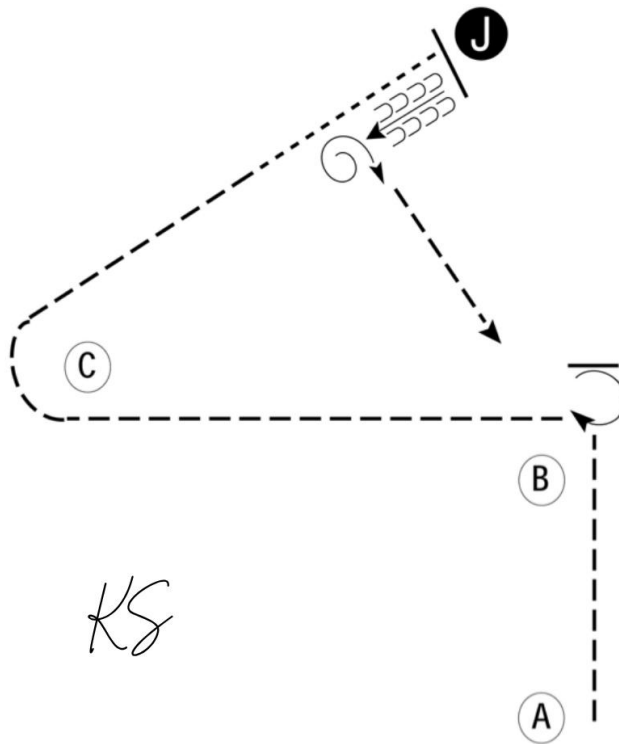




Pattern Book

All Showmanship

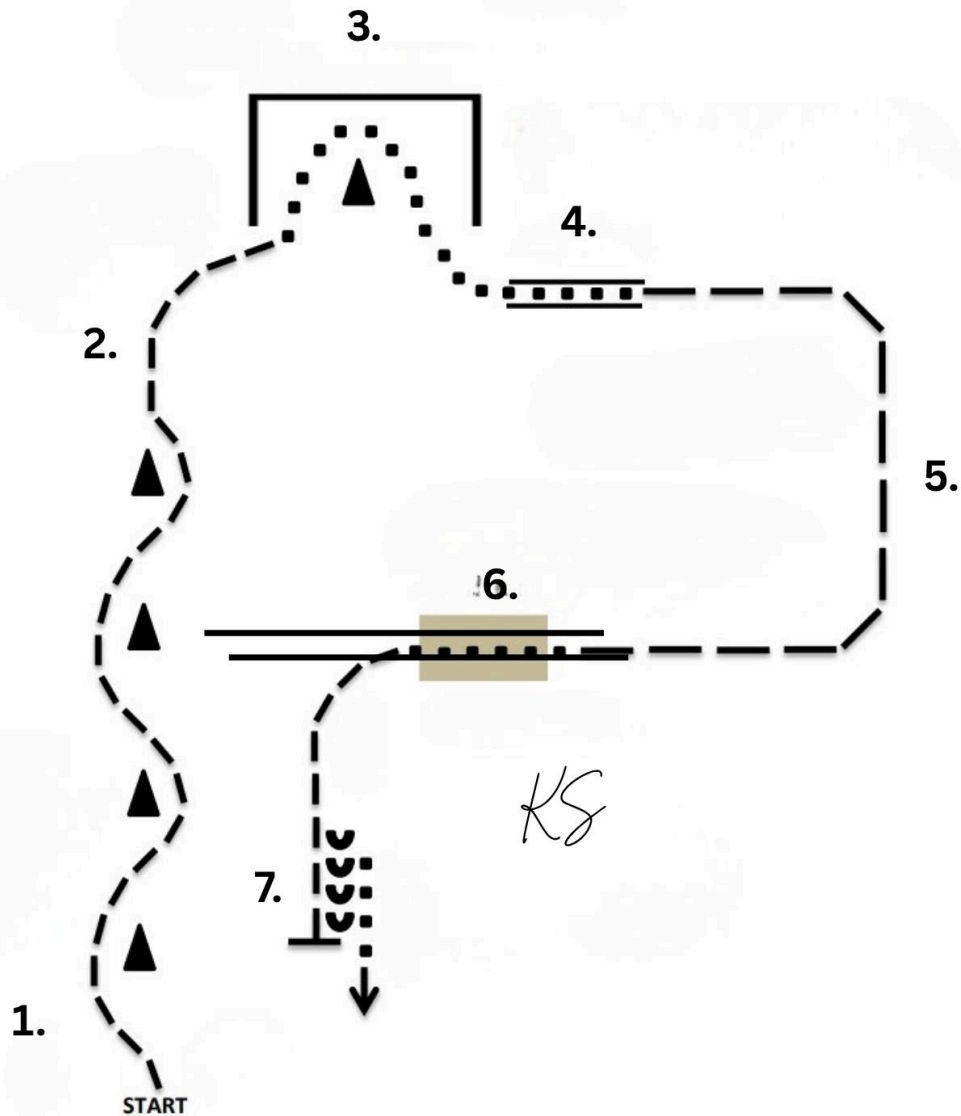


Be ready at A.

1. Trot from A past B.
2. Stop and perform 270 degree turn.
3. Trot around C. Break to a walk half way to the Judge.
4. Walk to Judge, stop and set up for inspection.
5. When dismissed back one horse length.
6. Perform a 450 degree turn and trot to the line-up or follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← 3 3 3 3 3 3 3 3
Marker	(B)
Judge	(J)

All Obstacle Driving

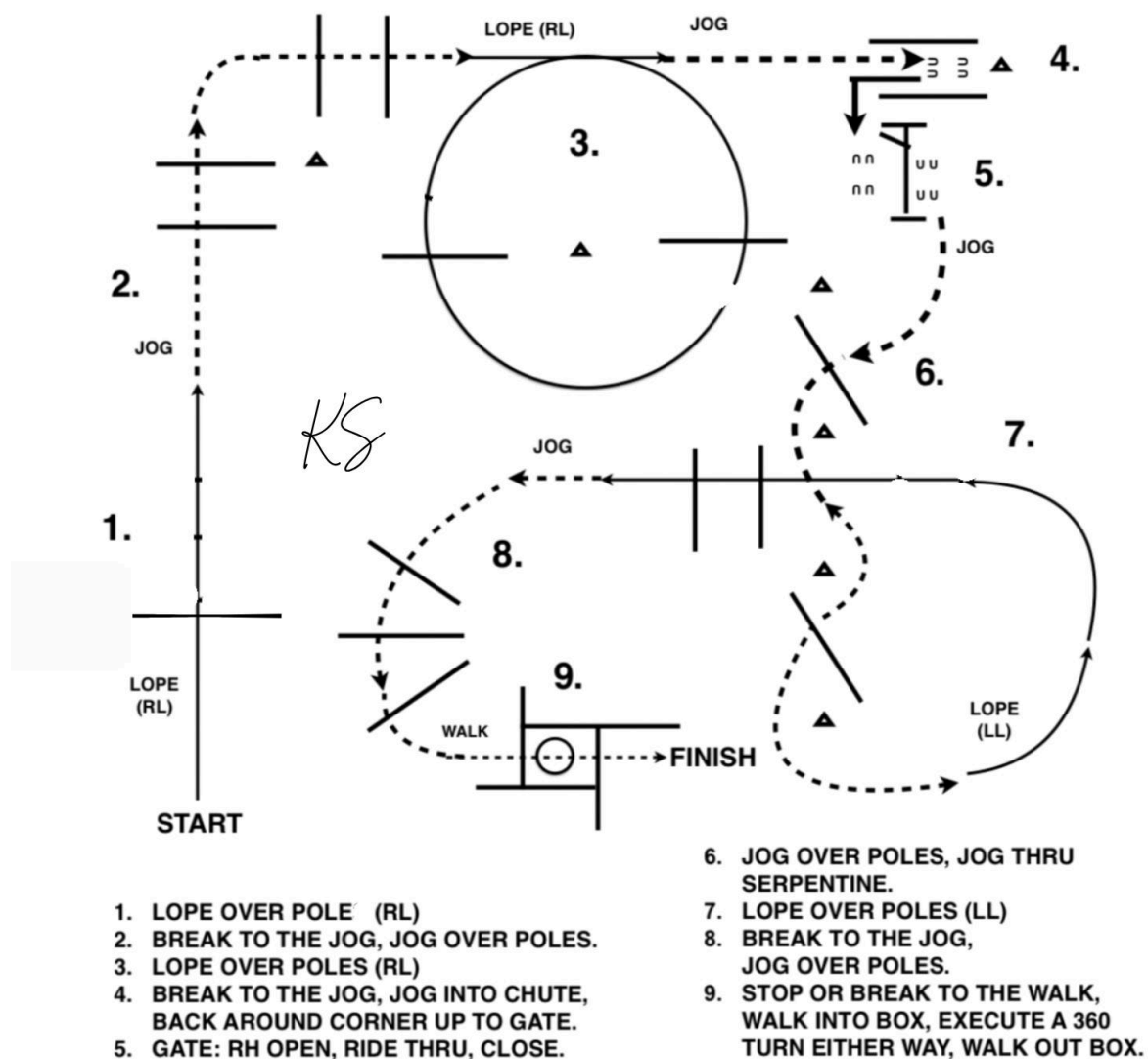


1. Trot serpentine as shown.
2. Continue trotting to chute.
3. Break to a walk, walk through chute.
4. Walk through narrowed polls so wheels are on the outside and horse on the inside.
5. Extended trot to bridge. Then walk.

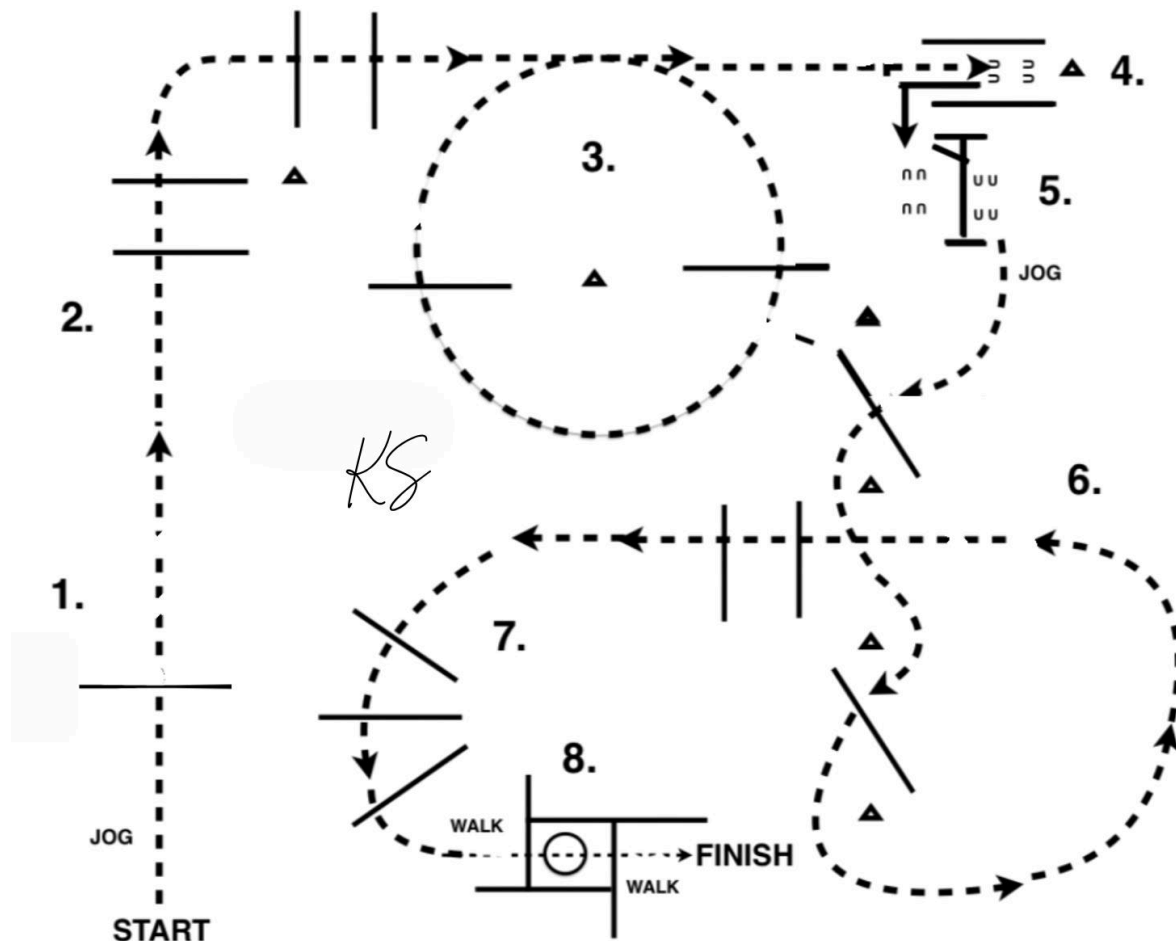
6. Walk over bridge.
7. Pick up trot, trot left curve as shown.
8. Stop and back 5 steps.

Pattern complete, exit at a walk.

Open, Amateur, Youth Trail



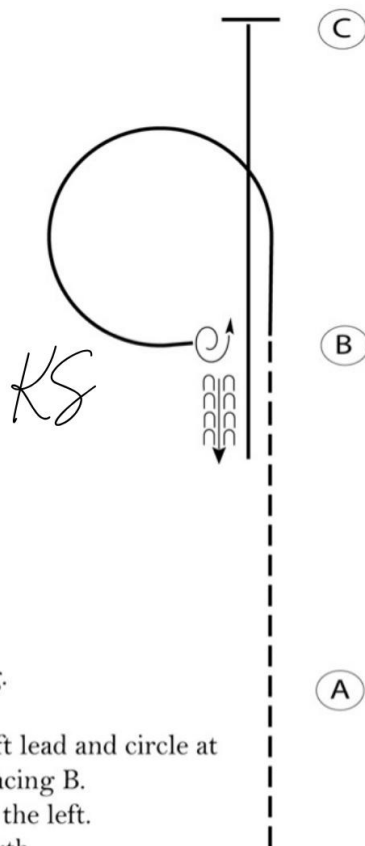
All Walk/Trot Trail



1. JOG OVER POLES
2. JOG OVER POLES.
3. JOG OVER POLES
4. JOG INTO CHUTE,
BACK AROUND CORNER Work Gate
5. JOG OVER POLES,
JOG THRU SERPENTINE.

6. JOG OVER POLES
7. JOG OVER POLES
8. STOP OR BREAK TO THE WALK,
WALK INTO BOX, EXECUTE A 360
TURN EITHER WAY, WALK OUT BOX.

Amateur & Youth Horsemanship



Begin before A at a jog.

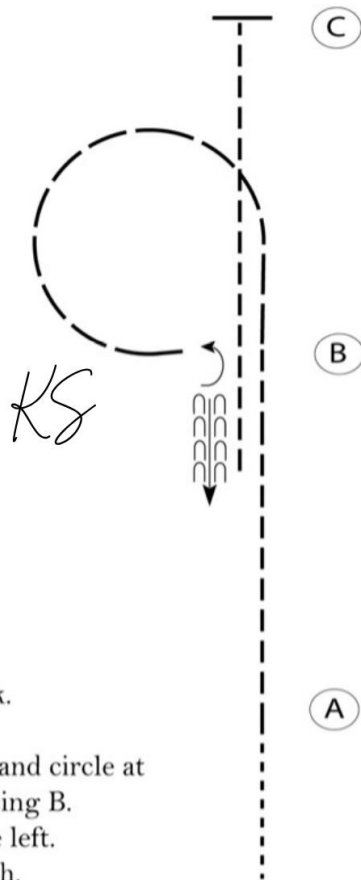
1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1 1/4 turn to the left.
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

Pattern complete, jog to exit.

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

Amateur & Youth Horsemanship Walk/Trot

Lead Line & Walk - Whoa will walk reduced size pattern



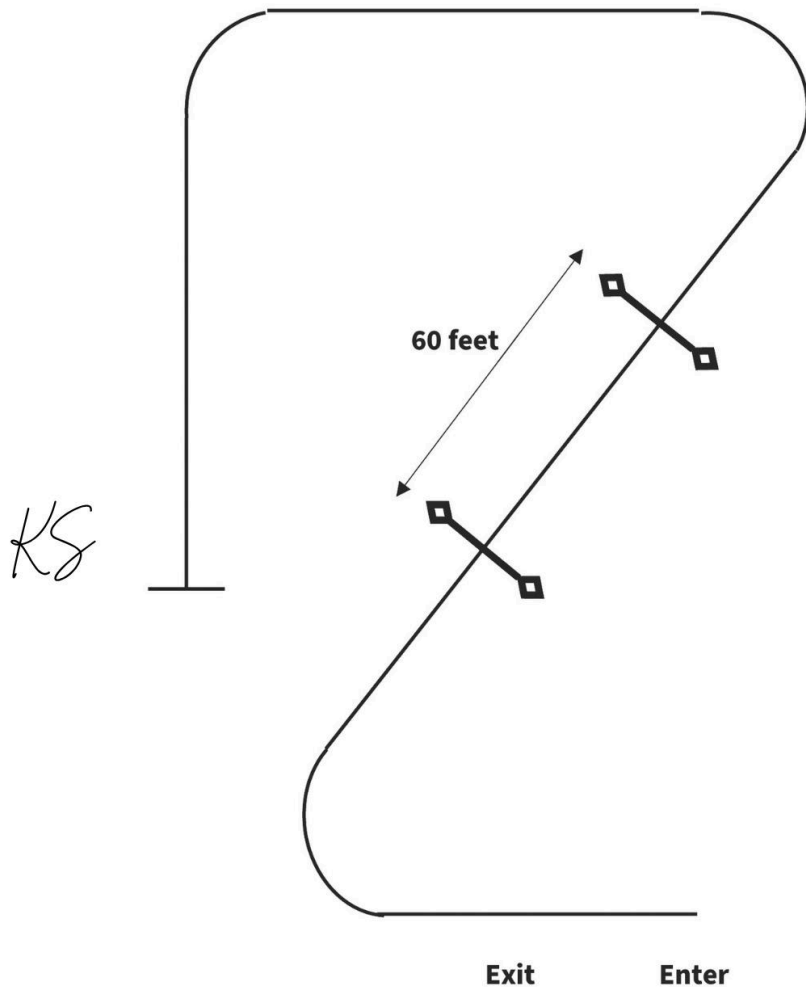
Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Pattern complete. Jog to exit.

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

All Hunter Hack

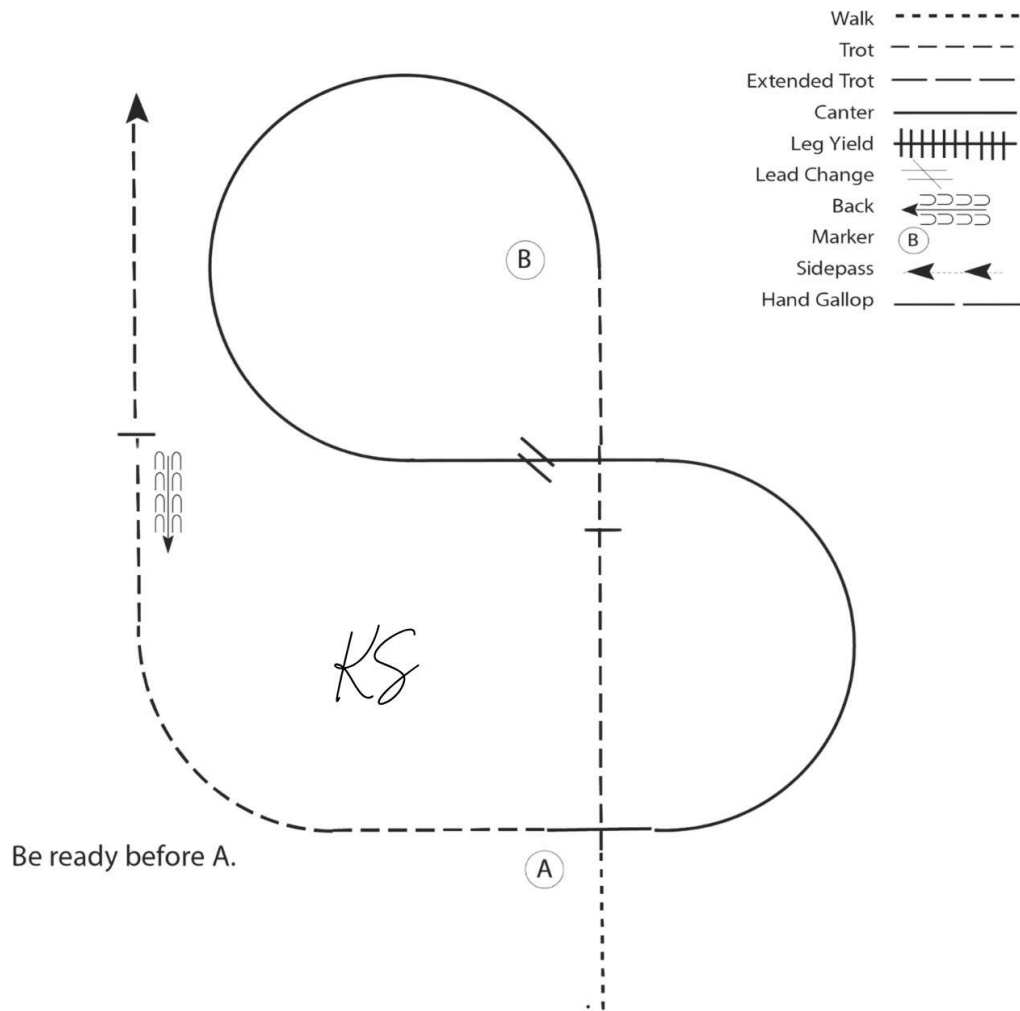


1. Fences are set approximately 60 feet apart.
2. After second fence, hand gallop around end and down side.
3. Halt.
4. Drop your reins to signify completion.

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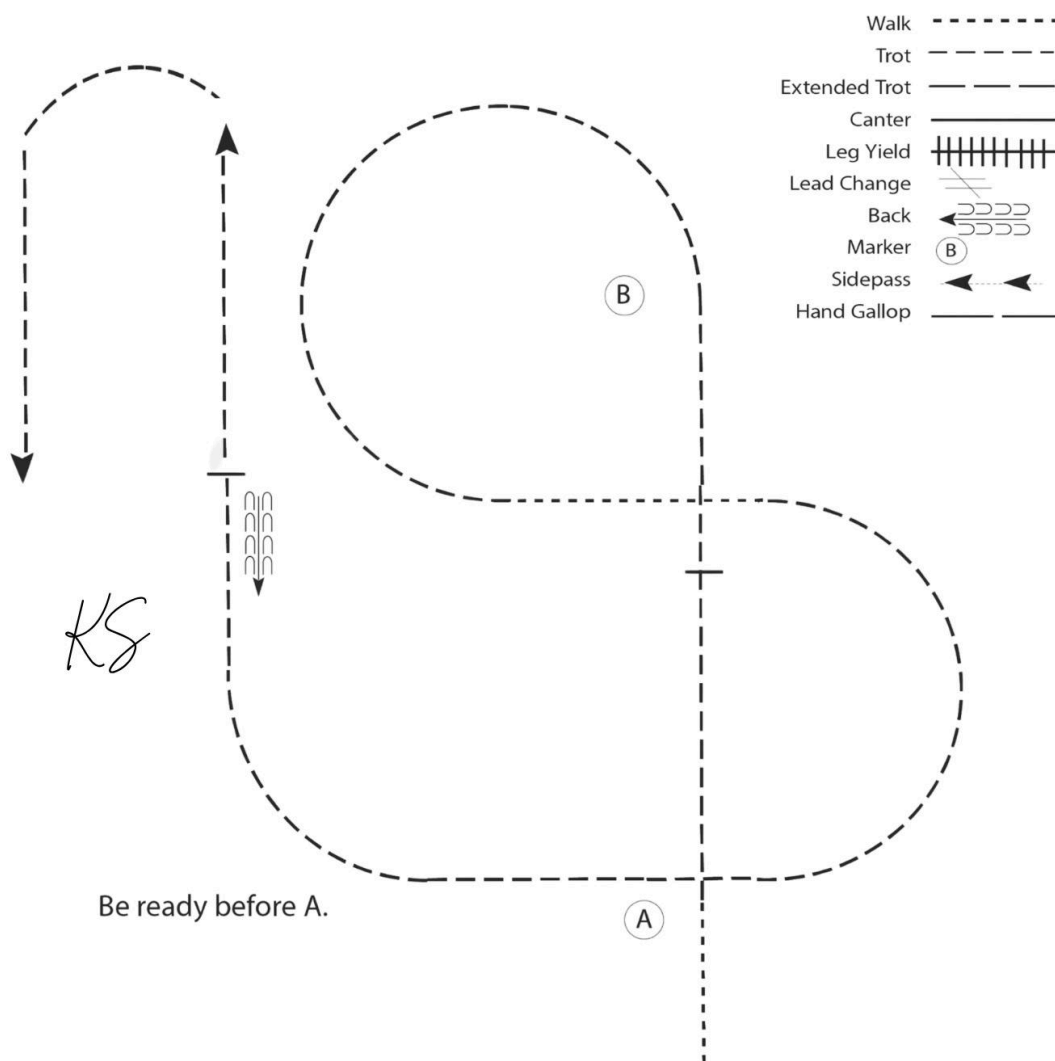
USA

Amateur & Youth Equitation



1. Walk to A. Left diagonal trot halfway to B
 2. Halt for 3 seconds. Right diagonal trot to B.
 3. Left lead canter in circle to center of pattern.
 4. Change leads.
 5. Right lead canter in half circle to A.
 6. Trot left diagonal around corner and halfway down line.
 7. Halt & back approximately one horse length.
- Sitting trot to exit.

Amateur & Youth Equitation Walk/Trot

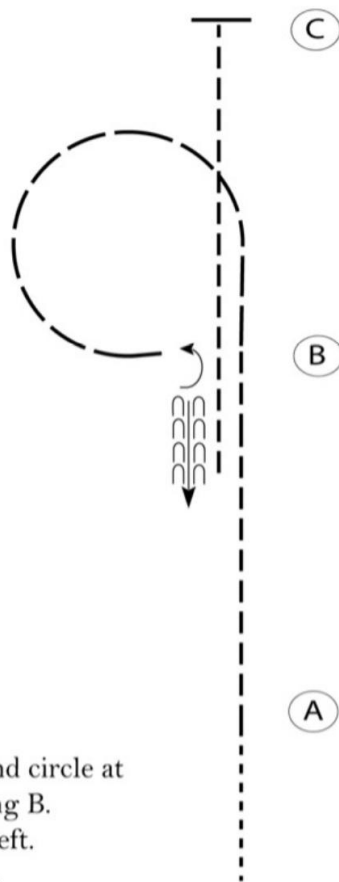


1. Walk to A. Left diagonal trot halfway to B
2. Halt for 3 seconds. Right diagonal to and around B to center line.
3. Walk 3 - 4 strides.
4. Trot on left diagonal in a half circle to A.
5. Sitting trot around corner and halfway down line.
6. Halt & back approximately one horse length. Sitting trot to exit.

English Equitation

Lead Line & Walk - Whoa

Walk pattern.



Begin before A at a walk.

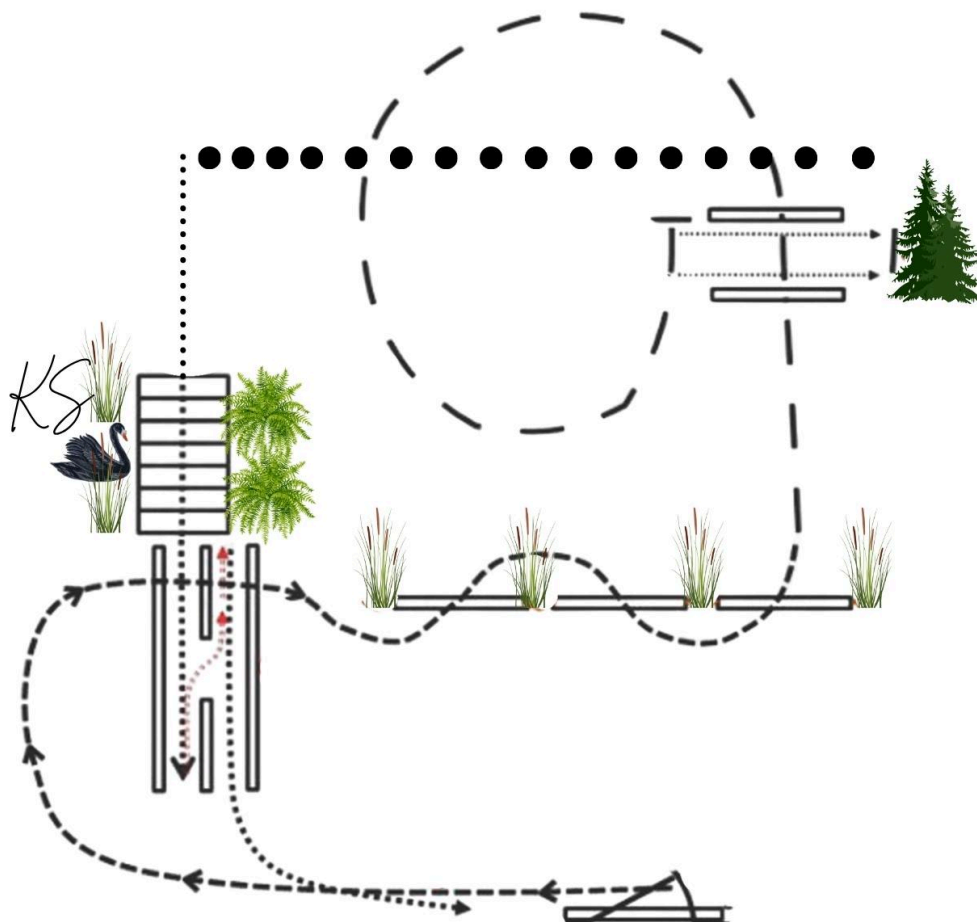
1. Jog from A to B.
2. At B, extend the jog and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

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

All In Hand Trail

Lead Line & Walk- Whoa will walk pattern.

Handlers will open gate.

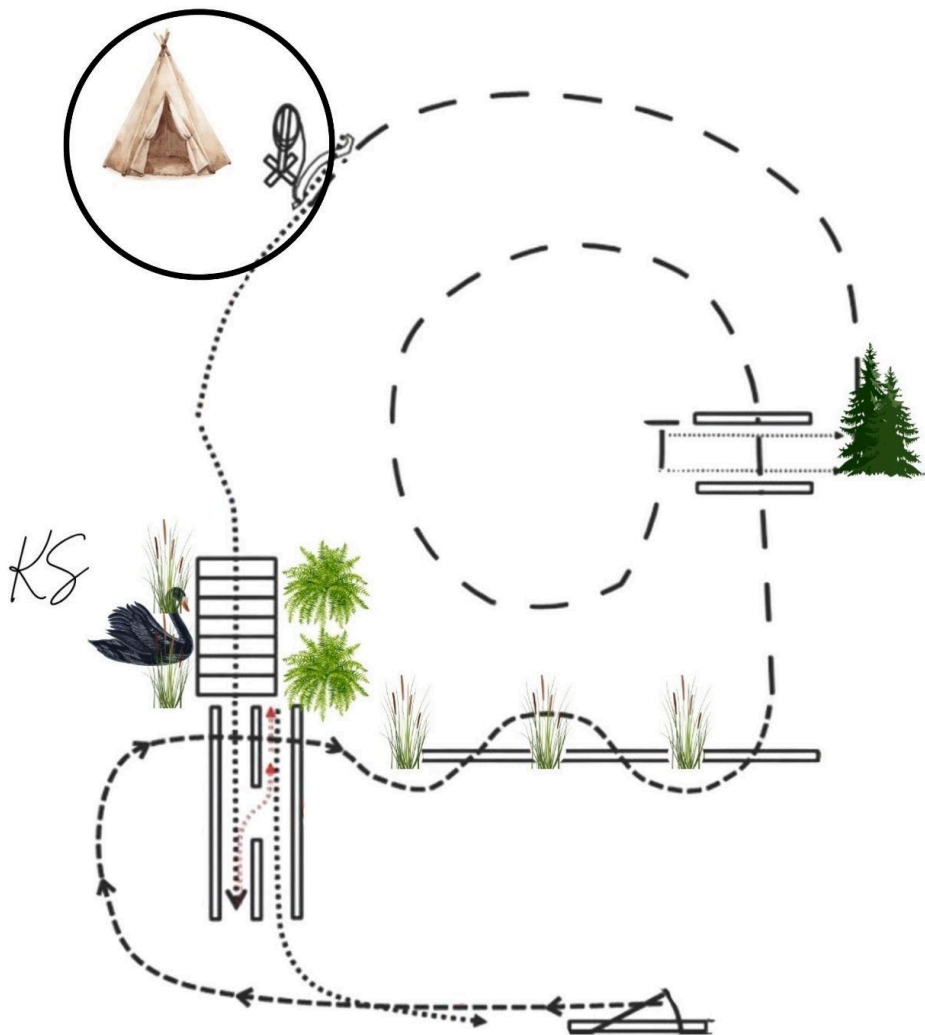


1. Left Push Gate.
2. Trot, trot over logs.
3. Trot Serpentine over logs.
4. Trot over logs , circle left then stop.
5. Sidepass Right, in between logs.

6. Walk around log left.
7. Extended walk, then left.
8. Walk over Bridge & into chute.
9. Back Through logs and walk out of chute and exit arena.

Amateur , Youth Ranch Trail Walk/Trot

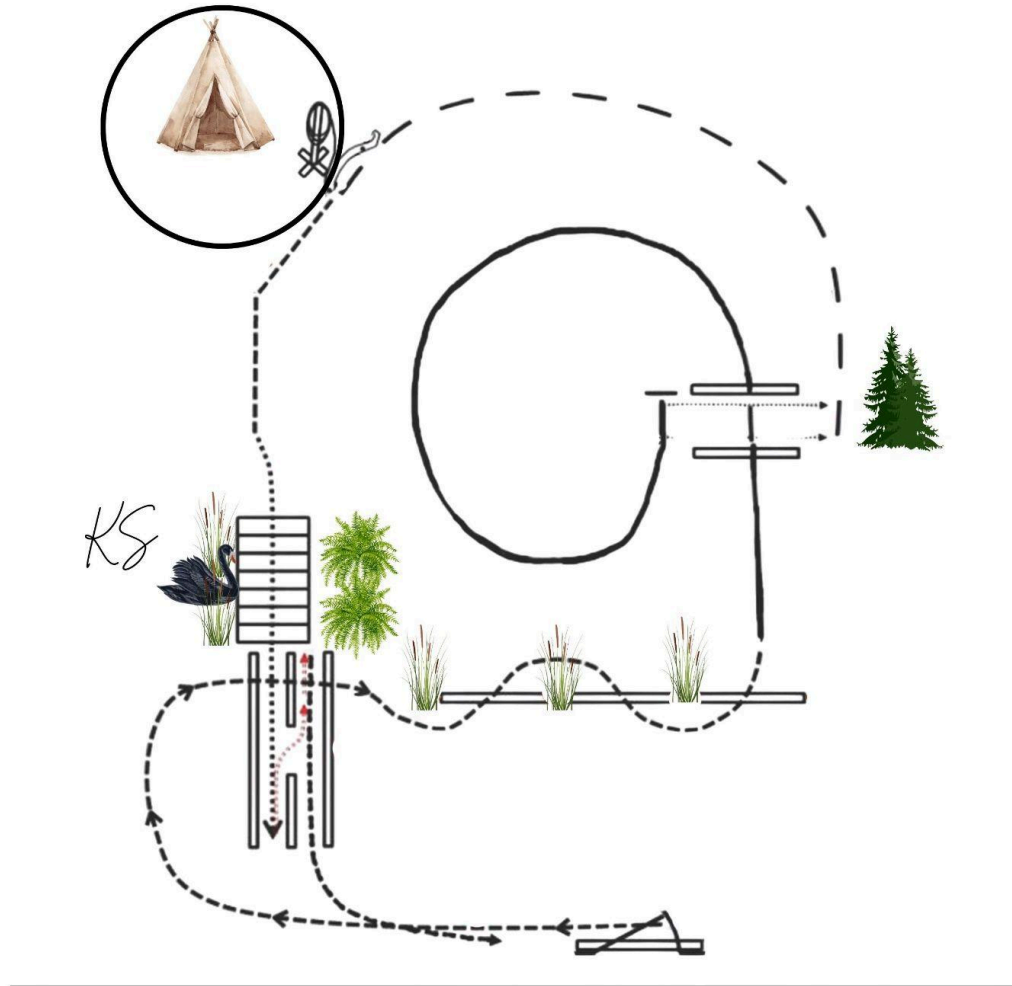
Youth do not drag log. Just trot around Teepee.



1. Left Push Gate.
2. Trot, trot over logs.
3. Trot Serpentine over logs.
4. Extended Trot over logs as shown & stop.
5. Sidepass Right, in between logs.
6. Extended Trot to drag.Drag Log around Teepee w or t..
7. Walk
8. Walk over Bridge & into chute.
9. Back Through logs and walk out of chute and exit arena.

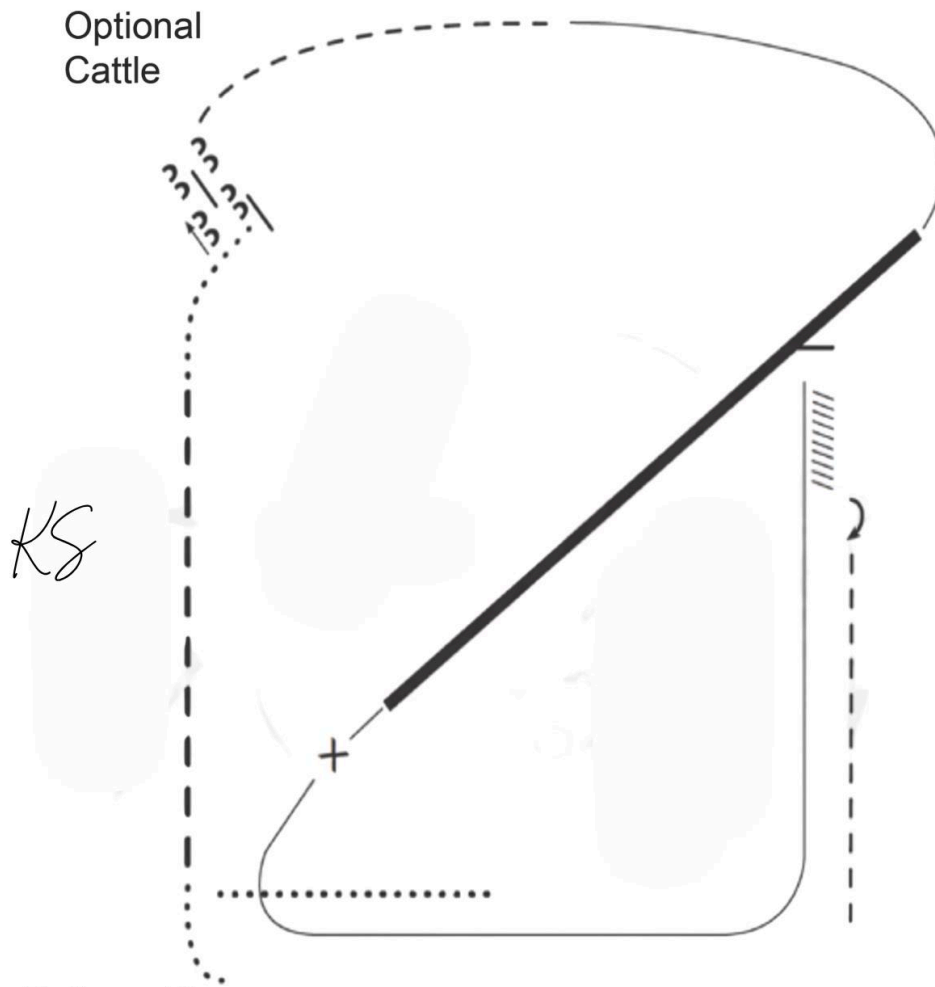
Open, Amateur , Youth Ranch Trail

Youth do not drag. Juts trot around teepee.



1. Left Push Gate.
2. Trot, trot over logs.
3. Trot Serpentine over logs.
4. Lope Left Lead over logs as shown & stop.
5. Sidepass Right, in between logs.
6. Extended Trot to drag. Drag Log around Teepee. w or t
7. Trot to bridge.
8. Walk over Bridge & into chute.
9. Back Through logs and walk out of chute and exit arena.

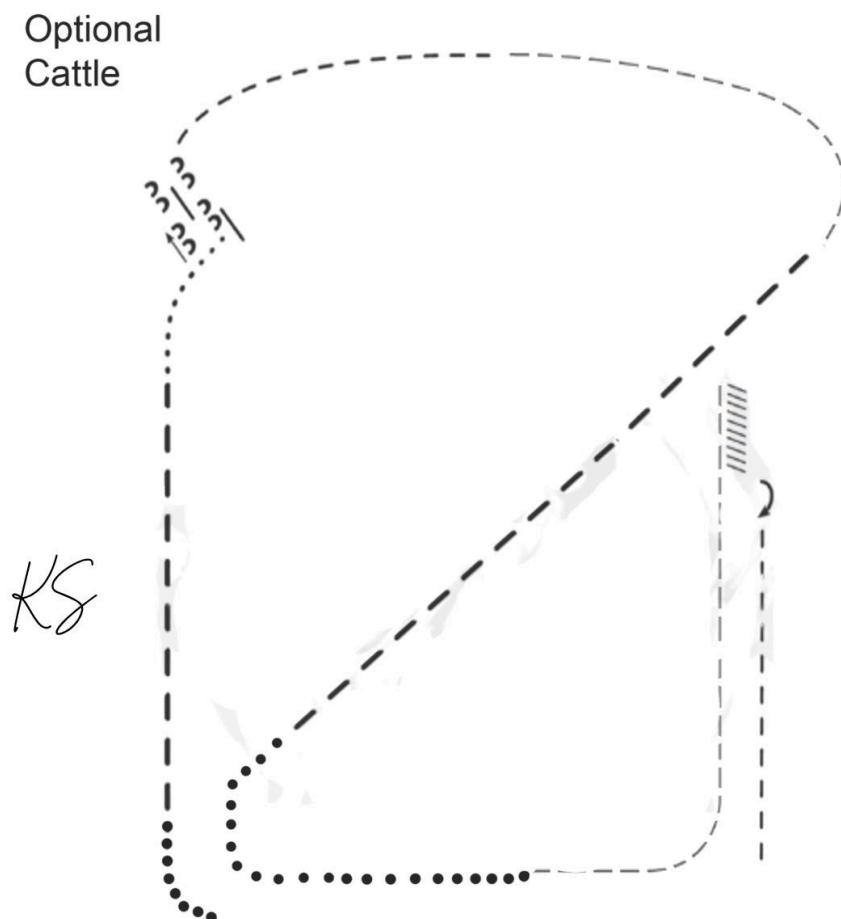
Open, Amateur & Youth Ranch Riding



Pattern 10

1. Walk
2. Extended Trot
3. Walk
4. Stop, sidepass left over log.
5. Trot
6. Lope right lead. lope right lead.
7. Extended lope right lead.
8. Collect lope, change leads (simple or flying)
9. Lope left lead.
10. Stop & back
11. 180 degree turn right
12. Trot

Open, Amateur & Youth Ranch Riding Walk/Trot



Pattern 10 MODIFIED

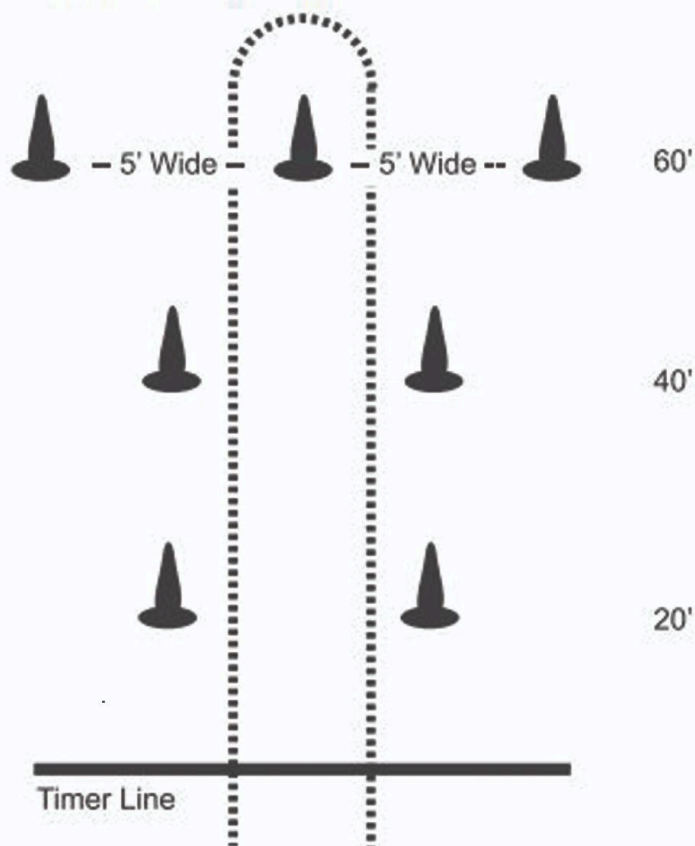
- | | |
|----------------------------------|-----------------------------------|
| 1. Walk | 7. Extended trot through center.. |
| 2. Extended Trot | 8. Walk |
| 3. Walk | 9. Trot |
| 4. Stop, sidepass left over log. | 10. Stop & back |
| 5. Trot | 11. 180 degree turn right |
| 6. Trot around corner.. | 12. Trot |



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.

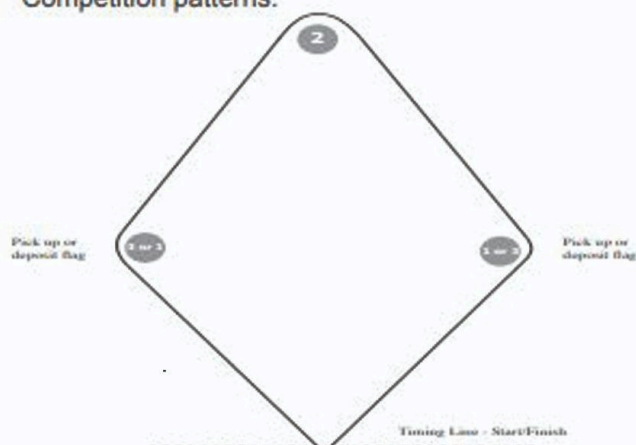




PtHA Flags Class 138, 139, 140, 141, 142

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.

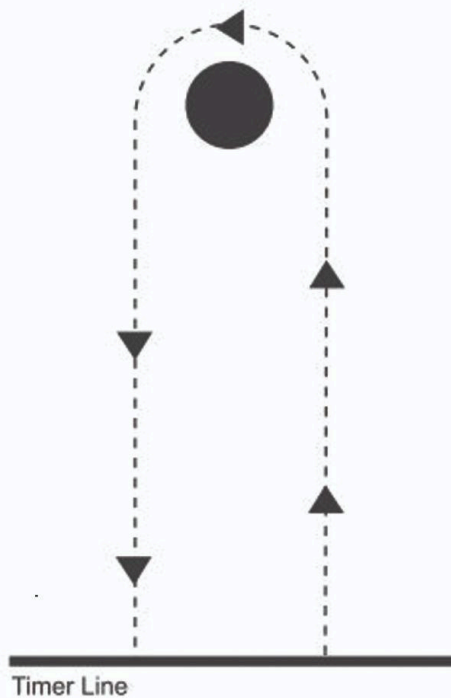




NASMDA Flags Class 143, 144, 145

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.

