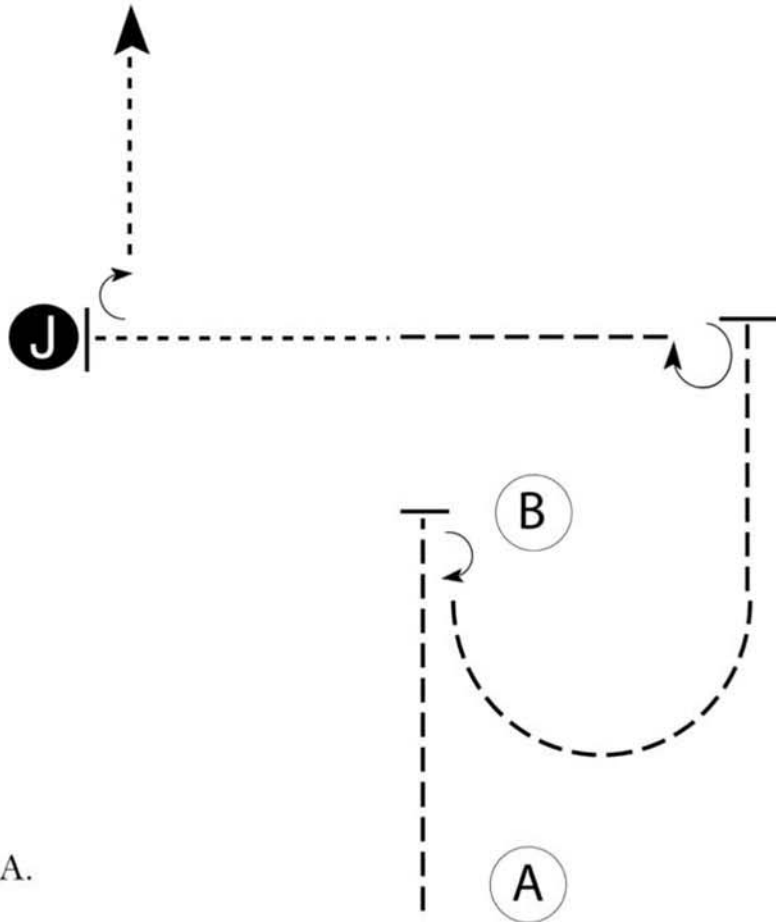




Showmanship

Rookie, Level 1, All Breed
Thursday



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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

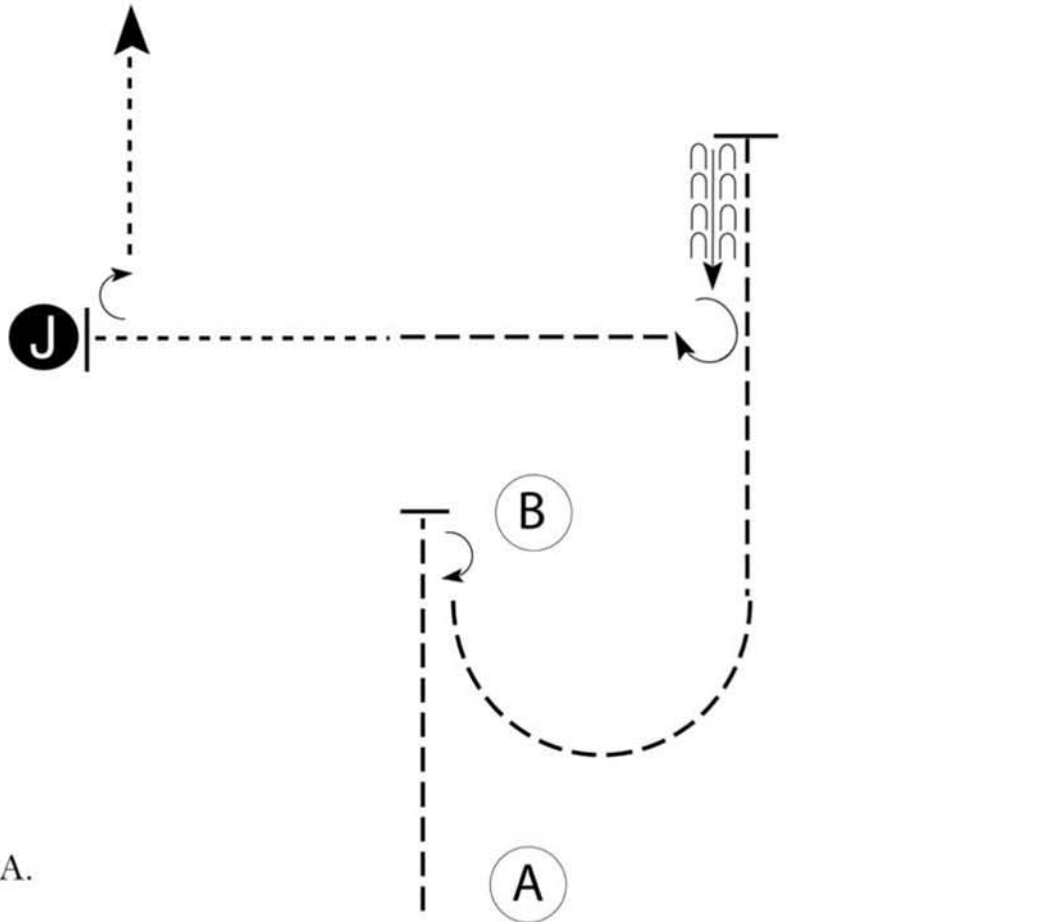
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Showmanship

Amateur, Select, Youth
Thursday



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

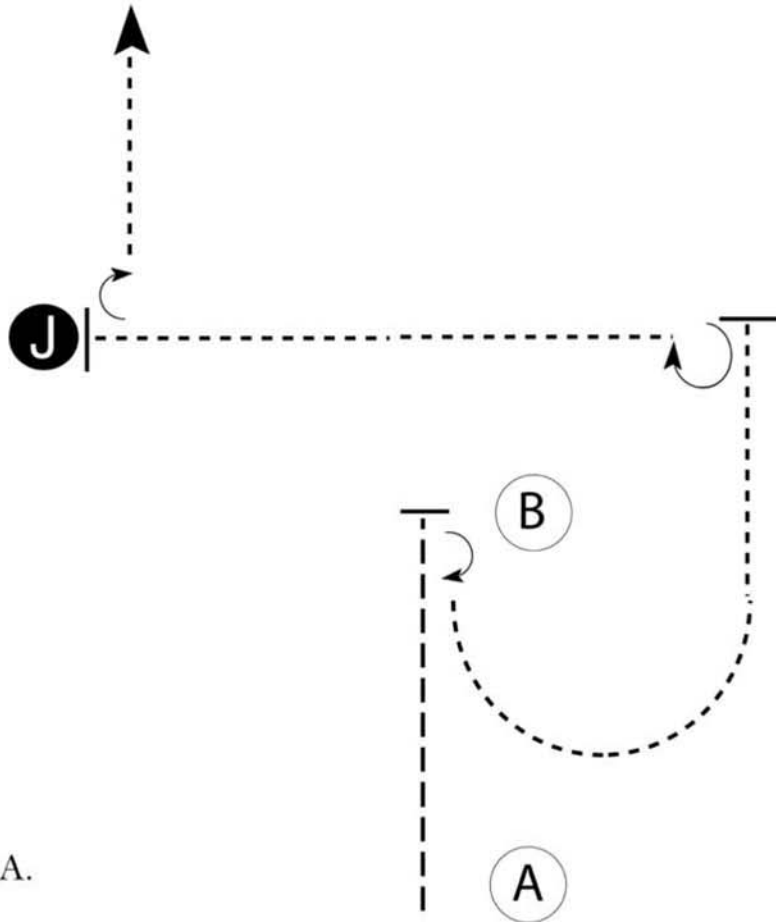
Walk	-----
Trot	- - - - -
Back	← — — — — ← — — — —
Marker	ⓑ
Judge	ⓐ

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Showmanship Small Fry Thursday



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Walk a half circle and continue to walk straight until even Judge.
4. Perform a 270 degree turn.
5. Walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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

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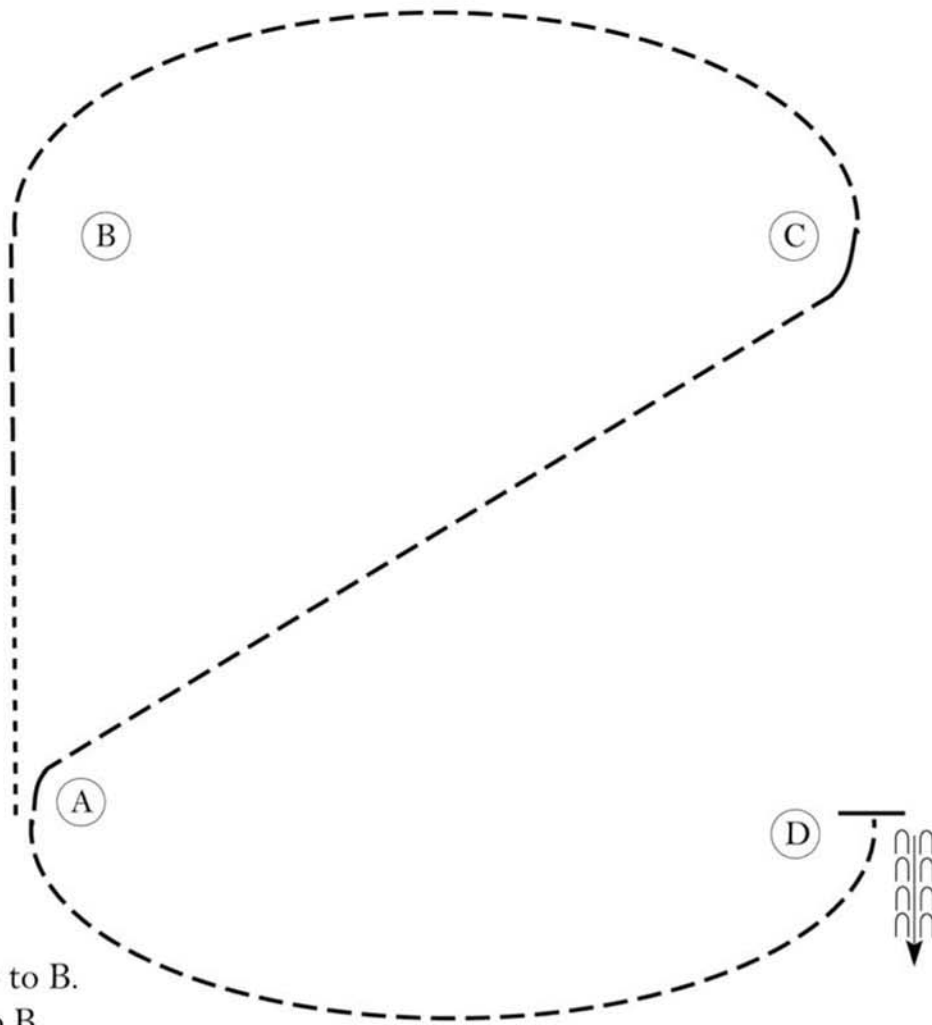
Equitation

All Walk Trot

Thursday

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Be ready at A.

1. Walk halfway to B.
2. Sitting trot to B.
3. Trot on the left diagonal from B, to and around C, and halfway to A.
4. Change diagonals halfway to A.
5. Trot on the right diagonal around A and to D.
6. Stop at D and back approximately one horse length.

Walk off and follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Lead Change	
Back	
Marker	
Hand Gallop	—————

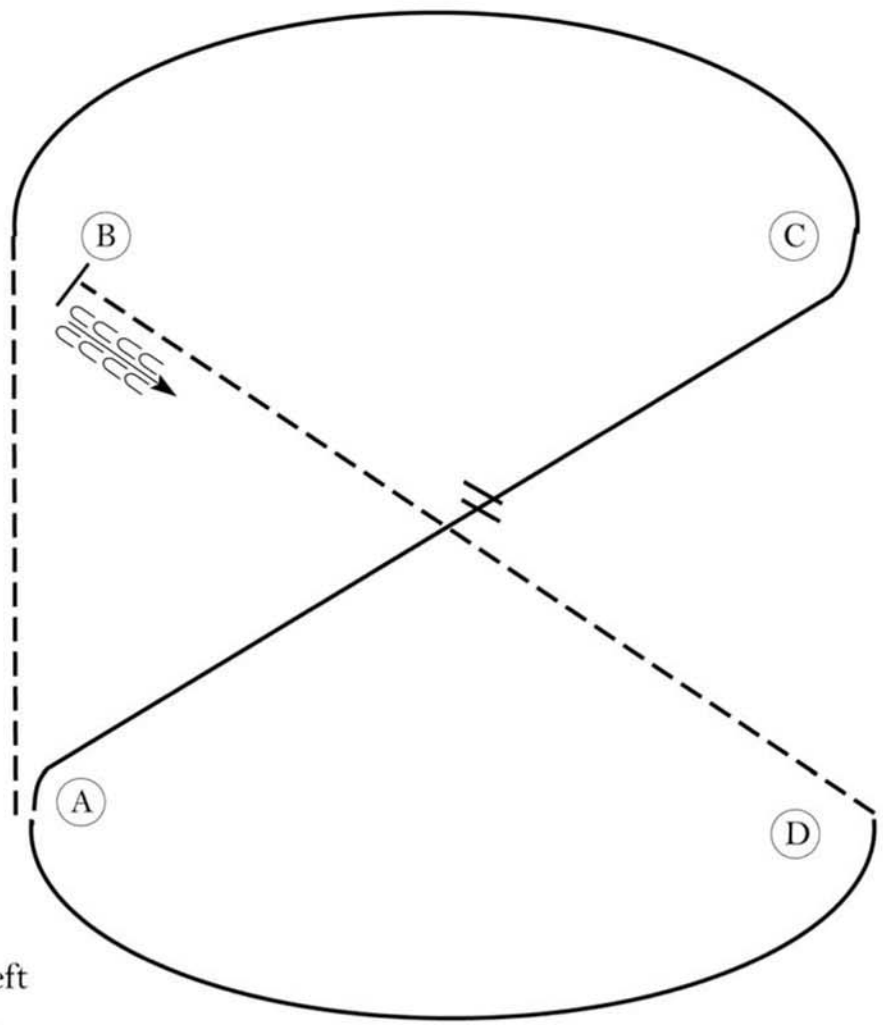


Equitation

Rookie, Level 1, All Breed
Thursday

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Be ready at A.

1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
3. Perform a simple lead change between C and A.
4. Canter around A and to D.
5. Trot on the right diagonal from D to B.
6. Stop at B and back approximately one horse length.

Walk off and follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Lead Change	
Back	
Marker	
Hand Gallop	— — — —

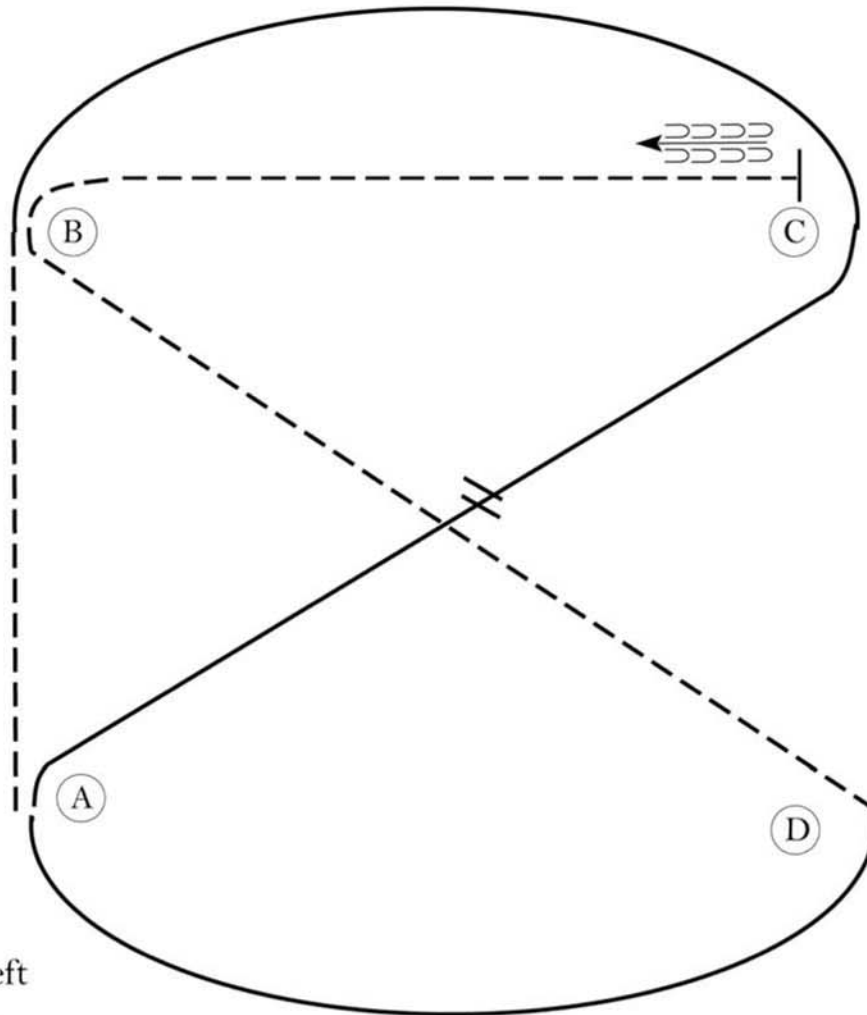


Equitation

Amateur, Select, Youth
Thursday

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Be ready at A.

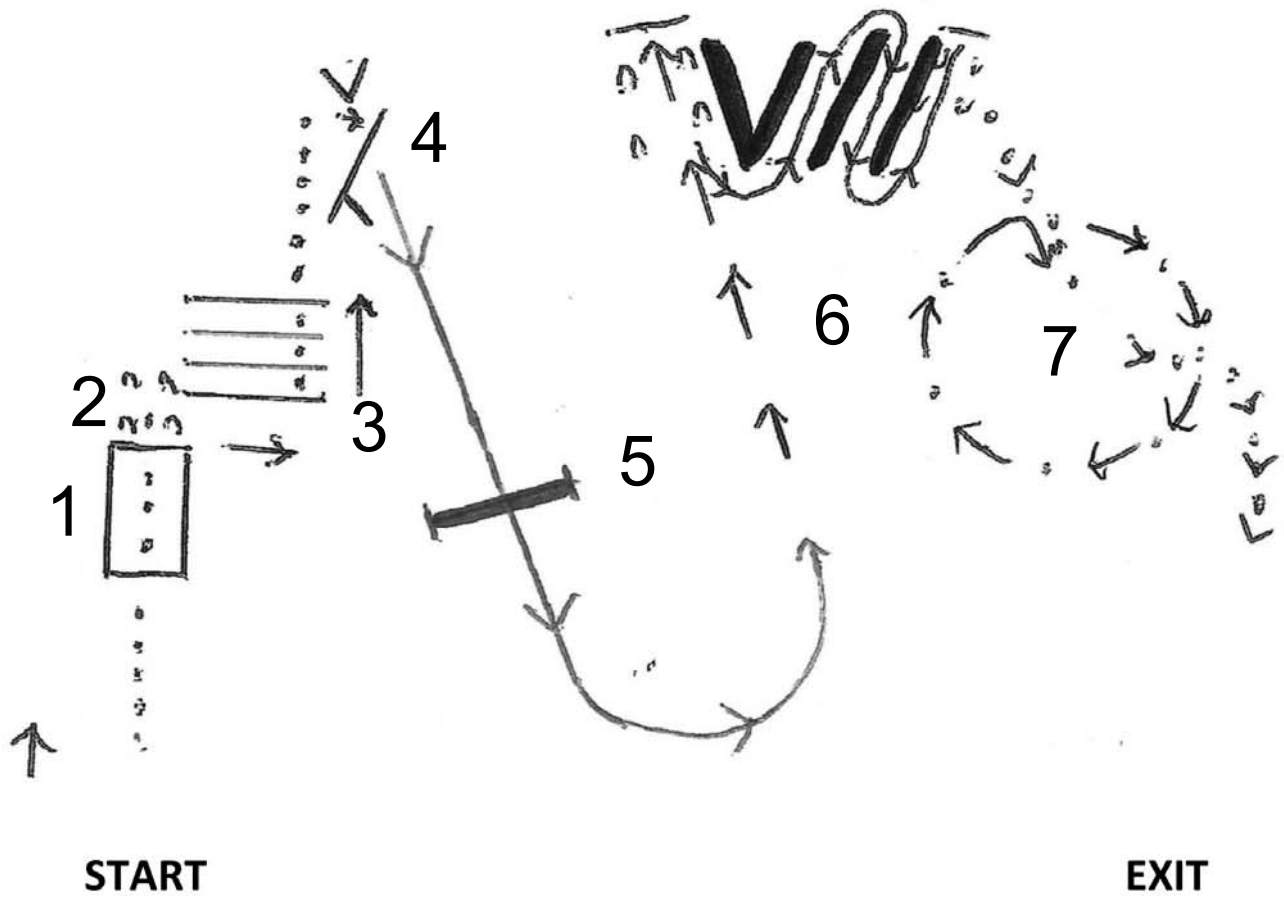
1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
4. Change leads between C and A.
5. Canter around A and to D.
6. Trot on the right diagonal from D to B.
7. Trot in a two-point position to C.
8. Stop at C and back approximately one horse length.

Walk off and follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Lead Change	
Back	
Marker	
Hand Gallop	— — — —



Ranch Trail Thursday



1. BRIDGE
2. SIDE PASS
3. WALK OVER LOGS
4. GATE
5. LEFT LEAD OVER LOG
6. BACK THRU
7. ROPE DRAG



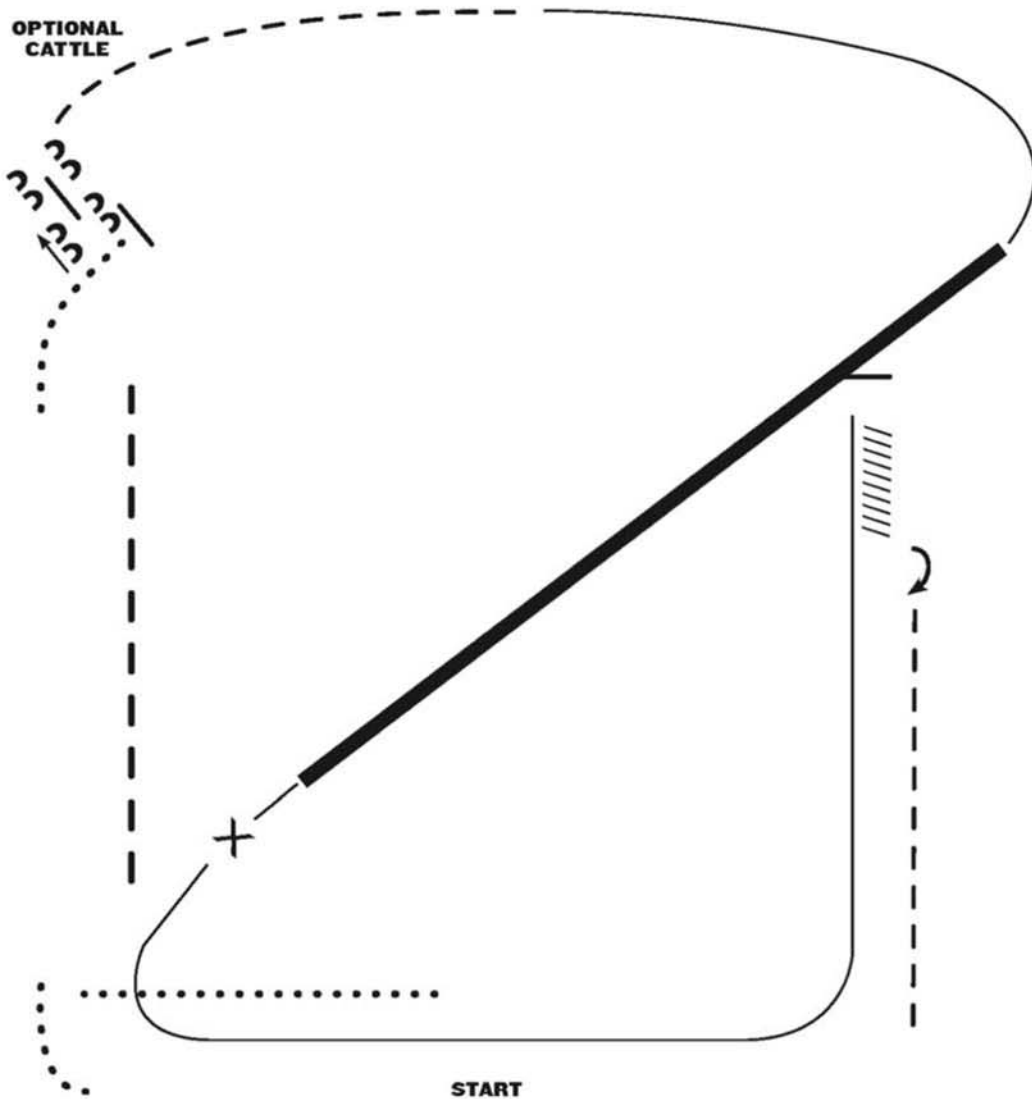
Ranch Riding

Walk Trot (Jog where Lope)

Thursday

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1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

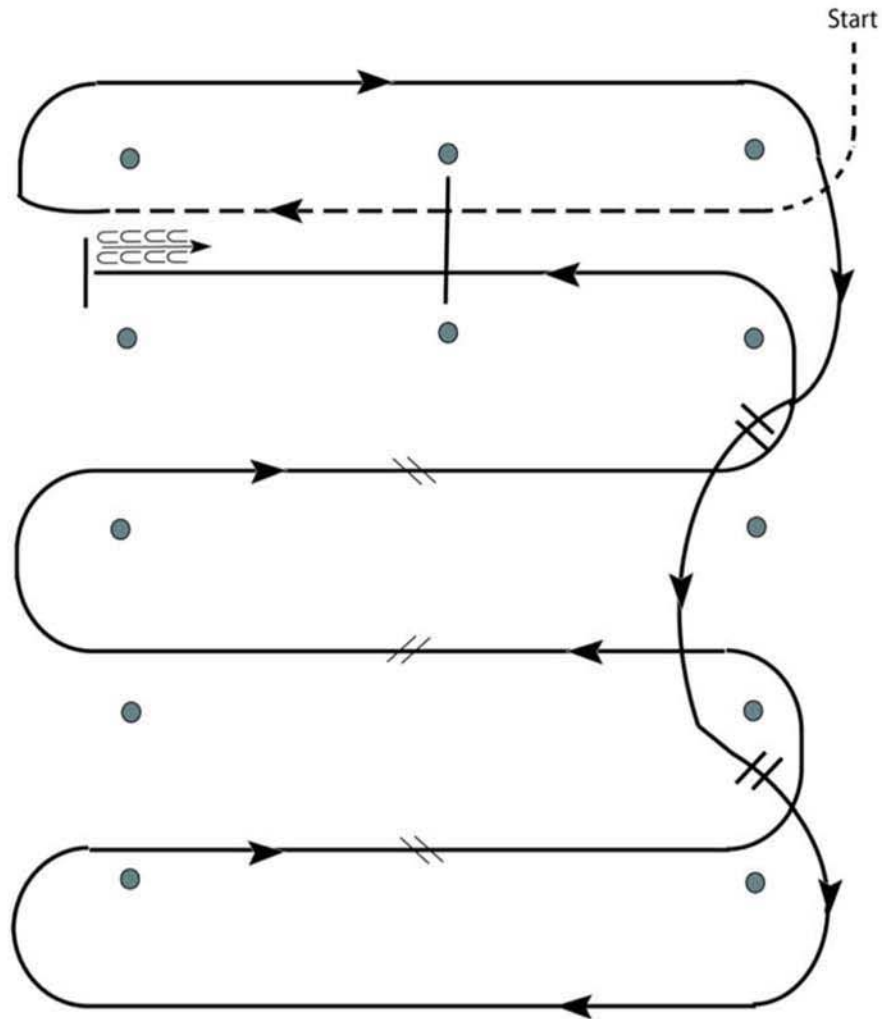
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Western Riding

Level 1, All Breed

Friday



1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

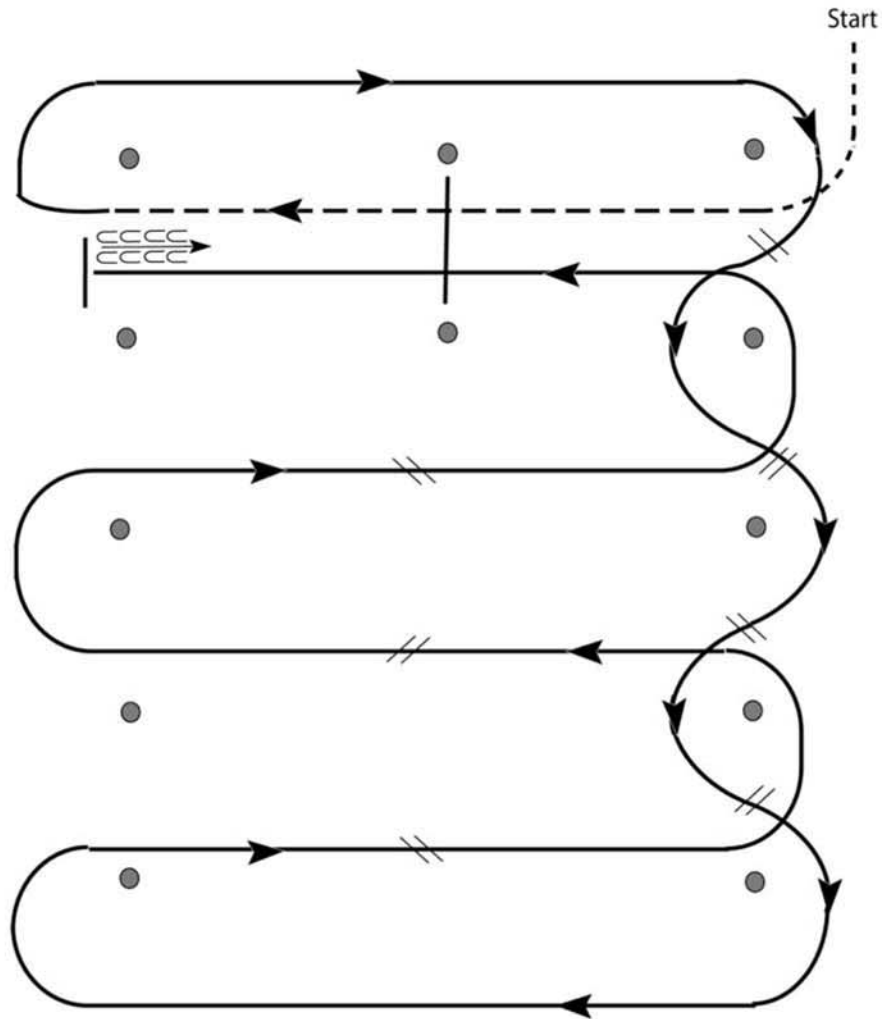


Western Riding

Open, Amateur, Select, Youth
Friday

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



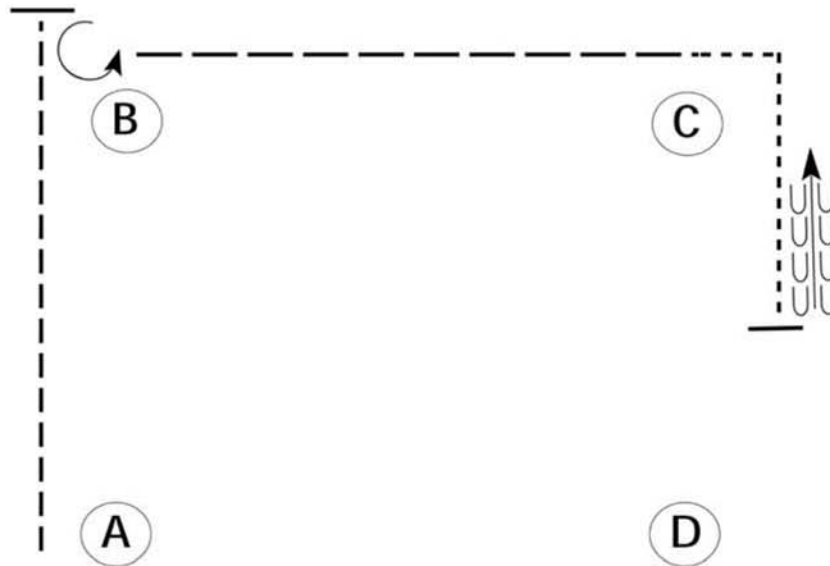
1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.



Horsemanship

All Walk Trot

Friday



Be ready at A.

1. Jog from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Extended jog to C.
4. Break to a walk and walk around C and halfway to D.
5. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	— / —
Back	← — — — —
Marker	ⓑ

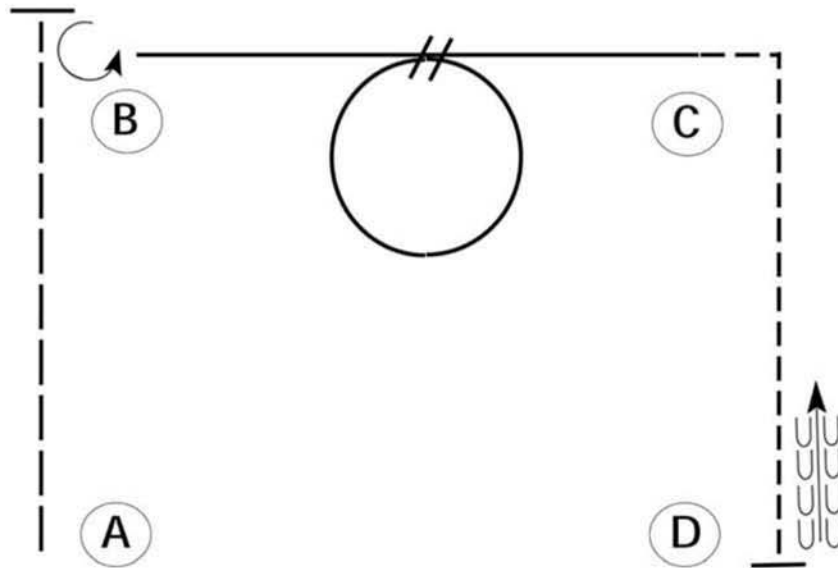
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Horsemanship

Rookie, Level 1, All Breed
Friday



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Perform a simple lead change and lope a circle to the right.
5. Continue to lope to C.
6. At C, break to a jog and jog to D.
7. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	⧘
Back	← — — — —
Marker	Ⓚ

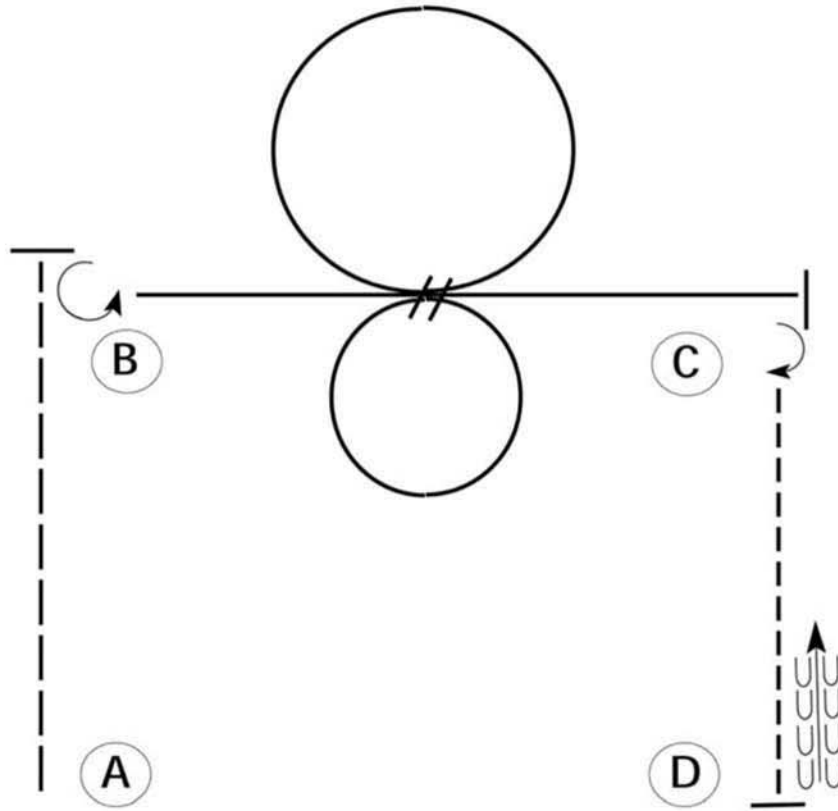
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Horsemanship

Amateur, Select, Youth
Friday



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Change leads and perform a large, fast circle to the left.
6. Continue to lope past C and stop.
7. Perform a 1/4 turn to the right.
8. Jog to D.
9. Stop and back approximately one horse length.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	———//———
Back	← ———
Marker	ⓑ

Follow the instructions of your ring steward.

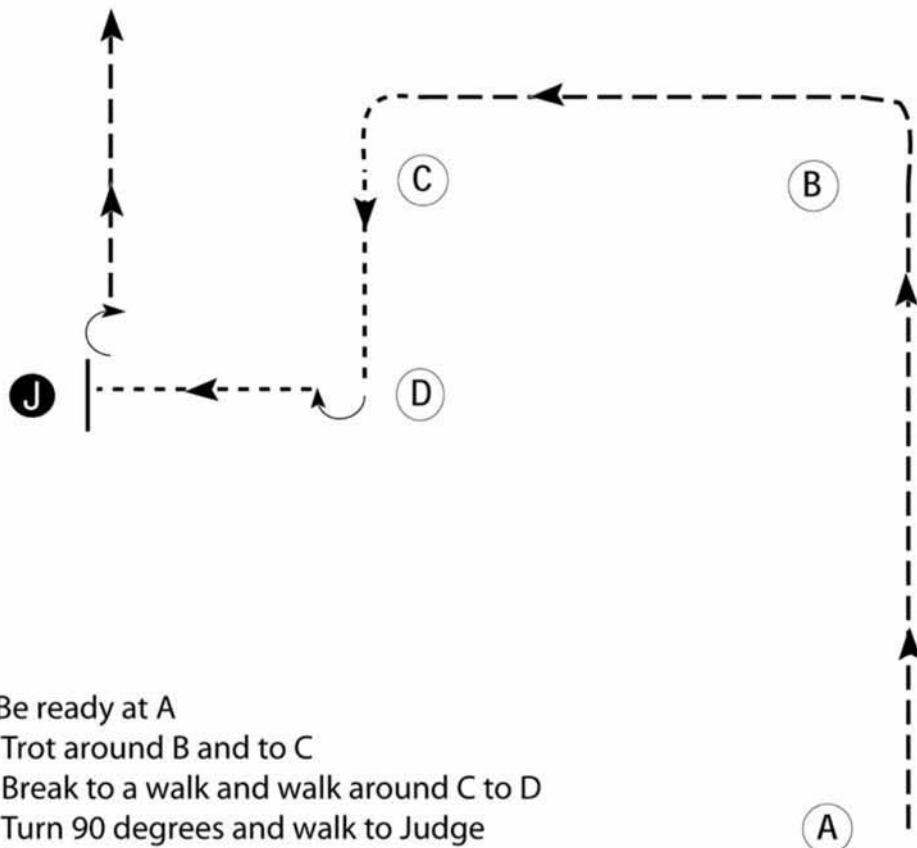


Showmanship

Rookie, Level 1, All Breed
Saturday

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1. Be ready at A
2. Trot around B and to C
3. Break to a walk and walk around C to D
4. Turn 90 degrees and walk to Judge
5. Stop and set up for inspection
6. When dismissed, turn 90 degrees and trot away from judge

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

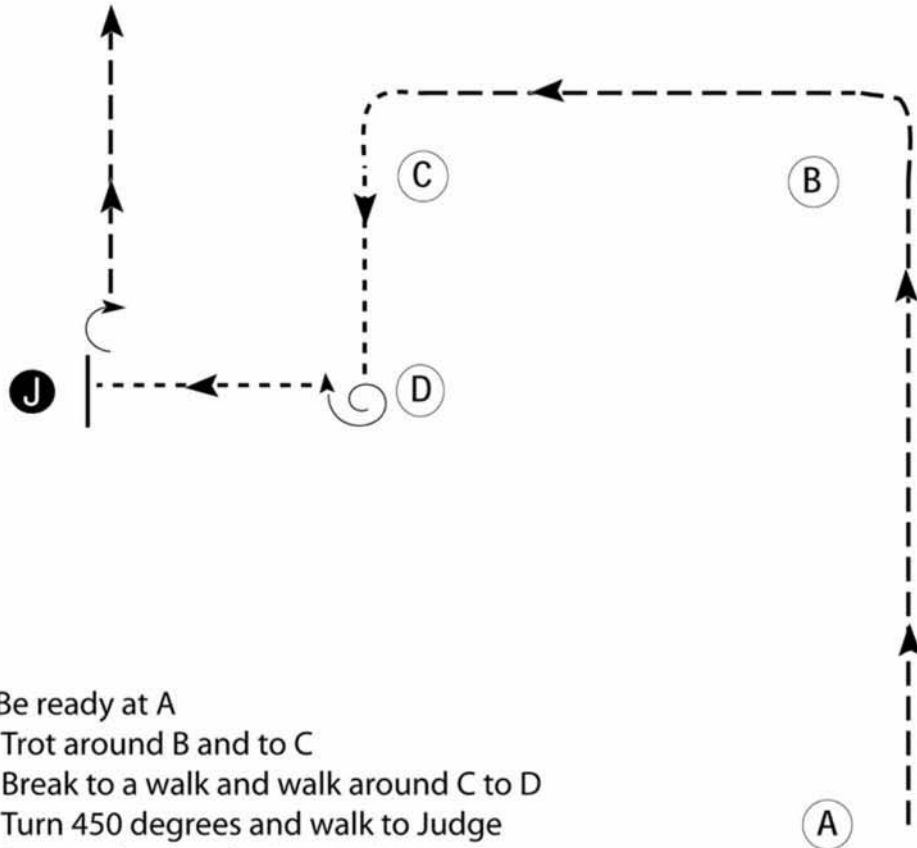


Showmanship

Amateur, Select, Youth
Saturday

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1. Be ready at A
2. Trot around B and to C
3. Break to a walk and walk around C to D
4. Turn 450 degrees and walk to Judge
5. Stop and set up for inspection
6. When dismissed, turn 90 degrees and trot away from judge

(A)

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



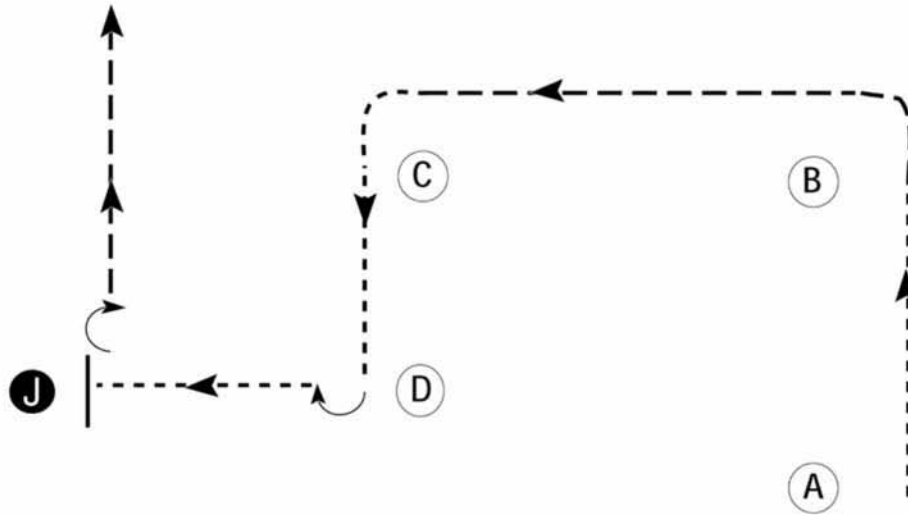
Showmanship

Small Fry

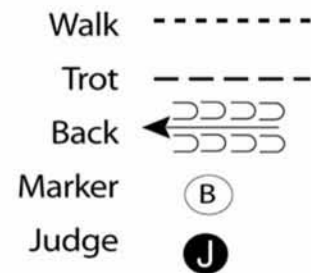
Saturday

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1. Be ready at A
2. Walk to B
3. Trot from B to C
4. Break to a walk and walk around C to D
5. Turn 90 degrees and walk to Judge
6. Stop and set up for inspection
7. When dismissed, turn 90 degrees and trot away from judge





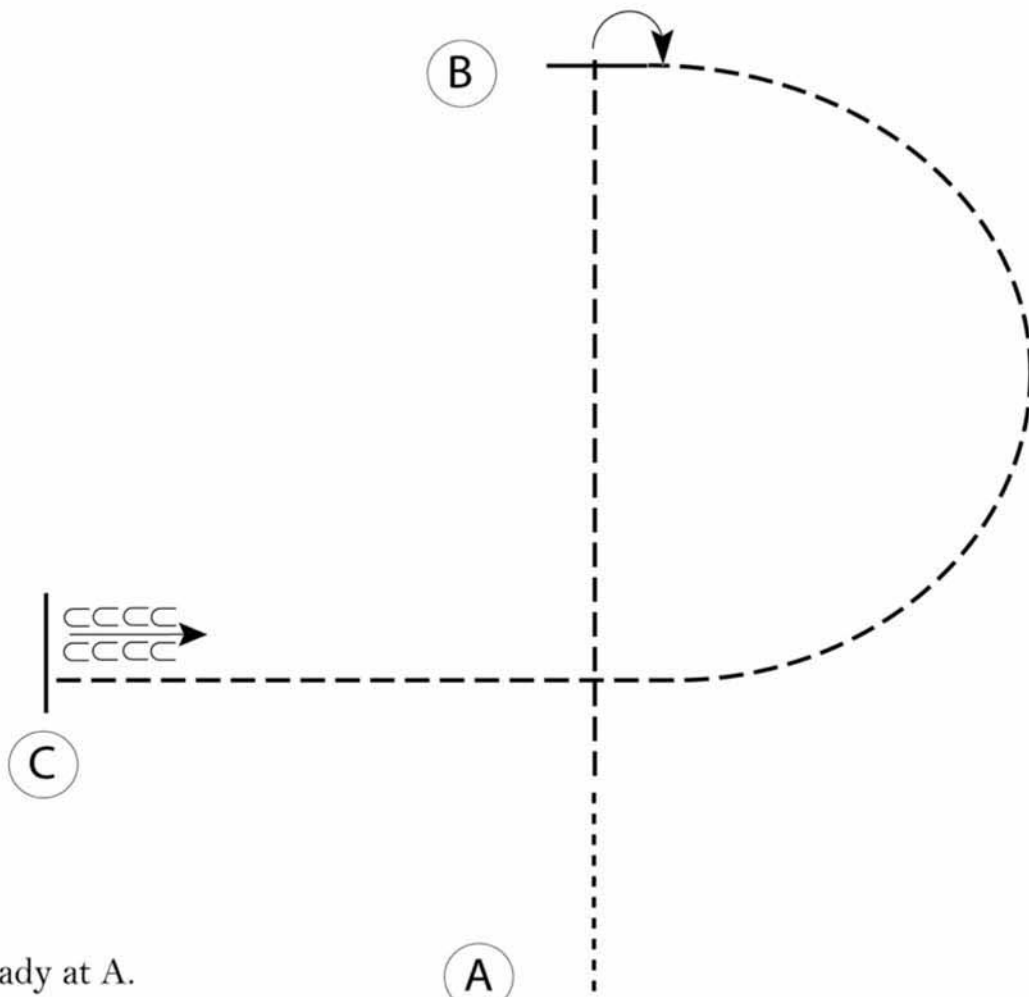
Equitation

All Walk Trot

Saturday

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Be ready at A.

1. Walk from A until even with C.
2. Posting trot on the right diagonal to B.
3. At B, stop and perform a 90 degree turn on the forehand to the right.
4. Posting trot on the left diagonal from B to C.
5. At C stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← c c c c
Marker	⊙ B
Sidepass	← — — — — →
Hand Gallop	— — — — —

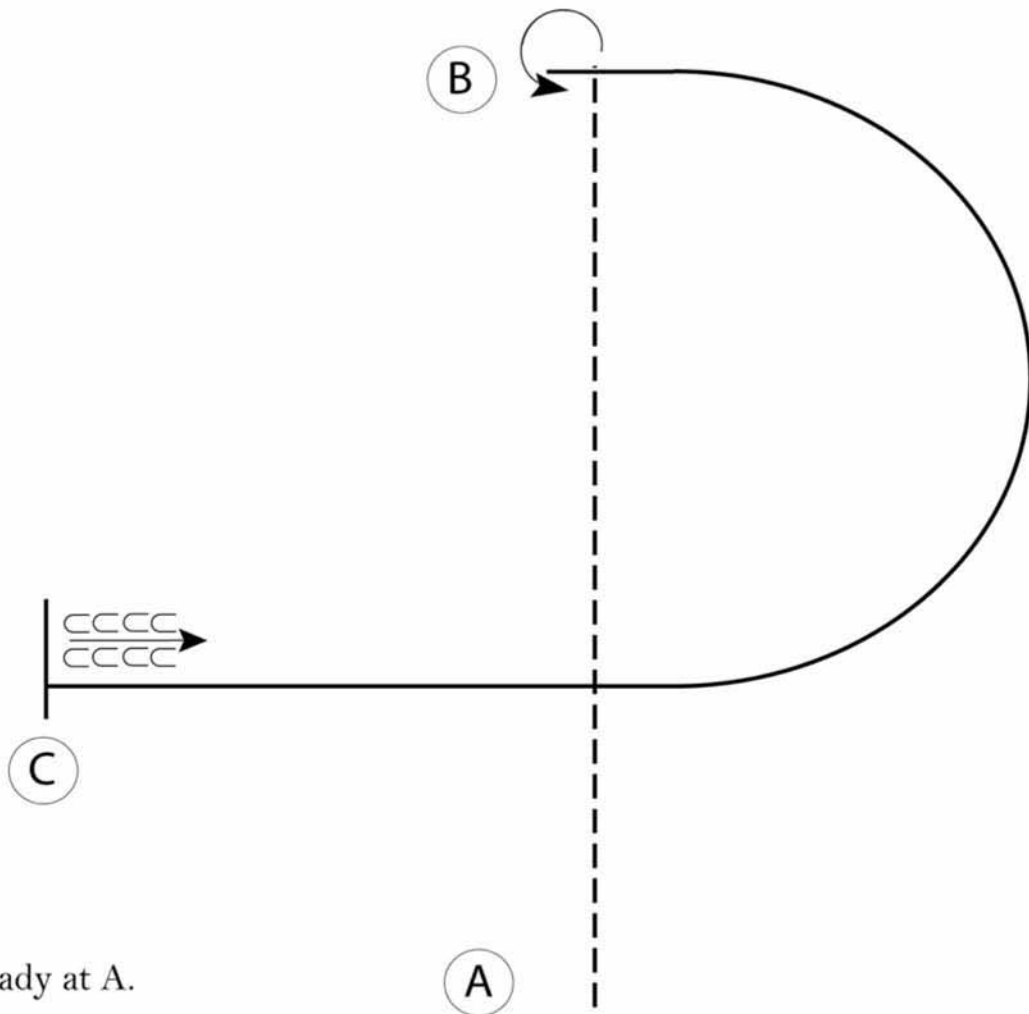


Equitation

Rookie, Level 1, All Breed
Saturday

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Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. At B, stop and perform a 270 degree turn on the forehand to the left.
3. Canter on the right lead from B to C.
4. At C stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

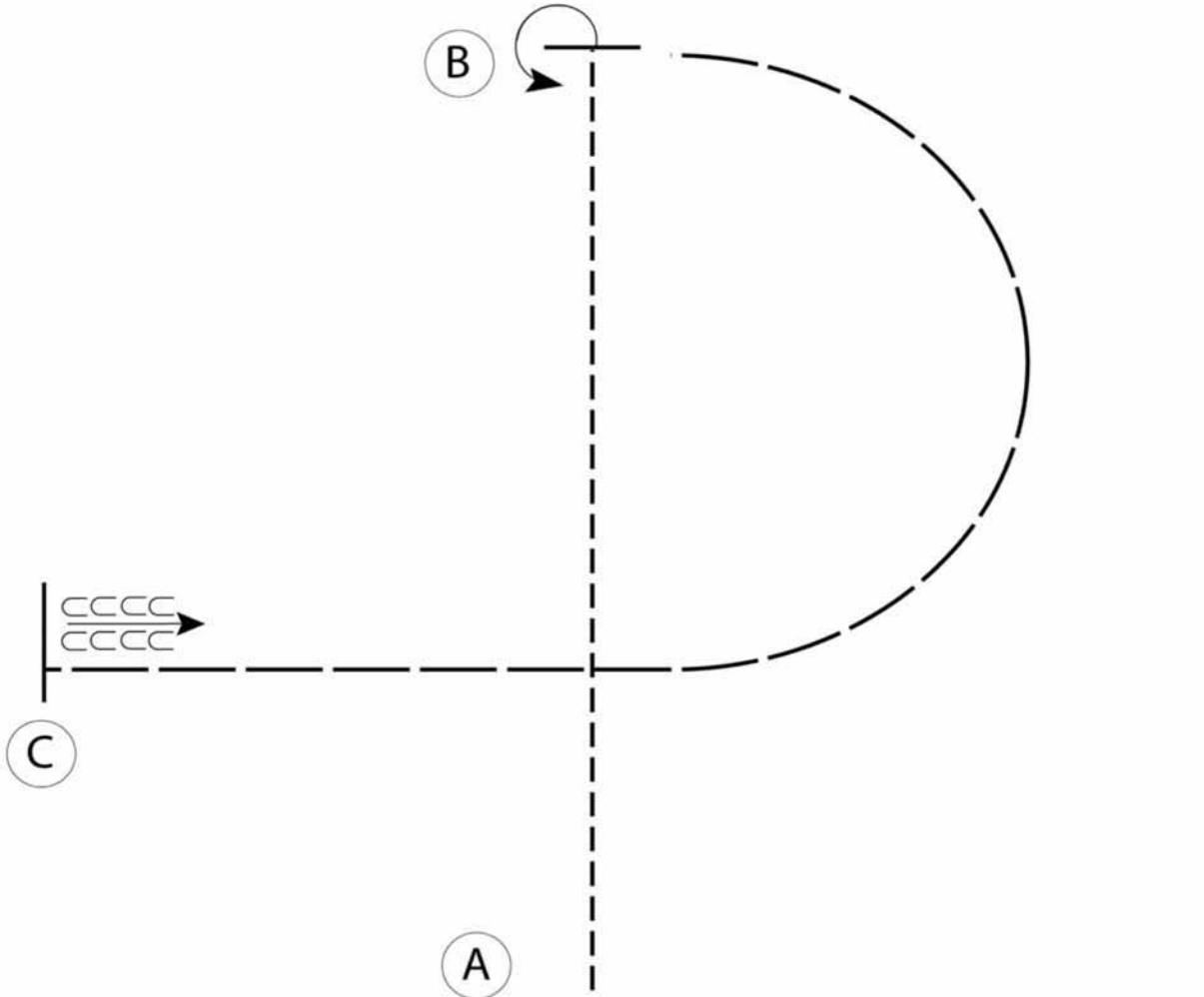


Equitation

Amateur, Select, Youth
Saturday

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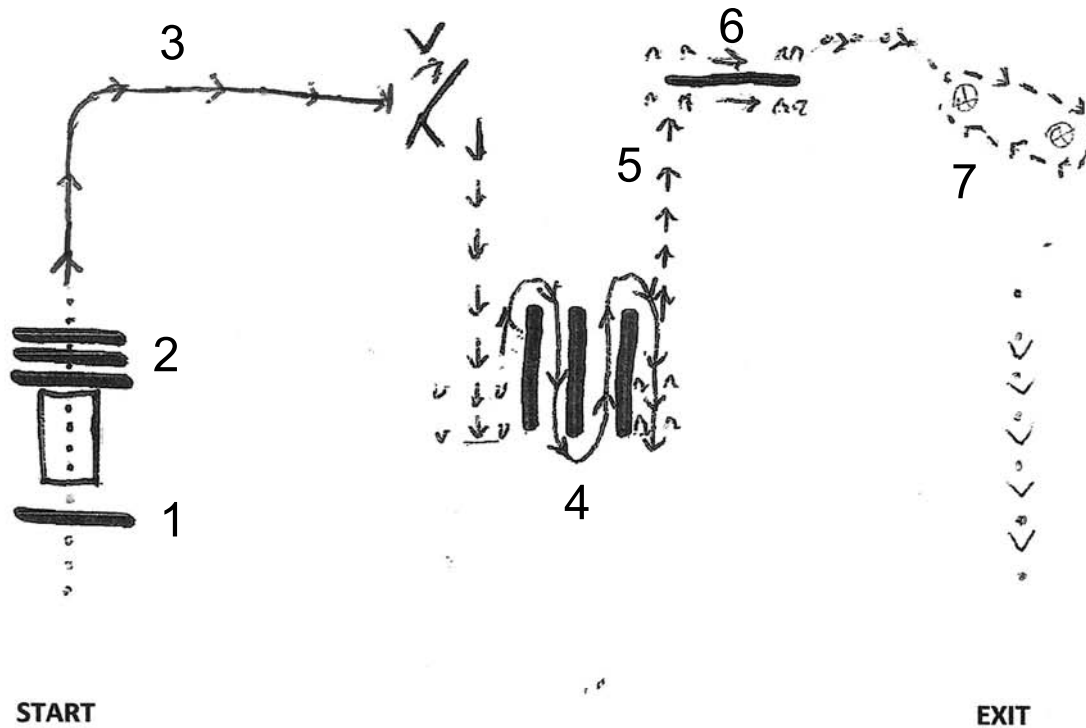


1. Posting trot on the left diagonal from A to B
2. At B stop and perform a 270 degree turn on the forehand to the left
3. Hand gallop on the right lead from B to C
4. At C stop and back four steps

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



Ranch Trail Saturday



1 & 2. **START**, walk over log, and cross bridge continuing to walk over 3 logs.

3. Lope on right hand lead to gate, open right-hand gate, and ride thru and close gate.

4. Long trot to back thru logs as drawn. Stop and back thru logs as drawn. (Long trot to side pass log.)

5 & 6. Straddle log and side pass right

7. Log Drag, exit at trot



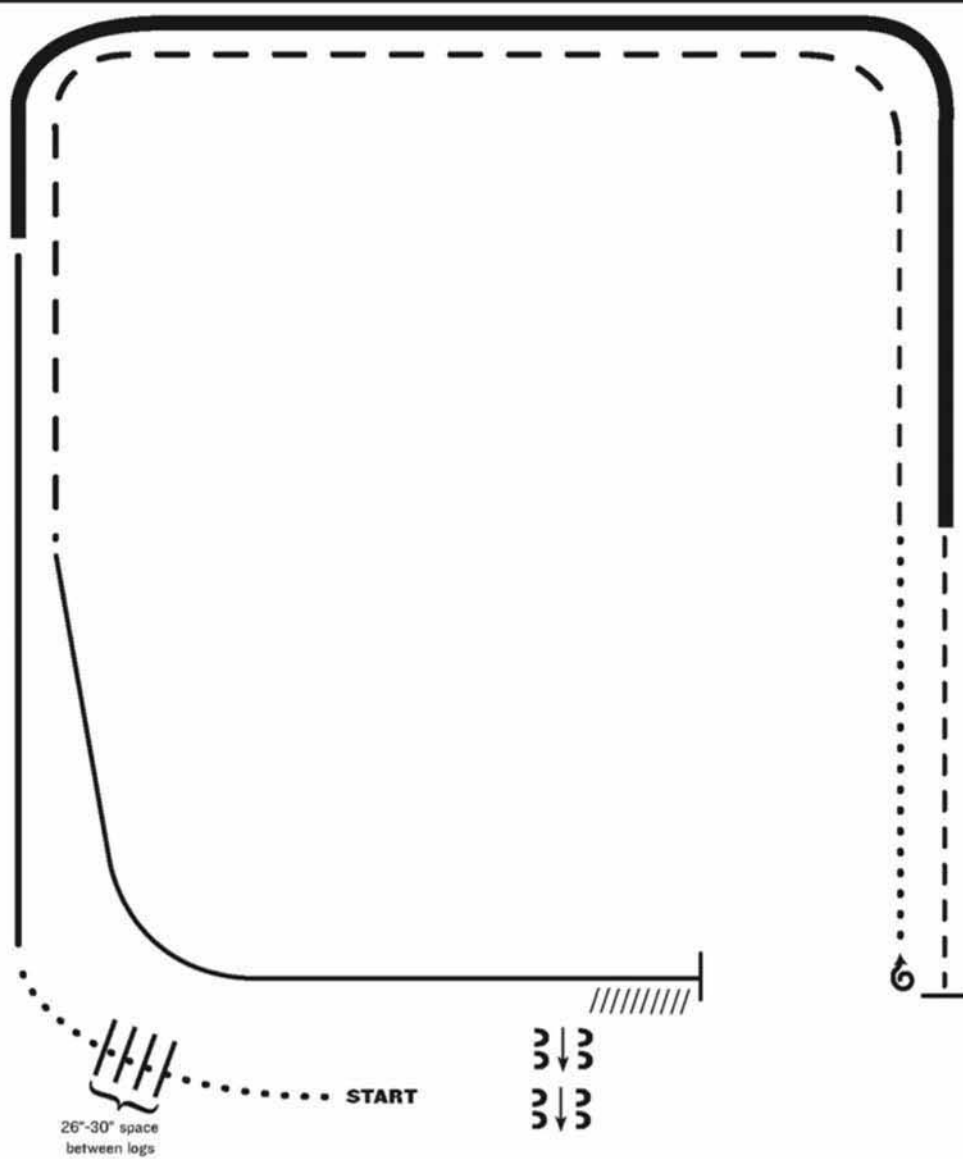
Ranch Riding

Walk Trot (Jog where Lope)

Saturday

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1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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.

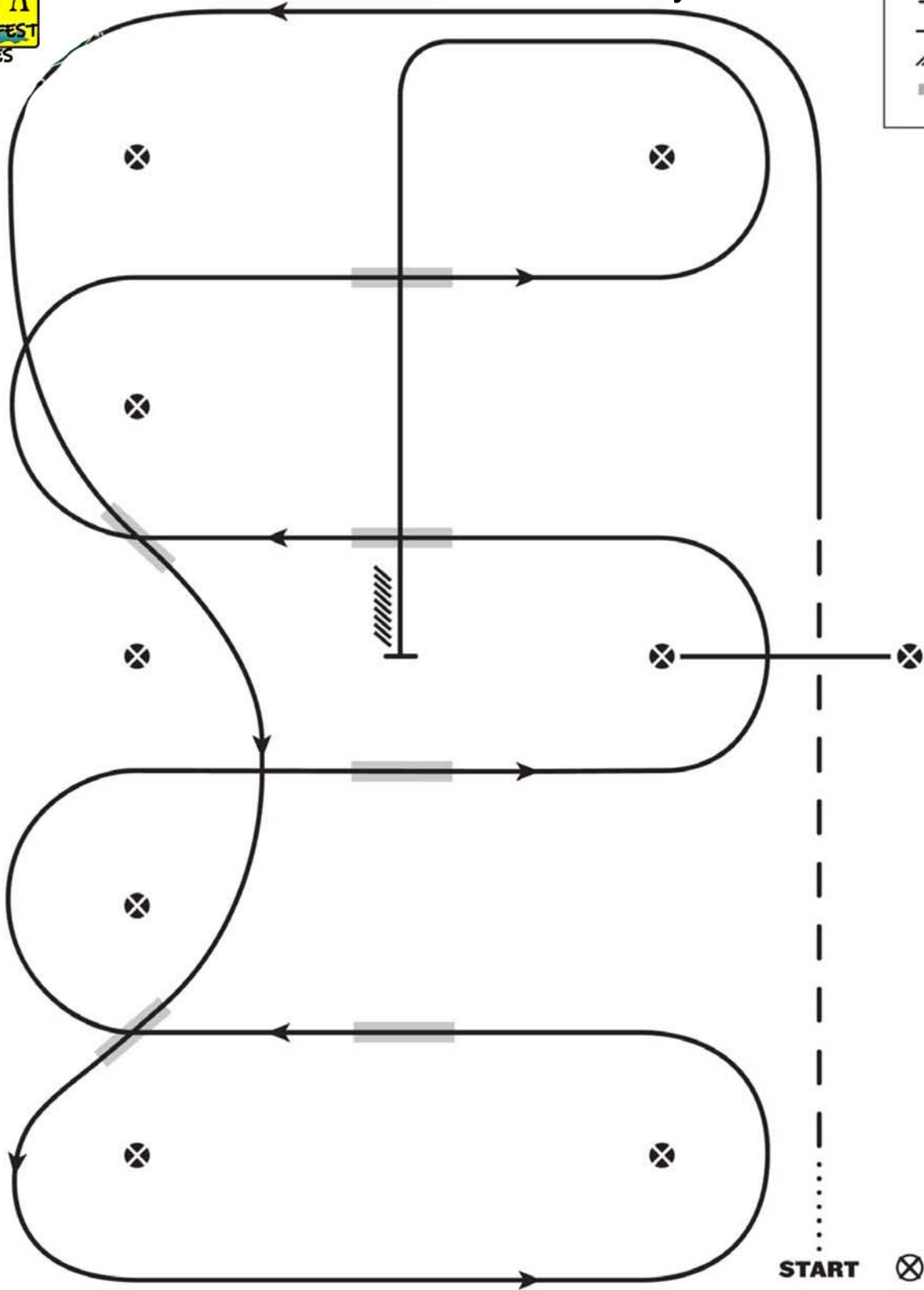


Level 1 Western Riding Pattern 1

All Breed Sunday

LEGEND

- Walk
- - - - - Jog
- Lope
- ////// Back
- ▬▬▬▬ Lead Changing Area



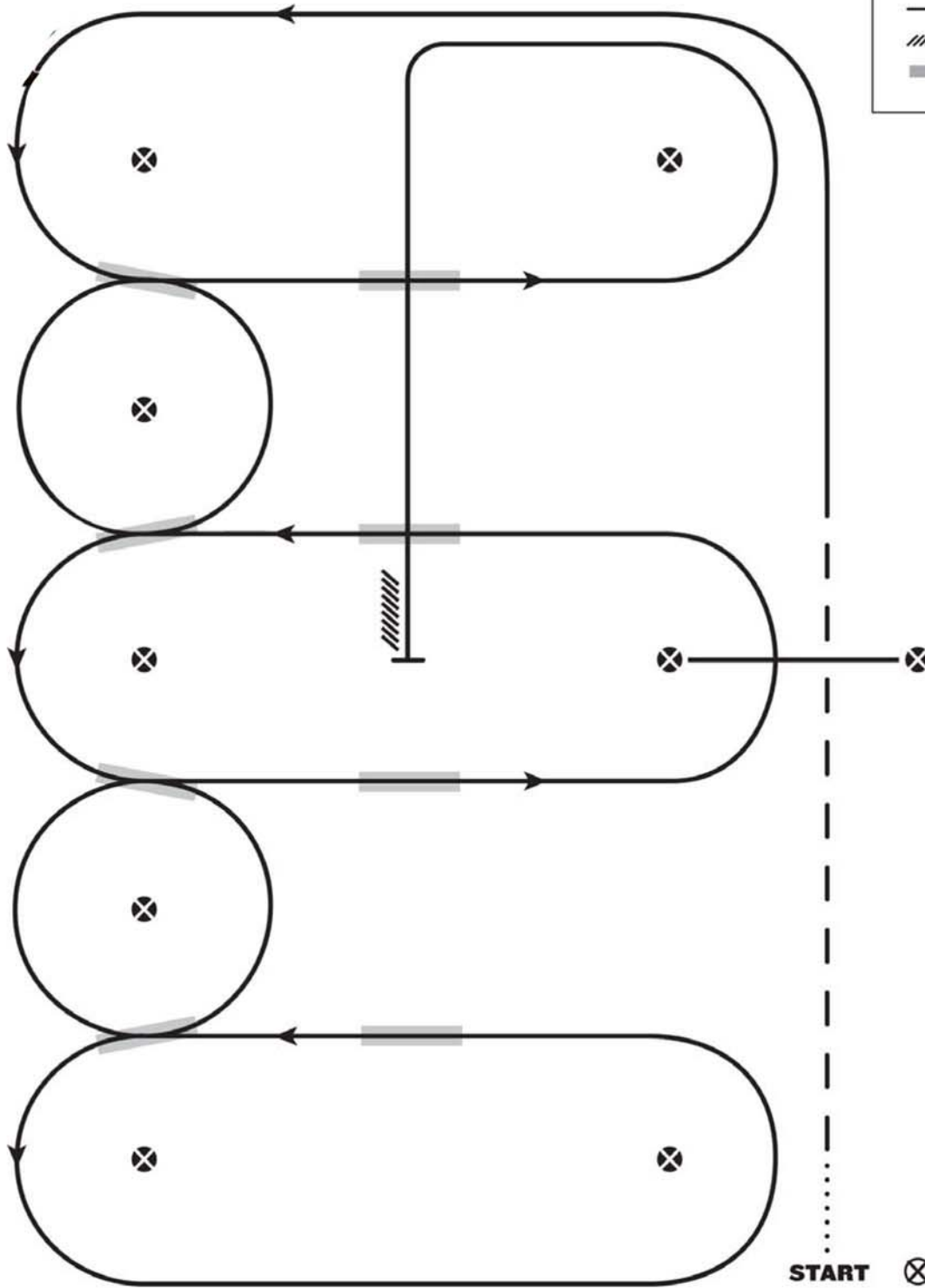
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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



Western Riding Pattern 1

Sunday

LEGEND	
.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



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



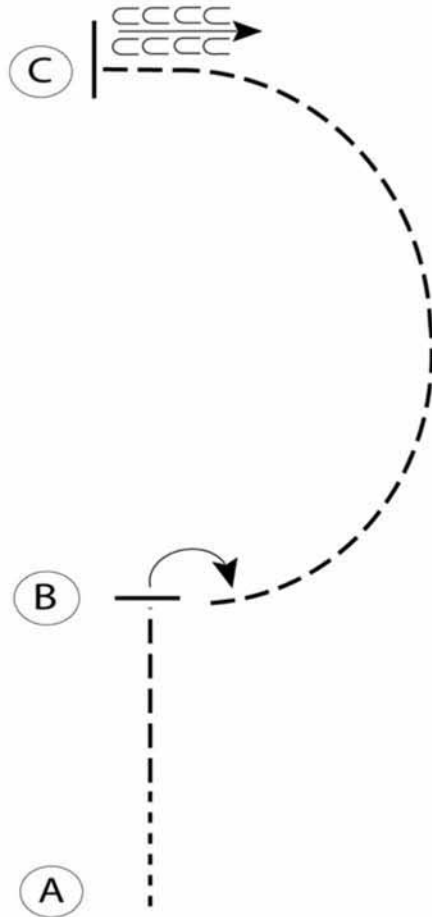
Horsemanship

All Walk Trot

Sunday

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1. Be ready at A
2. Walk four steps from A.
3. Jog to B and stop.
4. Perform a 90 degree turn to the right on the hindquarters.
5. Jog a half circle to C.
6. At C stop and back four steps.

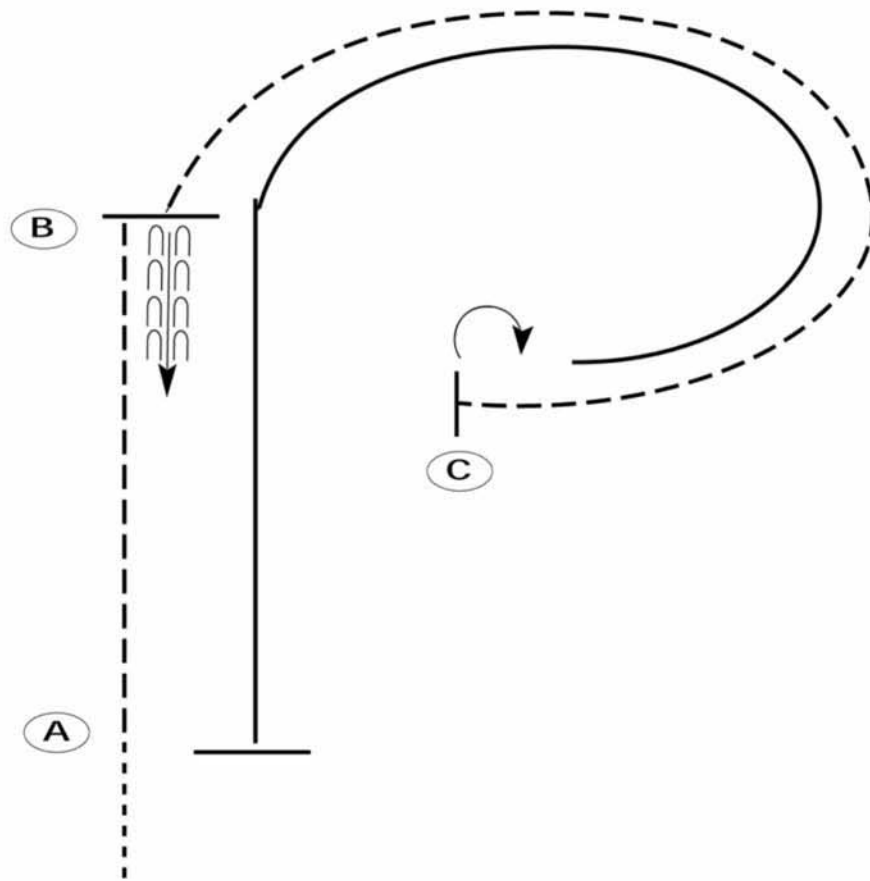
Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↘
Back	← ← ←
Marker	(B)
Sidepass	←-----→



Horsemanship

Rookie, Level 1, All Breed

Sunday



Be ready before A.

1. Walk to A.
2. Jog to B.
3. Stop at B and back approximately one horse length.
4. Jog to C.
5. Stop at C and turn 180 degrees to the right.
6. Lope on the left lead past B and to A.
7. Stop at A.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← ←←← ←←←
Marker	(B)
Sidepass	←-----→

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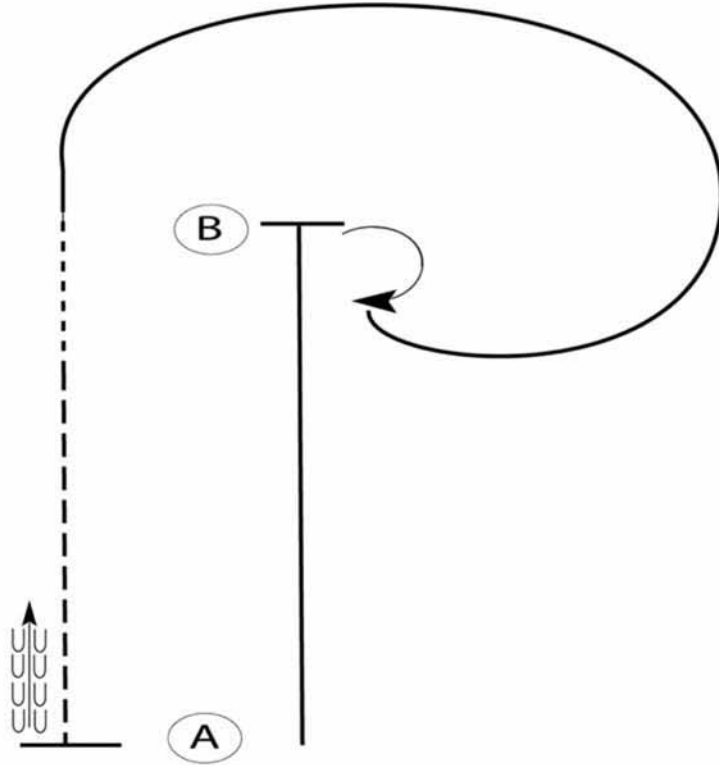


Horsemanship

Amateur, Select, Youth
Sunday

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Be ready at A.

1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Lope on the left lead back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↘
Back	← ⏏ ⏏ ⏏
Marker	⊙ B
Sidepass	←-----→