Legend for Patterns

**READ instructions carefully, diagrams may be abbreviated**

Walk or Hand Gallop ........................................ or ..........................................................

Trot, Jog or Show Gait  − − − − − − − − −

Sitting Trot  − · − · − · − · −

Extended Trot or Jog  − · − · − · − · −

Canter or Lope or Hand Gallop ..................................................

Back  ⬅️ ⬅️ ⬅️ ⬅️ . or    | | | |  

Markers  ▲ or  A

Sidepass or Lead Change / / / / /  

Judge  ⌊

When a pattern is finished, either line up or exit the arena as directed by the ring steward.
1. Fences are set approximately 72 feet apart.
2. After second fence, hand gallop to marker. Stop and back approximately one horse length.
3. Drop your reins to signify completion.
4. When done, trot to out gate (enter West gate, exit East gate).
Intermediate & Advanced Equitation Over Fences

Entrance Gate

Fence Heights:
- Horse and Medium/Large Pony – 2'3"
- Small Pony – 2'

PAS 2017
Low & Regular Working Hunter

Entrance Gate

PAS 2017

Fence Heights:
- Horse and Large Pony – 2'6"
- Medium Pony – 2'3"
- Small Pony – 2'

Fence Positions:
1. 72 ft
2. 72 ft
3. Crossing
4. Crossing
5. 72 ft
6. 72 ft
7. Crossing
8. Crossing
Western Showmanship

1. Be ready at the first marker.
2. Trot to the second marker. Stop and perform a 180° turn.
3. Trot a half circle, then trot straight until past Judge.
4. Back until horse’s hip is even with Judge.
5. Perform a 270° turn.
6. Trot halfway to Judge then walk to Judge. Stop and set up for inspection.
7. When dismissed, turn 90° and walk straight away.
Western Horsemanship

1. Walk to the first marker.
2. Jog to the second marker.
3. Lope a circle on the right lead around the second marker.
4. Simple lead change when even with the second marker and lope on the left lead to the third marker.
5. Stop and back at least 5 steps.
6. Turn 270° to the right and jog out.

Entrance Gate
1. Begin at A. Walk from A to B.
2. Stop and perform a 245° turn.
3. Trot around C to the Judge. Set up for inspection.
4. When dismissed, back 4 steps and perform a 270° turn.
5. Trot to the line-up.
Hunt Seat Equitation

1. Canter on the right lead from A to B.
2. At B circle to the right at a posting trot.
3. At B canter on the left lead around C.
4. Halfway between C and D break to the walk.
5. Walk to D. At D stop and perform a 180° turn on the forehand to the right.
6. Back one horse length.
7. Sitting trot to the exit.
Draft Showmanship

1. Enter arena and line horse up on a \( \frac{3}{4} \) view facing the arena fence.
2. When judge signals, back horse 5 steps off wall, turn and go to A.
3. As horse leaves line up other exhibitors will move their horses down the wall and wait for judge’s signal.
4. Walk horse away from A to B. Make a golf club turn and trot to Judge.
5. Pose horse for inspection.
6. When excused, go to the end of the line and move up until returned to the original position.
Driving Reinsmanship

Pattern will be set up in arena with space on rail for railwork. The horse will walk and trot both directions of the arena with a reverse. They will then begin the pattern beginning with walking to the mailbox.

1. Walk to and work the mailbox
2. Trot to and over the bridge.
3. Walk into and through the corner.
4. Trot through the serpentine markers.
5. Walk down the rope with the rope between the right wheel and the horse.
6. Continue walking and back into the box. Hesitate to show completion of maneuver and walk out.
1. Be ready at A.
2. When acknowledged, walk halfway to Judge.
3. Stop and perform a 90° turn.
4. Back approximately one horse length.
5. Walk until even with Judge.
6. Show gait/trot in a half circle to Judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 180° turn and walk straight away from Judge.
1. Be ready at A.
2. Flat or show walk from A to B.
3. At B, running walk or pleasure gait to and around C and to D.
4. Stop at D.
5. Turn 180° to the left.
6. Flat or show walk to halfway between D and C.
7. Stop and back approximately one horse length.
1. Enter arena at a trot (A) to the right and perform a serpentine consisting of four half-circles
2. Stop briefly and reverse (B).
3. Canter along the rail, around the curve to the midpoint of the straightaway (C).
4. Go directly into the trot and continue to the end of the straightaway, around the next curve and to the exit (A)
1. Walk to and work gate.
2. Jog through cones.
3. Lope right lead to poles.
4. Jog over poles into chute.
5. Back the L.
6. Lope left lead over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform a 360° turn to the right, walk out of box and over poles to finish.
1. Jog through cones and over poles into chute.
2. Back the L.
4. Side pass left over poles.
5. Walk over bridge, poles and into box.
6. Perform a 360° turn to the right, walk out of box and over poles to finish.
Small Equine Hunter In-Hand

Entrance/Exit Gate

Fence Heights: 12-24”
Small Equine Jumpers

Entrance/Exit Gate

Fence Heights: 12-24”

PAS 2017
Reining will use Pattern C on page 51 of your Rulebook.

Show Office will not provide Rulebook for your use.

Western Riding will use pattern on page 54 of your Rulebook.

Show Office will not provide Rulebook for your use.