

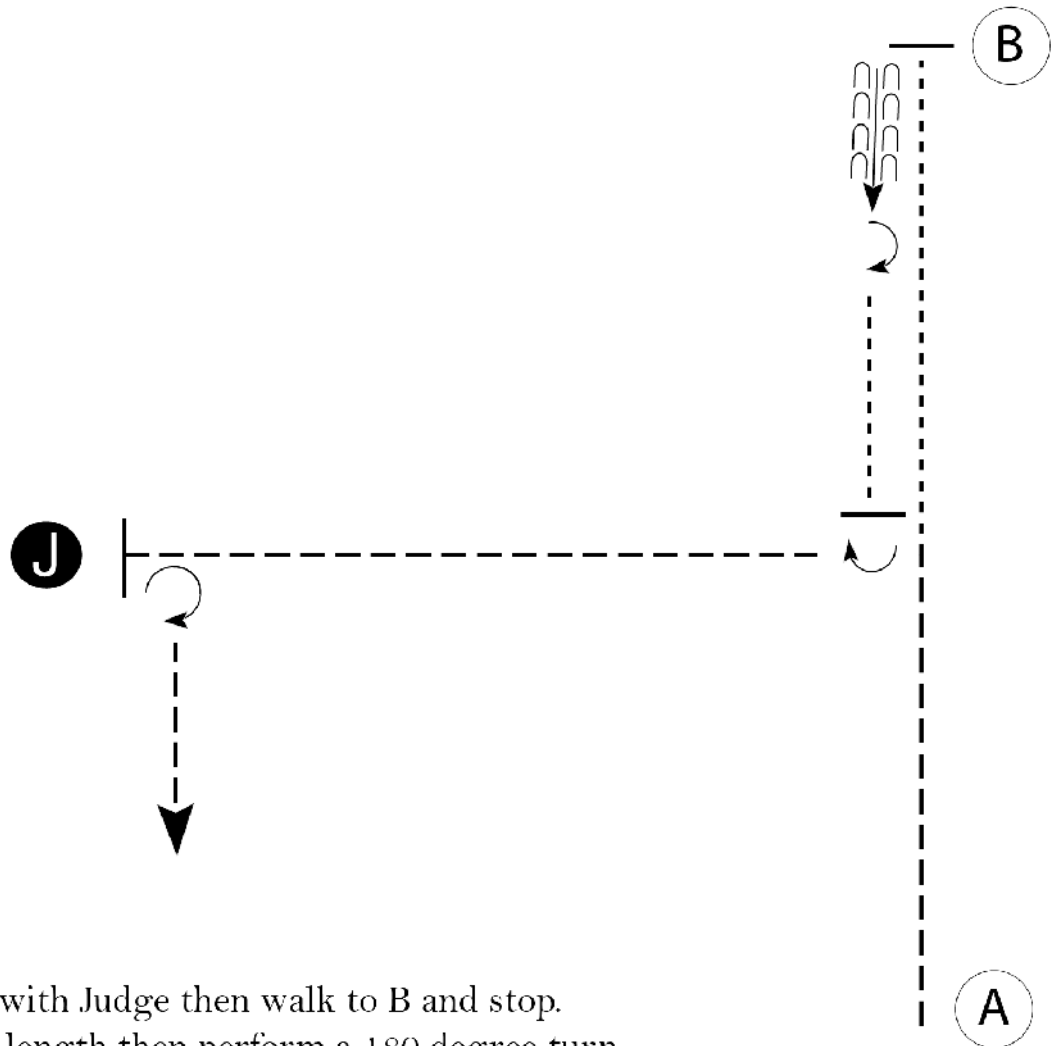
# PAINT THE TOWN

## #2 SHOWMANSHIP ALL CLASSES (EXCEPT WT)

Show Date: 05-06-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Back one horse length then perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	Ⓚ
Judge	ⓐ

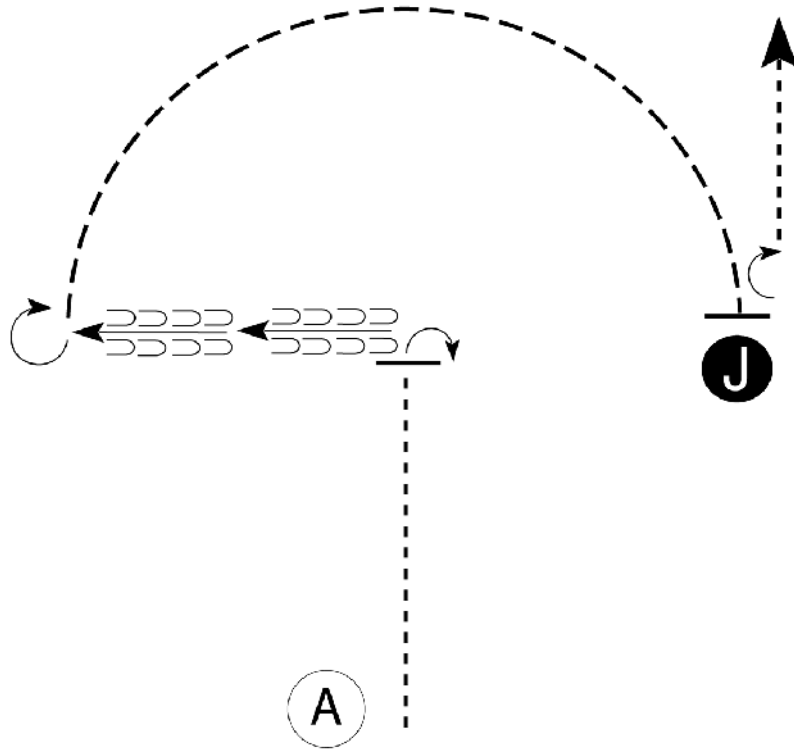
[S/2-120]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

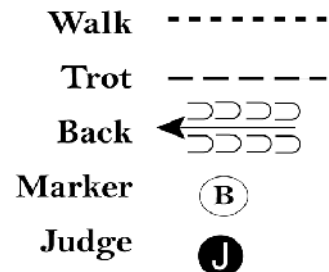
## # 1 SHOWMANSHIP ALL CLASSES (EXCEPT WT)

Show Date: 05-06-2018



Be ready at A.

1. When acknowledged, walk until horse's hip is even with Judge.
2. Perform a 90 degree turn.
3. Back approximately two horse lengths.
4. Stop and perform a 270 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 180 degree turn and walk straight away from judge.



Follow the instructions of your ring steward.

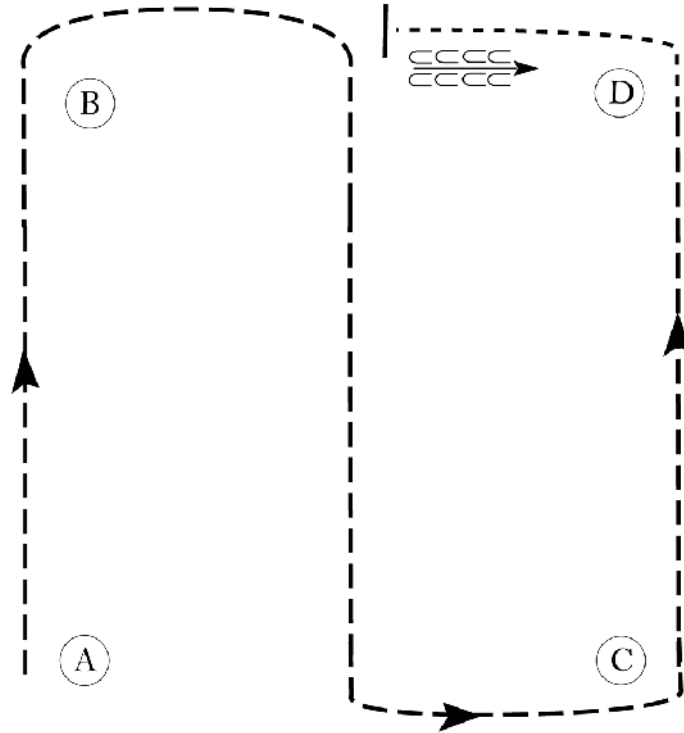
[S/2-68]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

## HUNT SEAT & ENGLISH EQUITATION ((ALL WALK TROT))

Show Date: 05-06-2018



Be ready at A.

1. Posting trot to and around B on the left diagonal.
2. Halfway between B and C, change diagonals.
3. Posting trot on the right diagonal to and around C.
4. Continue to trot to D.
5. At D, walk.
6. Walk until halfway to B, stop and back one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	←←←←← ←←←←←
Marker	⊙ B
Sidepass	←←←←←
Hand Gallop	— — — — —

[HSE/WT-25]

Pattern Provided by:  
**PAINT THE TOWN**

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

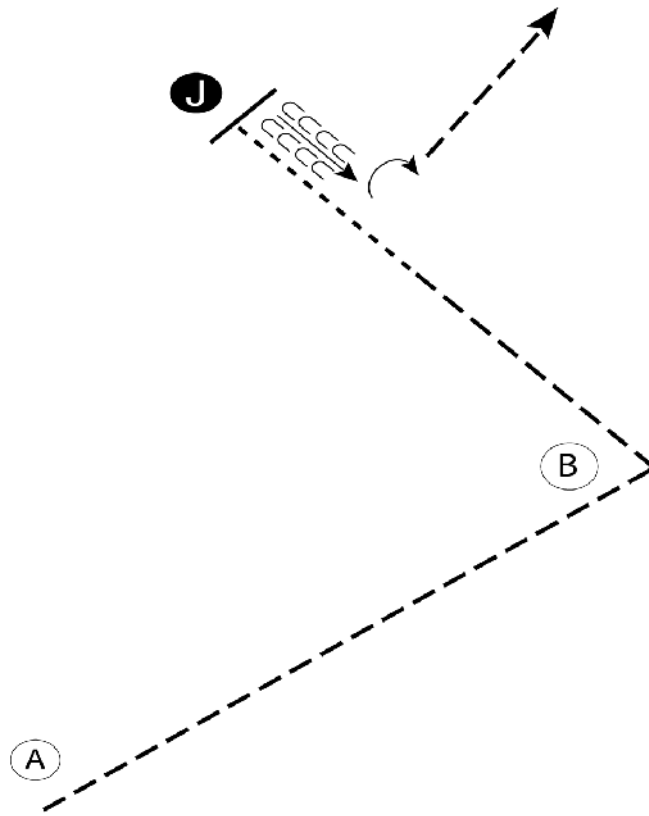
# PAINT THE TOWN

## #1 SHOWMANSHIP (ALL WALK TROT)

Show Date: 05-06-2018

w w w . H o r s e S h o w P a t t e r n s . c o m


w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot to and around B and halfway to judge.
2. Walk to judge.
3. Stop and set up for inspection.
4. When dismissed back one horse length.
5. Perform a 90 degree turn and trot to the line-up.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 
Marker	ⓑ
Judge	ⓙ

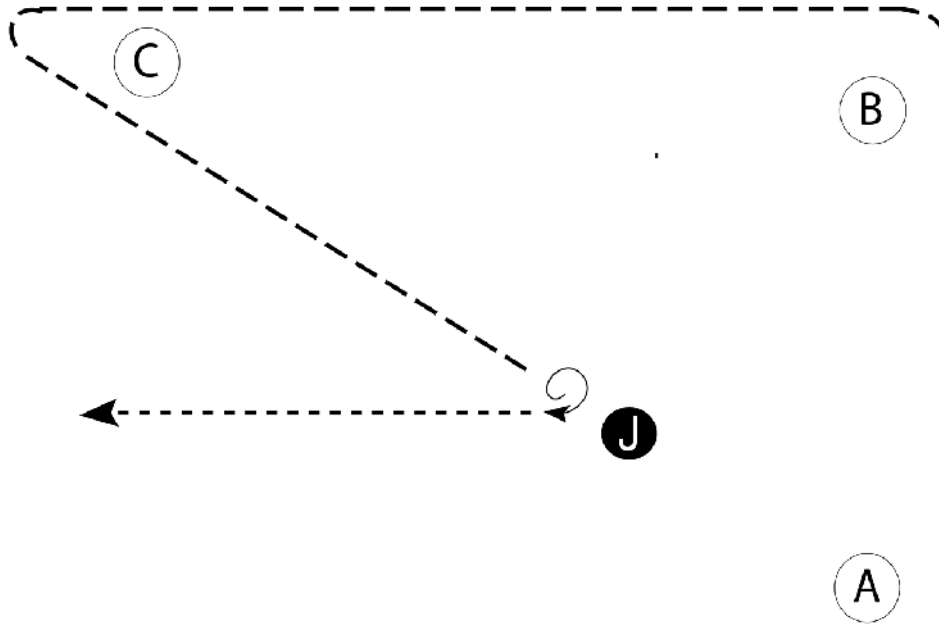
[S/WT-27]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

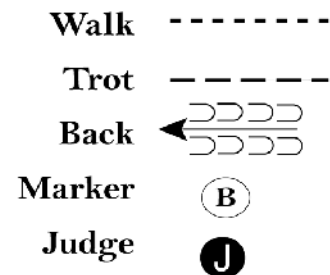
## #2 SHOWMANSHIP (ALL WALK TROT)

Show Date: 05-06-2018



Be ready at A.

1. Walk to B.
2. At B, trot to and around C and to the judge.
3. Stop and set up for inspection.
4. When dismissed, turn 405 degrees and exit at a walk.



[S/WT-25]

Pattern Provided by:  
**PAINT THE TOWN**

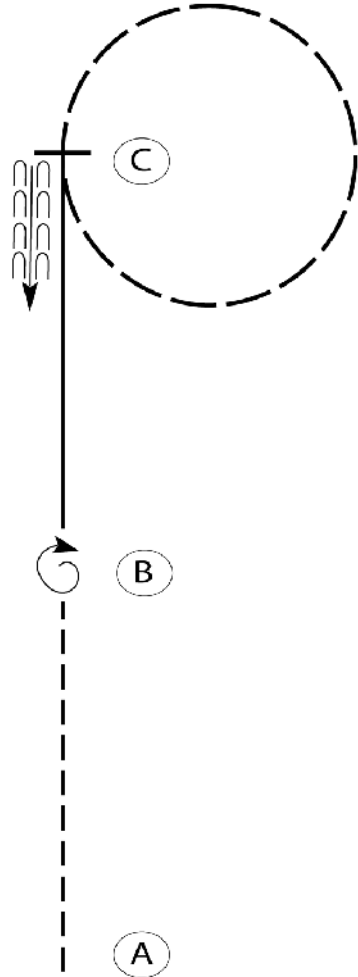
# PAINT THE TOWN

## ALL WESTERN HORSEMANSHIP (EXCEPT WT)

Show Date: 05-06-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



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	←←←←←
Marker	⊙ B
Sidepass	←-----→

[WH/2-20]

Pattern Provided by:  
**PAINT THE TOWN**

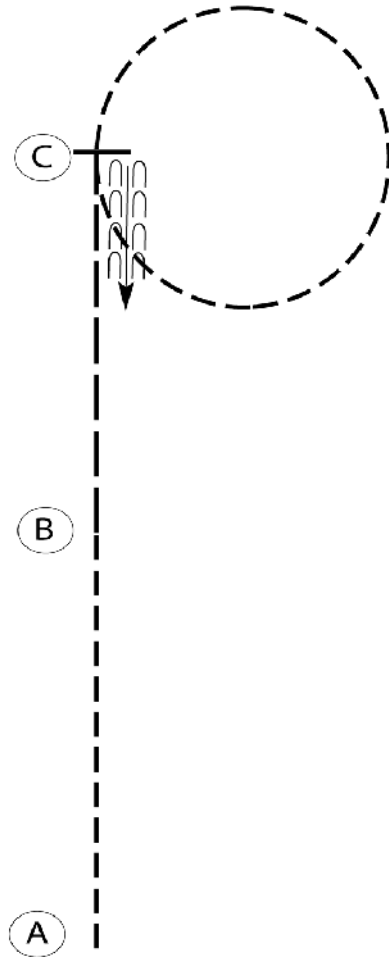
# PAINT THE TOWN

## WESTERN HORSEMANSHIP (ALL WALK TROT)

Show Date: 05-06-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Jog from A to B.
2. Extend the jog to C.
3. At C, jog a circle to the right.
4. Even with C, stop 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	← ← ←
Marker	⊙ B
Sidepass	←-----→

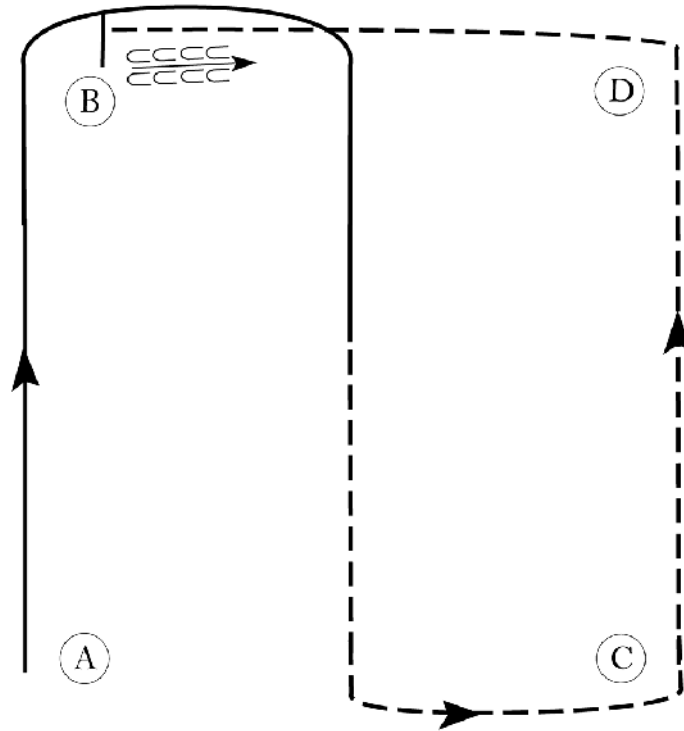
[WH/WT-19]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

ALL HUNT SEAT & ENGLISH EQUITATION ( (EXCEPT WT))

Show Date: 05-06-2018



Be ready at A.

1. Canter on the right lead to and around B.
2. Halfway between B and C, break to the trot.
3. Posting trot on the right diagonal to C.
5. At C, change diagonals and continue to trot to D.
6. At D, sitting trot to B.
7. At B, stop and back one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	=====
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	⊙ B
Sidepass	← ←
Hand Gallop	— — — — —

[HSE/1-25]

Pattern Provided by:  
**PAINT THE TOWN**

w w w . H o r s e S h o w P a t t e r n s . c o m

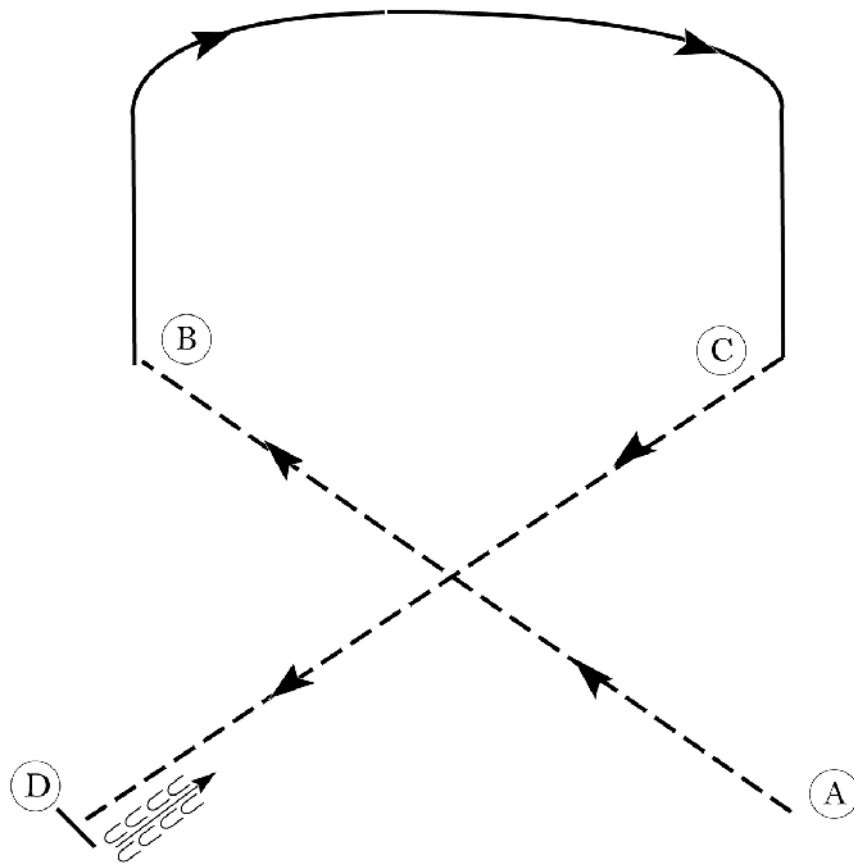
w w w . H o r s e S h o w P a t t e r n s . c o m



# PAINT THE TOWN

ALL HUNT SEAT & ENGLISH EQUITATION ((EXCEPT WT))

Show Date: 05-05-2018



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot to D.
5. Halt at D 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	— — — — —

[HSE/1-23]

Pattern Provided by:  
**PAINT THE TOWN**

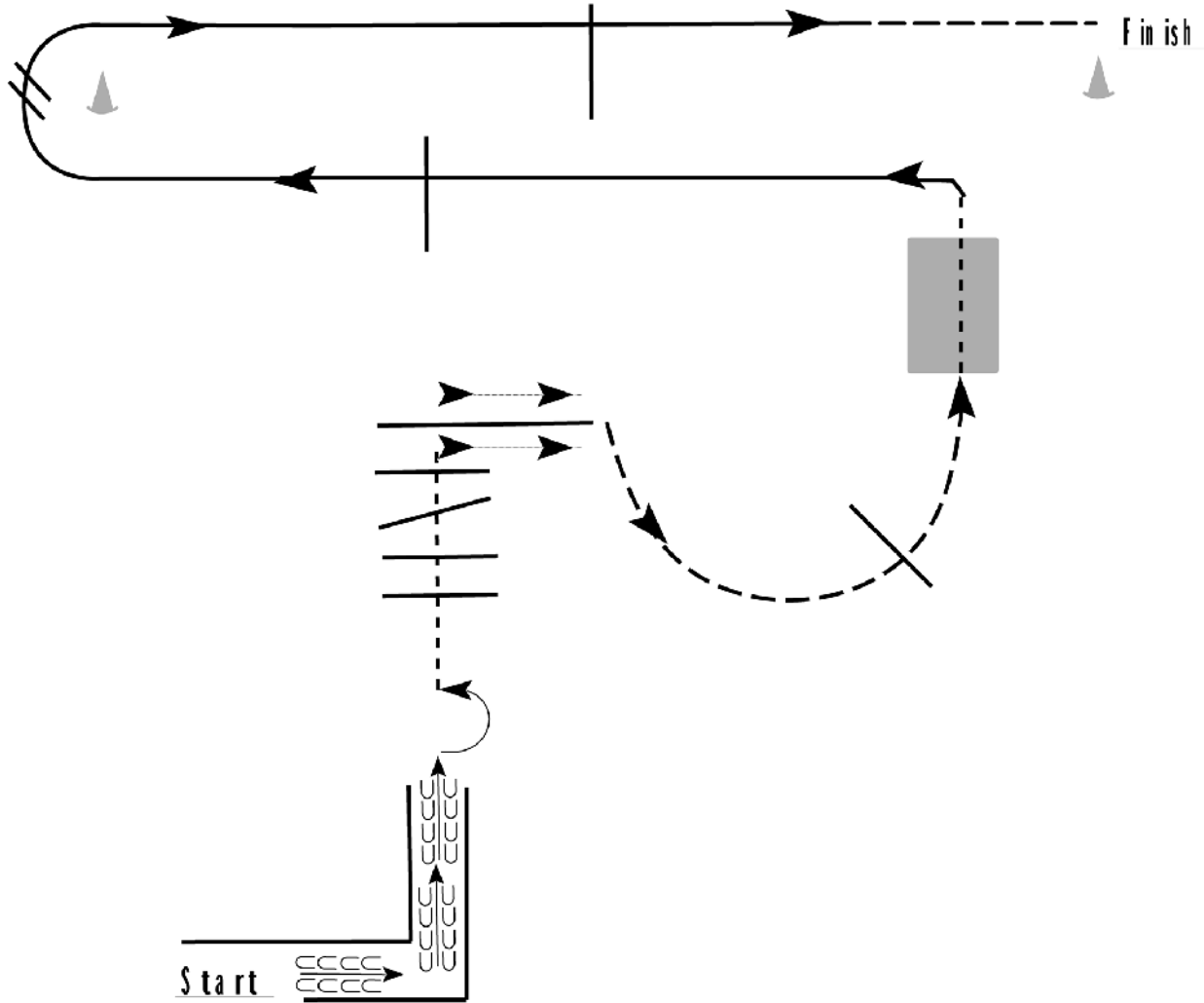
# PAIN T THE TOWN

## TRAIL (ALL TRAIL) SET 1

Show Date: 05-05-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Back thru L
2. Do a 180 degree turn to left and walk over logs.
3. Sidepass final log to the right.
4. Jog over pole and to bridge.
5. Walk over bridge.
6. Lope on left lead over pole.
7. At cone, perform a simple lead change.
8. Lope on right lead over pole and jog to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	←←←
Marker	ⓑ
Sidepass	←-----→

[T/1-26]

Pattern Provided by:  
**PAIN T THE TOWN**

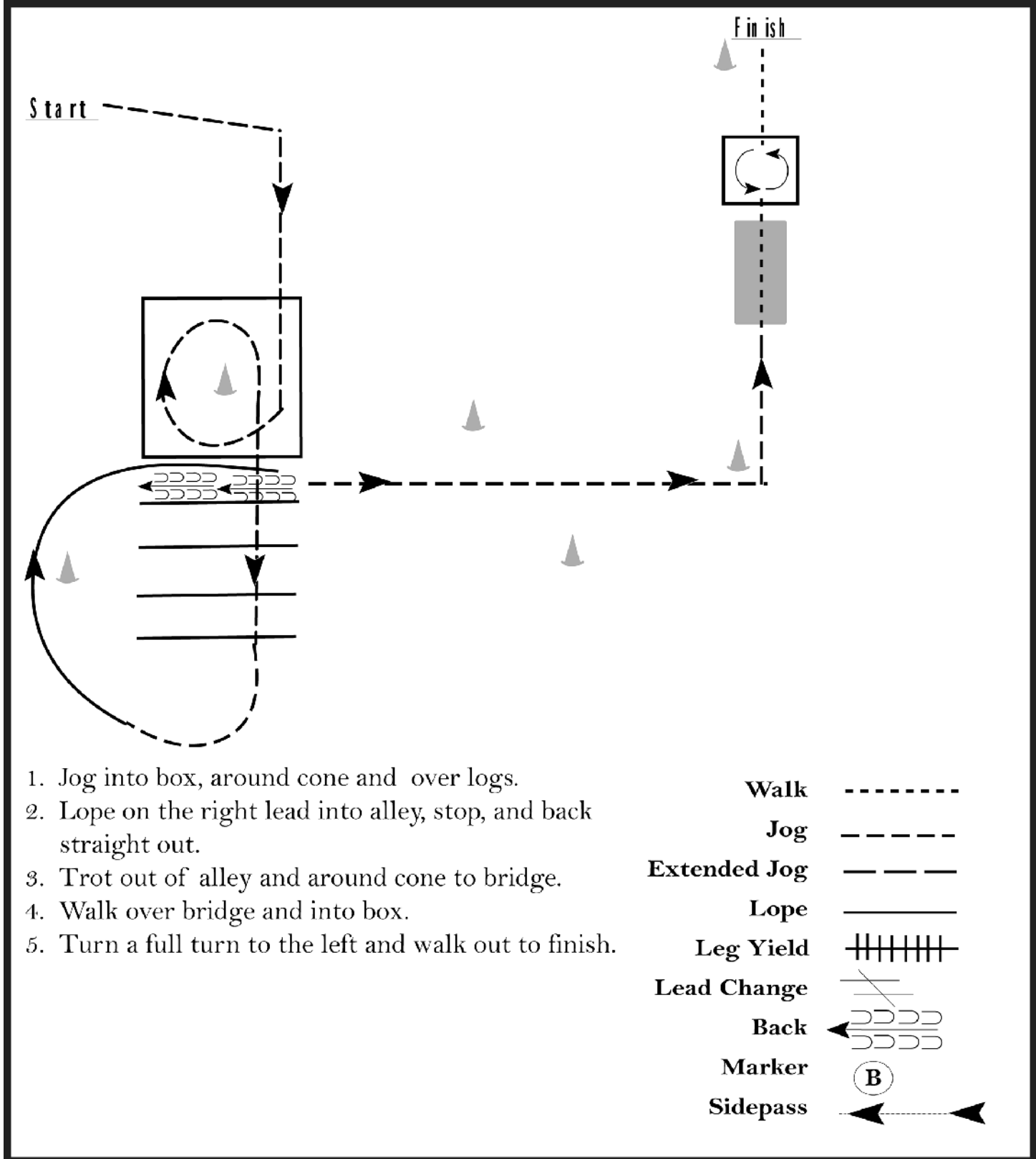
# PAINT THE TOWN

## TRAIL (ALL TRAIL) SET 2

Show Date: 05-05-2018

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1. Jog into box, around cone and over logs.
2. Lope on the right lead into alley, stop, and back straight out.
3. Trot out of alley and around cone to bridge.
4. Walk over bridge and into box.
5. Turn a full turn to the left and walk out to finish.

<b>Walk</b>	.....
<b>Jog</b>	-----
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	///
<b>Back</b>	←←←
<b>Marker</b>	ⓑ
<b>Sidepass</b>	←-----→

[T/1-28]

Pattern Provided by:  
**PAINT THE TOWN**

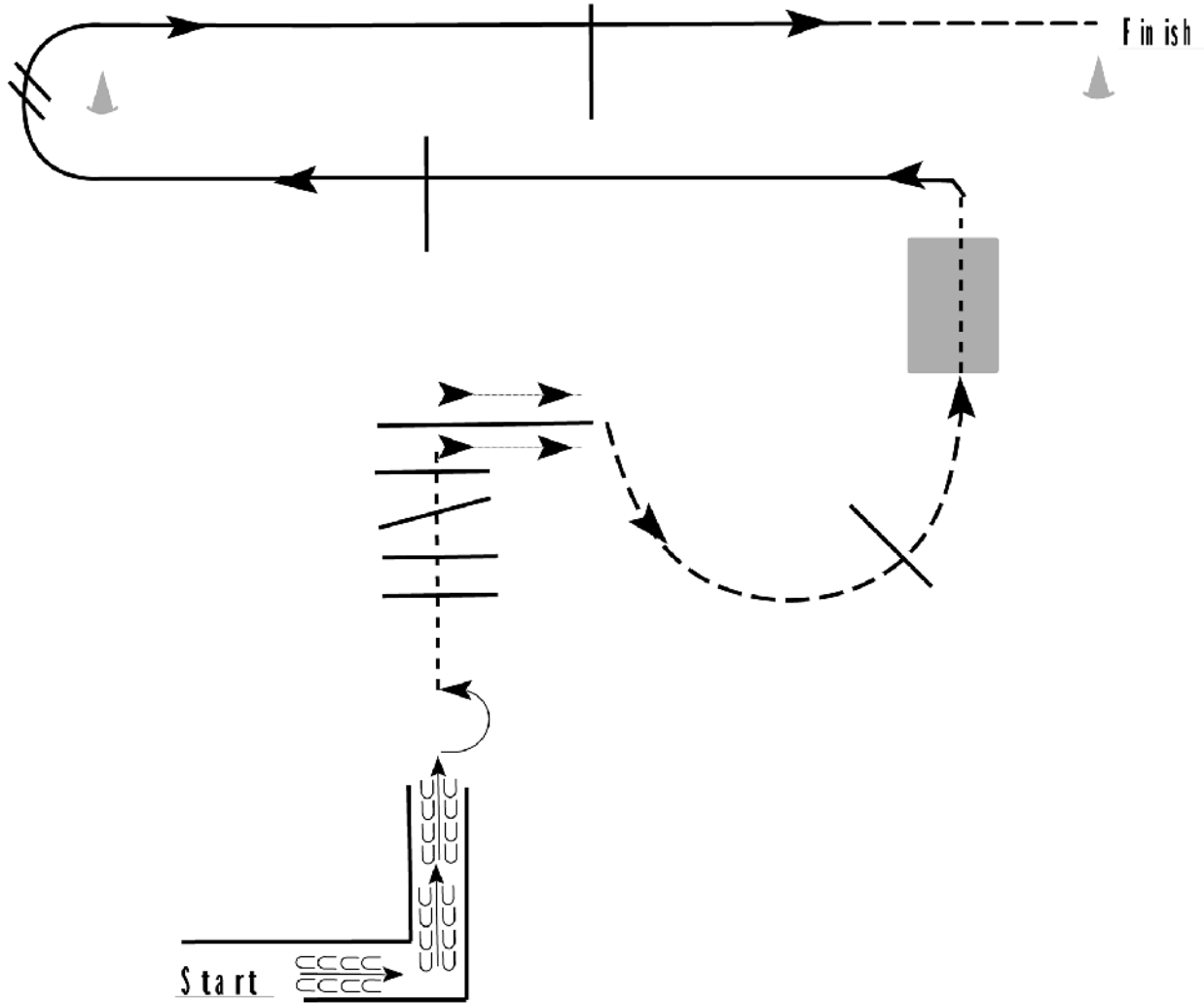
# PAINT THE TOWN

## GREEN TRAIL

Show Date: 05-05-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Back thru L
2. Do a 180 degree turn to left and walk over logs.
3. Sidepass final log to the right.
4. Jog over pole and to bridge.
5. Walk over bridge.
6. Lope on left lead over pole.
7. At cone, perform a simple lead change.
8. Lope on right lead over pole and jog to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	///
Back	←←←
Marker	ⓑ
Sidepass	←-----→

[T/1-26]

Pattern Provided by:  
**PAINT THE TOWN**

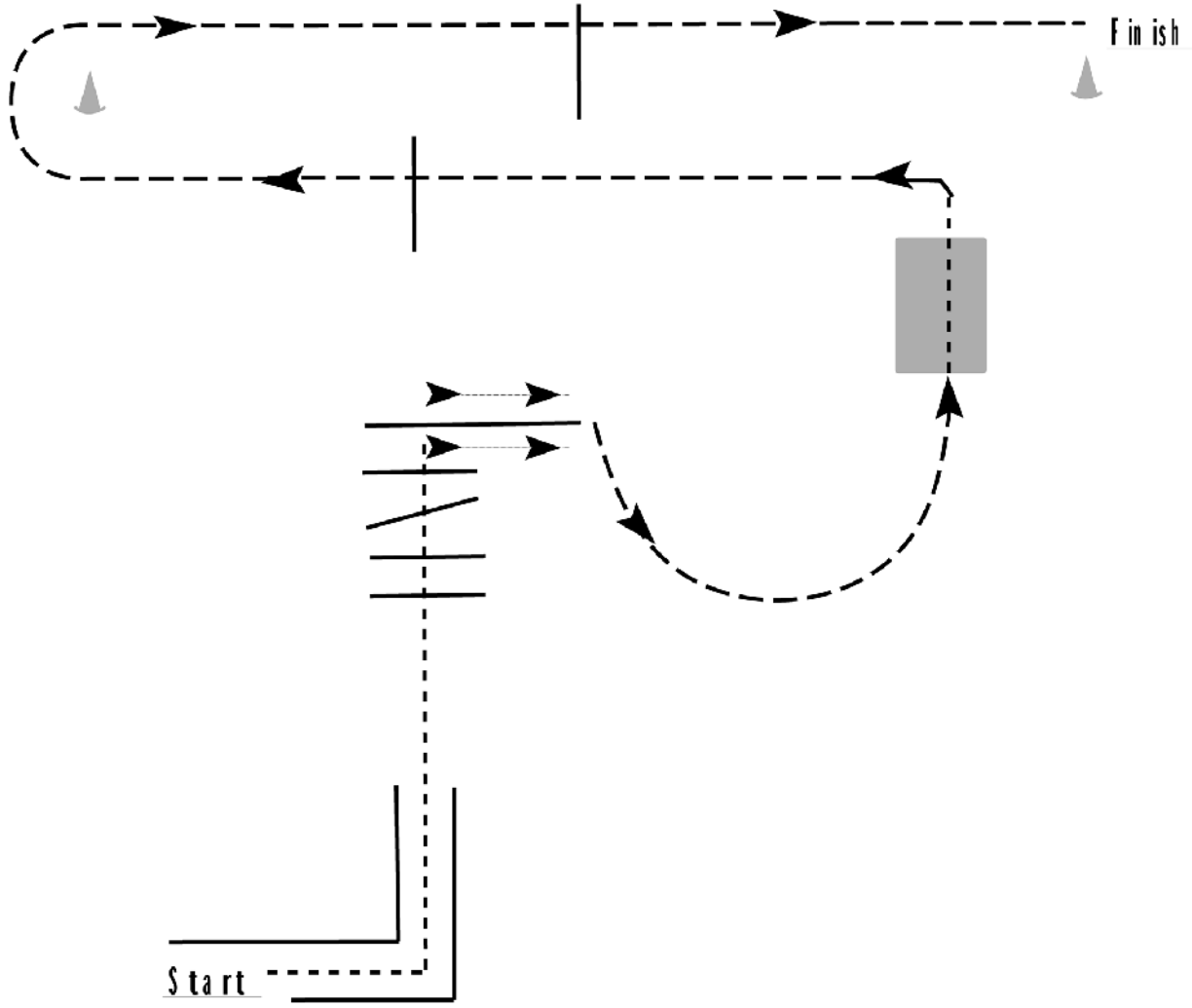
# PAINT THE TOWN

## TRAIL (IN HAND & WALK TROT)

Show Date: 05-05-2018

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Walk thru L
2. Walk over logs.
3. Sidepass final log to the right.
4. Jog to bridge.
5. Walk over bridge.
6. Jog over pole, around cone, and over pole to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	_____
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← — — — — →

[T/WT-26]

Pattern Provided by:  
**PAINT THE TOWN**

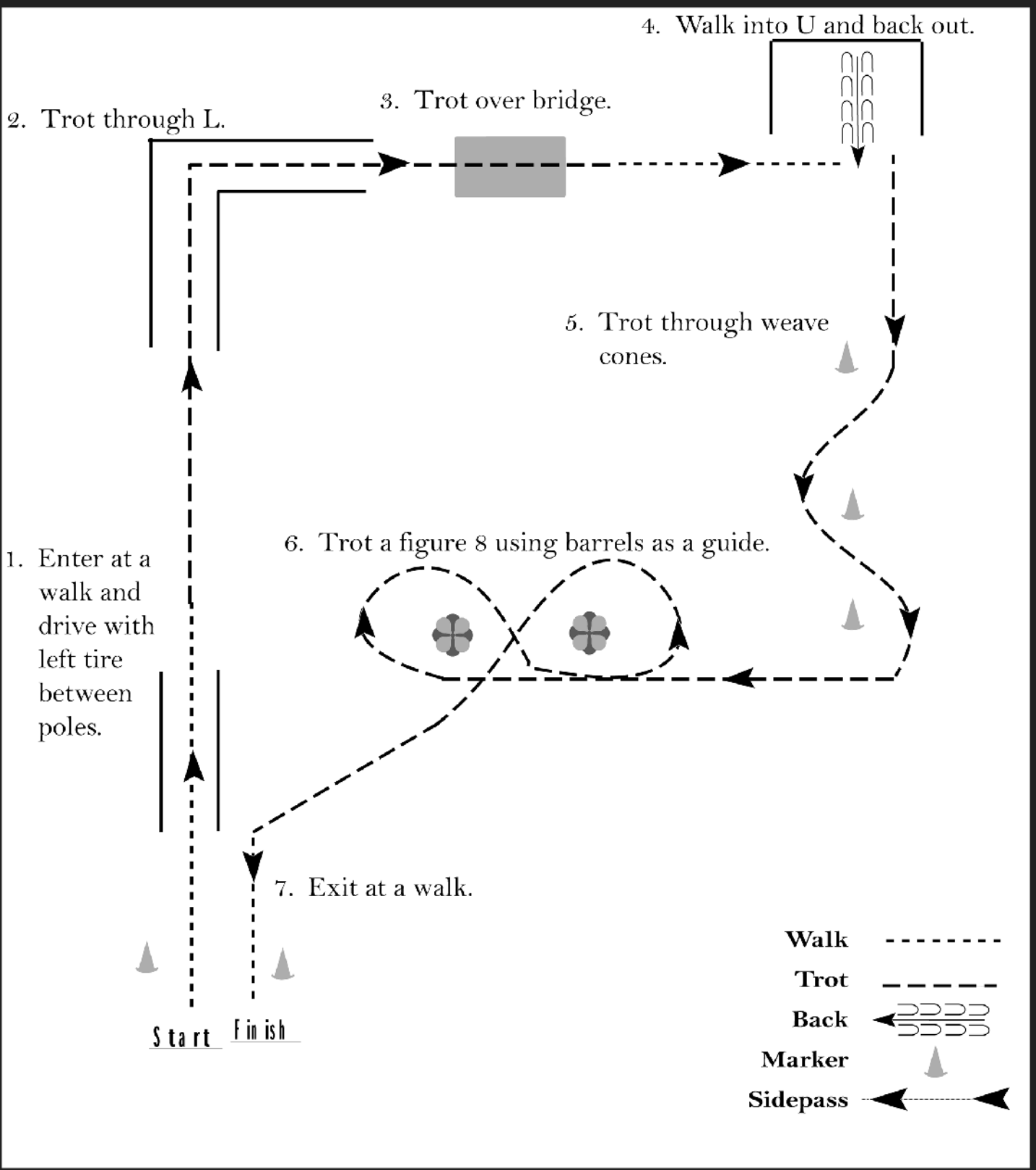
# PAINT THE TOWN

## OBSTACLE DRIVING (ALL MINI/PONY) (SET 1 & 2)

Show Date: 05-05-2018

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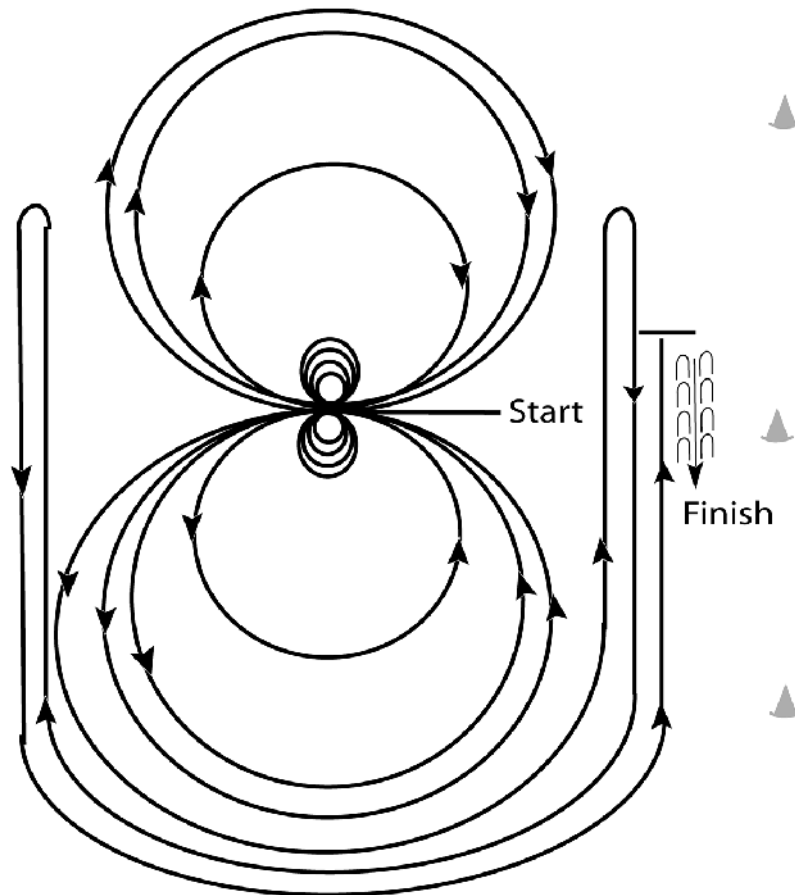
[MHP/DO-5]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

## #1 REINING ALL CLASSES (AQHA #6)

Show Date: 05-05-2018



Horse must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right.
  2. Complete four spins to the left. Hesitate.
  3. Beginning on the left lead, 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.
  4. 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.
  5. 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 twenty feet (6.09m) from the wall or fence – no hesitation.
  6. 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 twenty feet (6.09m) from the wall or fence – no hesitation.
  7. 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 twenty feet (6.09m) from the wall or fence. Back up at least ten feet (3m). Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

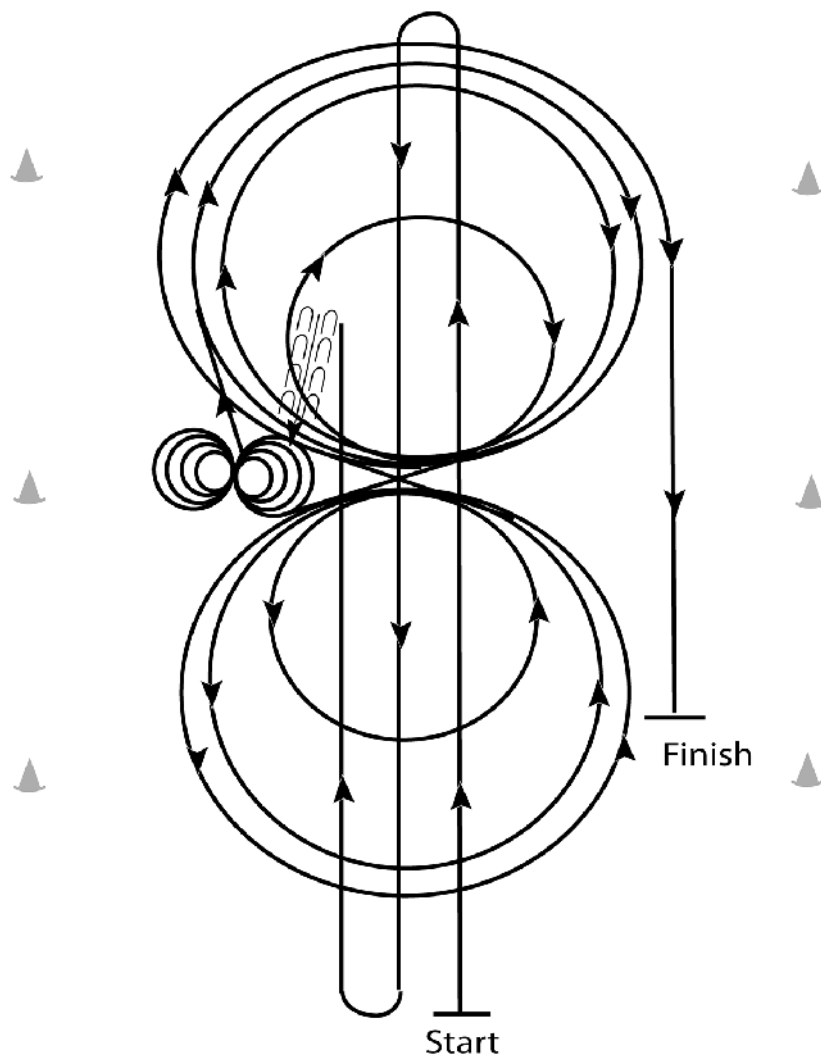
[R/AQHAP-6]

**Pattern Provided by:**  
***PAINT THE TOWN***

# PAINT THE TOWN

## #2 REINING ALL CLASSES (AQHA #7)

Show Date: 05-05-2018



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.

[R/AQHAP-7]

Pattern Provided by:

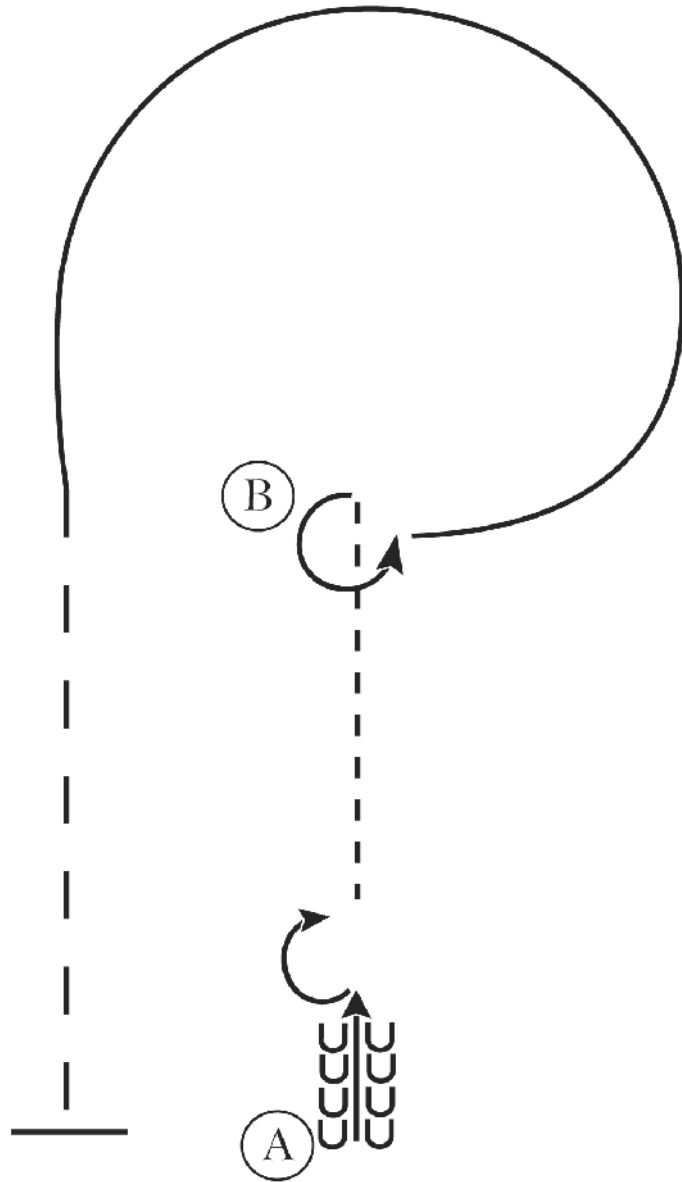
**PAINT THE TOWN**



# PAINT THE TOWN

## ALL WESTERN HORSEMANSHIP (EXCEPT WT)

Show Date: 05-05-2018



1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left .
5. Lope a circle around B on the left lead.
6. At B extend the jog to A.
7. At A stop.

Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←← →→→→
Marker	⊙
Sidepass	←-----→

[WH/2-8]

Pattern Provided by:  
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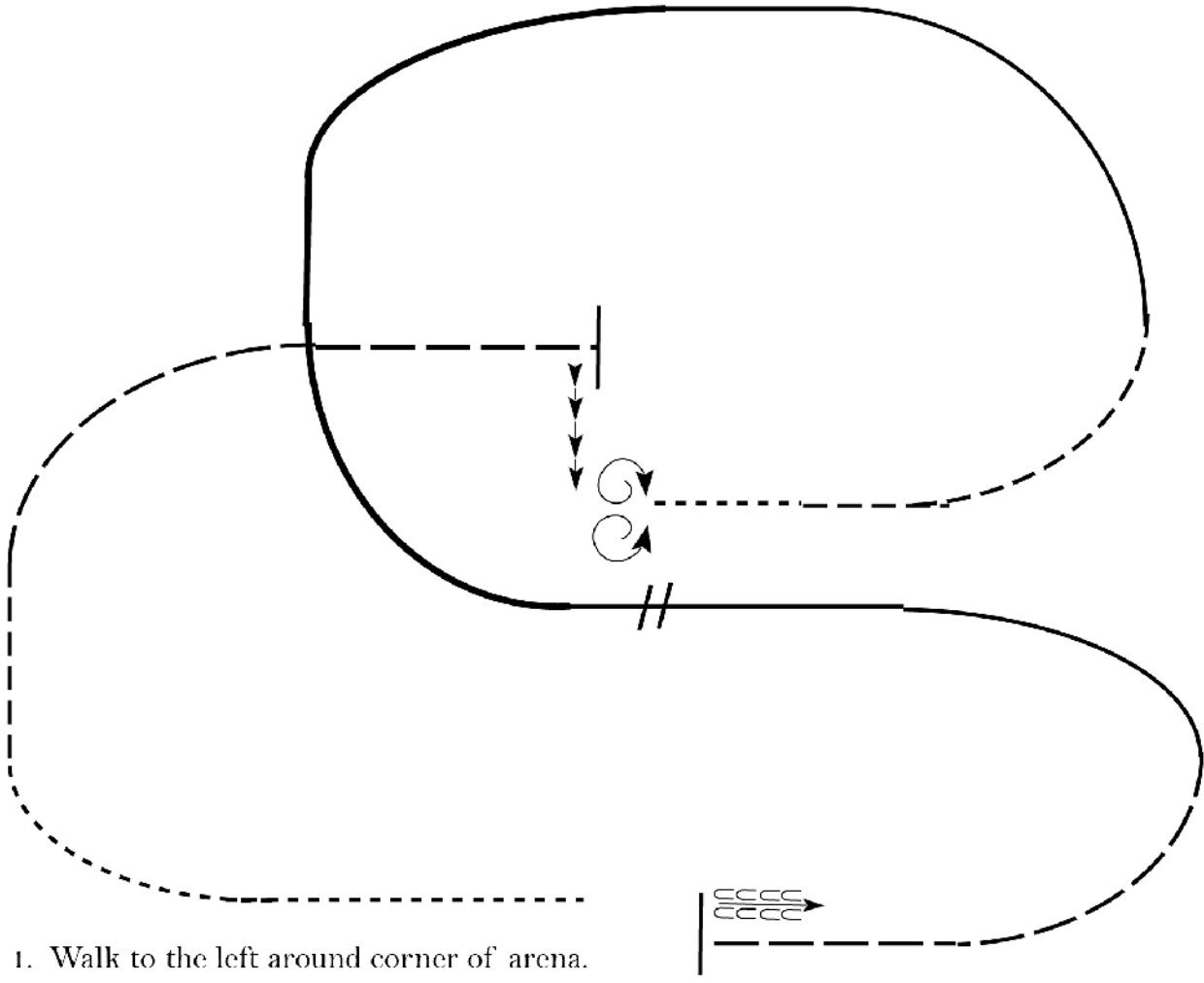
# PAINT THE TOWN

## RANCH RIDING (ALL CLASSES) SET 1 & 2

Show Date: 05-05-2018

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1. Walk to the left around corner of arena.
2. Trot
3. Extend alongside of the arena and around the corner to center.
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk.
7. Trot.
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Lead Change</b>	
<b>Back</b>	←←←←←
<b>Marker</b>	ⓑ

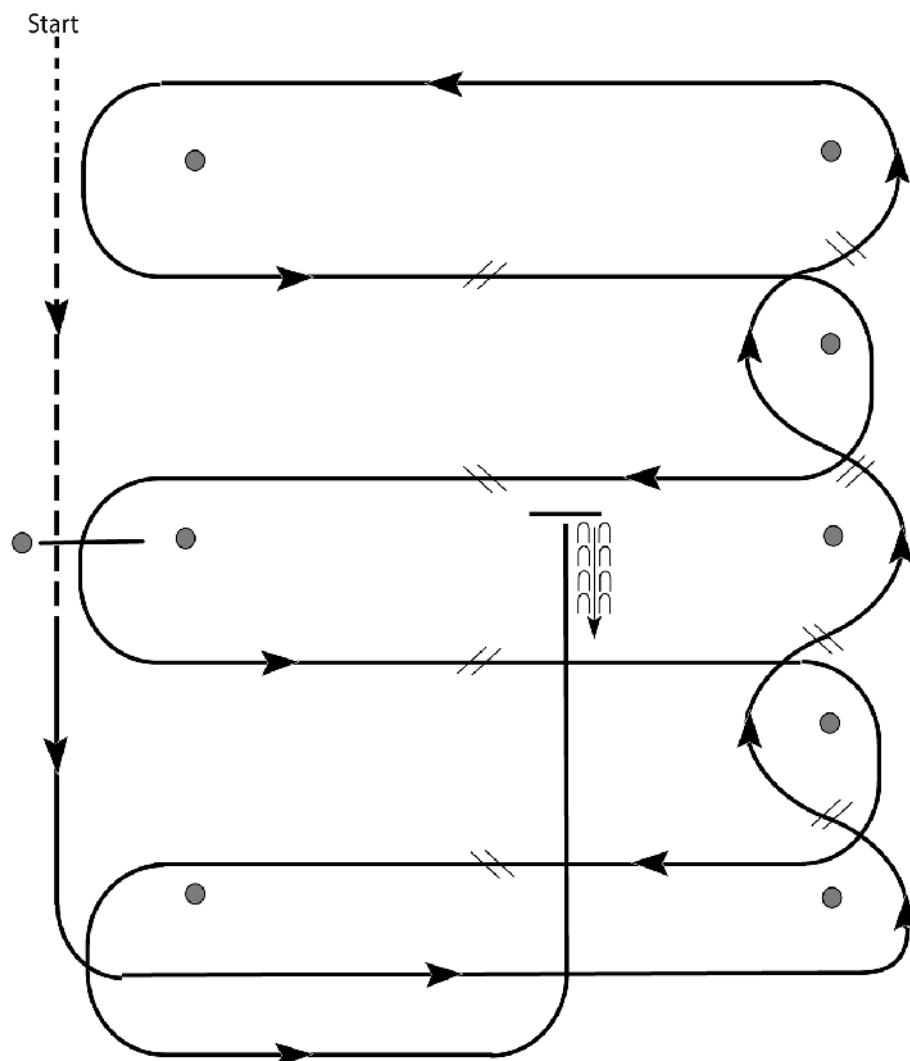
[RR/3]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

## WESTERN RIDING ALL CLASSES (#1) (SET 1 & 2)

Show Date: 05-05-2018



1. Walk and 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 the 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.

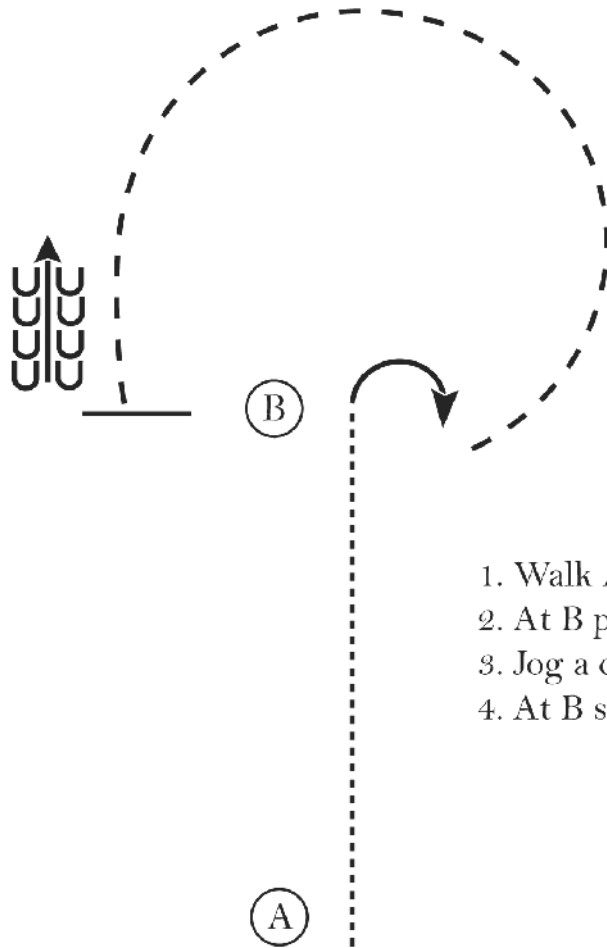
[WR/OP-1]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

## ALL WALK TROT W. HORSEMANSHIP

Show Date: 05-05-2018



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	(B)
Sidepass	←-----→

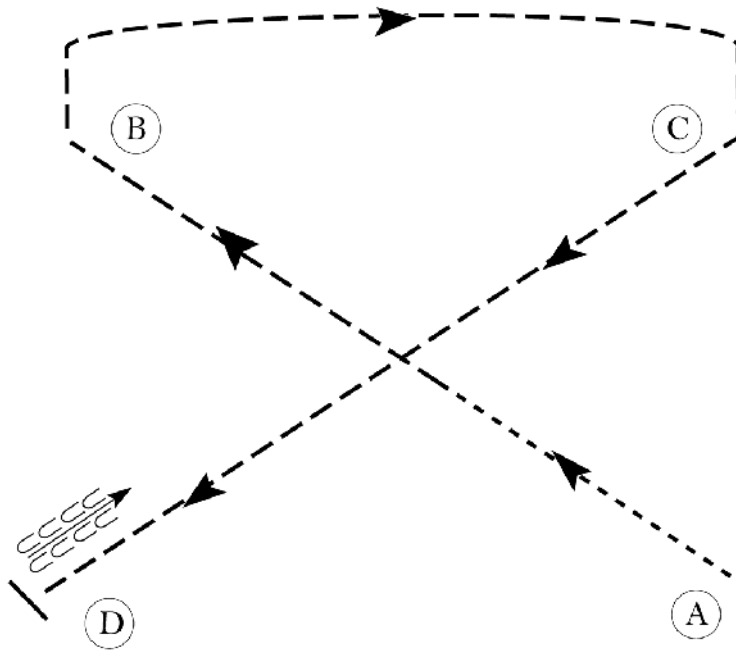
[WH/WT-7]

Pattern Provided by:  
**PAINT THE TOWN**

# PAINT THE TOWN

## HUNT SEAT & ENGLISH EQUITATION (ALL WALK TROT)

Show Date: 05-05-2018



Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D 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	— / —

[HSE/WT-24]

Pattern Provided by:  
**PAINT THE TOWN**