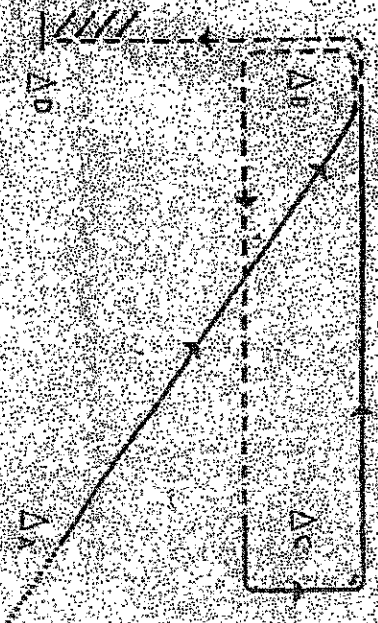


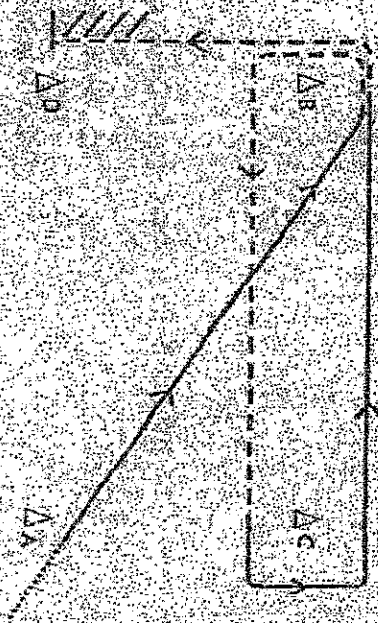
MARCH 19820

HUNT SEAT EQ  
Novice Youth  
Novice Amateur  
**ROOKIE**



- Walk to marker A
- Pick up right lead at marker A
- Break to posting trot at marker B, continue to marker C
- Pick up left lead at marker C and canter to marker B
- Break to posting trot at marker B, continue to marker D
- Stop and back at marker D

HUNT SEAT EQ  
Youth - Amateur  
Select Amateur



- Walk to marker A
- Pick up left lead at marker A
- Break to posting trot at marker B, continue to marker C
- Pick up right lead at marker C and canter canter to marker B
- Break to posting trot at marker B, continue to marker D
- Stop and back at marker D

# ROOKIE

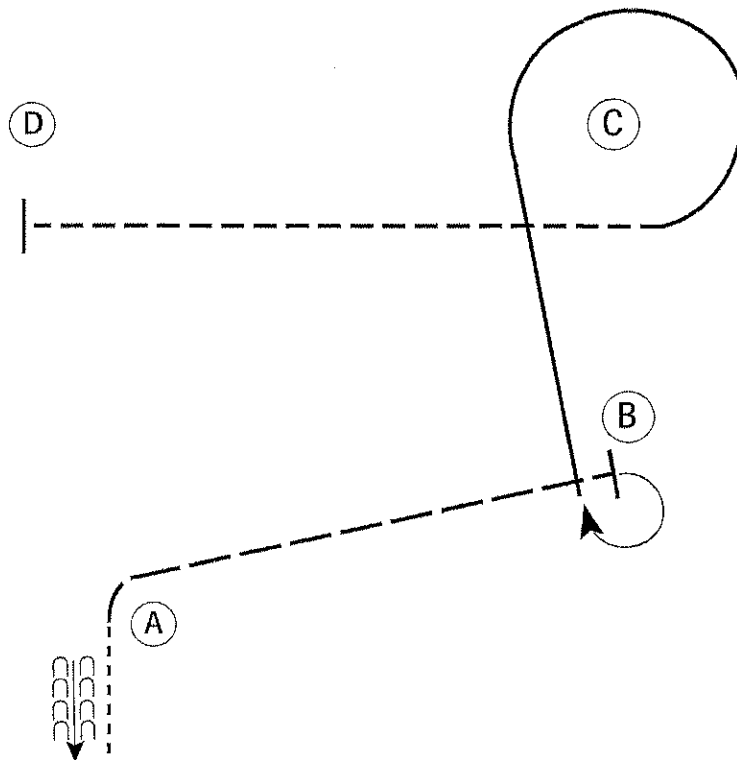
# Gordyville 13 & UNDER

Western Horsemanship (Novice youth & amateur horsemanship)

Show Date: March ~~18 & 19~~ 19 & 20

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Back approximately one horse length.
2. Walk to A.
3. Jog to B.
4. Stop at B. Perform a 270 degree turn to the right.
5. Lope on the right lead to and around C.
6. Jog to D.
7. Stop at D.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ←
Marker	(B)
Sidepass	←-----←

[WH/1-57]

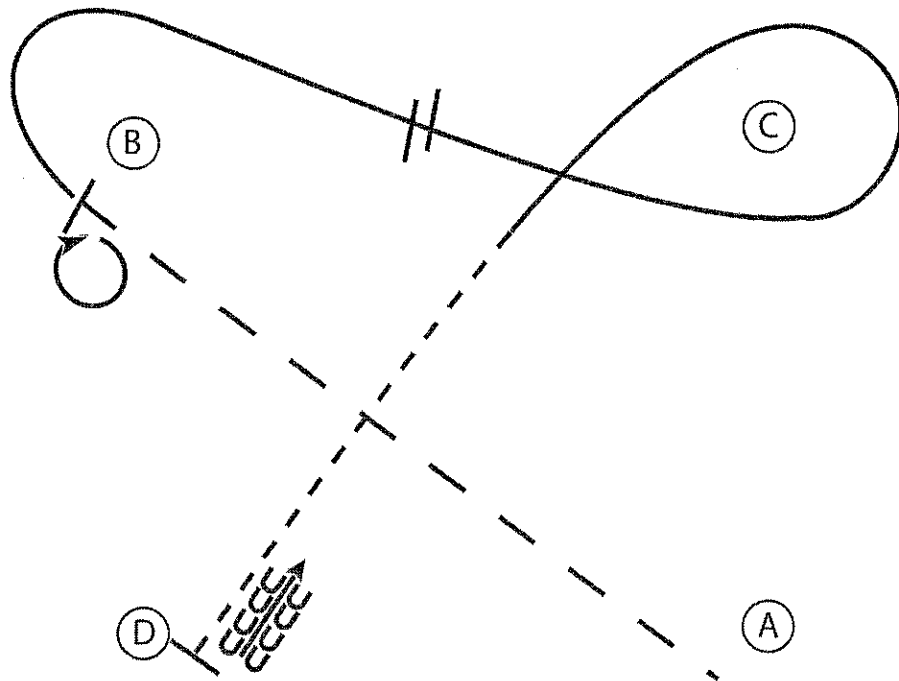
Pattern Provided by:  
*Kelly Chapman*

# Gordyville

Youth & Amateur Horsemanship, **SELECT**  
**14-18** Show Date: March ~~18 & 19~~ **19 P 20**

www.HorseShowPatterns.com

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1. Extend the jog A to B
2. Stop at B and perform a 360 degree turn to the right
3. Lope on the right lead around B
4. Half way between B and C change leads and continue to and around C
5. Jog halfway between C and D
6. At D stop and back

Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	///
Back	←←←
Marker	⊙ B
Sidepass	←---→

[WH/2-27]

Pattern Provided by:  
*Kelly Chapman*

# MONDAY MARCH 19

## ROOKIE SHOWMANSHIP

NOVICE YOUTH

NOVICE AMATEUR

### SMALL-FRY EWD/RWD 13 ? UNDER

*Small-Fry*

Walk	—————
Jog/Trot	- - - - -
Extended Trot	- - - - -
Back	CC
	CC
Marker	●

EXIT

JUDGE  
●1



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.

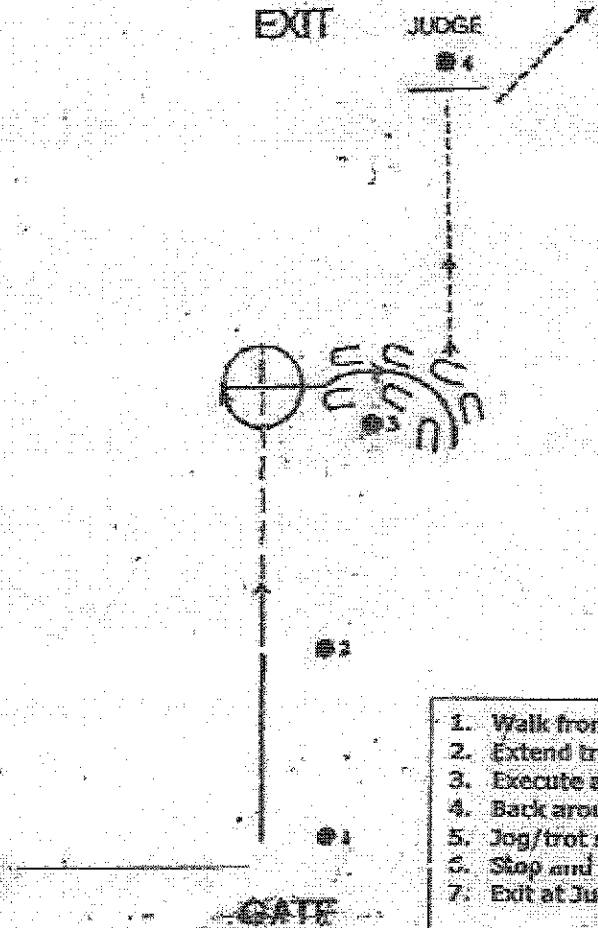
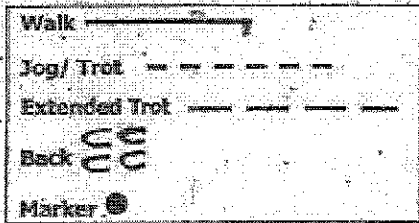
GATE

MONDAY MARCH 19

SHOWMANSHIP

YOUTH - AMATEUR - AMATEUR SELECT

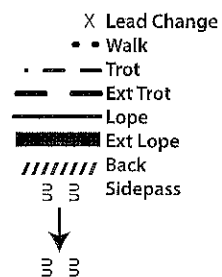
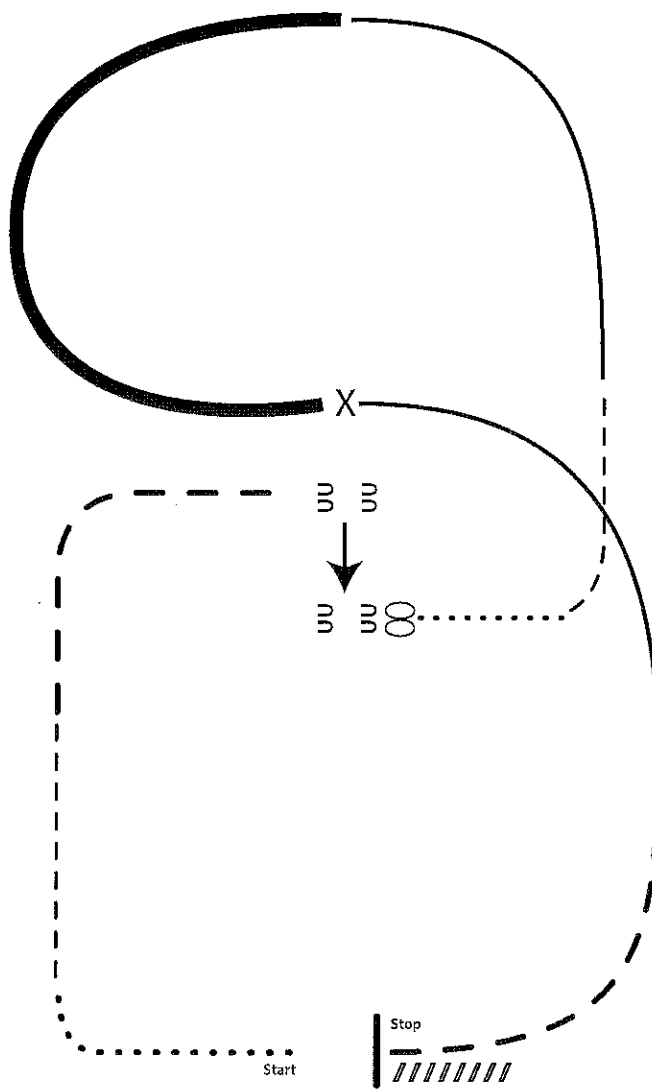
14-18



1. Walk from marker 1 to marker 2.
2. Extend trot to marker 3 and stop.
3. Execute a 1 3/4 turn to the right.
4. Back around marker 3.
5. Jog/trot straight to Judge.
6. Stop and set up for inspection.
7. Exit at Judge's signal.

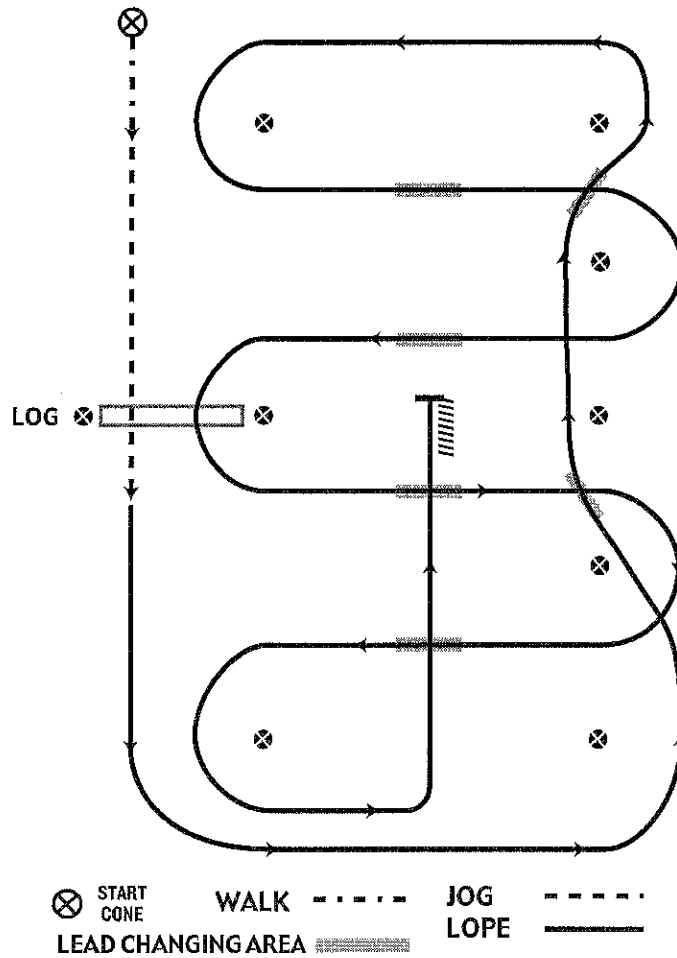
~~judge - around the top~~

## RANCH RIDING - PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

**GREEN 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 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



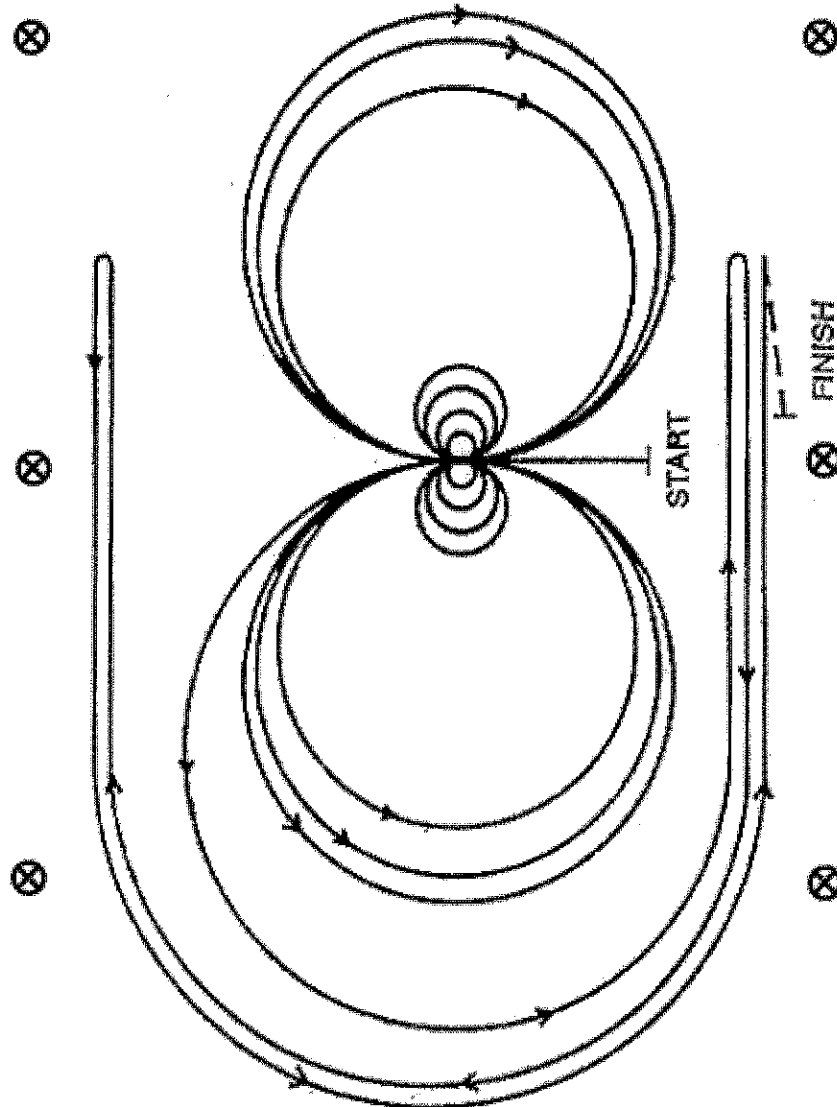


## REINING PATTERN 6

Tuesday

3/20

open



Horse must walk or stop prior to starting pattern.

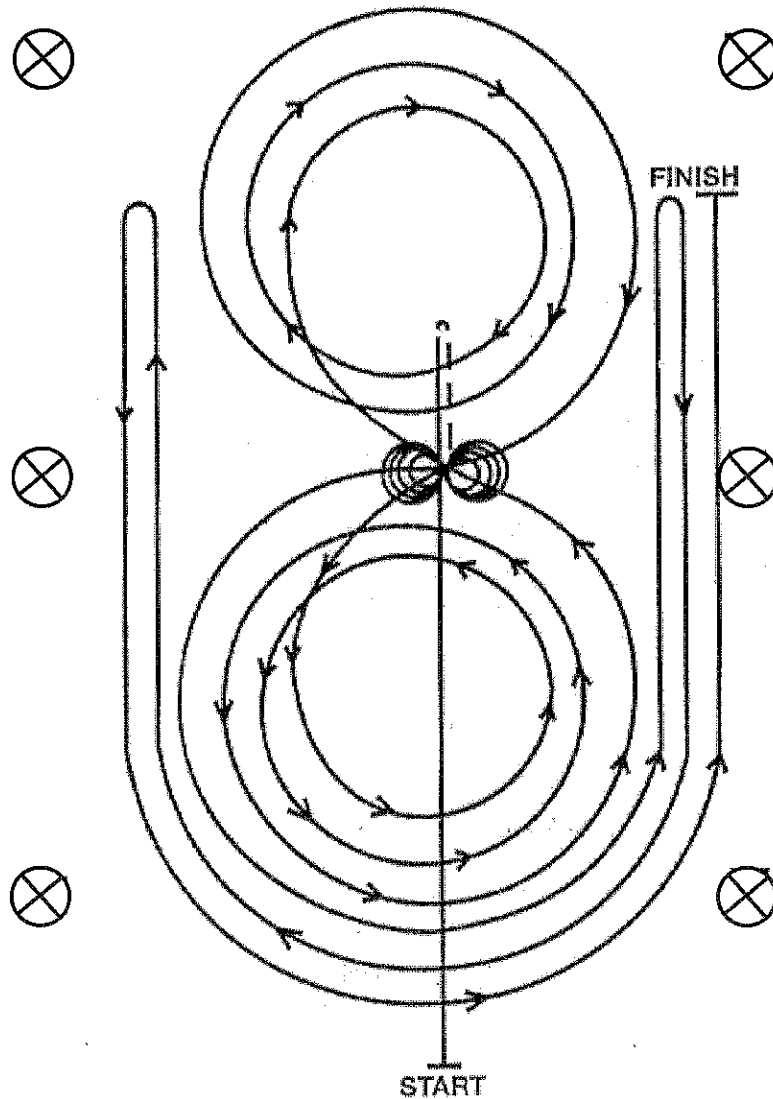
Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the 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.

## REINING PATTERN 9

Tuesday  
3/20  
YOUTH  
Amateur



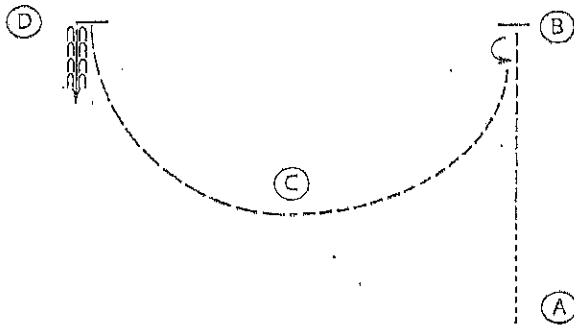
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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.
5. Complete three circles to the right: 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 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.
7. Continue back around the 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.
8. Continue back around previous circle but do not close this circle. Run up 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 drop bridle to the designated judge.

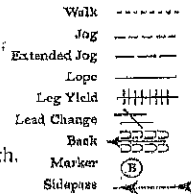
Small Fry

3/19-3/20 Small Fry

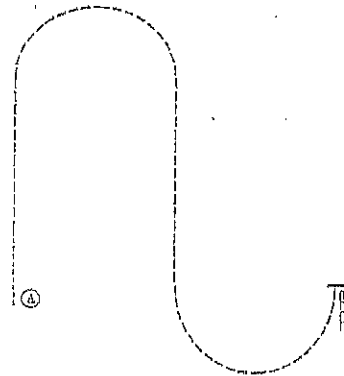
OPTIONAL EQUESTRIANS WITH DISABILITIES  
WESTERN HORSEMANSHIP (WALK-JOG)



- Be ready at A.
1. Walk approximately two strides from A.
  2. Jog to B.
  3. Stop and perform a 180 degree turn to the left.
  4. Jog a half circle to C.
  5. Extend the jog to D.
  6. Stop at D and back approximately one horse length.
- Follow the instructions of your ring steward.

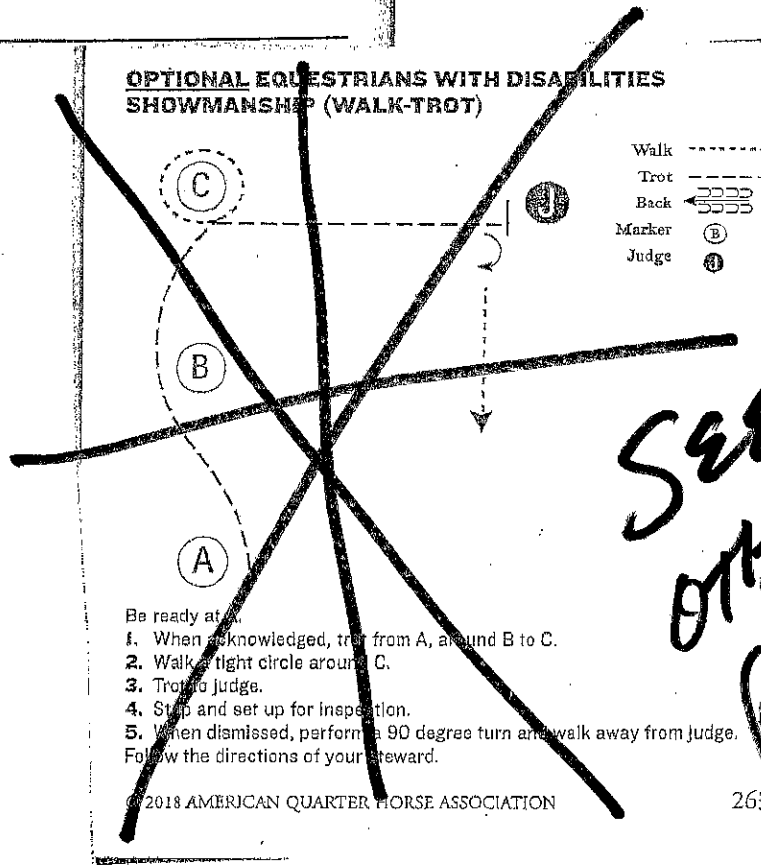


OPTIONAL EQUESTRIANS WITH DISABILITIES  
HUNT SEAT EQUITATION (WALK-TROT)



- Be ready at A.
1. Walk two horse lengths from A.
  2. Trot forward and a half circle on the left diagonal until even with B.
  3. Change diagonal and trot straight and then a half circle on the right diagonal until even with A.
  4. Stop and back approximately one horse length.
- Follow the instructions of your ring steward.

OPTIONAL EQUESTRIANS WITH DISABILITIES  
SHOWMANSHIP (WALK-TROT)



- Be ready at A.
1. When acknowledged, trot from A, around B to C.
  2. Walk a tight circle around C.
  3. Trot to judge.
  4. Stop and set up for inspection.
  5. When dismissed, perform a 90 degree turn and walk away from judge.
- Follow the directions of your steward.

SEE OTHER PATTERN

RWD / EWD / Small Fry