

Legend for Patterns

READ instructions carefully, diagrams may be abbreviated

Walk or Hand Gallop or -----

Trot, Jog or Show Gait - - - - -

Sitting Trot - . - . - . - . - . -

Extended Trot or Jog — . . — . . — . . -

Canter or Lope or Hand Gallop _____

Back ←  or ||||

Markers ▲ or (A)

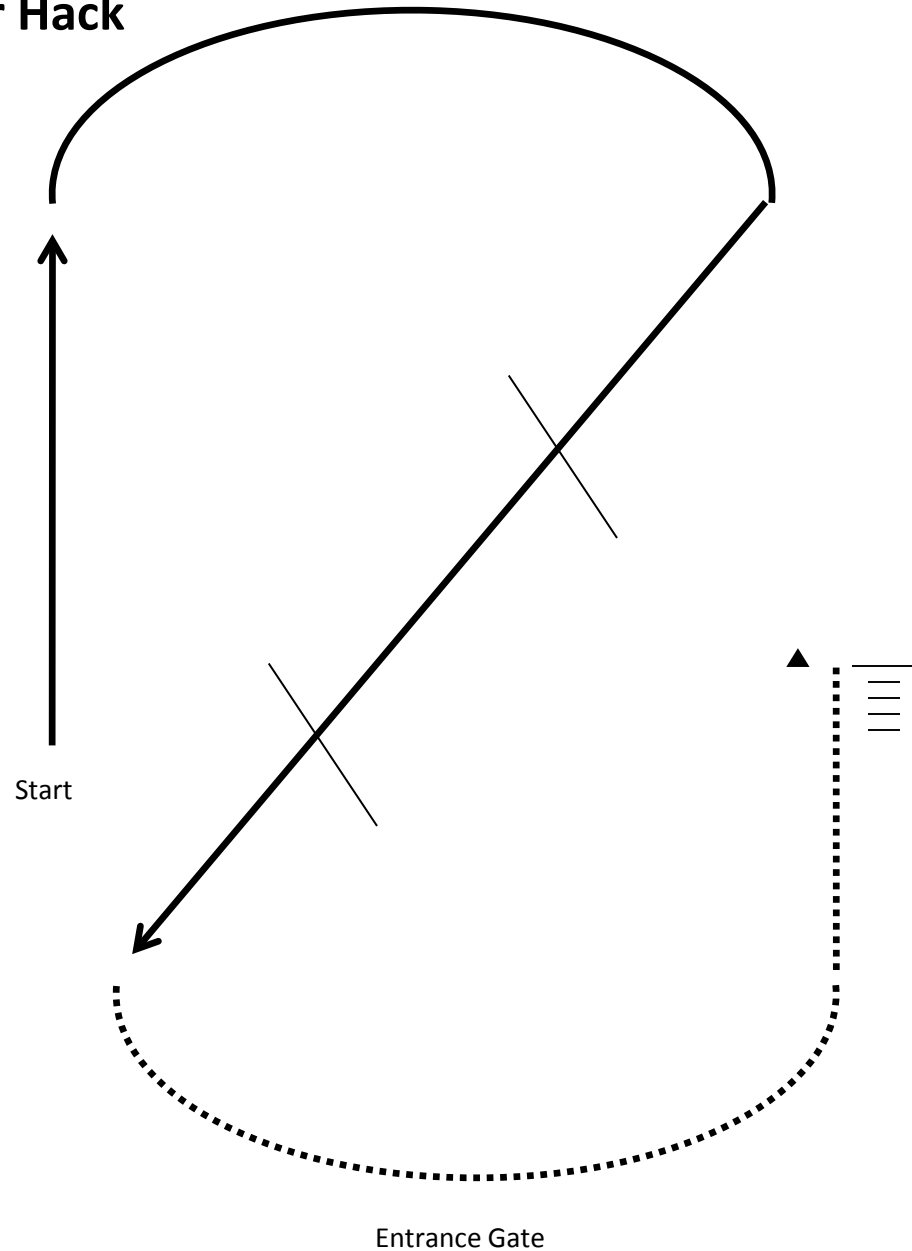
Sidepass // // // //

Judge (J)

When a pattern is finished, either line up or exit the arena as directed by the ring steward.

Hunter Hack

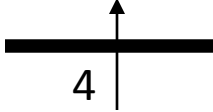
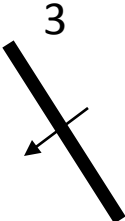
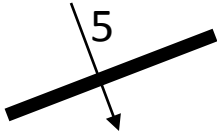
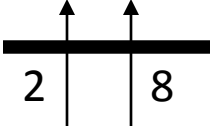
1. Fences are set ~72 feet apart.
2. After second fence, hand gallop to marker.
3. Stop and back at least 5 steps.
4. Drop your reins to signal completion.



Intermediate Equitation Over Fences & Low Working Hunter

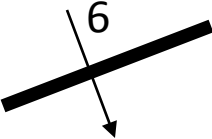
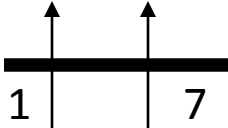
Exit Gate

PAS 2019



72'

60'



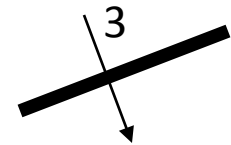
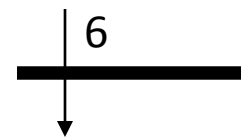
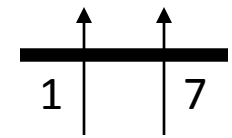
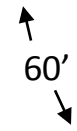
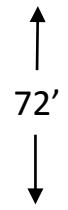
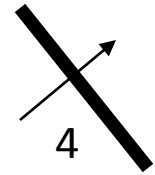
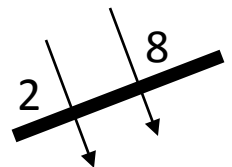
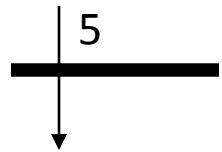
Entrance Gate

Fence Heights:
Horse and Medium/Large Pony – 2'3"
Small Pony – 2'

Advanced Equitation Over Fences & Regular Hunter Over Fences

Exit Gate

PAS 2019



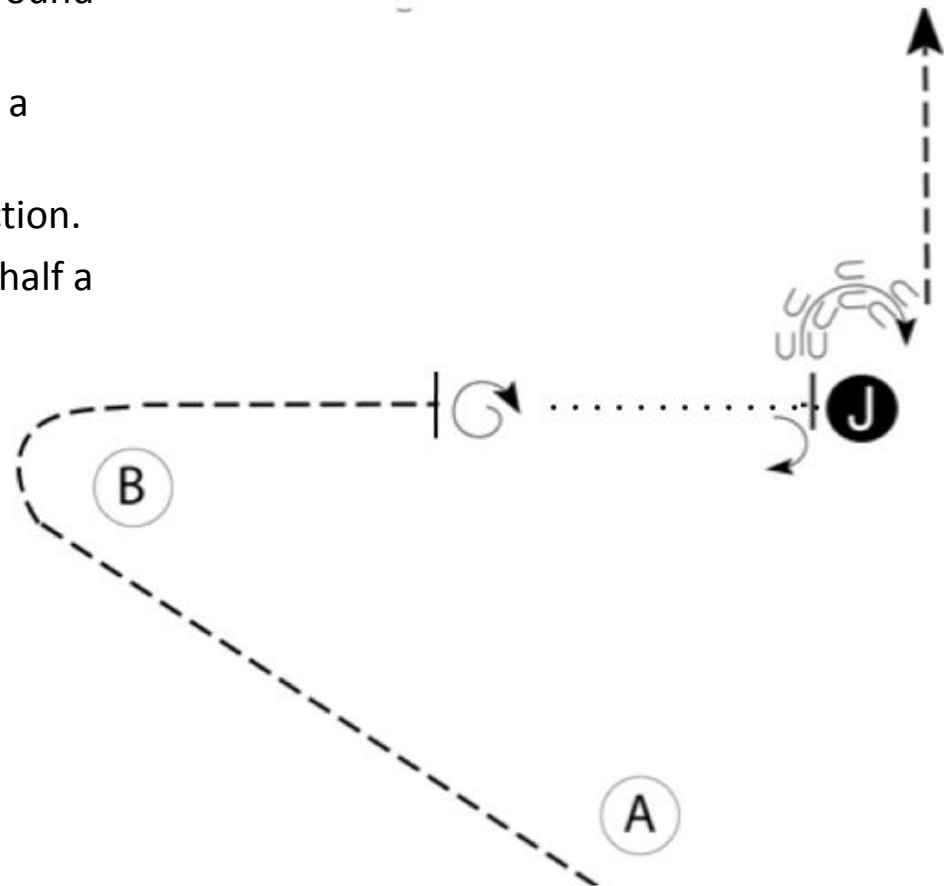
Entrance Gate

Fence Heights:
Horse and Medium/Large Pony – 2'6"
Small Pony – 2'

Western Showmanship

PAS 2019

1. Be ready at A.
2. When acknowledged, trot to and around B.
3. Halfway to Judge, stop and execute a 360° turn.
4. Walk to Judge and set up for inspection.
5. When dismissed turn 90° and back half a circle around Judge.
6. Trot to exit.

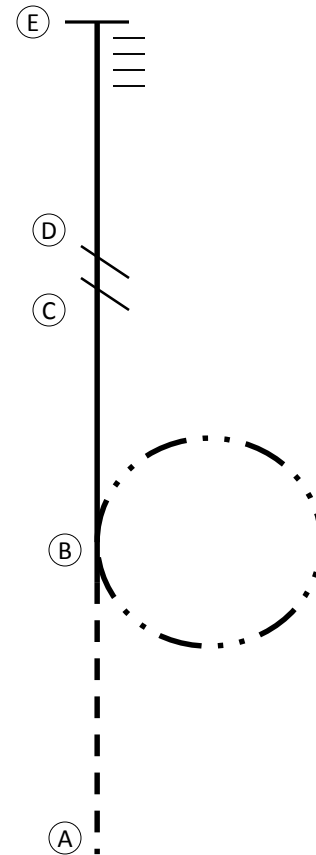


Entrance Gate

Western Horsemanship

PAS 2019

1. Jog from A to B.
2. Extend the jog at B and circle to the right at the extended jog.
3. After completing circle, lope left lead from B to C.
4. Change leads between C and D.
5. Lope on the right lead to E.
6. Stop at E and back one horse length.



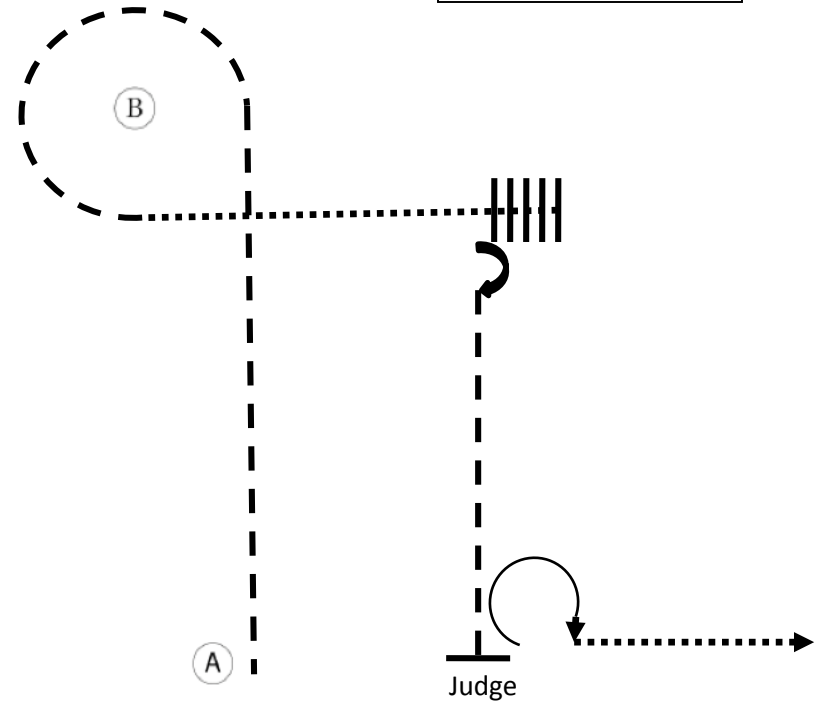
Entrance Gate

Hunter Showmanship

PAS 2019

**** Be ready at A****

1. Trot to and around B.
2. Walk from B until past judge.
3. Back until horse's hip is even with Judge.
4. Perform a 90° turn.
5. Trot to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270° turn.
8. Walk straight away from Judge.



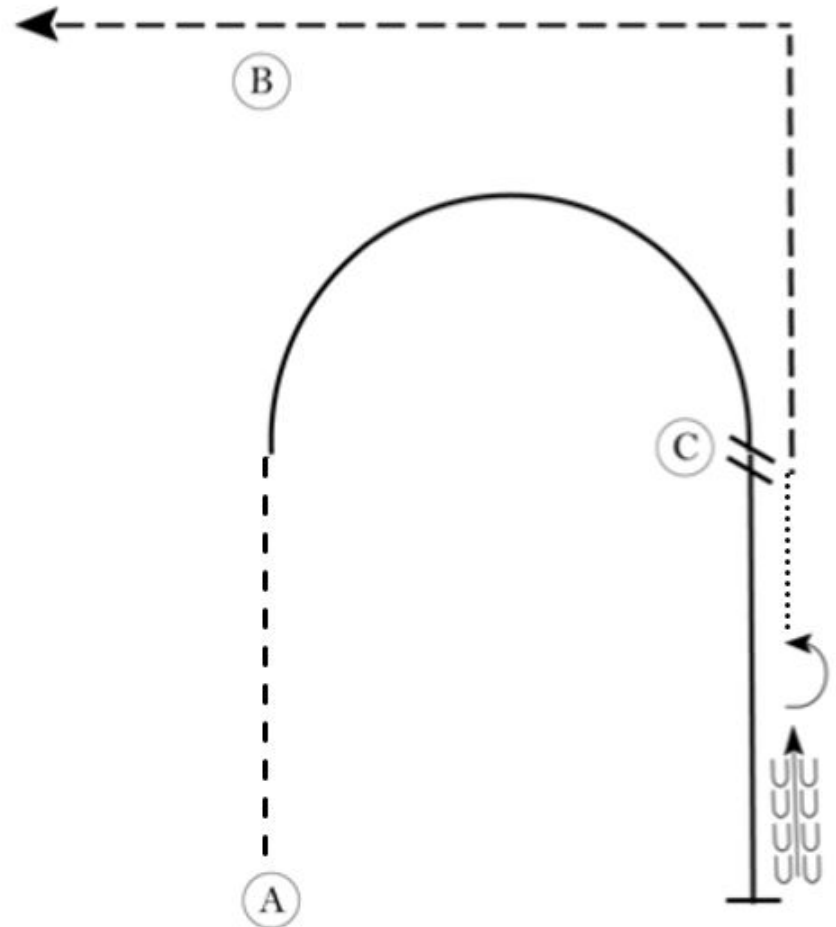
Entrance Gate

Hunt Seat Equitation

PAS 2019

1. Be ready at A.
2. Trot on the left diagonal halfway to B.
3. Canter half a circle on the right lead to the right to C.
4. Change leads at C.
5. Canter on the left lead to A.
6. Stop at A and back approximately one horse length.
7. Perform a 180° turn on the forehand to the left.
8. Walk to C.
9. At C, rising trot on the right diagonal around the corner toward B.
10. Continue to trot past B.

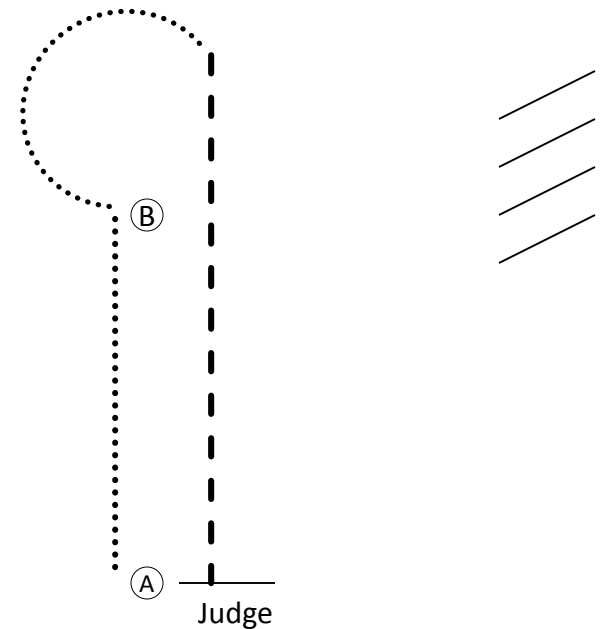
** Pattern is over once you have passed B at the trot.**



Draft Showmanship

PAS 2019

1. Enter arena and line horse up on a $\frac{3}{4}$ view facing the arena fence.
2. When judge signals, back horse 5 steps off wall, turn and go to A.
3. As horse leaves line up other exhibitors will move their horses down the wall and wait for judge's signal.
4. Walk horse from A to B. Make a golf club turn and trot to Judge.
5. Pose horse for inspection.
6. When excused, go to the end of the line and move up until returned to the original position.

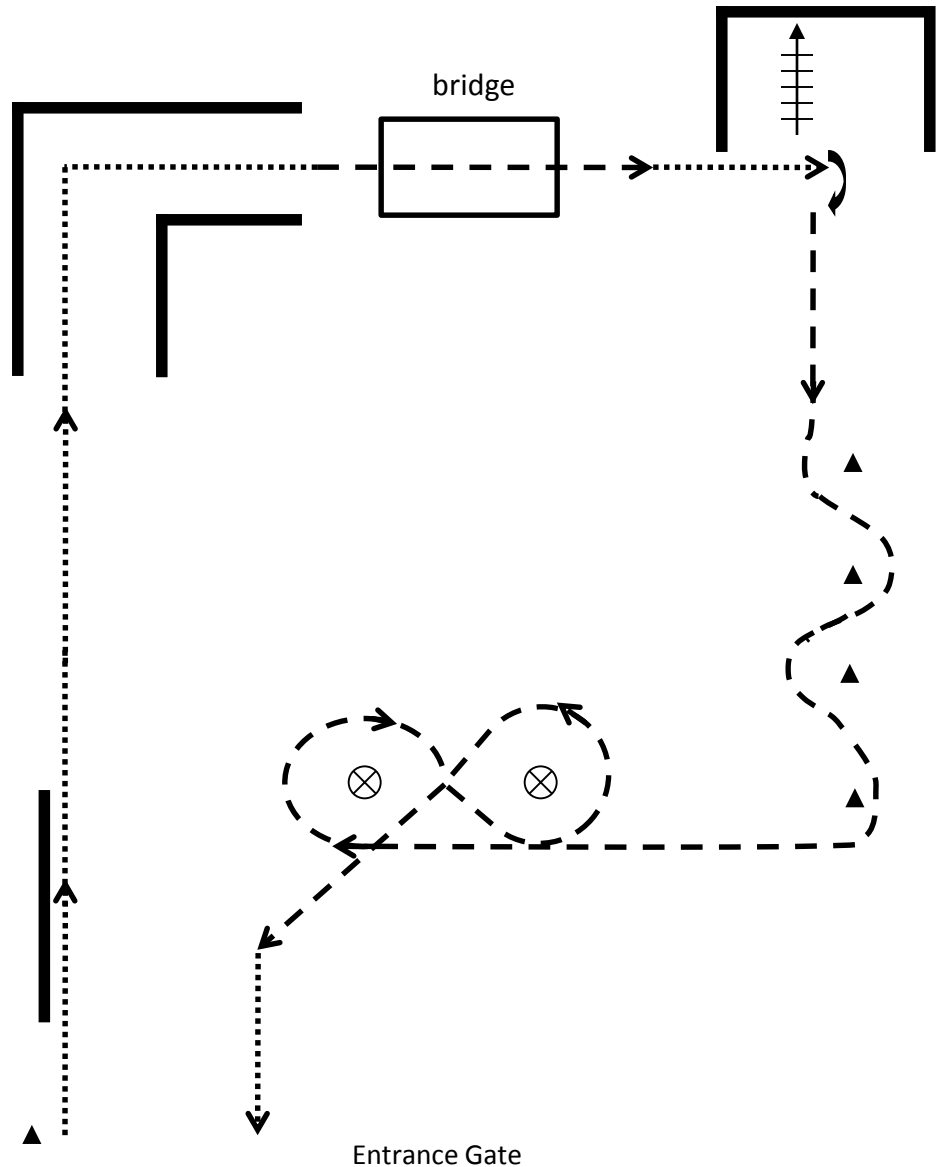


Entrance Gate

Driven Trail

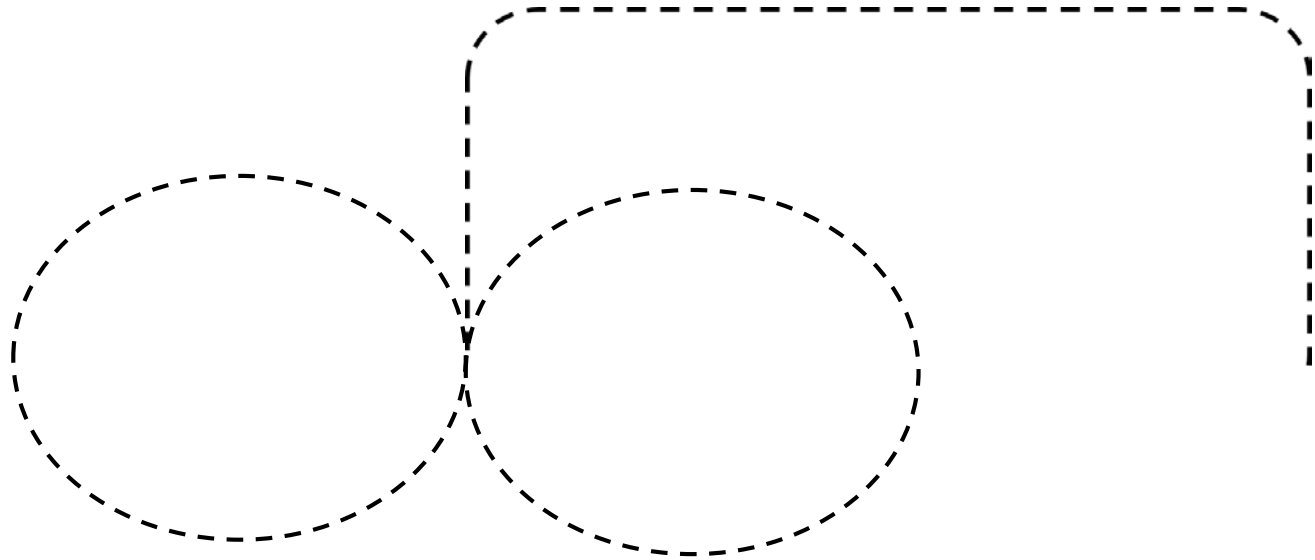
PAS 2019

1. Enter at a walk and drive with left tire one side of the rope and the horse on the other side of the rope.
2. Continue to walk through L.
3. Trot over bridge.
4. At box, fan turn right and back in.
5. Trot out and continue to trot through weave cones.
6. Trot a figure-eight using barrels as a guide.
7. Exit at a walk.



Driving Reinsmanship

PAS 2019



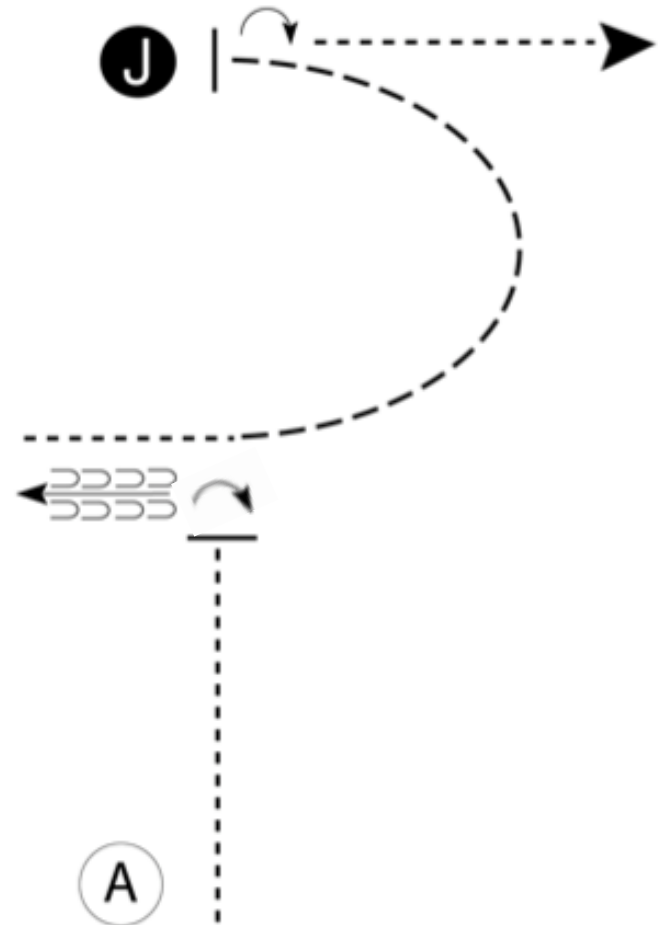
Judge

1. Begin at park gait. Drive down centerline until even with judge, halt & salute.
2. Perform a figure 8 in the direction designated by the judge ahead of time (left or right) at the park gait.
3. Halt, salute & exit at the park gait.

Easy Gaited & Saddle Type Showmanship

PAS 2019

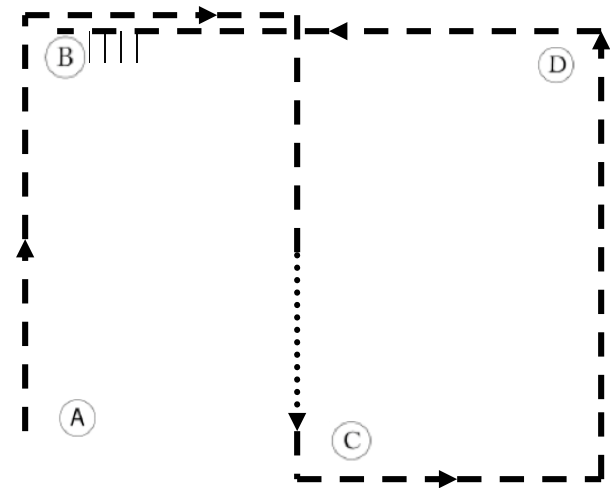
1. Be ready at A.
2. When acknowledged, walk halfway to Judge.
3. Stop and perform a 90° turn.
4. Back approximately one horse length.
5. Walk until even with Judge.
6. Trot/show gait in a half circle to Judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 180° turn and walk straight away from Judge.



Easy Gaited Equitation

PAS 2019

1. Be ready at A.
2. Show gait to and around B.
3. Halfway between B and C, break to a show walk and show walk until even with the C.
4. At C, show gait around D to B.
5. Stop at B and back at least 5 steps.

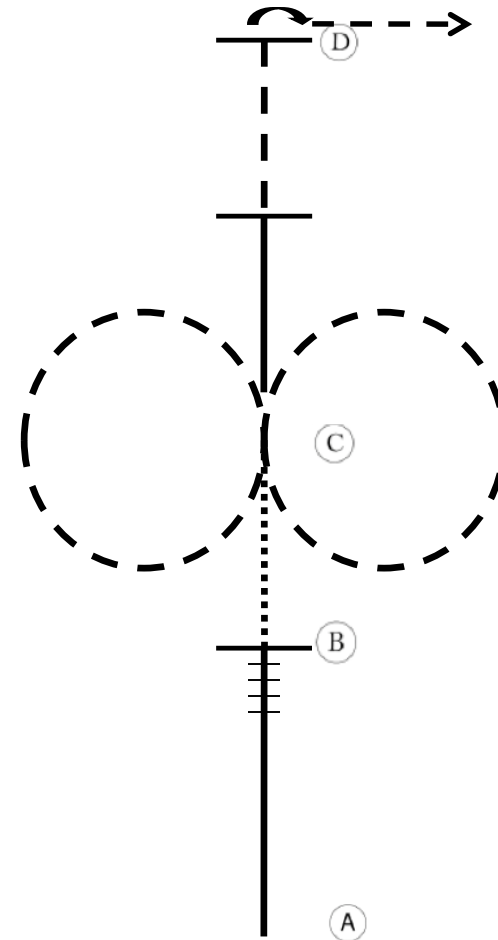


Entrance Gate

Saddle Seat Equitation

PAS 2019

1. Canter on left lead from A to B.
2. At B stop and back.
3. Walk from B to C.
4. At C, trot a figure-eight, starting to the right.
5. At C, canter on the right lead towards D.
6. Stop midway between C and D.
7. Drop your irons. Posting trot on the right diagonal to D and stop.
8. Turn 90° on the forehand to the right. Pick up your irons.
9. Trot to the lineup.

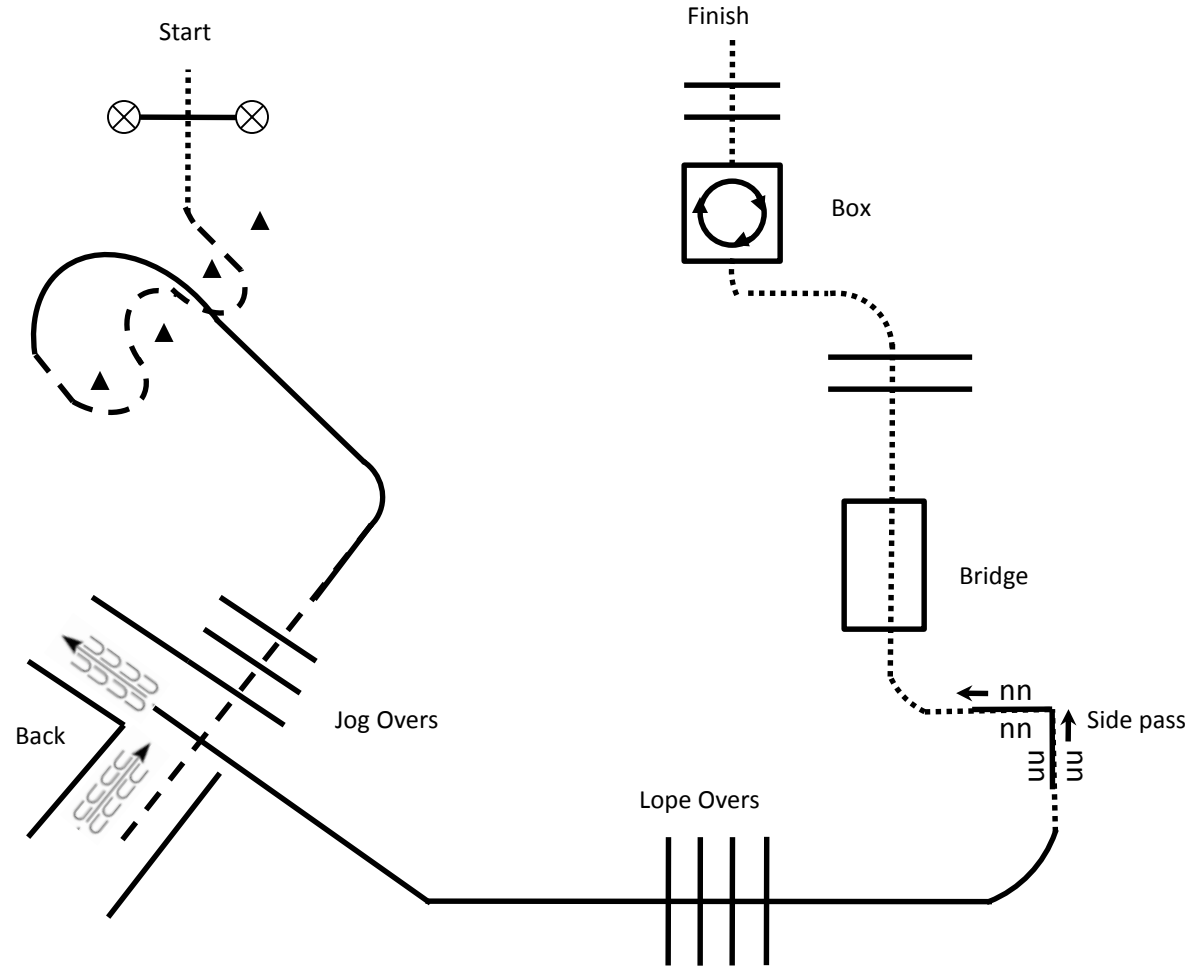


Entrance Gate

Trail

PAS 2019

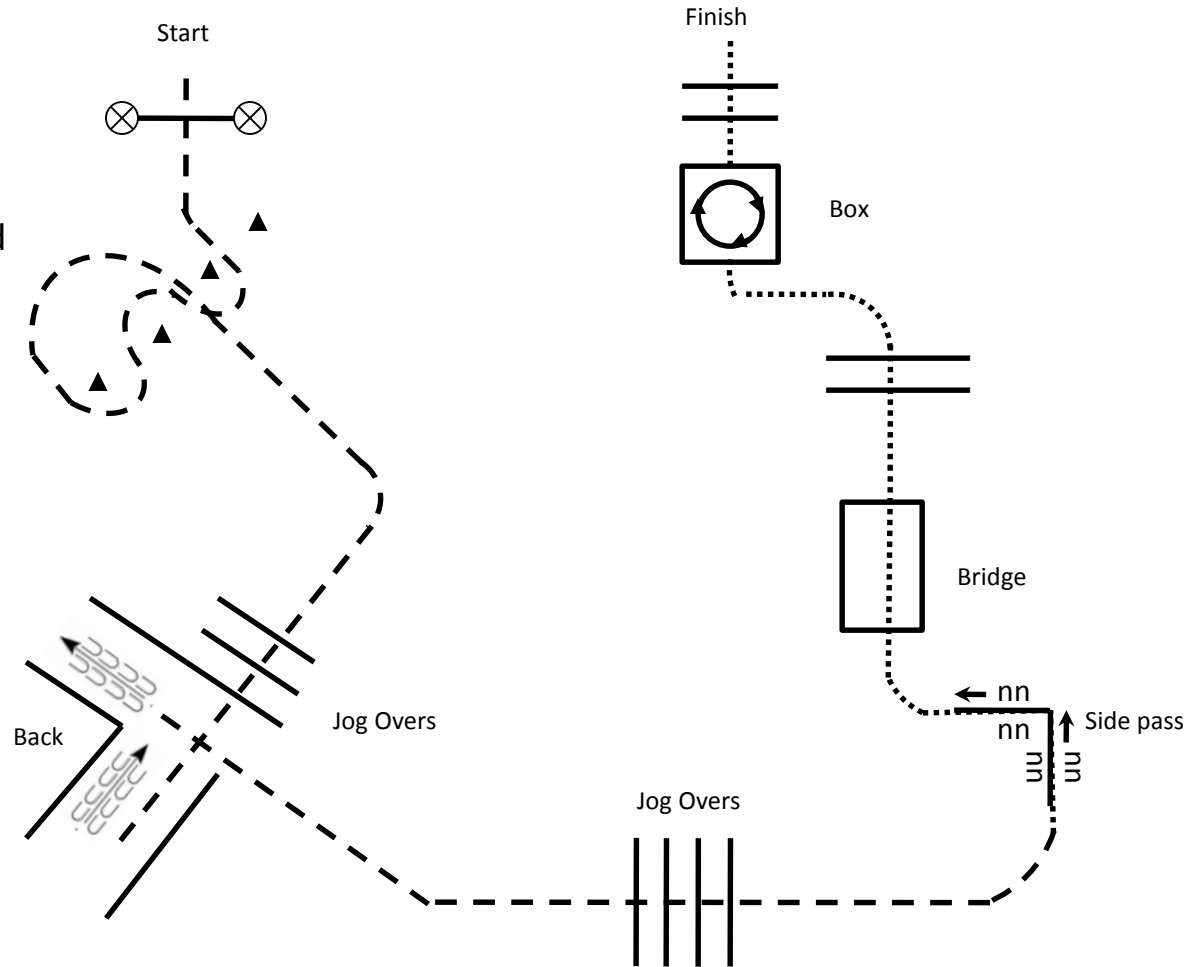
1. Walk to and work gate.
2. Jog/trot/show gait through cones.
3. Lope right lead/show gait to poles.
4. Jog/trot/show gait over poles into chute.
5. Back the L.
6. Lope left lead/show gait out of chute and over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform a 360° turn to the right, walk out of box and over poles to finish.



Trail In-Hand

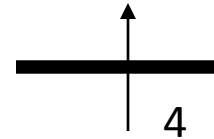
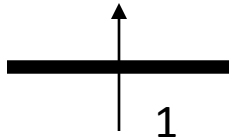
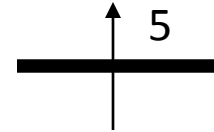
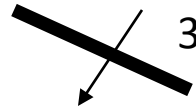
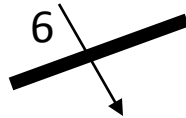
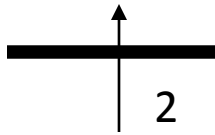
PAS 2019

1. Walk to and work gate.
2. Jog/trot/show gait through cones and over poles into chute.
3. Back the L.
4. Jog/trot/show gait out of chute and over poles.
5. Side pass left over poles.
6. Walk over bridge, poles and into box.
7. Perform a 360° turn to the right, walk out of box and over poles to finish.



Small Equine Jumpers

PAS 2019

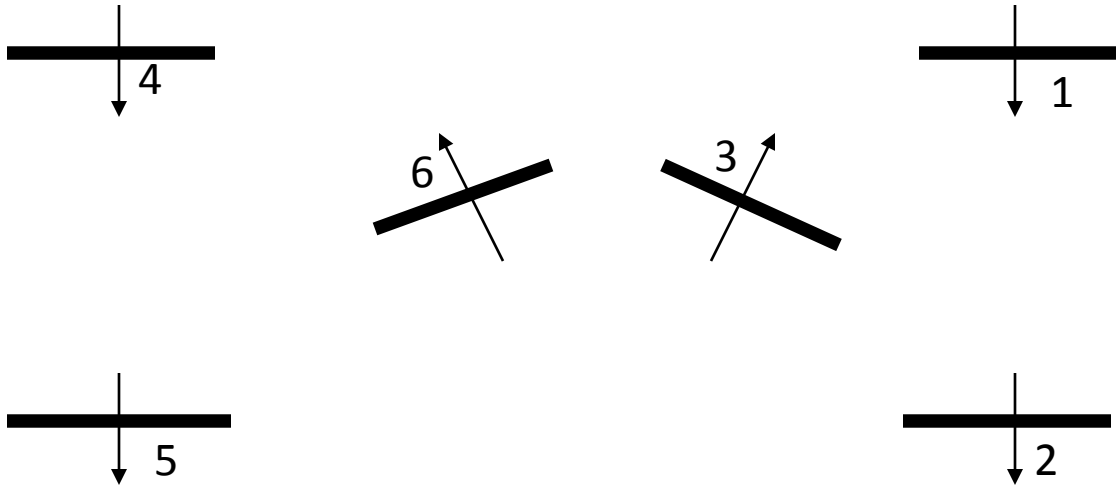


Entrance/Exit Gate

Fence Heights: 12-24"

Small Equine Hunter In-Hand

PAS 2019



Entrance/Exit Gate

Fence Heights: 12-24"

PAS 2019

Reining will use Pattern C on page 56 of your Rulebook.

Western Riding will use pattern A on page 59 of your Rulebook.

Ranch Riding will use pattern C on page 49 of your Rulebook.