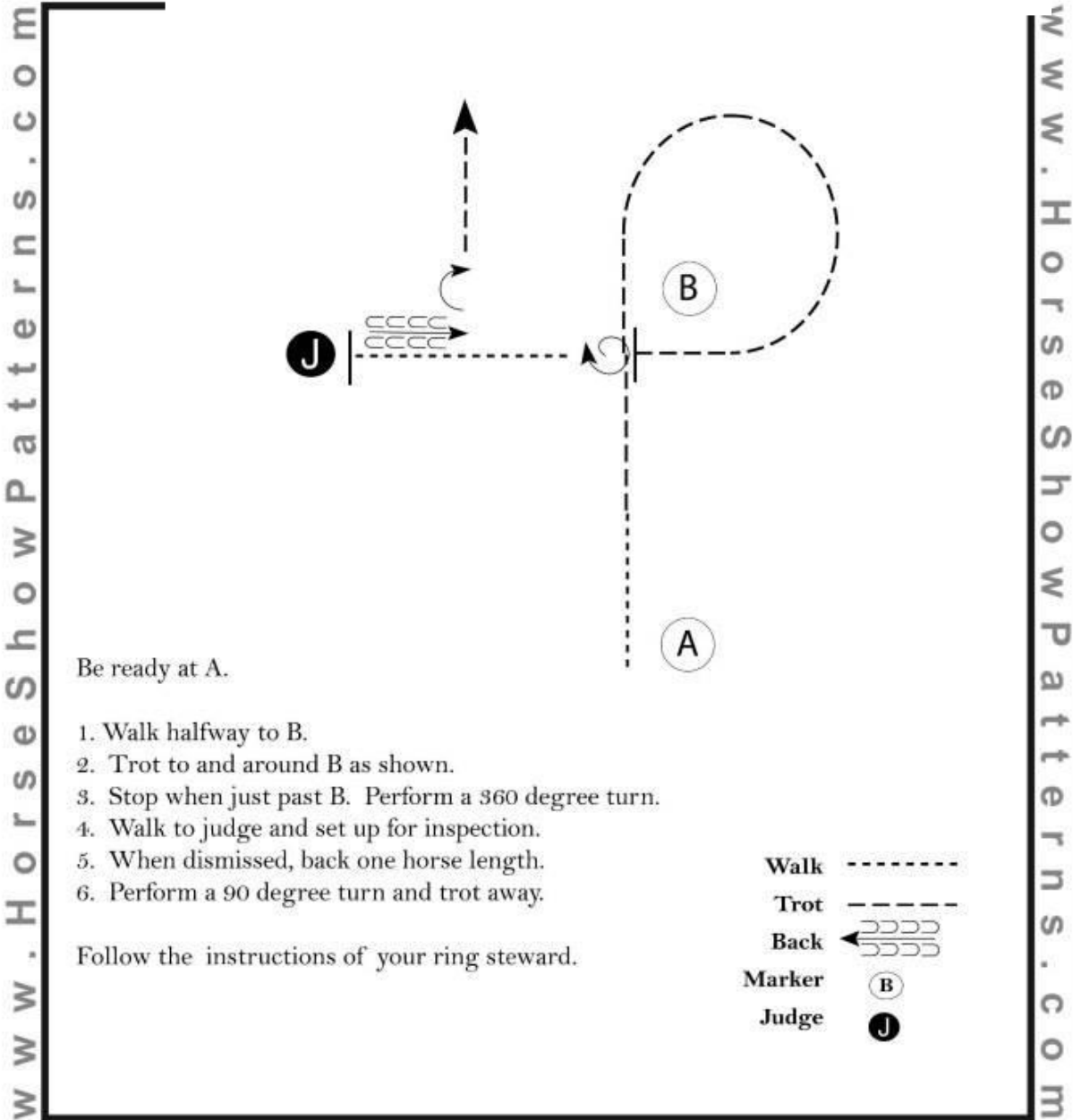


Showmanship 10-13, 14-18 and 19 & Over



[SII_7]

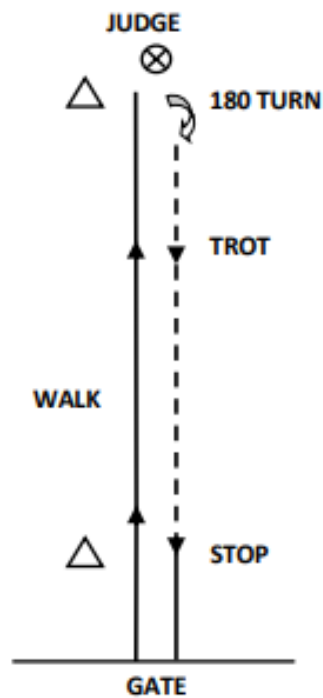
Pattern Provided by:

AZ POAC

Showmanship 9 & Under and Lead Line

SHOWMANSHIP PATTERN 2

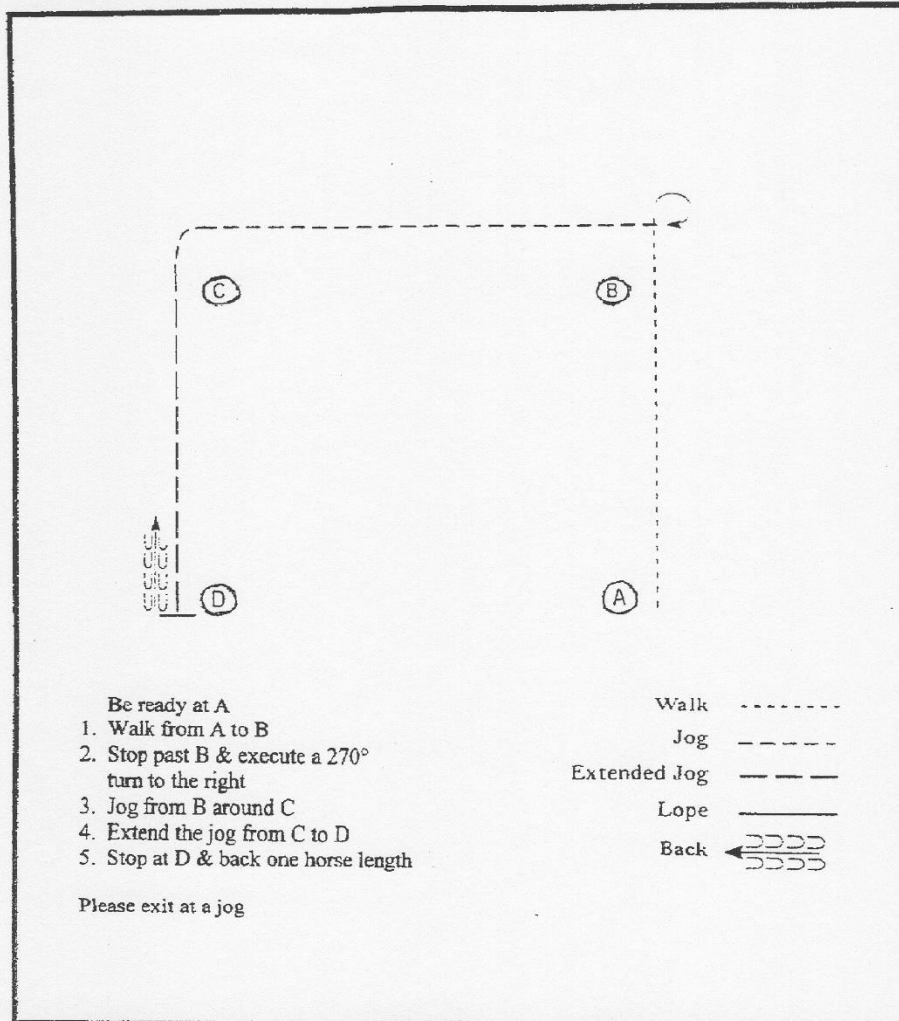
1. Walk from gate to judge in a straight line.
2. Stop and set up your pony for inspection.
3. At judge's signal, do a 180° turn to the right.
4. Trot in a straight line to the marker. Stop.
5. Walk, exit the arena.



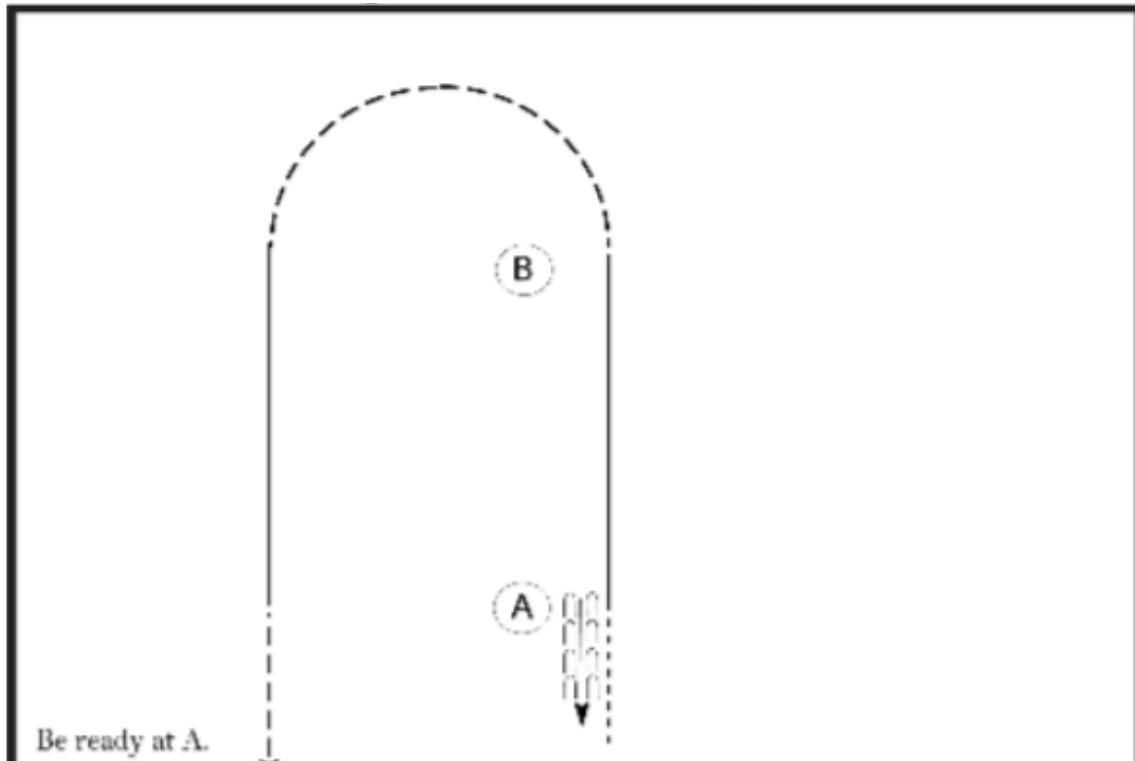
————— WALK
----- TROT

⊗ JUDGE ↻ 180
 TURN
△ MARKER

Bareback 9 & Under



Bareback 10-13 and 14-18

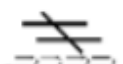




Be ready at A.

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.

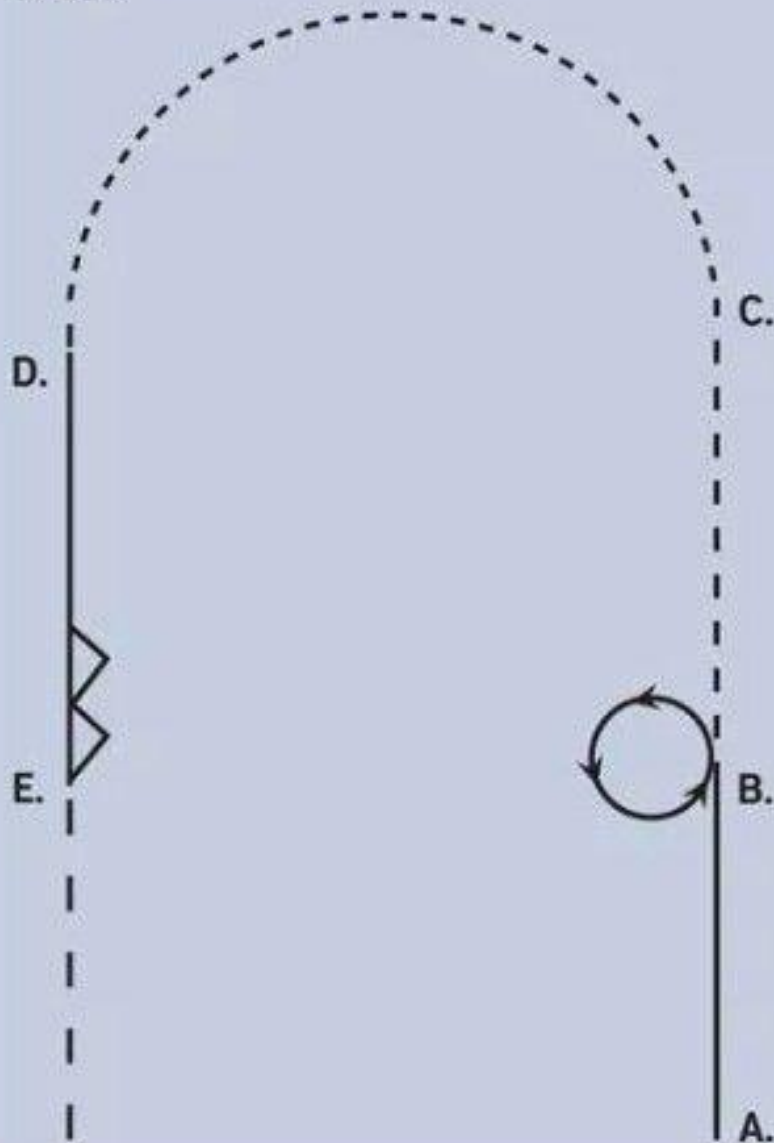
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	

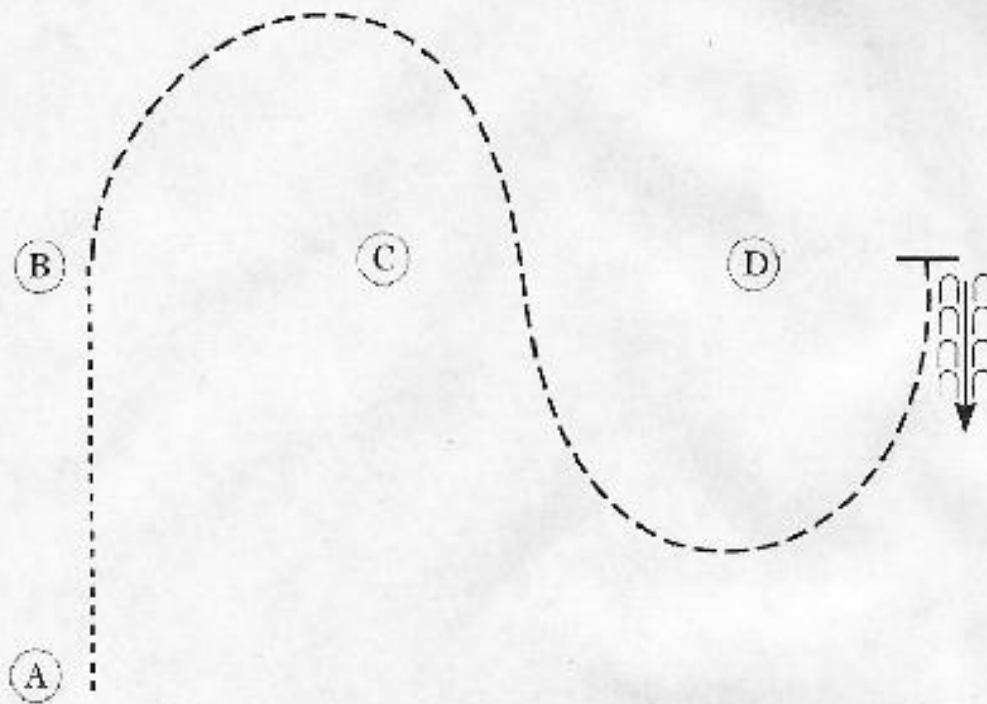
10-13, 14-18 and 19 & Over

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



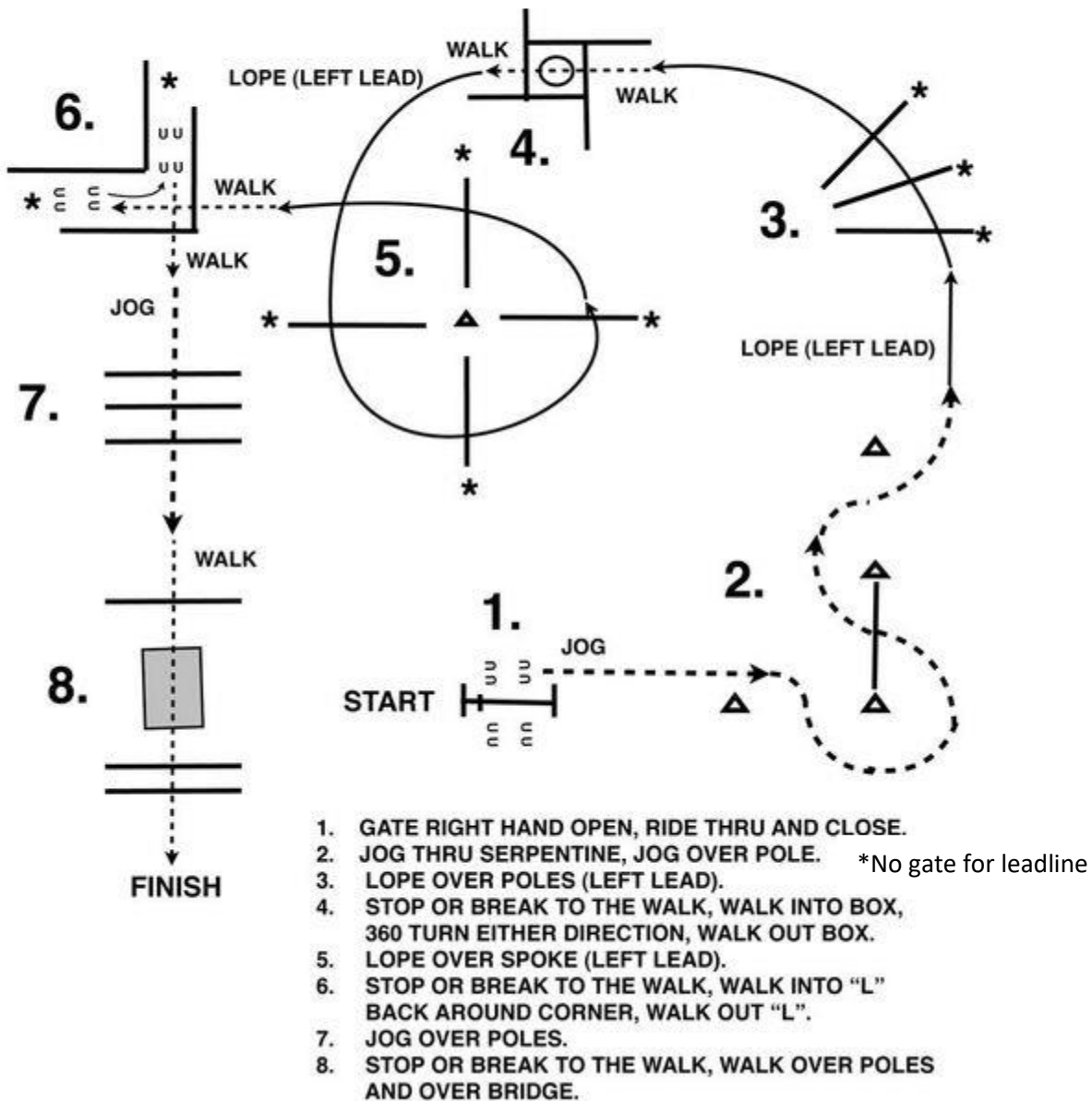
Be ready at A.

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	ⓑ
Sidepass	← - - - - →

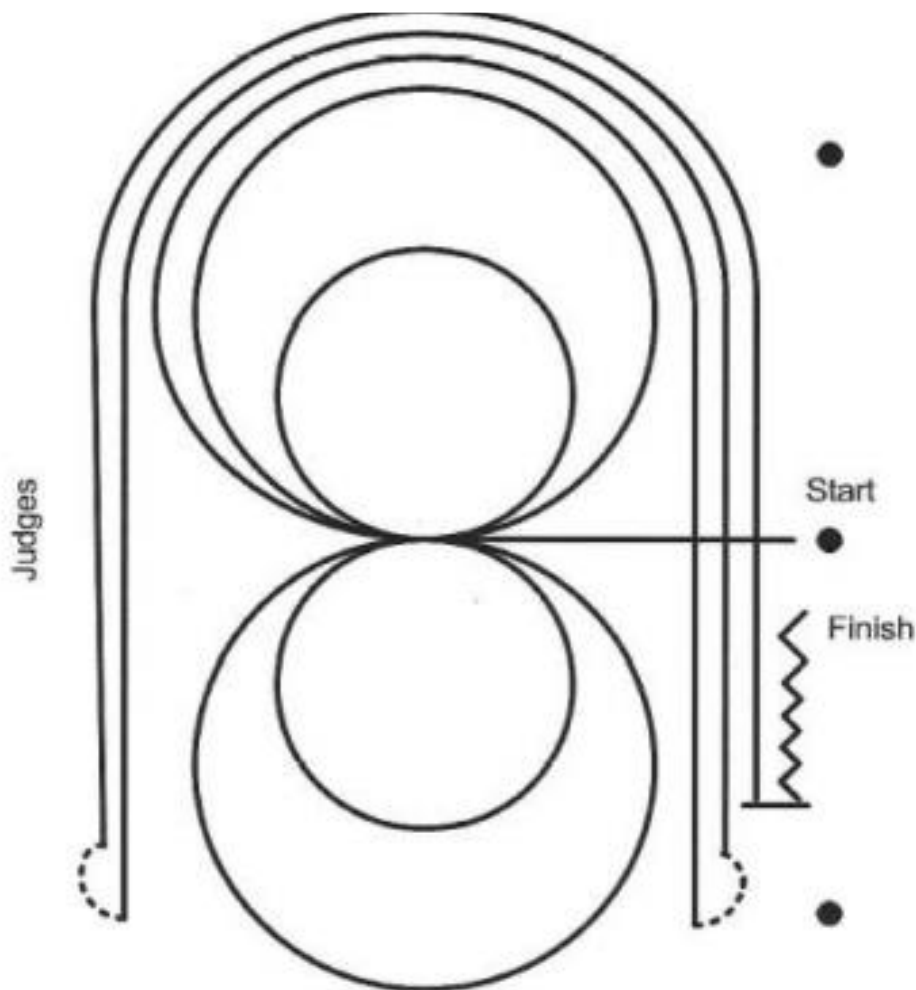
All Trail



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

Pattern #

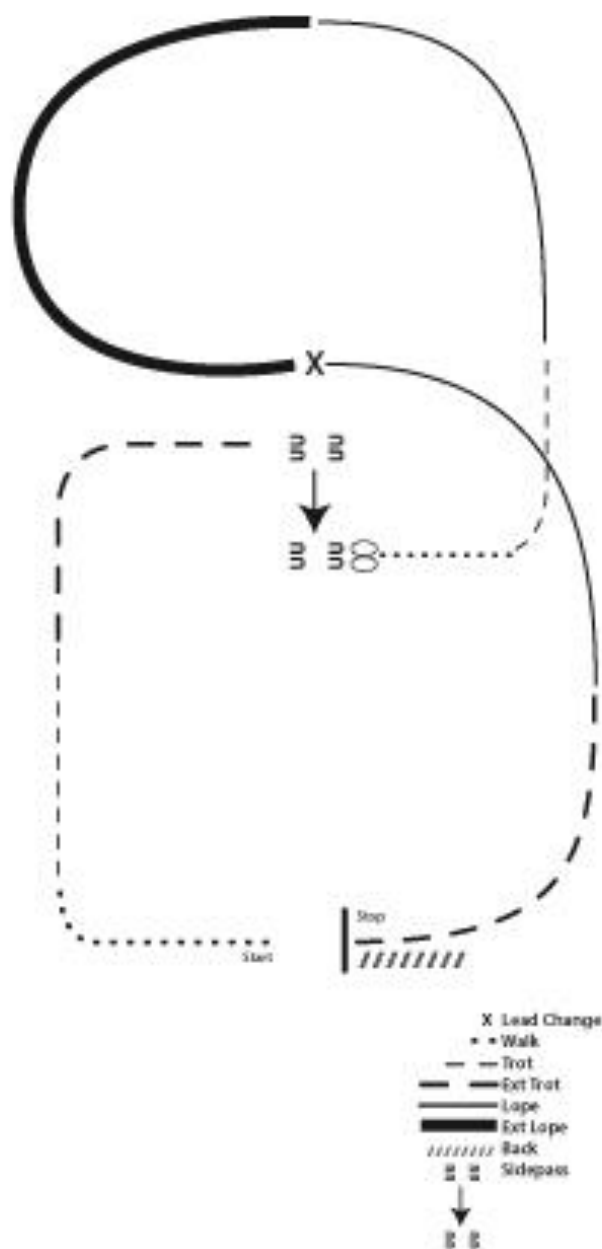
All Reining



Pattern 1

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

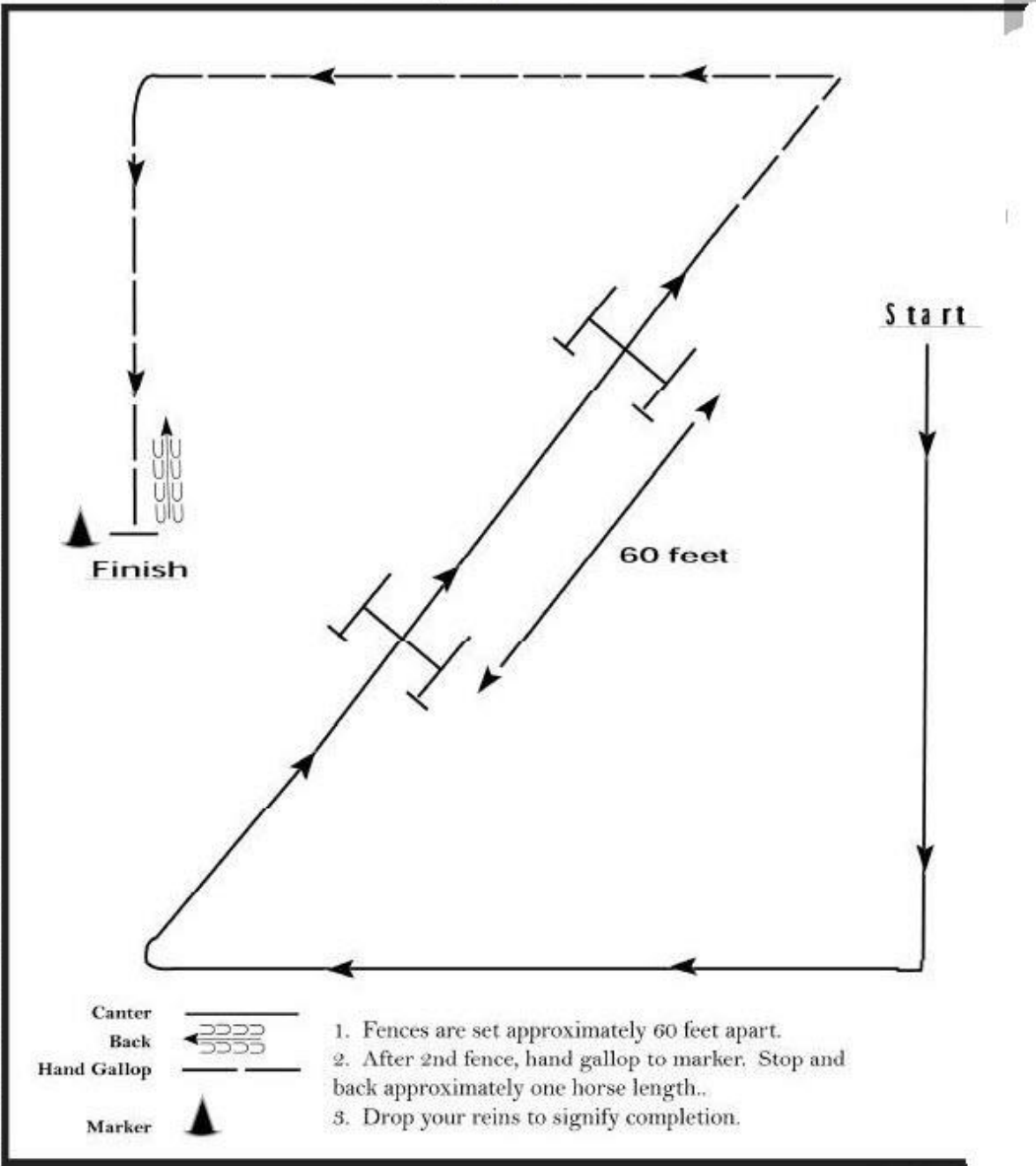
1. Begin a large figure 8 at lope starting to the right.
2. Make a small figure 8 at a lope. Change leads at the center of the arena.
3. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least 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.


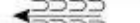
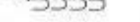



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way is)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the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

Hunter Hack (All Ages)

www.HorseShowPatterns.com



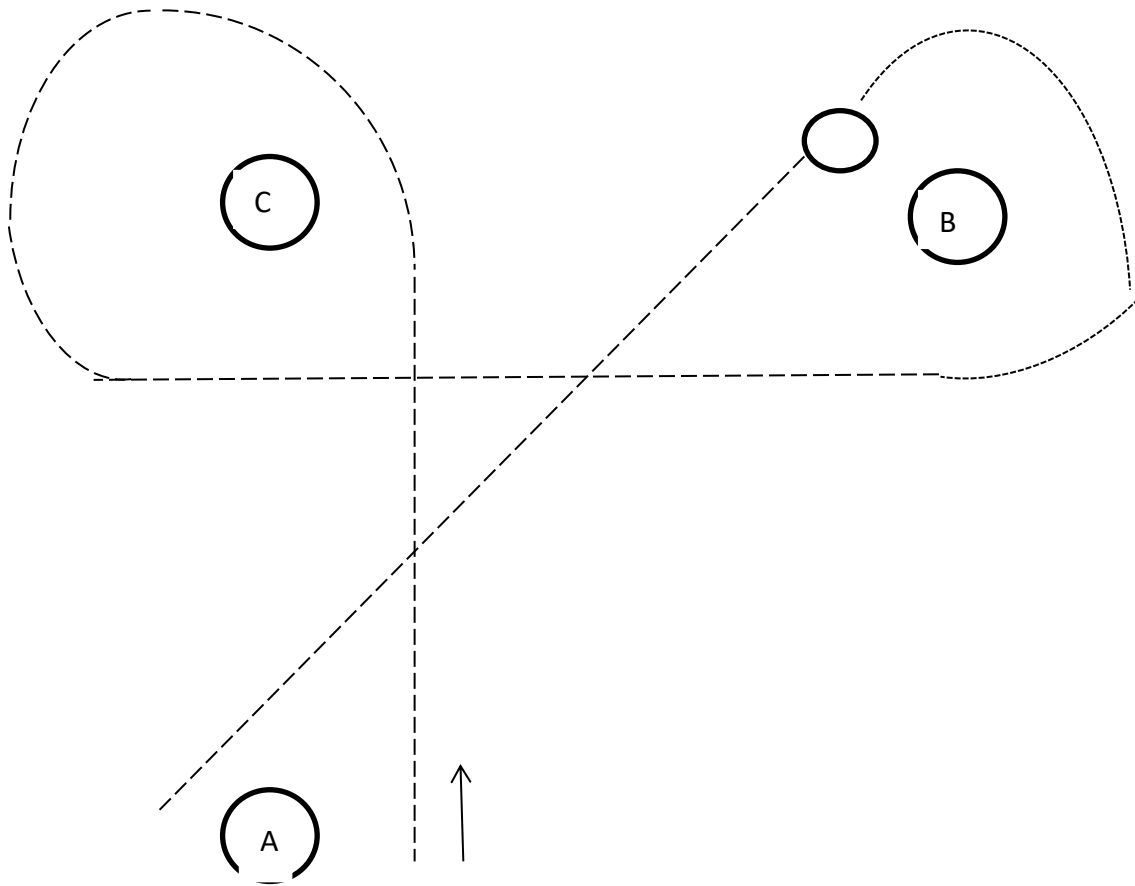
- Canter 
- Back 
- Hand Gallop 
- Marker 

1. Fences are set approximately 60 feet apart.
2. After 2nd fence, hand gallop to marker. Stop and back approximately one horse length..
3. Drop your reins to signify completion.

[HH/60-1

Pattern Provided by:

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.