

KANSAS PINTO HORSE ASOCIATION

HAIRY HORSE ALL BREED HORSE SHOW

PATTERN BOOK, SAME PATTERNS BOTH DAYS

REMEMBER ALL CLASS 93-101

NATIVE COSTUME/PARADE/TRAIL/HUNTER OVER FENCES
WILL BE RAN AT 6PM FOR BOTH DAYS, JUDGED UNDER BOTH
JUDGES.Y HORSE ALL BREED HORSE SHOW

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TRAIL/HUNTER OVER FENCES WILL BE RAN AT 6PM FOR
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BEGINNERS

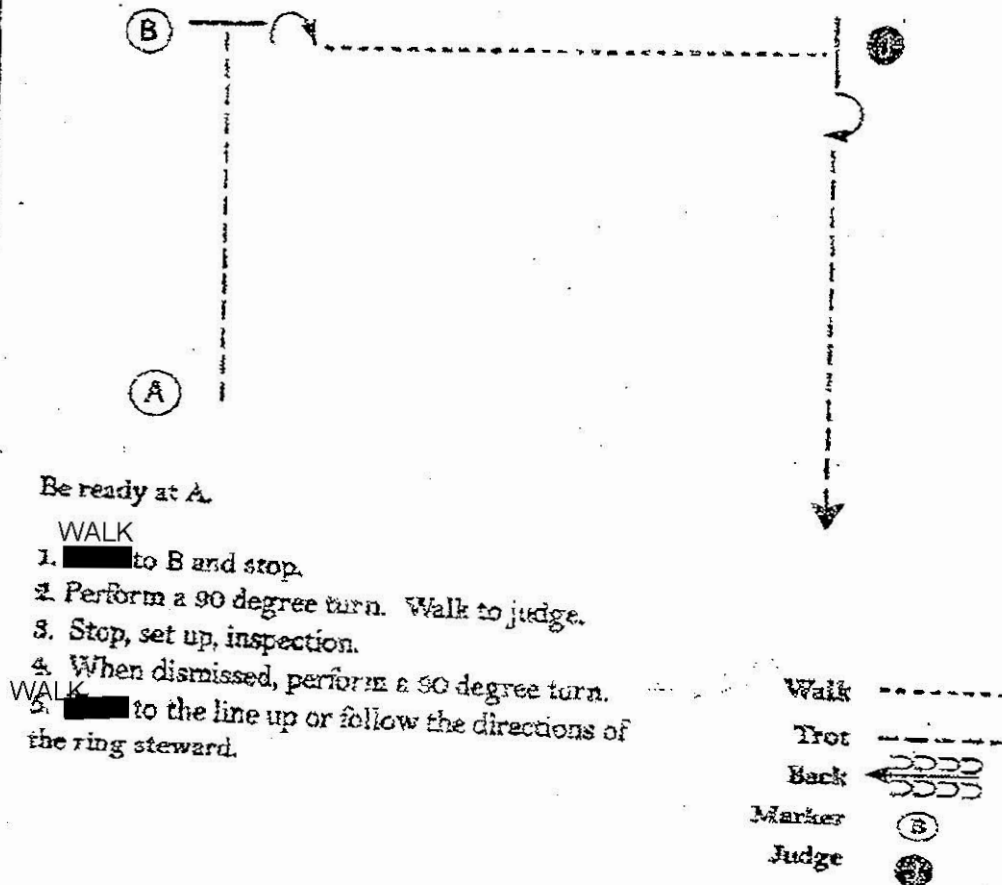
Showmanship

WALK/WHOA EQUITATION

Show Date: _____

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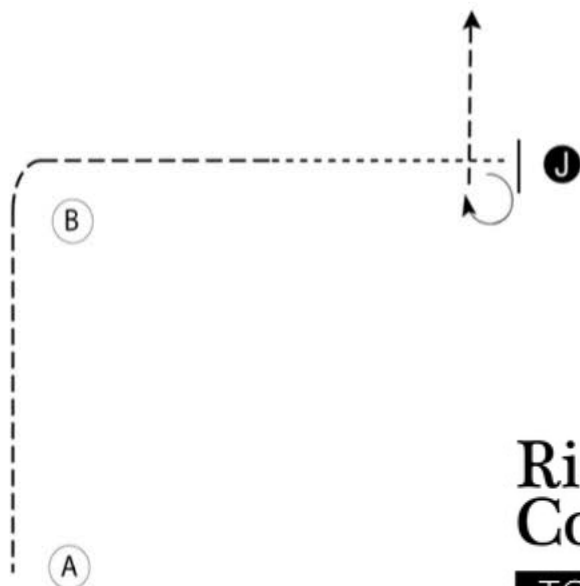


Pattern Provided by:

[S WT_29]



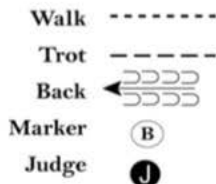
ALL **Showmanship** EXCEPT BEGINNERS



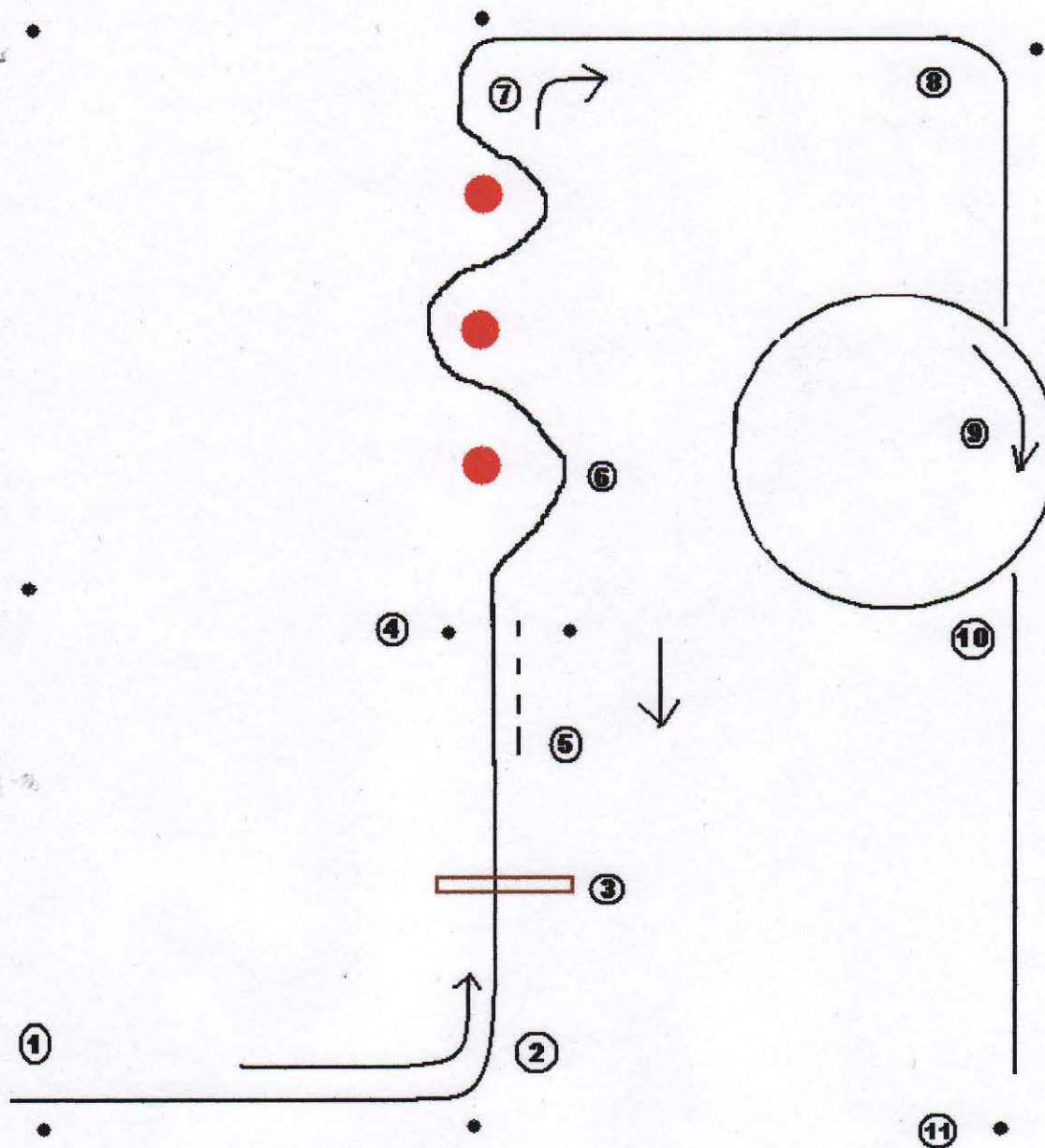
Be ready at A.

1. Trot from A around B and half way to the Judge.
2. Break to the walk.
3. Walk to the Judge and set up for inspection.
4. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

Follow the instructions of your ring steward.



Leadline Trail Pattern



- 1 Enter at a Walk
- 2 Turn left down center line
- 3 Walk over pole
- 4 Halt between cones
and back 3 steps
- 5 Walk down center line
- 6 Walk/weave through barrels

- 7 Turn right on rail
- 8 Continue down rail
- 9 Walk a circle to the right
- 10 Return to rail
- 11 Halt & stand for inspection

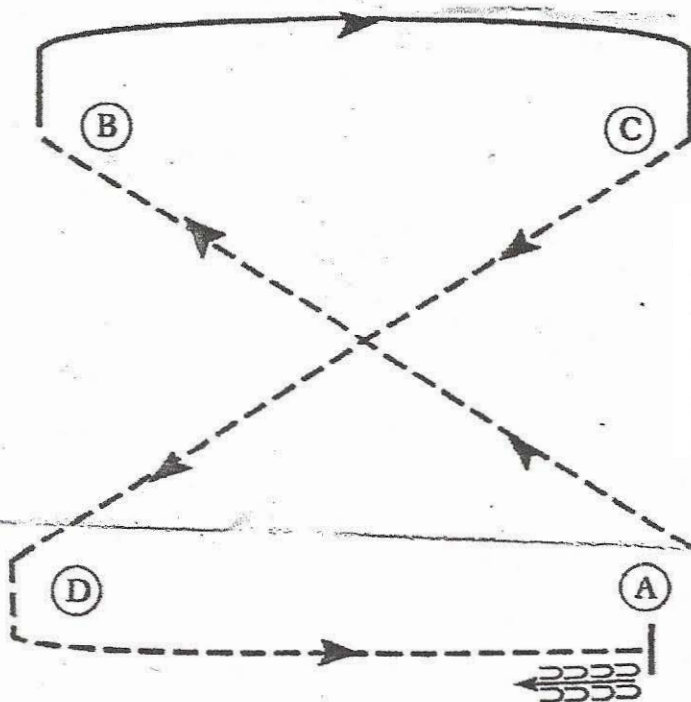
OBSTACLE DRIVING



START AT A: WALK TO AND AROUND BARREL
AFTER EXITING CIRCLE
PICKUP JOG/TROT,
WEAVE POLE.
BREAK TO WALK AND
WALK OVER BRIDGE
PICK UP TROT AND WEAVE
THROUGH POLES.
STOP AT B, EXIT

ALL HUNTSEAT & ENGLISH EQUITATION CLASSES

WALK/TROT NOTE:
extended trot where lope is



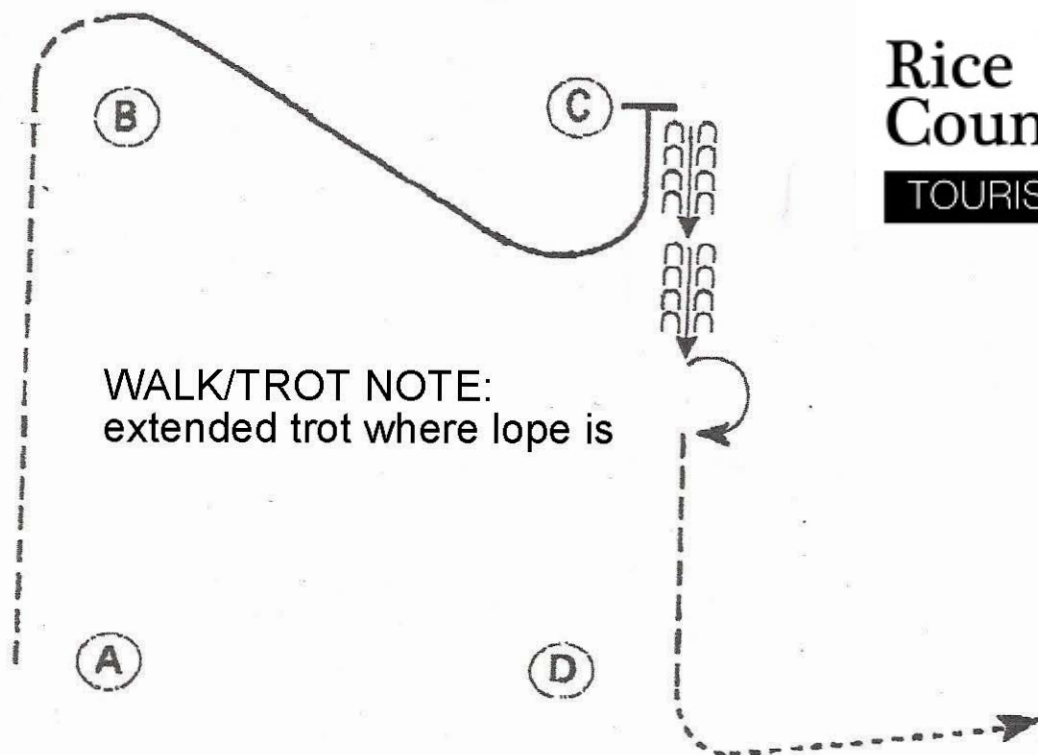
Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C.
3. Posting trot on the right diagonal to D.
4. Sitting trot 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	SSSSS
Marker	(B)
Sidepass	←→
Hand Gallop	=====

Rice
County
TOURISM



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

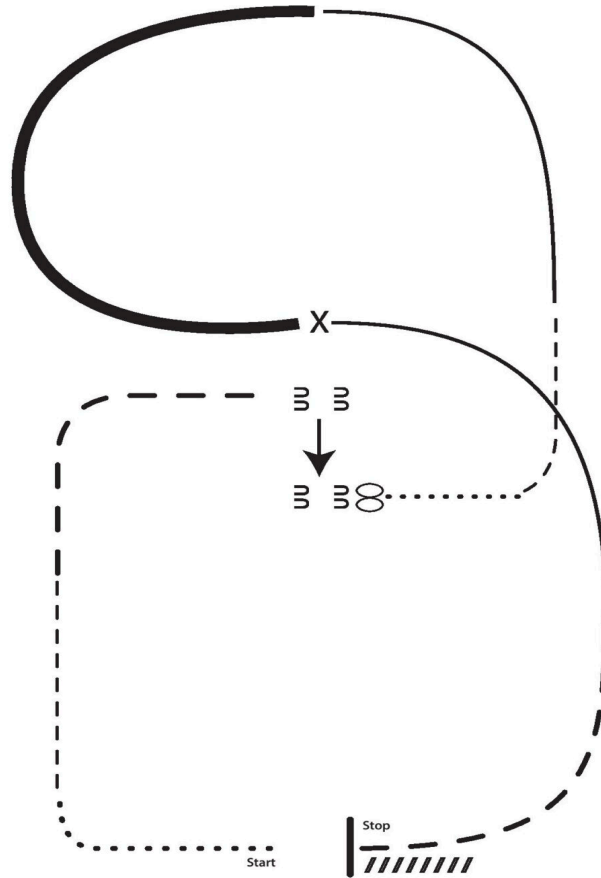
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	
Back	←←←←
Marker	(B)
Sidepass	←←←←

[WHI_5]

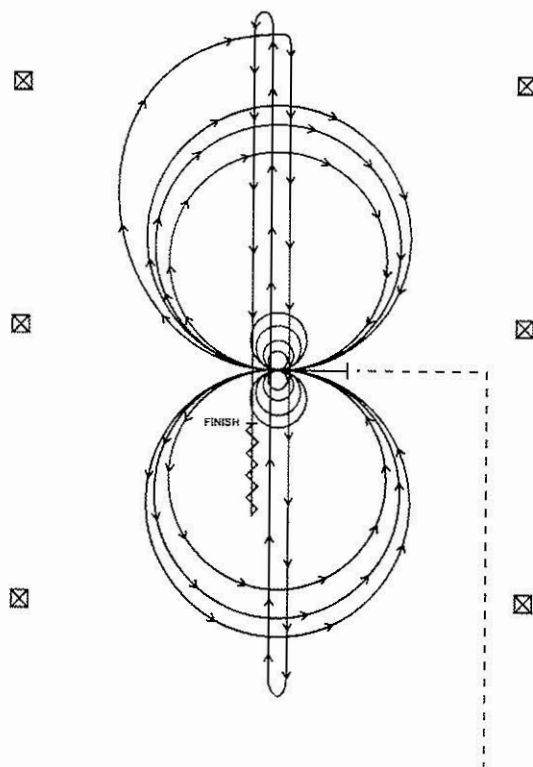
Pattern Provided by:
Judges

Ranch Riding Pattern 3



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

REINING PATTERN II



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate to demonstrate completion of the pattern.



HUNTER OVER FENCES

