

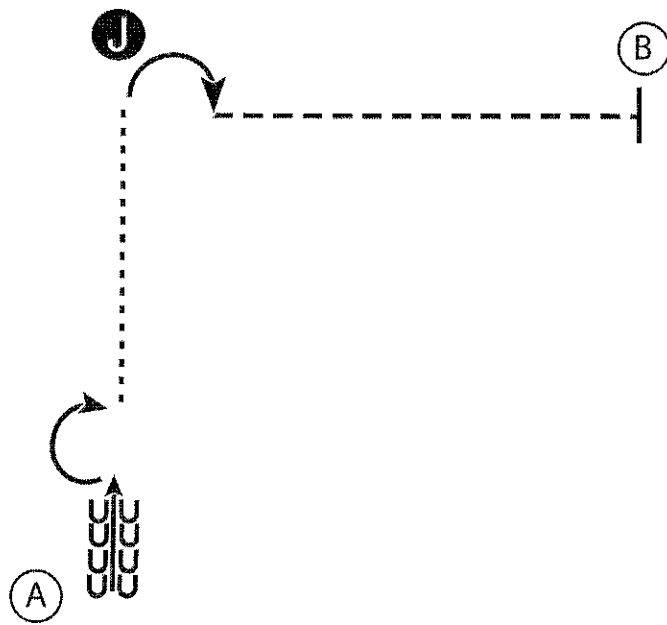
# Showmanship (Level 1)

Show Date:

*13<sup>th</sup> Under  
Rookie*

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1. Back 4 steps at A
2. Perform a 180 degree turn
3. Walk to the judge and set up for inspection
4. When dismissed perform a 90 degree turn and trot to B
5. Stop at B

Walk - - - - -

Trot - - - - -

Back ←

Marker (B)

Judge (J)

[S/1-2]

Pattern Provided by:

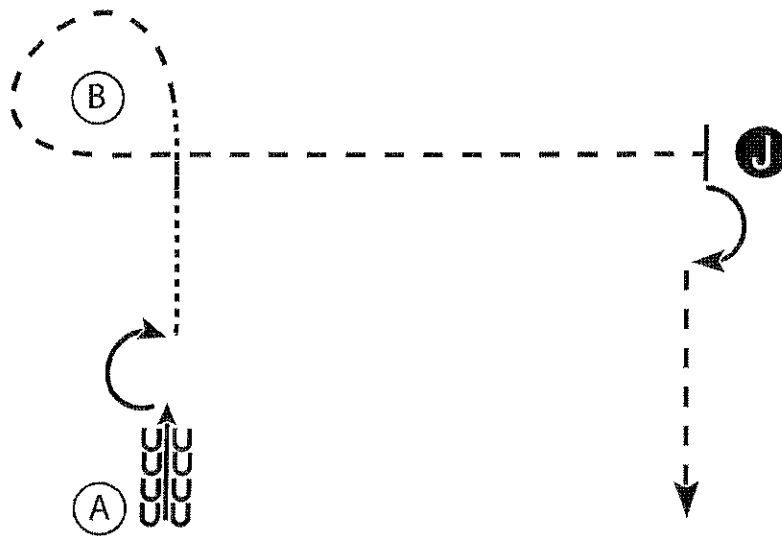
*John Briggs*

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

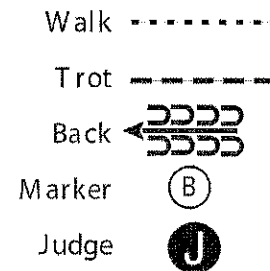
Show Date:

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1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge



[S/2-1]

Pattern Provided by:

*John Briggs*

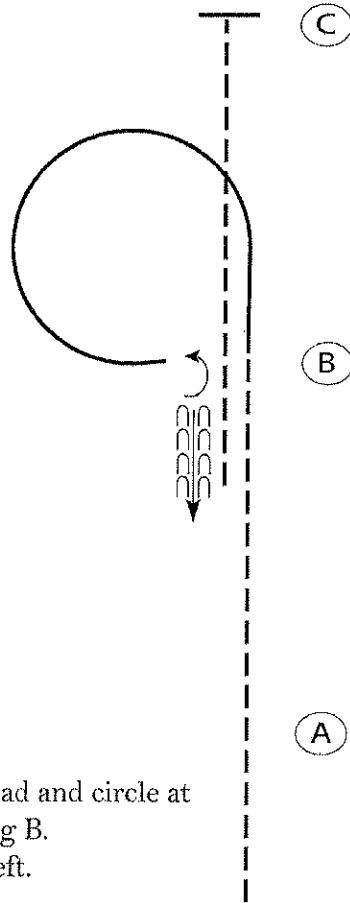
# Western Horsemanship (Level I)

Show Date:

13<sup>r</sup> Under  
Rookie

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Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

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

[WH/1-17]

Pattern Provided by:

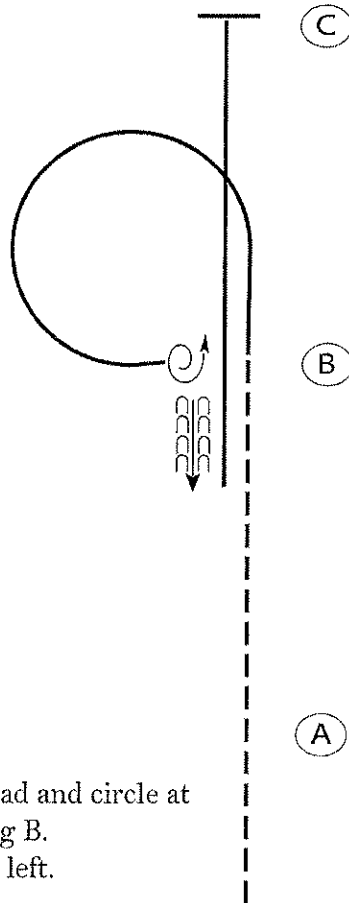
*John Briggs*

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

Show Date:

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- Begin before A at a jog.
1. Jog from A to B.
  2. At B, lope on the left lead and circle at B as shown. Stop facing B.
  3. Turn 1 1/4 turn to the left.
  4. Back one horse length.
  5. Lope on the right lead to C. Stop at C.
- Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←-----→

[WH/2-17]

Pattern Provided by:

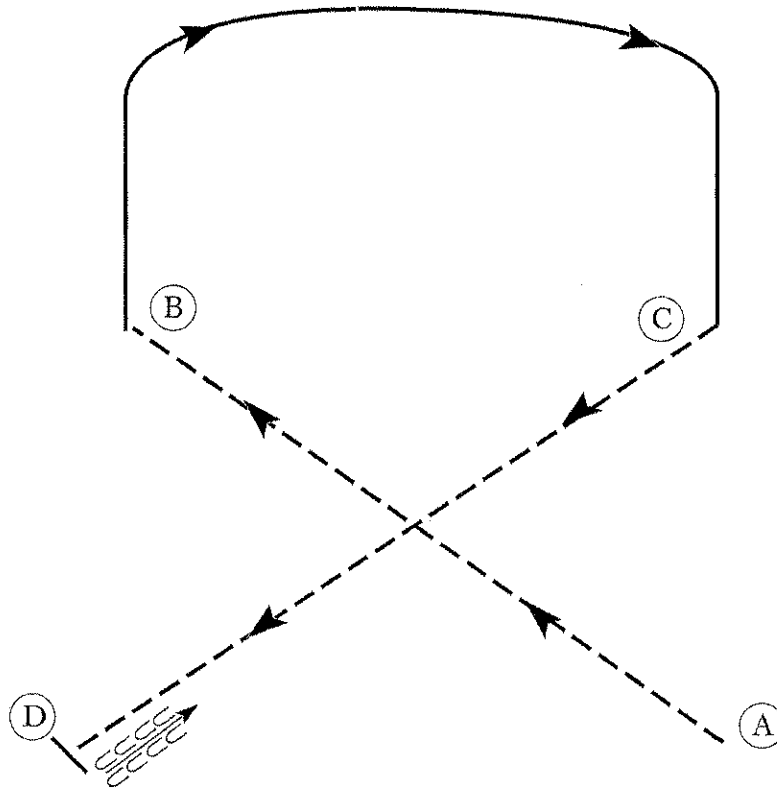
*John Briggs*

# Hunt Seat Equitation (Level 1)

Show Date:

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Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	(B)
Sidepass	←←←←←
Hand Gallop	-----

[HSE/1-23]

Pattern Provided by:

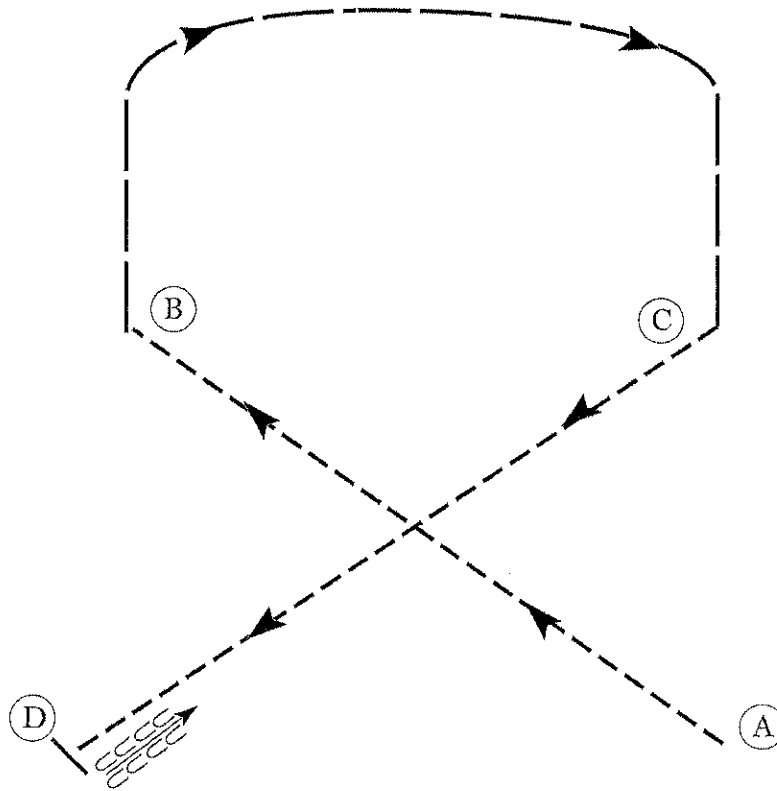
*John Briggs*

# Hunt Seat Equitation (Amateur/Select/Youth)

Show Date:

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Be ready at A.

1. Sitting trot 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Hand gallop right lead to C.
4. Posting trot on the right diagonal 1/2 way to D.
5. Sitting trot to D.
6. Halt at D and back approximately one horse length.

Exit at a sitting trot.

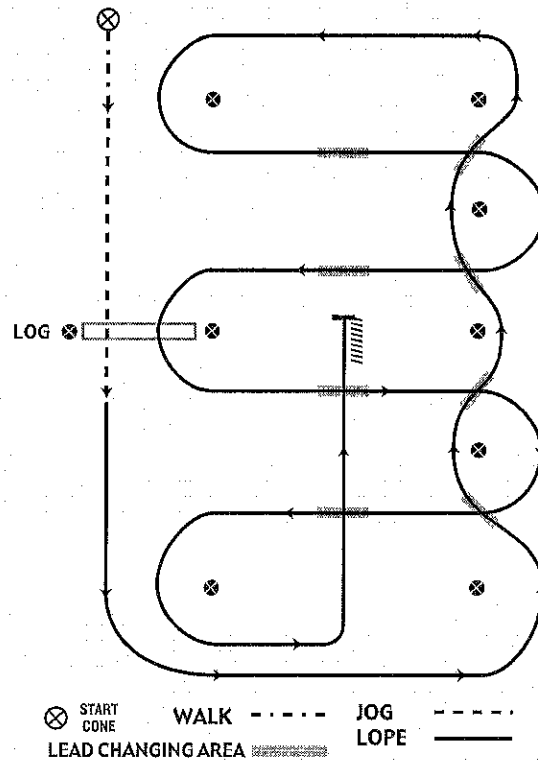
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	---/---
Back	←←←
Marker	(B)
Sidepass	←←←
Hand Gallop	-----

[HSE/2-23]

Pattern Provided by:

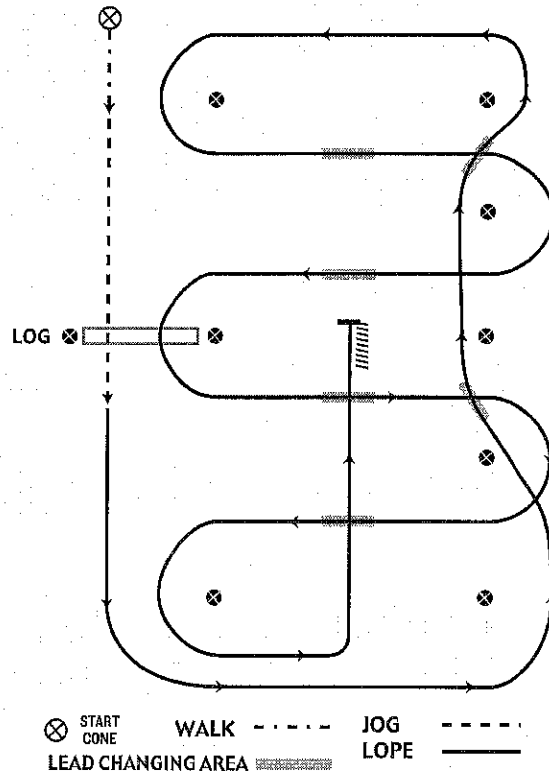
*John Briggs*

## WESTERN RIDING PATTERN I



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

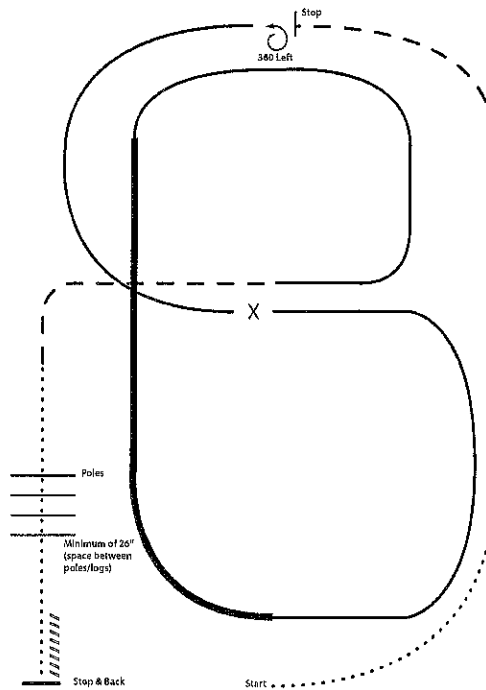
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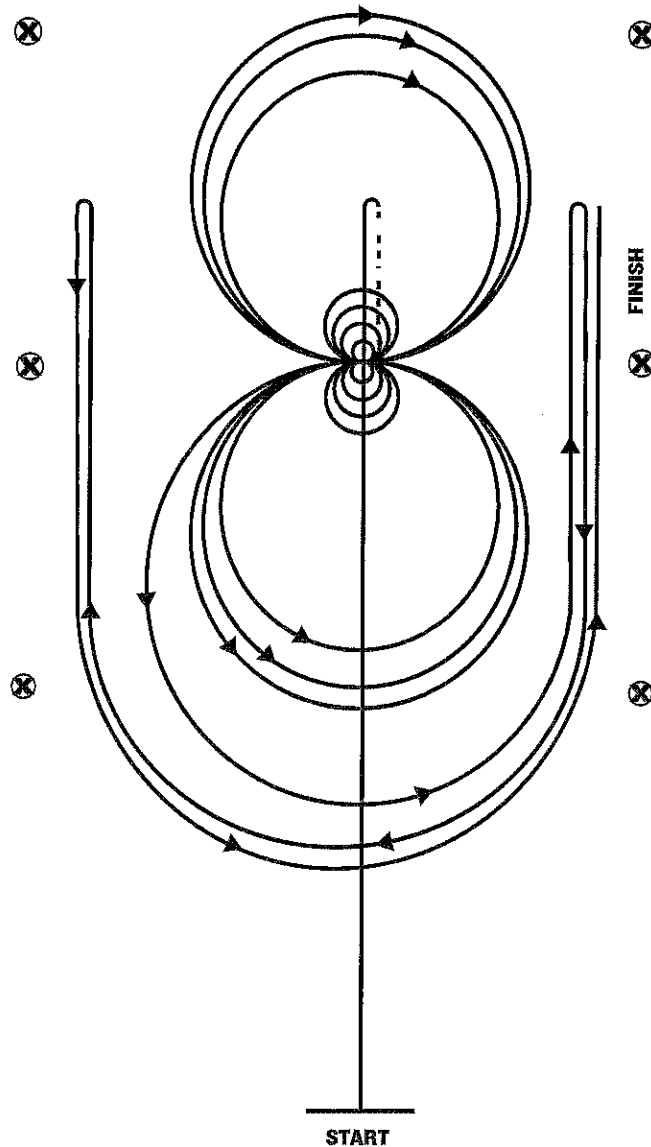
## RANCH RIDING – PATTERN I



- X Lead Change
- Walk
- - - Trot
- Ext Trot
- ==== Lope
- ==== Ext Lope
- /////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

## REINING PATTERN 12



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

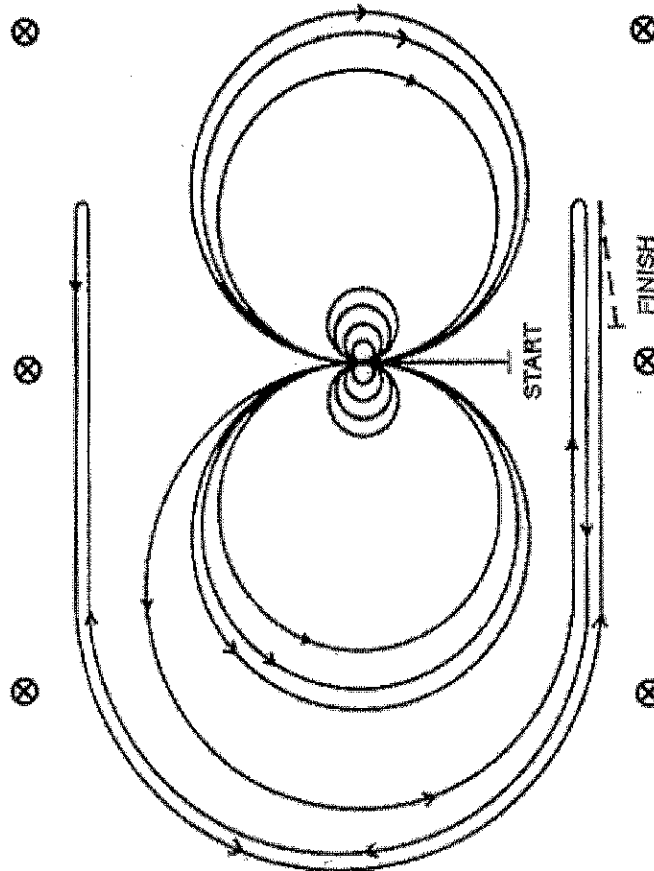
Rider may drop bridle to the designated judge.

*Youth  
Amateur*

*March 17-18*

*open*

### REINING PATTERN 6



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

Rider may drop bridle to the designated judge.

*Nov 17. 18*