

Tri-State Extravaganza Paint Horse Show

June 4-5, 2022

PATTERN BOOK



Thanks to our awesome sponsors who sponsored our high point work saddle pads.

Garrett Farms— Paul and Kim Garrett (4 pads)

Dubsky Custom Transmission's (1 pad)

Nancy Zenger-Beneda and Celsey Crabtree (1 pad)

Grinstead Performance Horses (1 pad)

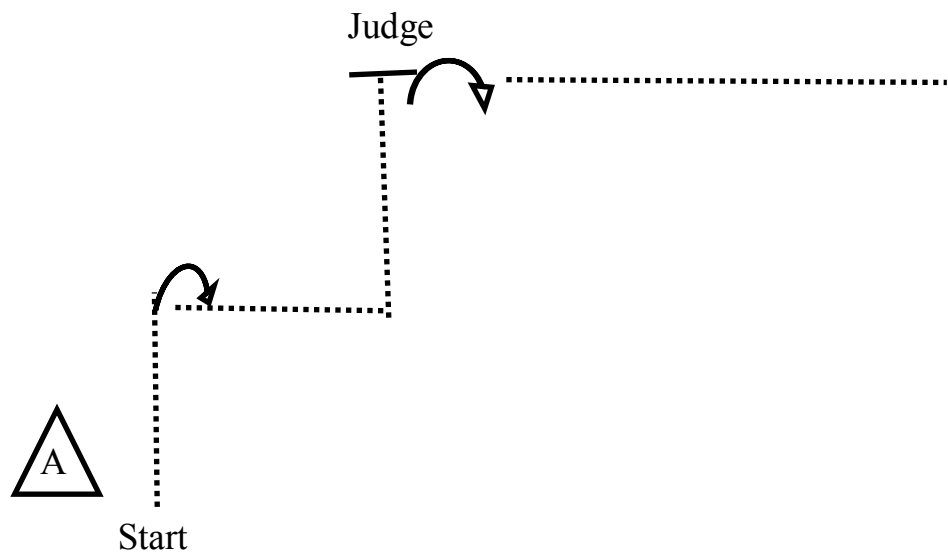
Megan and Sabrina Seehafer (1 pad)

SHOWMANSHIP

All Breed Walk/Whoa and Leadline

Be Ready at A.

1. Walk 2 horse lengths.
2. 90 degree turn.
3. Walk corner to judge as shown..
4. Set Up for Inspection.
5. 90 degree turn and walk to exit.



SHOWMANSHIP

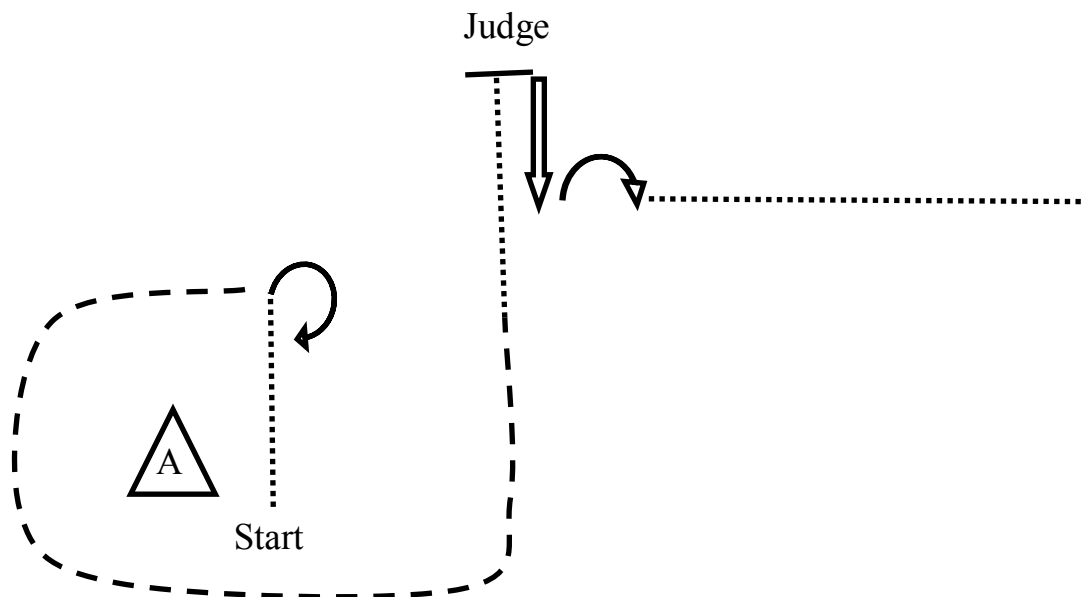
All Walk Trot, All Novice, Youth 13&u, All Breed

Be Ready at A.

1. Walk 2 horse lengths.
2. 270 degree turn.
3. Trot the loop around A and 1/2 way to judge.
4. Break to Walk and walk to Judge.
5. Set Up for Inspection.
6. Back 1 horse length.
7. 90 degree turn and walk to exit.

ATTENTION: AM WT, AM WT SPB Exhibitors

Extended Walk where it says trot.

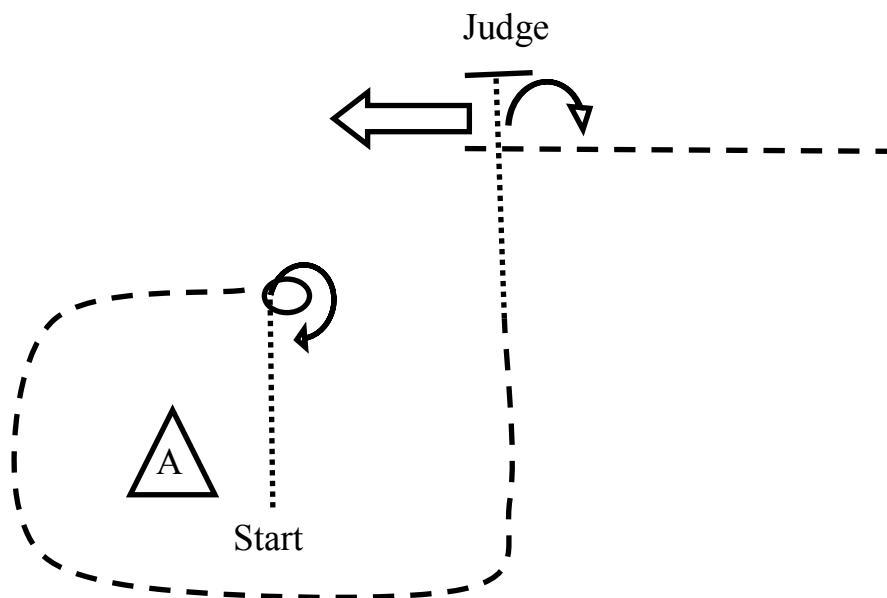


SHOWMANSHIP

Amateur and Yth 18&u

Be Ready at A.

1. Walk 2 horse lengths.
2. 1 3/4 degree turn.
3. Trot the loop around A and 1/2 way to judge.
4. Break to Walk and walk to Judge.
5. 90 degree turn.
6. Set Up for Inspection
7. Back 2 horse lengths and trot to exit.



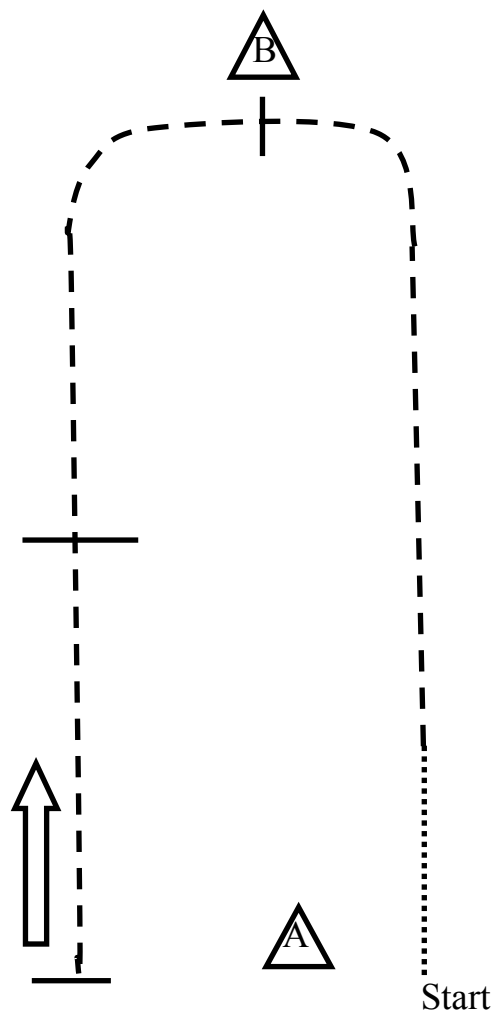
HUNT SEAT EQUITATION

All Walk Trot

Be ready at A.

1. Walk approximately 2 horse lengths.
2. Posting trot right diagonal to B.
3. At B, sitting trot half way back to A.
4. Posting trot left diagonal until even with A.
5. Stop and Back approximately 1 horse length.

Pattern is complete. Exit at walk



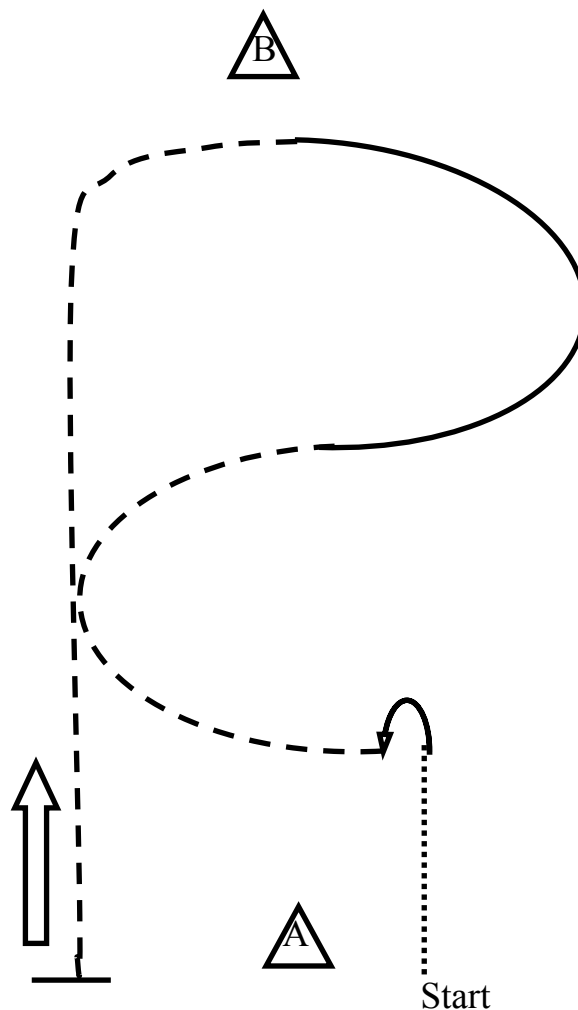
HUNT SEAT EQUITATION

All Novice, Yth 13&u, All Breed

Be Ready at A.

1. Walk approximately 2 horse lengths past A. Stop.
2. Perform 90 degree forehand turn to left.
3. Posting trot left diagonal in half circle.
4. Canter left lead in half circle to B.
5. At B, Posting trot right diagonal half way back to A.
6. Sitting trot until even with A.
7. Stop and Back approximately 1 horse length.

Pattern is complete. Exit at walk.



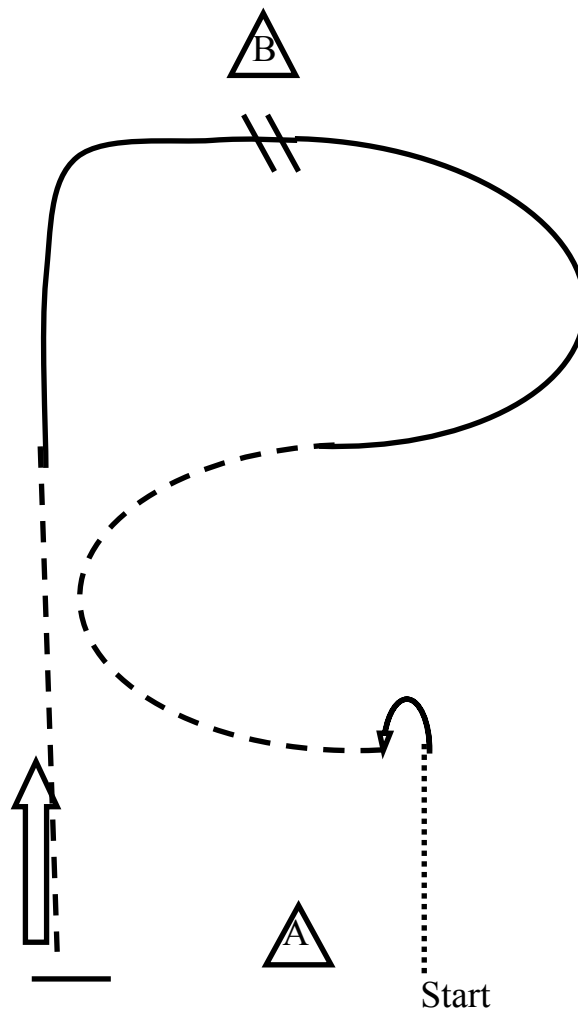
HUNT SEAT EQUITATION

Amateur, Yth 18&u

Be Ready at A.

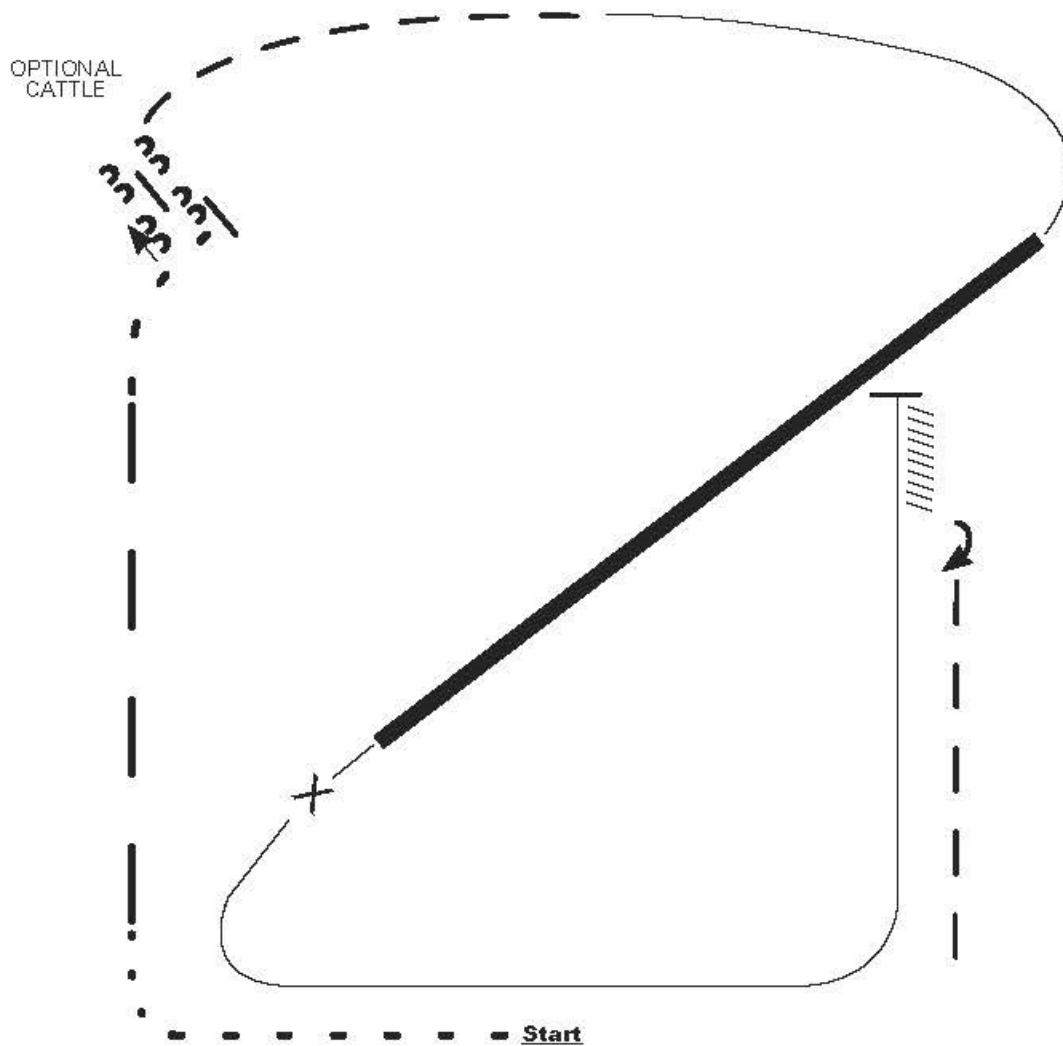
1. Walk approximately 2 horse lengths past A. Stop.
2. Perform 90 degree forehand turn to left.
3. Posting trot left diagonal in half circle.
4. Canter left lead in half circle to B.
5. At B, change leads (flying or simple) and counter canter curve.
6. Half way back to A, sitting trot until even with A.
7. Stop and Back approximately 1 horse length.

Pattern is complete. Exit at walk



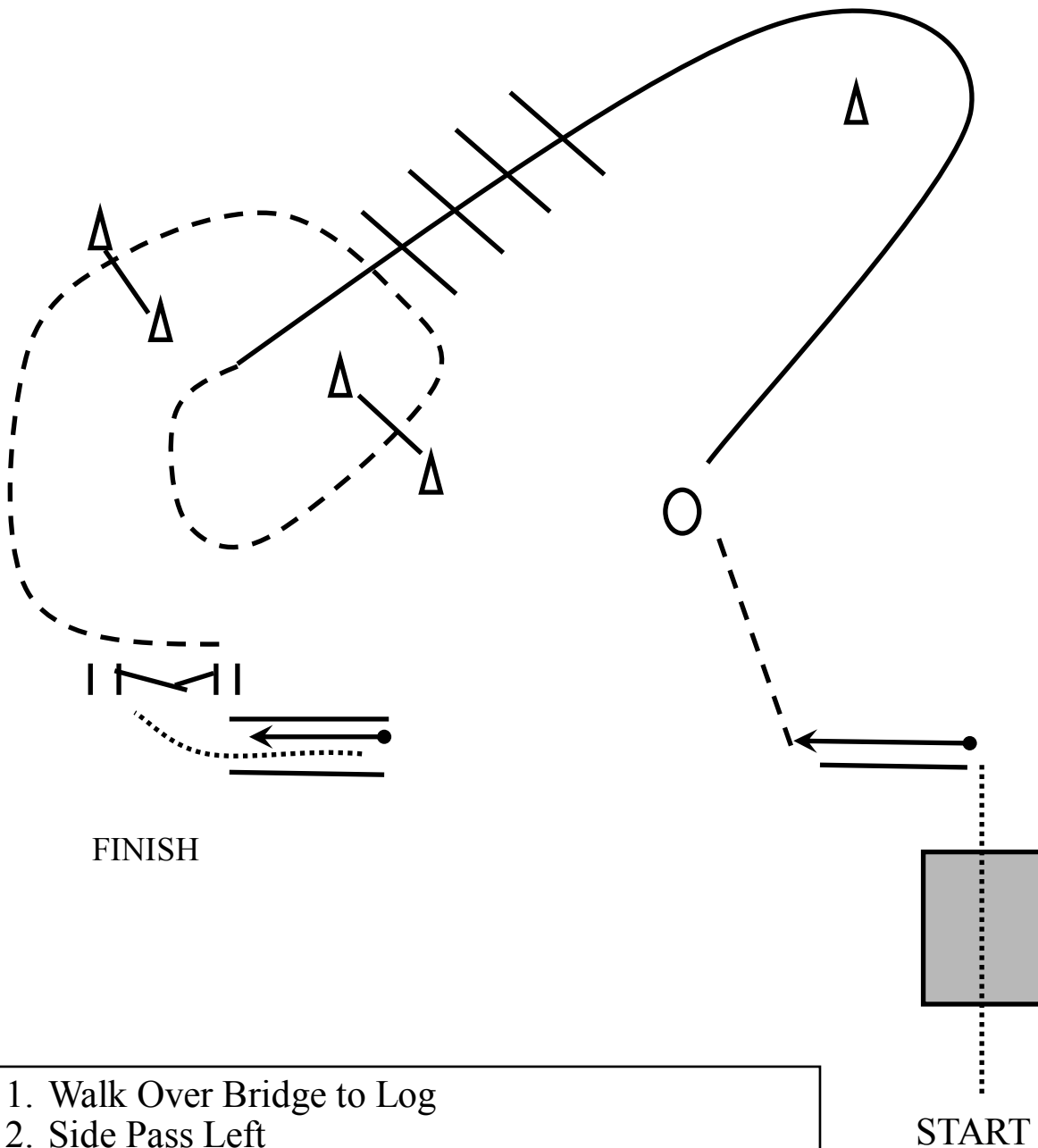
Ranch Riding

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 TRAIL



1. Walk Over Bridge to Log
2. Side Pass Left
3. Trot to Rope drag. Drag object 1 circle
4. Left lead around cone and over logs
5. Trot over logs (as shown) and to gate
6. Work gate (Right Hand)
7. Walk into Chute and Back out.

NOTE- #3 ROPE DRAG FOR OPEN AND AMATUER CLASSES ONLY.

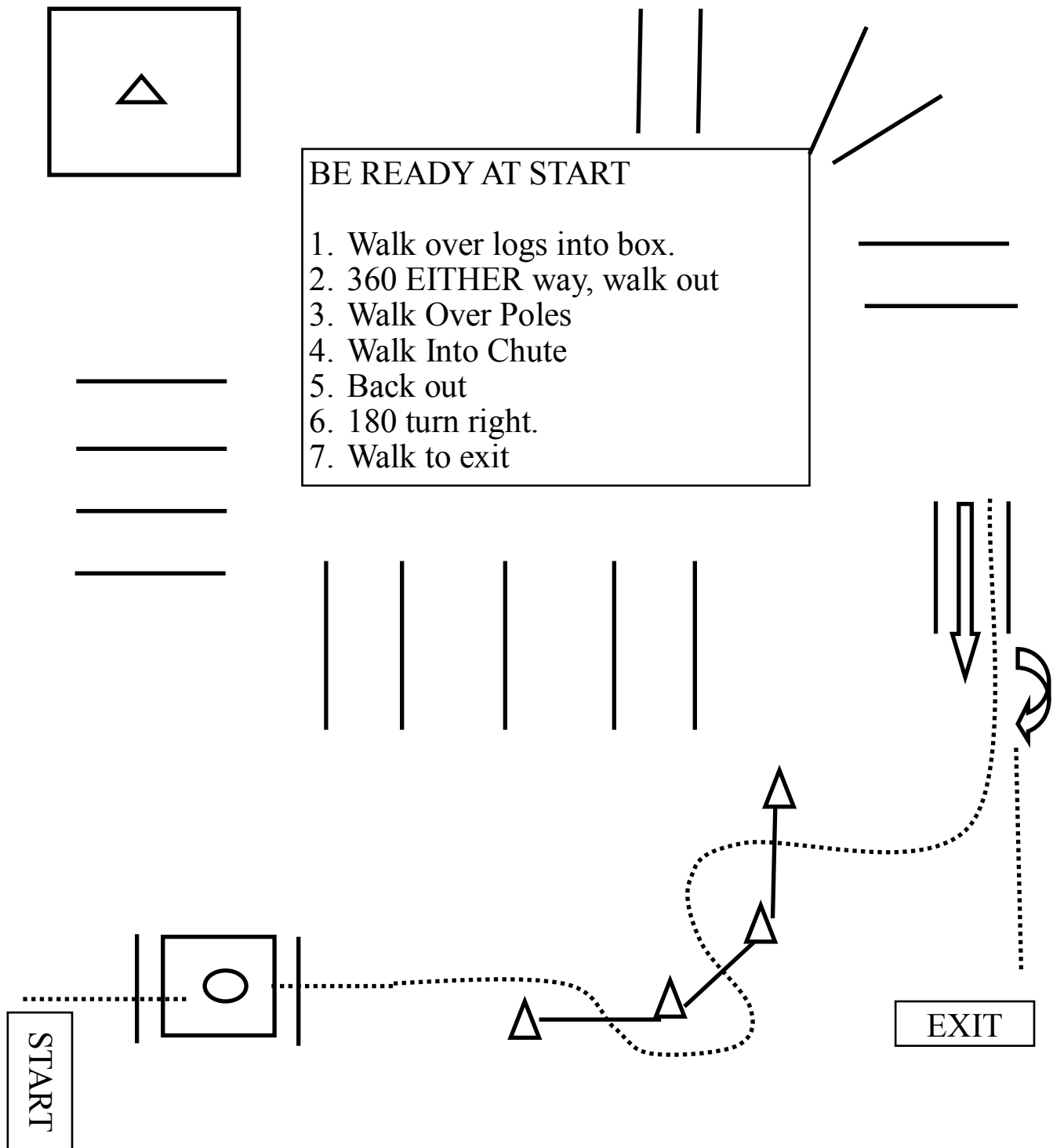
Ranch Pleasure

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.

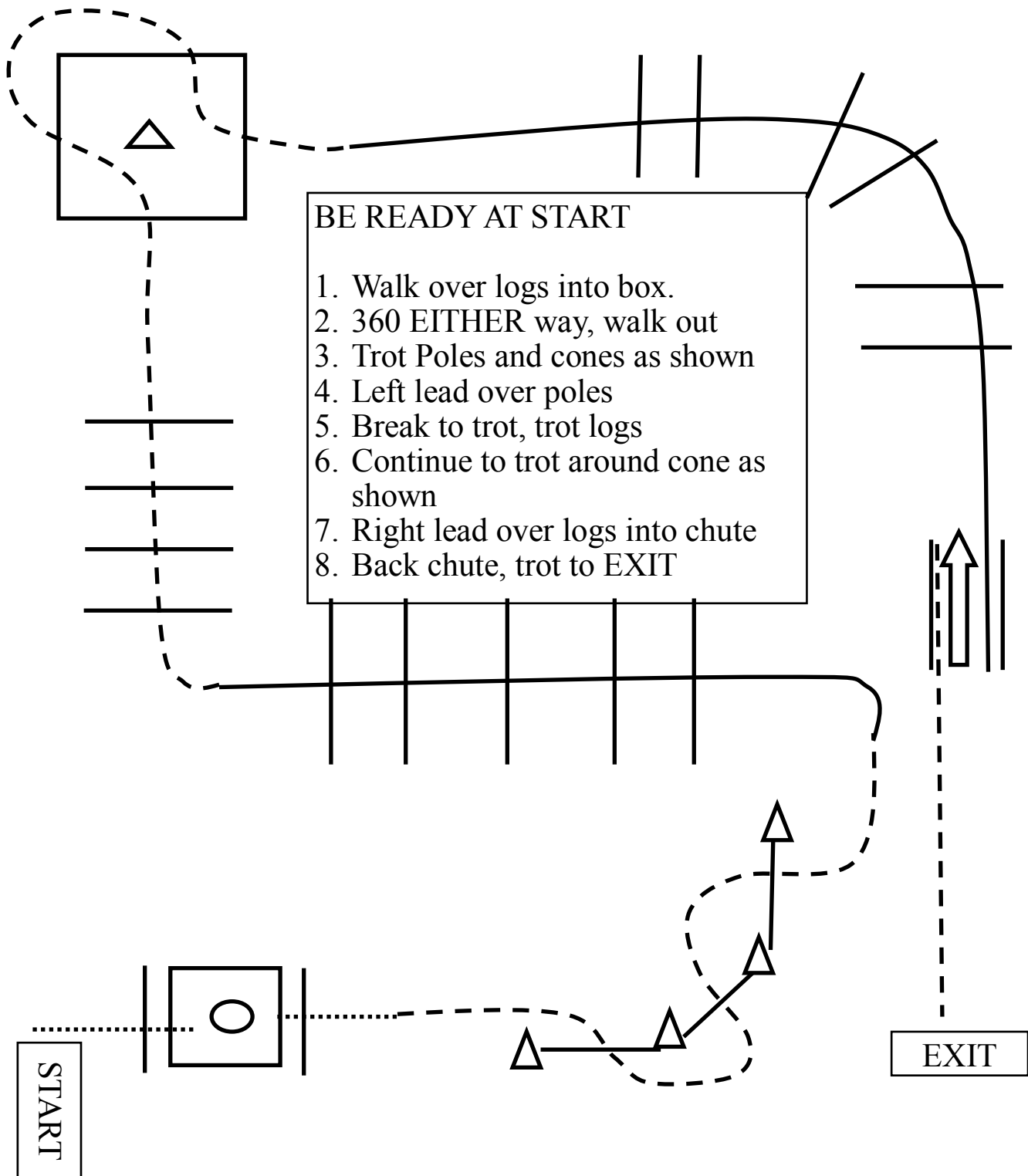
Trail

Lead Line



Trail

Walk Trot and In Hand Trail classes- **Trot** where it says lope



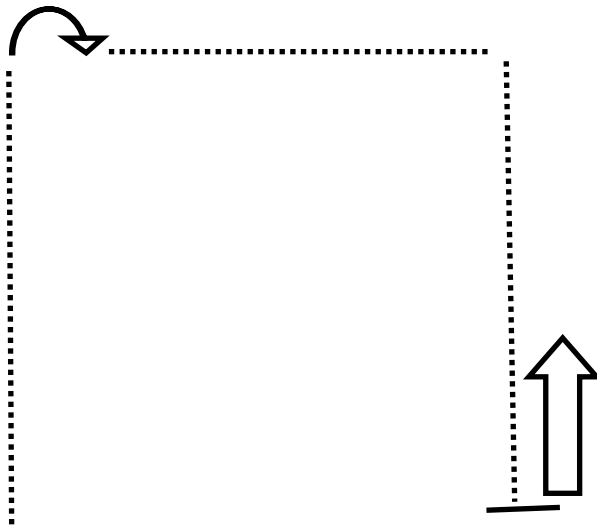
HORSEMANSHIP

All Breed Walk/Whoa

Be Ready at A.

1. Walk halfway to B. Stop
2. 1/4 turns right
3. Walk a corner as shown and back even with A.
4. Stop and Back approximately 1 horse length.

Pattern is complete. Exit at walk.



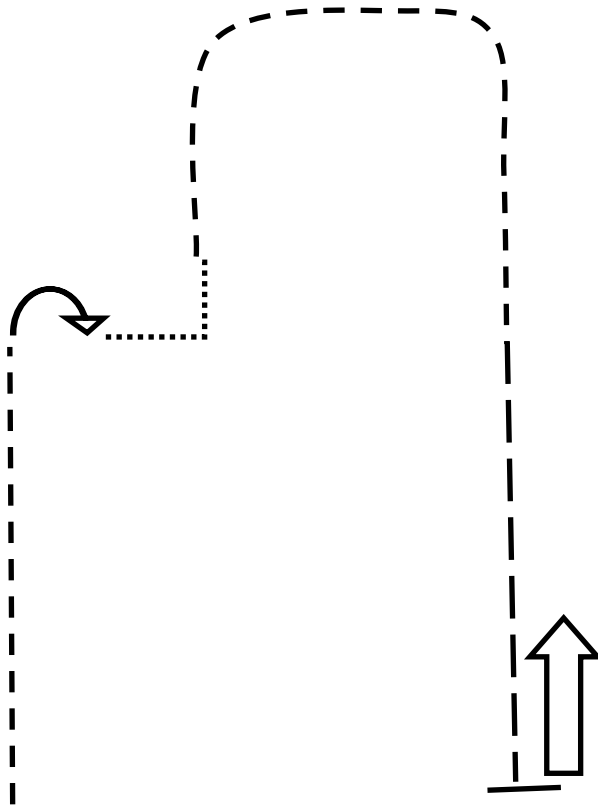
HORSEMANSHIP

All Walk Trot

Be Ready at A.

1. Jog halfway to B. Stop
2. 1/4 turns right
3. Walk a corner.
4. Jog in a curve back to towards A.
5. 1/2 way between A and B extended jog until even with A.
6. Stop and Back approximately 1 horse length.

Pattern is complete. Exit at walk.



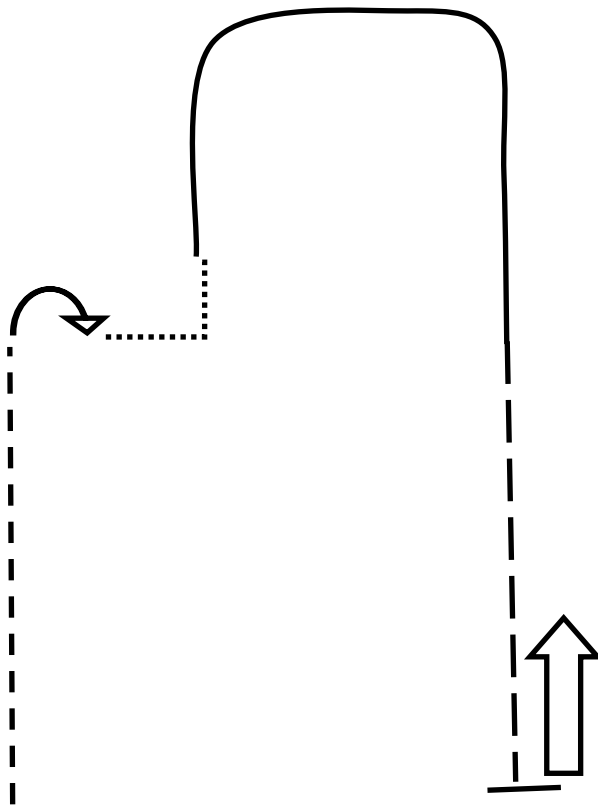
HORSEMANSHIP

All Novice, Youth 13&u, All Breed

Be Ready at A.

1. Jog halfway to B. Stop
2. 1/4 turns right
3. Walk a corner.
4. Lope Right lead in a curve back to towards A.
5. 1/2 way between A and B extended jog until even with A.
6. Stop and Back approximately 1 horse length.

Pattern is complete. Exit at Walk.



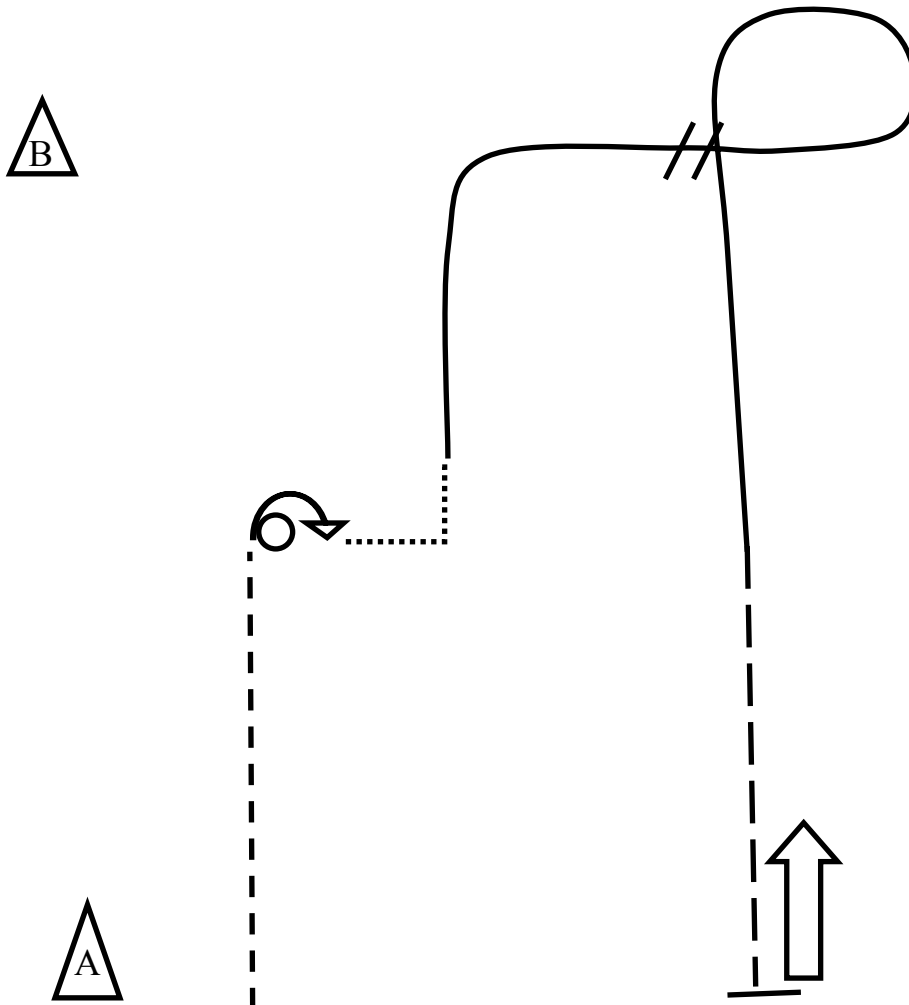
HORSEMANSHIP

Amateur, Yth 18&u

Be Ready at A.

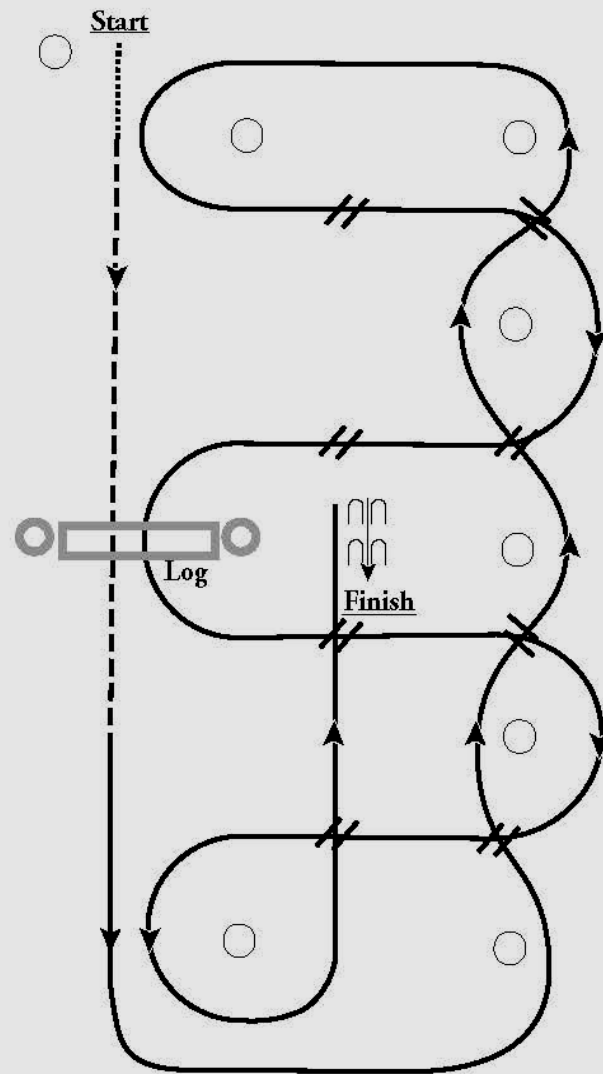
1. Jog halfway to B. Stop
2. 1 1/4 turns right
3. Walk a corner.
4. Lope Right lead as shown.
5. After making the corner, change leads (Simple or flying)
6. Lope Small Loop to left as shown and lope back towards A.
7. 1/2 way between A and B extended jog until even with A.
8. Stop and Back approximately 1 horse length.

Pattern is complete. Exit at Walk.



Western Riding (Except Green and Novice Amateur)

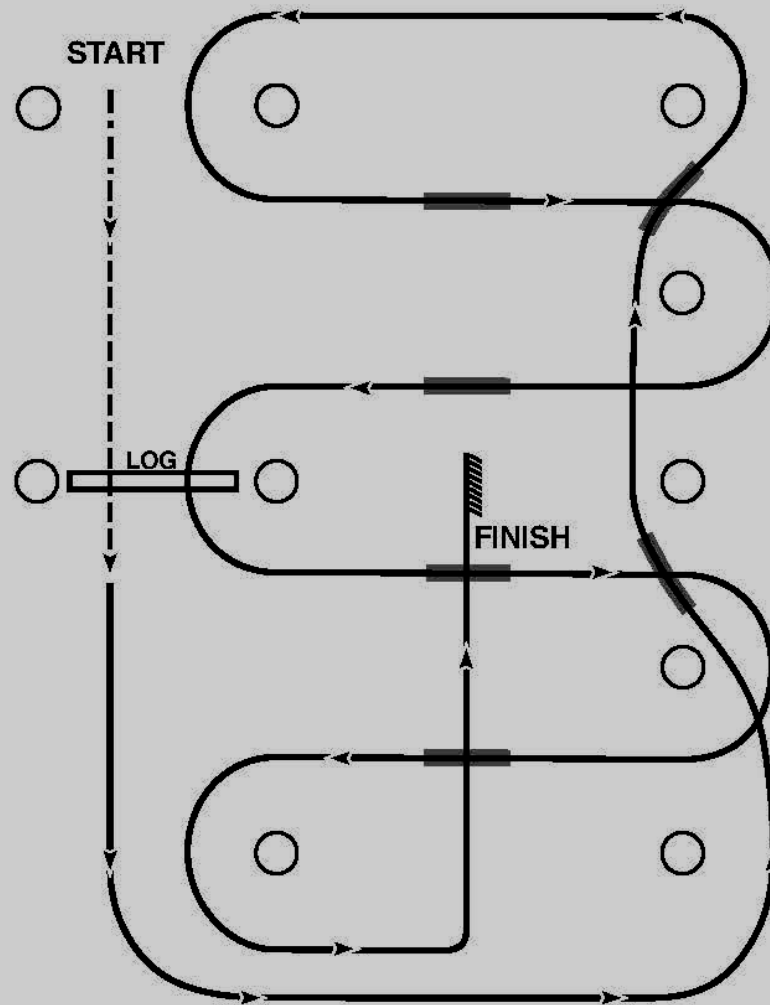
Western Riding Pattern #1



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.

Green And Novice Amateur Western Riding

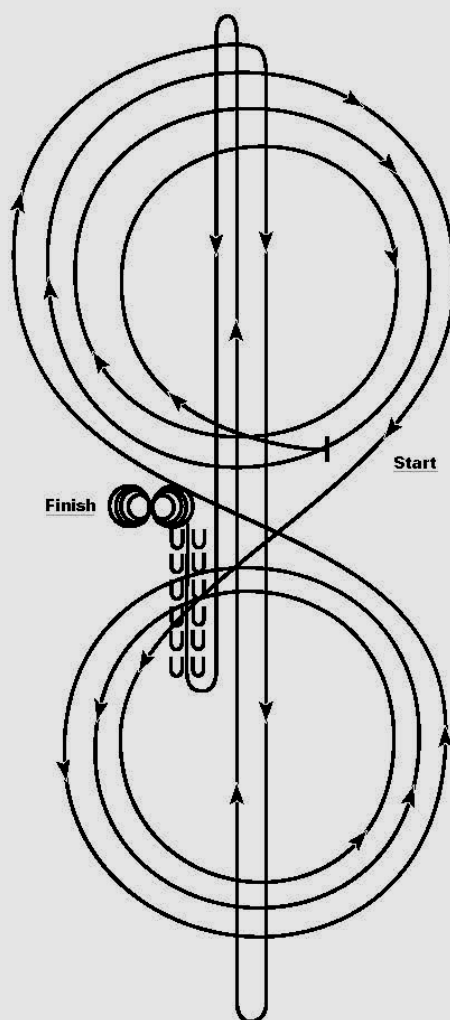
Green Western Riding Pattern #1



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.

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.