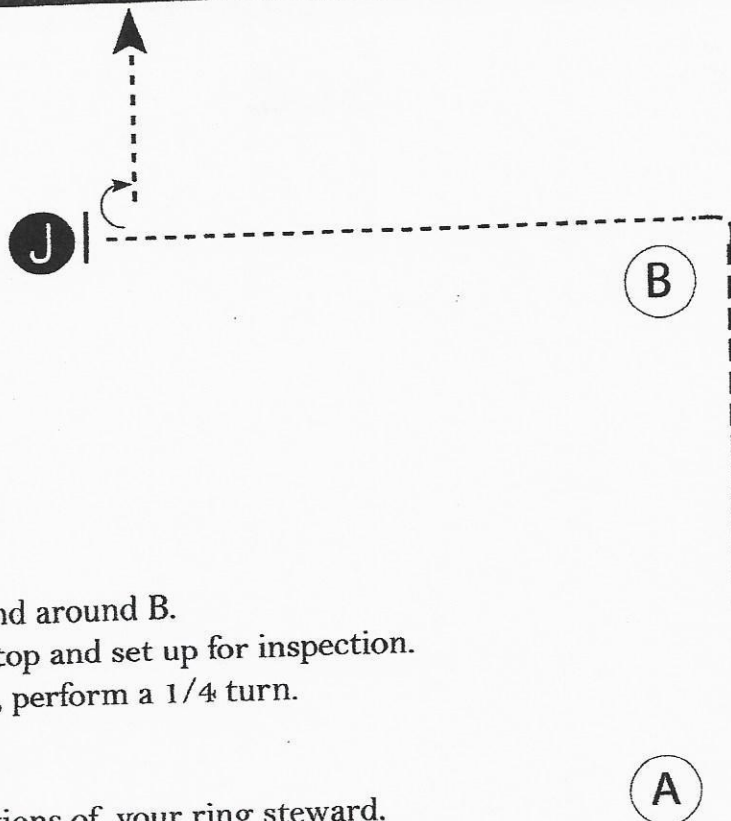


SHOWMANSHIP

Walk/trot

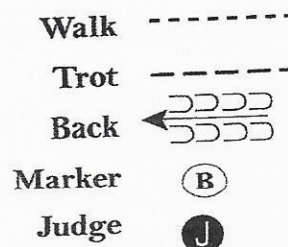
Show Date: 03/15/15



Be ready at A.

1. Trot from A to and around B.
2. Walk to Judge, stop and set up for inspection.
3. When dismissed, perform a 1/4 turn.
4. Exit at a walk.

Follow the instructions of your ring steward.



[S/WT-38]

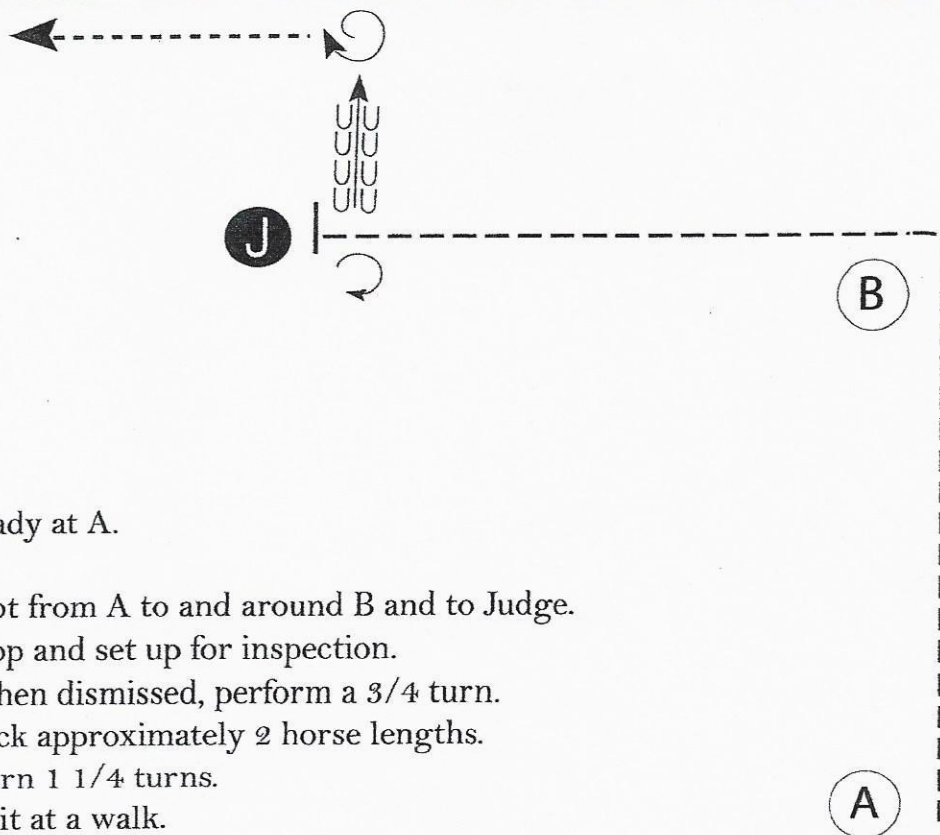
Pattern Provided by:

Tom Crowley

Showmanship (not w/T)

www.HorseShowPatterns.com

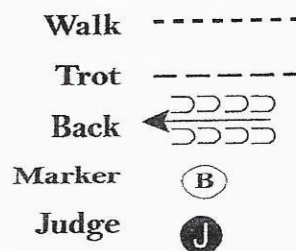
www.HorseShowPatterns.com



Be ready at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a $3/4$ turn.
4. Back approximately 2 horse lengths.
5. Turn $1\ 1/4$ turns.
6. Exit at a walk.

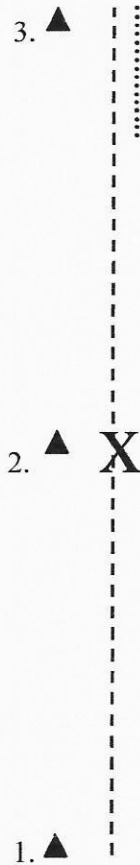
Follow the instructions of your ring steward.



[S/3-38]

Pattern Provided by:
Tom Crowley

ENGLISH EQUITATION



LEGEND

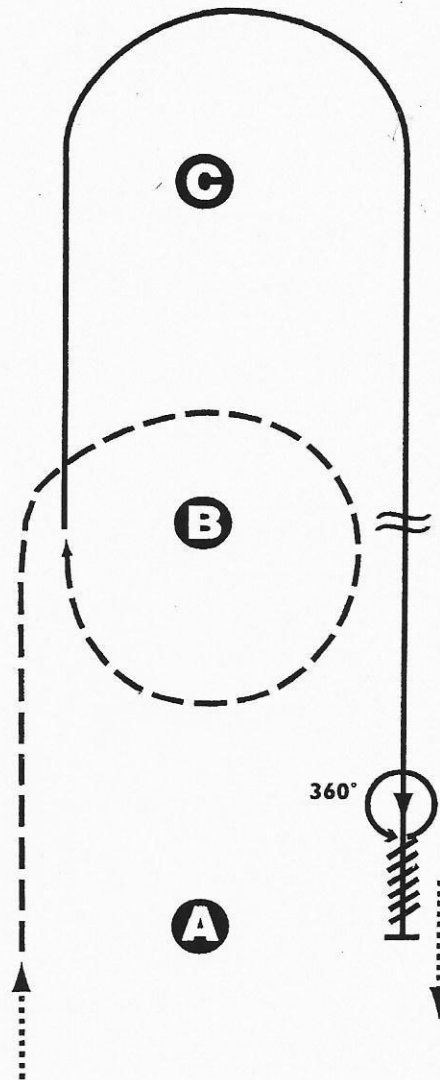
. - . - WALK
 - - - TROT
 ——— CANTER

..... BACK

// LEAD
 CHANGE

X CHANGE
 DIAGONAL

Posting trot (either diagonal) to second marker
 At second marker change diagonals
 Stop at last marker,
 Back,
 Exit pattern. *at a walk*



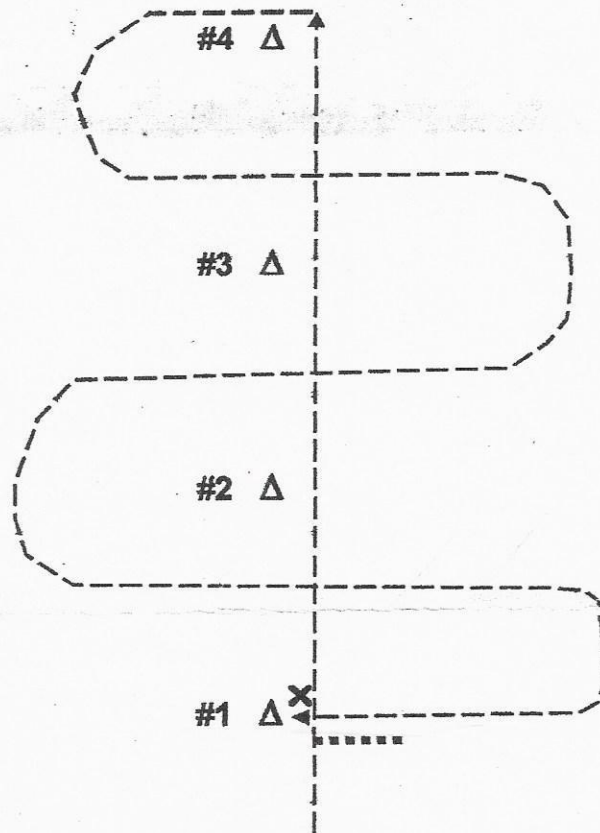
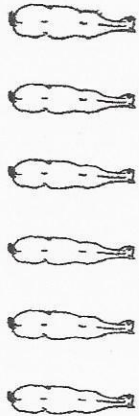
INSTRUCTIONS

1. Begin before A. Walk to A. At A, pick up posting trot to B and trot a circle around B.
2. When circle around B is complete, begin canter around C on right lead.
3. When even with B, execute a simple or flying lead change and canter on left lead until even with A.
4. At A, stop. Back.
5. Execute a 360-degree turn on the forehand to the left.
6. Exit arena at a walk.

KEY

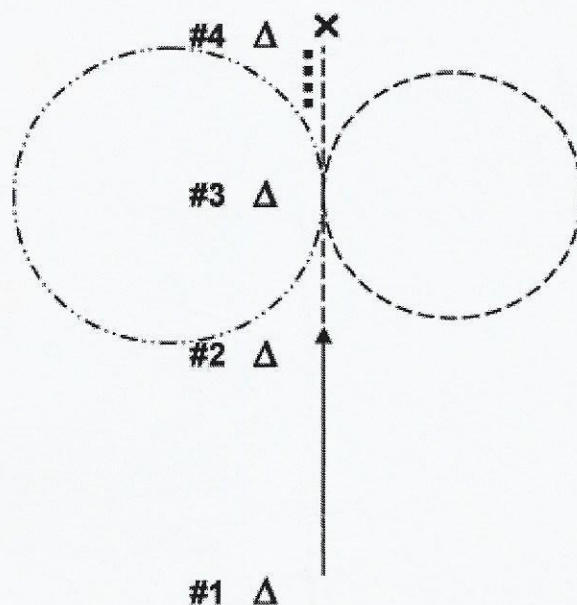
.....	WALK
- - - - -	POSTING TROT
- - - - -	EXTENDED TROT
- . - . -	SITTING TROT
—————	CANTER
=====	HAND GALLOP
///////	BACK
≈	CHANGE LEADS

w/T Horsemanship -



△ Cone or Marker	Enter arena at sitting trot, trot down the line to #4 and halt
× Halt	Turn 1/4 turn to the left
—— Walk	Posting trot on the right diagonal
----- Trot	Continue the posting trot through serpentine changing diagonals when crossing the center line as shown above.
..... Back	At #1, halt and back 4 steps
	Acknowledge judge and walk to line-up

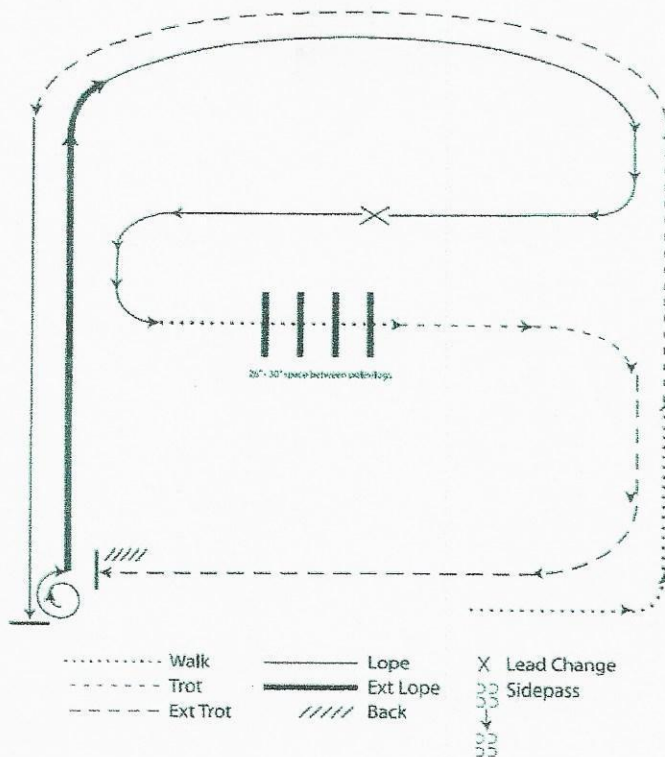
WESTERN HORSEMANSHIP



Δ Cone or Marker	Start pattern at #1 – Acknowledge judge
× Stop	Walk to #2
— Walk	Jog to #3
- - - - Jog	At #3 jog circle to right
• • • • • Back	At #3 lope left circle on left lead
- · - · - Lope	At #3 jog to #4
	At #4, stop and back 4 steps
	Acknowledge judge and walk to line-up

Ranch Riding (ALL CLASSES) *except Walk/Trot*

Show Date: Sunday, _____

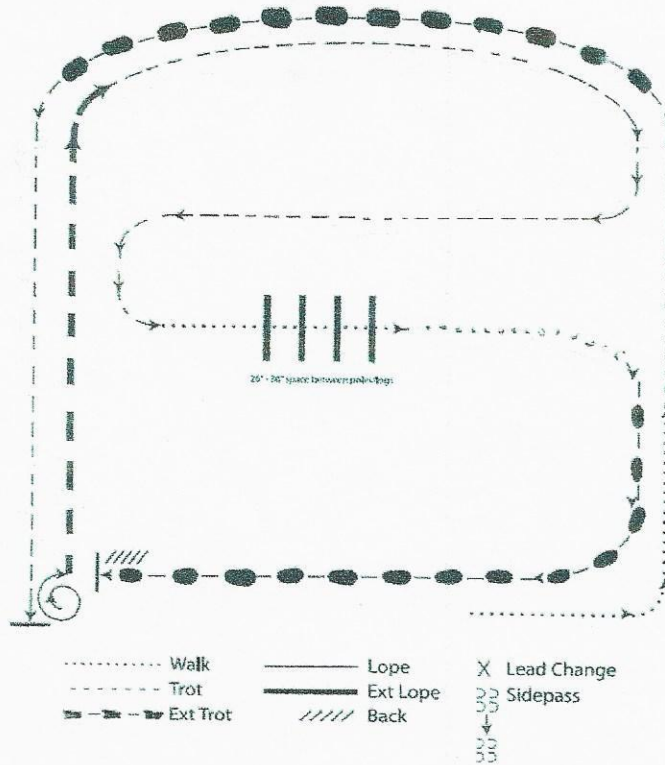


RANCH RIDING PATTERN 2

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Ranch Riding - *Walk/Trot*

Show Date: Sunday, _____



RANCH RIDING PATTERN 2

1. Walk
2. Trot
3. Extended trot
4. *Trot*
5. Stop, 1 1/2 turn right
6. Extended *Trot*
7. Collect to *Trot*
9. Walk
10. Walk over logs
11. *WALK*
12. Extended trot
13. Stop and back