

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

Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. Stop and back 5-6 steps.
4. Perform a 1 1/2 turn.
5. Trot to judge and set up for inspection.
6. When dismissed, back a corner and set up.
7. Trot to exit.

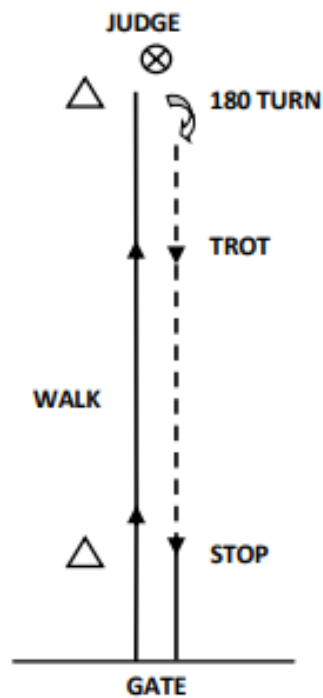
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 55555
Marker	⊙ B
Judge	● J

Showmanship 9 & Under and Lead Line

SHOWMANSHIP PART 1

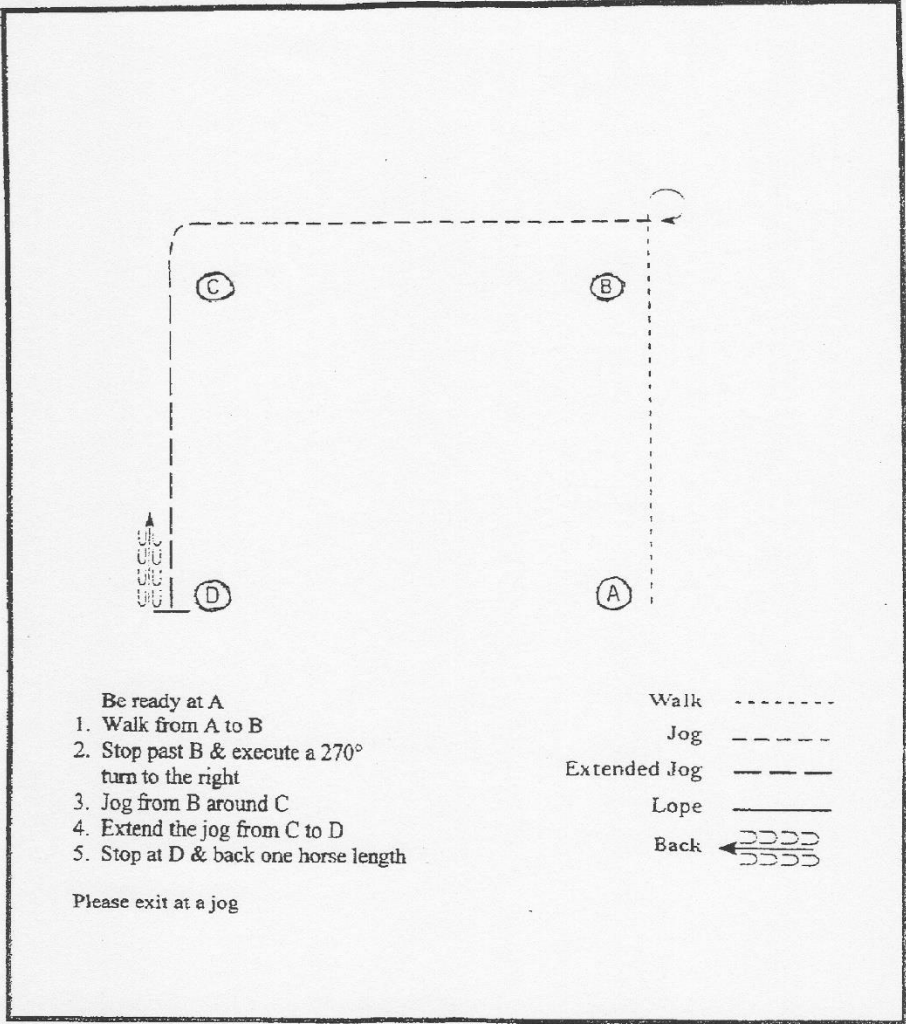
1. Walk from gate to judge in a straight line.
2. Stop and set up your pony for inspection.
3. At judge's signal, do a 180° turn to the right.
4. Trot in a straight line to the marker. Stop.
5. Walk, exit the arena.



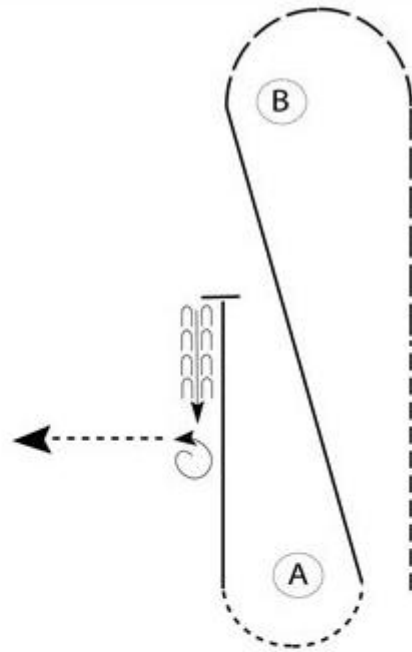
————— WALK
- - - - - TROT

⊗ JUDGE ↻ 180
 TURN
△ MARKER

Bareback 9 & Under



Bareback 10-13 and 14-18



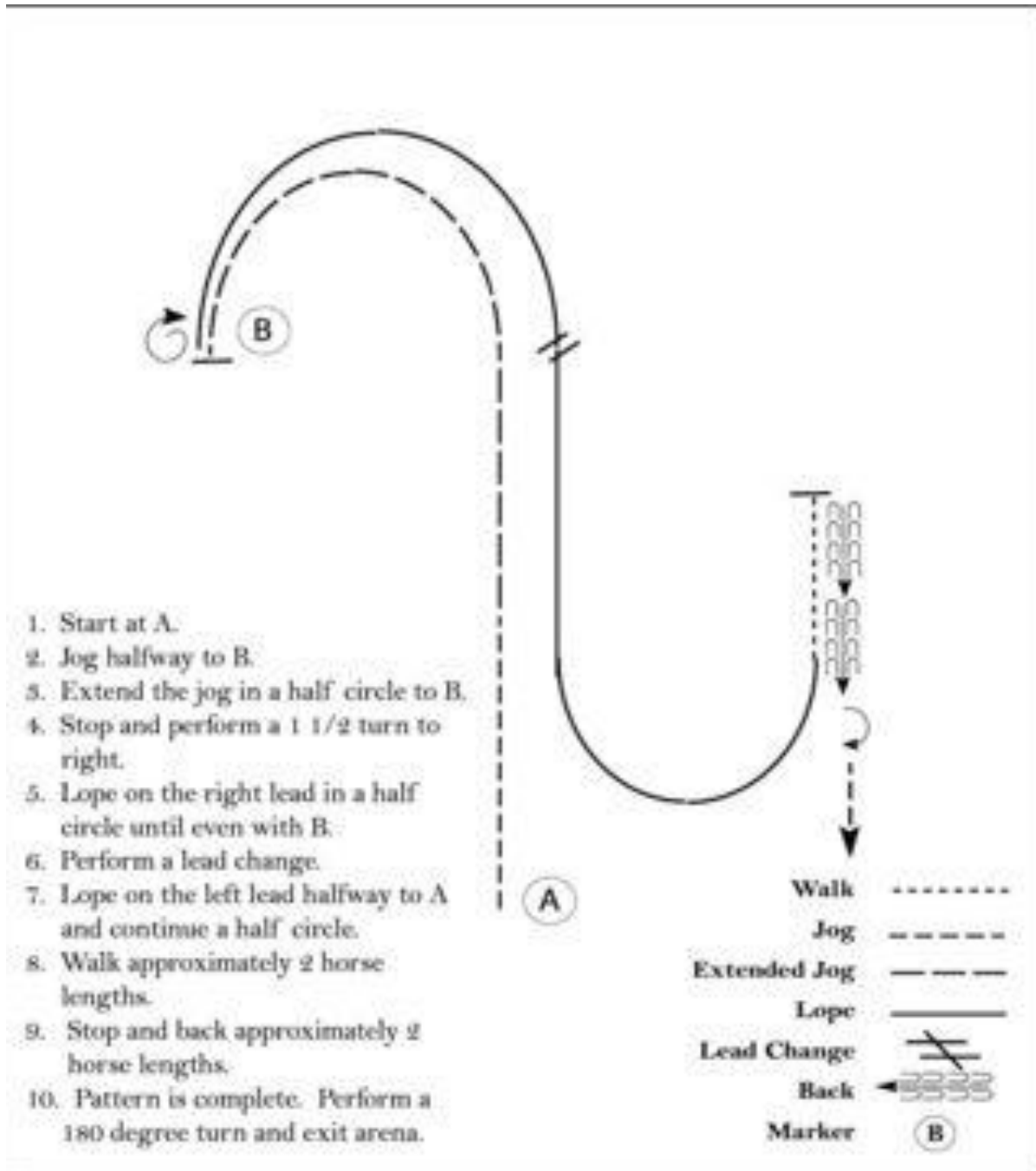
Be ready at A.

1. Jog halfway to B.
2. Extend the jog to and around B.
3. Lope on the left lead diagonally back to A.
4. Walk around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1 1/4 turn to the left.
8. Walk straight away.

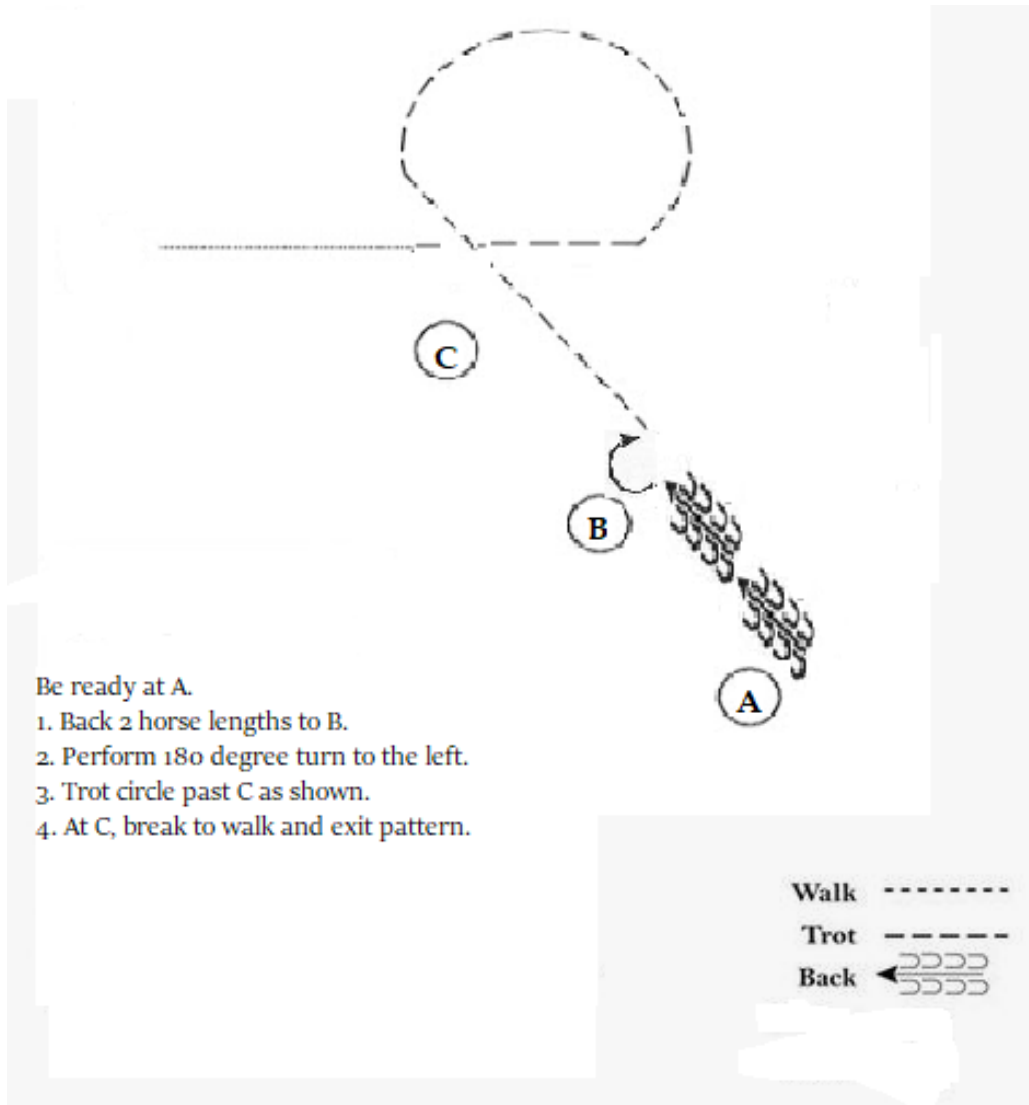
Follow the instructions of your ring steward.

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

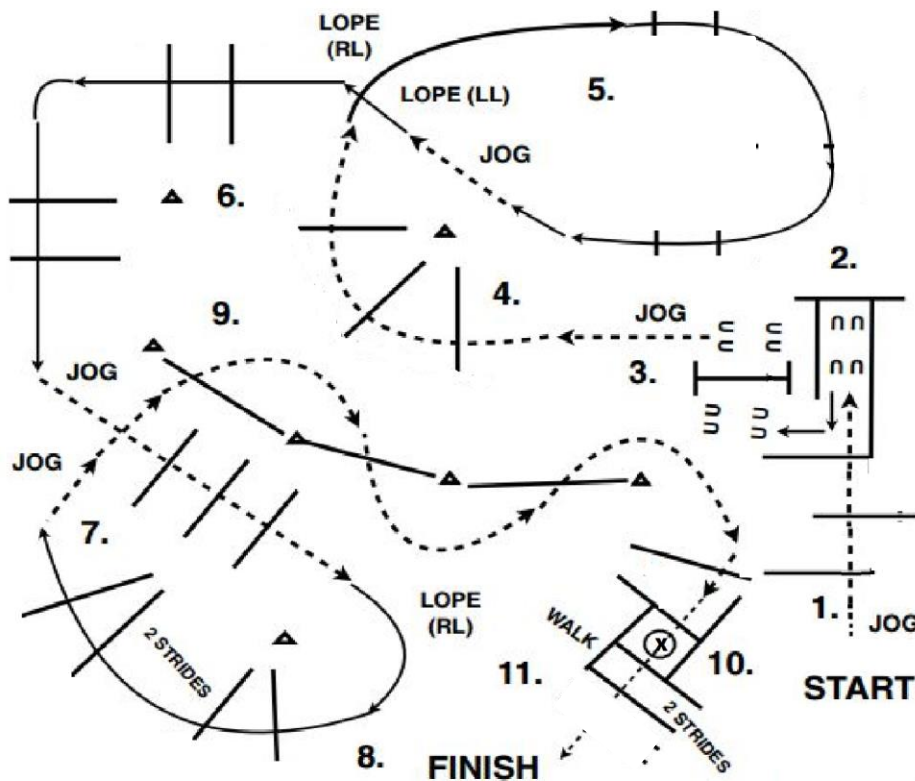
Horsemanship 10-13, 14-18 and 19 & Over



Horsemanship 9 & Under and Walk/Trot



ALL Trail

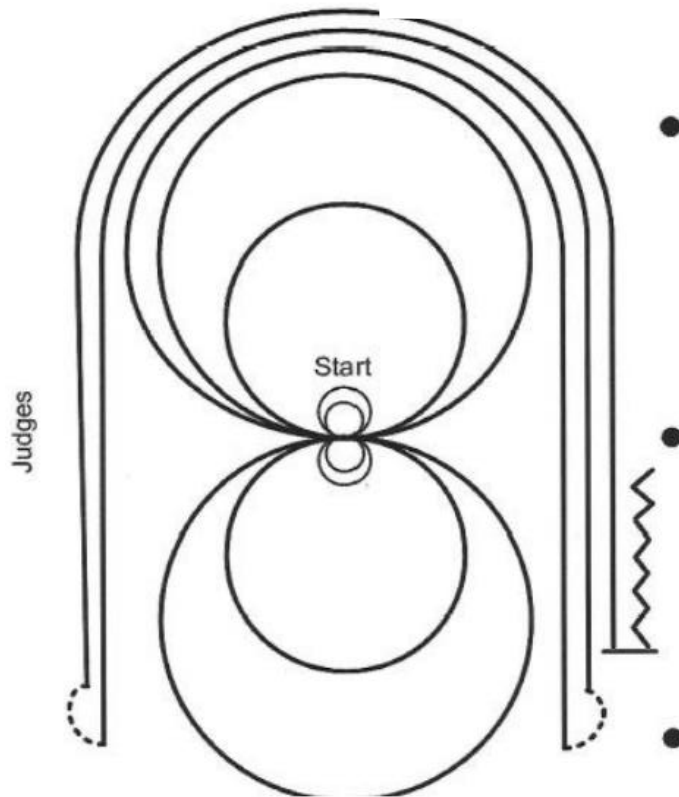


1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK THRU POLES UP TO GATE.
3. GATE: LH WALK OVER POLE, CLOSE.
4. JOG OVER POLES, YOU MAY WALK A FEW STEPS FROM GATE.
5. LOPE OVER POLES (RL)
6. BREAK TO JOG, JOG A FEW STEPS THEN LOPE OVER POLES (LL).
7. BREAK TO JOG, JOG OVER POLES.
8. LOPE OVER POLES (RL)
9. JOG THRU SERPENTINE, JOG OVER POLES.
10. JOG INTO BOX. STOP. EXECUTE 360 TO LEFT
11. WALK OVER POLES, AND EXIT PATTERN

*For Lead Line, 9 & Under and In-Hand: Start with #6 and walk at #9, then complete pattern.

Pattern #7

All Reining



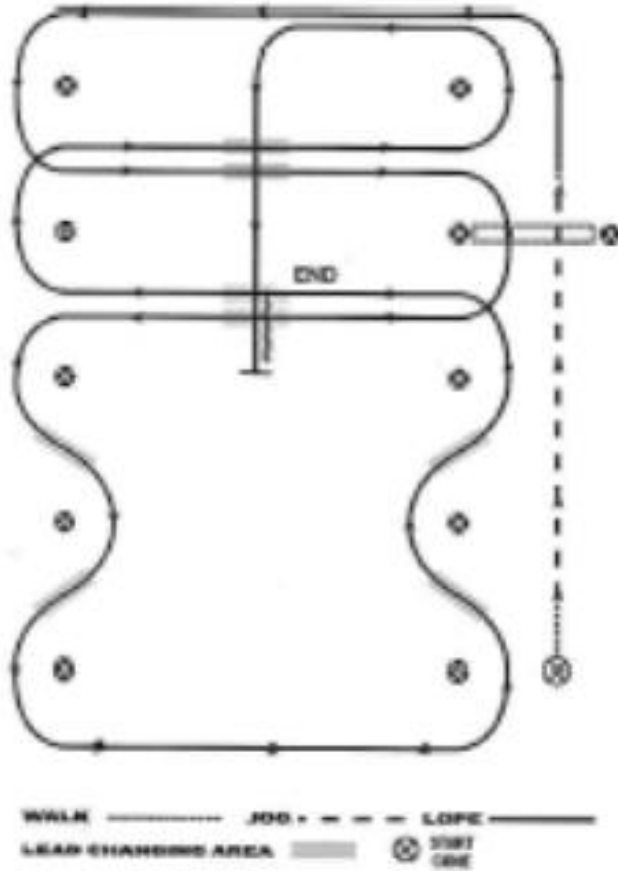
Pattern 7

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

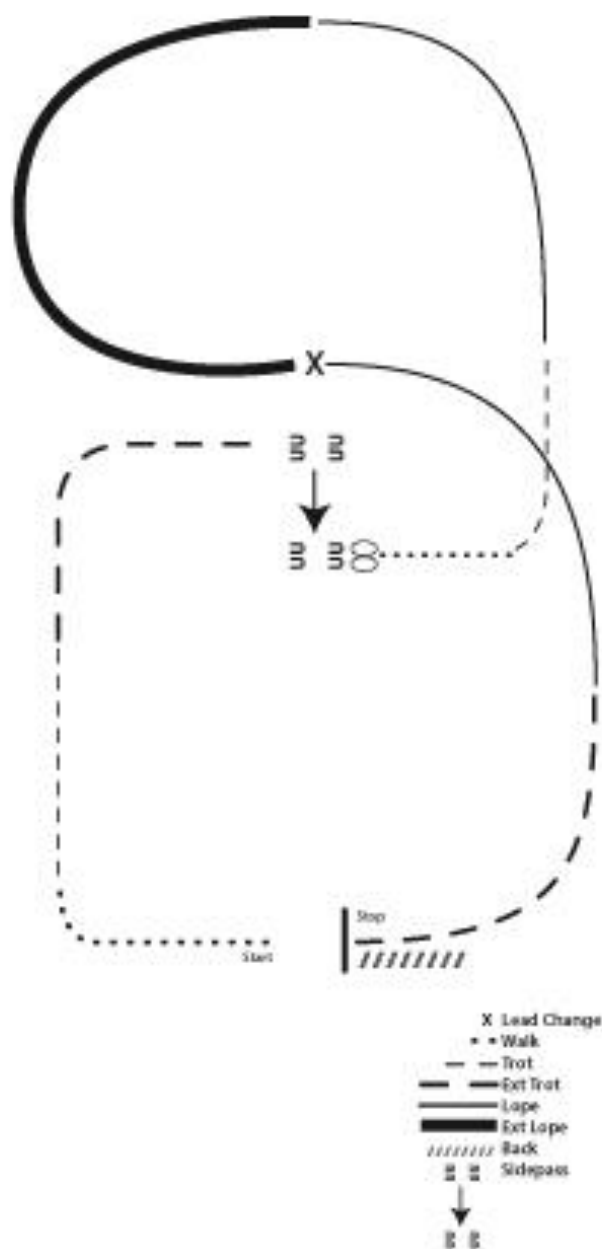
1. Complete two spins to the right.
2. Complete two spins to the left.
3. Complete two circles to the right; the first circle, small and slow, the second circle, large and fast.
4. Change leads at the center of the arena.
5. Complete two circles to the left; the first circle, small and slow, the second circle, large and fast.
6. 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.
7. 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.
8. 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.
9. Back to the center marker.
10. Hesitate to demonstrate the completion of the pattern.
11. Walk to the judge and stop for inspection until dismissed.

Western Riding 18 & Under

WESTERN RIDING PATTERN 3



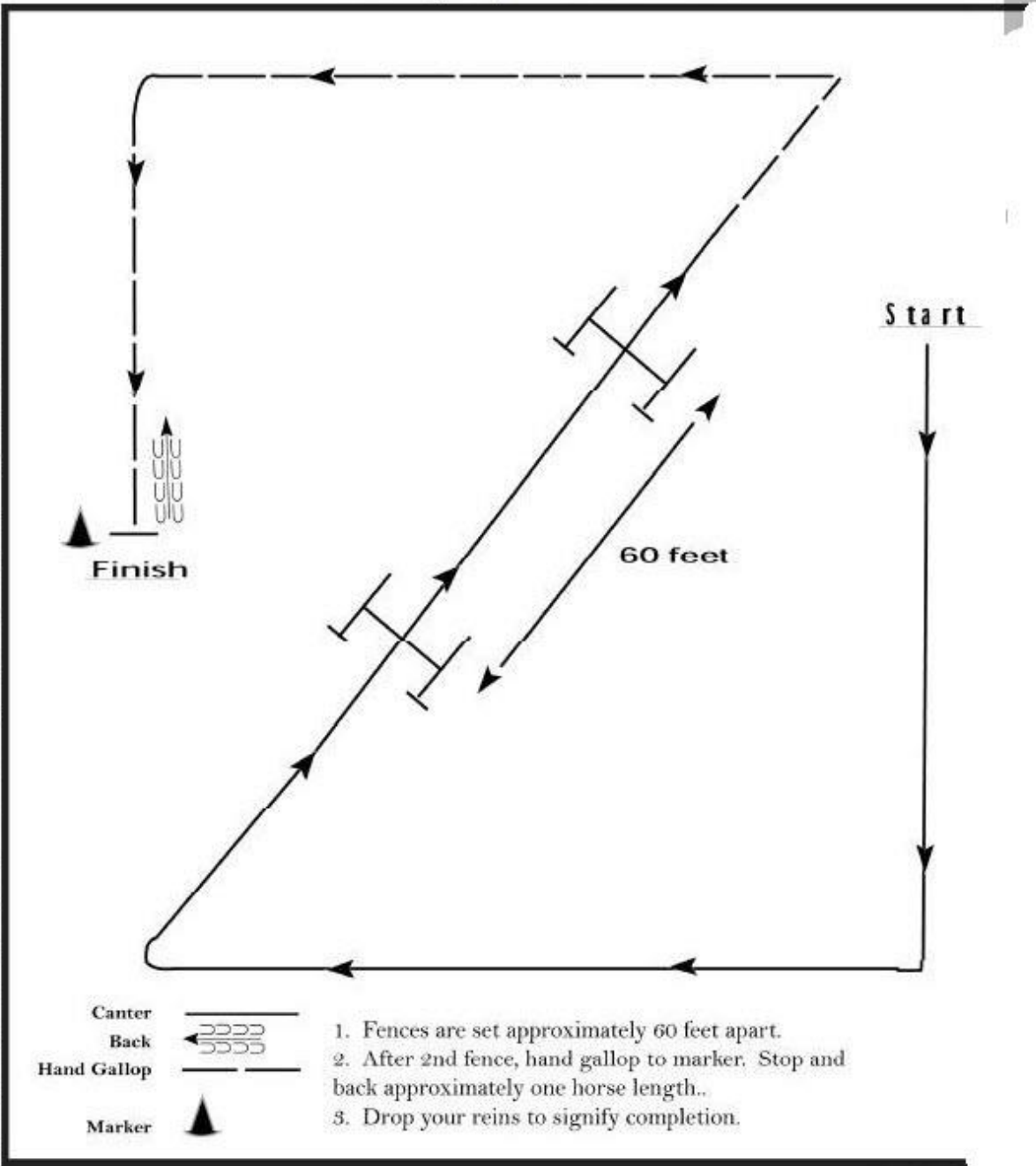
1. Walk between reactions, transition to jog, jog over leg
2. Transition to the lope, use the left lead
3. First crossing change
4. Lope over leg
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back



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)

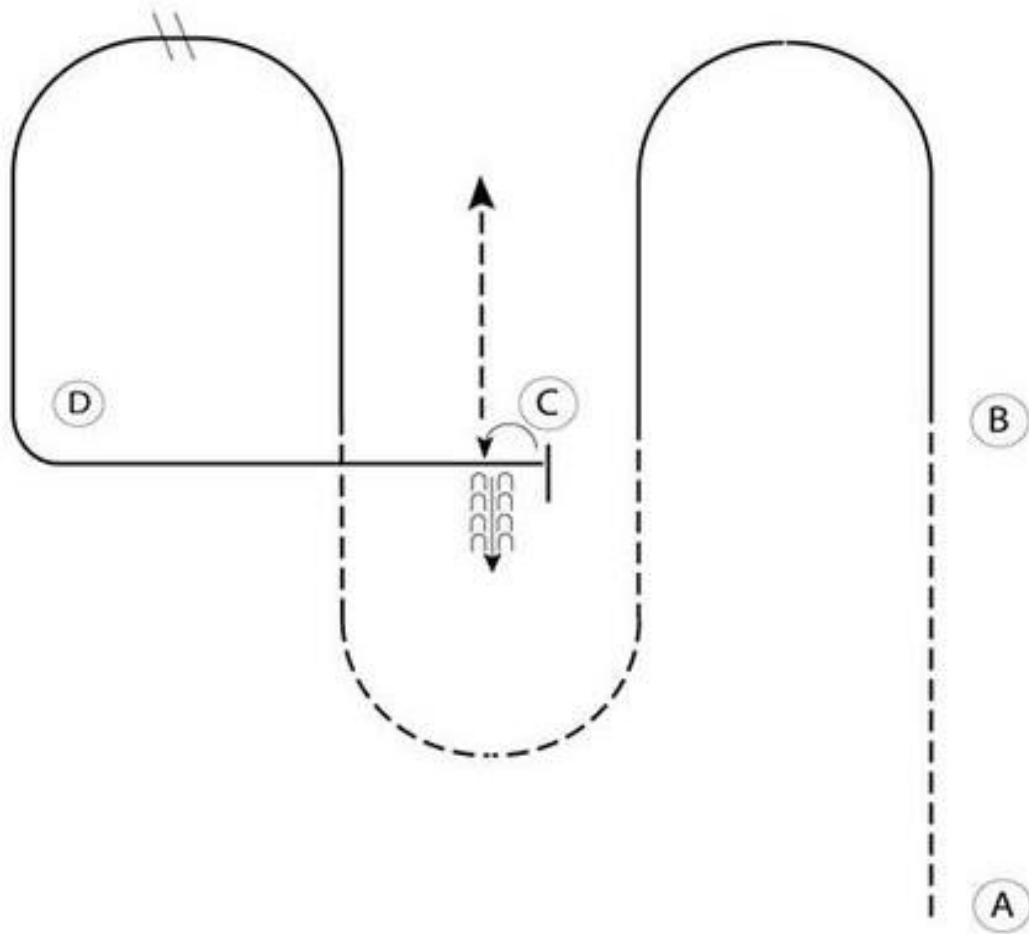
www.HorseShowPatterns.com



Pattern Provided by:

[HH/60-1

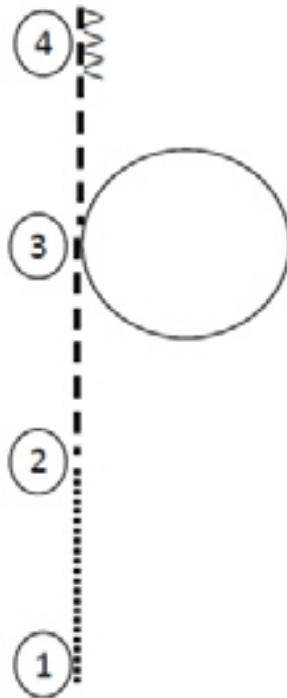
10-13, 14-18 and 19 & Over



1. Posting trot from A to B on the right diagonal
2. Canter on the left lead from B to C
3. Sitting trot in a half-circle from C until even with C
4. Canter left lead in a half circle. Halfway to D perform a simple or flying change of lead
5. Counter canter around D to C
6. At C stop and perform a 90 degree turn on the forehand to the left
7. Back one horse length and trot to the exit

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

9 and Under Hunt Seat Equitation



1. Walk.
2. Sitting trot.
3. Posting trot on left diagonal in circle. At end of circle, change diagonals and continue posting trot on right diagonal to 4.
4. Stop and back one horse length.

