

Showmanship (Small Fry- Walk Trot)

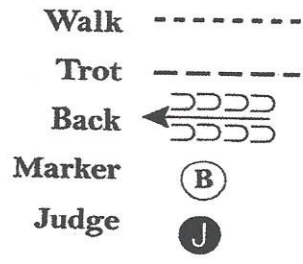
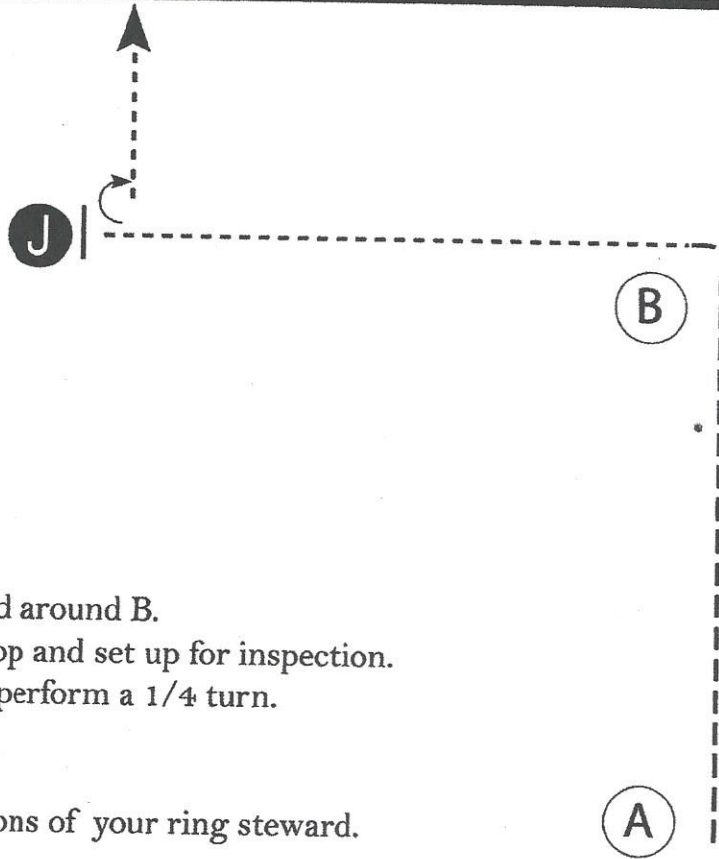
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Be ready at A.

1. Trot from A to and around B.
2. Walk to Judge, stop and set up for inspection.
3. When dismissed, perform a 1/4 turn.
4. Exit at a walk.

Follow the instructions of your ring steward.



Pattern Provided by:

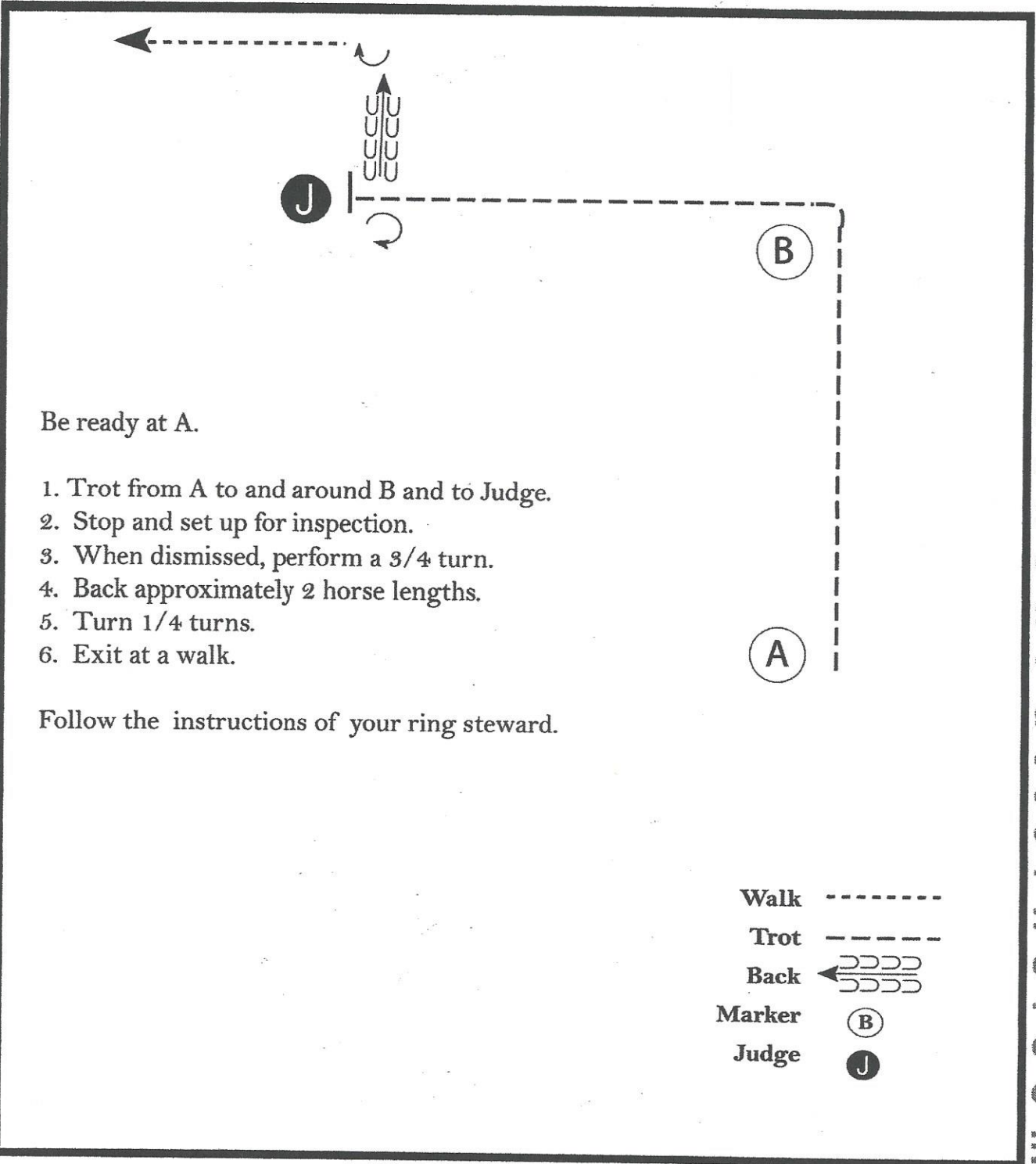
The Judges

[S/WT-38]

Showmanship (Level 1 Youth - Level 1 Amateur)

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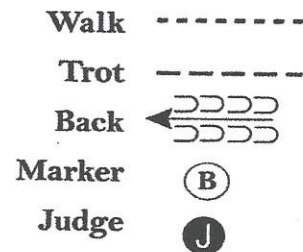
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Be ready at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Back approximately 2 horse lengths.
5. Turn 1/4 turns.
6. Exit at a walk.

Follow the instructions of your ring steward.



[S/2-38]

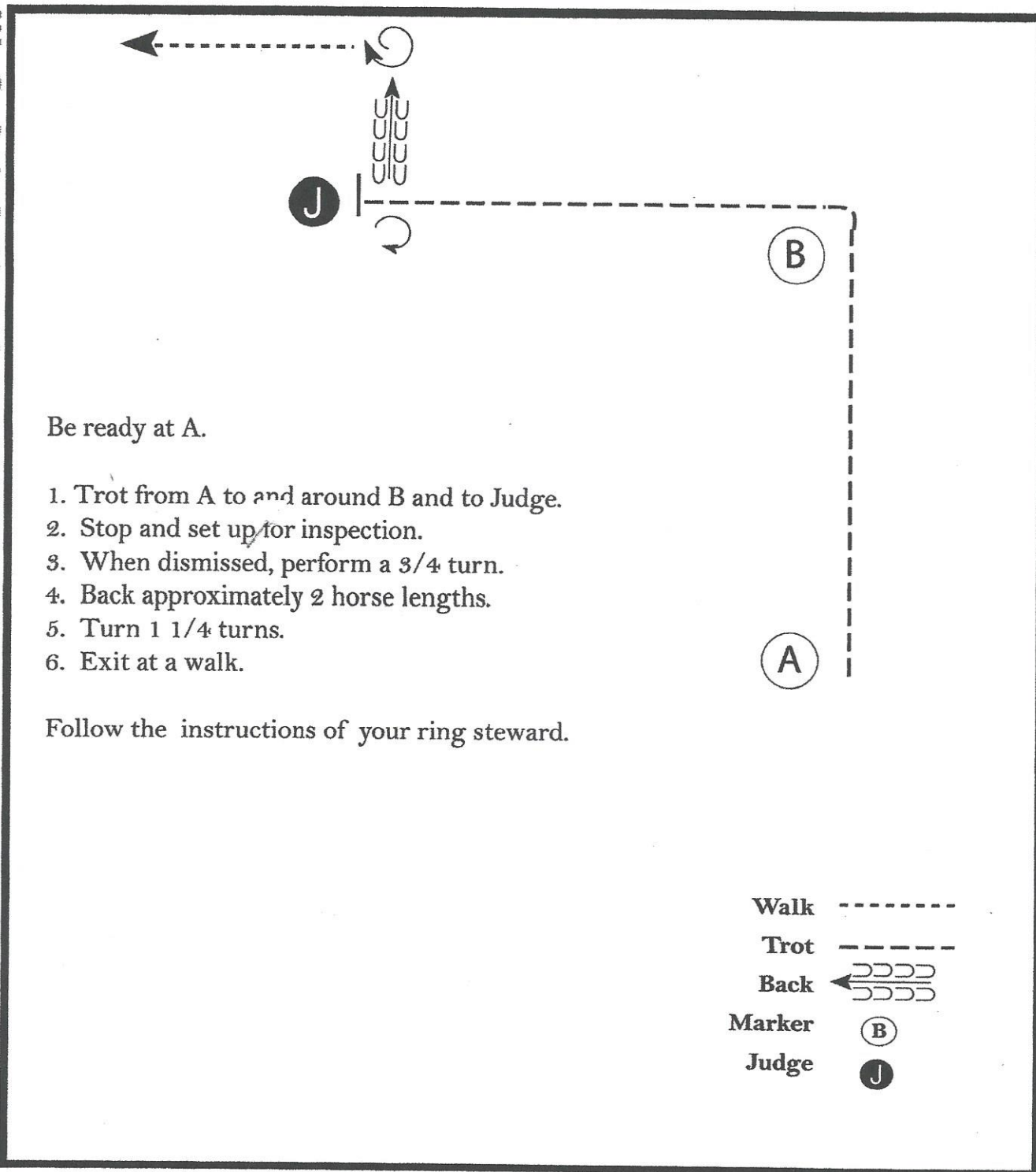
Pattern Provided by:

The Judges

Showmanship (Youth 13 & Under - Youth 14-18 - Amateur - Select)

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 at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Back approximately 2 horse lengths.
5. Turn 1 1/4 turns.
6. Exit at a walk.

Follow the instructions of your ring steward.

- Walk -----
- Trot - . - . - .
- Back ← [Solid line with arrow]
- Marker (B)
- Judge (J)

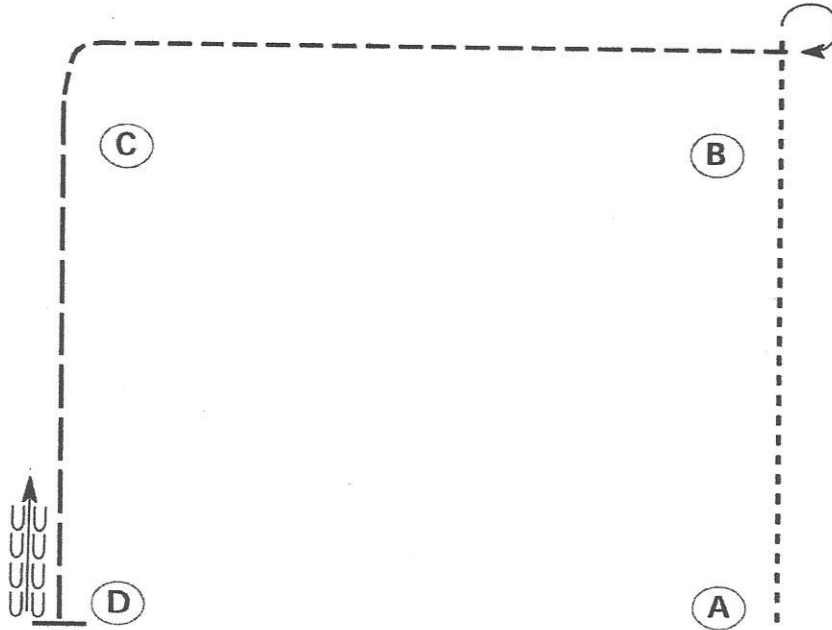
Pattern Provided by:

The Judges

Western Horsemanship (All Walk Jog)

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Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

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

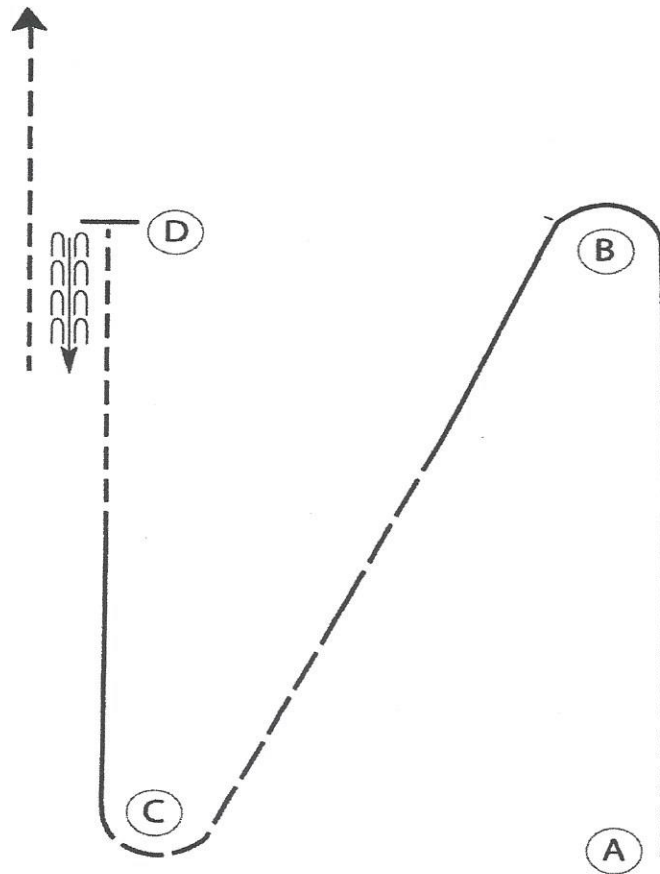
Pattern Provided by:

[WH/WT-23]

Western Horsemanship (All Level 1)

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 at A.

1. Walk two horse lengths from A.
2. Lope on the left lead to and around B.
3. Halfway between B and C, extend the jog to and around C.
4. Lope on the right lead halfway to D.
5. Jog to D.
6. Stop at D and back approximately one horse length
7. Exit at a jog.

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

Follow the instructions of your ring steward.

Pattern Provided by:

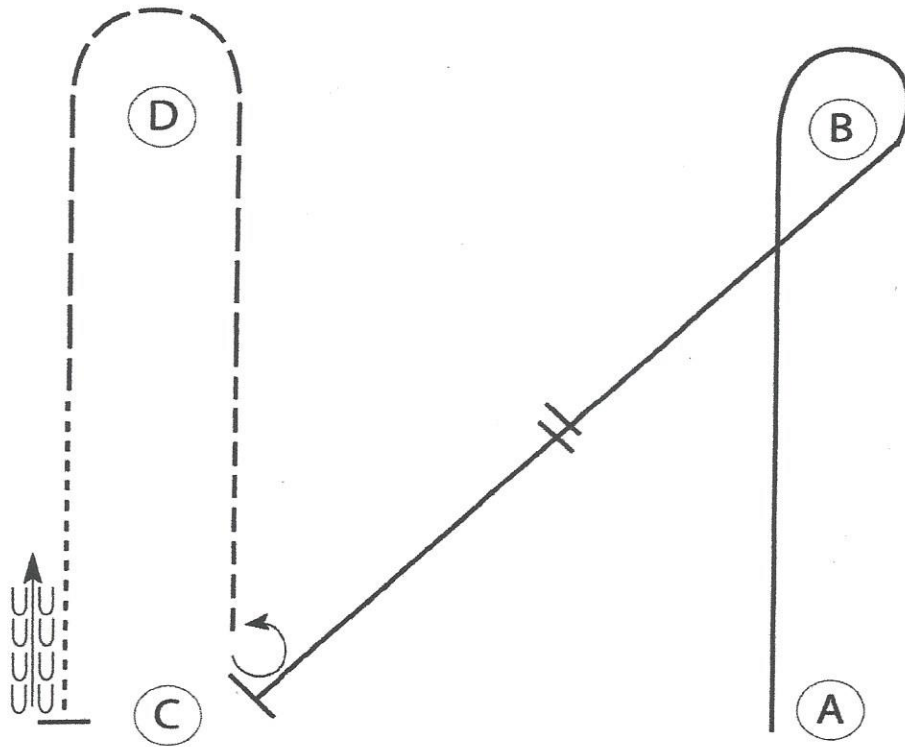
[WH/2-66]

Western Horsemanship (Youth, Amateur, Select)

Show Date: August 7, 2022

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Be ready at A.

1. Lope on the right lead from A to and around B.
2. Halfway to C, perform a simple lead change.
3. Lope to C.
4. Stop and perform a 270 degree turn to the left.
5. Jog halfway to D.
6. Extend the jog to and around D.
7. Halfway to C, break to a walk.
8. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	⌘
Back	←←←←
Marker	ⓑ
Sidepass	←←

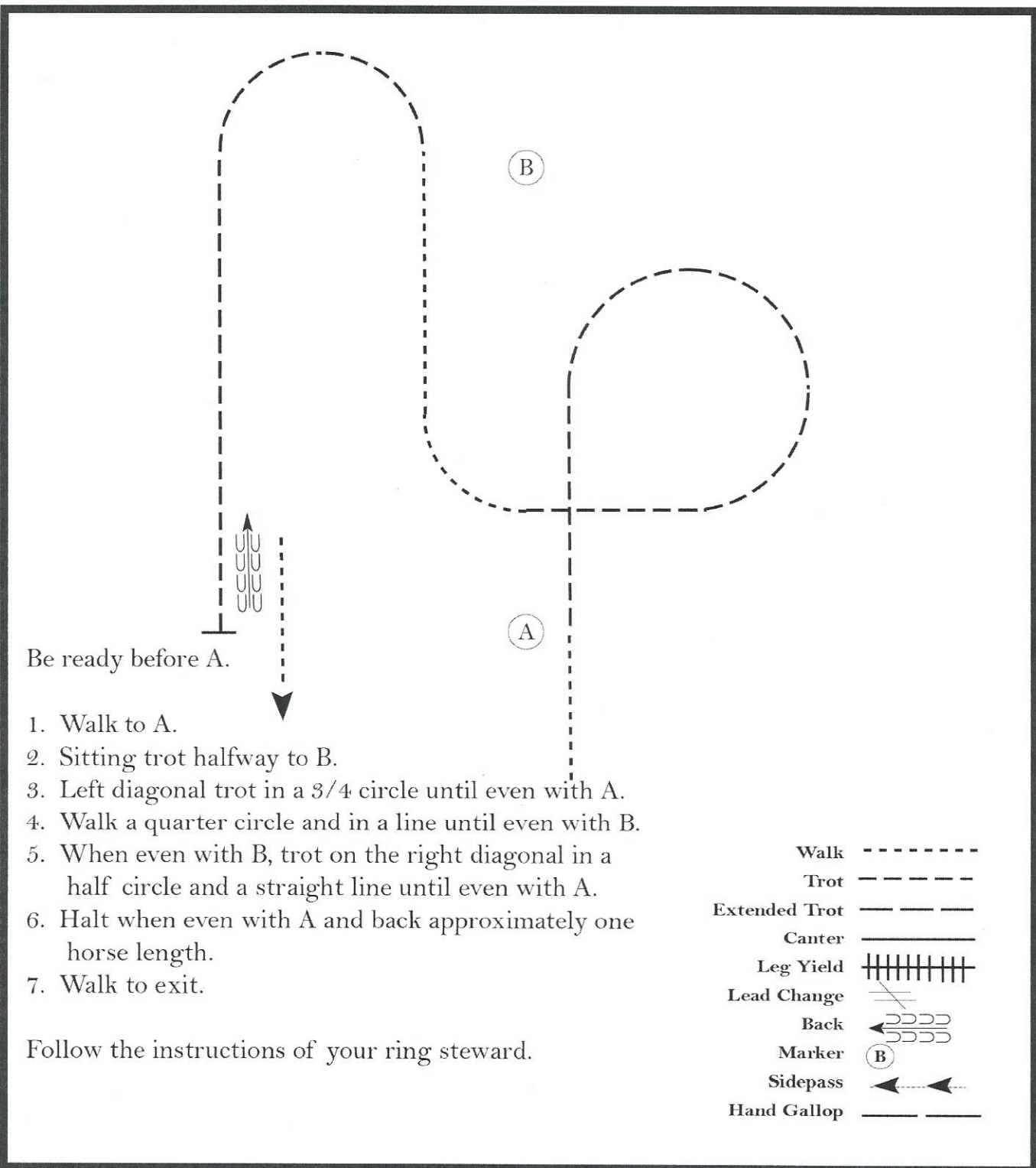
Pattern Provided by:

[WH/2-71]

Hunt Seat Equitation (All Walk Trot)

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Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a 3/4 circle until even with A.
4. Walk a quarter circle and in a line until even with B.
5. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
6. Halt when even with A and back approximately one horse length.
7. Walk to exit.

Follow the instructions of your ring steward.

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

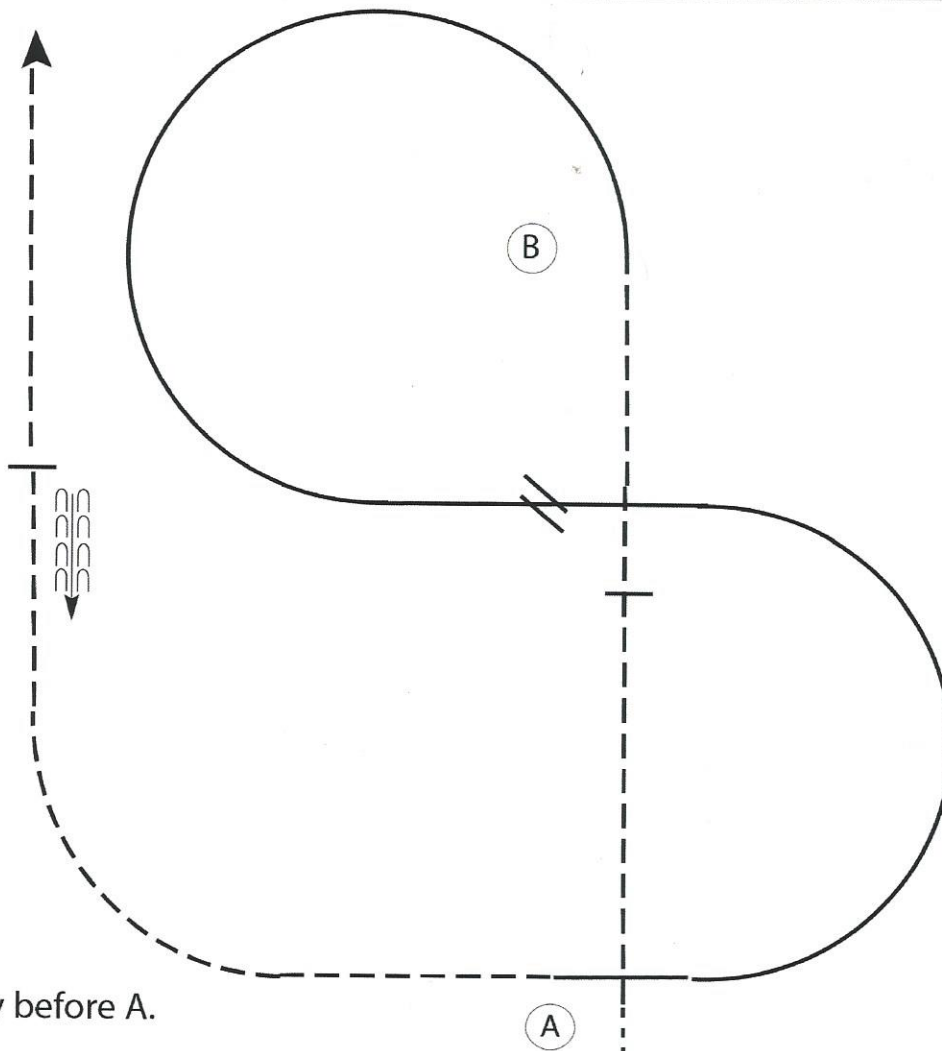
Pattern Provided by:

[HSE/WT-59]

L1 Youth and L1 Amateur Equitation

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Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal trot to B.
3. Left lead canter in circle to center of pattern.
4. Change leads.
5. Right lead canter in a half circle to A.
6. Trot left diagonal around corner and halfway down line.
7. Halt and back approximately one horse length.
Sitting trot to exit.

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

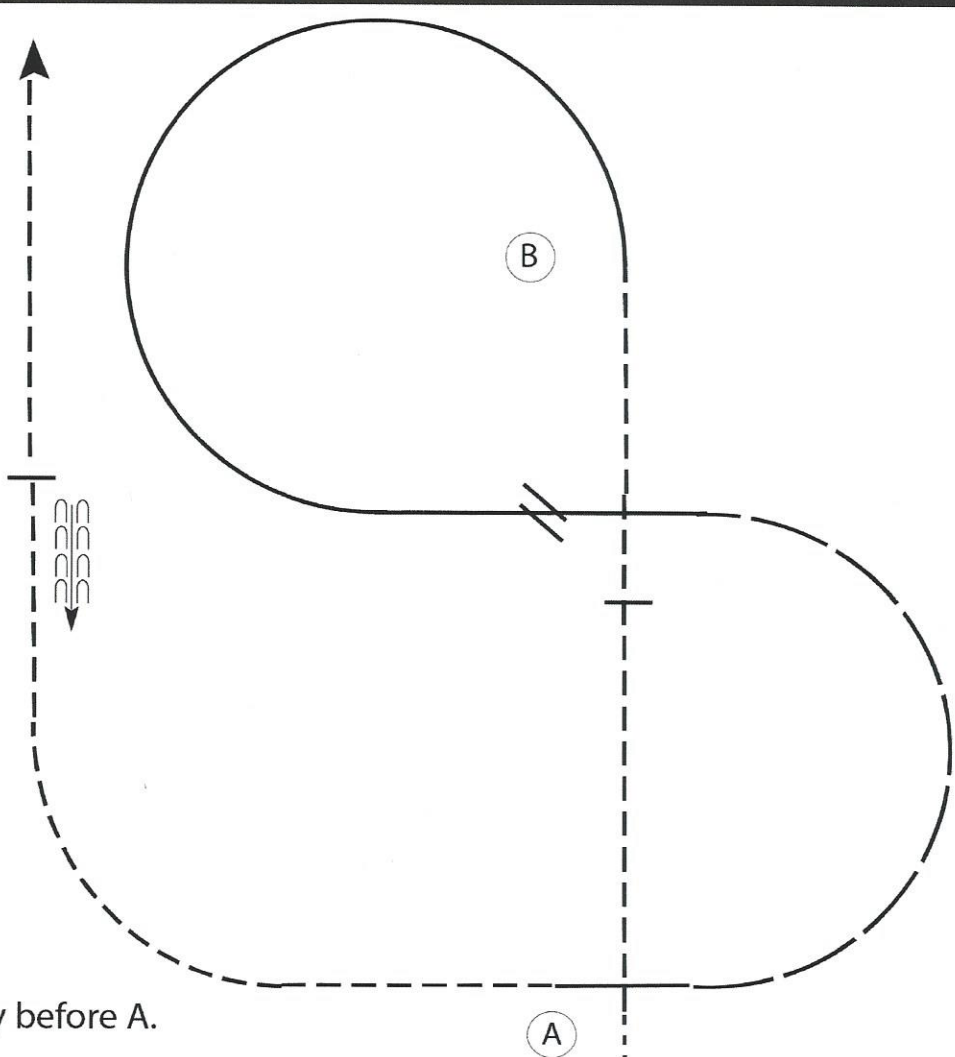
Pattern Provided by:

[HSE/1-83]

Youth and Amateur Equitation *Select*

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Be ready before A.

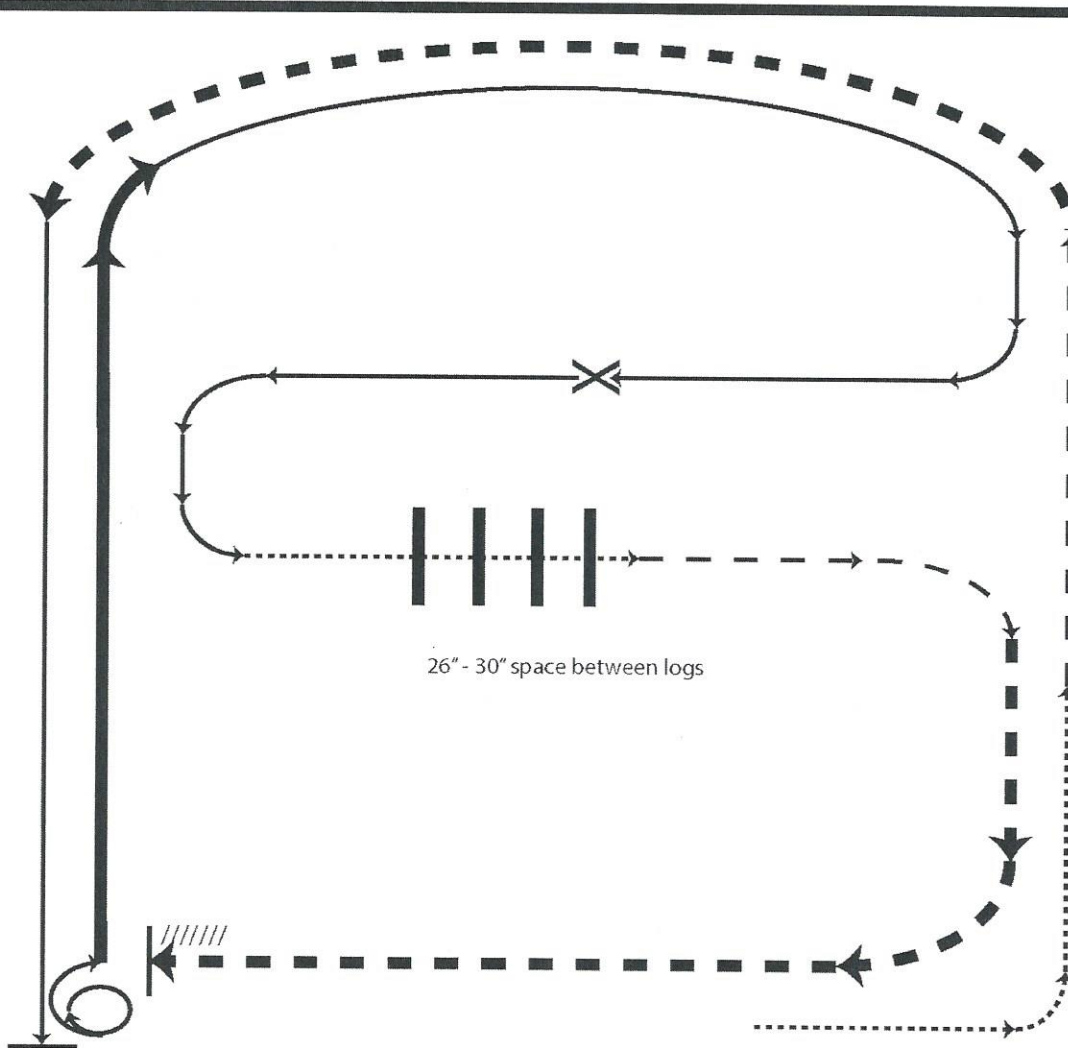
1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal trot to B.
3. Left lead canter in circle to center of pattern.
4. Change leads.
5. Right lead canter a few strides then hand gallop in half circle until even with A.
6. Demonstrate a sitting trot for 3-4 strides then trot in a 2 point position around corner and halfway down line.
7. Halt and back approximately one horse length. Sitting trot to exit.

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

[HSE/2-83]

Pattern Provided by:

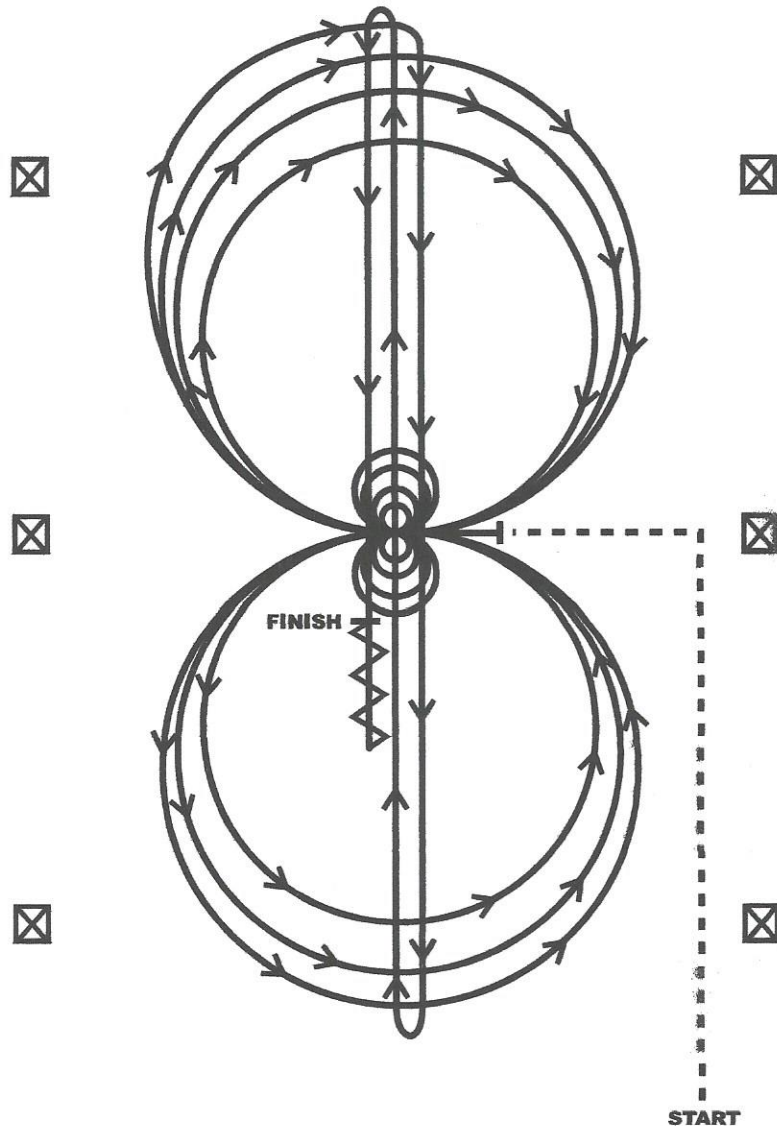
All Ranch Riding



- 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 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 PATTERN 11



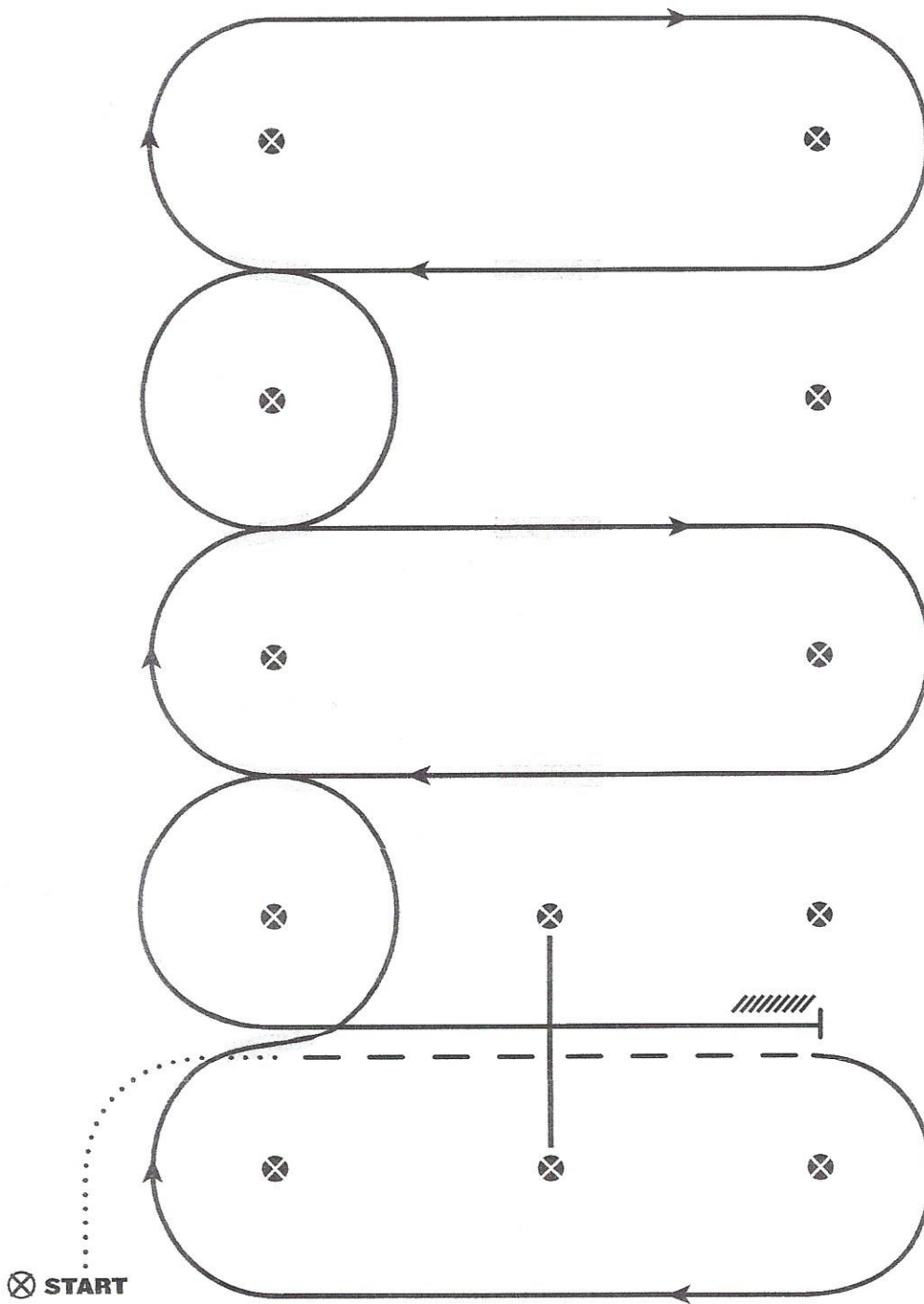
Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead 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.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.

WESTERN RIDING - PATTERN 4

LEGEND

.....	Walk
- - - -	Jog
————	Lope
//////	Back
▨▨▨▨	Lead Changing Area

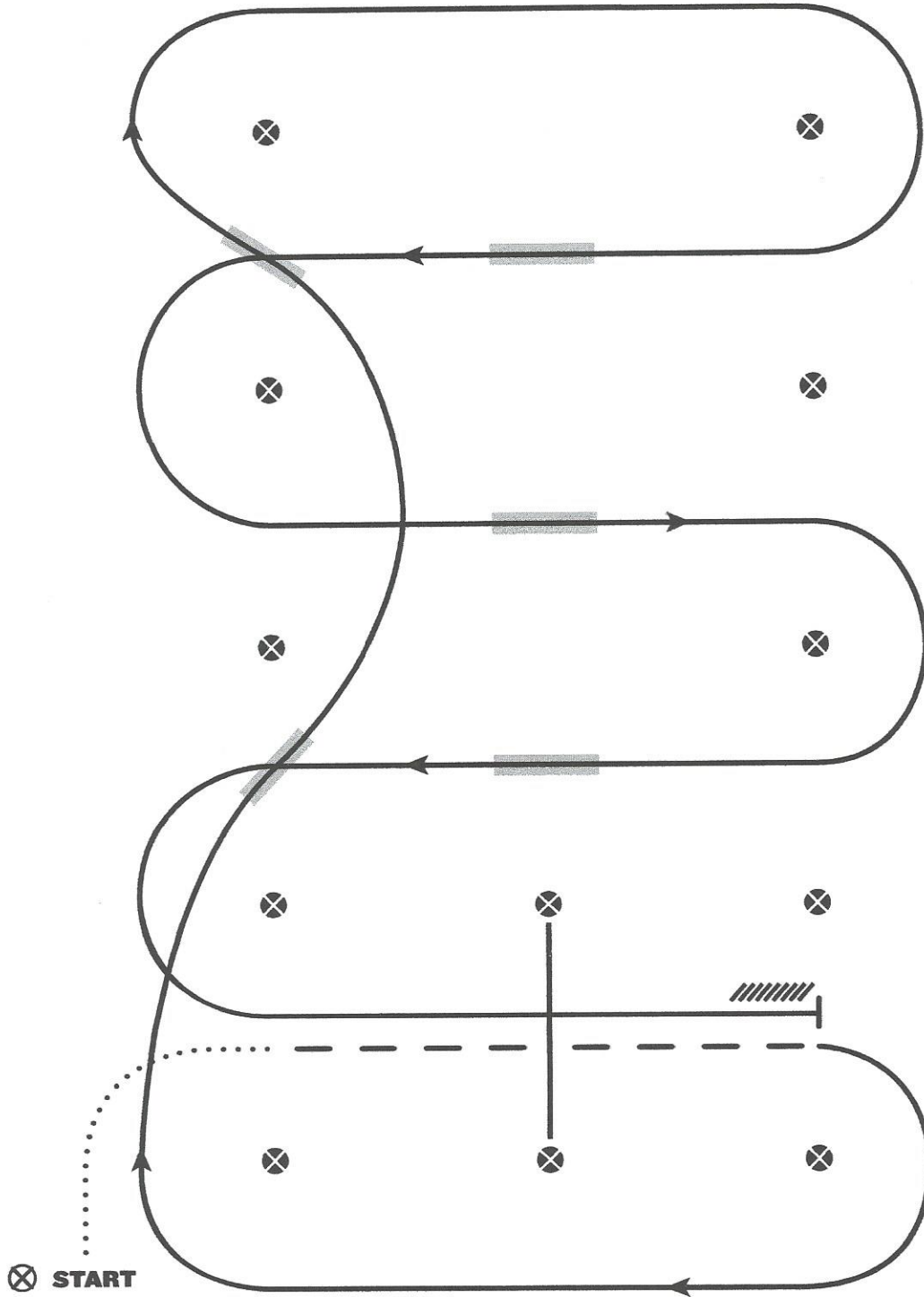


- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

LEVEL I WESTERN RIDING PATTERN 4

LEGEND

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



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 right lead & 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 & back