2020 Central District III Horse and Pony Show Example Patterns

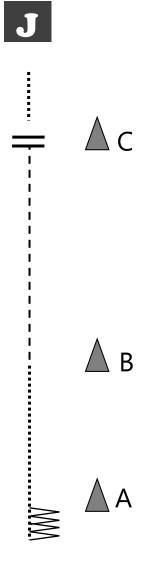


Showmanship	Junior	#100-106	2
	Intermediate	#201-203	5
	Senior	#301-304	7
English Equitation	Walk-Trot	#441-444	9
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	Senior	#341-344	15
English Equitation	Level I	#551-552	17
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	Intermediate	#211-214	27
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Trail Obstacle Options	All ages		45
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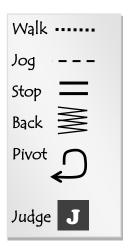
Showmanship Jr

Reviewed 3/14/2018 Pattern #101

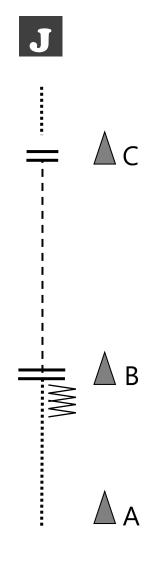
- 1. Set up at A
- 2. Back 5 steps
- 3. Walk to B
- 4. Jog to **C**, Stop
- 5. Walk to Judge, Set up for Inspection
- 6. Walk to line-up or exit as instructed.



Showmanship Jr

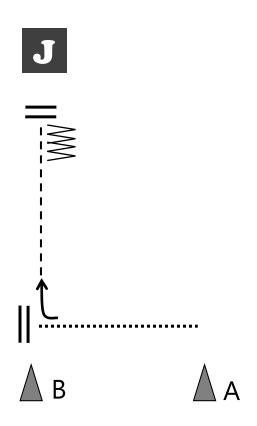


- 1. Set up at A
- 2. Walk to **B**, Stop
- 3. Back 5 steps
- 4. Jog to C, Stop
- 5. Walk to Judge, Set up for Inspection
- 6. Walk to line-up or exit as instructed.

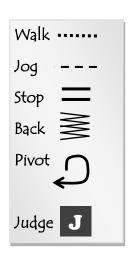


Showmanship - Jr

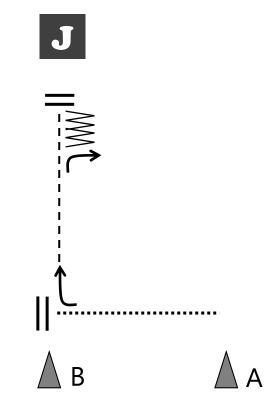
Reviewed 3/14/2018 Pattern #103



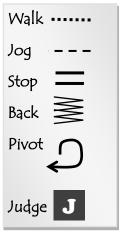
- 1. Set up at A,
- 2. Walk to **B,** Stop
- 3. Pivot 90°, Jog to Judge
- 4. Stop, Set up for Inspection
- 5. Back 5 steps
- 6. Walk to line-up or exit as instructed.



Showmanship - Jr

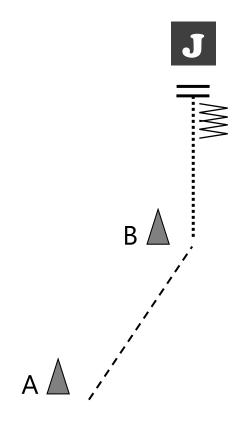


- 1. Set up at **A**,
- 2. Walk to **B,** Stop
- 3. Pivot 90°, Jog to Judge
- 4. Stop, Set up for Inspection
- 5. Back 5 steps
- 6. Pivot 90°
- 7. Walk to line-up or exit as instructed.

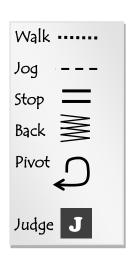


Showmanship - Jr

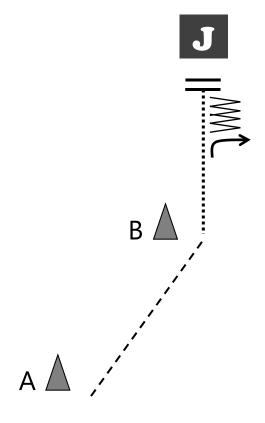
Reviewed 3/14/2018 Pattern #105



- 1. Set up at A
- 2. Jog to **B**
- 3. Walk to Judge
- 4. Stop, Set up for Inspection
- 5. Back 5
- 6. Walk to line-up or exit as instructed.



Showmanship - Jr



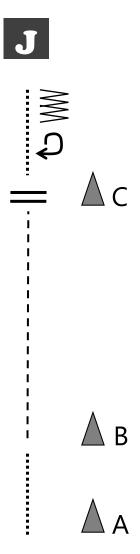
- 1. Set up at A
- 2. Jog to **B**
- 3. Walk to Judge
- 4. Stop, Set up for Inspection
- 5. Back 5 steps
- 6. Pivot 90°
- 7. Walk to line-up or exit as instructed.



Showmanship - Int.

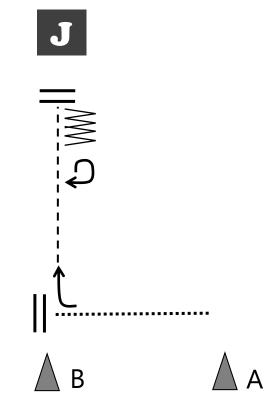
Reviewed **3/14/2018**

- 1. Set up at A
- 2. Walk to B
- 3. Jog to **C,** Stop
- 4. Walk to Judge, Set up for Inspection
- 5. Back 5 steps
- 6. Pivot 270°
- 7. Walk to line-up or exit as instructed.

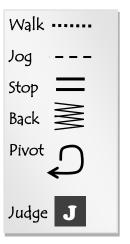


Pattern #201

Showmanship - Int



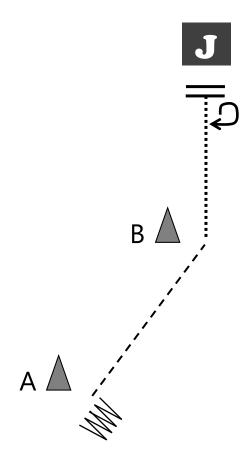
- 1. Set up at A,
- 2. Walk to **B**, Stop
- 3. Pivot 90°, Jog to Judge
- 4. Stop, Set up for Inspection
- 5. Back 5 steps
- 6. Pivot 270°
- 7. Walk to line-up or exit as instructed.



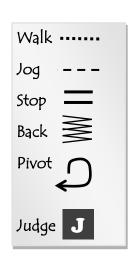
Showmanship - Int

Reviewed **3/14/2018**

Pattern #203

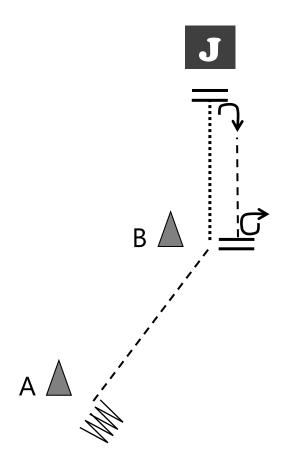


- 1. Set up at A
- 2. Back 5 steps
- 3. Jog to **B**
- 4. Walk to Judge
 5. Stop, Set up for Inspection
 6. Pivot 270°
- 7. Walk to line-up or exit as instructed.

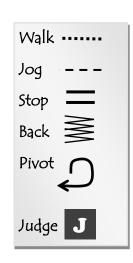


Showmanship - Sr

Reviewed 3/14/2018 Pattern #301



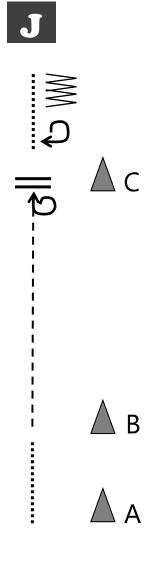
- 1. Set up at A
- 2. Back 5 steps
- 3. Jog to **B**
- 4. Walk to Judge
- 5. Stop, Set up for Inspection
- 6. Pivot 180°
- 7. Jog to **B**, Stop
- 8. Pivot 270°
- 9. Walk to line-up or exit as instructed.



Showmanship - Sr

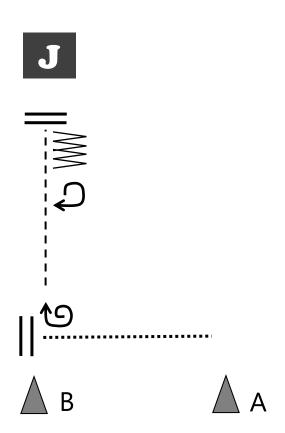


- 1. Set up at A
- 2. Walk to B
- 3. Jog to **C**
- 4. Stop, Pivot 360°
- 5. Walk to Judge, Set up for Inspection
- 6. Back 5 steps
- 7. Pivot 270°
- 8. Walk to line-up or exit as instructed.



Showmanship - Sr

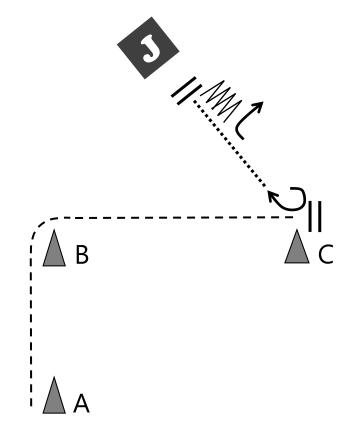
Reviewed 3/14/2018 Pattern #303



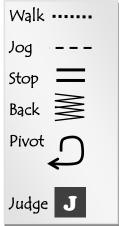
- 1. Set up at **A**,
- 2. Walk to B, Stop
- 3. Pivot 450°, Jog to Judge
- 4. Stop, Set up for Inspection
- 5. Back 5 steps
- 6. Pivot 270°
- 7. Walk to line-up or exit as instructed.



Showmanship - Sr



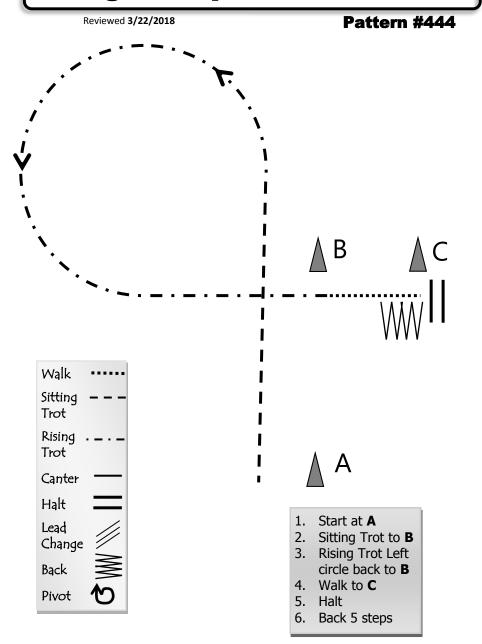
- 1. Set up at **A**,
- 2. Jog around **B** to **C**, Stop
- 3. Pivot 225°, Walk to Judge
- 4. Stop, Set up for Inspection
- 5. Back 5 steps
- 6. Pivot 90°
- 7. Walk to line-up or exit as instructed.



English Equitation Walk-Trot

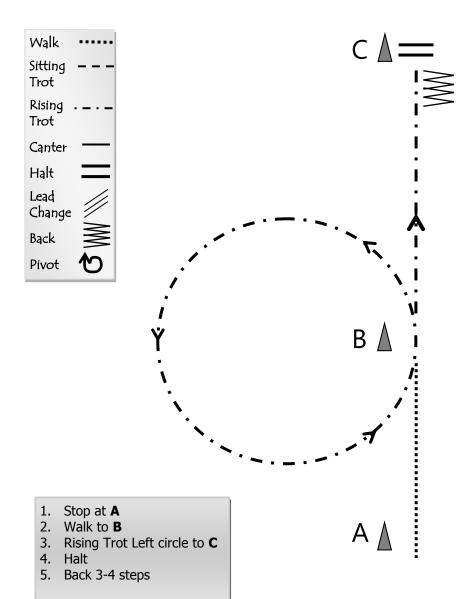
Pattern #443 Reviewed 3/22/2018 Walk Sitting --Trot Rising . _ . _ Trot Canter Halt Lead Change Back Pivot В 1. Start at A 2. Back 5 steps 3. Sitting Trot to B 4. Rising Trot to C and around to **D** 5. Halt

English Equitation Walk-Trot



English Equitation Walk-Trot

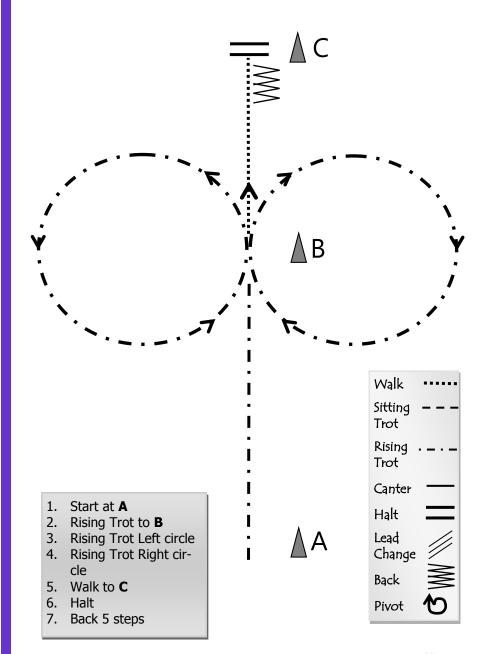
Reviewed 3/22/2018 Pattern #441



English Equitation Walk-Trot

Reviewed 3/22/2018

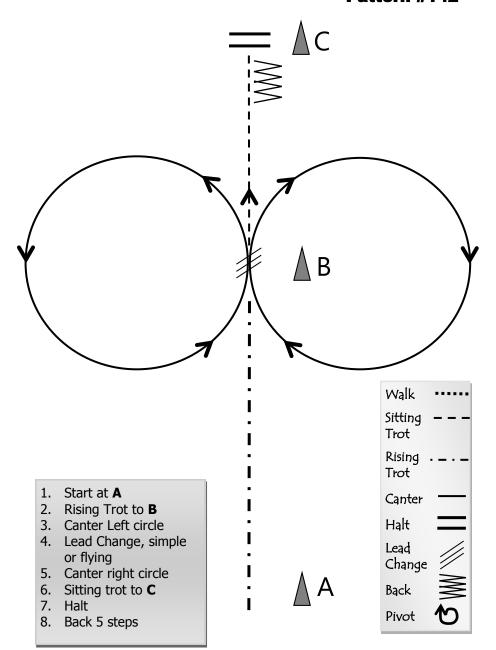
Pattern #442



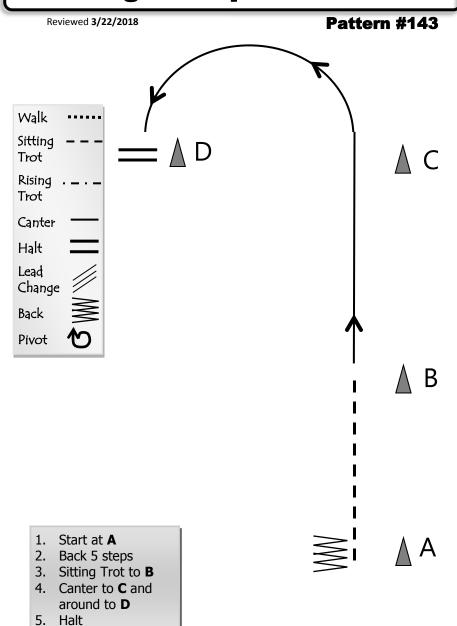
English Equitation Jr

Pattern #141 Reviewed 3/22/2018 c **△=** |<u></u> Walk Sitting -Trot Rising . _ . . Trot Canter Halt Lead Change Back Pivot В 1. Stop at A 2. Rising Trot to B 3. Canter Left circle to C 4. Halt 5. Back 3-4 steps

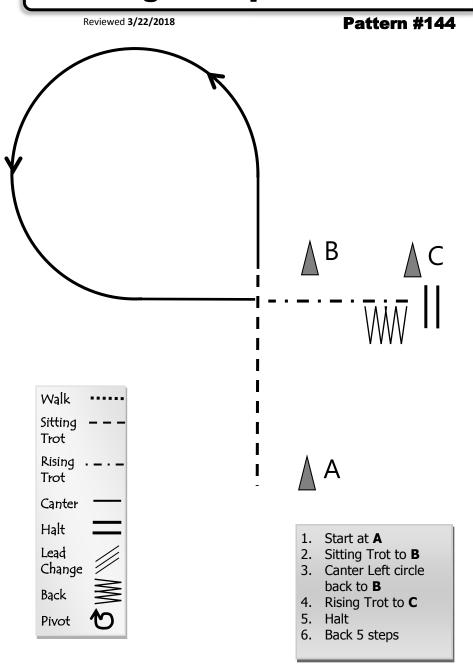
English Equitation Jr



English Equitation Jr



English Equitation Jr



English Equitation Int

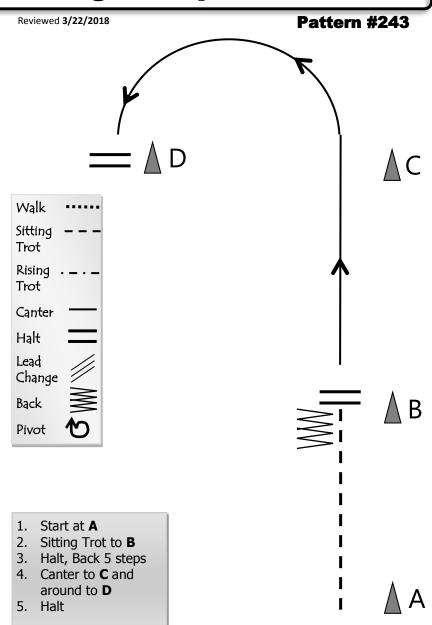
Pattern #241 Reviewed 3/22/2018 \triangle B Walk Sitting Trot Rising Trot Canter Halt Lead 1. Stop at A Change 2. Sitting Trot to B 3. Rising trot Left circle Back to C 4. Canter Right circle Pivot

5. Halt

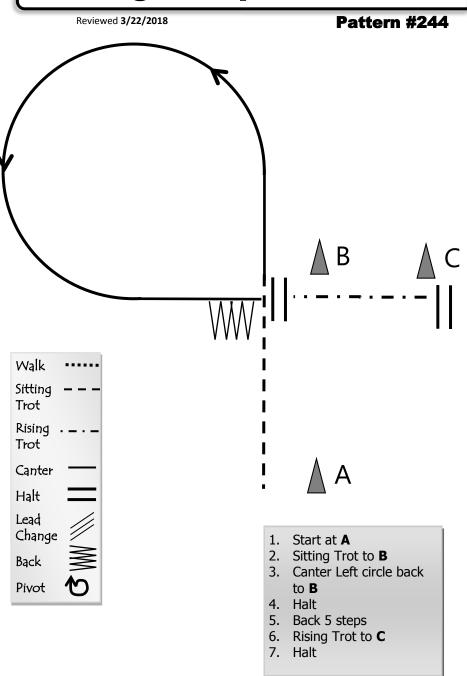
English Equitation Int

Pattern #242 Reviewed 3/22/2018 Walk Sitting Trot Rising Trot Canter 1. Start at A 2. Sitting Trot to B Halt 3. Halt, Back 5 steps Lead 4. Rising Trot to C Change 5. Canter Left circle, Lead change Back 6. Canter right circle Pivot 7. Halt

English Equitation Int

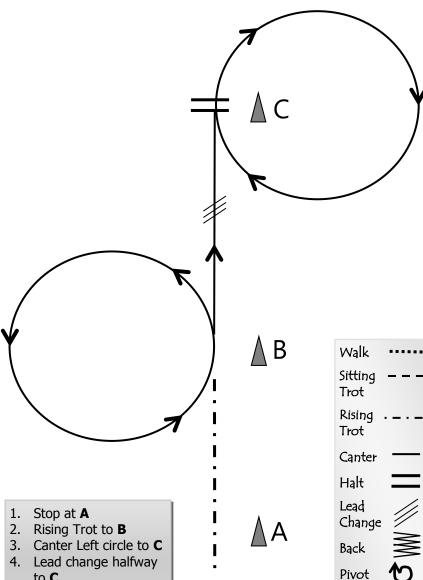


English Equitation Int



English Equitation sr

Reviewed 3/22/2018 Pattern #341



to C

6. Halt

Canter right circle

English Equitation Sr

Pattern #342 Reviewed 3/22/2018 Walk Sitting Trot Rising . _ . -Trot Canter 1. Start at A 2. Sitting Trot to B Halt 3. Halt, 360° right turn Lead on haunches Change 4. Rising Trot to C 5. Canter Left circle, Back Lead change

6. Canter right circle

7. Halt

Pivot

English Equitation sr

Pattern #343 Reviewed 3/22/2018 Walk Sitting Trot Rising . _ . _ Trot Canter Halt Lead Change / Back Pivot В 1. Start at A 2. Sitting Trot to B 3. Rising Trot to C 4. Canter to **D** 5. Halt

6. Back 5 steps

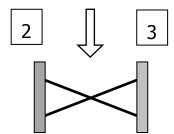
English Equitation sr

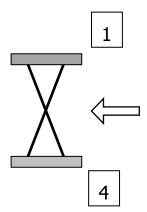
Pattern #344 Reviewed 3/22/2018 В Walk Sitting Trot Rising . _ . _ Trot Α Canter Halt Lead 1. Start at A Change 2. Canter right lead to B 3. Stop, 360° right turn on Back haunches 4. Canter Left lead circle to C Pivot 5. Halt Back 5 steps

English Equitation Over Fences

Ground Poles Level I (18" max height) Cross Rails Only Reviewed 3/22/2018

Pattern #551



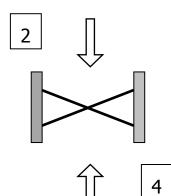


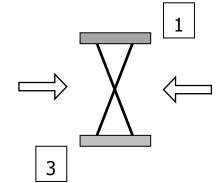
Complete a courtesy circle and then the jumping course (may trot or canter fences)

English Equitation Over Fences

Ground Poles Level I (18" max height) Cross Rails Only Reviewed 3/22/2018

Pattern #552



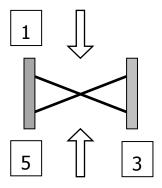


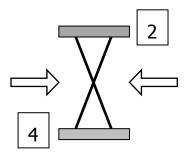
Complete a courtesy circle and then the jumping course (may trot or canter fences)

English Equitation Over Fences

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

Reviewed 3/22/2018 Pattern #561





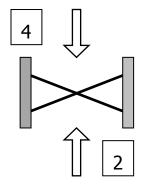
Complete a courtesy circle and then the jumping course (Level II may trot or canter fences, Level III & IV must canter fences)

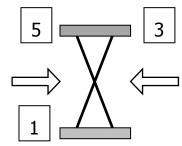
English Equitation Over Fences

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

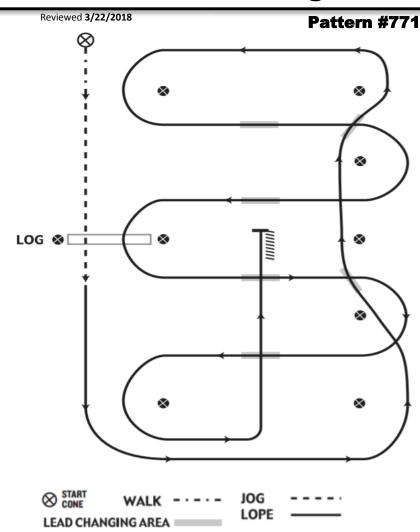
Reviewed 3/22/2018

Pattern #562





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



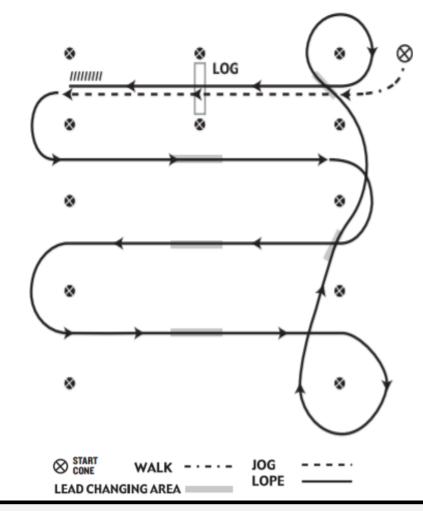
- . Walk at least 15' & jog over log
- 2. Transition to left lead & lope around end
- 3. First line change
- 4. Second line change lope around the end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Lope over log
- 8. Third crossing change
- 9. Fourth crossing change
- 10. Lope up the center, stop & back

Western Riding

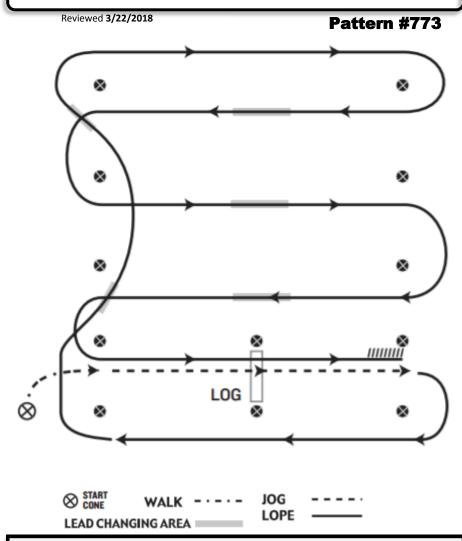
Int/Sr

Reviewed 3/22/2018

Pattern #772

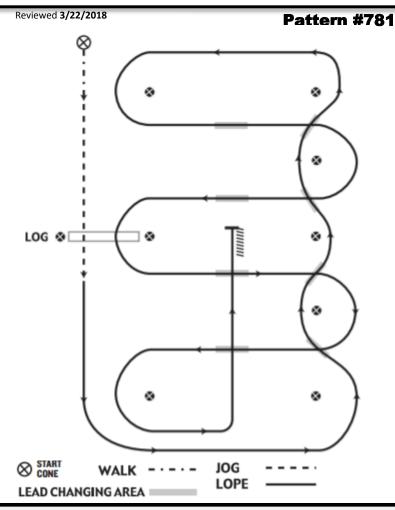


- 1. Walk, transition to jog, jog over log
- 2. Transition to left lead lope
- 3. First crossing change
- 4. Second crossing
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change & circle
- 8. Lope over log
- 9. Stop & back



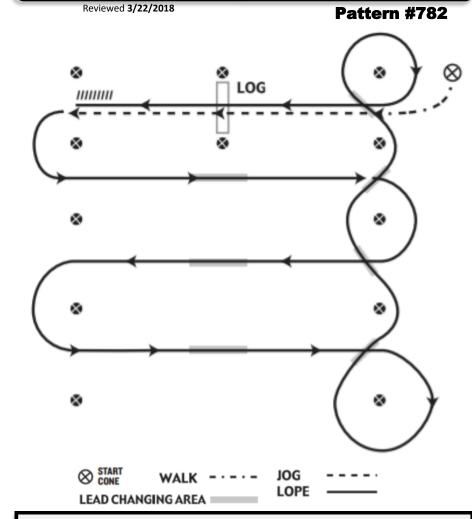
- 1. Walk, transition to jog, jog over log
- 2. Transition to right lead & lope around end
- 3. First line change
- 4. Second line change, lope around end of arena
- 5. First crossing change
- 6. Second crossing change
- 7. Third crossing change
- 8. Lope over log
- 9. Lope, stop & back

Western Riding Int/Sr

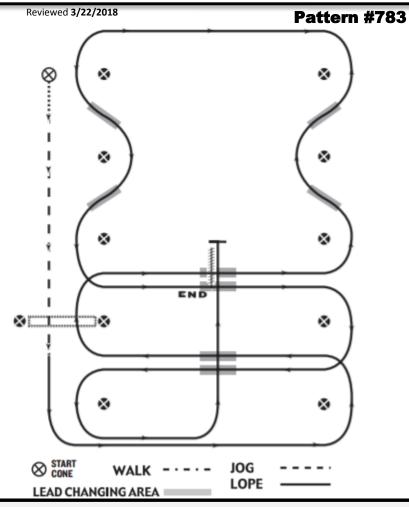


- 1. Walk at least 15' & jog over log
- 2. Transition to left lead & lope around end
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change, lope around end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- 10. Third crossing change
- 11. Fourth crossing change
- 12. Lope up center, stop & back

Western Riding Int/Sr

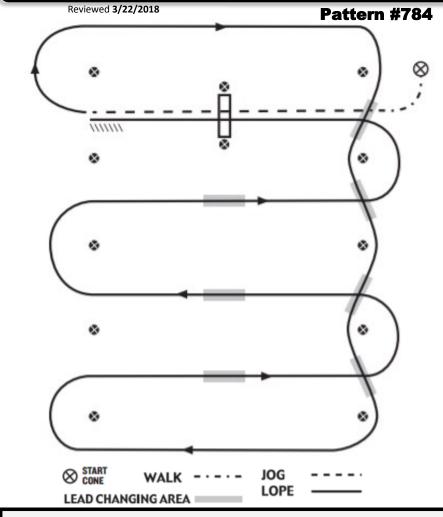


- 1. Walk, transition to jog, jog over log
- 2. Transition to lope, on the left lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change
- 8. Third line change
- 9. Fourth line change & circle
- 10. Lope over log
- 11. Lope, stop & back



- L. Walk halfway between markers, transition to jog, jog over log
- 2. Transition to the lope, on the left lead
- 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 & back

Western Riding Int/Sr

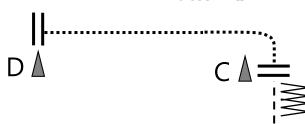


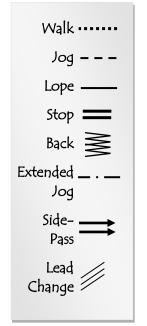
- 1. Walk, transition to jog, jog over log
- 2. Transition to lope, on the right lead
- 3. First line change
- 4. Second line change
- 5. Third line change
- 6. Fourth line change
- 7. First crossing change
- 8. Second line change
- 9. Third line change & circle
- 10. Lope over log
- 11. Lope, stop & back

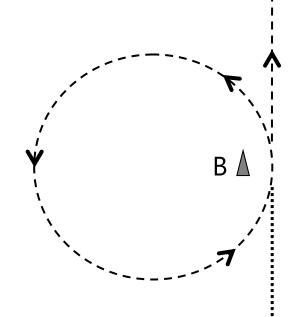
nago 22

Western Horsemanship Walk-Jog

Reviewed 3/22/2018 Pattern #411

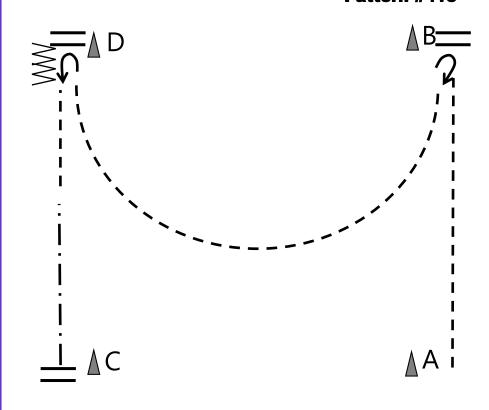




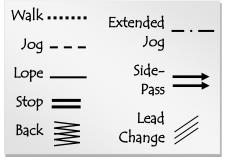


- 1. Stop at A
- 2. Walk to B
- 3. Jog Left circle around B, continue to C
- 4. Stop
- 5. Back 5 steps
- 6. Walk around **C** to **D**
- 7. Stop

Western Horsemanship Walk-Jog



- 1. Stop at A
- 2. Jog to **B**
- 3. Stop
- 4. Right pivot 180⁰
- Jog 1/2 circle to **D**
- 6. Stop
- 7. Left pivot 180⁰
- 8. Back 5 steps
- 9. Jog halfway to **C**, Extended jog to **C**
- 10. Stop



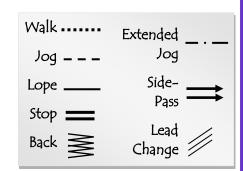
Western Horsemanship Walk-Jog

Pattern #412

- 1. Stop at A
- 2. Jog to and around **B** to **C**

Reviewed 3/22/2018

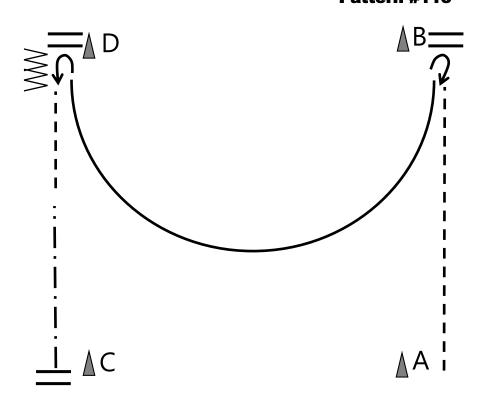
- 3. Stop
- 4. Right pivot 45°
- 5. Jog around **D**
- 6. Halfway to **C**, break to walk.
- 7. At **C**, Stop
- 8. Back 5 steps



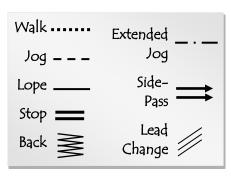
Reviewed 3/22/2018

Reviewed 3/22/2018

Western Horsemanship Jr



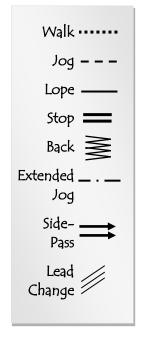
- 1. Stop at A
- 2. Jog to **B**
- 3. Stop
- 4. Right pivot 180°
- 5. Lope right lead 1/2 circle to **D**
- 6. Stop
- 7. Left pivot 180°
- 8. Back 5 steps
- 9. Jog halfway to **C**, Extended Jog to **C**
- 10. Stop

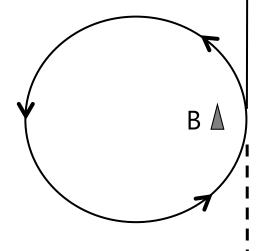


Western Horsemanship Jr

Reviewed 3/22/2018 Pattern #111







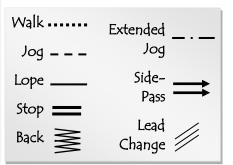
- 1. Stop at A
- 2. Jog to **B**
- Lope Left lead circle around B, continue to C.
- 4. Stop
- Back 5 steps
- Walk around C to D
- 7. Stop
- 8. Side-Pass right

Western Horsemanship Jr

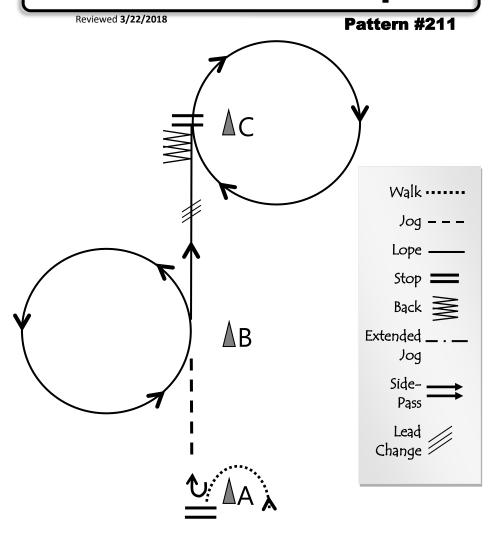
Reviewed 3/22/2018

Pattern #112 Λ

- 1. Stop at A
- 2. Jog to **B**
- 3. Lope Right lead around **B** to **C**
- Stop
- 5. Right pivot 45°
- 6. Jog around **D**
- 7. Halfway to **C**, break to walk.
- 8. At **C**, Stop
- 9. Back 5 steps

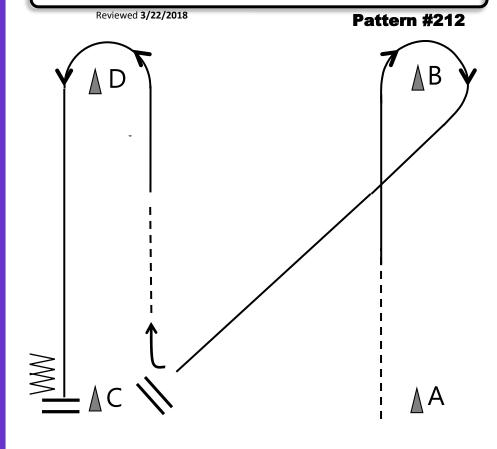


Western Horsemanship Int.

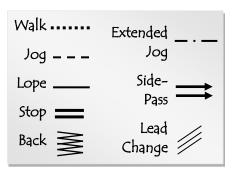


- 1. Stop at A, walk around A, Stop
- 2. 180⁰ pivot right.
- 3. Jog to **B**
- 4. Lope Left lead Circle, continue toward C
- 5. Lead change (Simple or flying) between **B & C**
- 6. At **C**, Lope Right lead circle.
- 7. Stop
- 8. Back 5 steps

Western Horsemanship Int



- 1. Stop at A
- 2. Jog halfway to **B**, begin right lead lope
- 3. Lope around **B** to C
- 4. Stop
- 5. Right pivot 45°
- 6. Jog halfway to D.
- 7. Lope Left lead around **D** to **C**
- 8. Stop, Back 5 steps

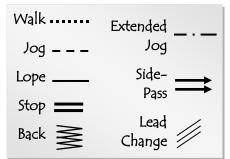


Western Horsemanship Int

- 1. Stop at A
- 2. Jog a few steps, then Lope Left lead to **B**

Reviewed 3/22/2018

- 3. Stop
- 4. Back 5 steps
- 5. Right pivot 180⁰
- 6. Lope right lead 1/2 circle to **D**
- 7. Stop
- 8. Left pivot 180⁰
- 9. Jog halfway to **C**, Extended Jog to **C**
- 10. Stop
- 11. Side Pass right



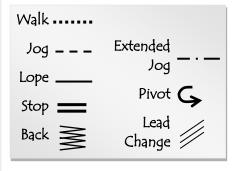
Pattern #213

Western Horsemanship Int

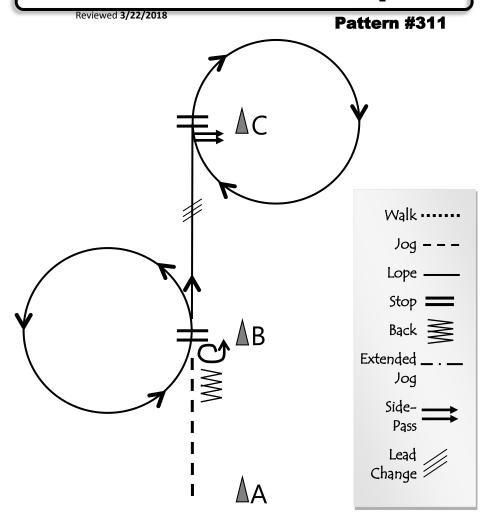
Reviewed 3/22/2018 Pattern #214 $\overline{\mathsf{W}}$ ∆B

- 1. Start facing A
- 2. Perform 180⁰ turn to left
- 3. Jog half circle to **B**
- 4. Lope right lead circle until in line with **B**.
- 5. Stop
- 6. Extend the jog to **C**
- 7. Stop, back.
- 8. Lope a square corner around **C**, then jog.

Pattern is complete, exit at a jog.

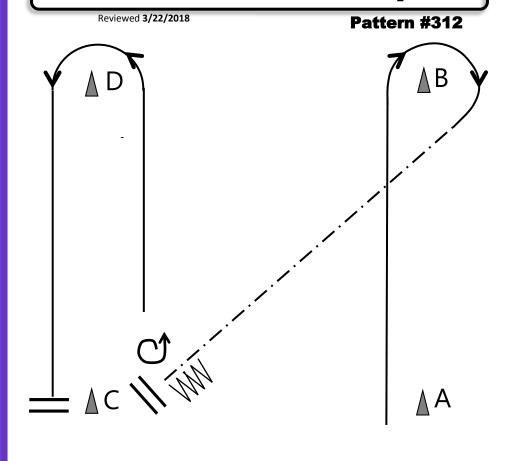


Western Horsemanship sr.

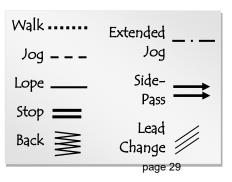


- 1. Stop at A
- 2. Jog to **B**, stop
- 3. 360⁰ pivot left
- 4. Back 5 steps
- 5. Lope Left Circle, continue toward **C**.
- 6. Lead change (Simple or flying)between **B & C**
- 7. At **C**, Lope Right circle
- 8. Stop
- 9. Side pass right.

Western Horsemanship sr



- 1. Stop at A
- 2. Lope right lead around **B**
- 3. Extended Jog to C
- 4. Stop, back 5 steps
- 5. Left pivot 270°
- 6. Lope Left lead around **D** to **C**
- 7. Stop



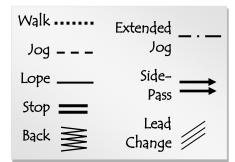
Western Horsemanship sr

ΛB<u></u> ΔA

- 1. Stop at A
- 2. Lope Left lead to **B**
- 3. Stop
- 4. Back 5 steps
- 5. Left pivot 180°
- 6. Lope right lead 1/2 circle to **D**

Reviewed 3/22/2018

- 7. Stop
- 8. Left pivot 180⁰
- 9. Jog halfway to **C**, Extended Jog to C
- 10. Stop
- 11. Side pass right



Pattern #313

Western Horsemanship sr

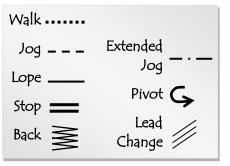
Pattern #314 ∆B ∆AG---

- 1. Start facing A
- 2. Perform 180^o turn to left
- 3. Jog half circle to **B**
- 4. Lope left lead circle and change leads (simple or flying)

Reviewed 3/22/2018

- 5. Continue circle on right lead until in line with B.
- 6. Stop and perform 360⁰ pivot to the riaht.
- 7. Extend the jog to **C**
- 8. Stop, Back
- 9. Lope a square corner around **C**, then jog.

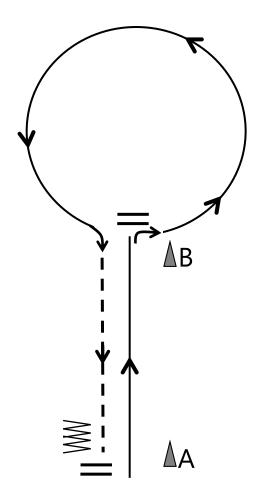
Pattern is complete, exit at a jog.



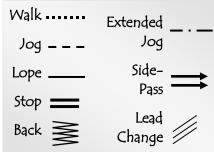
Western Horsemanship sr

Reviewed 3/22/2018

Pattern #315



- 1. Start at A
- 2. Lope Right lead to **B,** Stop
- 3. 90⁰ turn on haunches
- 4. Lope Left lead circle to **B**
- 5. Jog to **A**.
- 6. Stop, back.

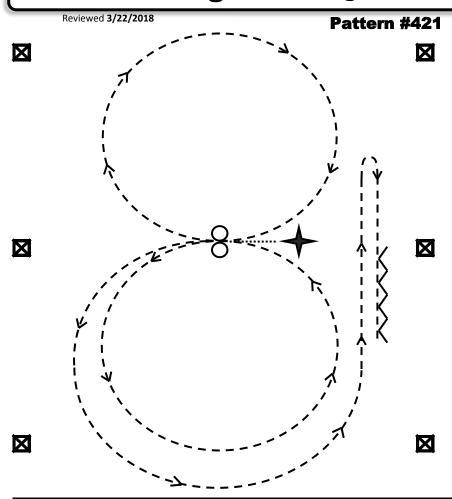


Western Horsemanship sr

Reviewed 3/22/2018

Pattern #

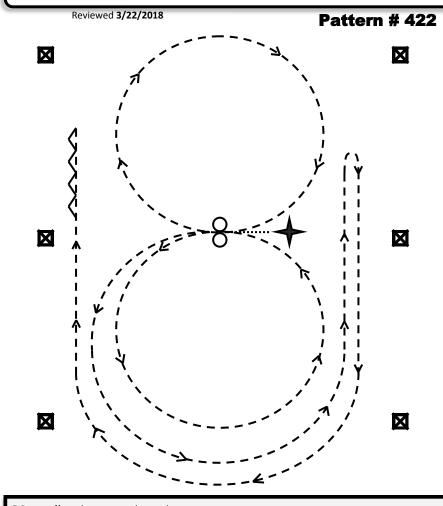
Reining **Walk-Jog**



May walk or jog to starting point

- Begin at + 1. Walk to center of arena.
- Complete 1 large circle to the left.
- 3. Complete 1 large circle to the right.
- Stop in center, 1 spin to left,
- 5. 1 spin to right.
- 6. Begin large circle to left. Do not close circle, Continue around end of arena and up side past center marker; Stop, rollback, no hesitation
- 7. Trot past center marker., Stop.
- 8. Back at least 5 steps. Hesitate to demonstrate completion of pattern.

Reining **Walk-Jog**



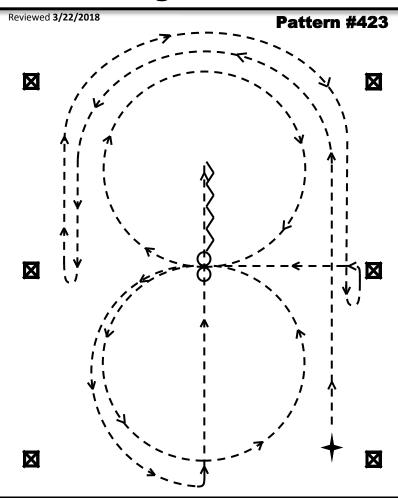
May walk or jog to starting point

Begin at +

- 1. Walk to center of arena.
- 2. Stop in center, 1 spin to left
- 3. 1 spin to right.
- 4. Complete 1 large circle to the left.
- 5. Complete 1 large circle to the right.
- 6. Begin large circle to left, do not close circle, continue around end of arena and up side past center marker; stop, rollback, no hesitation
- 7. Continue around end of arena, and up side past center marker, Stop.
- 8. Back at least 5 steps.

Hesitate to demonstrate completion of pattern.

Reining Walk-Jog

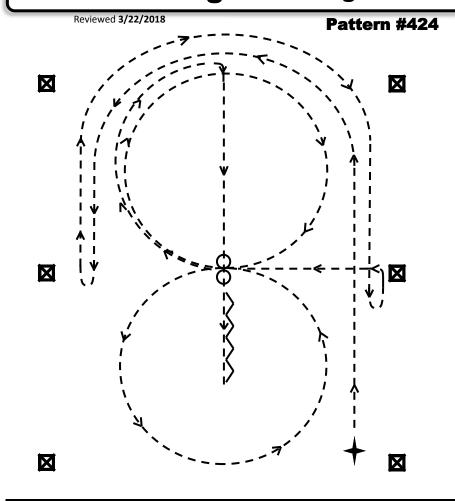


Begin at →

- 1. Jog up side of arena, around end, and straight down opposite side past center marker, stop, rollback, no hesitation.
- 2. Continue straight up side, around the end, and past center marker, stop, rollback, no hesitation, Continue to center of arena.
- 3. Complete 1 large circle to the left.
- 4. Complete 1 large circle to the right.
- 5. Stop in center, 1 spin to left
- 6. 1 spin to right..
- 7. Begin large circle to left. After 1/2 circle, turn and jog down center of arena, past center marker. Stop.
- 8. Back at least 5 steps.

 Hesitate to demonstrate completion of pattern.

Reining Walk-Jog

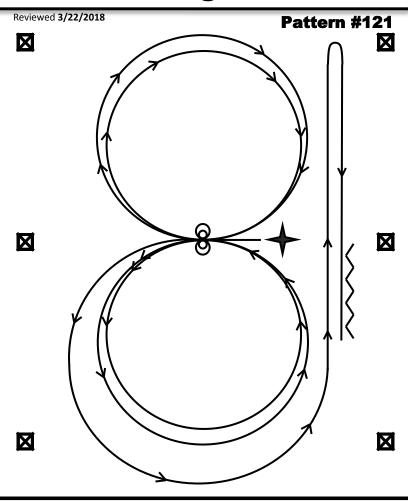


Begin at +

- 1. Jog up side of arena, around end, and straight down opposite side past center marker, stop, rollback, no hesitation .
- 2. Continue straight up side, around the end, and past center marker, stop, rollback, no hesitation, Continue to center of arena.
- 3. Complete 1 large circle to the right.
- 4. Complete 1 large circle to the left. Stop in center,
- 5. 1 spin to left
- 6. 1 spin to right.
- 7. Begin large circle to right. After 1/2 circle, turn and jog down center of arena, past center marker. Stop.
- 8. Back at least 5 steps.

 Hesitate to demonstrate completion of pattern.

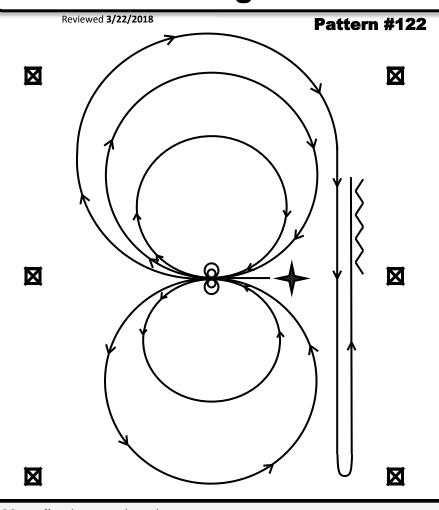
Reining Jr



May walk or jog to starting point

- Begin at + 1. Walk to center of arena.
- Complete 2 large circles to the left, change leads
- Complete 2 large circles to the right, Stop in center,
- 2 spin to left,
- 2 spin to right.
- Begin large circle to left do not close circle Continue around end of arena and up side Stop, rollback, no hesitation
- 7. Continue past center marker Stop.
- 8. Back at least 5 steps. Hesitate to demonstrate completion of pattern.

Reining Jr



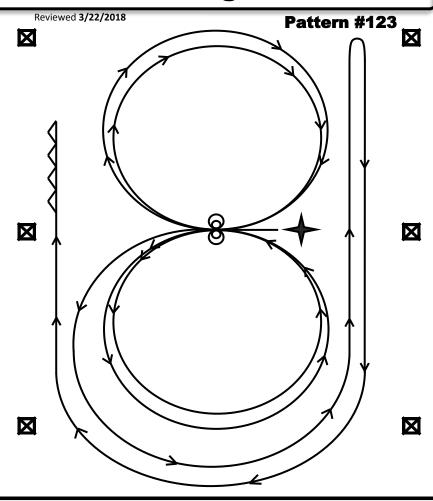
May walk or jog to starting point

Begin at 🔸

- 1. Walk to center of arena.
- 2. Complete 2 circles to the right, 1 small slow, 1 large fast, change leads
- Complete 2 circles to the left, 1 small slow, 1 large fast, Stop in center
- 4. 2 spin to right,
- 5. 2 spin to left.
- 6. Begin large circle to right, do not close circle Continue around end of arena and up side, Stop, rollback, no hesitation
- 7. Continue past center marker Stop.
- 8. Back at least 5 steps.

Hesitate to demonstrate completion of pattern.

Reining Jr

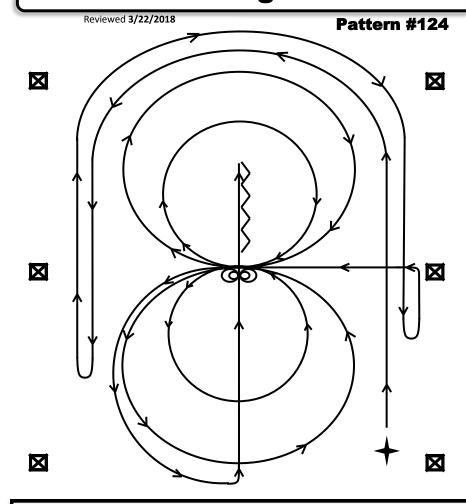


May walk or jog to starting point

Begin at 🛨

- Walk to center of arena.
- 2. Stop in center, 2 spins to left
- 3. 2 spins to right...
- 4. Complete 2 large circles to the left. Lead change at center
- 5. Complete 2 large circles to the right. Lead change at center
- 6. Begin large circle to left, do not close circle. Continue around end of arena and up side past center marker; stop, rollback, no hesitation
- 7. Continue around end of arena, and up side past center marker Stop.
- 8. Back at least 5 steps.
 - Hesitate to demonstrate completion of pattern.

Reining Jr



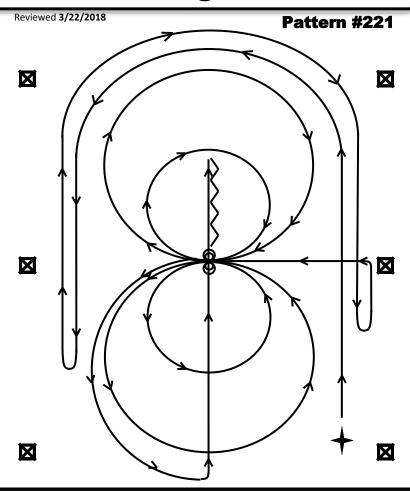
May walk or jog to starting point

Begin at 🕂

- 1. Run up side of arena, around end, run straight down opposite side past center marker, stop, rollback, no hesitation.
- 2. Continue straight up side, around the end, past center marker, stop, rollback, no hesitation Continue to center of arena.
- 3. Complete 2 circles to the left, 1 large fast, 1 small slow. Lead change at center.
- 4. Complete 2 circles to the right. 1 large fast, 1 small slow. Lead change at center.
- 5. Begin large circle to left. After 1/2 circle, turn and run down center of arena, past center marker. Stop.
- 6. Back at least 5 steps.
- 7. 2 spins to left,
- 8. 2 spins to right.

Hesitate to demonstrate completion of pattern.

Reining Int

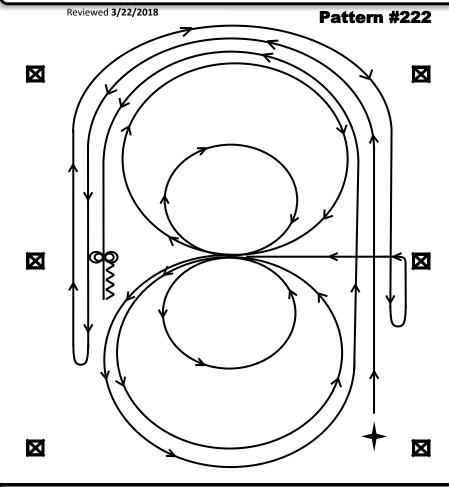


Begin at →

- 1. Run up side of arena, around end, run straight down opposite side past center marker, stop, rollback, no hesitation .
- 2. Continue straight up side, around the end, run straight down past center marker, stop, rollback., no hesitation. Continue to center of arena.
- 3. Complete 2 circles to the Left. 1 large and fast, 1 small and slow. Change Leads
- 4. Complete 2 circles to the right. 1 large and fast, 1 small and slow. Stop in center,
- 5. 2 spins to left.
- 6. 2 spins to right.
- 7. Begin large circle to left. After 1/2 circle, turn and run down center of arena, past center marker. Stop.
- 8. Back at least 10 steps.

Hesitate to demonstrate completion of pattern.

Reining Int

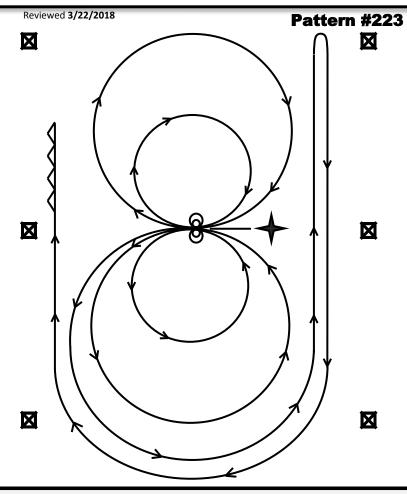


Begin at 🛨

- 1. Run up side of arena, around end, straight down opposite side past center marker, stop, rollback, no hesitation .
- 2. Continue straight up side, around the end, straight down past center marker, stop, rollback., no hesitation. Continue to center of arena.
- 3. Complete 2 circles to the Left. 1 large and fast, 1 small and slow. Change leads at Center of arena.
- 4. Complete 2 circles to the right. 1 large and fast, 1 small and slow. Change leads at Center of arena.
- 5. Begin large circle to left, but do not close circle. Continue around end of arena and down opposite side past center marker. Stop.
- 6. Back at least 10 steps.
- 7. Complete 2 spins to the left
- 3. Complete 2 spins to the right.

Hesitate to demonstrate completion of pattern.

Reining Int



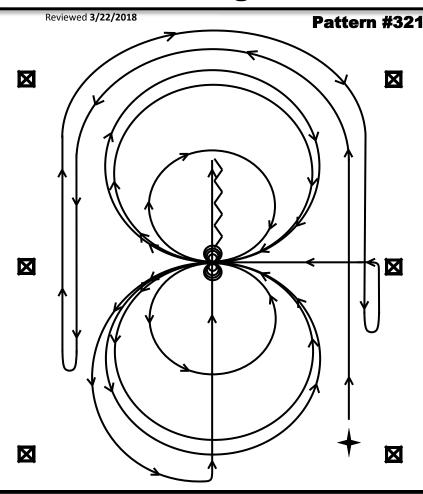
May walk or jog to starting point

- 1. Begin at + Walk to center of arena
- 2. Complete 2 spins to the left
- 3. Complete 2 spins to the right.
- 4. Complete 2 circles to the Left. 1 large and fast, 1 small and slow. Change leads at Center of arena.
- 5. Complete 2 circles to the right. 1 large and fast, 1 small and slow. Change leads at Center of arena.
- 6. Continue around end, run straight down opposite side, stop, rollback, no hesitation .
- 7. Continue straight up side, around the end, run straight down past center marker Stop.
- 8. Back at least 10 steps. Hesitate to demonstrate completion of pattern.

Reining

Reviewed 3/22/2018 Pattern #

Reining Sr

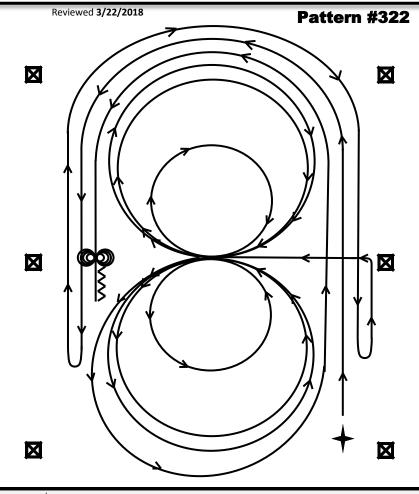


Begin at +

- 1. Run up side of arena, around end, run straight down opposite side past center marker, stop, rollback, no hesitation .
- 2. Continue straight up side, around the end, run straight down past center marker, stop, rollback., no hesitation Continue to center of arena.
- Complete 3 circles to the Left. 2 large and fast, 1 small and slow. Stop in center,
- 4. 4 spins to left,
- 5. 4 spins to right
- 6. Complete 3 circles to the right. 2 large and fast, 1 small and slow. Lead change in center
- 7. Begin large circle to left. After 1/2 circle, turn and run down center of arena, past center marker. Stop.
- 8. Back at least 10 steps.

 Hesitate to demonstrate completion of pattern.

Reining Sr

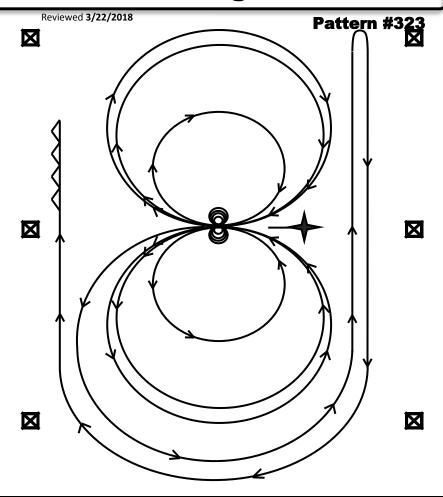


Begin at 🛨

- 1. Run up side of arena, around end, run straight down opposite side past center marker, stop, rollback, no hesitation .
- 2. Continue straight up side, around the end, run straight down past center marker, stop, rollback, no hesitation Continue up side, to center of arena.
- 3. Complete 3 circles to the Left. 2 large and fast, 1 small and slow. Change leads at Center of arena.
- 4. Complete 3 circles to the right. 2 large and fast, 1 small and slow. Change leads at Center of arena.
- 5. Begin large circle to left, but do not close circle. Continue around end of arena and down opposite side past center marker. Stop.
- 6. Back at least 10 steps.
- 7. Complete 4 spins to the left
- 8. Complete 4 spins to the right.

 Hesitate to demonstrate completion of pattern.

Reining Sr



May walk or jog to starting point

Begin at + Walk to center of arena.

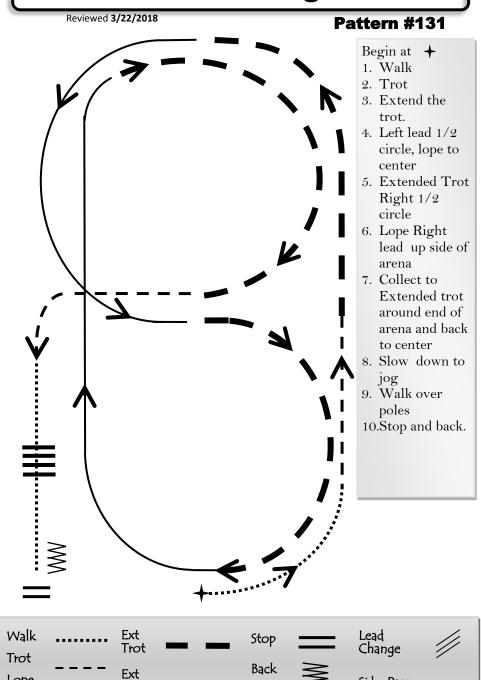
- 1. Complete 4 spins to the left
- 2. Complete 4 spins to the right.
- 3. Complete 3 circles to the Left. 1 small and slow. 2 large and fast, Change leads at Center of arena.
- 4. Complete 3 circles to the right. 1 small and slow. 2 large and fast, Change leads at Center of arena.
- 5. Continue around end, run straight down opposite side, stop, rollback, no hesitation .
- 6. Continue straight up side, around the end, run straight down past center marker. Stop.
- 7. Back at least 10 steps.

 Hesitate to demonstrate completion of pattern.

Reining Sr

Reviewed 3/22/2018 Pattern #

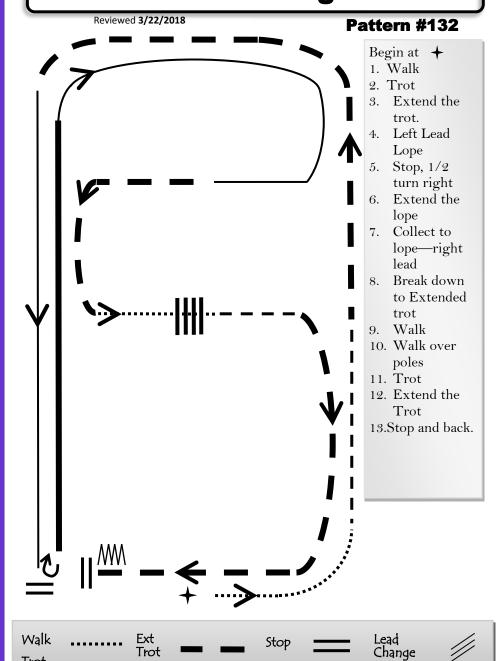
Ranch Riding Jr



Lope

Lope

Ranch Riding Jr



Back

Side-Pass

page 40

Trot

Lope

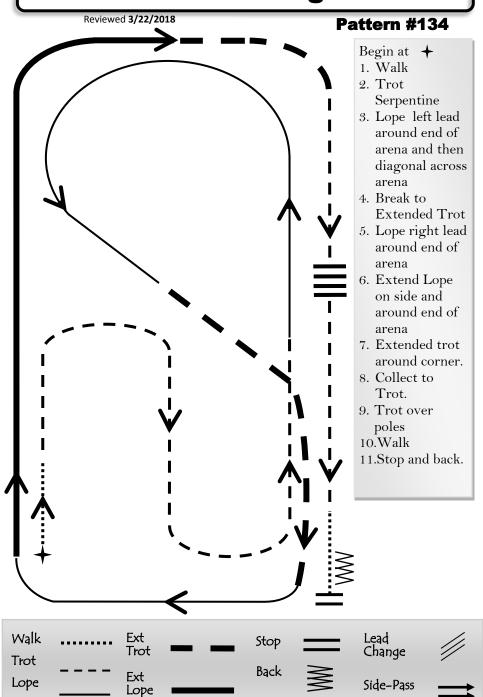
Side-Pass

Ext

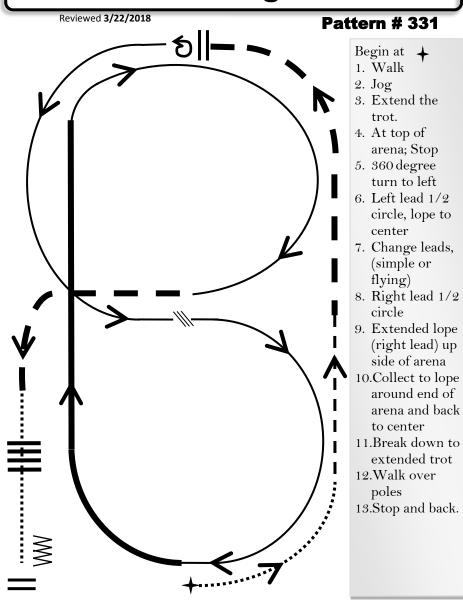
Lope

Ranch Riding Jr Reviewed 3/22/2018 Pattern #133 Begin at + 1. Walk 2. Trot 3. Extend the trot to center of arena 4. Stop, Side-pass Right. 5. 90 degree turn each direction (either way first) 6. Walk 7. Extended Trot 8. Lope Left lead 9. Extend the lope 10.Change leads, (simple or flying) 11.Collect to Lope 12.Break down to jog 13.Stop and back. Walk Ext Lead Change Trot Trot Ext Lope Side-Pass Lope

Ranch Riding Jr

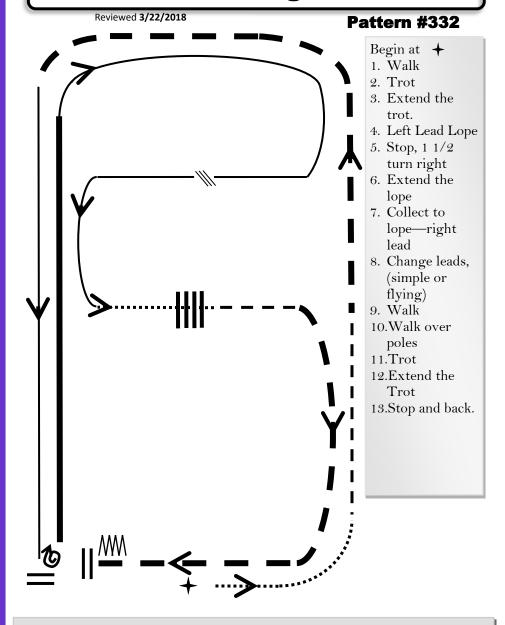


Ranch Riding Int & Sr





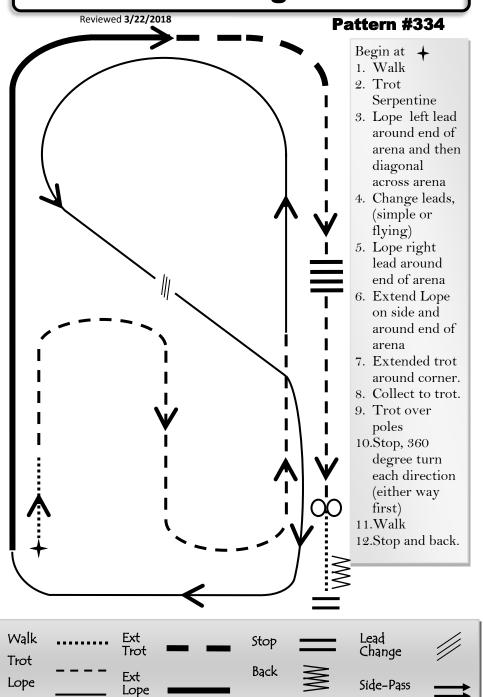
Ranch Riding Int & Sr



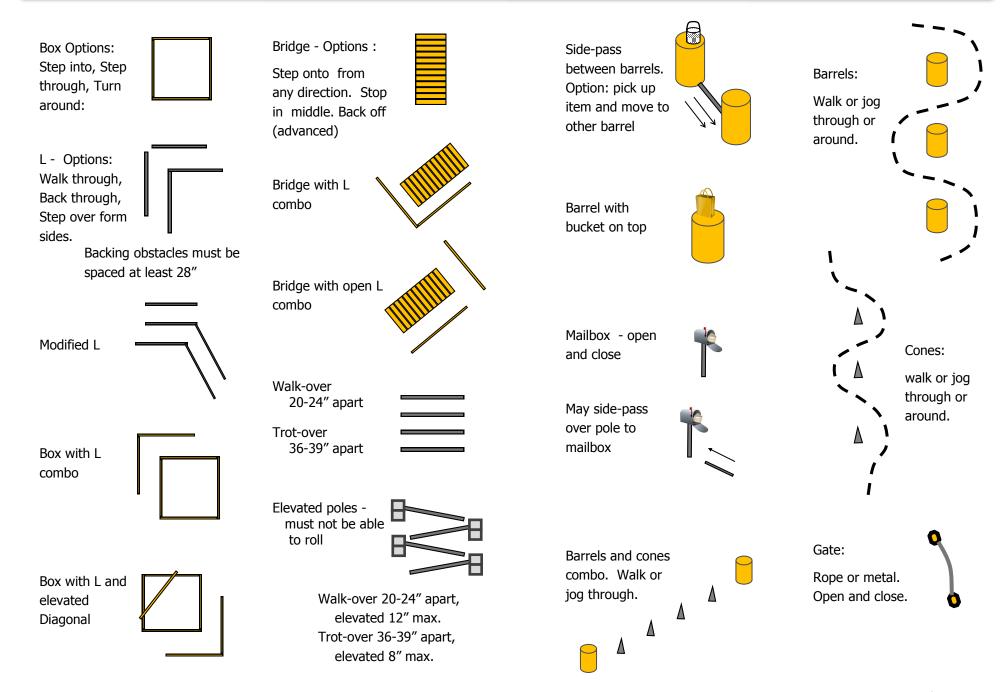


Ranch Riding Int & Sr Reviewed 3/22/2018 Pattern #333 Begin at + 1. Walk 2. Trot 3. Extend the trot to center of arena 4. Stop, Side-pass Right. 5. 360 degree turn each direction (either way first) 6. Walk 7. Extended Trot 8. Lope Left lead 9. Extend the lope 10.Change leads, (simple or flying) 11.Collect to Lope 12.Break down to Trot 13.Stop and back. ·**←**·· + || <u>MM</u> Walk Ext Lead Change Trot Trot Ext Lope Side-Pass Lope

Ranch Riding Int & Sr



Trail Obstacles

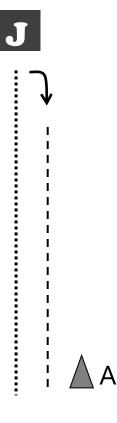


MINI Showmanship

Pattern #901 Reviewed 5/30/2019

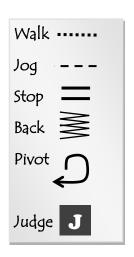
Walk Jog Stop Back € Pivot Judge **J**

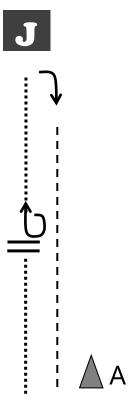
- Set up at A
 Walk to Judge, Set up for Inspection
 Pivot, Trot to A
 Stop
 Walk to line-up or exit as instructed.



MINI Showmanship

Reviewed 5/30/2019 Pattern #902

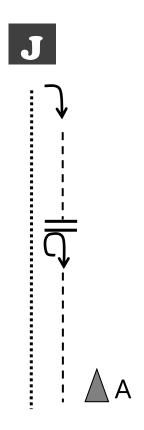




- Set up at **A**Walk toward **Judge**At halfway, Stop
- Pivot
- Walk to **Judge**, Set up for Inspection
- Pivot, Trot to A
- Stop. Walk to line-up or exit as instructed

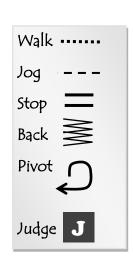
MINI Showmanship

Pattern #903 Reviewed 5/30/2019



- Set up at A
 Walk to **Judge**, Set up for Inspection
- 3. Pivot 360°Trot toward A
- 4. At halfway, Stop 5. Pivot, Trot to **A**

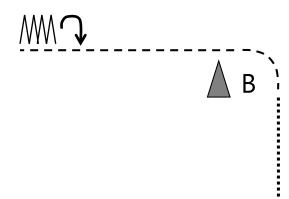
- Stop.
 Walk to line-up or exit as instructed



MINI Showmanship

Reviewed 5/30/2019 Pattern #904



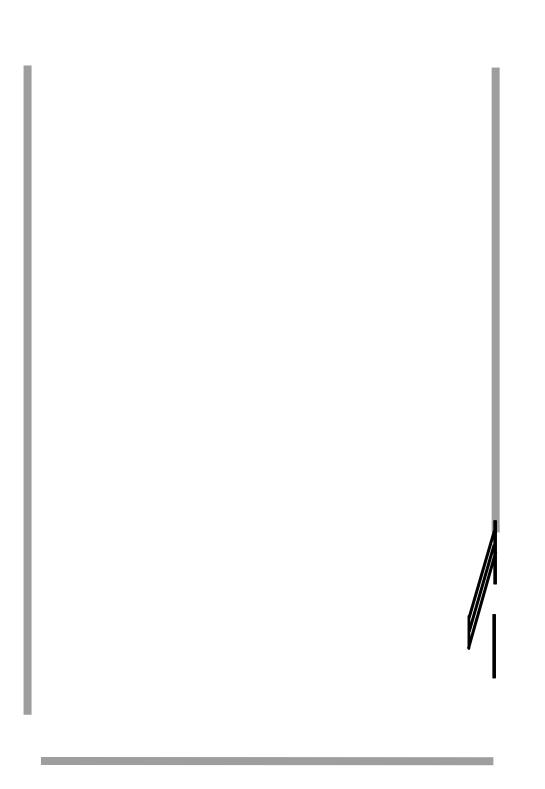




- Set up at **A**, Walk to **B**

- Trot around B to Judge Stop, Set up for Inspection Back 5 steps
- Pivot 270°
- Walk to line-up or exit as instructed.

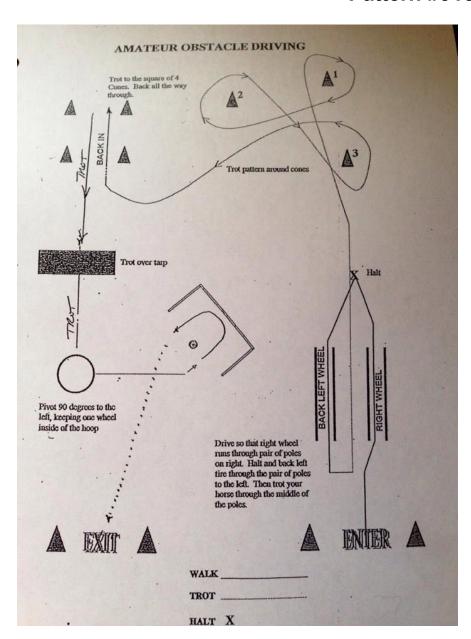




Mini Obstacle Driving

Reviewed 5/30/19

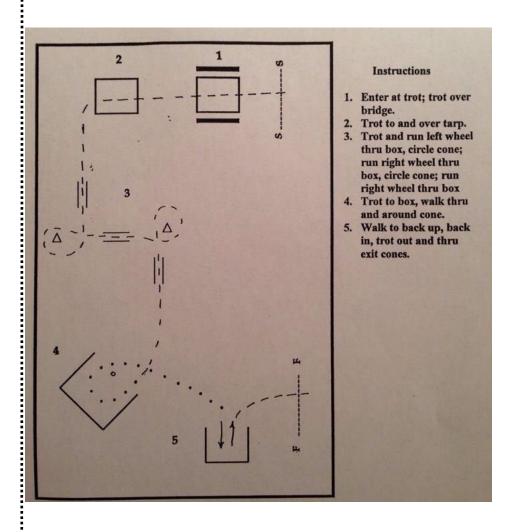
Pattern #910



Mini Obstacle Driving

Reviewed 5/30/19

Pattern #911



MINI Trail Obstacles

