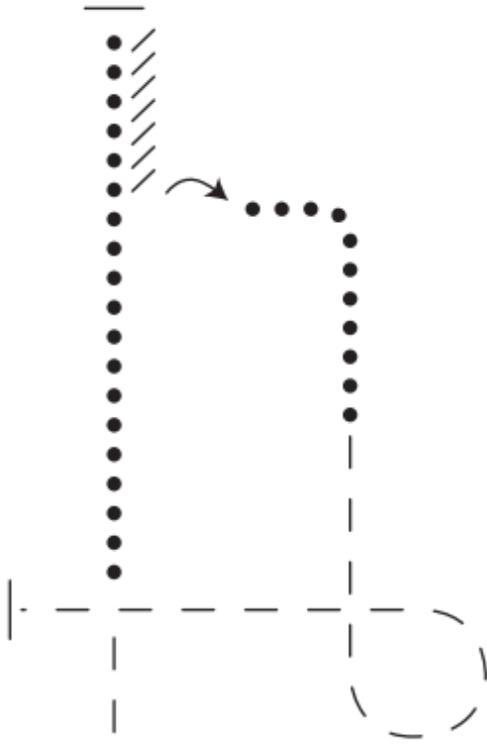


**Thermopolis Saturday Patterns**

**Showmanship All Youth & Green**

**Showmanship Adult Amateur**

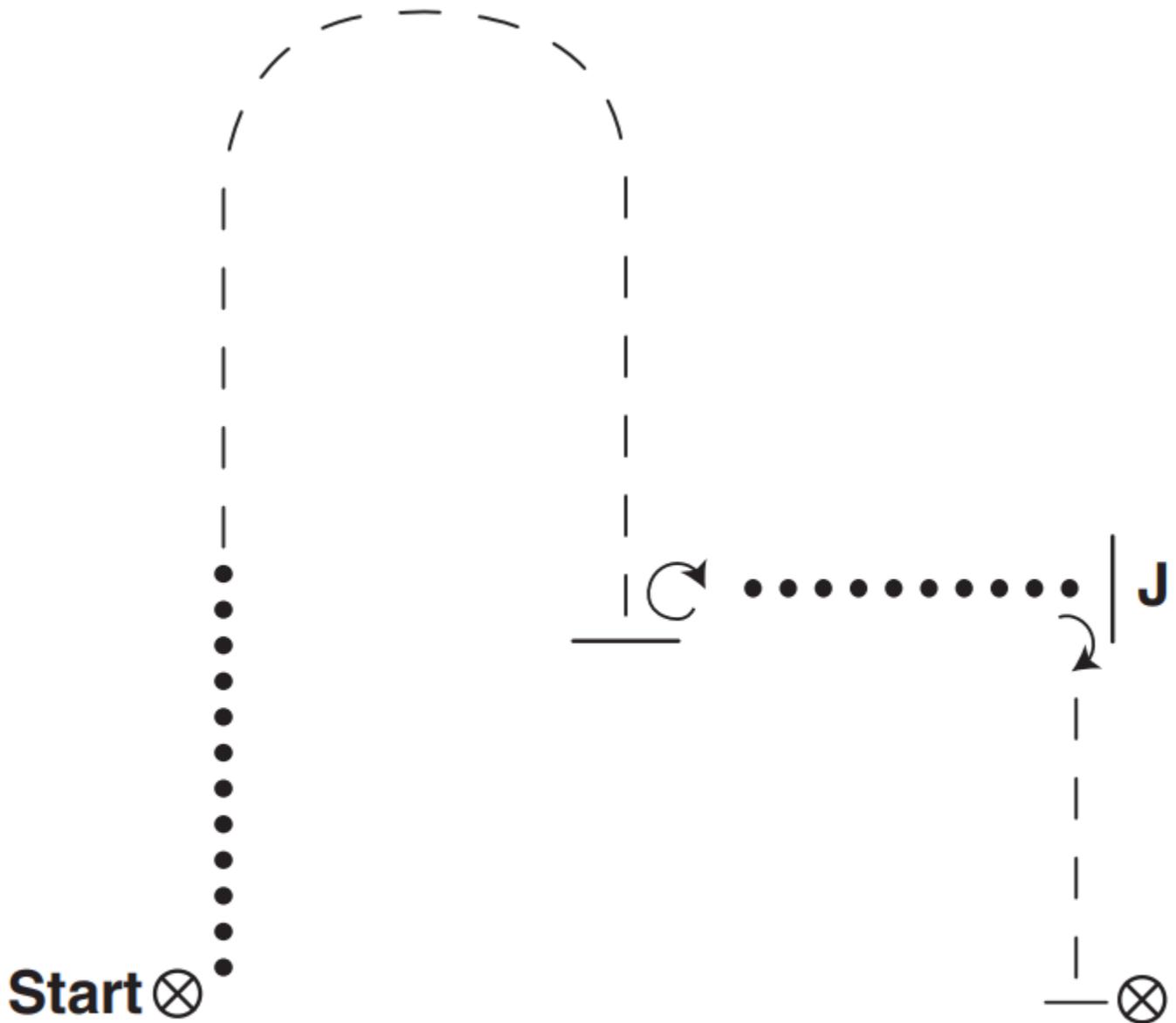
**Judge**



START ⊗

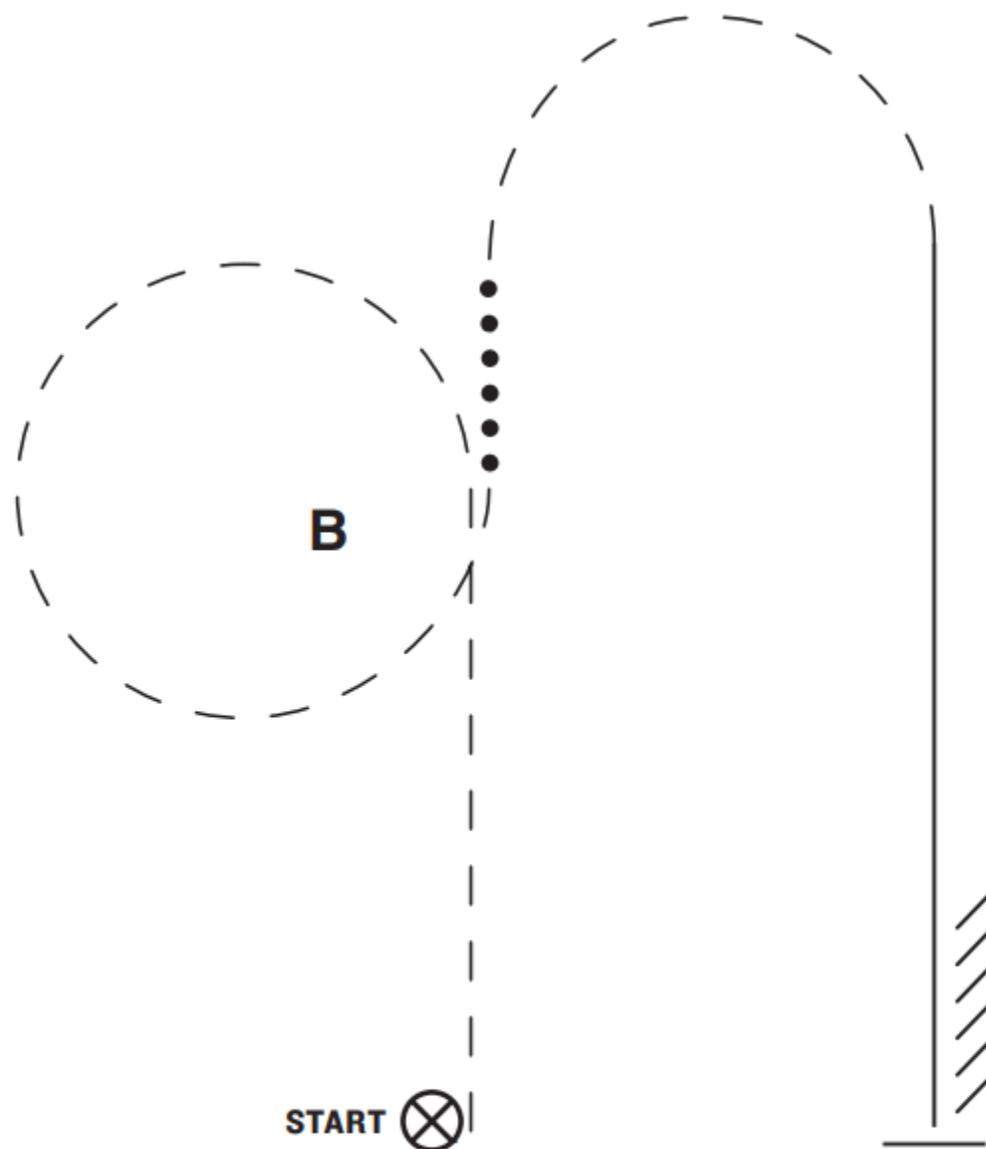
- 1. Trot half way, walk half way
- 2. Stop and set-up for full inspection
- 3. After inspection, back 2 horse lengths, execute 1/4 turn
- 4. Walk. Trot a left circle and across initial line
- 5. Stop and set-up for brief inspection
- 6. Exit at a walk or trot

## Showmanship Open (Jackpot)



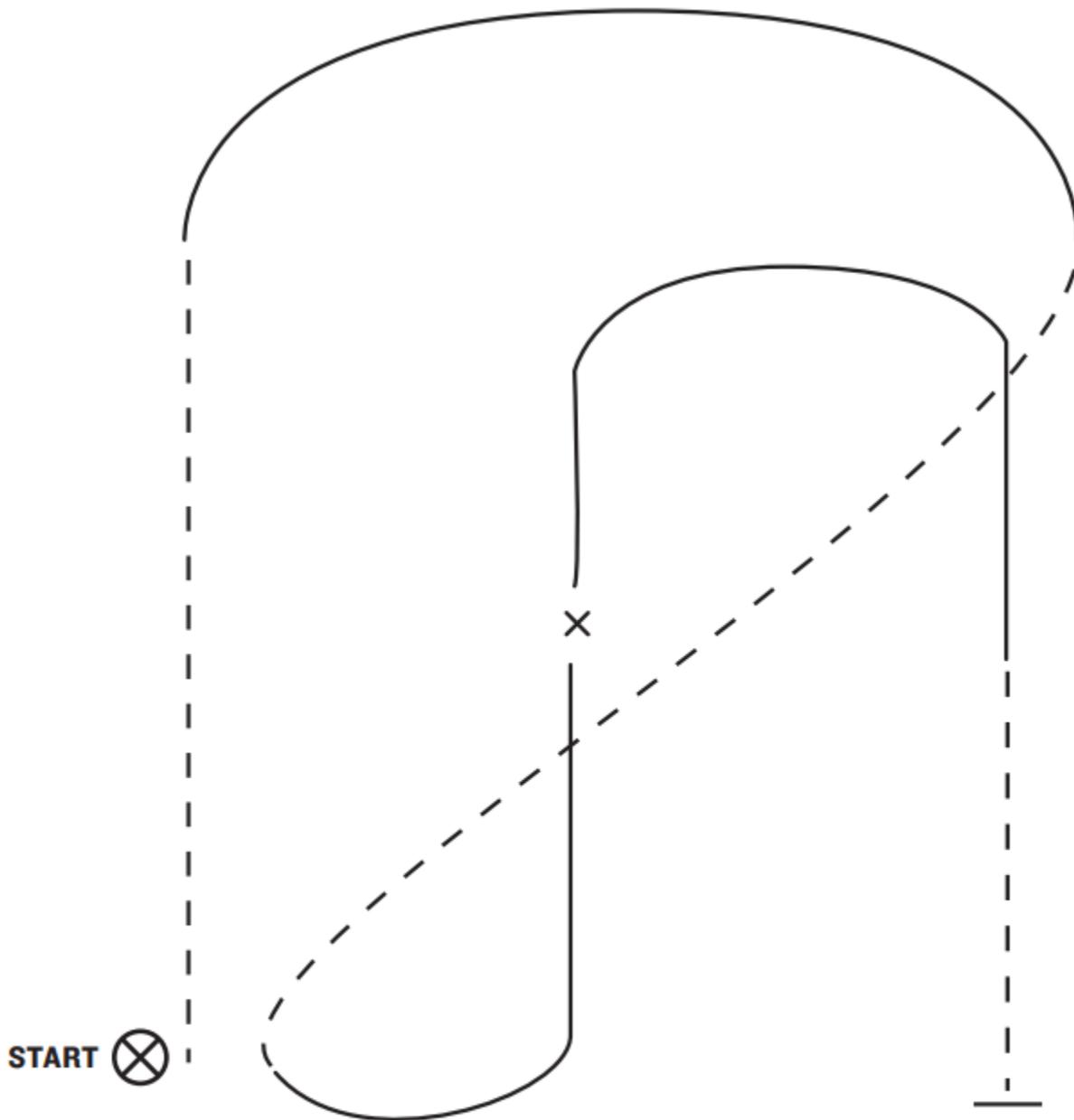
1. Walk 1/2 line
2. Trot around end and down line
3. Halt and execute a 1/3 turn
4. Walk to judge
5. Set up for inspection
6. After inspection, 1/4 turn and trot to marker, stop
7. Exit at a walk or trot

Hunt Seat Equitation All Youth  
Hunt Seat Equitation Green Hunt



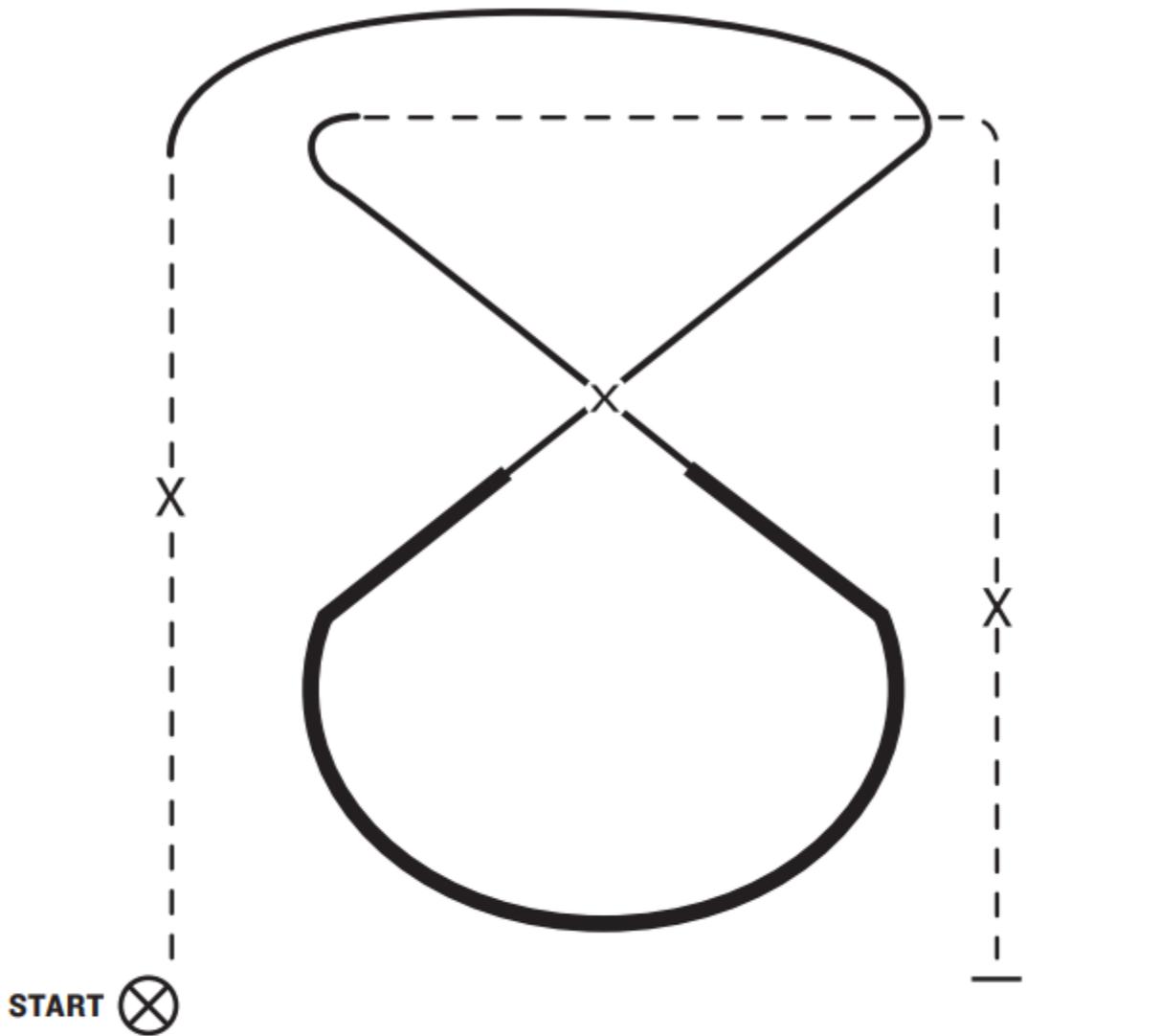
1. Sitting trot from A, toward midpoint of arena
2. Perform a circle around B at the posting trot on the right diagonal
3. Close circle and break to walk, approximately 3-5 steps
4. Posting trot 1/2 circle on left diagonal
5. Canter right lead in a straight line until even with A **Green Class:** May continue posting trot
6. Halt and back one horse length
7. Exit at a walk or trot

## Seat Equitation Adult Amateur



1. In equal strides, execute a posting trot on the right diagonal, two point and posting trot left diagonal
2. Right lead canter
3. In equal strides, execute a posting trot on the right diagonal, left diagonal and right diagonal
4. Left lead canter
5. Change leads, right lead canter
6. Sitting trot, halt
7. Exit at the walk or trot

## Hunt Seat Equitation Open (Jackpot)

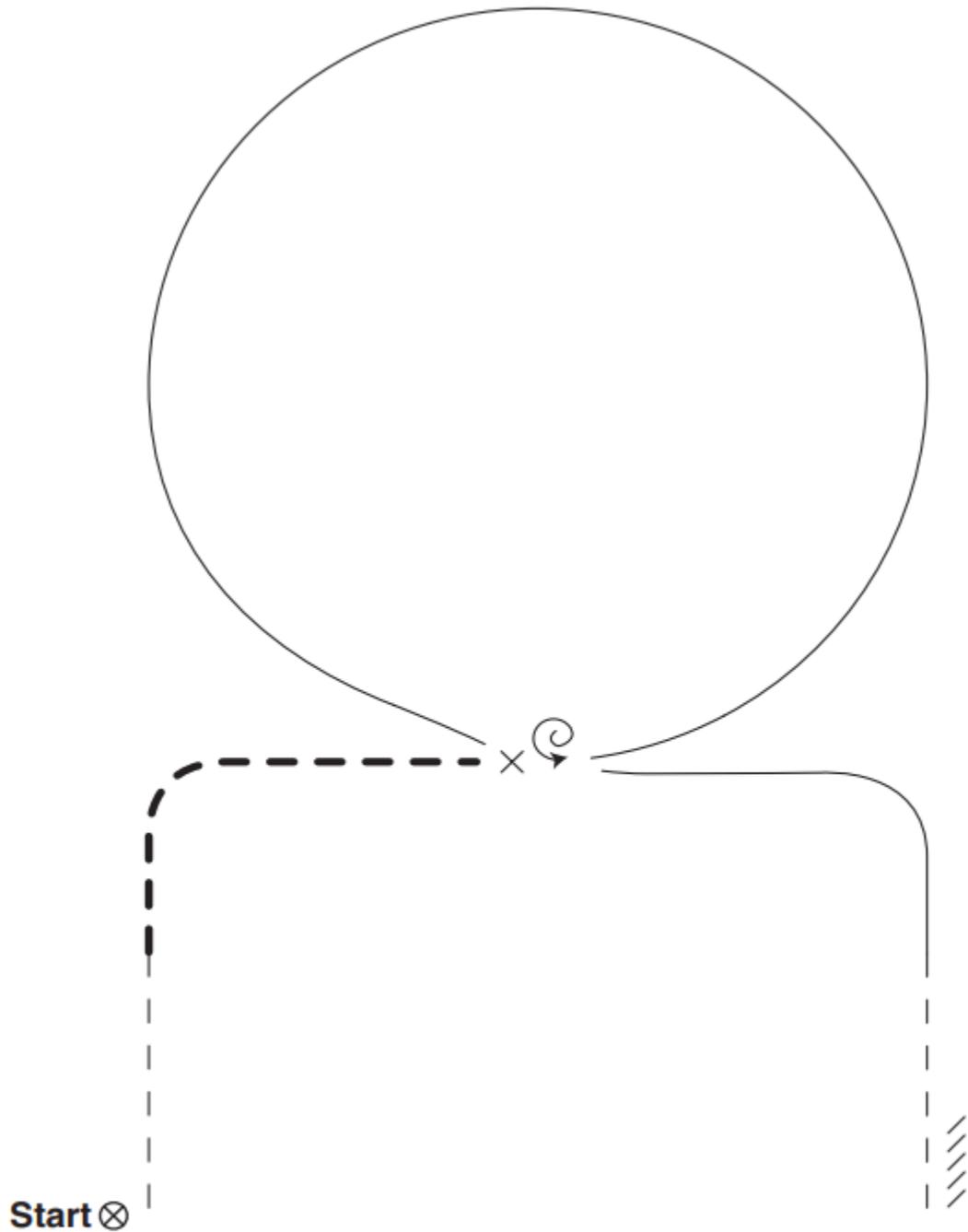


1. Right diagonal, left diagonal
2. Canter right lead
3. Change leads
4. Hand gallop, change leads and canter (RL)
5. Trot, left diagonal
6. Sit trot, halt
7. Exit arena at a walk or trot

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

# Western Horsemanship All Youth

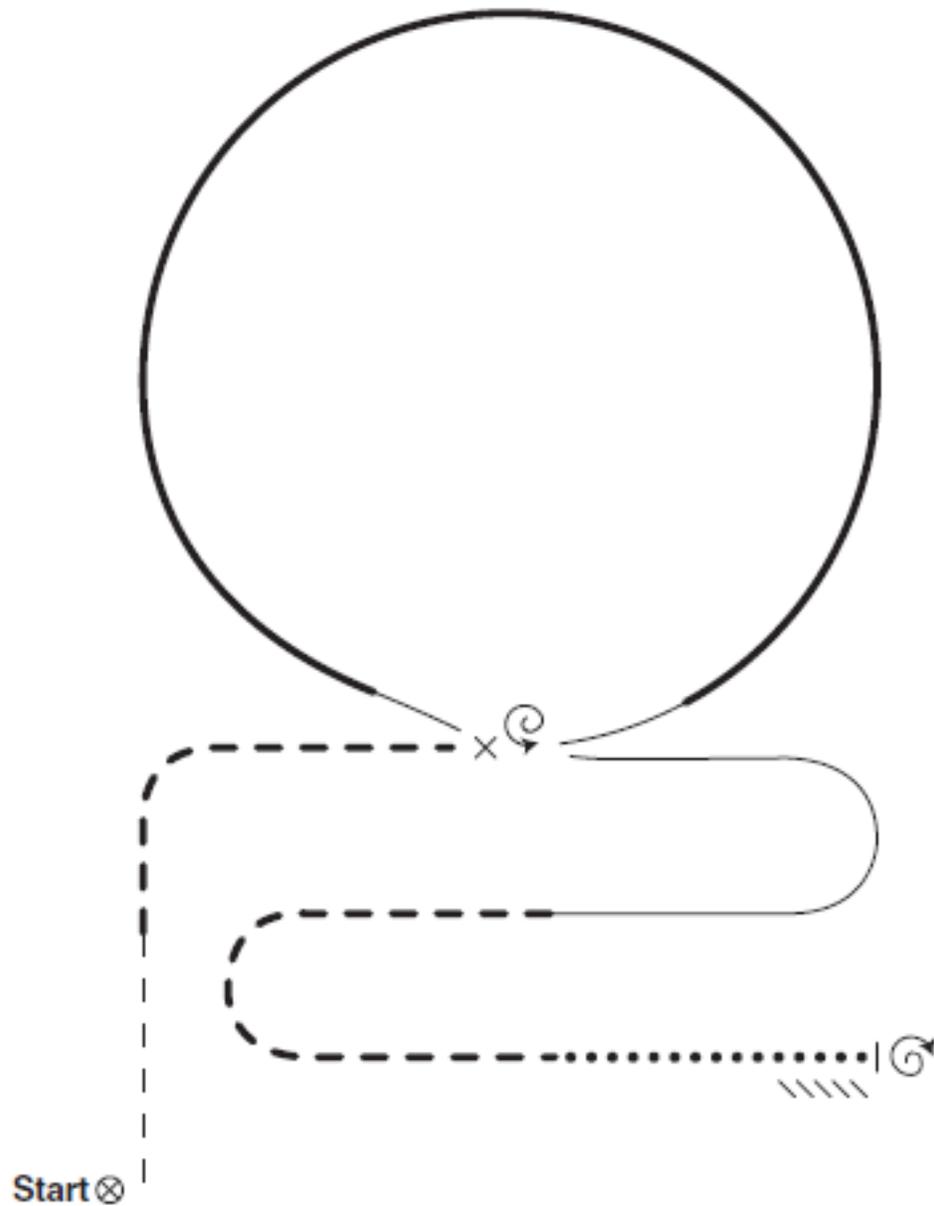
## Western Horsemanship Green



1. Jog 1/2 line; extend trot to middle
2. Stop; 360° turn to left
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or trot

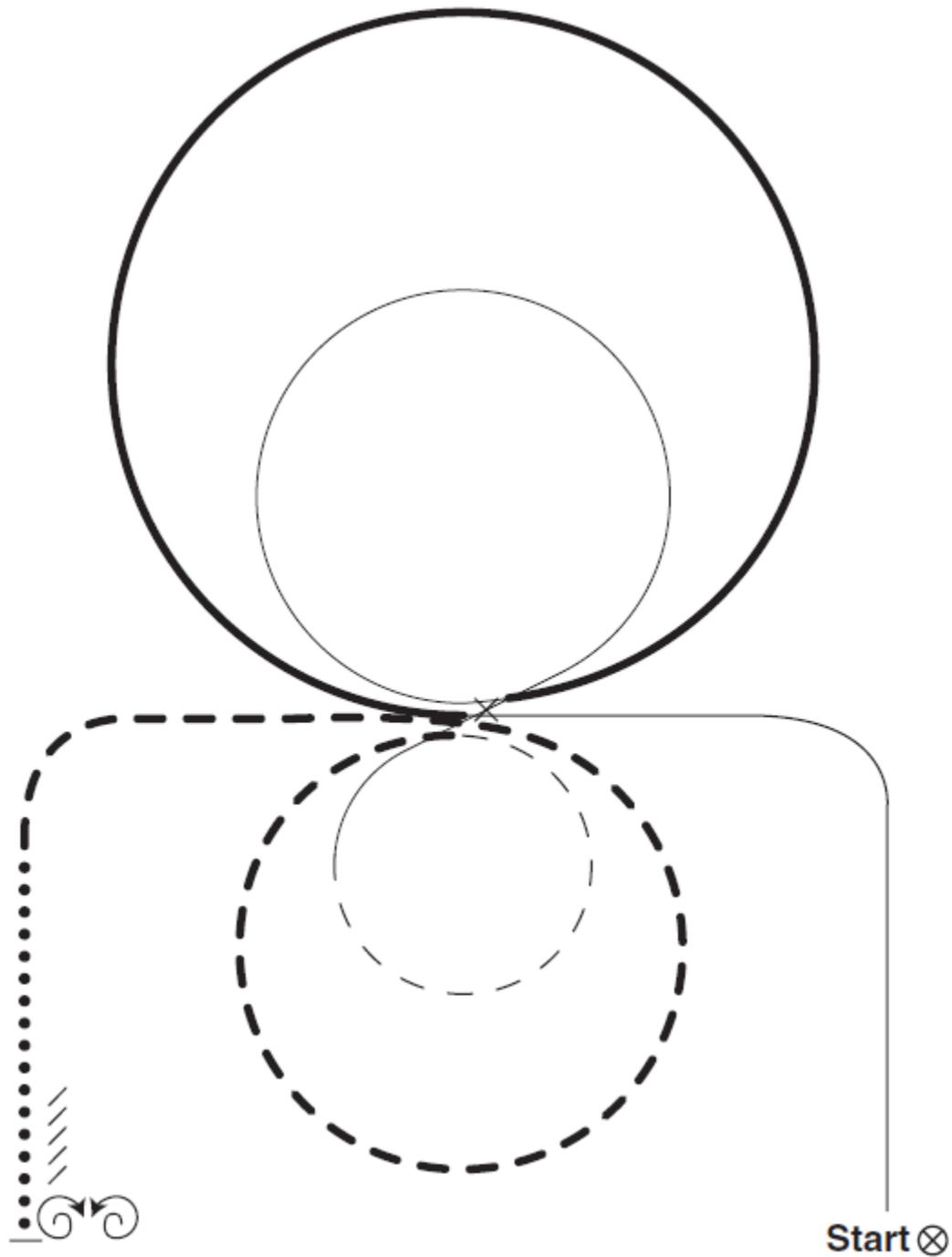
**Green Class:** May use Extended Trot instead of any lope

## Western Horsemanship Adult Amateur



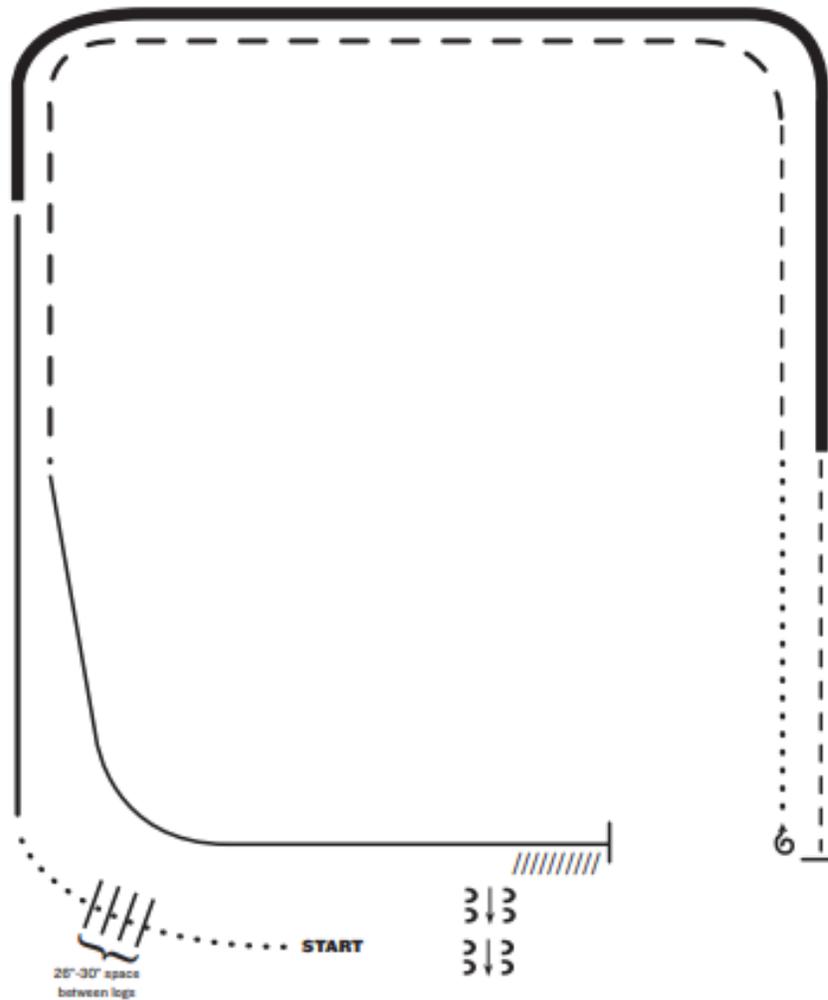
1. Jog  $\frac{1}{2}$  if the line then extended trot to middle
2. Stop; 360 degree turn to the Left
3. Lope a large Left circle with speed
4. Change leads at center Simple or Flying
5. Lope a right lead curve
6. Extended trot curve
7. Walk, stop 360 degree turn to the Right
8. Back at least 4 steps

## Western Horsemanship Open (Jackpot)



1. Lope depart right lead and counter lope the corner to the middle
2. Continue to lope a Right circle with speed
3. Lope a smaller right circle, flying lead change
4. Lope  $\frac{1}{4}$  of circle before transitioning to a jog to finish the circle
5. Extended trot larger Left circle and around the corner
6. Round the corner and walk without losing forward
7. Stop, 360 degree turn each way (either direction first)

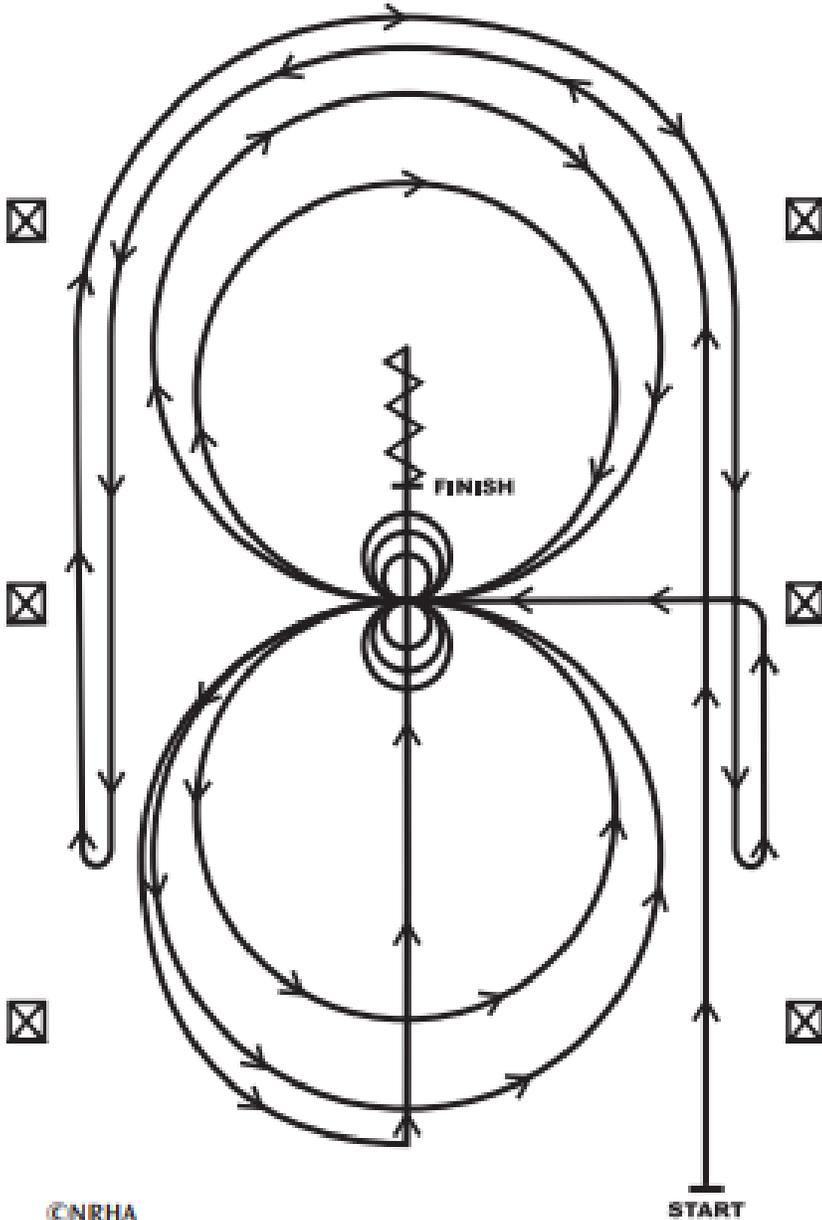
## Ranch Horse Pleasure All



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

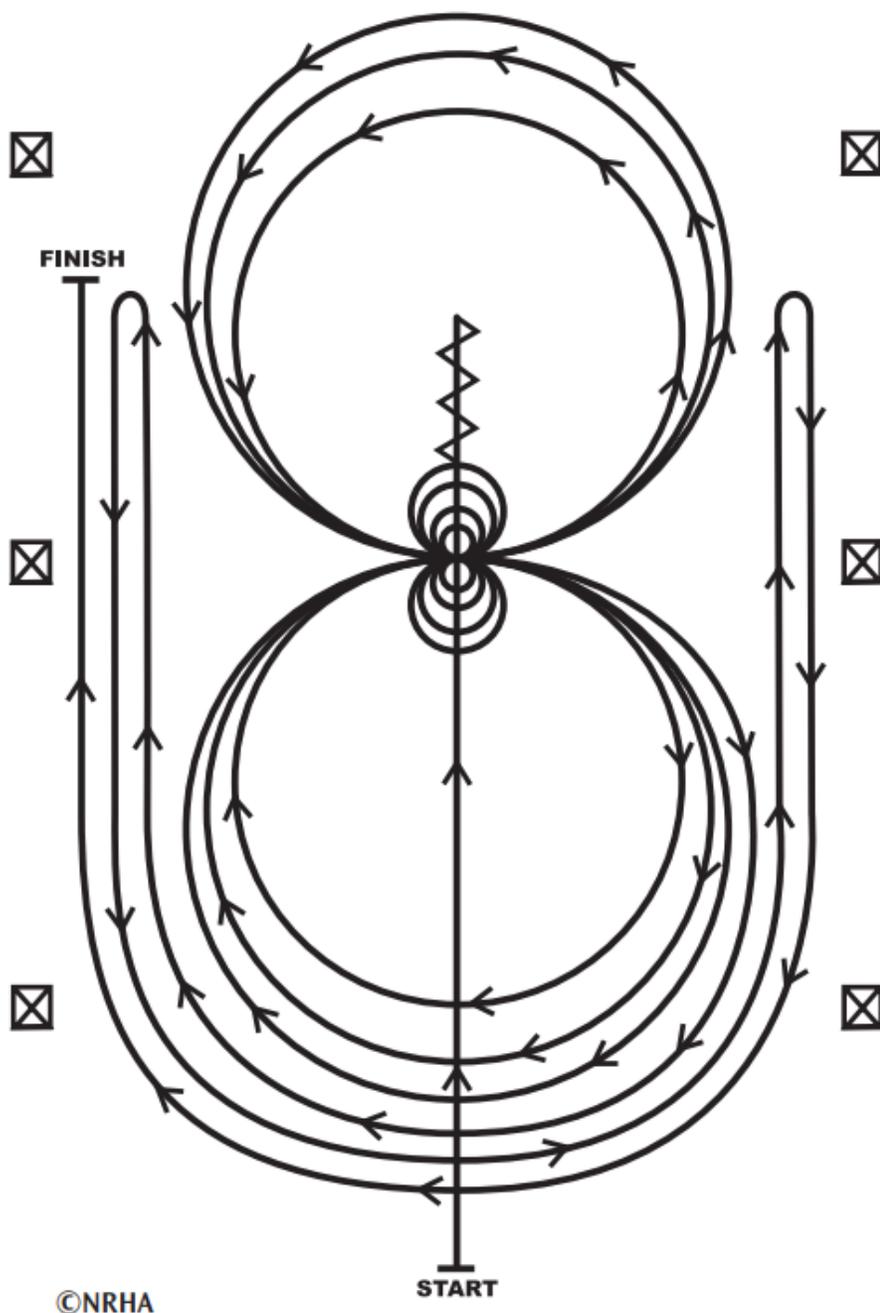
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

## Reining All Youth, Green, & Adult



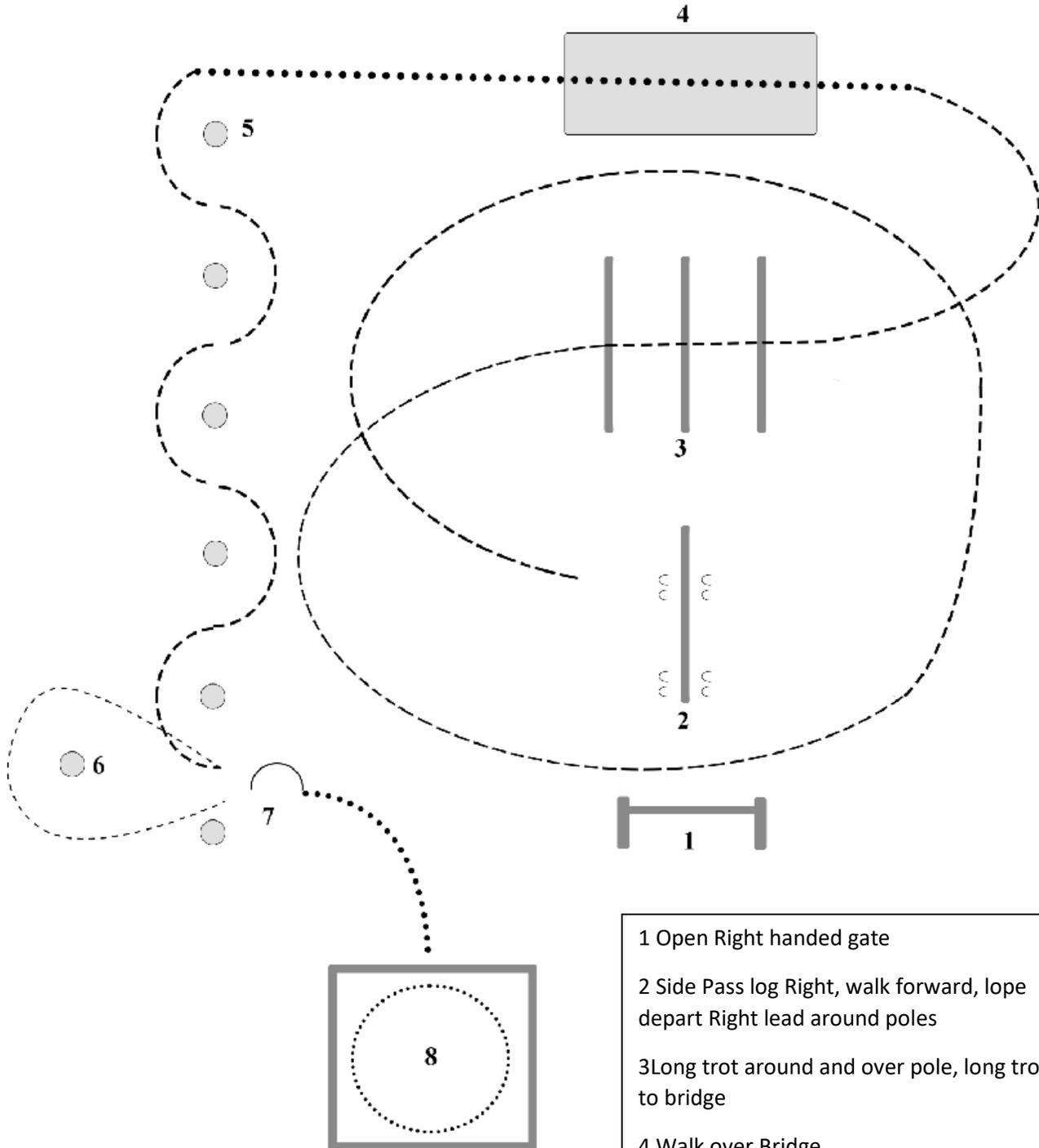
1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center. Hesitate.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center. Hesitate.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

## Reining Open (Jackpot)



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the left. Hesitate.
3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.
4. 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.
5. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large circle to the right 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 feet (6 meters) 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 and past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence-no hesitation. 8. 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 sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

## Trail: All Youth, Green & Adult



1 Open Right handed gate

2 Side Pass log Right, walk forward, lope depart Right lead around poles

3 Long trot around and over pole, long trot to bridge

4 Walk over Bridge

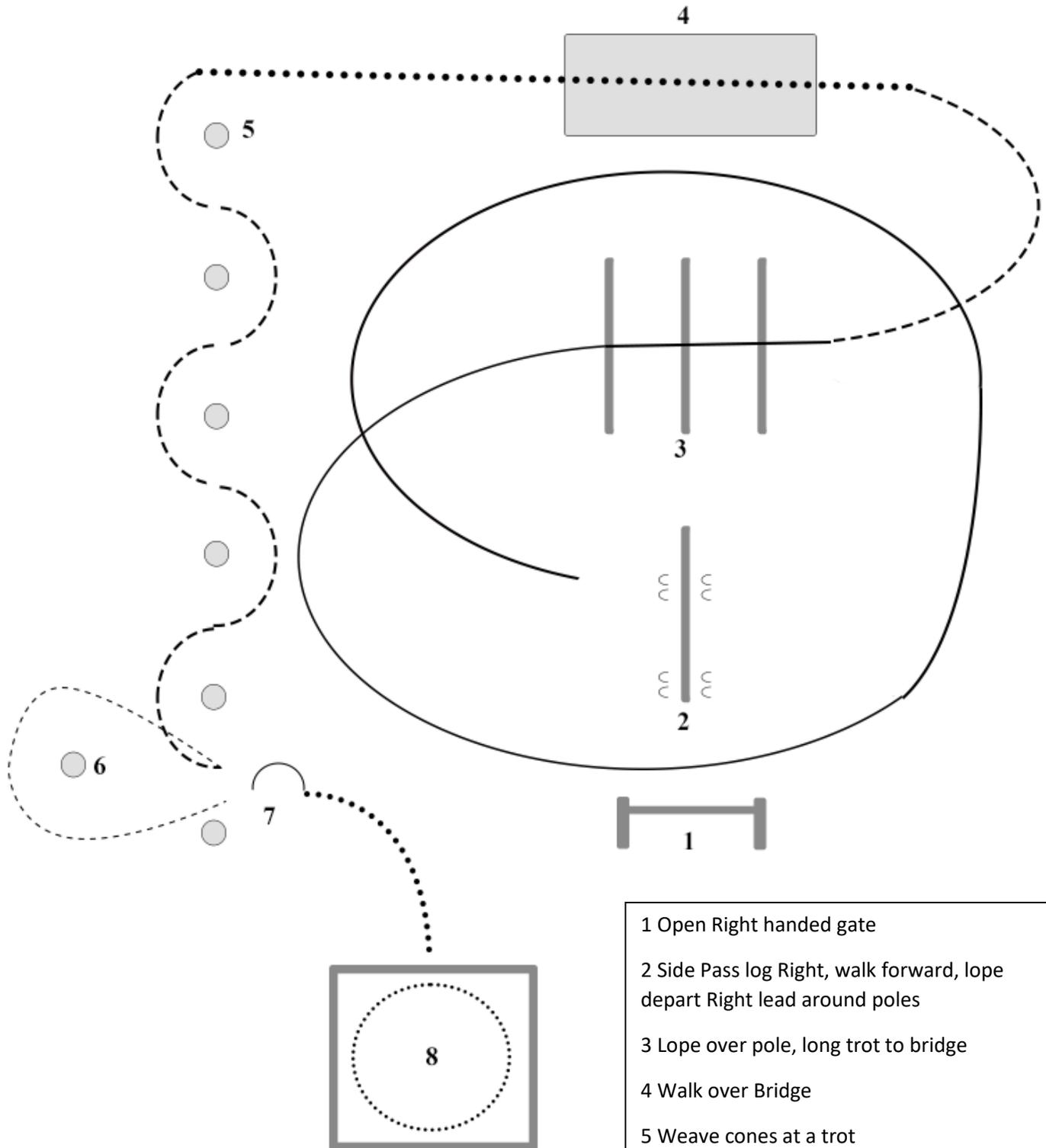
5 Weave cones at a trot

6 Back cones

7 After back, stop and pivot 180 degrees to the right, walk to Box

8 Enter Box and turn Left, exit Box to show completion

## Trail: Open (Jackpot)



1 Open Right handed gate

2 Side Pass log Right, walk forward, lope depart Right lead around poles

3 Lope over pole, long trot to bridge

4 Walk over Bridge

5 Weave cones at a trot

6 Back cones

7 After back, stop and pivot 180 degrees to the right, walk to Box

8 Enter Box and turn Left, exit Box to show completion