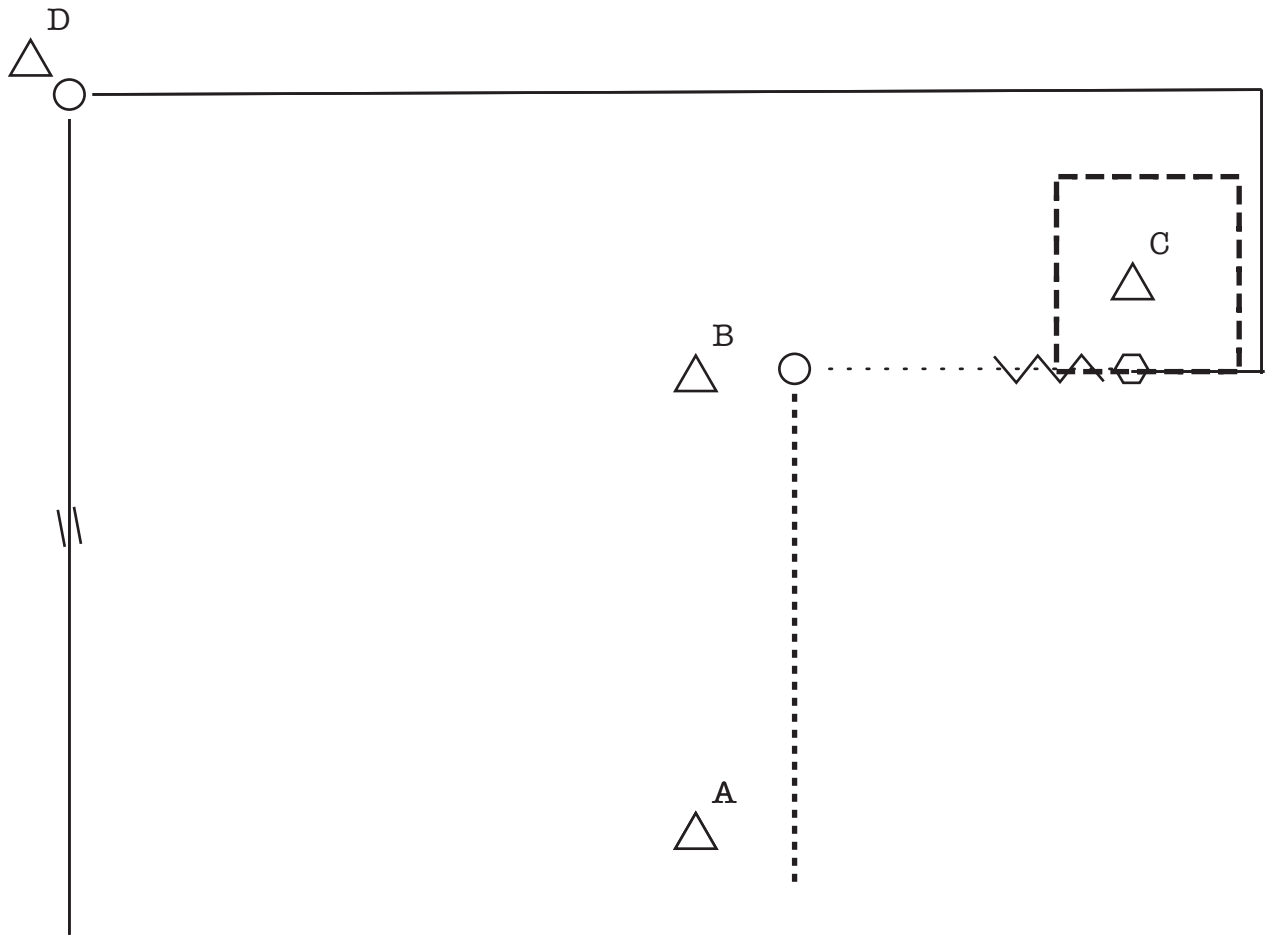


# Horsemanship

Youth, Amateur, Select  
All Breed Youth, Non Pro

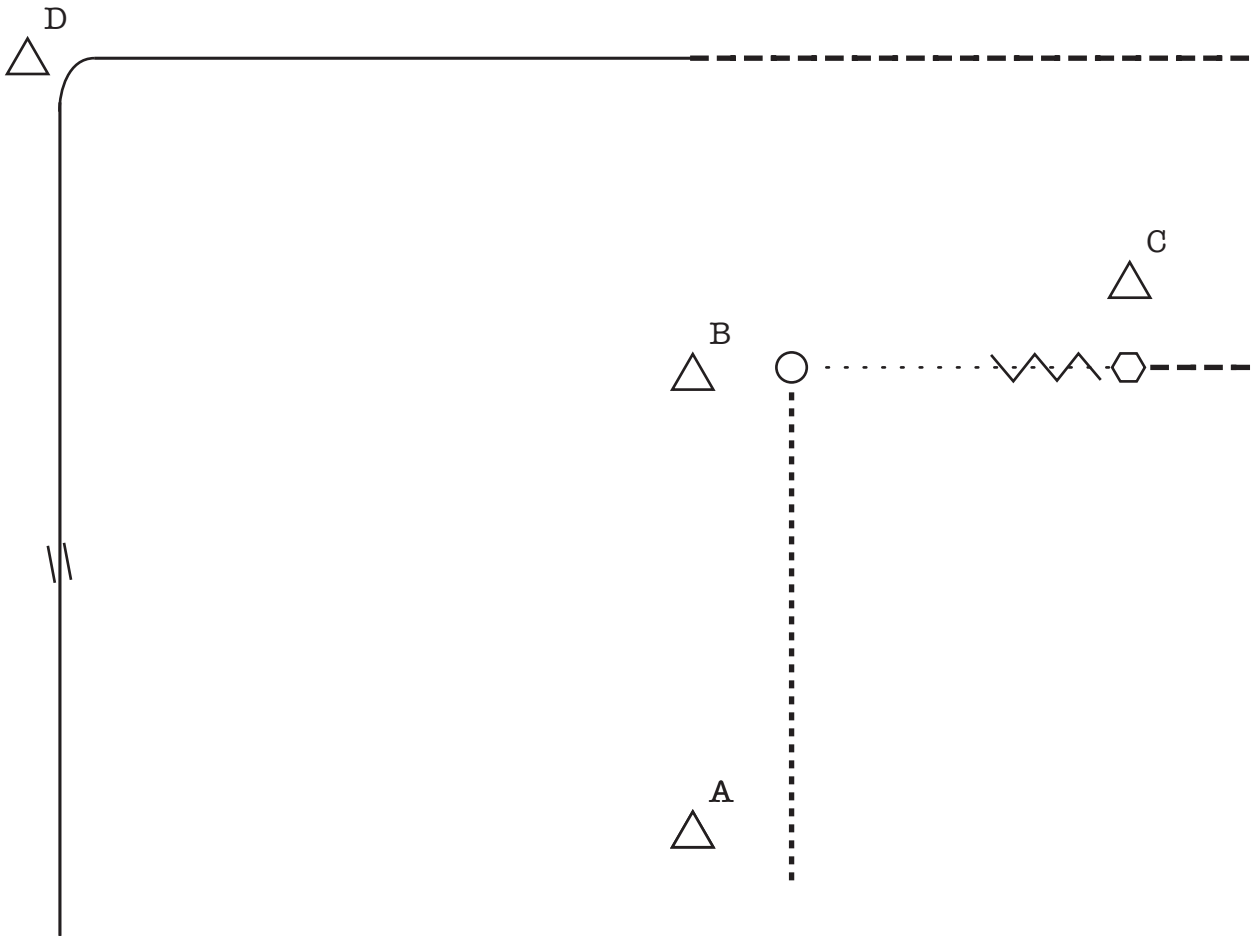


1. Be ready at cone A. Jog to cone B.
2. At B, stop and turn  $1 \frac{3}{4}$  to the left.
3. Walk to cone C, stop and back.
4. Extend jog and execute a square to the left around C.
5. Lope left lead at the close of the square.
6. Left lead square corners to D and stop.
7.  $\frac{3}{4}$  turn right and lope right lead with a moderate pace. Change leads between A and B, pattern is complete passing A.

WALK .....  
 JOG/TROT .....  
 EXTENDED JOG/TROT - - - - -  
 LOPE/CANTER \_\_\_\_\_  
 EXT/GALLOP \_\_\_\_\_  
 STOP ◻  
 BACK √ √ √ √  
 TURN ○  
 LEAD CHANGE ||

# Horsemanship

All Rookie & Level One  
All Breed Level One

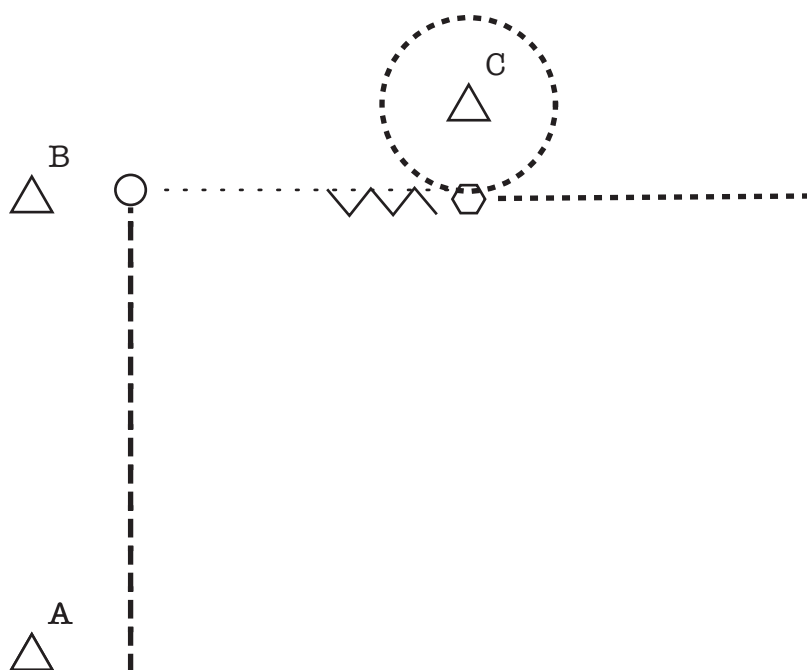


1. Be ready at cone A. Jog to cone B.
2. At B, stop and turn 3/4 to the left.
3. Walk to cone C, stop and back.
4. Extend the jog, 2 square corners to the left around C.
5. Lope left lead at B
6. Simple change between cones A and B

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

# Horsemanship

## All Walk Trot



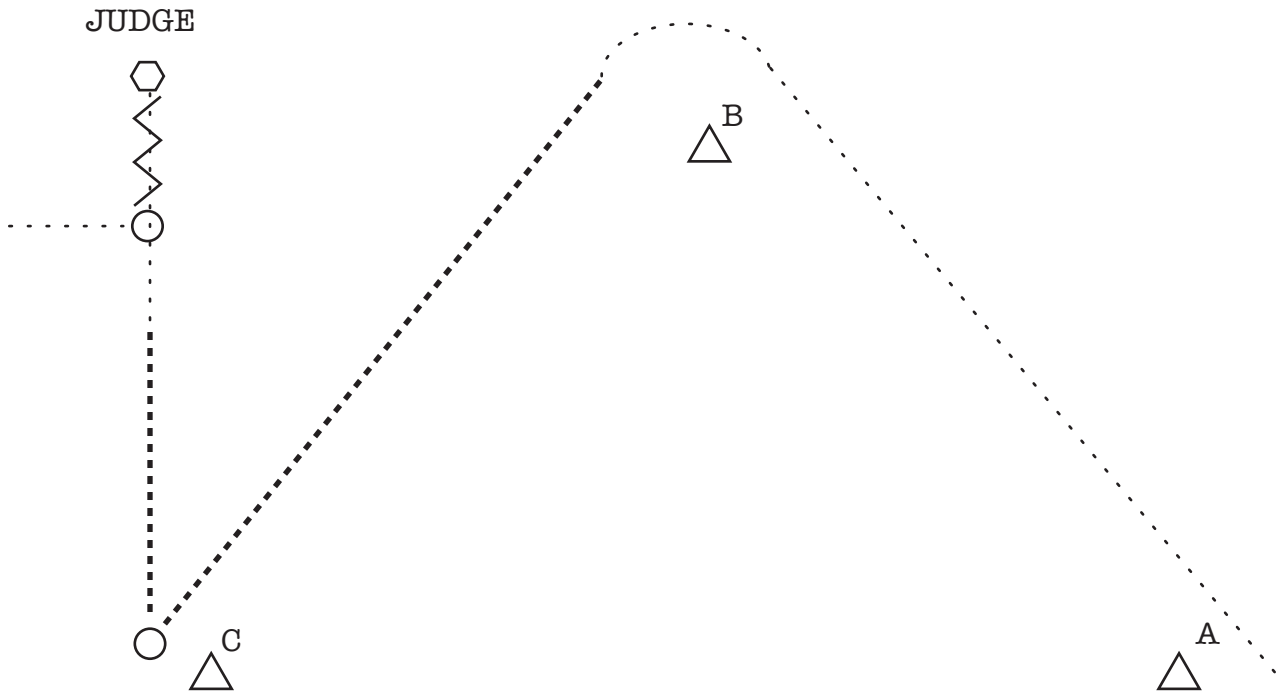
1. Be ready at cone A. Extend jog to cone B.
2. At B, stop and turn 1/4 to the right.
3. Walk to cone C, stop and back.
4. Jog a circle around C and jog to exit

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

# Showmanship

## All Rookie and Level One

### All Breed Level One

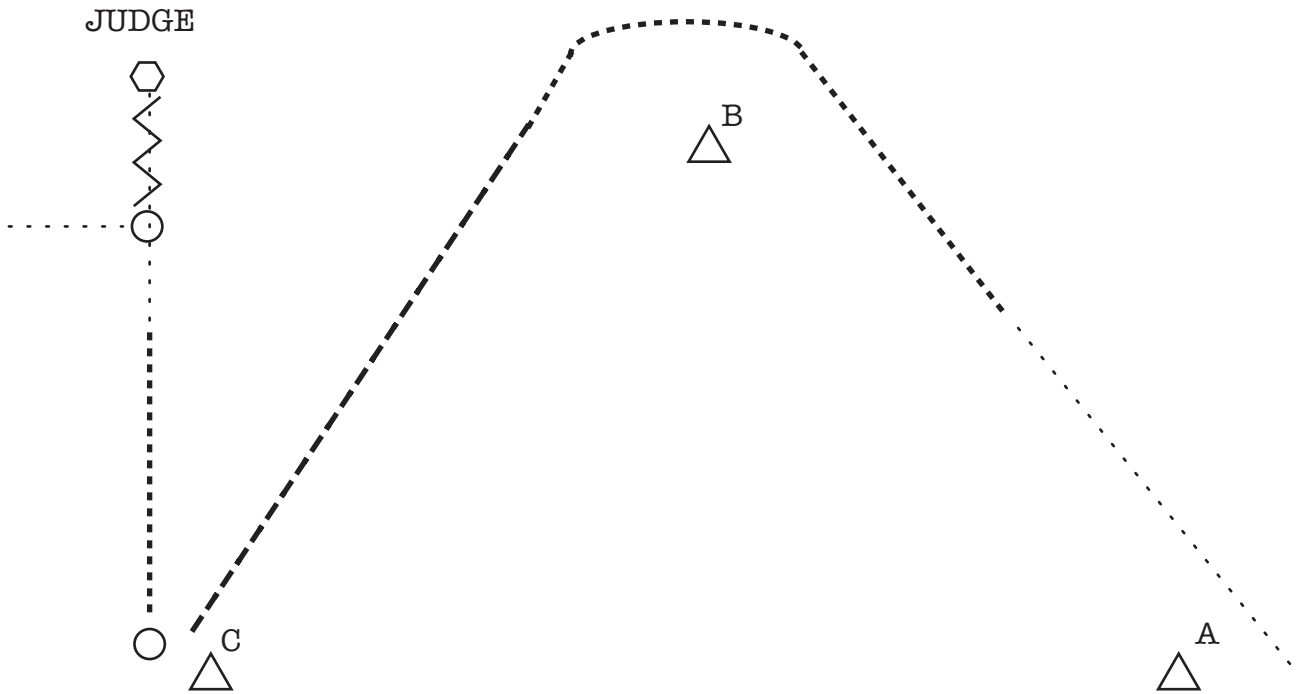


1. Be ready at cone A. Walk briskly to and around cone B
2. Trot to cone C, stop and turn 1/4 until facing the judge
3. Trot half way to judge and walk
4. Walk to judge and set up for inspection.
5. When excused, back one horse length.
6. 3/4 turn and walk away.

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

# Showmanship

Youth, Amateur, Select  
All Breed Youth, Non Pro

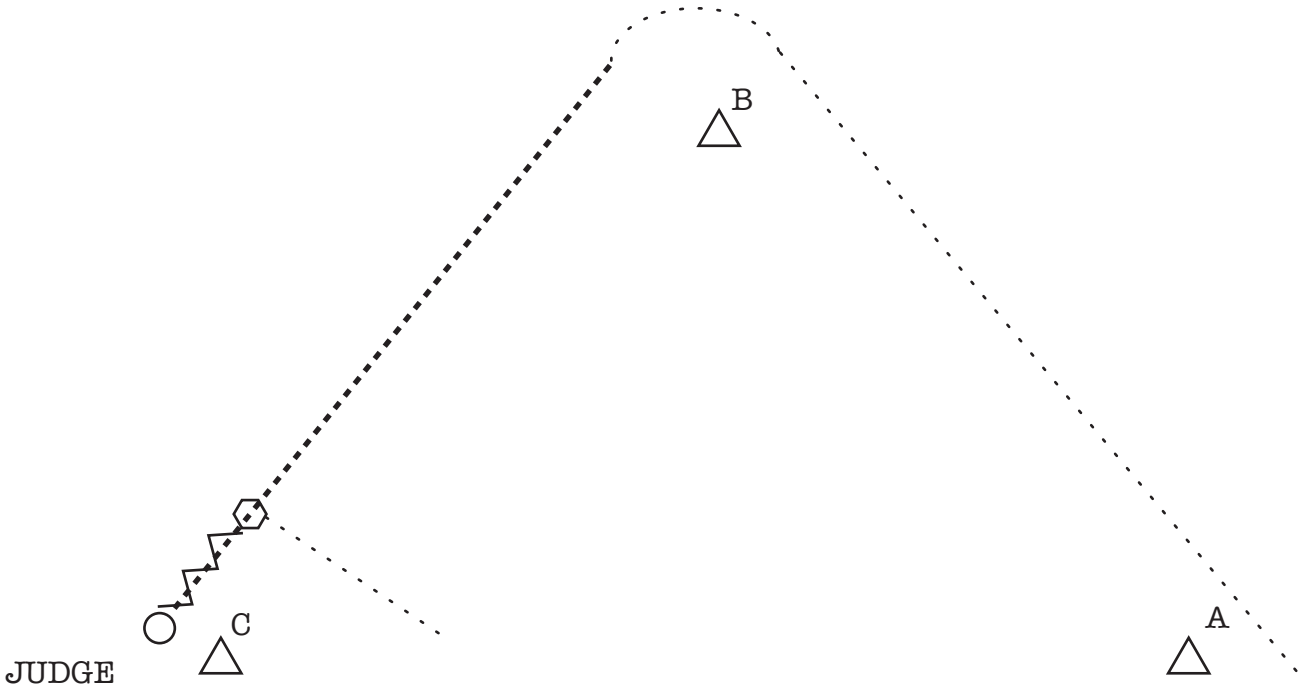


1. Be ready at cone A. Walk halfway to B and Trot around B and increase speed to C.
2. At C 1 1/4 turn and trot halfway to judge.
3. When half way to judge, walk
4. Walk to judge and set up for inspection.
5. When excused, back one horse length.
6. 1 3/4 turn and walk away.

WALK .....  
 JOG/TROT .....  
 EXTENDED JOG/TROT - - - - -  
 LOPE/CANTER \_\_\_\_\_  
 EXT/GALLOP \_\_\_\_\_  
 STOP ◡  
 BACK ↘↗  
 TURN ○  
 LEAD CHANGE ||

# Showmanship

## All Walk Trot

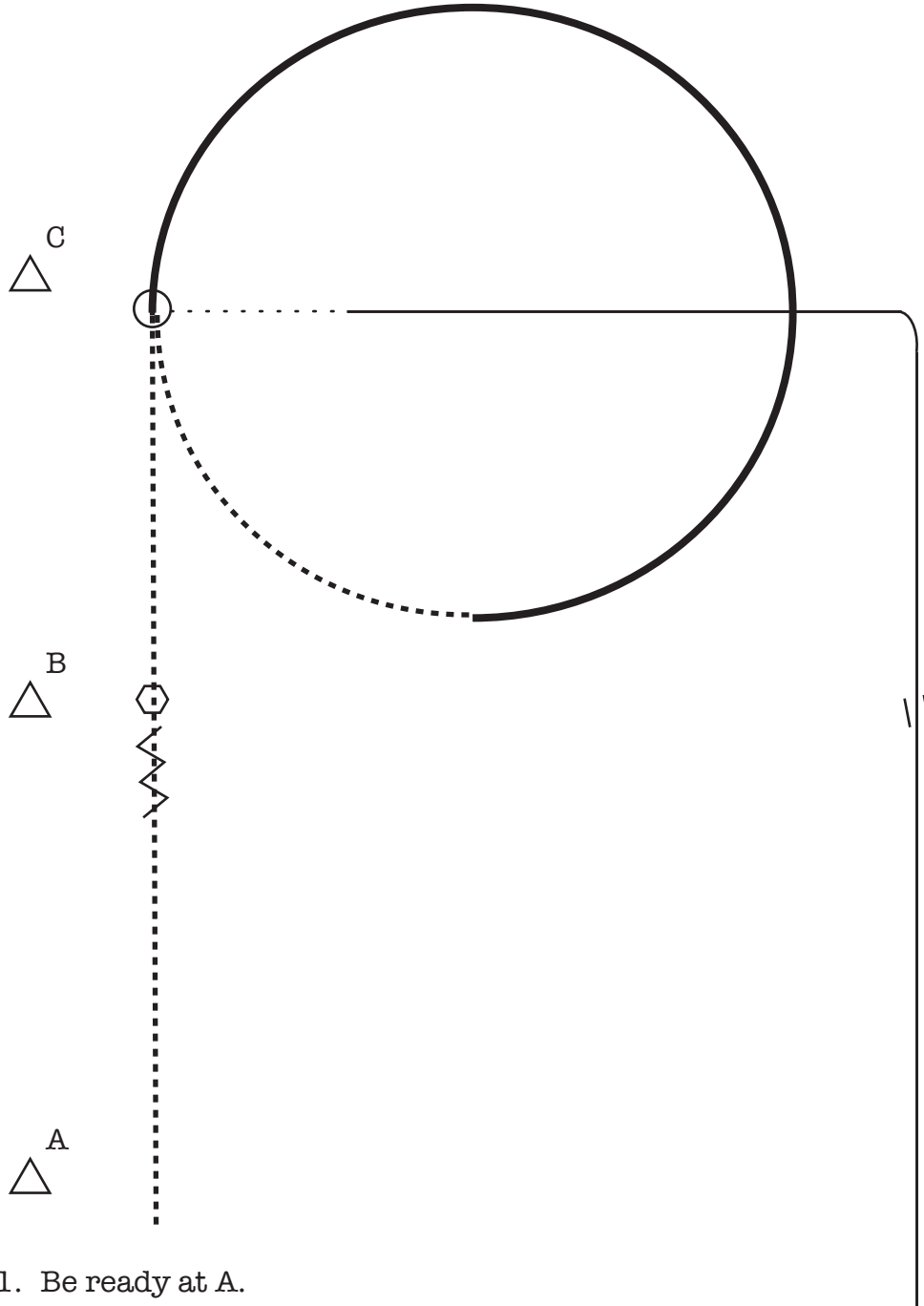


1. Be ready at cone A. Walk to and around cone B
2. Trot to cone C, stop and set up for inspection.
3. When excused back one horse length.
4. After backing, execute a 3/4 turn and walk away

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

# Equitation

Amateur, Youth & Select  
All Breed Youth, Non Pro



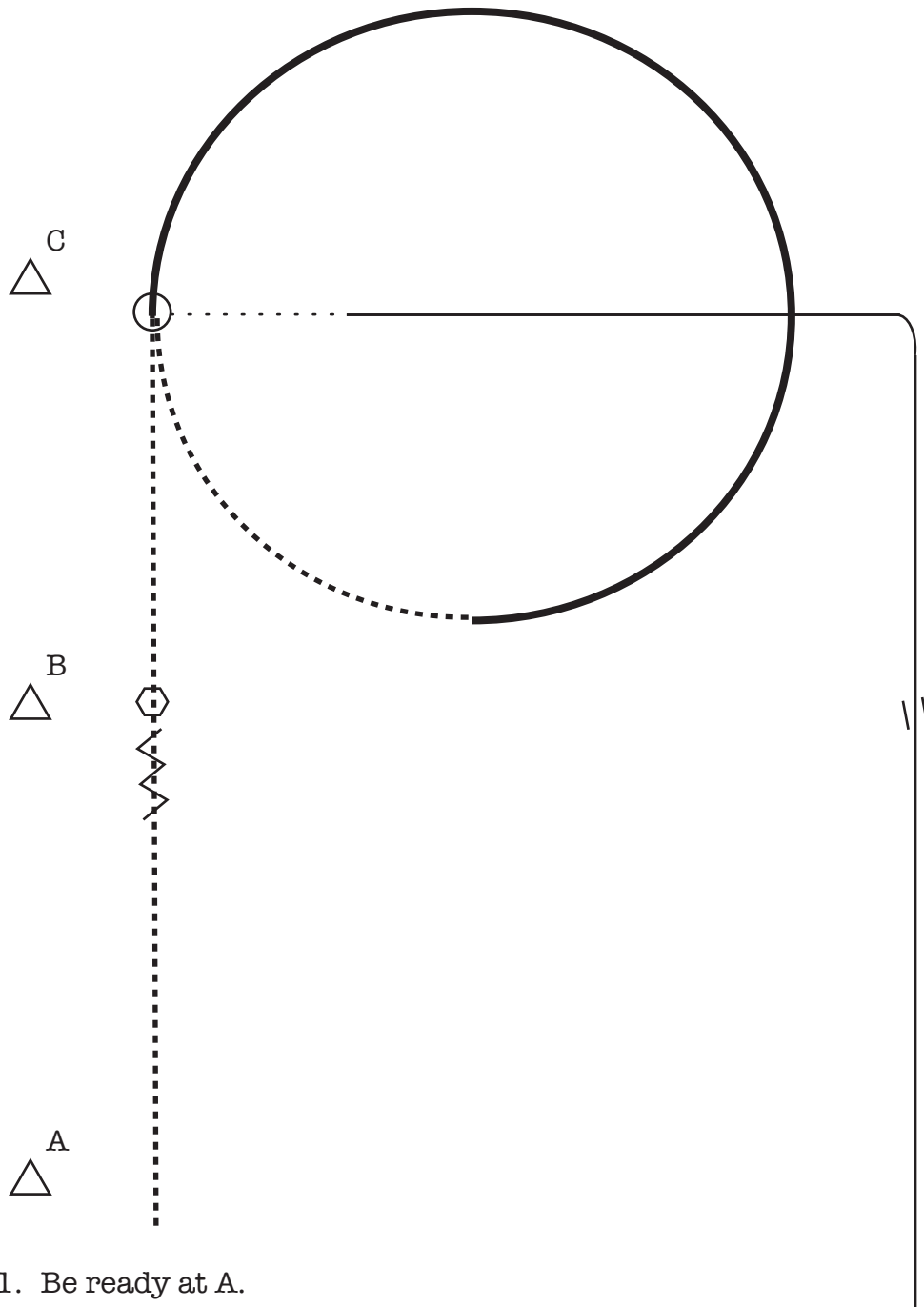
1. Be ready at A.
2. Sitting trot to B.
3. At B, stop and back one horse length.
4. Posting trot left diagonal to cone C.
5. At cone C, hand gallop 3/4 a circle.
6. Trot remaining 1/4 of circle remaining in the twopoint.
7. Stop at C, 3/4 turn on the forehand to the right (nose left) and walk with purpose.
8. Canter right lead around corner.
9. Change leads at B, pattern is complete passing A.

WALK ·········  
 JOG/TROT ·········  
 EXTENDED JOG/TROT - - - - -  
 LOPE/CANTER \_\_\_\_\_  
 EXT/GALLOP = = = = =  
 STOP ◻  
 BACK  
 TURN  
 LEAD CHANGE

# Equitation

All Rookie & Level One

All Breed Level One



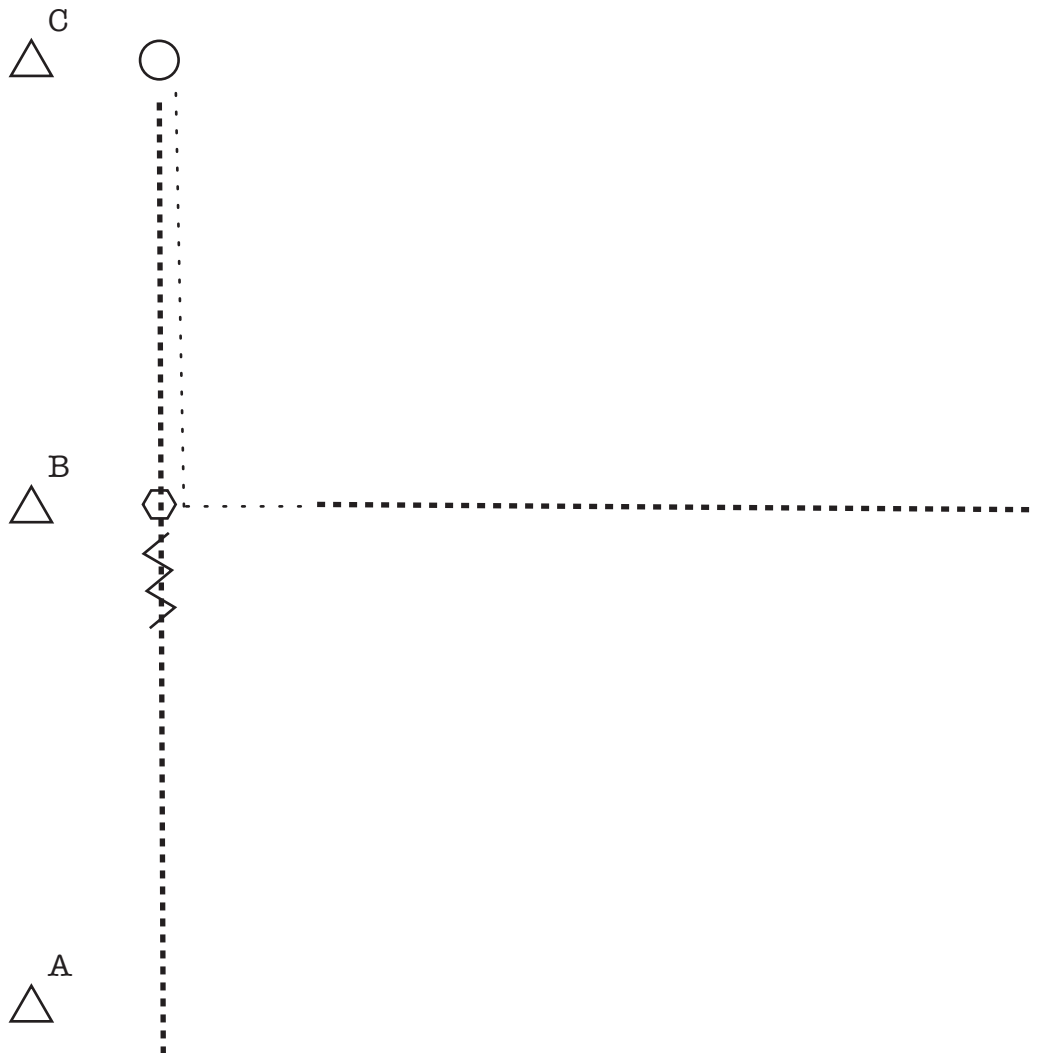
1. Be ready at A.
2. Sitting trot to B.
3. At B, stop and back one horse length.
4. Posting trot left diagonal to cone C.
5. At cone C, hand gallop  $\frac{3}{4}$  a circle.
6. Trot remaining  $\frac{1}{4}$  of circle.
7. Stop at C,  $\frac{3}{4}$  turn on the forehand to the right (nose left) and walk with purpose.
8. Canter right lead around corner. Simple lead change at B, pattern is complete passing A.

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



# Equitation

## All Walk Trot



1. Be ready at A.
2. Sitting trot to B.
3. At B, stop and back one horse length.
4. Posting trot left diagonal to cone C.
5. Half turn on the forehand to the right (nose left) and walk with purpose to B. At B turn and walk away. After one horse length, posting trot right diagonal to exit.

WALK ······  
 JOG/TROT ······  
 EXTENDED JOG/TROT - - - - -  
 LOPE/CANTER \_\_\_\_\_  
 EXT/GALLOP \_\_\_\_\_  
 STOP ◻  
 BACK √√√  
 TURN  
 LEAD CHANGE

# 2024 NO SILVER NO SEQUINS

## ALL LEVEL ONE (SHOW 2)

:

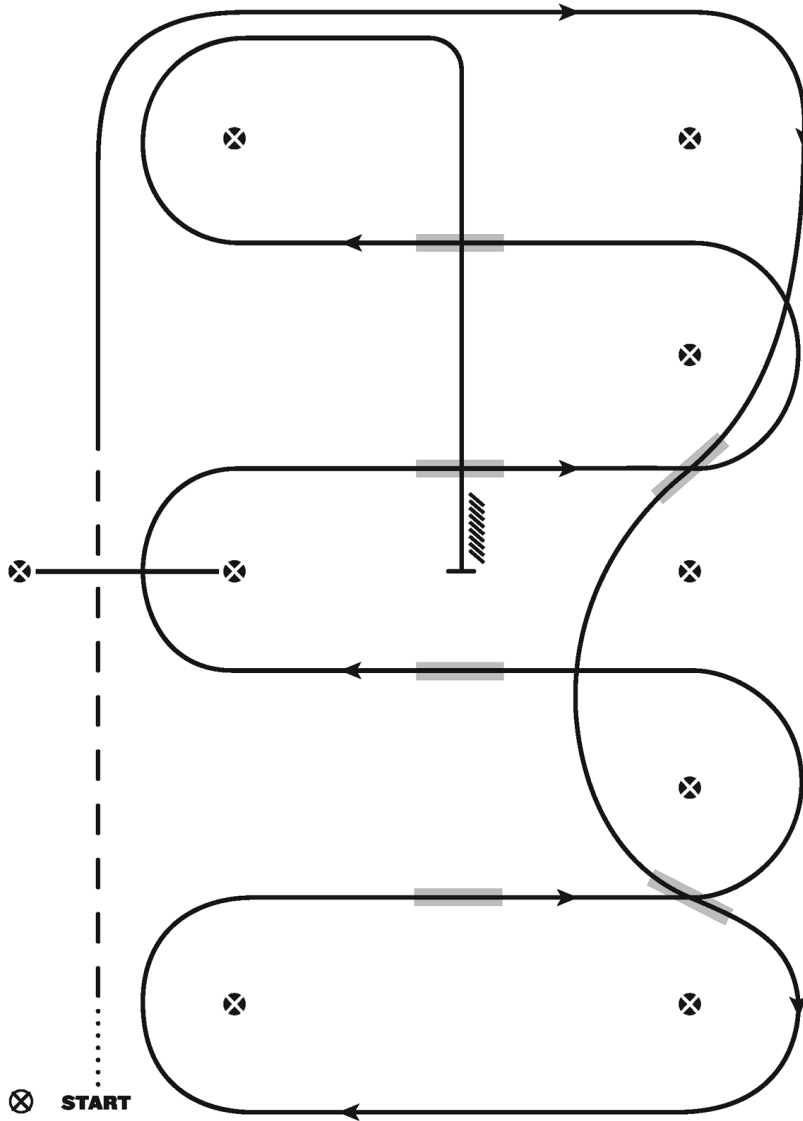
W W W . H o r s e S h o w P a t t e r n s . c o m

W W W . H o r s e S h o w P a t t e r n s . c o m

### LEVEL I WESTERN RIDING PATTERN 6

#### LEGEND

.....	Walk
- - - -	Jog
————	Lope
//////	Back
————	Load Changing Area



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the 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 & back

Revised 06-07-2021

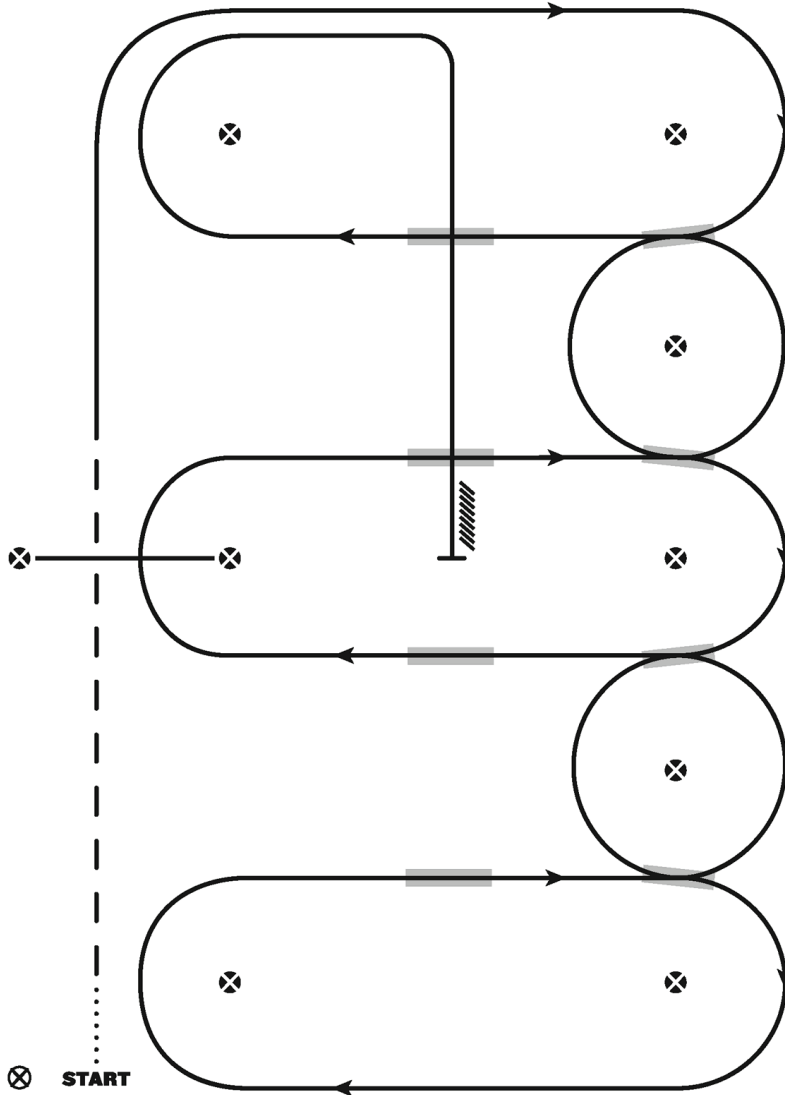
# 2024 NO SILVER NO SEQUINS

## OPEN YOUTH AM ALL BREED YOUTH AND NON PRO (SHOW 2)

### WESTERN RIDING - PATTERN 6

### LEGEND

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



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

Revised 06-07-2021