

McLean County 4-H Fair



Pattern Book 1

McLean County Fair

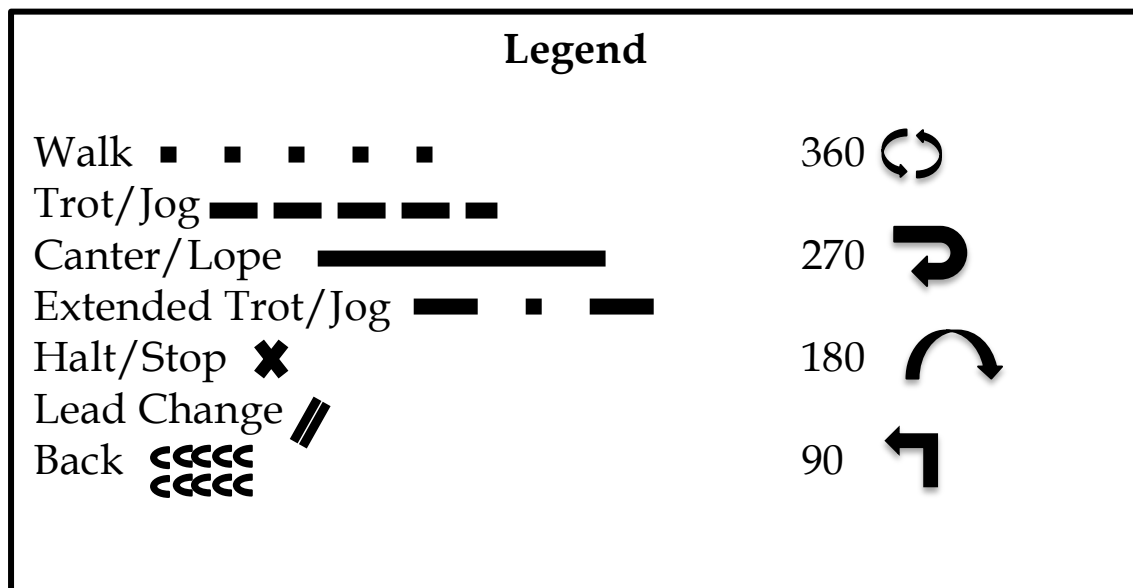
Horse Show Notes

English and Western Showmanship will use the same pattern.

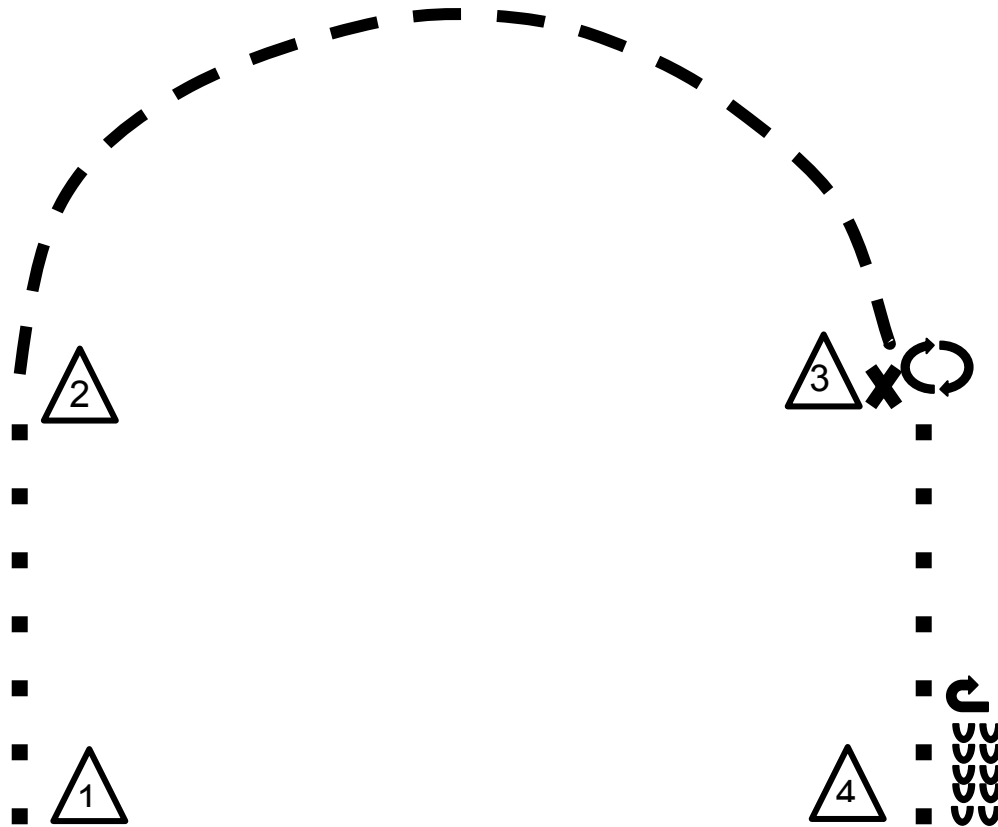
Dressage patterns will be the 2015 versions. Those can be found in your County Horse Rule Book or at www.usef.org.

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)



McLean County Fair
Showmanship Pattern - Horsemaster 1
English & Western

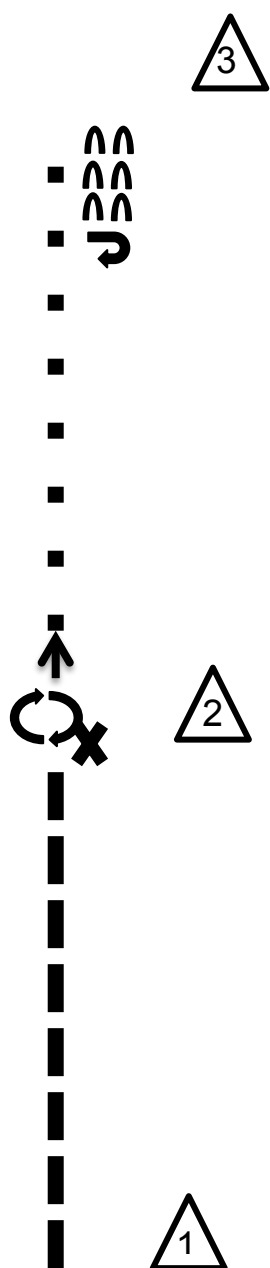


- Walk Cone 1 to 2
- Trot Arc to the right, from Cone 2 to Cone 3
- At Cone 3 Halt
- Perform 360° turn to the right
- Walk to Cone 4
- Set Up for Inspection
- When dismissed, back 5 steps, perform a 270° turn right
- Trot to Line Up

McLean County 4-H Fair

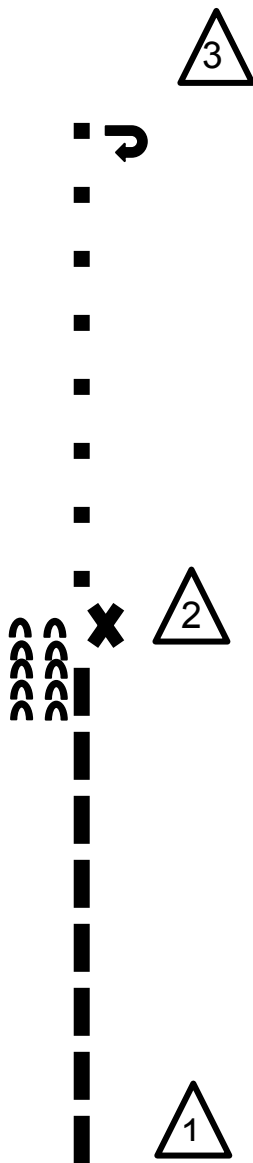
Showmanship Pattern – Horseman 1

English & Western



- 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 - Novice 1
English & Western

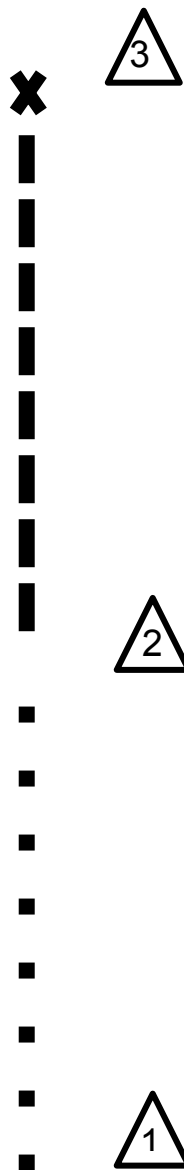


- Trot Cone 1 to Cone 2
- At Cone 2 Halt
- Back 5 steps
- Walk to Judge at Cone 3
- Set Up for Inspection
- When dismissed perform a 270° turn right
- Trot to Line Up

McLean County 4-H Fair

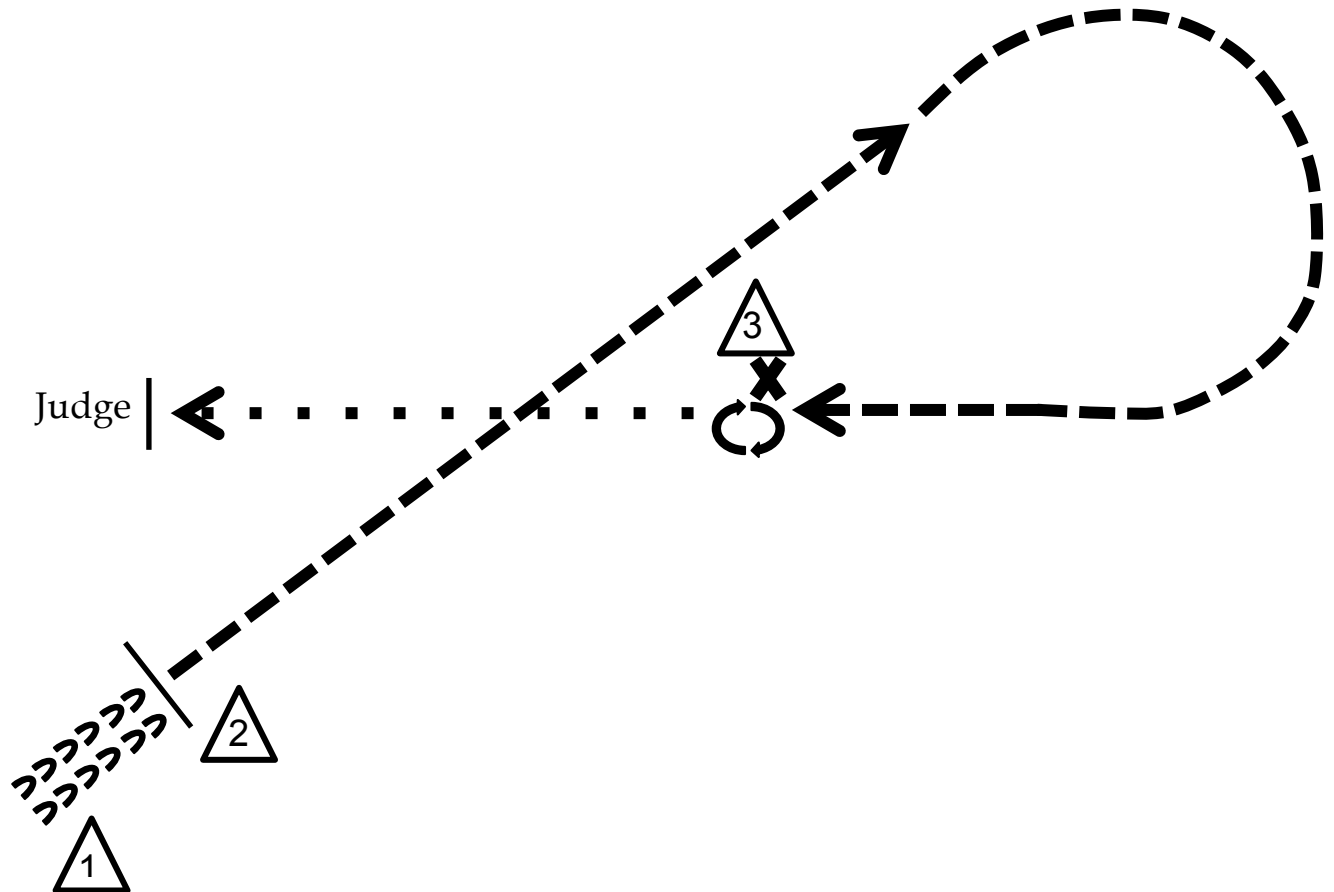
Showmanship Pattern – Walk-Trot 1

English & Western



- 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 - Beginner 1
 12" - 18" cross rails

N

6 ____ 2

3 ____ 7



5 ____ 1

4 ____ 8

W

McLean County Fair
Equitation O/F - Beginner 1
 12" - 18" cross rails

8 ____ 4

5 ____ 1

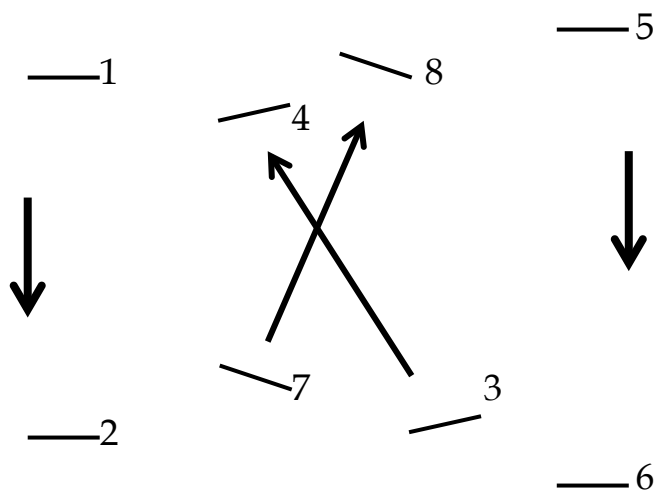


7 ____ 3

6 ____ 2

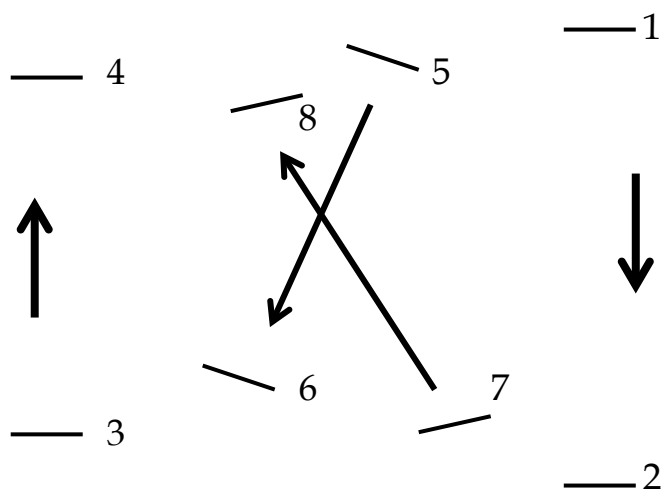
E

McLean County Fair
Hunter O/F - Novice 1
 18" - 2' rails/panels



S

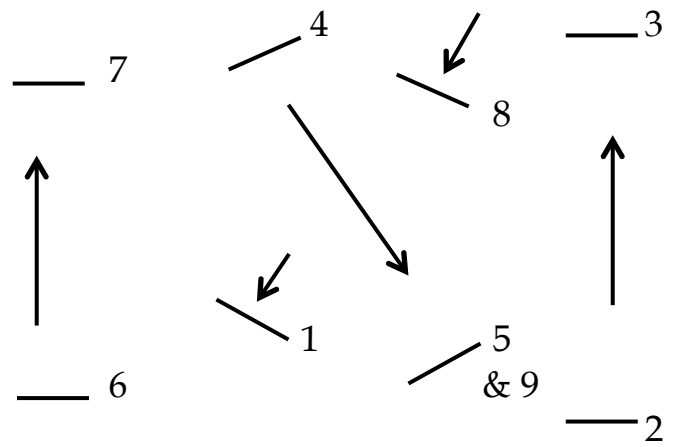
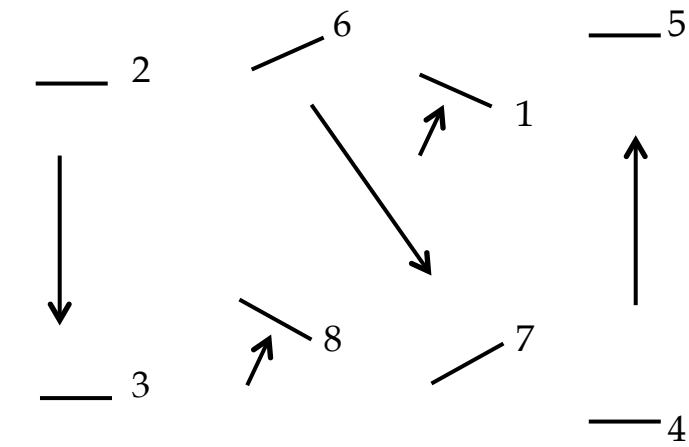
McLean County Fair
Equitation O/F - Novice 1
 18" - 2' rails/panels



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

N

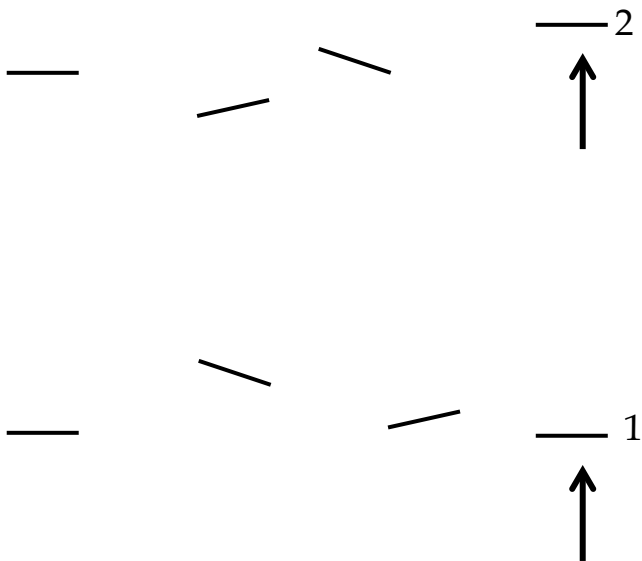
McLean County Fair
Equitation O/F -
Intermediate/Advanced 1
 2' -2'3" & 2'6" - 2'9"



W

E

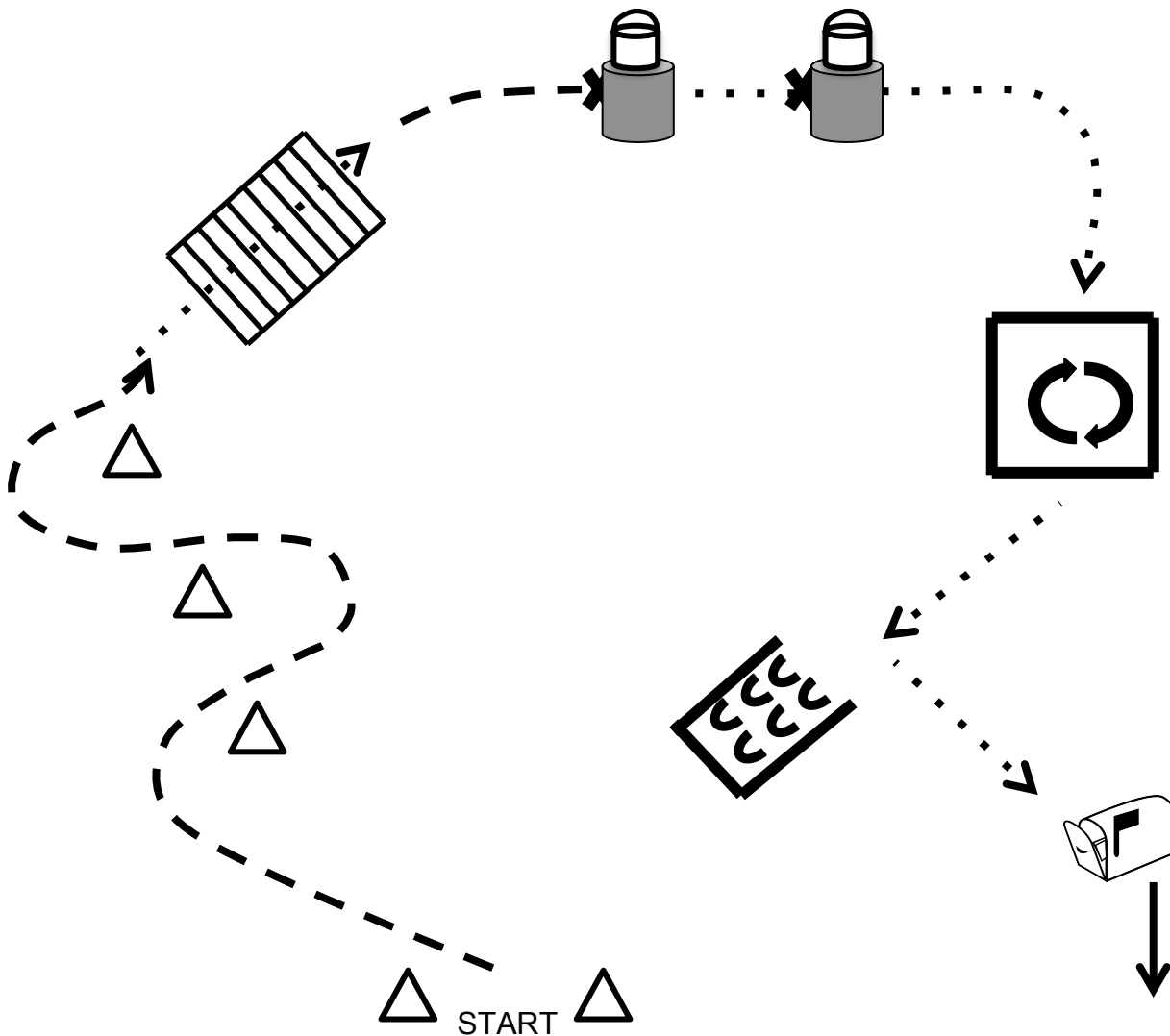
McLean County Fair
Hunter Hack - All 1



S

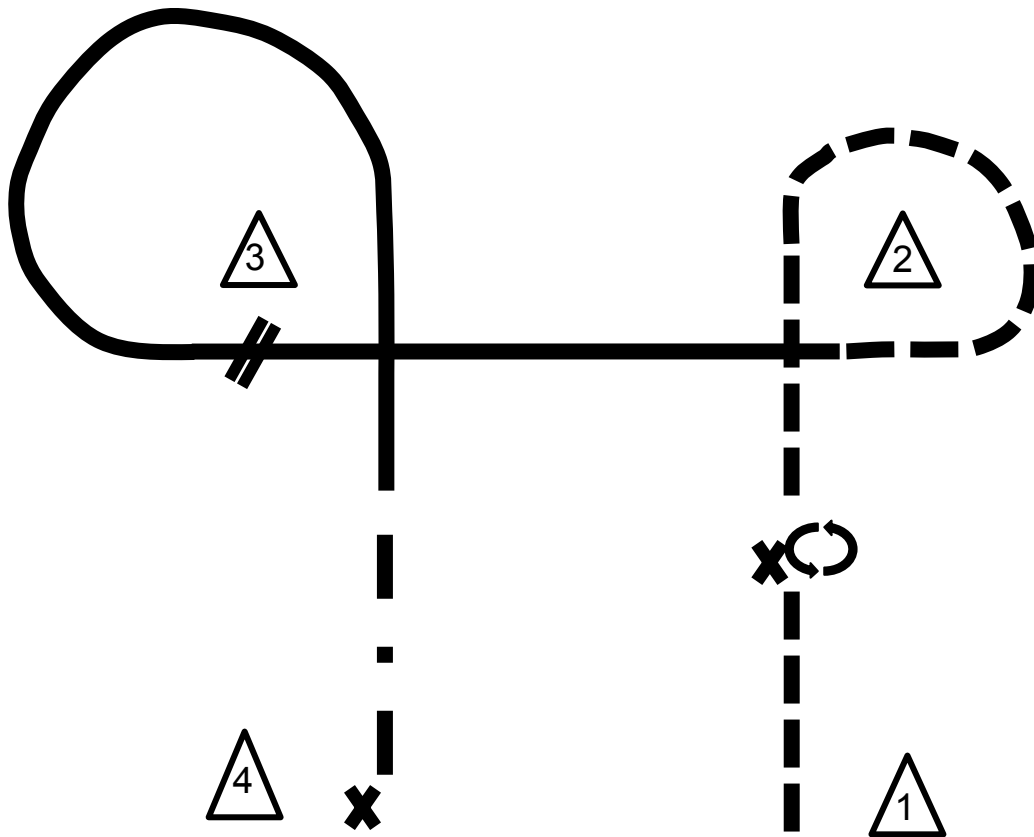
- Start on Right side of cone
- Lope/Canter Left Lead over poles to cone, at cone stop
- Jog/Trot around cone and continue to box
- Enter box, halt, Perform 360° right haunch turn
- Step front feet over the box and side pass to the left around the corner
- Jog/Trot to cones
- Serpentine through cones
- 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



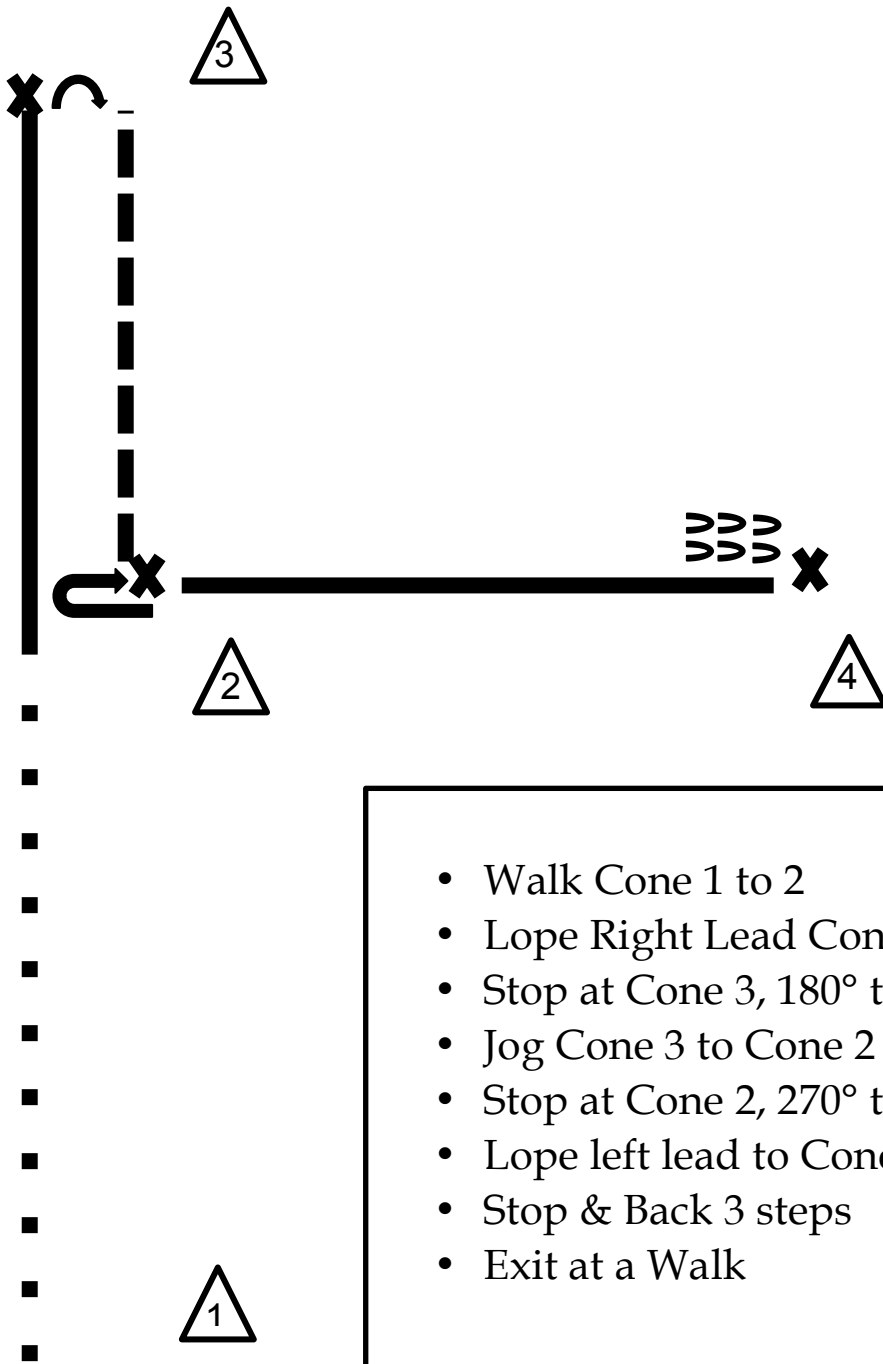
- Start at cones
- Trot around cones (serpentine)
- Walk over bridge
- Trot to first barrel, stop, pick up bucket
- Walk to second barrel, stop, place bucket on barrel
- Walk to box and complete a 360° turn to the Right
- Walk into the Chute and back out
- Walk to Mailbox, take out mail, show to judge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

McLean County Fair
Western Horsemanship Pattern 1
Horsemaster

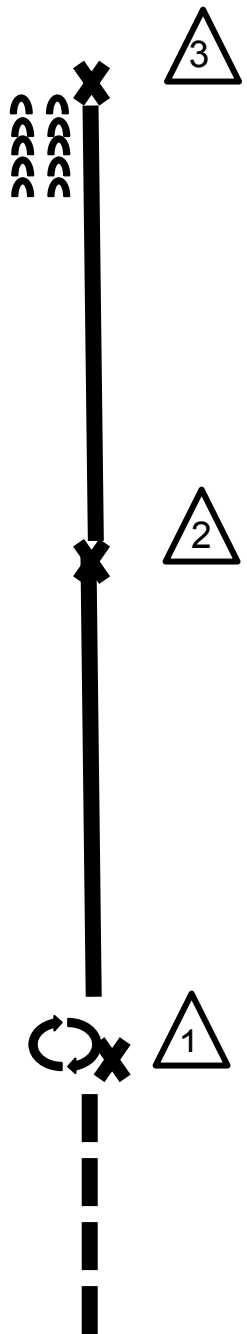


- Start at Cone 1, Jog $\frac{1}{2}$ way to Cone 2, stop
- 360° turn to the Left
- Jog to and around Cone 2 in a small circle
- Lope Left Lead to Cone 3, Lead change at Cone 3
 - Lead change may be simple or flying
- Lope circle around Cone 3 and continue Lope $\frac{1}{2}$ to Cone 4
- Extended Jog to Cone 4
- Stop
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 1
Horseman

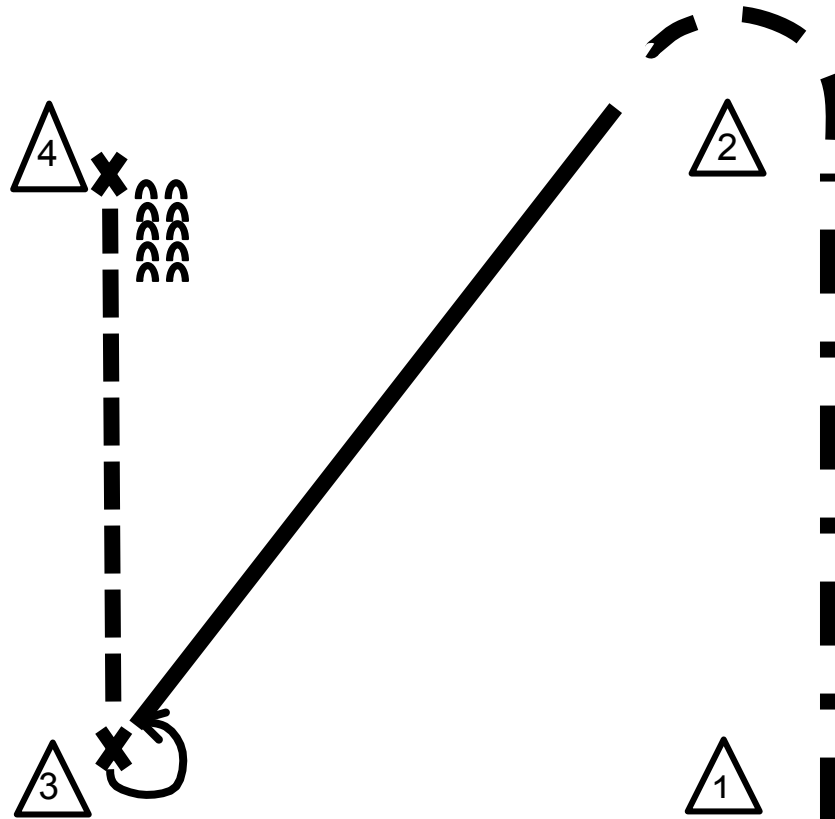


McLean County Fair
Western Horsemanship Pattern 1
Novice



- 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

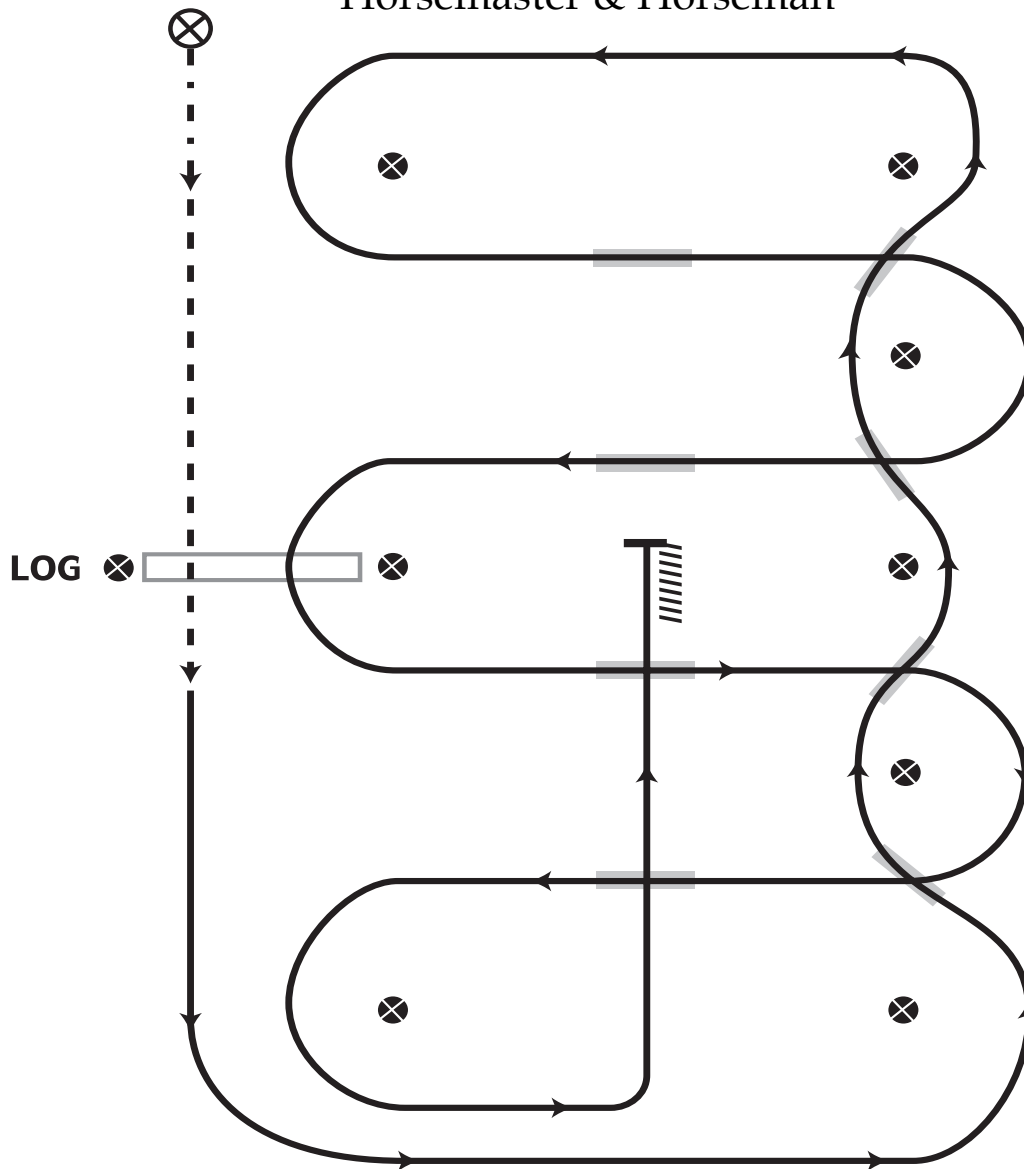


- Extended trot Cone 1 to and around Cone 2
- Lope Left Lead to Cone 3 and Stop
- Turn on haunches to the Left until facing Cone 4 (225°)
- Jog from Cone 3 to Cone D and Stop
- Back 5 Steps
- Exit at a Walk to Rail

McLean County Fair

Pattern Riding 1

Horsemaster & Horseman



- Walk at least 15' & jog over log
- Transition to Left Lead & lope around end
- First line change
- Second line change
- Third line change
- Fourth line change, lope around the end of the arena
- First crossing change
- Second crossing change
- Lope over log
- Third crossing change
- Fourth crossing change
- Lope up the center, stop & back

⊗ START CONE
 LEAD CHANGING AREA
 WALK - - - -
 JOG - - - -
 LOPE - - - -

*Simple or Flying Lead changes
 * AQHA Western Riding Pattern 1

STANDS



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