

# Turkey Run

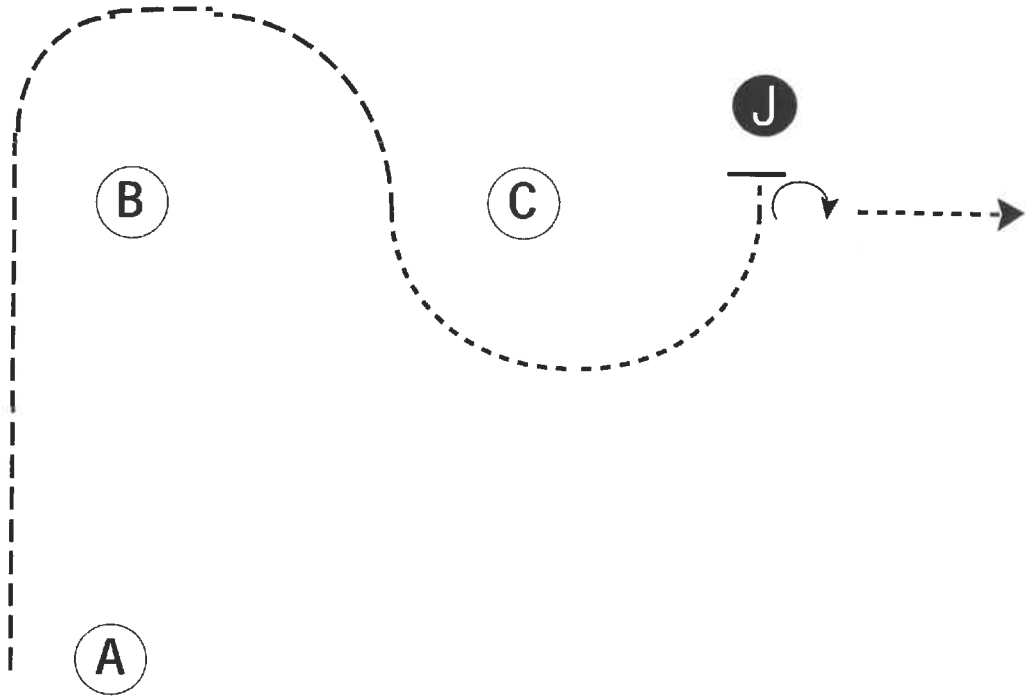
Showmanship (Small fry)

*EW D/*

Show Date: 11-23-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

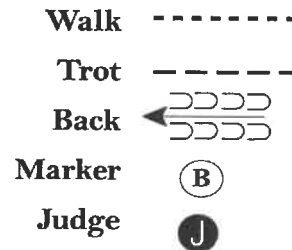
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk from A to B.
2. Trot from B to C.
3. Walk from C to the Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn.
6. Walk straight away from the Judge.

Follow the instructions of your ring steward.



[S/WT-35]

Pattern Provided by:  
*Judges*

# Turkey Run

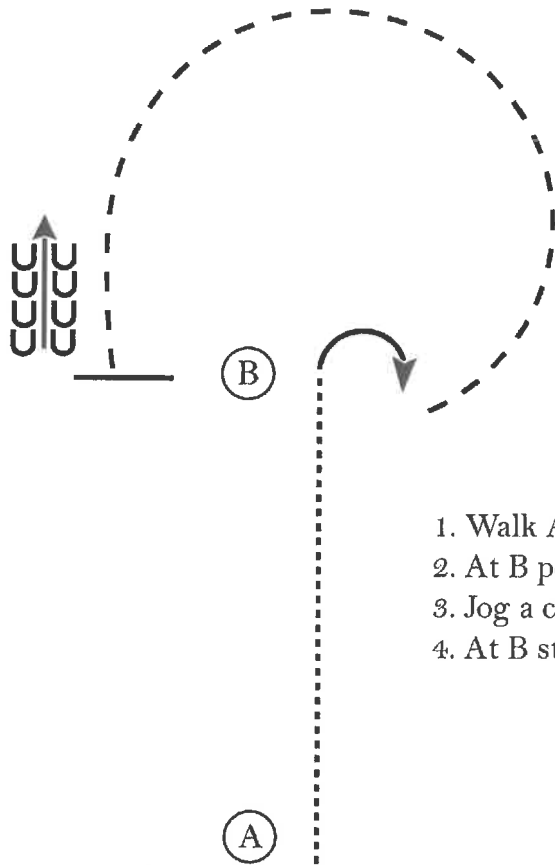
## Horsemanship (Small Fry)

*RWD/EWB*

Show Date: 11-23-2018

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1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

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

[WH/WT-7]

**Pattern Provided by:**  
*Judges*

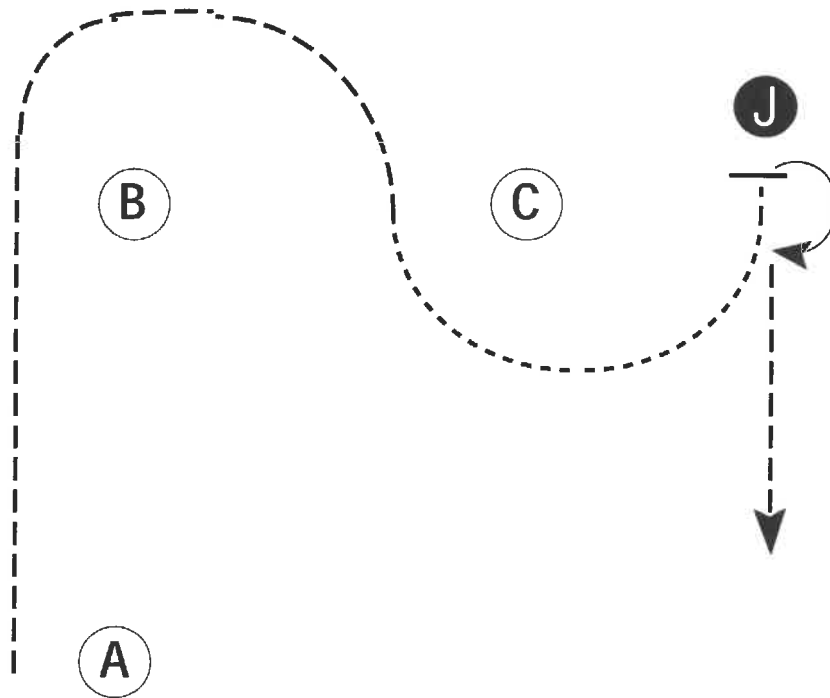
# Turkey Run

## Showmanship (Novice/Rookie/13 & Under)

Show Date: 11-23-2018

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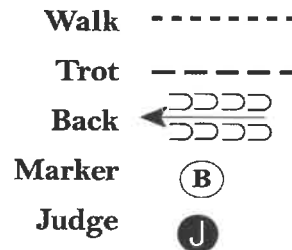
www.HorseShowPatterns.com



Be ready at A.

1. Trot from A around B and to C.
2. Walk from C to the Judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 180 degree turn.
5. Trot straight away from the Judge.

Follow the instructions of your ring steward.



[S/1-35]

Pattern Provided by:  
*Judges*

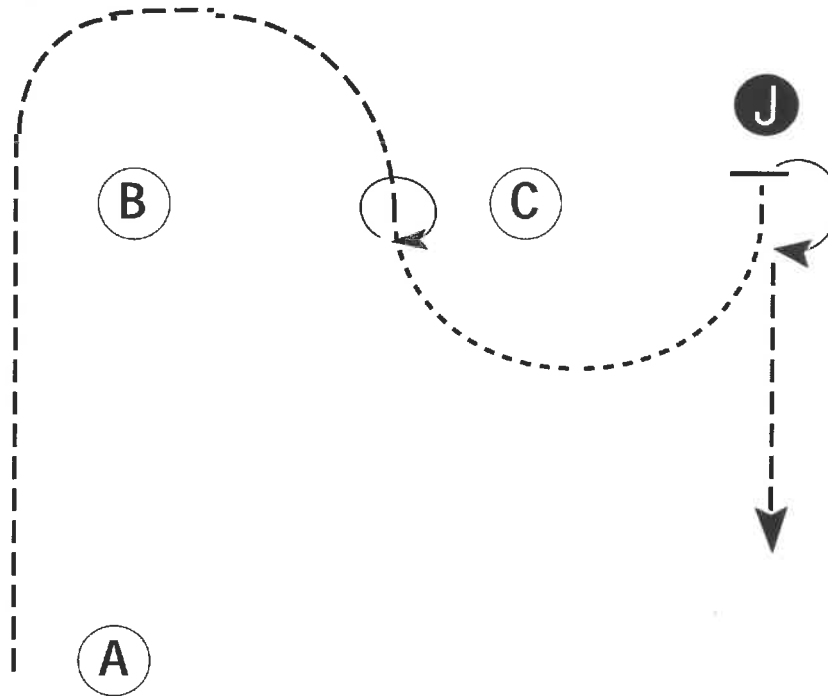
# Turkey Run

## Showmanship (Amateur/Select/14-18)

Show Date: 11-23-2018

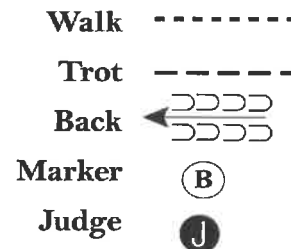
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot from A around B and to C.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge. Stop and set up for inspection.
4. When dismissed perform a 180 degree turn and trot straight away from the Judge.



[S/2-35]

Pattern Provided by:

*Judges*

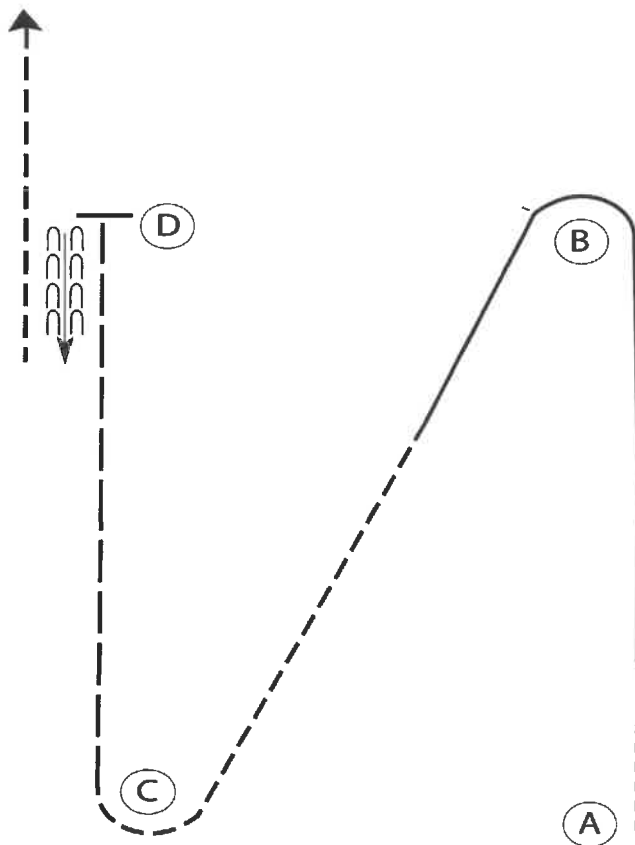
# Turkey Run

## Horsemanship (Novice/Rookie/13 & Under)

Show Date: 11-23-2018

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Be ready at A.

1. Walk two horse lengths from A.
2. Lope on the left lead to and around B.
3. Halfway between B and C, break to a jog.
4. Jog to and around C.
5. Extend the jog from C to D.
6. Stop at D and back approximately one horse length
7. Exit at a jog.

Follow the instructions of your ring steward.

<b>Walk</b>	.....
<b>Jog</b>	-----
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	///
<b>Back</b>	←←←←←
<b>Marker</b>	ⓑ
<b>Sidepass</b>	←←←←←

[WH/1-66]

**Pattern Provided by:**  
*Judges*

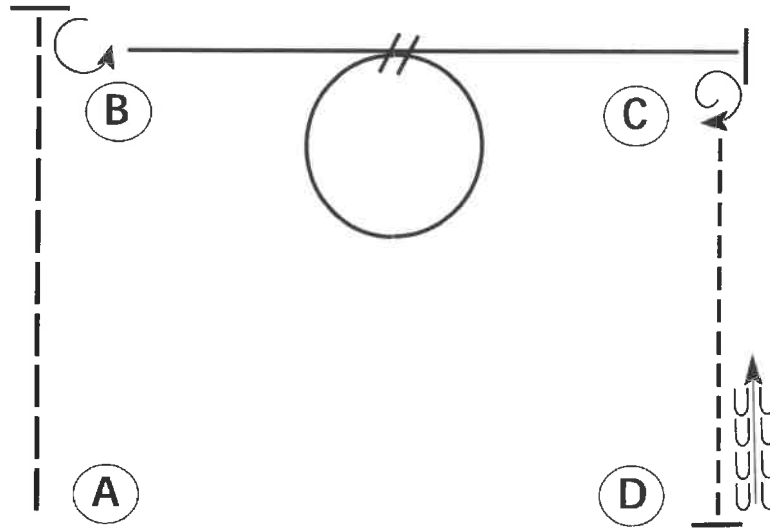
# Turkey Run

## Horsemanship (Amateur/Select/14-18)

Show Date: 11-23-2018

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Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Change leads and perform a small, slow circle to the right.
5. Continue to lope past C and stop.
6. Perform a 1 1/4 turn to the right.
7. Jog to D.
8. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

[WH/3-89]

**Pattern Provided by:**  
*Judges*

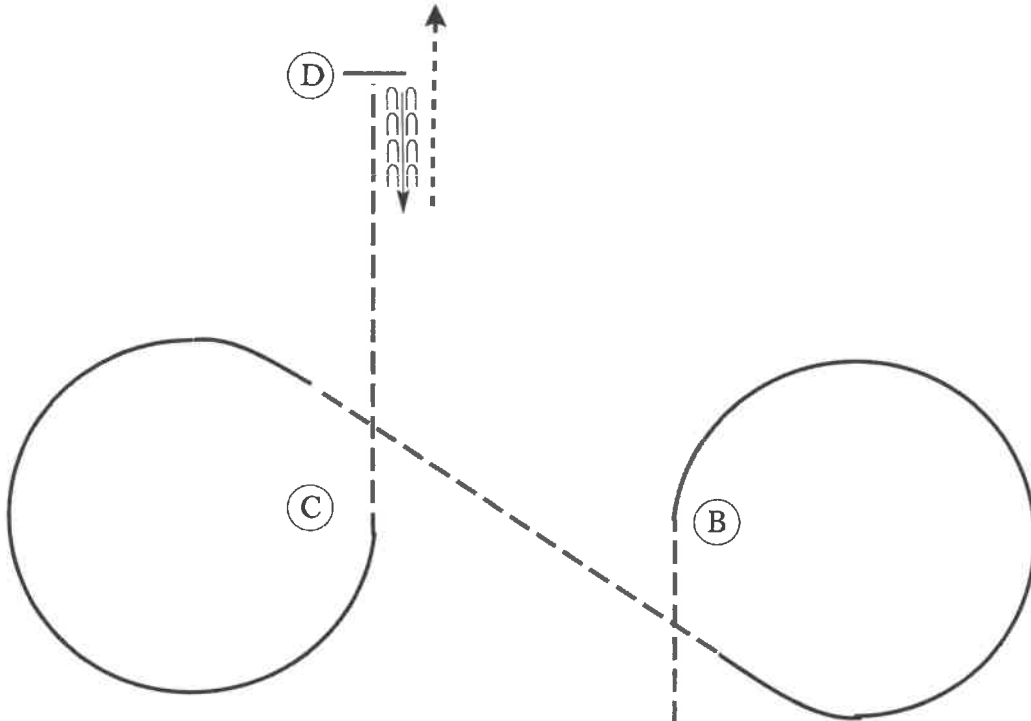
# Turkey Run

## Equitation (Novice/Rookie)

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Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	—————
Canter	—————
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	Ⓚ
Sidepass	←→
Hand Gallop	—————

[HSE/1-41]

Pattern Provided by:

*Judges*

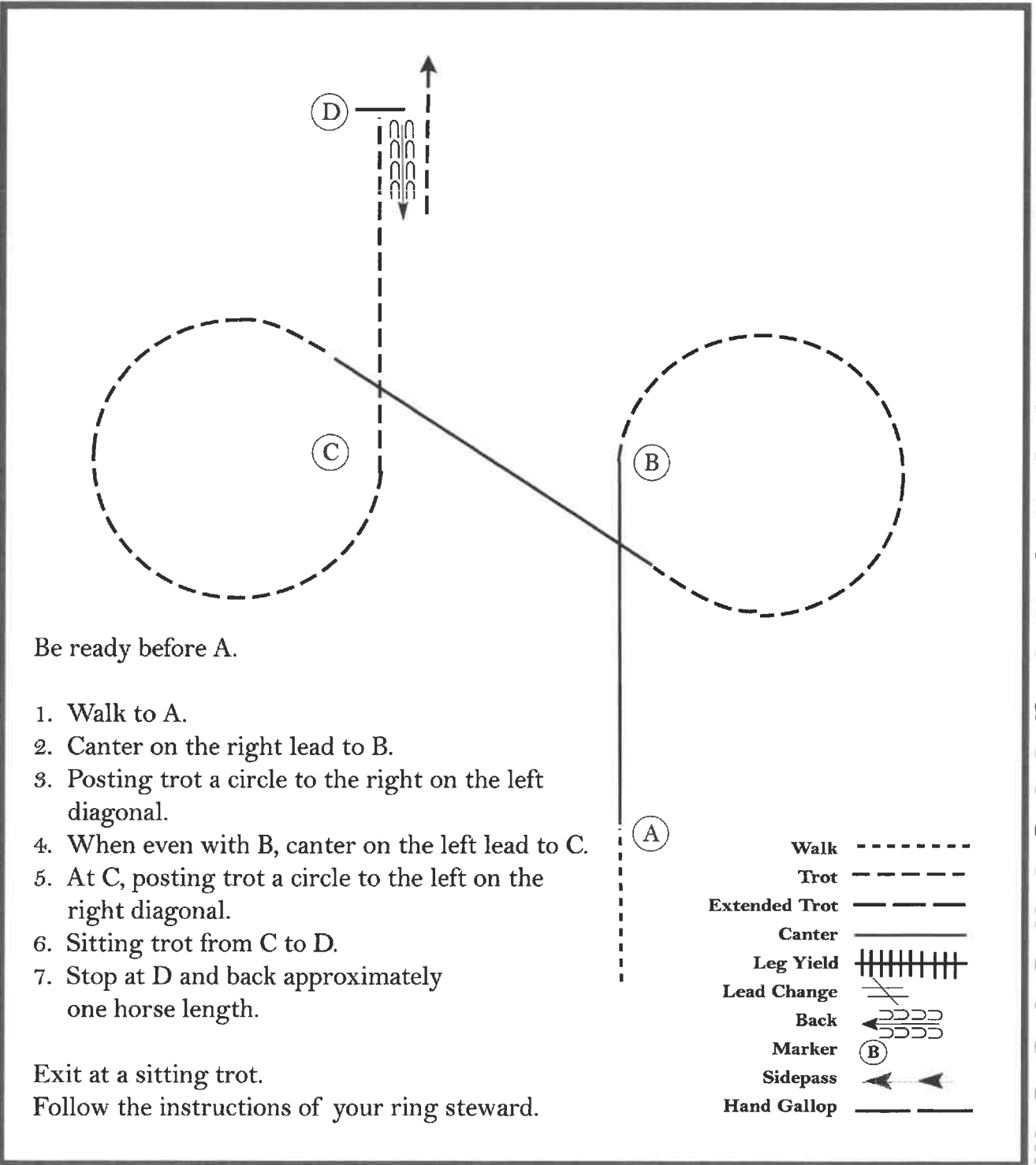
# Turkey Run

## Equitation (Youth/Amateur/Select)

Show Date: 11-23-2018

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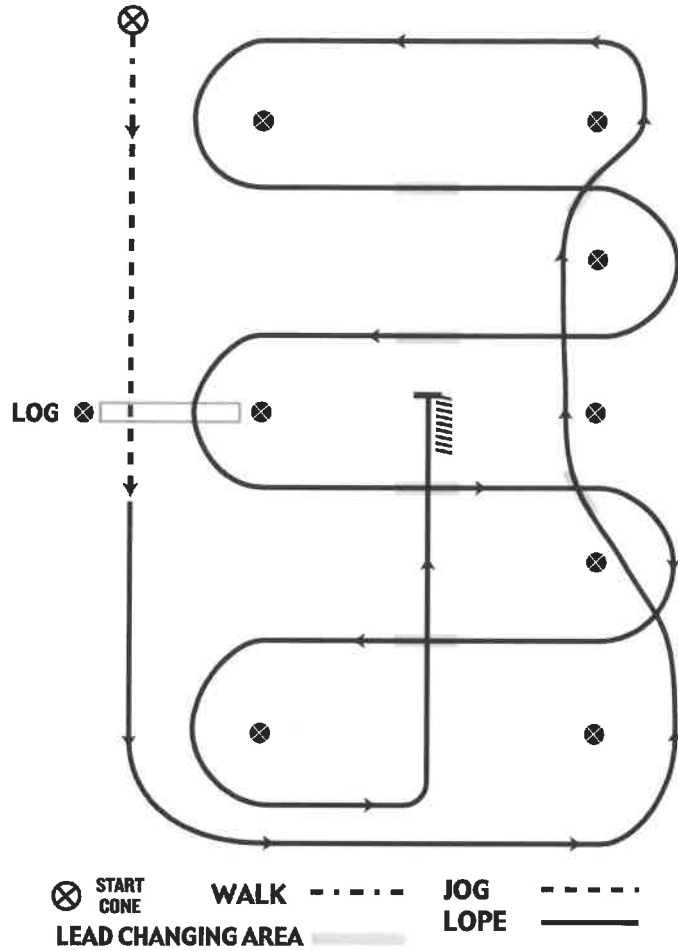
[HSE/2-41]

Pattern Provided by:  
*Judges*



# GREEN WESTERN RIDING PATTERN I

L1

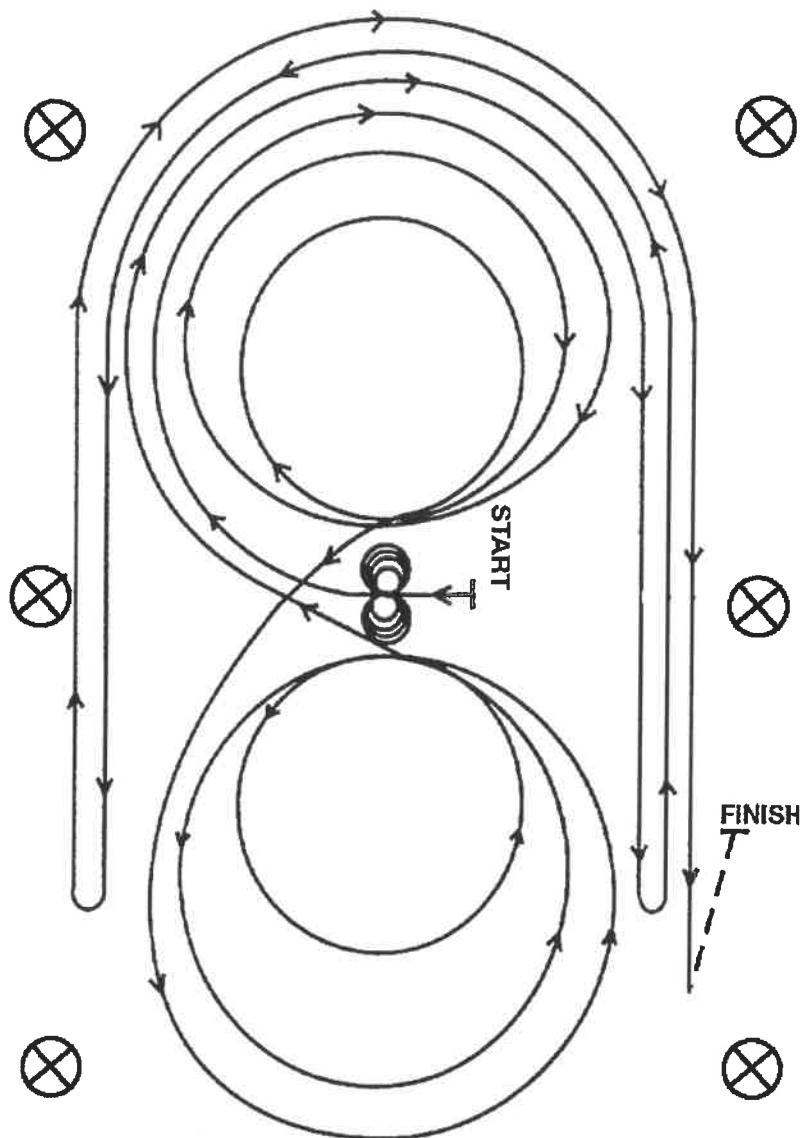


1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back



## REINING PATTERN 8

*Open*



Horse must walk or stop prior to starting pattern.

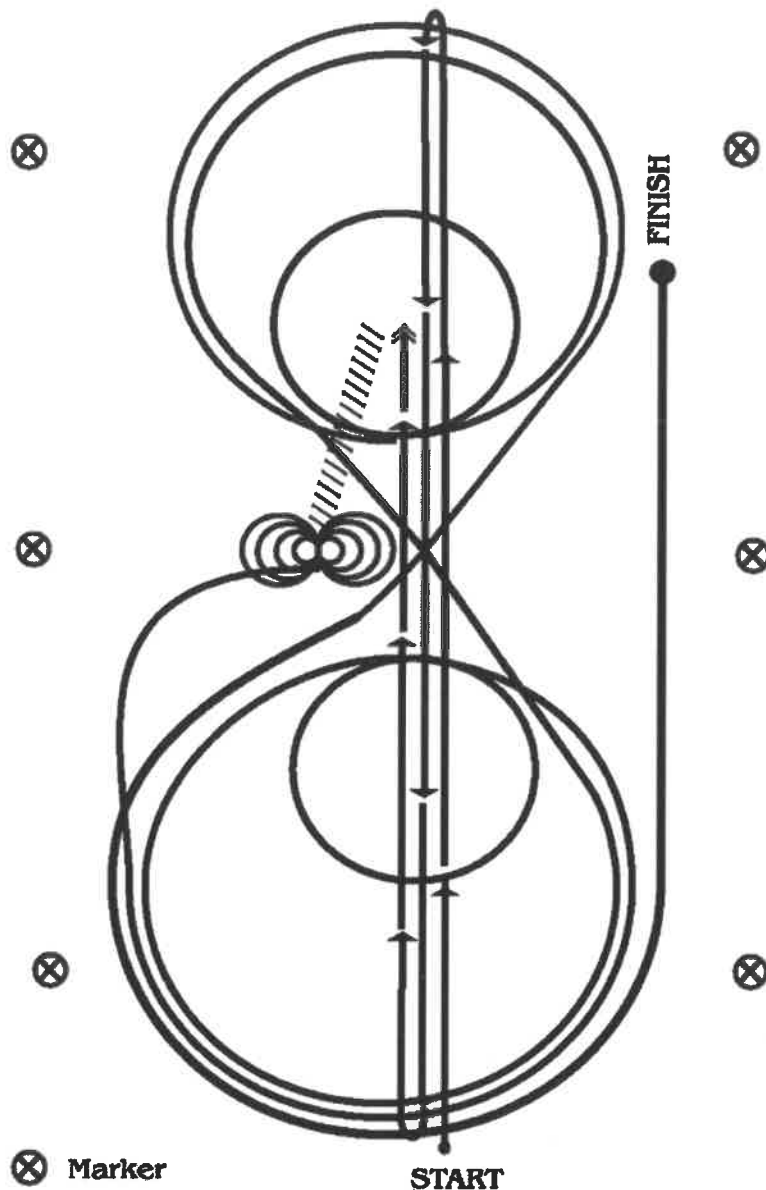
Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll-back at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

## REINING PATTERN I

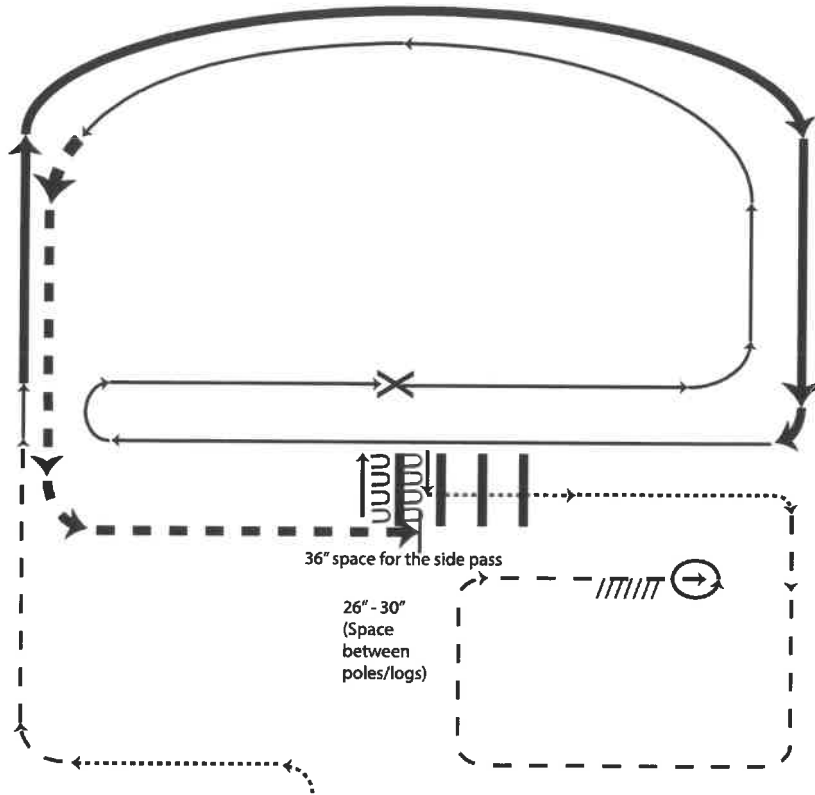
*Youth  
Amateur*



- ⊗ Marker
- START
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
  2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
  3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3 meters). Hesitate.
  4. Complete four spins to the right.
  5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
  6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
  7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
  8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

A11  
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## RANCH RIDING - PATTERN 5



36" space for the side pass

26" - 30"  
(Space  
between  
poles/logs)

- X Lead Change
- • Walk
- - Trot
- — Ext Trot
- — Lope
- — Ext Lope
- ////// Back

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back