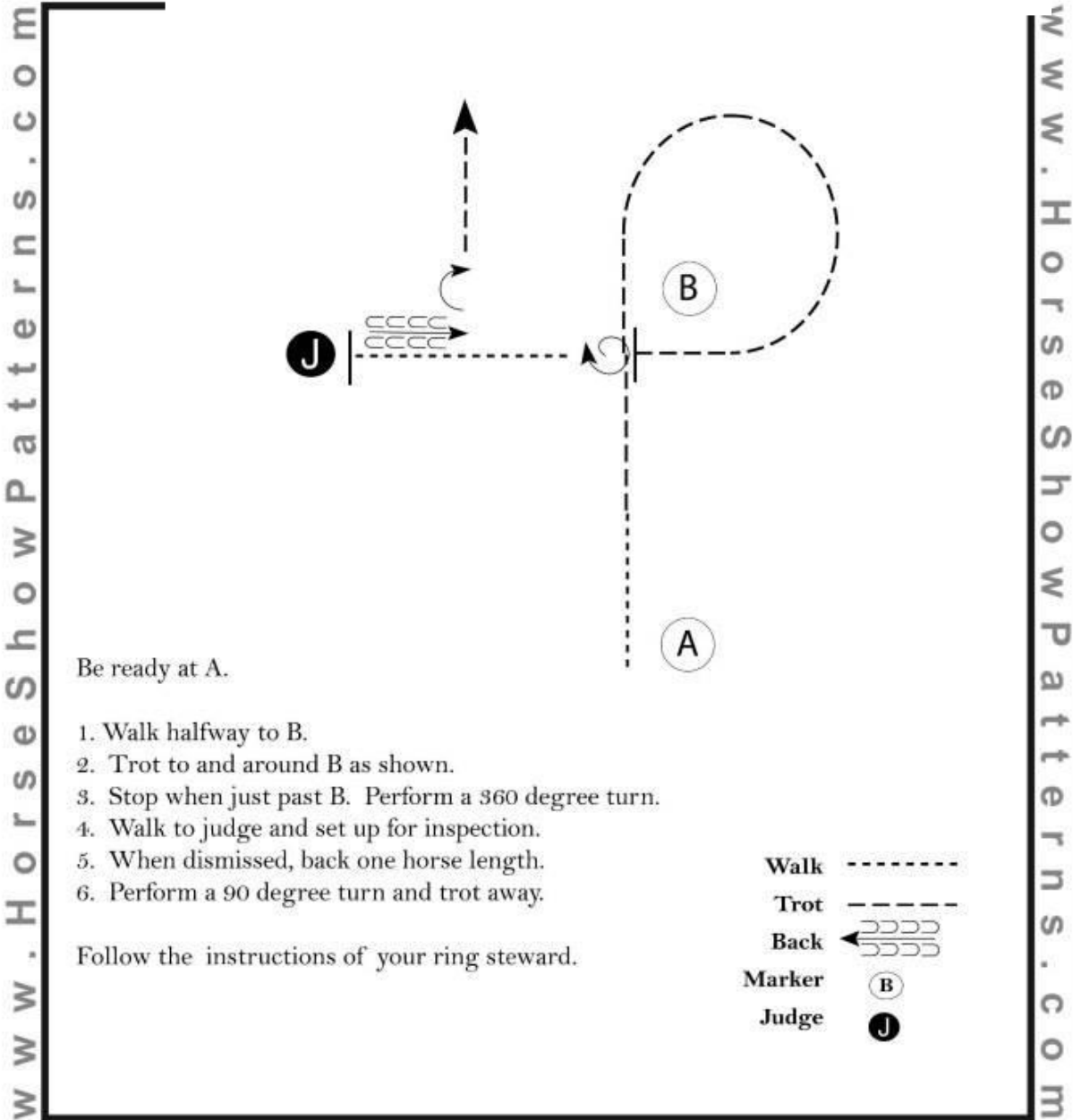


Showmanship 10-13, 14-18 and 19 & Over



[SII_7]

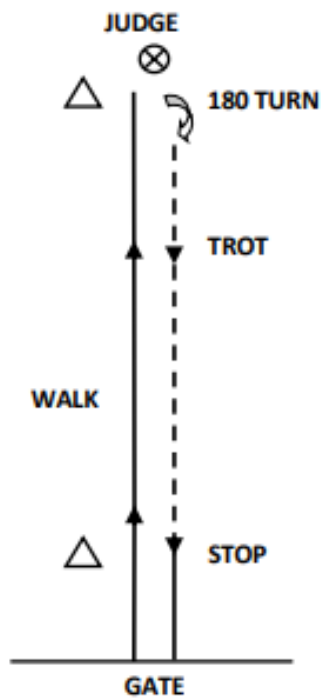
Pattern Provided by:

AZ POAC

Showmanship 9 & Under and Lead Line

SHOWMANSHIP PATTERN 2

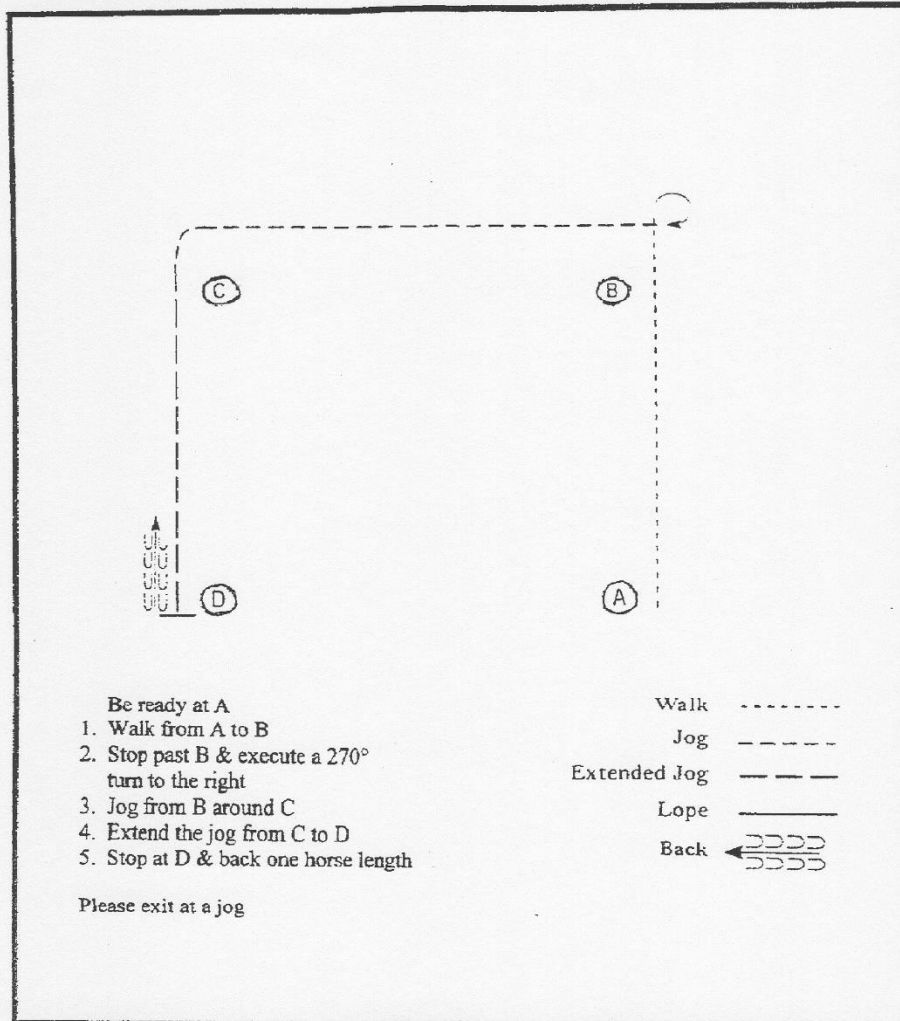
1. Walk from gate to judge in a straight line.
2. Stop and set up your pony for inspection.
3. At judge's signal, do a 180° turn to the right.
4. Trot in a straight line to the marker. Stop.
5. Walk, exit the arena.



————— WALK
----- TROT

⊗ JUDGE ↻ 180
 TURN
△ MARKER

Bareback 9 & Under



Bareback 10-13 and 14-18

The diagram shows a path starting at point A, moving back, then walking to point B, then lope in a half-circle to the right, and finally lope back to point A. The path is marked with a dashed line for the back and lope sections, and a solid line for the walk and extended jog sections. A legend on the right defines the symbols used in the diagram.

Be ready at A.

1. When acknowledged, back approximately 2 horse lengths.
2. Walk to A.
3. Lope on the left lead to B.
4. Jog in a half circle until even with B.
5. Lope on the right lead until even with A.
6. Break to a jog and exit pattern at a jog.

Pattern is over once you have jogged two strides past A.

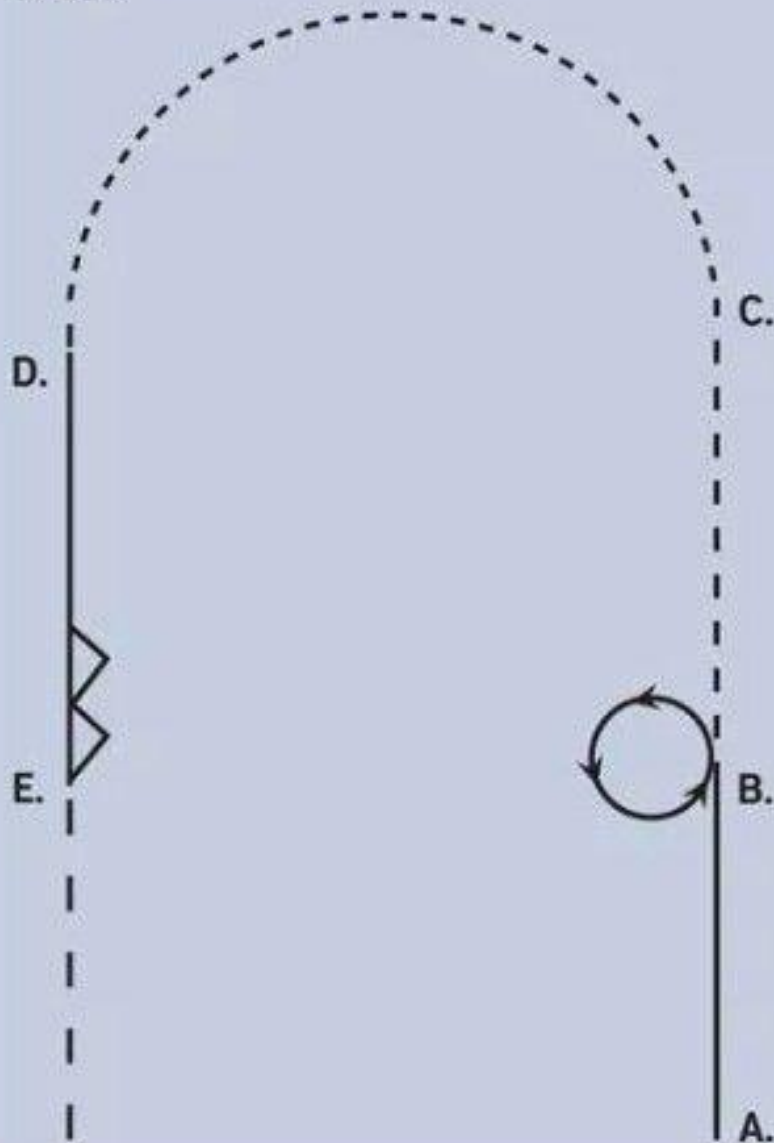
Follow the instructions of your ring steward.

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

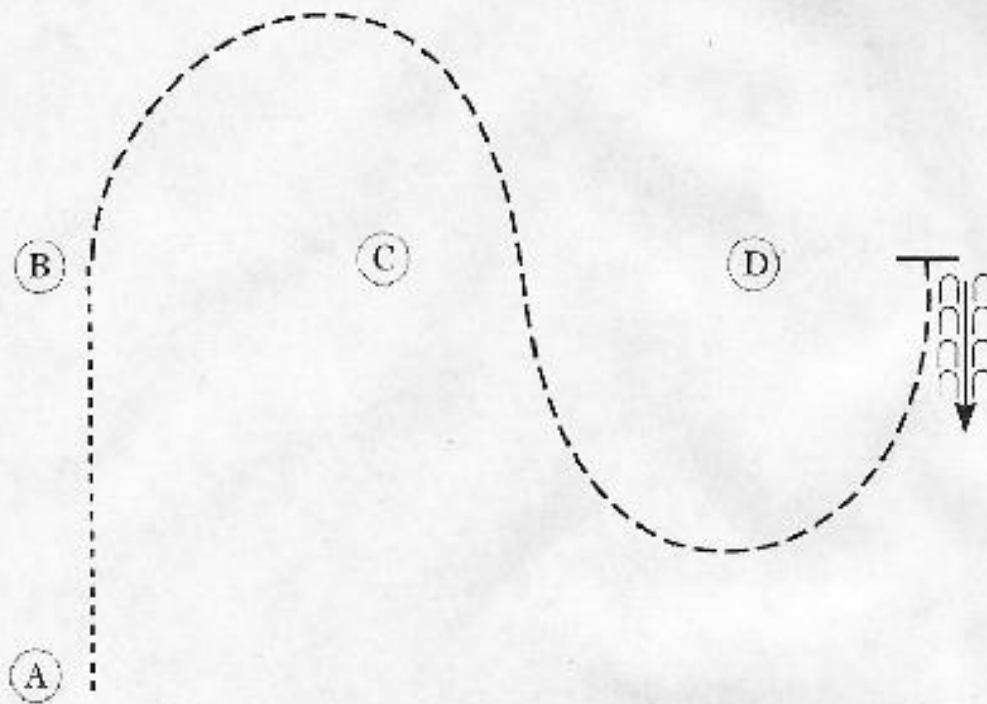
10-13, 14-18 and 19 & Over

Horsemanship

1. Lope, left lead, at A
2. Stop, 360-degree turn on hindquarters (left) at B
3. Extended jog B to C
4. Normal jog C to D
5. Lope, right lead, at D
6. Stop and back at E
7. Walk



Western Horsemanship 9 and Under



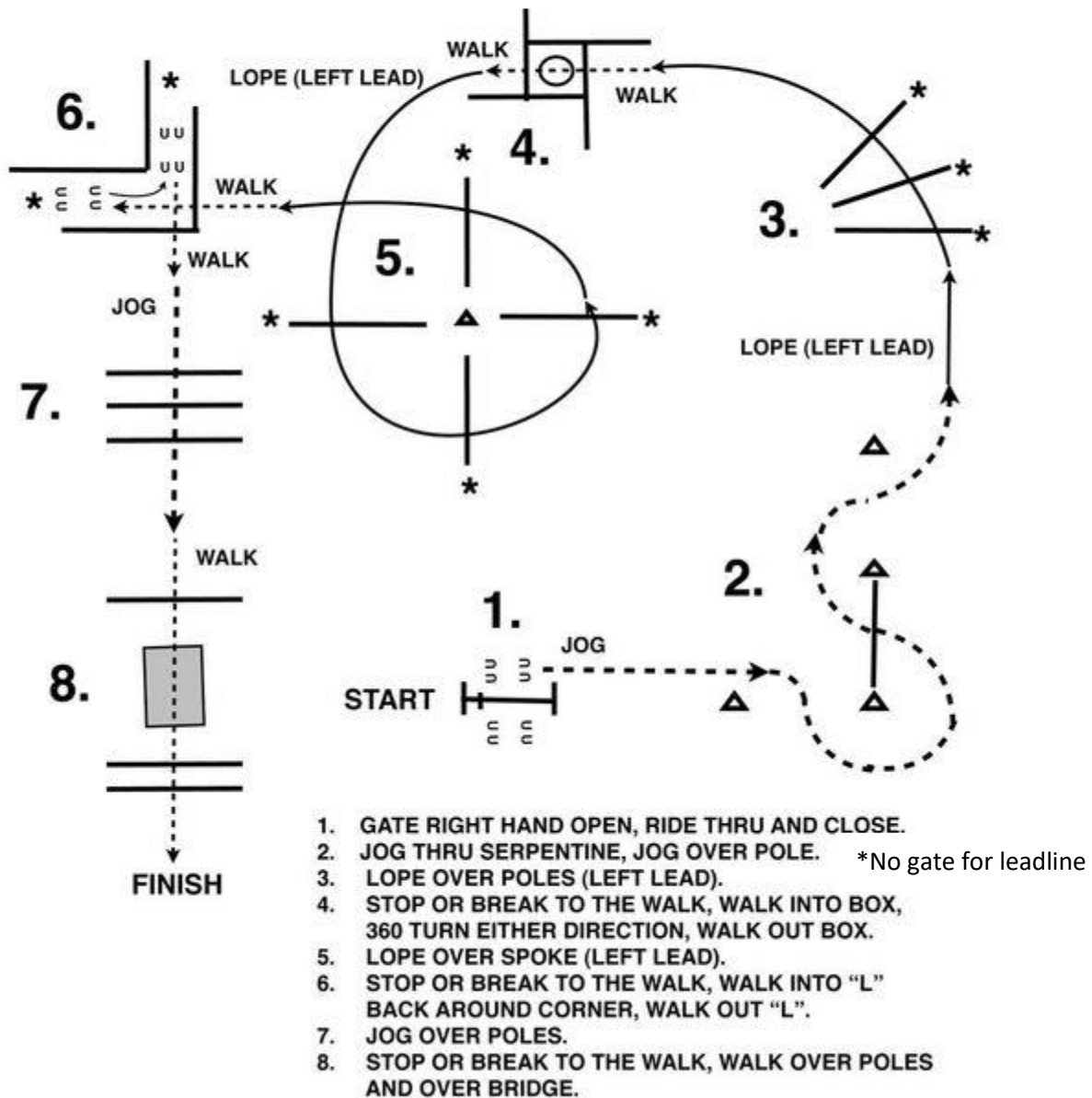
Be ready at A.

1. Walk A to B.
2. Jog at B, around C and to D.
3. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← — — — —
Marker	⊙ B
Sidepass	← — — — — →

All Trail

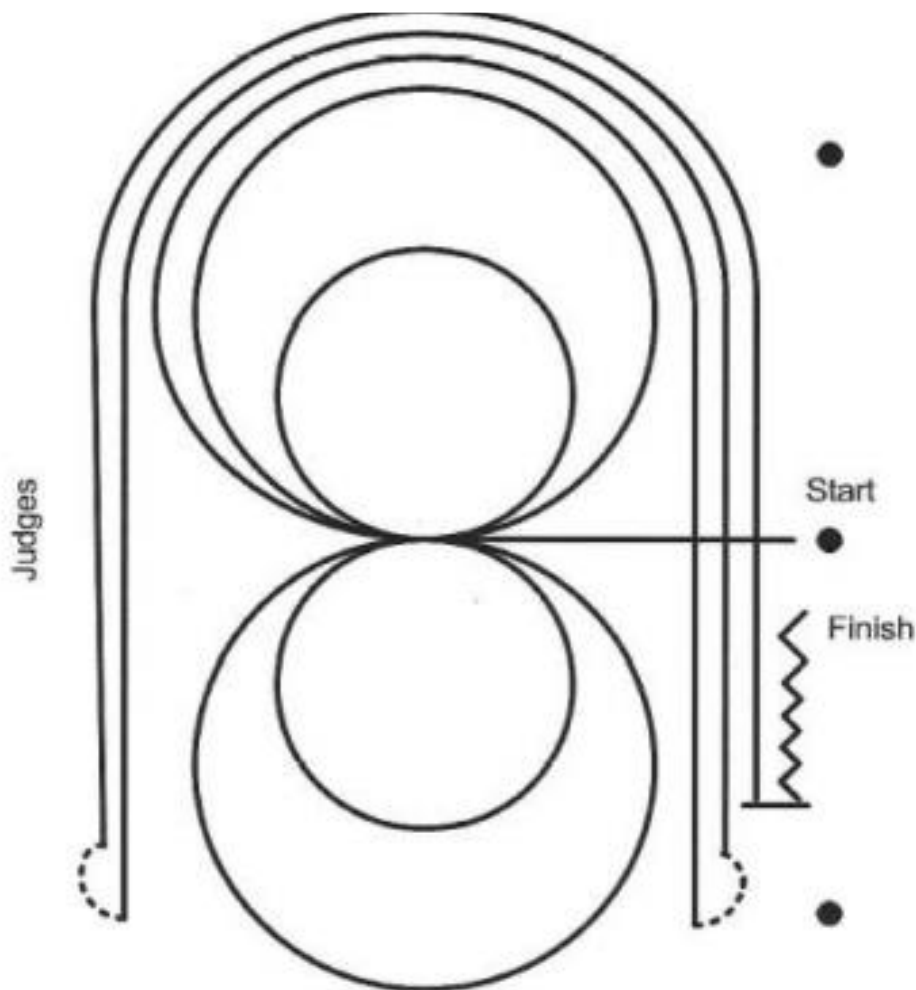


1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE. *No gate for leadline
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.

*Leadline, W/T and
9 and Under: Jog
over poles

Pattern #

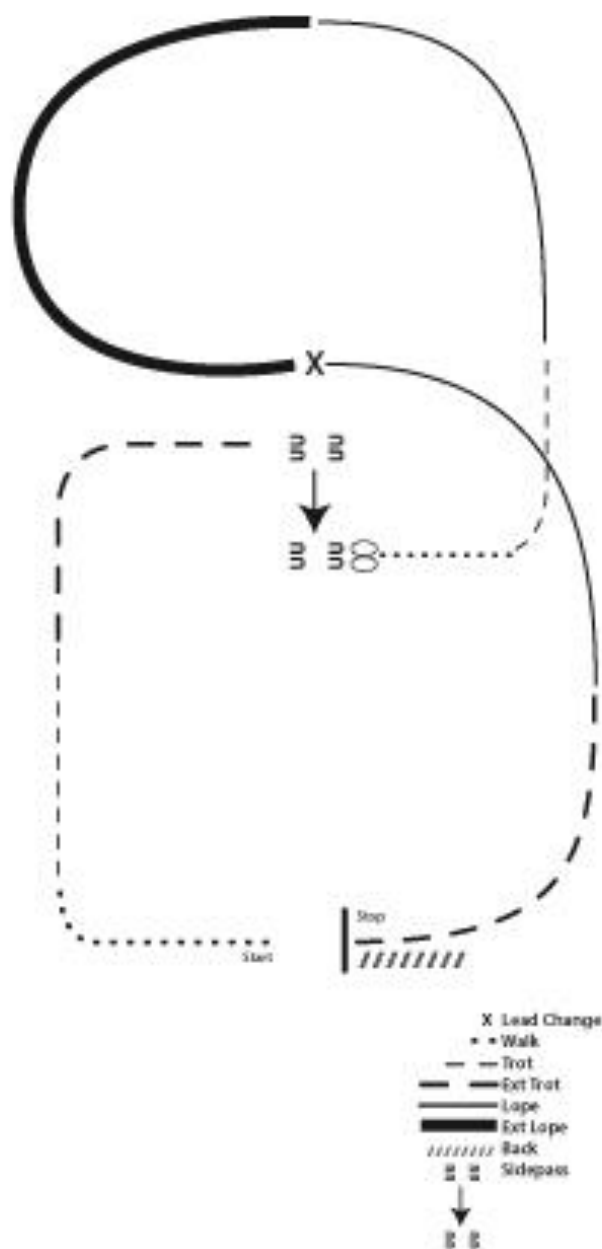
All Reining



Pattern 1

Beginning at the center of the arena facing the left wall or fence:

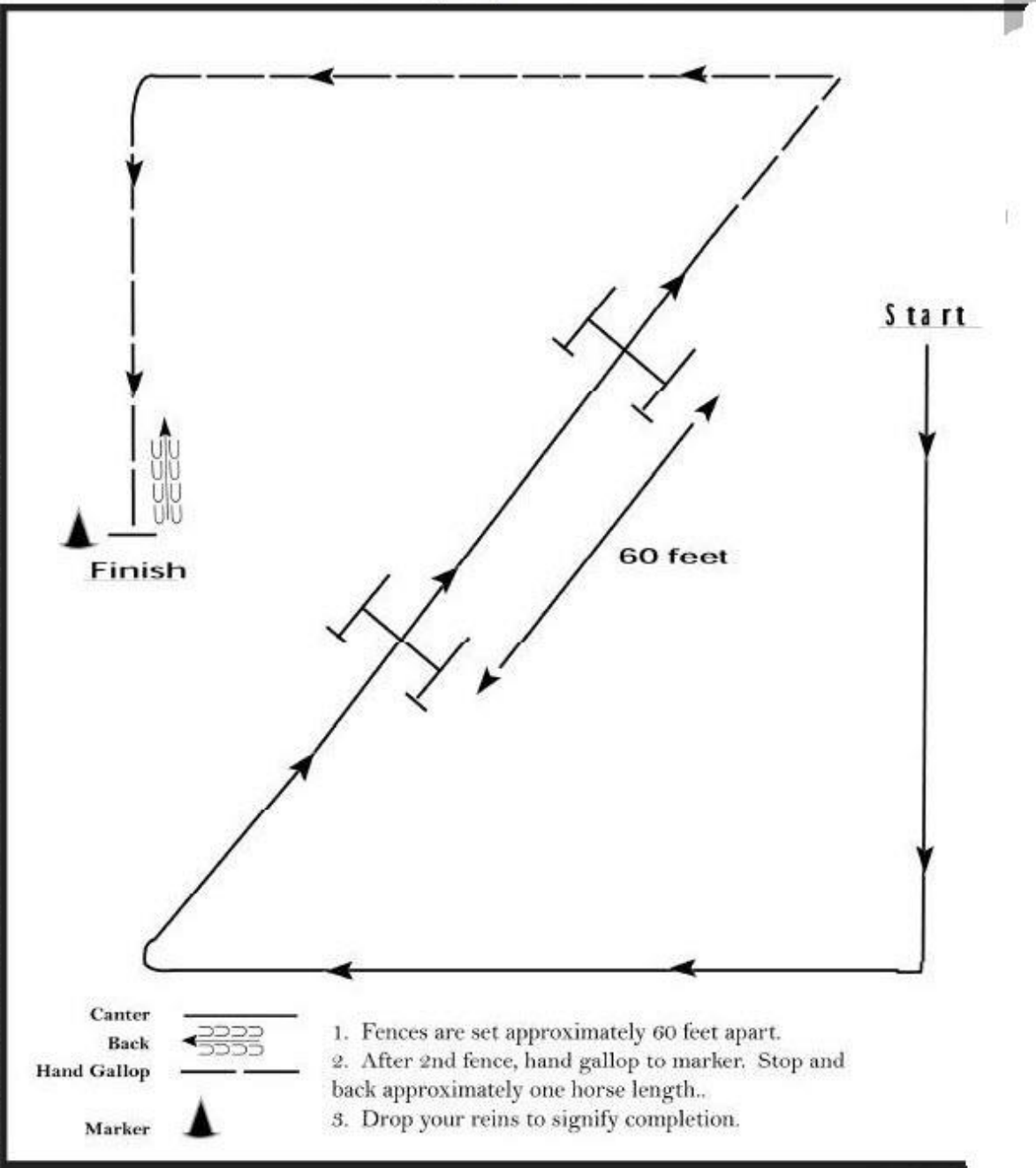
1. Begin a large figure 8 at lope starting to the right.
2. Make a small figure 8 at a lope. Change leads at the center of the arena.
3. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from wall or fence – no hesitation.
4. Lope straight up the right side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.
5. Lope straight up the left side of the arena, circle the top end of the arena, and staying at least 20 feet (6 meters) from the walls or fence, run straight down the right side of the arena past the center marker and do a sliding stop.
6. Back to the center marker. Hesitate to demonstrate the completion of the pattern.
7. Wait to judge for inspection until dismissed.



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way is)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

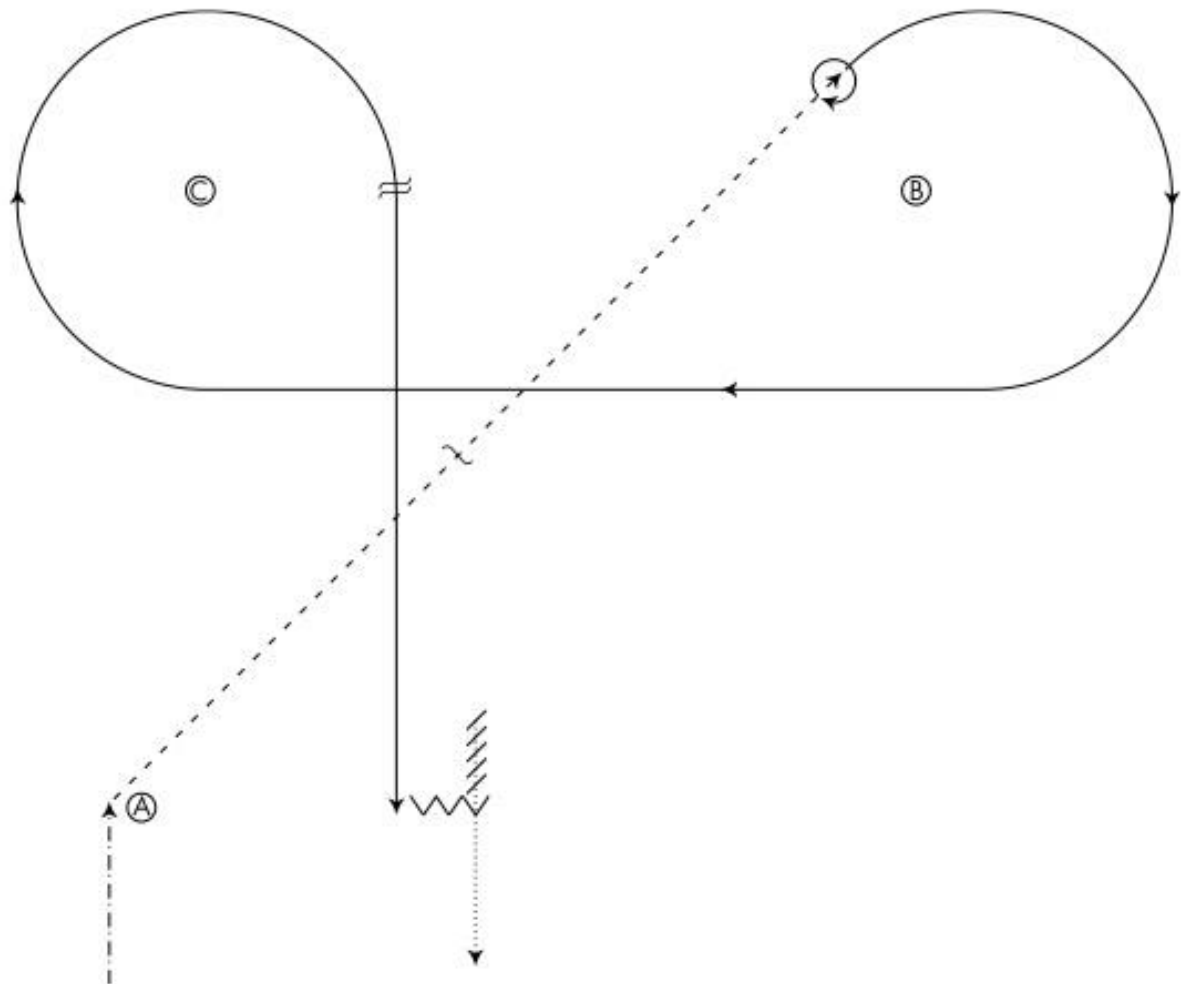
Hunter Hack (All Ages)

www.HorseShowPatterns.com



[HH/60-1

Pattern Provided by:



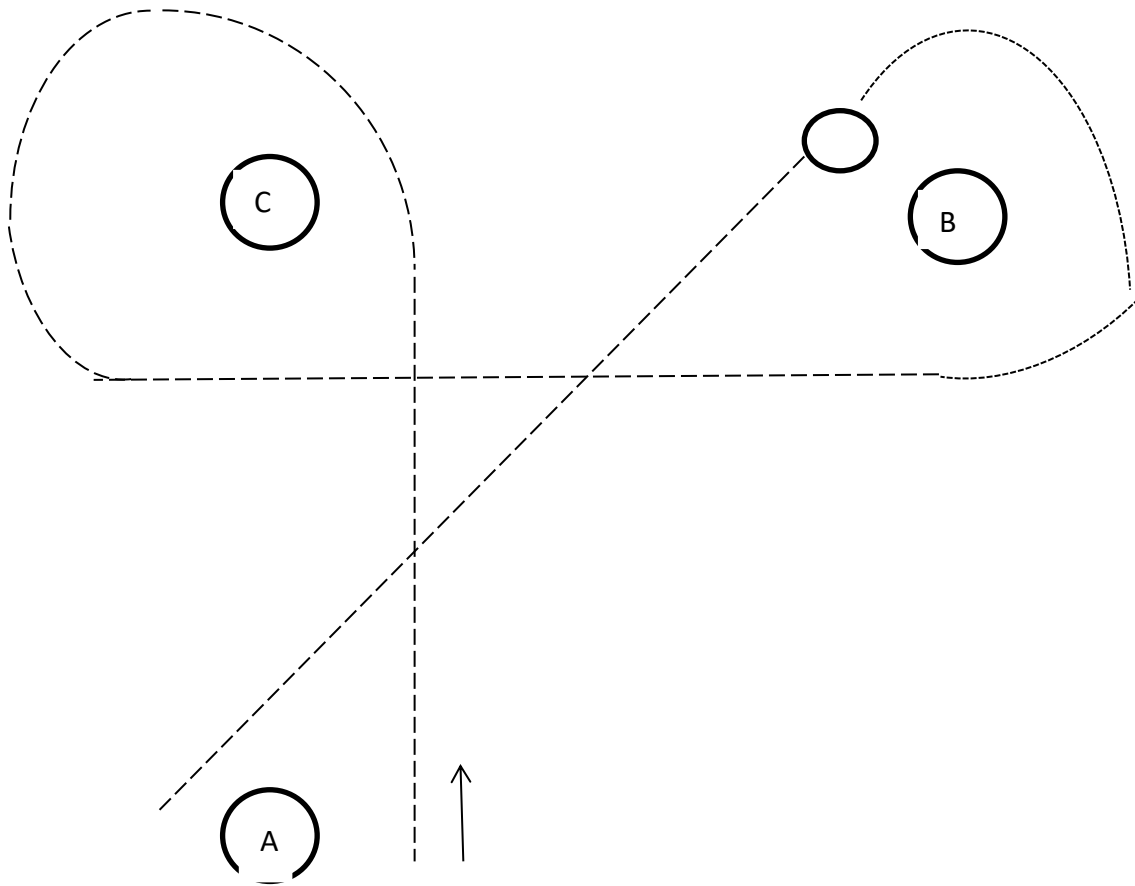
KEY

.....	WALK
-----	POSTING TROT
- . - . - .	SITTING TROT
- . . . - .	EXTENDED TROT
————	CANTER
////////	BACK
~	CHANGE LEADS
~~~~~	SIDEPASS
~	CHANGE DIAGONALS
Ⓐ	MARKER

**INSTRUCTIONS**

1. Begin before A. Sit the trot to A.
2. At A, begin posting on the right diagonal half way to B. Change diagonals and continue at the posting trot to B.
3. At B, stop. Execute a 360-degree turn on the forehand to the right.
4. Canter in the right lead around B and around C.
5. Change leads (simple) between C and B and canter a straight line until even with A.
6. At A, stop. Side pass left. Then back.
7. Walk forward and exit the arena at a walk.

## 9 and Under Hunt Seat Equitation



1. Posting trot on the right diagonal from A to B.
2. Stop at B and perform a 360 degree turn on the forehand to the right.
3. Walk around B.
4. Posting trot on the left diagonal from B to C, around C and back to A.
5. Stop at A and back four steps.
6. Exit pattern at a walk.