

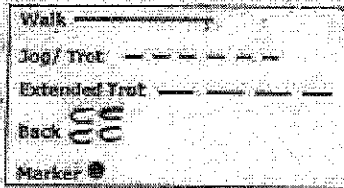
# MONDAY MARCH 19

## ROOKIE SHOWMANSHIP

NOVICE YOUTH

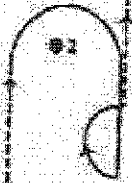
NOVICE AMATEUR

*Small-Fry*  
**SMALL-FRY  
EWD/RWD  
13 ? UNDER**



EXIT

JUDGE  
⊙3



1. Trot from marker 1 to marker 2.
2. Break to a walk and marker 2 and walk around and past it.
3. Stop and perform a 180 turn and trot straight to the Judge.
4. Stop and set up.
5. Exit per Judge's signal.

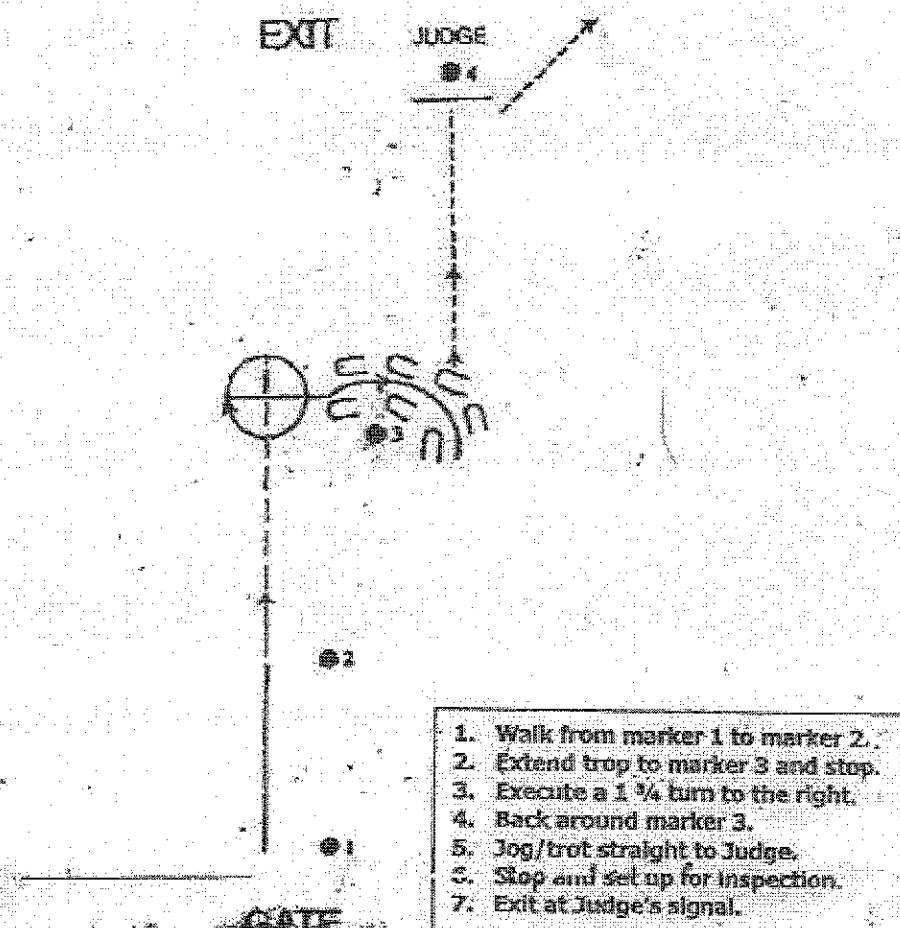
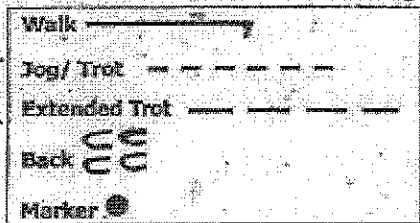
GATE

MONDAY MARCH 19

SHOWMANSHIP

YOUTH - AMATEUR - AMATEUR SELECT

14-18



~~Judge position setup~~

# Gordyville/LLQHA Spring Show

Hunt Seat Equitation (Level 1 Youth & Level 1 Amateur)

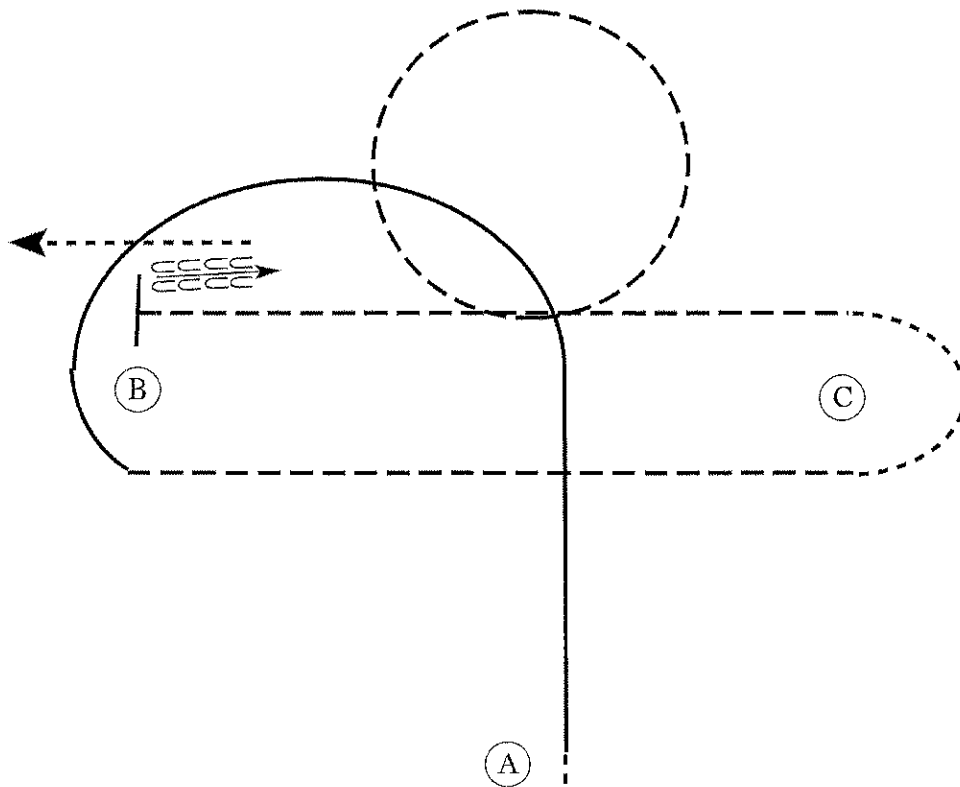
**ROOKIE**

Show Date: March ~~17-20~~, 2018

**17-18**

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Canter on the left lead to center of pattern and in a half circle around B.
3. Trot on the right diagonal from B to C.
4. Walk around C.
5. Trot on the left diagonal halfway to B.
6. Continue to trot a circle to the right.
7. Sitting trot until even with B.
8. Halt at B and back approximately one horse length. Walk straight away.

Follow the instructions of your ring steward.

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

[HSE/2-60]

Pattern Provided by:

*Judges*



**YOUTH  
13 & UNDER**

# Gordyville/LLQHA Spring Show

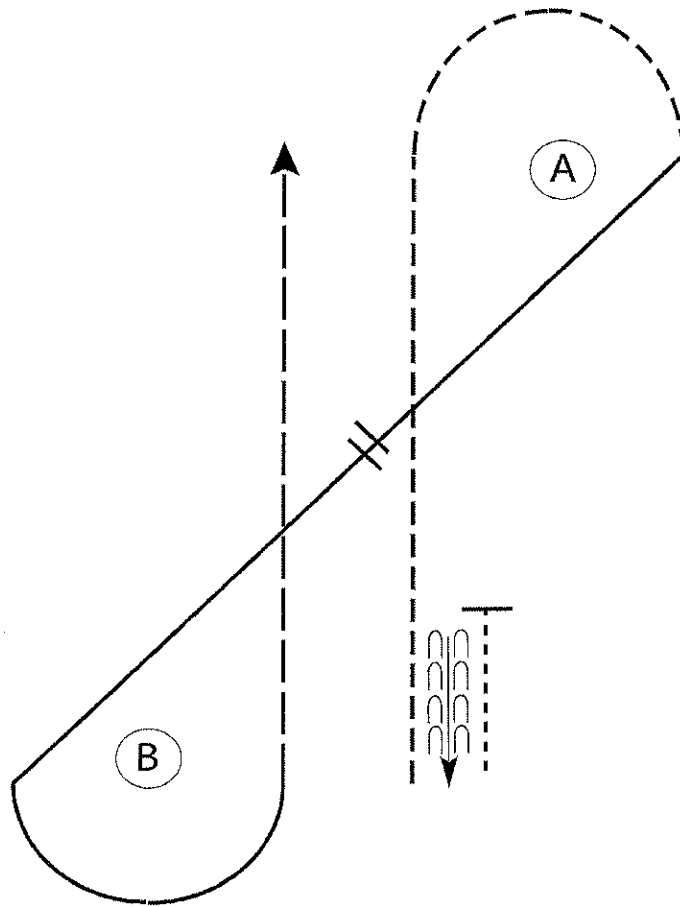
Western Horsemanship (Level 1 Youth & Level 1 Amateur)

**ROOKIE**

Show Date: March ~~17-20~~, 2018 **17-18**

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready lined up to A.

1. Walk approximately 2 horse lengths toward A.
2. Stop and back until even with B.
3. Jog to and around A.
4. Lope on the right lead halfway to B.
5. Perform a simple lead change halfway to B and lope to and around B.
6. Extended jog in a straight line.
7. Pattern is over once you have passed A.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope | | | | |
- Lead Change / / / / /
- Back ← ← ← ← ←
- Marker (B)

Follow the instructions of your ring steward.

[WH/2-92]

**Pattern Provided by:**  
*Judges*

# Gordyville/LLQHA Spring Show

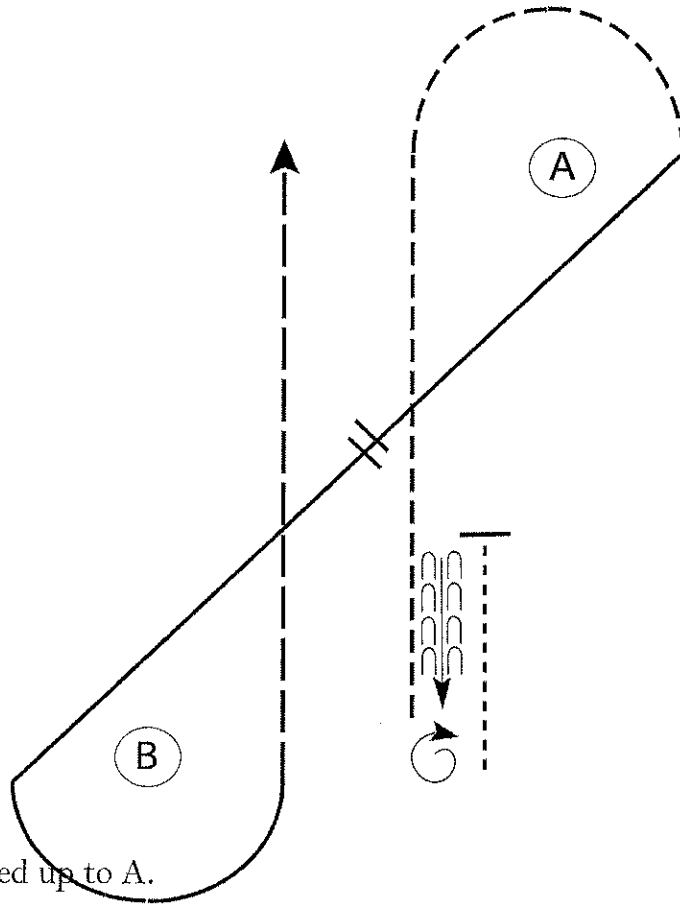
Western Horsemanship (Youth/Amateur/Select Amateur)

YOUTH 14-18

Show Date: March ~~17-20~~, 2018 17-18

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 lined up to A.

1. Walk approximately 2 horse lengths toward A.
2. Stop and back until even with B.
3. Perform a full turn right.
4. Jog to and around A.
5. Lope on the right lead halfway to B.
6. Change leads halfway to B and lope to and around B.
7. Extended jog in a straight line.
8. Pattern is over once you have passed A.

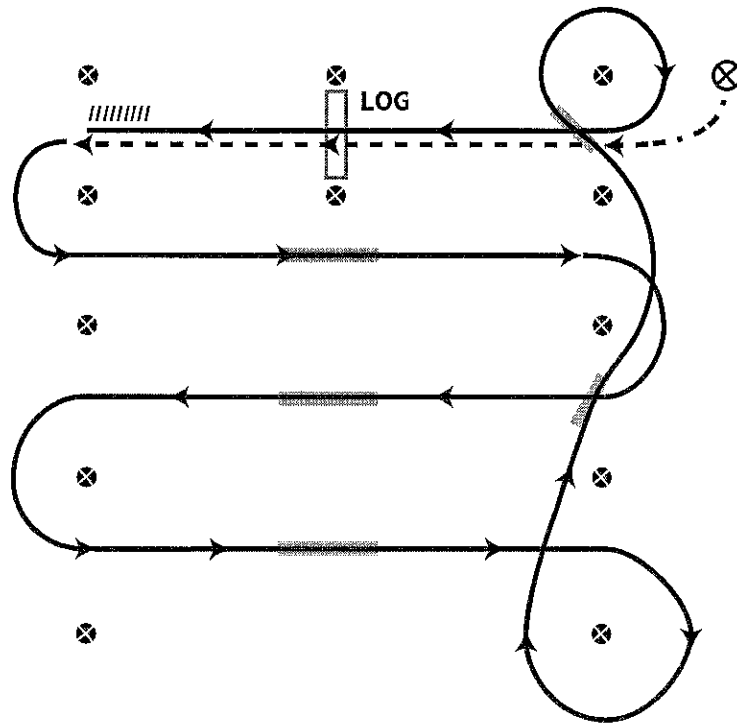
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	⋈
Back	←
Marker	⊙ B

Follow the instructions of your ring steward.

[WH/3-92]

Pattern Provided by:  
*Judges*

## GREEN WESTERN RIDING PATTERN 2



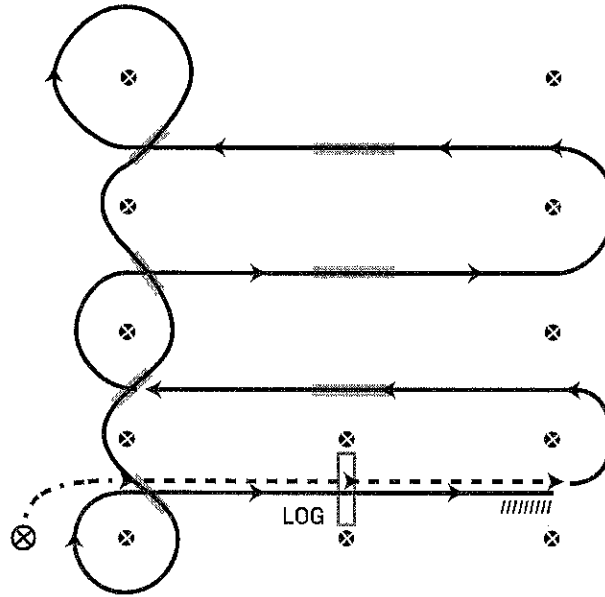
⊗ START CONE      WALK - - - - -      JOG - · - · - ·  
 LEAD CHANGING AREA       LOPE —————

1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

# SUNDAY

# 3/18

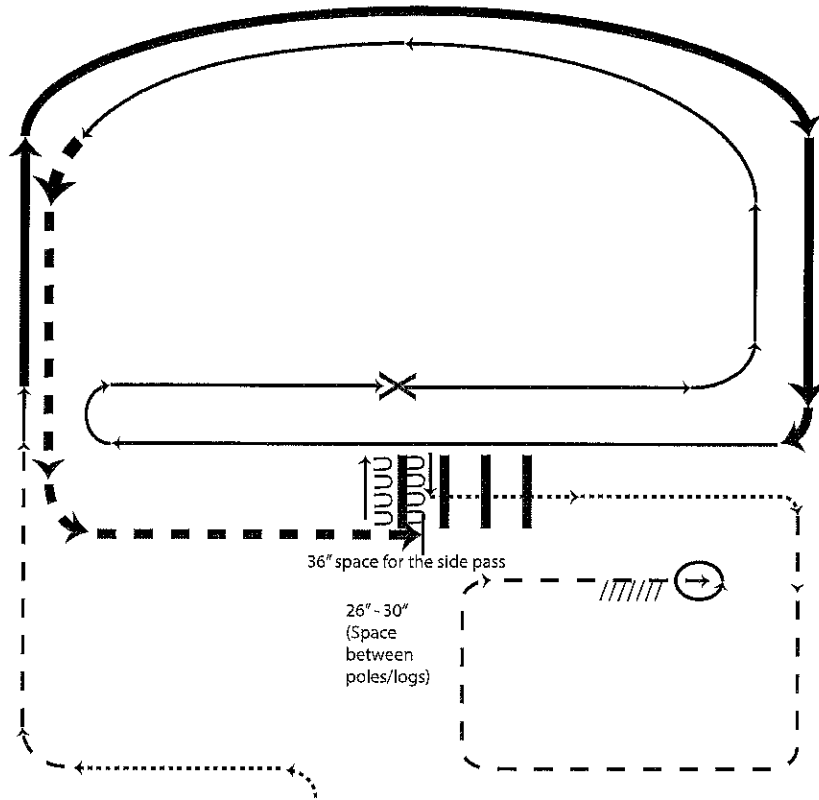
## WESTERN RIDING PATTERN 2



⊗ START CONE      WALK    - - - -      JOG    - - - - -  
LEAD CHANGING AREA    // // //      LOPE    —————

1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

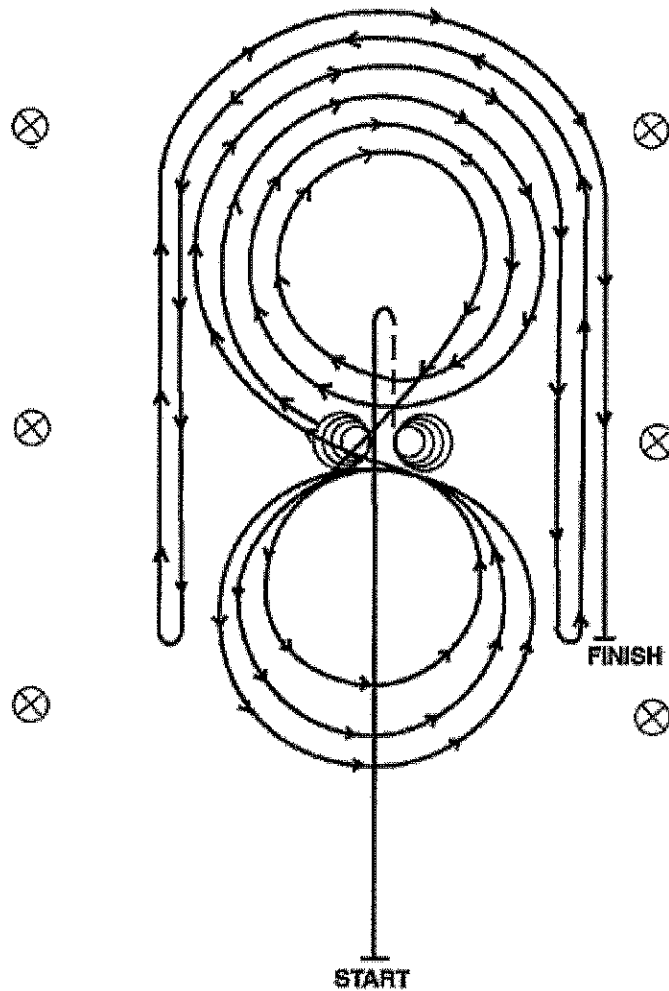




- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- Lope
- Ext Lope
- /////// Back

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

## REINING PATTERN 10

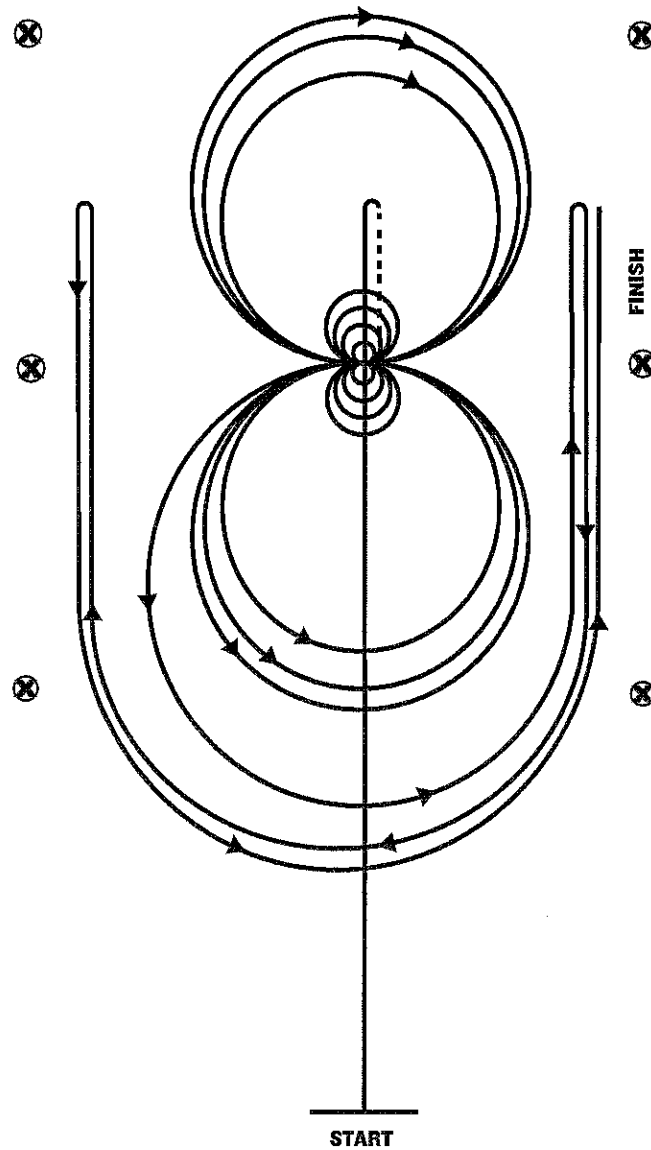


⊗ MARKER

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 right lead, 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. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right 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 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 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 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. Hesitate to demonstrate completion of the pattern.

Rider may dismount and drop the bridle to the designated judge.

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.