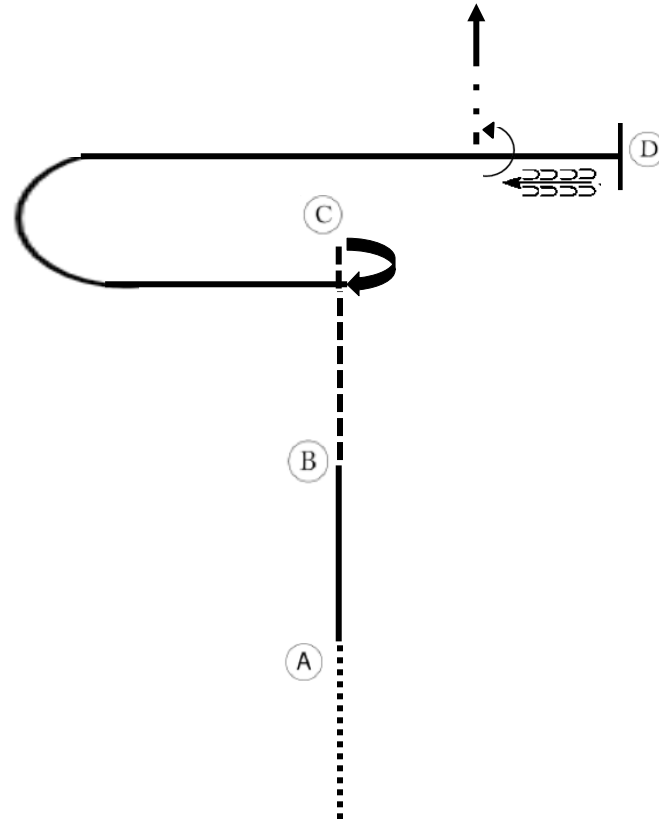
1. Jog A to B.
2. Stop at B and perform a 270° turn to the right.
3. Jog around B.
4. At B lope on the left lead to C.
5. Stop at C.
6. Back approximately one-horse length.
Exit at a jog.



Western Horsemanship (exhibitors 15 years & ↑)

Be ready before marker A.

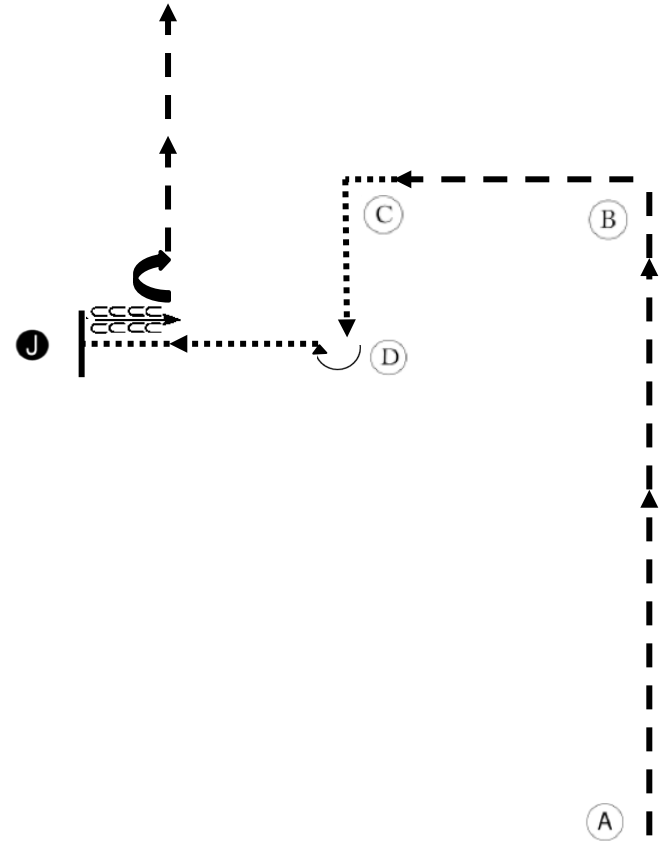
1. Walk to A.
2. Lope on left lead to B.
3. Jog to C.
4. At C, perform a 270° turn to the right.
5. Lope on right lead to D.
6. Stop at D and back approximately one horse length.
7. Perform a 90° turn to the left.
8. Extended jog to exit.



Hunter Showmanship (exhibitors 14 years & ↓)

Be ready at A.

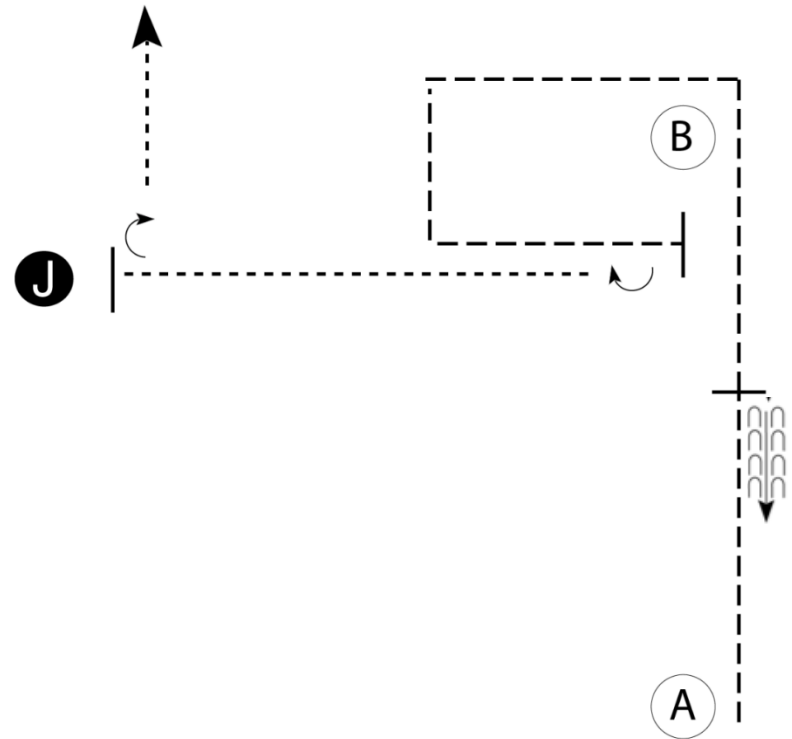
1. Trot around B and to C.
2. Break to a walk and walk around C to D.
3. Stop, turn 90° and walk to Judge.
4. Stop and set up for inspection.
5. When dismissed, back six steps.
6. Turn 90° and trot away from the Judge.



Hunter Showmanship (exhibitors 15 years & ↑)

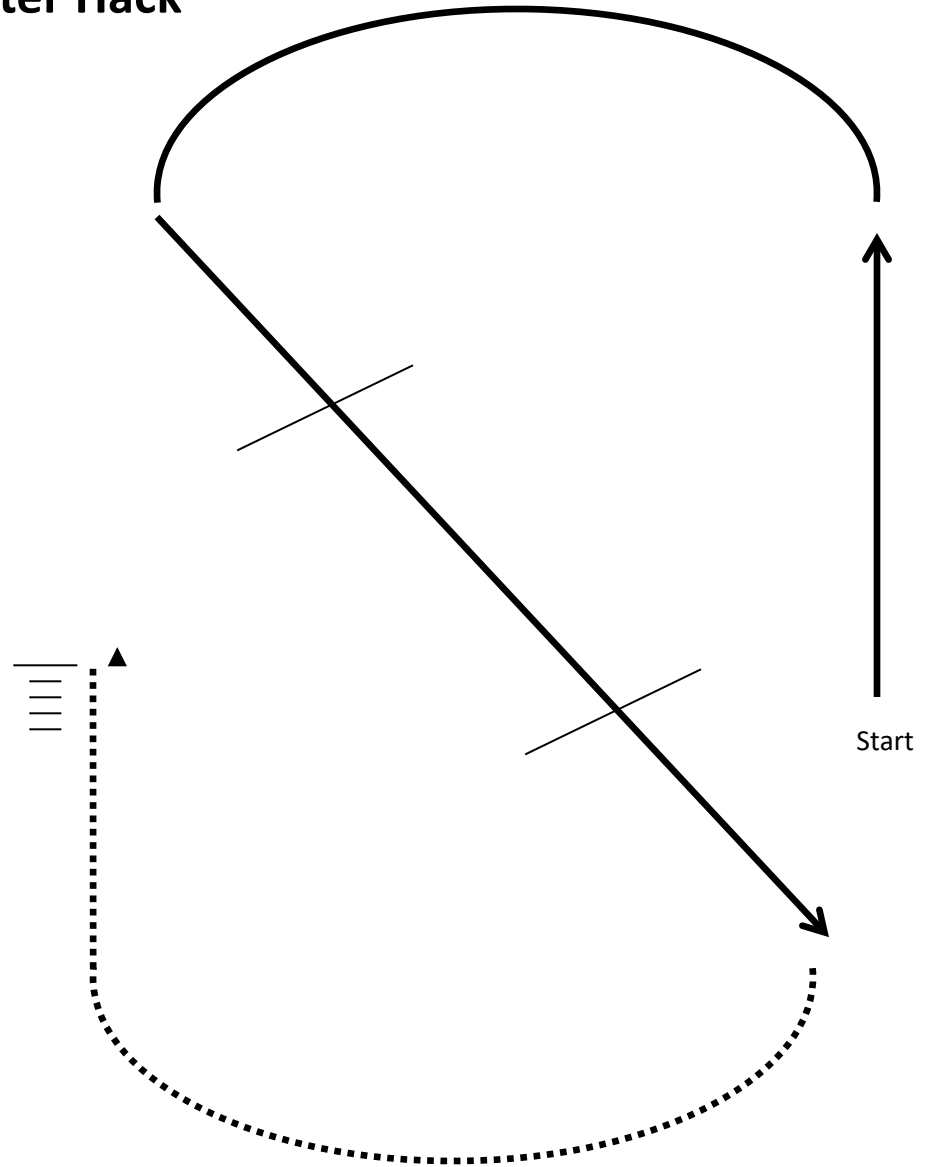
Be ready at A.

1. Trot halfway to B and stop.
2. Back four steps.
3. Resume the trot and trot a rectangle around B and stop with hip even with B.
4. Perform a 180° turn.
5. Walk to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90° turn and walk to exit.

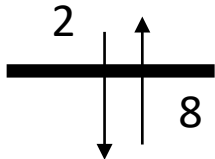


Hunter Hack

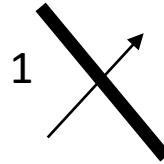
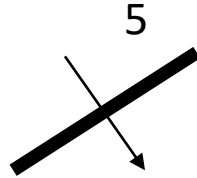
1. Fences are set ~72 feet apart.
2. After second fence, hand gallop to marker.
3. Stop and back at least 5 steps.
4. Drop your reins to signal completion.



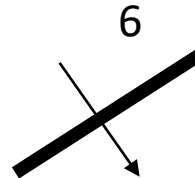
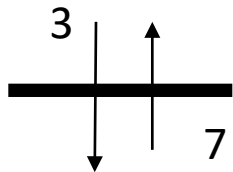
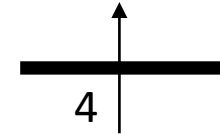
Intermediate Equitation Over Fences & Low Working Hunter



60 ft



72 ft

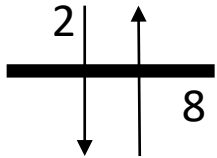


Fence Heights:

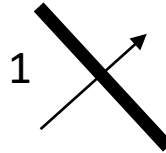
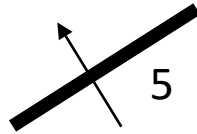
Horse and Medium/Large Pony – 2'3"

Small Pony – 2'

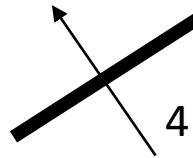
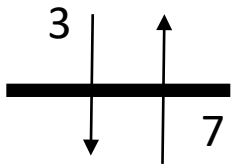
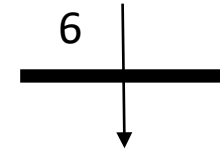
Advanced Equitation Over Fences & Regular Hunter Over Fences



60 ft



72 ft



Fence Heights:

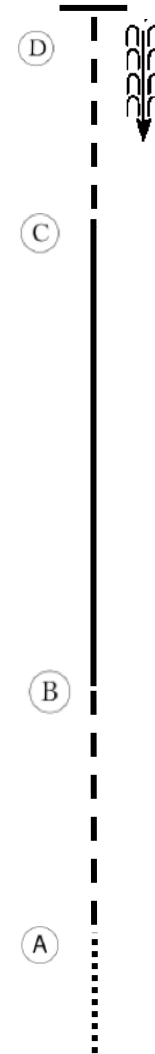
Horse and Medium/Large Pony – 2'6"

Small Pony – 2'

Hunt Seat Equitation (exhibitors 14 years & ↓)

Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Right lead canter from B to C.
4. Posting trot on the right diagonal from C to D.
5. Stop at D and back one-horse length. Exit at a trot.



Hunt Seat Equitation (exhibitors 15 years & ↑)

Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Right lead canter at B. Circle to the right.
4. Simple lead change between B and C.
5. Canter left lead to C.
6. Posting trot on the right diagonal to D.
7. Stop at D and back one-horse length. Exit at a trot.

