

Lewis County

4-H Horse

Pattern Book



Junior patterns = Jr.



Intermediate patterns = Int.



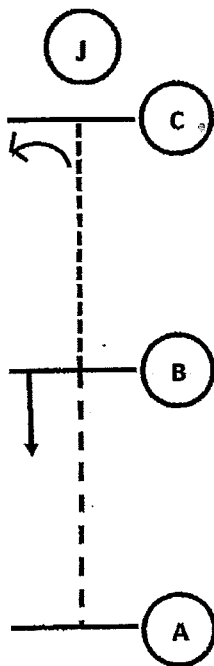
Senior patterns = Sr.

S = *Showmanship patterns plus page number*
Eq. = *Equitation patterns plus page number*

Dressage Patterns:
Introductory Level thru First Level

Trail
Reining
Western Riding

Showmanship



1. Be ready at A.
2. Walk to B. Halt.
3. Back one horse length.
4. Trot to C.
5. Stop and setup for inspection.
6. After inspection do a 90 degree left forehand turn.
7. Line up as directed.

WALK - - - - -

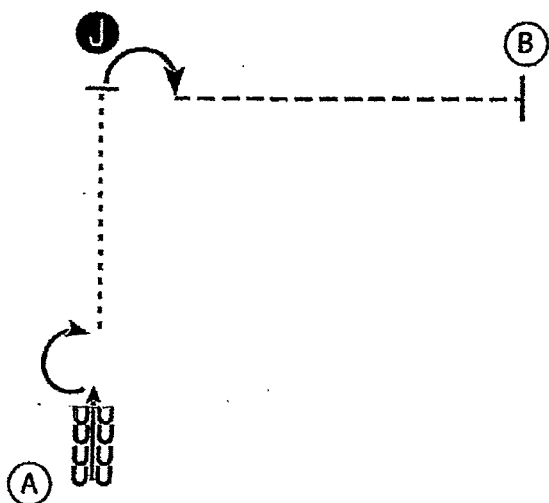
TROT - - - - -

BACK ↘

MARKER (A) (B) (C)

JUDGE (J)

Showmanship

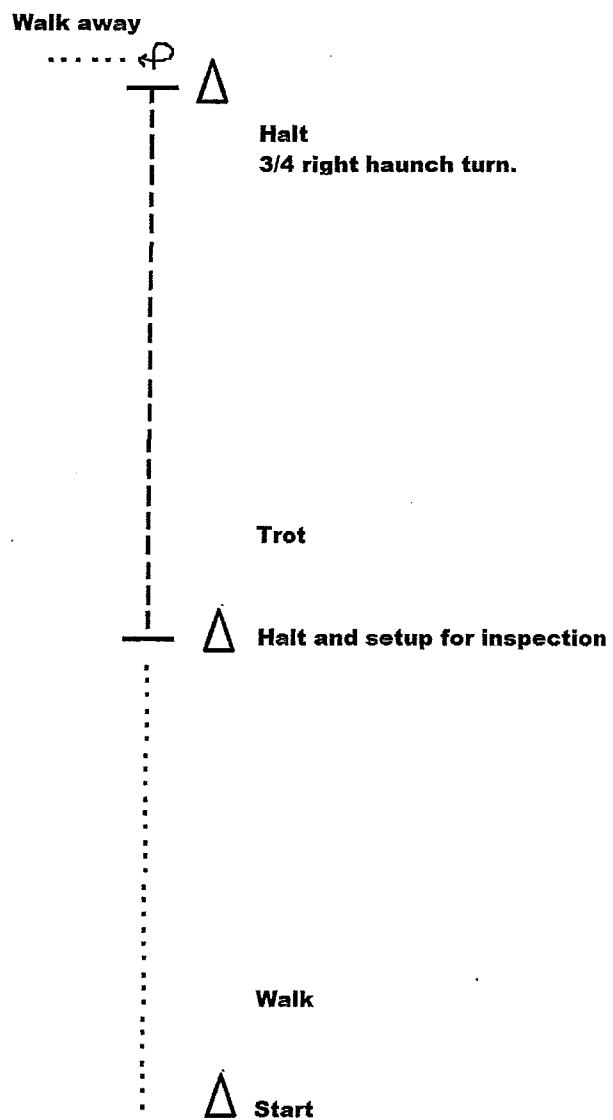


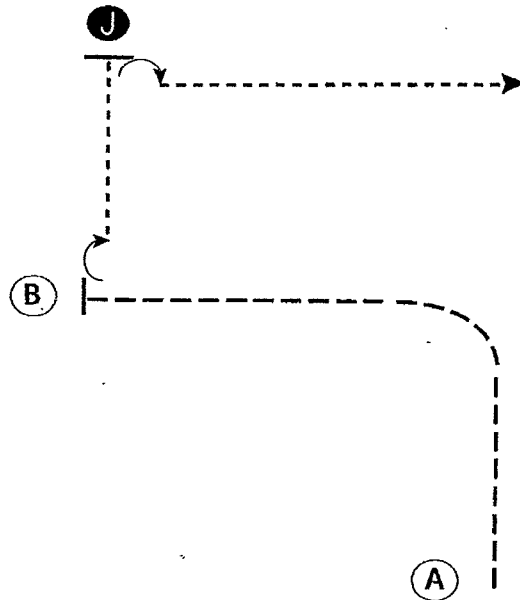
Be ready at cone A.
Back 4 steps.
Do a 180 degree haunch turn.
Walk to judge. Halt and setup for inspection.
When dismissed do a 90 degree haunch turn.
Trot to cone B.
Halt at cone B.

Jr. S-6



Showmanship





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

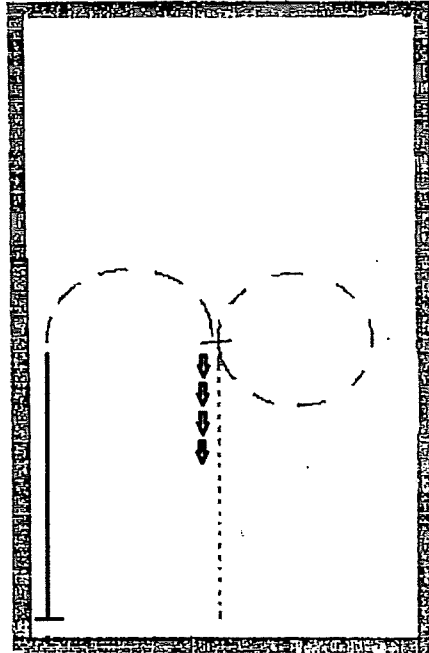
Trot

Back 

Marker B

Judge

Equitation

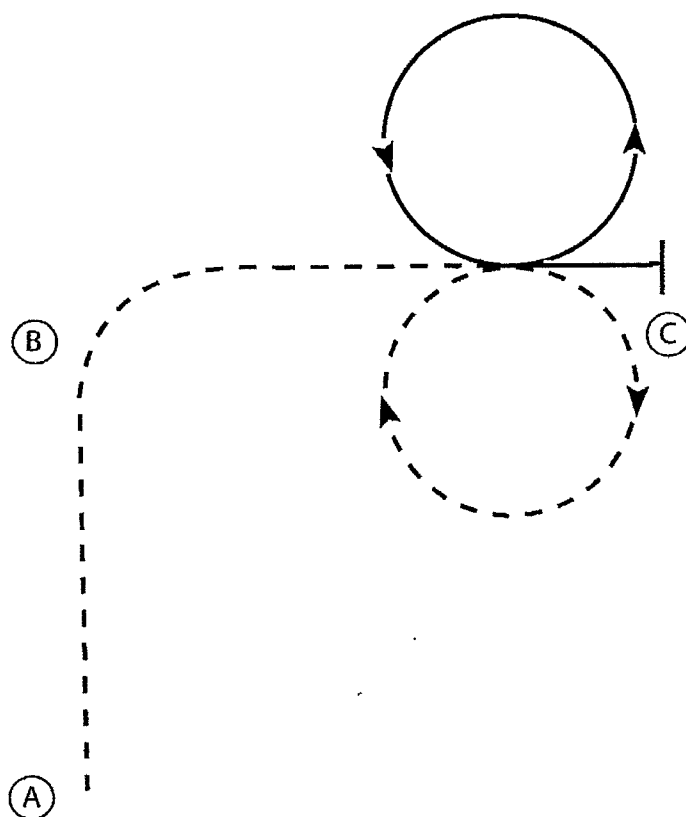


1. Walk to center of arena. Halt.
2. Back 4 steps.
3. Trot one circle to the right. Demonstrate one diagonal change and trot half a circle to the left.
4. Canter down rail and halt.

English Equitation 2016

Jr. Eq. 7

Equitation

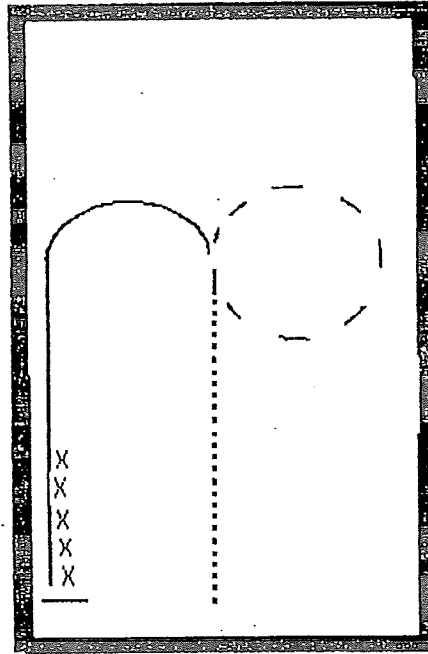


1. Sitting trot A to B.
2. At B posting trot towards C.
3. Before C posting trot circle to the right followed by a canter circle to the left.
4. Continue to C.
5. Halt at C.

English Equitation 2016

Jr. Eq. - 8

Equitation



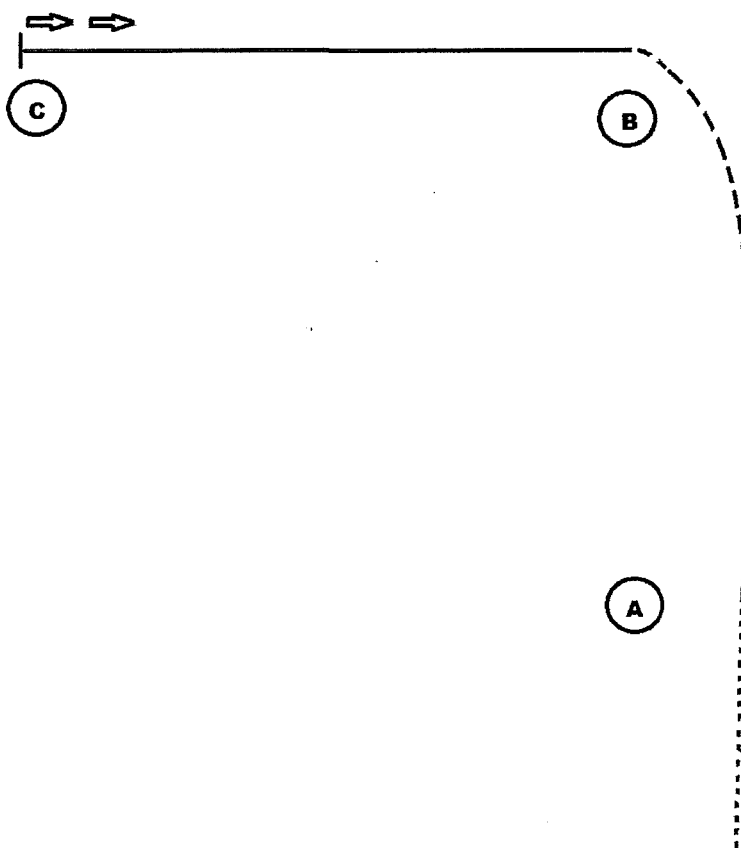
1. Walk to center of arena.
2. Jog one circle to the right.
3. At close of circle lope on left lead down the rail.
4. Halt and back 5 steps.

Western Equitation 2016

Jr. Eq. 9



Equitation

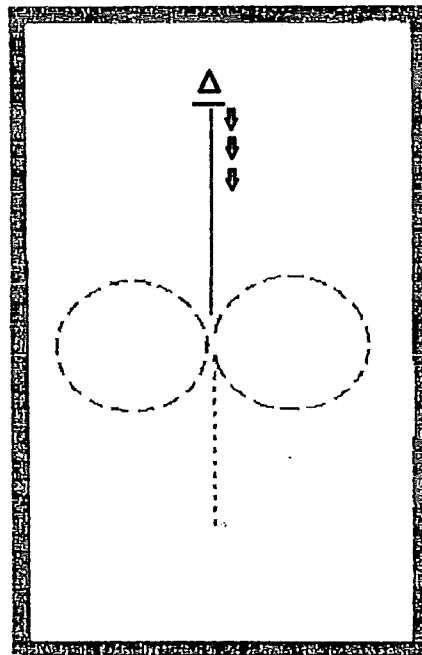


1. Walk to A.
2. Jog to B.
3. Lope to C.
4. Halt at C and back one horse length.

2016 Western Equitation

Jr. Eq. - 10

Equitation



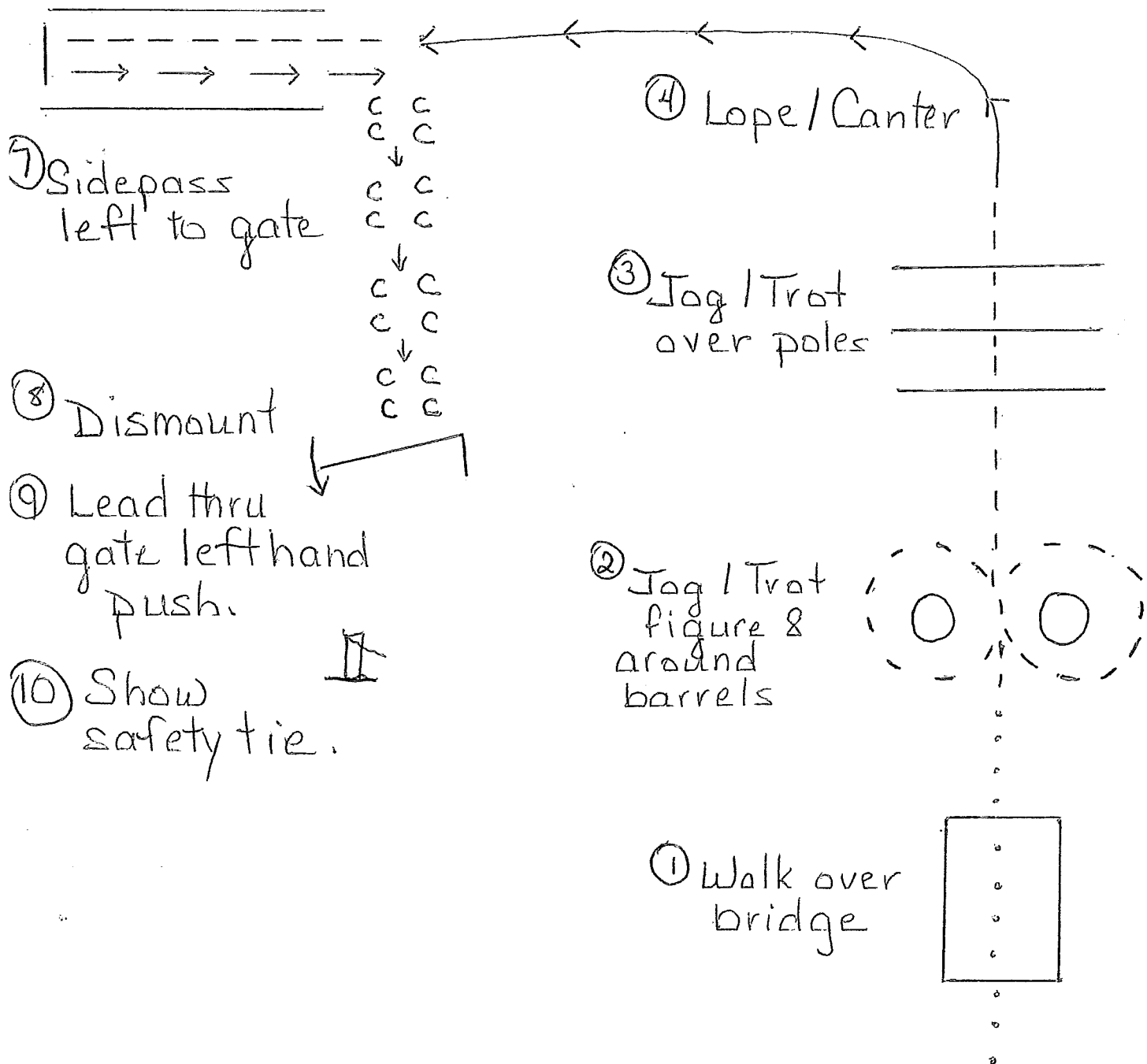
1. Walk to center of arena.
2. Jog/Trot one figure 8.
3. When figure 8 is complete lope/canter to cone.
4. Halt at cone.
5. Back 6 steps.

Bareback Equitation 2016

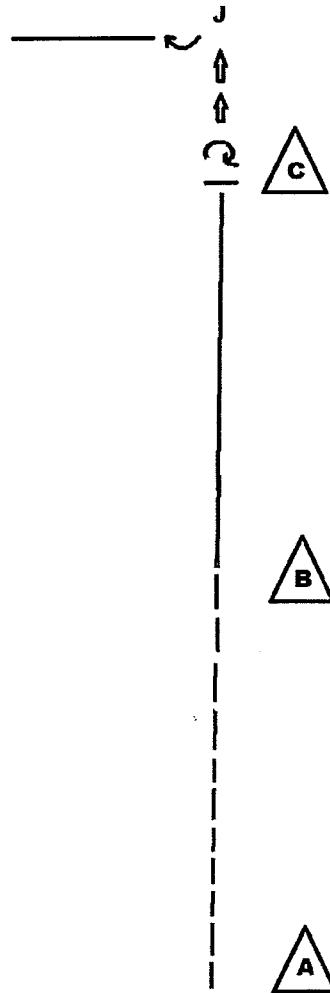
Jr. Eq. - 11

Junior Trail 2016

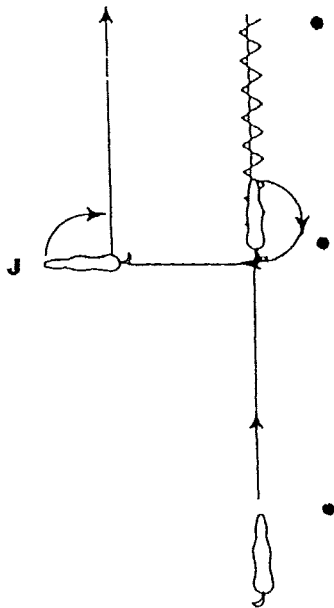
- ⑤ Jog / Trot between poles
- ⑥ Halt and back out



Showmanship



1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and perform a 180 degree haunch turn.
4. Back to Judge, and setup for inspection.
5. When dismissed perform a 90 degree haunch turn and trot away.



Showmanship


Be ready at first marker.

1. Trot to third marker. Stop
2. Back to second marker.
3. Turn 270°; walk to judge. Stop
4. Set up for inspection.
5. When dismissed, turn 90°; trot out

Key

Trot ———

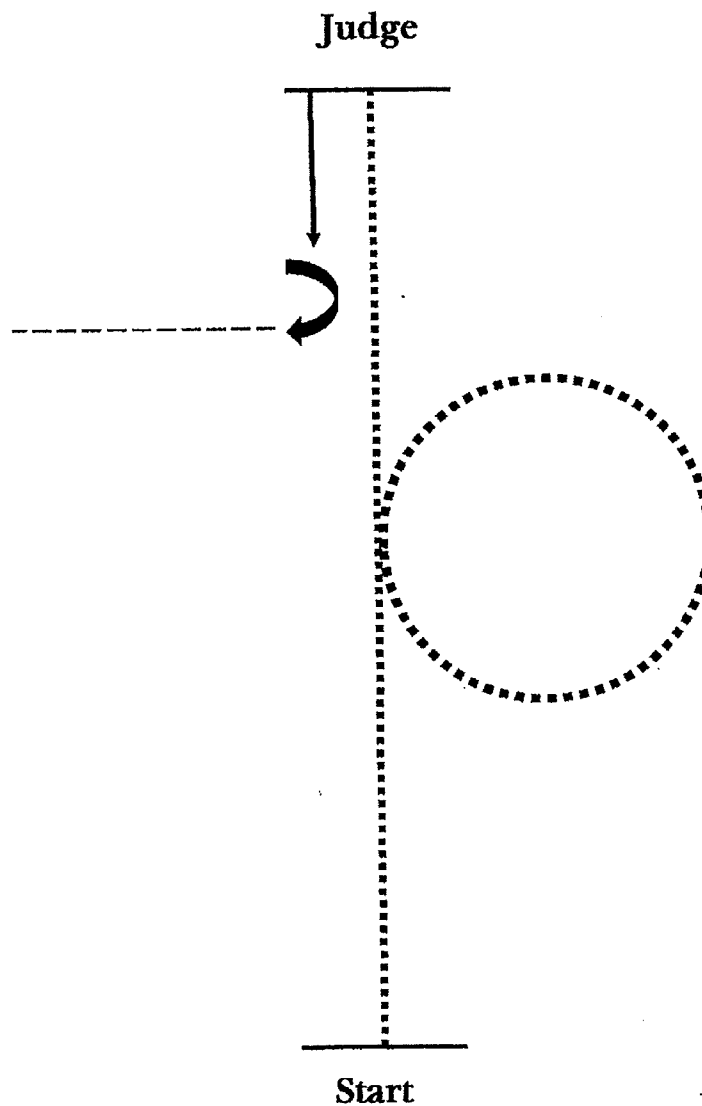
Walk ———

Backup 

Marker ●

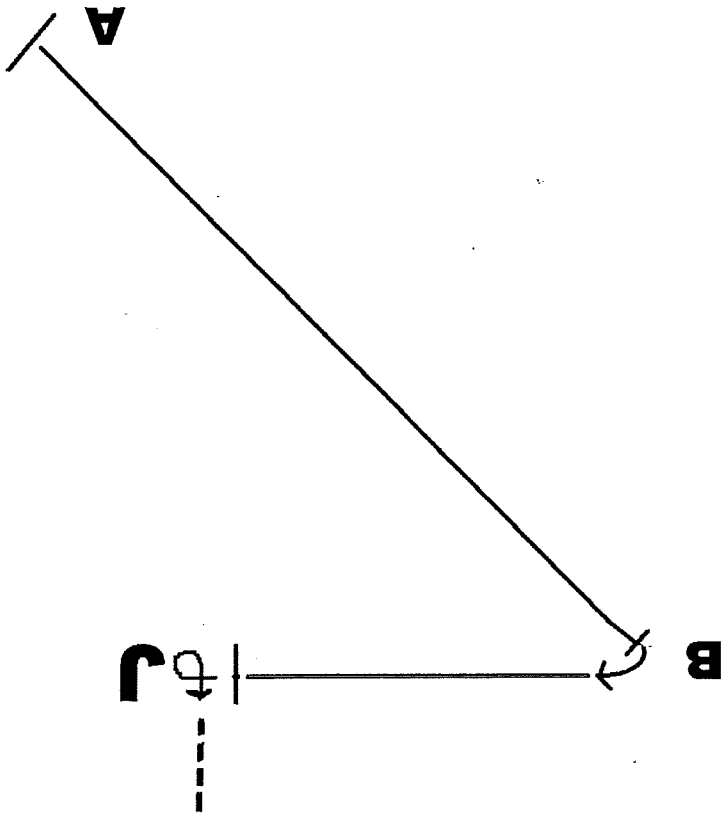
Judge J

SHOWMANSHIP



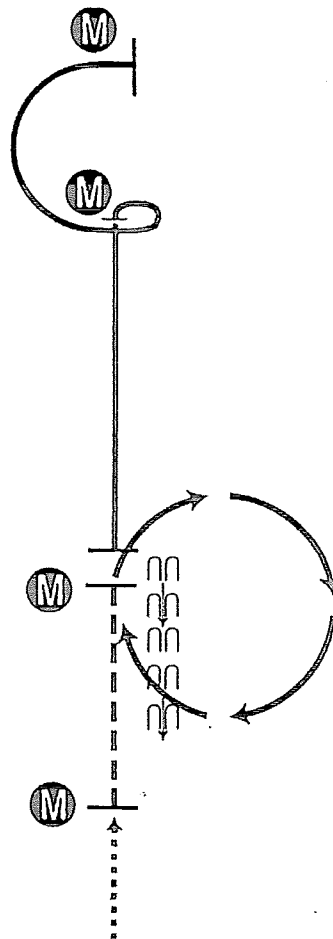
1. Trot toward Judge
2. Halfway to Judge, trot a circle to the right
Continue trotting to the Judge
3. Stop. Set up for inspection
4. After inspection back 5 steps
5. Do a 270 degree right haunch turn
6. Walk away

Be ready at A.
Trot to B.
Halt.
Haunch turn to Judge.
Trot to Judge.
Halt and setup for inspection.
After inspection 270 degree haunch turn.
Walk away.

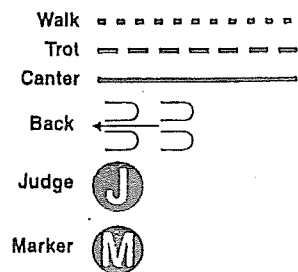


Showmanship

Equitation



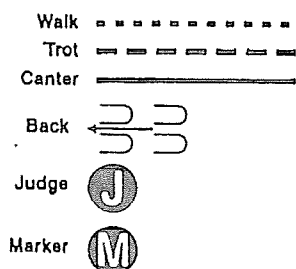
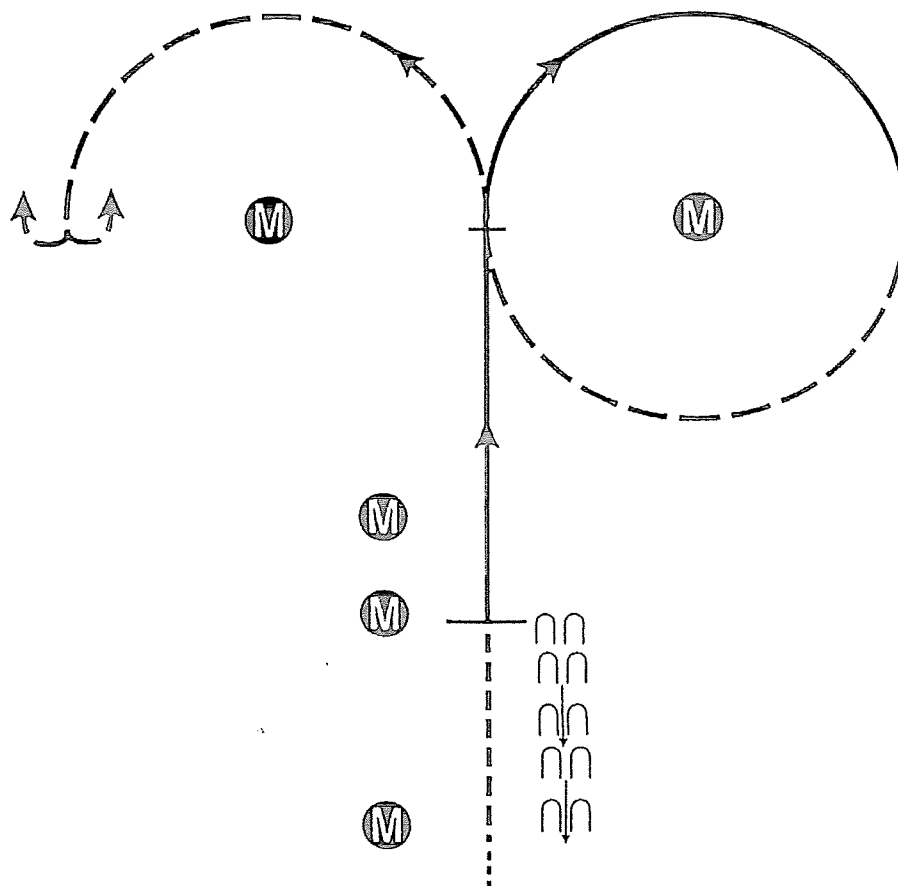
1. Walk to 1st marker.
2. Execute sitting trot from 1st marker to 2nd marker.
3. At 2nd marker, execute circle to right at posting trot on left diagonal.
4. At 2nd marker, halt and back 5 steps.
5. Canter on left lead to 3rd marker—halt.
6. Execute 270° turn on forehand.
7. Canter on right lead to 4th marker—halt.



English Equitation 2016

Int. Eq. - 7

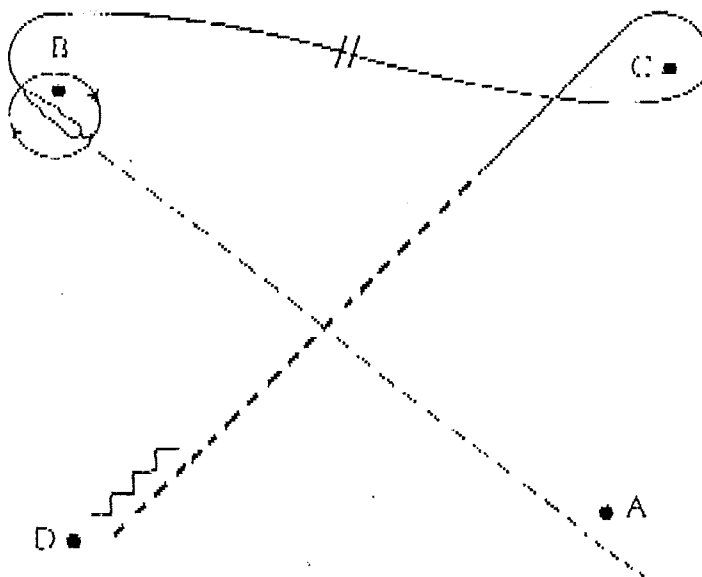
Equitation



1. Walk to first marker.
2. Do sitting trot to 2nd marker. Halt.
3. Back 5 steps, then canter on left lead.
4. Do lead change when between 3rd and 4th markers and then canter half of the circle around 3rd marker.
5. When opposite 3rd marker, break to posting trot and complete circle.
6. Continue posting trot for half circle around 4th marker. Halt.
7. Execute 180 degree turn on hindquarters either direction.

English Equitation 2016

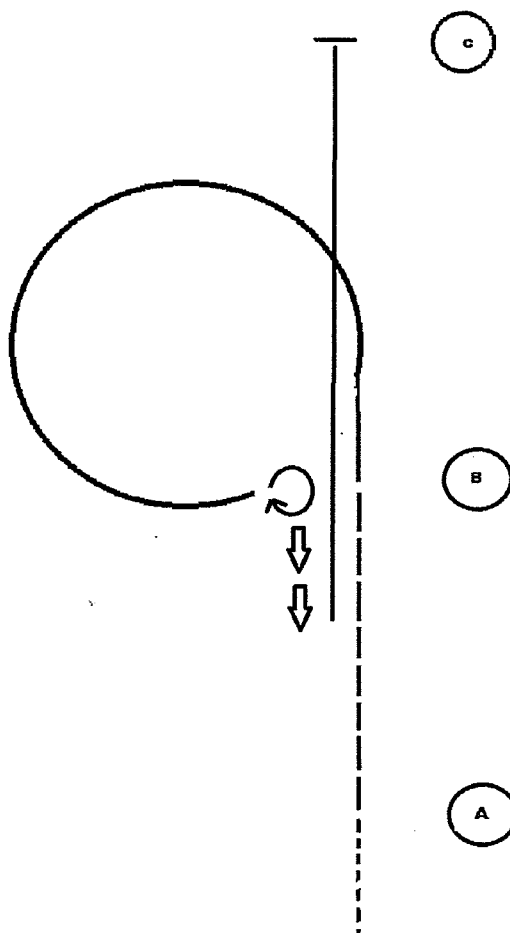
Int. Eq. - 8



- 1. Jog to A.**
- 2. Extended jog from A to B. Keeping markers on your right.**
- 3. At B halt. Turn 360 degree haunch to right.**
- 4. Proceed toward C on the right lead lope.**
- 5. Change leads midway between B and C.**
- 6. Circle C on the left lead.**
- 7. Break to jog between C and D.**
- 8. At D halt and back.**

Int. Eg. - 9

Equitation

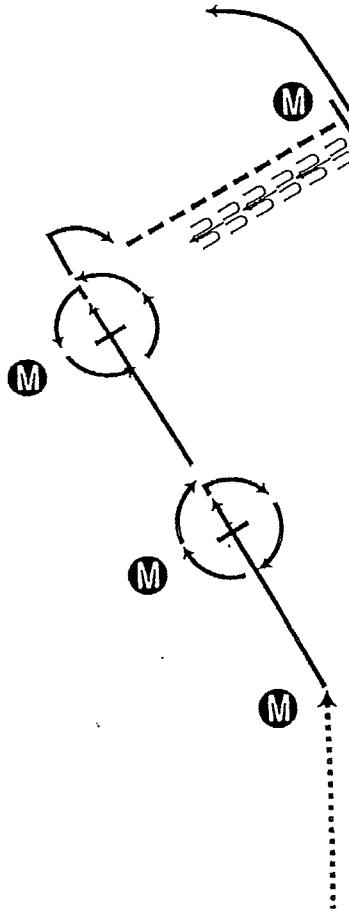


1. Walk to A.
2. Jog from A to B.
3. At B lope on left lead and circle left at B as shown.
4. Stop facing B and turn 3/4 haunch turn to the right.
5. Back one horse length.
6. Lope on the right lead to C. Halt at C.

Western Equitation 2016

Int. Eq.-10

Equitation

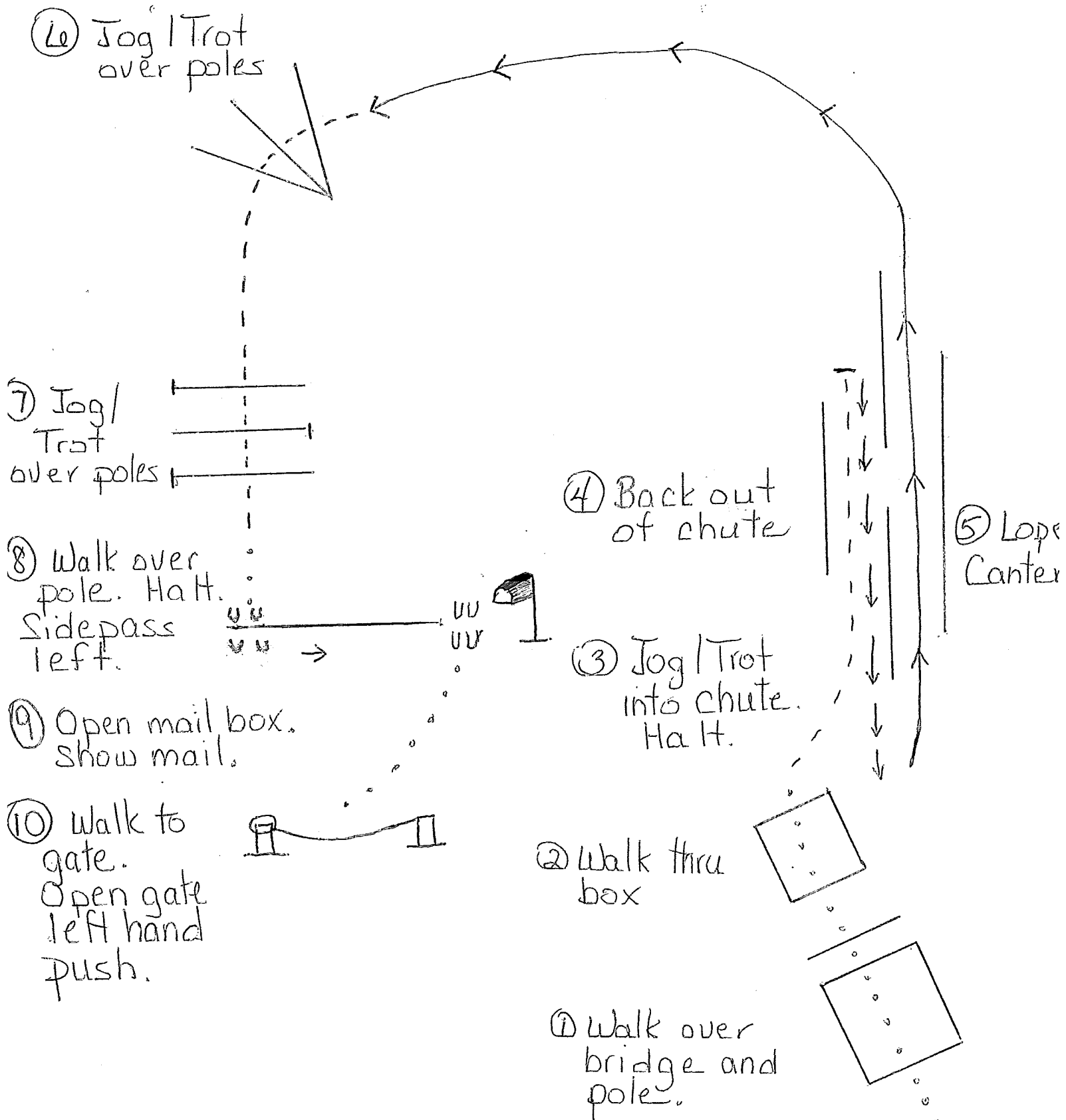


1. Walk to 1st marker.
2. Lope/canter right lead to 2nd marker. Halt.
3. 360 degree right haunch turn.
4. Lope/canter left lead to 3rd marker. Halt.
5. 360 degree left haunch turn. Then 90 degree right forehand turn.
6. Jog/trot to 4th marker. Halt.
7. Back 6 steps.

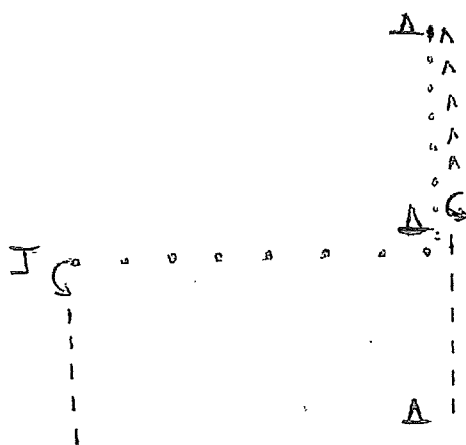
Bareback Equitation 2016

Int. Eq. - 11

Intermediate Trail 2016



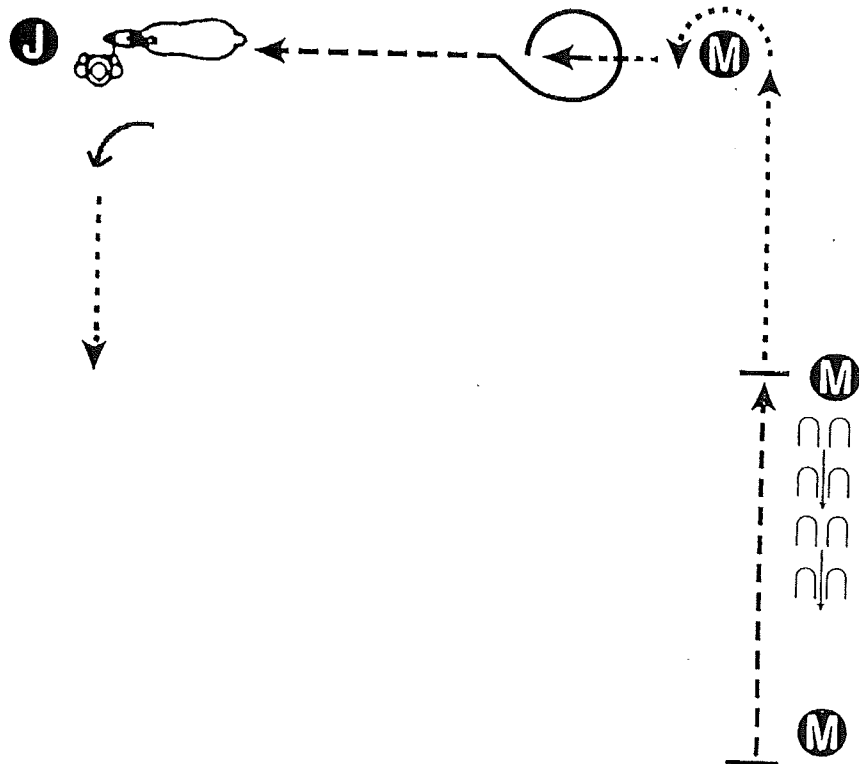
Showmanship



1. START ON THE OFF SIDE OF THE HORSE.
2. Be ready at first marker.
3. Trot from first marker to second marker.
4. Halt.
5. Execute a 180 degree haunch turn to the left.
6. Back to third marker and close the back.
7. Walk around second marker to judge.
8. Set up for inspection.
9. When dismissed, execute a 90 degree haunch turn to the left and trot off.

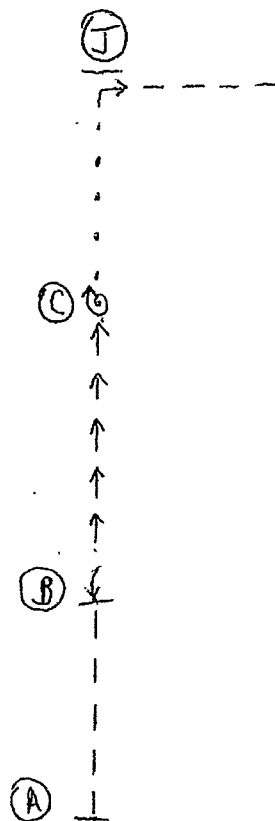
J Judge
 A Marker
 T Trot
 W Walk
 B Back

Showmanship



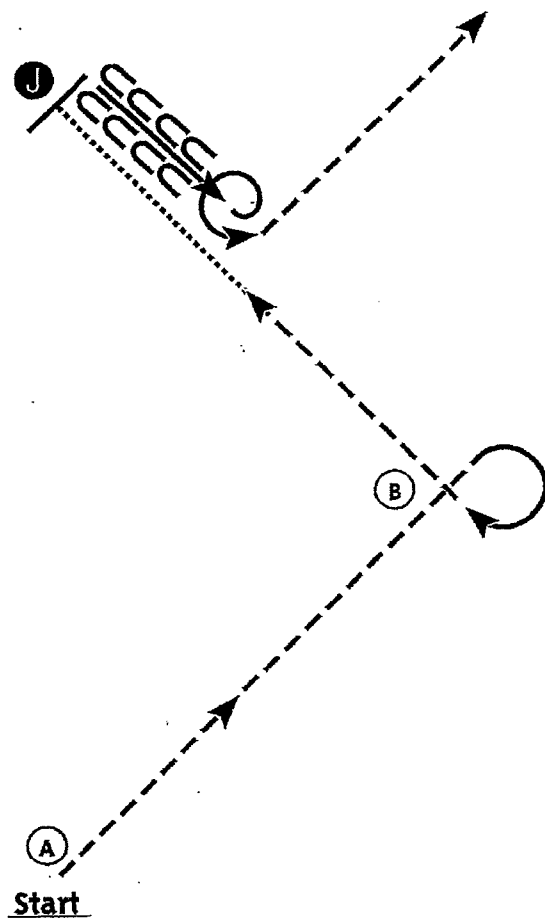
1. Be ready at 1st marker.
2. Trot to 2nd marker. Halt.
3. Back 4 steps.
4. Walk around 3rd marker and position self to judge.
5. Do a 360 degree haunch turn.
6. Trot to judge. Halt.
7. Setup for inspection.
8. When dismissed do a 90 degree left forehand turn and walk away.

Showmanship

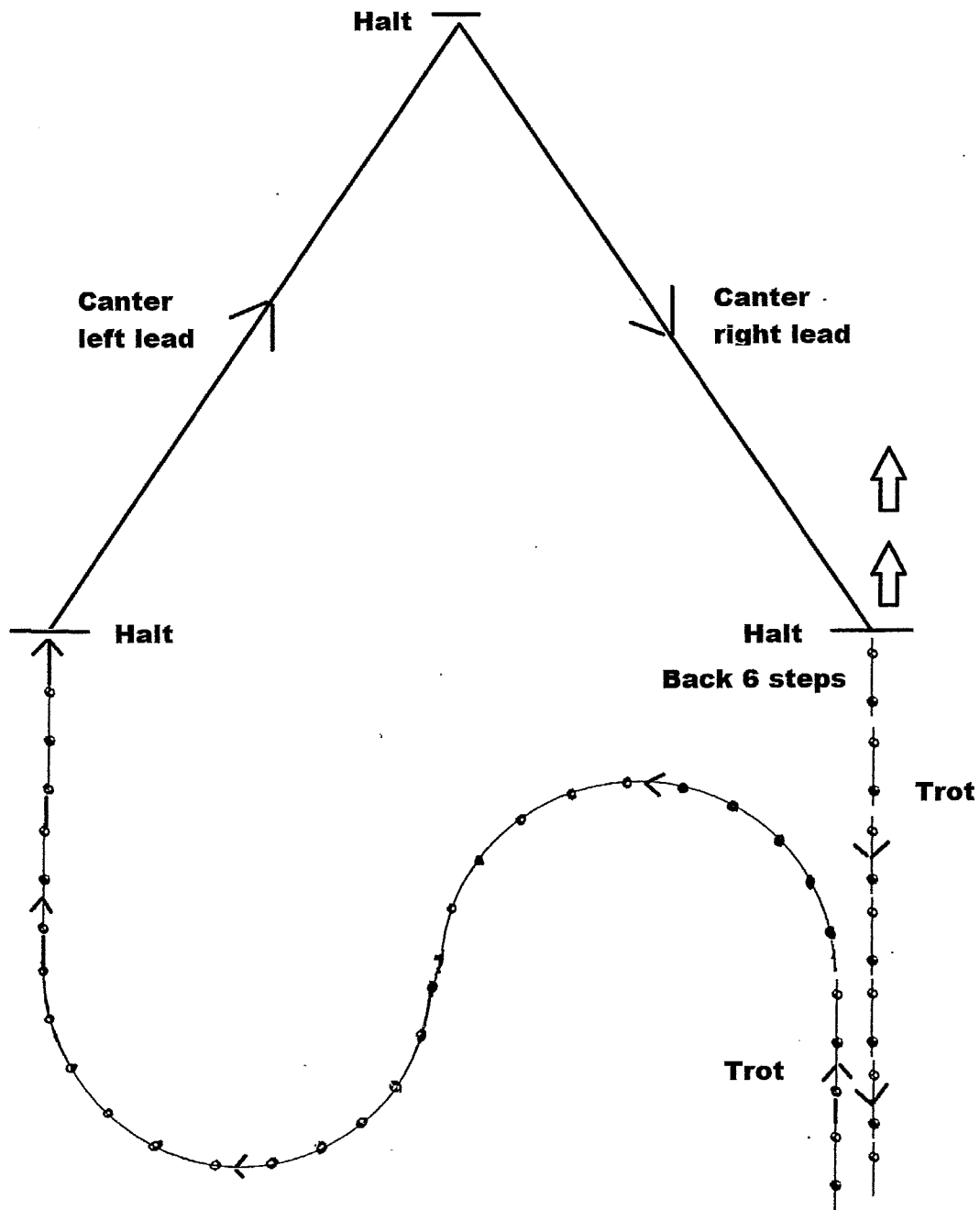


1. Be ready at cone A.
2. Trot to cone B.
3. Halt. Do 180° left forehand turn.
4. Back to cone C.
5. Do 540° right haunch turn.
6. Walk to judge.
7. Stop & setup for inspection.
8. After inspection do a 90° right haunch turn.
9. Trot to line.

Showmanship



1. Begin at A.
2. Trot past B. Stop.
3. 270 degree right haunch turn.
4. Trot halfway to judge.
5. Walk halfway to judge.
6. Setup for inspection.
7. When excused back one horse length.
8. Turn 1 1/4 right haunch turn and trot out.



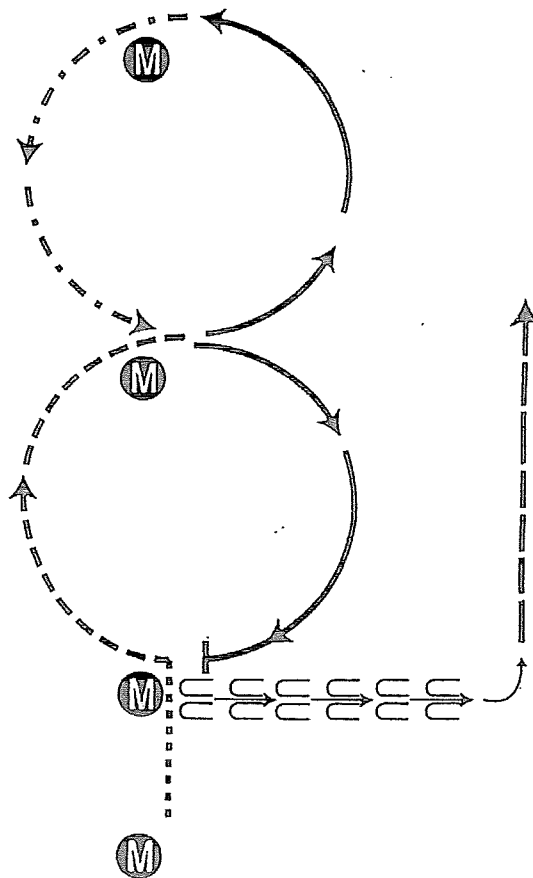
Enter the ring at a trot. Trot down the right rail to the first quarter point. Continue to trot and execute a 2 loop serpentine across the width of the arena, demonstrating one change of diagonal. Continue to trot down the left rail to the midpoint of the arena. Halt. Turn and canter on the left lead a diagonal line to the midpoint of the far end. Halt. Turn and canter on the right lead a diagonal line to the midpoint of the right wall. Halt. Back six steps. Exit the ring at a trot on the correct diagonal.

English Equitation 2016

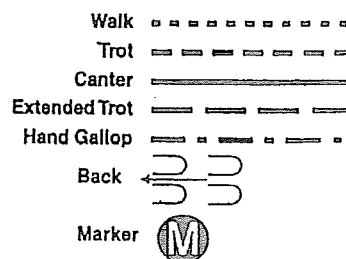
English Equitation 2016

Sr. Eq. - 7

Equitation



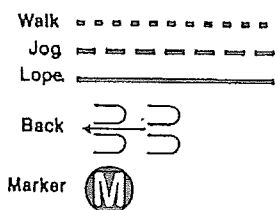
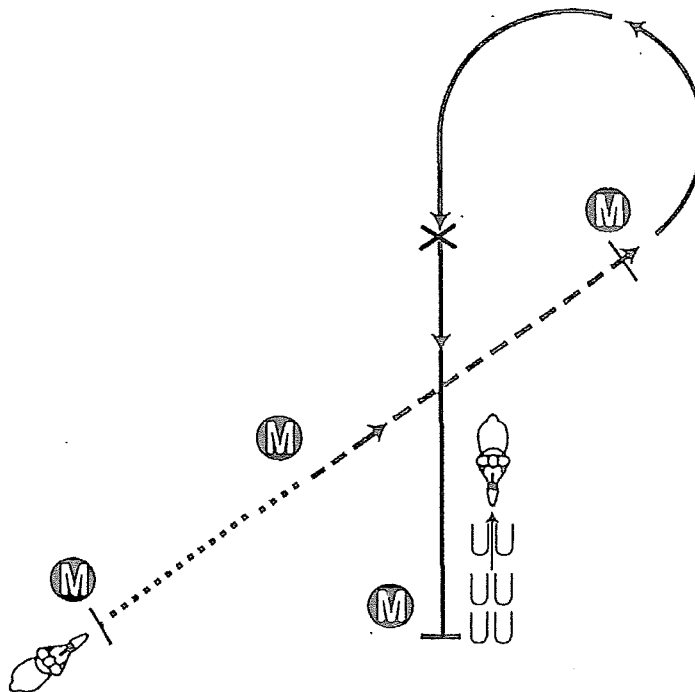
1. Ready at 1st marker.
2. Walk to 2nd marker.
3. Execute 90 degree turn on the forehand.
4. Trot to 3rd marker.
5. Canter on left lead to 4th marker.
6. Hand gallop to 3rd marker.
7. Execute a lead change.
8. Canter on right lead to 2nd marker.
9. Halt and back 6 steps.
10. Do a 90 degree turn on forehand.
11. Extended trot



English Equitation 2016

Sr. Eq - 18

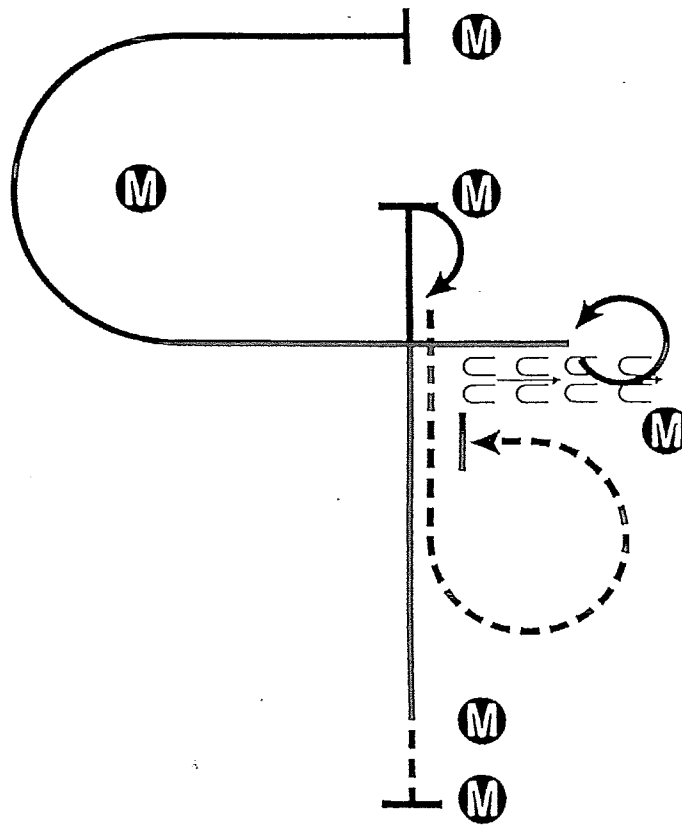
Equitation



1. Be ready at 1st marker.
2. Walk to 2nd marker.
3. Jog 2nd to 3rd marker.
4. At 3rd marker lope right lead and circle back around to opposite 3rd marker.
5. At 3rd marker lead change to left lead and lope to 4th marker.
6. Halt at 4th marker and back.

Western Equitation 2016

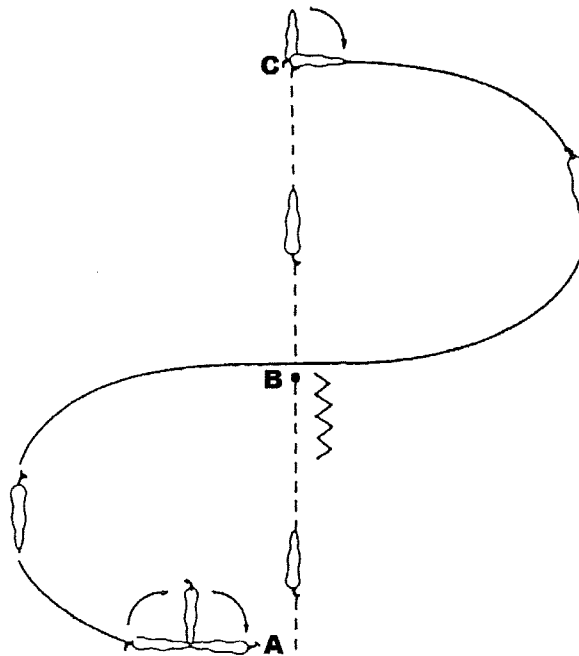
Sr Eq. - 9



- 1. Be ready at 1st marker.**
- 2. Walk to 2nd marker.**
- 3. Lope on left lead to 3rd marker. Halt.**
- 4. 180 degree right haunch turn.**
- 5. Jog circle to the left. Halt.**
- 6. Back to marker, then do 360 degree left haunch turn.**
- 7. Lope half circle on right lead to marker. Halt.**

Sr. Eg. -10

Equitation

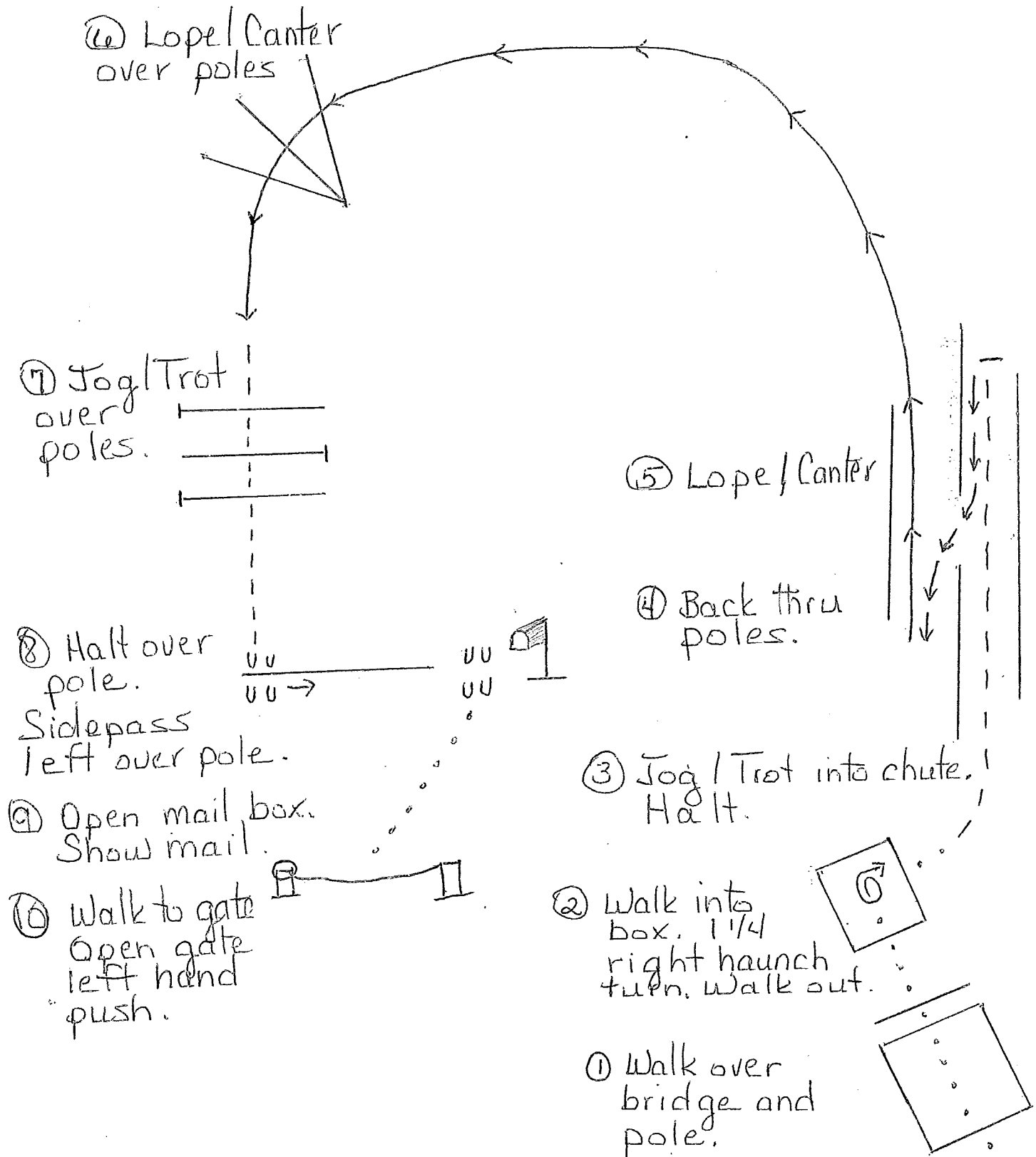


1. At marker A, sitting trot or jog to marker B.
2. At marker B, halt, back 5 steps, then posting trot right diagonal or extended jog to marker C.
3. At marker C, halt, make a 90 degree right haunch turn. Right lead canter or lope half circle.
4. At marker B lead change to the left lead. Canter or lope left half circle.
5. In front of marker A, halt, 180 degree right forehand turn.

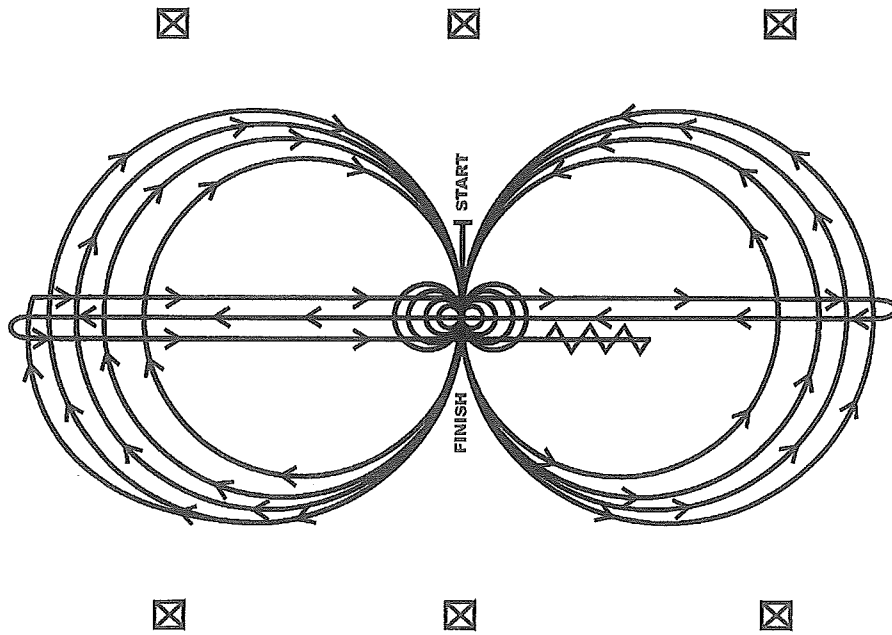
Bareback Equitation 2016

Sr. Eq. - 11

Senior Trail 2016



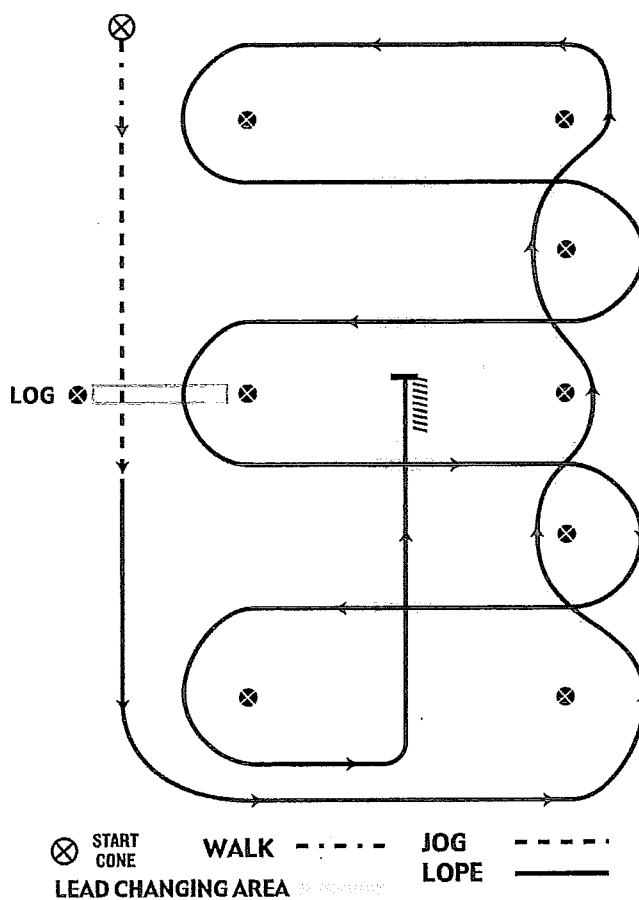
Reining



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

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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.

WESTERN RIDING PATTERN I



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back