

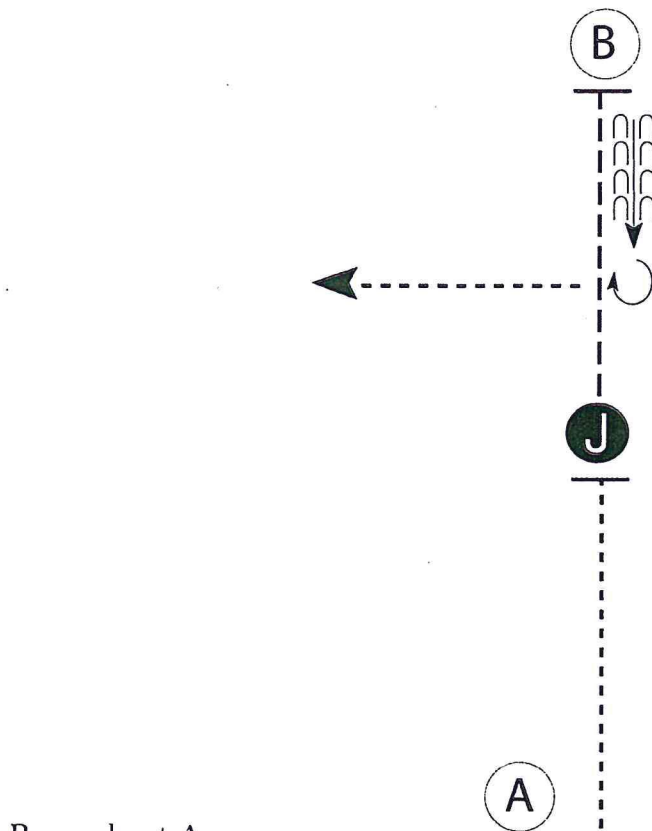
Dwyer Hill Riding Club

Showmanship (Youth)

CLASS #5

www.HorseShowPatterns.com

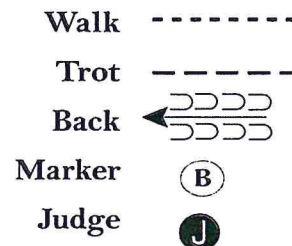
www.HorseShowPatterns.com



Be ready at A.

1. Walk from A to judge.
2. Stop and set up for inspection.
3. When dismissed, trot to B.
4. Stop at B and back approximately one horse length.
5. Perform a 270 degree turn.

Walk straight away and follow the instructions of your ring steward.



[SI_6]

Pattern Provided by:

Anna Scheitel

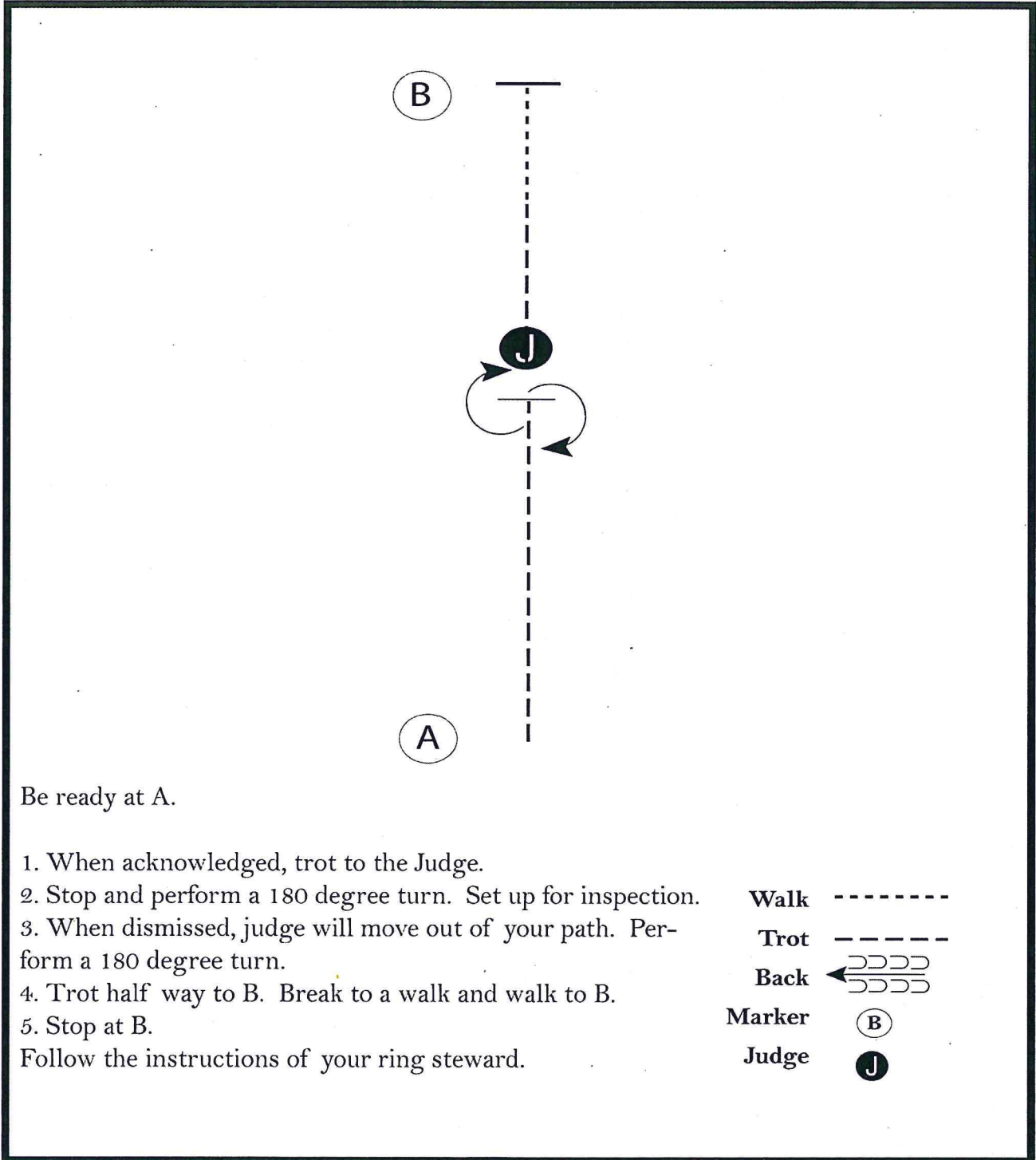
Dwyer Hill Riding Club

Showmanship (Adult)

CLASS #6

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Pattern Provided by:

Anna Scheitel

[SI_3]

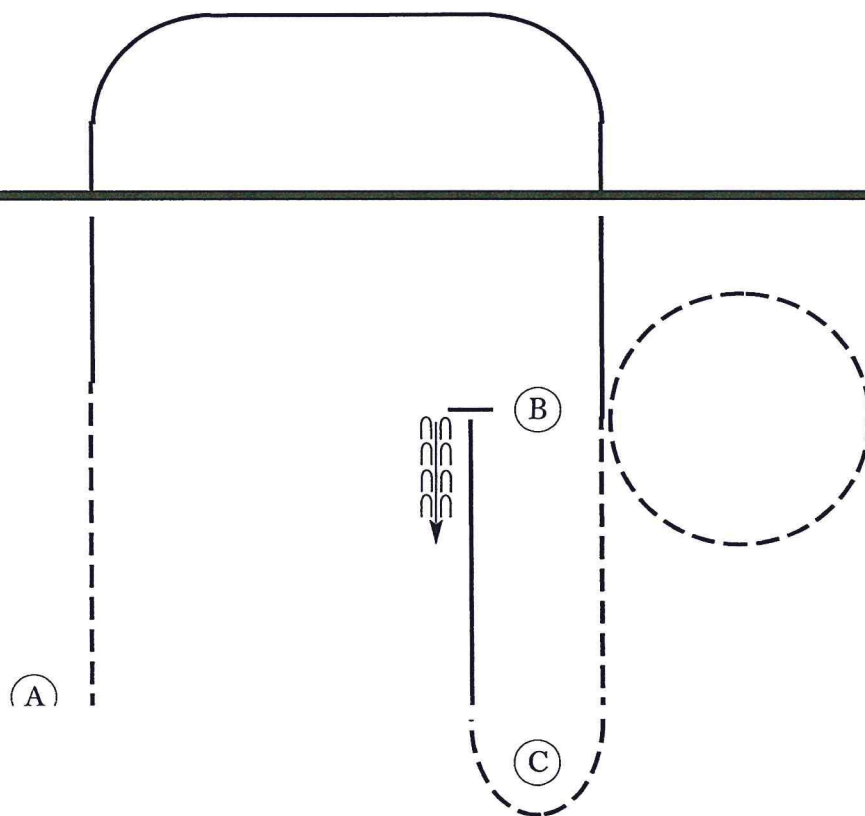
Dwyer Hill Riding Club

Hunt Seat Equitation (Adult)

CLASS 11, 12

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Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Continue halfway to C in a 2 point position.
5. Sitting trot to and around C.
6. Canter left lead to B.
7. Stop and back.

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

[HSE/3-107]

Pattern Provided by:

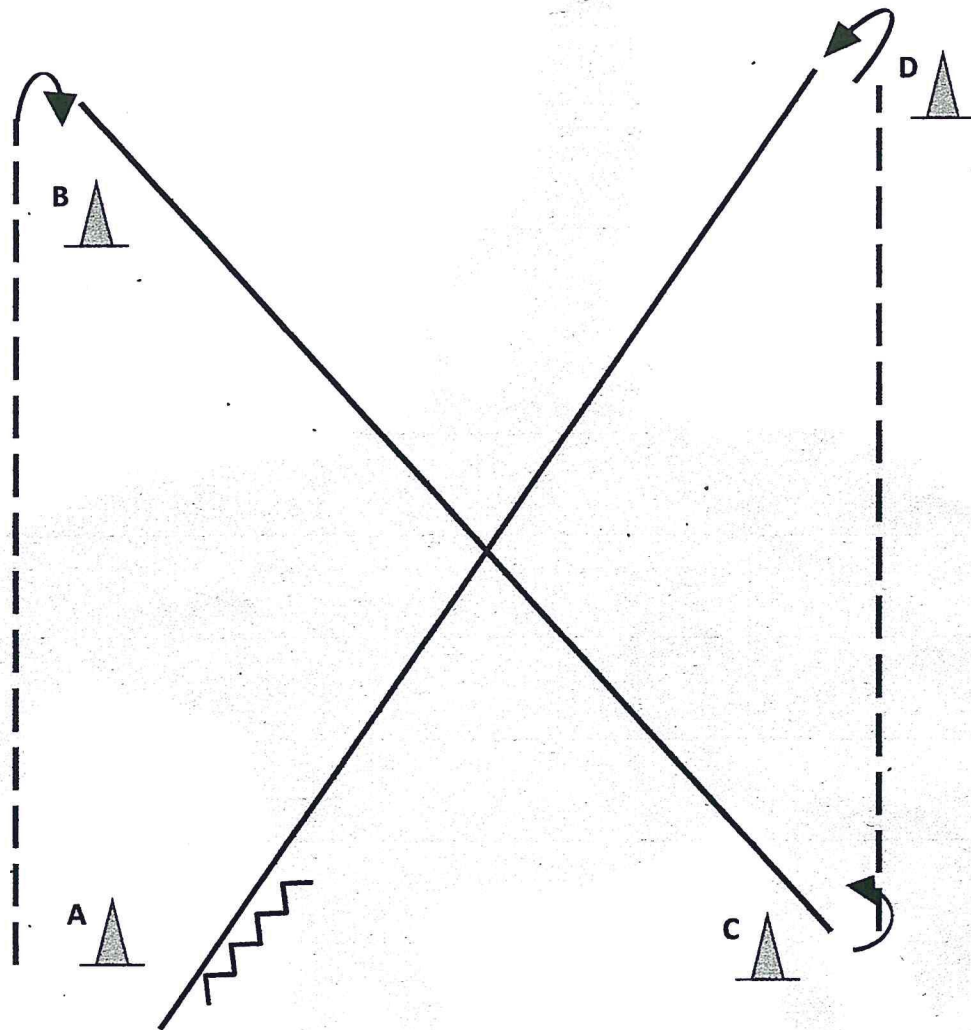
Kim Hazlett

Dwyer Hill

JULY 29TH, 2018

Western Horsemanship

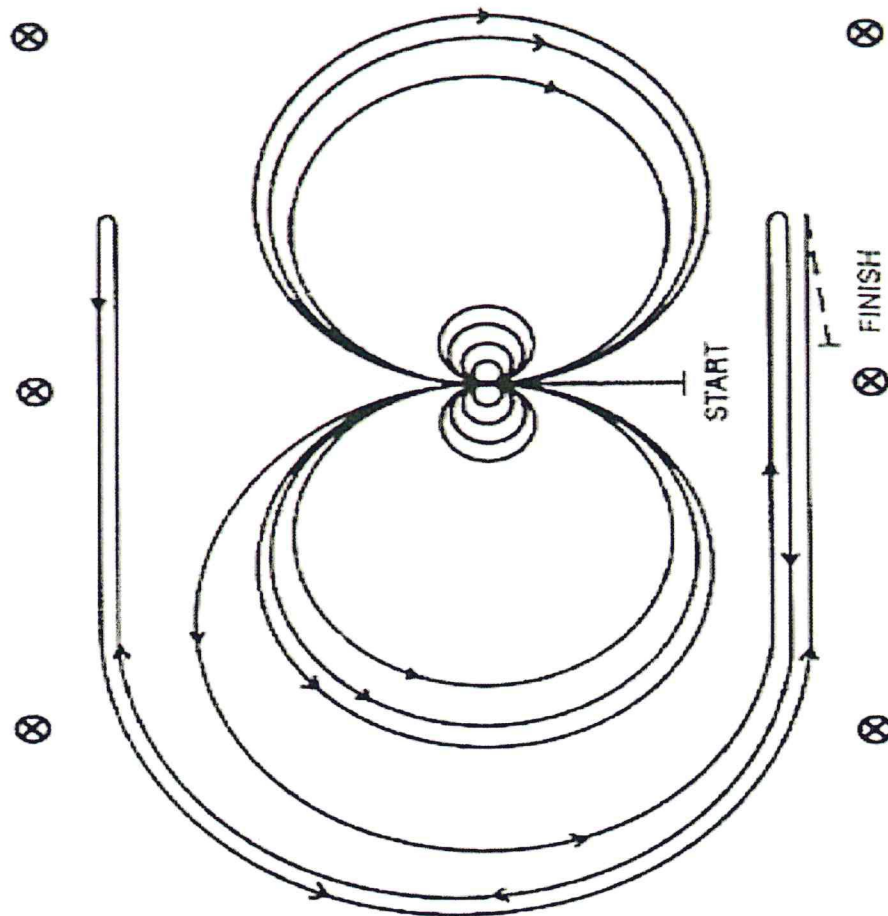
Class # 25, 26



- 1- Jog A to B halt and 3/4 turn to the right
 - 2- Lope right lead to C halt turn
 - 3- Extended Jog to D halt and turn
 - 4- Lope left lead back to A halt and back one horse length
 - 5- Walk back into line
- *Note all markers are on your right
* There will be NO rail work !

REINING (PATTERN #6)

CLASS# 23



Horse must walk or stop prior to starting pattern.

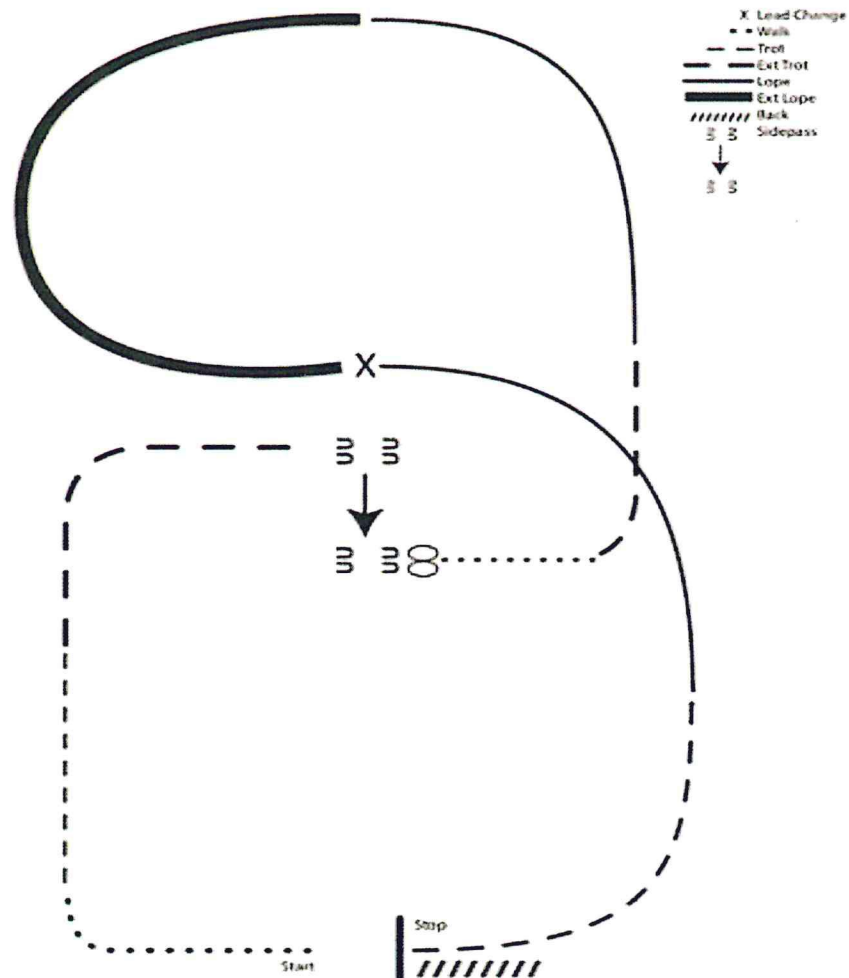
Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
2. Complete four spins to the left. 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. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

RANCH RIDING- CLASS #24

- PATTERN 3

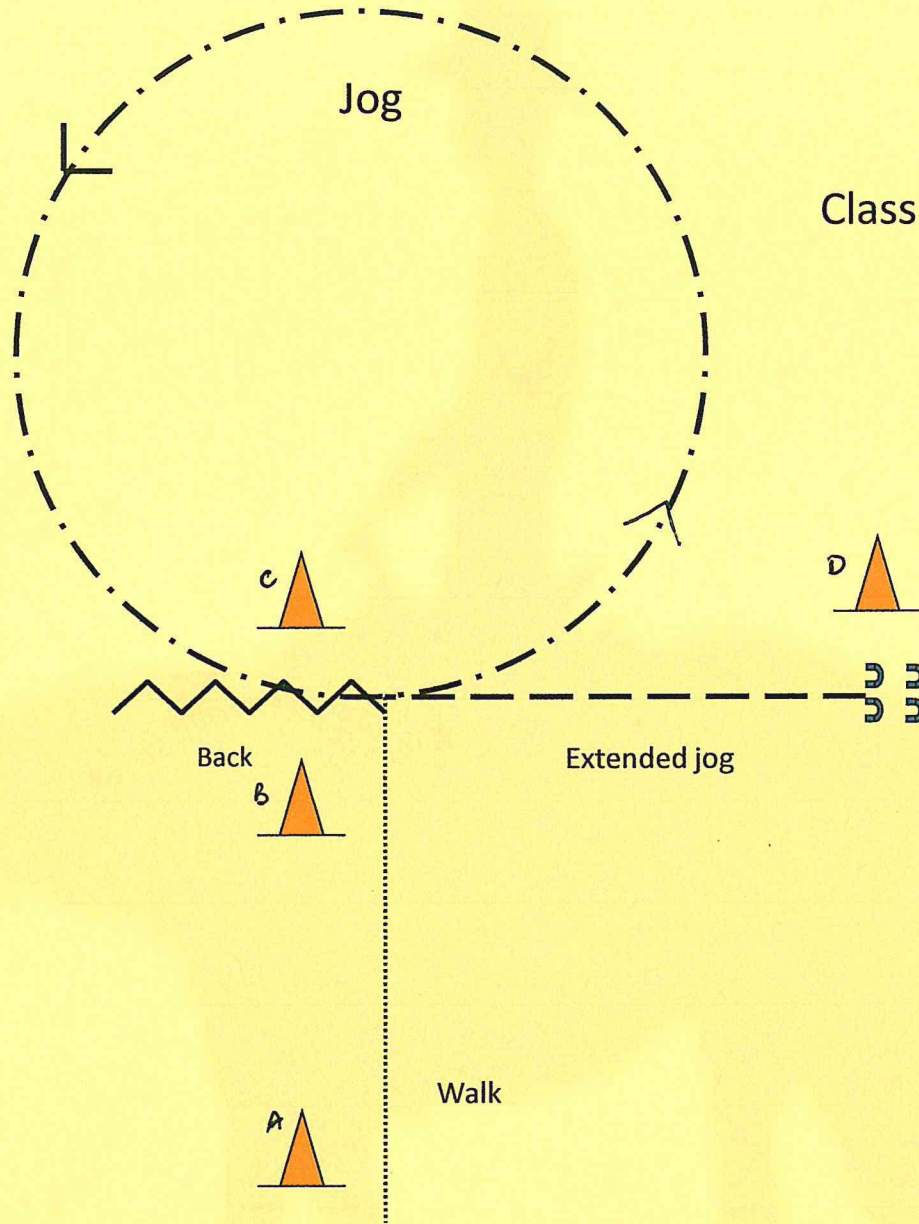


1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

Dwyer Hill July **29, 2018**

Horsemanship (Walk /Jog)

Class # **27**



*Begin at the walk halt between marker B-C

*1/4 turn ^{Right} and back up 6 steps-- jog forward
A large circle to the left

*Extended jog to marker and halt to finish

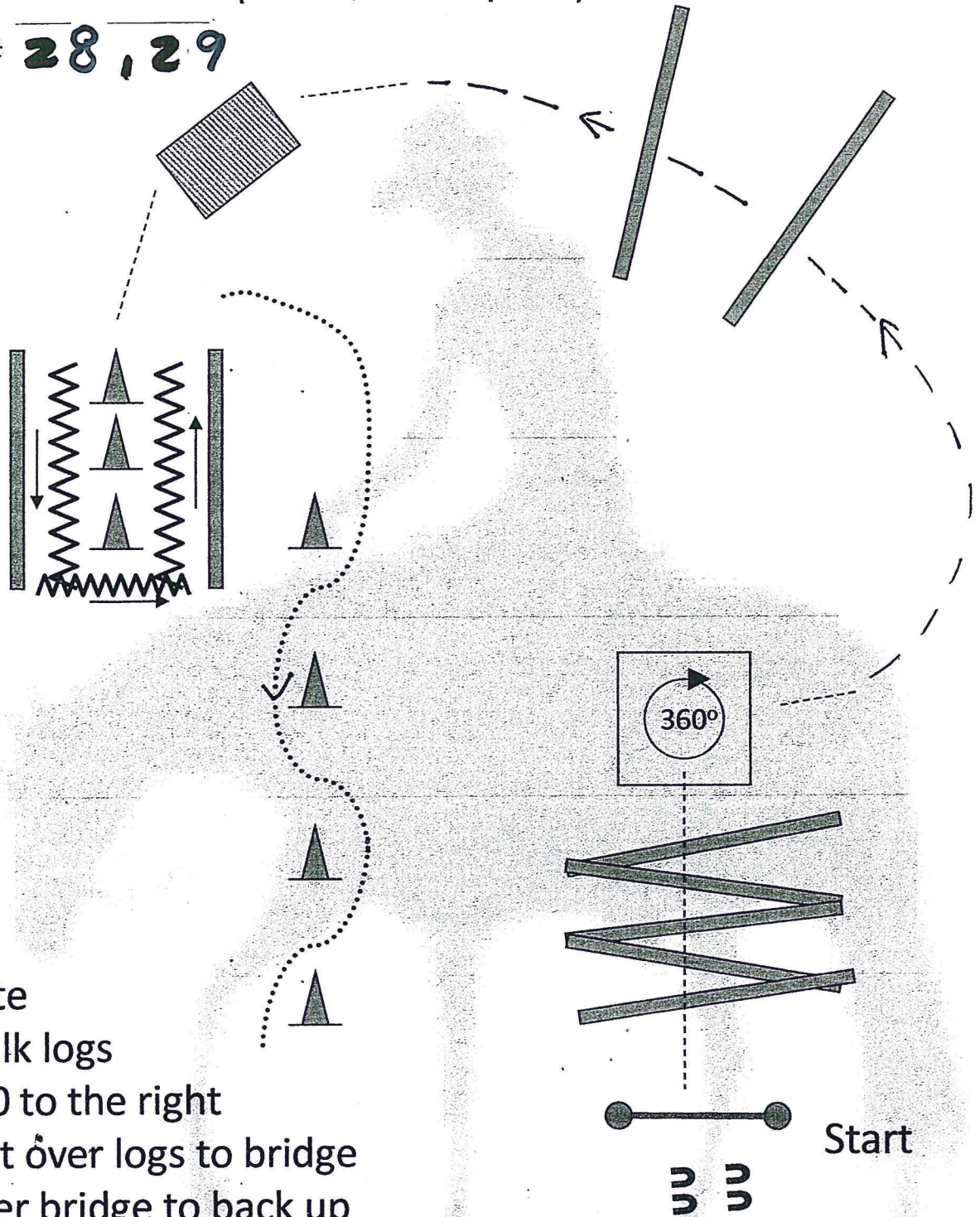
NOTE THERE WILL BE NO RAIL WORK

Dwyer Hill July 29th 2018

(In-hand & walk/trot)Trail

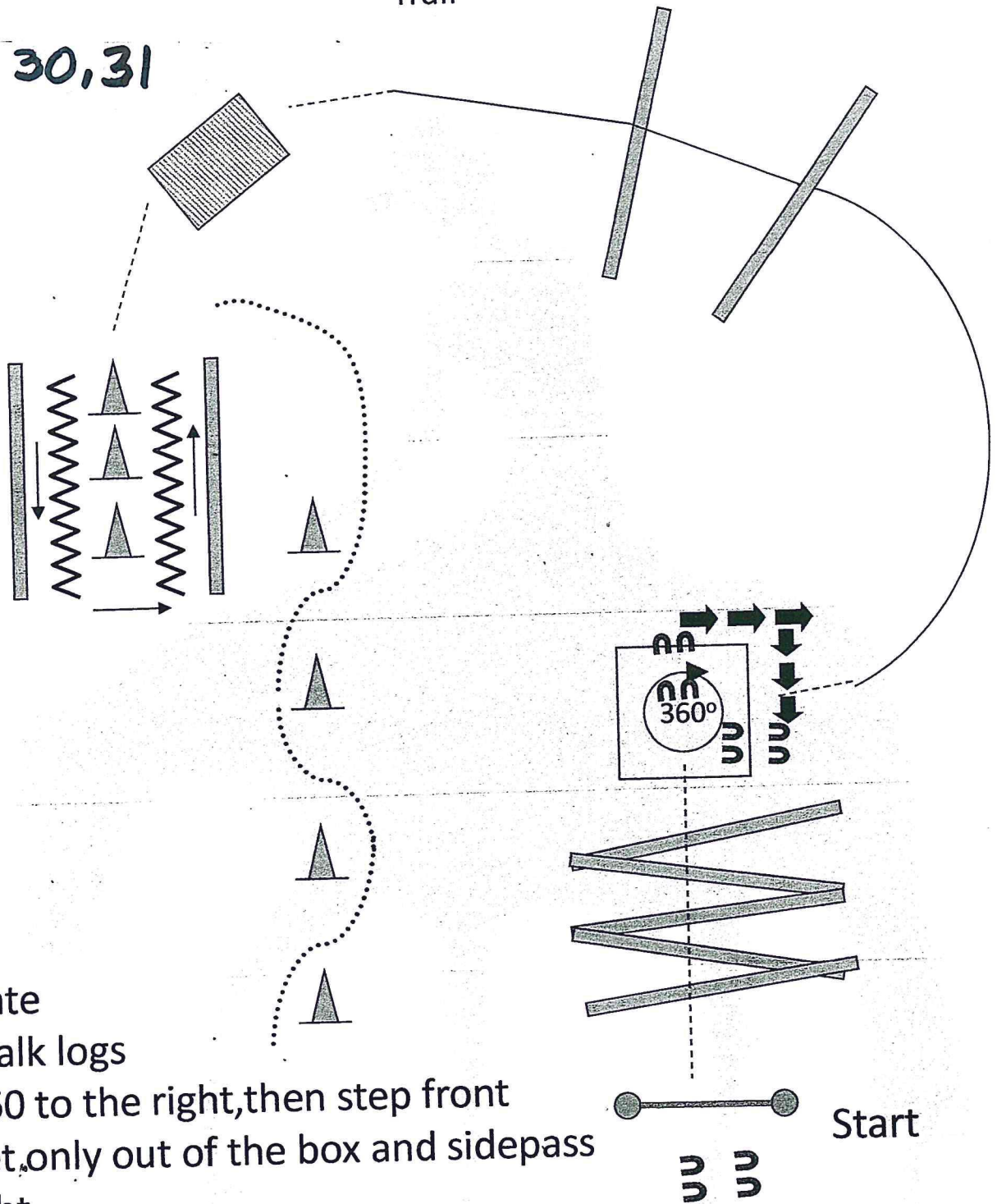
Class # 28, 29

- *Gate
- *Walk logs
- *360 to the right
- *Trot over logs to bridge
- *Over bridge to back up
- *Back a U around cones
- * Jog through cones to finish !



Trail

Class # **30,31**



- *Gate
- *Walk logs
- *360 to the right, then step front Feet, only out of the box and sidepass Right
- *lope left lead over logs to bridge
- *Over bridge to back up
- *Back a U around cones
- * Jog through cones to finish !