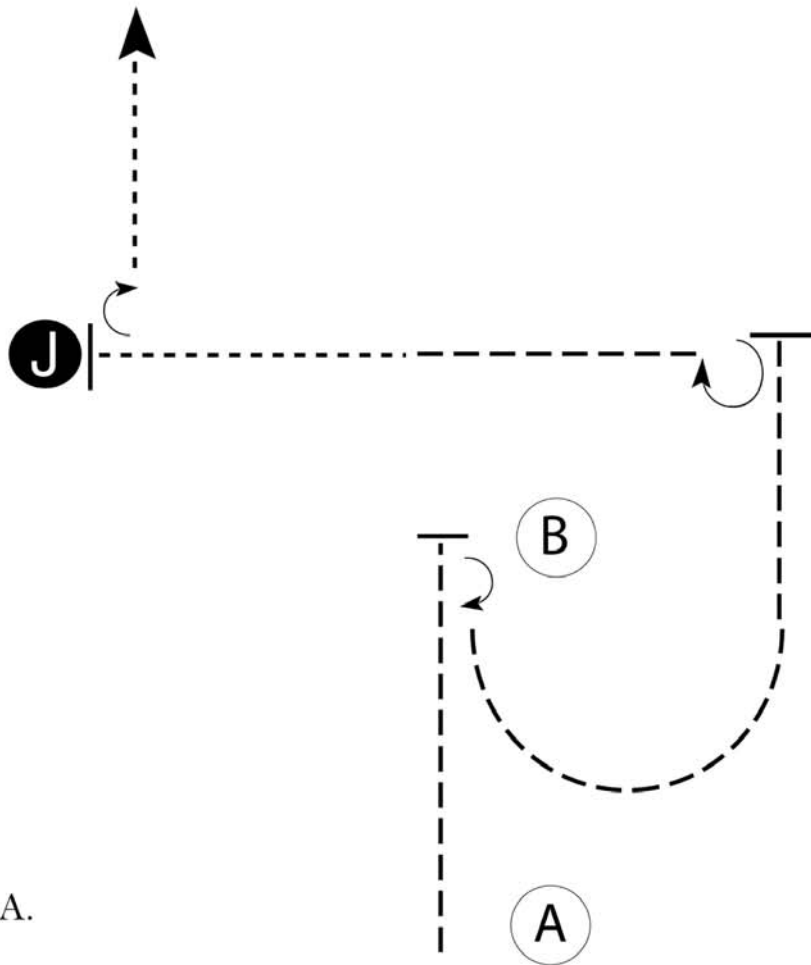




# Showmanship

## All Breed, Level 1, Rookie


### Thursday



Be ready at A.

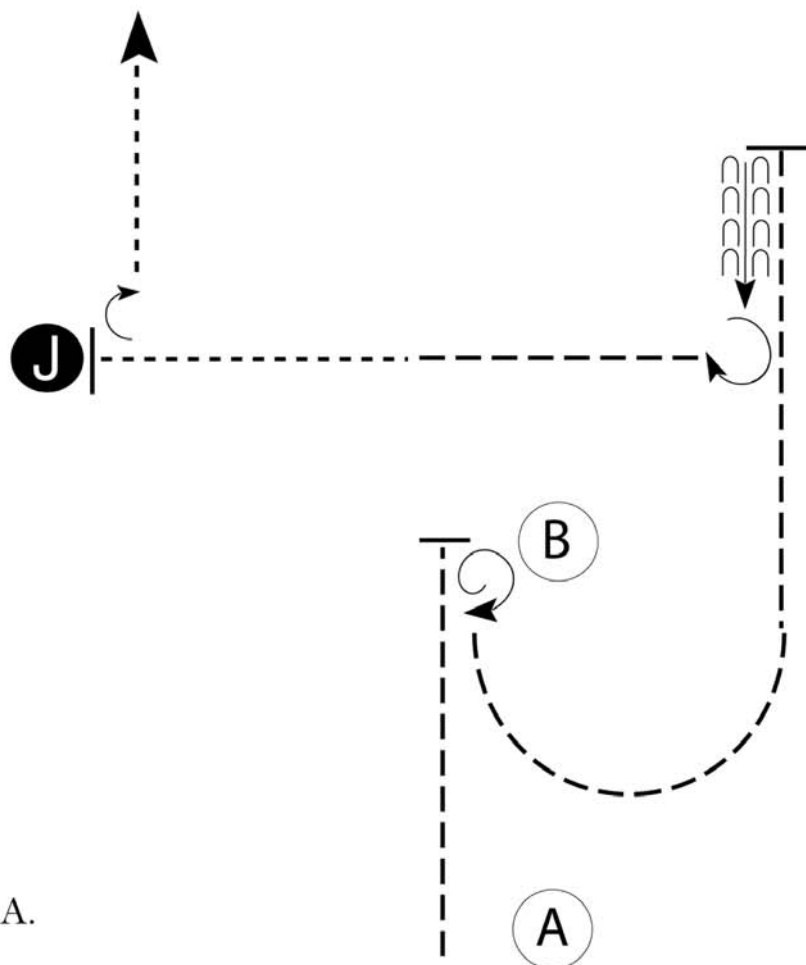
1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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



# Showmanship Amateur, Select, Youth Thursday



Be ready at A.

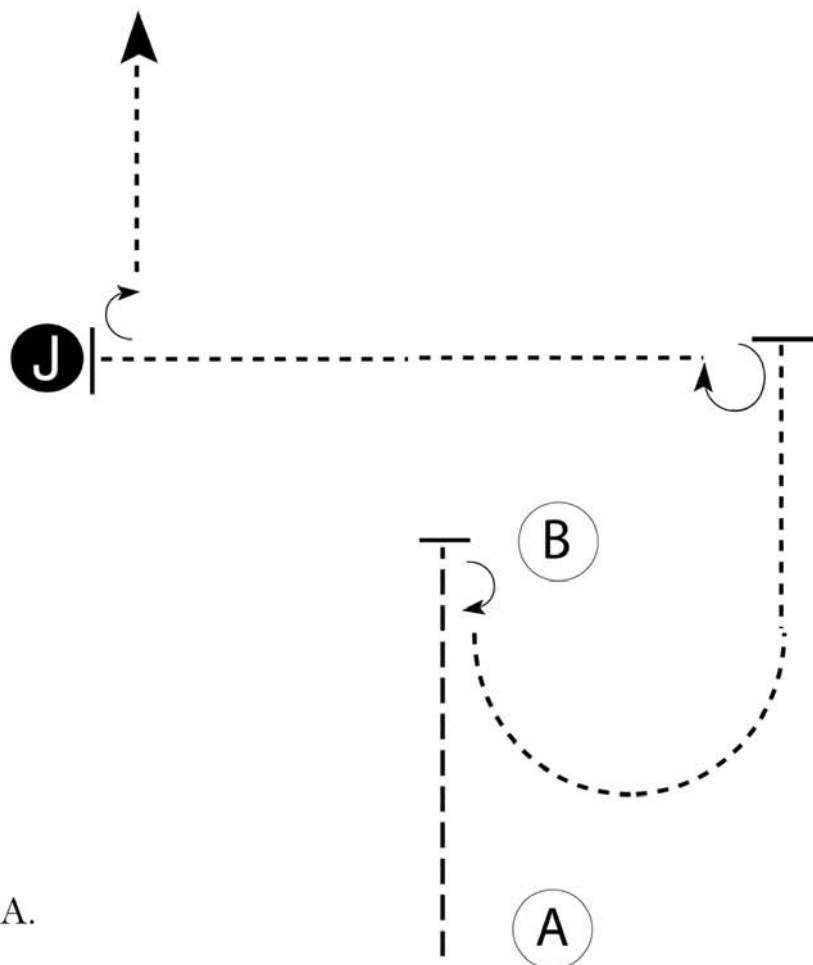
1. Trot to B.
2. Stop and perform a 540 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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



# Showmanship Small Fry Thursday



Be ready at A.

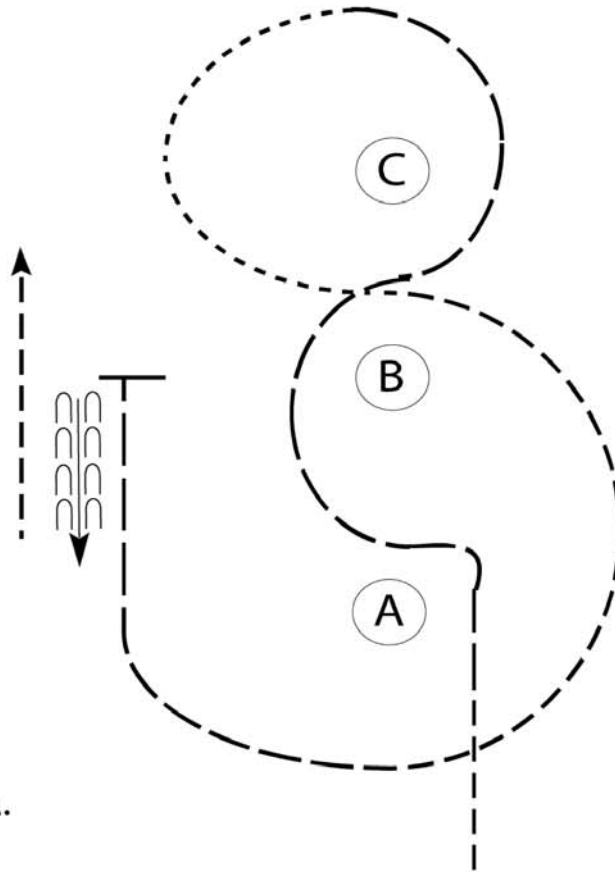
1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Walk a half circle and continue to walk straight until even Judge.
4. Perform a 270 degree turn.
5. Walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.

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



# Horsemanship Small Fry, Walk Trot Thursday



Be ready before A.

1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, walk in a half circle.
3. Pick up the jog between B and C and jog in a half circle.
4. When below A, extend the jog around the corner and until even with B.
5. Stop and back approximately one horse length.
6. Jog to exit.

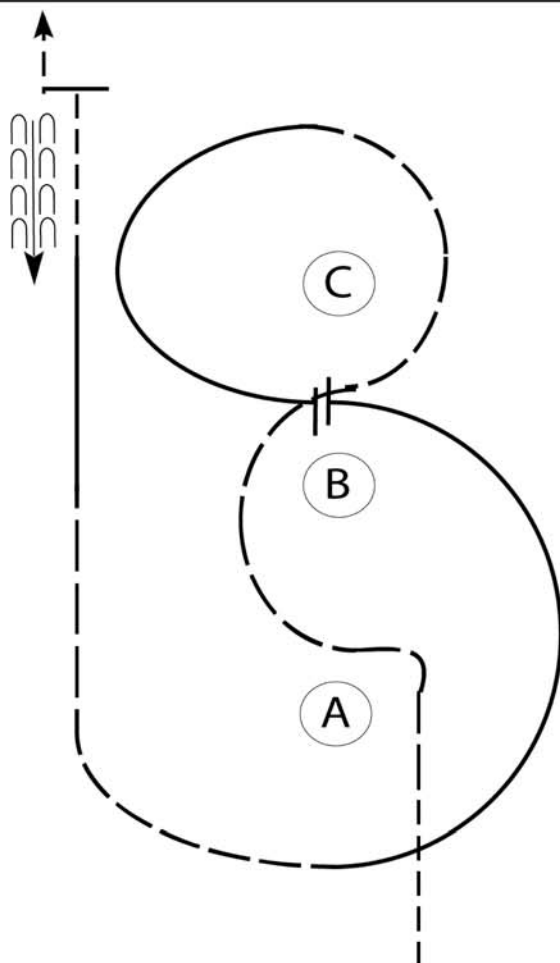
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	
Back	
Marker	(B)



# Horsemanship

## All Breed Open, Level 1, Rookie

### Thursday

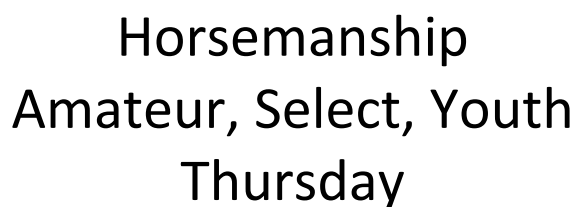


Be ready before A.




1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, pick up a left lead lope in a half circle.
3. Perform a simple lead change between B and C.
4. Lope right lead in a half circle.
5. When below A, extend the jog around the corner and until even with B.
5. Lope left lead until even with C. Then jog past C and stop.
6. Back approximately one horse length.
7. Jog to exit.

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





1. Begin at a jog and build to and extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, pick up a left lead lope in a half circle.
3. Change leads between B and C.
4. Lope right lead in a half circle. When below A, extend the lope around the corner and until even with B.
5. Slow to a lope until even with C. Then jog past C and stop.
6. Perform a full turn to the right then back approximately one horse length.
7. Jog to exit.

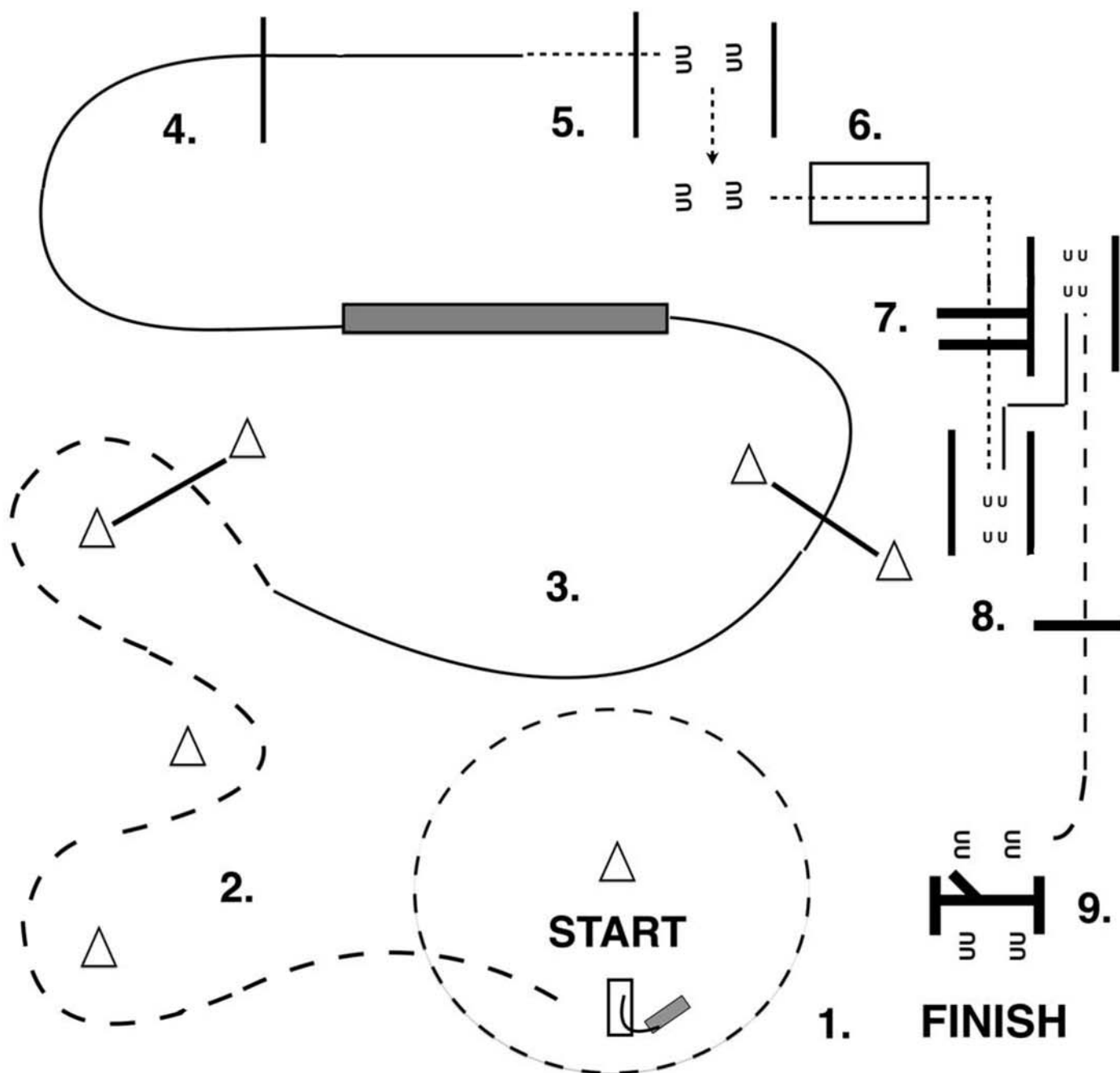
Walk	-----
Jog	- - - - -
Extended Jog	— — —
Lope	————
Lead Change	
Back	
Marker	



# Ranch Trail

## Walk Trot (Jog where Lope)

### Thursday



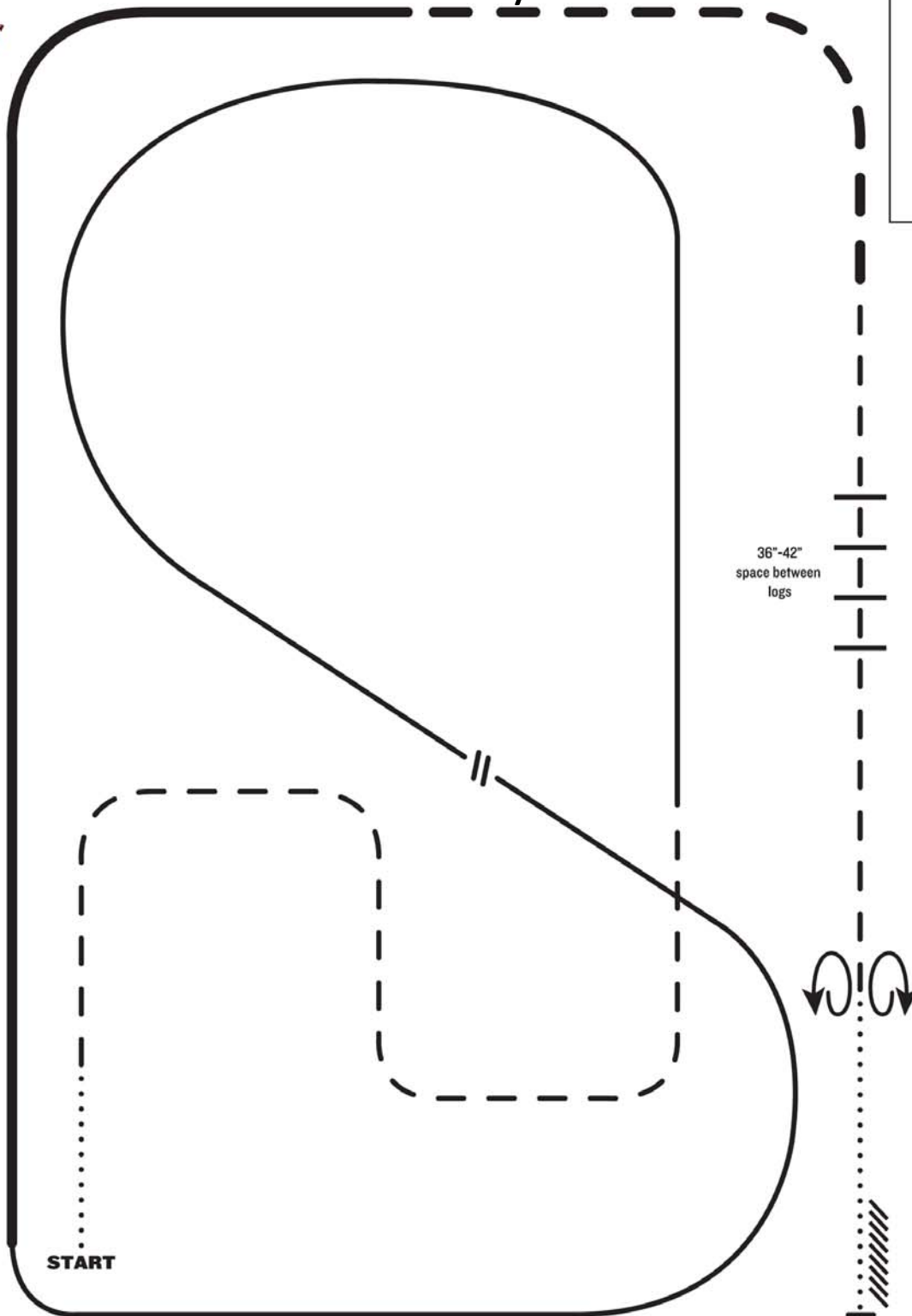
1. WORK DRAG, WALK OR TROT AROUND MARKER.  
ALL YOUTH & L1 AMATEUR DO NOT DRAG LOG
2. TROT THROUGH SERPENTINE, TROT OVER LOG
3. LOPE OVER LOG LEFT LEAD, CHANGE LEADS SIMPLE OR FLYING.
4. LOPE OVER LOG (RIGHT LEAD).
5. BREAK TO THE WALK, WALK OVER LOG, WALK INTO CHUTE, SIDE PASS RIGHT.
6. WALK OVER BRIDGE.
7. WALK OVER LOGS.
8. BACK CHUTE TO CHUTE, TROT OUT CHUTE, TROT OVER LOG
9. TROT TO GATE, WORK GATE LEFT HAND.



# Ranch Riding Walk Trot (Extended Trot where Lope) Thursday

## LEGEND

.....	Walk
.....	Extended Walk
— —	Trot
— —	Extended Trot
— —	Lope
— —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, 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.

## Pattern 3





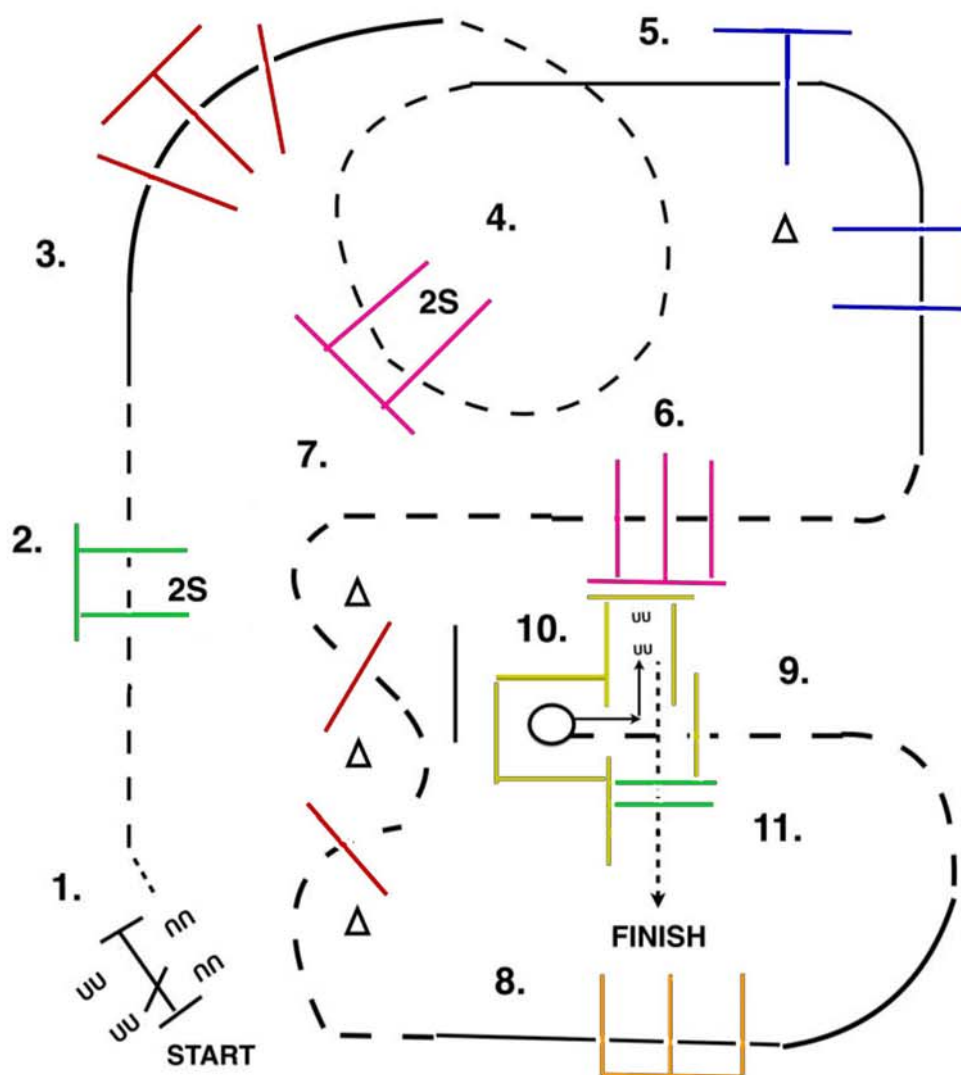
# Trail

Walk Trot (Jog where Lope)

All Breed, Level 1, Rookie

Level 2, Level 3, Amateur, Select, Youth (Raised Obstacles 2,4,6,7)

Friday



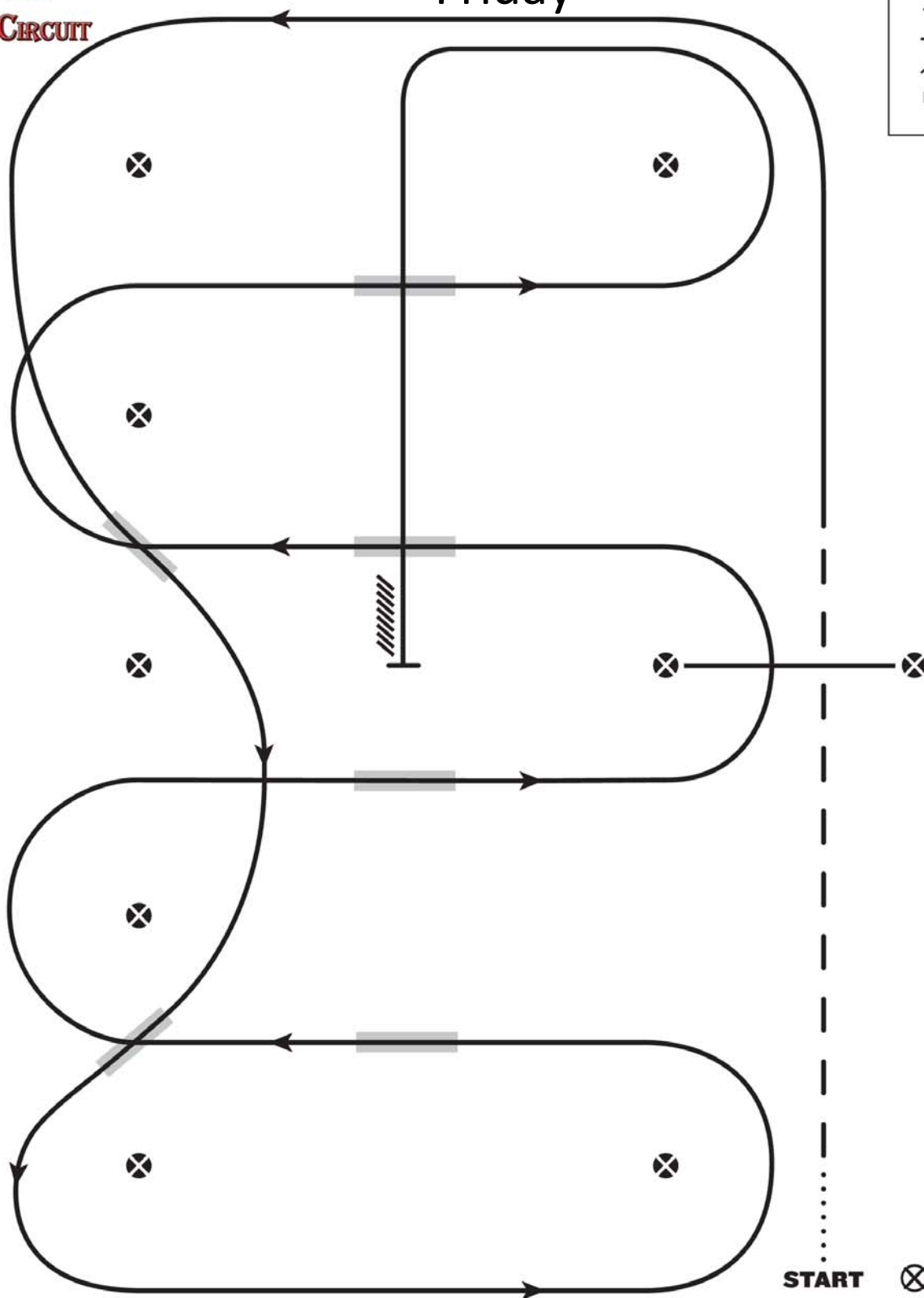
1. WORK GATE LEFT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES
7. JOG THRU SERPENTINE, JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG, JOG OVER POLE AND INTO JOG CHUTE.  
STOP AND EXECUTE A 360 TURN EITHER WAY.
10. BACK BETWEEN POLES AND, BACK AROUND CORNER.
11. WALK OUT CHUTE, WALK OVER POLES.



# Western Riding All Breed, Level 1 Friday

## LEGEND

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



**START** X

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

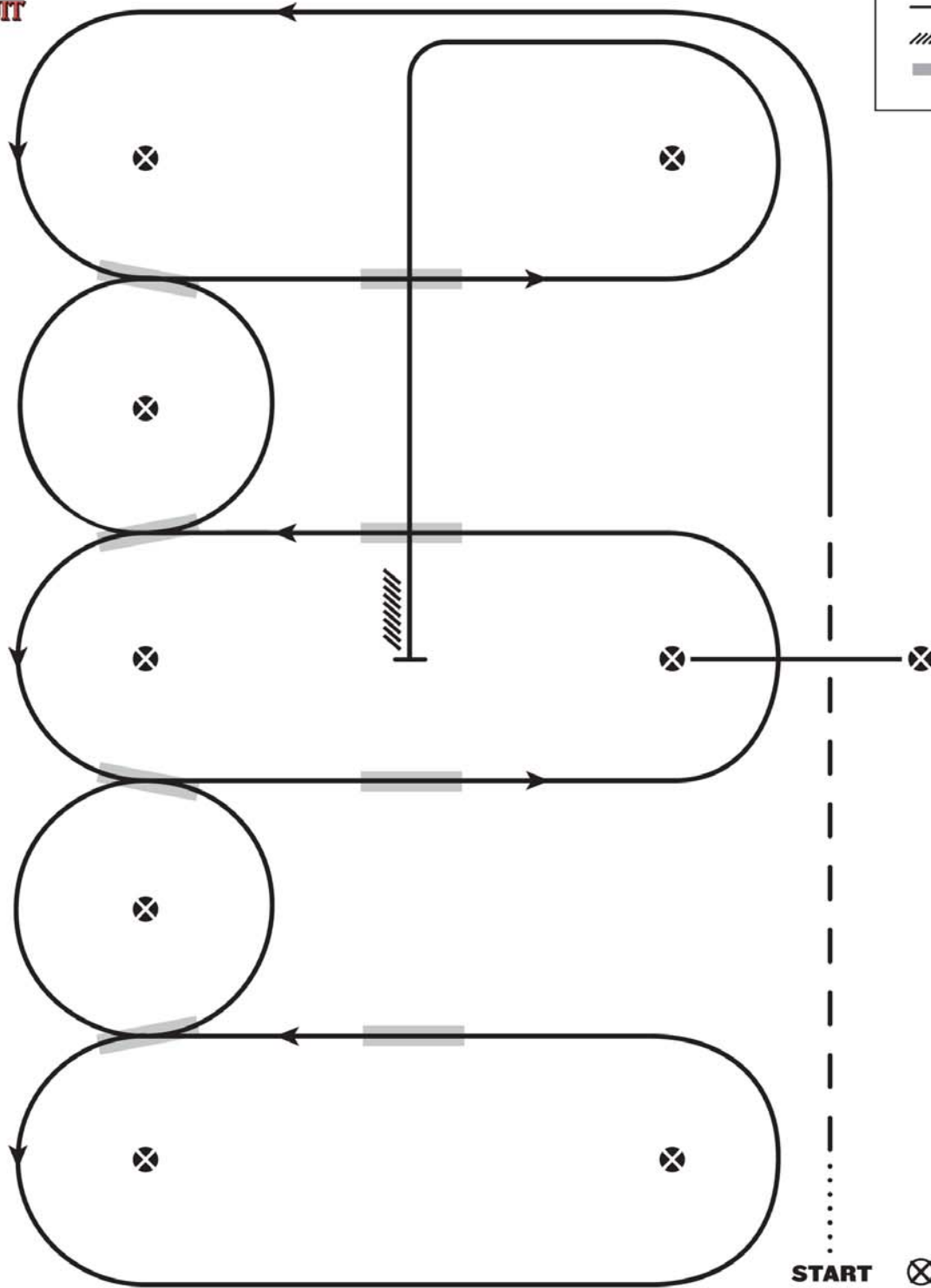
Level 1 Pattern 1



# Western Riding Open, Amateur, Select, Youth Friday

## 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

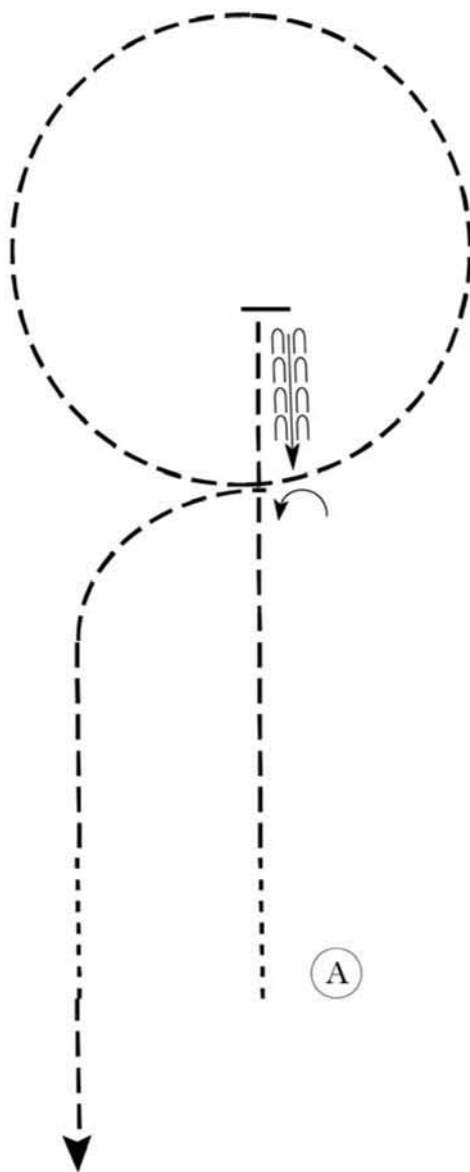
Pattern 1



# Equitation

## Walk Trot, Small Fry

### Friday



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Trot a circle on the left diagonal.
5. Change diagonals then posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

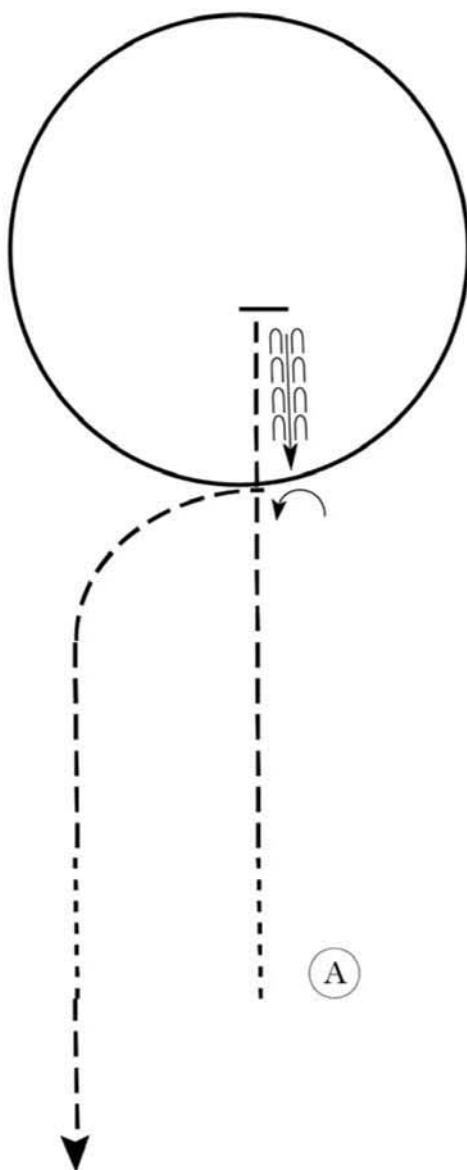
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —



# Equitation

## All Breed Open, Level 1, Rookie

### Friday



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

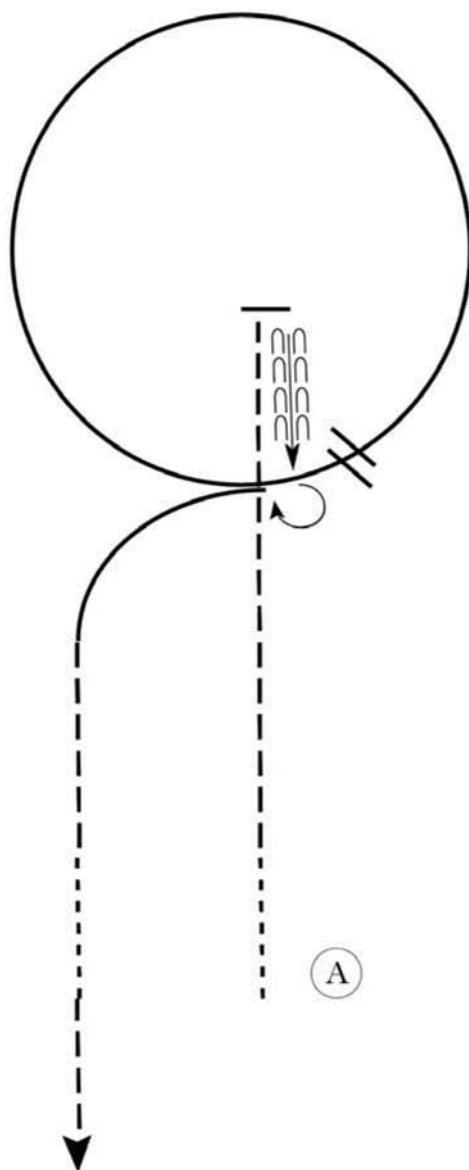




# Equitation

## Amateur, Select, Youth

### Friday



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 270 degree turn on the forehand to the right.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

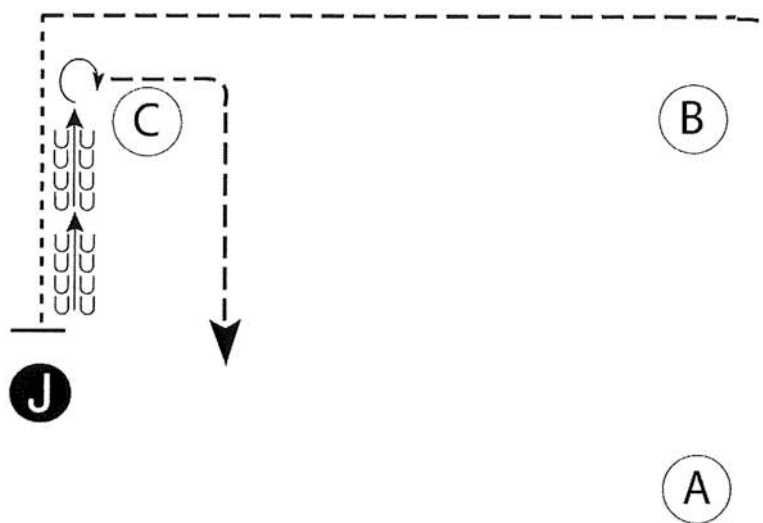
Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	— — — —
Back	← ← ← ←
Marker	(B)
Sidepass	← — — —
Hand Gallop	— — — —



# Showmanship All Breed, Level 1, Rookie Saturday

www.HorseShowPatterns.com

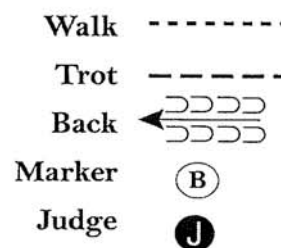
www.HorseShowPatterns.com



Be ready at A.

1. Trot from A, around B and past C.
2. Break to a walk when past C.
3. Walk to the judge, stop and set up for inspection.
4. When dismissed, back past C.
5. Perform a 270 degree turn and trot around C to the exit.

Follow the instructions of your ring steward.

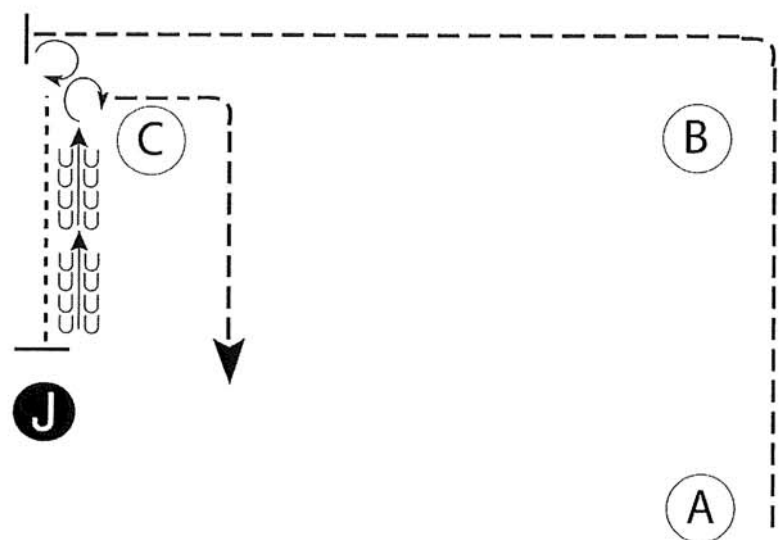




# Showmanship Amateur, Select, Youth Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot from A, around B and past C.
2. Stop and perform a 270 degree turn.
3. Walk to the judge, stop and set up for inspection.
4. When dismissed, back past C.
5. Perform a 270 degree turn and trot around C to the exit.

Follow the instructions of your ring steward.

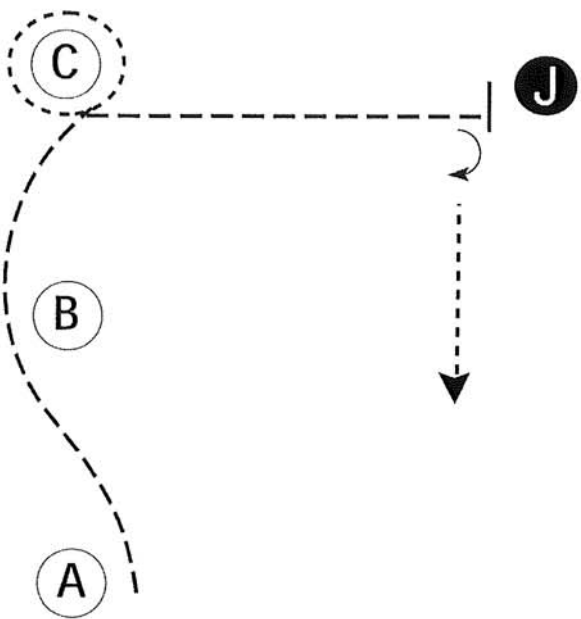
Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	ⓐ



# Showmanship Small Fry Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. When acknowledged, trot from A, around B and to C.
2. Walk a tight circle around C.
3. Trot to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away from judge.

Follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	ⓙ



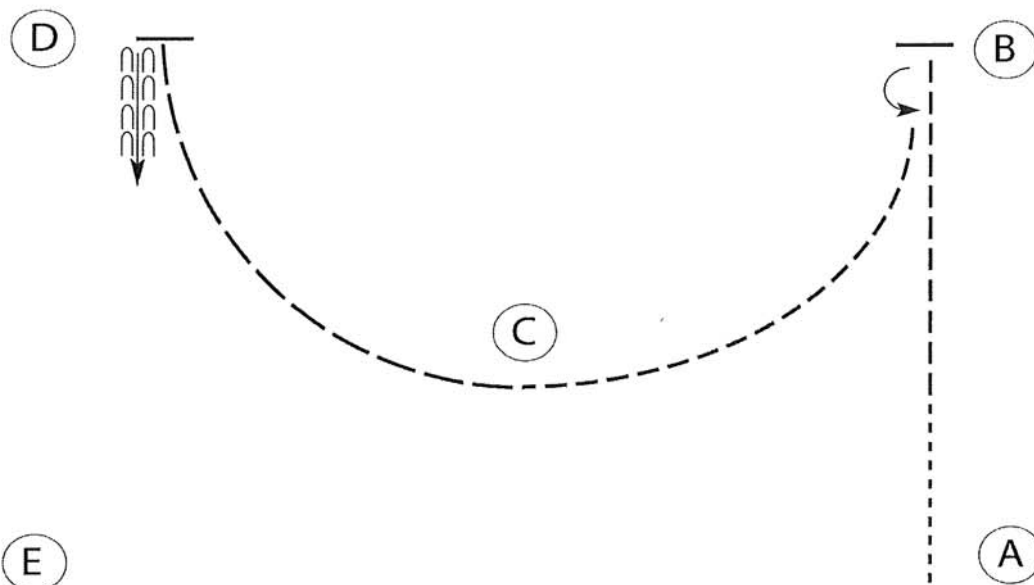
# Horsemanship

## Small Fry, Walk Trot

### Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two strides from A.
2. Jog to B.
3. Stop and perform a 180 degree turn to the left.
4. Jog a half circle to C.
5. Extend the jog to D.
6. Stop at D 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	←←←←←





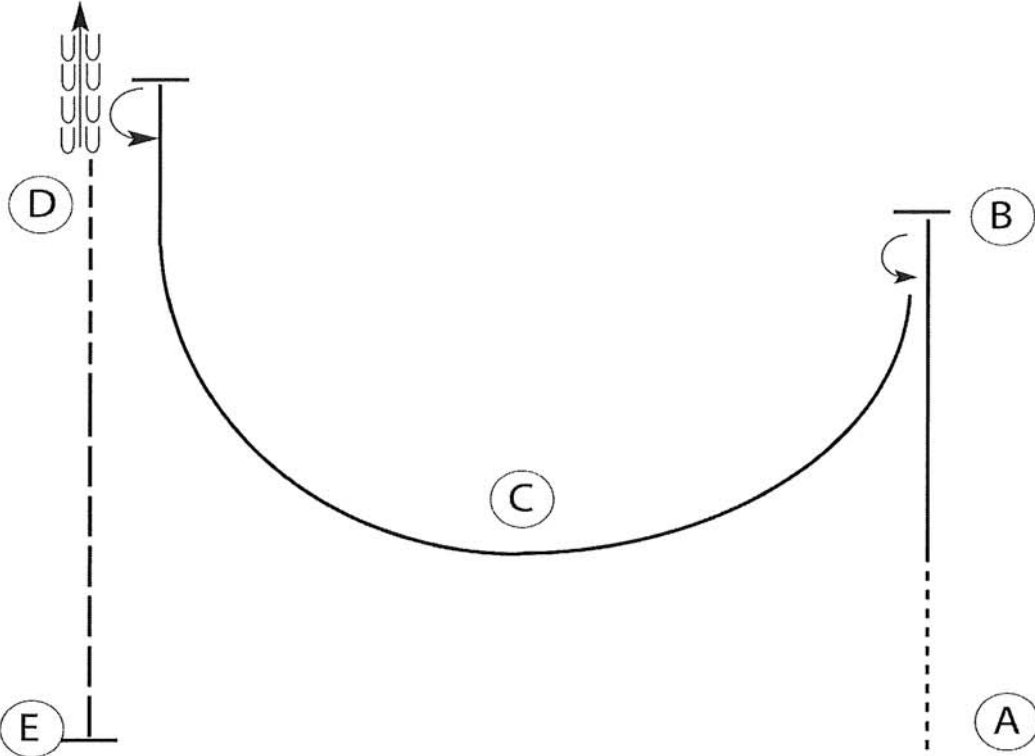
# Horsemanship

## All Breed Open, Level 1, Rookie

### Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two strides from A.
2. Lope on the left lead to B.
3. Stop and perform a 180 degree turn to the left.
4. Lope on the right lead around C and past D.
5. Stop and perform a 180 degree turn to the left.
6. Back approximately one horse length.
7. Jog halfway to E.
8. Extend the jog to E.
9. Stop at E.

Follow the instructions of your ring steward.

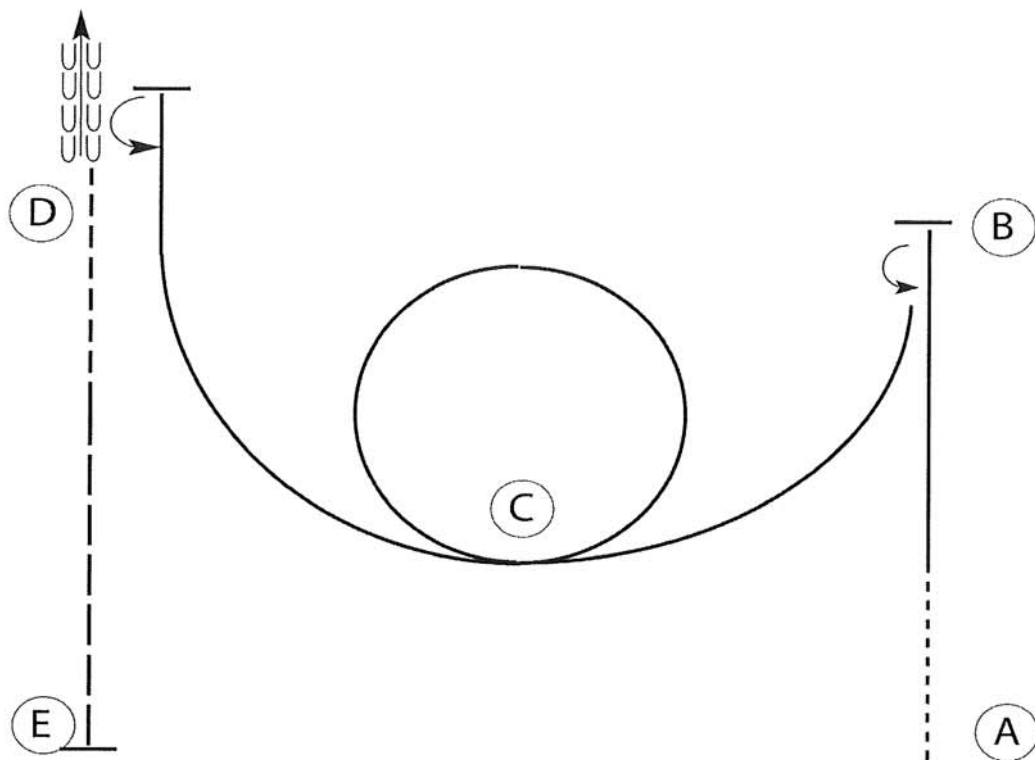
Walk	-----
Jog	- - - - -
Extended Jog	— — —
Lope	— — — — —
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← ← ← ← ←



# Horsemanship Amateur, Select, Youth Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two strides from A.
2. Lope on the left lead to B.
3. Stop and perform a 180 degree turn to the left.
4. Lope on the right lead to C.
5. Lope a circle with speed around C.
6. Slow to a lope and lope past D.
7. Perform a 180 degree turn to the left.
8. Back approximately one horse length.
9. Jog halfway to E.
10. Extend the jog to E.
11. Stop at E.

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

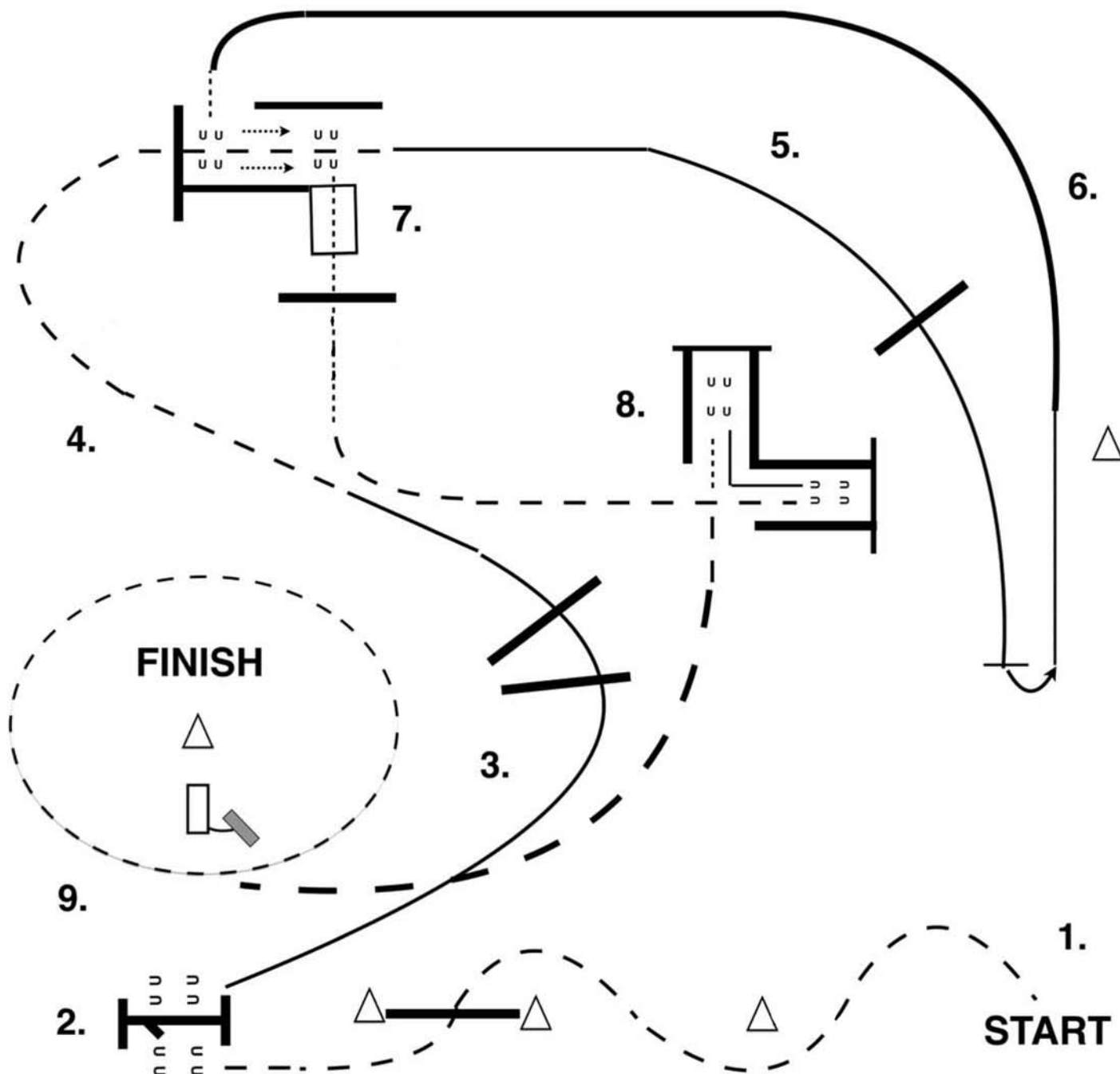
Follow the instructions of your ring steward.



# Ranch Trail

## Walk Trot (Jog where Lope)

### Saturday



1. TROT THROUGH SERPENTINE, TROT OVER LOG
2. WORK GATE RIGHT HAND.
3. LOPE OVER LOGS (LEFT LEAD).
4. TROT OVER LOG TROT THROUGH CHUTE.
5. LOPE OVER LOG (RIGHT LEAD), LOPE FURTHER AND STOP AND ROLL BACK LEFT. LOPE LEFT LEAD, UP TO CONE.
6. EXTEND THE LOPE, THEN BREAK TO THE WALK, WALK INTO CHUTE, SIDE PASS LEFT.

7. WALK OVER BRIDGE AND OVER LOG
8. TROT INTO CHUTE, BACK BETWEEN LOGS WALK OUT CHUTE.
9. TROT A FEW STRIDES THEN EXTEND THE TROT TO DRAG, WORK DRAG WALK OR TROT AROUND MARKER. L1 AMT AND ALL YOUTH TRAIL CARRY OBJECT AND TROT AROUND CONE, AND RETURN OBJECT.



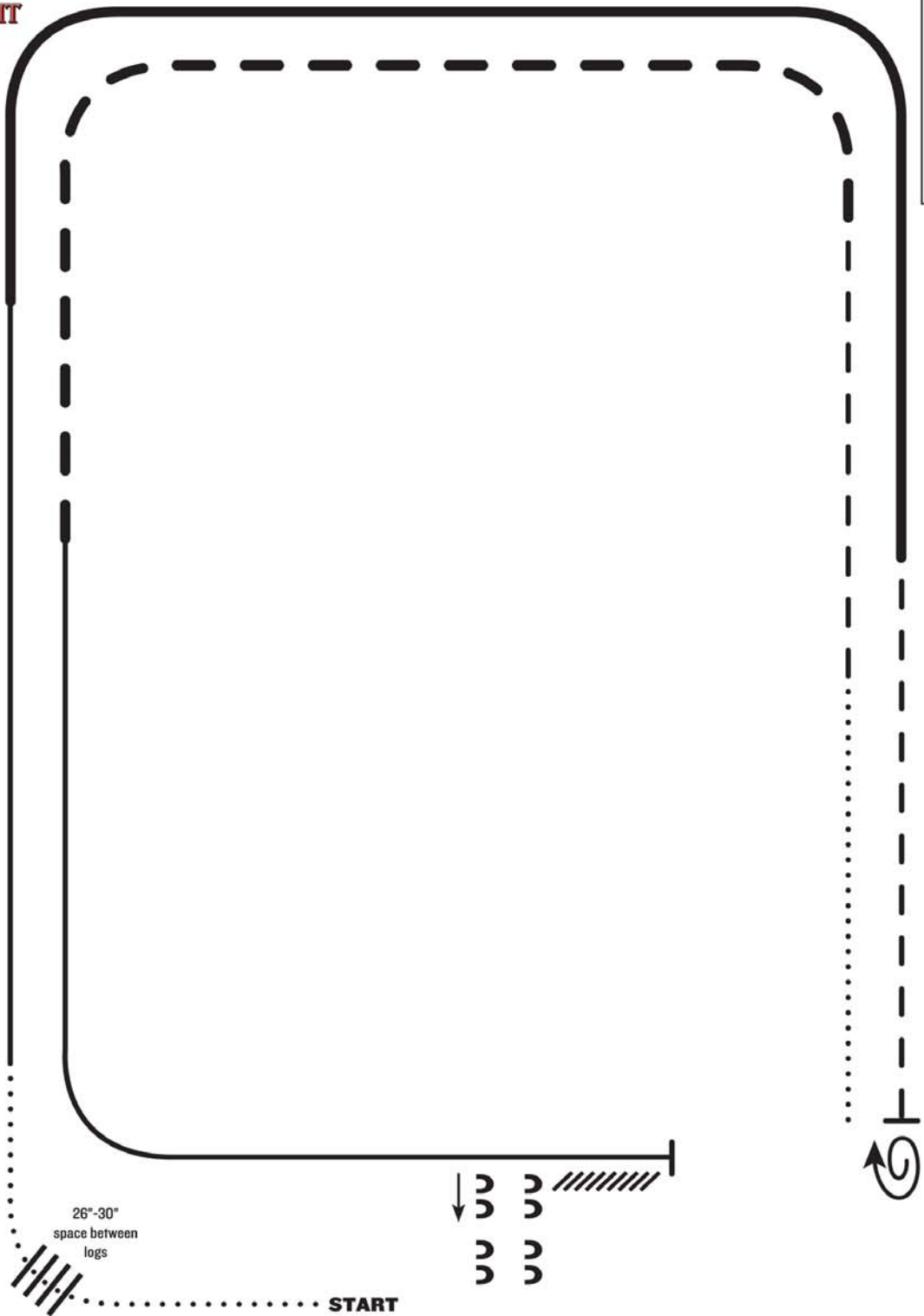
# Ranch Riding

## Walk Trot (Extended Trot where Lope)

### Saturday

#### LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
\\	Lead Change



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn 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.

## Pattern 6



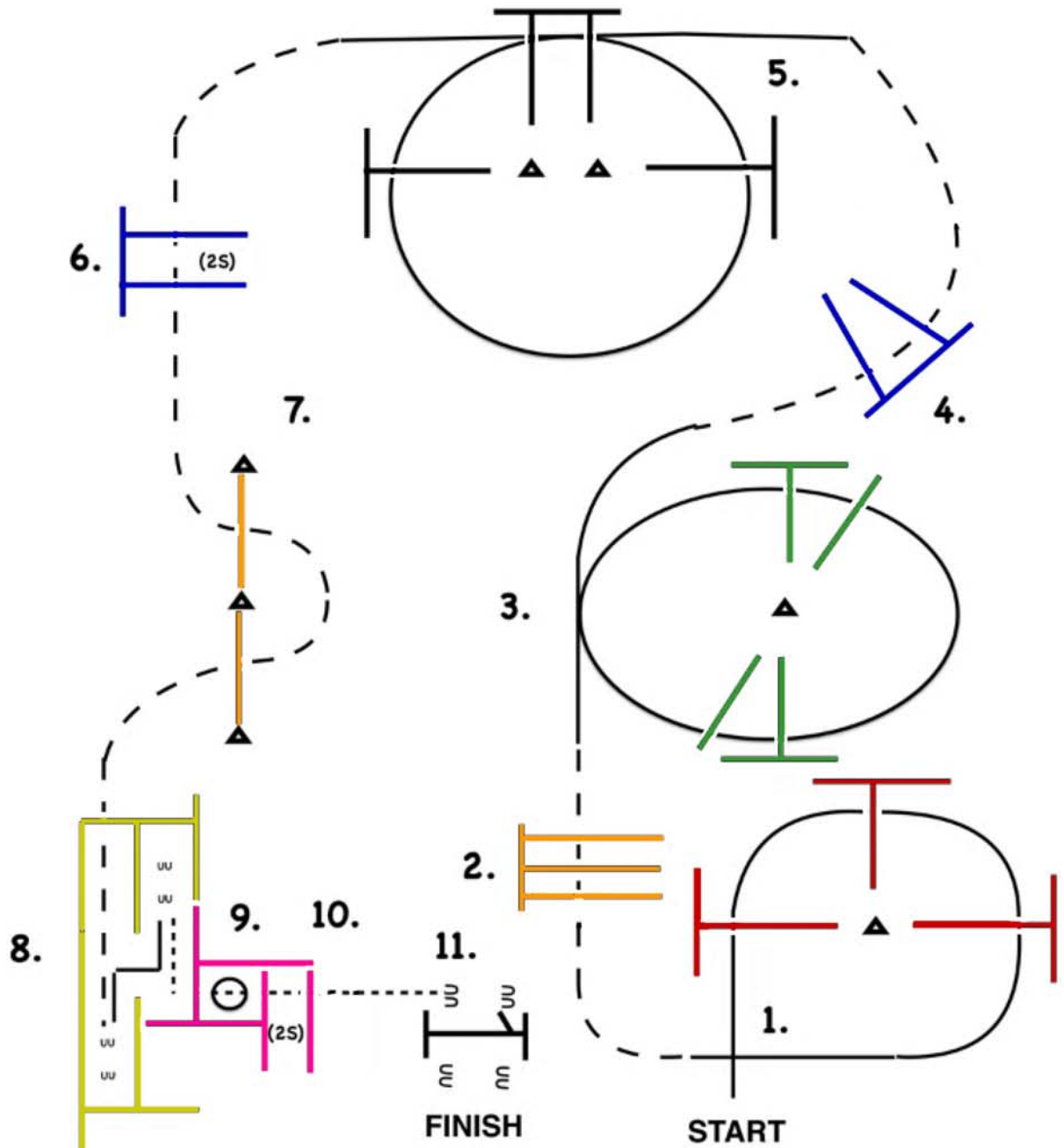
# Trail

Walk Trot (Jog where Lope)

All Breed, Level 1, Rookie

Level 2, Level 3, Amateur, Select, Youth (Raised Obstacles 2,4,6,7)

Sunday



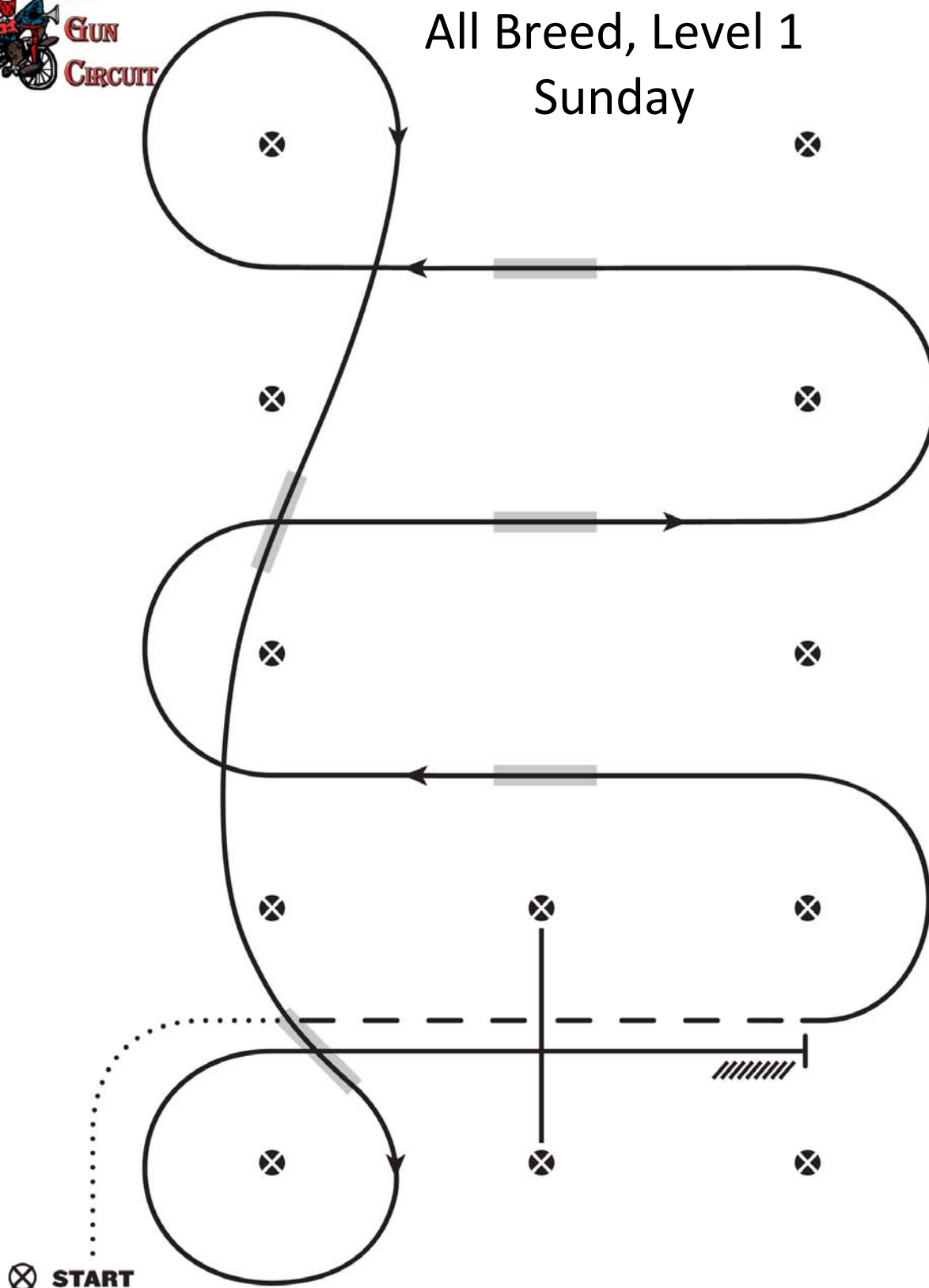
1. LOPE OVER POLES (RIGHT LEAD).
2. BREAK TO THE JOG, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES.
7. JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG INTO CHUTE, STOP, BACK CHUTE TO CHUTE.
9. WALK OVER POLE AND INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
10. WALK OVER POLE WALK UP TO GATE.
11. WORK GATE RIGHT HAND.





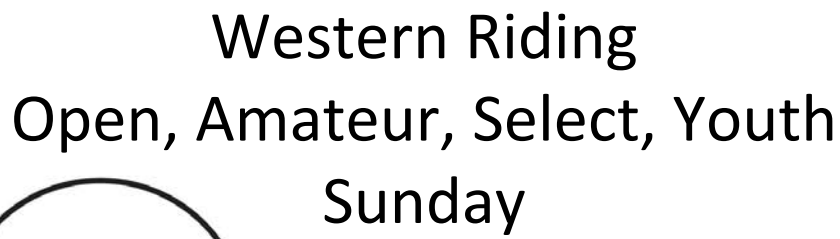
# Western Riding All Breed, Level 1 Sunday

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

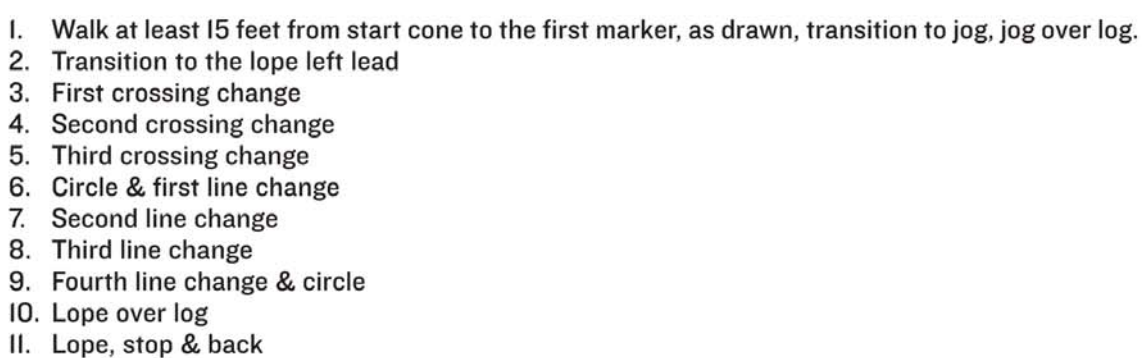


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop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

Level 1 Pattern 2



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



## Pattern 2



# Equitation

## Walk Trot, Small Fry

### Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Walk two horse lengths from A.
2. Trot forward and a half circle on the left diagonal until even with B.
3. Change diagonals and trot straight and then a half circle on the right diagonal until even with A.
4. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

[HSE/WT-57]



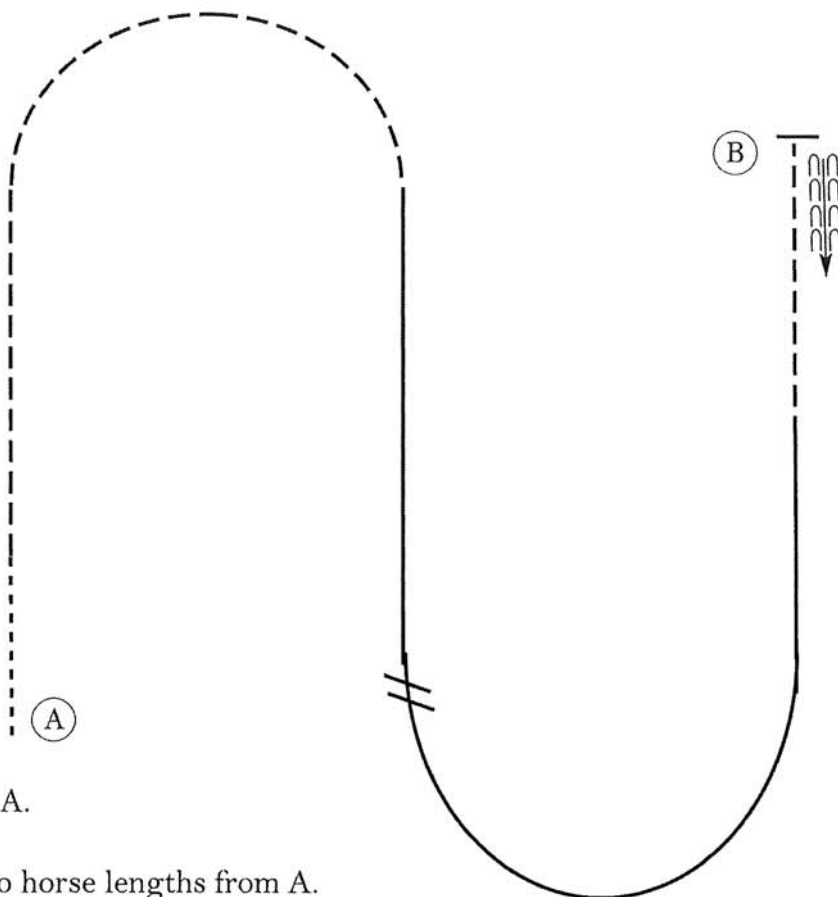
# Equitation

## All Breed Open, Level 1, Rookie

### Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths from A.
2. Trot on the right diagonal until even with B.
3. Change diagonals and trot a half circle.
4. Canter on the right lead until even with A.
5. Perform a simple lead change.
6. Canter a half circle and halfway to B.
7. Sitting trot to B.
8. Stop when even with B and back approximately one horse length.

Follow the instructions of your ring steward.

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



# Equitation

## Amateur, Select, Youth

### Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Walk two horse lengths from A.
2. Trot on the right diagonal until even with B.
3. Change diagonals and trot a half circle.
4. Canter on the right lead until even with A.
5. Change leads and hand gallop a half circle.
6. Slow to a canter and canter halfway to B.
7. Sitting trot to B.
8. Stop when even with B and back approximately one horse length.

Follow the instructions of your ring steward.

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