

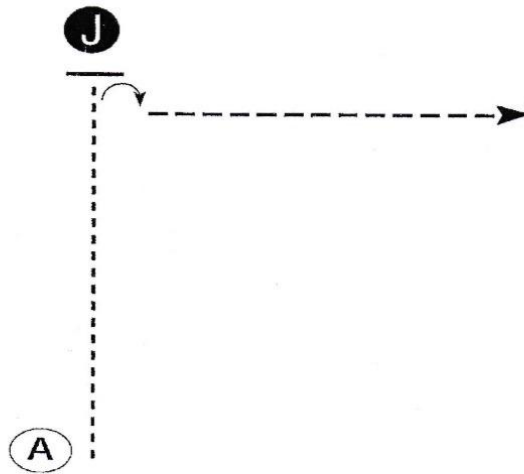
Int. Showmanship

Show Date:

Class
1

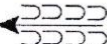
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Be ready at A.

1. Walk from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Trot away from judge.
5. Follow the instructions of your ring steward.

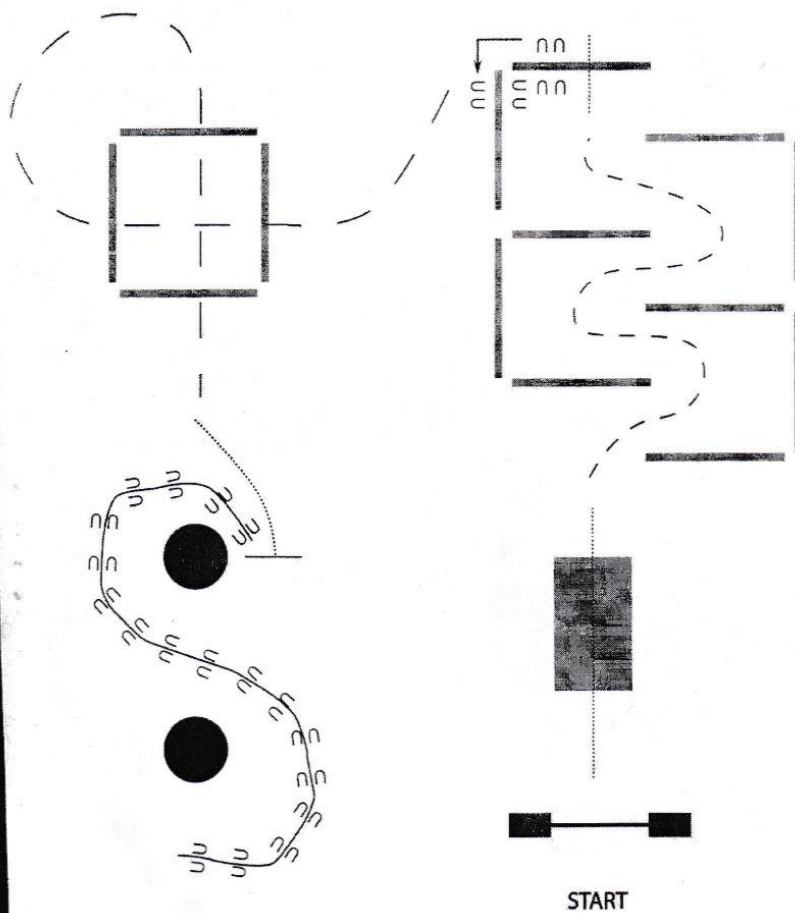
Walk -----
Trot - - - - -
Back ← 
Marker (B)
Judge (J)

Pattern Provided by:

[S/WT-13]

Ranch Trail Pattern

Class
23
+
24

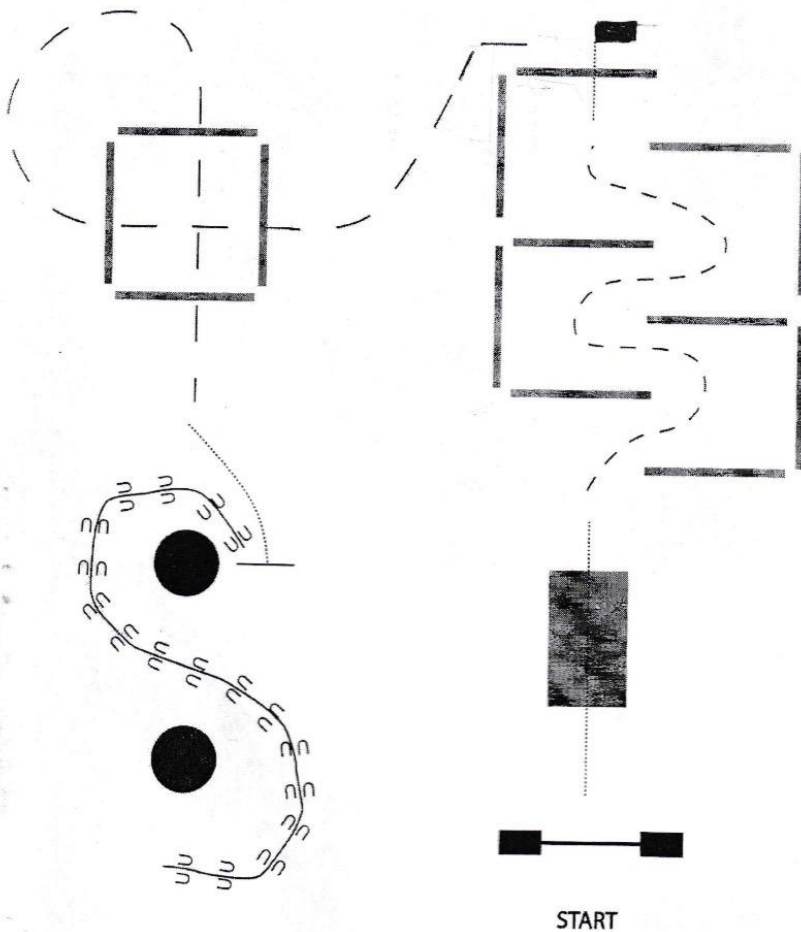


1. Open gate, walk through, close gate
2. Walk over bridge or tarp.
3. Jog through poles.
4. Walk over last pole. Sidepass left corner.
5. Extended jog through box.
6. Stop and back through barrels.

WALK	
JOG	-----
EXTEND JOG	— — —
LOPE	————
BACK	← 3 3 3 3
MARKER	Ⓐ

Class
21
+
22

Trail Pattern



1. Open gate, walk through, close gate
2. Walk over bridge or tarp.
3. Jog through poles.
4. Walk over last pole. Stop ring bell
5. Extended jog through box.
6. Stop and back through barrels.

WALK	
JOG	- - - - -
EXTEND JOG	- - - - -
LOPE	_____
BACK	← ⊢ ⊢ ⊢ ⊢
MARKER	Ⓐ

Ranch Riding (Walk/Trot)

class
25
+
26

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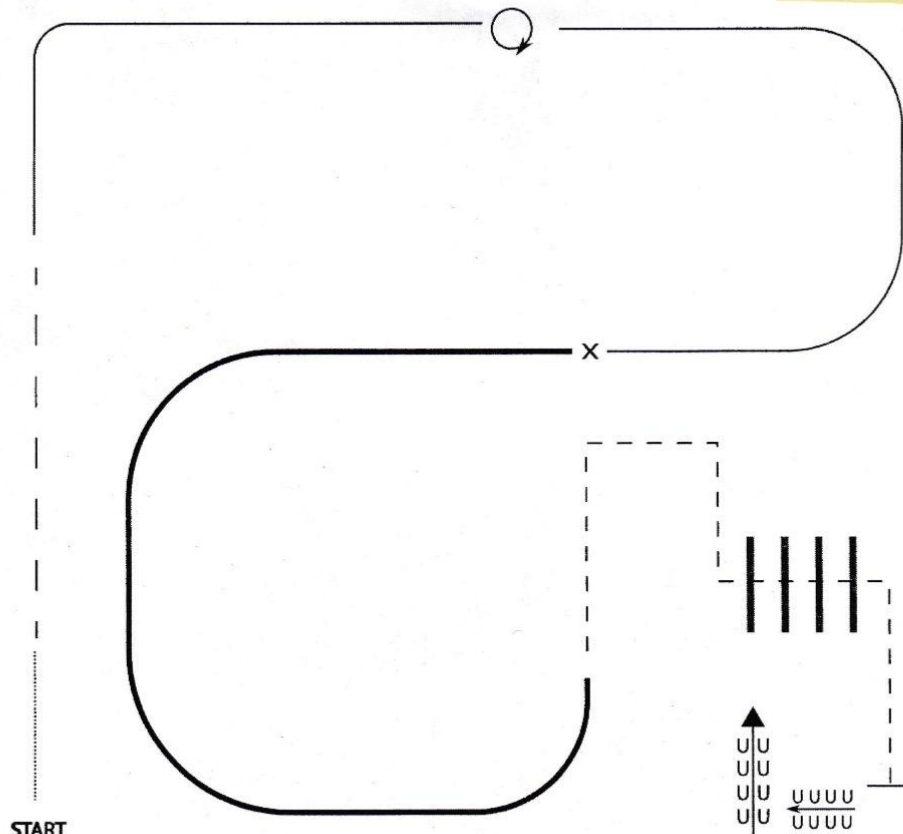
1. Walk
2. Trot
3. Extended trot
4. Stop and turn 90 degrees left
5. Trot
6. Walk, walk over logs
7. Stop and back

Walk -----
Trot - - - - -
Extended Trot - - - - -
Lope | | | | |
Lead Change /
Backr ←

[RR/Walk_Trot]

Ranch Riding Pattern

class
27
+
28

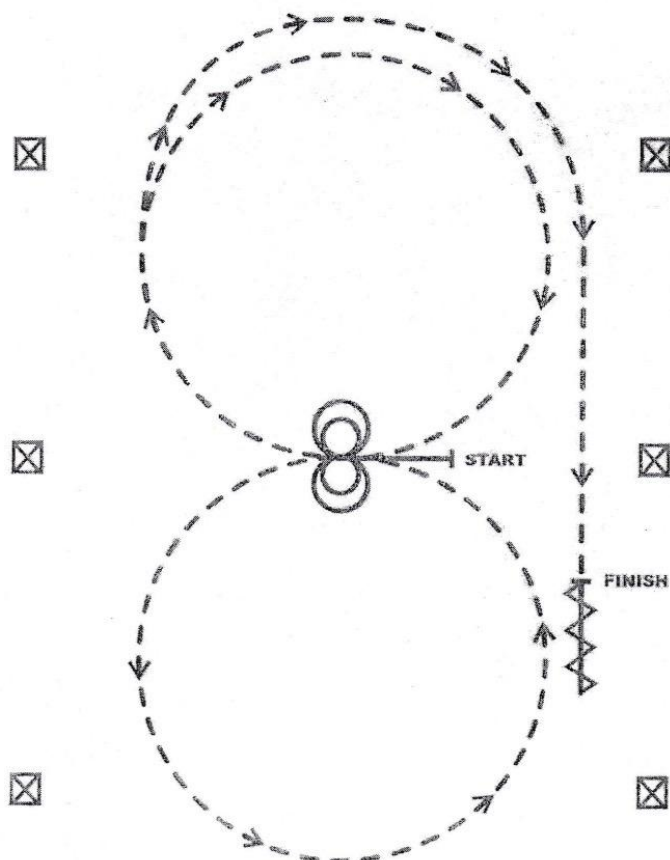


1. Walk.
2. Extend jog.
3. Lope right lead.
4. Stop. 360 spin right.
5. Lope right lead.
6. Change leads.
7. Extend lope.
8. Jog square corners.
9. Jog over poles.
10. Stop. Sidepass right.
11. Back one horse length.

WALK	
JOG	- - - - -
EXTEND JOG	- - - - -
LOPE	—————
EXTEND LOPE	—————
BACK	← ≡ ≡ ≡ ≡

Ranch **REINING** Trot

class 29+30



Horses may walk or trot 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. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot one circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Reining Pattern

class
31
+
32

Trot to start position.
Start pattern at a halt, facing judge.

1. Perform 2 circles to the left, the first circle large and fast, the second circle small and slow. Change leads at center.
2. Perform 2 circles to the right, the first circle large and fast, the second circle small and slow. Change leads at center.
3. Continue on left lead around end of arena. Run down the center of the arena past end marker and perform a square sliding stop.
4. Perform 3.5 spins to the left.
5. Run down the center of the arena past end marker and perform a square sliding stop.
6. Perform 3.5 spins to the right.
7. Run down the center of the arena past end marker and perform a square sliding stop. Hesitate. Back at least 10 feet.

Hesitate to show completion of pattern.

