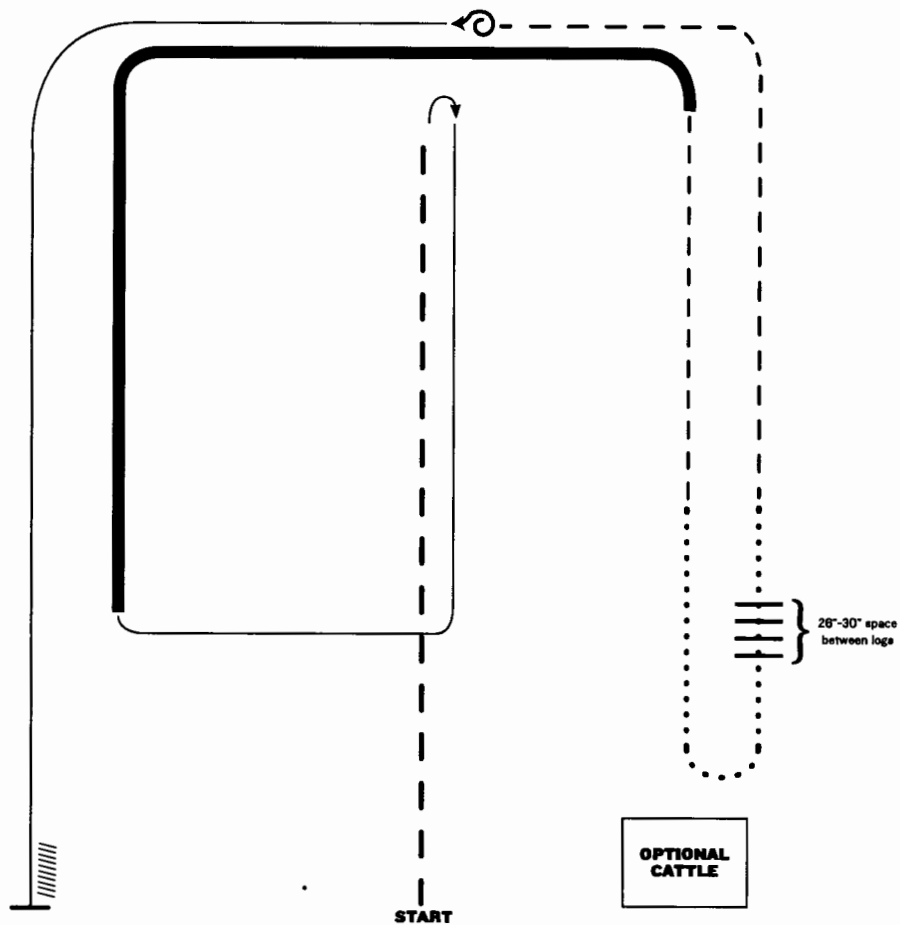


## RANCH RIDING - PATTERN 15

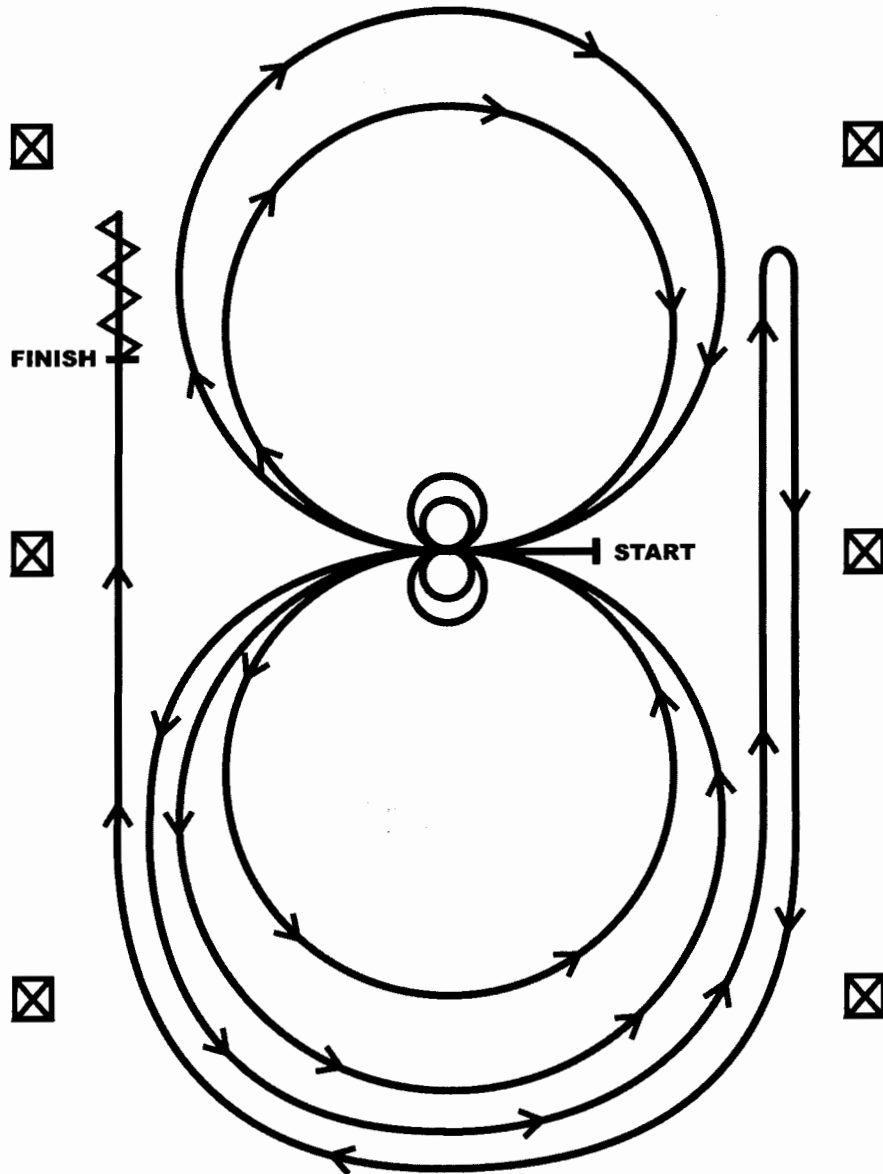


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

## REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under

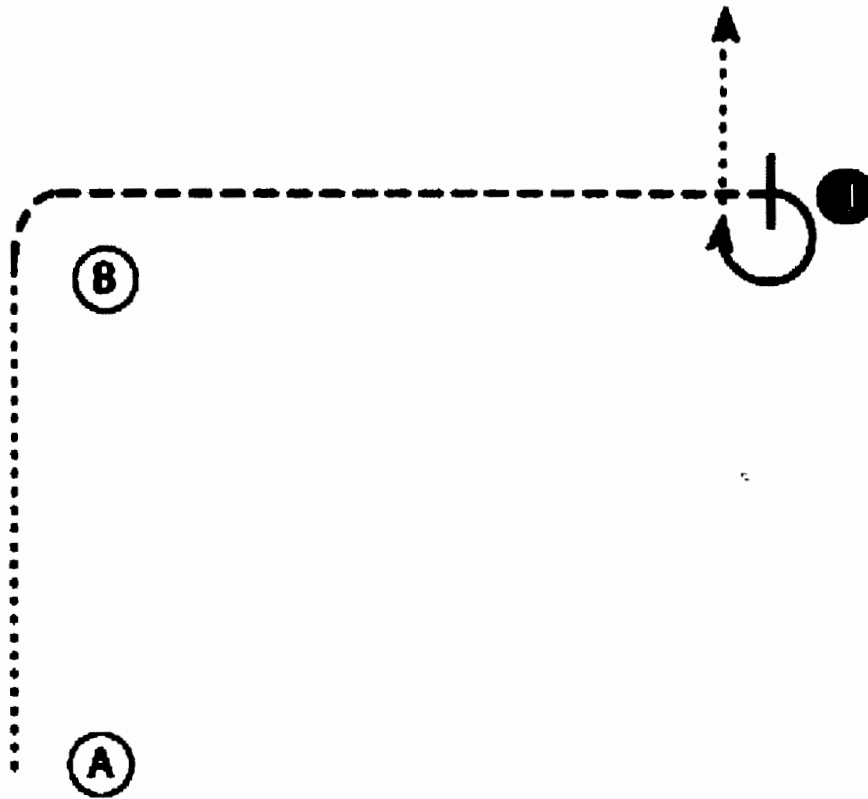


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern. See the Judges' Guide for a summary of other allowances made in the Handbook.

EWD  
SMALL FRY

# SHOWMANSHIP



1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

Walk .....

Trot - - - - -

Back ← ———→

Marker (B)

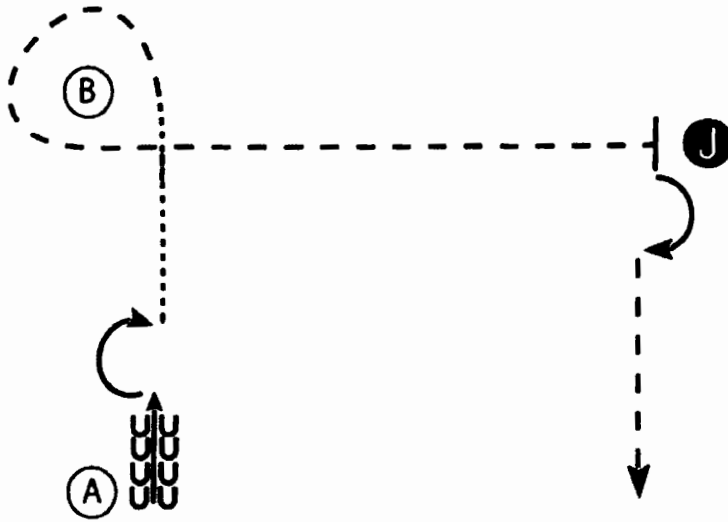
Judge (●)

Rookie Yth / Amt.  
L1 Yth / Amt  
4-H  
OPEN

# SHOWMANSHIP

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

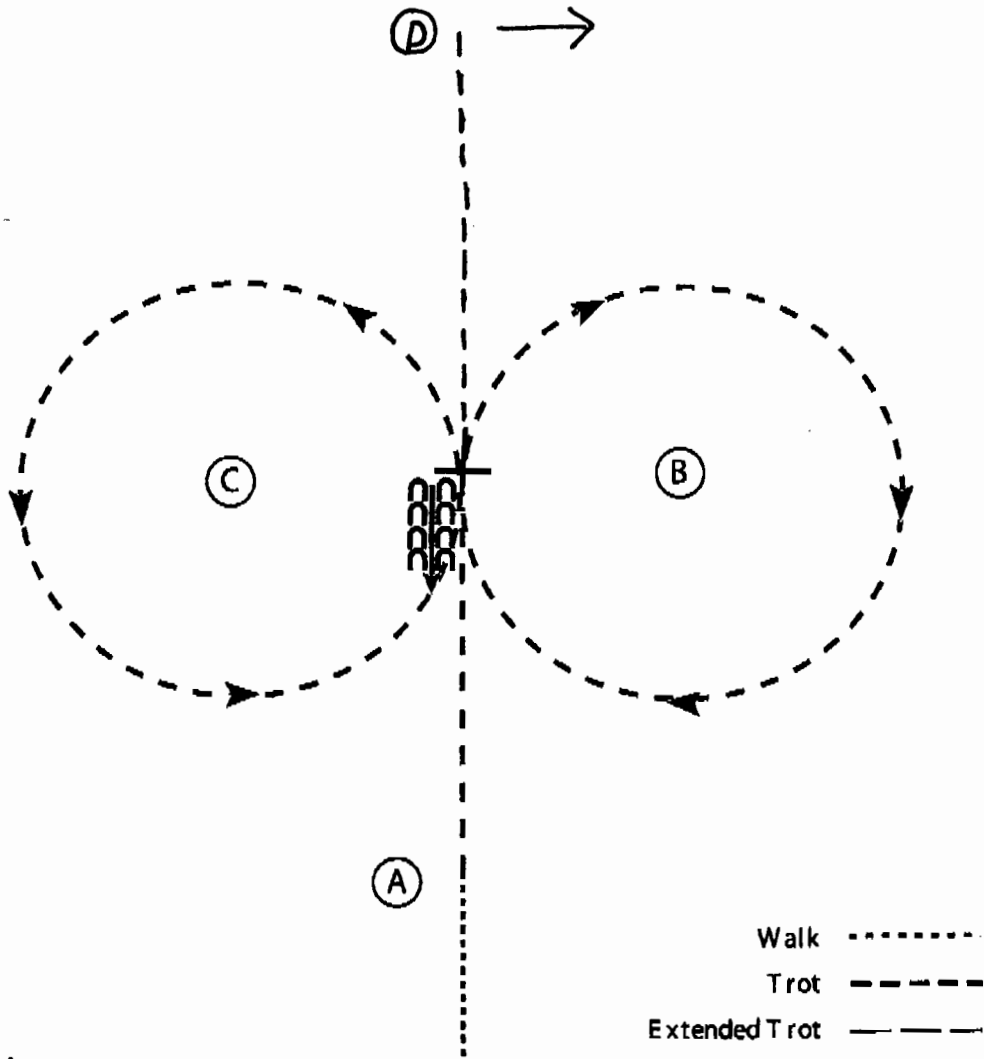


1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge

Walk .....  
Trot - - - - -  
Back ← 3333  
3333  
Marker (B)  
Judge (J)

# WALK TROT Equitation

www.HorseShowPatterns.com



1. Walk to A
2. At A trot to between B and C
3. Trot a figure eight beginning to the right
4. When between B and C stop and back 3 steps
5. Sitting trot to D.
6. Stop

Walk	.....
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←
Marker	⊙
Sidepass	↔

[HSE/1-4]

**Pattern Provided by:**  
*Judges*

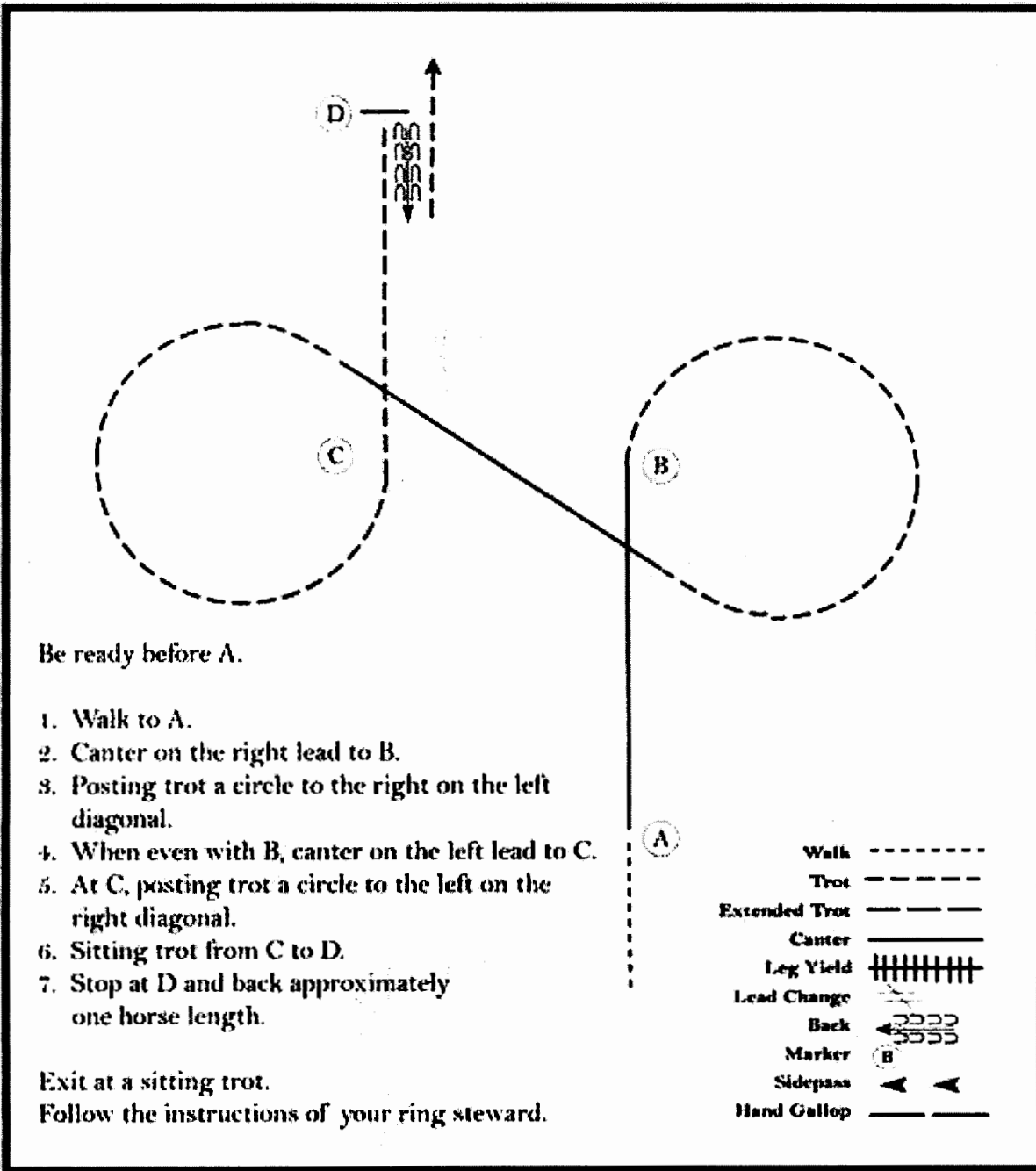
Rookie Yth / Ant  
 L1 Yth / Ant  
 4-H  
 Open

# Hunt Seat Equitation

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

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

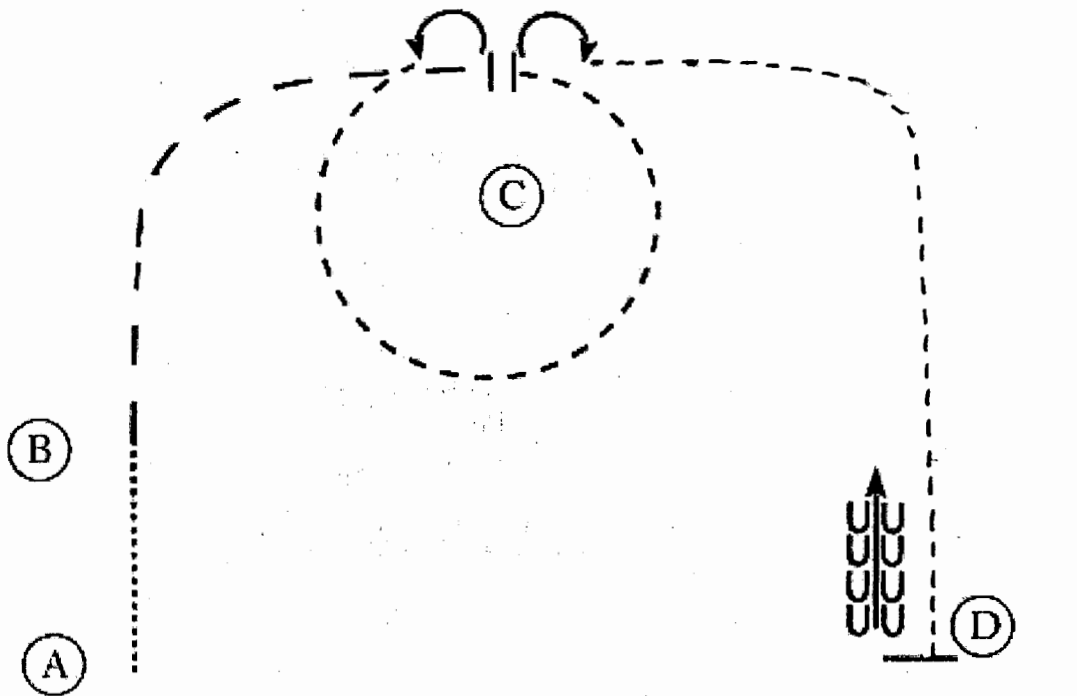
Exit at a sitting trot.  
 Follow the instructions of your ring steward.

- Walk -----
- Trot - - - - -
- Extended Trot - - - - -
- Canter \_\_\_\_\_
- Leg Yield |||||
- Lead Change ↻ ↻ ↻
- Back ↻ ↻ ↻
- Marker (B)
- Sidepass < >
- Hand Gallop \_\_\_\_\_

# WALK TROT HORSEMANSHIP

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1. Walk A to B
2. At B extend the jog to C
3. Stop at C and perform a 180 degree turn to the left
4. Jog a circle around C
5. Stop at C and perform a 180 degree turn to the right
6. Jog to D
7. Stop and back approximately one horse length

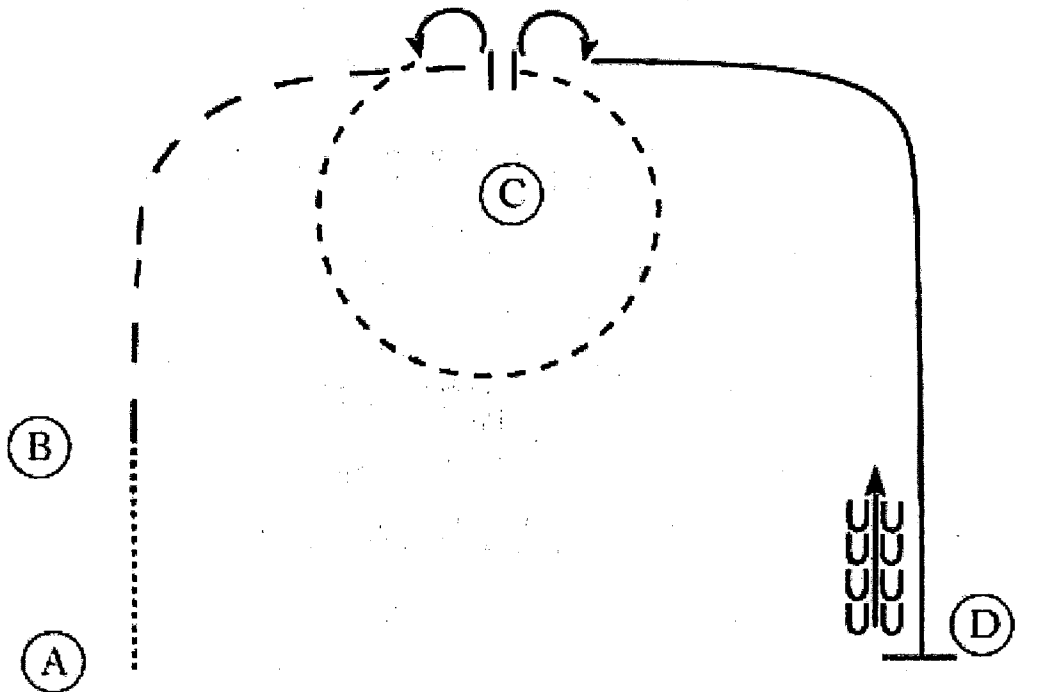
Walk	.....
Jog	-----
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ←
Marker	⊙
Sidepass	→ → → →

# HORSEMANSHIP

Rookie Yth / Amt  
 LI Yth / Amt  
 4-H  
 OPEN

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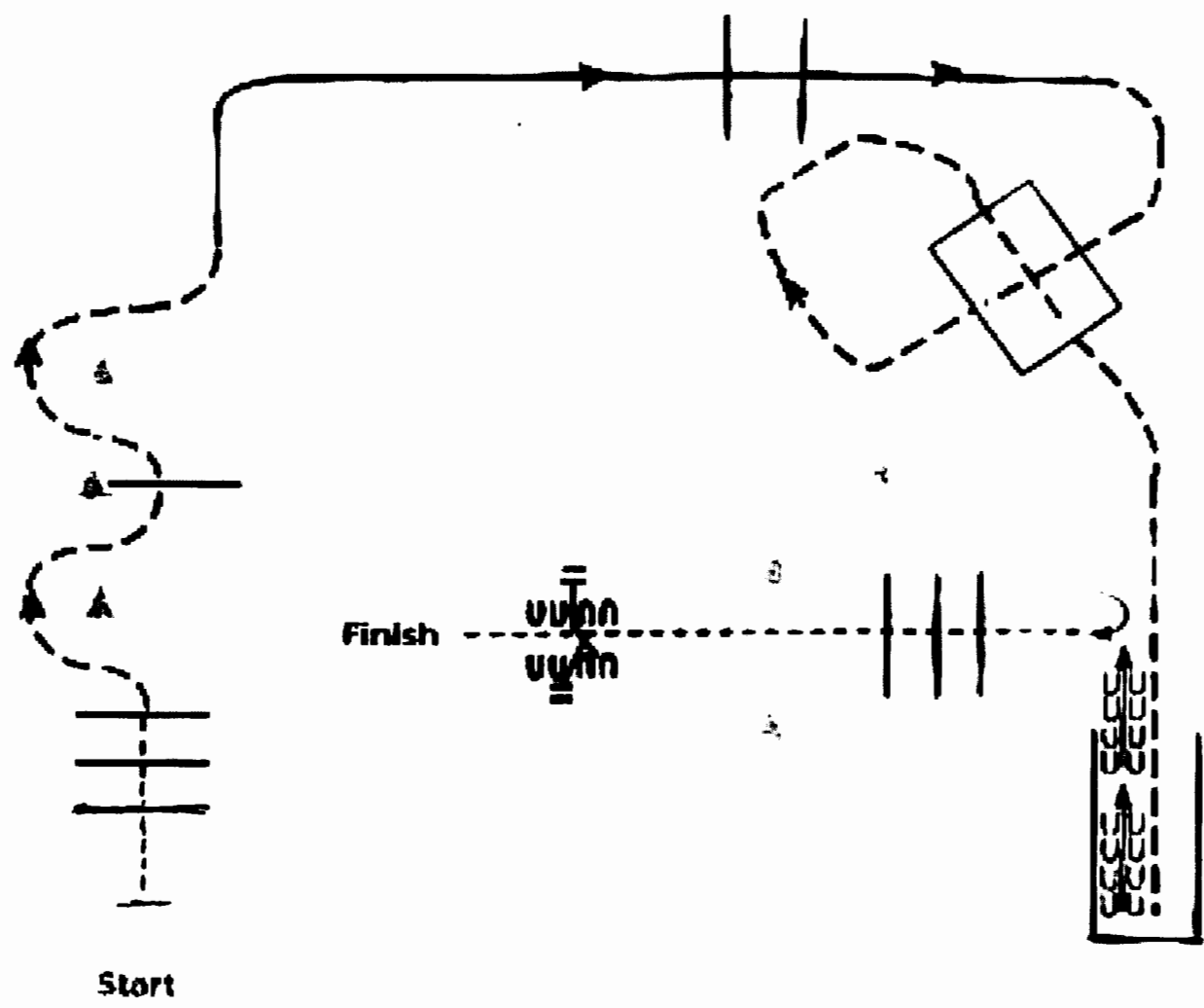
1. Walk A to B
2. At B extend the jog to C
3. Stop at C and perform a 180 degree turn to the left
4. Jog a circle around C
5. Stop at C and perform a 180 degree turn to the right
6. Lope on right lead to D
7. Stop and back approximately one horse length

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



# TRAIL

(WALK TROT WILL TROT AT THE LOPE (3))



1. Walk over poles
2. Jog through serpentine and over pole
3. Lope on right lead over poles (WT TROT)
4. Jog through box and into chute
5. Back out of chute
6. Turn 90 degrees and walk over poles
7. Work left hand gate and exit

**Walk**     - - - - -  
**Jog**       - - - - -  
**Lope**      \_\_\_\_\_  
**Back**      ←    ㄩㄩㄩㄩ  
                          ㄩㄩㄩㄩ