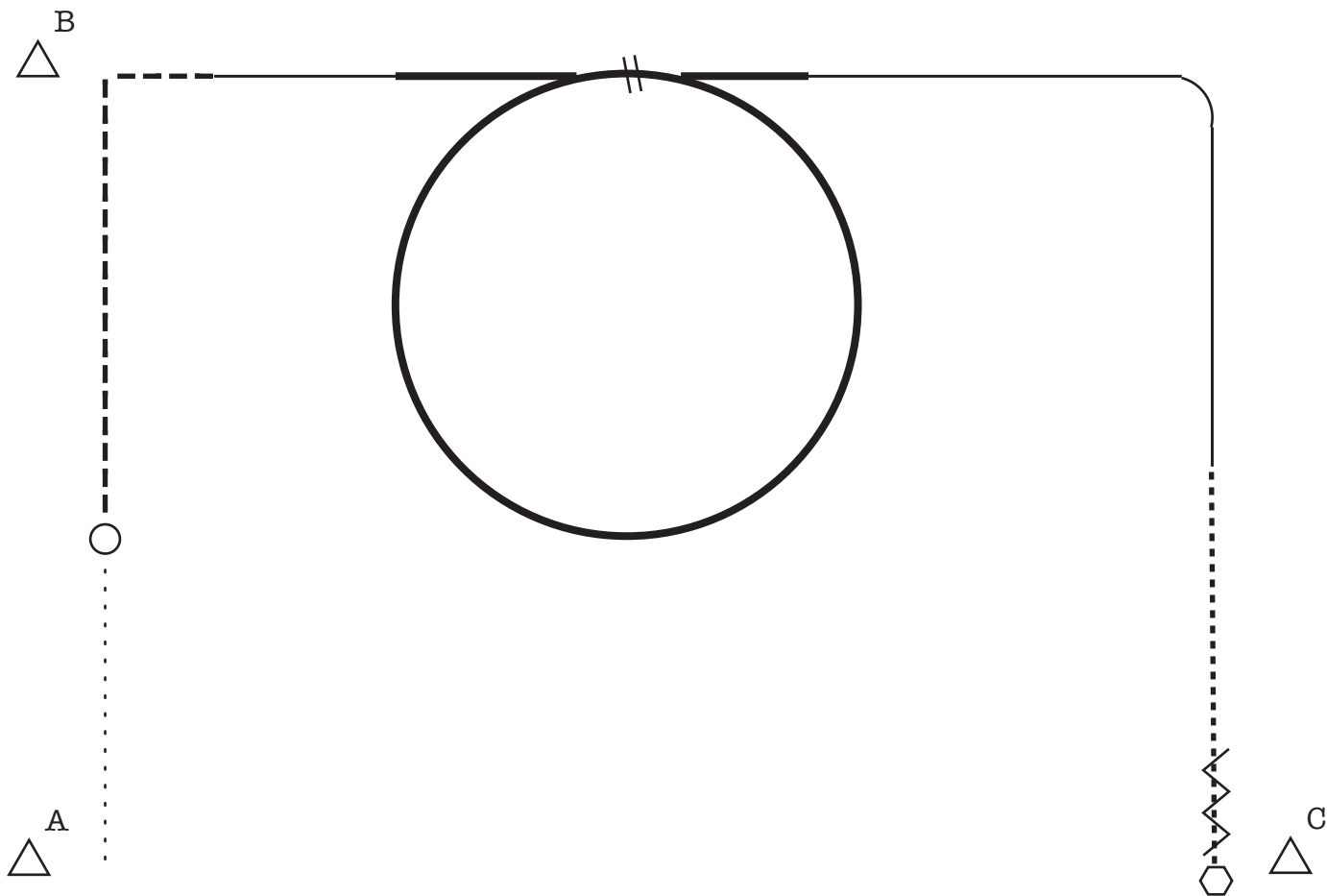


Horsemanship

Youth, Amateur, Select

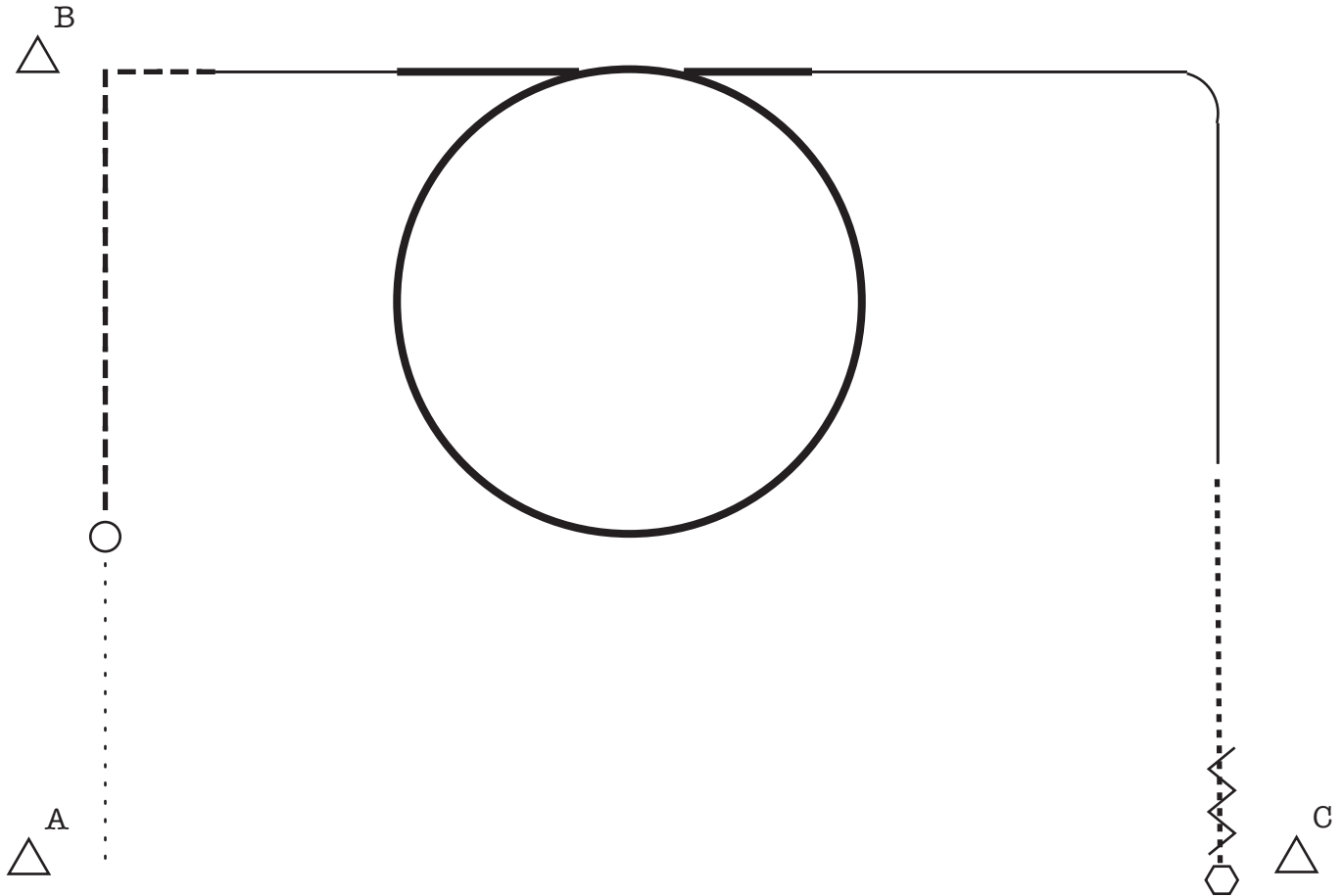


1. Be ready at cone A. Walk with a moderate pace halfway to cone B.
2. When halfway to cone B stop and execute a full turn to the right and extend jog.
3. Extended jog square corner at B and lope right lead.
4. Build into an extended lope and circle to the right.
5. At the close of the circle change leads
6. Reduce speed and counter canter corner.
7. Jog halfway to C.
8. At C stop and back.

- WALK ······
- JOG/TROT ······
- EXTENDED JOG/TROT - - - - -
- LOPE/CANTER _____
- EXT/GALLOP _____
- STOP ◻
- BACK ↘ ↙ ↘ ↙
- TURN ○
- LEAD CHANGE ||

Horsemanship

All Rookie & Level One

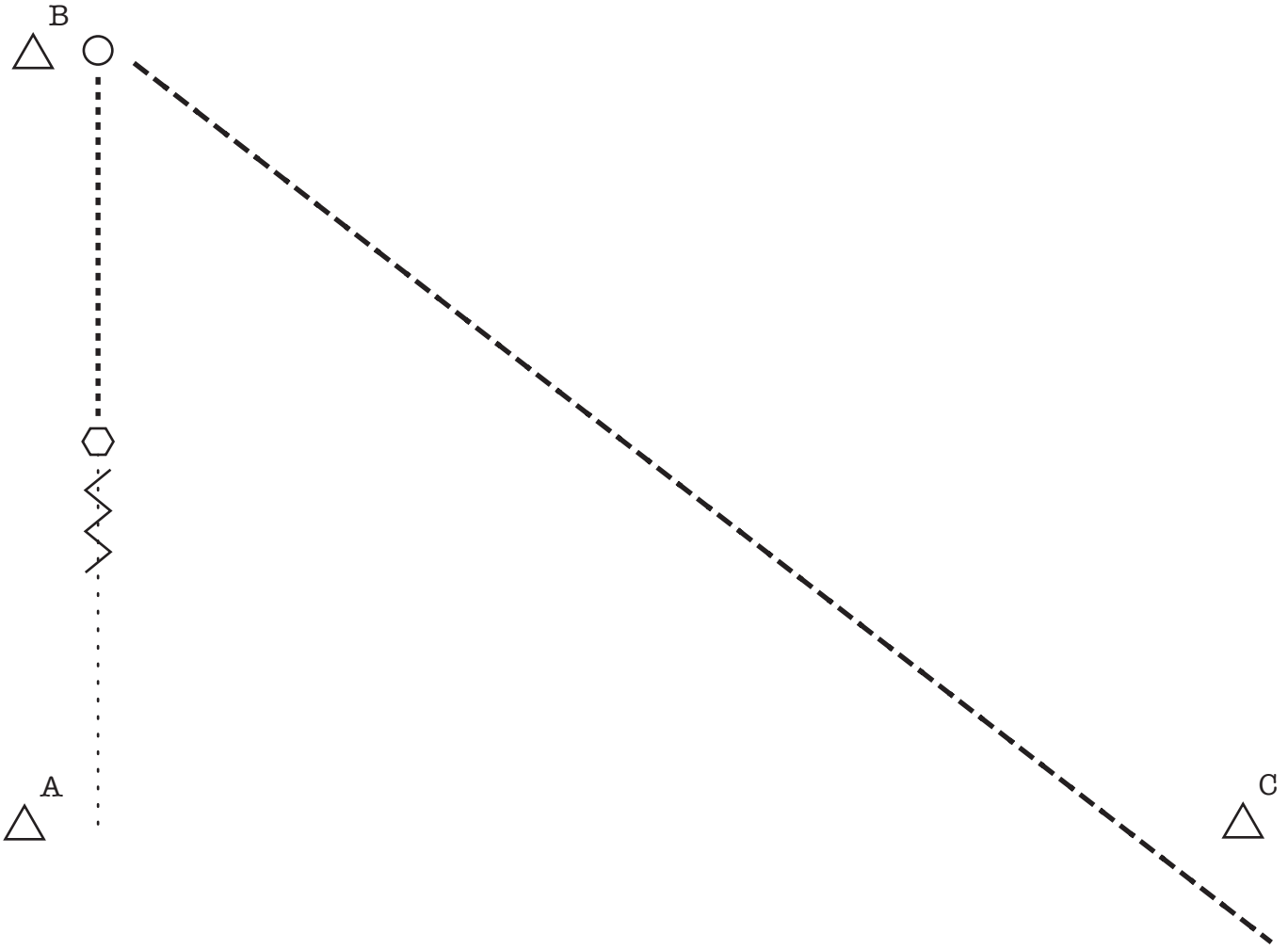


1. Be ready at cone A. Walk with a moderate pace halfway to cone B.
2. When halfway to cone B stop and execute a full turn to the right and extended jog.
3. Extended jog a square corner at B and lope right lead.
4. Build into an extended lope and circle to the right.
5. Reduce speed and lope corner.
6. Jog halfway to C.
7. At C stop and back.

- WALK ······
- JOG/TROT ······
- EXTENDED JOG/TROT - - - - -
- LOPE/CANTER _____
- EXT/GALLOP _____
- STOP ◻
- BACK ↘ ↙ ↘ ↙
- TURN ○
- LEAD CHANGE ||

Horsemanship

All Walk Trot

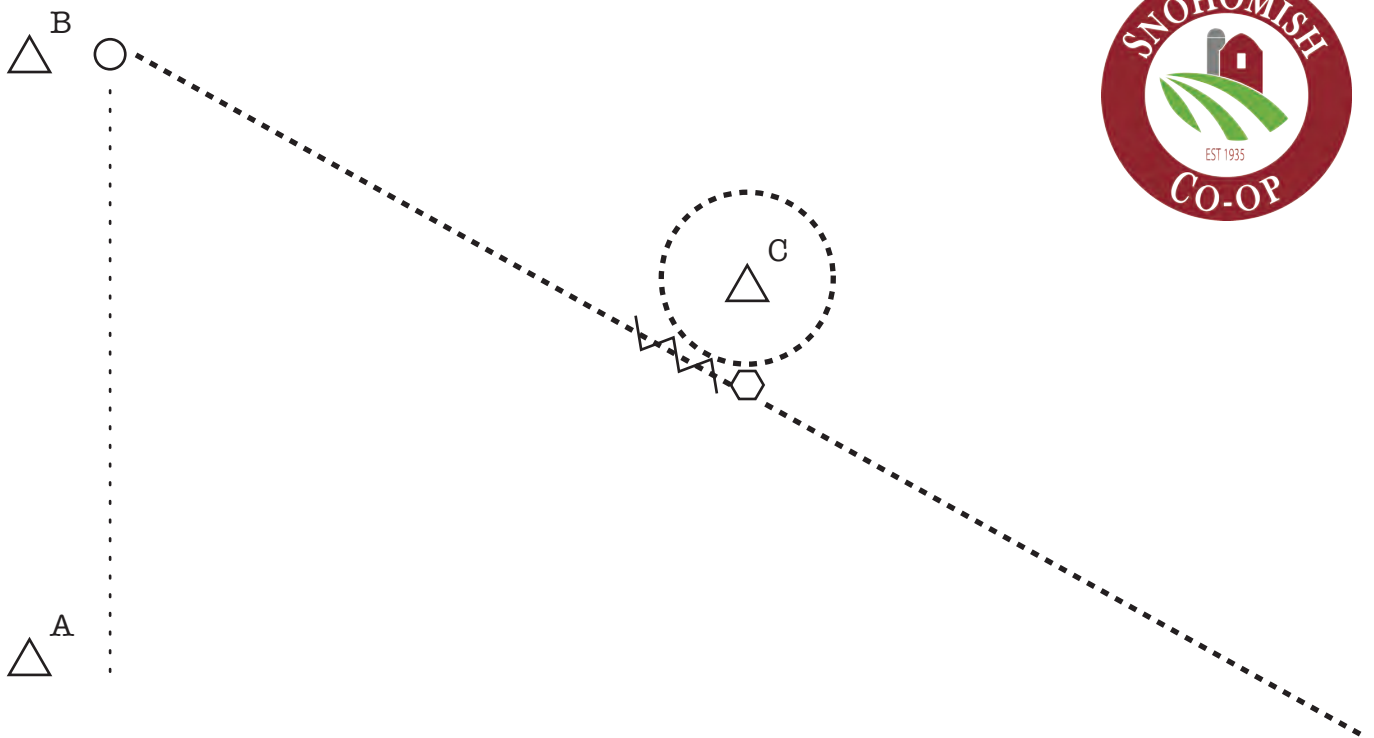
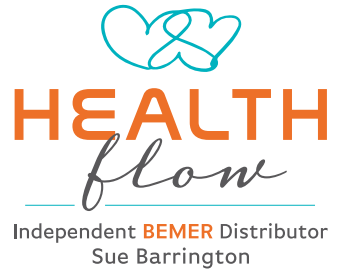


1. Be ready at cone A.
2. Walk halfway to cone B, stop and back.
3. Jog to cone B. Stop and turn approx 3/4 facing C.
4. Extend the jog past C.

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

Showmanship

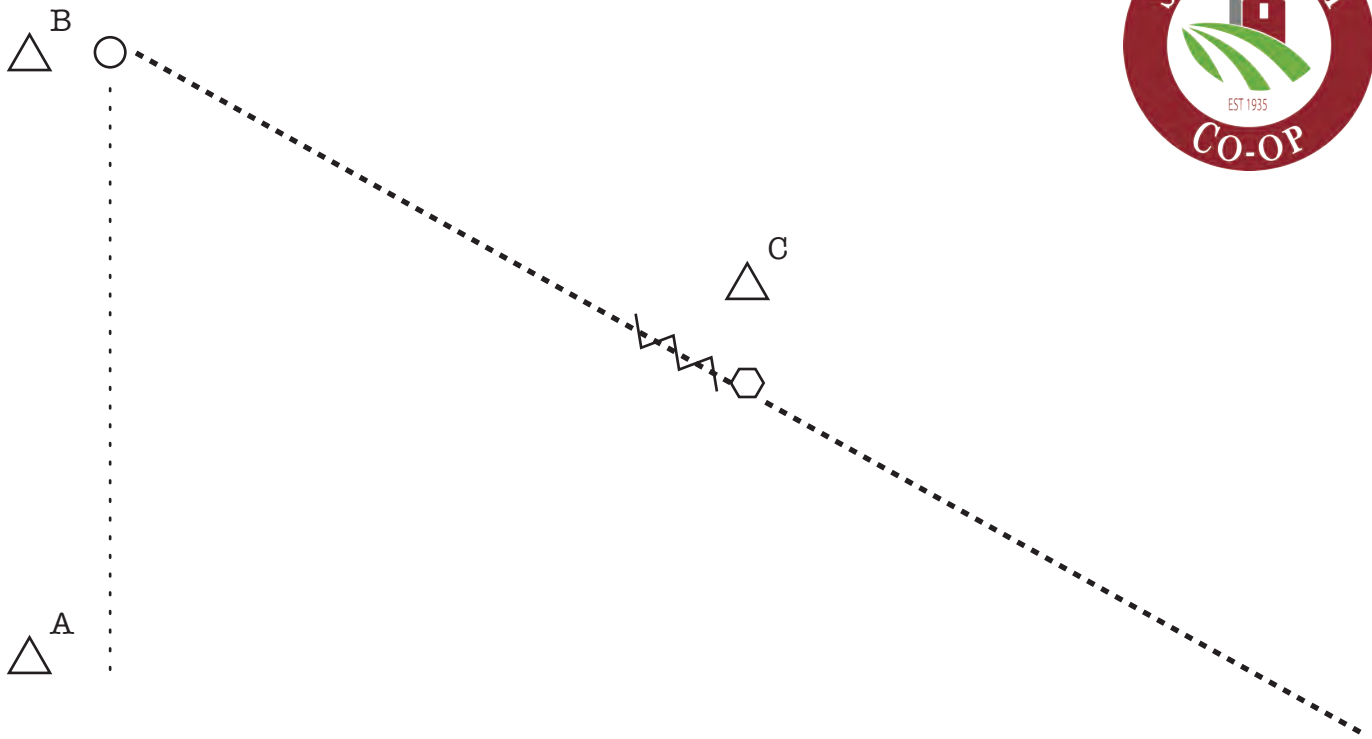
Youth, Amateur, Select



1. Be ready at cone A. Walk half way to cone B and extend the walk to B.
2. At B Stop and set up for inspection.
3. When excused execute approx 1 1/4 turn facing C
4. Trot to C. At C stop and back,
5. Trot a circle around C to the left and trot off pattern

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

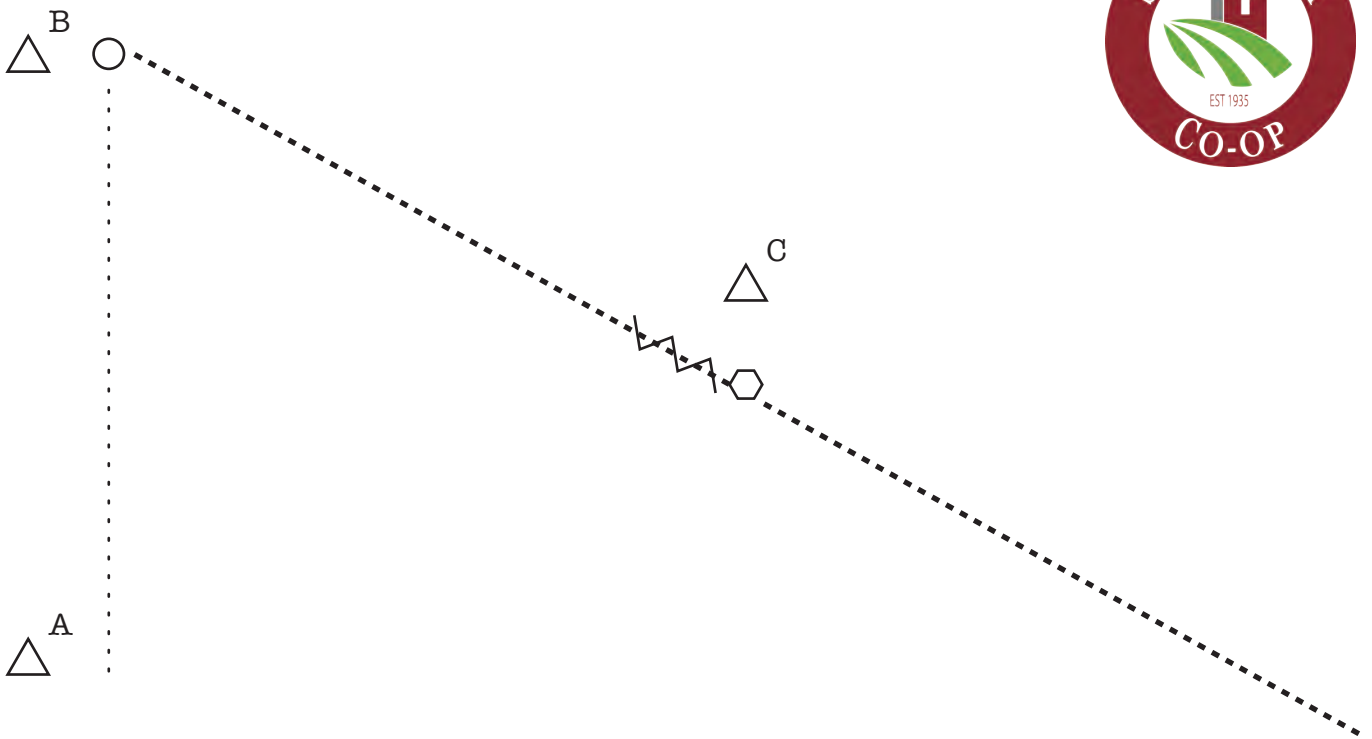
Showmanship All Rookie and Level One



1. Be ready at cone A. Walk half way to cone B and extend the walk to B.
2. At B Stop and set up for inspection.
3. When excused execute approx 1 1/4 turn facing C
4. Trot to C.
5. At C stop and back, trot away

- WALK ······
- JOG/TROT ······
- EXTENDED JOG/TROT - - - - -
- LOPE/CANTER _____
- EXT/GALLOP _____
- STOP ◻
- BACK ↘ ↗ ↘ ↗
- TURN ○
- LEAD CHANGE ||

Showmanship All Walk Trot

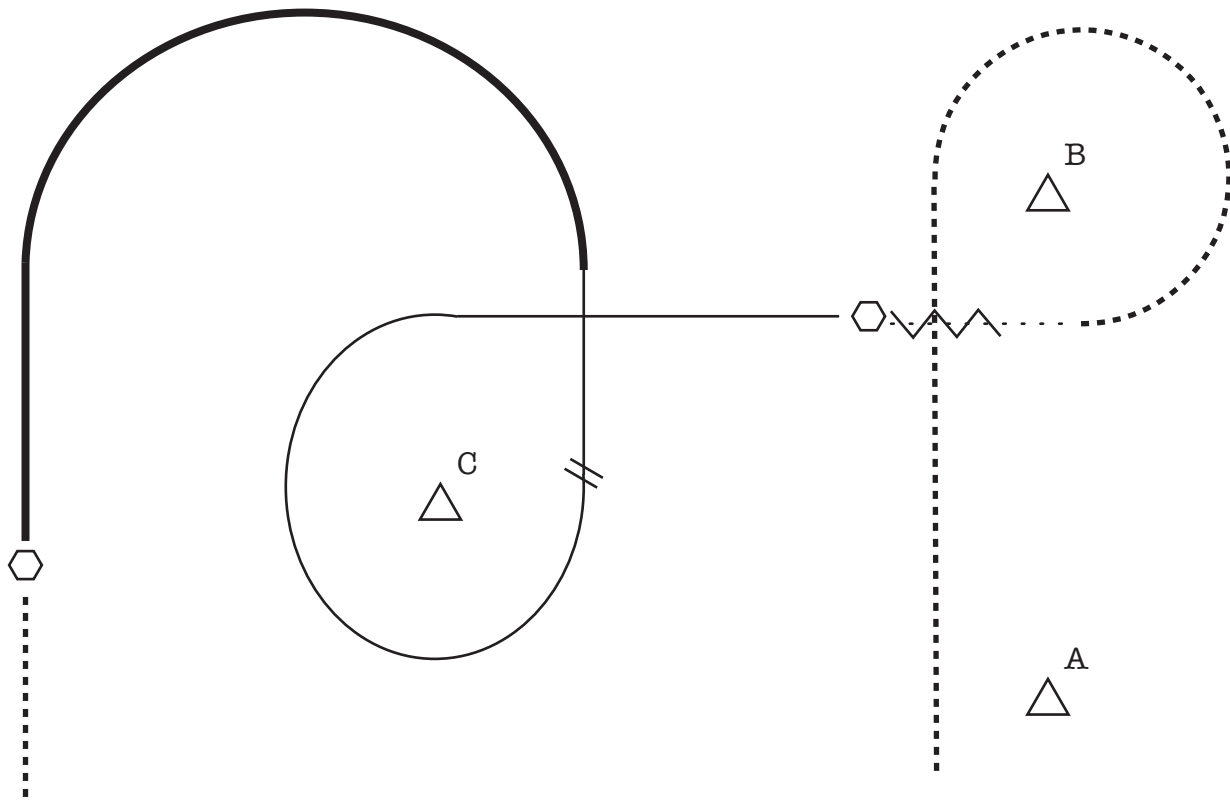


1. Be ready at cone A. Walk to cone B.
2. At B Stop and set up for inspection.
3. When excused execute approx 1 1/4 turn facing C
4. Trot to C.
5. At C stop and back, trot away

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

Equitation

Amateur, Youth & Select

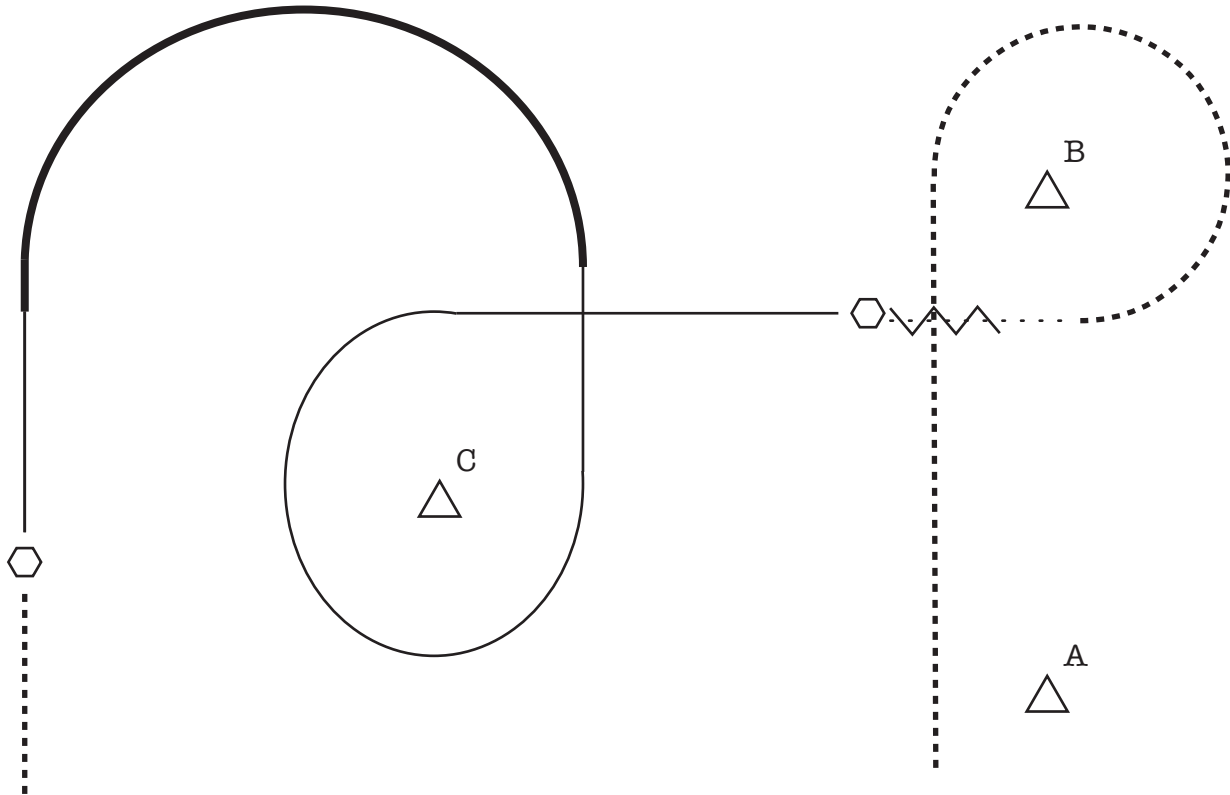


1. Be ready at A. Posting trot right diagonal, change diagonals half way.
2. Circle B and walk 1 horse length at B.
3. Stop and Back.
4. Right lead counter canter around C.
5. Change leads at C and build into a gallop.
6. Halt at C and hesitate, sitting trot away

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

Equitation

All Rookie & Level One

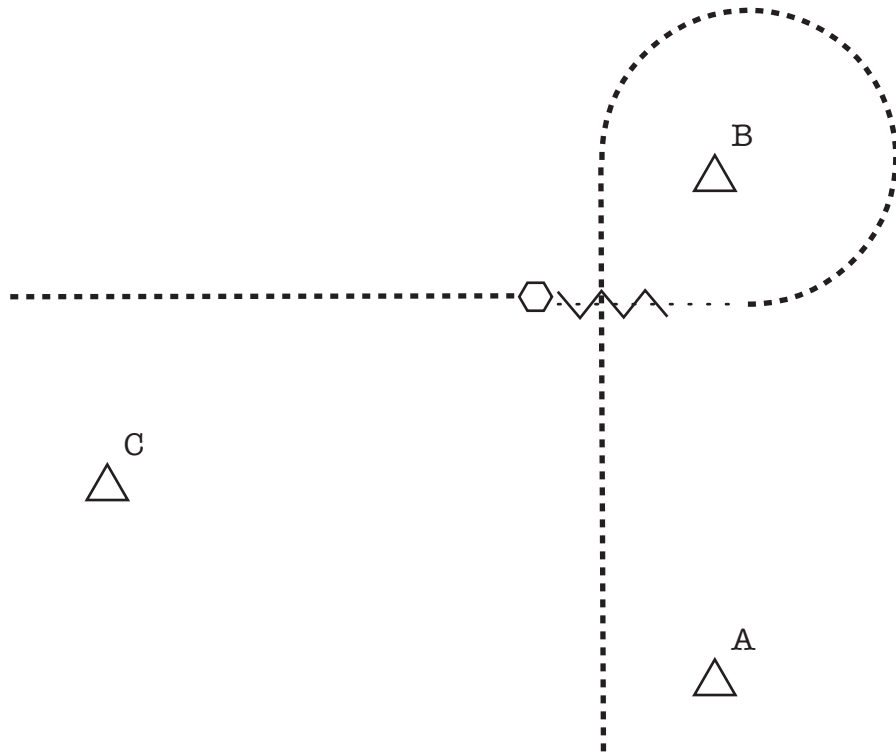


1. Be ready at A. Posting trot right diagonal, change diagonals half way.
2. Circle B and walk 1 horse length at B.
3. Stop and Back.
4. Left lead around C.
5. Build into a gallop.
6. Canter part way.
7. Halt at C and hesitate, sitting trot away

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

Equitation

All Walk Trot



1. Be ready at A. Posting trot right diagonal.
2. At B, change to left diagonal.
3. Circle B and walk 1 horse length at B.
4. Stop and Back.
5. Sitting trot, pattern is complete passing C.

WALK ······
 JOG/TROT ······
 EXTENDED JOG/TROT - - - - -
 LOPE/CANTER _____
 EXT/GALLOP _____
 STOP ◻
 BACK ↘↗
 TURN ○
 LEAD CHANGE ||

2024 NO SILVER NO SEQUINS

ALL LEVEL ONE

Show Date:

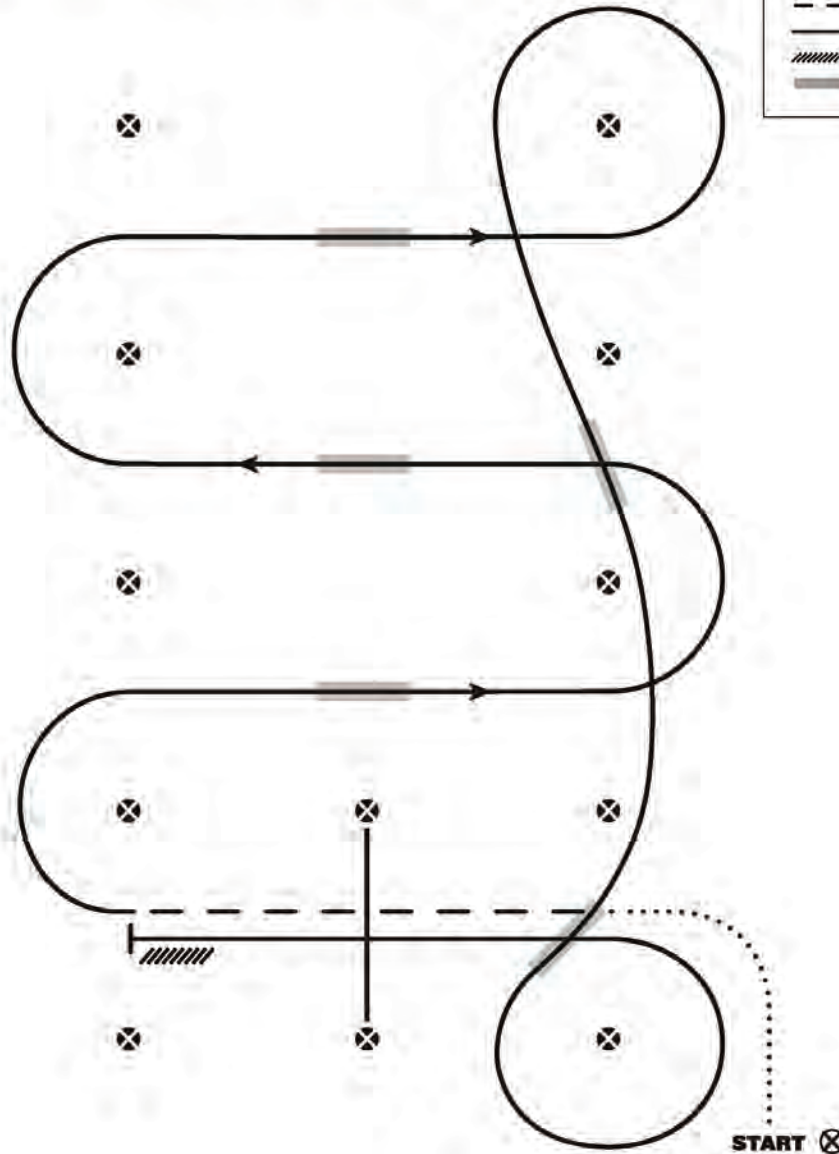
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LEVEL I WESTERN RIDING PATTERN 7

LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area



1. 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 right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle.
8. Lope over log
9. Stop & back



Revised 06-07-2021

Pattern Provided by:

[WR/GP-7]

2024 NO SILVER NO SEQUINS

OPEN AM SELECT YOUTH (SHOW ONE)

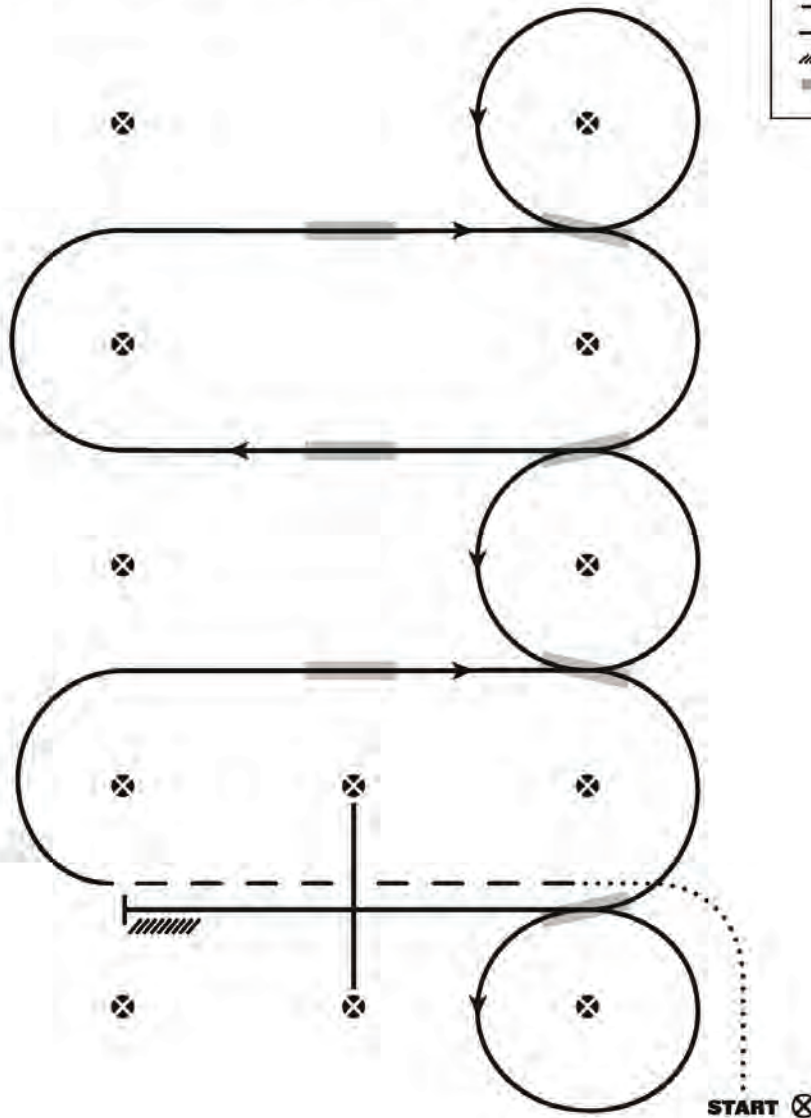
Show Date:

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

WESTERN RIDING - PATTERN 7

LEGEND	
.....	Walk
- - - -	Jog
————	Lope
//////	Back
————	Lead Changing Area



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



Revised 06-07-2021

Pattern Provided by:

[WR/OP-7]