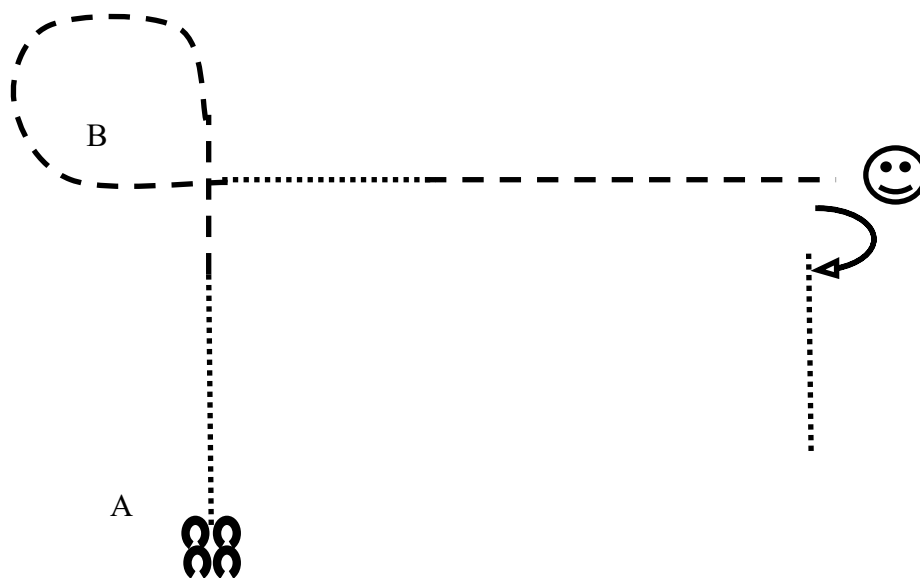




Pattern Book

April 22-23, 2023

Showmanship Youth Walk Trot

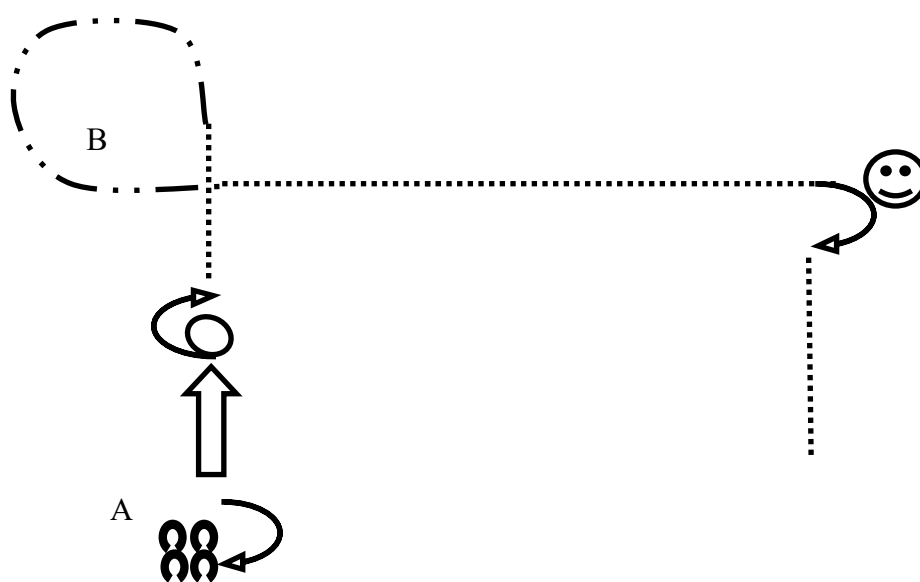


Be Ready at A

1. Walk 2 horse lengths
2. Trot to B and continue around B (as shown).
3. Past B, walk 2 horse lengths.
4. Trot to Judge.
5. Set up. Inspection.
6. 90 degree turn.
7. Walk.

Pattern is complete after you walk 2 horse lengths.

Showmanship Amateur Walk Trot



Be Ready at A

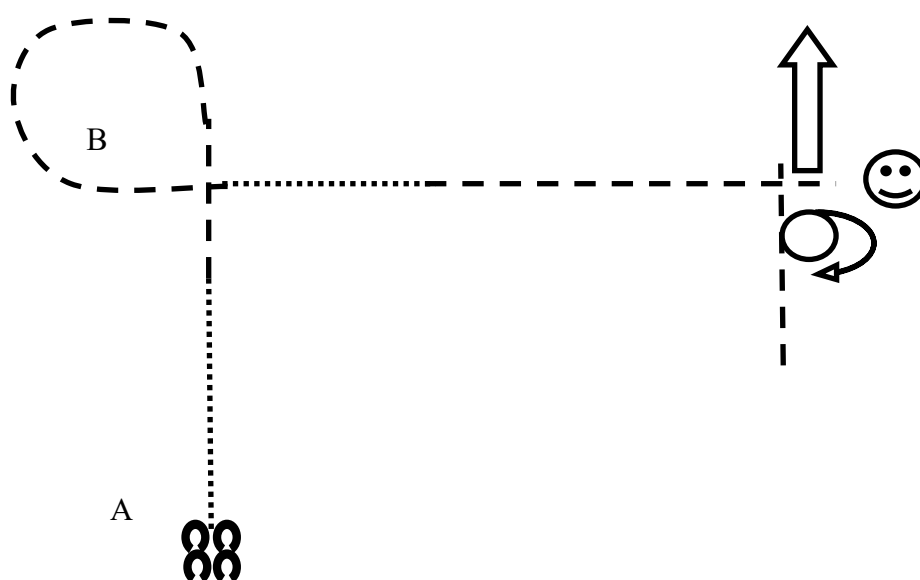
1. 1/2 turn
2. Back approximately 2 horse lengths.
3. 1 1/2 turn.
4. Walk to B.
5. Build into extended walk around B.
6. Past B, slow to regular Walk and walk to Judge.
7. 1/4 turn.
8. Set up. Inspection.
9. Walk to exit.

Pattern is complete after you walk 2 horse lengths.

Showmanship

All Novice and Youth 13&u

Limited Novice Non Pro Showmanship



Be Ready at A

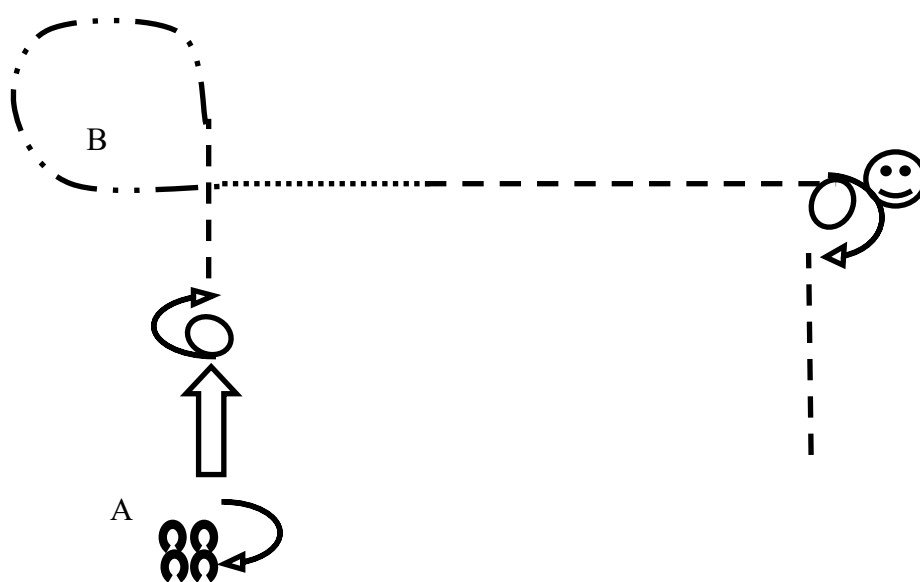
1. Walk 2 horse lengths
2. Trot to B and continue around B (as shown).
3. Past B. Walk 2 horse lengths.
4. Trot to Judge.
5. Set up. Inspection.
6. 1 1/4 turn.
7. Back 1 horse length. Trot out

Pattern is complete after you trot 2 horse lengths.

Showmanship

Amateur and Youth 18&u

Limited Non Pro Showmanship



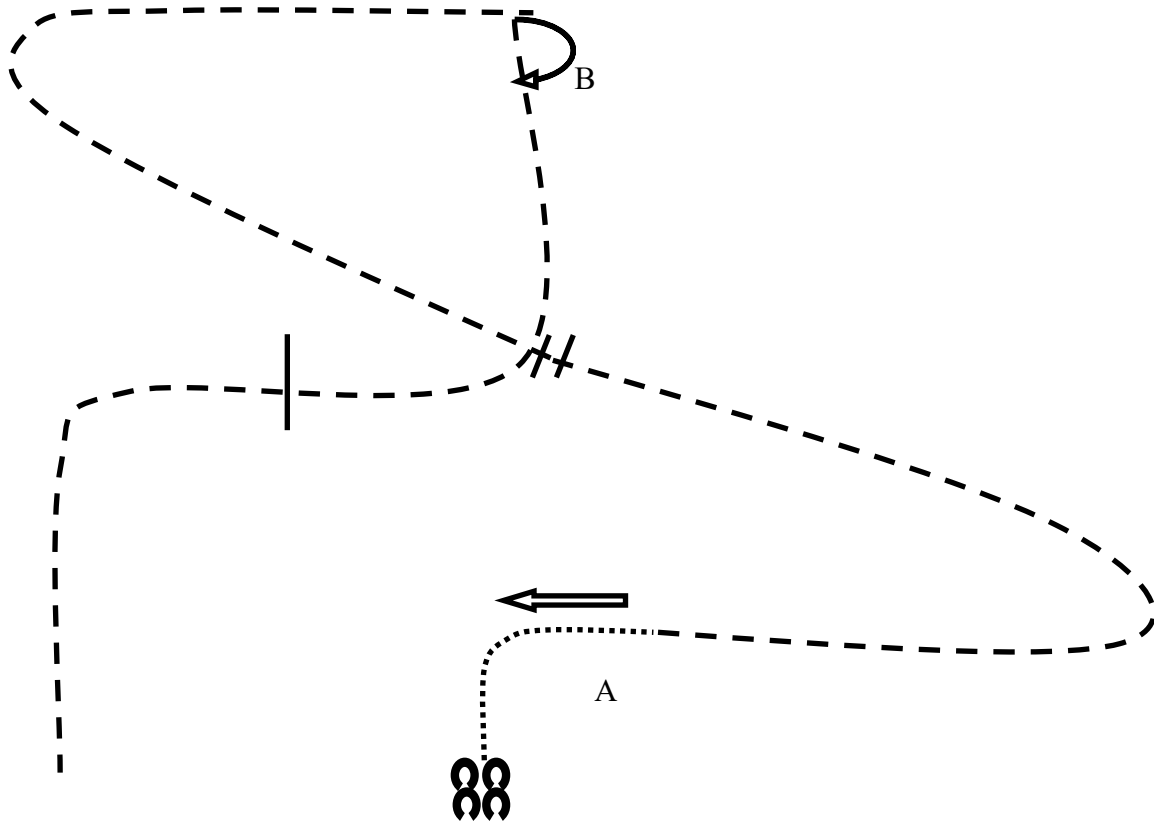
Be Ready at A

1. 1/2 turn
2. Back approximately 2 horse lengths.
3. 1 1/2 turn.
4. Trot to B.
5. Build into extended Trot around B.
6. Past B. Walk 2 horse lengths.
7. Trot to Judge.
8. 1 1/4 turn.
9. Set up. Inspection.
10. Trot to exit

Pattern is complete after you Trot 2 horse lengths.

Hunt Seat Equitation

All Walk Trot



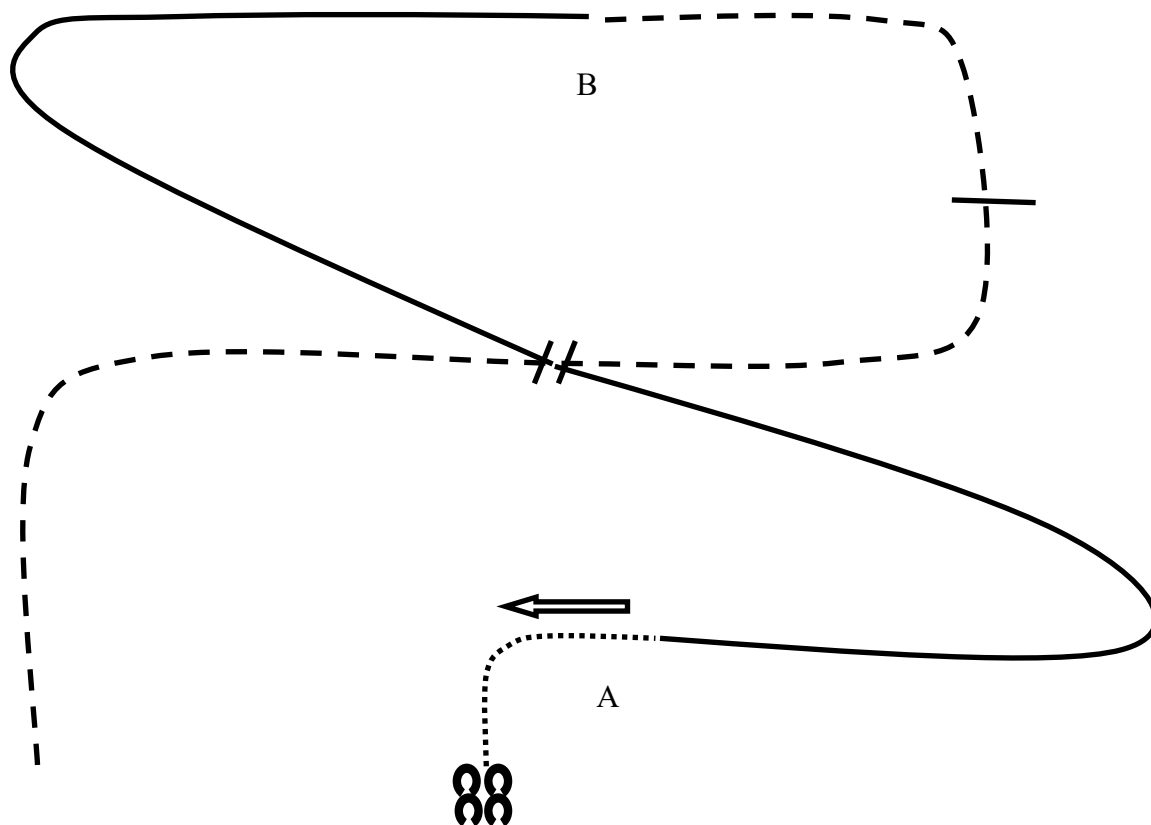
Be Ready before cone A

1. Walk to and around A.
2. Stop and Back approximately 1 horse length.
3. Posting trot (RD) around 1 corner.
4. Change Diagonal in the center
5. Posting Trot (LD) around 1 corner to B.
6. At B, Stop. 90 forehand turn to right.
7. Sitting Trot 1 corner
8. Posting Trot (RD) 1 corner to exit.

Pattern is complete when you cross A.

Hunt Seat Equitation

All Novice and Youth 13&u

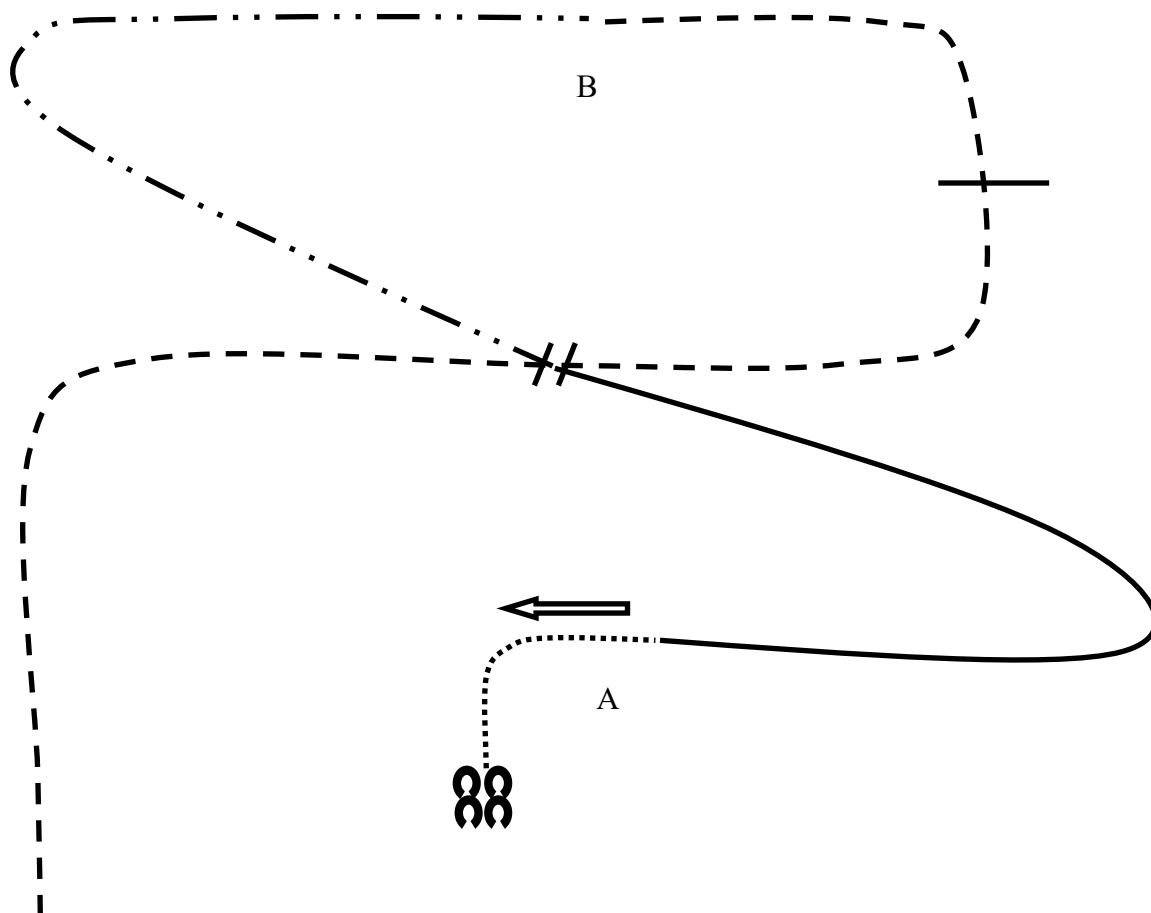


Be Ready before cone A

1. Walk to and around A.
2. Stop and Back approximately 1 horse length.
3. Canter left lead around corner and up the diagonal line.
4. At Center, change leads (Simple/Flying), canter around corner to B.
5. At B, sitting trot around 1 corner.
6. Posting trot (LD) around 1 corner.
7. Change Diagonal in the center
8. Posting Trot (RD) around 1 corner

Pattern is complete when you cross A.

Hunt Seat Equitation Amateur and Youth 18&u



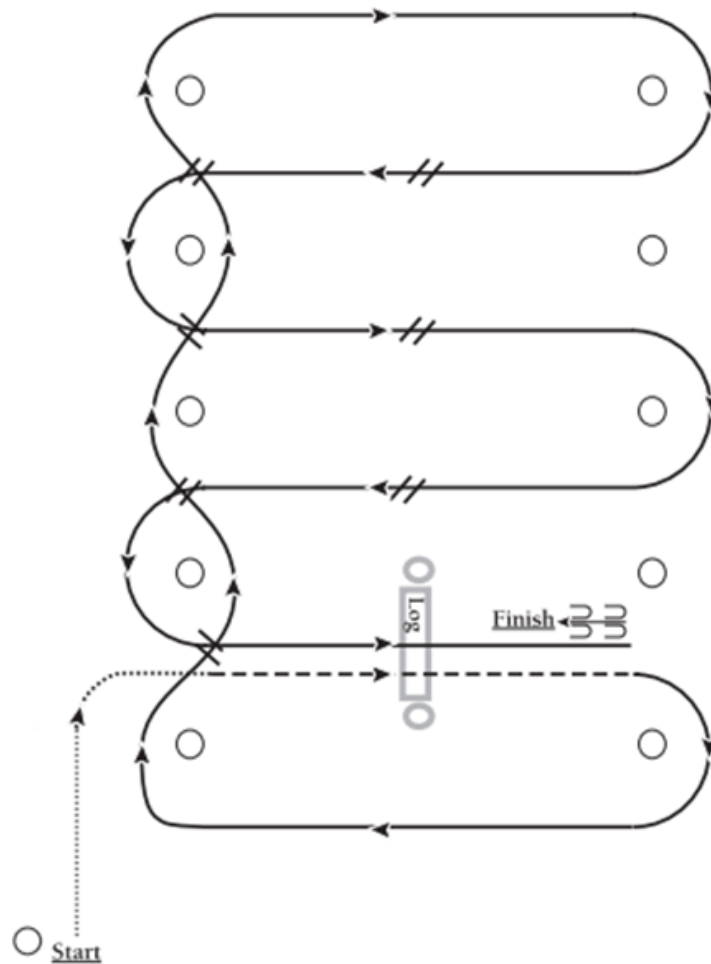
Be Ready before cone A

1. Walk to and around A.
2. Stop and Back approximately 1 horse length.
3. Canter left lead around corner and up the diagonal line.
4. At Center, change leads (Simple/Flying),
5. After changing leads, move into hand gallop around the corner to B.
6. At B, sitting trot around 1 corner.
7. Posting trot (LD) around 1 corner.
8. Change Diagonal in the center
9. Posting Trot (RD) around 1 corner

Pattern is complete when you cross A.

Western Riding Open, AM, Youth

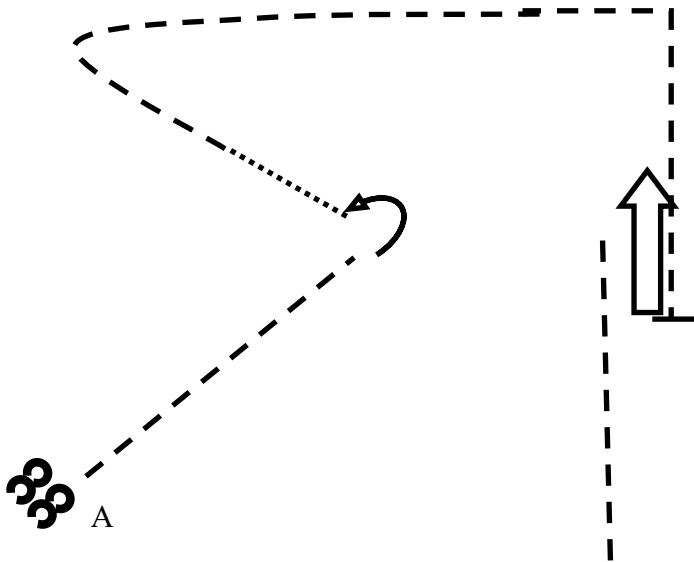
Western Riding Pattern #4



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 lope, lope to right around end.
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 and back.

HORSEMANSHIP

Youth Walk Trot



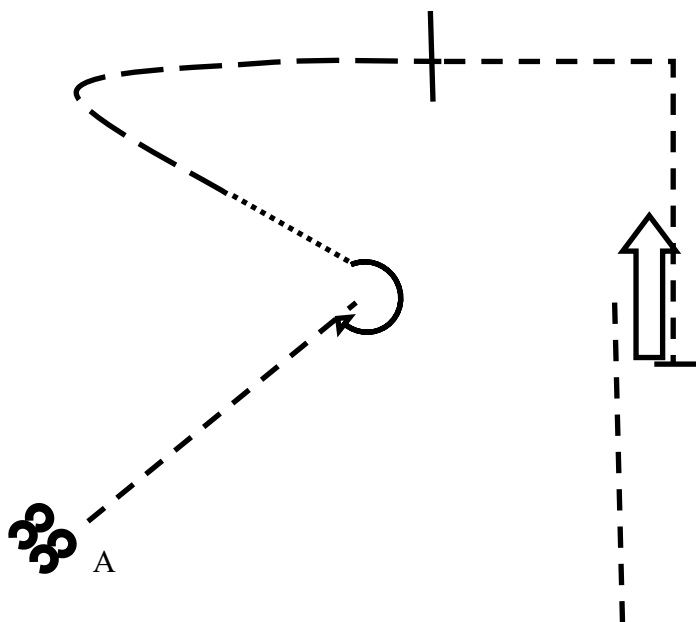
Be Ready at Cone A

1. Jog towards Center of Pattern. Stop
2. 1/4 turn to the left.
3. Walk approximately 1 horse length
4. Jog (as shown)
5. Stop and Back 1 horse length.
6. Jog to exit

Pattern is complete when you cross A.

HORSEMANSHIP

Amateur Walk Trot



Be Ready at Cone A

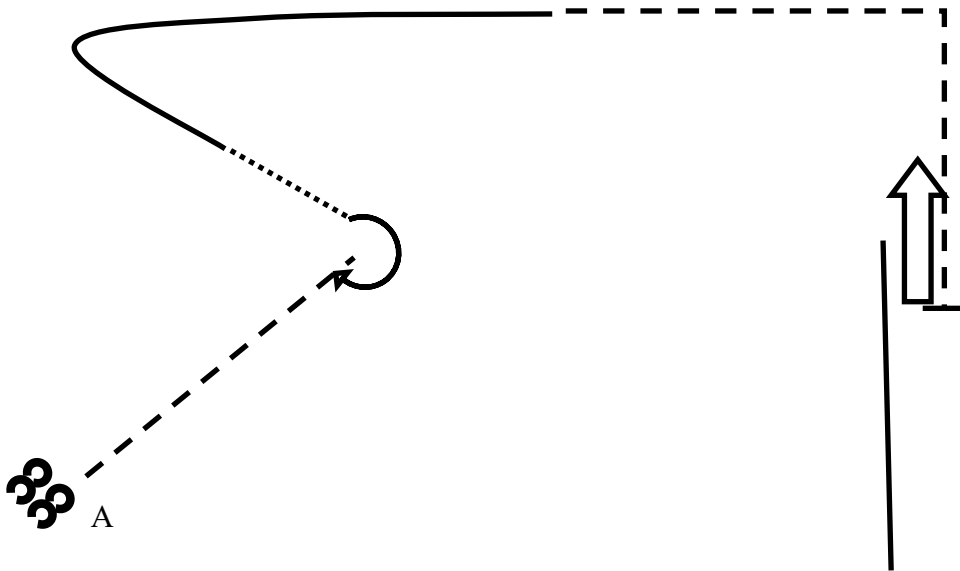
1. Jog towards center of the pattern. Stop
2. 3/4 turn to the right.
3. Walk approximately 1 horse length
4. Extended Jog the corner and approximately half the line
5. Slow to jog and jog 1 square corner
6. Stop and Back 1 horse length.
7. Jog to exit

Pattern is complete when you cross A.

HORSEMANSHIP

All Novice and Youth 13&u

Limited Non Pro Horsemanship



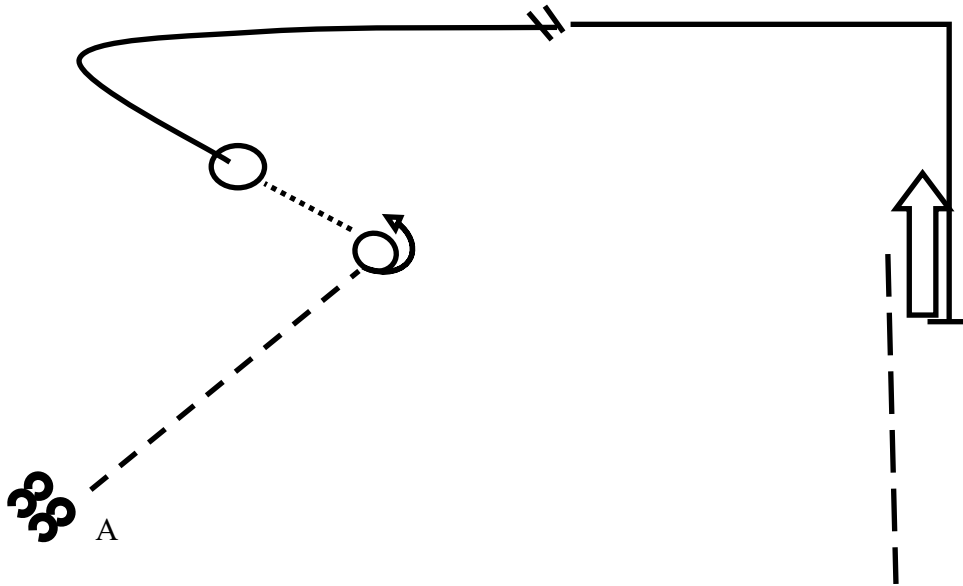
Be Ready at Cone A

1. Jog towards center of the pattern. Stop
2. 3/4 turn to the right.
3. Walk approximately 1 horse length
4. Lope (RL) around 1 corner.
5. Jog 1 Square Corner.
6. Stop and Back 1 horse length.
7. Lope (LL) to exit

Pattern is complete when you cross A.

HORSEMANSHIP

Youth 18&u and Amateur



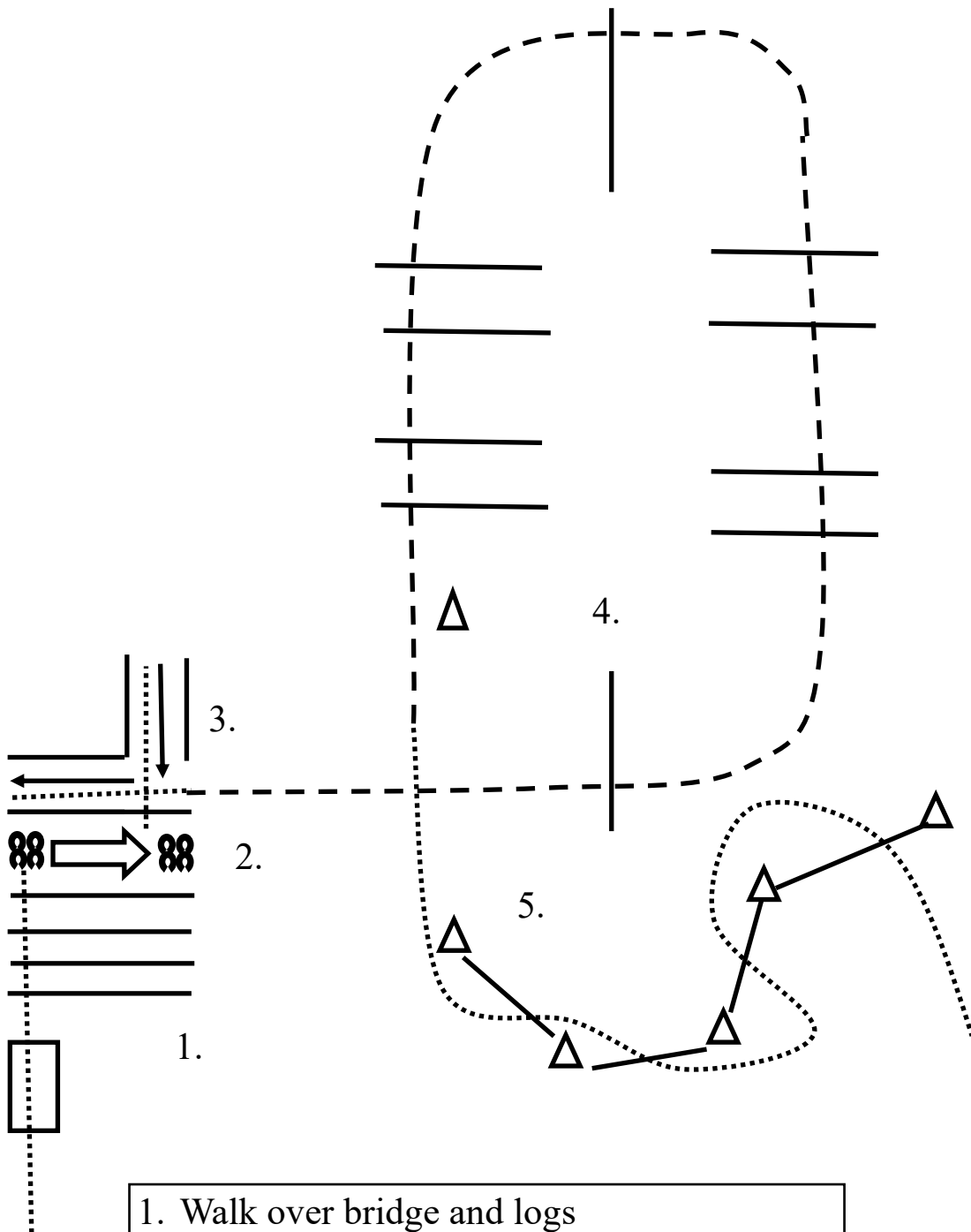
Be Ready at Cone A

1. Jog towards center of the pattern. Stop
2. 1 1/4 turn to the left.
3. Walk approximately 1 horse length.
4. Stop. 360 degree turn to the right
5. Counter canter (LL) around 1 corner.
6. Change Leads (simple/flying)
7. Lope (RL) 1 Square Corner.
8. Stop and Back 1 horse length.
9. Extended Jog to exit

Pattern is complete when you cross A.

Trail

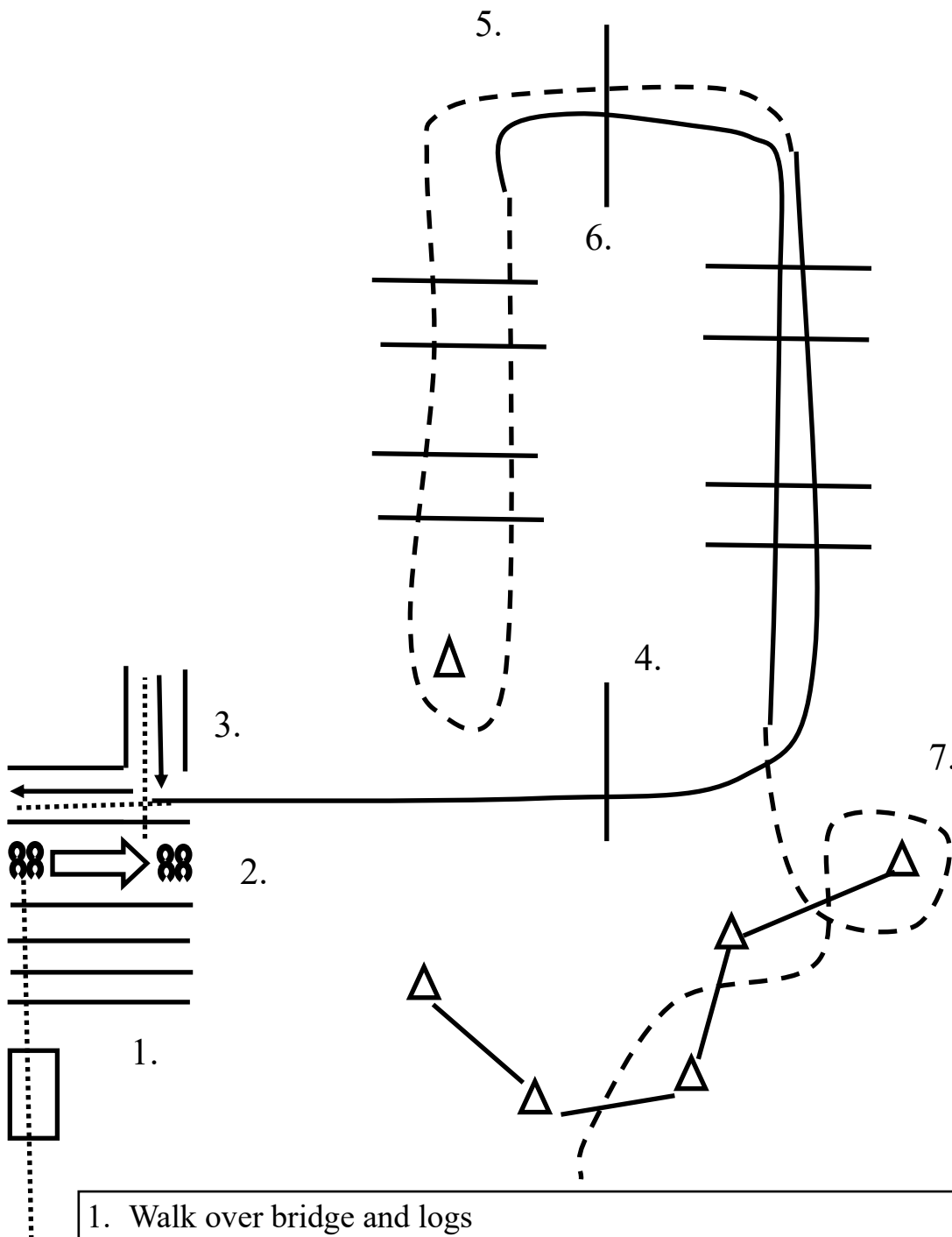
In hand and Walk Trot



1. Walk over bridge and logs
2. Side Pass right.
3. Walk into chute and Back "L"
4. Walk forward, then Trot over poles
5. Walk Serpentine (as shown).

Trail

All Classes except In hand and Walk Trot



1. Walk over bridge and logs
2. Side Pass right.
3. Walk into chute and Back "L"
4. Walk forward, then Lope (LL) over 5 poles
5. Trot over 5 poles, around cone (left) and back over 4 poles
6. Lope (RL) over 5 poles
7. Trot Serpentine (as shown).