

**Hat Creek
Equine Club**

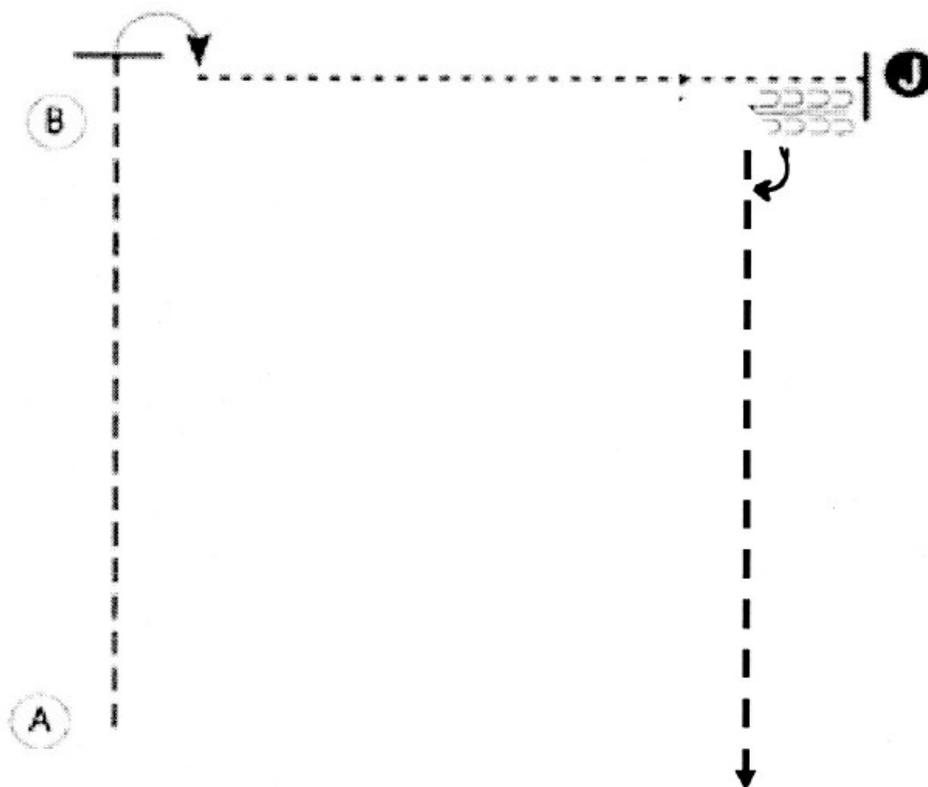
**2026
Pattern Book**

SHOWMANSHIP PATTERNS

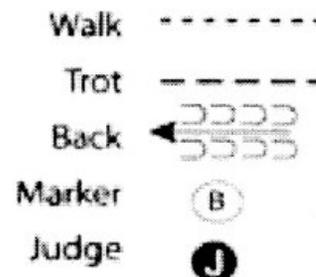
(Youth and Adult)

SHOWMANSHIP PATTERN #1

(Youth and Adult)

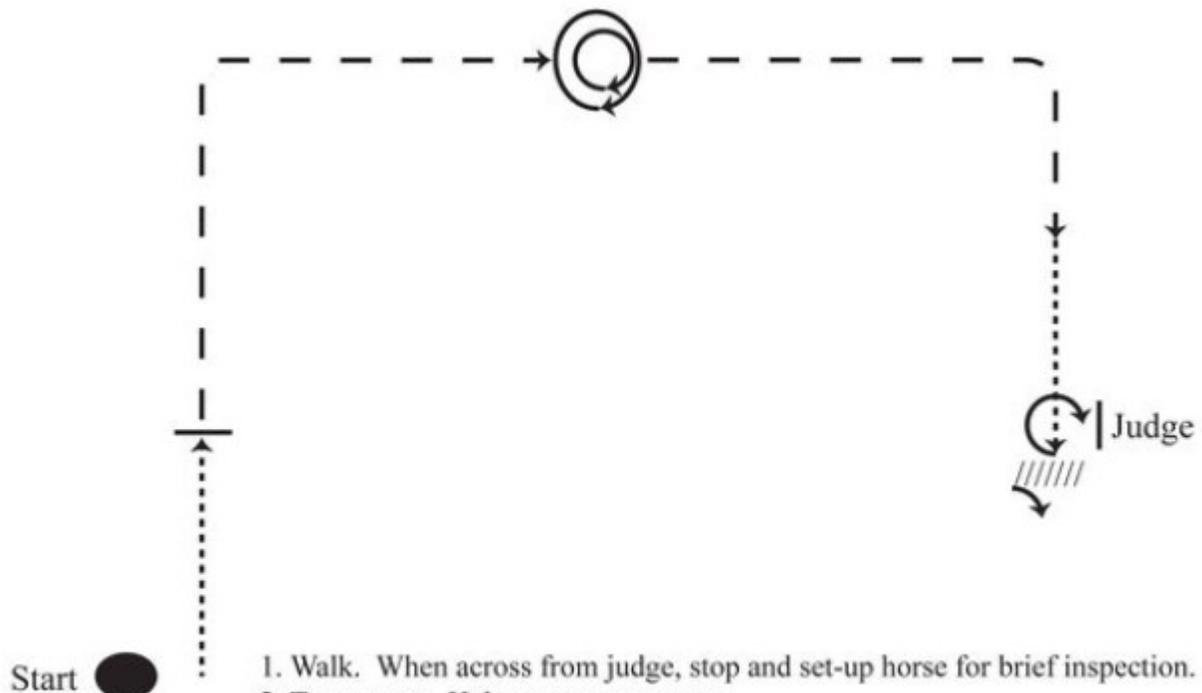


1. Begin at A. Trot from A past B
2. Stop and perform a 90° turn.
3. Walk to the Judge, stop and set up for inspection.
4. When dismissed back one horse length and perform 90° turn.
5. Walk out as directed by ring steward.



SHOWMANSHIP PATTERN #2

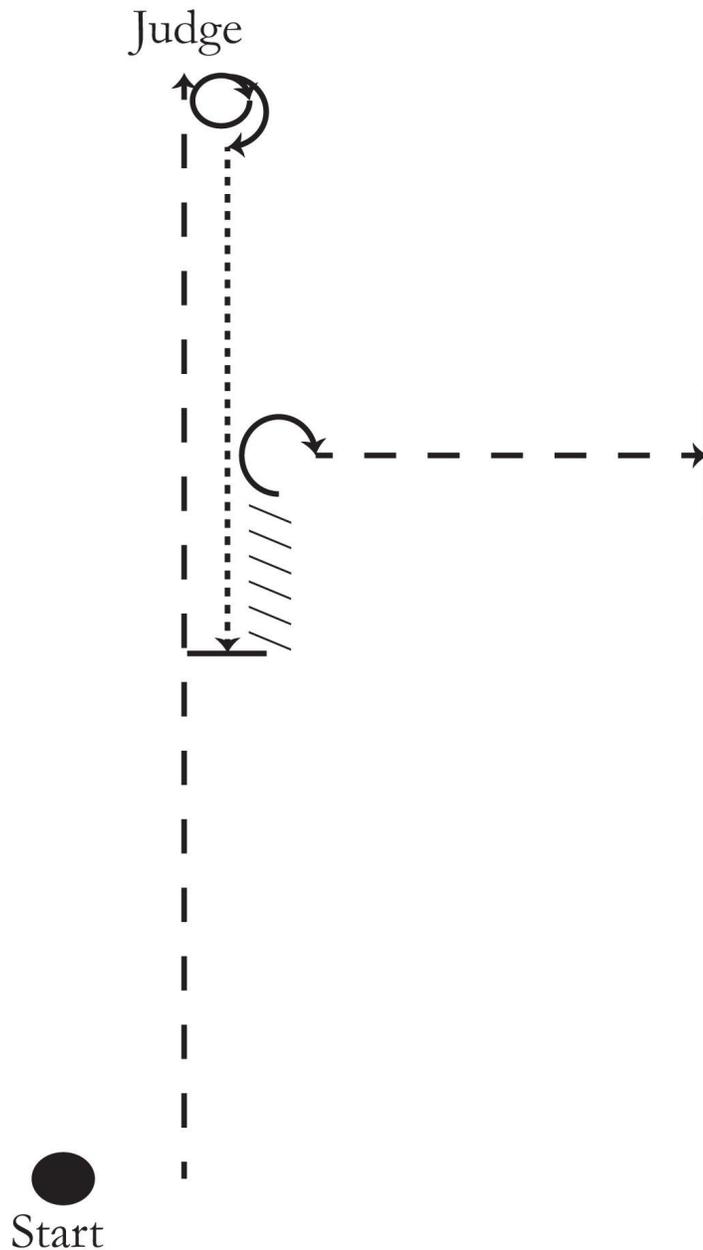
(Youth and Adult)



1. Walk. When across from judge, stop and set-up horse for brief inspection.
2. Trot corner. Halt, execute two turns.
3. Trot corner, walk, halt, 270° turn.
4. Set up for full inspection.
5. Back. 1/4 turn and exit at a walk or trot.

SHOWMANSHIP PATTERN #3

(Youth and Adult)



1. Trot to Judge.
2. Set up for full inspection.
3. After inspection, execute 1 1/2 turns and walk 1/2 of line.
4. Stop, back two horse lengths.
5. 3/4 turn and trot.
6. Halt and set-up, when set up is complete, exit at a walk or jog.

SHOWMANSHIP PATTERNS

(Mini/Pony)

SHOWMANSHIP PATTERN #1

(Mini/Pony)

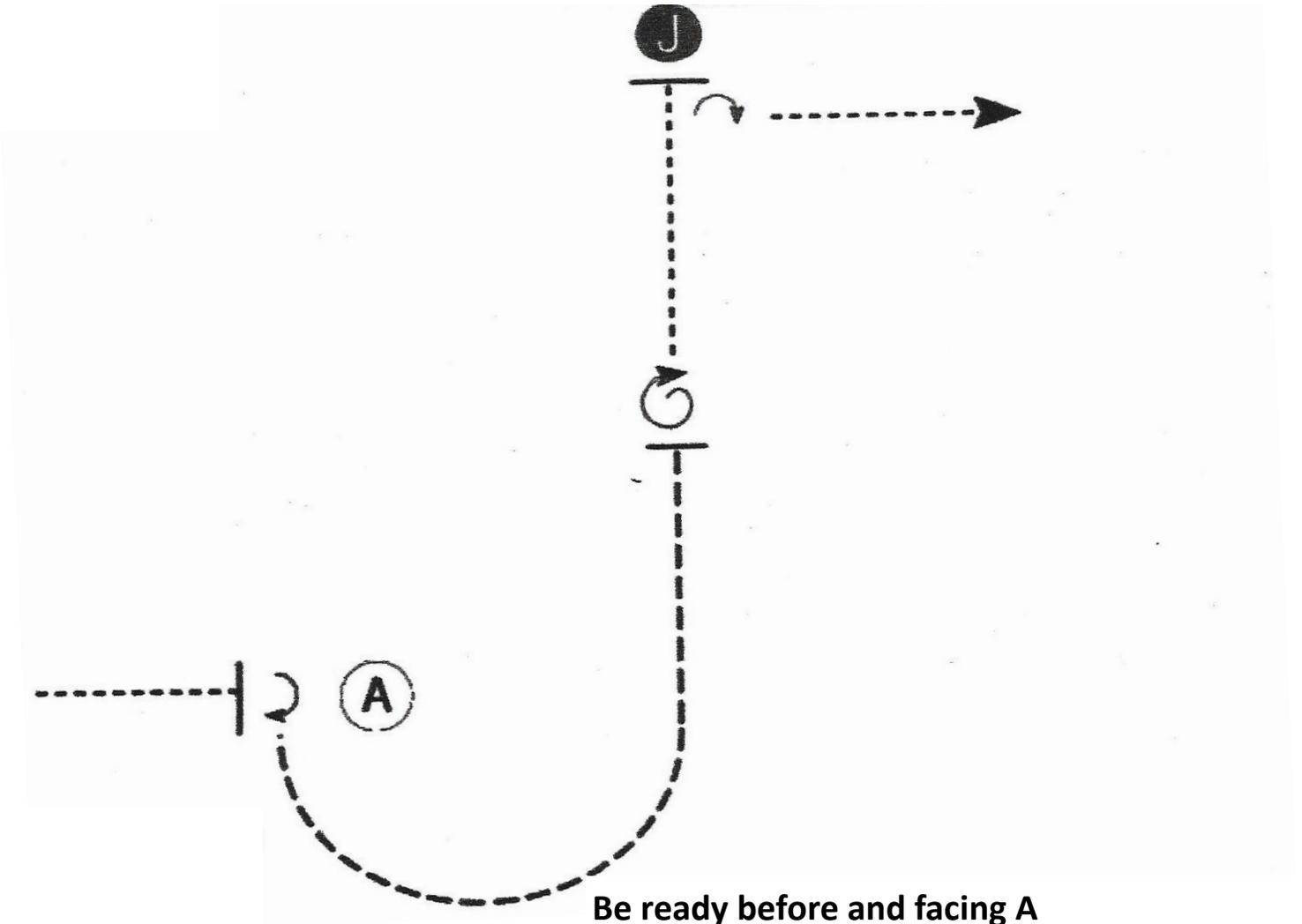


1. Walk from cone A to cone B.
2. At cone B Stop. Back 4 steps
3. Trot to Judge (J). Stop.
4. Set-Up for Inspection.
5. When excused do a 270° turn.
6. Walk out to exit.

WALK ● ● ●
TROT ■ ■ ■
BACK → →
JUDGE J

SHOWMANSHIP PATTERN #2

(Mini/Pony)



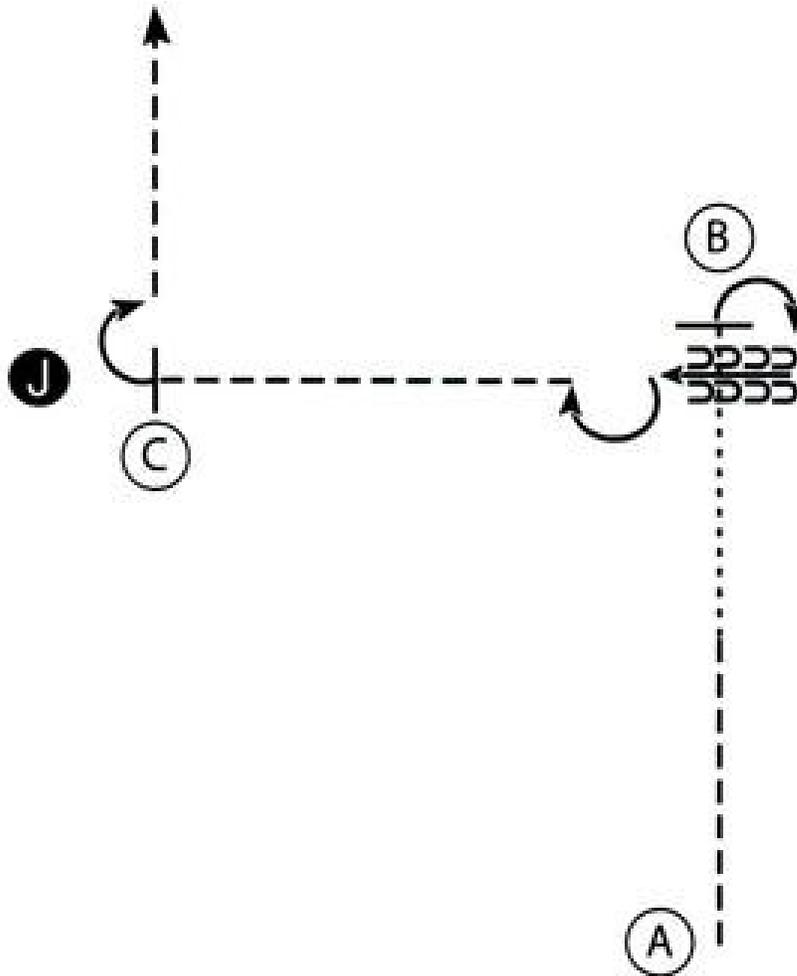
Be ready before and facing A

1. Walk to A.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle and halfway to Judge.
4. Stop and perform a full (360o) turn.
5. Walk to judge and set up for inspection.
6. When dismissed, perform a 1/4 turn and walk straight away from Judge.

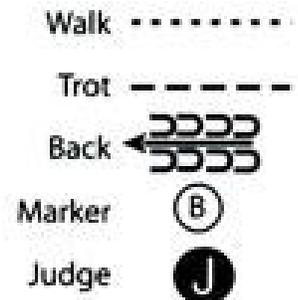
Follow the instructions of your ring steward.

SHOWMANSHIP PATTERN #3

(Mini/Pony)

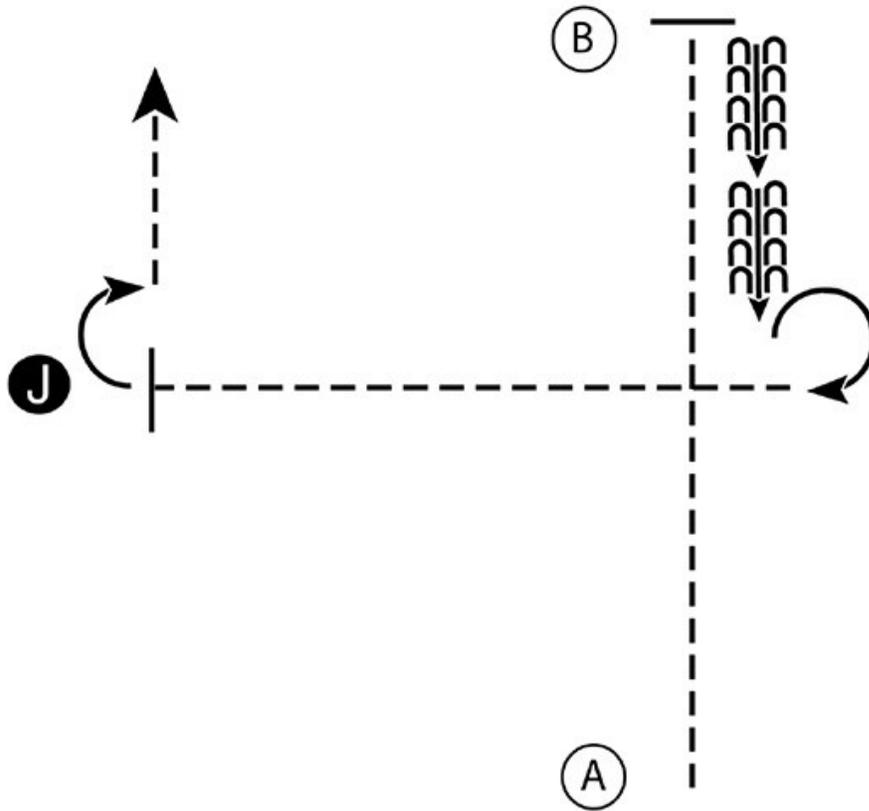


1. Trot from A half way to B.
2. Break to walk and walk to B.
3. Stop and perform a 90° degree turn.
4. Back four steps and perform 180° turn.
5. Trot to C. Stop and set up for inspection.
6. When dismissed, turn 90° turn.
7. Trot to line-up.

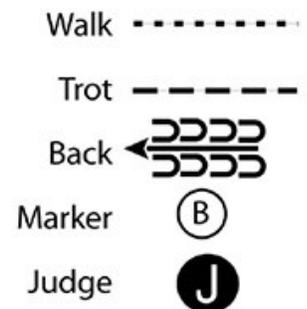


SHOWMANSHIP PATTERN #4

(Mini/Pony)



1. Trot from A to B.
2. Stop at B and back halfway to A
3. Stop and pivot 270°.
4. Trot to judge and set up for inspection.
5. When dismissed perform a 90° pivot and trot away from judge



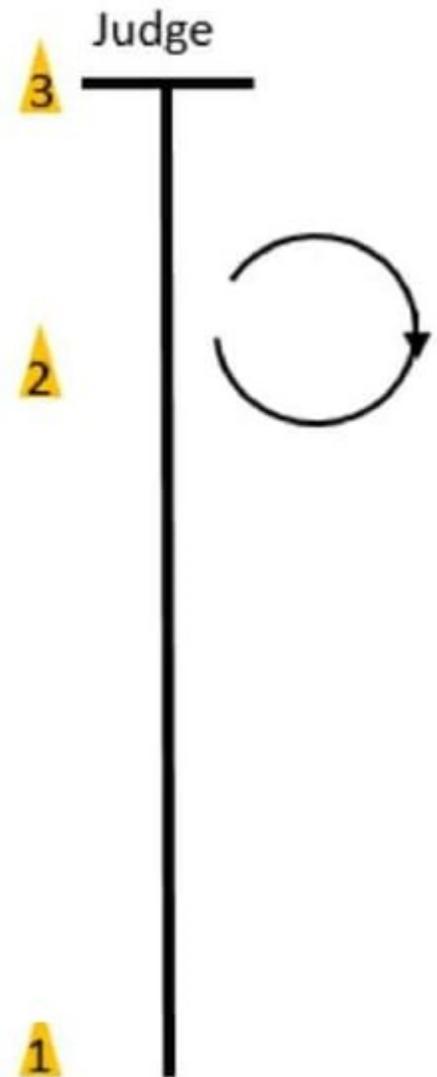
SHOWMANSHIP PATTERNS

(Coached)

SHOWMANSHIP PATTERN #1

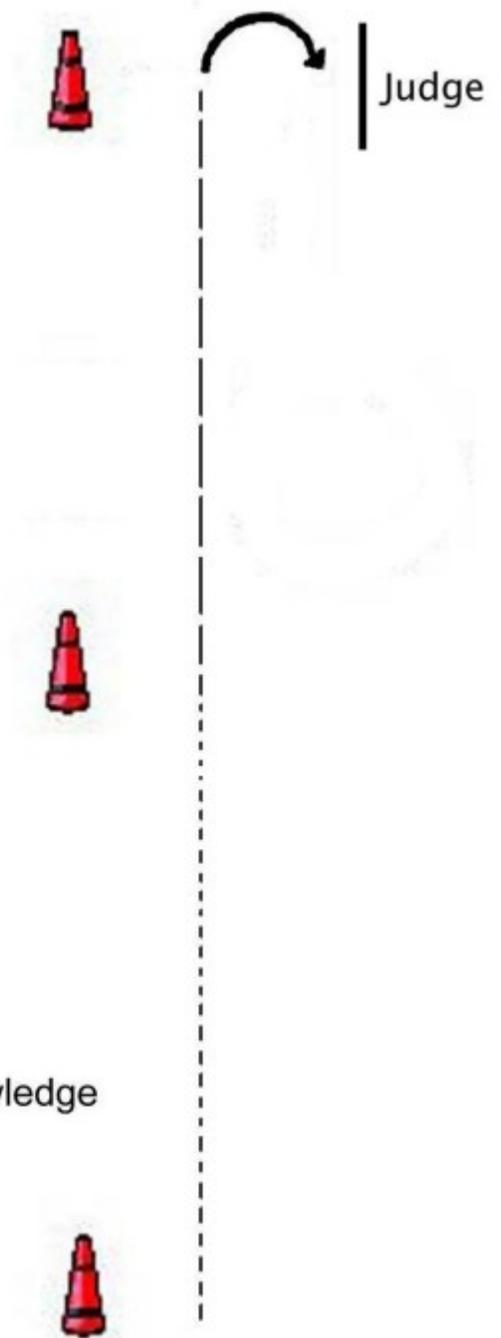
(Coached)

1. Start at first cone
2. Walk to second cone
3. Turn 360°
4. Walk to judge
5. Stop, set up for inspection
6. Walk into line up



SHOWMANSHIP PATTERN #2

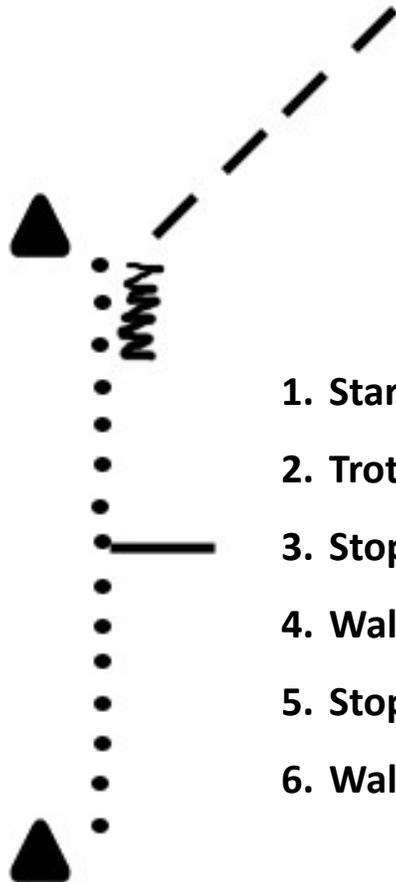
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1. Wait at first cone for judge to acknowledge
2. Walk to 2nd cone
3. Trot to 3rd cone
4. Make a 90 degree turn to the right
5. Set up for inspection
6. Walk to line up when dismissed

SHOWMANSHIP PATTERN #3

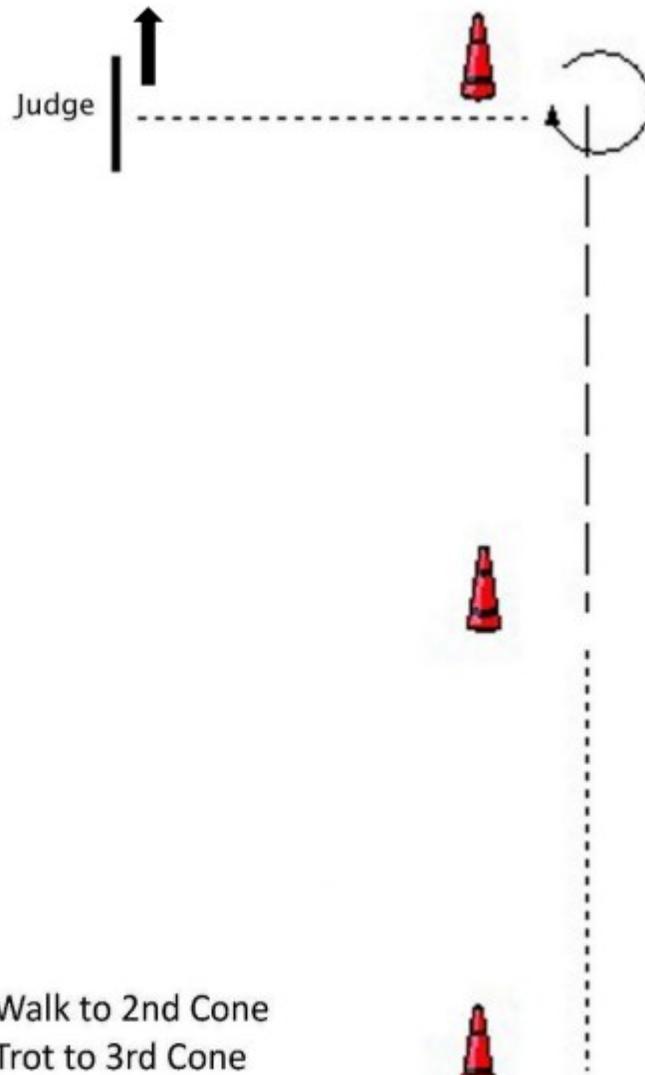
(Coached)



1. Starting at first cone
2. Trot 1/2 way to 2nd cone
3. Stop & set up for judge
4. Walk to 3rd cone
5. Stop and back 4 steps
6. Walk to line up

SHOWMANSHIP PATTERN #4

(Coached)



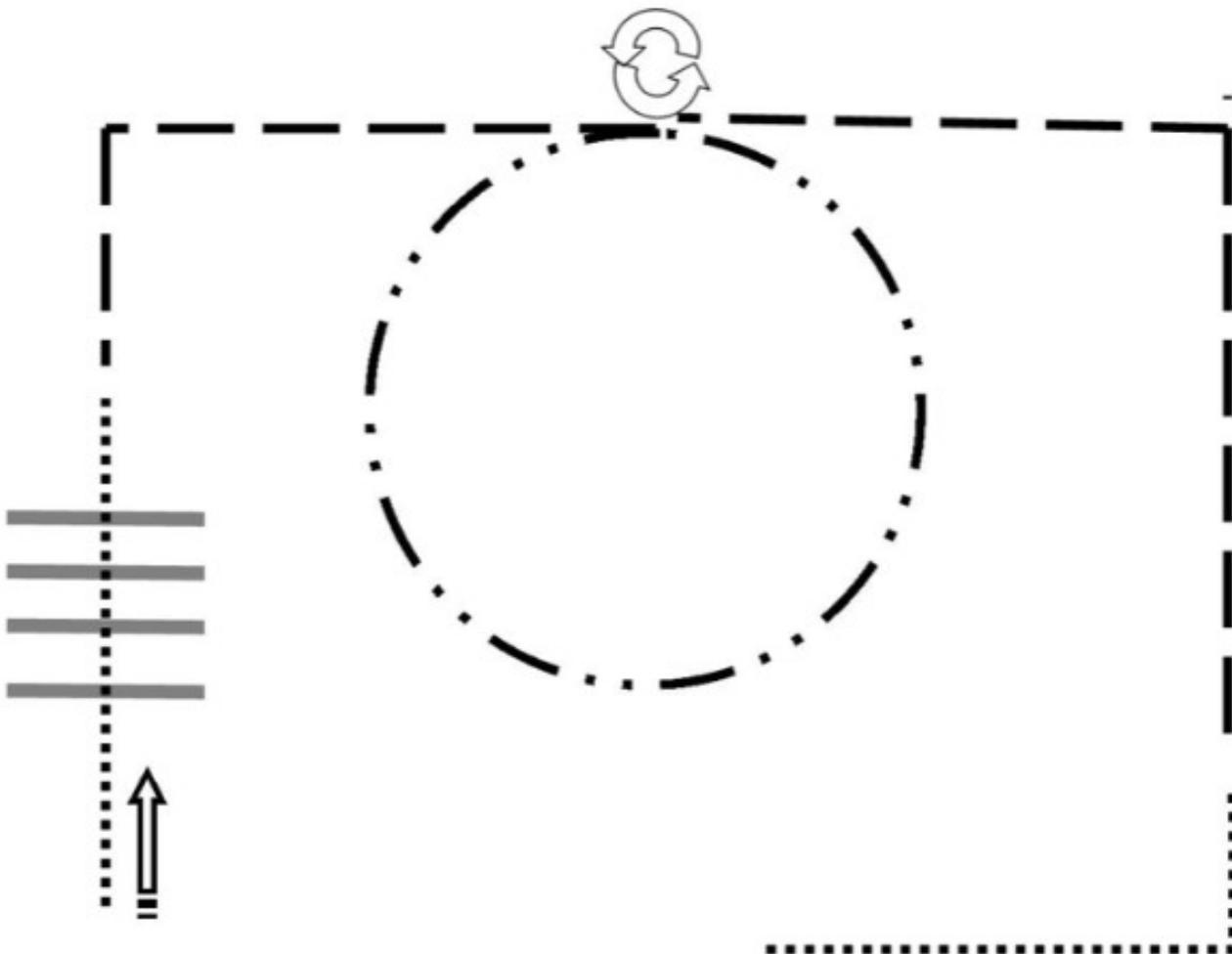
1. Walk to 2nd Cone
2. Trot to 3rd Cone
3. Stop, 270 degrees to right
4. Walk to Judge
5. Stop, set up for inspection
6. Walk to line up when dismissed

**RANCH RIDING
PATTERNS
(WALK/JOG)**

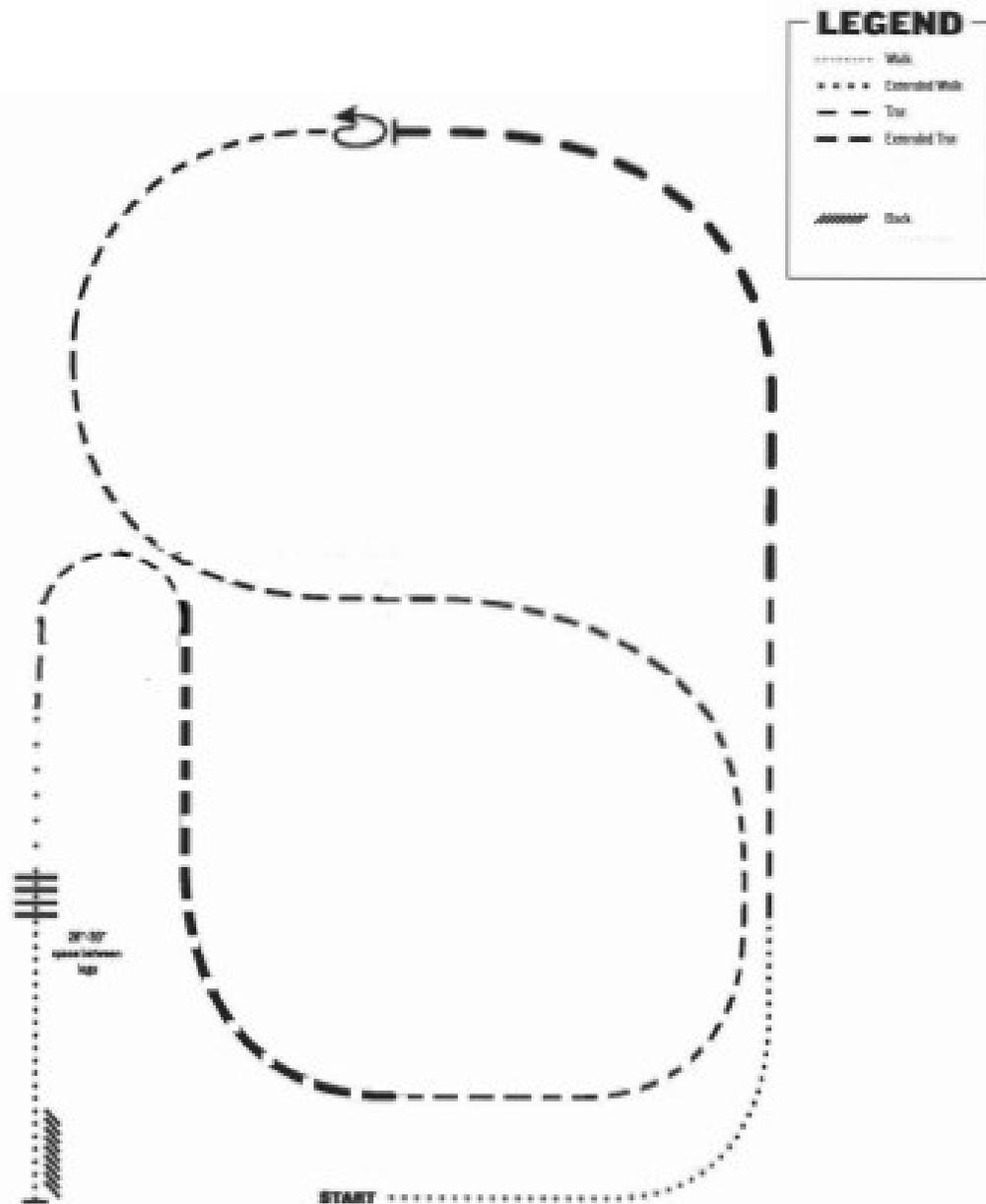
RANCH RIDING W/J PATTERN #1

1. WALK
2. EXTEND TROT 1/2 WAY UP THE ARENA
3. TURN LEFT EXTEND TROT TO CENTER
4. TROT CIRCLE TO THE LEFT
5. STOP
6. 360 degree TURN TO LEFT
7. EXRENDED TROT
8. WALK OVER RAILS
9. STOP & BACK ONE HORSE LENGTH

| | |
|-------------|-----------|
| Walk | |
| Trot | - - - - - |
| Canter | ————— |
| Back | ●.....→ |
| Lead Change | X |

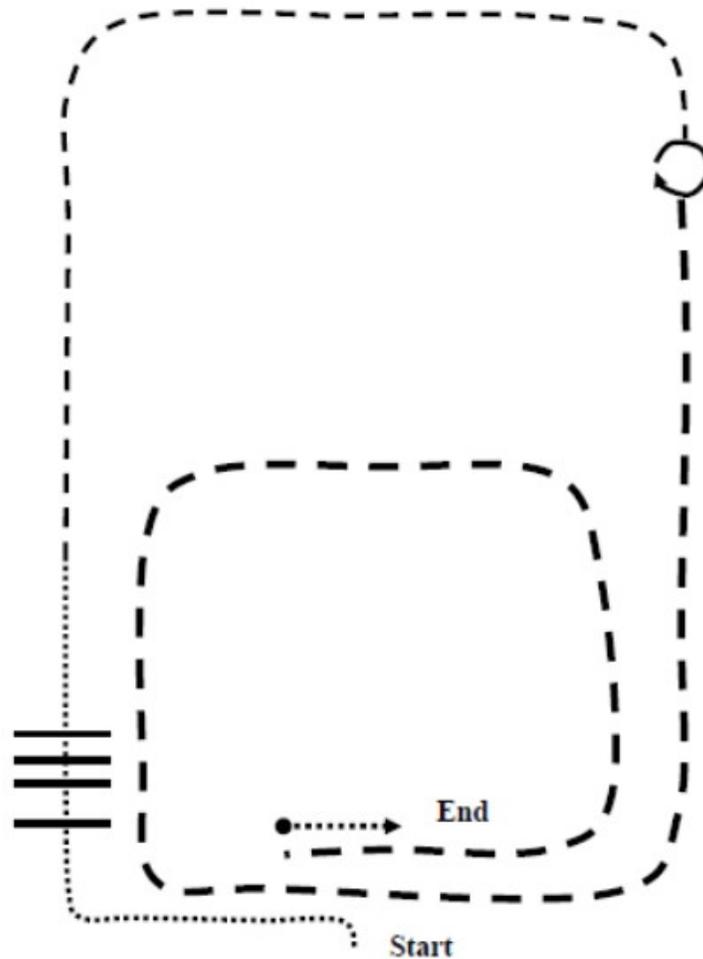


RANCH RIDING W/J PATTERN #2



1. Walk
2. Extended Trot
3. 360 Degree Turn Left
4. Trot
5. Extended Trot
6. Trot
7. Extended Walk
8. Walk Over Logs
9. Walk, Then Stop and Back

RANCH RIDING W/J PATTERN #3

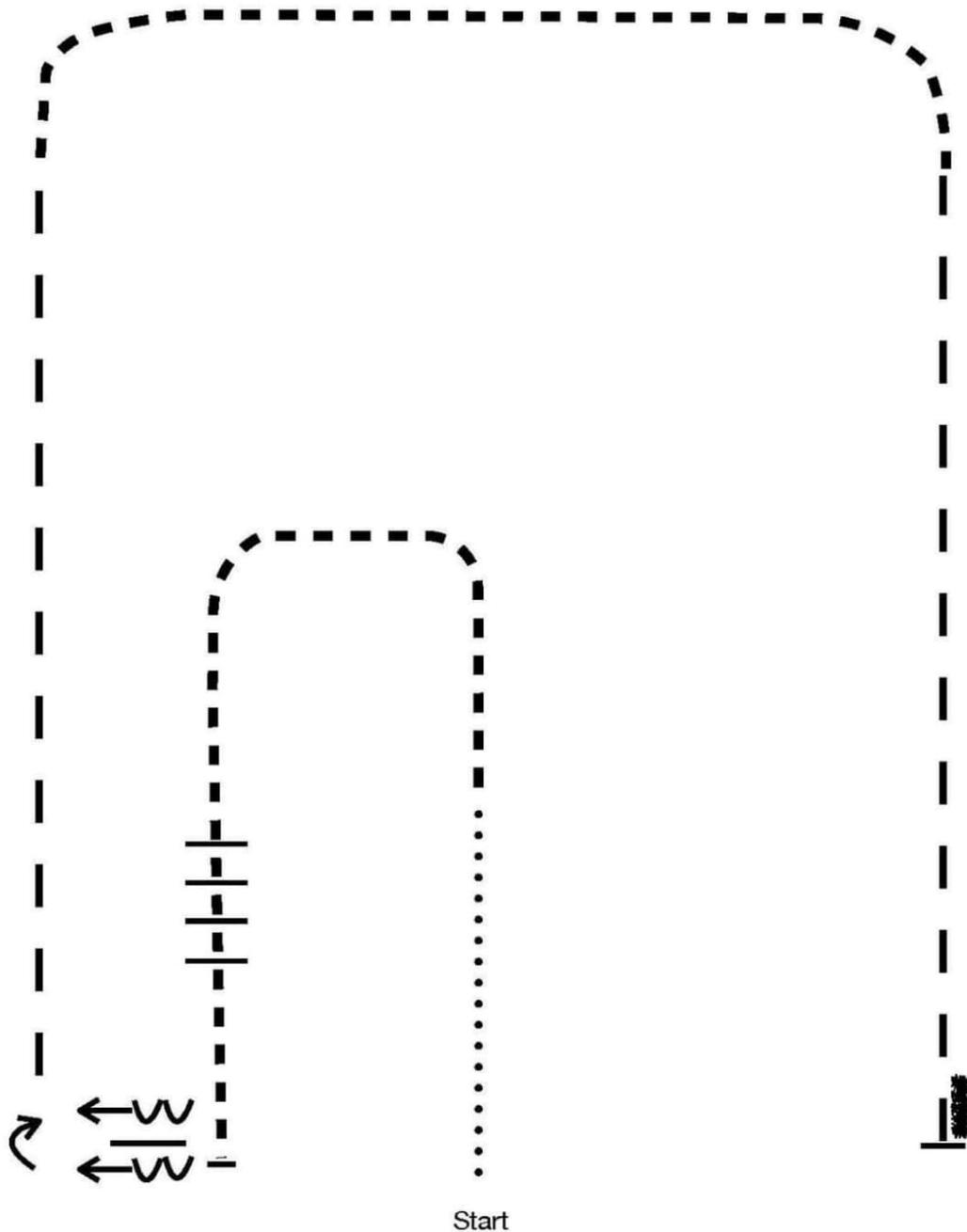


1. Walk
2. Walk over poles, continue to walk
3. Trot
4. Stop and turn 360° either direction
5. Extend the Trot
6. Stop and back a horse length, walk to exit

The pattern drawing is only a general description, exhibitors should utilize the arena space to best show their horses.

| | |
|-------------|-----------|
| Walk | |
| Trot | - - - - - |
| Canter | ————— |
| Back | ●.....→ |
| Lead Change | X |

RANCH RIDING W/J PATTERN #4



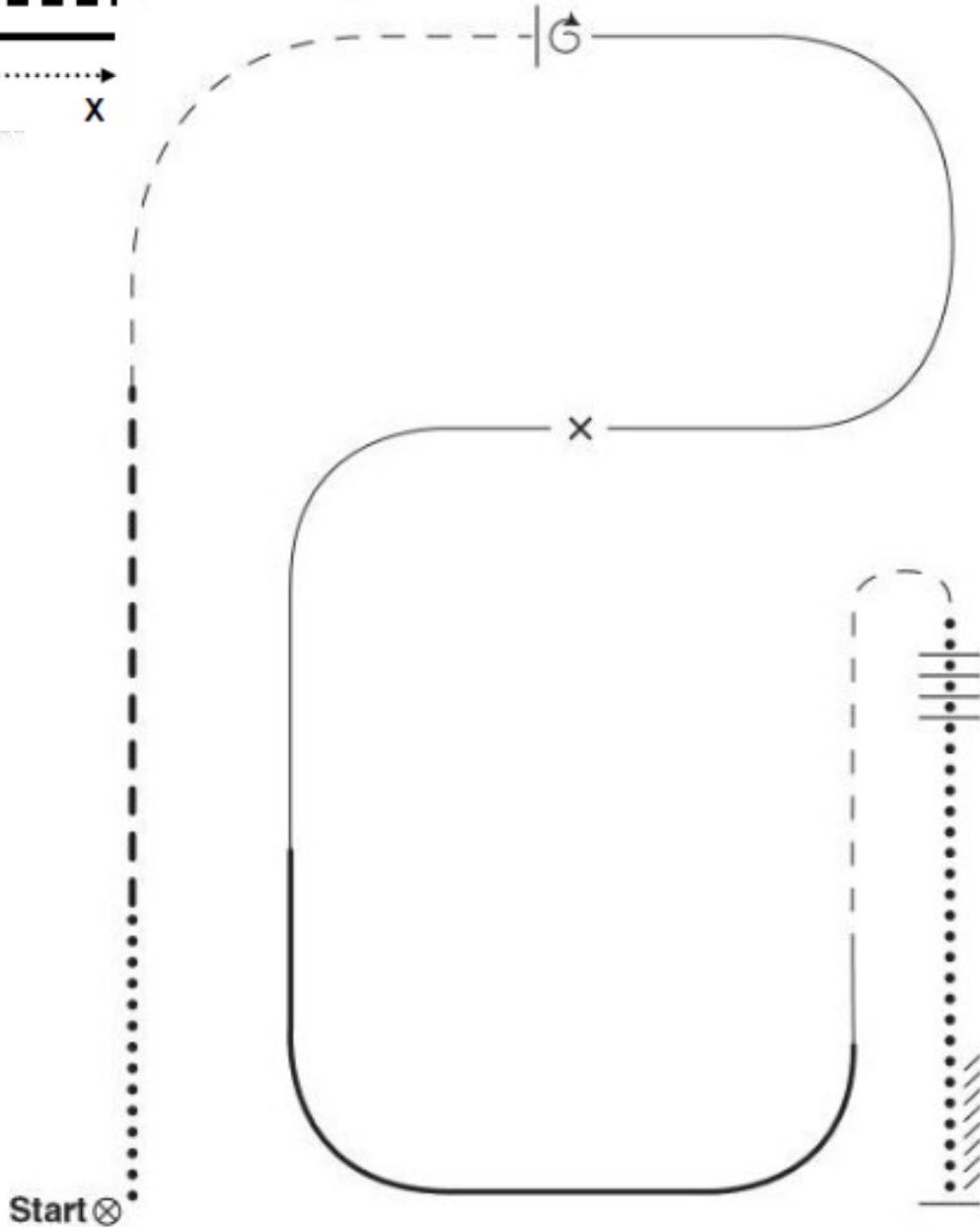
1. Walk
2. Trot
3. Trot over poles, stop
4. Sidepass to the right, over the pole
5. 180° turn to the right
6. Extended Trot
7. Trot
8. Extended Trot
9. Stop and back

RANCH RIDING
PATTERNS
(WALK/JOG/LOPE)

RANCH RIDING W/J/L

PATTERN #1

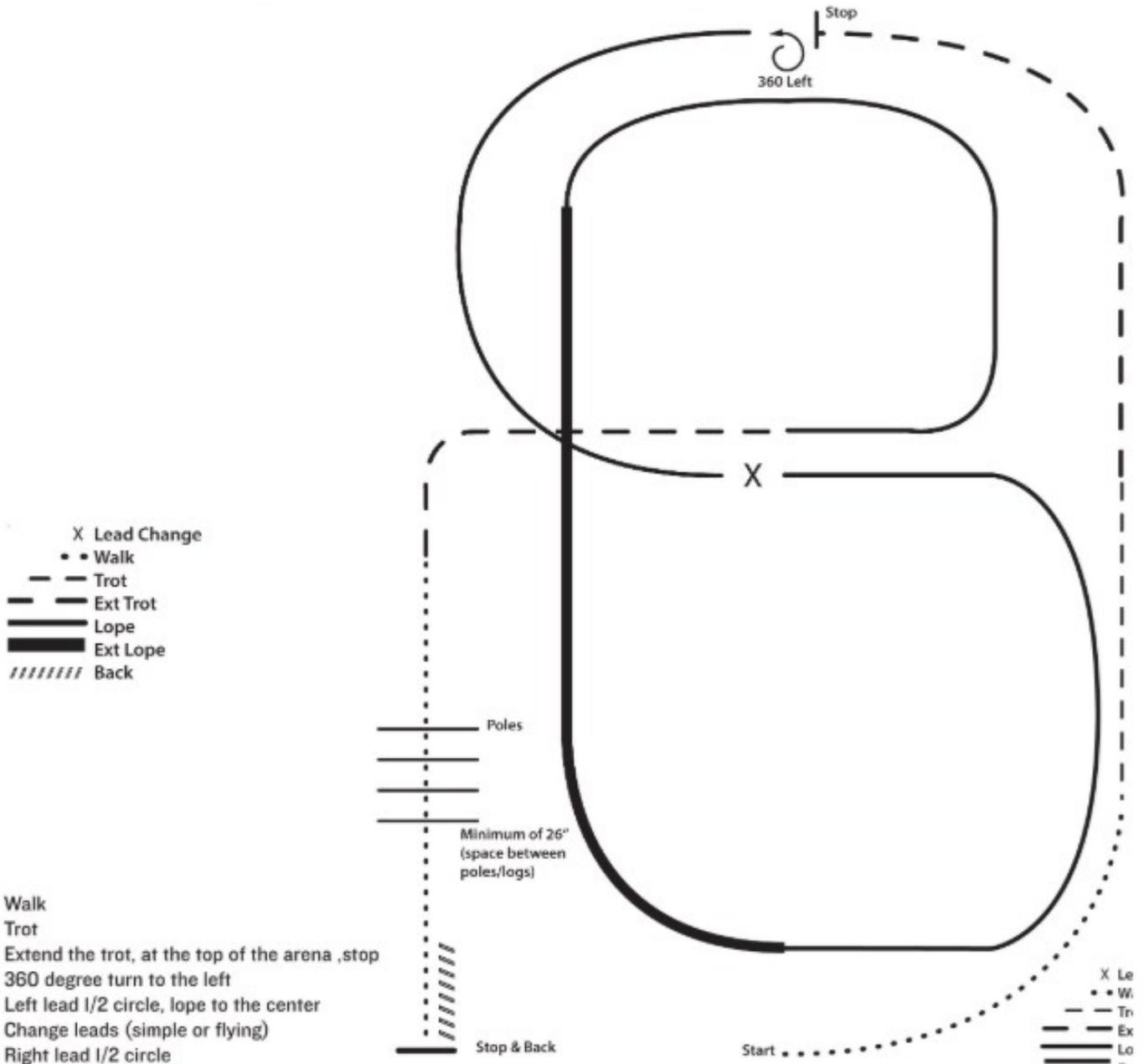
Walk
 Trot - - - - -
 Canter _____
 Back ●.....→
 Lead Change X



- | | |
|--------------------|---------------------------|
| 1. Walk | 7. Lope left lead |
| 2. Extended trot | 8. Extended lope, collect |
| 3. Trot | 9. Trot |
| 4. Stop, 360 right | 10. Walk over logs |
| 5. Lope right lead | 11. Walk |
| 6. Change leads | 12. Stop and back |

RANCH RIDING W/J/L

PATTERN #3



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- ==== Lope
- ==== Ext Lope
- ////// Back

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 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 an extended trot
11. Walk over poles
12. Stop and back

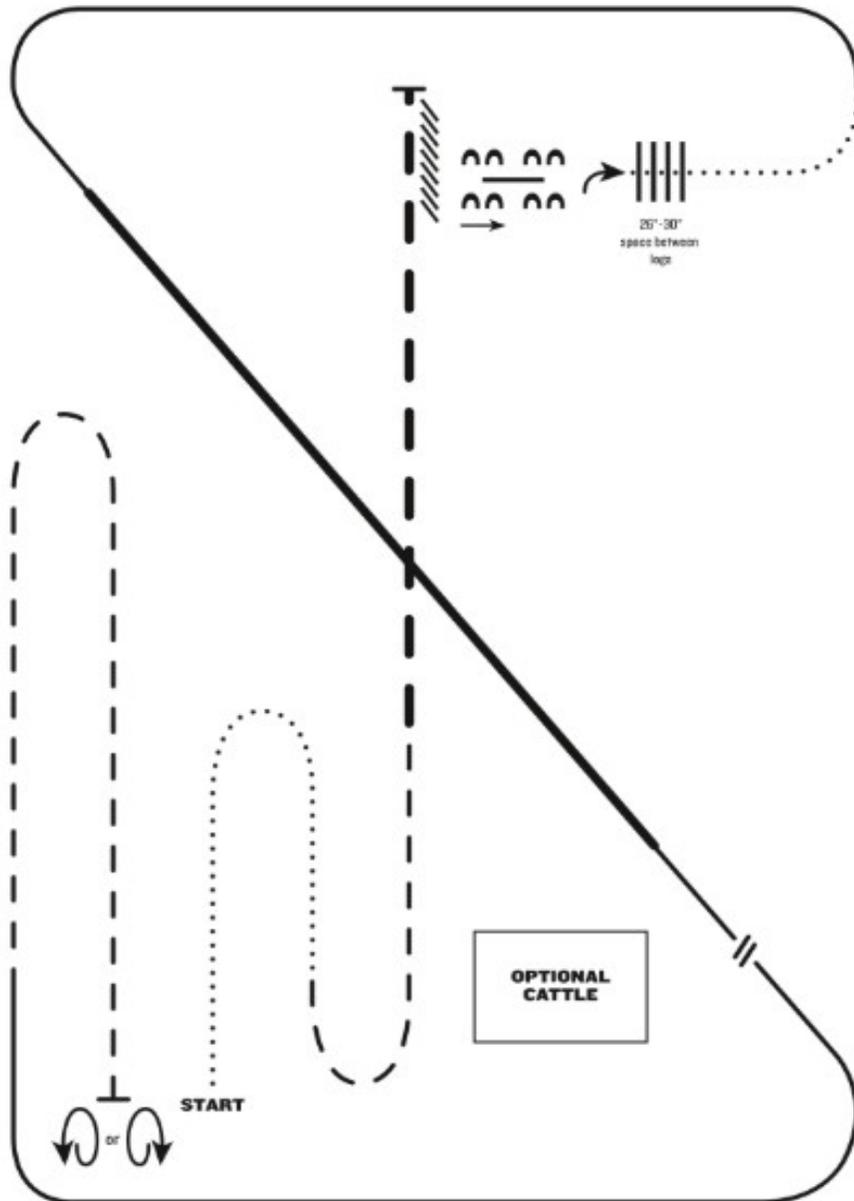
- X Le
- W
- - - Tr
- - - Ex
- ==== Lo

RANCH RIDING W/J/L

PATTERN #4

LEGEND

| | |
|-------|---------------|
| | Walk |
| | Extended Walk |
| - - - | Trot |
| - - - | Extended Trot |
| — | Lope |
| — | Extended Lope |
| //// | Back |
| ∩ | Lead Change |



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction