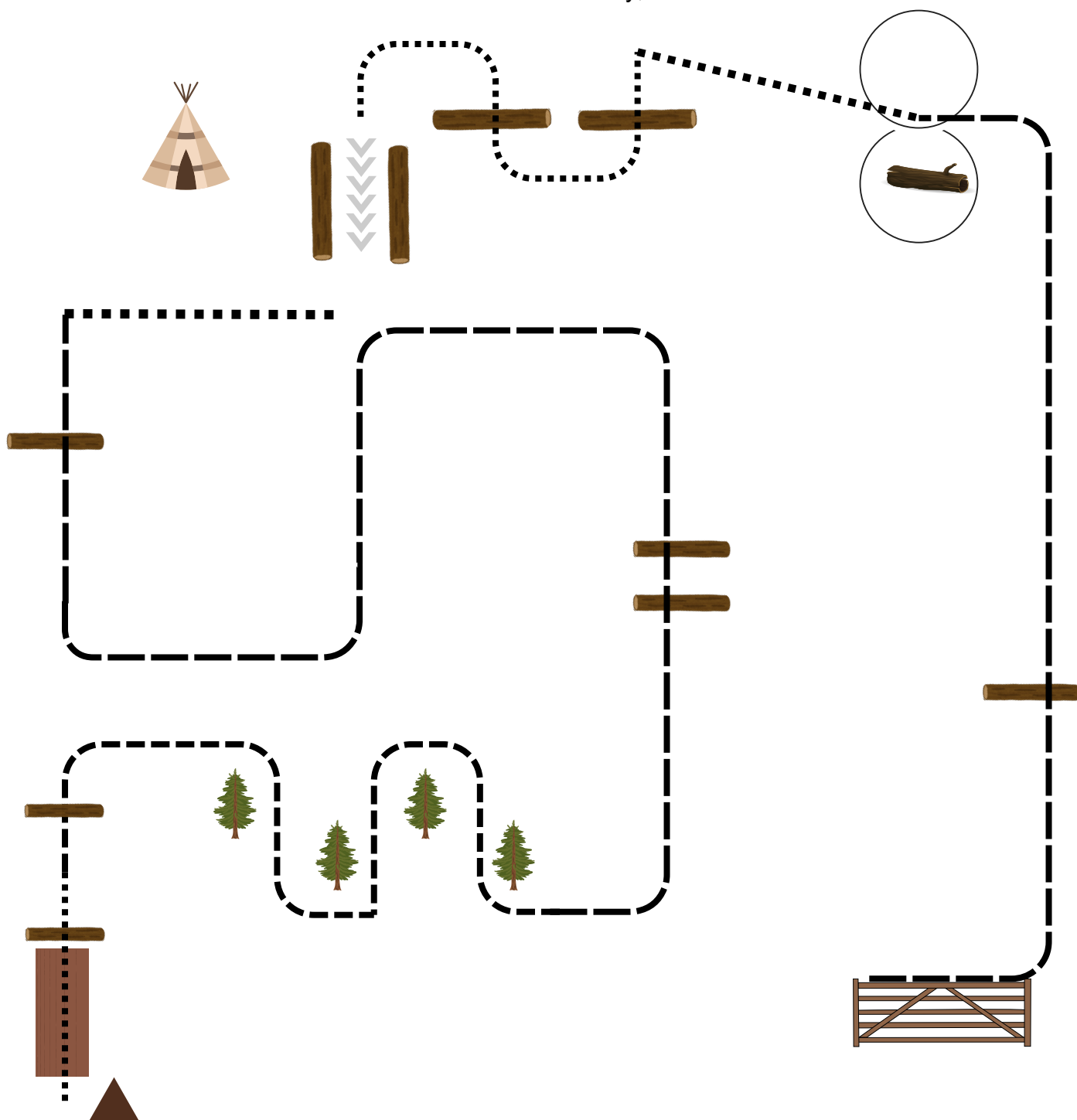


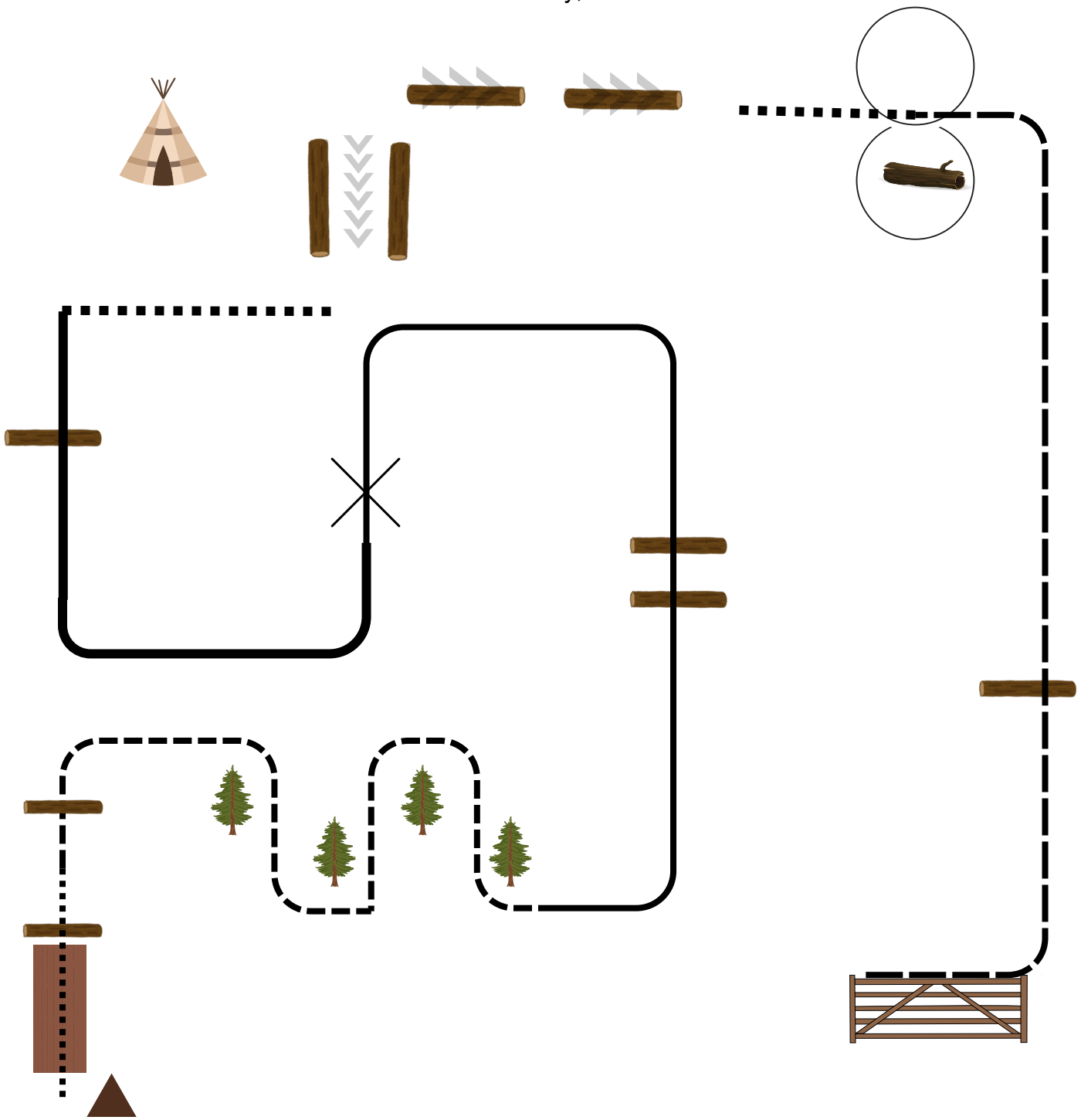
Ranch Trail Thursday, June 4th



1. Start at cone. Walk over the bridge and log.
2. Trot over the log and serpentine through the trees.
3. Extended trot over the logs.
4. Break to extended walk. Back into the chute.
5. Perform 180 spin (either direction). Walk over the logs. Extended walk to drag.
6. Pick up rope, and trot a figure eight (starting either direction first). Return the rope.
7. Extended trot over log, up to the gate.
8. Work left hand gate (push or pull). Pattern is complete.

- | | |
|-----------|-------------------------|
| | 1. <i>Walk</i> |
| - - - - - | 2. <i>Extended Walk</i> |
| - - - - - | 3. <i>Trot</i> |
| - - - - - | 4. <i>Extended Trot</i> |
| >>> | 5. <i>Back</i> |
| >>> | 6. <i>Sidepass</i> |

Ranch Trail Thursday, June 4th

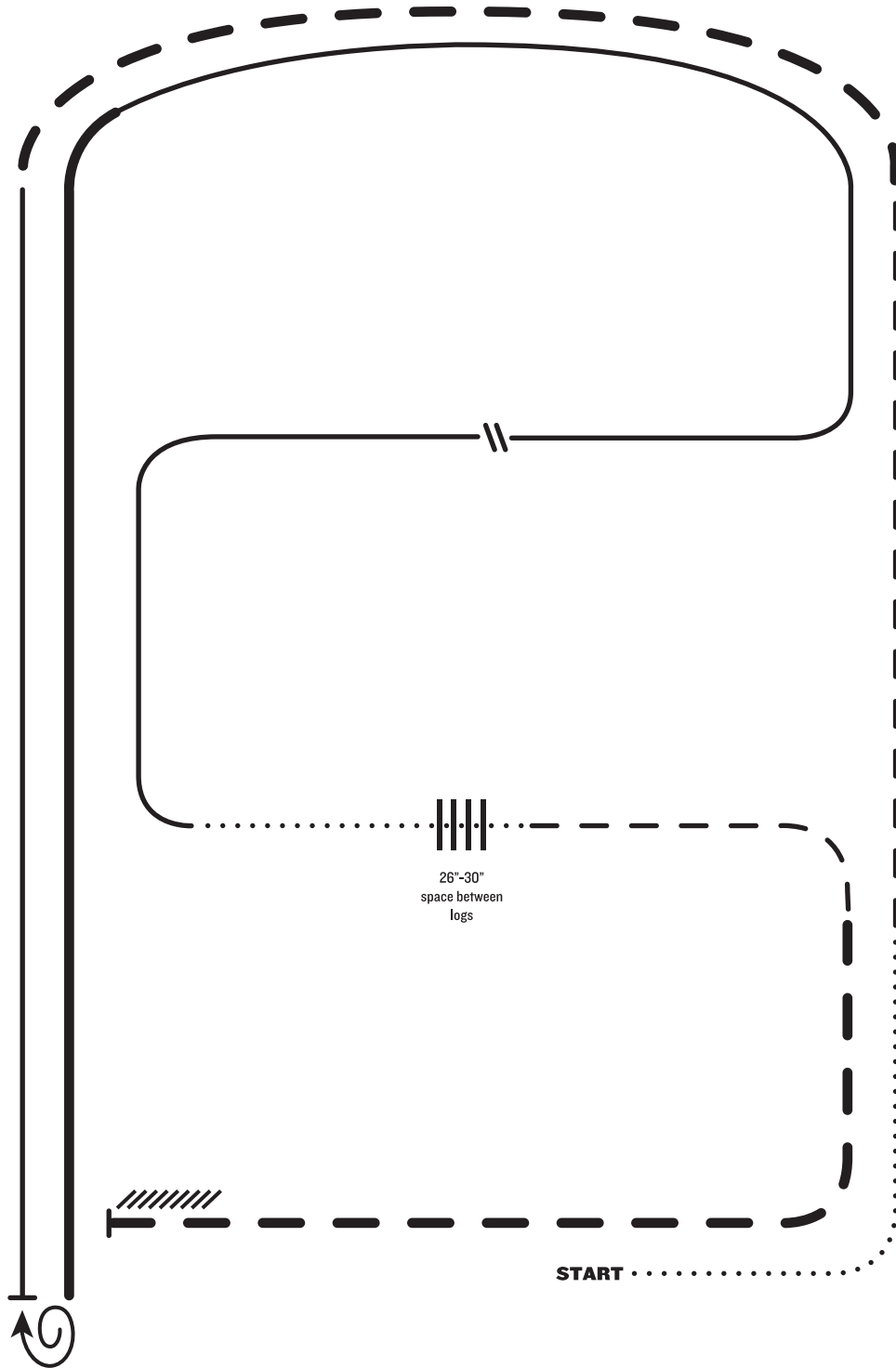


1. Start at cone. Walk over the bridge and log.
2. Trot over the log and serpentine through the trees.
3. Pick up the left lead lope. Lope over the logs .
4. Show a change of lead (simple or flying). Extended lope right lead over log.
Break to the extended walk.
5. Back into the chute. Sidepass over log (either direction first) then perform a 180 spin (either direction), and sidepass the second log. Extended walk to drag.
6. Drag obstacle in a figure eight (starting in either direction) at a walk or trot. **All Youth, Level One Am, and Rookie Am** will carry the rope instead.
7. Extended trot over log, up to the gate.
8. Work left hand gate (push or pull). Pattern is complete.

.....	1. <i>Walk</i>
.....	2. <i>Extended Walk</i>
-----	3. <i>Trot</i>
-----	4. <i>Extended Trot</i>
=====	5. <i>Lope</i>
=====	6. <i>Extended Lope</i>
X	7. <i>Lead Change</i>
V V V	8. <i>Back</i>
>>>	9. <i>Sidepass</i>

LEGEND

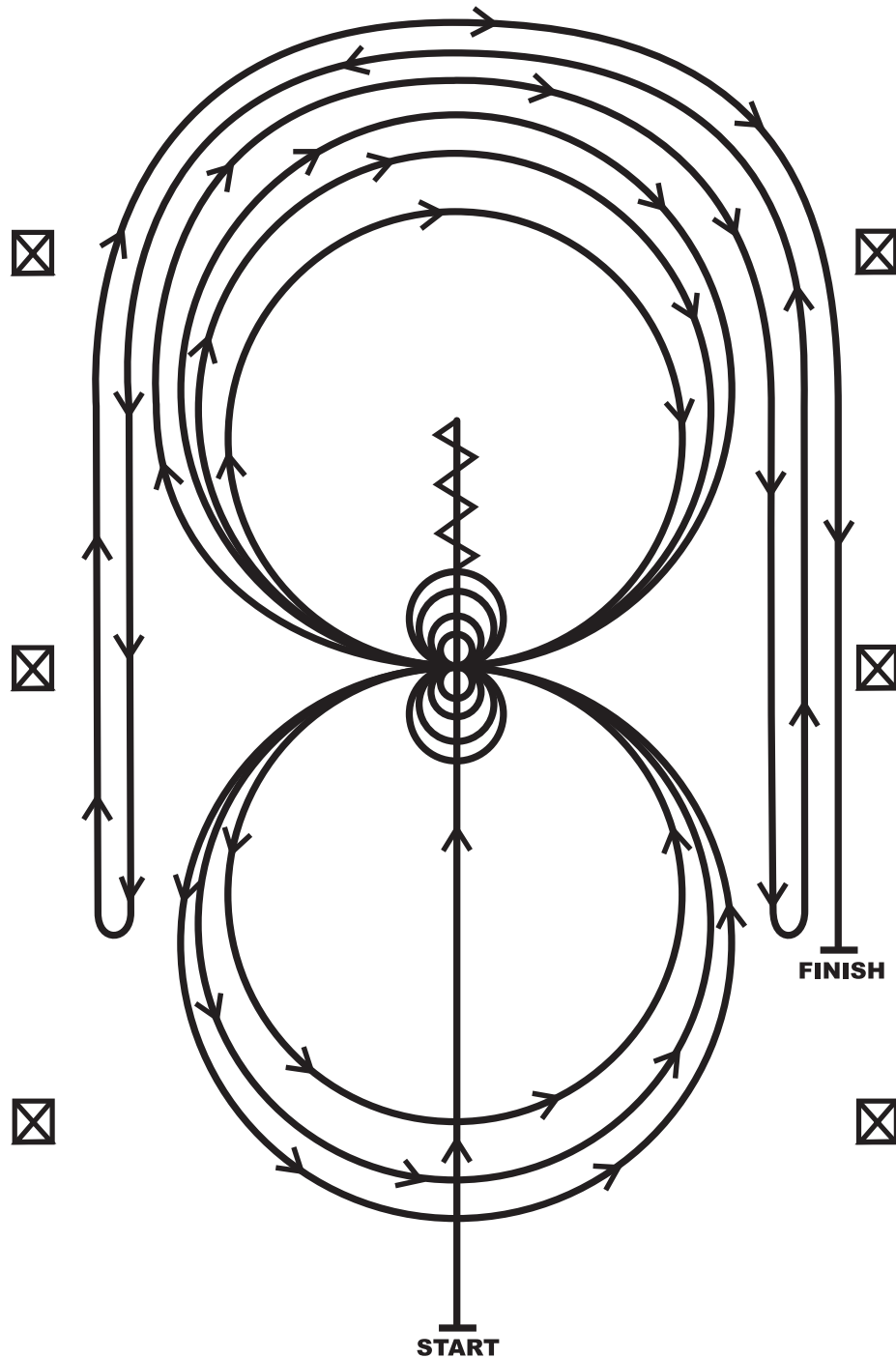
LEGEND



- 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.

REINING PATTERN 10

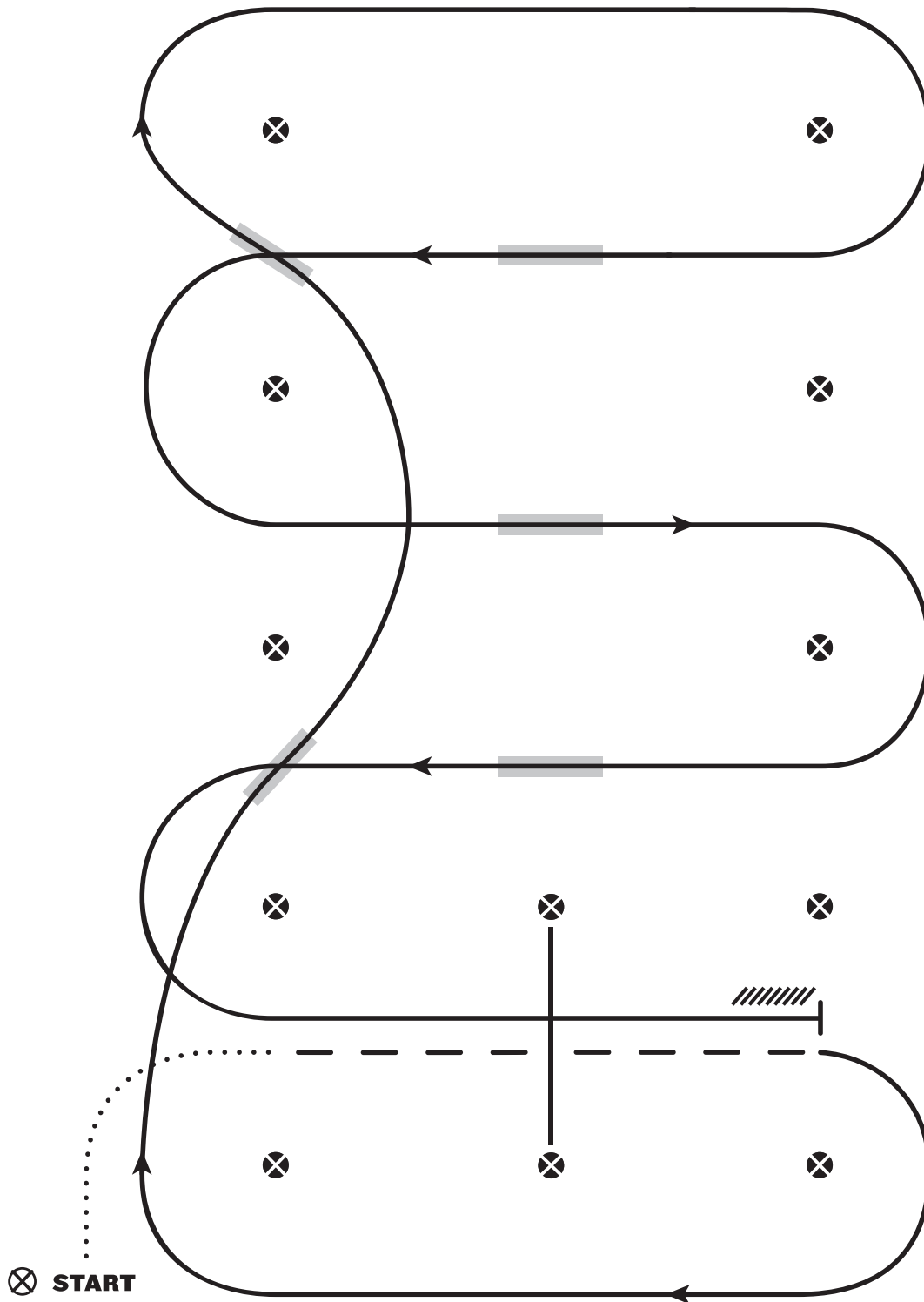
SC1- Friday, June 5



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, 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. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

LEVEL 1 WESTERN RIDING PATTERN 4**LEGEND**

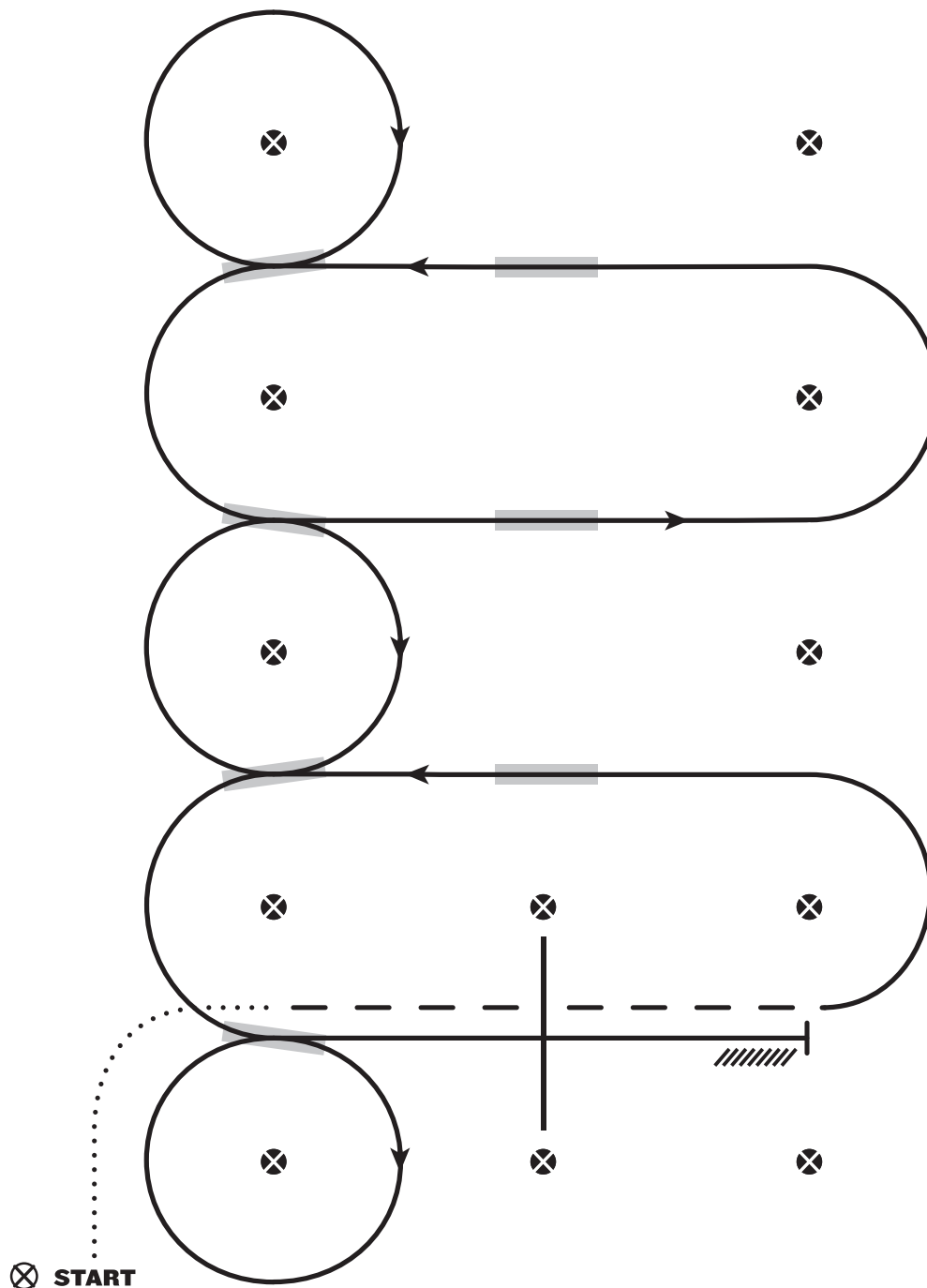
.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

WESTERN RIDING - PATTERN 2**LEGEND**

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

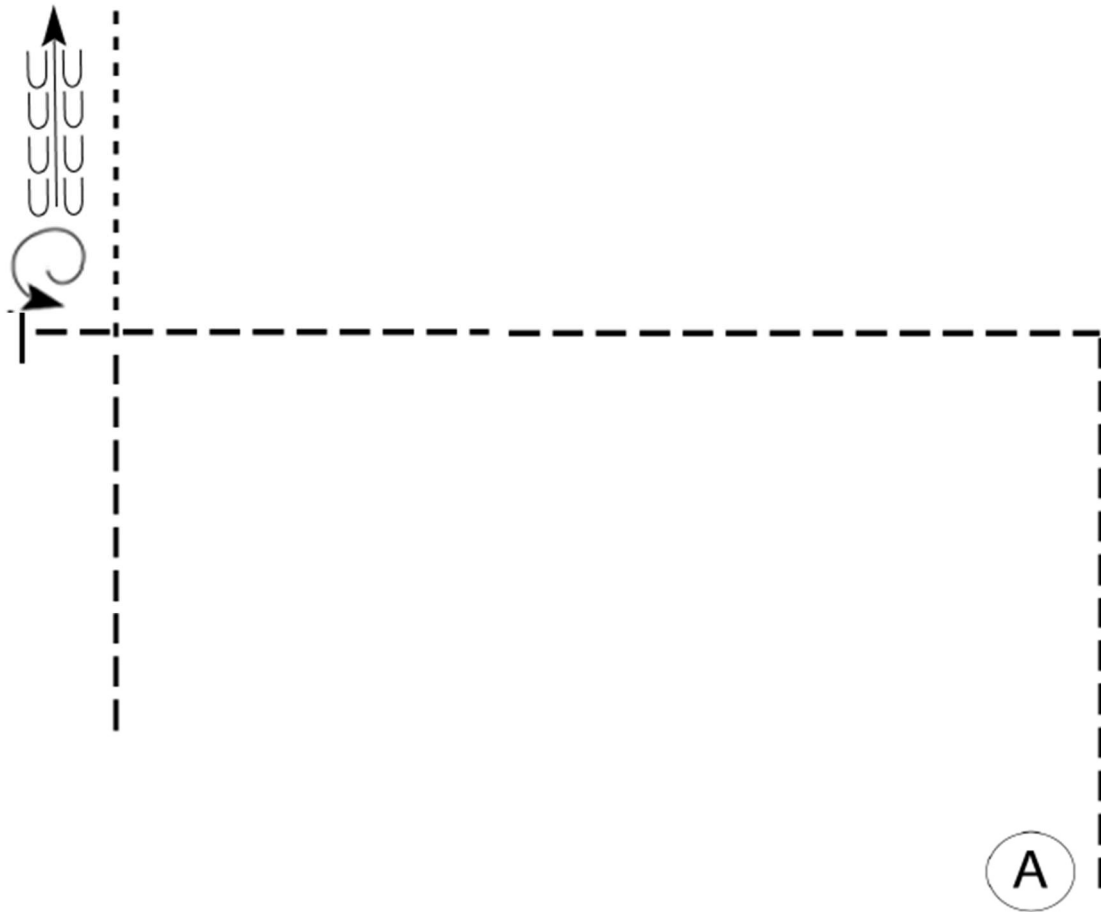


- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
- II. Lope, stop & back

Horsemanship

SC1- Friday, June 5

Small Fry, Walk/Trot & EWD



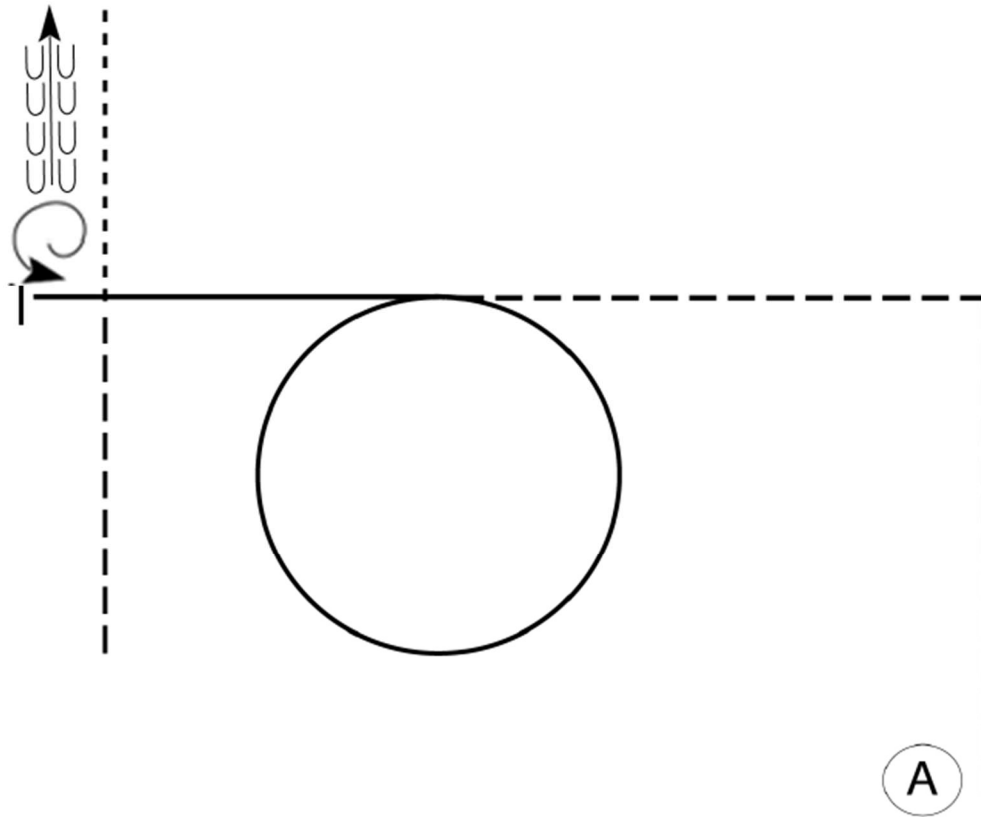
Be ready at A.

1. Extended jog from A and perform a square corner.
2. Slow to a jog and continue in a straight line.
3. Stop and perform a 1 ¼ turn left.
4. Back.
5. Walk until you cross your line then extended jog to exit.

Walk	
Jog	-----
Extended Jog	————
Lope	————
Lead Change	
Back	
Marker	ⓑ

Horsemanship

**All breed/Level 1/Novice/
Rookie**



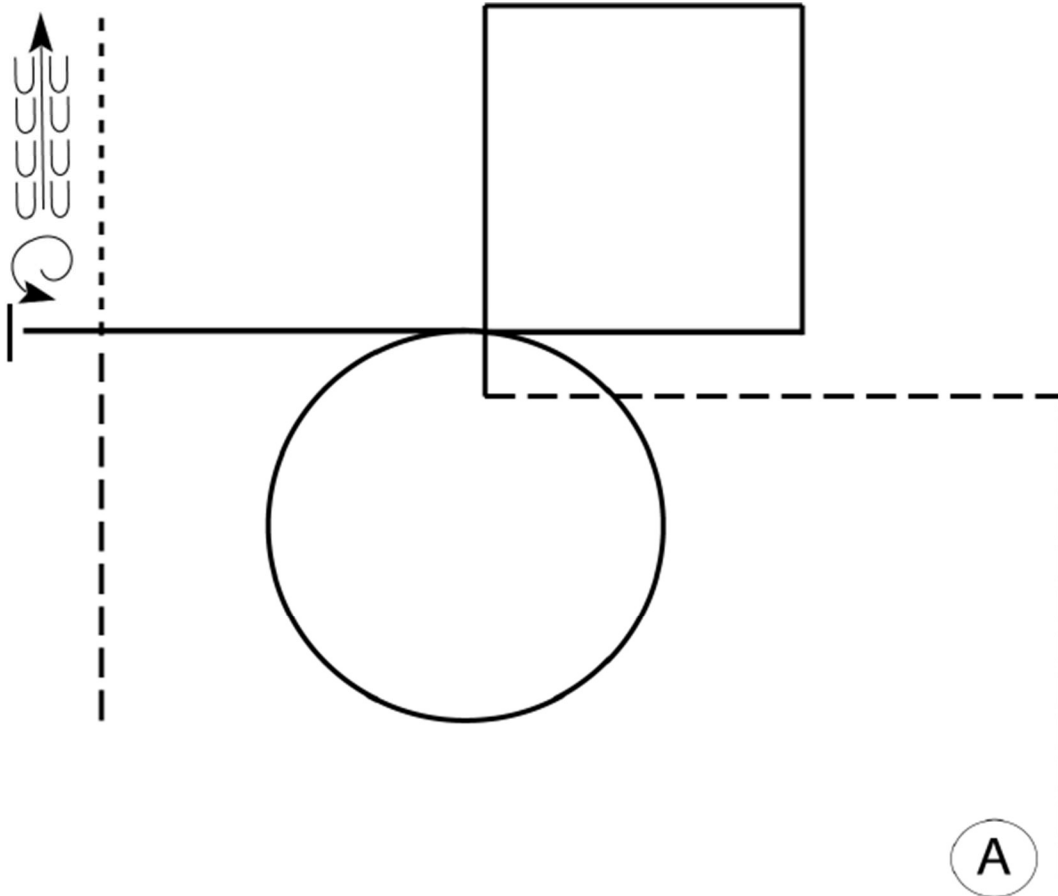
Be ready at A.

1. Extended jog from A and perform a square corner then slow to a jog to center of pattern.
2. Lope left lead circle.
3. Close the circle and continue loping in a straight line.
4. Stop and perform a 1 ¼ turn left.
5. Back.
6. Walk until you cross your line then extended jog to exit.

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

Horsemanship

Youth/Amateur/Select

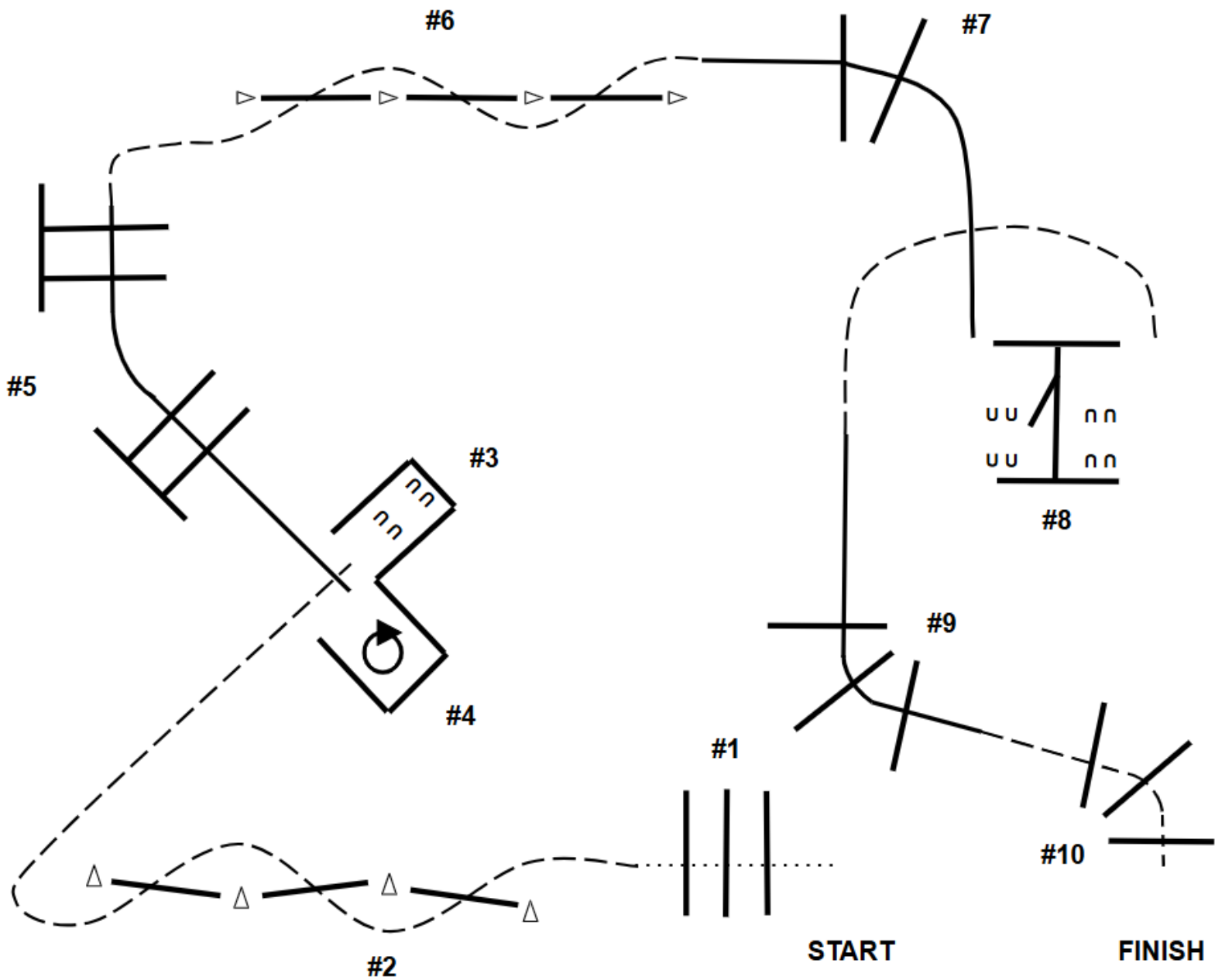


Be ready at A.

1. Extended jog from A and perform a square corner.
2. Slow to a jog and make a square corner at center of pattern.
3. Lope right lead square.
4. Change leads.
5. Lope a circle.
6. Close the circle and continue loping in a straight line.
7. Stop and perform 1 ¼ turn left.
8. Back.
9. Walk until you cross your line then extended jog to exit.

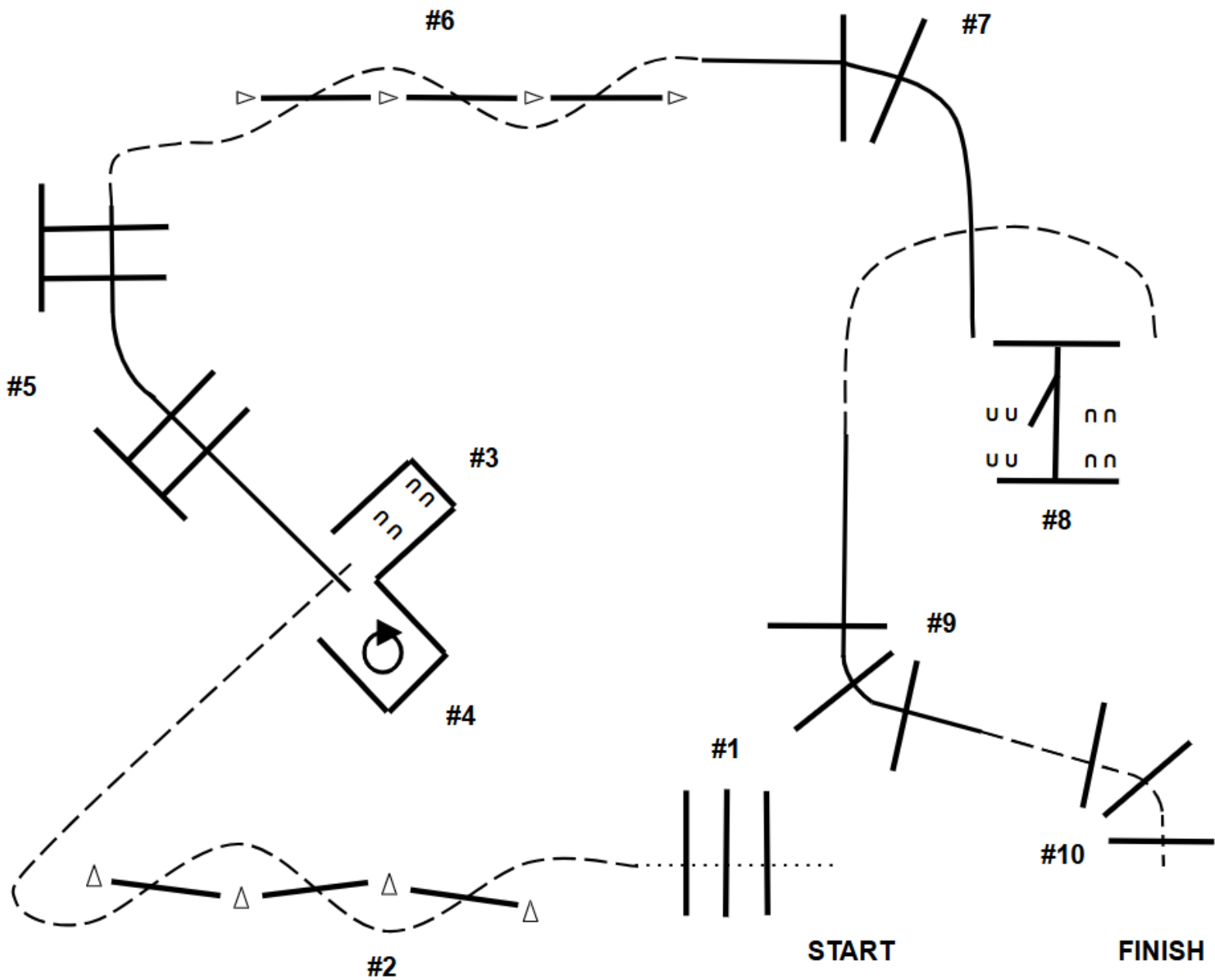
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	ⓑ

Trail – Walk Trot Friday S/C 1



1. Walk over poles
2. Trot serpentine
3. Trot into chute. Back U
4. Execute 360 turn either direction
5. Walk poles
6. Break to the jog. Jog serpentine
7. Jog poles to gate
8. Stop, execute LH gate. Jog out of gate
9. Walk poles
10. Break to jog. Jog fan poles

Trail – ALL Friday S/C 1

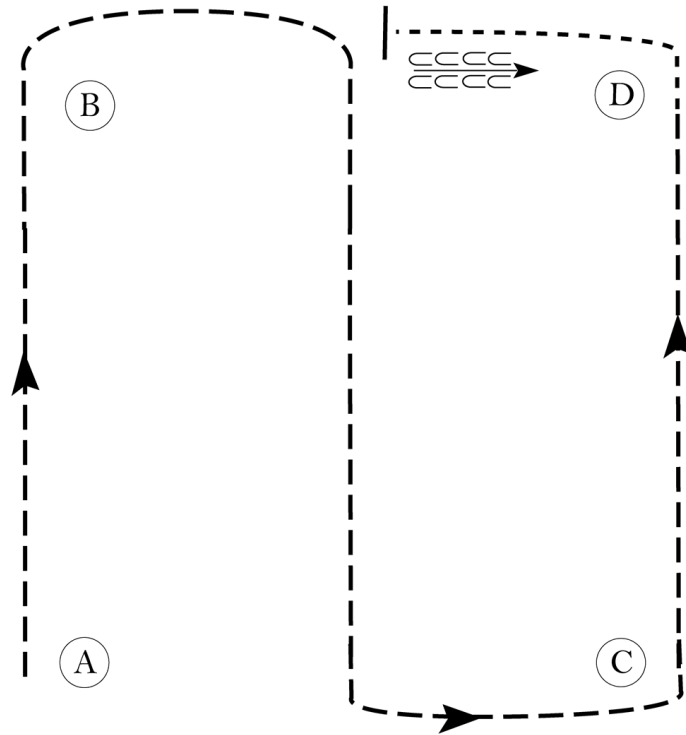


1. Walk over poles
2. Trot serpentine
3. Trot into chute. Back U
4. Execute 360 turn either direction
5. Lope RL over poles (W/T walk poles)
6. Break to the jog. Jog serpentine
7. Lope RL over poles (W/T jog poles to gate)
8. Lope to gate. Stop, execute LH gate. Jog out of gate
9. Lope LL over poles (W/T walk poles)
10. Break to jog. Jog fan poles

Tar Heel Summer Classic

Hunt Seat Equitation (Small Fry/Walk Trot/EWD)

SC1- Friday, June 5th



Be ready at A.

1. Posting trot to and around B on the left diagonal.
2. Halfway between B and C, change diagonals.
3. Posting trot on the right diagonal to and around C.
4. Continue to trot to D.
5. At D, walk.
6. Walk until halfway to B, stop and back one horse length.

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

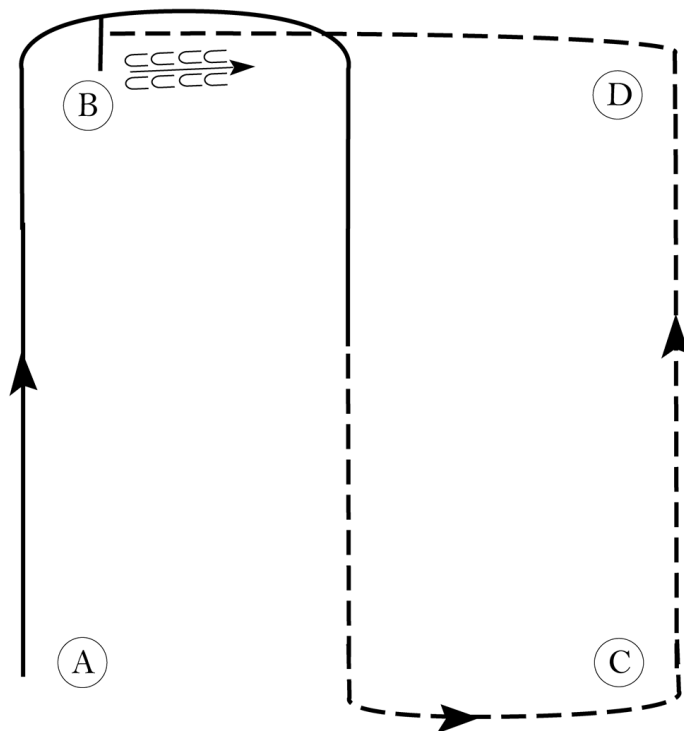
[HSE/WT-25]

Pattern Provided by:

Tar Heel Summer Classic

Hunt Seat Eq (All breed/Level 1/ Rookie)

SC1- Friday, June 5



Be ready at A.

1. Canter on the right lead to and around B.
2. Halfway between B and C, break to the trot.
3. Posting trot on the right diagonal to C.
5. At C, change diagonals and continue to trot to D.
6. At D, sitting trot to B.
7. At B, stop and back one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	=====
Leg Yield	
Lead Change	↗ ↘
Back	← ← ← ←
Marker	(B)
Sidepass	← — — — →
Hand Gallop	— — — —

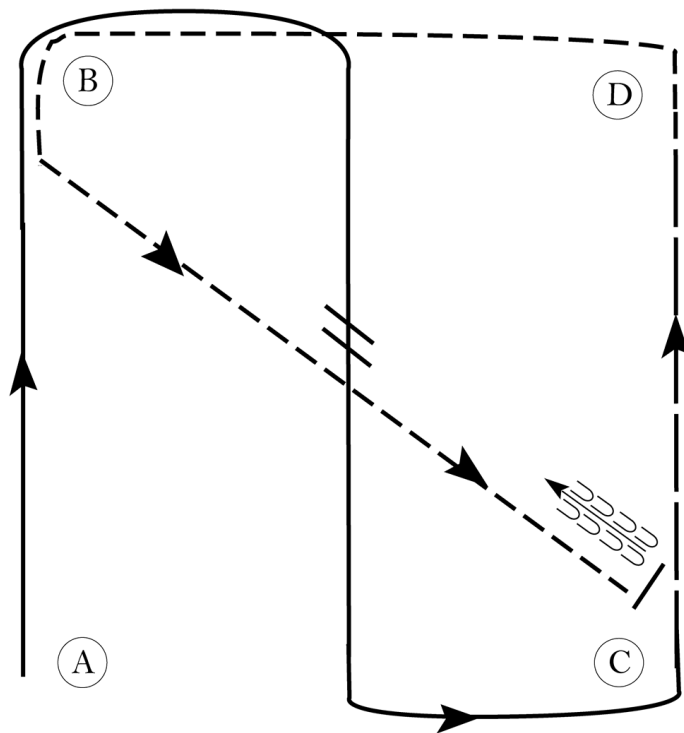
[HSE/1-25]

Pattern Provided by:

Tar Heel Summer Classic

Hunt Seat Equitation (Youth/Ama/Select)

SC1- Friday, June 5



Be ready at A.

1. Canter on the right lead to and around B.
2. Halfway between B and C, change leads.
3. Canter on left lead to and around C.
4. Hand gallop from C to D.
5. At D, perform a posting trot on the right diagonal.
6. At B, two point at the trot until halfway to C.
7. Sitting trot to C.
8. Stop and back one horse length at C.

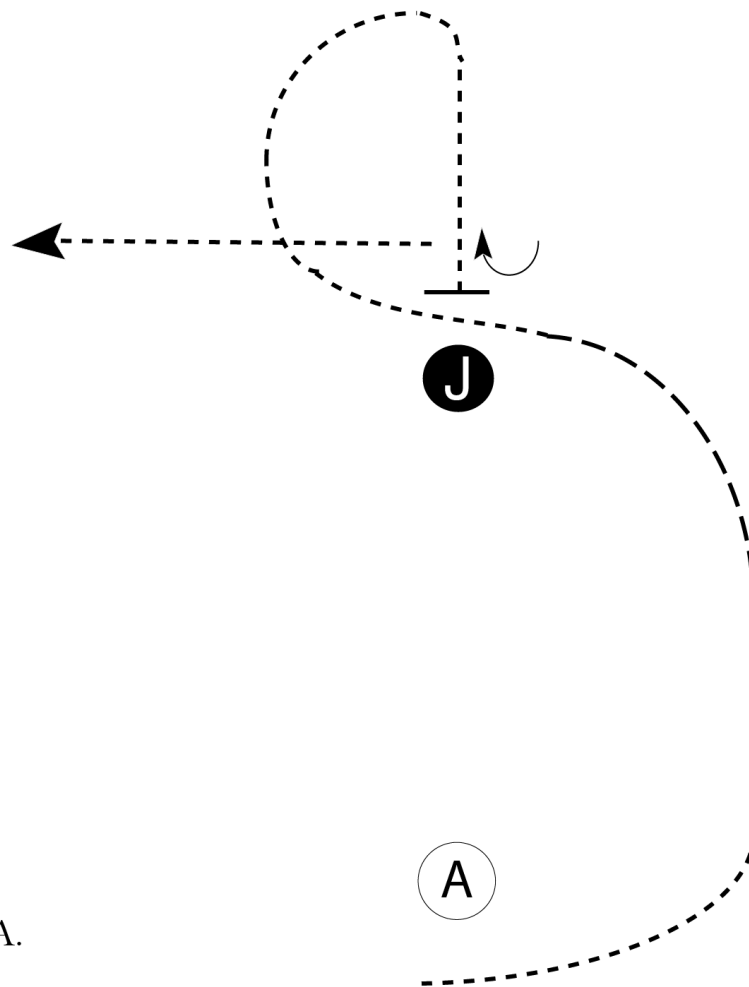
Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	— — — —
Back	← ← ← ←
Marker	ⓑ
Sidepass	← — — — →
Hand Gallop	— — — —

[HSE/3-25]

Pattern Provided by:

Tar Heel Summer Classic

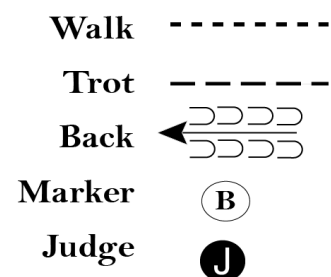
Showmanship (Small Fry/Walk Trot/EWD)



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot in a half circle until just before Judge.
3. Break to walk and walk past Judge.
4. Walk in a half circle and straight to Judge as shown.
5. Stop and set up for inspection.
6. When dismissed, perform a 1/4 turn.
7. Walk to exit.

Follow the instructions of your ring steward.



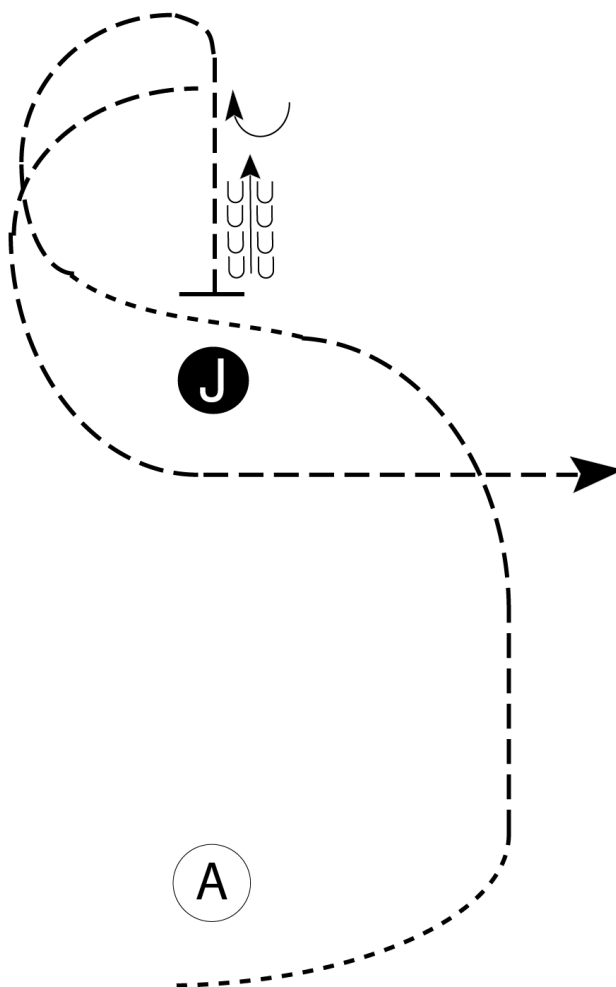
[S/WT-43]

Pattern Provided by:

Tar Heel Summer Classic

Showmanship (Level 1/All Breed)

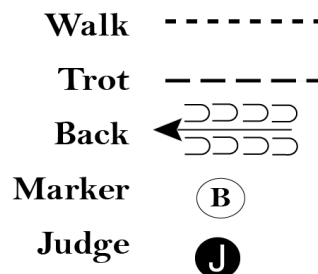
Show Date: 02-13-2016



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot in a half circle until just before Judge.
3. Break to walk and walk past Judge.
4. Trot in a half circle and straight to Judge as shown.
5. Stop and set up for inspection.
6. When dismissed, back approximately one horse length.
7. Perform a 1/4 turn.
8. Trot in a half circle and to exit.

Follow the instructions of your ring steward.

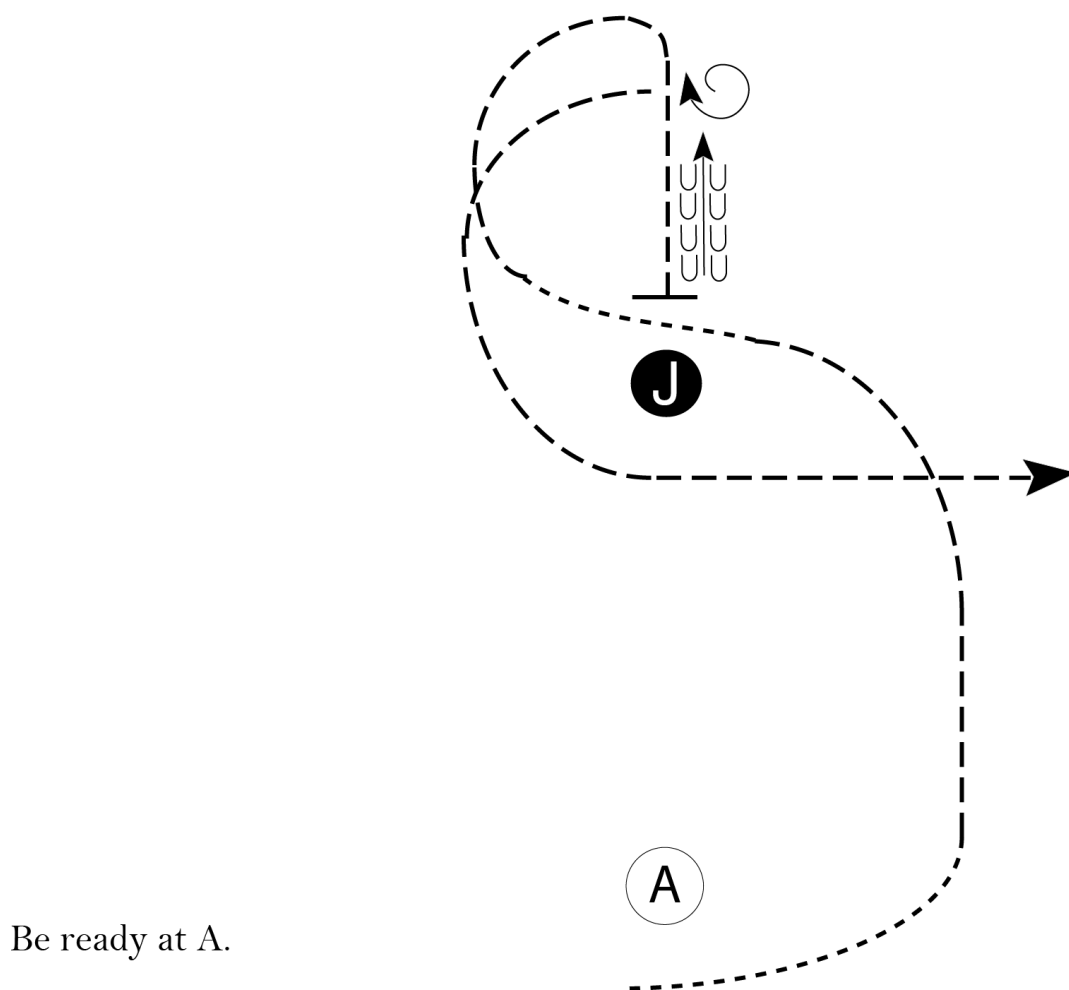


[S/2-43]

Pattern Provided by:

Tar Heel Summer Classic

Showmanship (Youth/Ama/Select & \$250 added)



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Trot in a half circle until just before Judge.
3. Break to walk and walk past Judge.
4. Trot in a half circle and straight to Judge as shown.
5. Stop and set up for inspection.
6. When dismissed, back approximately one horse length.
7. Perform a 1 1/4 turn.
8. Trot in a half circle and to exit.

Follow the instructions of your ring steward.

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

[S/3-43]

Pattern Provided by:



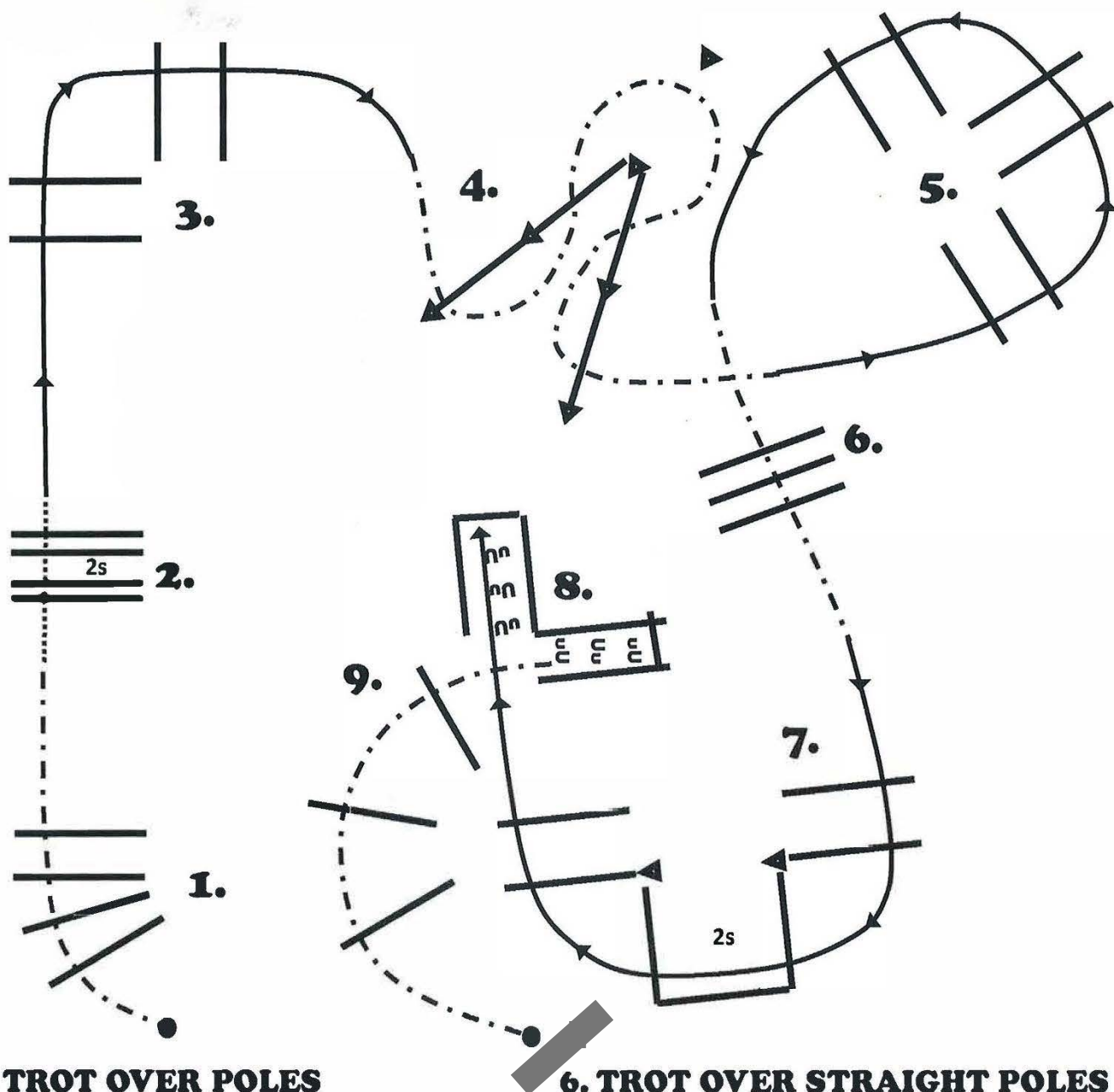
TAR HEEL SUMMER CLASSIC

Saturday S/C 2

Rookie

GREEN TRAIL – NOVICE AM TRAIL

NOVICE YOUTH TRAIL – JR TRAIL



1. TROT OVER POLES

2. WALK OVER POLES

3. LOPE OVER POLES RIGHT LEAD

4. TROT "Y" AS SHOWN

5. LOPE OVR POLES LEFT LEAD

6. TROT OVER STRAIGHT POLES

7. LOPE 3/4 WHEEL RIGHT LEAD

8. LOPE INTO CHUTE. STOP. BACK "L"

9. TROT OVER BIG FAN TO GATE

10. WORK RH GATE



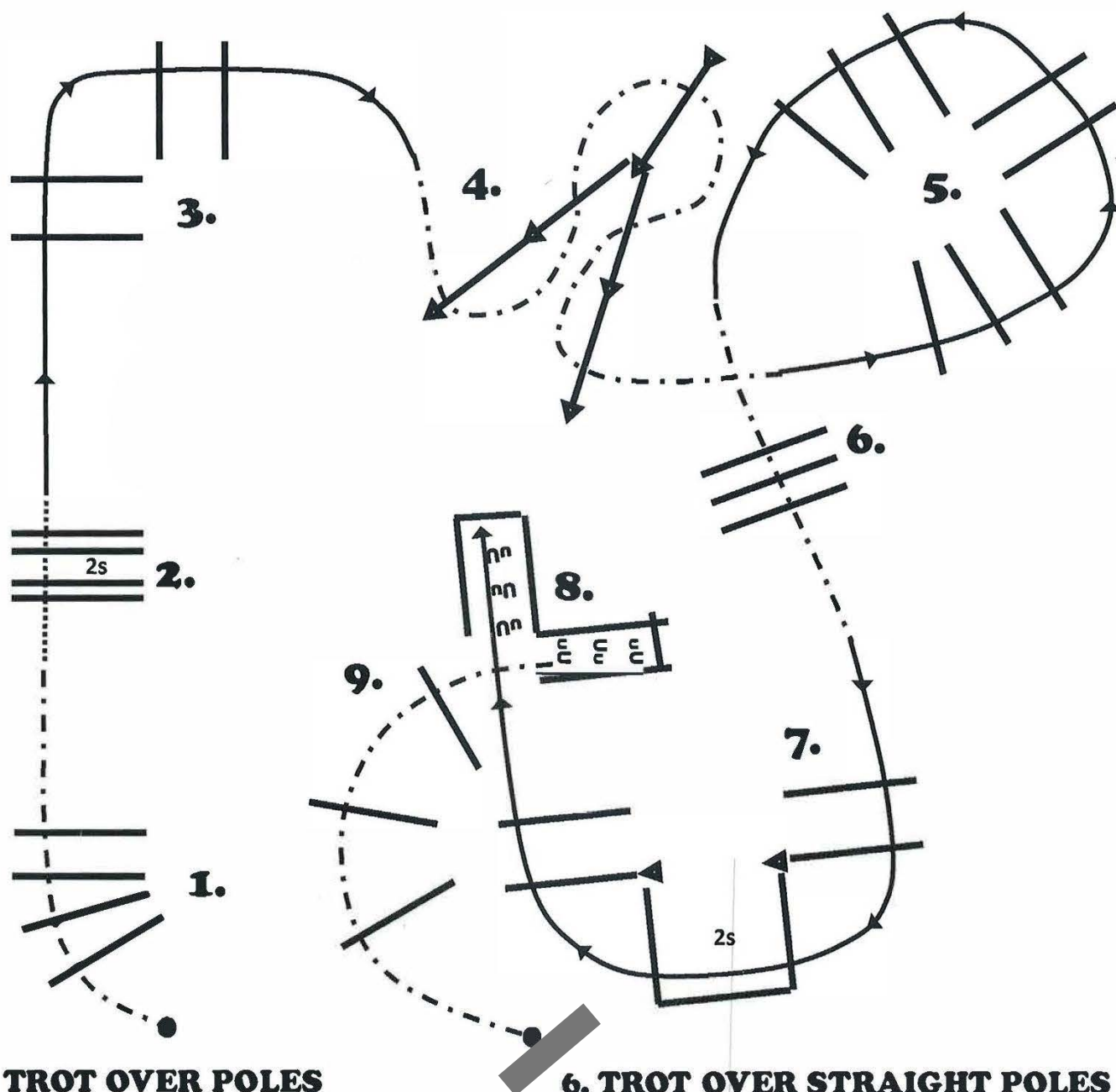
TAR HEEL SUMMER CLASSIC

AM SELECT TRAIL – AMATEUR TRAIL

YOUTH TRAIL –SR TRAIL

Saturday S/C 2

Non-Pro Trail, All Breed



1. TROT OVER POLES

2. WALK OVER POLES

3. LOPE OVER POLES RIGHT LEAD

4. TROT "Y" AS SHOWN

5. LOPE OVR POLES LEFT LEAD

6. TROT OVER STRAIGHT POLES

7. LOPE 3/4 WHEEL RIGHT LEAD

8. LOPE INTO CHUTE. STOP. BACK "L"

9. TROT OVER BIG FAN TO GATE

10. WORK RH GATE

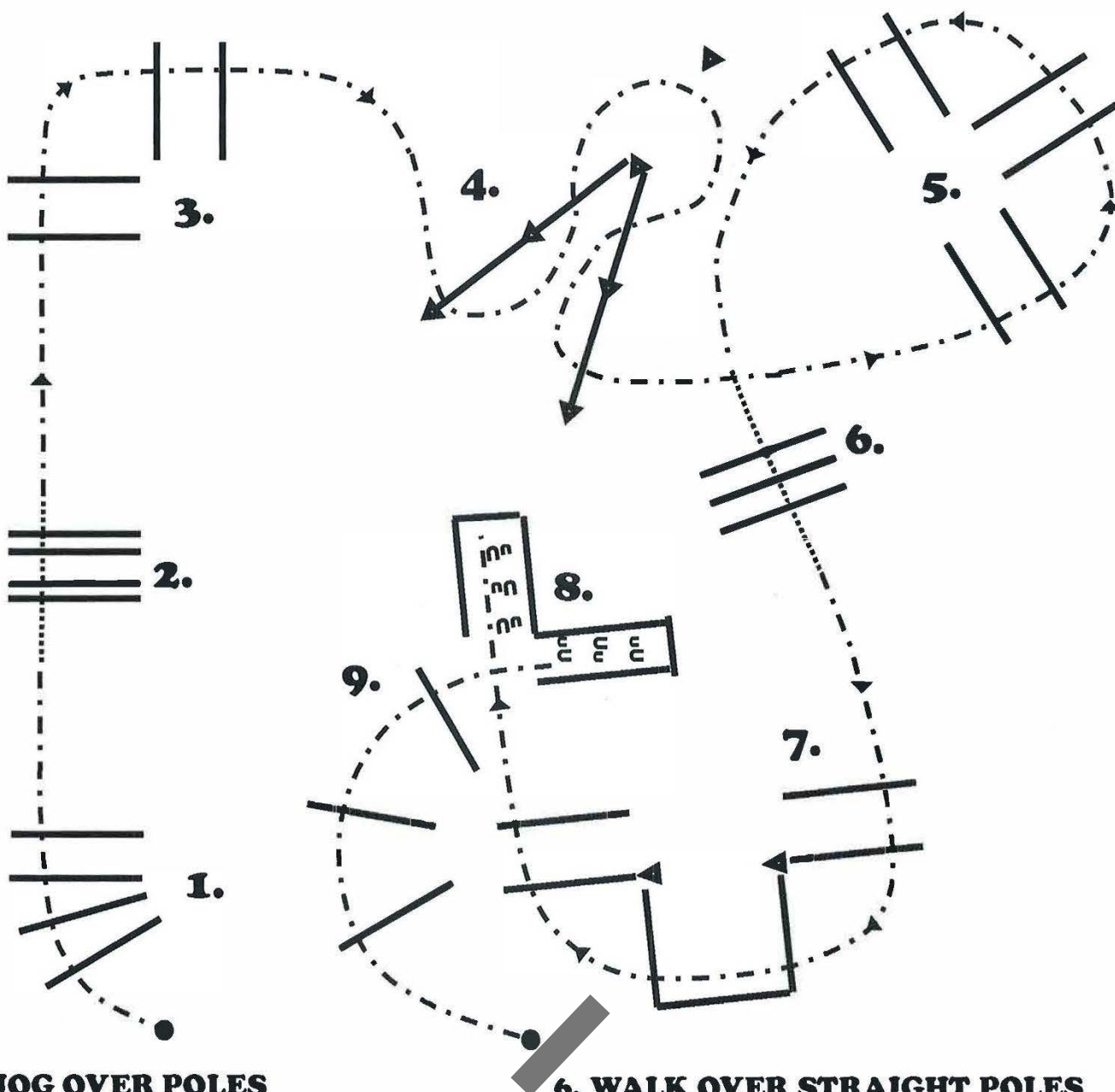


TAR HEEL
SUMMER CLASSIC

Saturday S/C 2

EWD Trail
Small Fry Trail

ALL WALK JOG TRAIL



1. JOG OVER POLES

2. WALK OVER POLES

3. JOG OVER POLES

4. JOG THE "Y" AS SHOWN

5. KEEP JOGGING OBSTACLE #5

6. WALK OVER STRAIGHT POLES

7. JOG AROUND 3/4 WHEEL

8. JOG INTO CHUTE. STOP. BACK "L"

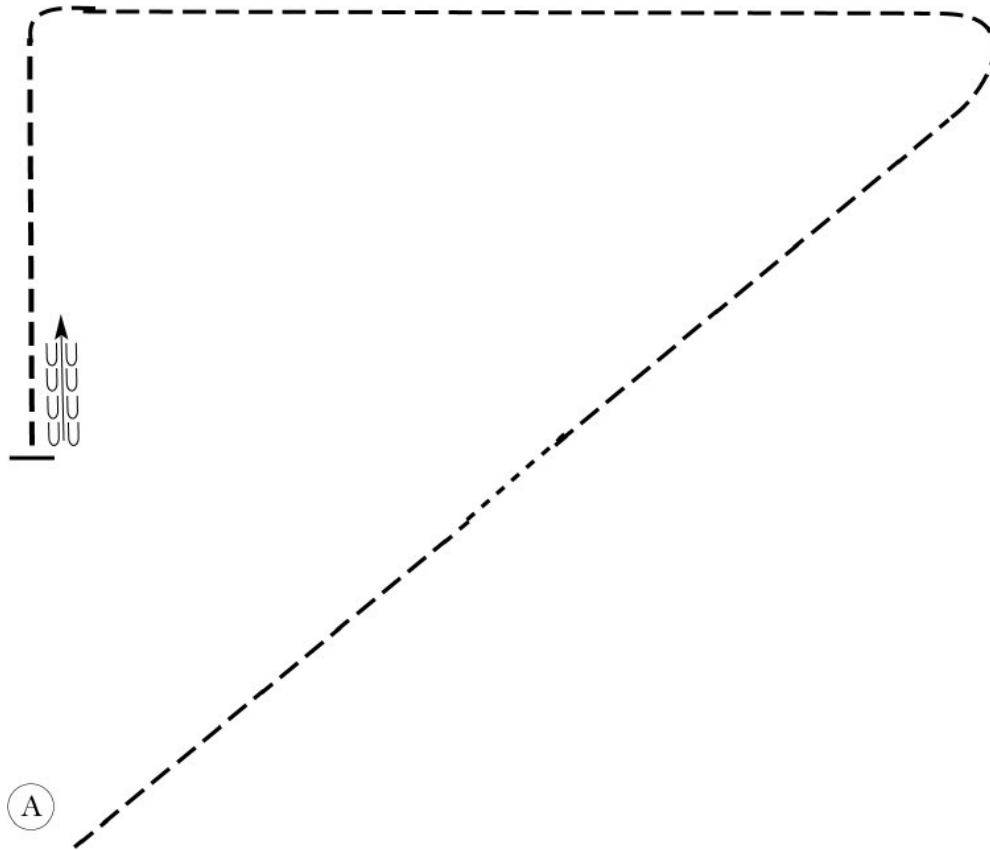
9. JOG BIG FAN TO GATE

10. WORK RH GATE

Hunt Seat Equitation

SC2-
Saturday,
June 6

Walk/Trot, EWD & Small Fry



Be ready at A.

1. Trot Right Diagonal.
 2. Walk 3 to 4 horse lengths.
 3. Trot on the left diagonal to corner, change diagonals and trot to next corner.
 4. At corner, perform a sitting trot halfway to A.
 5. When halfway to A, stop and back.
- Pattern is complete.

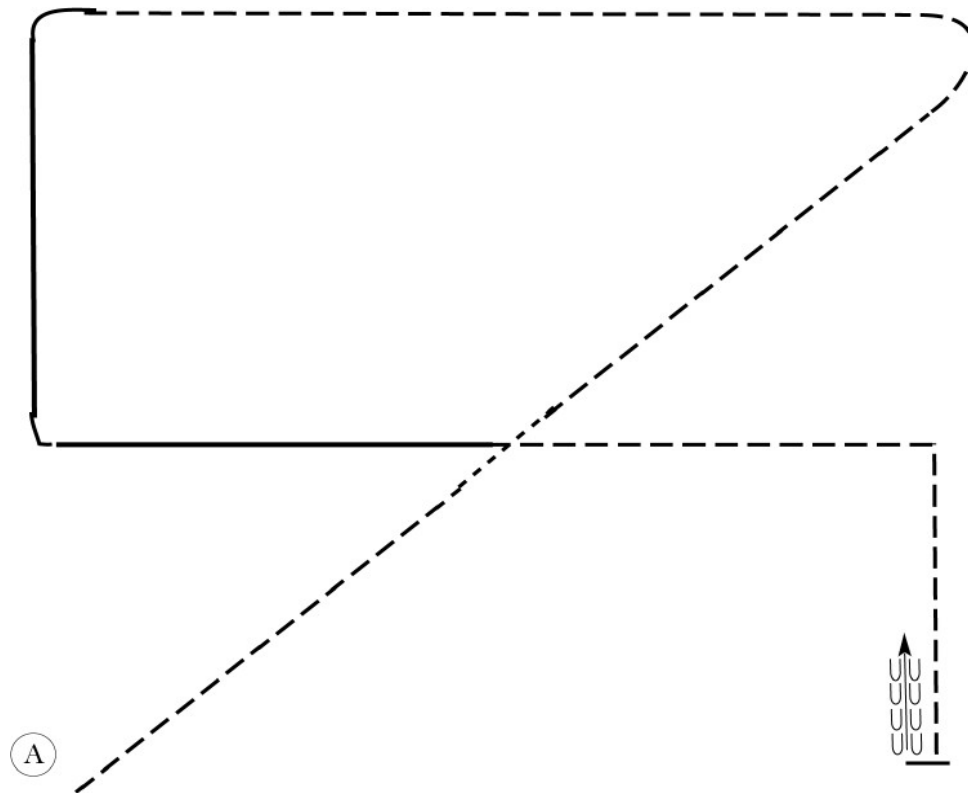
Trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — — ←
Hand Gallop	— — — — —

Hunt Seat Equitation

**SC2-
Saturday,
June 6th**

All breed, Rookie, Level 1/Novice



Be ready at A.

1. Trot Right Diagonal.
 2. Walk 3 to 4 horse lengths.
 3. Trot on the left diagonal to corner, change diagonals and trot to next corner.
 4. At corner, pick up the left lead canter and canter crossing over your line.
 5. Break to a sitting trot around corner until you are in line with A.
 6. Stop and Back.
- Pattern is complete.

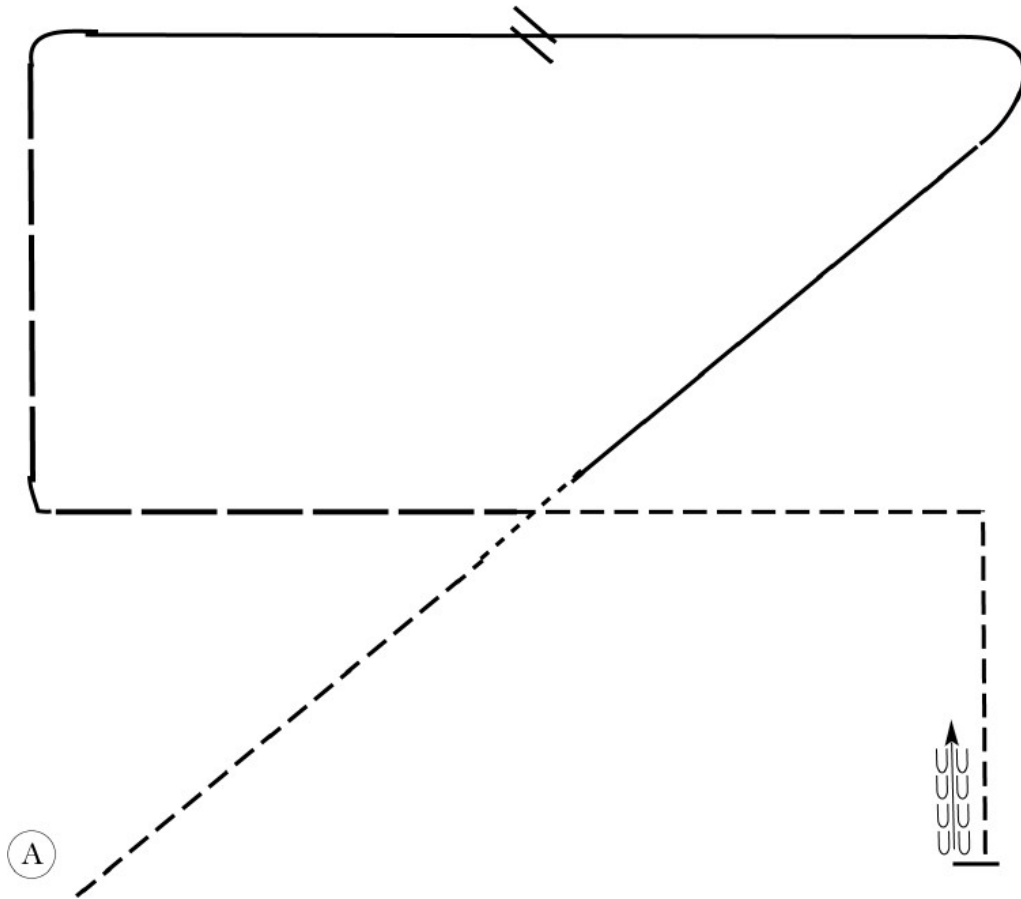
Trot to exit.

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

Hunt Seat Equitation

SC2-
Saturday,
June 6

All Youth/Amateur/Select



Be ready at A.

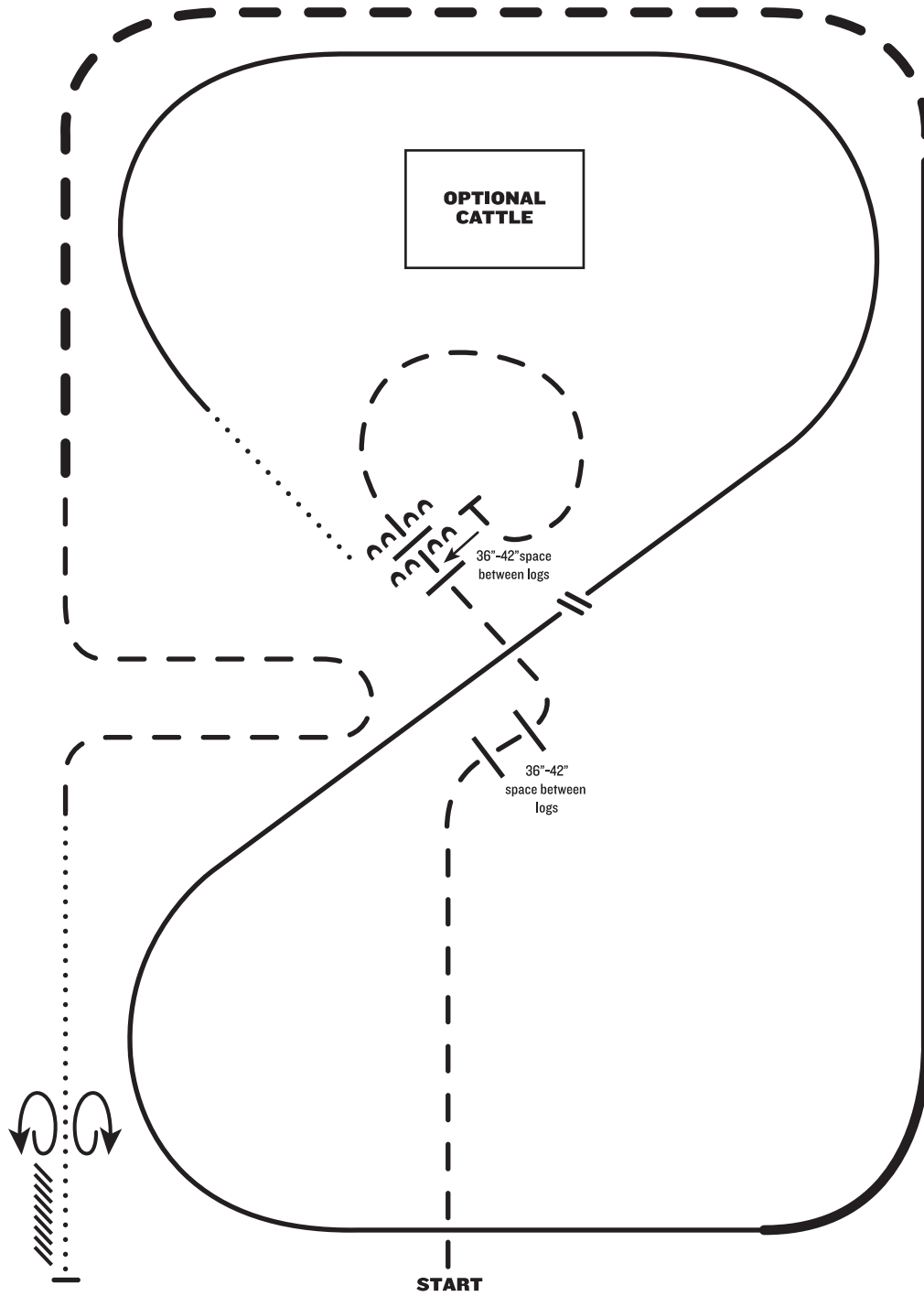
1. Trot Right Diagonal.
 2. Walk 3 to 4 horse lengths.
 3. Canter on the right lead.
 4. Change leads and continue to corner.
 5. Hand gallop, crossing over your line.
 6. Break to a trot remaining in the 2-point position.
 7. Left diagonal after your corner until you are in line with A.
 8. Stop and back.
- Pattern is complete.

Trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — —
Hand Gallop	— — — — —

RANCH RIDING - PATTERN 9

LEGEND -

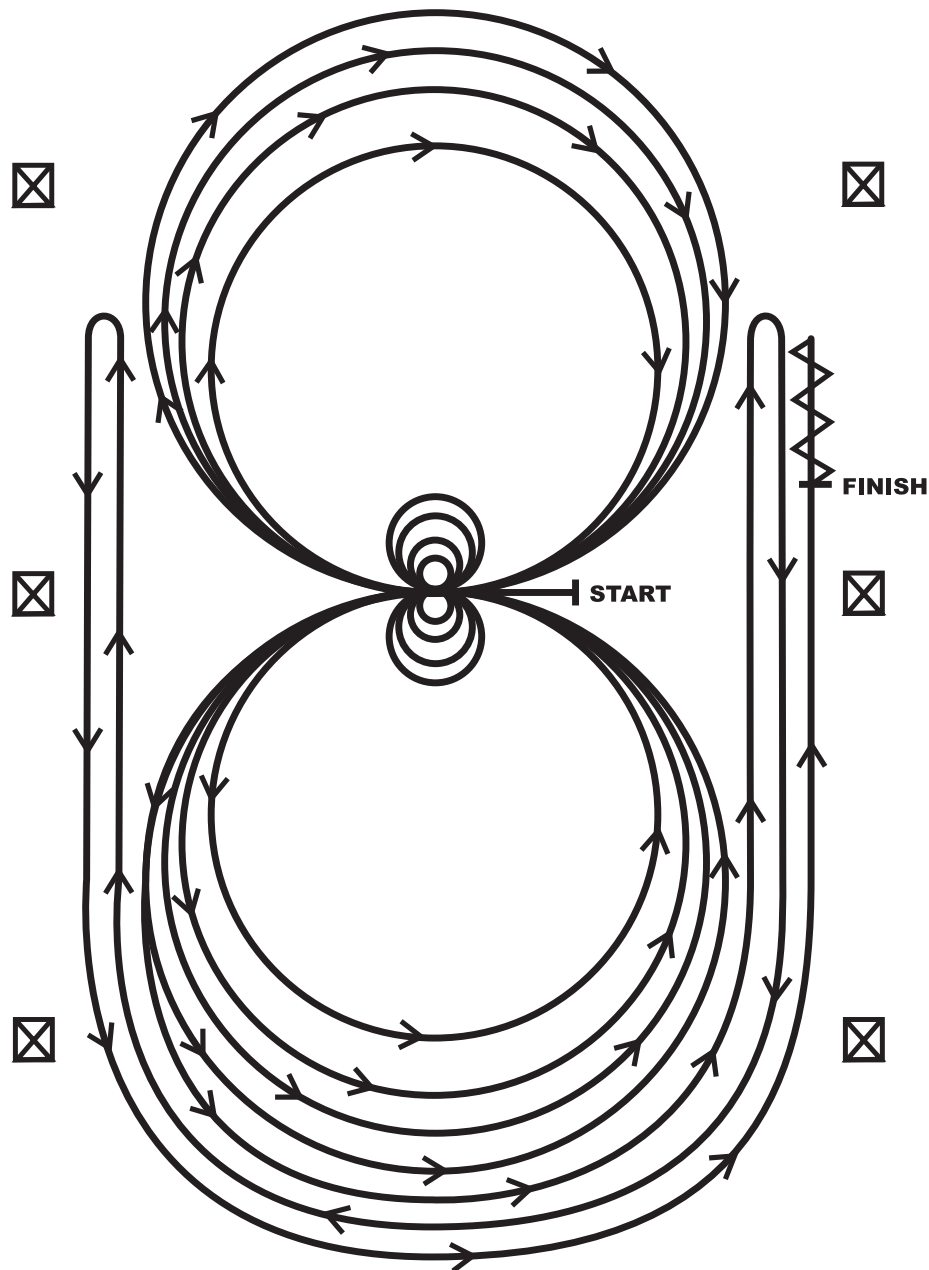


1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

REINING PATTERN 5

Saturday



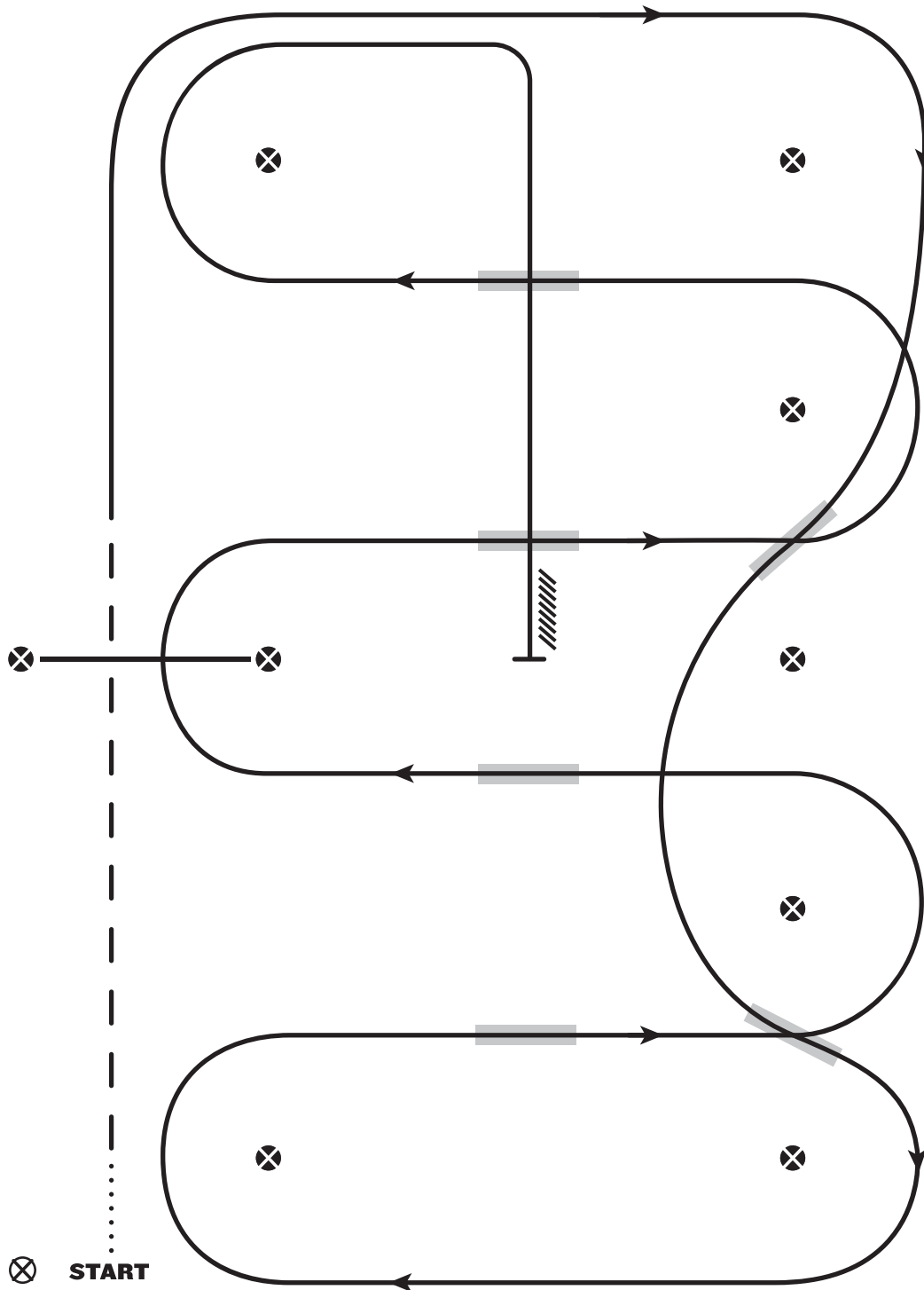
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete 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.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: 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 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. (Figure 8)
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 twenty feet (six 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 twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

LEVEL 1 WESTERN RIDING PATTERN 6

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area

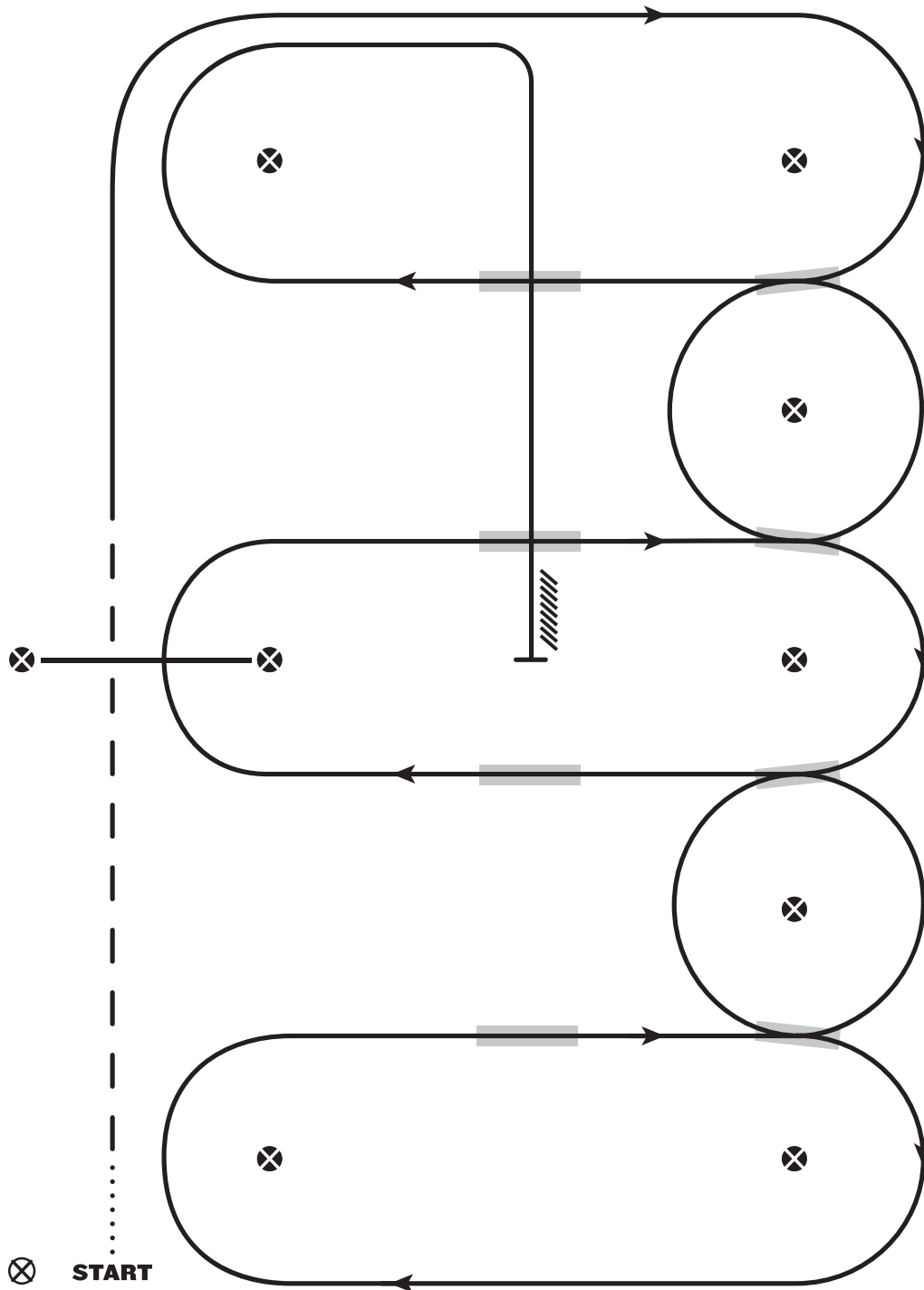


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

WESTERN RIDING - PATTERN 6

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

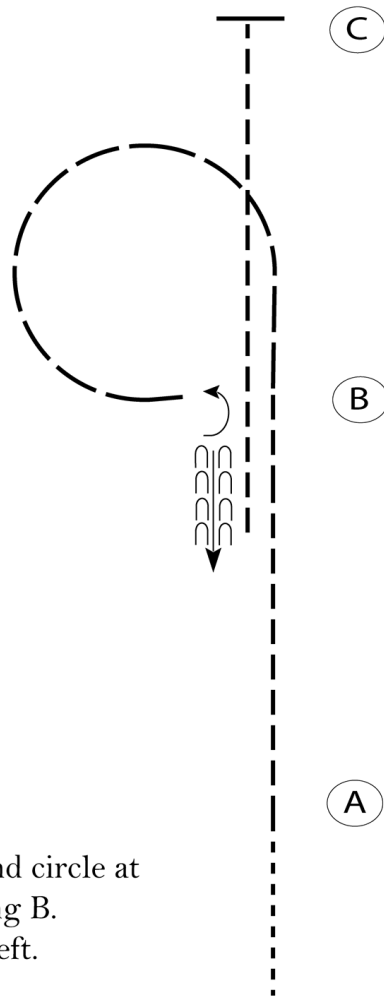


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

Tarheel Summer Classic

Horsemanship All Walk-Trot, EWD, Small Fry

SC2- Sunday, June 7th



Begin before A at a walk.

1. Jog from A to B.
2. At B, extend the jog 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	← — — — —
Marker	ⓑ
Sidepass	← — — — — →

[WH/WT-17]

Pattern Provided by:

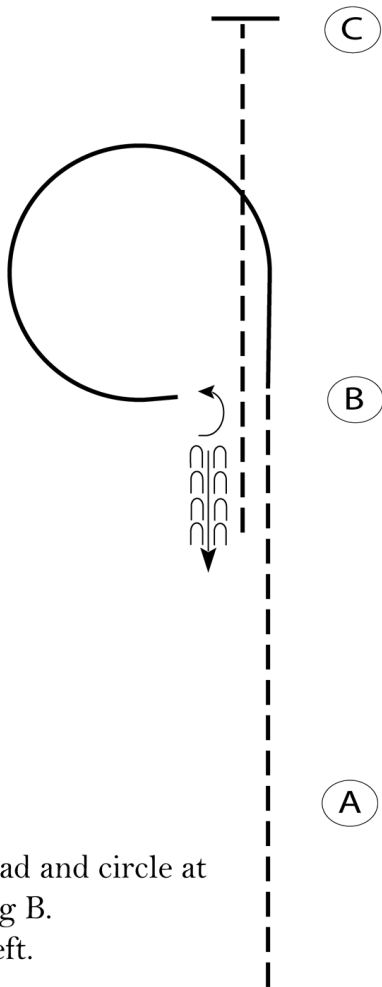
Tarheel Summer Classic

Horsemanship- L1/Novice, Rookie and All Breed)

SC2- Sunday, June 7th

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- 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	←←←←←
Marker	ⓑ
Sidepass	←-----→

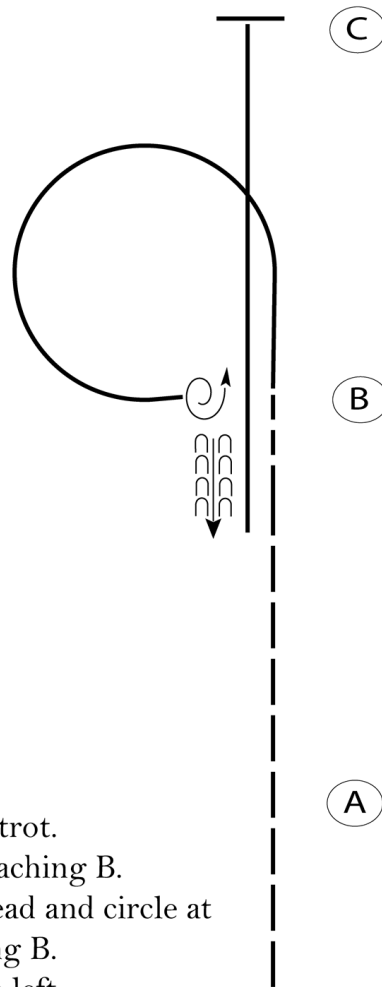
Pattern Provided by:

[WH/1-17]

Tarheel Summer Classic

Horsemanship- Youth, Ama, & Select

SC2- Sunday, June 7th



Begin before A.

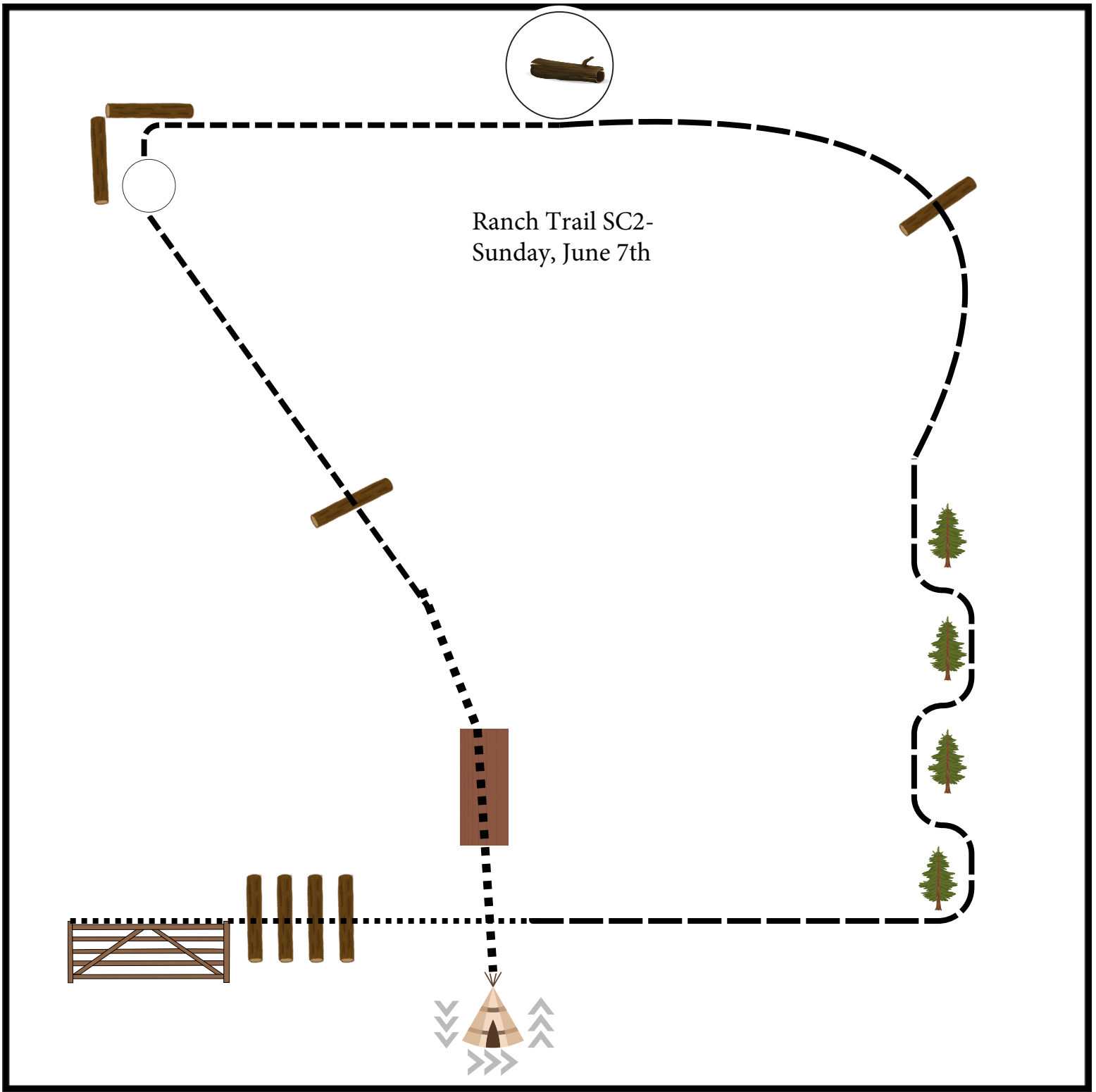
1. Pass A at an extended trot.
2. Slow to a jog before reaching B.
3. At B, lope on the left lead and circle at B as shown. Stop facing B.
4. Turn 1 1/4 turn to the left.
5. Back one horse length.
6. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	— / —
Back	← c c c c c
Marker	ⓑ
Sidepass	←-----→

Pattern Provided by:

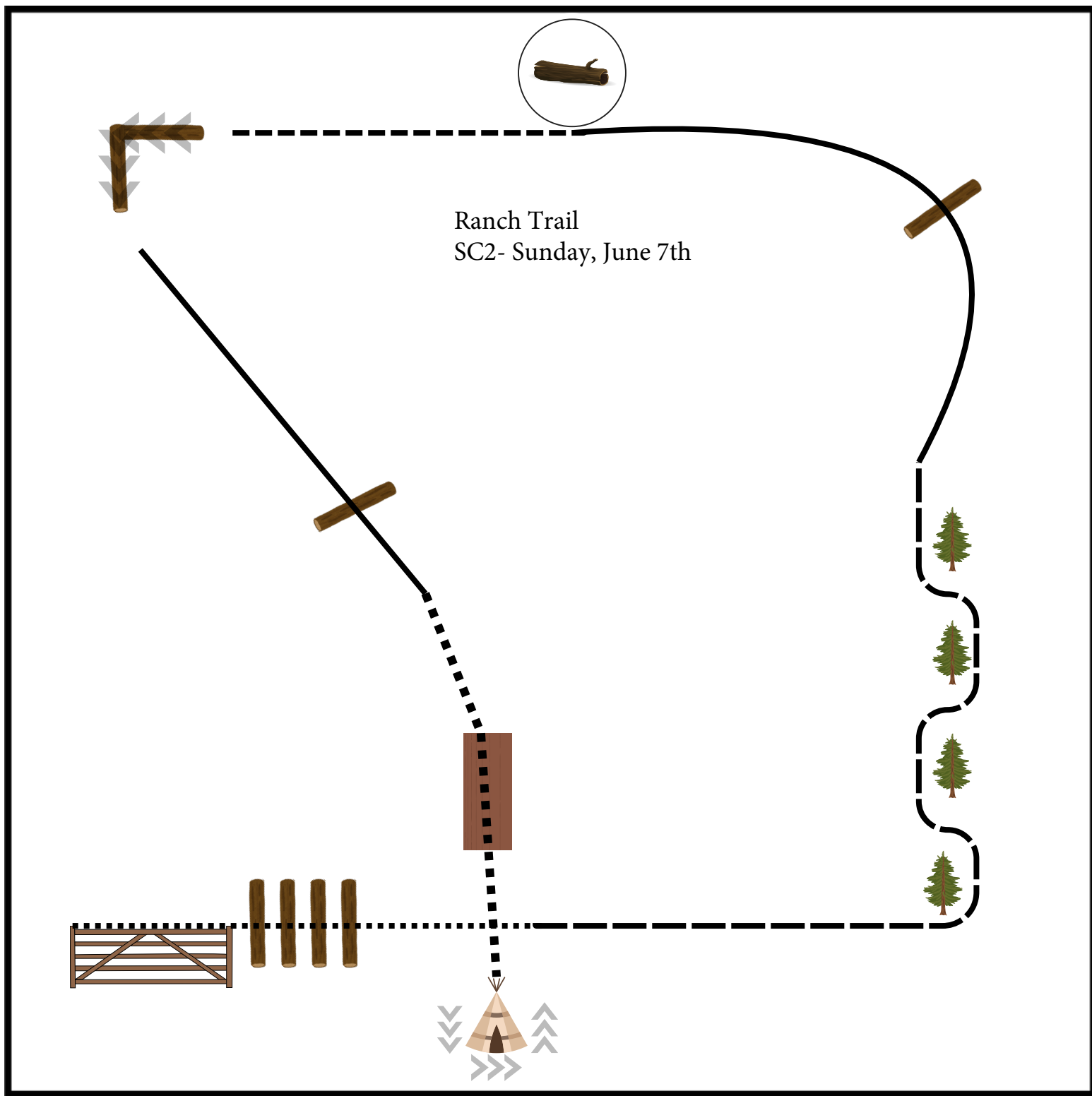
[WH/3-17]



Ranch Trail SC2-
Sunday, June 7th

1. Start at gate. Work right hand gate.
2. Walk over logs.
3. Extended trot serpentine through trees.
4. Extended trot over log and up to the drag.
5. Pick up rope and trot a circle to the right. Return the rope .
6. Trot to logs. Perform **one** 360 either direction.
7. Trot over log.
8. Break to the extended walk. Walk over the bridge. Stop and back U around the teepee either direction. Pattern is complete.

.....	1. <i>Walk</i>
.....	2. <i>Extended</i>
.....	<i>Walk</i>
-----	3. <i>Trot</i>
-----	4. <i>Extended</i>
-----	<i>Trot</i>
-----	5. <i>Back</i>



1. Start at gate. Work right hand gate.
2. Walk over logs.
3. Extended trot serpentine through trees.
4. Pick up left lead lope. Lope over log and up to the drag.
5. Drag obstacle in a circle to the right at a walk or trot. **All Youth, Level One Am, and Rookie Am** will carry the rope.
6. Trot to sidepass logs. Sidepass an L either direction.
7. Pick up right lead lope. Lope over the log.
8. Break to the extended walk. Walk over the bridge. Stop and back U around the teepee either direction. Pattern is complete.

.....	1. <i>Walk</i>
.....	2. <i>Extended Walk</i>
-----	3. <i>Trot</i>
-----	4. <i>Extended Trot</i>
-----	5. <i>Lope</i>
-----	6. <i>Extended Lope</i>
×	7. <i>Lead Change</i>
⇐⇐⇐	8. <i>Back</i>
⇐⇐⇐	9. <i>Sidepass</i>