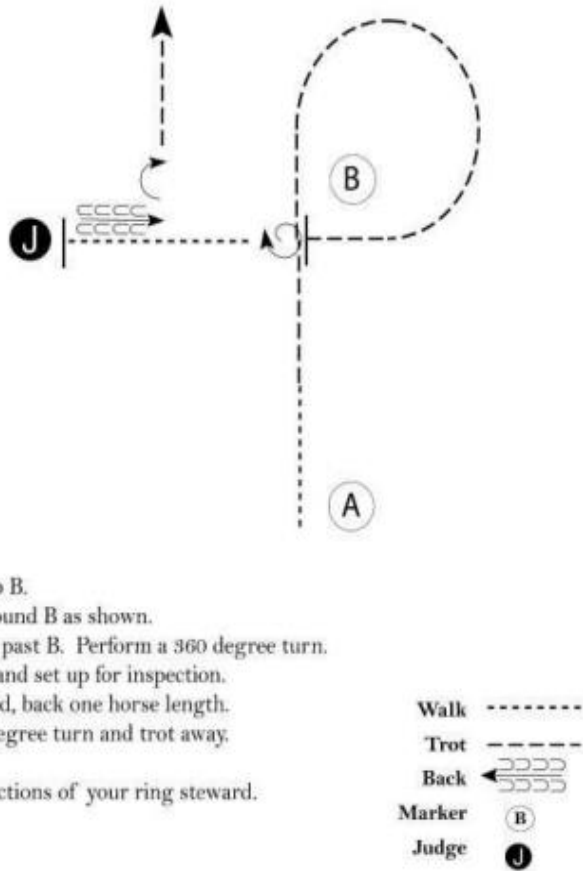


## Showmanship 10-13, 14-18 and 19 & Over

## Showmanship 9 & Under and Lead Line

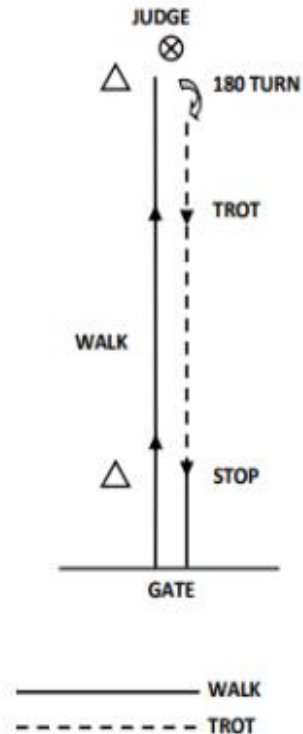
www.HorseShowPatterns.com



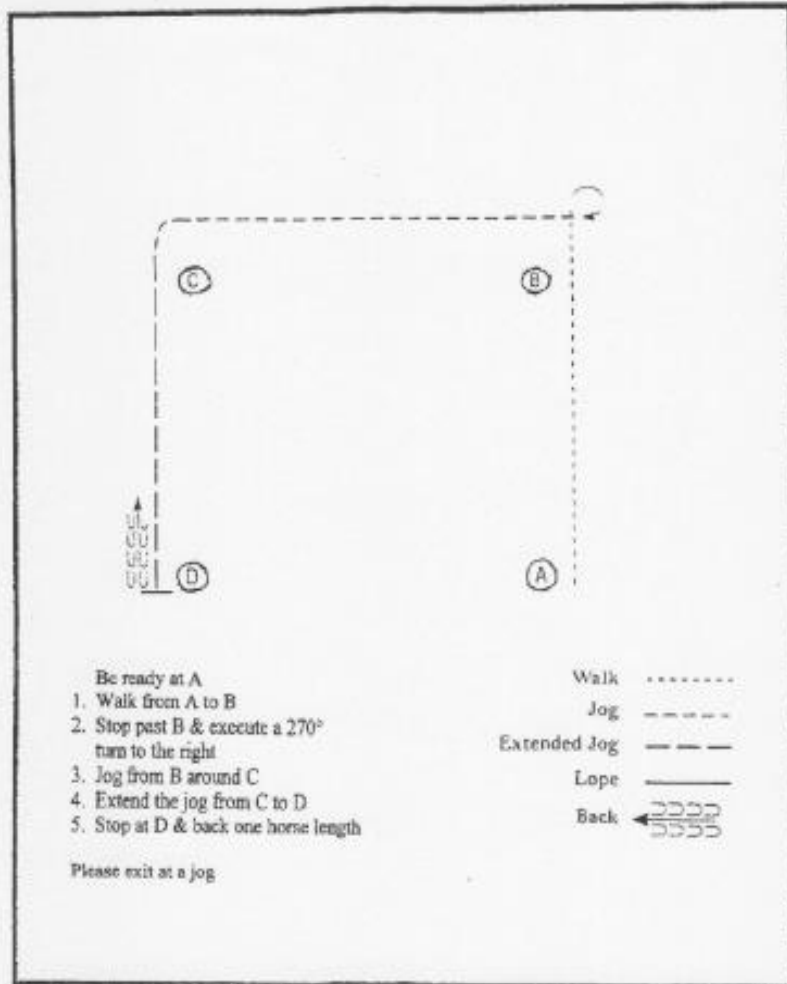
www.HorseShowPatterns.com

### SHOWMANSHIP PATTERN 2

1. Walk from gate to judge in a straight line.
2. Stop and set up your pony for inspection.
3. At judge's signal, do a 180° turn to the right.
4. Trot in a straight line to the marker. Stop.
5. Walk, exit the arena.

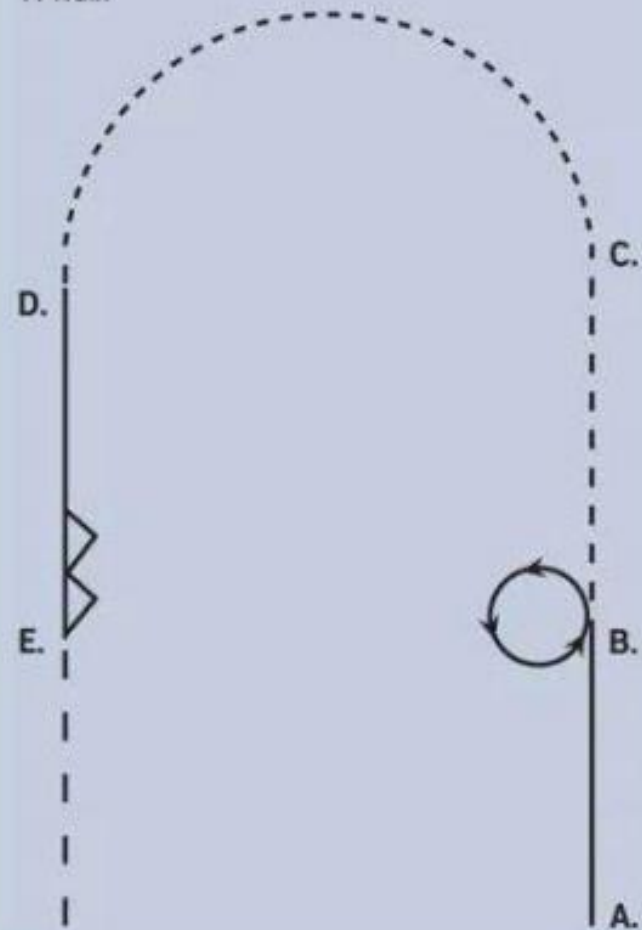


## Bareback 9 & Under

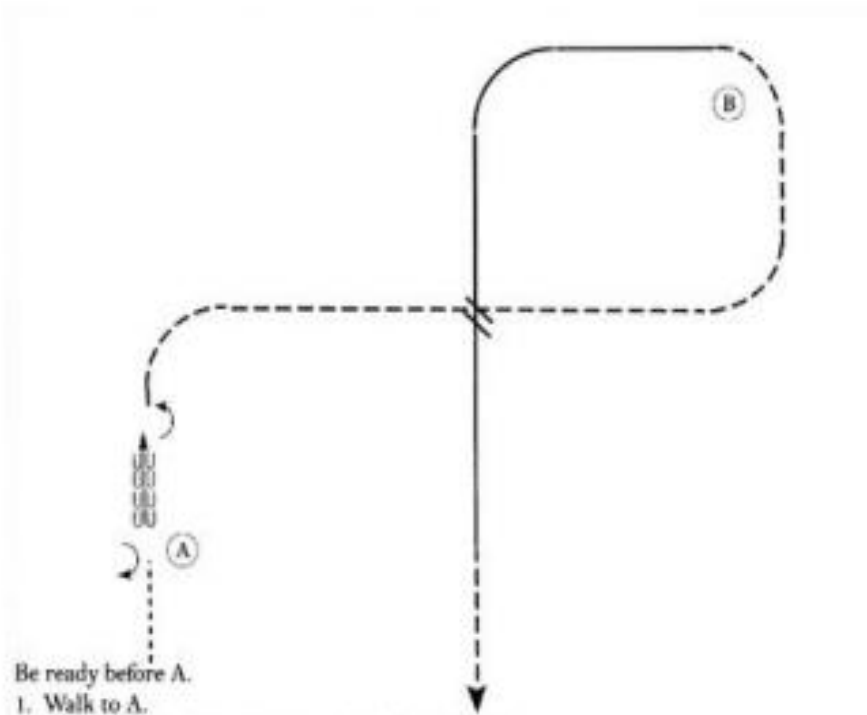


## Bareback 10-13 and 14-18

1. Lope, left lead, at A
2. Stop, 360-degree turn on hindquarters (left) at B
3. Extended jog B to C
4. Normal jog C to D
5. Lope, right lead, at D
6. Stop and back at E
7. Walk



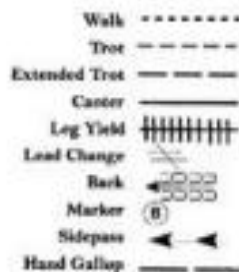
### Hunt Seat Equitation 19 & Over, 14-18 and 10-13



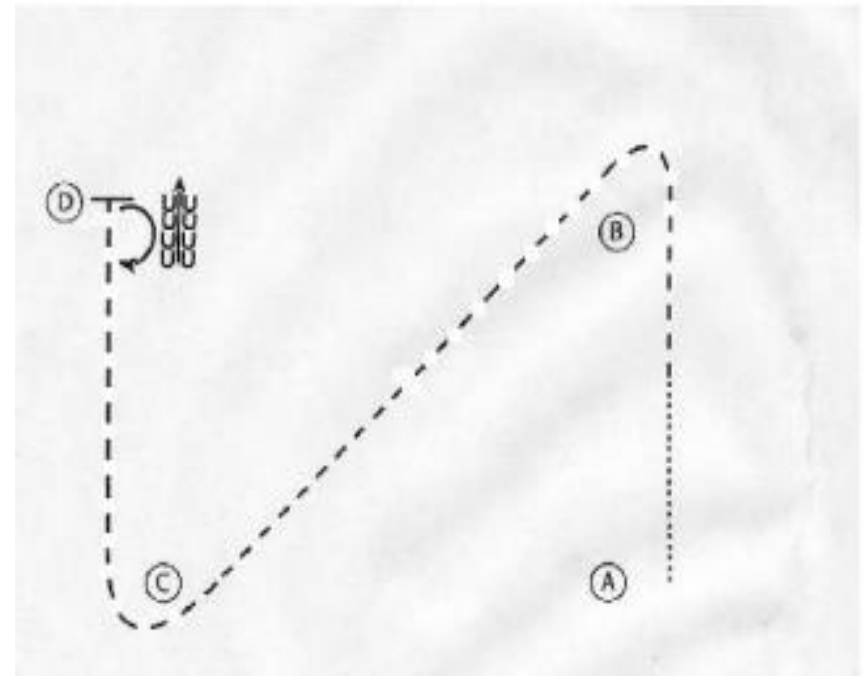
Be ready before A.

1. Walk to A.
2. Perform a 180 degree turn on the forehand right.
3. Back approximately one horse length.
4. Perform a 180 degree turn on the forehand left.
5. Posting trot on the left diagonal to center of pattern.
6. Change diagonals at center. Trot on the right diagonal to B.
7. Canter on the left lead to center of pattern.
8. Change leads at center. Canter on right lead until even with A.
9. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.



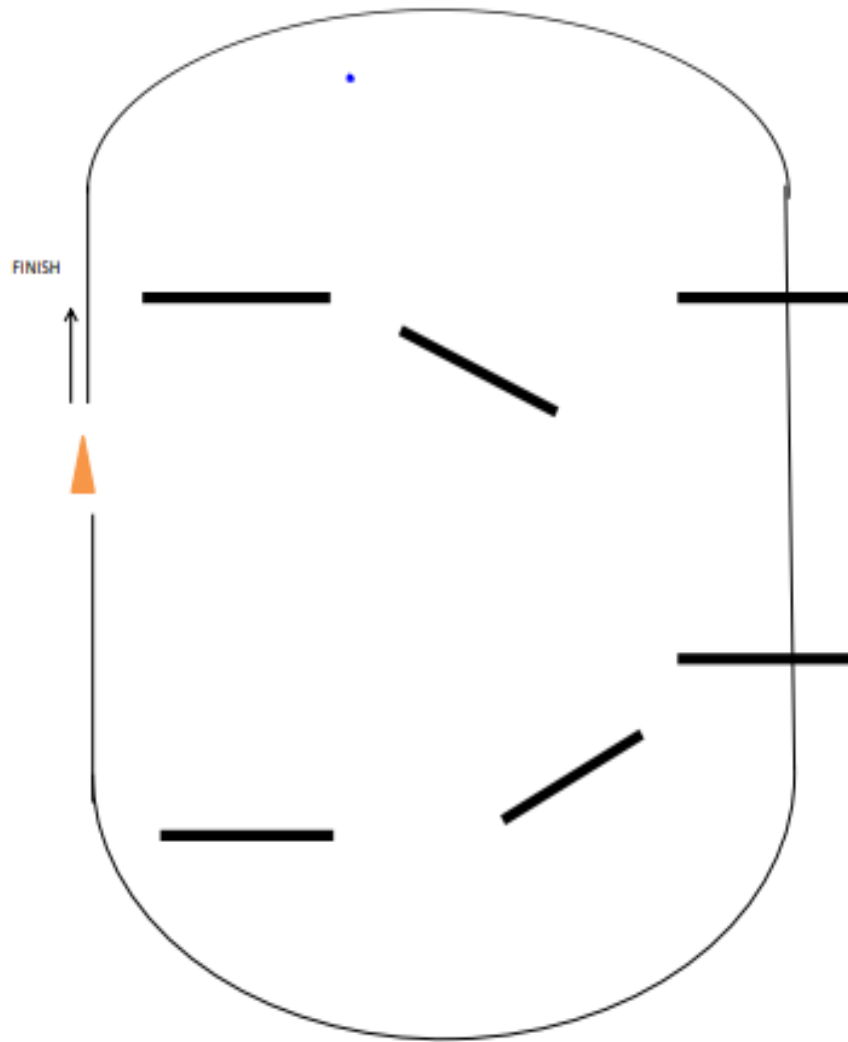
### Hunt Seat Equitation 9 & Under



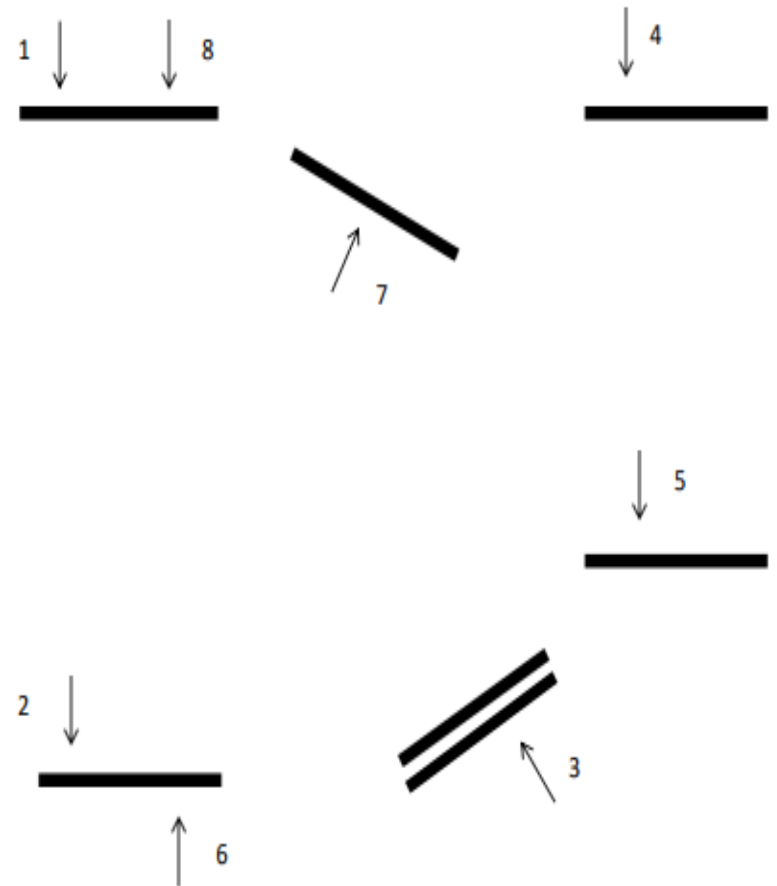
1. Walk halfway from A to B.
2. Sitting trot past and around B.
3. Halfway between B and C, pick up posting trot on right diagonal.
4. At C, change diagonals. Continue posting trot on left diagonal to D.
5. At D, stop and perform 180 degree turn on forehand to the right.
6. Back one horse length.



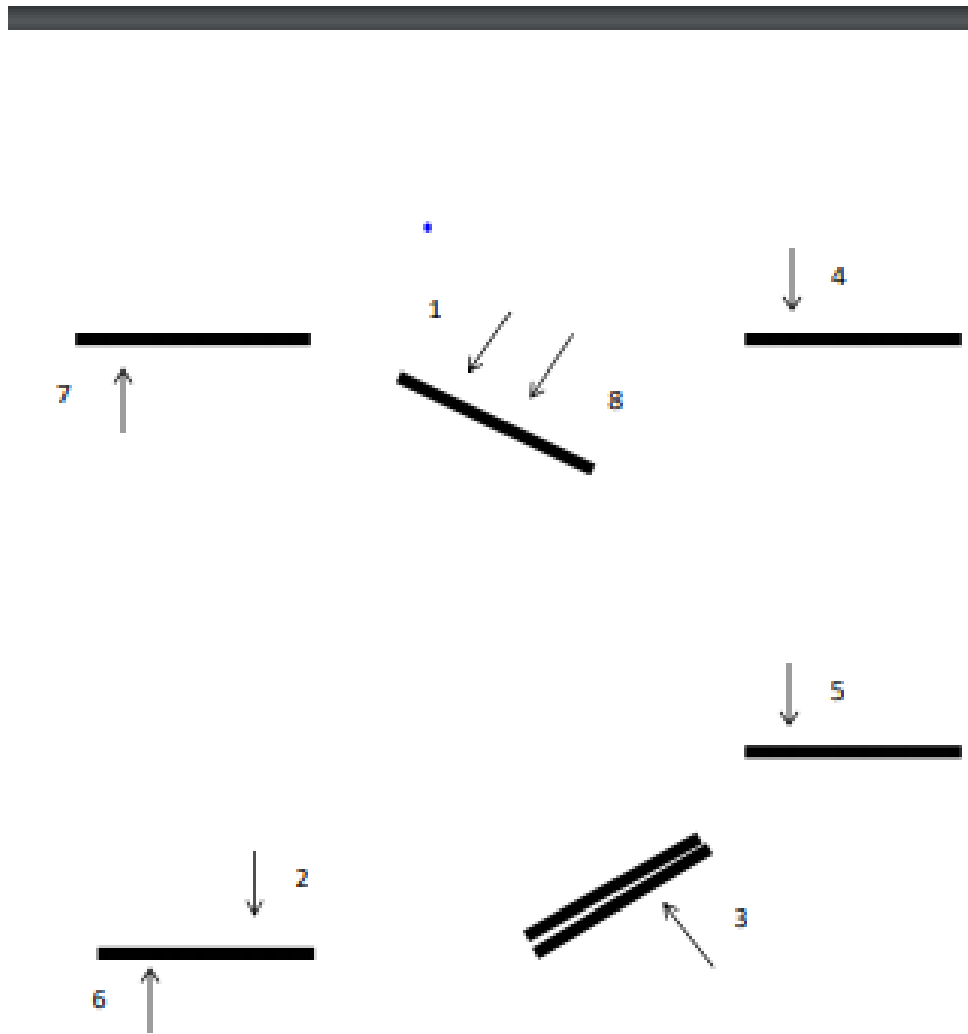
### Hunter Hack All Ages



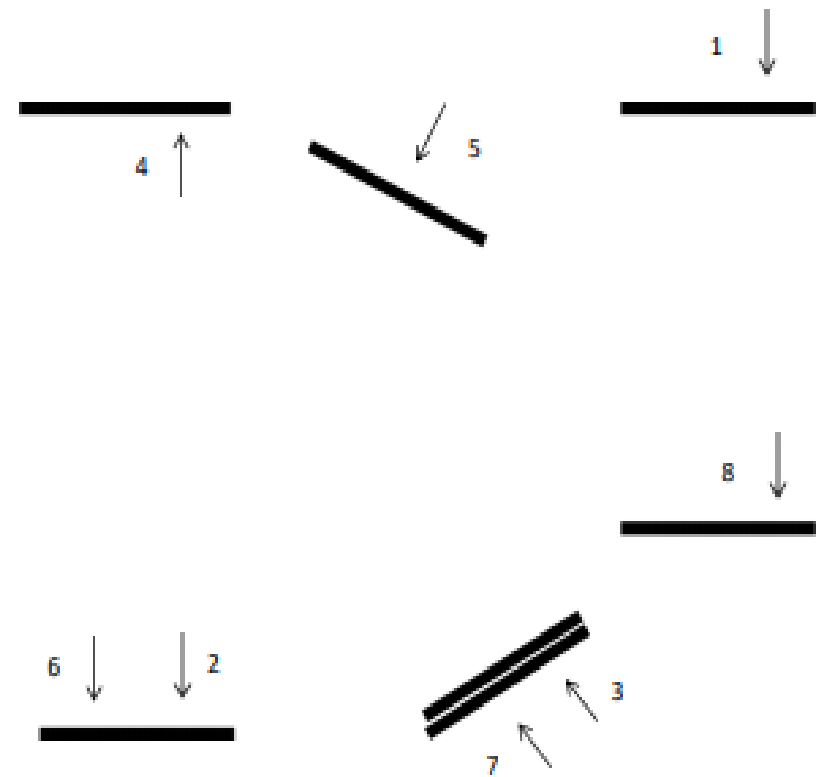
### Hunter Over Fences All Ages



## Hunt Seat Equitation Over Fences

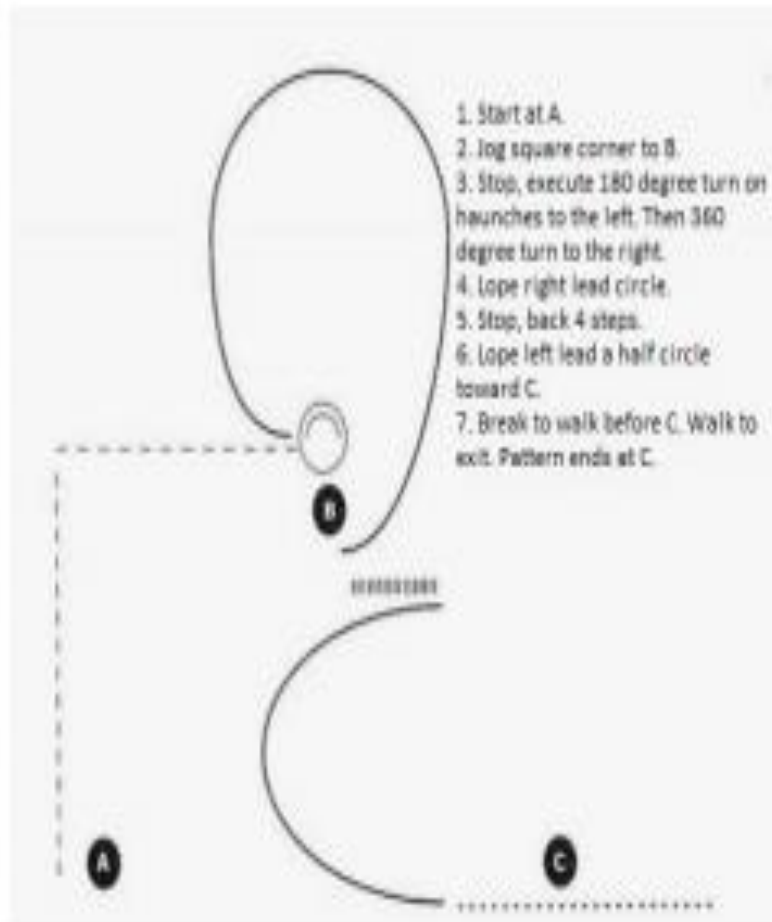


## Open Jumping All Ages

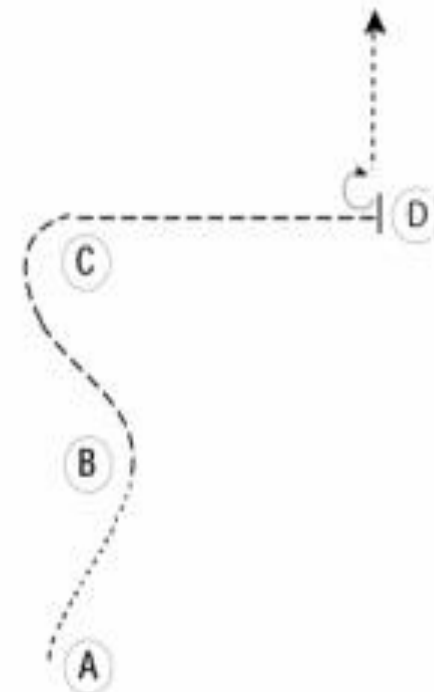


Jump Off: 4 - 5 - 6 - 7 - 8

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

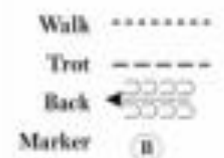


## Horsemanship 9 & Under and Walk/Trot

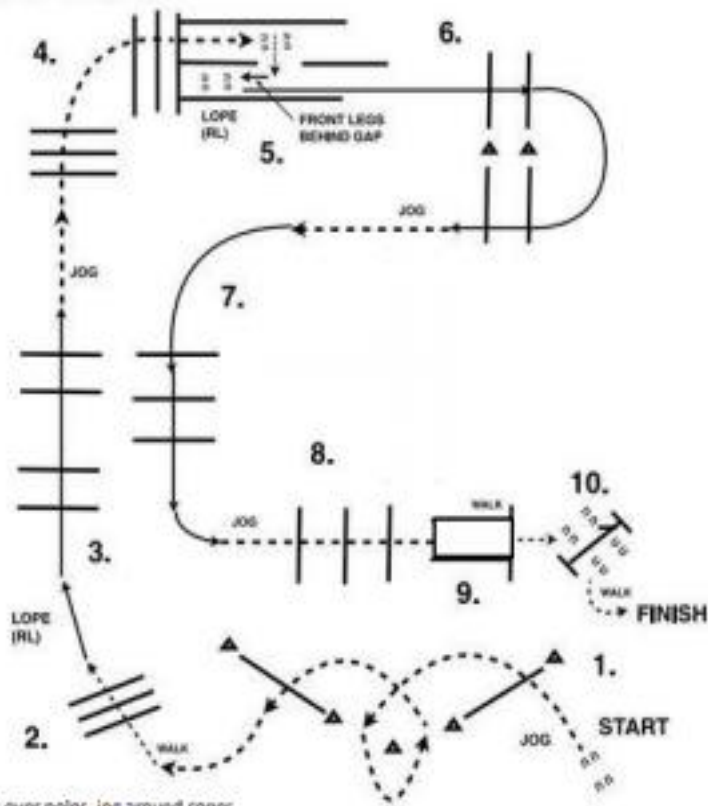


Be ready at A.

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.

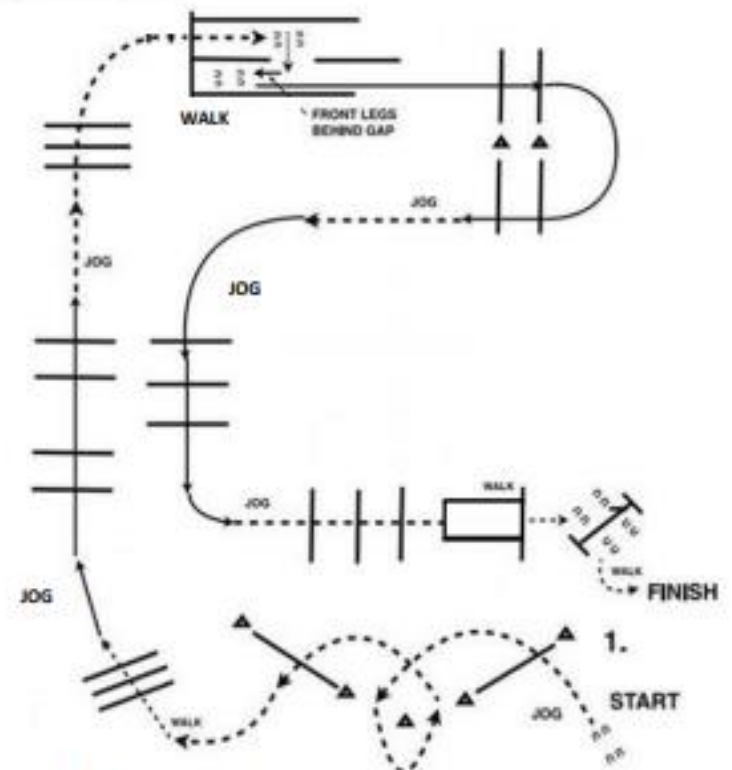


## Trail 19 & Over, 14-18 and 10-13



1. Jog over poles, jog around cones.
2. Break to a walk, walk over poles.
3. Lope over poles (right lead).
4. Break to jog, jog over poles.
5. Jog into chute, stop at gap, side pass right, back between poles, horses front legs behind gap, lope out (right lead).
6. Lope over poles (right lead).
7. Break to jog, then lope over poles (left lead).
8. Break to jog, jog over poles.
9. Break to a walk, walk over bridge.
10. Walk to and work left handed gate.

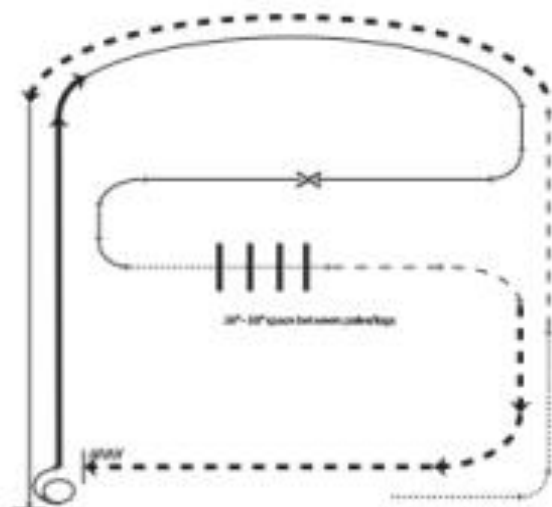
## Trail 9 & Under, Lead Line and In-Hand



1. Jog over poles, jog around cones.
2. Break to a walk, walk over poles.
3. Break to jog, jog over poles.
4. Jog into chute, stop at gap, side pass right, back between poles, horses front legs behind gap, walk out.
5. Walk over poles.
6. Pick up jog and jog over poles.
7. Break to a walk, walk over bridge.
8. Walk to and work left handed gate. (\*Lead Line skip gate)

## Ranch Riding All Ages

### RANCH RIDING - PATTERN 2



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 legs
11. Trot
12. Extended trot
13. Stop and back

## Reining All Ages

### Pattern #7

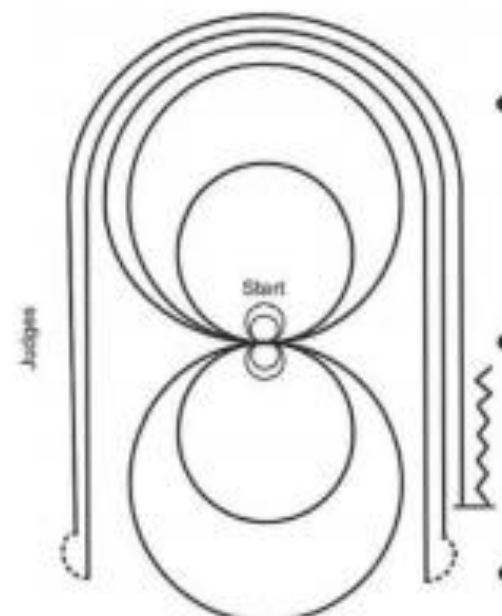


Figure 7

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

1. Complete two circles to the right.
2. Complete two circles 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 from the center circle circle, run straight down the right side of the arena past the center marker and do a left offset of 1000 feet or less (as marked) from wall or fence as location.
7. Lope straight up the right side of the arena, circle the top end of the arena, and leaving at least 20 feet (2 meters) from the wall or fence, run straight down the right side of the arena past the center marker and do a right offset - as location.
8. Lope straight up the left side of the arena, circle the top end of the arena, and leaving at least 20 feet (2 meters) from the wall 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. Walk to the center marker for the completion of the pattern.
11. Walk to the judge and stop for inspection with shoulders.



