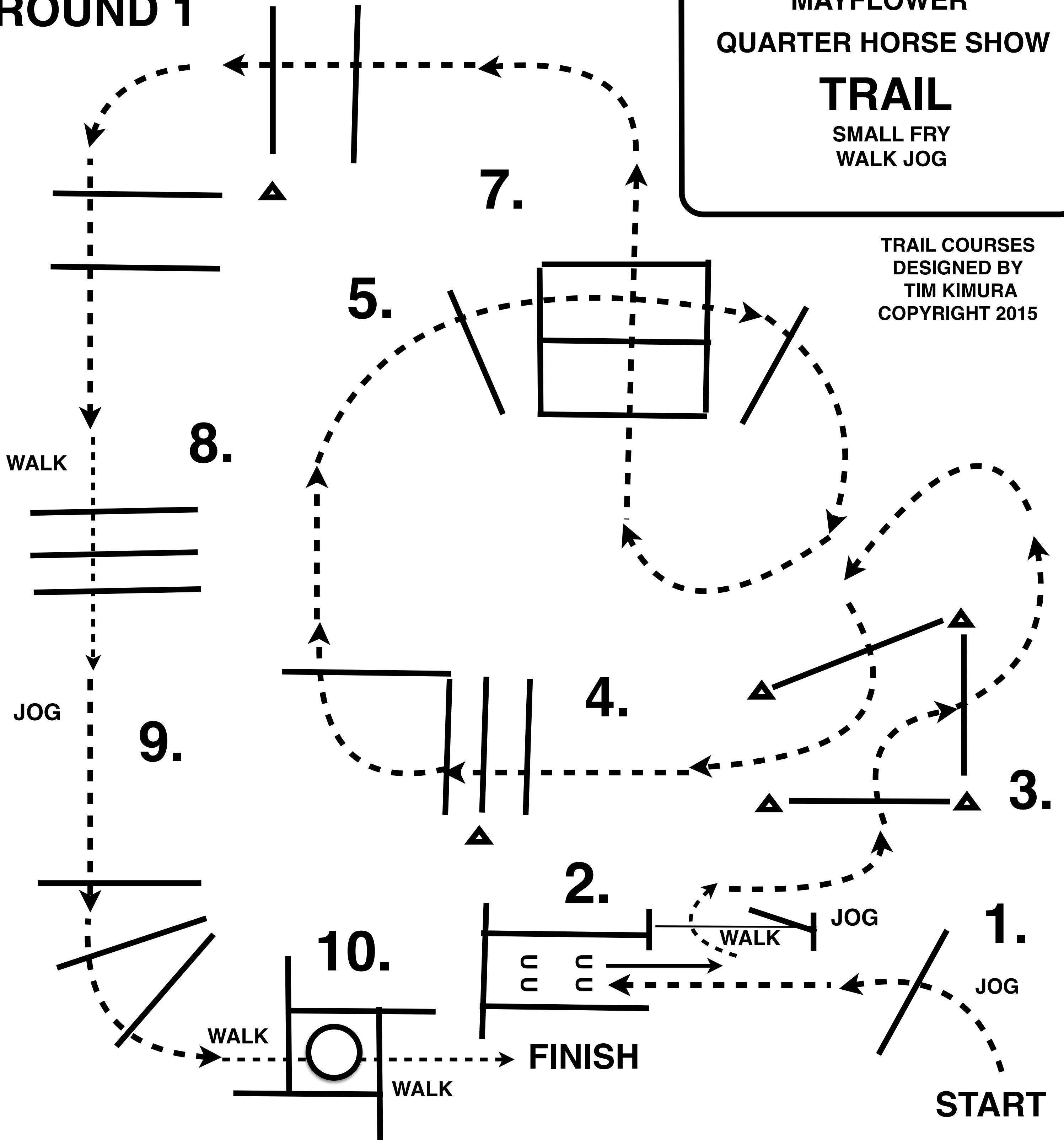


ROUND 1

MAYFLOWER
QUARTER HORSE SHOW
TRAIL
SMALL FRY
WALK JOG

TRAIL COURSES
DESIGNED BY
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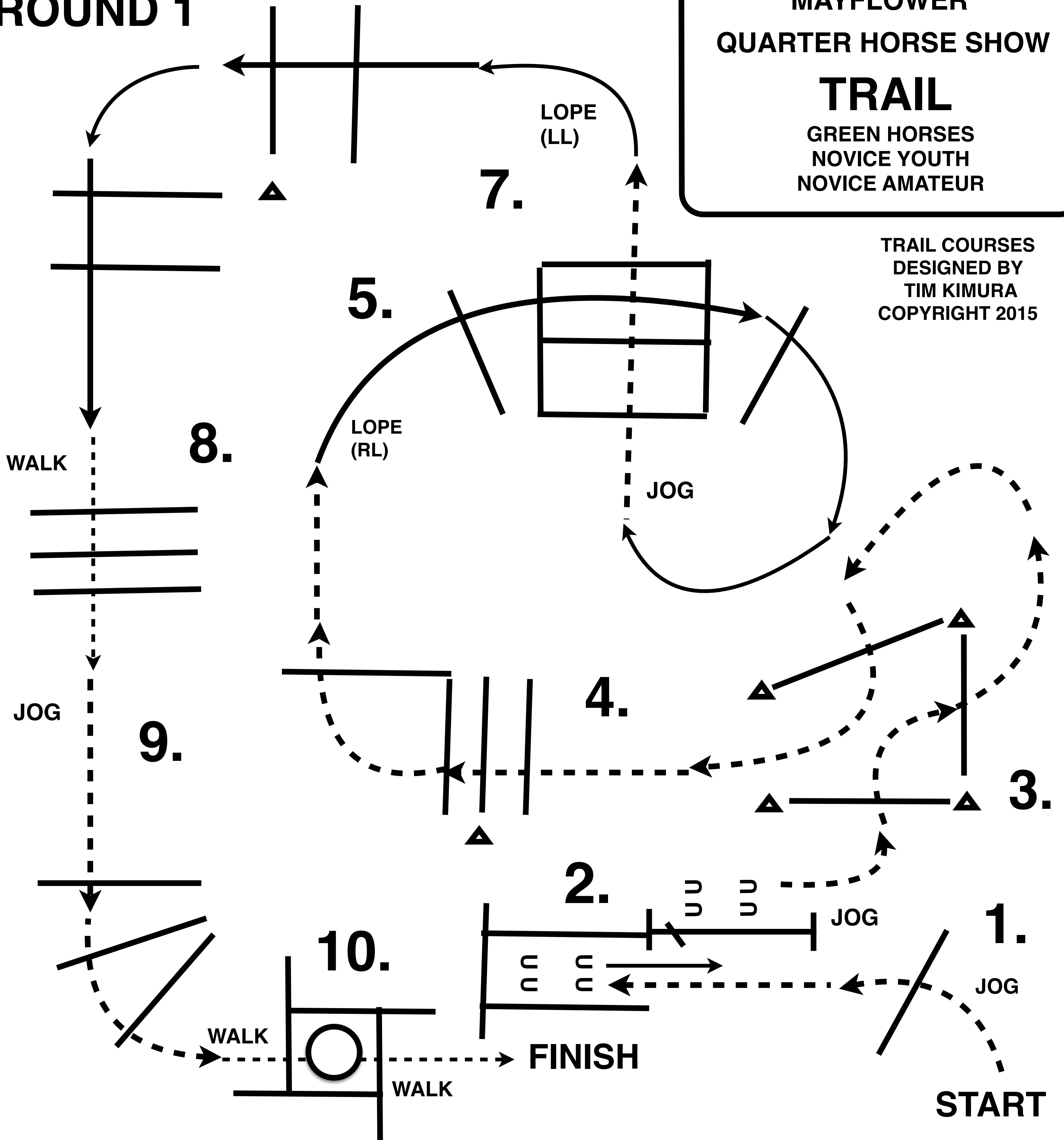
1. JOG OVER POLE, STOP BACK TO GATE.
2. GATE: WALK THRU OPEN GATE.
3. JOG THRU SERPENTINE.
4. JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. JOG OVER POLES.

7. LOPE OVER POLES (LL).
8. STOP OR BREAK TO WALK.
WALK OVER POLES.
9. JOG OVER POLES, JOG UP TO BOX.
10. STOP OR BREAK TO WALK WALK INTO
BOX. 360 TURN EITHER WAY. WALK OUT.

ROUND 1

MAYFLOWER
QUARTER HORSE SHOW
TRAIL
GREEN HORSES
NOVICE YOUTH
NOVICE AMATEUR

TRAIL COURSES
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1. JOG OVER POLE, STOP BACK TO GATE.
2. GATE: RH RIDE THRU CLOSE.
3. JOG THRU SERPENTINE.
4. JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. JOG OVER POLES.

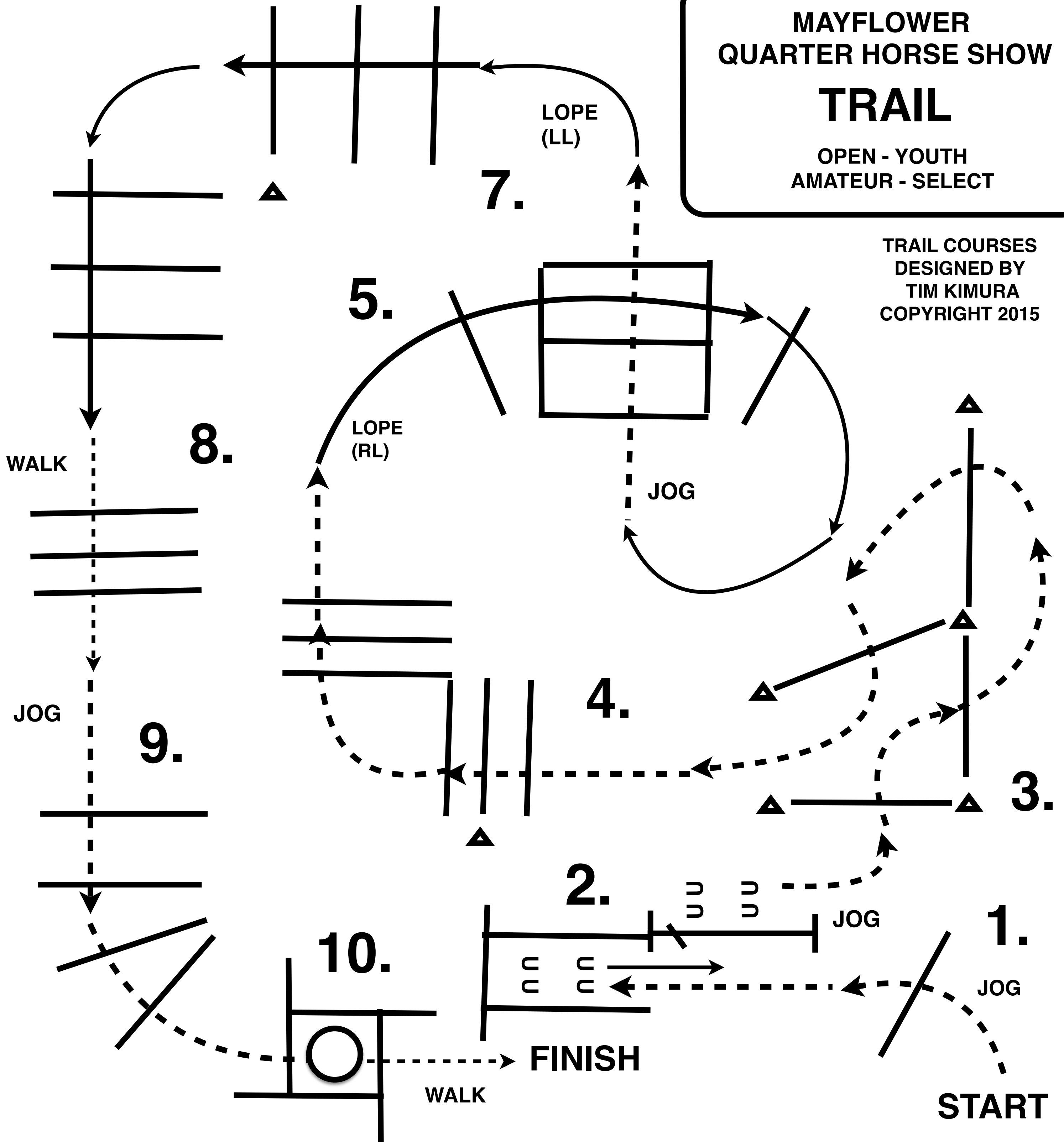
7. LOPE OVER POLES (LL).
8. STOP OR BREAK TO WALK,
WALK OVER POLES.
9. JOG OVER POLES, JOG UP TO BOX.
10. STOP OR BREAK TO WALK WALK INTO
BOX. 360 TURN EITHER WAY. WALK OUT.

ROUND 1

MAYFLOWER QUARTER HORSE SHOW TRAIL

OPEN - YOUTH
AMATEUR - SELECT

TRAIL COURSES
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1. JOG OVER POLE, STOP BACK TO GATE.
2. GATE: RH RIDE THRU CLOSE.
3. JOG THRU SERPENTINE.
4. JOG OVER POLES.
5. LOPE OVER POLES (RL)
6. JOG OVER POLES.

7. LOPE OVER POLES (LL).
8. STOP OR BREAK TO WALK,
WALK OVER POLES.
9. JOG OVER POLES, JOG INTO BOX.
10. BOX. 360 TURN EITHER WAY. WALK OUT.



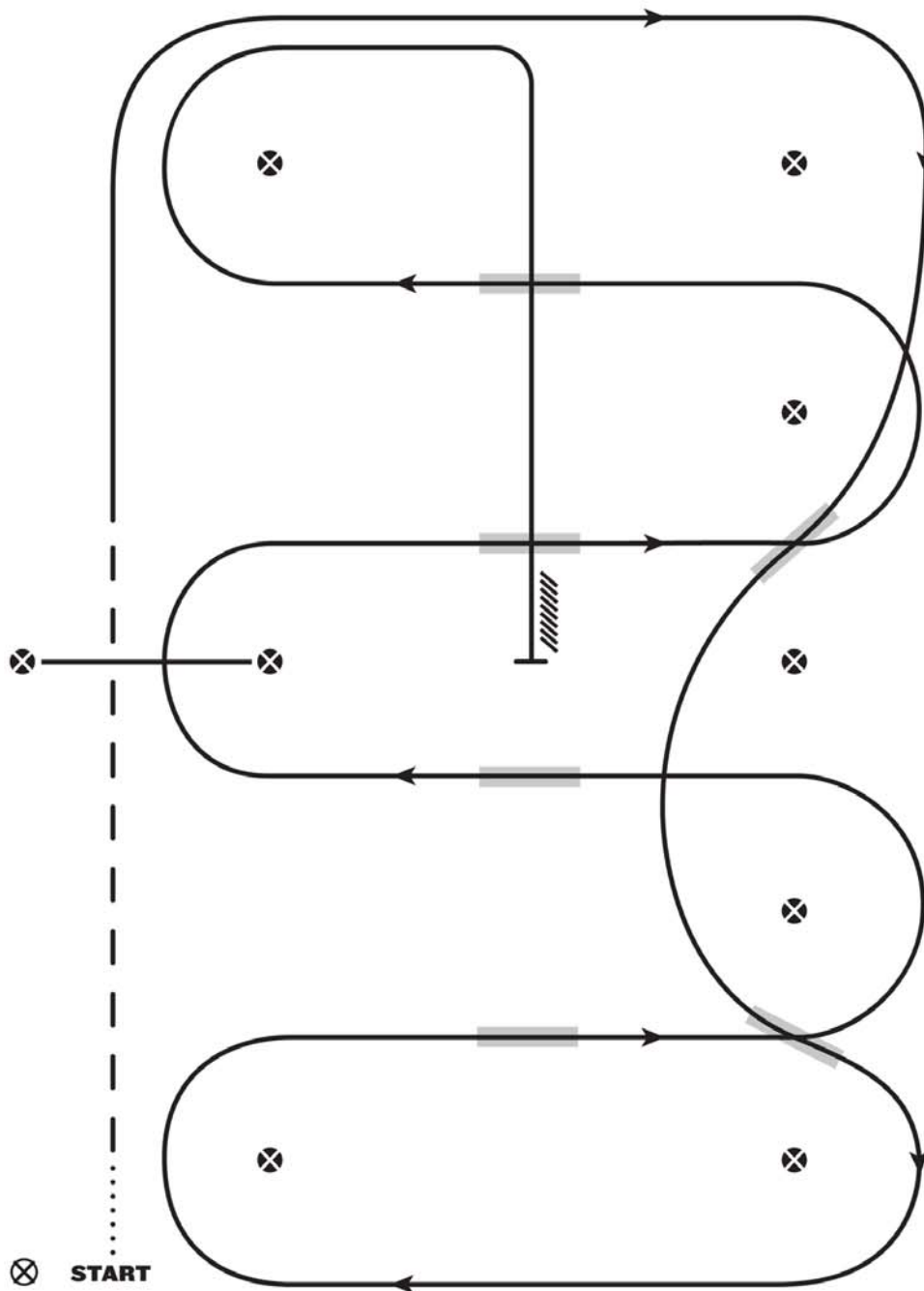
WESTERN RIDING

ALL LEVEL 1

THURSDAY ~ 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

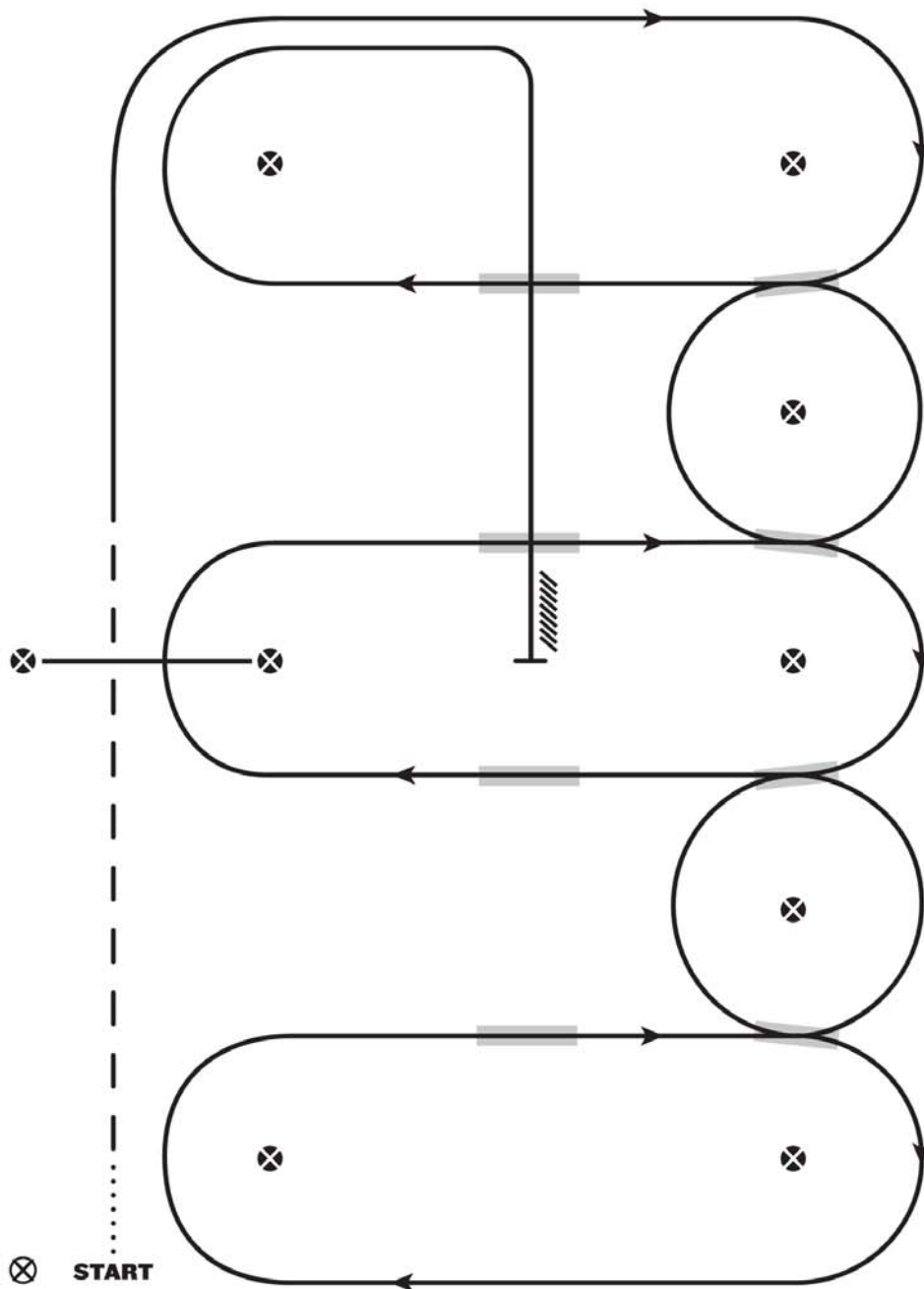


WESTERN RIDING

AMATEUR ~ OPEN ~ YOUTH

THURSDAY ~ 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



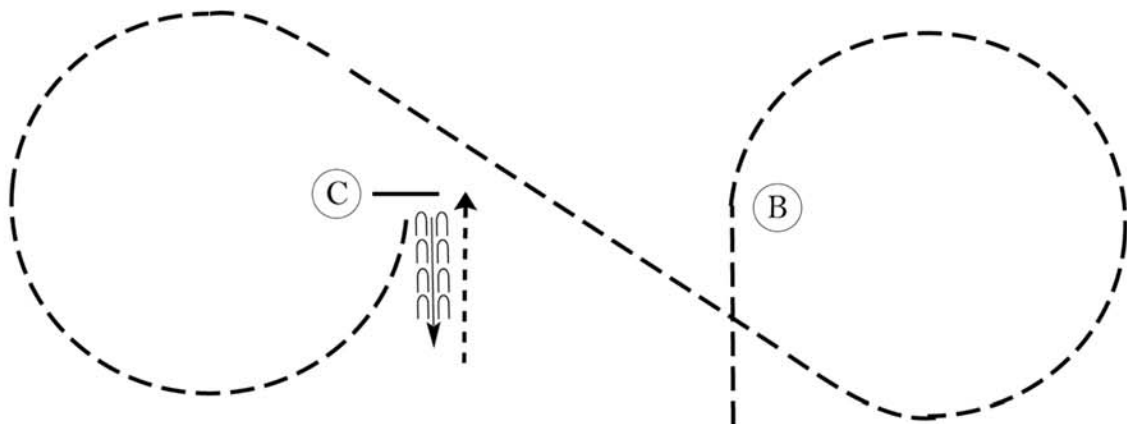
HUNT SEAT EQUITATION

ALL WALK TROT

THURSDAY

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www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

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



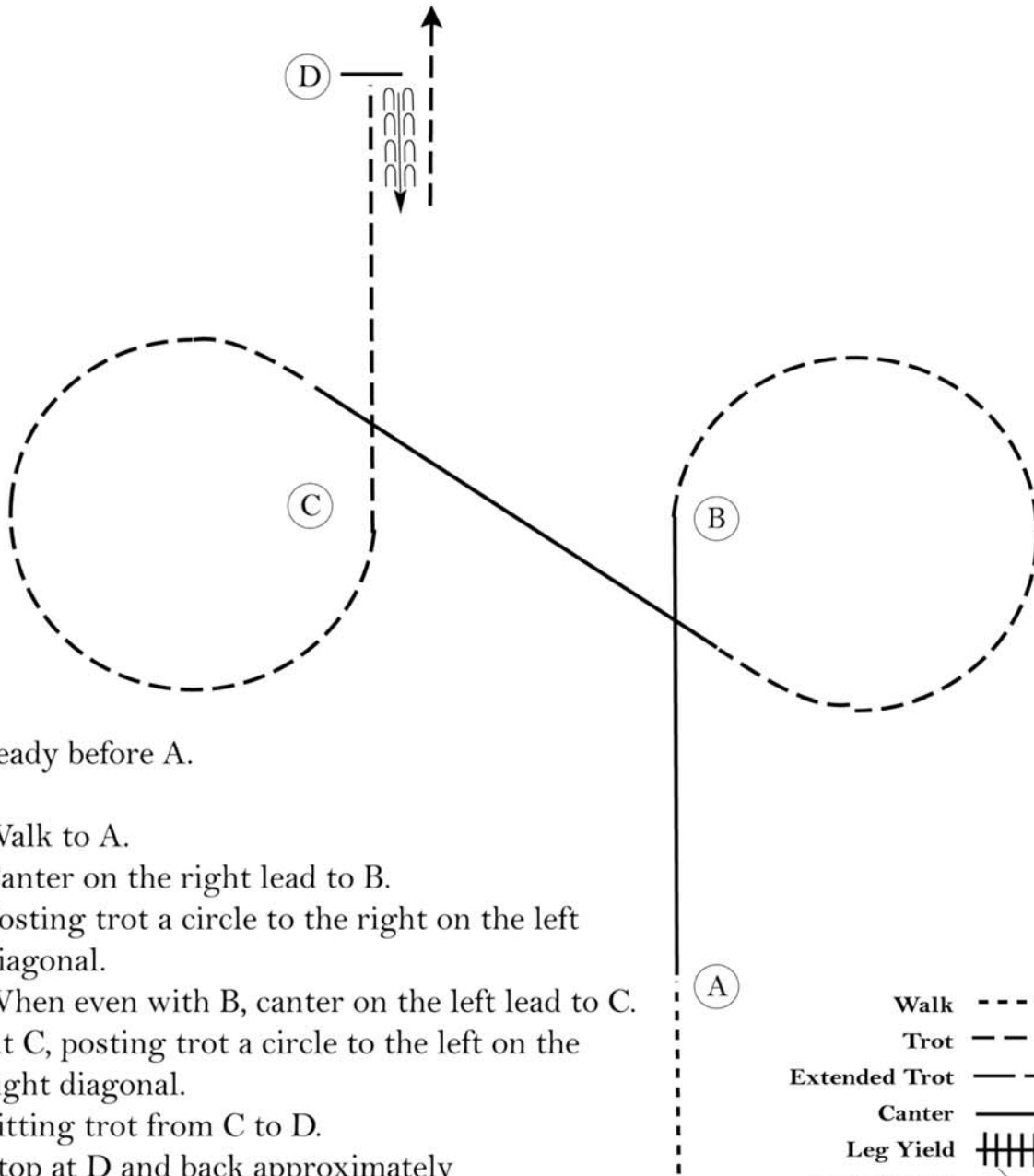
HUNT SEAT EQUITATION

ALL LEVEL 1

THURSDAY

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www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot a circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.

Follow the instructions of your ring steward.

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



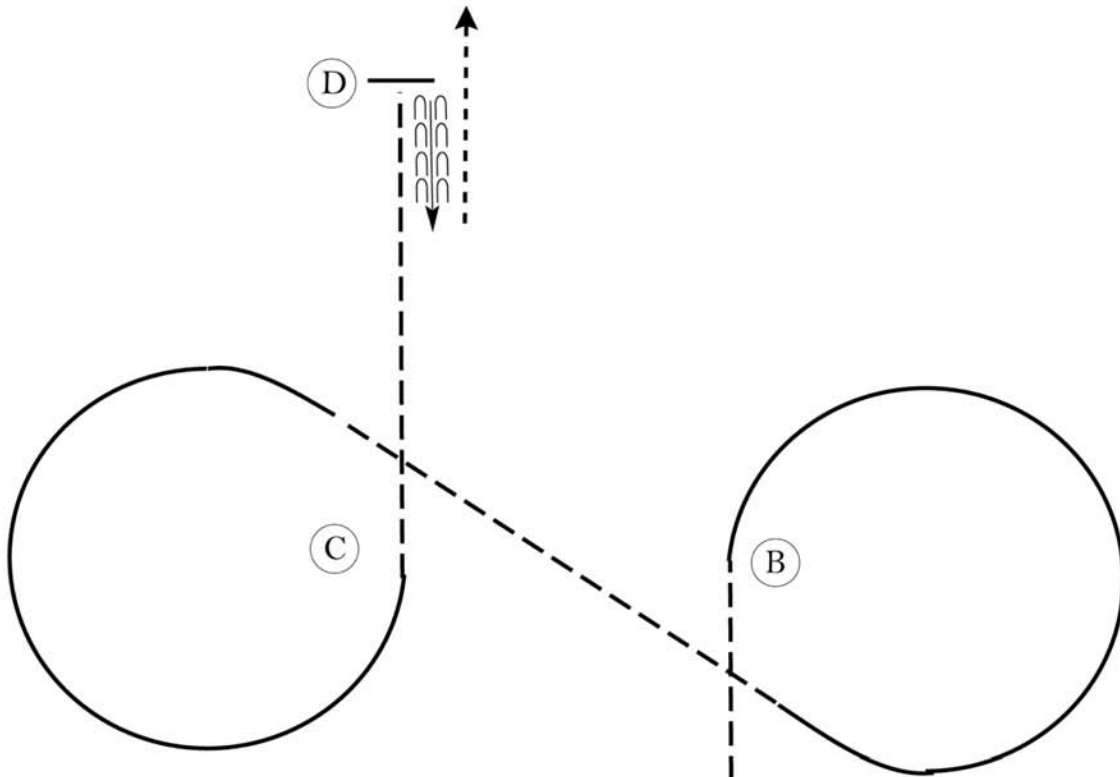
HUNT SEAT EQUITATION

AMATEUR ~ SELECT ~ YOUTH

THURSDAY

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www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.

Follow the instructions of your ring steward.

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



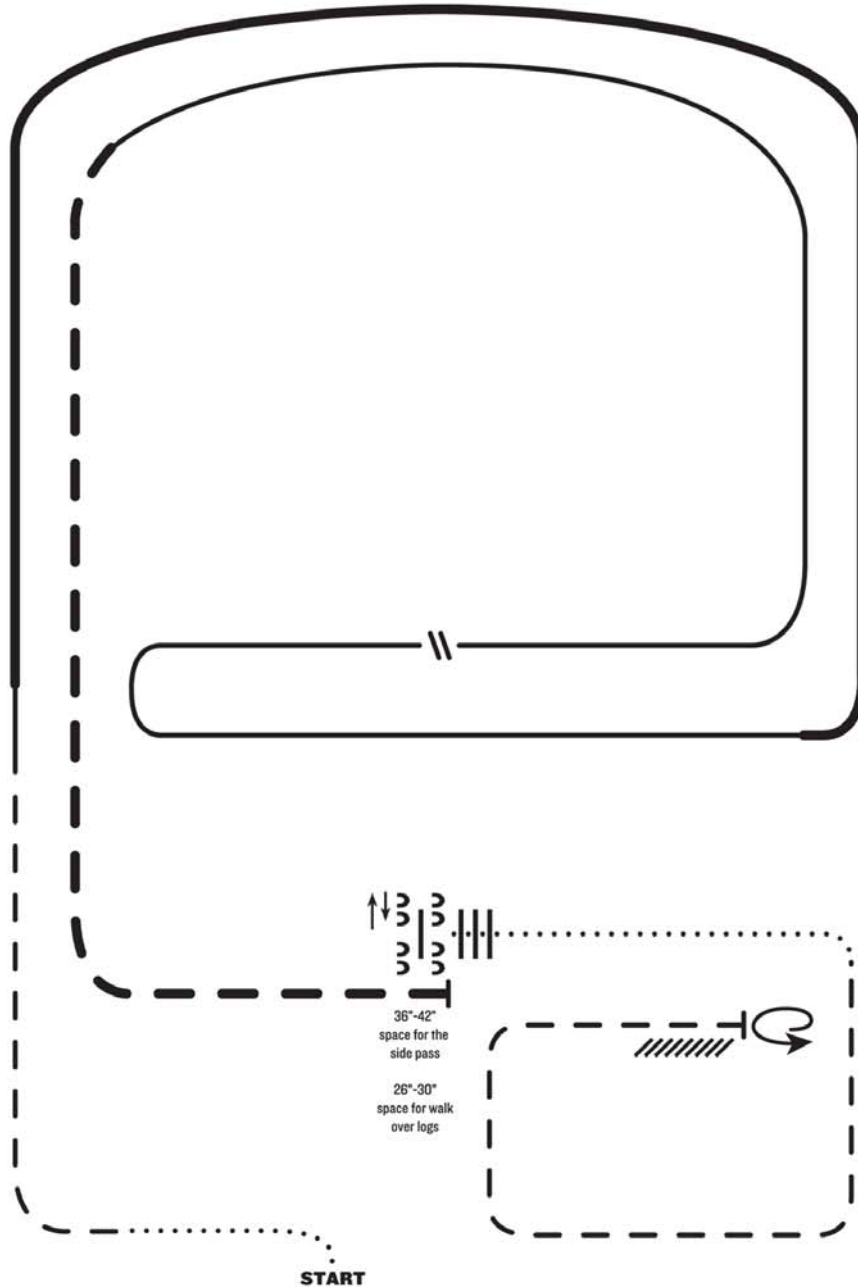
RANCH RIDING ~ ALL

WALK TROT (TROT WHERE LOPE)

THURSDAY ~ PATTERN 4

LEGEND

.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
	Lead Change



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

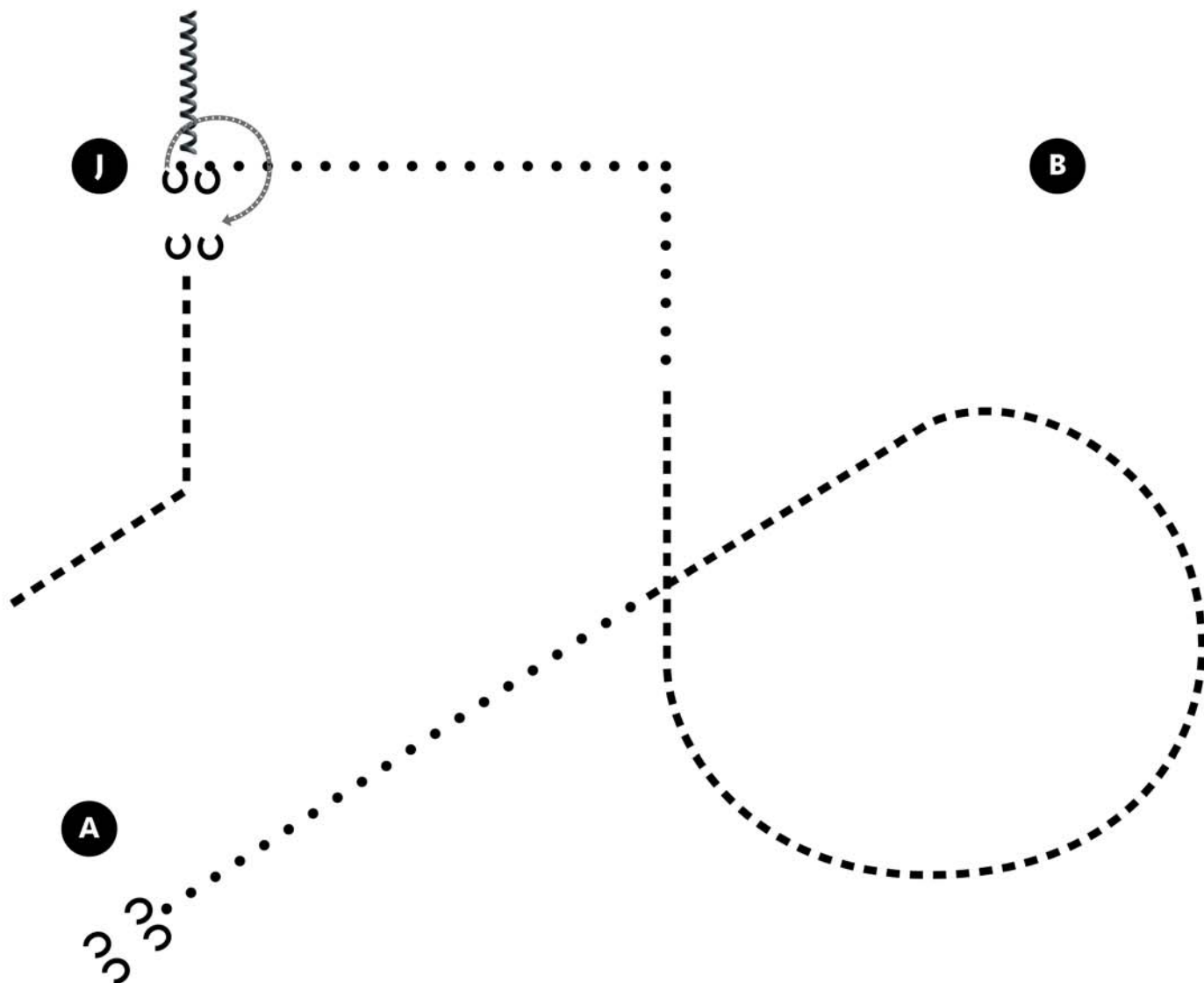
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



SHOWMANSHIP

ALL WALK TROT

FRIDAY



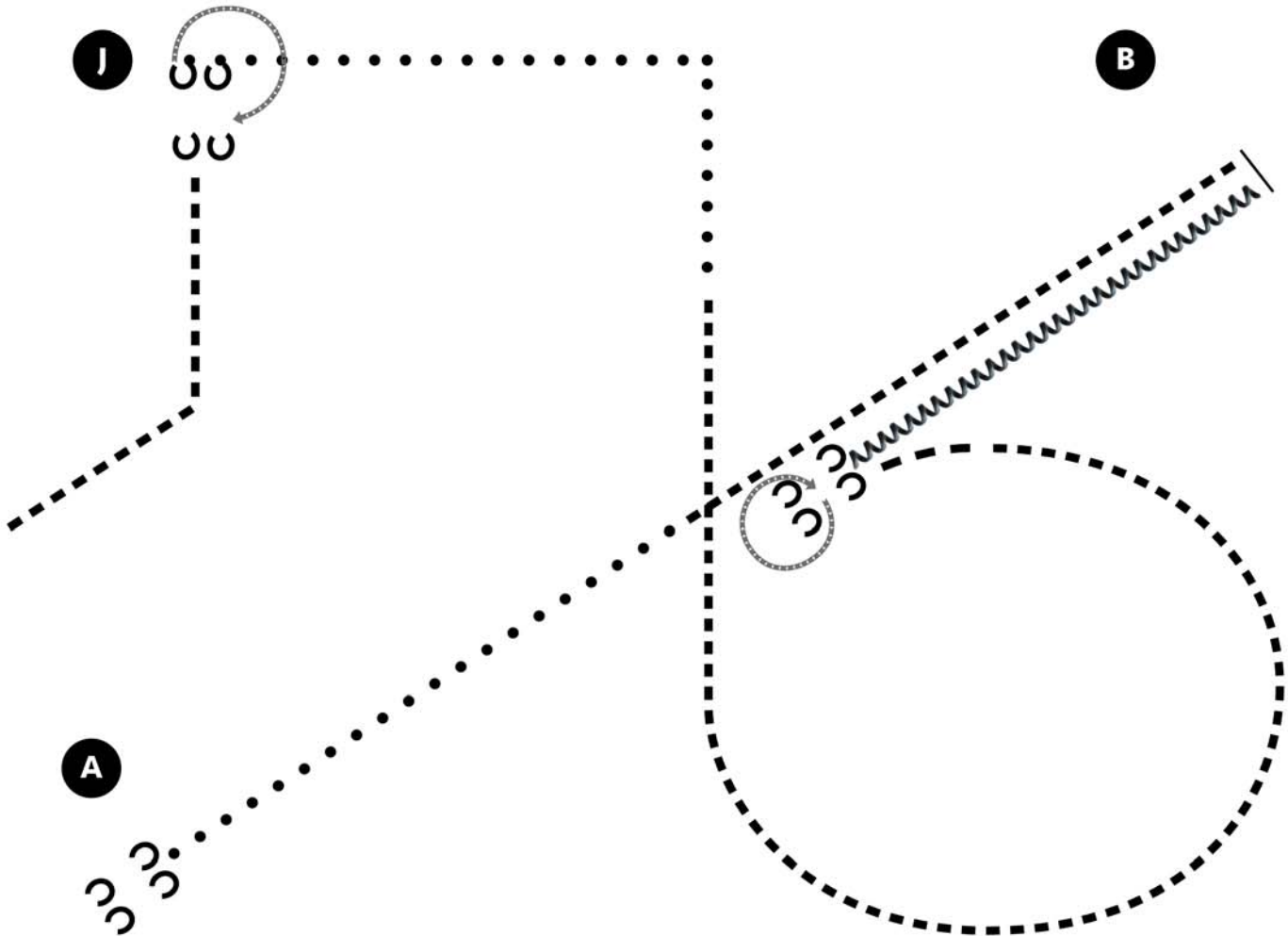
Begin Setup at A

1. Walk at least approximately 1/2 way to B
2. Trot a partial circle and up center
3. Break to a walk, square corner left to judge.
4. Stop, perform a 3/4 Turn
5. Set Up
6. Inspection
7. Back 1 horse length
8. Trot to exit as drawn

SHOWMANSHIP

ALL LEVEL 1

FRIDAY



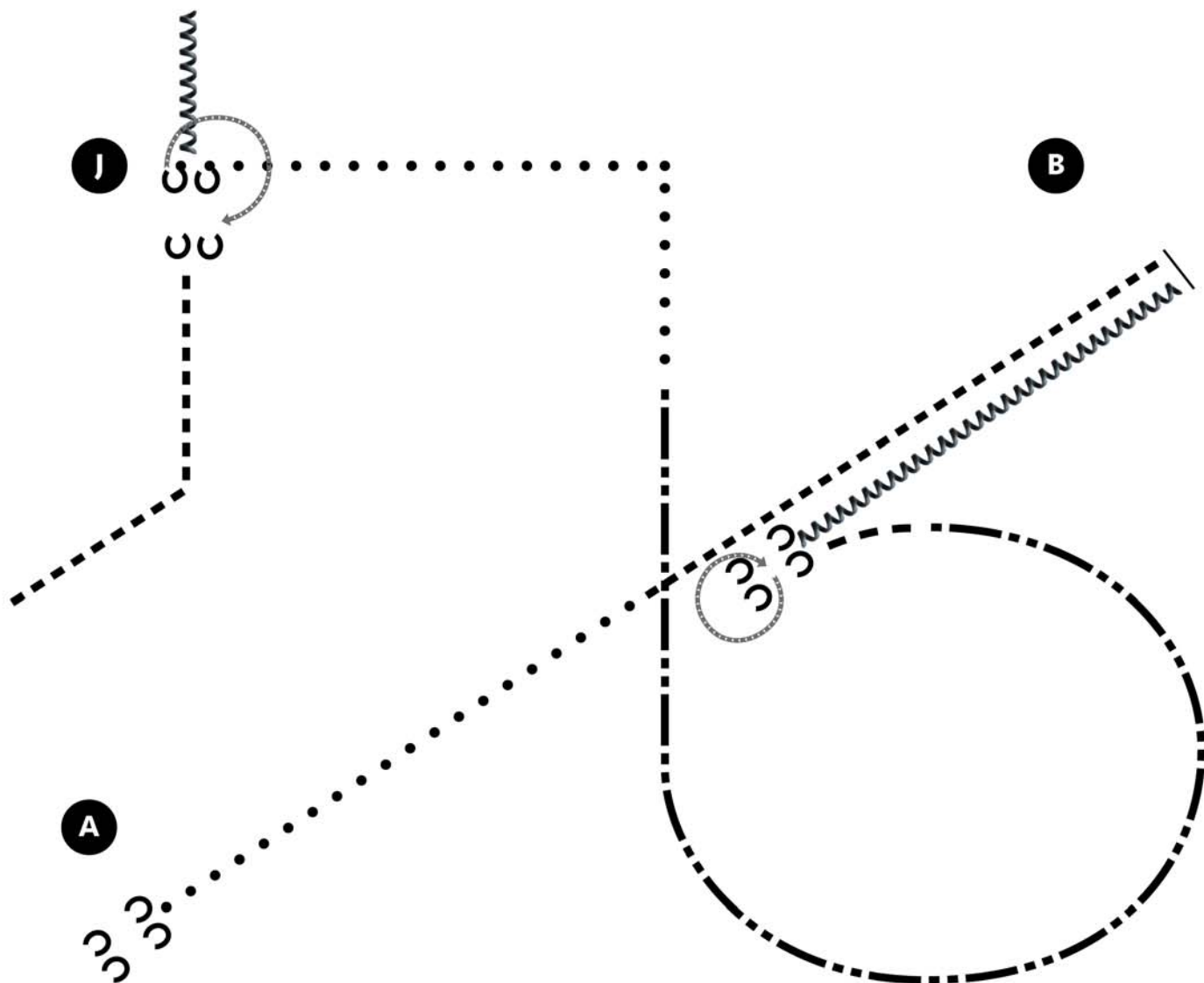
Begin Setup at A

1. Walk at least approximately 1/2 way and then trot the remainder of the line to B
2. At B Stop and Back straight to center
3. Set Up, hesitate to demonstrate completion
4. Complete a 360° Turn
5. Trot a Circle as drawn and up center
6. Break to a walk, square corner left to judge.
7. Stop, preform a 3/4 Turn
8. Set Up
9. Inspection
10. trot to exit as drawn



SHOWMANSHIP

AMATEUR ~ SELECT ~ YOUTH
FRIDAY



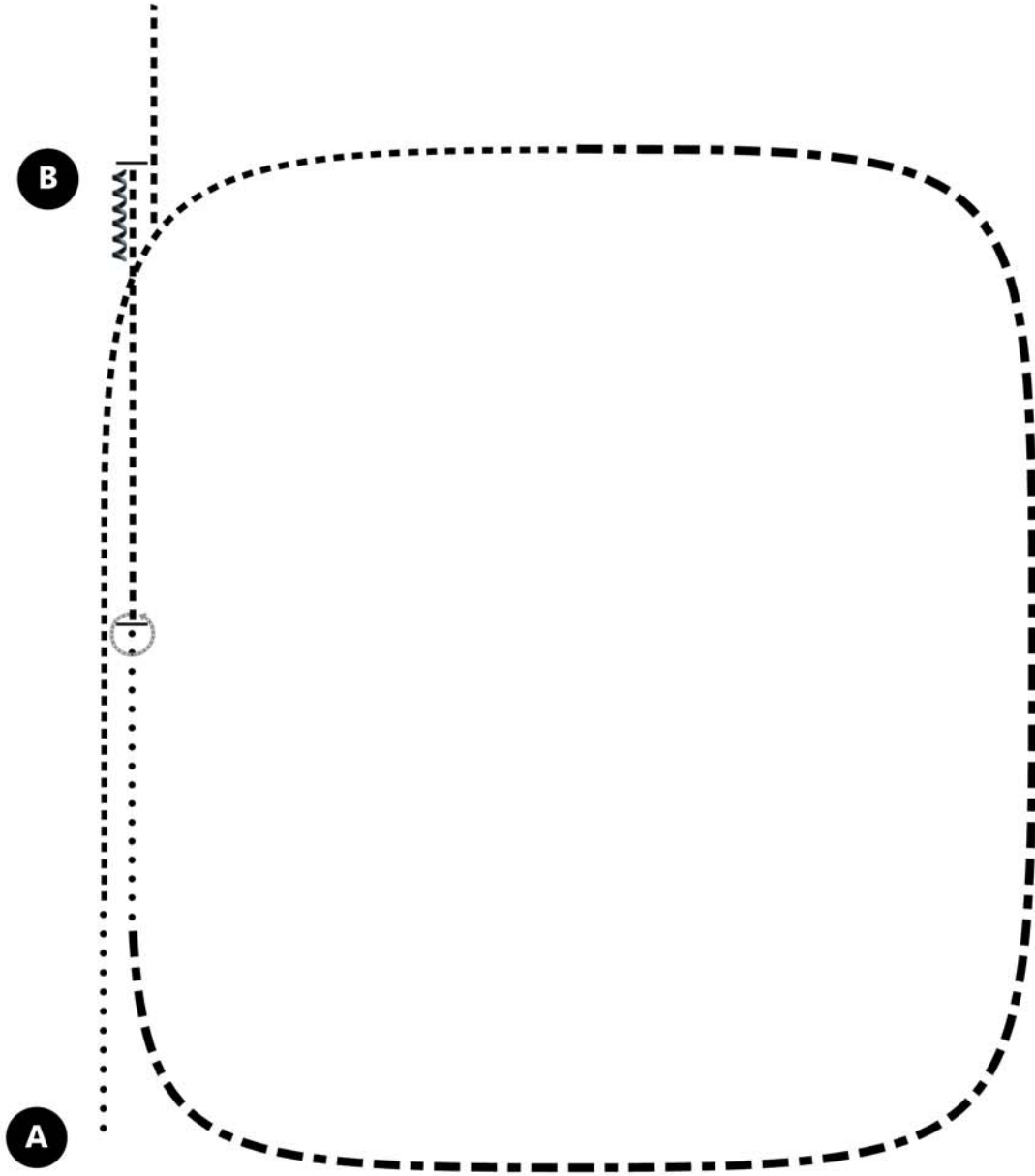
Begin Setup at A

1. Walk at least approximately 1/2 way and then trot the remainder of the line to B
2. At B Stop and Back straight to center
3. Set Up, hesitate to demonstrate completion
4. Complete a 360° Turn
5. Start circle as drawn at a trot building to an extended trot
6. Break to a walk, square corner left to judge.
7. Stop, perform a 3/4 Turn
8. Set Up
9. Inspection
10. Back 1 horse length and trot to exit as drawn



HORSEMANSHIP

SMALL FRY ~ ALL WALK TROT
FRIDAY



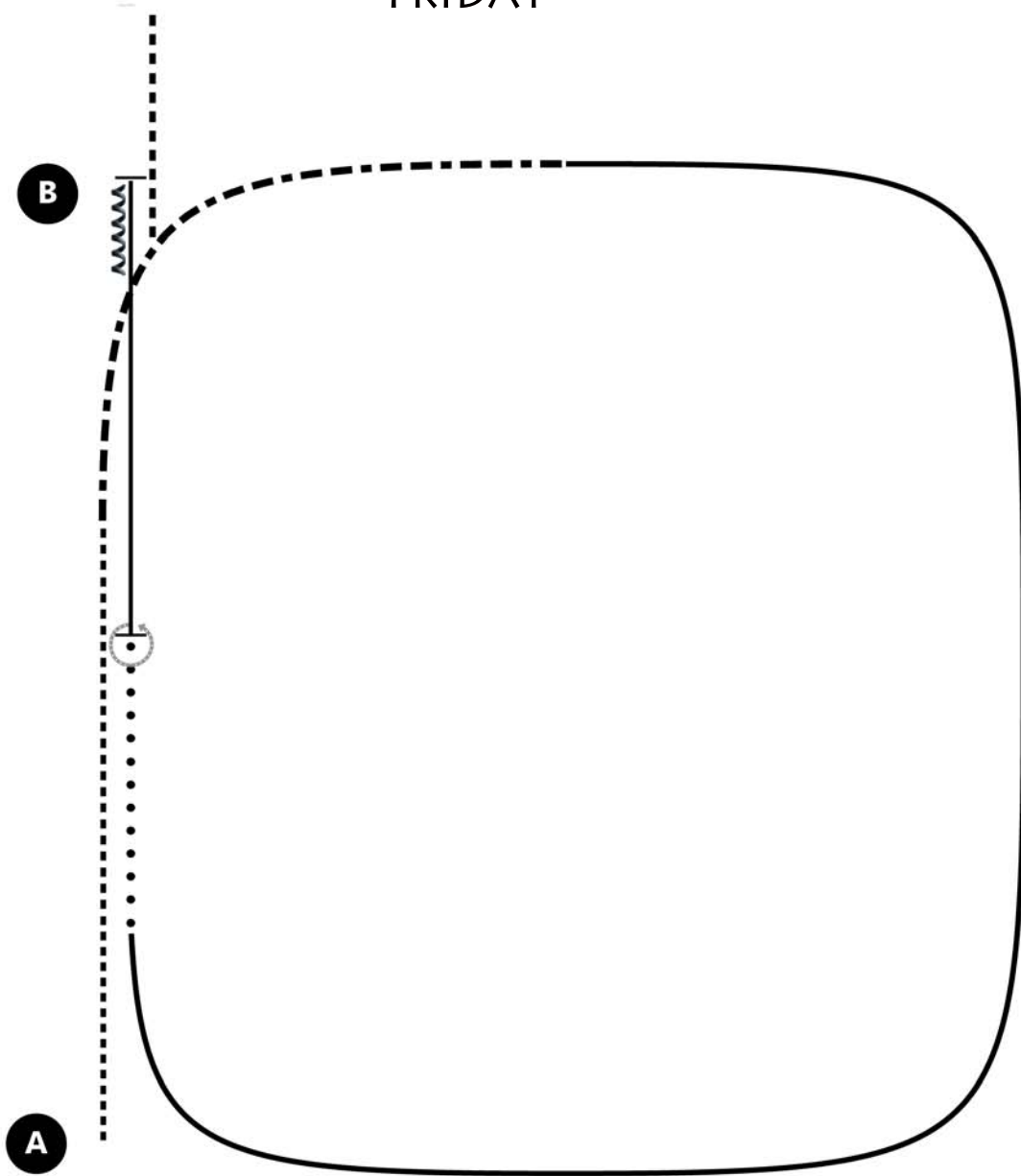
Be Ready at marker A

1. Walk atleast 2 horse lengths
2. Jog to B and start a large rectangle
3. Build to an extended trot
4. Break to Walk as drawn (at least 2-3 horse lengths)
5. Stop, 360° Left
6. Jog to marker B
7. Stop and Back atleast 1 horse length
8. Jog to exit

HORSEMANSHIP

ALL LEVEL 1

FRIDAY



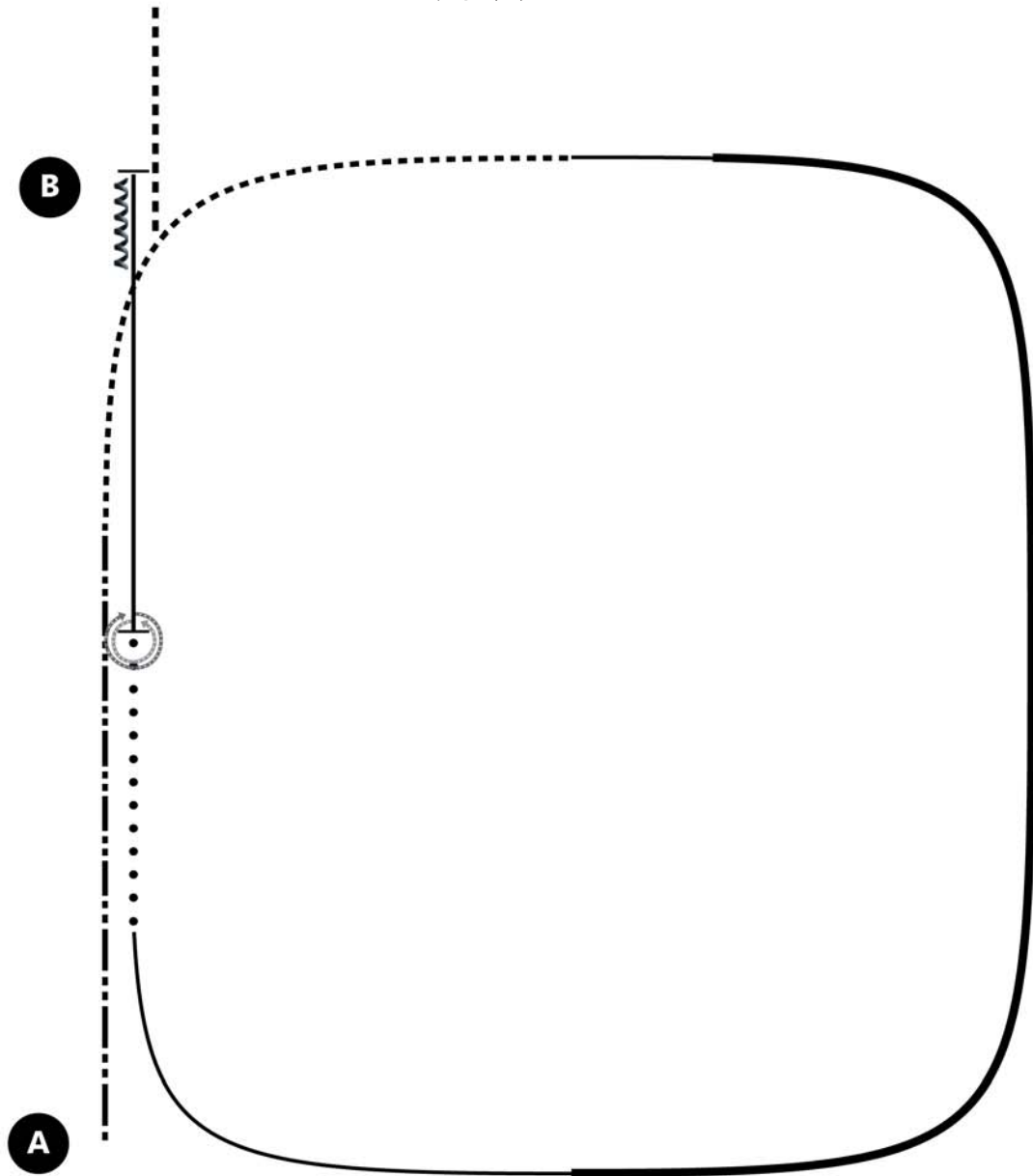
Be Ready at marker A

1. Start at a Jog
2. Build to an Extended Trot and start a large rectangle
3. Pick up a Right Lead forward lope
4. Break to Walk as drawn (at least 2-3 horse lengths)
5. stop, 360° Left
6. Lope Left Lead to marker B
7. Stop and Back at least 1 horse length
8. Jog to exit

HORSEMANSHIP

AMATEUR ~ YOUTH

FRIDAY



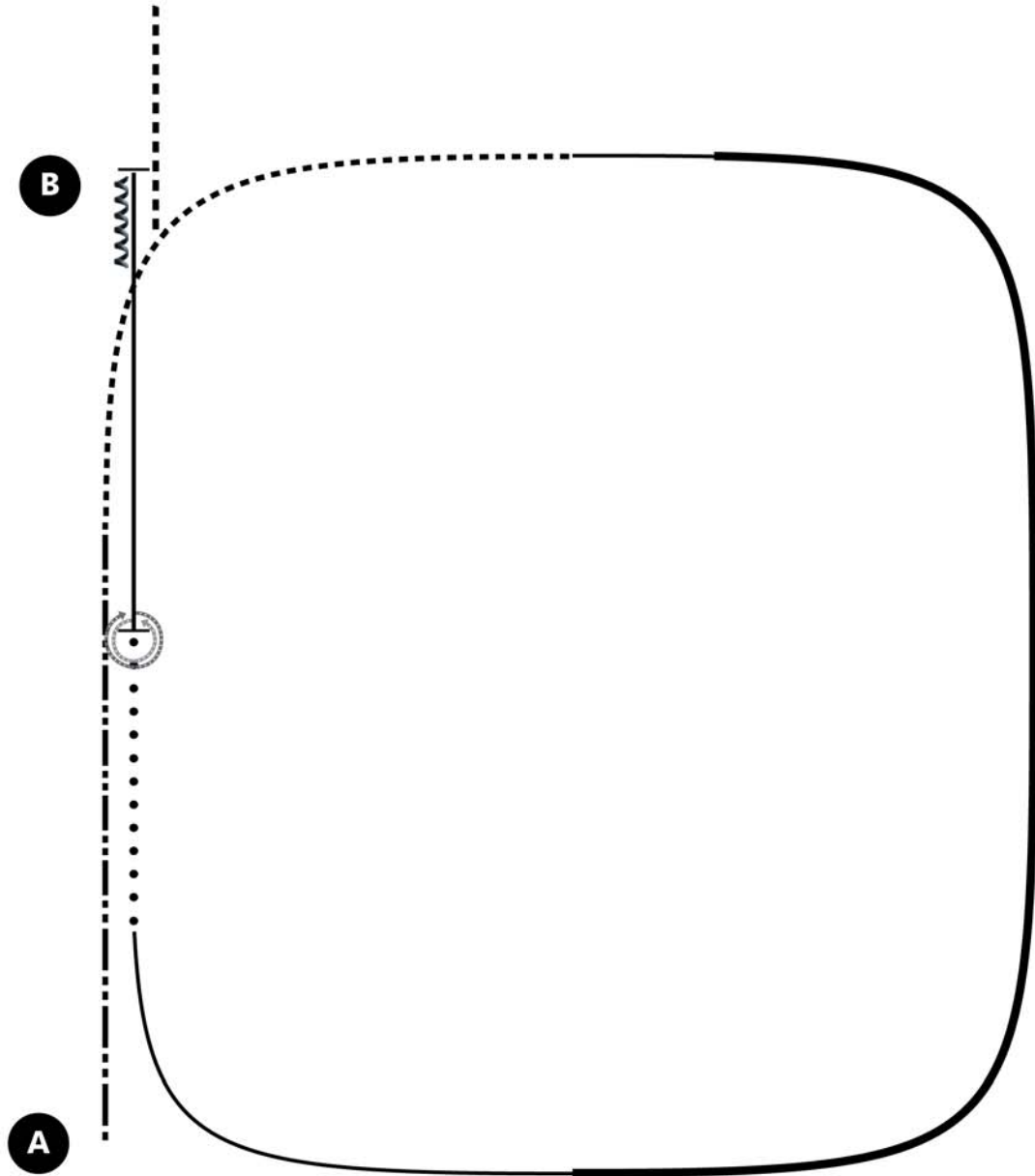
Be Ready at marker A

1. Start at a Extended trot
2. Collect jog ***Drop Stirrups*** and start a large rectangle
3. Pick up a Right Lead moving into an extended lope
4. Collect Lope
5. Break to Walk as drawn (at least 2-3 horse lengths)
6. stop, 360° Right
7. 360° Left
8. Lope LeftLead to marker B
9. Stop and Back at least 1 horse length
10. ***Pickup stirrups*** and Jog to exit

HORSEMANSHIP

AMATEUR SELECT

FRIDAY



Be Ready at marker A

1. Start at a Extended trot
2. Collect jog and start a large rectangle
3. Pick up a Right Lead moving into an extended lope
4. Collect Lope
5. Break to Walk as drawn (at least 2-3 horse lengths)
6. stop, 360° Right
7. 360° Left
8. Lope Left Lead to marker B
9. Stop and Back atleast 1 horse length
10. Jog to exit

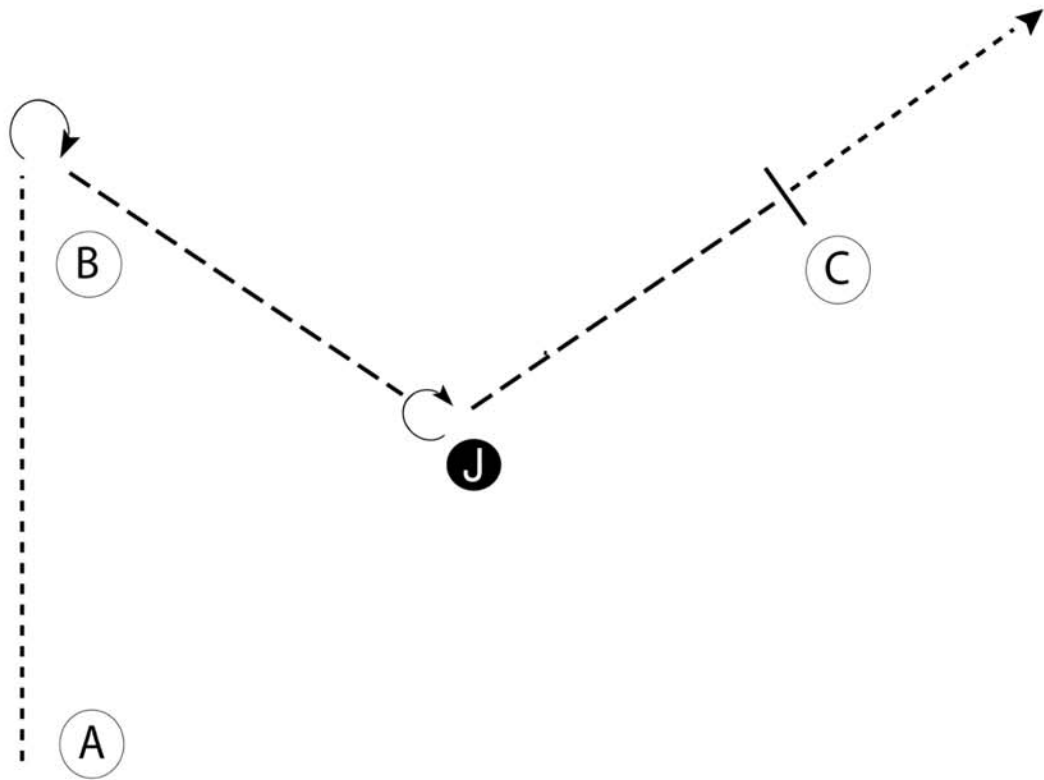


SHOWMANSHIP

9 & UNDER
SATURDAY

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 to and past B.
2. Stop past B, turn 135 degrees and trot to judge.
3. Stop and set up for inspection.
4. When dismissed, do a 3/4 turn and trot to C.
5. Stop at C. When dismissed, walk straight away from C to exit.

Walk	-----
Trot	- - - - -
Back	←
Marker	⊙ B
Judge	● J

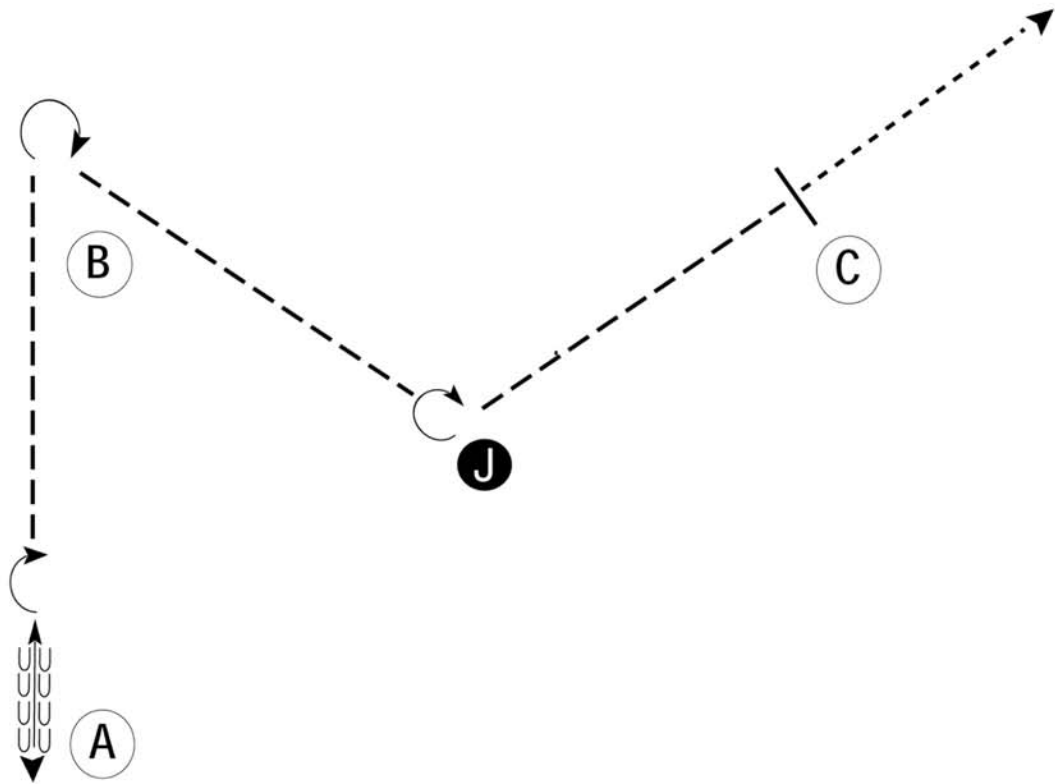


SHOWMANSHIP

ALL EXCEPT 9 & UNDER
SATURDAY

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 facing away from B.

1. Back one horse length from A.
2. Turn 180 degrees and trot past B.
3. Stop past B, turn 135 degrees and trot to judge.
4. Stop and set up for inspection.
5. When dismissed, do a 3/4 turn and trot to C.
6. Stop at C. When dismissed, walk straight away from C to exit.

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

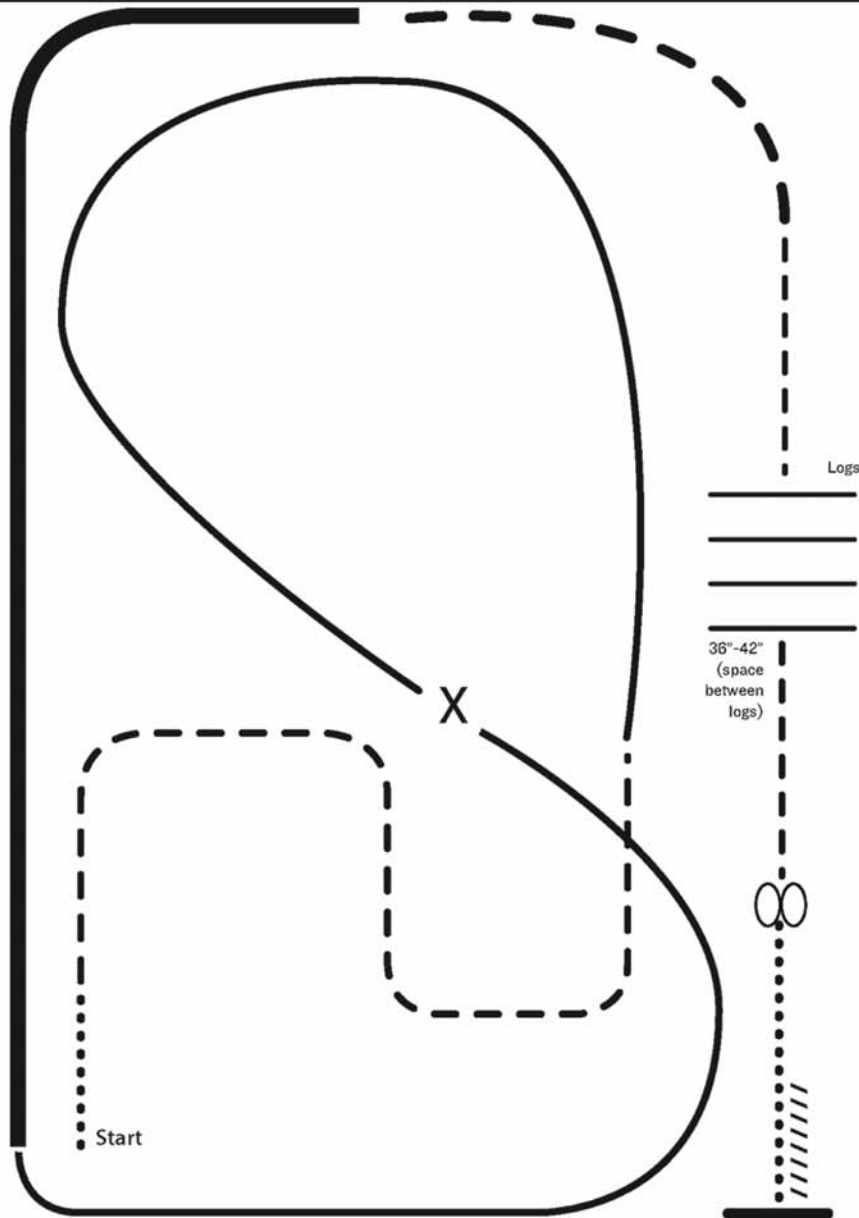


RANCH RIDING ~ ALL

WALK TROT ~ EXTEND TROT WHEN LOPE
SATURDAY ~ PATTERN 3

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

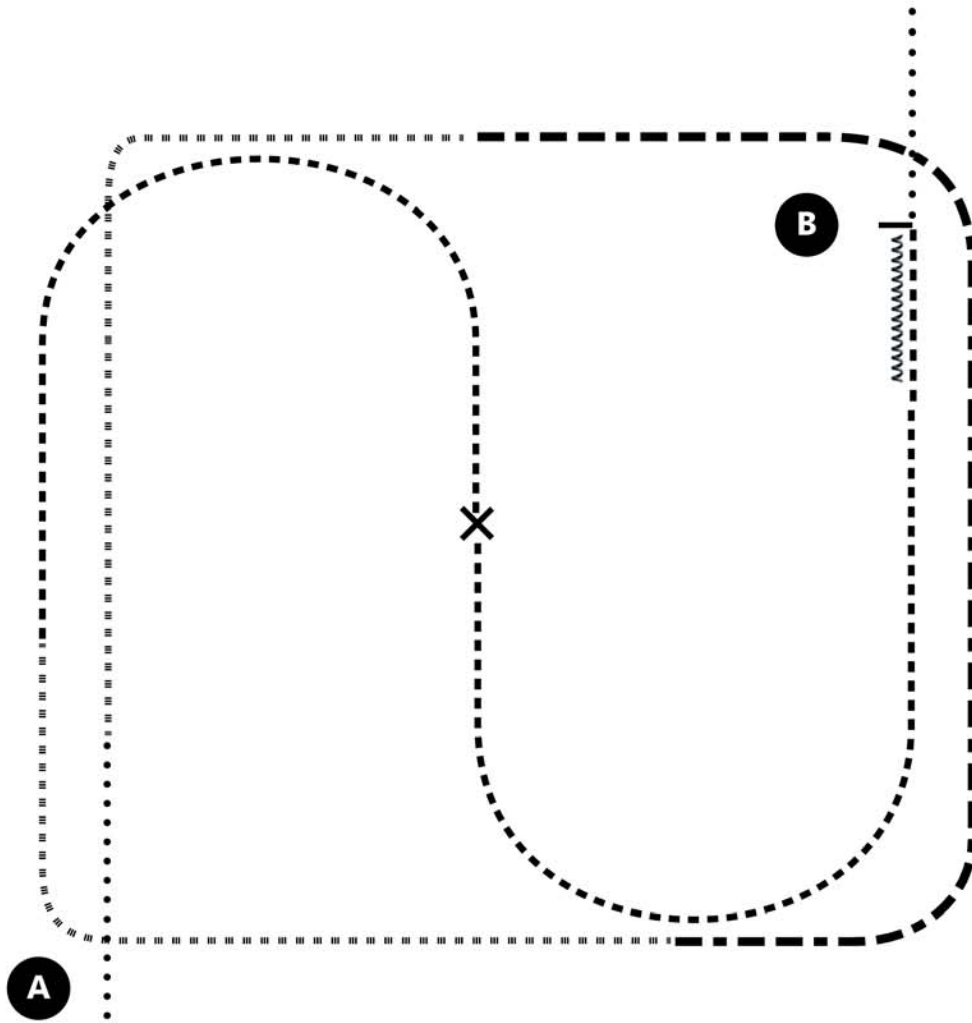
- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around 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)
- II. Walk, stop and back



HUNT SEAT EQUITATION

SMALL FRY ~ ALL WALK TROT

SATURDAY



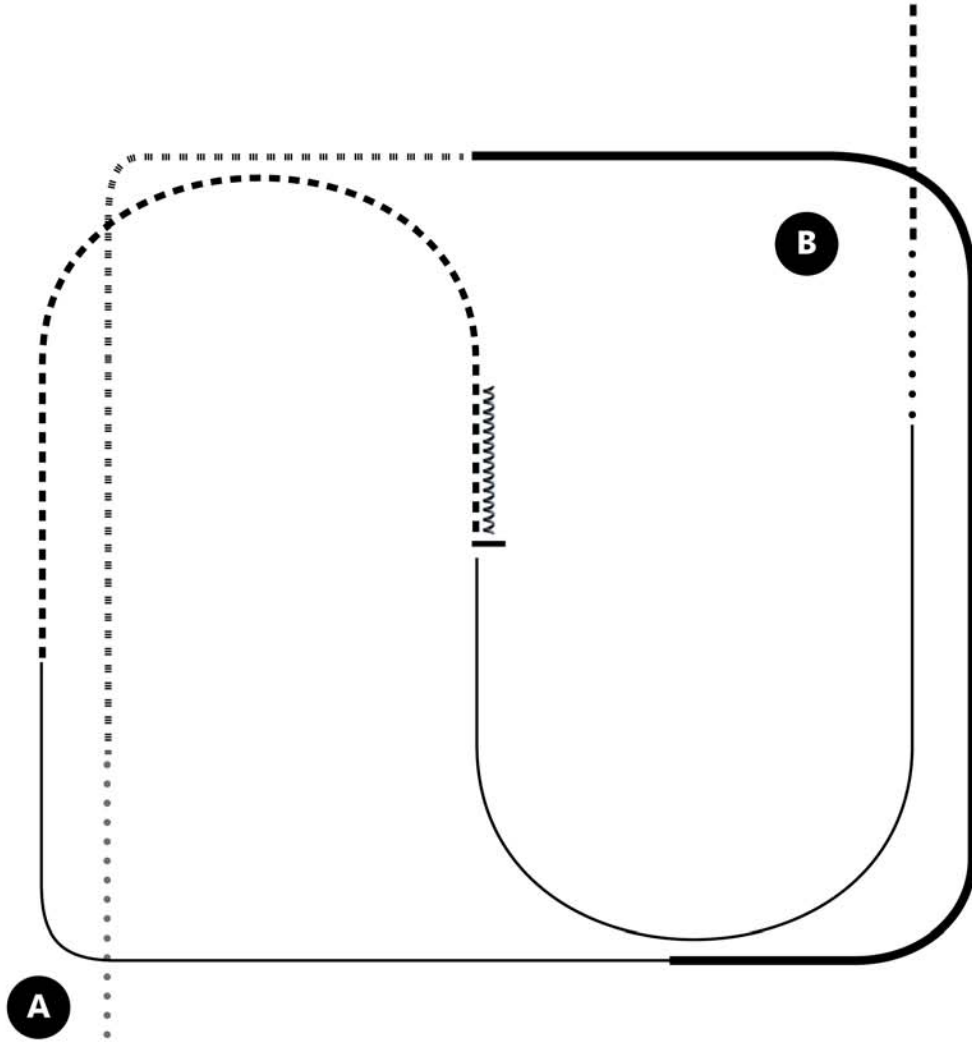
1. Begin at a walk moving into a sitting trot as drawn 1/2 way to B
2. 2pt trot around B towards A
3. Sitting Trot as drawn
4. Posting Trot Left Diagonal
5. Change Diagonals and post on Right Diagonal to B as drawn
6. Halt
7. Back
8. Walk to line up



HUNT SEAT EQUITATION

ALL LEVEL 1

SATURDAY



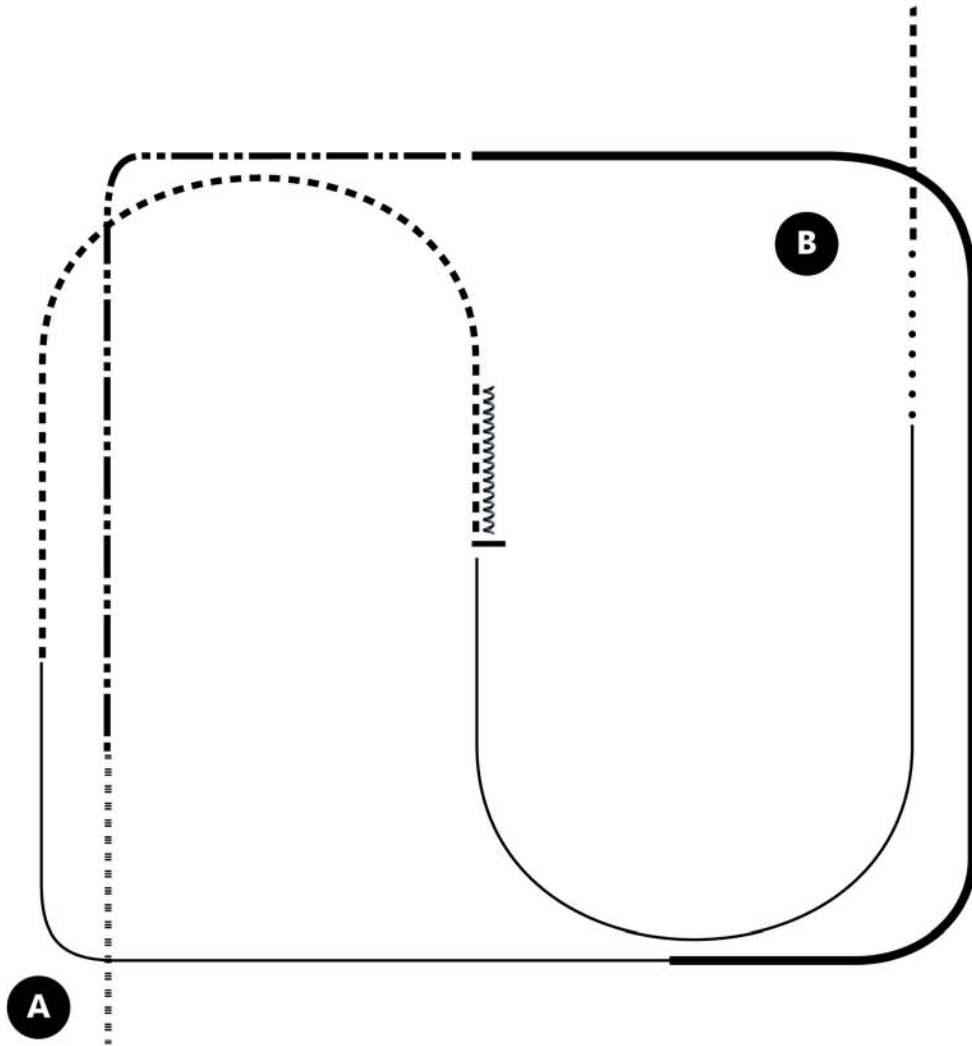
1. Begin at a walk moving into a sitting trot as drawn 1/2 way to B
2. Pickup Right lead moving into a Forward Canter as drawn
3. collect and canter Right lead as drawn
4. Posting Trot Left Diagonal
5. Halt
6. Back
7. Canter Left Lead
8. Break to walk
9. Right Diagonal to exit



HUNT SEAT EQUITATION

AMATEUR ~ SELECT ~ YOUTH

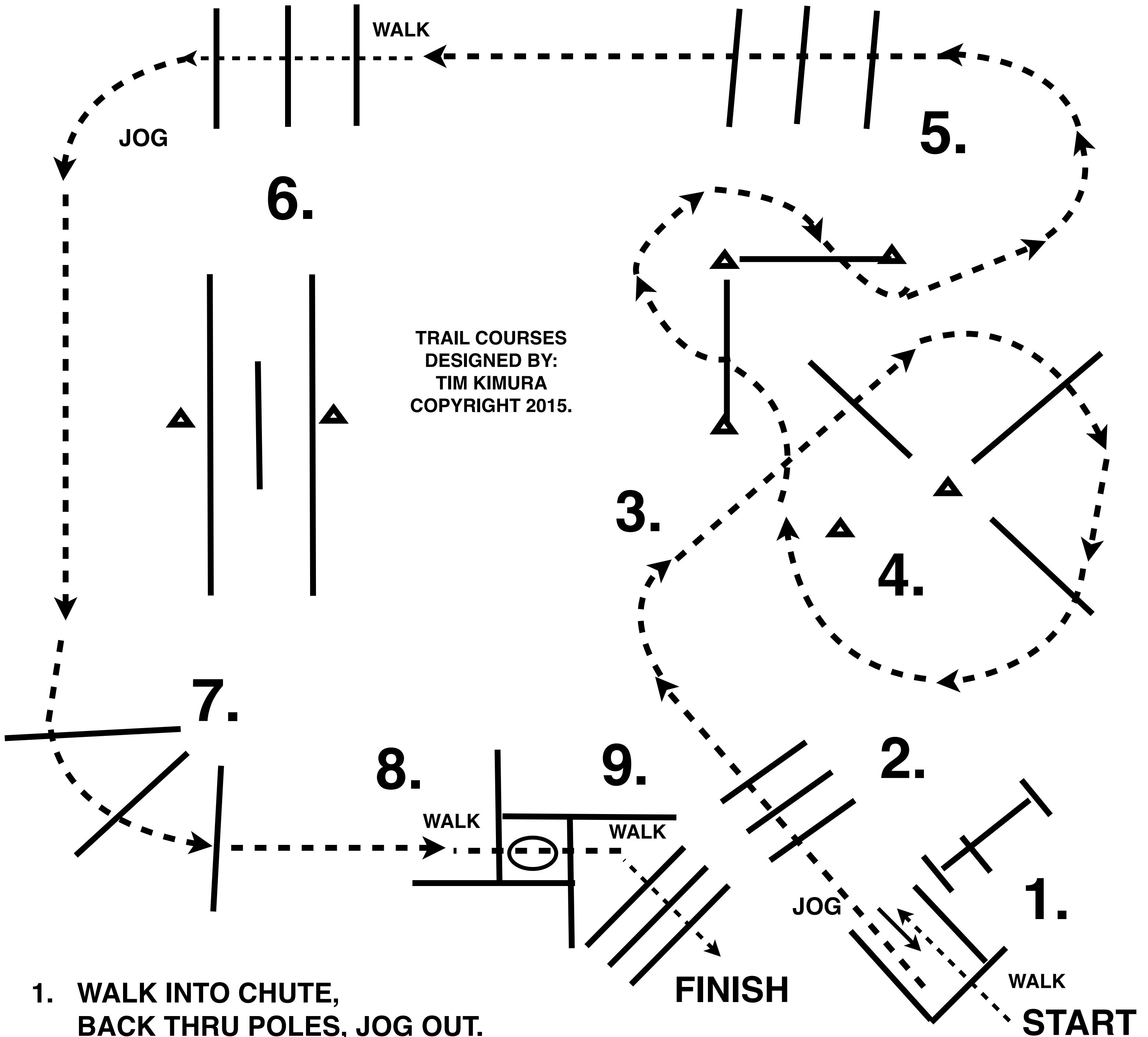
SATURDAY



1. Begin at a sitting trot moving up to a 2pt position 1/2 way to B
2. Pickup Right lead moving into a Hand Gallop as drawn
3. collect and canter Right lead as drawn
4. Posting Trot Left Diagonal
5. Halt
6. Back
7. Canter Left Lead
8. Break to walk
9. Right Diagonal to exit

**MAYFLOWER QH SHOW
ROUND 2**

**TRAIL:
SMALL FRY
WALK JOG**

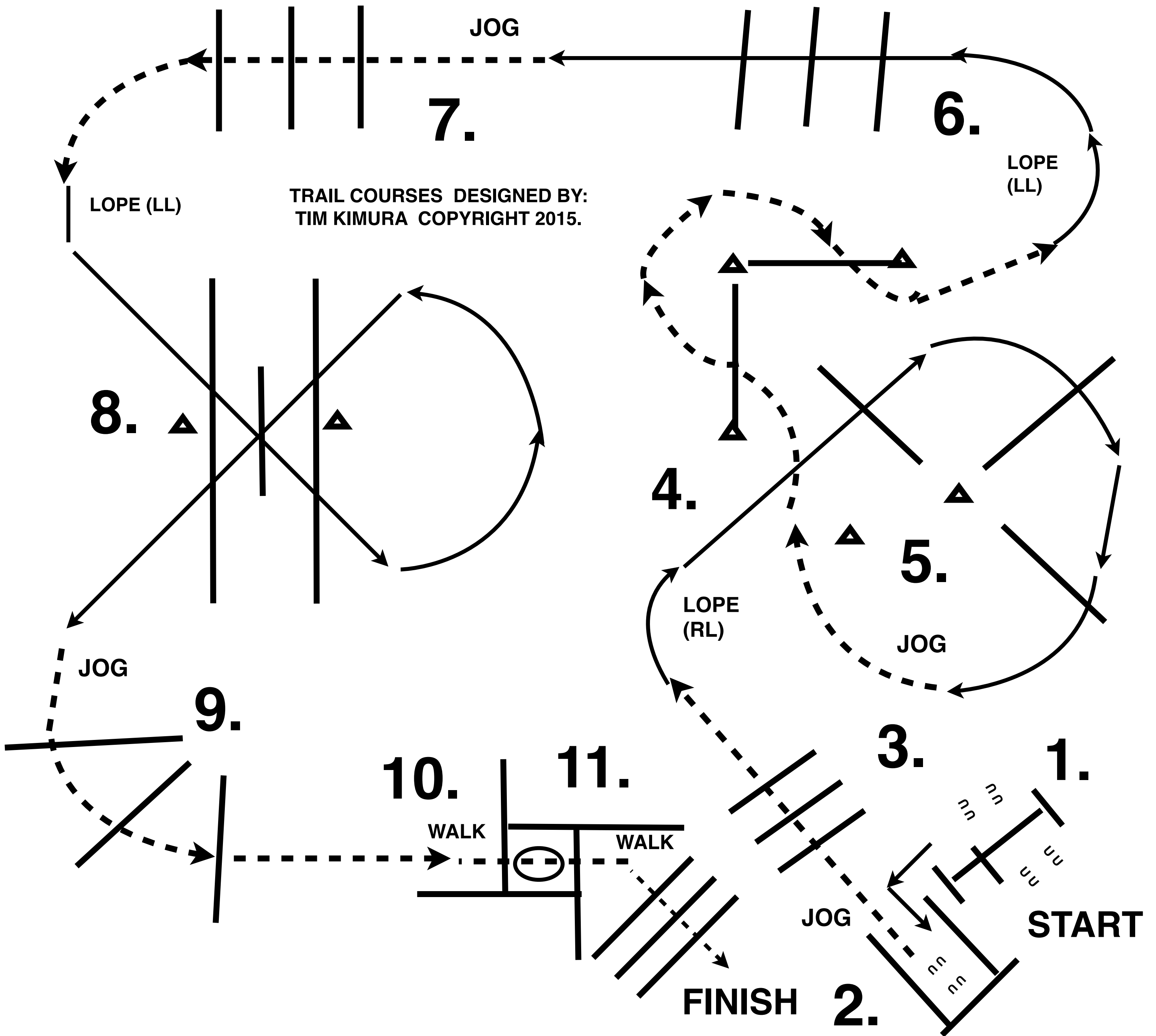


1. WALK INTO CHUTE,
BACK THRU POLES, JOG OUT.
2. JOG OVER POLES.
3. JOG OVER POLES
4. JOG THRU SERPENTINE.
5. JOG OVER POLES.
6. STOP OR BREAK TO WALK,
WALK OVER POLES.

7. JOG OVER POLES, JOG UP TO BOX.
8. STOP OR BREAK TO WALK
WALK INTO BOX:
360 TURN EITHER WAY,
WALK OUT BOX.
9. WALK OVER POLES.

**MAYFLOWER QH SHOW
ROUND 2**

**TRAIL: GREEN HORSES
NOVICE AMATEUR
NOVICE YOUTH**

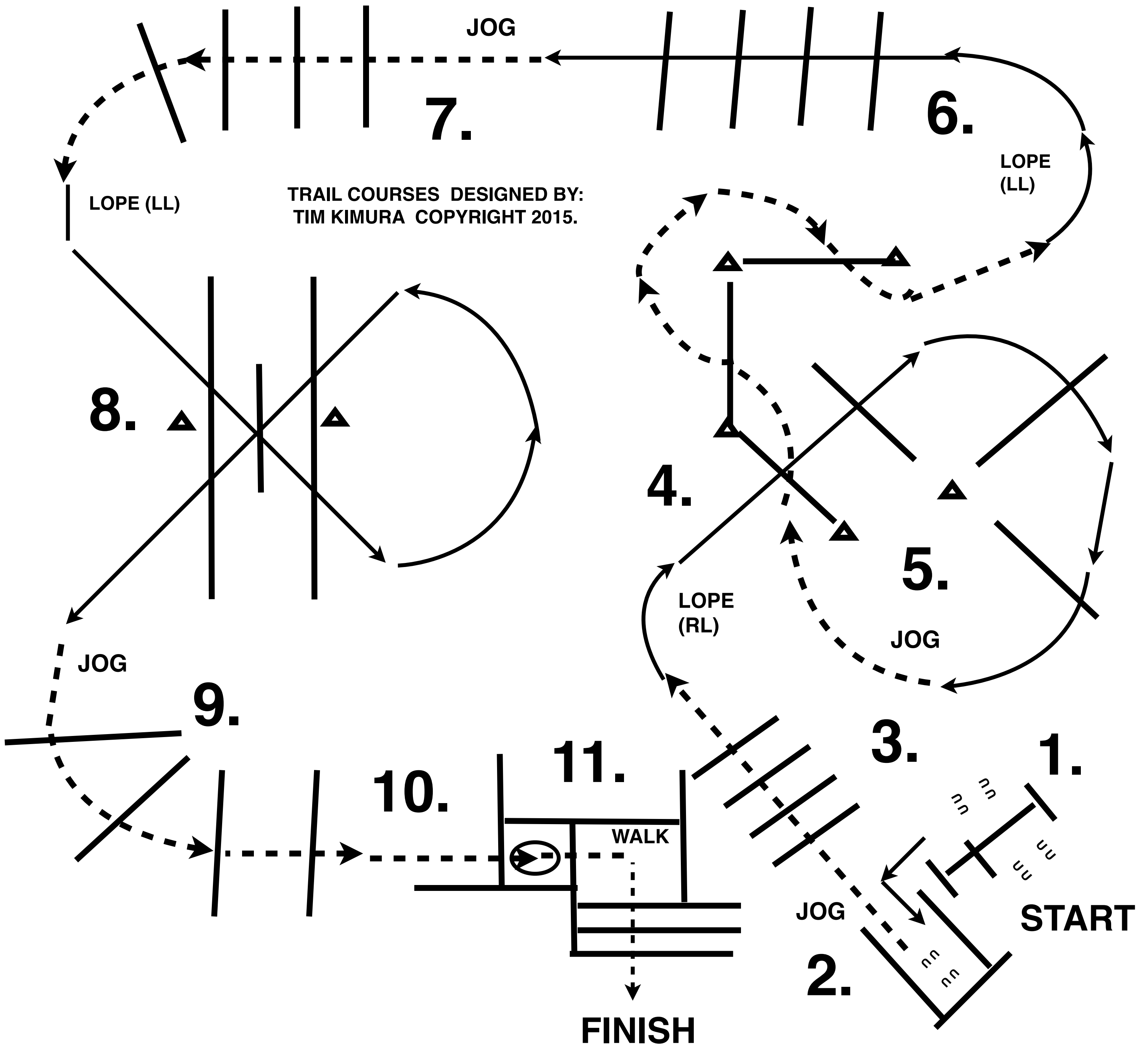


1. GATE RH RIDE THRU CLOSE.
2. BACK THRU POLES, JOG OUT.
3. JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. JOG THRU SERPENTINE.
6. LOPE OVER POLES (LL).
7. JOG OVER POLES.

8. LOPE OVER POLES (LL).
9. JOG OVER POLES, JOG UP TO BOX.
10. STOP OR BREAK TO WALK
WALK INTO BOX:
360 TURN EITHER WAY,
WALK OUT BOX.
11. WALK OVER POLES.

**MAYFLOWER QH SHOW
ROUND 2**

**TRAIL: OPEN HORSES
AMATEUR - SELECT
YOUTH**



1. GATE RH RIDE THRU CLOSE.
2. BACK THRU POLES, JOG OUT.
3. JOG OVER POLES.
4. LOPE OVER POLES (RL).
5. JOG THRU SERPENTINE.
6. LOPE OVER POLES (LL).

7. JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. JOG OVER POLES, JOG INTO BOX.
10. BOX: 360 TURN EITHER WAY, WALK OUT BOX.
11. WALK OVER POLES.



WESTERN RIDING

ALL LEVEL 1

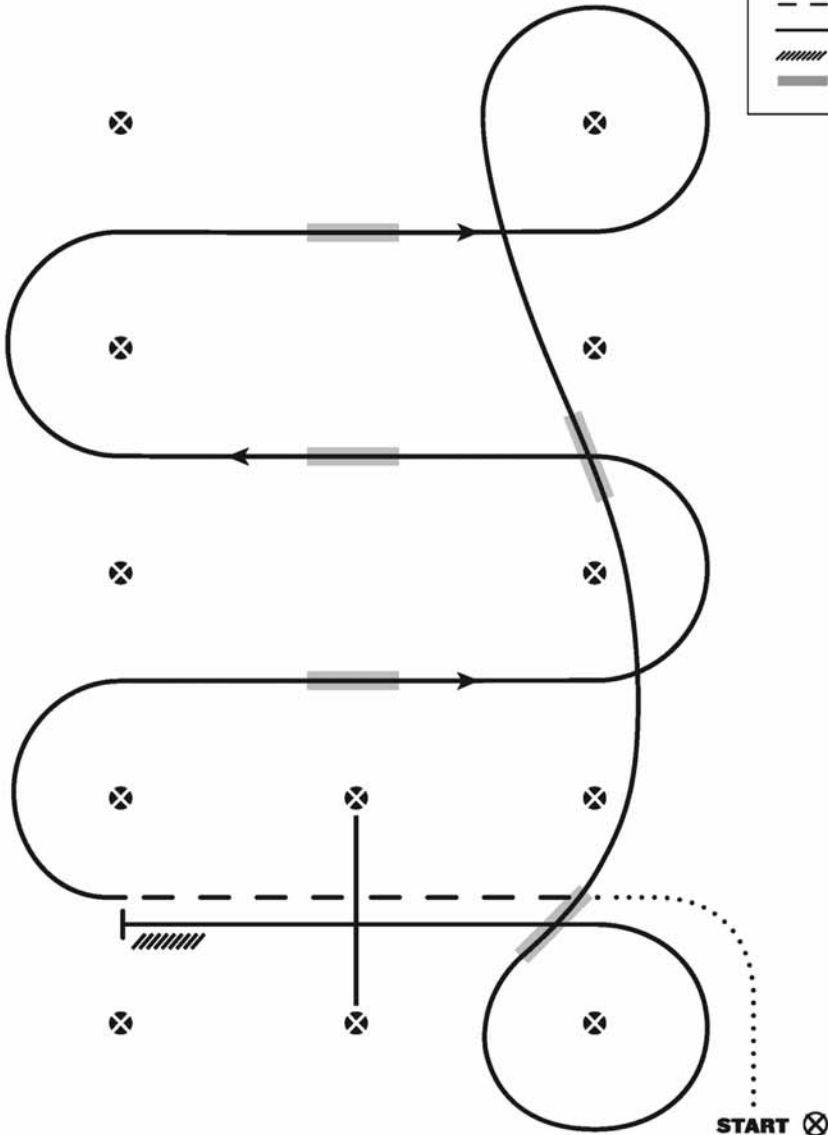
SATURDAY ~ PATTERN 7

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

LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- ▬ Load 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
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Revised 06-07-2021

[WR/GP-7]



WESTERN RIDING

AMATEUR ~ OPEN ~ YOUTH

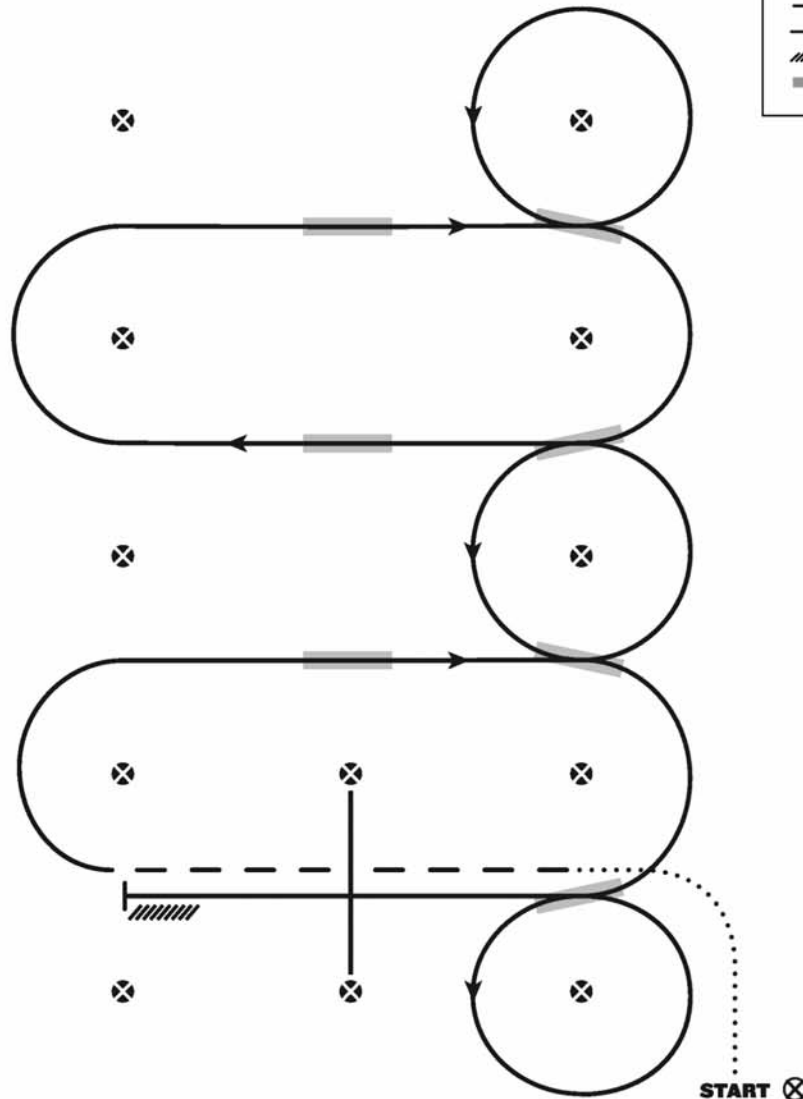
SATURDAY ~ PATTERN 7

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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 right 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
11. Lope, stop & back

Revised 06-07-2021

[WR/OP-7]

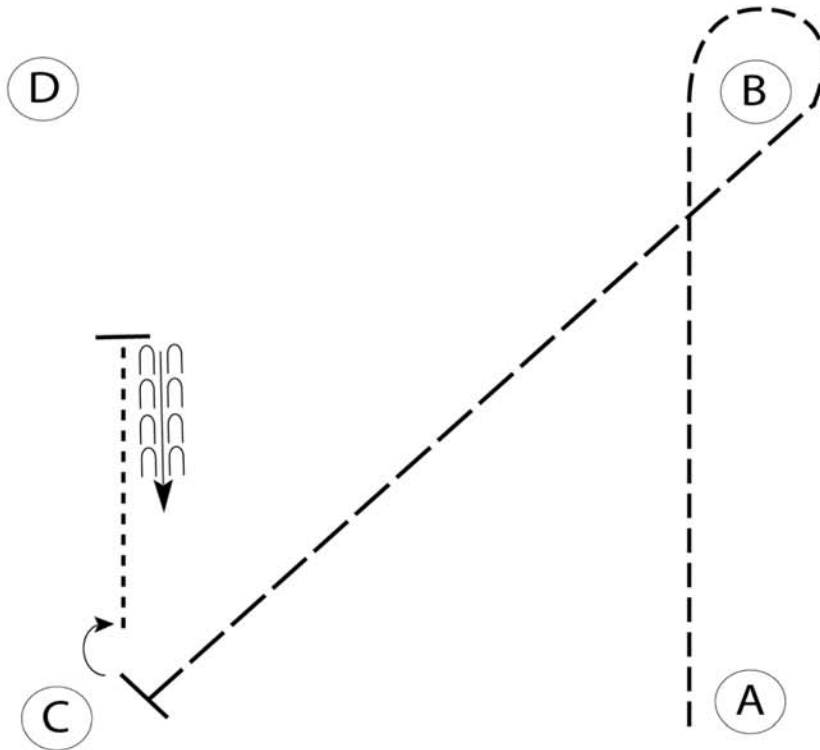


HORSEMANSHIP

ALL WALK TROT SUNDAY

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Be ready at A.

1. Jog from A to and around B.
2. Extend the jog from B to C.
3. Stop and perform a 90 degree turn to the right.
4. Walk halfway to D.
5. Stop halfway to D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← c c c c c
Marker	(B)
Sidepass	←-----→



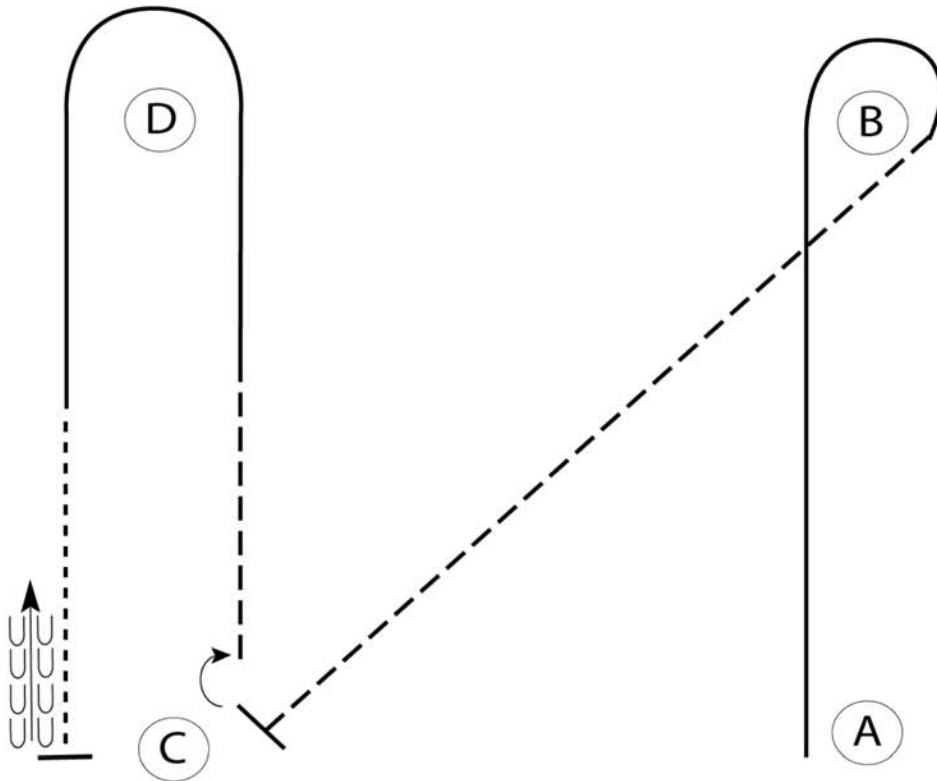
HORSEMANSHIP

ALL LEVEL 1

SUNDAY

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. Lope on the right lead from A to and around B.
2. Jog from B to C.
3. Stop and perform a 90 degree turn to the right.
4. Jog halfway to D.
5. Lope on the left lead to and around D.
6. Halfway to C, break to a walk.
7. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	———/———
Back	← ○○○○ ○○○○
Marker	○ B
Sidepass	←-----→

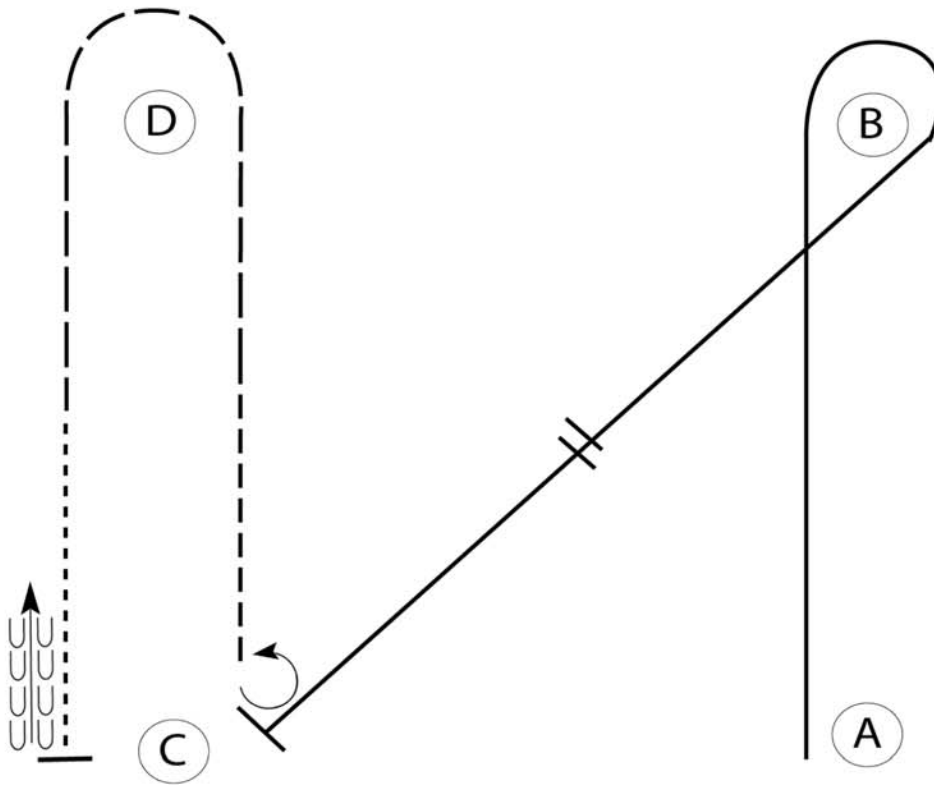


HORSEMANSHIP

AMATEUR ~ SELECT ~ YOUTH
SUNDAY

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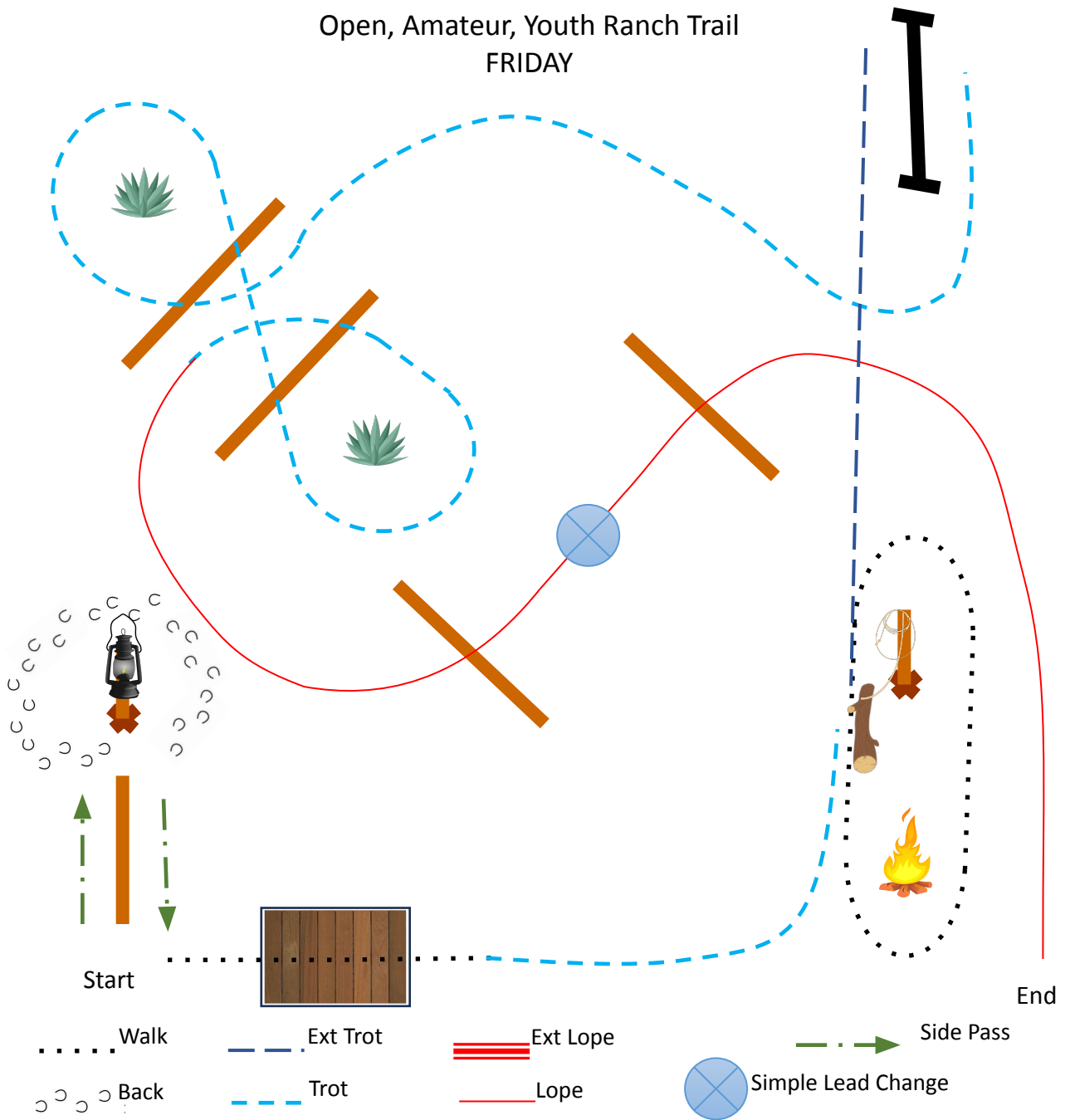
Be ready at A.

1. Lope on the right lead from A to and around B.
2. Halfway to C, perform a simple lead change.
3. Lope to C.
4. Stop and perform a 270 degree turn to the left.
5. Jog halfway to D.
6. Extend the jog to and around D.
7. Halfway to C, break to a walk.
8. Stop at C and back approximately one horse length.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← — — — — ← — — — —
Marker	(B)
Sidepass	← — — — — →

Follow the instructions of your ring steward.

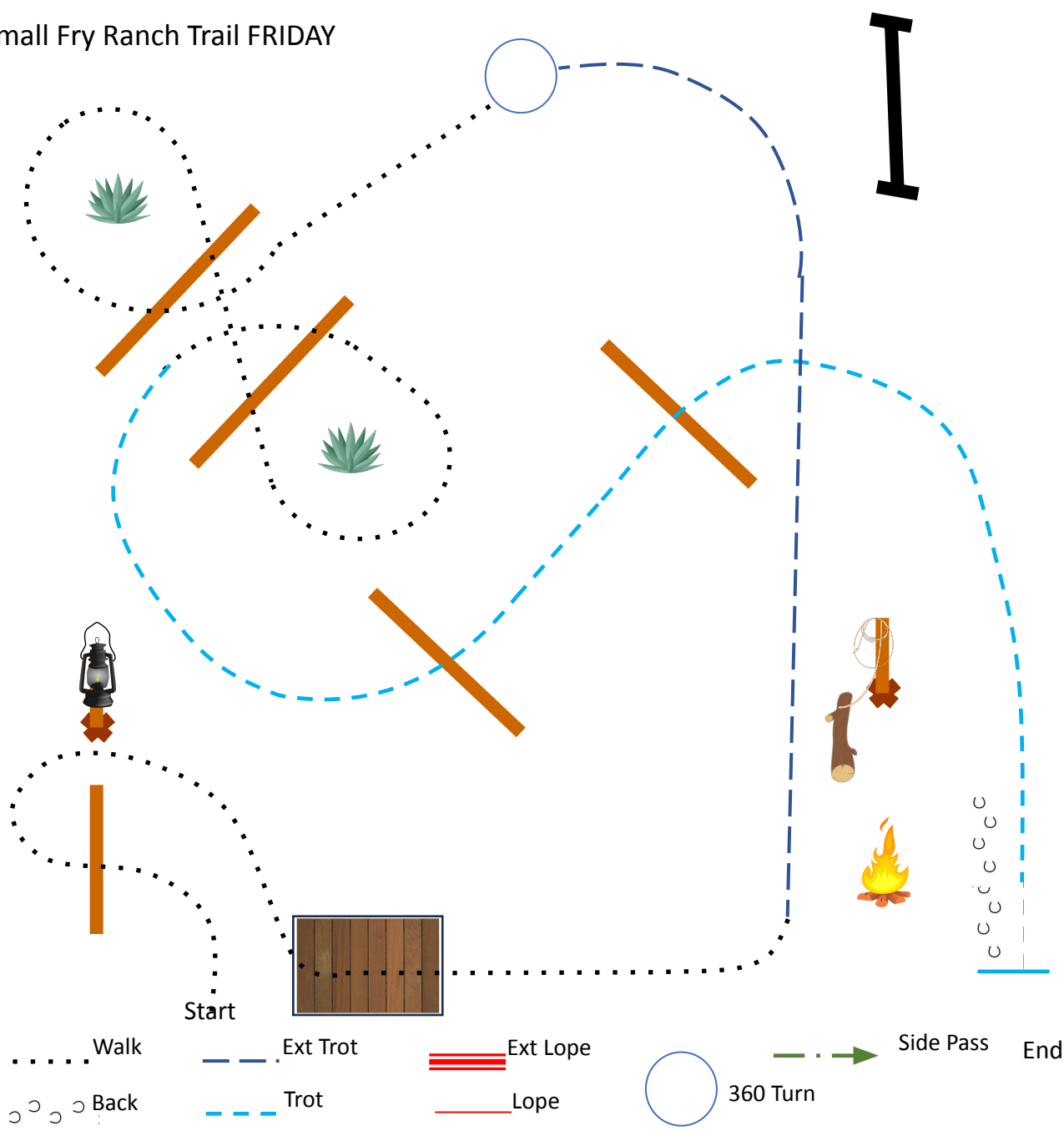
Open, Amateur, Youth Ranch Trail FRIDAY



1. Be ready at the log. Side pass left to stand and pick up Lantern
2. Back around stand and back into place. Place Lantern back on stand
3. Side pass right past log
4. Walk over bridge
5. Trot to log drag. Complete Log Drag at Walk or Trot. Ext Trot to Gate
Youth: Check mail at mail box and return it.
6. Right hand Push gate
7. Trot through figure eight
8. Lope left lead over first log. Complete Simple Lead Change and Lope Right Lead over second Log.
Exit Pen

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.

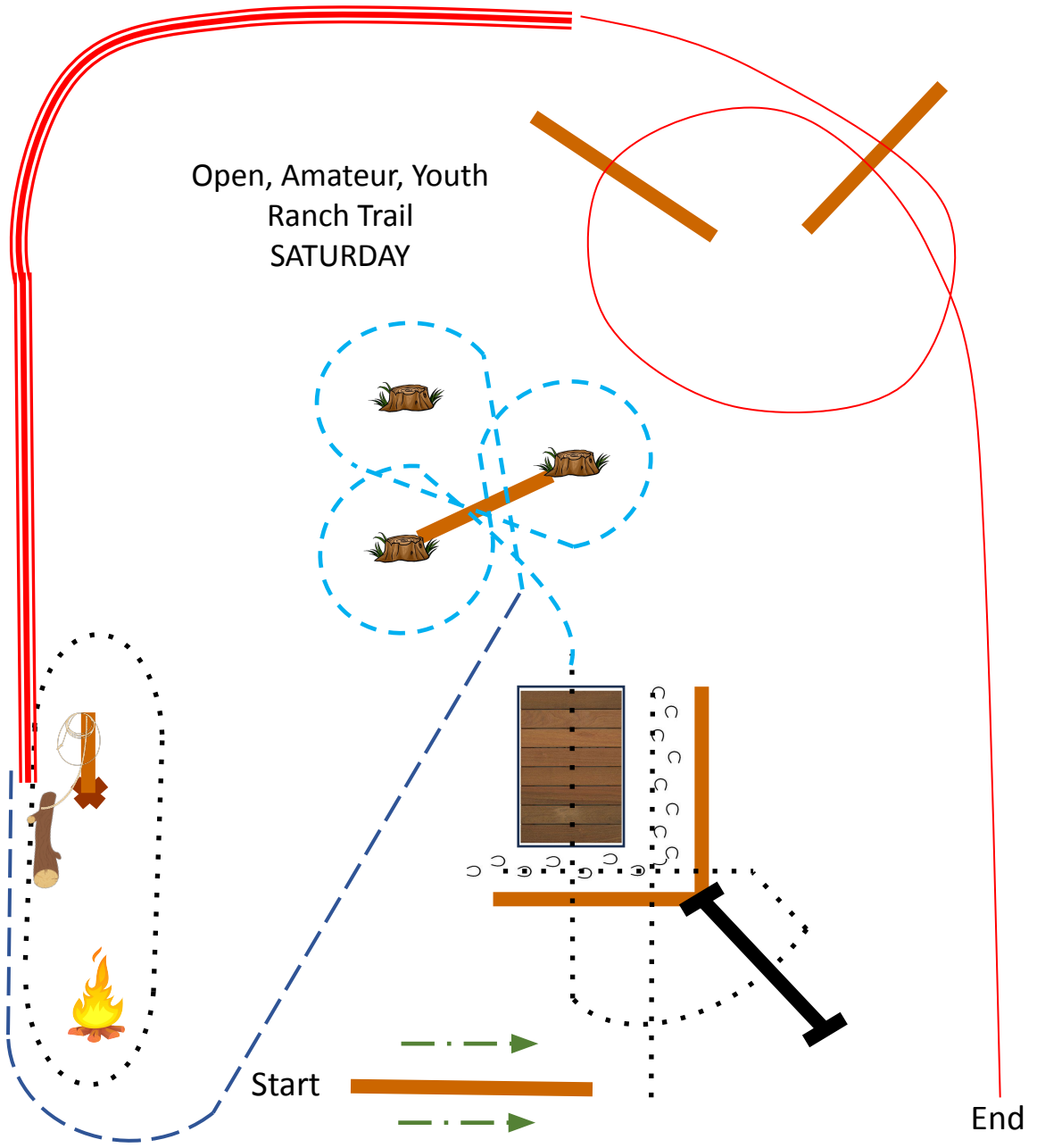
Small Fry Ranch Trail FRIDAY



1. Walk over the log, turn and walk between the log and the Lantern. Continue to the Bridge.
2. Walk over the Bridge
3. Long Trot , Stop and complete a 360 either direction.
4. Walk over logs and around Plants.
5. Trot over the two logs
6. Stop and Back at least 5 steps. Exit Pen

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.

Open, Amateur, Youth
Ranch Trail
SATURDAY

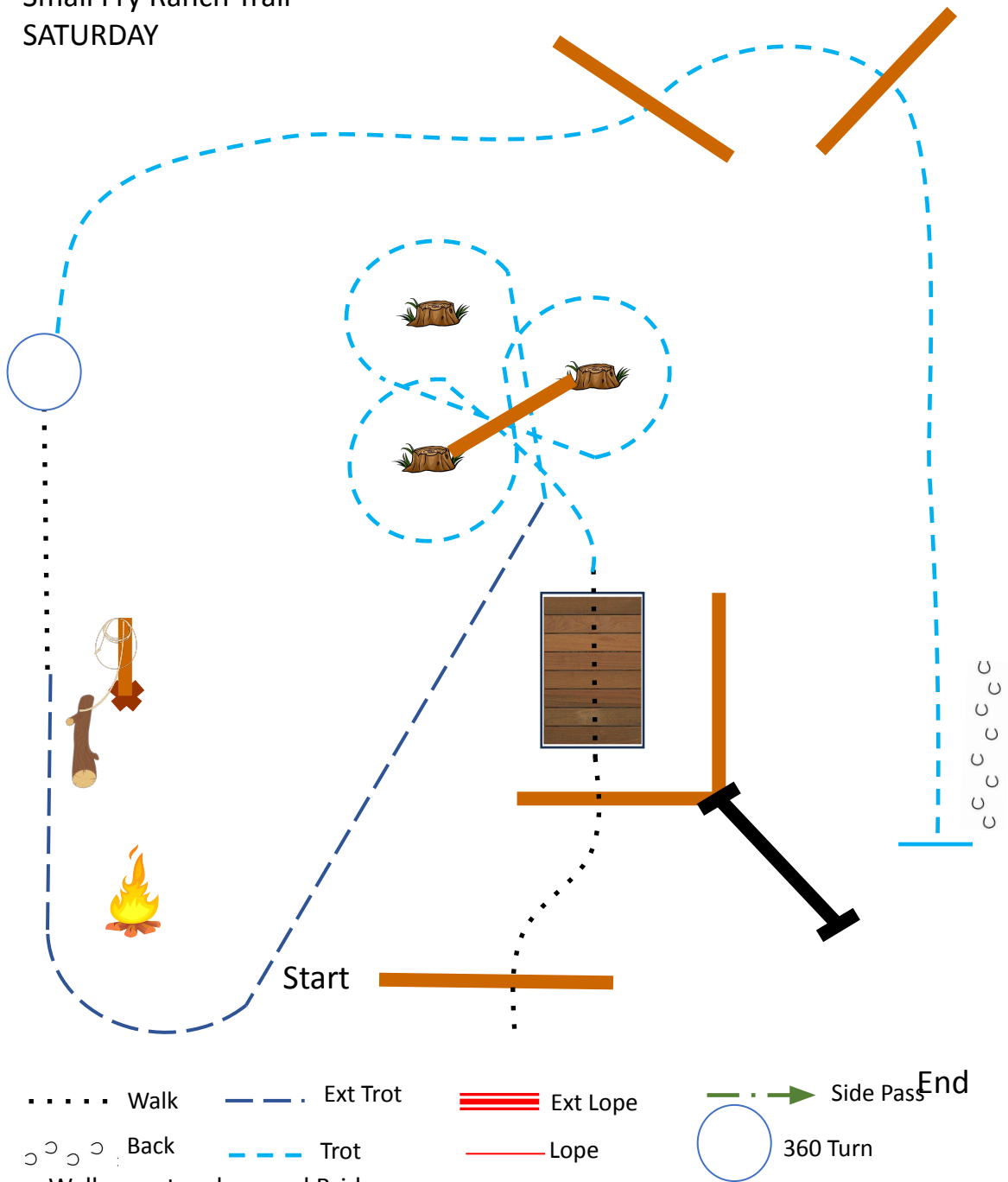


- Walk - - - - - Ext Trot === Ext Lope - - - - -> Side Pass
- o o o Back - - - Trot - Lope

1. Start at the log. Side pass right past the log.
2. Walk over first log and back L
3. Walk over 2nd log and complete Right hand push gate.
4. Walk over 3rd log and over bridge
5. Trot clover and Extend the Trot to the Log Drag
6. Complete Log Drag at Walk or Trot.
Youth: Check mail at mail box and return it.
7. Extended Lope to Logs and collect to a regular lope before logs. Exit

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.

Small Fry Ranch Trail SATURDAY



1. Walk over two logs and Bridge.
2. Trot the Clover
3. Extend Trope around Camp Fire
4. Walk at the log drag, Walk forward, Stop and complete a 360 either direction.
5. Trot around and over logs.
6. Stop and Back at least 5 steps.

Please remember that the visual representation of this pattern is solely meant for a general rendering. Exhibitors are encouraged to make the most of the arena space to effectively showcase their horses abilities. Show management may adjust the pattern to properly fit the arena and allow for better flow between obstacles.