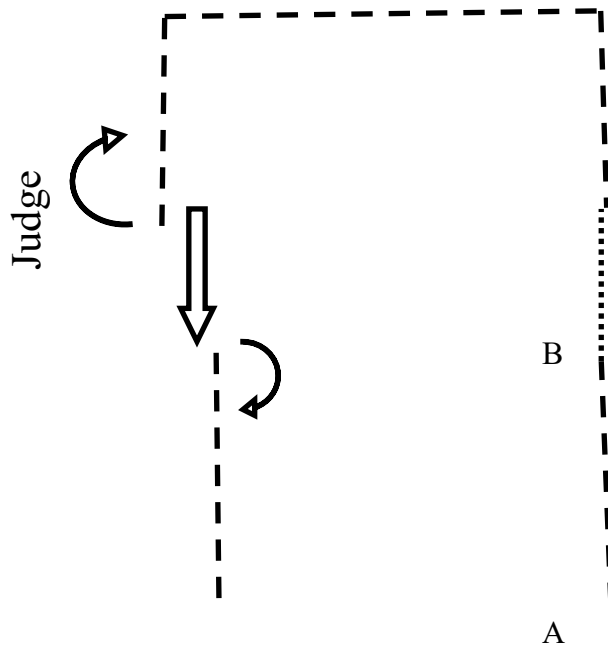




Pattern Book

April 23-24, 2022

Showmanship Limited Novice Non Pro

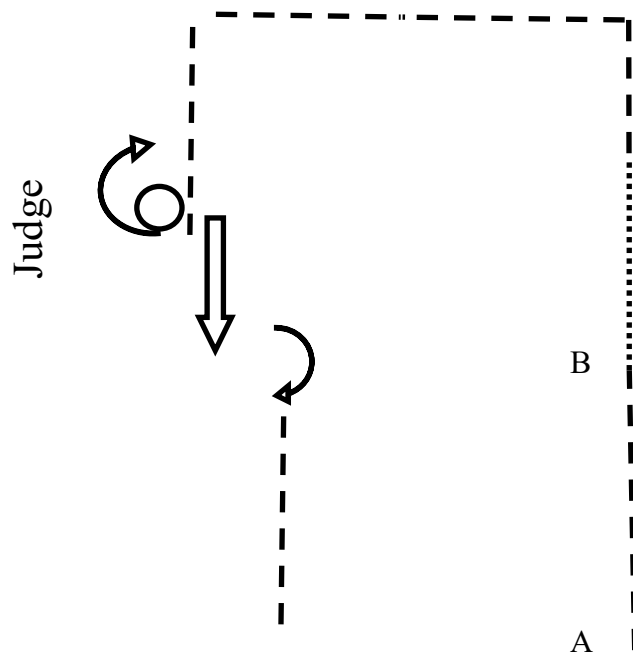


Be Ready at Cone A

1. Trot from A to B.
2. Break to walk at B and walk approximately 2 horse lengths
3. Trot 2 square corners
4. Stop with Hip at the judge.
5. Perform 180 turn.
6. Set up for Inspection
7. Back approximately 1 horse length
8. Perform 180 turn and trot to exit

Pattern is complete after you trot 2 horse lengths.

Showmanship Limited Non Pro

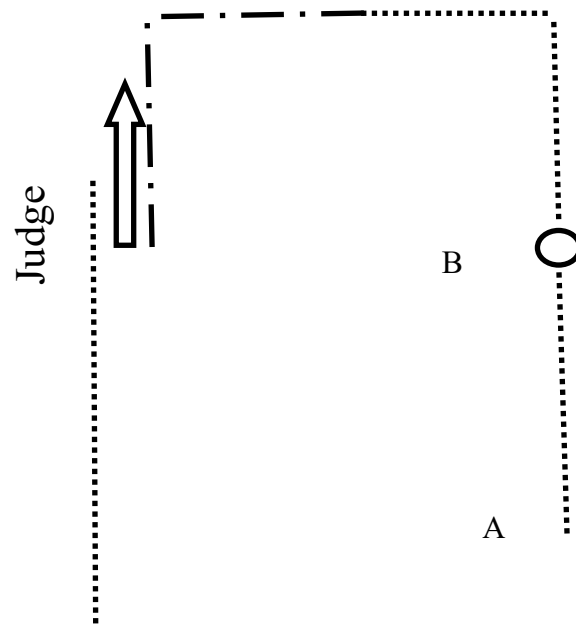


Be Ready at Cone A

1. Trot from A to B.
2. Break to walk at B and walk approximately 2 horse lengths
3. Trot 2 square corners.
4. Stop with Hip at the judge.
5. Perform 1 1/2 turn.
6. Set up for Inspection
7. Back approximately 1 horse length.
8. 180 turn and trot out.

Pattern is complete after trotting 2 horse lengths.

Showmanship Amateur Walk Trot

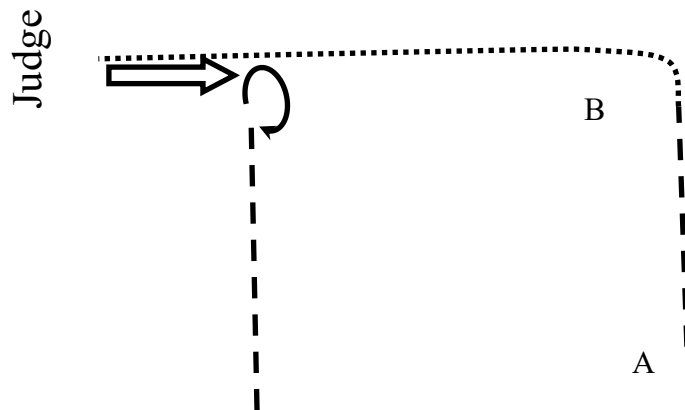


Be Ready at Cone A

1. Walk to B.
2. Stop. Perform 360 degree turn.
3. Walk one square corner and half the line.
4. Extended walk one square corner.
5. Stop with Hip on the Judge
6. Set Up for Inspection
7. Back 1 horse length.
8. Walk Out.

Pattern is complete after you walk past the judge.

Showmanship Youth Walk Trot



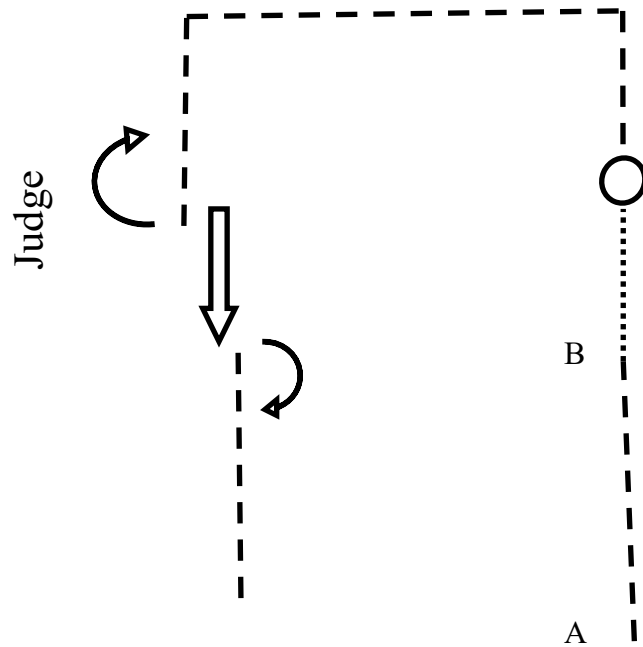
Be Ready at Cone A

1. Trot from A to B
2. Break to walk at B and walk to Judge.
3. Set Up for Inspection
4. Back 1 horse length.
5. 270 turn and trot out

Pattern is complete after you trot 2 horse lengths.

Showmanship

All Novice and Yth 13&u

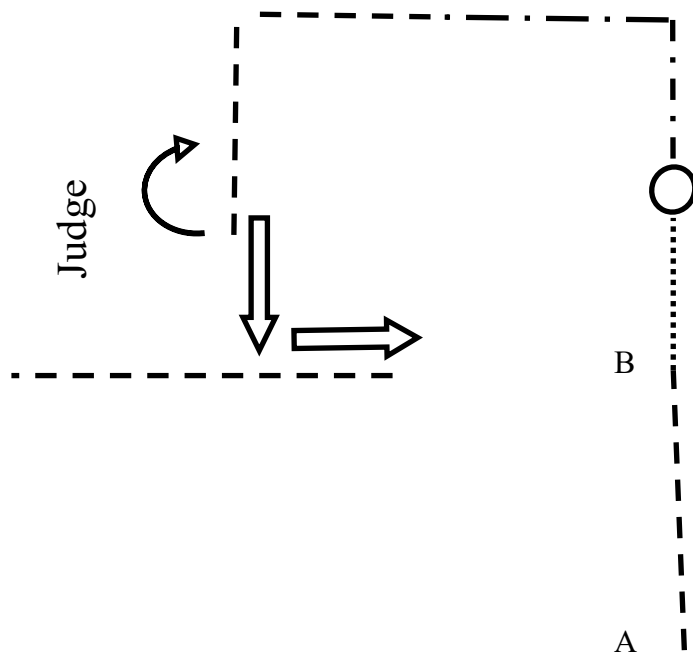


Be Ready at Cone A

1. Trot from A to B.
2. Break to walk at B and walk approximately 2 horse lengths
3. Stop 360 turn.
4. Trot 2 square corners
5. Stop with Hip at the judge.
6. Perform 180 turn.
7. Set up for Inspection
8. Back approximately 1 horse length
9. Perform 180 turn and trot to exit

Pattern is complete after you trot 2 horse lengths.

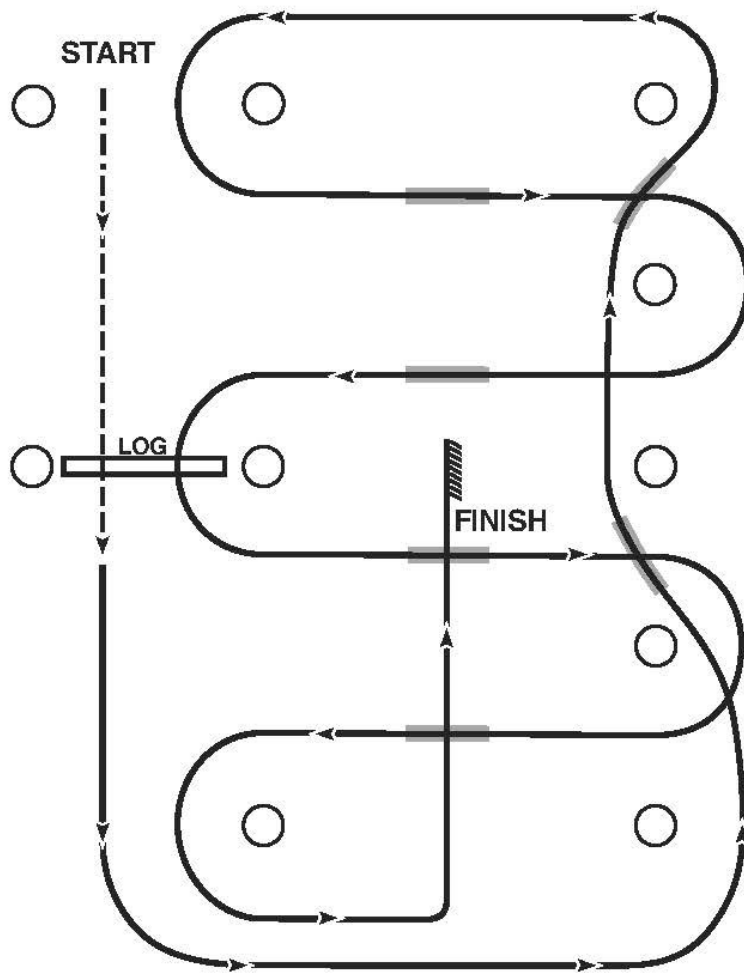
Showmanship Amateur and Yth 18&u



Be Ready at Cone A

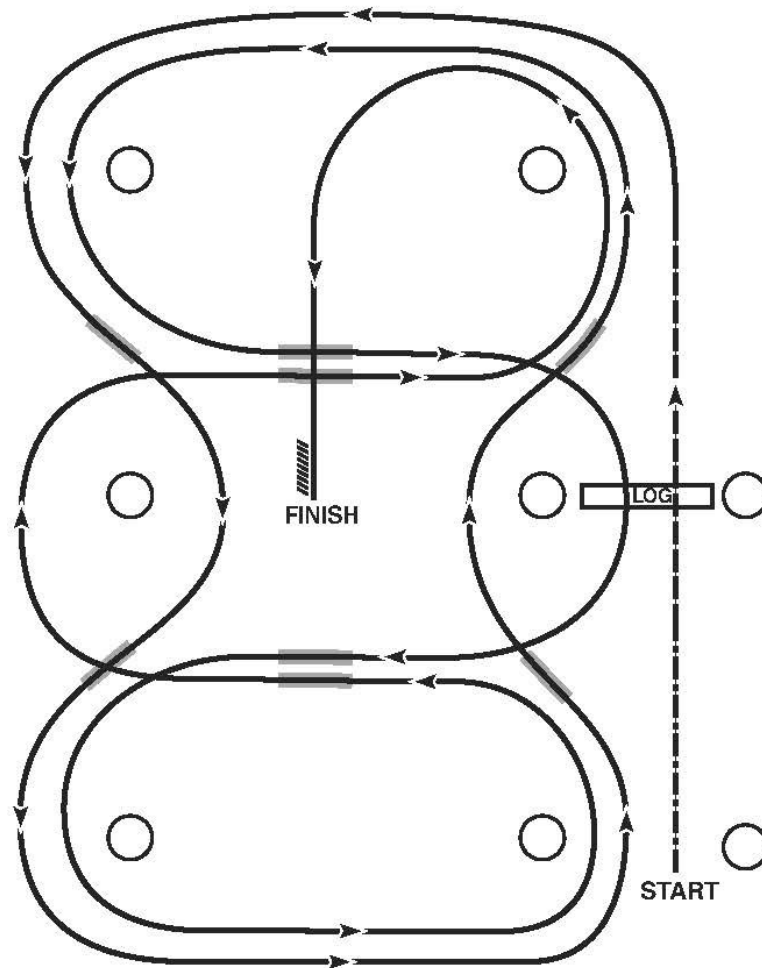
1. Trot from A to B.
2. Break to walk at B and walk approximately 2 horse lengths
3. Stop 360 pivot.
4. Extended Trot 1 square corner and half the line.
5. Collect trot and Trot 1 square corner.
6. Stop with Hip at the judge.
7. Perform 180 turn.
8. Set up for Inspection
9. Back a corner.

Pattern is complete after the back. Trot out.



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 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. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

Western Riding Pattern #5

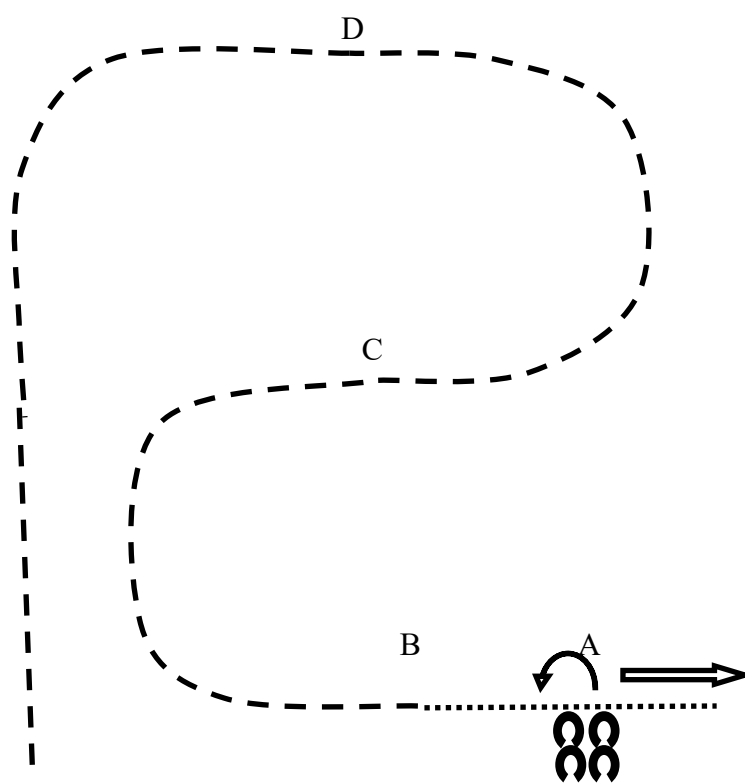


Recommended for small arenas.

1. Walk at least 15 feet from the 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. Lope over log.
9. Second crossing change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope, stop and back.

Hunt Seat Equitation

All Walk Trot



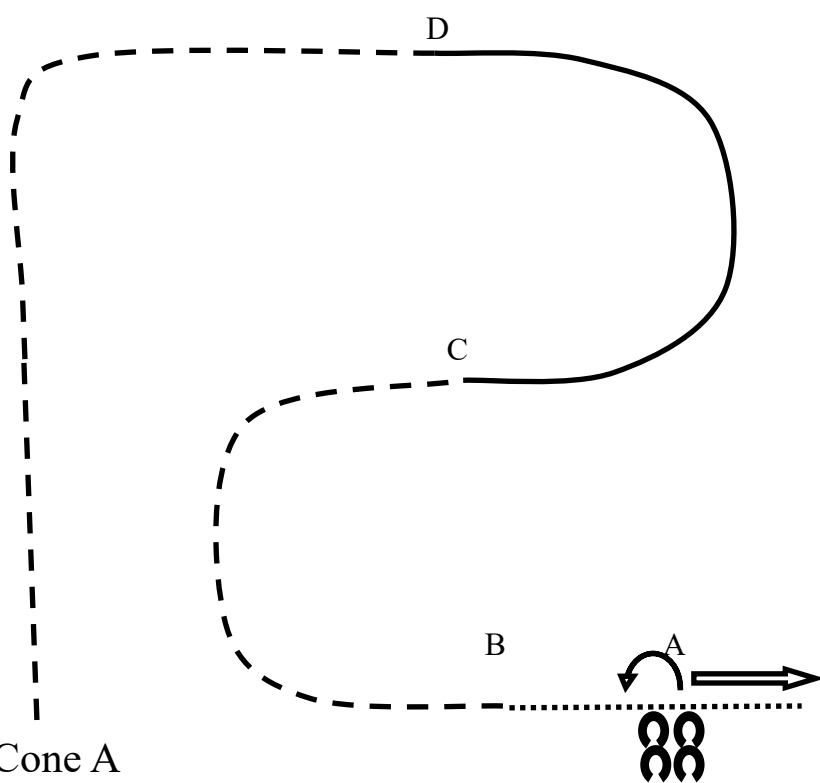
Be Ready facing Cone A

1. 90 degree forehand turn to left
2. Back approximately 1 horse length.
3. Walk to B.
4. At B, Posting trot serpentine to D (changing diagonals at C).
5. A D, Continue posting trot curve back towards C.
6. At C, sitting trot back until even with B.

Pattern is complete when you cross B.

Hunt Seat Equitation

All Novice and Youth 13&u

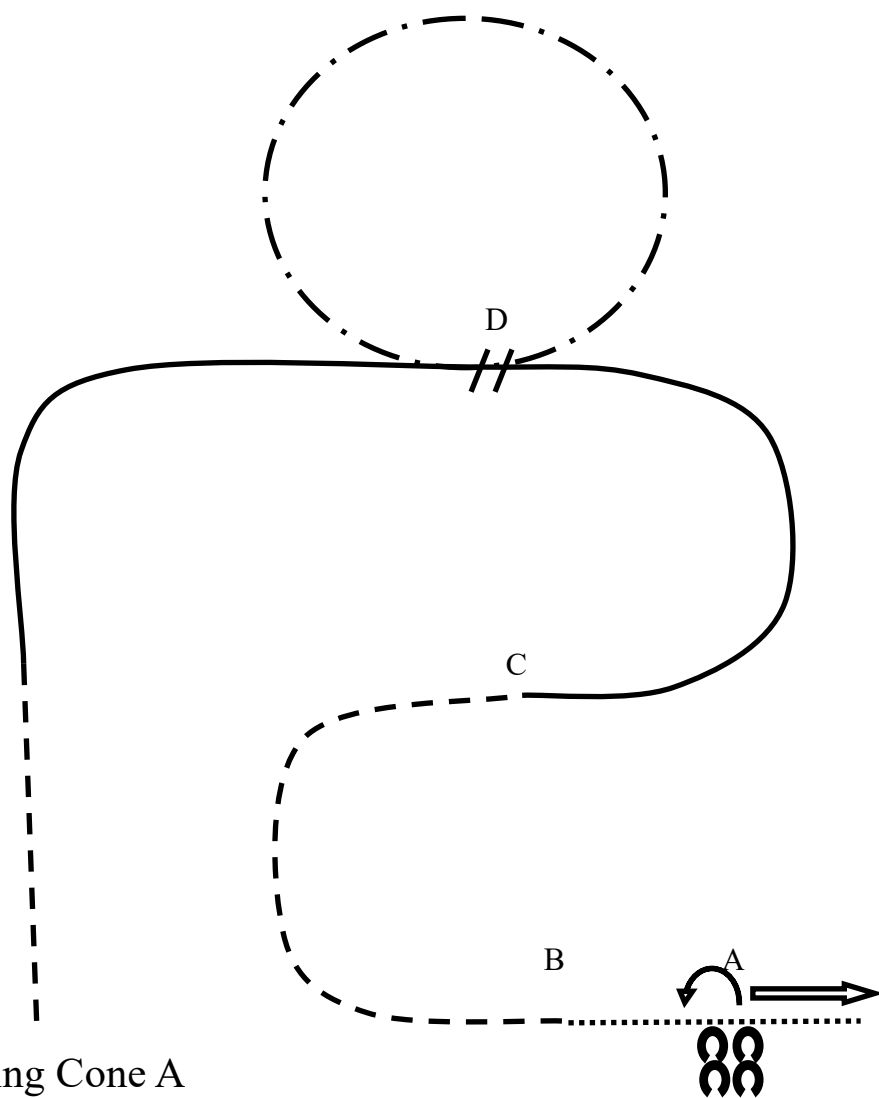


Be Ready facing Cone A

1. 90 degree forehand turn to left
2. Back approximately 1 horse length.
3. Walk to B.
4. At B, sitting trot to C.
5. A C, Canter left lead to D.
6. A D, Trot curve back towards C on right diagonal.
7. At C, change diagonals and posting trot back until even with B.

Pattern is complete when you cross B.

Hunt Seat Equitation Amateur and Youth 18&u



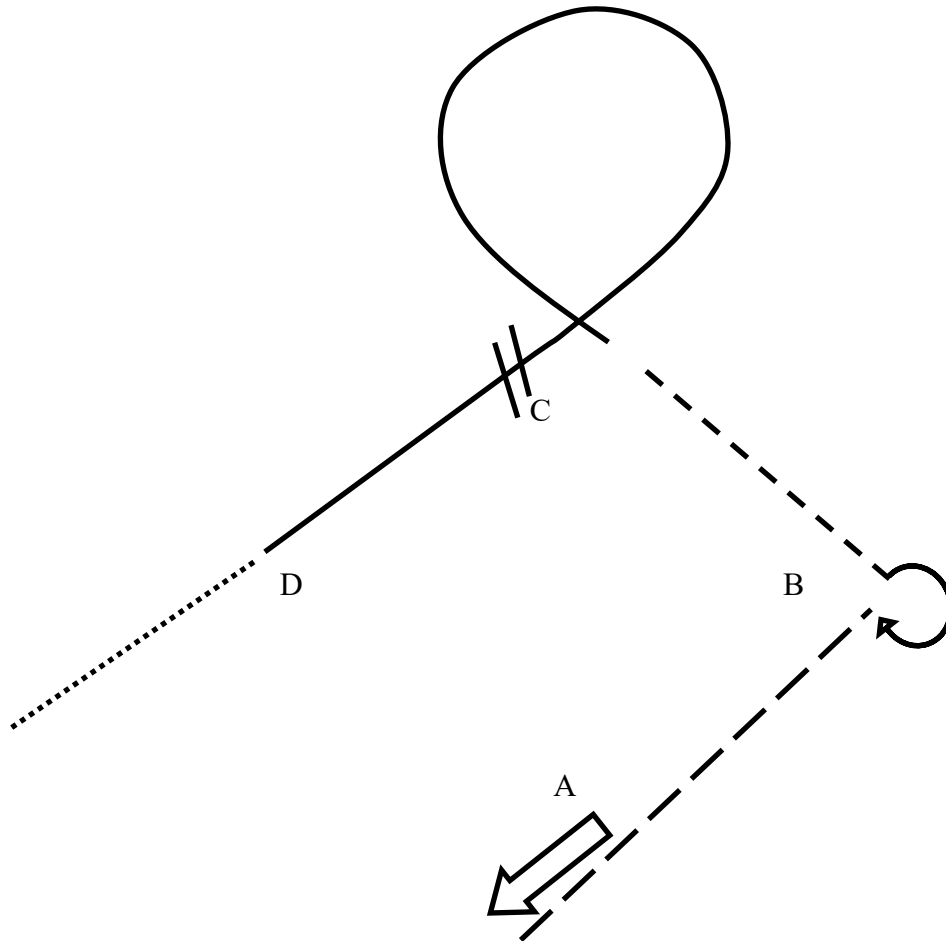
Be Ready facing Cone A

1. 90 degree forehand turn to left
2. Back approximately 1 horse length.
3. Walk to B.
4. At B, posting trot to C.
5. At C, Canter left lead to D.
6. At D, change leads (Simple/Flying), then hand gallop circle to right.
7. Upon completion of circle, collect the canter and canter curve back towards C.
8. At C, break to trot in 2 point.

Pattern is complete when you cross B.

HORSEMANSHIP

Limited Non Pro



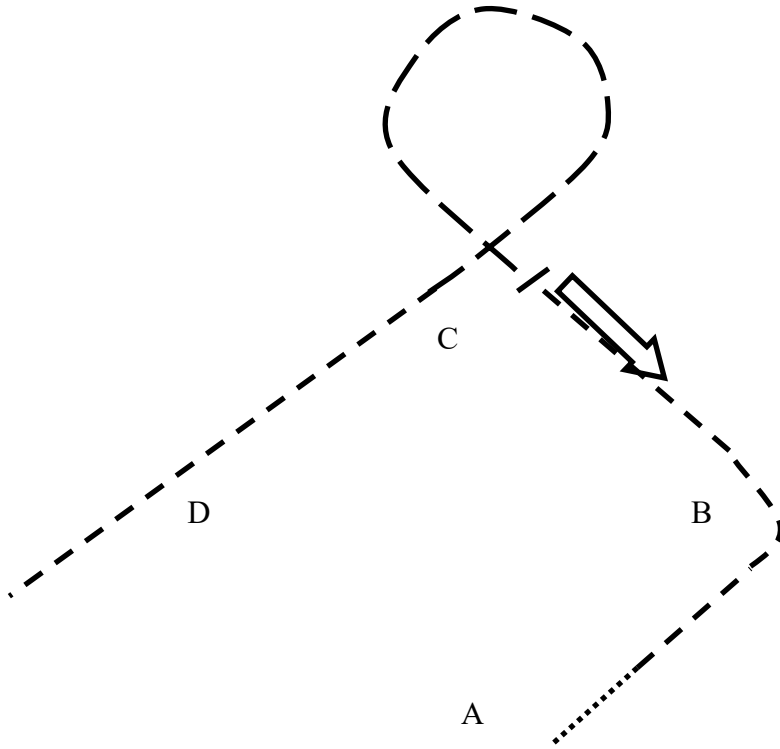
Be Ready at Cone A

1. Back approximately 1 horse length
2. Extended Jog past B and Stop
3. 3/4 turn to the right.
4. Jog to C.
5. Lope Right Lead circle
6. At C change leads (simple or flying), continue on Left Lead to D.
7. At D, break to walk.

Pattern is complete after you walk 6 steps. Exit arena at the walk.

HORSEMANSHIP

All Walk Trot



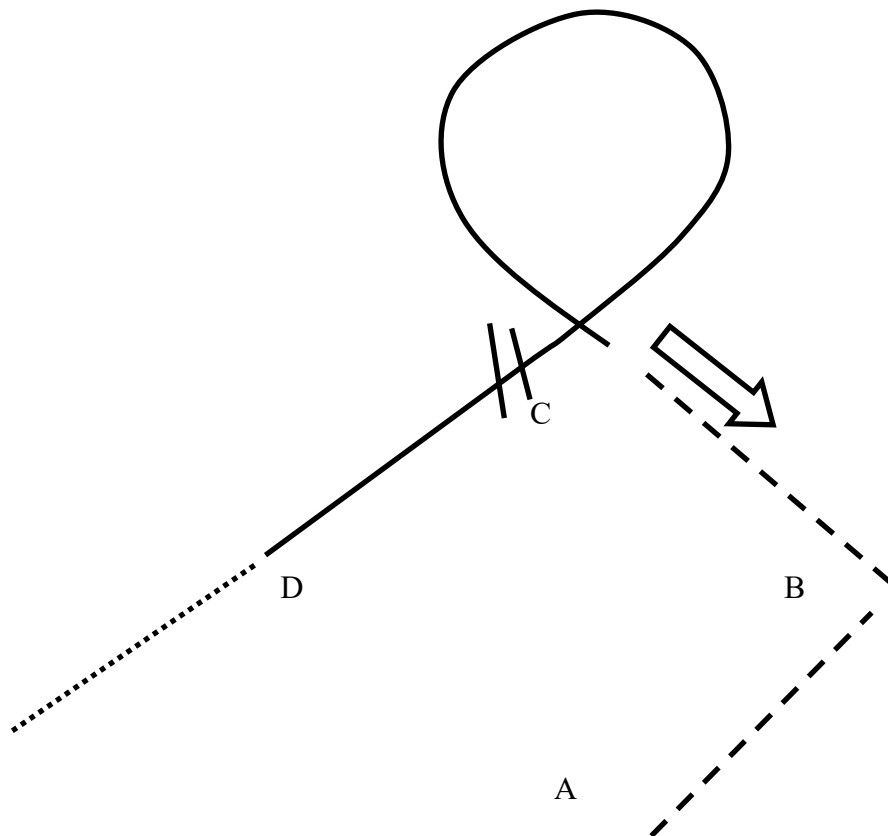
Be Ready at Cone A

1. Walk 1/2 way to B.
2. Jog around B to C.
3. Stop at C. Back 1 horse length.
4. Extended Jog Circle to right as shown.
5. At C, slow to Jog.

Pattern is complete after you trot 3 steps past D. Exit arena at the jog.

HORSEMANSHIP

All Novice, and Yth 13&u



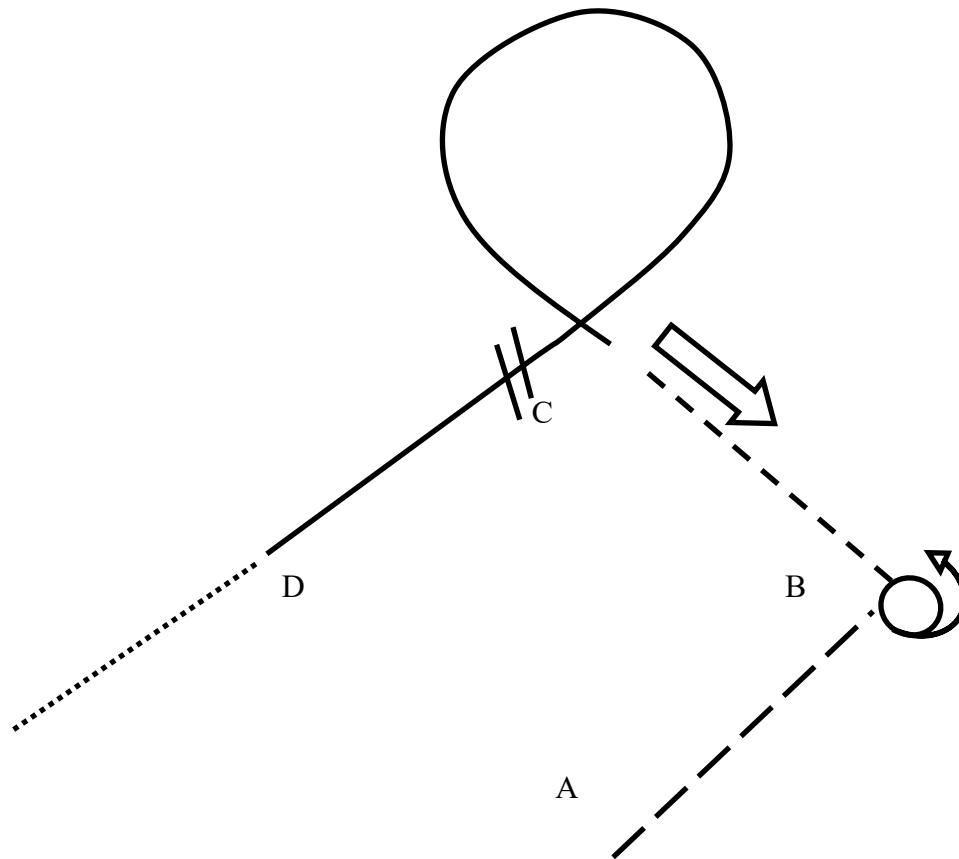
Be Ready at Cone A

1. Jog from A, square corner at B, and on to C.
2. Stop at C. Back 1 horse length.
3. Lope Right Lead circle
4. At C change leads (simple or flying), continue on Left Lead to D.
5. At D, break to walk.

Pattern is complete after you walk 6 steps. Exit arena at the walk.

HORSEMANSHIP

Youth 18&u and Amateur



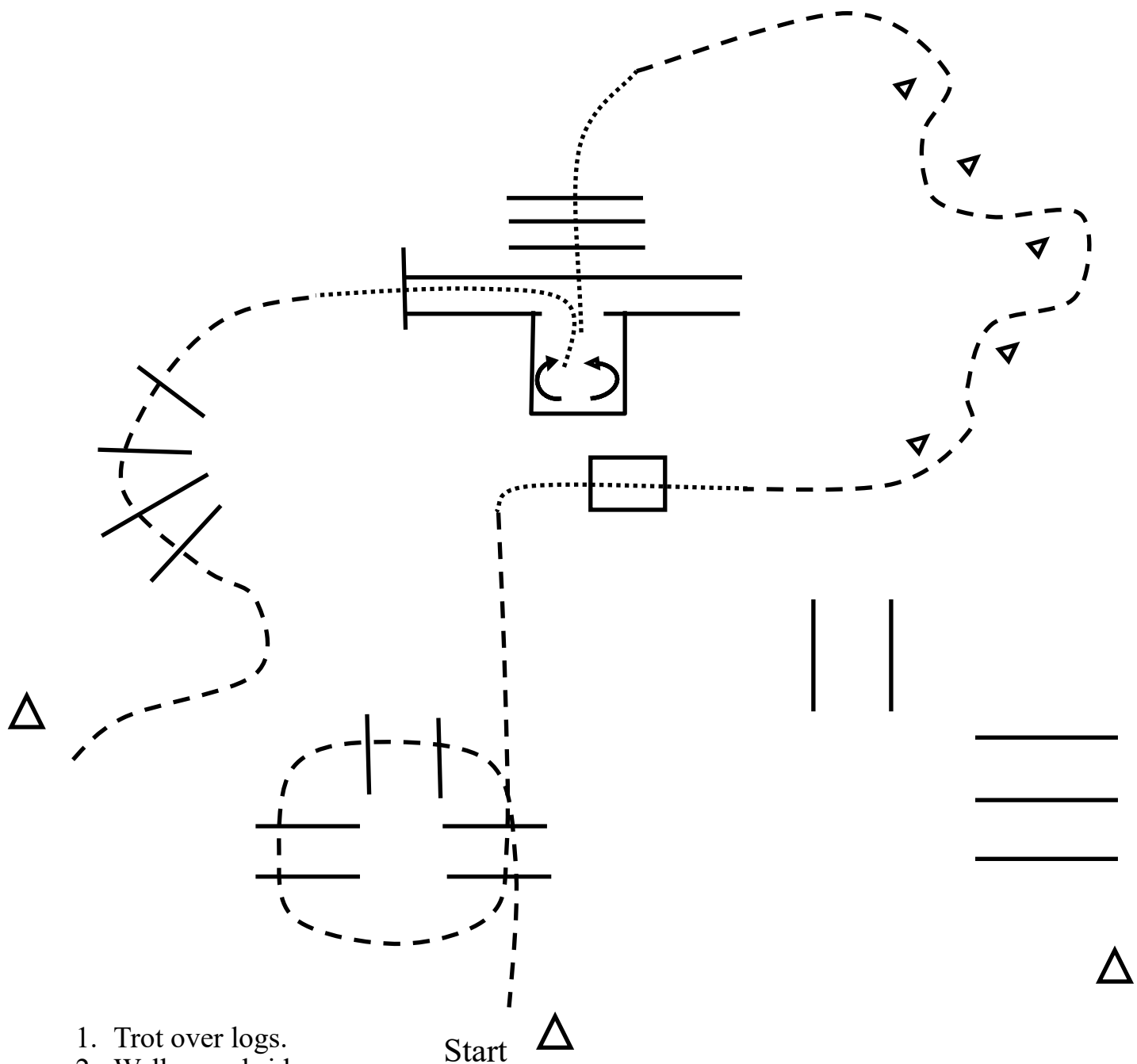
Be Ready at Cone A

1. Extended Jog past B and Stop
2. 1 1/4 turn to the left.
3. Jog to C. Stop and Back 1 horse length.
4. Lope Right Lead circle
5. At C change leads (simple or flying), continue on Left Lead to D.
6. At D, break to walk.

Pattern is complete after you walk 6 steps. Exit arena at the walk.

TRAIL

All Walk Trot and In Hand Trail

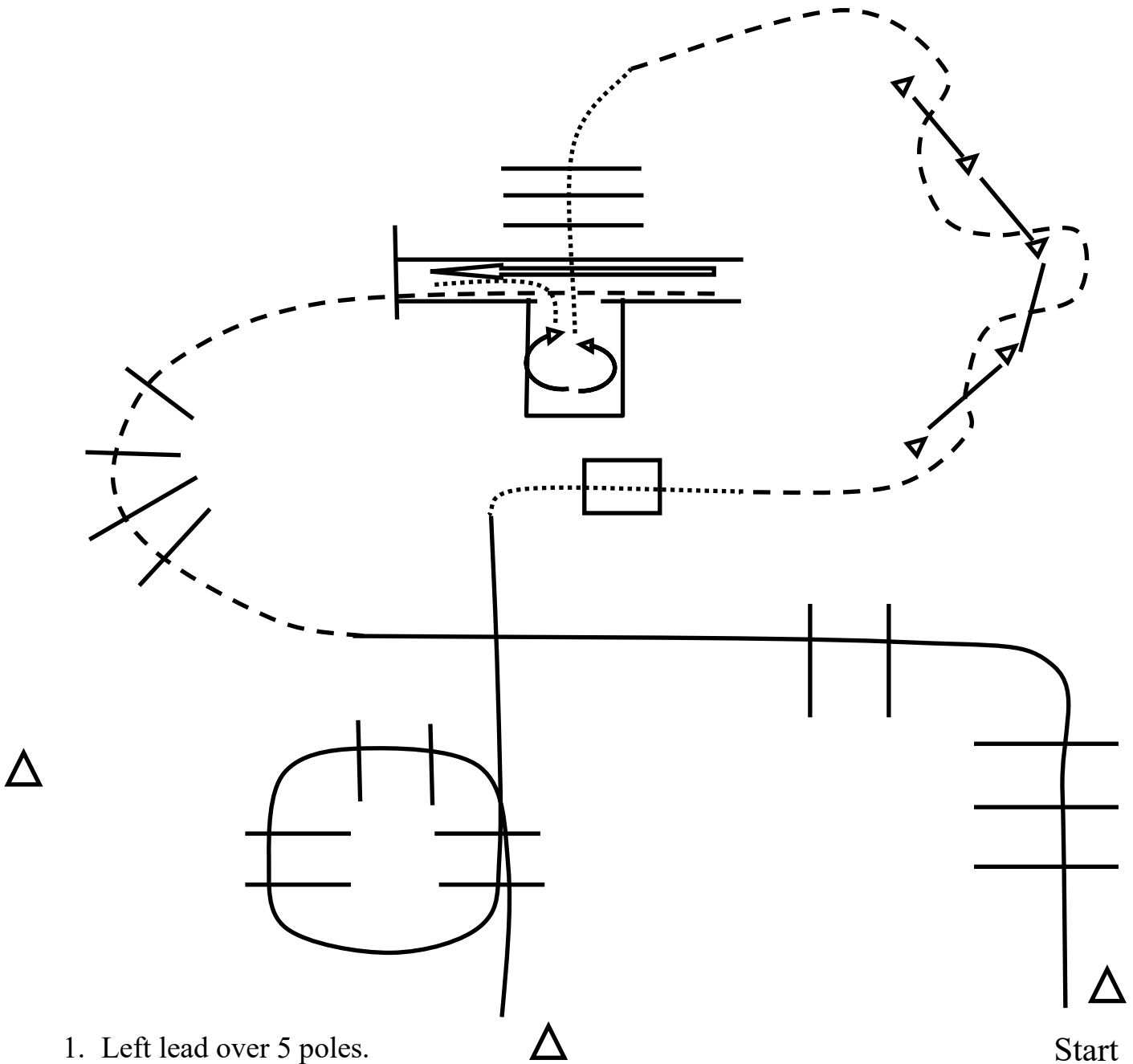


1. Trot over logs.
2. Walk over bridge
3. Trot serpentine as shown.
4. Walk over poles into box
5. 180 either way
6. Walk out of box through chute
7. Trot over logs.

Pattern complete when you pass the cone.

TRAIL

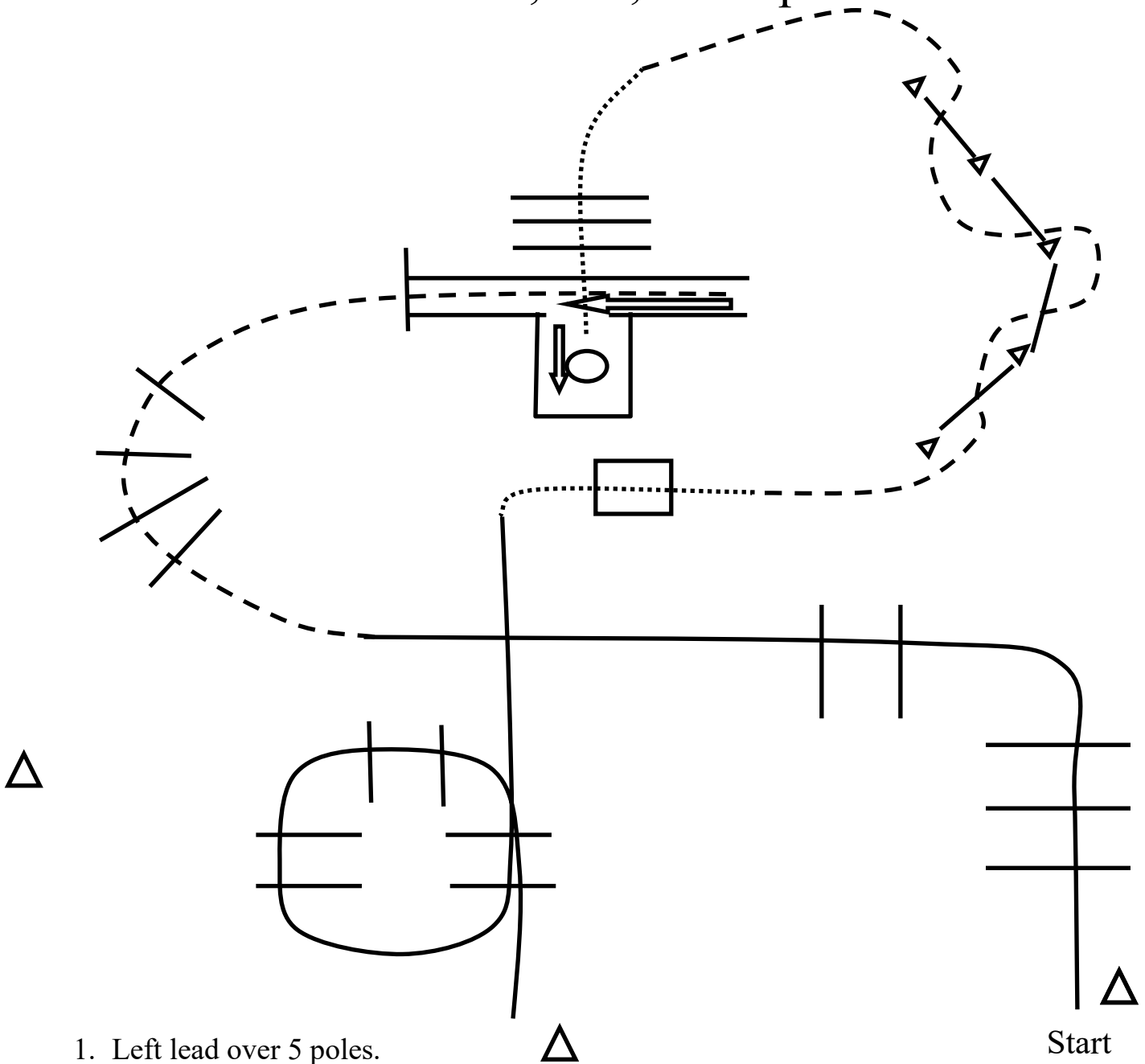
All Novice and Green



1. Left lead over 5 poles.
 2. Trot over logs and into chute. Stop
 3. Back the chute
 4. Walk through gap into box, 180 either way
 5. Walk out over logs
 6. Trot serpentine as drawn
 7. Walk Over Bridge
 8. Right lead over poles.
- Pattern is complete when you lope past the cone

TRAIL

Amateur, Yth, and Open



1. Left lead over 5 poles.
 2. Trot over logs and into chute
 3. Back into box
 4. 360 either way
 5. Walk out over logs
 6. Trot serpentine as drawn
 7. Walk Over Bridge
 8. Right Lead over poles.
- Pattern is complete when you lope past the cone