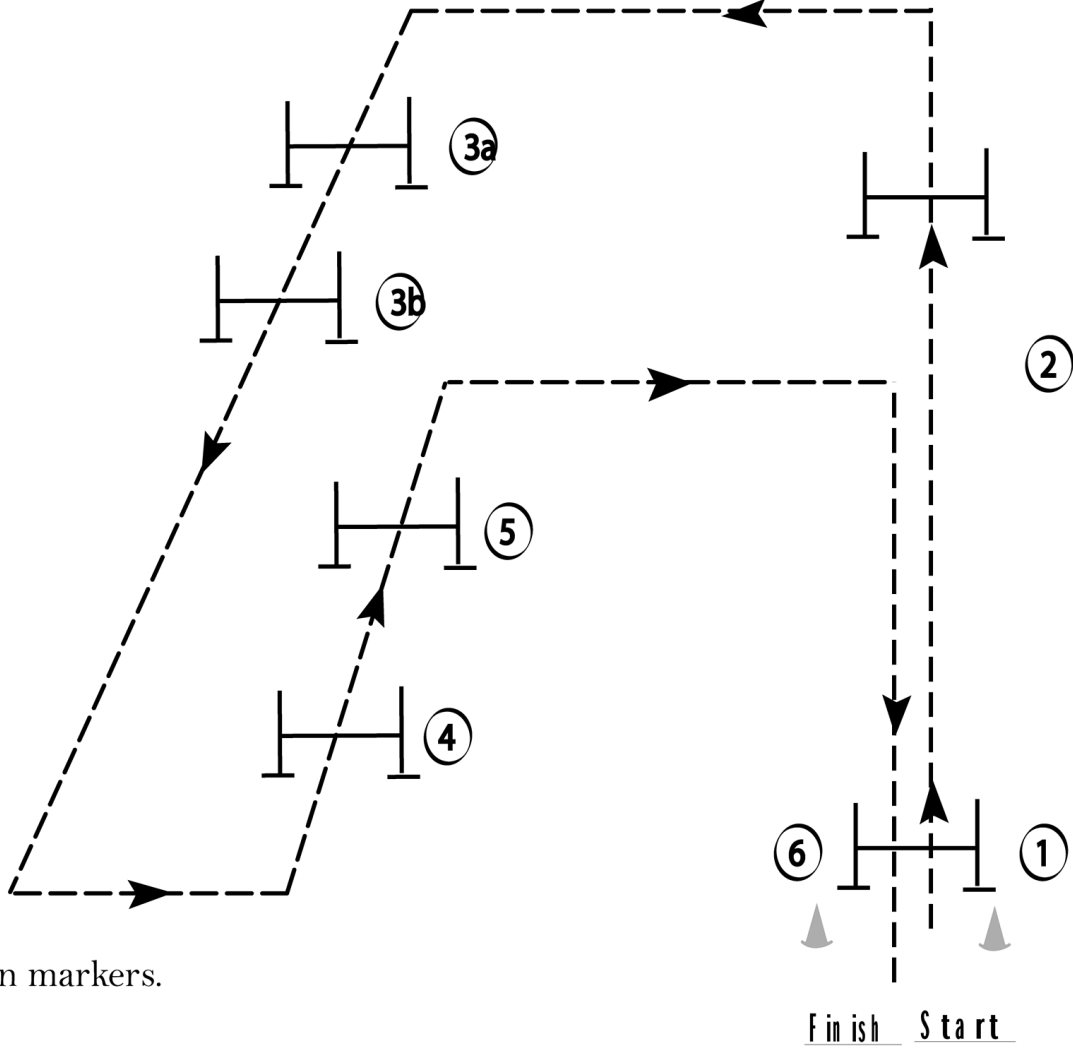


# Phantsay Phun

## Miniature Hunter (Miniature, Youth, and Pony)

Show Date: 07-27-2024

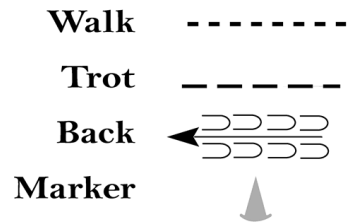


Start between markers.

1. Trot over schooling standard jump.
2. Continue over chicken coop jump.
3. Continue over in and out jumps.
4. Continue over brick wall jump.
5. Continue flower box jump.
6. Repeat schooling standard jump.

Exit between markers.

Finish Start



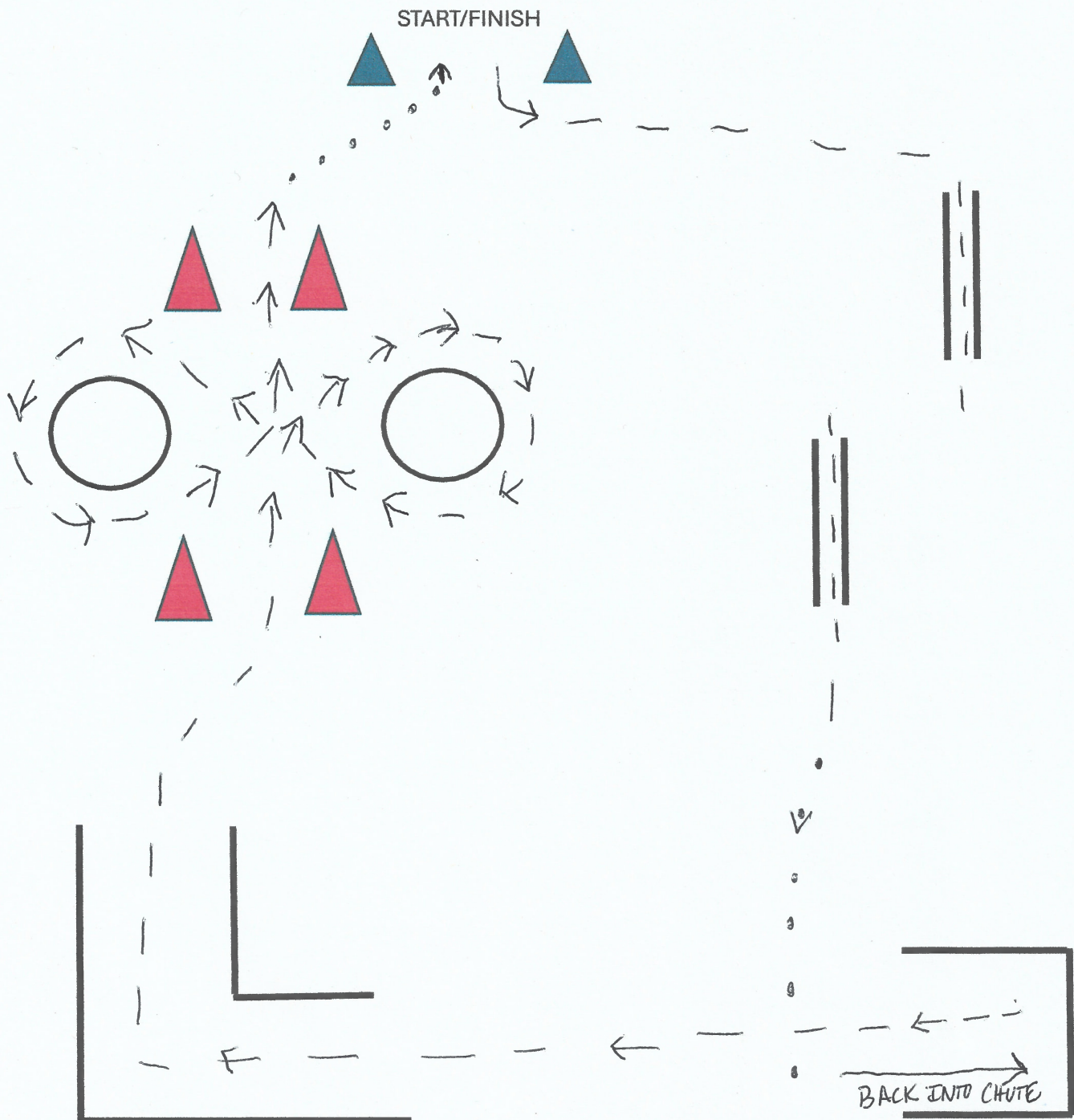
[MHP/H-3]

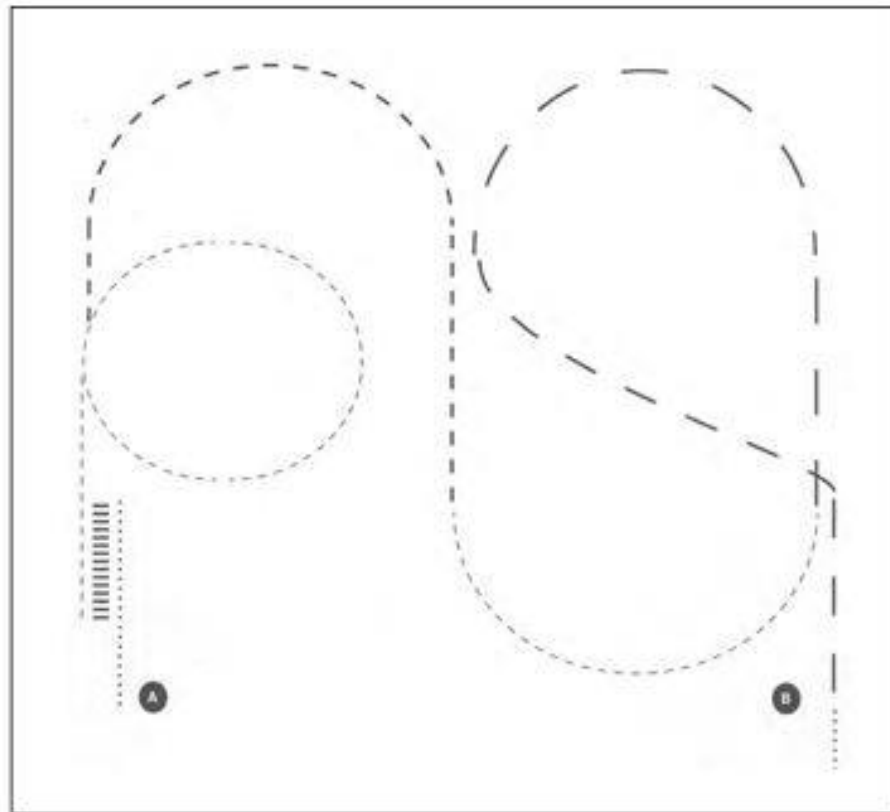
Pattern Provided by:

*Tammy Mills*

## OBSTACLE DRIVING

1. Enter at trot; trot and run right wheel through poles, then left wheel through poles
2. Break to walk, back into chute
3. Trot out of chute and through L
4. Trot through cones, do a figure 8 around the barrels, exit through cones.
5. Break to walk and exit.





### Reinsmanship Test 10

Test Elements: (10 points each)

1. At marker A, enter at the walk, walk several feet.
2. Halt, rein back 4 steps.
3. Collected trot circle to the right.
4. At the close of the circle, normal trot the first part of the loop.
5. Collected trot the second part of the loop to marker B.
6. At marker B, strong trot a loop ending back at marker B.
7. Walk to the exit.
8. Overall impression of the turnout on the condition and fit of the harness and vehicle, neatness of attire.
9. General impression of the driver on posture, relaxation, confidence, and effectiveness.

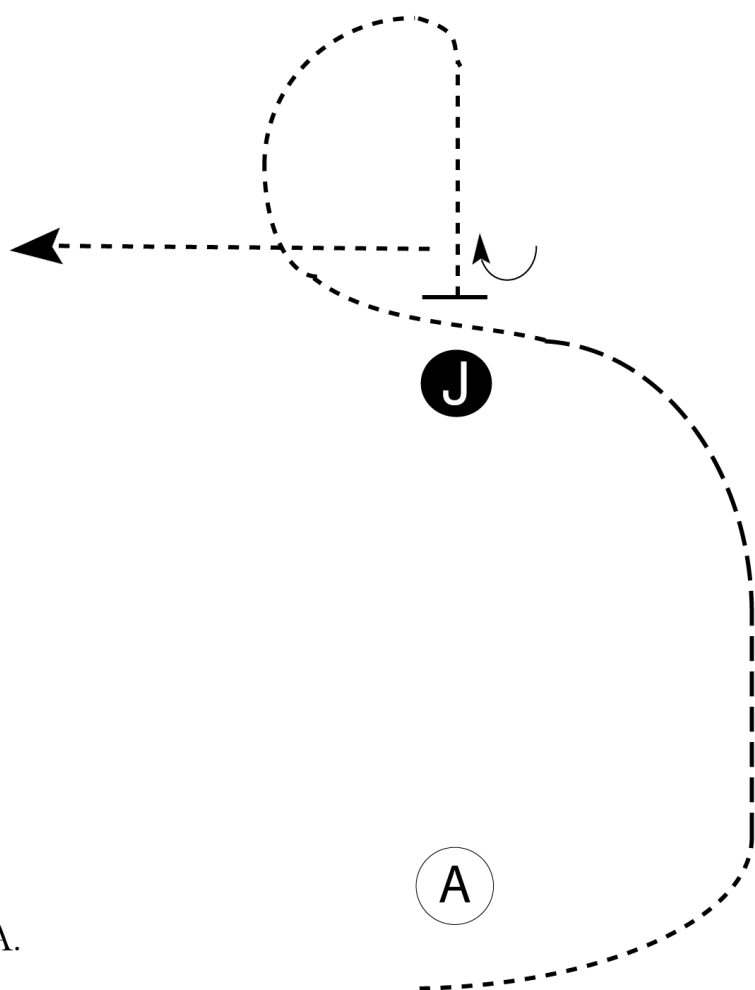
Perfect score = 90 points

# Phantsay Phun

Showmanship (11 & Under-Miniature-Pony-Mustang-Gaited )

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

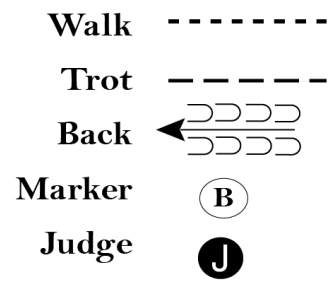
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot in a half circle until just before Judge.
3. Break to walk and walk past Judge.
4. Walk in a half circle and straight to Judge as shown.
5. Stop and set up for inspection.
6. When dismissed, perform a 1/4 turn.
7. Walk to exit.

Follow the instructions of your ring steward.



[S/WT-43]

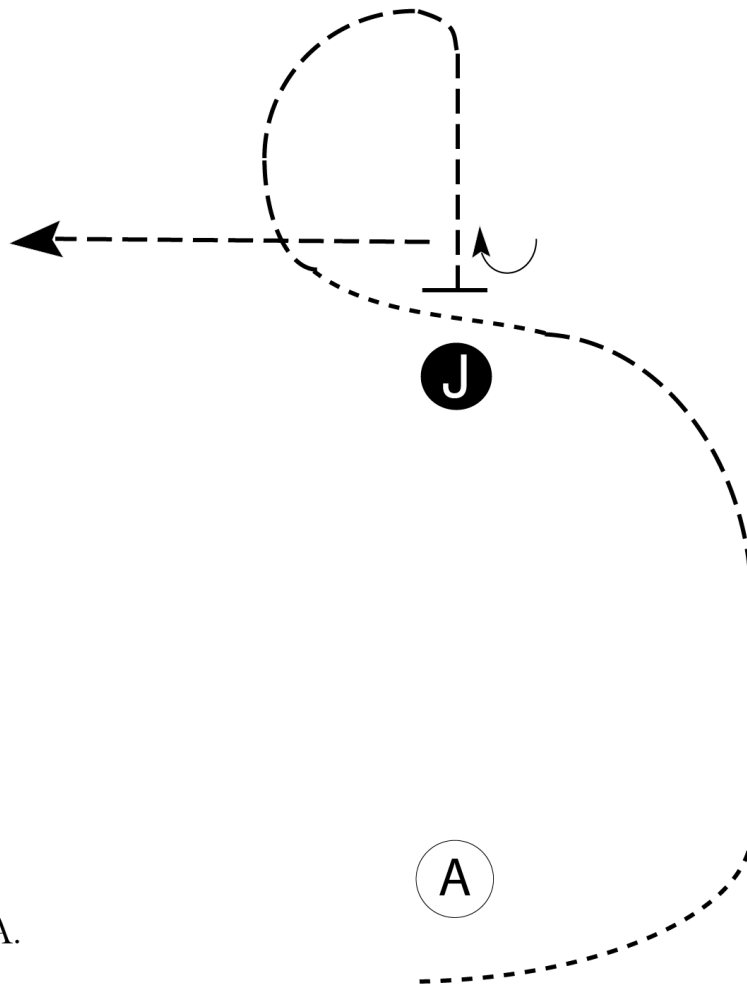
Pattern Provided by:  
*Tammy Mills*

# Phantsay Phun

Showmanship (Walk Trot Ltd/Walk Only )

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

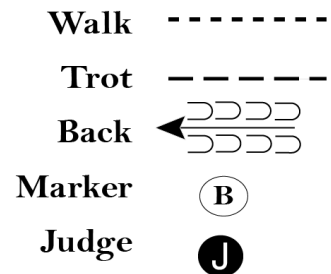
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot in a half circle until just before Judge. Trot = Extended Walk
3. Break to walk and walk past Judge.
4. Trot in a half circle and straight to Judge as shown.
5. Stop and set up for inspection.
6. When dismissed, perform a 1/4 turn.
7. Trot to exit. Trot = Extended Walk

Follow the instructions of your ring steward.



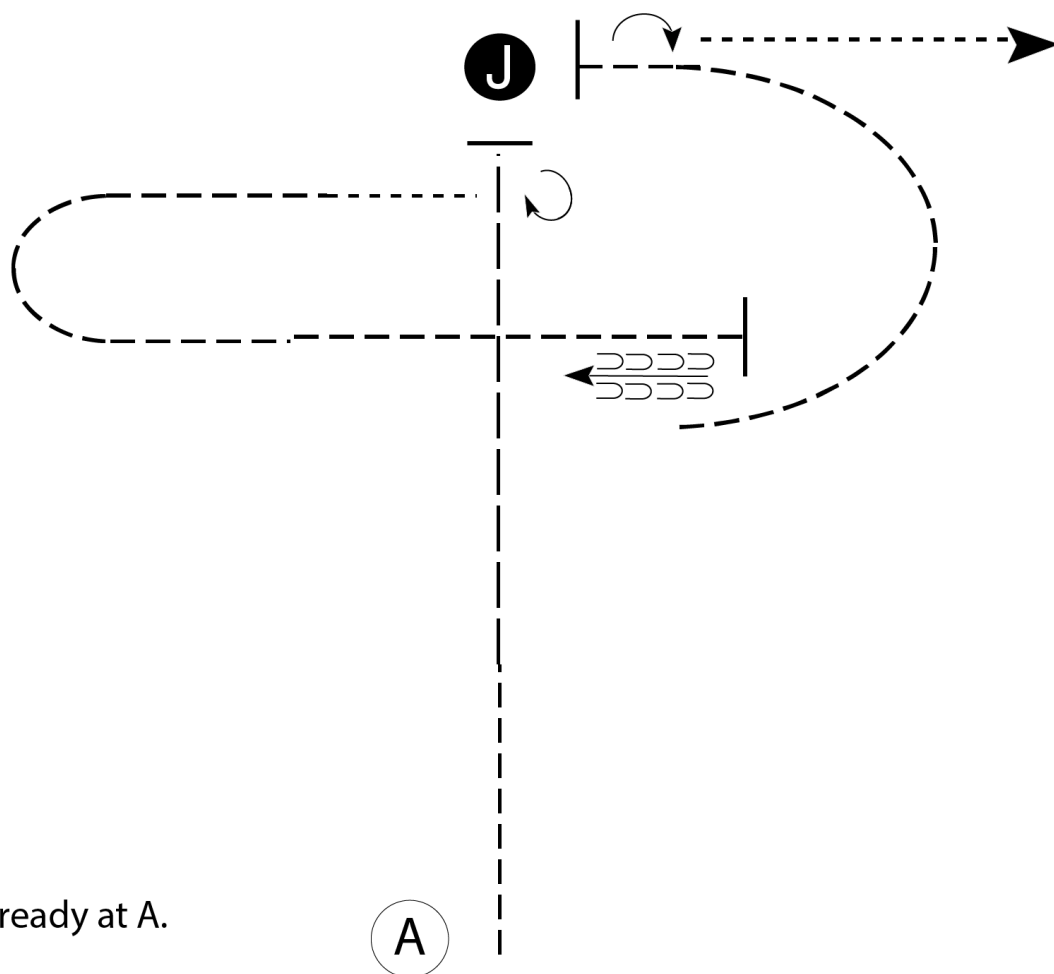
[S/1-43]

Pattern Provided by:

*Tammy Mills*

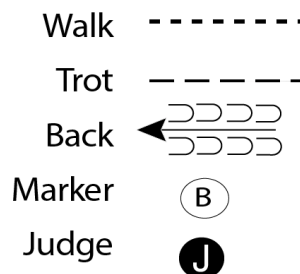
# Phantsay Phun

Showmanship (13 & under )



Be ready at A.

1. Trot a 1/3 of line and build to an extended trot to the Judge.
2. Stop and perform a 3/4 turn.
3. Walk then trot in a tight half circle and in a straight line across your original line.
4. Stop and back approximately one horse length.
5. Trot in a half circle to Judge.
6. Stop and set up.
7. Inspection.
8. When dismissed, perform a 180 degree turn and walk away.



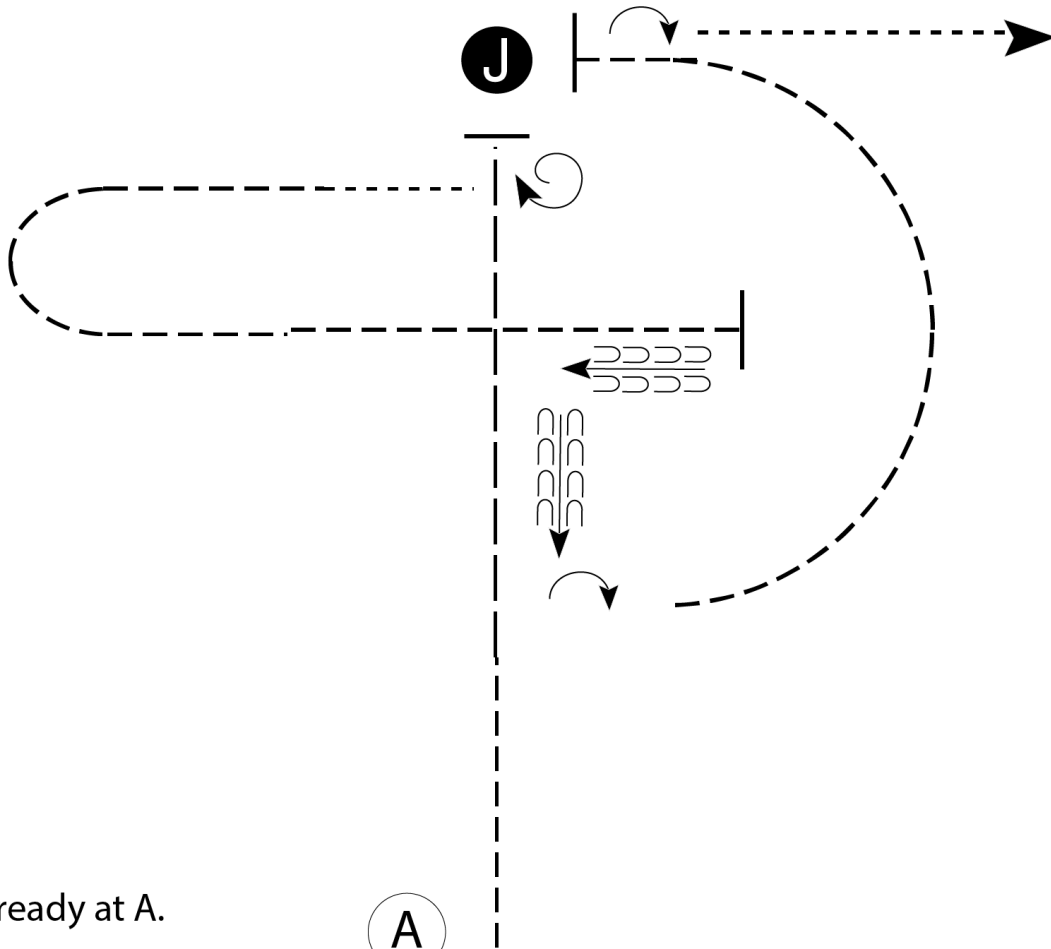
[S/1-102]

Pattern Provided by:

*Tammy Mills*

# Phantsay Phun

Showmanship (14 to 18, 19-49, 50 & Over )



Be ready at A.

A

1. Trot a 1/3 of line and build to an extended trot to the Judge.
2. Stop and perform a 1 3/4 turn.
3. Walk then trot in a tight half circle and in a straight line across your original line.
4. Stop and back in an "L" shape as shown then perform a 90 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up.
7. Inspection.
8. When dismissed, perform a 180 degree turn and walk away.

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

[S/3-102]

Pattern Provided by:

*Tammy Mills*

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

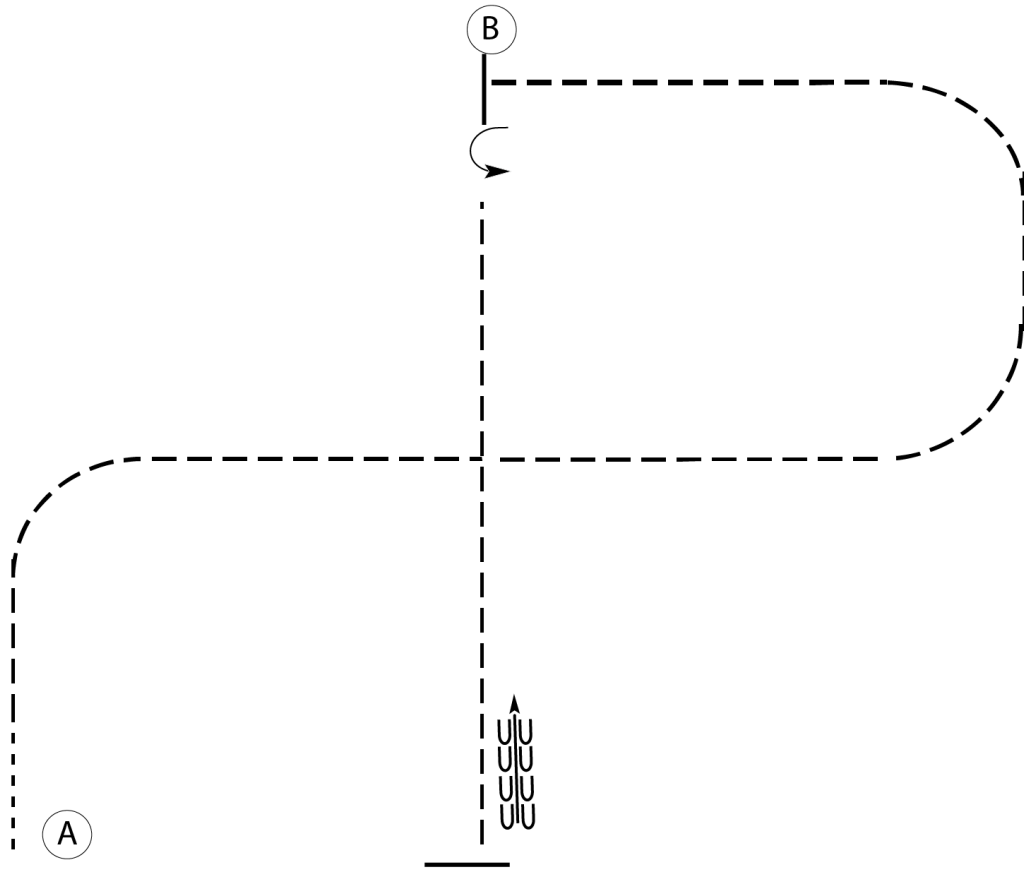
w w w . H o r s e S h o w P a t t e r n s . c o m

# Phantsay Phun

English Equitation (11 & Under, W/T Ltd, Mustang W/T, Gaited )

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

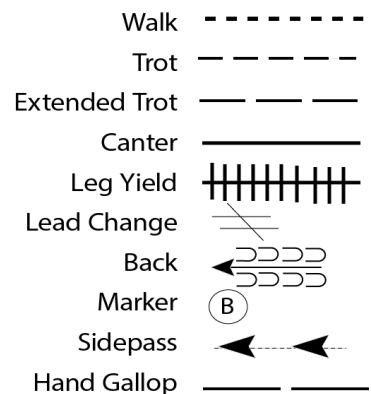


Be ready at A.

1. Forward walk for approximately 2 strides.
2. Trot on the left diagonal to center of pattern.
3. Change diagonals and trot on the right diagonal until even with B.
4. Stop and perform a 90 degree turn on the forehand to the left to change direction.
5. Sitting trot for 2-3 strides.
6. Trot on the left diagonal until even with A.
7. Stop and back.

Pattern is complete.

Gaited/Walk = First Gait  
Gaited/Trot= Second Gait



[HSE/WT-115]

Pattern Provided by:

*Tammy Mills*

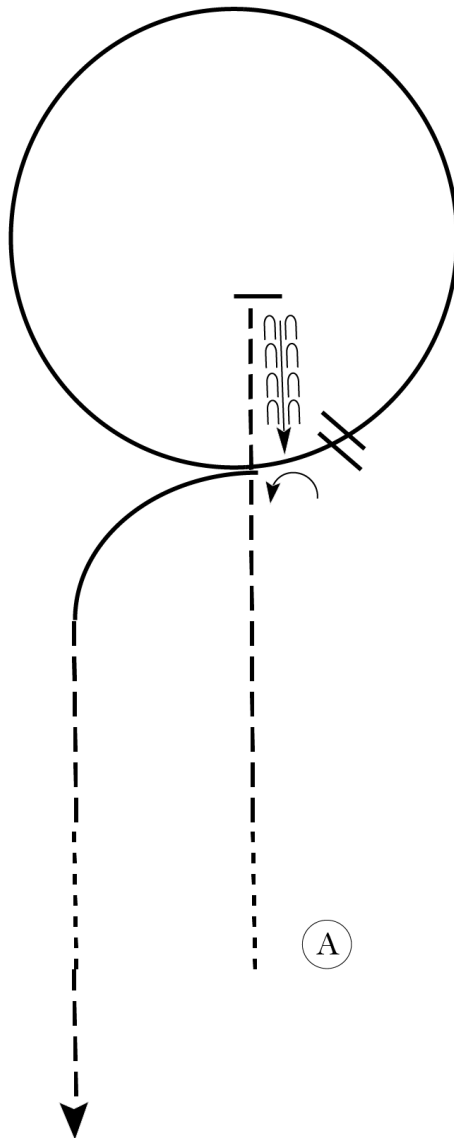


# Phantsay Phun

English Equitation (13 & under, 14-18, 19-49, 50 & Over )

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 two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/2-82]

Pattern Provided by:

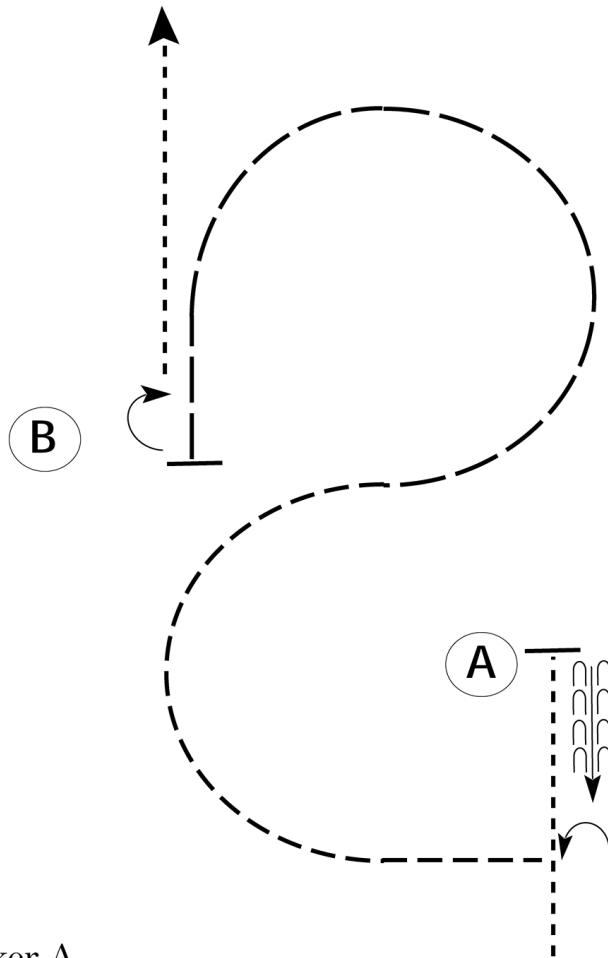
*Tammy Mills*

# Phantsay Phun

Western Horsemanship (11 & Under, W/T Ltd, Mustang W/T, Gaited )

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 before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Extend the jog to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Walk to exit.

Follow the instructions of your ring steward.

Gaited/Walk = First Gait

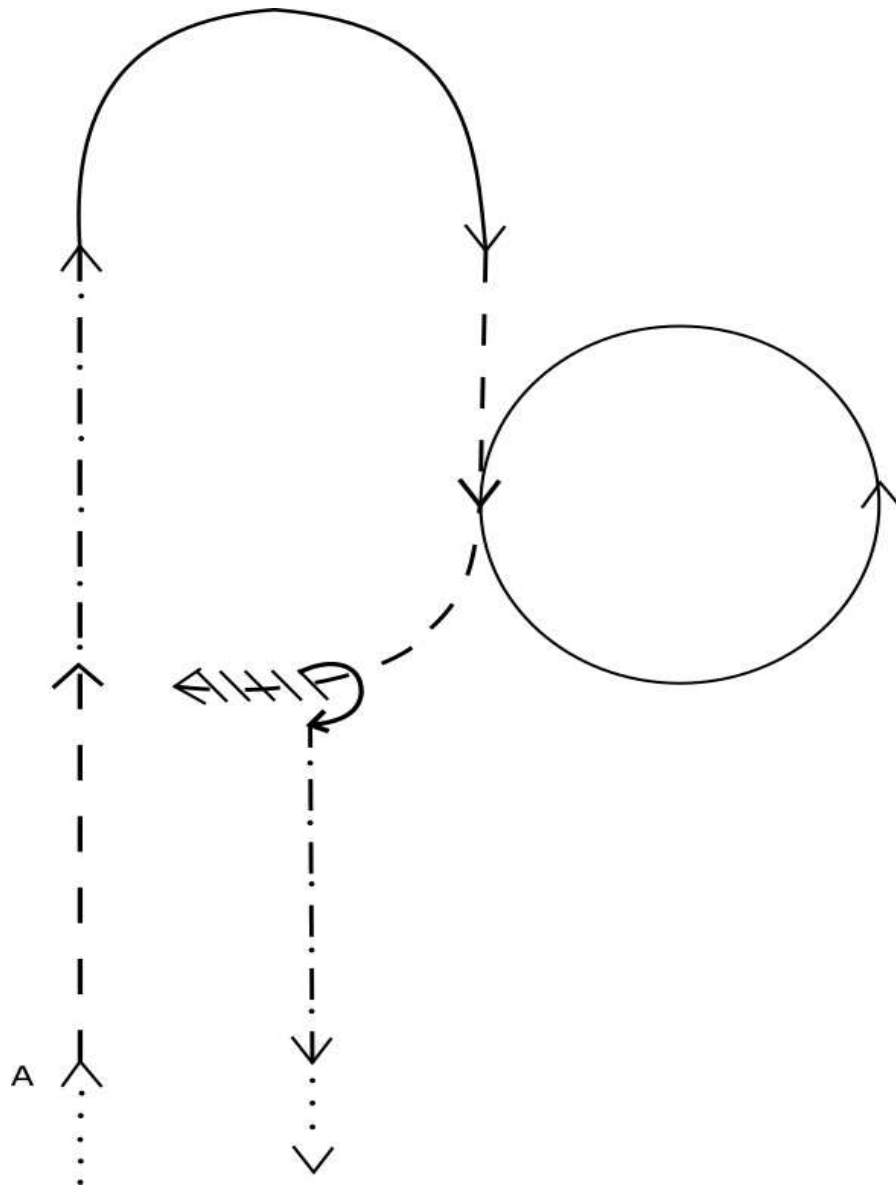
Gaited/Trot= Second Gait

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	↙ ↘
<b>Back</b>	← ⊞ ⊞ ⊞
<b>Marker</b>	⊞
<b>Sidepass</b>	← ⊞ →

[WH/WT-68]

Pattern Provided by:

*Tammy Mills*



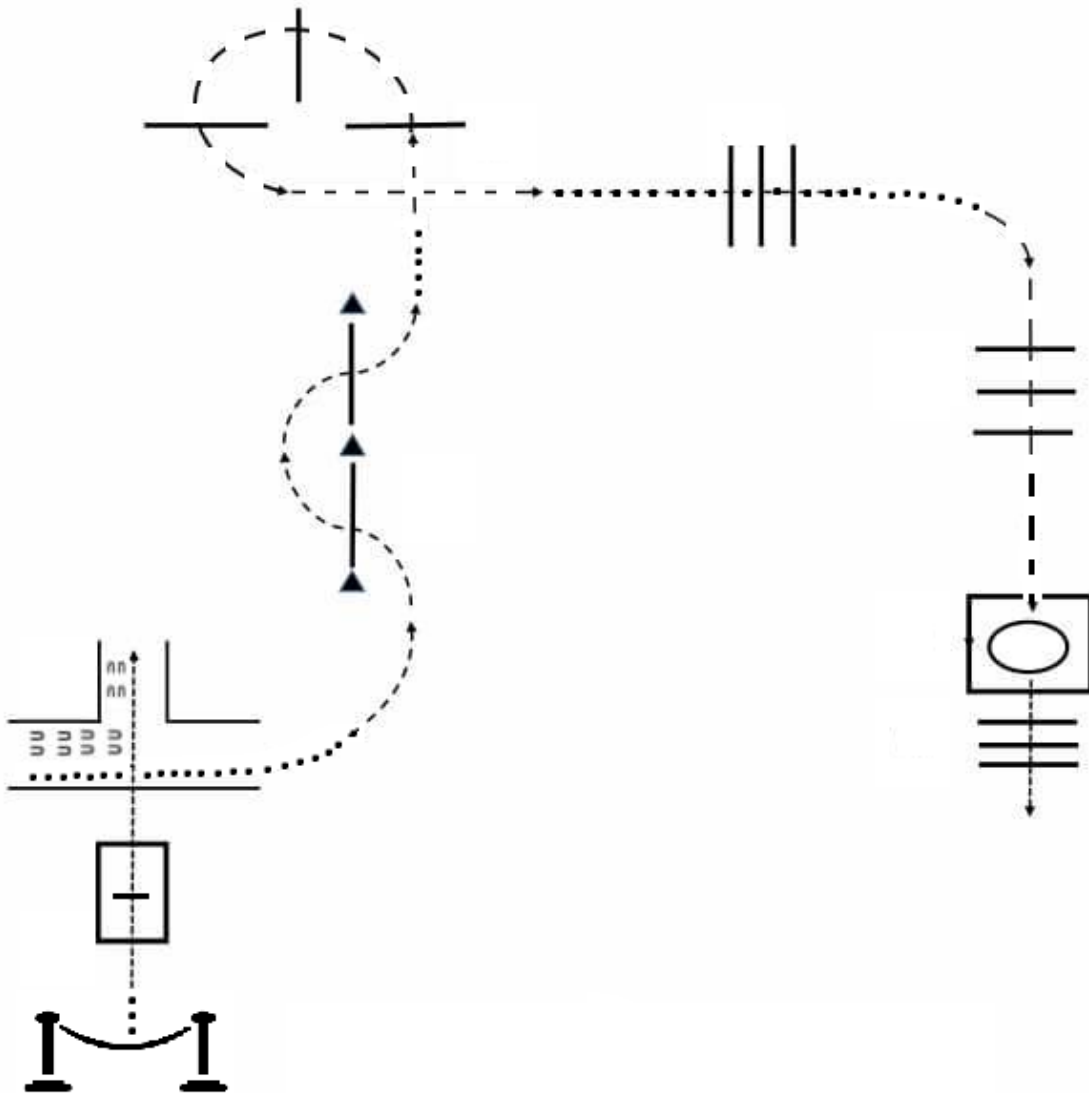
## KEY

○ ○ ○ ○ ○	EXTENDED WALK
.....	WALK
- - - - -	JOG
- . - . - .	EXTENDED JOG
—————	LOPE
—————	EXTENDED LOPE
//////	BACK
≈	CHANGE LEADS
~~~~~	SIDEPASS
A	MARKER
=====➔	LEG YIELD

## INSTRUCTIONS

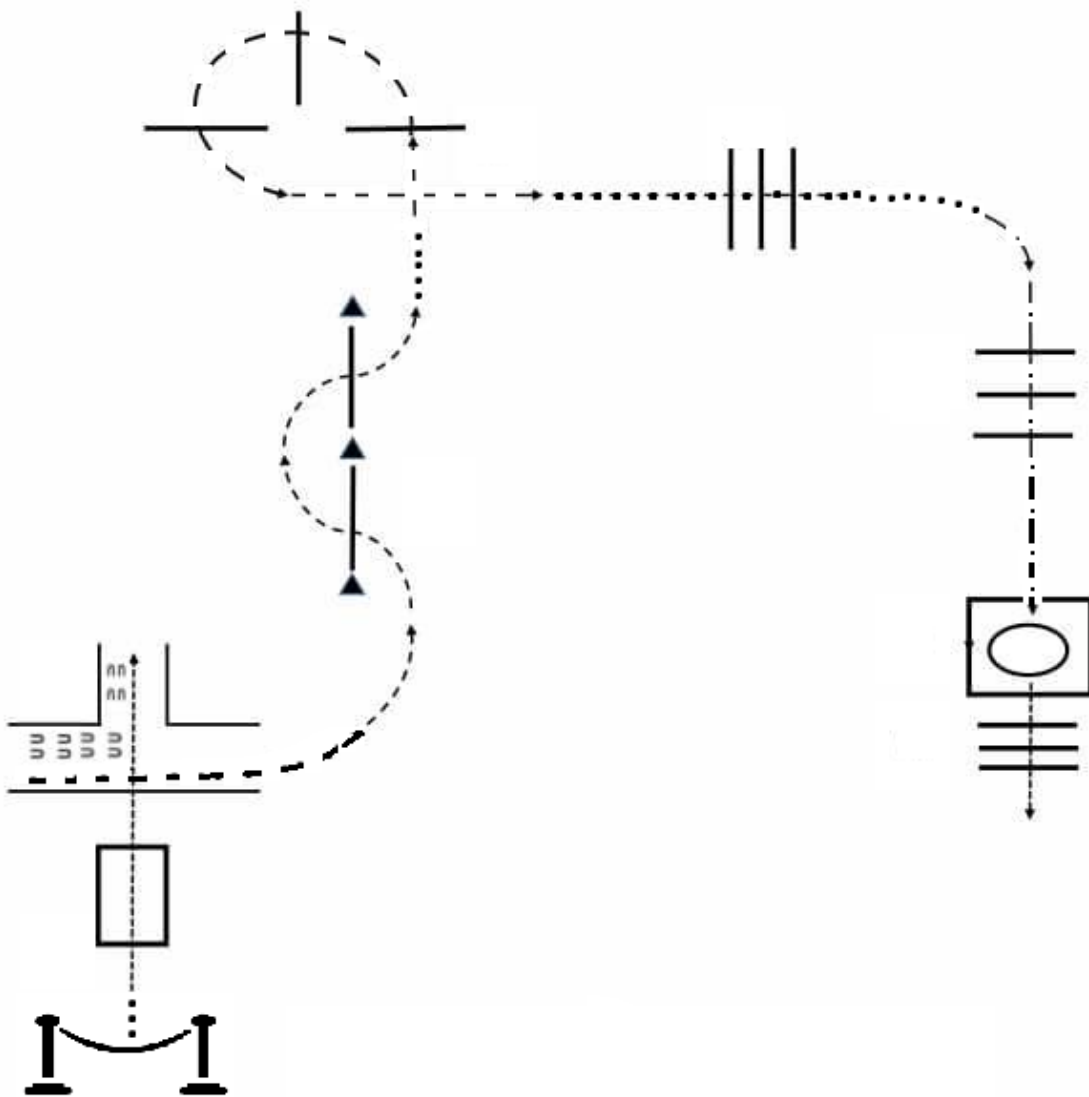
1. Begin before A. Walk to A. At A, jog, extended jog.
2. Lope right lead half circle.
3. Jog.
4. Lope left lead circle.
5. Jog arc. Stop.
6. Back.
7. 270-degree haunch turn right.
8. Extended jog to A.
9. At A, walk forward 3 steps. Pattern complete. Exit at a walk.

## IN HAND TRAIL



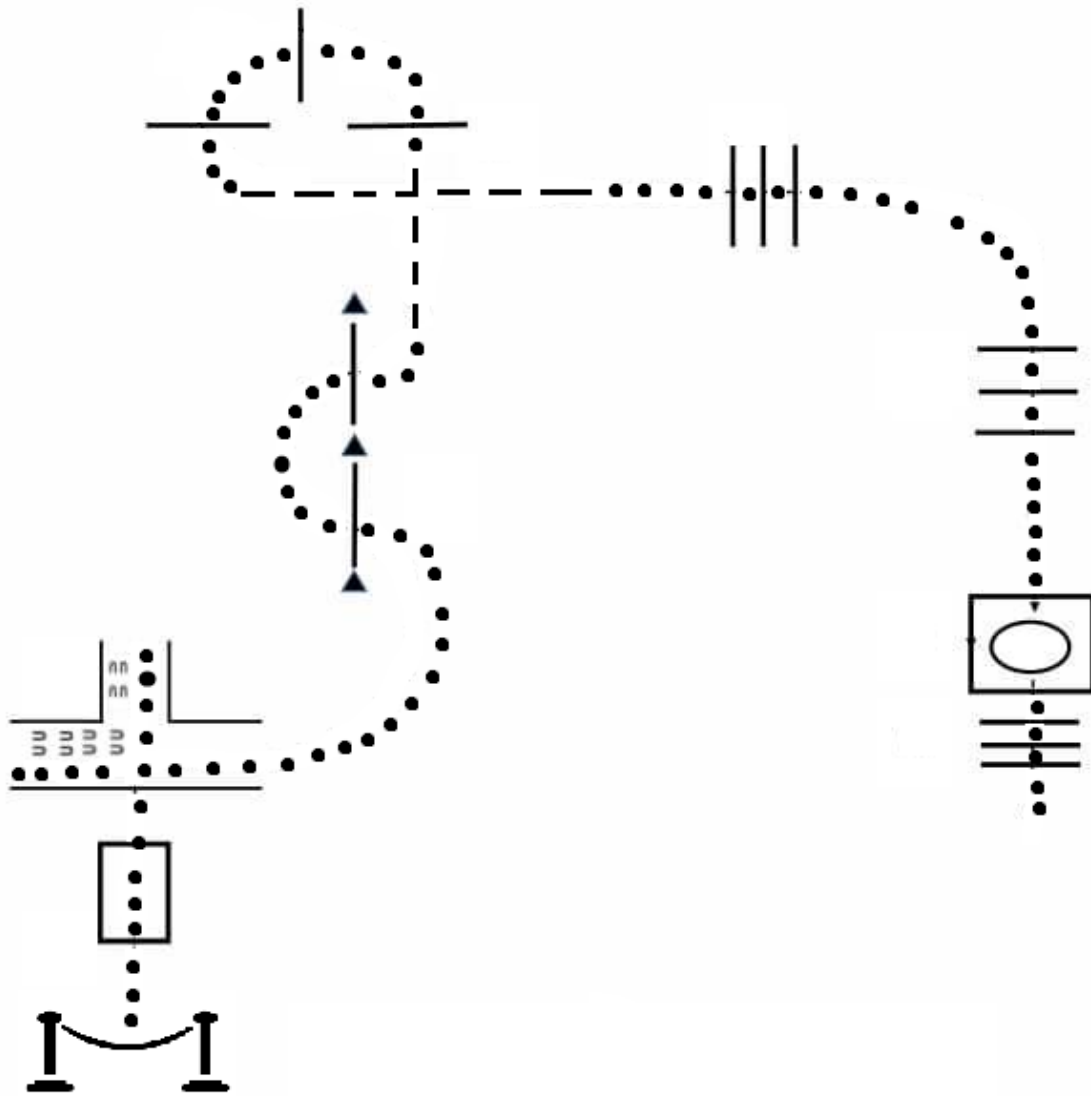
- 1.) Left hand Push Gate, Walk on to bridge/stop/walk off/into chute
- 2.) Walk into chute and Back L
- 3.) Walk out of chute halfway to Serpentine poles, pick up trot
- 4.) Trot Serpentine and break to a Walk
- 5.) Pickup trot halfway to trot over's/trot over poles & continue trot
- 6.) Halfway to walk over's break to a walk
- 7.) Walk over poles
- 8.) Halfway to trot overs pick up trot/trot over poles
- 9.) Trot into box/stop/360 either direction
- 10.) Walk out of box/Walk over poles/Pattern is complete

WALK TROT LTD, 11 & UNDER, MUSTANG, OPEN WALK TROT



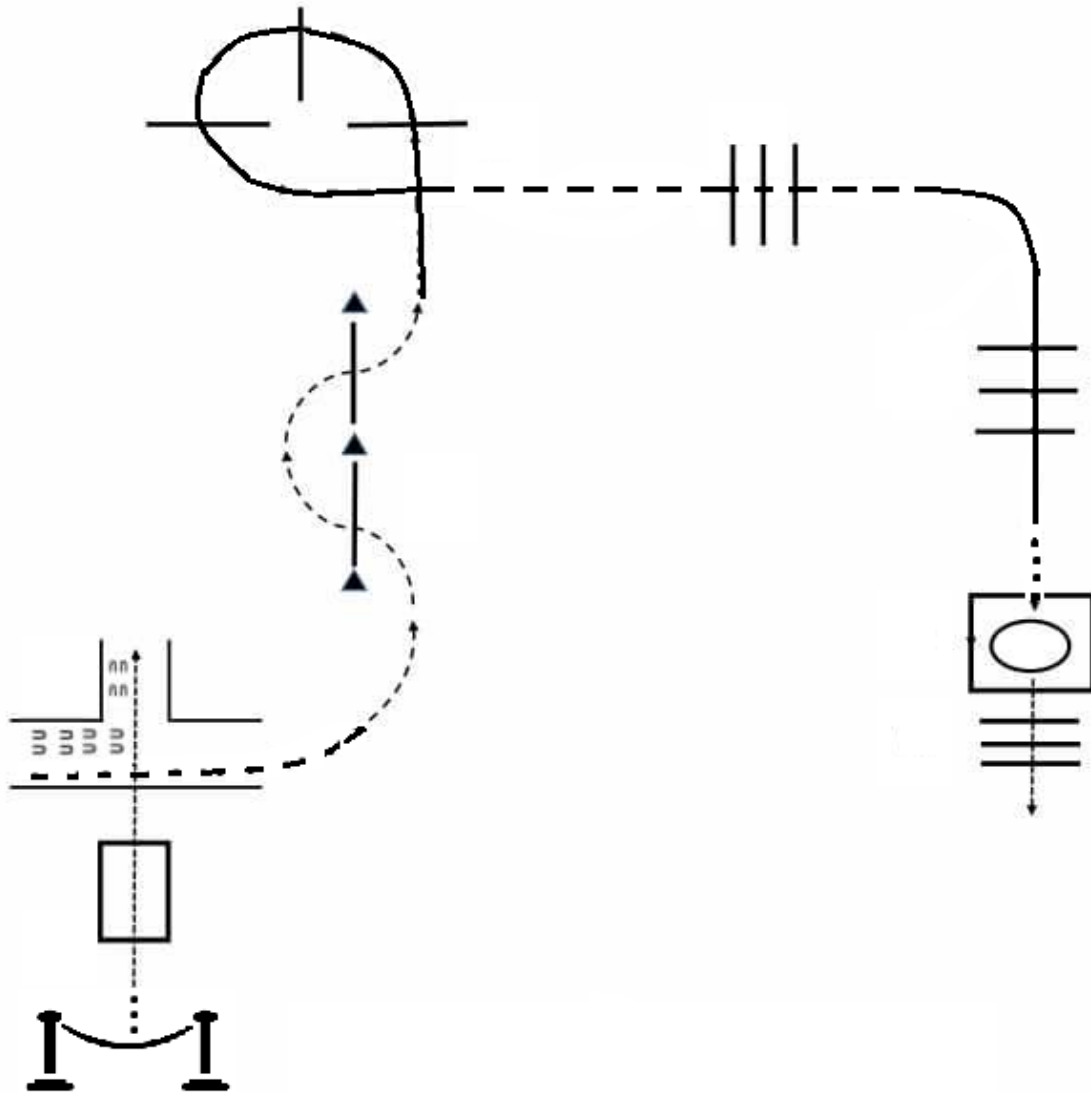
- 1.) Left hand Push Gate, Walk on to bridge, -Continue to Chute
- 2.) Walk into chute and Back L
- 3.) Trot out of chute and through Serpentine poles
- 4.) Trot Serpentine and break to a Walk
- 5.) Pickup trot halfway to trot over's/trot over poles
- 6.) Halfway to walk over's break to a walk
- 7.) Walk over poles
- 8.) Halfway to trot overs pick up moderate extended trot/trot over poles
- 9.) Trot into box/stop/360 either direction
- 10.) Walk out of box/ Walk over poles/Pattern is complete

## GAITED



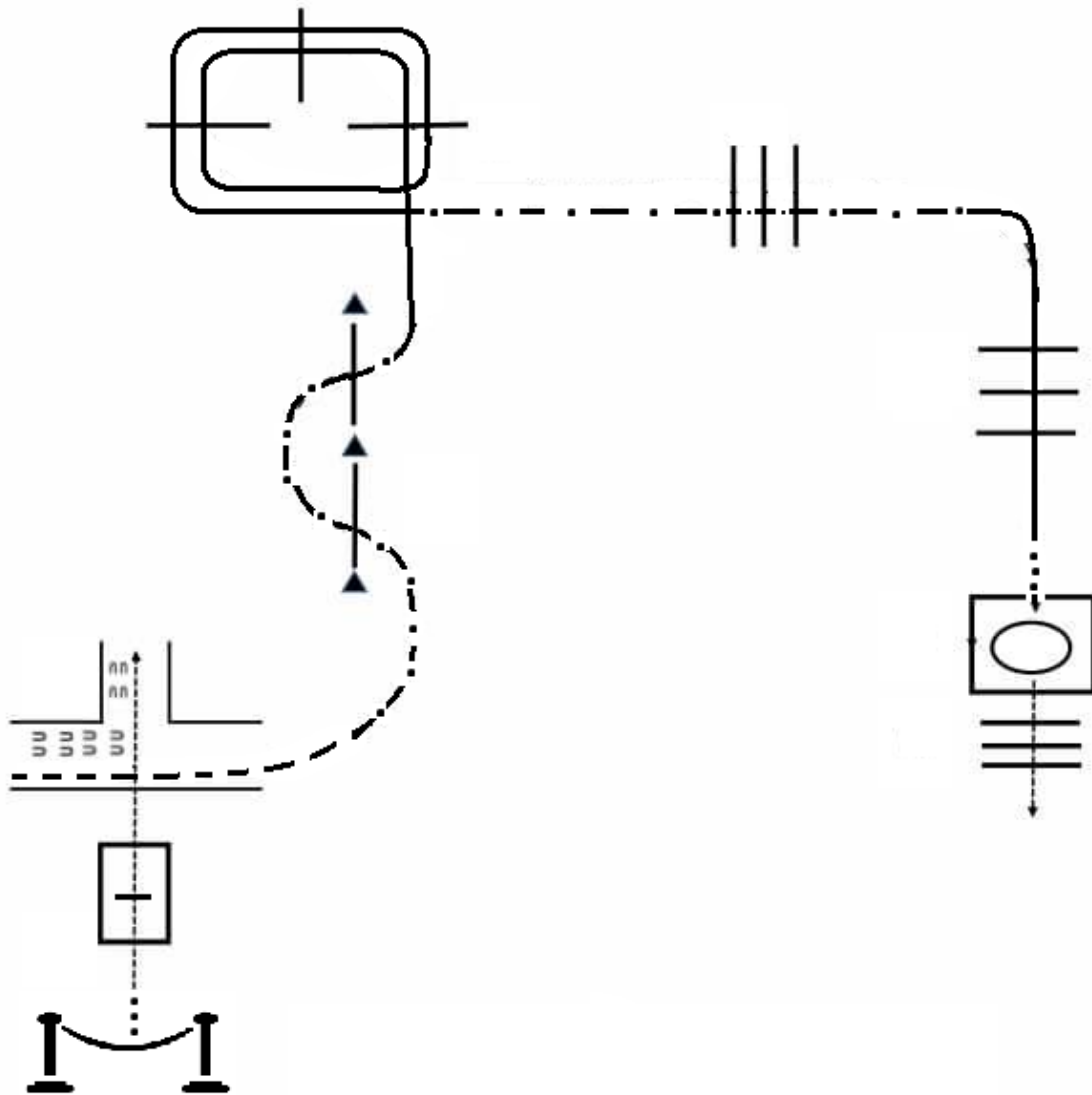
- 1.) Left hand Push Gate, First Gait on to bridge, Continue to Chute
- 2.) First Gait into chute and Back L
- 3.) First Gait out of the chute and through serpentine poles
- 4.) Pickup second gait after Serpentine poles
- 5.) Pickup first gait halfway to poles, first gait over poles
- 6.) Pickup second gait after poles
- 7.) Halfway to walk over poles, break to first gait over poles
- 8.) First gait into box/stop/360 either direction/walk out of box
- 10.) Walk over poles/Pattern is complete

13 & UNDER, 14 TO 18, 19 TO 49, 50 & OVER



- 1.) Left hand push gate, Walk over the bridge and into chute
- 2.) Back L
- 3.) Trot out of the chute and through Serpentine poles
- 4.) Lope Left Lead Over Poles
- 5.) Trot over Poles
- 6.) Lope Right Lead over poles
- 7.) Walk into box-360 either direction-walk out of box
- 8.) Walk out of Box and over poles/pattern is complete

## OPEN TRAIL



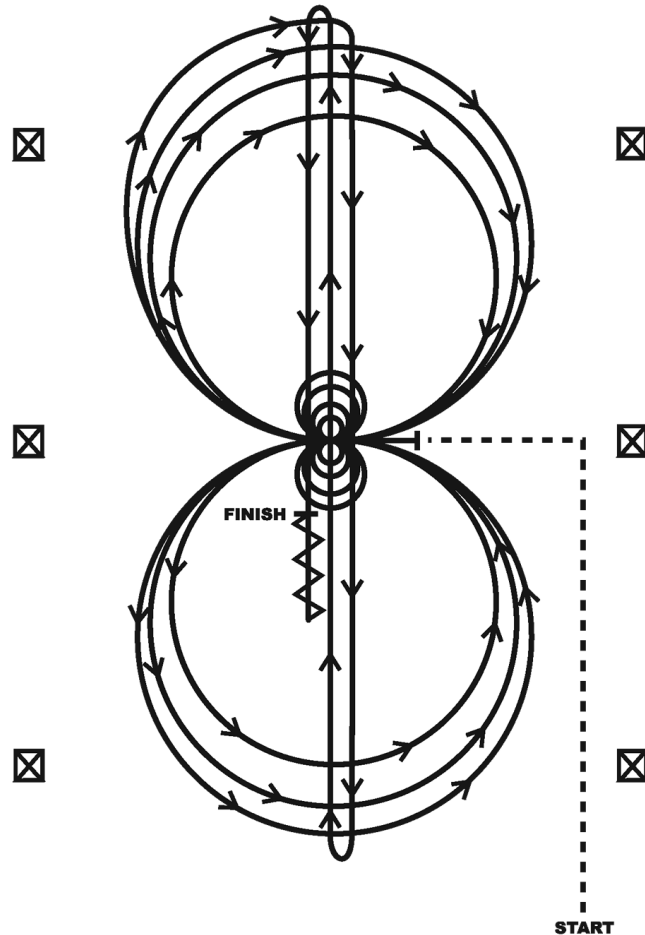
- 1.) Left hand push gate, Walk on to bridge/stop/walk off and into chute
- 2.) Back L
- 3.) Trot out of the chute & moderately extend trot through Serpentine poles
- 4.) Lope Left Lead Over Poles twice
- 5.) Break to a Moderate extend trot/trot over Poles
- 6.) Lope Right Lead over poles
- 7.) Walk into box perform two 360's either direction
- 8.) Walk out of Box and over poles /pattern is complete



# Phantsay Phun

## ISHSA Reining (18 & Under and 19 & Over )

### REINING PATTERN 11



Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

[R/AQHAP-11]

Pattern Provided by:

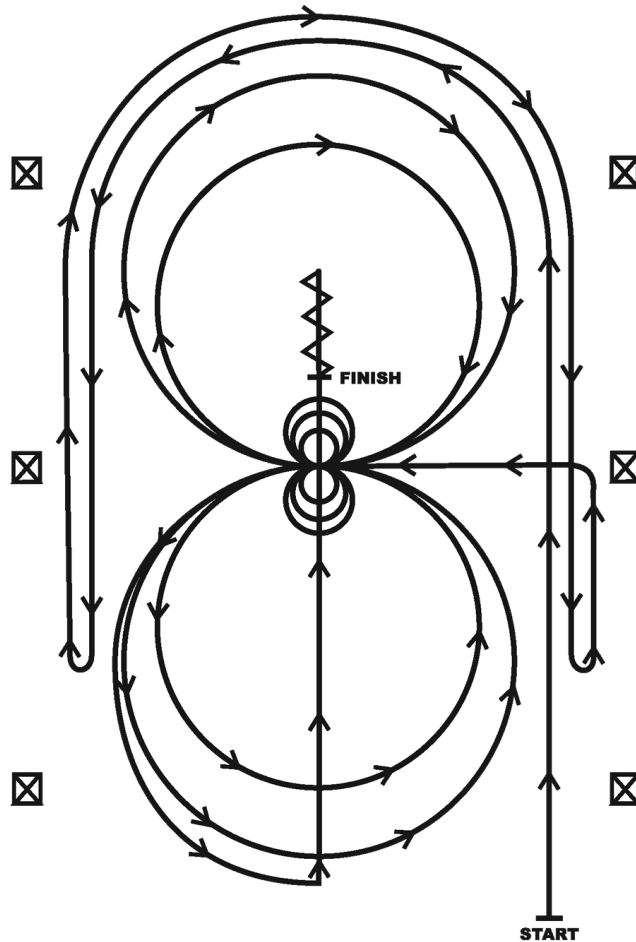
*Angie Turner*

# Phantsay Phun

## ISHSA Reining (OPEN)

### REINING PATTERN B

Approved only for Level I Youth & Amateur, Youth I3 & Under



1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. 8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern. See the Judges' Guide for a summary of other allowances made in the Handbook.

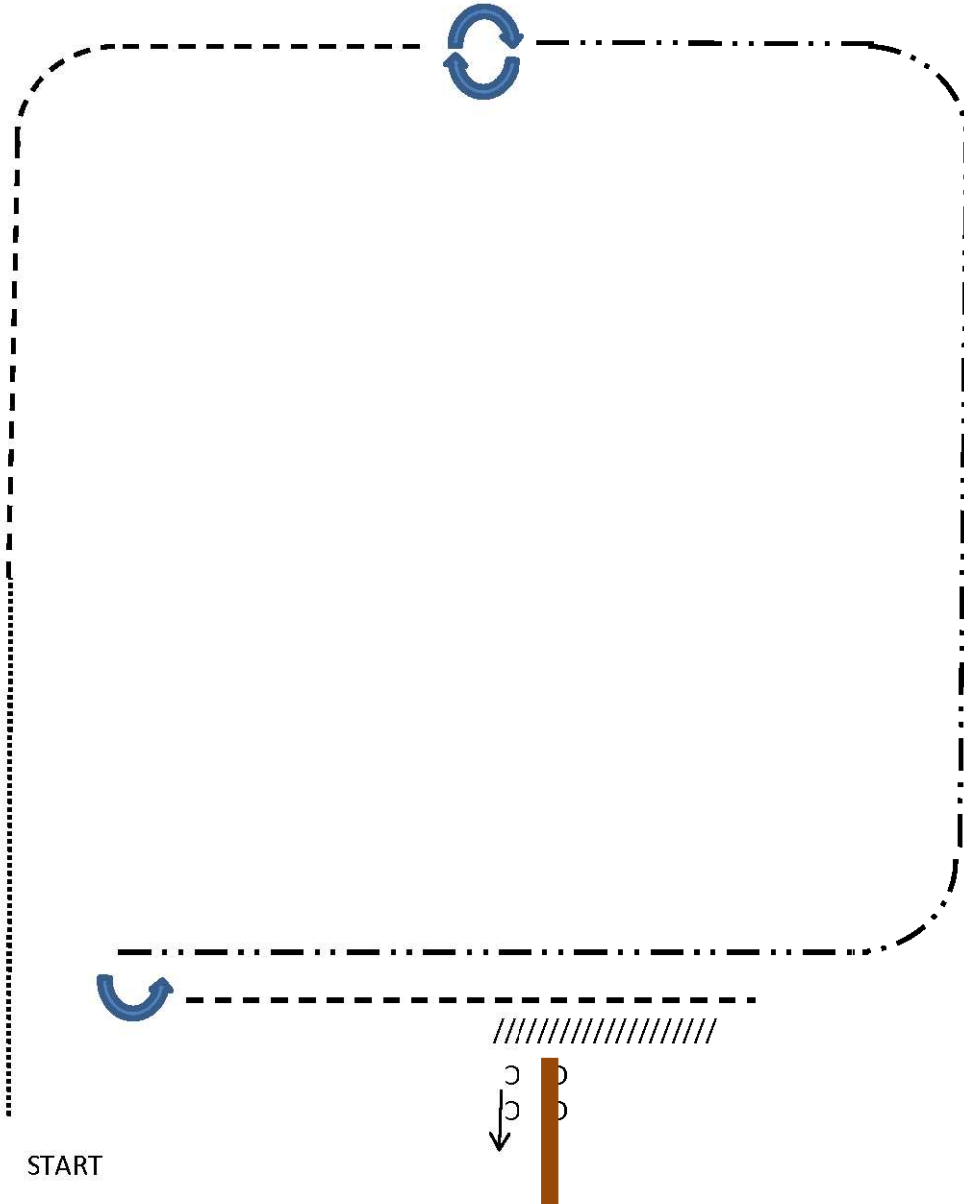
[R/AQHAP-B]

Pattern Provided by:

*Angie Turner*



**RANCH RIDING**  
*Pattern # 3*  
**WALK TROT**



START

**USE ONLY 1/2 of Arena**

- |                  |                          |
|------------------|--------------------------|
| 1. Walk          | 5. Stop, 180 Left        |
| 2. Trot          | 6. Trot, past center     |
| 3. 360 Right     | 7. Stop & Back to center |
| 4. Extended Trot | 8. Side Pass Rail Right  |

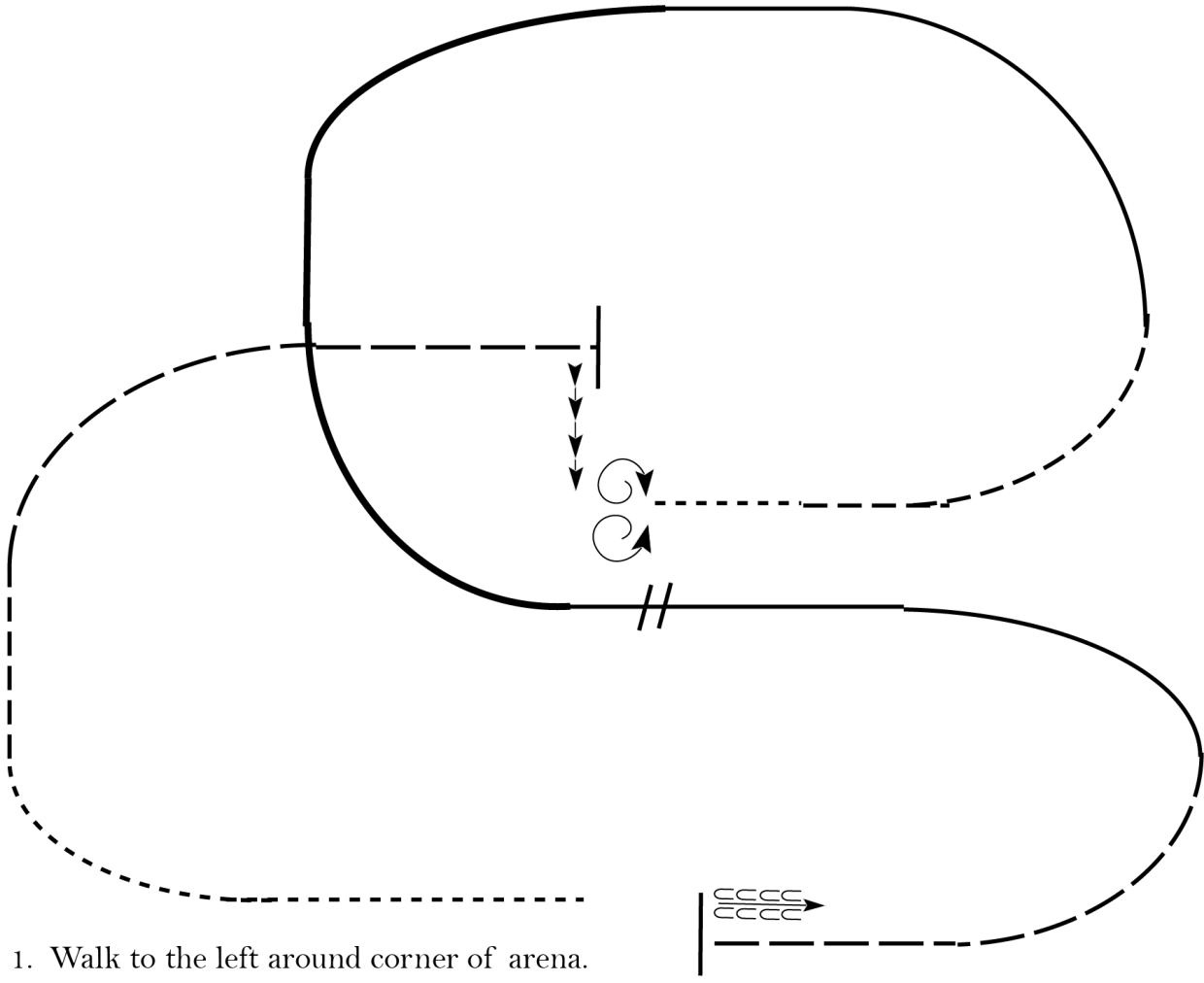
WALK	.....
TROT	-----
EXT TROT	- . - . - . - .

# Phantsay Phun

Ranch Riding (18 & Under and 19 & Over )  
And Mustang

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

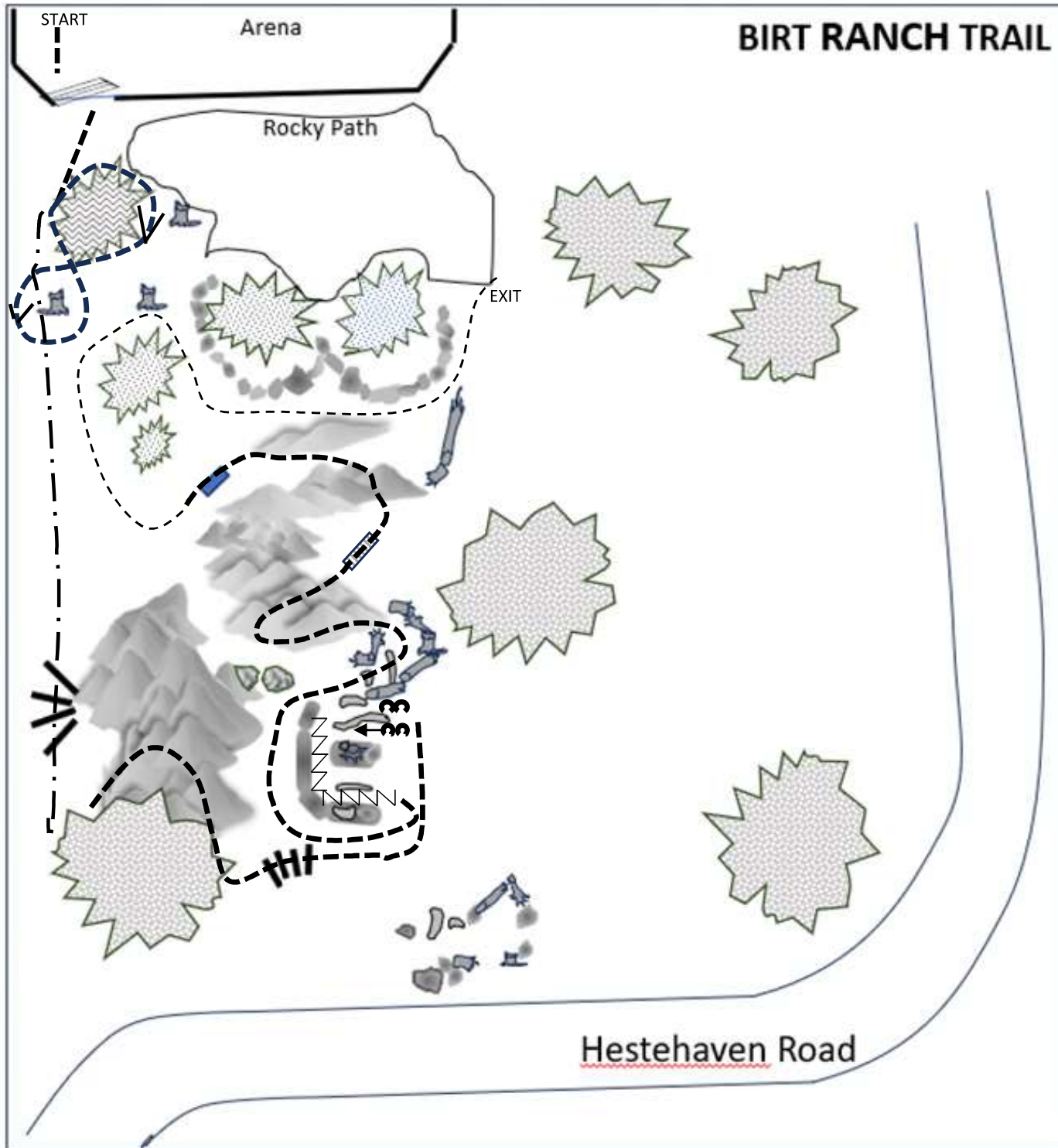


1. Walk to the left around corner of arena.
2. Trot
3. Extend alongside of the arena and around the corner to center.
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk.
7. Trot.
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the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

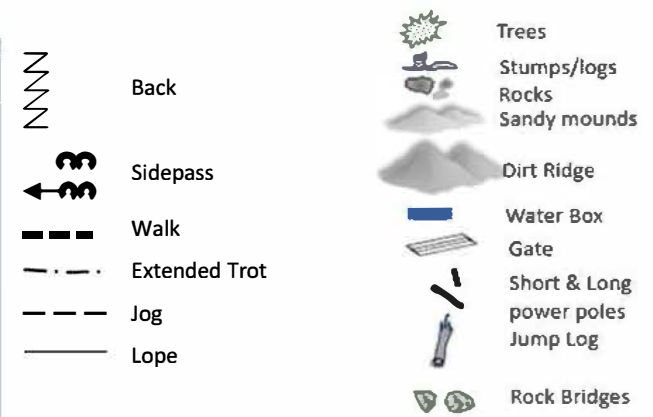
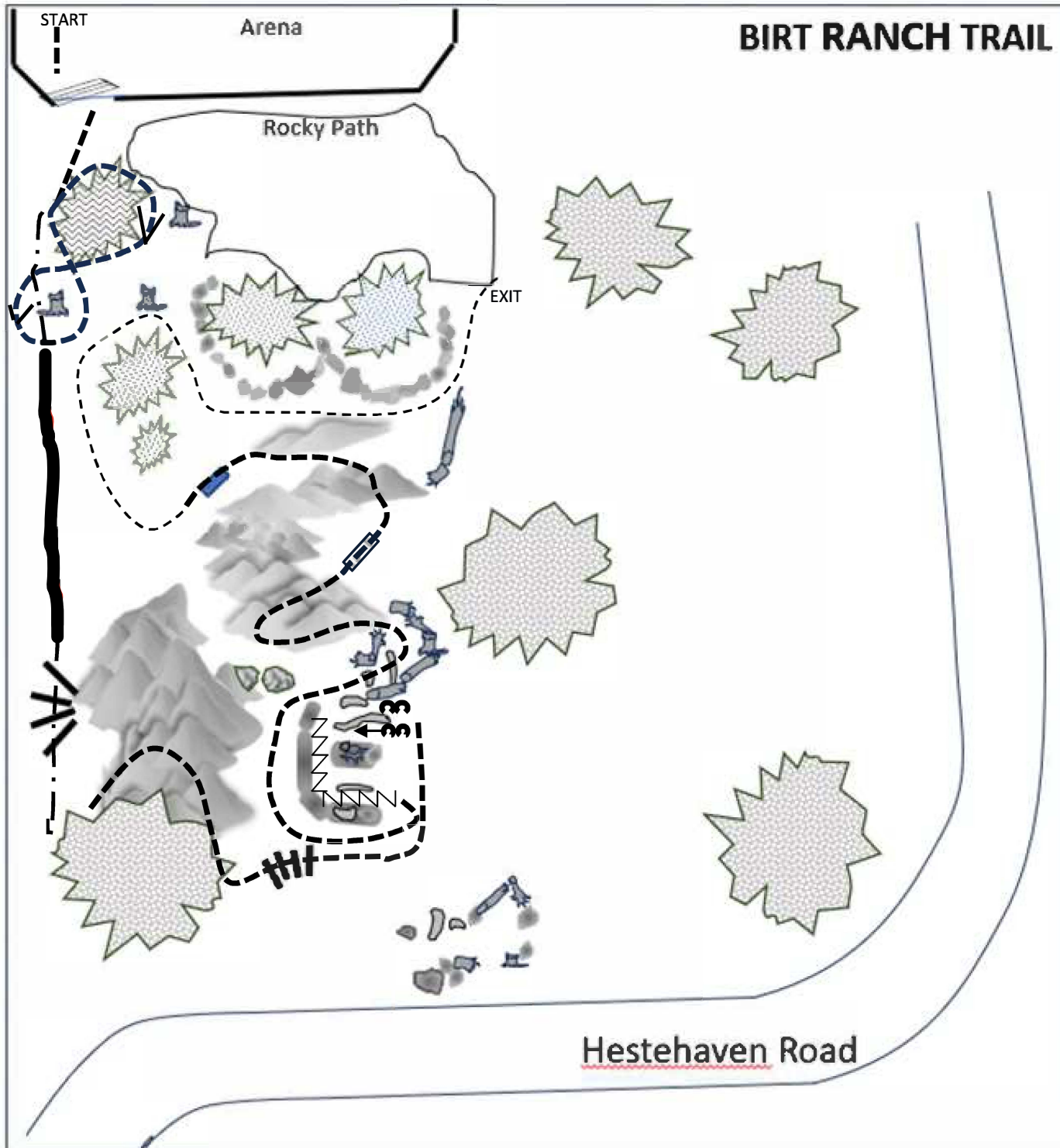
<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	— — — — —
<b>Lope</b>	
<b>Lead Change</b>	
<b>Back</b>	← C C C C
<b>Marker</b>	(B)

[RR/3]

Pattern Provided by:  
*Angie Turner*

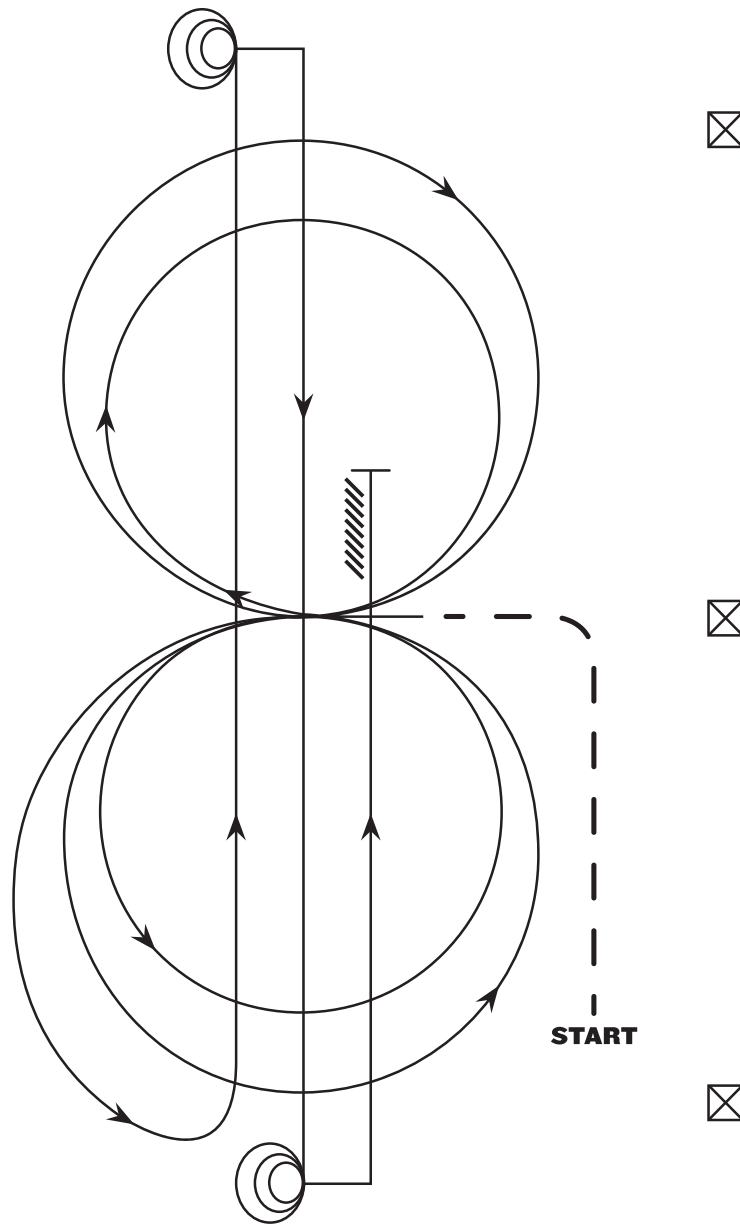


1. Work gate, right hand push
2. Log Drag- start clockwise figure 8 tree and stump
3. Extended trot to and over logs to south end of dirt ridge, walk up and over ridge.
4. Walk over short logs to north sidepass log.
5. Sidepass log to the left.
6. Back "L" and pivot 90° left and walk over logs to and through Stump Alley.
7. Navigate sand mounds--crossing bridge at the walk.
8. Continue through sand mounds to water box. Cross water box.
9. Jog around trees and along rock walls to exit.



1. Work gate, right hand push
2. Log Drag- start clockwise figure 8 tree and stump
3. Lope either lead to the logs and break to the Extended trot before the logs, extended trot over logs to south end of dirt ridge, walk up and over ridge.
4. Walk over short logs to north sidepass log.
5. Sidepass log to the left.
6. Back "L" and pivot 90° left and walk over logs to and through Stump Alley.
7. Navigate sand mounds--crossing bridge at the walk.
8. Continue through sand mounds to water box. Cross water box.
9. Jog around trees and along rock walls to exit.

## VRH AND RHC RANCH REINING PATTERN 7



**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern