

patterns

Class:
4248

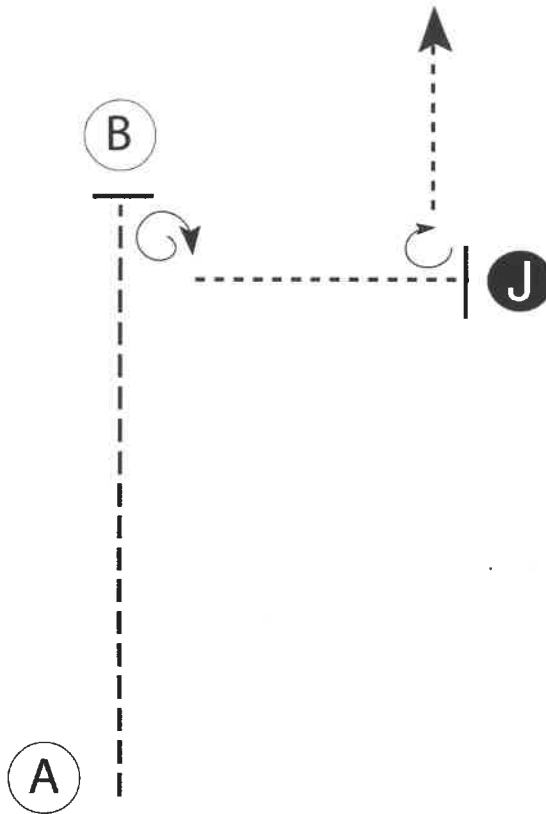
SAT

showmansip (all novice)

Show Date:

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

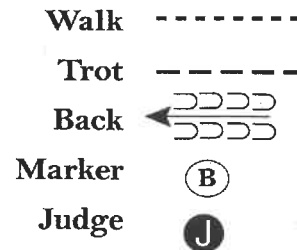
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot to B.
2. Stop and perform a 1 1/4 turn.
3. Walk to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 3/4 turn and walk straight away from judge.

Follow the instructions of your ring steward.



[S/2-52]

Pattern Provided by:

j goss

patterns

Class:
48, 49, 47, 49, 50, 51

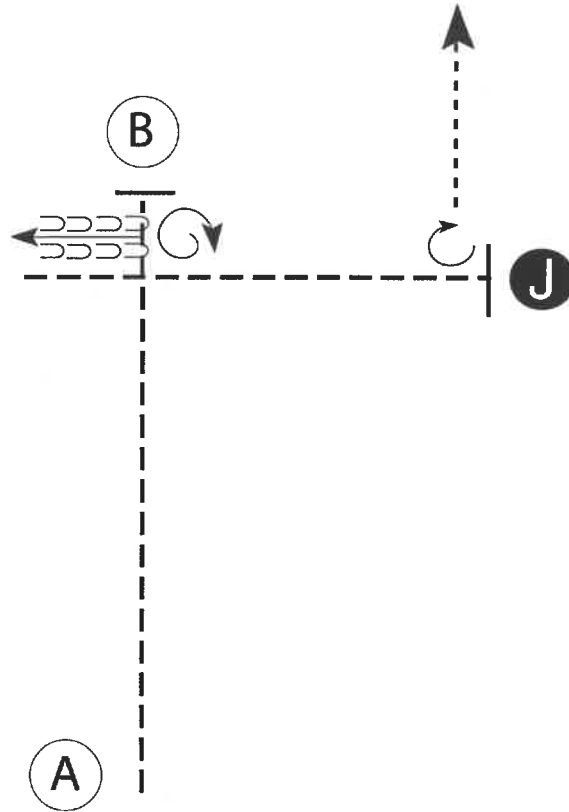
showmanship (youth/amateur/select)

Show Date:

SAT

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

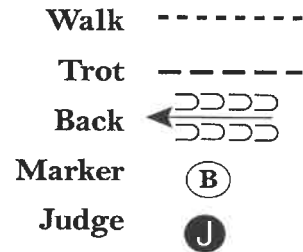
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot to B.
2. Stop and perform a 1 1/4 turn.
3. Back approximately one horse length.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 3/4 turn and walk straight away from judge.

Follow the instructions of your ring steward.



Pattern Provided by:

j goss

[S/3-52]

patterns

Showmanship (walk trot)

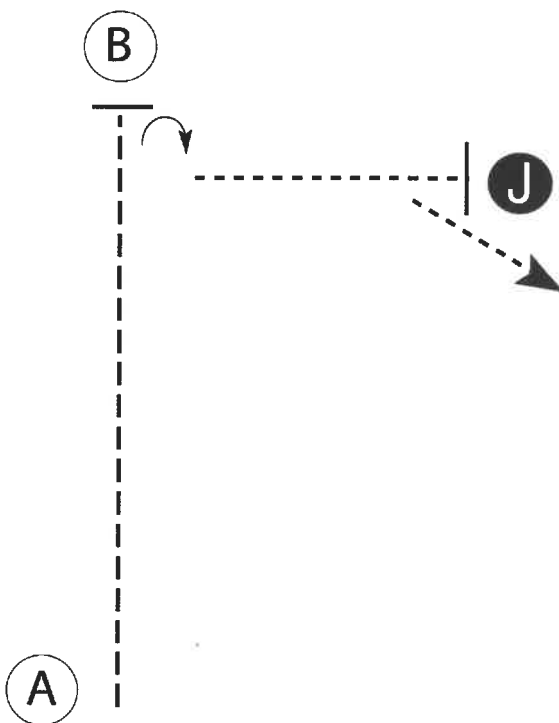
Class: 45,46

Show Date:

SAT

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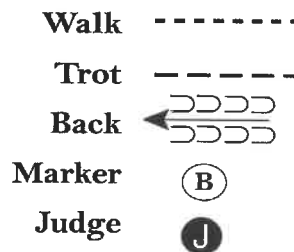
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Be ready at A.

1. Trot to B.
2. Stop and perform a 1/4 turn.
3. Walk to judge.
4. Stop and set up for inspection.
5. When dismissed, turn slightly to the right and walk straight away from judge.

Follow the instructions of your ring steward.



[SWT-52]

Pattern Provided by:

j goss

patterns

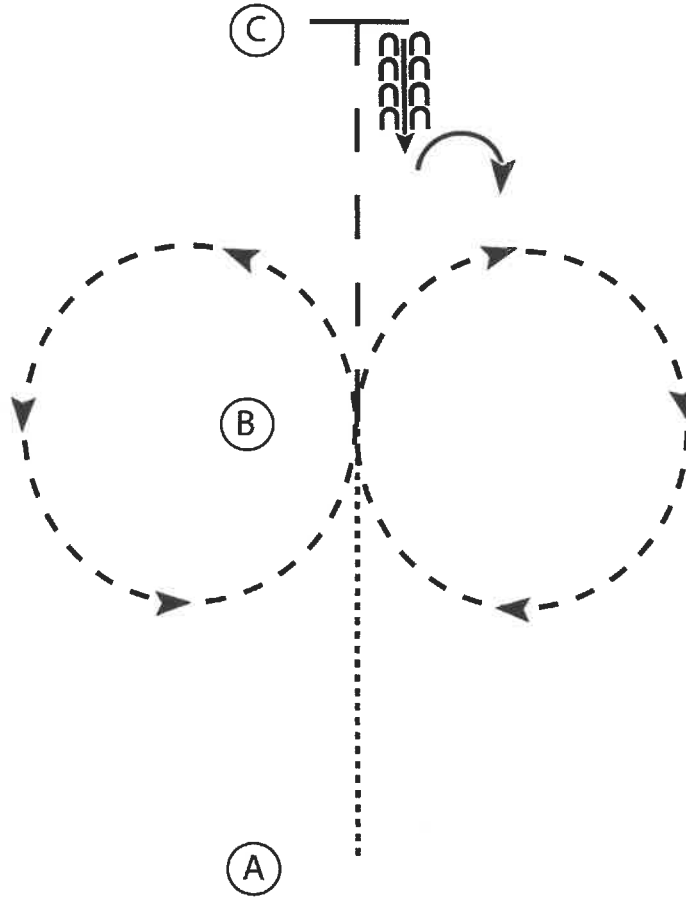
Hunt Seat Equitation (all walk trot)

Class:
52, 54
SAT

Show Date:

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. Walk A to B
2. Sitting trot circle to the right
3. Posting trot circle to the left
4. At B extend the trot to C
5. Stop at C and back 4 steps
6. Perform a 90 degree turn to the right

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

[HSE/WT-1]

Pattern Provided by:

j goss

patterns

Hunt Seat Equitation (novice)

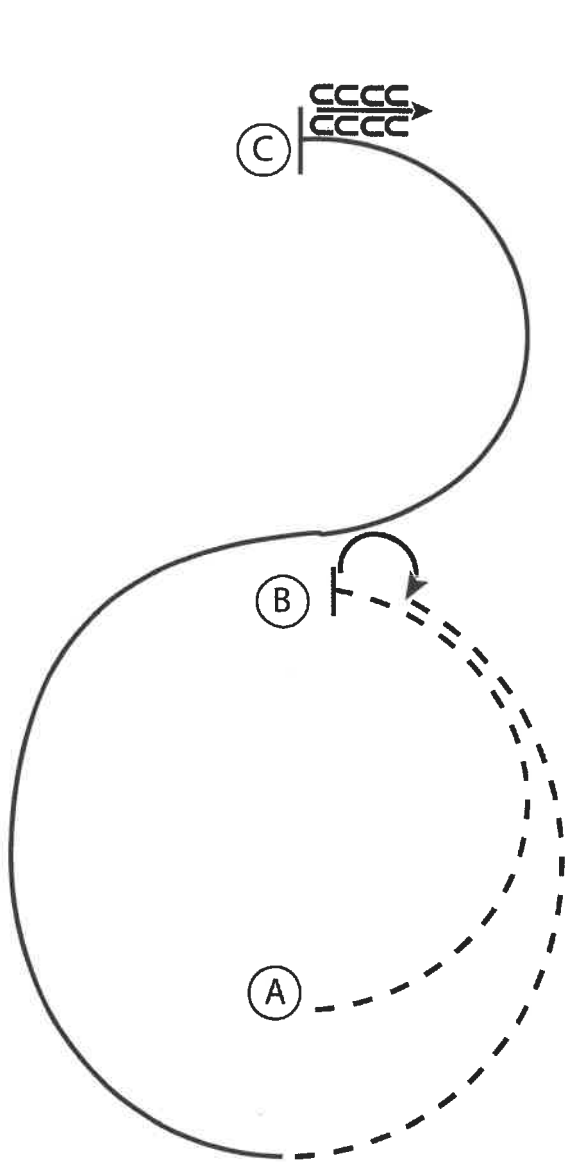
Class:
70,74

Show Date:

SAT

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. Posting trot half circle A to B
2. At B stop and perform a 180 degree turn to the right on the forehand
3. Posting trot half circle B to A
4. At A canter a half circle to B on the left lead
5. At B maintain the left lead in a half circle to C
6. At C stop and back 4 steps

Walk
Trot	- - - - -
Extended Trot	—————
Canter	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←

[HSE/2-7]

Pattern Provided by:

j goss

patterns

Class:
71, 72, 73, 75, 76, 77

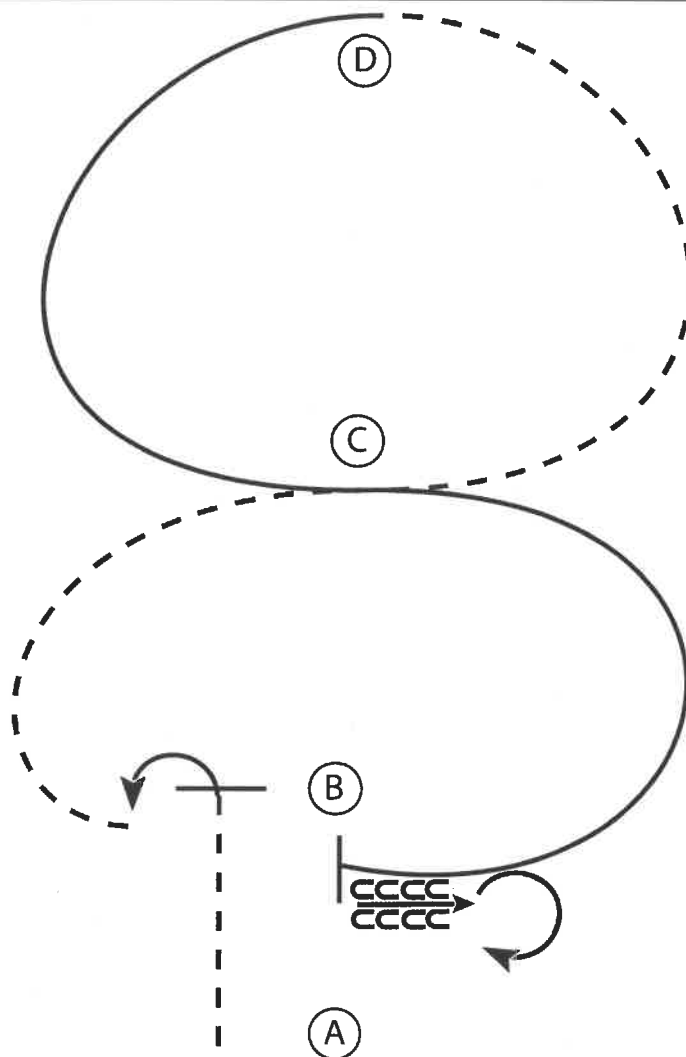
equitation (youth/amateur/select)

Show Date:

SAT

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. Sitting trot A to B
2. Stop at B and perform a 90 degree turn to the left on the forehand
3. Posting trot on the left diagonal in a half circle to C
4. At C change diagonals and posting trot a half circle to D
5. At D canter on the left lead in a half circle to C and continue in a half circle to B
6. Stop at B and back 4 steps
7. Perform a 270 degree turn to the right on the hindquarters

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

[HSE/3-7]

Pattern Provided by:

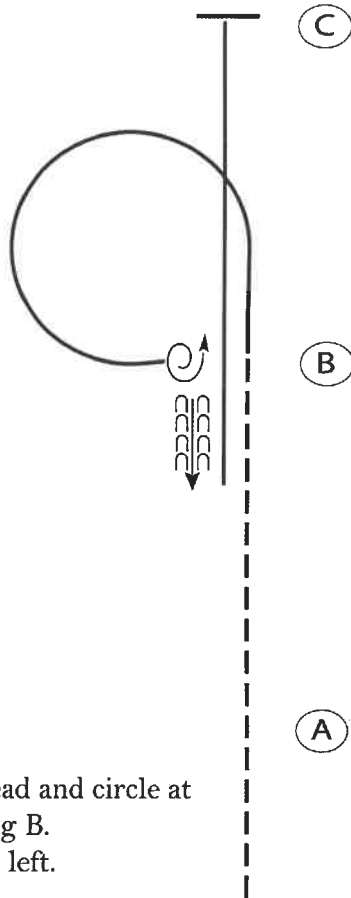
j goss

Western Horsemanship (novice)

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	⊙ B
Sidepass	←-----→

[WH/2-17]

Pattern Provided by:

j goss

patterns

Class: 104, 105, 106, 108, 109, 110

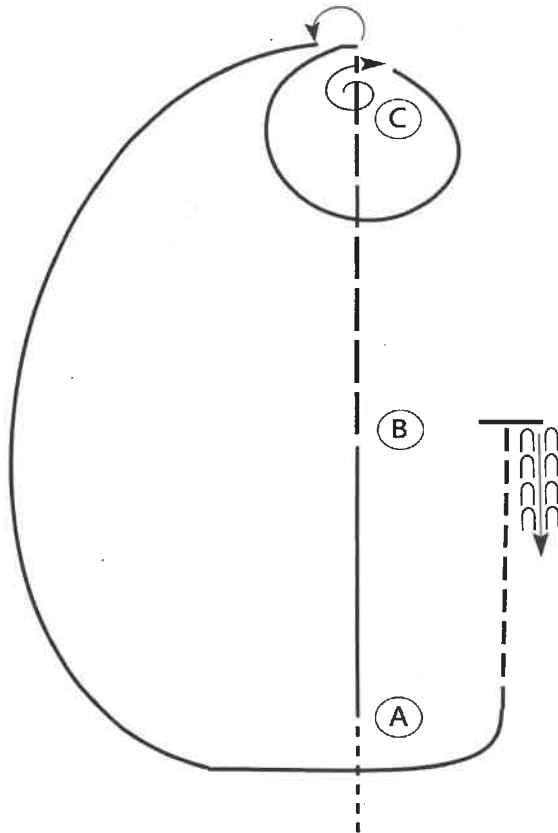
Western Horsemanship (youth/amateur/select)

SUN

Show Date:

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 before A.

1. Walk to A.
2. At A, lope on the left lead to B.
3. At B, extend the jog to past C.
4. Stop and perform a 450 degree turn to the right.
5. Lope a circle around C on the right lead.
6. Stop at C and perform a 180 degree turn to the left.
7. Lope a large fast half circle to and around A .
8. At A, jog to B.
9. Stop at B and back 4 approximately one horse length.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	———/———
Back	←———
Marker	ⓑ

[WH/3-8]

Pattern Provided by:

j goss

patterns

Class:
86, 88

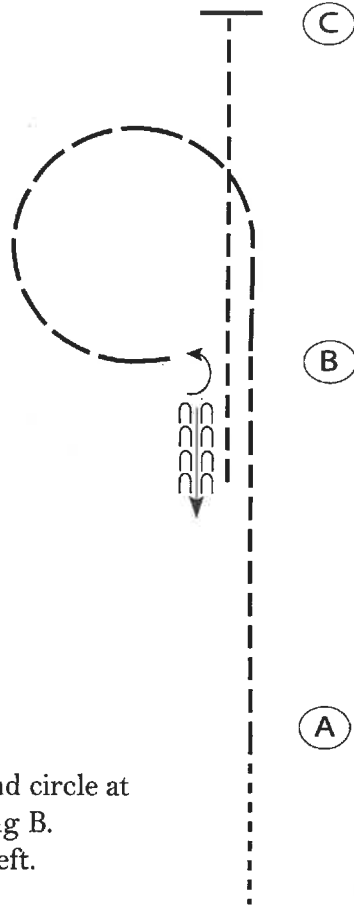
Western Horsemanship (all walk trot)

SUN

Show Date:

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



Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog 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/WT-17]

Pattern Provided by:

j goss

patterns

Ranch Riding

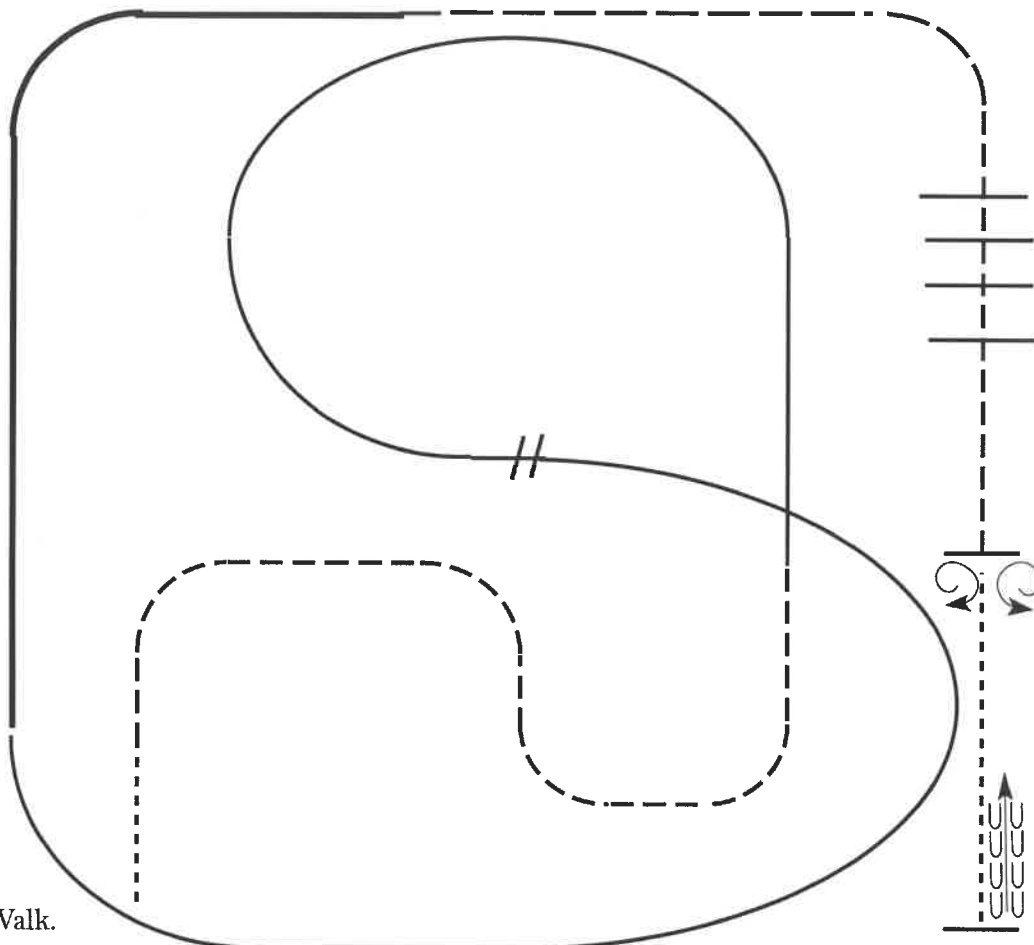
All

SUN

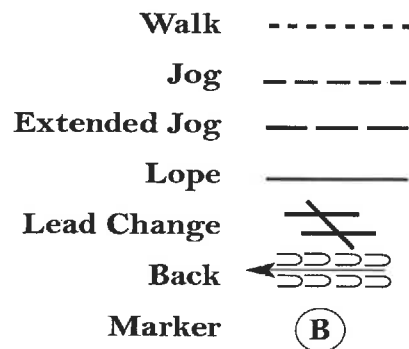
Show Date:

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1. Walk.
2. Trot serpentine
3. Lope left lead around end of arena and then diagonally across arena.
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena.
6. Extend lope on the straight away around corner to center of arena.
7. Extend trot around corner of arena
8. Collect to a trot
9. Trot over poles
10. Stop do a 360 turn each direction (either direction 1st)
11. Walk, stop and back.



[RR/4]

Pattern Provided by:

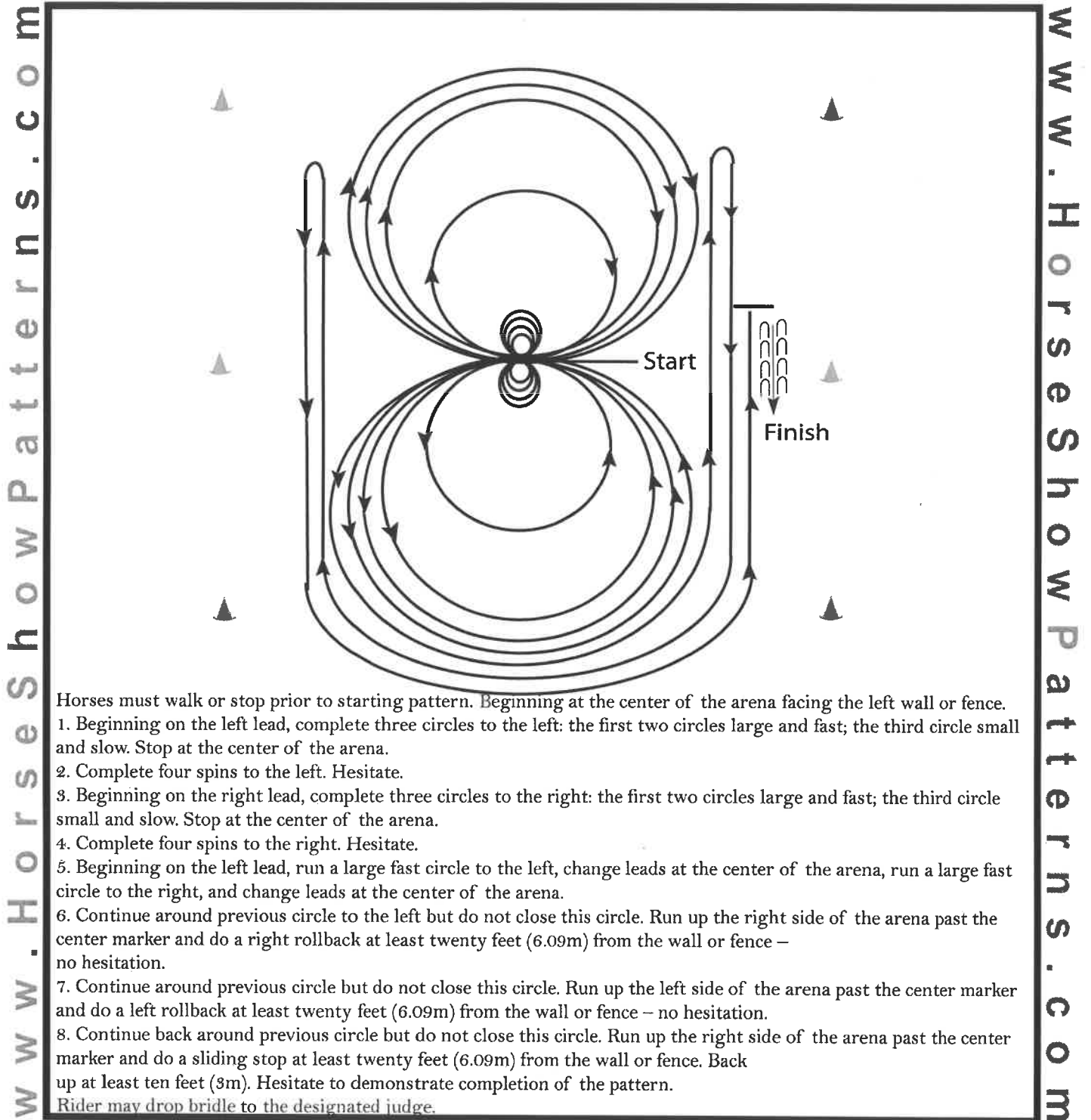
j goss

patterns

Reining (all)

SUN

Show Date:



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

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous 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 twenty feet (6.09m) from the wall or fence – no hesitation.
7. Continue 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 twenty feet (6.09m) 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 sliding stop at least twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

[R/AQHAP-5]

Pattern Provided by:

j goss

patterns

Western Riding

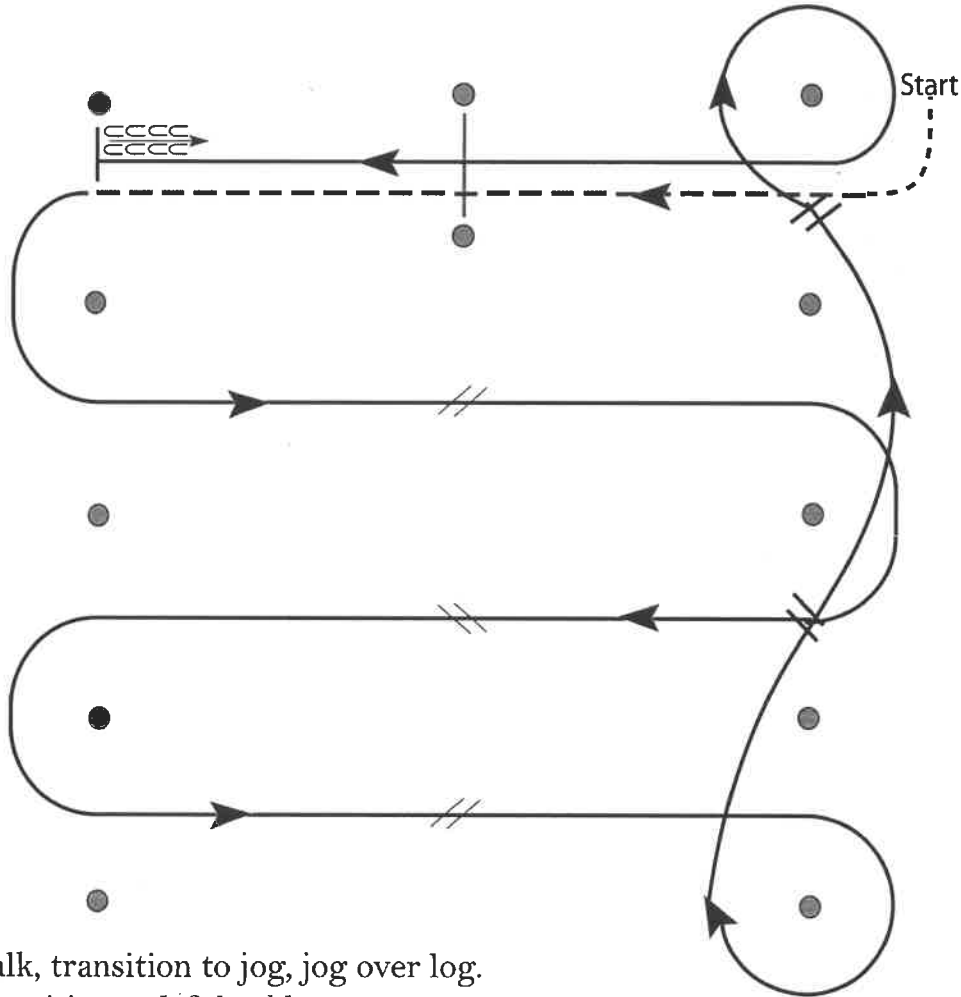
All

SUN

Show Date:

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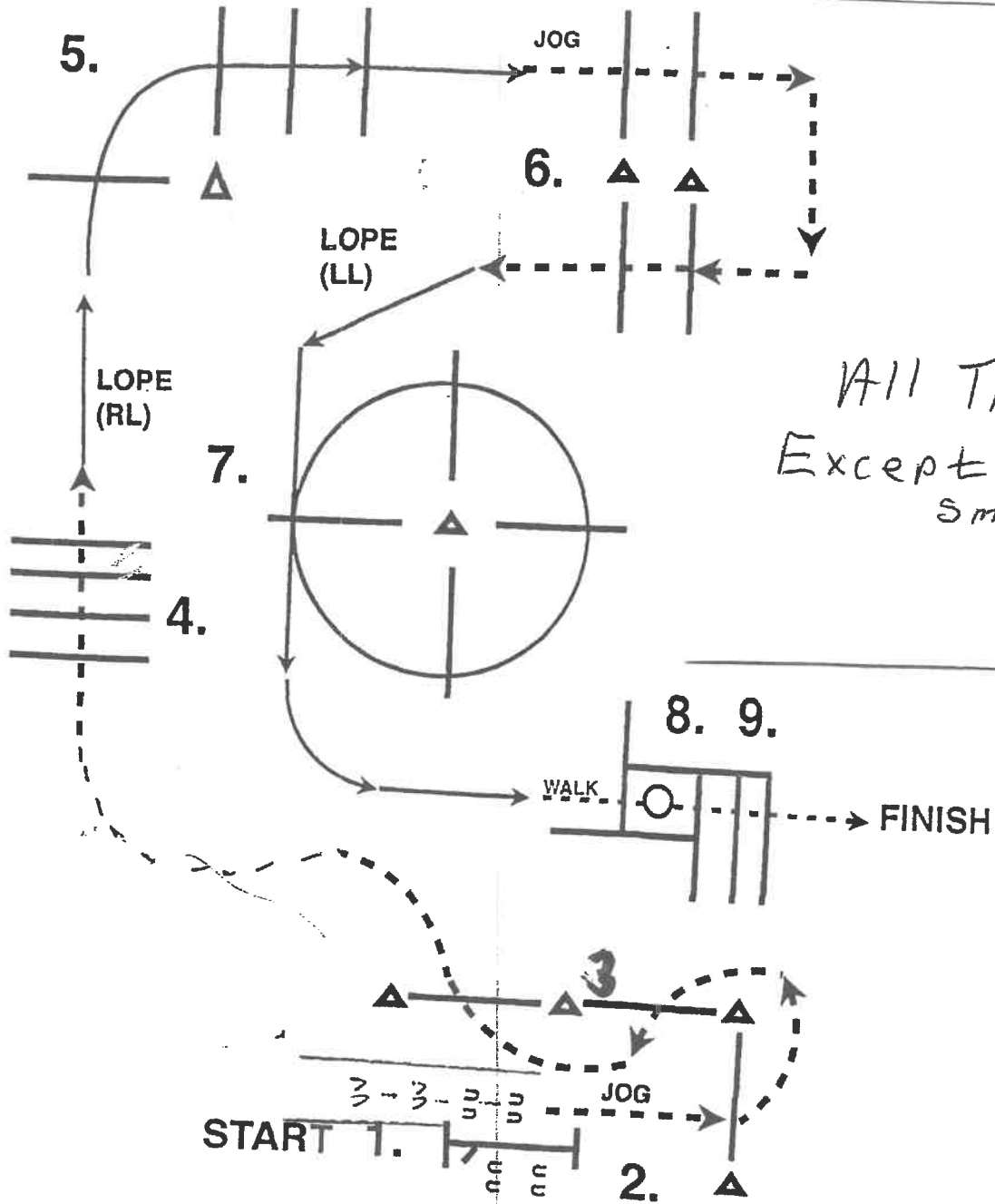
1. Walk, transition to jog, jog over log.
2. Transition to left lead lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.

[WR/GP-2]

Pattern Provided by:

j goss

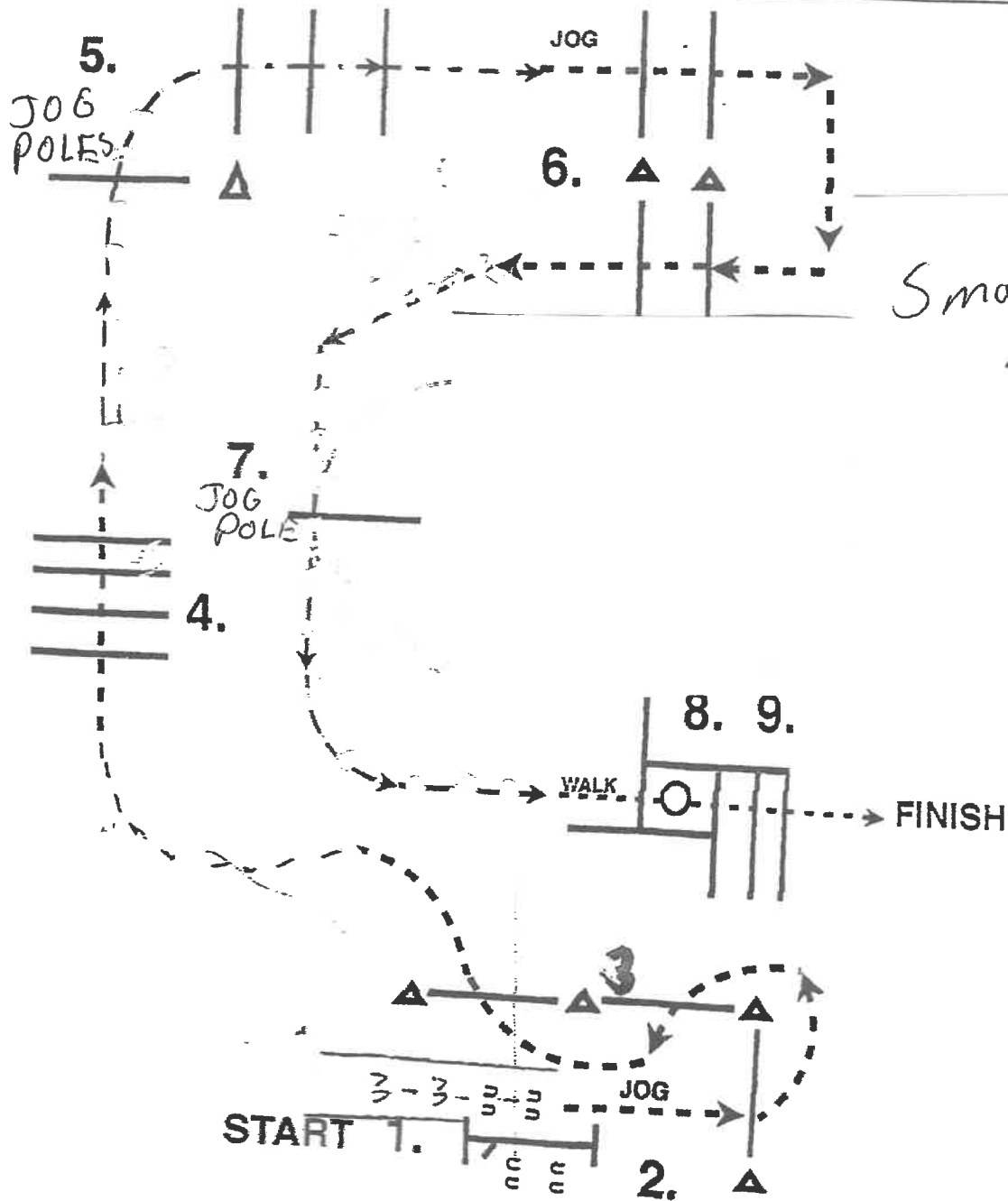
SUN



1. GATE: RH RIDE THRU CLOSE.
2. BACK UP STRAIGHT
3. JOG OVER POLES AND AROUND CONES.
4. JOG OVER POLES.
5. LOPE OVER POLES (RL).

6. BREAK TO JOG, JOG OVER POLES
7. LOPE OVER POLES (LL).
8. STOP OR BREAK TO WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. WALK OVER POLES.

SUN



Small Fry Trail

1. GATE: RH RIDE THRU CLOSE.
2. BACK UP STRAIGHT
3. JOG OVER POLES AND AROUND CONES.
4. JOG OVER POLES.
5. JOG OVER POLES
6. JOG OVER POLES
7. JOG OVER POLE
8. STOP OR BREAK TO WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. WALK OVER POLES.