



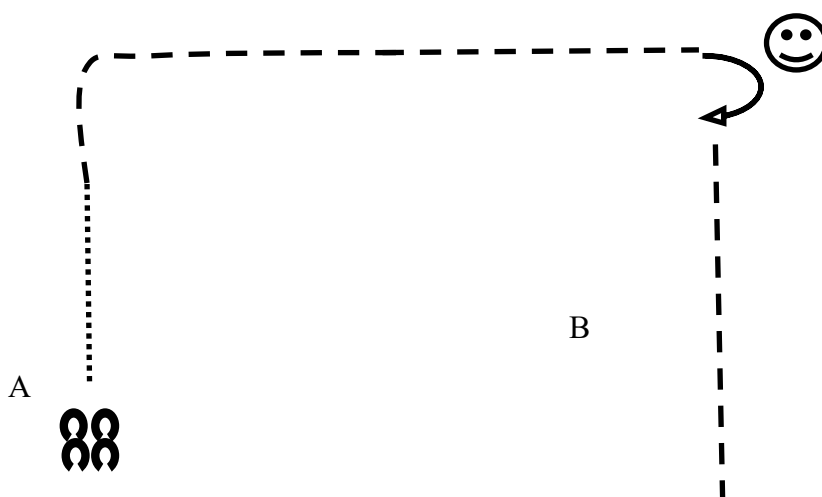
Missouri Paint Horse Club

IPHC & MPHC Early Bird Show Pattern Book

April 8-9, 2023

Showmanship

Yth WT 5-10, Yth WT 11-18



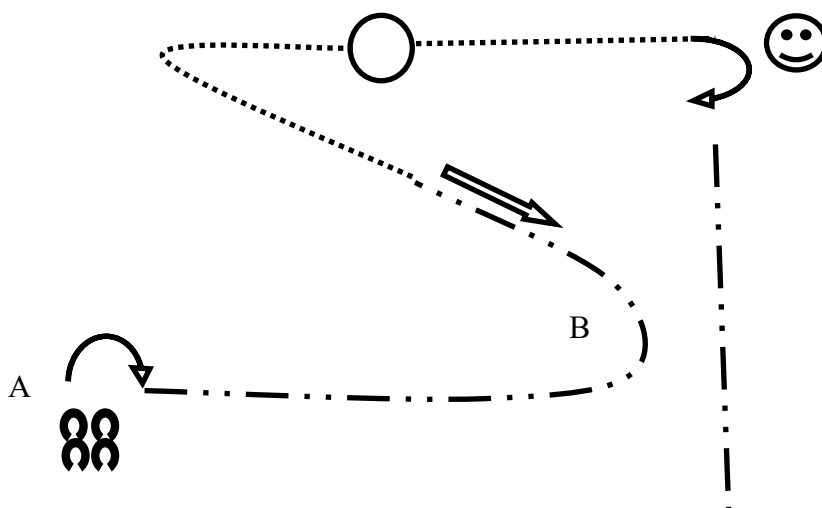
Be Ready at A

1. Walk 2 horse lengths
2. Trot to Judge
3. Set Up. Inspection
4. 1/4 turn and Trot out

Pattern is complete after you trot 2 horse lengths.

Showmanship

AM Walk Trot, SPB AM Walk Trot



Be Ready at A

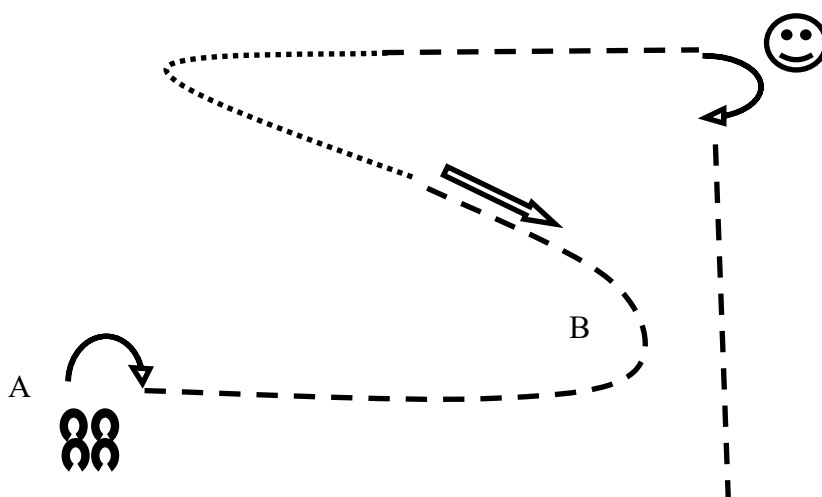
1. 1/4 turn
2. Extended Walk around B and half the diagonal line.
3. Stop and Back 2 horse lengths
4. Walk a corner and approximately 1/3 of the line.
5. Stop. Execute 360 degree turn
6. Walk to Judge.
7. Set up. Inspection.
8. 1/4 turn. Extended Walk out

Pattern is complete after you extended walk 2 horse lengths.

Showmanship

All Novice and Youth 13&u

All Breed



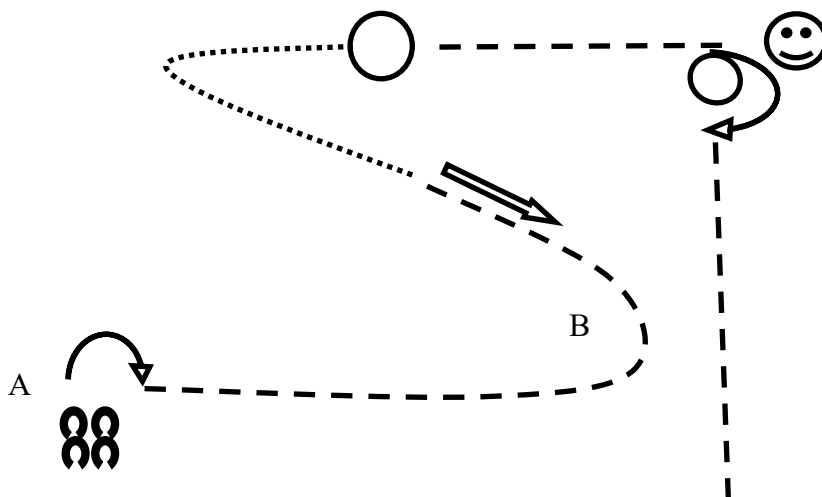
Be Ready at A

1. 1/4 turn
2. Trot around B and half the diagonal line.
3. Stop and Back 2 horse lengths
4. Walk a corner and approximately 1/3 of the line.
5. Trot to Judge.
6. Set up and Inspection.
7. 1/4 turn and Trot out

Pattern is complete after you trot 2 horse lengths.

Showmanship

Amateur, Youth 18&u, AM SPB



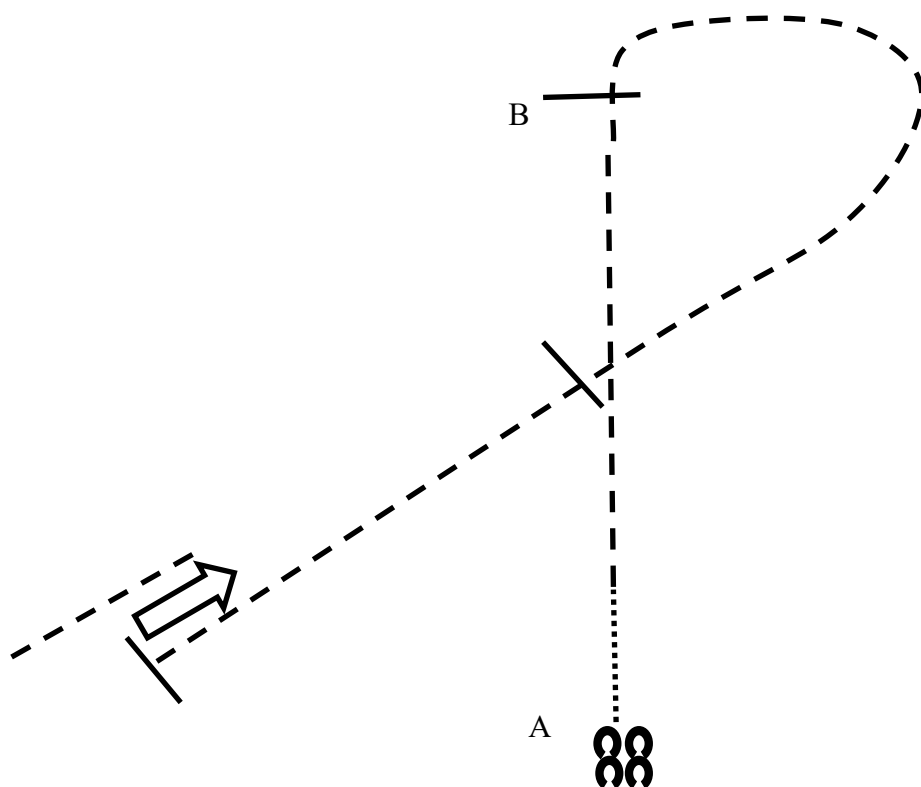
Be Ready at A

1. 1/4 turn
2. Trot around B and half the diagonal line.
3. Stop and Back 2 horse lengths
4. Walk a corner and approximately 1/3 of the line.
5. Stop. Execute a 360
6. Trot to Judge.
7. Set up. Inspection.
8. 1 1/4 turn and Trot out

Pattern is complete after you trot 2 horse lengths.

Hunt Seat Equitation

All Walk Trot



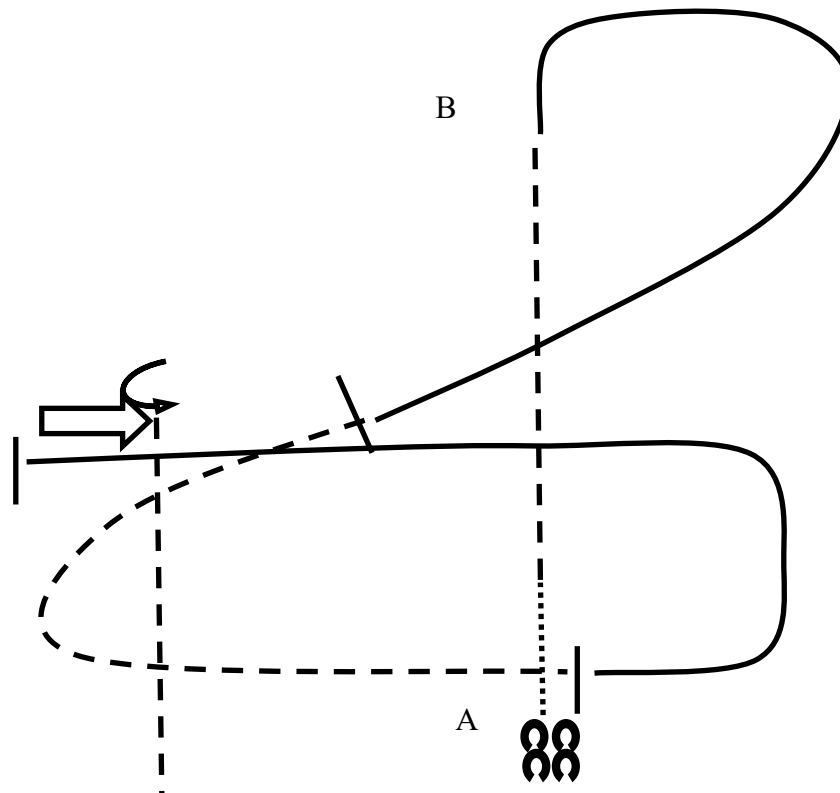
Be Ready at A

1. Walk approximately 2 horse lengths.
2. Posting Trot (LD)
3. At B, sitting trot a loop and half the diagonal line
4. Posting Trot (RD)
5. Stop. Back (1 horse length)
6. Exit at a sitting trot.

Pattern is complete when you cross A.

Hunt Seat Equitation

All Novice, Yth 13&u, All Breed



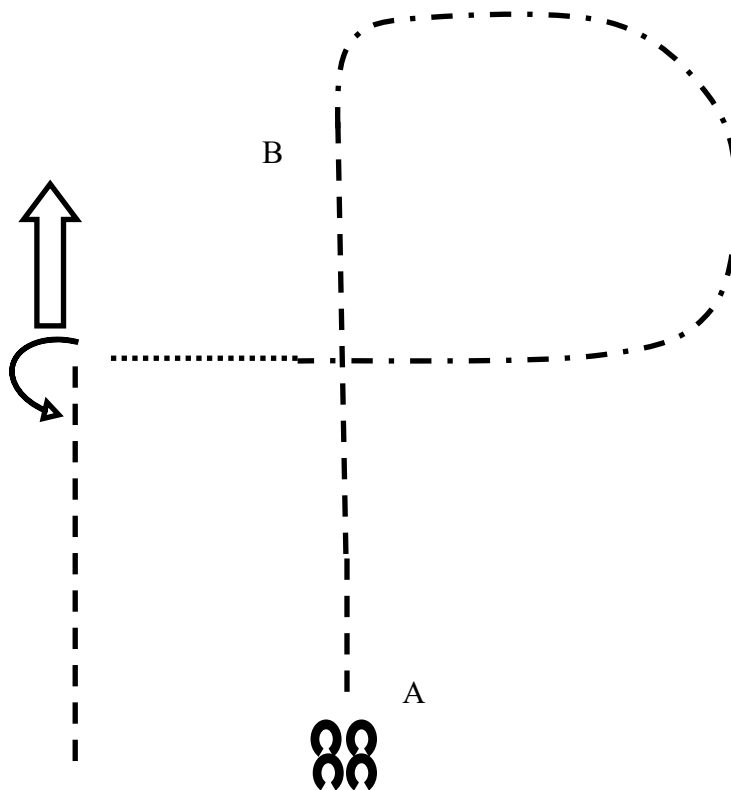
Be Ready at A

1. Walk approximately 2 horse lengths.
2. Posting Trot (LD)
3. At B, Canter (RL) loop and half the diagonal line
4. Posting Trot (RD)
5. Past A, Canter (LL) half circle and across arena.
6. Stop. Back (1 horse length)
7. 90 degree Forehand turn to Left.
8. Sitting trot to exit

Pattern is complete when you cross A.

HORSEMANSHIP

All Walk Trot



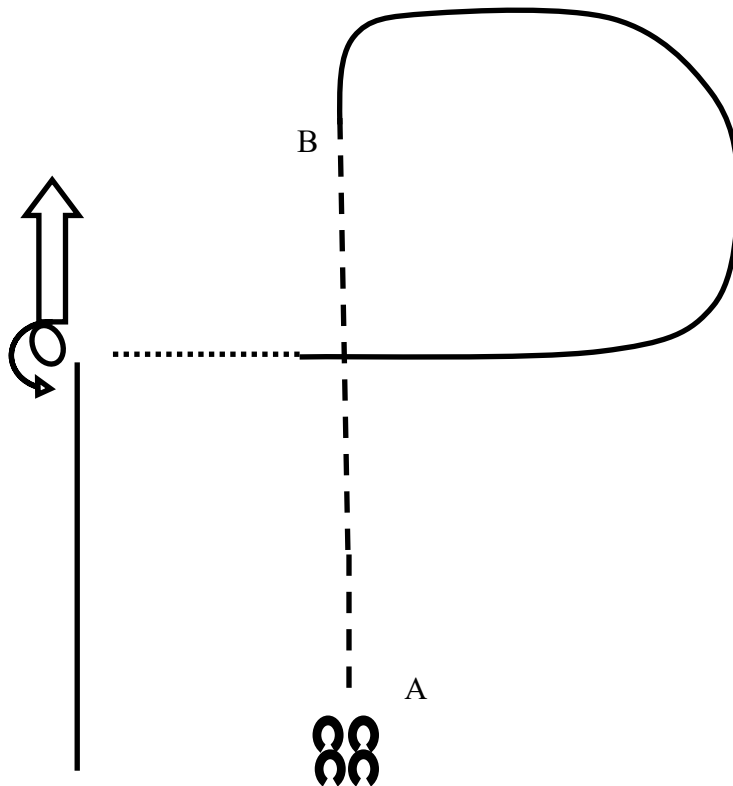
Be Ready at Cone A

1. Jog to B
2. At B, Extended Jog in approximate 3/4 circle
3. Past A, walk (approximately 2 horse lengths)
4. Stop and 1/4 turn left
5. Back 1 horse length.
6. Jog to exit

Pattern is complete when you cross A.

HORSEMANSHIP

All Novice, Yth 13&u, All Breed



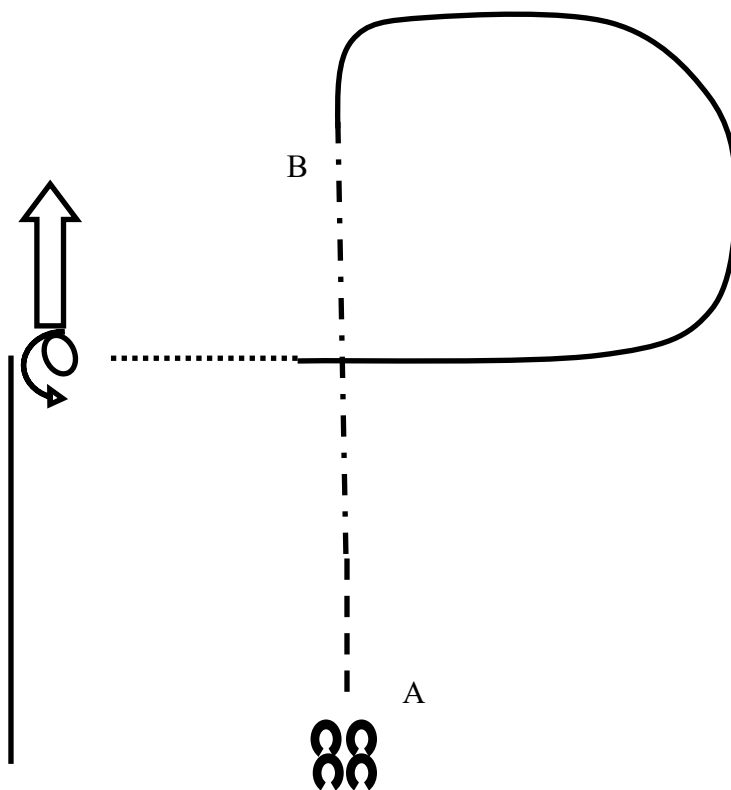
Be Ready at Cone A

1. Jog to B.
2. At B, Lope (RL) in approximate 3/4 circle
3. Past A, walk (approximately 2 horse lengths)
4. Stop and 1 1/4 turn left
5. Back 1 horse length.
6. Lope (LL) to exit

Pattern is complete when you cross A.

HORSEMANSHIP

Youth 18&u, Amateur, AM SPB



Be Ready at Cone A

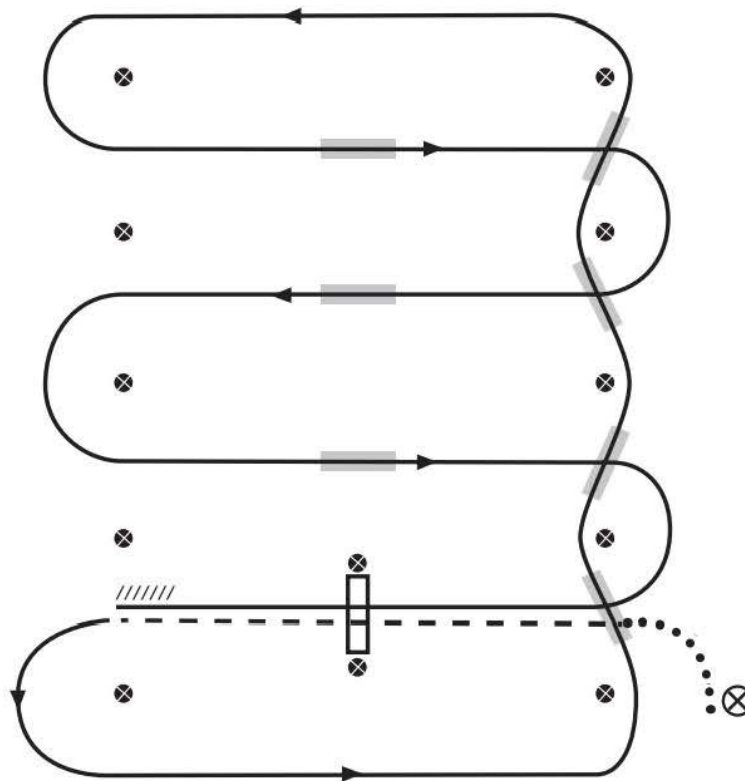
1. Jog (approximately 2 horse lengths)
2. Building into Extended Jog
3. At B, Lope (RL) in approximate 3/4 circle
4. Past A, walk (approximately 2 horse lengths)
5. Stop and 1 1/4 turn left
6. Back 1 horse length.
7. Lope (LL) to exit

Pattern is complete when you cross A.

Western Riding

Open, AM, Yth, All Breed

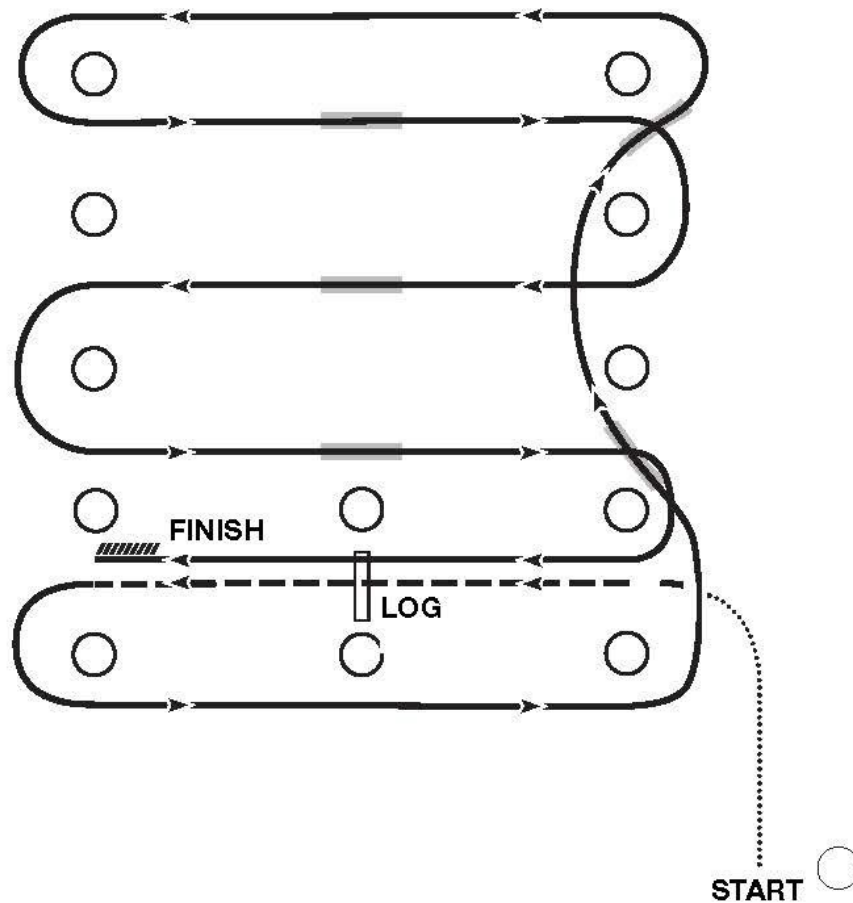
Western Riding Pattern #9



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, 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. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

Western Riding Green and Novice

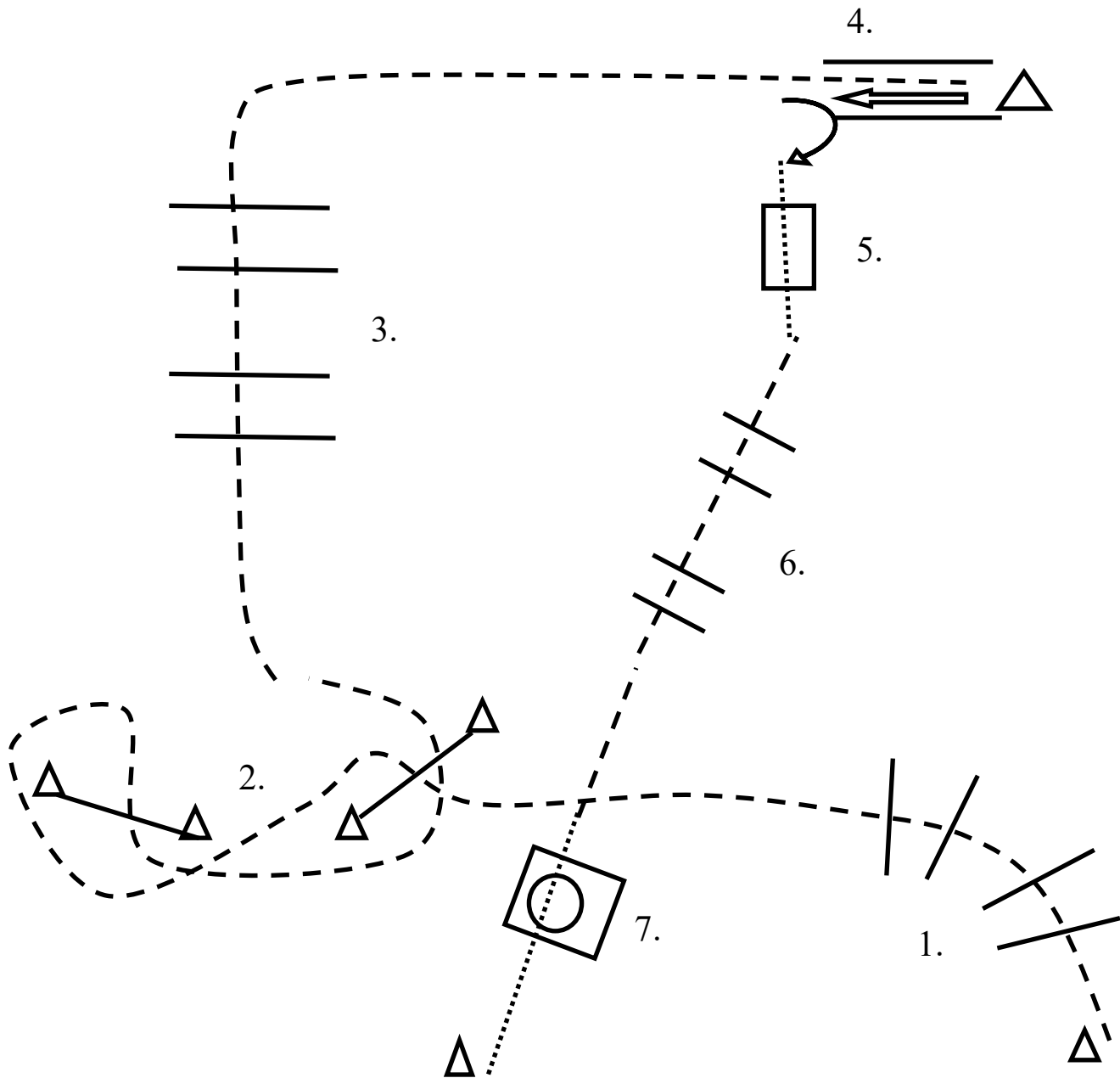
Green Western Riding Pattern #9



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. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

Trail

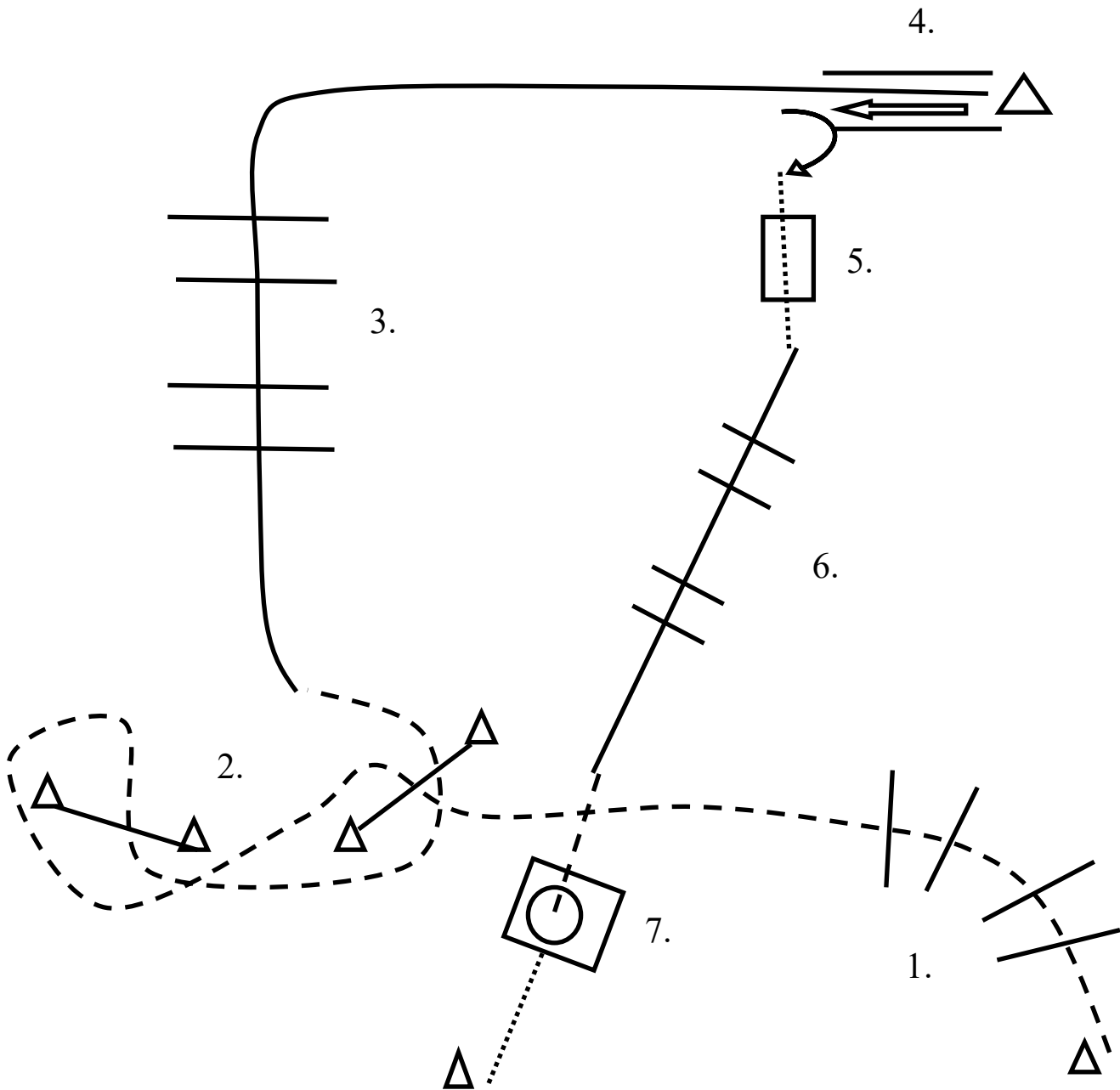
In hand and All Walk Trot



1. Trot Over poles
2. Trot Serpentine (as shown)
3. Trot over poles and into chute
4. Back out of chute, 90 degree turn to right
5. Walk Over Bridge
6. Trot over poles
7. Walk into box, 360 (either way), walk out.

Trail

All Classes except In hand and Walk Trot



1. Trot Over poles
2. Trot Serpentine (as shown)
3. Lope (RL) over poles and into chute
4. Back out of chute, 90 degree turn to right
5. Walk Over Bridge
6. Lope (LL) over poles
7. Break to trot, trot into box, 360 (either way), walk out.