

**Wyoming's Big Show**  
**Sweetwater & Daggett County Fair**

**Horse Show**

**\* 2021 \***

**Open, 4H & FFA**

**Pattern Book**

**August 1-8, 2021**

Please note that patterns may be changed at the Judge's Discretion

9. **DISEASE:** Any horse with disease will be asked to leave the Fairgrounds.
10. **HORSES** must have proper brand inspection to move across county and/or state lines.
11. **RIGHT OF REFUSAL:** The Sweetwater County Fair Board reserves the right to reject anyone or any animal at any time for disrespect of the rules, rough treatment of animals, or any other reason they deem reasonable without being held liable for compensation or damages. Discrepancy of rules will be reviewed by supervisor and could result in disqualification. Contestants may be removed from competition if they exhibit an inability to control their animal and present a threat to the safety of themselves or other contestants.
12. **PARKING:** All trucks and trailers are to be parked in the area provided North of the Indoor Arena or East of the covered horse stalls.
13. **LEADLINE & WALK TROT:** Riders competing in **LEADLINE** must be 6 years or under are only eligible for halter and showmanship. Horse must be led by a responsible person 18 years or older and child must compete in proper fitting tack, judged at a walk. Riders competing in **WALK TROT** classes are only eligible for walk trot classes, halter, and showmanship. If a horse breaks gate in walk trot classes, the contestant will be disqualified.
14. **PROTESTS:** Should a conflict arise regarding entries or qualifications; exhibitors can submit an official protest to Events Complex staff. All protests shall be in writing detailing the complaint. Events Complex staff will meet with the department supervisor and judge for review of the protest and decision. That decision will be final. As far as results, the judge's decision in all events is final. Judge or committee will NOT review video footage to adjust.
15. **ALL AROUND HORSE AWARD – Buckles to Champion & Reserve Champion**  
Presented on the basis of points accumulated by Horse & Rider as a team participating in Reining, Western Pleasure, Western Equitation, Barrel Racing, Pole Bending, Flag Race, Trail, and Showmanship (no Walk Trot All Around)  

First Place - 6 points	Fourth Place - 3 points
Second Place - 5 points	Fifth Place - 2 points
Third Place - 4 points	Sixth Place - 1 point

Horses need not compete in all events to be eligible. In the case of a tie, Western Pleasure will be the tie breaker. The participant that places highest in that class will receive the award.
16. **DOUBLE SHOW CLASSES** – Classes with a class number in both the open & 4-H/FFA column will be double judged. Both classes will run concurrently. Ribbons, awards and premiums will be awarded for both the open and 4-H/FFA classes. For 2021 these include Reining & Trail.

#### **Awards**

Open class entries will be placed as First through Sixth unless otherwise specified. See division information for details on ribbons, trophies, awards, etc.

#### **Awards, Rosettes, Ribbons & Premiums**

Place	Premium
1 <sup>st</sup> Place	\$12
2 <sup>nd</sup> Place	\$10
3 <sup>rd</sup> Place	\$8
4 <sup>th</sup> Place	\$6
5 <sup>th</sup> Place	\$4
6 <sup>th</sup> Place	\$2

## Sunday Classes

Entries for Sunday close at 12 pm on Saturday, July 31st

Classes begin at 9:00 a.m.	
#	Class Name
01	Showmanship, 13 & under
02	Showmanship, 14-18
03	Showmanship, 19 & over
04	Halter, Stallion, 3 and under
05	Halter, Stallion, 4 and over
06	Halter, Gelding, 3 and under
07	Halter, Gelding, 4 and over
08	Halter, Mare, 3 and under
09	Halter, Mare, 4 and over

Classes begin at 11:00 a.m.	
#	Class Name
10	Leadline, 6 & under
11	Walk Trot Pleasure, 10 & under
12	Western Pleasure, 13 & under
13	Western Pleasure, 14-18
14	Western Pleasure, 19 & over
15	Western Equitation, 13 & under
16	Western Equitation, 14-18
17	Western Equitation, 19 & over
18	Halter, Mini or Pony Stallion
19	Halter, Mini or Pony Gelding
20	Halter, Mini or Pony Mare
21	Mini Trail In Hand, 15 & under
22	Mini Trail In Hand, 16 & over
23	Mini Jumping In Hand, 15 & under
24	Mini Jumping In Hand, 16 & over
**	Youth Programmed Ride
**	Youth Hunter Under Saddle
**	Youth Hunt Seat Equitation

## Monday Classes – Youth & Open, Double Judged

Entries for Monday close at 12 pm on Sunday, August 1

Classes begin at 6:00 p.m.		
<i>Be sure to register for BOTH OPEN &amp; 4-H/FFA if you are eligible.</i>		
Open #	4-H/FFA #	Class Name
25	**	Trail, 10 & under, Walk Trot
26	**	Trail, 10 & under
27	**	Trail, 11-13
28	**	Trail, 14-18
29		Trail, 19 & over
30	**	Reining, 10 & under
31	**	Reining, 11-13
32	**	Reining, 14-18
33		Reining, 19 & over

*Please see 4-H/FFA Fairbook for details on youth show class rules & regulations.*

## **Tuesday Classes**

Entries close at 12 pm, Monday, August 2

### **Double Judged - Classes begin at 5:00 p.m.**

***Be sure to register for BOTH OPEN & 4-H/FFA  
if you are eligible.***

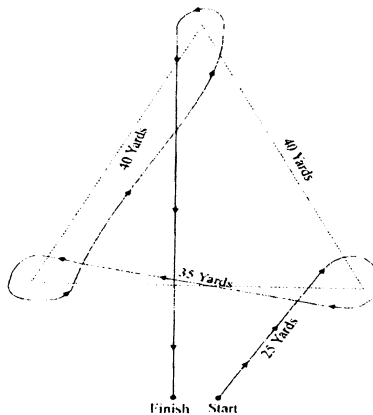
<b>Open #</b>	<b>4-H/FFA #</b>	<b>Class Name</b>
34	**	Mini Costume Class, 10 & Under
35	**	Mini Costume Class, 11-13
36	**	Mini Costume Class, 14-18
37	**	Mini Costume Class, Adult

### **Classes begin at 6:00 p.m.**

<b>#</b>	<b>Class Name</b>
38	Barrel Race, 10 & under, Walk Trot
39	Barrel Race, 13 & under
40	Barrel Race, 14-18
41	Barrel Race, 19 & over
42	Pole Bending, 10 & under, Walk Trot
43	Pole Bending, 13 & under
44	Pole Bending, 14-18
45	Pole Bending, 19 & over
46	Flag Race, 13 & under
47	Flag Race, 14-18
48	Flag Race, 19 & over

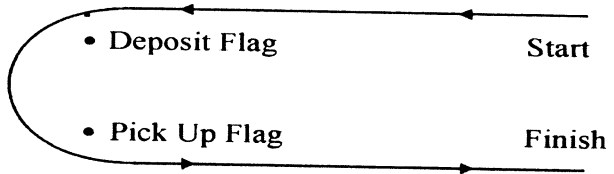
## **Barrel Racing Rules**

1. The contestant is allowed a running start. Timing shall begin and end as soon as the horse's nose reaches the electric eye.
2. At the signal from the starter or timer, the contestant will go to barrel number 1 passing to the right of this barrel, complete a 360-degree turn, then on to barrel 2, this time passing to the left where another 360-degree turn is completed.
3. As soon as the turn is completed around barrel 3, the contestant sprints the horse to the finish line where the timers stop.
4. This barrel course may also be run to the left. For example, the contestant will start to barrel number 2, turning to the left around this barrel, then to barrel number 1, turning to the right, then to barrel 3, turning again to the right, followed by a sprint to the finish line.
5. Knocking over a barrel will be a 5 second penalty. Breaking the pattern will be a no time.



### Flag Race Rules

1. Time limit: 1 minute
2. Five-gallon buckets set on 55-gallon barrels.
3. Buckets must be filled at least 2/3 full.
4. Contestant may run course from the right to the left. In either case, bucket on first barrel is empty; bucket on second barrel contains flag.
5. Contestant is given #1 flag prior to or upon entering the arena. When timers and flagger are ready, contestant goes to 1st barrel which holds a 5-gallon bucket and deposits #1 flag into the bucket; then proceeds to 2nd barrel on top of which there is a 5-gallon bucket with #2 flag and retrieves the flag and continues to the finish line.
6. Barrels 100 feet from starting line
7. Barrels placed no less than 25 feet apart.
8. Contestant will be disqualified for:
  - Circling around barrel.
  - Knocking over bucket or barrel.
  - Crossing finish line without flag.
  - Using flag as a whip.
  - Flag not remaining in first bucket.



### Mini Class Rules

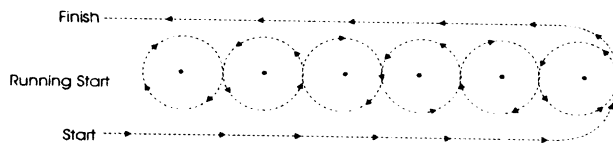
Refer to AQHA rules and AMHR rules.

### Pole Bending Rules

**SECTION 1:** There shall be six poles set in a straight line twenty-one feet apart. The starting line shall be twenty-one feet in front of the number one pole. This line shall also be the finish line.

**SECTION 2:** Horses shall face the poles at the starting line. At a given signal, riders shall run horses to number six pole, turn and bend back through poles, pivot number one pole and bend back to number six pole, pivot horse and race to finish line.

If rider should knock a pole down, he or she will be penalized five seconds for each pole. The rider shall continue course. Breaking the pattern will result in a no time.



### **Showmanship Rules**

The showmanship class shall be judged strictly on the exhibitor's ability to fit and show a horse at halter. Judging techniques and procedures will vary according to individual judge's preference, judge's decisions will be final. The ideal showmanship performance consists of a poised, confident, neatly attired exhibitor leading a well-groomed and conditioned horse that quickly and efficiently performs the requested pattern with promptness, smoothness and precision.

### **Western Performance Rules**

1. Equipment: Horses shall be shown with a stock saddle, but silver equipment will not count over a good working outfit.
  - Bits: Horses 5 years old and younger may be shown in a snaffle bit, hackamore (bosal), curb bit, half-breed or spade bit
  - Horses six years old and older may only be shown in a curb bit, half-breed or spade bit.
  - A snaffle bit shall mean the conventional O-ring, egg-butt or D-ring. A snaffle bit must be shown with both hands.
  - A hackamore (bosal) shall mean the use of a flexible, braided rawhide or leather, rope bosal, the core of which may be either rawhide or flexible cable.
  - A curb bit shall be referred to as a solid or broken mouthpiece, has shanks and acts with leverage. When a curb bit is used, a curb strap or curb chain is required, but must meet the approval of the judge, be at least one-half inch in width and lie flat against the jaw of the horse.
  - Mechanical Hackamores are not permitted. Slip or gag bits and donut and flat polo mouthpieces are also not acceptable.
2. For more information regarding bits, bosals, etc. please refer to Western Equipment in the current AQHA book.
3. Attire: Riders must wear western hat or helmet, long sleeve shirt or blouse, and cowboy boots. The use of spurs, chaps or similar gear is optional.
4. The use of stallions as pleasure horses will be permitted; however, the judge may order any horse or person from the competition for bad conduct of one or both.
5. Riders competing in walk trot classes are only eligible for walk trot classes, halter, and showmanship. If a horse breaks gate in walk trot classes (at judge's discretion) the contestant will be disqualified
6. Any question on technique or style should be addressed to the judge prior to showing with all judge's decisions being final.

**Team Roping**

**Thursday, August 5<sup>th</sup> at 5:30 pm**

**Indoor Arena**

**Produced by Chad Espenscheid  
(307) 231-2389**

**Team Penning & Sorting**

**Penning – Friday, August 6<sup>th</sup> Indoor Arena**

Enter at 5:30 pm, Start at 7:00 pm

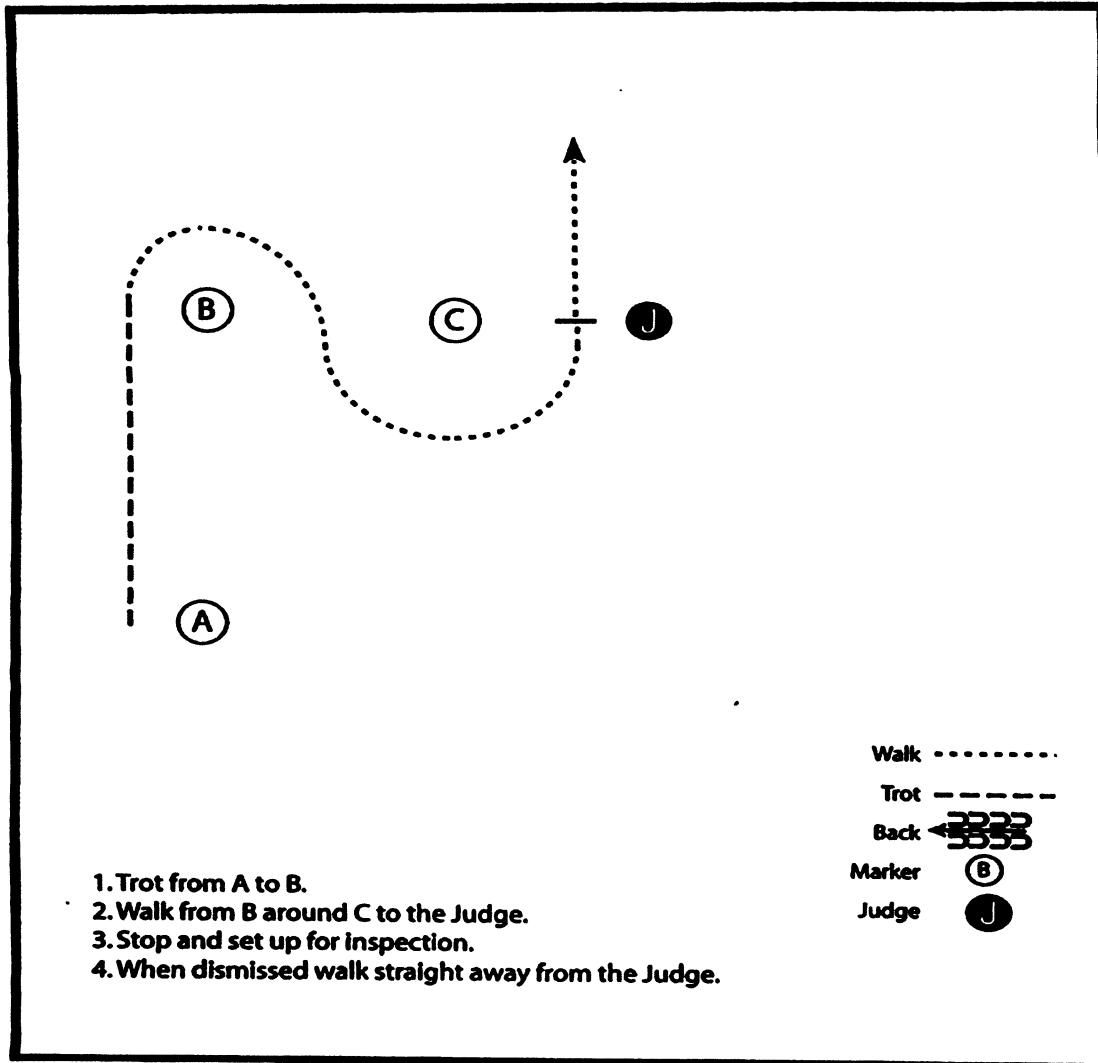
**Sorting – Saturday, August 7<sup>th</sup> Jackpot Arena**

Enter at 9:00 am, Start at 10:00 am

**Produced by Sweetwater Ranch Sort Club**  
Contact Robin Fletcher, 307-389-1274 for rules and details.

# Wyoming 4-H.

## Wyoming 4-H Showmanship (Junlor)-3



Pattern Provided by:

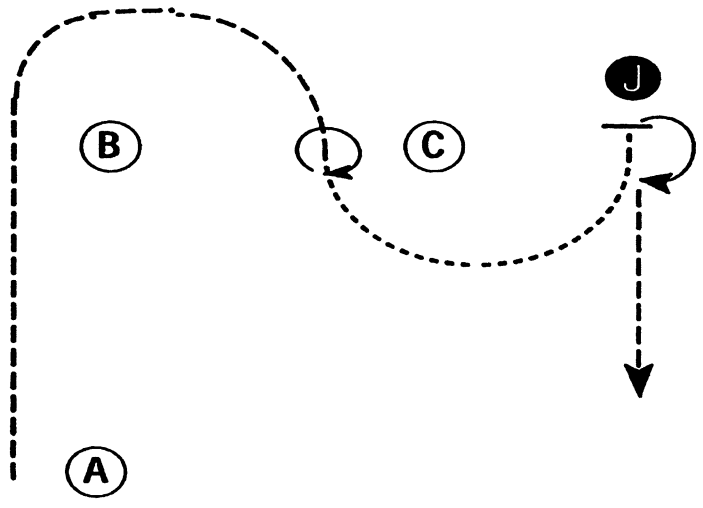
*Wyoming 4-H*

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# Wyoming 4-H

## Wyoming 4-H Showmanship (Intermediate)-2



Be ready at A.

1. Trot from A around B and to C.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge. Stop and set up for inspection.
4. When dismissed perform a 180 degree turn and trot straight away from the Judge.

Walk	-----
Trot	-----
Back	← 3333 5555
Marker	ⓑ
Judge	ⓙ

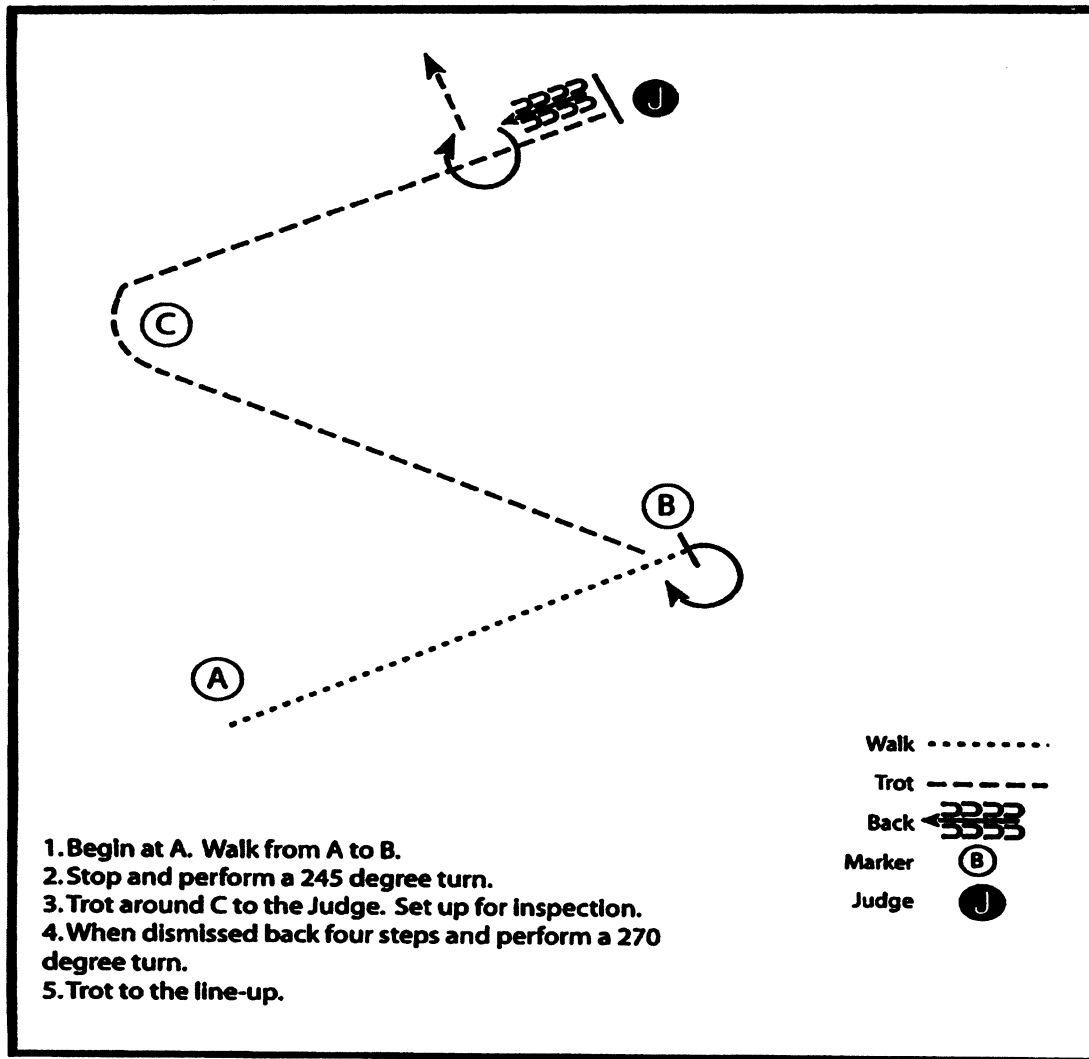
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*Wyoming 4-H*

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# Wyoming 4-H

## Wyoming 4-H Showmanship (Senior)-4



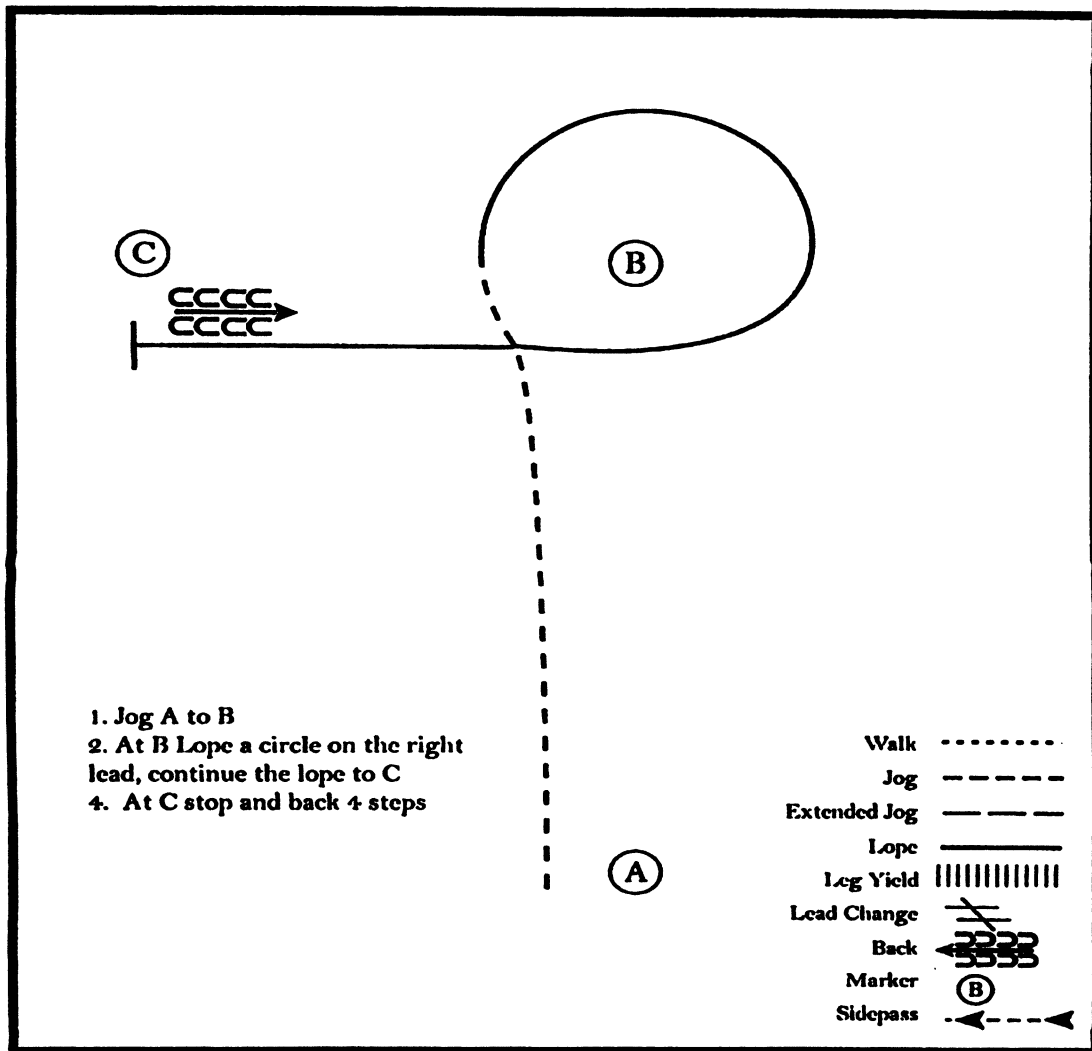
Pattern Provided by:

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# Wyoming 4-H

## Wyoming 4-H Western Horsemanship (Junior) -6



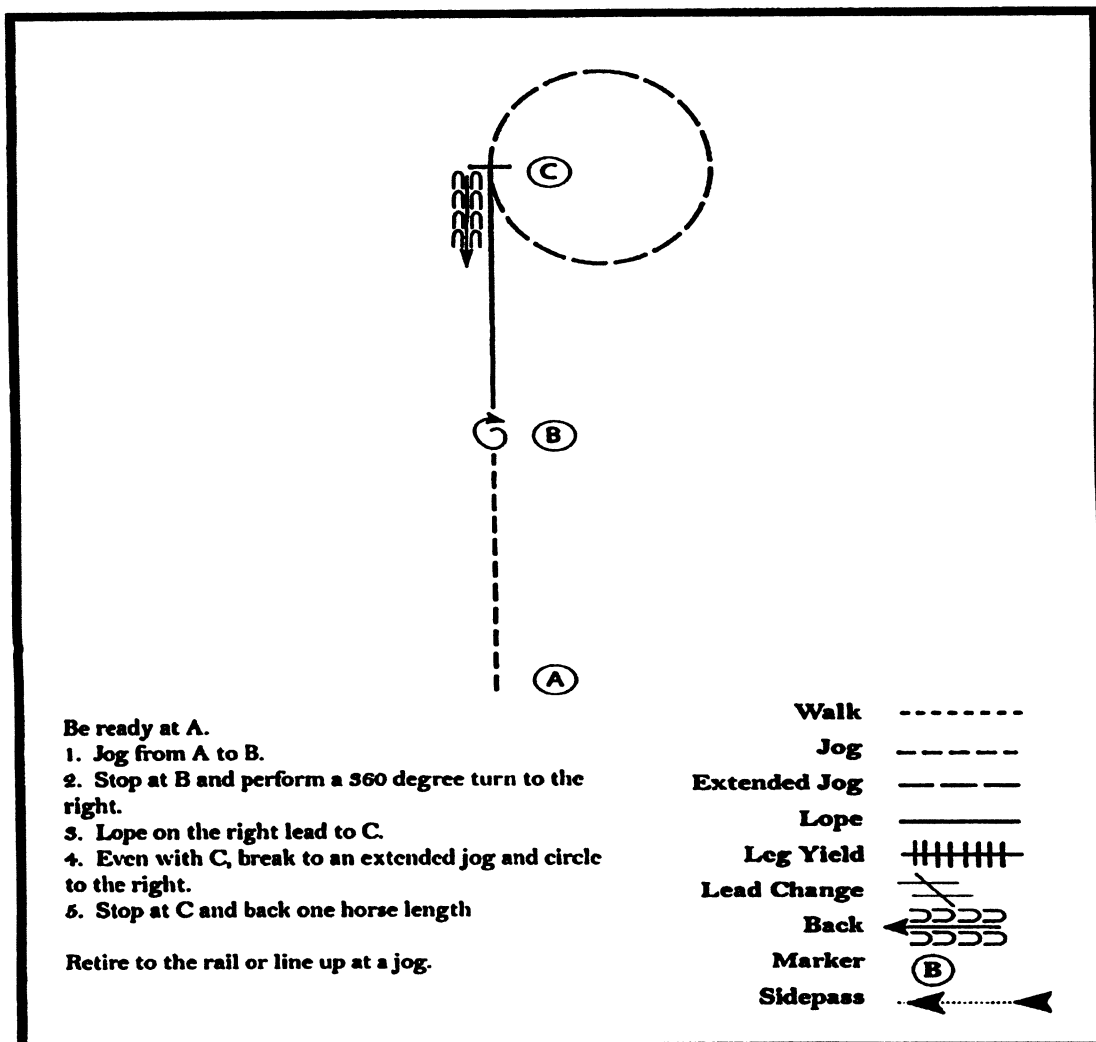
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# Wyoming 4-H

## Wyoming 4-H Western Horsemanship (Intermediate) -2



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# Wyoming 4-H

## Wyoming 4-H Western Horsemanship (Senior) -3

Be ready before A.

1. Walk to A.
2. Jog to center of A and B.
3. Perform an extended jog through B, C and D as shown.
4. At top of pattern, begin left lead lope to between C and B.
5. Change leads between C and B.
6. Lope with SPEED to A.
7. Slow to lope at A and lope until even with B.
8. Stop at B and back approximately one horse length.
9. Perform a 1/4 turn left and jog away from pattern.

Follow the instructions of your ring steward.

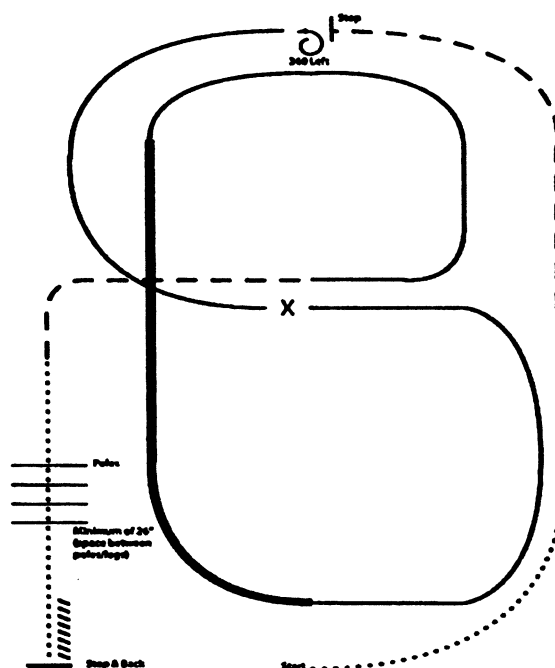
Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	(B)

Pattern Provided by:

**Wyoming 4-H**

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## RANCH RIDING - PATTERN I

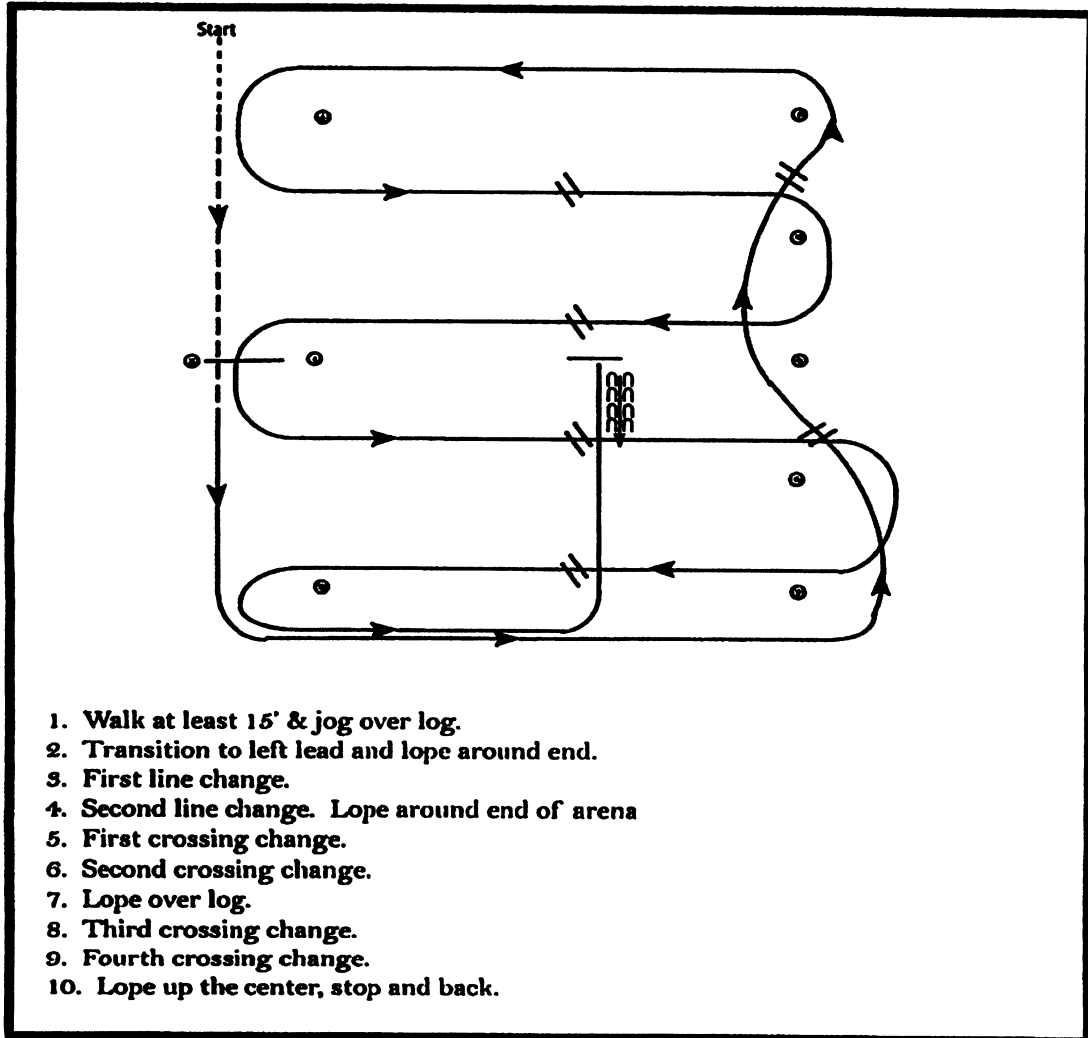


X Lead Change  
 . . . Walk  
 - - - Trot  
 — — — Ext Trot  
 ===== Lope  
 ===== Ext Lope  
 // // // // // Back

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 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 poles
12. Stop and back

# Wyoming 4-H

## Wyoming 4-H Western Riding (Junior/Intermediate)



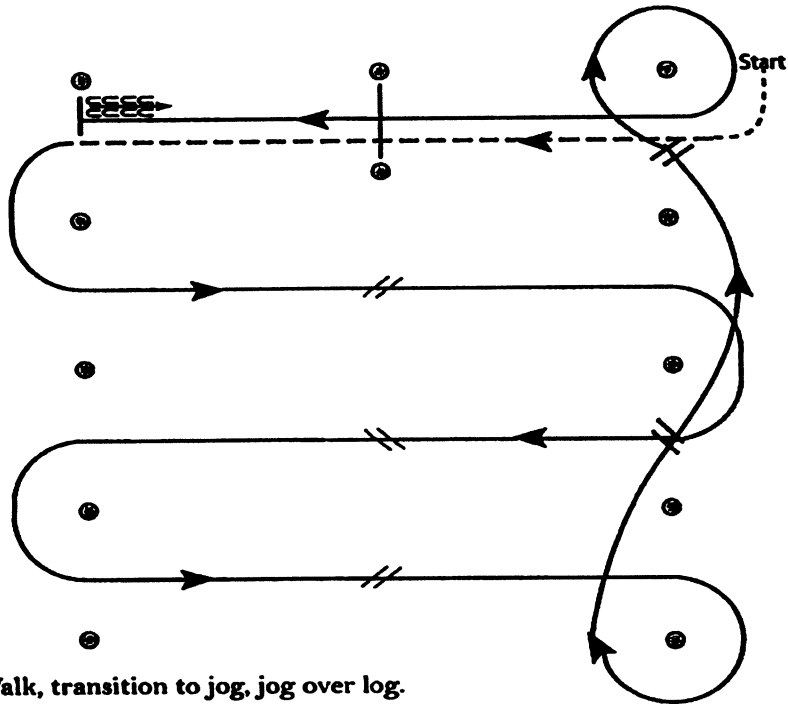
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# Wyoming 4-H

## Wyoming 4-H Western Riding (Senior)-1



- 1. Walk, transition to jog, jog over log.**
- 2. Transition to left lead lope.**
- 3. First crossing change.**
- 4. Second crossing change.**
- 5. Third crossing change.**
- 6. Circle and first line change.**
- 7. Second line change and circle.**
- 8. Lope log.**
- 9. Stop and back.**

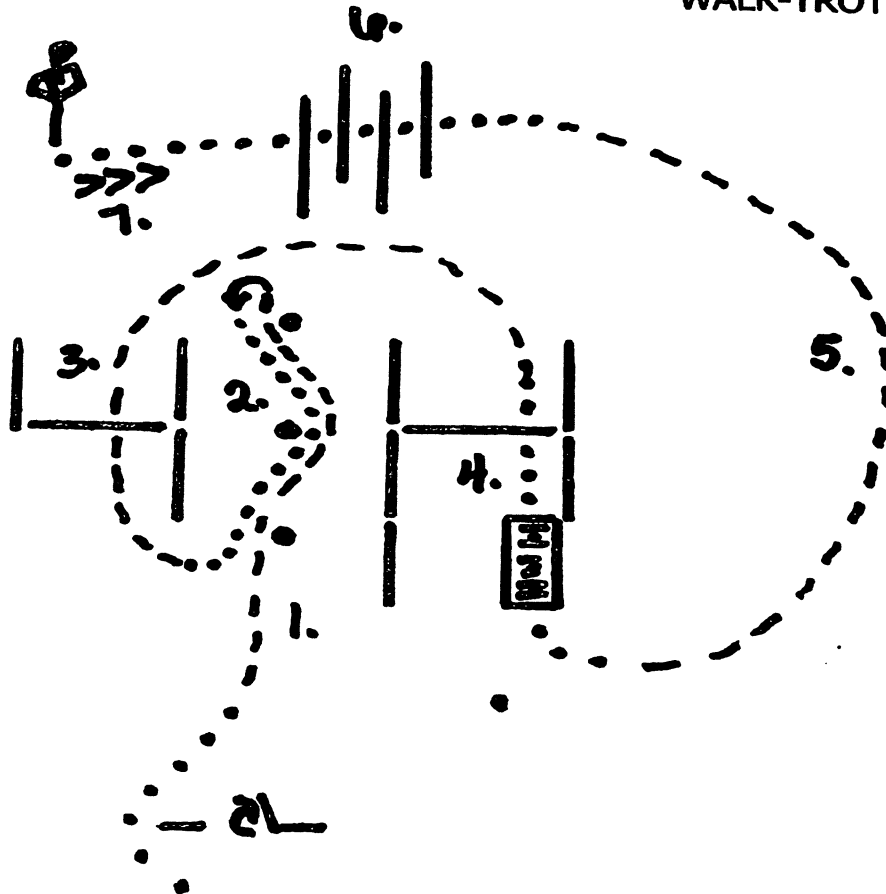
**Pattern Provided by:**

## Wyoming 4-H

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# WALK-TROT TRAIL

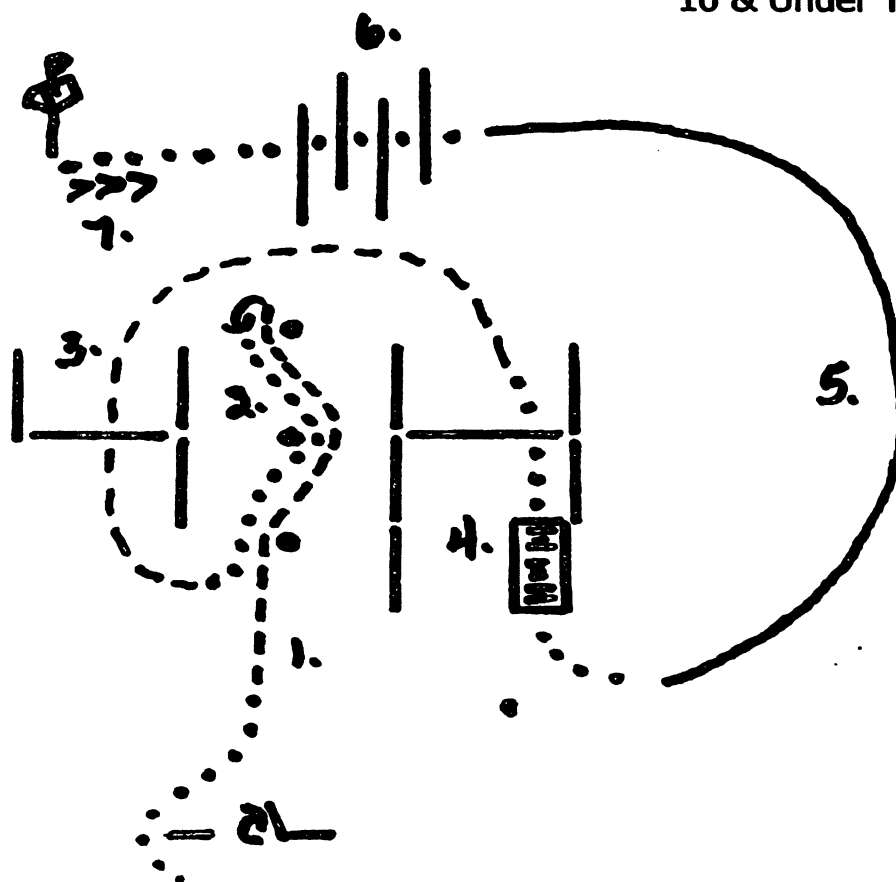


1. Walk around gate, jog thru serpentine
2. Turn around and walk back thru serpentine
3. Jog over "4" obstacle pole to "H" obstacle
4. Walk over pole and bridge
5. Jog to 4 poles
6. Walk over poles to mailbox
7. Back 3 steps

## Legend

Walk	.....
Jog	-----
Lope	_____
Back	<<<<<<<

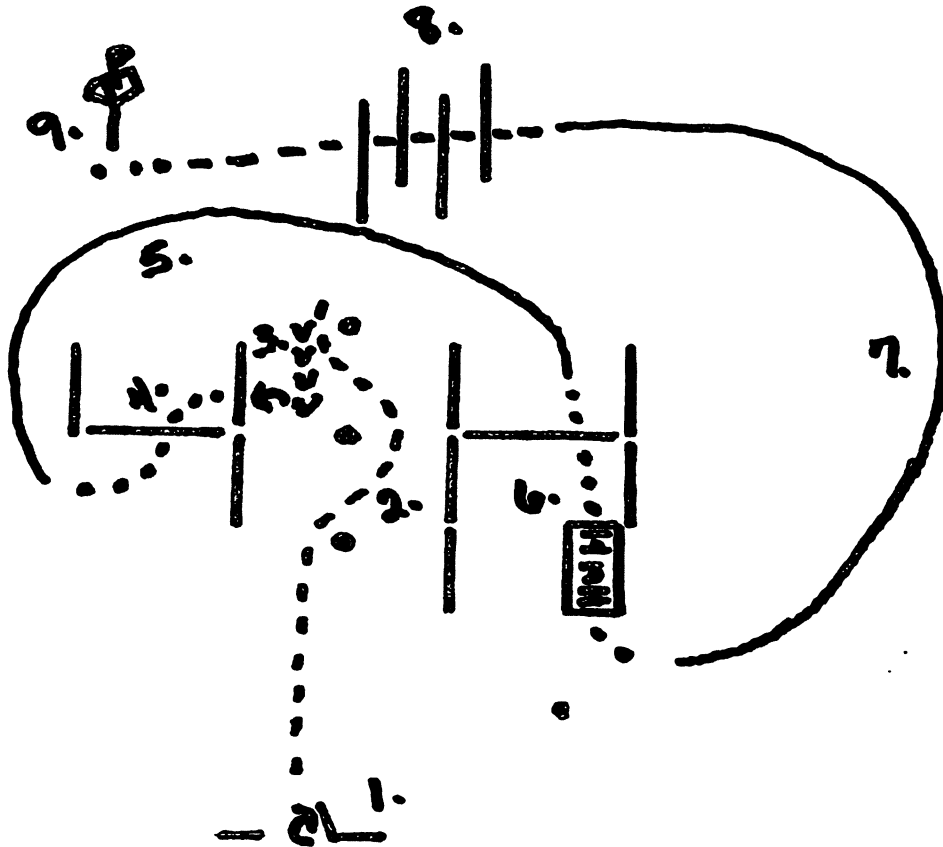
# 10 & Under TRAIL



1. Walk around gate, jog thru serpentine
2. Turn around and walk back thru serpentine
3. Jog over "4" pole to "H" obstacle
4. Walk over pole and bridge
5. Lope, left lead, to 4 poles
6. Walk over poles to mailbox
7. Back 3 steps

Legend	
Walk	.....
Jog	-----
Lope	_____
Back	<<<<<<<

11 - 13 TRAIL

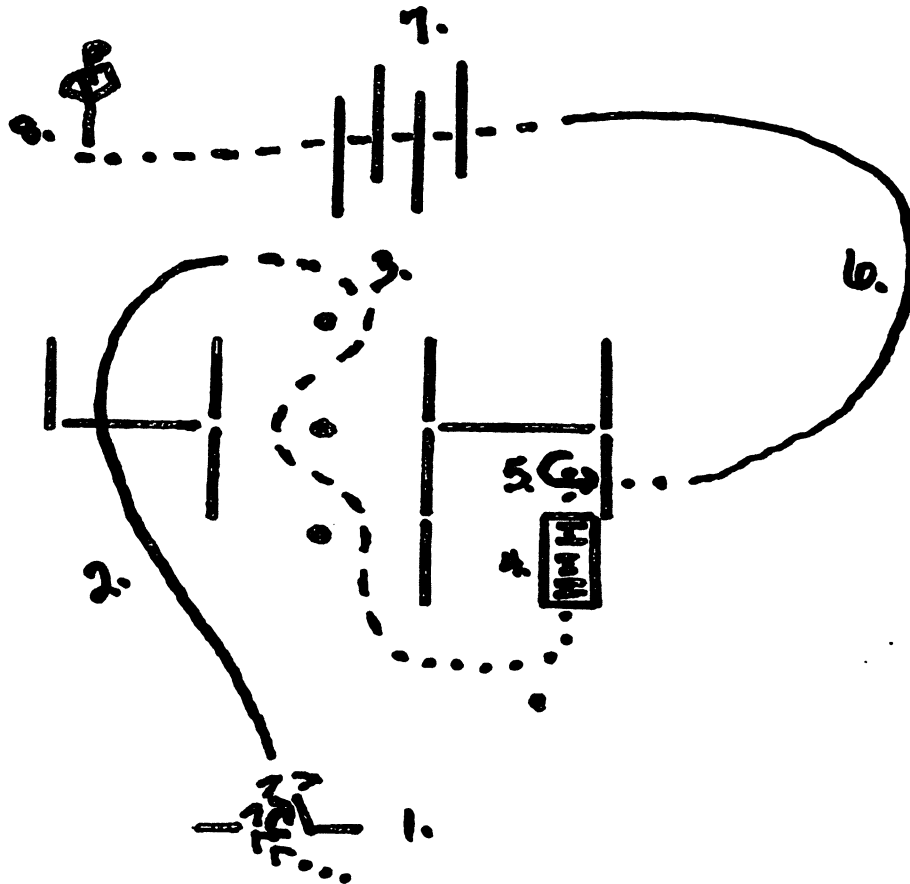


1. Work the gate (right hand push)
2. Jog thru the serpentine, stop at top cone
3. Back a few steps, turn 90 degrees left
4. Walk over poles in the "4" obstacle
5. Lope, right lead, to the "H" obstacle
6. Walk over pole and bridge
7. Lope, left lead
8. Jog over poles
9. Check mail

Legend

Walk	.....
Jog	-----
Lope	-----
Back	<<<<<
Side Pass	~~~~~

# ADULT and 14 - 18 TRAIL



1. Work the gate (left hand push)
2. Lope, right lead over "4" pole
3. Jog thru serpentine
4. Walk over bridge
5. Turn 270 degrees left. Walk out of "H"
6. Lope Left Lead
7. Jog over poles
8. Check mail

## Legend

- |           |        |
|-----------|--------|
| Walk      | .....  |
| Jog       | -----  |
| Lope      | -----  |
| Back      | <<<<<< |
| Side Pass | ~~~~~  |

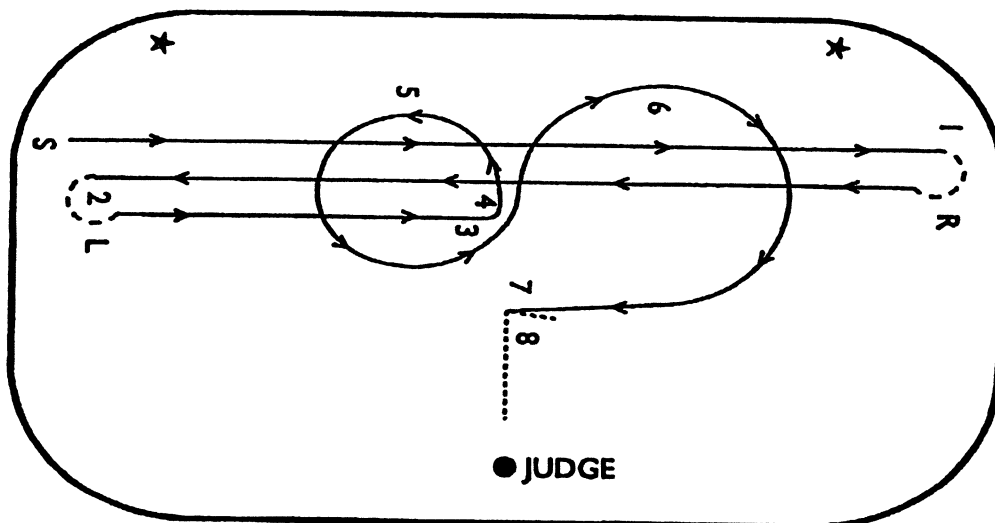
# Wyoming 4-H

## Wyoming 4-H Reining Pattern (Junior) – 1

The ride pattern follows:

- S. Start - run with speed.
1. Stop - pivot to right and run with speed.
2. Stop - pivot to left and run.
3. Sliding stop.
4. Quarter turn to left.
5. Begin slow circle to the left in correct lead.
6. Ride circle to right with speed in correct lead.
7. Sliding stop - settle horse.
8. Back.
9. Ride to judge for inspection.

A bridle may be dropped at a judge's discretion.



Pattern Provided by: *Wyoming 4-H*

# Wyoming 4-H

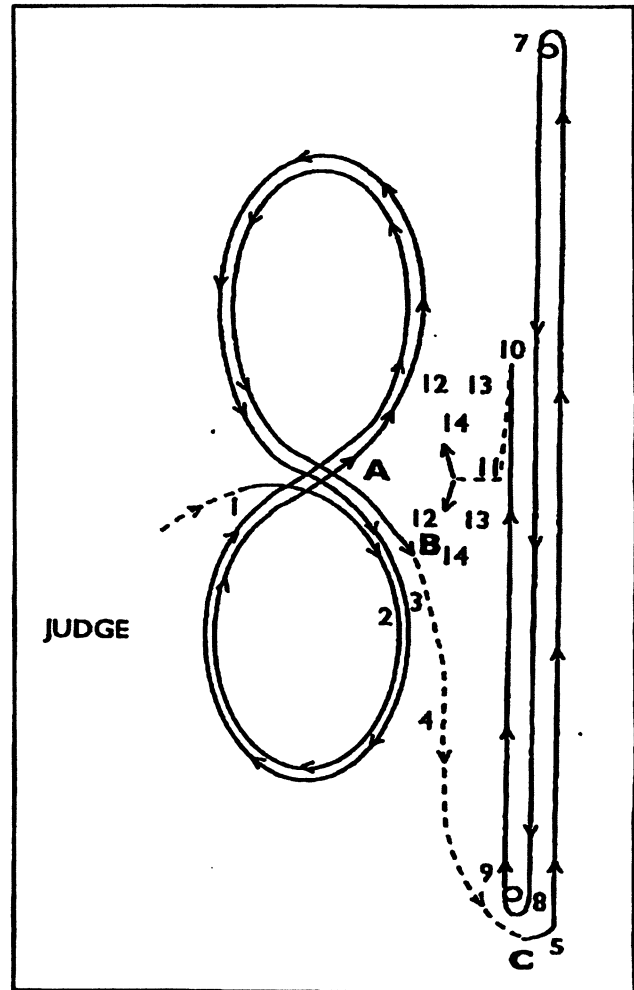
## Wyoming 4-H Reining Pattern (Intermediate) – 1

The arena or plot should be approximately 50 feet by 150 feet.

The ride pattern follows:

Enter arena and approach starting position.

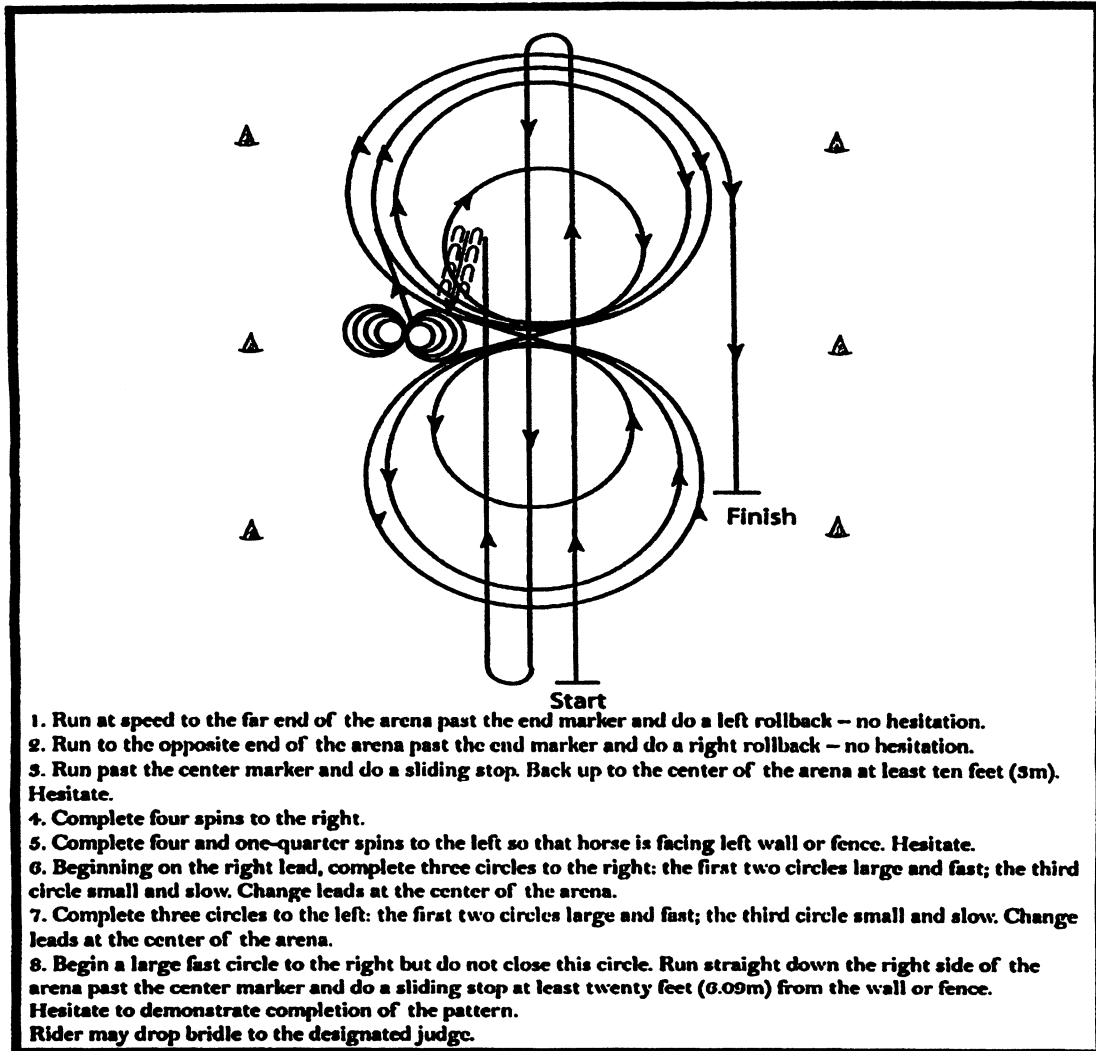
1. Begin work to the right.
2. First figure 8, slow.
3. Second figure 8, faster. (Lead change must take place at point A.)
4. Proceed from point B to point C at walk or trot.
5. Begin run, staying at least 20 feet off the fence or wall.
6. Come to a sliding stop.
7. Turn away from the rail, do a spin and a half with no hesitation.
8. Repeat 6.
9. Repeat 7.
10. Sliding stop.
11. Back over slide marks.
12. Pivot right or left, 90 degrees.
13. Pivot the opposite direction, 180 degrees.
14. Pivot in direction taken in 12, 90 degrees.
15. Walk to judge.
16. The bridle may be dropped at the judge's discretion.



Pattern Provided by: *Wyoming 4-H*

# Wyoming 4-H

Reining (Senior) -4 and Adult.



Pattern Provided by:

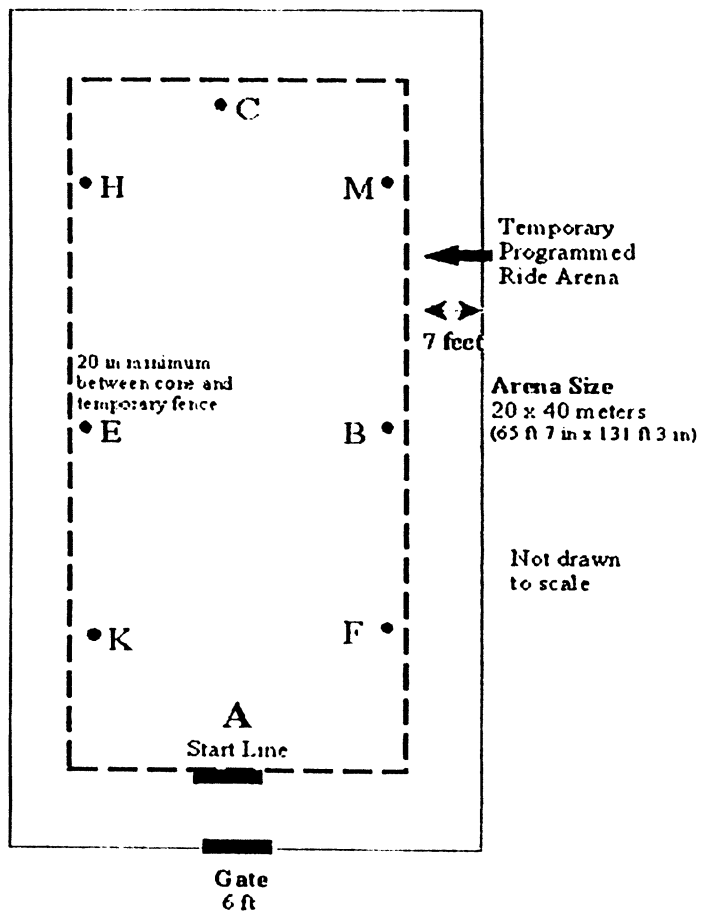
Wyoming 4-H

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# Wyoming 4-H

## Wyoming 4-H – Arena Layout

### *Programmed Ride*



Pattern Provided by:

*Wyoming 4-H*





## 2019 USEF TRAINING LEVEL TEST 1

JR + Int.



### PURPOSE

To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.

All trot work may be ridden sitting or rising, unless stated.

Halts may be through the walk.

READER PLEASE NOTE: Anything in parentheses should not be read.

### INTRODUCE

Working trot; working canter; medium walk; free walk; 20m circles in trot and canter

### ENTRY NO.

#### Conditions:

ARENA SIZE: Standard or Small

AVERAGE RIDE TIME: 5:00 (Std.) or 4:00 (Small)

(from entry at A to final halt)

Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS. 260

TEST		DIRECTIVES		POINTS	PERCENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C E	Track left Circle left 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2		
3.	A	Circle left 20m developing left lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance				
4.	A-F-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness				
5.	Between B & M	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2		
6.	C	Medium walk	Willing, calm transition; regularity and quality of walk; bend and balance in corner		2		
7.	E-F F	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions		2		
8.	A	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness				
9.	E	Circle right 20m	Regularity and quality of trot; shape and size of circle; bend; balance		2		
10.	C	Circle right 20m developing right lead canter in first quarter of circle	Willing, calm transition; regularity and quality of gaits; shape and size of circle; bend; balance				
11.	C-M-B	Working canter	Regularity and quality of canter; bend and balance in corner; straightness				
12.	Between B & F	Working trot	Willing, calm transition; regularity and quality of gaits; straightness; bend and balance in corner		2		
13.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

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## 2019 USEF TRAINING LEVEL TEST 1



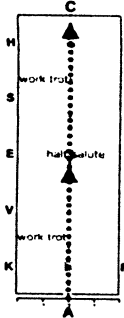
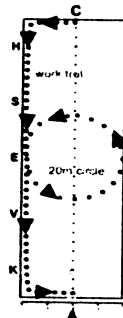
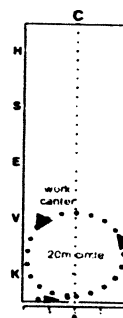
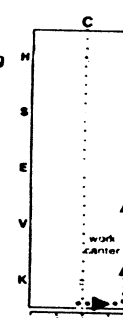
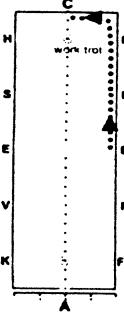
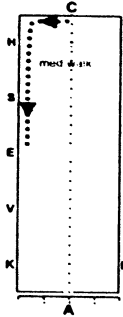
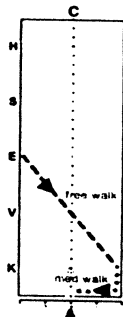
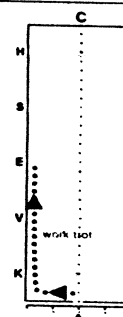
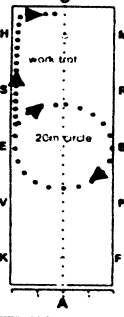
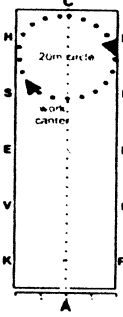
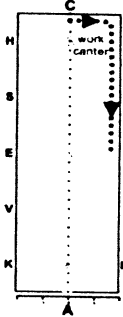

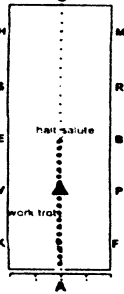
COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				
<b>To be deducted</b> Errors of the course and omissions are penalized				<b>SUBTOTAL:</b>
				<b>ERRORS:</b> ( - )
				<b>TOTAL POINTS:</b> (Max Points: 260)

United States Equestrian Federation, Inc. 2019 USEF TRAINING LEVEL TEST 1	
Name of Competition	
Date of Competition	
Name and Number of Horse	
Name of Rider	
<b>Final Score</b> Maximum Pts: 260	
Points	Percent
Name of Judge	
Signature of Judge	

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## 2019 USEF TRAINING LEVEL TEST 1

<p><b>1</b></p> <p><b>A</b> Enter working trot</p> <p><b>X</b> Halt, Salute</p> <p>Proceed working trot</p> 	<p><b>2</b> 2 Coefficient</p> <p><b>C</b> Track left</p> <p><b>E</b> Circle left 20m</p> 	<p><b>3</b></p> <p><b>A</b> Circle left 20m developing left lead canter in first quarter of circle</p> 	<p><b>4</b></p> <p><b>A - F - B</b> Working canter</p> 
<p><b>5</b> 2 Coefficient</p> <p><b>Between B &amp; M</b> Working trot</p> 	<p><b>6</b> 2 Coefficient</p> <p><b>C</b> Medium walk</p> 	<p><b>7</b> 2 Coefficient</p> <p><b>E - F</b> Change rein, free walk</p> <p><b>F</b> Medium walk</p> 	<p><b>8</b></p> <p><b>A</b> Working trot</p> 
<p><b>9</b> 2 Coefficient</p> <p><b>E</b> Circle right 20m</p> 	<p><b>10</b></p> <p><b>C</b> Circle right 20m developing right lead canter in first quarter of circle</p> 	<p><b>11</b></p> <p><b>C - M - B</b> Working canter</p> 	<p><b>12</b> 2 Coefficient</p> <p><b>Between B &amp; F</b> Working trot</p> 
<p><b>13</b></p> <p><b>A</b> Down centerline</p> <p><b>X</b> Halt, salute</p> 	<p>MEDIUM WALK ..... WORKING TROT ..... WORKING CANTER .....</p> <p>FREE WALK - - - - -</p>		

**2019 USEF TRAINING LEVEL TEST 1**  
**Call Sheet**

	Test	Coefficient
1. A X	Enter working trot Halt, salute Proceed working trot	
2. C E	Track left Circle left 20m	2
3. A	Circle left 20m developing left lead canter in first quarter of circle	
4. A – F – B Between B & M	Working canter Working trot	2
5. C	Medium walk	2
7. E – F F	Change rein, free walk Medium walk	2
8. A	Working trot	
9. E	Circle right 20m	2
10. C	Circle right 20m developing right lead canter in first quarter of circle	
11. C – M – B Between B & F	Working canter Working trot	2
13. A X	Down centerline Halt, salute	



## 2019 USEF TRAINING LEVEL TEST 2

SR.



### PURPOSE

To confirm that the horse demonstrates correct basics, is supple and moves freely forward in a clear rhythm with a steady tempo, accepting contact with the bit.

All trot work may be ridden sitting or rising, unless stated.

Halts may be through the walk.

READER PLEASE NOTE: Anything in parentheses should not be read.

### INTRODUCE

Stretch circle in trot

ENTRY NO.

### Conditions:

ARENA SIZE: Standard or Small

AVERAGE RIDE TIME: 5:30 (Std.) or 4:30 (Small)

(from entry at A to final halt)

Suggested to add at least 2 min. for scheduling purposes

MAXIMUM PTS 290

		TEST	DIRECTIVES	POINTS	COEFFICIENT	TOTAL	REMARKS
1.	A X	Enter working trot Halt, salute Proceed working trot	Regularity and quality of trot; willing, calm transitions; straightness; attentiveness; immobility (min. 3 seconds)				
2.	C B	Track right Circle right 20m	Regularity and quality of trot; shape and size of circle; bend; balance				
3.	K-X-M	Change rein	Regularity and quality of trot; straightness; bend and balance in corner		2		
4.	Between C & H	Working canter left lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness		2		
5.	E	Circle left 20m	Regularity and quality of canter; shape and size of circle; bend; balance				
6.	Between E & K	Working trot	Willing, calm transition; regularity and quality of gaits; straightness				
7.	A Before A A	Circle left 20m rising trot, allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions				
8.	F F-E	Medium walk Change rein, medium walk	Willing, calm transition; regularity and quality of walk		2		
9.	E-M M	Change rein, free walk Medium walk	Regularity and quality of walks; reach and ground cover of free walk allowing complete freedom to stretch the neck forward and downward; straightness; willing, calm transitions		2		
10.	C	Working trot	Willing, calm transition; regularity and quality of trot; bend and balance in corner; straightness				
11.	E	Circle left 20m	Regularity and quality of trot; shape and size of circle; bend; balance				
12.	F-X-H	Change rein	Regularity and quality of trot; straightness; bend and balance in corner		2		
13.	Between C & M	Working canter right lead	Willing, calm transition; regularity and quality of gaits; bend and balance in corner; straightness		2		
14.	B	Circle right 20m	Regularity and quality of canter; shape and size of circle; bend; balance				
15.	Between B & F	Working trot	Willing, calm transition; regularity and quality of gaits; straightness				
16.	A X	Down centerline Halt, salute	Bend and balance in turn; regularity and quality of trot; willing, calm transition; straightness; attentiveness; immobility (min. 3 seconds)				
Leave arena at A in free walk.							

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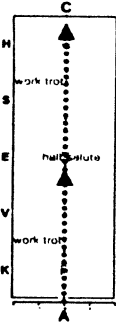
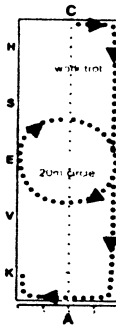
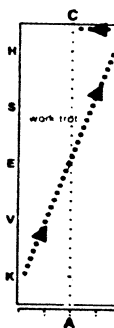
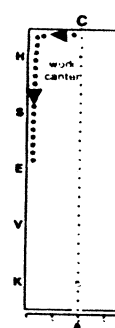
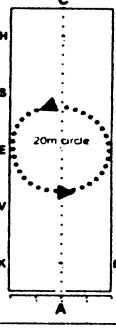
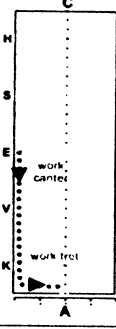
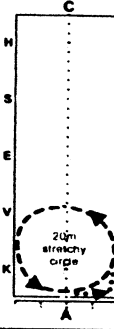

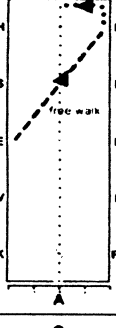
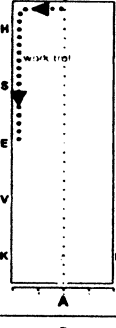
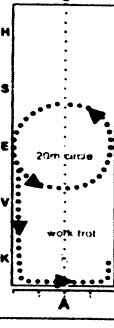
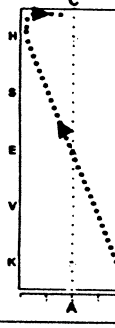
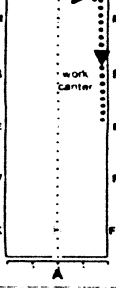
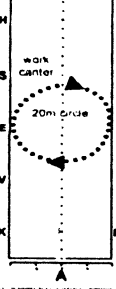
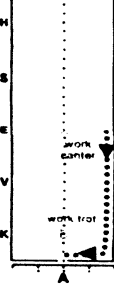
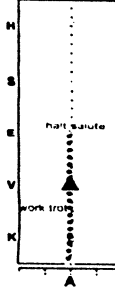
## 2019 USEF TRAINING LEVEL TEST 2



COLLECTIVE MARKS				
GAITS (Freedom and regularity)		1		
IMPULSION (Desire to move forward; elasticity of the steps; suppleness of the back; engagement of the hindquarters)		2		
SUBMISSION (Willing cooperation; harmony; attention and confidence; acceptance of bit and aids; straightness; lightness of forehand and ease of movements)		2		
RIDER'S POSITION AND SEAT (Alignment; posture; stability; weight placement; following mechanics of the gaits)		1		
RIDER'S CORRECT AND EFFECTIVE USE OF AIDS (Clarity; subtlety; independence; accuracy of test)		1		
FURTHER REMARKS:				
To be deducted Errors of the course and omissions are penalized		1st Time = 2 points 2nd Time = 4 points 3rd Time = Elimination		SUBTOTAL:
				ERRORS: ( - )
				TOTAL POINTS: (Max Points: 290)

United States Equestrian Federation, Inc. 2019 USEF TRAINING LEVEL TEST 2	
Name of Competition	
Date of Competition	
Name and Number of Horse	
Name of Rider	
Final Score Maximum Pts: 290	
Points	Percent
Name of Judge	
Signature of Judge	

## 2019 USEF TRAINING LEVEL TEST 2

<p><b>1</b></p> <p><b>A</b> Enter working trot</p> <p><b>X</b> Halt, Salute</p> <p>Proceed working trot</p> 	<p><b>2</b></p> <p><b>C</b> Track right</p> <p><b>B</b> Circle right 20m</p> 	<p><b>3</b> 2 Coefficient</p> <p><b>K - X - M</b> Change rein</p> 	<p><b>4</b> 2 Coefficient</p> <p><b>Between C &amp; H</b> Working center left lead</p> 
<p><b>5</b></p> <p><b>E</b> Circle left 20m</p> 	<p><b>6</b></p> <p><b>Between E &amp; K</b> Working trot</p> 	<p><b>7</b></p> <p><b>A</b> Circle left 20m rising trot allowing horse to stretch forward and downward, while maintaining contact</p> <p><b>Before A</b> Shorten reins</p> <p><b>A</b> Working trot</p> 	<p><b>8</b> 2 Coefficient</p> <p><b>F</b> Medium walk</p> <p><b>F - E</b> Change rein, medium walk</p> 
<p><b>9</b> 2 Coefficient</p> <p><b>E - M</b> Change rein, free walk</p> <p><b>M</b> Medium walk</p> 	<p><b>10</b></p> <p><b>C</b> Working trot</p> 	<p><b>11</b></p> <p><b>E</b> Circle left 20m</p> 	<p><b>12</b> 2 Coefficient</p> <p><b>F - X - H</b> Change rein</p> 
<p><b>13</b> 2 Coefficient</p> <p><b>Between C &amp; M</b> Working center right lead</p> 	<p><b>14</b></p> <p><b>B</b> Circle right 20m</p> 	<p><b>15</b></p> <p><b>Between B &amp; F</b> Working trot</p> 	<p><b>16</b></p> <p><b>A</b> Down centerline</p> <p><b>X</b> Halt, salute</p> 

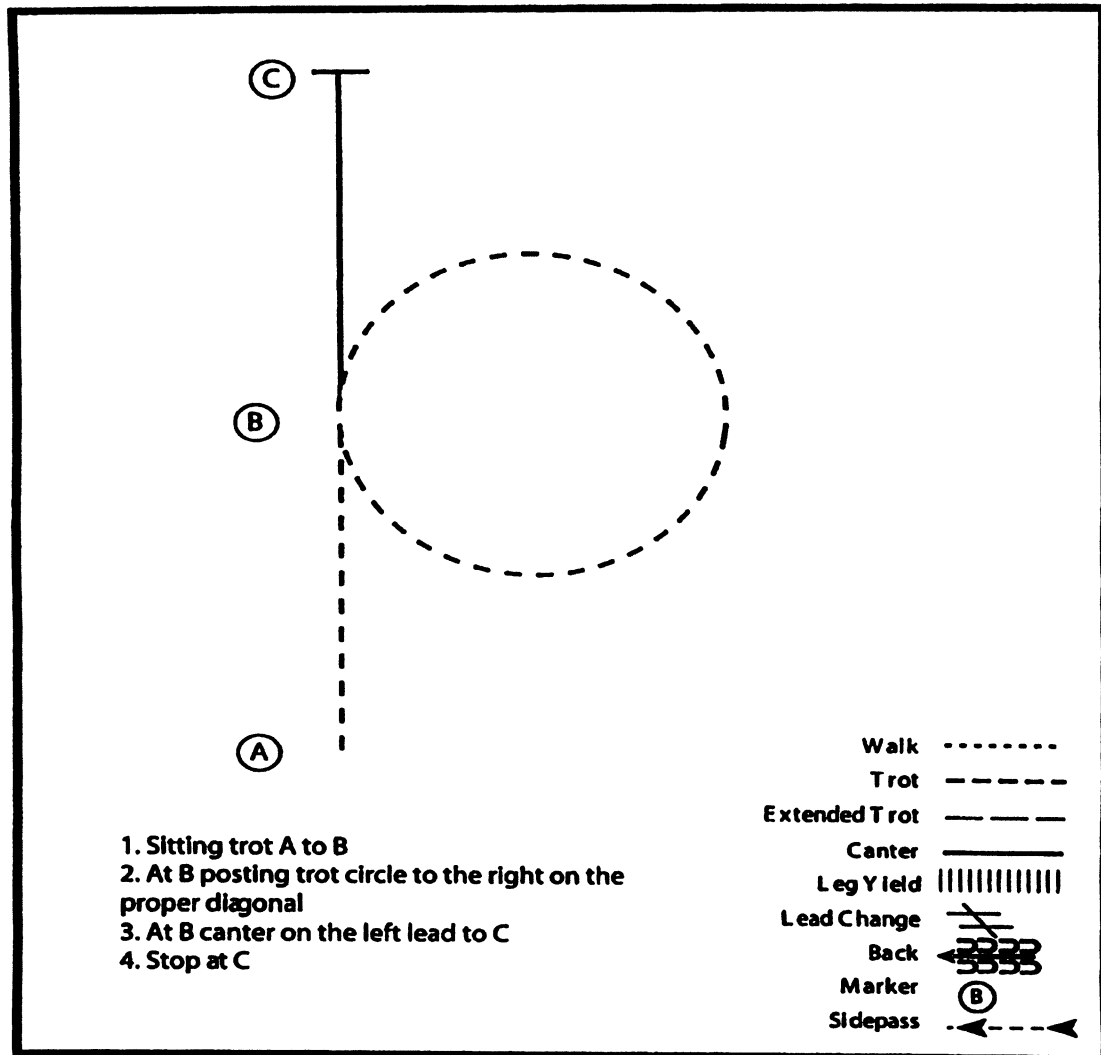
**2019 USEF TRAINING LEVEL TEST 2**  
**Call Sheet**

		Test	Coefficient
1.	A X	Enter working trot Halt, salute Proceed working trot	
2.	C B	Track right Circle right 20m	
3.	K – X – M	Change rein	2
4.	Between C & H	Working canter left lead	2
5.	E	Circle left 20m	
6.	Between E & K	Working trot	
7.	A  Before A A	Circle left 20m in rising trot allowing the horse to stretch forward and downward while maintaining contact Shorten the reins Working trot	
8.	F F – E	Medium walk Change rein, medium walk	2
9.	E – M M	Change rein, free walk Medium walk	2
10.	C	Working trot	
11.	E	Circle left 20m	
12.	F – X – H	Change rein	2
13.	Between C & M	Working canter right lead	2
14.	B	Circle right 20m	
15.	Between B & F	Working trot	
16.	A X	Down centerline Halt, salute	



# Wyoming 4-H

## Wyoming 4-H Hunt Seat Equitation (Junior) -5



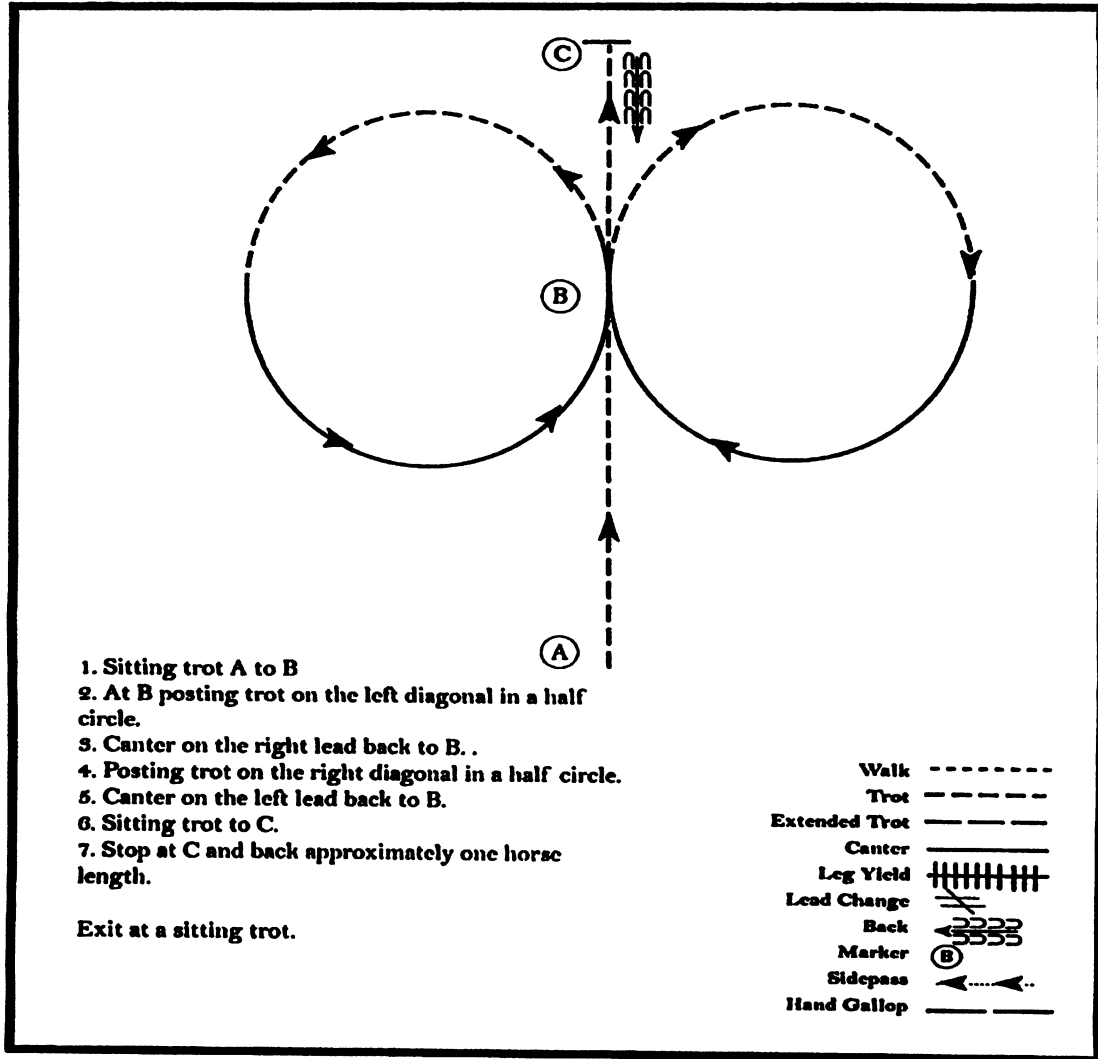
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# Wyoming 4-H

## Wyoming 4-H Hunt Seat Equitation (Intermediate) -1



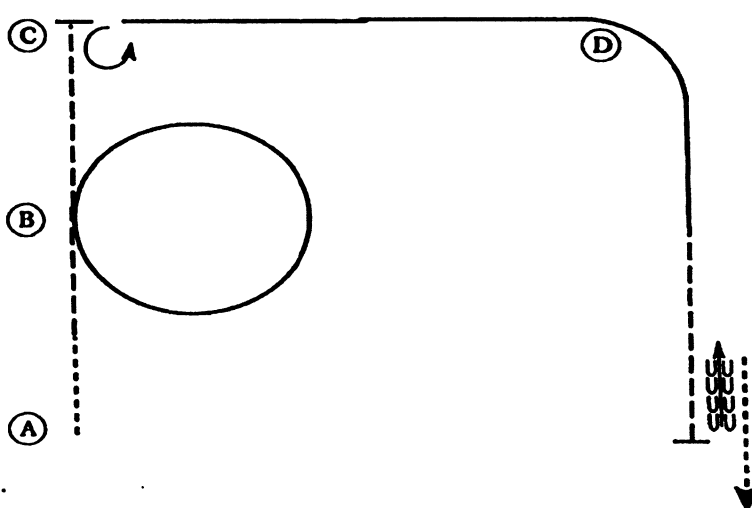
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# Wyoming 4-H

## Wyoming 4-H Hunt Seat Equitation (Senior) – 3



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. Canter a circle to the right at B.
4. Posting trot on the left diagonal to C.
5. Stop at C and perform a 270 degree turn on the forehand to the left.
6. Canter on the left lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗ ↘
Back	←←←←
Marker	Ⓚ
Sidepass	↔
Hand Gallop	-----

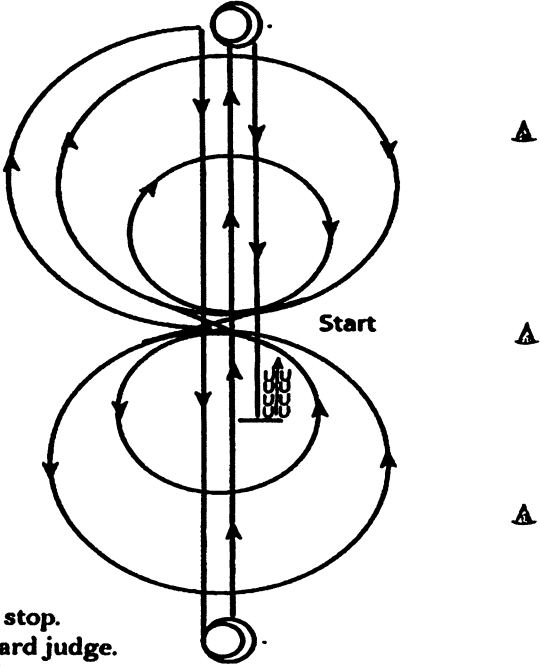
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# Wyoming 4-H

## Wyoming 4-H Working Cow - Dry Work (Intermediate)-4



**Pattern 12**

Trot to center of arena, stop.  
Start pattern facing toward judge.

1. Beginning on the right lead, complete 2 circles to the right; the first circle large and fast and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast and the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker and execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker and execute a square sliding stop.
8. Back at least 10 feet.
9. Hesitate to complete pattern.

**Pattern Provided by:**

**Wyoming 4-H**

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# Wyoming 4-H

## Wyoming 4-H Working Cow - Dry Work (Senior)-4

**Pattern 8**

Trot to center of arena, stop.  
Start pattern facing towards judge.

1. Beginning on the left lead, complete 3 circles to the left; 2 large, fast circles, then one small slow circle. Change leads to the right.
2. Complete 3 circles to the right; 2 large, fast circles, then 1 small slow circle. Change leads to the left.
3. Continue around end of arena without breaking gait or changing leads. Run down center of arena past end marker come to square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker come to a square sliding stop.
8. Back at least 10 feet. Hesitate to complete pattern.

**Pattern Provided by:**

**Wyoming 4-H**

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# **Wyoming 4-H**

## **Working Cow - Cow Pattern (Senior)**

### **Pattern:**

Upon receiving a cow, contestants shall hold each cow in the prescribed area of the arena for sufficient time to demonstrate a horse's ability to control the cow.

1. Take the cow down the fence,
2. Make at least one turn in each direction on the fence.
3. Take the animal to an open part of the arena and circle the animal at least once in each direction.

This exercise is ideal fence work; however, a judge should take into consideration the size of the arena, the ground condition, and the disposition of the cattle.

### **Consideration Guidelines:**

At the judge's discretion, cattle work may be done immediately following each individual's pattern work or immediately after completion of pattern work by all horses being exhibited.

- A. The cattle-working portion must be completed within two minutes.
- B. At the judge's discretion, a rerun may be given if a cow being worked leaves the arena, is blind, or won't run.
- C. At the judge's discretion, the run may be terminated when it poses a threat to the safety of a rider or the livestock.

**Pattern Provided by: *Wyoming 4-H***

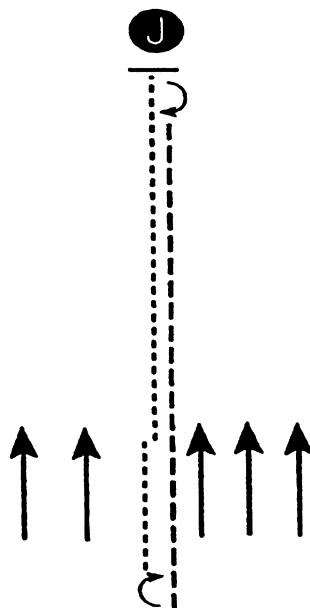
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# Mini Showmanship (Jr.)

## Wyoming 4-H

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Be ready in line.

1. When acknowledged, walk straight to judge.
2. Stop and set up.
3. When dismissed, perform a 180 degree turn to the right.
4. Trot a straight line through the line up.
5. Stop and perform a 180 degree turn to the right.
6. Walk horse forward to original position and set up.

Walk -----  
Trot -----  
Back ← 33333  
Marker (B)  
Judge (J)

[MHP/S-1]

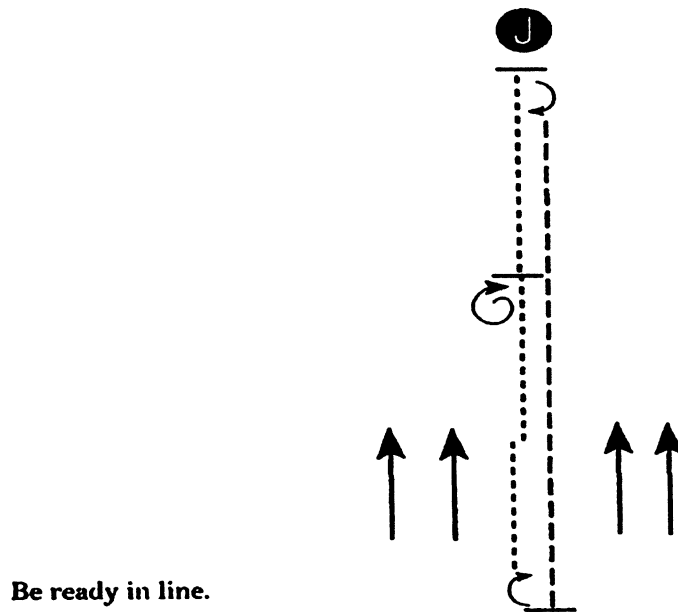
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# **Mini Showmanship (Intermediate)** **Wyoming 4-H**

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Be ready in line.

1. When acknowledged, walk halfway to judge.
2. Stop and perform a 360 degree turn to the right.
3. Walk to the judge.
4. Stop and set up.
5. When dismissed, perform a 180 degree turn to the right.
6. Trot a straight line through the line up.
7. Stop and perform a 180 degree turn to the right.
8. Walk horse forward to original position and set up.

Walk -----  
 Trot - - - - -  
 Back ← 33333  
 Marker (B)  
 Judge (J)

[MHP/S-2]

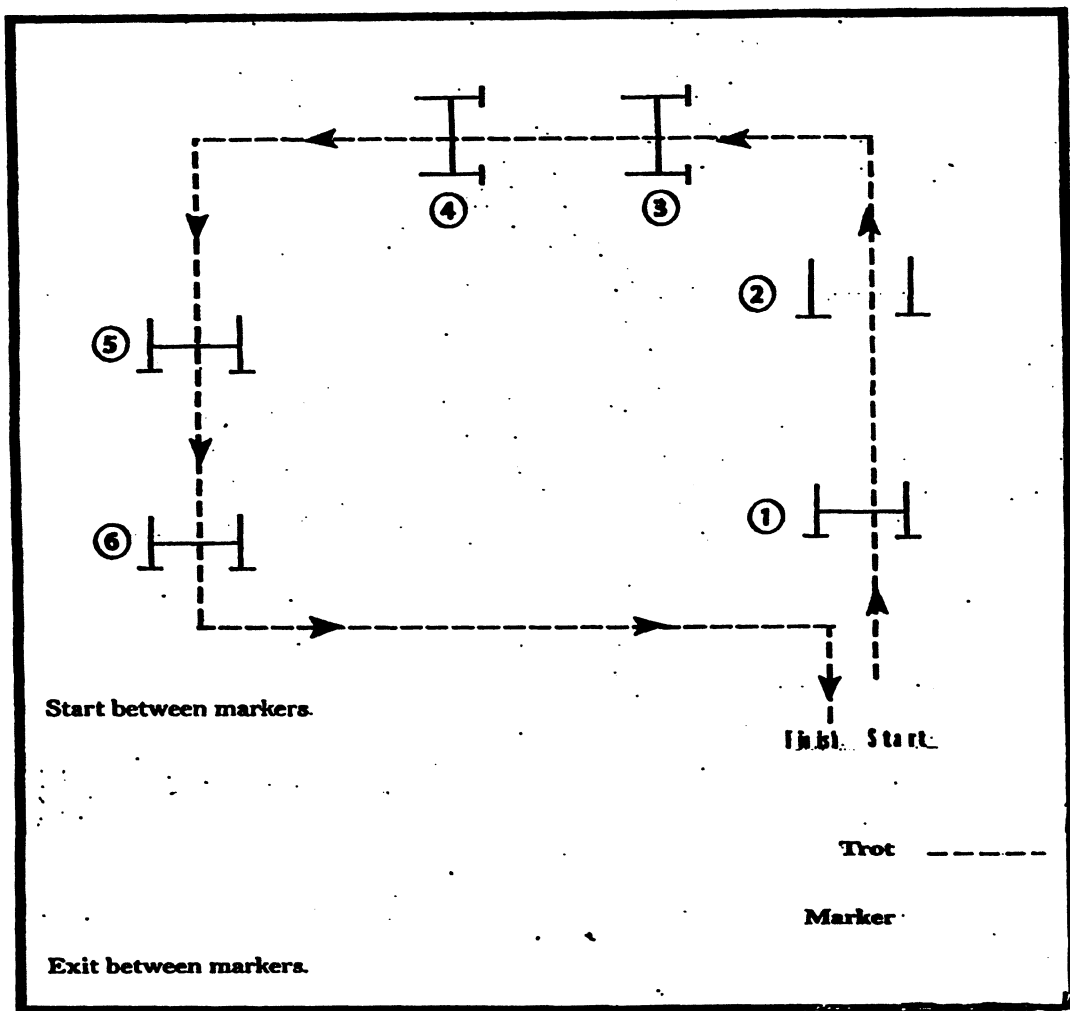
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# Mini Jumping Class

## JR & INT

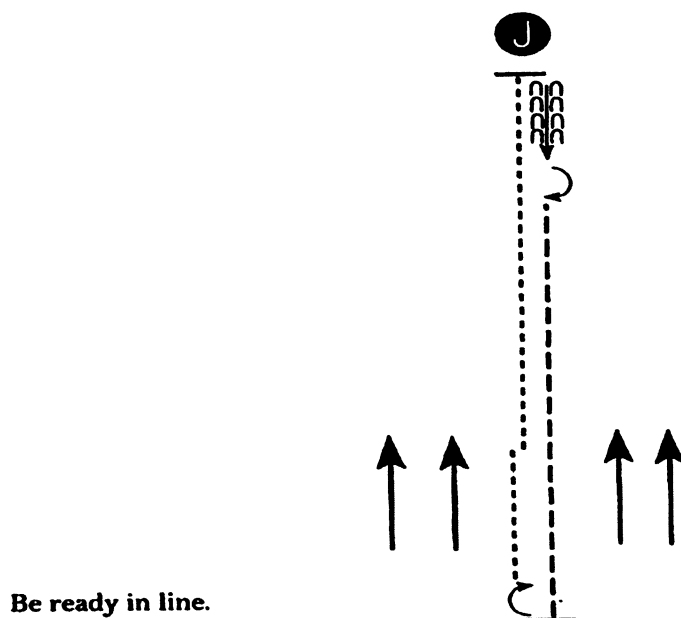


Wyoming 4-H

# Mini Showmanship (Sr.) Wyoming 4-H

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready in line.

1. When acknowledged, walk to the judge.
2. Stop and set up.
3. When dismissed, back 5 steps and perform a 180 degree turn to the right.
4. Trot a straight line through the line up.
5. Stop and perform a 180 degree turn to the right.
6. Walk horse forward to original position and set up.

Walk -----  
Trot - - - - -  
Back <-----  
Marker (B)  
Judge (J)

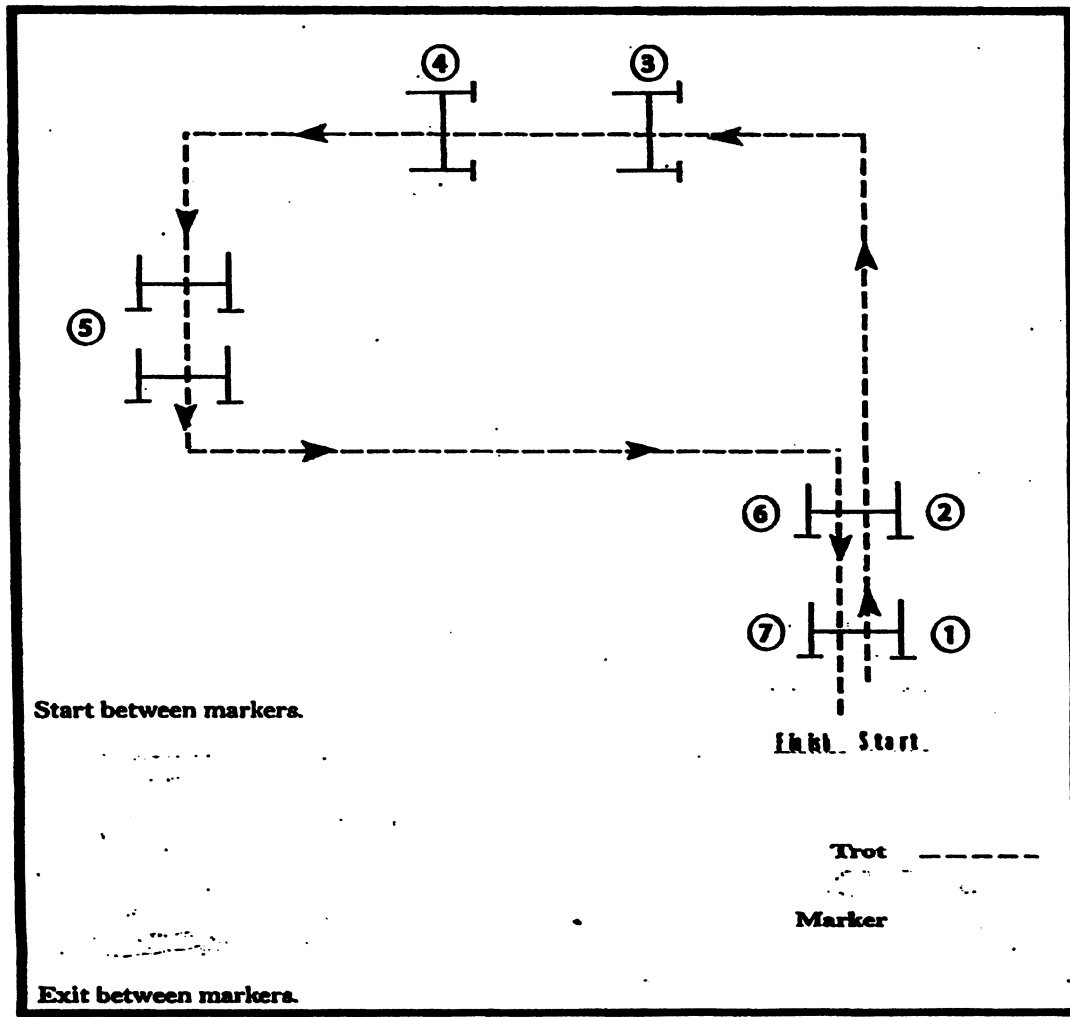
[MHP/S-3]

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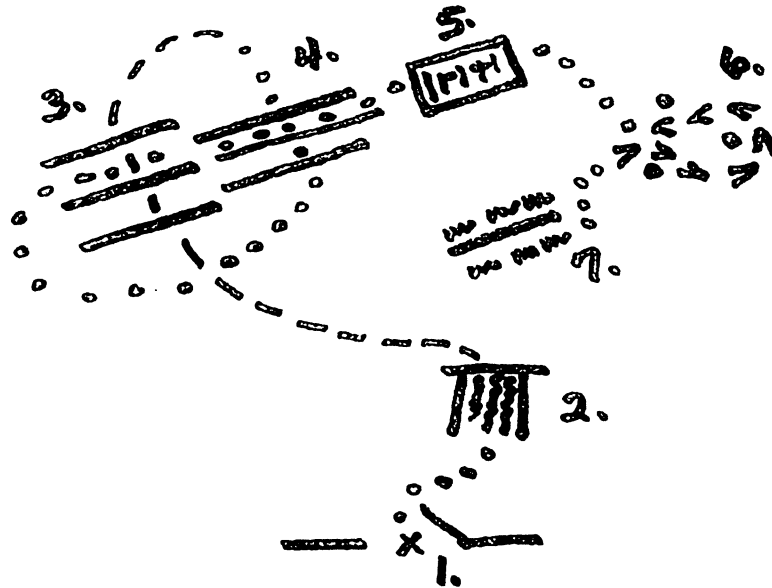
# Mini Jumping Class

**SR**



**Wyoming 4-H**

## Obstacle In Hand Miniature Trail



1. Be ready and waiting at arena entrance
2. Walk pony thru streamers
3. Jog over poles
4. Walk over poles and around poles
5. Walk over bridge
6. Back thru cones
7. Side pass right

### Legend

- Walk .....  
 Jog .....  
 Back <<<<<  
 Side pass ~~~~~

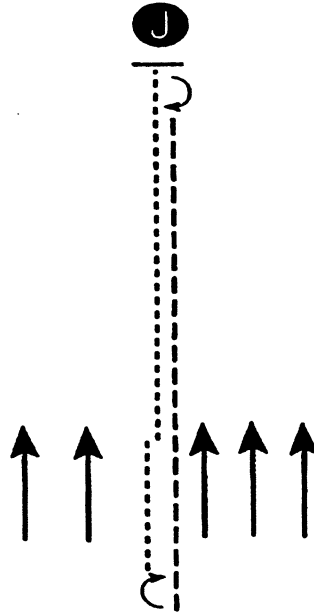
**Wyoming 4-H**

# Mini Showmanship (Jr.)

## Wyoming 4-H

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Be ready in line.

1. When acknowledged, walk straight to judge.
2. Stop and set up.
3. When dismissed, perform a 180 degree turn to the right.
4. Trot a straight line through the line up.
5. Stop and perform a 180 degree turn to the right.
6. Walk horse forward to original position and set up.

Walk -----  
Trot - - - - -  
Back ← ← ← ← ←  
Marker (B)  
Judge (J)

[MHP/S-1]

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# Mini Showmanship (Intermediate)

## Wyoming 4-H

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Be ready in line.

1. When acknowledged, walk halfway to judge.
2. Stop and perform a 360 degree turn to the right.
3. Walk to the judge.
4. Stop and set up.
5. When dismissed, perform a 180 degree turn to the right.
6. Trot a straight line through the line up.
7. Stop and perform a 180 degree turn to the right.
8. Walk horse forward to original position and set up.

Walk -----  
 Trot - - - - -  
 Back <-----  
 Marker (B)  
 Judge (J)

[MHP/S-2]

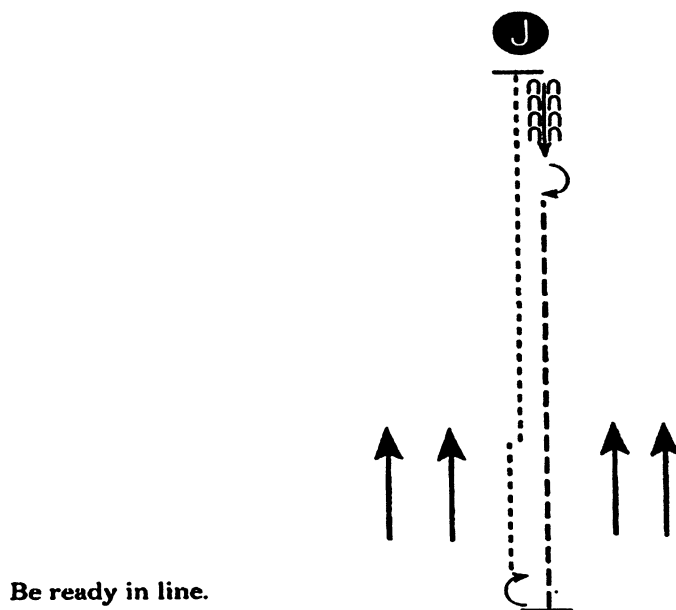
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# Mini Showmanship (Sr.) Wyoming 4-H

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Be ready in line.

1. When acknowledged, walk to the judge.
2. Stop and set up.
3. When dismissed, back 5 steps and perform a 180 degree turn to the right.
4. Trot a straight line through the line up.
5. Stop and perform a 180 degree turn to the right.
6. Walk horse forward to original position and set up.

Walk -----  
Trot - - - - -  
Back <-----  
Marker (B)  
Judge (J)

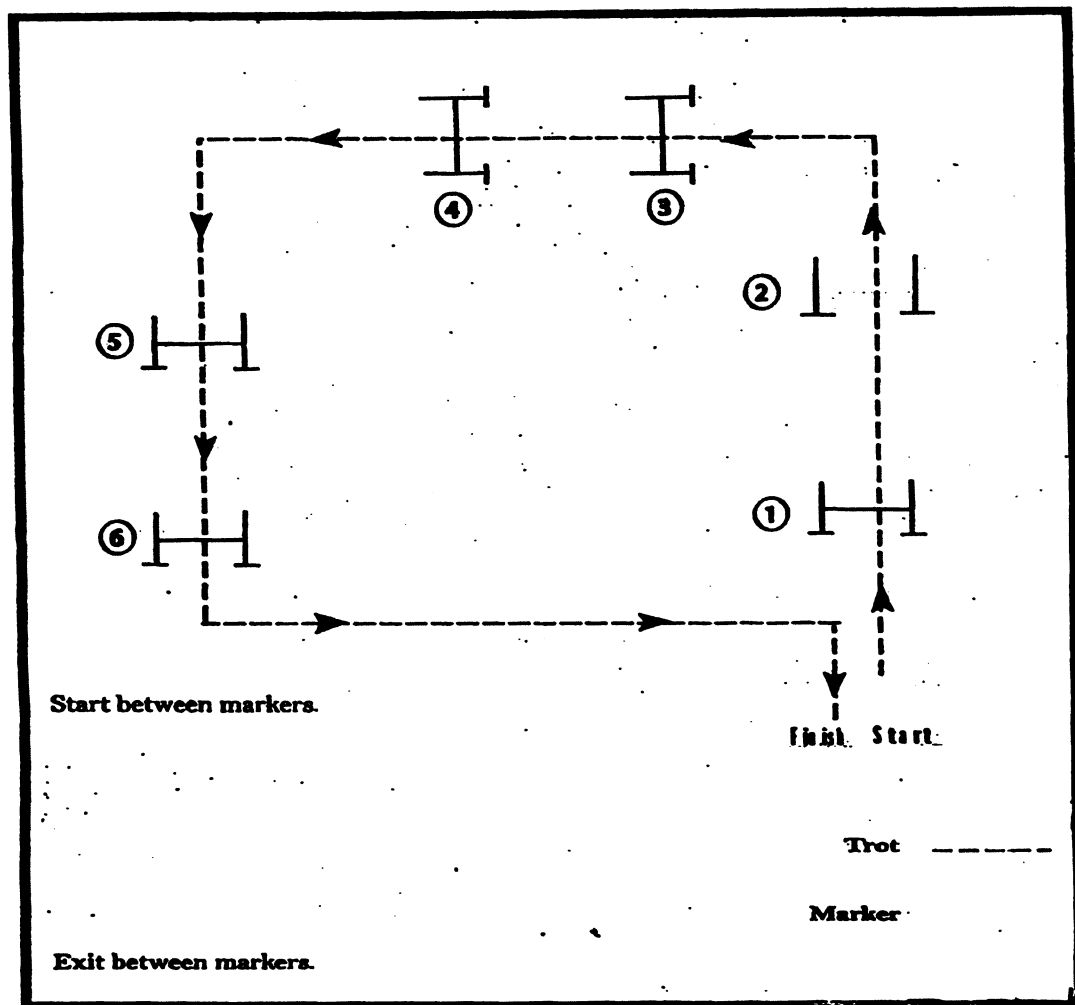
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# Mini Jumping Class

## JR & INT

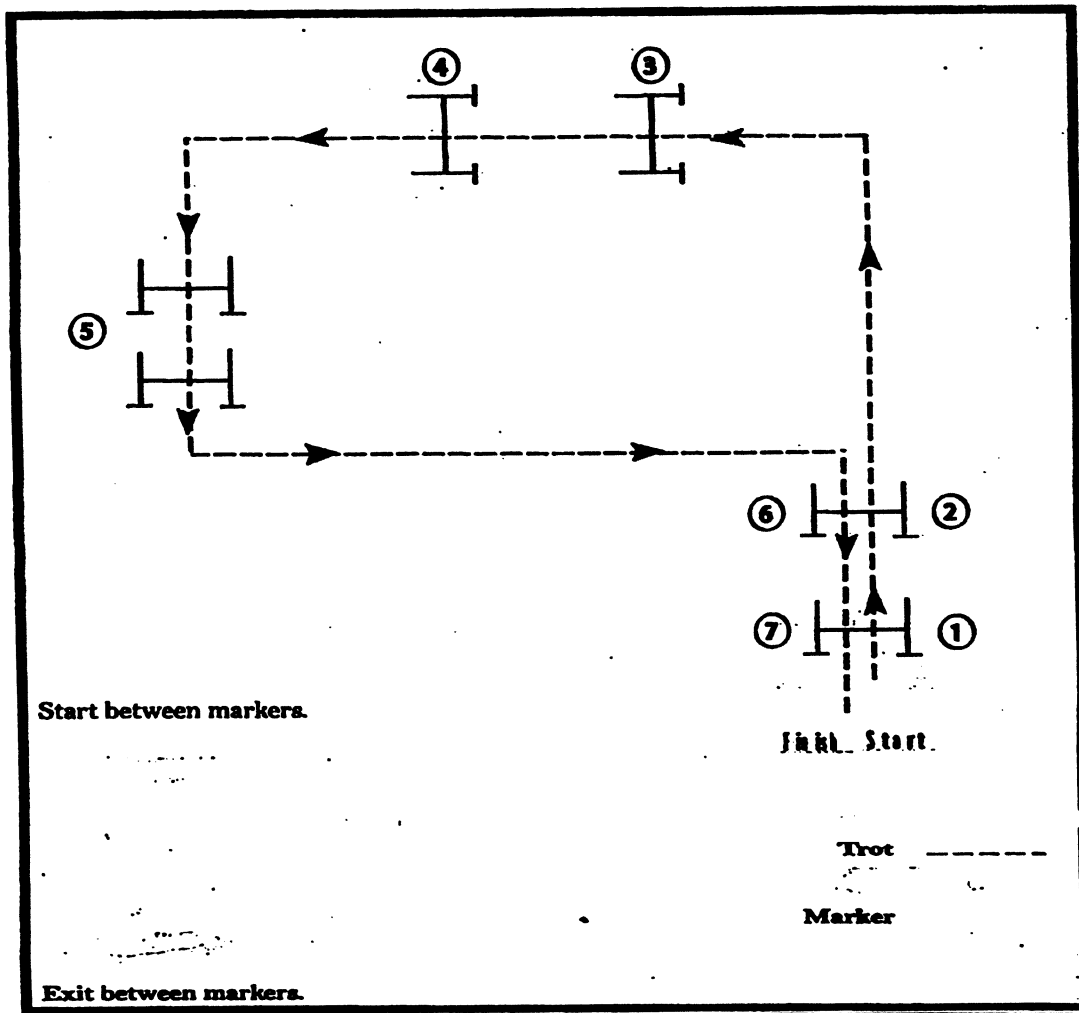


Wyoming 4-H



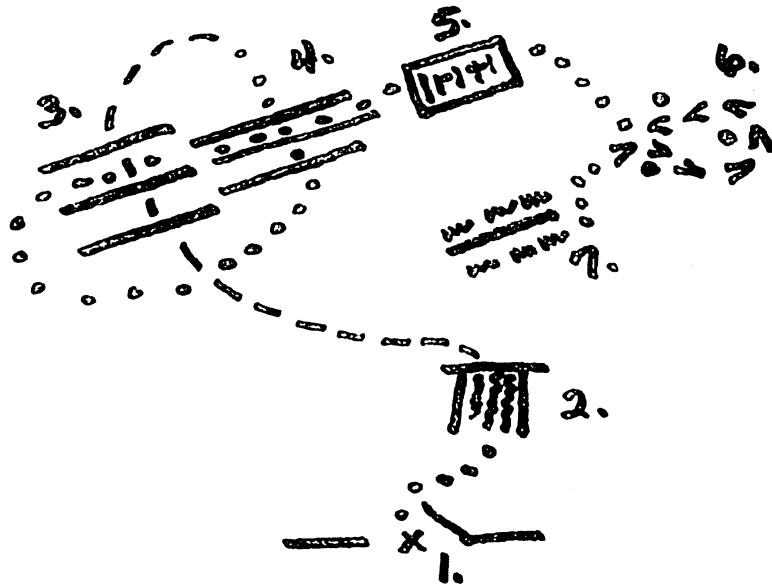
# Mini Jumping Class

**SR**



**Wyoming 4-H**

## Obstacle In Hand Miniature Trail



1. Be ready and waiting at arena entrance
2. Walk pony thru streamers
3. Jog over poles
4. Walk over poles and around poles
5. Walk over bridge
6. Back thru cones
7. Side pass right

Legend	
Walk	.....
Jog	-----
Back	<<<<<
Side pass	~~~~~

**Wyoming 4-H**

**BEST OF LUCK FOR A SUCCESSFUL AND  
SAFE 2021 SHOW**

**TO BE A CHAMPION YOU NEED TO BE  
GRACIOUS, KIND AND SUPPORTIVE OF  
YOURSELF AS WELL AS YOUR FELLOW  
COMPETATORS.**

**HERE'S TO  
WYOMING'S BIG SHOW  
SWEETWATER/DAGGET COUNTY FAIR  
2021**

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