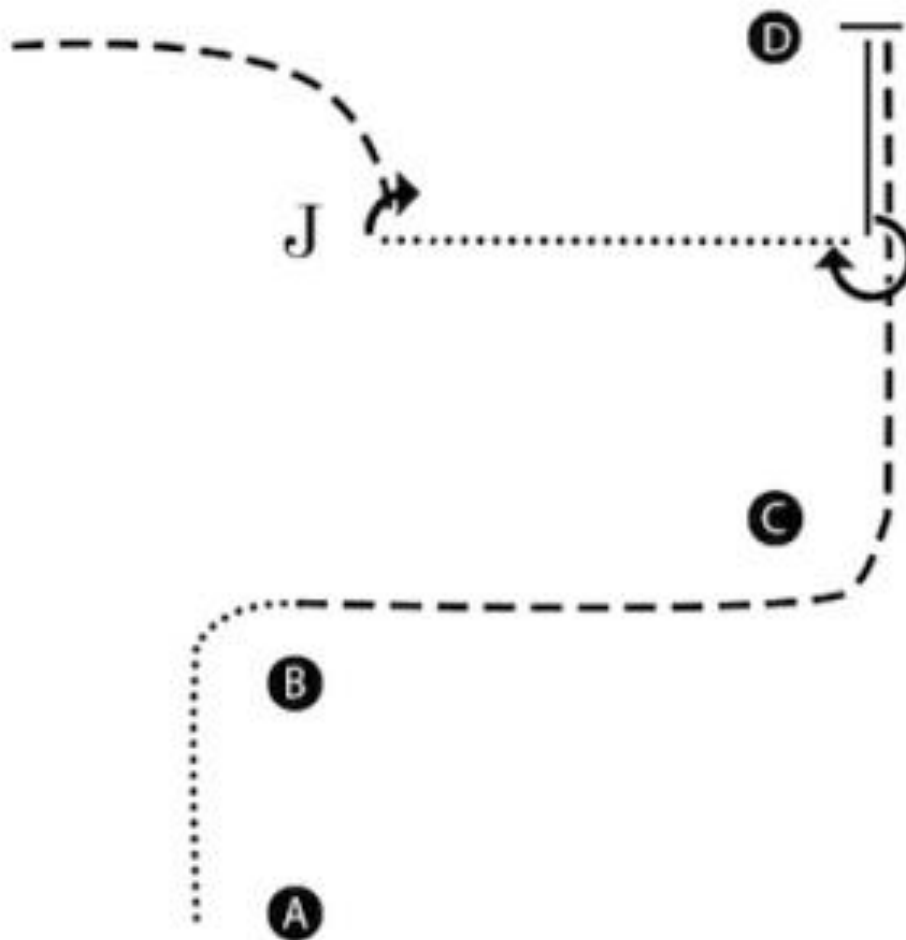


Showmanship 19 & Over, 14-18, and 10-13



Ready at A

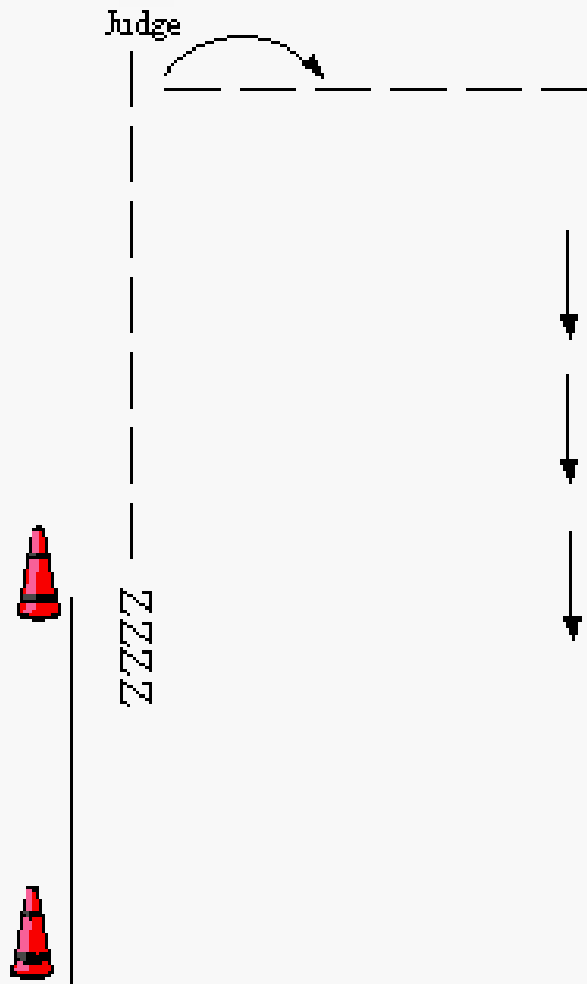
1. Walk from A around B
2. Trot from B around C to D
3. Stop and back to judge
4. Perform a 270 degree pivot
5. Walk to judge and set up for inspection.
6. When excused, perform a 90 degree pivot and trot away.

Showmanship 9 & under, Lead Line

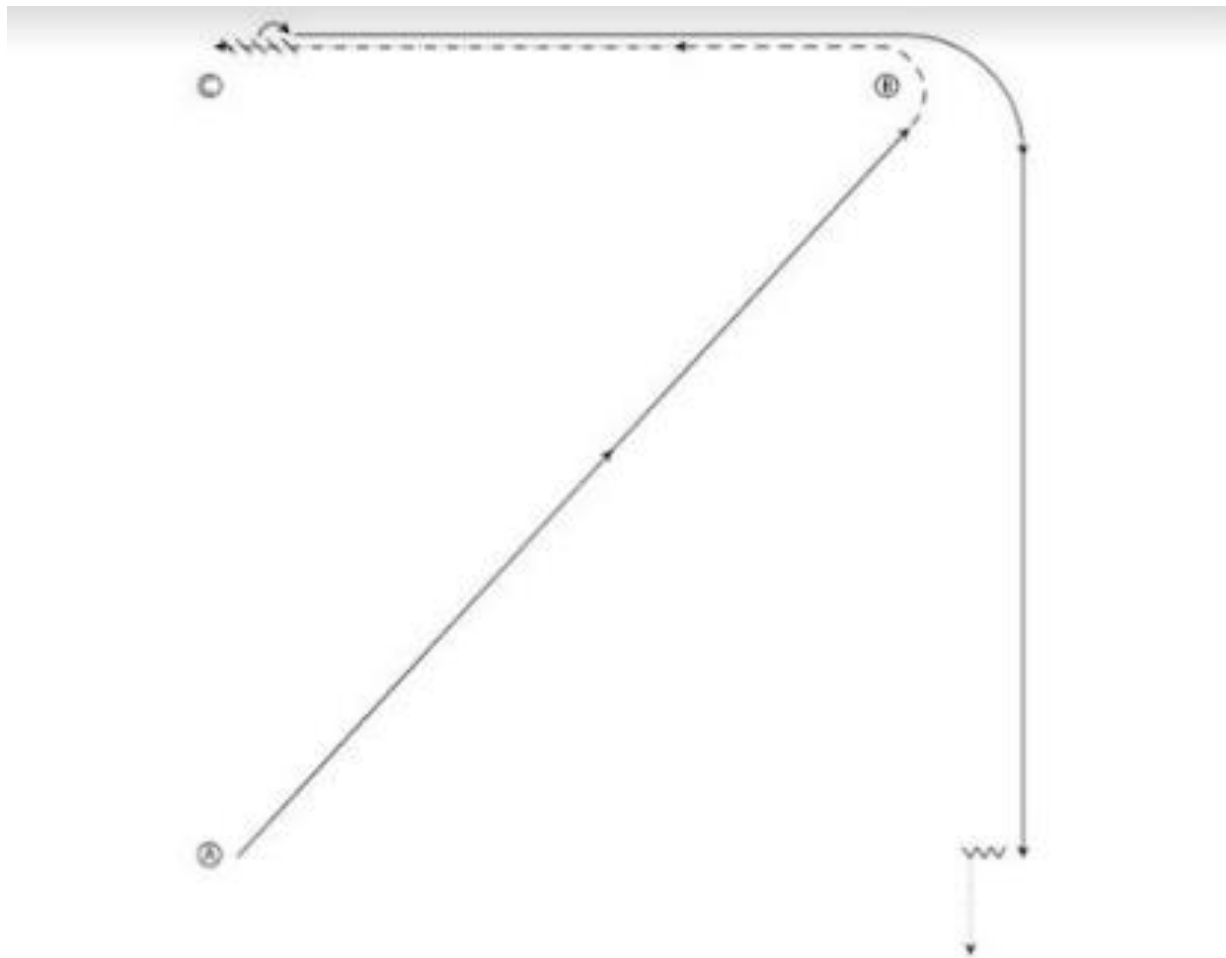
SHOWMANSHIP

PATTERN 12

1. Walk from 1st to 2nd cone
2. Stop, back 4 steps
3. Continue to judge at jog
4. Stop for inspection
5. After dismissal, pivot and jog to line
6. Line up head to tail



Bareback Horsemanship 10-13 and 14-18



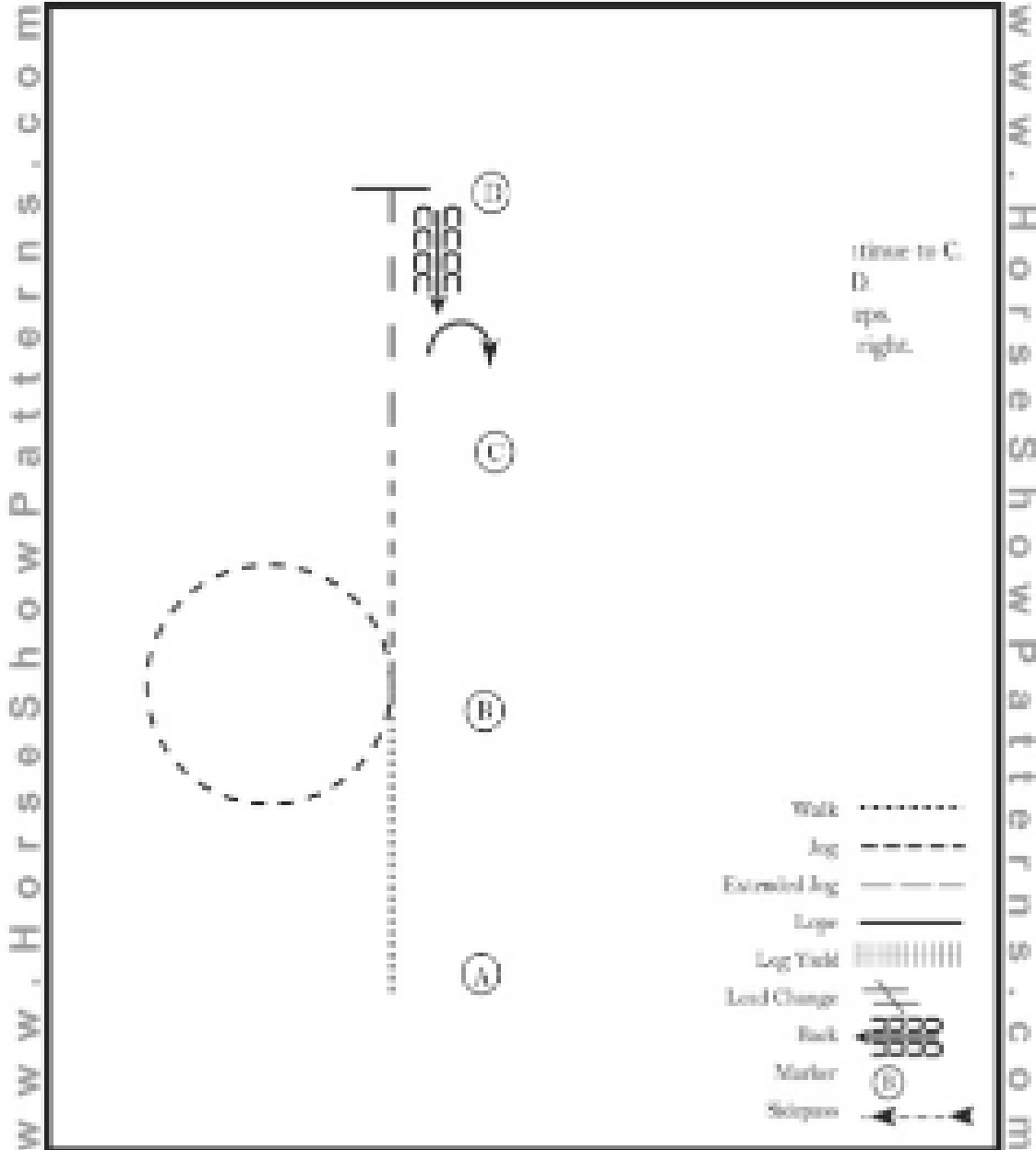
KEY

.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
//////////	BACK
~~~~~	SIDEPASS
⊙	MARKER

## INSTRUCTIONS

1. Begin at A. Lope from A to B in the right lead.
2. At B, break down to a jog around B toward C.
3. Extend the jog until even with C.
4. At C, stop and back. Execute a 180-degree turn on the haunches to the right.
5. Lope in the left lead from C to B.
6. Continue in the left (counter) lead around B and in a straight line until even with A.
7. At A, stop. Side pass right.
8. Walk forward and exit the arena at a walk.

# Bareback Horsemanship 9 & Under, Walk/Trot

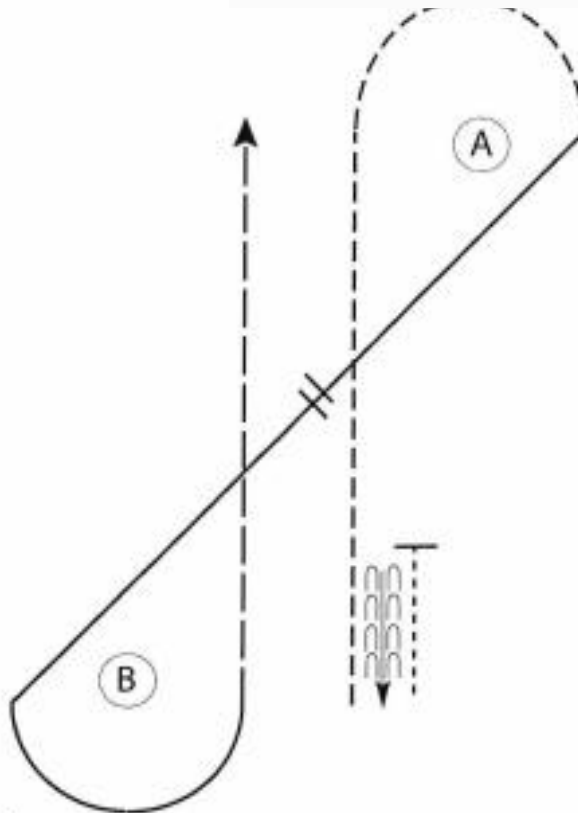


1. Walk A to B
2. At B jog
3. Jog a circle to the left at B, continue to C
4. At C extend jog to D
5. At D stop, back 6 steps
6. Execute 90 degree turn on the hindquarters to the right
7. Exit pattern at a walk

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

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready lined up to A.

1. Walk approximately 2 horse lengths toward A.
2. Stop and back until even with B.
3. Jog to and around A.
4. Lope on the right lead halfway to B.
5. Perform a simple lead change halfway to B and lope to and around B.
6. Extended jog in a straight line.
7. Pattern is over once you have passed A.

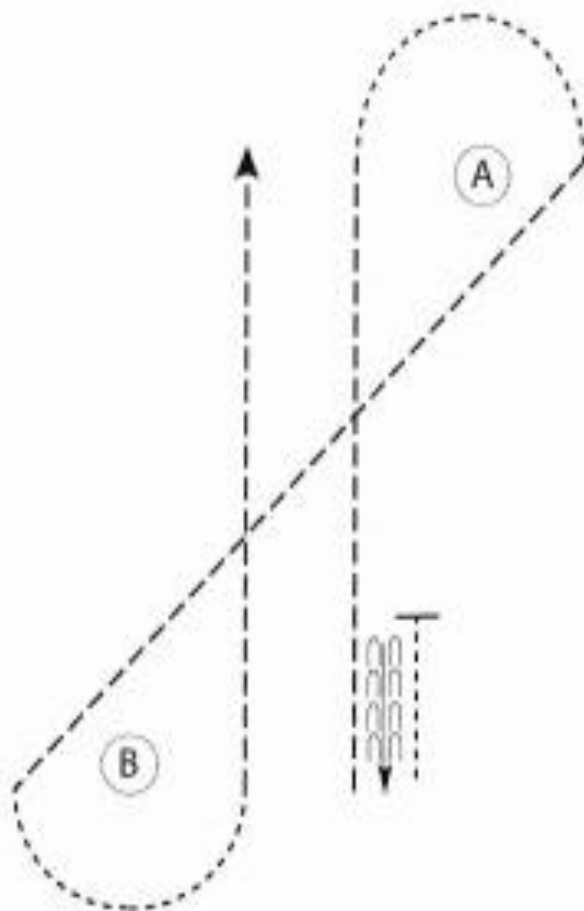
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	— — — —
Lead Change	— / —
Back	← — — — —
Marker	(B)

Follow the instructions of your ring steward.

# Horsemanship 9 & Under, Walk/Trot

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready lined up to A.

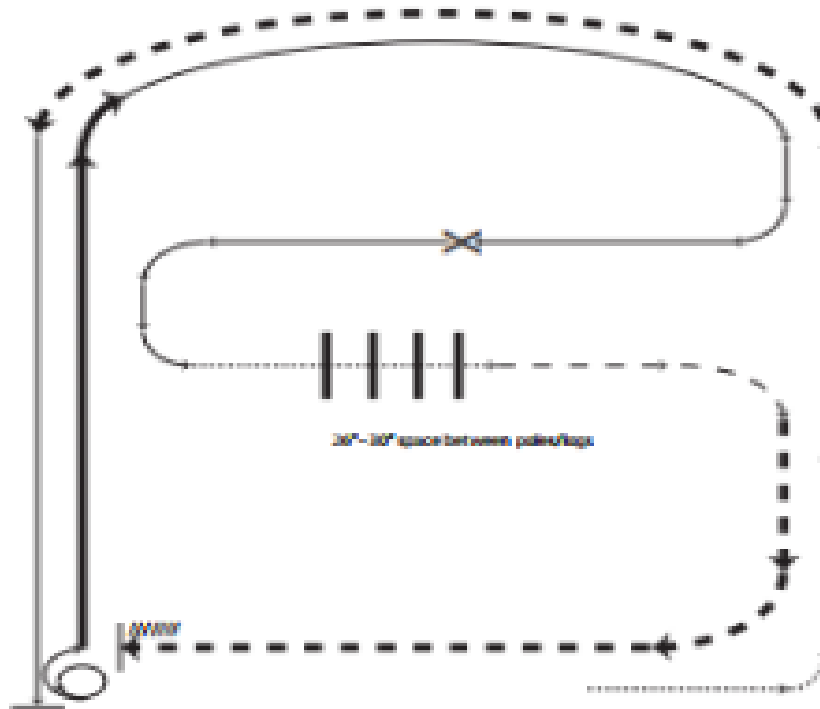
1. Walk approximately 2 horse lengths toward A.
2. Stop and back until even with B.
3. Jog to A.
4. Walk around A as shown.
5. Jog to B.
6. Walk around B.
7. Jog in a straight line as shown.
8. Pattern is over once you have passed A.

- Walk ..... (dotted line)
- Jog - - - - - (dashed line)
- Extended Jog - - - - - (long dashed line)
- Lope | | | | | (solid line)
- Lead Change / / / / / (diagonal lines)
- Back ← ← ← ← ← (line with arrows)
- Marker (B) (circle with letter)

Follow the instructions of your ring steward.

# Ranch Riding- All Ages

## RANCH RIDING - PATTERN 2

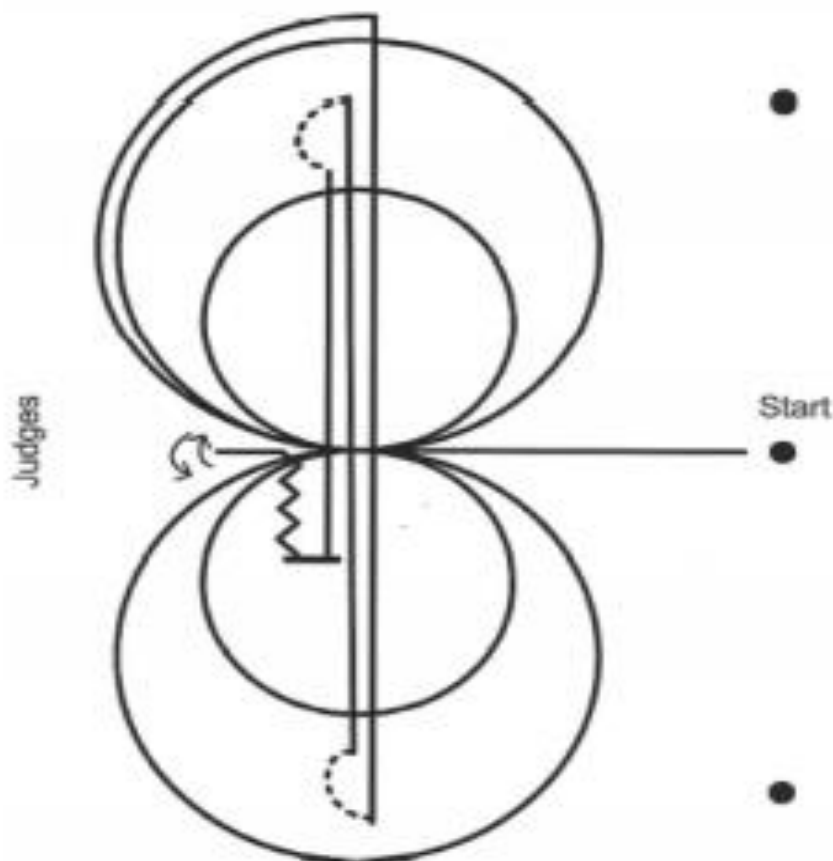


- X Lead Change
- = Walk
- Trot
- Ext trot
- Lope
- Ext Lope
- ~~~~~ Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

# Reining All Ages

## Pattern #3



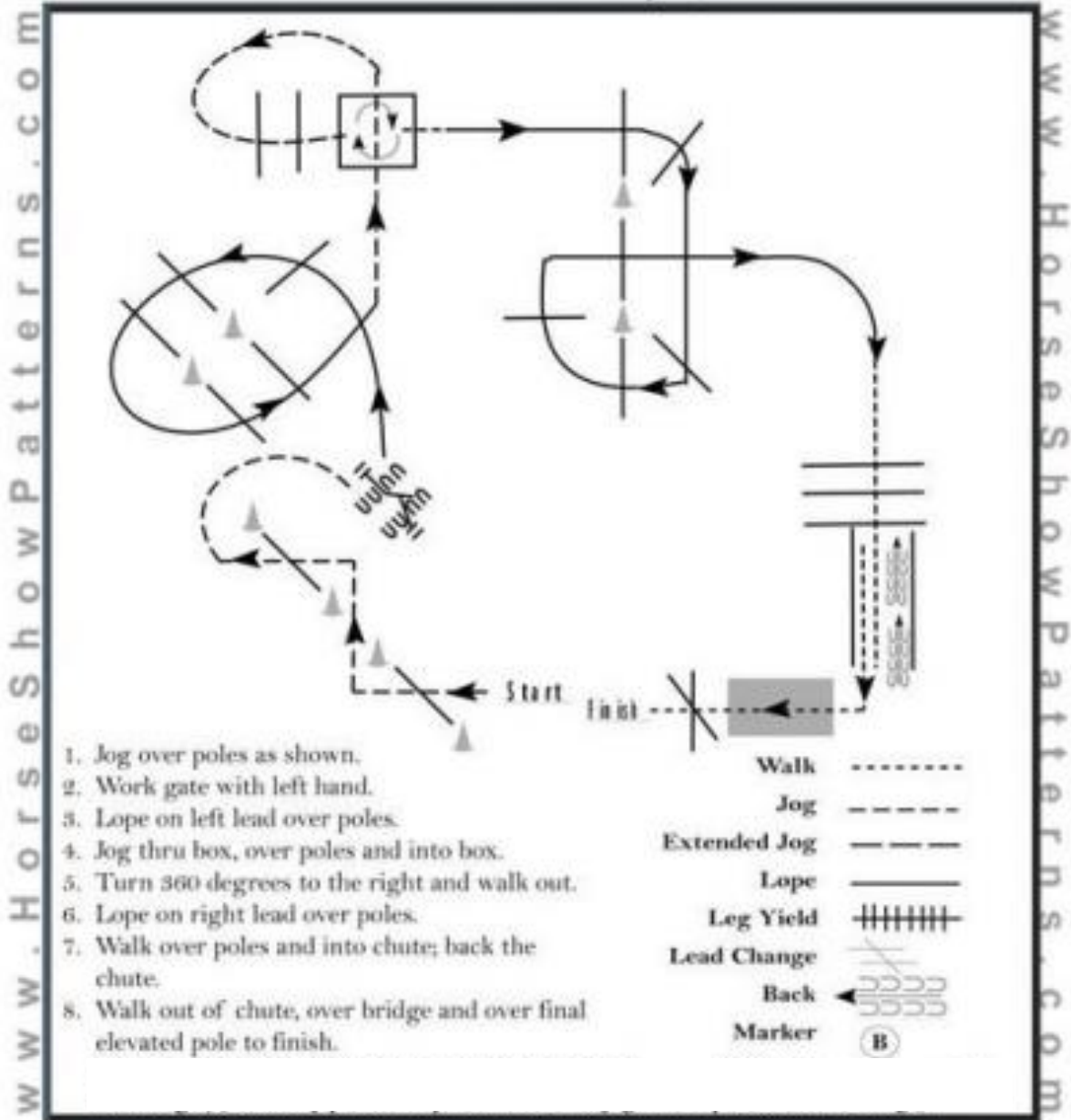
### Pattern 3:

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

1. Beginning on the right lead, top two circles to the right. The first small and slow, the second large and fast.
2. Change leads in the center of the arena.
3. Loop two circles to the left: the first small and slow, the second large and fast.
4. Change leads in the center of the arena.
5. Continue around previous large 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.
6. Run to the opposite end of the arena past the last marker do a left rollback - no hesitation.
7. Run past the center marker and stop.
8. Back to the center marker.
9. Pivot a 3/4 turn left or right.
10. Pivot a 3/4 turn in the opposite direction of the first turn.
11. Walk to the judge for inspection until dismissal.



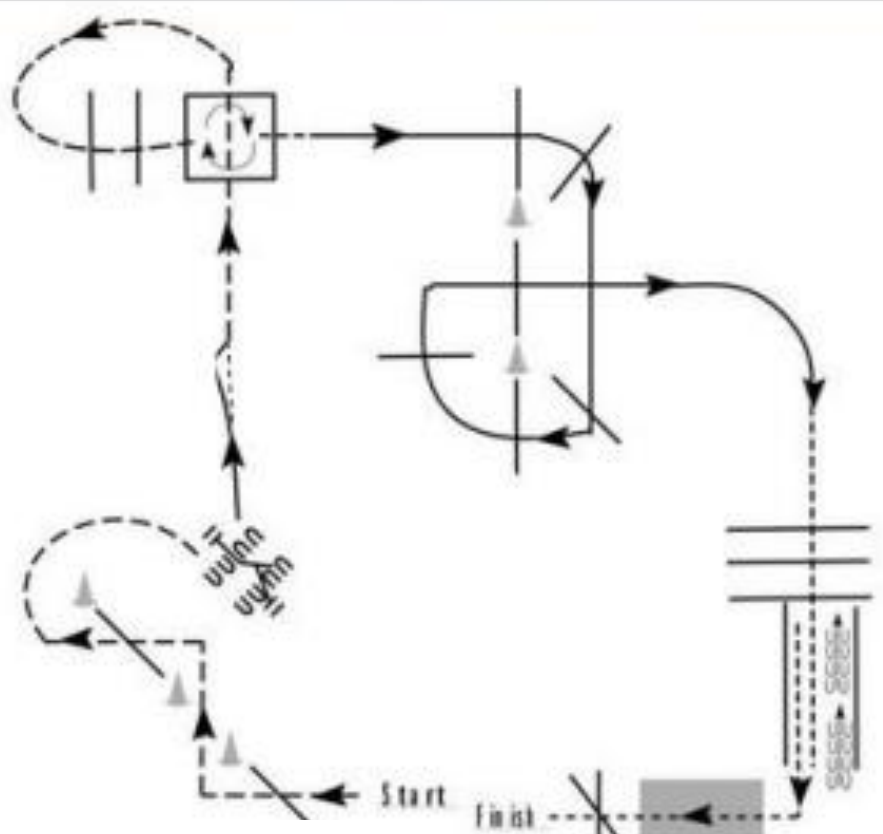
# Trail 19 & Over, 14-18, and 10-13



# Trail 9 & Under, Lead Line, All W/T

www.HorseShowPatterns.com

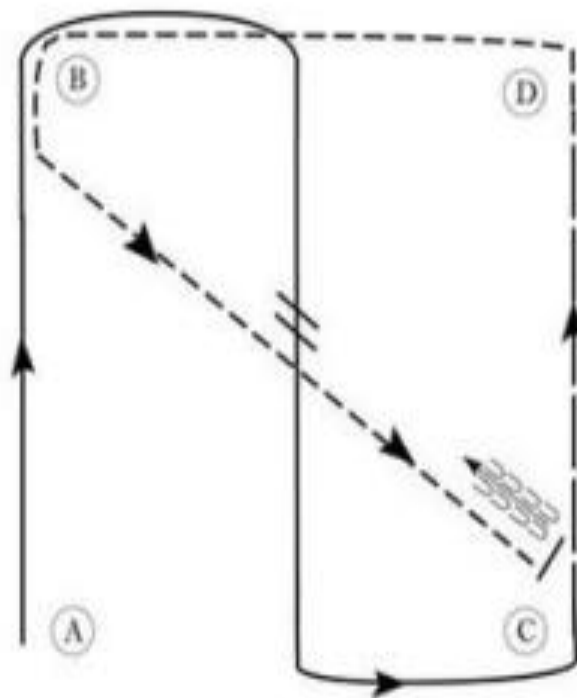
www.HorseShowPatterns.com



1. Jog over poles as shown
2. Work left handed gate. *Lead Line Walk Around*
3. Jog through box, over poles and stop back in box.
4. Do a 360 degree turn to the right.
5. Jog (DO NOT LOPE) over poles as shown.
6. Break to a walk and walk over poles and into chute.
7. Back into chute then walk over bridge and over elevated pole to finish.

Walk	.....
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	Ⓚ

# Hunt Seat Equitation 19 & Over, 14-18 and 10-13

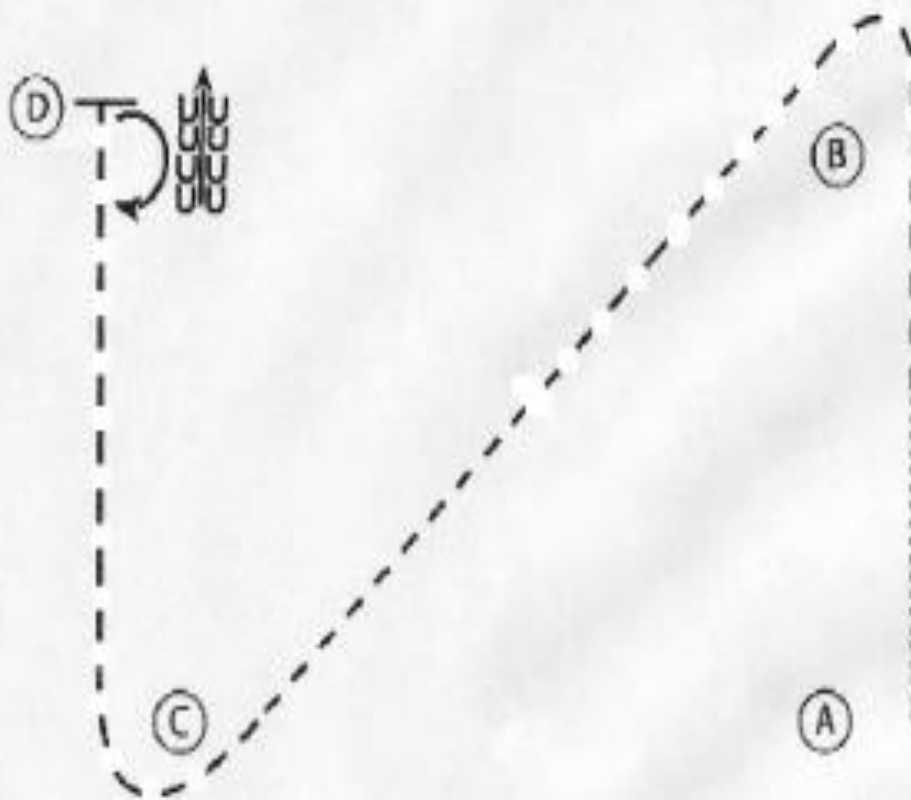


Be ready at A.

1. Canter on the right lead to and around B.
2. Halfway between B and C, change leads.
3. Canter on left lead to and around C.
4. Hand gallop from C to D.
5. At D, perform a posting trot on the right diagonal.
6. At B, two point at the trot until halfway to C.
7. Sitting trot to C.
8. Stop and back one horse length at C.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	←←←←←
Hand Gallop	— — — — —

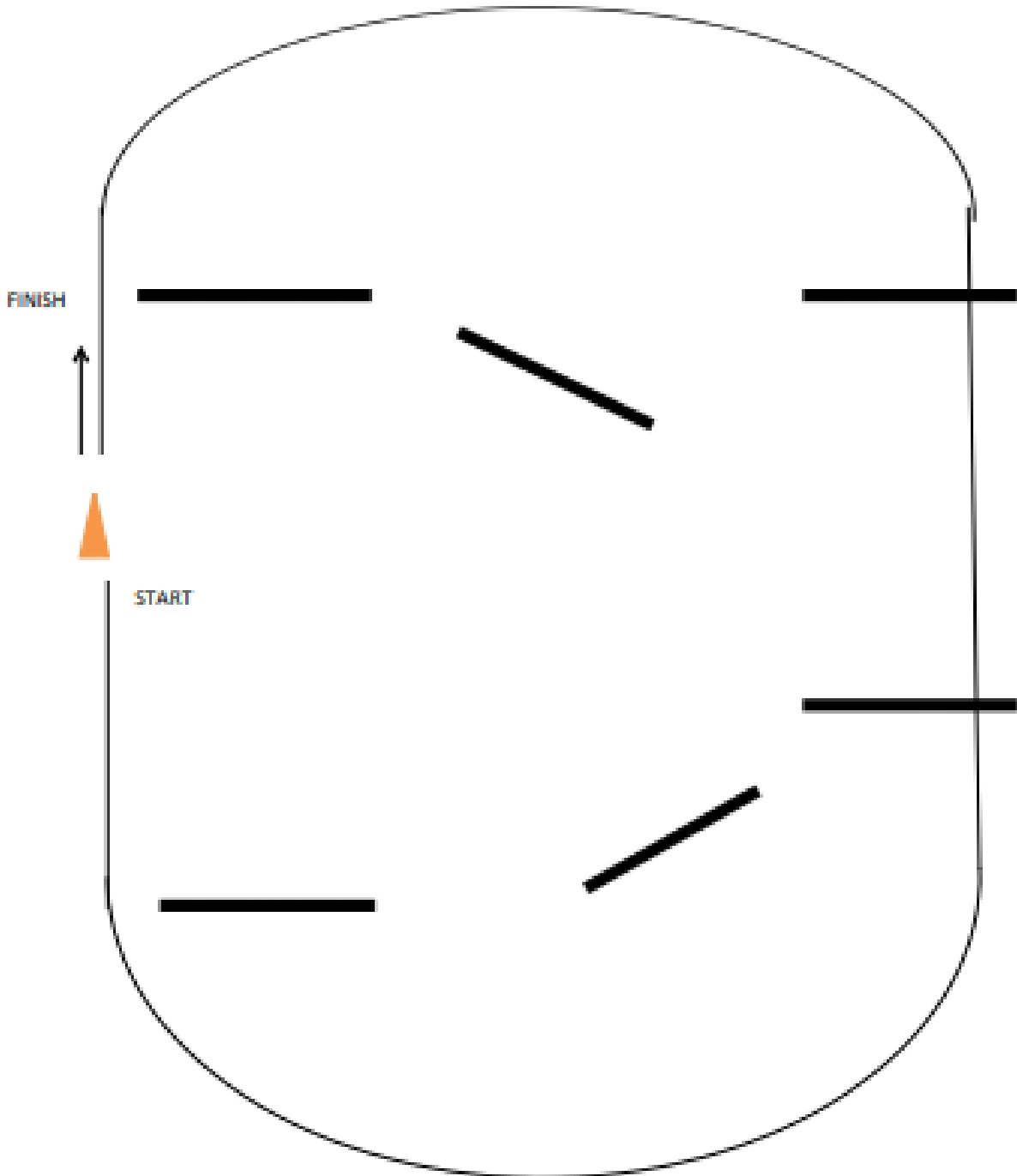
# Hunt seat Equitation 9 & Under, Walk-Trot



1. Walk halfway from A to B.
2. Sitting trot past and around B.
3. Halfway between B and C, pick up posting trot on right diagonal.
4. At C, change diagonals. Continue posting trot on left diagonal to D.
5. At D, stop and perform 180 degree turn on forehand to the right.
6. Back one horse length.

Walk	.....
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↗↘
Back	←←←
Marker	(B)
Sidepass	←---→

# Hunter Hack



1. Canter on the left lead from the cone over the two jumps as shown.
2. Hand gallop once completed with jumps back to cone.
3. Stop at cone and back one horse length.
4. Drop reins to indicate end of pattern.