| Showmanship | Junior | \#100-106 | 2 |
| :---: | :---: | :---: | :---: |
|  | Intermediate | \#201-203 | 5 |
|  | Senior | \#301-304 | 7 |
| English Equitation | Walk-Trot | \#441-444 | 9 |
|  | Junior | \#141-144 | 11 |
|  | Intermediate | \#241-244 | 13 |
|  | Senior | \#341-344 | 15 |
| English Equitation Over Fences | Level I | \#551-552 | 17 |
|  | Level II-IV | \#561-562 | 18 |
| Western Riding | Intermediate <br> \& Senior | \#771-784 | 19 |
| Western Horsemanship | Walk-Trot | \#411-413 | 23 |
|  | Junior | \#111-113 | 25 |
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| Reining | Walk-Trot | \#421-424 | 32 |
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| Trail Obstacle Options | All ages |  | 45 |
| Mini's |  |  |  |
| Showmanship | All ages | \#901-904 | 46 |
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| Trail Obstacle Options | All ages |  | 49 |

## Showmanship Jr

Reviewed 3/14/2018

Pattern \#101

## J

## Walk ....... <br> Jog $=-\quad$ Stop $=$ Back Pivot Judge

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

Reviewed 3/14/2018


1. Set up at $\mathbf{A}$
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.



B

## $\Delta A$ <br> A



1. Set up at $\mathbf{A}$,
2. Walk to B, Stop
3. Pivot $90^{\circ}$, Jog to Judge
4. Stop, Set up for Inspection
5. Back 5 steps
6. Walk to line-up or exit as instructed.
7. Set up at $\mathbf{A}$,
8. Walk to B, Stop
9. Pivot $90^{\circ}$, Jog to Judge
10. Stop, Set up for Inspection
11. Back 5 steps
12. Pivot $90^{\circ}$
13. Walk to line-up or exit as instructed.



## Showmanship - Int.



1. Set up at $\mathbf{A}$
2. Walk to B
3. Jog to C, Stop
4. Walk to Judge, Set up for Inspection
5. Back 5 steps
6. Pivot $270^{\circ}$
7. Walk to line-up or exit as instructed.





## Showmanship - Sr



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 $180^{\circ}$
7. Jog to B, Stop
8. Pivot $270^{\circ}$
9. Walk to line-up or exit as instructed.

## Showmanship - Sr

Reviewed 3/14/2018
Pattern \#302



1. Set up at $\mathbf{A}$,
2. Walk to B, Stop
3. Pivot $450^{\circ}$, Jog to Judge
4. Stop, Set up for Inspection
5. Back 5 steps
6. Pivot $270^{\circ}$
7. Walk to line-up or exit as instructed.



Walk .......
Jog $-\mathbf{-}$
Stop $\bar{Z}$
Back
Pivot
Judge

English Equitation Walk-Trot
Reviewed 3/22/2018


[^0]Pattern \#443

English Equitation Walk-Trot


## English Equitation Walk-Trot

Reviewed $3 / 22 / 2018$
Pattern \#441



1. Stop at A
2. Walk to B
3. Rising Trot Left circle to $\mathbf{C}$
4. Halt
5. Back $3-4$ steps

## English Equitation Walk-Trot

Reviewed 3/22/2018
Pattern \#442


English Equitation Jr
Reviewed 3/22/2018
Pattern \#141


English Equitation Jr
Reviewed 3/22/2018
Pattern \#142

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English Equitation Jr
Reviewed 3/22/2018


English Equitation Jr
Reviewed 3/22/2018
Pattern \#144


English Equitation Int
Reviewed 3/22/2018 Pattern \#241


English Equitation Int
Reviewed 3/22/2018
Pattern \#242


## English Equitation Int



1. Start at $\mathbf{A}$
2. Sitting Trot to B
3. Halt, Back 5 steps
4. Canter to C and around to $\mathbf{D}$
5. Halt


Pattern \#243


English Equitation Int
Reviewed 3/22/2018
Pattern \#244


1. Start at $\mathbf{A}$
2. Sitting Trot to $\mathbf{B}$
3. Canter Left circle back to B
4. Halt
5. Back 5 steps
6. Rising Trot to $\mathbf{C}$
7. Halt

English Equitation sr
Reviewed 3/22/2018 Pattern \#341


English Equitation sr
Reviewed 3/22/2018
Pattern \#342


English Equitation sr
Reviewed 3/22/2018
Pattern \#343

English Equitation sr
Reviewed 3/22/2018
Pattern \#344


1. Start at $\mathbf{A}$
2. Canter right lead to $\mathbf{B}$
3. Stop, $360^{\circ}$ right turn on haunches
4. Canter Left lead circle to C
5. Halt
6. Back 5 steps

## English Equitation Over Fences

## Ground Poles Level I (18"' max height) <br> Cross Rails Only

1


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


## 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



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





## Western Horsemanship walk-Jog



## Western Horsemanship Walk-Jog

Reviewed 3/22/2018 Pattern \#413

Walk....... Extended $\qquad$ Jog - - -
Jog


[^1]
## Western Horsemanship Jr



[^2]

## Western Horsemanship Jr

Reviewed 3/22/2018
Pattern \#111 $\| \mid l$
$D \triangle$


1. Stop at $\mathbf{A}$
2. Jog to B
3. Lope Left lead circle around $B$, continue to $\mathbf{C}$.
4. Stop
5. Back 5 steps
6. Walk around C to D
7. Stop
8. Side-Pass right

## Western Horsemanship Jr

[^3]

Extended $\qquad$
Walk.......
Extended $\square$
Jog - - -
Lope $\qquad$ Side$\longrightarrow$
Stop
Back
Lead
Change

## Western Horsemanship int.



1. Stop at $\mathbf{A}$, walk around $\mathbf{A}$, Stop
2. $180^{\circ}$ pivot right.
3. Jog to B
4. Lope Left lead Circle, continue toward $\mathbf{C}$
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

## Western Horsemanship Int

Pattern \#213


Western Horsemanship Int
Reviewed 3/22/2018
Pattern \#214


1. Stop at A
2. Jog a few steps, then Lope Left lead to B
3. Stop
4. Back 5 steps
5. Right pivot $180^{\circ}$
6. Lope right lead $1 / 2$ circle to $\mathbf{D}$
7. Stop
8. Left pivot $180^{\circ}$
9. Jog halfway to C, Extended Jog to C
10. Stop
11. Side Pass right


12. Start facing $\mathbf{A}$
13. Perform $180^{\circ}$ turn to left
14. Jog half circle to B
15. Lope right lead circle until in line with $\mathbf{B}$.
16. Stop
17. Extend the jog to $\mathbf{C}$
18. Stop, back.
19. Lope a square corner around C, then jog.
Pattern is complete, exit at a jog.

## Western Horsemanship sr.

Pattern \#311


1. Stop at $\mathbf{A}$
2. Jog to $\mathbf{B}$, stop
3. $360^{\circ}$ 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

Reviewed 3/22/2018
Pattern \#312


1. Stop at $\mathbf{A}$
2. Lope right lead around B
3. Extended Jog to C
4. Stop, back 5 steps
5. Left pivot $270^{\circ}$
6. Lope Left lead around D
to C
7. Stop


## Western Horsemanship sr

Reviewed 3/22/2018
Pattern \#313


[^4]
## Western Horsemanship sr

## Reviewed 3/22/201

Pattern \#314


1. Start facing $\mathbf{A}$
2. Perform $180^{\circ}$ turn to left
3. Jog half circle to $\mathbf{B}$
4. Lope left lead circle and change leads (simple or flying)
5. Continue circle on right lead until in line with $\mathbf{B}$.
6. Stop and perform $360^{\circ}$ pivot to the right.
7. Extend the jog to $\mathbf{C}$
8. Stop, Back
9. Lope a square corner around $\mathbf{C}$, then jog.
Pattern is complete, exit at a jog.

## Western Horsemanship sr

Pattern \#315


1. Start at $\mathbf{A}$
2. Lope Right lead to $\mathbf{B}$, Stop
3. $90^{\circ}$ turn on haunches
4. Lope Left lead circle to $\mathbf{B}$
5. Jog to $\mathbf{A}$.
6. Stop, back.

| Walk Jog - - - | Extended Jog |
| :---: | :---: |
| Lope | Side- $\qquad$ |
| Stop |  |
| Back $\gtreqless$ | Lead Change |



Reining Walk－Jog


Begin at $t$
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．
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
Reviewed 3／22／2018 Pattern \＃424
区


区

$\square$


区
区

## 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．
Complete 1 large circle to the right．
4．Complete 1 large circle to the left．Stop in center，
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．





May walk or jog to starting point

1. Begin at $\uparrow$ 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 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.
3. 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.


## May walk or jog to starting point

Begin at $\uparrow$ 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.








Box Options: Step into, Step through, Turn around:


L- Options: Walk through, Back through, Step over form sides. spaced at least $28^{\prime \prime}$

Modified L

Box with L combo


Box with $L$ and elevated
Diagonal


Bridge-Options :
Step onto from any direction. Stop in middle. Back off (advanced)

Bridge with combo Bridge with open L combo

Walk-over
20-24" apart


36-39" apart


Elevated poles must not be able to roll


Walk-over 20-24" apart, elevated 12 " max.
Trot-over 36-39" apart, elevated 8 " max.

Side-pass between barrels. Option: pick up item and move to other barrel

Barrels and cones combo. Walk or jog through.


Gate:
Rope or metal. Open and close.


| Walk ....... |
| :--- |
| Jog $-\ldots-$ |
| Stop $=$ |
| Back |
| Pivot |
| Judge |

## J




## 1. Set up at $\mathbf{A}$

2. Walk to Judge, Set up for Inspection
3. Pivot, Trot to A
4. Stop
5. Walk to line-up or exit as instructed.

## MINI Showmanship



1. Set up at $\mathbf{A}$
2. Walk to Judge, Set up for Inspection
3. Pivot $360^{\circ}$ Trot toward $A$
4. At halfway, Stop
5. Pivot, Trot to A
6. Stop.
7. Walk to line-up or exit as instructed

Pattern \#904

MMD

Walk
$\begin{array}{ll}\text { Jog } \\ \text { Stop } \\ \text { Back } & \bar{Z} \\ \text { Pivot }\end{array}$

Judge

$$
\|
$$

Mini Obstacle Driving
Reviewed 5/30/19


## MINI Trail Obstacles

Box Options: Step into, Step through, Turn around: 30"
 MINIMUM

L - Options: Walk through, Back through, Step over form sides.

Backing obstacles minimum width 28 "

Modified L


Box with L
combo

Box with $L$ and

elevated
Diagonal


Bridge - Options :
Step onto from any direction. Stop in middle. Back off (advanced)

Bridge with L combo

Mini
Mini 20 24" Pony 24-30"

Trot-over width Mini 30" Pony 36"

Elevated poles -
must not be able to roll.
Elevation Maximum Mini 6" Pony 10"
Bridge with open L combo


Side-pass
between barrels. Option: pick up item and move to other barrel

Barrel with bucket on top

## Mailbox - open

 and closeMay side-pass over pole to mailbox

Barrels and cones combo. Walk or jog through.



[^0]:    1. Start at $\mathbf{A}$
    2. Back 5 steps
    3. Sitting Trot to B
    4. Rising Trot to $\mathbf{C}$ and around to $\mathbf{D}$
    5. Halt
[^1]:    1. Stop at $\mathbf{A}$
    2. Jog to B
    3. Stop
    4. Right pivot $180^{\circ}$
    5. Jog $1 / 2$ circle to $\mathbf{D}$
    6. Stop
    7. Left pivot $180^{\circ}$
    8. Back 5 steps
    9. Jog halfway to C, Extended jog
    to C
    10. Stop
[^2]:    1. Stop at $\mathbf{A}$
    2. $J o g$ to $\mathbf{B}$
    3. Stop
    4. Right pivot $180^{\circ}$
    5. Lope right lead $1 / 2$ circle to D
    6. Stop
    7. Left pivot $180^{\circ}$
    8. Back 5 steps
    9. Jog halfway to C, Extended Jog to C
    10. Stop
[^3]:    1. Stop at $\mathbf{A}$
    2. Jog to B
    3. Lope Right lead around B to C
    4. Stop
    5. Right pivot $45^{\circ}$
    6. Jog around D
    7. Halfway to $\mathbf{C}$, break to walk.
    8. At C, Stop
    9. Back 5 steps
[^4]:    1. Stop at A
    2. Lope Left lead to $\mathbf{B}$
    3. Stop
    4. Back 5 steps
    5. Left pivot $180^{\circ}$
    6. Lope right lead $1 / 2$ circle to $\mathbf{D}$
    7. Stop
    8. Left pivot $180^{\circ}$
    9. Jog halfway to C, Extended Jog to C
    10. Stop
    11. Side pass right
