McLean County Fair
Horse Show Notes

English and Western Showmanship will use the same pattern.

Dressage patterns will be the 2015 versions. Those can be found in your County Horse Rule Book or at www.usef.org.

The following classes are on the rail. (No Pattern):
Western Pleasure (all levels)
Ranch Horse Pleasure (all levels)
Western Horsemanship Walk-Trot classes
Hunt Seat Pleasure (all levels)
Saddle Seat Pleasure (all levels)
Specialty classes (all levels)
Hunt Seat Equitation classes (all levels)
Saddle Seat Equitation classes (all levels)

Legend

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<td>Back</td>
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Note: 360° Curve, 270° Curve, 180° Curve, 90° Curve.
Walk Cone 1 to 2
Trot Arc to the right, from Cone 2 to Cone 3
At Cone 3 Halt
Perform 360° turn to the right
Walk to Cone 4
Set Up for Inspection
When dismissed, back 5 steps, perform a 270° turn right
Trot to Line Up
Trot Cone 1 to Cone 2
At Cone 2 Halt Perform a 360° turn to the right
Walk to Judge at Cone 3
Set Up for Inspection
When dismissed, back 3 steps, perform a 270° turn to the right
Trot to Line Up

McLean County 4-H Fair
Showmanship Pattern – Horseman 1
English & Western
McLean County 4-H Fair
Showmanship Pattern – Novice 1
English & Western

- Trot Cone 1 to Cone 2
- At Cone 2 Halt
- Back 5 steps
- Walk to Judge at Cone 3
- Set Up for Inspection
- When dismissed perform a 270° turn right
- Trot to Line Up
Walk Cone 1 to Cone 2
Trot Cone 2 to Cone 3
At Cone 3 Halt
Set Up for Inspection
When dismissed return to the line up at a walk
McLean County 4-H Fair
Showmanship Pattern – Championship 1
English & Western

- Exhibitor sets up at Cone 2 to start pattern
- Back to Cone 1
- Trot to and past Cone 3, Execute a loop back to Cone 3
- At Cone 3 halt, Perform a 360° turn to the right, walk to Judge
- Halt at Judge
- Set Up for Inspection
- When dismissed, turn right and line up at direction of ringmaster
McLean County Fair
Hunter O/F - Intermediate/Advanced 1
2' -2'3" & 2'6" – 2'9"

McLean County Fair
Equitation O/F - Intermediate/Advanced 1
2' -2'3" & 2'6" – 2'9"

McLean County Fair
Hunter Hack – All 1
McLean County Fair
Trail Pattern 1
Horsemaster & Horseman

- Start on Right side of cone
- Lope/Canter Left Lead over poles to cone, at cone stop
- Jog/Trot around cone and continue to box
- Enter box, halt, Perform 360° right haunch turn
- Step front feet over the box and side pass to the left around the corner
- Jog/Trot to cones
- Serpentine through cones
- Slow to Walk to Bridge, Walk over Bridge to the chute
- Perform 90° haunch turn to left and back into chute
- Lope/Canter on Right Lead from chute around cone to Gate, halt
- Open Gate, Walk through Gate, Close Gate
- Walk to cone and stop
McLean County Fair
Trail Pattern 1
Novice, Walk-Trot & In Hand

- Start at cones
- Trot around cones (serpentine)
- Walk over bridge
- Trot to first barrel, stop, pick up bucket
- Walk to second barrel, stop, place bucket on barrel
- Walk to box and complete a 360° turn to the Right
- Walk into the Chute and back out
- Walk to Mailbox, take out mail, show to judge and put mail back
- Exit at a walk
McLean County Fair

Western Horsemanship Pattern 1
Horsemaster

- Start at Cone 1, Jog ½ way to Cone 2, stop
- 360° turn to the Left
- Jog to and around Cone 2 in a small circle
- Lope Left Lead to Cone 3, Lead change at Cone 3
  - Lead change may be simple or flying
- Lope circle around Cone 3 and continue Lope ½ to Cone 4
- Extended Jog to Cone 4
- Stop
- Exit at a Walk
**Western Horsemanship Pattern 1**

- Walk Cone 1 to 2
- Lope Right Lead Cone 2 to Cone 3
- Stop at Cone 3, 180° turn to right
- Jog Cone 3 to Cone 2
- Stop at Cone 2, 270° turn to the right
- Lope left lead to Cone 4
- Stop & Back 3 steps
- Exit at a Walk
McLean County Fair
Western Horsemanship Pattern 1
Novice

- Jog to Cone 1 and stop
- 360° Turn to the Right
- Lope Right Lead to Cone 2 and stop
- Lope Left Lead to Cone 3 and stop
- Back 5 Steps
- Exit at a Walk
**McLean County Fair**

**Western Horsemanship Pattern 1**

Championship

- Extended trot Cone 1 to and around Cone 2
- Lope Left Lead to Cone 3 and Stop
- Turn on haunches to the Left until facing Cone 4 (225°)
- Jog from Cone 3 to Cone D and Stop
- Back 5 Steps
- Exit at a Walk to Rail
McLean County Fair
Pattern Riding 1
Horsemaster & Horseman

1. Walk at least 15’ & jog over log
2. Transition to left 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

*Simple or flying lead changes
* AQHA Western Riding Pattern 1
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.

2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.

3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3 meters). Hesitate.

4. Complete four spins to the right.

5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.
Reining Pattern Instructions

Horse must walk or stop prior to starting pattern.

- Run at speed to the far end of the arena past the end marker and do a Left rollback – No Hesitation.
- Run to the opposite end of the arena past the end marker and do a Right rollback – No Hesitation.
- Run past the center marker and do a sliding stop. Back up to center of arena. Hesitate.
- Complete four spins to the Right.
- Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
- Beginning on the Left Lead, complete three circles to the Left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
- Complete three circles to the Right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
- Begin a large fast circle to the Left, but do not close this circle. Run straight up the Right side of the arena past the center marker and do a sliding stop at least 10 feet from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

*AQHA Reining Pattern 1