

Southern District III Horse and Pony Show Example Patterns 2014

Showmanship

Jr. I, Jr. II, Jr. Horse 5 and under Patterns 1 and 2
Intermediate Patterns 1 and 2
Senior Patterns 1 and 2

Ranch Horse Pleasure

Pattern 1
Pattern 2
Pattern 3
Pattern 4

Western Horsemanship

Walk/Trot Pattern 1 and 2
Jr. I, Jr. II, and Jr. Horse 5 and under
Intermediate
Senior

Western Reining

Walk/Trot Patterns 1-4
Jr. I, Jr. II, and Jr. Horse 5 and under Patterns 1-4
Intermediate Patterns 1-4
Senior Patterns 1-4

Western Riding

Pattern 1
Pattern 2

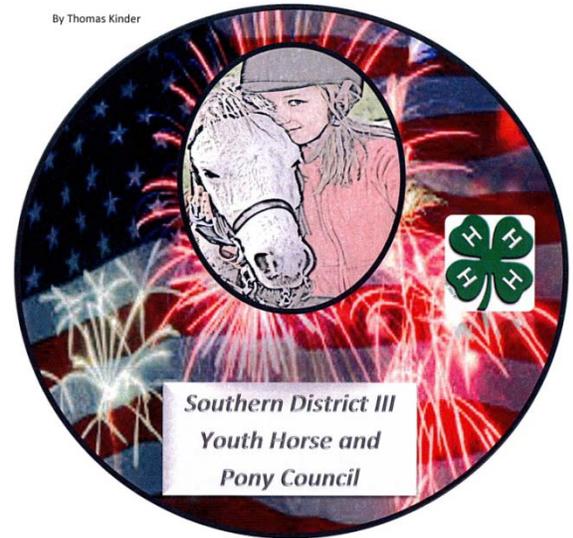
English Equitation

Jr. I, Jr. II, Patterns 1-2
Intermediate and Senior Patterns 1-2

English Equitation over Fences

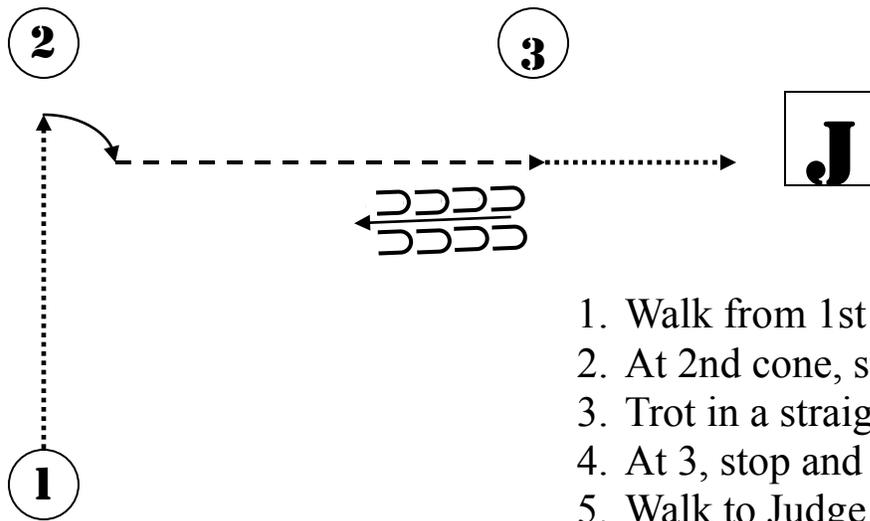
Level A1 ground rails
Level I Patterns 1-2
Level II, III, IV Patterns 1-2

By Thomas Kinder



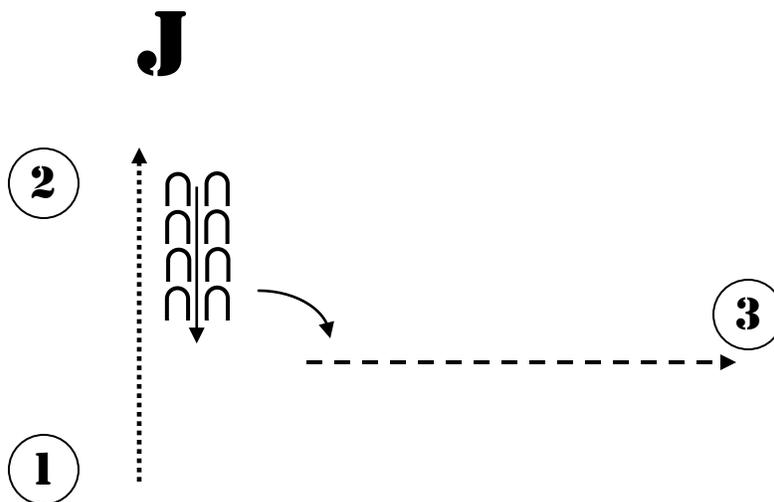
2ND Place Logo Contest:
Thomas Kinder, Stock Exchange
4-H Club, Gooding County

Showmanship Jr I, II and Jr Horse Pattern 1



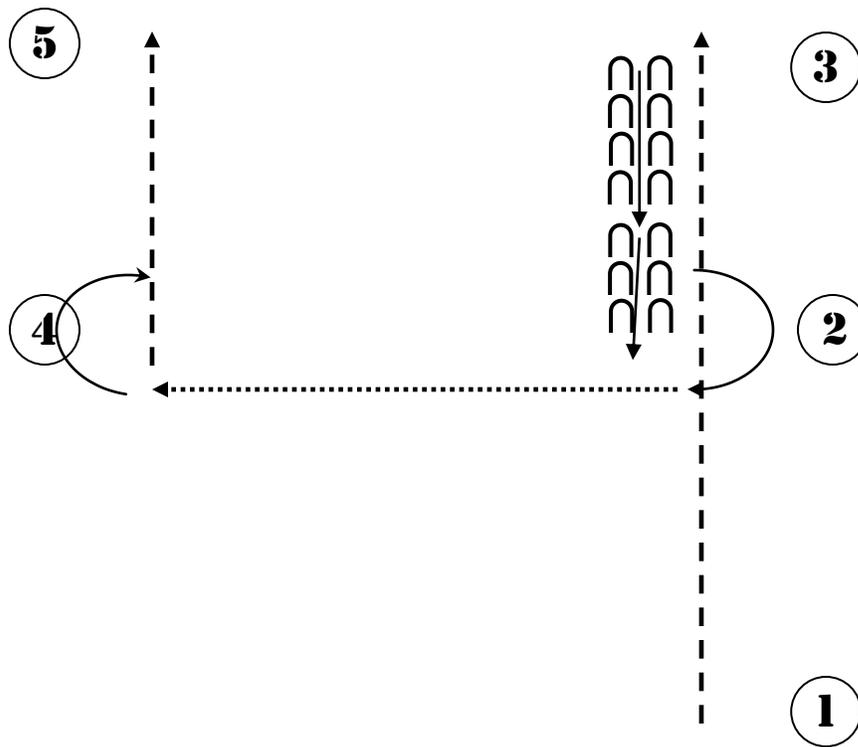
1. Walk from 1st cone to 2nd
2. At 2nd cone, stop and pivot 90 degrees.
3. Trot in a straight line from 2 to 3.
4. At 3, stop and back
5. Walk to Judge and set up for inspection

Showmanship Jr I, II, and Jr Horse Pattern 2



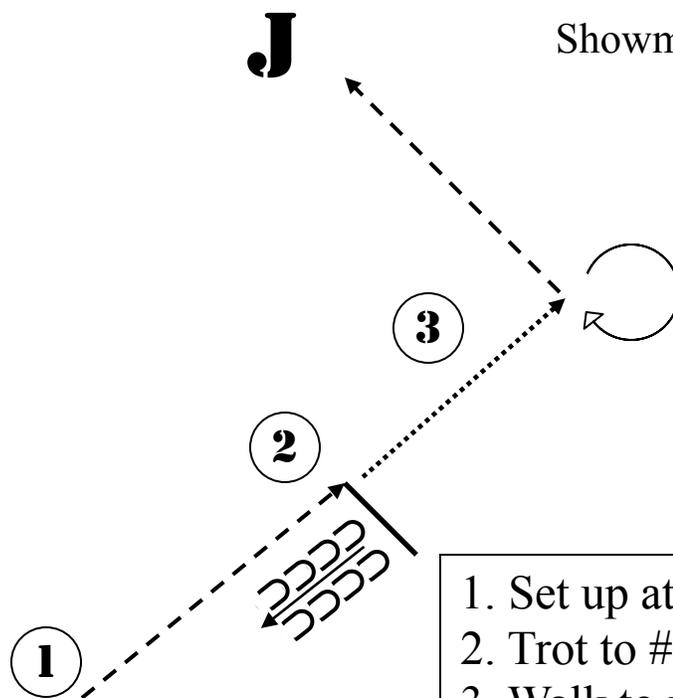
1. Start at 1st cone
2. Walk to 2nd cone
3. Back 4 steps
4. Set up for inspection
5. 90 degree turn
6. Trot to 3, stop
7. Line up

Showmanship Intermediate Pattern 1



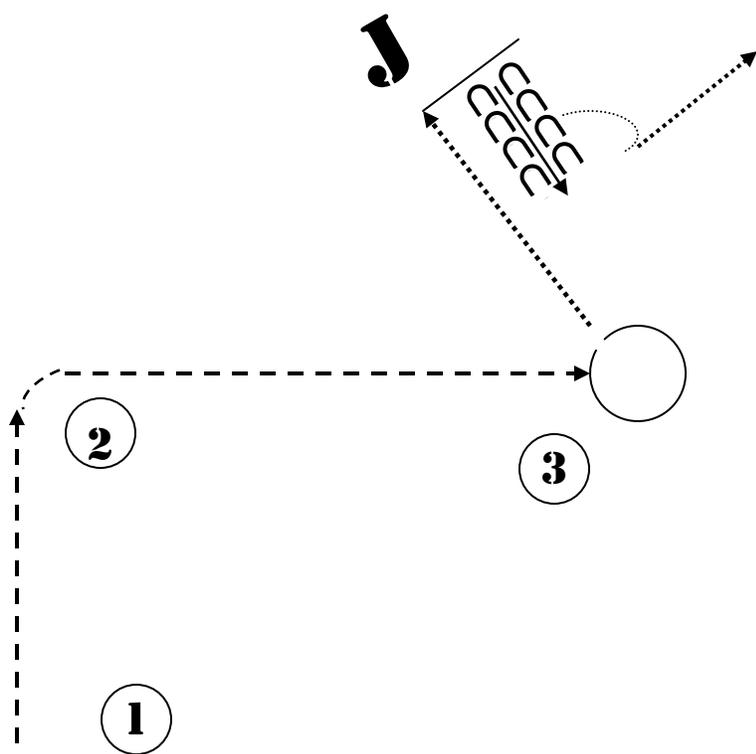
1. Trot from 1st cone to #3 cone.
2. Back from #3 to #2
3. 270 degree pivot to right
4. Walk from #2 to #4
5. 90 degree turn
6. Trot to #5
7. Stop and set up for inspection

Showmanship Intermediate Pattern 2



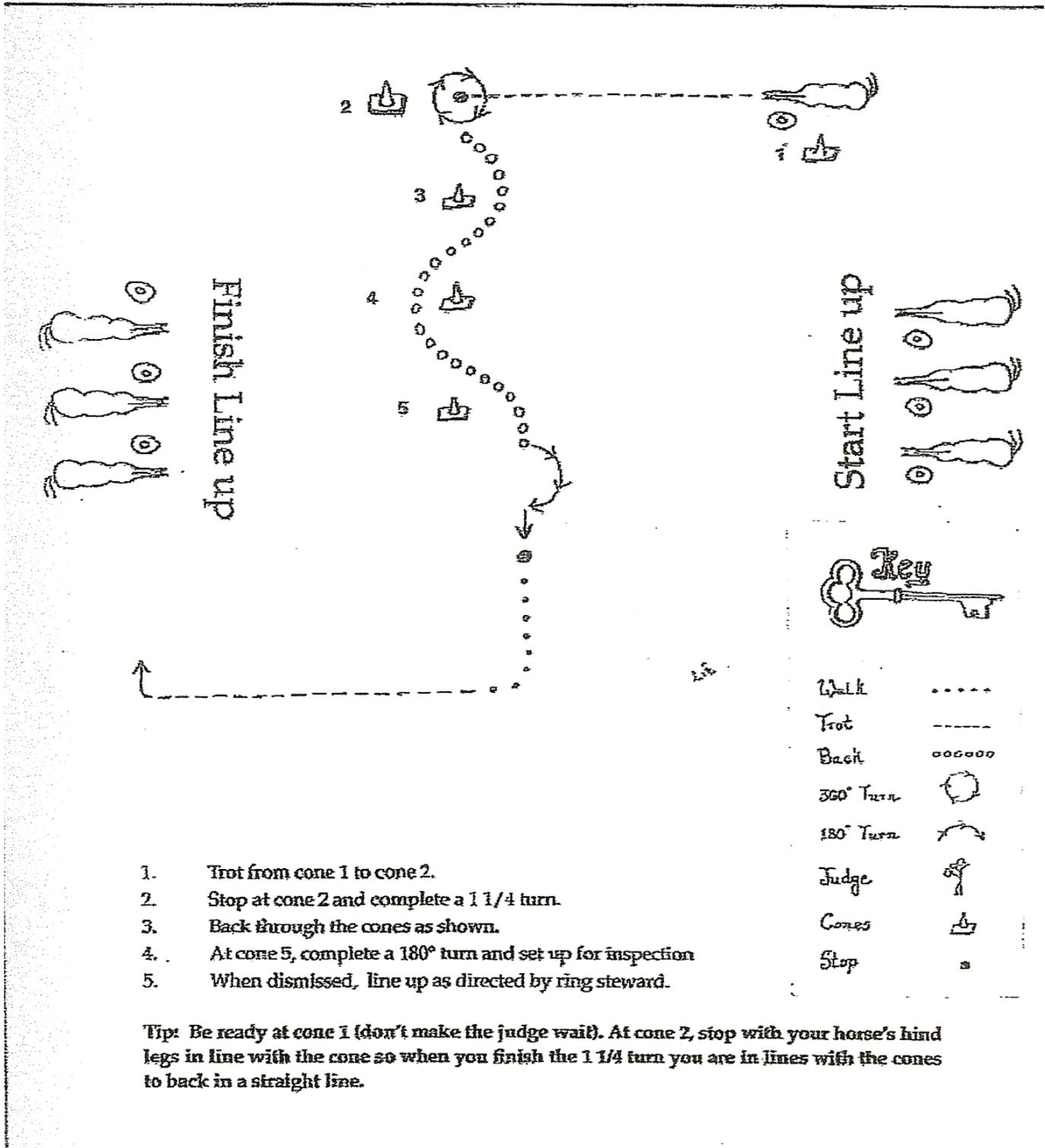
1. Set up at #1 wait for judge to nod
2. Trot to #2, Stop Back 5 steps
3. Walk to #3, Stop, do a 270 degree Pivot
4. Trot to Judge, Set up for inspection
5. When dismissed, line up

Showmanship Senior Pattern 1



1. Trot from #1, around #2 to #3.
2. Stop.
3. 360 degree pivot
4. Walk to Judge, set up for inspection.
5. When dismissed, back up 4 steps.
6. 90 degree pivot.
7. Walk to line up

Showmanship Senior Pattern 2

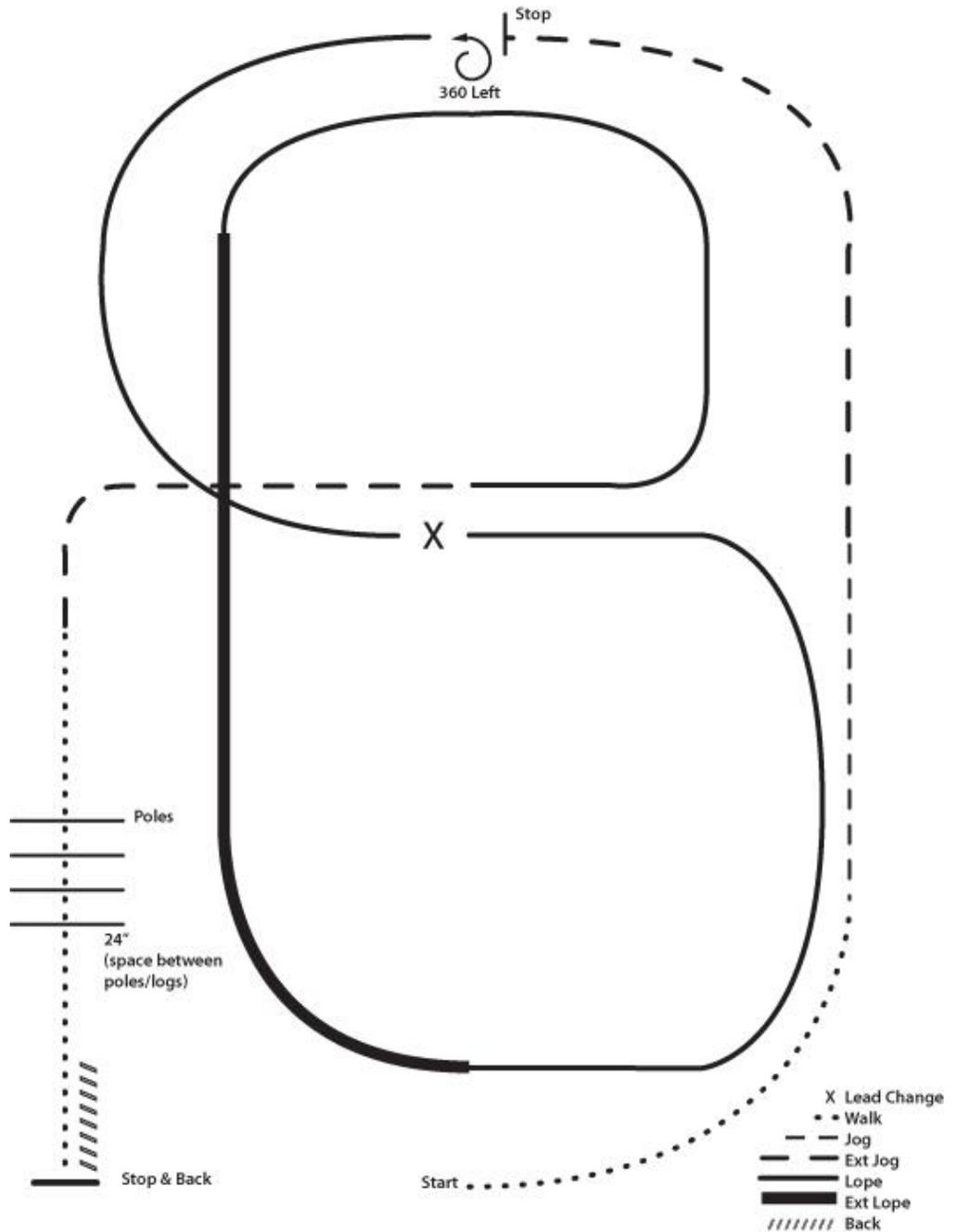


1. Trot from cone 1 to cone 2.
2. Stop at cone 2 and complete a 1 1/4 turn.
3. Back through the cones as shown.
4. At cone 5, complete a 180° turn and set up for inspection
5. When dismissed, line up as directed by ring steward.

Tip: Be ready at cone 1 (don't make the judge wait). At cone 2, stop with your horse's hind legs in line with the cone so when you finish the 1 1/4 turn you are in lines with the cones to back in a straight line.

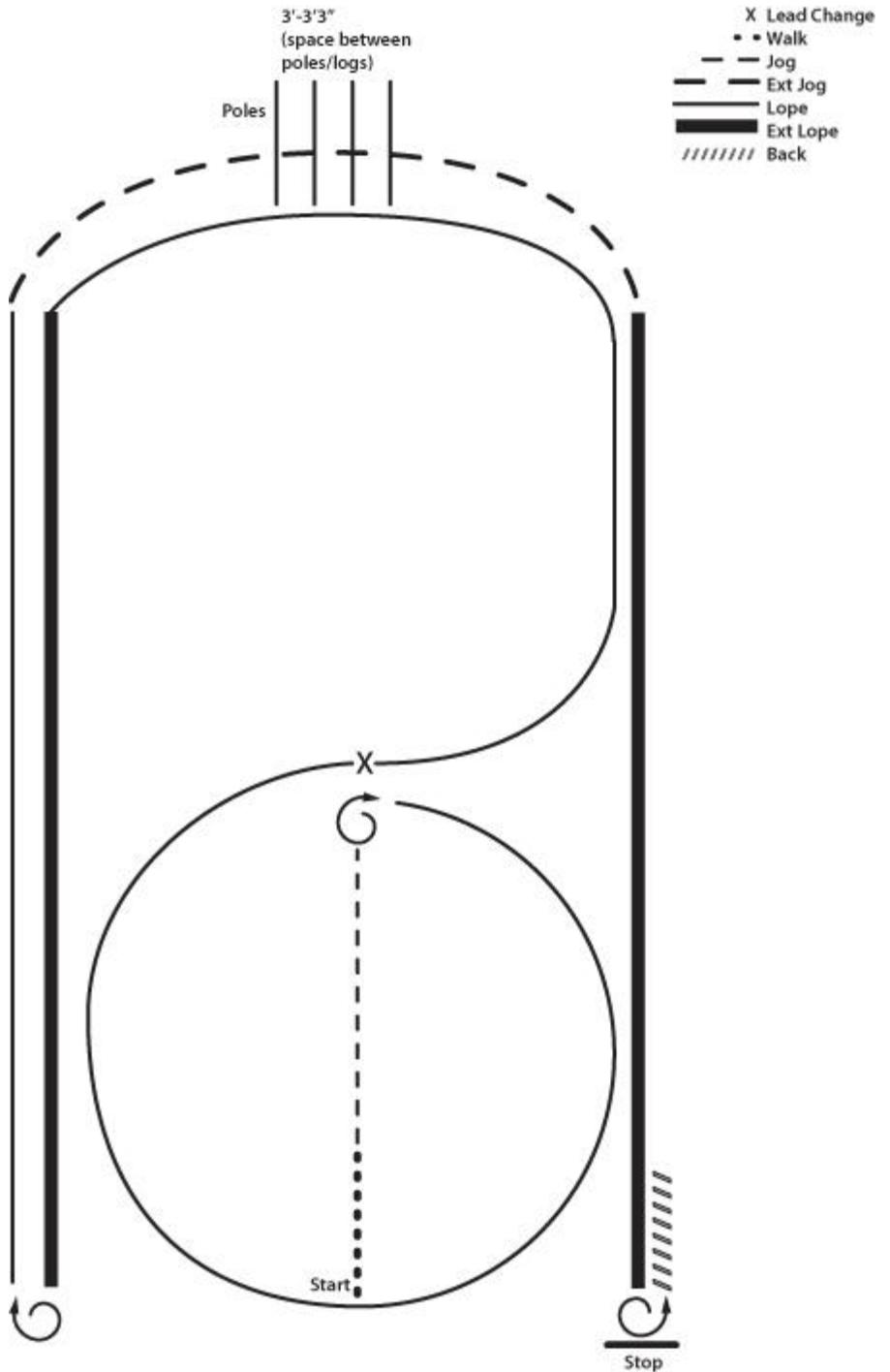
RANCH PLEASURE – PATTERN I

1. Walk
2. Jog
3. Extend the jog ,at the top of the arena ,stop
4. 360 turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 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 a jog
11. Walk over poles
12. Stop and back



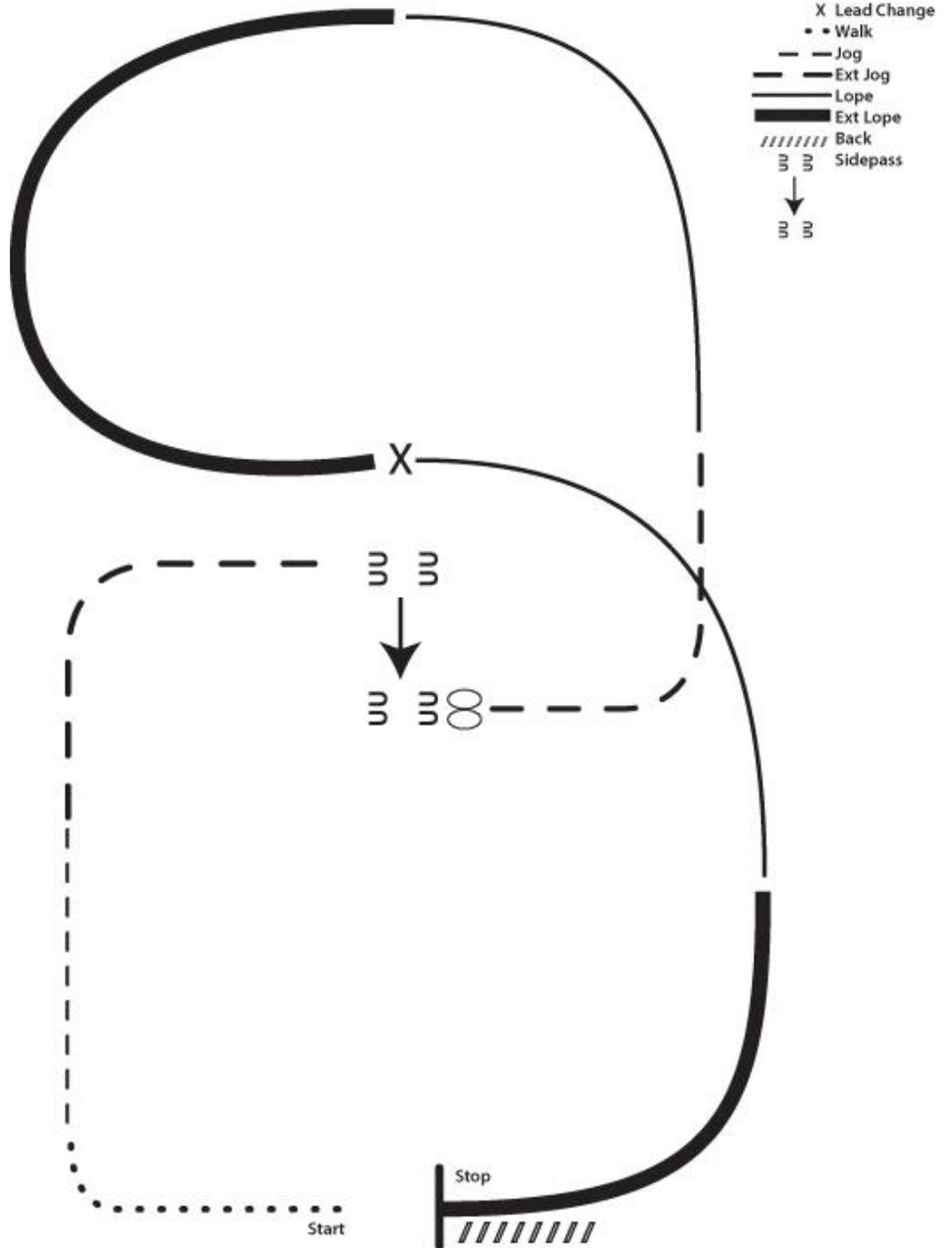
RANCH PLEASURE – PATTERN II

1. Walk
2. Jog
3. Stop, do 1 1/4 turn to the right
4. Lope small circle on the right lead
5. Change leads, (simple or flying) lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do 2 1/2 turns right
8. Lope straight on the right lead
9. Extend the jog around end of the arena across poles/logs
10. Extend lope on right lead
11. Stop, do 2 turns left
12. Back



RANCH PLEASURE – PATTERN III

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



RANCH PLEASURE – PATTERN IV

1. Jog serpentine

2. Lope left lead around the end of the arena and then diagonally across the arena

3. Change leads (simple or flying) and lope on the right lead around end of the arena

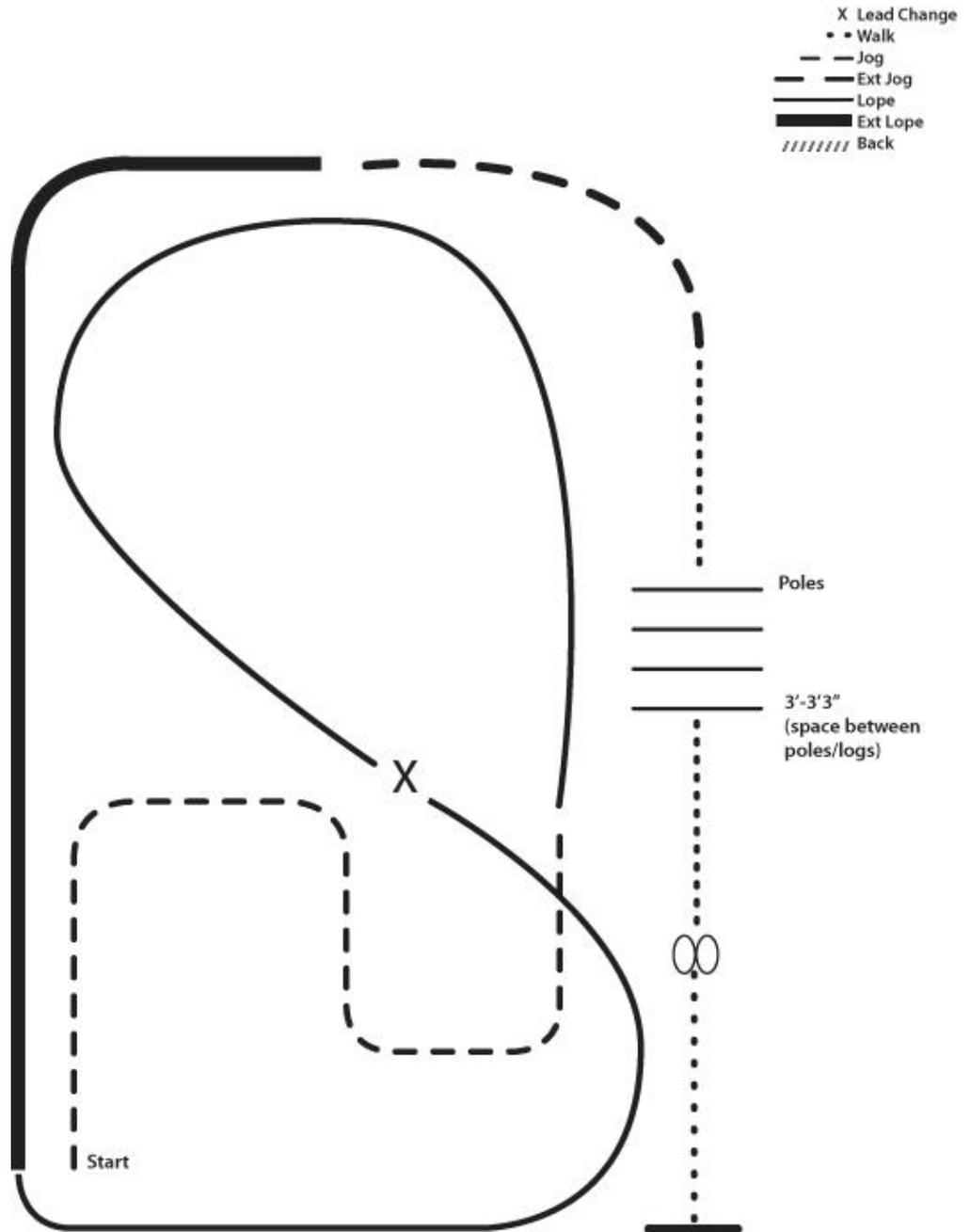
4. Extend lope on the straight away and around corner to the center of the arena

5. Extend jog around corner of the arena

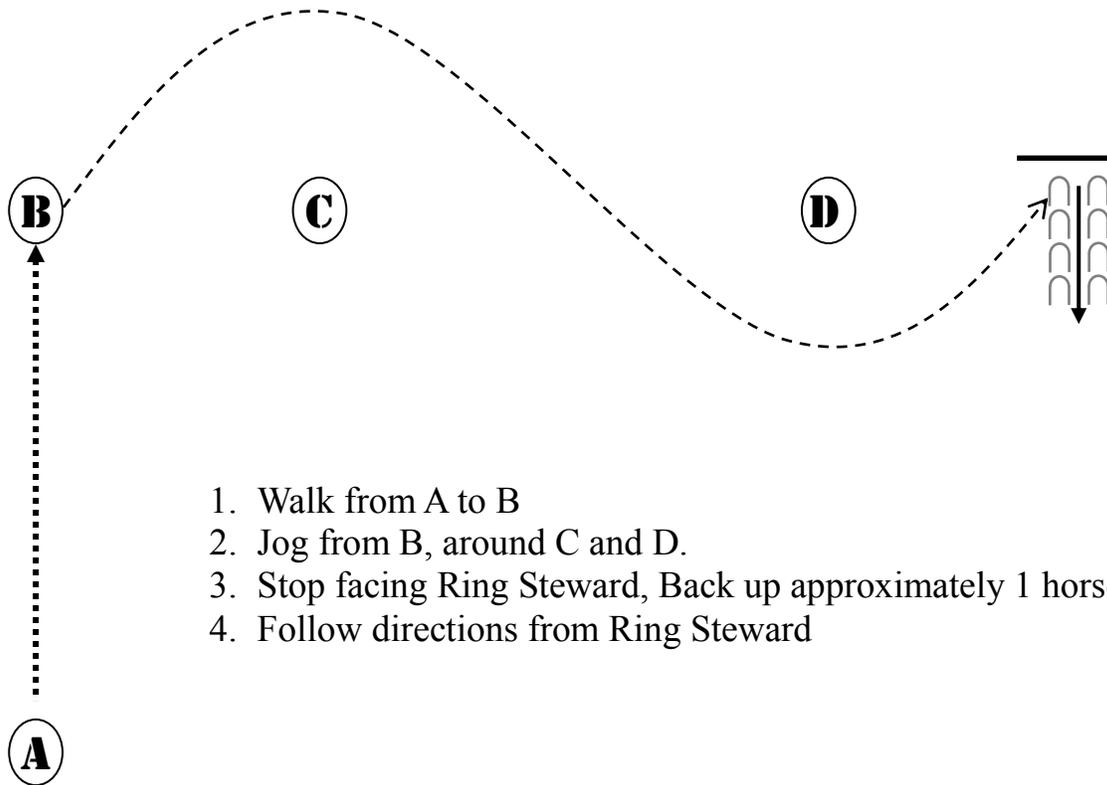
6. Collect to a jog, jog over poles

7. Stop, do 360 turn each direction (either direction 1st) (L-R or R-L)

8. Walk

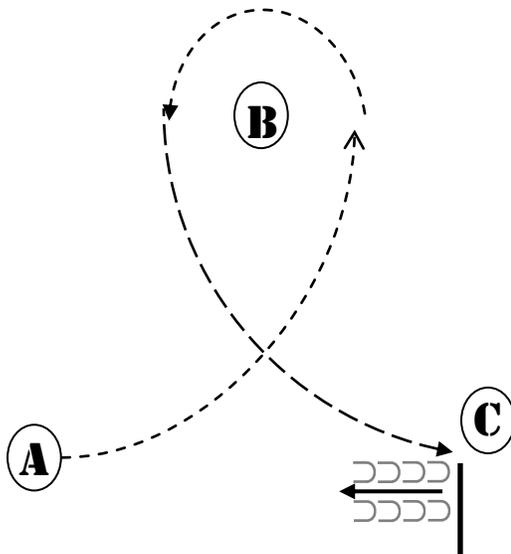


Horsemanship Walk/Trot Pattern 1



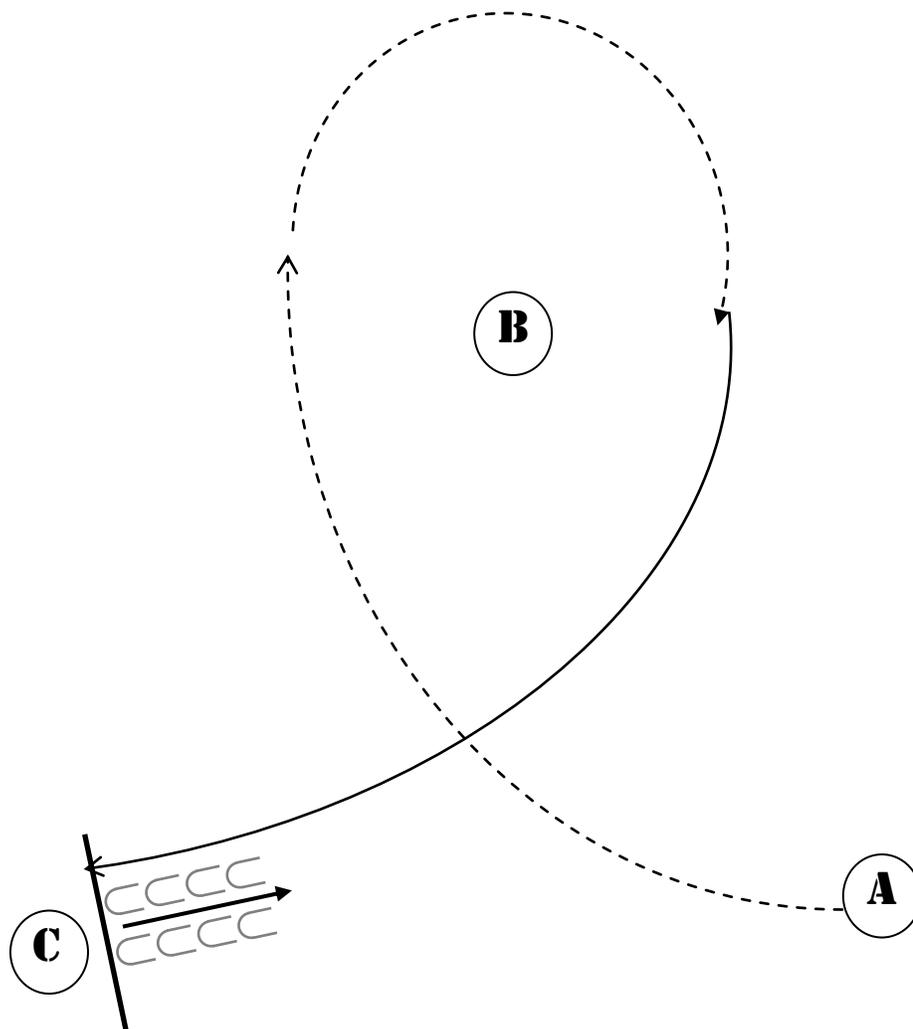
1. Walk from A to B
2. Jog from B, around C and D.
3. Stop facing Ring Steward, Back up approximately 1 horse length.
4. Follow directions from Ring Steward

Horsemanship Walk/Trot Pattern 2



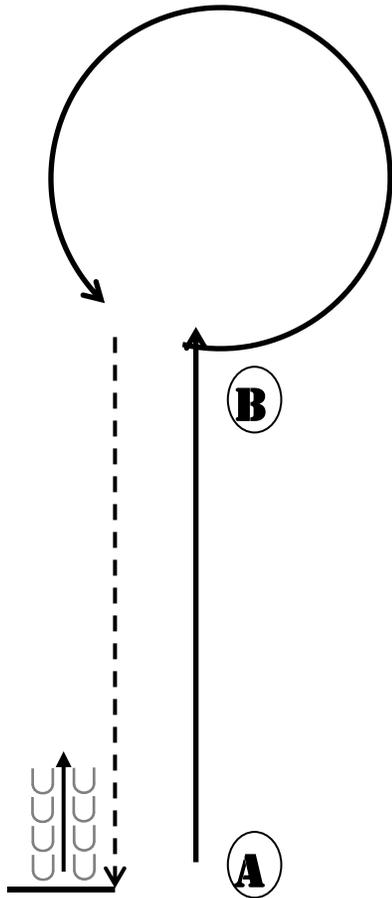
1. Jog from A, around B
2. Extend the jog from B to C
3. Stop at C, back up 3 steps
4. Follow directions from Ring Steward

Horsemanship Junior 1, Junior 2, and Jr. Horse 5 and under



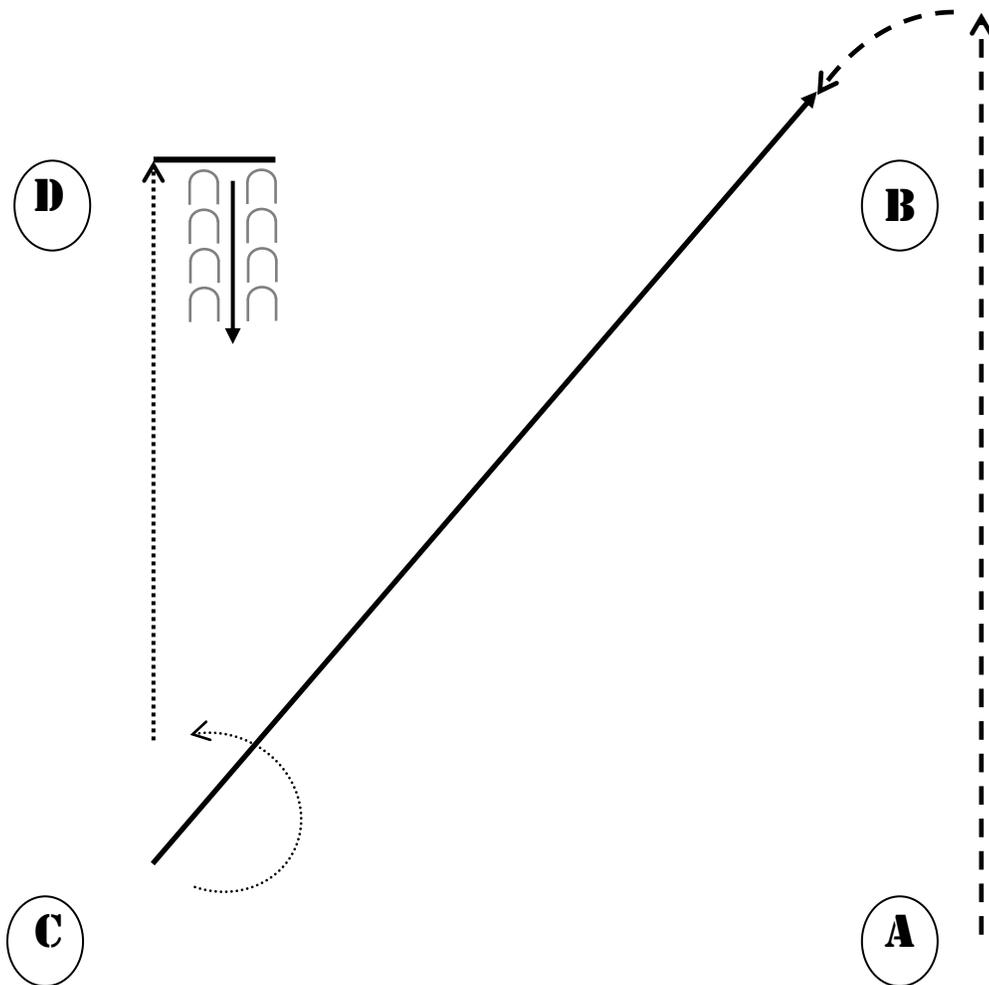
1. Jog from A and around B.
2. Pick up right lead lope
3. Lope to C
4. Stop at C
5. Back 4 steps

Horsemanship Intermediate



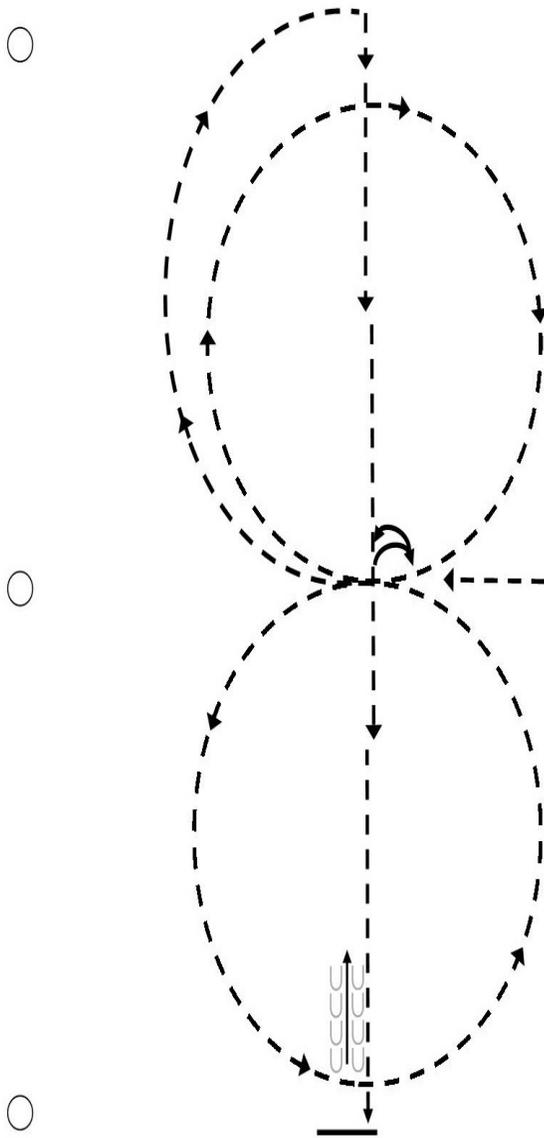
1. Lope right lead from A to B
2. Stop at B, 90 degree turn.
3. Lope circle left lead to B
4. Jog from B to A
5. Stop.
6. Back up at least 4 steps

Horsemanship Senior



1. Extended jog from A to B
2. Lope from B to C
3. 270 degree turn at C
4. Walk from C to D
5. Stop and back at least 4 steps

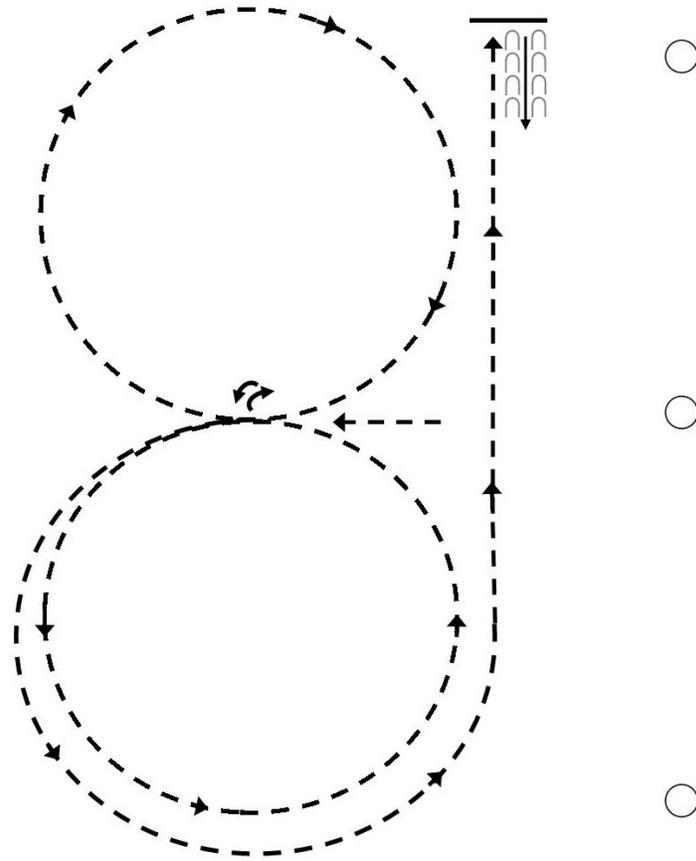
Reining Walk-Trot Pattern 2



Pattern begins in center of arena:
Walk or jog to center, stop.

1. 1/4 spin right, 1/4 spin left
2. Jog 1 circle to Right.
3. Jog 1 circle to Left.
4. Jog 1/2 circle to right.
5. Turn and extend trot down center
6. Stop at end marker
7. Back

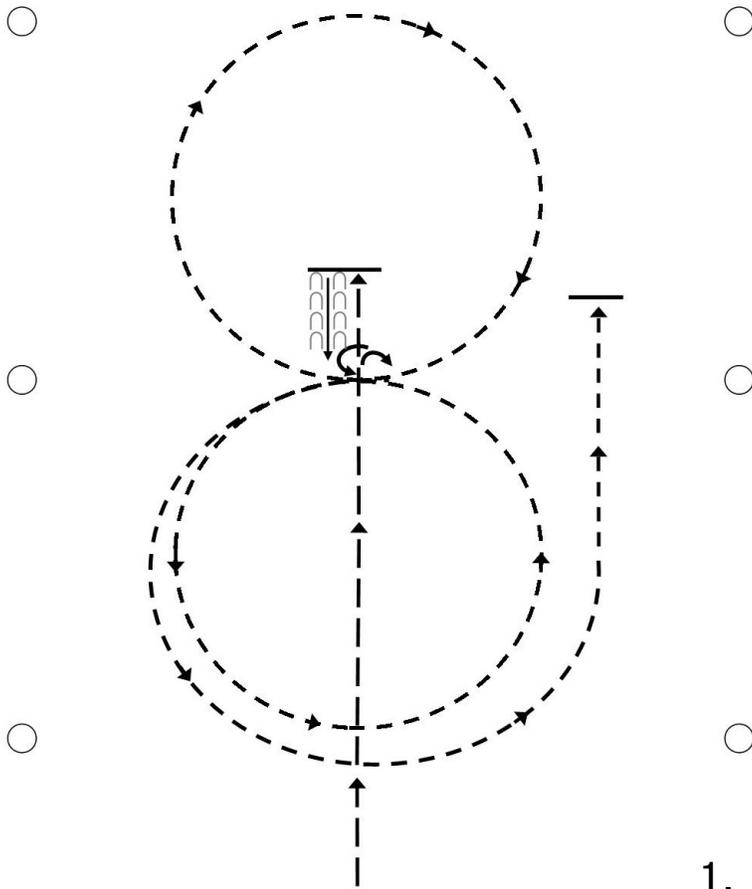
Reining Walk-Trot Pattern 3



Pattern begins in center of arena:
Walk or jog to center, stop.

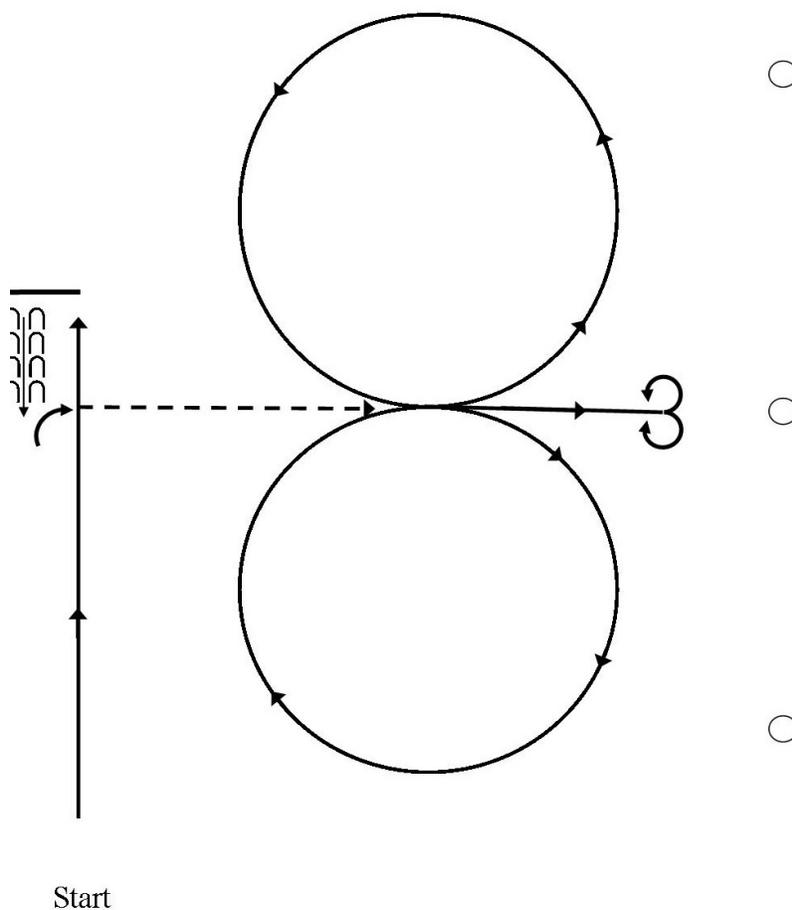
1. Jog 1 circle to left.
2. Stop
3. 1/4 spin left , 1/4 spin right
4. Jog 1 circle to right.
5. Jog to left and around end of arena.
6. Stop, Back

Reining Walk-Trot Pattern 4



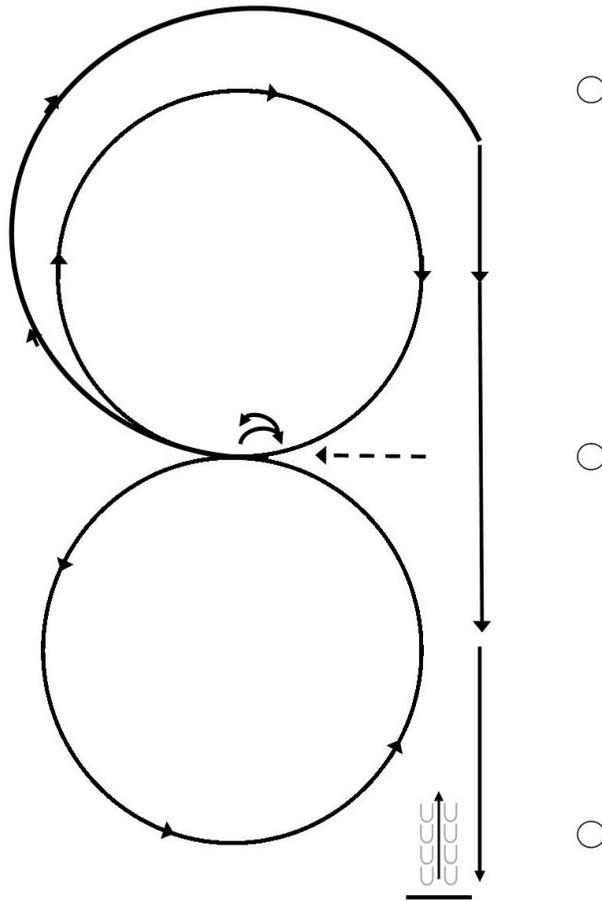
1. Extended trot down center of arena, past center marker
2. Stop, back to center.
3. 1/4 spin right, 1/2 spin left.
4. Jog 1 circle to left.
5. Jog 1 circle to right.
6. Jog circle to left.
7. Do not close circle, continue around end of arena.
8. Stop even with center marker.

Reining Junior I, II and 5 and under horse Pattern 1



1. Run past Center marker, back to center.
2. 1/4 turn Left, jog to center.
3. Lope 1 circle to Right
4. Lope 1 circle to Left
5. Continue towards center marker, stop at least 20 feet from fence
6. 1/2 spin to Right
7. 1/2 spin to Left.

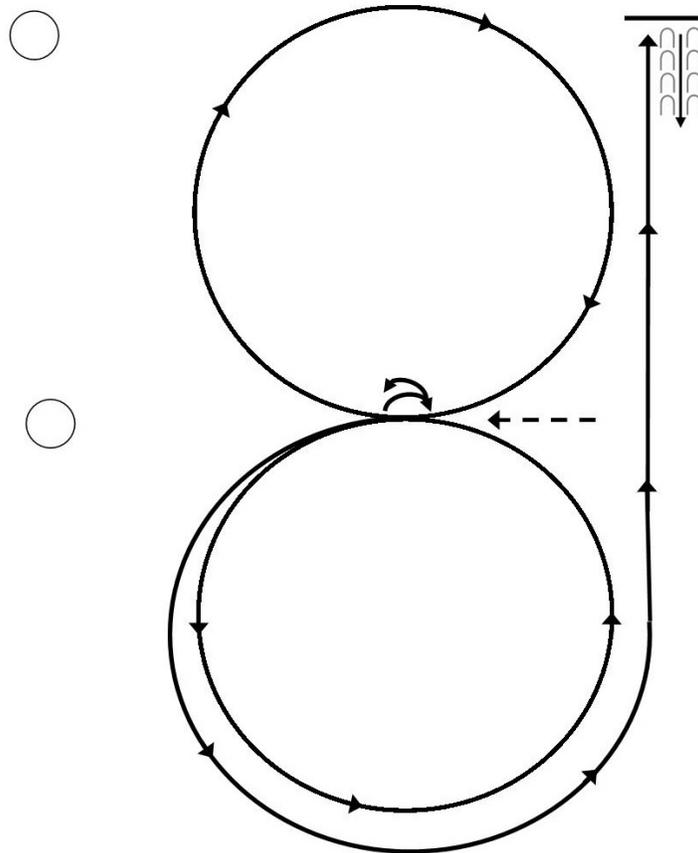
Reining Junior I, II and 5 and under horse Pattern 2



Pattern begins in center of arena: Walk or jog to center, stop.

1. 1/2 spin right, 1/2 spin left
2. Lope 1 circle to Right,
3. Lead change.
4. Lope 1 circle to Left,
5. Lead change.
6. Lope 1/2 circle to right.
7. Turn and run down past end marker
8. Stop and Back

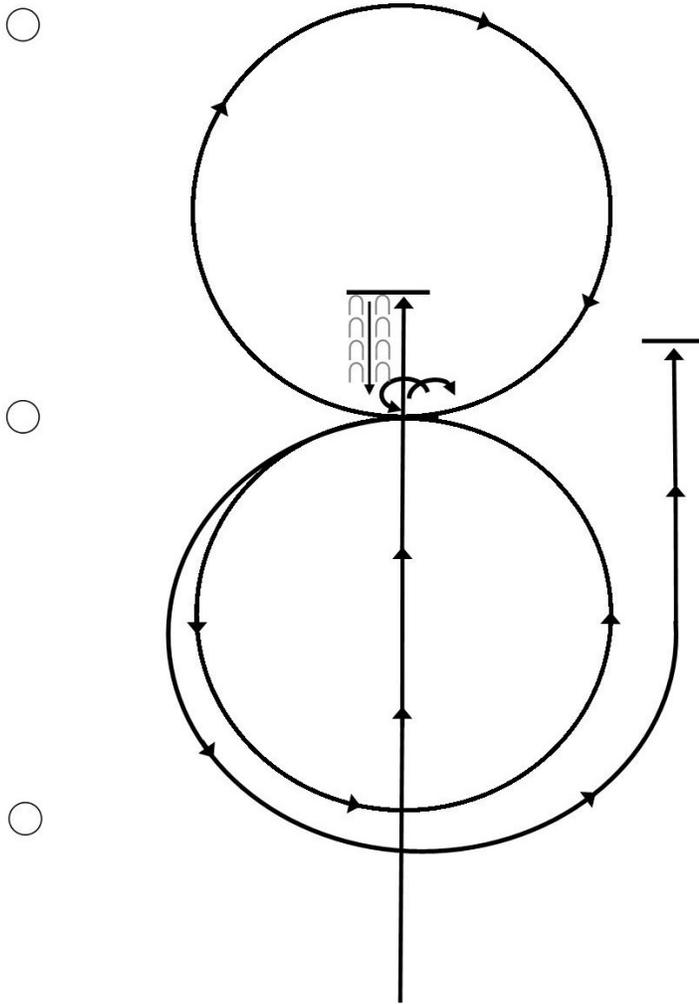
Reining Junior I, II and 5 and under horse Pattern 3



Pattern begins in center of arena:
Walk or jog to center, stop.

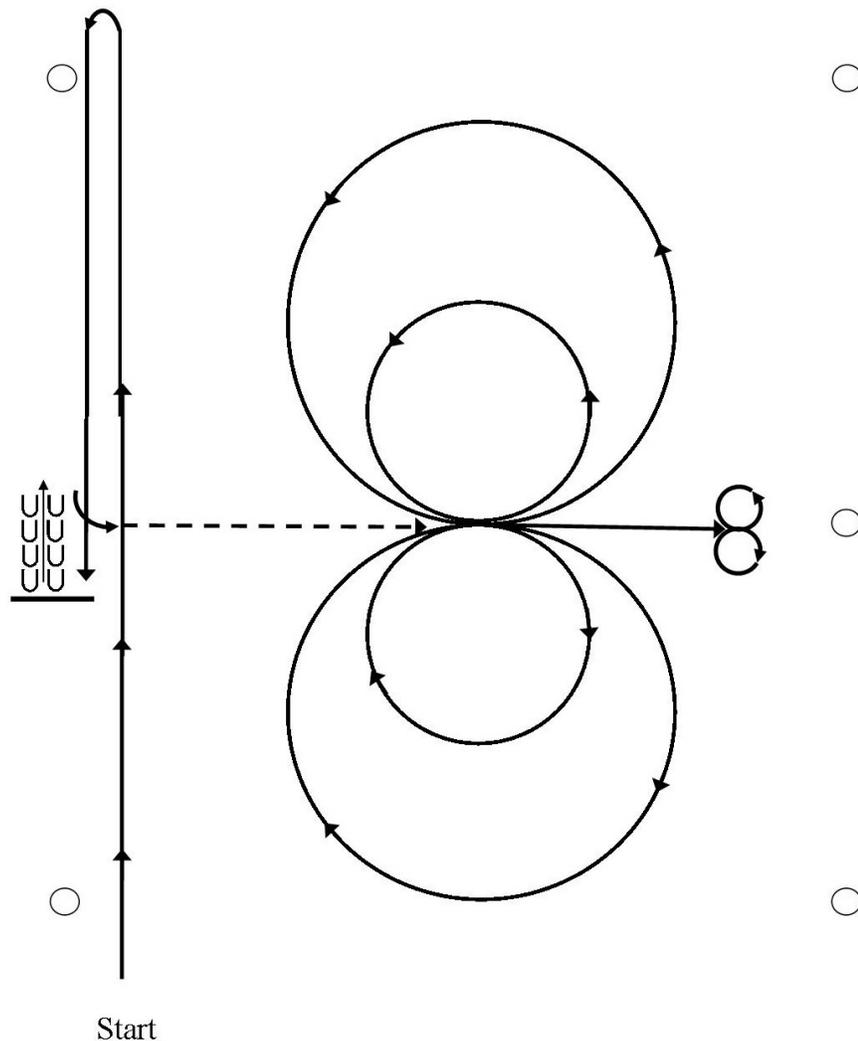
1. Lope 1 circle to left.
2. Stop
3. 1/2 spin left , 1/2 spin right
4. Lope 1 circle to right.
5. lead change.
6. Lope around end of arena, run to end
7. Stop, Back

Reining Junior I, II and 5 and under horse Pattern 4



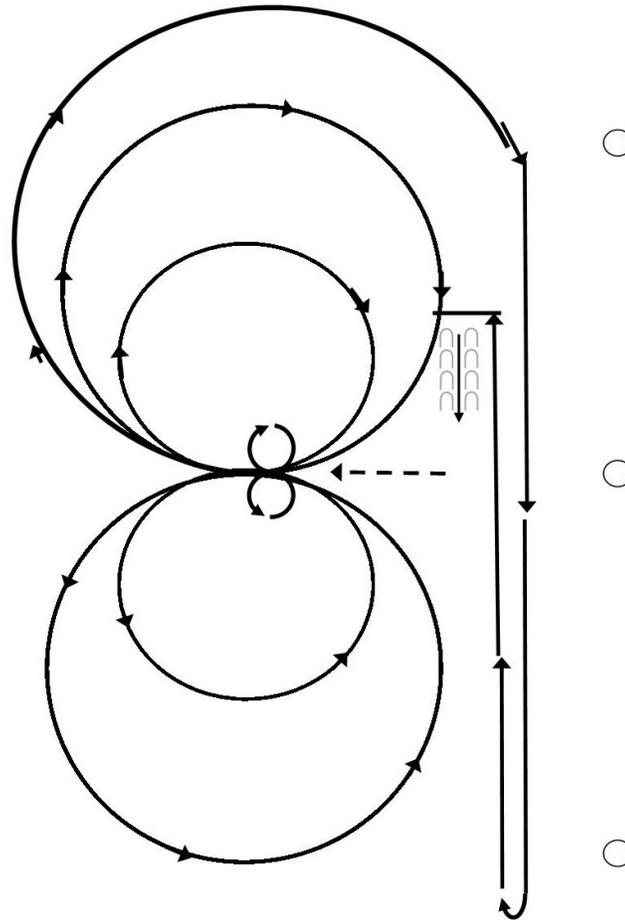
1. Run down center of arena, past center marker
2. Stop, back to center.
3. 1/2 spin right, 3/4 spin left.
4. Lope 1 circle to left.
5. Lead change
6. Lope 1 circle to right.
7. Lead change, Lope left lead.
8. Do not close circle, continue around end of arena.
9. Stop even with center cone.

Reining Intermediate Pattern 1



1. Run to end of arena
2. Rollback to Left
3. Run past Center marker, stop, back to center.
4. 1/4 turn Left, jog to center.
5. Lope 2 circles to Right, 1st small, 2nd larger.
5. Lope 2 circles to Left, 1st small, 2nd larger.
6. Continue to cone, stop
7. 1 spin to Right
8. 1 spin to Left.

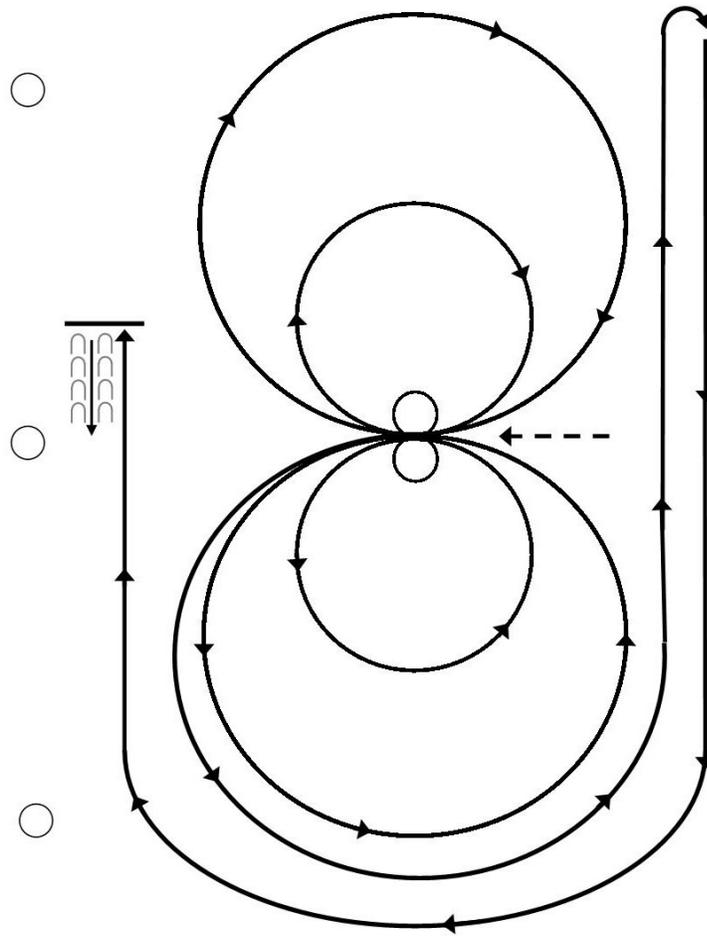
Reining Intermediate Pattern 2



Pattern begins in center of arena: Walk or jog to center, stop.

1. 1 spin right, 1 spin left
2. Lope 2 circles to Right, 1 small slow, 1 large fast.
3. Lead change.
4. Lope 2 circles to Left, 1 small slow, 1 large fast.
5. Lead change.
6. Lope 1/2 circle to right.
7. Turn and run down past end marker
8. Rollback right, run past center.
9. Stop
10. Back to center.

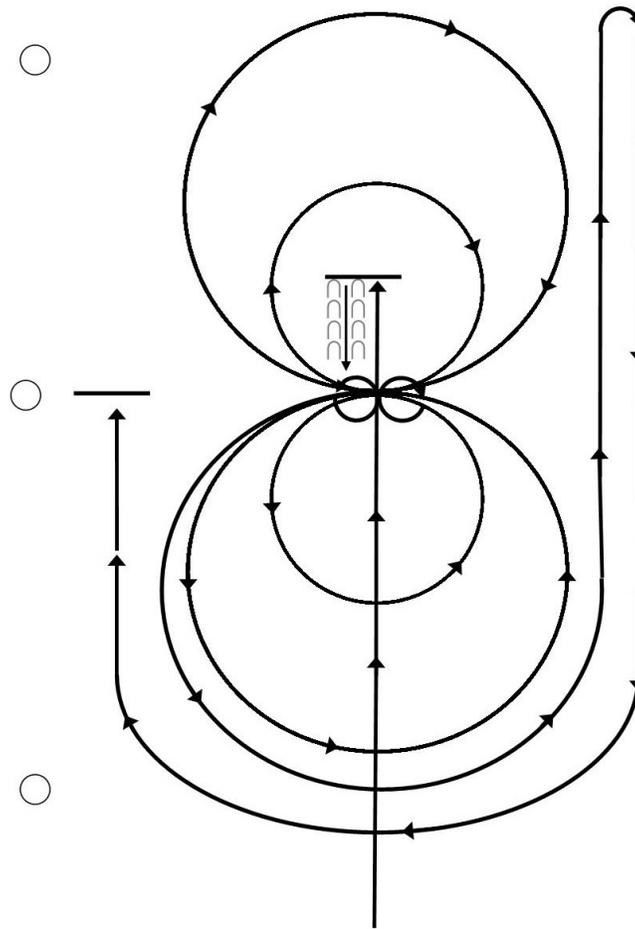
Reining Intermediate Pattern 3



Pattern begins in center of arena: Walk or jog to center, stop.

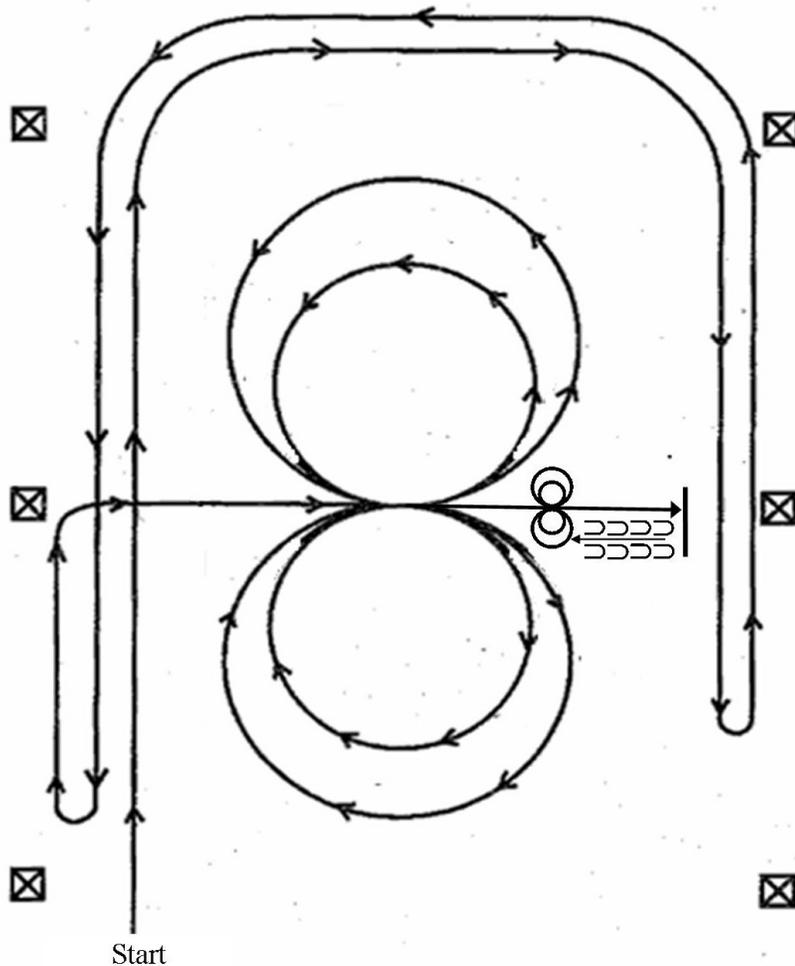
1. Lope 2 circles to right, 1 small slow, 1 large fast.
2. Stop
3. 1 spin right, 1 spin left
4. Lope 2 circles to left, 1 small slow, 1 large fast.
5. Lope around end of arena, run past end marker
6. Rollback right, lope around end of arena
7. Run past center marker
8. Stop, Back to center.

Reining Intermediate Pattern 4



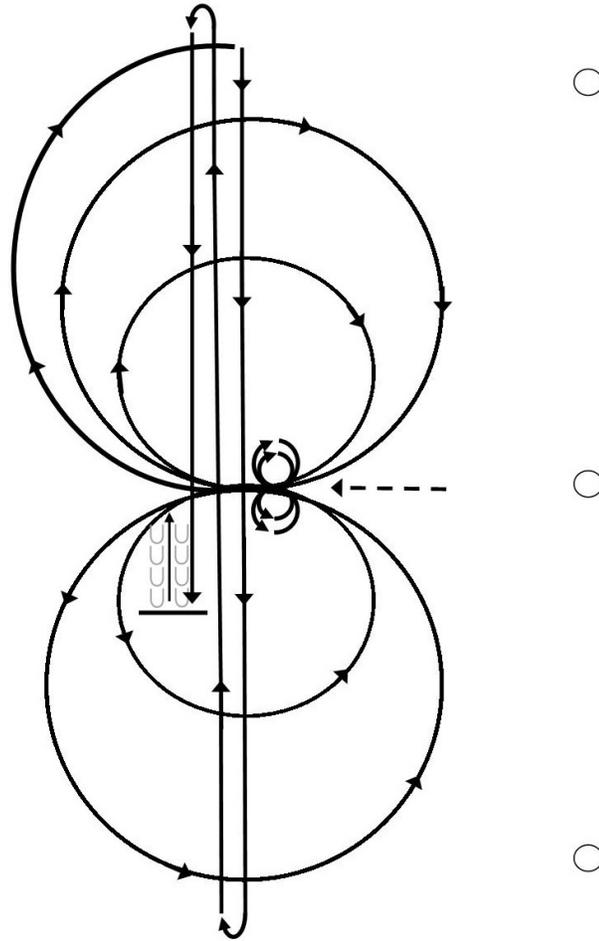
1. Run down center of arena past center marker
2. Stop, back to center.
3. 1 spin right, 1 1/4 spins left.
4. Lope 2 circles to left, 1st large fast, 2nd small slow
5. Lead change
6. Lope 2 circles to right, 1st large fast, 2nd small slow .
7. Lead change, Lope left circle.
8. Do not close circle, continue around end of arena past end marker
9. Rollback right. Lope around end of arena.
10. Stop even with center cone.

Reining Senior Pattern 1



1. Go around end of arena, past center marker, rollback
2. Go around end of arena, past center marker, rollback
3. Turn at center marker
4. 2 circles to right, (1 large and fast, 1 small and slow)
5. 2 circles to left, (1 large and fast, 1 small and slow)
6. Continue towards fence, stop at least 20 feet from fence, back
7. 2 spins to Right,
8. 2 spins to Left.

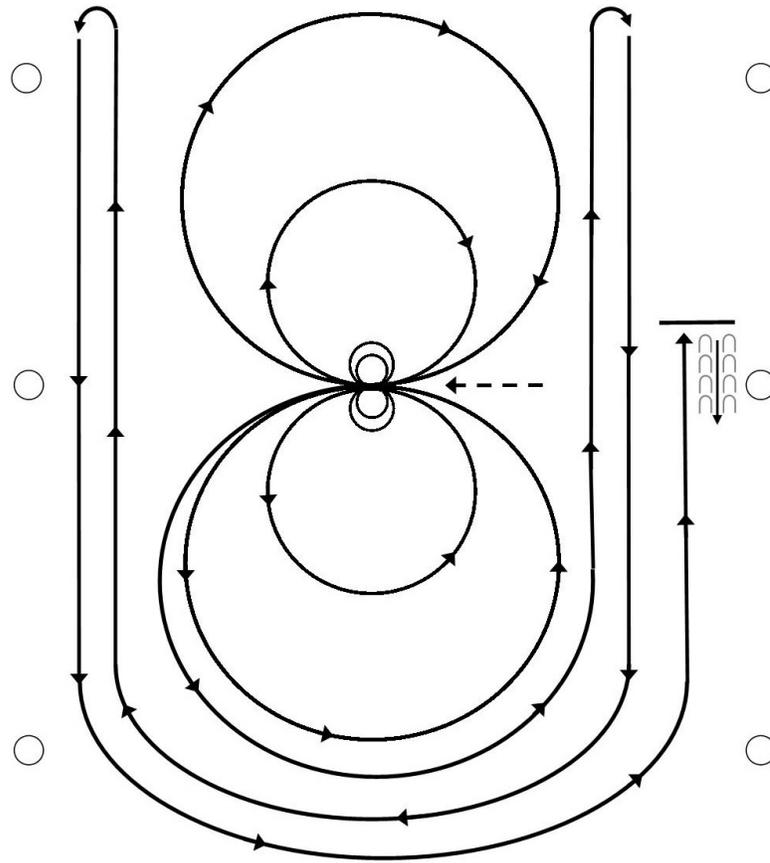
Reining Senior Pattern 2



Pattern begins in center of arena: Walk or jog to center, stop.

1. 2 spins right, 2 spins left
2. Lope 2 circles to Right: 1st small slow, 2nd large fast.
3. lead change.
4. Lope 2 circles to Left: 1st small, slow; 2nd large, fast.
5. lead change.
6. Lope 1/2 circle to right.
7. Turn and run down center of arena past end marker
8. Rollback right, run past end marker.
9. Rollback left, run past center.
10. Stop, Back to center.

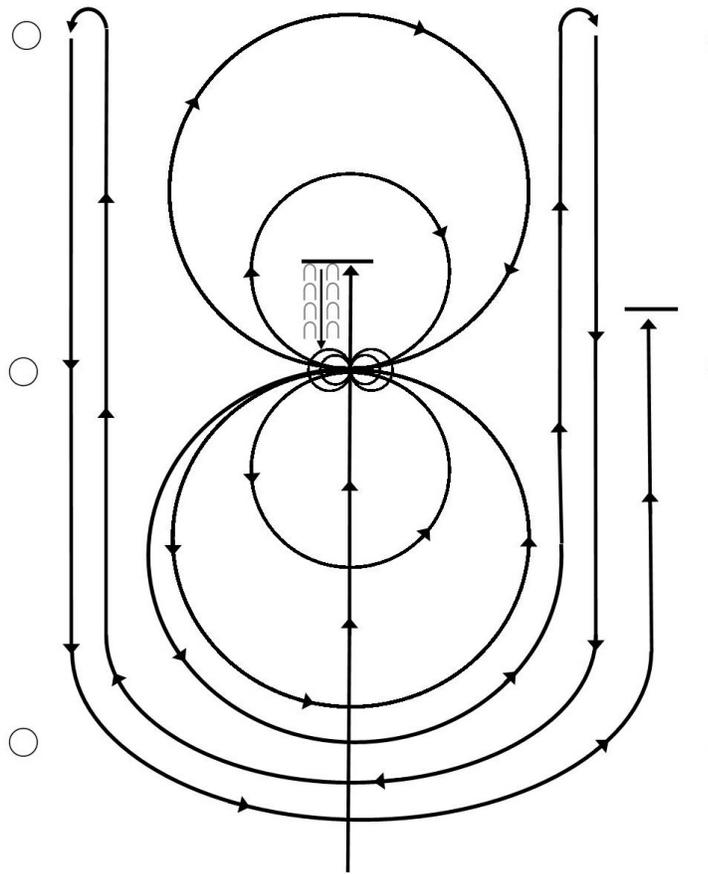
Reining Senior Pattern 3



Pattern begins in center of arena: Walk or jog to center, stop.

1. Lope 2 circles to right, 1st small slow, 2nd large fast.
2. Stop
3. 2 spins right, 2 spins left
4. Lope 2 circle to left, 1st small, slow, 2nd large fast.
5. Lope around end of arena, run past end marker
6. Rollback right, lope around end of arena, run past end marker.
7. Rollback left, lope around end of arena
8. Run past center marker
9. Stop, Back to center.

Reining Senior Pattern 4

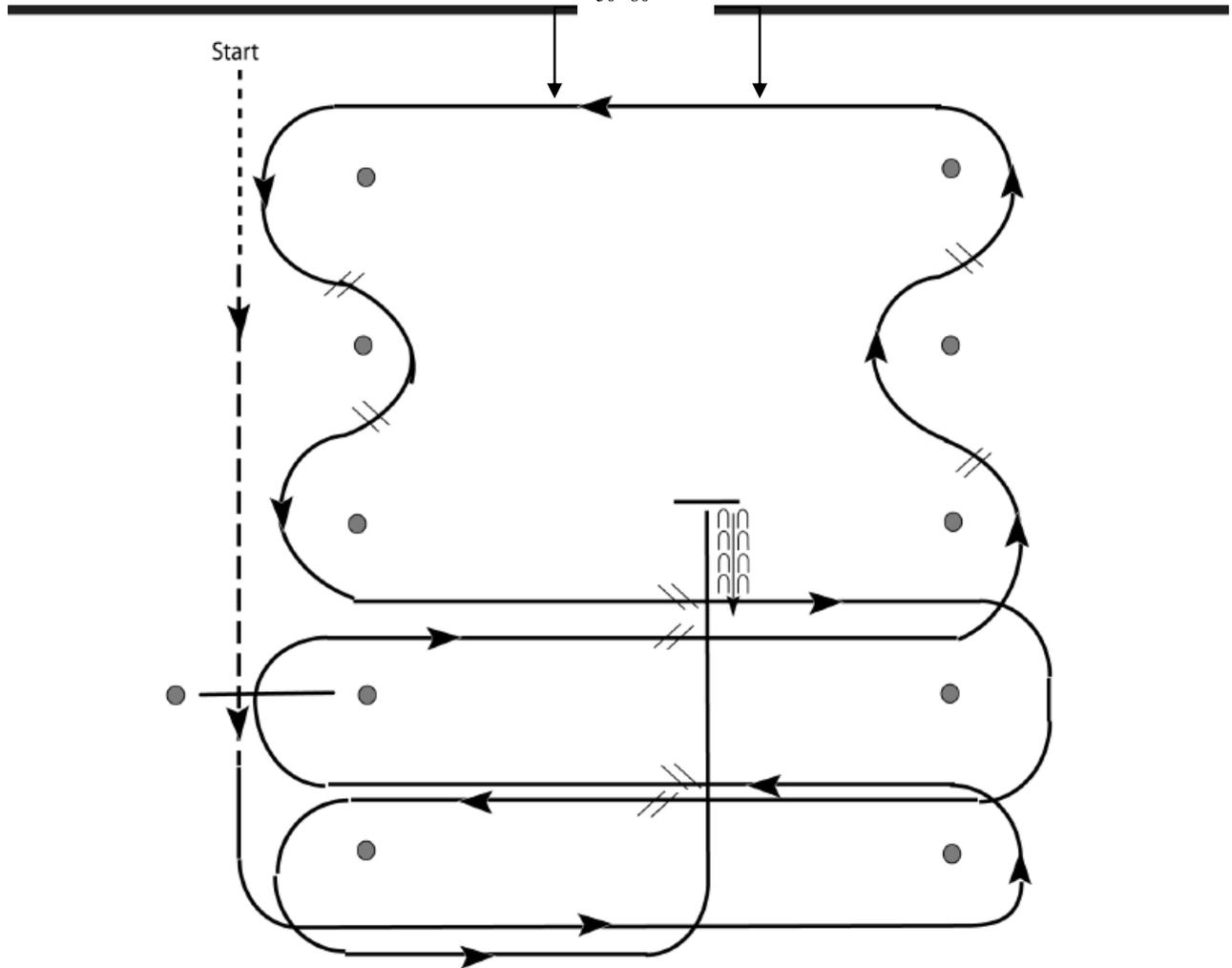


1. Run down center of arena, past center marker
2. Stop, back to center.
3. 2 spins right, 2 1/4 spins left.
4. Lope 2 circles to left, 1st large, fast; 2nd small, slow
5. Lead change
6. Lope 2 circles to right, 1st large, fast; 2nd small, slow .
7. Lead change, Lope left circle.
8. Do not close circle, continue around end of arena; run past end marker
9. Rollback right. Lope around end of arena; run past end marker.
10. Rollback left, Lope around end of arena.
11. Stop even with center marker.

WESTERN RIDING

Pattern 1

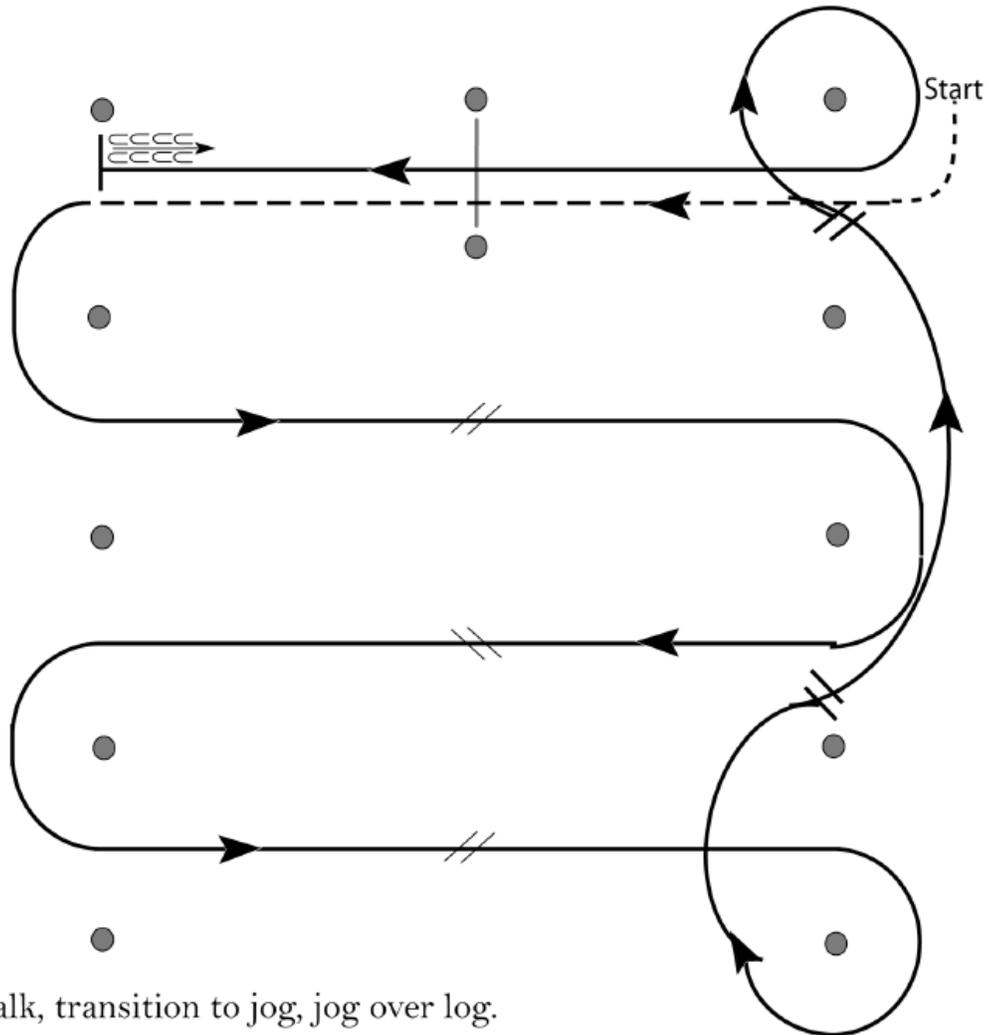
50'-80'



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

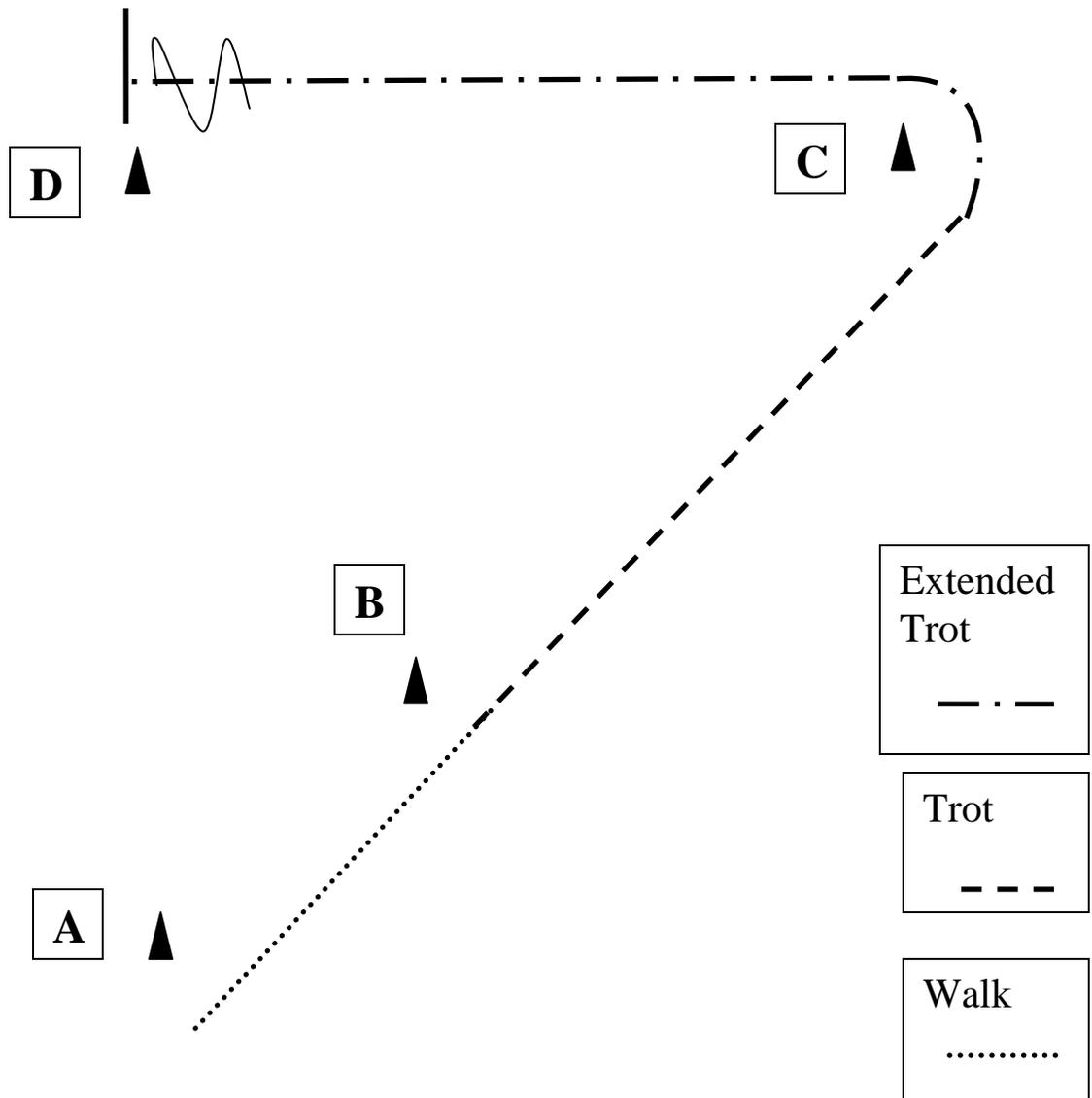
WESTERN RIDING

Pattern 2



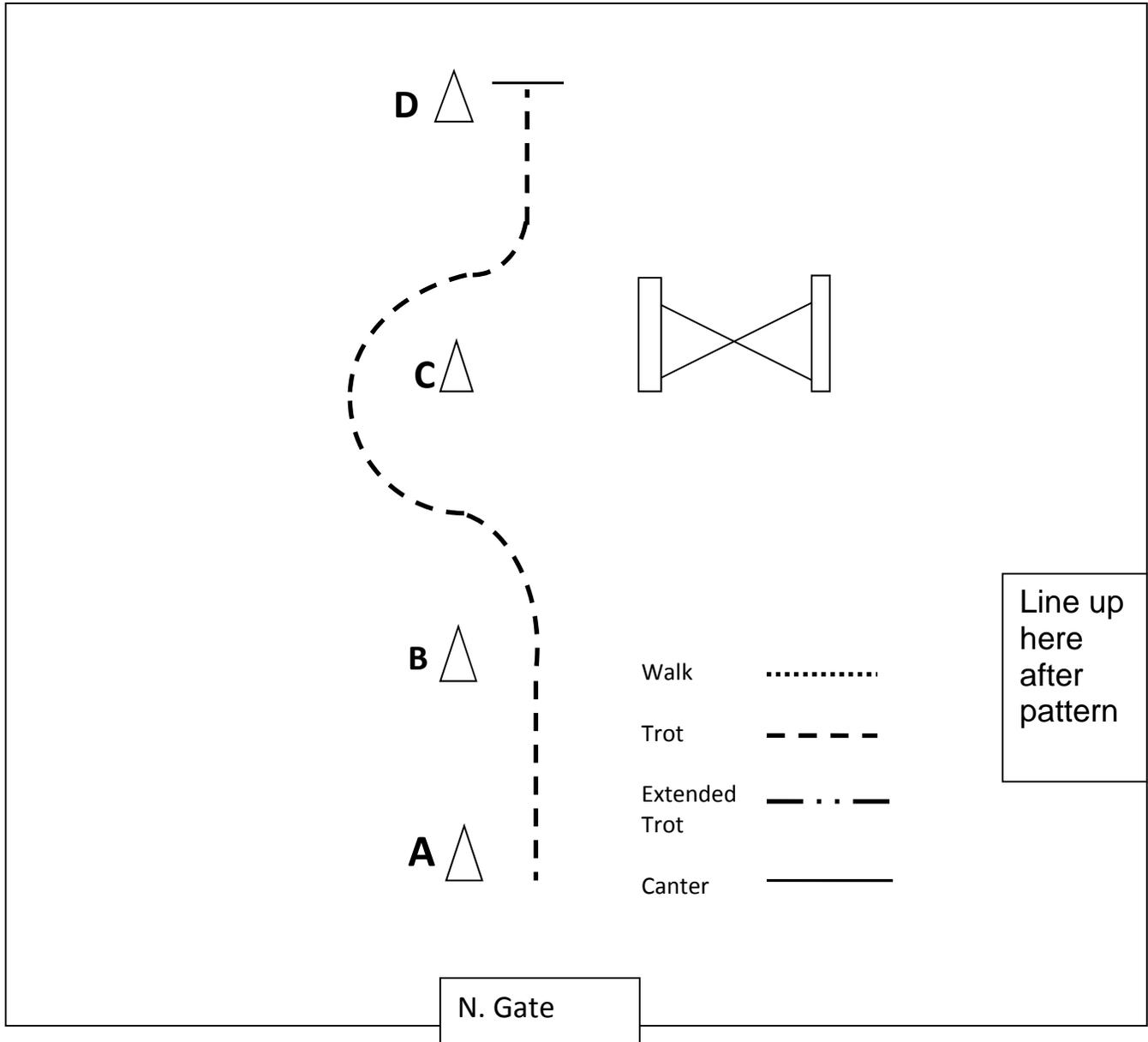
1. Walk, transition to jog, jog over log.
 2. Transition to left lead lope.
 3. First crossing change.
 4. Second crossing change.
 5. Third crossing change.
 6. Circle and first line change.
 7. Second line change and circle.
 8. Lope log.
 9. Stop and back.
-

English Equitation Walk-Trot



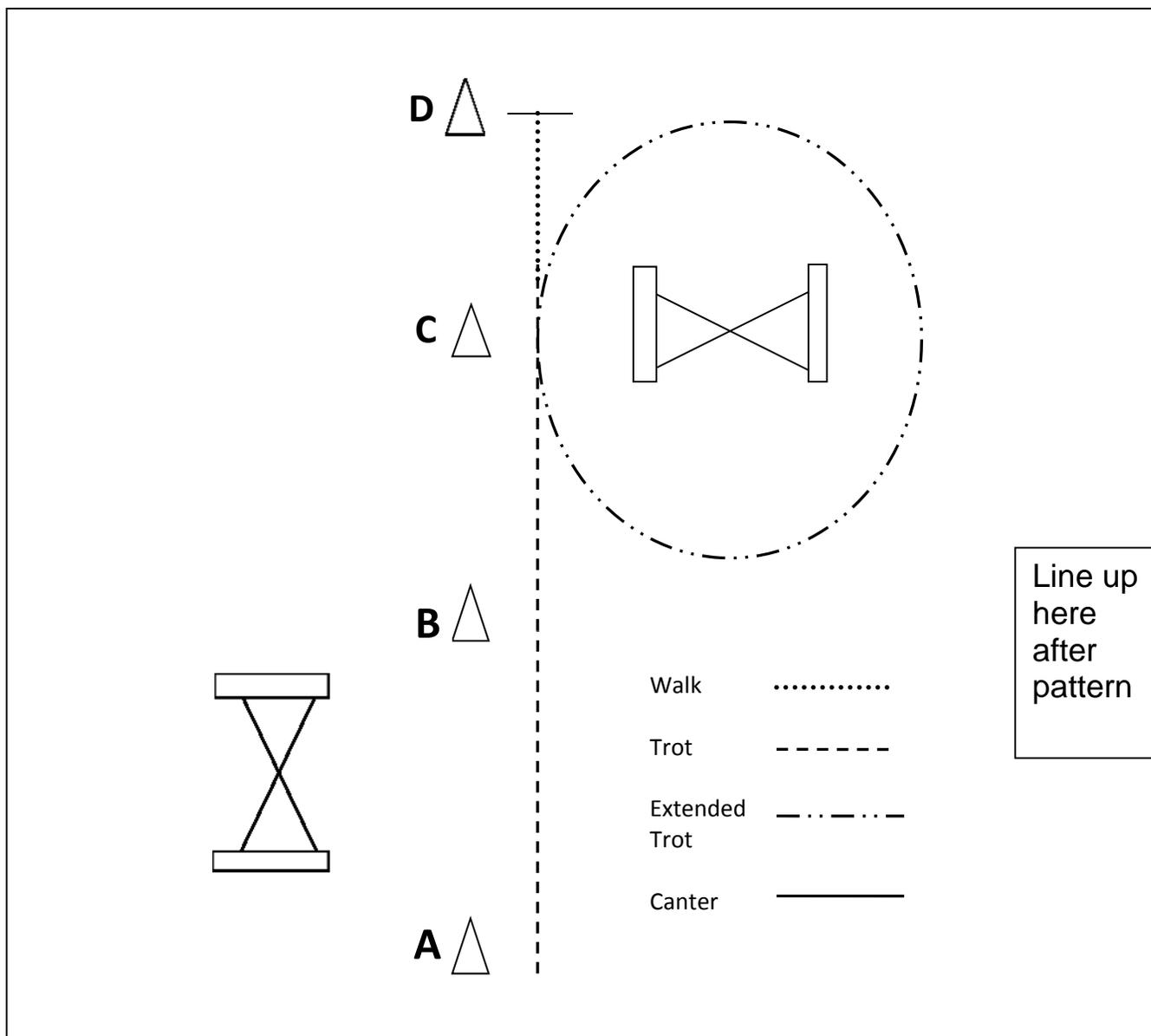
1. Halt at Cone A wait for judge to nod
2. Walk to Cone B, Pick up the trot
3. Extend the Trot around Cone C to Cone D Halt

English Equitation – Junior I, Junior II, Pattern 1



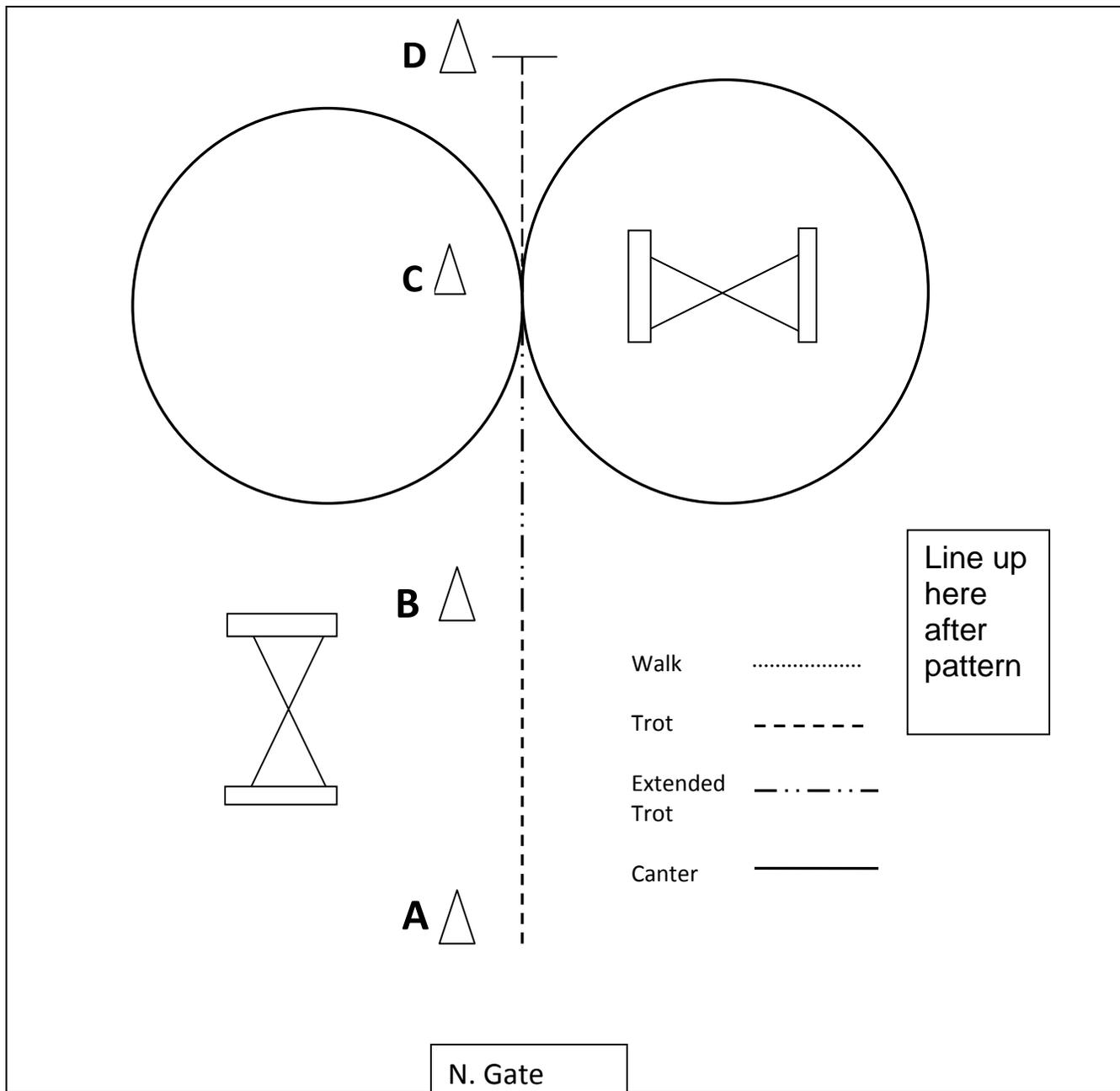
1. Enter the gate at a walk
2. Halt at A then pick up a working (posting) trot
3. Weave through B and C changing diagonals as needed
4. Halt at D
5. Acknowledge judge and line up

English Equitation – Junior I, Junior II, Pattern 2



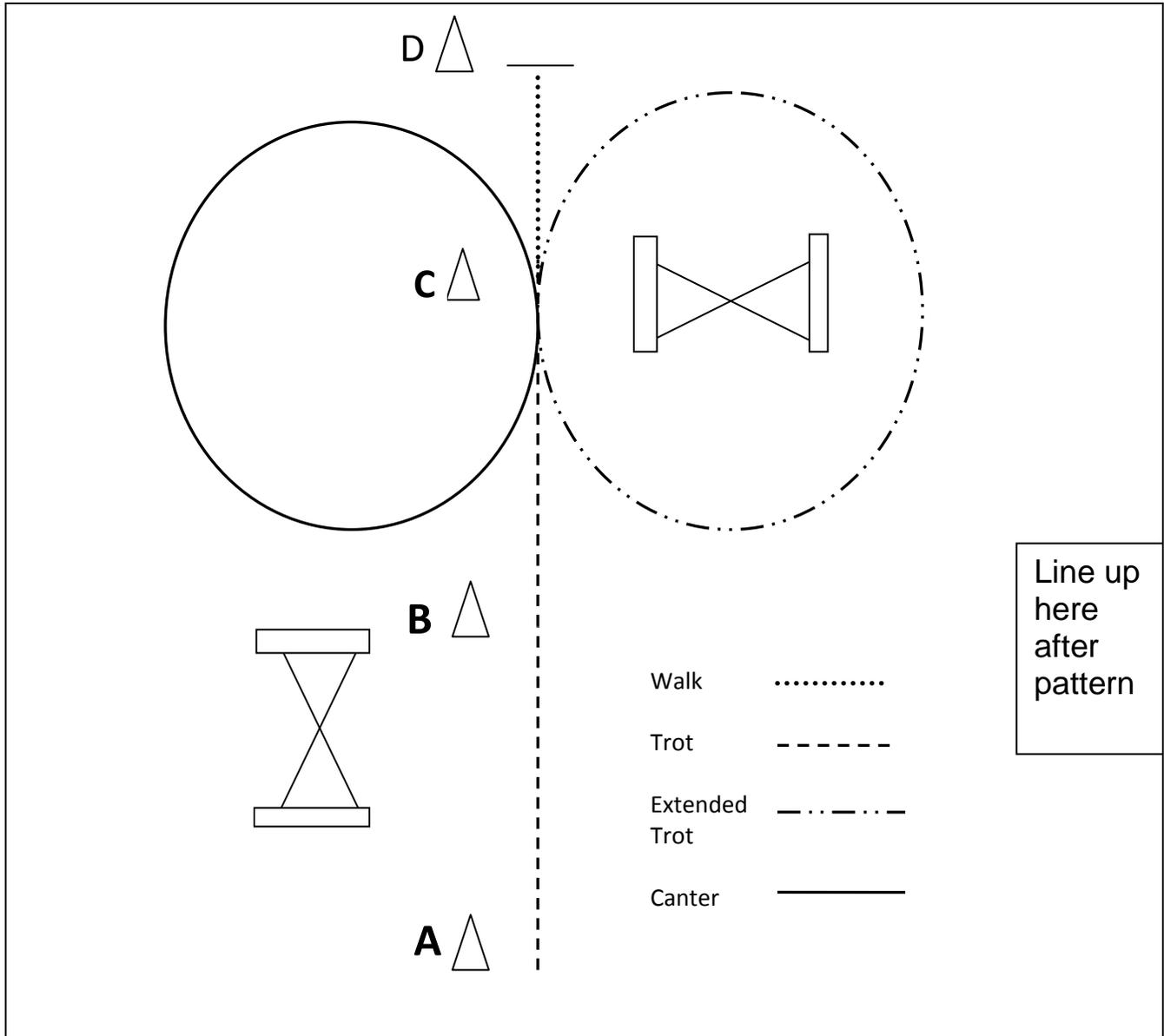
1. Enter the gate at a walk
2. Cone A pick up a (posting) trot
3. At C pick up an extended (posting) trot and complete a circle to the right
4. At C break to a walk
5. Halt at D
6. Acknowledge judge and line up

English Equitation - Intermediate and Sr. Pattern 1



1. Enter the gate at a walk
2. At Cone A pick up a working (posting) trot
3. At Cone B extend the trot
4. At Cone C pick up a canter and complete a circle to the left
5. At C change leads (simple or flying) complete a circle to the right
6. At C break to a working trot
7. Halt at D
8. Acknowledge judge and line up

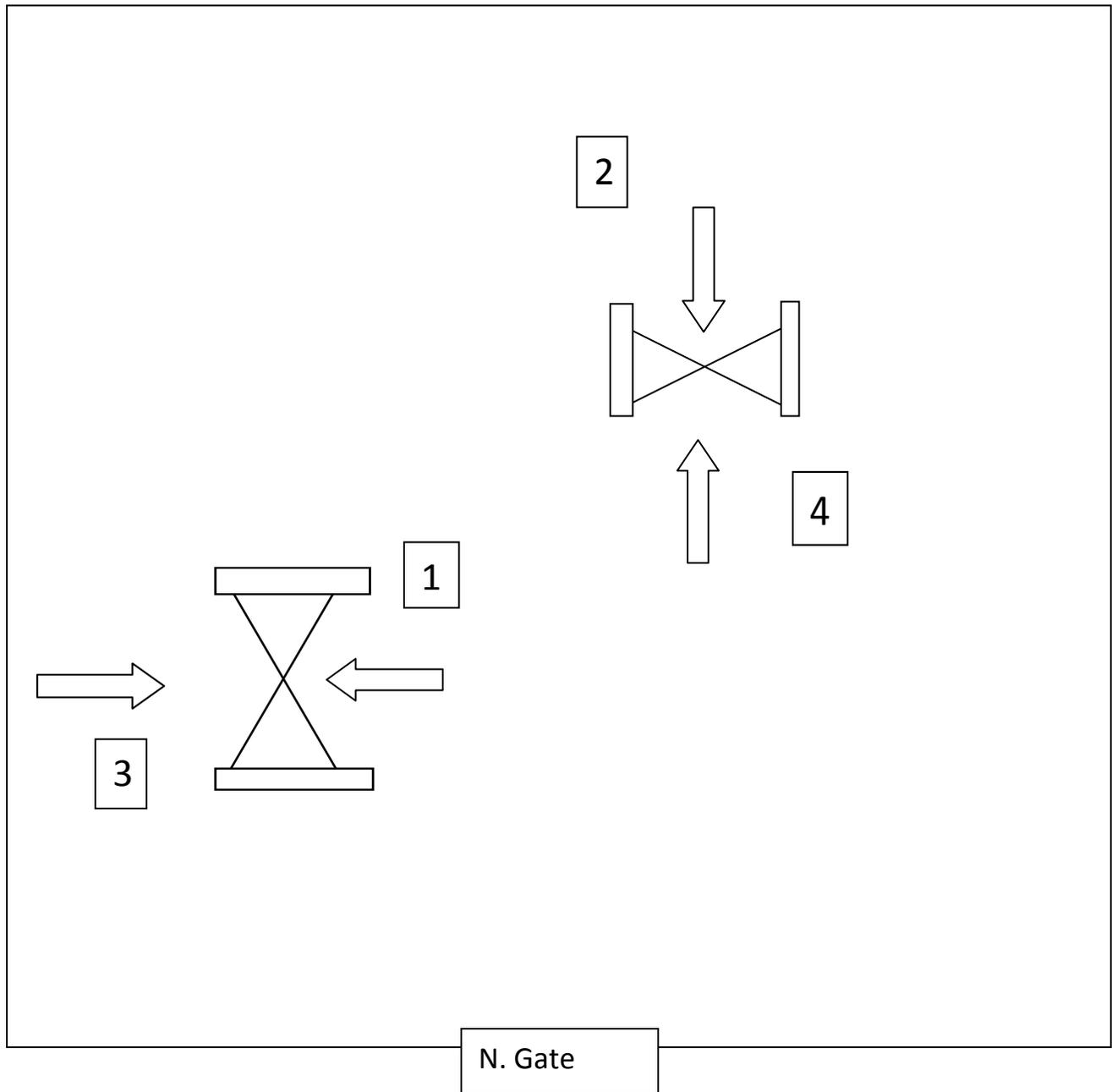
English Equitation – Intermediate and Sr. Pattern 2



1. Enter the gate at a walk
2. Cone A pick up a sitting trot
3. Cone B pick up a (posting) trot
4. At C pick up an extended (posting) trot and complete a circle to the right
5. At C pick up a canter and complete a circle to the left
6. At C break to a walk
7. Halt at D
8. Acknowledge judge and line up

English Equitation Over Fences Level I (18") Pattern 1

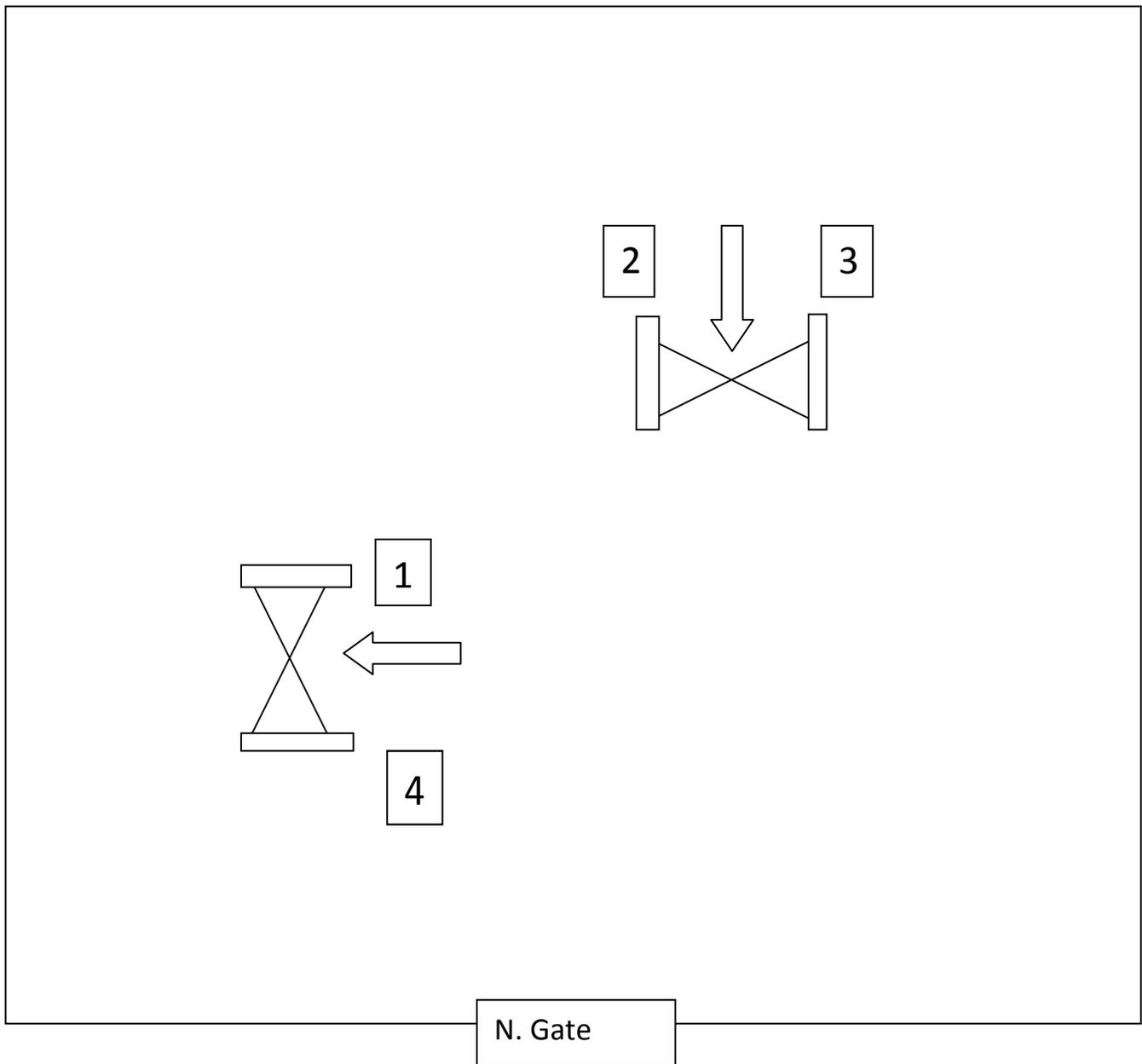
Cross Rails Only



1. Then complete jumping course when instructed by the judge (4-H member may trot or canter fences)

English Equitation Over Fences Level I (18") Pattern 2

Cross Rails Only



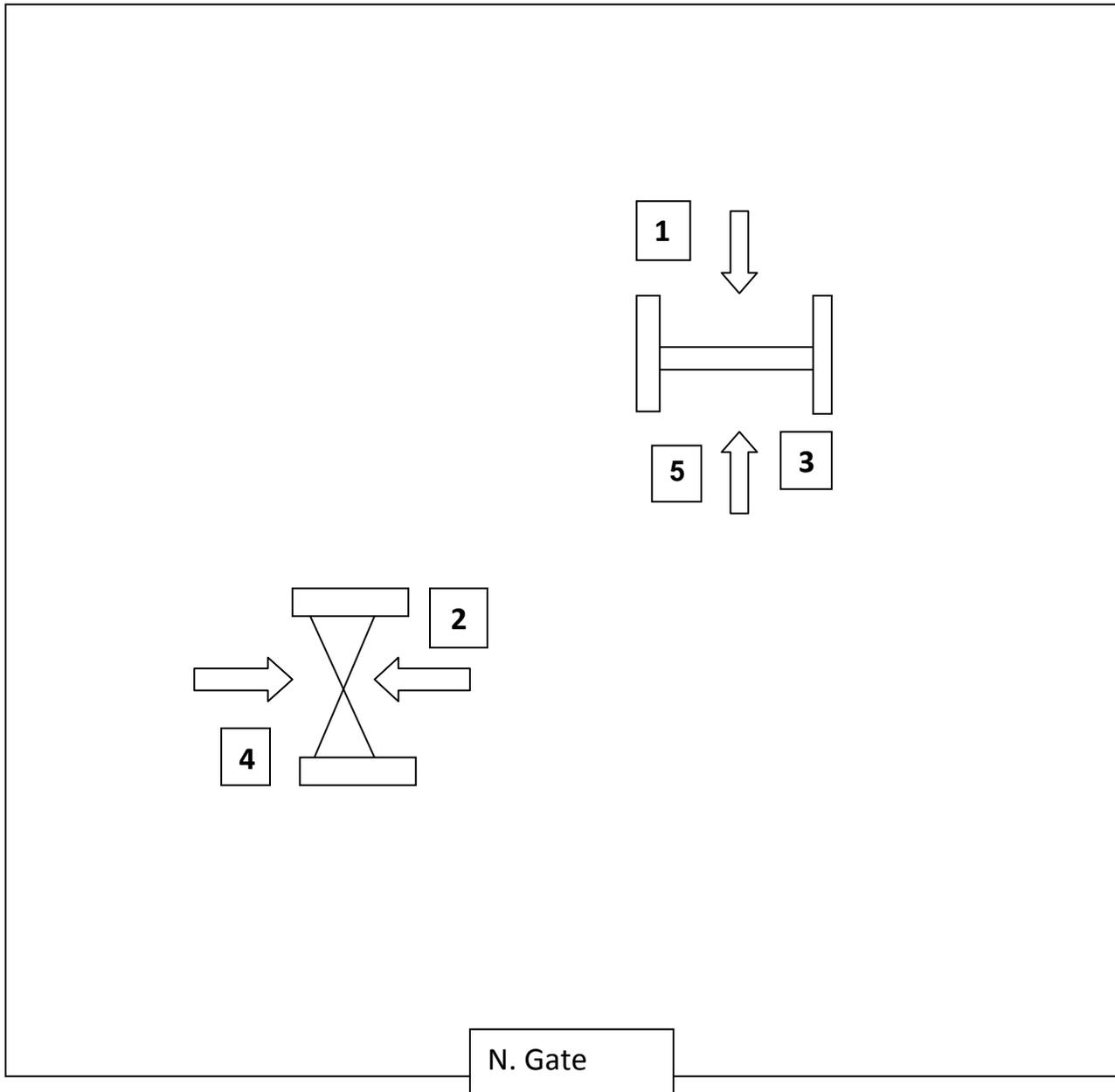
1. Then complete jumping course when instructed by the judge (4-H member may trot or canter fences)

Equitation over Fences - Level II, III, IV Pattern 1

Level II (2' max height) 1-Cross Rail & 1 Vertical

Level III (2'3" max height) 2 Verticals

Level IV (2'6" max height) 2 Verticals



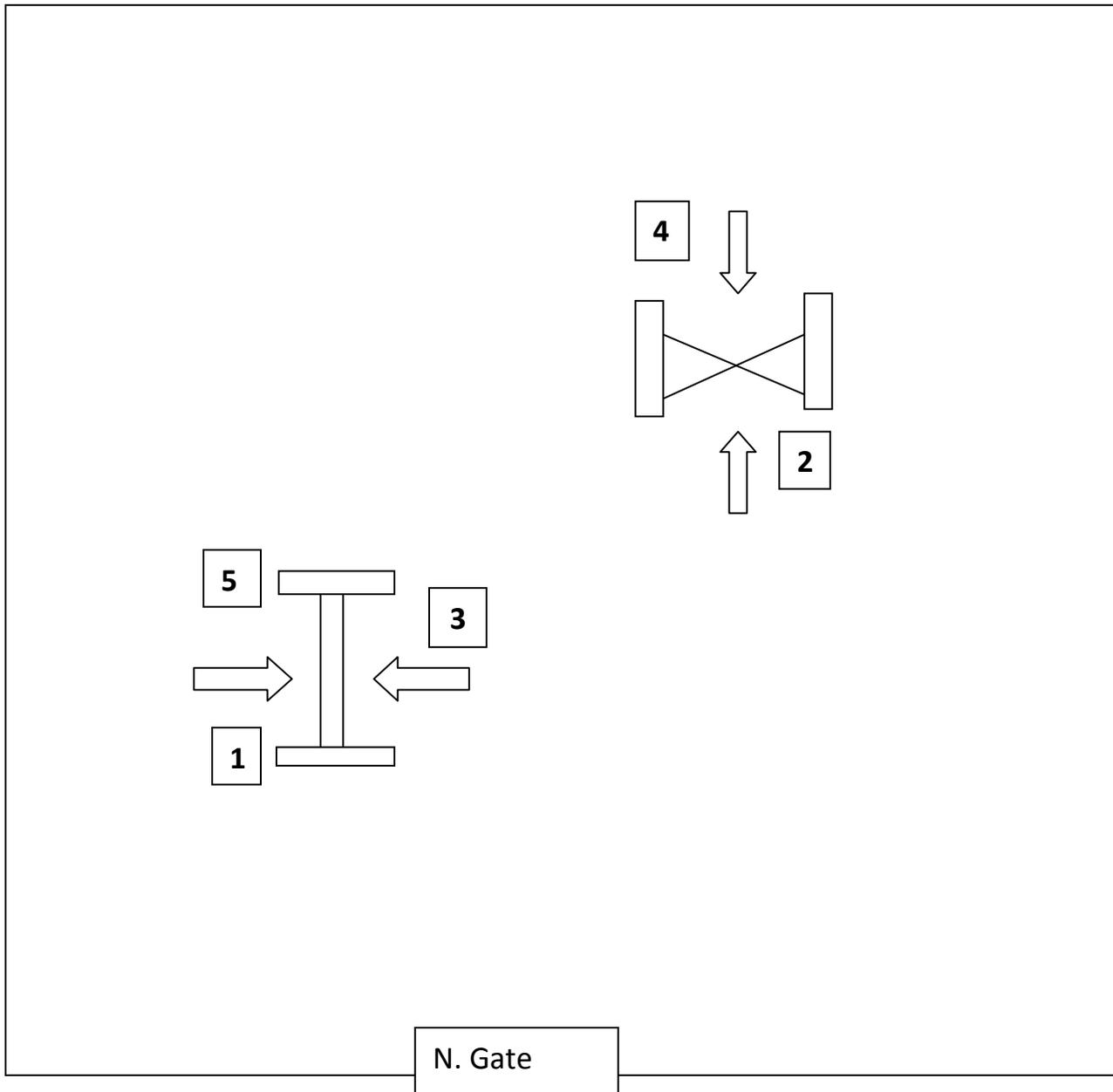
1. Complete a courtesy circle and then the jumping course (Level II may trot or canter fences, Level III & IV must canter fences)

Equitation over Fences - Level II, III, IV Pattern 2

Level II (2' max height) 1-Cross Rail & 1 Vertical

Level III (2'3" max height) 2 Verticals

Level IV (2'6" max height) 2 Verticals



1. Complete a courtesy circle and then the jumping course (Level II may trot or canter fences, Level III & IV must canter fences)