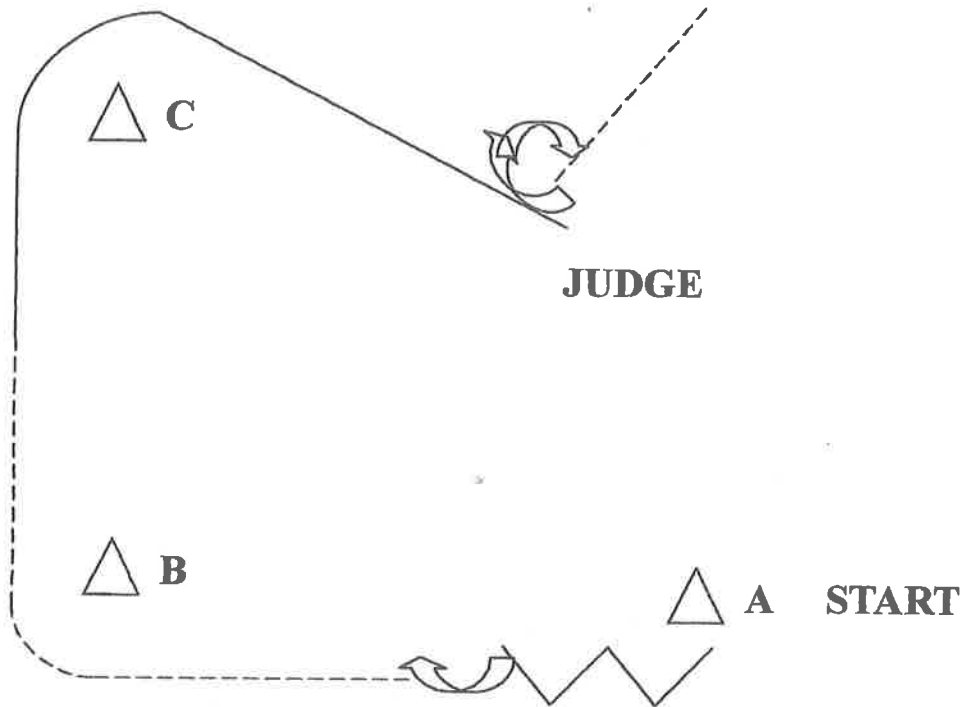
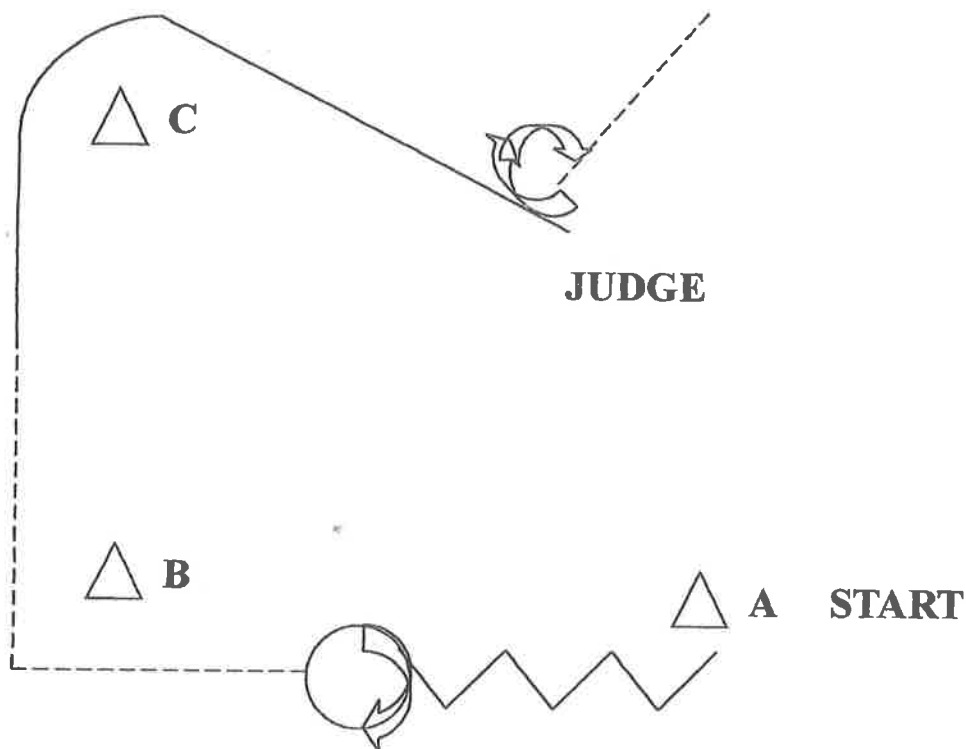


Showmanship
Novice Yth, Novice Am
Good Luck!



1. Start at Cone A. Back 5 steps.
2. Perform a 1/2 turn.
3. Trot around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.

Showmanship
Amateur, Select
Youth, Good Luck!



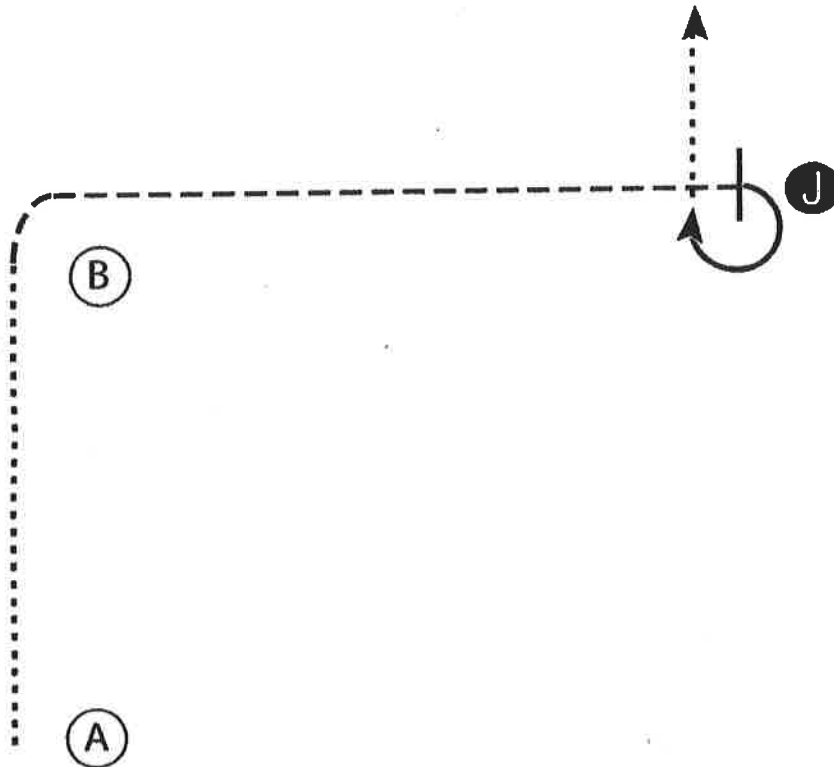
1. Start at Cone A. Back halfway to Cone B.
2. Perform 1 1/2 turns
3. Trot a square corner around Cone B.
4. Halfway to Cone C break to the walk, walk around Cone C to the judge.
5. Set up for inspection.
6. When dismissed perform a 3/4 turn and exit at a trot.

Showmanship (Walk-Trot Western)

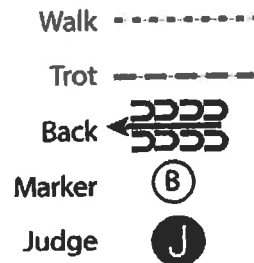
Show Date: *Small Fry*

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



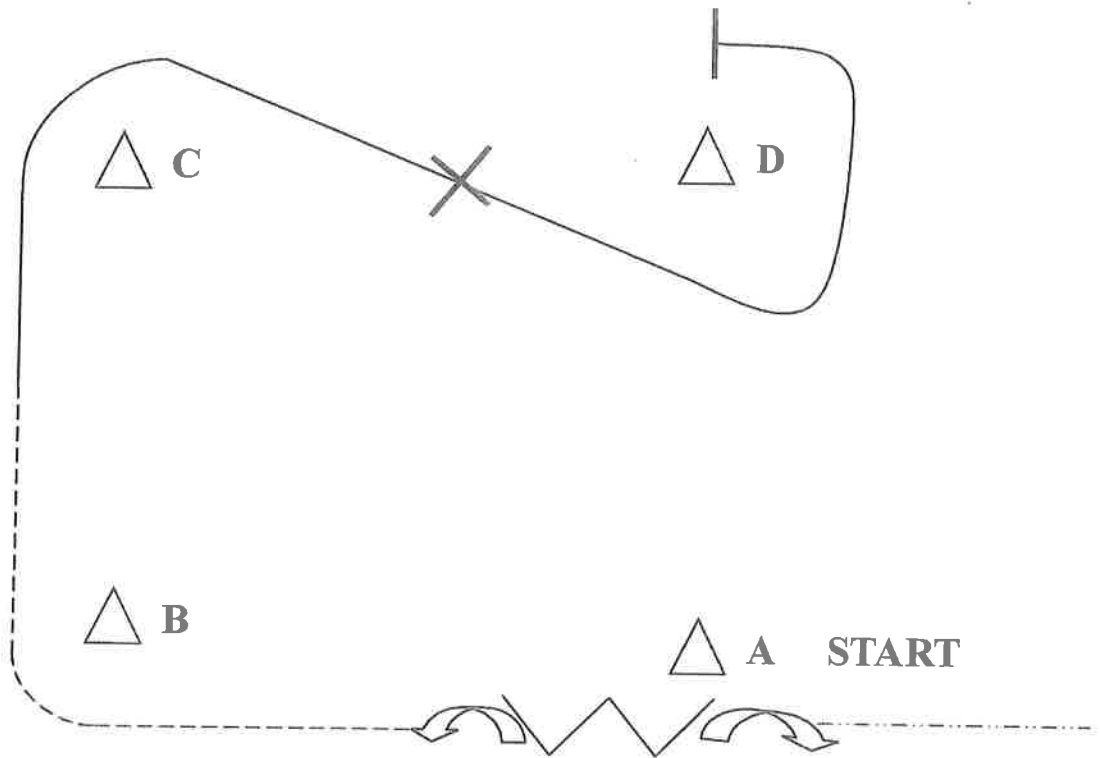
1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.



[S/WT-2]

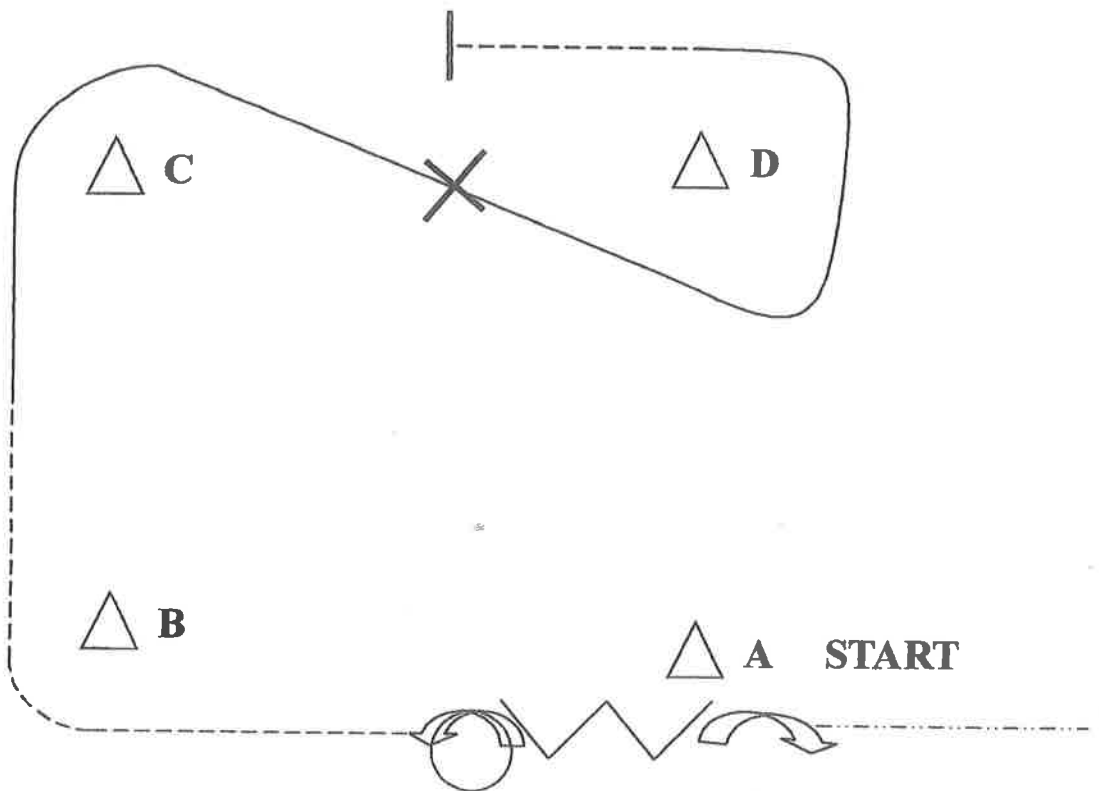
Pattern Provided by:

Horsemanship
Novice Yth, Novice Am
Good Luck!



1. Walk to Cone A, perform a 180 to the right, back 5 steps,
2. Perform a 180 to the left.
3. Trot around Cone B.
4. Halfway between Cone B and C take the right lead.
5. Change leads halfway between Cone C and D *Simple or flying Lead change*
6. Lope around Cone D and stop. Exit.

Horsemanship
~~Level~~, Amateur, Select
Youth Good Luck!



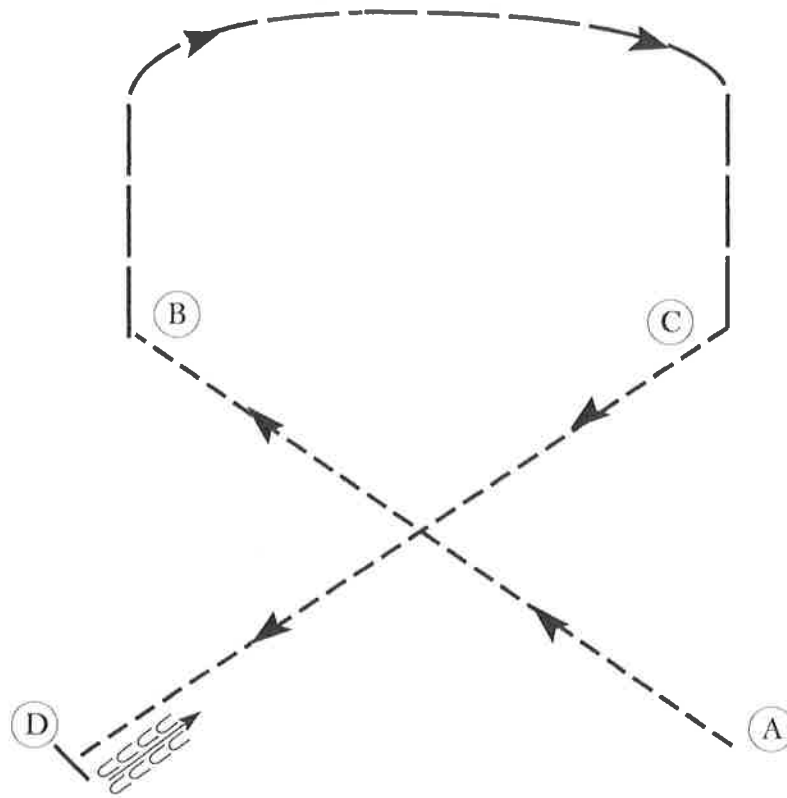
1. Walk to Cone A, perform a 180 to the right, back 5 steps,
2. Perform 1 1/2 turns to the left.
3. Extended trot around Cone B.
4. Halfway between Cone B and C take the right lead.
5. Change leads halfway between Cone C and D.
6. Lope around Cone D, break to the jog.
7. Stop halfway between Cone D and C. Exit.

Equitation (NOVICE CLASSES)

Show Date: _____

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Sitting trot 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Hand gallop right lead to C.
4. Posting trot on the right diagonal 1/2 way to D.
5. Sitting trot to D.
6. Halt at D and back approximately one horse length.

Exit at a sitting trot.

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

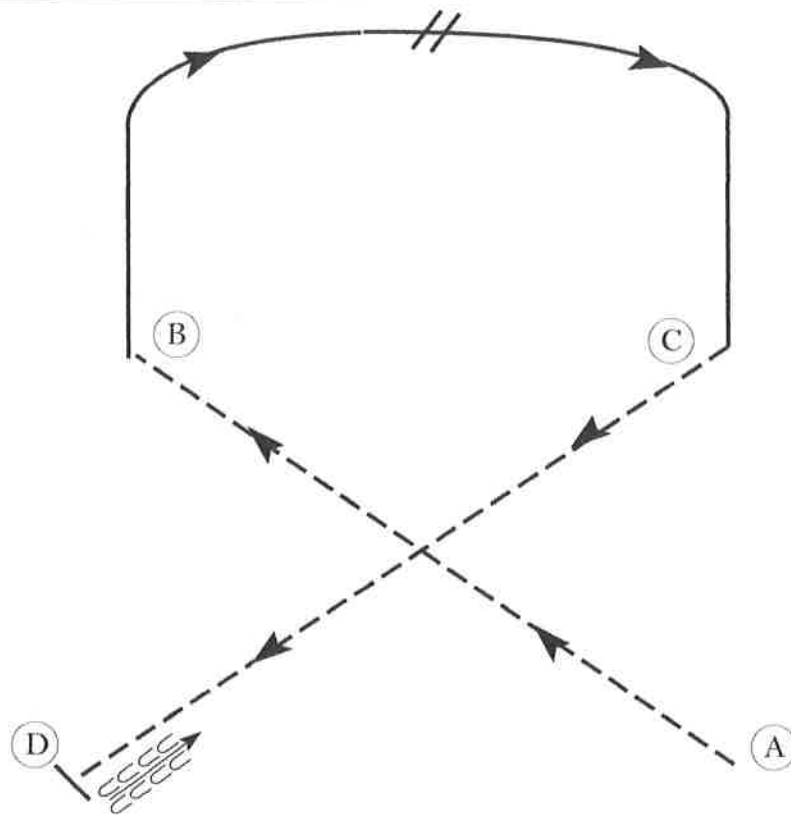
[HSE/2-23]

Pattern Provided by:

The Judges

Equitation (AMT/ SELECT/ YTH)

Show Date: 04/03/2014



Be ready at A.

1. Sitting trot 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Canter on the left lead toward C.
4. At the top of the arc, change leads and canter on the right lead to C.
5. Posting trot on the right diagonal 1/2 way to D.
6. Sitting trot to D.
7. Halt at D and back approximately one horse length.

Exit at a sitting trot.

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

[HSE/3-23]

Pattern Provided by:

The Judges

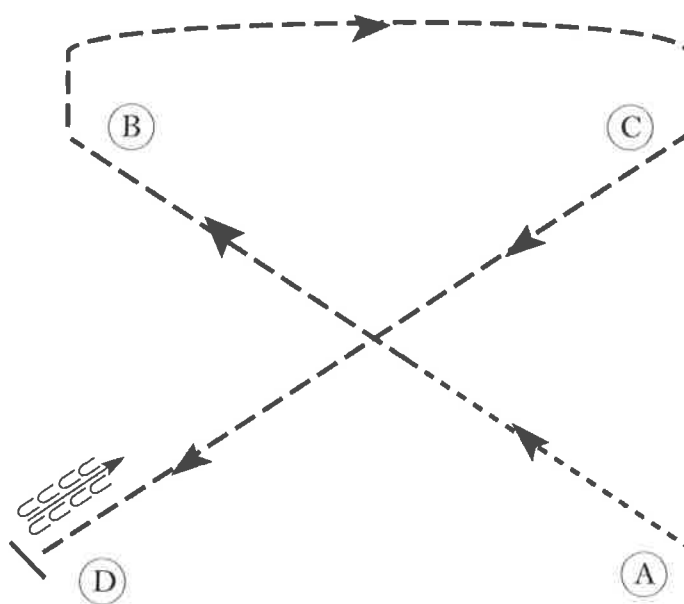
Virginia Horse Classic

HSEq Small Fry

Show Date: 03-23-26, 2017

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. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

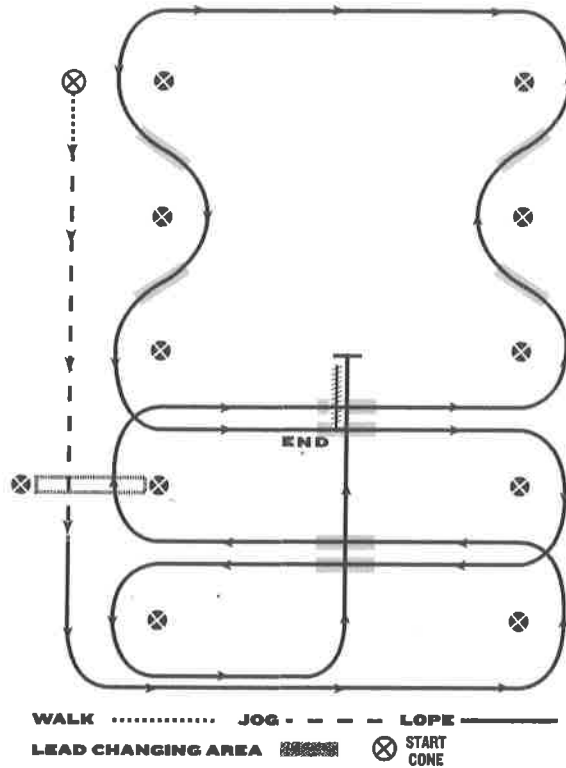
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← - - - - →
Hand Gallop	— — — — —

[HSE/WT-24]

Pattern Provided by:
Marilyn Randall

Sunday Amateur, Youth & Open

WESTERN RIDING PATTERN 3



1. Walk halfway between markers, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

WESTERN RIDING SCORE SHEET PATTERN 3



JUDGE _____
 CLASS _____
 DATE _____

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	W, T, LOG	TRANS	1ST X	LOG	2ND X	1ST	2ND	3RD	4TH	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12		
DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

SCORE

DRAW	EXHB #	PENALTY													→	
		SCORE														

JUDGES SIGNATURE _____

WESTERN RIDING SCORE SHEET PATTERN 3

AMERICAN
QUARTER
HORSE
ASSOCIATION

JUDGE _____
CLASS _____
DATE _____

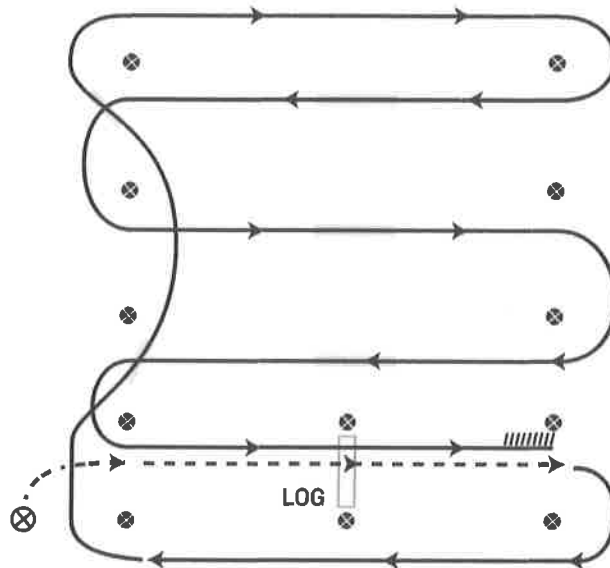
MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	W, T, LOG	TRANS	1ST X	LOG	2ND X	1ST	2ND	3RD	4TH	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12		
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														
DRAW	EXHB #	PENALTY													→	SCORE
		SCORE														

JUDGES SIGNATURE _____

Sunday

LEVEL I WESTERN RIDING PATTERN 3

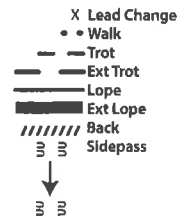
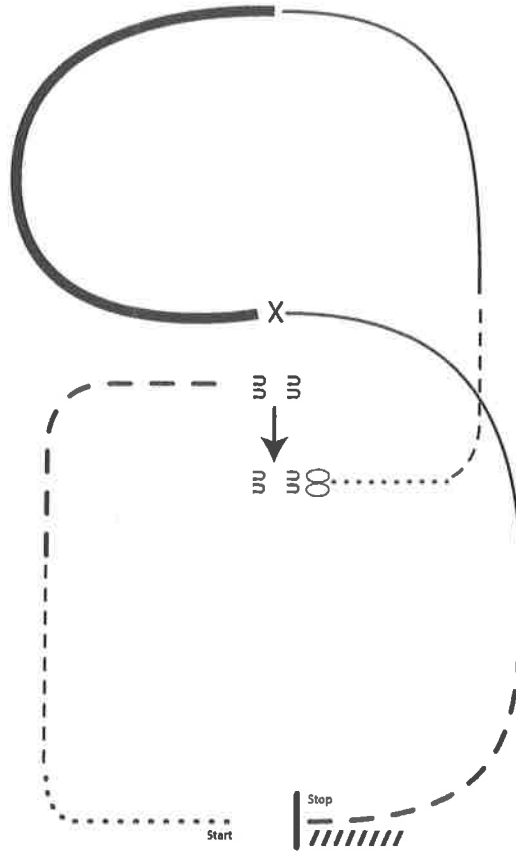


⊗ START
CONE WALK - - - - JOG - · - · -
LEAD CHANGING AREA - / - / - / LOPE ————

1. Walk, 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

Sunday All

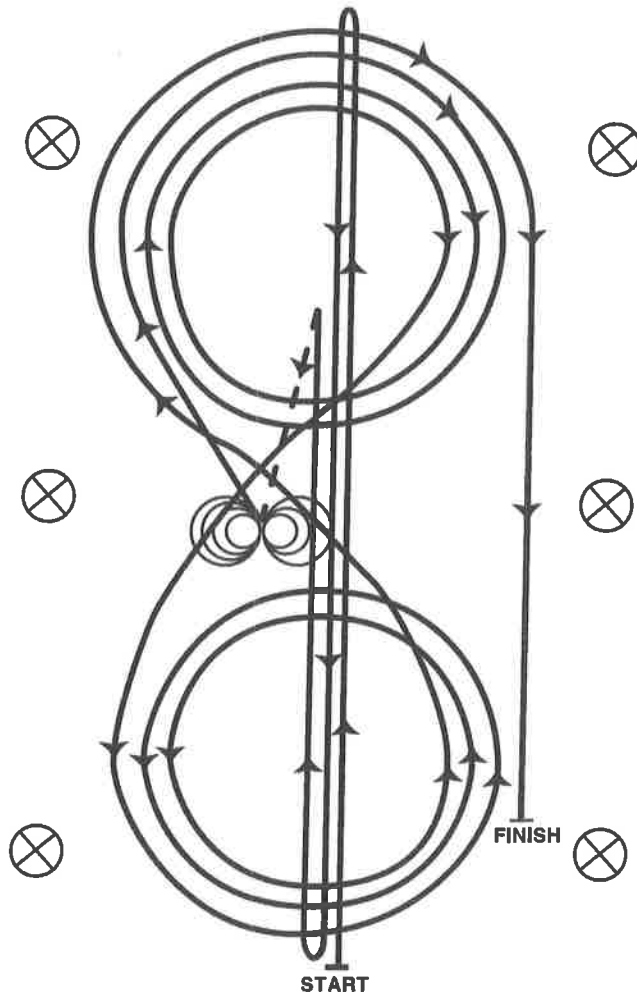
RANCH RIDING - PATTERN 3



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
12. Extend Trot
13. Stop and back

Sunday
All

REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
 2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
 3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
 4. Complete four spins to the right.
 5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
 6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
 8. 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 sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
- Rider may drop bridle to the designated judge.