

[illegible]

Pattern Book 3

McLean County Fair

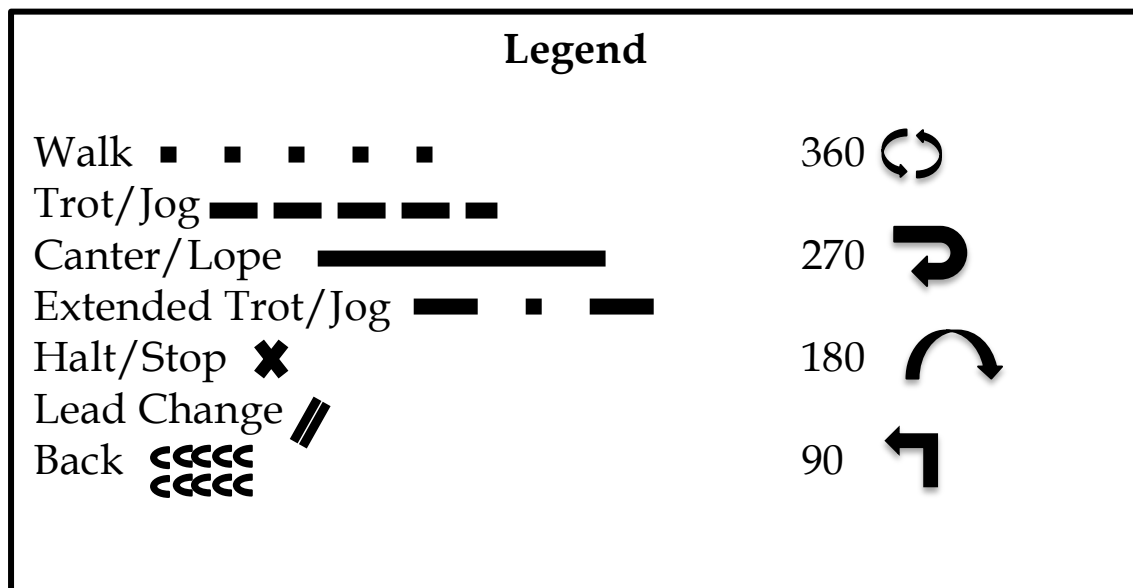
Horse Show Notes

English and Western Showmanship will use the same pattern.

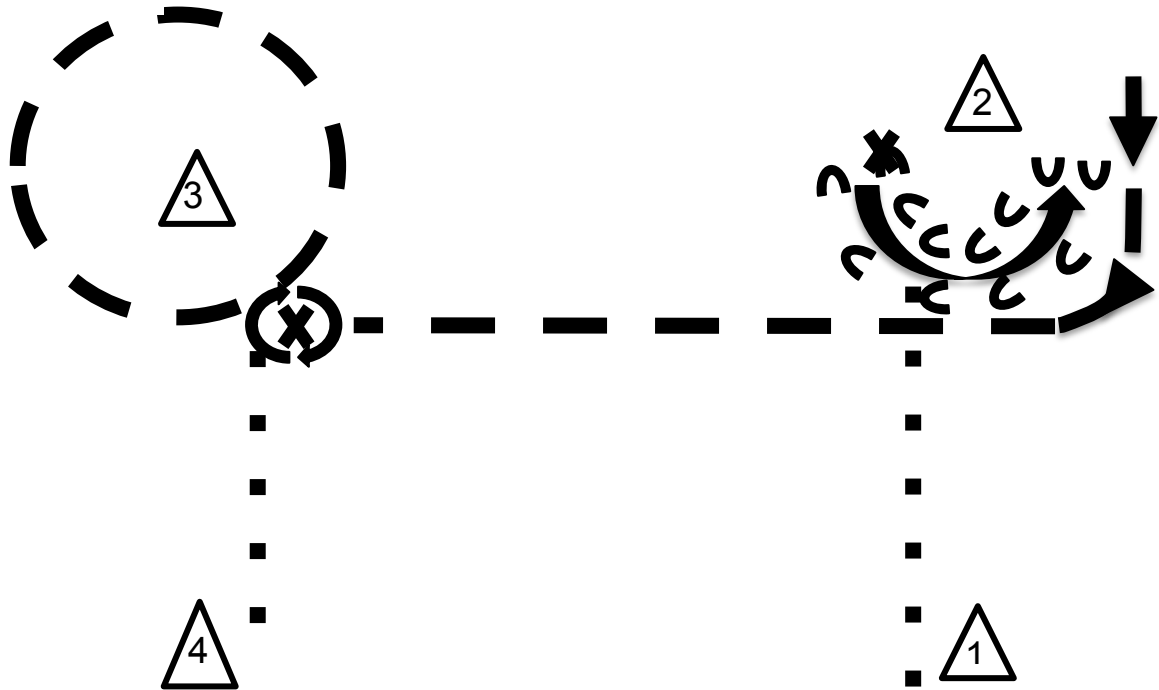
Dressage patterns will be the 2015 versions. Those can be found in your County Horse Rule Book or at www.usef.org.

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)

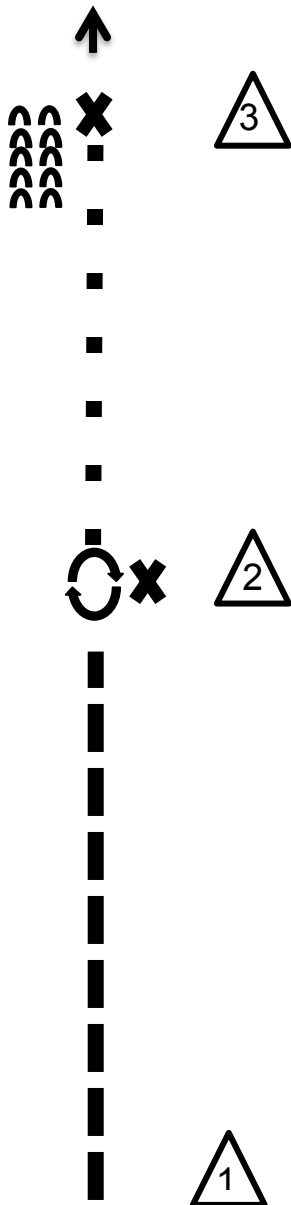


McLean County Fair
Showmanship Pattern – Horsemaster 3
English & Western



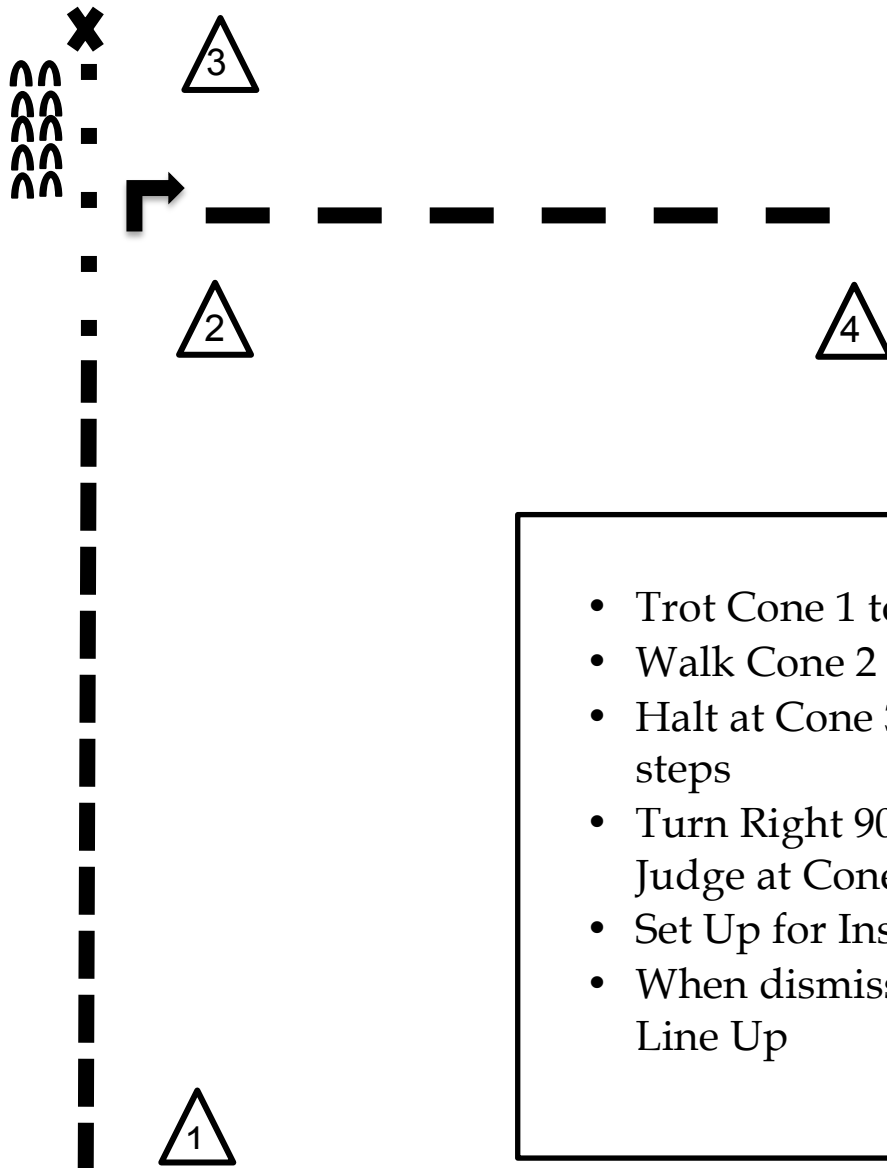
- Walk Cone 1 to 2
- Halt at Cone 2
- Back around Cone 2
- Trot to Cone 3. Stop. Perform a 360° turn to the Right.
- Trot a circle around Cone 3
- Walk to Cone 4
- Set Up for Inspection
- When dismissed, Trot to Line Up

McLean County 4-H Fair
Showmanship Pattern – Horseman 3
English & Western



- Trot Cone 1 to Cone 2
- At Cone 2 Halt. Perform a 360° turn to the right.
- Walk to Cone 3
- Halt, back 5 steps
- Set up for inspection
- Trot to Line Up

McLean County 4-H Fair
Showmanship Pattern - Novice 3
English & Western

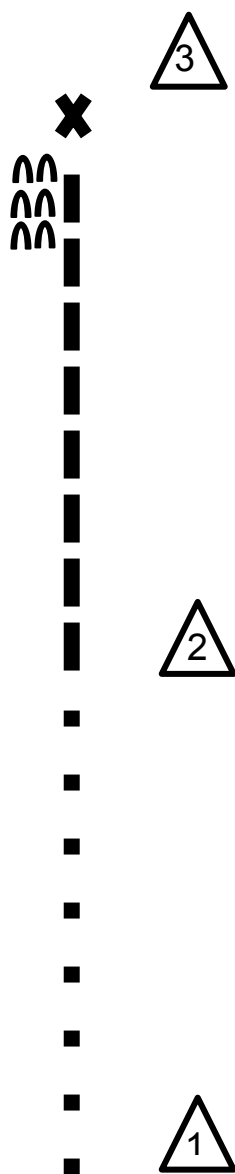


- Trot Cone 1 to Cone 2
- Walk Cone 2 to Cone 3
- Halt at Cone 3, Back 5 steps
- Turn Right 90°, Trot to Judge at Cone 3
- Set Up for Inspection
- When dismissed, Trot to Line Up

McLean County 4-H Fair

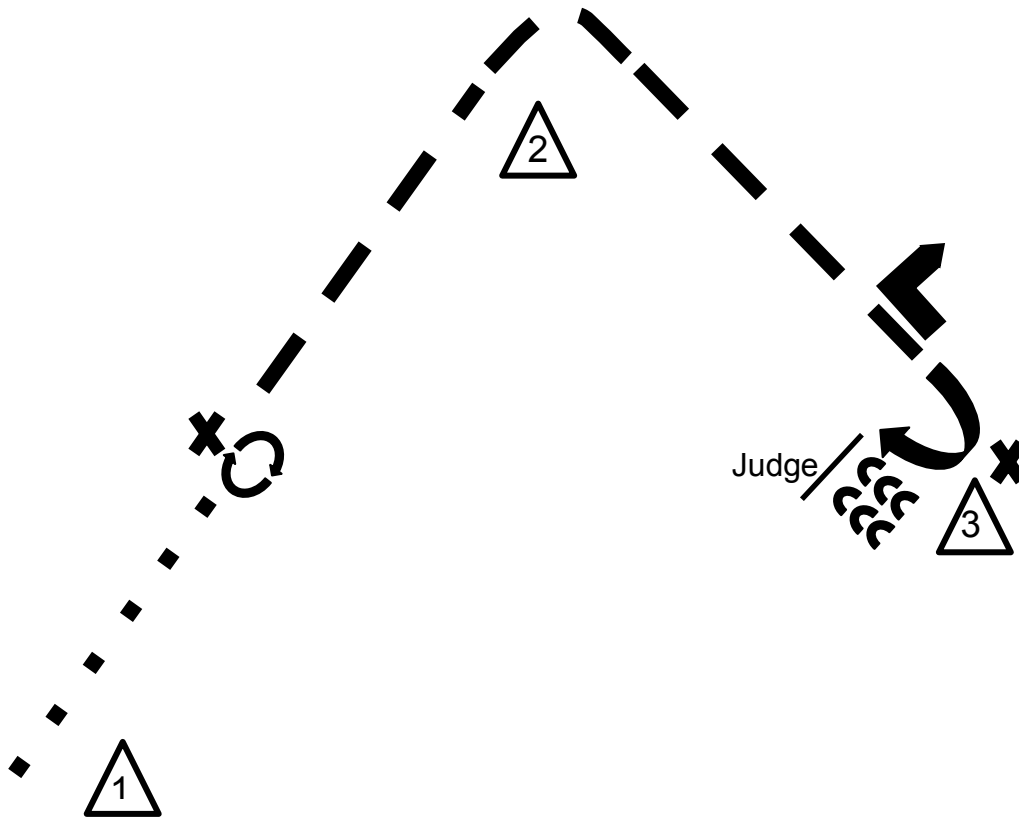
Showmanship Pattern – Walk-Trot 3

English & Western



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

McLean County 4-H Fair
Showmanship Pattern - Championship 3
English & Western



- Walk Cone 1 to halfway to Cone 2.
- Halt, Perform 360° turn to the right
- Trot around Cone 2 to Cone 3
- Halt at Cone 3, perform a 180° turn to the right, Back 3 steps and set up for inspection
- When dismissed, turn right 90° and trot to line up at direction of ringmaster

McLean County Fair
Hunter O/F - Beginner 3
 12" - 18" cross rails

N

3 ____ 7

6 ____ 2



4 ____ 8

5 ____ 1

W

McLean County Fair
Equitation O/F - Beginner 3
 12" - 18" cross rails

5 ____ 1

8 ____ 4

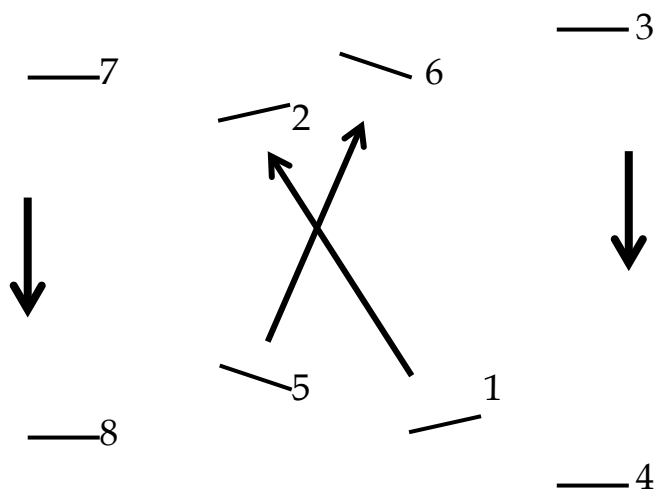


6 ____ 2

7 ____ 3

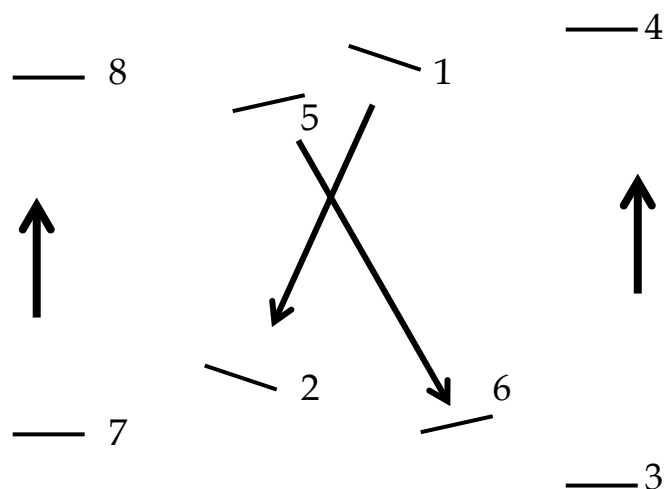
E

McLean County Fair
Hunter O/F - Novice 3
 18" - 2' rails/panels



S

McLean County Fair
Equitation O/F - Novice 3
 18" - 2' rails/panels



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

N

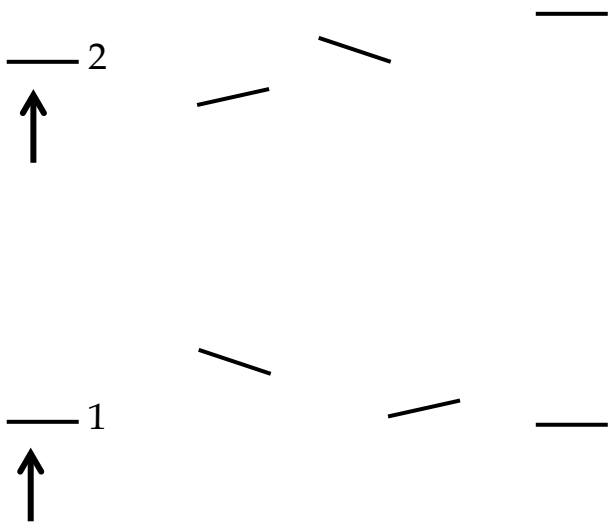
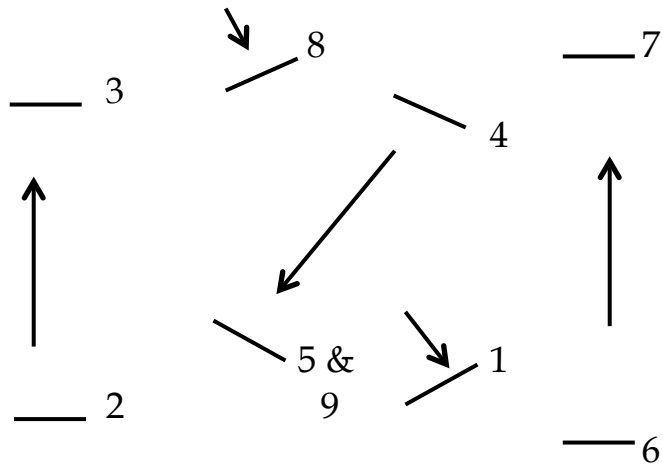
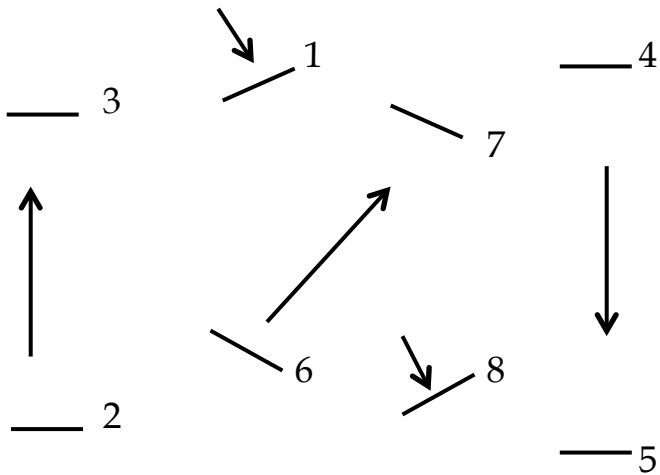
McLean County Fair
Equitation O/F -
Intermediate/Advanced 3
 2' -2'3" & 2'6" - 2'9"

W

E

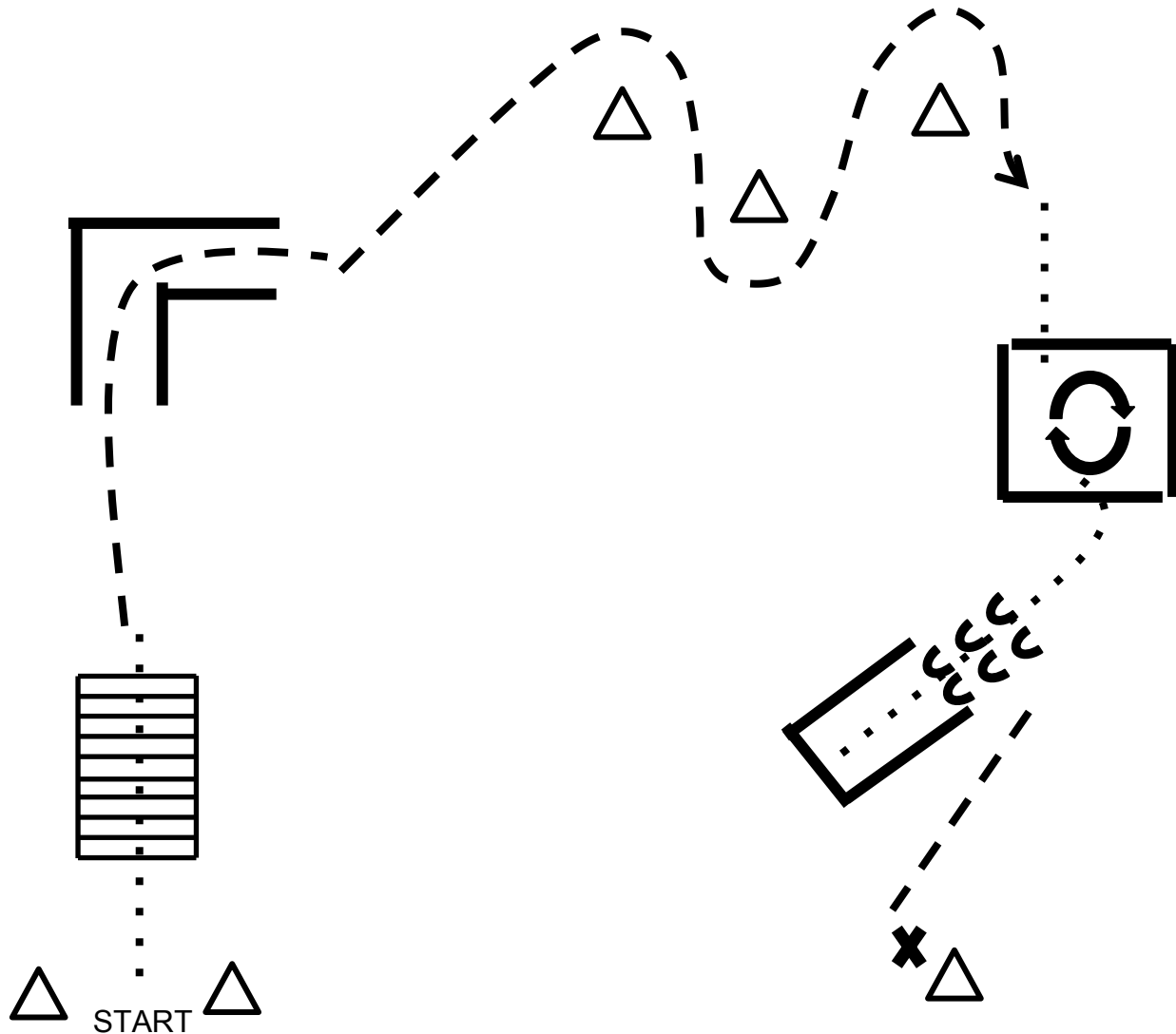
McLean County Fair
Hunter Hack - All 3

S



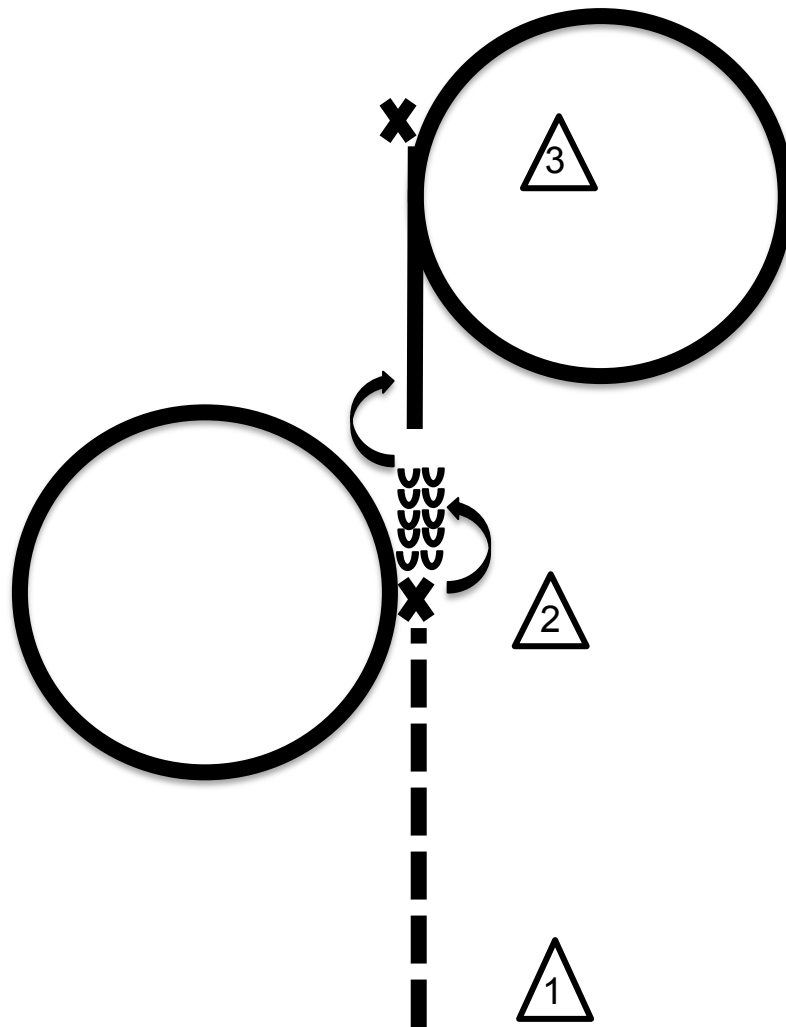
- Jog/Trot from cone into Box. Halt. Perform 270° right turn.
- Step front feet over the box and side pass to the Right around the corner
- Jog/Trot from box over poles and around cone to the Right.
- After completing circle, break to a walk and continue to chute.
- Perform 90° haunch turn to left and back into chute
- Lope/Canter on Left Lead from chute around cone to mailbox, halt
- Open mailbox. Show judge mail. Close mailbox.
- Lope/Canter on Right Lead from mailbox to Gate, halt
- Open Gate, Walk through Gate, Close Gate
- Walk over bridge to cone and stop

McLean County Fair
Trail Pattern 3
Novice, Walk-Trot & In Hand



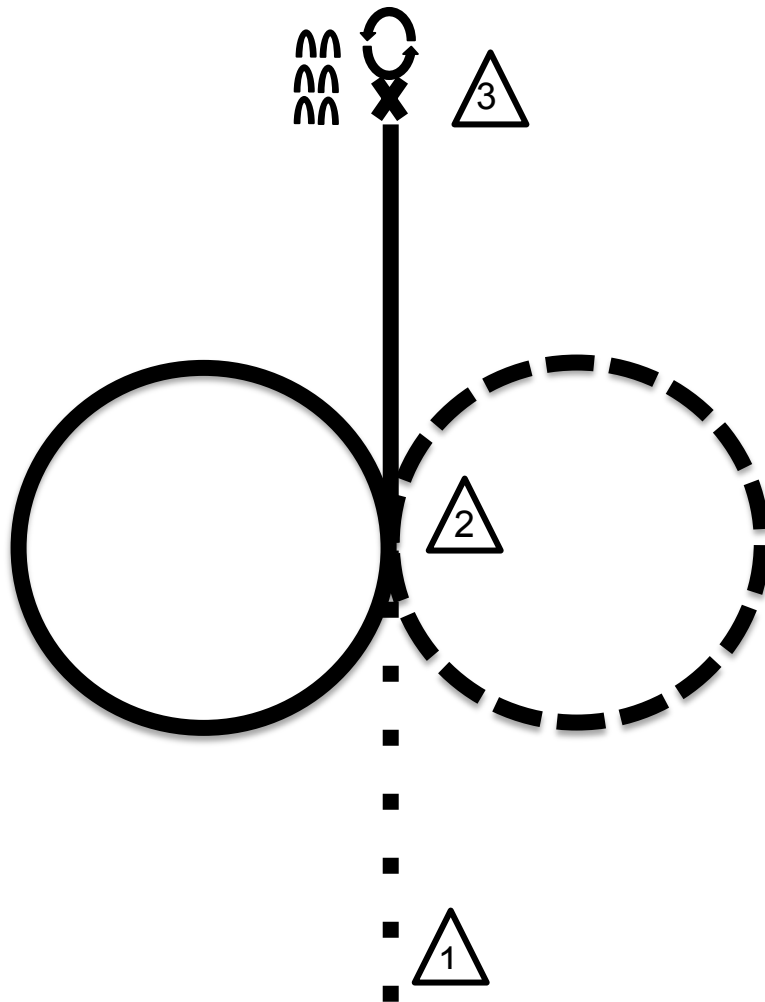
- Start at cones
- Walk over bridge
- Jog/Trot through chute
- Jog/Trot around cones (serpentine)
- Walk to box and complete a 360° turn to the Right
- Walk into the Chute and back out
- Trot to Cone and stop.
- Exit at a walk

McLean County Fair
Western Horsemanship Pattern 3
Horsemaster



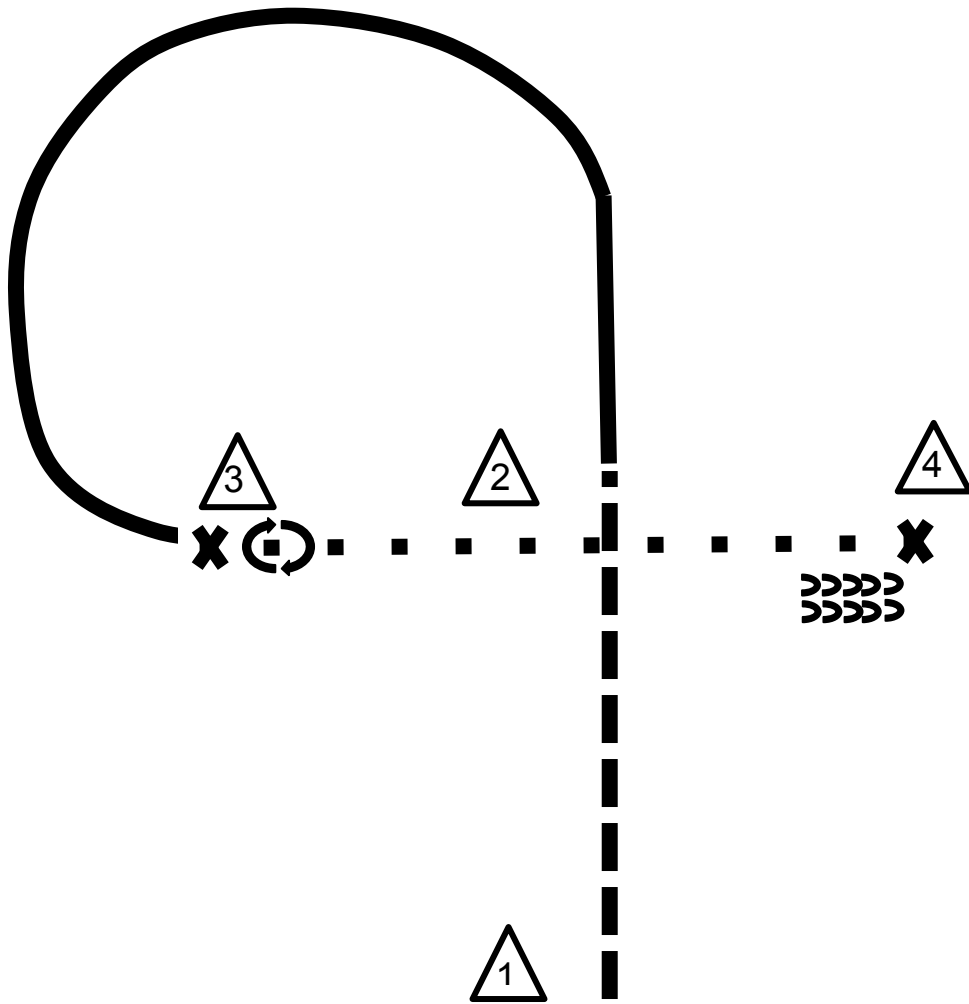
- Jog Cone 1 to Cone 2, Stop
- At Cone 2 Lope Left Lead circle, Stop
- Perform 180° turn to the Left & Back 5 steps
- Perform 180° turn to the Right
- Lope Right Lead to Cone 3
- Lope Circle Around Cone 3 on Right Lead
- Stop
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 3
Horseman



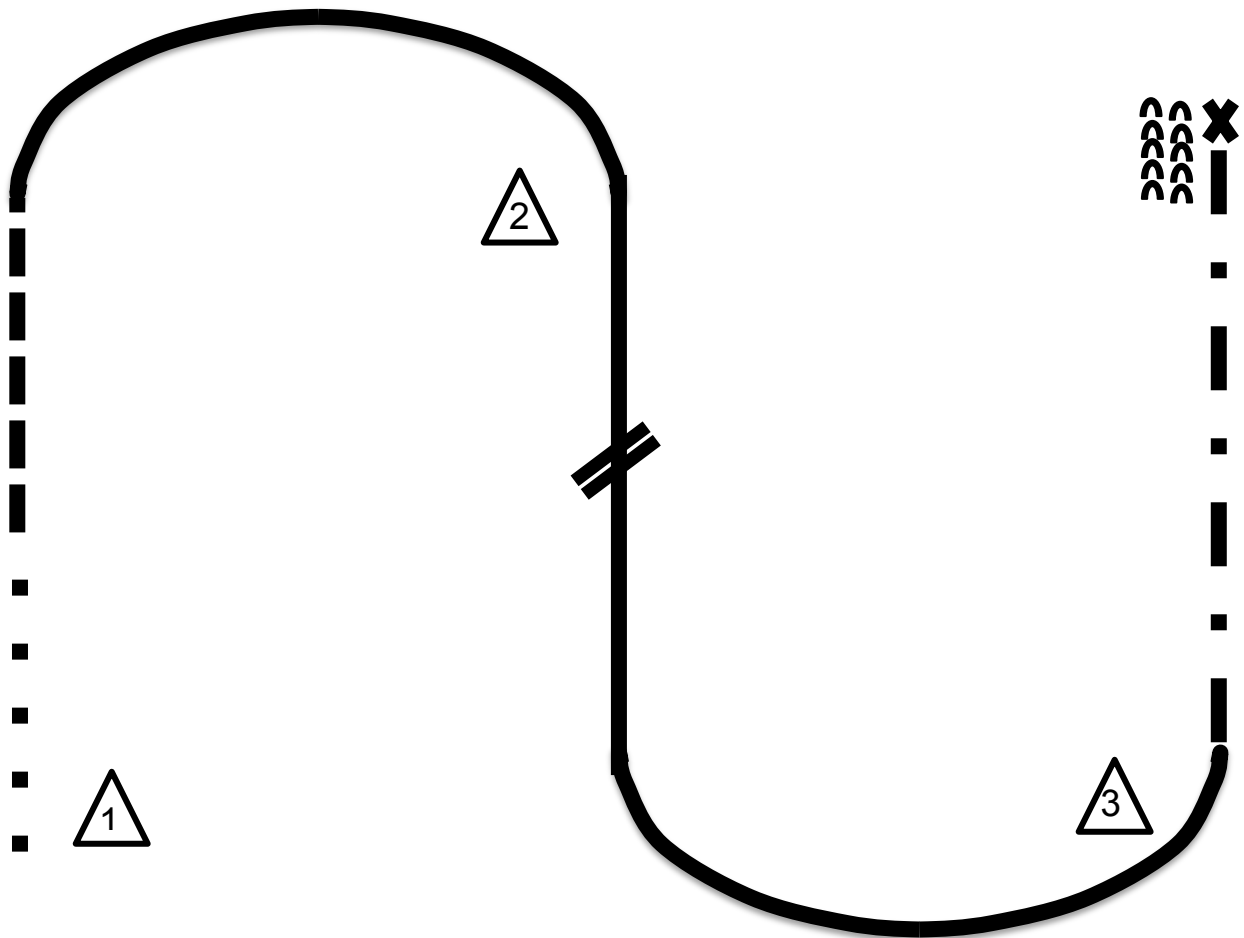
- Walk Cone 1 to 2
- At Cone 2 Lope Left Lead circle to the left
- At Cone 2 jog circle to the right
- Lope Right Lead Cone 2 to Cone 3
- Stop, 360° pivot to the left & Back 3 steps
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 3
Novice



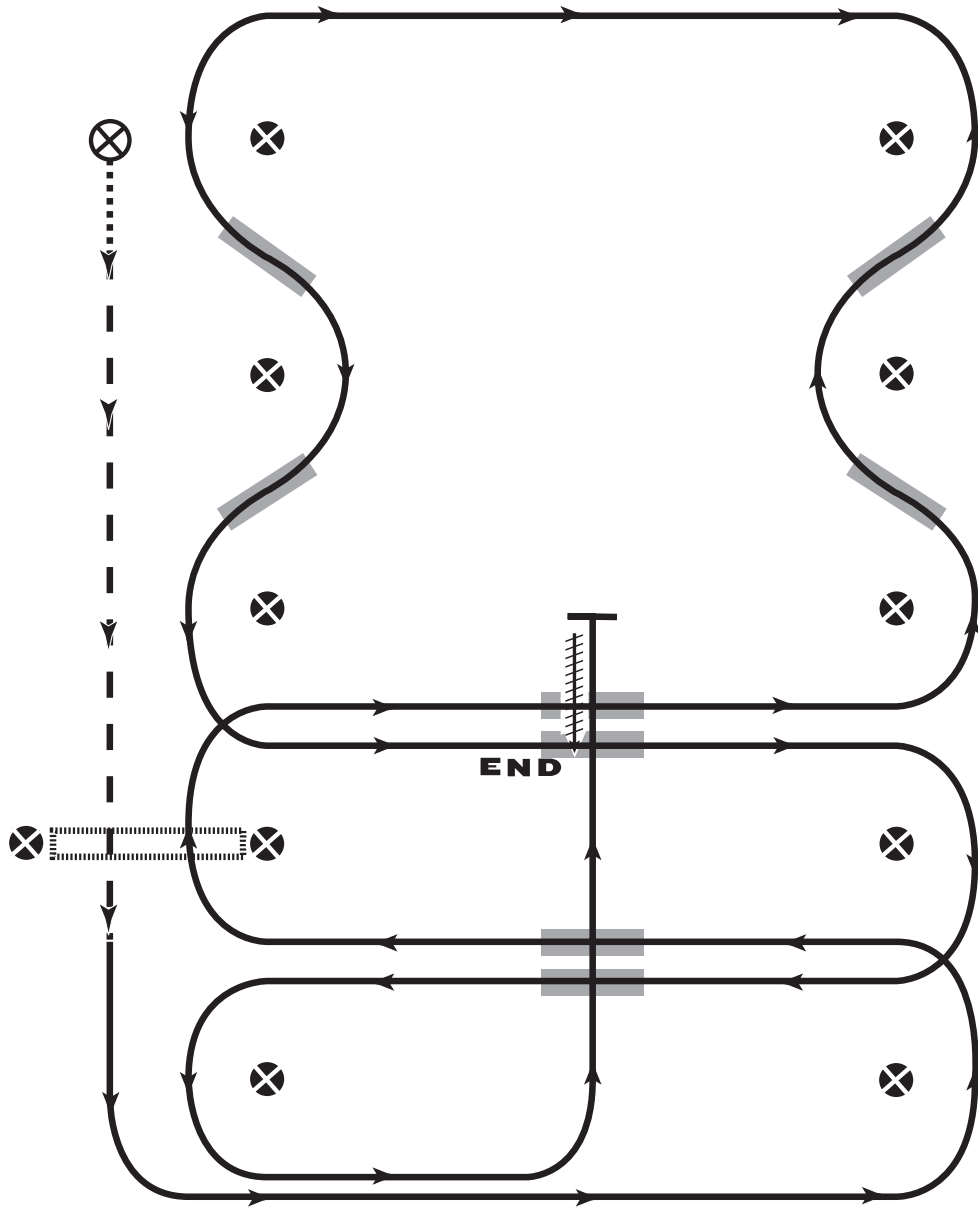
- Jog Cone 1 to Cone 2
- Lope Left Lead Cone 2 to Cone 3 as shown
- At Cone 3 stop
- Perform a 360° turn to the Right
- Walk to Cone 4. Back 5 steps.
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 3
Championship



- Walk Cone 1 halfway to Cone 2, transition to a Jog
- When even with Cone 2, Lope a half circle on the Right Lead around Cone 2
- Perform a simple Lead change halfway between Cone 2 and Cone 3
- Lope a half circle on Left Lead around Cone 3
- Extended Jog until Even with Cone 2
- Stop. Back 5 steps
- Exit at a Walk to Rail

McLean County Fair
Pattern Riding 3
Horsemaster & Horseman



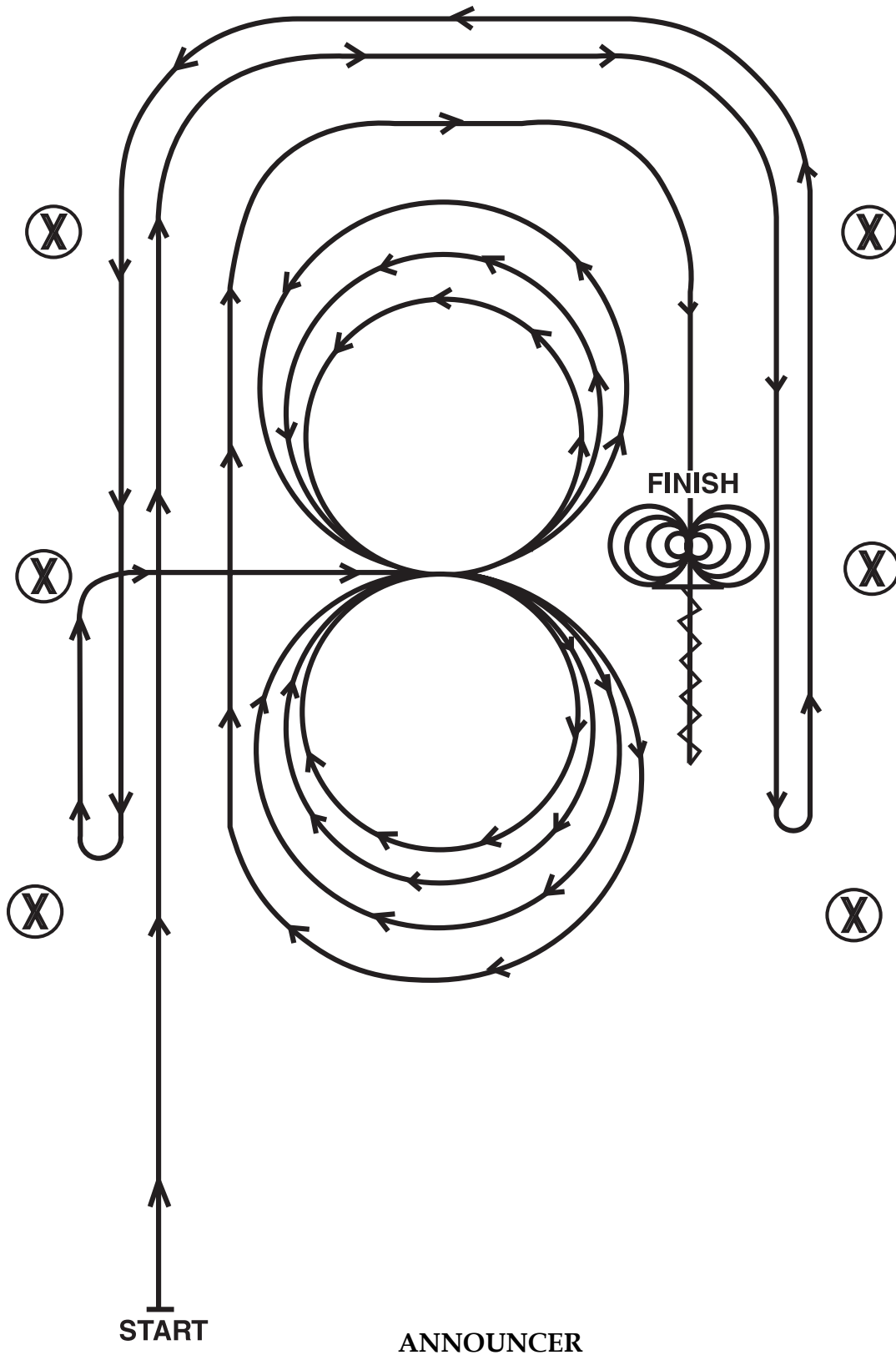
- Walk halfway between markers, transition to jog, jog over log
- Transition to the lope, on the Left Lead
- First crossing change
- Second crossing change
- First line change
- Second line change
- Third line change
- Fourth line change
- Third crossing change
- Fourth crossing change
- Lope, Stop & Back

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

- *Simple or Flying Lead changes
- * AQHA Western Riding Pattern 3

McLean County Fair
Reining Pattern 3
Horsemaster & Horseman

STANDS



Reining Pattern Instructions

Horse must walk or stop prior to starting pattern.

- Lope straight up the Left side of the arena, circle the top end of the arena, run straight down the opposite or Right side of the arena past the center marker and do a Left rollback – No Hesitation.
- Continue straight up the Right side of the arena, circle back around the top of the arena, run straight down the Left side of the arena past the center marker and do a Right rollback – No Hesitation,
- Continue up the Left side of the arena to the center marker, at the center marker, the horse should be on the Right Lead. Guide the horse to the center of the arena on the Right Lead and complete three circles to the Right: first two circles large and fast; third circle small and slow. Change leads at the center of the arena.
- Complete three circles to the Left: first two circles large and fast; third circle small and slow. Change leads in the center of the arena.
- Begin a large fast circle to the right, but do not close the circle. Continue up the Left side of the arena, circle the top of the arena, run straight down the opposite or Right side of the arena past the center marker and do a **sliding stop**. Back up at least 10 feet. Hesitate.
- Complete four spins to the Right.
- Complete four spins to the Left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

*AQHA Reining Pattern 3