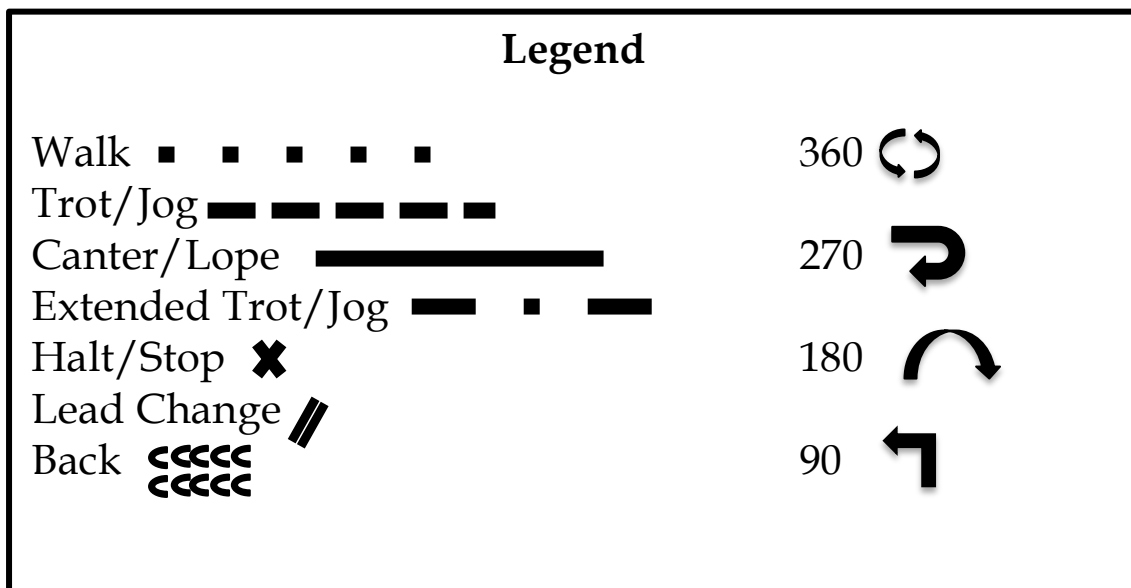
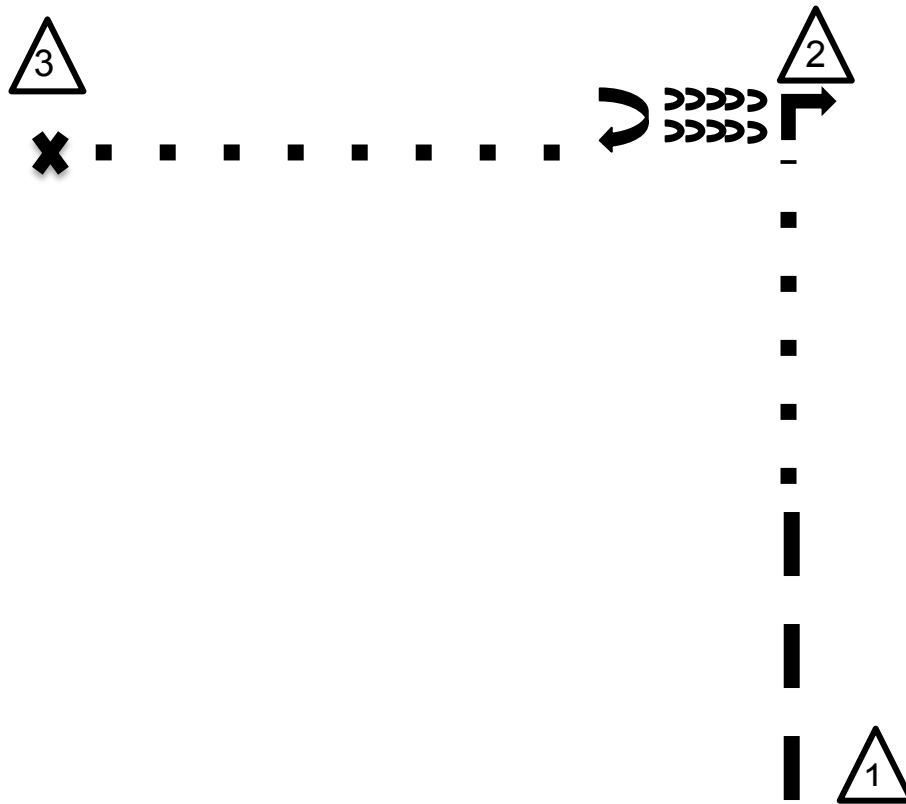


[illegible]

# Pattern Book 2

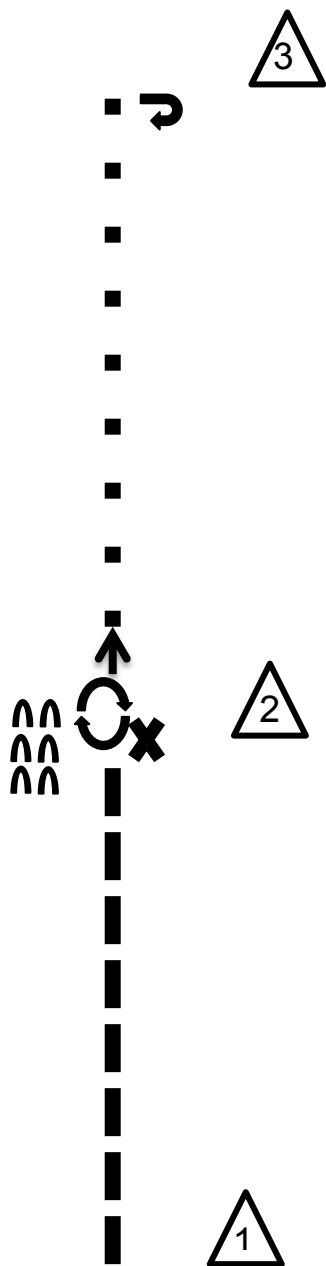


McLean County Fair  
**Showmanship Pattern – Horsemaster 2**  
English & Western



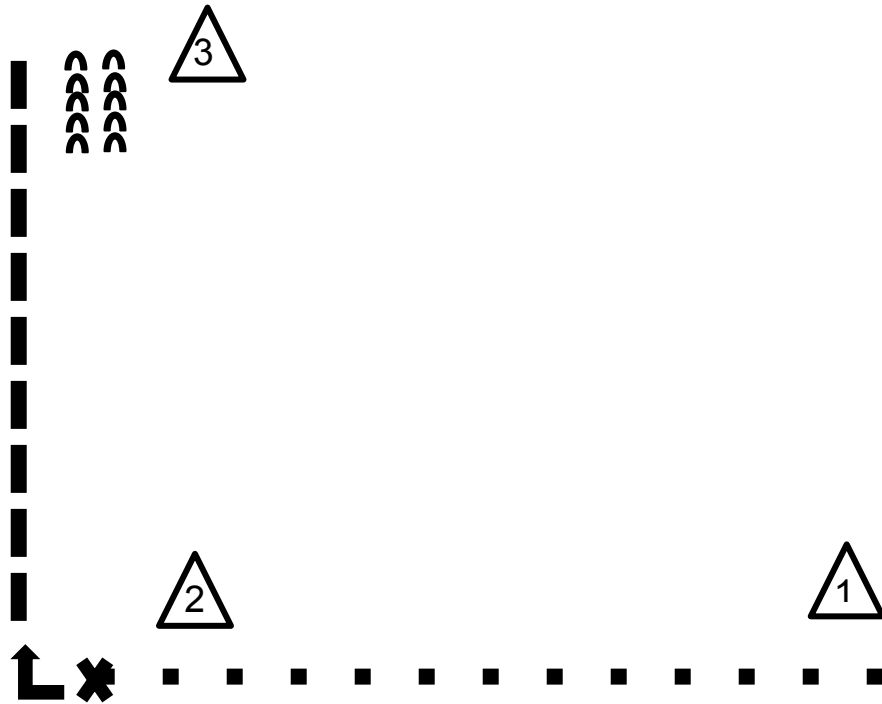
- Trot halfway from Cone 1 to 2
- Break to walk and walk to Cone 2
- At Cone 2 Halt, Perform a 90° turn to the right
- Back five steps, Perform a 180° turn to the right
- Trot Cone 3
- Set Up for Inspection
- When dismissed, Trot to Line Up

McLean County 4-H Fair  
**Showmanship Pattern - Horseman 2**  
English & Western



- Walk Cone 1 to Cone 2
- At Cone 2 Halt Perform a 360° turn to the right
- Back 3 steps
- Trot to Judge at Cone 3
- Set Up for Inspection
- When dismissed, perform a 270° turn to the right
- Trot to Line Up

McLean County 4-H Fair  
**Showmanship Pattern - Novice 2**  
English & Western

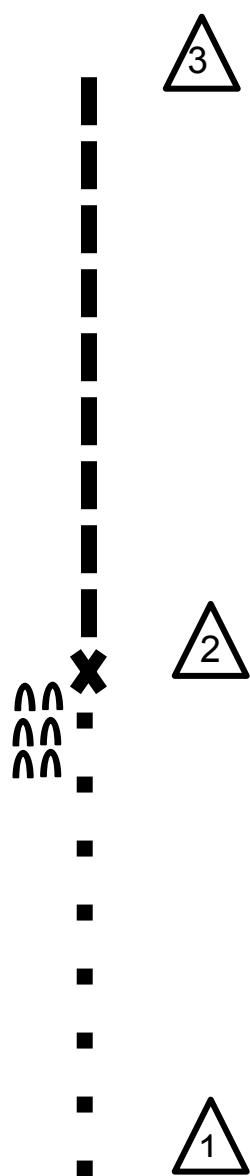


- Walk Cone 1 to Cone 2
- Continue past Cone 2 and Halt.
- Do a 90° turn Right
- Trot to Judge at Cone 3
- Set Up for Inspection
- When dismissed back 5 steps
- Trot to Line Up

McLean County 4-H Fair

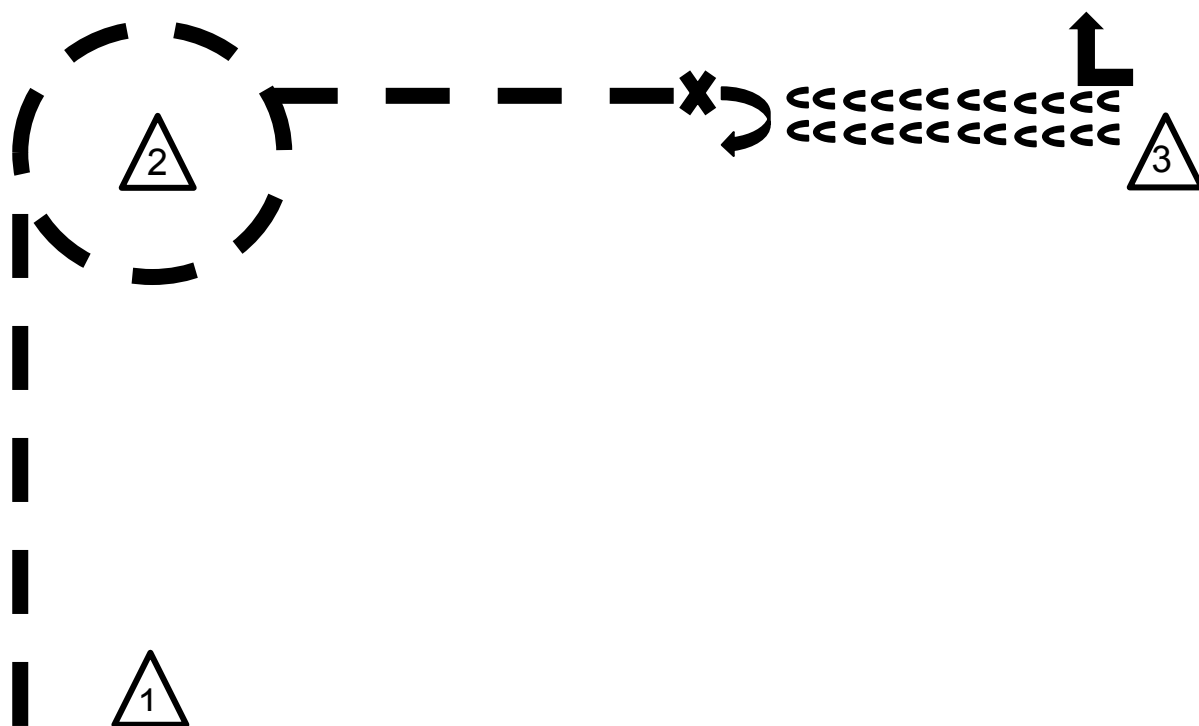
# Showmanship Pattern – Walk-Trot 2

English & Western



- Walk Cone 1 to Cone 2
- At Cone 2 Halt
- Back 3 steps
- Trot Cone 2 to Cone 3
- Set Up for Inspection
- When dismissed return to the line up at a walk

McLean County 4-H Fair  
**Showmanship Pattern - Championship 2**  
English & Western



- Trot Cone 1 to Cone 2
- Trot a circle around Cone 2
- Trot halfway to Cone 3. Halt and perform a 180° turn to the right.
- Back to Cone 3
- Set Up for Inspection
- When dismissed, turn right 90° and line up at direction of ringmaster

McLean County Fair  
**Hunter O/F - Beginner 2**  
12" - 18" cross rails

N

5 \_\_\_\_ 1

4 \_\_\_\_ 8



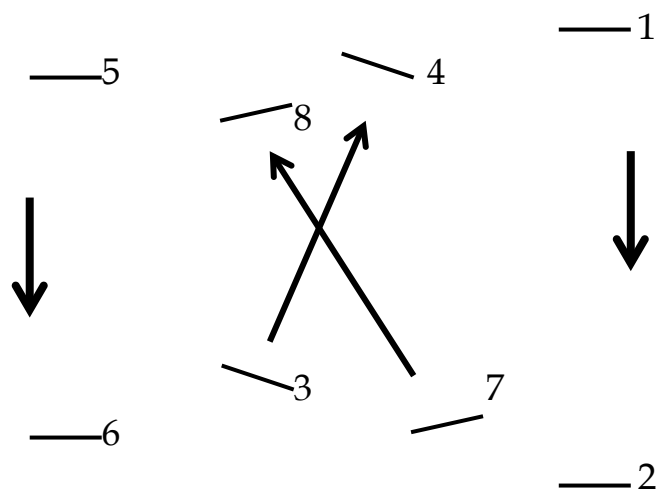
6 \_\_\_\_ 2



3 \_\_\_\_ 7

W

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



S

McLean County Fair  
**Equitation O/F - Beginner 2**  
12" - 18" cross rails

7 \_\_\_\_ 3

6 \_\_\_\_ 2



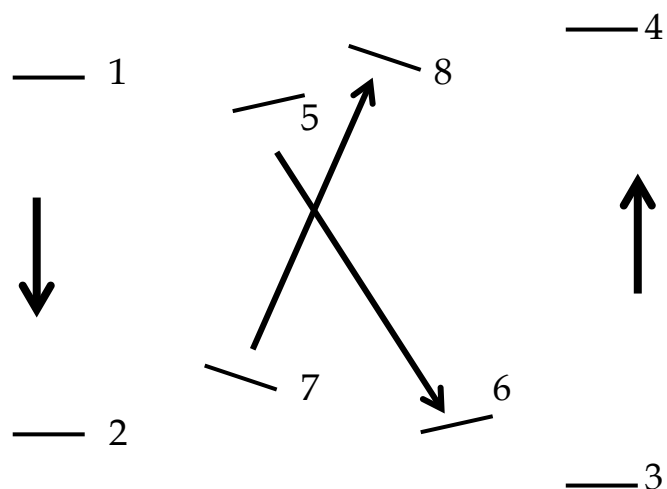
8 \_\_\_\_ 4



5 \_\_\_\_ 1

E

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

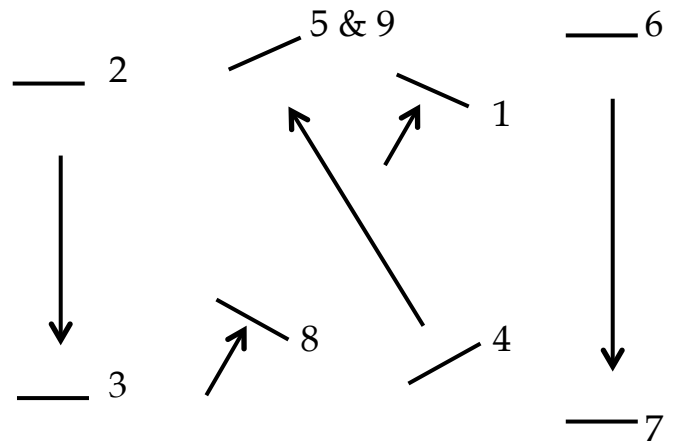
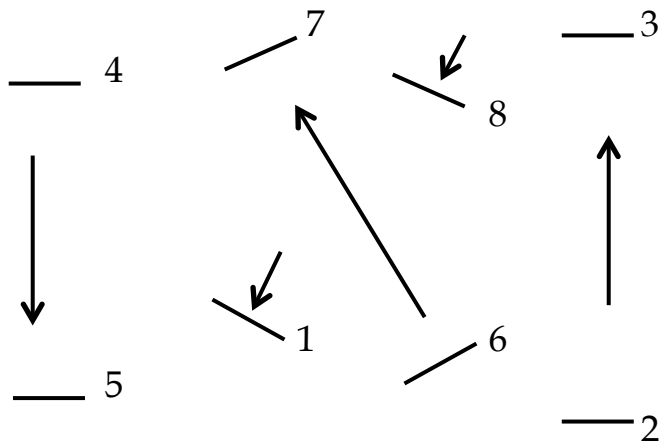




McLean County Fair  
**Hunter O/F -**  
**Intermediate/Advanced 2**  
 2' -2'3" & 2'6" - 2'9"

**N**

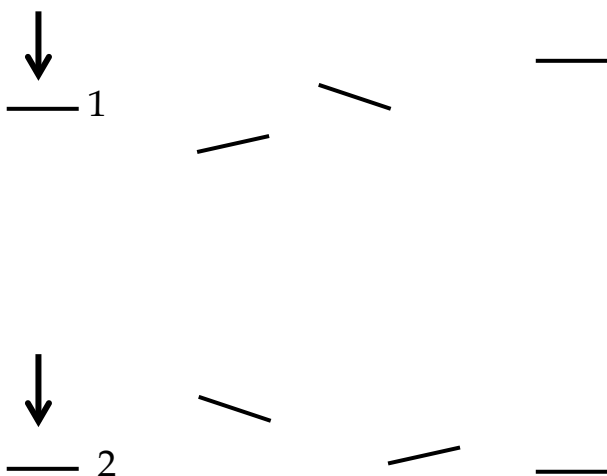
McLean County Fair  
**Equitation O/F -**  
**Intermediate/Advanced 2**  
 2' -2'3" & 2'6" - 2'9"



**W**

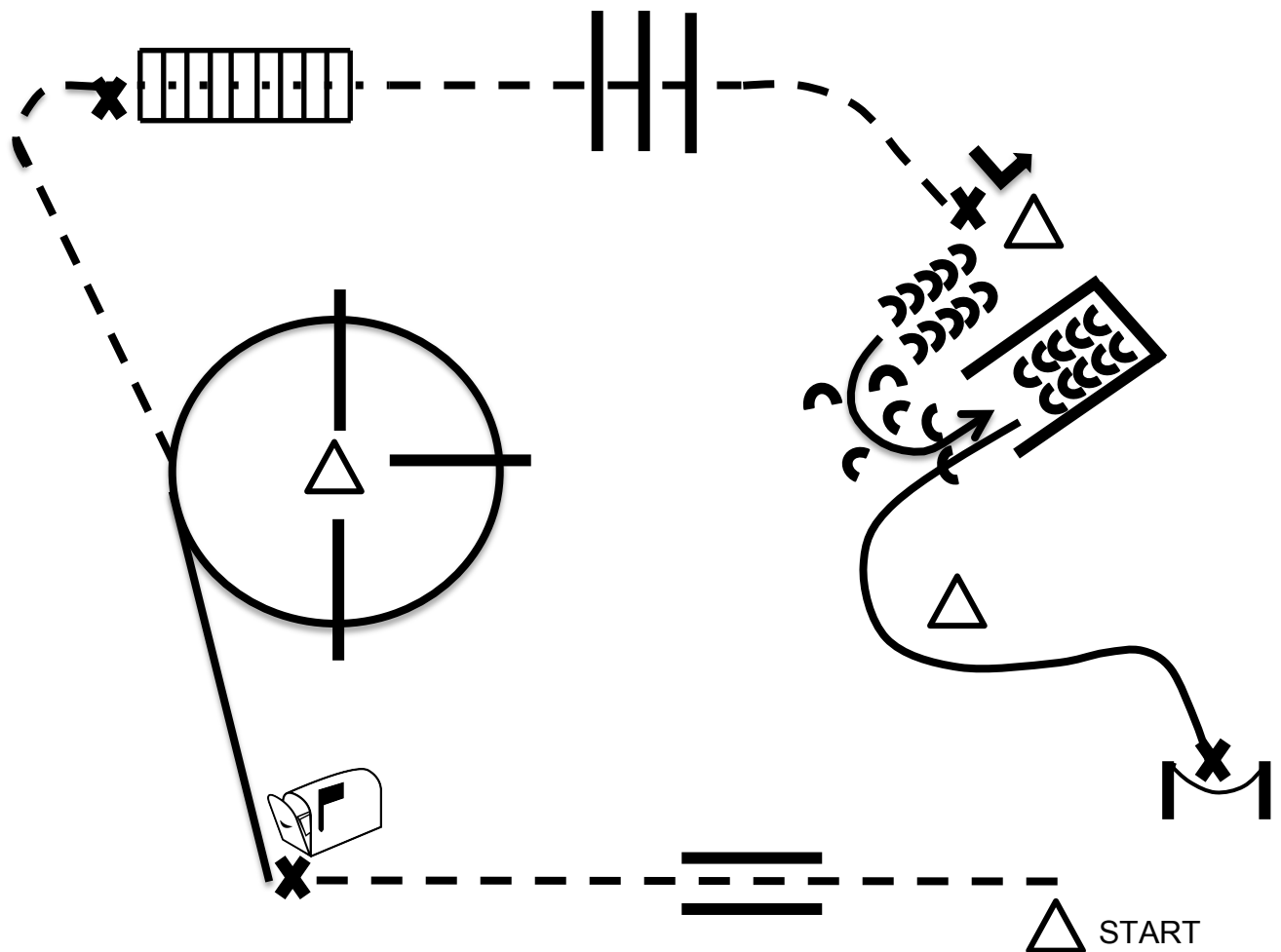
**E**

McLean County Fair  
**Hunter Hack - All 2**



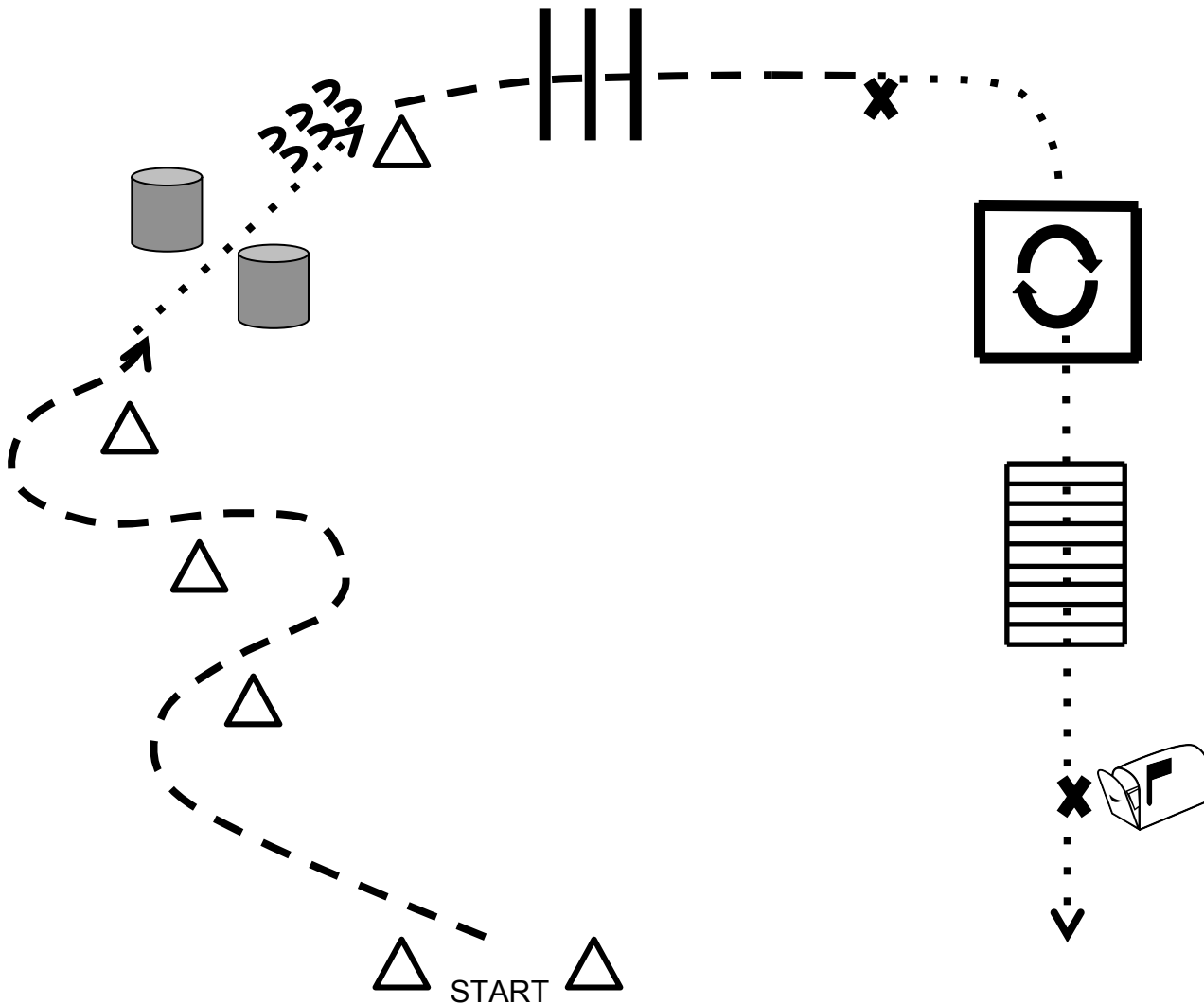
**S**

McLean County Fair  
**Trail Pattern 2**  
Horsemaster & Horseman



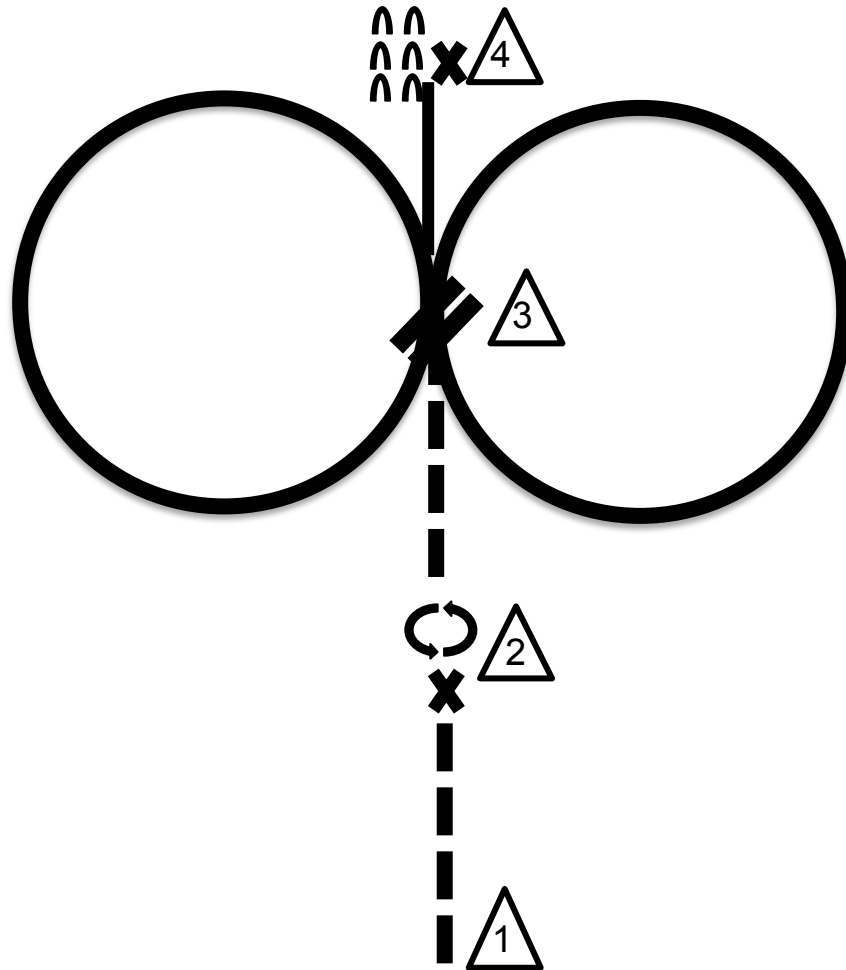
- Start on Right side of cone
- Jog/Trot between poles to mailbox, halt
- Open mailbox, take out mail and show to judge
- Lope/Canter on Right Lead around the cone and over poles, break to Jog/Trot and stop at bridge
- Walk over bridge
- Jog/Trot from bridge over poles to cone
- Stop before the cone. Stand 5 seconds.
- Do 90° turn to the Left
- Back into chute
- Lope/Canter on Left Lead from chute around cone to Gate, halt
- Open Gate, Walk through Gate, Close Gate

McLean County Fair  
**Trail Pattern 2**  
Novice, Walk-Trot & In Hand



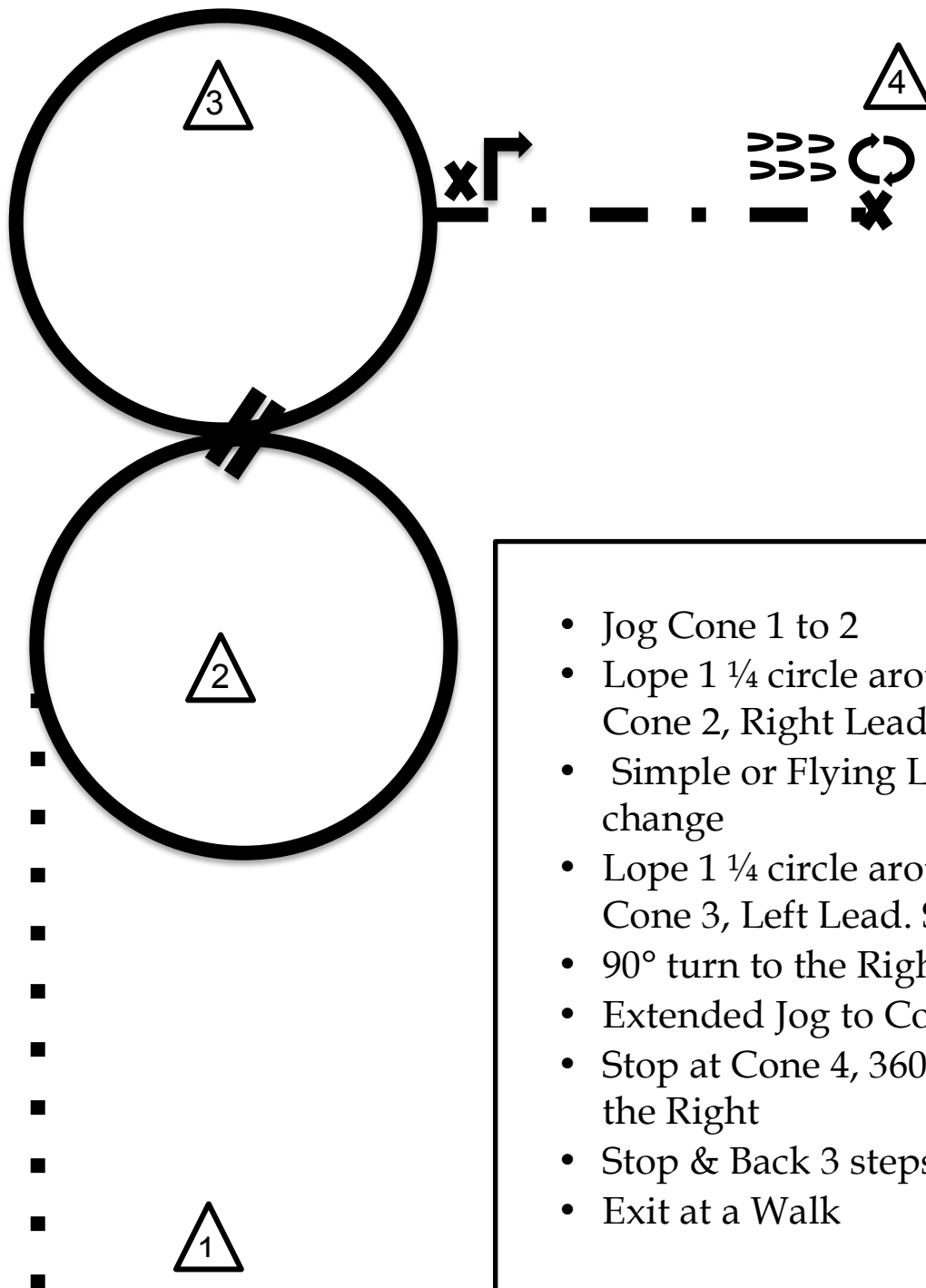
- Start at cones
- Trot around cones (serpentine)
- Walk between barrels. Then back 3 steps at cone.
- Jog/Trot over poles to box. Stop.
- Walk into box and complete a 360° turn to the Right
- Walk to and over bridge
- Walk to Mailbox, stop, take out mail, show to judge and put mail back
- Exit at a walk

McLean County Fair  
**Western Horsemanship Pattern 2**  
Horsemaster



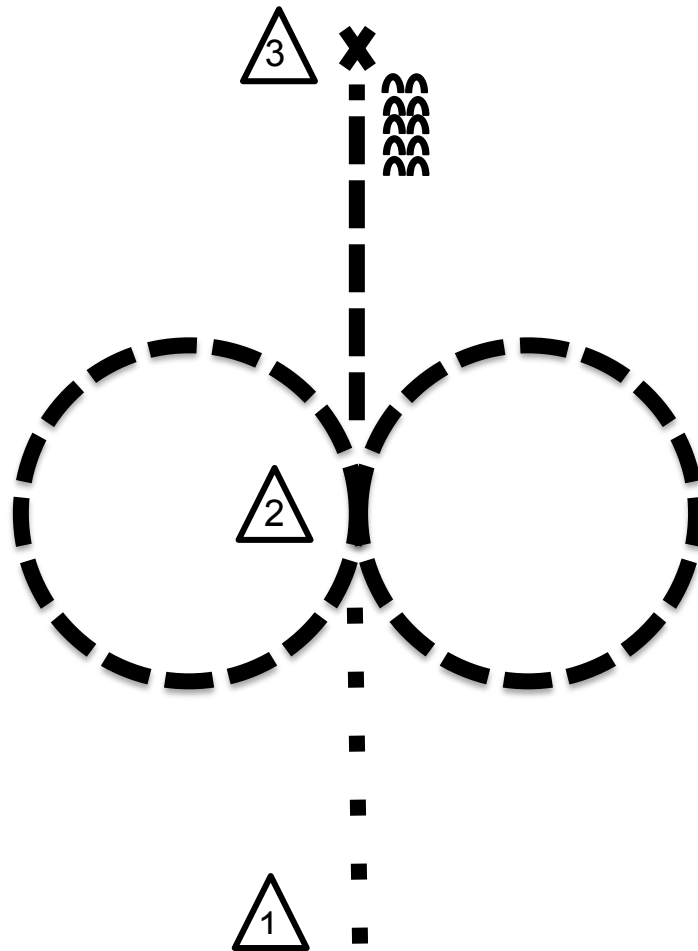
- Jog Cone 1 to Cone 2, stop
- 360° turn to the left
- Jog to Cone 3
- At Cone 3 Lope Left Lead circle
- Do lead change at Cone 3
  - Lead change may be simple or flying
- Lope Right Lead circle to Right
- Continue Lope to Cone 4.
- At Cone 4, Stop. Back.
- Exit at a Walk

McLean County Fair  
**Western Horsemanship Pattern 2**  
Horseman



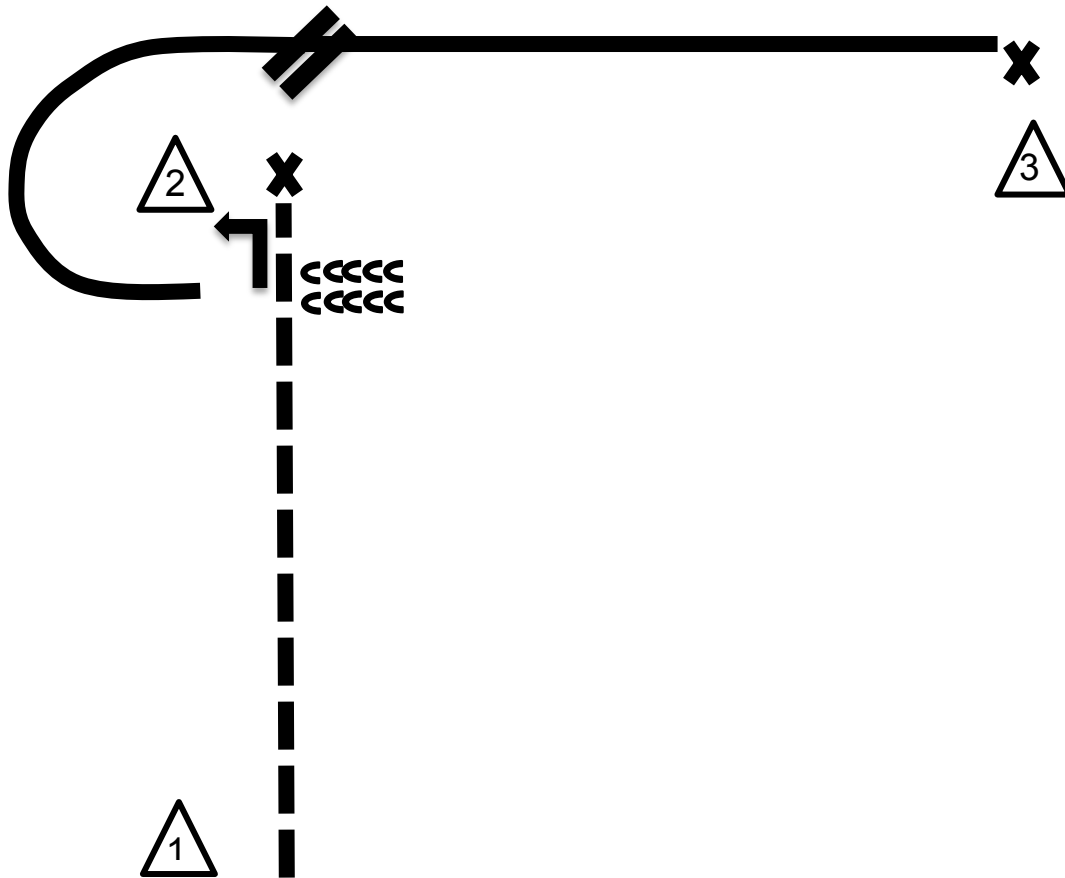
- Jog Cone 1 to 2
- Lope 1  $\frac{1}{4}$  circle around Cone 2, Right Lead
- Simple or Flying Lead change
- Lope 1  $\frac{1}{4}$  circle around Cone 3, Left Lead. Stop
- 90° turn to the Right
- Extended Jog to Cone 4
- Stop at Cone 4, 360° pivot to the Right
- Stop & Back 3 steps
- Exit at a Walk

McLean County Fair  
**Western Horsemanship Pattern 2**  
Novice



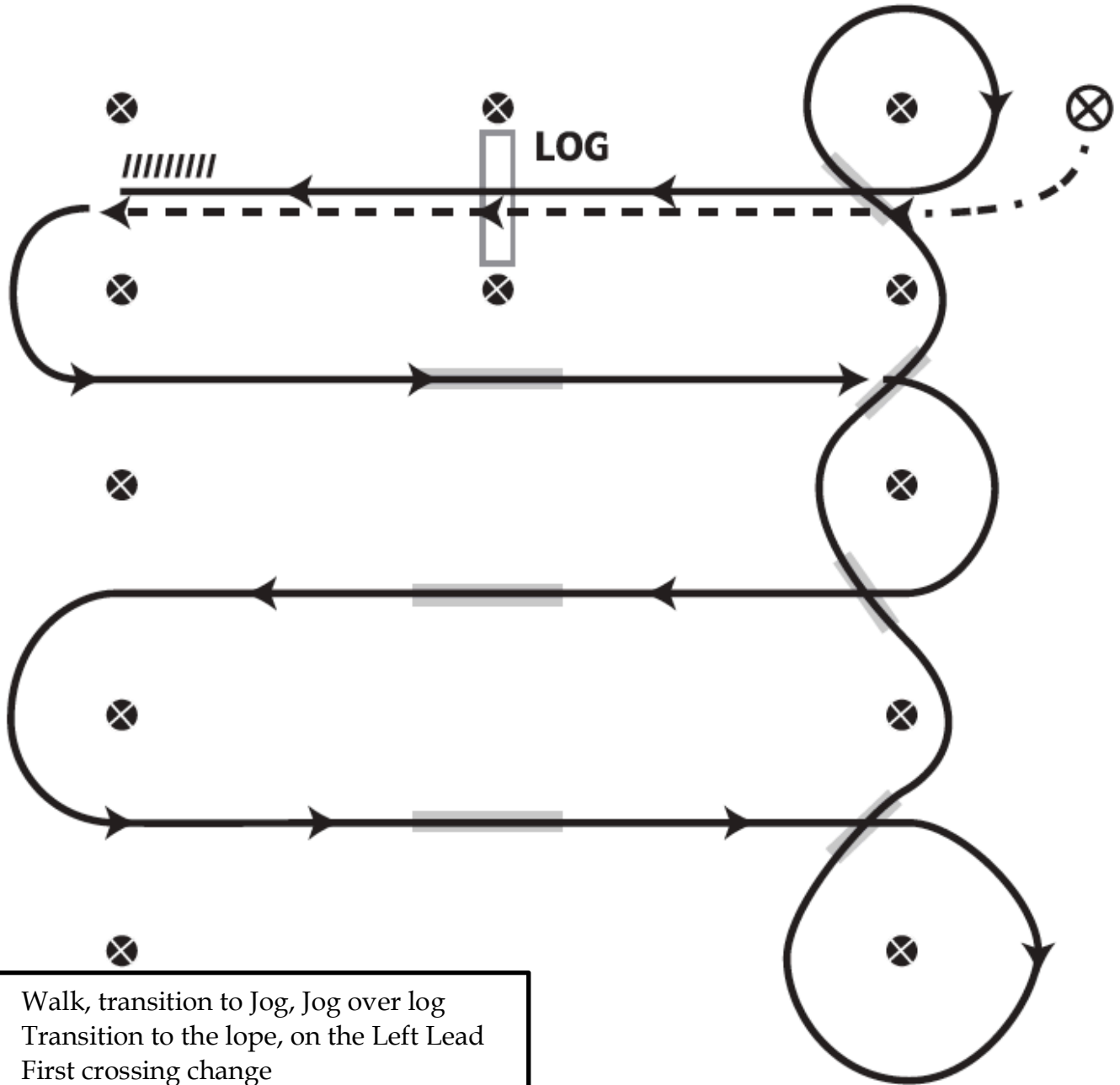
- Walk Cone 1 to Cone 2
- At Cone 2 Jog a circle to the left
- At Cone 2 Lope a circle to the right (Right Lead)
- Continue the Lope to Cone 3
- Stop. Back 5 Steps
- Exit at a Walk

McLean County Fair  
**Western Horsemanship Pattern 2**  
Championship



- Jog Cone 1 to Cone 2
- Stop. Perform a 90° turn to the Left. Back 5 steps.
- Lope on Right Lead around Cone 2
- At Cone 2 change Lead, Lope on Left Lead to Cone 3
  - Lead change may be simple or flying
- Stop
- Exit at a Walk to Rail

McLean County Fair  
**Pattern Riding 2**  
Horsemaster & Horseman

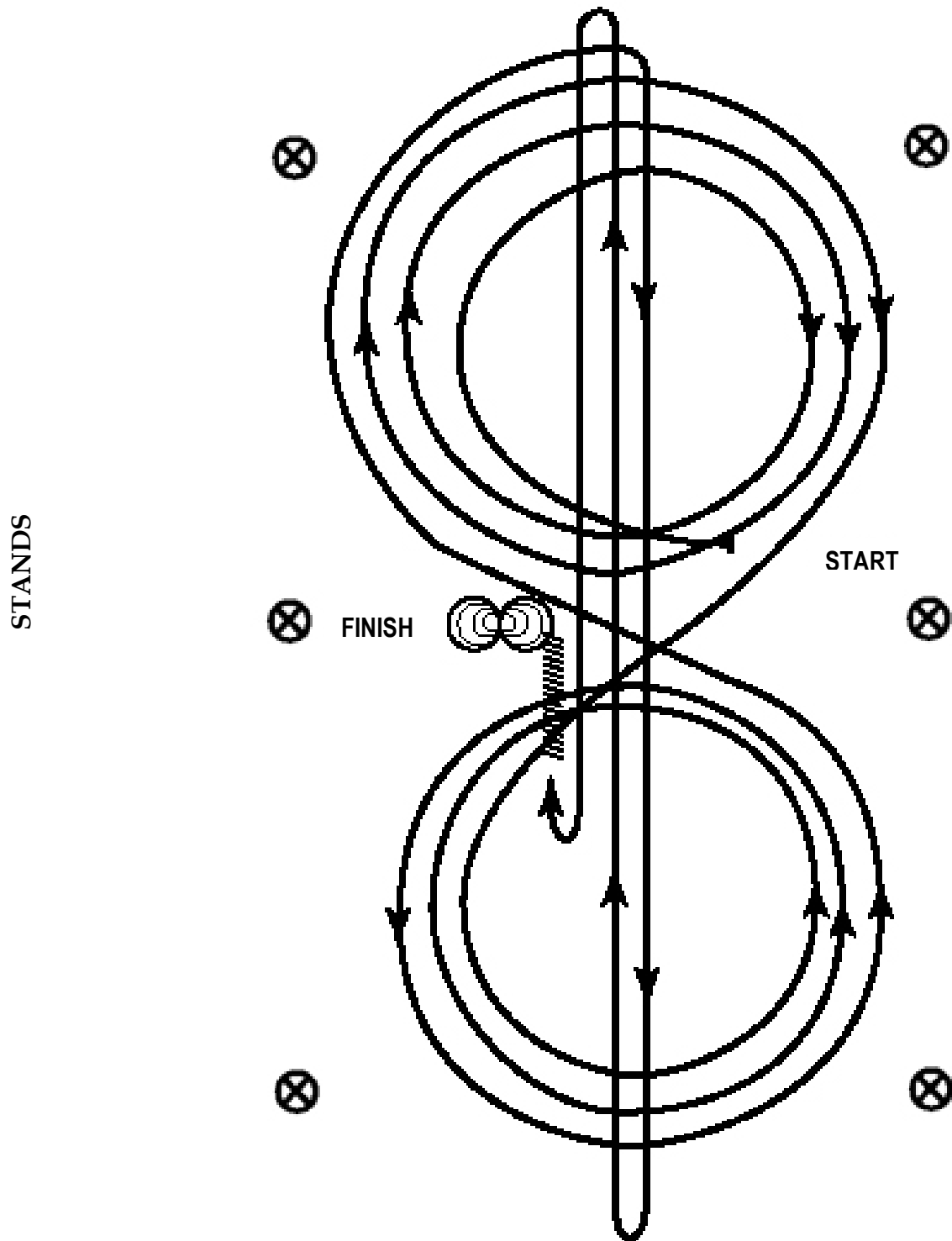


- Walk, transition to Jog, Jog over log
- Transition to the lope, on the Left Lead
- First crossing change
- Second crossing change
- Third crossing change
- Circle & First line change
- Second line Change
- Third line change
- Fourth line change & circle
- Lope over log
- Lope, Stop & Back

\*Simple or Flying Lead changes  
\* AQHA Western Riding Pattern 2



McLean County Fair  
**Reining Pattern 2**  
Horsemaster & Horseman



# Reining Pattern Instructions

Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

- Beginning on the Right Lead, complete three circles to the Right: first circle small and slow; next two circles large and fast. Change leads at the center of the arena.
- Complete three circles to the Left: first circle small and slow; next two circles large and fast. Change leads at the center of the arena.
- Continue around the previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a Right rollback – No Hesitation.
- Run up the middle of the opposite end of the arena past the end marker and do a Left rollback – No Hesitation.
- Run past the center marker and do a sliding stop. Back up to the center of the arena. Hesitate.
- Complete four spins to the right.
- Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

\*AQHA Reining Pattern 2