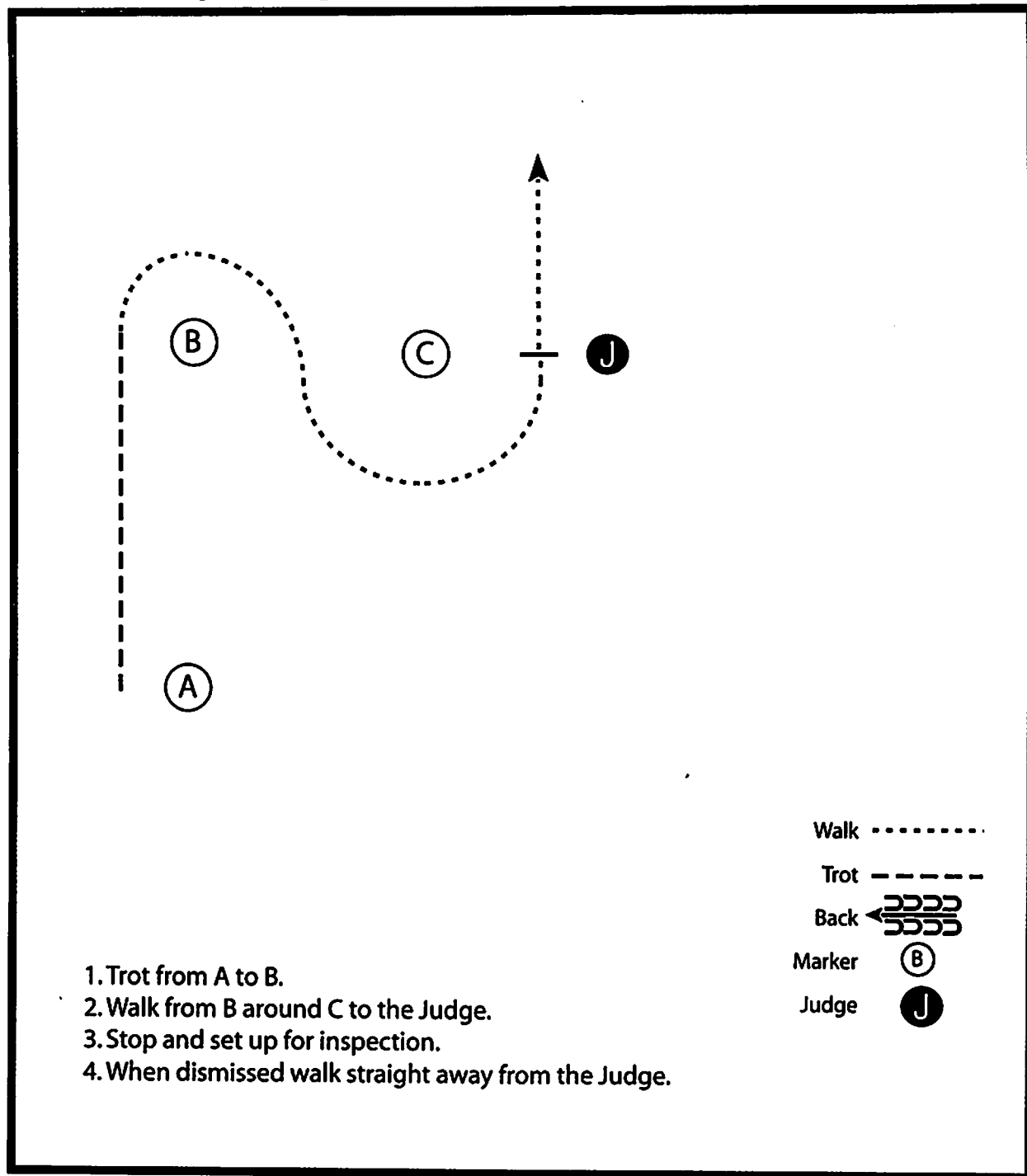


Wyoming 4-H

Wyoming 4-H Showmanship (Junior)-3

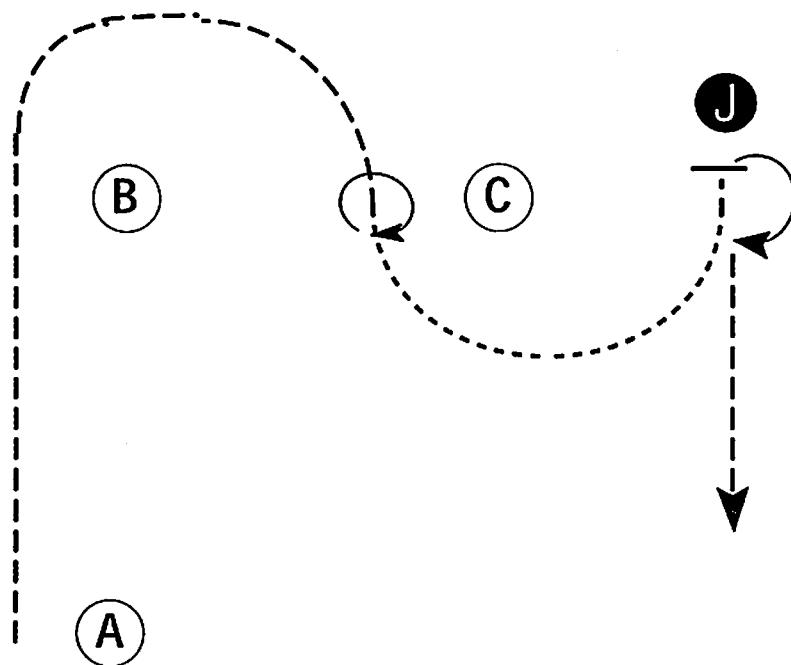


Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Showmanship (Intermediate)-2



Be ready at A.

1. Trot from A around B and to C.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge. Stop and set up for inspection.
4. When dismissed perform a 180 degree turn and trot straight away from the Judge.

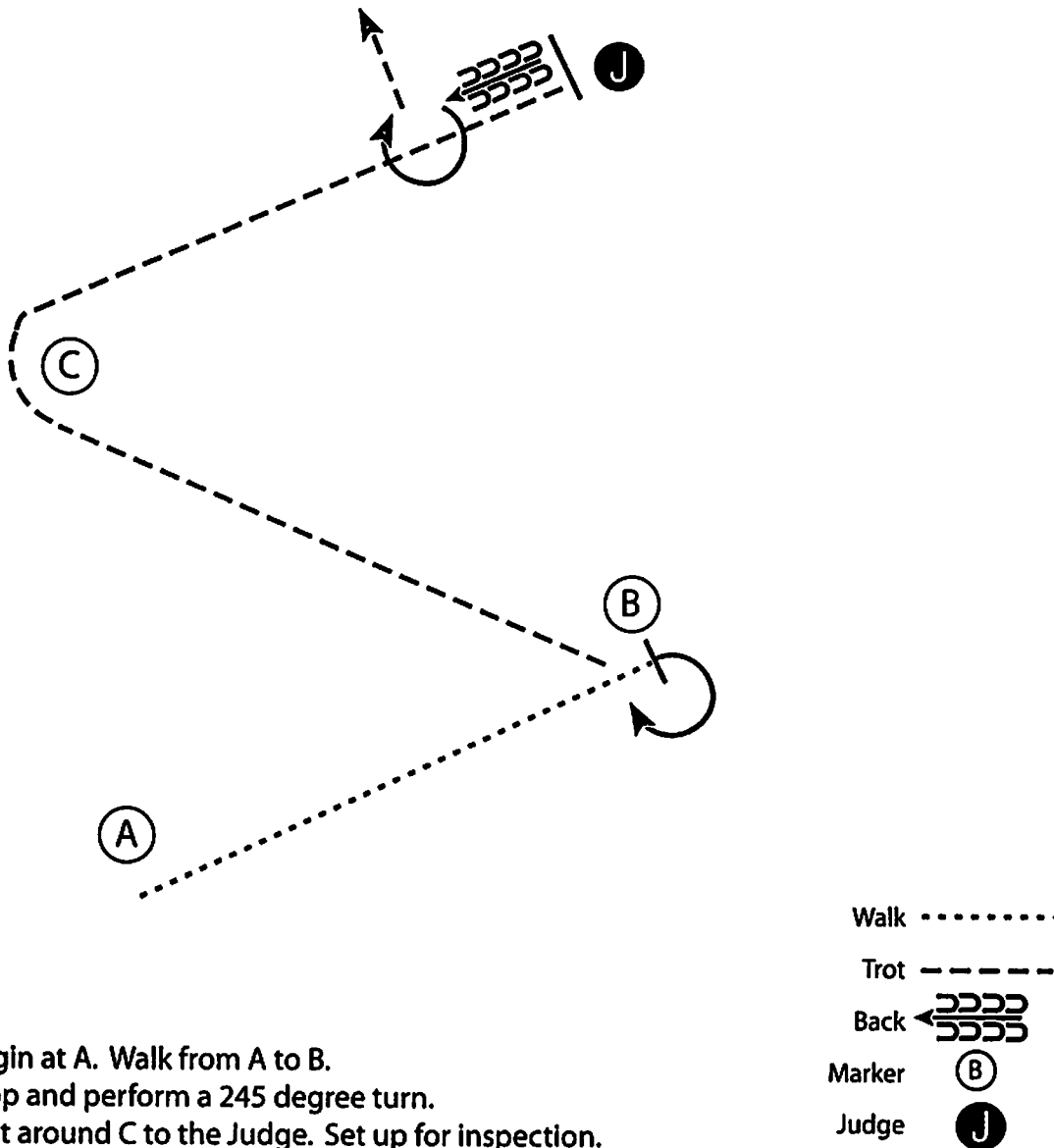
Walk -----
Trot - - - - -
Back ← 3333
Marker (B)
Judge (J)

Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Showmanship (Senior)-4



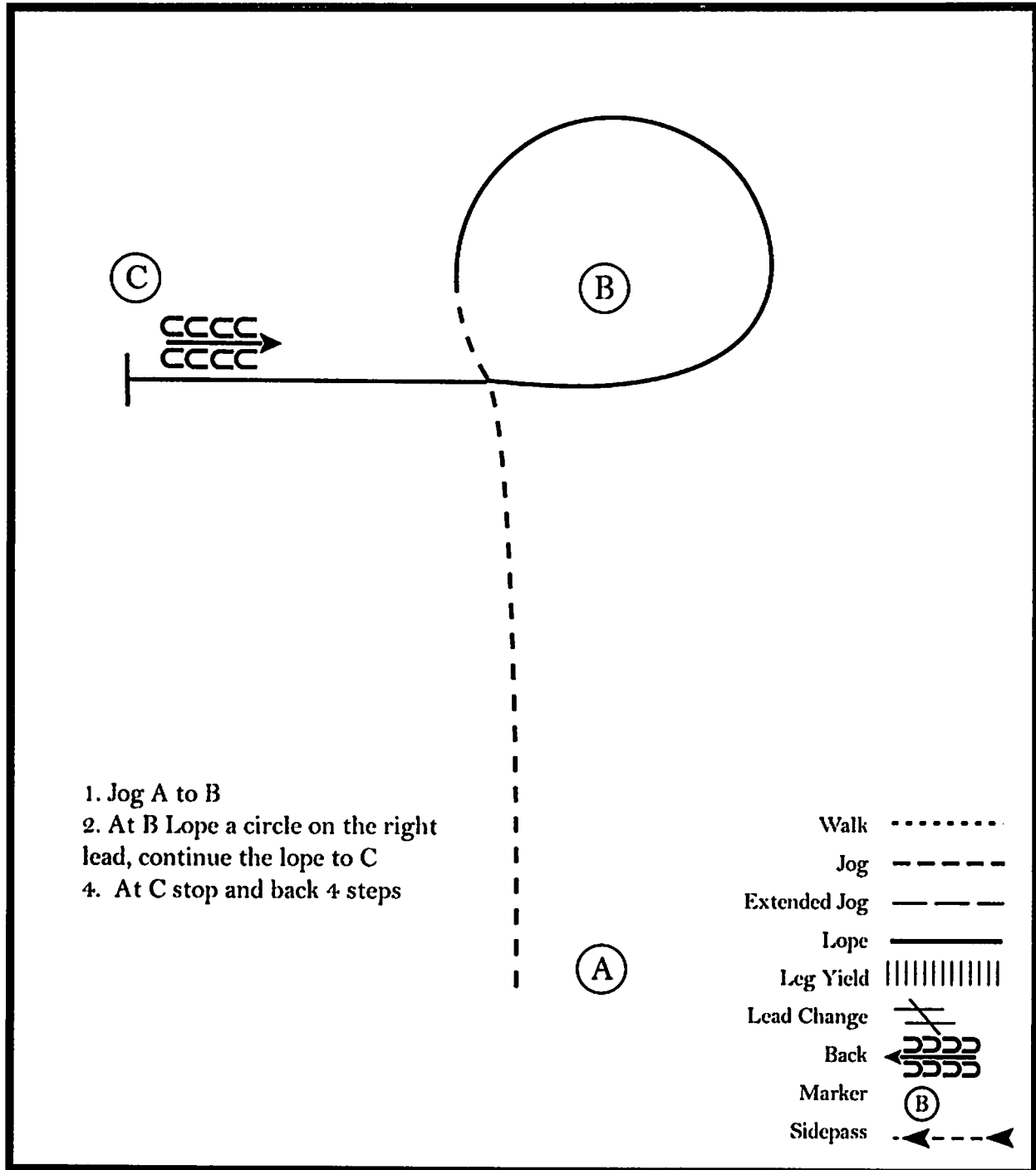
1. Begin at A. Walk from A to B.
2. Stop and perform a 245 degree turn.
3. Trot around C to the Judge. Set up for inspection.
4. When dismissed back four steps and perform a 270 degree turn.
5. Trot to the line-up.

Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Western Horsemanship (Junior) -6



Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Western Horsemanship (Intermediate) -2

Be ready at A.

1. Jog from A to B.
2. Stop at B and perform a 360 degree turn to the right.
3. Lope on the right lead to C.
4. Even with C, break to an extended jog and circle to the right.
5. Stop at C and back one horse length

Retire to the rail or line up at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↗↘
Back	← 3 3 3 3 3
Marker	(B)
Sidepass	← →

Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Western Horsemanship (Senior) -3

Be ready before A.

1. Walk to A.
2. Jog to center of A and B.
3. Perform an extended jog through B, C and D as shown.
4. At top of pattern, begin left lead lope to between C and B.
5. Change leads between C and B.
6. Lope with SPEED to A.
7. Slow to lope at A and lope until even with B.
8. Stop at B and back approximately one horse length.
9. Perform a 1/4 turn left and jog away from pattern.

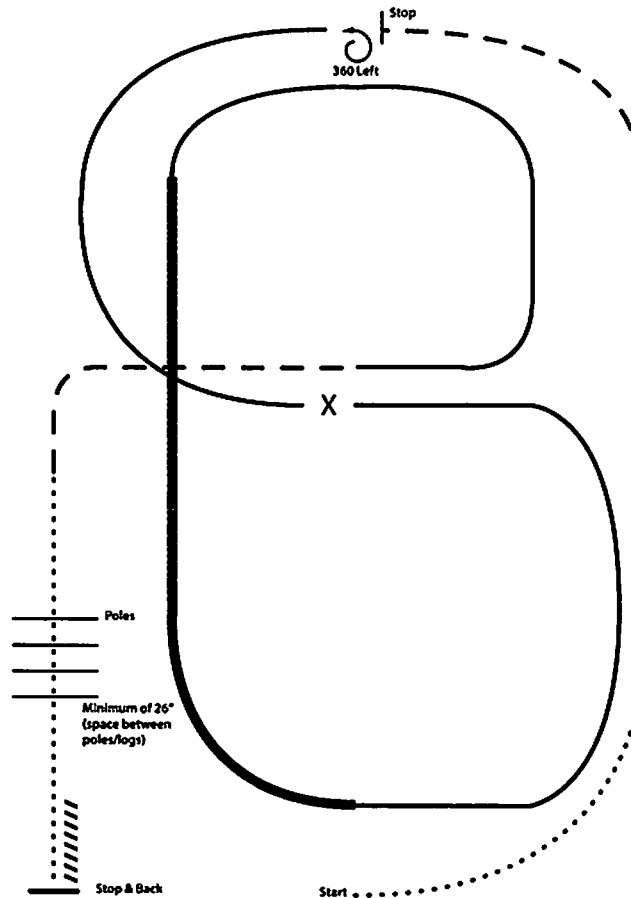
Follow the instructions of your ring steward.

Walk
Jog	-----
Extended Jog	-----
Lope	————
Lead Change	
Back	
Marker	

Pattern Provided by:

Wyoming 4-H

RANCH RIDING – PATTERN I

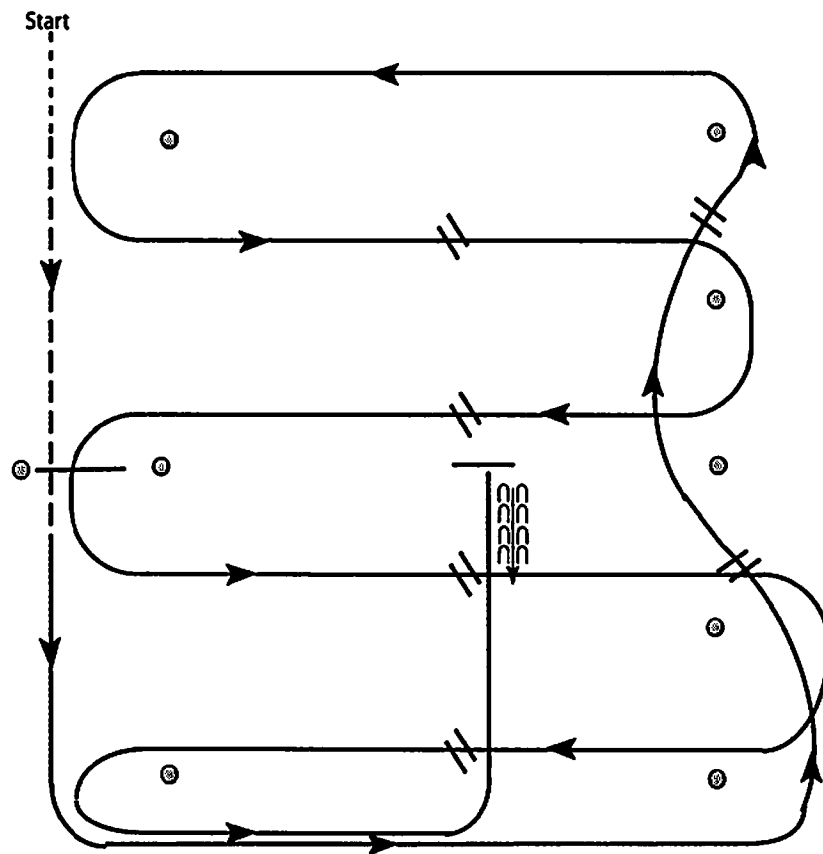


- X Lead Change
- • Walk
- Trot
- Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

Wyoming 4-H

Wyoming 4-H Western Riding (Junior/Intermediate)

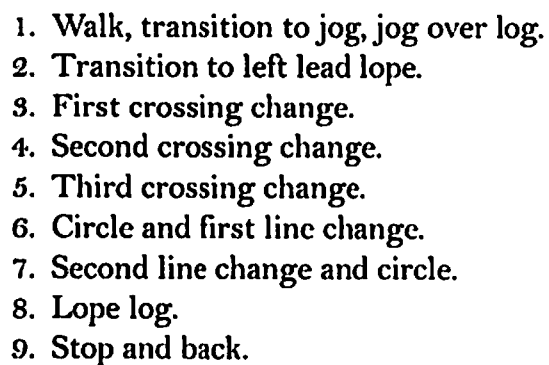


1. Walk at least 15' & jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

Pattern Provided by:

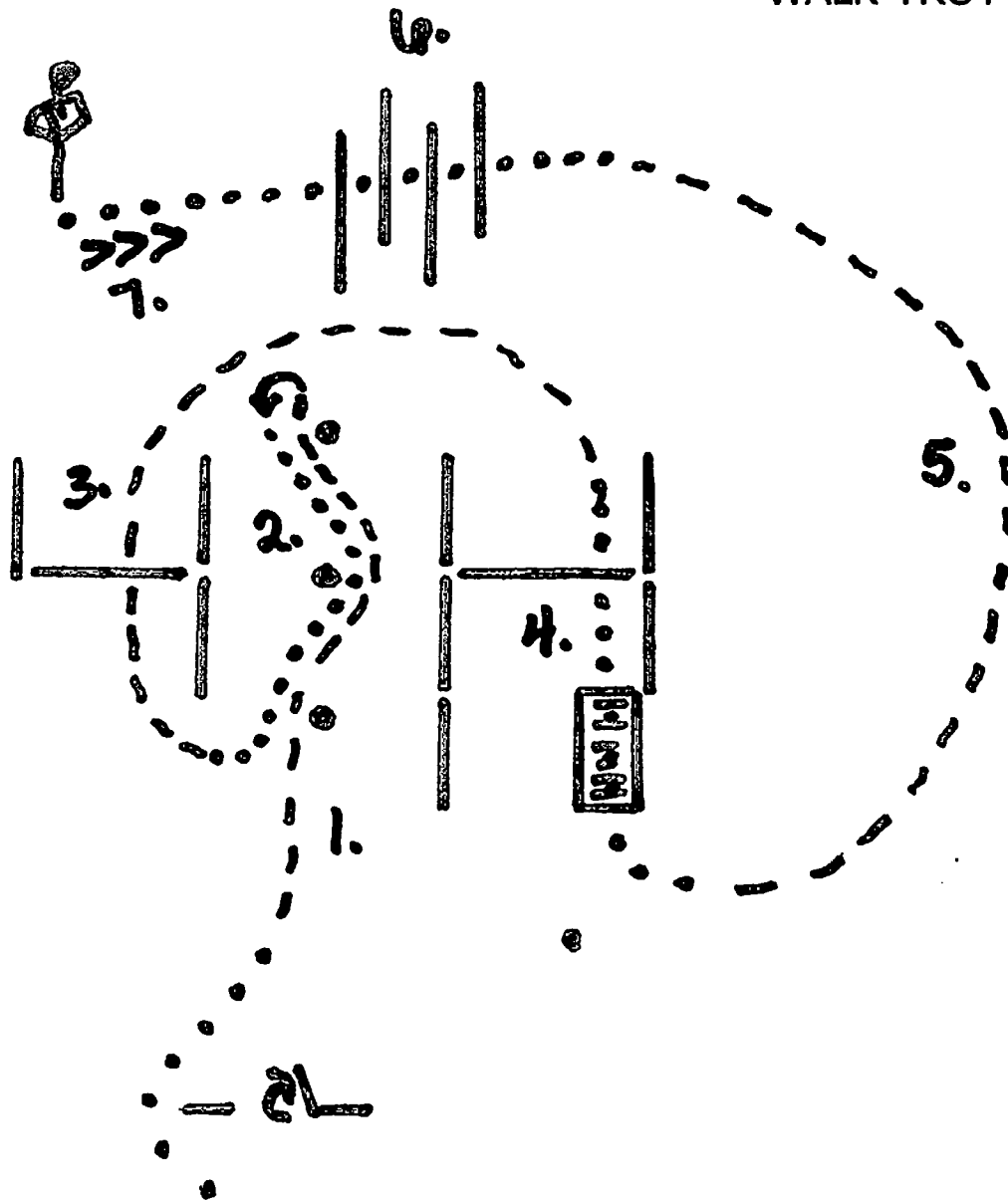
Wyoming 4-H

Wyoming 4-H Western Riding (Senior)-1



Wyoming 4-H

WALK-TROT TRAIL

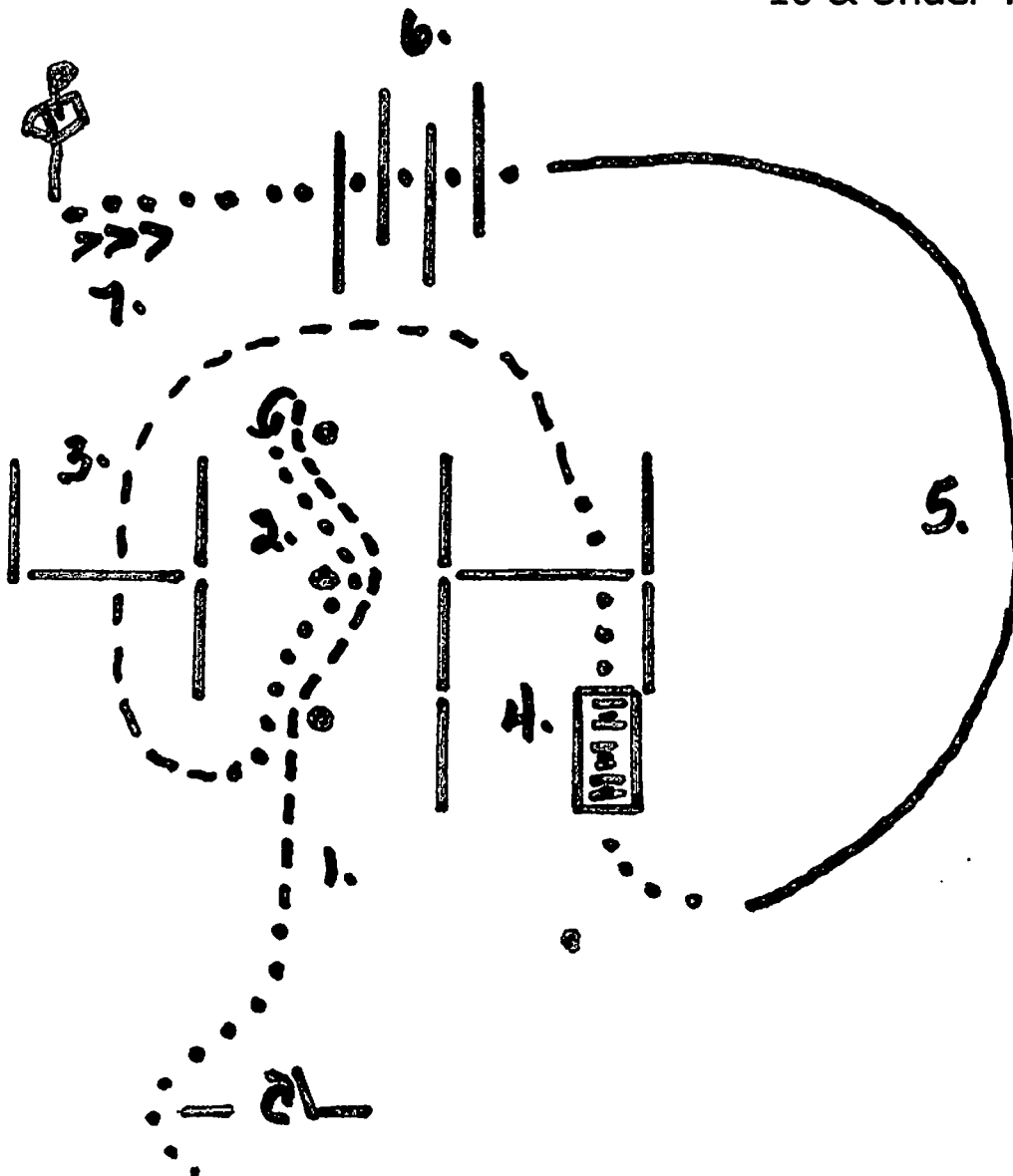


1. Walk around gate, jog thru serpentine
2. Turn around and walk back thru serpentine
3. Jog over "4" obstacle pole to "H" obstacle
4. Walk over pole and bridge
5. Jog to 4 poles
6. Walk over poles to mailbox
7. Back 3 steps

Legend

Walk
Jog	-----
Lope	_____
Back	<<<<<<<

10 & Under TRAIL

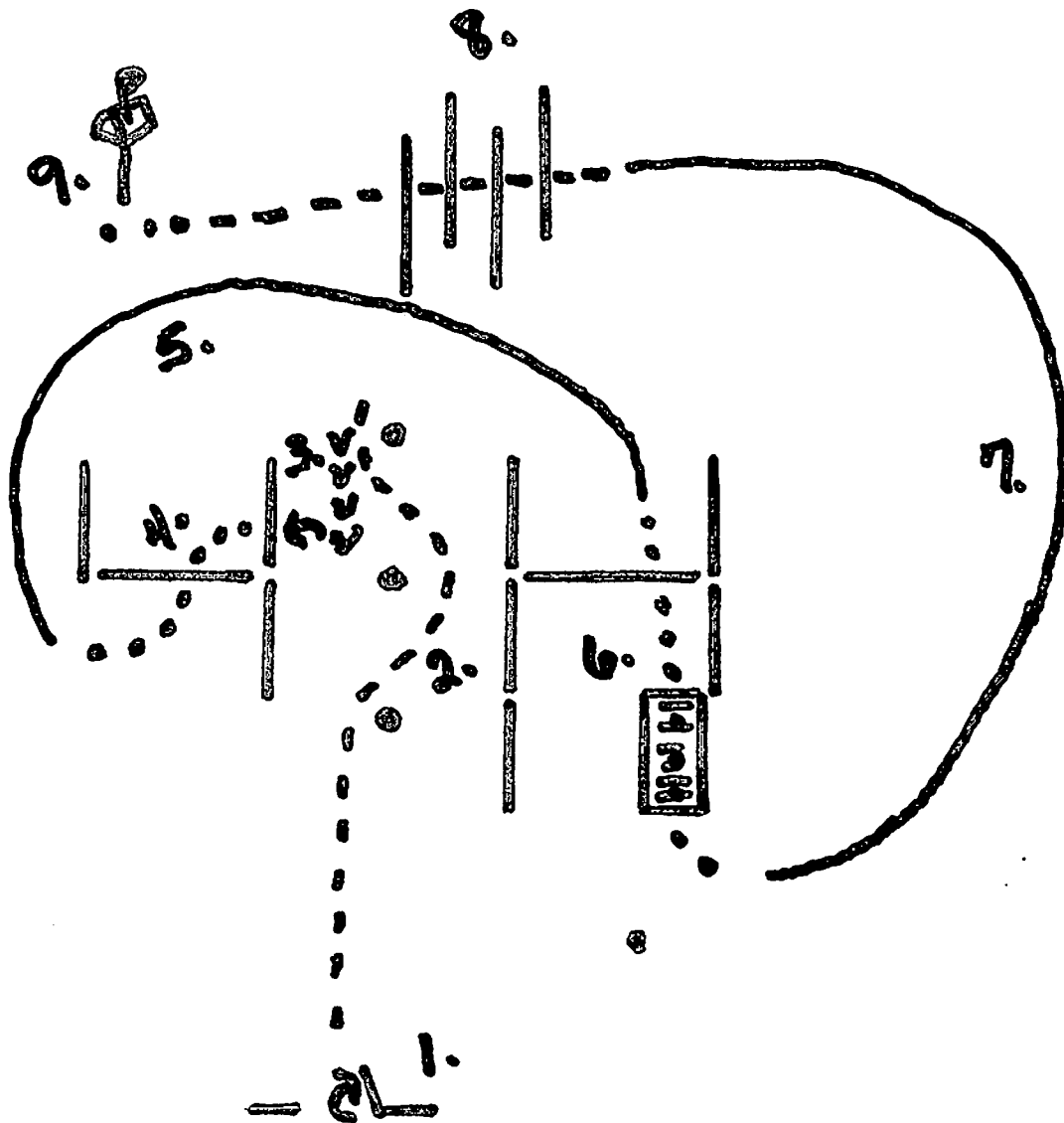


1. Walk around gate, jog thru serpentine
2. Turn around and walk back thru serpentine
3. Jog over "4" pole to "H" obstacle
4. Walk over pole and bridge
5. Lope, left lead, to 4 poles
6. Walk over poles to mailbox
7. Back 3 steps

Legend

Walk
Jog	-----
Lope	_____
Back	<<<<<<<

11 - 13 TRAIL

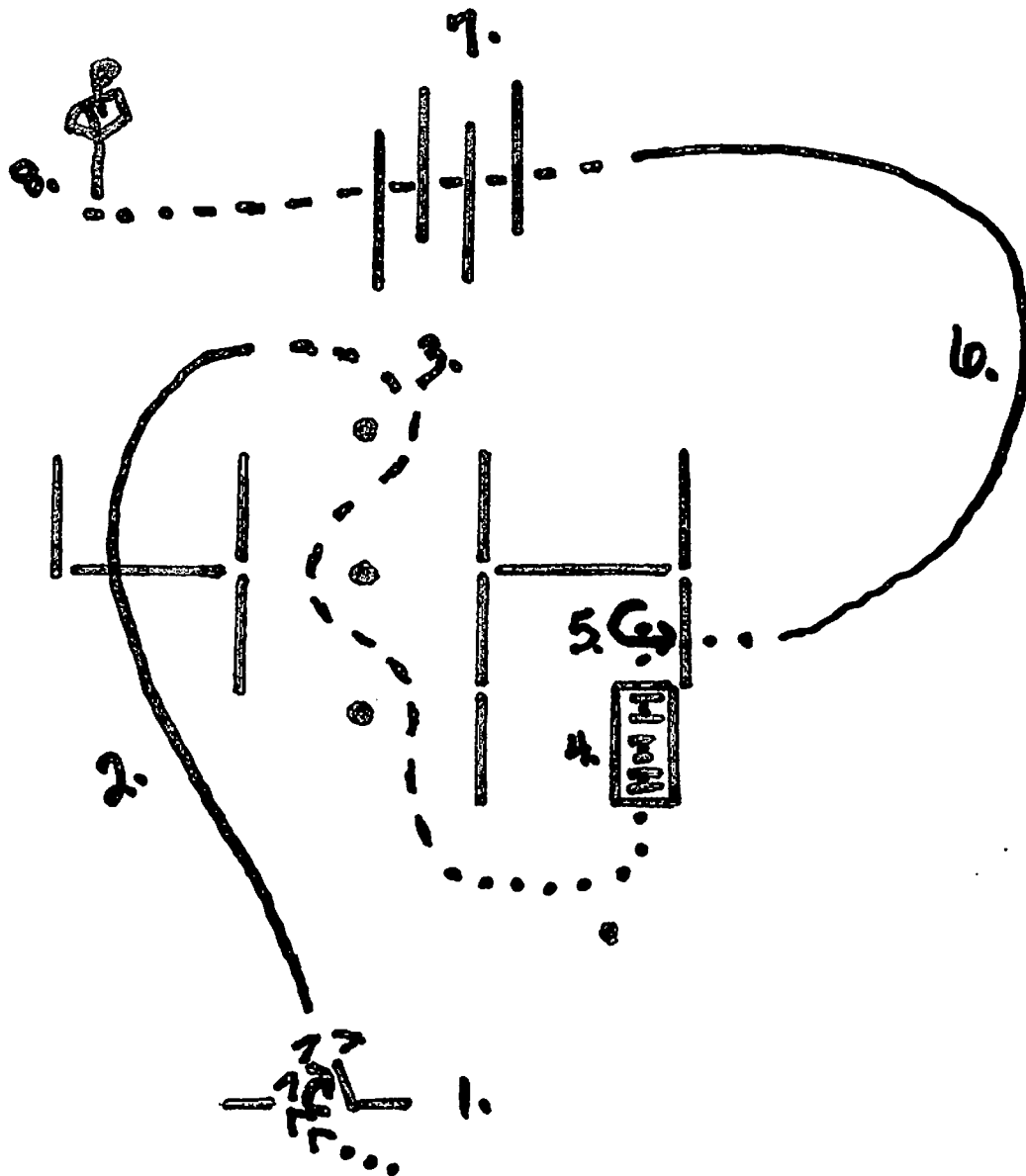


1. Work the gate (right hand push)
2. Jog thru the serpentine, stop at top cone
3. Back a few steps, turn 90 degrees left
4. Walk over poles in the "4" obstacle
5. Lope, right lead, to the "H" obstacle
6. Walk over pole and bridge
7. Lope, left lead
8. Jog over poles
9. Check mail

Legend

Walk
Jog	-----
Lope
Back	<<<<<
Side Pass	~~~~~

ADULT and 14 - 18 TRAIL



1. Work the gate (left hand push)
2. Lope, right lead over "4" pole
3. Jog thru serpentine
4. Walk over bridge
5. Turn 270 degrees left. Walk out of "H"
6. Lope Left Lead
7. Jog over poles
8. Check mail

Legend

Walk
Jog	-----
Lope	-----
Back	<<<<<
Side Pass	~~~~~

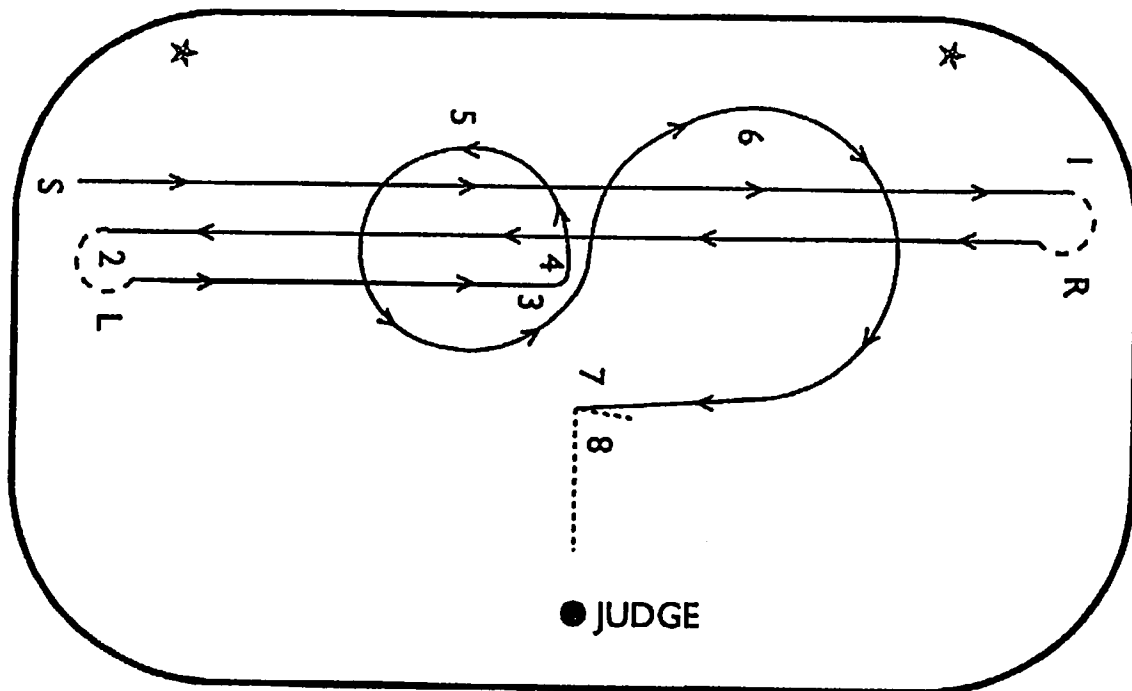
Wyoming 4-H

Wyoming 4-H Reining Pattern (Junior) – 1

The ride pattern follows:

- S. Start - run with speed.
1. Stop - pivot to right and run with speed.
2. Stop - pivot to left and run.
3. Sliding stop.
4. Quarter turn to left.
5. Begin slow circle to the left in correct lead.
6. Ride circle to right with speed in correct lead.
7. Sliding stop - settle horse.
8. Back.
9. Ride to judge for inspection.

A bridle may be dropped at a Judge's discretion.



Pattern Provided by: *Wyoming 4-H*

Wyoming 4-H

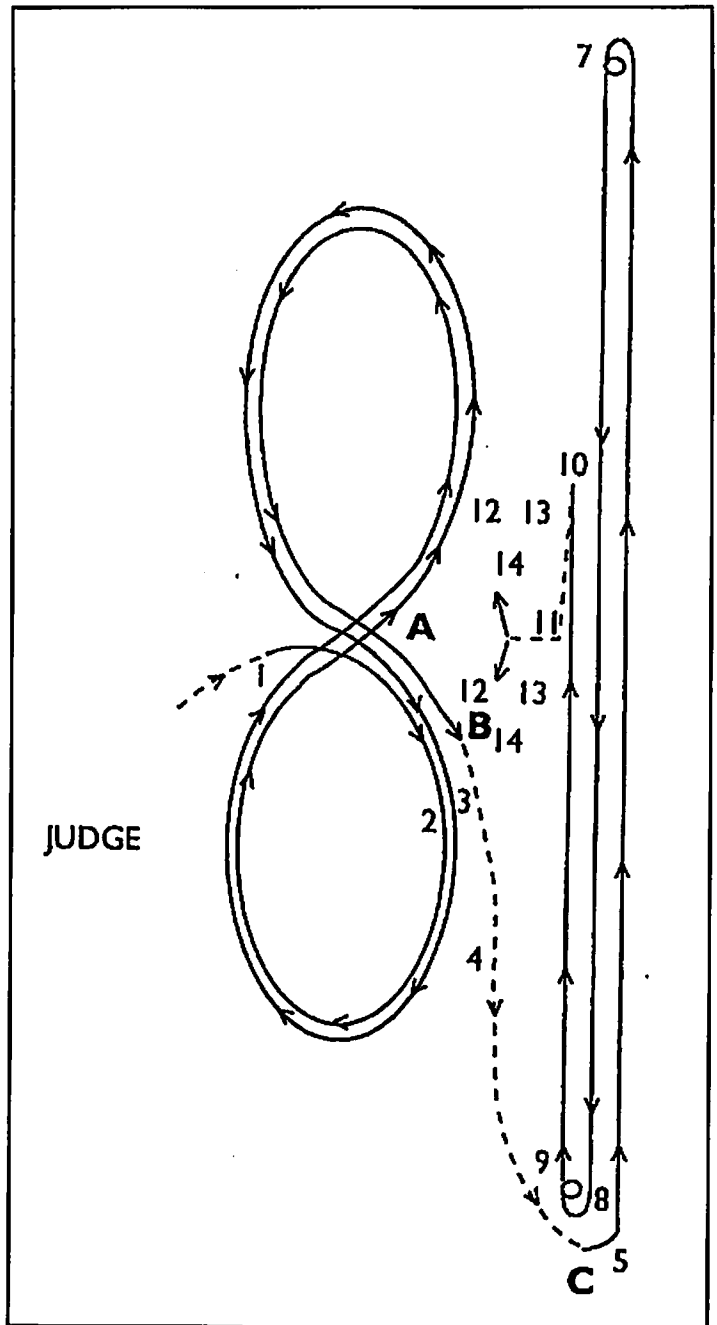
Wyoming 4-H Reining Pattern (Intermediate) – 1

The arena or plot should be approximately 50 feet by 150 feet.

The ride pattern follows:

Enter arena and approach starting position.

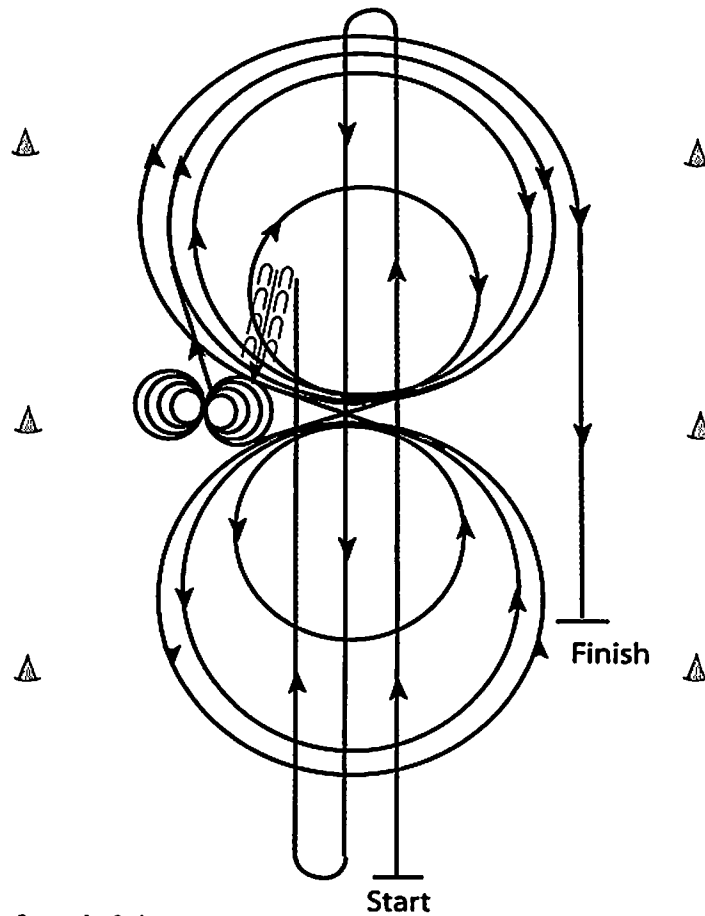
1. Begin work to the right.
2. First figure 8, slow.
3. Second figure 8, faster. (Lead change must take place at point A.)
4. Proceed from point B to point C at walk or trot.
5. Begin run, staying at least 20 feet off the fence or wall.
6. Come to a sliding stop.
7. Turn away from the rail, do a spin and a half with no hesitation.
8. Repeat 6.
9. Repeat 7.
10. Sliding stop.
11. Back over slide marks.
12. Pivot right or left, 90 degrees.
13. Pivot the opposite direction, 180 degrees.
14. Pivot in direction taken in 12, 90 degrees.
15. Walk to judge.
16. The bridle may be dropped at the judge's discretion.



Pattern Provided by: *Wyoming 4-H*

Wyoming 4-H

Reining (Senior) -4



1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern. Rider may drop bridle to the designated judge.

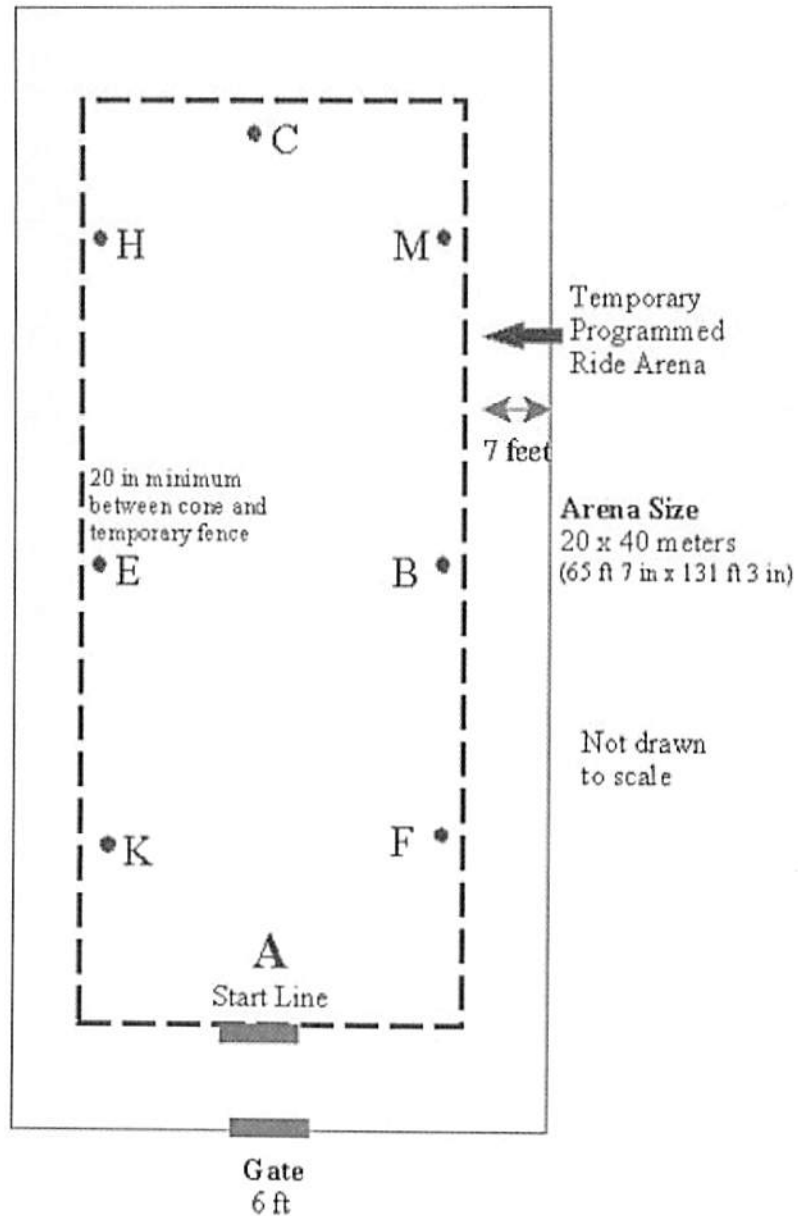
Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H – Arena Layout

Programmed Ride

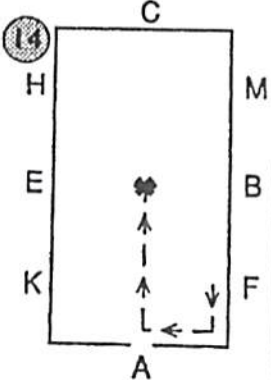
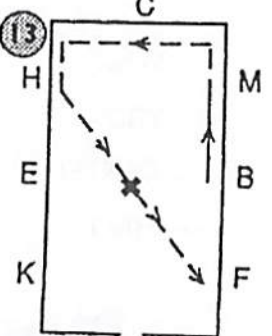
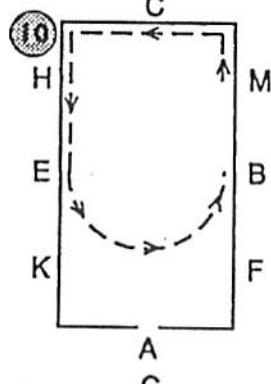
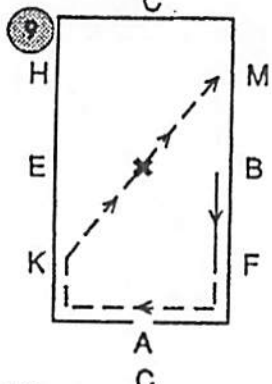
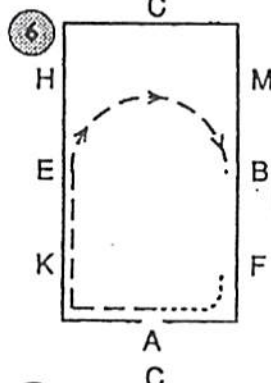
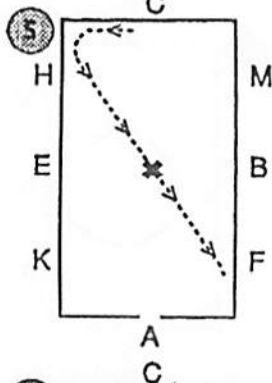
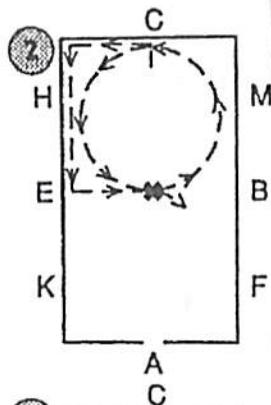
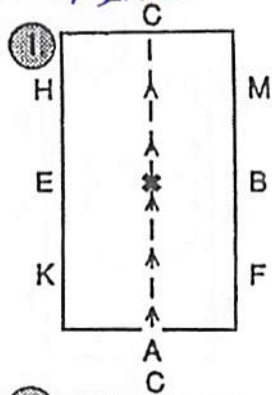


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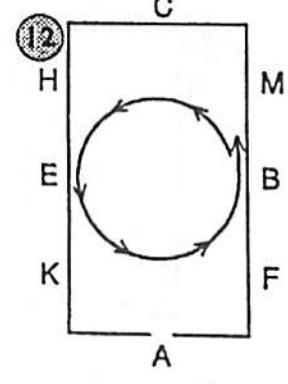
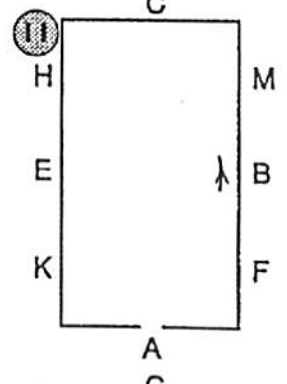
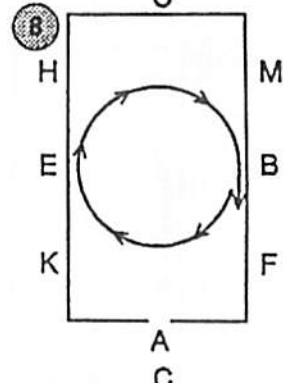
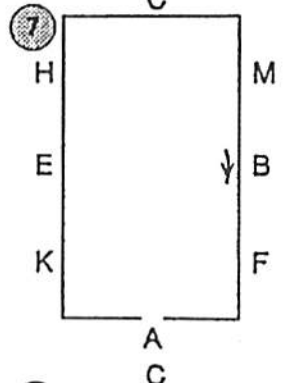
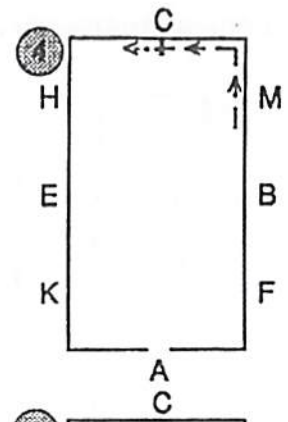
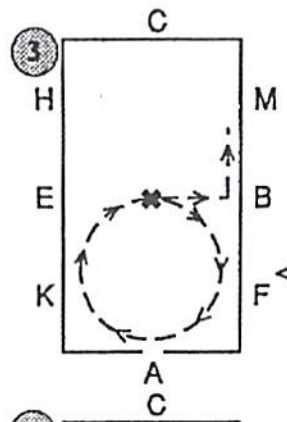
Wyoming 4-H

Junior Programmed Ride Test 1

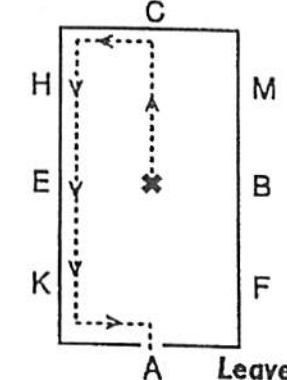
INT.



(Diagram of each movement and how it should be performed)



..... WALK
 --- TROT
 — CANTER
 — HALT

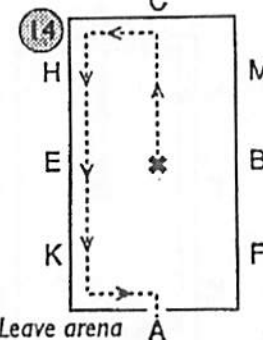
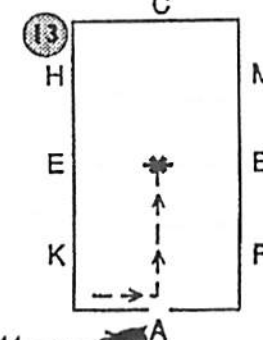
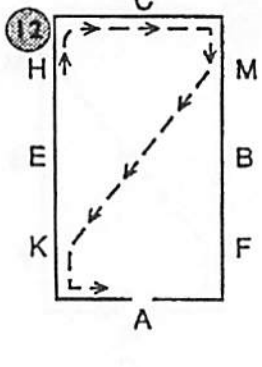
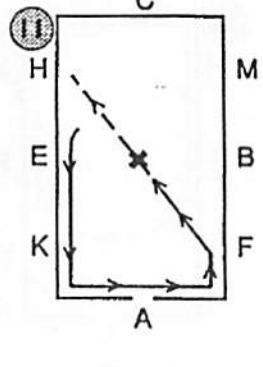
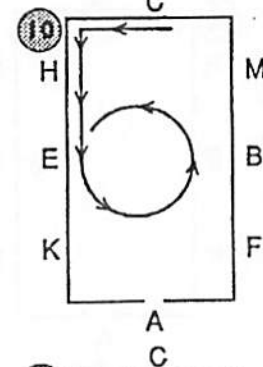
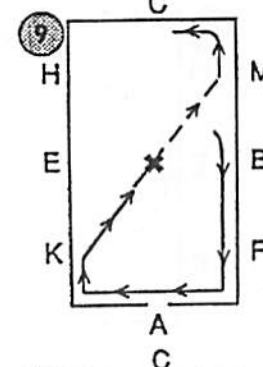
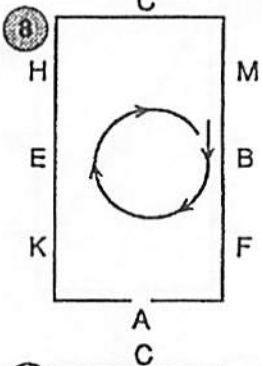
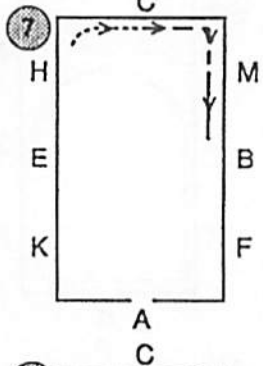
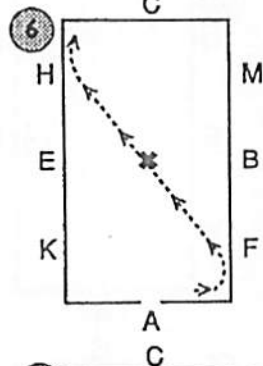
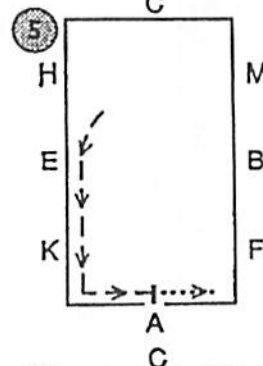
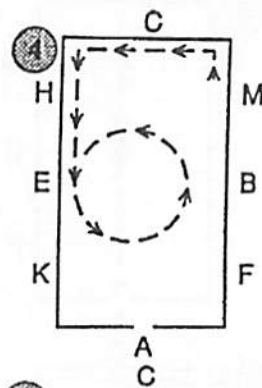
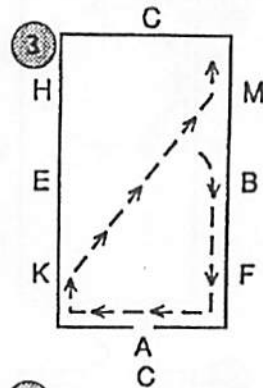
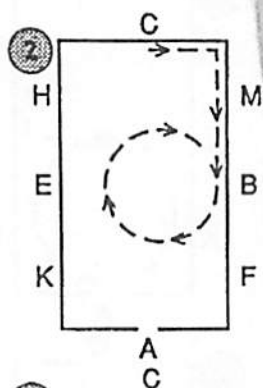
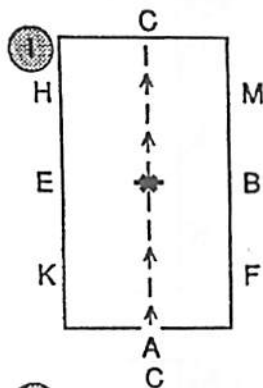


Leave arena



Senior Programmed Ride Test 2

(Diagram of each movement and how it should be performed)



..... WALK
 --- TROT
 — CANTER
 — HALT

44



Leave arena

45



Wyoming 4-H

Junior/Intermediate Programmed Ride

Purpose: To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.				Conditions: Arena: 20 X 40 Meters Average Time: 4 Min Suggested Scheduling Time: 6 Min Maximum Possible Points: 230		
Instruction: All trot work may be ridden sitting or rising. Transitions in to and out of the halt may be made through the walk. Test may be called.						
New Movements: Five seconds immobility at halt. Free walk on a long rein						
			Coefficient			
	TEST	DIRECTIVE IDEAS	POINTS		TOTAL	REMARKS
1. A X	Enter working trot Halt, Salute Proceed working trot	Straightness on centerline, transitions, quality of halt and trot				
2. C E X	Track left Turn left Circle left 20 m	Quality of turn at C, quality of trot and turn at E, roundness of circle				
3. X B	Circle right 20m Turn left	Quality of trot and turn at B, roundness of circle				
4. C	Halt 5 seconds, proceed working walk	Quality of halt and transitions				
5. HXF F	Free walk on long rein Working walk	Quality of free walk, straightness, and transitions		2		
6. A E-B	Working trot Half circle right 20m	Quality of the trot and transition, roundness of half circle				
7. B	Working canter right lead	Calmness and smoothness of depart				
8. B B	Circle right 20m Straight ahead	Quality of canter, roundness of circle				
9. F KXM	Working trot Change rein	Balance during transition, quality of trot, straightness				
10. M E-B	Working trot Half circle left 20 m	Quality of trot, roundness of half circle				
11. B	Working canter left lead and immediately:	Calmness and smoothness of depart				
12. B B	Circle left 20m Straight ahead	Quality of canter, roundness of circle				
13. M HXF	Working trot Change rein	Balance during transition, quality of trot, straightness				
14. A X	Down centerline Halt, Salute (leave arena at free walk on long rein at A)	Straightness on centerline, quality of halt				

Pattern Provided by: *Wyoming 4-H*

Wyoming 4-H

	Coefficient		
COLLECTIVE MARKS:	Points	Total	Remarks
GAITS (freedom and regularity)	2		
IMPULSION (desire to move forward, elasticity of the steps, suppleness of the back, engagement of the hindquarters)	2		
SUBMISSION (attention and confidence, harmony, lightness and ease of movements, acceptance of the bridle, lightness of the forehand)	2		
RIDER (position and seat, correctness and effect of the aids)			
FURTHER REMARKS:	Subtotal: _____ Errors: (- _____) Total Points _____		



Junior/Intermediate Programmed Ride



Purpose: To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit

Conditions:

Arena: 20 X 40 Meters

Average Time: 4 Min

Suggested Scheduling Time: 6 Min

Maximum Possible Points: 230

Name of Competition

Date

Name and Number of horse

Name of Rider

FINAL SCORE

Points

Percent

Placing

Name of Judge

Pattern Provided by: *Wyoming 4-H*

Wyoming 4-H

Senior Programmed Ride

Purpose: To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.				Conditions: Arena: 20 X 40 Meters Average Time: 4 Min Suggested Scheduling Time: 6 Min Maximum Possible Points: 240		
Instruction: All trot work may be ridden sitting or rising. Transitions in to and out of the halt may be made through the walk. Test may be called.						
New Movements: 15m circles at the trot and canter. Lengthened stride in the trot.						
			Coefficient			
	TEST	DIRECTIVE IDEAS	POINTS		TOTAL	REMARKS
1. A X	Enter working trot Halt, Salute Proceed working trot	Straightness on centerline, transitions, quality of halt and trot				
2. C B	Track right Circle right 15m	Quality of turn at C, quality of trot, roundness and size of circle				
3. KXM M	Lengthen stride in trot Working trot	Straightness, quality of lengthened trot and of transitions				
4. E	Circle left 15m	Quality of trot, roundness and size of circle				
5. A	Halt 5 seconds, proceed working walk	Quality of halt and transitions		2		
6. FXH H	Free walk on a long rein Working walk	Straightness, quality of free walk and of transitions.				
7. C M	Working trot Working canter right lead	Calmness and smoothness of depart				
8. B	Circle right 15m	Quality of canter, roundness and size of circle				
9. KXM X M	Change rein Working trot Working canter left lead	Straightness, calmness and smoothness of transitions				
10. E	Circle left 15m	Quality of canter, roundness and size of circle				
11. FXH X	Change rein Working trot	Straightness, calmness and smoothness of transitions				
12. MXK K	Lengthen stride in trot Working trot	Straightness, quality of lengthened trot and of transitions				
13. A X	Down centerline Halt, Salute (Leave arena at free walk on a long rein at A)	Straightness on centerline, quality of halt.				

Pattern Provided by: *Wyoming 4-H*

Wyoming 4-H

COLLECTIVE MARKS:	Coefficient			Remarks
	Points		Total	
GAITS (freedom and regularity)		2		
IMPULSION (desire to move forward, elasticity of the steps, suppleness of the back, engagement of the hindquarters)		2		
SUBMISSION (attention and confidence, harmony, lightness and ease of movements, acceptance of the bridle, lightness of the forehand)		2		
RIDER (position and seat, correctness and effect of the aids)				
FURTHER REMARKS:	Subtotal: _____ Errors: (- _____) Total Points _____			



Senior Programmed Ride



Purpose: To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

Conditions:

Arena: 20 X 40 Meters

Average Time: 4 Min

Suggested Scheduling Time: 6 Min

Maximum Possible Points: 240

Name of Competition

Date

Name and Number of horse

Name of Rider

FINAL SCORE

Points

Percent

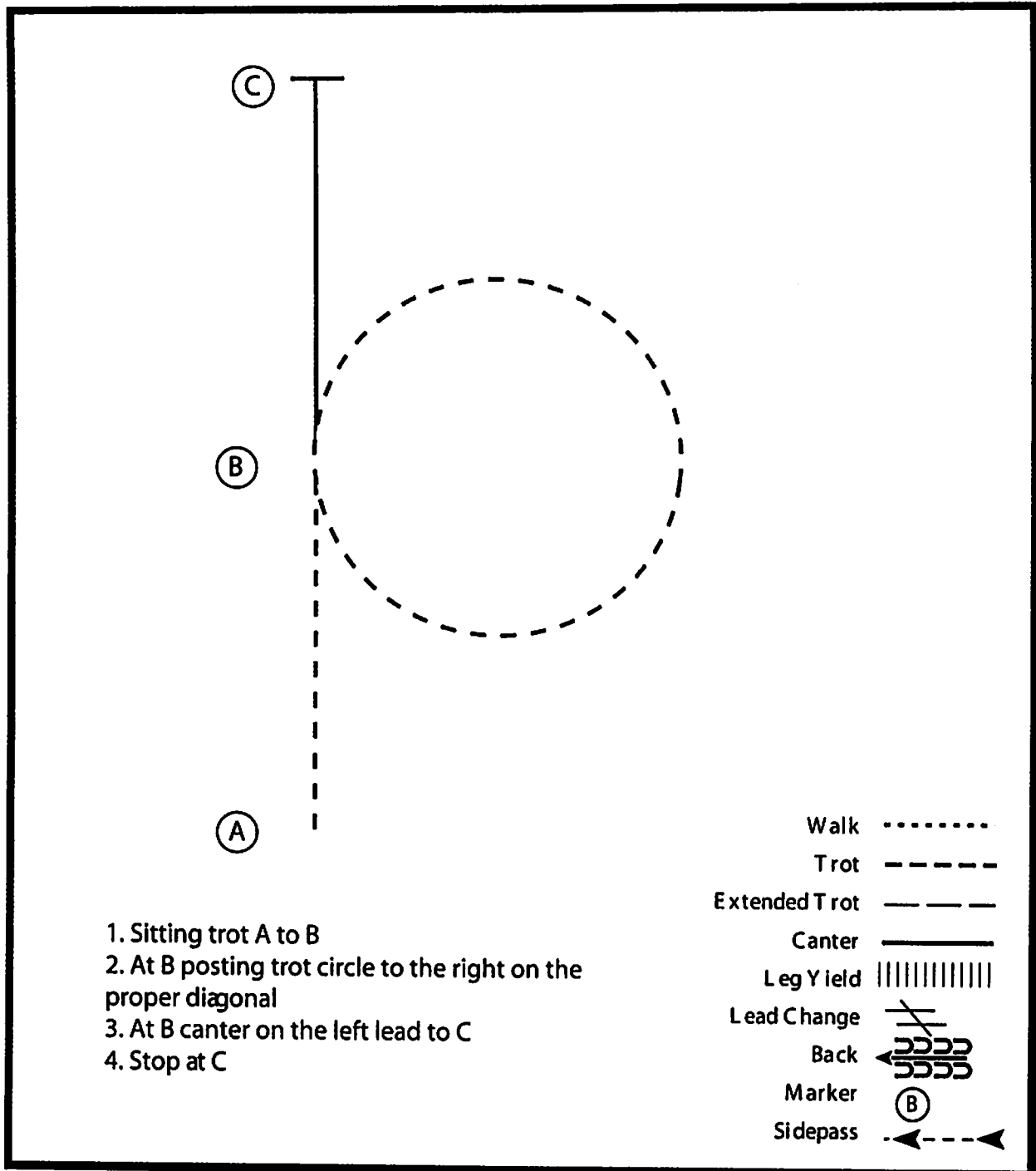
Placing

Name of Judge

Pattern Provided by: *Wyoming 4-H*

Wyoming 4-H

Wyoming 4-H Hunt Seat Equitation (Junior) -5

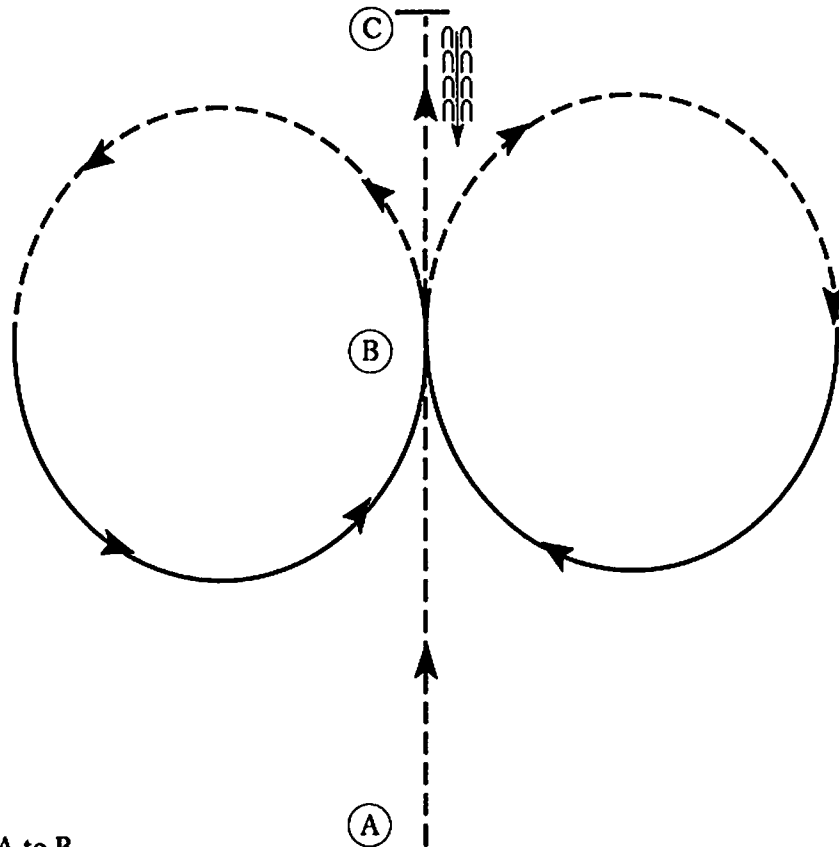


Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Hunt Seat Equitation (Intermediate) -1



1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B. .
4. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

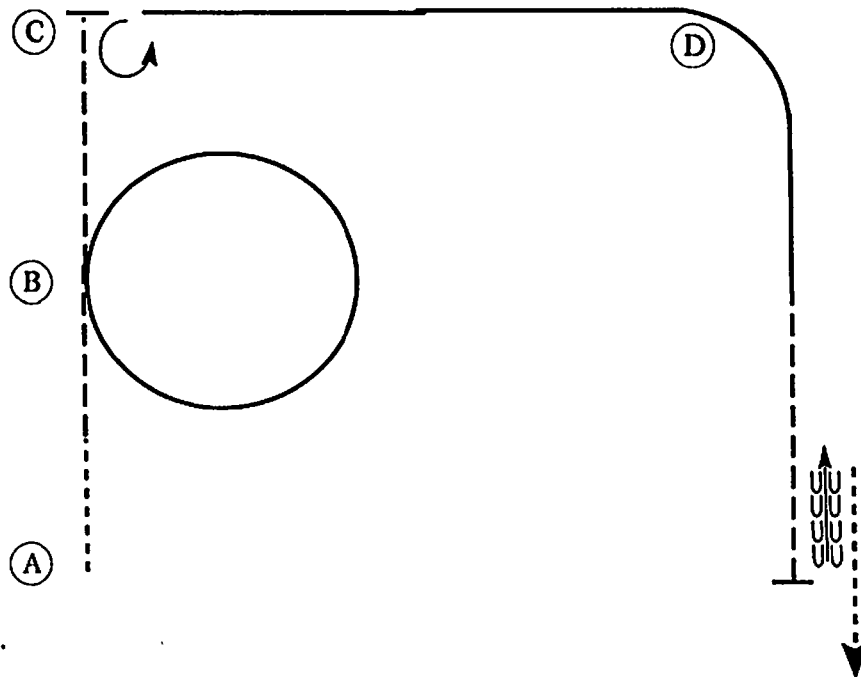
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	←.....→
Hand Gallop	— — — — —

Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Hunt Seat Equitation (Senior) – 3



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. Canter a circle to the right at B.
4. Posting trot on the left diagonal to C.
5. Stop at C and perform a 270 degree turn on the forehand to the left.
6. Canter on the left lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

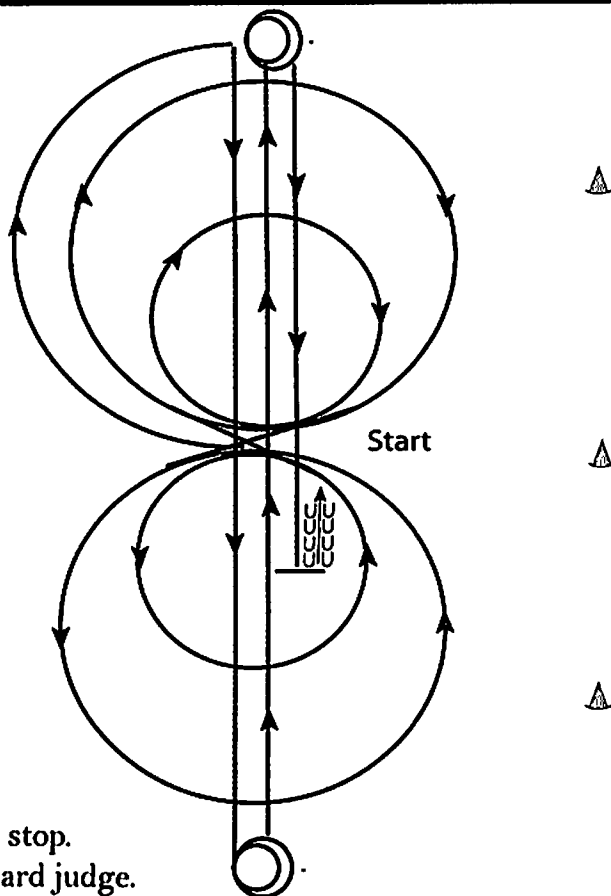
Walk	-----
Trot	- - - - -
Extended Trot	_____
Canter	_____
Leg Yield	
Lead Change	↗
Back	←←←←
Marker	(B)
Sidepass	←...←
Hand Gallop	_____

Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Working Cow - Dry Work (Intermediate)-4



Pattern 12

Trot to center of arena, stop.

Start pattern facing toward judge.

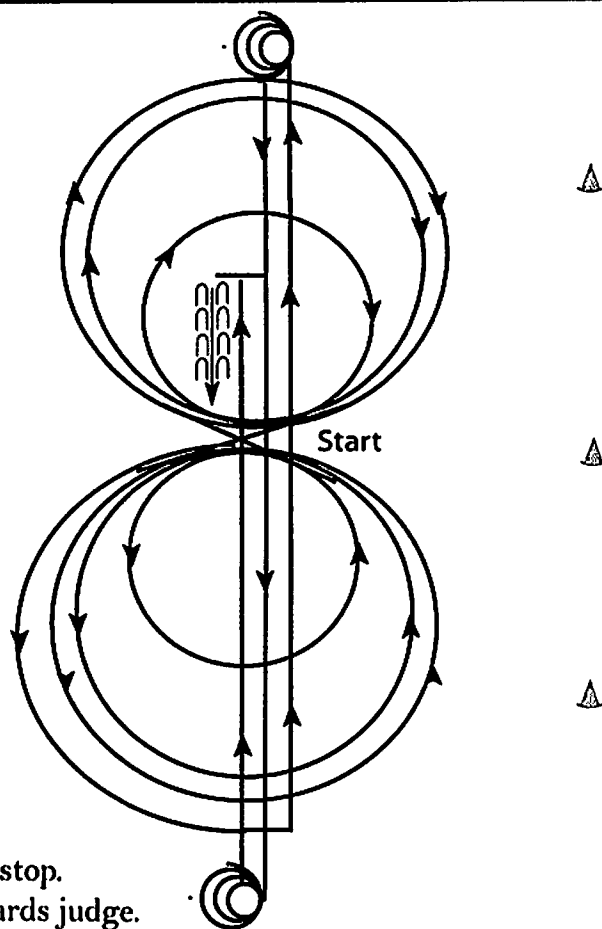
1. Beginning on the right lead, complete 2 circles to the right; the first circle large and fast and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast and the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 2 1/2 spins to the left.
5. Run down center of arena past end marker and execute a square sliding stop.
6. Complete 2 1/2 spins to the right.
7. Run down center of arena past center marker and execute a square sliding stop.
8. Back at least 10 feet.
9. Hesitate to complete pattern.

Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Wyoming 4-H Working Cow - Dry Work (Senior)-4



Pattern 8

Trot to center of arena, stop.

Start pattern facing towards judge.

1. Beginning on the left lead, complete 3 circles to the left; 2 large, fast circles, then one small slow circle. Change leads to the right.
2. Complete 3 circles to the right; 2 large, fast circles, then 1 small slow circle. Change leads to the left.
3. Continue around end of arena without breaking gait or changing leads. Run down center of arena past end marker come to square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker come to a square sliding stop.
8. Back at least 10 feet. Hesitate to complete pattern.

Pattern Provided by:

Wyoming 4-H

Wyoming 4-H

Working Cow - Cow Pattern (Senior)

Pattern:

Upon receiving a cow, contestants shall hold each cow in the prescribed area of the arena for sufficient time to demonstrate a horse's ability to control the cow.

1. Take the cow down the fence,
2. Make at least one turn in each direction on the fence.
3. Take the animal to an open part of the arena and circle the animal at least once in each direction.

This exercise is ideal fence work; however, a judge should take into consideration the size of the arena, the ground condition, and the disposition of the cattle.

Consideration Guidelines:

At the judge's discretion, cattle work may be done immediately following each individual's pattern work or immediately after completion of pattern work by all horses being exhibited.

- A. The cattle-working portion must be completed within two minutes.
- B. At the judge's discretion, a rerun may be given if a cow being worked leaves the arena, is blind, or won't run.
- C. At the judge's discretion, the run may be terminated when it poses a threat to the safety of a rider or the livestock.

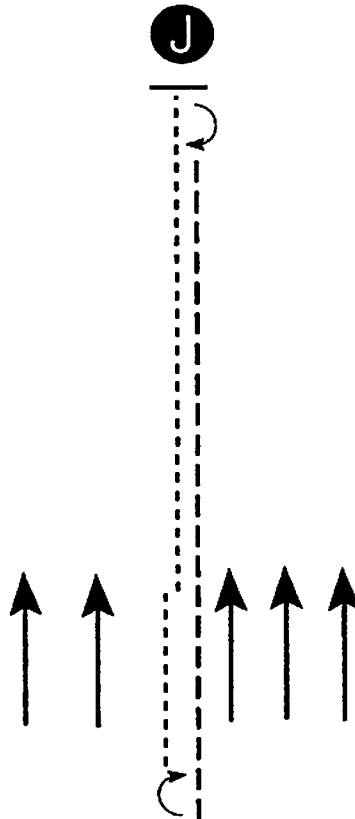
Pattern Provided by: *Wyoming 4-H*

Mini Showmanship (Jr.)

Wyoming 4-H

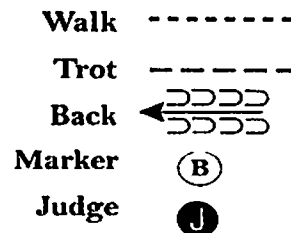
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready in line.

1. When acknowledged, walk straight to judge.
2. Stop and set up.
3. When dismissed, perform a 180 degree turn to the right.
4. Trot a straight line through the line up.
5. Stop and perform a 180 degree turn to the right.
6. Walk horse forward to original position and set up.



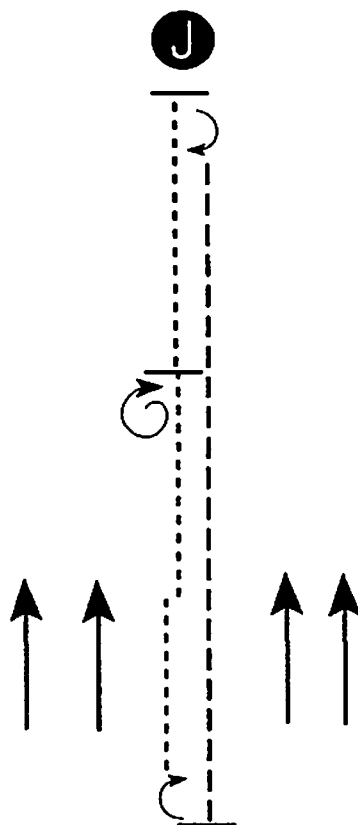
[MHP/S-1]

Pattern Provided by:
Sweetwater Co. 4-H Horse Development Com.

Mini Showmanship (Intermediate) Wyoming 4-H

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Be ready in line.

1. When acknowledged, walk halfway to judge.
2. Stop and perform a 360 degree turn to the right.
3. Walk to the judge.
4. Stop and set up.
5. When dismissed, perform a 180 degree turn to the right.
6. Trot a straight line through the line up.
7. Stop and perform a 180 degree turn to the right.
8. Walk horse forward to original position and set up.

Walk -----
Trot -----
Back ←=====→
Marker (B)
Judge (J)

[MHP/S-2]

Pattern Provided by:
Sweetwater Co. 4-H Horse Development Com.

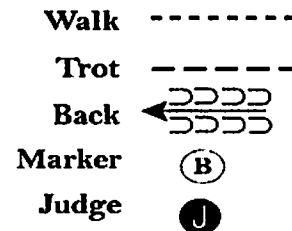
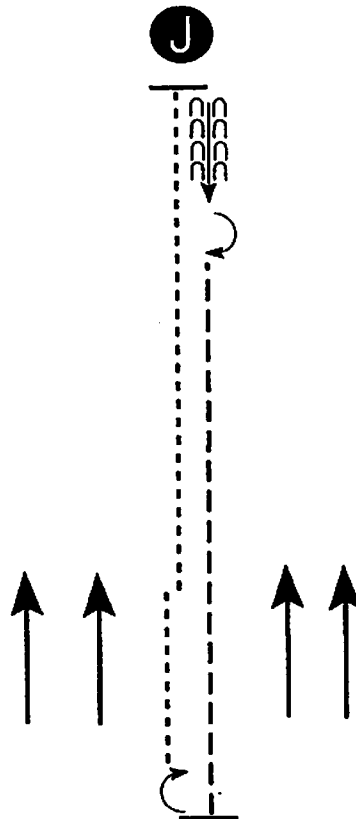
Mini Showmanship (Sr.) Wyoming 4-H

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready in line.

1. When acknowledged, walk to the judge.
2. Stop and set up.
3. When dismissed, back 5 steps and perform a 180 degree turn to the right.
4. Trot a straight line through the line up.
5. Stop and perform a 180 degree turn to the right.
6. Walk horse forward to original position and set up.

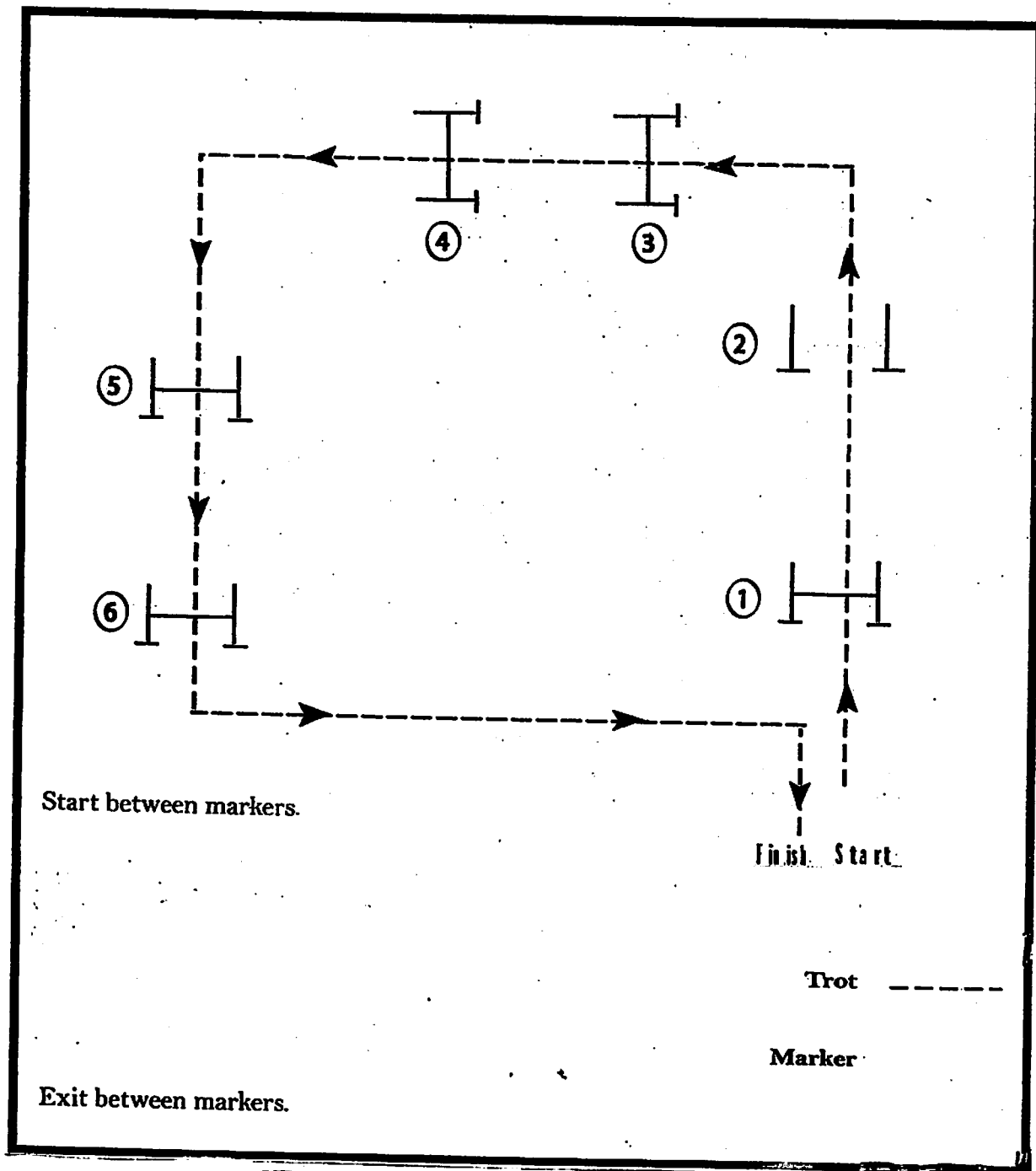


[MHP/S-3]

Pattern Provided by:
Sweetwater Co. 4-H Horse Development Com.

Mini Jumping Class

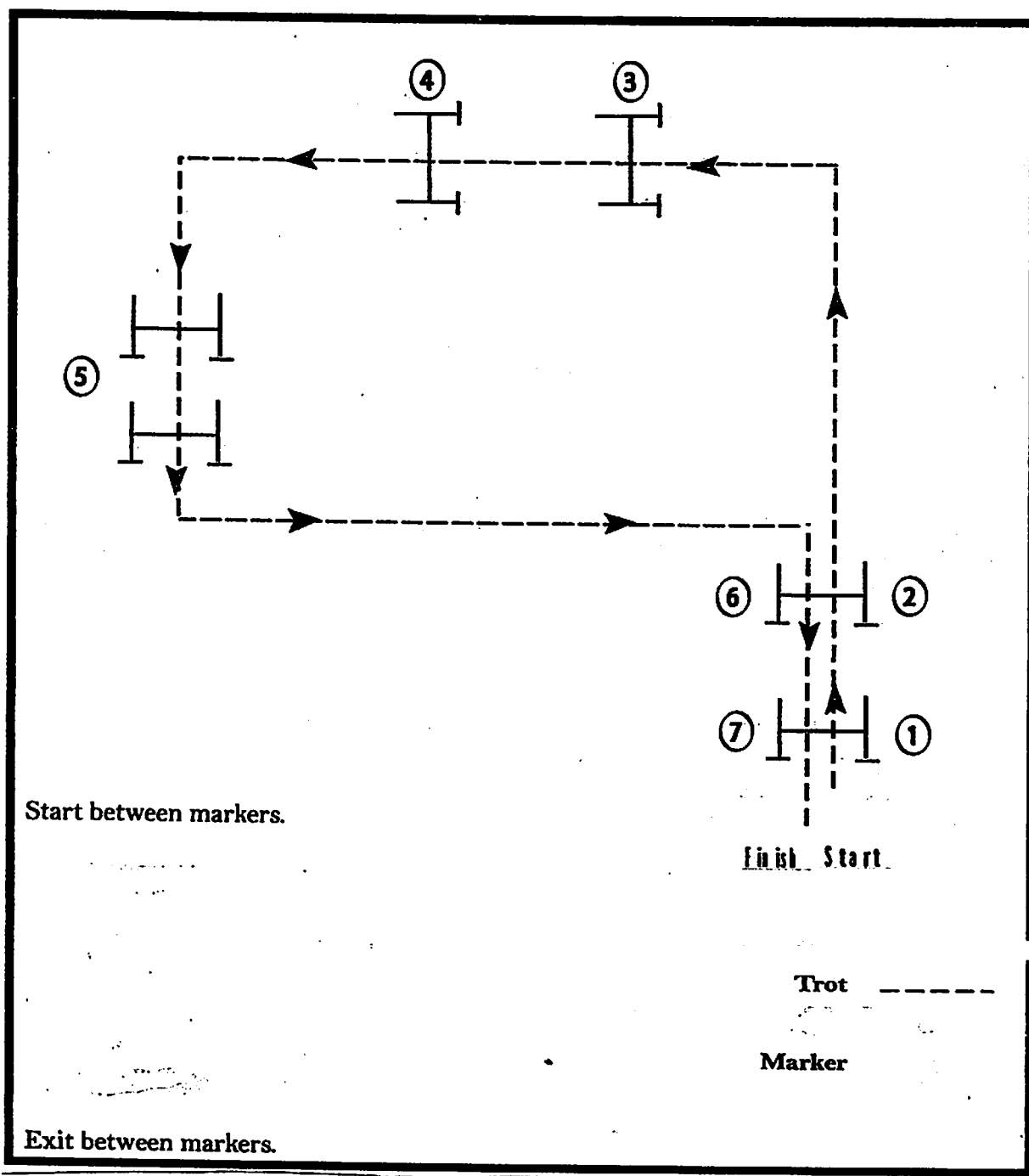
JR & INT



Wyoming 4-H

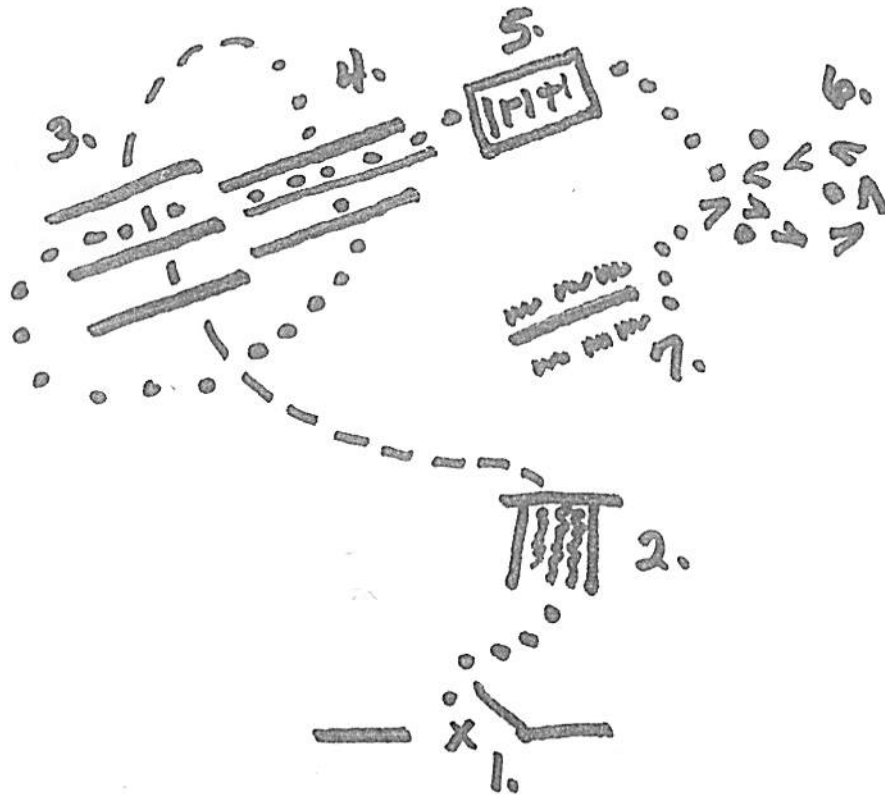
Mini Jumping Class

SR



Wyoming 4-H

Obstacle In Hand Miniature Trail



1. Be ready and waiting at arena entrance
2. Walk pony thru streamers
3. Jog over poles
4. Walk over poles and around poles
5. Walk over bridge
6. Back thru cones
7. Side pass right

Legend	
Walk
Jog	-----
Back	<<<<<
Side pass	~~~~~

Wyoming 4-H