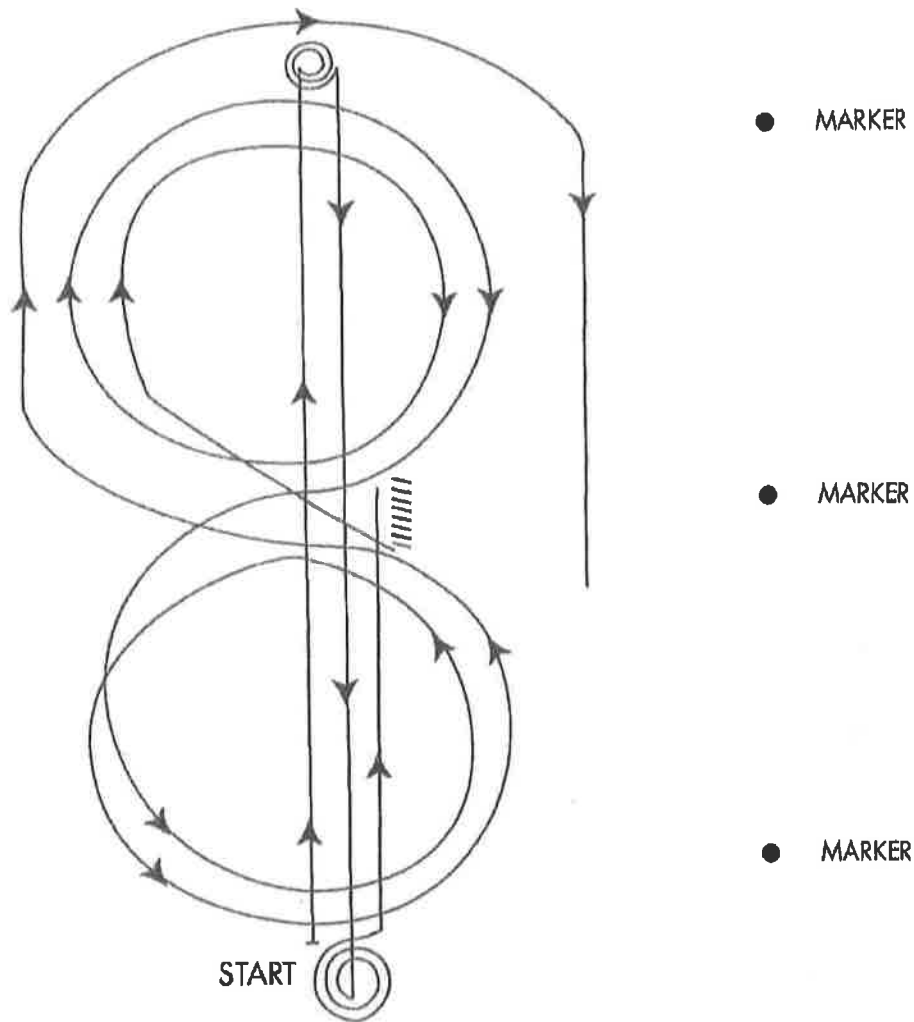


# Working Cow and Boxing

## Working Cow #4

Pattern 4

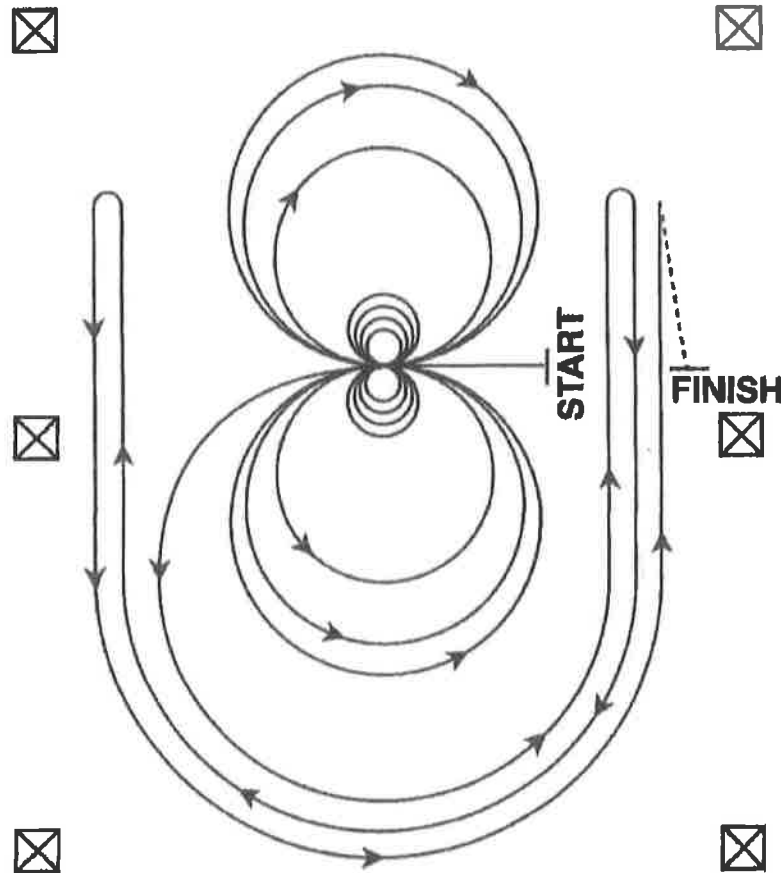


### INSTRUCTIONS

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 2 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 2 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet (3.05–4.57 m) in a straight line.
6. Complete 1/4 turn to the left, hesitate. Begin on right lead. Circle to the right.
7. Complete one small, slow circle and one large, fast circle. Change leads to the left.
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around end of arena to the other side, past center marker, at least 20 feet (6.09 m) from fence and come to sliding stop.
10. Hesitate to complete pattern.

# Reining #6

Pattern 6



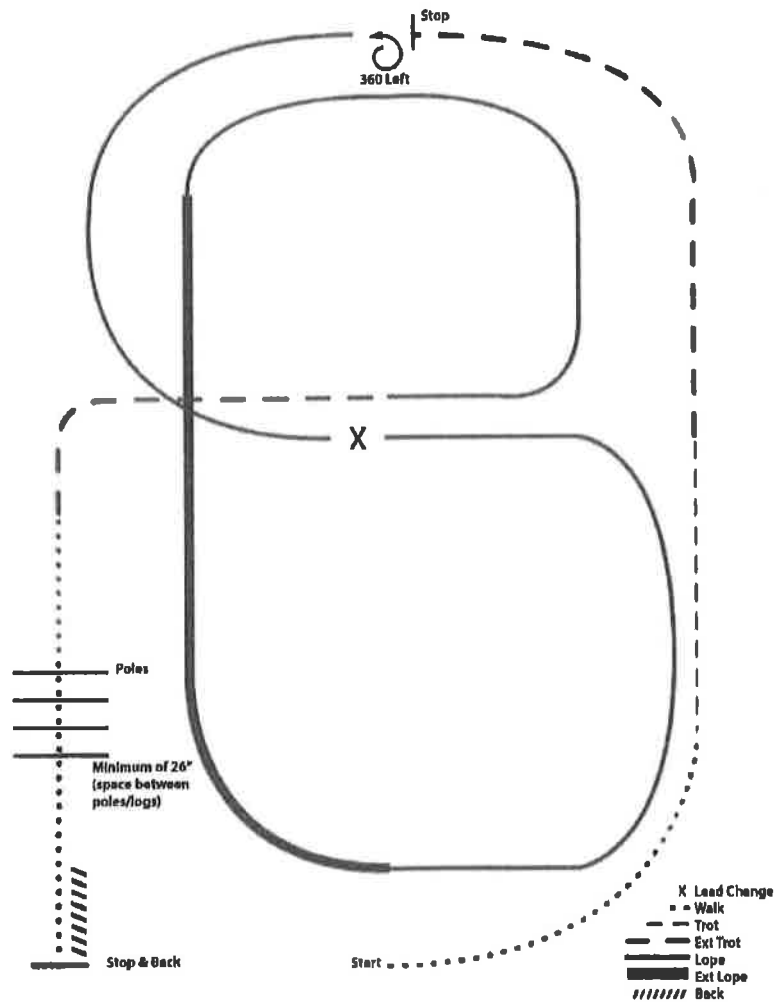
☒ MARKER

## INSTRUCTIONS

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 fast 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 (6.09 m) 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 (6.09 m) 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 (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate the completion of the pattern.

## Ranch Horse Riding Pattern 1



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  $\frac{1}{2}$  circle, lope to the center
6. Change leads (simple or flying)
7. Right lead  $\frac{1}{2}$  circle

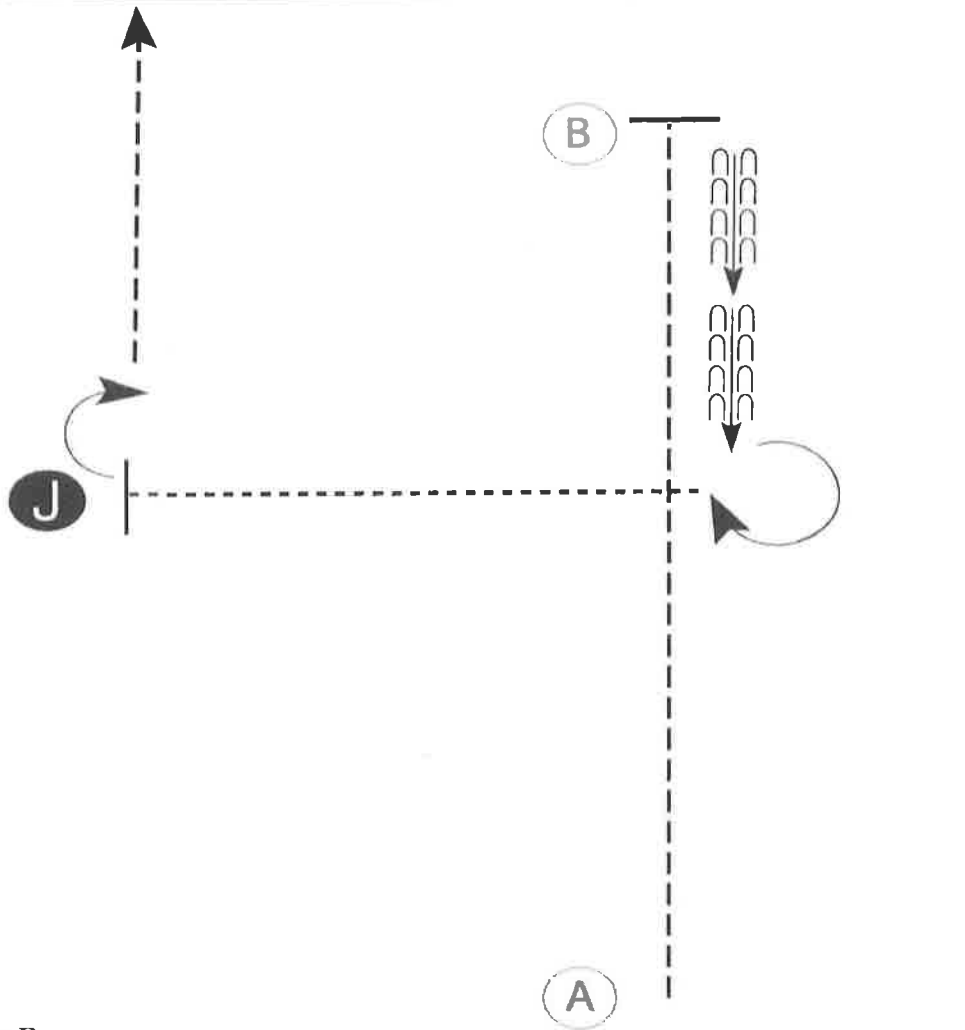
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

# SHOWMANSHIP

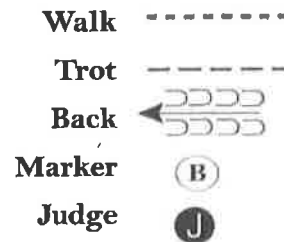
## All Walk/Trot

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. Trot A to B.
2. Stop at B.
3. Back halfway to A.
4. Perform a 270 degree turn .
5. Walk to the judge, stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and trot away from judge.



Follow the instructions of your ring steward.

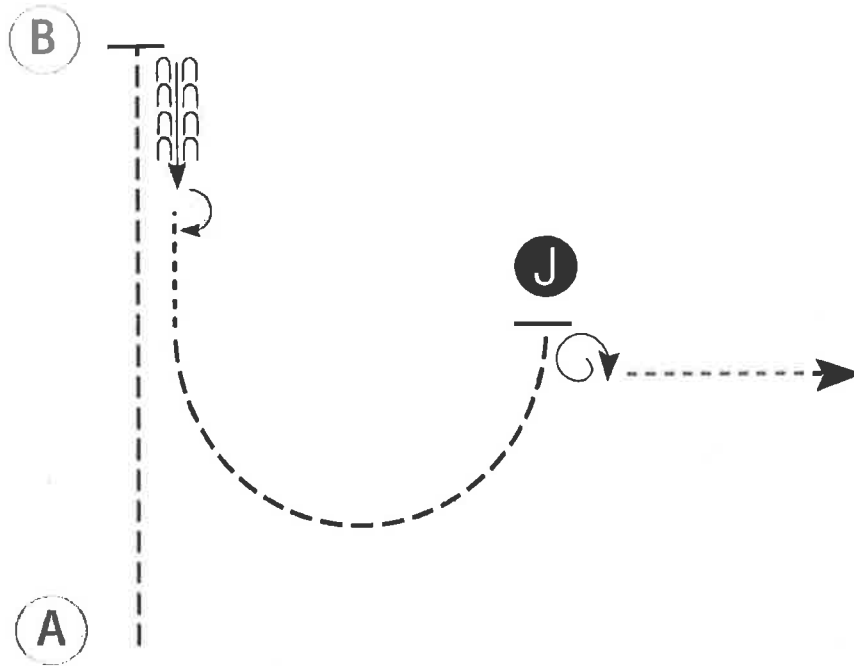
[SWT-1]

# SHOWMANSHIP

## All Youth & Novice Youth Except Walk/Trot

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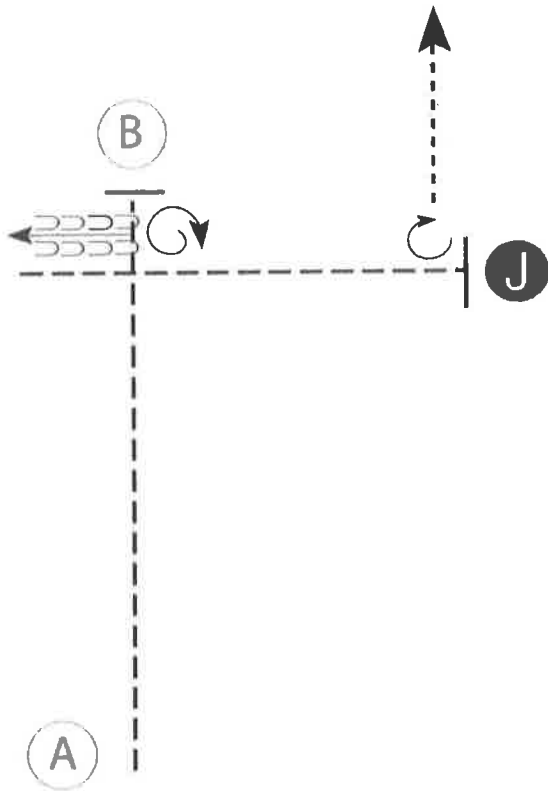
Be ready at A.

1. Trot to B.
2. Back approximately one horse length.
3. Perform a 1/2 turn.
4. Walk until even with Judge.
5. Trot a 1/2 circle to Judge.
6. Stop and set up.
7. When dismissed, perform a 1 1/4 turn and walk straight away from judge.
8. Proceed to line up by following the instructions of your ring steward.

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

# SHOWMANSHIP

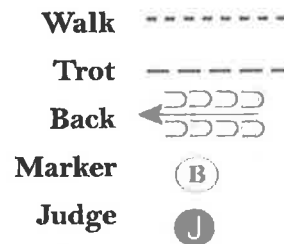
## All Non-Pro Except Walk/Trot



Be ready at A.

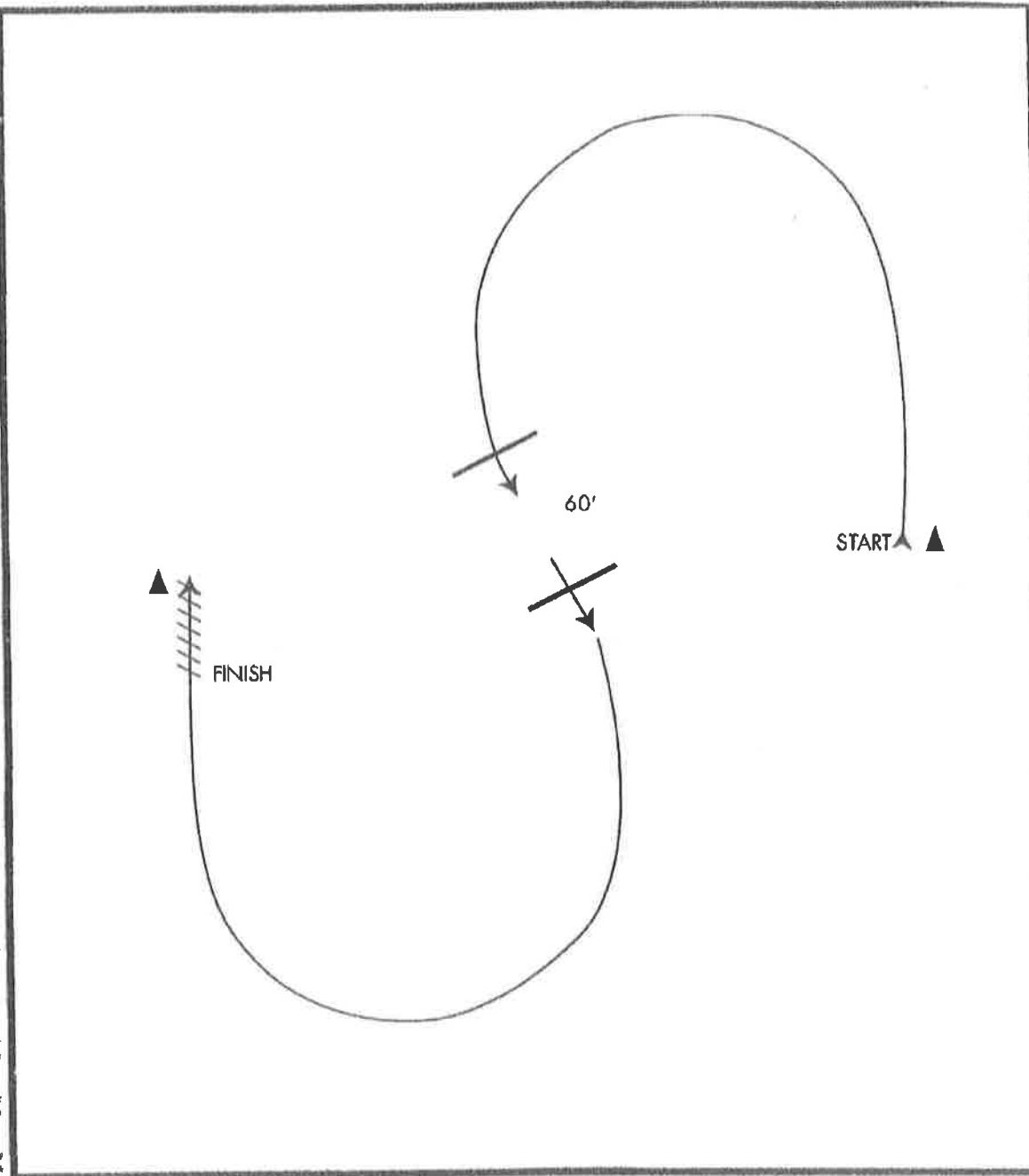
1. Trot to B.
2. Stop and perform a 1 1/4 turn.
3. Back approximately one horse length.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 3/4 turn and walk straight away from judge.

Follow the instructions of your ring steward.



# Hunter Hack

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



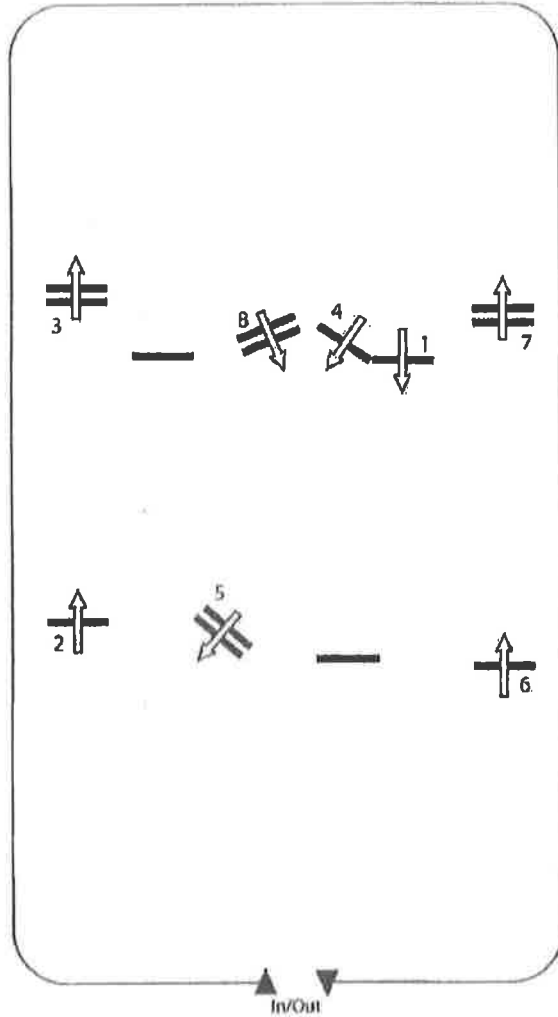
w w w . H o r s e S h o w P a t t e r n s . c o m

[HSE/2-58]

# Equitation Over Fences Working Hunter

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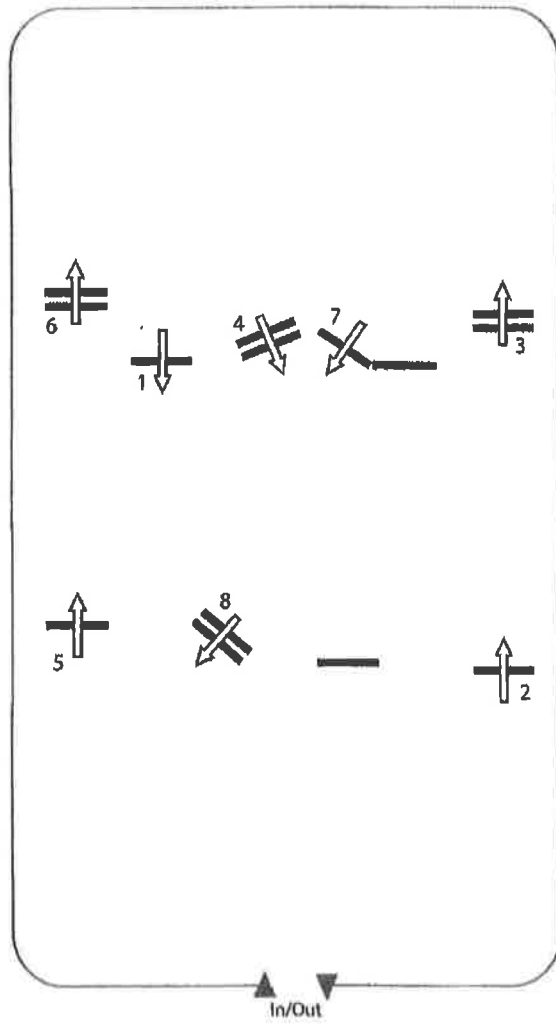
[HSE/2-58]



# Jumping

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



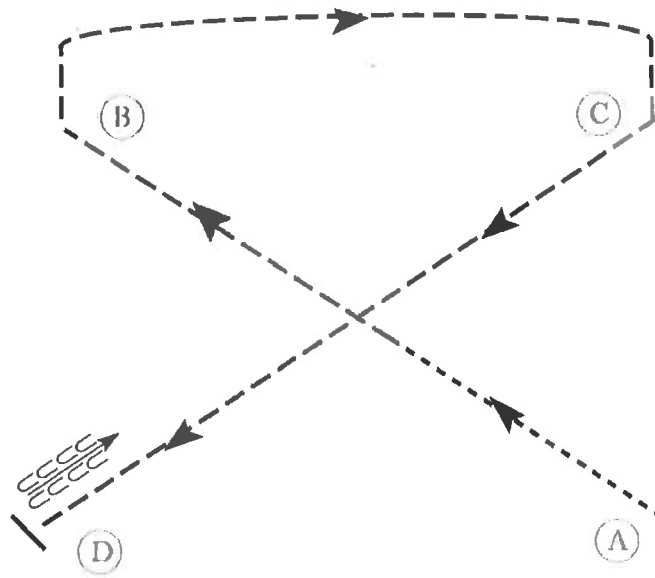
[HSE/2-58]

# HUNT SEAT EQUITATION

## All Walk/Trot

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Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal 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	—————

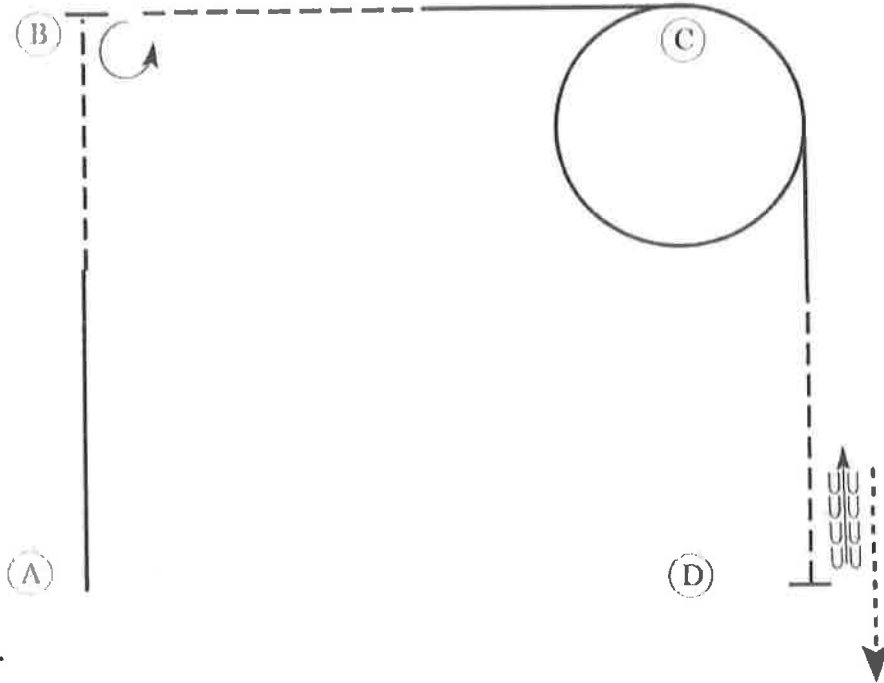
# HUNT SEAT EQUITATION

## All Youth & Novice Youth

### Except Walk/Trot

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Be ready at A.

1. Canter on the left lead halfway to B.
2. Sitting trot to B.
3. Stop at B and execute a 270 degree turn on the haunches to the left.
4. Posting trot on the right diagonal halfway to C.
5. Canter on the right lead to and in a circle around C.
6. Continue on the right lead halfway to D.
7. Posting trot on the left diagonal to D.
8. Stop at D and back approximately one horse length.
9. Walk forward to and past D.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	⊙
Sidepass	←←←←←
Hand Gallop	=====

Follow the instructions of your ring steward.

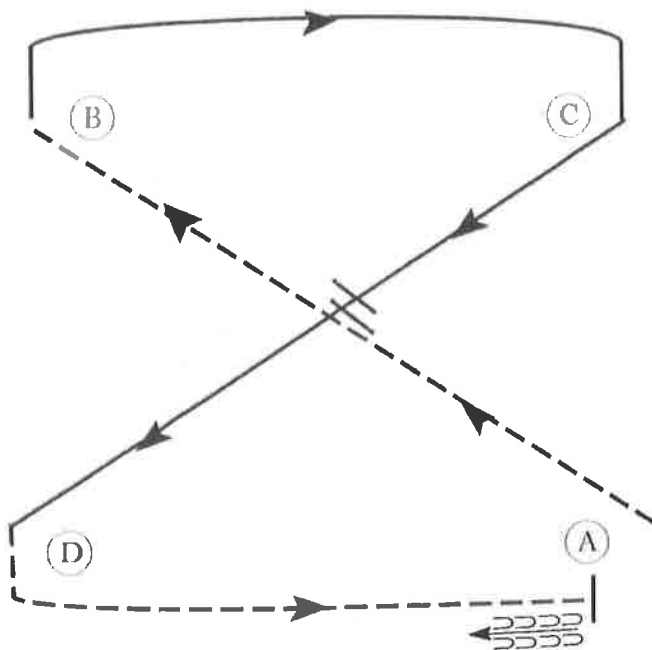
[HSE/3-43]

# HUNT SEAT EQUITATION

## All Non-Pro Except Walk/Trot

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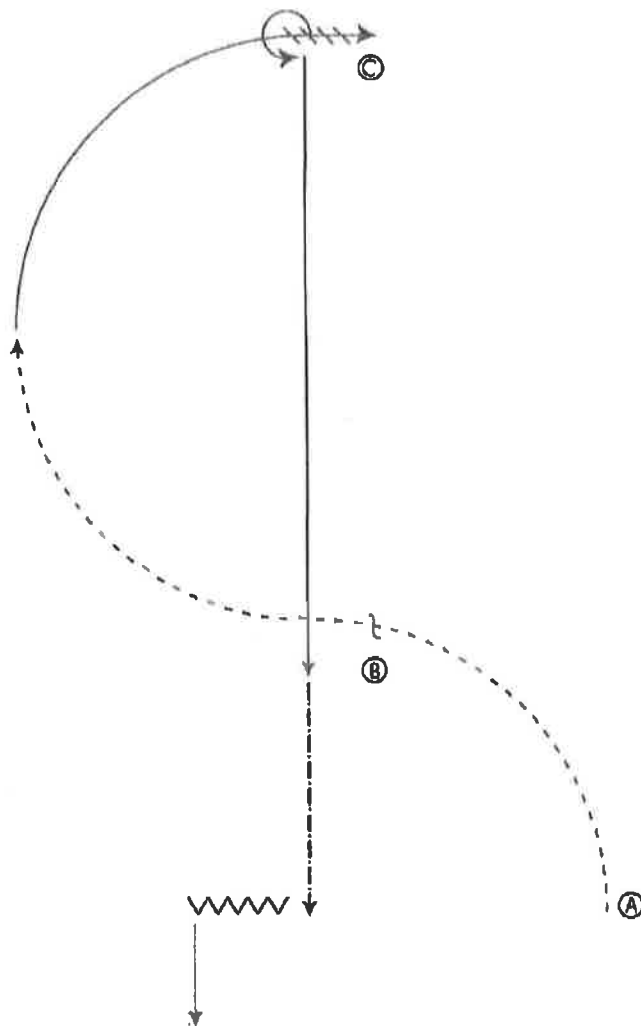
Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C and 1/2 way to D.
3. Change leads and canter to D.
4. Posting trot on the right diagonal to A.
5. Halt at A 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	-----

# Saddle Seat Equitation



## KEY

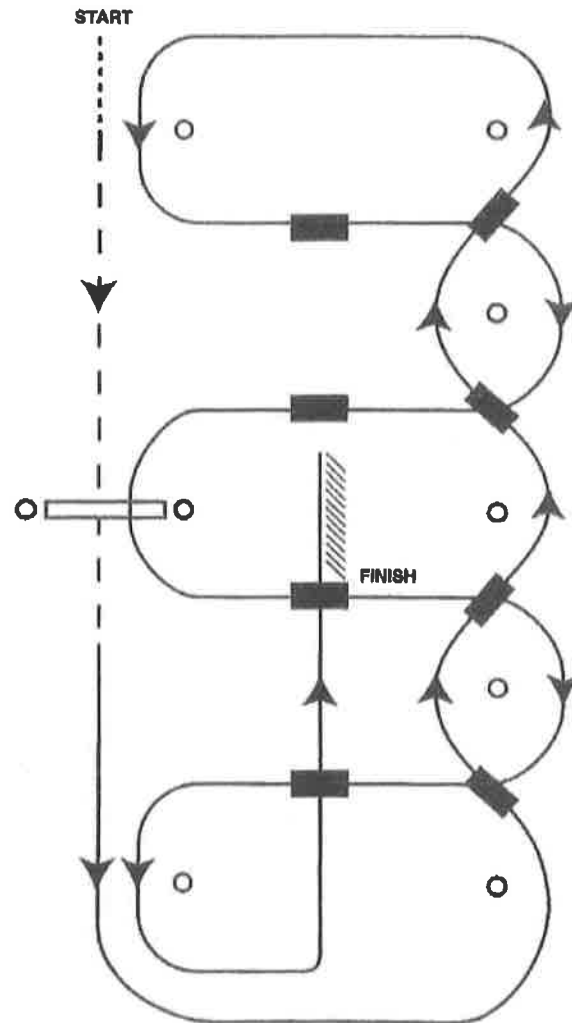
## INSTRUCTIONS

.....	WALK
-----	POSTING TROT
- . - . - .	SITTING TROT
-----	EXTENDED TROT
—————	CANTER
//////////	BACK
~	CHANGE LEADS
~~~~~	SIDEPASS
~	CHANGE DIAGONALS
Ⓐ	MARKER

1. Begin at A, pick up the posting trot on the right diagonal to B. At B, change diagonals and trot in a quarter circle.
2. Pick up the canter and canter in the right lead to C.
3. At C, stop and back. Execute a 270-degree turn on the haunches to the left.
4. Canter from C to B in the left lead.
5. At B, break down to a sitting trot until even with A.
6. At A, stop. Sidepass right.
7. Walk forward and exit the arena at a walk.

# Western Riding #1

Pattern 1



## KEY

-----	WALK
- - - -	JOG
————	LOPE
///////	BACK
○	MARKER
■	RECOMMENDED CHANGING AREA
■	LOG

## INSTRUCTIONS

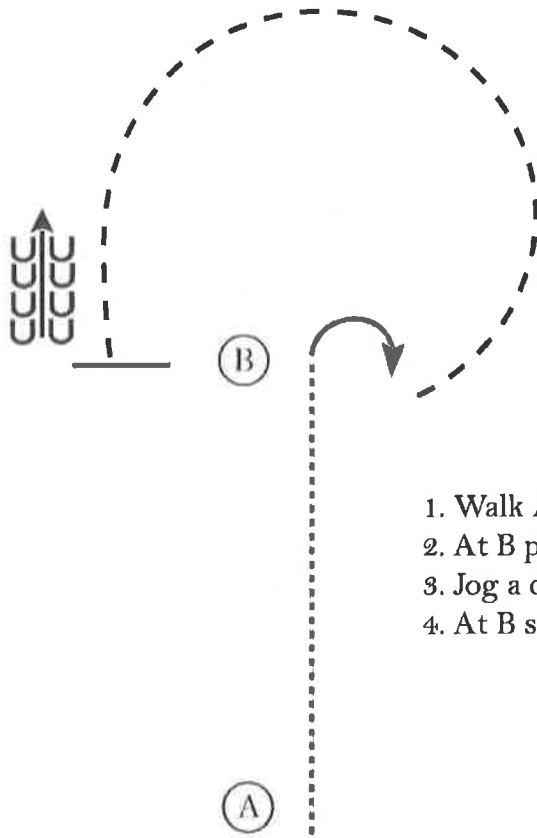
1. Walk and jog over log
2. Transition to left and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change and lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change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

# HORSEMANSHIP

## All Walk/Trot

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1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

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

[WH/WT-7]

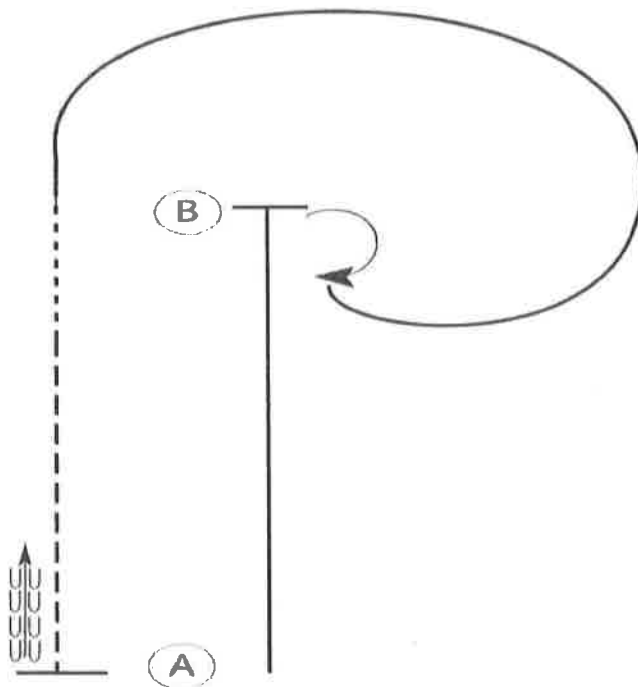
# HORSEMANSHIP

## All Youth & Novice Youth

### Except Walk/Trot

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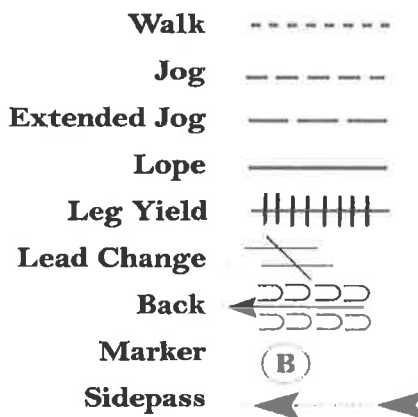
www.HorseShowPatterns.com



Be ready at A.

1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Lope on the left lead back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.



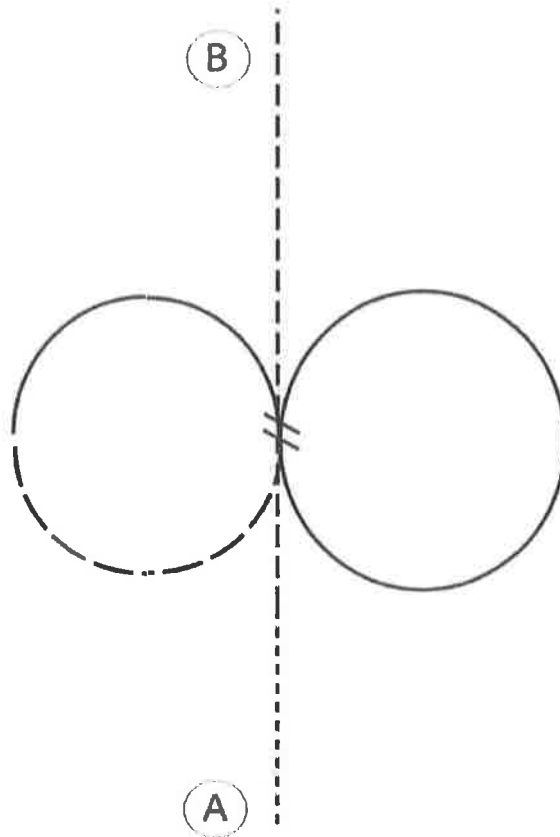


# HORSEMANSHIP

## All Non-Pro & Bareback Except Walk/Trot

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www.HorseShowPatterns.com

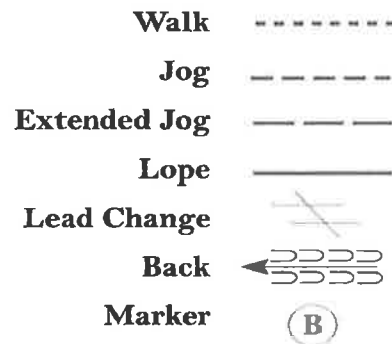


Be ready at A.

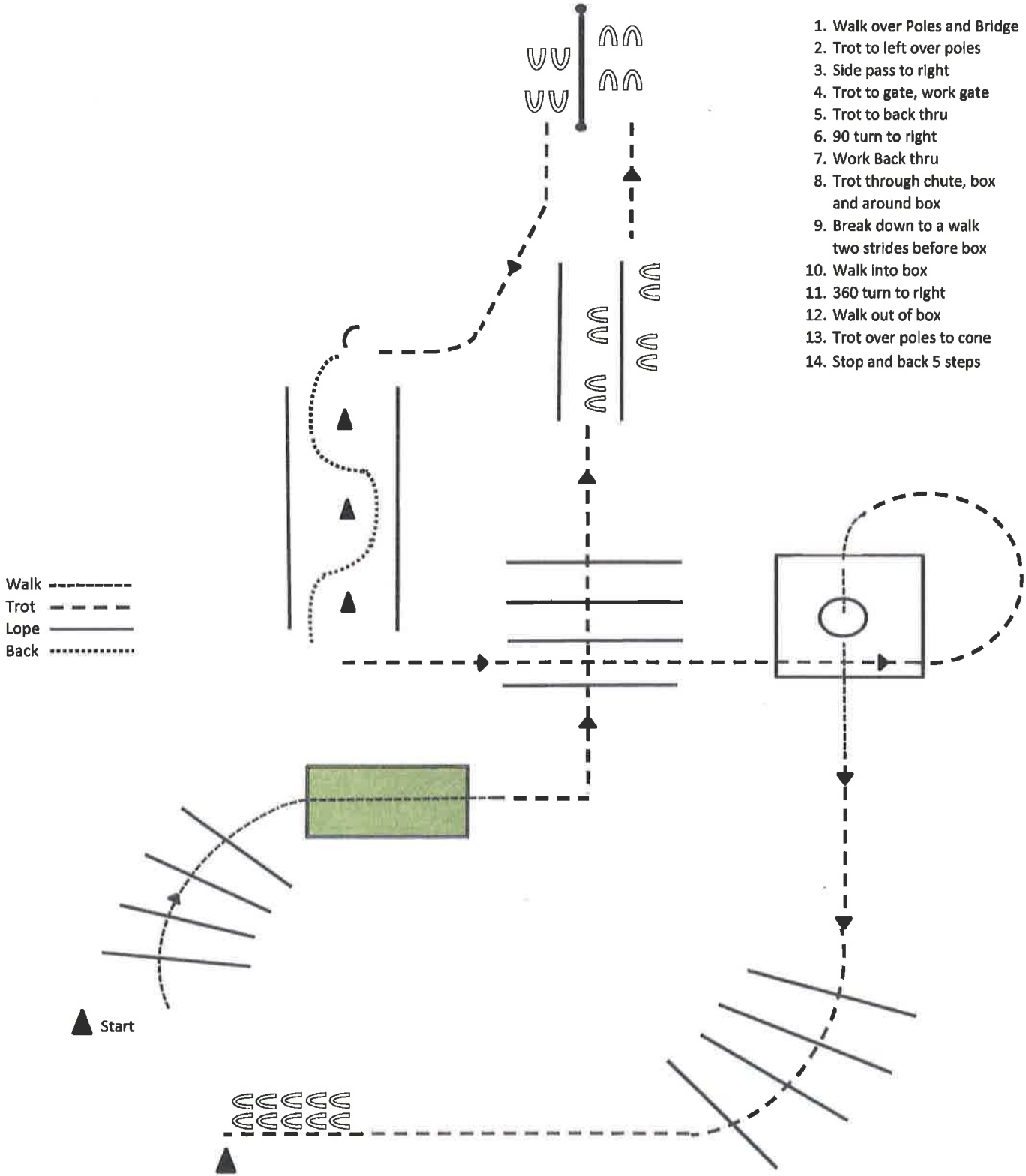
1. Walk halfway to center of pattern.
2. Jog to center of pattern.
3. Lope a circle to the right on the right lead.
4. Perform a simple lead change at center.
5. Lope a half circle to the left.
6. Close the circle at an extended jog.
7. Slow to a jog and jog to B.

Pattern is over once you have passed B at the jog.

Follow the directions of your ring steward.



# Trail - All Walk/Trot

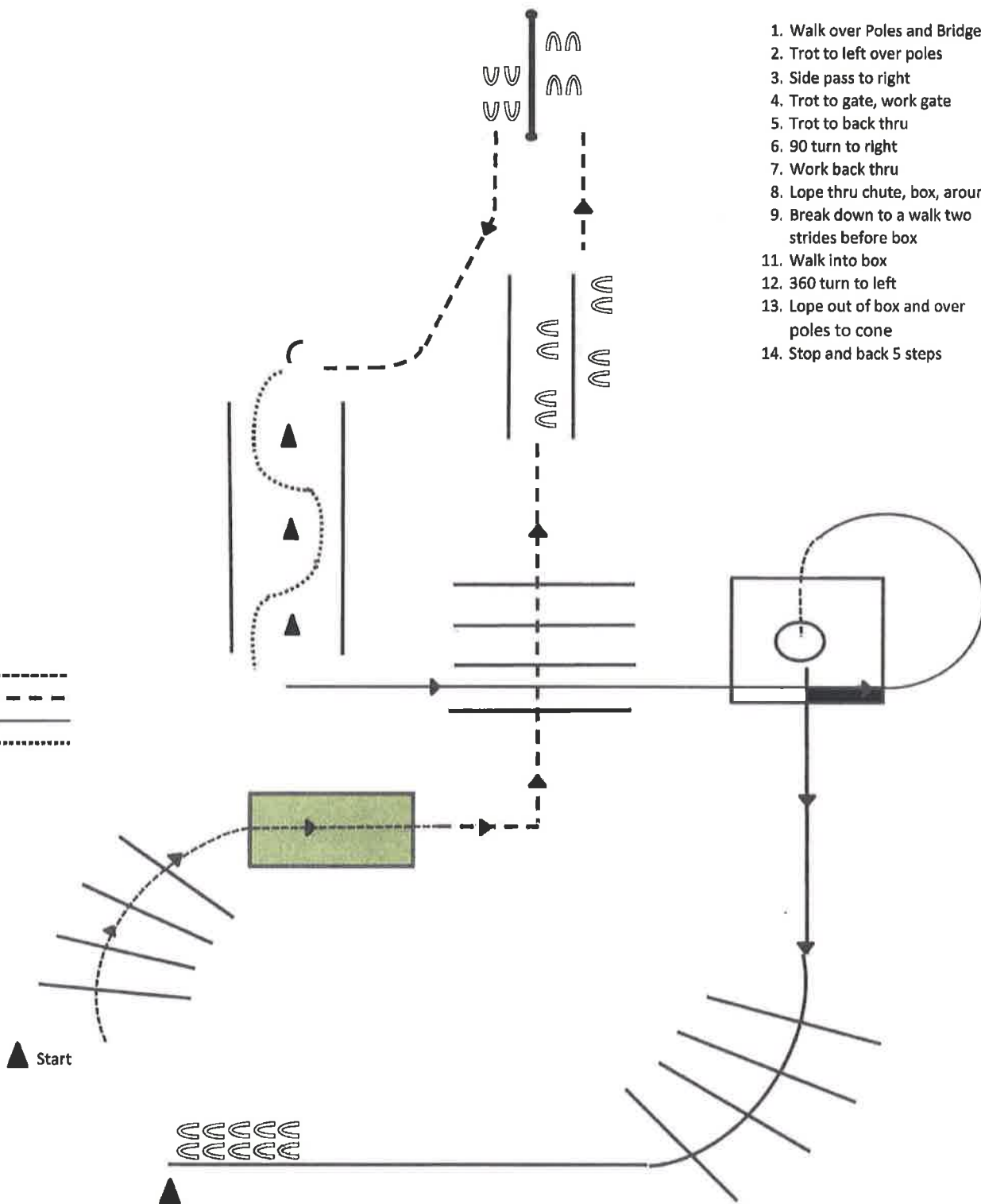


1. Walk over Poles and Bridge
2. Trot to left over poles
3. Side pass to right
4. Trot to gate, work gate
5. Trot to back thru
6. 90 turn to right
7. Work Back thru
8. Trot through chute, box and around box
9. Break down to a walk two strides before box
10. Walk into box
11. 360 turn to right
12. Walk out of box
13. Trot over poles to cone
14. Stop and back 5 steps

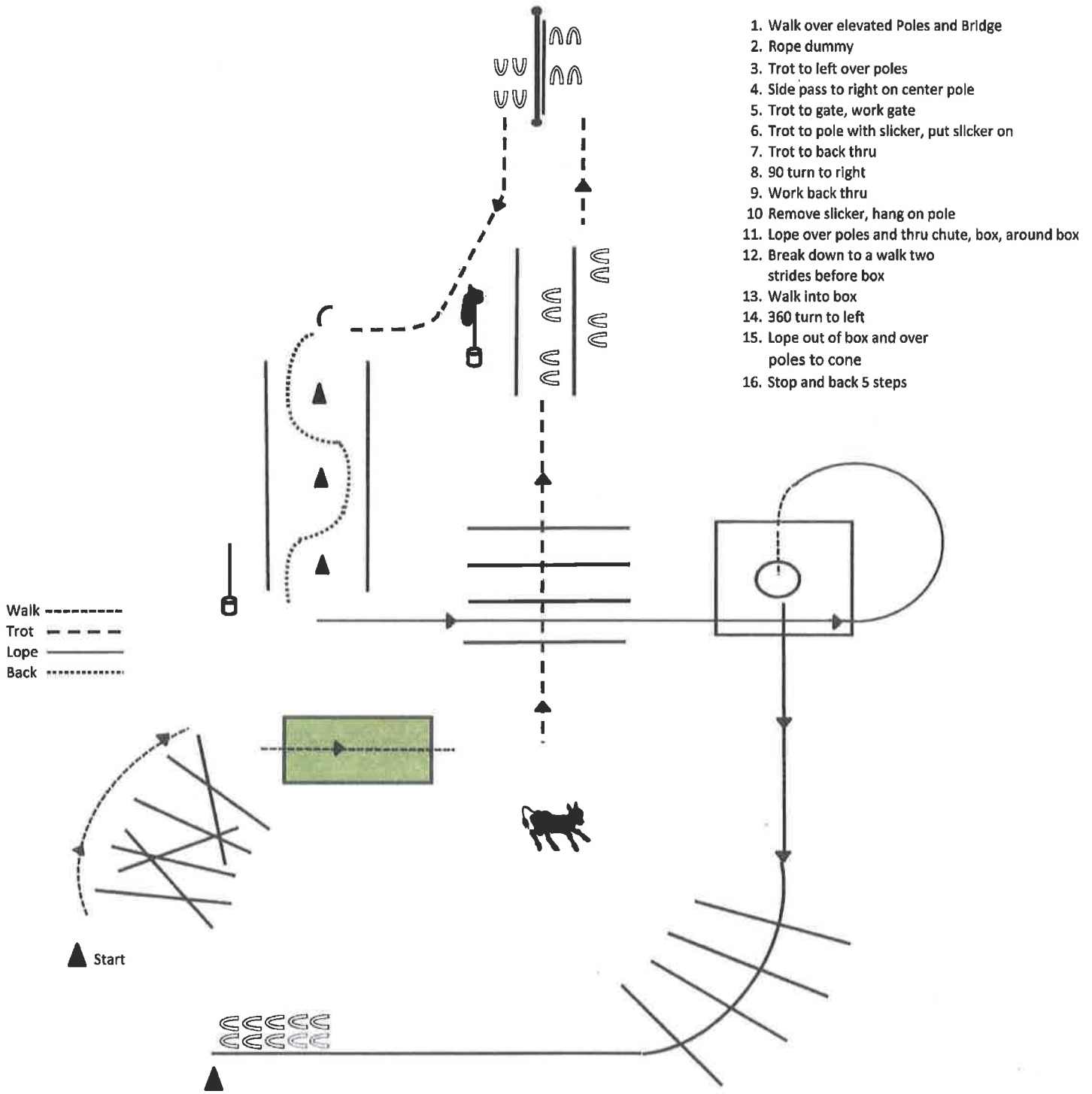
# Trail - All Except W/T

1. Walk over Poles and Bridge
2. Trot to left over poles
3. Side pass to right
4. Trot to gate, work gate
5. Trot to back thru
6. 90 turn to right
7. Work back thru
8. Lope thru chute, box, around box
9. Break down to a walk two strides before box
11. Walk into box
12. 360 turn to left
13. Lope out of box and over poles to cone
14. Stop and back 5 steps

Walk - - - - -  
 Trot - - - - -  
 Lope ————  
 Back ······



# Trail - Ranch



1. Walk over elevated Poles and Bridge
2. Rope dummy
3. Trot to left over poles
4. Side pass to right on center pole
5. Trot to gate, work gate
6. Trot to pole with slicker, put slicker on
7. Trot to back thru
8. 90 turn to right
9. Work back thru
10. Remove slicker, hang on pole
11. Lope over poles and thru chute, box, around box
12. Break down to a walk two strides before box
13. Walk into box
14. 360 turn to left
15. Lope out of box and over poles to cone
16. Stop and back 5 steps