

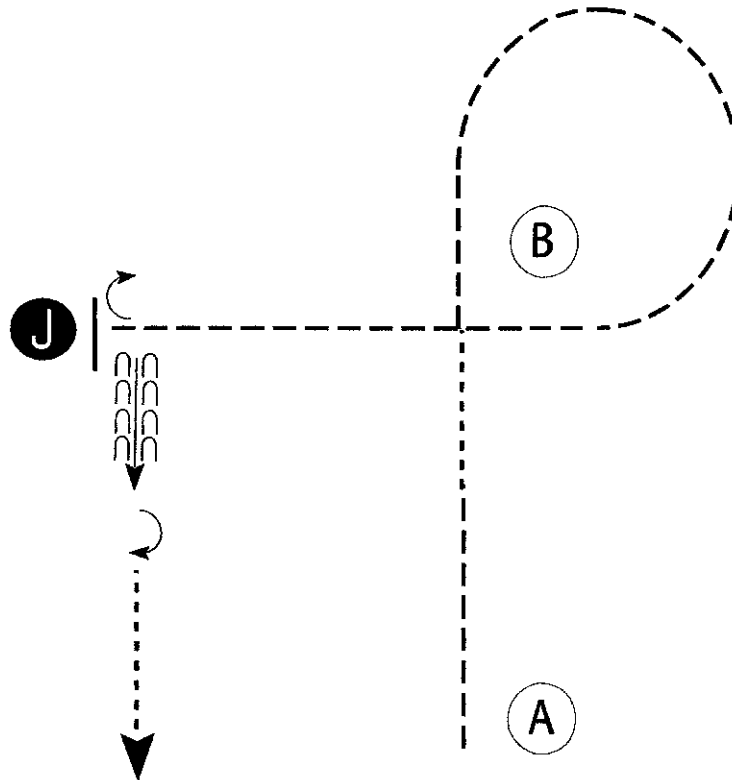
ROOKIE & LEVEL 1 YOUTH & AMATEUR SHOWMANSHIP

ALL YOUTH, AMATEUR & SELECT AMATEUR SHOWMANSHIP

Show Date:

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Be ready at A.

1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot to the judge. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and back approximately 2 horse lengths.
6. Perform a 180 degree turn and walk straight away.

Follow the instructions of your ring steward.

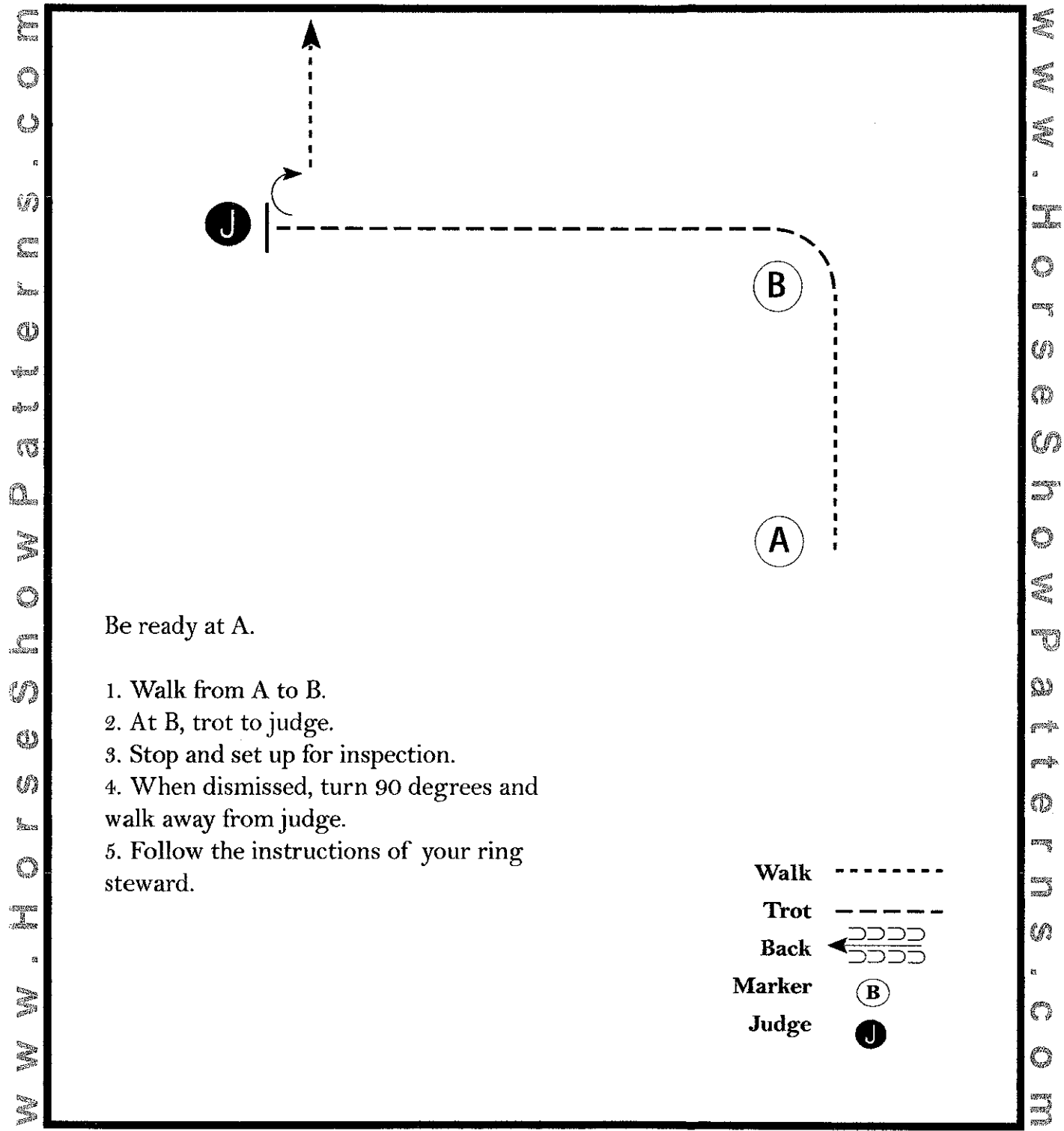
Walk -----
Trot - - - - -
Back ← ← ← ← ←
Marker (B)
Judge (J)

[S/2-78]

Pattern Provided by:
Will Knabenshue

Showmanship (Small Fry)

Show Date:



Be ready at A.

1. Walk from A to B.
2. At B, trot to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees and walk away from judge.
5. Follow the instructions of your ring steward.

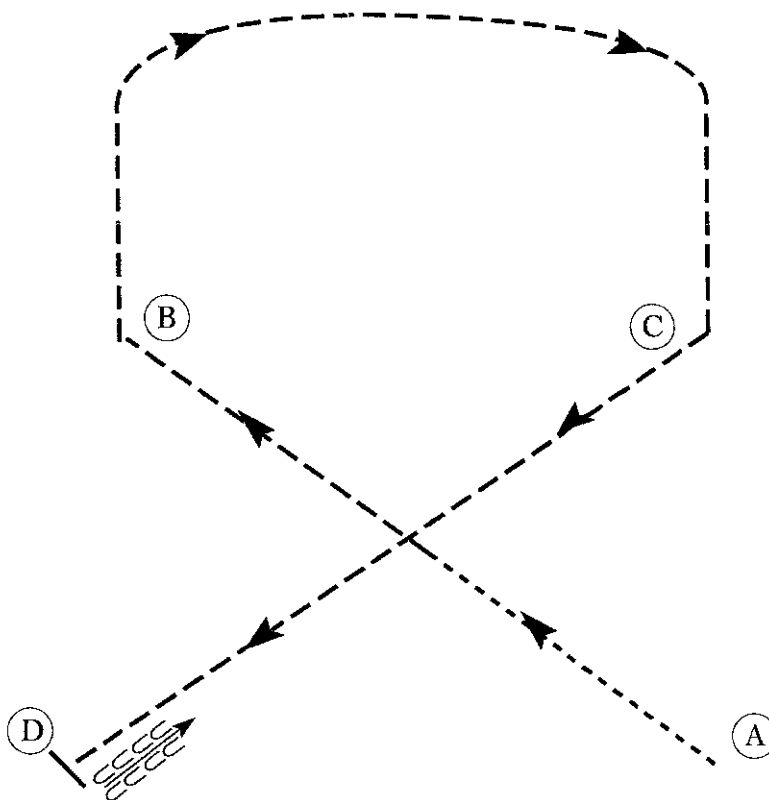
Walk -----
Trot - - - - -
Back ← ← ← ← ←
Marker (B)
Judge (J)

[SWT-11]

Pattern Provided by:
Will Knabenshue

LEVEL 1 YOUTH & AMATEUR WALK/TROT HUNT SEAT EQUITATION

Show Date:



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 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	(B)
Sidepass	←←←←←
Hand Gallop	-----

[HSE/WT-23]

Pattern Provided by:
Will Knabenshue

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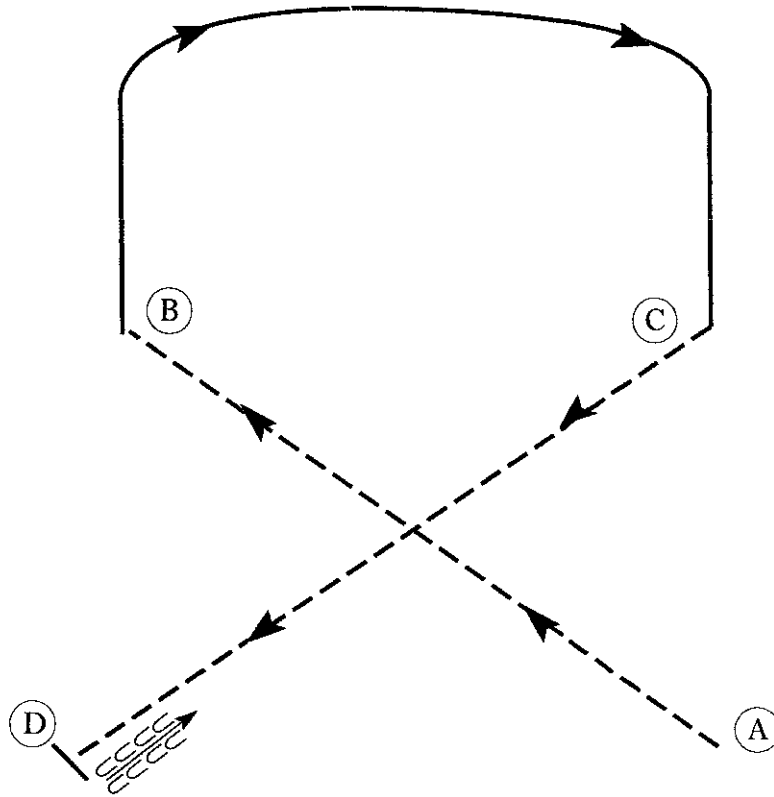
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ROOKIE & LEVEL 1 YOUTH & AMATEUR HUNT SEAT EQUITATION

Show Date:

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Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot 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	Ⓚ
Sidepass	←-←-←-←
Hand Gallop	-----

[HSE/1-23]

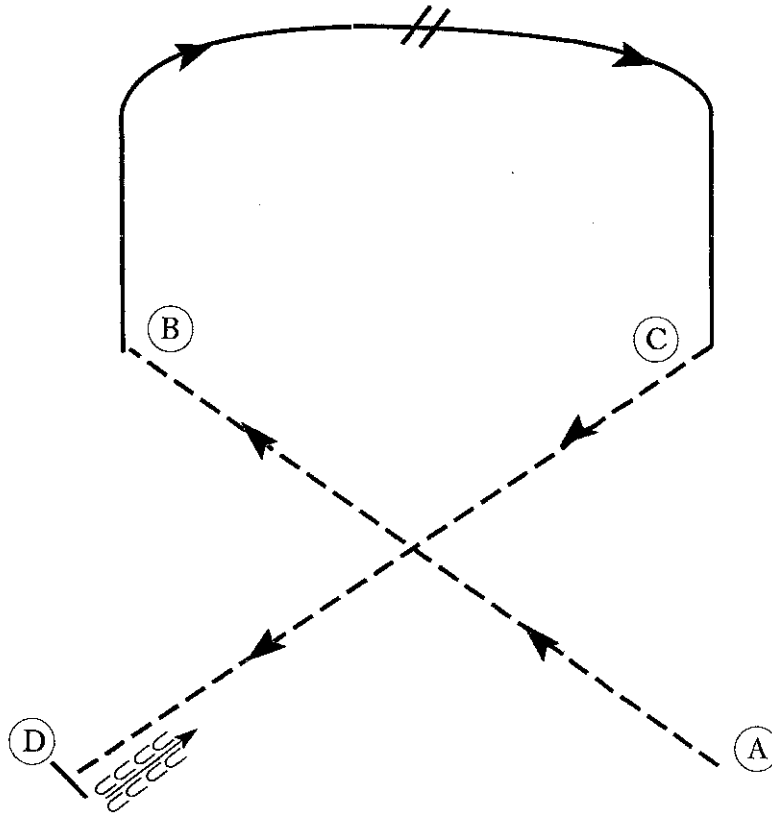
Pattern Provided by:
Will Knabenshue

Hunt Seat Equitation (Youth, Amateur, Select)

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



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.

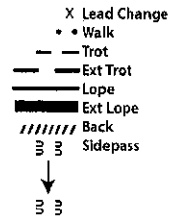
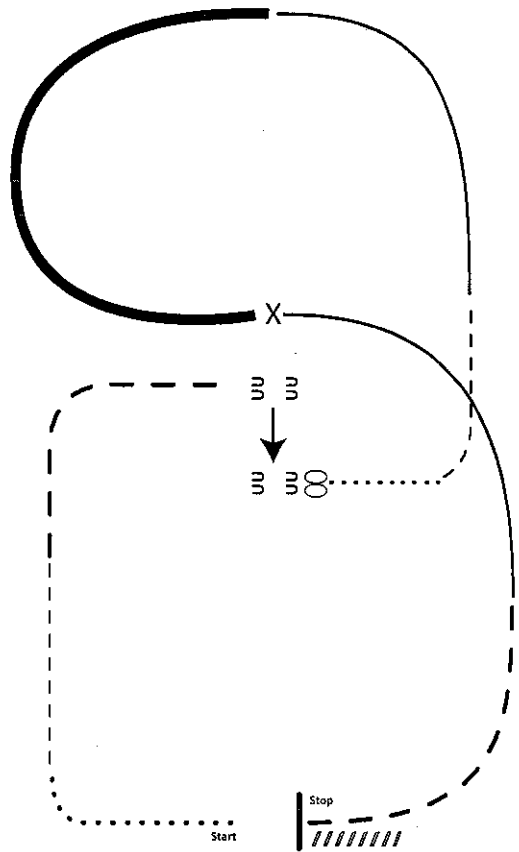
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↙
Back	←←←
Marker	(B)
Sidepass	←←←
Hand Gallop	-----

[HSE/3-23]

Pattern Provided by:
Will Knabenshue

ALL RANCH RIDING

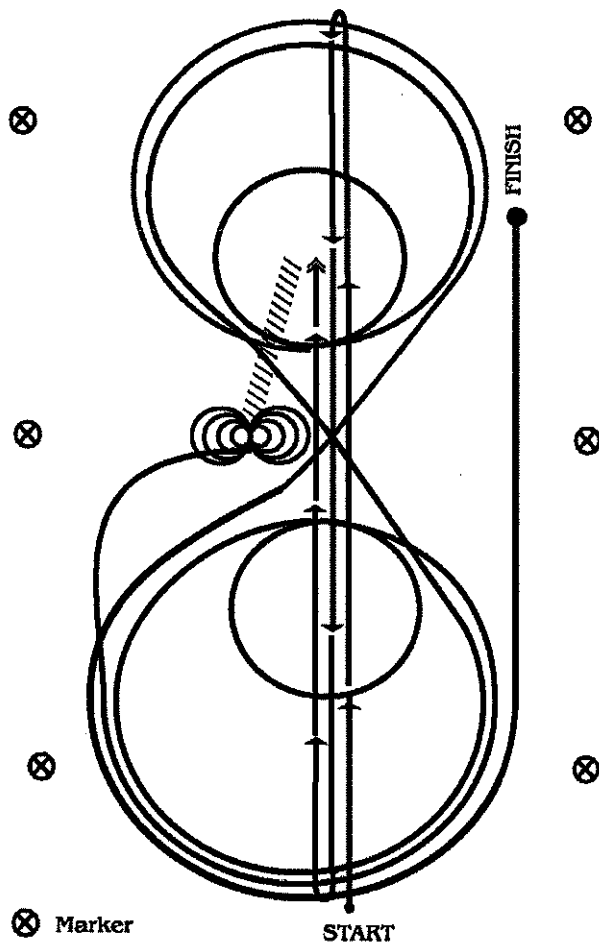
RANCH RIDING - PATTERN 3



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

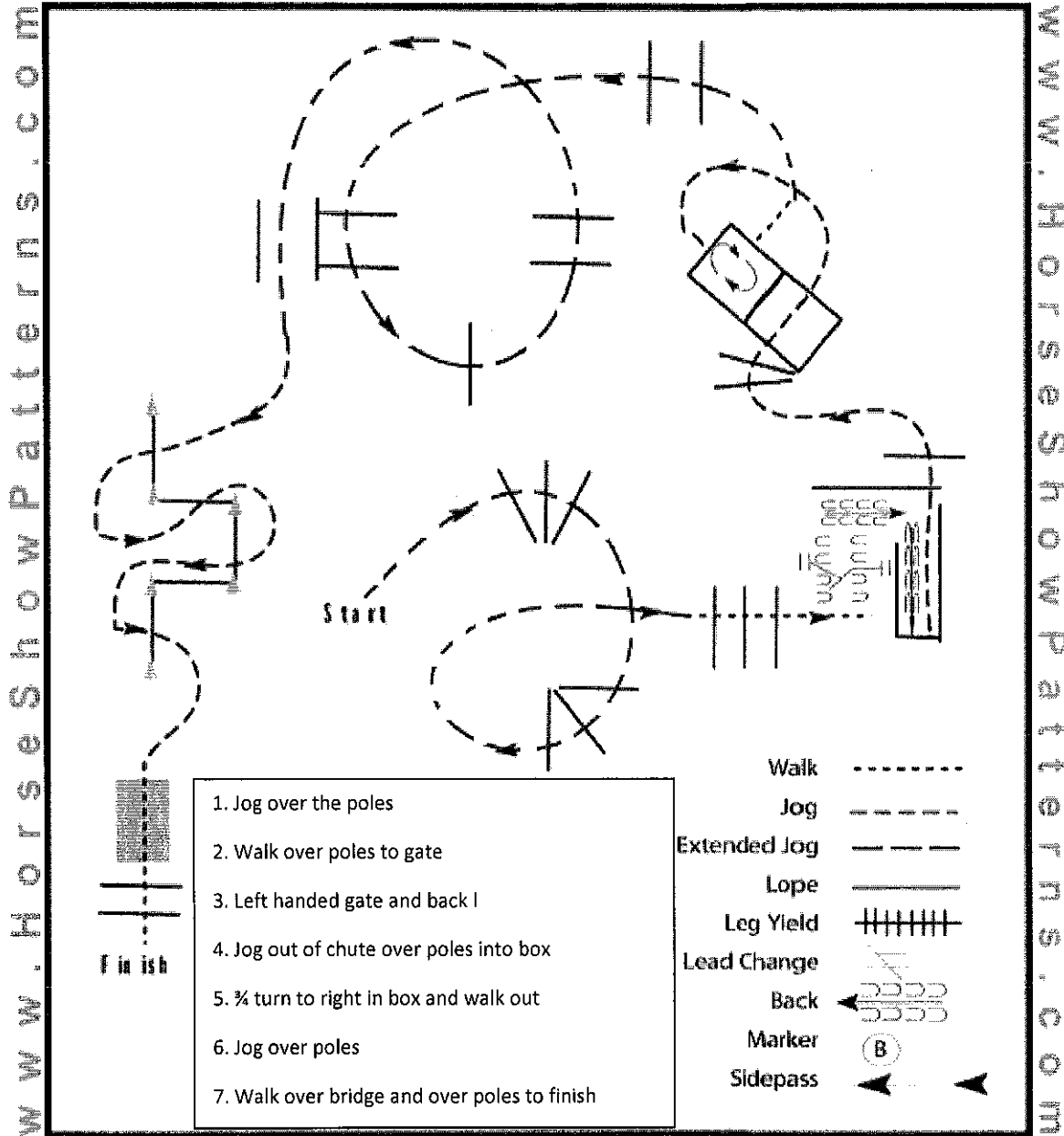
ALL REINING

REINING PATTERN I



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 center of the arena or at least 10 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 left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
 7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
 8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

LEVEL 1 YOUTH AND AMATEUR WALK JOG



[T/3-10]

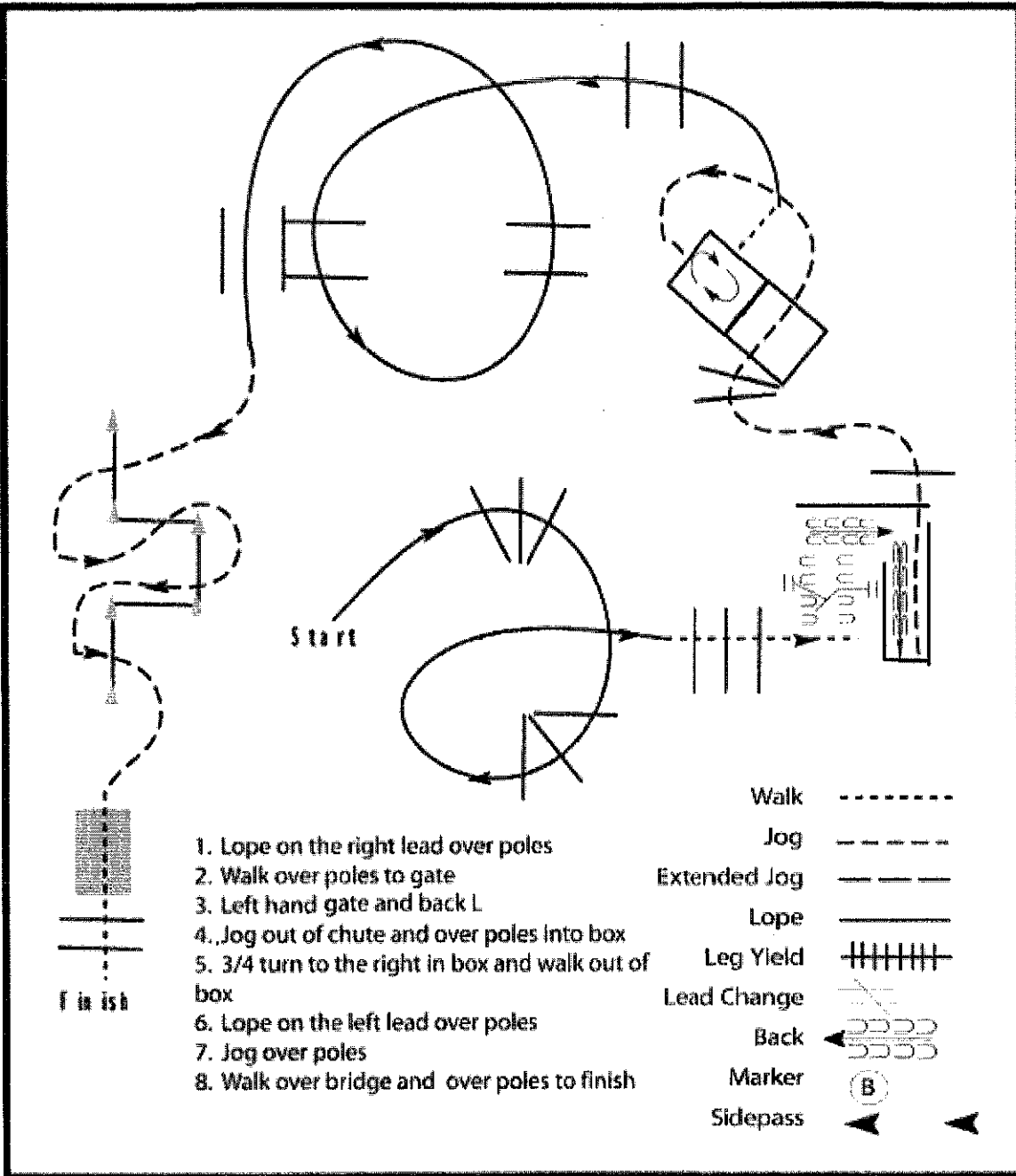
AREA 2

SPRING KICK OFF

LEVEL 1 OPEN, YOUTH, AMATEUR, ROOKIE YOUTH AND AMATEUR

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. Lope on the right lead over poles
2. Walk over poles to gate
3. Left hand gate and back L
4. Jog out of chute and over poles into box
5. 3/4 turn to the right in box and walk out of box
6. Lope on the left lead over poles
7. Jog over poles
8. Walk over bridge and over poles to finish

- Walk (dotted line)
- Jog - - - - - (dashed line)
- Extended Jog - - - - - (long dashed line)
- Lope _____ (solid line)
- Leg Yield ||||| (vertical tick marks)
- Lead Change / \ (diagonal lines)
- Back ← ← ← (line with arrows pointing back)
- Marker (B) (circle with 'B')
- Sidepass ← → (line with arrows pointing side)

AREA 2

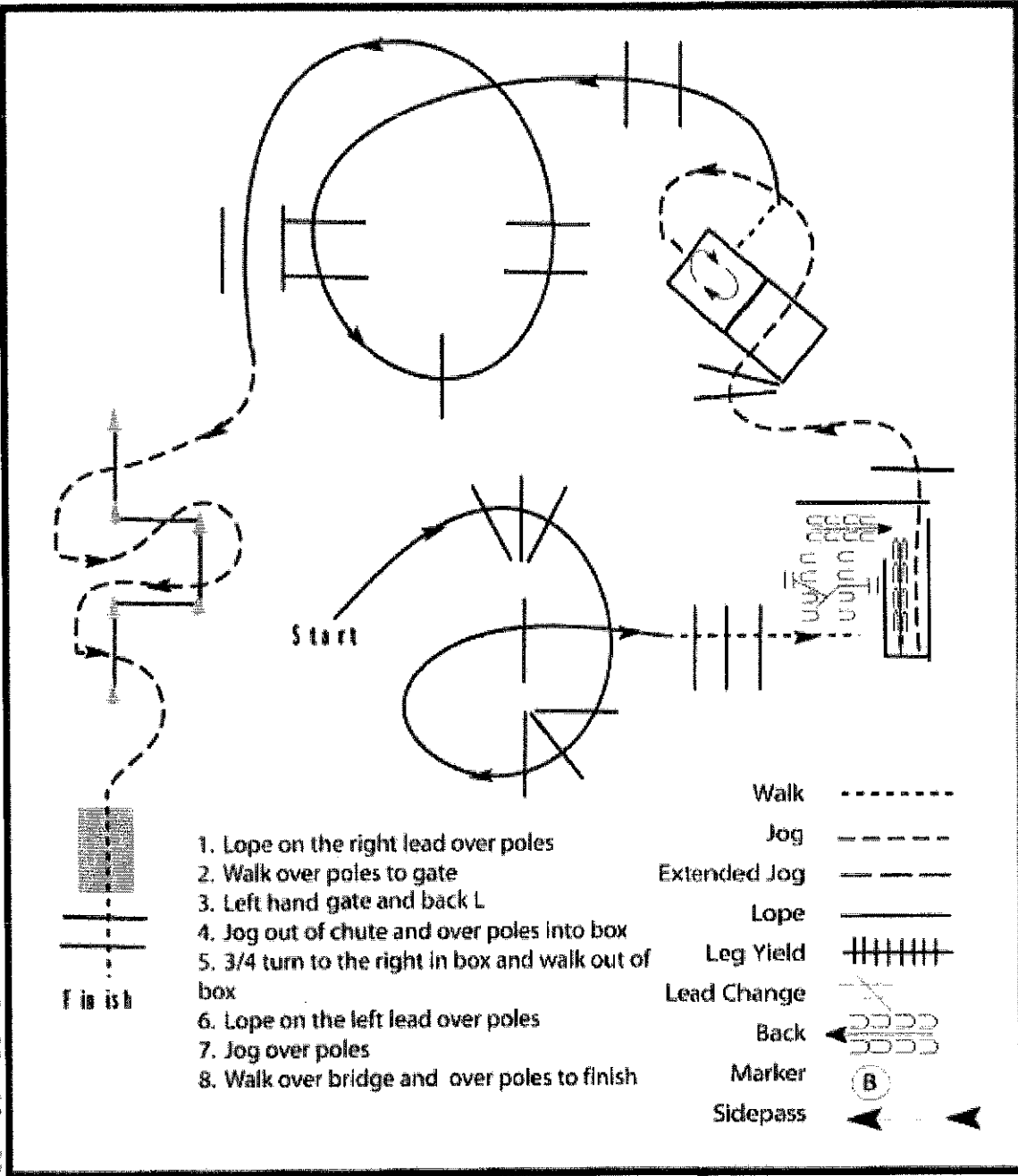
[T/3-10]

SPRING KICK OFF

OPEN, YOUTH, AMATEUR, SELECT

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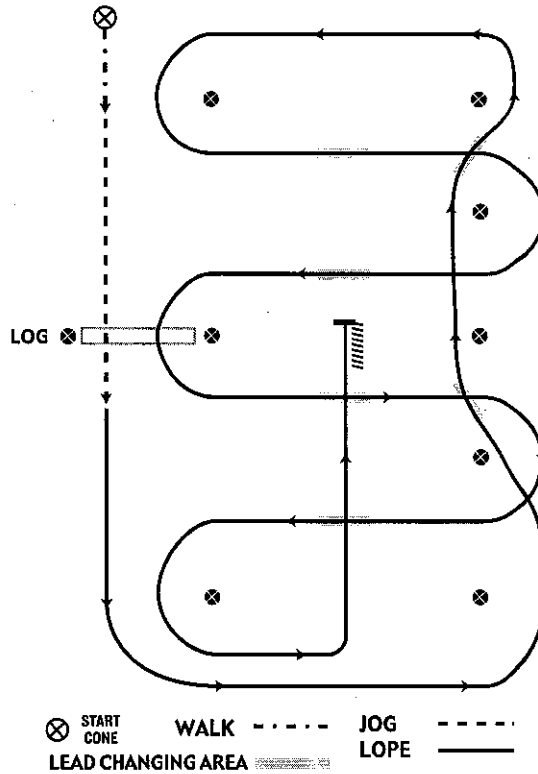
[T/3-10]

AREA 2

SPRING KICK OFF

ROOKIE & LEVEL 1 OPEN, YOUTH & AMATEUR WESTERN RIDING

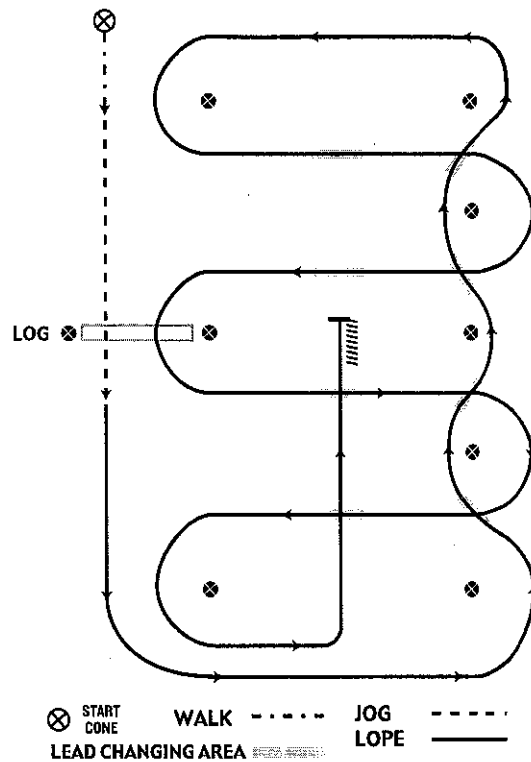
GREEN WESTERN RIDING PATTERN I



1. Walk at least 15' & jog over log
2. Transition to left 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

OPEN, YOUTH, AMATEUR WESTERN RIDING

WESTERN RIDING PATTERN I



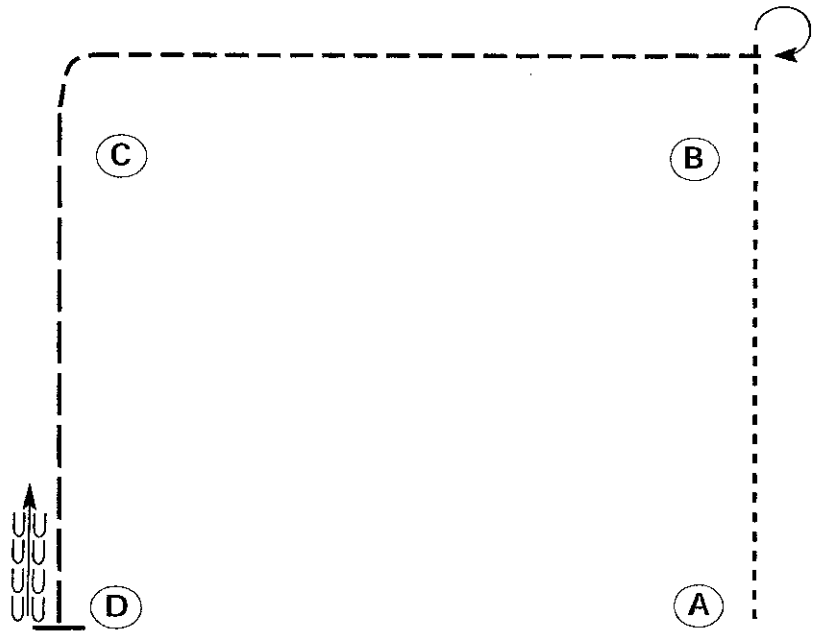
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth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

LEVEL 1 YOUTH & AMATEUR WALK/TROT WESTERN HORSEMANSHIP

Show Date:

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Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← D D D D ← D D D D
Marker	⊙ B
Sidepass	← - - - - ←

[WH/WT-23]

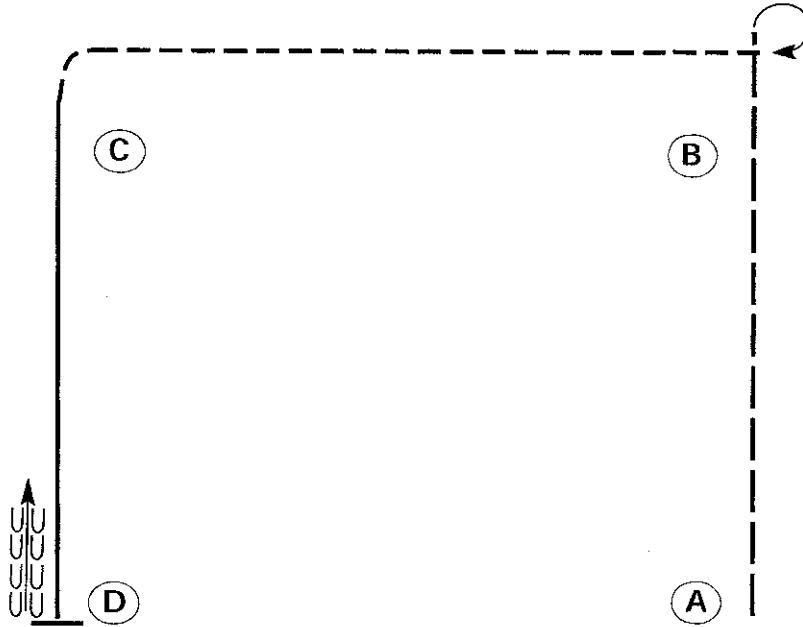
Pattern Provided by:
Will Knabenshue

ROOKIE & LEVEL 1 YOUTH & AMATEUR WESTERN HORSEMANSHIP

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



Be ready at A.

1. Extended jog from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	ⓑ
Sidepass	←-----←

[WH/1-23]

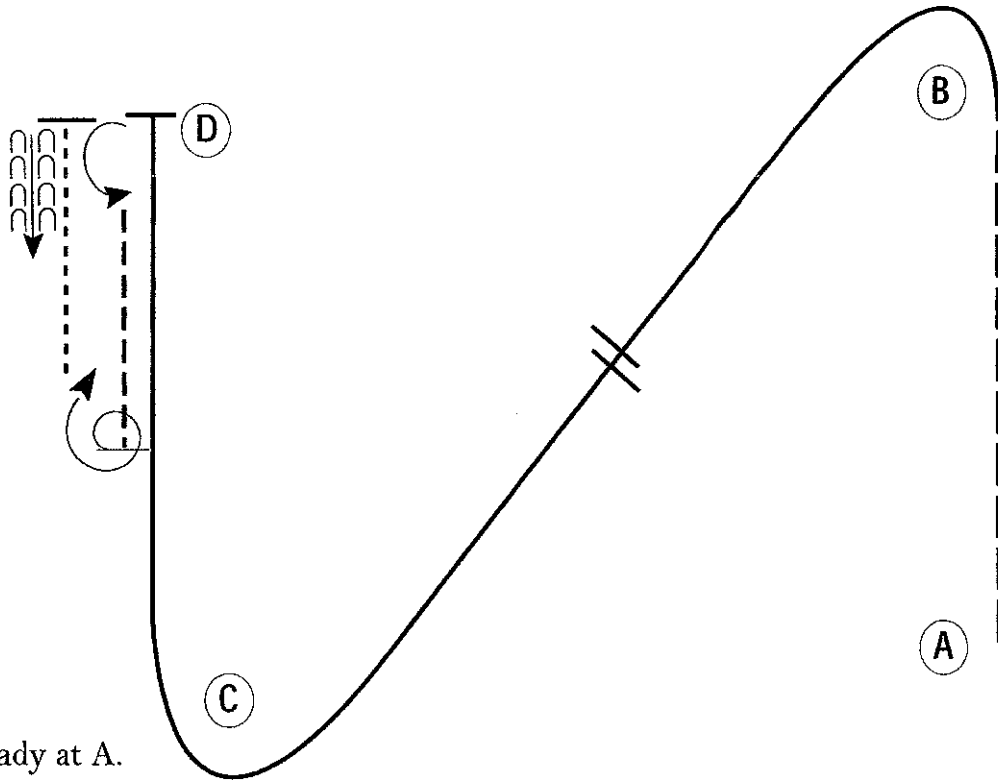
Pattern Provided by:
Will Knabenshue

Western Horsemanship (Youth, Amateur, Amateur Select)

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Be ready at A.

1. Extended jog from A to B.
2. At B, lope on the left lead.
3. Halfway between B and C, perform a flying lead change.
4. Lope on the right lead to and around C to D.
5. Stop at D.
6. Turn 180 degrees to the left.
7. Jog to halfway between D and C.
8. Stop and turn 1 1/2 turns to the right.
9. Walk to D. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

- Walk -----
- Jog -----
- Extended Jog -----
- Lope _____
- Leg Yield |||||
- Lead Change /
- Back ←←←
- Marker (B)
- Sidepass ←←←

[WH/3-48]

Pattern Provided by:
Will Knabenshue