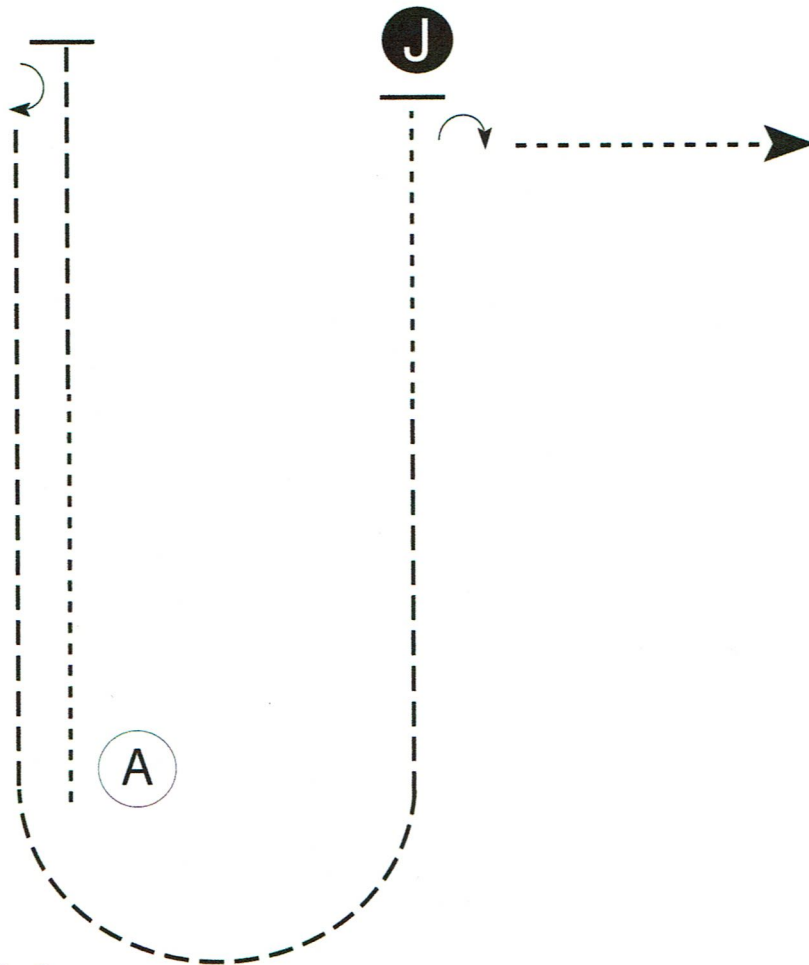


# Horse Show Patterns

## Showmanship (Walk Trot)


Show Date:



Be ready at A.

1. Walk halfway from A to judge.
2. Trot until even with judge.
3. Stop and perform a 180 degree turn.
4. Trot to and around A and halfway to judge.
5. Walk to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓐ

[S/WT-77]

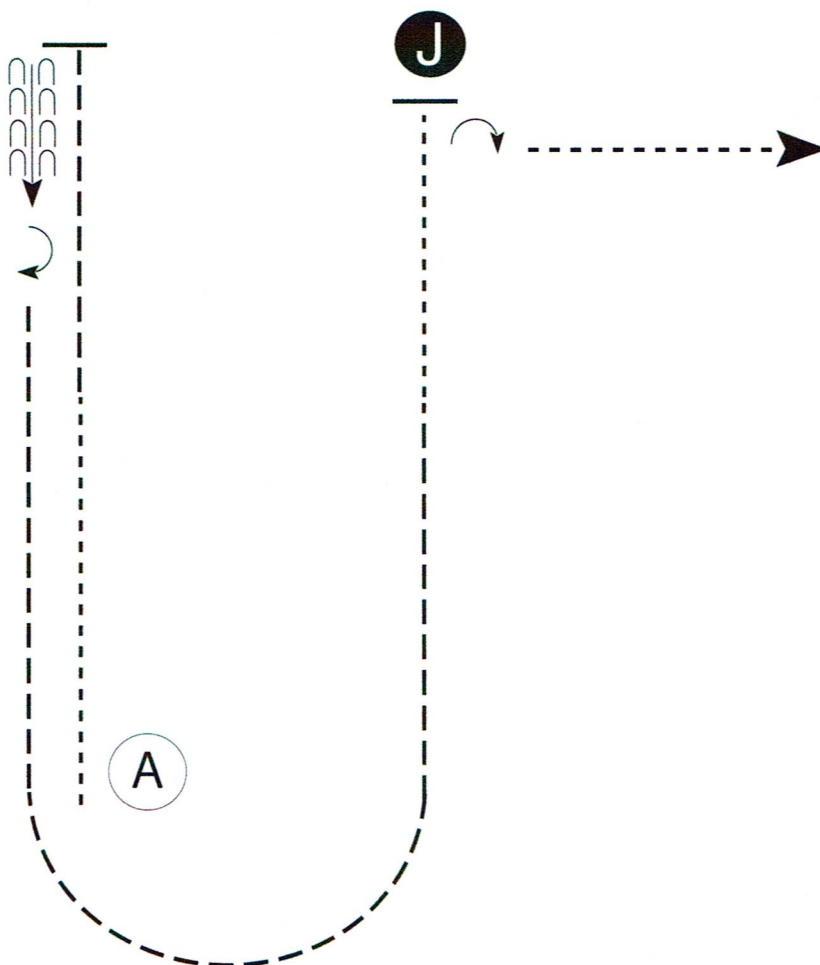
Pattern Provided by:

Clint Fullerton

# Horse Show Patterns

## Showmanship (Novice / Level 1)

Show Date:



Be ready at A.

1. Walk halfway from A to judge.
2. Trot until even with judge.
3. Stop and back approximately two horse lengths.
4. Perform a 180 degree turn.
5. Trot to and around A and halfway to judge.
6. Walk to judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn.
9. Walk straight away from judge.

Follow the instructions of your ring steward.

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

Pattern Provided by:

Clint Fullerton

[www.HorseShowPatterns.com](http://www.HorseShowPatterns.com)

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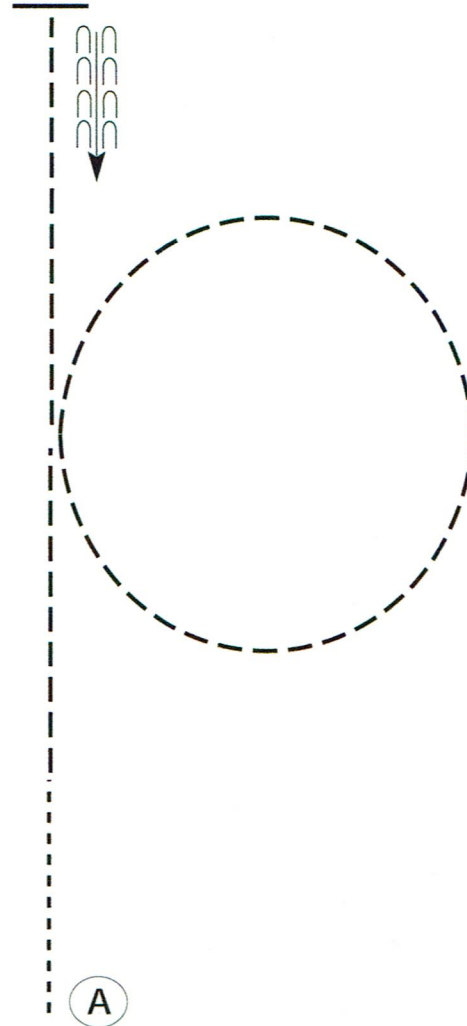
[www.HorseShowPatterns.com](http://www.HorseShowPatterns.com)



# Horse Show Patterns

## Hunt Seat Equitation (Walk Trot)

Show Date: \_\_\_\_\_



Be ready at A.

1. Walk for 3-4 strides.
2. Posting trot on the right diagonal for 6 strides.
3. Change diagonals and trot a circle to the right.
4. When at the center, sitting trot in a straight line for 6-8 strides.
5. Halt and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← — — — —
Marker	ⓑ
Sidepass	← — — — —
Hand Gallop	— — — — —

[HSE/WT-63]

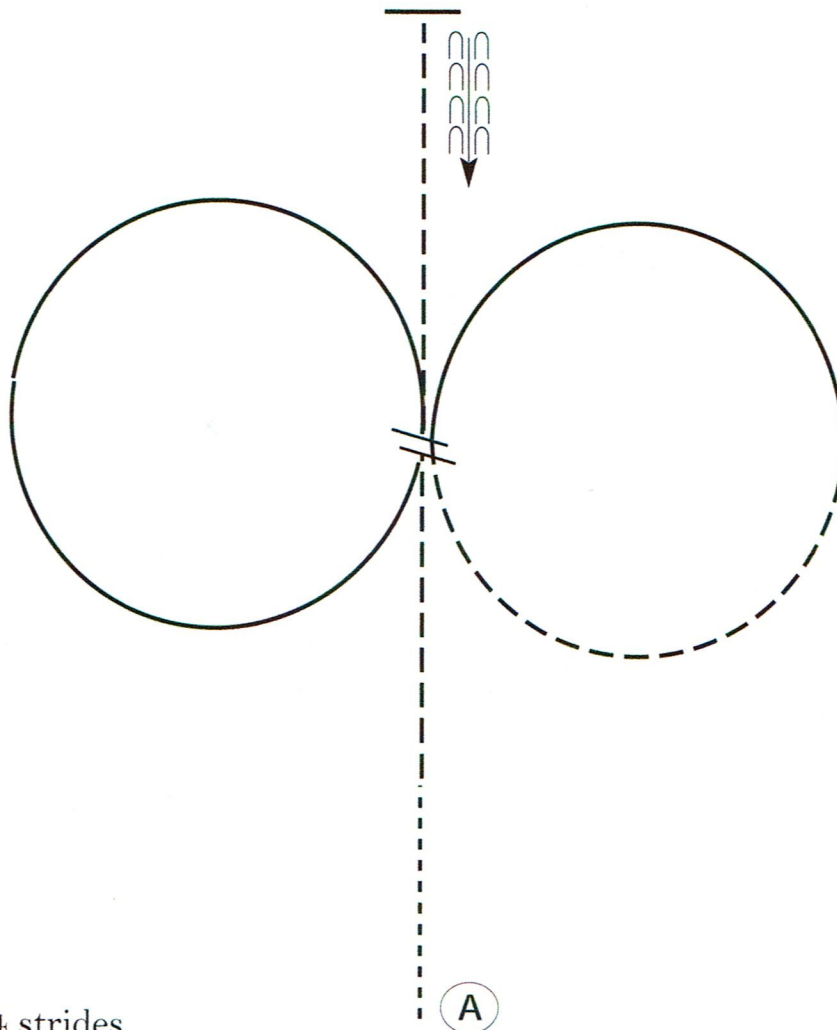
Pattern Provided by:

*Clint Fullerton*

# Horse Show Patterns

## Hunt Seat Equitation (Novice / Level 1)

Show Date:



Be ready at A.

1. Walk for 3-4 strides.
  2. Posting trot on the right diagonal for 6 strides.
  3. Canter a circle to the left.
  4. Change leads at the center.
  5. Canter a half circle to the right.
  6. Close the circle at a posting trot.
  7. When at the center, sitting trot in a straight line for 6-8 strides.
  8. Halt and back approximately one horse length.
- Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	~~~~~
Leg Yield	
Lead Change	↗ ↘
Back	←←←←← →→→→→
Marker	(B)
Sidepass	←-----→
Hand Gallop	=====

[HSE/2-63]

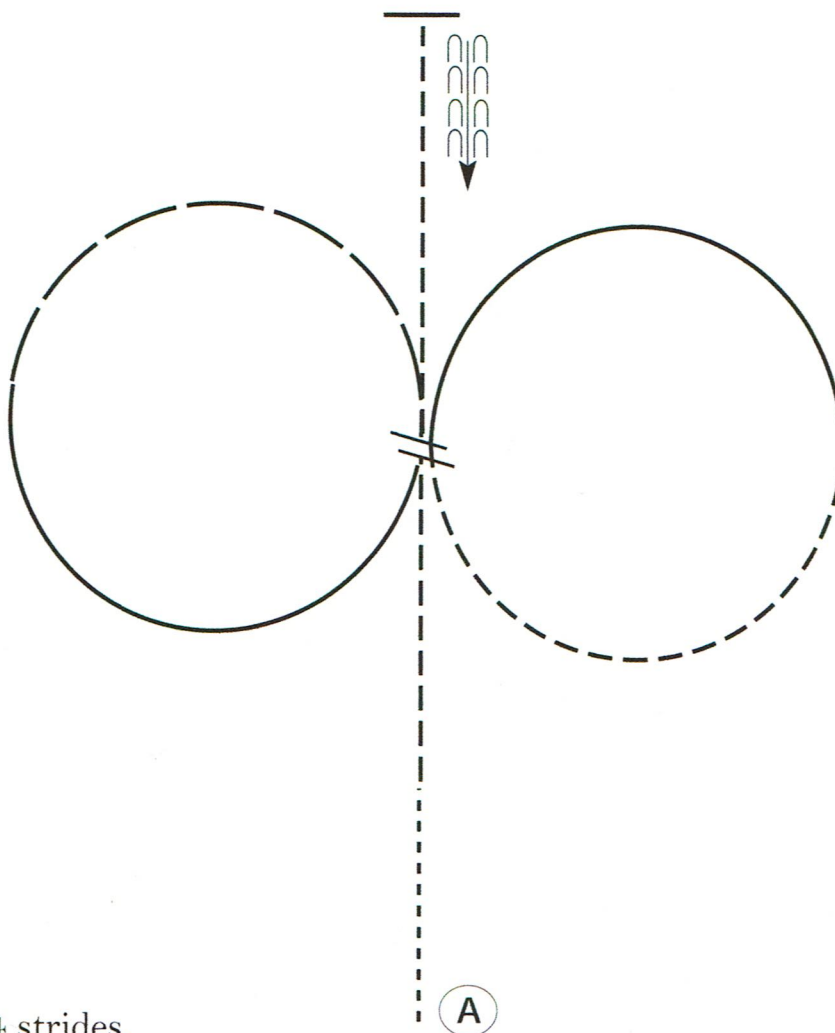
Pattern Provided by:

Clint Fullerton

# Horse Show Patterns

## Hunt Seat Equitation (All Youth / All Amateur)

Show Date: \_\_\_\_\_



Be ready at A.

1. Walk for 3-4 strides.
  2. Posting trot on the right diagonal for 6 strides.
  3. Hand gallop a half circle to the left.
  4. Collect the canter and close the circle.
  5. Change leads at the center.
  6. Canter a half circle to the right.
  7. Close the circle at a posting trot.
  8. When at the center, sitting trot in a straight line for 6-8 strides.
  9. Halt and back approximately one horse length.
- Follow the instructions of your ring steward.

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

[HSE/3-63]

Pattern Provided by:

*Clint Fullerton*



# Horse Show Patterns

## Horsemanship (Walk Trot)

Show Date:



Be ready at A.

1. Perform a jog from A and a square corner toward center of pattern.
2. Continue the jog in a straight line.
3. Stop and perform a 1/4 turn to the left.
4. Back 5 steps.
5. Walk until you cross your line.
6. Exit arena at a jog.

Walk -----

Jog - - - - -

Extended Jog - - - - -

Lope | | | | |

Lead Change 

Back 

Marker (B)

[WH/WT-104]

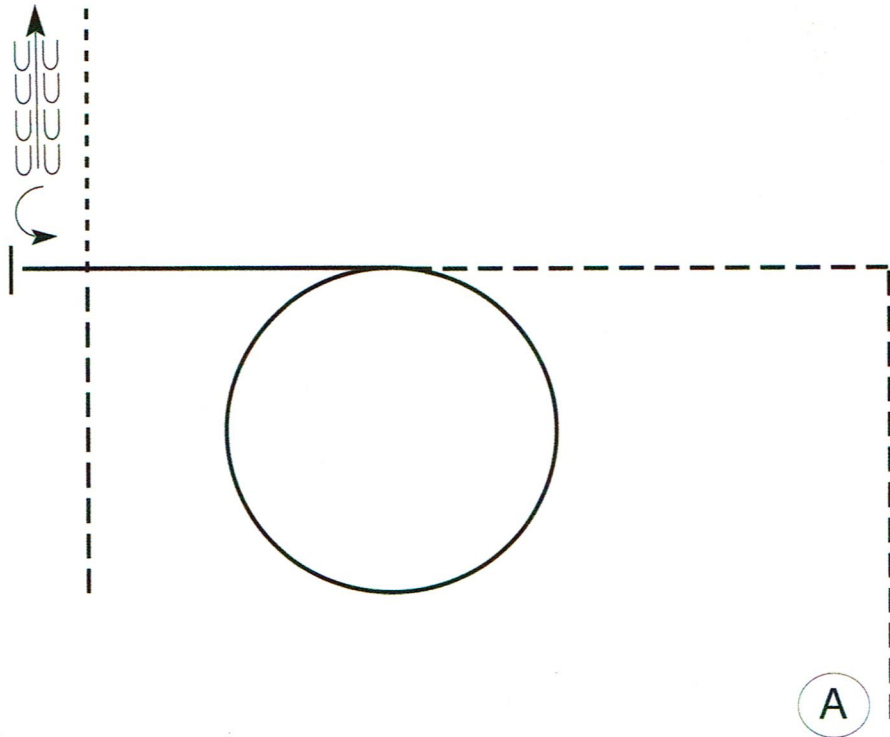
Pattern Provided by:

Clint Fullerton

# Horse Show Patterns

## Horsemanship (Novice / Level 1)

Show Date:



Be ready at A.

1. Perform a jog from A and a square corner toward center of pattern.
2. Lope a left lead circle.
3. Close the circle and continue loping on the left lead in a straight line.
4. Stop and perform a 1/4 turn to the left.
5. Back 5 steps.
6. Walk until you cross your line.
7. Exit arena at a jog.

Walk	.....
Jog	-----
Extended Jog	- - - - -
Lope	—————
Lead Change	
Back	
Marker	(B)

[WH/1-104]

Pattern Provided by:

*Clint Fullerton*



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[www.HorseShowPatterns.com](http://www.HorseShowPatterns.com)

A

[WH/2-104]

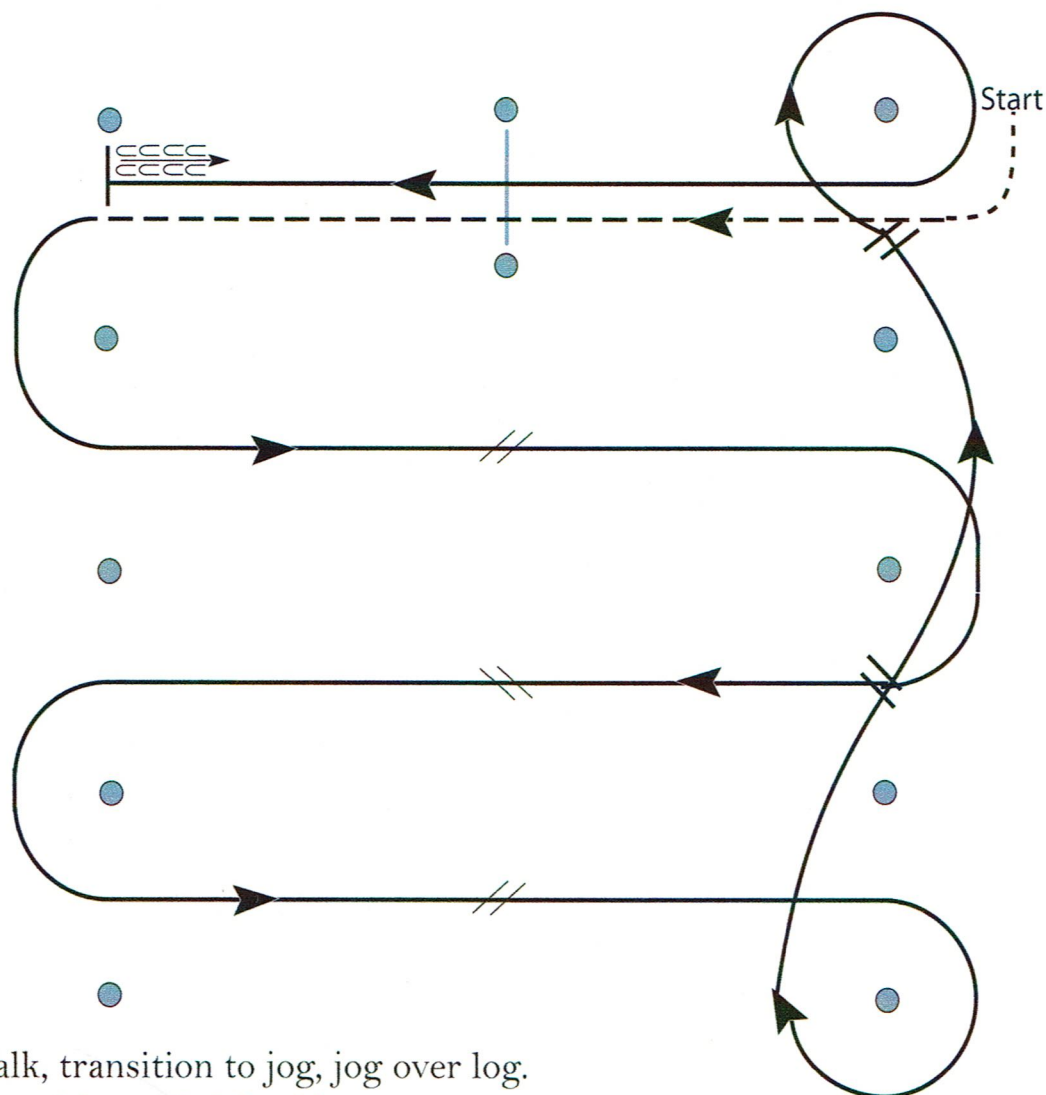
- 
- Diagram illustrating the seven basic steps of a dressage movement, each represented by a specific line style or symbol:
- Walk**: Dotted line
  - Jog**: Dashed line
  - Extended Jog**: Long-dashed line
  - Lope**: Solid line
  - Lead Change**: Solid line with a diagonal slash
  - Back**: Solid line with an arrow pointing left
  - Marker**: Circle with the letter B inside

**Clint E. Houston**

# Horse Show Patterns

## Western Riding (Level 1 / Green)

Show Date:



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.

Pattern Provided by:

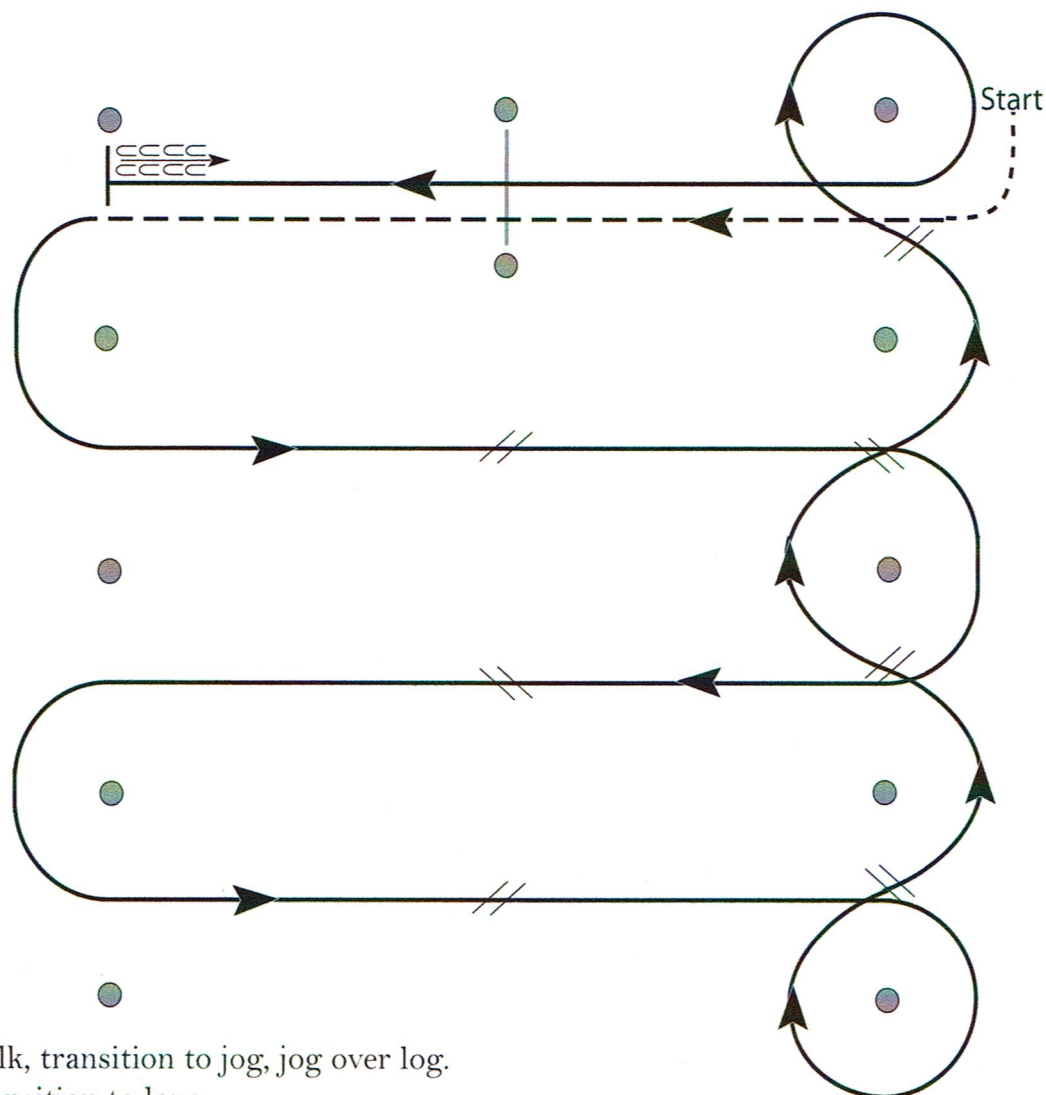
Clint Fullerton

[WR/GP-2]

# Horse Show Patterns

## Western Riding (Youth / Amateur / Open)

Show Date:



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.

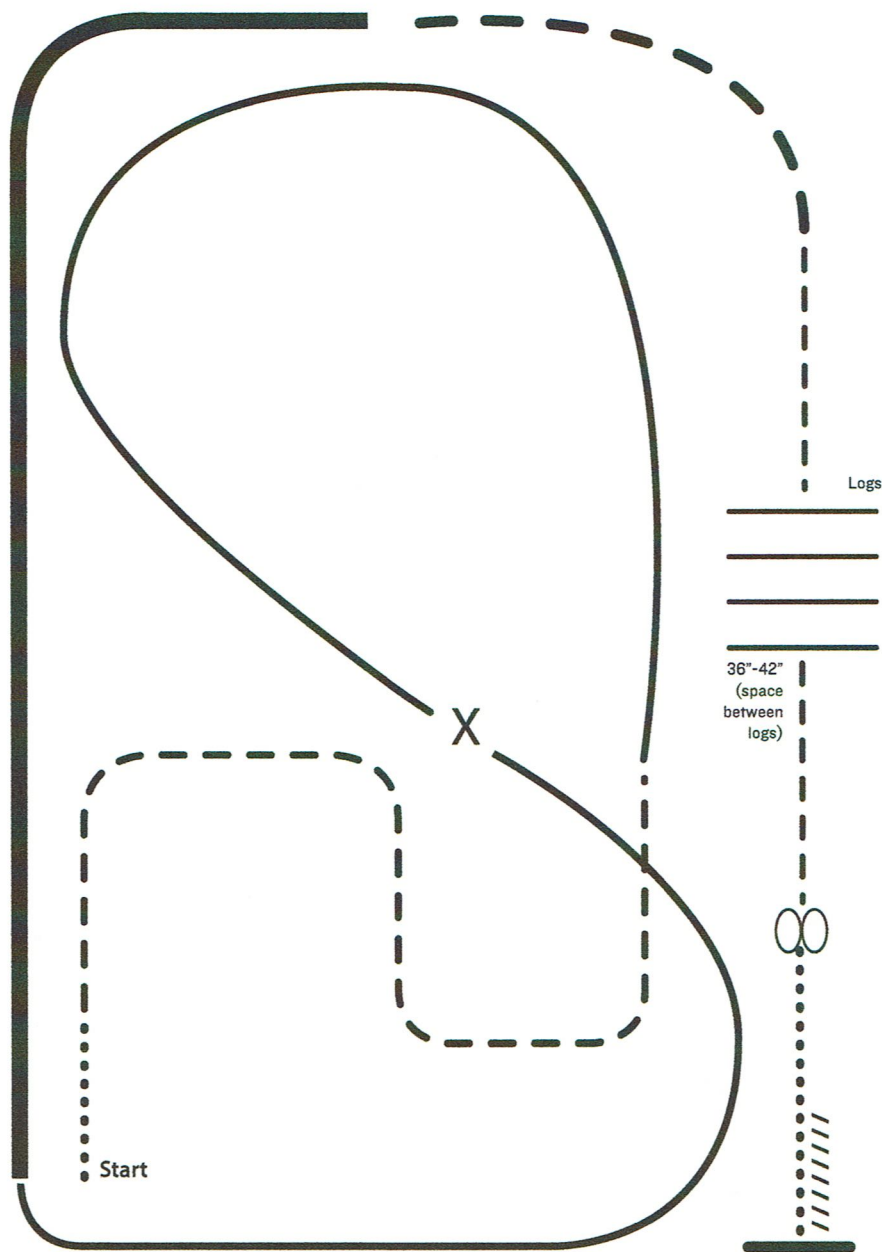
Pattern Provided by:

*Clint Fullerton*

[WR/OP-2]



## RANCH RIDING - PATTERN 3



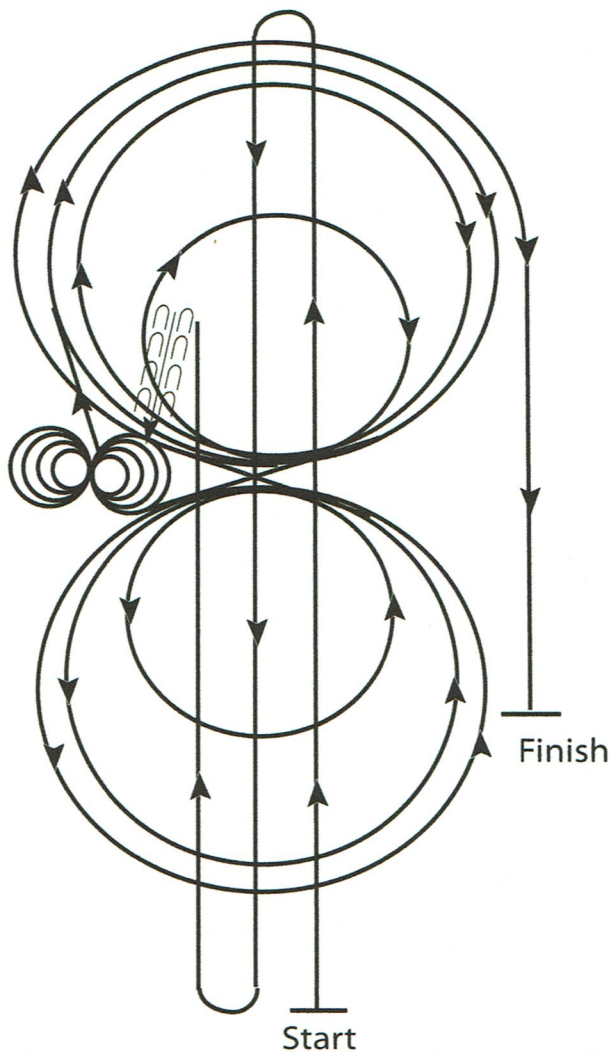
- X Lead Change
- • Walk
- - Trot
- - Ext trot
- Lope
- Ext Lope
- //// Back

- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

# Horse Show Patterns

## Reining (Youth / Amateur / Open)

Show Date:



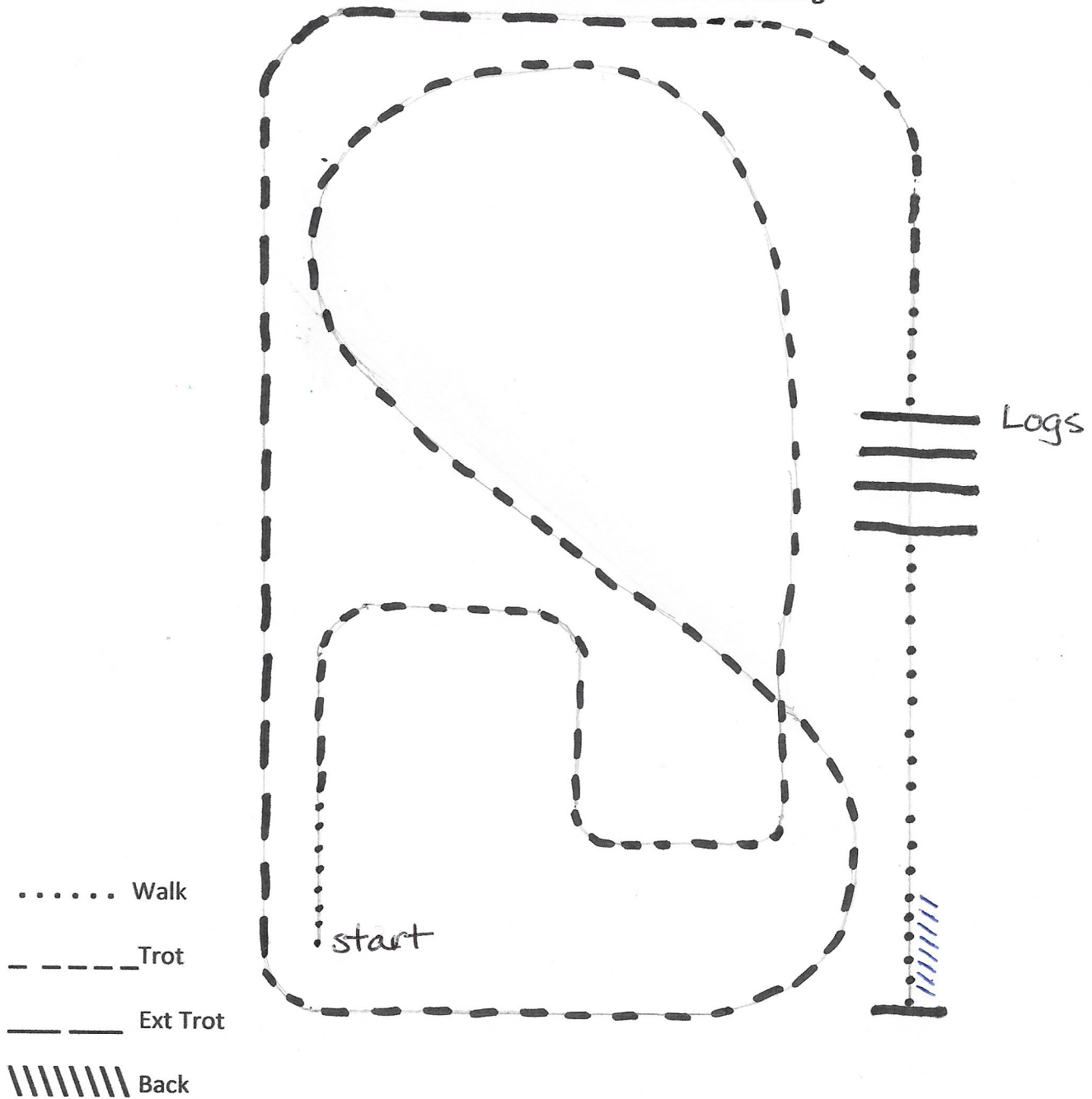
1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). 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 right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.  
Rider may drop bridle to the designated judge.

[R/AQHAP-7]

Pattern Provided by:

*Clint Fullerton*

IQHA 9 & Under WT Ranch Horse Riding



1. Walk.
2. Trot serpentine, around corners and then trot to the far end of the arena.
3. Continue trot loop around far end of arena.
4. Continue at the trot returning diagonally across the arena to the near end of the arena.
5. Trot to the left corner of the arena.
6. Make a righthand turn and extend the trot on the straight away and around the far corner.
7. Collect to a trot around the corner.
8. Walk approach to the logs and walk over logs.
9. Walk stop and back.