2019 South Dakota 4-H State Horse Show

Patterns

JULY 22 – 24, 2019
South Dakota State Fairgrounds, Huron SD

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1. Trot from A to B
2. Stop and perform a 180 degree turn.
3. Walk to Judge and set up for inspection.
4. When dismissed follow instructions of ring steward.
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.
Be ready at A.

1. Jog from A to C.
2. Stop at C and perform a 180 degree turn to the left.
3. Jog to B.
4. Extended jog circle to the left.
5. Jog from B to A.
6. Stop at A and back approximately one horse length.
7. Walk to A and exit at a walk.

Follow the instructions of your ring steward.
1. Walk to and work gate*.
2. Jog through cones.
3. Walk over poles into chute.
4. Back out of chute; turn 180 degrees right.
5. Jog over poles to bridge.
6. Walk over bridge and poles.
7. Walk into box and perform a 360 degree turn to the right.
8. Walk out of box and over poles.

*Gate will be open.
2019 – Junior Trail
Produced by Horse Show Patterns.com

Be ready at start.

1. Work gate with the left hand.
2. Jog through cones
3. Lope right lead into chute
4. Back the L
5. Jog over poles to sidepass
6. Sidepass left over poles
7. Walk over bridge and into box
8. Perform a 360 degree turn to the right, walk out of box and to finish.
Begin at Start.

1. Walk to and work gate.
2. Jog through cones.
3. Lope right lead to poles.
4. Jog over poles into chute.
5. Back the L.
6. Lope left lead over poles.
7. Side pass left over poles.
8. Walk over bridge, poles and into box.
9. Perform 360 degree turn to the right, walk out of box and over poles to finish.
Be ready at A.

1. Walk to B.
2. Trot to C.
3. Stop at C.
4. 5/8 turn at C.
5. Walk to judge and set up for inspection.
6. When dismissed 1/4 turn and walk off.

- Walk
- Trot
- Back
- Marker B
- Judge J
1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge
Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C.
3. Posting trot on the right diagonal to D.
4. Sitting trot to A.
5. Halt at A and back approximately one horse length.

Exit at a sitting trot.
Begin at the mid-point of the in gate end of the arena (A).

1. Canter to the right, around the curve and to the mid-point of the straightaway (B).
2. Trot a circle in a counter clockwise direction.
3. Trot on the rail to the mid-point of the opposite straightaway (C).
   Stop briefly.
4. Canter a circle in a counter clockwise direction.
5. Canter down the straightaway, around the corner and to the mid-point of the straightaway (A).

The workout has been completed - Thank You.
Be ready at A.

1. Walk approximately 10 feet.
2. Jog around B and to C.
3. Extended jog circle to the right.
4. Return to C and lope on the left lead to D.
5. Walk at D and walk approximately 10 feet.
6. Stop and back to D.

Follow the instructions of your ring steward.
1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete 1/4 turn to the left.
5. Complete 2 circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around the end of the arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete 3 1/2 spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete 3 1/2 spins to the left.
11. Hesitate to complete pattern.
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back
Be ready at A.

1. Jog from A to C.
2. Stop at C and perform a 180 degree turn to the left.
3. Lope on the left lead to B.
4. Lope a circle to the left.
5. Perform a simple lead change at B.
6. Lope a circle to the right.
7. Jog from B to A.
8. Stop at A and back approximately one horse length.
9. Walk to A and exit at a walk.

Follow the directions of your ring steward.
Begin at the mid-point of the in gate end of the arena (A).

1. Trot to the left, around the curve and to the mid-point of the straightaway (B).
2. Without halting, make a turn to the right, and continue 1/4 of the way across the arena (C). Stop briefly.
3. Canter a figure eight, the first circle clockwise and the second circle counter clockwise. Stop briefly (C).
4. Reverse and trot to the rail (B). Turn left and continue to the end of the straightway, around the curve and to the midpoint of the straightaway (A).

The workout has been completed - Thank You.
1. Sitting trot A to B.
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B.
4. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead back to B
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.
1. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.
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 hand lead, complete three circles to the left: the first two circles large and face; 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.
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back
2019 – Junior & Senior Hunter over Fences

D.

Start

Finish

1

2

3

4

5

6

7

8