

WPQHA Spring Fling!



June 8, 9, 10 3 Judges

June 8 Novice Show Bill • June 9 & 10 Regular Show Bill
(Three Sets of Novice Points)

Judges: Don Jox, Louis Hufnagel, Chele McGaully

Pattern Book

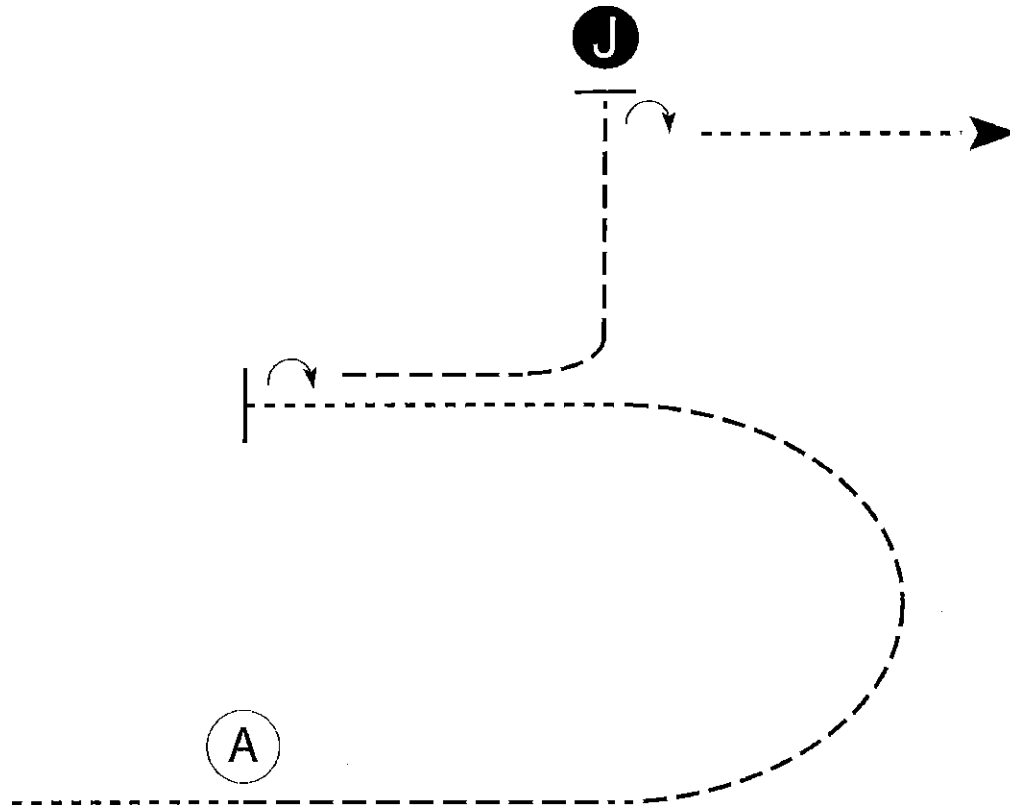
June 9-10 , 2018

Showmanship (Level 1 & Small Fry)

Show Date:

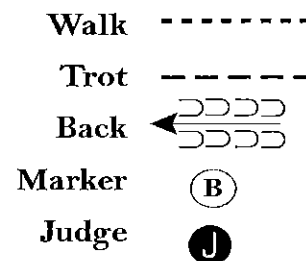
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn and walk straight away.



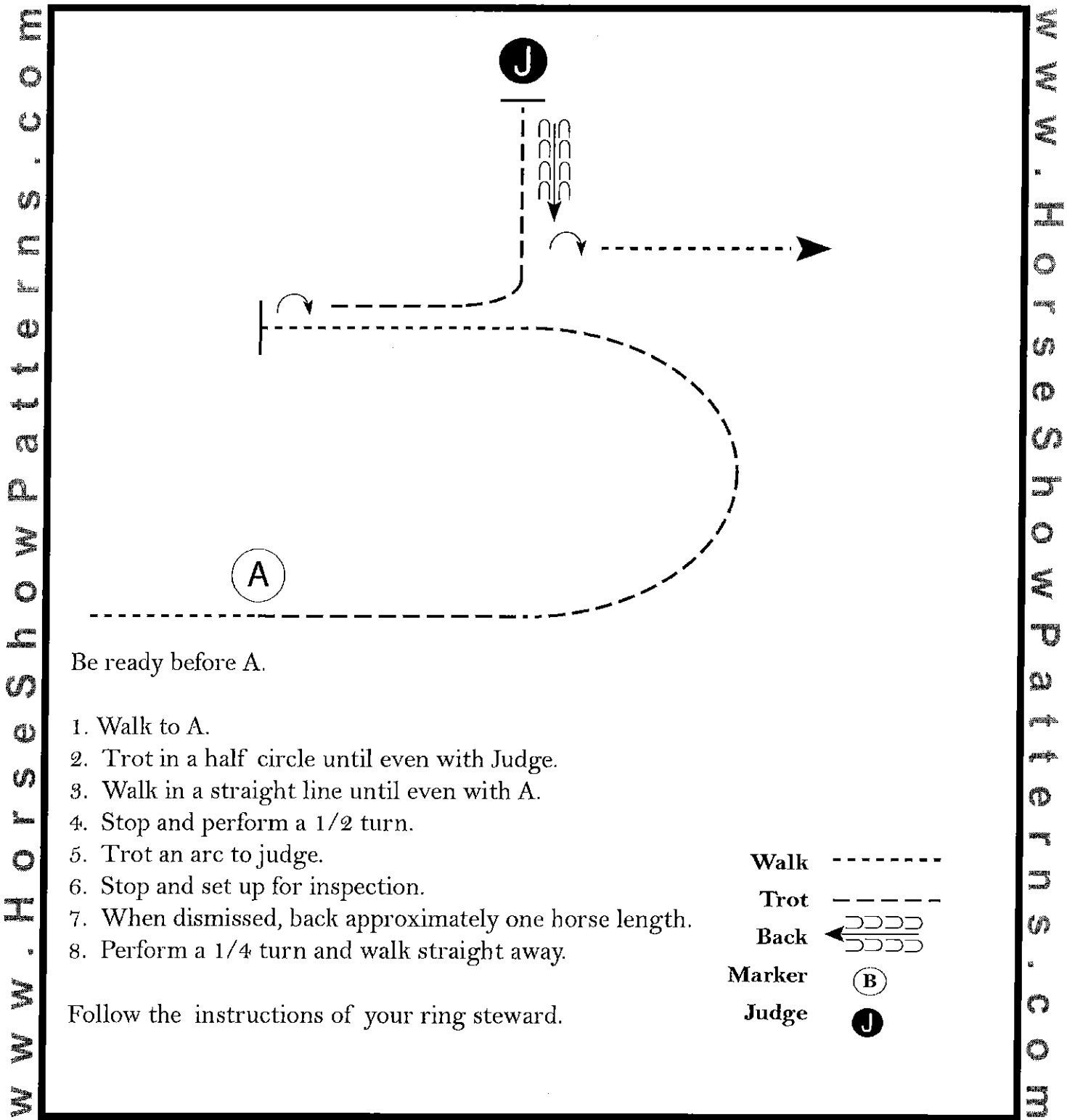
Follow the instructions of your ring steward.

[S/1-83]

Pattern Provided by:
Chele McGaulv

Showmanship (Amateur, Select, Youth)

Show Date:



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

Follow the instructions of your ring steward.

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

[S/2-83]

Pattern Provided by:
Chele McGaulv

www.HorseShowPatterns.com

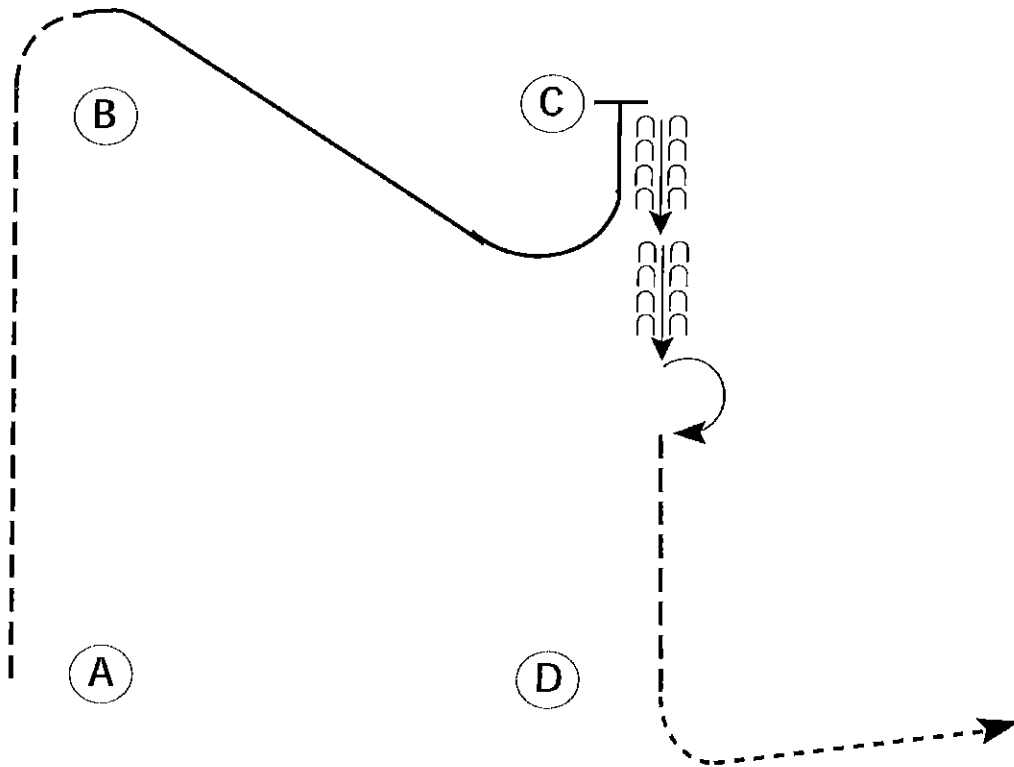
www.HorseShowPatterns.com

Horsemanship (All Level 1)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

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

[WH/1-52]

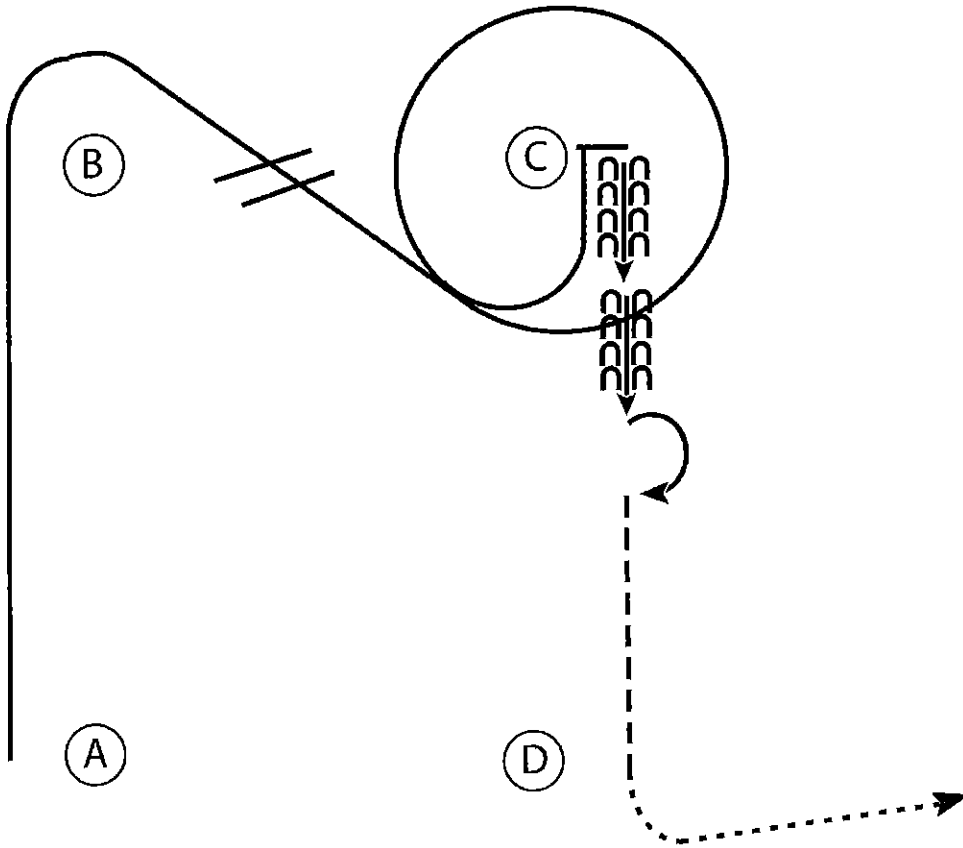
Pattern Provided by:
Chele McGaulv

Horsemanship (Youth, Amateur, Select)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Start at A. Right lead lope around B.
2. Perform a simple or flying lead change to the left lead lope.
3. Lope a circle around C.
4. Stop when even with C.
5. Back five steps.
6. Perform a 180 degree turn to the right on the hindquarters.
7. Jog to D.
8. At D walk. Walk to the line-up.

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

[WH/2-52]

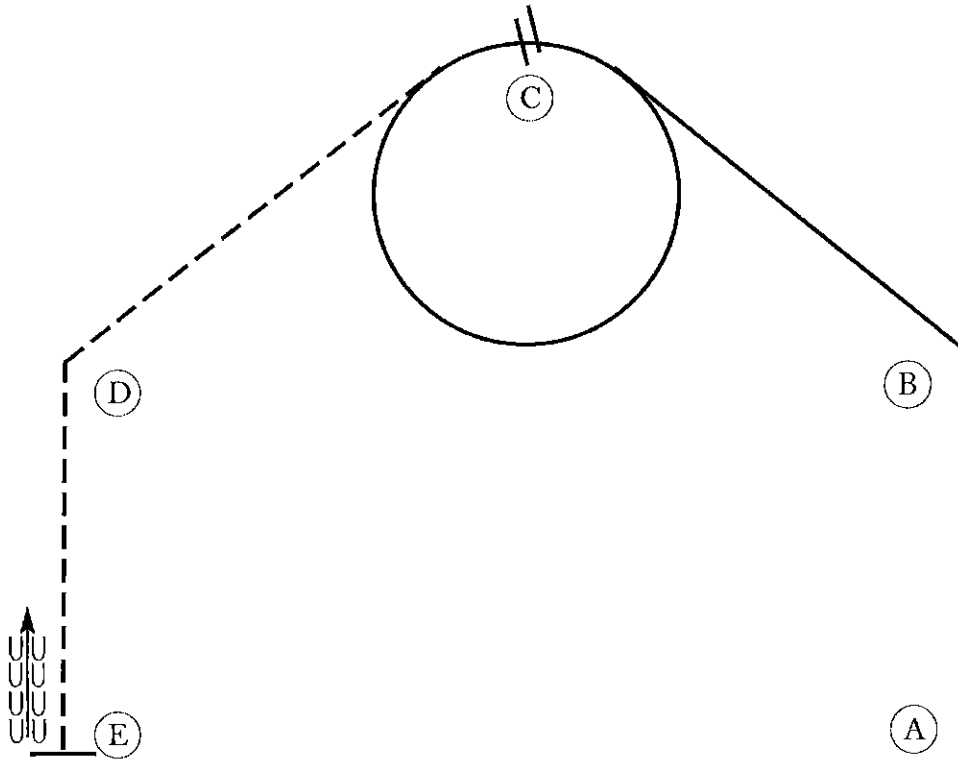
Pattern Provided by:
Chele McGaulv

Equitation (All Level 1)

Show Date:

www.HorseShowPatterns.com

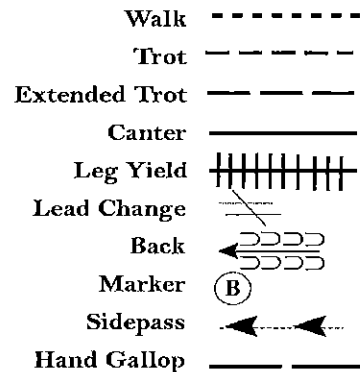
www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the right lead to C.
4. Perform a simple lead change at C.
5. Canter a circle on the left lead around C.
6. Sitting trot to D.
7. Trot on the left diagonal to E.
8. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.



[HSE/2-37]

Pattern Provided by:

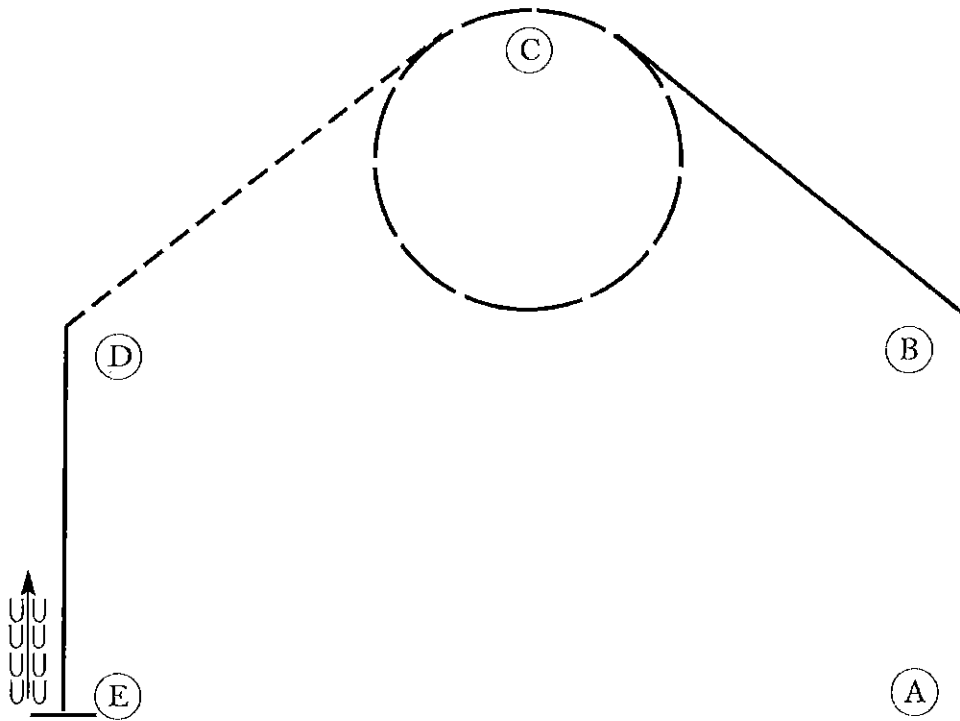
Chele McGaulv

Equitation (Youth, Amateur, Select)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot on the right diagonal to B.
3. Canter on the left lead to C.
4. Hand gallop a circle around C.
5. Trot on the left diagonal to D.
6. Canter on the right lead to E.
7. Halt at E and back approximately one horse length.

When dismissed, follow the instructions of your ring steward.

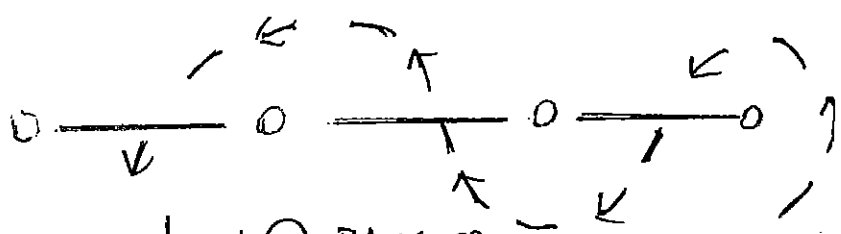
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← - - - - ←
Hand Gallop	-----

[HSE/3-37]

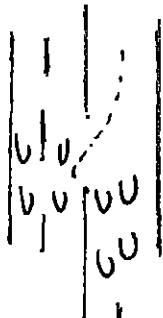
Pattern Provided by:
Chele McGaulv

SELECT AMATEUR TRAIL
 NOVICE AMATEUR TRAIL, NOVICE YOUTH TRAIL

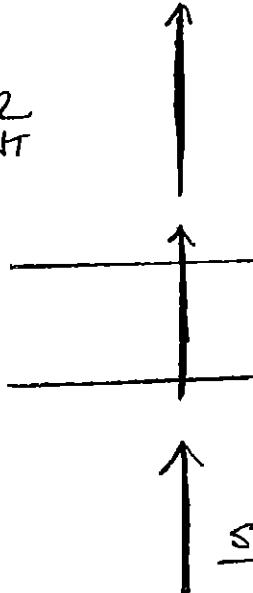
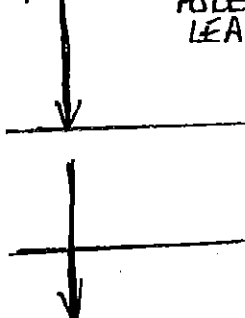
② TRAIL SERPENTINE INTO CHUTE



③ BACK FROM CHUTE TO CHUTE



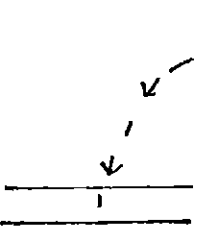
④ LOPE OVER POLES RIGHT LEAD



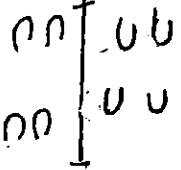
START

① LOPE OVER POLES - LEFT LEAD

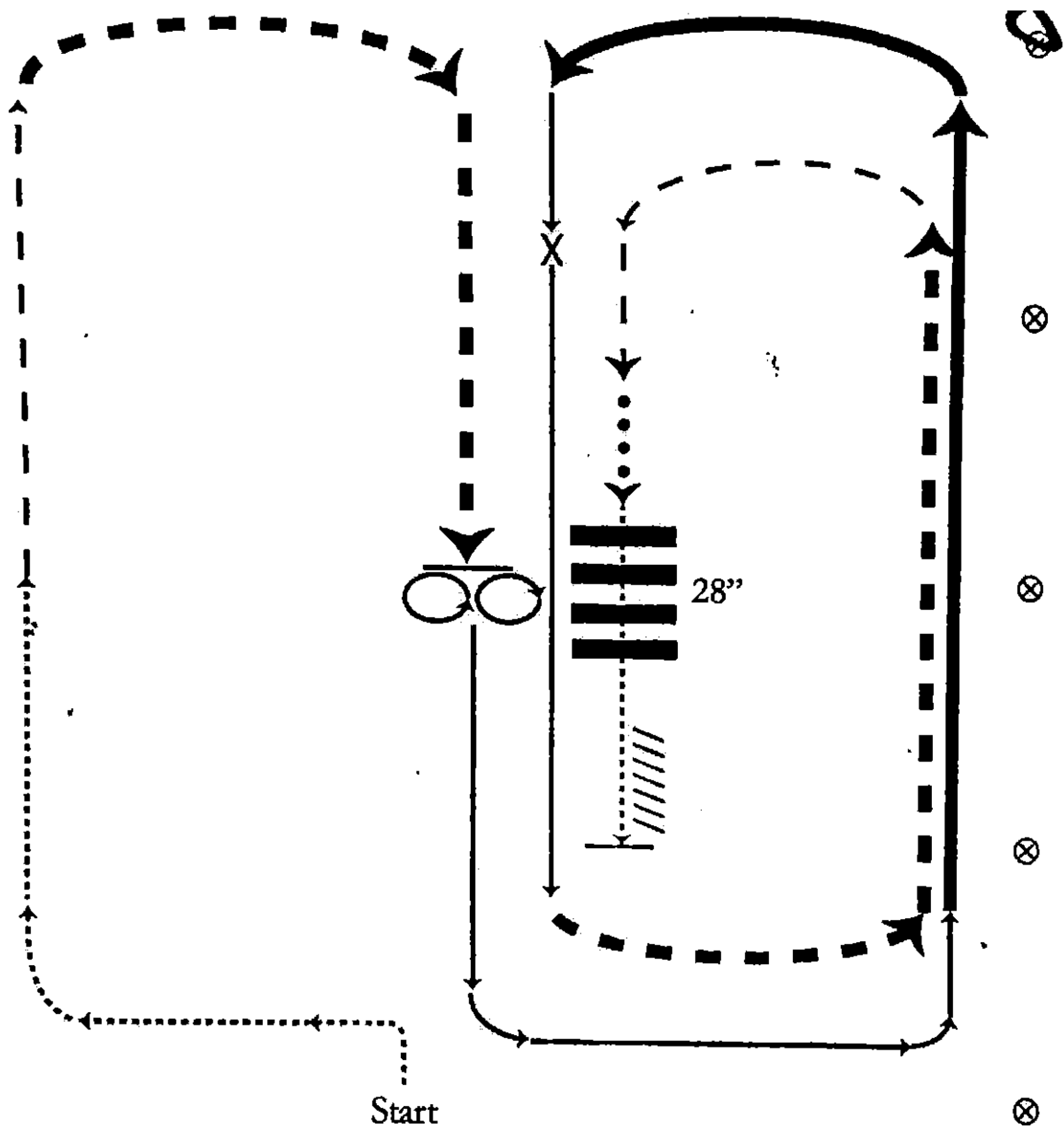
⑤ WALK OVER POLES



⑥ GATE - R.H. RIDE THRU CLOSE



FINISH

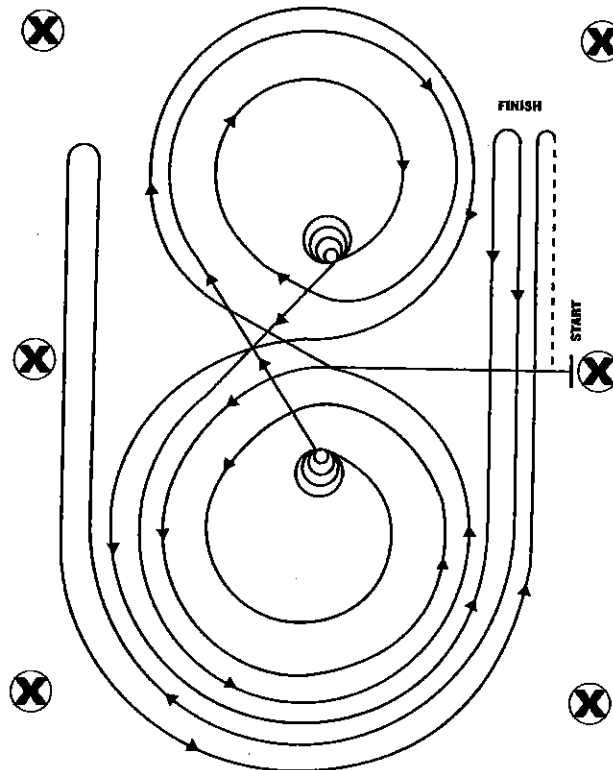


1. Walk
2. Trot
3. Extended trot
4. Stop; 360° turn each direction.
Either direction first
5. Lope-left lead around end
6. Extended lope
7. Collect to lope and change leads
8. Lope-right lead
9. Extended trot
10. Trot
11. Walk and walk over logs;
Continue walking
12. Stop and back 15 feet

All Ranch
Riding
Classes

June 9-10

REINING PATTERN 13

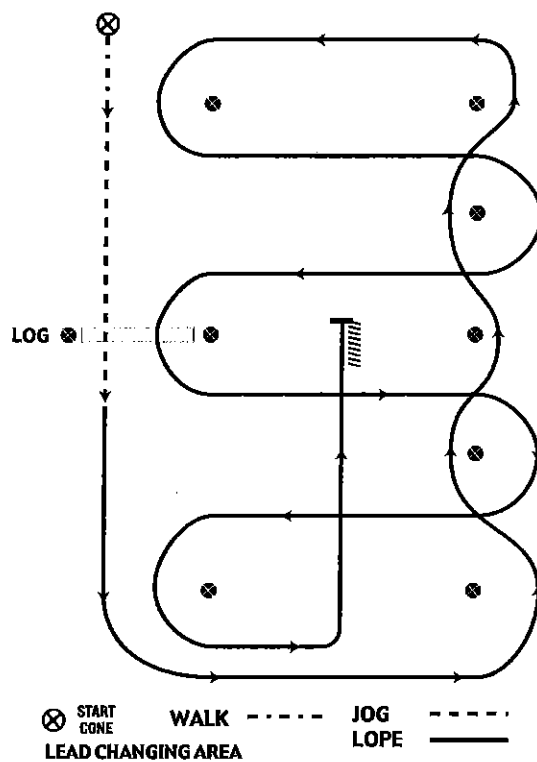


Horses must walk or stop prior to starting pattern.
Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate
3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
6. Continue around previous 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
7. Continue 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.
8. 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 completion of the pattern.
Rider may drop bridle to the designated judge.

WESTERN RIDING PATTERN I



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of 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 & back