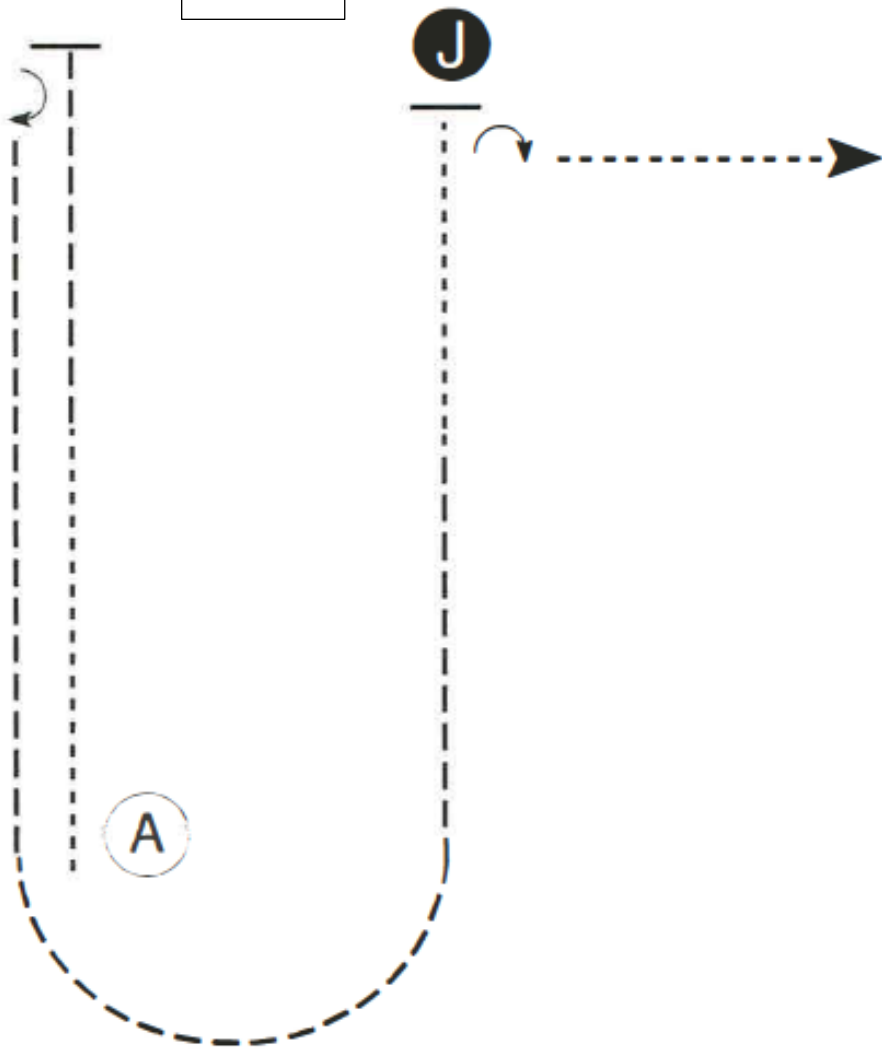


All Walk-Trot Showmanship

X
Camera



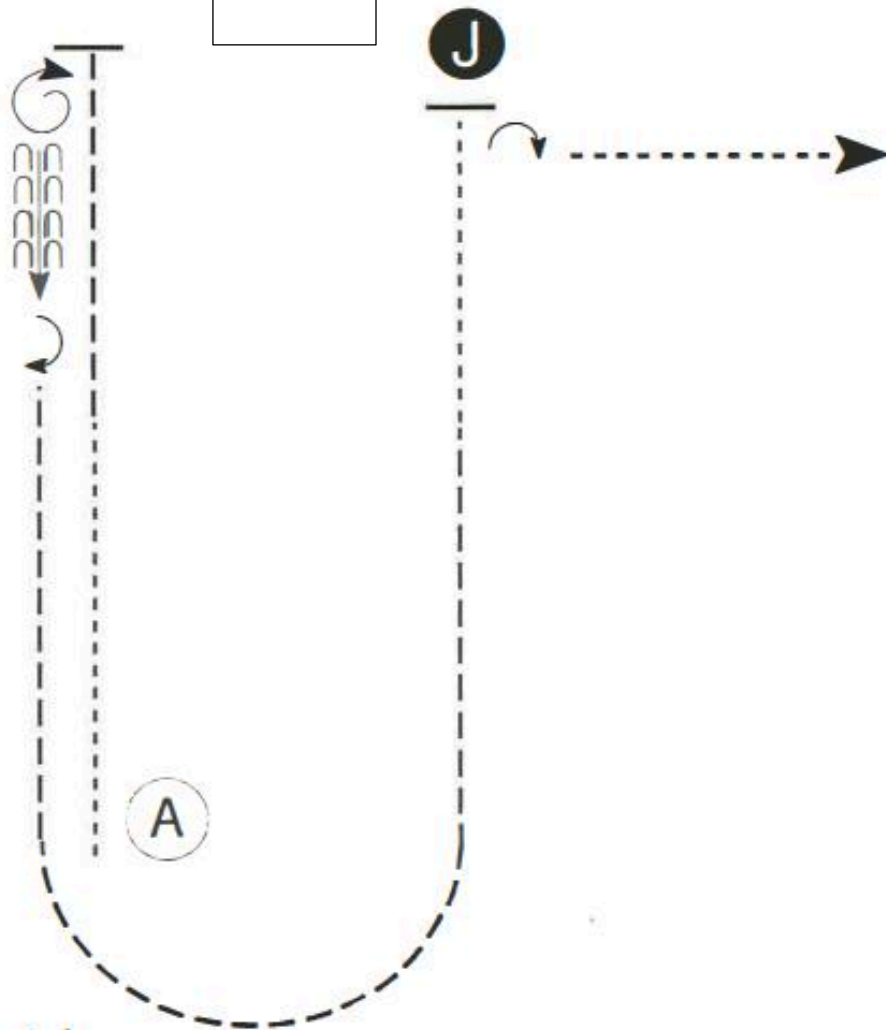
Be ready at A.

- Walk until even with judge.
- Stop and perform a 180 degree turn.
- Walk to and around A and halfway to judge.
- Walk to judge.
- Stop and set up for inspection.
- When dismissed, perform a 90 degree turn.
- Walk straight away from judge.

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

All Showmanship

X
Camera

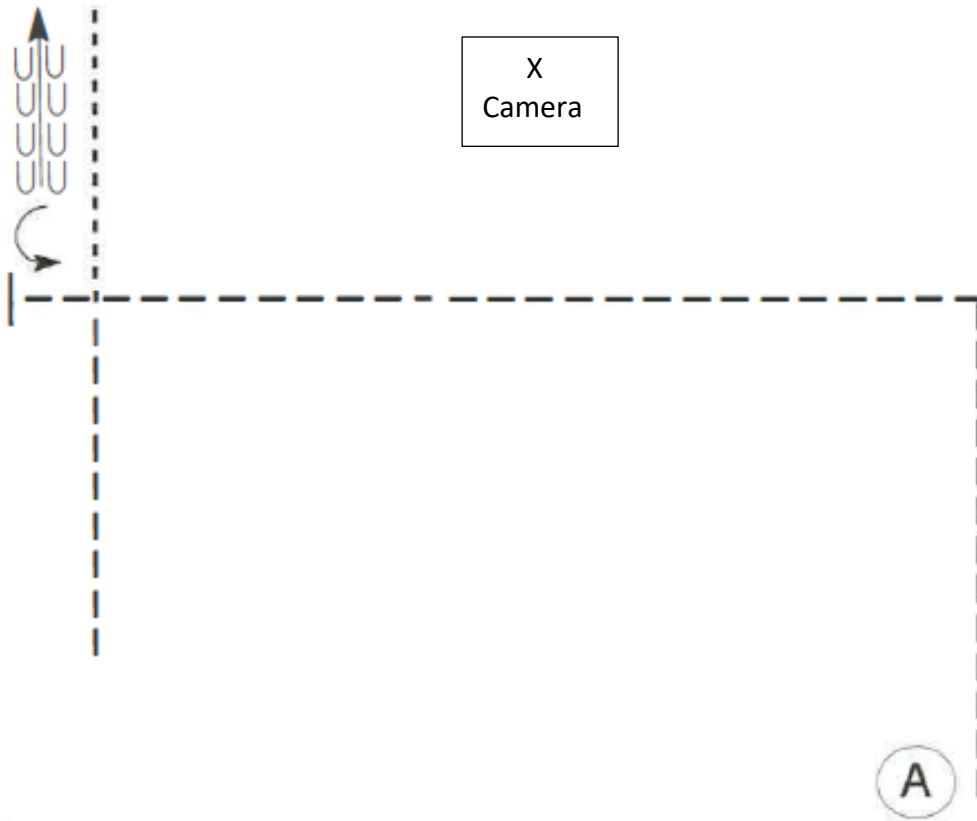


Be ready at A.

1. Walk halfway from A to Judge.
 2. Trot until even with judge.
 3. Stop and perform a 360 degree turn.
 4. Back approximately two horse lengths.
 5. Perform a 180 degree turn.
 6. Trot to and around A and halfway to judge.
 7. Walk to judge.
 8. Stop and set up for inspection.
 9. When dismissed, perform a 90 degree turn.
 10. Walk straight away from judge.
- Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← 3 3 3 3 3 3
Marker	⊙ B
Judge	● J

All Walk-Trot Horsemanship

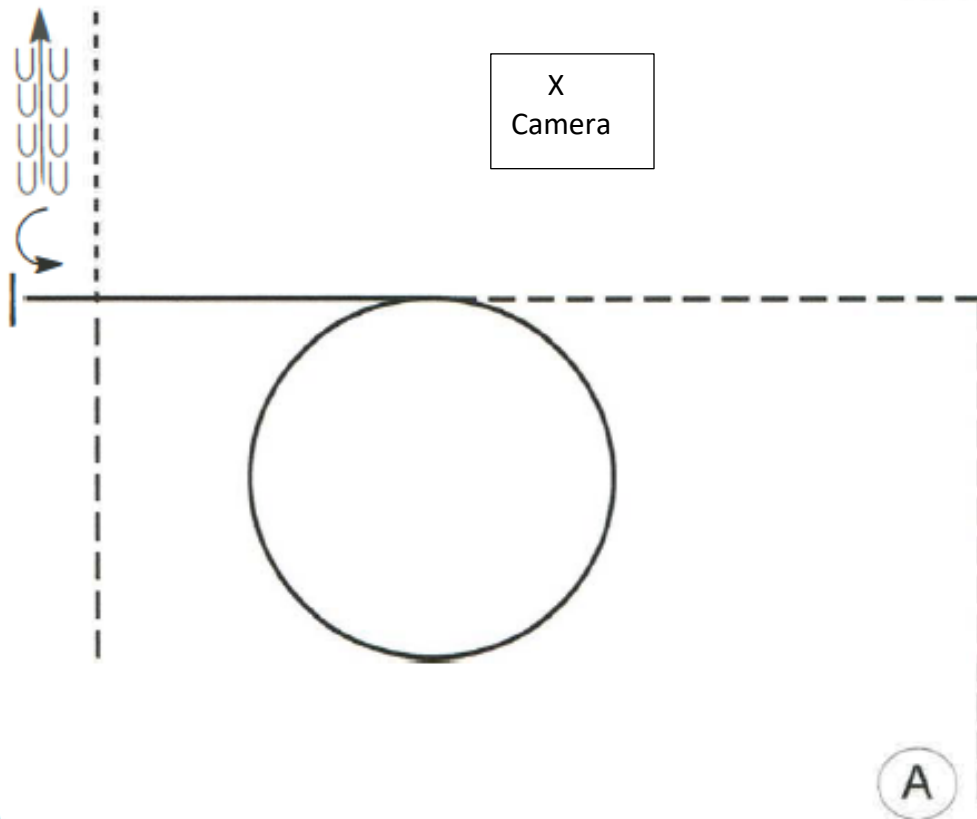


Be ready at A.

1. Perform a jog from A and a square corner toward center of pattern.
2. Continue the jog in a straight line.
3. Stop and perform a 1/4 turn to the left.
4. Back approximately one horse length
5. Walk until you cross your line.
6. Exit arena at a jog.

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

All Horsemanship



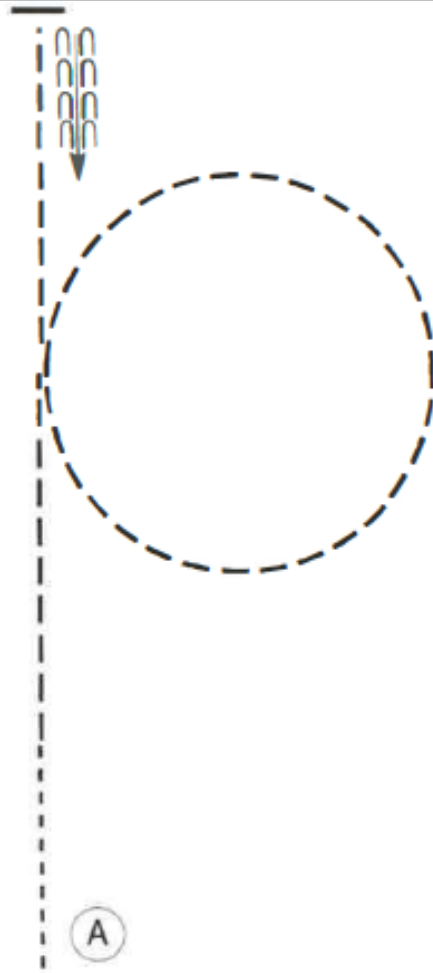
Be ready at A.

1. Perform a jog from A and a square corner toward center of pattern.
2. Lope a left lead circle.
3. Close the circle and continue loping on the left lead in a straight line.
4. Stop and perform a 1/4 turn to the left.
5. Back approximately one horse length.
6. Walk until you cross your line.
7. Exit arena at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	
Back	
Marker	(B)

All Walk-Trot Hunt Seat Equitation

X
Camera

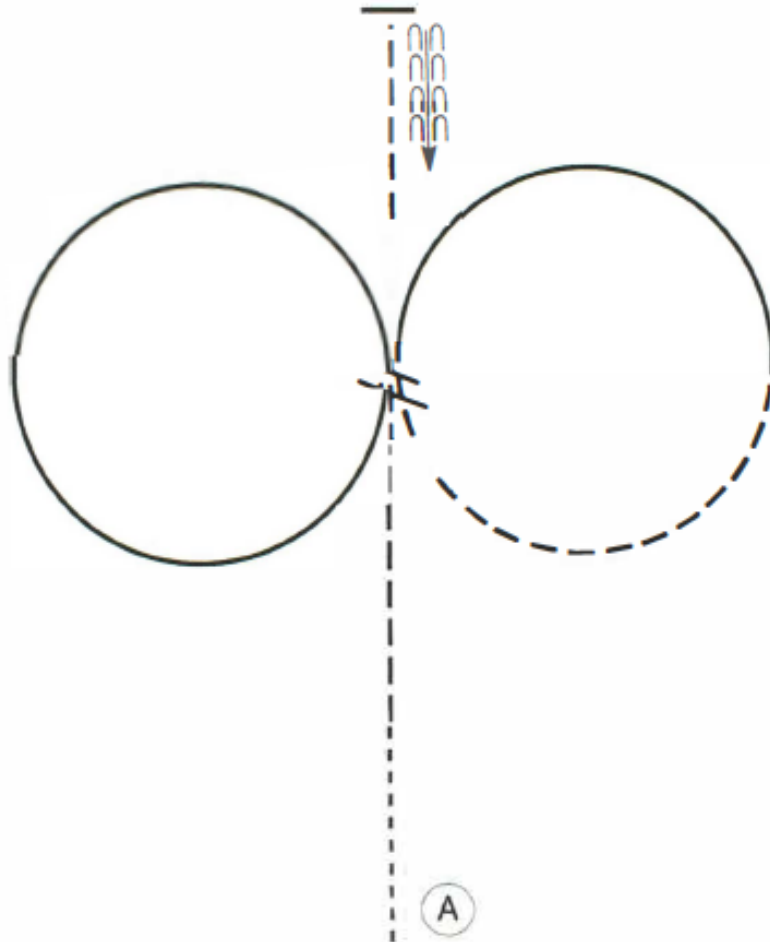


Be ready at A.

1. Walk from A.
2. Posting trot on the right diagonal to center of pattern.
3. Change diagonals and trot a circle to the right.
4. When at the center, sitting trot in a straight line.
5. Halt and back approximately one horse length.

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

All Hunt Seat Equitation



X
Camera

Be ready at A.

1. Walk from A.
2. Posting trot on the right diagonal to center of pattern.
3. Canter a circle to the left.
4. Change leads at the center.
5. Canter a half circle to the right.
6. Close the circle at a posting trot.
7. When at the center, sitting trot in a straight line.
8. Halt and back approximately one horse length.

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

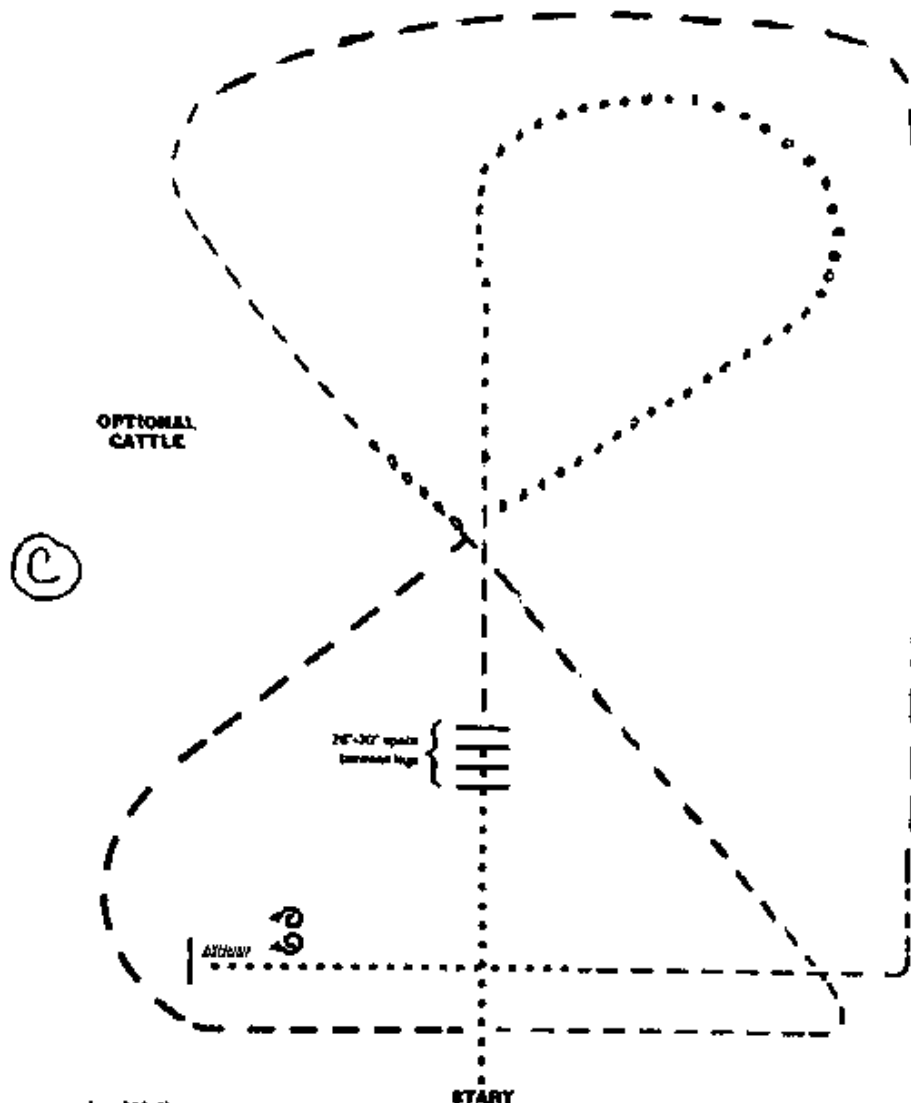
Kansas Paint Horse Virtual Show

Walk-Trot Ranch Riding (Walk Trot)

Show Date:

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
2. Walk over logs
3. Trot
4. WALK
5. Extended trot
6. Trot
7. Extended trot
8. WALK
9. trot
10. Extended trot
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

© Camera

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.

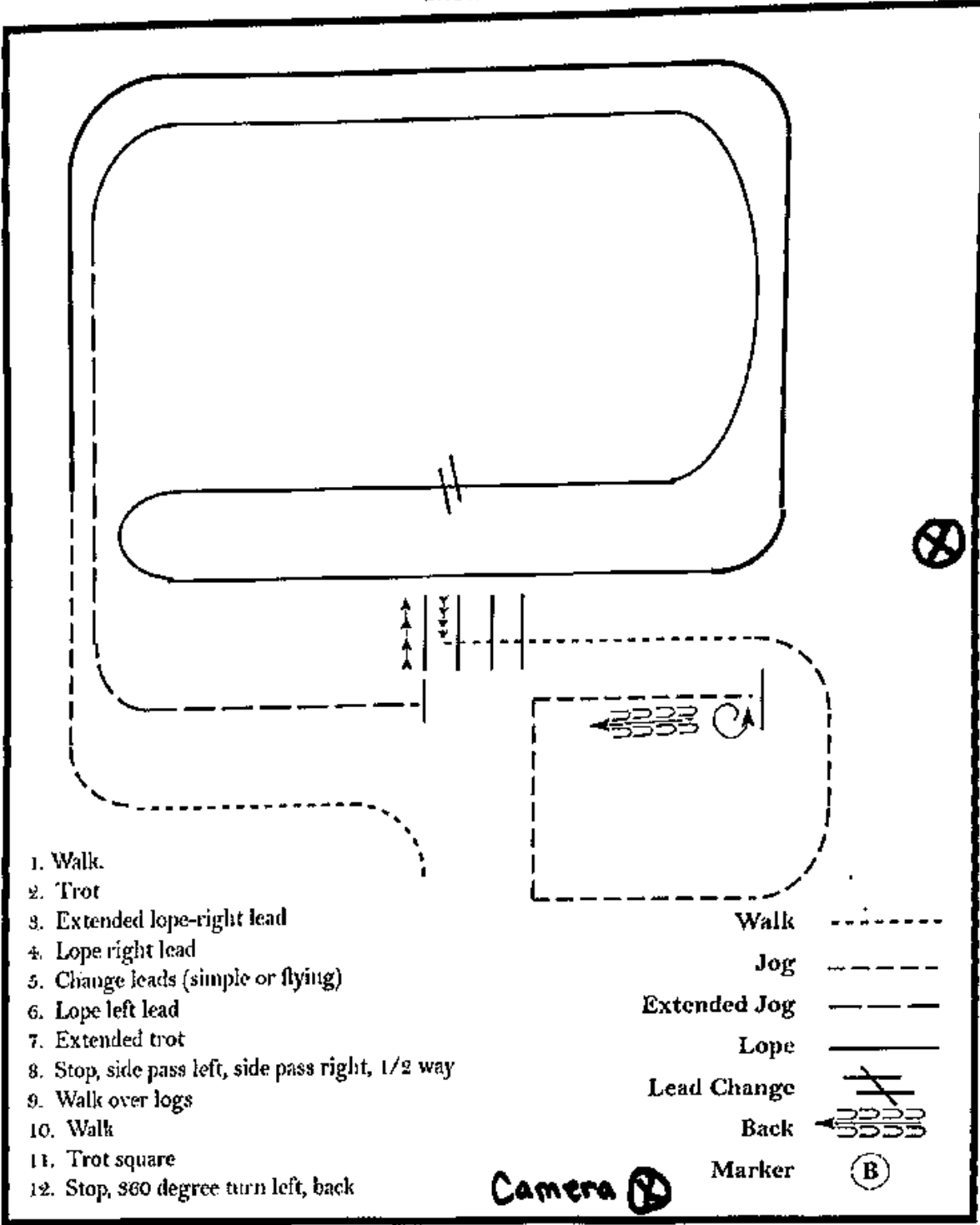
Kansas Paint Horse Virtual Show

Ranch Riding

Show Date:

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.
2. Trot
3. Extended lope-right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360 degree turn left, back

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

Camera

Ranch Pleasure

The pattern shall be started on the right side of the area to create counterclockwise motion for the first pass of the pattern. Markers shall be set up to designate gait changes. The course shall be set up to make approximately one pass of the arena in each direction. This may be modified due to space constraints or other conditions.

- Extended Walk - 75 feet
 - Trot - 120 feet
- Extended Trot - 240 feet
 - Lope - 150 feet
 - Stop and Reverse
- Ordinary Walk - 30 feet
 - Lope - 150 feet
- Extended Lope - 200 feet
 - Trot - 90 feet
 - Stop and Back

Walk/Trot Ranch Pleasure

The pattern shall be started on the right side of the area to create counterclockwise motion for the first pass of the pattern. Markers shall be set up to designate gait changes. The course shall be set up to make approximately one pass of the arena in each direction. This may be modified due to space constraints or other conditions.

- Extended Walk - 75 feet
 - Trot - 120 feet
- Extended Trot - 240 feet
 - Trot - 150 feet
 - Stop and Reverse
- Ordinary Walk - 30 feet
 - Trot - 150 feet
- Extended Trot - 200 feet
 - Trot - 90 feet
 - Stop and Back