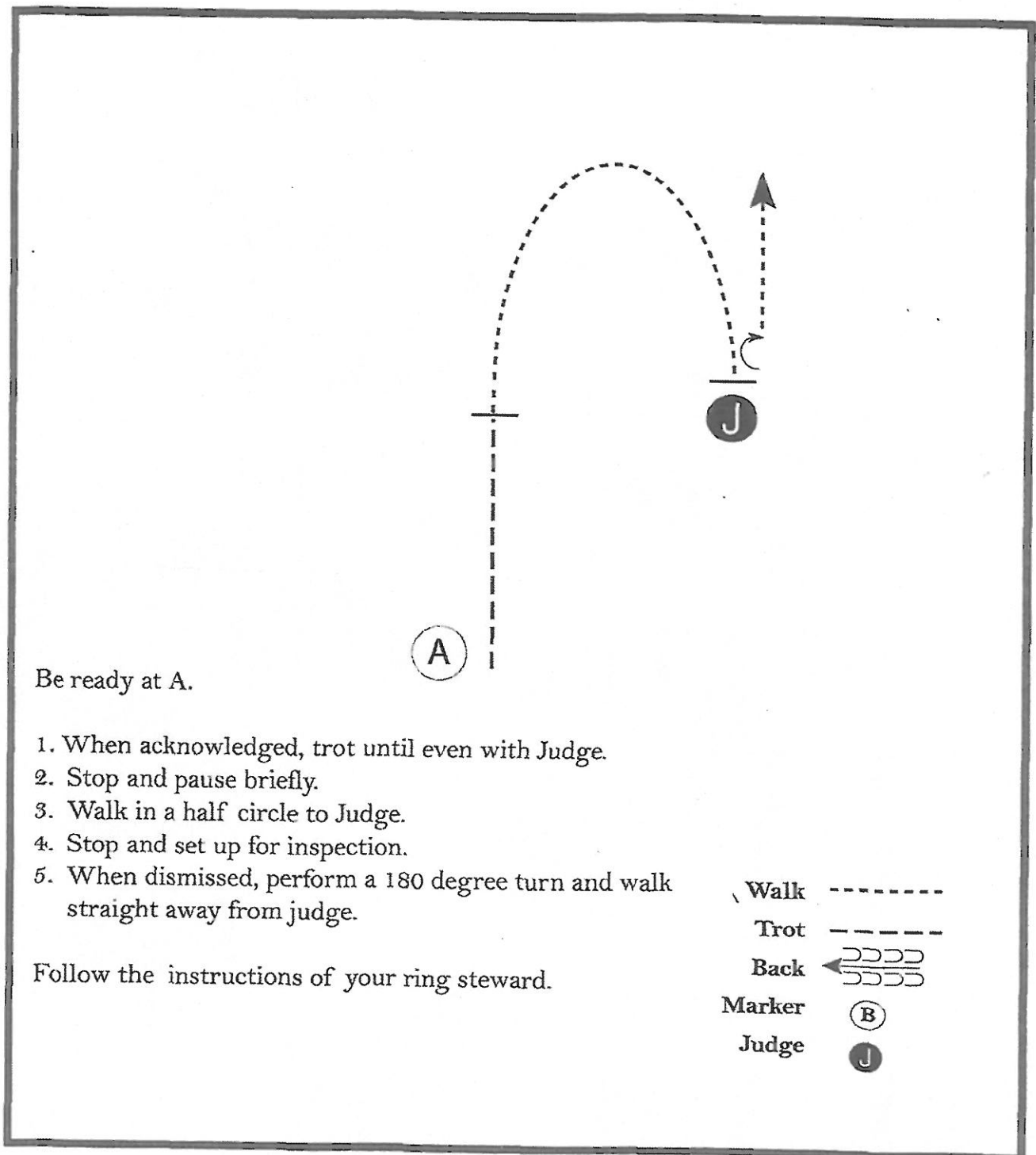


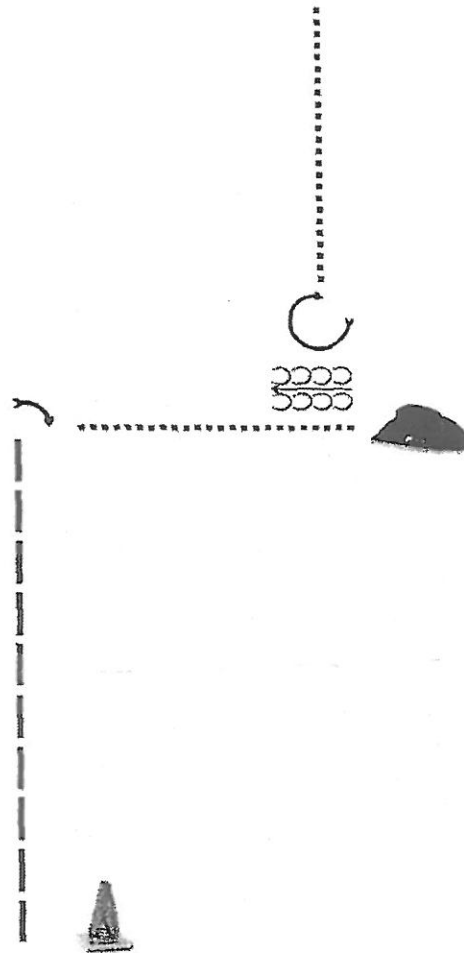
Showmanship Small Fry



Pattern Provided by:

Showmanship at Halter

Walk Trot



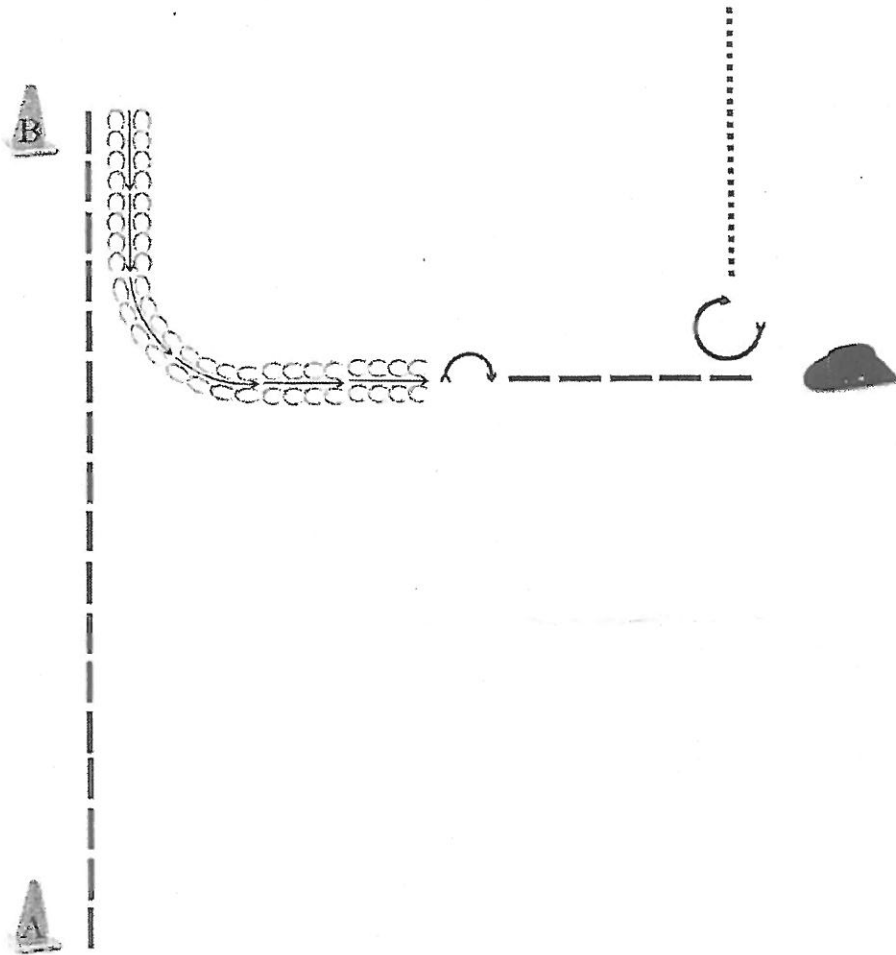
Instructions

Be Ready at Cone A

- 1) Trot toward judge as show
- 2) Stop and perform a 90° turn
- 3) Walk to judge
- 4) When dismissed, back one horse length
- 5) Perform a 270° turn
- 6) Exit at a walk

Showmanship at Halter

Youth & Amateur



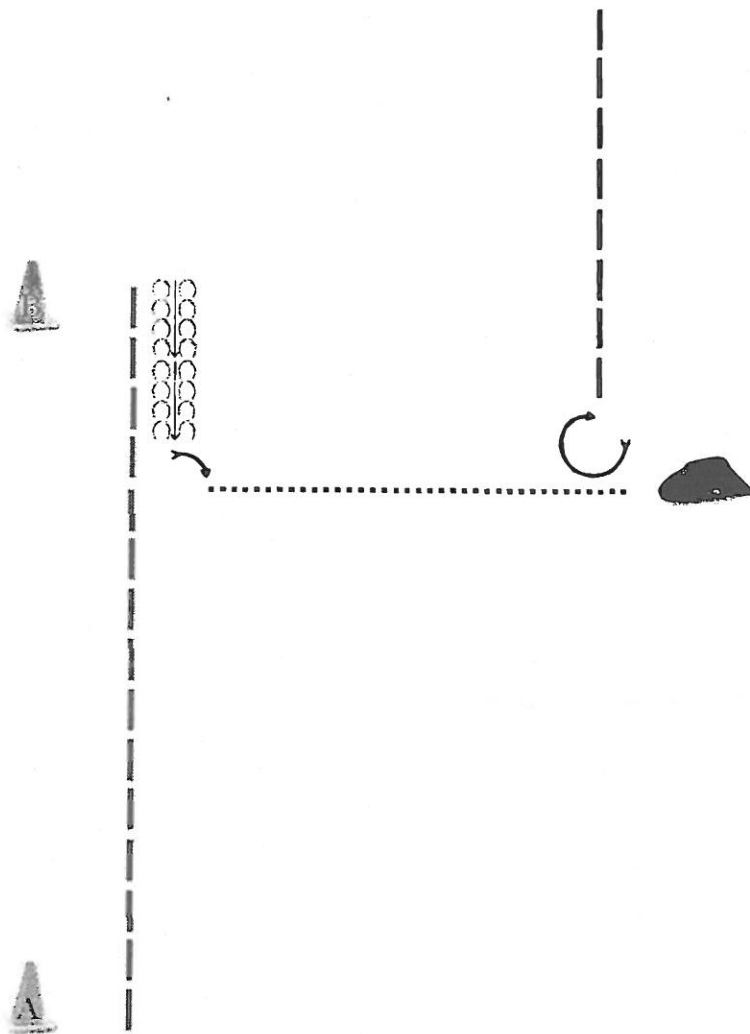
Instructions

Be Ready at Marker A

- 1) Trot to B
- 2) Back halfway to judge as shown
- 3) Execute a 180° turn and trot to judge
- 4) When dismissed, perform a 270° turn and exit at a walk

Showmanship at Halter[®]

LEVEL ONE



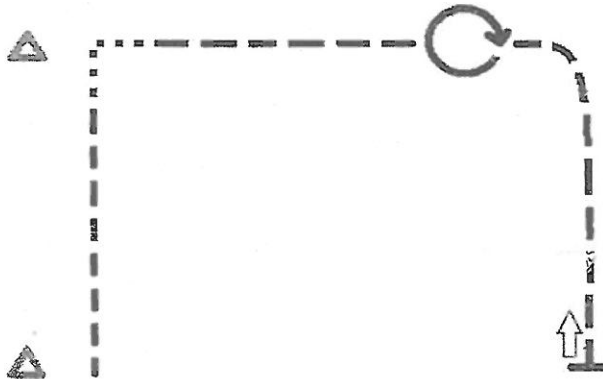
Instructions

Be Ready at Marker A

- 1) Trot to B
- 2) Back until even with judge
- 3) Perform a 90° turn and walk to judge
- 4) When dismissed, perform a 270° turn and exit at a trot

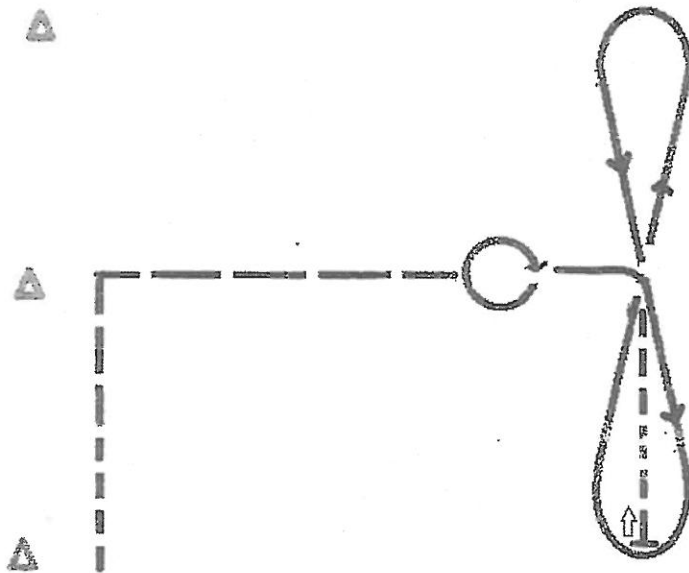
HORSEMANSHIP- ALL WALK TROT

Sm Fry
L1 & Novice Amt W/T
L1 & Novice Youth W/T



1. BEGIN AT A JOG
2. BREAK TO A WALK BEFORE THE SECOND MARKER AND WALK AROUND THE CORNER
3. JOG TO THE CENTER AND STOP
4. PERFORM A 360 DEGREE TURN TO THE RIGHT
5. JOG FORWARD A FEW STRIDES THEN TURN AND CONTINUE UNTIL EVEN WITH FIRST MARKER
6. STOP AND BACK 1 HORSE LENGTH

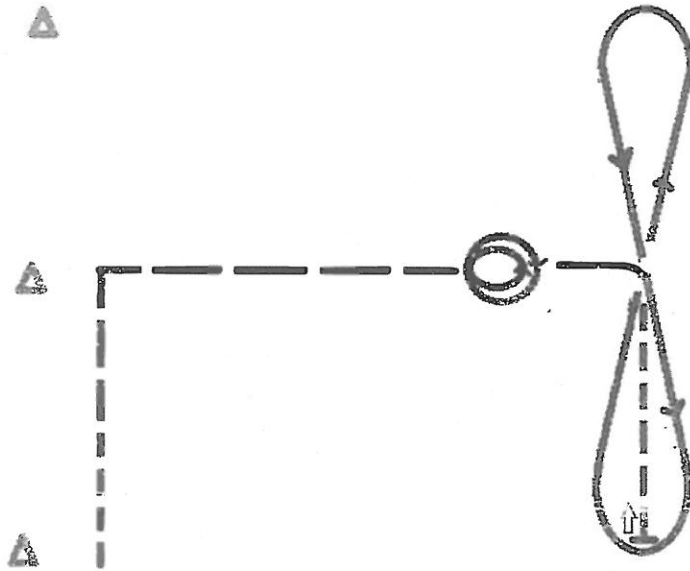
HORSEMANSHIP- AQHA LEVEL 1 YOUTH AND LEVEL 1 AMATEUR



1. WALK ONE STRIDE - JOG - BUILDING TO EXTENDED JOG
2. EXTEND JOG THROUGH A SQUARE CORNER TO CENTER AND STOP
3. PERFORM A 360 DEGREE TURN TO THE RIGHT
4. LOPE FORWARD ON THE RIGHT LEAD CONTINUING A TEARDROP TO THE RIGHT
5. PERFORM A SIMPLE LEAD CHANGE - LOPE A TEARDROP TO THE LEFT
6. CLOSE TEARDROP AND EXTEND THE TROT FROM SECOND MARKER TO FIRST MARKER
7. STOP AND BACK 1 HORSE LENGTH

EXIT AT A WALK OR JOG

HORSEMANSHIP- YOUTH 14-18, 13 & UNDER, AMATEUR AND AMATEUR SELECT



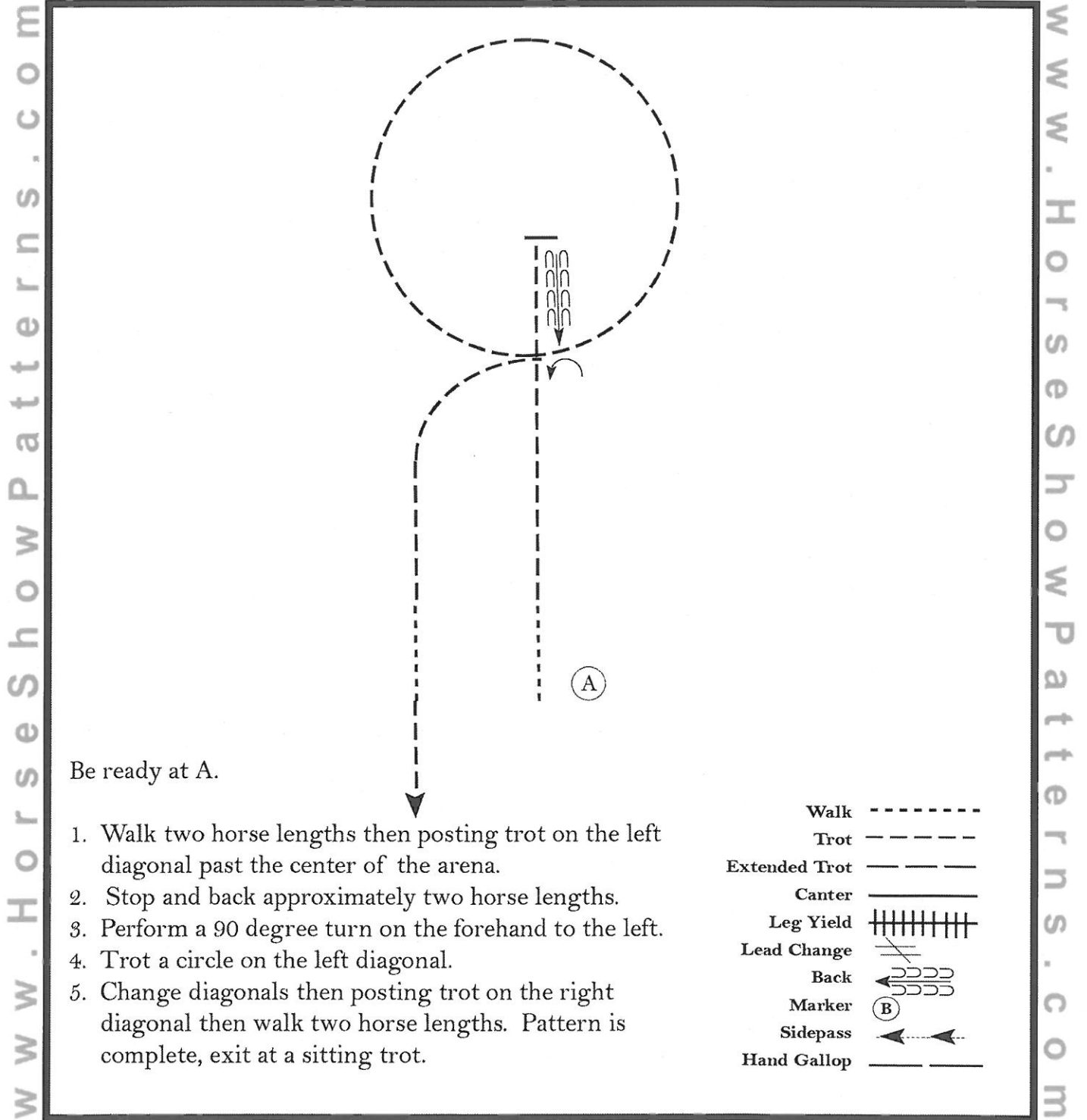
1. WALK ONE STRIDE-JOG- BUILDING TO EXTENDED JOG
2. EXTEND JOG A SQUARE CORNER TO CENTER AND STOP
3. PERFORM A 360 TURN TO THE LEFT
4. PERFORM A 360 TURN TO THE RIGHT
5. LOPE FORWARD ON THE RIGHT LEAD, LOPE A TEARDROP TO THE RIGHT
6. CHANGE LEADS AT CENTER AND LOPE A TEAR DROP TO THE LEFT
7. CLOSE TEAR DROP AND EXTEND THE TROT FROM SECOND MARKER TO THE FIRST MARKER
8. STOP AND BACK 1 HORSE LENGTH

EXIT AT A WALK OR JOG

BCQHA Mini Circuit

Hunt Seat Equitation (Walk Trot L1 Youth, L1 Amateur, Small Fry)

Show Date: January 7,8,9 2022



[HSE/WT-82]

Pattern Provided by:
Judges

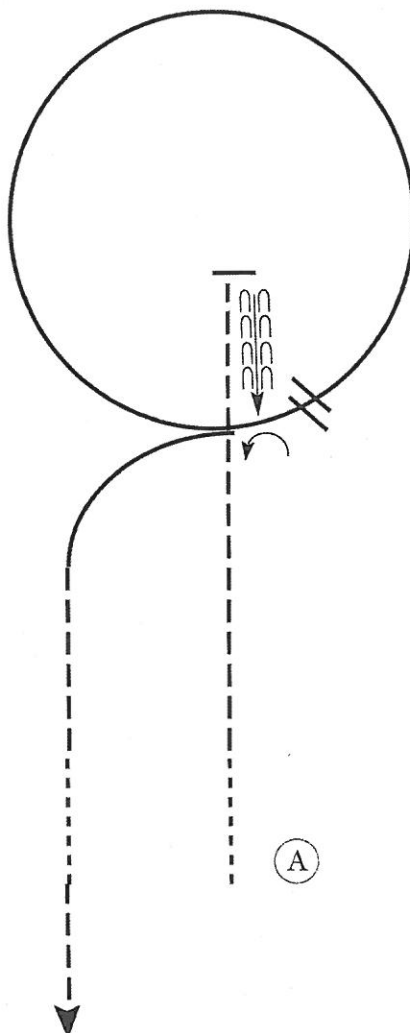
BCQHA Mini Circuit

Hunt Seat Equitation (L1 Youth, L1 Amateur)

Show Date: January 7,8,9 2022

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/2-82]

Pattern Provided by:
Judges

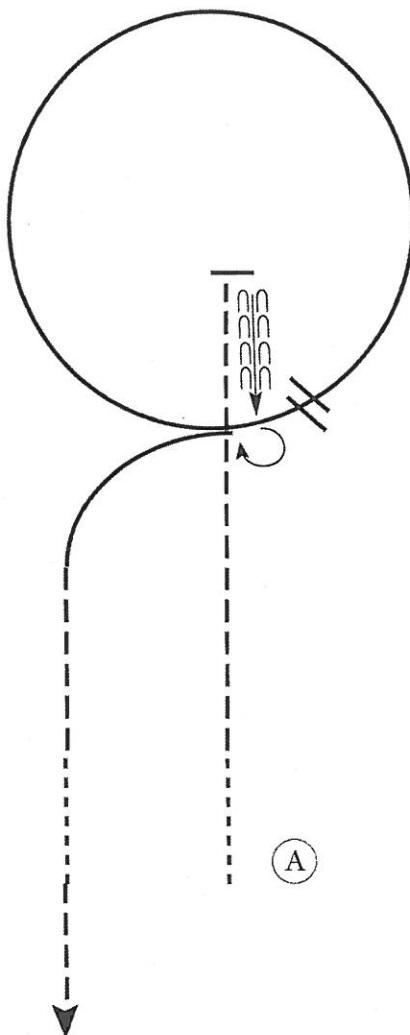
BCQHA Mini Circuit

Hunt Seat Equitation (Youth, Amateur, Select)

Show Date: January 7,8,9 2022

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

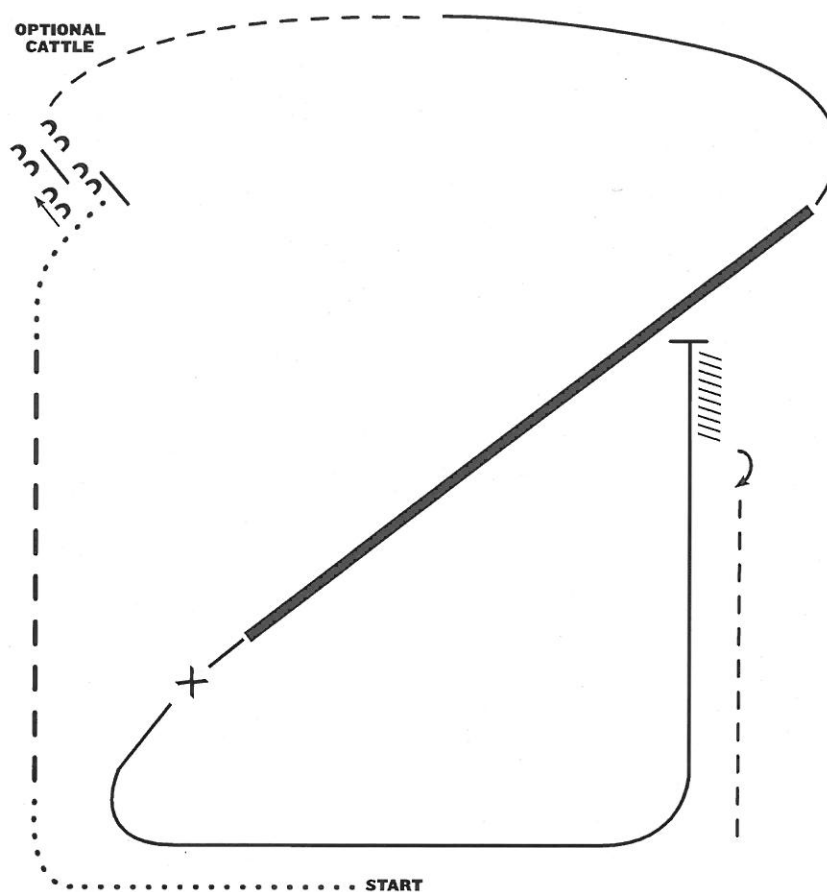
1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 270 degree turn on the forehand to the right.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/3-82]

Pattern Provided by:
Judges

RANCH RIDING - PATTERN 10

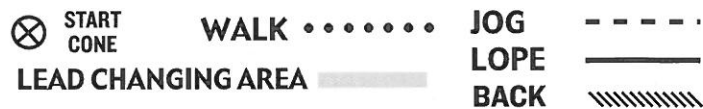
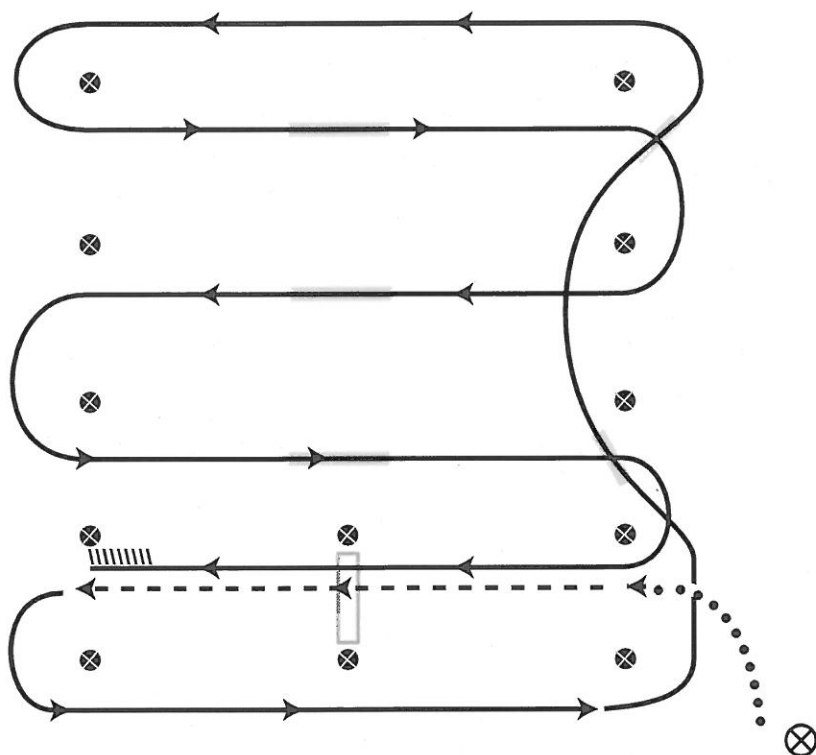


- X Lead Change
- • Walk
- - Trot
- - Ext Trot
- — — — — Lope
- Ext Lope
- //// //// Back

1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

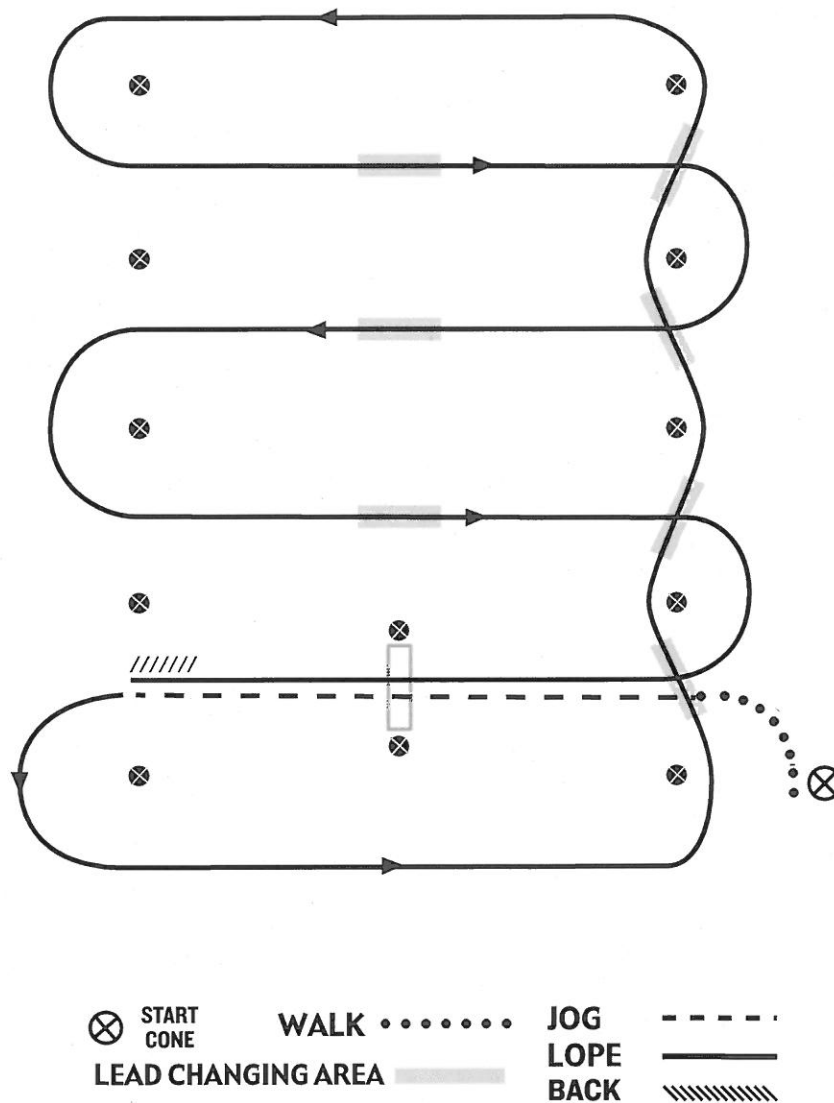
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

LEVEL I WESTERN RIDING PATTERN 9



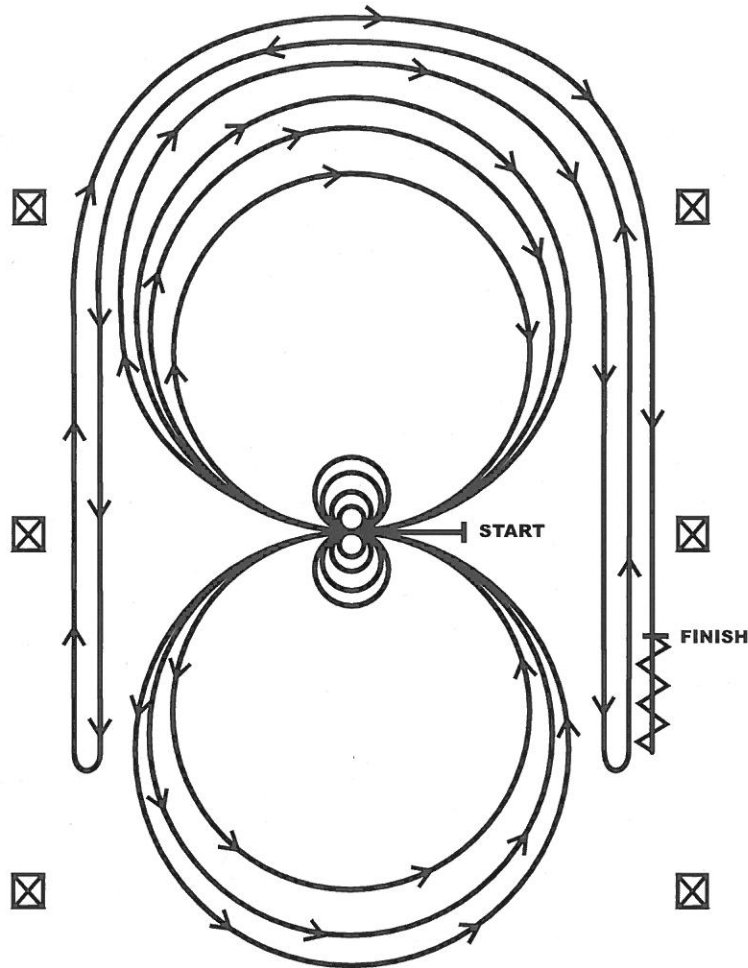
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING PATTERN 9



- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

REINING PATTERN 8



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.