

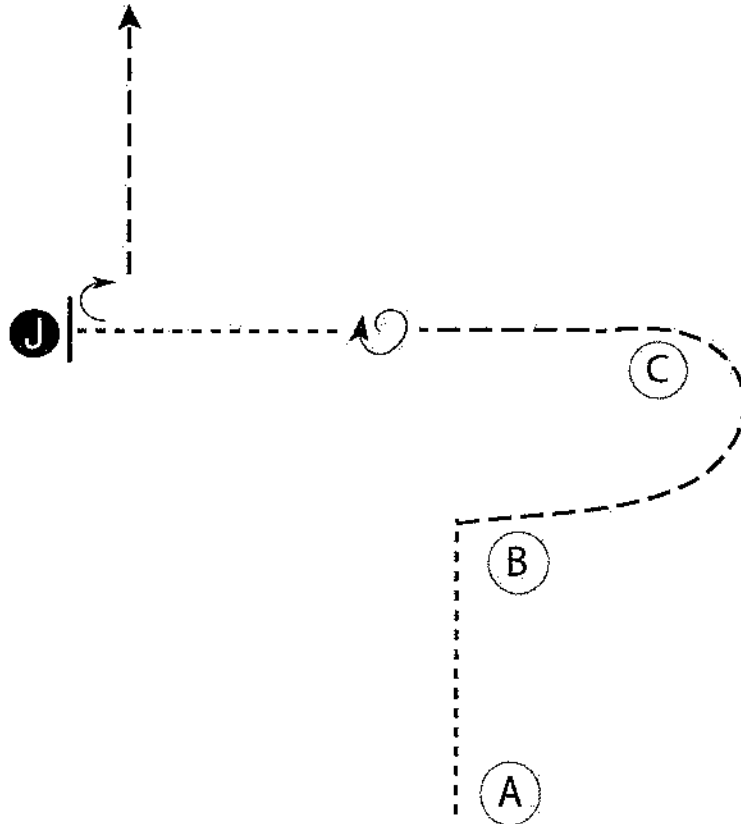
NO BLING SHOW

Showmanship (LEVEL 1 AMT / YTH)

Show Date: JUNE 2nd, 2018

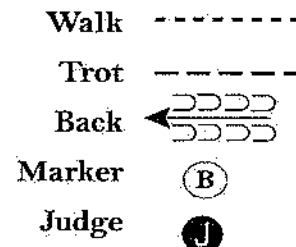
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk to B.
2. Trot from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.



[S/2-21]

Pattern Provided by:

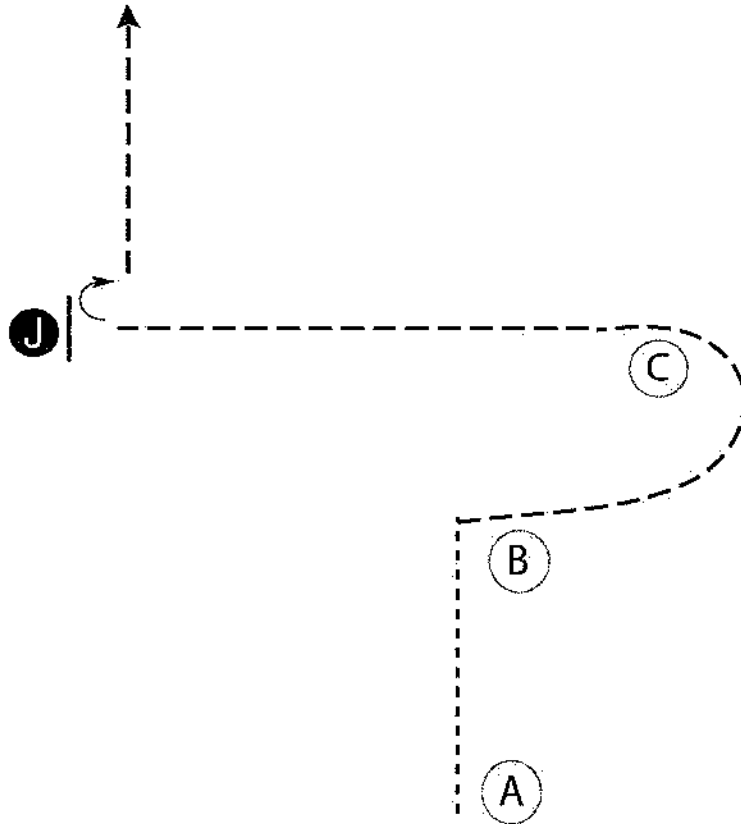
NO BLING SHOW

Showmanship (ROOKIE AMT / YTH)

Show Date: JUNE 2nd, 2018

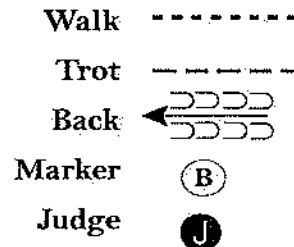
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Be ready at A.

1. Walk to B.
2. Trot from B and around C as shown.
3. Continue to trot to judge and set up for inspection.
4. When dismissed, do a 90 degree turn and trot away.



[SWT-21]

Pattern Provided by:

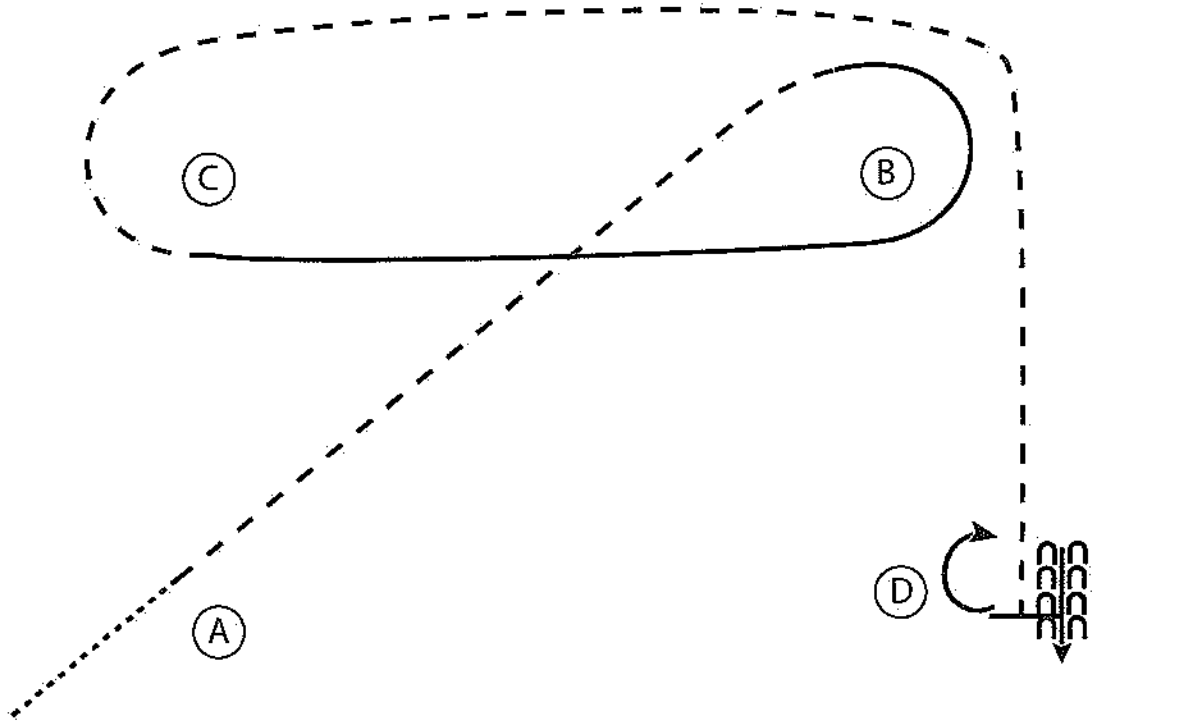
NO BLING SHOW

Hunt Seat Equitation (LEVEL 1 AMT / YTH)

Show Date: JUNE 2nd, 2018

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1. Walk to A
2. Sitting trot to B
3. At B canter on the right lead around B to C
4. At C posting trot around C and B to D
5. At D stop and perform a 180 degree turn to the right on the hindquarters
6. Back 4 steps

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

[HSE/2-10]

Pattern Provided by:

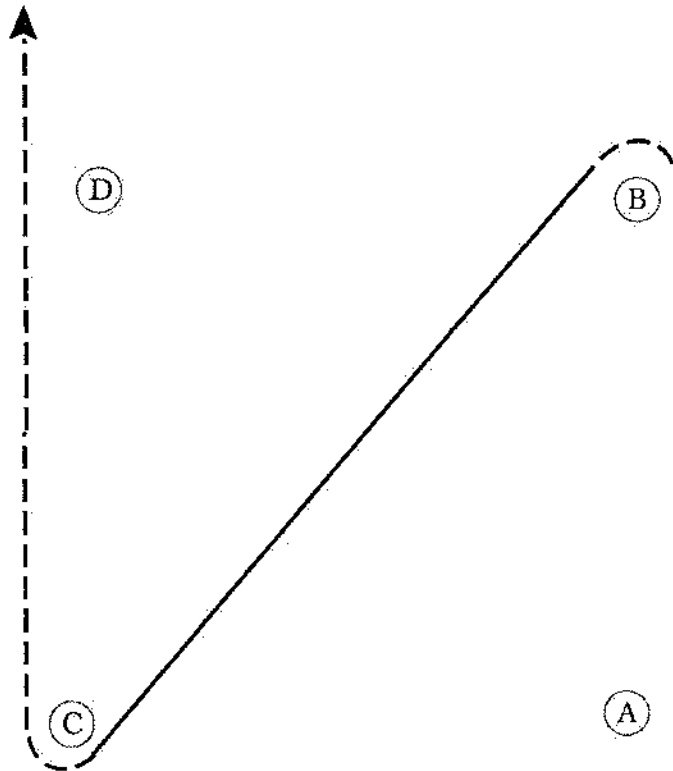
NO BLING SHOW

Hunt Seat Equitation (ROOKIE AMT / YTH)

Show Date: JUNE 2nd, 2018

W W W . H O R S E S H O W P A T T E R N S . C O M

W W W . H O R S E S H O W P A T T E R N S . C O M



Be ready at A.

1. Walk approximately two horse lengths from A.
2. Trot on the right diagonal to and around B.
3. At B, canter left lead to C.
4. Trot around C and to D on the left diagonal.

Pattern is complete once you pass D at the trot.

Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	
Hand Gallop	-----

[HSE/1-48]

Pattern Provided by:

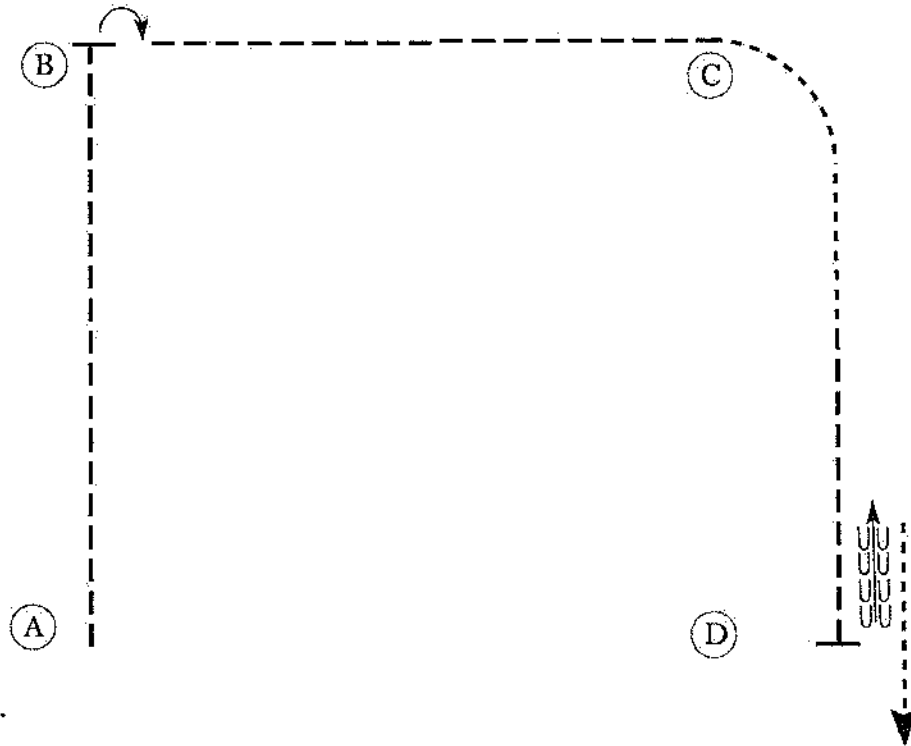
NO BLING SHOW

Hunt Seat Equitation (WALK TROT AMT / YTH)

Show Date: JUNE 2nd, 2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Stop at B and execute a 90 degree turn on the haunches to the right.
3. Posting trot on the right diagonal to C.
4. At C, drop to a walk and walk halfway to D.
5. Sitting trot to D.
6. Stop at D and back approximately one horse length.
7. Walk forward to and past D.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗ ↘
Back	←←←←
Marker	⊙ B
Sidepass	←←
Hand Gallop	-----

[HSE/WT-43]

Pattern Provided by:

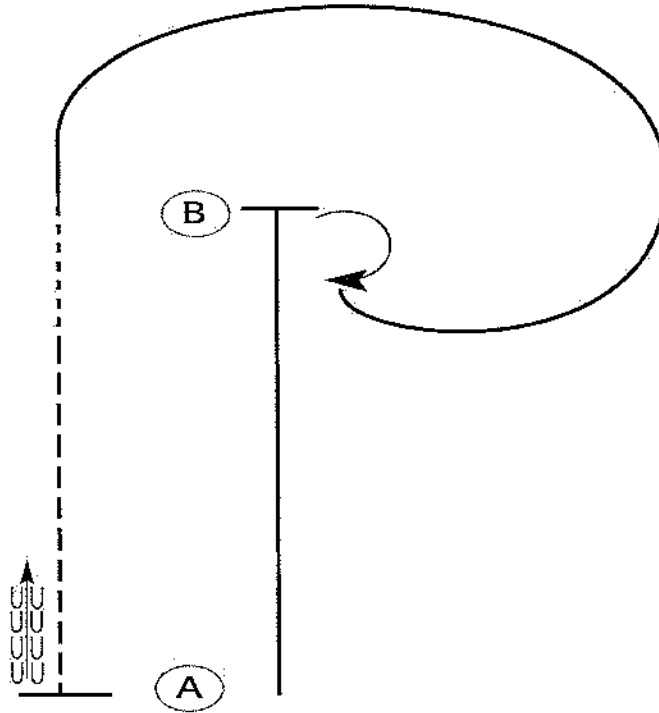
NO BLING SHOW

Western Horsemanship (LEVEL 1 AMT / YTH)

Show Date: JUNE 2nd, 2018

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Be ready at A.

1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Lope on the left lead back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

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

[WH/2-43]

Pattern Provided by:

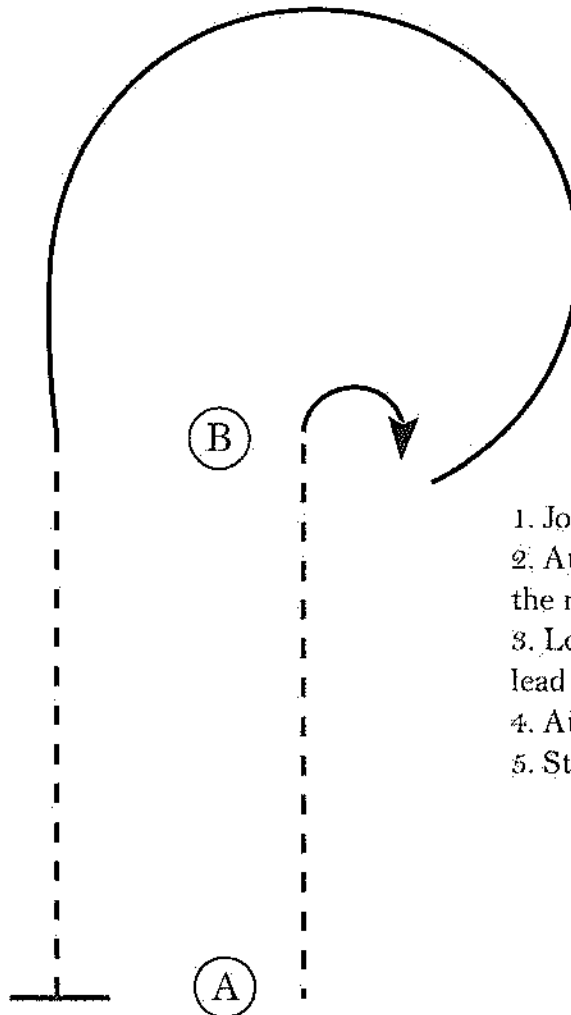
NO BLING SHOW

Western Horsemanship (ROOKIE AMT / YTH)

Show Date: JUNE 2nd, 2018

W W W . H O R S E S H O W P A T T E R N S . C O M

W W W . H O R S E S H O W P A T T E R N S . C O M



1. Jog A to B
2. At B perform a 90 degree turn to the right
3. Lope a circle around B on the left lead
4. At B jog to A
5. Stop at A.

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

[WH/1-14]

Pattern Provided by:

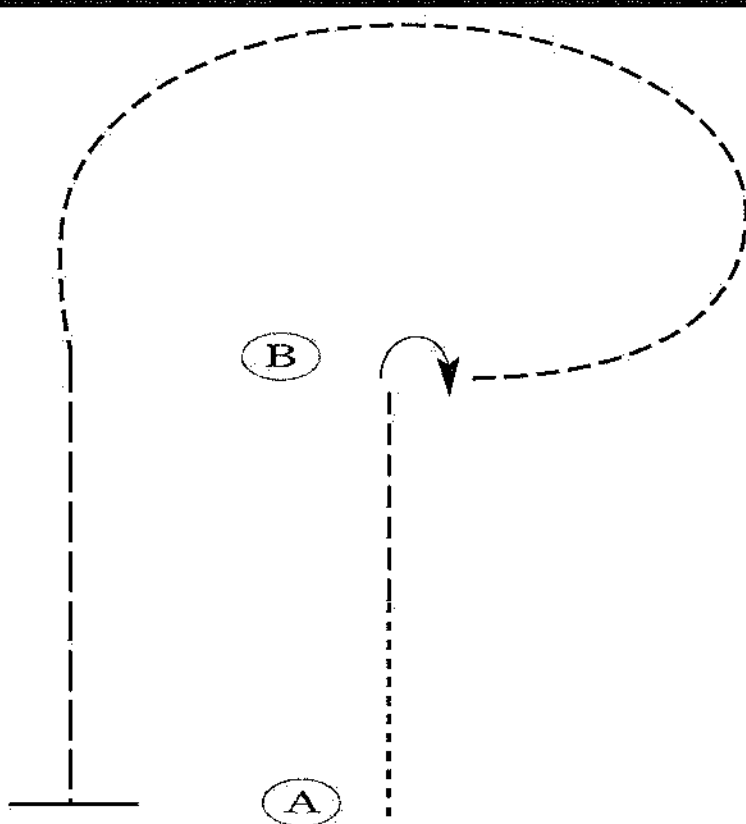
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Western Horsemanship (WALK JOG YTH / AMT)

Show Date: JUNE 2nd, 2018

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Be ready at A.

1. Walk half way to B.
2. Jog to B.
3. Turn 90 degrees to the right.
4. Jog around B.
5. When even with B, extend the jog to A.
6. Stop at A.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	_____
Leg Yield	
Lead Change	↙ ↘
Back	←←←←
Marker	⊙ B
Sidepass	←→

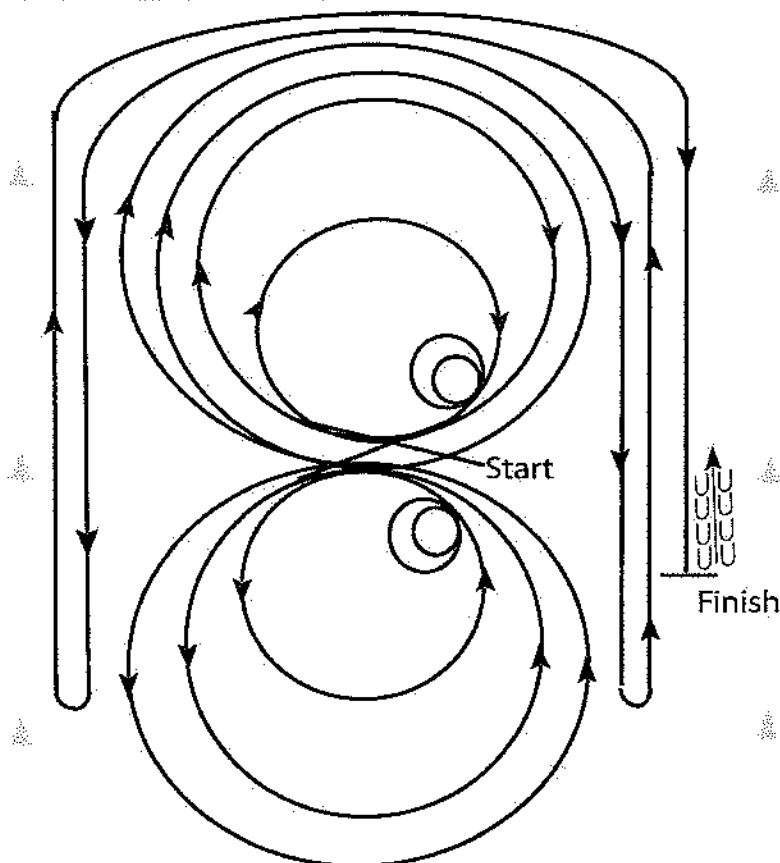
[WH/WT-38]

Pattern Provided by:

NO BLING SHOW

Reining (ALL)

Show Date: JUNE 2nd, 2018



Horses must walk or stop prior to starting pattern.

1. Starting at the center marker make a large fast circle to right on the right lead.
 2. Draw the circle down to a small circle until you reach the center marker; stop.
 3. Do a double spin to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
 4. Begin on the left lead and make a large fast circle.
 5. Then a small, slow circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
 6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing left wall.
 7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
 8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.
 9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.
 10. Continue back around previous circle but not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.
- Rider may dismount and drop bridle to the designated judge.

[R/AQHAP-12]

Pattern Provided by:

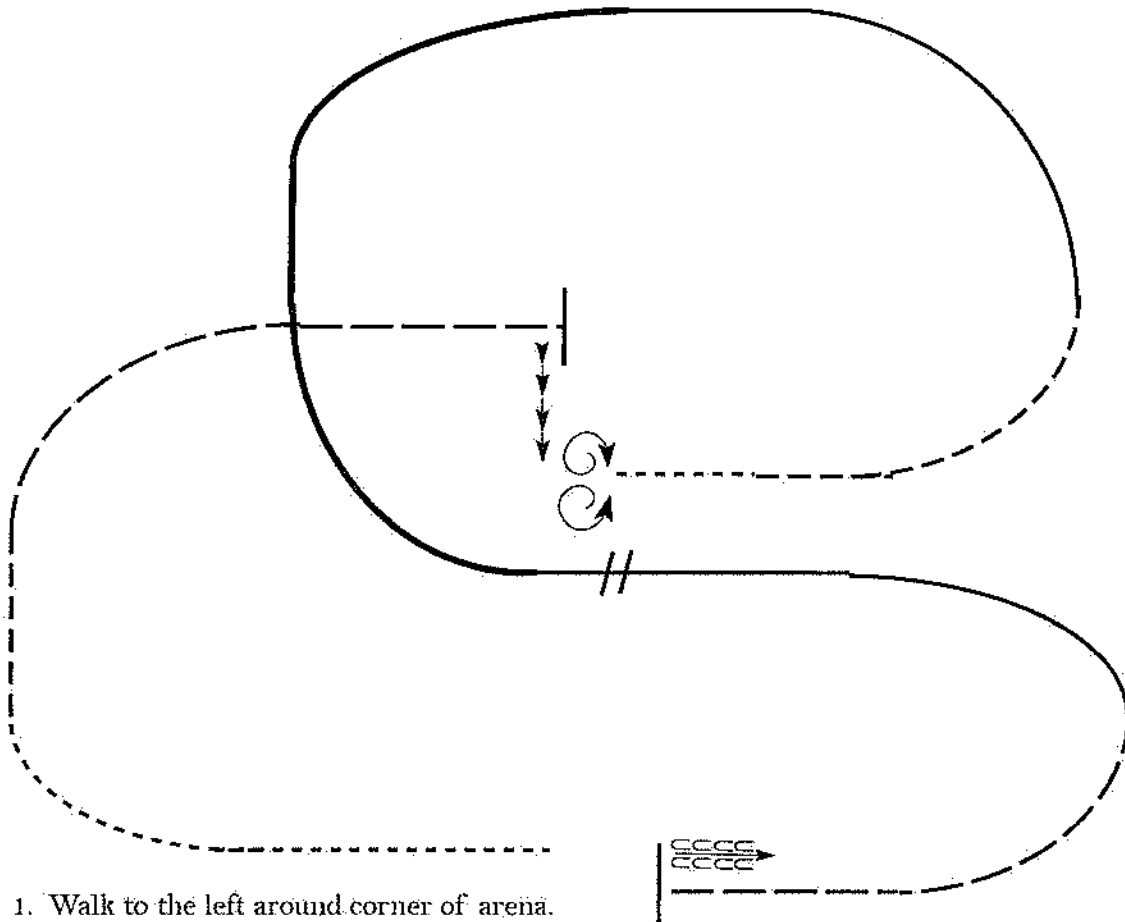
NO BLING SHOW

Ranch Riding (ALL)

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1. Walk to the left around corner of arena.
2. Trot
3. Extend alongside of the arena and around the corner to center.
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk.
7. Trot.
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Lead Change	////
Back	← CCCC
Marker	(B)

[RR/3]

Pattern Provided by: