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

Back  ➡ or ★★★★★

Markers ▲ or ☐

Sidepass ///

When a pattern is finished, either line up or exit the arena as directed by the ring steward.
1. Fences are set ~72 feet apart.
2. After second fence, hand gallop to marker.
3. Stop and back at least 5 steps.
4. Drop your reins to signal completion.
Intermediate Equitation Over Fences & Low Working Hunter

Fence Heights:
- Horse and Medium/Large Pony – 2’3”
- Small Pony – 2’

Entrance Gate
Advanced Equitation Over Fences & Regular Hunter Over Fences

Fence Heights:
- Horse and Medium/Large Pony – 2’6”
- Small Pony – 2’

Entrance Gate

60 ft

24 ft

20 ft

PAS 2018
Western Showmanship

1. Trot from A halfway to B.
2. Break to walk and walk to B.
3. Stop and perform a 90° turn.
4. Back 4 steps and perform a 180° turn.
5. Trot to C.
6. Stop and set up for inspection.
7. When dismissed, perform a 90° turn.
8. Trot to line-up.
Western Horsemanship

Be ready before marker A.

1. Walk to A.
2. Lope on left lead to B.
3. Jog to C.
4. At C, perform a 270° turn to the right.
5. Lope on right lead to D.
6. Stop at D and back approximately one horse length.
7. Perform a 90° turn to the left.
8. Extended jog to exit.
Hunter Showmanship

Be ready at A.

1. Trot around B and to C.
2. Break to a walk and walk around C to D.
3. Turn 90° and walk to Judge.
4. Stop and set up for inspection.
5. When dismissed, back approximately one horse length.
6. Turn 90° and trot away from the Judge.
Hunt Seat Equitation

Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Right lead canter at B. Circle to the right.
4. Simple lead change between B and C.
5. Canter left lead to C.
6. Stop at C and back one horse length.
7. Posting trot on the right diagonal to D.
8. Stop at D.

When dismissed, follow the instructions of your ring steward.
Draft Showmanship

1. From Judge, walk straight away. Walk a “golf club” loop and continue walking towards Judge.
2. Make a “golf club” loop at a walk. When lined up with Judge, trot in straight line away from Judge.
3. Walk a “golf club” loop and trot the remainder of the way back to judge. Set-up for inspection. (May turn horse 45° angle either direction.)
4. When dismissed, trot away from Judge.

Entrance Gate

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Driven Trail

1. Trot a serpentine around the 3 cones.
2. Walk a figure-eight around the cones.
3. Continue to walk into the corner of the arena, stopping half-way through the corner.
4. Trot out of the corner and down the rope, with the rope between the wheel and the horse.
5. Walk to the box and fan turn 90 degrees to the right.
6. Back into the obstacle. Stop and wait for the judge’s dismissal.
Driving Reinsmanship-Serpentine Example

1. Begin at park gait. Drive down centerline until even with judge, halt & salute.
2. Perform a figure 8 in the direction designated by the judge ahead of time (left or right) at the park gait.
3. Halt, salute & exit at the park gait.
Easy-Gaited Showmanship

Be ready at A.

1. Show gait to and around B.
2. Show walk from B until past Judge.
3. Back until horse’s hip is even with Judge.
4. Perform a 90° turn.
5. Show gait to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit arena.
Saddle Type Showmanship

Be ready at A.

1. Trot to and around B.
2. Walk from B until past Judge.
3. Back until horse’s hip is even with Judge.
4. Perform a 90° turn.
5. Trot to Judge.
6. Stop and set up for inspection.
7. When dismissed, exit arena.
Saddle Seat Equitation

Be ready at A.

1. Drop your irons when the judge signals for you to begin.
2. Posting trot A to B beginning with the right diagonal and showing 2 changes of diagonal. Change to left diagonal when 1/3 of the way down the rail and back to the right diagonal when 2/3 of the way down the rail.
3. Halt at B.
4. Pick up your irons. Perform a 90° turn on the forehand to the left.
5. Walk from B to C.
6. Beginning at C, canter a serpentine between C and D. Canter the first loop on the left lead and the second loop on the right lead. Change of lead should be a simple lead change.
7. Halt at D. Back 5 steps.

Note: Pattern to be set far enough off rail to allow horses to complete turn on the forehand.
Easy Gaited Equitation

1. Show walk from A to B.
2. At B, show walk a circle to the right.
3. Show gait a circle to the left. Continue to show gait until you reach C.
4. At C, stop, back at least 5 steps, and turn 180° on the forehand to the left.

Entrance Gate
1. Begin at A. Walk to gate. Go through rope gate.
2. Trot/show gait over poles.
3. Side pass left to end of pole, then side pass right to center of pole.
4. Walk over bridge and log.
5. Trot/show gait over poles to chute.
7. Trot/show gait over poles and continue to jog over poles and around cones.
8. Transition to a canter/higher-speed show gait and continue cantering/higher-speed show gaiting through the box.
9. Stop at B.
1. Begin at A. Walk to pole. Side pass left to end of pole, then side pass right to center of pole.
2. Walk over bridge and pole.
3. Trot/show gait over poles to chute.
4. Back through chute.
5. Trot/show gait out of chute and continue to trot/show gait around cones.
6. Continue to trot/show gait into the box. Perform a 360° turn. Walk out.
Small Equine Hunter In Hand

Entrance/Exit Gate

Fence Heights: 12-24”
Small Equine Jumpers

Entrance/Exit Gate

Fence Heights: 12-24”
Reining will use Pattern C on page 56 of the Uniform Rules for 4-H Horse Shows (Rev 9/17).
Show Office will not provide Rulebook for your use.

Western Riding will use pattern A on page 59 of the Uniform Rules for 4-H Horse Shows (Rev 9/17).
Show Office will not provide Rulebook for your use.

Ranch Riding will use Pattern A on page 47 of the Uniform Rules for 4-H Horse Shows (Rev 9/17).
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