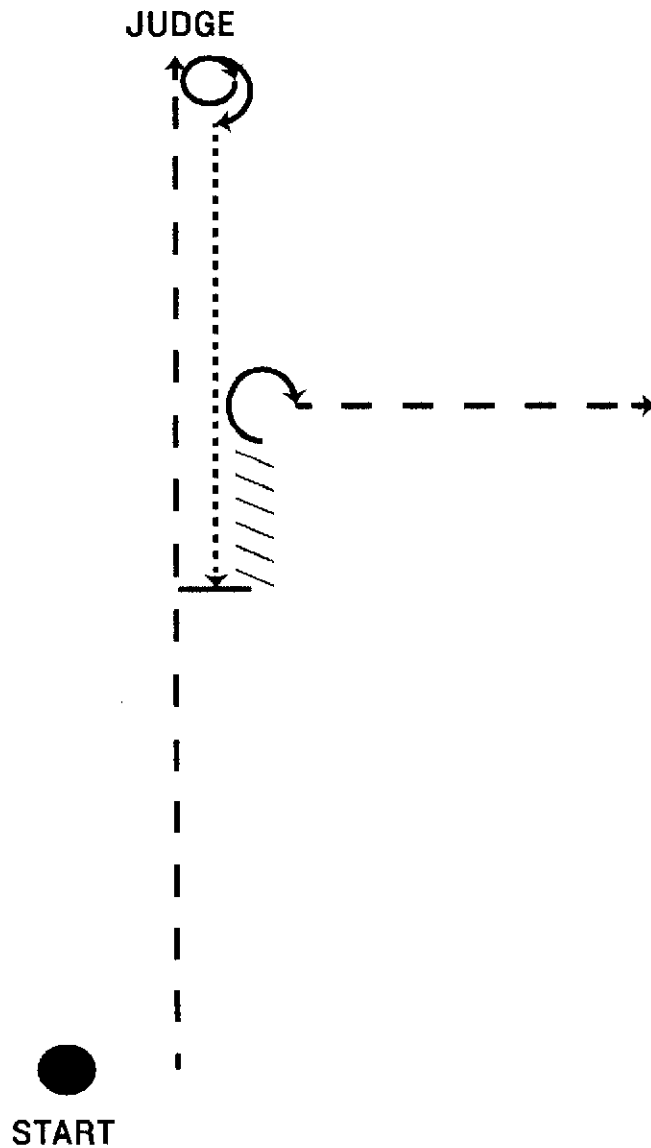


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# Showmanship Western and Hunter All Ages

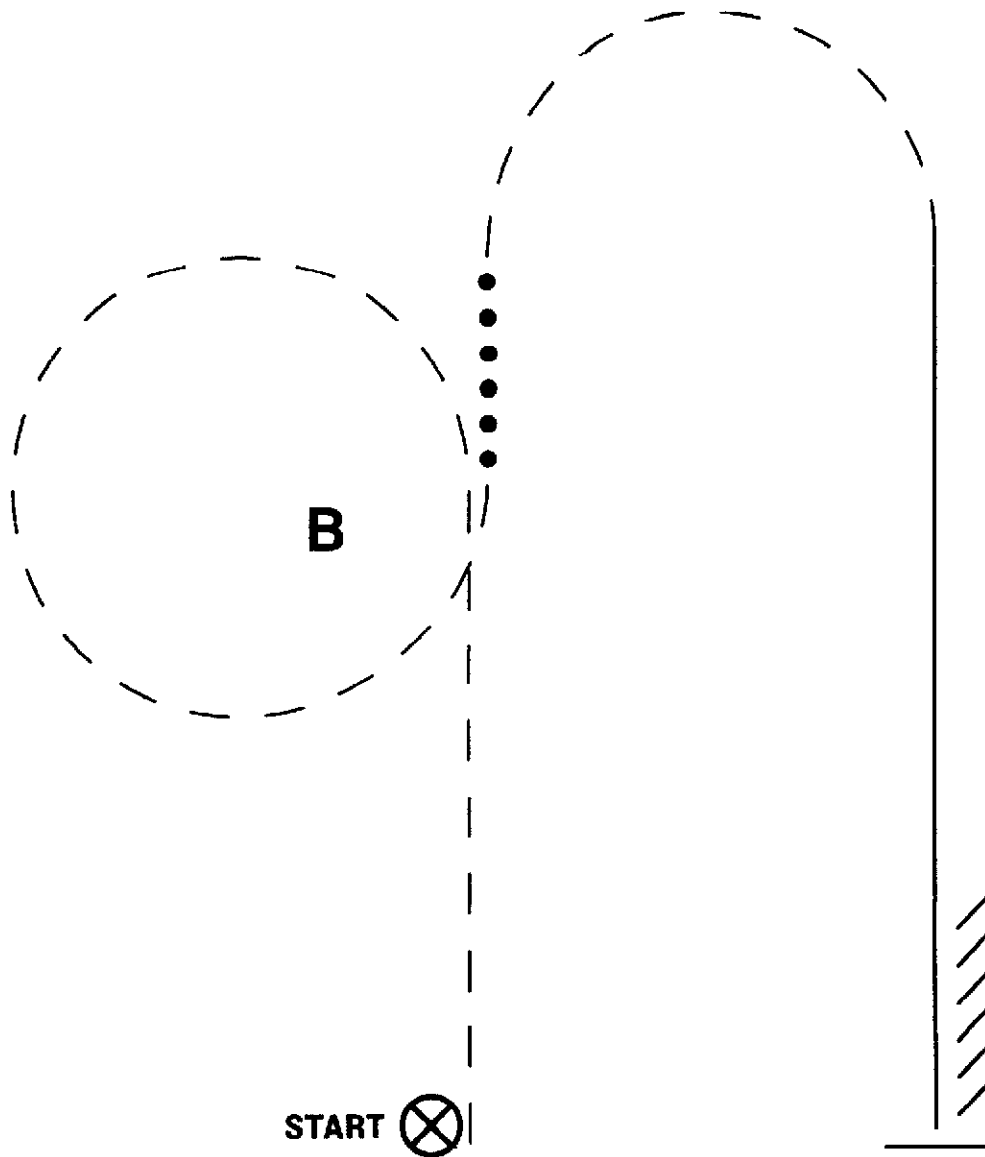
## Yearling Futurity Showmanship

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1. Trot to judge
2. Set up for full inspection
3. After inspection, execute 1/2 turns and walk half of line
4. Stop, back 2 horse lengths
5. 3/4 turn and trot
6. Halt and set-up. When set up is complete, exit at a walk or jog

# Hunt Seat Equitation All Ages



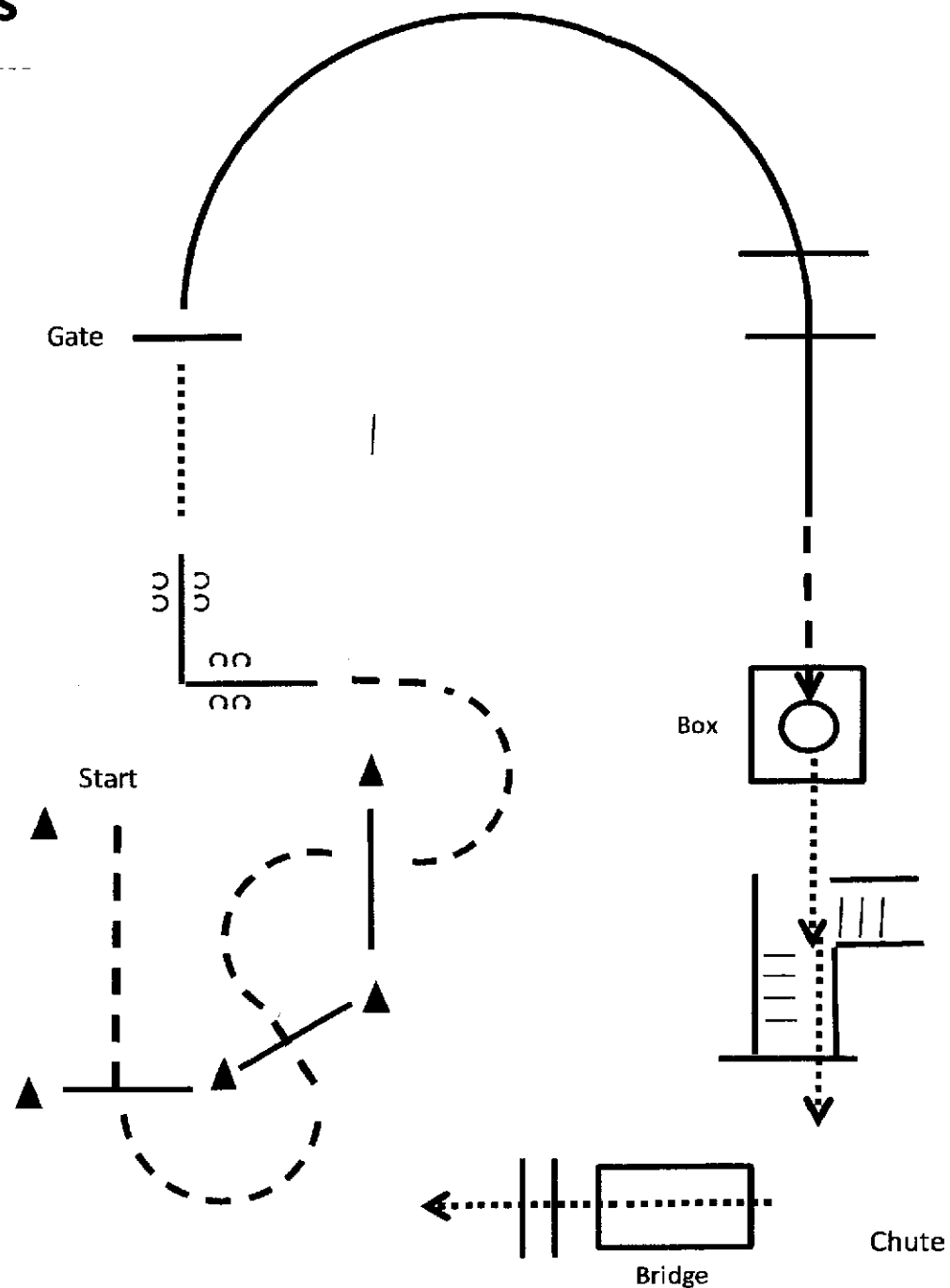
1. Sitting trot from A, toward midpoint of arena
2. Perform a circle around B at the posting trot on the right diagonal
3. Close circle and break to walk, approximately 3-5 steps
4. Posting trot 1/2 circle on left diagonal
5. Canter right lead in a straight line until even with A
6. Halt and back one horse length
7. Exit at a walk or trot

# Hunt Seat Versatility All Ages

## 3 Year Old Futurity Trail

1. Trot serpentine around cones and over poles.
2. Side pass left over the poles.
3. Walk to gate.
4. Work gate with left hand.
5. Lope right lead over poles.
6. Trot to and into box.
7. Stop and perform a 360° turn to the left.
8. Exit box and walk into chute. Back the L. Walk back through the chute and over pole.
9. Walk over bridge and poles.

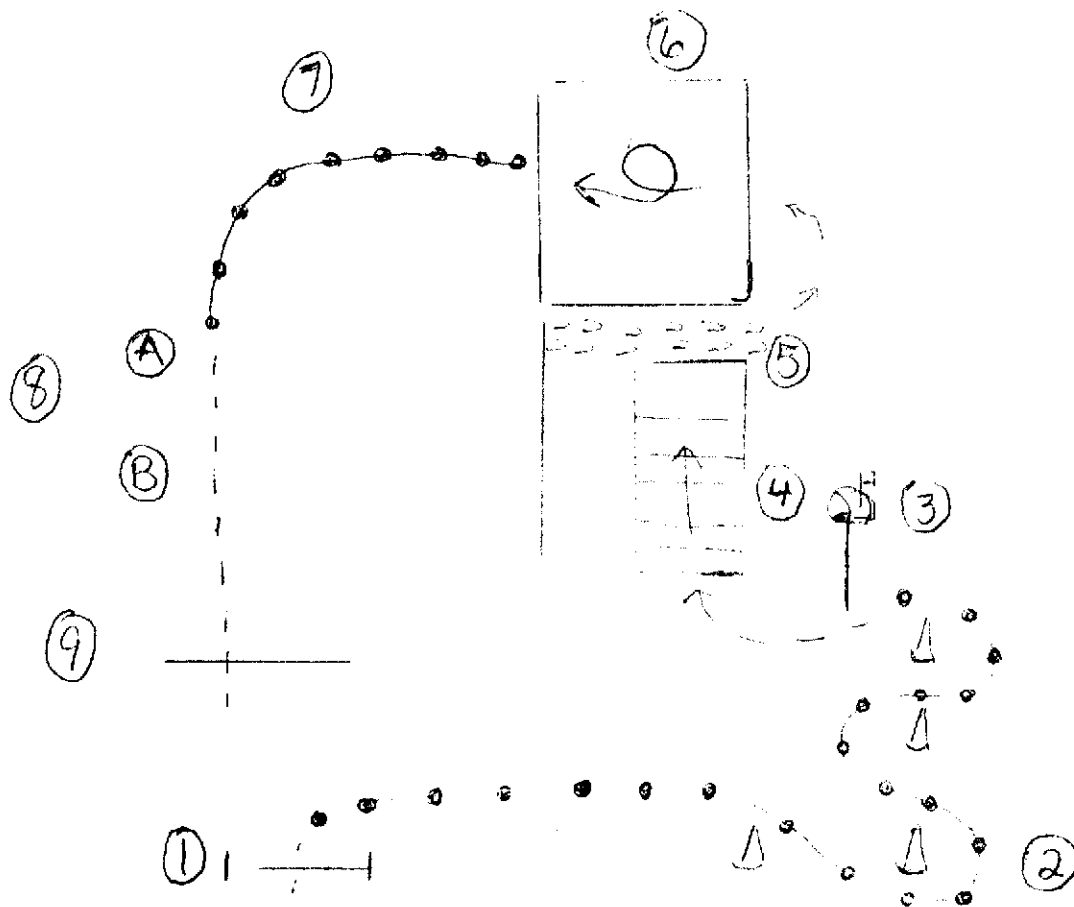
(Pattern is finished after completion of the last obstacle.)



Box: 7 ft x 7 ft  
Lope over poles: 7 ft apart  
Walk over poles: 2 ft apart

# Yearling Futurity In Hand Trail

## Two Year Old Versatility

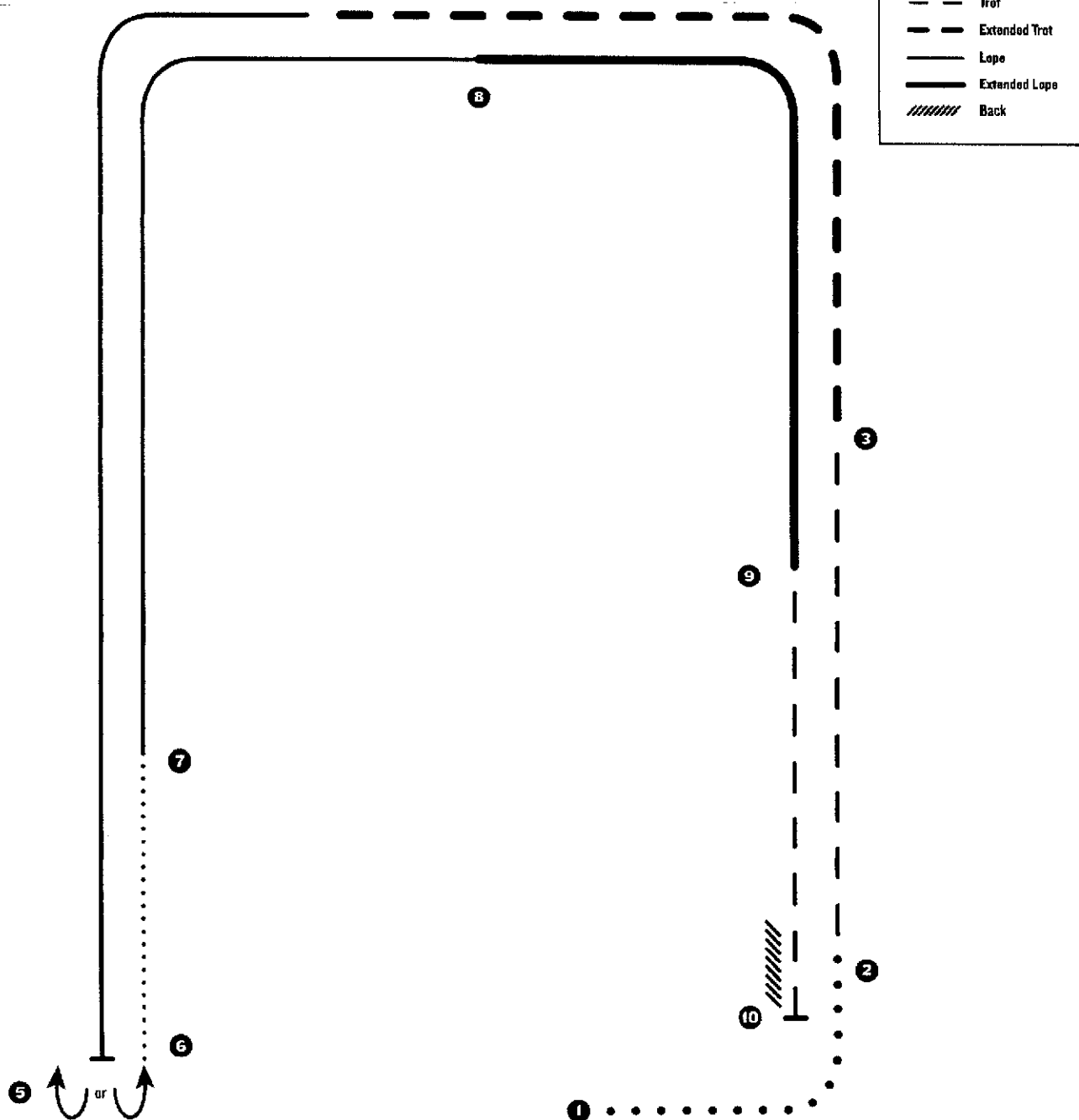


1. Open gate- right hand.
2. Trot through cones/poles.
3. Break to walk and open mailbox.
4. Cross bridge.
5. Back between bridge and poles.
6. Walk forward out of back through, then turn left, enter box, do a 360 degree turn either direction.
7. Jog to barrels and stop.
8. Move object from barrel A to B.
9. Walk to log- (if riding dismount) lead over log.
10. Exit.

- - - - - WALK  
 ••••• TROT  
 \_\_\_\_\_ LOPE  
 3 3 3 3 BACK

# 2/3 Yr Old Futurity Pleasure Pattern (#1)

## Stock Horse Pleasure Pattern #1

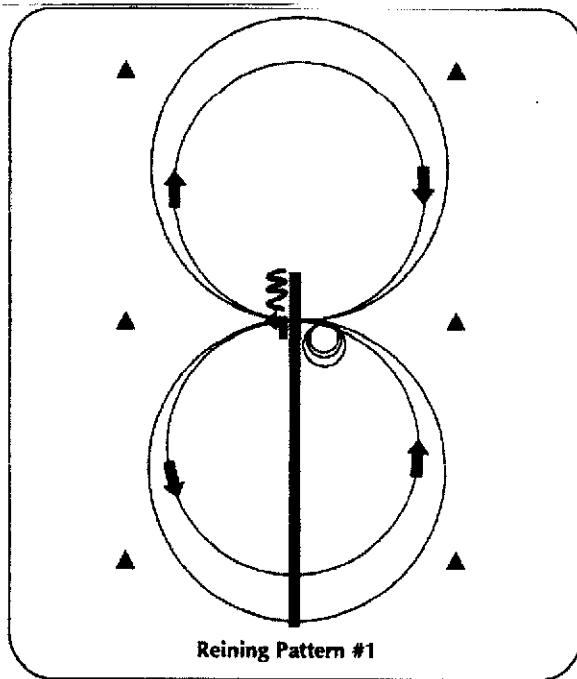


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length

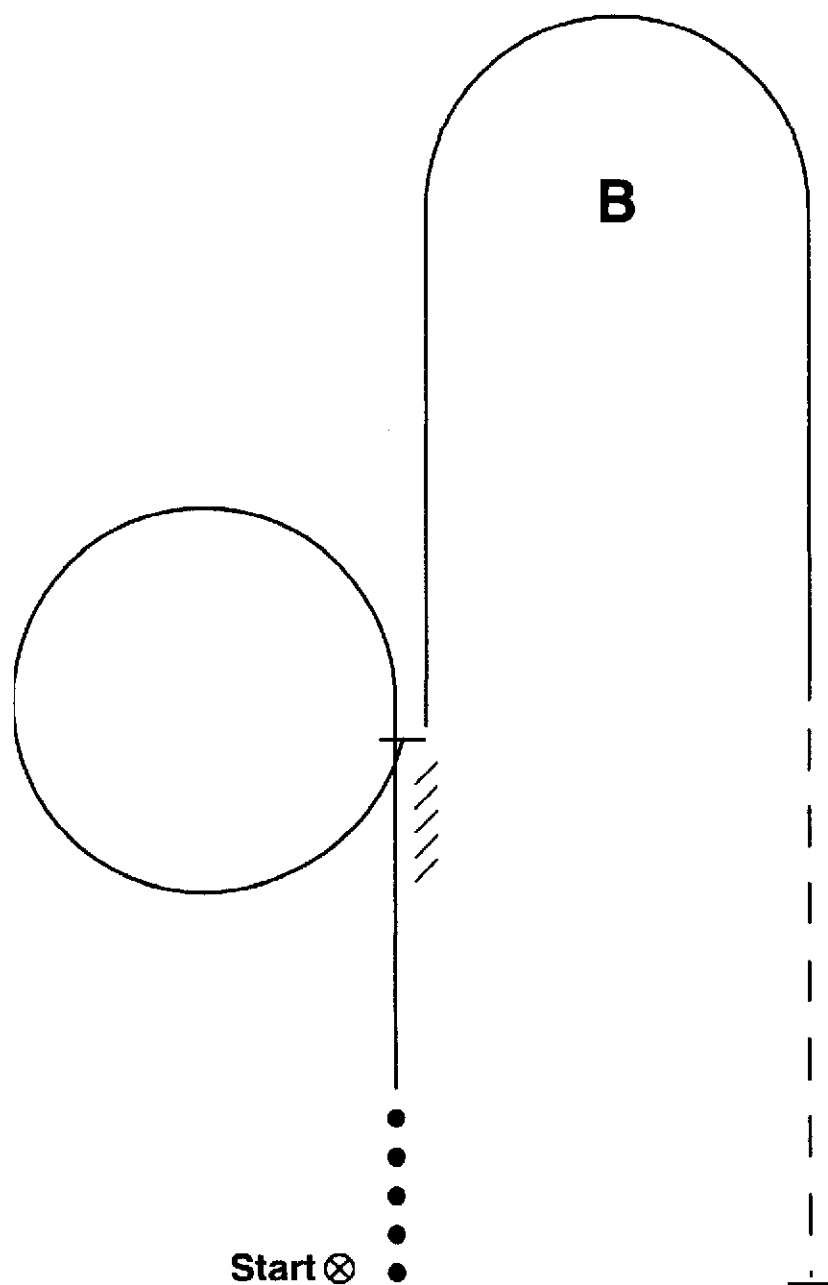
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# 3 Year Old Futurity Reining Pattern#1



1. Run down center of arena past center marker, stop and back up. Hesitate.
2. Make a quarter turn to the left.
3. Lope a large, fast circle to the right, followed by a small, slow circle to the right. Change leads.
4. Lope a large, fast circle to the left, followed by a small, slow circle to the left.
5. Stop.
6. Complete four spins one direction. (Choose to spin four times to either the left or the right, your choice.)
7. Pattern complete. Exit the arena.

# Western Horsemanship All Ages

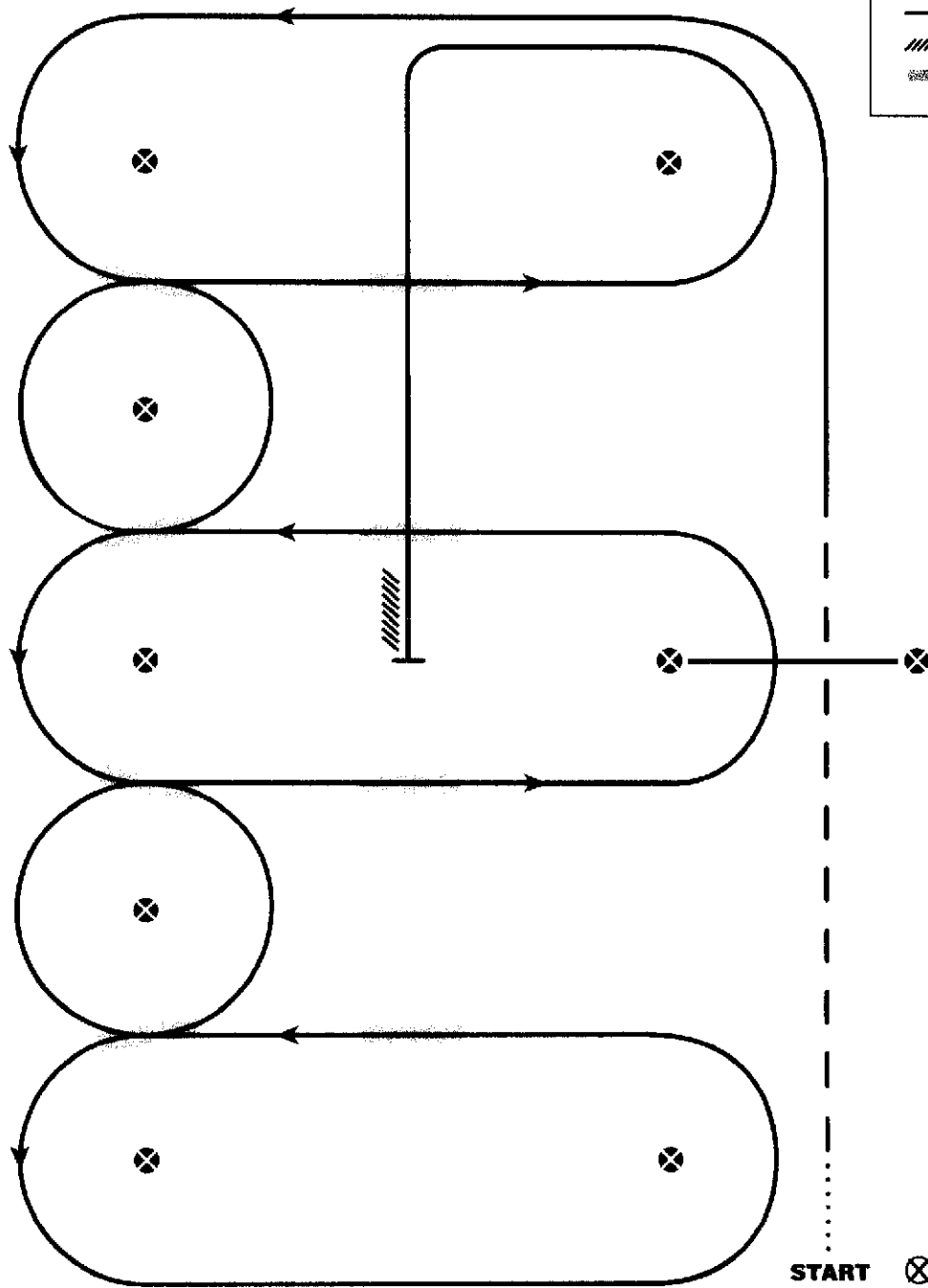


1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop and back one horse length
4. Lope right lead to and around b
5. Break to jog
6. Halt when even with A
7. Exit at a walk or jog

# WESTERN RIDING - PATTERN I

## LEGEND

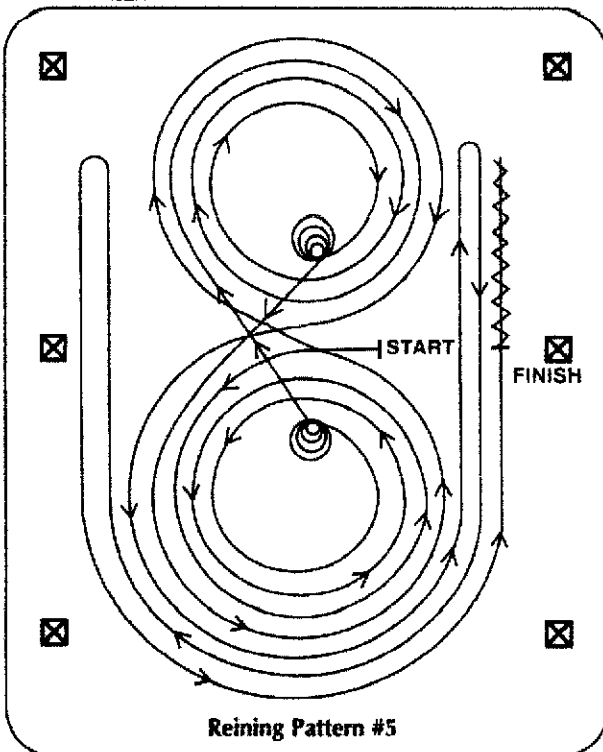
.....	Walk
- - -	Jog
————	Lope
//////	Back
XXXXXX	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back



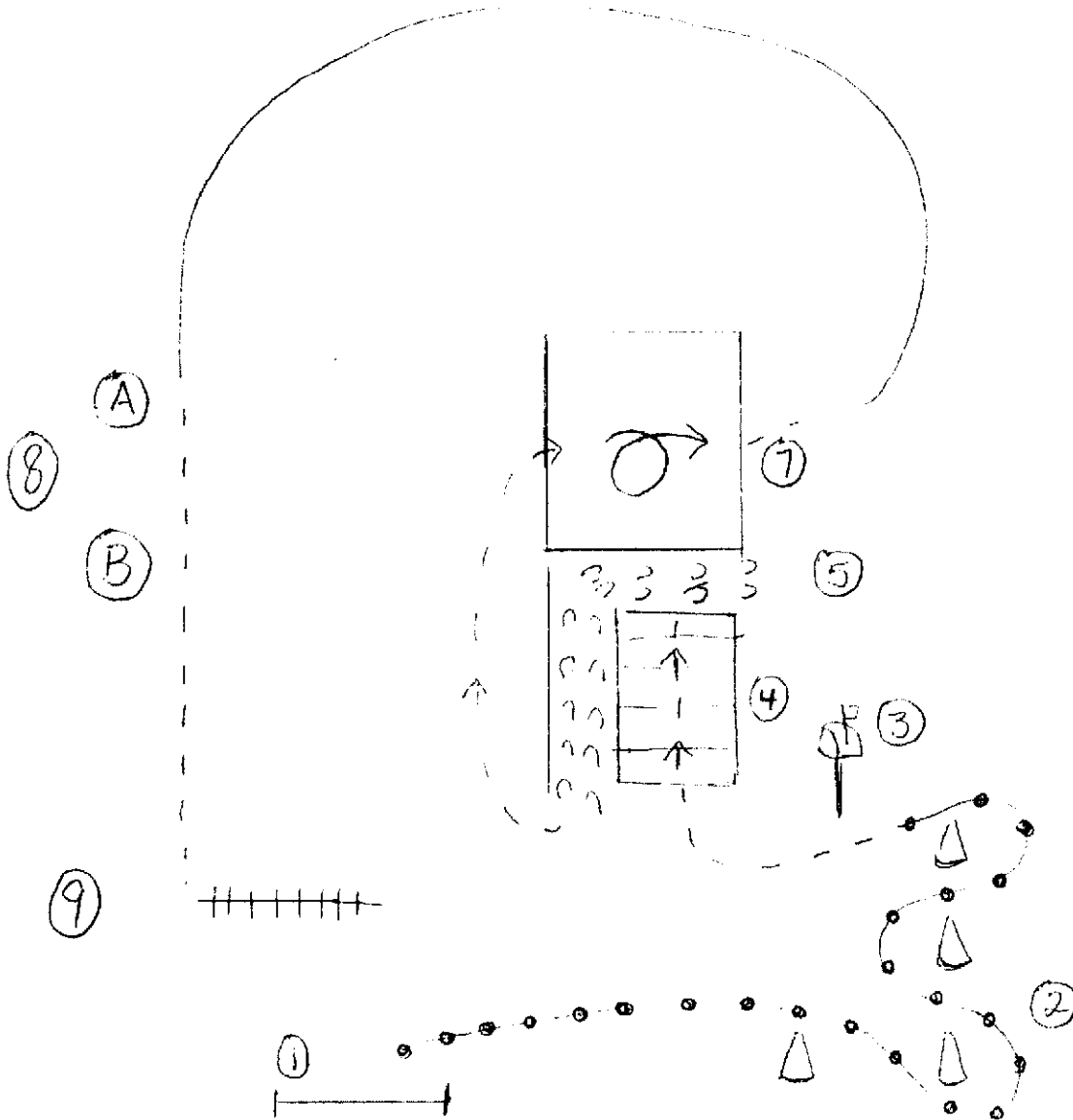
# Reining All Ages Pattern #5



Begin at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous 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 20 feet from the wall or fence – no hesitation.
7. Continue around previous circle to the right, 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 20 feet from the wall or fence.
8. Continue back around previous 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 sliding stop at least 20 feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

# Stock Horse Trail All Ages



1. Open gate- right hand.
2. Trot through cones/poles.
3. Break to walk and open mailbox show paper to judge and return paper close mailbox.
4. Cross bridge.
5. Back through the L.
6. Walk into box and do a 360 degree turn to the right.
7. Exit box at a walk turn and lope left lead to barrels.
8. Move object from barrel A to B.
9. Walk to log and side pass left.
10. Exit.

----- WALK

●-----● TROT

----- LOPE

3333 BACK

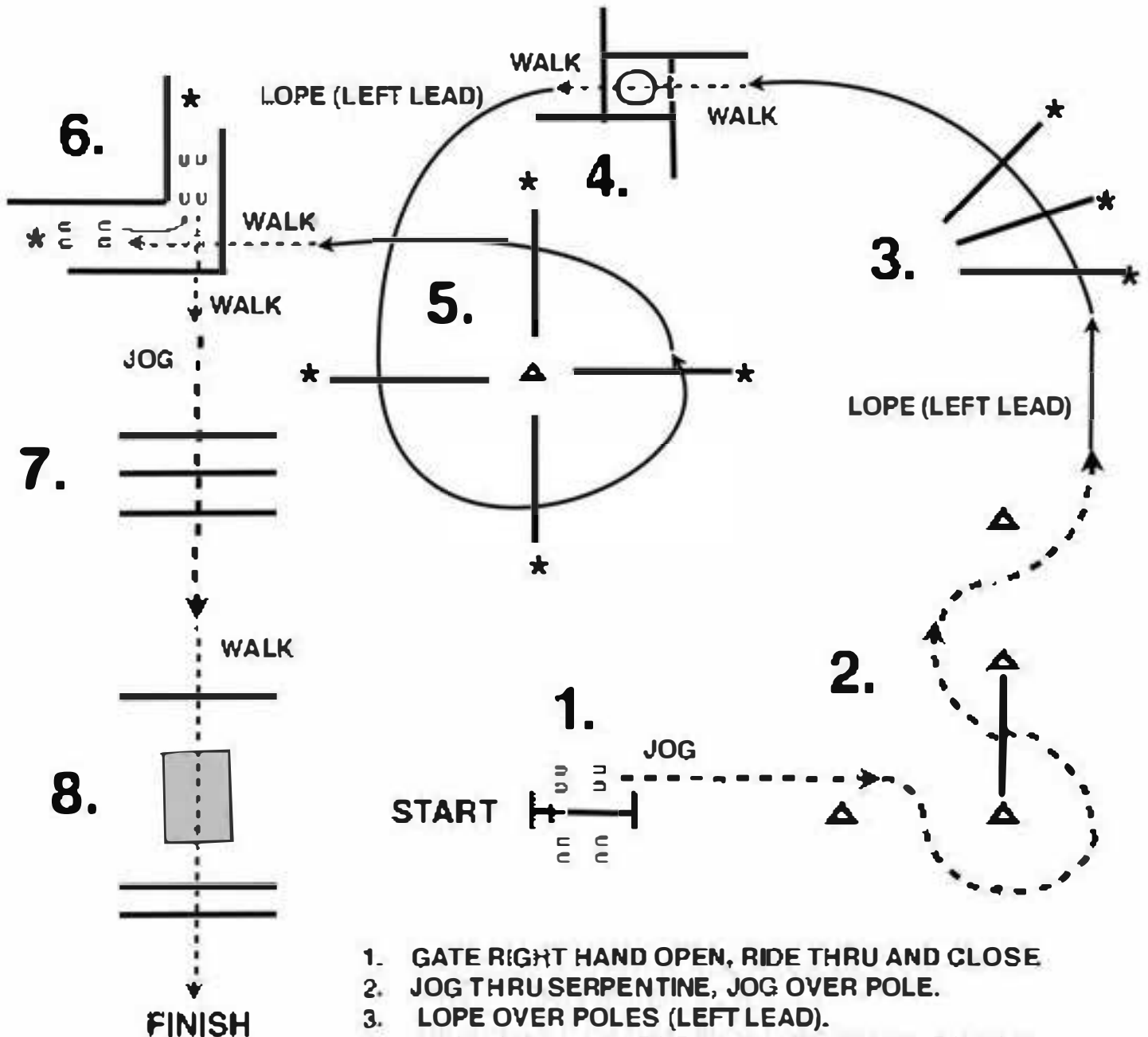


# **Stock Horse Pleasure Pattern 1**

(This can be found on page 104 of the state manual)

- Extended Walk
- Trot
- Extended Trot
- Lope
- Stop and Reverse
- Ordinary Walk
- Lope
- Extended Lope
- Trot
- Stop and Back

# Western Trail



1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.