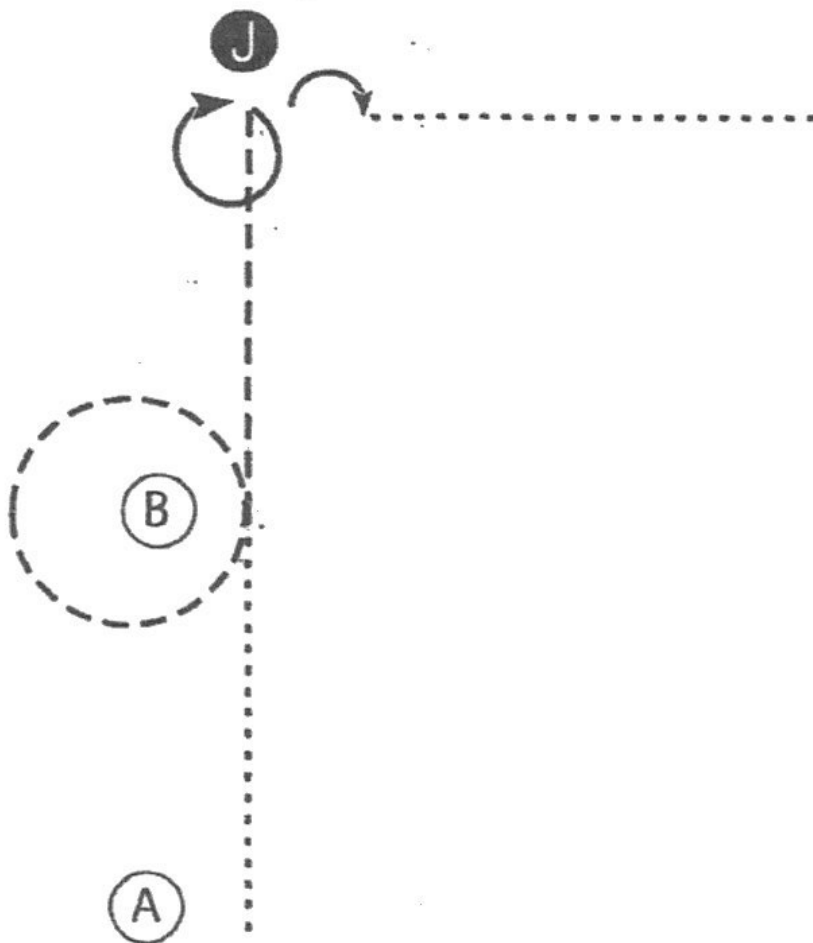
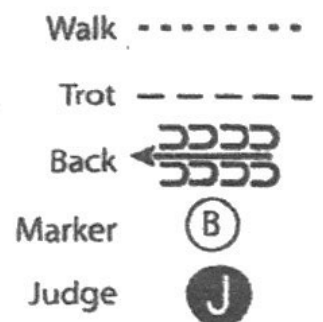


# All Showmanship Classes



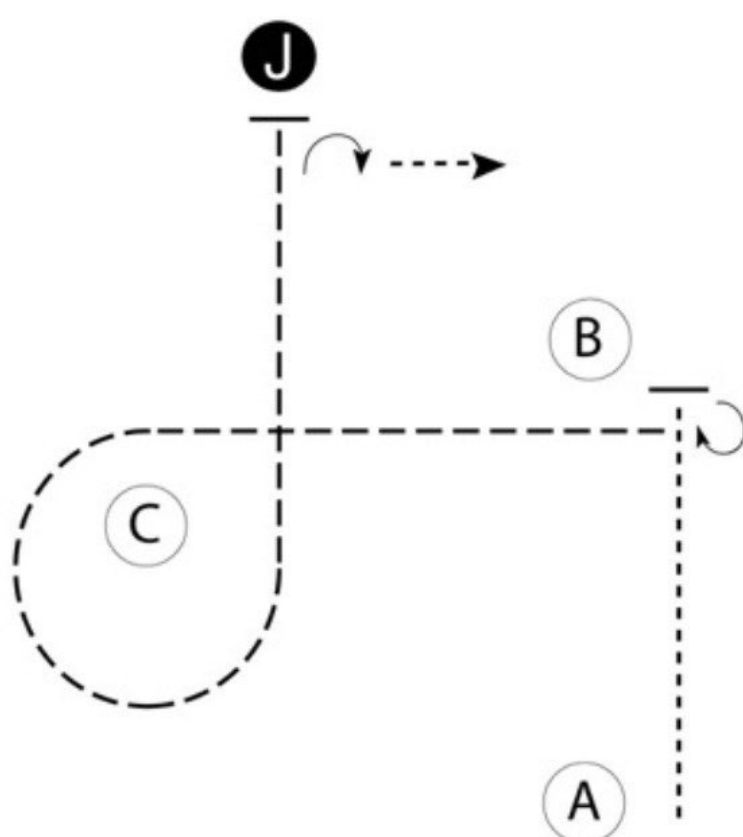
1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 360 degree turn. Set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.



Line up Tail to Rail starting at in-gate

# Class 18

## In-Hand Suitability Pattern



Be ready at A.

1. Walk from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Trot to and around C and to judge as shown.
4. Stop at judge.
5. From judge, perform a 90 degree turn and walk away.

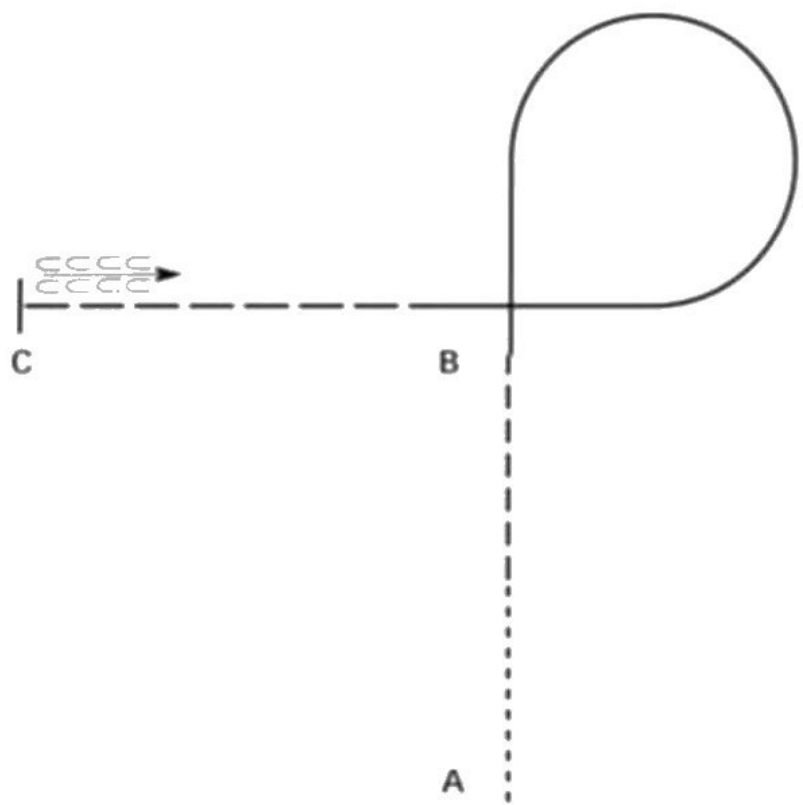
Follow the instructions of your ring steward.

|        |                                                                                         |
|--------|-----------------------------------------------------------------------------------------|
| Walk   | -----                                                                                   |
| Trot   | - - - - -                                                                               |
| Back   | ←  |
| Marker | ⓑ                                                                                       |
| Judge  | ⓐ                                                                                       |

# Class 20 and Class 21 Carroll County Special

www.HorseShowPatterns.com

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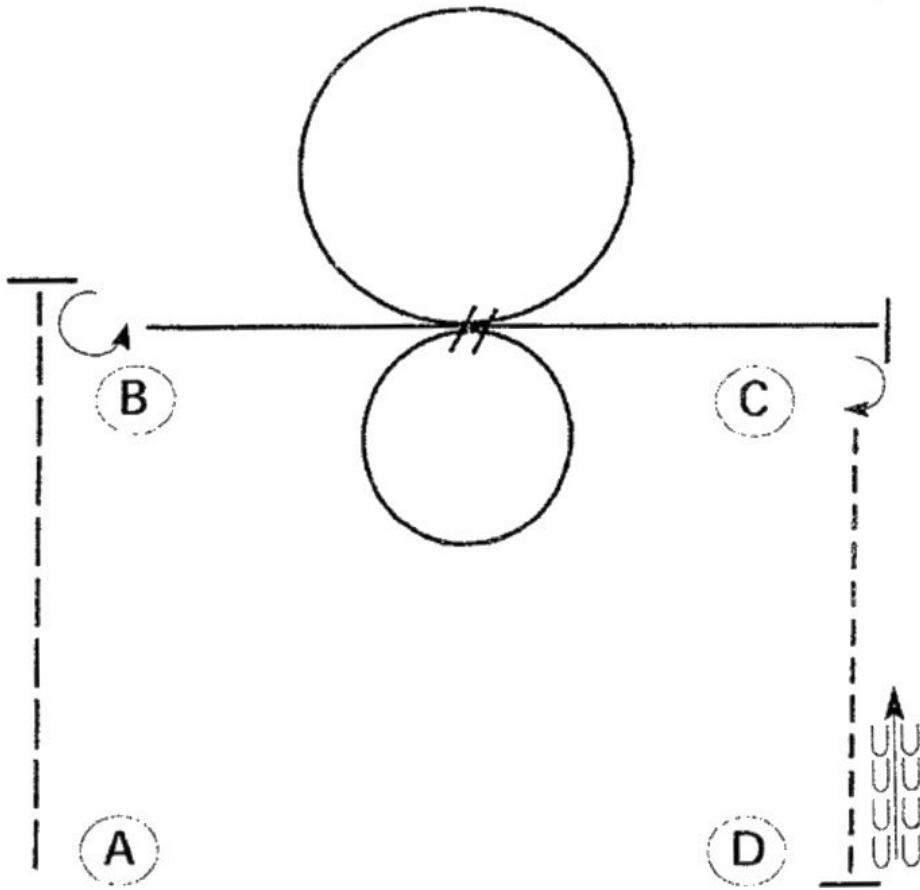


- Be ready at A.
1. Walk from A 1/2 way to B.
  2. Trot/Jog the rest of the way to B.
  3. Canter/Lope a circle to the right.
  4. Perform an extended trot/jog from B to C.
  5. Stop at C and back one horse length.

Walk-Trot: Extended Trot or jog where it calls to lope

|              |           |
|--------------|-----------|
| Walk         | .....     |
| Jog          | -----     |
| Extended Jog | -----     |
| Lope         | =====     |
| Leg Yield    |           |
| Lead Change  | ~         |
| Back         | ← C C C C |
| Marker       | B         |
| Sidepass     | ◀ ▶       |

# \$100 Horsemanship



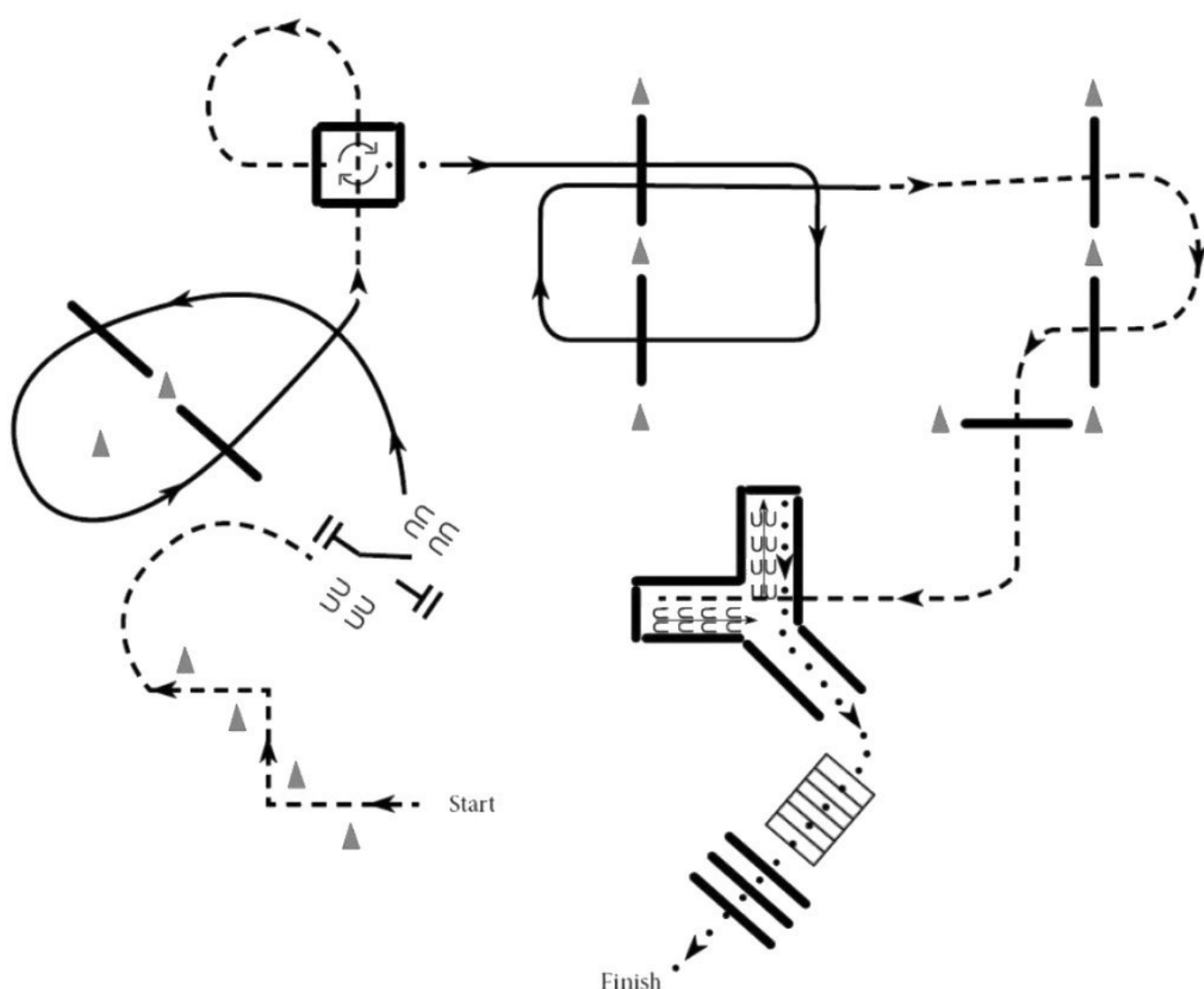
Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Change leads and perform a large, fast circle to the left.
6. Continue to lope past C and stop.
7. Perform a 1/4 turn to the right.
8. Jog to D.
9. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

# All Trail Classes



- 1) Jog thru serpentine as shown.
- 2) Stop and work gate with left hand.
- 3) Lope left lead over poles as shown.
- 4) Jog thru box and into box.
- 5) Turn 360 degrees to the right and walk out.
- 6) Lope right lead over poles.
- 7) Jog over poles and into chute.
- 8) Back L.
- 9) Walk out of chute and over bridge.
- 10) Walk over poles to finish.

Walk-Trot: Extended jog/trot where asks for lope

#2. Walk thru open gate

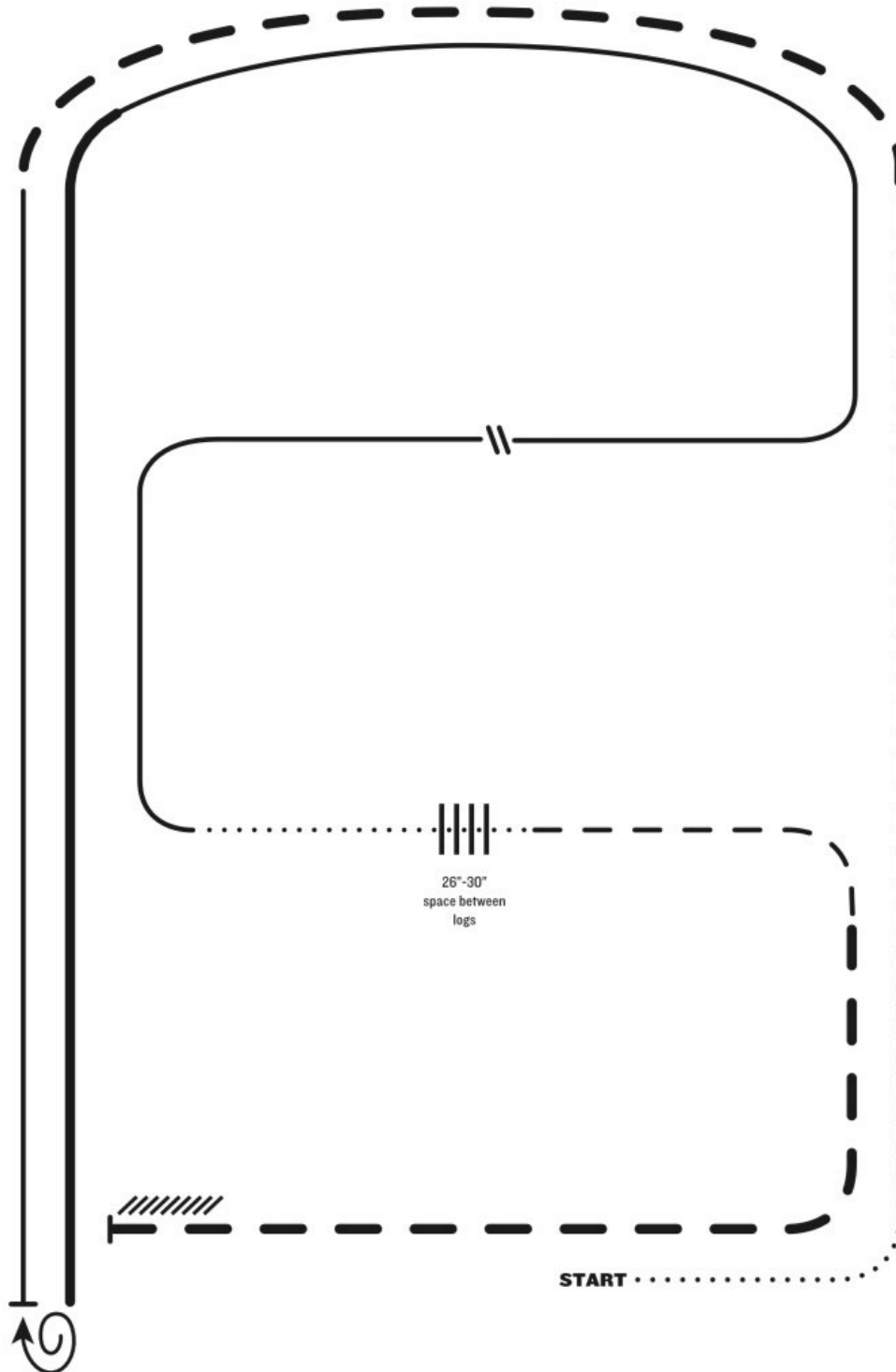
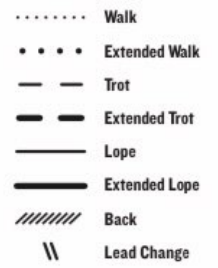
In Hand: Skip #3, go from gate to #4 trot into box

Skip #6, trot to #7 over poles

Ranch: #11. At cone after poles, dismount and pick up front feet

## RANCH RIDING - PATTERN 2

**LEGEND**



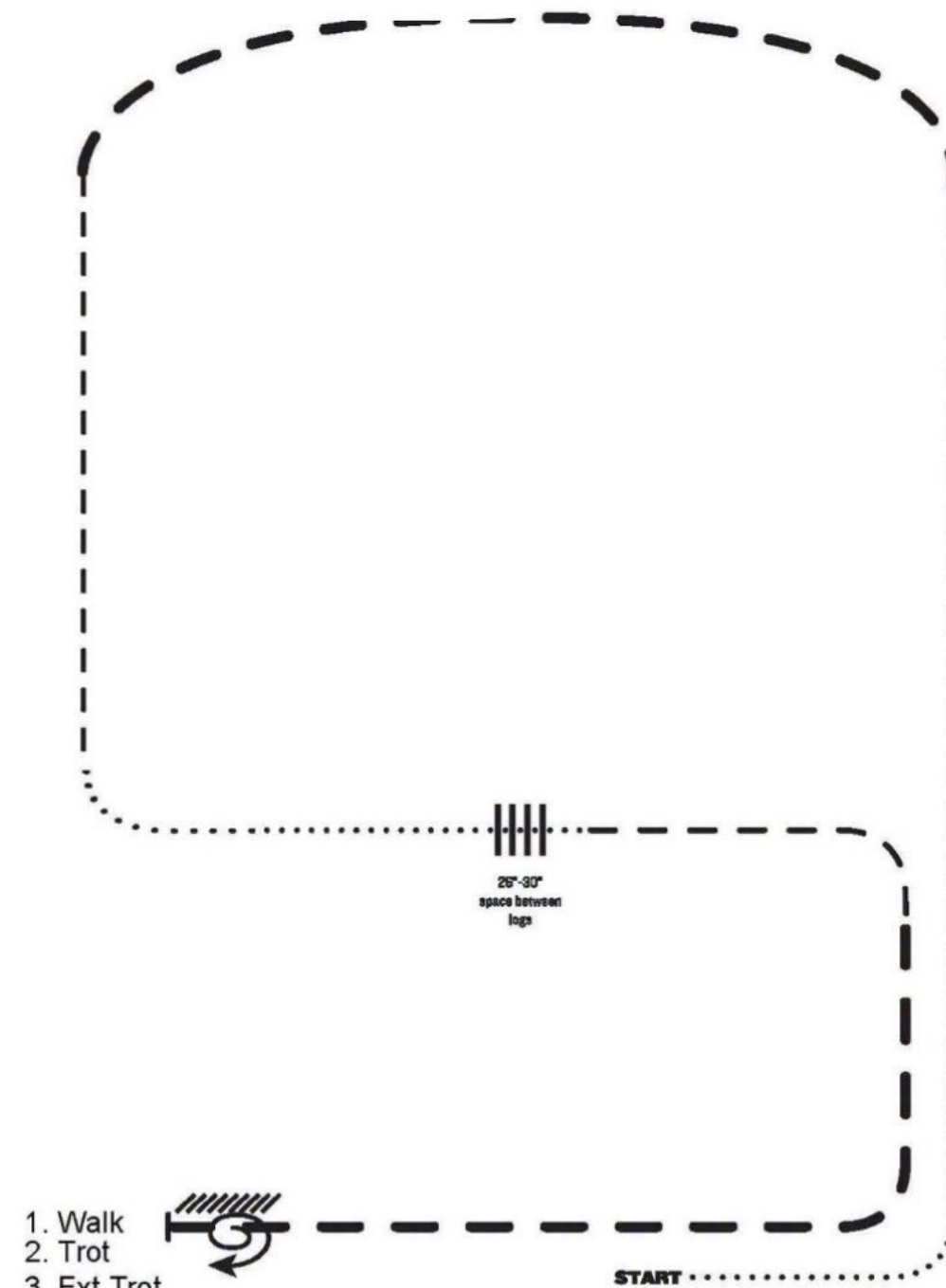
1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

**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.

# WT RANCH RIDING - PATTERN

## LEGEND

|         |               |
|---------|---------------|
| ----    | Walk          |
| - - - - | Extended Walk |
| - - - - | Trot          |
| - - - - | Extended Trot |
| — — — — | Lope          |
| — — — — | Extended Lope |
| ////    | Back          |
| \\      | Load Change   |



1. Walk
2. Trot
3. Ext Trot
4. Trot
5. Walk
6. Walk over logs
7. Trot
8. Ext Trot
9. Stop and back
10. 360° either direction

START

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.