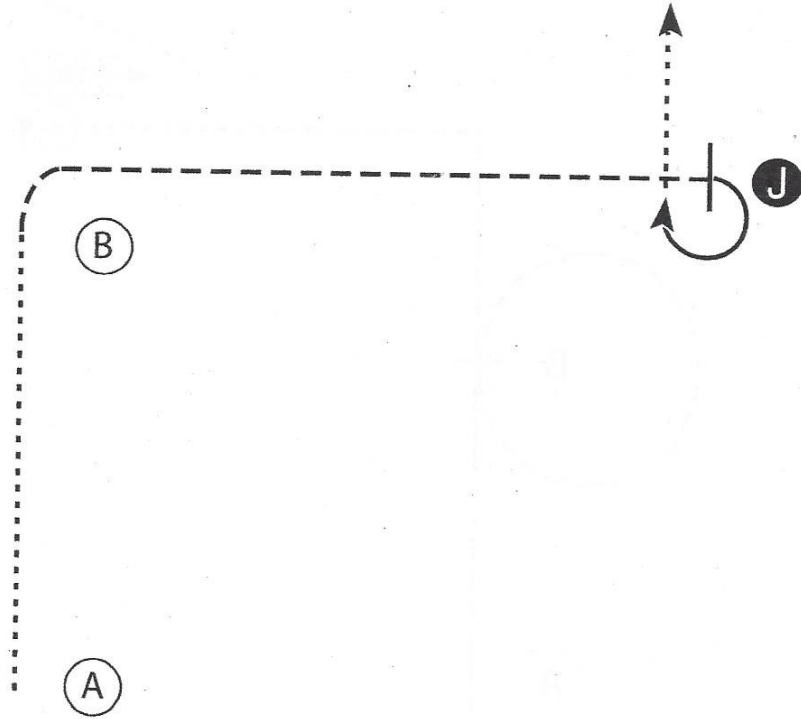



Showmanship (Small Fry/ Walk Trot)

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

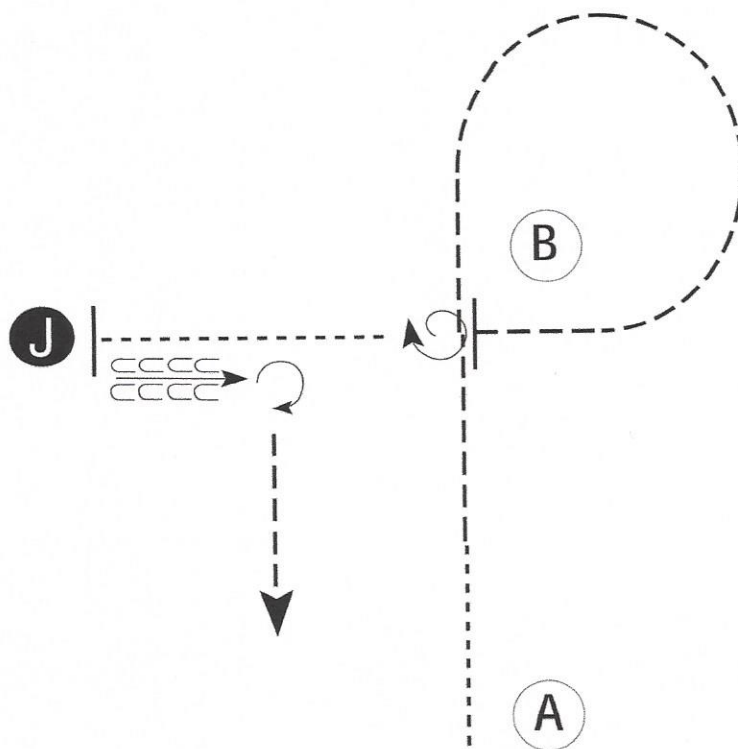
w w w . H o r s e S h o w P a t t e r n s . c o m



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

Walk
Trot - - - - -
Back ← 
Marker (B)
Judge (J)

Showmanship (All Level 1)



Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. Stop when just past B. Perform a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, back one horse length.
6. Perform a 270 degree turn and trot away.

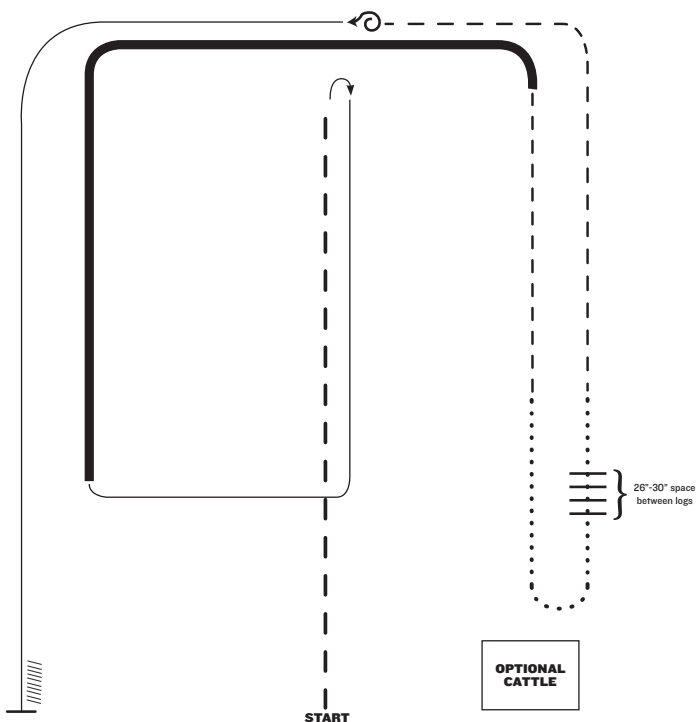
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ㄩ ㄩ ㄩ ㄩ ㄩ
Marker	⊙ B
Judge	⊙ J

Memorial Day 2024 Show 2

RANCH RIDING - PATTERN 15

L1, L1Y, L1A, Y, Am

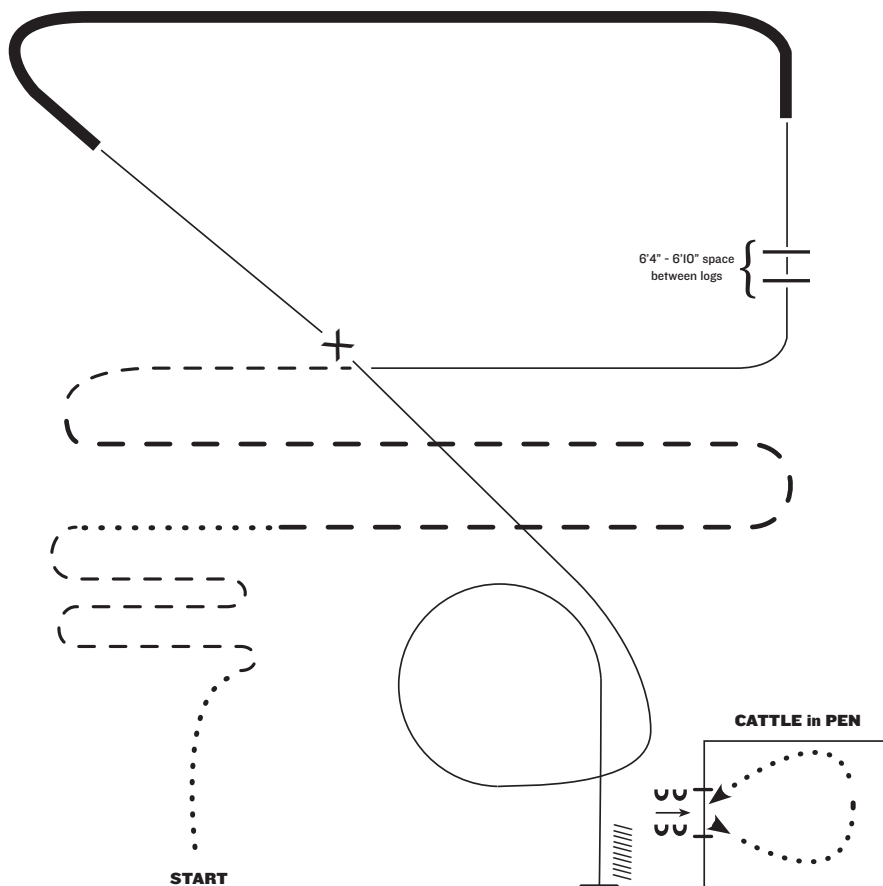


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

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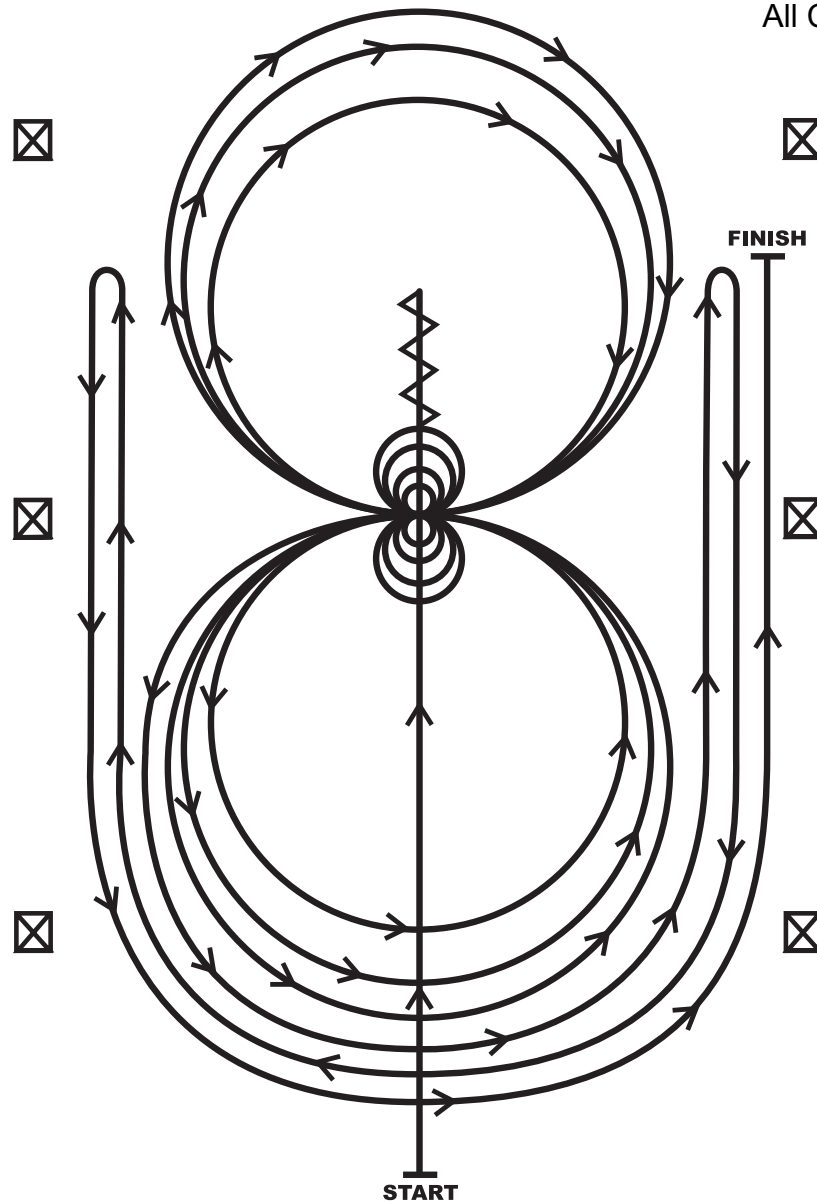
Open and Stanford Class



1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs
8. Extended lope (left lead)
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back
13. Side pass to gate, left hand push into pen
14. Walk through cattle, right hand push out

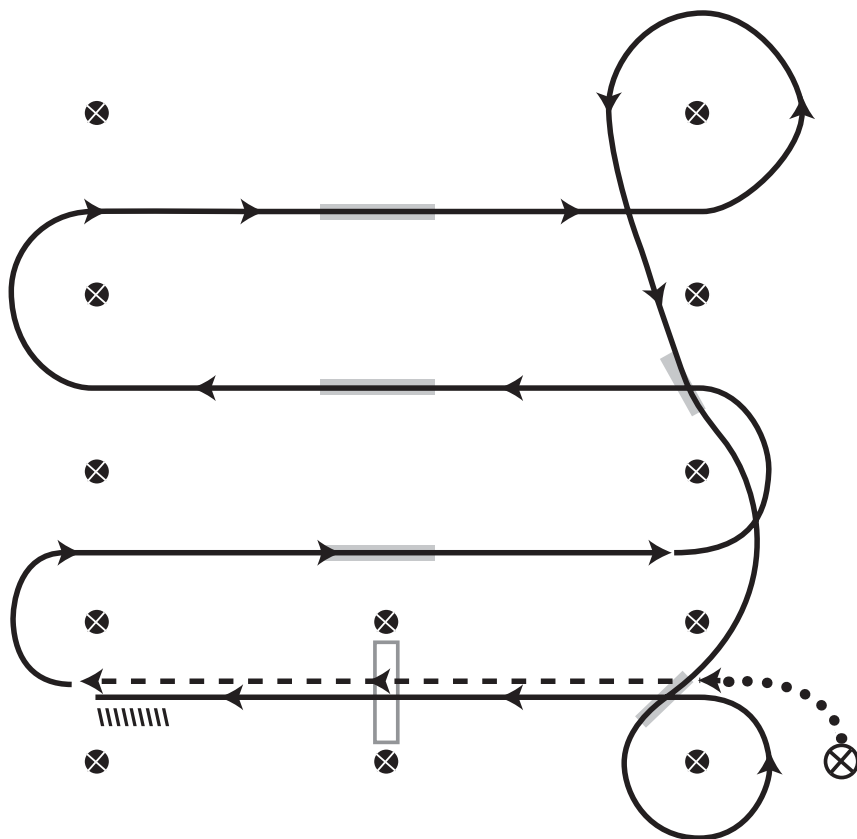
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

All Classes



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

LEVEL I WESTERN RIDING PATTERN 7



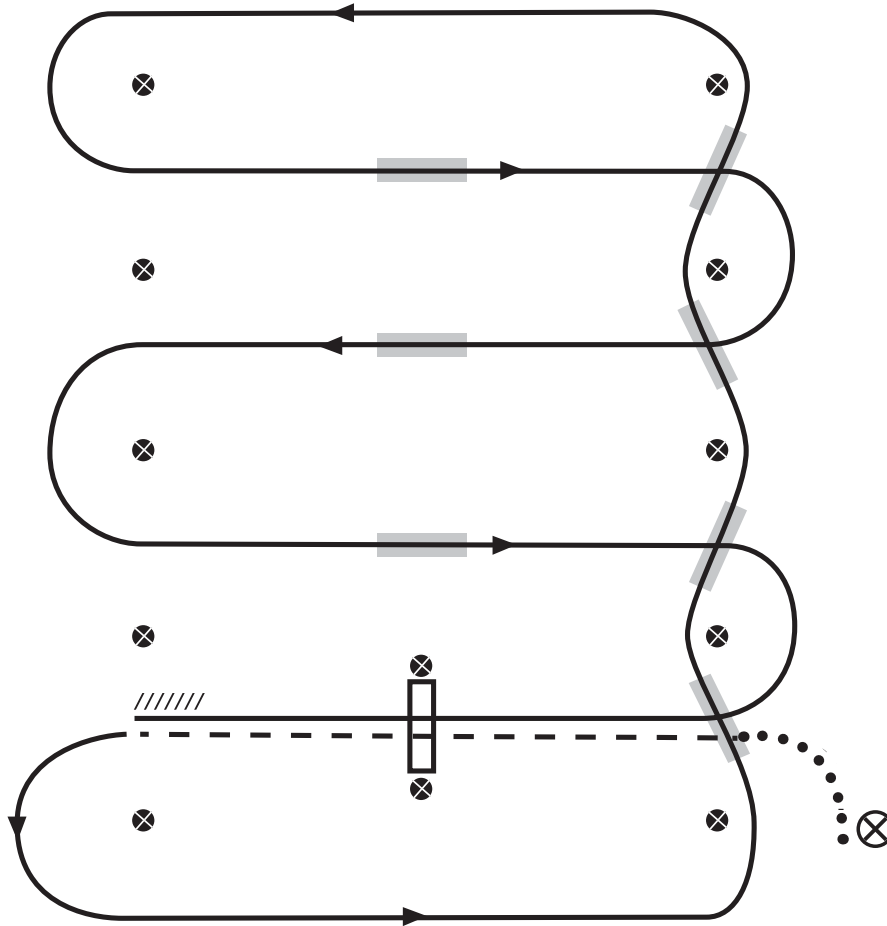
⊗ START CONE WALK JOG - - - - -
 LEAD CHANGING AREA [shaded box] LOPE _____

1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

WESTERN RIDING PATTERN 9

Memorial Day 2024
Show 2

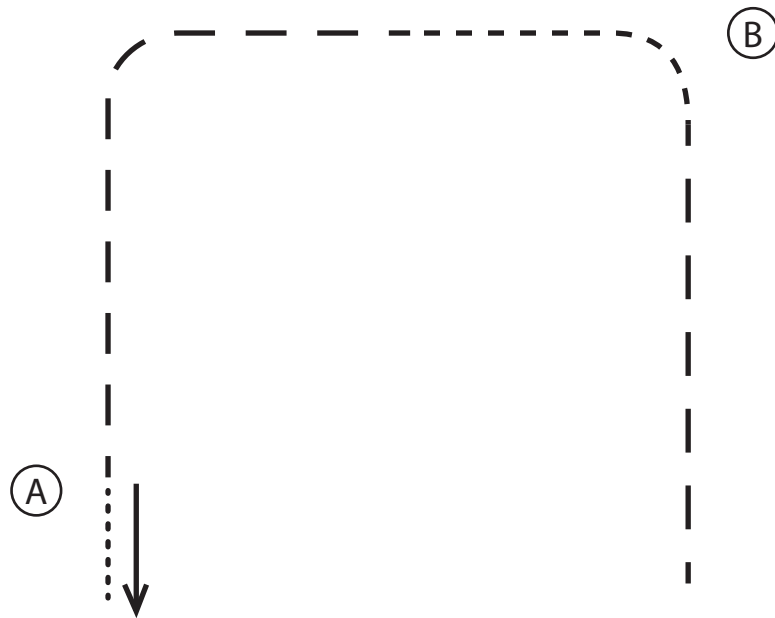
Youth, Am, Open



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

Hunt Seat Equitation

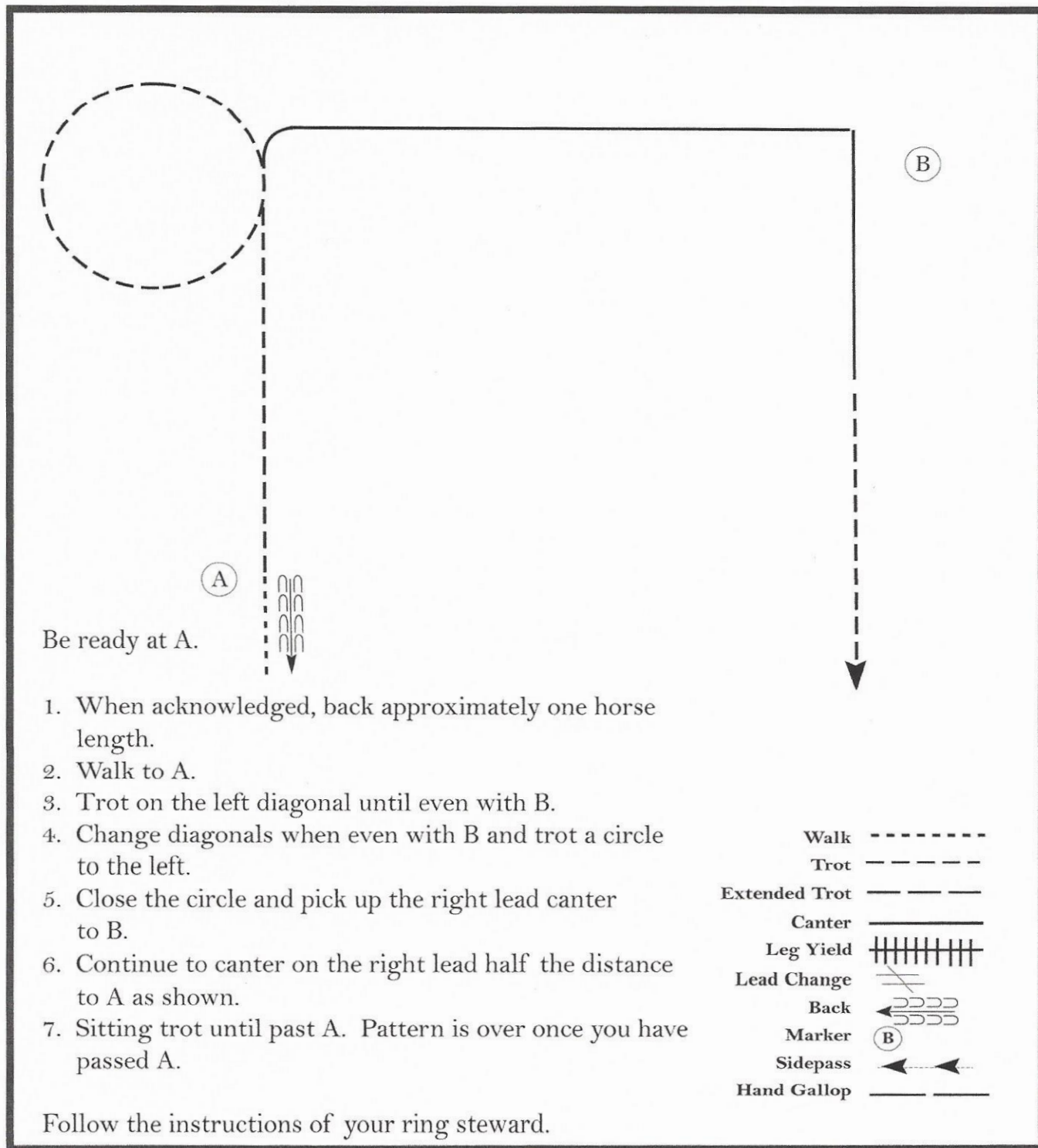
(All Walk Trot)



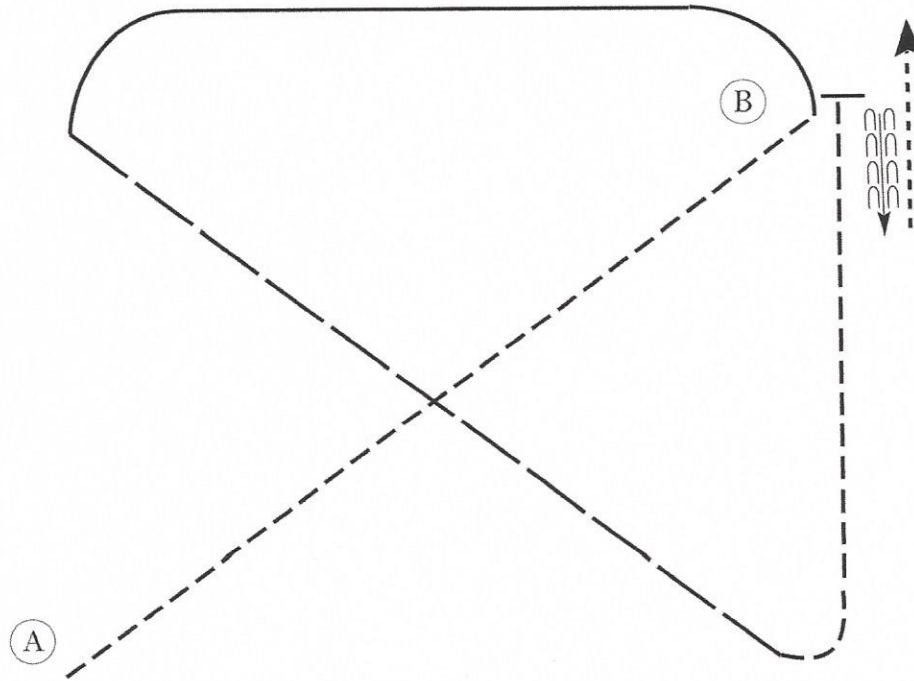
Be ready at A.

1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on left diagonal around to B as shown.
4. Halfway to B, sitting trot.
5. Once past B, trot on the right diagonal. Pattern is over once you have passed A. Follow the direction of your ring steward.

Hunt Seat Equitation (All Level 1)



Hunt Seat Equitation (All Youth - Amateur - Select)



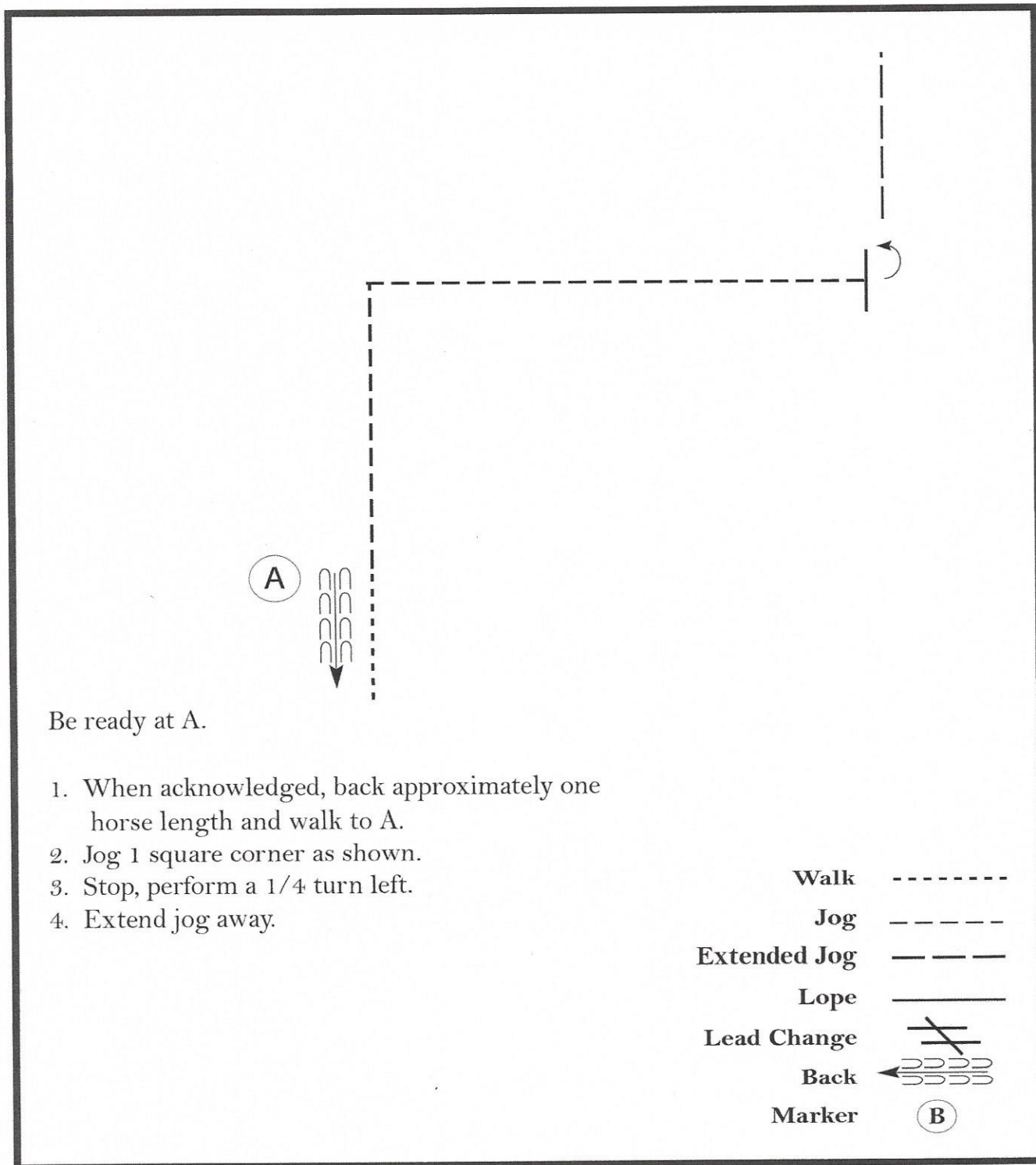
Be ready at A.

1. Sitting trot halfway to B.
2. Posting trot on the right diagonal to B.
3. Canter on the left lead from B across the arena..
4. Round the arena and move into a hand gallop on the diagonal.
5. Break to a trot on the left diagonal in a straight line to B.
6. Halt at B and back approximately one horse length.
7. Demonstrate a forward walk in a straight line from B for at least two horse lengths.

Follow the instructions of your ring steward.

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

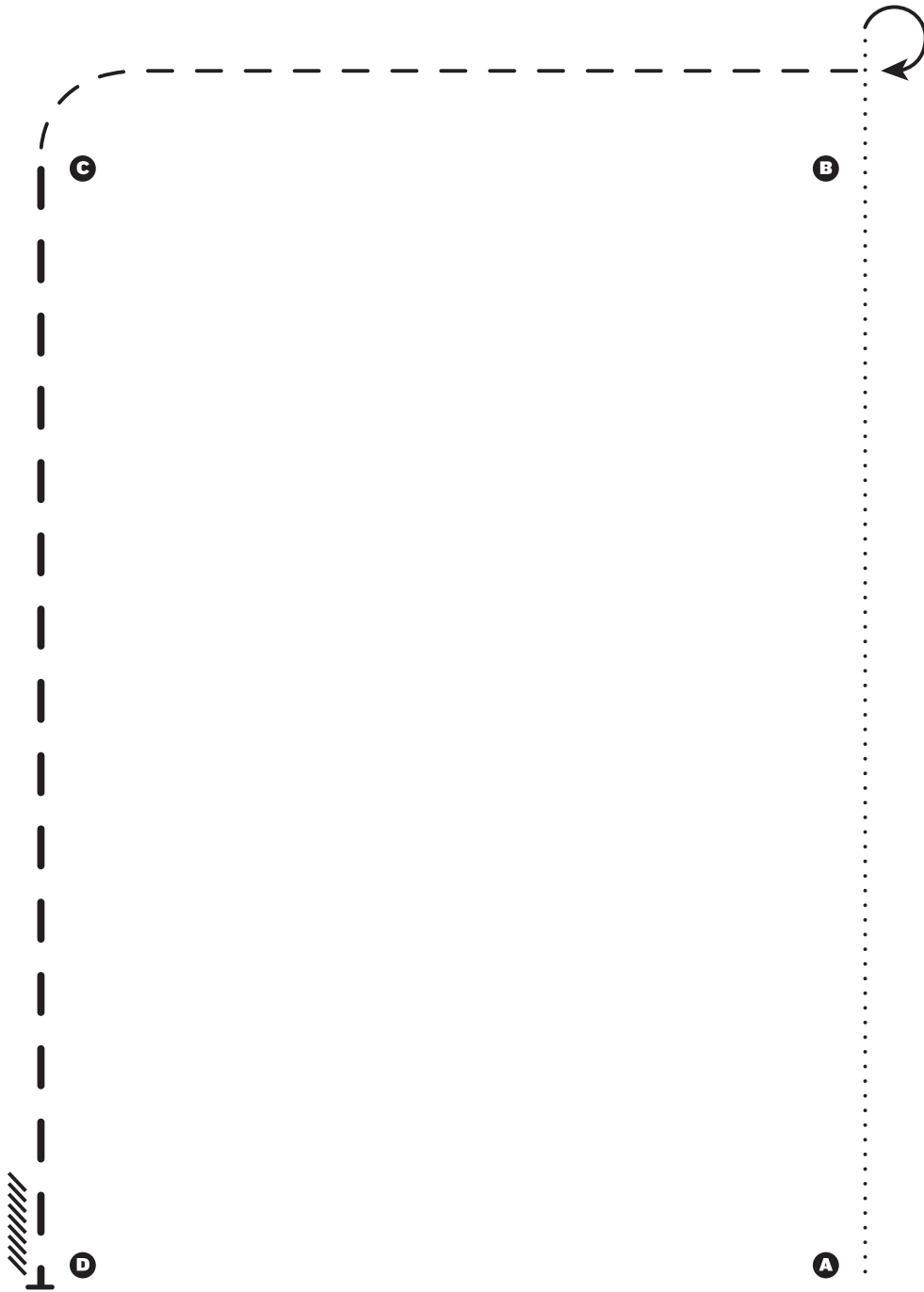
Western Horsemanship (All Walk/Jog)



EQUESTRIANS WITH DISABILITIES HORSEMANSHIP (WALK/JOG) PATTERN I

LEGEND

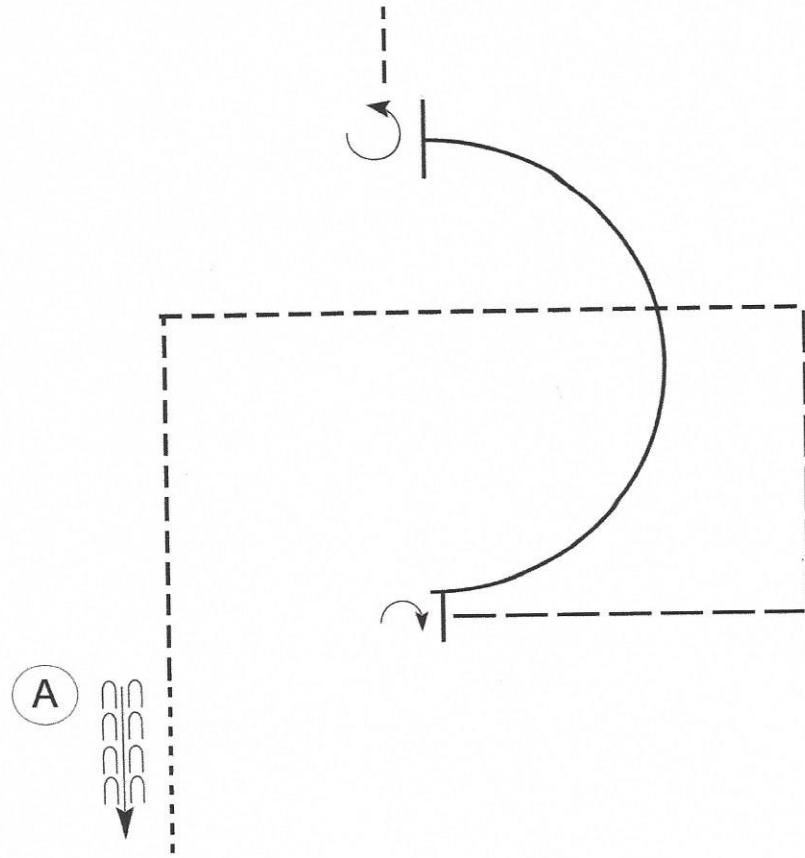
.....	Walk
.....	Extended Walk
- - -	Jog
- - -	Extended Jog
//////	Back



1. Be ready at A, walk from A past B, stop
2. 270° turn right
3. Jog from B around C
4. Extended jog from C to D
5. At D, stop
6. Back approximately one horse length, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

Western Horsemanship (All Level 1)

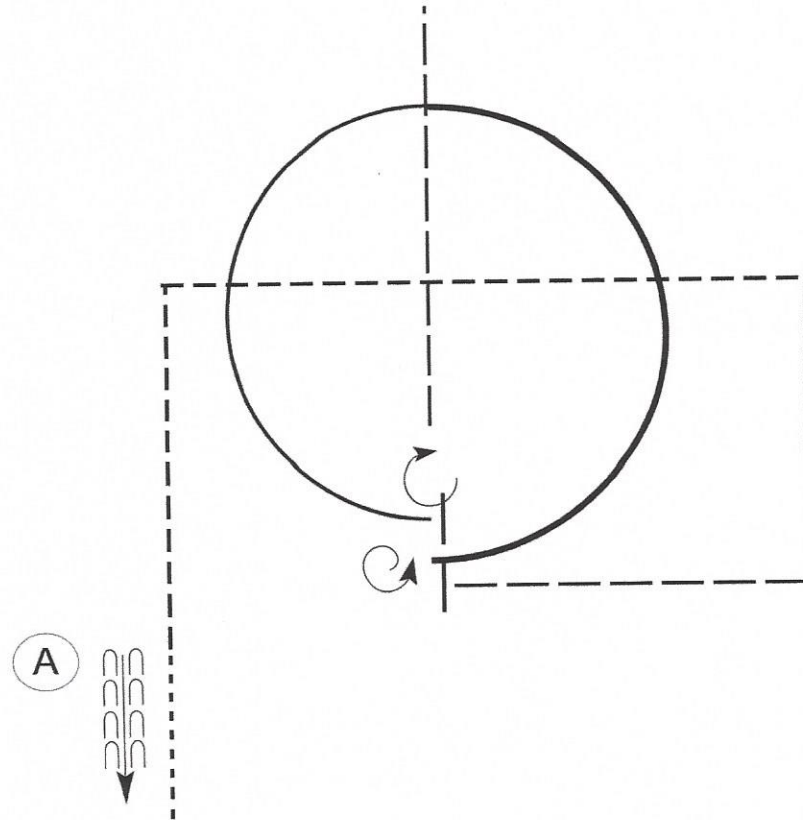


Be ready at A.

1. When acknowledged, back approximately one horse length and walk to A.
2. Jog 2 square corners as shown.
3. Extend jog one square corner and stop.
4. Perform a 180 degree turn to the right.
5. Continue and lope left lead 1/2 circle and shown.
6. Stop, perform a 270 degree turn to the left and jog away.

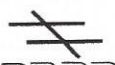
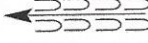
Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	——— ———
Back	← 3 3 3 3 3
Marker	(B)

Horsemanship (All Youth - Amateur - Select)



Be ready at A.

1. When acknowledged, back approximately one horse length and walk to A.
2. Jog 2 square corners as shown.
3. Extend jog one square corner and stop.
4. Perform 1 1/2 turns to the left.
5. Continue and lope left lead with speeds 1/2 circle. Collect the lope and complete the circle.
6. Stop, perform a 270 degree turn to the right and extend the jog away.

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