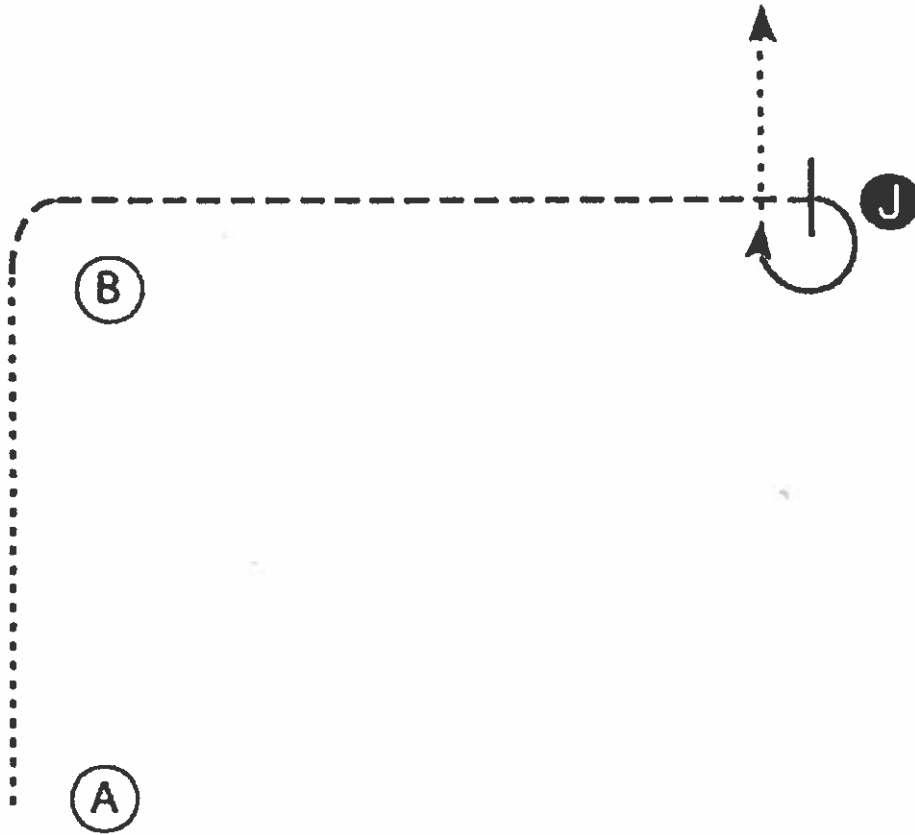


Showmanship - All



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

Walk

Trot - - - - -

Back ← 

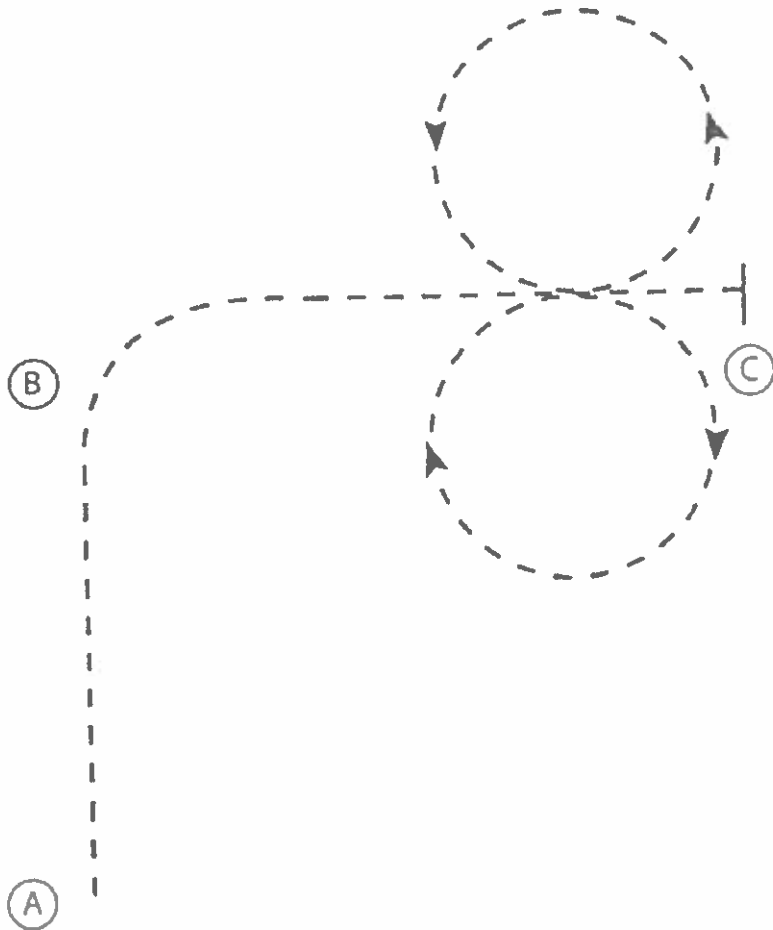
Marker 

Judge 

Movie ~~Beginner~~ English Equitation -

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Sitting trot A to B
2. At B posting trot towards C
3. Before C posting trot circle to the right followed by a posting trot circle to the left, continue to C
4. Stop at C

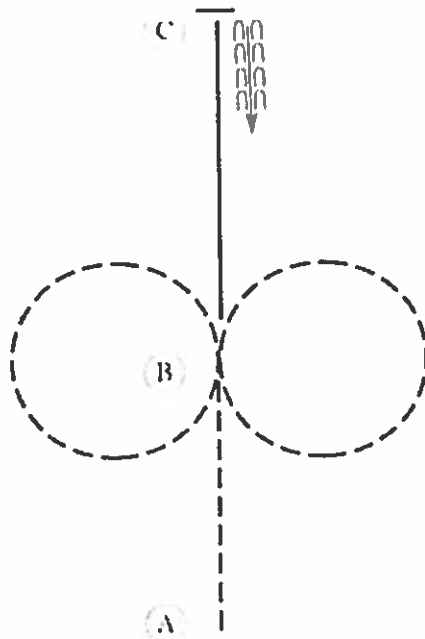
Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[HSE/WT-7]

English Equitation - All Others

www.HorseShowPatterns.com

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1. Sitting trot A to B.
2. At B, posting trot circle to the right.
3. At B, posting trot circle to the left.
4. At B, canter to C.
5. At C, stop and back 4 steps.

Walk
Trot	-----
Extended Trot	—————
Canter	—————
Leg Yield	
Lead Change	↖ ↗
Back	↖ ↗ ↖ ↗
Marker	(B)
Sidepass	↖ ↗
Hand Gallop	—————

[HSE/1-6]

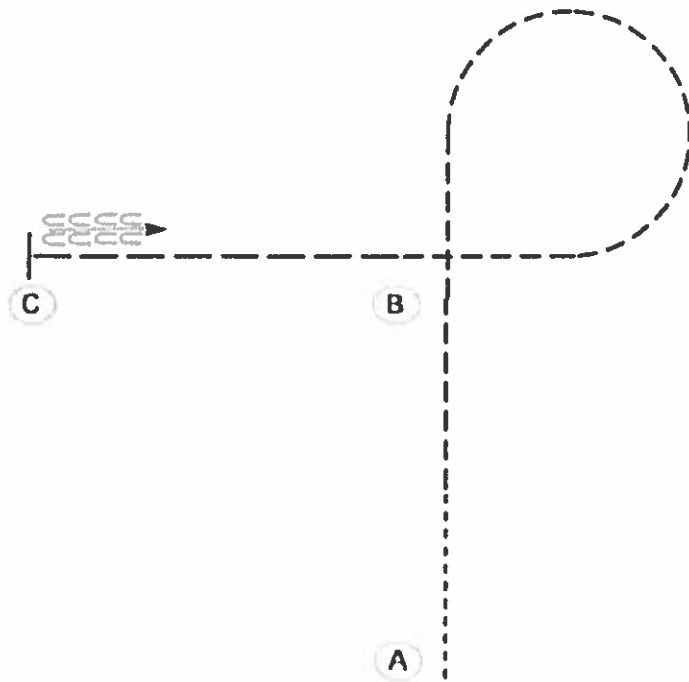
Pattern Provided by:

NOVICE BEGINNER

Horsemanship -

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Be ready at A.

1. Walk from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Jog a circle to the right.
4. Extend the jog from B to C.
5. Stop at C and back one horse length.

Retire to the rail or line up at a jog.

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ← ← ← ← ← ← ←
Marker	⊙ B
Sidepass	← ← ← ← ← ← ← ← ← ←

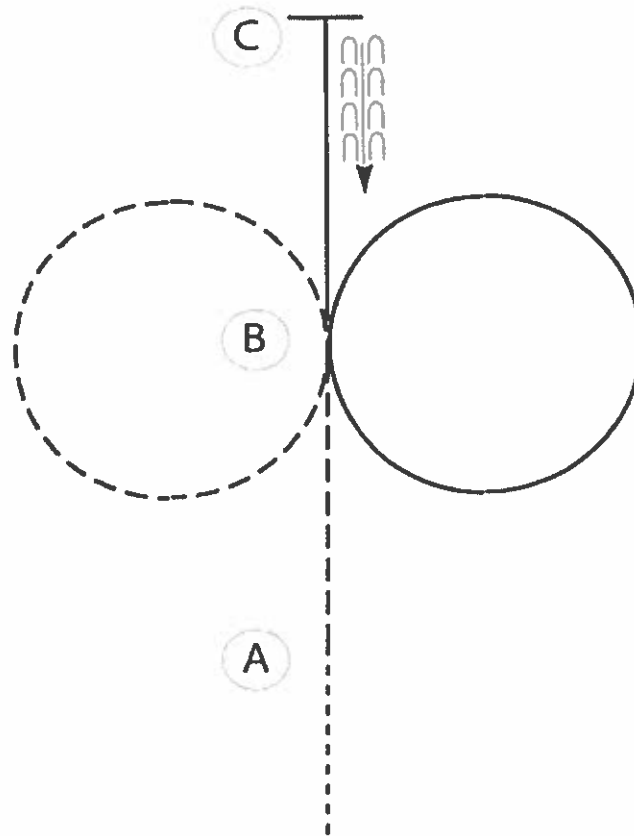
Pattern Provided by:

[WHWT-25]

Western Horsemanship - All Others

www.HorseShowPatterns.com

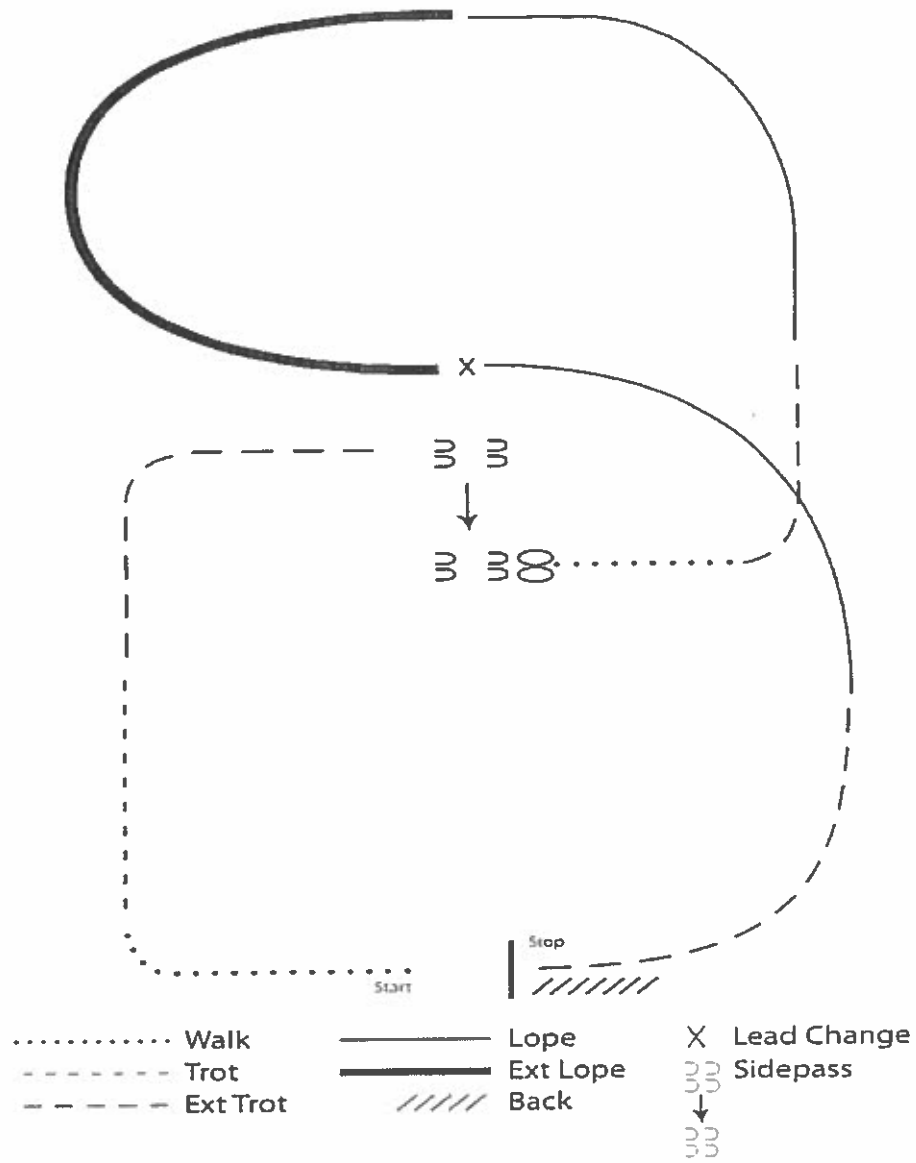
www.HorseShowPatterns.com



Be ready prior to A.

1. Walk to A.
2. Jog A to B.
3. At B, jog a circle to the left.
4. At B, lope a circle to the right.
5. Continue the lope to C.
6. Stop at C and back approximately one horse length.

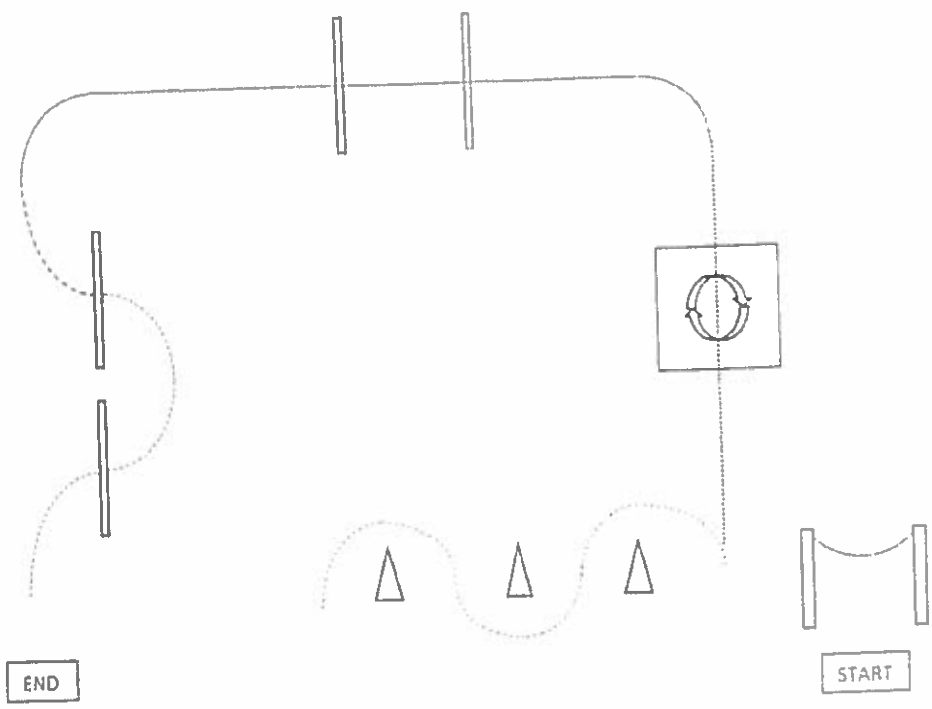
Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	



RANCH HORSE RIDING PATTERN 3

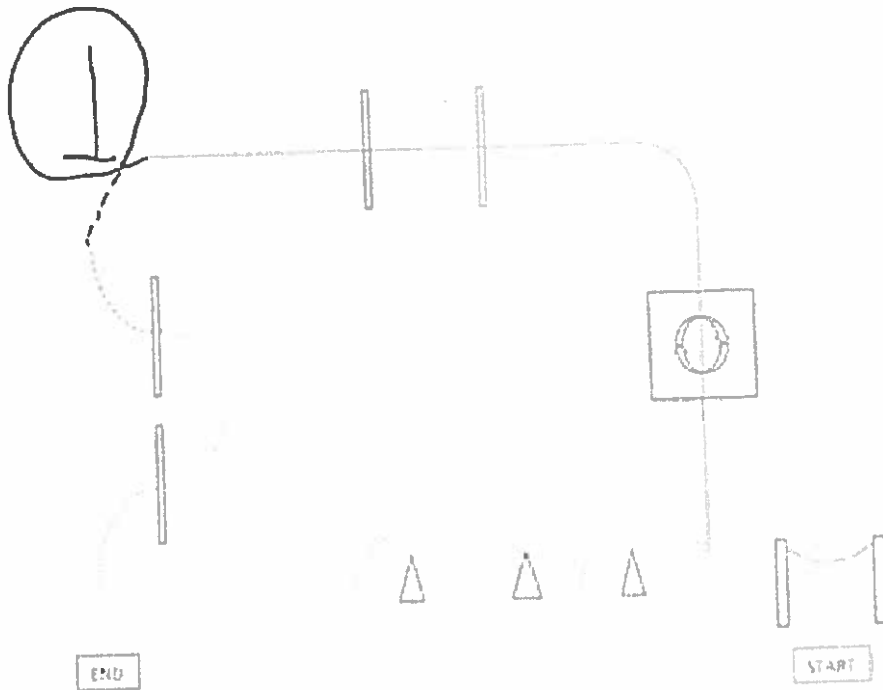
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the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

TRAIL



- Be ready at Start
1. Work left hand gate
 2. Trot through cones and Stop
 3. Back through cones
 4. Walk into box and perform 360 to right, walk out
 5. Lope left lead over poles
 6. Trot serpentine over poles and exit

Ranch Trail



Be ready at start

1. Pick up the slicker and work left gate
2. Trot through the cones
3. Back through the cones and return slicker to the gate
4. Walk into box and do a 360 both directions, walk out
5. Lope left lead over poles to drag pole
6. Drag log in a circle as shown.
7. Trot serpentine over the poles, exit