



SPRING "NO BLING" SHOW

MAY 21, 2017

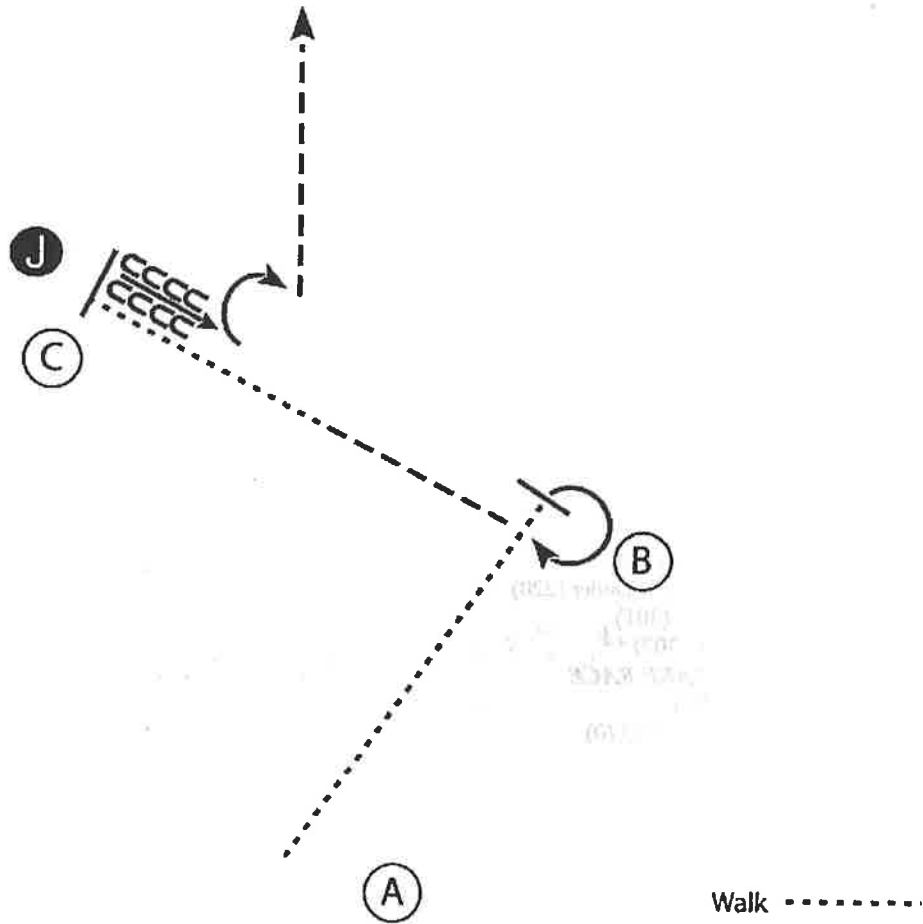
VERDE VALLEY FAIRGROUNDS

PATTERN BOOK

ALL SHOWMANSHIP

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 from A to B.
2. Stop and perform a 270 degree turn.
3. Trot half way to C, break to walk and walk to C.
4. Stop and set up for inspection.
5. When dismissed back four steps.
6. Perform a 90 degree turn and trot to line-up.

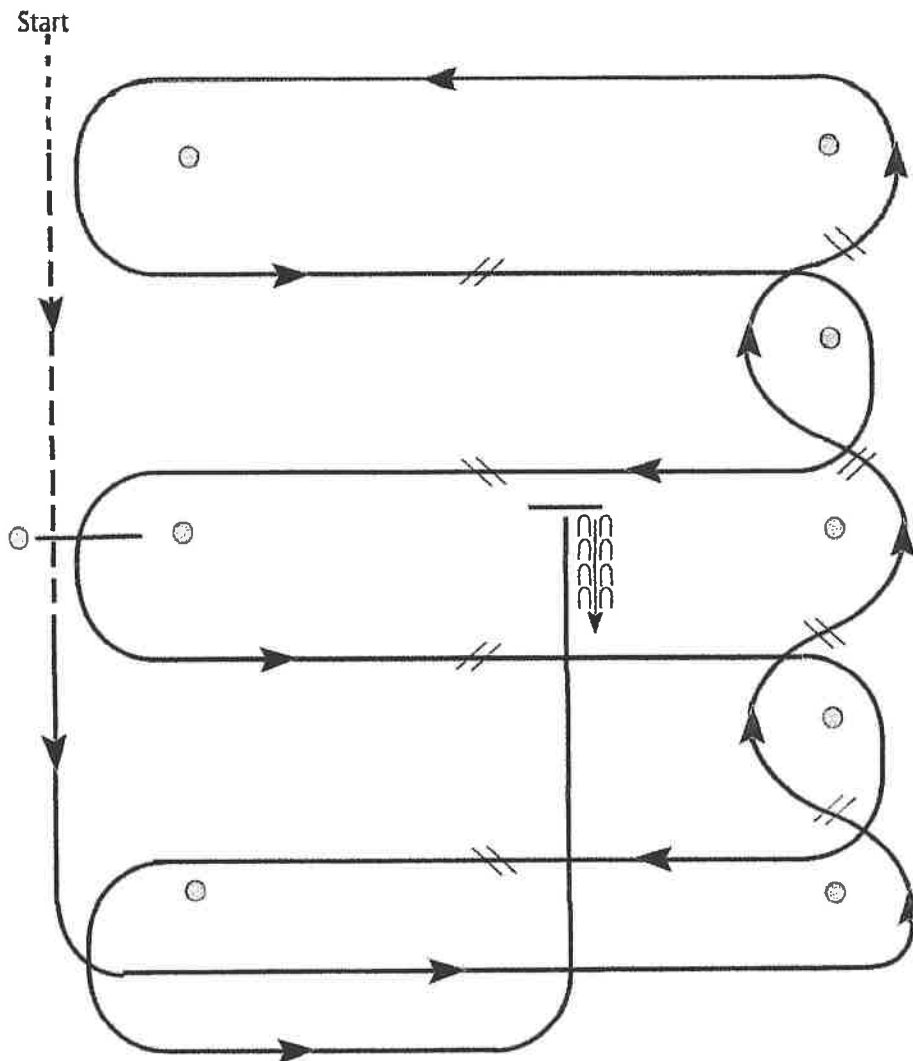
- Walk (dotted line)
- Trot - - - - - (dashed line)
- Back ← CCCC (Back symbol)
- Marker (B) (circle with B)
- Judge (J) (circle with J)

Pattern Provided by:

AAA

[S/2-13]

All Western Riding



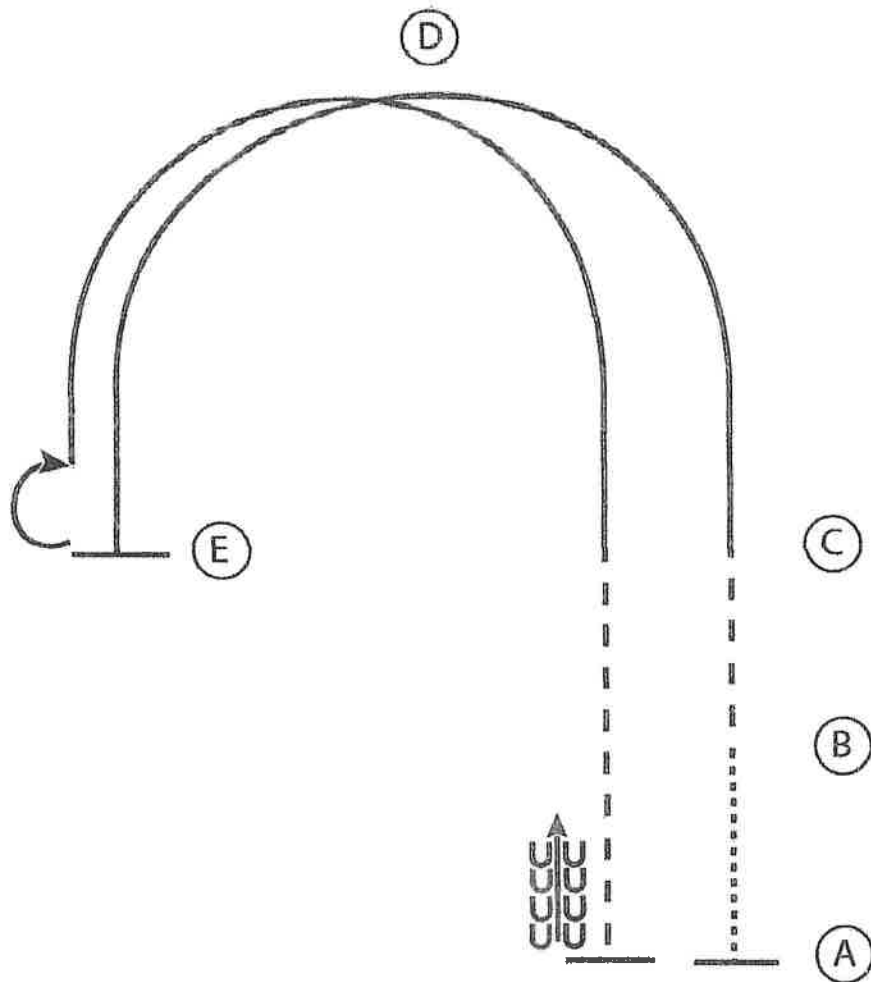
1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth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

[WR/OP-1]

Pattern Provided by:

AAA

All Western Horsemanship - Except Walk/Trot



1. Walk A to B
2. At B jog to C
3. At C lope on the left lead in a half circle to E
4. Stop at E and perform a 180 degree turn to the right
5. Lope on the right lead in a half circle to C
6. At C jog to A
7. At A stop and back 4 steps

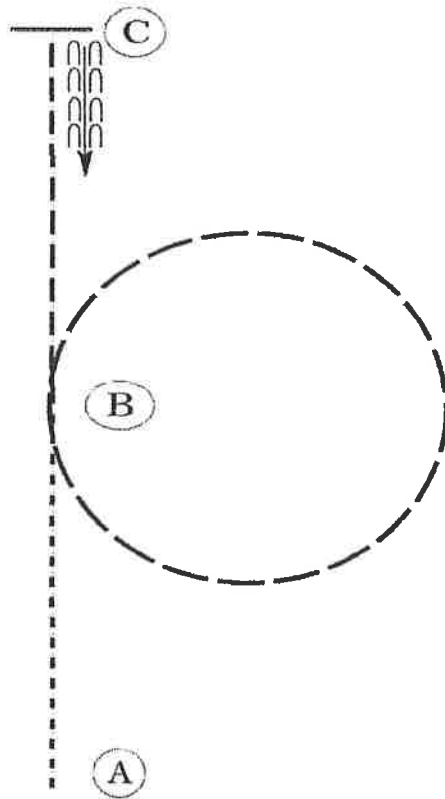
Walk
Jog	-----
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	↘
Back	← ↘ ↘
Marker	⊙
Sidepass	←-----→

[WH/2-28]

Pattern Provided by:

AAA

Walk Trot Western Horsemanship



Be ready at A.

1. Walk from A to B.
2. Perform an extended jog circle to the right at B.
3. Slow to a jog at B. Jog to C.
4. Stop at C and back approximately one horse length.

Follow instructions of your ring steward.

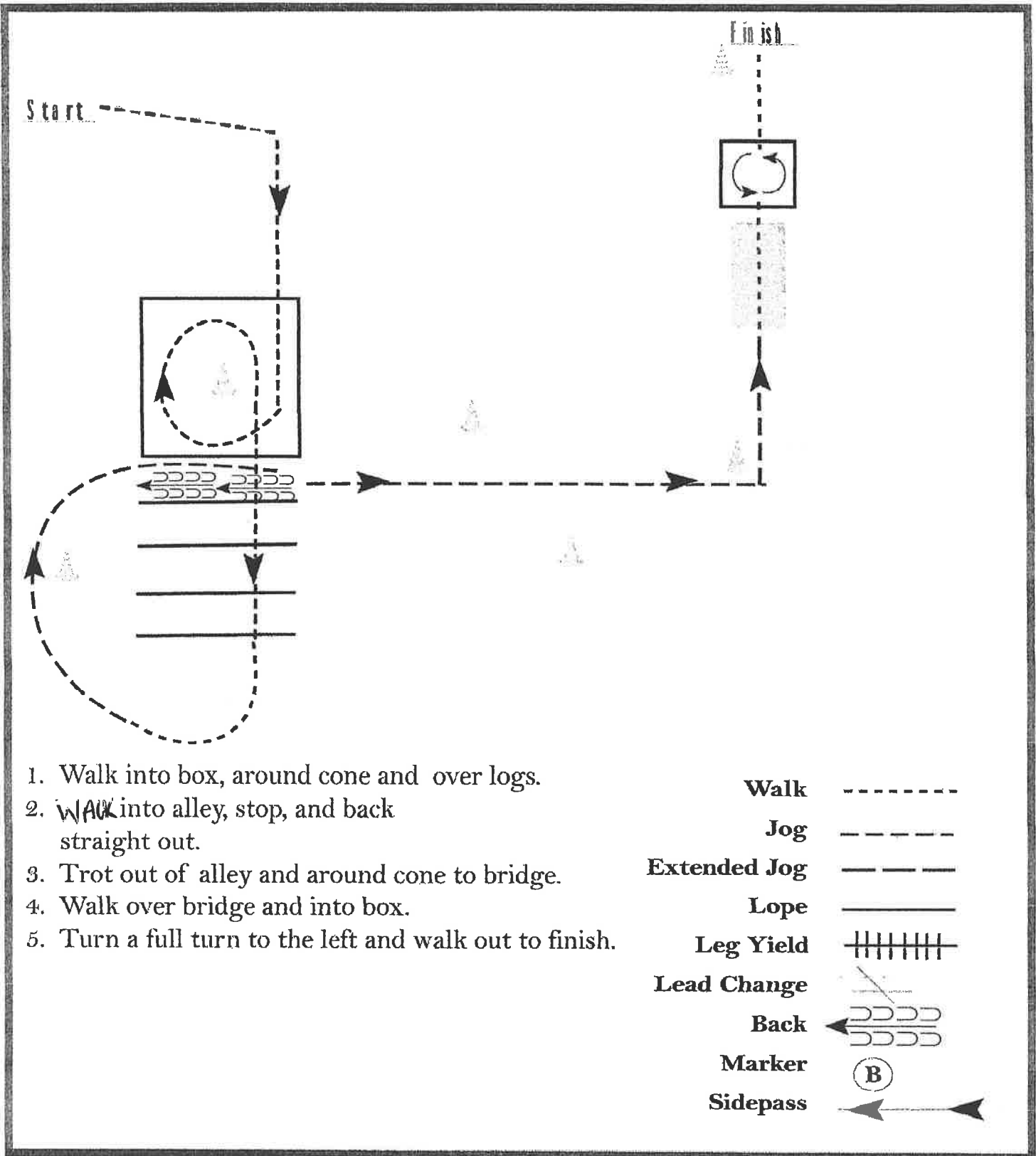
Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	← ←
Marker	(B)
Sidepass	←→

[WH/WT-28]

Pattern Provided by:

AAA

Walk Trot Trail Classes



1. Walk into box, around cone and over logs.
2. ~~WALK~~ into alley, stop, and back straight out.
3. Trot out of alley and around cone to bridge.
4. Walk over bridge and into box.
5. Turn a full turn to the left and walk out to finish.

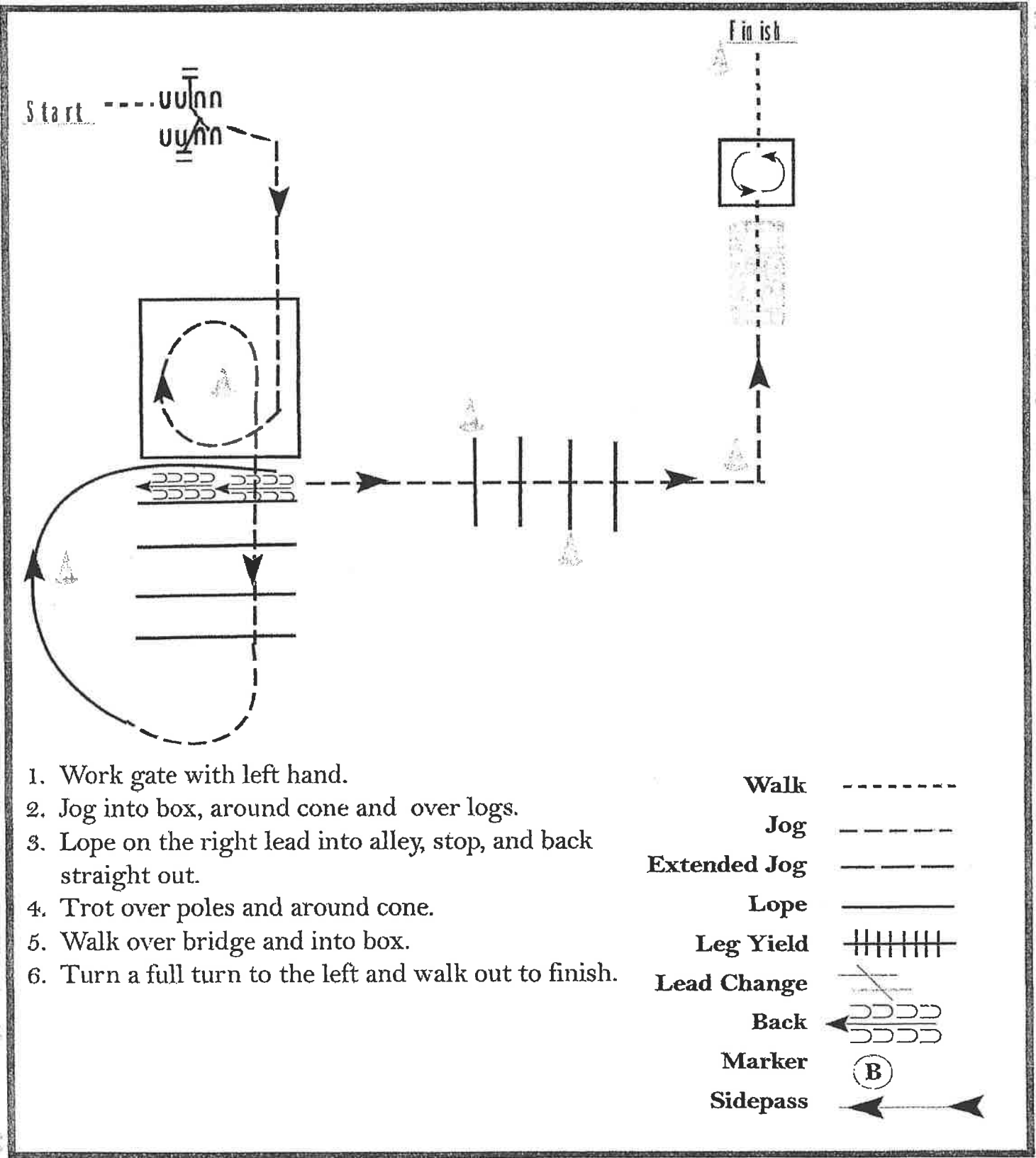
Walk	-----
Jog	- - - - -
Extended Jog	- . - . -
Lope	—————
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	ⓑ
Sidepass	←→

[T/WT-28]

Pattern Provided by:

AAA

All Trail Classes - Except Walk /Trot



1. Work gate with left hand.
2. Jog into box, around cone and over logs.
3. Lope on the right lead into alley, stop, and back straight out.
4. Trot over poles and around cone.
5. Walk over bridge and into box.
6. Turn a full turn to the left and walk out to finish.

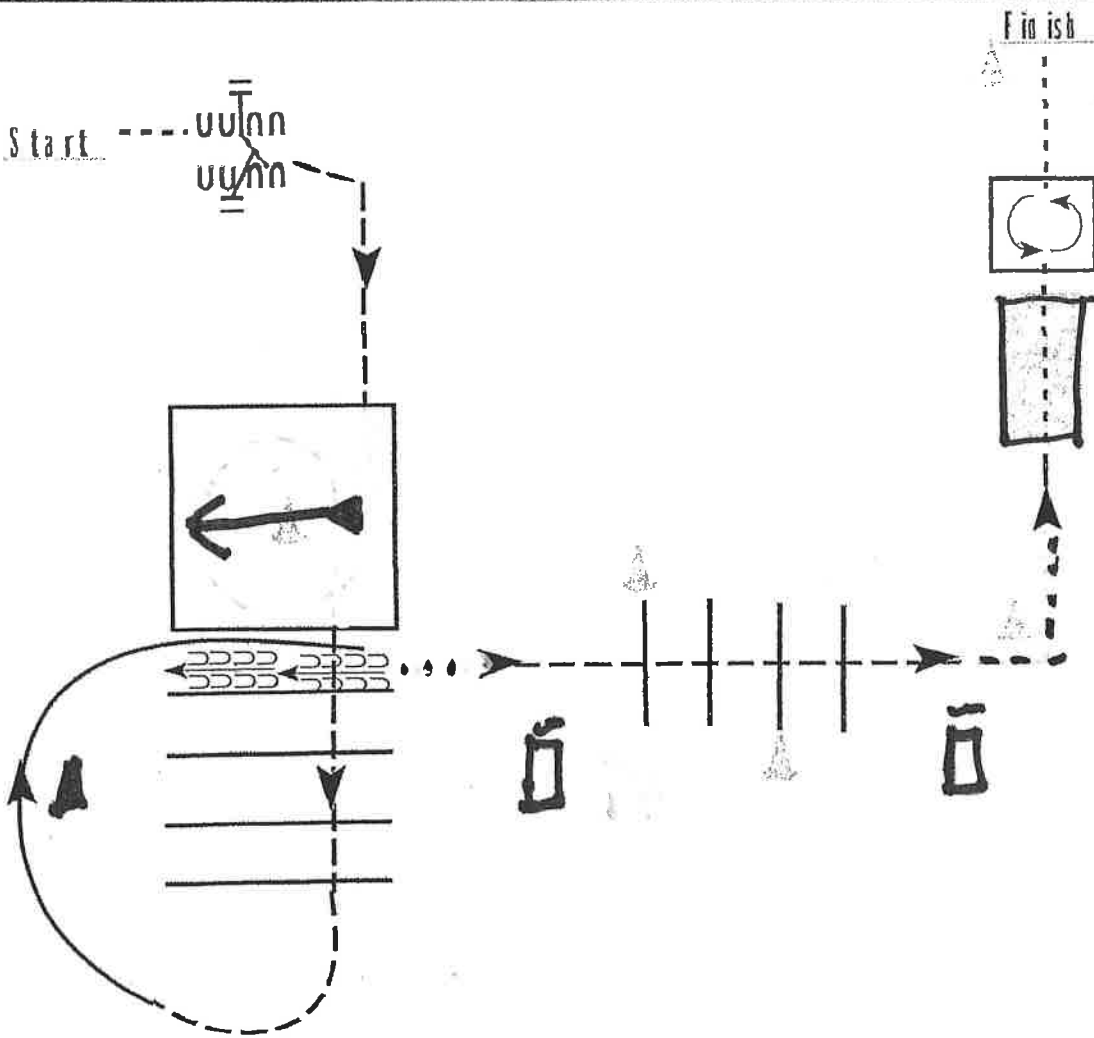
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←

[T/2-28]

Pattern Provided by:

AAA

All Ranch Trail



1. Work gate with left hand
2. Jog into box, stop and sidepass to the right
3. Lope on the right lead over the logs, into alley, stop, and back straight out
4. Walk out, pick up rope and trot over poles stop and drop rope on barrel
5. Walk over the bridge and into box
6. Turn a full turn to the left and walk out to finish

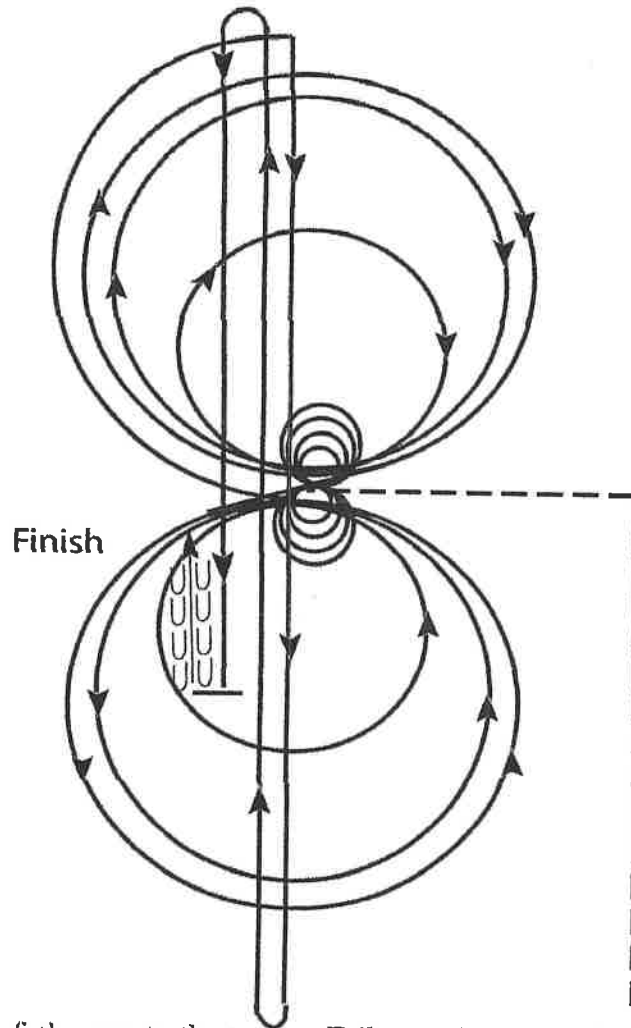
Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊙ B
Sidepass	← — — — — →

[T/2-28]

Pattern Provided by:

AAA

All Reining



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must wal or stop prior to starting pattern. Begin 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 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 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. C
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 10 feet (3m). Hesitate to demonstrate completion of pattern.

Pattern Provided by:

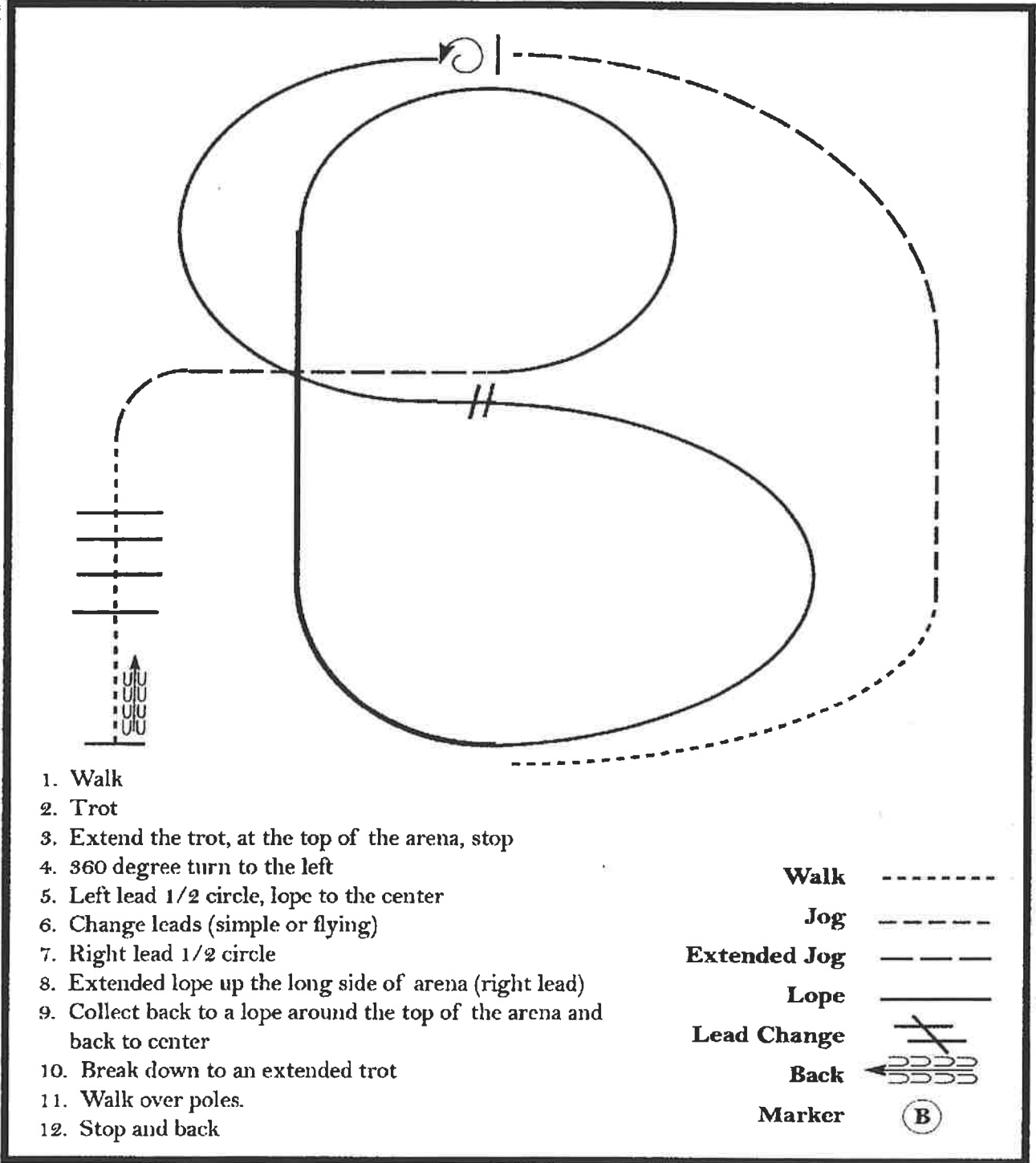
AAA

[R/AQHAP-11]

Ranch Riding (All Classes)

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
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the 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 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 poles.
12. Stop and back

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

[RR/1]

Pattern Provided by:

AAA