McLean County 4-H Fair



Pattern Book 5

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)

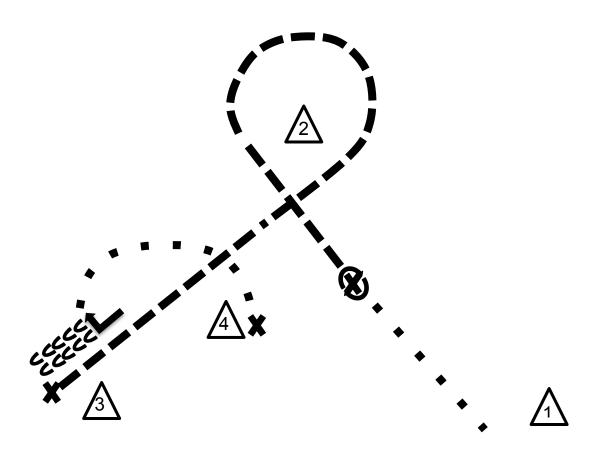
Hunt Seat Equitation classes (all levels)

Saddle Seat Equitation classes (all levels)

Legend		
Walk Trot/Jog — — — — Canter/Lope — — Extended Trot/Jog — — — Halt/Stop ** Lead Change // Back **	360 () 270 7 180 1	

McLean County Fair **Showmanship Pattern – Horsemaster 5**

English & Western



- Walk halfway from Cone 1 to Cone 2
- Halt, perform a 360° turn to the right
- Trot to and around Cone 2 and continue to Cone 3
- At Cone 3 Halt, Back 5 steps, perform a 90° turn right
- Walk in a half circle to Cone 4. Halt.
- Set Up for Inspection
- When dismissed, Trot to Line Up

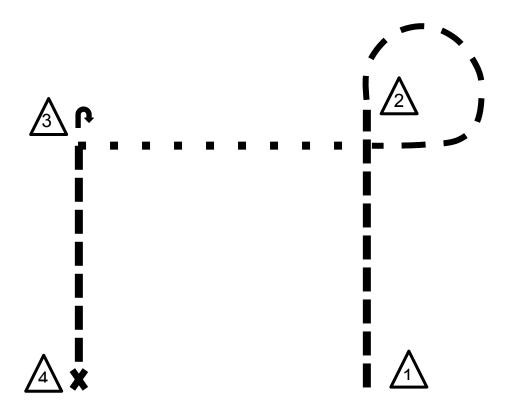
McLean County 4-H Fair **Showmanship Pattern – Horseman 5**English & Western

- Trot Cone 1 to past Cone 2
- Perform a 270° pivot to the right
- Trot halfway to Cone 3, Halt
- Perform a 360° pivot to the right
- Walk to Cone 3, halt, back 3 steps
- Set up for inspection
- When dismissed, Trot to Line Up

McLean County 4-H Fair

Showmanship Pattern - Novice 5

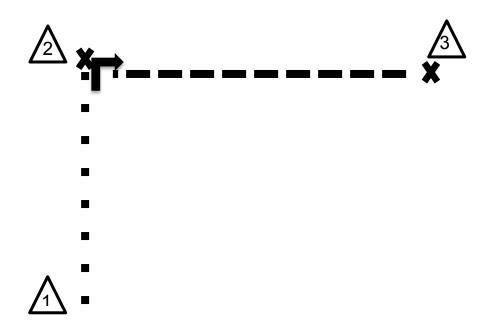
English & Western



- Trot Cone 1 to Cone 2
- Trot around Cone 2
- Walk from Cone 2 to Cone 3
- At Cone 3 perform a 270° turn right
- Trot to Cone 4, Halt
- Set Up for Inspection
- When dismissed, Trot to Line up
- Trot to Line Up

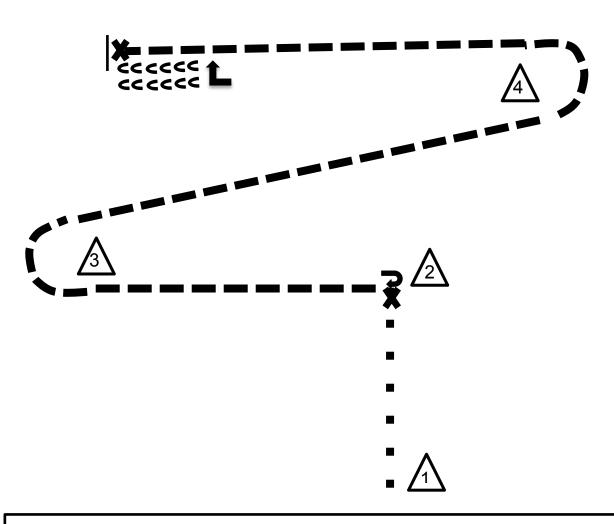
McLean County 4-H Fair **Showmanship Pattern – Walk-Trot 5**

English & Western



- Walk Cone 1 to Cone 2
- Halt at Cone 2. Perform a 90° turn to the Right.
- 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 5**English & Western

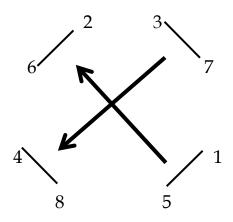


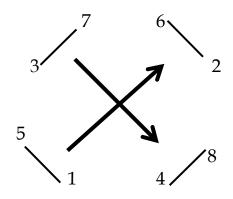
- Walk from Cone 1 to Cone 2
- Halt at Cone 2. Perform a 270° turn to the right
- Trot around Cone 3 and Cone 4 to Judge
- Halt at Judge
- Set Up for Inspection
- Back 6 steps. Perform a 90° turn to the right
- When dismissed, line up at direction of ringmaster

McLean County Fair **Hunter O/F – Beginner 5**12" – 18" cross rails

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McLean County Fair **Equitation O/F - Beginner 5**12" - 18" cross rails



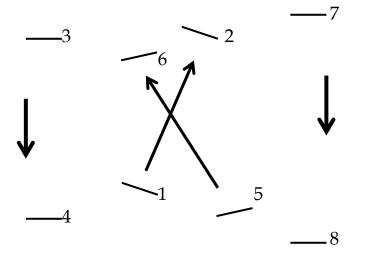


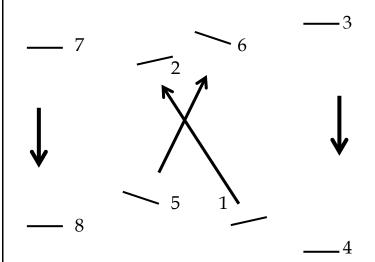
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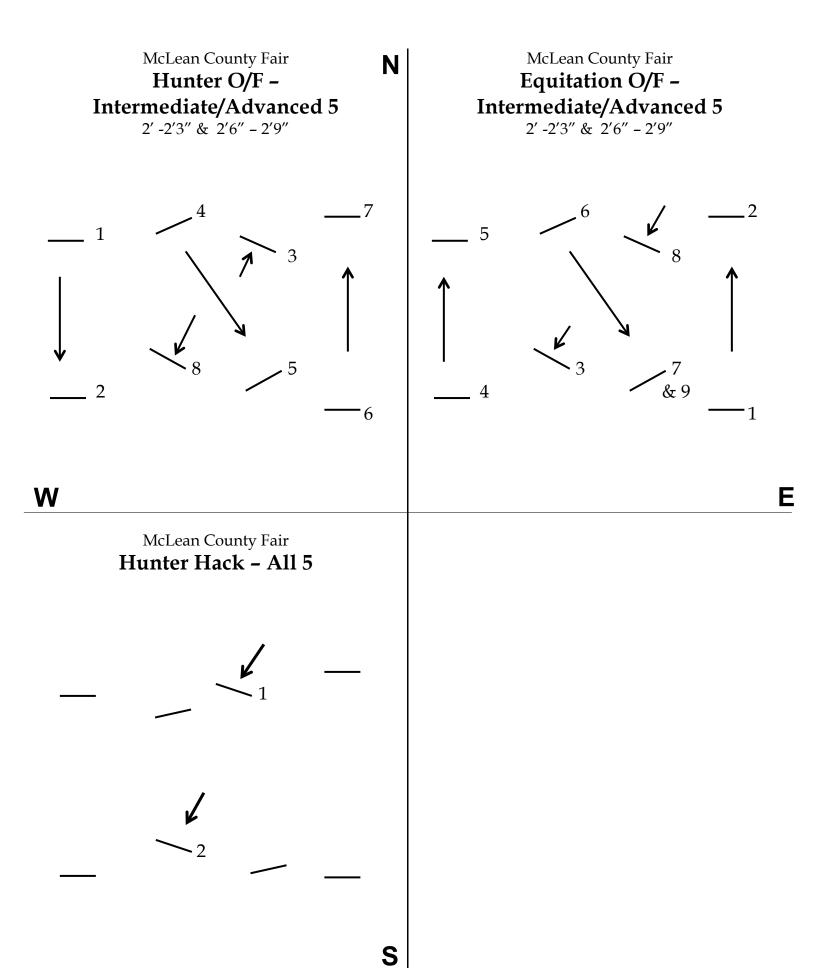
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McLean County Fair **Hunter O/F - Novice 5**18" - 2' rails/panels

McLean County Fair **Equitation O/F – Novice 5**18" – 2' rails/panels

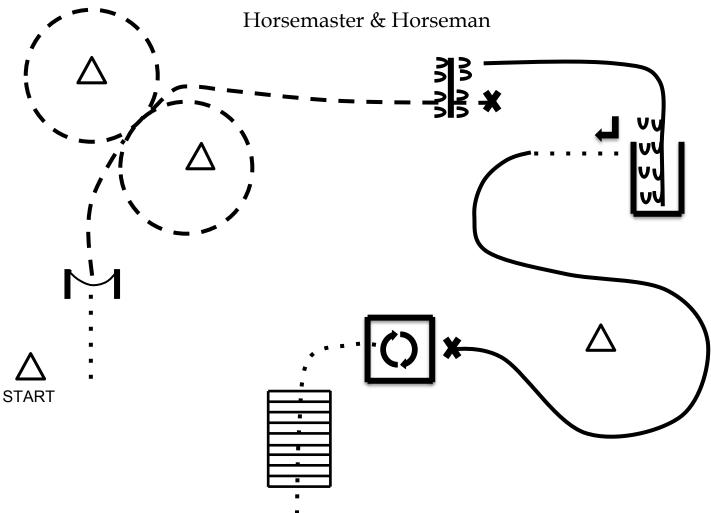






McLean County Fair

Trail Pattern 5

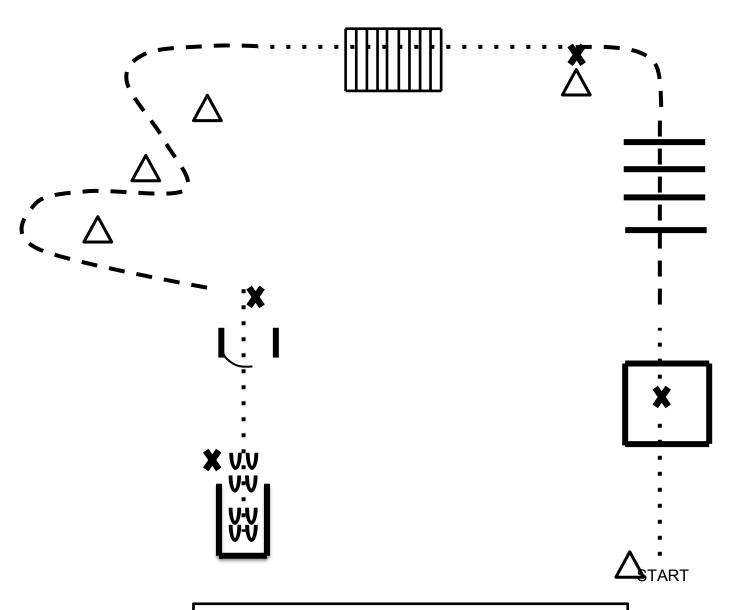


- Walk to Gate. Open Gate right handed. Walk Through. Close Gate.
- Jog/Trot a figure 8 starting to the Right around the cones.
- Continue Jog/Trot to pole. Stop halfway over pole.
- Side pass to the Left over the pole.
- Lope/Canter on Right Lead into Chute. Back out of chute.
- Perform a 90° turn to the Right. Walk forward approximately one horse length.
- Lope/Canter on Left Lead around cone and to box. (Follow pattern on sheet)
- Halt.
- Walk into Box and perform a 360° Right.
- Walk out of box and over bridge to exit.

McLean County Fair

Trail Pattern 5

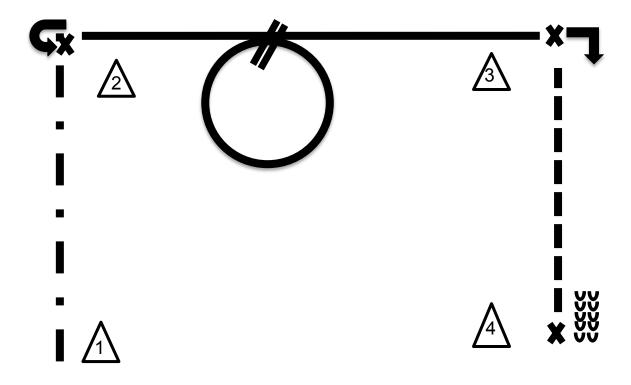
Novice, Walk-Trot & In Hand



- Walk into box. Stop. Walk out of Box.
- Jog/Trot to and over logs.
- Continue Jog/Trot to cone. Stop.
- Walk over bridge.
- Jog/Trot through cones. (serpentine)
- Continue Jog/Trot to Gate. Stop.
- Walk through open gate and into chute.
- Back out of chute. Stop. Wait 5 seconds.
- Exit at a walk.

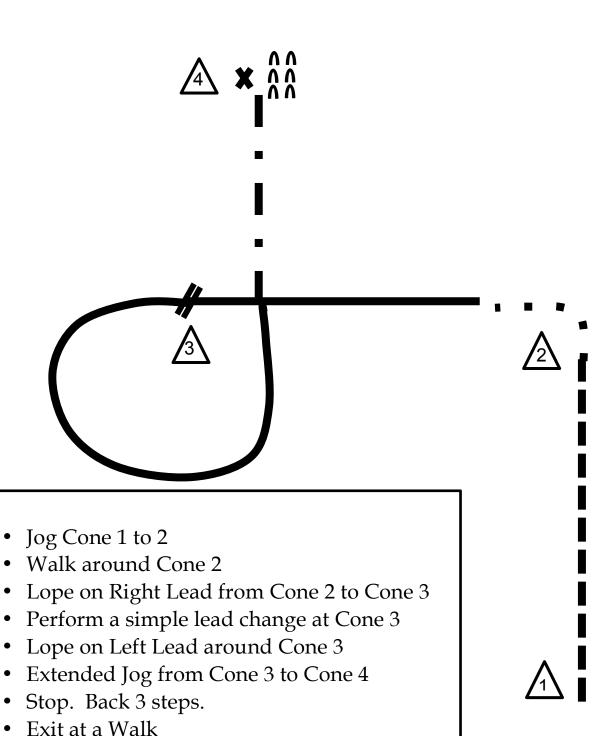
McLean County Fair **Western Horsemanship Pattern 5**

Horsemaster

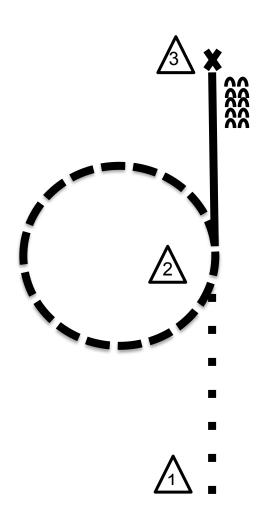


- Start at Cone 1, Extended Trot to past Cone 2
- Stop, perform a 270° turn to the Left
- Lope on Left Lead halfway to Cone 3
- Change leads and perform a small, slow circle to the Right
 - o Lead change may be simple or flying
- Continue Lope to past Cone 3. Stop
- Perform a 90° turn to the Right
- Jog to Cone 4. Stop. Back 5 steps
- Exit at a Walk

McLean County Fair **Western Horsemanship Pattern 5**Horseman



McLean County Fair **Western Horsemanship Pattern 5**Novice



- Walk Cone 1 to Cone 2.
- At Cone 2 Jog a circle to the left
- At Cone 2, Lope Left lead to Cone 3
- Stop. Back 5 Steps
- Exit at a Walk

McLean County Fair **Western Horsemanship Pattern 5**

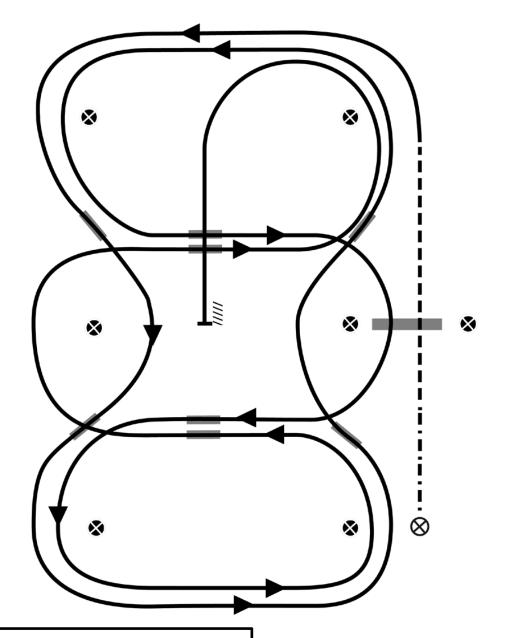
Championship

- Walk halfway from Cone 1 to Cone 2. Transition to a Jog to Cone 2
- Lope Left Lead half circle and then straight until even with Cone 1.
- Stop. Perform a 180° turn to the Right.
- Lope Right Lead until Even with Cone 2.
- Jog in a half circle around Cone 2.
- Stop. Back 5 Steps

McLean County Fair

Pattern Riding 5

Horsemaster & Horseman



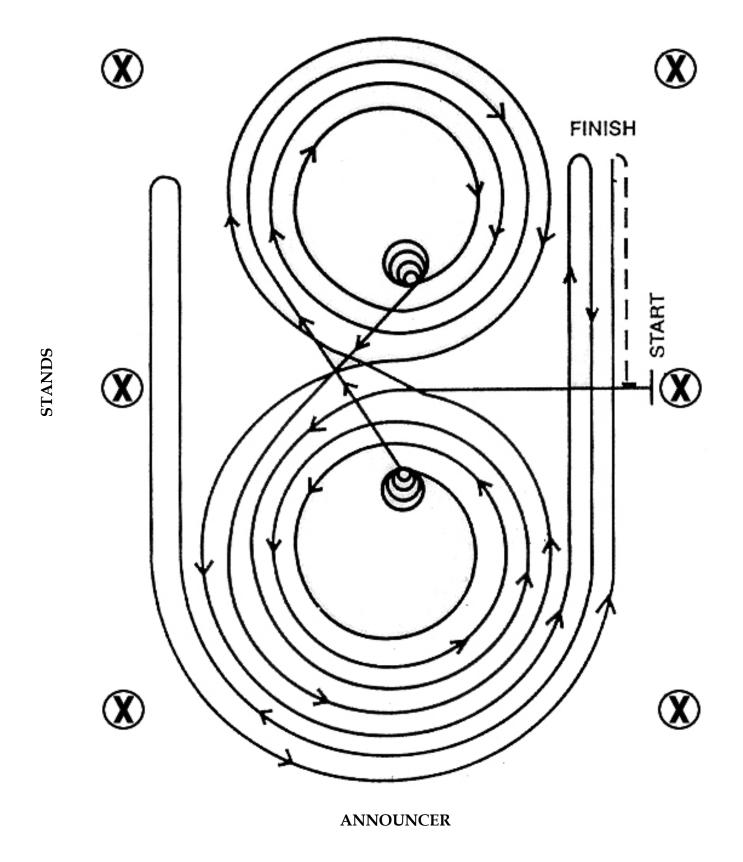
- Walk, transition to jog, jog over log
- Transition to the lope, on the Left Lead
- First line change
- Second line change
- Third line change
- Fourth line change
- First crossing change
- Lope over log
- Second crossing change
- Third crossing chage
- Fourth crossing change
- Lope, Stop & Back

START WALK	- · - · -	JOG	
LEAD CHANGING AREA		LOPE	

*Simple or Flying Lead changes

* AQHA Western Riding Pattern 5

McLean County Fair Reining Pattern 5 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 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, 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, run a large fast circle to the Left, change leads at the center of the arena, run a large fast circle to the Right, and change leads at the center of the arena.
- Continue around the previous circle to the Left, but do not close this circle. Run up the Right side of the arena past the center marker and do a Right rollback No Hesitation.
- Continue around the previous circle, but do not close this circle. Run up the Left side of the arena past the center marker and do a Left rollback – No Hesitation.
- Continue back around the previous circle, but do not close this circle. Run up the right side of the arena 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 5