

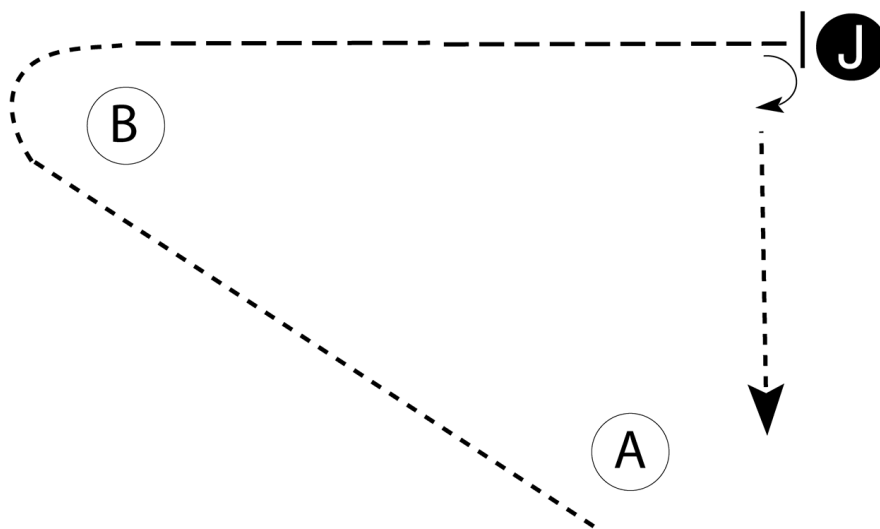
# ShoMe Summer ShoStopper

## Off Side Showmanship (class 15)

Show Date: 07-19-2024

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

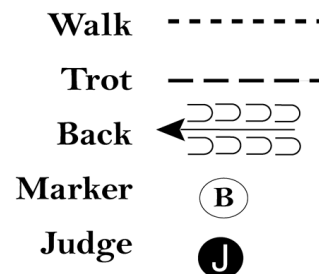
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. When acknowledged, walk to and around B.
2. Trot from B to judge.
3. Stop at judge and set up for inspection.
4. When dismissed, turn 90 degrees..
5. Walk to exit.

Follow the instructions of your ring steward.



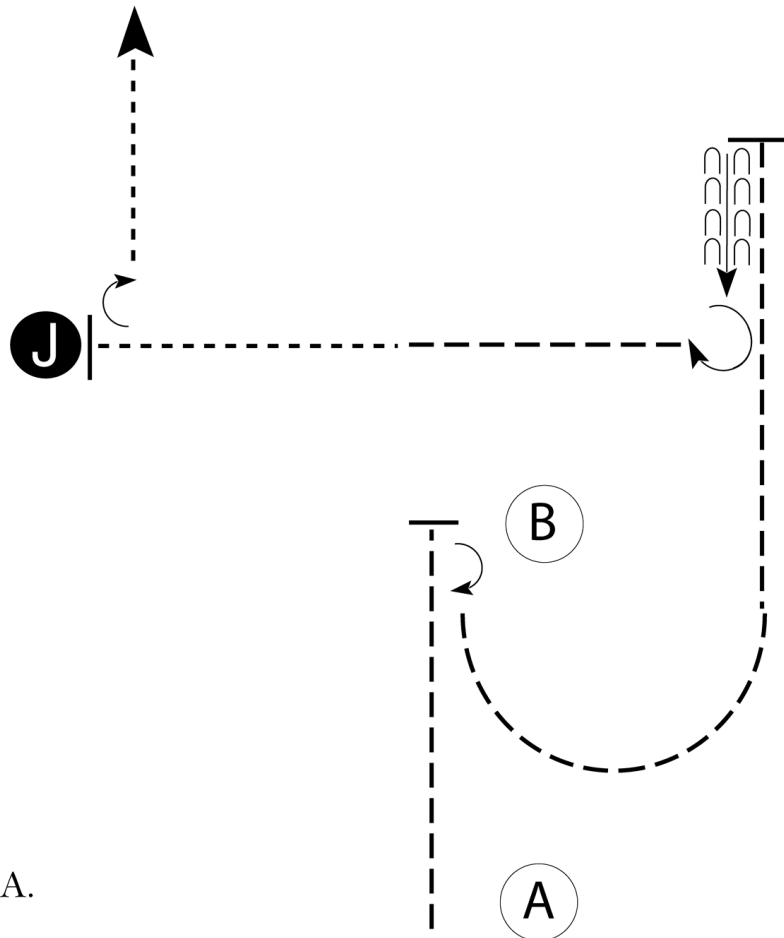
[S/WT-42]

Pattern Provided by:

# ShoMe Summer ShoStopper

Stock Horse 16 & Up (classes 17-19)

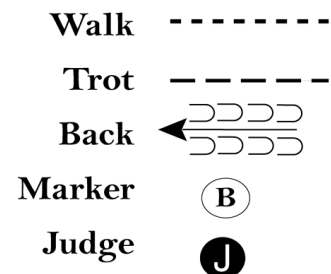
Show Date: 07-19-2024



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until your horse's hip is even with Judge.
5. Perform a 270 degree turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.



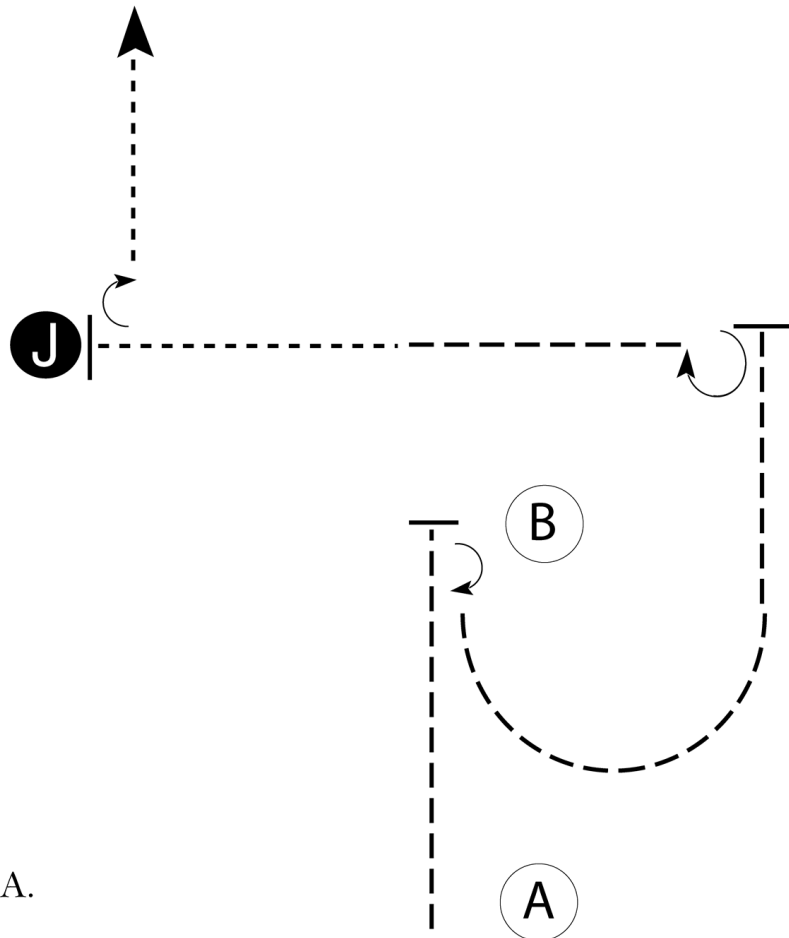
[S/2-69]

Pattern Provided by:

# ShoMe Summer ShoStopper

SH 12-15, Ranch, Non-Stock (classes 20-21, 24-25)

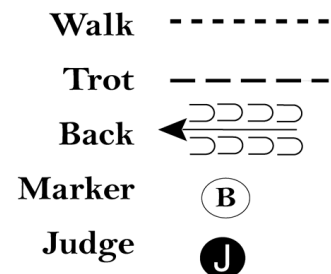
Show Date: 07-19-2024



Be ready at A.

1. Trot to B.
2. Stop and perform a 180 degree turn.
3. Trot a half circle, then trot straight until even Judge.
4. Perform a 270 degree turn.
5. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.



[S/1-69]

Pattern Provided by:

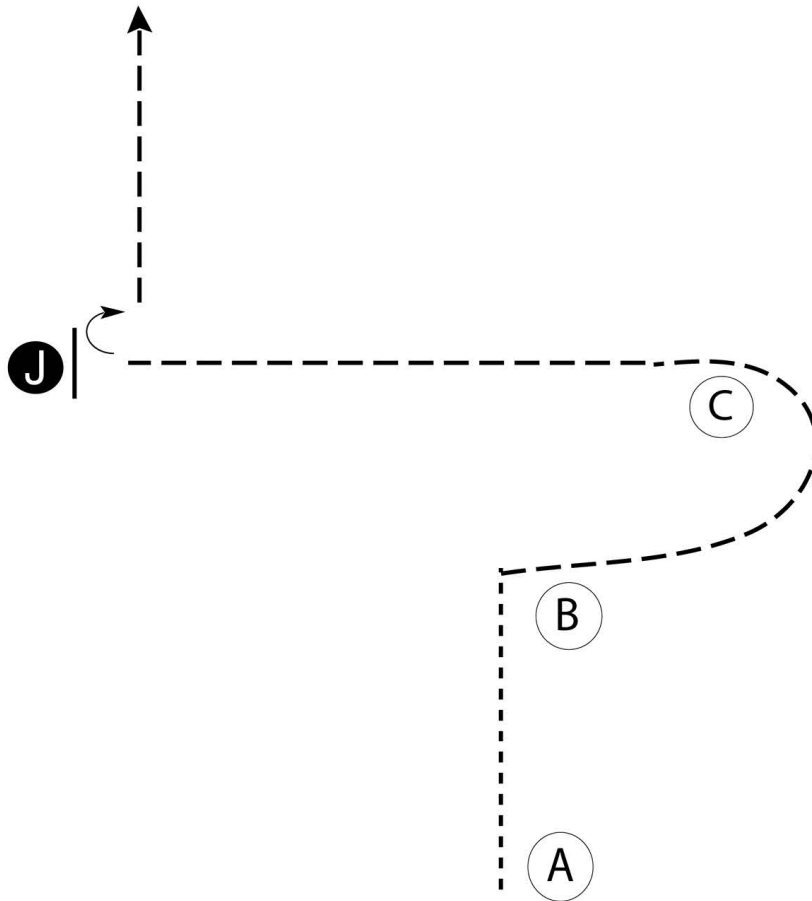
w w w . H o r s e S h o w P a t t e r n s . c o m

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

# ShoMe Summer ShoStopper

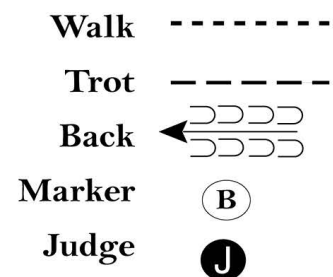
## Pee Wee & Leadline (classes 22-23)

Show Date: 07-19-2024



Be ready at A.

1. Walk to B.
2. Walk from B and around C as shown.
3. Continue to walk to judge and set up for inspection.
4. When dismissed, do a 90 degree turn and walk away.



[S/WT-21]

Pattern Provided by:

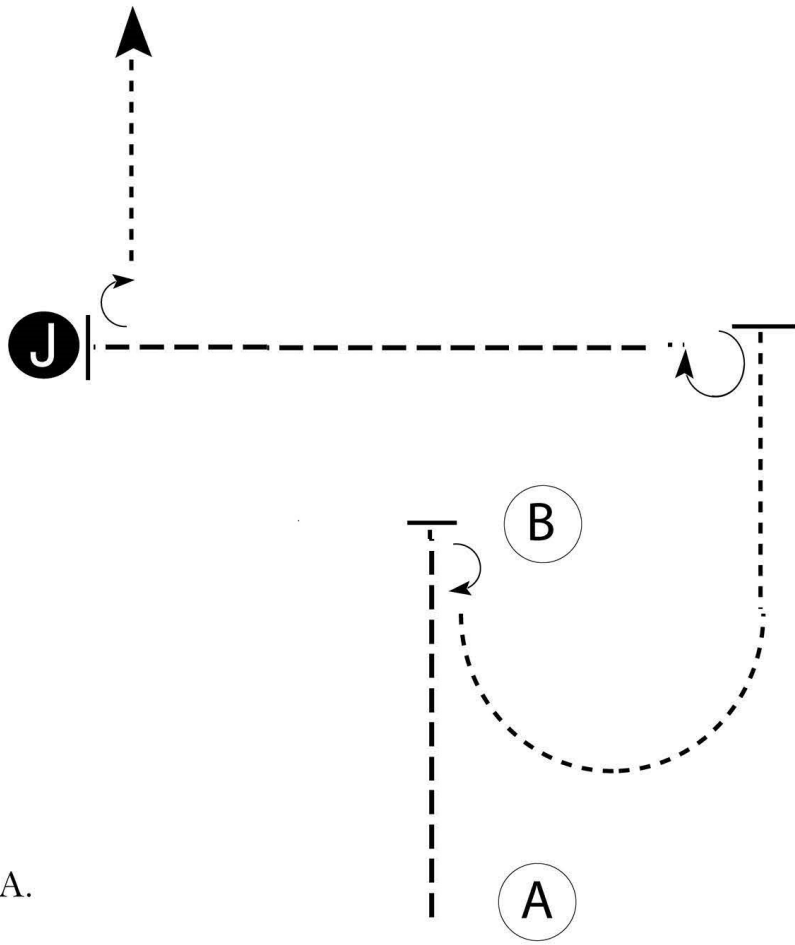
# ShoMe Summer ShoStopper

## Select & Green (classes 26-30)

Show Date: 07-19-2024

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

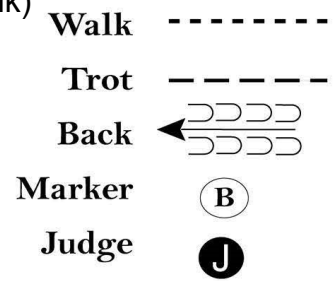
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot to B. (select exhibitors walk)
2. Stop and perform a 180 degree turn.
3. Walk a half circle and continue to walk straight until even Judge.
4. Perform a 270 degree turn.
5. Trot to Judge. Stop and set up for inspection. (select - walk)
6. When dismissed, turn 90 degrees and walk straight away.

Follow the instructions of your ring steward.



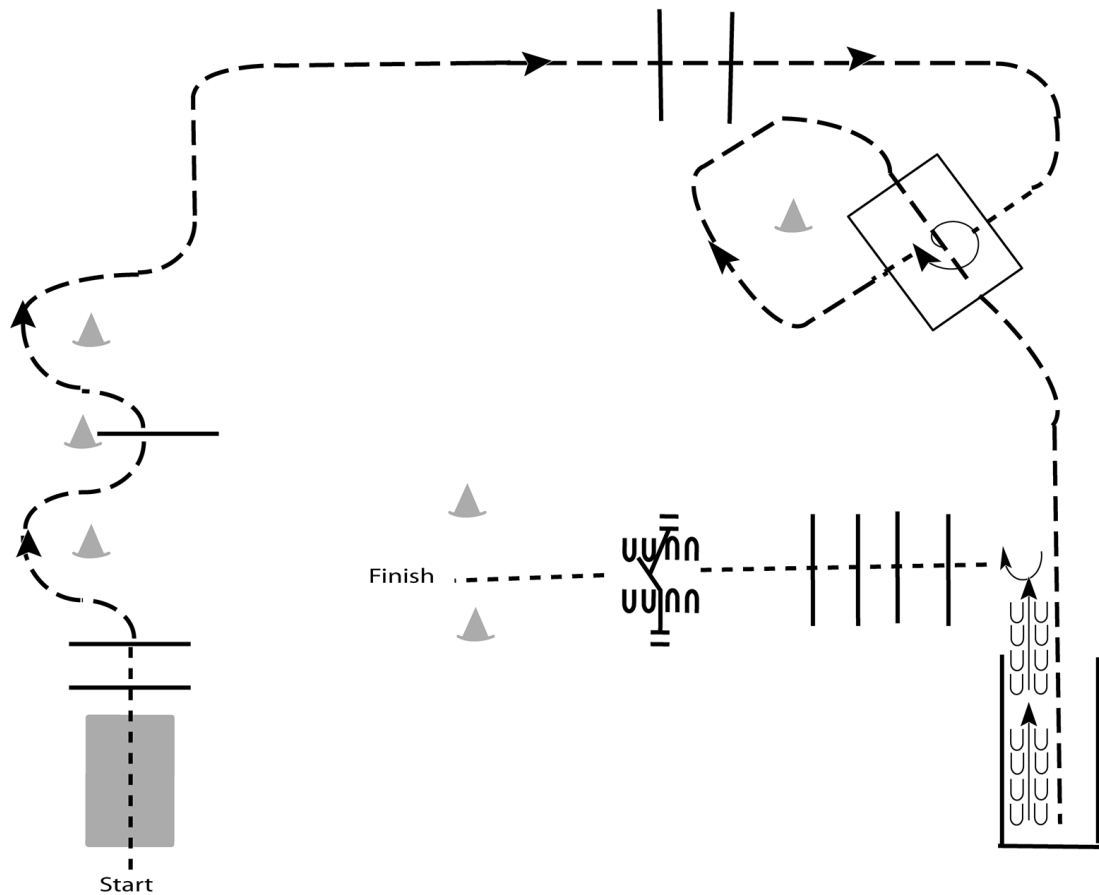
[S/WT-69]

Pattern Provided by:

# ShoMe Summer ShoStopper

## In-Hand Trail (class 46)

Show Date: 07-19-2024



1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Continue to jog over poles.
4. Break to a walk and walk into box. Turn a full turn to the right and walk out of box.
5. Jog through box and into chute
6. Back out of chute
7. Turn 90 degrees and walk over poles to gate
8. Work gate and walk to finish

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	— / —
<b>Back</b>	← ← ← ← ←
<b>Marker</b>	Ⓚ
<b>Sidepass</b>	← ——— →

[T/1-6]

**Pattern Provided by:**

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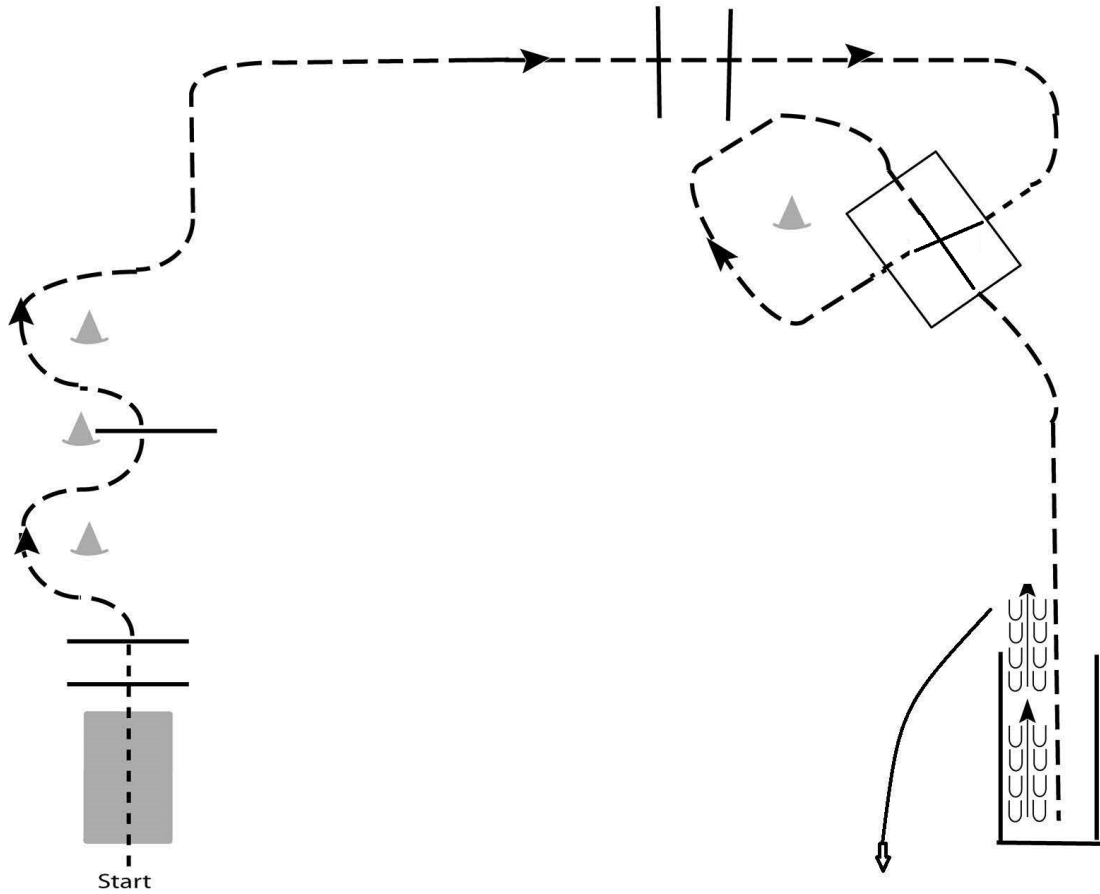
# ShoMe Summer ShoStopper

## Walk Only Trail (class 47)

Show Date: 07-19-2024

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. Walk over bridge and over poles.
2. Walkthrough serpentine and over pole.
3. Continue to walkover poles.
4. Walkthrough box and into chute
5. Back out of chute
6. Walk out to finish

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	—/—
<b>Back</b>	←←←
<b>Marker</b>	Ⓚ
<b>Sidepass</b>	←-----→

[T/1-6]

**Pattern Provided by:**

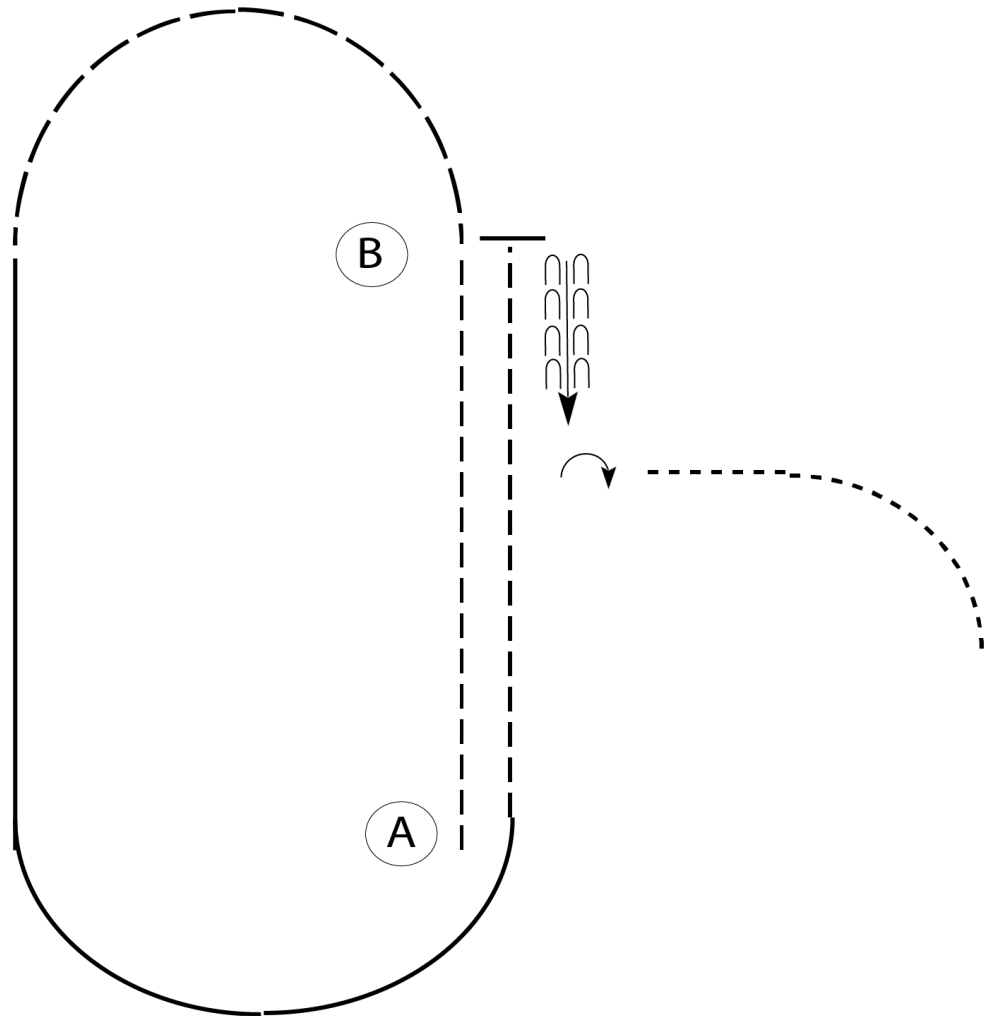
# ShoMe Summer ShoStopper

Non-Stock, SH 12-15, Ranch (classes 65, 72-73, 77)

Show Date: 07-19-2024

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



Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Lope on the left lead until even with A.
4. Jog to B.
5. Stop, back one horse length and perform a 90 degree turn to the right.
6. Pattern is complete. Exit at the walk.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	— / —
Back	← — — —
Marker	ⓑ

[WH/1-109]

Pattern Provided by:



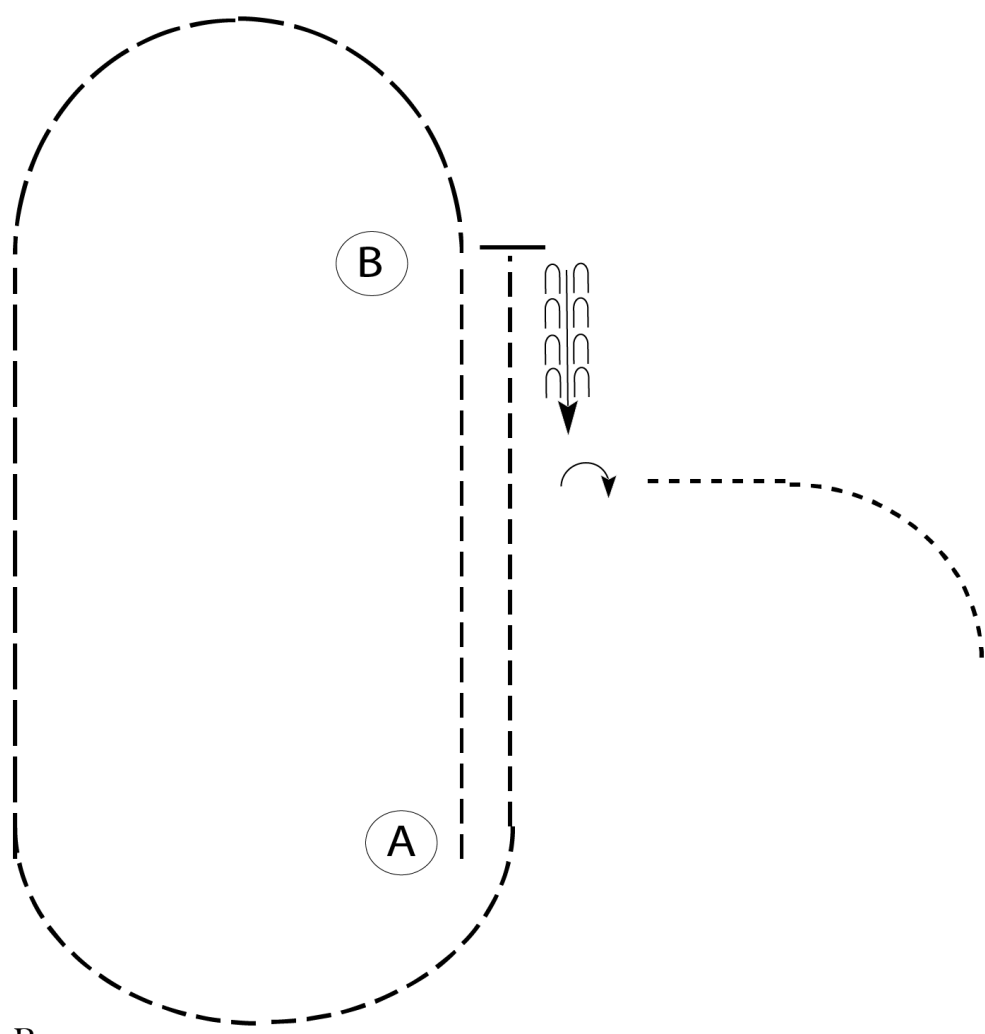
# ShoMe Summer ShoStopper

Select & Green (classes 66-70)

Show Date: 07-19-2024

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



Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Continue the extended jog on a straight line until even with A.
4. Jog a half circle then a straight line to B.
5. Stop, back one horse length and perform a 90 degree turn to the right.
6. Pattern is complete. Exit at the walk.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	— / —
Back	← — — — —
Marker	⊙ B

[WH/WT-109]

Pattern Provided by:

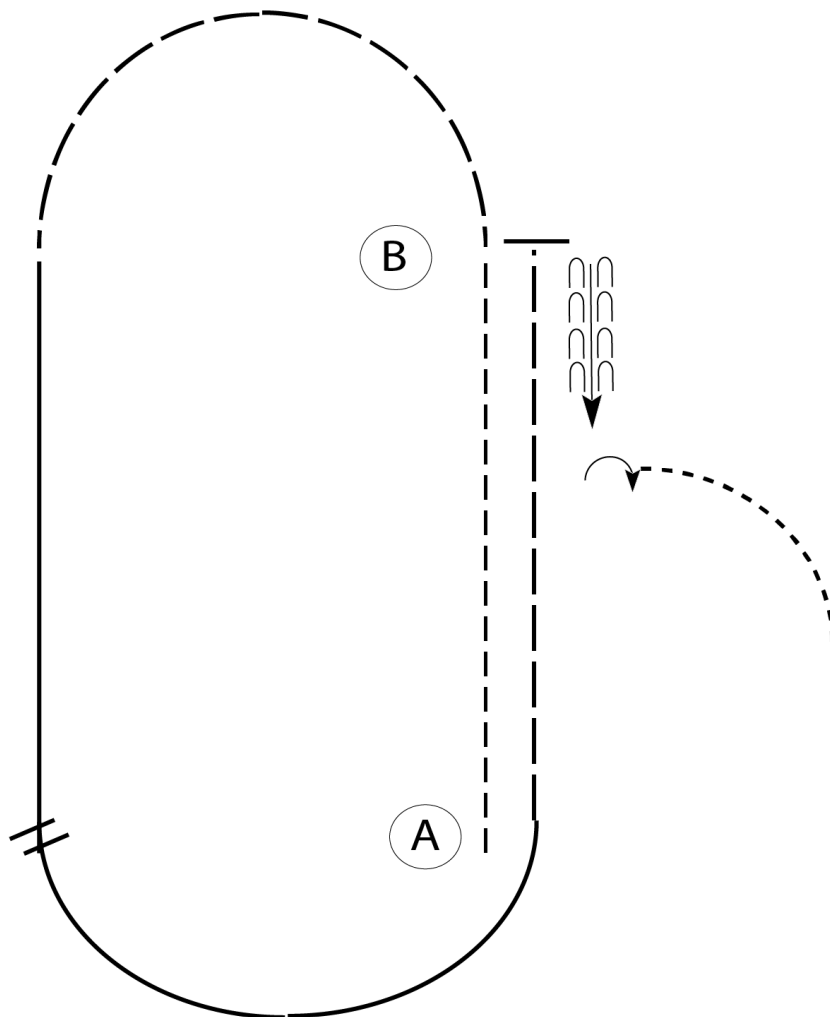
# ShoMe Summer ShoStopper

SH 16 & Up (classes 74-76)

Show Date: 07-19-2024

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



Be ready at A.

1. Jog from A to B.
2. Extend the jog in a half circle.
3. Lope on the right lead until even with A.
4. Perform a simple lead change.
5. Lope on the left lead until even with A.
6. Extend the jog to B.
7. Stop, back one horse length and perform a 90 degree turn to the right.
8. Pattern is complete. Exit at the walk

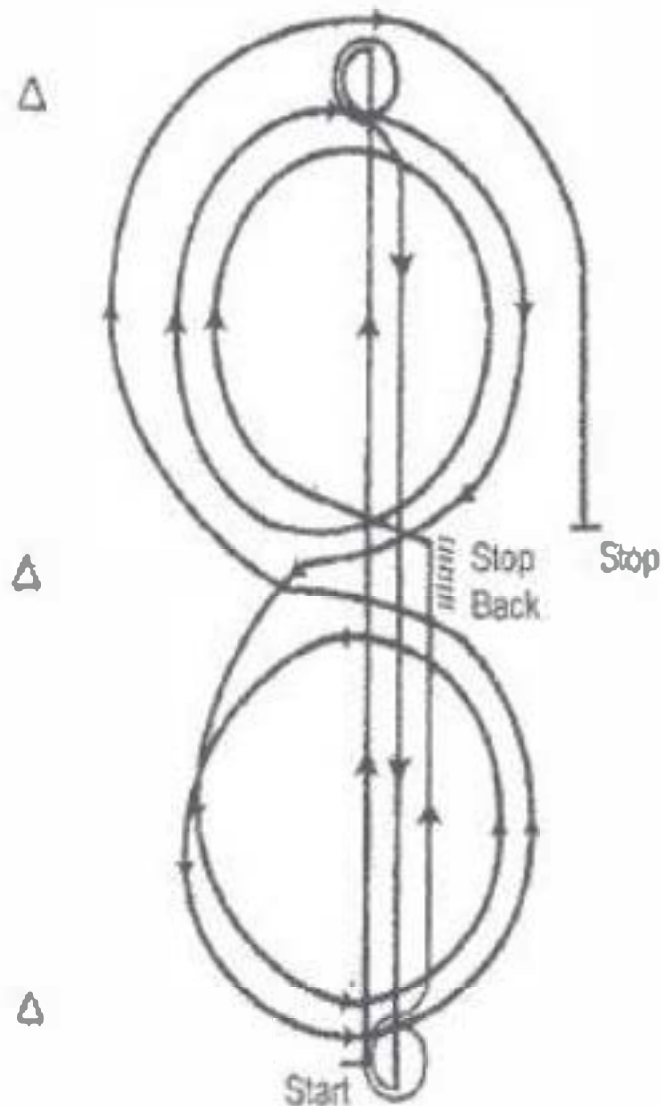
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	— — — —
Lead Change	— / —
Back	← C C C C C
Marker	⊙ B

[WH/2-109]

Pattern Provided by:

# RANCH REINING PATTERN #1

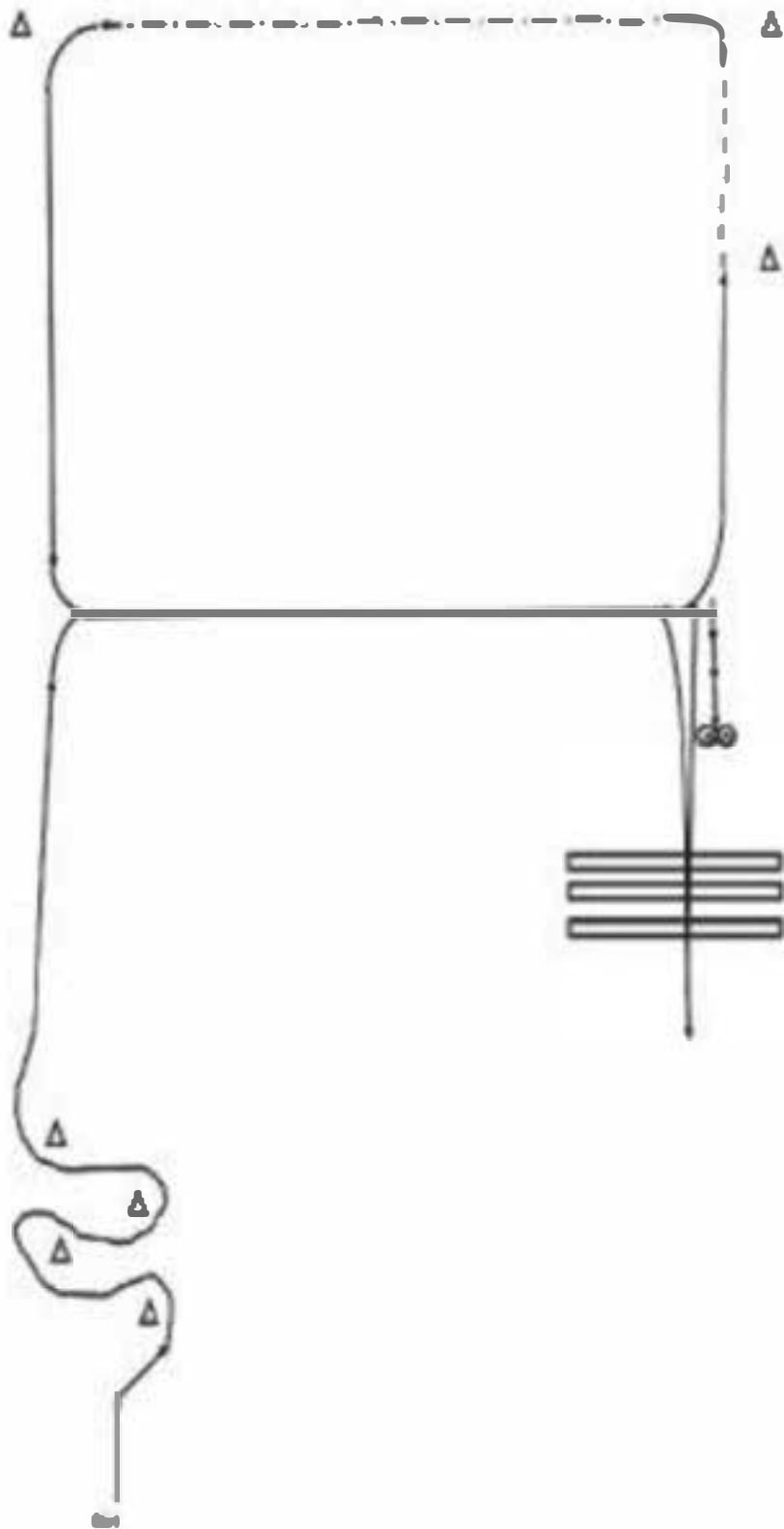
## Class 92



### △ BEGIN AT END OF THE ARENA

1. Run to far end of arena past the end marker and stop.
2. Execute 1 1/2 (one and one-half) spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Execute 1 1/2 (one and one-half) spins to the right.
5. Run past the center marker and stop.
6. Back 10 to 15 feet in a straight line.
7. Complete 1/4 (one-quarter) of a turn to the left, hesitate. On right lead complete one small, slow circle and one large, fast circle. Change leads to left.
8. Complete one small, slow circle and one large, fast circle. Change leads to the right.
9. Run around the end of arena to the other side, past center marker, at least 20 feet from the fence and stop, hesitate to complete pattern.
10. Approach judge for inspection and dismissal.

Rider may drop bridle to the designated judge.



# Ranchmanship

## Pattern #3

### Class 91

1. Trot Serpentine through the cones.
2. Clear last cone; Right Lead Lope.
3. In Center Change to Left Lead.
4. Lope to cone; transition to walk.
5. Walk to next cone.
6. Extended Trot to next cone.
7. Pick up left lead to center.
8. Change to right.
9. Lope through crossover.
10. Stop, Roll Back Left.
11. Lope Back through lope over.
12. Stop Back 8-10 feet.
13. 2 Spins Right.
14. 2 Spins Left.

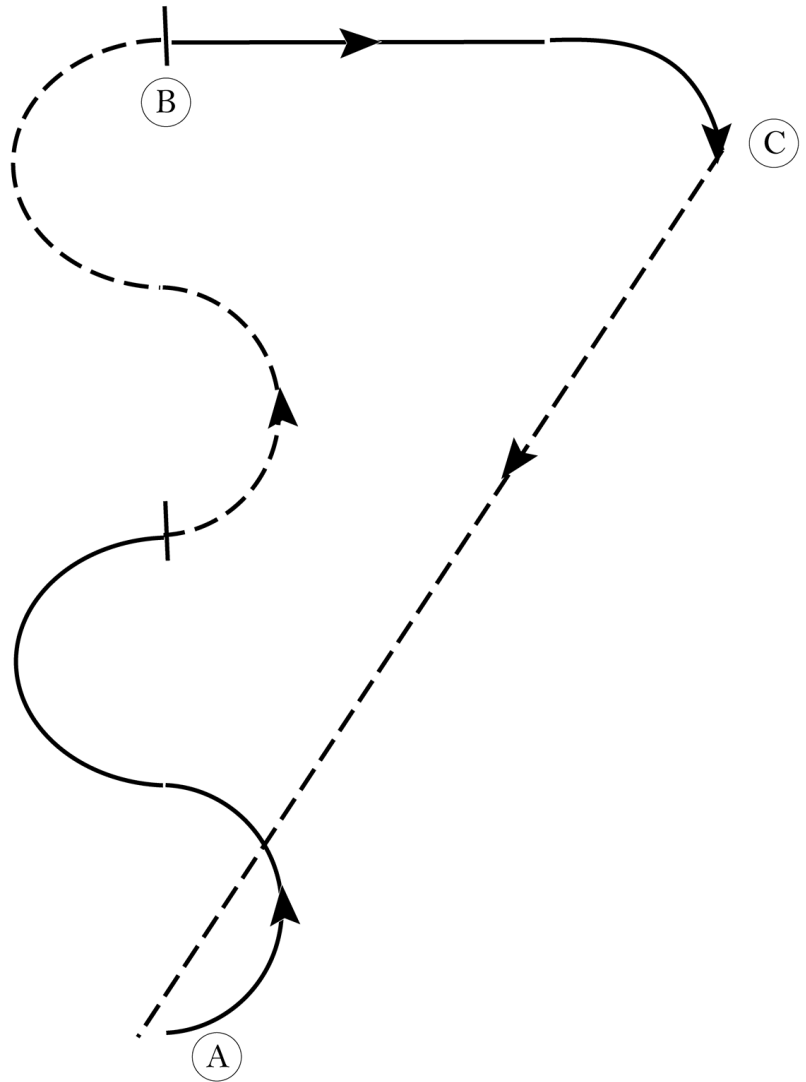
# ShoMe Summer ShoStopper

## Saddle Seat (class 97)

Show Date: 07-19-2024

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Begin at the in gate.

1. Canter the first half circle on the left lead.
2. Canter the second half circle on the right lead.
3. Stop briefly in the center of the arena.
4. Trot the third half circle on the right diagonal.
5. Trot the fourth half circle on the left diagonal. Stop briefly (B).
6. Canter in a clockwise direction along the rail and around curve (C).
7. Go directly into the trot and trot a diagonal line to the out gate (A) - diagonal is your option.

The workout has been completed - Thank You.

Walk	.....
Trot	-----
Extended Trot	-----
Canter	—————
Lead Change	
Back	
Reference Point	(B)

[SSE/16]

Pattern Provided by:

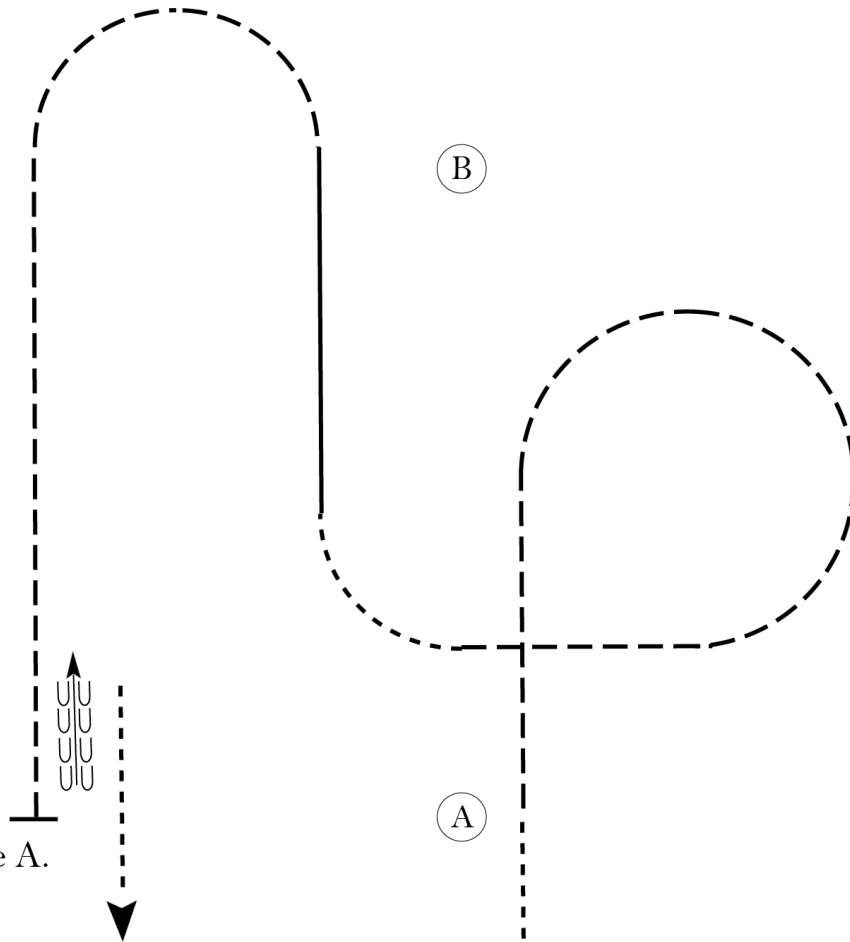
# ShoMe Summer ShoStopper

Non-Stock, SH 12-15 (classes 111, 118-119)

Show Date: 07-19-2024

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



Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a 3/4 circle until even with A.
4. Walk a quarter circle.
5. Canter on the left lead to B.
6. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
7. Halt when even with A and back approximately one horse length.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← - - - - →
Hand Gallop	—————

[HSE/1-59]

Pattern Provided by:

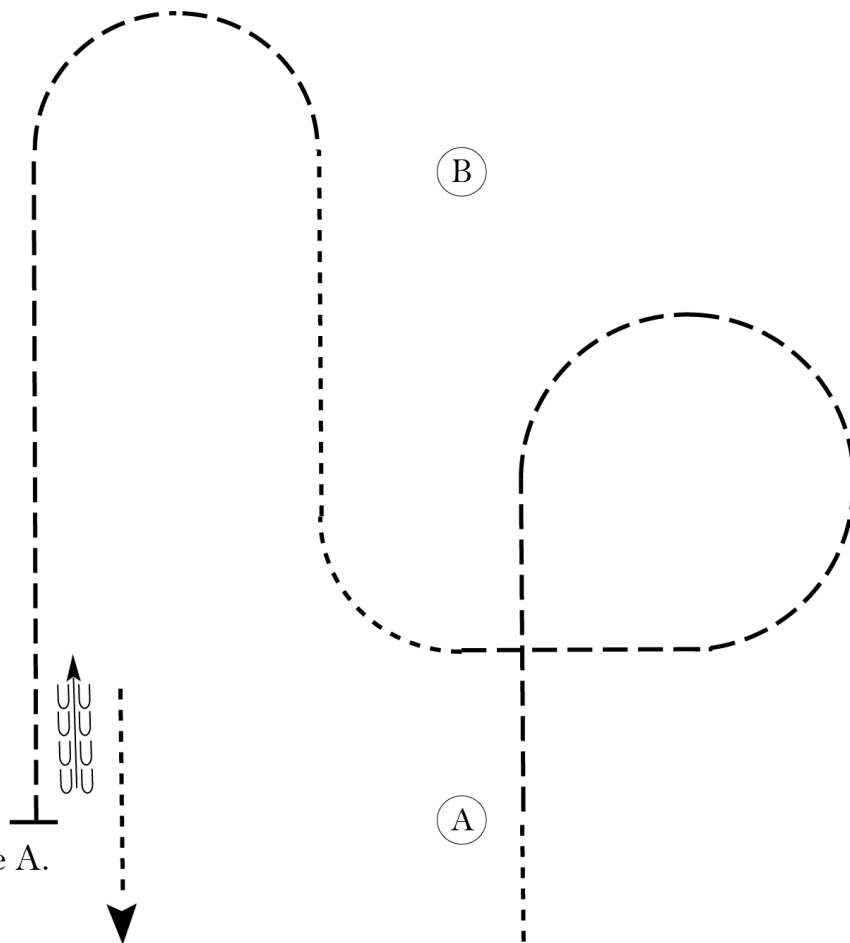
# ShoMe Summer ShoStopper

Select & Green (classes 112-116)

Show Date: 07-19-2024

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



Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a 3/4 circle until even with A.
4. Walk a quarter circle and in a line until even with B.
5. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
6. Halt when even with A and back approximately one horse length.
7. Walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	⊙
Sidepass	←---→
Hand Gallop	—————

[HSE/WT-59]

Pattern Provided by:

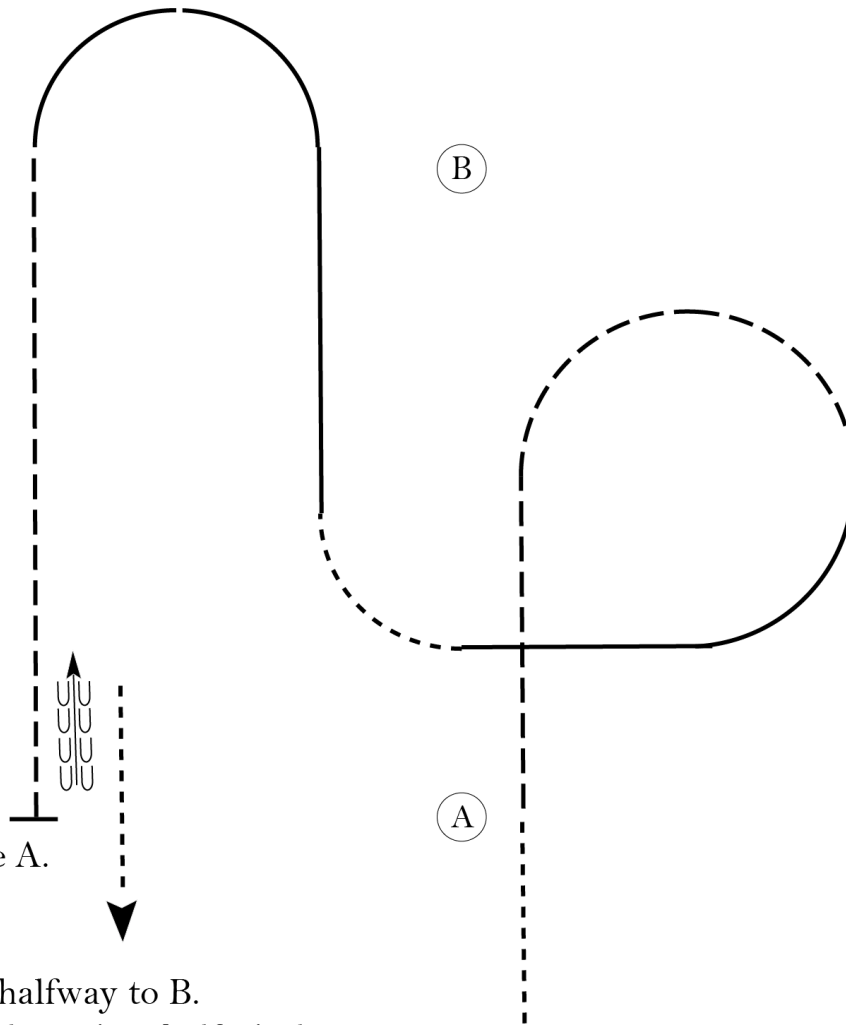
# ShoMe Summer ShoStopper

SH 16 & Up (classes 120-122)

Show Date: 07-19-2024

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



Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a half circle.
4. Canter on the right lead until even with A.
5. Walk a quarter circle.
6. Canter on the left lead to B and in a half circle as shown.
7. When even with B, trot on the right diagonal in a straight line until even with A.
8. Halt when even with A and back approximately one horse length.
9. Walk to exit.

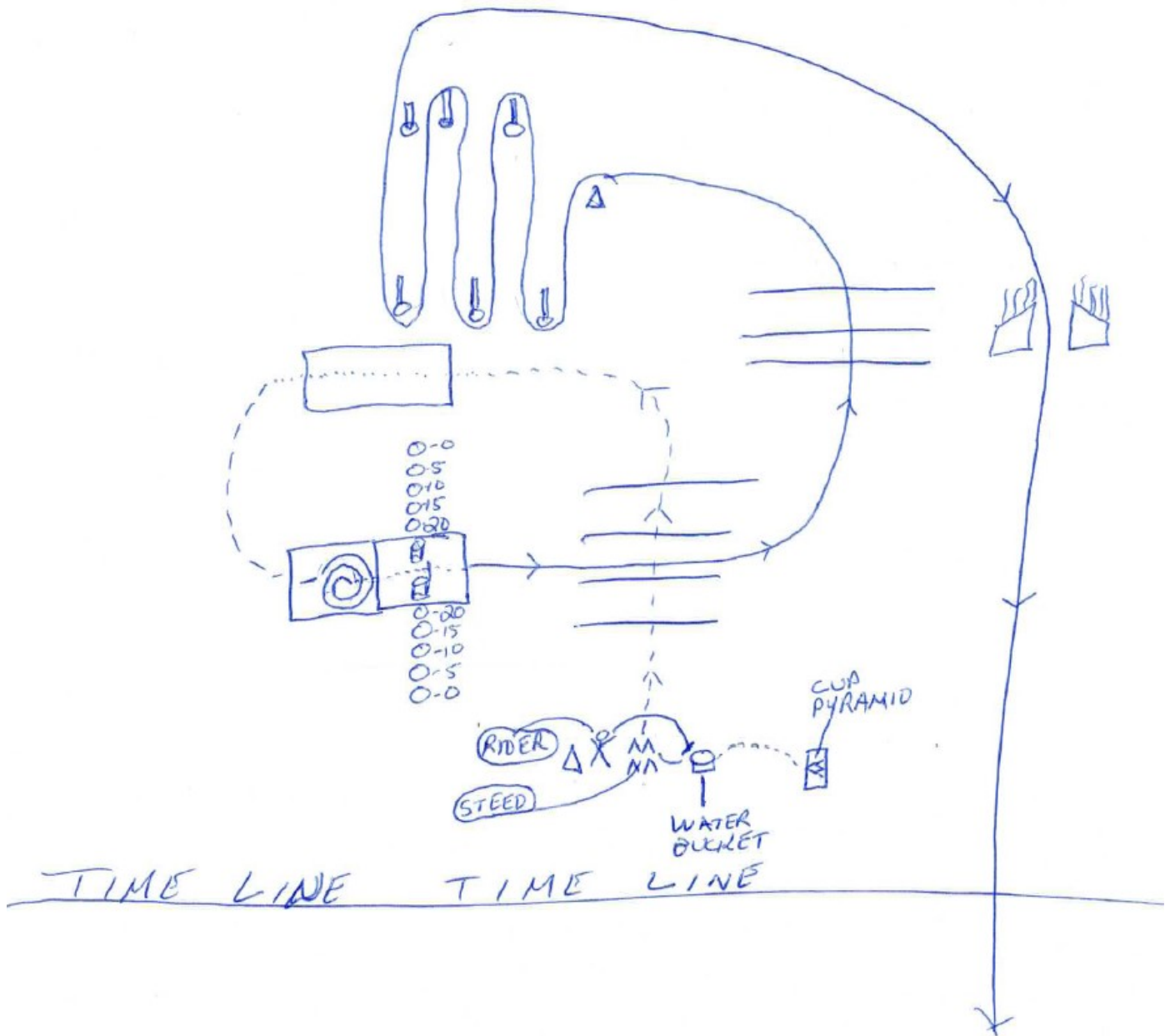
Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	(B)
Sidepass	← - - - - →
Hand Gallop	—————

Follow the instructions of your ring steward.

[HSE/3-59]

Pattern Provided by:





1. Start dismounted with your trusty steed between you and the water bucket. Travel in front of your horse, acquire water gun and fill. Forcefully eject water towards cup pyramid located on a table. Once at least 3 of the 6 cups have been knocked over and/or off the table, discard water gun and mount your horse (block provided).
  2. Trot poles and walk over bridge.
  3. Trot into first box, perform 2 spins/360's in either direction.
  4. Walk into next box. Acquire bean bags from either barrel and toss at buckets. You will be allowed 5 attempts at making a bucket. Time penalties are as follows: closest to furthest in seconds— 20,15,10,5,0 - Failure to make a bag into any bucket will result in 40 second penalty. Once one has been made, proceed to next step.
  5. Canter over poles and to the next cone.
  6. Weave the poles at any gait.
  7. At any gait, proceed through the pool noodle gate and across the finish line.
- Fastest time wins. No attempt at an obstacle is a DQ, 3 refusals at the same obstacle is a DQ. Incomplete obstacle +20 seconds.