

[illegible]

Pattern Book 6

McLean County Fair

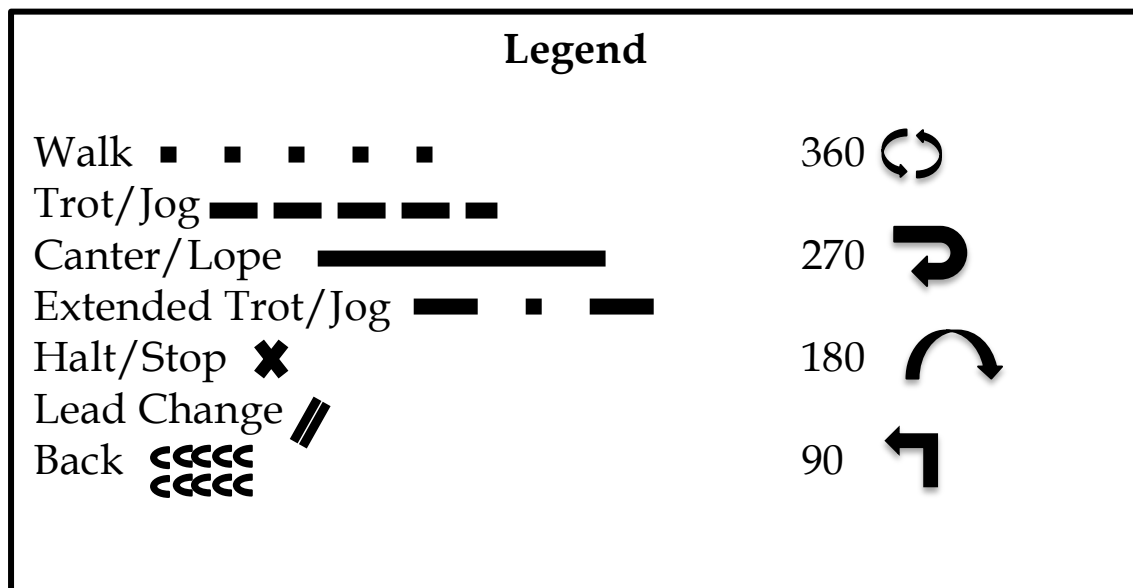
Horse Show Notes

English and Western Showmanship will use the same pattern.

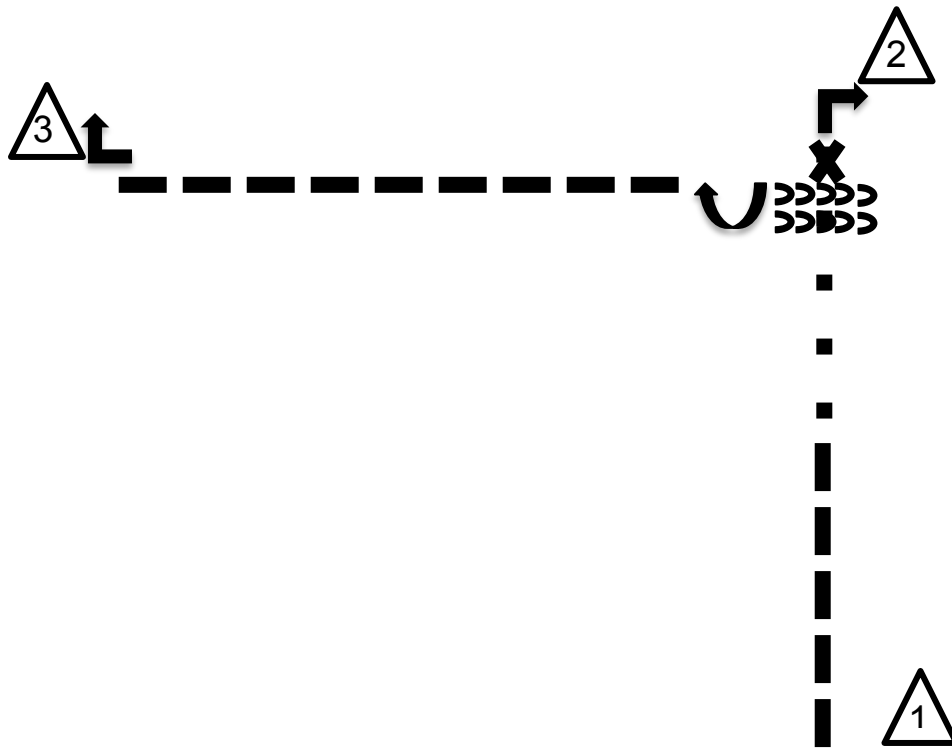
Dressage patterns will be the 2015 versions. Those can be found in your County Horse Rule Book or at www.usef.org.

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)

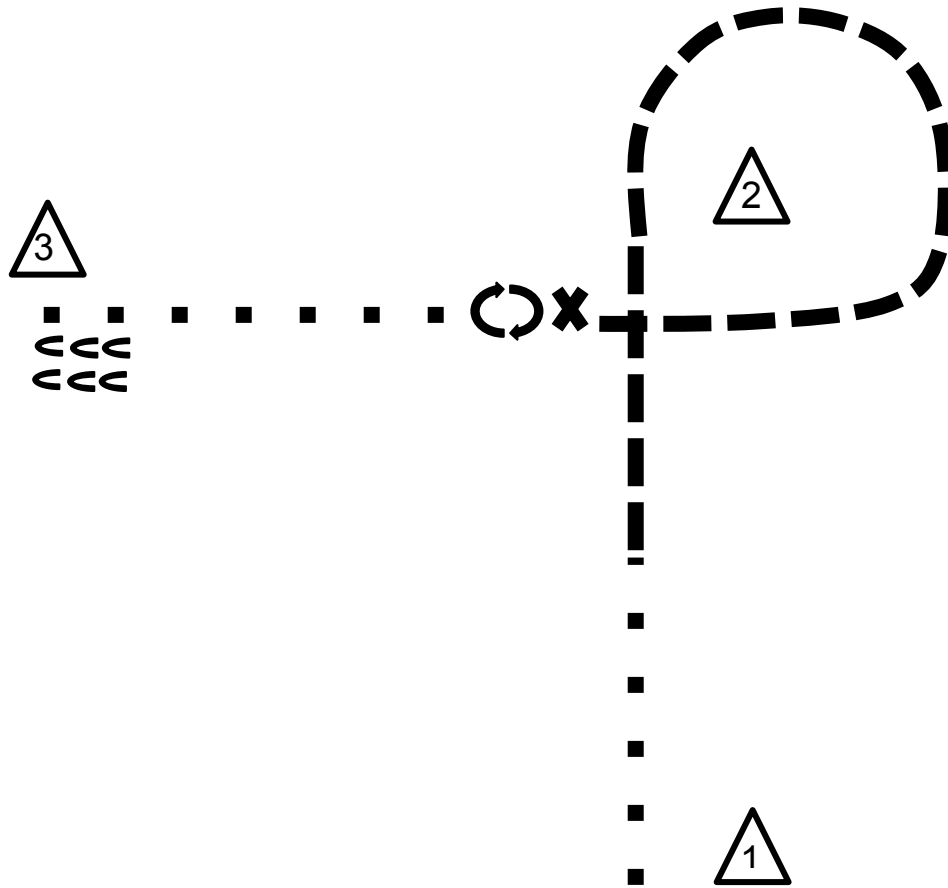


McLean County Fair
Showmanship Pattern - Horsemaster 6
English & Western



- Trot halfway from Cone 1 to Cone 2
- Break to a walk and walk to Cone 2
- Halt. Perform a 90° turn to the right
- Back 5 steps. Perform a 180° turn to the right
- Trot to Cone 3
- Set Up for Inspection
- When dismissed, perform a 90° turn right
- Trot to Line Up

McLean County 4-H Fair
Showmanship Pattern - Horseman 6
English & Western

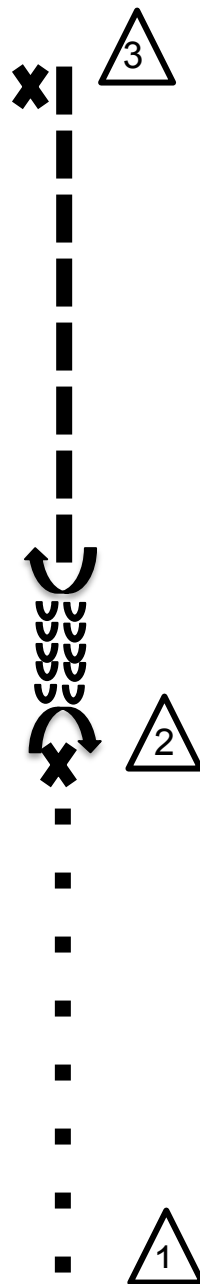


- Walk halfway from Cone 1 to Cone 2
- Trot to and around Cone 2 as shown
- Halt just past Cone 2. Perform a 360° turn to the right
- Walk to Cone 3
- Set Up for Inspection
- When dismissed, back 3 steps
- Trot to Line Up

McLean County 4-H Fair

Showmanship Pattern - Novice 6

English & Western

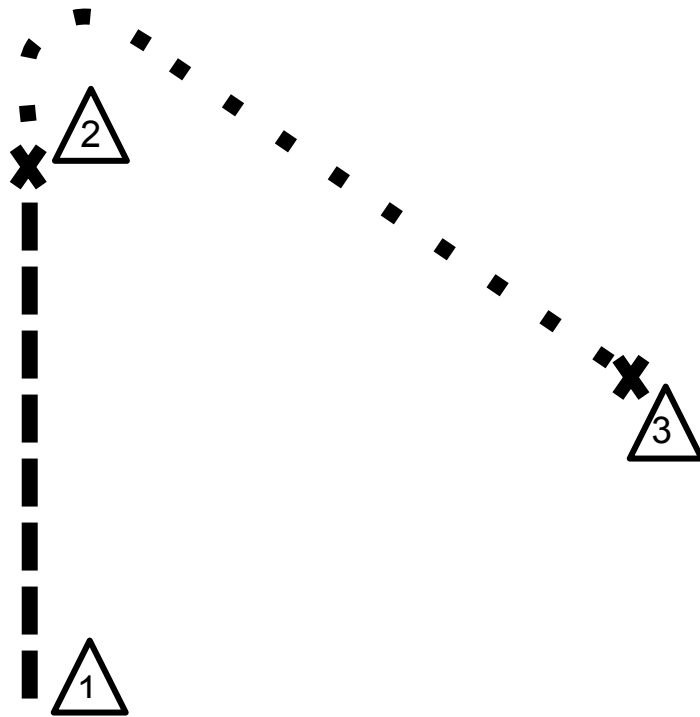


- Walk Cone 1 to Cone 2
- At Cone 2 Halt
- Perform a 180° turn Right
- Back 5 steps
- Perform a 180° turn Right
- Trot to Cone 3. Stop.
- Set Up for Inspection
- When dismissed, Trot to Line Up

McLean County 4-H Fair

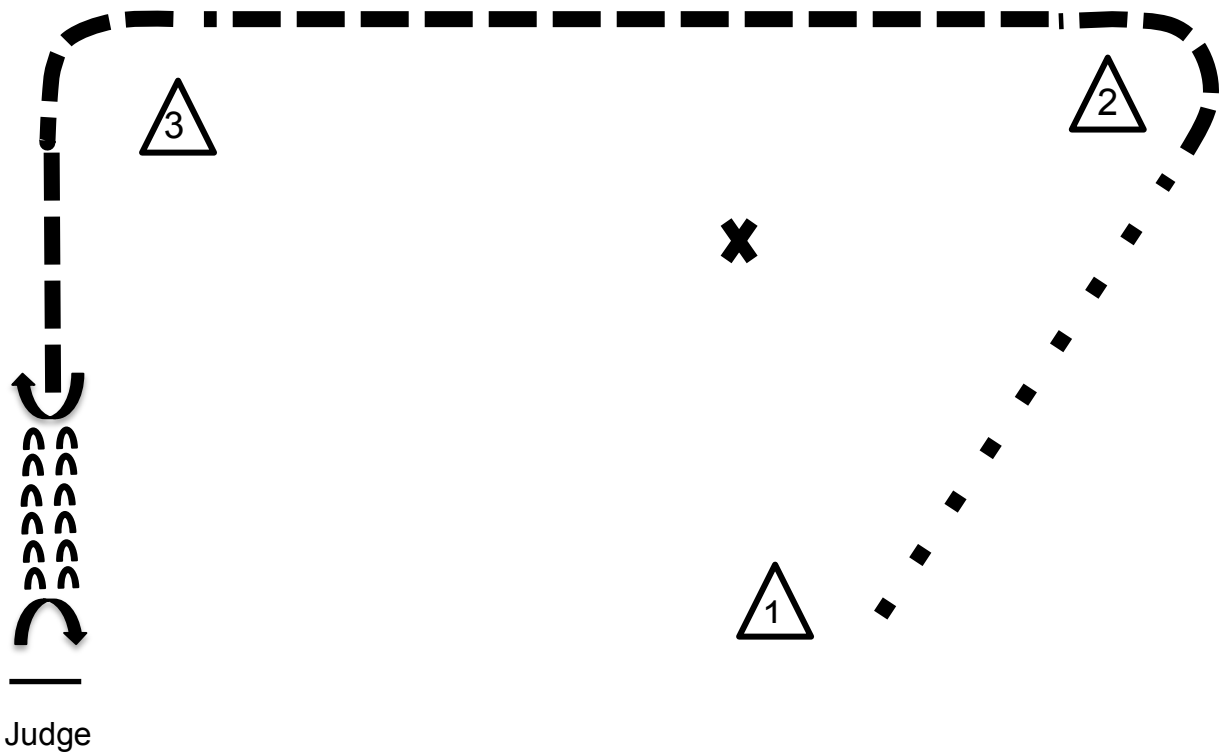
Showmanship Pattern – Walk-Trot 6

English & Western



- Trot Cone 1 to Cone 2
- Halt at Cone 2
- Walk around 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 6
English & Western



- Walk Cone 1 to Cone 2
- Trot around Cone 2 to Cone 3
- Trot around Cone 3
- Halfway to Judge, Halt. Perform a 180° turn Right
- Back to Judge. Perform a 180° turn Right
- Halt. Set Up for Inspection
- When dismissed, walk to line up at direction of ringmaster

McLean County Fair
Hunter O/F - Beginner 6
 12" - 18" cross rails

N

McLean County Fair
Equitation O/F - Beginner 6
 12" - 18" cross rails

5 ____ 1

4 ____ 8

7 ____ 3

6 ____ 2



6 ____ 2

3 ____ 7

8 ____ 4

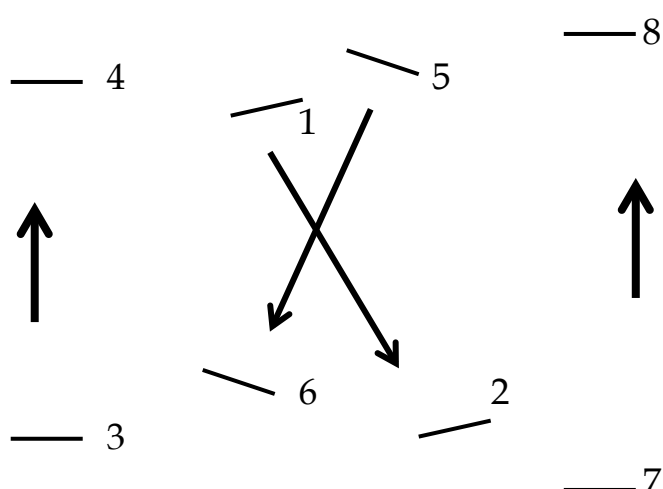
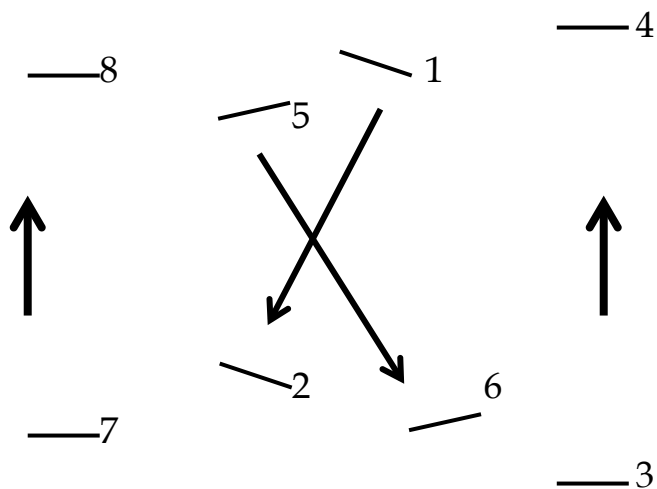
5 ____ 1

W

McLean County Fair
Hunter O/F - Novice 6
 18" - 2' rails/panels

McLean County Fair
Equitation O/F - Novice 6
 18" - 2' rails/panels

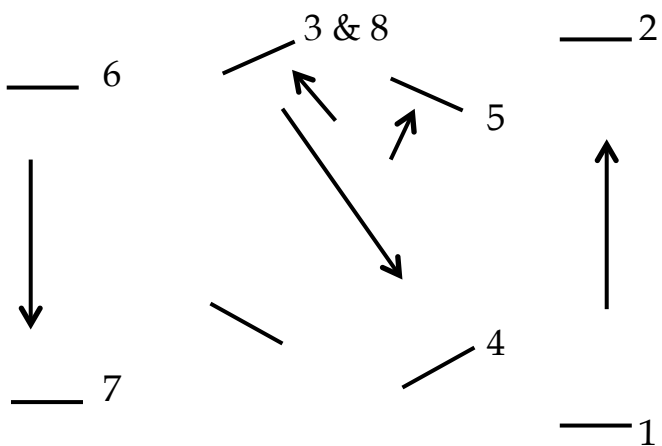
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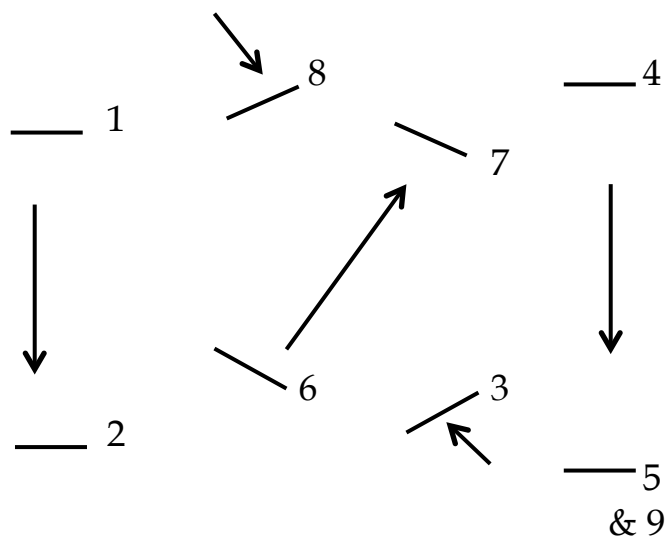
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McLean County Fair
Hunter O/F -
Intermediate/Advanced 6
 2' -2'3" & 2'6" - 2'9"

N



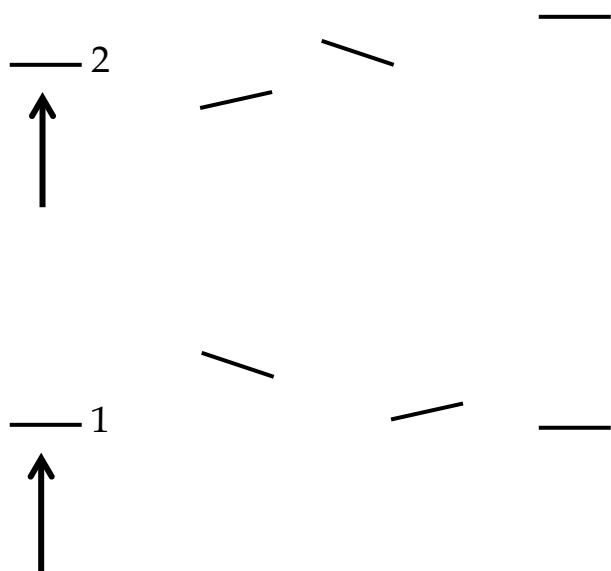
McLean County Fair
Equitation O/F -
Intermediate/Advanced 6
 2' -2'3" & 2'6" - 2'9"



W

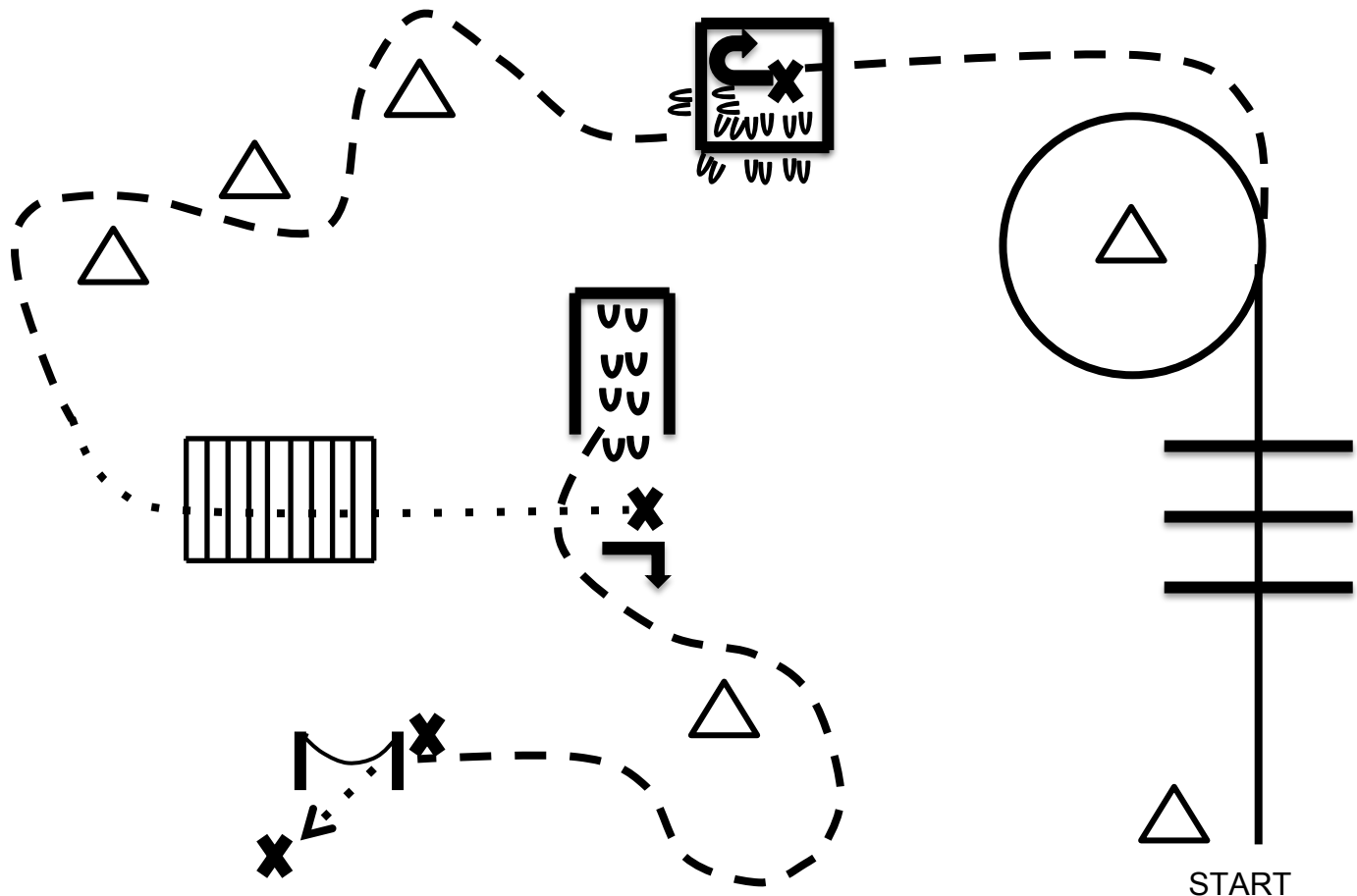
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McLean County Fair
Hunter Hack - All 1



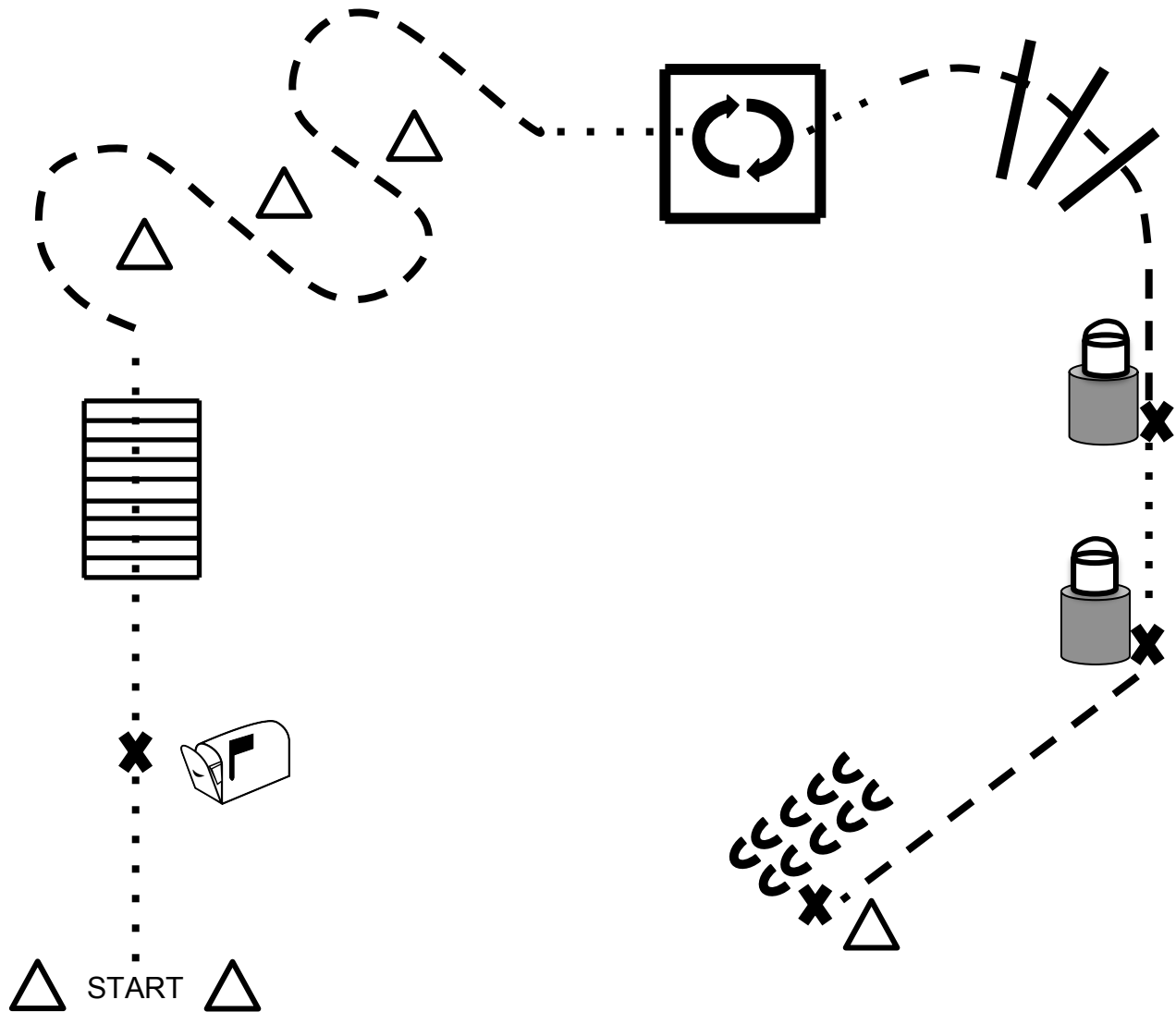
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McLean County Fair
Trail Pattern 6
Horsemaster & Horseman



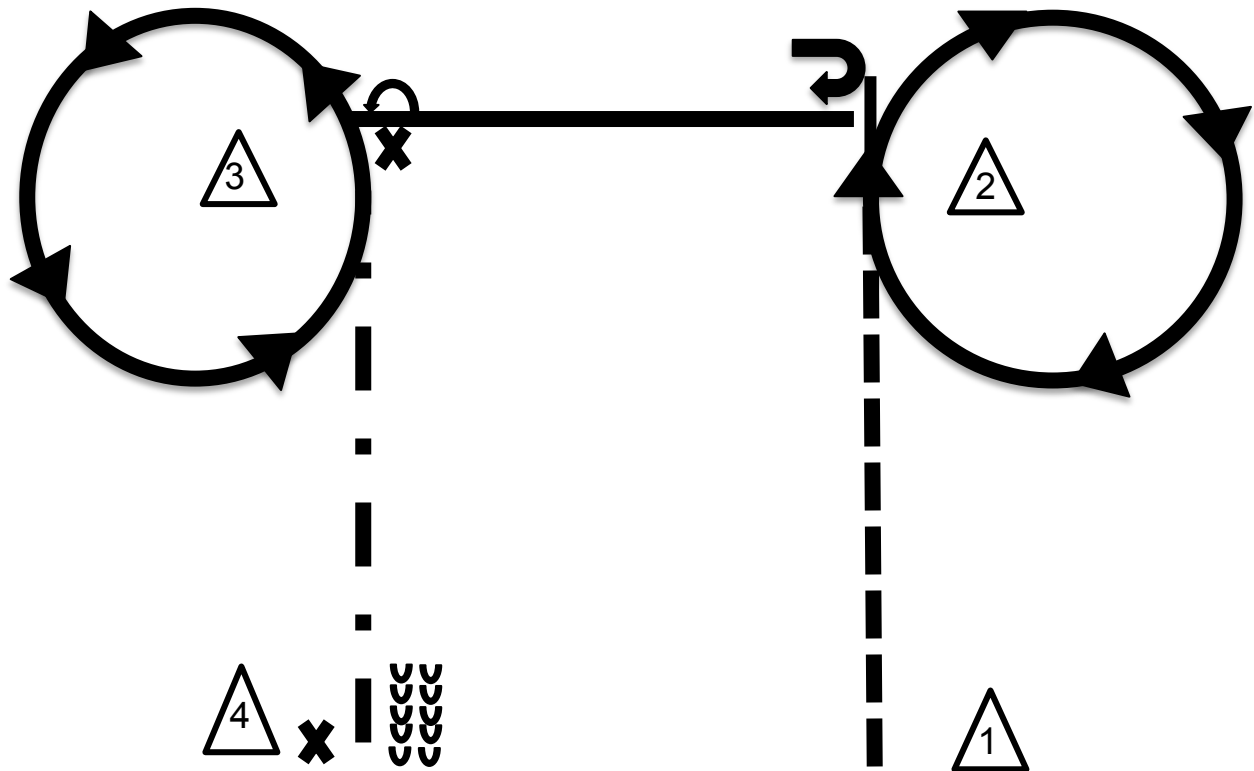
- Start on Right side of cone
- Lope/Canter Left Lead over poles to cone and complete a circle around cone
- After completion of the circle, slow to a Jog/Trot. Continue to box.
- Enter box at a Jog/Trot, halt, Perform 270° right turn
- Step front feet over the box and side pass to the Right and around 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 Right and back into chute
- Jog/Trot from chute around cone to Gate, halt
- Open Gate, Walk through Gate, Close Gate. Stop.

McLean County Fair
Trail Pattern 6
Novice, Walk-Trot & In Hand



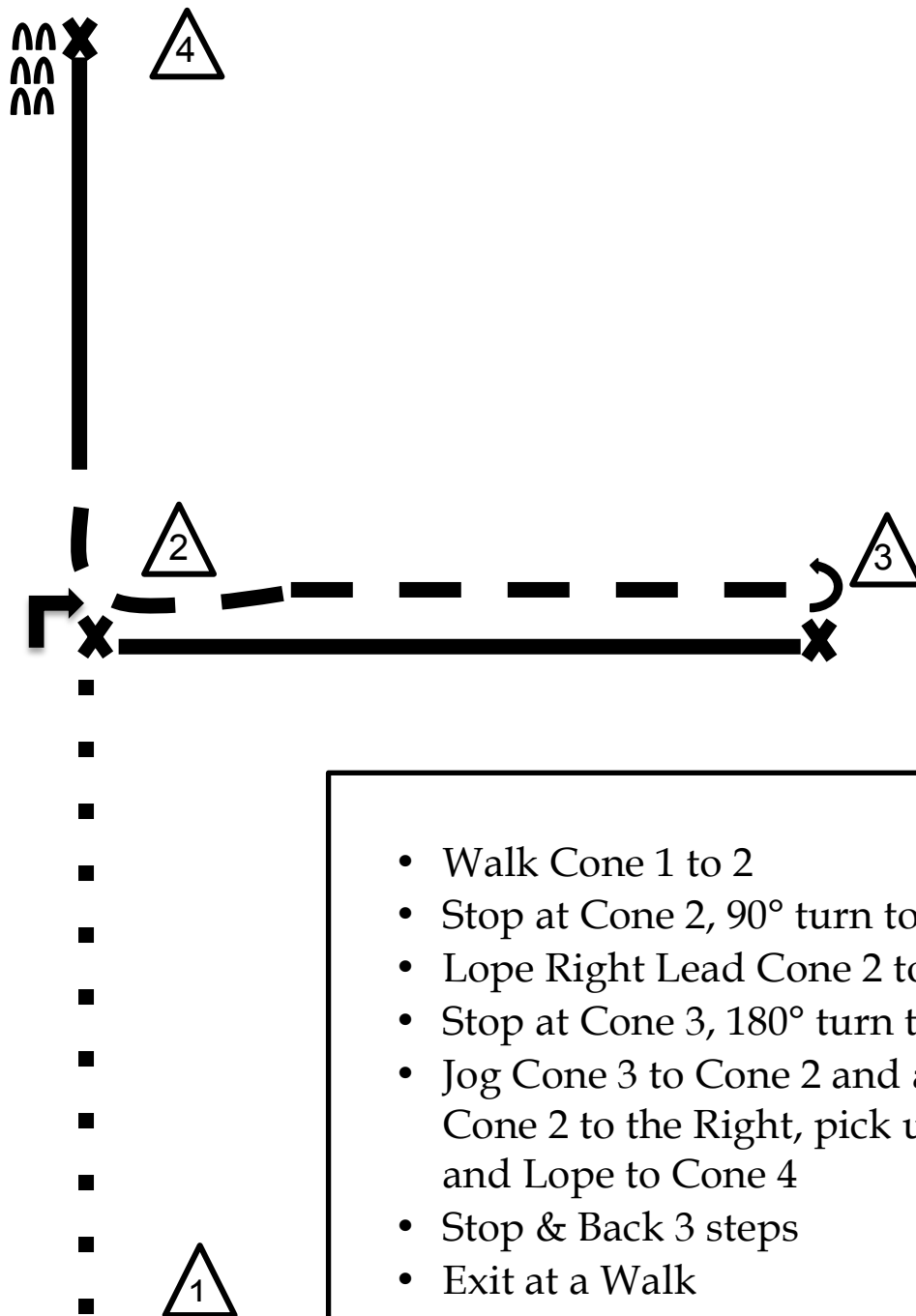
- Walk to Mailbox. Show mail to judge. Put mail back in mailbox.
- Walk over bridge.
- Jog/Trot through cones
- Walk into box and do a 360° turn to the Right. Walk out of the box.
- Jog/Trot over the logs and to the barrels. Stop.
- Pick up the bucket at the 1st barrel and Walk it to the 2nd barrel.
- Stop. Place the bucket on top of the 2nd barrel.
- Jog/Trot to the cone. Stop. Back 5 steps.

McLean County Fair
Western Horsemanship Pattern 6
Horsemaster



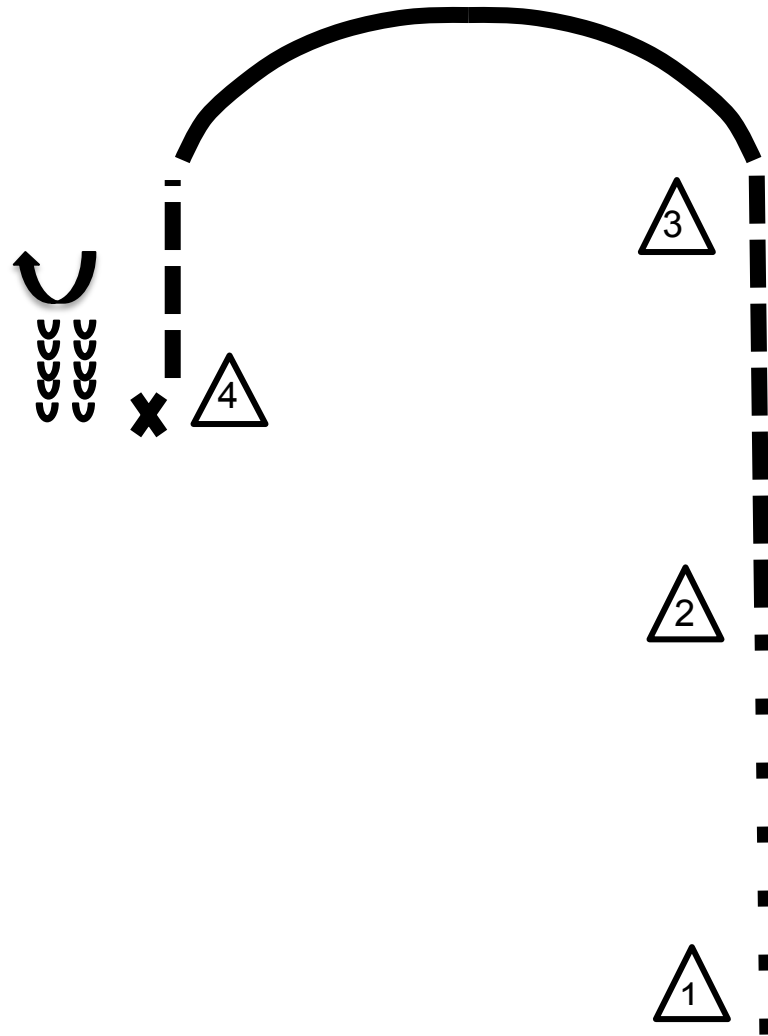
- Start at Cone 1, Jog to Cone 2.
- Lope Right Lead around Cone 2 in a circle.
- Stop past Cone 2. Perform a 270° turn to the Right
- Lope Left Lead to Cone 3.
- Lope circle around Cone 3. Stop. 180° turn to the Left
- Extended Jog to Cone 4
- Stop. Back 5 steps.
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 6
Horseman



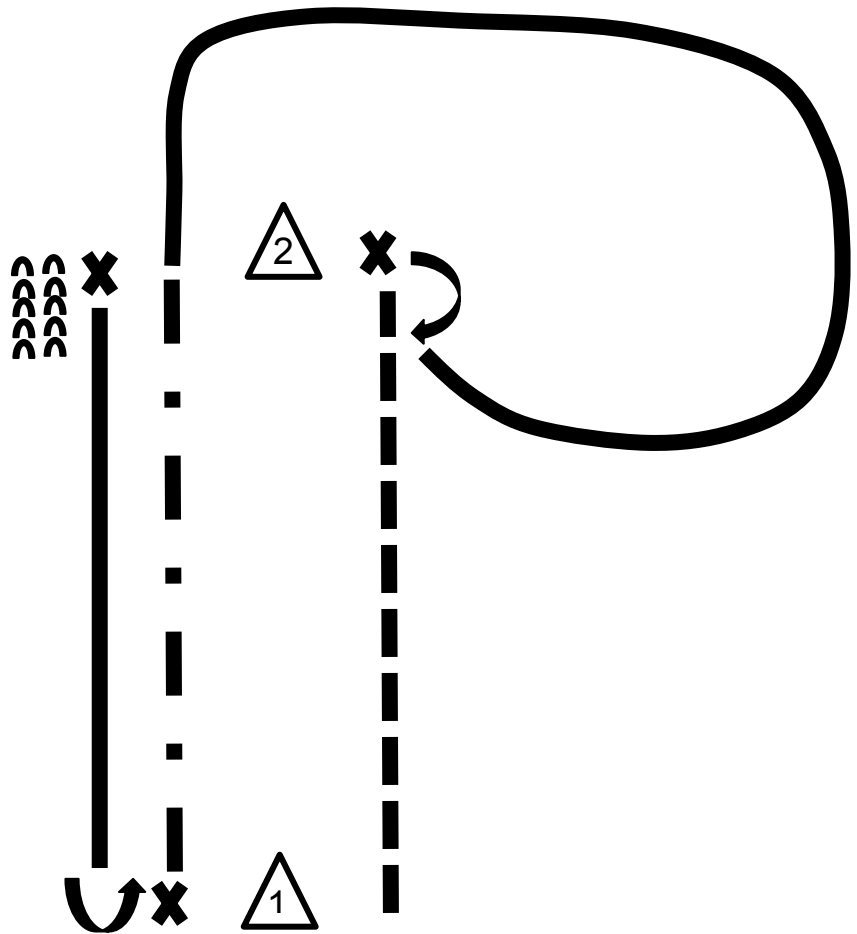
- Walk Cone 1 to 2
- Stop at Cone 2, 90° turn to Right
- Lope Right Lead Cone 2 to Cone 3
- Stop at Cone 3, 180° turn to left
- Jog Cone 3 to Cone 2 and around Cone 2 to the Right, pick up Left lead and Lope to Cone 4
- Stop & Back 3 steps
- Exit at a Walk

McLean County Fair
Western Horsemanship Pattern 6
Novice



- Walk from Cone 1 to Cone 2
- Jog Cone 2 to Cone 3
- Lope Left lead in arc from Cone 3 to Cone 4
- Stop at Cone 4
- Back 5 Steps, Perform a 180° turn to the Right
- Exit at a Walk

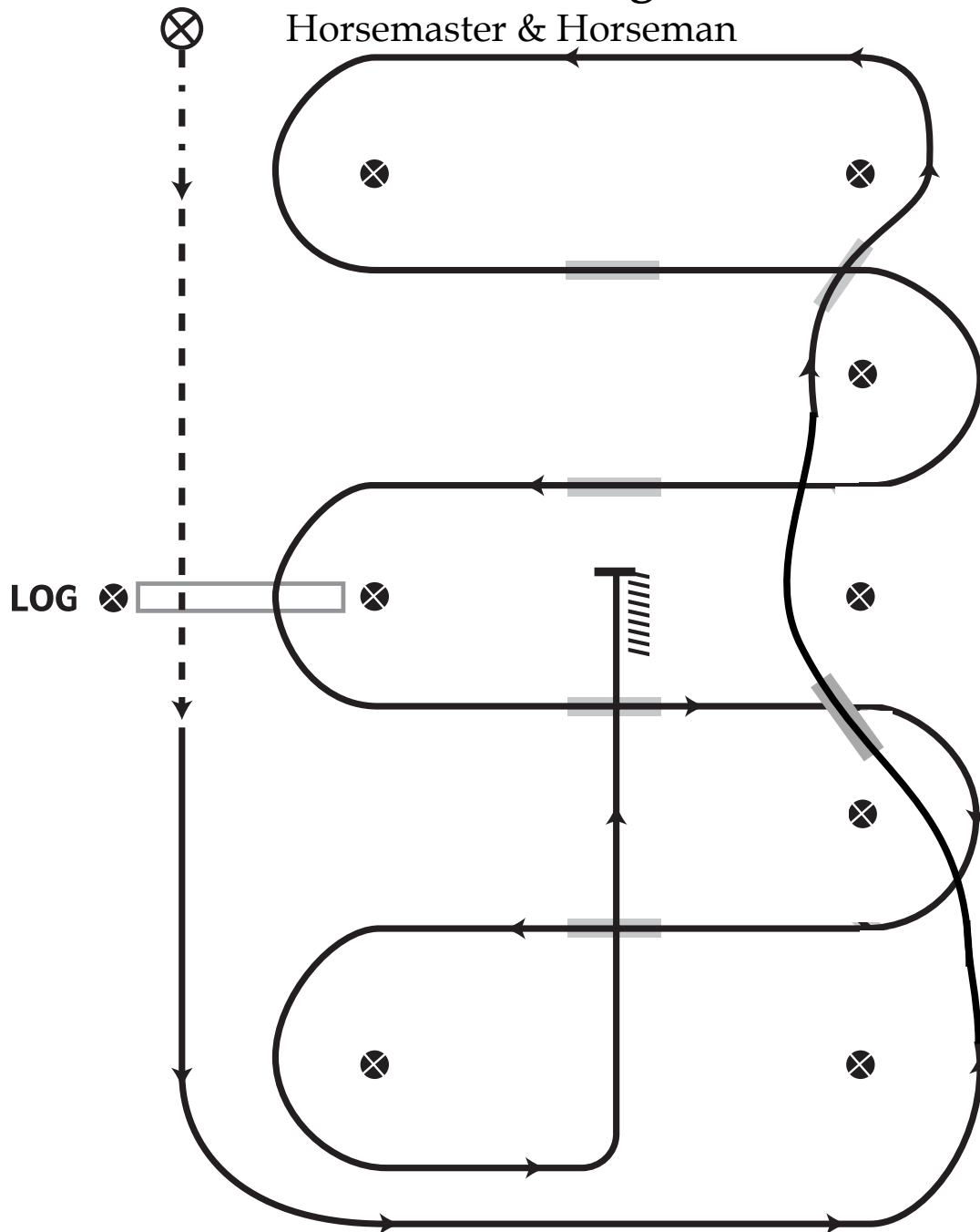
McLean County Fair
Western Horsemanship Pattern 6
Championship



- Jog Cone 1 to Cone 2
- Stop. Perform a 180° turn to the Right
- Lope Left Lead back around Cone 2
- Extended Trot from Cone 2 to Cone 1
- Stop. Perform a 180° turn to the Left
- Lope Right Lead back to Cone 2
- Stop. Back 5 steps
- Exit at a Walk to Rail

McLean County Fair Pattern Riding 6

Horsemaster & Horseman



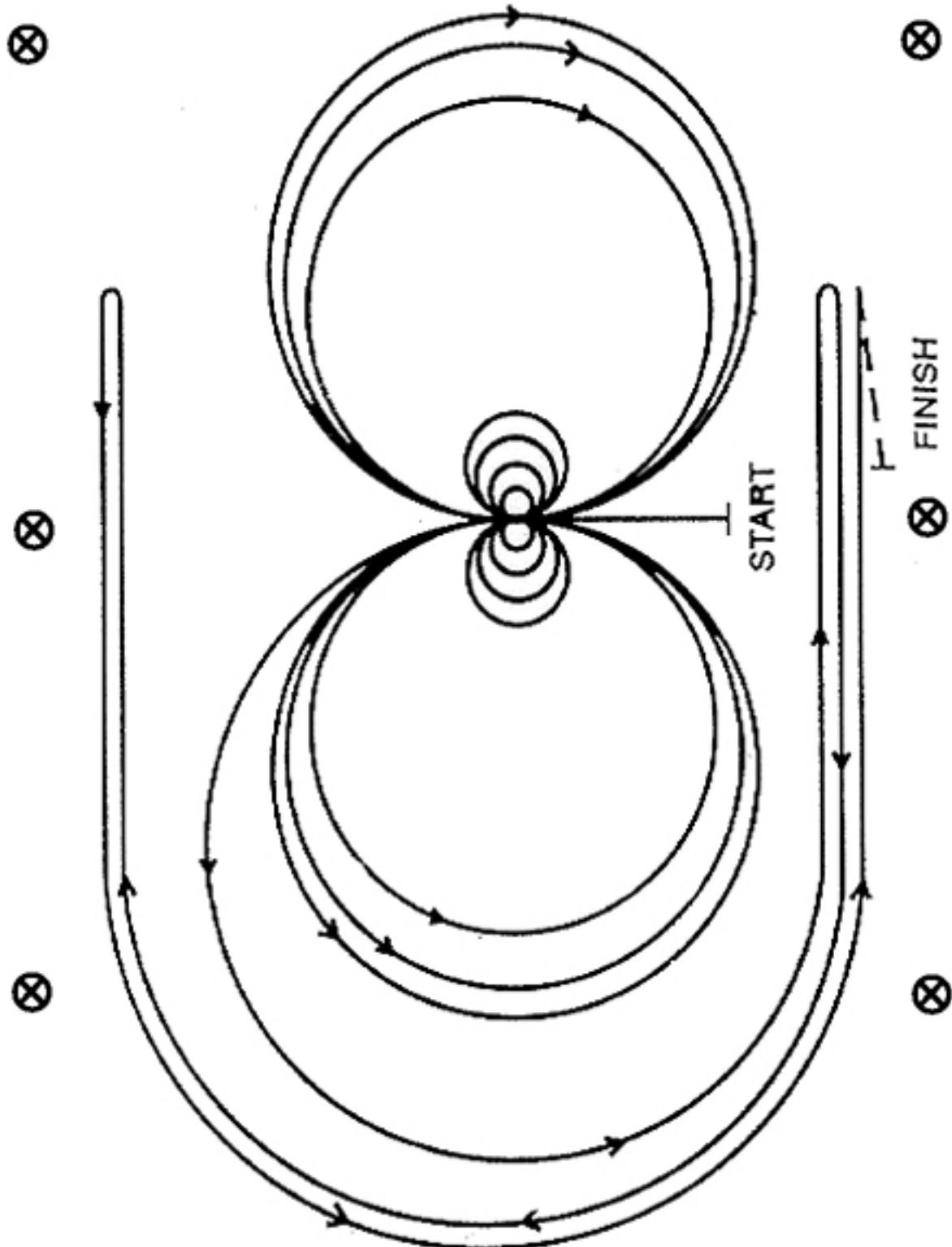
- Walk, transition to Jog, Jog over log
- Transition to the lope, on the Left Lead
- First line change
- Second line change
- First crossing change
- Second crossing change
- Third crossing change
- Fourth crossing change
- Lope, Stop & Back

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

*Simple or Flying Lead changes

McLean County Fair
Reining Pattern 6
Horsemaster & Horseman

STANDS



ANNOUNCER

Reining Pattern Instructions

Horse must walk or stop prior to starting pattern.

Begin at the center of the arena facing the left wall/fence (spectator stand).

- Complete four spins to the right.
- Complete four spins to the left. Hesitate.
- Left lead, complete three circles to the Left: 1st two circles large & fast, 3rd circle small & slow. Change Leads at the center of the arena.
- Complete three circles to the right: 1st two circles large & fast, 3rd circle small & slow. Change Leads at the center of the arena.
- Begin a large fast 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 at least 20' from the wall/fence – No Hesitation.
- Continue back around 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 at least 20' from the wall/fence – No Hesitation.
- Continue back around 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 at least 20' from the wall/fence. Back up at least 10'. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

*AQHA Reining Pattern 6