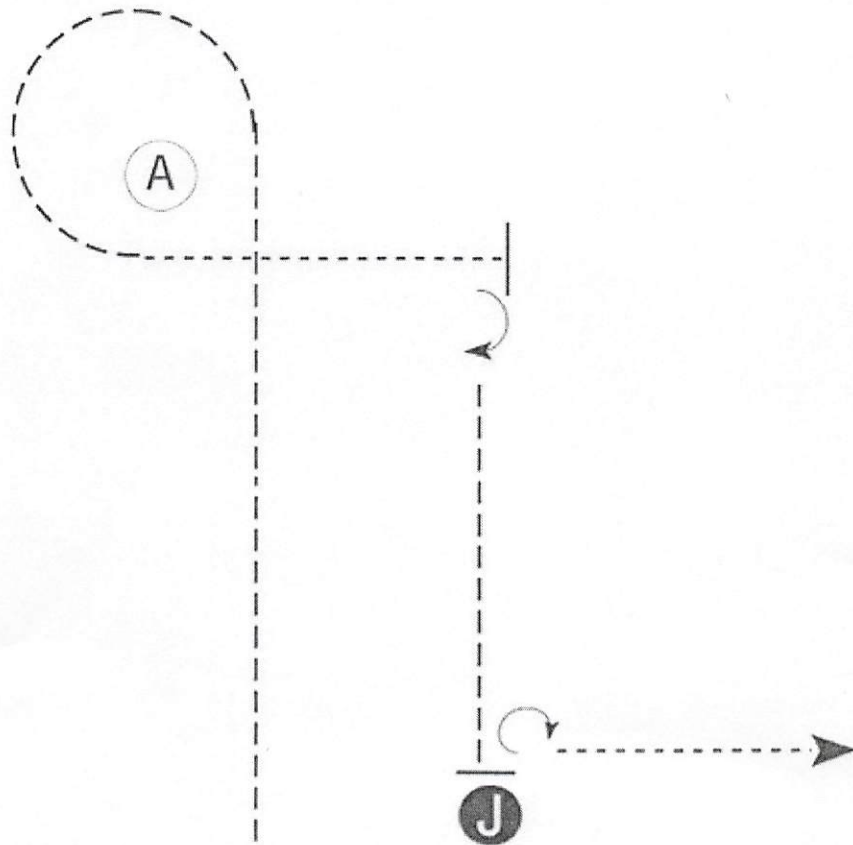




566. Showmanship Junior  
567. Showmanship Novice

44



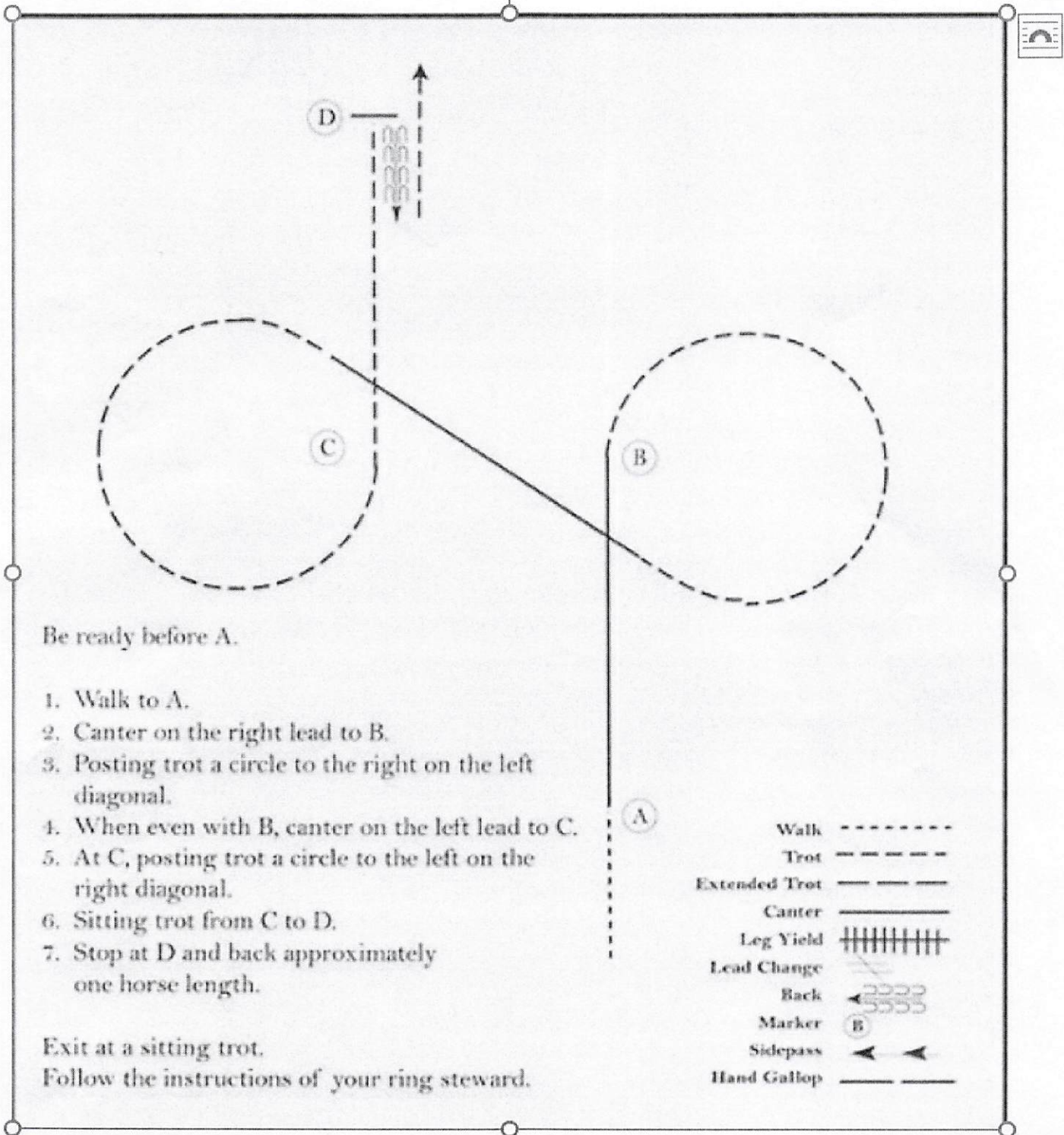
Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	Ⓟ
Judge	Ⓝ

414



Be ready before A.

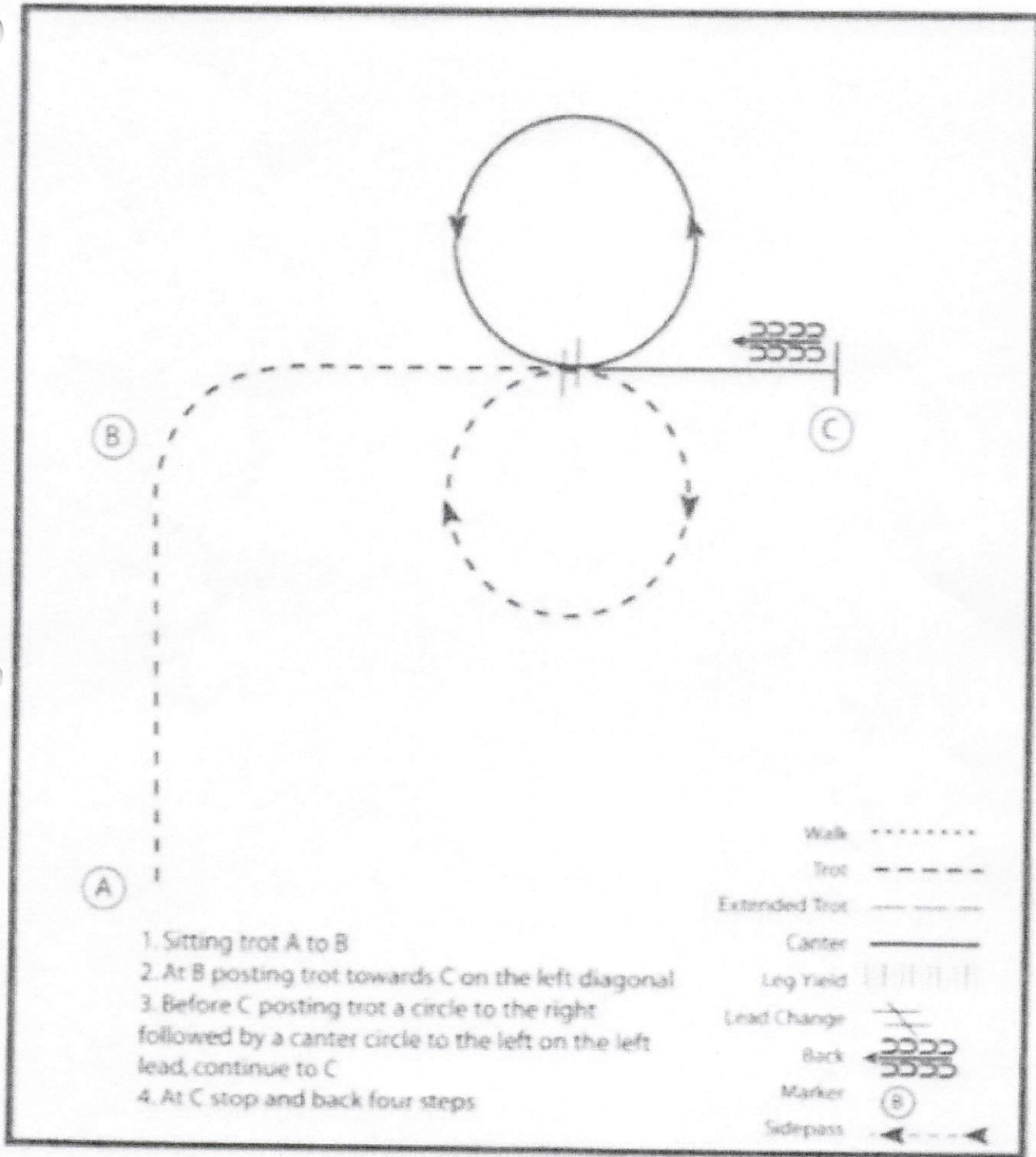
1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot a circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.  
Follow the instructions of your ring steward.

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

573. Hunt Seat Equitation Junior  
 574. Hunt Seat Equitation Novice

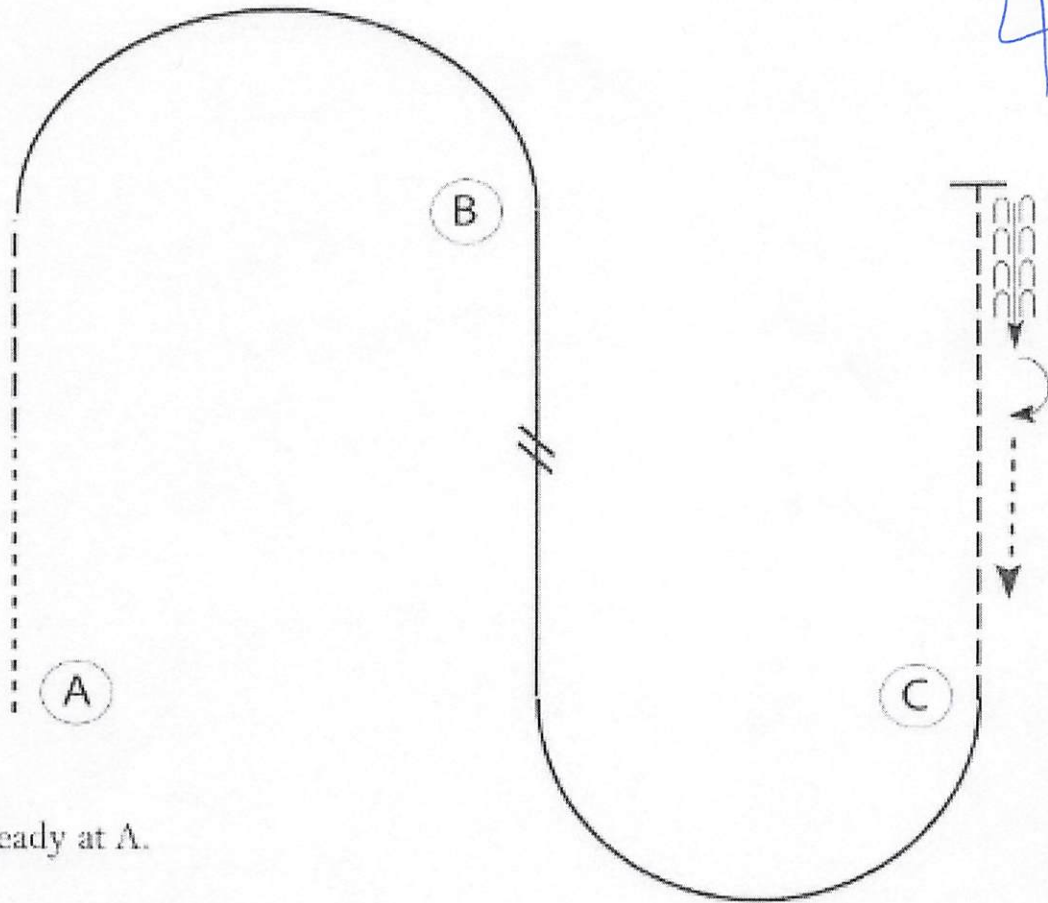
44



588.

Western Horsemanship Senior

4H



Be ready at A.

1. Walk from A to center of pattern.
2. Jog until even with B.
3. Lope a half circle on the right lead to and around B.
4. Perform a simple lead change in the center of the pattern.
5. Lope a half circle on the left lead to C.
6. Jog until even with B.
7. Stop and back approximately one horse length.
8. Perform a 180 degree hindquarter turn right and walk off.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	⋈
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊙ B

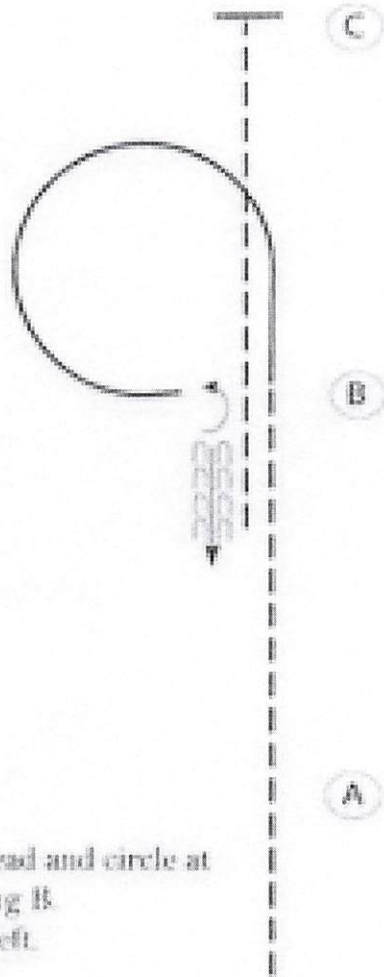
Follow the directions of your ring steward.

588.

589. Western Horsemanship Junior  
590. Western Horsemanship Novice

All 4-H Horsemanship

4H



Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

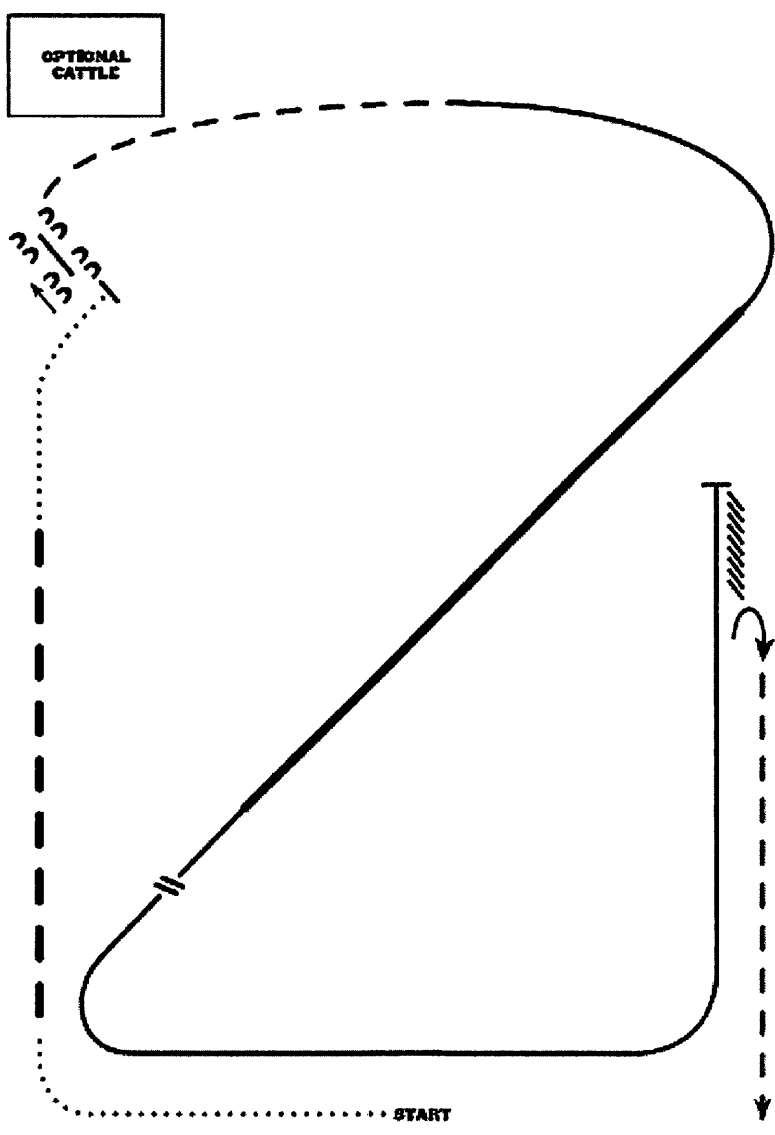
Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	← [hoof prints]
Marker	⊙
Sidepass	← [hoof prints] →

4H

# RANCH RIDING - PATTERN 10

LEGEND	
.....	Mark
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
////	Back
	Lead Change



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over top
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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

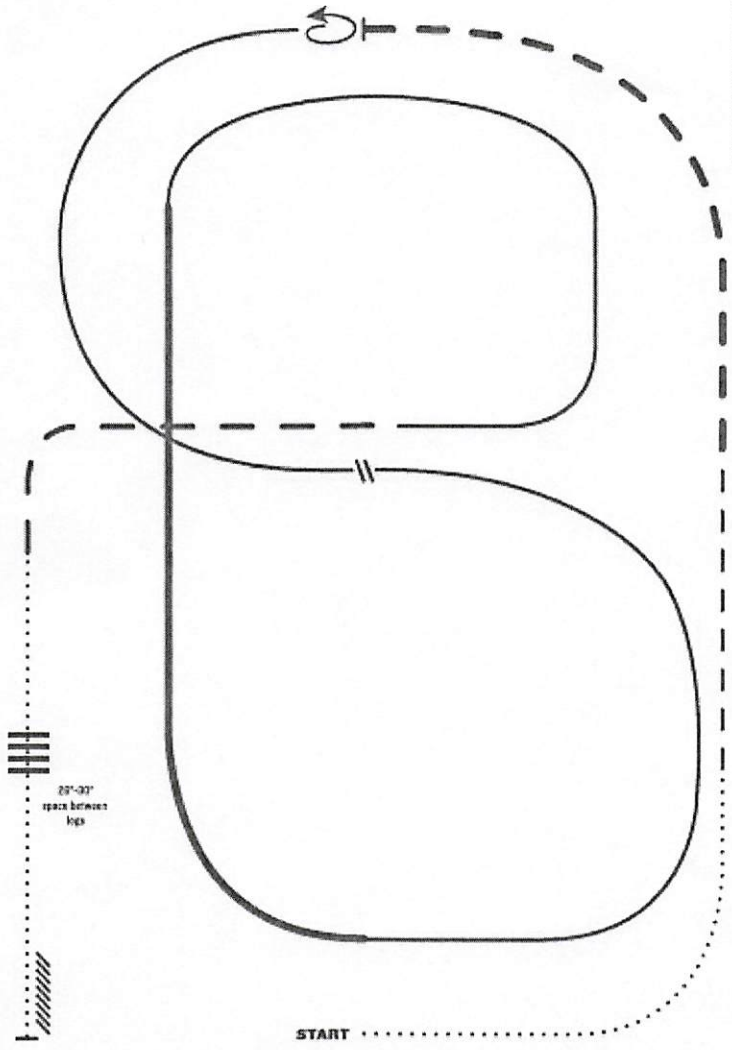
Revised 05-2021

4H

**RANCH RIDING - PATTERN I**

**LEGEND**

.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
///////	Back
W	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.

Revised 05-2021

4H

### Pattern 4

Horses may walk or jog to the center of the arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) 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.

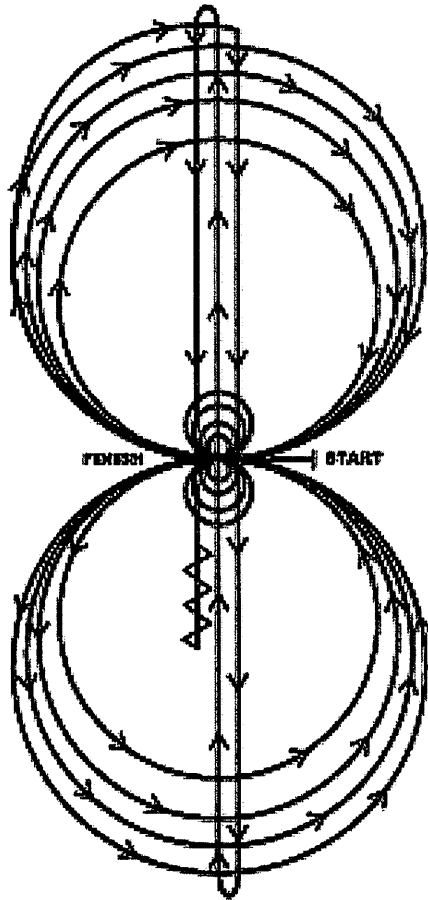
4. Complete four spins to the left. Hesitate.

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)

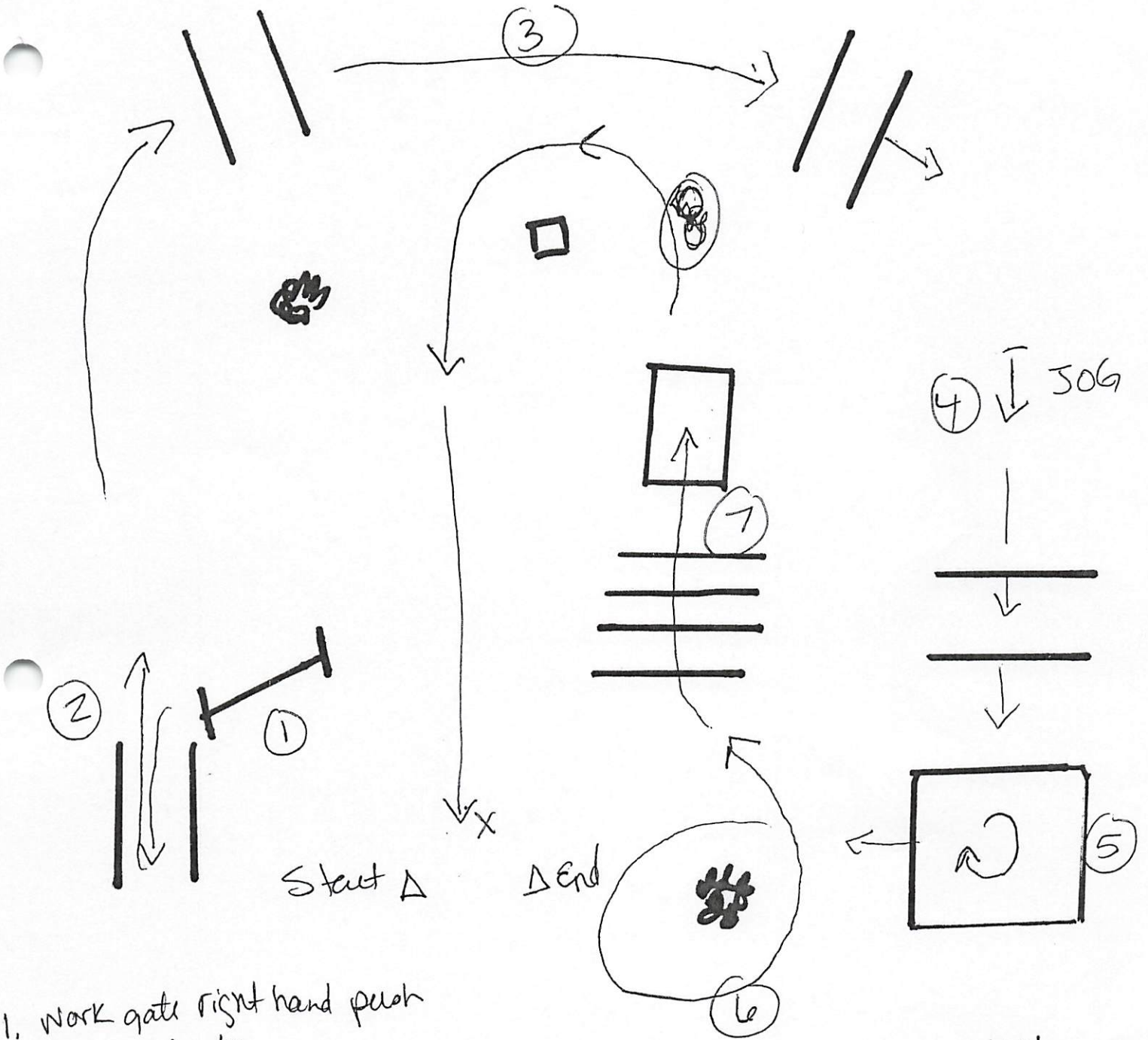
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.

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.



4H



1. Work gate right hand push
2. BACK chute
3. Lope right lead over poles
4. Soq poles into box
5. ~~450~~ turn to right and walk out  
450°

6. Soq around tree
7. walk loop + bridge
8. Lope left lead
9. walk back in steps

4H  
 All classes  
 Ranch Trail  
 580  
 581  
 582