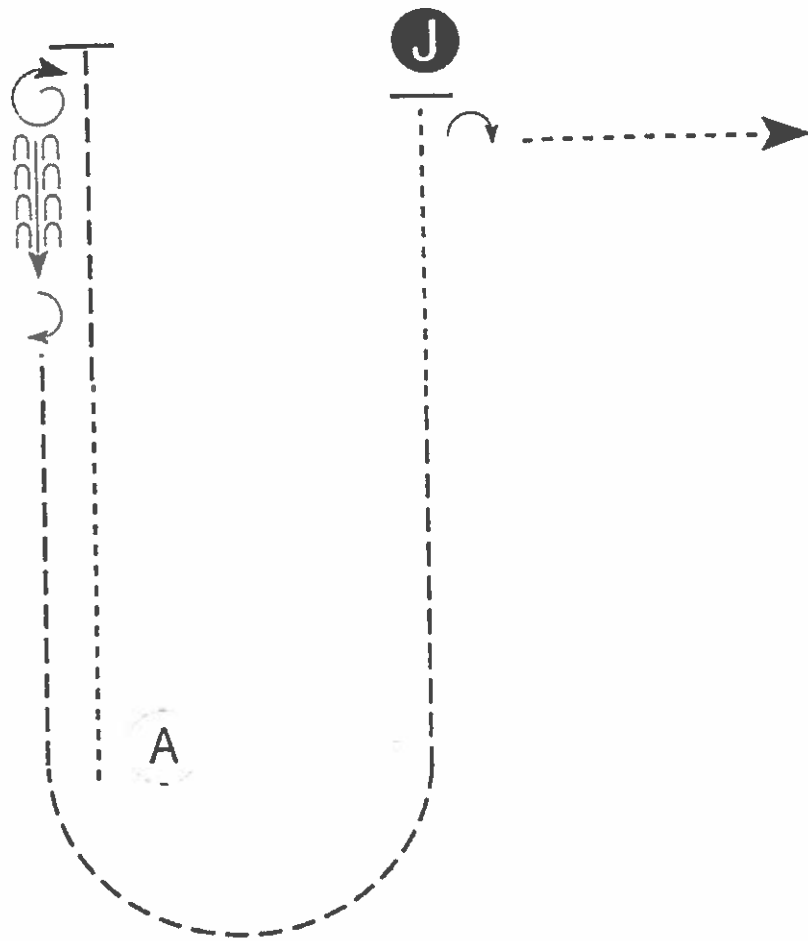


Horse Show Patterns

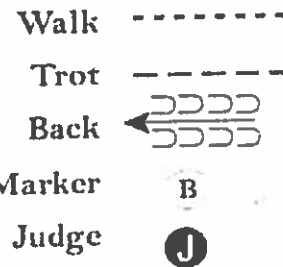
Showmanship Class 1, 2, 3, 5, 40, 41, 42, 44

Show Date:



Be ready at A.

1. Walk halfway from A to Judge.
2. Trot until even with judge.
3. Stop and perform a 360 degree turn.
4. Back approximately two horse lengths.
5. Perform a 180 degree turn.
6. Trot to and around A and halfway to judge.
7. Walk to judge.
8. Stop and set up for inspection.
9. When dismissed, perform a 90 degree turn.
10. Walk straight away from judge.



Follow the instructions of your ring steward.

[S/2-77]

Pattern Provided by:

Clint Fullerton

1235

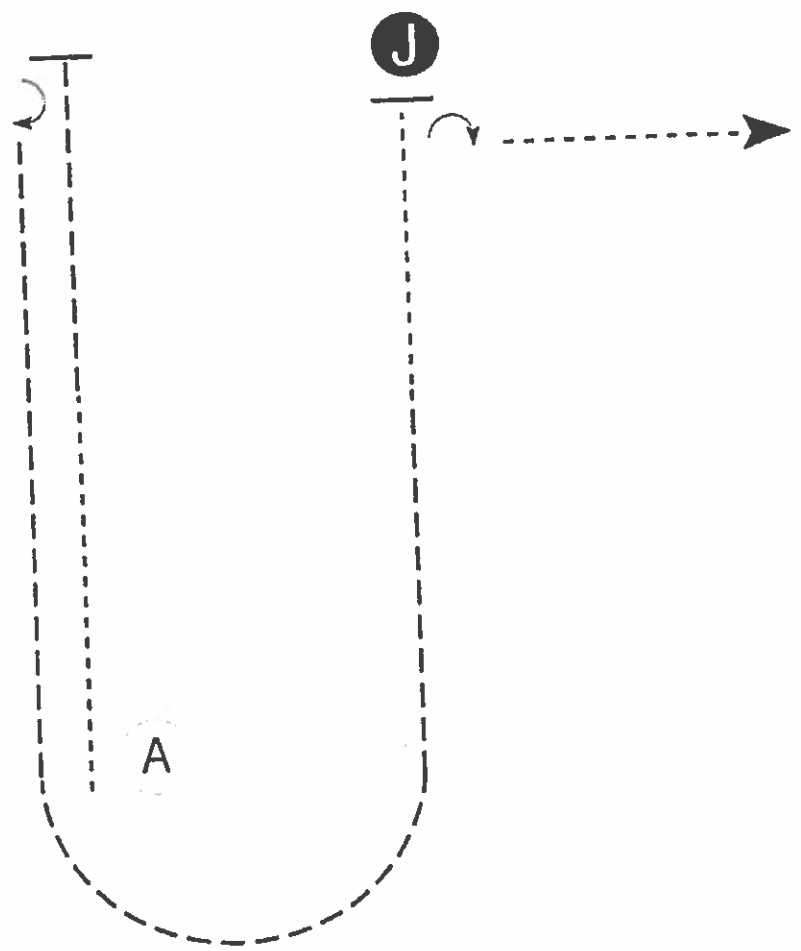
Horse Show Patterns

Novice + Beginner
Showmanship Class 4, 6, 43, 45

Show Date:

WWW.HORSESHOWPATTERNS.COM

WWW.HORSESHOWPATTERNS.COM



Be ready at A.

1. Walk halfway from A to judge.
2. Trot until even with judge.
3. Stop and perform a 180 degree turn.
4. Trot to and around A and halfway to judge.
5. Walk to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	B
Judge	J

[S/WT-77]

4, 6, 43, 45

Pattern Provided by:

Clint Fullerton

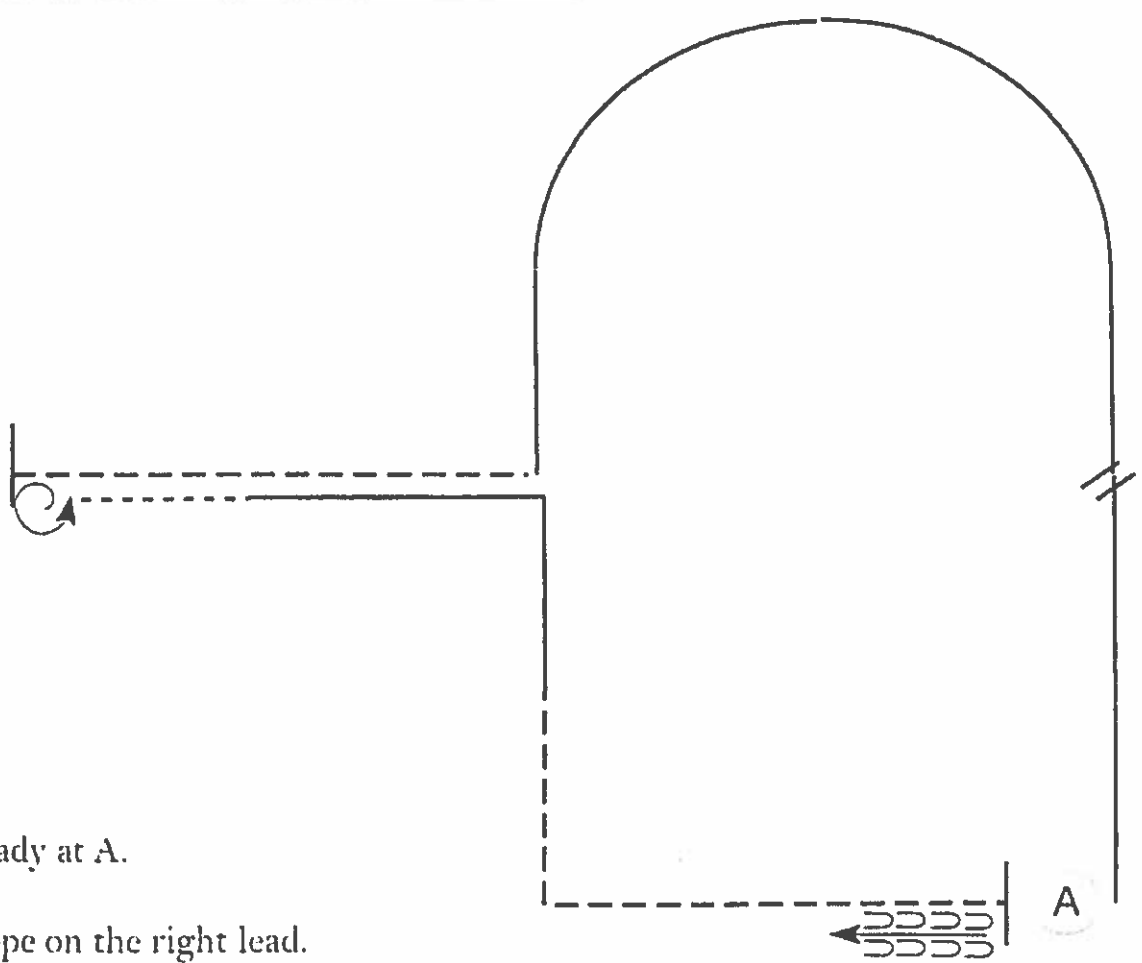
Horse Show Patterns

Class 15, 16, 17, 19, 60, 61, 62, 64

Equitation / Horsemanship
 Show Date: /

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Lope on the right lead.
2. Change leads in the middle of your line.
3. Lope in an arc to the middle of your pattern.
4. Break to a jog and jog a corner to the right.
5. Perform 1 1/2 turns to the left.
6. Walk halfway to middle.
7. Lope on the right lead until you are halfway to A as shown.
8. Jog to A. Stop and back.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	

[WH/2-112]

Pattern Provided by:
 Clint Fullerton

Horse Show Patterns

No Dice

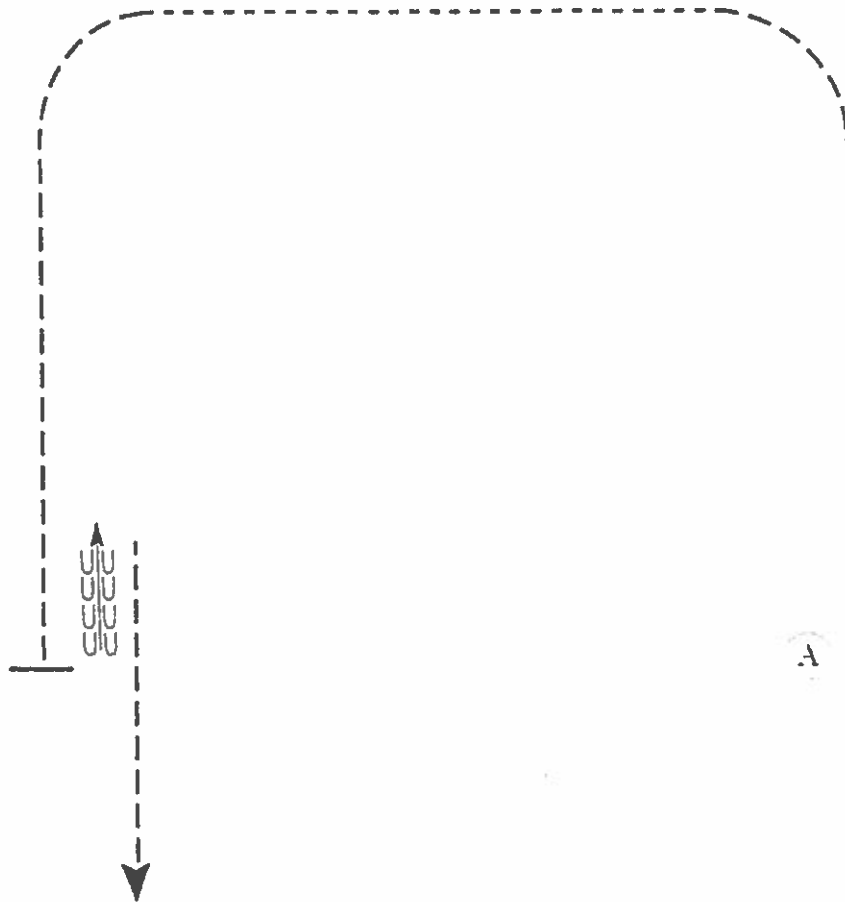
Hunt Seat Equitation

Class 18

Show Date:

WWW.HORSESHOWPATTERNS.COM

WWW.HORSESHOWPATTERNS.COM



Be ready at A.

1. Trot on the right diagonal from A and around corner as shown.
2. Walk in a straight line.
3. Sitting trot around corner until even with A.
4. Stop and back approximately one horse length.
5. Exit arena at a trot on the left diagonal.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↖ ↗
Back	← ← ← ← ←
Marker	B
Sidepass	◀ ▶
Hand Gallop	———

[HSE/WT-76]

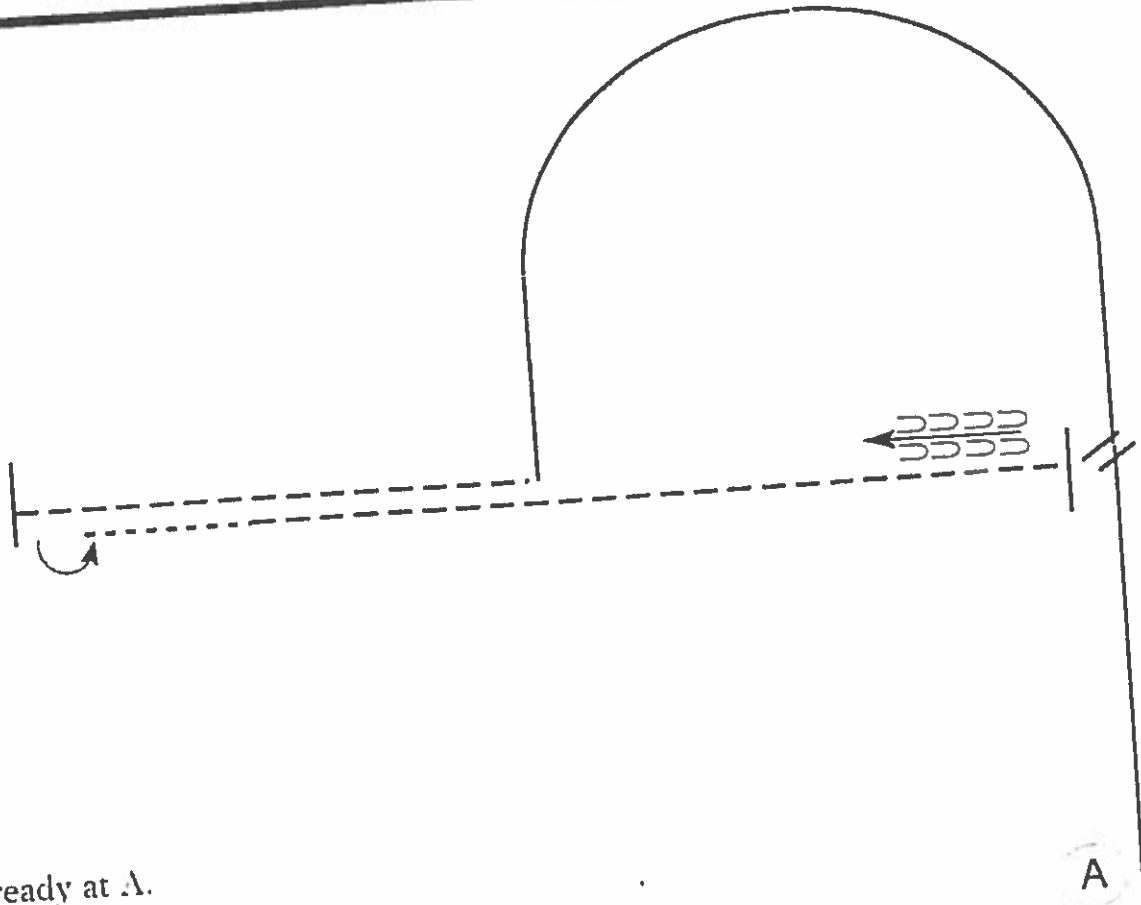
Pattern Provided by:

Clint Fullerton

Horse Show Patterns

Novice Horsemanship Class 63

Show Date:



Be ready at A.

1. Lope on the right lead.
2. Perform a simple lead change in the middle of your line.
3. Lope in an arc to the middle of your pattern.
4. Break to a jog and jog a corner to the right.
5. Perform 1/2 turn to the left.
6. Walk halfway to middle.
7. Jog until even with A as shown.
8. Stop and back.

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Lead Change	-----
Back	←←←←←
Marker	-----

[WH/1-112]

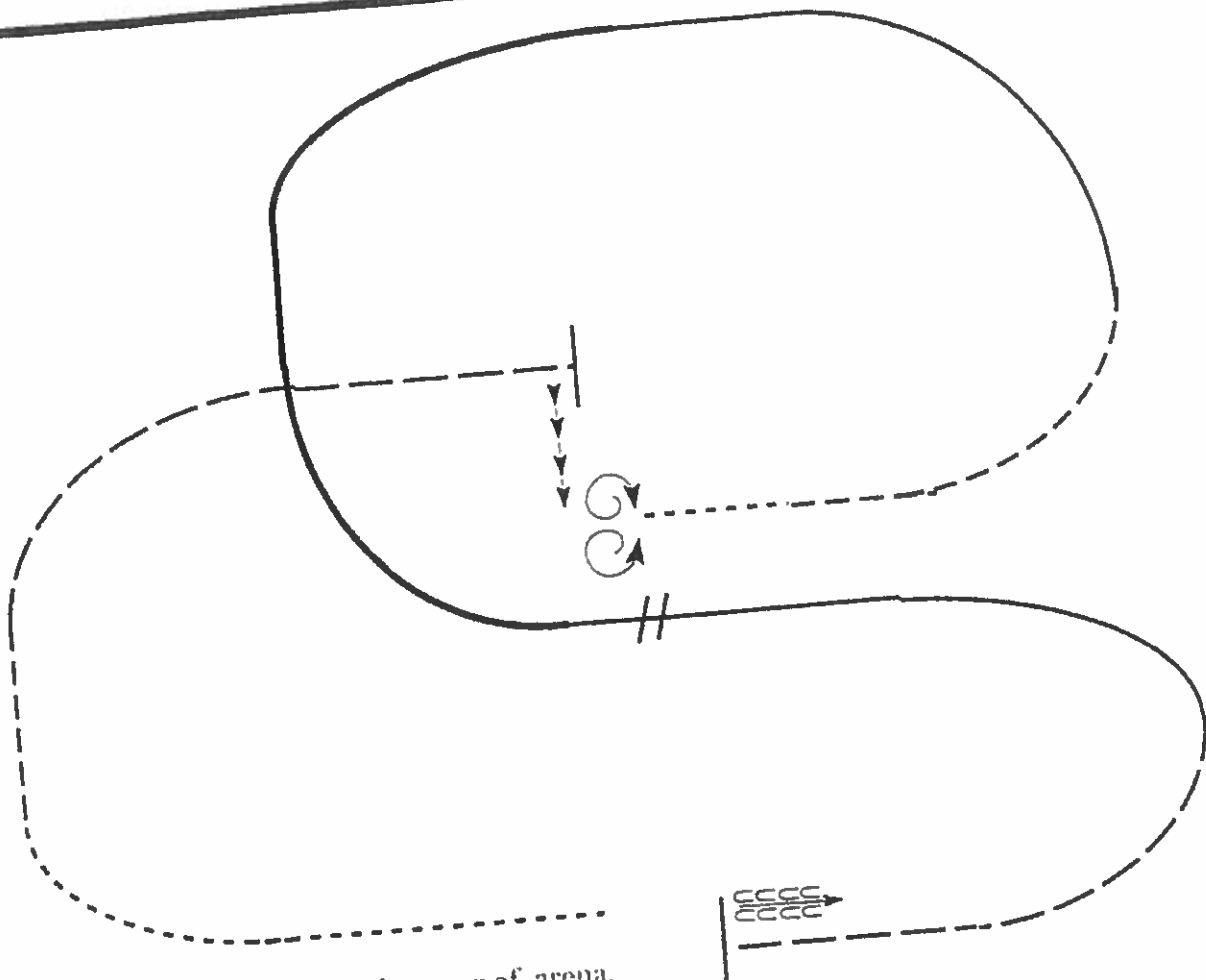
Pattern Provided by:

Clint Fullerton

Horse Show Patterns

Class 65 Ranch Riding (Youth / Amateur / Open)

Show Date: _____



1. Walk to the left around corner of 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

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	

B

[RR/3]

Pattern Provided by:

Clint Fullerton

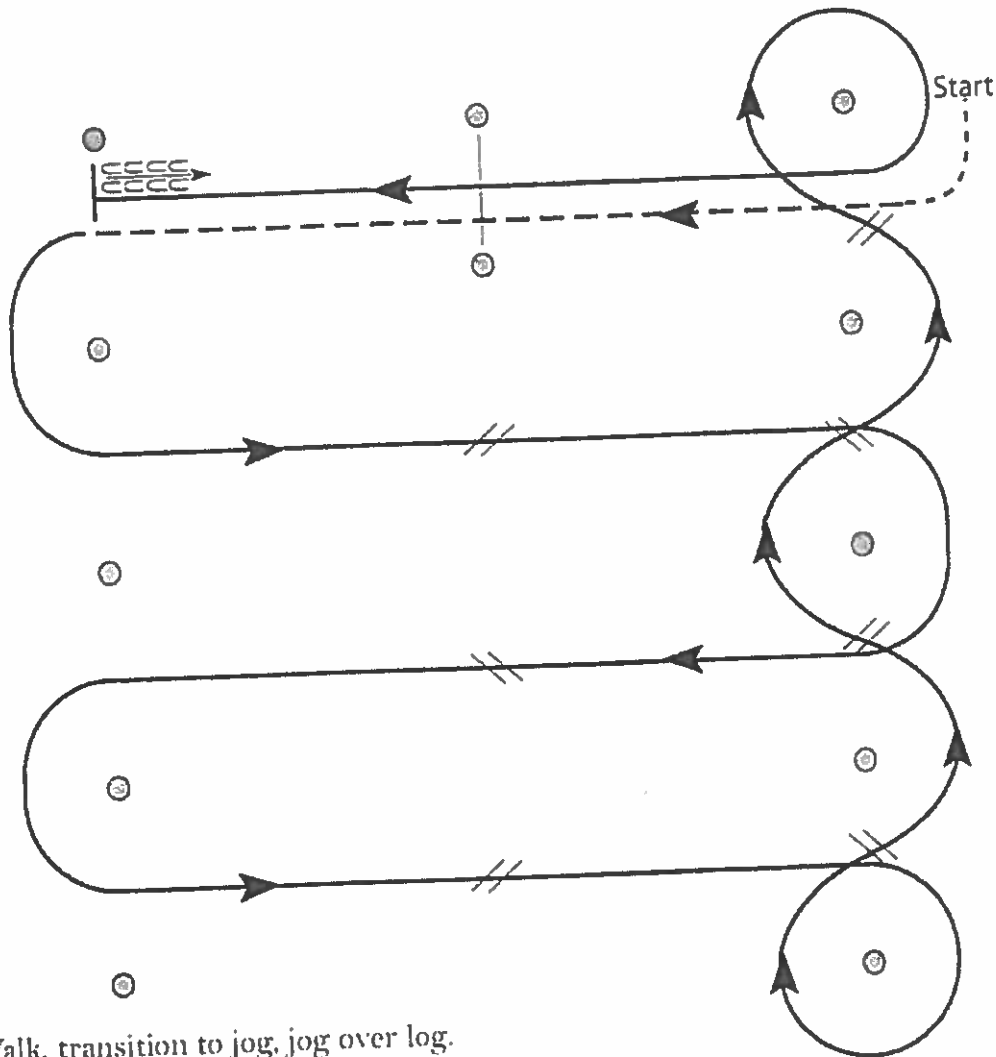
www.horsheshowpatterns.com

www.horsheshowpatterns.com

Horse Show Patterns

Western Riding (Youth / Amateur / Open)

Show Date:



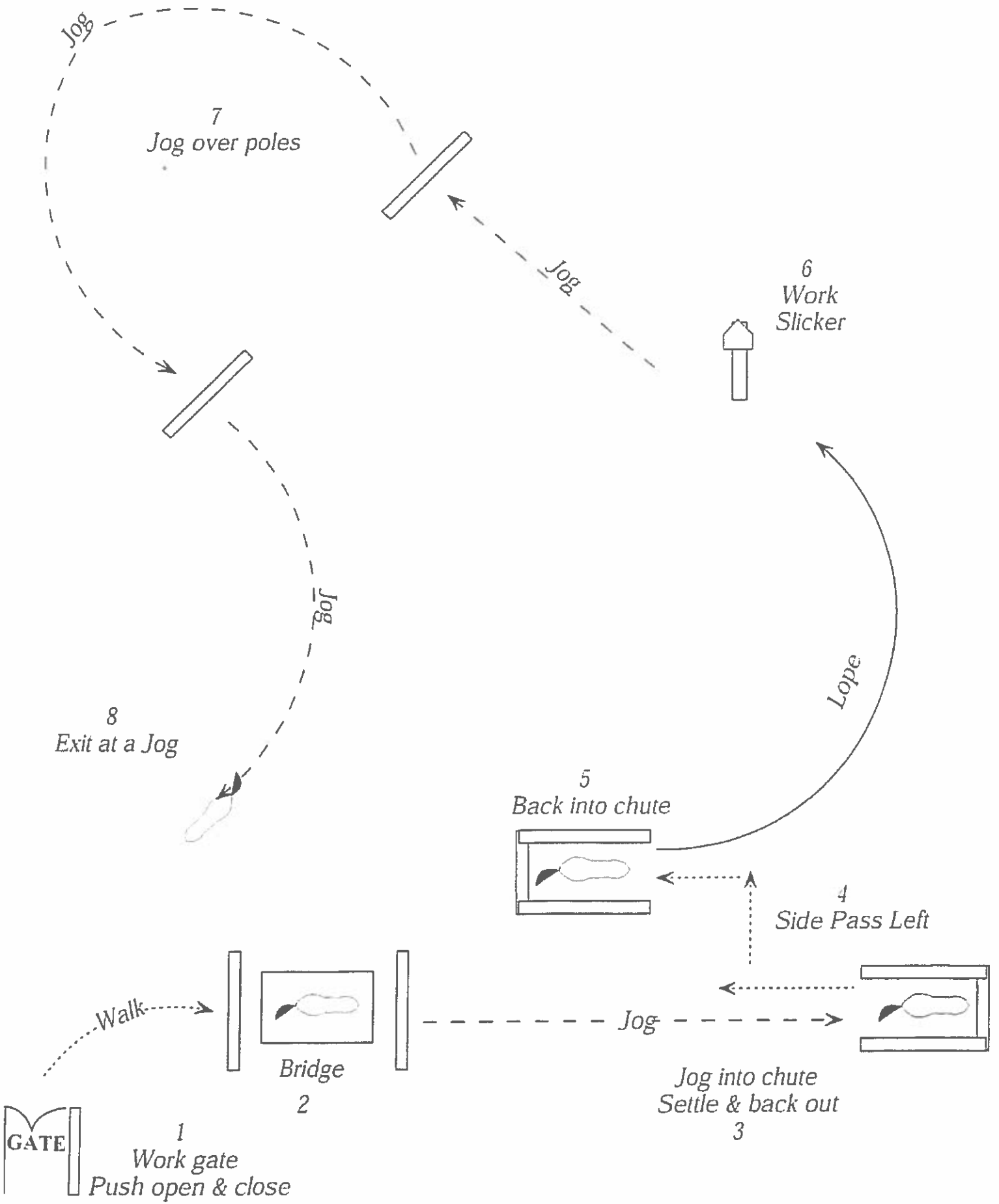
1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

[WR/OP-2]

Pattern Provided by:

Clint F. [unclear]

Trail



RANCH TRAIL

