

Tack Room Show Patterns

8/15-16/2020

Green Western Riding - Green Pattern 2

All other Western Riding - Pattern 2

All Ranch Riding - Pattern 1

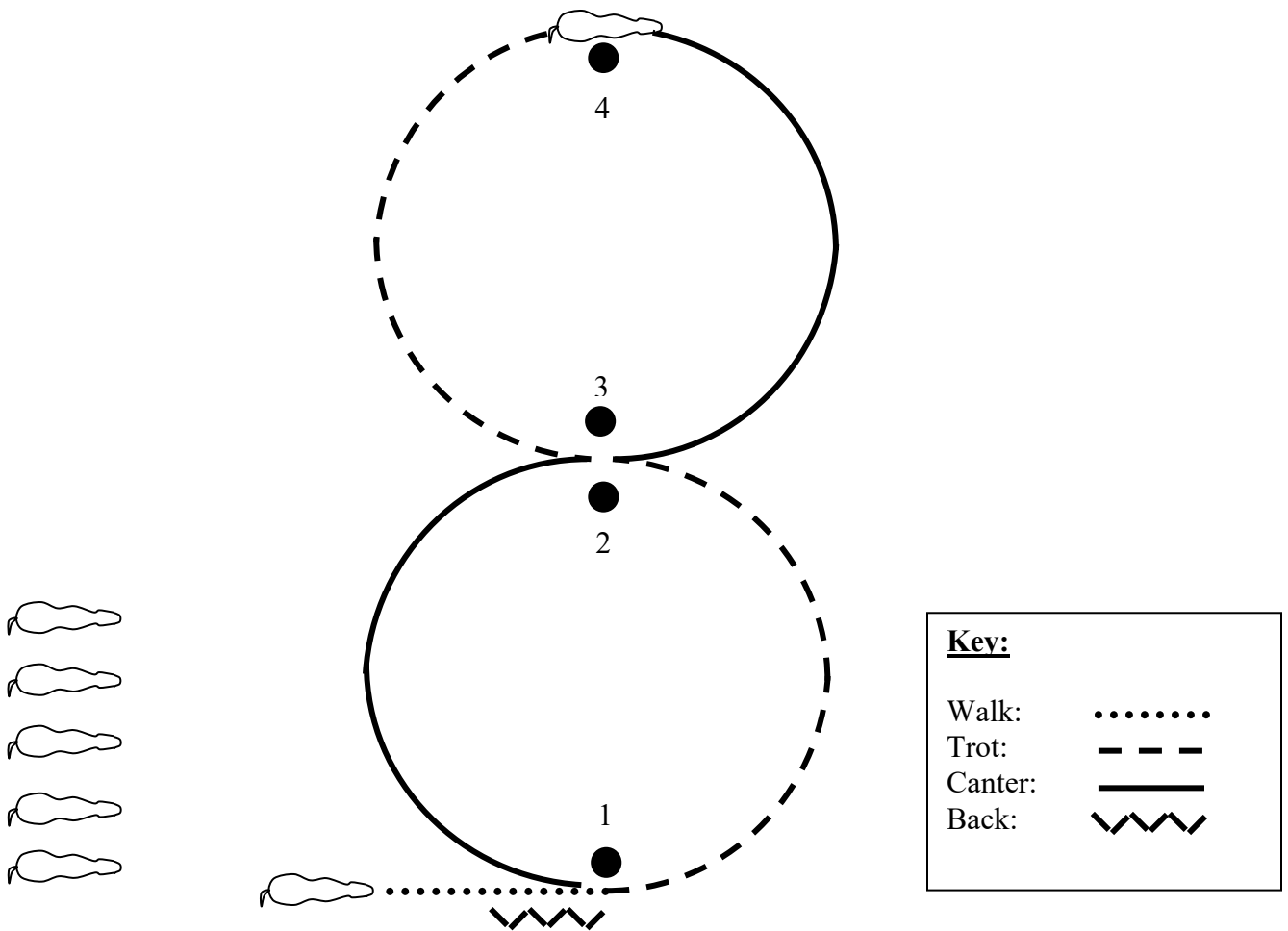
Rookie and Level 1 Reining - Pattern B

Youth, Amateur, Open Reining - Pattern 1

Horsemanship

Rookie and Level 1

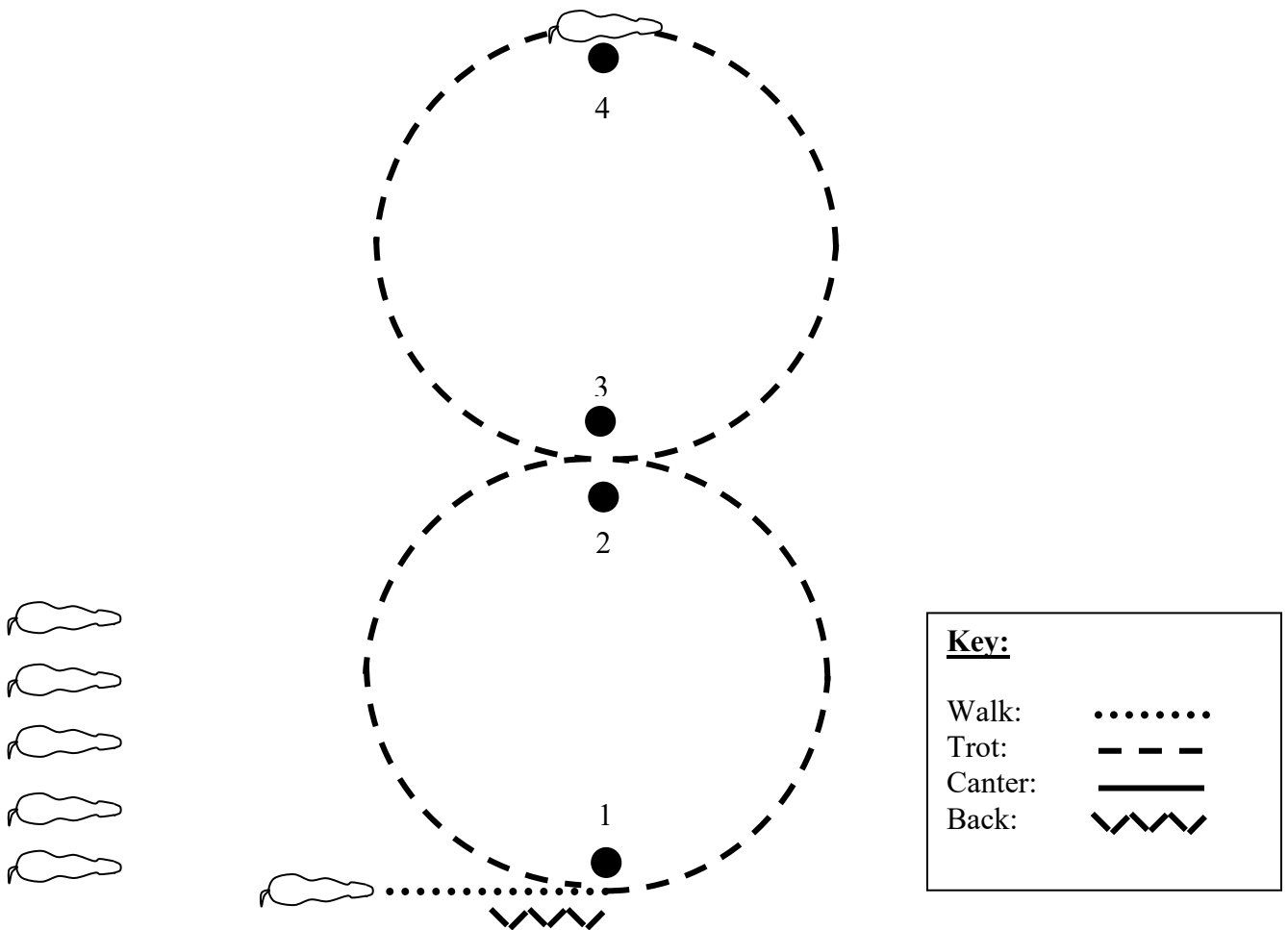
1. Walk to marker 1.
2. Jog a serpentine to markers 2 and 3 and on to marker 4.
3. At marker 4, lope a semicircle to markers 2 and 3 on the right lead.
4. At markers 2 and 3, show a change of lead and lope a semicircle to marker 1.
5. At marker 1, stop and back.
6. Retire to the end of the arena.



Horsemanship

Walk Trot

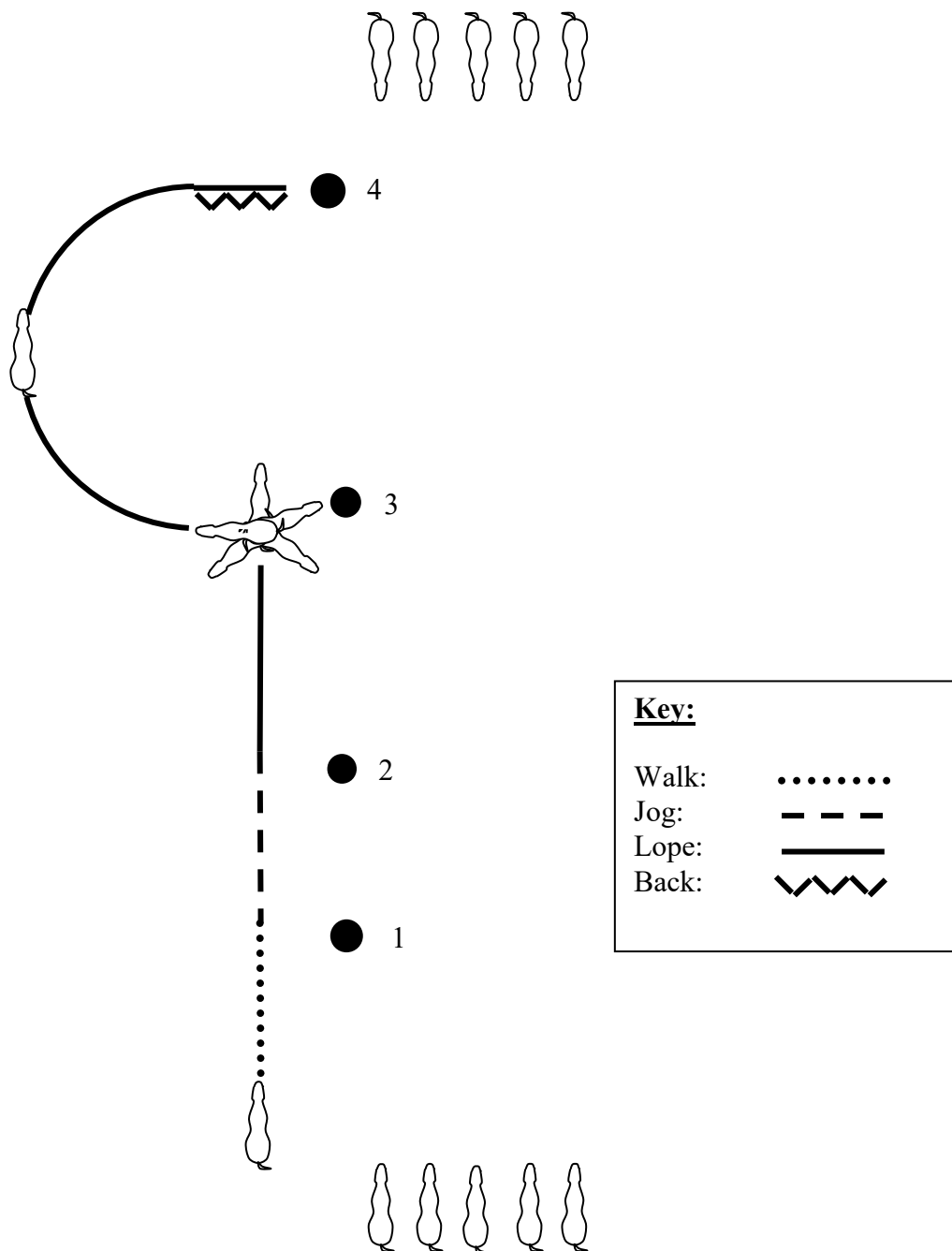
1. Walk to marker 1.
2. Jog a serpentine to markers 2 and 3 and on to marker 4.
3. At marker 4, continue to jog to markers 2 and 3.
4. At markers 2 and 3, continue to jog to marker 1.
5. At marker 1, stop and back.
6. Retire to the end of the arena.



Horsemanship

Youth 13 and Under, Youth 14-18, Amateur, Select

1. Walk to marker 1.
2. Jog from marker 1 to marker 2.
3. Lope left lead from marker 2 to marker 3.
4. At marker 3, stop. Perform a 270 to the right. Lope a semicircle from marker 3 to marker 4 on the right lead.
5. At marker 4, stop and back 5 steps.
6. Jog to end of arena and line up as directed by the ring steward.



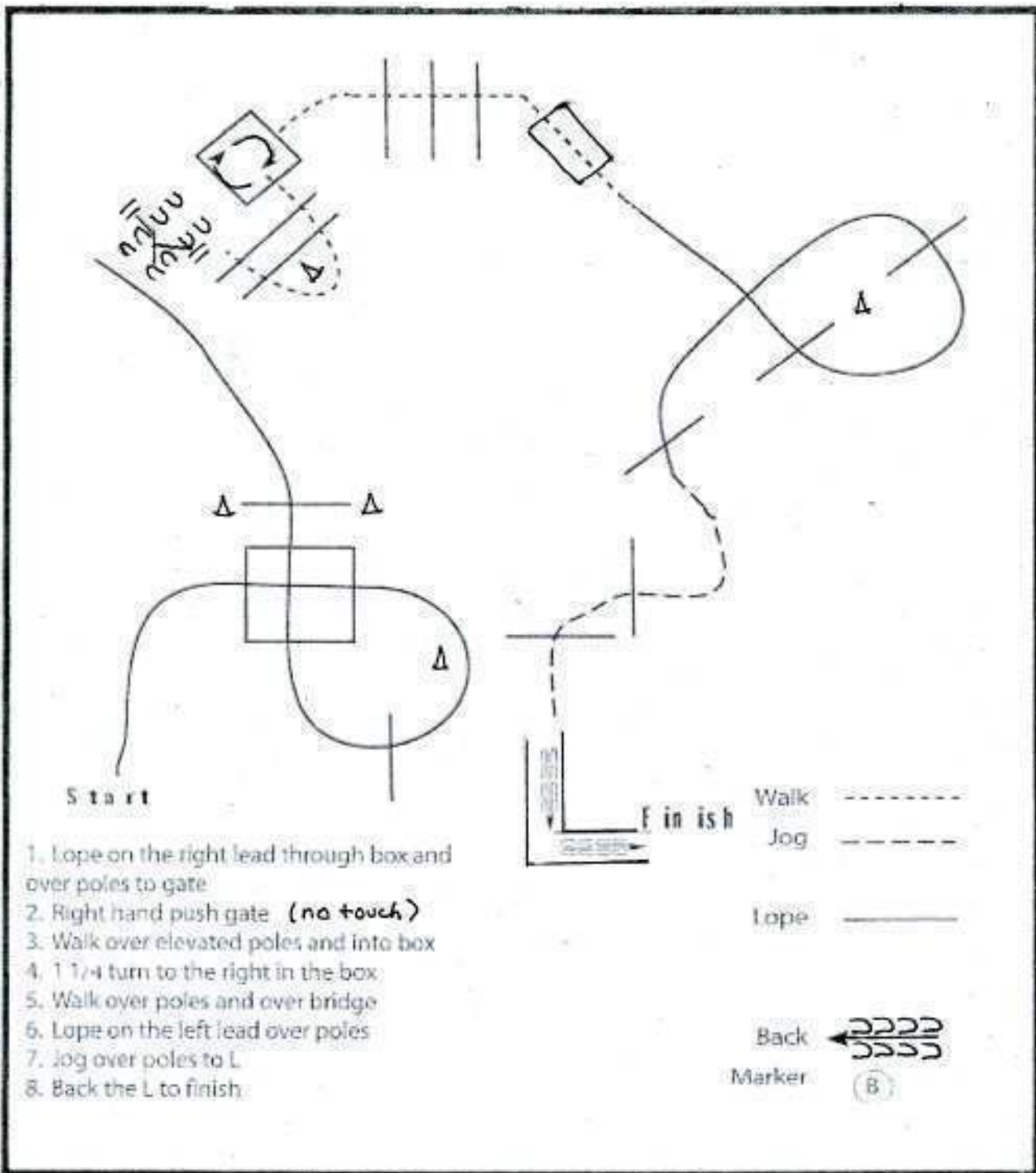
Valley Riders Saddle Club

All Trail Classes

Walk Trot classes will jog instead of lope

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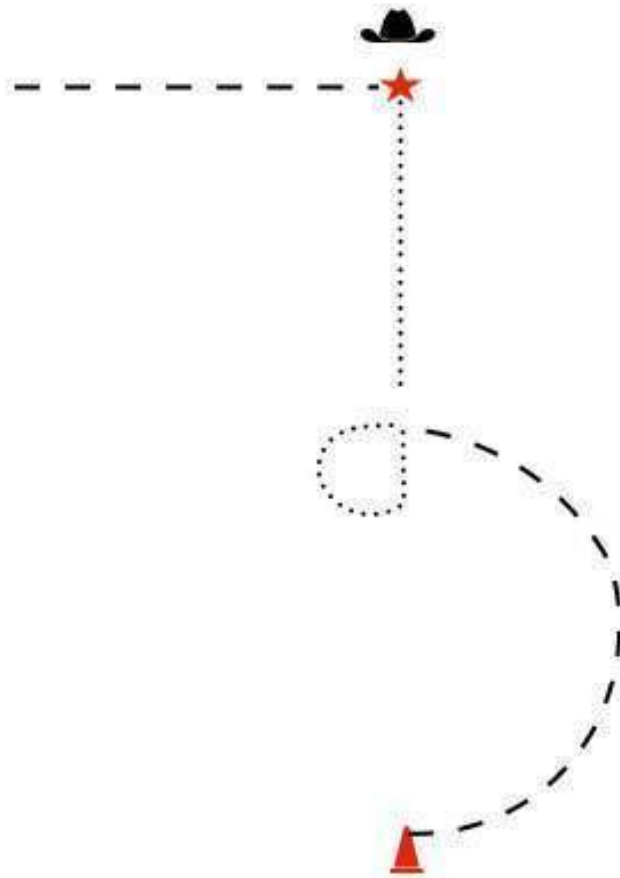


1. Lope on the right lead through box and over poles to gate
2. Right hand push gate (no touch)
3. Walk over elevated poles and into box
4. 1 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Lope on the left lead over poles
7. Jog over poles to L
8. Back the L to finish.

Walk -----
 Jog - - - - -
 Lope _____
 Back
 Marker (B)

SHOWMANSHIP

Walk Trot



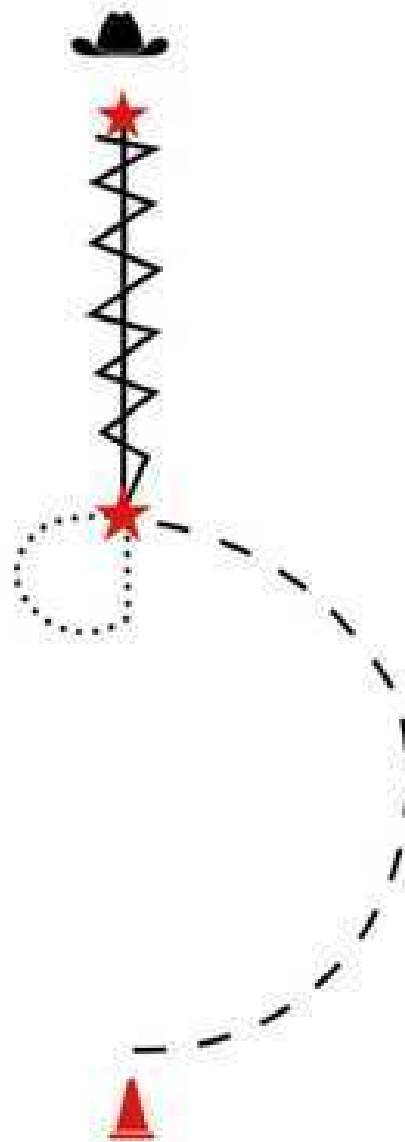
Be ready at marker

1. Trot 1/2 of a circle
2. Walk 1/2 of a circle and to the judge
3. Set up
4. Inspection
5. 270 degree turn
6. Trot away

Pattern Provided by:
Valerie Kearns

SHOWMANSHIP

Youth, Amateur, Select

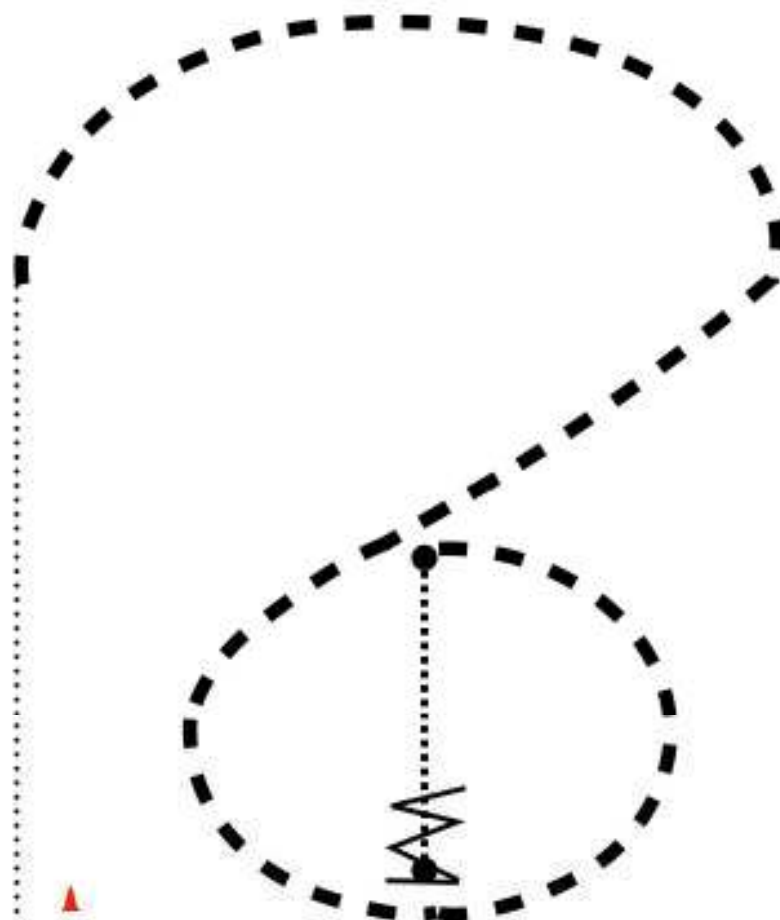


Be ready at marker

1. Trot 1/2 of a circle
2. Walk 1/2 of a circle and towards the judge
3. Stop, perform a 540 turn
4. Back to judge
5. Perform a 270 turn
6. Set up for inspection

EQUITATION

Walk Trot

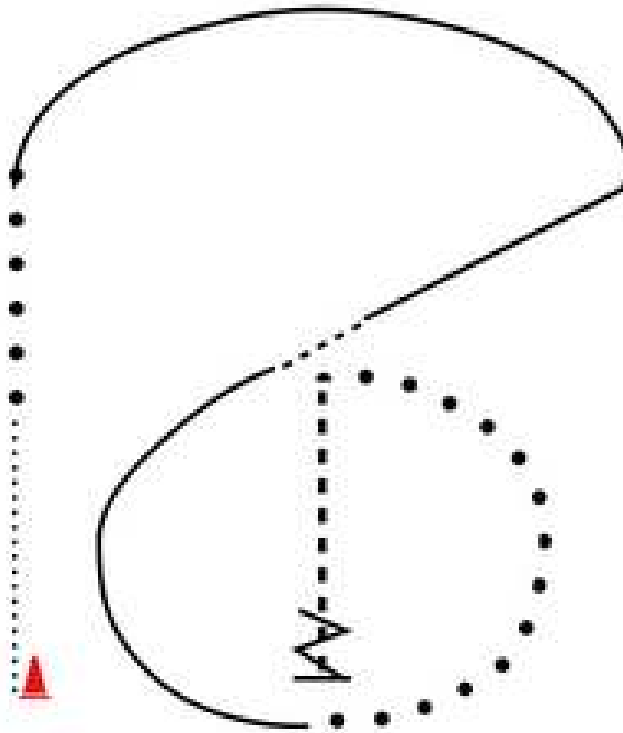


Be Ready at marker

1. Sitting trot to marker 3
2. Left diagonal around top of arena and across diagonal
3. At center change diagonals
4. Trot a circle to the left
5. 2 point trot down center of circle
6. Stop and back

Pattern Provided by:
Valerie Kearns

EQUITATION



Be Ready at marker

1. Sitting trot halfway
2. Left diagonal
3. Canter on right lead around top of the arena and across diagonal
4. Break to the walk
5. Left lead for 1/2 of a circle
6. Trot on right diagonal for 1/2 of a circle
7. 2 point trot down center of circle
8. Stop and back

Pattern provided by
Valerie Kearns