

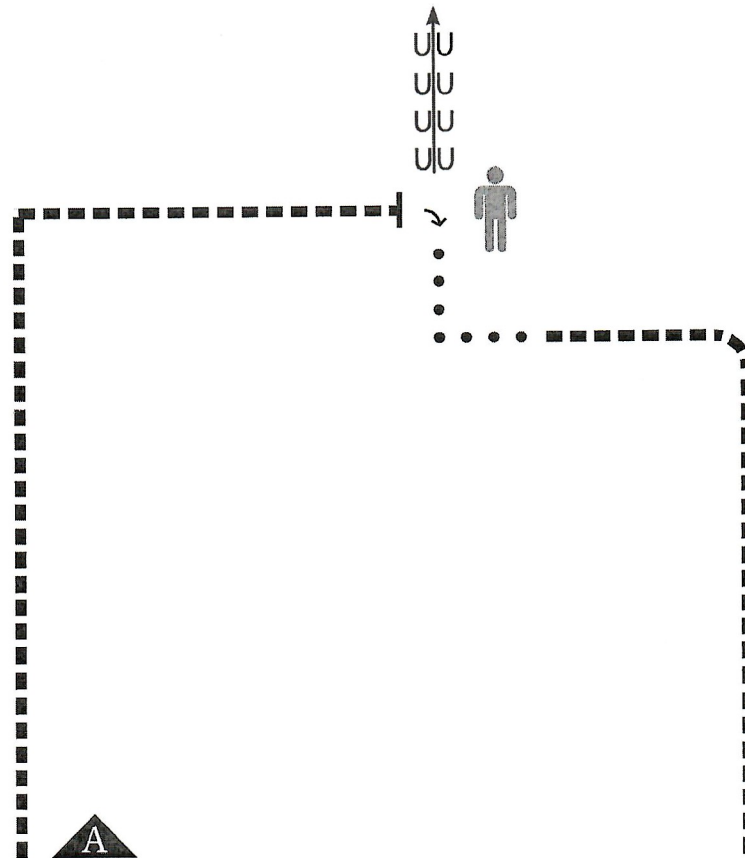
SATURDAY PATTERNS

4-5-2025

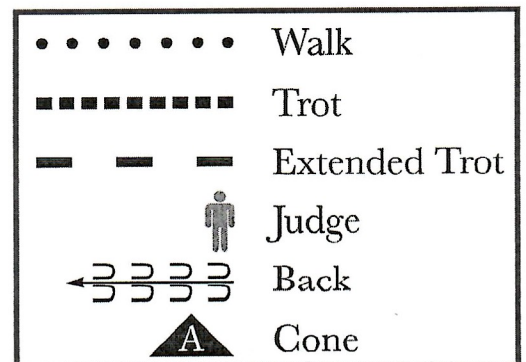
SHOWMANSHIP

(All Walk Trot, Small Fry)

SATURDAY



1. Trot square corner to judge.
2. Stop and set up.
3. Inspection.
4. When dismissed perform a 90° turn.
5. Back 4 steps.
6. Walk square corner.
7. Trot to exit.



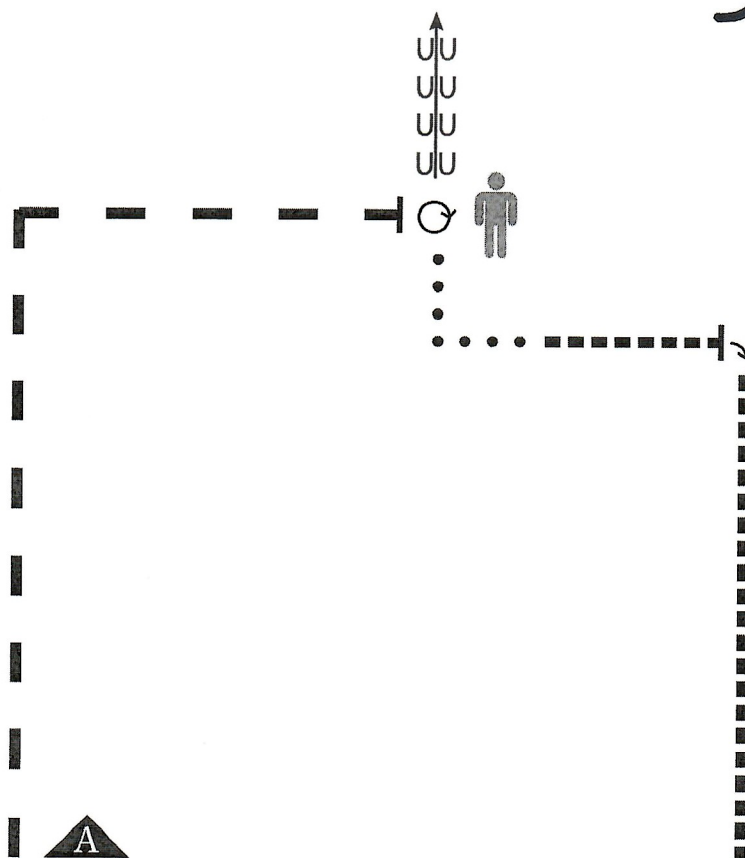
SHOWMANSHIP

Youth

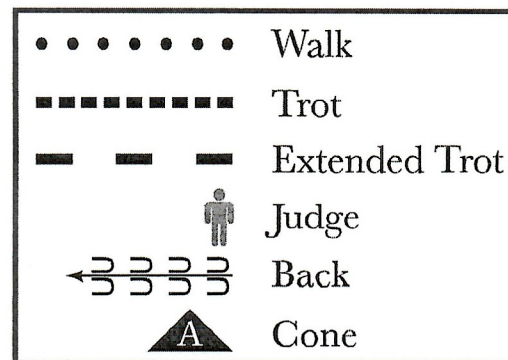
Amateur

Select

SATURDAY



1. Extended trot square corner to judge.
2. Stop and set up.
3. Inspection.
4. When dismissed perform a 450° turn.
5. Back 4 steps.
6. Walk square corner.
7. Trot.
8. Stop. Perform a 90° turn.
9. Trot to exit.

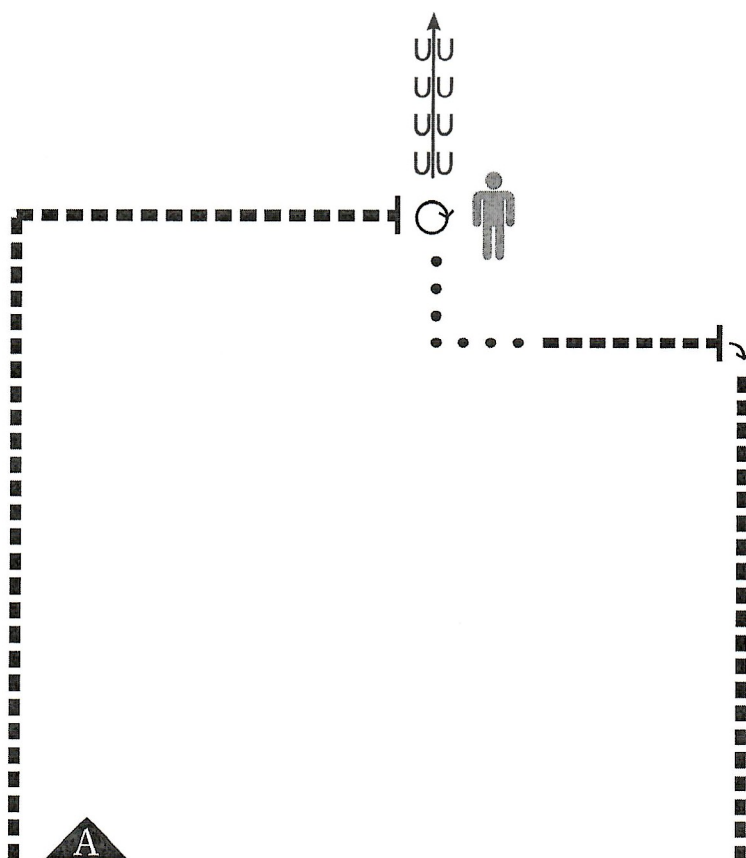


SHOWMANSHIP

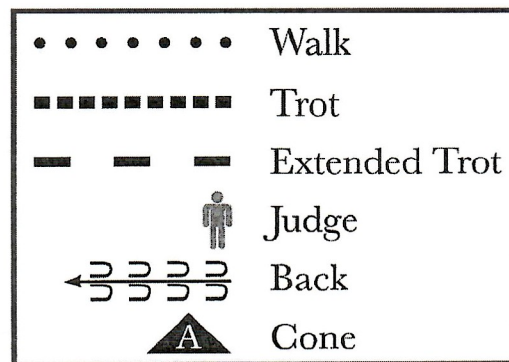
(L1 Youth, L1 Amateur, L1 Select)

STOCK HORSE

SATURDAY



1. Trot square corner to judge.
2. Stop and set up.
3. Inspection.
4. When dismissed perform a 450° turn.
5. Back 4 steps.
6. Walk square corner.
7. Trot.
8. Stop. Perform a 90° turn.
9. Trot to exit.

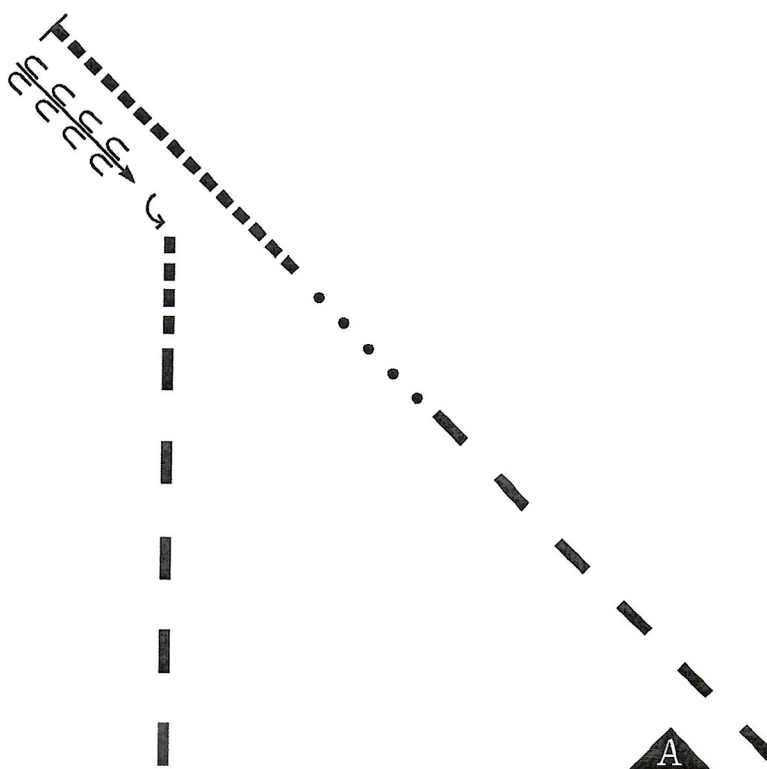


HORSEMANSHIP

(All Walk Trot, Small Fry)

W/T STOCKHORSE

SATURDAY



1. Extended jog.
2. Break to walk.
3. Jog.
4. Stop and back one horse length.
5. Perform an approximate 135° turn left.
6. Jog.
7. Extended jog to exit.

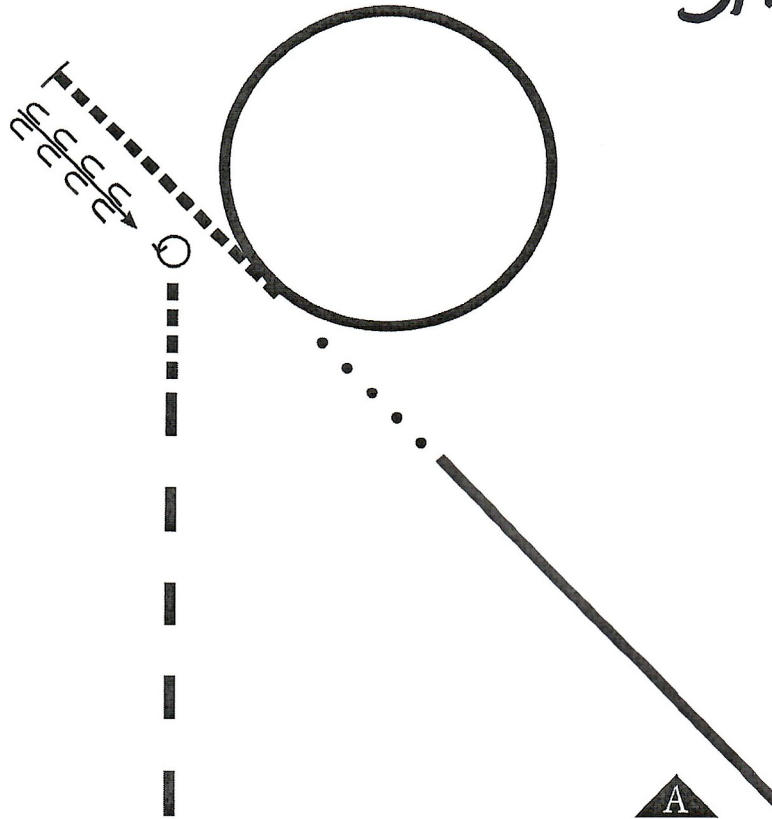
.....	Walk
.....	Jog
- - - - -	Extended Jog
=====	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲ A	Cone

HORSEMANSHIP

(L1 Youth, L1 Amateur, L1 Select)

W/I/L **STOCKHORSE**

SATURDAY



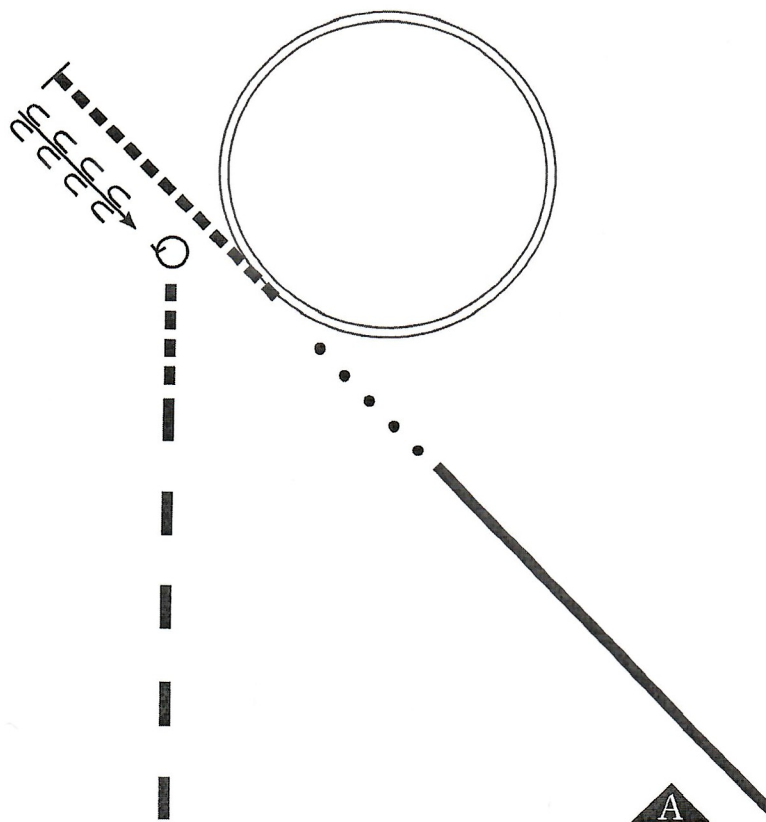
1. Lope left lead.
2. Break to walk.
3. Lope right lead circle.
4. Jog.
5. Stop and back one horse length.
6. Perform an approximate 495° turn left.
7. Jog.
8. Extended jog to exit.

.....	Walk
-----	Jog
- - - - -	Extended Jog
=====	Lope
=====	Extended Lope
//	Lead Change
← 3 3 3 3 →	Back
▲ A	Cone

HORSEMANSHIP

(Youth L2/L3, Amateur L2/L3, Select L2/L3)

SATURDAY



1. Lope left lead.
2. Break to walk.
3. Extended lope right lead circle.
4. Jog.
5. Stop and back one horse length.
6. Perform an approximate 495° turn left.
7. Jog.
8. Extended jog to exit.

.....	Walk
.....	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
///	Lead Change
← 3 3 3 3	Back
▲ A	Cone