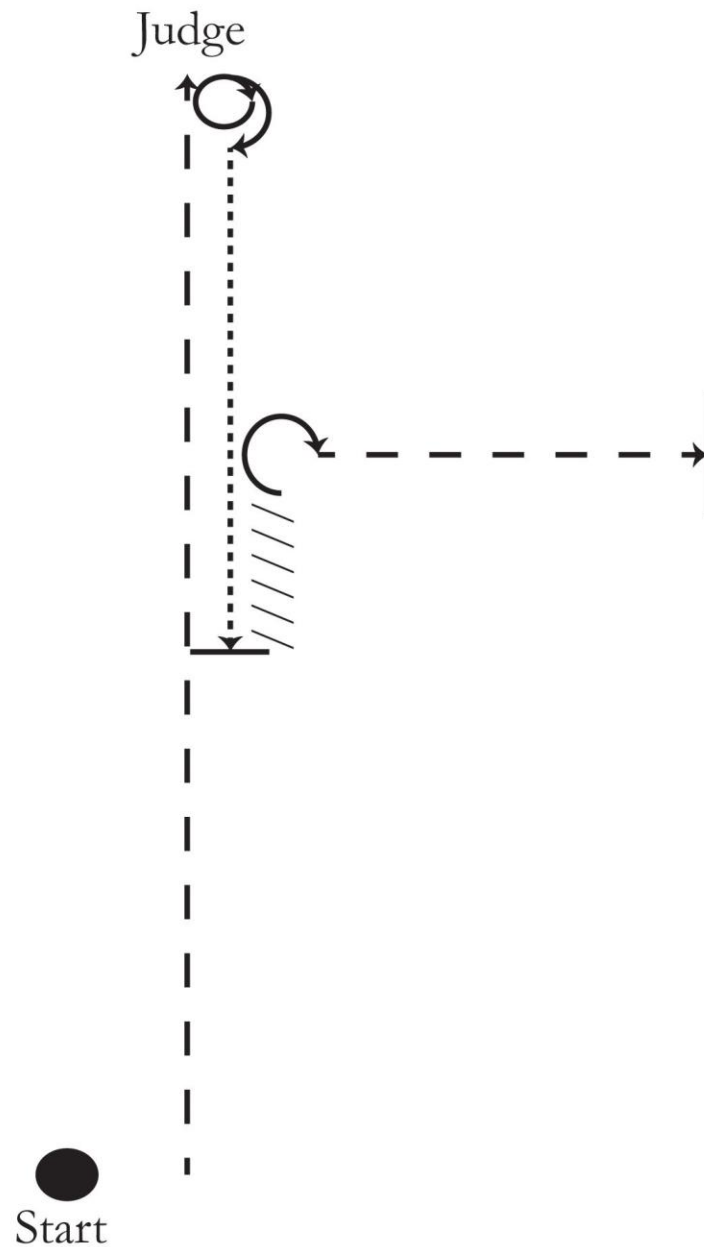


Showmanship 19 & Over, 14-18 and 10-13

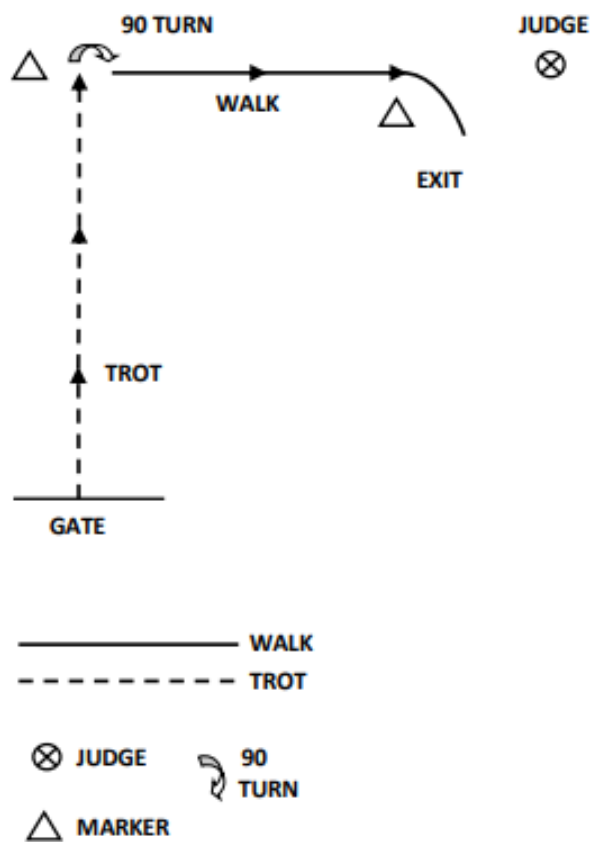


1. Trot to Judge.
2. Set up for full inspection.
3. After inspection, execute 1 1/2 turns and walk 1/2 of line.
4. Stop, back two horse lengths.
5. 3/4 turn and trot.
6. Halt and set-up, when set up is complete, exit at a walk or jog.

Showmanship 9 & Under and Lead Line

SHOWMANSHIP PATTERN 3

1. Trot from the gate to marker and stop.
2. Do a 90° turn to the right.
3. Walk to the judge and stop at the marker.
4. Set up your pony for inspection.
5. At the judge's signal, walk and exit the arena.



Bareback Horsemanship 10-13 and 14-18

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to and around B.
3. Lope on the left lead to center of pattern and several horse lengths past the center line.
4. Stop and perform a 1/2 turn left.
5. Walk to center of pattern.
6. Lope on the right lead to and around B.
7. Jog from B to and past A.

Pattern is over once you have passed A.

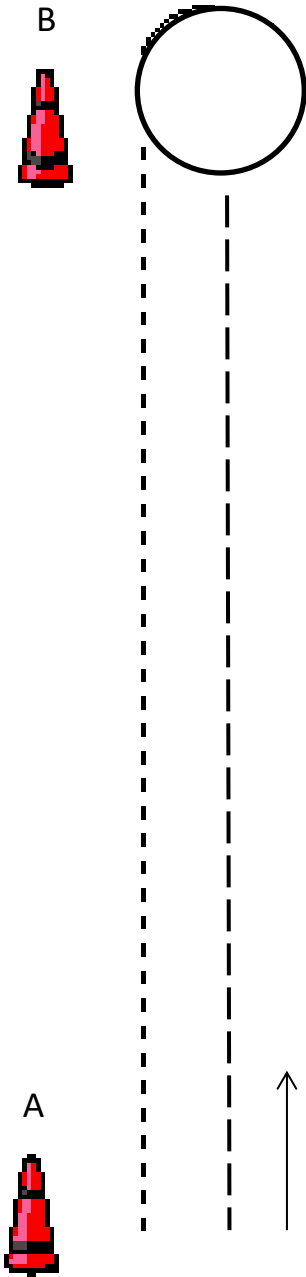
Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	—————
Back	←————
Marker	⊙ B

[WHI_1]

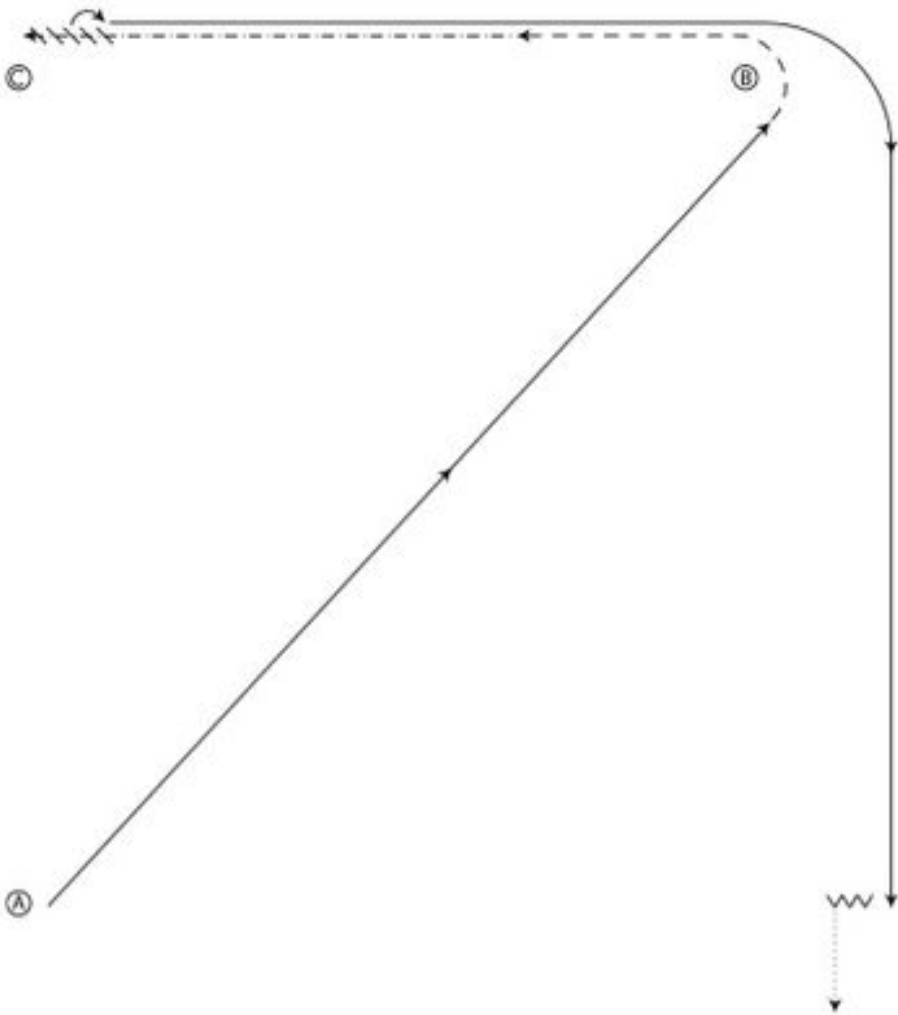
Pattern Provided by:

9 & Under Bareback



1. Walk from A to B.
2. Stop at B and perform a 1 ½ turn to the right.
3. Jog from B to A.
4. Stop at A and back one horse length.
5. Exit arena at a walk.

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



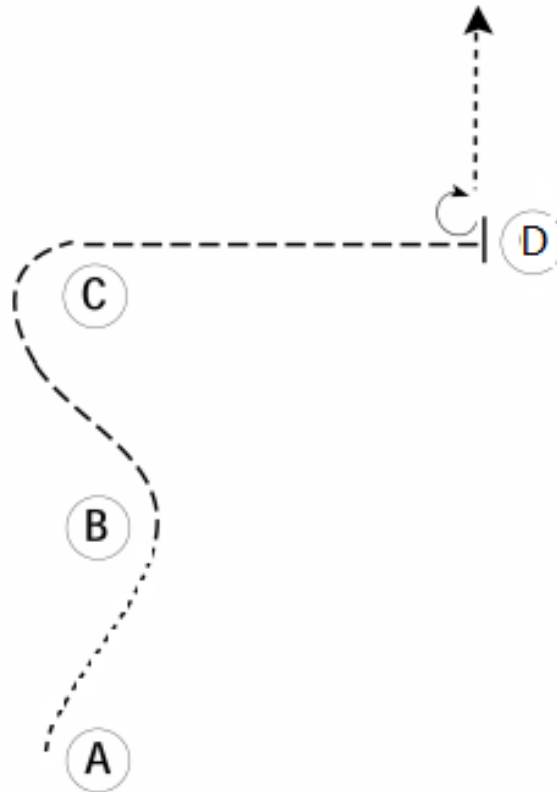
KEY

INSTRUCTIONS

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

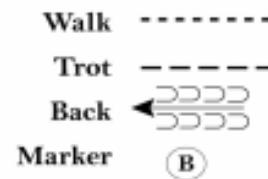
1. Begin at A. Lope from A to B in the right lead.
2. At B, break down to a jog around B toward C.
3. Extend the jog until even with C.
4. At C, stop and back. Execute a 180-degree turn on the haunches to the right.
5. Lope in the left lead from C to B.
6. Continue in the left (counter) lead around B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

Horsemanship 9 & Under and Walk/Trot



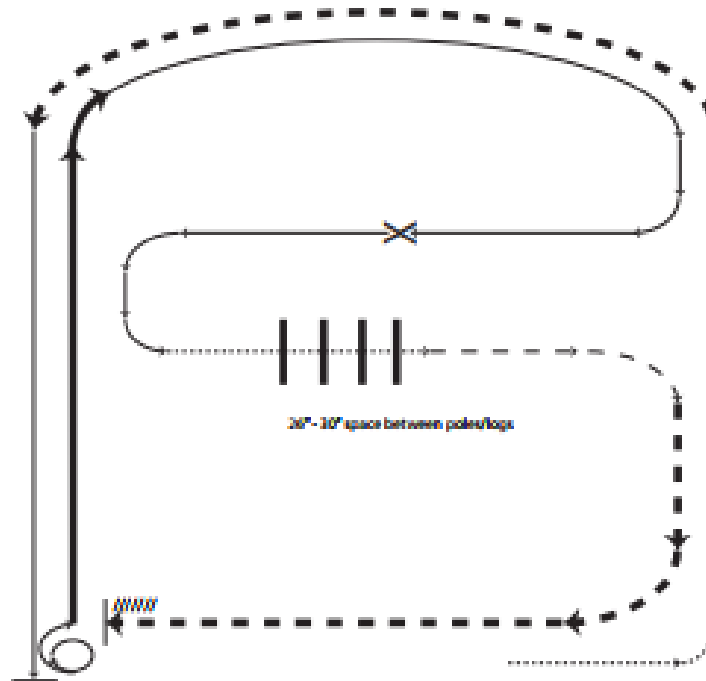
Be ready at A.

1. Walk between A and B.
2. At B, pick up jog and continue around C to D as shown.
3. Stop and execute 270 degree turn to the right.
4. Walk and exit pattern.



Ranch Riding All Ages

RANCH RIDING - PATTERN 2

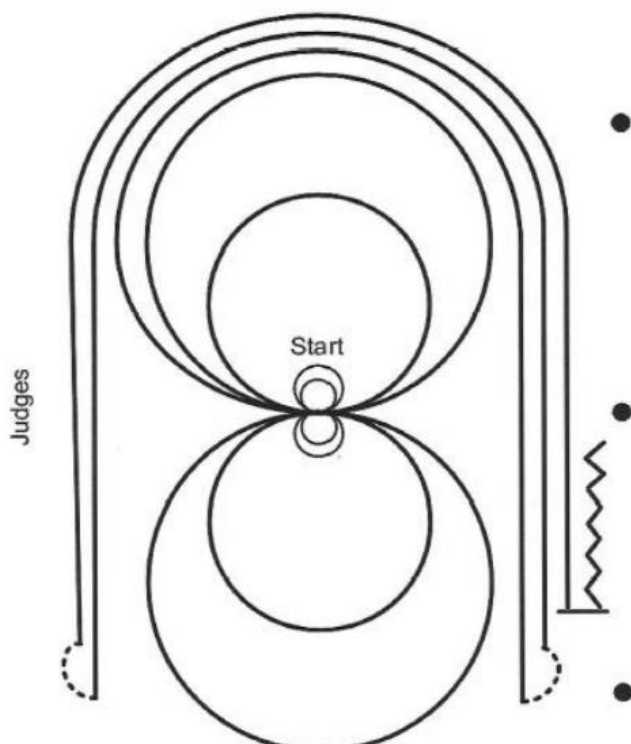


- X Lead Change
- - - Walk
- - - Trot
- - - Ext Trot
- ==== Lope
- ==== Ext Lope
- /////// Back

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 #7

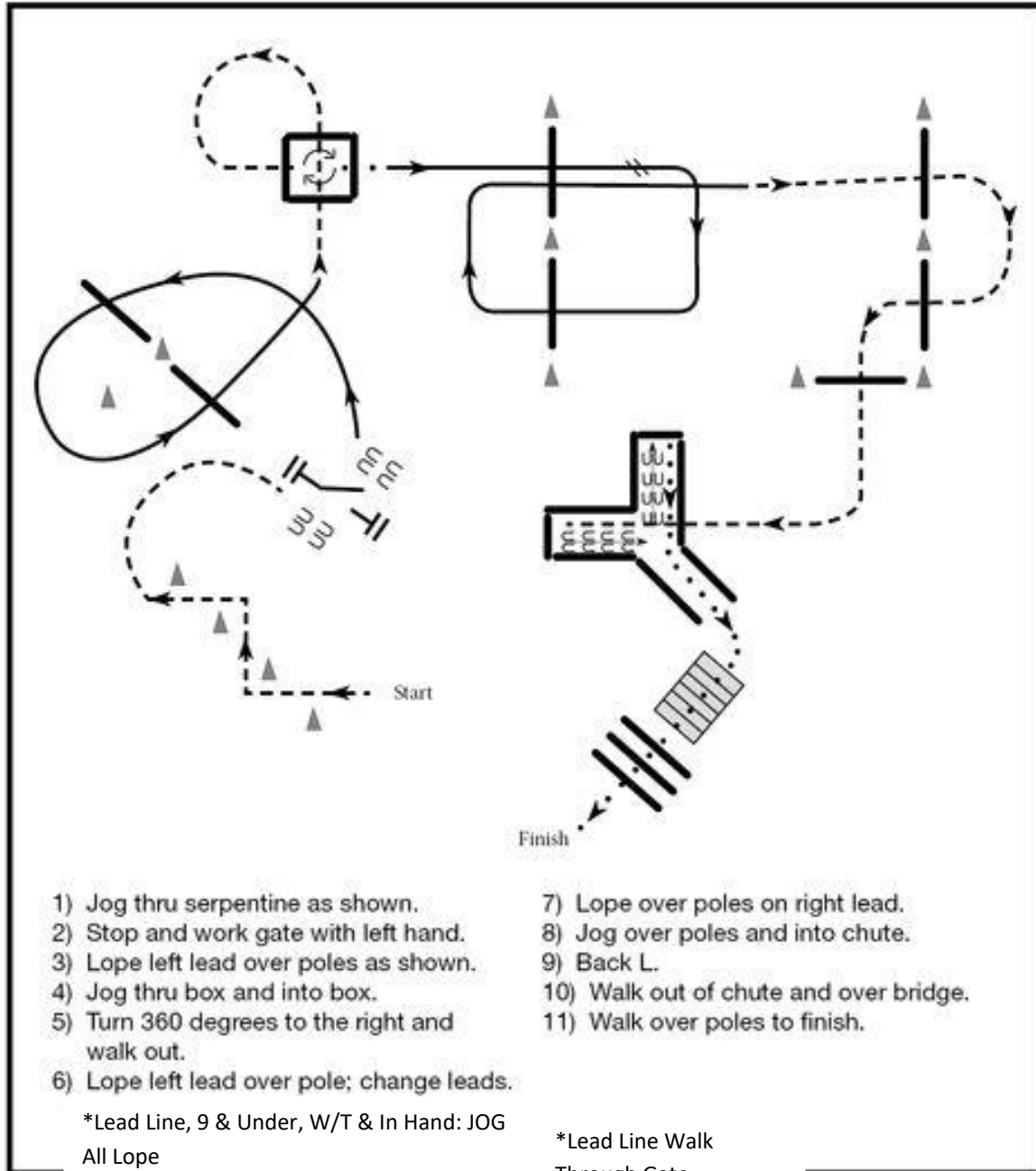


Pattern 7

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

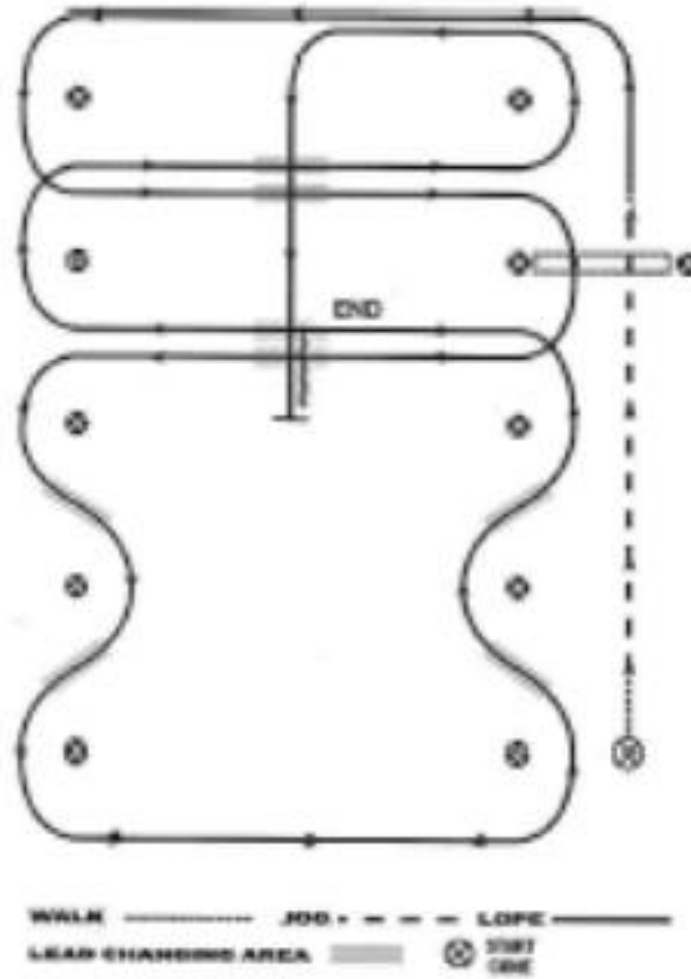
1. Complete two spins to the right.
2. Complete two spins to the left.
3. Complete two circles to the right; the first circle, small and slow, the second circle, large and fast.
4. Change leads at the center of the arena.
5. Complete two circles to the left; the first circle, small and slow, the second 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.

All Trail



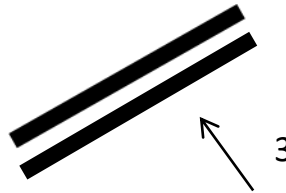
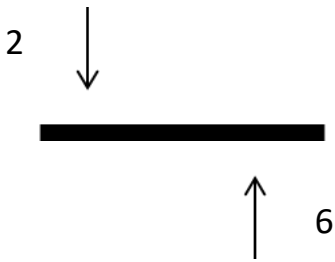
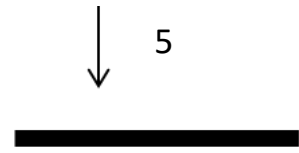
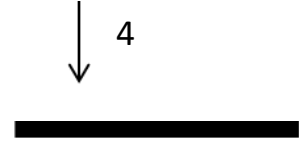
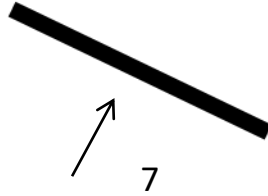
Western Riding All Ages

WESTERN RIDING PATTERN 3

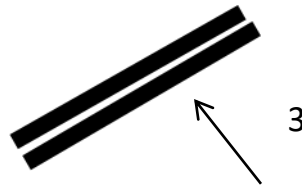
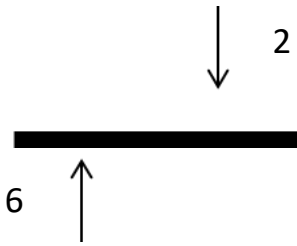
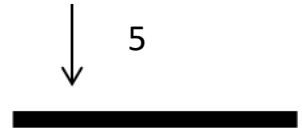
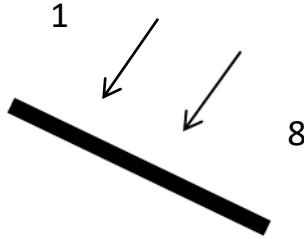


1. Walk between markers, transition to (jug, jug) over leg
2. Transition to the lope, use the left lead
3. First crossing change
4. Lope over leg
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing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

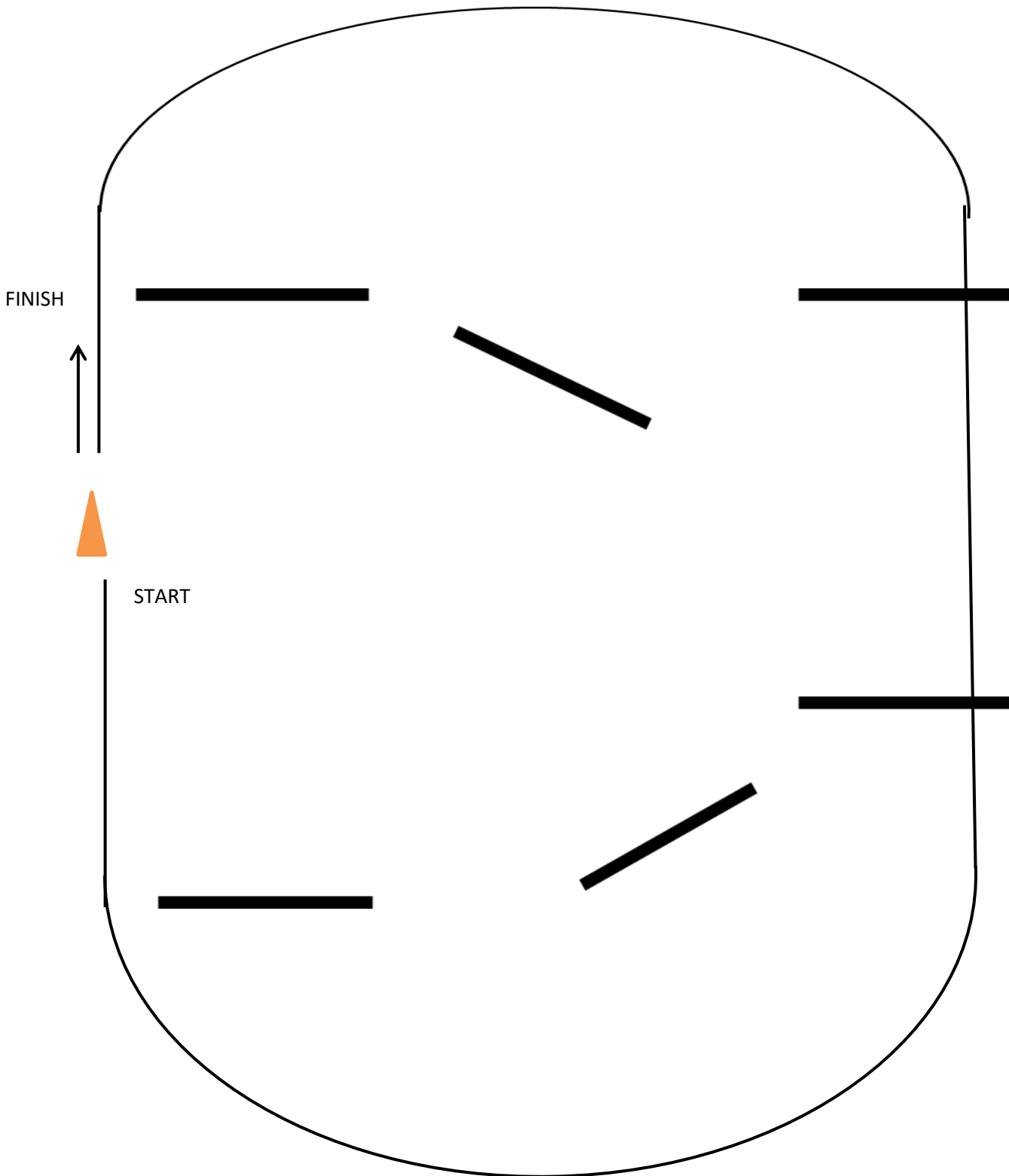
Hunter Over Fences All Ages



Open Jumping All Ages



Hunter Hack All Ages



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.

Hunt Seat Equitation 9 & Under and W/T

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	←←←←