

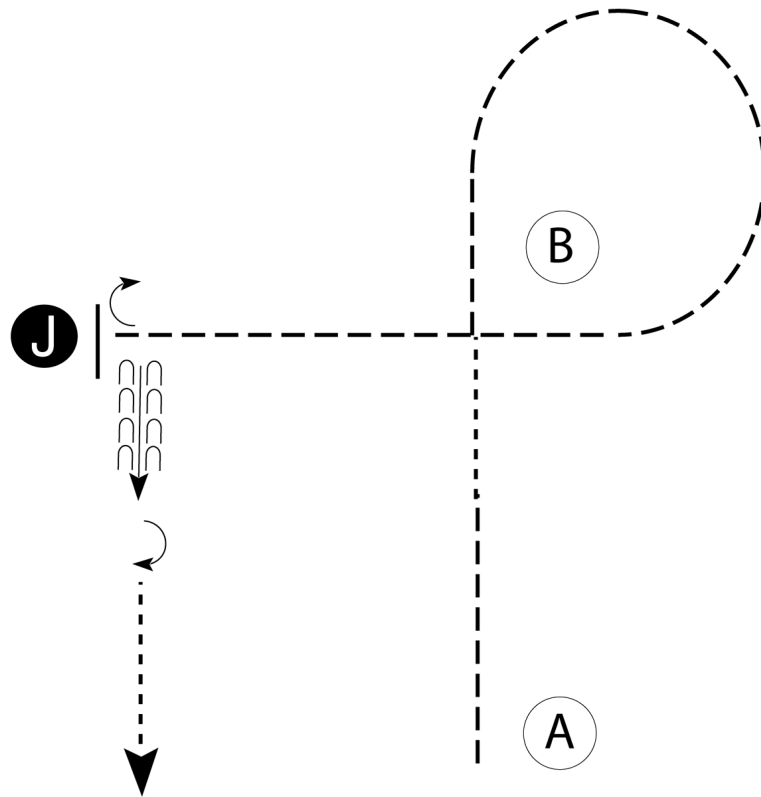
# Band City AQHA & APHA Show

## Showmanship (Youth & Amateur)

Show Date: May 17, 18

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. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot to the judge. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and back approximately 2 horse lengths.
6. Perform a 180 degree turn and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ㄩ ㄩ ㄩ ㄩ ㄩ ㄩ ㄩ ㄩ
Marker	ⓑ
Judge	ⓐ

[S/2-78]

Pattern Provided by:  
*your judges*

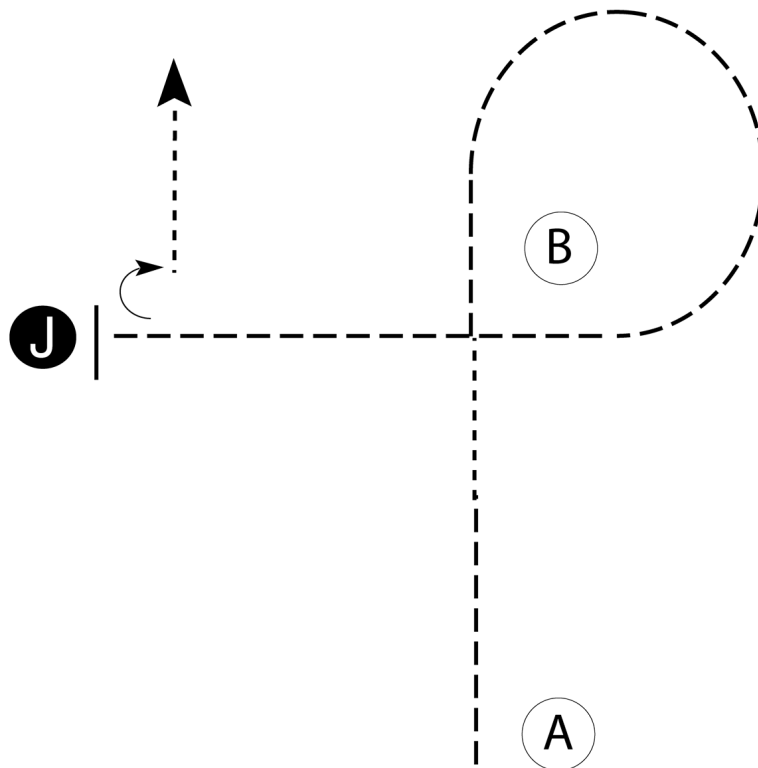
# Band City AQHA & APHA Show

## Showmanship (Small Fry, walk trot (APHA Walk only))

Show Date: May 17, 18

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

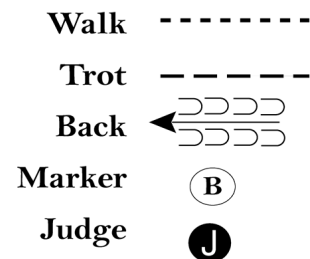
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot to the judge. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk straight away.

Follow the instructions of your ring steward.



[SWT-78]

Pattern Provided by:  
*your judges*

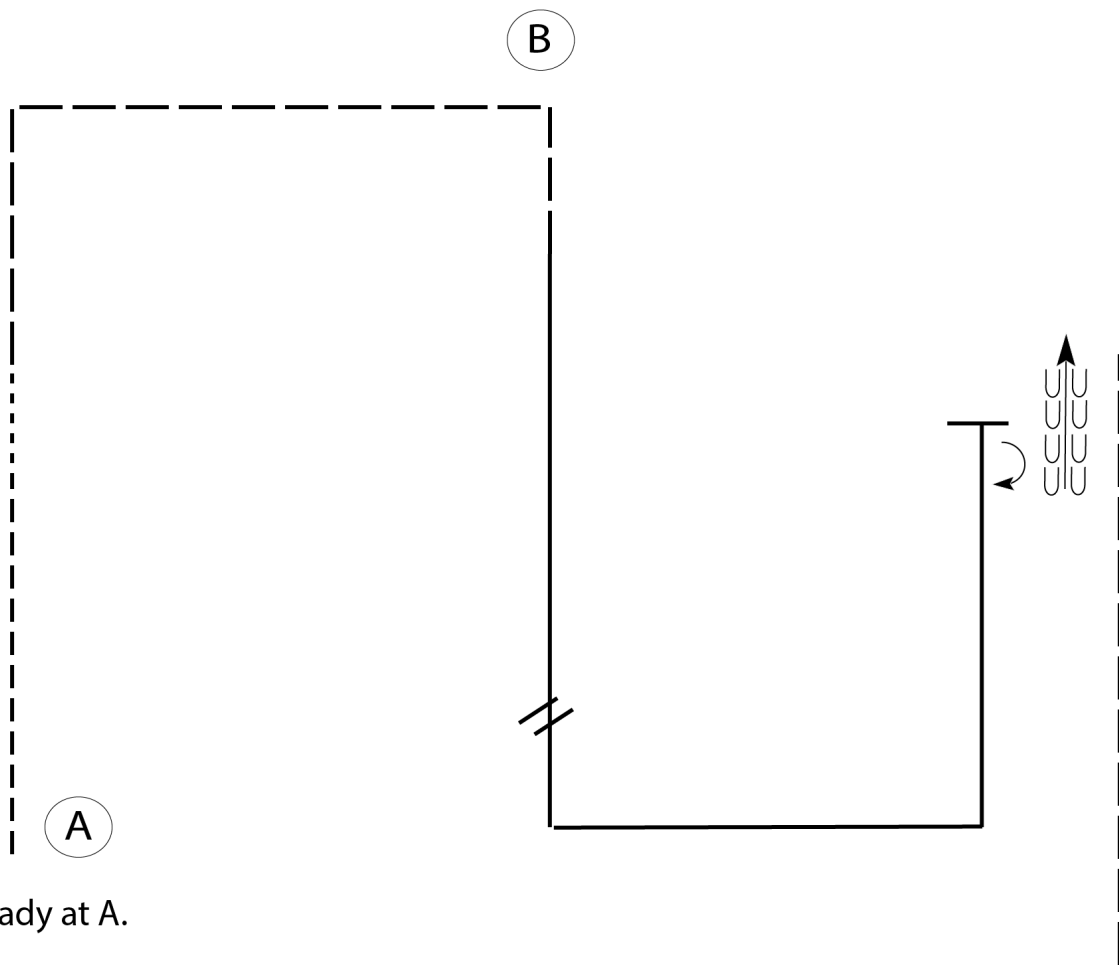
# Band City AQHA & APHA Show

## Horsemanship (Youth and Amateur)

Show Date: May 17, 18

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. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Lope on the right lead.
4. Perform a simple lead change before even with A.
5. Lope left lead two square corners.
6. Stop and perform a 180 degree turn right then back approximately one horse length.
7. Jog to exit.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	——— ———
Back	← — — — —
Marker	Ⓚ

[WH/2-120]

Pattern Provided by:

*your judges*

# Band City AQHA & APHA Show

## Horsemanship (Small Fry, walk trot)

Show Date: May 17, 18

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Jog straight until even with A.
4. Stop and back approximately one horse length.
5. Jog to exit.

Walk      - - - - -

Jog        - - - - -

Extended Jog      - - - - -

Lope        - - - - -

Lead Change      / / / / /

Back        ← - - - - -

Marker      (B)

[WH/WT-120]

Pattern Provided by:

*your judges*

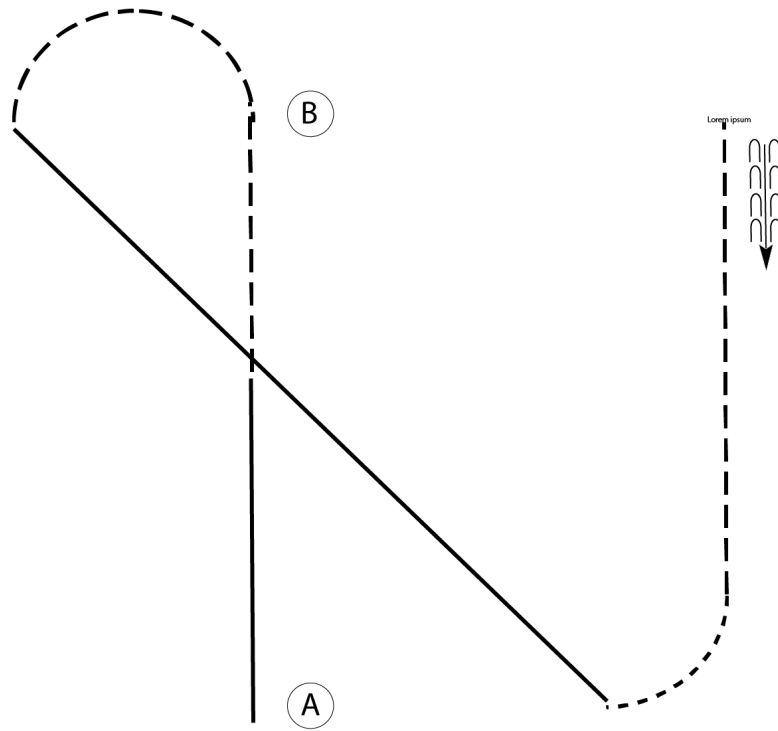
# Band City AQHA & APHA Show

## Hunt Seat Equitation (Youth and Amateur)

Show Date: May 17, 18

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. Canter right lead to center of pattern.
2. Posting trot right diagonal in half circle.
3. Canter on the left lead until even with A.
4. Walk with FORWARD motion in a quarter circle (crawling will be a minus maneuver).
5. Posting trot on the left diagonal until even with B.
6. Stop and back 4 steps. Pattern is complete.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↘↘↘
Back	↖↖↖
Marker	ⓑ
Sidepass	←-----←
Hand Gallop	-----

[HSE/2-114]

Pattern Provided by:  
*your judges*

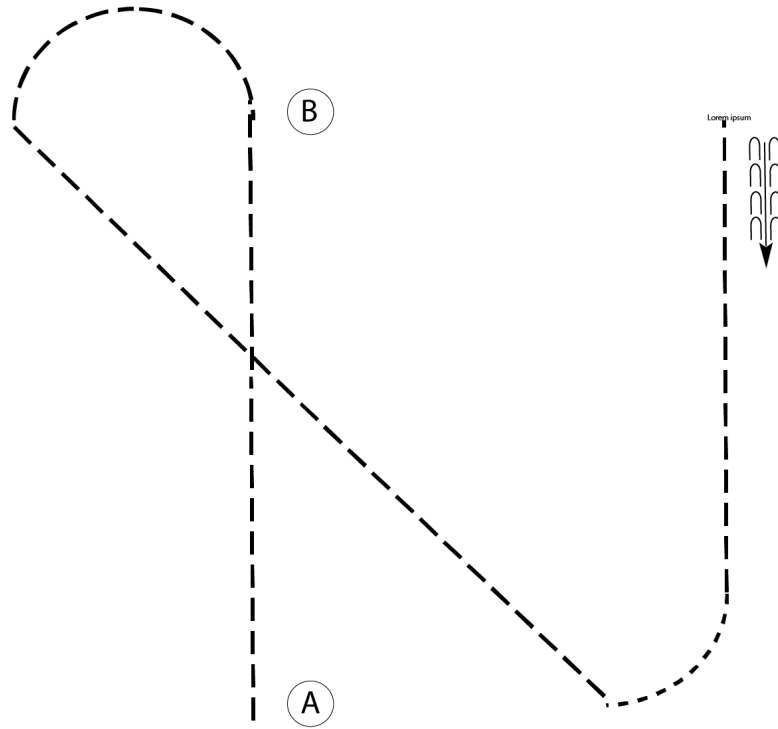
# Band City AQHA & APHA Show

## Hunt Seat Equitation (Small Fry, walk trot)

Show Date: May 17, 18

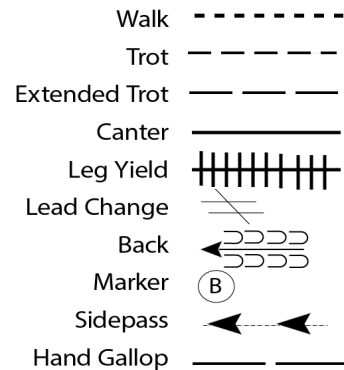
w w w . H o r s e S h o w P a t t e r n s . c o m

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 right diagonal to B and in half circle.
2. Change diagonals and trot on the diagonal.
3. Walk with FORWARD motion in a quarter circle (crawling will be a minus maneuver).
4. Posting trot on the left diagonal until even with B.
5. Stop and back 4 steps. Pattern is complete.



[HSE/WT-114]

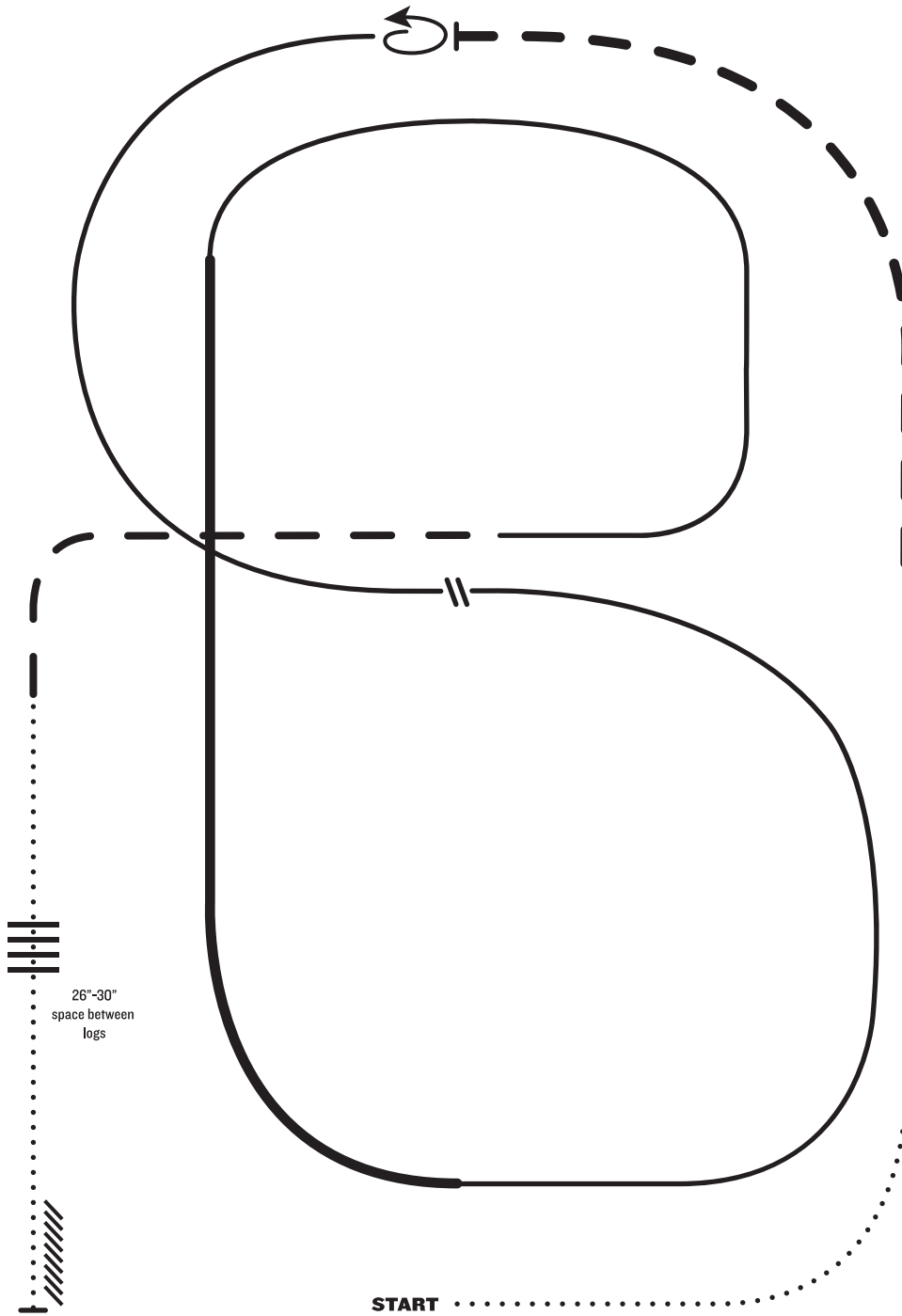
Pattern Provided by:

*your judges*

# RANCH RIDING - PATTERN I

## LEGEND

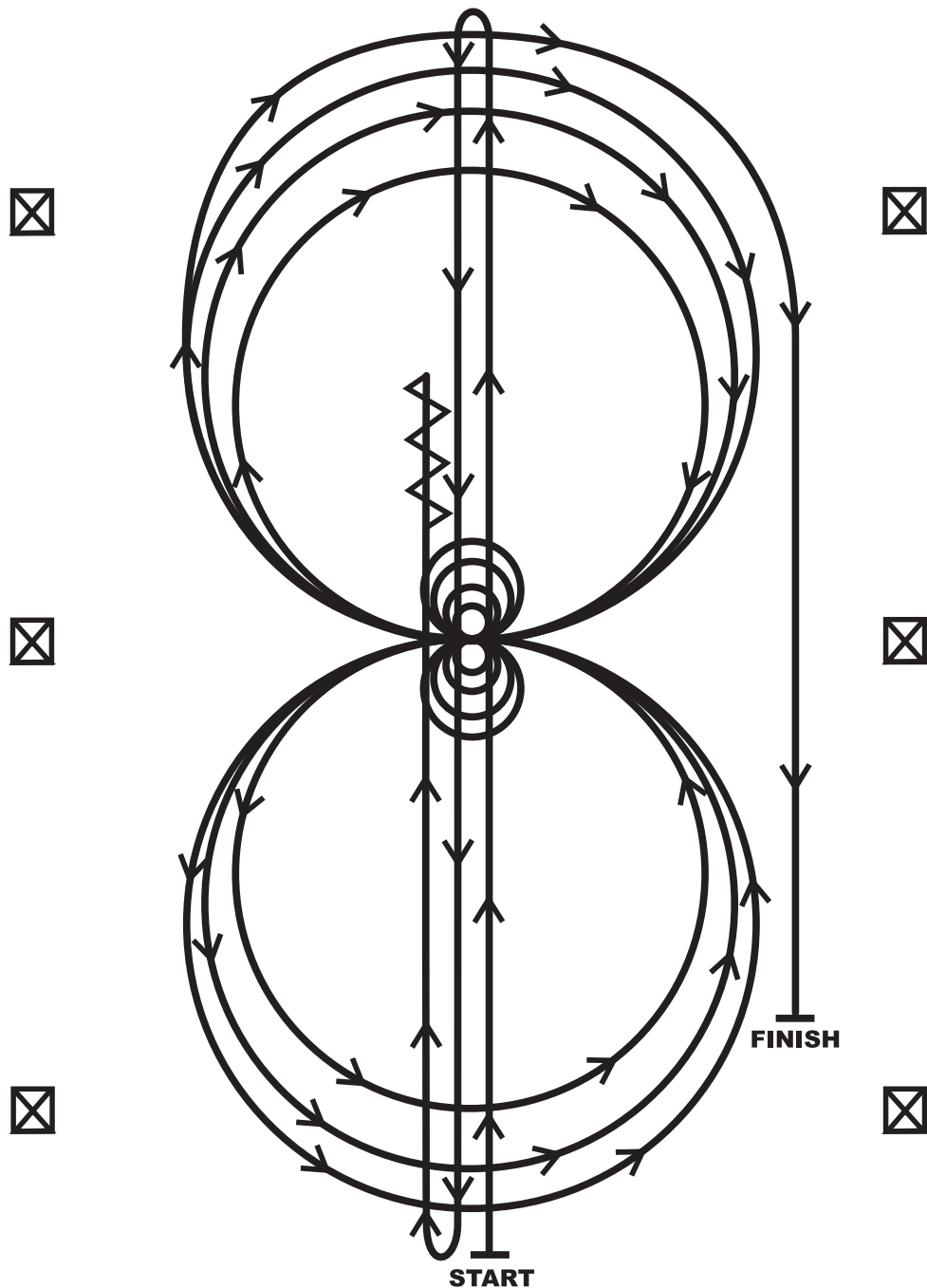
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
//	Lead Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# REINING PATTERN 7



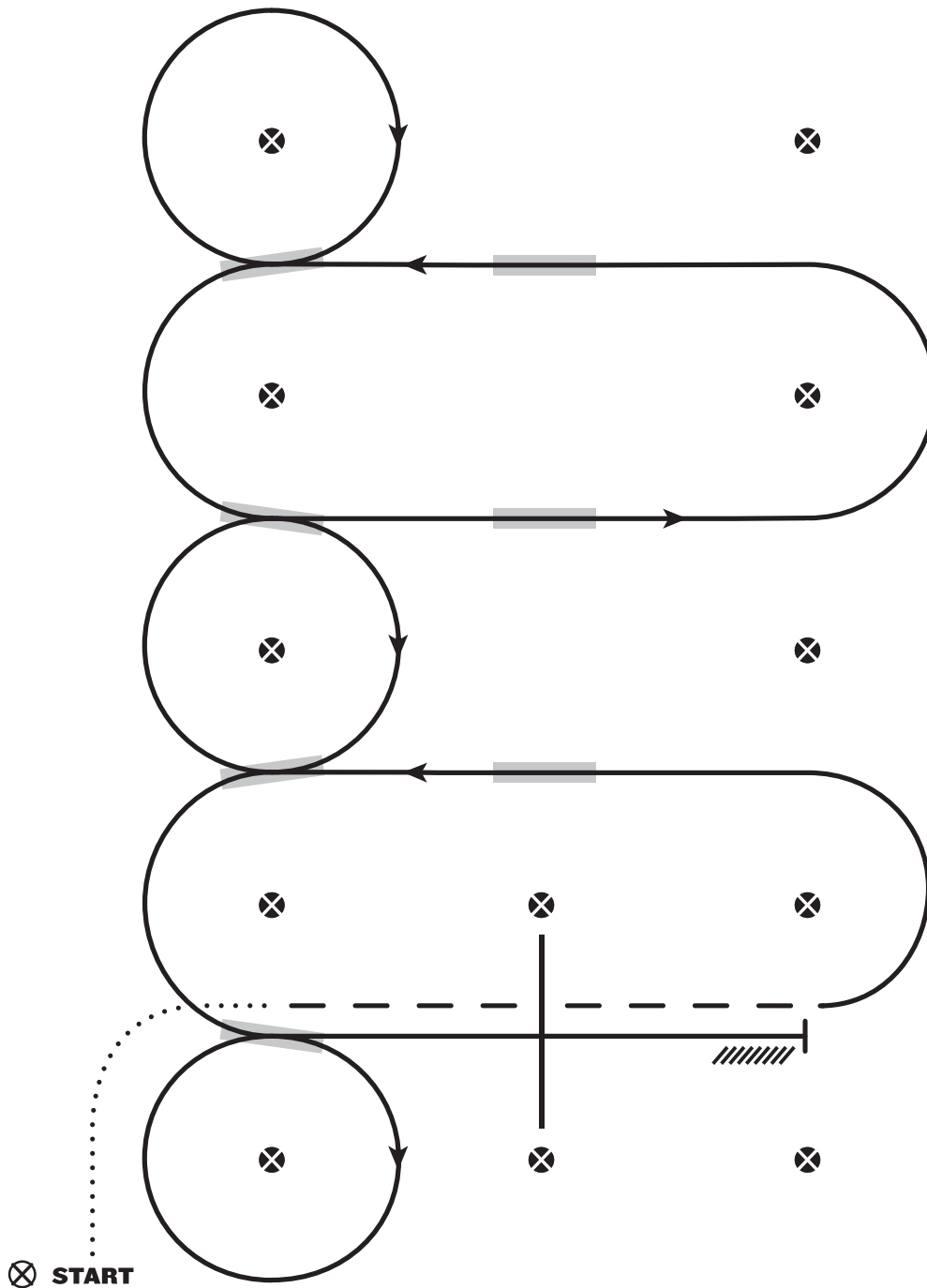
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 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.



# WESTERN RIDING - PATTERN 2

## LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back