

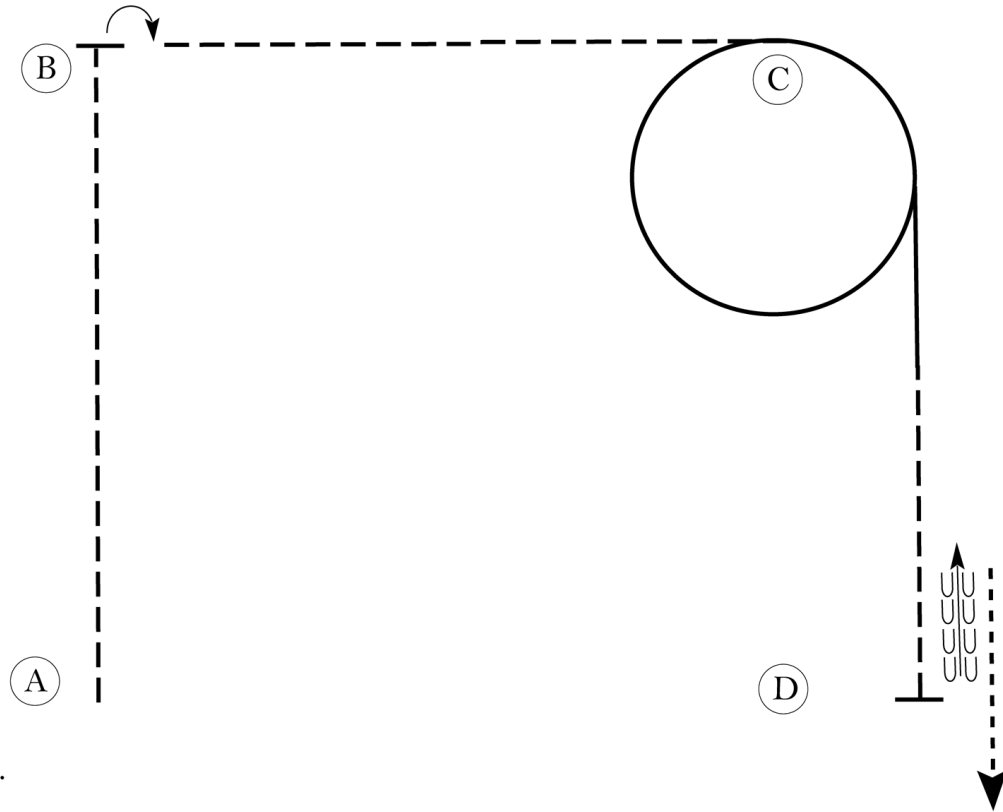
# Ham & Doris Phillips Memorial Show

## Hunt Seat Equitation (All Level 1 and 13 and Under)

Show Date: 2/28-03/01

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Be ready at A.

1. Sitting trot to B.
2. Stop at B and execute a 90 degree turn on the haunches to the right.
3. Posting trot on the right diagonal to C.
4. Canter on the right lead in a circle around C.
5. Continue on the right lead halfway to D.
6. Posting trot on the left diagonal to D.
7. Stop at D and back approximately one horse length.
8. Walk forward to and past D.

Follow the instructions of your ring steward.

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

[HSE/1-43]

Pattern Provided by:

*Judges*

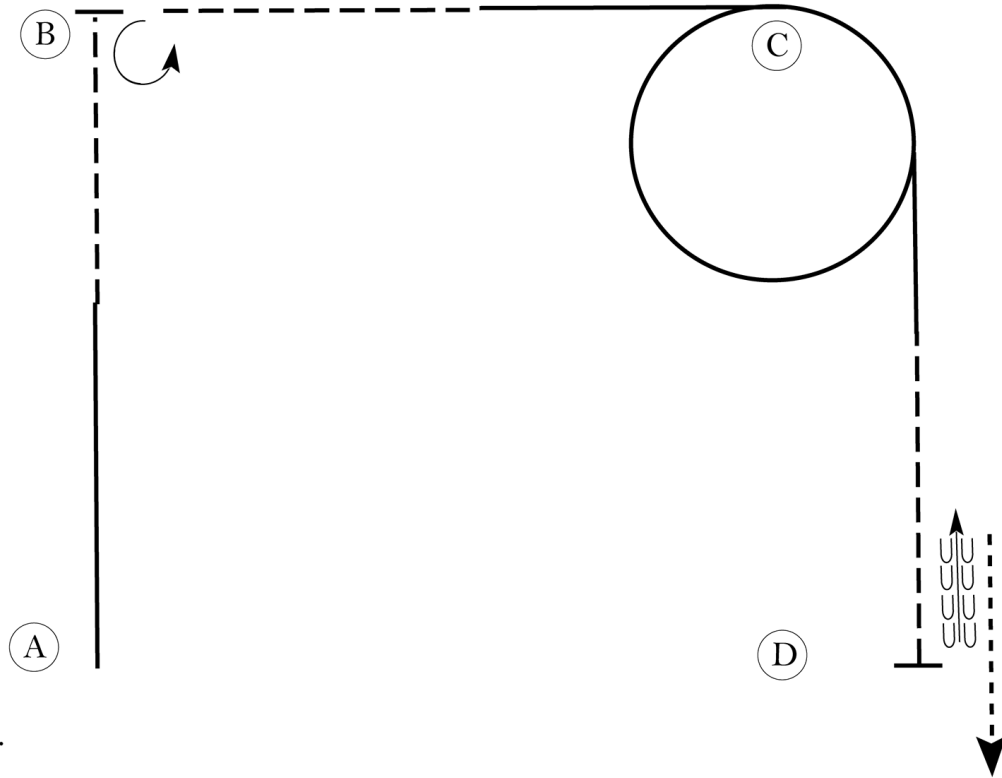
# Ham & Doris Phillips Memorial Show

## Hunt Seat Equitation (Amateur, Select and Youth 14-18)

Show Date: 2/28-03/01

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Be ready at A.

1. Canter on the left lead halfway to B.
2. Sitting trot to B.
3. Stop at B and execute a 270 degree turn on the haunches to the left.
4. Posting trot on the right diagonal halfway to C.
5. Canter on the right lead to and in a circle around C.
6. Continue on the right lead halfway to D.
7. Posting trot on the left diagonal to D.
8. Stop at D and back approximately one horse length.
9. Walk forward to and past D.

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

Follow the instructions of your ring steward.

[HSE/3-43]

**Pattern Provided by:**

*Judges*

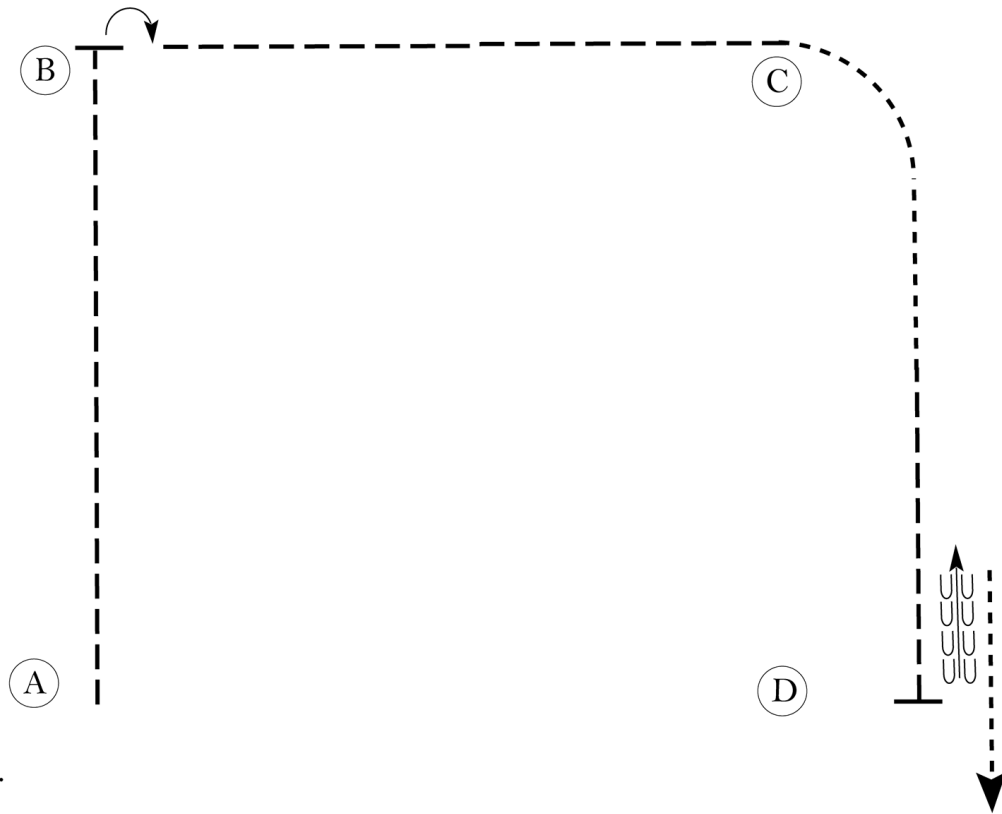
# Ham & Doris Phillips Memorial Show

## Hunt Seat Equitation (Small fry and Walk Trot)

Show Date: 2/28-03/01

www.HorseShowPatterns.com

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Be ready at A.

1. Posting trot on the left diagonal to B.
2. Stop at B and execute a 90 degree turn on the haunches to the right.
3. Posting trot on the right diagonal to C.
4. At C, drop to a walk and walk halfway to D.
5. Sitting trot to D.
6. Stop at D and back approximately one horse length.
7. Walk forward to and past D.

Follow the instructions of your ring steward.

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

[HSE/WT-43]

**Pattern Provided by:**

*Judges*

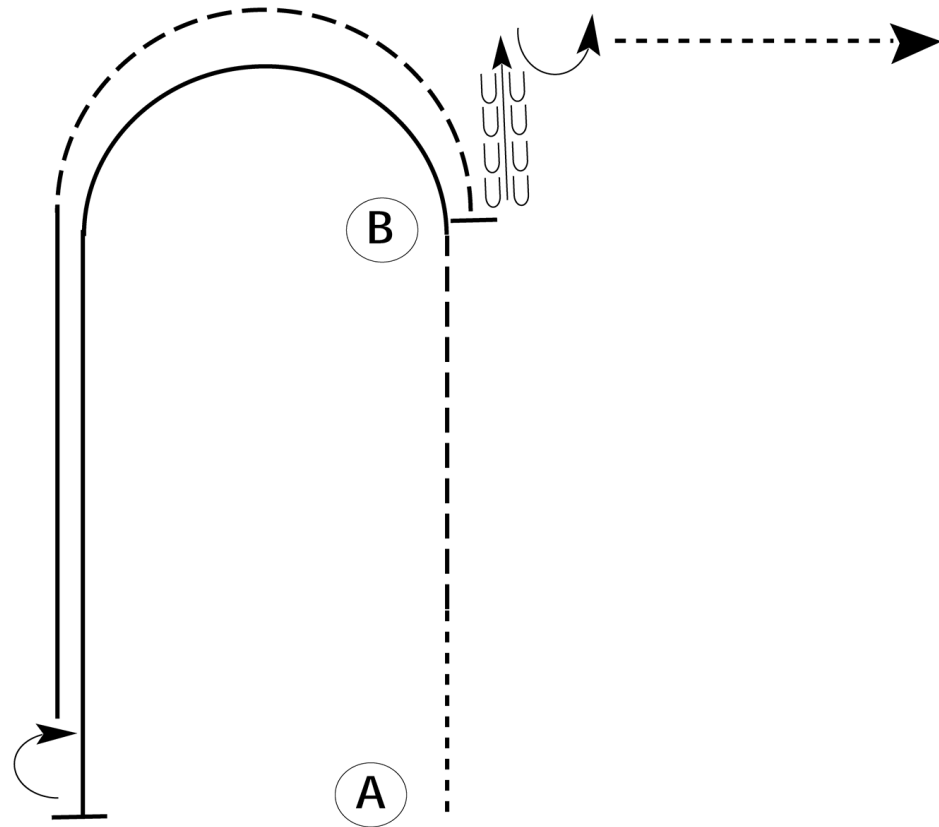
# Ham & Doris Phillips Memorial Show

## Western Horsemanship (All Level 1 and 13 and Under)

Show Date: 2/28-03/01

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 at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Lope on the left lead in a half circle and then straight until even with A.
4. Stop and perform a 180 degree turn to the right.
5. Lope on the right lead until even with B.
6. Jog to B.
7. Stop at B and back approximately one horse length.
8. Perform a 90 degree turn to the left and walk straight away.

Follow the instructions of your ring steward.

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

[WH/1-84]

Pattern Provided by:

*Judges*

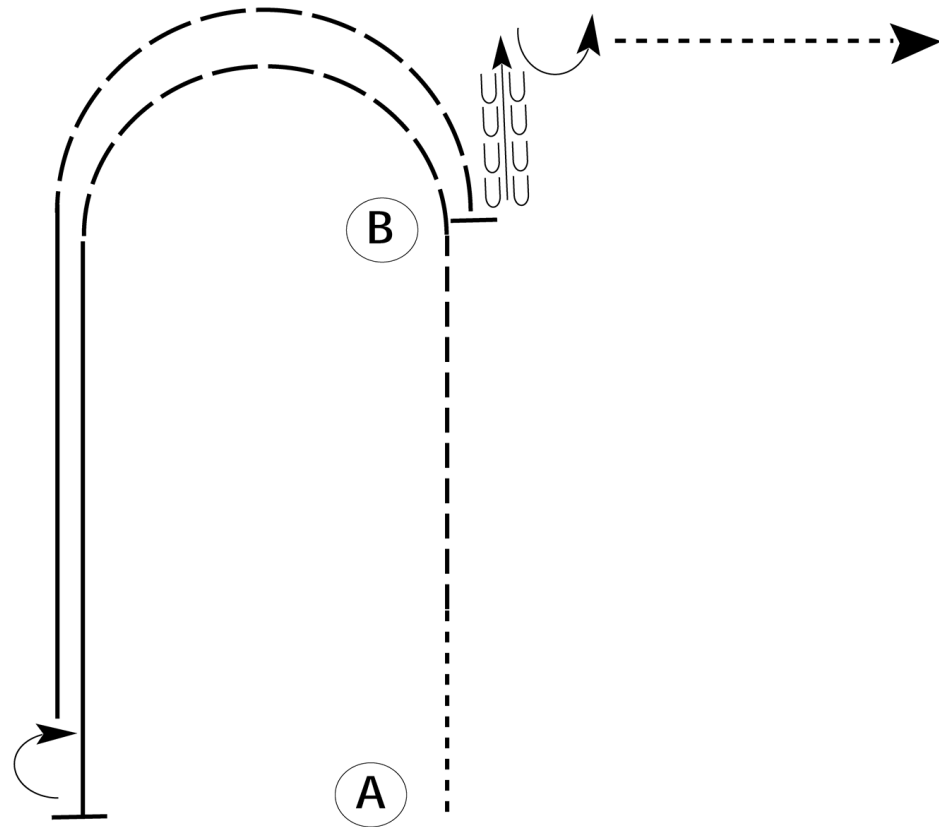
# Ham & Doris Phillips Memorial Show

Western Horsemanship (Amateur, Select, and Youth 14-18)

Show Date: 2/28-03/01

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 at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog in a half circle.
4. Lope on the left lead until even with A.
5. Stop and perform a 180 degree turn to the right.
6. Lope on the right lead until even with B.
7. Extend the jog to B.
8. Stop at B and back approximately one horse length.
9. Perform a 90 degree turn to the left and walk straight away.

Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	——/——
Back	←———
Marker	ⓑ

Follow the instructions of your ring steward.

[WH/2-84]

Pattern Provided by:

*Judges*

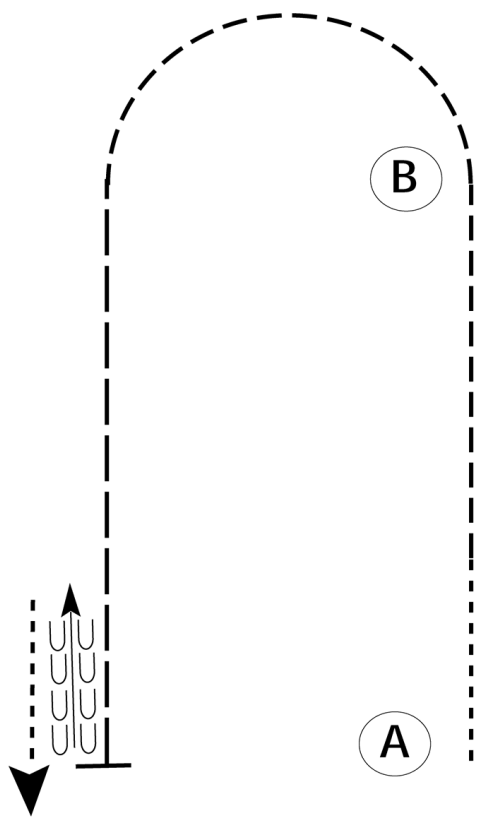
# Ham & Doris Phillips Memorial Show

## Western Horsemanship (Small Fry and Walk Trot)

Show Date: 2/28-03/01

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Jog in a half circle until even with B.
4. Extend the jog until even with A.
5. Stop when even with A and back approximately one horse length.
6. Walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	-----
Back	←-----
Marker	⊙ B

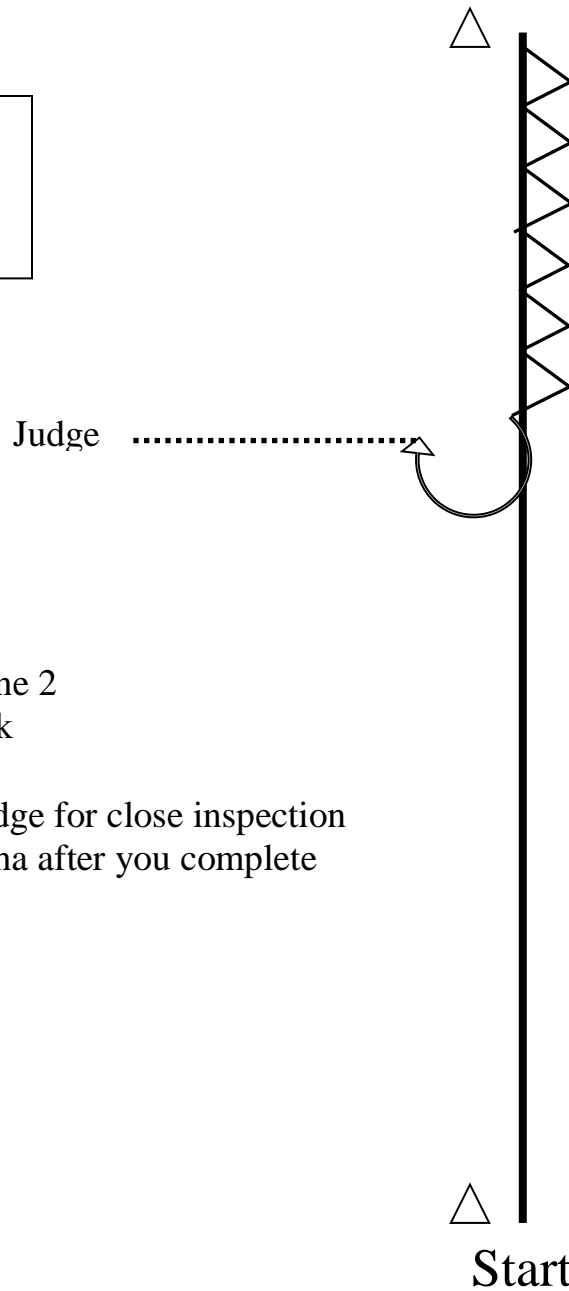
[WH/WT-84]

Pattern Provided by:

*Judges*

# Small Fry Showmanship Classes

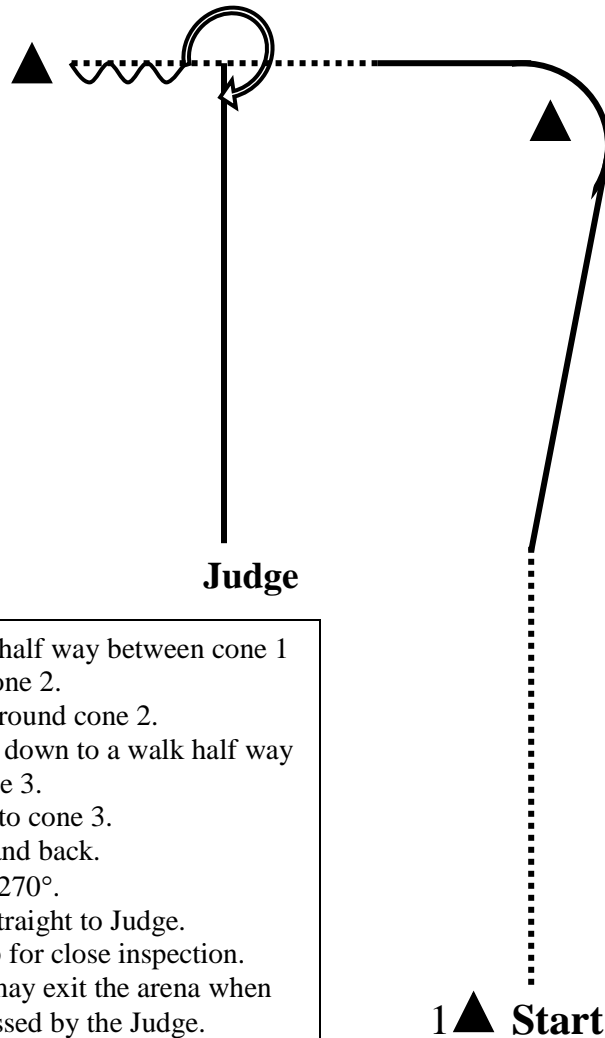
Legend	
Walk	.....
Trot	————
Cone	△



1. Trot from cone 1 to cone 2
2. Stop at cone 2 and back
3. Pivot 270°
4. Walk straight to the judge for close inspection
5. You may leave the arena after you complete your pattern.

Judge Patrick Kayser

# Novice Level 1 and 13 and under Showmanship

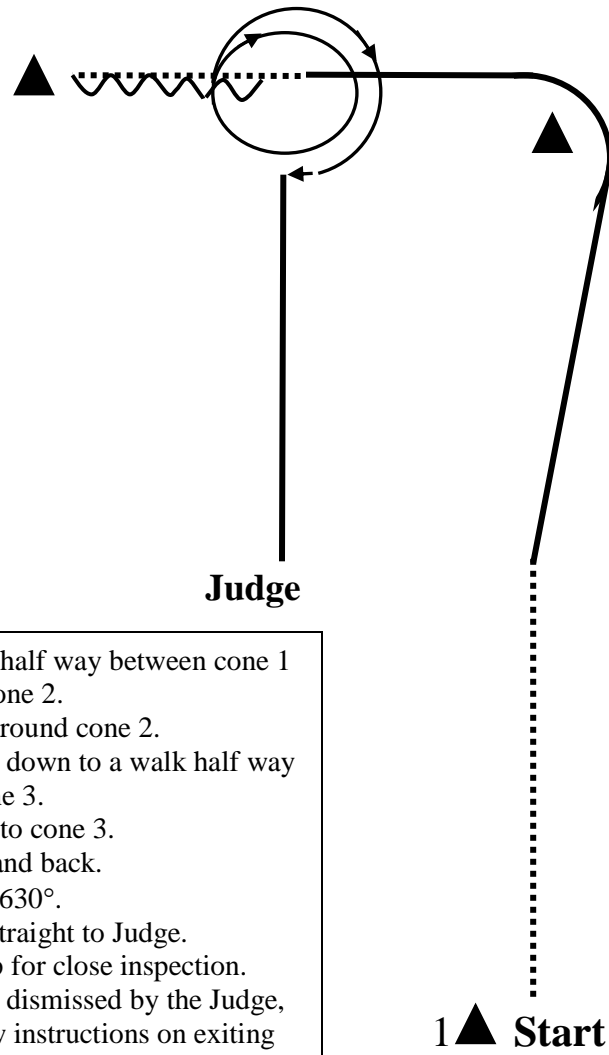


1. Walk half way between cone 1 and cone 2.
2. Trot around cone 2.
3. Break down to a walk half way to cone 3.
4. Walk to cone 3.
5. Stop and back.
6. Pivot 270°.
7. Trot straight to Judge.
8. Set up for close inspection.
9. You may exit the arena when dismissed by the Judge.

Judge Patrick Kayser



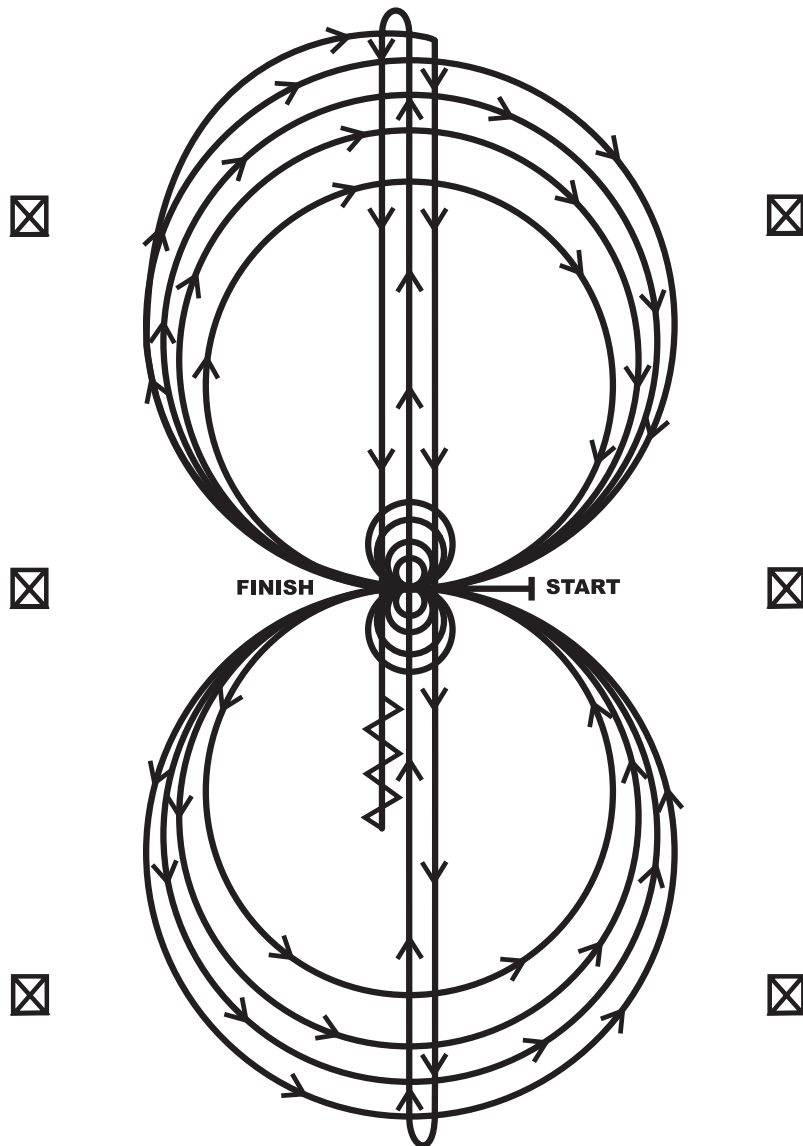
# Amateur, Select and 14-18 Showmanship



1. Walk half way between cone 1 and cone 2.
2. Trot around cone 2.
3. Break down to a walk half way to cone 3.
4. Walk to cone 3.
5. Stop and back.
6. Pivot 630°.
7. Trot straight to Judge.
8. Set up for close inspection.
9. When dismissed by the Judge, follow instructions on exiting the arena

Judge Patrick Kayser

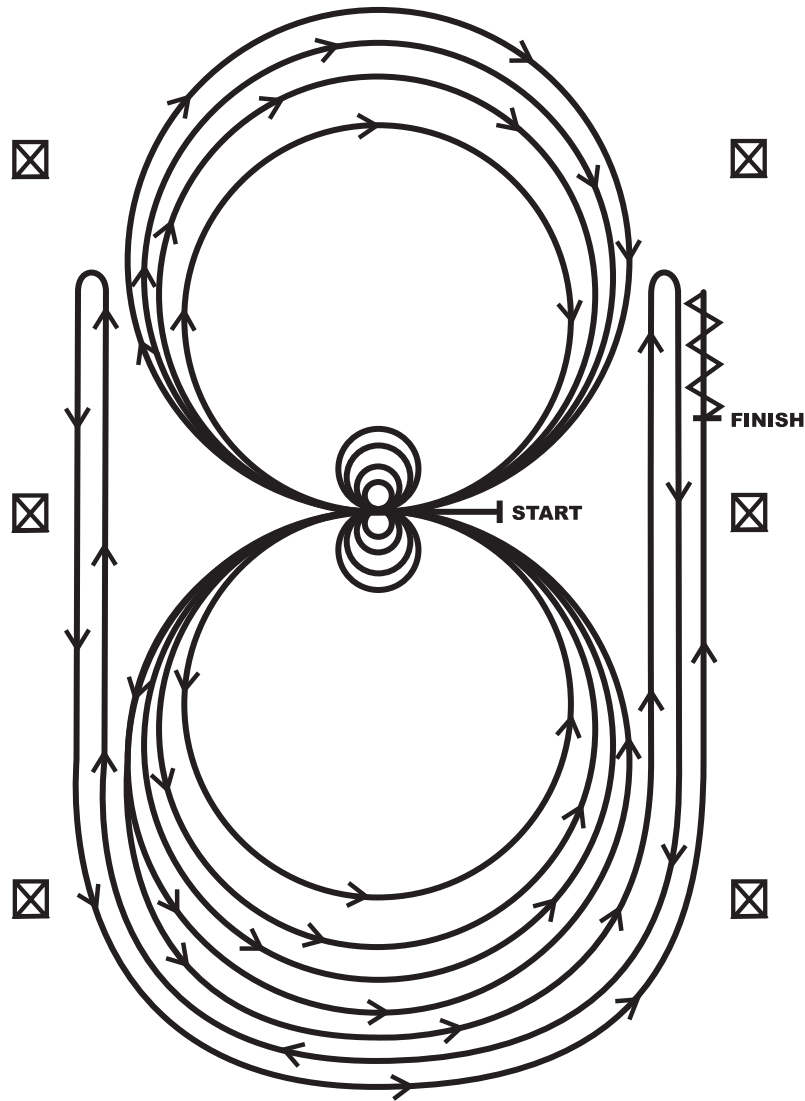
## REINING PATTERN 4



Horses may walk or jog to the center of the 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 right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

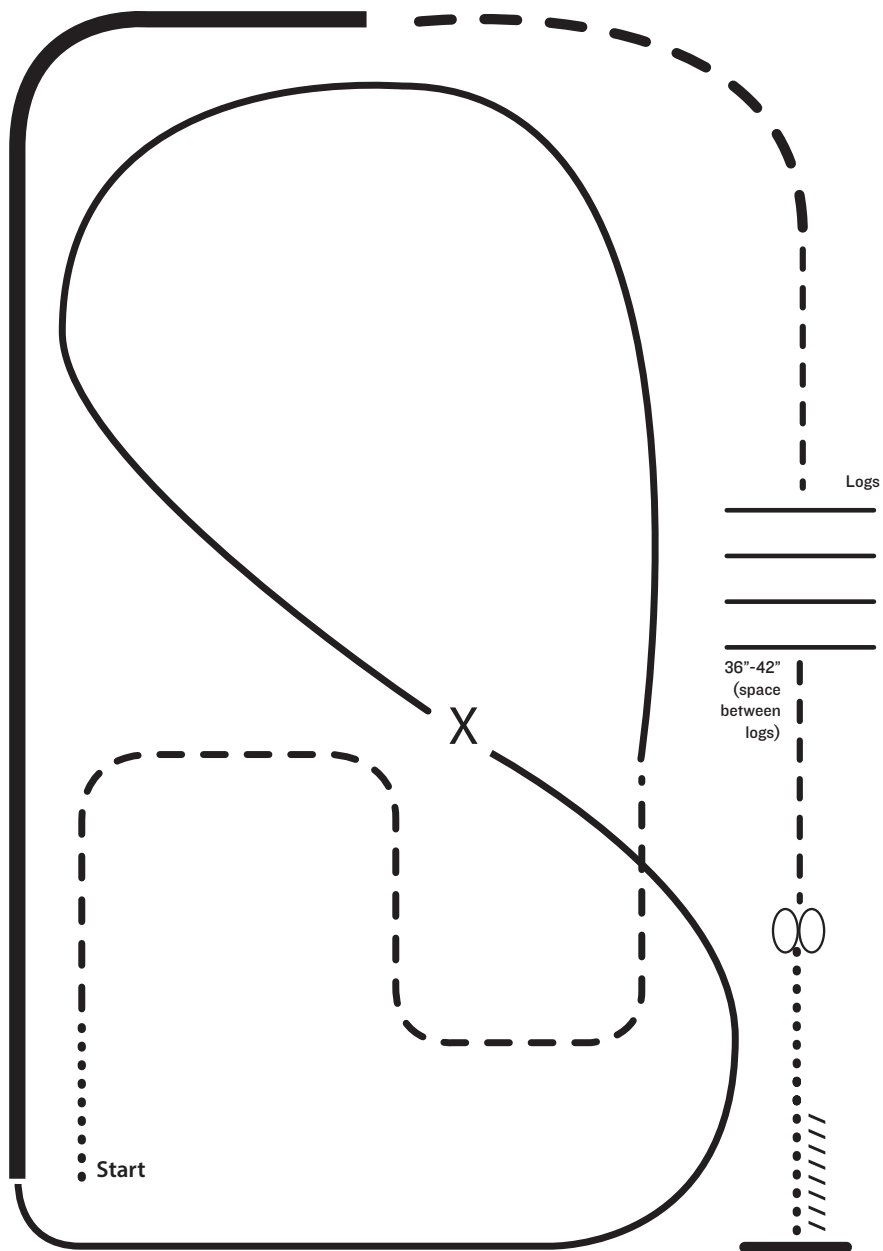
## REINING PATTERN 5



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.

## RANCH RIDING - PATTERN 3



- X Lead Change
- • Walk
- - Trot
- — Ext trot
- Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back