

Tri-States Extravaganza Paint Horse Show June 5-6, 2021



PATTERN BOOK



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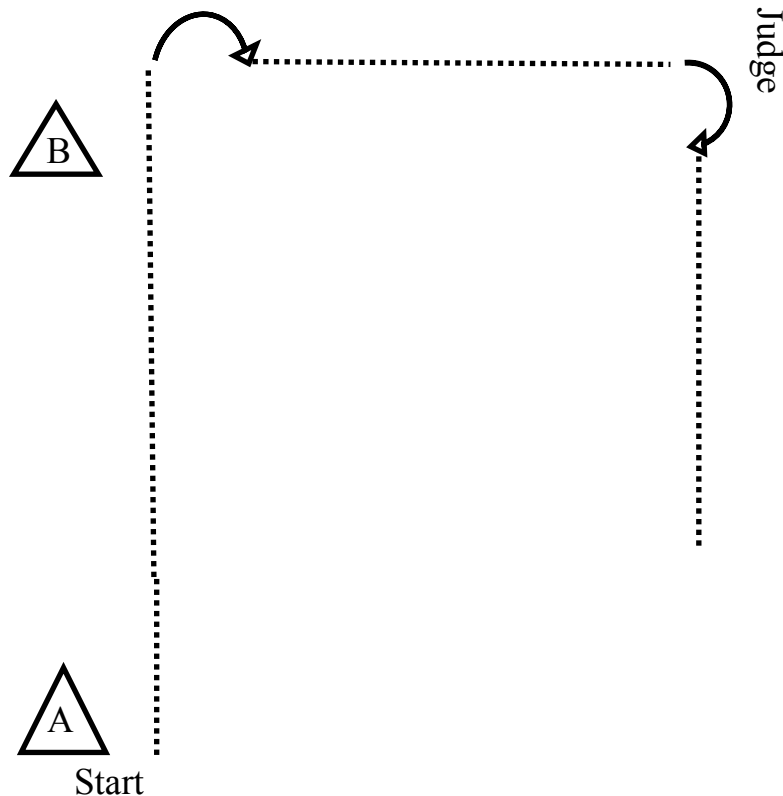


SHOWMANSHIP

Walk Whoa

Be ready at A.

1. Walk Until Hip even with Judge
2. 90 degree turn.
3. Walk to Judge
4. Set Up
5. Inspection
6. 90 degree turn and walk to exit.



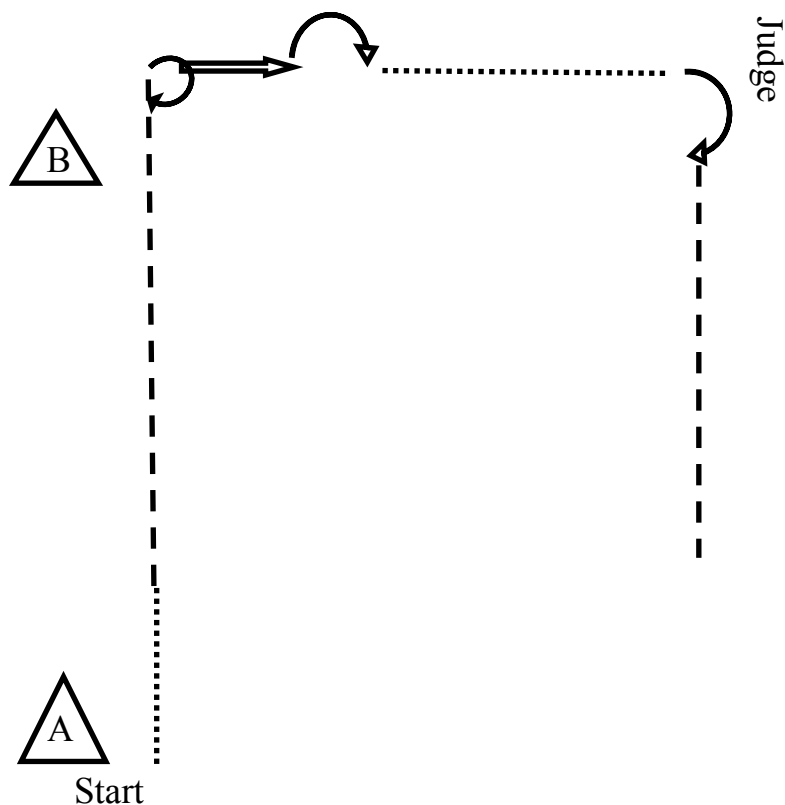
SHOWMANSHIP

All Novice, Yth 13&u, All Breed & All Walk Trot

Be ready at A.

1. Walk approximately 2 horse lengths
2. Trot Until Hip even with Judge
3. 270 degree turn.
4. Back 1 horse length
5. 180 degree turn.
6. Walk to Judge
7. Set Up
8. Inspection
9. 90 degree turn and trot to exit.

Attention: AM WT-Walk Only

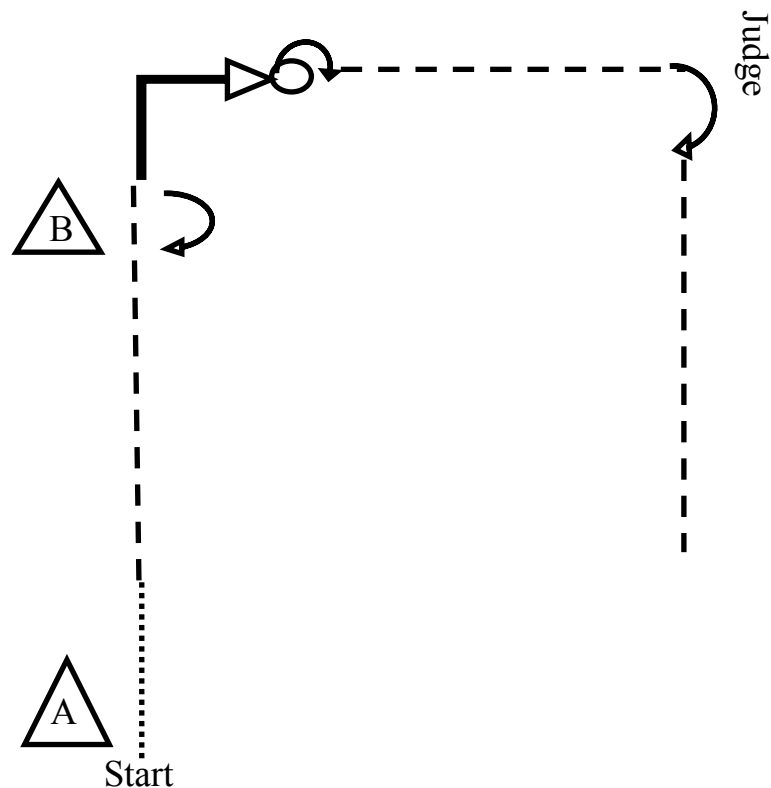


SHOWMANSHIP

AM, AM SPB, Yth SPB, Yth 18&u

Be Ready at A.

1. Walk approximately 2 horse lengths
2. Trot to B and Stop.
3. 180 degree turn.
4. Back L
5. 1 1/2 turn.
6. Trot to Judge
7. Set Up
8. Inspection
9. 90 degree turn and trot to exit.

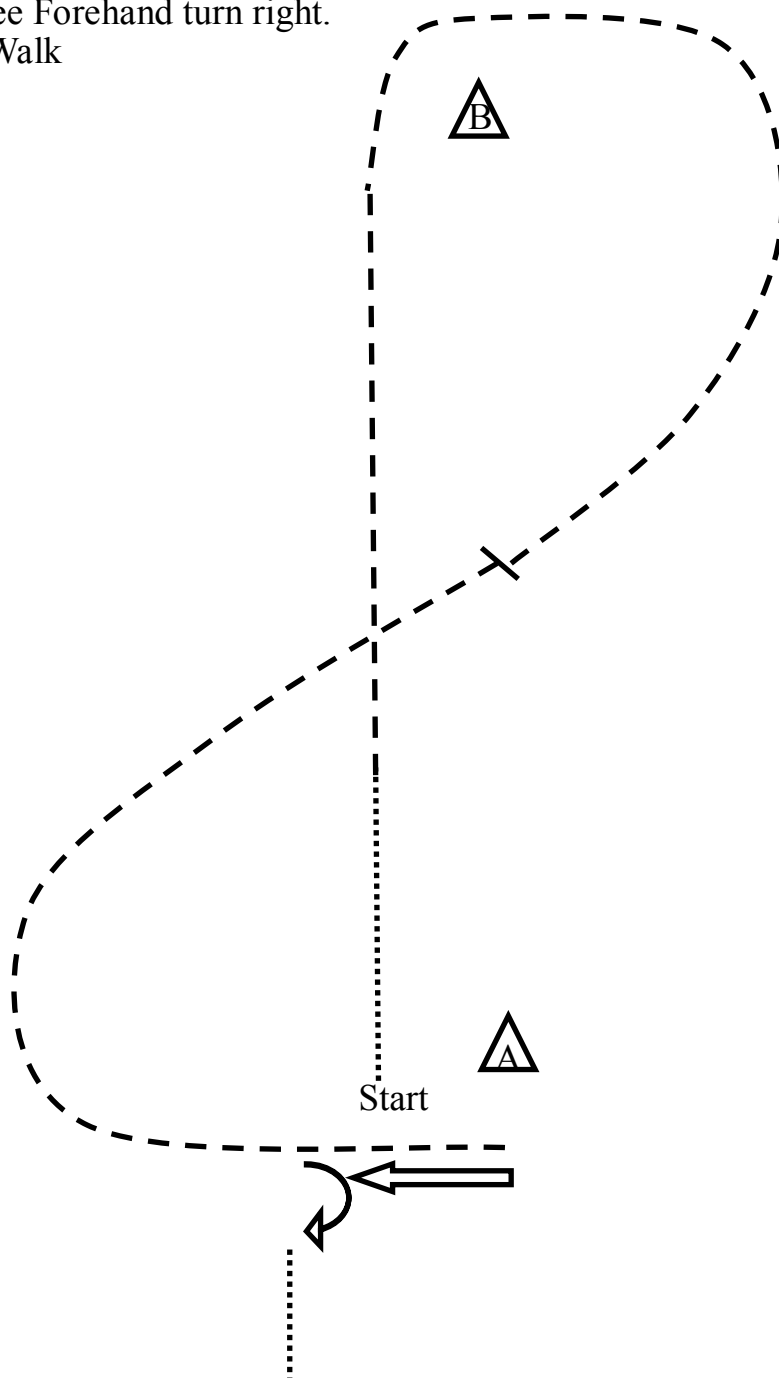


HUNT SEAT EQUITATION

All Walk Trot

Be ready at A.

1. Walk 2 horse lengths
2. Sitting Trot B.
3. Posting Trot left diagonal around B.
4. Change diagonals across the center
5. Posting trot right diagonal to A.
6. Stop and Back (approximately 1 horse length).
7. 90 degree Forehand turn right.
8. Exit at Walk



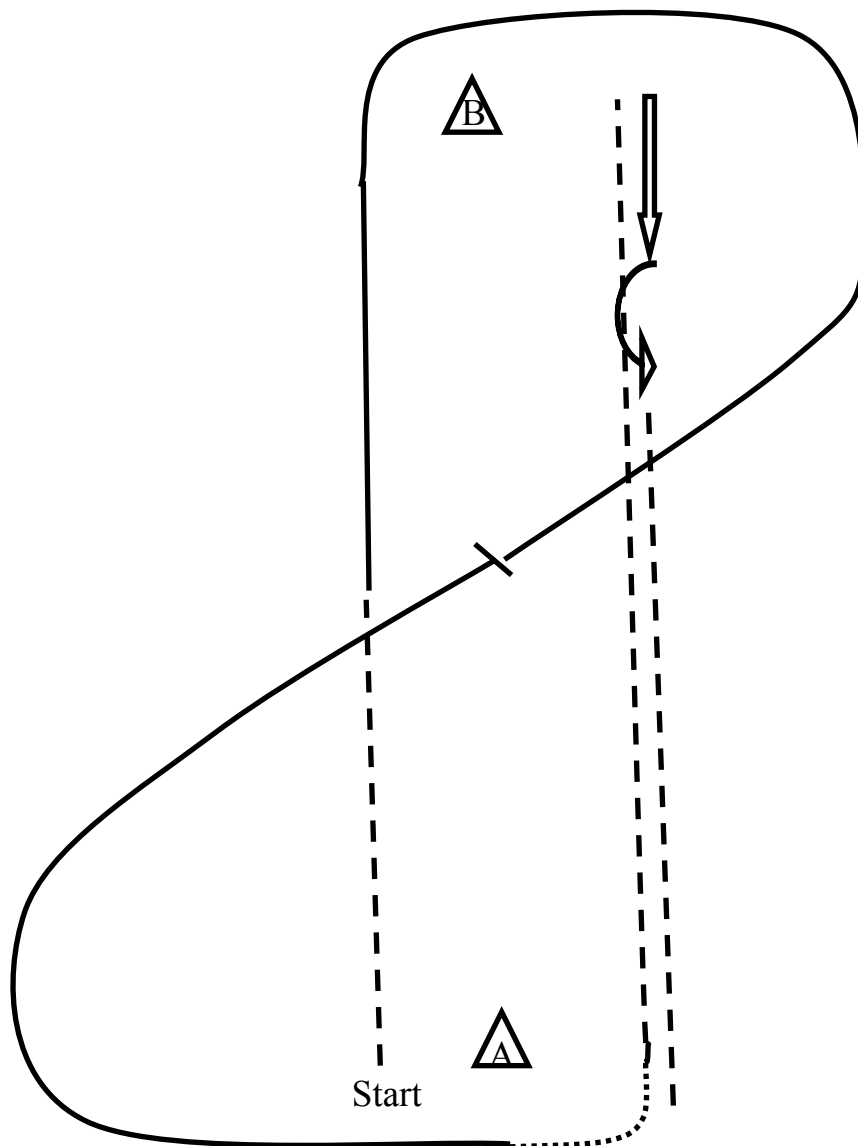
HUNT SEAT EQUITATION

All Classes Except Walk Trot

Be ready at A.

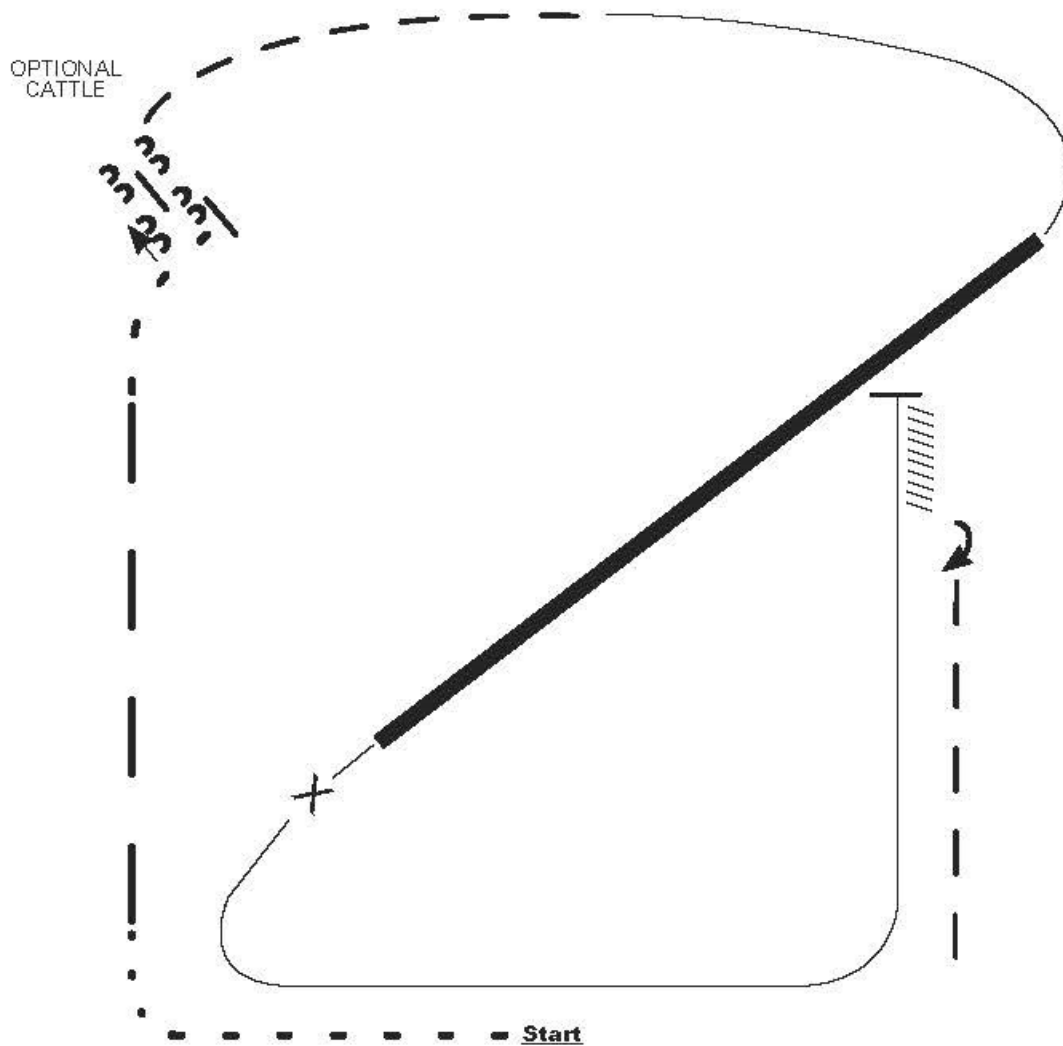
1. Sitting Trot halfway to B.
2. Canter Right lead Around B and across the diagonal
3. Change leads (Simple or flying) across the center
4. Canter Left lead to A.
5. At A, Walk and walk corner.
6. Posting trot right diagonal to B
7. Stop and Back (approximately 1 horse length).
8. 180 Forehand turn left.
9. Posting trot left diagonal back to A.

Pattern is complete crossing A.



Ranch Riding

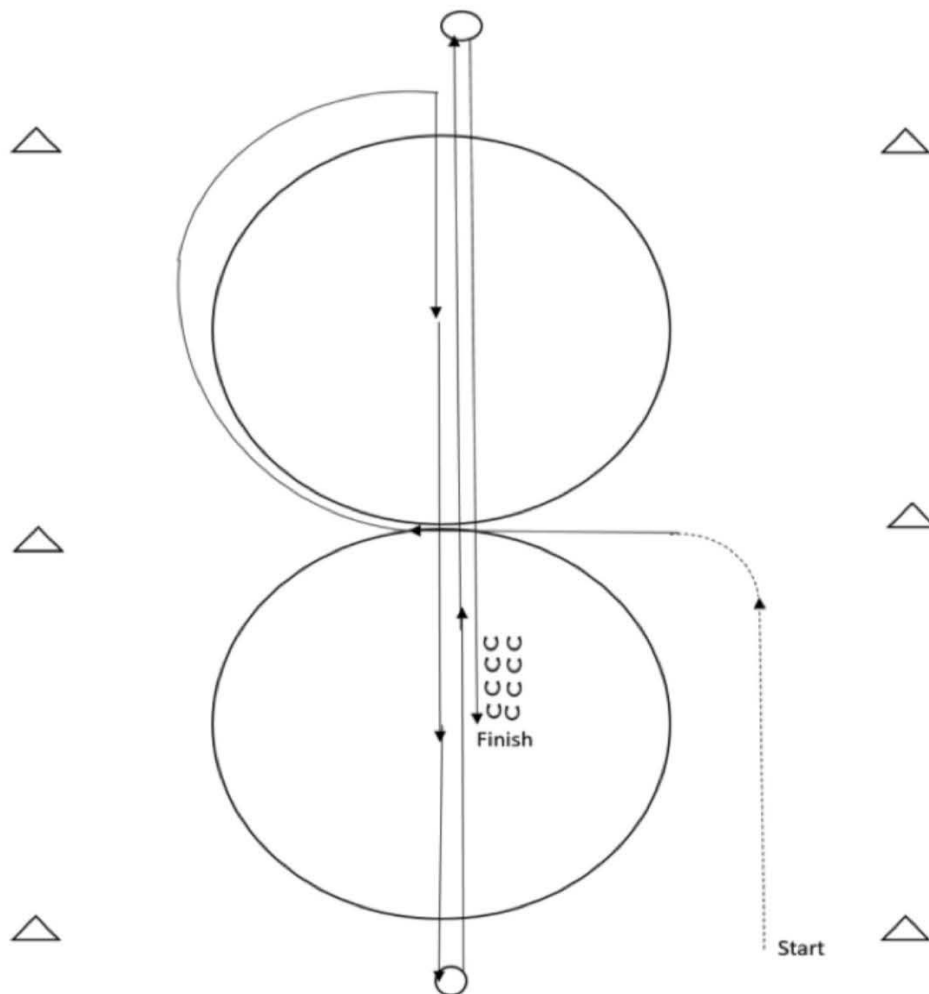
Ranch Riding Pattern #10



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

Ranch Horse Reining

Ranch Horse Reining Pattern #1



Trot to center of Arena , Stop. Start pattern facing towards Judge.

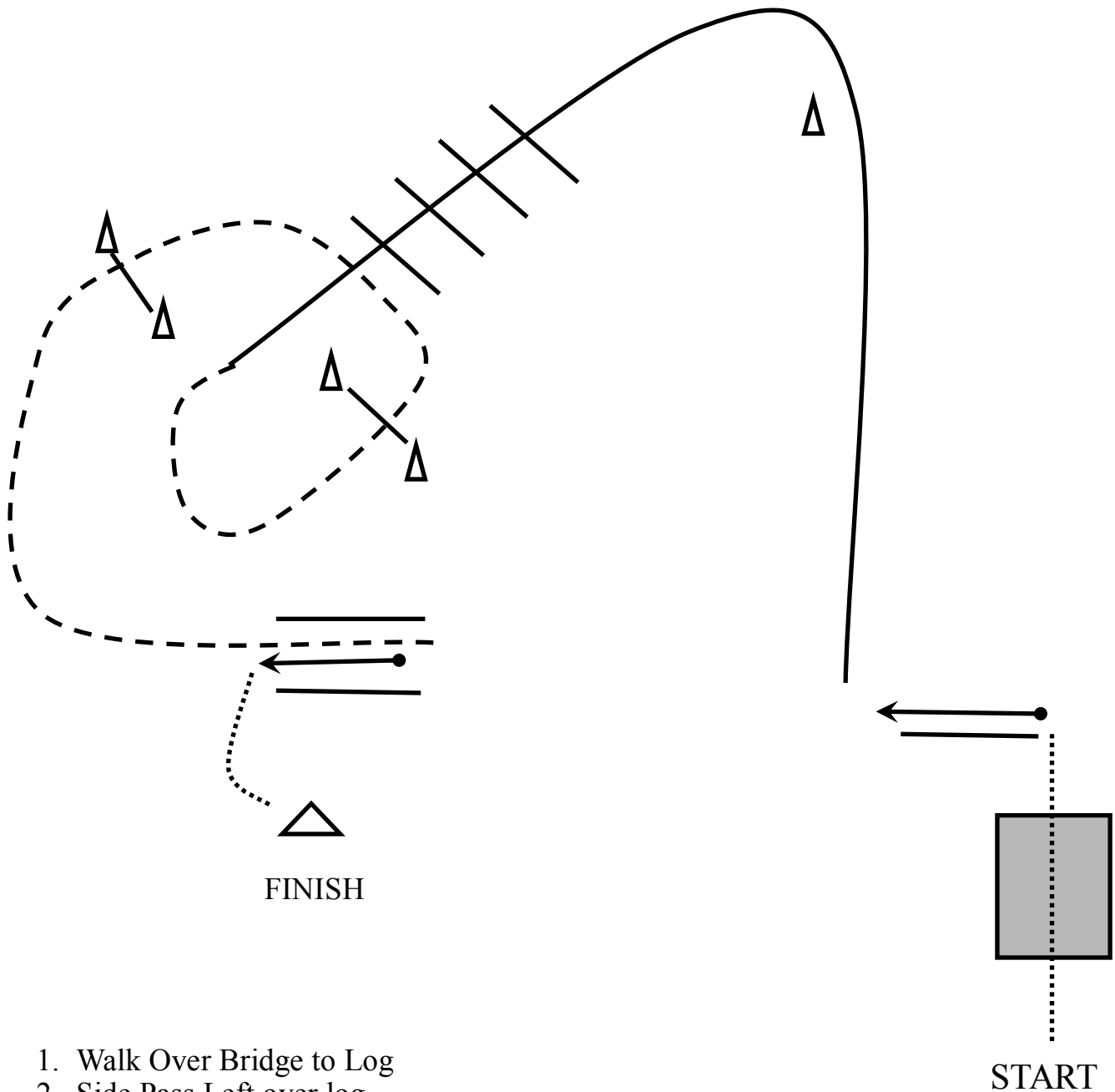
1. Beginning on the right lead Lope one circle to the right, Change Leads to the left.
2. Complete one circle to the left, Change leads to the right and go to the top of arena.
3. Run down center of arena past the end marker and come to stop.
4. Complete 1 ½ spins to right
5. Run to the other end of the arena, past the end marker and come to a stop.
6. Complete 1 ½ spins to the left.
7. Run past the center marker, stop, back 10 feet.
8. Hesitate to complete pattern.

Ranch Pleasure

PATTERN I

- Extended Walk- 75 feet
- Trot- 120 feet
- Extended Trot- 240 feet
- Lope- 150 feet
- Stop; reverse (either direction)
- Walk- 30 feet
- Lope- 150 feet
- Extended Lope- 200 feet
- Trot- 90 feet
- Stop and Back.

RANCH TRAIL

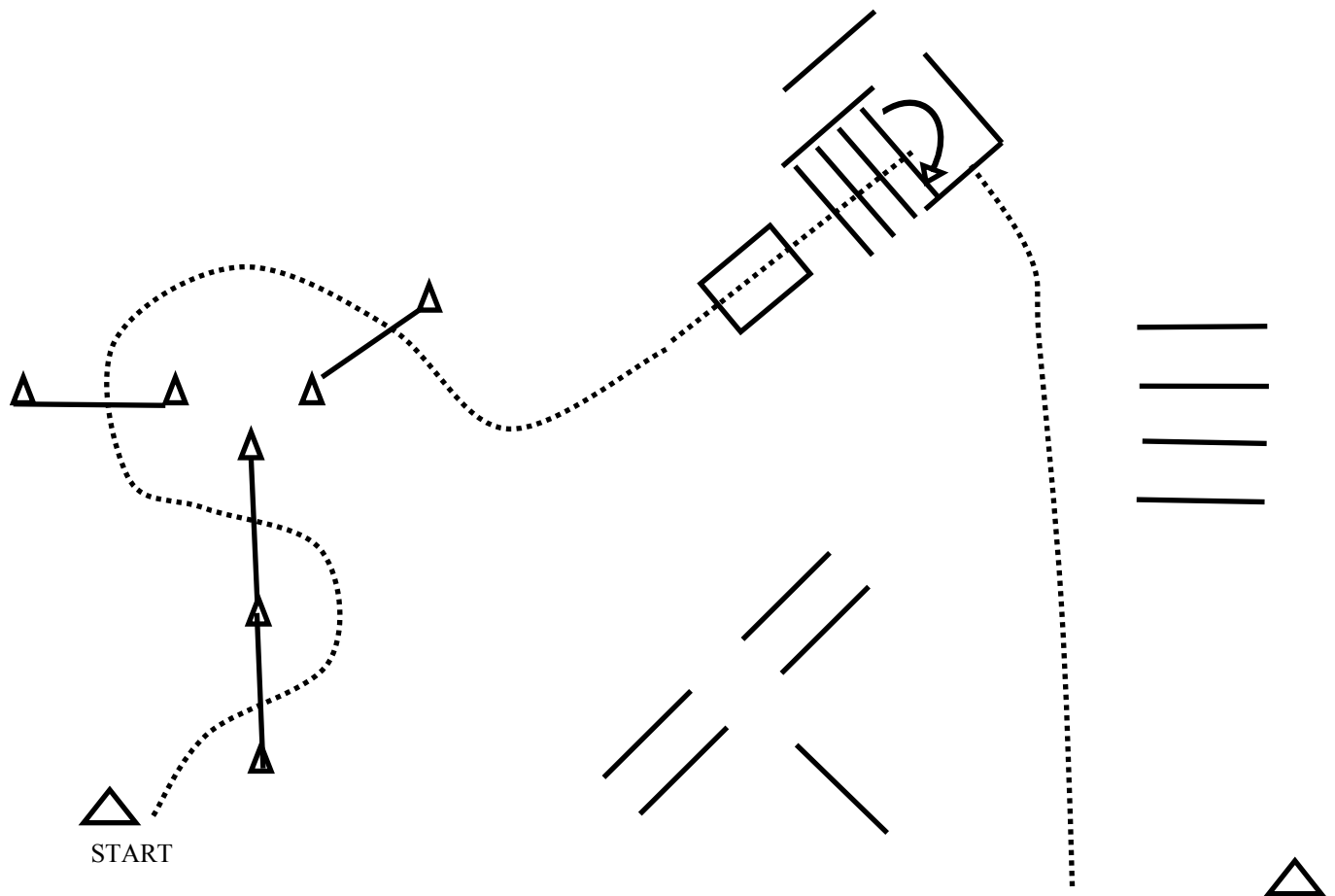


1. Walk Over Bridge to Log
2. Side Pass Left over log
3. Left Lead around cone and over logs
4. Trot over logs (as shown) and into the chute
5. Back out of Chute
6. Walk to cone—ground tie and walk around horse

Pattern is complete after you return to your horse.
Exit arena leading horse.

Trail

Walk Whoa

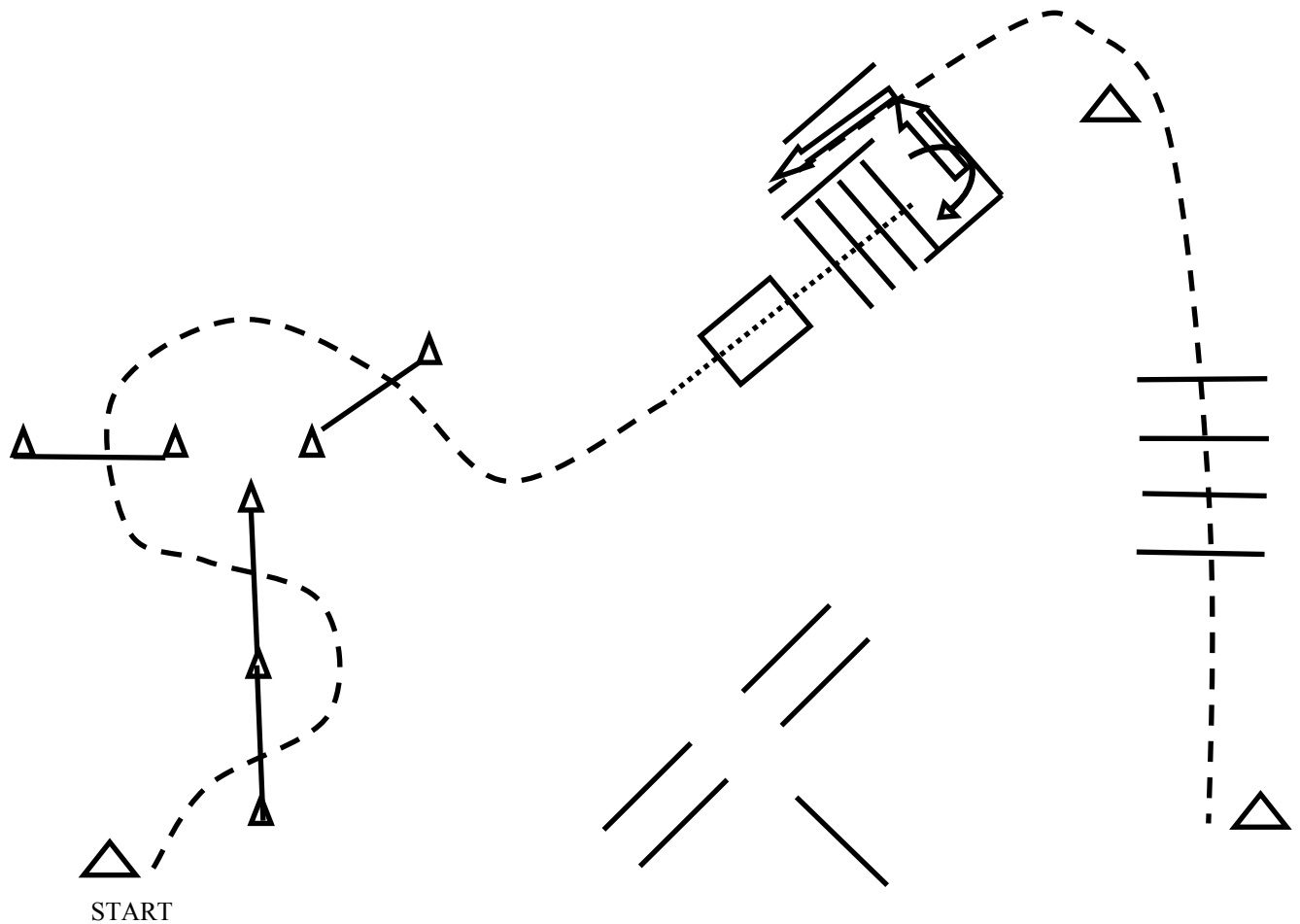


1. Walk through serpentine
2. Walk over bridge
3. Walk over logs and into box
4. 1/4 turn to right
5. Walk out of box.

Pattern Complete.

Trail

Walk Trot and In hand

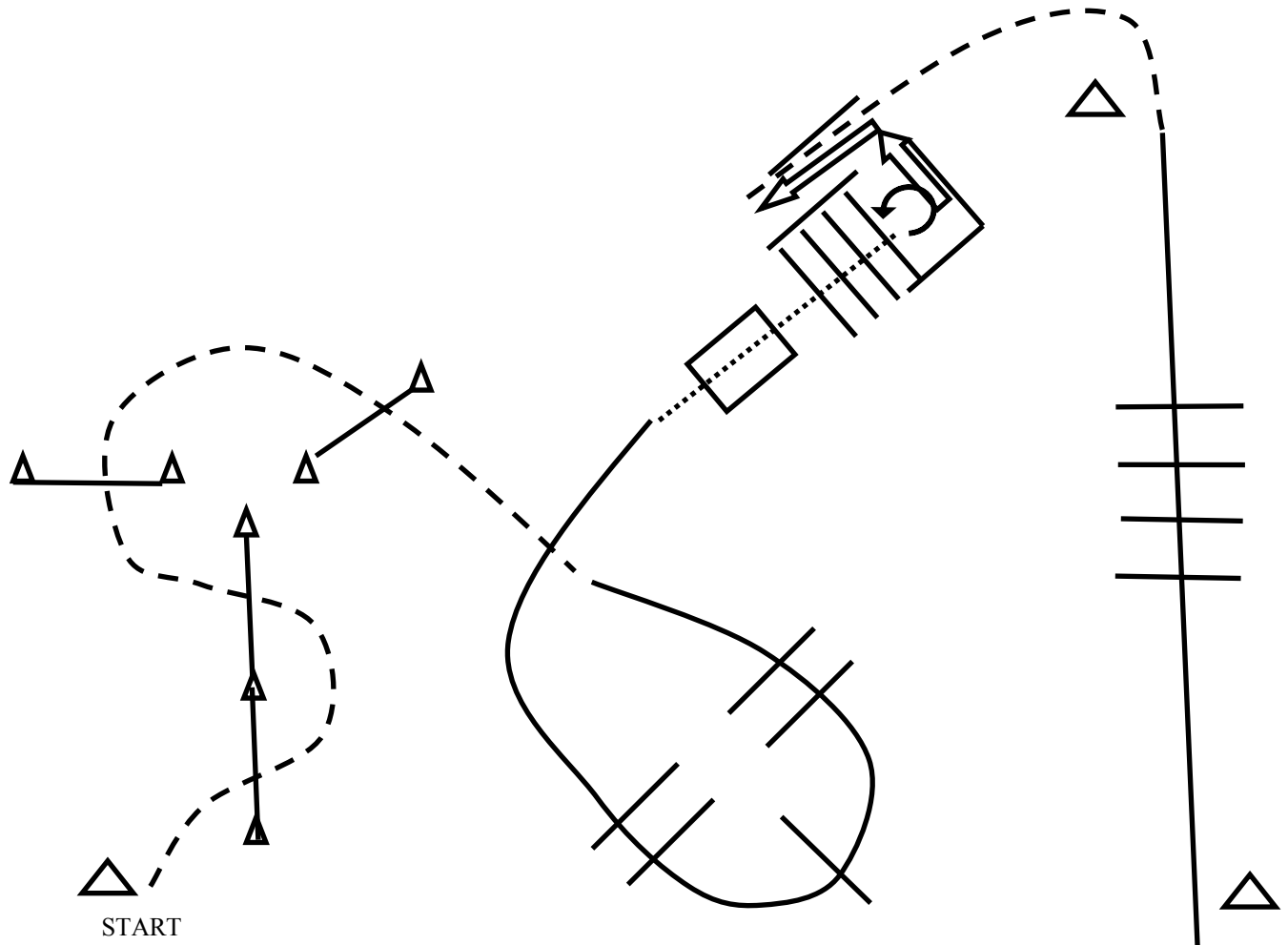


1. Trot through serpentine
2. Walk over bridge
3. Walk over logs and into box
4. 1/4 turn to right
5. Back out of box into chute
6. Trot out of chute around cone and over logs.

Pattern is complete when you get to cone.

Trail

All Trail Except Walk Trot and In-hand



1. Trot through serpentine
2. Lope right lead over logs
3. Walk over bridge
4. Walk over logs and into box
5. 3/4 turn to left
6. Back out of box into chute
7. Trot out of chute and around cone
8. Lope left lead over logs.

Pattern is complete when you get to cone.

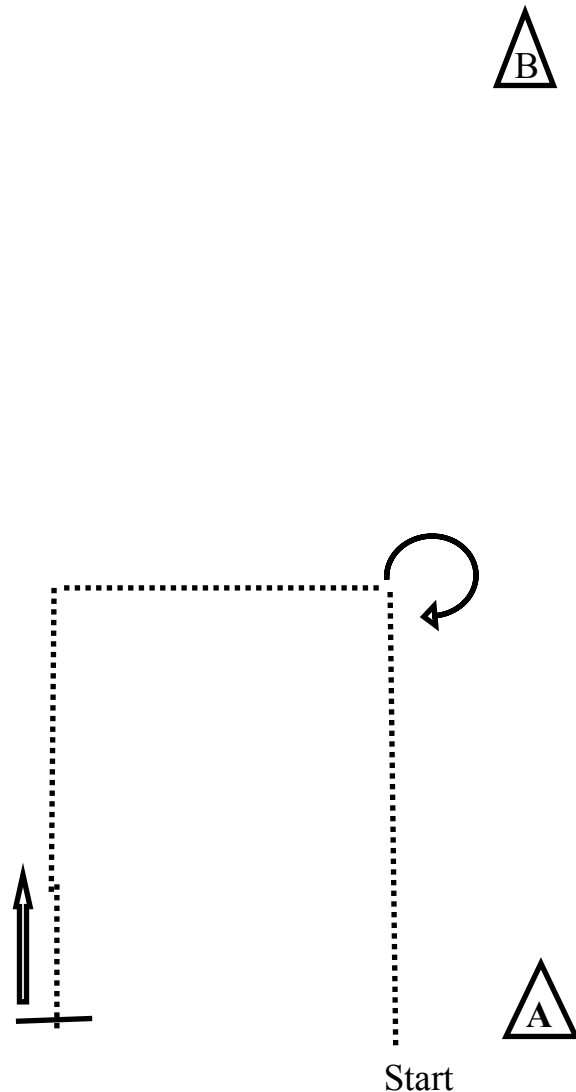
HORSEMANSHIP

Walk Whoa

Be ready at A.

1. Walk 1/2 way to B.
2. Stop. 270 to right.
3. Walk approximately 3 horse lengths, then walk the corner
4. Walk back to A.
5. Stop and Back (approximately 1 horse length).

Pattern is complete. Walk to exit



HORSEMANSHIP

All Walk Trot

Be ready at A.

1. Jog from A to B.
 2. Stop. 270 to right.
 3. Walk approximately 3 horse lengths, then walk the corner
 4. Extended Jog back to A.
 5. Stop and Back (approximately 1 horse length).
- Pattern is complete. Walk to exit



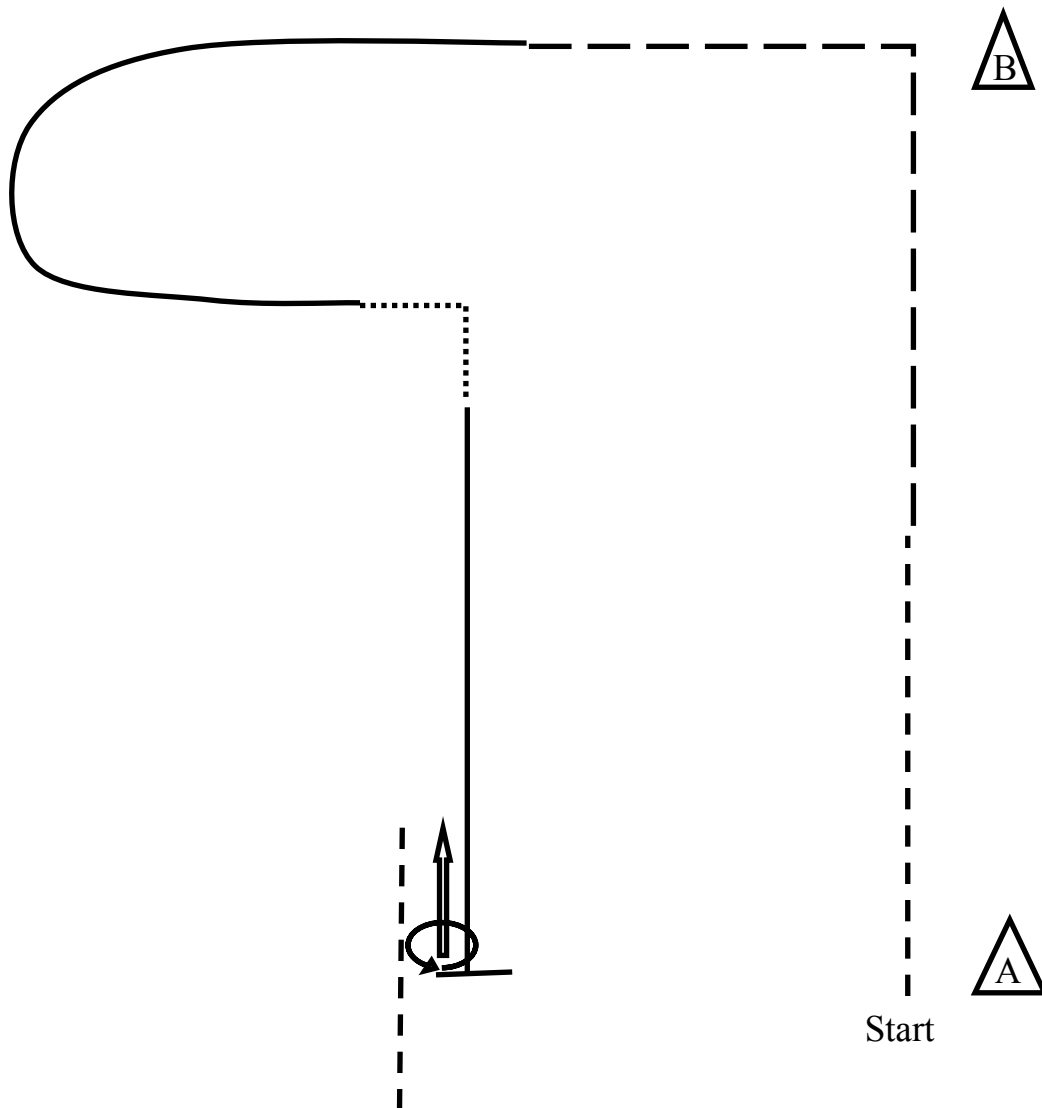
HORSEMANSHIP

All Classes Except Walk Trot

Be Ready at A.

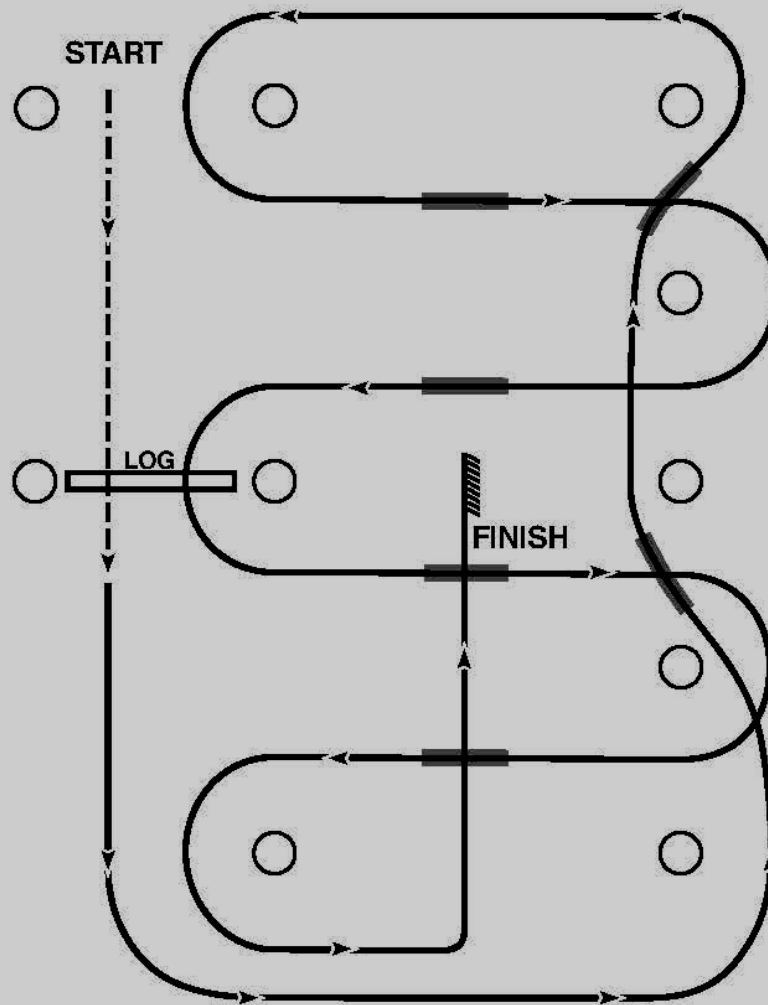
1. Jog halfway to B
2. Extended Jog a square corner at B.
3. Lope left lead as shown.
4. Break to Walk and walk the corner.
5. Lope right lead to A
6. Stop. 360 degree pivot to right
7. Back (approximately 1 horse length).

Pattern is complete. Jog to exit



Green Western Riding

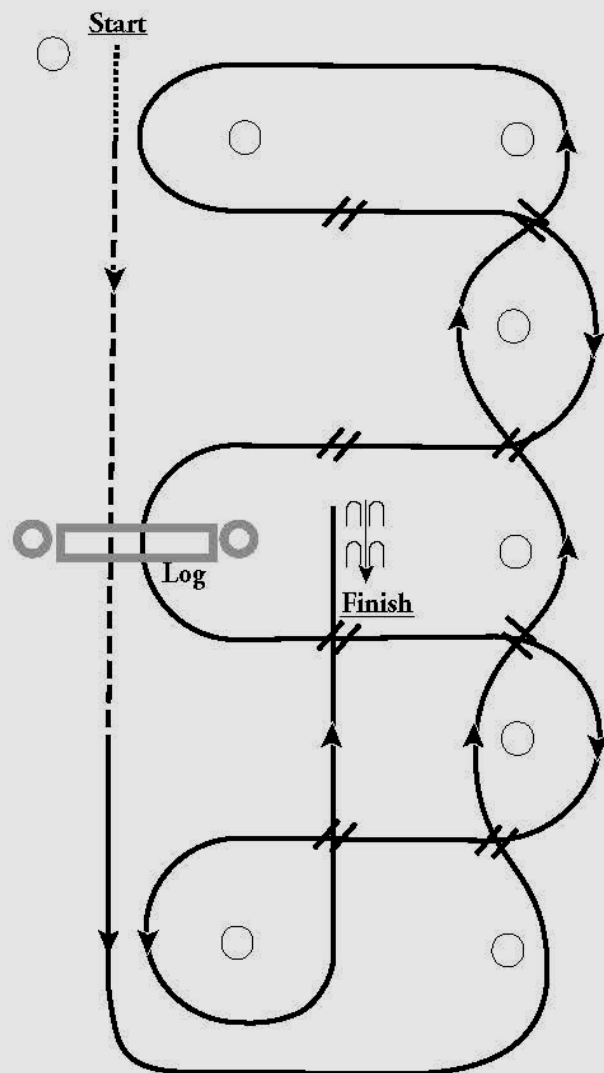
Green Western Riding Pattern #1



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, 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.

Western Riding (Except Green)

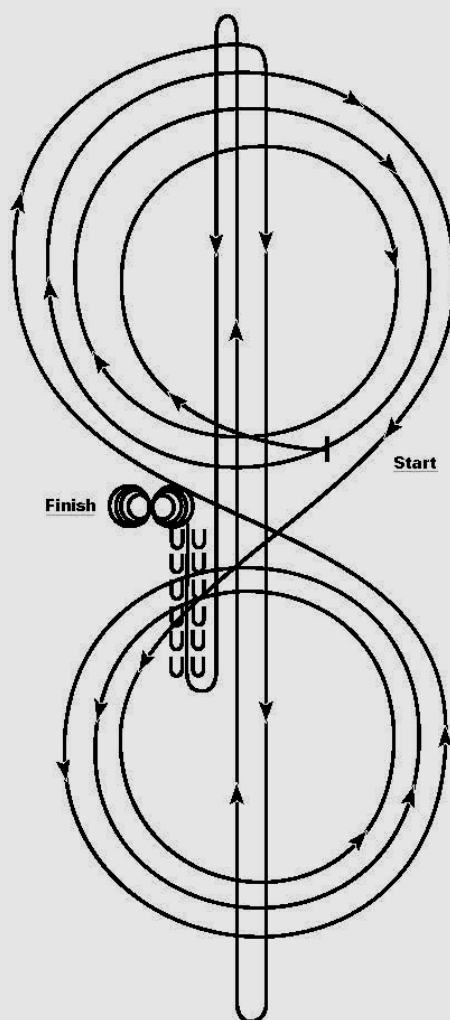
Western Riding Pattern #1



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

Reining

Reining Pattern #2



Horses may walk or jog to the center of the arena. **Horses must walk or stop prior to starting pattern.** Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left; the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
3. Continue around 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback- no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet(3m). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.