

Pattern Book 4

McLean County Fair

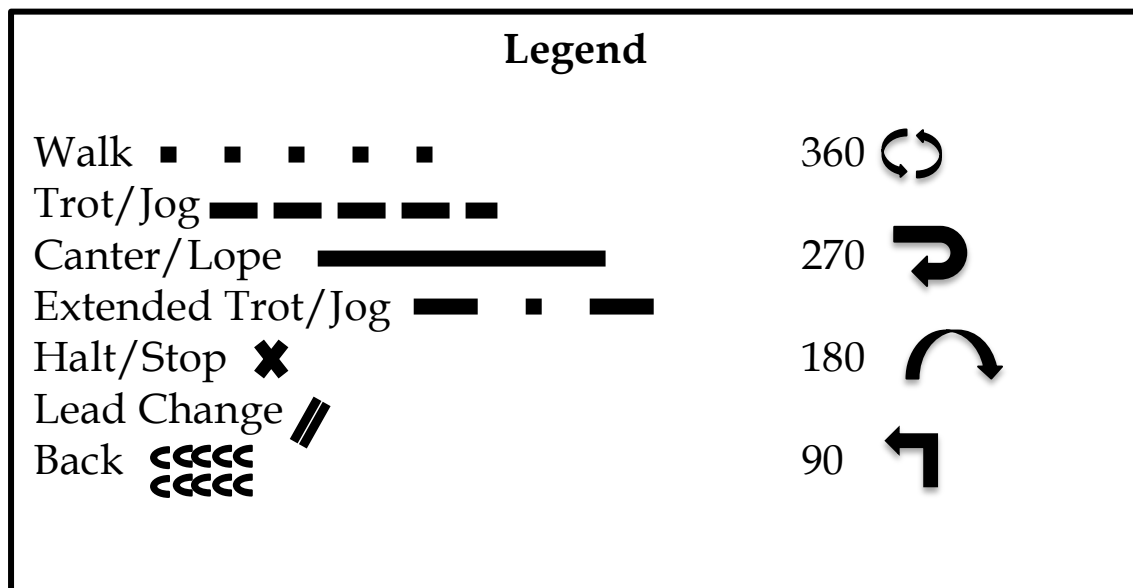
Horse Show Notes

English and Western Showmanship will use the same pattern.

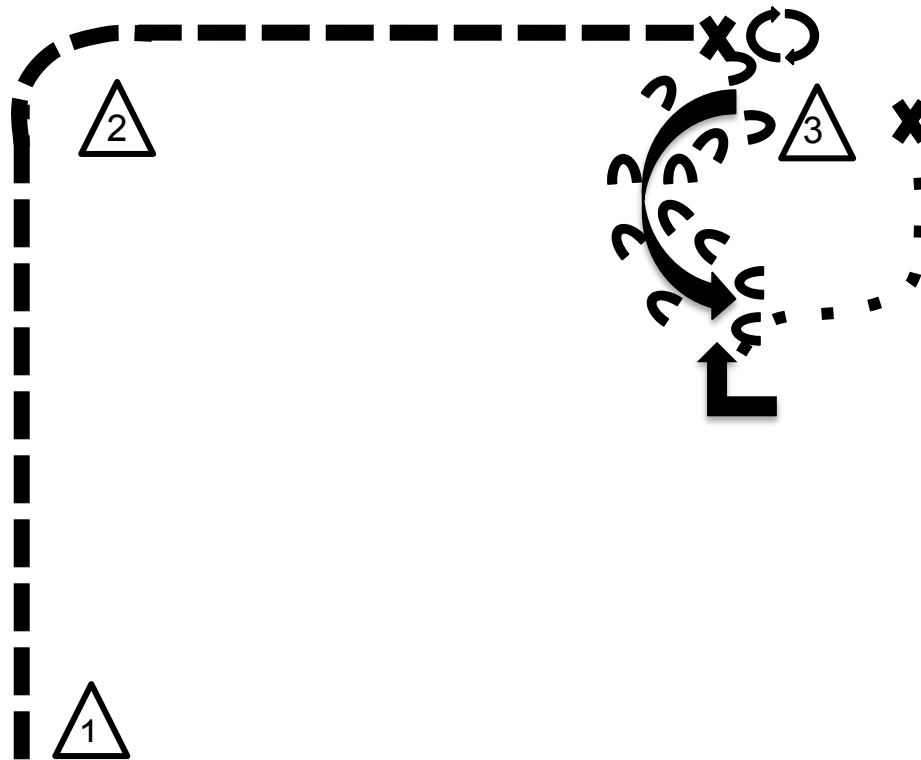
Dressage patterns will be the 2015 versions. Those can be found in your County Horse Rule Book or at www.usef.org.

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 4
English & Western

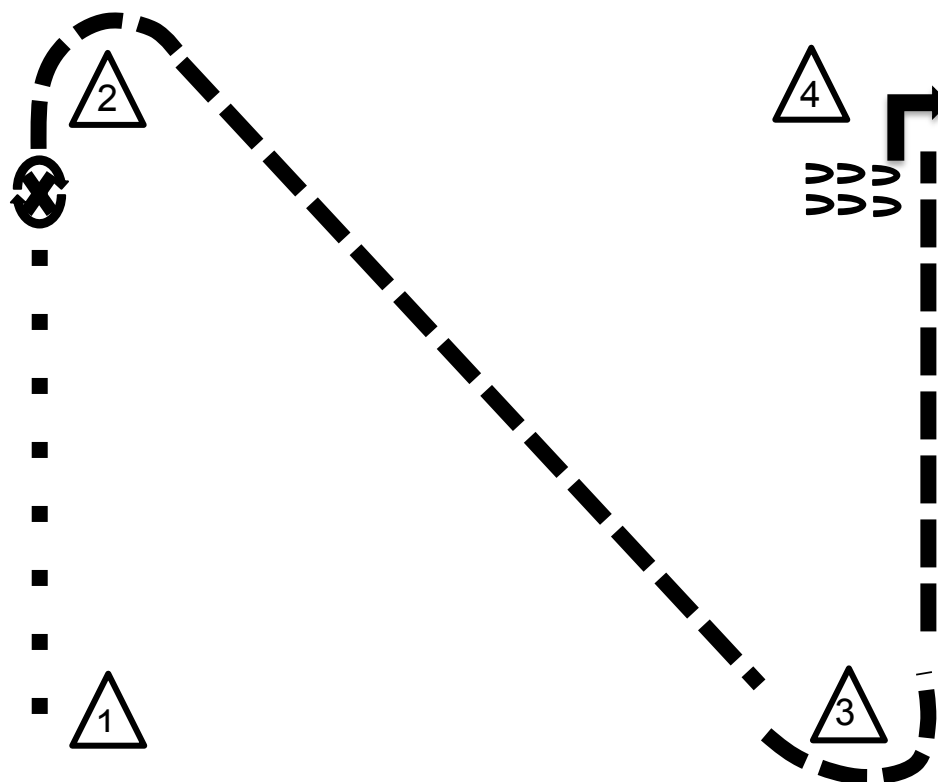


- Trot to and around Cone 2
- Continue Trot to Cone 3
- At Cone 3 Halt. Perform a 360° turn to the right
- Back a half circle
- Perform a 90° turn to the Right
- Walk to Cone 3. Halt
- Set up for inspection
- When dismissed, line up at direction of ring steward

McLean County 4-H Fair

Showmanship Pattern – Horseman 4

English & Western

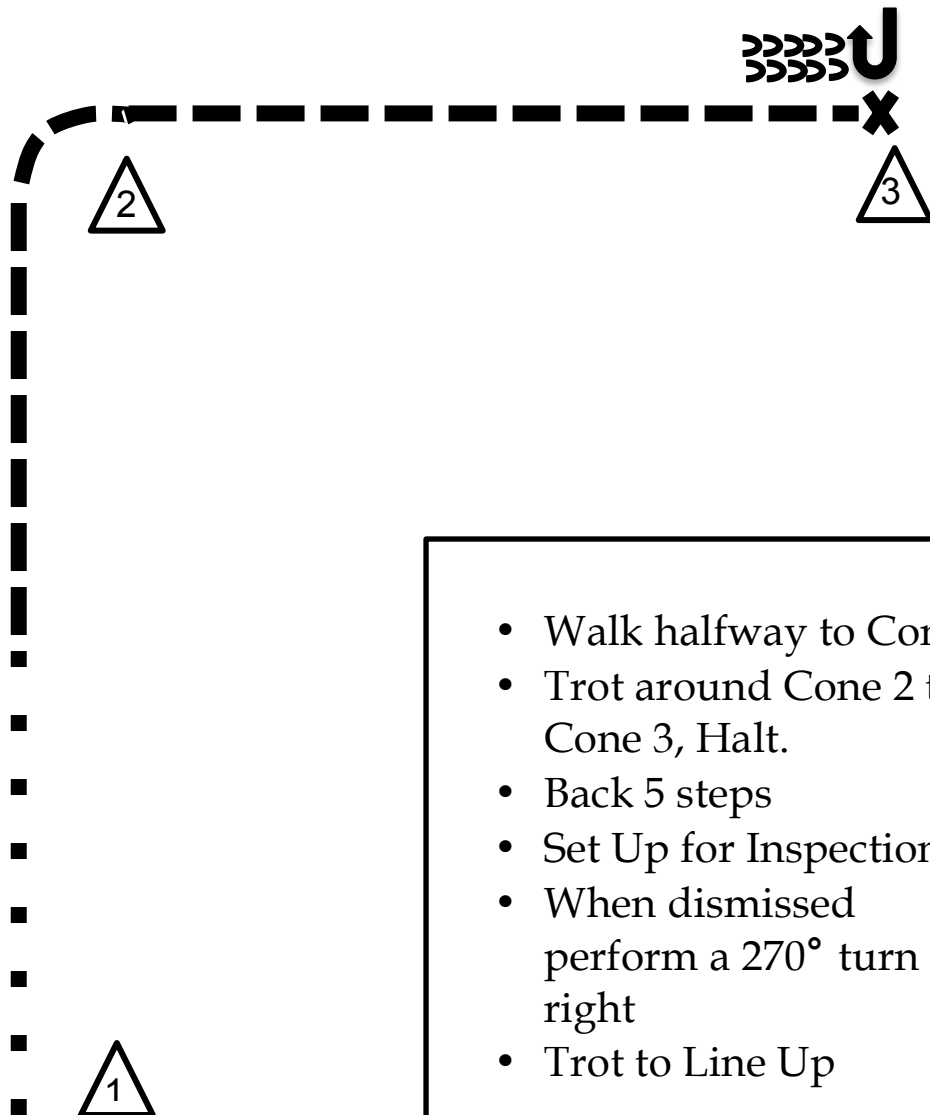


- Walk Cone 1 to Cone 2
- Halt at Cone 2, Perform a 360° turn to the Right
- Trot around Cone 2 and Cone 3 to Cone 4
- Halt at Cone 4
- Perform at 90° Right turn, back 3 steps
- Set up for inspection
- Trot to Line Up

McLean County 4-H Fair

Showmanship Pattern - Novice 4

English & Western

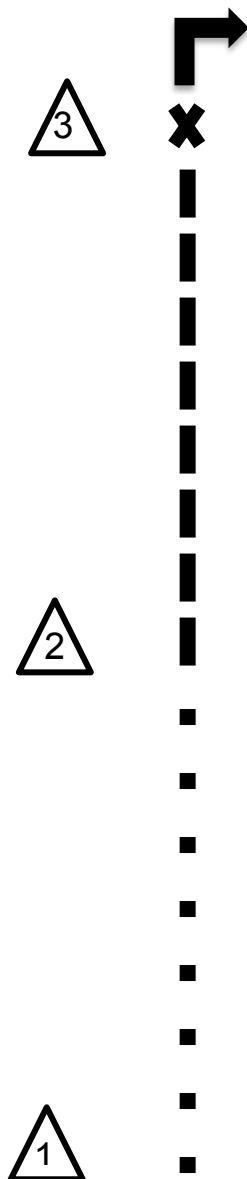


- Walk halfway to Cone 2
- Trot around Cone 2 to Cone 3, Halt.
- Back 5 steps
- Set Up for Inspection
- When dismissed perform a 270° turn right
- Trot to Line Up

McLean County 4-H Fair

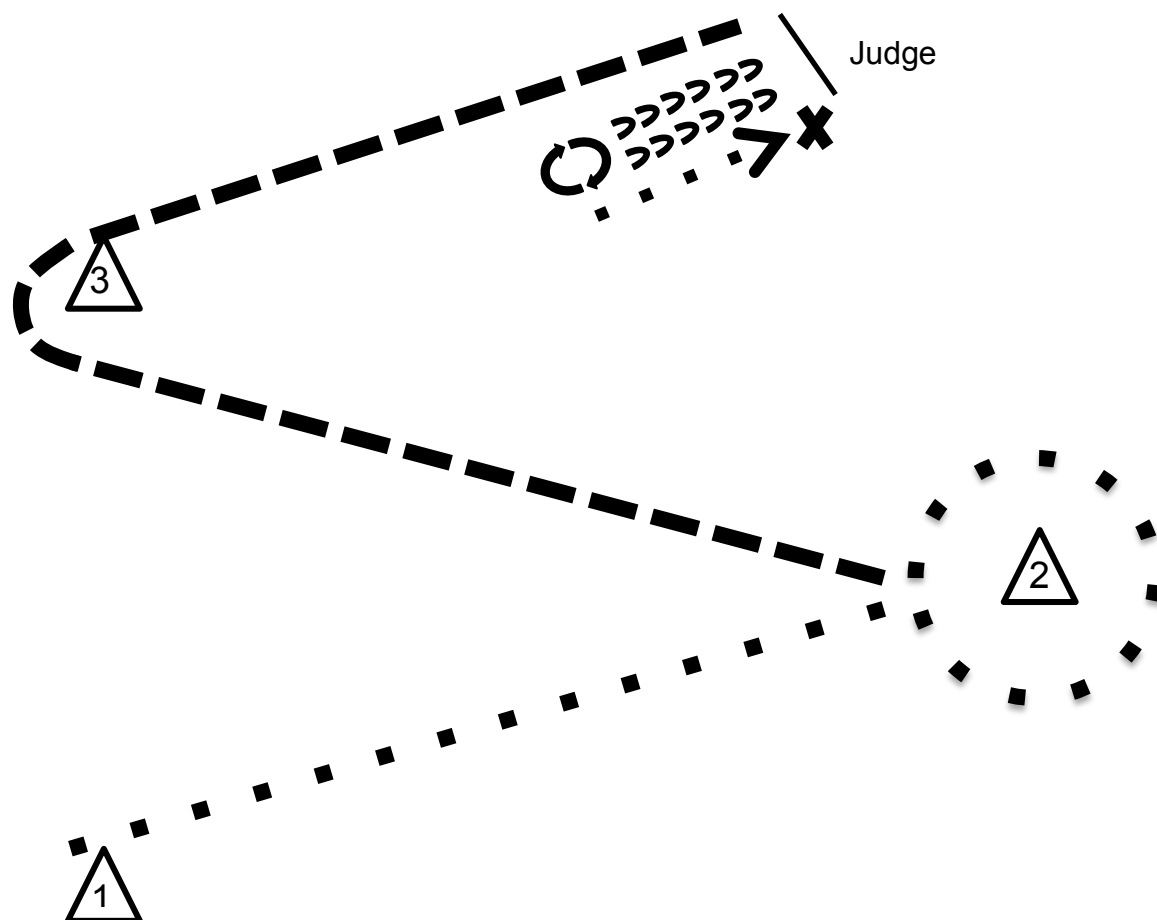
Showmanship Pattern – Walk-Trot 4

English & Western



- Walk Cone 1 to Cone 2
- Trot Cone 2 to Cone 3
- At Cone 3 Halt
- Turn Right 90°
- Set Up for Inspection
- When dismissed return to the line up at a walk

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



- Walk from Cone 1 to Cone 2
- Circle around Cone 2
- Trot around Cone 3 to Judge
- At Cone 3 halt, back 6 steps, Perform a 360° turn to the right, walk to judge. Halt.
- Set Up for Inspection
- When dismissed, line up at direction of ringmaster

McLean County Fair
Hunter O/F - Beginner 4
12" - 18" cross rails

N

4 ____ 8

5 ____ 1



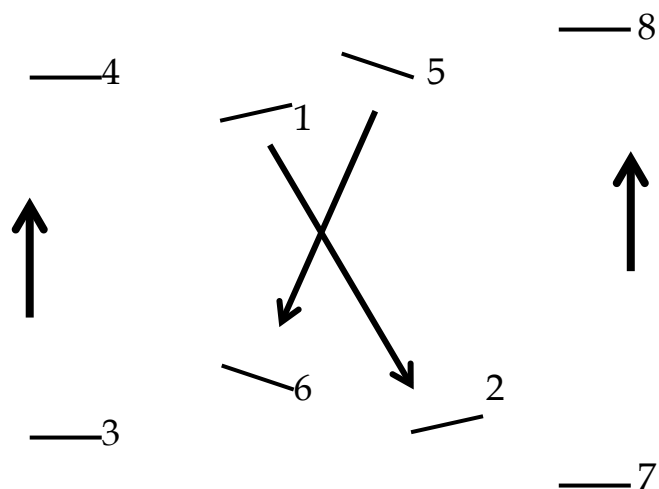
3 ____ 7



6 ____ 2

W

McLean County Fair
Hunter O/F - Novice 4
18" - 2' rails/panels



S

McLean County Fair
Equitation O/F - Beginner 4
12" - 18" cross rails

6 ____ 2

7 ____ 3



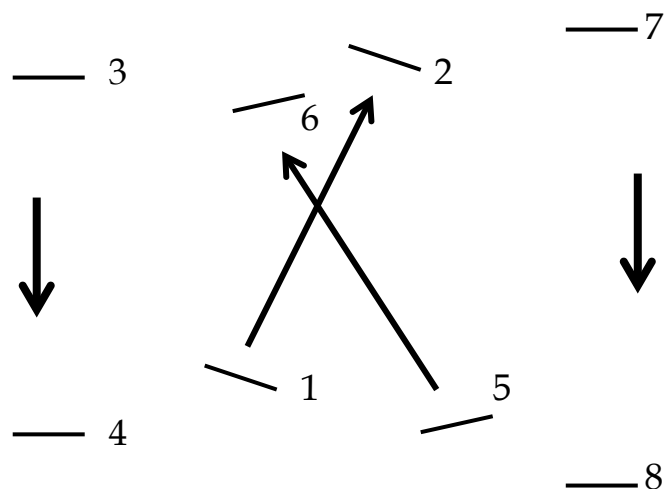
5 ____ 1



8 ____ 4

E

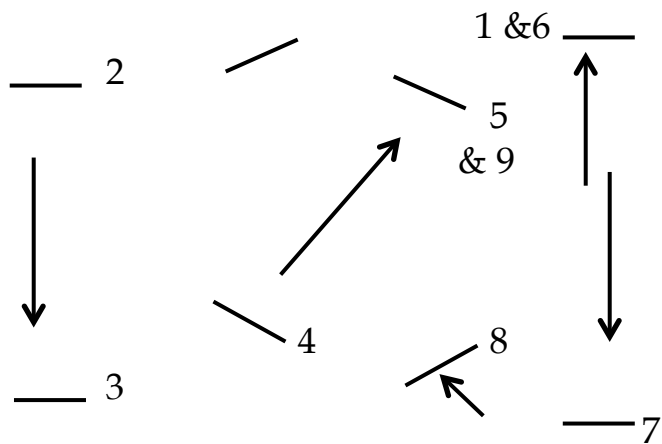
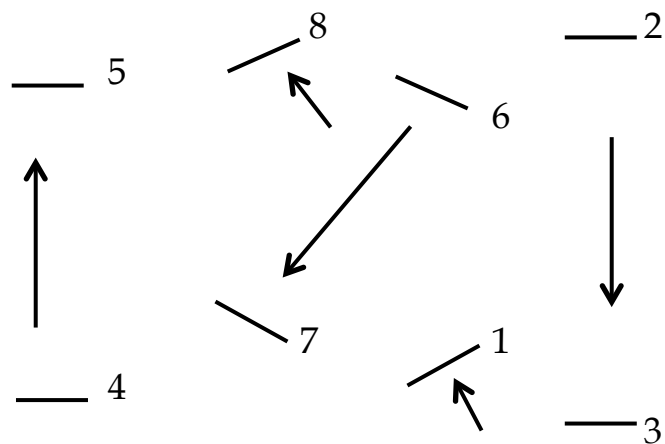
McLean County Fair
Equitation O/F - Novice 4
18" - 2' rails/panels



McLean County Fair
Hunter O/F -
Intermediate/Advanced 4
 2' -2'3" & 2'6" - 2'9"

N

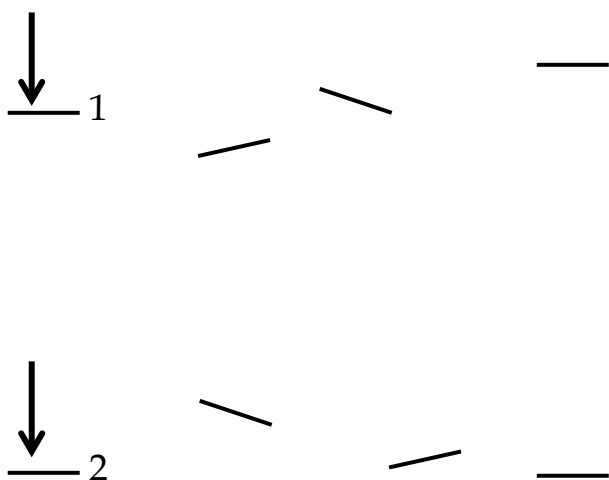
McLean County Fair
Equitation O/F -
Intermediate/Advanced 4
 2' -2'3" & 2'6" - 2'9"



W

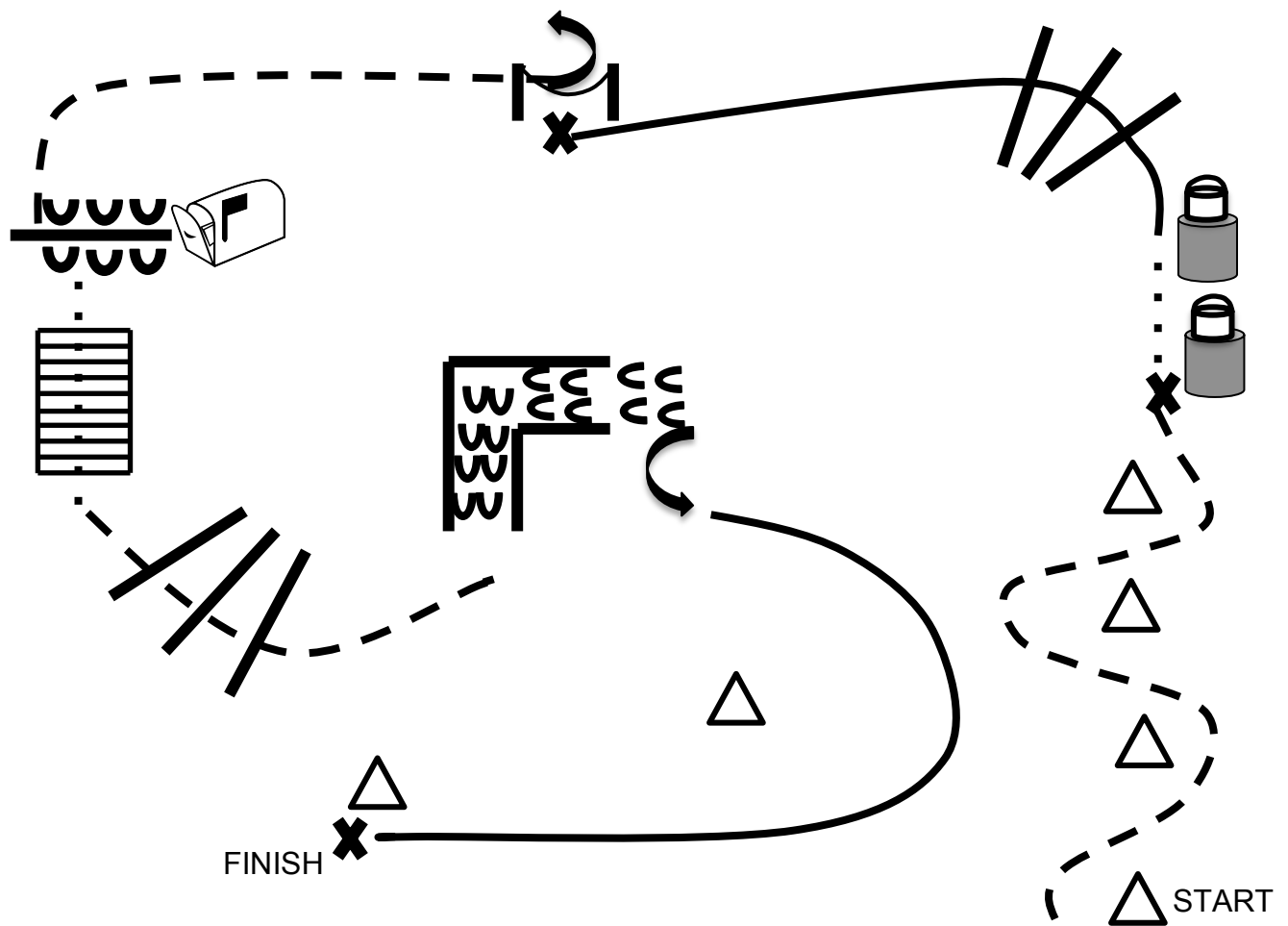
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McLean County Fair
Hunter Hack - All 4



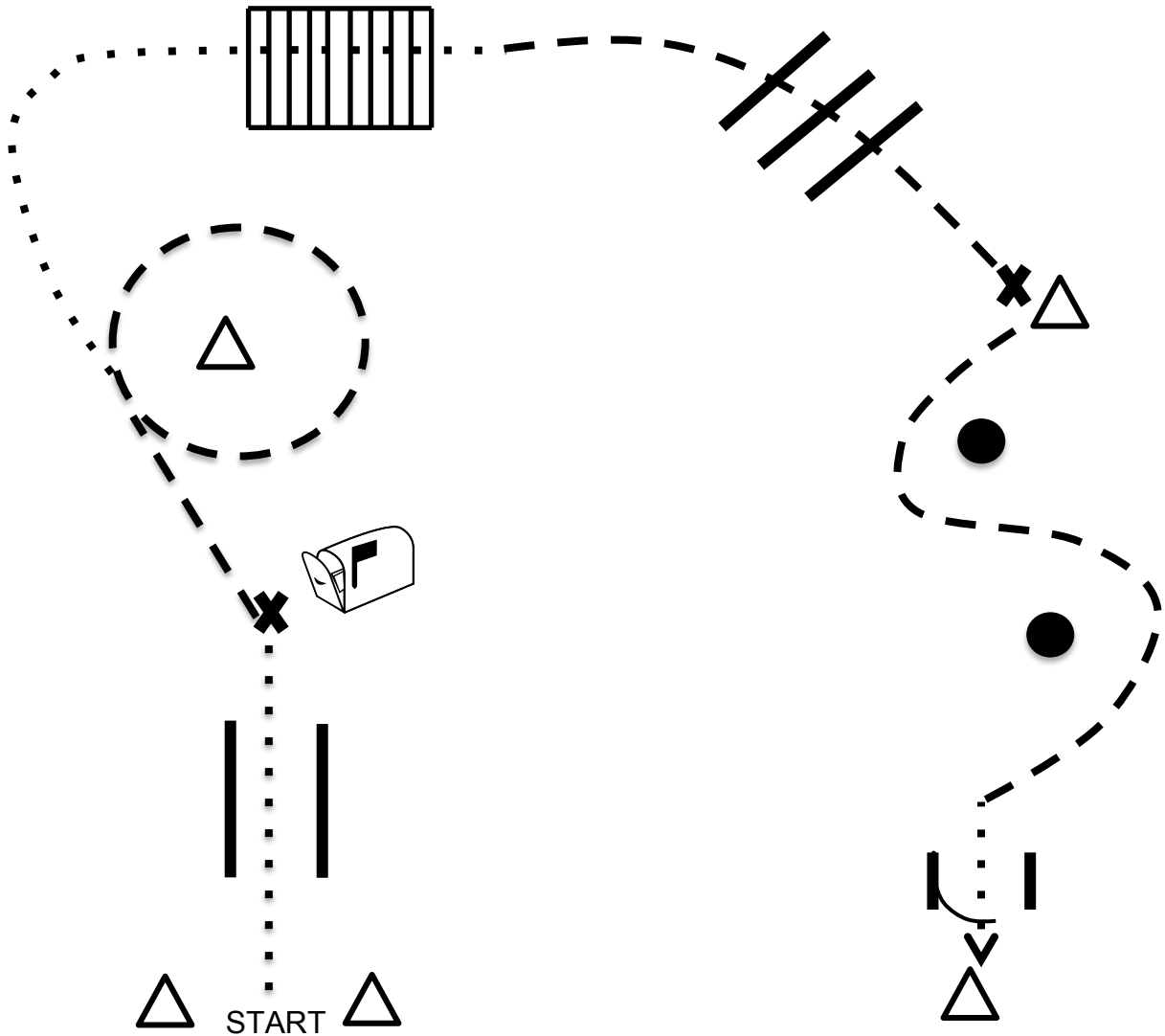
S

McLean County Fair
Trail Pattern 4
 Horsemaster & Horseman



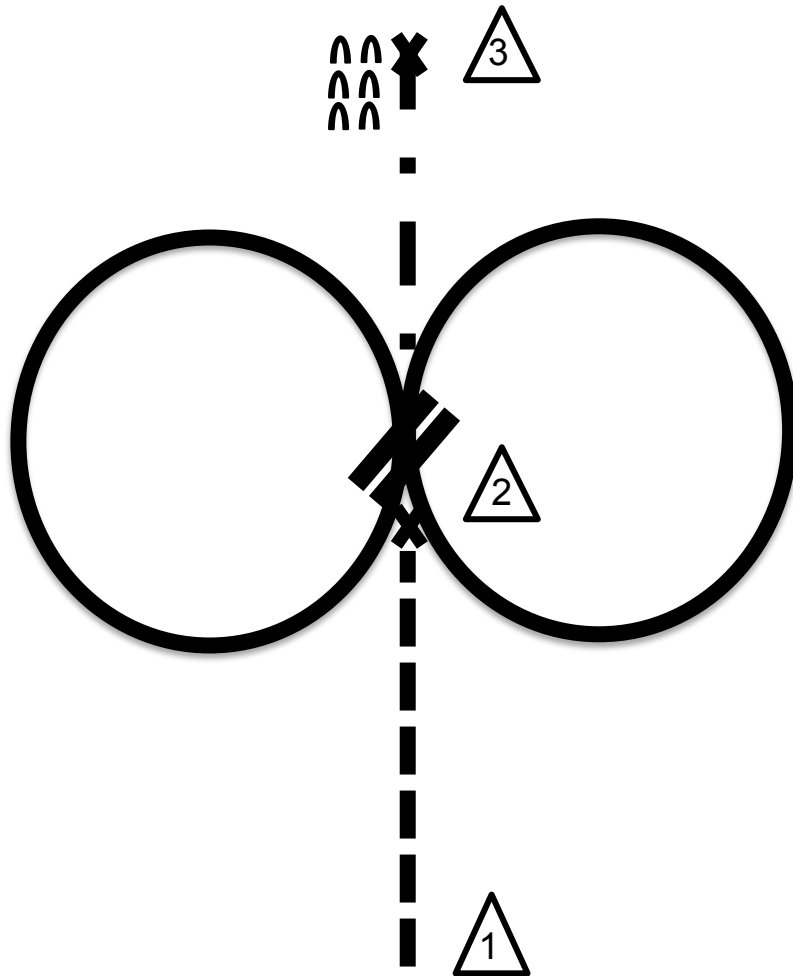
- Start at cone. Jog/Trot through cones to first barrel. (serpentine) Stop.
- At first barrel pick up bucket and transfer to second barrel
- Lope/Canter Left Lead over poles. Halt at Gate.
- Open Gate. Walk through. Close Gate. Perform 180° turn to Left
- Jog/Trot to pole. Side pass to mailbox.
- Open mailbox. Show judge mail. Close mailbox.
- Walk to and over bridge.
- Jog/Trot over poles to L.
- Back through L.
- Perform 180° haunch turn to Left.
- Lope/Canter Right Lead around cone. Halt at finish cone.

McLean County Fair
Trail Pattern 4
Novice, Walk-Trot & In Hand



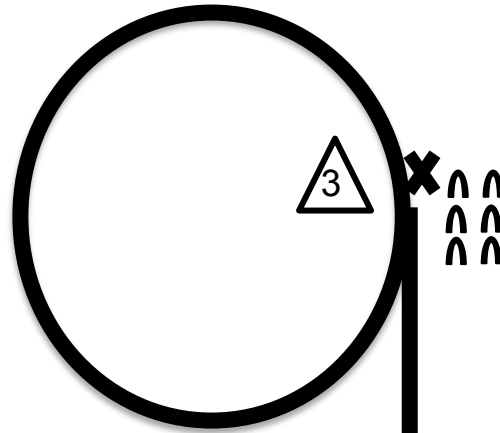
- Walk between poles to mailbox
- Stop. Open mailbox, take out mail and show to judge.
- Jog/Trot around the cone to the Right. Break to a walk when circle complete and walk to bridge.
- Walk over Bridge.
- Jog trot over poles to cone.
- Stop at cone and stand for 5 seconds
- Jog/Trot through upright poles (serpentine)
- Walk through open gate.
- Exit at a walk

McLean County Fair
Western Horsemanship Pattern 4
Horsemaster



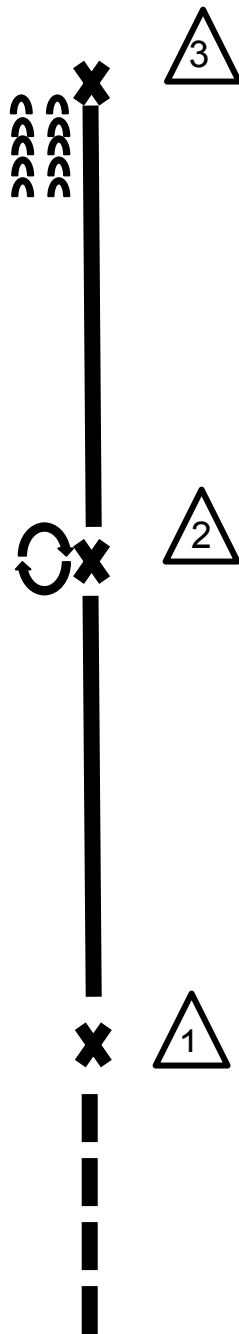
- Jog Cone 1 to Cone 2, Stop
- At Cone 2, Lope figure 8 starting to the left
- Lead change at Cone 2
 - Lead change may be simple or flying
- Extended Jog to Cone 3
- Stop, Back 3 steps
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 4
Horseman



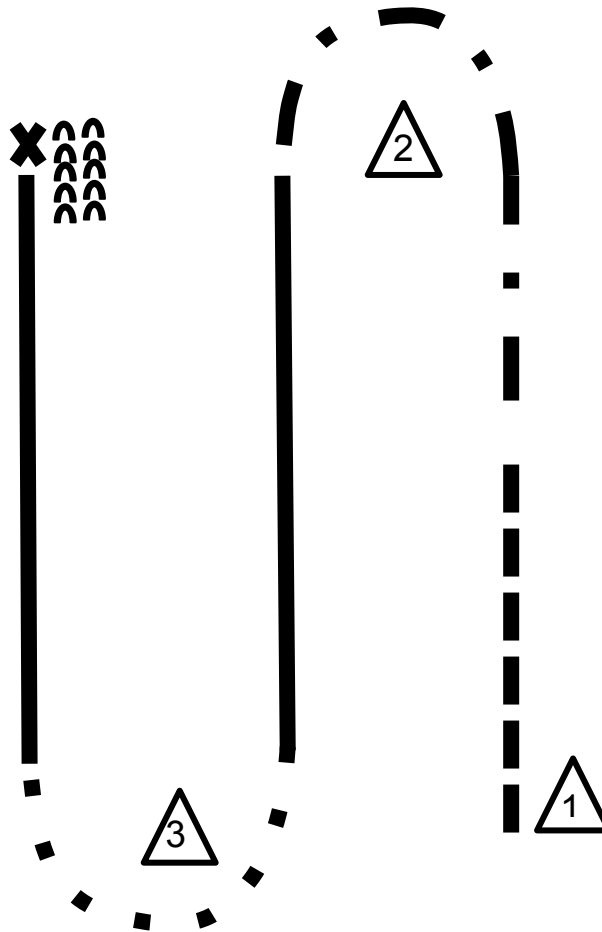
- Jog Cone 1 to 2
- Lope Right Lead at Cone 2
- Stop at Cone 3, Lope Left Lead circle around Cone 3
- Stop & Back 3 steps
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 4
Novice



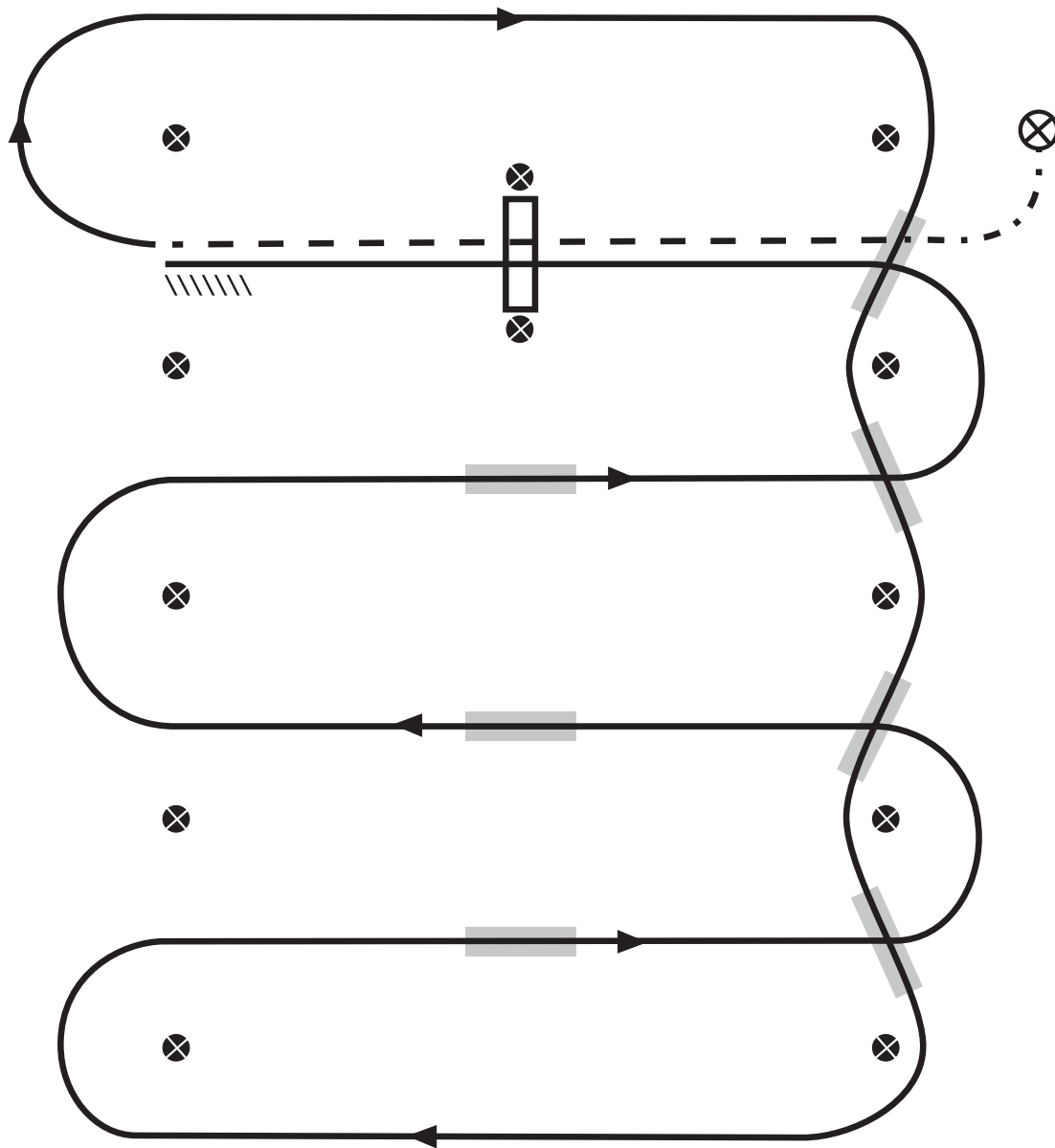
- Jog to Cone 1 and stop
- Lope Right Lead to Cone 2 and stop
- 360° Turn to the Right
- Lope Left Lead to Cone 3 and stop
- Back 5 Steps
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 4
Championship



- Start at Cone 1. Jog halfway to Cone 2
- Extended Jog to and around Cone 2
- Lope on the Left lead to Cone 3
- Walk around Cone 3
- Lope on Right Lead to even with Cone 2
- Stop. Back 5 steps
- Exit at a Walk to Rail

McLean County Fair
Pattern Riding 4
 Horsemaster & Horseman

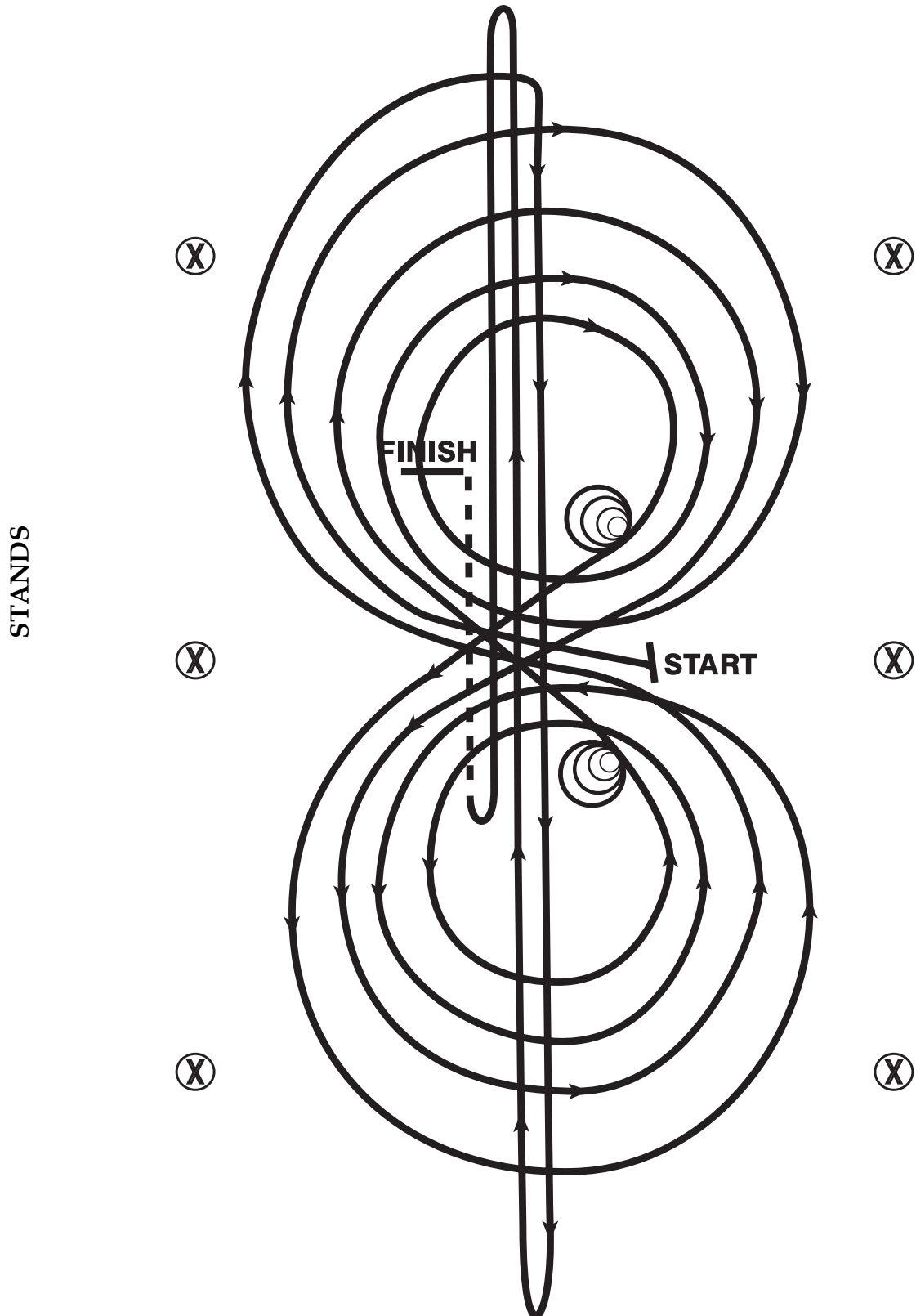


- Walk, transition to Jog, Jog over log
- Transition to the lope, on the Right Lead
- First line change
- Second line change
- Third line change
- Fourth line change
- First crossing change
- Second crossing change
- Third crossing change
- Lope over log
- Lope, Stop & Back

⊗ START CONE WALK - - - - JOG - - - -
 LEAD CHANGING AREA [] LOPE ————

*Simple or Flying Lead changes
 * AQHA Western Riding Pattern 4

McLean County Fair
Reining Pattern 4
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 two circles large and fast; third circle small and slow. Stop at the center of the arena.
- Complete four spins to the Right. Hesitate.
- Beginning on the Left Lead, complete three circles to the Left: first two circles large and fast; third circle small and slow. Stop at the center of the arena.
- Complete four spins to the Left. Hesitate.
- Beginning on the Right Lead, run a large fast circle to the Right, change leads at the center of the arena, run a large fast circle to the Left, and 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 to 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 at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

*AQHA Reining Pattern 4