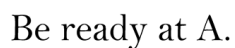


[www.HorseShowPatterns.com](http://www.HorseShowPatterns.com)

Show Date:



1. Walk to and past B.
2. Stop and perform a 270 degree turn.
3. Trot to and around C and halfway to Judge.
4. Stop and perform a 180 degree turn.
5. Back to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit at a walk to the left.

Follow the instructions of your ring steward.

**Judge** 

**[S/2-75]**

# ShoMe Summer ShoStopper

Stock Horse 15 & U, Ranch, Non-Stock (classes 9-10, 37-38)

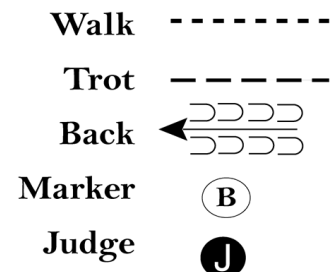
Show Date:



Be ready at A.

1. Walk to B.
2. Trot around B, to and around C, and halfway to Judge.
3. Stop and perform a 180 degree turn.
4. Back to Judge.
5. Stop and set up for inspection.
6. When dismissed, exit at a walk to the left.

Follow the instructions of your ring steward.



[S/1-75]

Pattern Provided by:

# ShoMe Summer ShoStopper

Leadline & Pee Wee (classes 11 & 12)

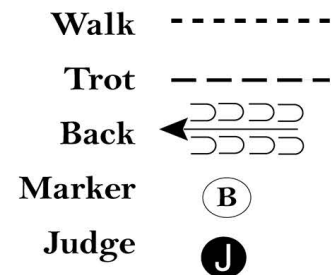
Show Date:



Be ready at A.

1. Walk to B.
2. Continue to walk around B, to and around C, and to Judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn and exit at a walk.

Follow the instructions of your ring steward.



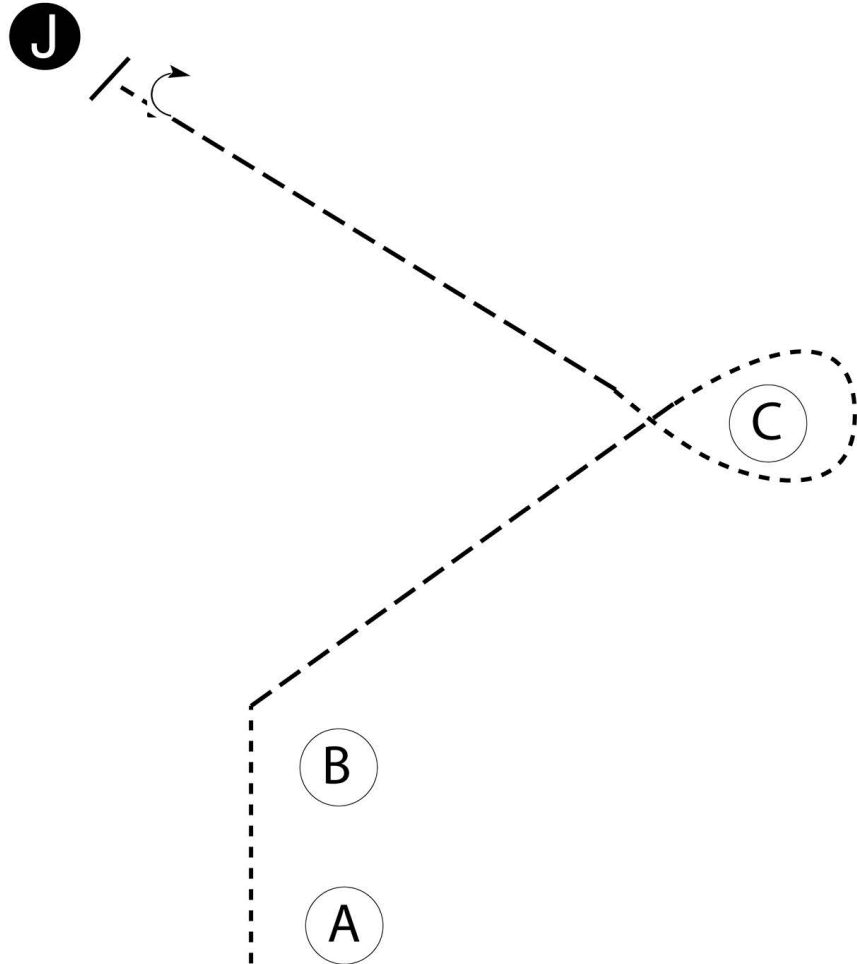
[S/WT-75]

Pattern Provided by:

# ShoMe Summer ShoStopper

## Off Side Showmanship (class 14)

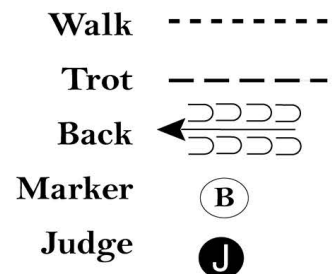
Show Date:



Be ready at A.

1. Walk to B.
2. Trot to C.
3. At C, break to a walk and walk around C.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.



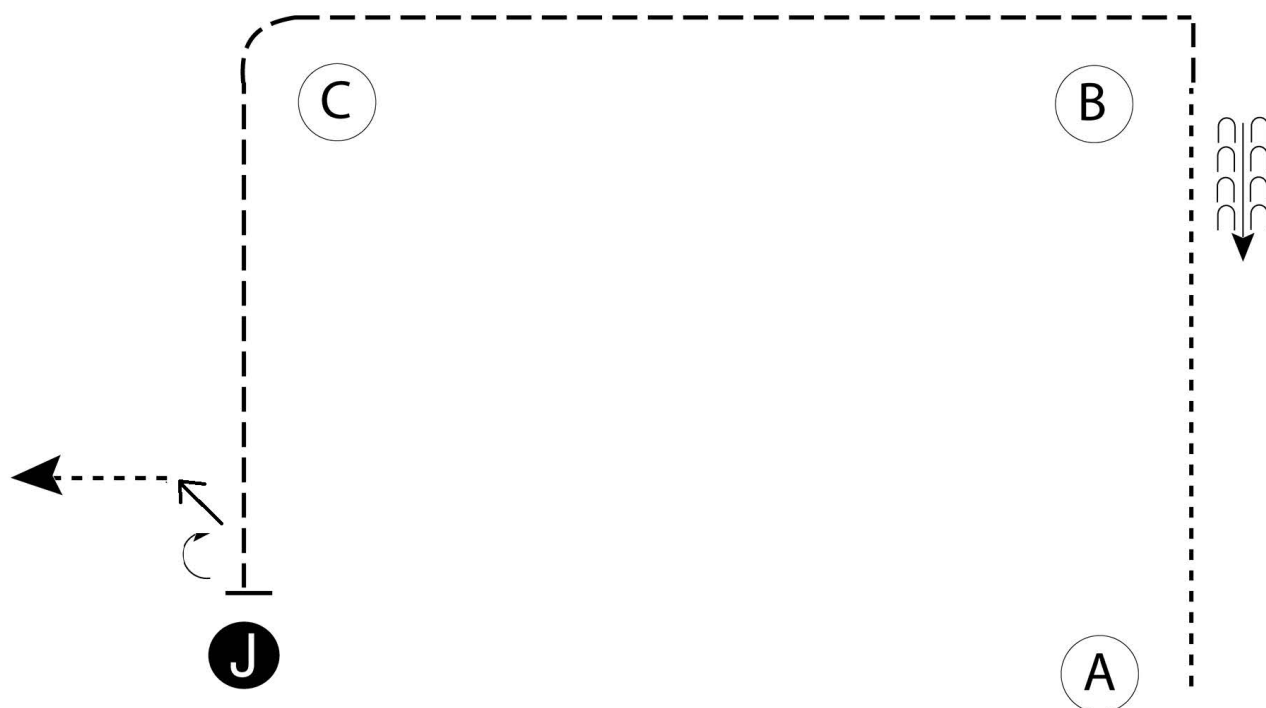
[S/1-51]

Pattern Provided by:

# ShoMe Summer ShoStopper

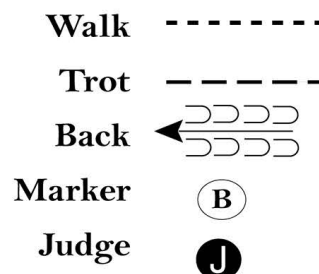
Select & Green (classes 39-43)

Show Date:



Be ready at A.

1. Walk to B.
2. At B, stop and back 4 steps
3. Trot around B, to and around C, and to Judge. (Select Senior Walk only)
4. Stop and set up for inspection.
5. When dismissed, perform a 180 degree turn and exit at a walk.



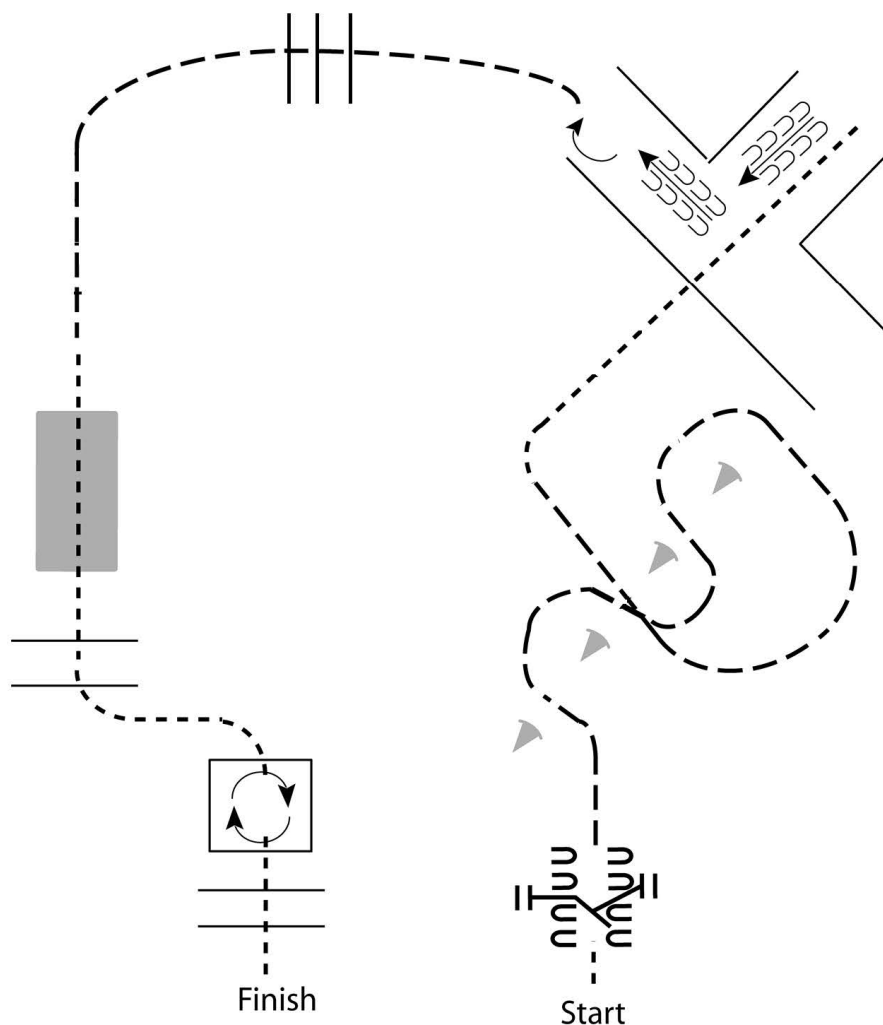
[S/WT-75]

Pattern Provided by:

# ShoMe Summer ShoStopper

Select & Green (classes 45-49)

Show Date:



1. Walk to and work gate with right hand
2. Jog through cones and into chute
3. Back the chute; turn 180 degrees right.
4. Jog over poles to bridge.
5. Walk over bridge and poles.
6. Walk into box and perform a 360 degree turn to the right.
7. to the right.
8. Walk out of box and over poles.

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

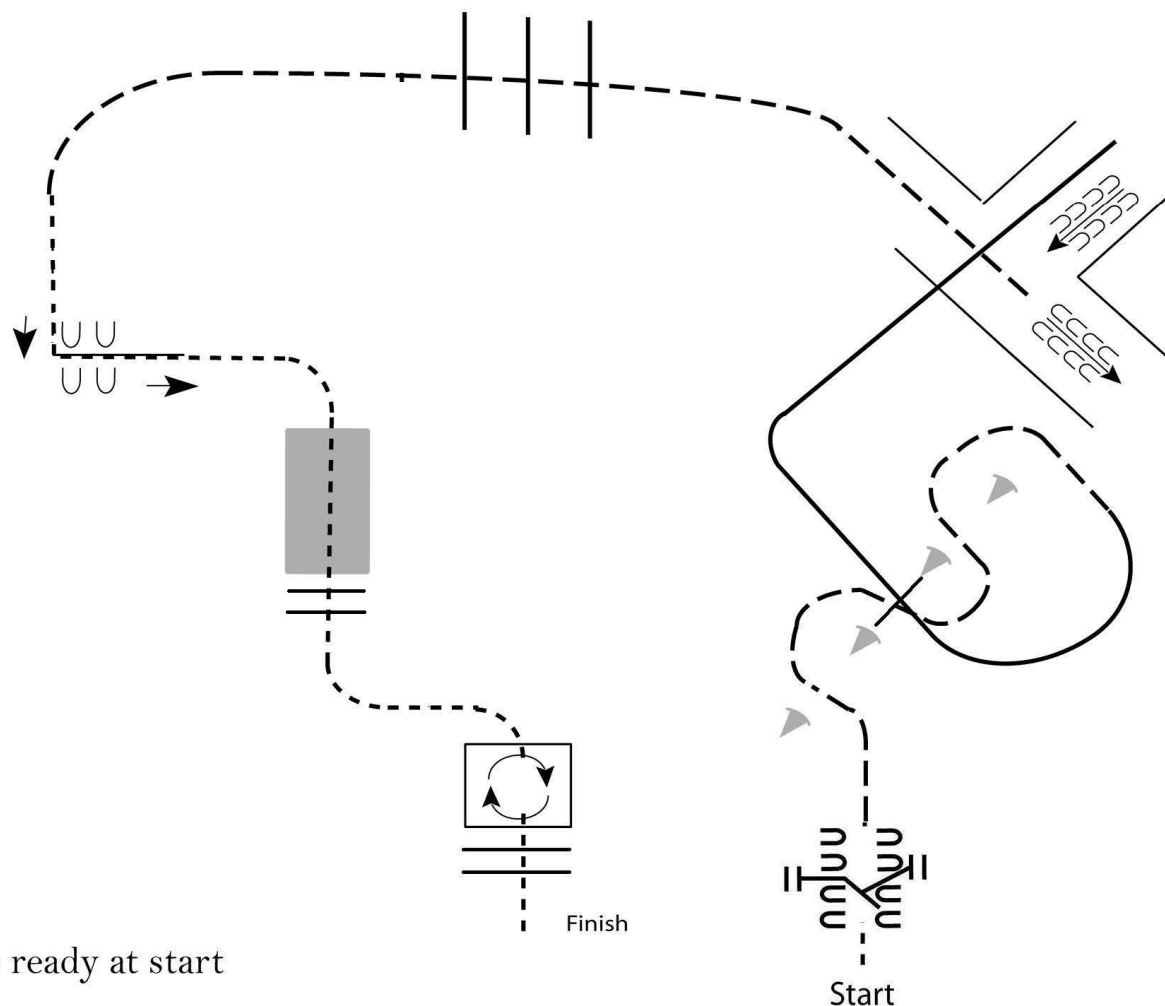
[T/WT-2]

Pattern Provided by:

# ShoMe Summer ShoStopper

Stock Horse 15 & U, Non-Stock (classes 50-51, 55)

Show Date:



Be ready at start

1. Work gate with the with right hand
2. Jog through cones
3. Lope right lead into chute
4. Back the L
5. Jog over poles to sidepass
6. Sidepass left over pole
7. Walk over bridge and into box
8. Perform a 360 degree turn to the right, walk out of box and over poles to finish

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

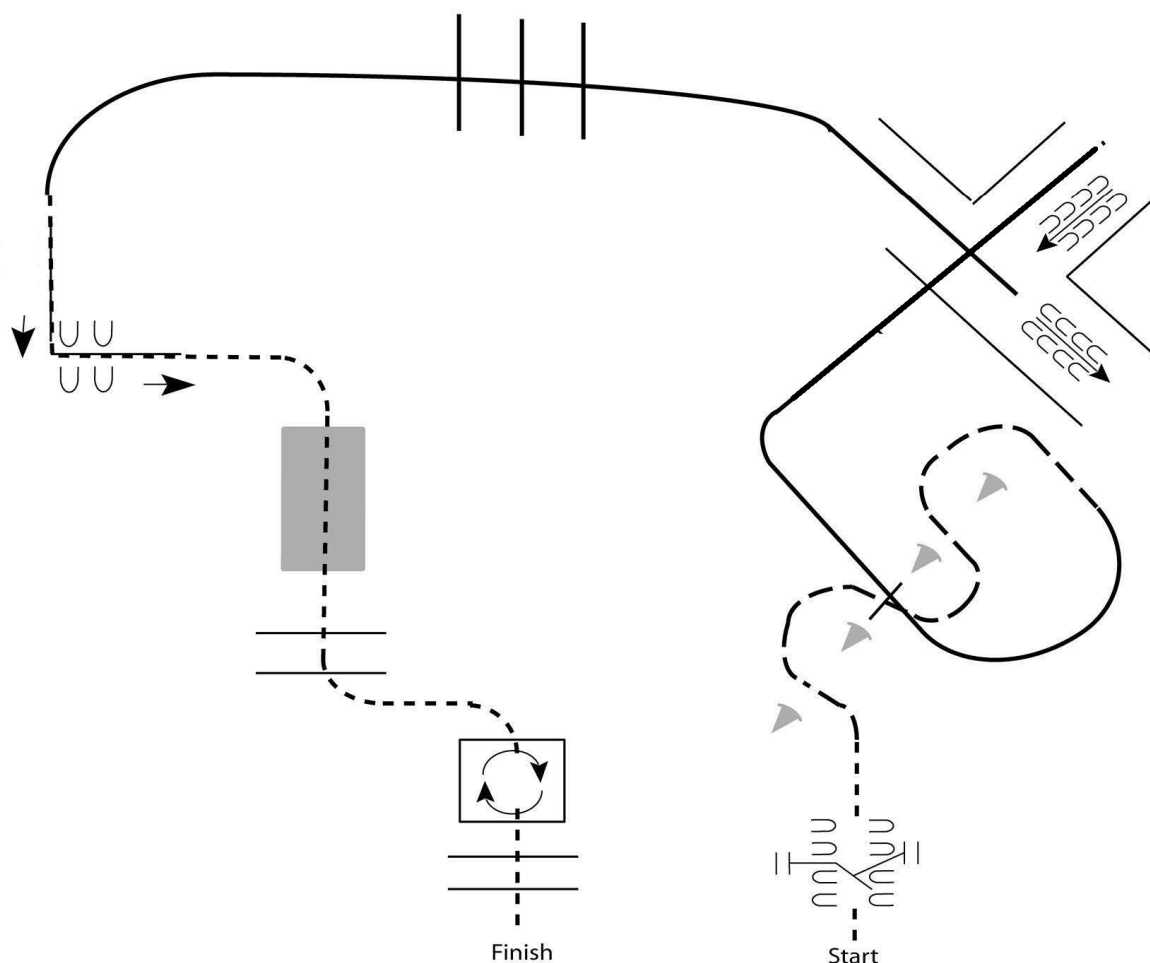
[T/1-2]

Pattern Provided by:

# ShoMe Summer ShoStopper

Stock Horse 16 & Over (classes 52-54)

Show Date:



1. Walk to and work gate with right hand
2. Jog through cones.
3. Lope right lead into chute
4. Back the L.
5. Lope left lead over poles.
6. Side pass left over pole
7. Walk over bridge, poles and into box.
8. Perform a 360 degree turn to the right, walk out of box and over poles to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	///
Back	⏏⏏⏏⏏
Marker	Ⓟ
Sidepass	←-----→

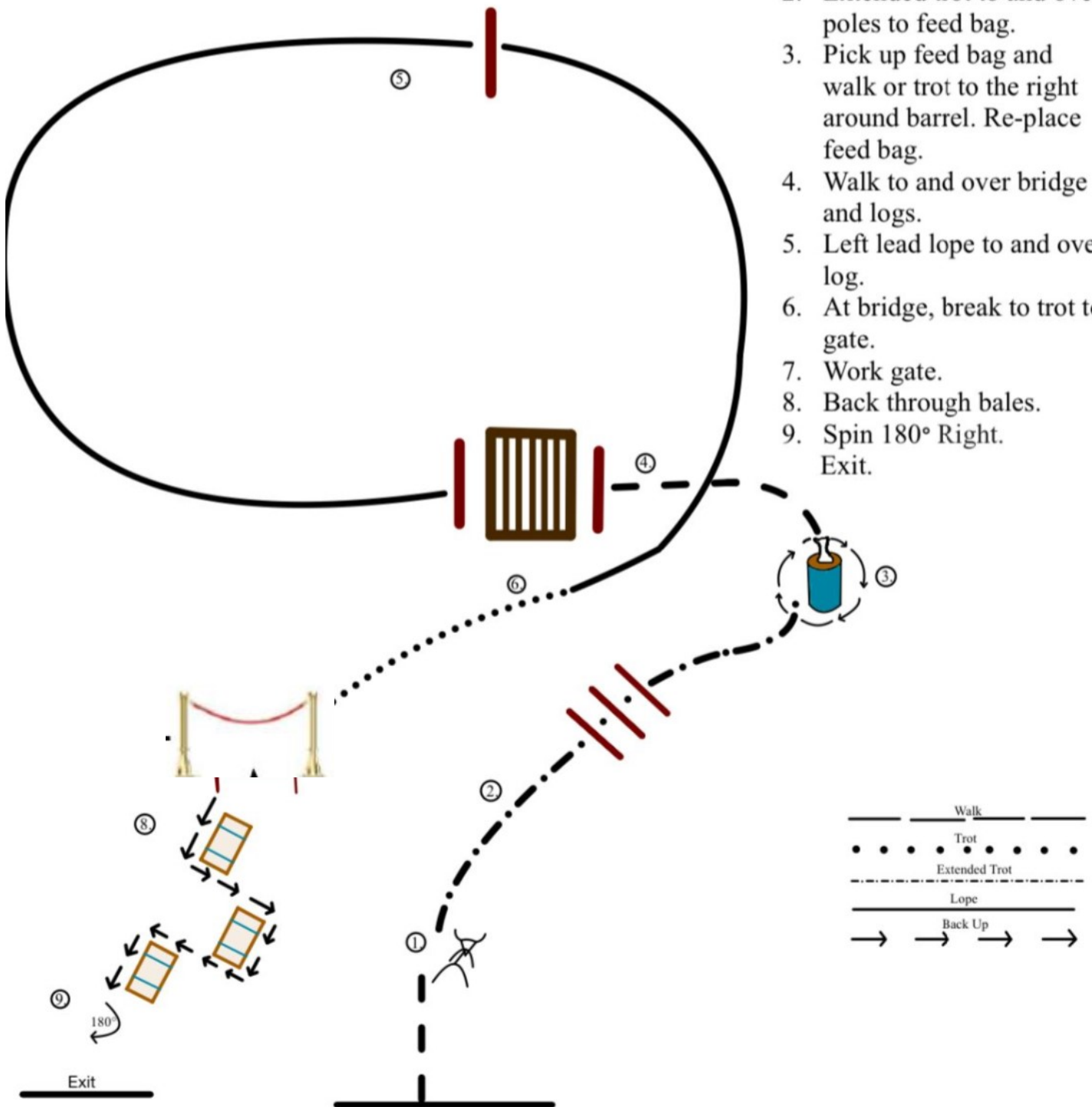
Pattern Provided by:

[T/2-3]



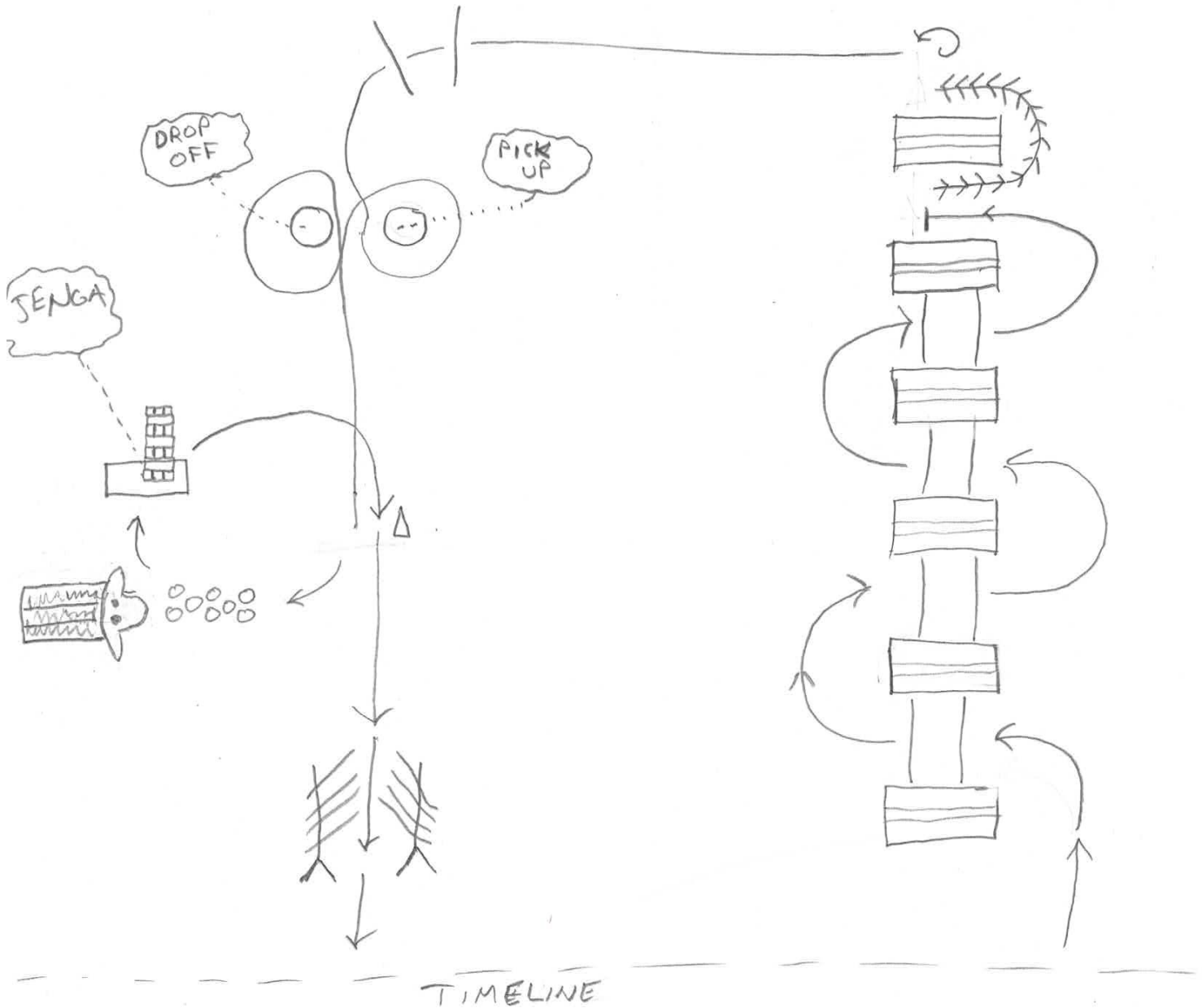
# Ranch Trail—Class 56

1. Walk to steer and attempt to rope
2. Extended trot to and over poles to feed bag.
3. Pick up feed bag and walk or trot to the right around barrel. Re-place feed bag.
4. Walk to and over bridge and logs.
5. Left lead lope to and over log.
6. At bridge, break to trot to gate.
7. Work gate.
8. Back through bales.
9. Spin 180° Right.  
Exit.



# Timed Obstacle—Challenge

Not to scale :-)



Fastest time wins. No attempt = DQ, 3 Refusals = DQ, Incomplete obstacle + 20 seconds

- 1) Weave hay bales and over poles
- 2) Stop and back around last bale
- 3) 180 turn and proceed over poles to barrels.
- 4) Pick up ball, complete a figure 8, drop ball off on opposite barrel.
- 5) Continue to cone, dismount (staff will hold horse)

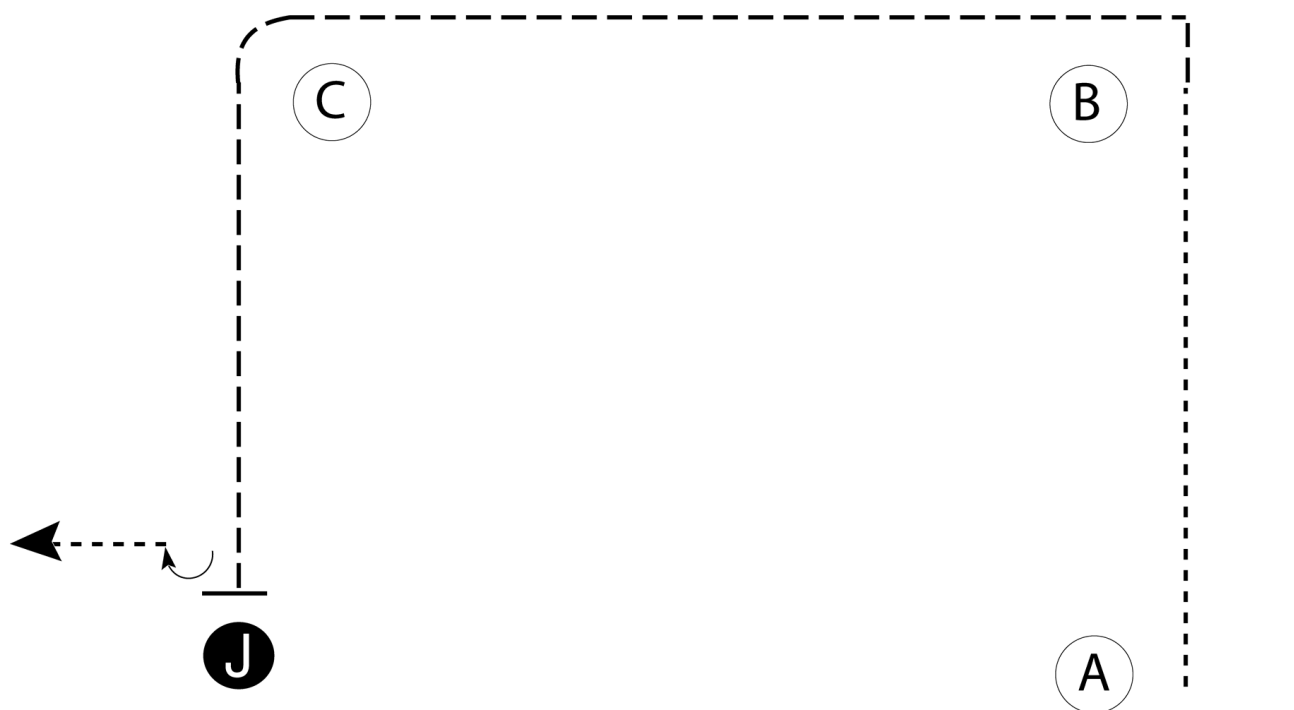
Human Portion

- 1) Complete hopscotch and pet the steer
- 2) Proceed to Jenga and with one hand behind your back, remove 5 blocks and place them on top as in normal Jenga rules. If tower falls, counts as incomplete (+20 seconds)
- 3) Grab your steed and proceed through the noddle forest on foot to the finish line

# ShoMe Summer ShoStopper

2 & Under SMS (class 59)

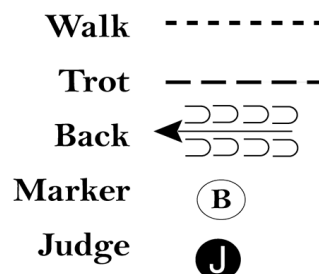
Show Date:



Be ready at A.

1. Walk to B.
2. Trot around B, to and around C, and to Judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn and exit at a walk.

Follow the instructions of your ring steward.



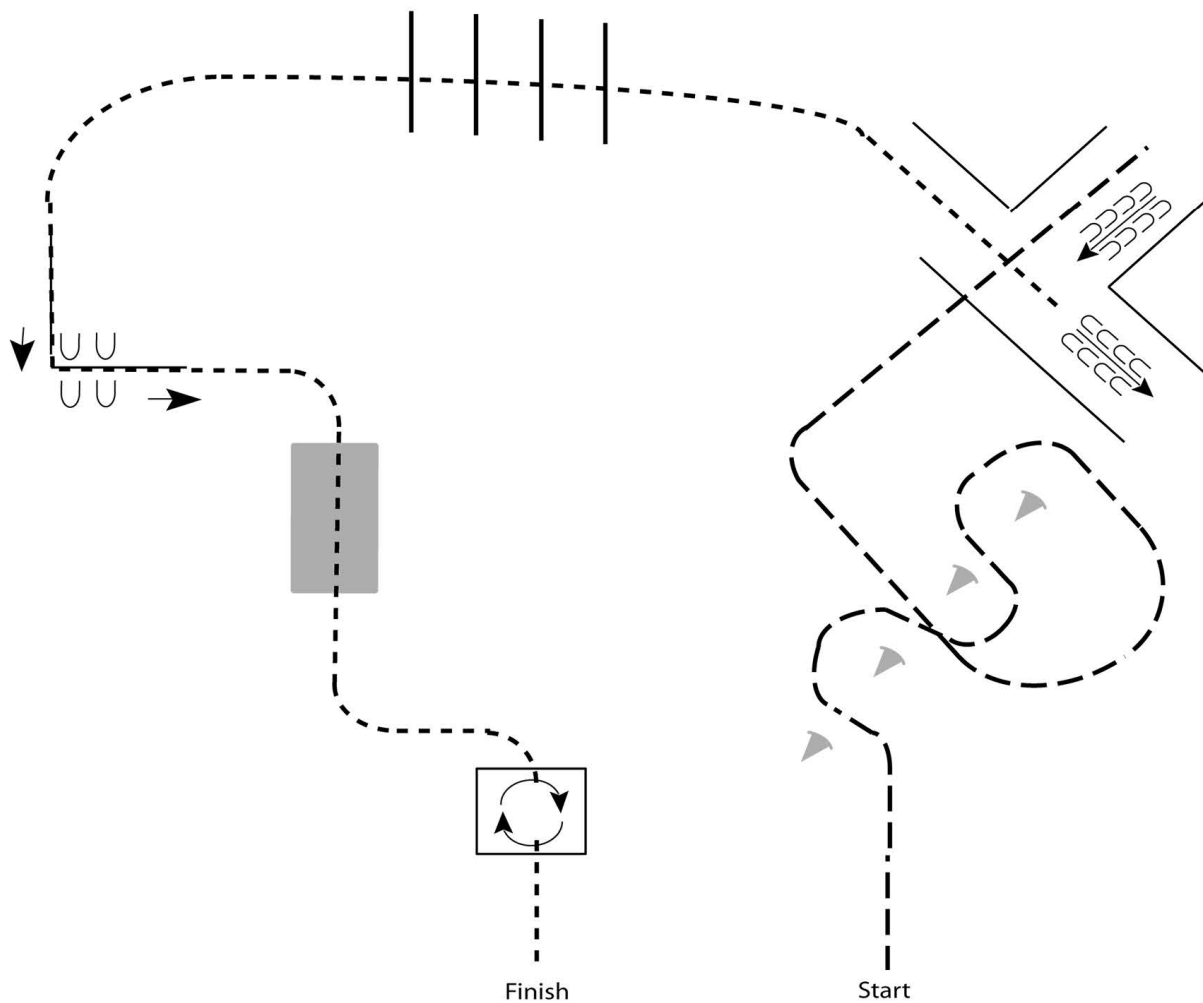
[S/WT-75]

Pattern Provided by:

# ShoMe Summer ShoStopper

## In-Hand Trail (class 60))

Show Date:



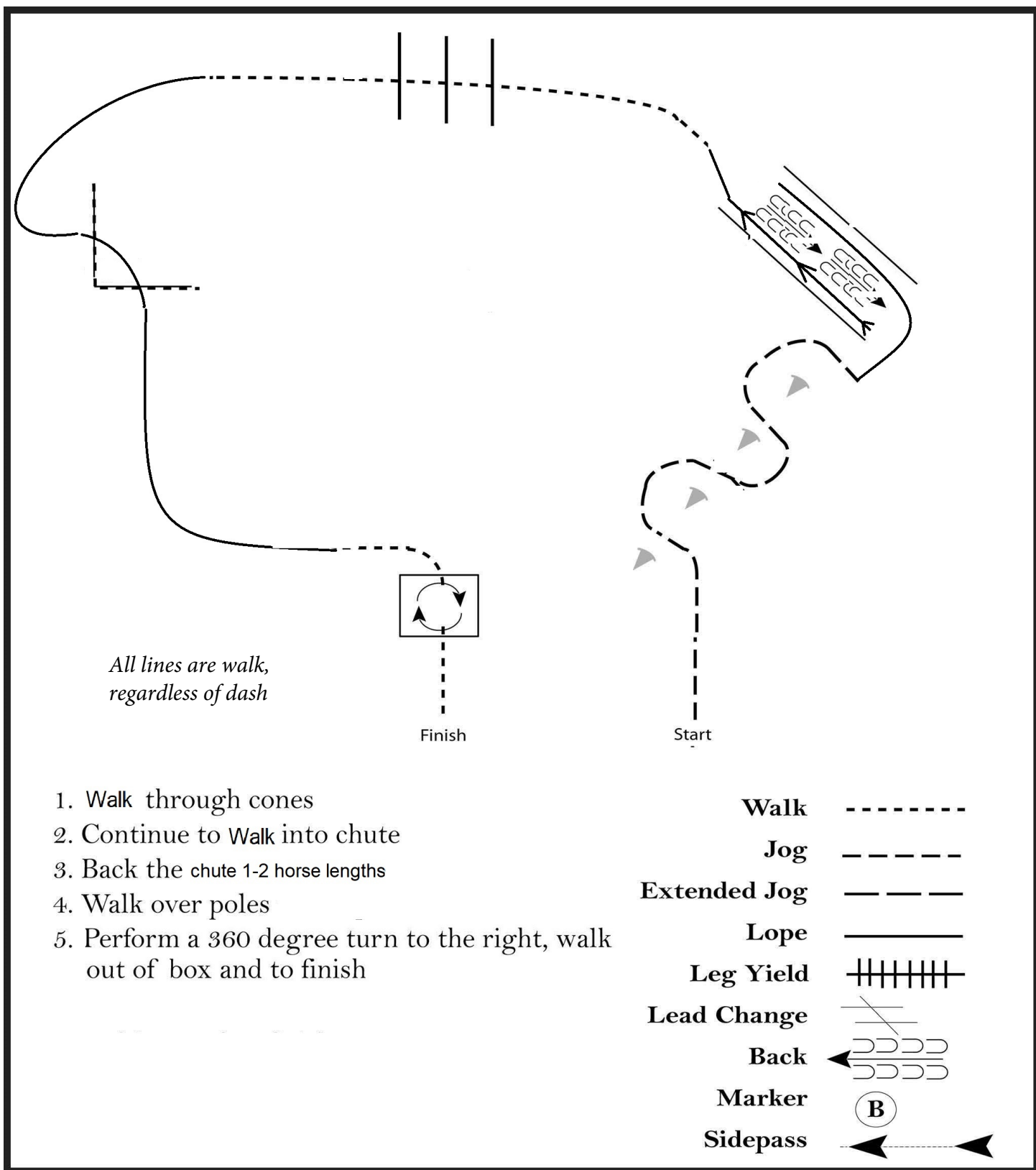
1. Trot through cones
2. Continue to trot into chute
3. Back the L
4. Walk over poles to sidepass
5. Sidepass left over pole
6. Walk over bridge and into box
7. Perform a 360 degree turn to the right, walk out of box and to finish

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	_____
Leg Yield	
Lead Change	↖ ↗
Back	← ← ←
Marker	ⓑ
Sidepass	← ← ←

[T/1-3]

Pattern Provided by:

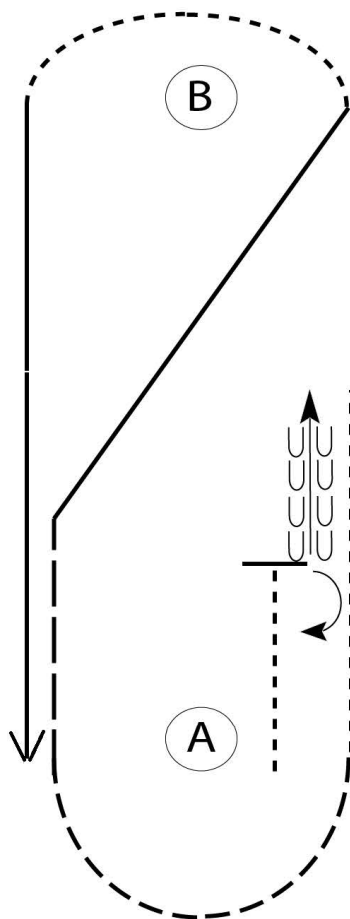
# Walk only obstacle Class 61



# ShoMe Summer ShoStopper

Non-Stock, SH 15 & U, Ranch (classes 79, 86-87, 91)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.  
Stop and perform a 1/2 turn right.
2. Back approximately one horse length then  
walk to A.
3. Jog around A then extend the jog in a straight  
line halfway to B.
4. Lope on the left lead on the diagonal to B.  
Break to the walk and walk around B.
5. Lope on the right lead to A.
6. Break to the jog when even with A and jog to exit.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

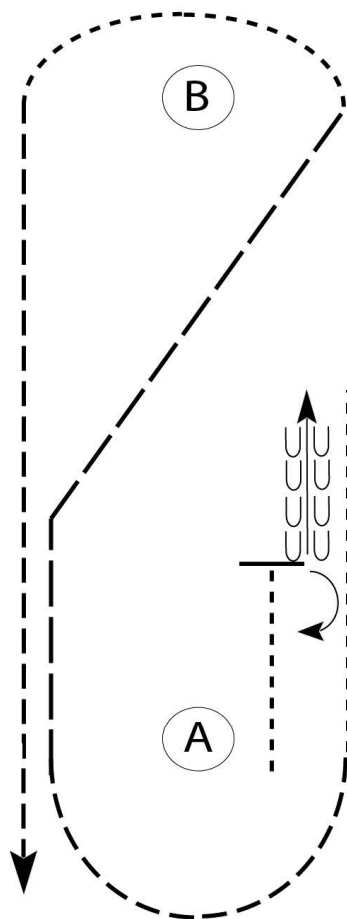
[WH/1-117]

Pattern Provided by:

# ShoMe Summer ShoStopper

Select & Green (classes 80-84)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A.  
Stop and perform a 1/2 turn right.
2. Back approximately one horse length then  
walk to A.
3. Jog around A then extend the jog in a straight  
line then diagonal line to B.
4. Break to the walk and walk around B.
5. Jog to A and jog to exit.

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

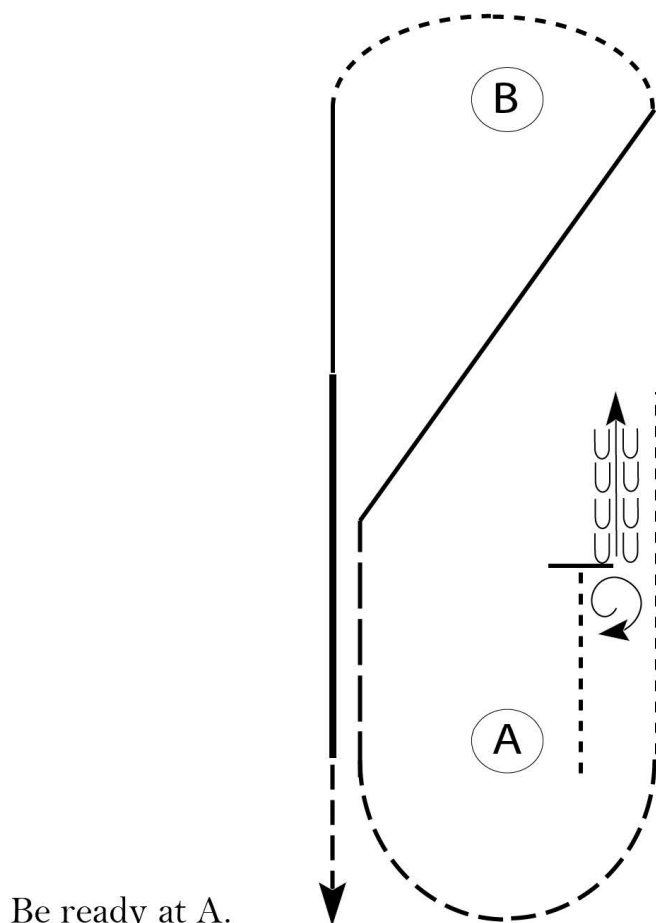
[WH/WT-117]

Pattern Provided by:

# ShoMe Summer ShoStopper

Stock Horse 16 & Over (classes 88-90)

Show Date:



Be ready at A.

1. Walk approximately 2 horse lengths from A. Stop and perform a 180 turn right.
2. Back approximately one horse length then walk to A.
3. Jog around A then extend the jog in a straight line halfway to B.
4. Lope on the left lead on the diagonal to B. Break to the walk and walk around B.
5. Lope on the right lead halfway to A then build your speed at the lope to A.
6. Break to the jog when even with A and jog to exit.

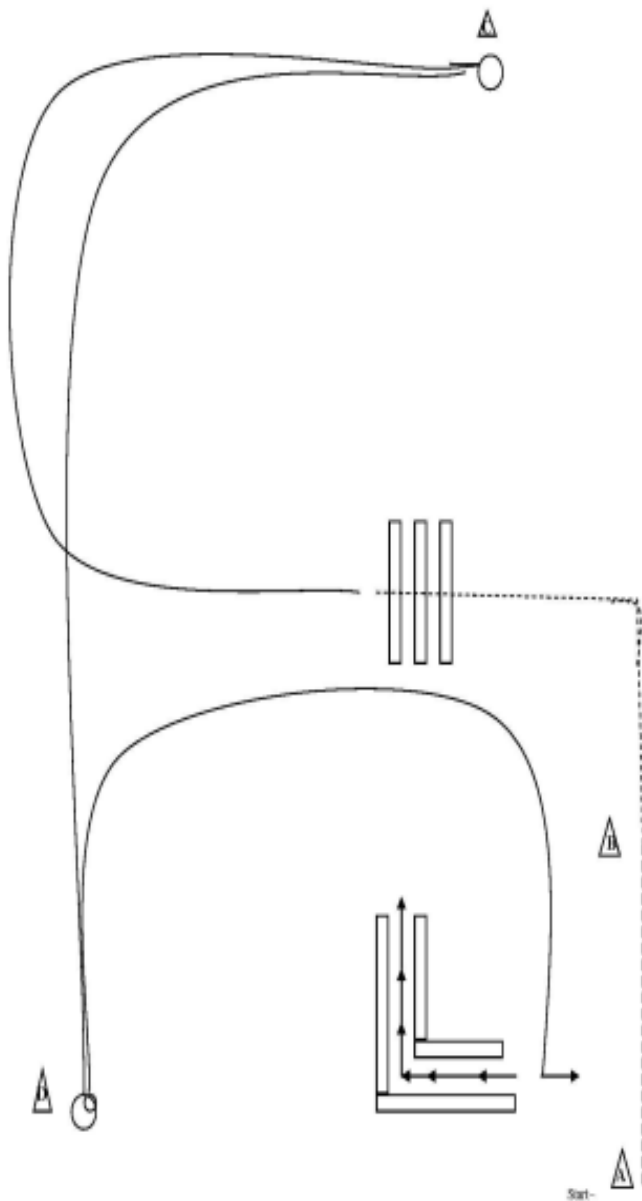
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/3-117]

Pattern Provided by:



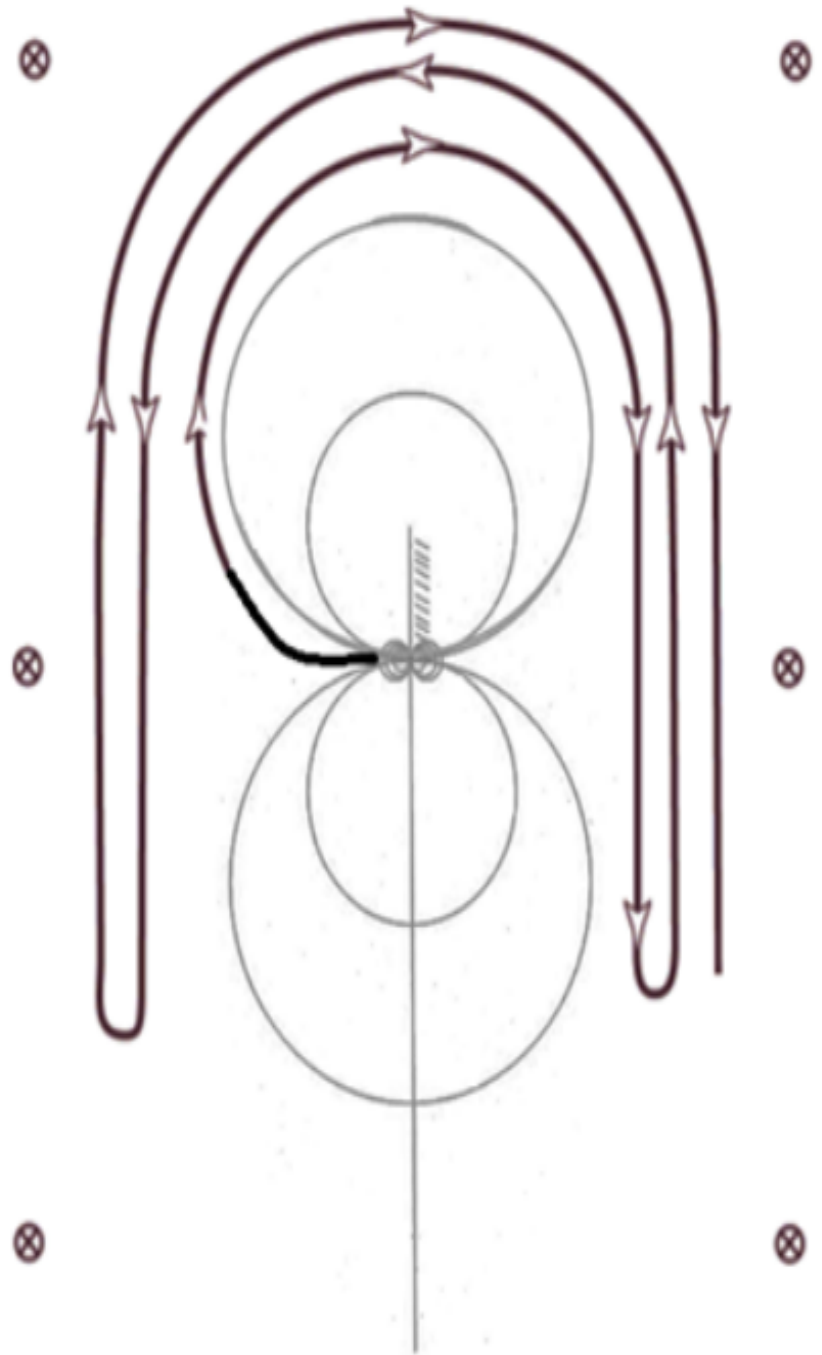
# Ranchmanship Class #105



1. Walk A-B.
2. At cone trot to and over cross poles.
3. After poles are cleared Right lead lope.
4. At Cone ;Stop.
5. 1½ spin left.
6. Left lead lope to cone; Stop.
7. 1½ spins right.
8. Lope right lead to chute; Stop; 90° turn.
9. Back thru Chute.

# Ranch Reining Class #106

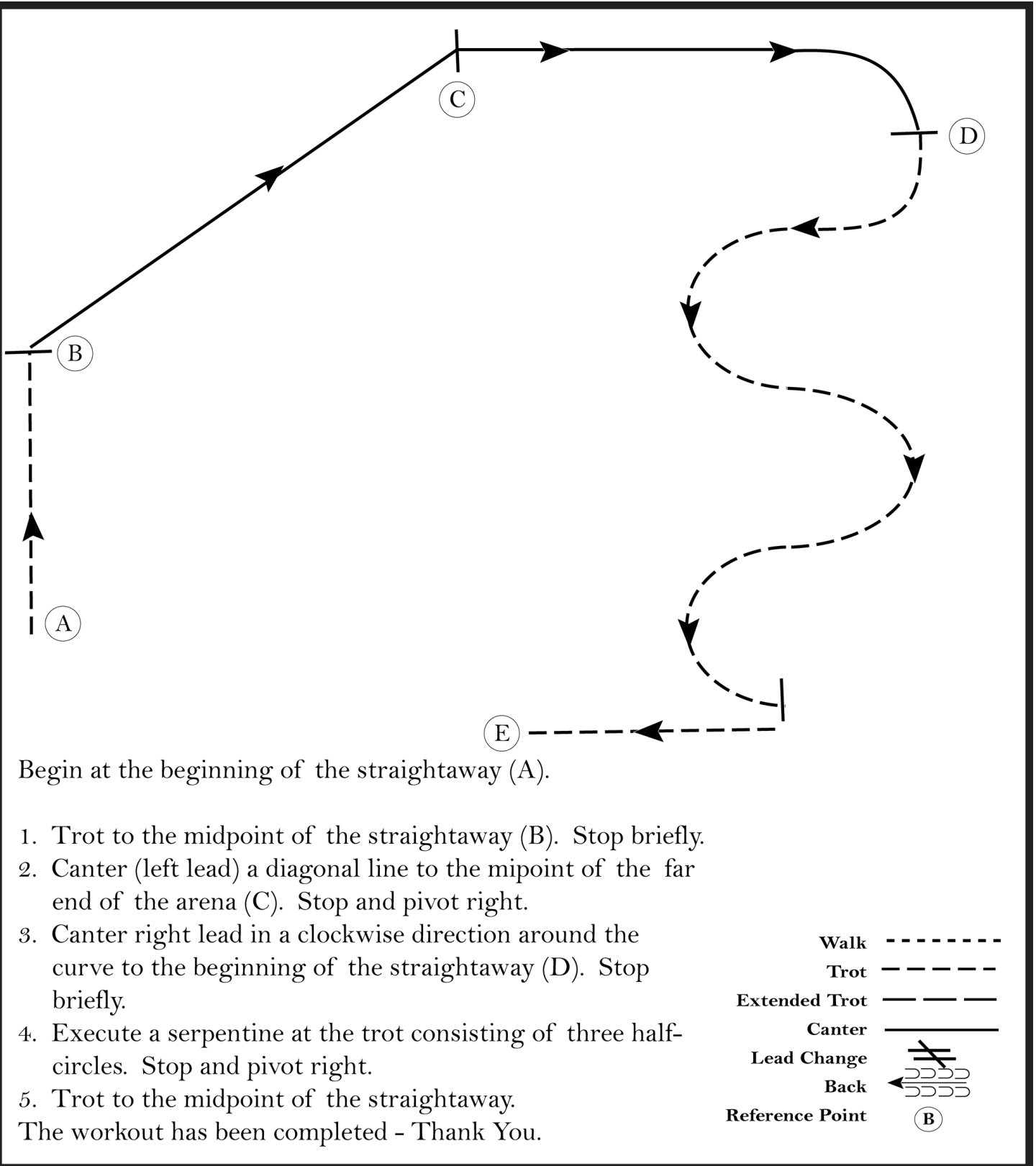
1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. 3 spins to the right.
4. 3¼ to the left.
5. Begin on the right lead, lope circles , first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left
8. Rundown and stop. Roll back to the right
9. Run down and stop. Hesitate to show completion.



# ShoMe Summer ShoStopper

## Saddle Seat Equitation (class 111)

Show Date:



[SSE/12]

Pattern Provided by:

# ShoMe Summer ShoStopper

Non-Stock, Stock Horse 15 & U (classes 125, 132-133)

Show Date:

Be ready at A.

1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on the left diagonal until even with B.
4. Pick up the right lead canter to B.
5. Stop, 90 degree turn on the forehand to the right, canter on left lead half the distance to A
6. Trot on the right diagonal until past A. Pattern is over once you have passed A.

Follow the instructions of your ring steward.

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

[HSE/1-65]

Pattern Provided by:

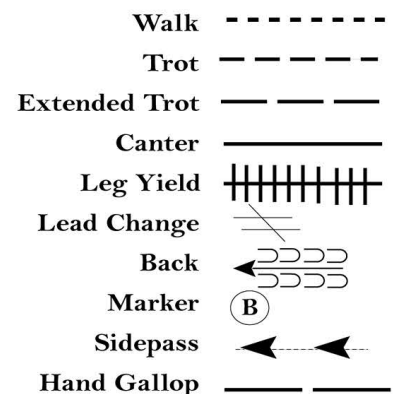
# ShoMe Summer ShoStopper

Select & Green (classes 126-130)

Show Date:

Be ready at A.

1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on the left diagonal until even with B.
4. Sitting trot to B
5. Stop at B, 90 degree turn on the forehand to the right
6. Trot on the right diagonal until past A. Pattern is over once you have passed A.



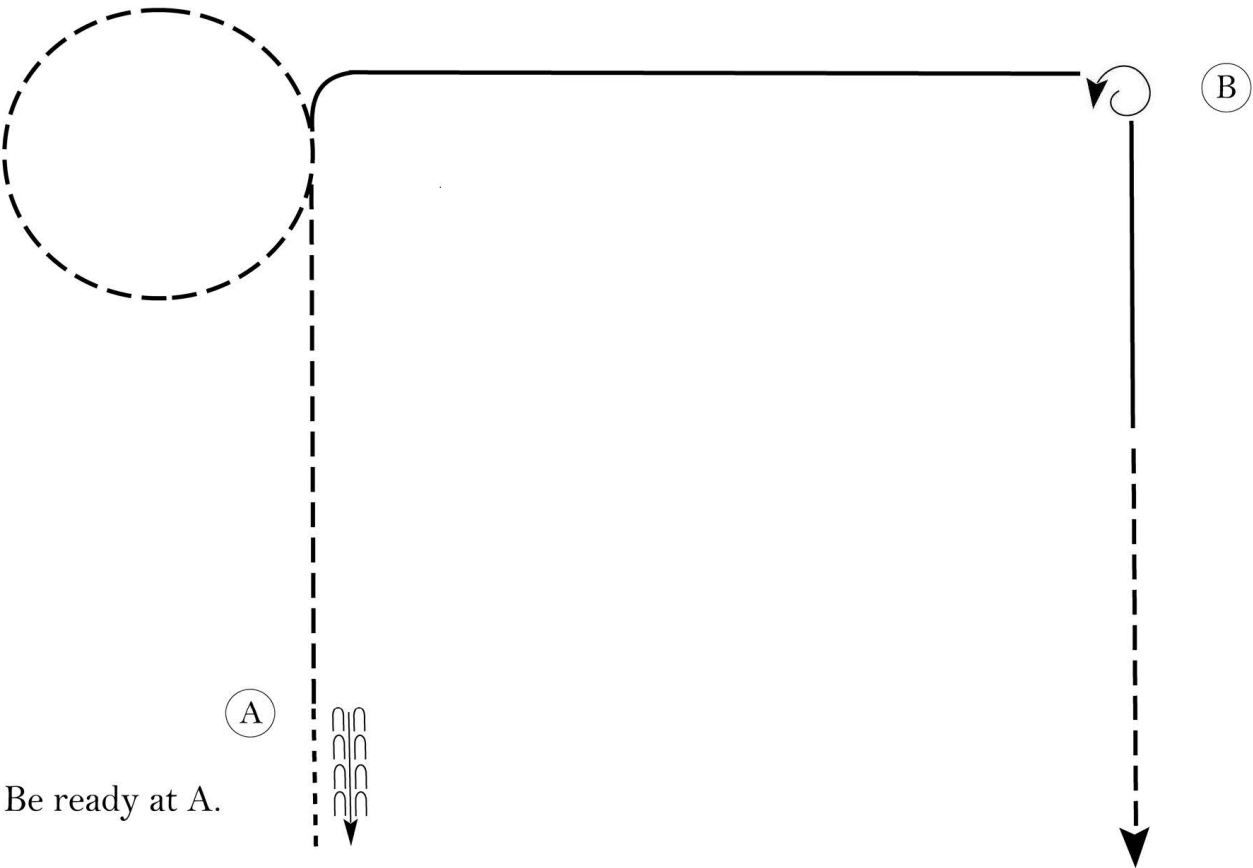
[HSE/1-65]

Pattern Provided by:

# ShoMe Summer ShoStopper

Stock Horse 16 & Over (classes 134-136)

Show Date:



1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on the left diagonal until even with B.
4. Change diagonals when even with B and trot a circle to the left.
5. Close the circle and pick up the right lead canter to B.
6. At B, Stop, 270 on the forehand to the left, canter on the left lead half the distance to A
7. Sitting trot until past A. Pattern is over once you have passed A.

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

Follow the instructions of your ring steward.

Pattern Provided by:

[HSE/2-65]