

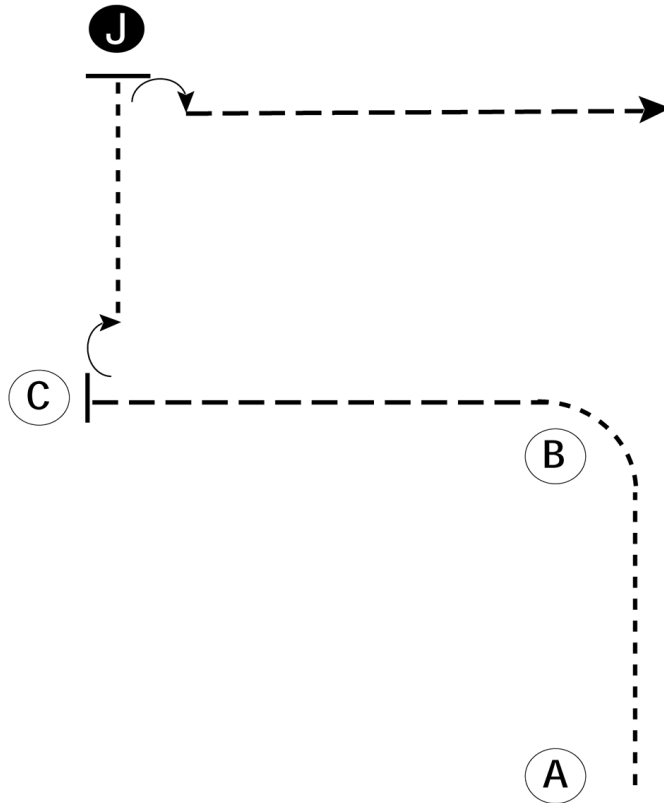
Phantsay Phun

Showmanship (Classes: 34,35,36,37,38,39)

Show Date: 07-22-2023

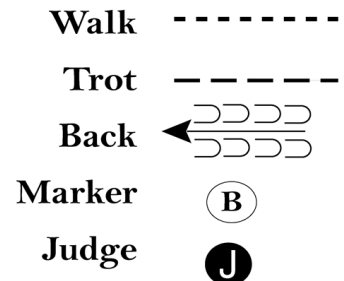
w w w . H o r s e S h o w P a t t e r n s . c o m

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 from A to B.
2. Trot from B to C.
3. Stop at C and perform a 90 degree turn.
4. Walk to the judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Trot away from judge.
8. Follow the instructions of your ring steward.



[S/WT-17]

Pattern Provided by:

Tina Kirchbaum

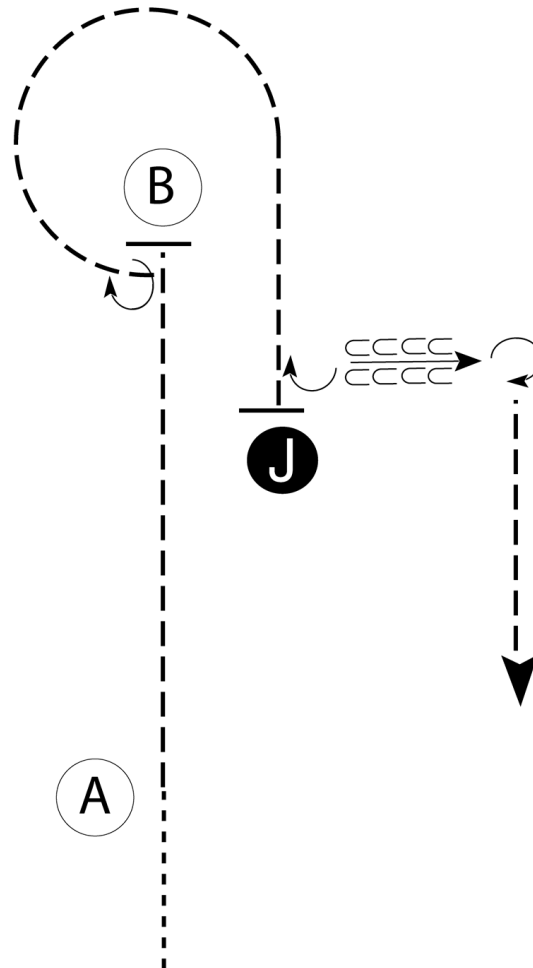
2008 Quarter Horse Congress

Showmanship (Classes 40,41,42,43,44)

Show Date: October 4 - 26, 2008

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 A.

1. Walk to A.
2. Trot to B and stop.
3. Perform a 270 degree turn.
4. Trot around B and to the Judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Back approximately one horse length.
8. Perform a 270 degree turn and trot to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	ⓙ

[S/C08_SH_11 Under_Novice

Pattern Provided by:

Quarter Horse Congress Judges

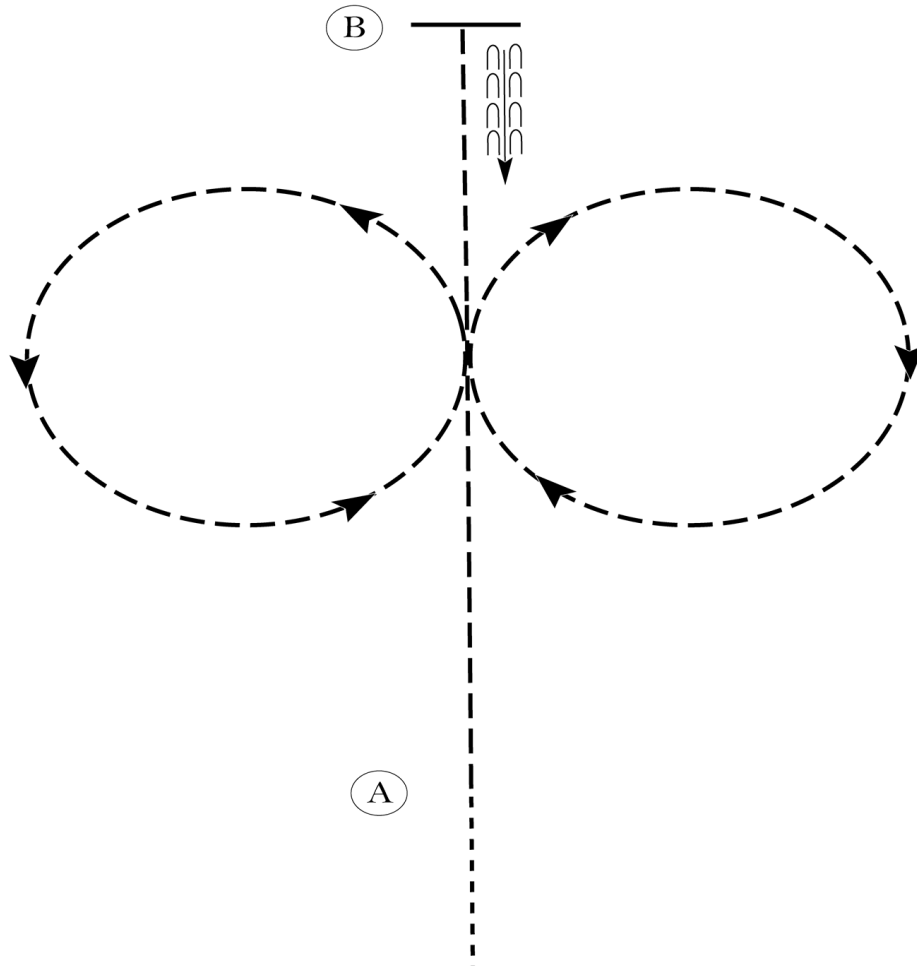
Phantsay Phun

English Equitation W/T (Classes:48,49,50,)

Show Date: 07-22-2023

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 A.
2. At A sitting trot towards B.
3. When halfway to B posting trot circle to the right followed by a posting trot circle to the left.
4. Continue the posting trot to B.
5. At B stop and back approximately one horse length.

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

[HSE/WT-4]

Pattern Provided by:

Tina Kirchbaum

Phantsay Phun

English Equitation (Classes: 61,62,63,64,65,66,67)

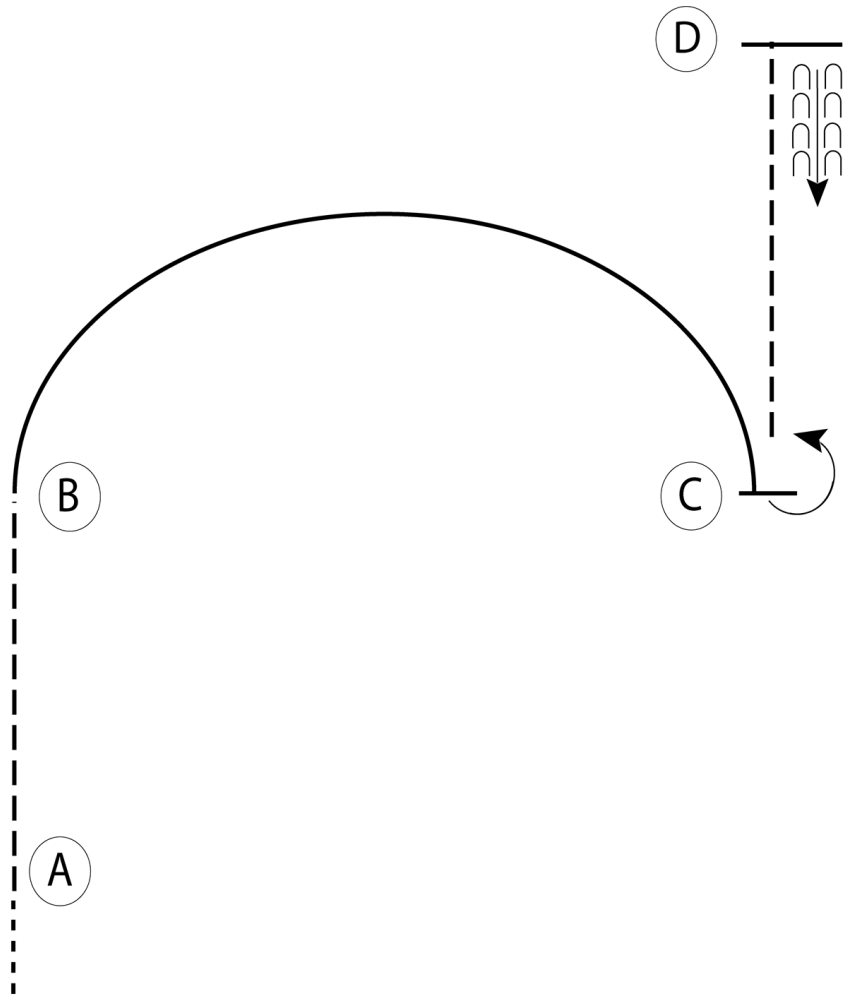
Show Date: 07-22-2023

GAITED EQUITATION

Walk= 1st Gait

Trot = 2nd Gait

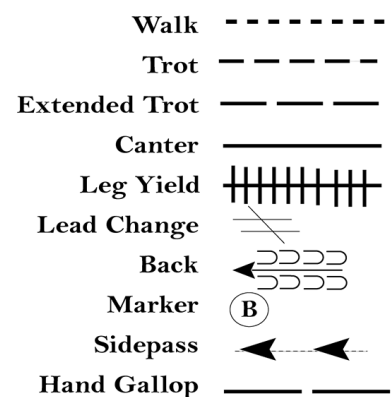
Canter = 2nd Gait



Be ready before A.

1. Walk to A.
2. Posting trot on the right diagonal from A to B.
3. Canter on the right lead from B to C.
4. At C stop and perform a 180 degree turn on the forehand to the left.
5. Posting trot on the left diagonal to D.
6. At D, stop and back approximately one horse length.

Follow the instructions of your ring steward.



[HSE/1-31]

Pattern Provided by:

Tina Kirchbaum

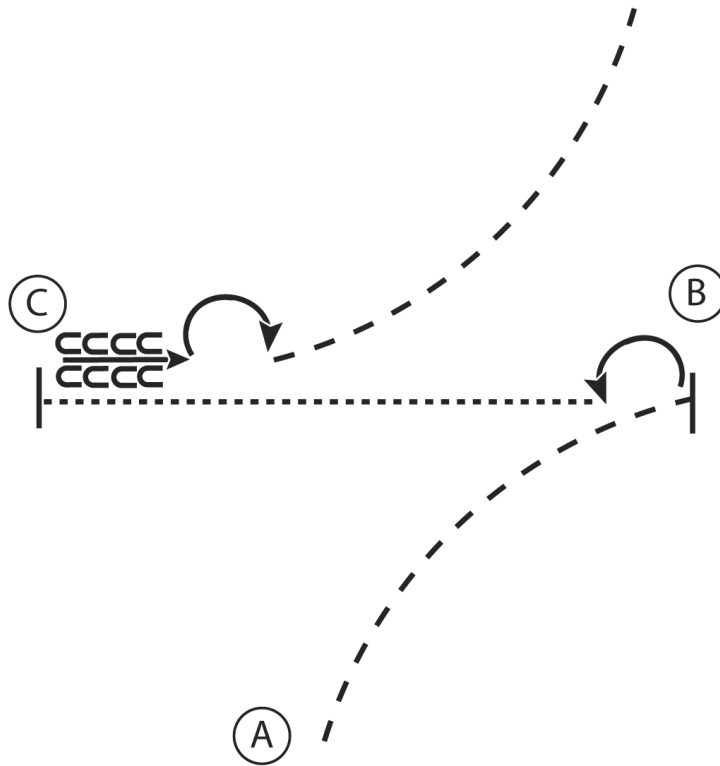
Phantsay Phun

Western Horsemanship W/T (Classes: 73,74,75,)

Show Date: 07-22-2023

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 quarter circle from A to B
2. Stop at B and perform a 180 degree turn to the left on the hindquarters
3. Walk to C
4. At C stop and back 4 steps
5. Perform a 180 degree turn to the right
6. Jog a quarter circle to exit

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↙
Back	←←←←
Marker	Ⓚ
Sidepass	←←←←

[WH/WT-13]

Pattern Provided by:

Tina Kirchbaum

Phantsay Phun

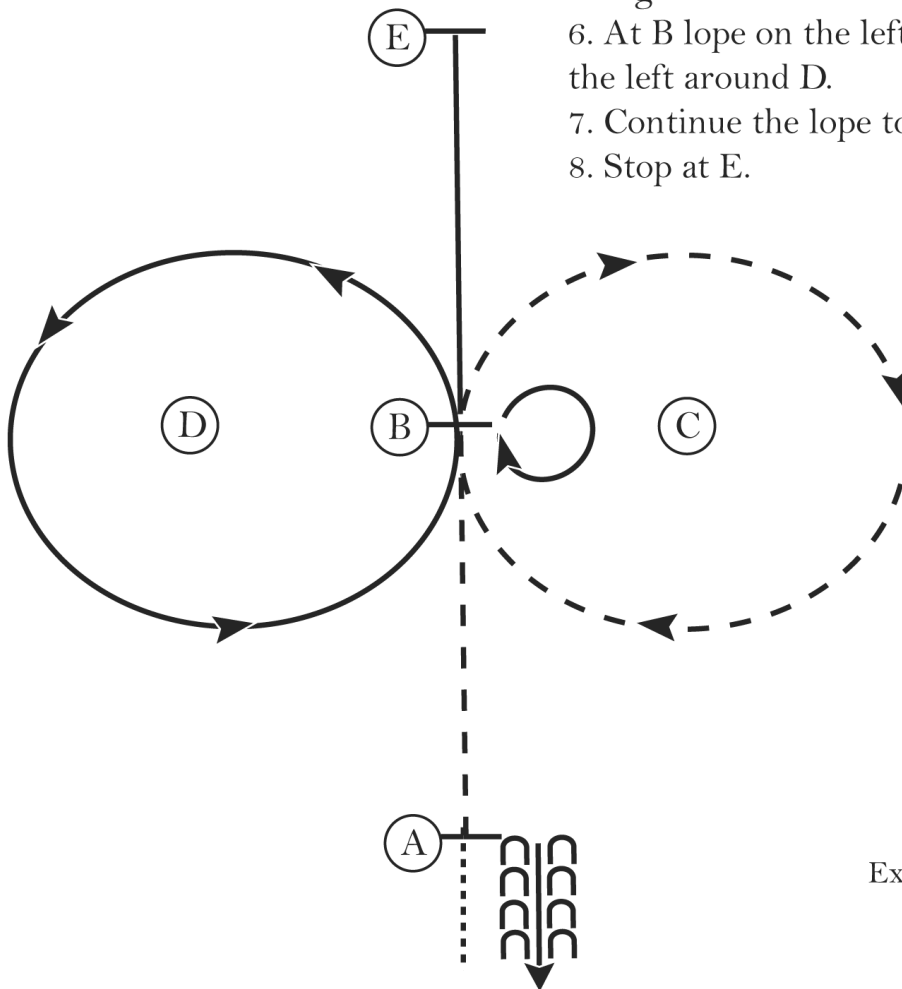
Western Horsemanship (Classes: 86,87,88,89,90,91,92)

Show Date: 07-22-2023

GAITED HORSEMANSHIP

Walk = 1st Gait
Jog = 1st Gait
Lope = 2nd Gait

1. Walk to A.
2. At A stop and back 3 steps.
3. Jog A to B.
4. Stop at B and perform a 360 degree turn to the right.
5. Jog a circle to the right around C.
6. At B lope on the left lead, lope a circle to the left around D.
7. Continue the lope to E.
8. Stop at E.



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

[WH/1-16]

Pattern Provided by:

Tina Kirchbaum

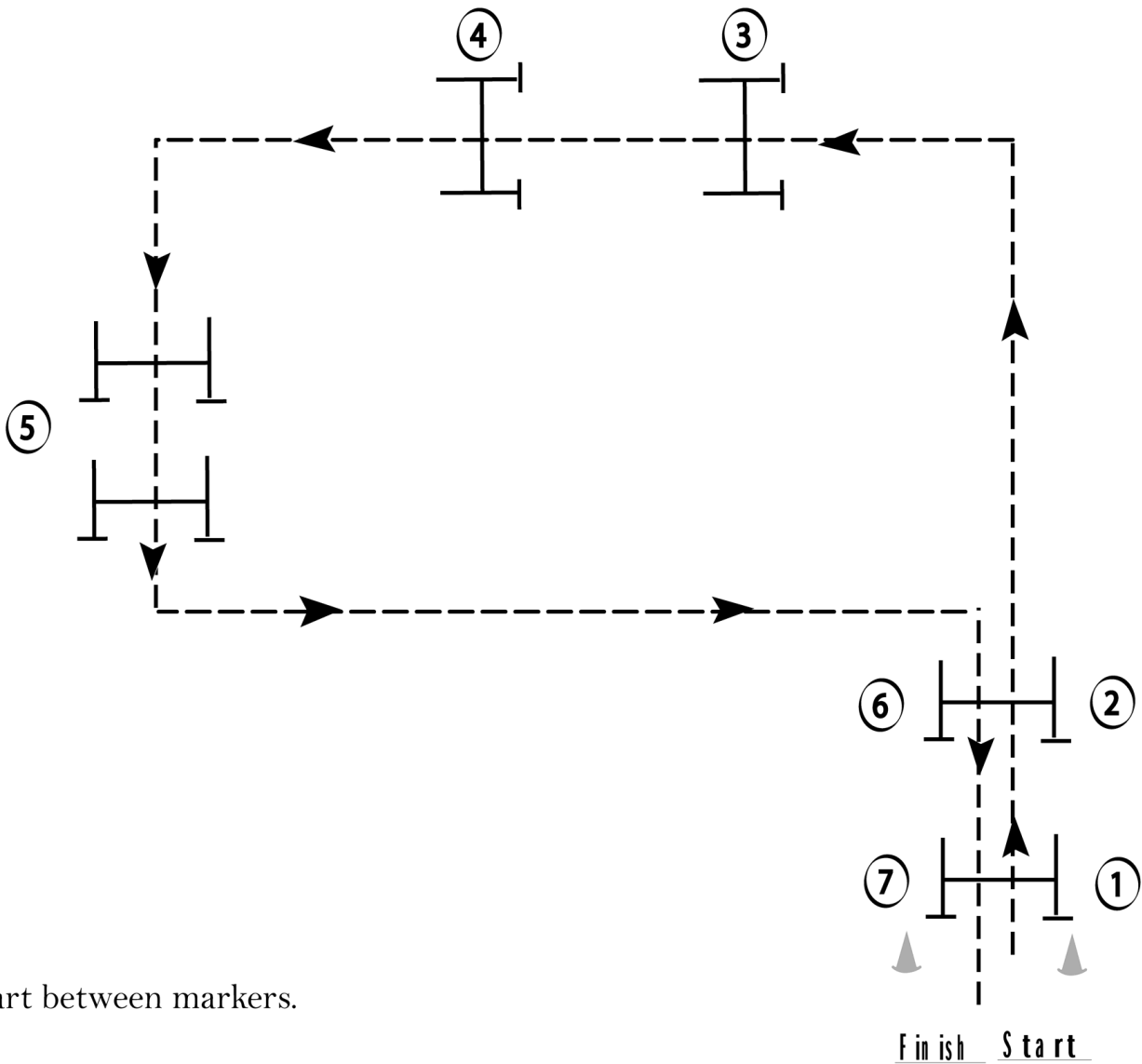
Phantsay Phun

Miniature and Pony Hunter (Classes: 131,132,133)

Show Date: 07-22-2023

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

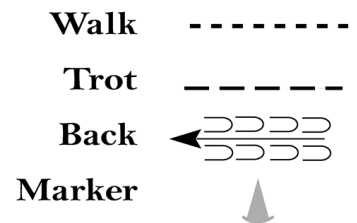
W W W . H O R S E S H O W P A T T E R N S . C O M



Start between markers.

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

Exit between markers.

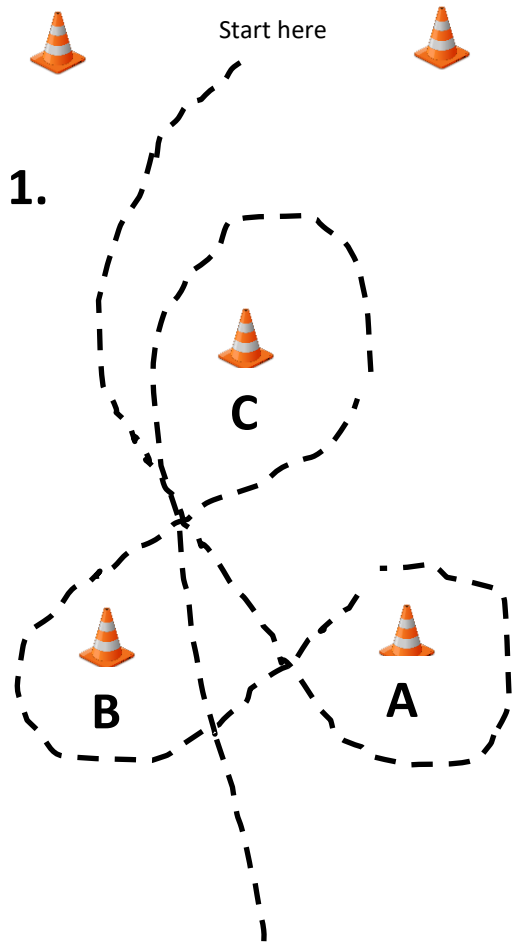


[MHP/H-2]

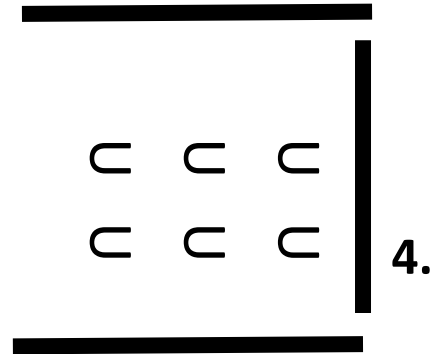
Pattern Provided by:

Tina Kirchbaum

Obstacle Driving Open

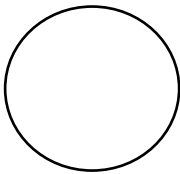


1.

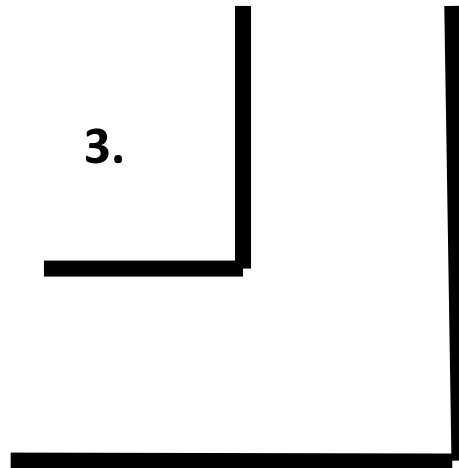


4.

2.

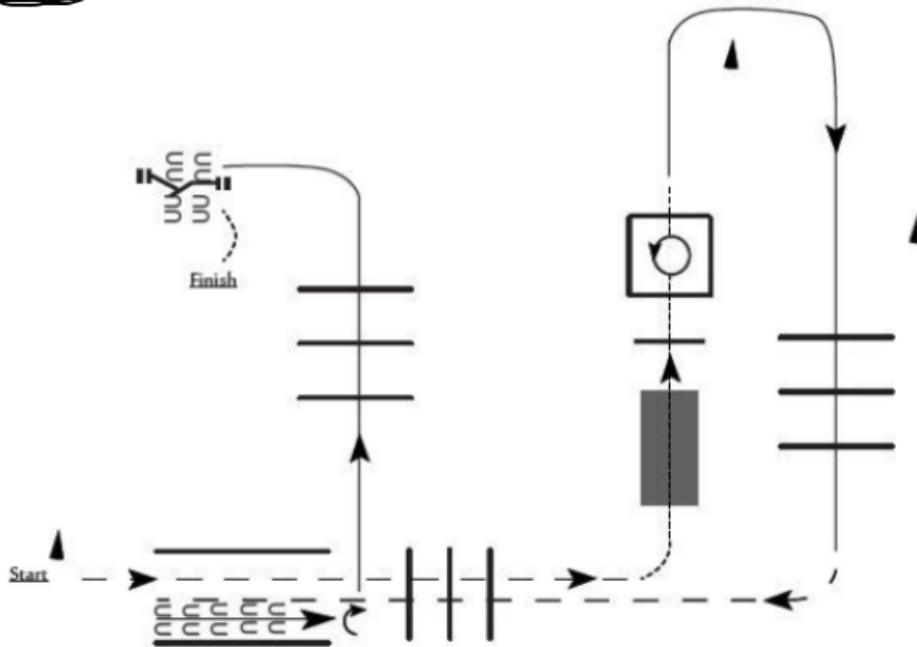


3.

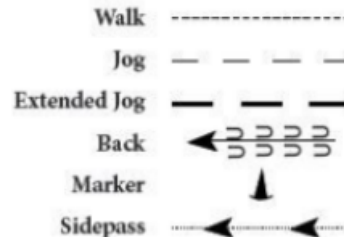


1. Trot left around A, right around B, left around C, back through A and B.
2. Walk right wheel into circle. Pivot 3/4 turn to the right.
3. Trot through L.
4. Walk to chute. Back into chute. Knock down elevated pole. Walk out of chute to exit.

ALL TRAIL CLASSES



1. Jog through chute, over poles.
2. Walk to and over bridge. Walk into box.
3. Perform a full turn to the left and walk out.
4. Lope on the right lead around cone and over poles.
5. Jog over the logs and into the chute.
6. Stop and back out of chute. Perform a 1/4 turn to the right.
7. Lope on the left lead over poles and to gate.
8. Work the rope gate and walk to finish.



IN Hand Instructions

- 1.) Trot through chute, over poles
- 2.) Walk to and over bridge. Walk into box
- 3.) Perform a 360 to the right
- 4.) Walk out of box make and turn right and walk over logs (do not go to cone)
- 5.) Jog over the logs and into the chute
- 6.) Stop and back out of chute, Perform a 1/4 turn to the right
- 7.) Jog over logs---break to a walk, halfway to gate
- 8.) Work gate----Left hand push

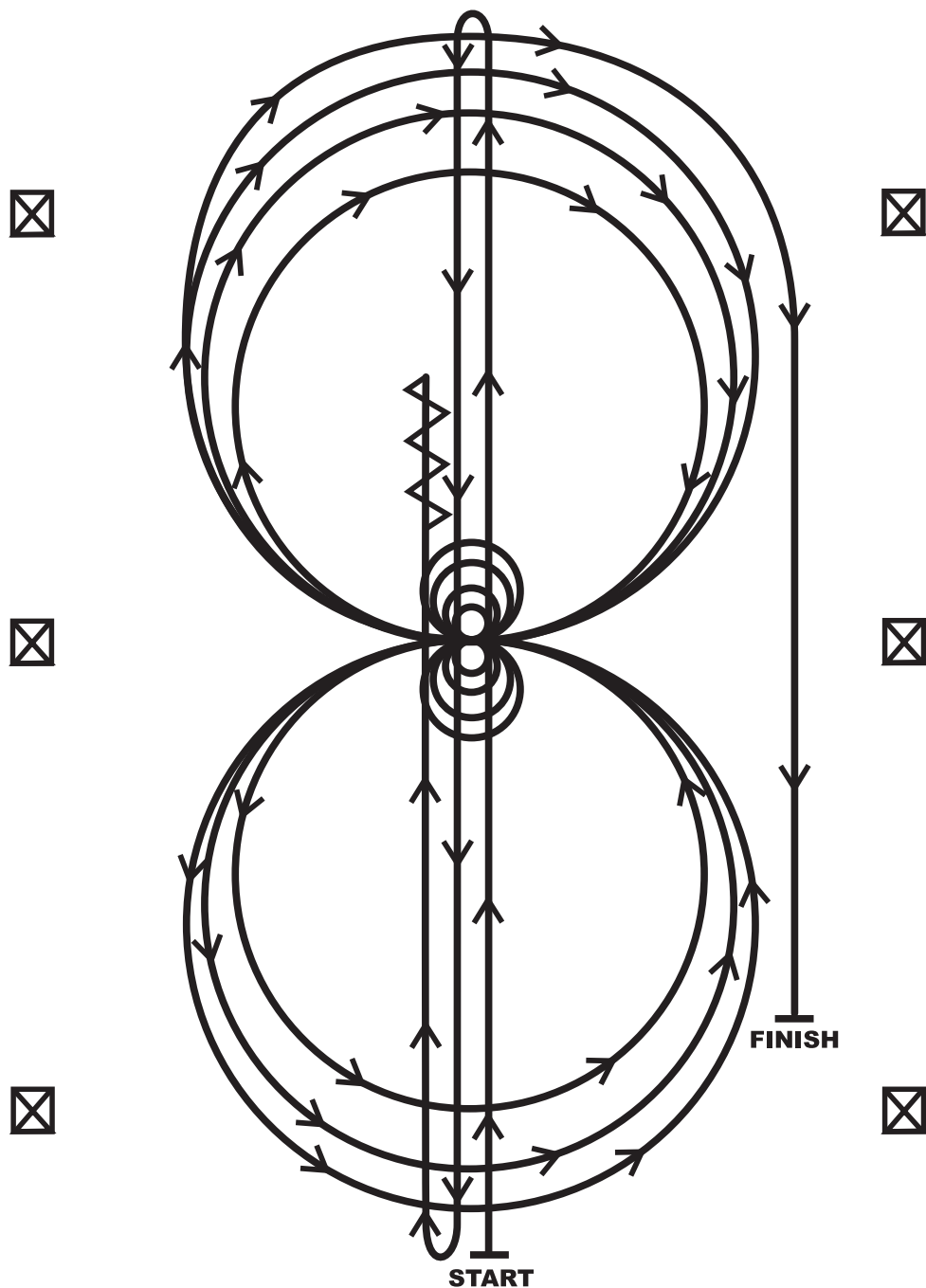
Walk Trot Trail Exhibitors---LOPE == TROT

11 & UNDER WILL NOT WORK THE GATE, BUT WALK THROUGH GATE

GAITED EXHIBITORS WILL WALK OF BOX, AND 2ND GAIT TO POLES

REINING PATTERN 7

REINING OPEN

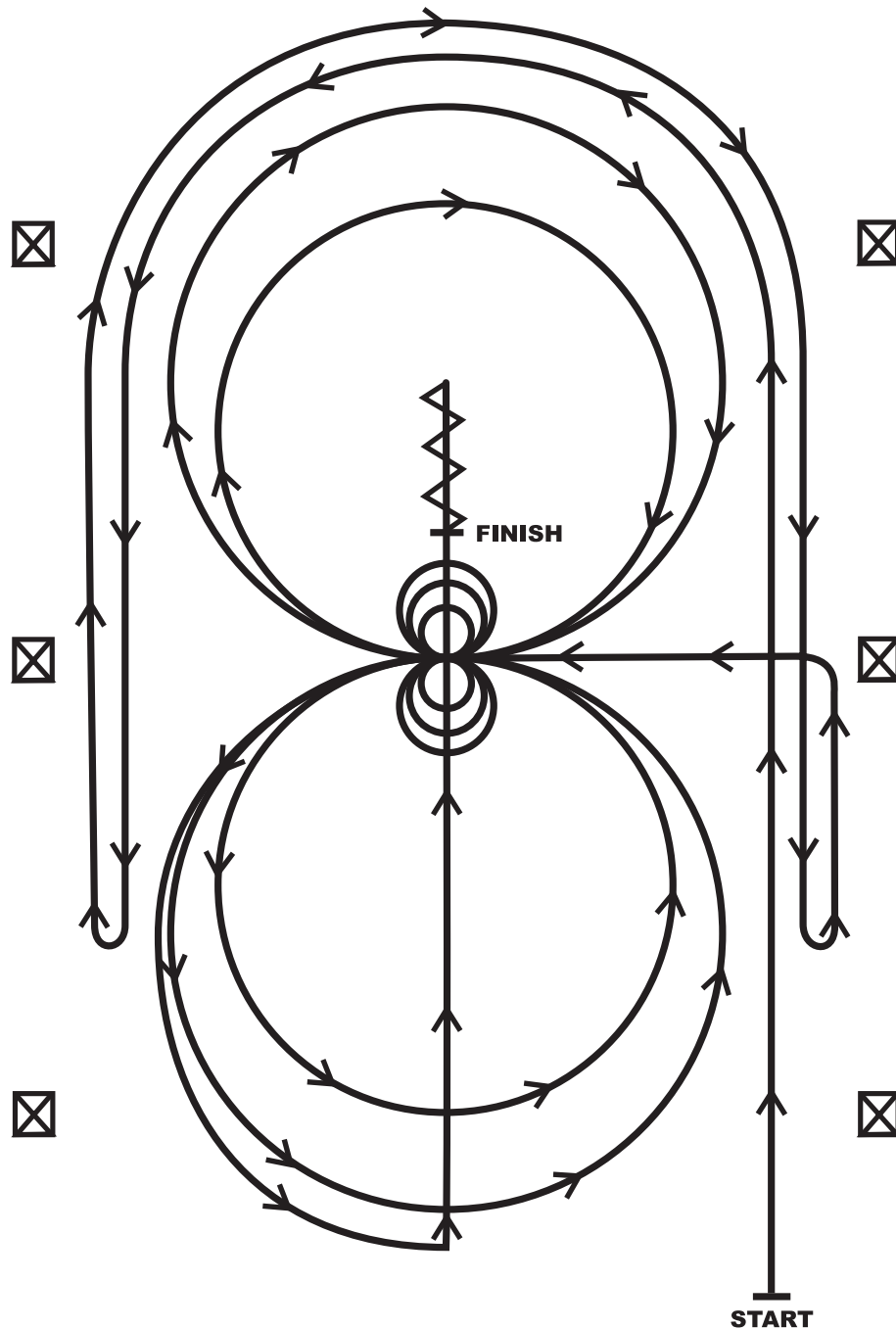


1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

REINING PATTERN B

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

REINING 18 & UNDER & 19 AND OVER



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.