

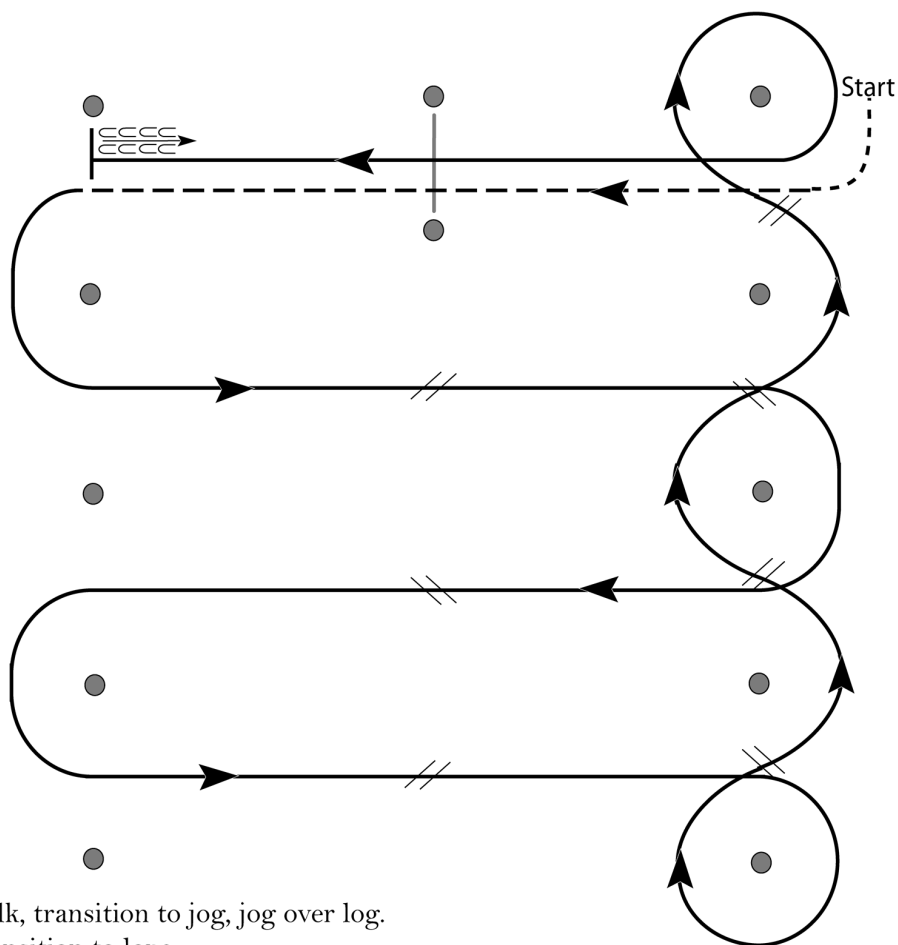
2023 Emerald

SHOW ONE (JR SR YTH AM SLCT MSTRS)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

[WR/OP-2]

Pattern Provided by:

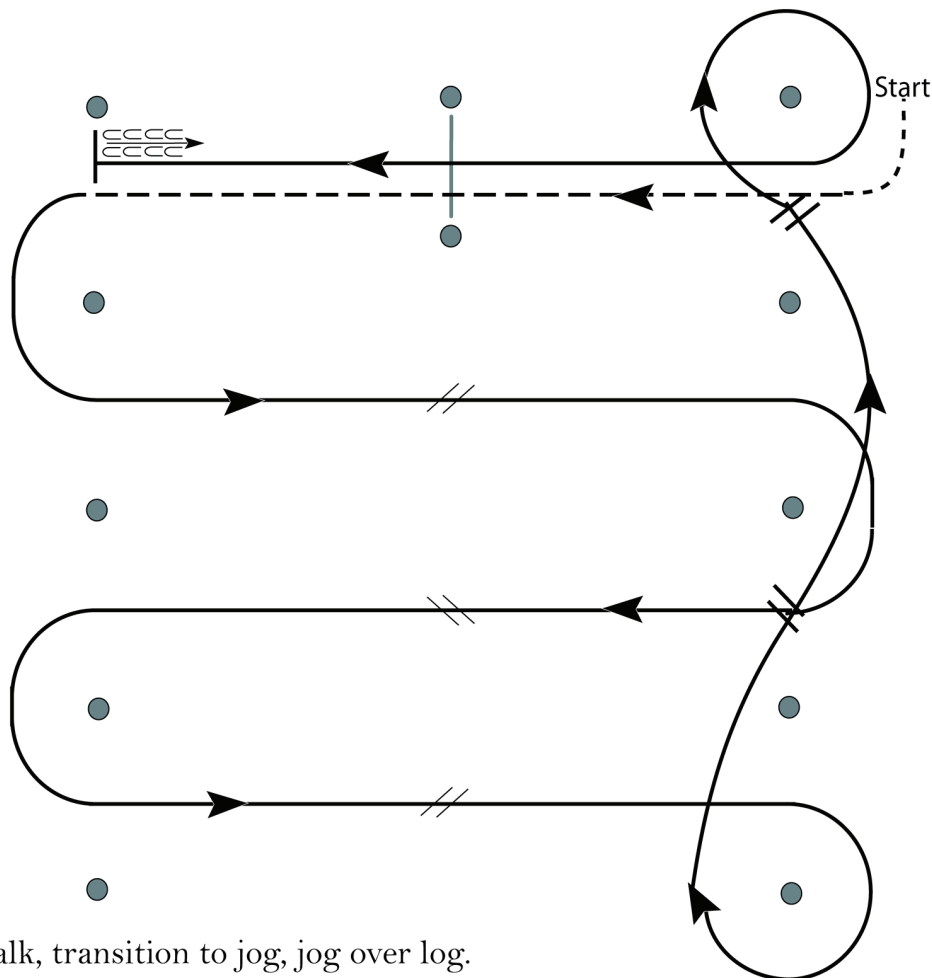
2023 Emerald

SHOW ONE (RK L1 GREEN NOVICE)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



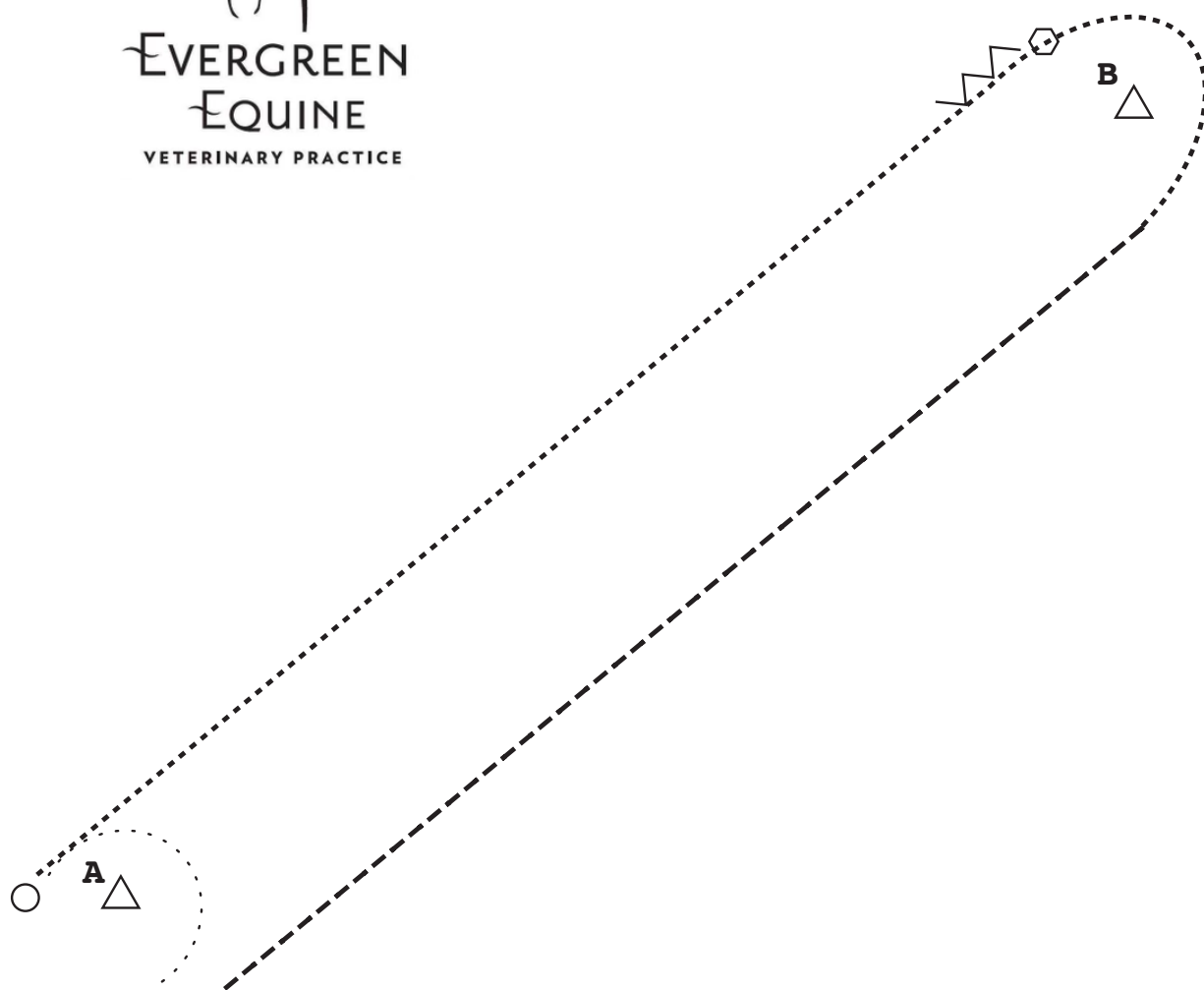
1. Walk, transition to jog, jog over log.
2. Transition to left lead lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.

[WR/GP-2]

Pattern Provided by:



Horsemanship *Show One*
Walk Trot



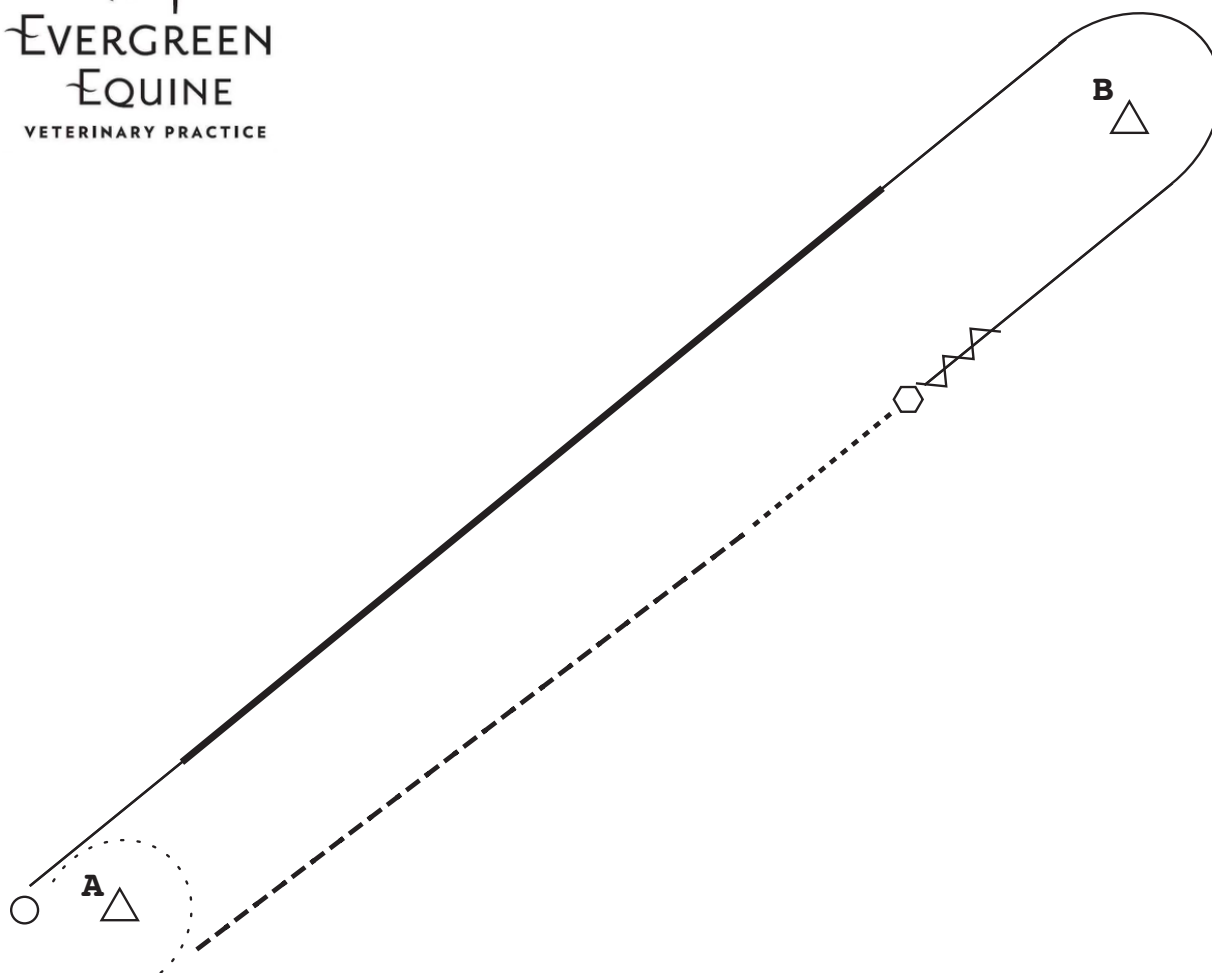
Be ready at A.

1. Walk around A.
2. Halt and 180 (1/2) turn right.
3. Jog to B.
4. Stop and back one horse length at B.
5. Jog around B.
6. Extended jog.
7. Pattern is complete past A.

WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP =
 STOP ⬡
 BACK ⚡
 TURN ○
 LEAD CHANGE //



Horsemanship *Show One*
Rookie Level One Novice



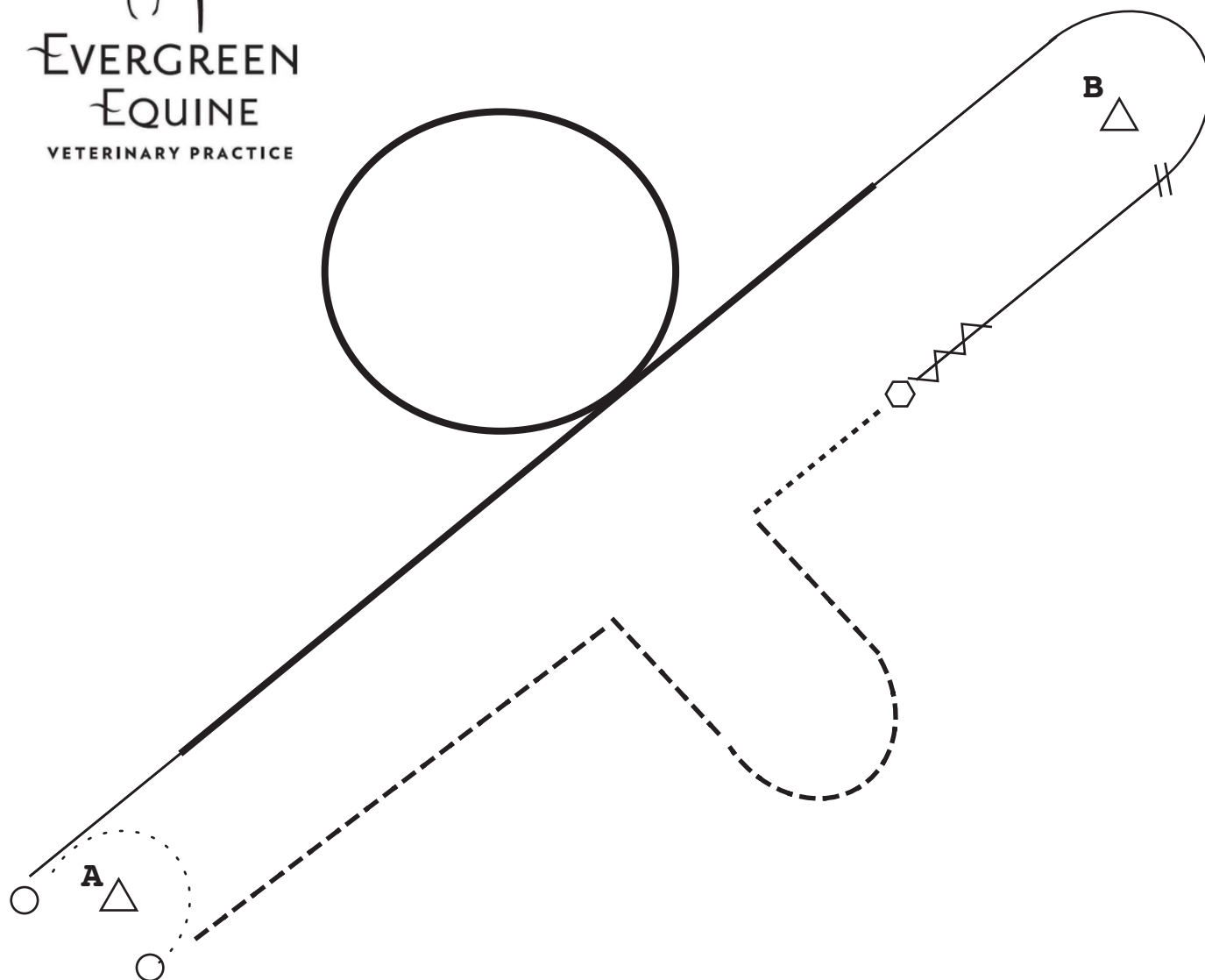
Be ready at A.

1. Walk around A.
2. Halt and 180 (1/2) turn right.
3. Build into a gallop.
4. Reduce speed and lope around B.
5. Halt and back one horse length
6. Jog and extended jog.
7. Pattern is complete past A.

WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP =
 STOP
 BACK
 TURN
 LEAD CHANGE //



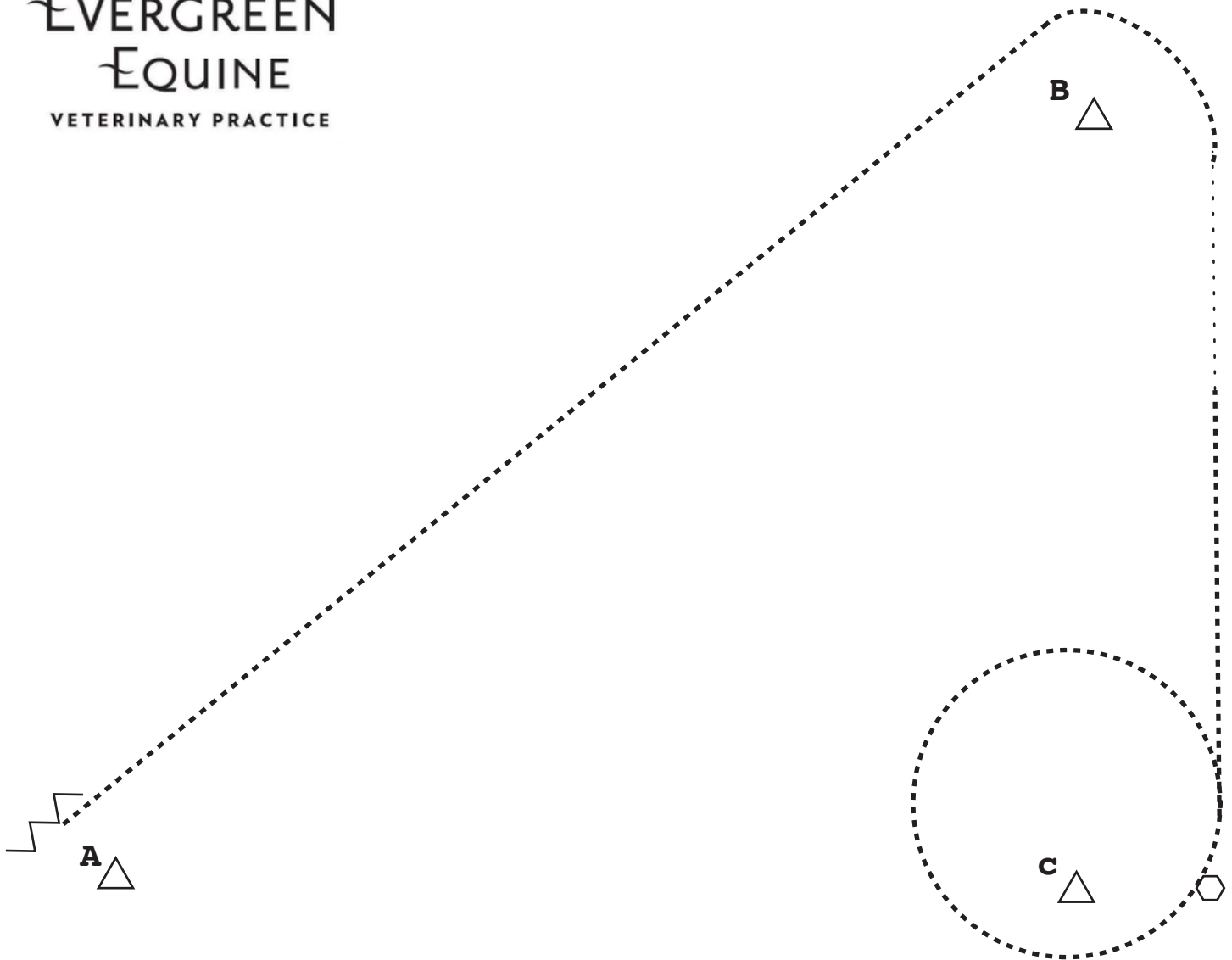
Horsemanship Show One
Youth Amateur Select Masters



Be ready at A.



1. 360 (1) turn to the left.
2. Walk around A.
3. Halt and 180 (1/2) turn right.
4. Build into a gallop and circle to the left.
5. Reduce speed and lope around B.
6. Change leads.
7. Halt and back one horse length.
8. Jog and extended jog square corner left.
9. Extend an arc as shown and square corner left. Pattern is complete past A

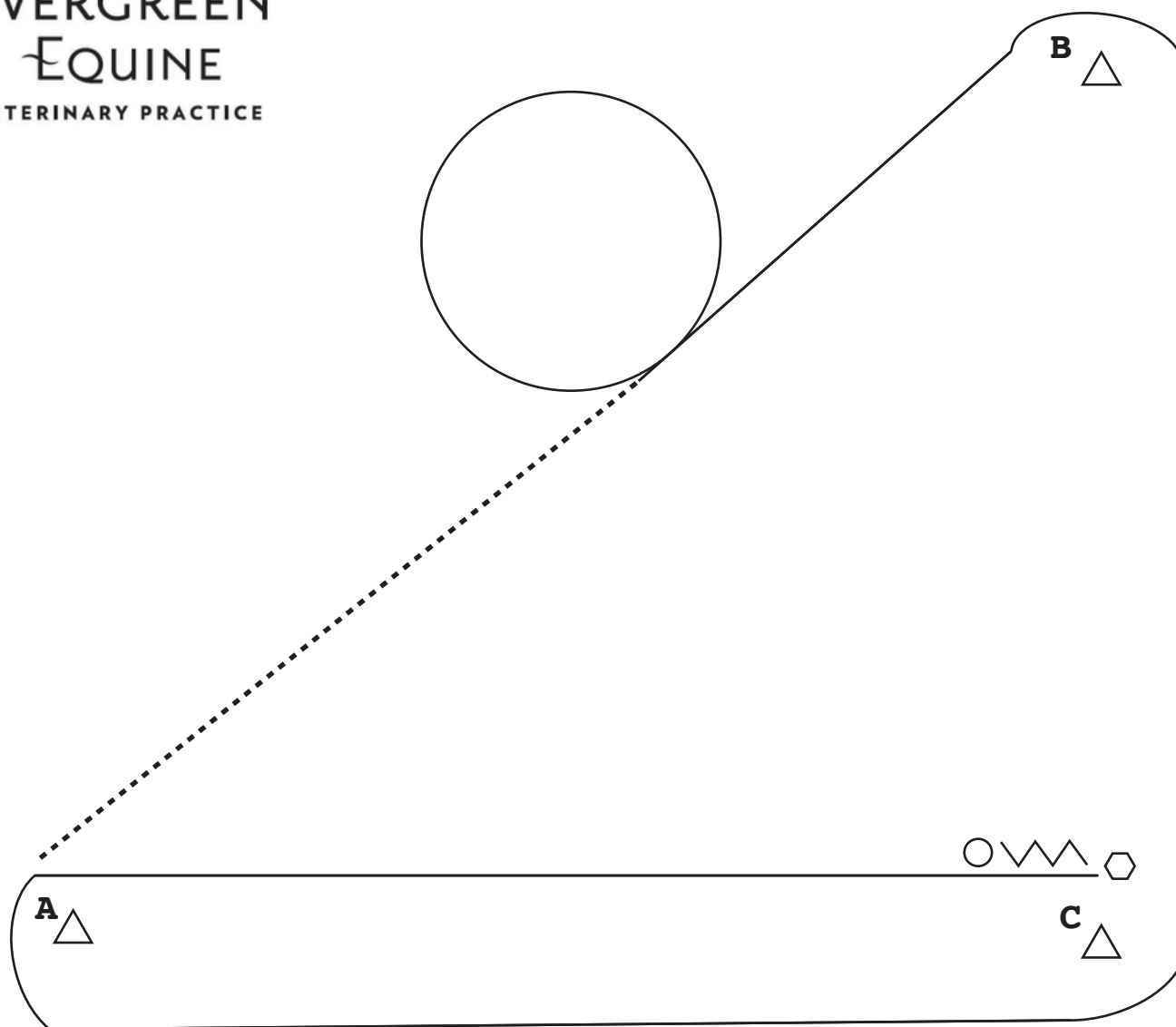
WALK ······
 JOG/TROT ······
 EXTENDED JOG/TROT - - - - -
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP ○
 BACK ∇
 TURN ○
 LEAD CHANGE //



Be ready at A.

1. Back 5 steps.
2. Posting trot left diagonal.
3. Posting trot right diagonal.
4. Sitting trot around B.
5. Walk three horse lengths.
6. Posting trot and circle C.
7. After completing circle, halt at C and hesitate. Pattern is complete.

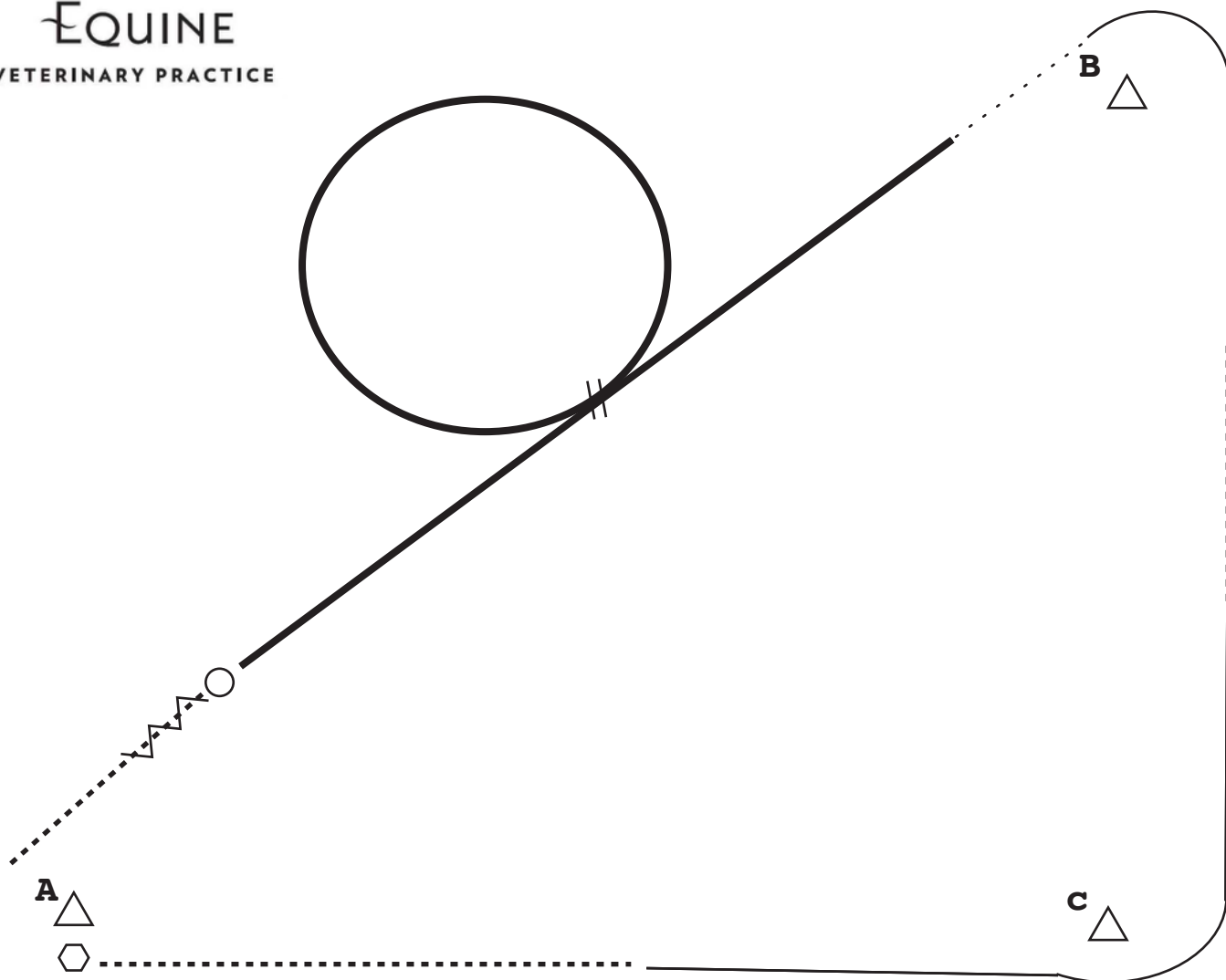
WALK ········
 JOG/TROT ········
 EXTENDED JOG/TROT - - - - -
 LOPE/CANTER _____
 EXT/GALLOP = = = = =
 STOP 
 BACK 
 TURN ○
 LEAD CHANGE //



Be ready at A.




1. Posting trot left diagonal.
2. Posting trot right diagonal.
3. Canter a circle to the left.
4. Counter counter around B.
5. Walk two horse lengths.
6. Canter around A to C. Halt and Back.

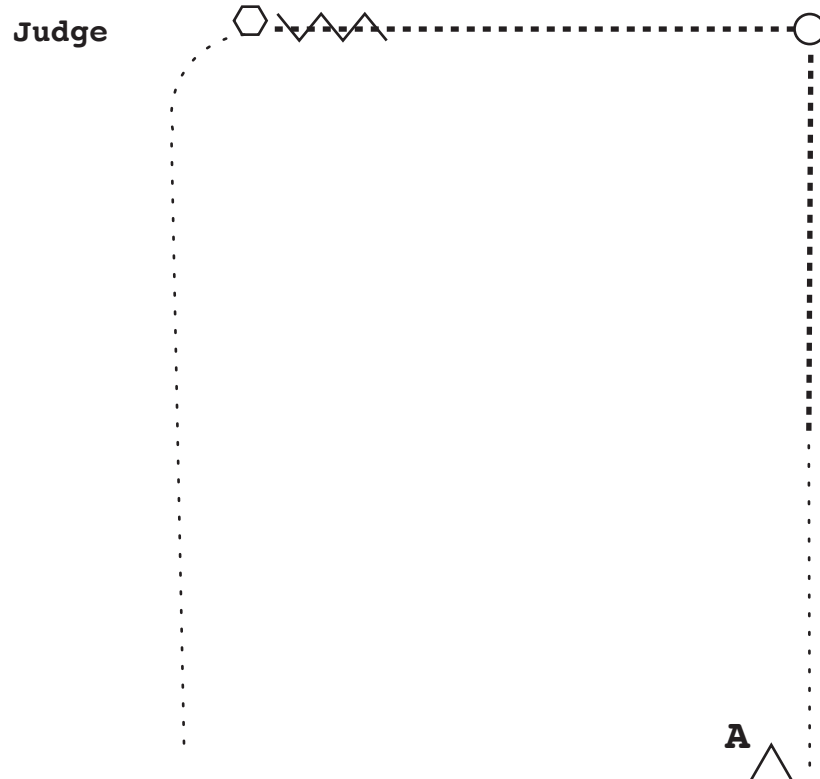
WALK ······
 JOG/TROT ······
 EXTENDED JOG/TROT - - - - -
 LOPE/CANTER _____
 EXT/GALLOP = = = = =
 STOP ◻
 BACK ∨ ∨ ∨
 TURN ○
 LEAD CHANGE //



Be ready at A.




1. Sitting trot one third of the line.
2. Stop and execute a 360 forehand turn to the right and back.
3. Gallop a circle and change leads at the close of the circle remaining in a two point.
4. Walk before B. Counter canter left lead at B.
5. Posting trot left diagonal. Canter right lead around C.
6. Posting trot right diagonal to A.
7. Halt at A and hesitate. Pattern is complete.

WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP 
 BACK 
 TURN 
 LEAD CHANGE //

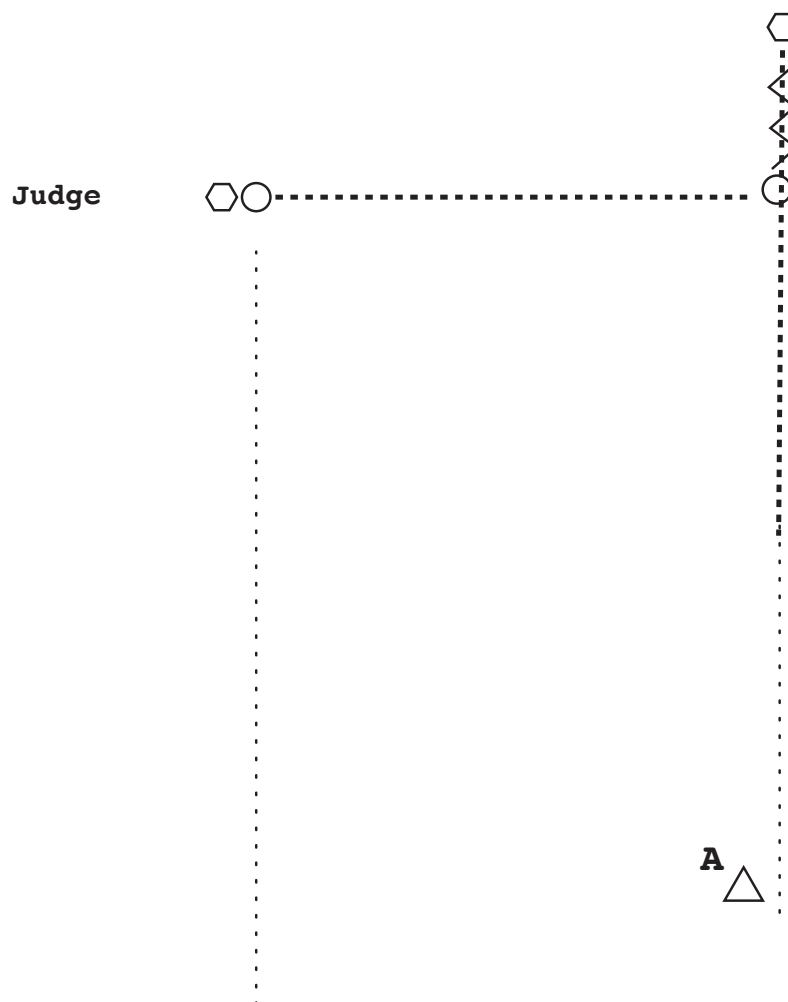


Be ready at A.

1. Walk halfway and trot until even with judge.
 2. Stop and execute a 270 (3/4) turn
 3. Trot to judge
 4. Stop and set up for inspection.
 5. When excused back 5 steps and walk away.
- ****Walk Trot APHA Amateur will be ALL at the walk




WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP 
 BACK 
 TURN 
 LEAD CHANGE \/\

Showmanship
Rookie Level One Novice Youth & Amateur



Be ready at A.

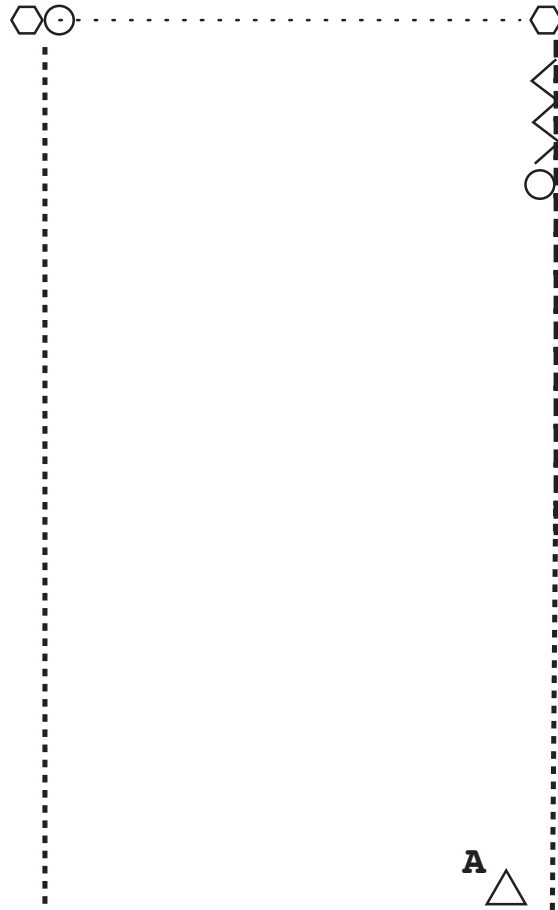
1. Walk halfway and trot past the judge
2. Stop and back, execute a 270 (3/4) turn and trot to the judges.
3. Stop and set up for inspection.
4. When excused execute a 270 (3/4) turn and walk away

WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP 
 BACK 
 TURN 
 LEAD CHANGE //






Showmanship
Youth Amateur Select Masters

Judge



Be ready at A.

1. Trot from cone A building in to an extended trot past the judge.
2. Stop and back.
3. Execute a 270 (3/4) turn and walk.
4. Stop and set up for inspection.
5. Execute a 630 (1 3/4) turn and trot away

WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP 
 BACK 
 TURN 
 LEAD CHANGE //

Horsemanship *Show Two*
Walk/ Trot

C △

B △

E △

D △

A △

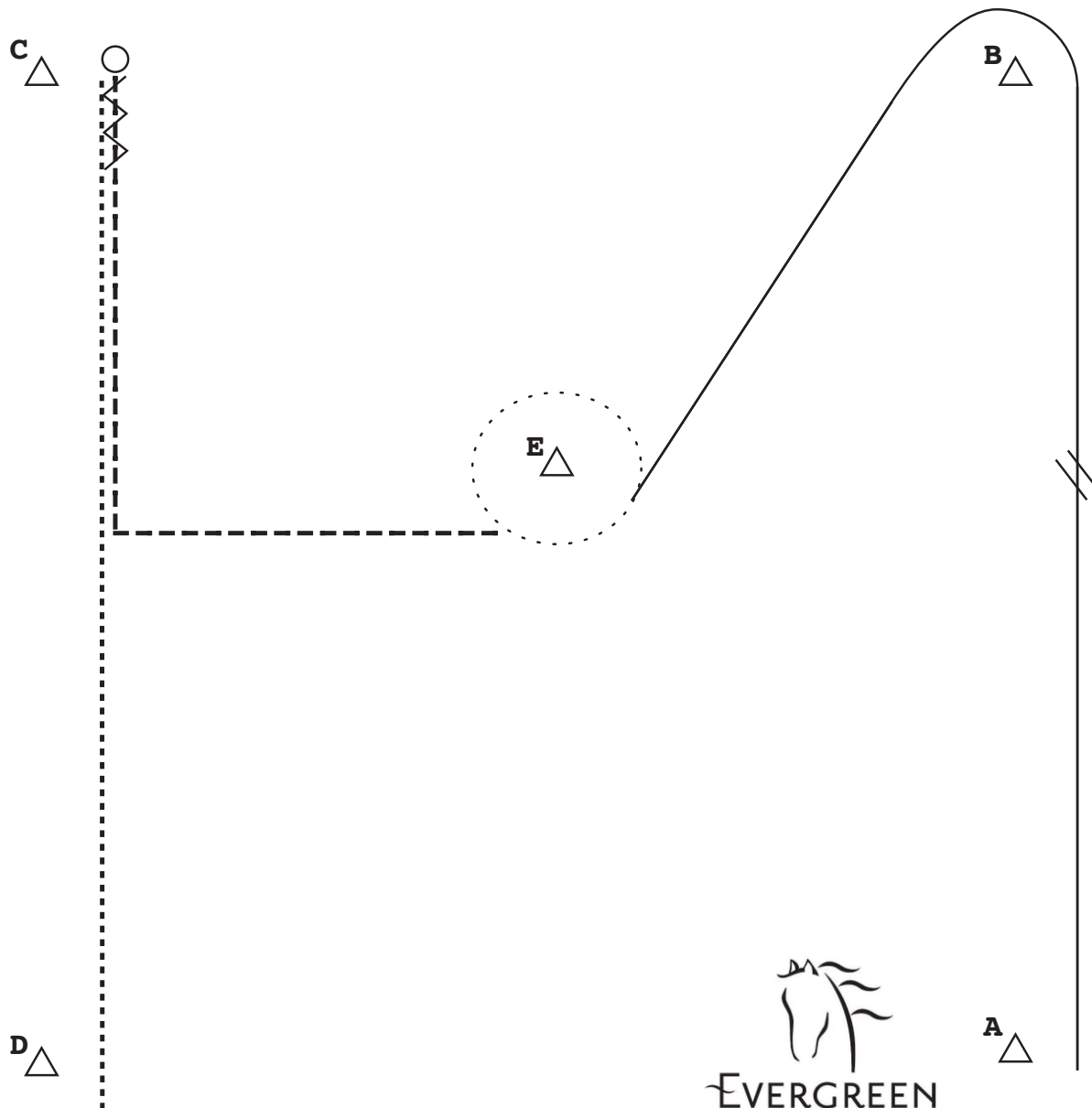


Be ready at A.

1. Start at cone A and walk 1/3 of the line
2. Stop and back one horse length.
3. Jog to and around cone B.
4. Jog to E
5. Extended jog past cone A, pattern complete.

WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP ○
 BACK √
 TURN ○
 LEAD CHANGE //

Horsemanship *Show Two*
Rookie Level One & Novice Youth & Amateur

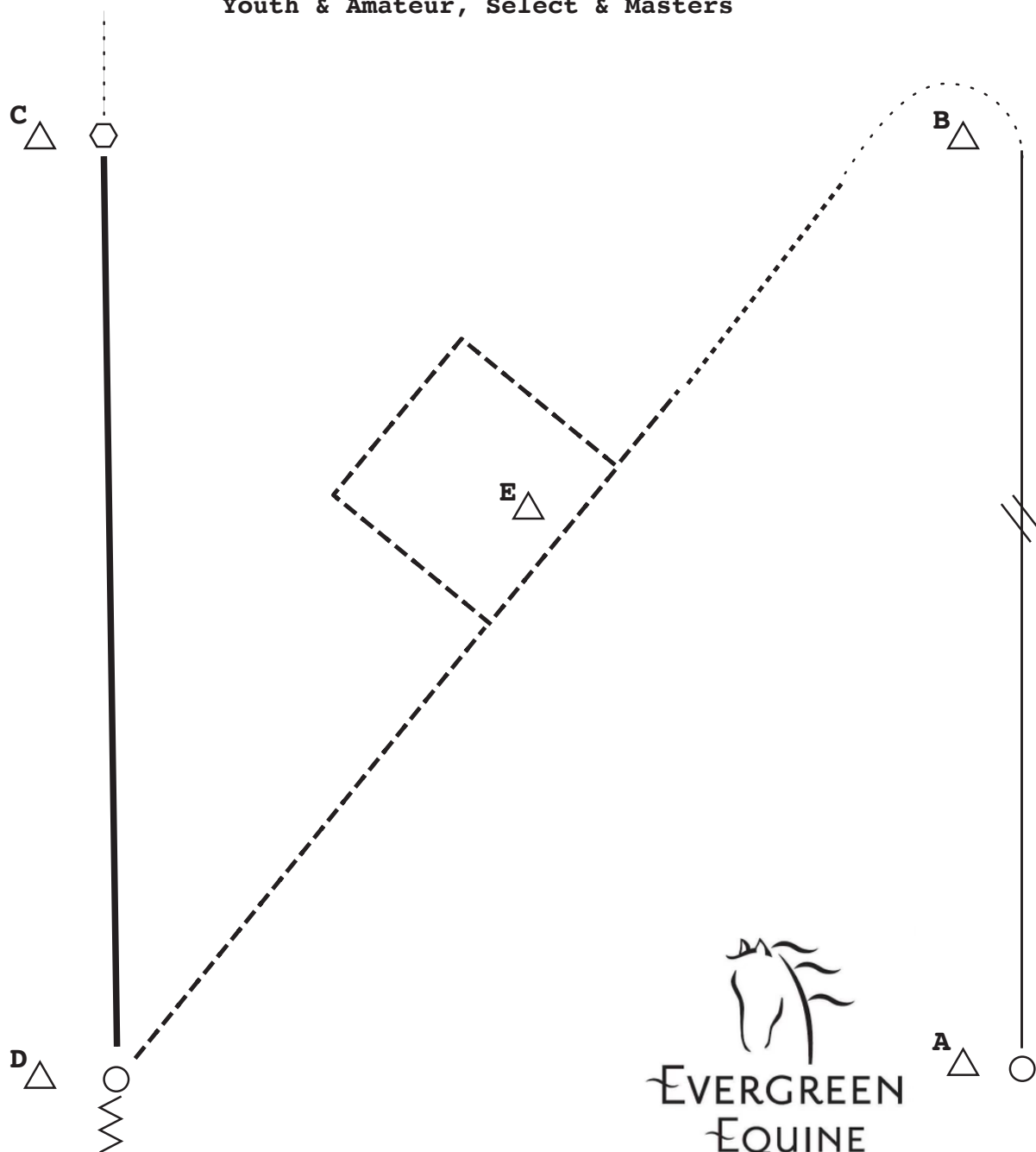


Be ready at A.

1. Lope left lead and change leads (simple or flying) when even with cone E and counter counter around cone B.
2. Walk a circle around cone E.
3. Extend the jog and square corner to the right.
4. Stop and execute 1/2 a turn to the right and back.
5. Jog, pattern is complete passing cone D

WALK
 JOG/TROT
 EXTENDED JOG/TROT -----
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP ○
 BACK ∇
 TURN ○
 LEAD CHANGE //

Horsemanship Show Two
Youth & Amateur, Select & Masters



Be ready at A.

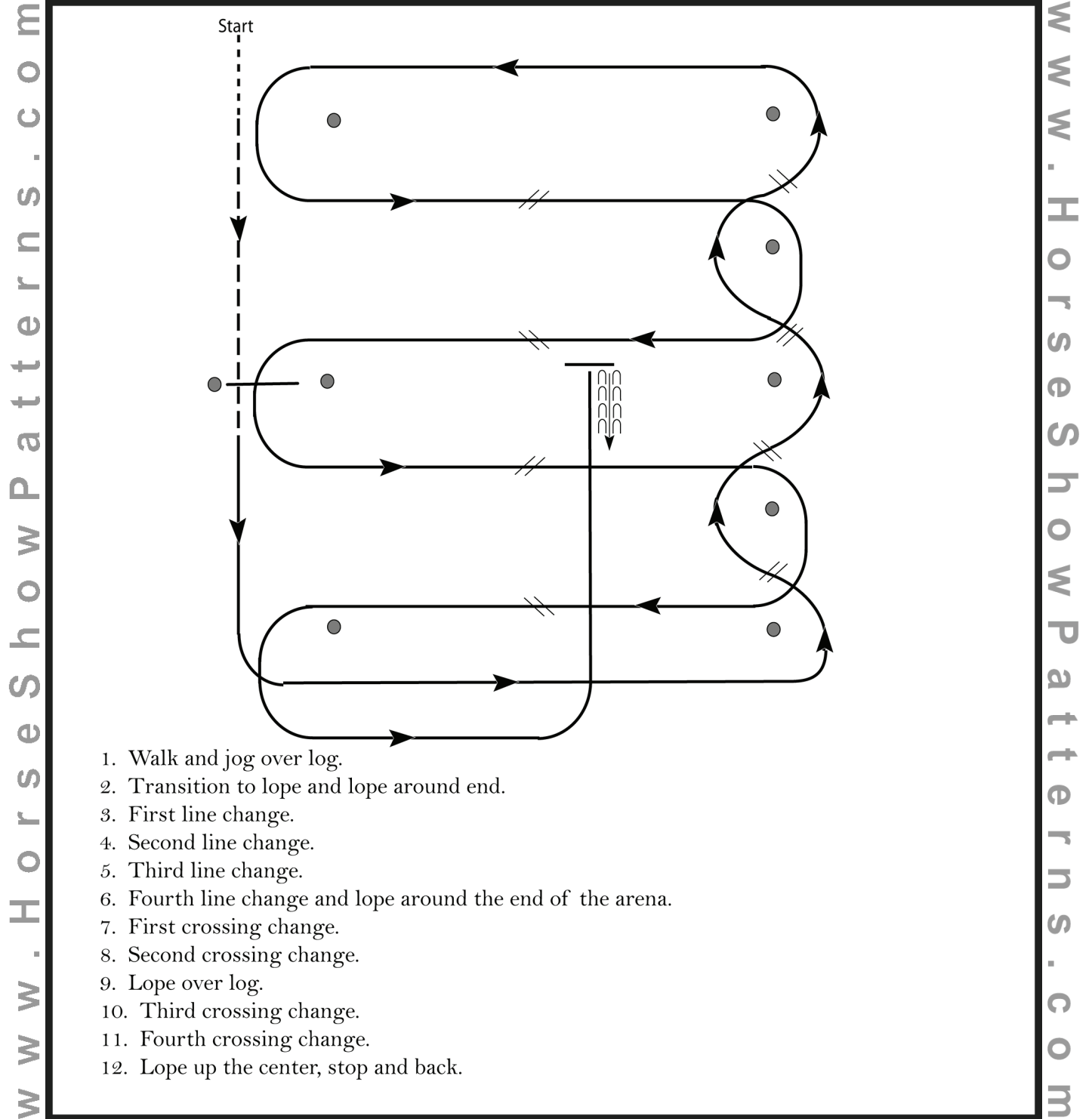
1. 360 turn to the left, lope left lead and change leads when even with cone E.
2. Walk around cone B.
3. Jog and extend jog square around cone E to cone D.
4. Turn approx 270 to the right (face C) and back one horse length
5. Right lead with speed to cone C and stop. Hesitate and walk.

WALK
JOG/TROT
EXTENDED JOG/TROT -----
LOPE/CANTER _____
EXT/GALLOP _____
STOP ◻
BACK ∇
TURN ○
LEAD CHANGE //

2023 Emerald

SHOW TWO (JR SR YTH AM SLCT MSTRS)

Show Date:



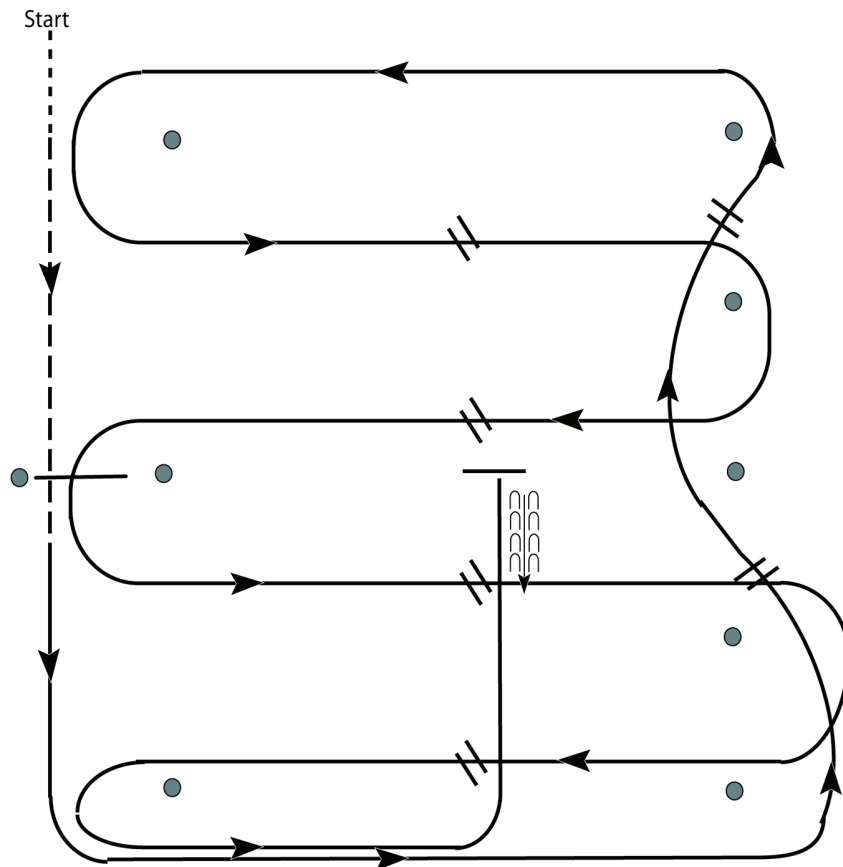
Pattern Provided by:

[WR/OP-1]

2023 Emerald

SHOW TWO (RK L1 GREEN NOVICE)

Show Date:



1. Walk at least 15' & jog over log.
2. Transition to left lead and 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. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

[WR/GP-1]

Pattern Provided by: