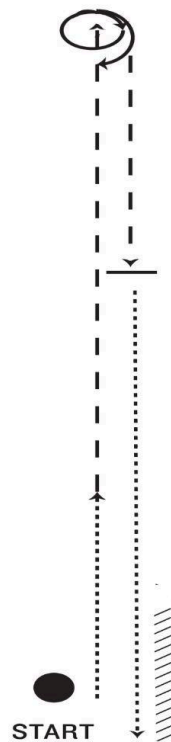




Pattern Book

Showmanship

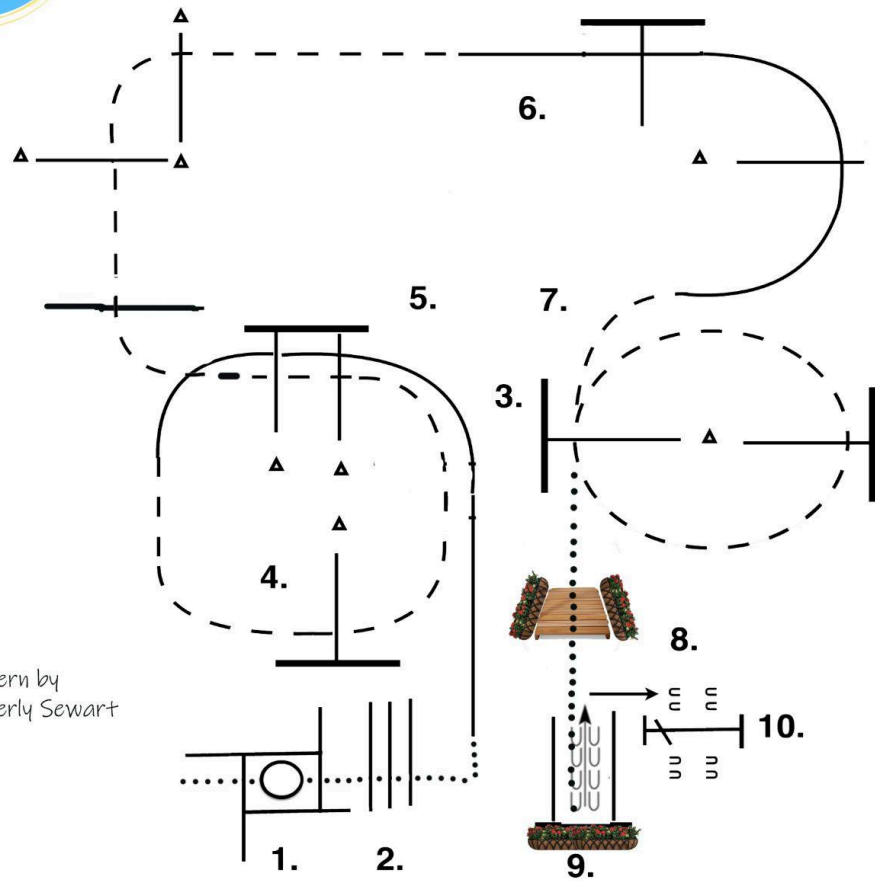
Class 12, 13, 14, 15, 16, 17



*Pattern Provided by
Kimberly Stewart*

1. From the start cone, walk one-third of the line.
2. Trot two-thirds of the line.
3. Stop. 1 1/2 turns
4. Trot. Stop and hesitate for 5 seconds.
5. Walk to judge. Stop and set up for inspection.
6. When dismissed, back 5 steps. Walk to exit.

Trail Class 18, 19, 20, 21, 22, 23, 24



Pattern by
Kimberly Sewart

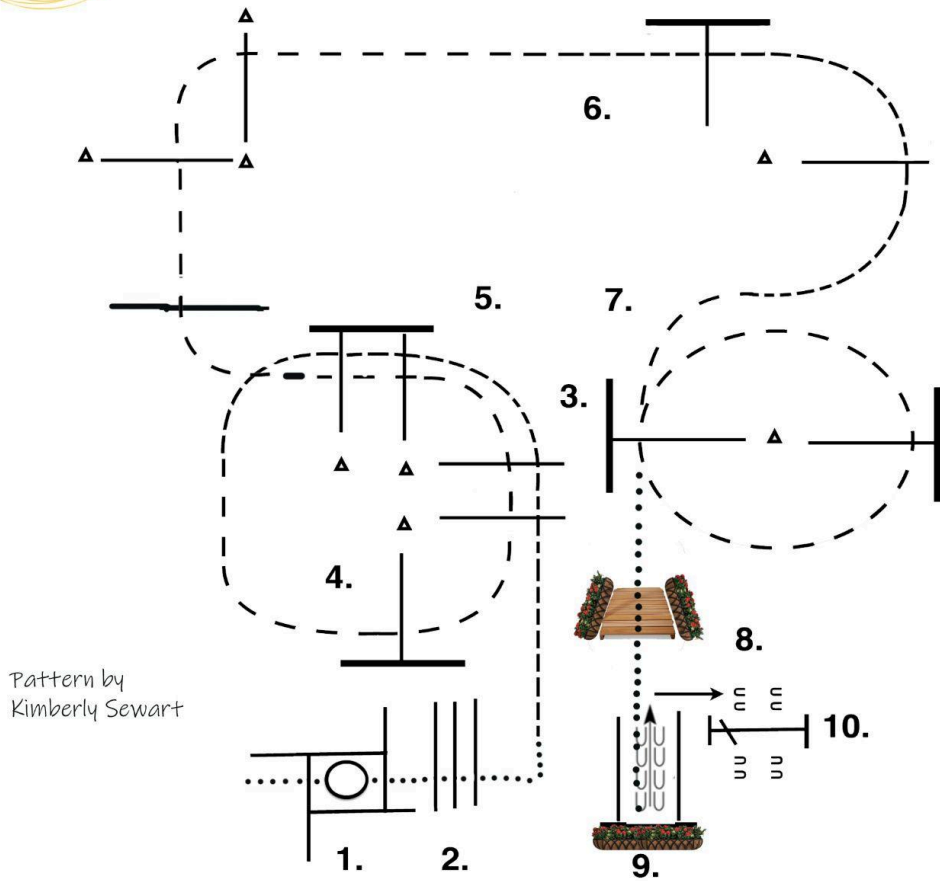
1. Walk into box, hesitate. Then turn 360 either direction & walk out.
2. Walk over logs.
3. Left lead lope over poles as shown, then jog.
4. Jog over poles left as drawn.
5. Jog over poles right as drawn.
6. Lope right lead over poles.
7. Jog over poles in a circle to the left as drawn, then walk.
8. Walk over bridge into chute.
9. Back out of chute to gate.
10. Work gate, left hand push.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	↗↘
Back	←≡≡≡≡
Marker	▲



Trail Walk/Trot Class 25, 26, 27, 28, 29

YA 10 & Under will walk through open gate.



Pattern by
Kimberly Sewart

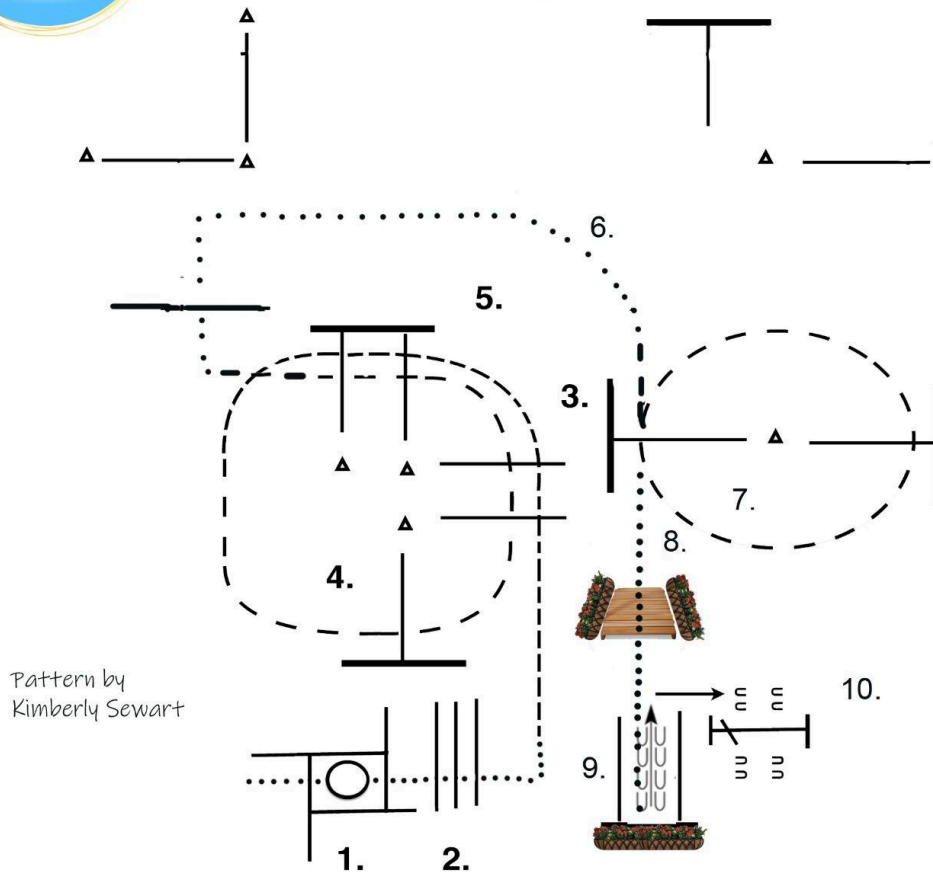
1. Walk into box, hesitate. Then turn 360 either direction & walk out.
2. Walk over logs.
3. Jog over 4 poles as shown.
4. Jog over 5 poles left as drawn.
5. Jog over 3 poles right as drawn.
6. Continue jog over poles to the right as drawn..
7. Jog over poles in a circle to the left as drawn, then walk.
8. Walk over bridge into chute.
9. Back out of chute to gate.
10. Work gate, left hand push.

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

Trail Lead Line and Walk-Whoa Class 300






****Lead Line & Walk - Whoa riders will WALK ONLY**
Gate will be open for handler & exhibitor to walk through.



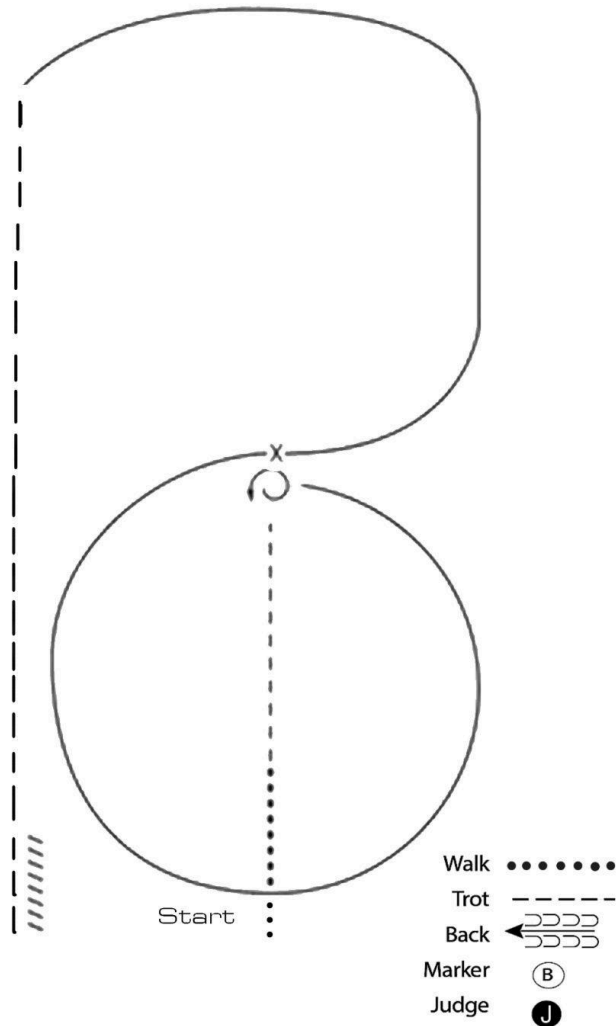
Pattern by
Kimberly Sewart

1. Walk into box, hesitate. Then turn 360 right & walk out.
2. Walk over logs.
3. Jog over 4 poles as shown.
4. Jog over 5 poles left as drawn.
5. Break to walk, walk over pole.
6. Continue at a walk to the right as drawn..
7. Jog over poles in a circle to the left as drawn, then walk.
8. Walk over bridge into chute.
9. Back out of chute to gate.
10. Work gate, left hand push.

- Walk
- Jog - - - - -
- Extended Jog - - - - -
- Lope - - - - -
- Lead Change 
- Back 
- Marker 



Mulemanship / Horsemanship 44, 45, 46,47



Pattern by
Kimberly Stewart

1. Walk two horse lengths.
2. Jog
3. Stop & perform a 3/4 turn left.
4. Right lead lope in circle.
5. Change leads, Left lead lope in 1/2 circle.

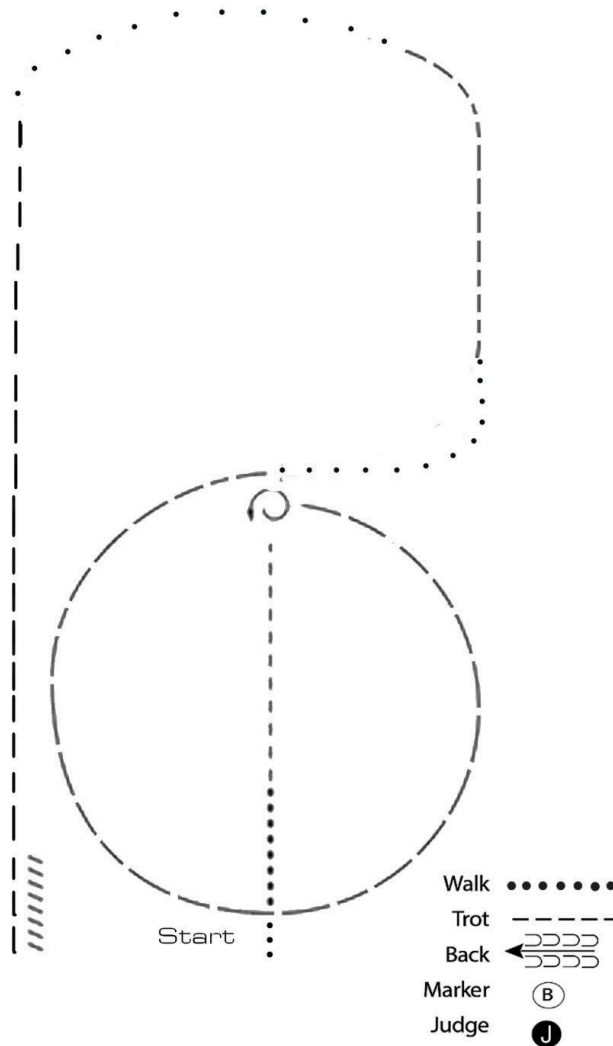
6. Extended trot.
7. Stop & back two horse lengths.

Walk to exit.



Mulemanship / Horsemanship Walk/Trot 48, 49, 50, 51

Pattern by
Kimberly Stewart



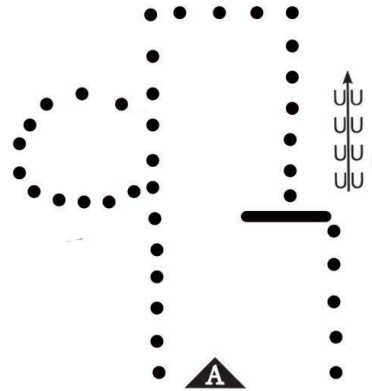
1. Walk 2 horse lengths.
2. Jog
3. Stop & perform 3/4 pivot to the left.
4. Extended jog in a circle to the right.
5. Break to a walk, then jog.

6. Walk
7. Extended jog, then stop & back 5 steps.

Walk to exit

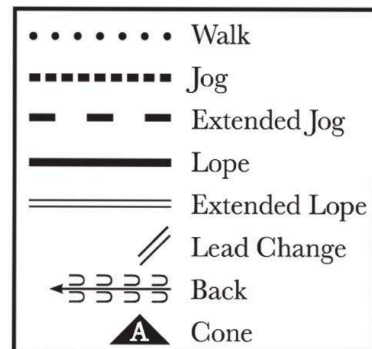
Horsemanship Lead Line & Walk-Whoa

Class 302



*Patten Provided by
Kimberly Stewart*

1. Walk.
2. Walk Circle to the left. Complete circle and continue walking.
3. Sharp corner tight, another sharp corner right,
4. Continue to walk.
5. Stop. Back one horse length.
6. Exit at a walk.



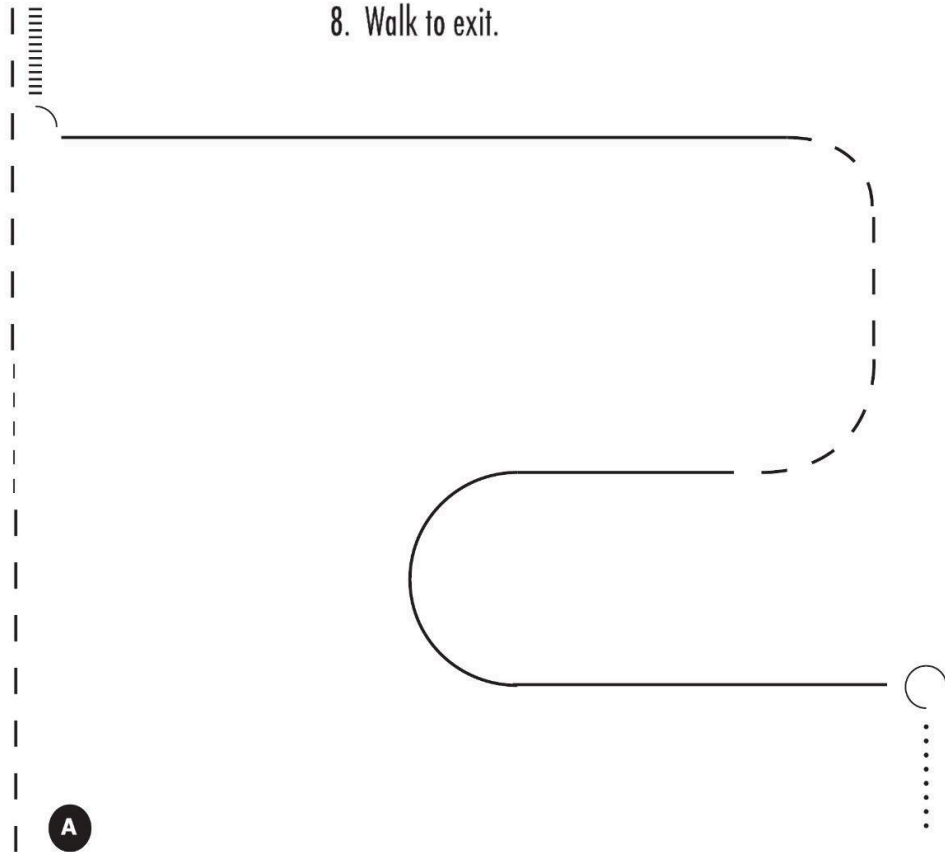
English Equitation

Class 67, 68, 69, 70

Instructions



1. Start at A.
2. Trot, left diagonal, sitting trot, trot, right diagonal.
3. Stop, back, execute $\frac{1}{4}$ turn right on the forehand.
4. Canter right lead.
5. Trot, left diagonal
6. Canter left lead, stop.
7. Execute $\frac{3}{4}$ turn left on the forehand.
8. Walk to exit.



Walk

Sitting Trot - - - -

Trot - - - -

Canter ———

Back |||||

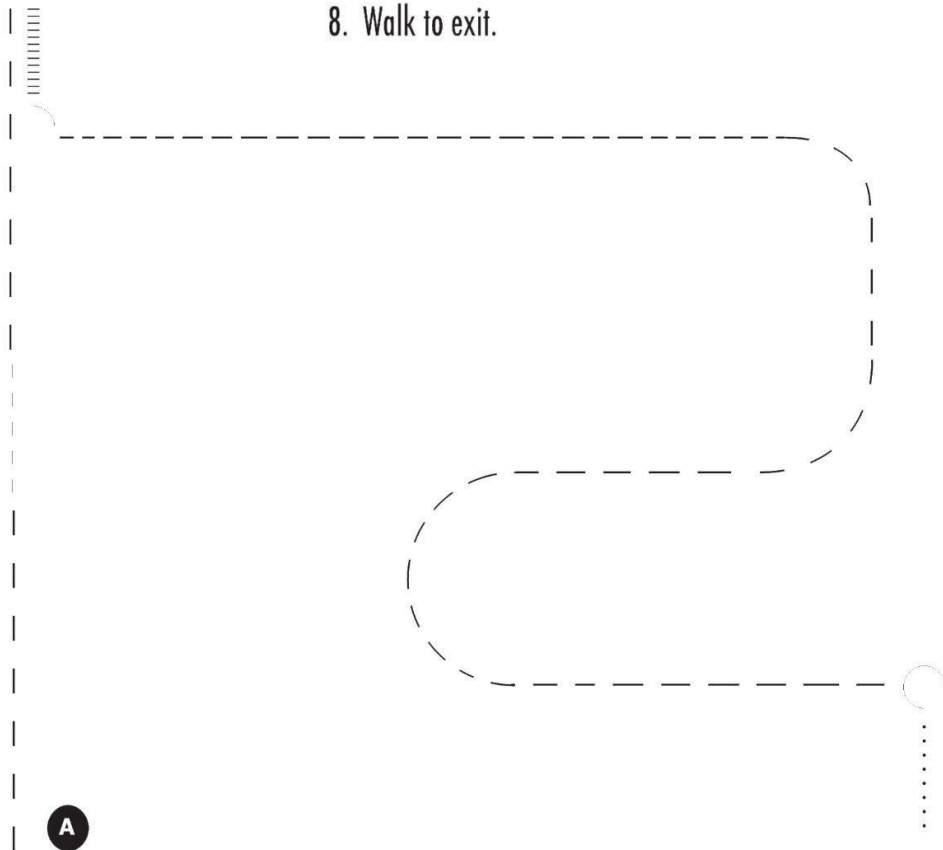
English Equitation W/T

Class 71, 72, 73

Instructions



1. Start at A.
2. Trot, left diagonal, sitting trot, trot, right diagonal.
3. Stop, back, execute $\frac{1}{4}$ turn right on the forehand.
4. Trot left diagonal.
5. Extended trot serpentine.
6. Stop.
7. Execute $\frac{3}{4}$ turn left on the forehand.
8. Walk to exit.



Walk Sitting Trot - - - - Trot - - - - Canter _____ Back + |||||

English Equitation

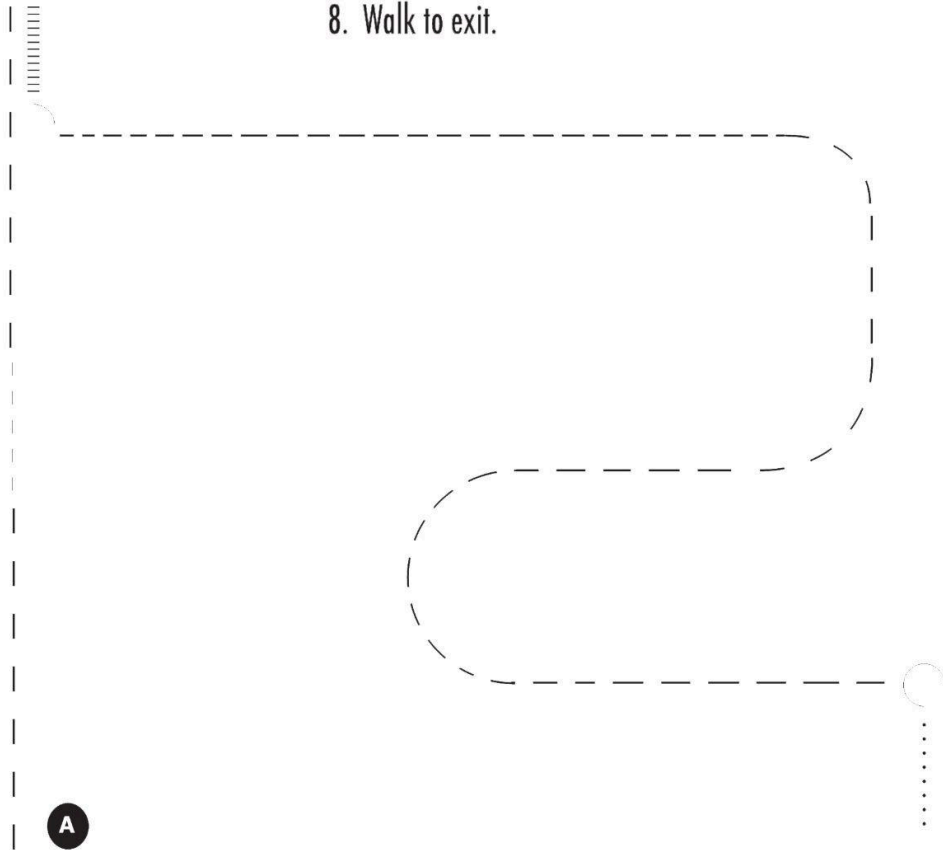
Leadline
walk- whoa

Class · 303 WALK ENTIRE PATTERN

Instructions



1. Start at A.
2. Trot, left diagonal, sitting trot, trot, right diagonal.
3. Stop, back, execute $\frac{1}{4}$ turn right on the forehand.
4. Trot left diagonal.
5. Extended trot serpentine.
6. Stop.
7. Execute $\frac{3}{4}$ turn left on the forehand.
8. Walk to exit.



Walk ······

Sitting Trot - - - -

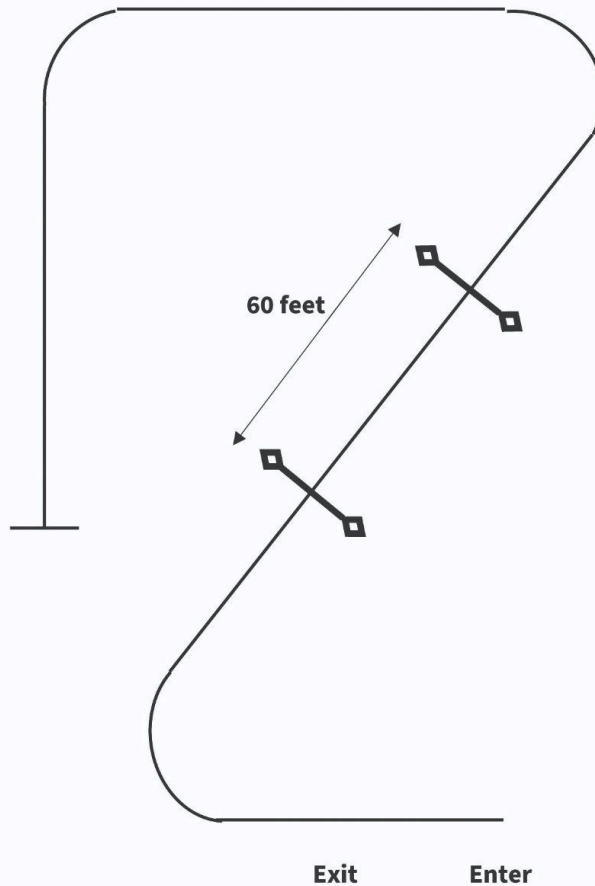
Trot - - - -

Canter ————

Back + |||||



Hunter Hack - Class 53 & 54



1. Fences are set approximately 60 feet apart.
2. After second fence, hand gallop around end and down side.
3. Halt.
4. Drop your reins to signify completion.

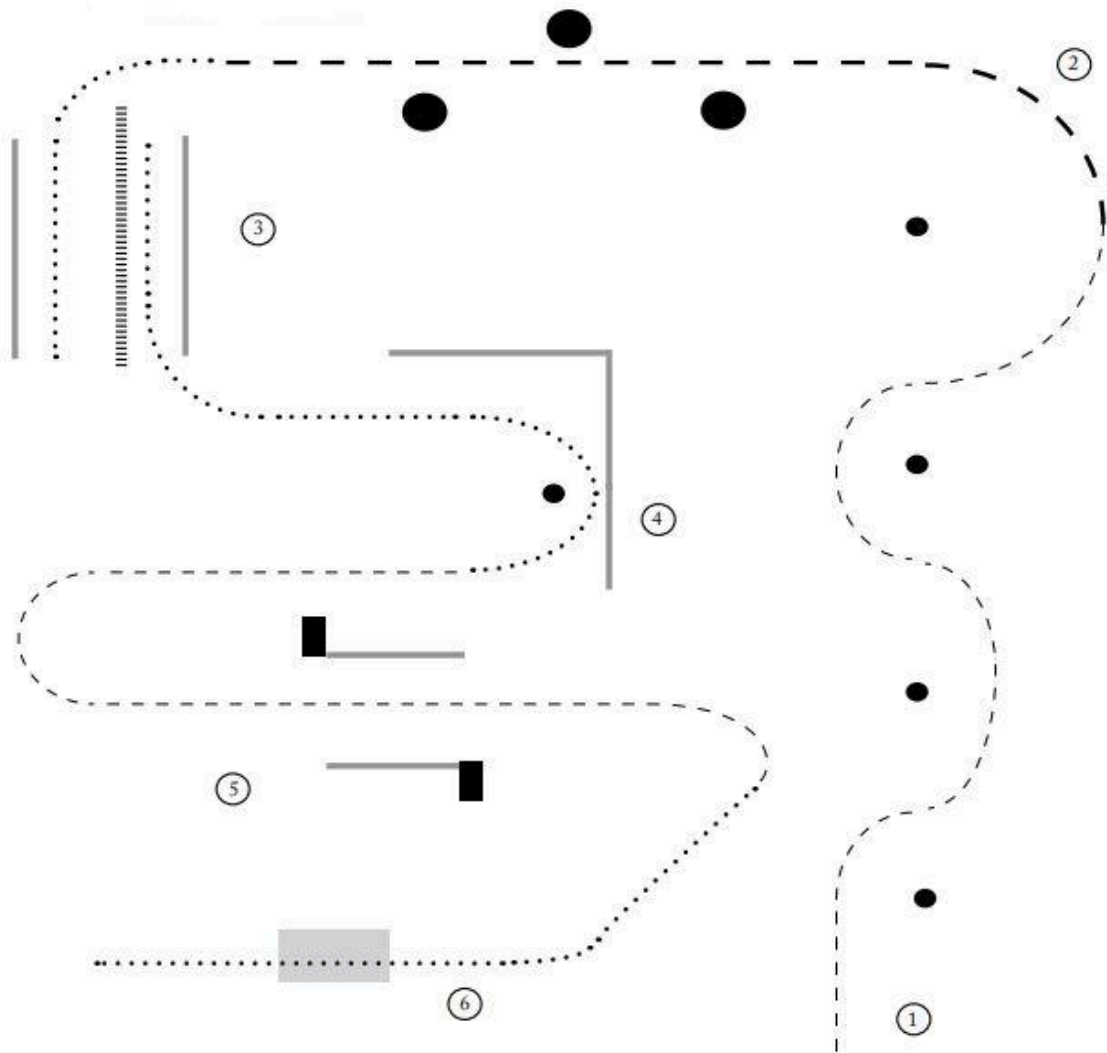
Obstacle Driving

Class 74, 75, 76



Instructions

1. Trot through serpentine.
2. Strong trot through obstacles.
3. Walk into chute, back, walk out of chute.
4. Walk through U.
5. Trot through poles.
6. Walk over simulated water and to exit.



Walk

Trot - - - -

Strong Trot - - - -

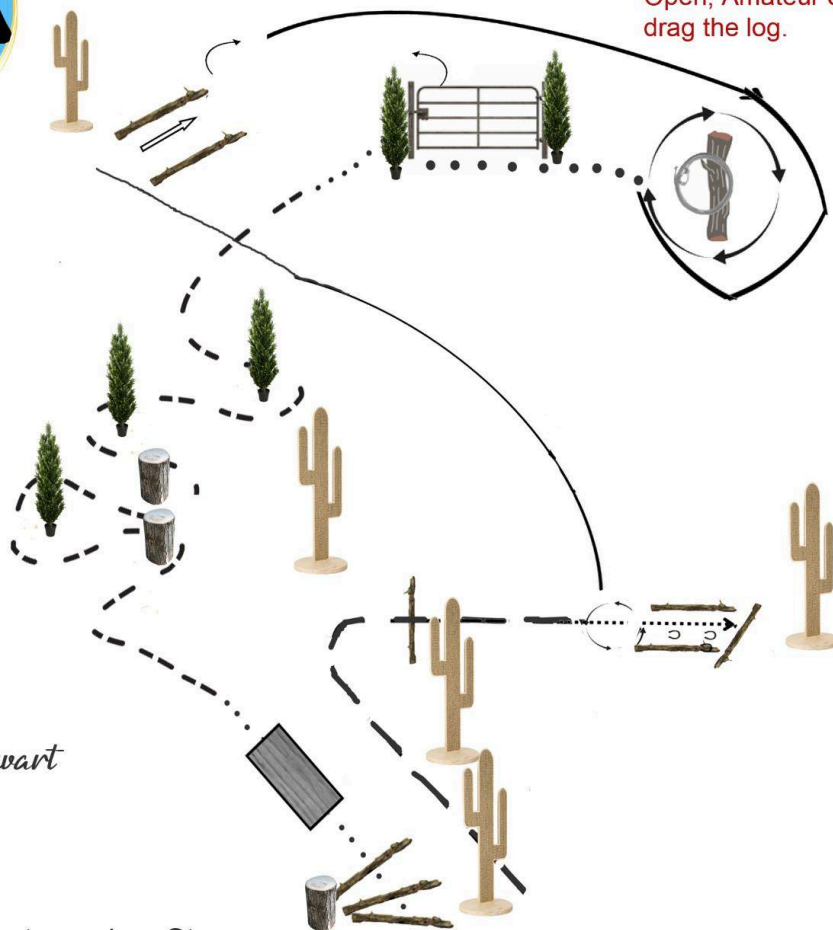
Back |||||

Ranch Trail

Class 89, 90, 91, 92, 93, 94, 95



Youth classes carry rope.
Open, Amateur & Adult will
drag the log.

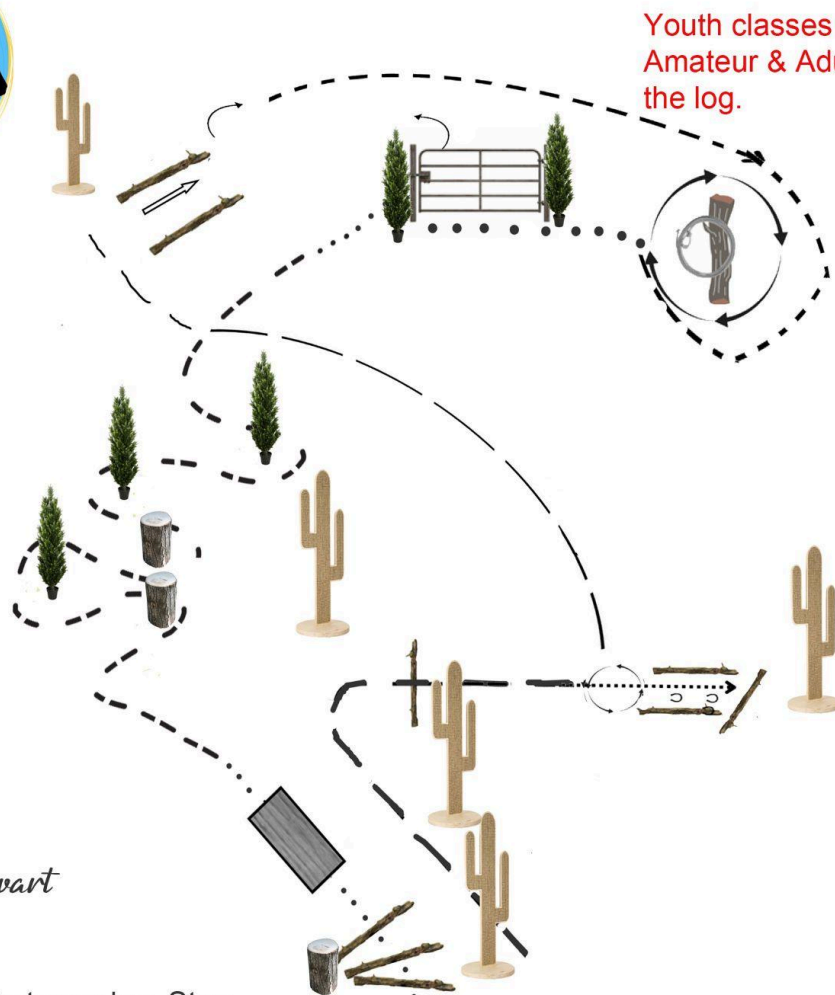


*Pattern by
Kimberly Stewart*

1. Extended Trot over log. Stop.
2. Spin 1 trun to the left. Walk into chute.
3. Back out of chute, Turn 90 degrees.
4. Lope left lead to logs. Sidepass right between logs.
5. Right lead around and to drag.
6. Drag log to the right at a walk or trot. (Youth will pick up rope and trot circle)
7. Walk to gate. Work gate right.
8. Walk away from gate and towards trees.
9. Jog serpentine.
10. Walk over bridge and logs.

Ranch Trail Walk/Trot

Class 96, 97, 98, 99, 100



Youth classes carry rope.
Amateur & Adult drag
the log.

*Pattern by
Kimberly Stewart*

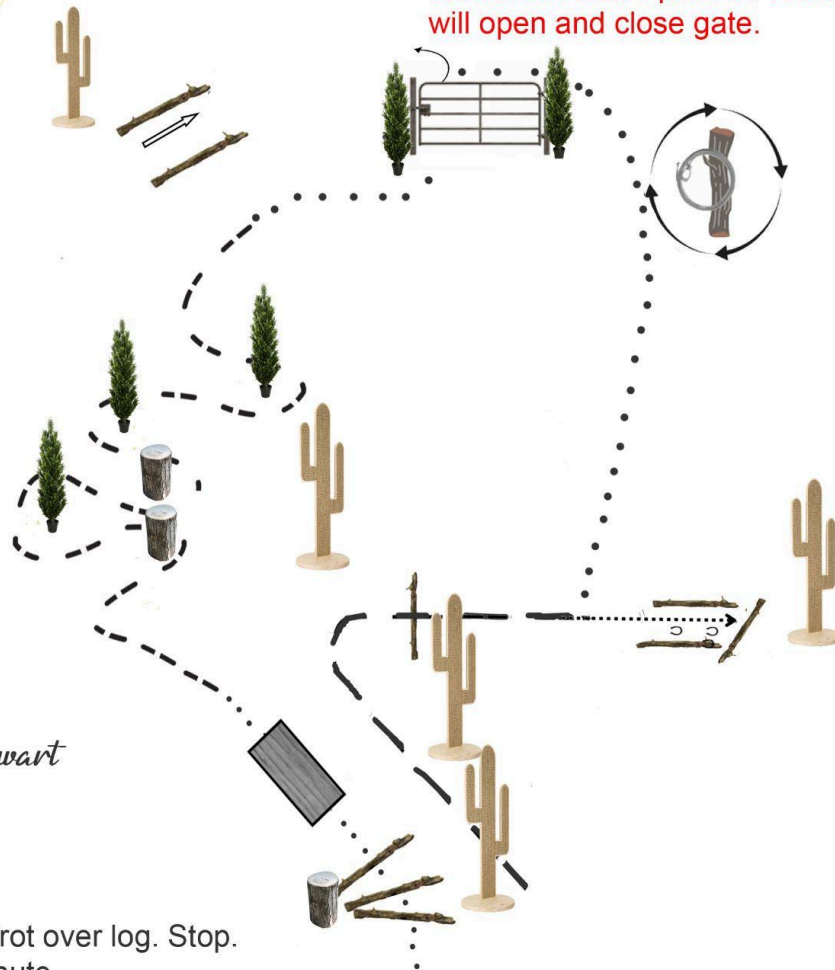
1. Extended Trot over log. Stop.
2. Spin 1 trunk to the left. Walk into chute.
3. Back out of chute, Turn 90 degrees.
4. Extended trot to logs. Sidepass right between logs
5. Jog around and up to drag.
6. Drag log to the right at a walk or trot. (Youth will pick up rope and trot circle)
7. Walk to gate. Work gate right (10 & Under walk through open gate)
8. Walk away from gate and towards trees.
9. Jog serpentine.
10. Walk over bridge and logs.



Ranch Fundamental In Hand Trail Lead Line & Walk- Whoa Ranch Trail

Class 86, 87, 88, 304

Class 304 Lead Line/ Walk Whoa
will WALK entire pattern. Handler
will open and close gate.



*Pattern by
Kimberly Stewart*

1. Extended Trot over log. Stop.
2. Walk into chute.
3. Back out of chute, Turn 90 degrees.
4. Walk to and around drag.
5. Walk to gate as drawn. Work gate left.
6. Walk away from gate as drawn. Then jog.
7. Jog serpentine.
8. Walk over bridge and logs.

Ranch Riding

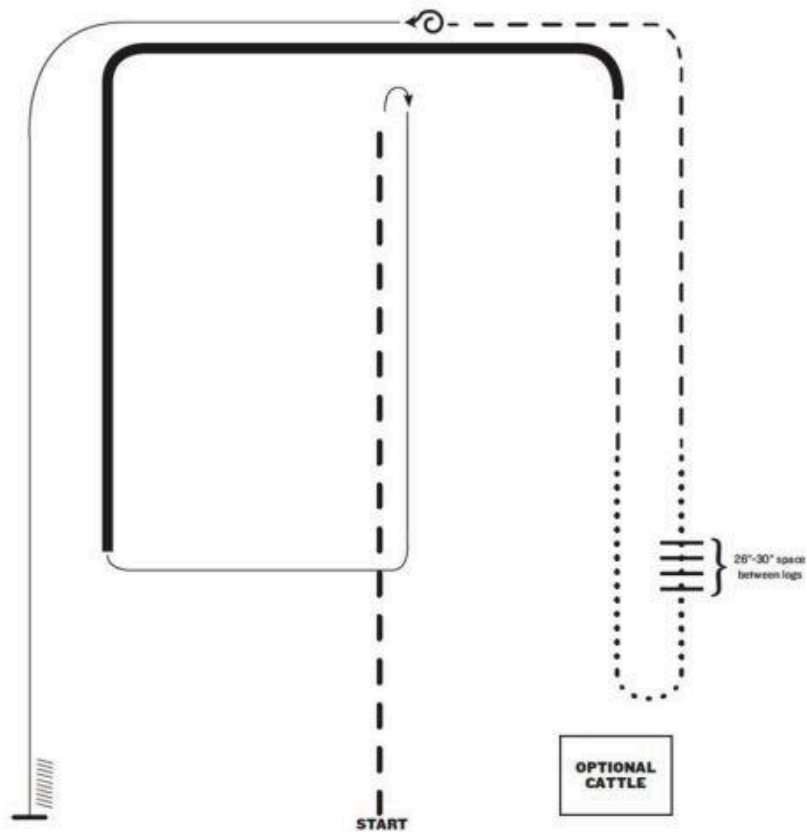
Class 110, 111, 112, 113, 114, 115, 116



Instructions

Pattern #15

1. Extended trot
2. Stop, roll back right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back



Ranch Riding Walk - Trot

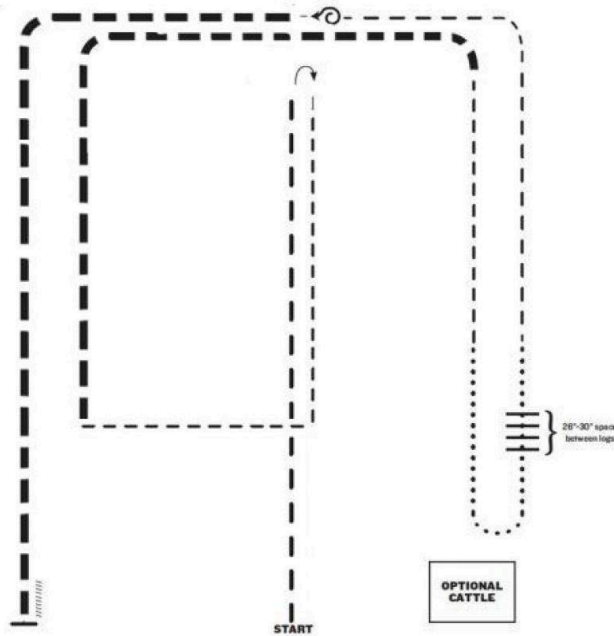
Class 117, 118, 119



Instructions

Pattern #15

1. Extended Trot
2. Stop, roll back right
3. Trot
4. Extended Trot
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Extended Trot
12. Stop and back

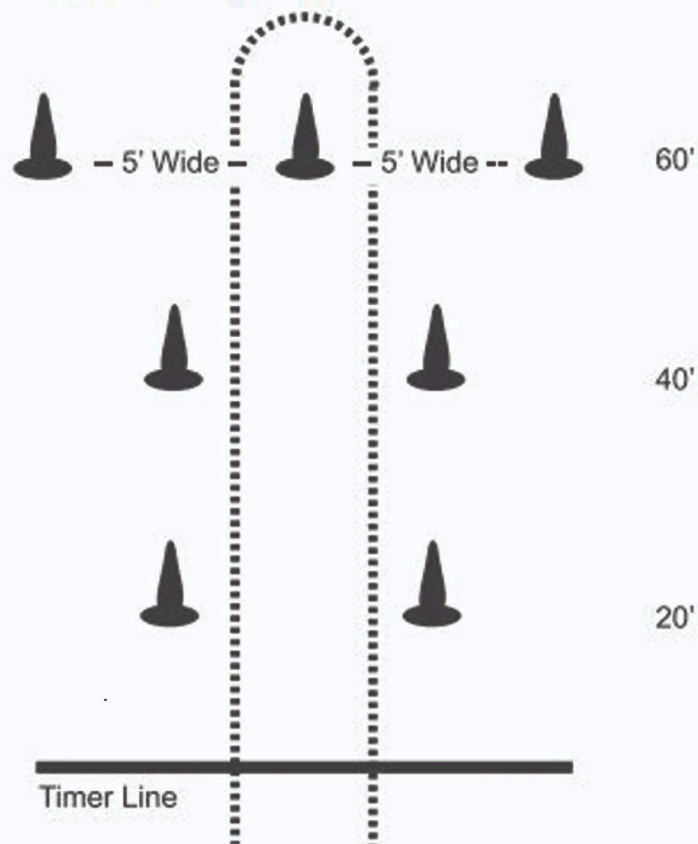




Pylon Alley Class 126, 127, 128

198 Pylon Alley

- A. An alley with the following dimensions is set up with pylons (traffic cones) 21' feet from timer line, 5' feet wide, 21' feet between side cones and end set of cones, 5' feet between the 3 cones set at the end with the center cone placed in the center of the alley.
- B. Contestant is allowed a 45' foot running start as described in General Gymkhana rules.
- C. Knocking over any cone or stepping across the center cone results in disqualification.
- D. Timer starts as the animal's nose crosses the timer line and stops as the animal's nose crosses on the return.
- E. In the event of a tie, there will be a run off or flip of a coin if both contestants agree.

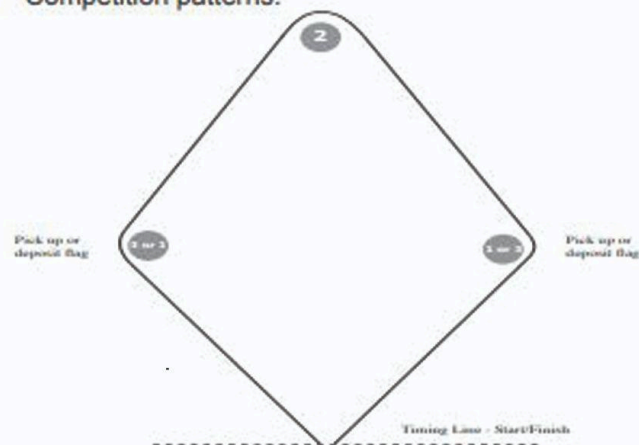




PtHA Flags Class 138, 139, 140, 141, 142

O4. Flag Race Competition

- A. Management should allow ample room between the barrels and any side fences. Measurements are made to the center of the base of the barrel. A five gallon bucket 3/4 full of sand or other suitable material, shall be placed on the barrels as a depository for the 18" flags.
- B. The rider shall have the option of riding the pattern, either to the left or right, after crossing the timing line.
- C. Penalties – Knocking over the bucket holding the flags without knocking it off the barrel incurs a five-second penalty.
- D. Causes for disqualification.
 - 1. Failure to pick up the flag on the first pass.
 - 2. Failure to place the flag in the bucket on the first pass.
 - 3. Touching any part of the Pinto's body with the flag or stick.
 - 4. Dropping the flag.
 - 5. Knocking over any of the barrels, or knocking the bucket off the barrel.
- G. Course – Three barrels shall be placed to form an isosceles triangle. The distances shall conform to the Cloverleaf Competition patterns.

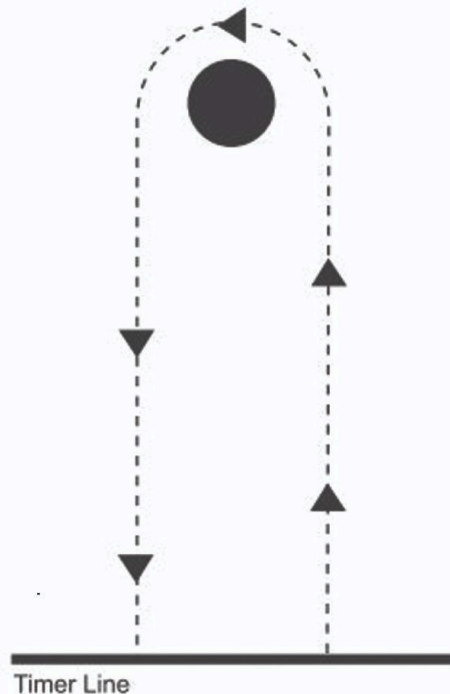




NASMDA Flags Class 143, 144, 145

200 Flag Race

- A. The Flag Race is a timed event. Contestants will be allowed a 45' foot running start before the starting line as described in the General Gymkhana Rules.
- B. A barrel is set at the far end of the arena at least 18 feet from the end of the arena.
- C. A can or bucket filled with sand or dirt of approximately five gallon size will be set on top of the barrel. A flag secured to a stick approximately 15" inches long is set in the can or bucket.
- D. Contestant must circle barrel, pick up the flag and carry it across the finish line.
- E. Striking the animal with the flag, failure to circle the barrel or carry the flag across the finish line will result in disqualification. Timer starts as animal's nose crosses the starting line and stops as the animal's nose crosses the finish line.
- F. In the event of a tie, there will be a runoff or flip of the coin if both contestants agree.





Key Hole Class 146, 147, 148, 149, 150

197 Keyhole Race

- A. Keyhole is drawn on the ground with white lime in the following dimensions:
1. Lane: 4' foot wide and 8 feet long
 2. Circle: 20' feet in diameter
 3. Center of circle to be 150' feet from timing line.
 4. The back of the circle should be at least 30' feet from the end of the arena.
- B. Contestant is allowed a 45' foot running start as described in General Gymkhana rules.
- C. Contestant enters lane, turns animal around in the keyhole circle, and races back down the lane to the finish line.
- D. Stepping on or out of any of the lines results in disqualification.
- E. Timer starts as the animal's nose crosses the starting line and stops as animal's nose crosses it on the return.
- F. It is the show management's responsibility to see that the keyhole line is clearly visible at all times.

