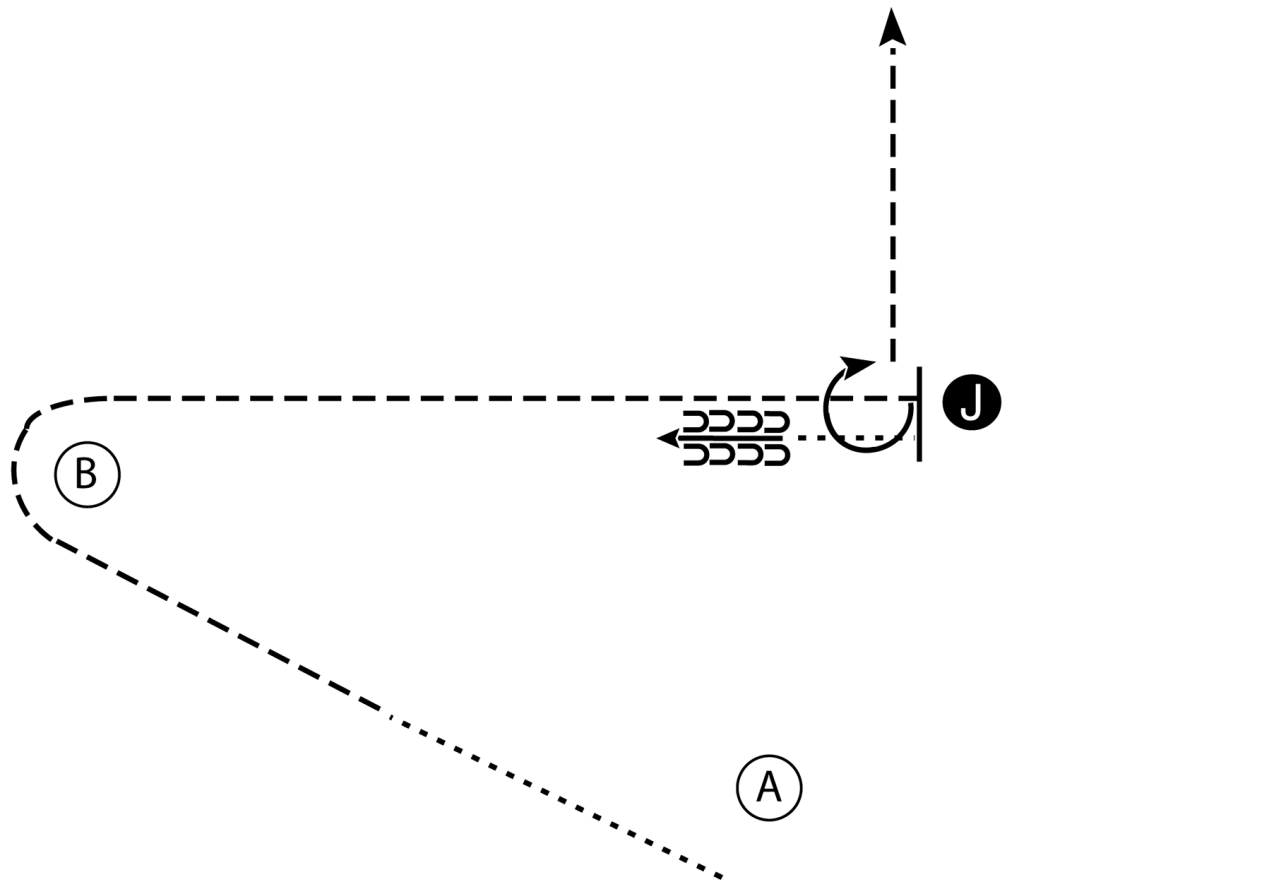


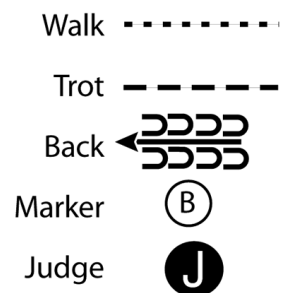
All Novice Show, Overath

Showmanship (Rookie Amateur, Rasseoffen, WRR Open)

Show Date: 03-31-2019



1. Walk half way from A to B.
2. Trot around B to the Judge.
3. Stop and back four steps.
4. Walk to Judge and set up for inspection.
5. When dismissed perform a 270 degree turn and trot to line-up.



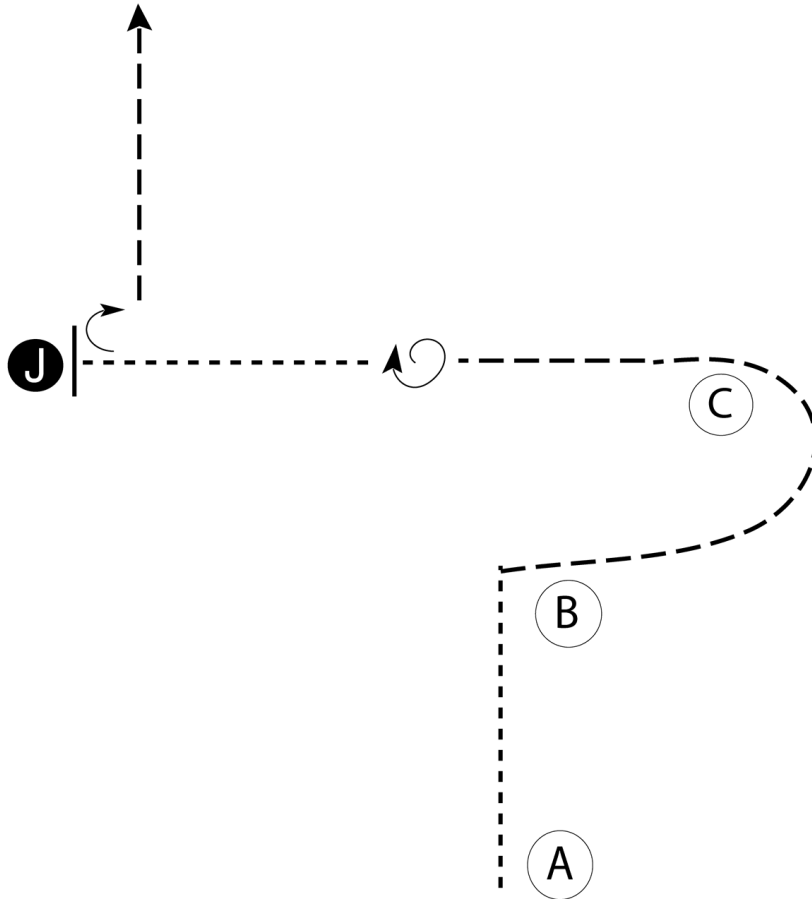
[S/2-12]

Pattern Provided by:
Michaela Kayser

All Novice Show, Overath

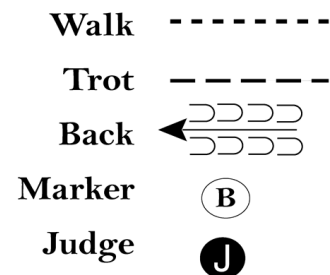
Showmanship (L1 Amateur/L1 Youth)

Show Date: 03-31-2019



Be ready at A.

1. Walk to B.
2. Trot from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.

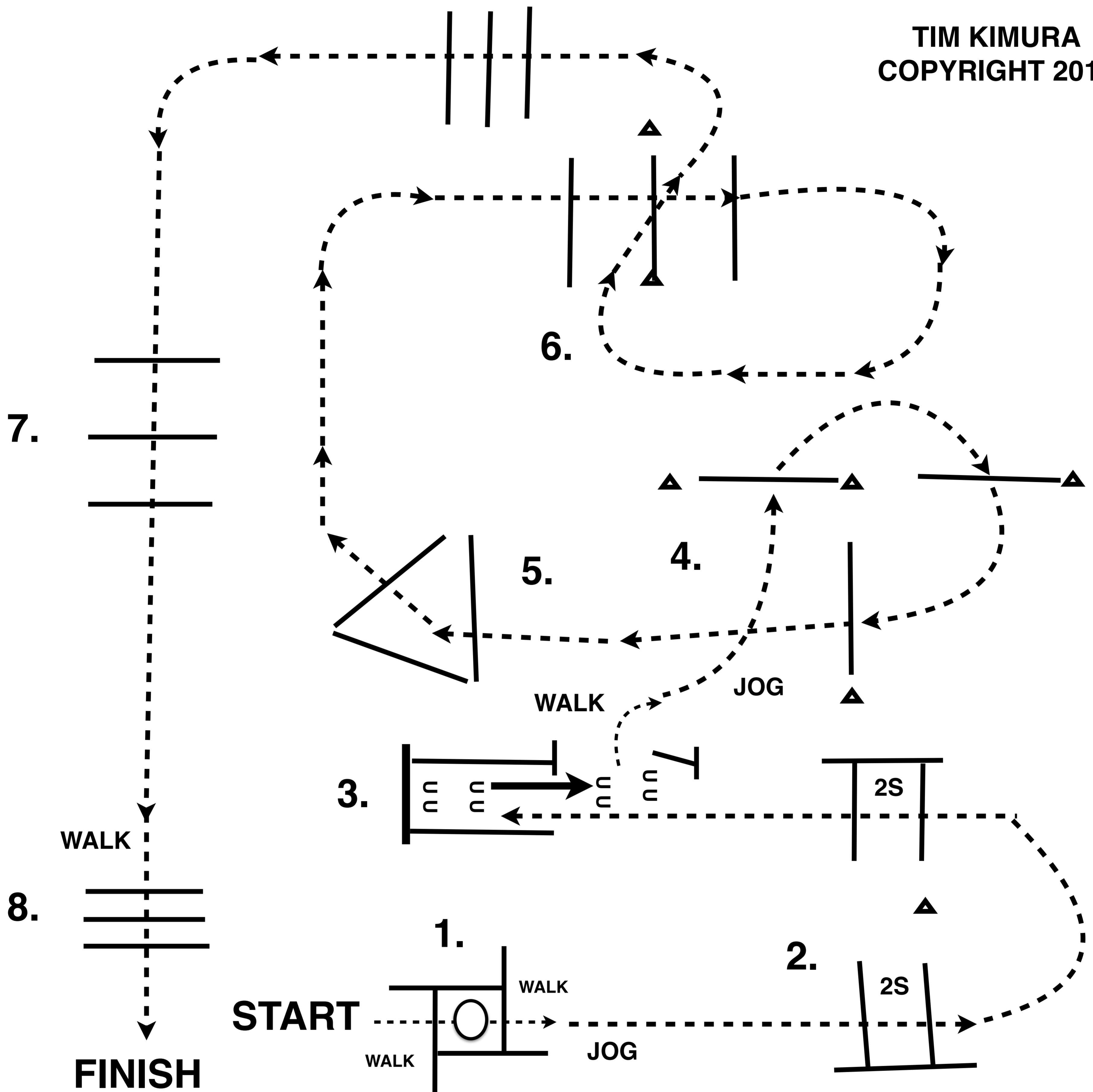


[S/2-21]

Pattern Provided by:
Michaela Kayser

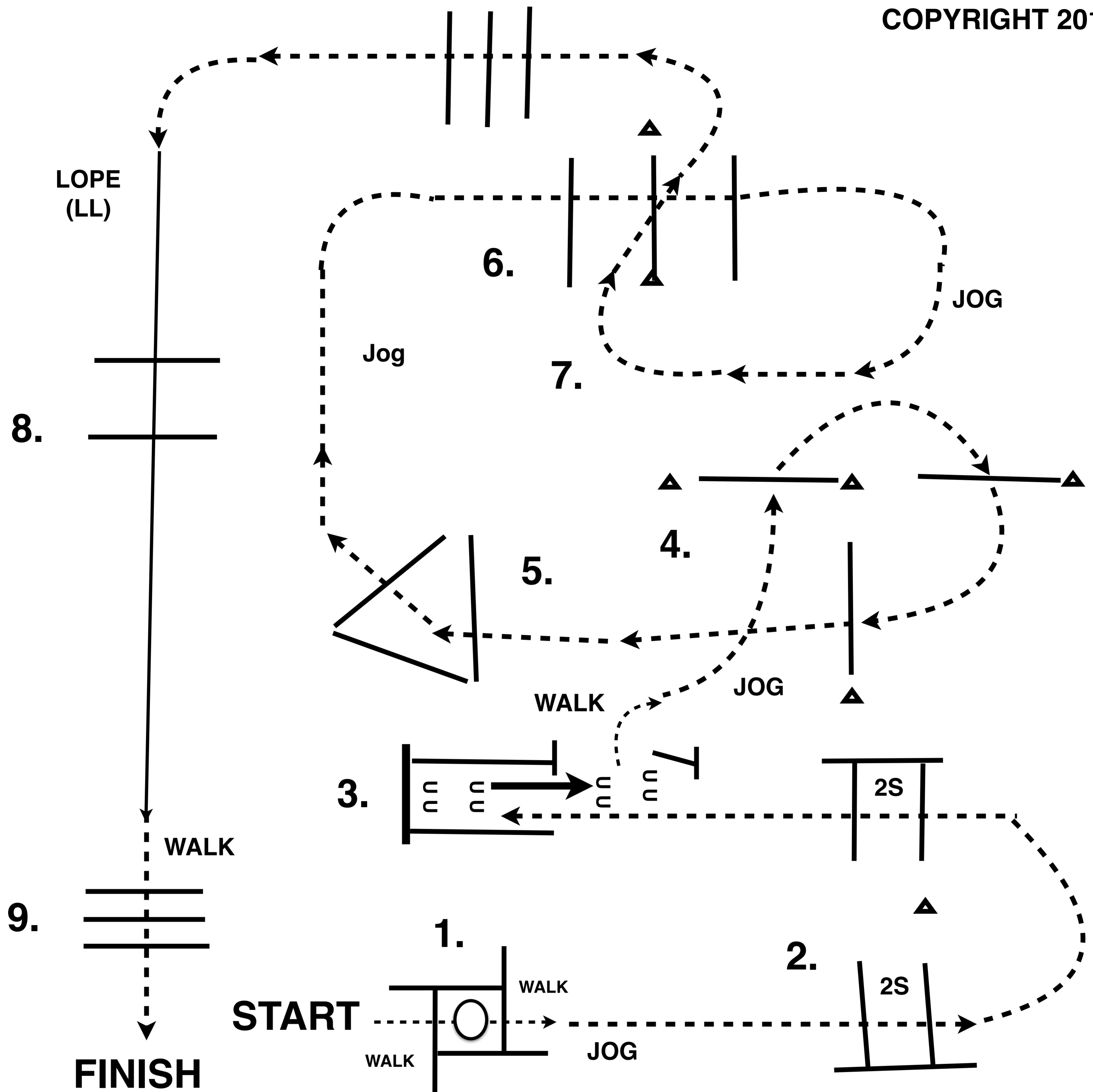
WALK-JOG & IN-HAND CLASSES

TIM KIMURA
COPYRIGHT 2018



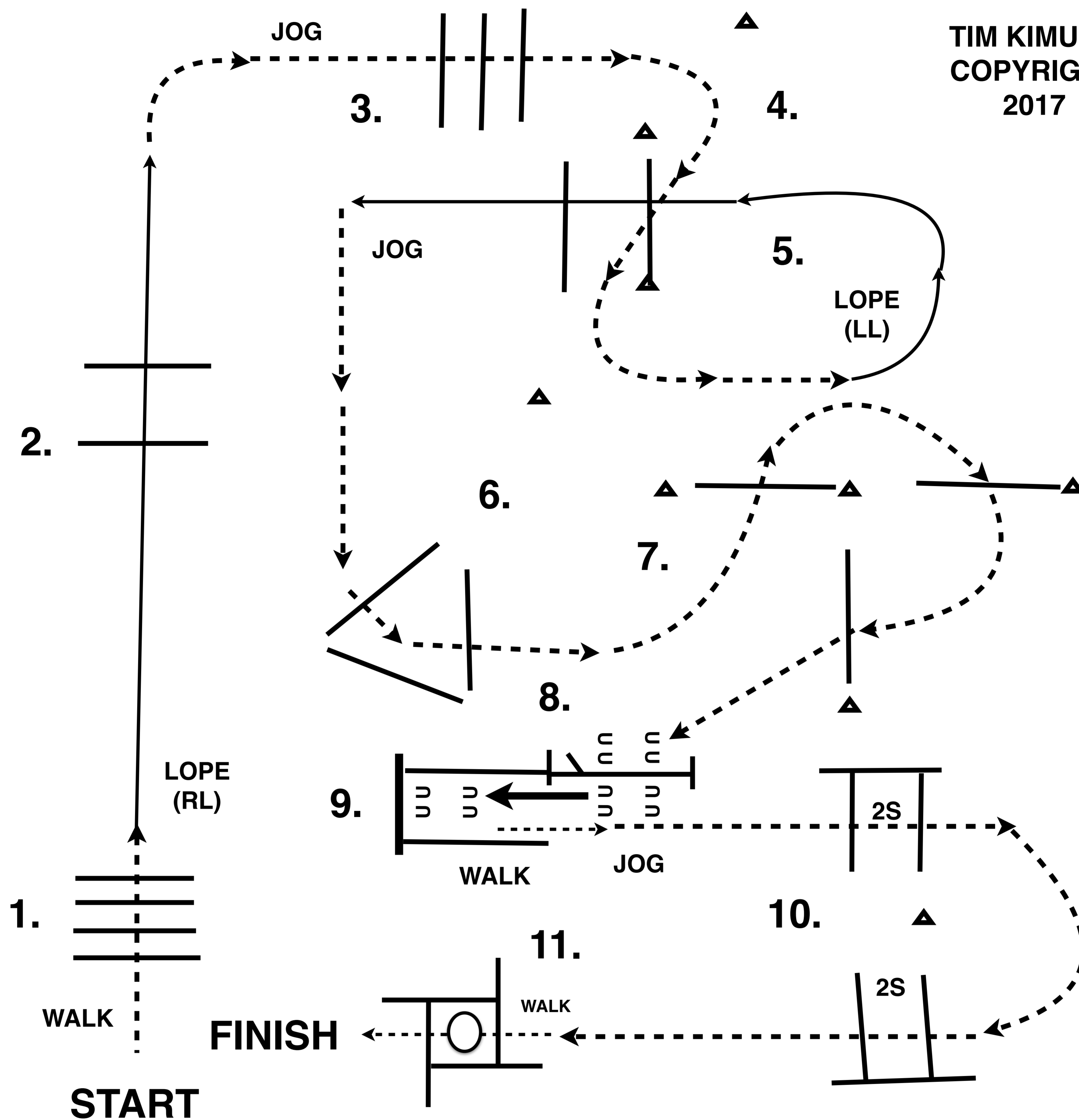
1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG OVER 4 POLES, JOG INTO CHUTE.
3. BACK THRU CHUTE UP TO GATE.
GATE: WALK THRU OPEN GATE.
4. JOG OVER 3 POLES,
JOG AROUND CONES.
5. JOG THRU TRIANGLE AND
JOG OVER 2 POLES.
PLUS COG OVER NEXT 3 POLES TOO.
6. JOG OVER CENTER POLE AND
KEEP JOGING OVER
3 MORE POLES.
7. JOG OVER 3 POLES.
8. STOP OR BREAK TO THE WALK,
WALK OVER 3 POLES.

TIM KIMURA
COPYRIGHT 2017



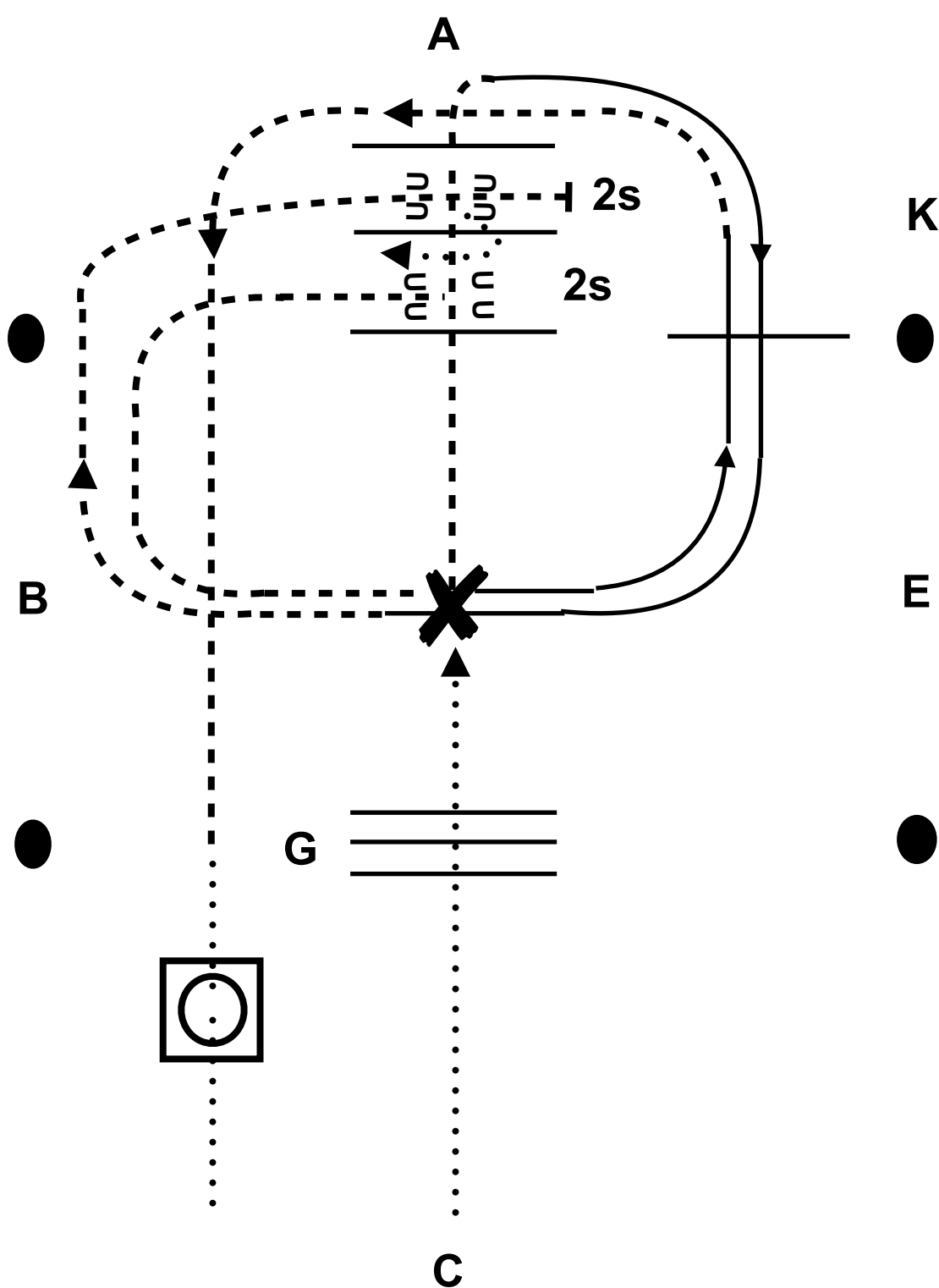
- | | |
|---|--|
| <ol style="list-style-type: none"> 1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX. 2. JOG OVER 4 POLES, JOG INTO CHUTE. 3. BACK THRU CHUTE UP TO GATE. GATE: WALK THRU OPEN GATE. 4. JOG OVER 3 POLES, JOG AROUND CONES. 5. JOG THRU TRIANGLE AND JOG OVER 2 POLES. | <ol style="list-style-type: none"> 6. Jog over 3 poles 7. BREAK TO THE JOG, JOG OVER CENTER POLE AND KEEP JOGING OVER 3 MORE POLES. 8. LOPE OVER 2 POLES. (LEFT LEAD) 9. STOP OR BREAK TO THE WALK, WALK OVER 3 POLES. |
|---|--|

TIM KIMURA
COPYRIGHT
2017



- | | |
|---|---|
| <ol style="list-style-type: none"> 1. WALK OVER 4 POLES 2. LOPE OVER 2 POLES (RIGHT LEAD). 3. JOG OVER 3 POLES. 4. JOG THRU SERPENTINE.
JOG OVER 1 POLE 5. LOPE OVER 2 POLES (LEFT LEAD) 6. JOG OVER 2 POLES. 7. JOG THRU SERPENTINE
JOG OVER 3 POLES.
JOG UP TO GATE. | <ol style="list-style-type: none"> 8. GATE: LEFT HAND, OPEN GATE
WALK OVER POLE, CLOSE GATE. 9. BACK THRU POLES, WALK FOWARD. 10. JOG OVER 4 POLES. 11. STOP OR BREAK TO WALK
WALK INTO BOX,
EXECUTE A 360 TURN EITHER WAY,
WALK OUT BOX, WALK OVER POLE. |
|---|---|

Rookie Trail Horse



1. Schritt auf die Mittellinie, im Schritt über 3 Stangen.
2. Auf X Jog, im Jog über 3 Stangen
3. Bei A rechts angaloppieren auf dem Zirkel, über Stange bis X
4. Bei X Jog rechte Hand und in den oberen Chute, Stop.
5. Rückwärts richten im Chute
6. Im Schritt über die mittlere Stange, nach rechts abbiegen und rückwärts richten.
7. Jog aus dem Chute
8. Bei X links angaloppieren auf dem Zirkel und über die Stange bis K
9. Bei K Jog und neben die Mittellinie abwenden, weiter bis auf Höhe von G
10. Im Schritt in die Box, 360° Drehung nach rechts oder links
11. Im Schritt aus der Box und zum Ausgang

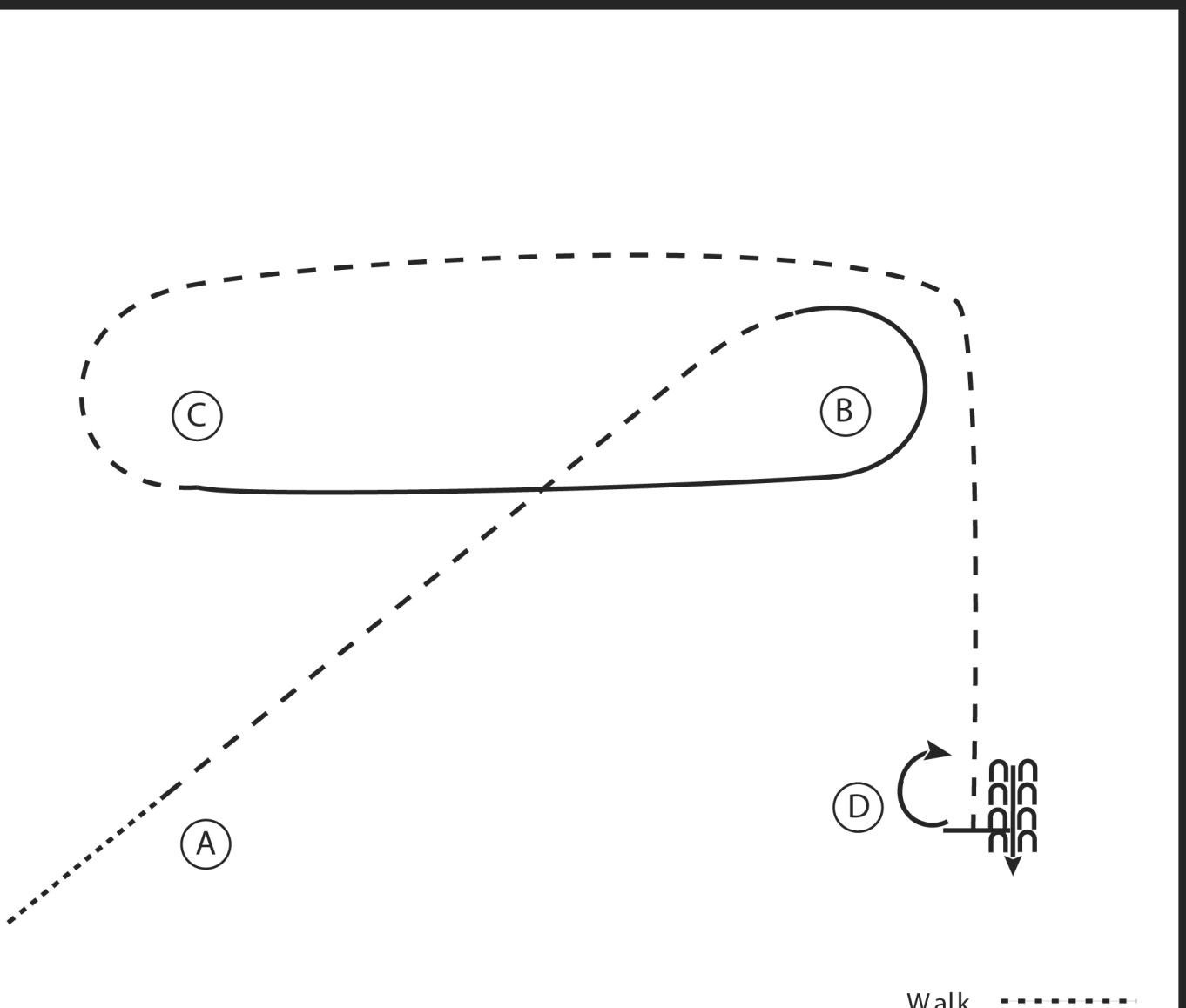
All Novice Show, Overath

Hunt Seat Equitation (L1 Amateur/L1 Youth)

Show Date: 03-31-2019

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. Walk to A
2. Sitting trot to B
3. At B canter on the right lead around B to C
4. At C posting trot around C and B to D
5. At D stop and perform a 180 degree turn to the right on the hindquarters
6. Back 4 steps

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

[HSE/2-10]

Pattern Provided by:
Michaela Kayser

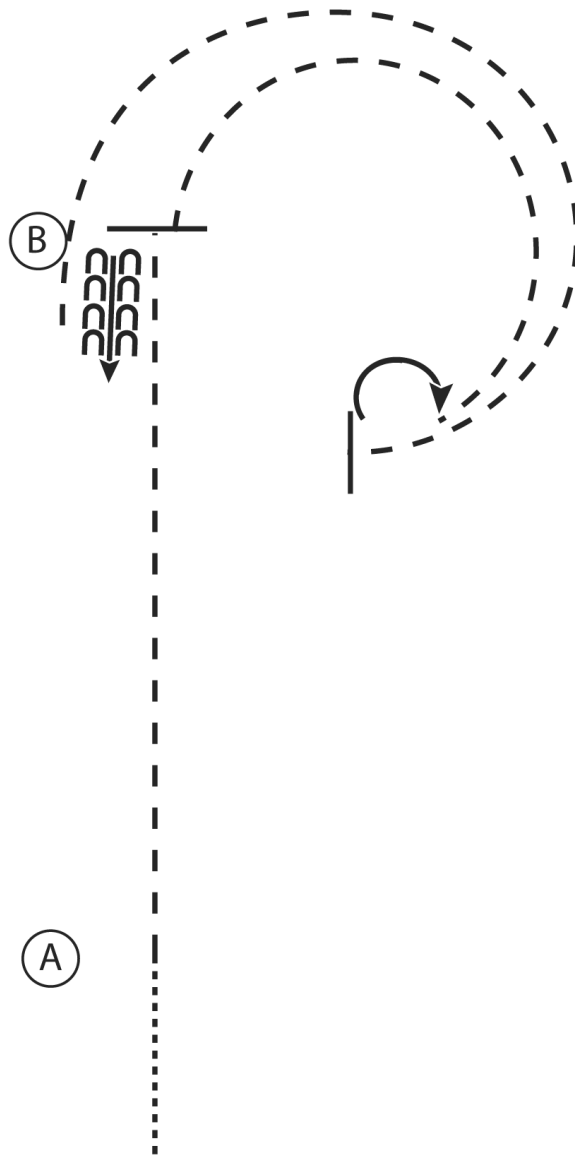
All Novice Show, Overath

Western Horsemanship (all Walk Trot classes)

Show Date: 03-31-2019

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk to A
2. Jog A to B
3. At B stop and back
4. Jog 3/4 circle to the right
5. Stop and perform a 180 degree turn to the right on the hindquarter
6. Jog a circle back to B
7. Stop at B

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←← →→→→→
Marker	(B)
Sidepass	←←←←←

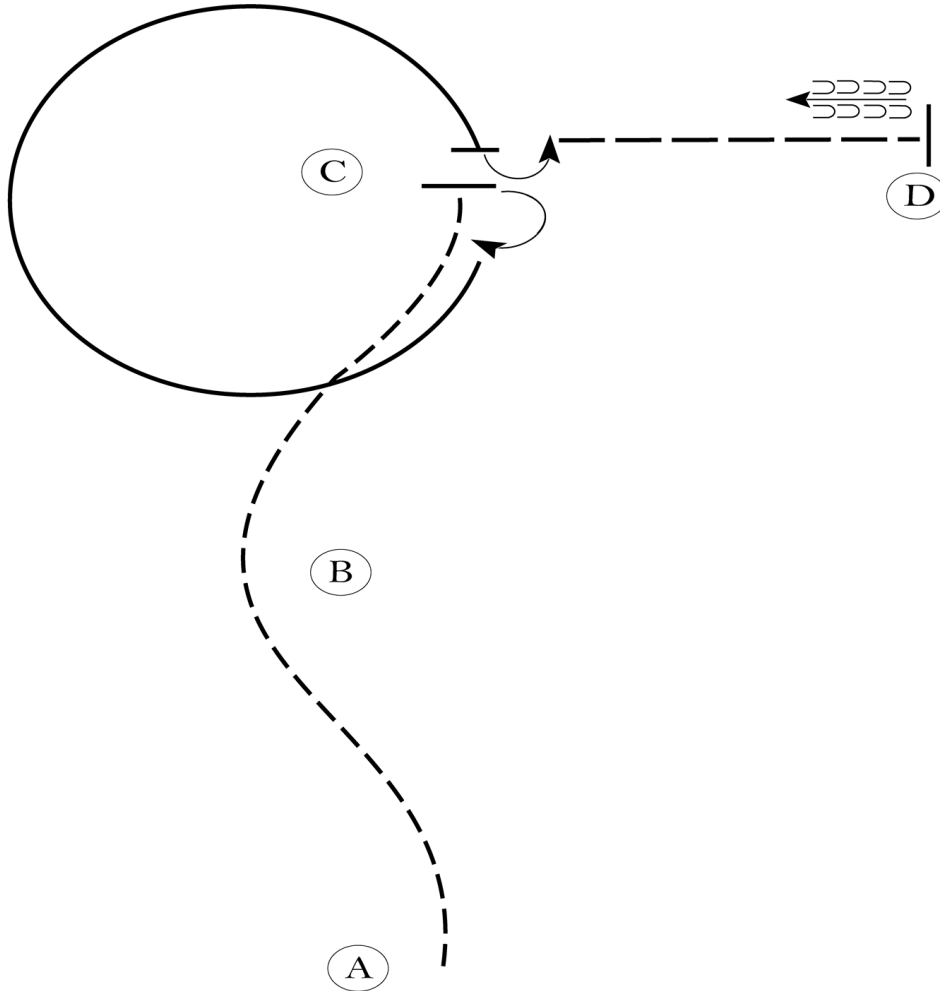
[WH/WT-12]

Pattern Provided by:
Michaela Kayser

All Novice Show, Overath

Western Horsemanship (Rookie Amateur, WRR LK4, Rasseoffen)

Show Date: 03-31-2019



1. Jog A to C.
2. Stop at C and perform a 180 degree turn to the right
3. Lope a circle around C on the right lead.
4. Stop at C and perform a 90 degree turn to the left.
5. Extended jog to D.
6. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

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

[WH/1-1]

Pattern Provided by:
Michaela Kayser

All Novice Show, Overath

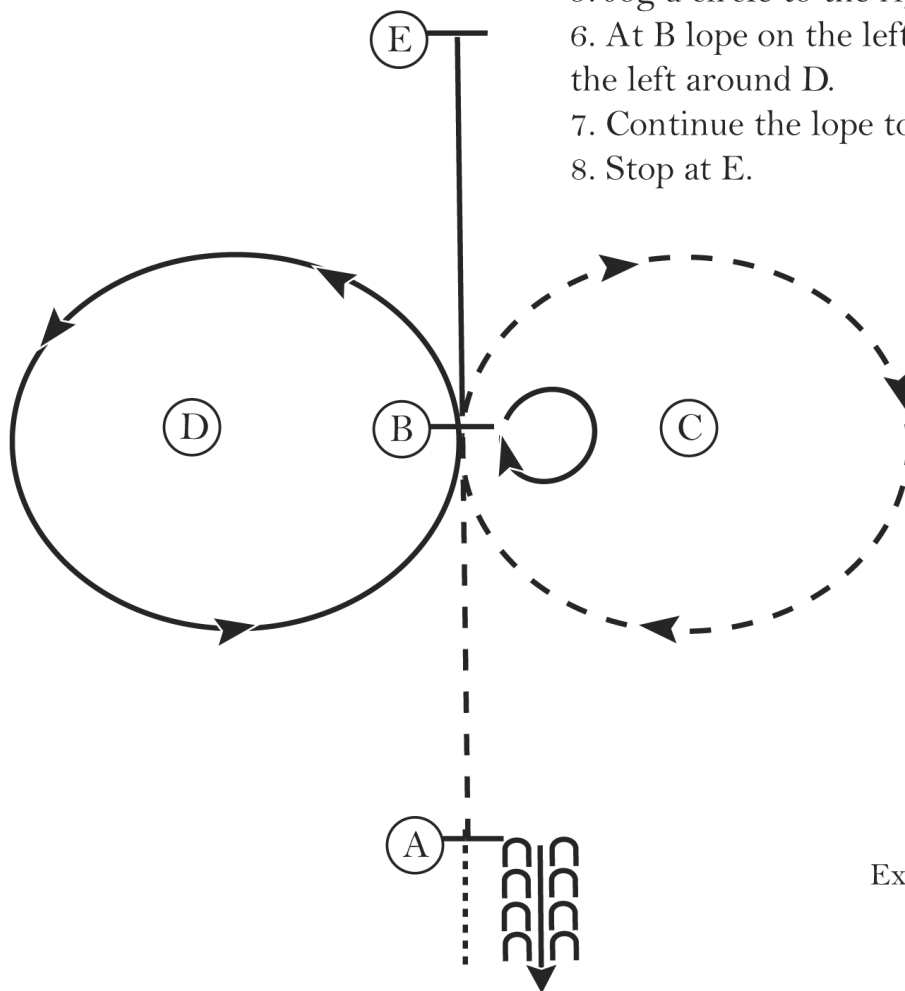
Western Horsemanship (L1 Amateur/L1 Youth, WRR LK3, LK1&2)

Show Date: 03-31-2019

www.HorseShowPatterns.com

www.HorseShowPatterns.com

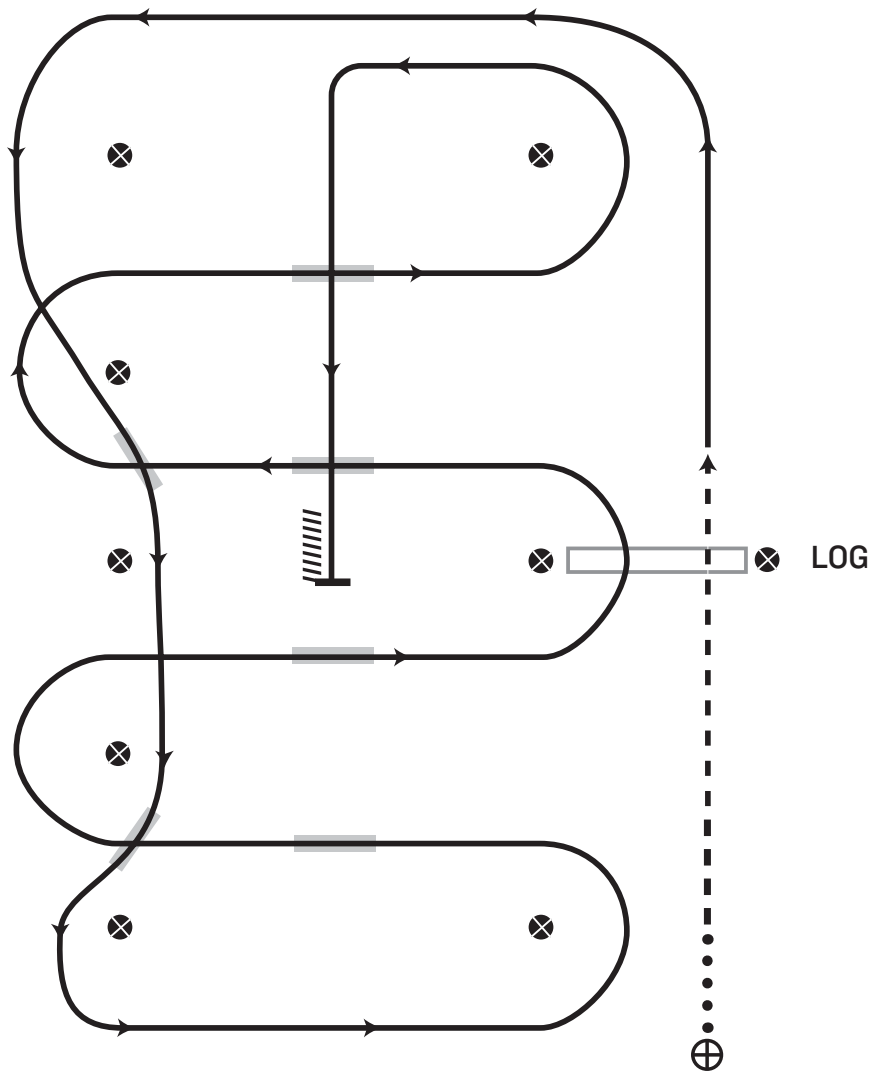
1. Walk to A.
2. At A stop and back 3 steps.
3. Jog A to B.
4. Stop at B and perform a 360 degree turn to the right.
5. Jog a circle to the right around C.
6. At B lope on the left lead, lope a circle to the left around D.
7. Continue the lope to E.
8. Stop at E.



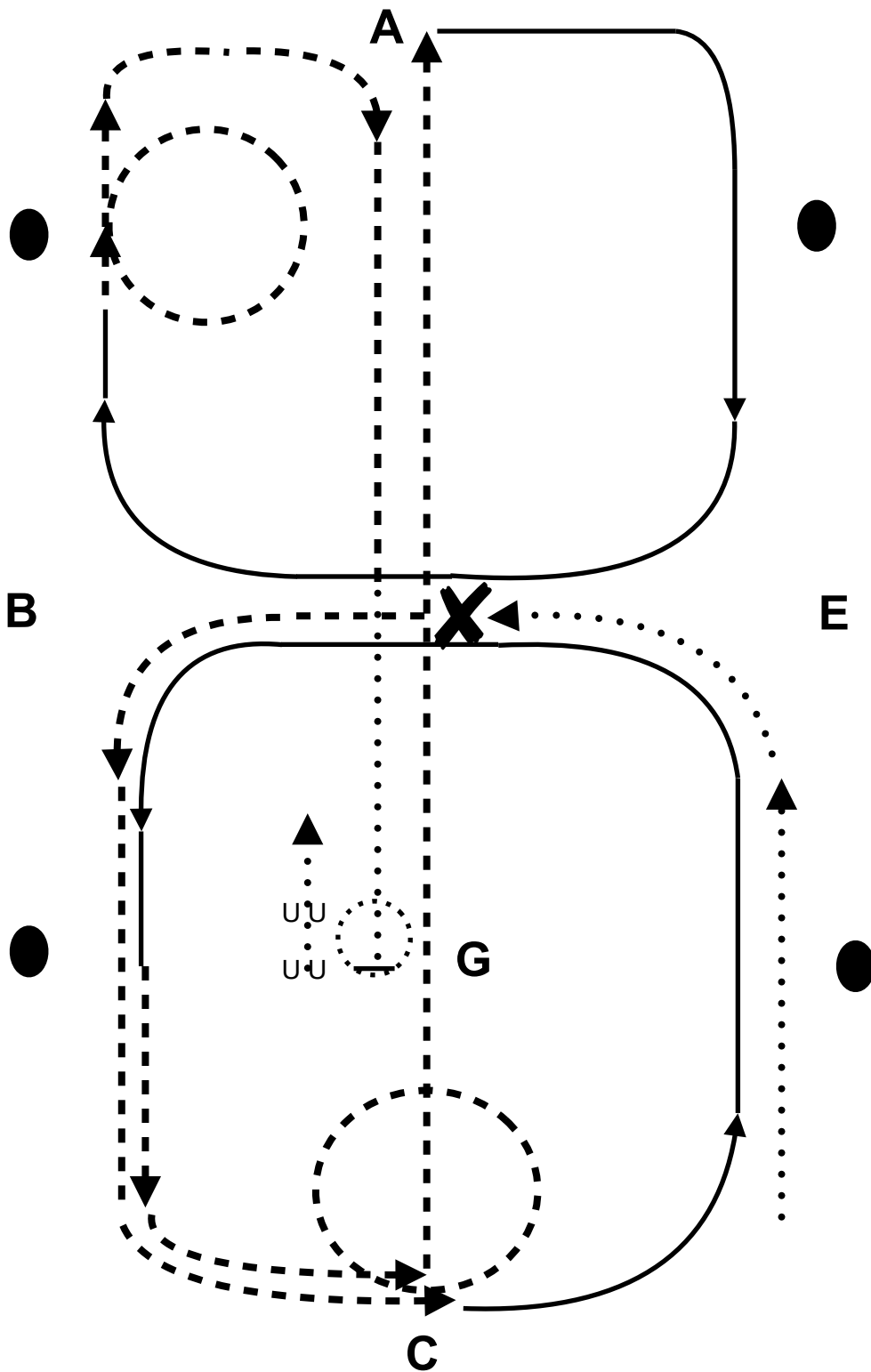
Walk
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	↘
Back	←←← C C C
Marker	(B)
Sidepass	←-----←

[WH/1-16]

Pattern Provided by:
Michaela Kayser



1. Walk at least 15 feet from start cone to the first marker, transition to jog, 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

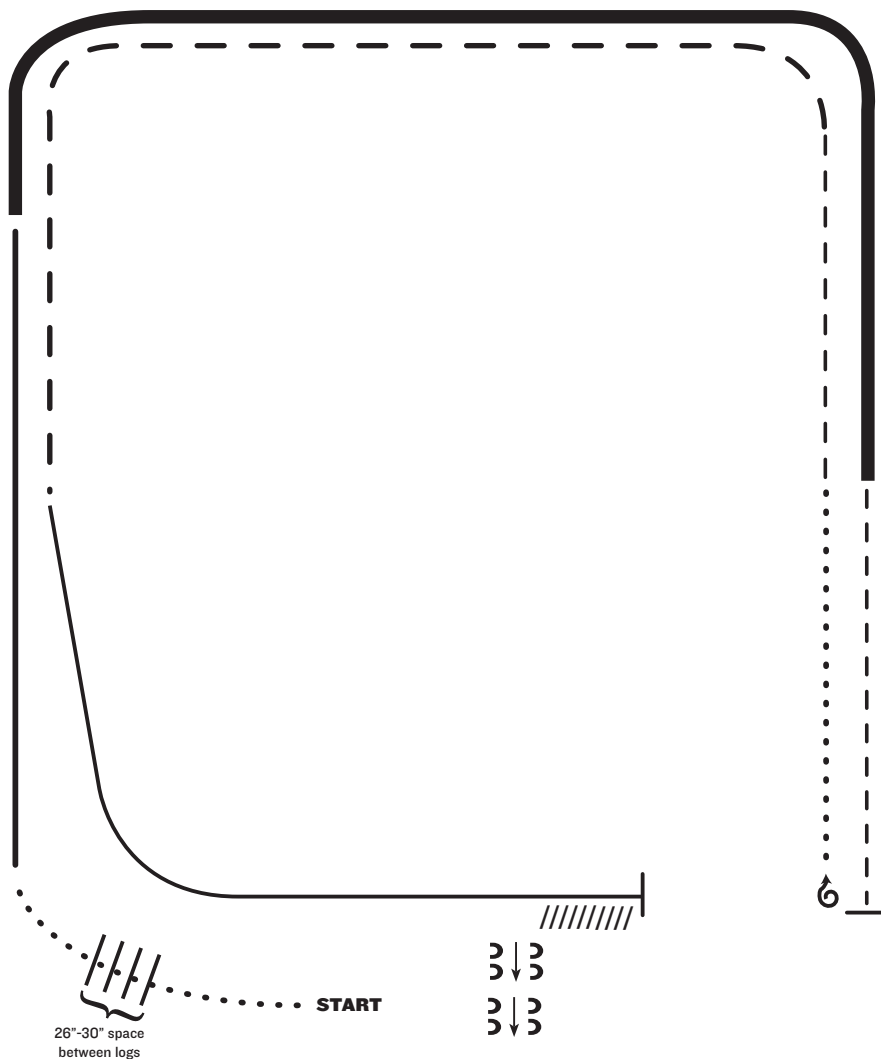


Rookie Horse

1. Schritt zu X
2. Jog linke Hand
3. Mitte der kurzen Seite (C) Jog Volte
4. Bei C angaloppieren linke Hand, 3/4 Zirkel
5. Am Zirkelpunkt Jog und auf die Mittellinie abwenden
6. Auf Höhe von A im rechts Galopp angaloppieren, 3/4 Zirkel
7. Am Zirkelpunkt, Jog und Volte nach rechts, dann weiter auf die Mittellinie
8. Bei X Schritt und Schritt weiter bis G
9. Bei G halten und 360° Hinterhandwendung nach rechts oder links
10. Eine Pferdelänge rückwärts richten
11. Im Schritt zum Ausgang

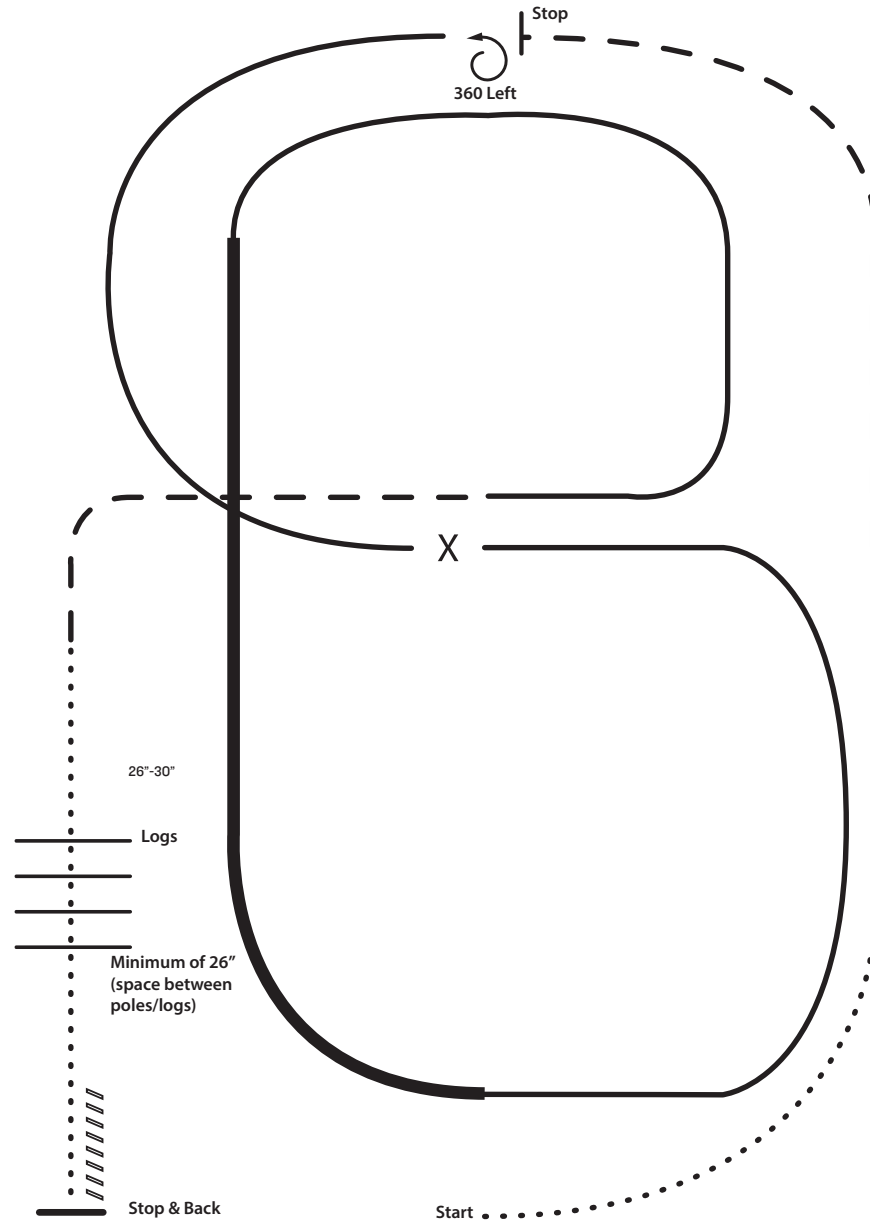
RANCH RIDING - PATTERN 6

Rookie Amateur, Rasseoffen, L1 Youth, WRR LK3&4



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



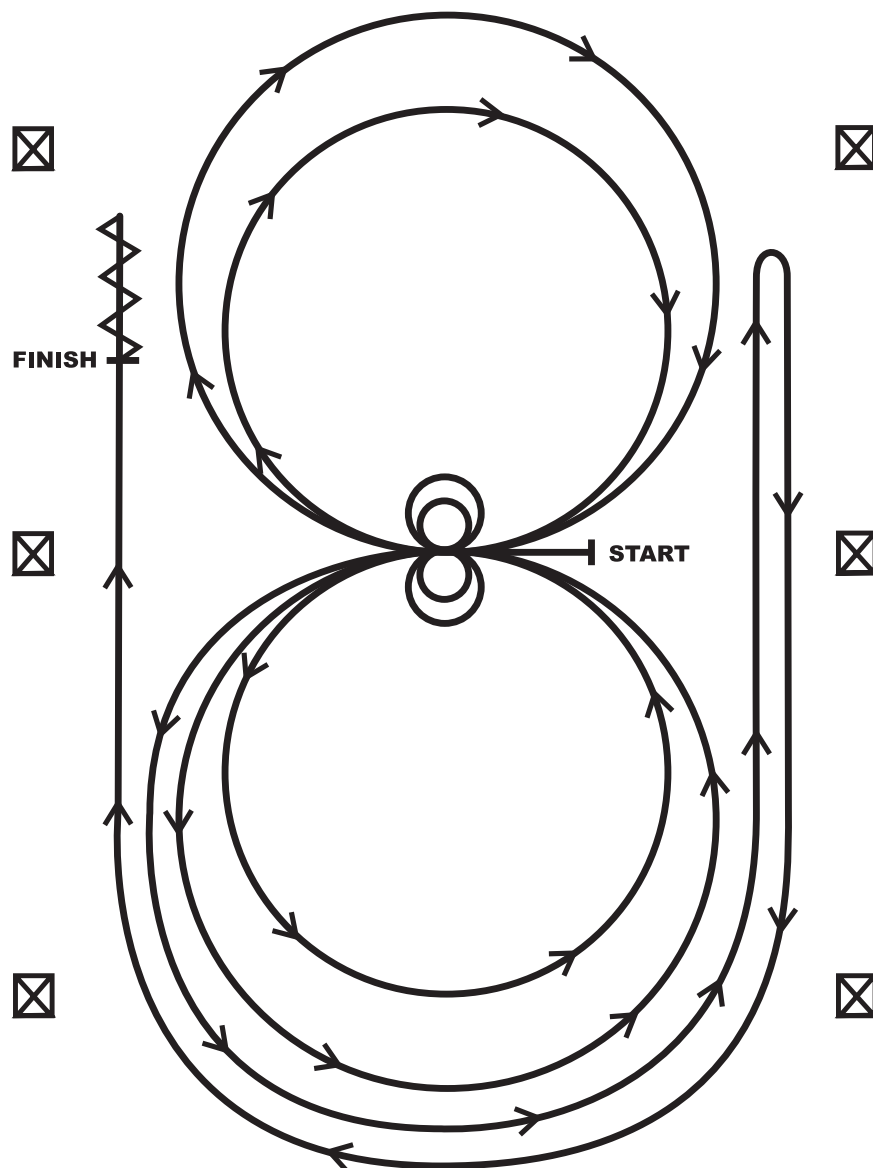
- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- Ext Lope
- //////// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under

Rookie Amateur, WRR LK3, Rasseoffen

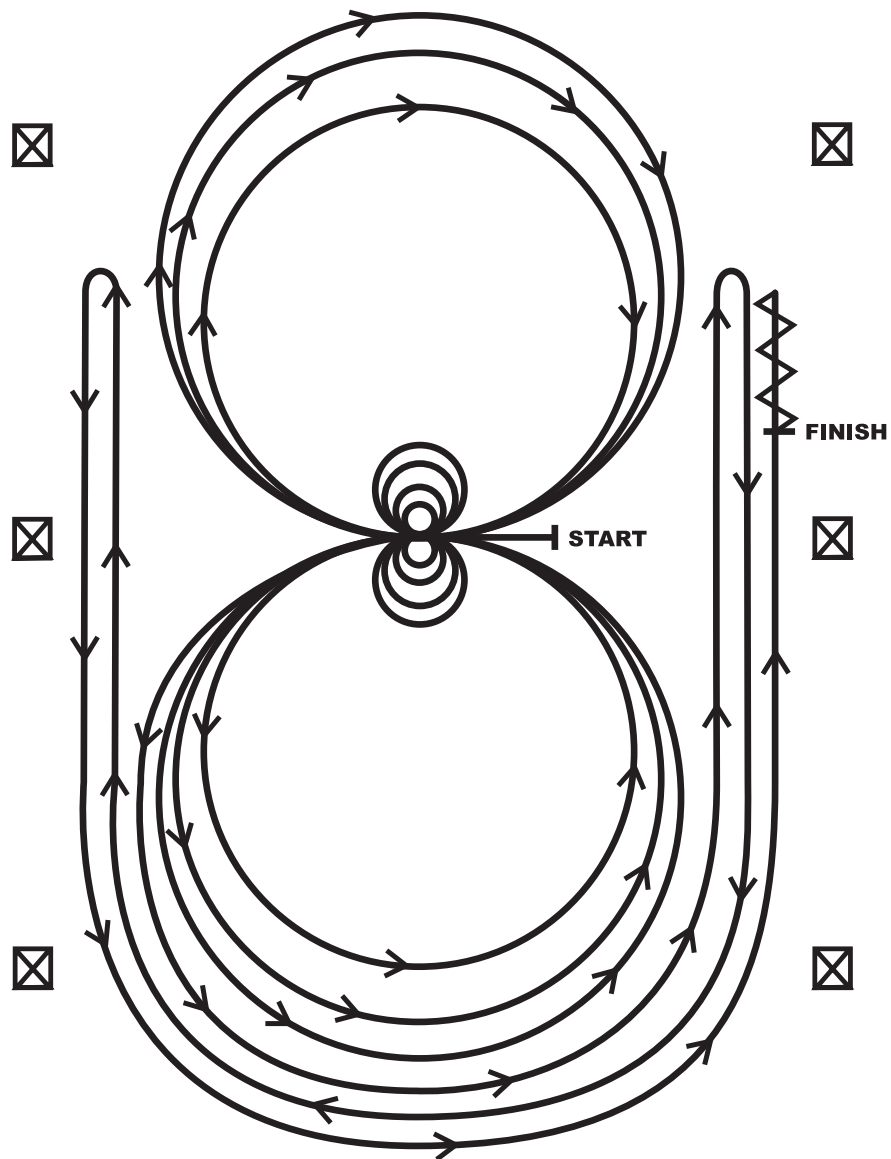


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern. See the Judges' Guide for a summary of other allowances made in the Handbook.

REINING PATTERN 6

L1 Amateur, L1 Youth, WRR LK1&2



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, 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.
4. 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.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.