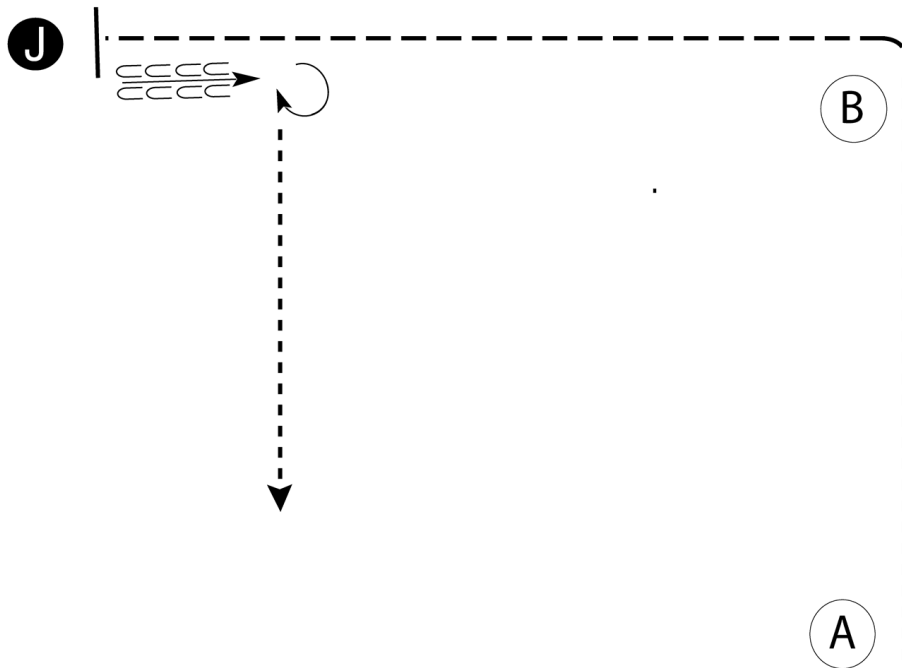


2025 Southeast District 9 4-H Horse Show

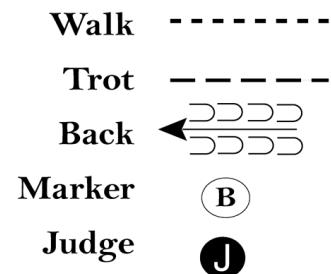
Showmanship at Halter (Junior & Senior)

Show Date: 06-24-2025 -06-25-2025



Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.



[S/1-23]

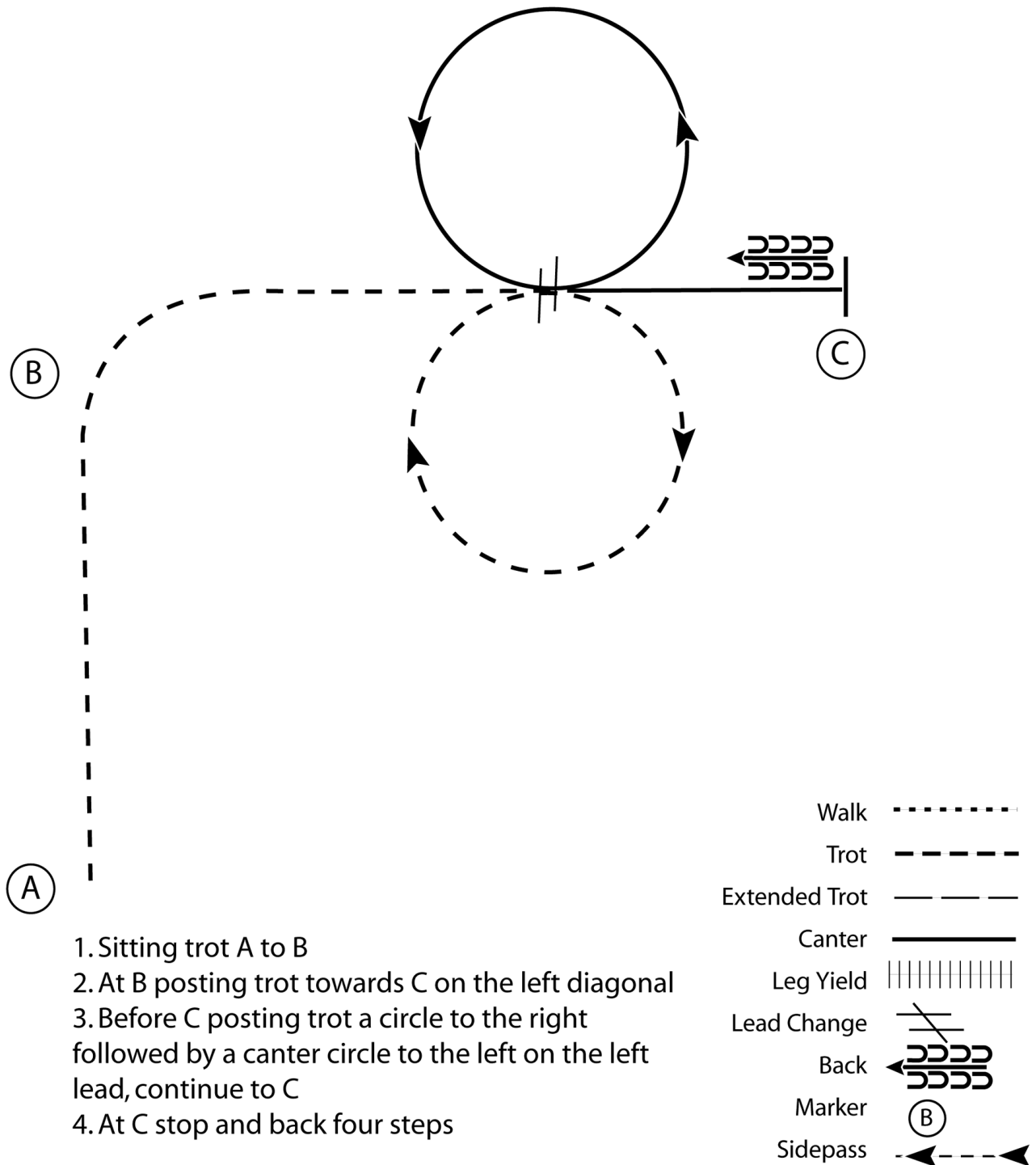
Pattern Provided by:

Stefanie Austin Show Horses

2025 Southeast District 9 4-H Horse Show

Hunt Seat Equitation (Junior & Senior)

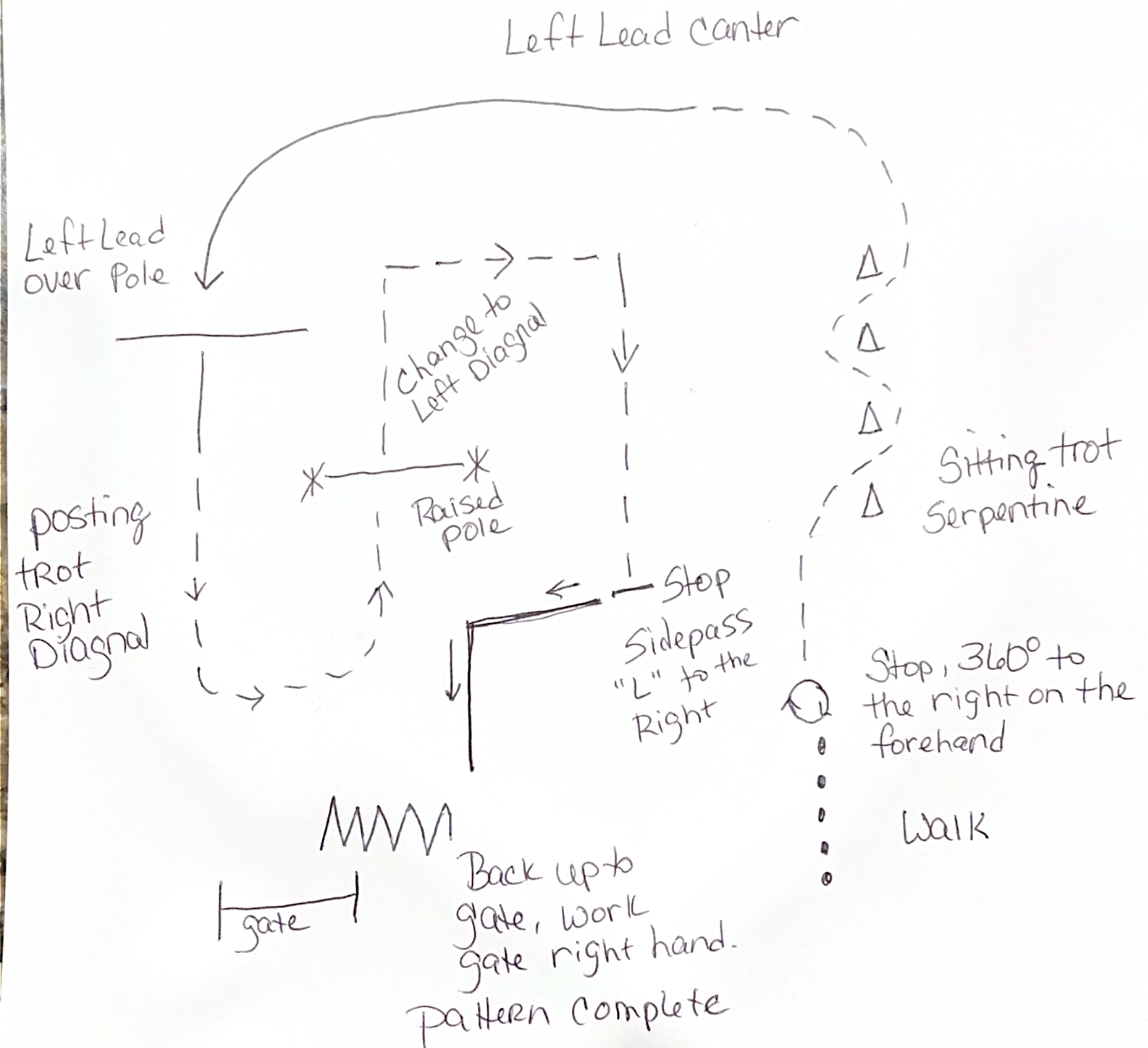
Show Date: 06-24-2025 -06-25-2025



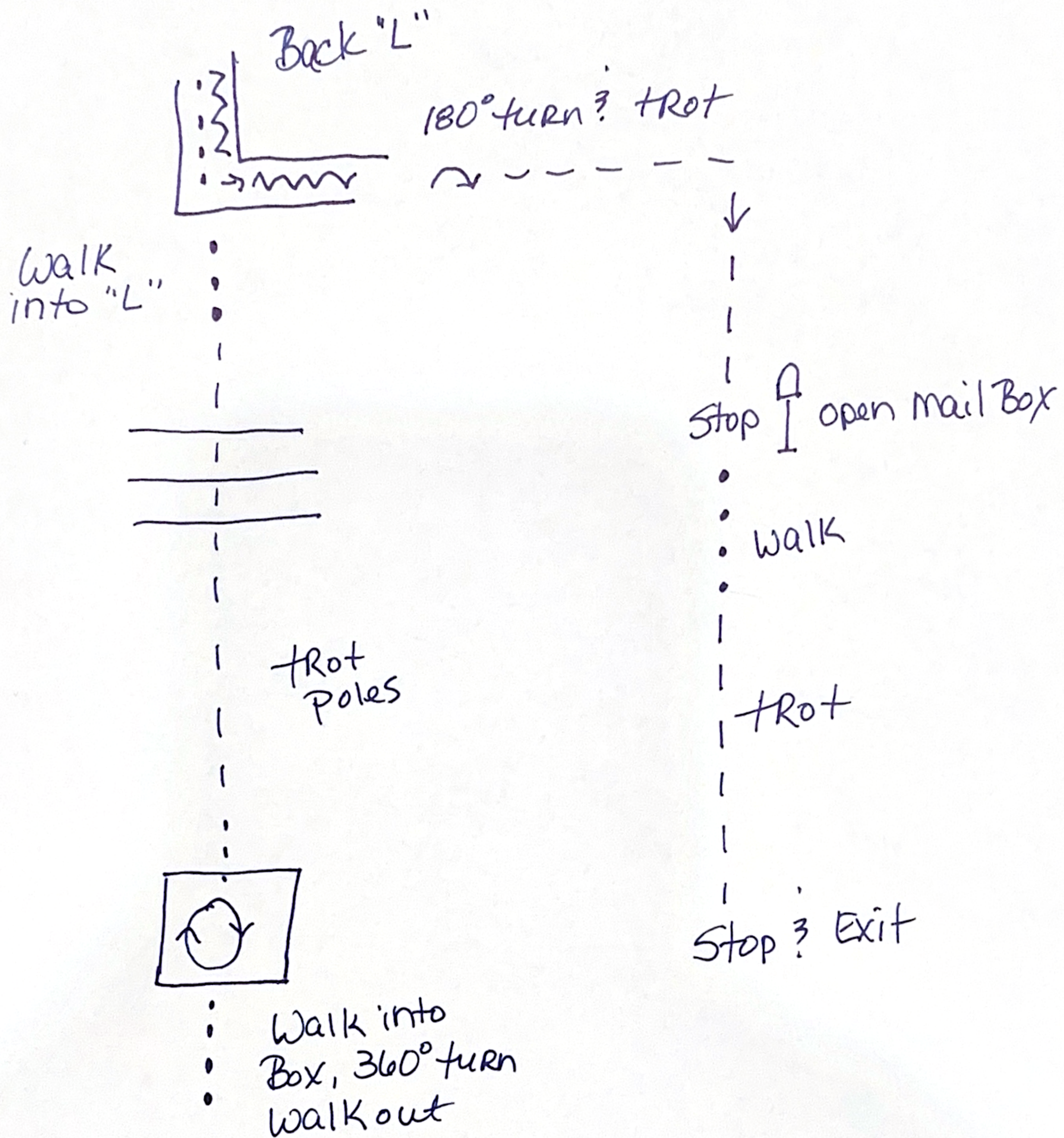
[HSE/1-10]

Pattern Provided by:
Stefanie Austin Show Horses

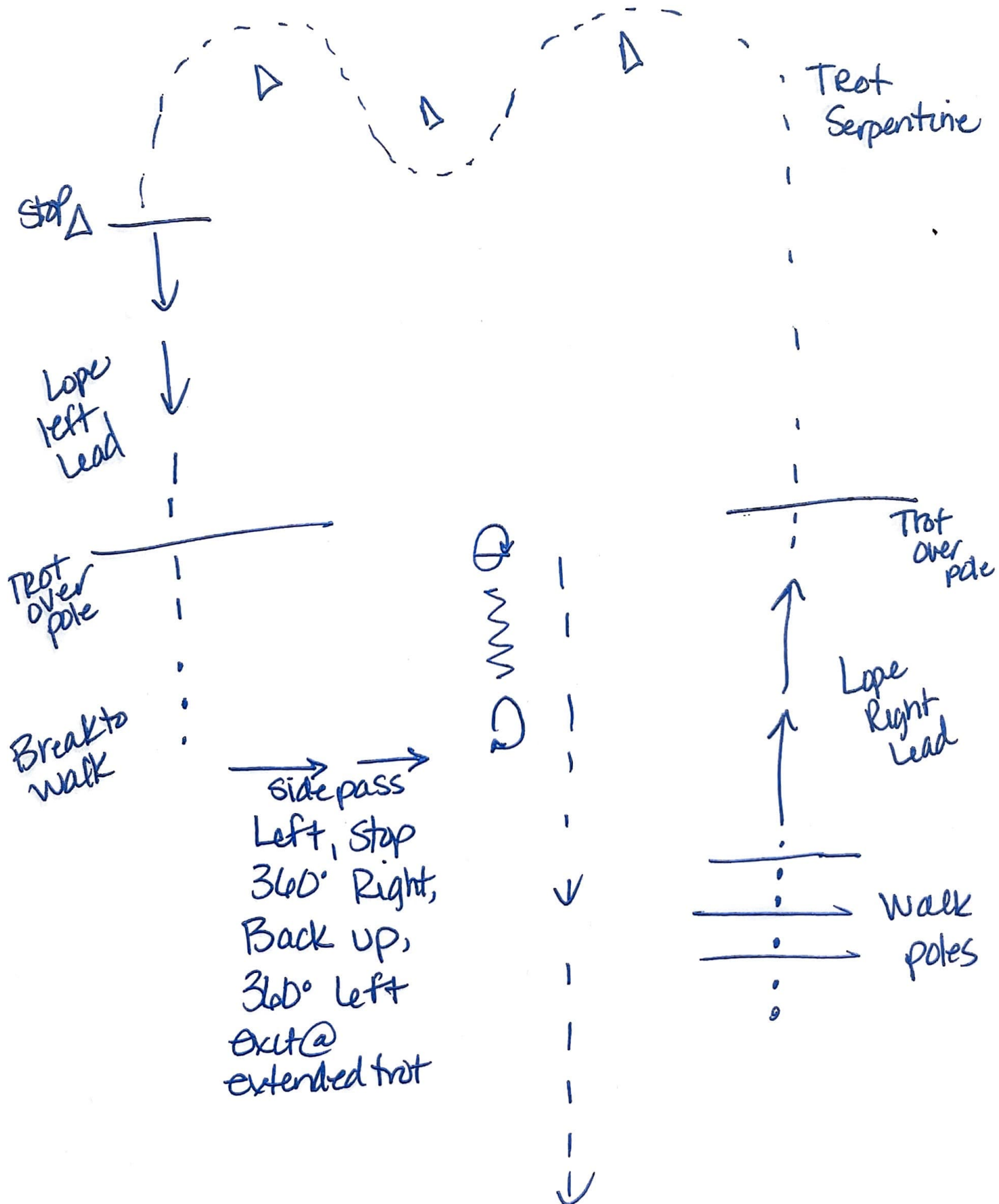
Hunt Seat Versatility - Jr & Sr



Yearling in-hand Trail



2 year Old Versatility

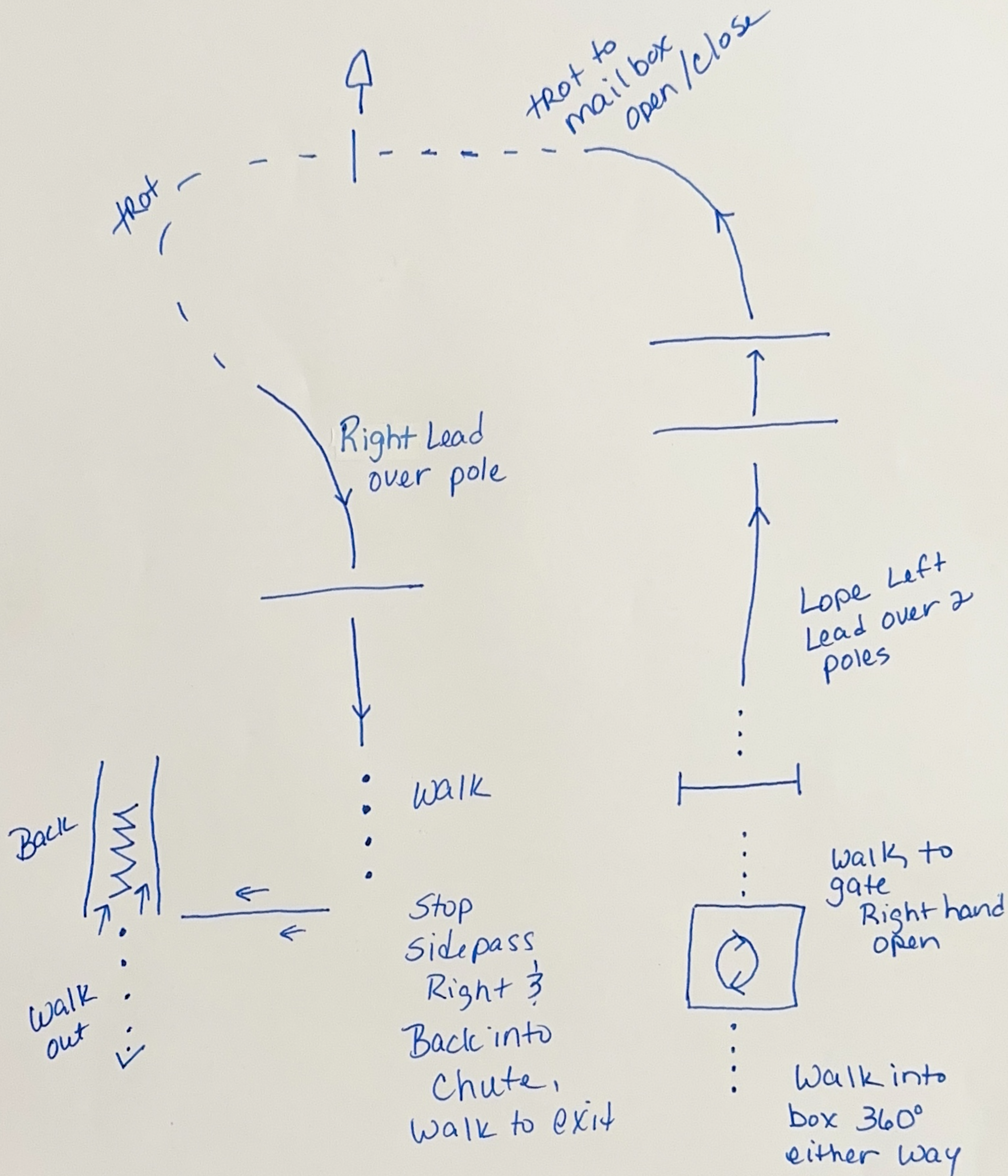


2-Year-Old Futurity Pleasure Pattern

This class serves to measure the ability of the horse to be functional and a pleasure to ride while being used as a means of conveyance from one task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long, floppy reins will not be given extra credit. The horse should be responsive to the rider and make all required transitions smoothly, timely, and correctly. The horse should be soft in the bridle and yield to contact. Horses shall be shown individually at the walk, trot, and lope in both directions. The walk, trot, and lope will be extended in one direction only. Markers set up in the arena will designate gait changes. The pleasure course shall be set to make approximately one pass of the arena in each direction. The pattern may be started either in the left or right direction. The order of gaits shall be:

- 1) extended walk,
- 2) trot,
- 3) extended trot,
- 4) lope,
- 5) stop and reverse,
- 6) walk,
- 7) lope,
- 8) extended lope,
- 9) trot, and
- 10) stop and back.

3 year Old Futurity Trail



3-Year-Old Futurity Pleasure Class

This class serves to measure the ability of the horse to be functional and a pleasure to ride while being used as a means of conveyance from task to another. This horse should be well broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long, floppy reins will not be given extra credit. The horse should be responsive to the rider and make all required transitions smoothly, timely and correctly. The horse should be soft in the bridle and yield to contact. Horses shall be shown individually at the walk, trot, and lope in both directions. The walk, trot, and lope will be extended in one direction only. Markers setup in the arena will designate gait changes. The pleasure course shall be set to make approximately one pass of the arena in each direction. The pattern may be started either in the left or right direction. The order of gaits shall be:

- 1) extended walk,
- 2) trot,
- 3) extended trot,
- 4) lope,
- 5) stop and reverse,
- 6) walk,
- 7) lope,
- 8) extended lope,
- 9) trot, and
- 10) stop and back.

3-Year-Old Futurity Reining

This class measures the ability of the horse to perform many basic handling maneuvers. The horse should guide willingly without undue resistance.

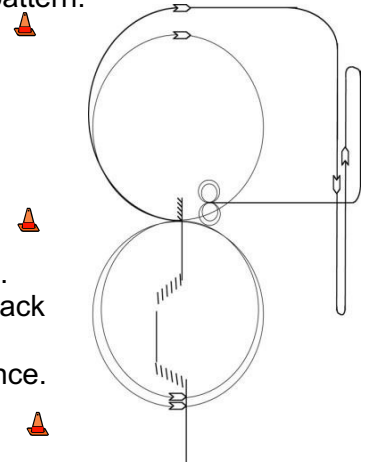
Scoring 3-Year-Old Futurity Reining

The pattern is broken down into 8 maneuvers to be scored 0-10 points each. Incorrect maneuvers (such as over or under spinning, turning the wrong direction, etc.) will not be a disqualification but will be scored a zero (0) for that maneuver. This will penalize contestant who perform the pattern incorrectly, but will not eliminate them from placing in that class.

Pattern

The judge shall indicate with markers on arena fence the center of the pattern.

1. Enter arena at sitting trot.
2. Two-track left, straight trot, two-track right.
3. Move up to an extended trot.
4. Stop and back; make a 90° pivot (left).
5. Lope one (1) fast circle to the right, change leads.
6. Lope two (2) fast circles to left, change leads.
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 using the wall for assistance.
8. Lope straight down wall; make right rollback using the wall for assistance.
9. Lope to middle of arena; stop.
10. Make two (2) spins each direction. Exit arena at a trot.

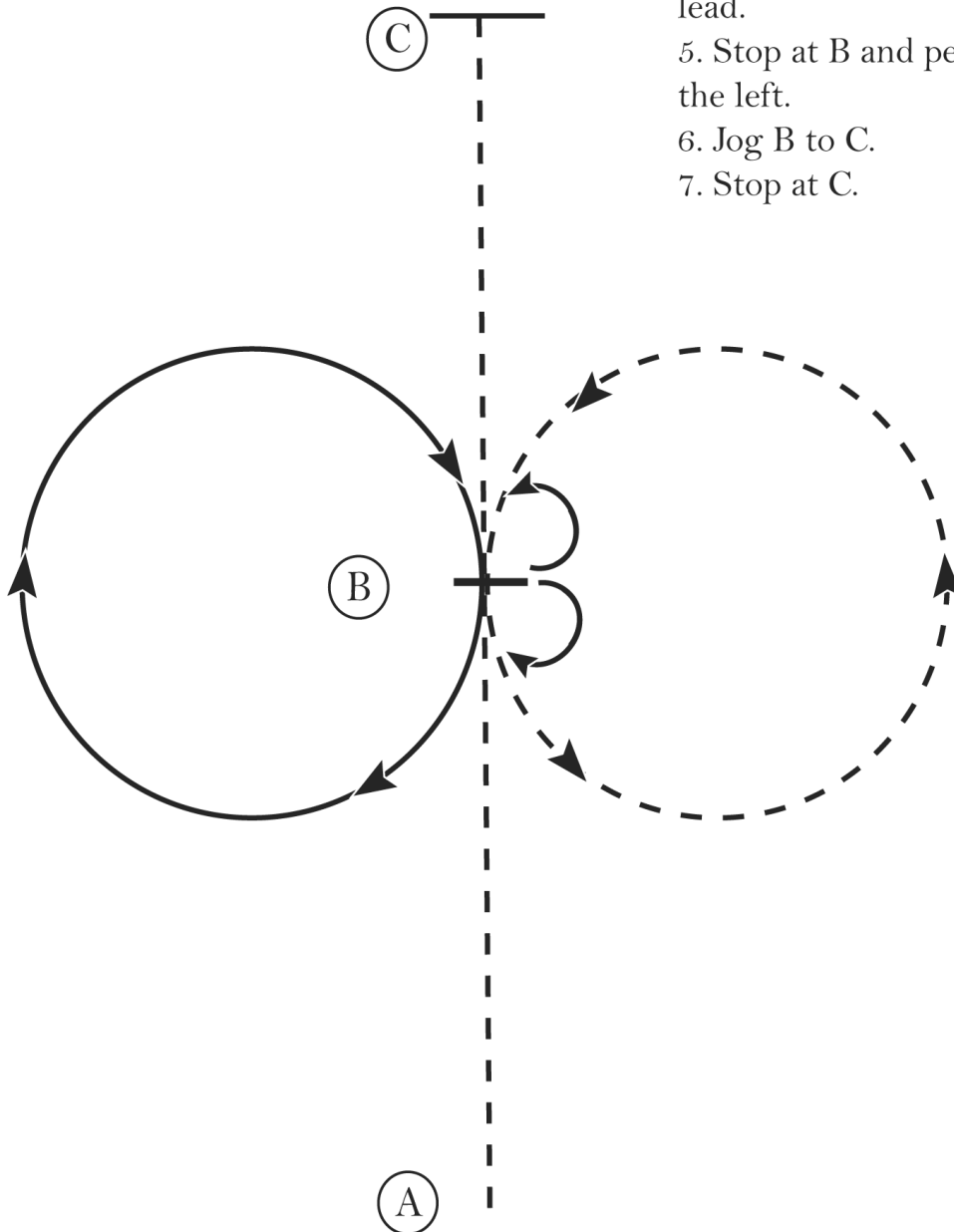


2025 Southeast District 9 4-H Horse Show

Western Horsemanship (Junior & Senior)

Show Date: 06-24-2025 -06-25-2025

1. Jog A to B.
2. Stop at B and perform a 180 degree turn to the right on the hindquarters.
3. Jog a circle to the left.
4. At B lope a circle to the right on the right lead.
5. Stop at B and perform a 180 degree turn to the left.
6. Jog B to C.
7. Stop at C.



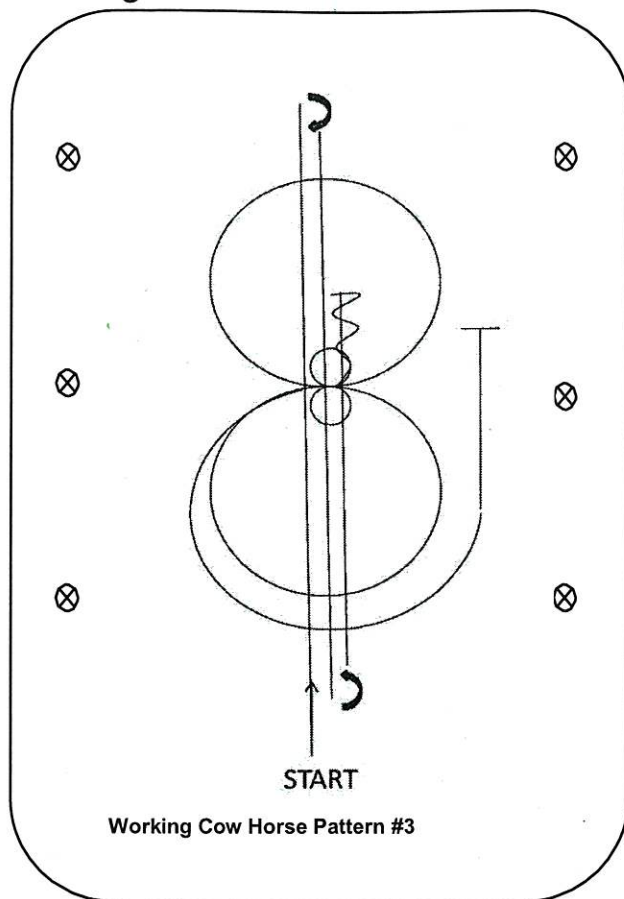
Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[WH/1-10]

Pattern Provided by:

Stefanie Austin Show Horses

Working Cow Horse Pattern #3



1. Begin the pattern with a run-down past the end cones.
2. Stop, perform a right rollback, and do a run-down to the opposite end of the arena.
3. Stop, perform a left rollback, and do a run-down past the center marker.
4. Stop, back up (at least 10 ft.), and turn 90 degrees to the left. Hesitate.
5. Do a 360-degree spin to the right.
6. Do a 360-degree spin to the left.
7. Beginning in the left lead, perform a large, fast circle to the left, and change leads.
8. Perform a large, fast circle to the right, and change leads.
9. Begin a circle to the left, but do not close the circle. Lope past the center marker, and stop.

Stockhorse Pleasure

This class serves to measure the ability of the horse to be functional and a pleasure to ride while being used as a means of conveyance from one task to another. This horse should be well-broke, relaxed, quiet, soft, and cadenced at all gaits. The horse should be ridden on a relatively loose rein with light contact and without requiring undue restraint. Excessively long, floppy reins will not be given extra credit. The horse should be responsive to the rider and make all required transitions smoothly, timely, and correctly. The horse should be soft in the bridle and yield to contact.

Horses shall be shown individually at the walk, trot, and lope in both directions. The walk, trot, and lope will be extended in one direction only. Markers set up in the arena will designate gait changes. The following Patterns may be started in either the right or left direction:

PATTERN III

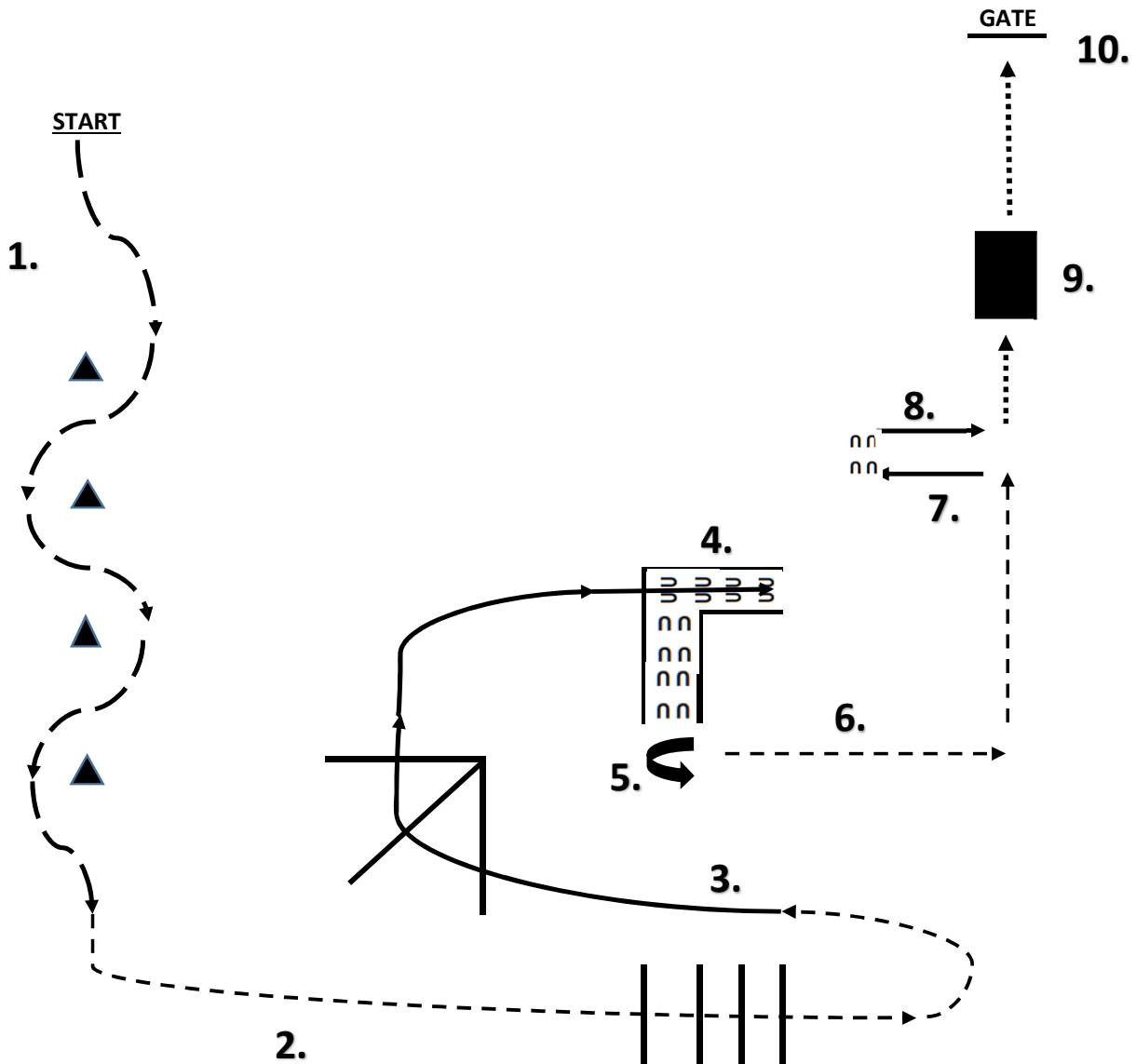
- Ordinary Walk
- Lope
- Extended Trot
- Trot
- Stop and Reverse
- Trot
- Lope
- Extended Lope
- Extended Walk
- Stop and Back

CCOHS A

Ranch Trail - All Classes

W/T Classes use EXTENDED Lope in place of Loping

Be Aware: Props/Decorations may be used



1. Extended Trot through Serpentine
2. Trot to and over Poles
3. Lope to and over Pole into Chute
4. Back L
5. 3/4 Pivot Left
6. Trot Square Corner to 1st Pole; Stop
7. Side Pass Left and Walk to to 2nd Pole
8. Side Pass Right
9. Walk to and over Bridge
10. Continue at walk; Work Gate Left Handed

Stockhorse

Western Horsemanship (Am, Select, Youth)

Show Date: _____

Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Change leads and perform a large, fast circle to the left.
6. Continue to lope past C and stop.
7. Perform a 1/4 turn to the right.
8. Jog to D.
9. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

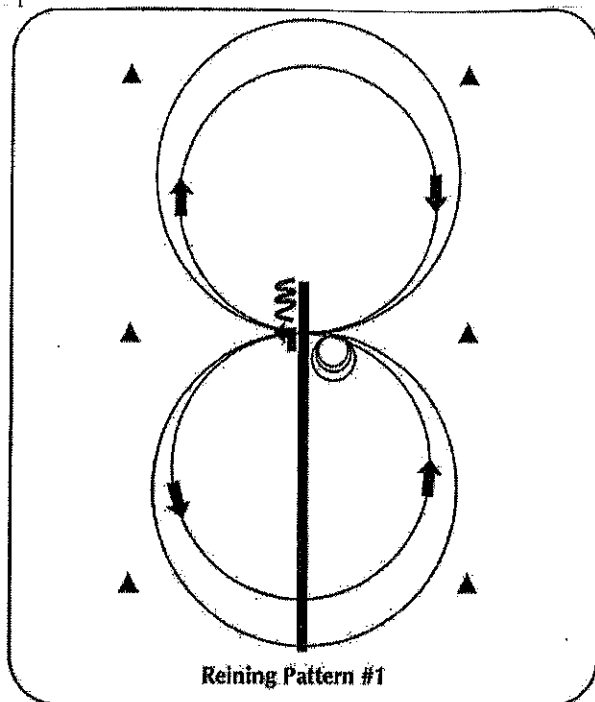
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

[WH/2-88]

Pattern Provided by:

SATURDAY

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.