



PIMA COUNTY



HORSE SHOW PATTERN BOOK



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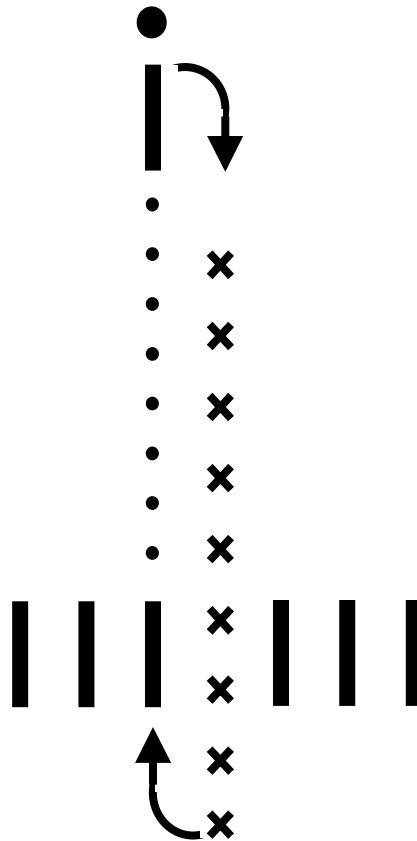
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WESTERN SHOWMANSHIP

WALK / TROT

PATTERN 1

JUDGE



1. Walk out of line to Judge, stop
2. Set-up for inspection
3. Turn, jog back through line
4. Turn, set-up

• WALK

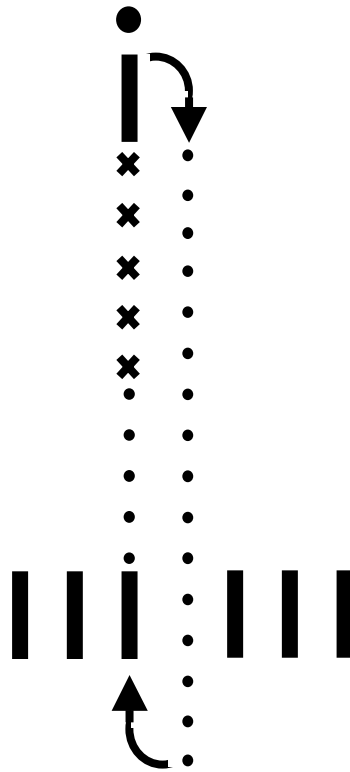
× JOG

WESTERN SHOWMANSHIP

BEGINNER

PATTERN 1

JUDGE



1. Walk out of line to Judge
2. Half way to Judge, jog, stop
3. Set-up for inspection
4. Turn, walk back **through** line
5. Turn, set- up

• WALK

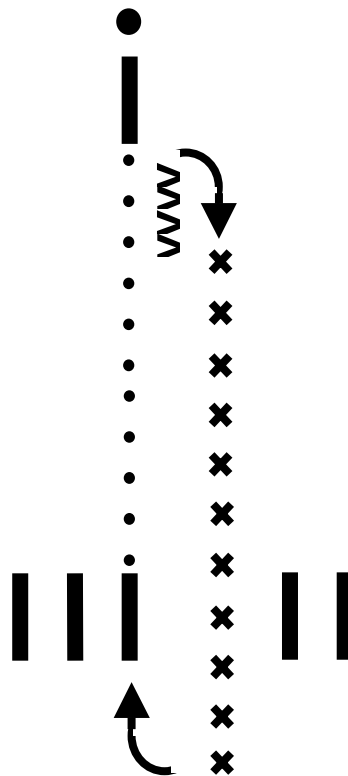
× JOG

WESTERN SHOWMANSHIP

BEGINNER

PATTERN 2

JUDGE



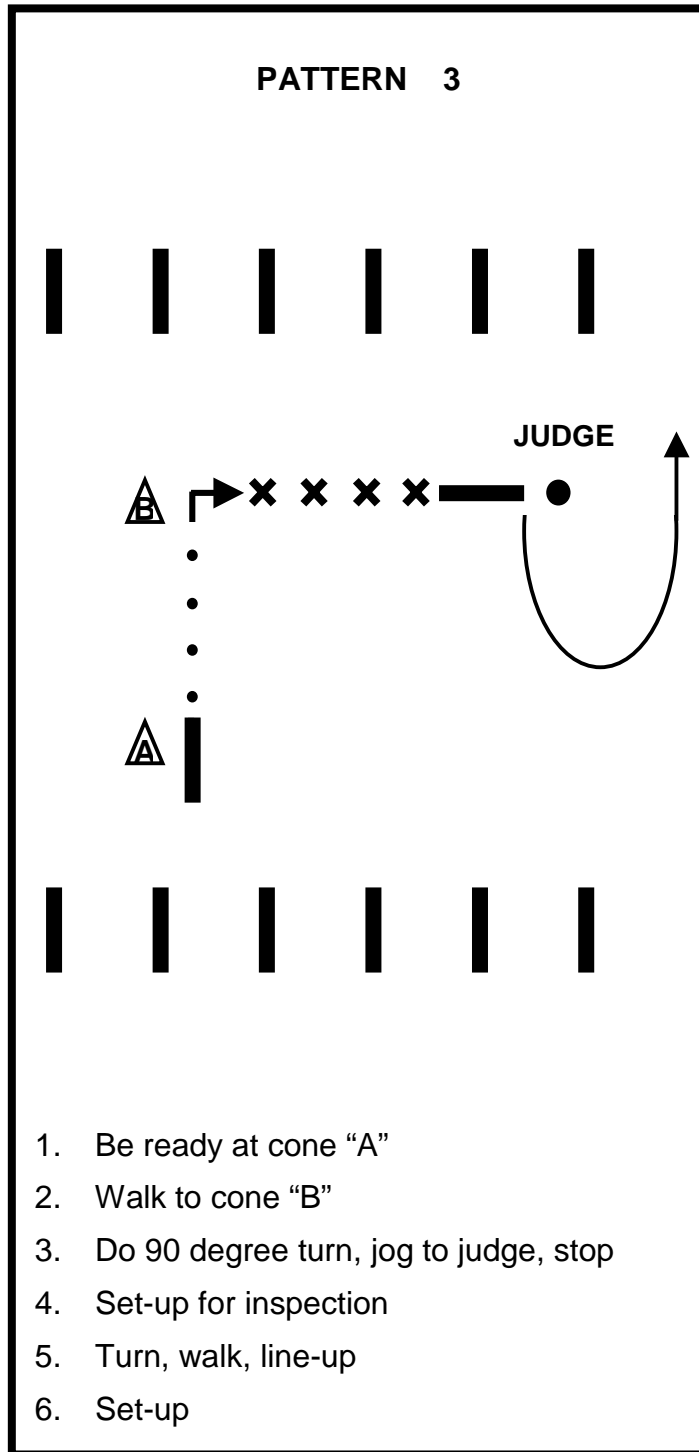
1. Walk out of line to Judge, stop
2. Set-up for inspection
3. Back three to four (3-4) steps
4. Turn, jog back **through** line
5. Turn, set-up

• WALK

× JOG

WESTERN SHOWMANSHIP
BEGINNER

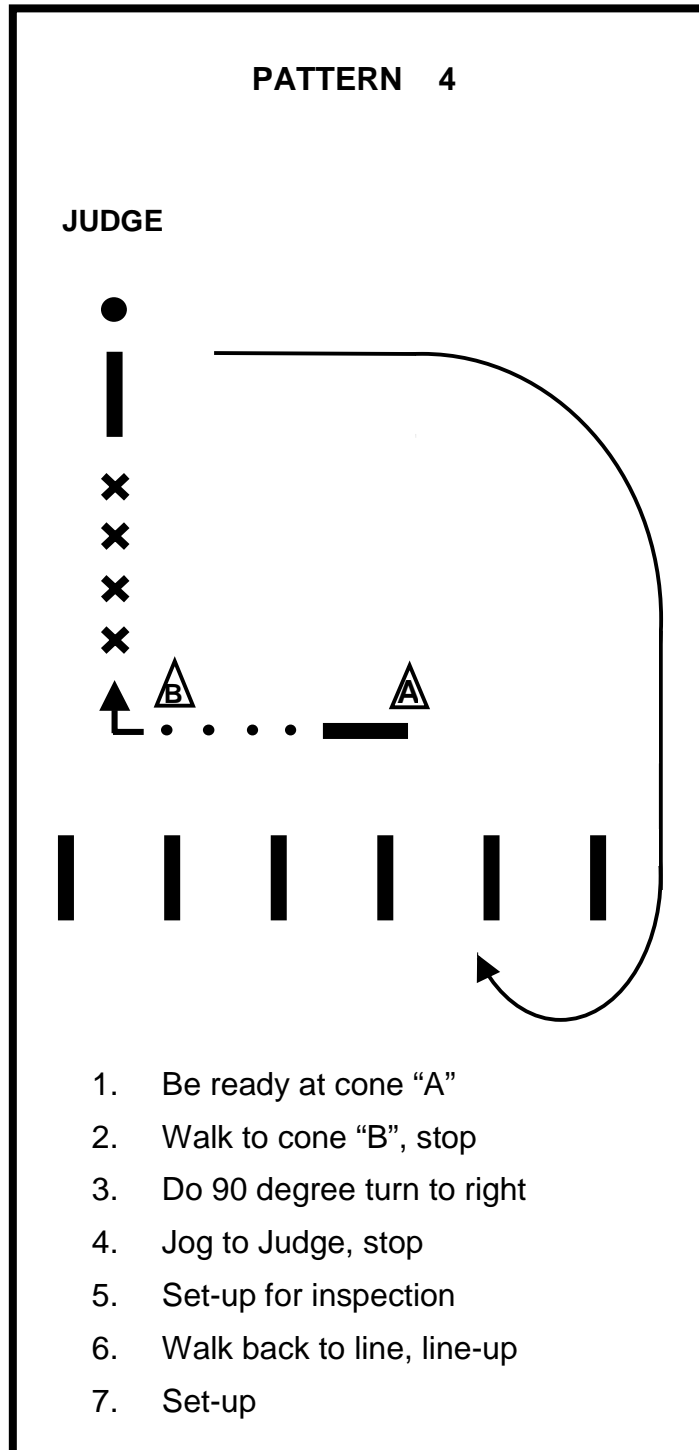
PATTERN 3



- WALK **www** BACK
- × JOG

WESTERN SHOWMANSHIP

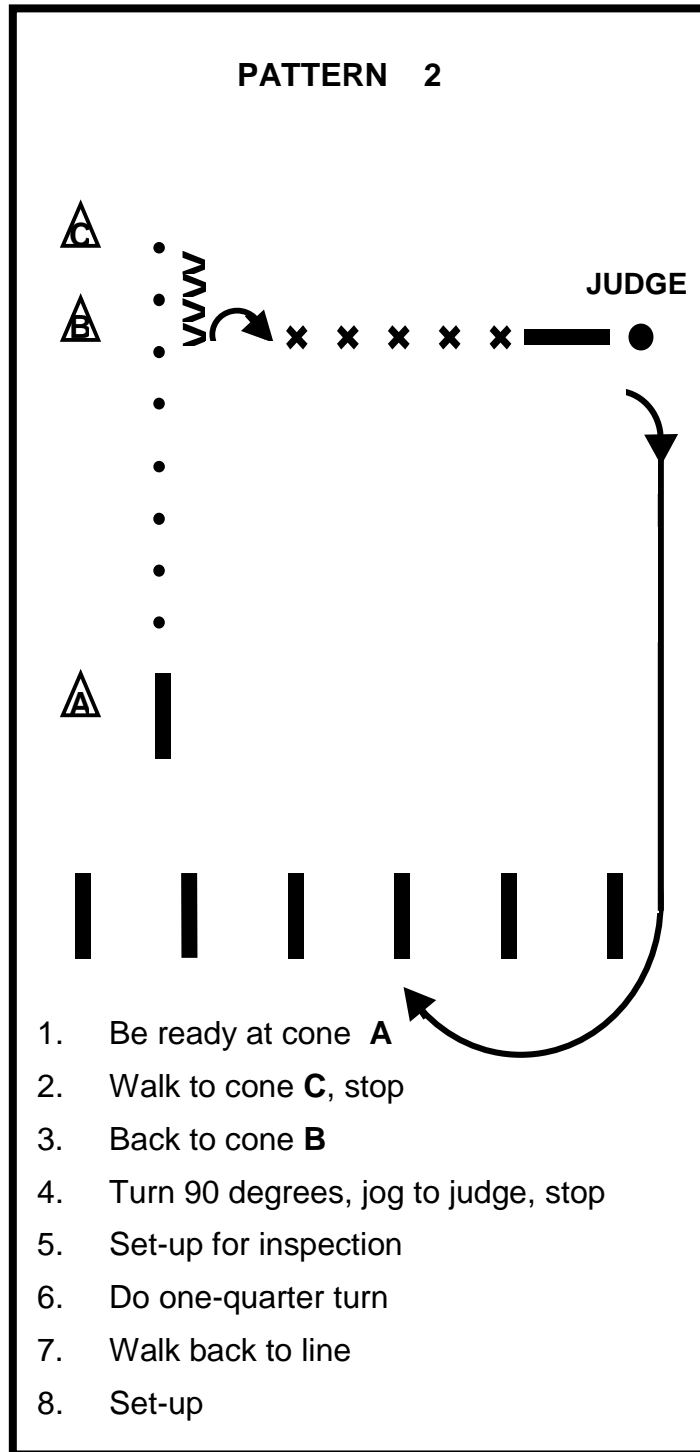
BEGINNER



• WALK **www** BACK

✕ JOG

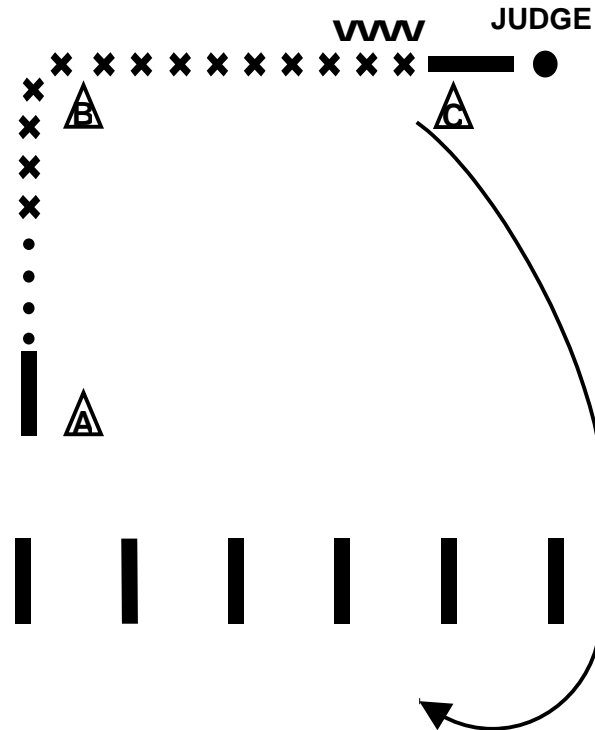
WESTERN SHOWMANSHIP
INTERMEDIATE



• WALK **www** BACK
x JOG

WESTERN SHOWMANSHIP
INTERMEDIATE

PATTERN 3



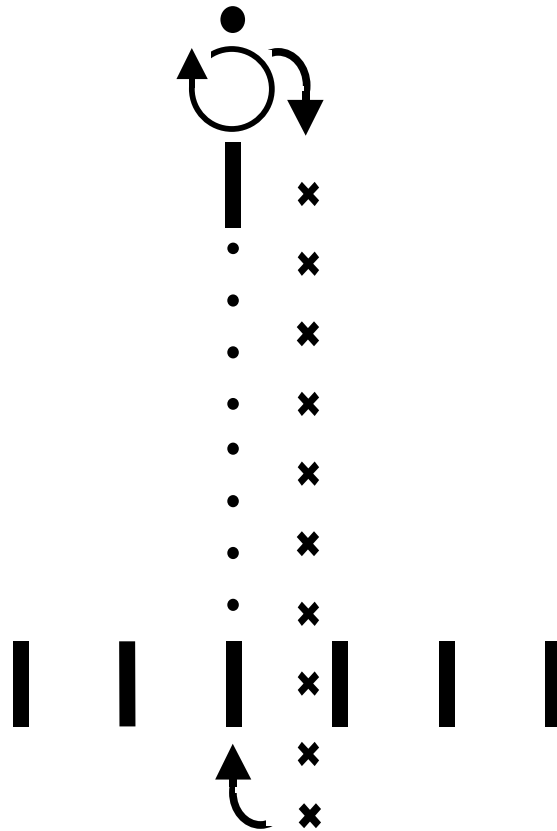
1. Be ready at cone "A"
2. Walk halfway to cone "B", jog
3. Jog around cone "B" to cone "C", stop
4. Set-up for inspection
5. Back five to six (5-6) steps, stop
6. Turn, walk back to line
7. Set-up

• WALK **W**W BACK
× JOG

WESTERN SHOWMANSHIP
INTERMEDIATE

PATTERN 4

JUDGE

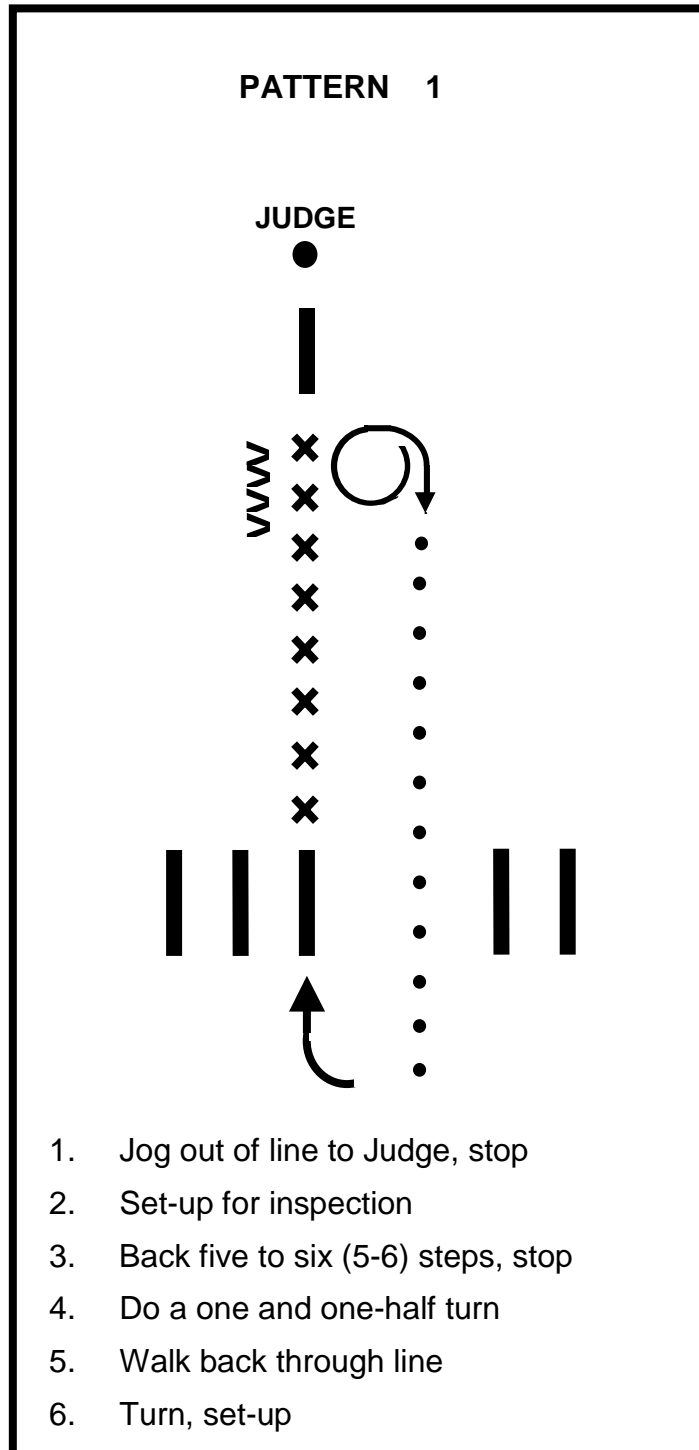


1. Walk to Judge, stop
2. Do a 360 degree turn
3. Set up for inspection
4. Turn, jog back through line
5. Set-up

• WALK **www** BACK
× JOG

WESTERN SHOWMANSHIP

ADVANCED

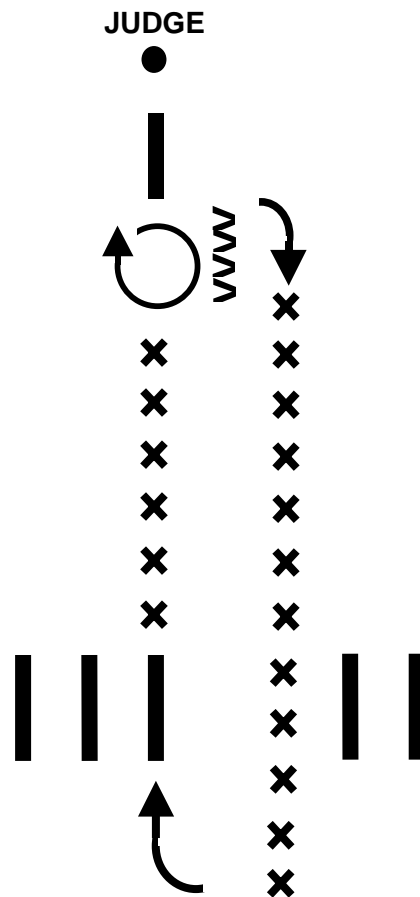


• WALK **w** BACK

x JOG

WESTERN SHOWMANSHIP
ADVANCED

PATTERN 2

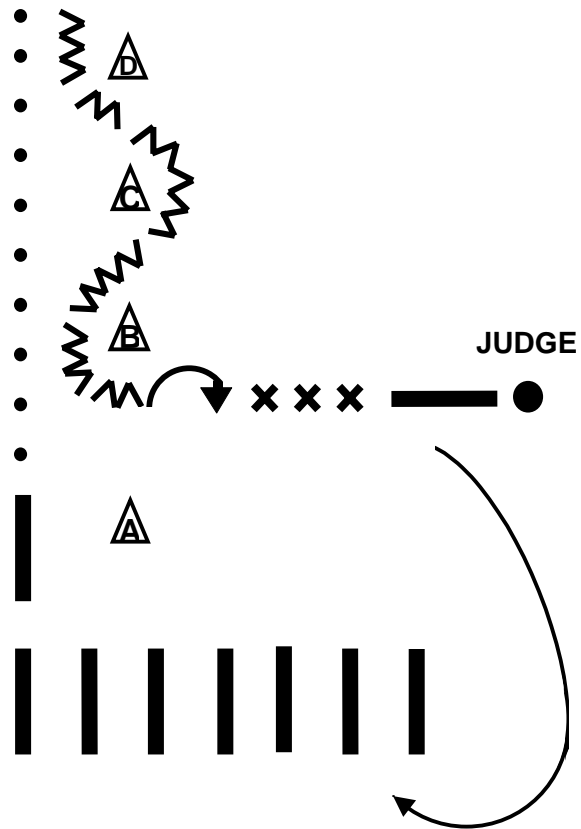


1. Jog out of line to Judge, stop
2. Do a 360 degree turn,
3. Set-up for inspection
4. Back five to six (5-6) steps, stop
5. Turn, jog back through line
6. Turn, set-up

• WALK **W**W BACK
× JOG

WESTERN SHOWMANSHIP
ADVANCED

PATTERN 3



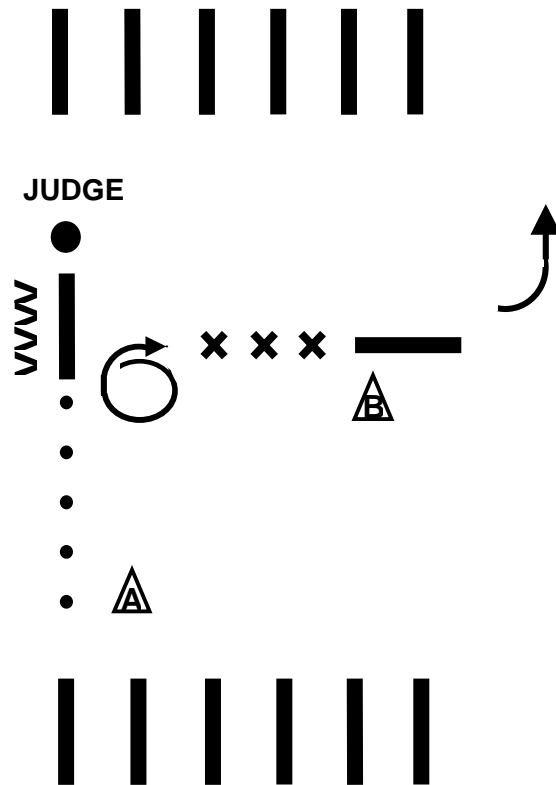
1. Be ready at cone "A"
2. Walk from cone "A" to cone "D"
3. Back through cones "D" through "B", stop
4. Do 180 degree turn, jog to Judge, stop
5. Set-up for inspection
6. Turn, walk back to line
7. Set-up

• WALK **W** BACK
× JOG

WESTERN SHOWMANSHIP

ADVANCED

PATTERN 4



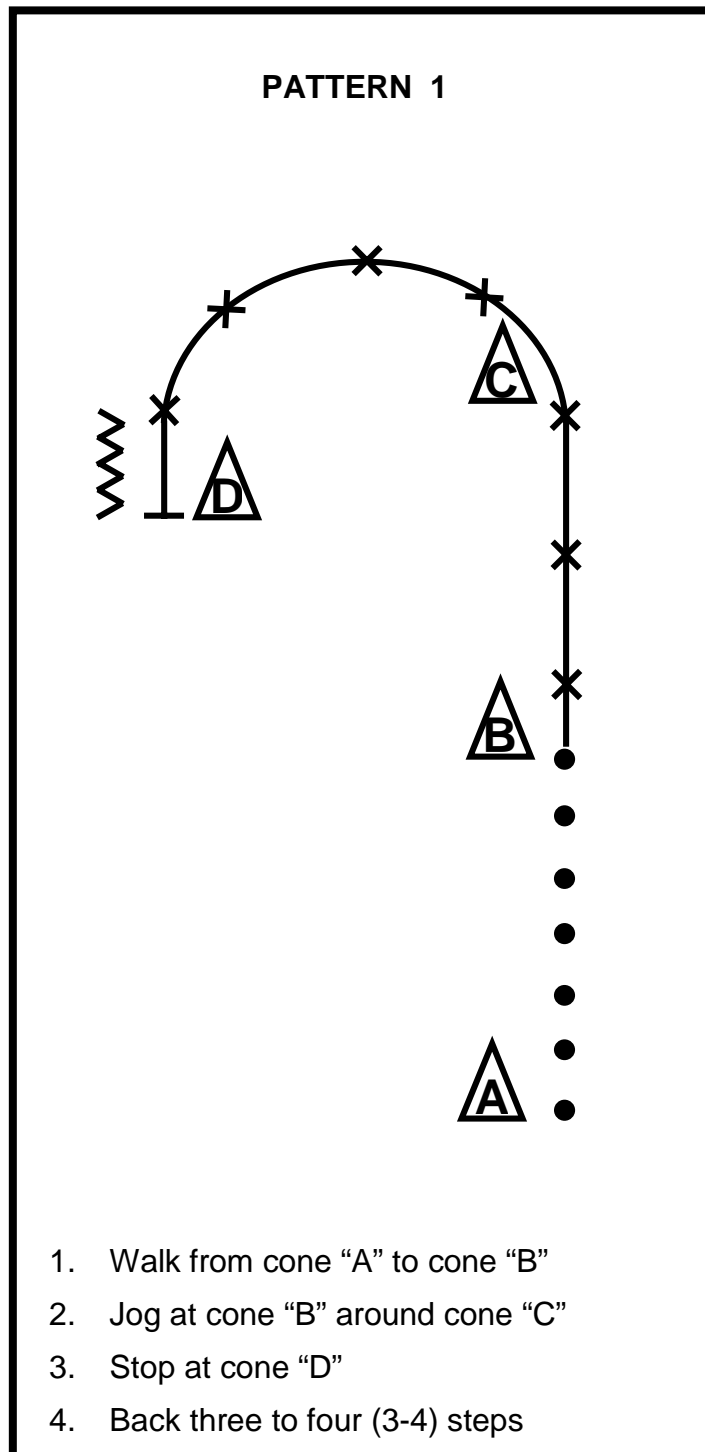
1. Be ready at cone "A"
2. Walk to Judge
3. Set-up for inspection
4. Back five to six (5-6) steps
5. Do a one and one-quarter turn
6. Jog to cone "B"
7. Set-up
8. Turn, walk to line
9. Set-up

• WALK WWW BACK

× JOG

WESTERN HORSEMANSHIP

WALK / TROT

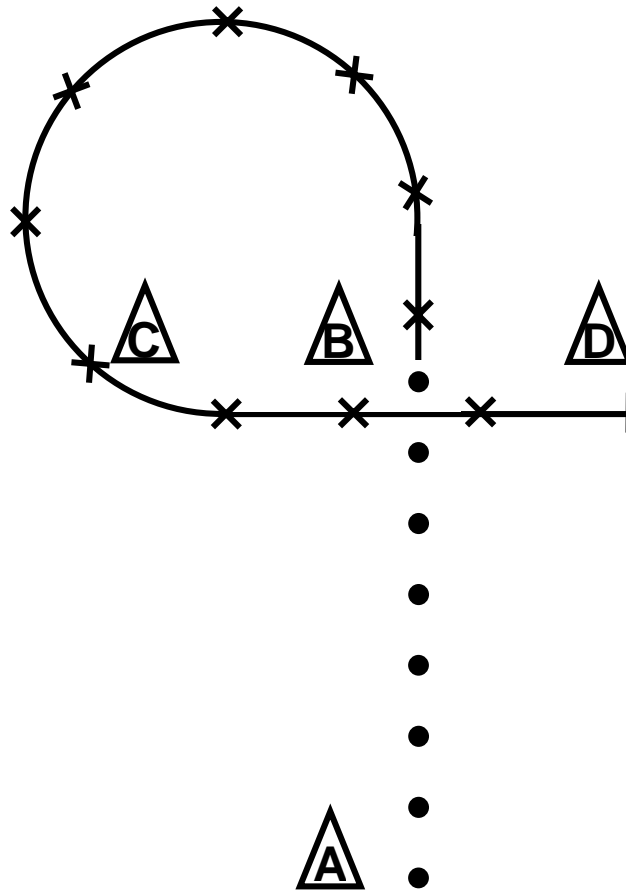


- | | |
|--------|--------|
| ● WALK | — STOP |
| × JOG | ⋈ BACK |

WESTERN HORSEMANSHIP

WALK / TROT

PATTERN 2



1. Walk from cone "A" to cone "B"
2. Jog at cone "B"
3. Jog around cone "C"
4. Continue jogging to cone "D", stop

● WALK

—

STOP

× JOG

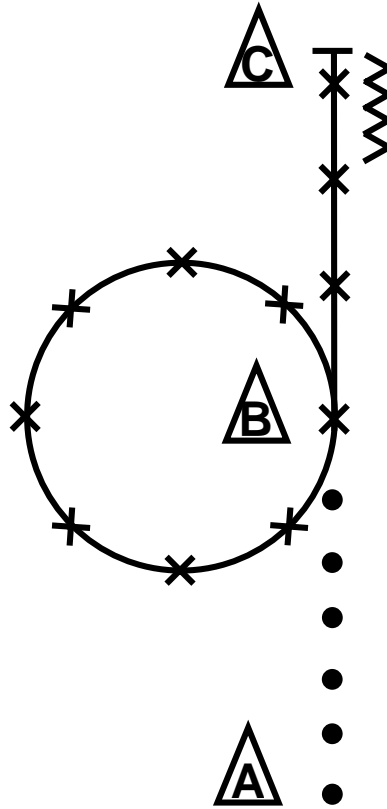
〰〰〰

BACK

WESTERN HORSEMANSHIP

WALK / TROT

PATTERN 3



1. Walk from cone "A" to cone "B"
2. At cone "B", jog circle to the left
3. Continue jogging to cone "C"
4. Stop
5. Back three to four (3-4) steps

● WALK

—

STOP

× JOG

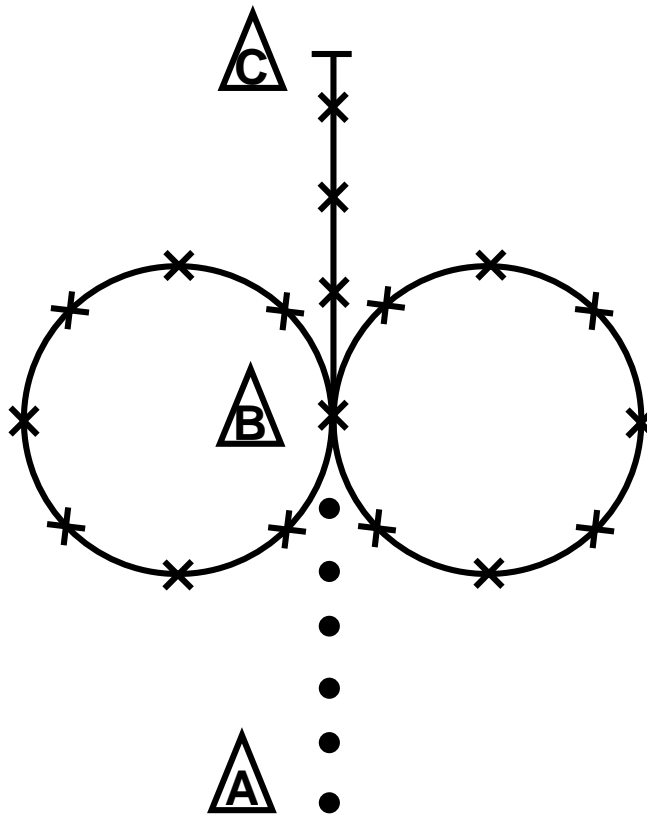
⋈

BACK

WESTERN HORSEMANSHIP

WALK / TROT

PATTERN 4



1. Walk from cone "A" to cone "B"
2. At cone "B" jog circle to the left
3. At cone "B" jog circle to the right
4. Continue jogging to cone "C" , stop

● WALK

—

STOP

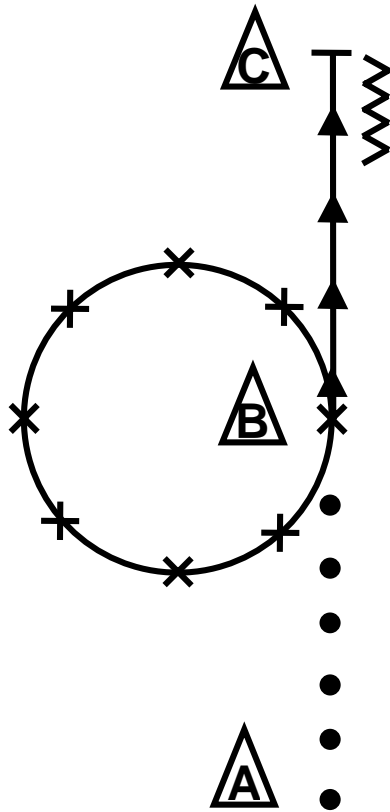
× JOG

⋈

BACK

WESTERN HORSEMANSHIP
BEGINNER

PATTERN 1



1. Walk from cone "A" to cone "B"
2. At cone "B" jog circle to the left
3. Lope on left lead to cone "C", stop
4. Back three to four (3-4) steps

● WALK

— STOP

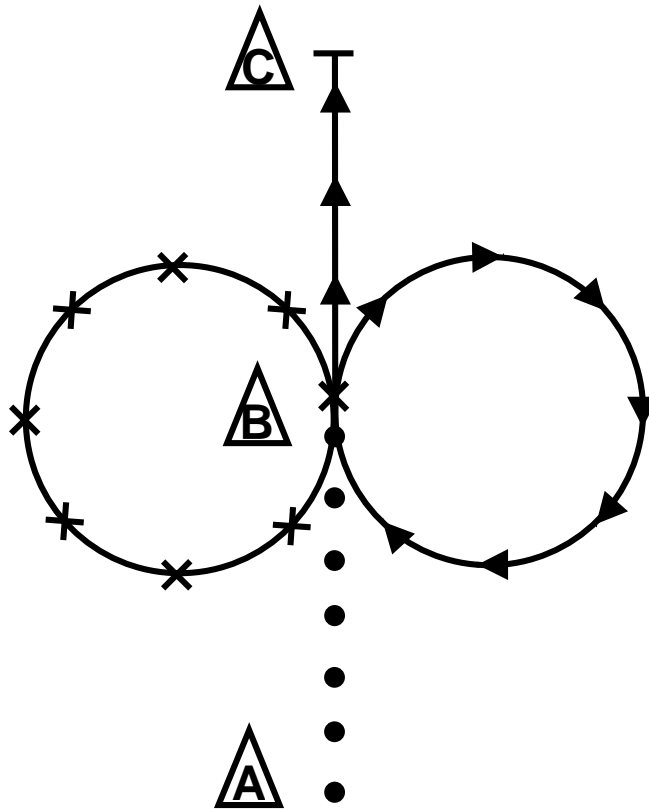
▲ LOPE

× JOG

〰 BACK

WESTERN HORSEMANSHIP
BEGINNER

PATTERN 2



1. Walk from cone "A" to cone "B"
2. At cone "B", jog circle to the left
3. At cone "B" lope in correct lead circle to the right
4. Continue loping to cone "C", stop

● WALK

— STOP

▲ LOPE

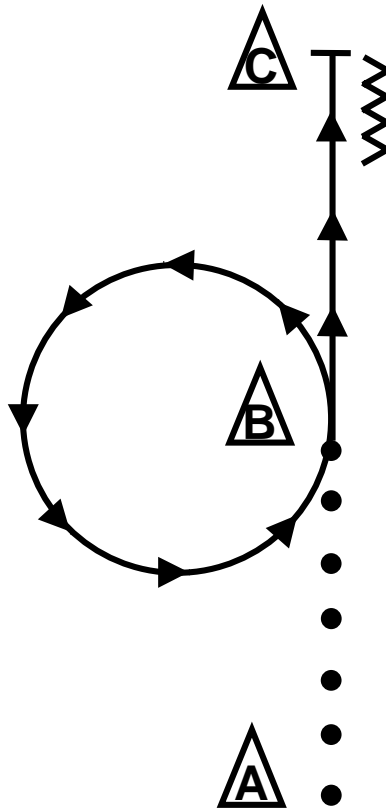
× JOG

〰 BACK

WESTERN HORSEMANSHIP

BEGINNER

PATTERN 3



1. Walk from cone "A" to cone "B"
2. At cone "B", lope circle to the left
3. Continue loping to "C", stop
4. Back three to four (3-4) steps

● WALK



STOP



LOPE

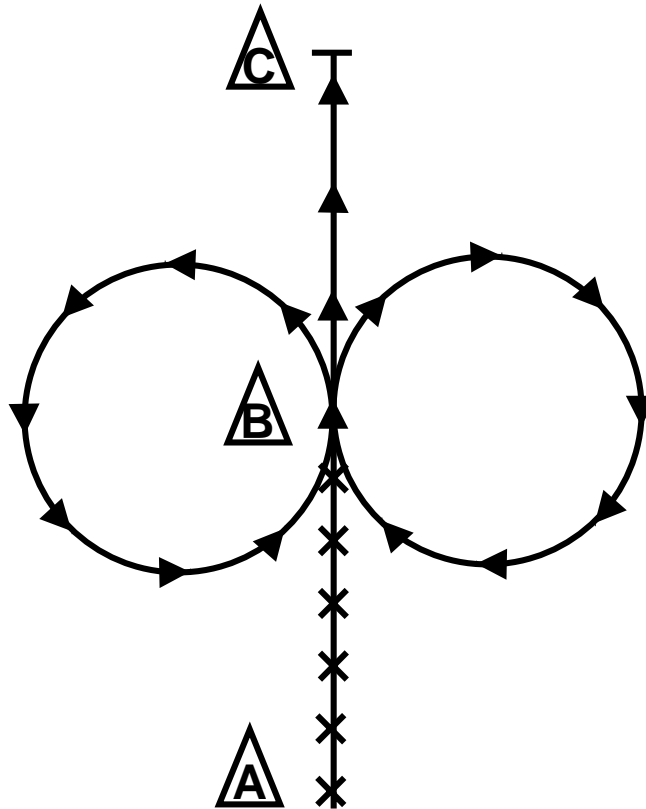
× JOG



BACK

WESTERN HORSEMANSHIP
BEGINNER

PATTERN 4



1. Jog from cone "A" to cone "B"
2. At cone "B" lope circle to the left
3. Do simple lead change at cone "B", lope circle to right
4. Continue lope to cone "C", stop

● WALK

— STOP

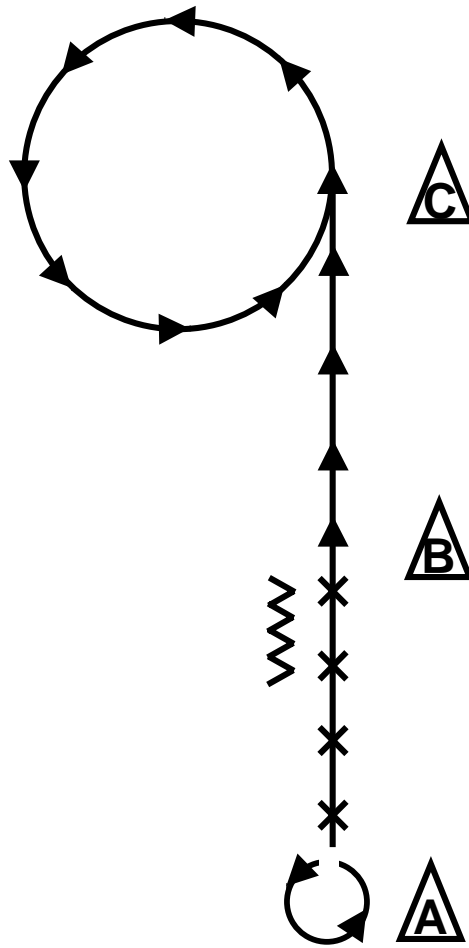
▲ LOPE

× JOG

⋈ BACK

WESTERN HORSEMANSHIP
INTERMEDIATE

PATTERN 1



1. Do a 360 degree turn to the left on the hindquarters, stop
2. Jog to cone "B", stop, back five to six (5-6) steps
3. Lope to cone "C" on left lead
4. Continue in a circle to the left, stop

● WALK

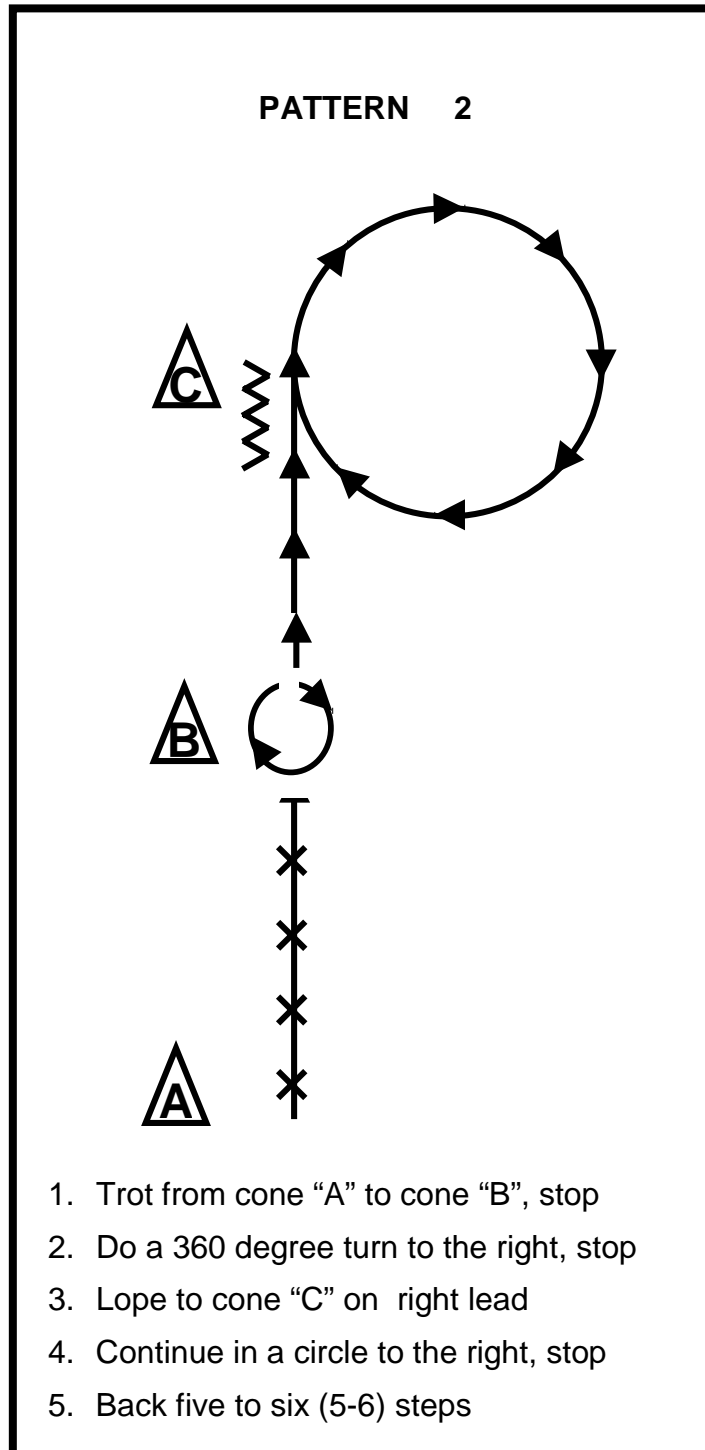
— STOP

▲ LOPE

× JOG

⚡ BACK

WESTERN HORSEMANSHIP
INTERMEDIATE



● WALK

— STOP

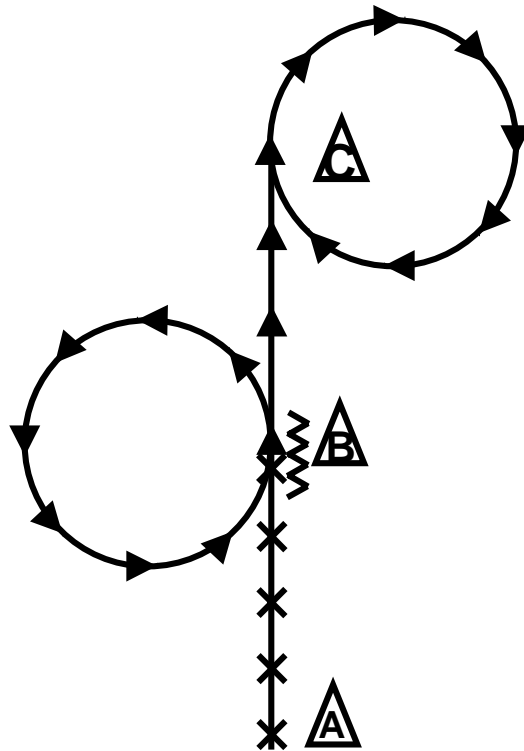
▲ LOPE

× JOG

⋈ BACK

WESTERN HORSEMANSHIP
INTERMEDIATE

PATTERN 3



1. Jog from cone "A" to cone "B", stop
2. Lope a circle to left on correct lead, stop
3. Back five to six (5-6) steps
4. Lope on right lead to cone "C"
5. Lope circle on right lead, stop

● WALK

— STOP

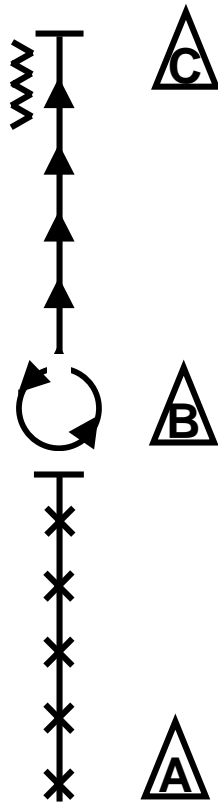
▲ LOPE

× JOG

⋈ BACK

WESTERN HORSEMANSHIP
INTERMEDIATE

PATTERN 4



1. Jog from cone "A" to cone "B", stop
2. Do a 360 degree turn on the hindquarters to the left
3. Lope to cone "C" on left lead, stop
4. Back five to six (5-6) steps, stop

● WALK

— STOP

▲ LOPE

× JOG

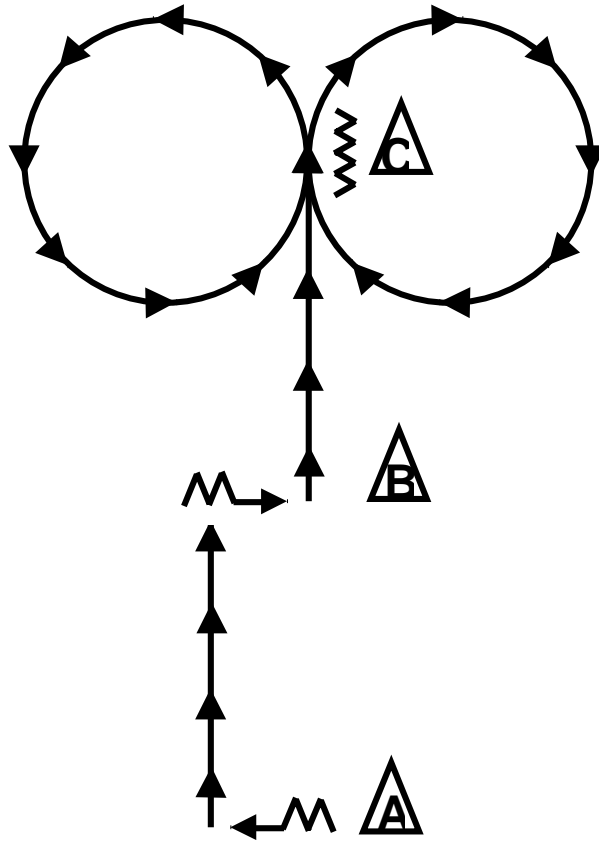
〰 BACK

WESTERN HORSEMANSHIP

ADVANCED

Simple lead changes are acceptable
Uncontrolled flying lead changes are unacceptable

PATTERN 1



1. Side pass to left from cone "A", stop
2. Lope on left lead to cone "B", stop
3. Side pass to right, stop
4. Lope on left lead to cone "C", continue loping
5. Lope a figure eight (8) to left, stop
6. Back five to six (5-6) steps

● WALK

— STOP



▲ LOPE

× JOG



BACK

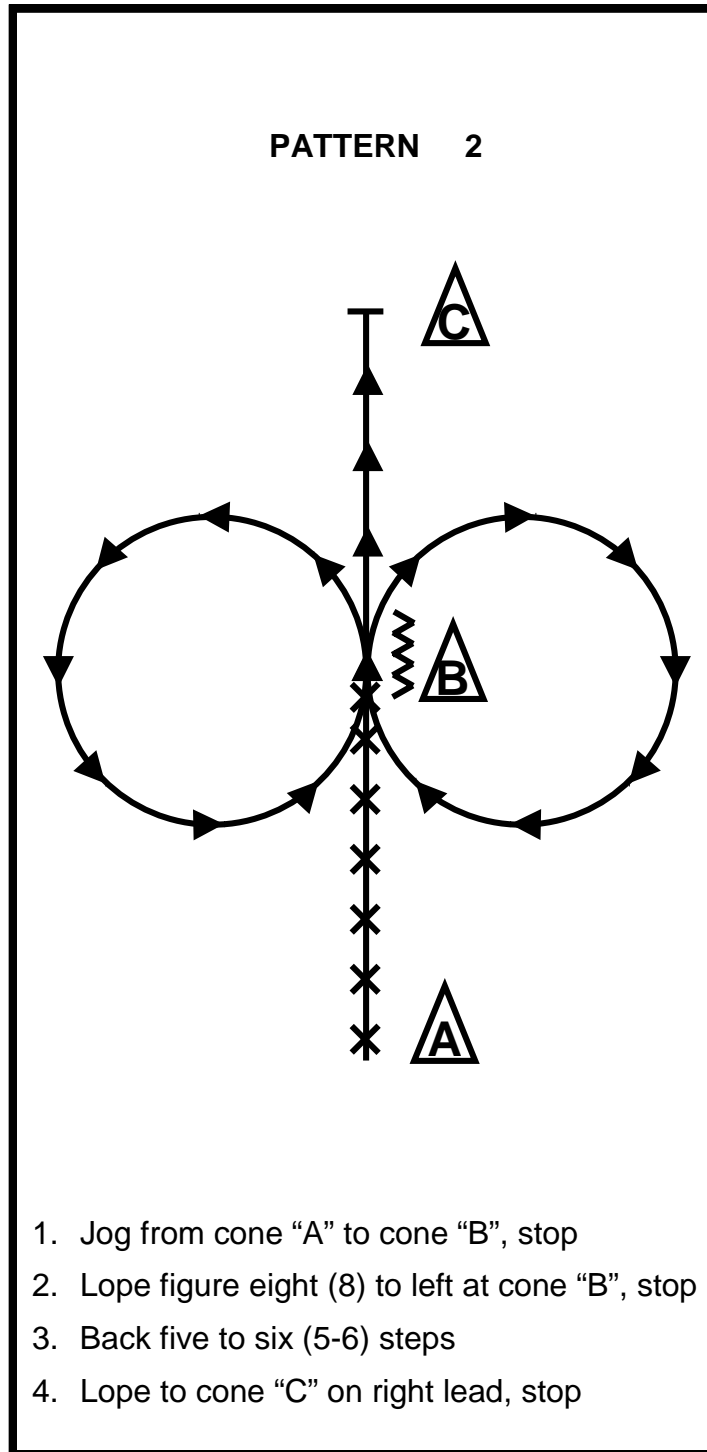


← SIDE PASS

WESTERN HORSEMANSHIP

ADVANCED

Simple lead changes are acceptable
Uncontrolled flying lead changes are unacceptable



● WALK

— STOP

▲ LOPE

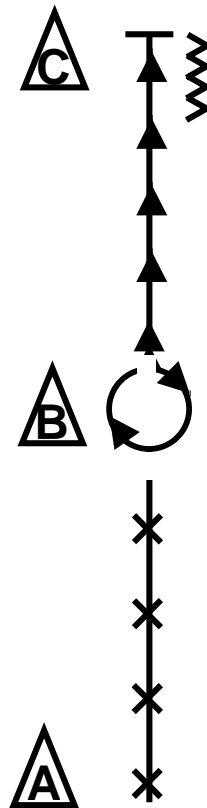
× JOG

⋈ BACK

WESTERN HORSEMANSHIP

ADVANCED

PATTERN 3



1. Jog from cone "A" to cone "B", stop
2. Do a 360 degree turn to right at cone "B", stop
3. Lope on left lead, do a flying lead change halfway to cone "C"
4. Continue Loping on right lead to cone "C", stop
5. Back five to six (5-6) steps

● WALK

— STOP

▲ LOPE

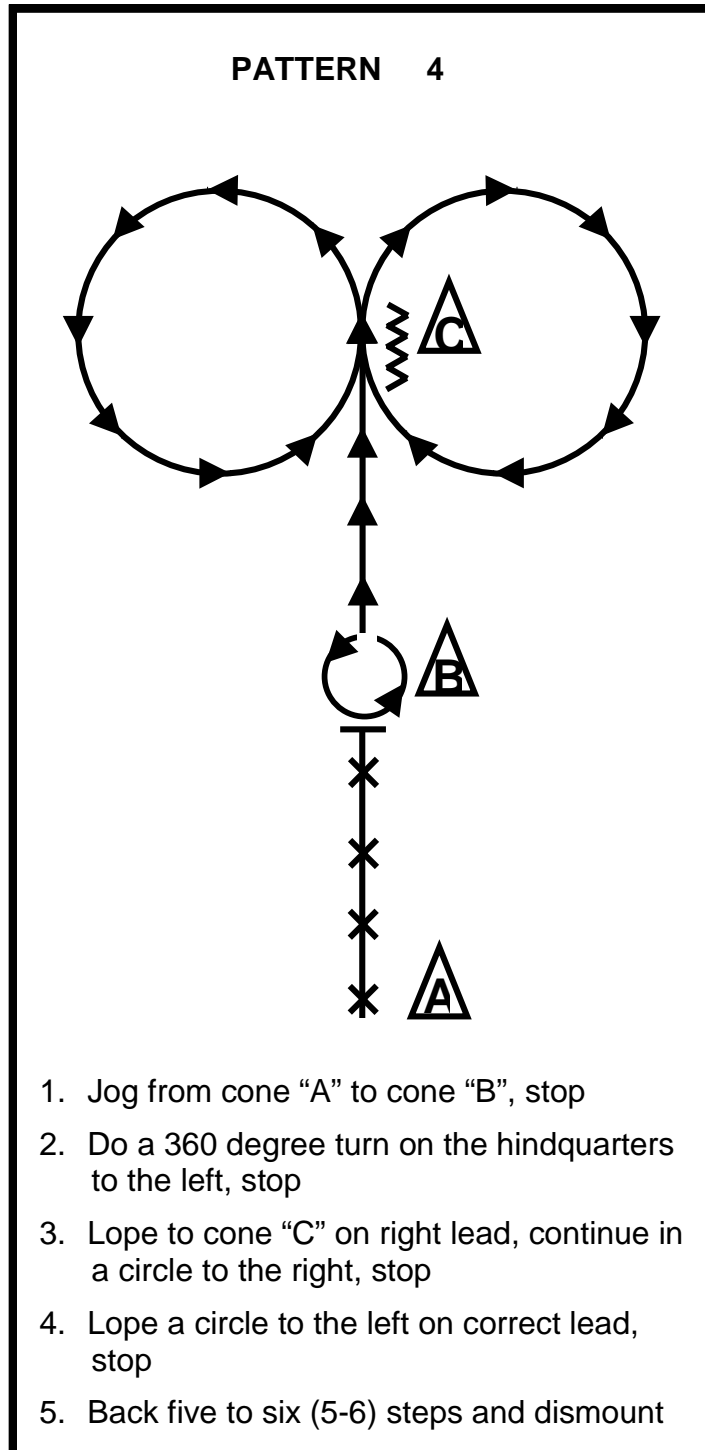
× JOG

〰 BACK

WESTERN HORSEMANSHIP

ADVANCED

Simple lead changes are acceptable
Uncontrolled flying lead changes are unacceptable



● WALK

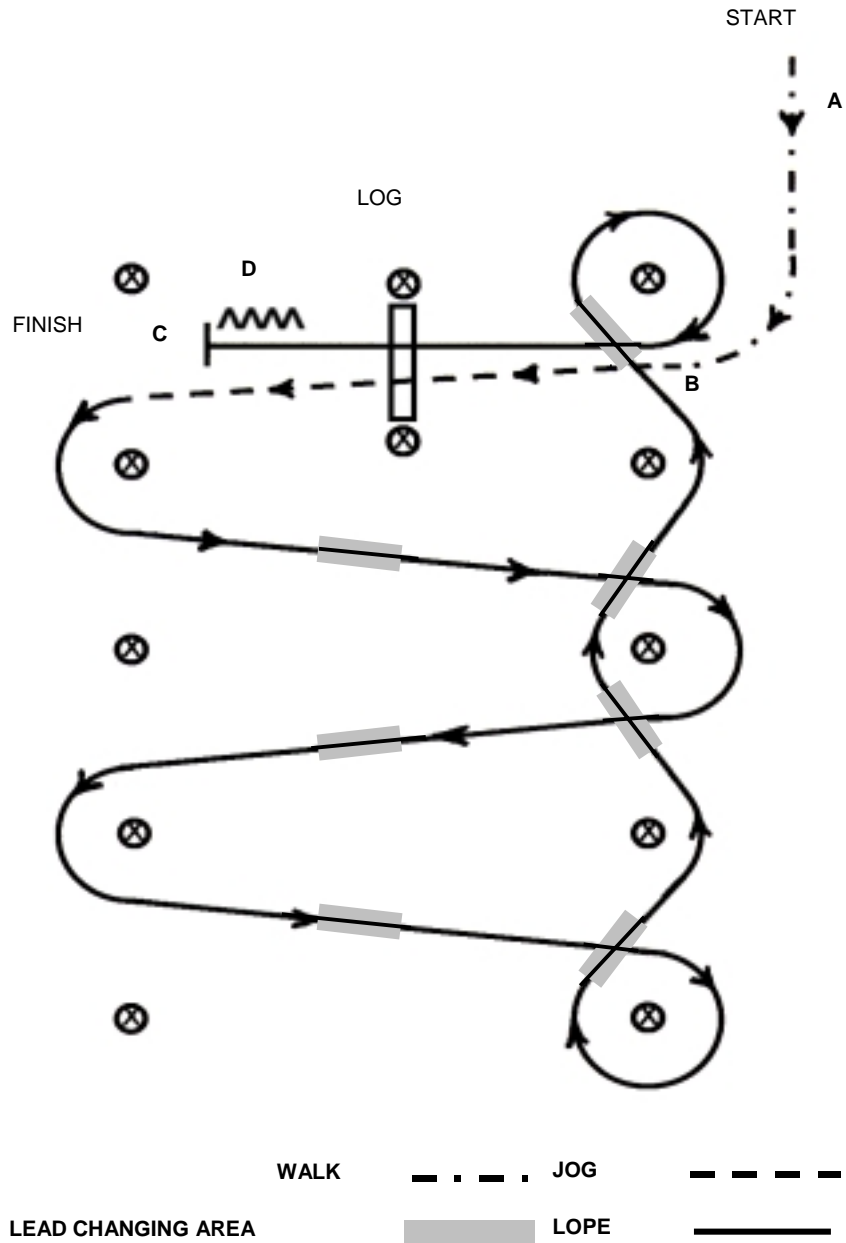
— STOP

▲ LOPE

× JOG

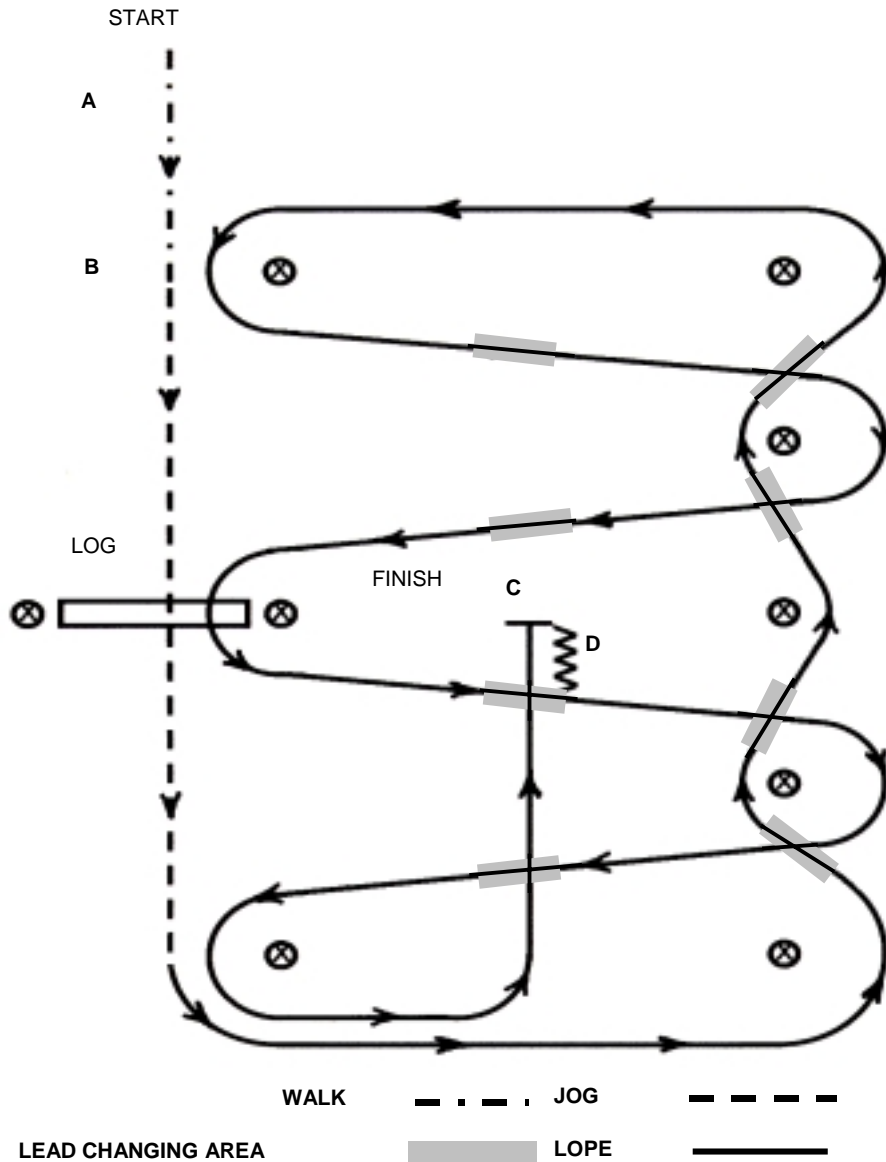
⋈ BACK

WESTERN RIDING PATTERN "1"



- a. Enter arena at a walk (A)
- b. Pick up jog (B)
- c. Jog over log
- d. Transition to left lead
- e. First crossing change
- f. Second crossing change
- g. Third crossing change
- h. Circle and first line change
- i. Second line change
- j. Third line change
- k. Fourth line change and circle
- l. Lope over log
- m. Lope
- n. Stop (C) - (square and straight – NOT a sliding stop)
- o. Back (D)
Leave arena

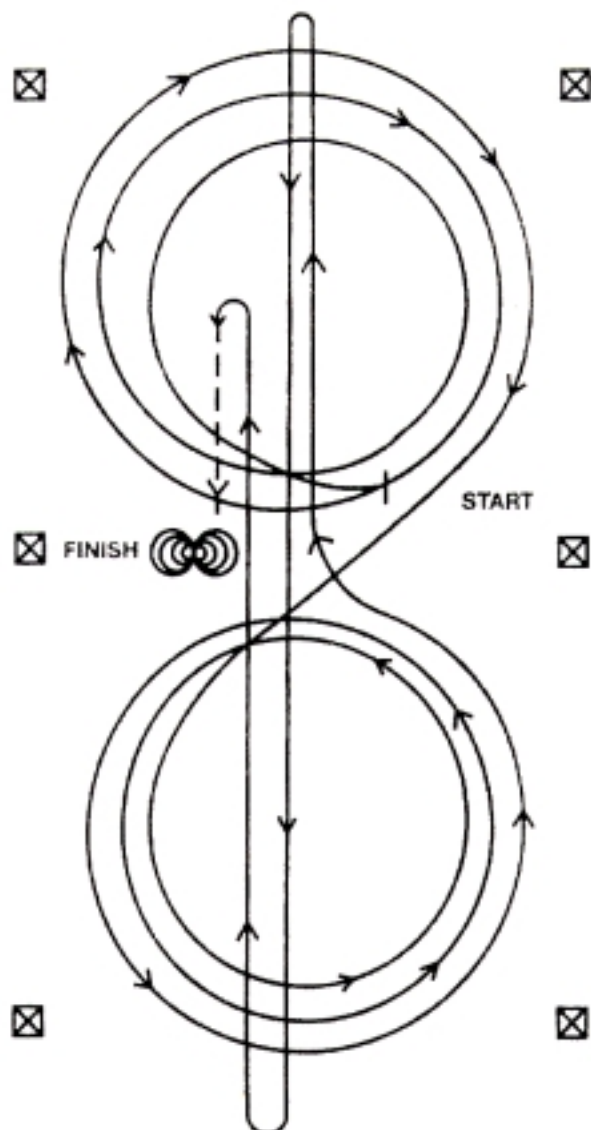
WESTERN RIDING PATTERN "2"



- WALK - . - . JOG - - - - LEAD CHANGING AREA LOPE _____
- a. Enter arena at a walk (A)
 - b. Pick up jog (B)
 - c. Jog over log
 - d. Transition to left lead and lope around end
 - e. First line change
 - f. Second line change
 - g. Third line change
 - h. Fourth line change lope around end of arena
 - i. First crossing change
 - j. Second crossing change
 - k. Lope over log
 - l. Third crossing change
 - m. Fourth crossing change
 - n. Lope up the center
 - o. Stop (C) – (square and straight – NOT a sliding stop)
 - p. Back (D)
- Leave arena

REINING PATTERN "A"

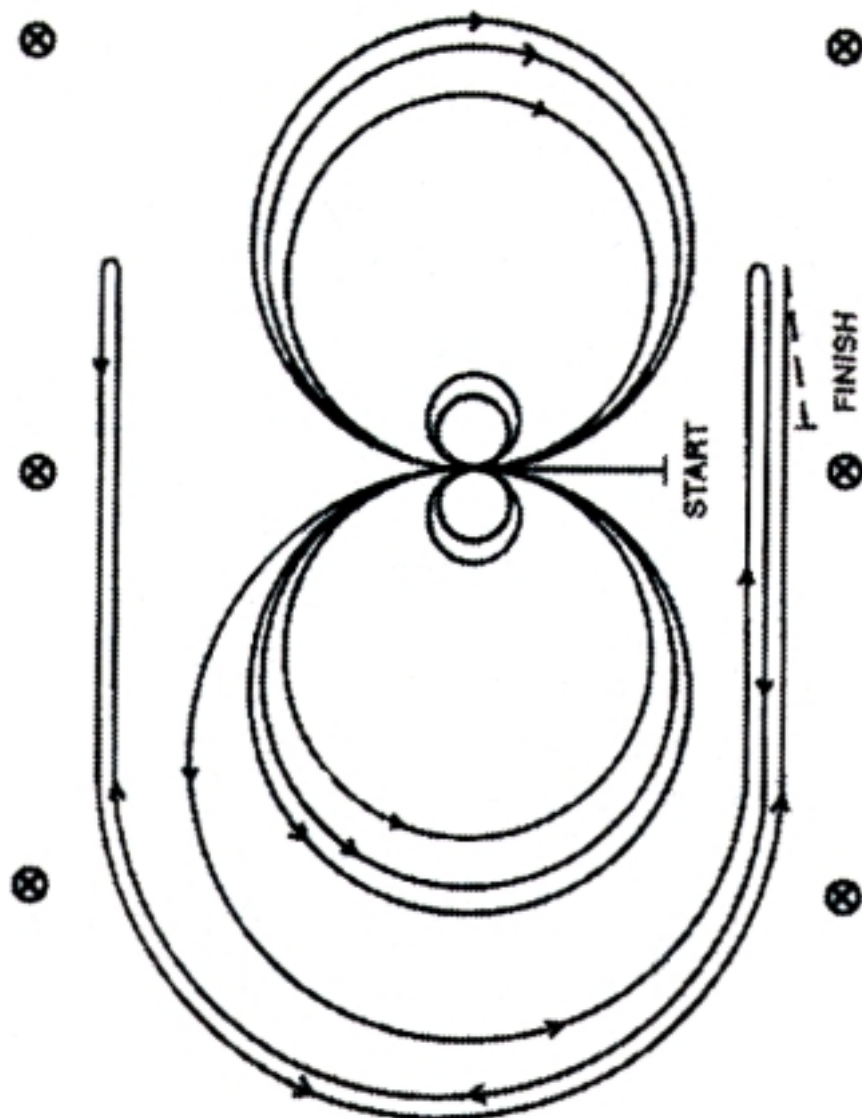
Beginning at the center of the arena facing the left wall or fence:



1. Beginning on the right lead, complete three (3) circles to the right; the first circle small and slow; the next two (2) circles large and fast. Change leads at the center of the arena.
2. Complete three (3) circles to the left; the first circle small and slow; the next two (2) circles large and fast. Change leads at the center of the arena.
3. Run up the middle to the far end of the arena past the end marker and do a left rollback - no hesitation.
4. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten (10) feet. Hesitate.
6. Complete four (4) spins to the right.
7. Complete four (4) spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated Judge.

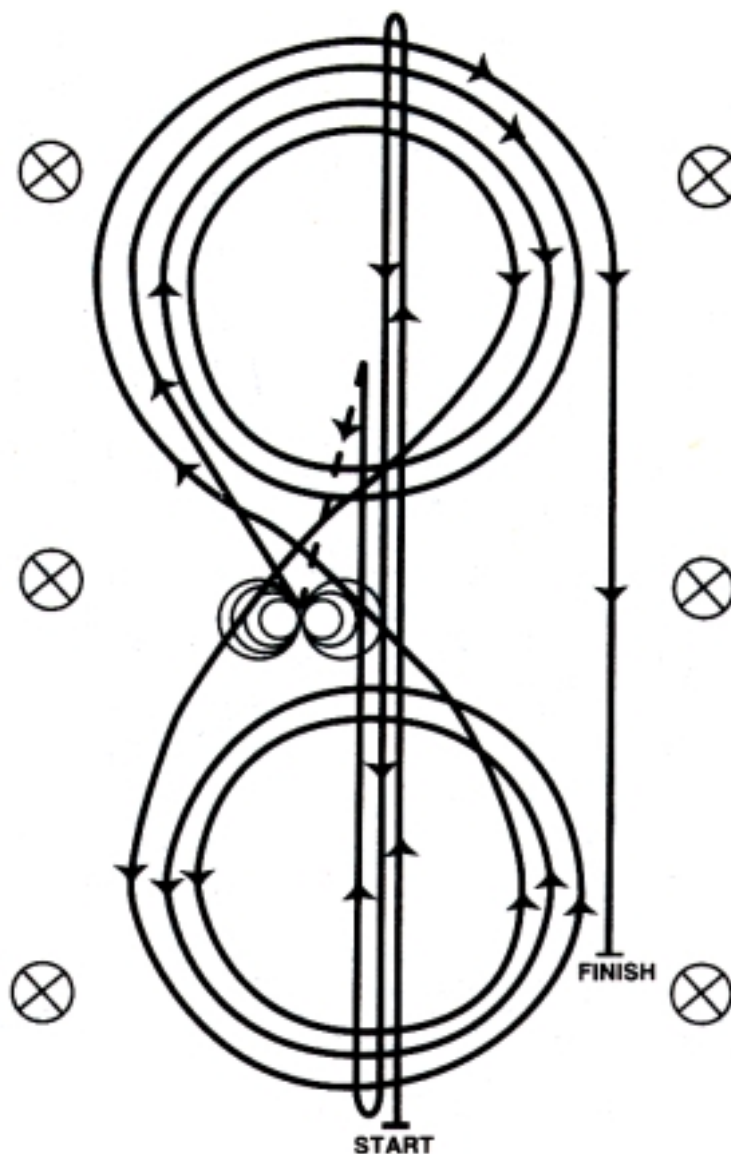
REINING PATTERN "B"



1. Walk to the center of the arena and complete two (2) spins to the right. Hesitate.
2. Complete two (2) spins to the left. Hesitate.
3. Beginning on left lead, complete two (2) large, fast circles to the left. One small, slow circle to the left; Change leads.
4. Complete two (2) large fast circles to the right, and one small slow circle to the right; change leads.
5. Begin a large fast circle to the left. Do not close this circle, but run down the side past the center marker and do a right rollback at least twenty (20) feet from the wall or fence.
6. Continue back around previous circle, run down opposite side of the arena past center marker and do a left Rollback at least twenty (20) feet from the wall or fence.
7. Continue back around previous circle. Do not close this circle, but run down the side past center marker and Do a sliding stop. Back straight to the center of the arena or at least ten (10) feet.
8. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated Judge.

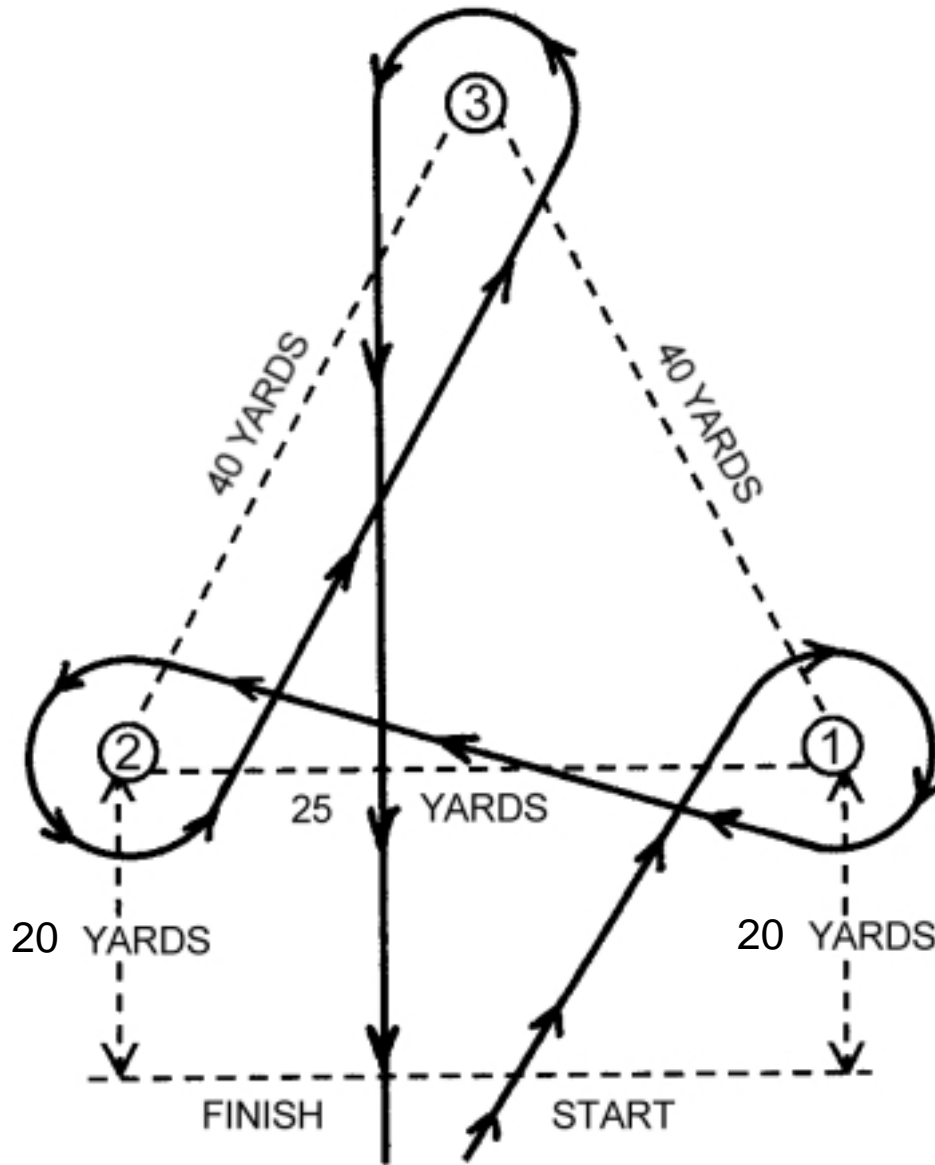
REINING PATTERN "C"



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 or at least ten (10) feet. Hesitate.
4. Complete four (4) spins to the right.
5. Complete four (4) and one-quarter (4 ¼) spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on right lead, complete three (3) circles to the right; the first two (2) circles large and fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three (3) circles to the left; the first two (2) 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 (20) feet from the wall or fence. Hesitate to demonstrate the completion of the pattern.

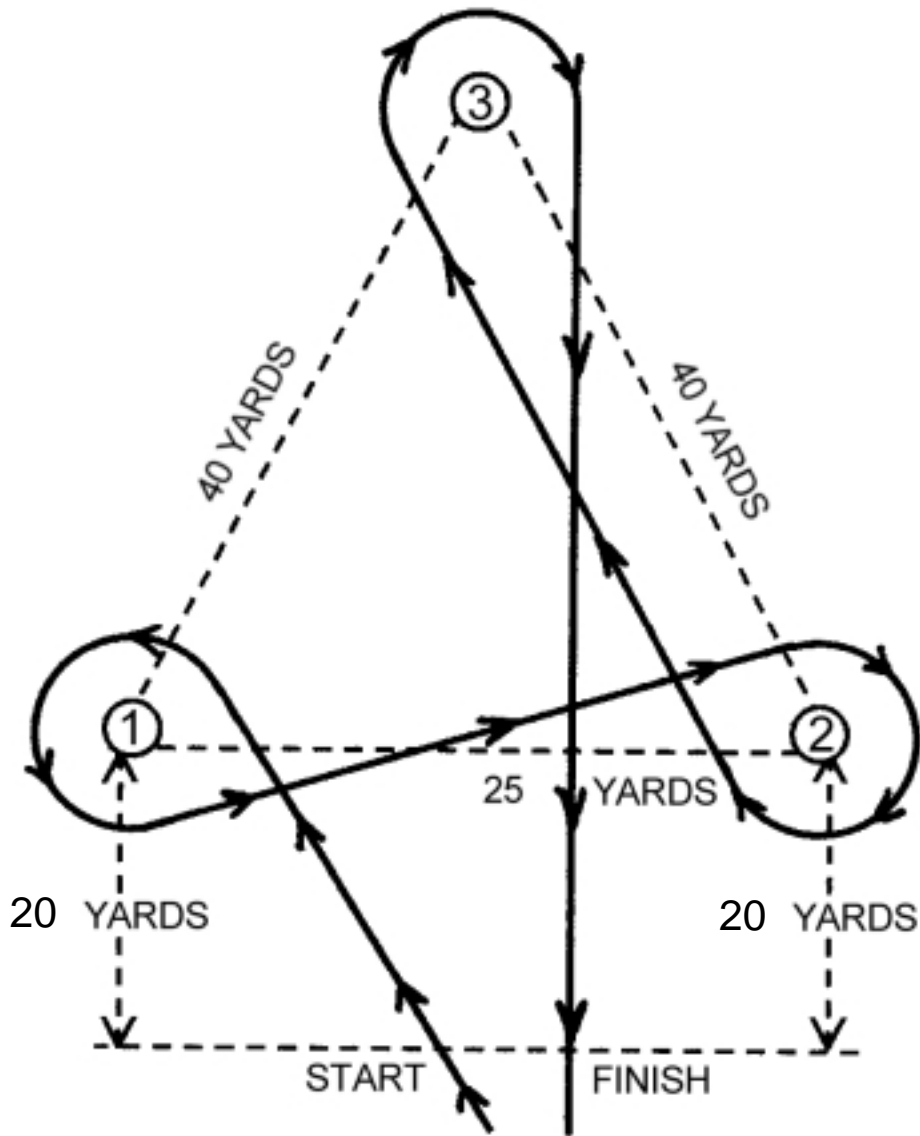
Rider may drop bridle to the designated Judge.

BARREL RACING
RIGHT RUN CLOVERLEAF PATTERN



1. The contestant will cross the start line and go to the left of barrel one (1), complete a 360-degree turn to the right.
2. Go on to barrel two (2) pass it on the right, complete a 360-degree turn to the left.
3. At barrel three(3), the same passage to the right of the barrel and a 360-degree turn to the left is accomplished.
4. As soon as the last turn is completed; the contestant will ride back across the start/finish line.

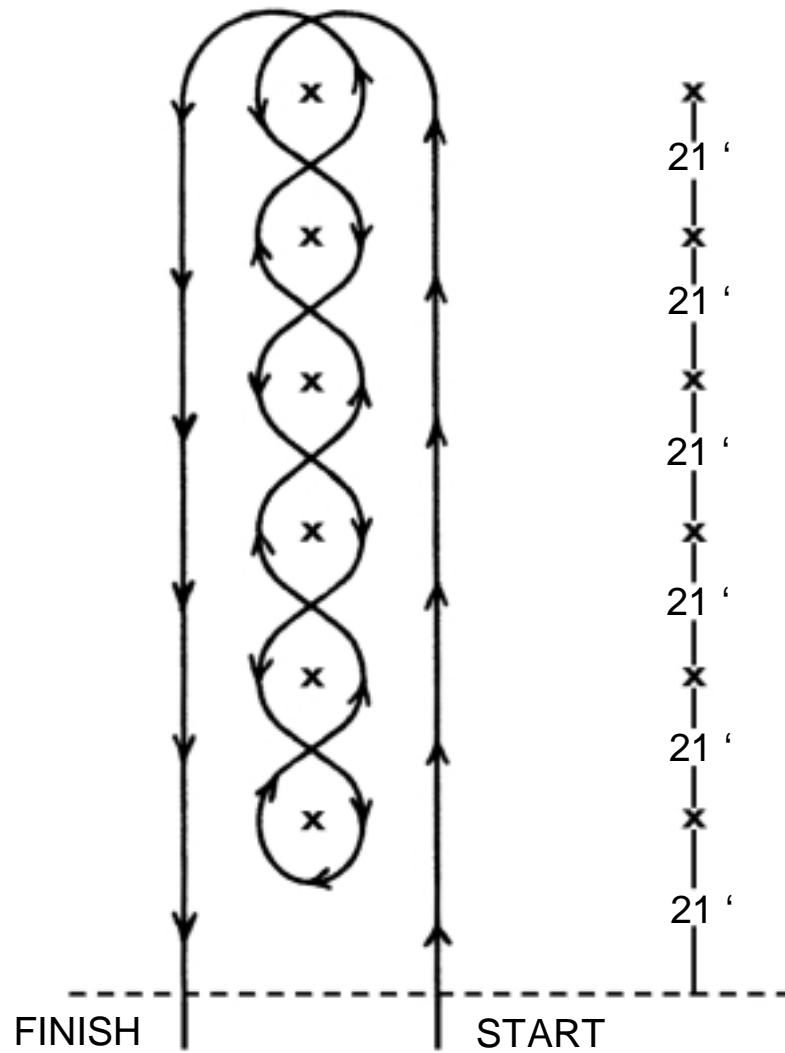
BARREL RACING
LEFT RUN CLOVERLEAF PATTERN



1. The contestant will cross the start line and will go to the right of barrel one (1), complete a 360 degree turn to the left.
2. Go on to barrel two (2), pass it on the left, complete a 360 degree turn to the right.
3. At barrel three (3), the same passage to the left of the barrel and a 360 degree turn to the right is accomplished.
4. As soon as the last turn is completed, the contestant will ride back across the start/finish line.

WASHINGTON POLES

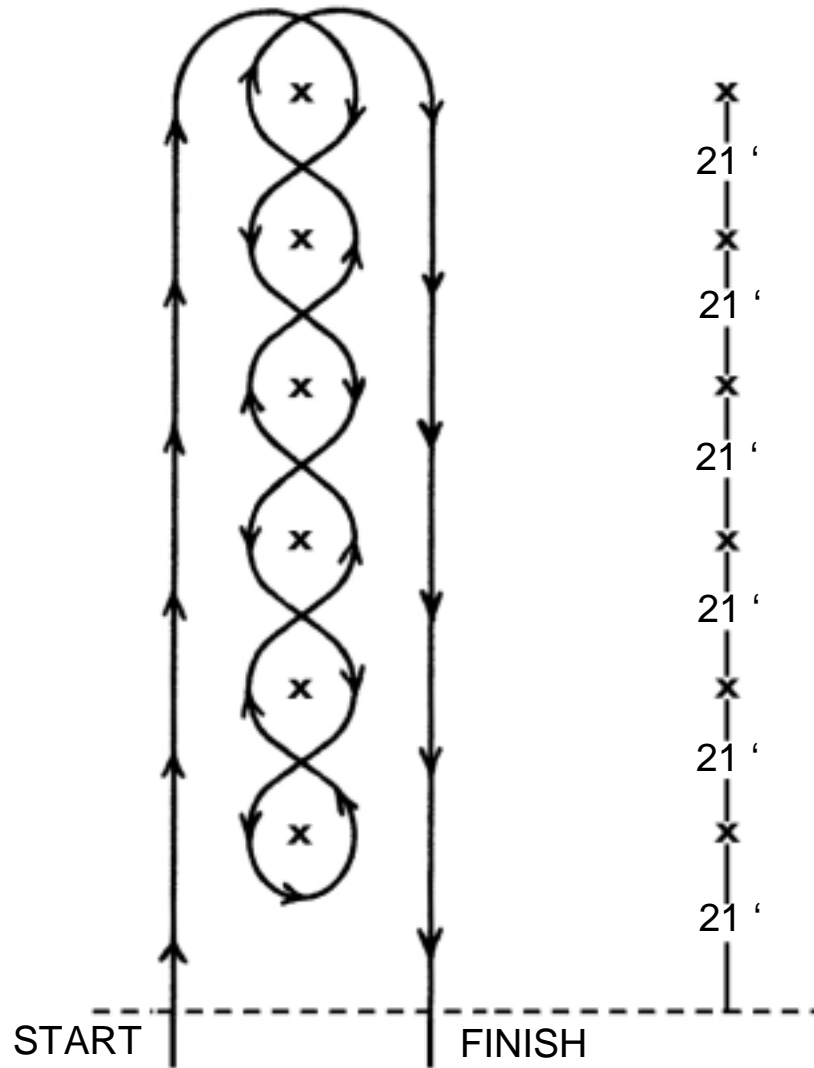
RIGHT RUN PATTERN



1. A contestant will cross the start line and run down the right side of the poles, make a 180 degree turn to the left around the last pole, and continue the run weaving in and out of the next four (4) poles.
2. A 180 degree turn to the right around the last pole will be made, continue the run weaving in and out of the next four (4) poles.
3. At the last pole, make a 180 degree turn to the left and run down the left side of the poles to cross the start/finish line.

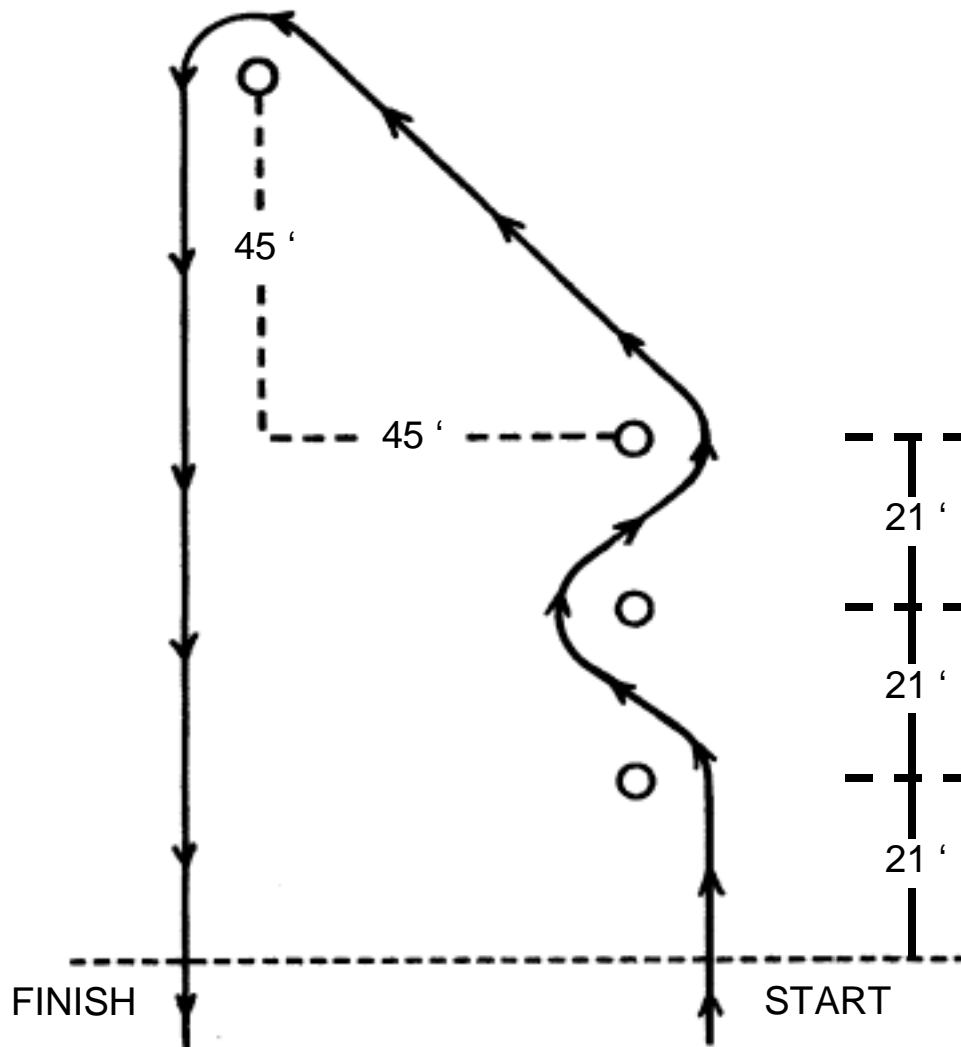
WASHINGTON POLES

LEFT RUN PATTERN



1. A contestant will cross the start line and run down the left side of the poles, make a 180 degree turn to the right around the last pole, and continue the run weaving in and out of the next four (4) poles.
2. A 180 degree turn to the left around the last pole will be made, continue the run weaving in and out of the next four (4) poles.
3. At the last pole, make a 180 degree turn to the right and run down the right side of the poles to cross the start/finish line.

MOUNTAIN COWHORSE
PATTERN



1. The contestant is allowed a running start over the start line after a signal from the Timer.
2. Pass to the right of the first small barrel, weave to the left of the second and to the right of the third small barrel.
3. Make a left turn around the third small barrel, go on to the large barrel passing on the right, make a left turn around the barrel, run straight back across the start/finish line.

FIGURE 8 COWHORSE

This class is designed to demonstrate the rider's ability to guide his/her horse between and around obstacles at his/her best speed.

Walk/Trot riders will be judged. Riders must remain at a walk or trot, a penalty of twenty-five (25) points will be assessed if the horse breaks from a trot.

Beginner, Intermediate, and Advanced riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Rider must begin to the right hand side of the first small barrel, around the left hand side of barrel two, completing a figure 8 by going around barrel one with a left hand turn. The rider then proceeds to barrel three completing a right hand turn around the barrel with a straight run back across the start/finish line.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

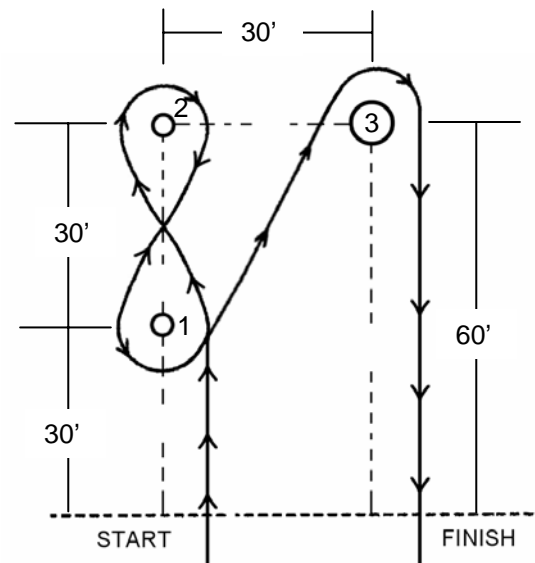
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of two (2) small plastic barrels and one (1) large (55-gallon) plastic barrel.
2. Barrels one and two will be placed in a straight line with the first barrel placed thirty (30) feet from the starting line and barrel two placed thirty (30) feet from barrel one.
3. Barrel three will be placed thirty (30) feet to the right of barrel two. Barrel two will then be sixty (60) feet from the start/finish line.
4. A clearly visible start line will be provided.

PATTERN



BOWTIE

This class is designed to demonstrate the rider's ability to guide his/her horse between obstacles of differing sizes at his/her best speed.

Walk/Trot riders will be judged. Riders must remain at a walk or trot, a penalty of twenty-five (25) points will be assessed if the horse breaks from a trot.

Beginner, Intermediate, and Advanced riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Right run bowtie pattern: The rider will go to barrel one (1) and complete a 360 degree right turn (left side of barrel) then go to barrel two (2), complete another 360 degree right turn and finish pattern with a straight run to start/finish line.
3. Left run bowtie pattern: The rider will go to barrel two (2) and complete a 360 degree left turn (right side of barrel) then go to barrel one (1), complete another 360 degree left turn and finish pattern with a straight run to start/finish line.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

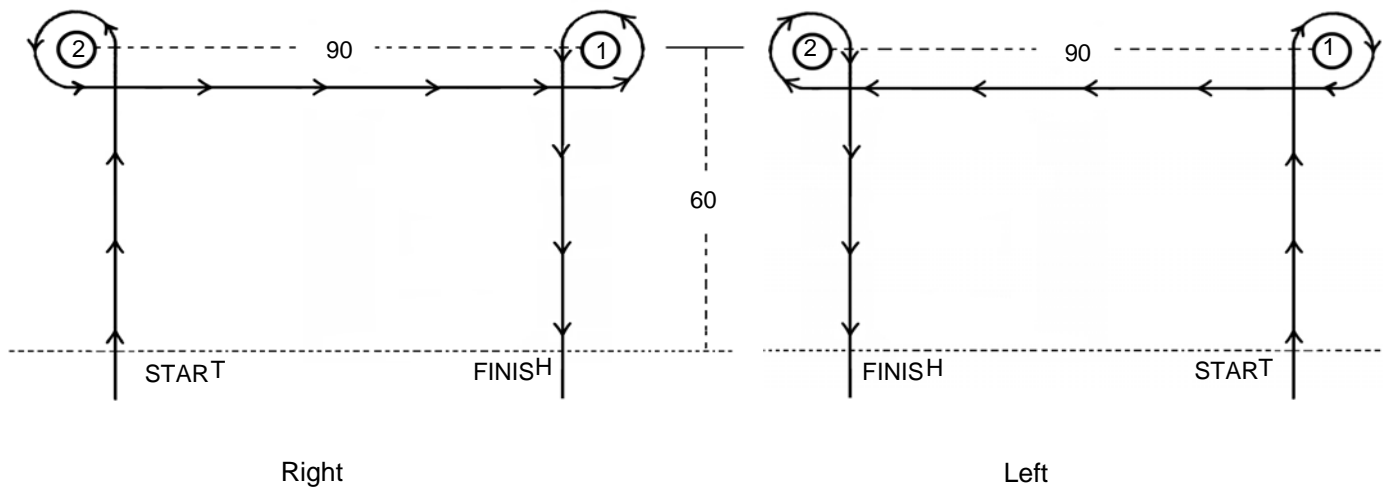
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of two (2) large (55-gallon) plastic barrels.
2. Barrel one (1) will be placed sixty (60) feet from the starting line.
3. Barrel two (2) will be placed ninety (90) feet to the right of barrel one (1) and sixty (60) feet from the start/finish line.
4. A clearly visible start line will be provided.

PATTERN



BIG T

This class is designed to demonstrate the rider's ability to guide his/her horse between obstacles of differing sizes at his/her best speed.

Walk/Trot riders will be judged. Riders must remain at a walk or trot, a penalty of twenty-five (25) points will be assessed if the horse breaks from a trot.

Beginner, Intermediate, and Advanced riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Right run "T" pattern: The rider must pass to the left side of the first pole to begin the weaving pattern through the second and third poles, after passing on the left side of the third pole, the rider will then proceed to barrel one and complete a 360 degree right hand turn around the barrel then proceed to barrel two completing another 360 degree right hand turn. The rider must weave back through the poles and across the start/finish line to complete the pattern.
3. Left run "T" pattern: The rider must pass to the right side of the first pole to begin the weaving pattern through the second and third poles, after passing on the right side of the third pole, the rider will then proceed to barrel one and complete a 360 degree left hand turn around the barrel then proceed to barrel two completing another 360 degree left hand turn. The rider must weave back through the poles and across the start/finish line to complete the pattern.

TIMING – STARTS AND FINISHES

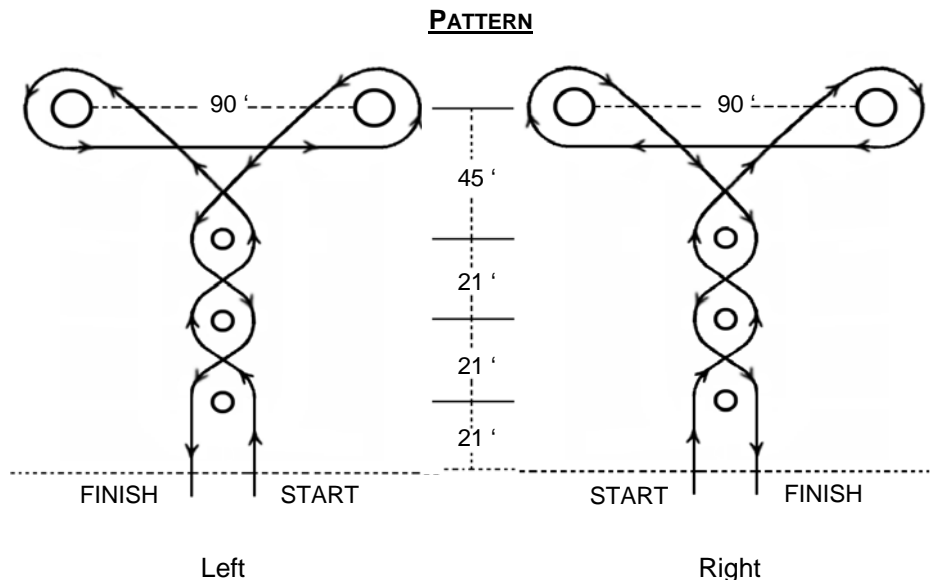
1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of two (2) large (55-gallon) plastic barrels and three (3) standard size poles.
2. The first pole will be set twenty-one (21) feet from the start/finish line, with each following pole set twenty-one (21) from the next in a straight line.
3. Barrel one (1) will be placed forty-five (45) feet from the last placed pole and forty-five (45) feet to the right.
4. Barrel two (2) will be placed forty-five (45) feet from the last placed pole and forty-five (45) feet to the left. (There will be ninety (90) feet between barrels one and two).
5. A clearly visible start line will be provided.



SPEED BARRELS

Speed Barrels is a serpentine pattern designed to test the ability of the horse to change leads at speed.

Walk/Trot riders will be judged. Riders must remain at a walk or trot; a penalty of twenty-five (25) points will be assessed if horse breaks from a trot.

Beginner, Intermediate, and Advanced riders will execute the pattern as a timed, speed event.

CLASS ROUTINE

1. The contestant is allowed a running start over the line after a signal from the starter or timer, such as "Timers are ready".
2. The speed barrel pattern is run around three (3) barrels.
3. A contestant may start either to the right or to the left of the first barrel and then run the remainder of the pattern accordingly.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner of the runoff must run the pattern within two (2) seconds of its original time or the runoff must be held again.

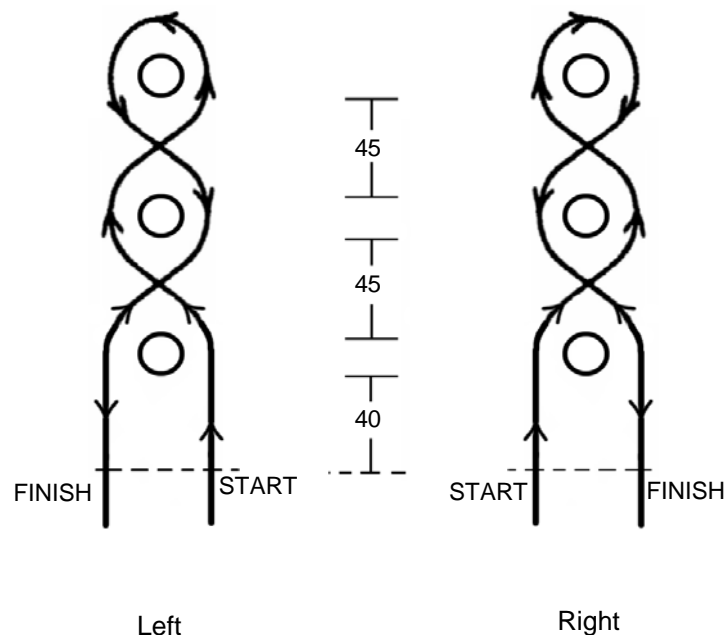
JUDGING

1. Failure to correctly follow the pattern will result in a "no time" and the exhibitor will not score on the run.
2. A five (5) second penalty shall be added for each pole knocked over while running the pattern.
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. Barrel one (1) is to be placed forty (40) feet from the start/finish line.
2. Barrels two (2) and three (3) are to be placed forty (45) feet from each other in a straight line.
3. A clearly visible start line will be provided.

PATTERN



FAST AND FURIOUS FLAGS

This class is designed to demonstrate the rider's ability to guide his/her horse around obstacles and at the same time, removing and then placing an object while in motion.

Walk/Trot riders will be judged. Riders must remain at a walk or trot, a penalty of twenty-five (25) points will be assessed if the horse breaks from a trot.

Beginner, Intermediate, and Advanced riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Right run flag pattern: Rider must pass to the left of barrel one (1), remove the flag from the bucket, pass to the left of barrel two (2), pass to the left of barrel three (3) and place the flag in the bucket on barrel three (3), flag may be placed in bucket with rider right side up or flag side down. Pattern is completed with a straight run across start/finish line.
3. Left run flag pattern: Rider must pass to the right of barrel three (3), remove the flag from the bucket, pass to the right of barrel two (2), pass to the left of barrel one (1) and place the flag in the bucket on barrel one (1) flag may be placed in bucket with rider right side up or flag side down. Pattern is completed with a straight run across start/finish line.

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

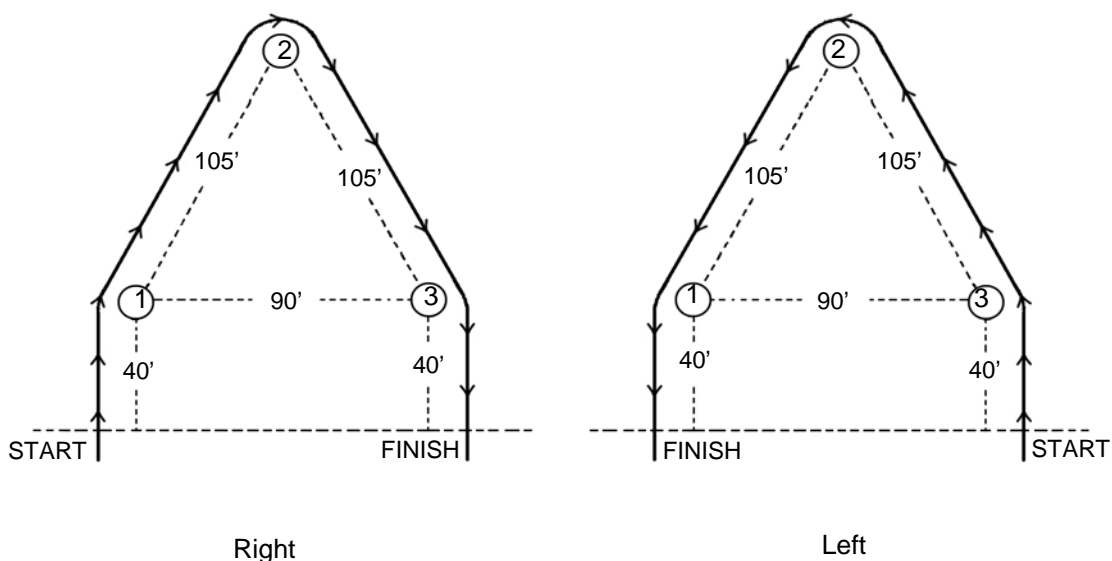
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. A five (5) second penalty shall be added for each barrel knocked over.
3. Failure to stick the flag shall result in a disqualification (no time).
4. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

SETTING THE COURSE

1. The pattern will consist of three (3) large (55-gallon) plastic barrels, two (2) five gallon buckets, and 1 flag. Sand must be used in buckets, and be 3" to 5" from the top of bucket. Flag stick must be 14" to 18" long and must be placed straight up and down on the edge of bucket with flag open.
2. Barrels will be placed in a triangle pattern with barrels one (1) and three (3) placed forty (40) feet from the start/finish line and ninety (90) feet across from each other.
3. Barrel two (2) will be placed one-hundred-five (105) feet from barrels one (1) and three (3).
4. A clearly visible start line will be provided.

PATTERN



KEYHOLE

This class is designed to demonstrate the rider's ability to enter and then turn horse around in a small area without disturbing the pattern.

Walk/Trot riders will be judged. Riders must remain at a walk or trot, a penalty of twenty-five (25) points will be assessed if the horse breaks from a trot.

Beginner, Intermediate, and Advanced riders will execute pattern as a timed, speed event.

CLASS ROUTINE

1. The rider is allowed a running start over the start line after a signal from the starter or timer, such as "Timers are ready".
2. Rider must cross the start/finish line, run into the circle of the keyhole, (all four of the horse's feet must enter the circle), turn his/her horse in either direction (right or left) within the circle, return through the pattern with a straight run across the start/finish line. Horse's feet must not touch the ground **on or outside** of any portion of the keyhole pattern, (circle or wings).

TIMING – STARTS AND FINISHES

1. Time will start as soon as the horse's nose crosses the start line.
2. Time will stop as soon as the horse's nose passes over the finish line.
3. In the event of a tie, there will be a runoff. The horse that is declared the winner in the runoff must run the pattern within two (2) seconds of his original time or the runoff must be held again.

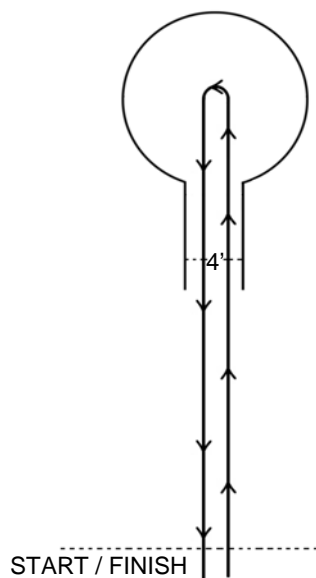
JUDGING

1. Failure to complete the course as specified in the pattern shall result in a disqualification (no time).
2. Horse's feet touching the ground on or outside of any portion of the keyhole patten (circle or wings) will result in a disqualification (no time).
3. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, run will receive a "no time" and the exhibitor will not score on the run.

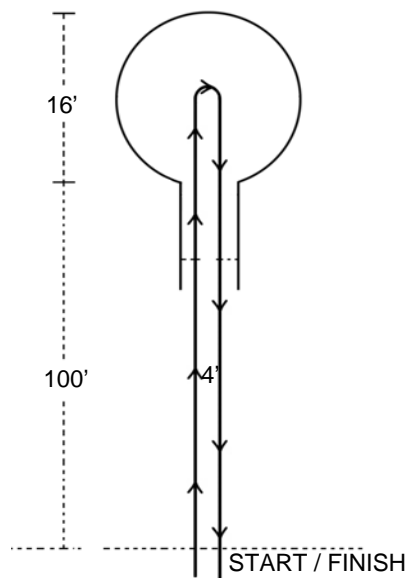
SETTING THE COURSE

1. The pattern shall be clearly marked on the ground.
2. The pattern will be marked with a distance from the bottom of the keyhole circle of one-hundred (100) feet from the start finish line.
3. Keyhole circle shall be sixteen (16) feet in diameter.
4. Keyhole wings shall be marked at a distance of four (4) feet across from each other and at least ten (10) feet in length.
5. A clearly visible start line will be provided.

PATTERN



Left Turn Inside



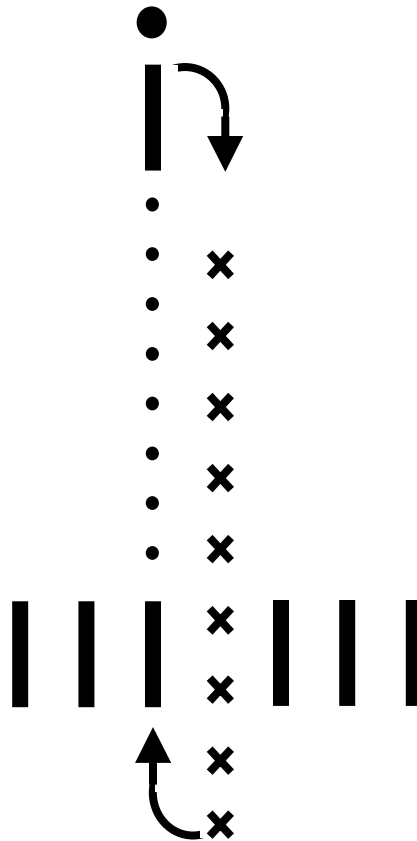
Right Turn Inside

ENGLISH SHOWMANSHIP

WALK / TROT

PATTERN 1

JUDGE



1. Walk out of line to Judge, stop
2. Set-up for inspection
3. Turn, trot back through line
4. Turn, set-up

• WALK

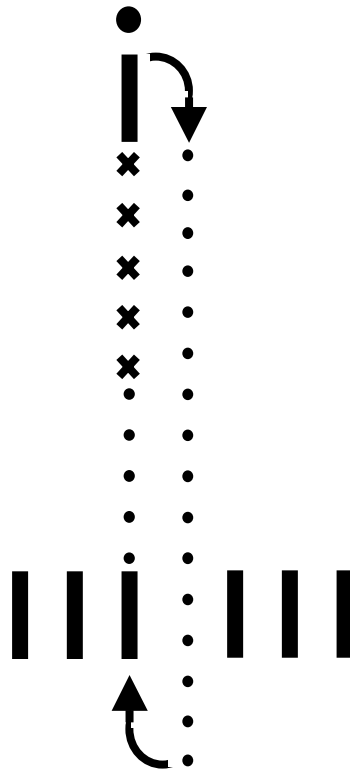
× TROT

ENGLISH SHOWMANSHIP

BEGINNER

PATTERN 1

JUDGE



1. Walk out of line to Judge
2. Half way to Judge, trot, stop
3. Set-up for inspection
4. Turn, walk back **through** line
5. Turn, set- up

• WALK

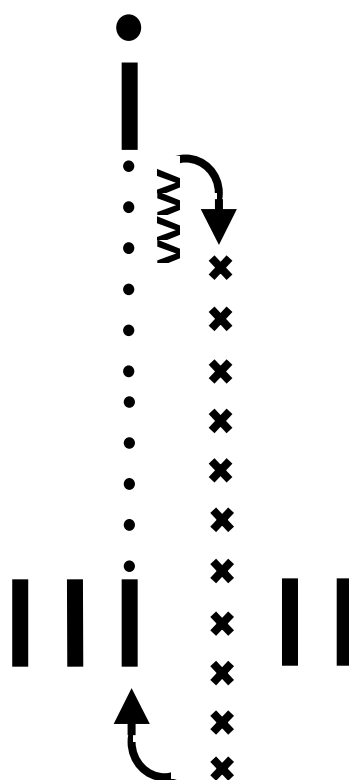
× TROT

ENGLISH SHOWMANSHIP

BEGINNER

PATTERN 2

JUDGE



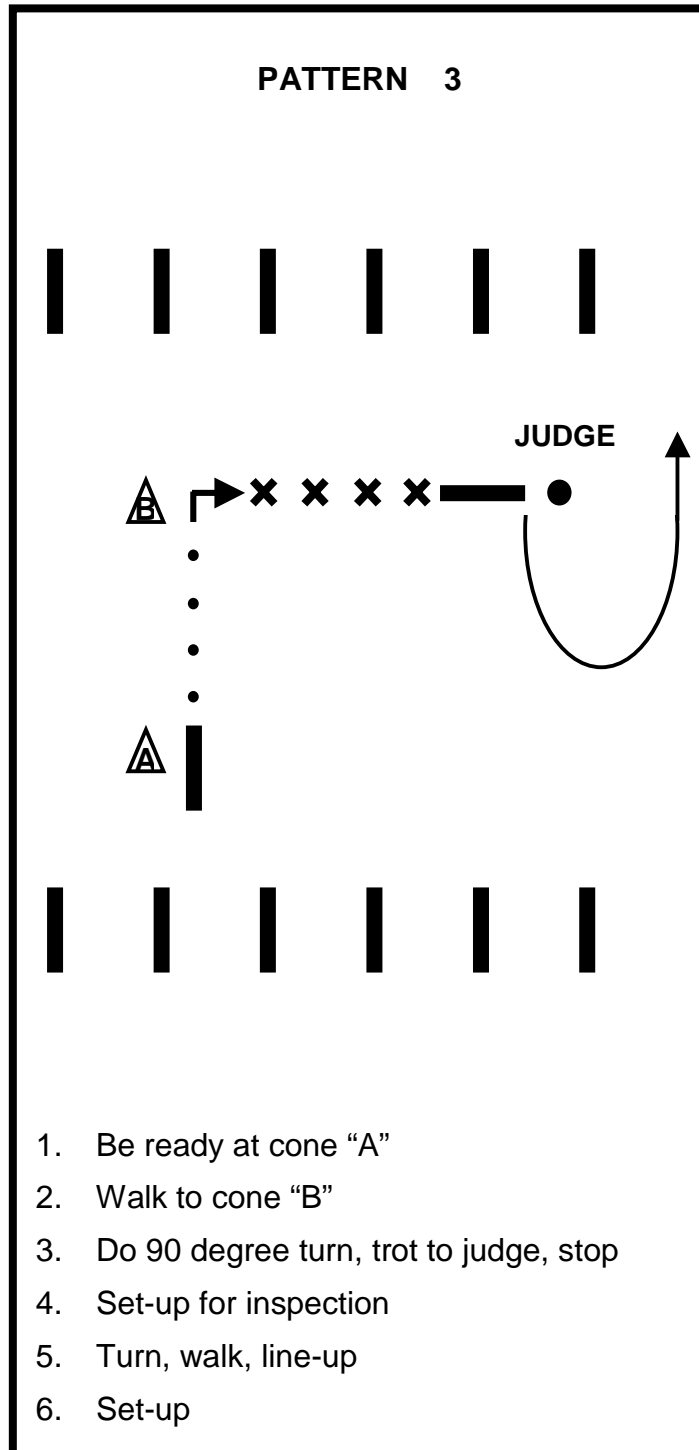
1. Walk out of line to Judge, stop
2. Set-up for inspection
3. Back three to four (3-4) steps
4. Turn, trot back **through** line
5. Turn, set-up

• WALK

× TROT

ENGLISH SHOWMANSHIP

BEGINNER



• WALK **www** BACK

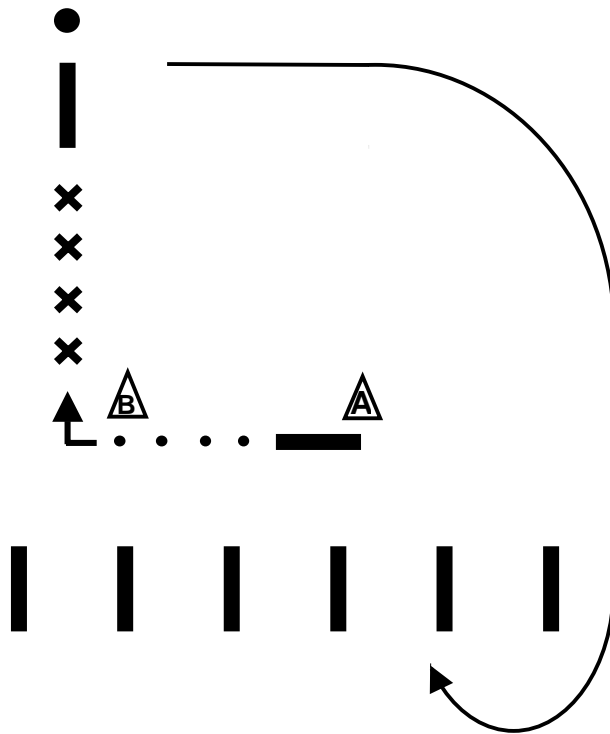
× TROT

ENGLISH SHOWMANSHIP

BEGINNER

PATTERN 4

JUDGE

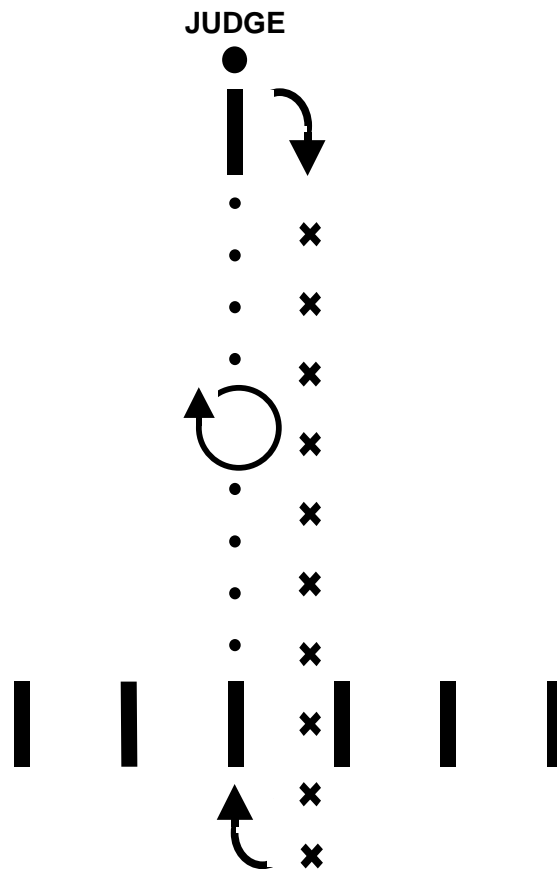


1. Be ready at cone "A"
2. Walk to cone "B", stop
3. Do 90 degree turn to right
4. Trot to Judge, stop
5. Set-up for inspection
6. Walk back to line, line-up
7. Set-up

• WALK **www** BACK
x TROT

ENGLISH SHOWMANSHIP
INTERMEDIATE

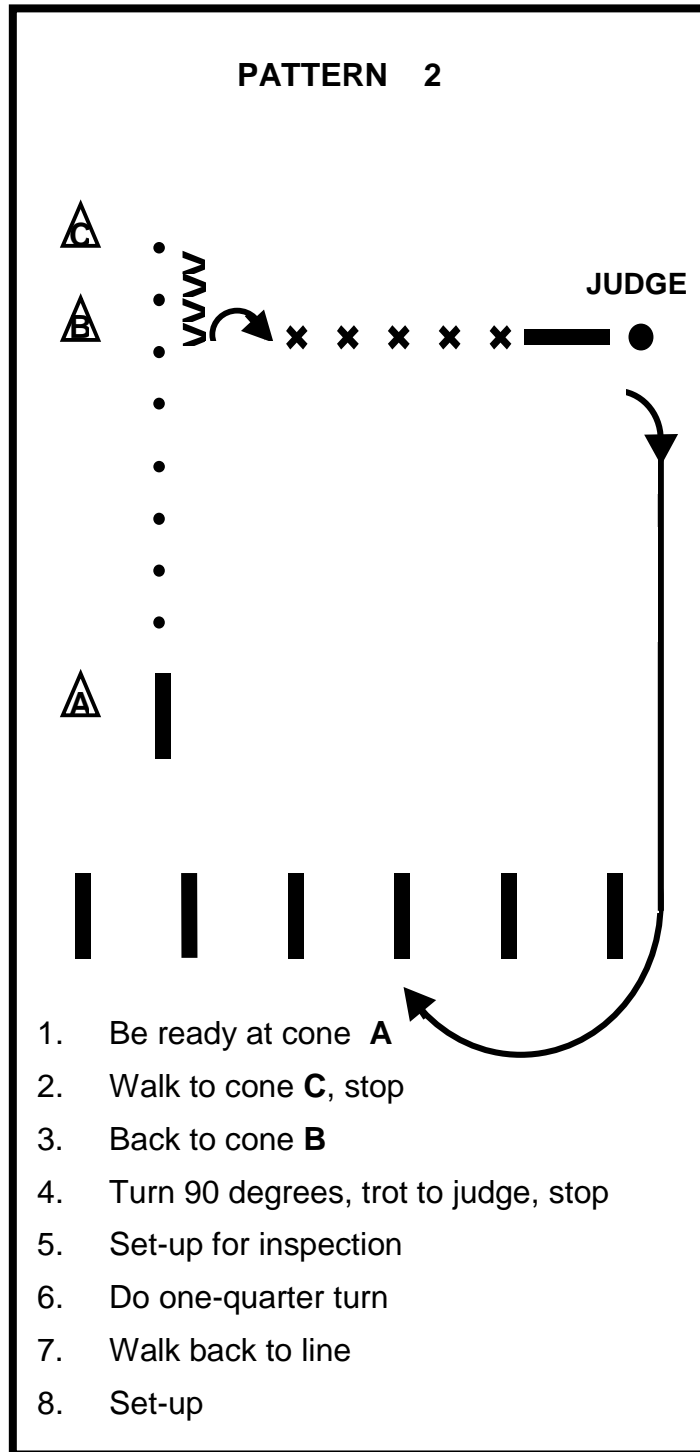
PATTERN 1



1. Walk out of line
2. Halfway to Judge, do a 360 degree turn
3. Continue walking to Judge, stop
4. Set-up for inspection
5. Turn, trot back through line
6. Turn, set-up

• WALK **www** BACK
× TROT

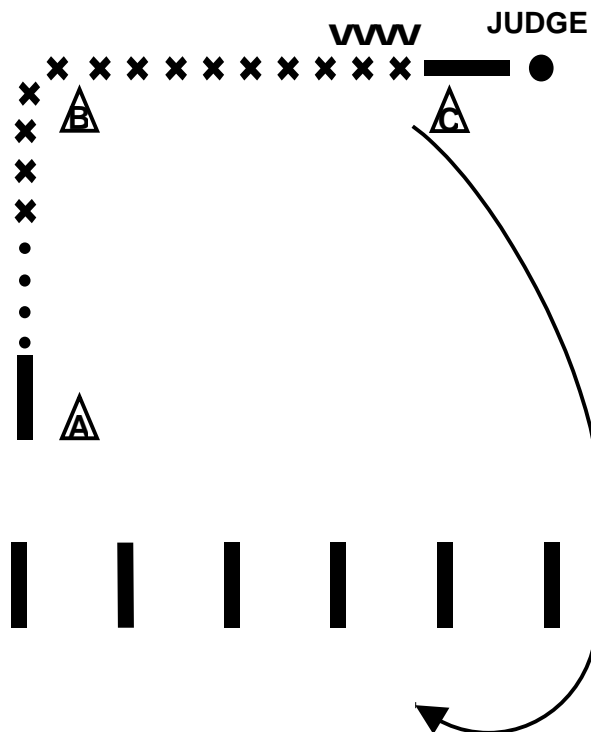
ENGLISH SHOWMANSHIP
INTERMEDIATE



• WALK **w w w** BACK
x TROT

ENGLISH SHOWMANSHIP
INTERMEDIATE

PATTERN 3

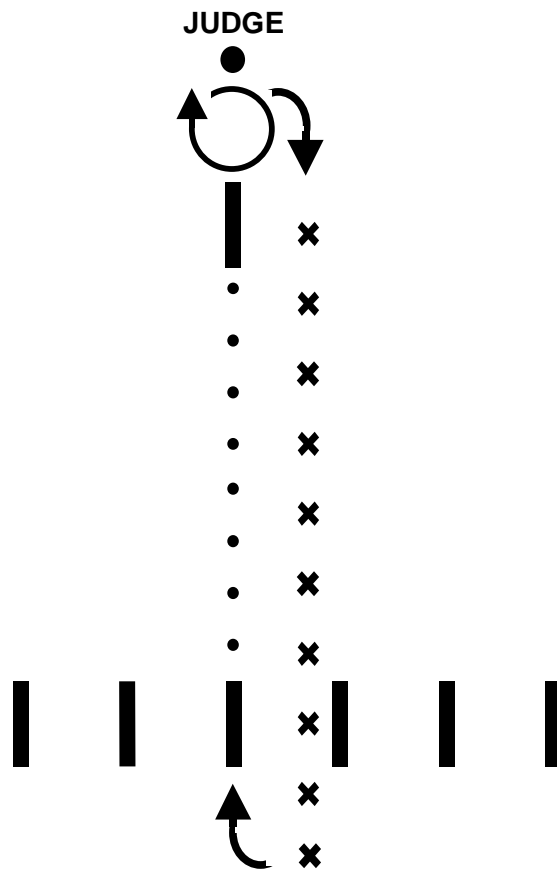


1. Be ready at cone "A"
2. Walk halfway to cone "B", jog
3. Trot around cone "B" to cone "C", stop
4. Set-up for inspection
5. Back five to six (5-6) steps, stop
6. Turn, walk back to line
7. Set-up

• WALK **W** W W BACK
× TROT

ENGLISH SHOWMANSHIP
INTERMEDIATE

PATTERN 4

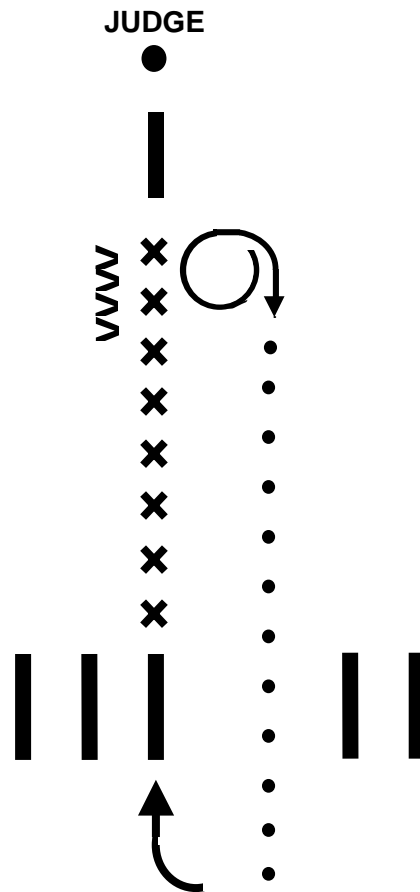


1. Walk to Judge, stop
2. Do a 360 degree turn
3. Set up for inspection
4. Turn, trot back through line
5. Set-up

• WALK **www** BACK
× TROT

ENGLISH SHOWMANSHIP
ADVANCED

PATTERN 1



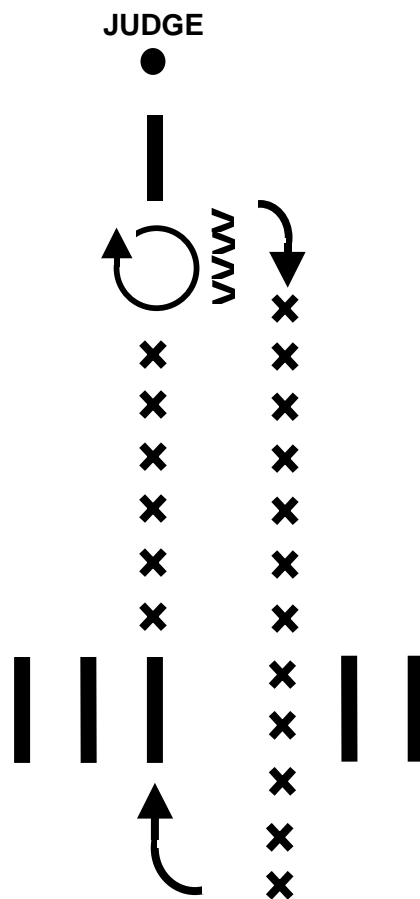
1. Trot out of line to Judge, stop
2. Set-up for inspection
3. Back five to six (5-6) steps, stop
4. Do a one and one-half turn
5. Walk back through line
6. Turn, set-up

• WALK **W**W BACK

x TROT

ENGLISH SHOWMANSHIP
ADVANCED

PATTERN 2

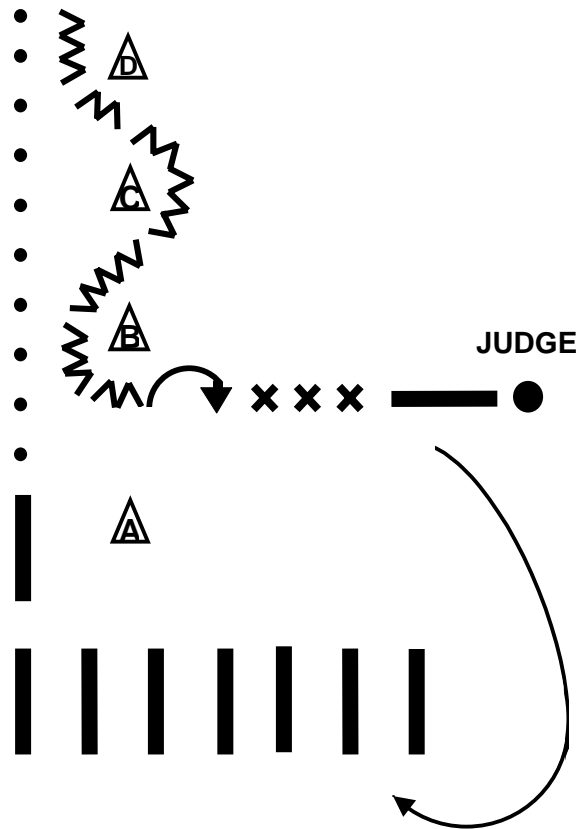


1. Trot out of line to Judge, stop
2. Do a 360 degree turn,
3. Set-up for inspection
4. Back five to six (5-6) steps, stop
5. Turn, trot back through line
6. Turn, set-up

• WALK **www** BACK
x TROT

ENGLISH SHOWMANSHIP
ADVANCED

PATTERN 3



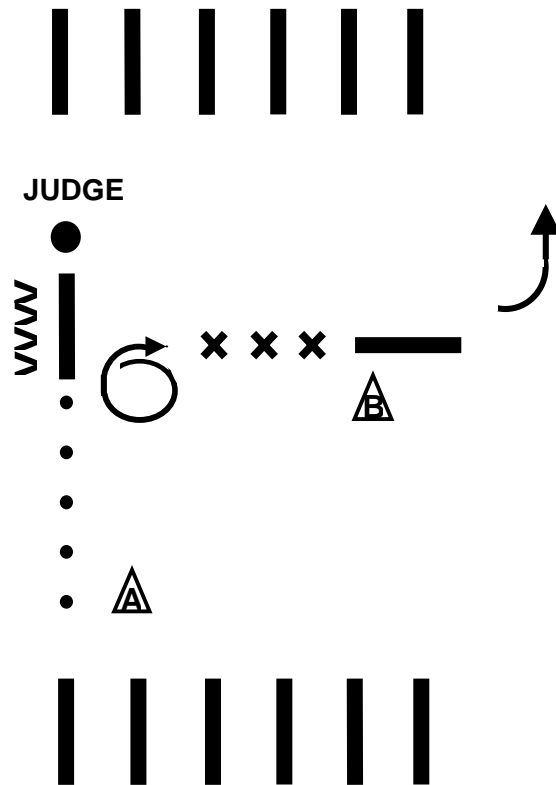
1. Be ready at cone "A"
2. Walk from cone "A" to cone "D"
3. Back through cones "D" through "B", stop
4. Do 180 degree turn, trot to Judge, stop
5. Set-up for inspection
6. Turn, walk back to line
7. Set-up

• WALK **W** BACK
× TROT

ENGLISH SHOWMANSHIP

ADVANCED

PATTERN 4



1. Be ready at cone "A"
2. Walk to Judge
3. Set-up for inspection
4. Back five to six (5-6) steps
5. Do a one and one-quarter turn
6. Trot to cone "B"
7. Set-up
8. Turn, walk to line
9. Set-up

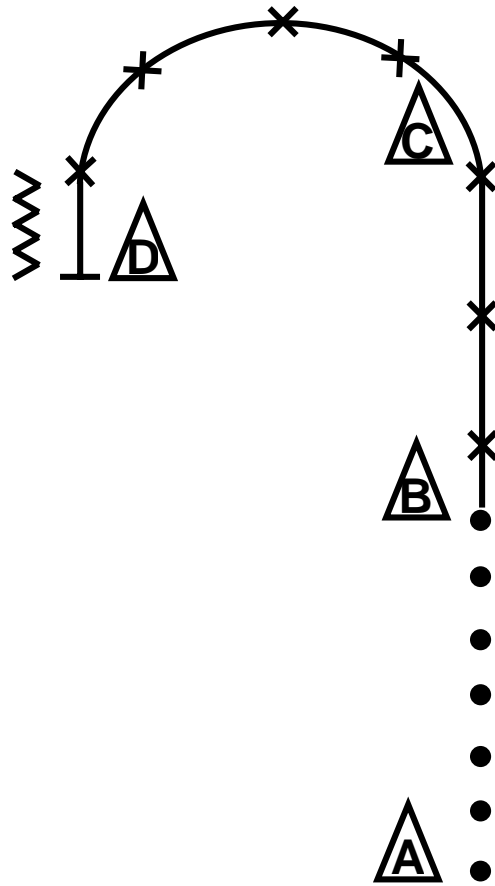
• WALK WWW BACK

× TROT

ENGLISH EQUITATION

WALK / TROT

PATTERN 1



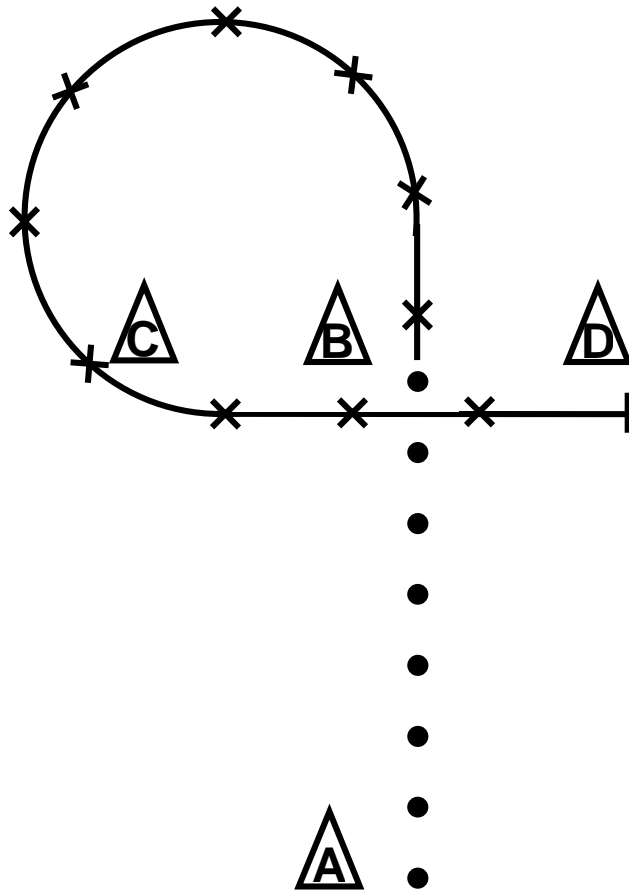
1. Walk from cone "A" to cone "B"
2. Trot on correct diagonal at cone "B" around cone "C"
3. Stop at cone "D"
4. Back three to four (3-4) steps

● WALK — STOP
X TROT W W W BACK

ENGLISH EQUITATION

WALK / TROT

PATTERN 2



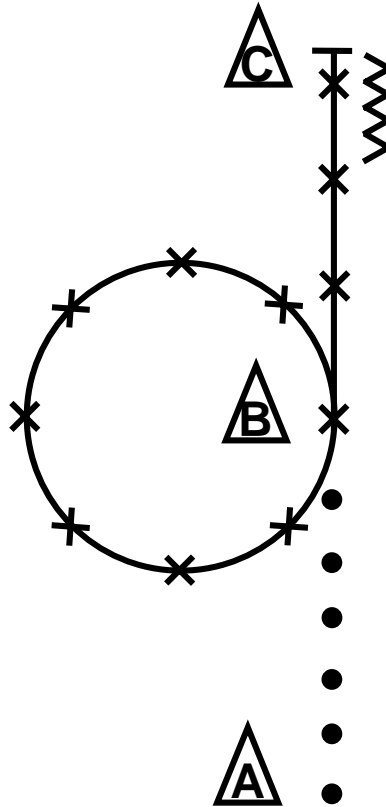
1. Walk from cone "A" to cone "B"
2. Trot on correct diagonal at cone "B"
3. Trot around cone "C"
4. Continue trotting to cone "D", stop

● WALK — STOP
X TROT  BACK

ENGLISH EQUITATION

WALK / TROT

PATTERN 3



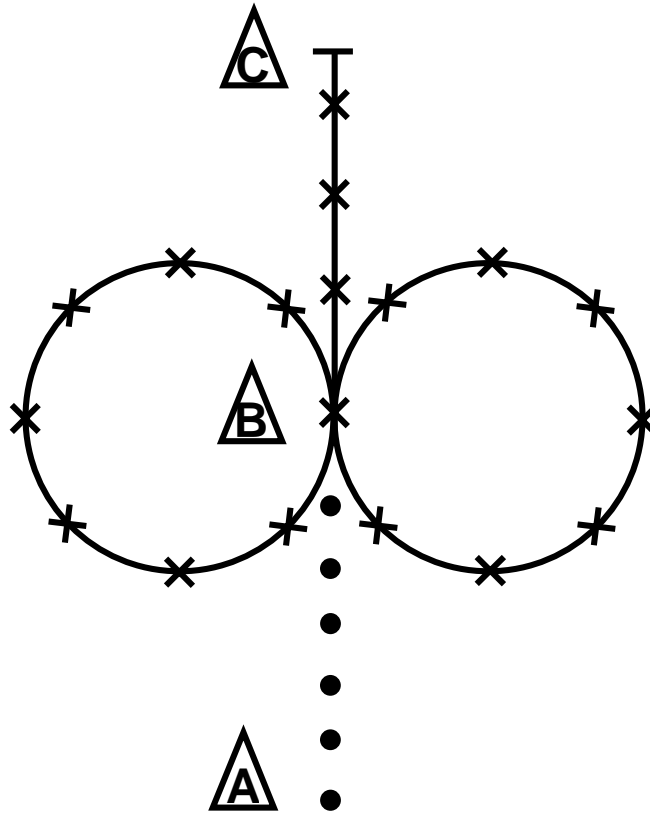
1. Walk from cone "A" to cone "B"
2. At cone "B", trot circle on correct diagonal to the left
3. Continue trotting to cone "C"
4. Stop
5. Back three to four (3-4) steps

● WALK — STOP
× TROT 〰 BACK

ENGLISH EQUITATION

WALK / TROT

PATTERN 4

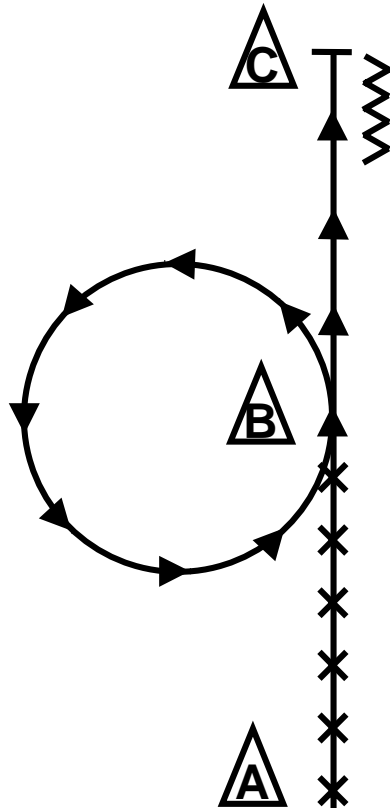


1. Walk from cone "A" to cone "B"
2. At cone "B" trot circle to the left on correct diagonal
3. At cone "B" trot circle to the right on correct diagonal
4. Continue trotting to cone "C", stop

● WALK — STOP
× TROT  BACK

ENGLISH EQUITATION
BEGINNER

PATTERN 1



1. Sitting trot from cone "A" to cone "B"
2. At cone "B", canter circle to the left on correct lead
3. Continue cantering on correct lead to cone "C", stop
4. Back three to four (3-4) steps

● WALK



STOP



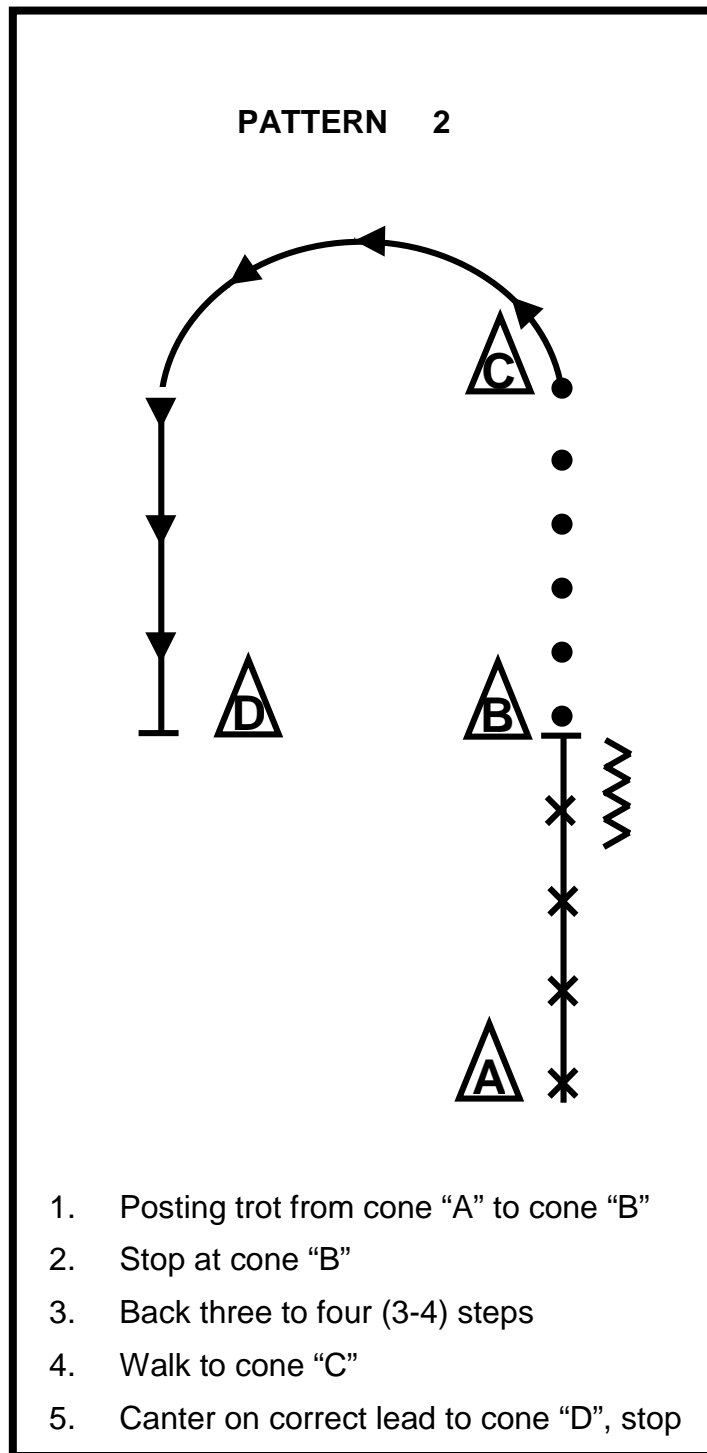
CANTER

× TROT



BACK

ENGLISH EQUITATION
BEGINNER



● WALK

— STOP

▲ CANTER

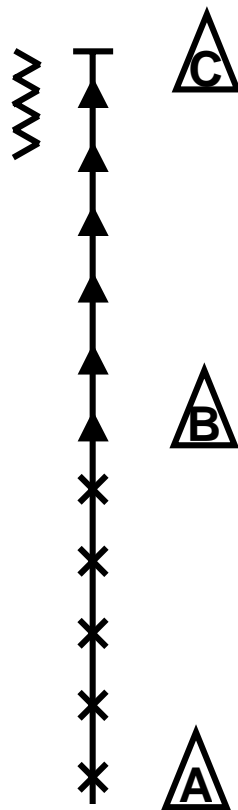
× TROT

⚡ BACK

ENGLISH EQUITATION

BEGINNER

PATTERN 3



1. Trot on right diagonal from cone "A" to cone "B"
2. Canter on left lead to cone "C"
3. Stop
4. Back three to four (3-4) steps

● WALK



STOP



CANTER

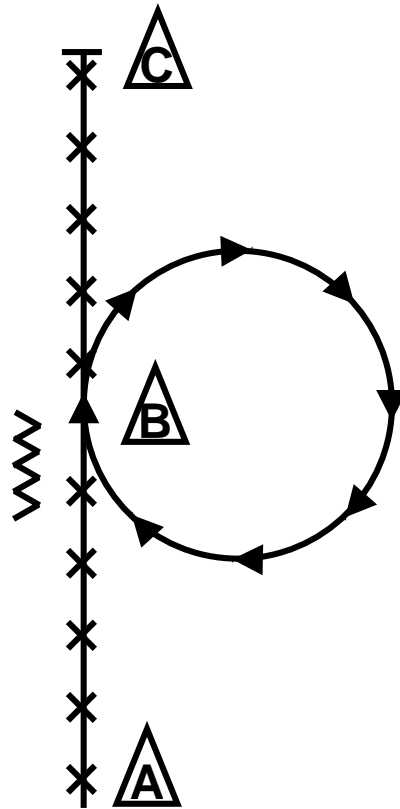
× TROT



BACK

ENGLISH EQUITATION
BEGINNER

PATTERN 4



1. Posting trot on left diagonal from cone "A" to cone "B"
2. At cone "B" canter a circle on right lead, stop
3. Back three to four (3-4) steps
4. Sitting trot on left diagonal to cone "C", stop

● WALK

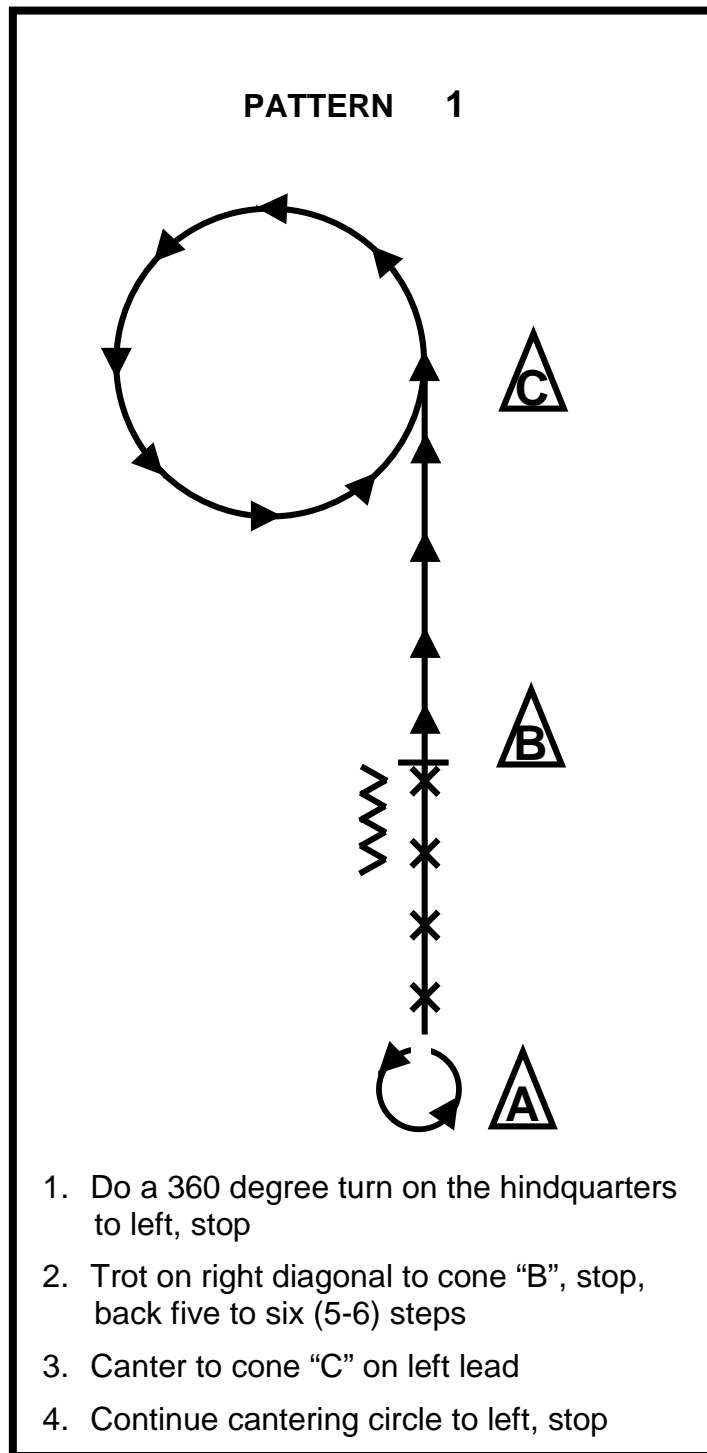
— STOP

▲ CANTER

× TROT

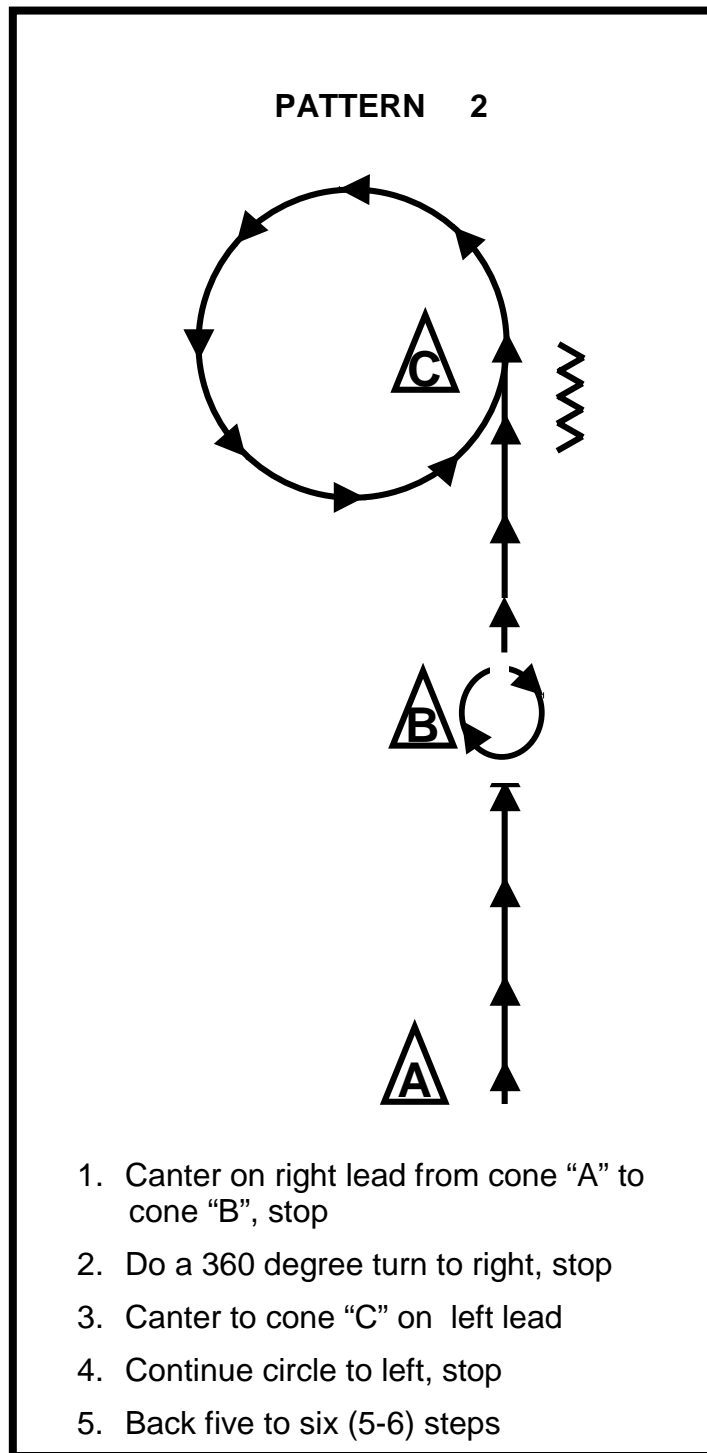
⋈ BACK

ENGLISH EQUITATION
INTERMEDIATE



- | | | | | | |
|---|------|---|------|---|--------|
| ● | WALK | — | STOP | ▲ | CANTER |
| × | TROT | ⋈ | BACK | | |

ENGLISH EQUITATION
INTERMEDIATE



● WALK

— STOP

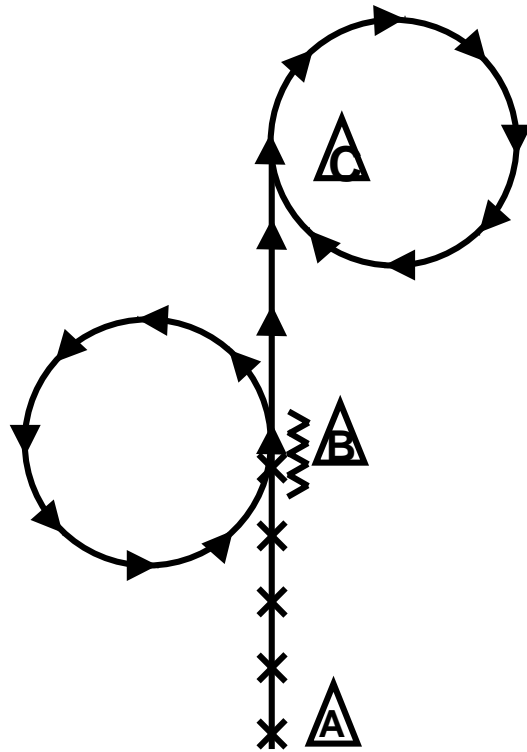
▲ CANTER

✕ TROT

⋈ BACK

ENGLISH EQUITATION
INTERMEDIATE

PATTERN 3



1. Trot on right diagonal from cone "A" to cone "B", stop
2. Canter circle to left on correct lead, stop
3. Back five to six (5-6) steps
4. Canter to cone "C" on right lead
5. Continue cantering circle to right, stop

● WALK



STOP



CANTER

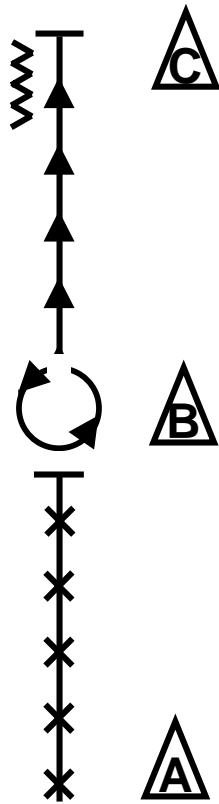
× TROT



BACK

ENGLISH EQUITATION
INTERMEDIATE

PATTERN 4



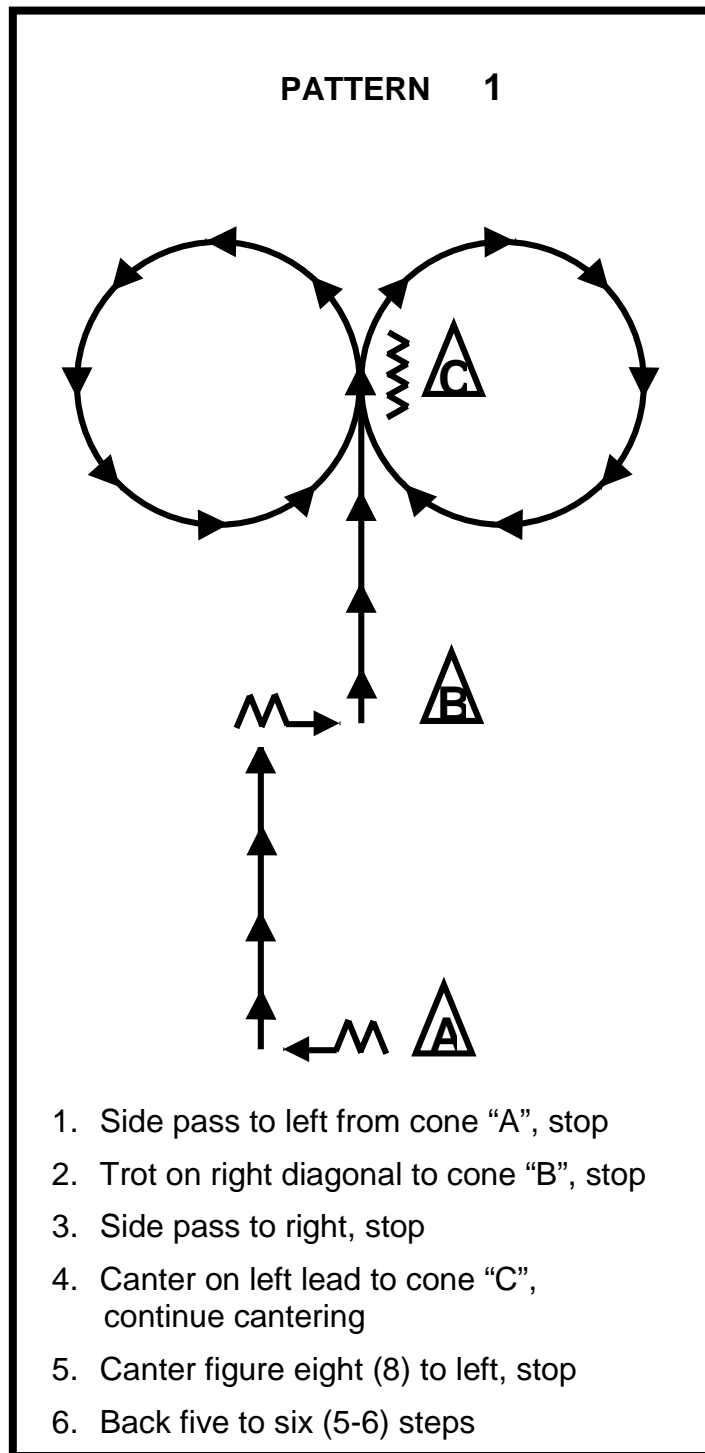
1. Sitting trot from cone "A" to cone "B", stop
2. Do a 360 degree turn on the hindquarters to the left, stop
3. Canter to cone "C" on left lead, stop
4. Back five to six (5-6) steps, stop

● WALK — STOP ▲ CANTER
× TROT 〰 BACK

ENGLISH EQUITATION

ADVANCED

Simple lead changes are acceptable
Uncontrolled flying lead changes are unacceptable

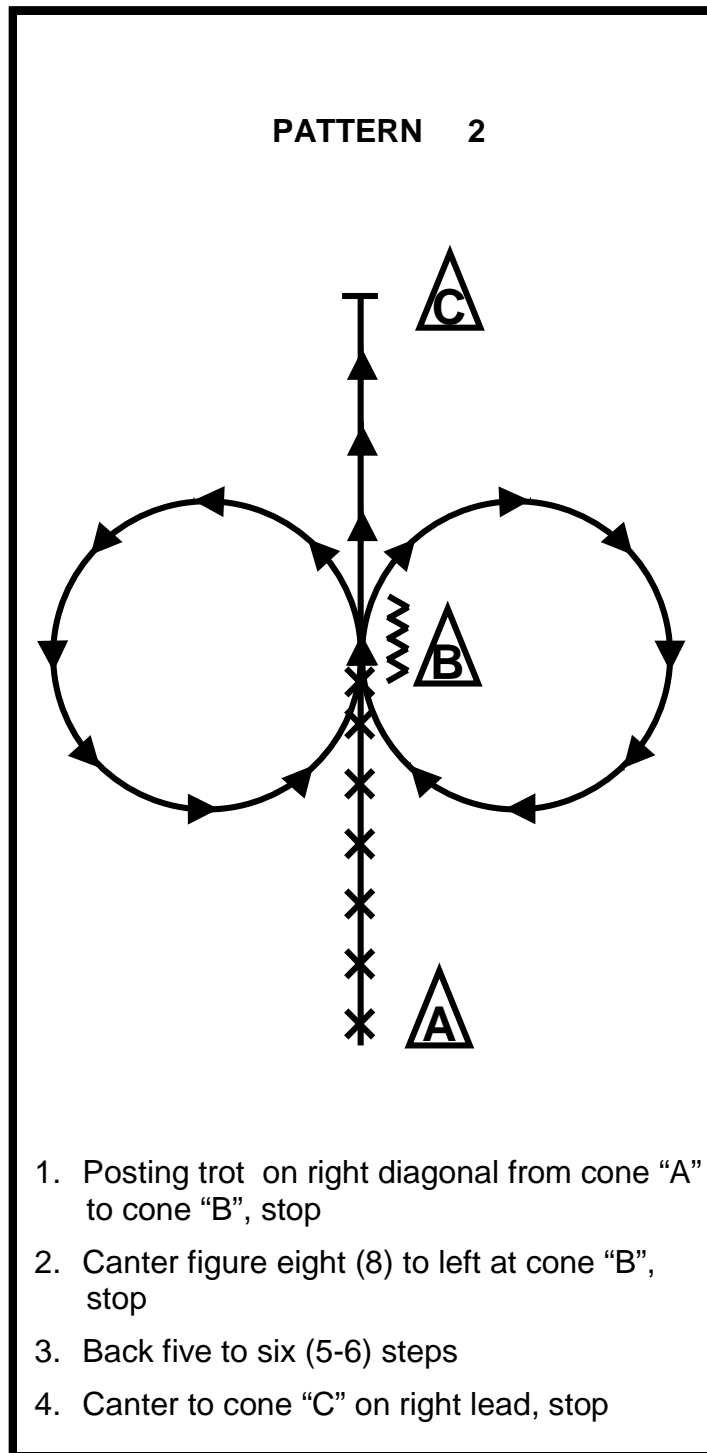


- | | | | | | |
|---|------|---|------|----|-----------|
| ● | WALK | — | STOP | ▲ | CANTER |
| × | TROT | ⋈ | BACK | ←⋈ | SIDE PASS |

ENGLISH EQUITATION

ADVANCED

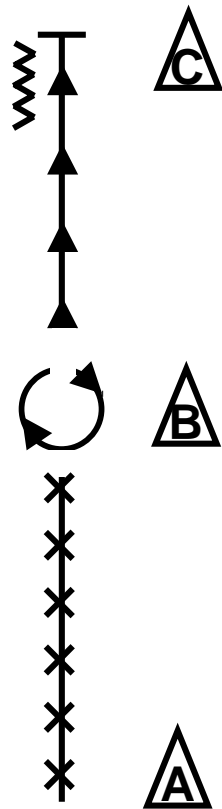
Simple lead changes are acceptable
Uncontrolled lead changes are unacceptable



- | | | | | | |
|---|------|---|------|---|--------|
| ● | WALK | — | STOP | ▲ | CANTER |
| × | TROT | ⋈ | BACK | | |

ENGLISH EQUITATION
ADVANCED

PATTERN 3



1. Trot on right diagonal from cone "A" to cone "B", stop
2. Do a 360 degree turn on the forehand to right at cone "B", stop
3. Canter on left lead, do a flying lead change halfway to cone "C"
4. Continue cantering on right lead to cone "C", stop
5. Back five to six (5-6) steps

● WALK

— STOP

▲ CANTER

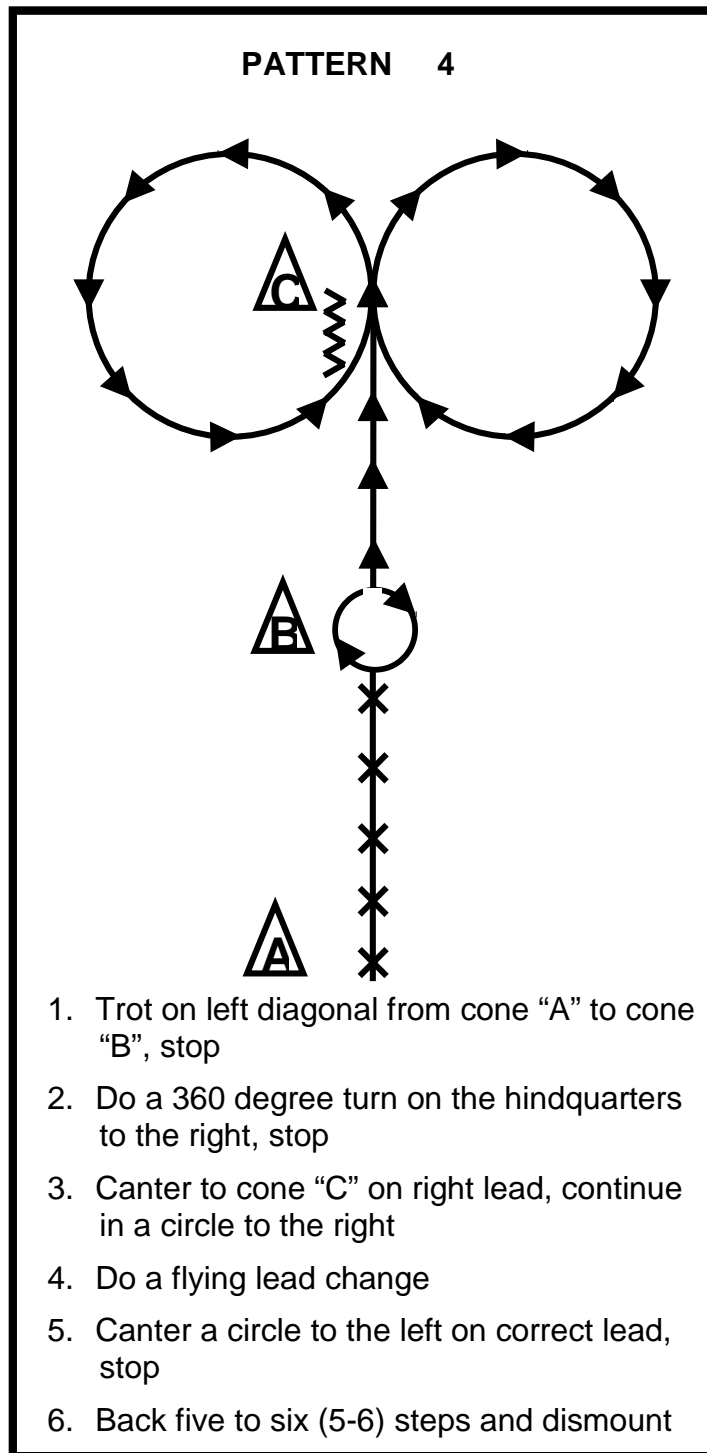
× TROT

⋈ BACK

ENGLISH EQUITATION

ADVANCED

Simple lead changes are acceptable
Uncontrolled lead changes are unacceptable



● WALK

— STOP

▲ CANTER

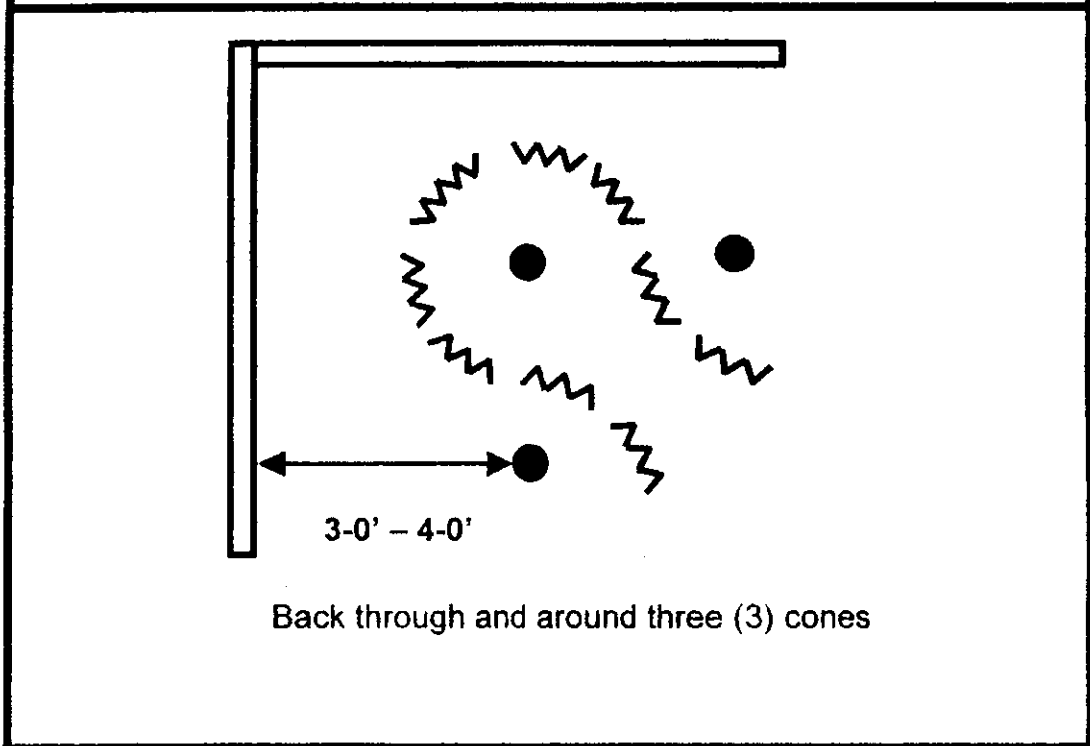
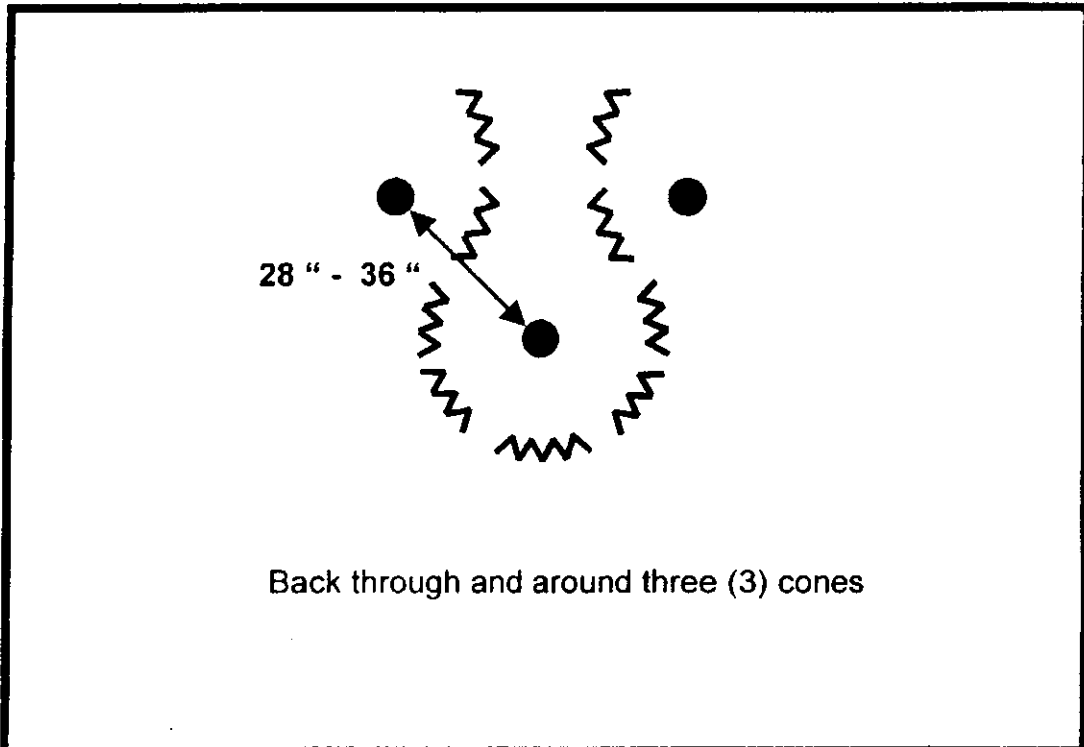
× TROT

〰 BACK

TRAIL COURSE
OBSTACLE REQUIREMENTS
ENGLISH AND WESTERN CLASSES

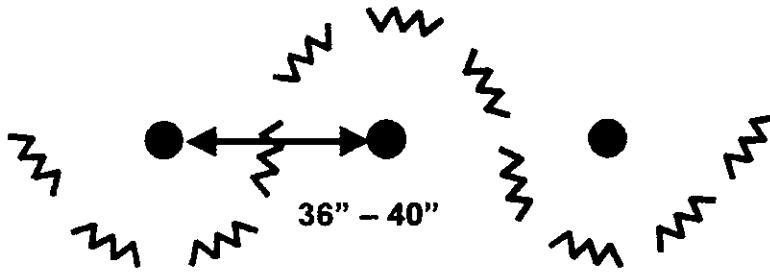
1. Courses should be set so as not to trap a horse or disqualify it by making it too difficult to negotiate.
2. All courses should be constructed with safety of the exhibitor and horse in mind.
3. Course must be constructed appropriate to the level classification of the exhibitor.
4. The normal path of the horse should be the point from which distances and spaces between obstacles are set.
5. Enough space should be provided for a horse to trot/jog at least thirty (30) feet.
6. Enough space should be provided for a horse to canter/lope at least fifty (50) feet.
7. All elevated obstacles must be placed or otherwise secured so they cannot roll. The height should be measured from the ground to the top of the element.
8. Walk Overs, Trot / Jog Overs, and Canter / Lope Overs can be used in one course.
9. Distances between obstacles and spaces are included with each obstacle depicted in the following pages.
8. Obstacles on following pages are not drawn to scale.

BACK THROUGHS

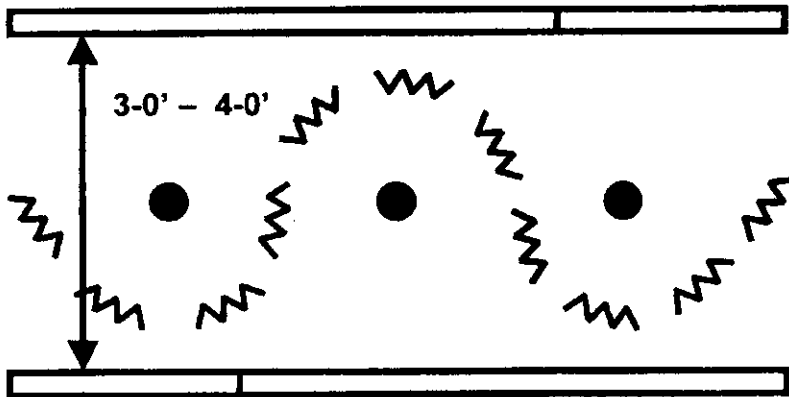


W W W BACK LOG
● CONE

BACK THROUGHS



Back serpentine through three (3) cones



Back serpentine through three (3) cones and two (2) logs



BACK

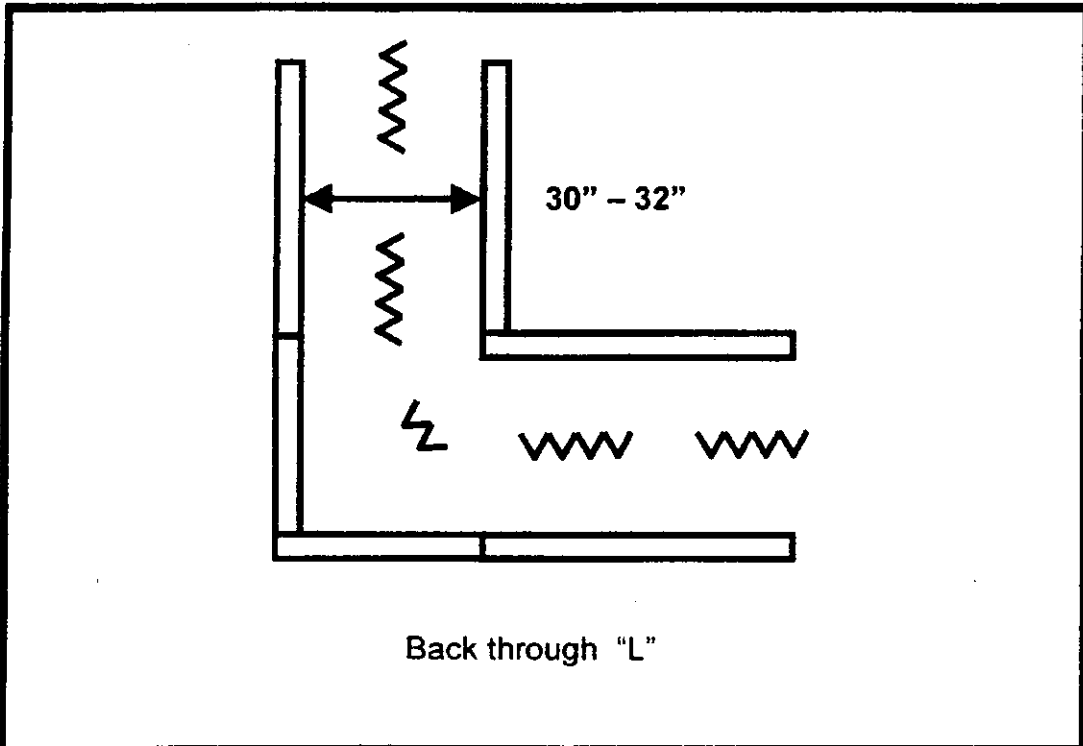


LOG

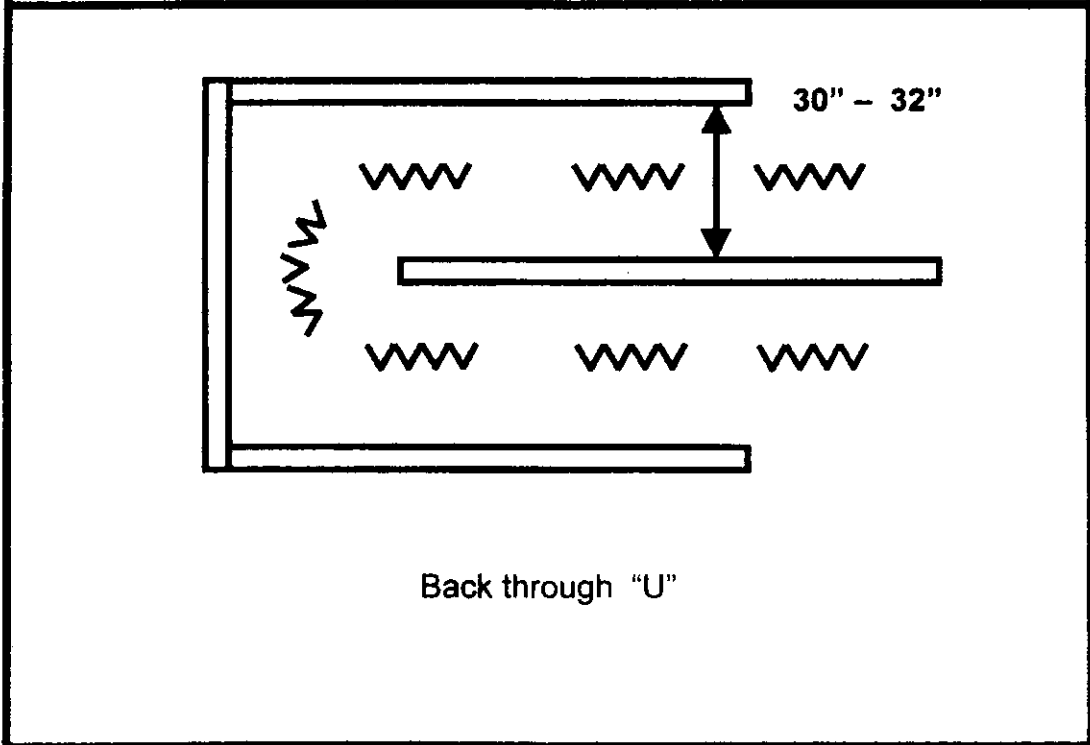


CONE

BACK THROUGHS



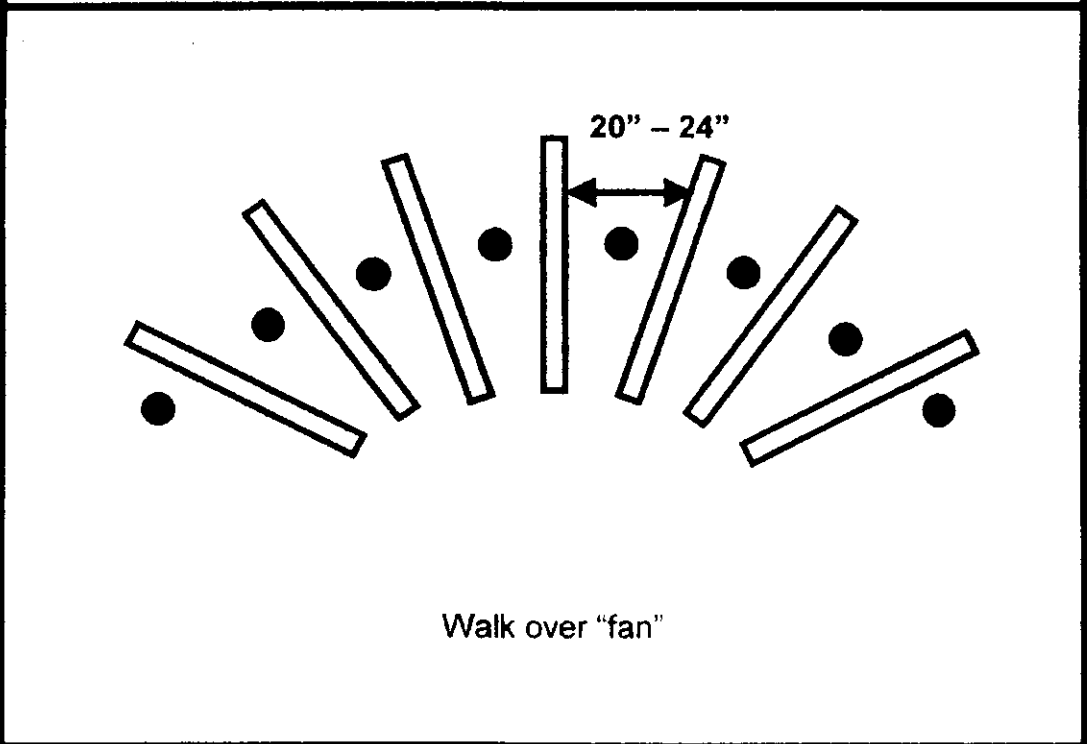
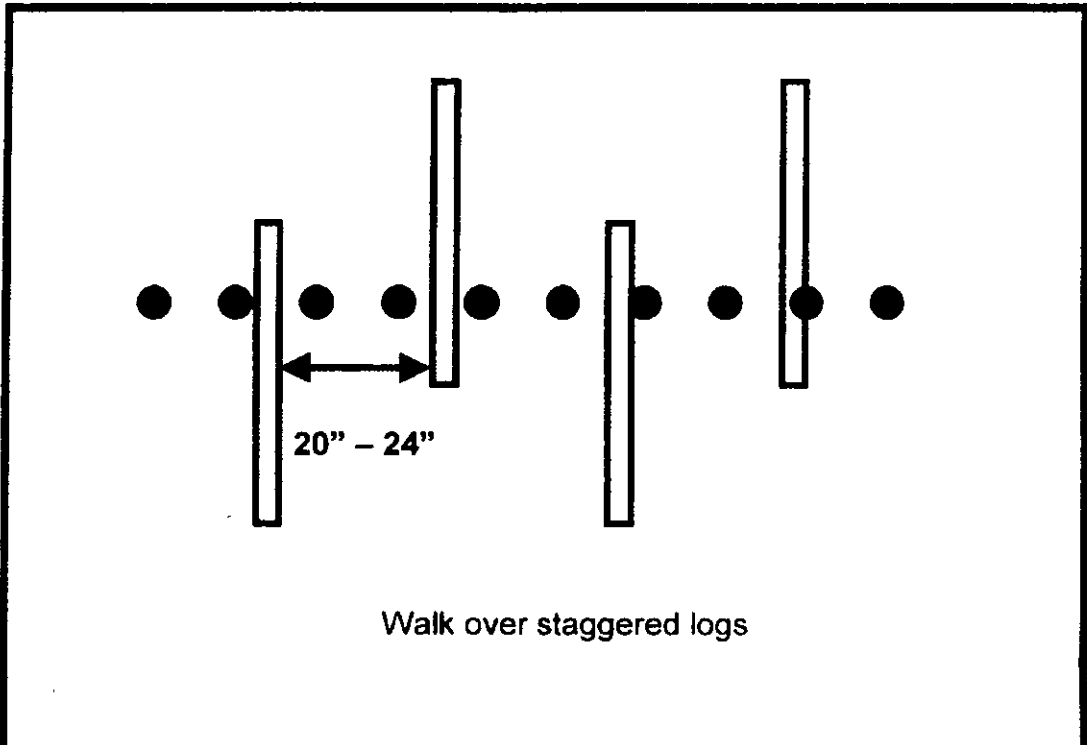
Back through "L"



Back through "U"

W W W BACK LOG

WALK OVERS

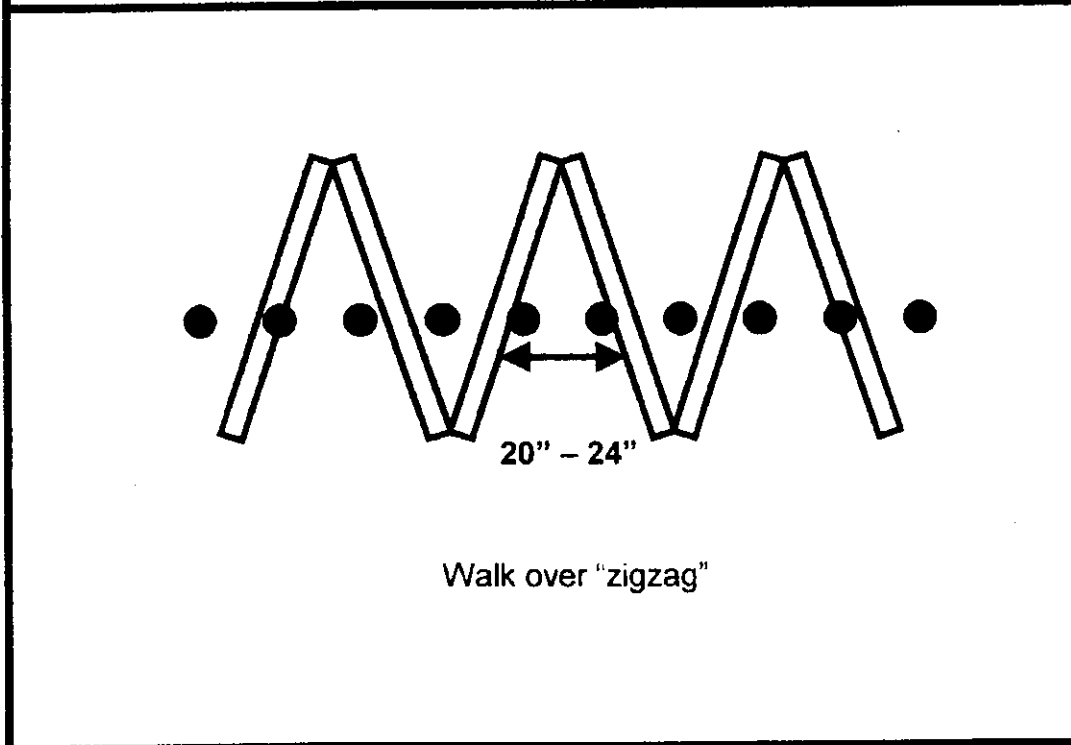
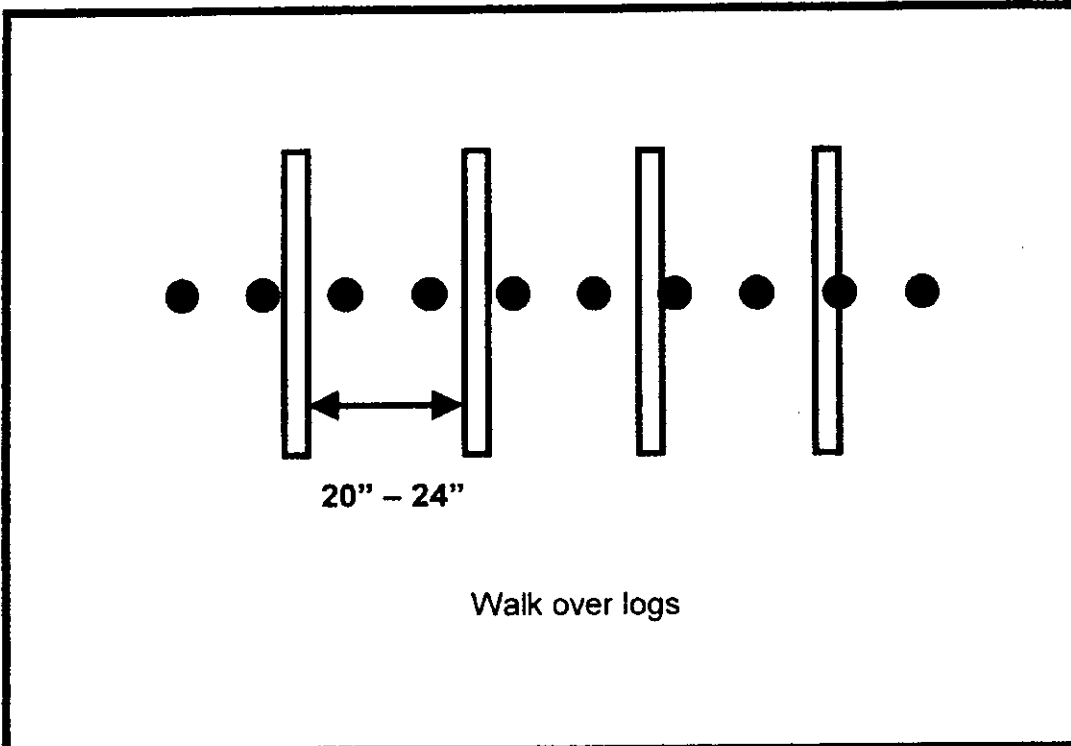


WALK



LOG

WALK OVERS

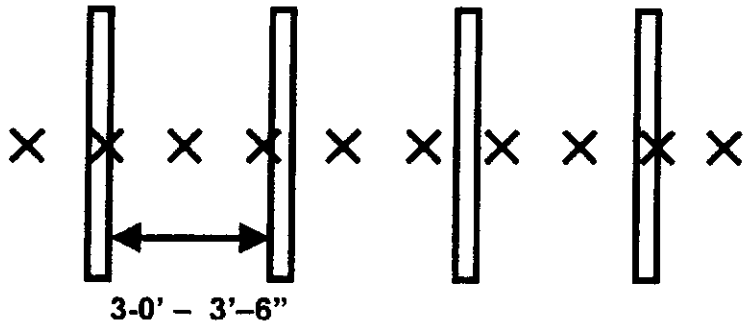


WALK

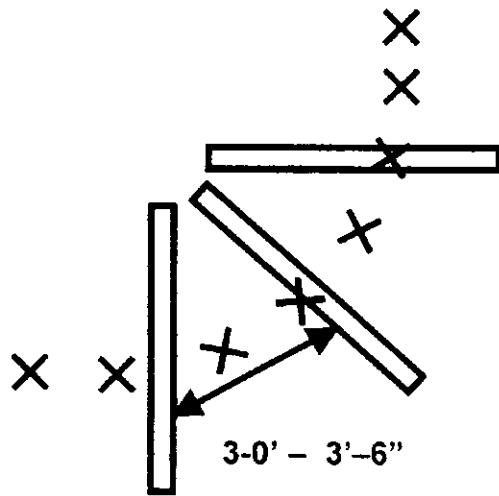


LOG

TROT / JOG OVERS



Trot / Jog over logs

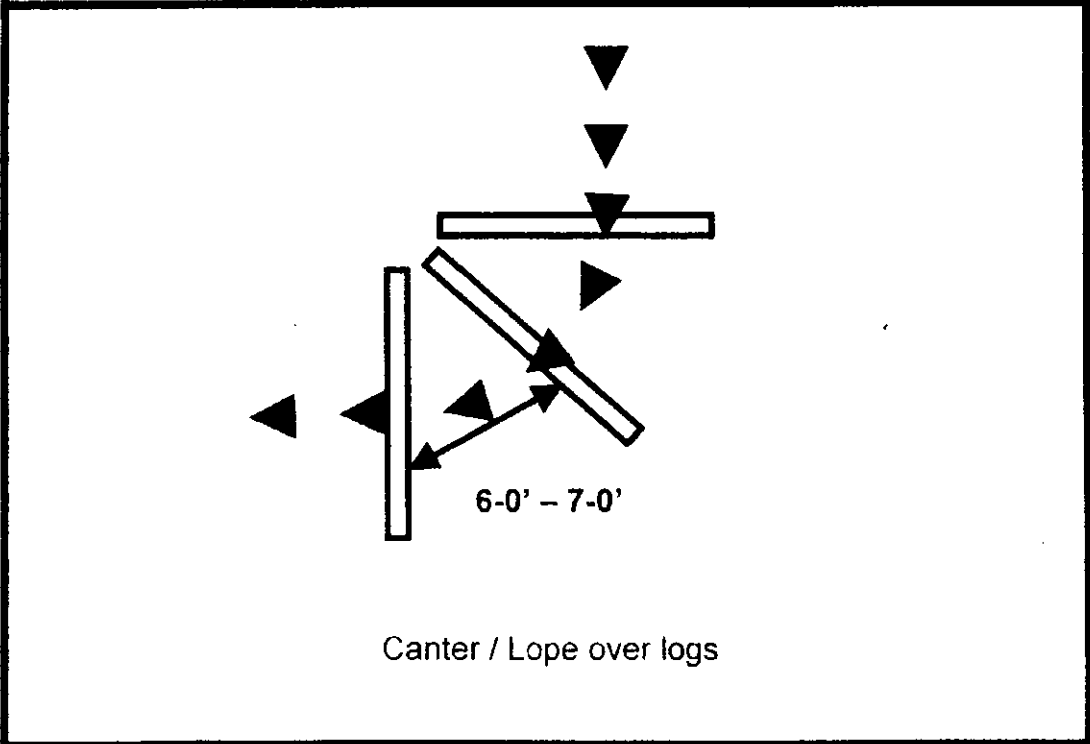
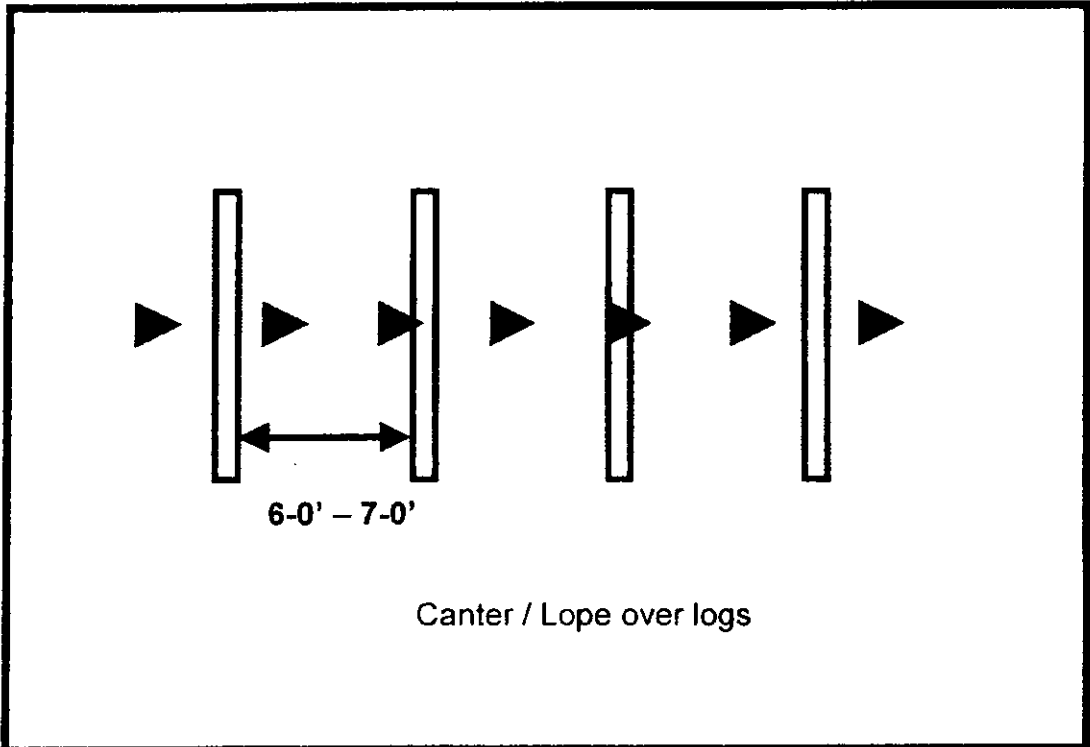


Trot / Jog over

X TROT/JOG

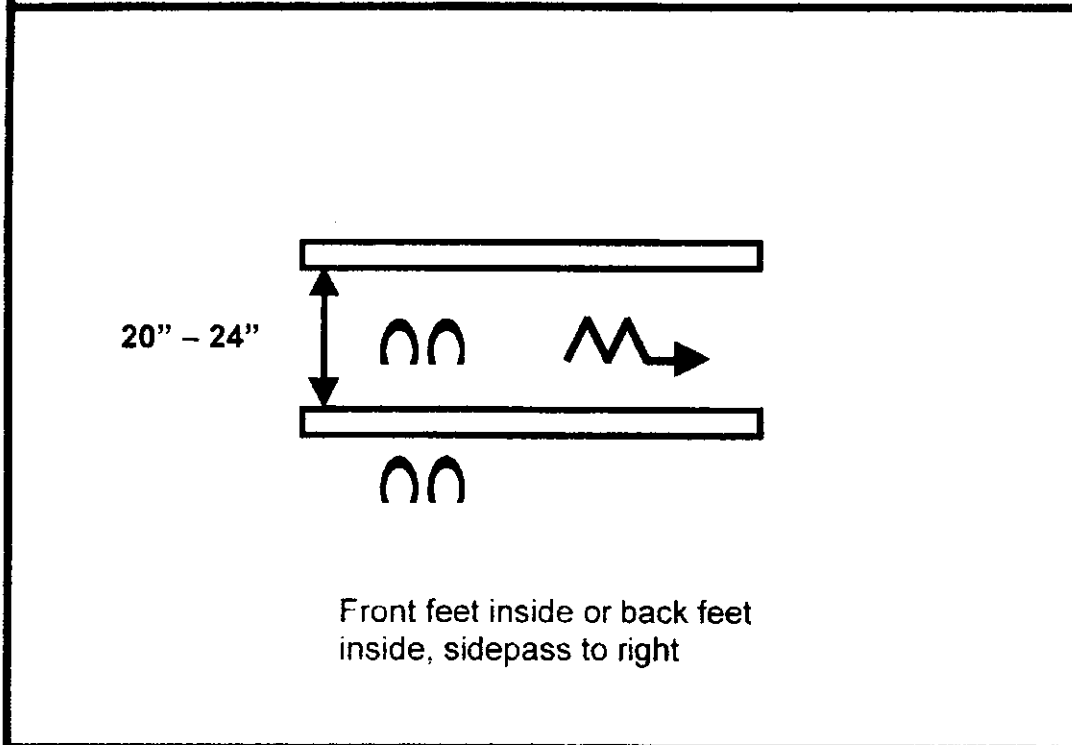
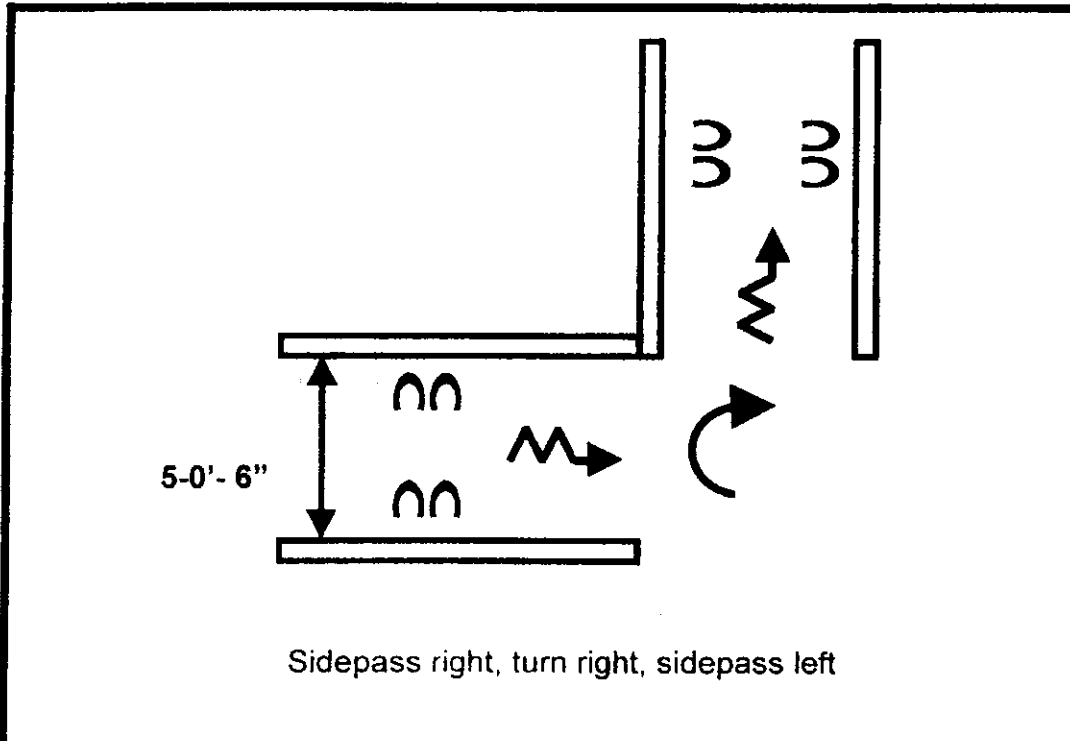
— LOG

CANTER / LOPE OVERS



▲ CANTER / LOPE ━━━━ LOG

SIDEPASS



BACK

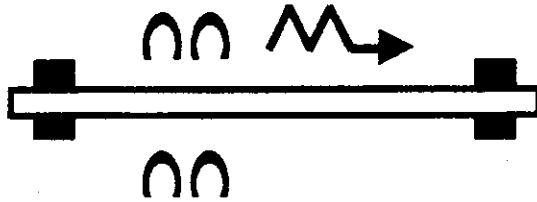


LOG

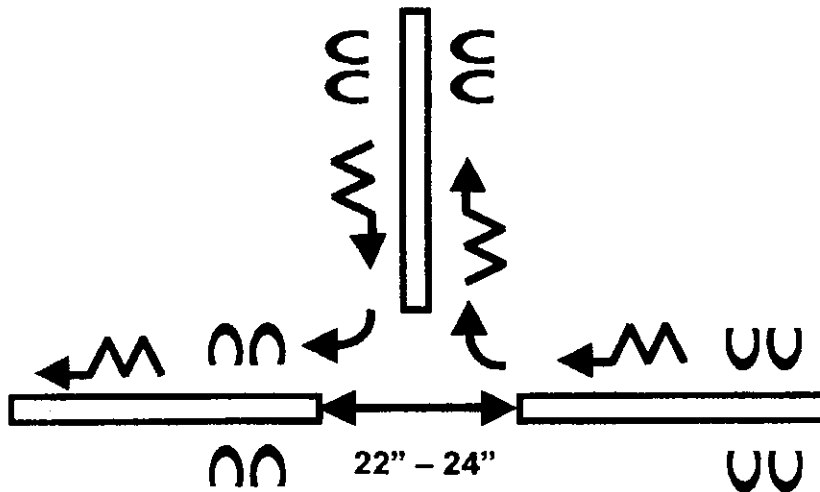


TURN

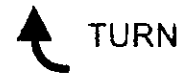
SIDEPASS



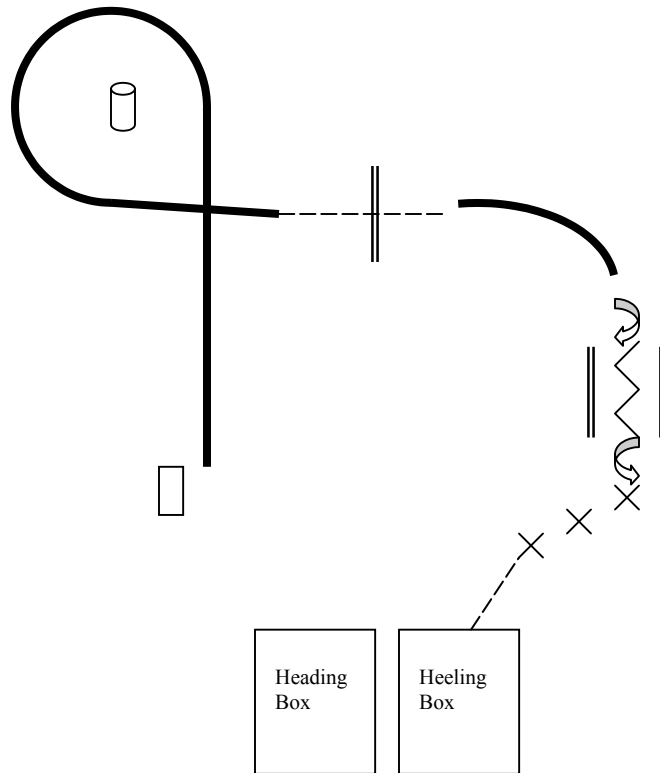
Raised object, sidepass right
No more than twelve (12) inches



Sidepass left, turn right, sidepass right,
sidepass left, turn left, sidepass left



Beginner Roping Horsemanship Pattern (Obstacle Sack Roping)



----- Walk

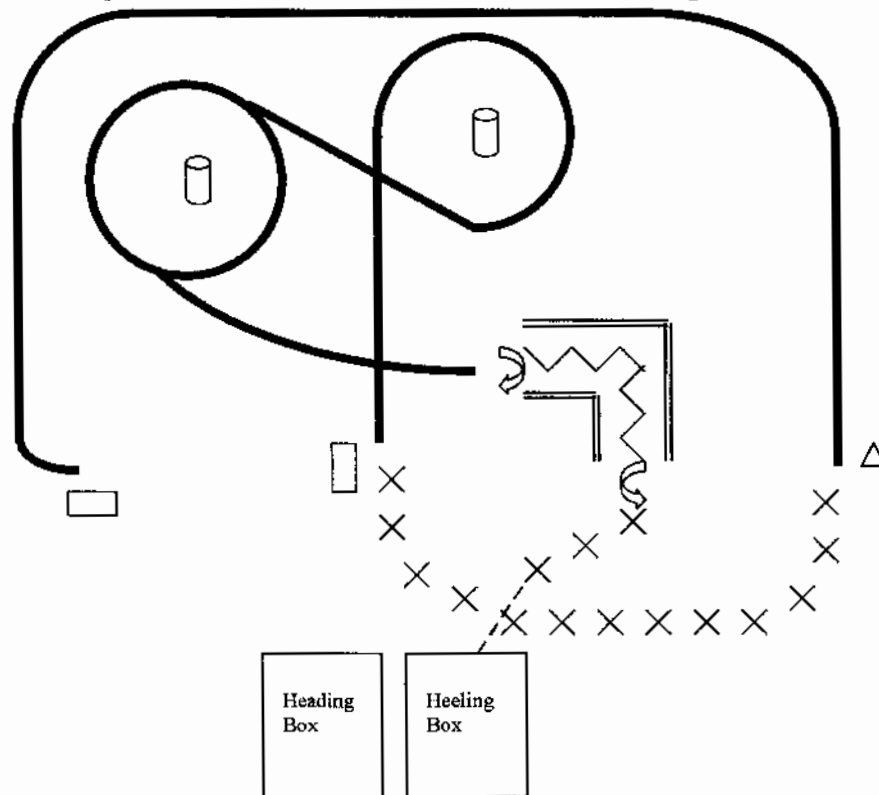
× × Trot

———— Lope

∩ Back

1. Enter heeling box and settle horse.
2. Throw out and recoil rope, then build loop.
3. Walk out of box.
4. Move into trot.
5. Stop at back-thru obstacle.
6. Turn on the forehand to the left.
7. Back thru obstacle.
8. Turn on the forehand to the right.
9. Lope on left lead.
10. Walk over obstacle.
11. Lope on right lead and make a circle around the barrel.
12. Continue loping to the heading obstacle.
13. Stop. Head and dally, then exit.

Intermediate Roping Horsemanship Pattern (Obstacle Sack Roping)



- - - - Walk X X Trot ——— Lope Back

1. Enter heeling box and settle horse.
2. Throw out and recoil rope, then build loop.
3. Walk out of box.
4. Move into extended trot.
5. Stop at back-thru obstacle.
6. Turn on the forehand to the left.
7. Back thru obstacle.
8. Turn on the forehand to the right.
9. Lope on right lead.
10. Make a complete circle around the first barrel.
11. Change leads (simple or flying).
12. Make a circle around the second barrel.
13. Rate horse to the heading obstacle.
14. Stop. Rope horns, dally, then recoil and build rope.
15. Pick up the trot and move to the left to the rail.
16. At cone, pick up left lead, continue on the rail.
17. Rate horse to heeling obstacle.
18. Stop. Rope feet, dally, then recoil and exit.

