



**SOUTH DAKOTA STATE  
UNIVERSITY EXTENSION**

# State 4-H Horse Show

## 2022 Patterns



**JULY 25-27, 2022**

**Registration deadline: July 1, 2022**

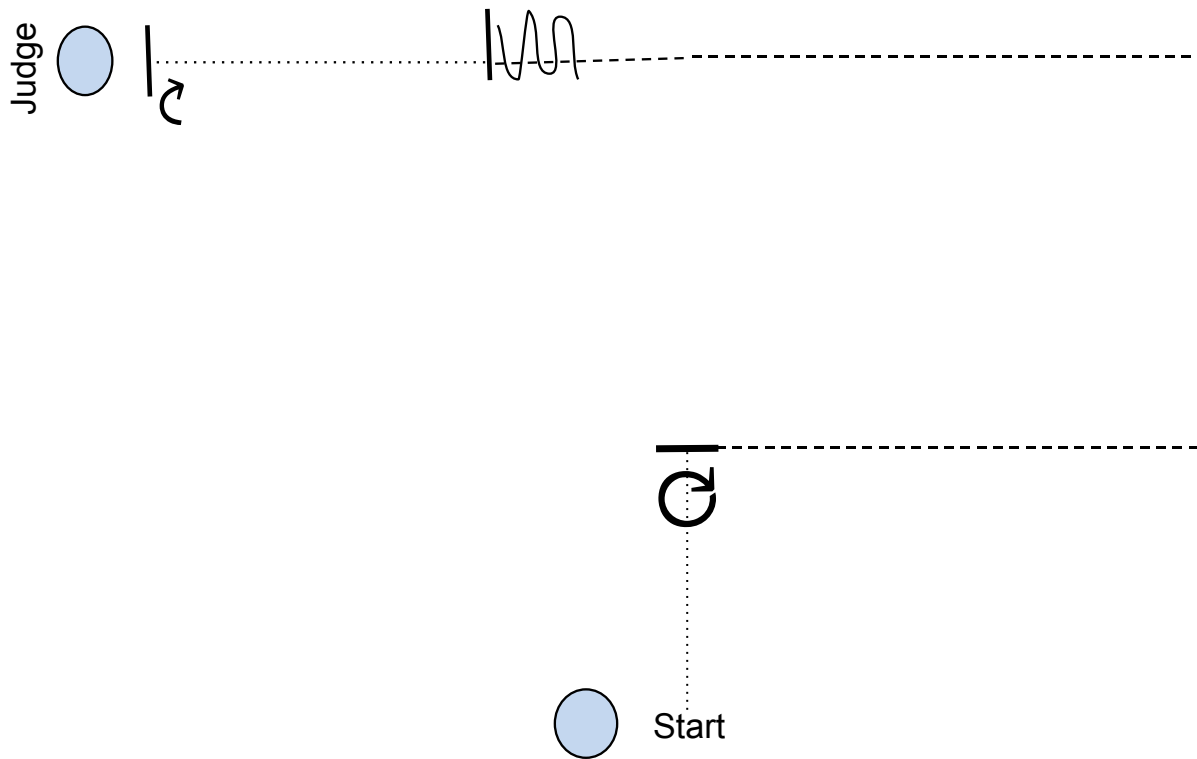
**South Dakota State Fairgrounds, Huron SD**

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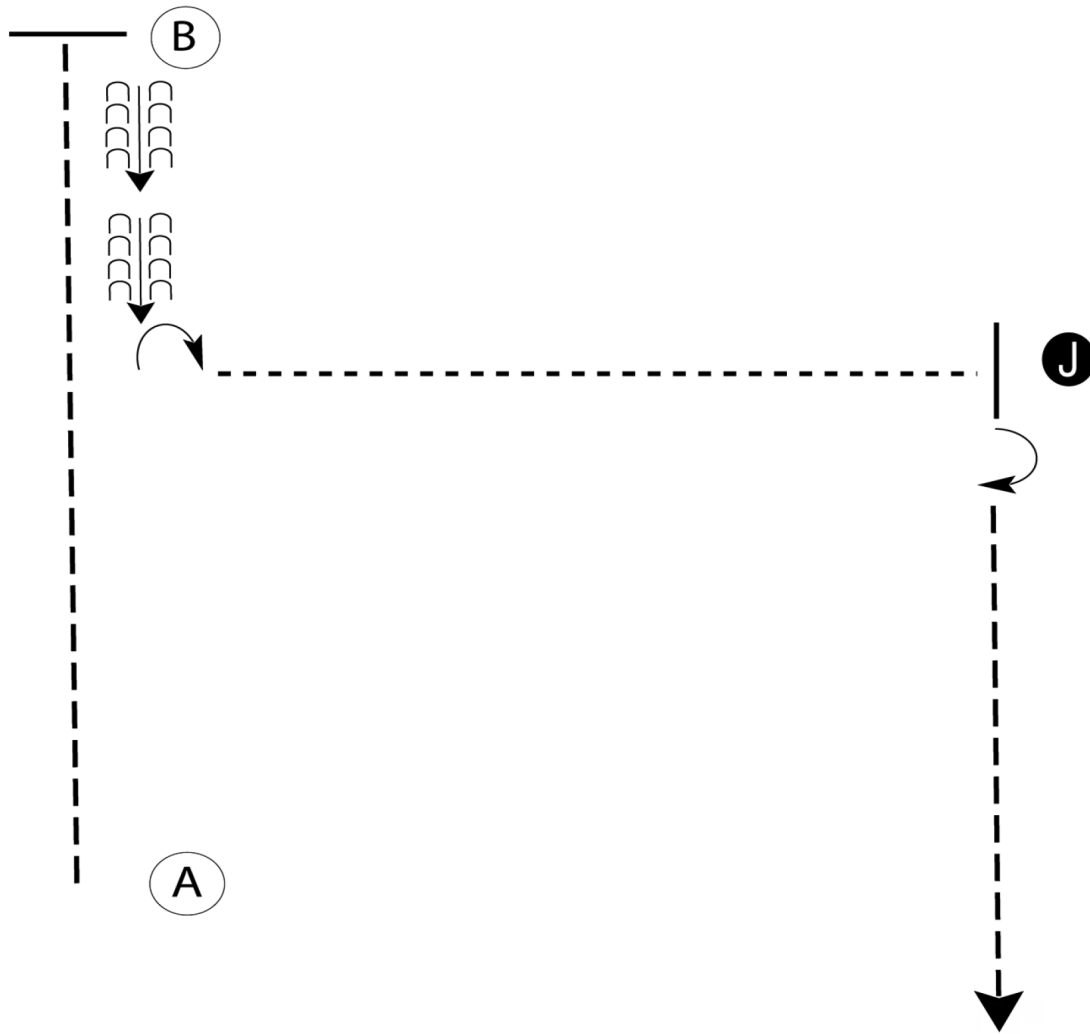


## Senior English Showmanship



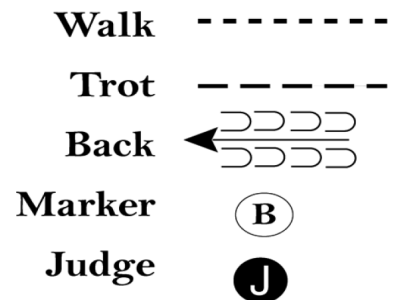
1. Be ready at marker and wait for the judge's signal to begin.
2. Walk, stop, complete 450° turn to the right.
3. Trot square corners.
4. When hind is even with first marker, stop and back 4 steps.
5. Walk to judge, stop and setup for inspection.
6. After dismissal, complete 90° PUSH TURN and exit the arena at a walk or trot.

## Junior Western/English Showmanship

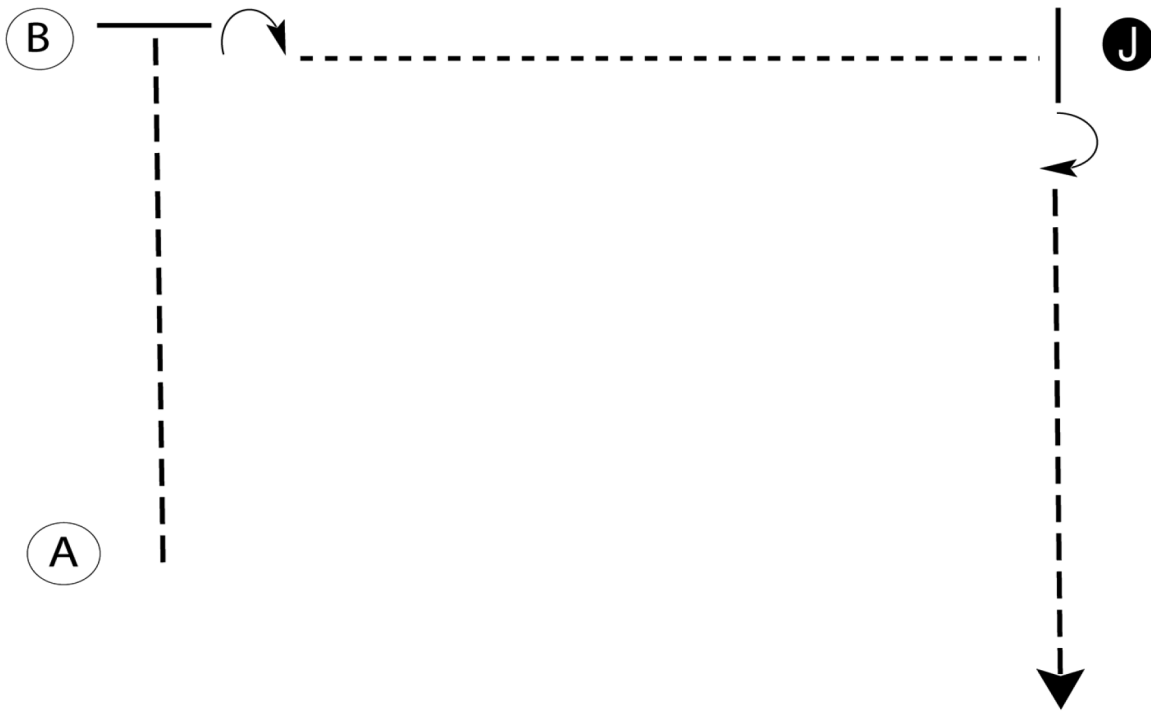


Be ready at A.

1. Trot to B and stop.
2. Back until even with judge.
3. Perform a 90 degree turn. Walk to judge.
4. Stop, set up, inspection.
5. When dismissed, perform a 90 degree turn.
6. Trot to the line up or follow the directions of the ring steward.

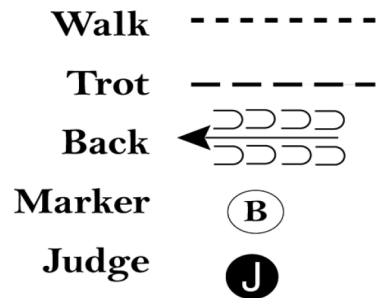


# Beginner Western/English Showmanship

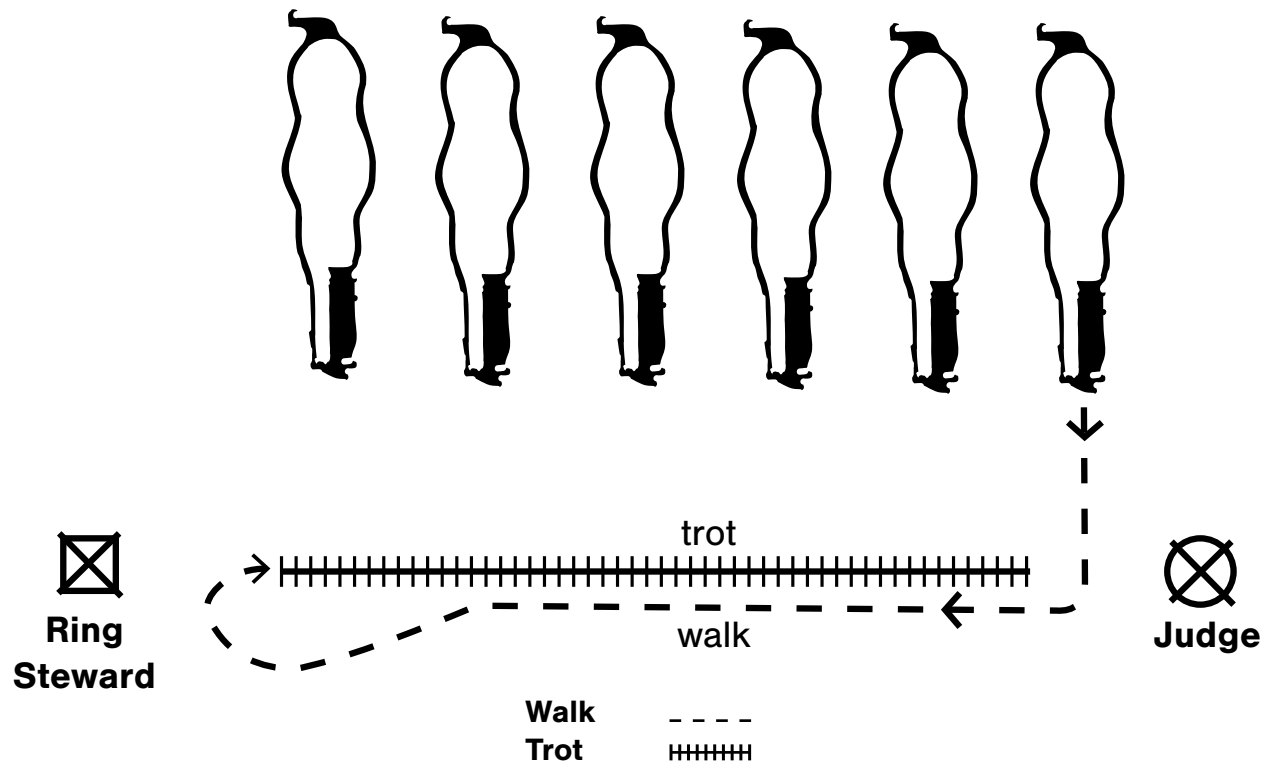


Be ready at A.

1. Trot to B and stop.
2. Perform a 90 degree turn. Walk to judge.
3. Stop, set up, inspection.
4. When dismissed, perform a 90 degree turn.
5. Trot to the line up or follow the directions of the ring steward.



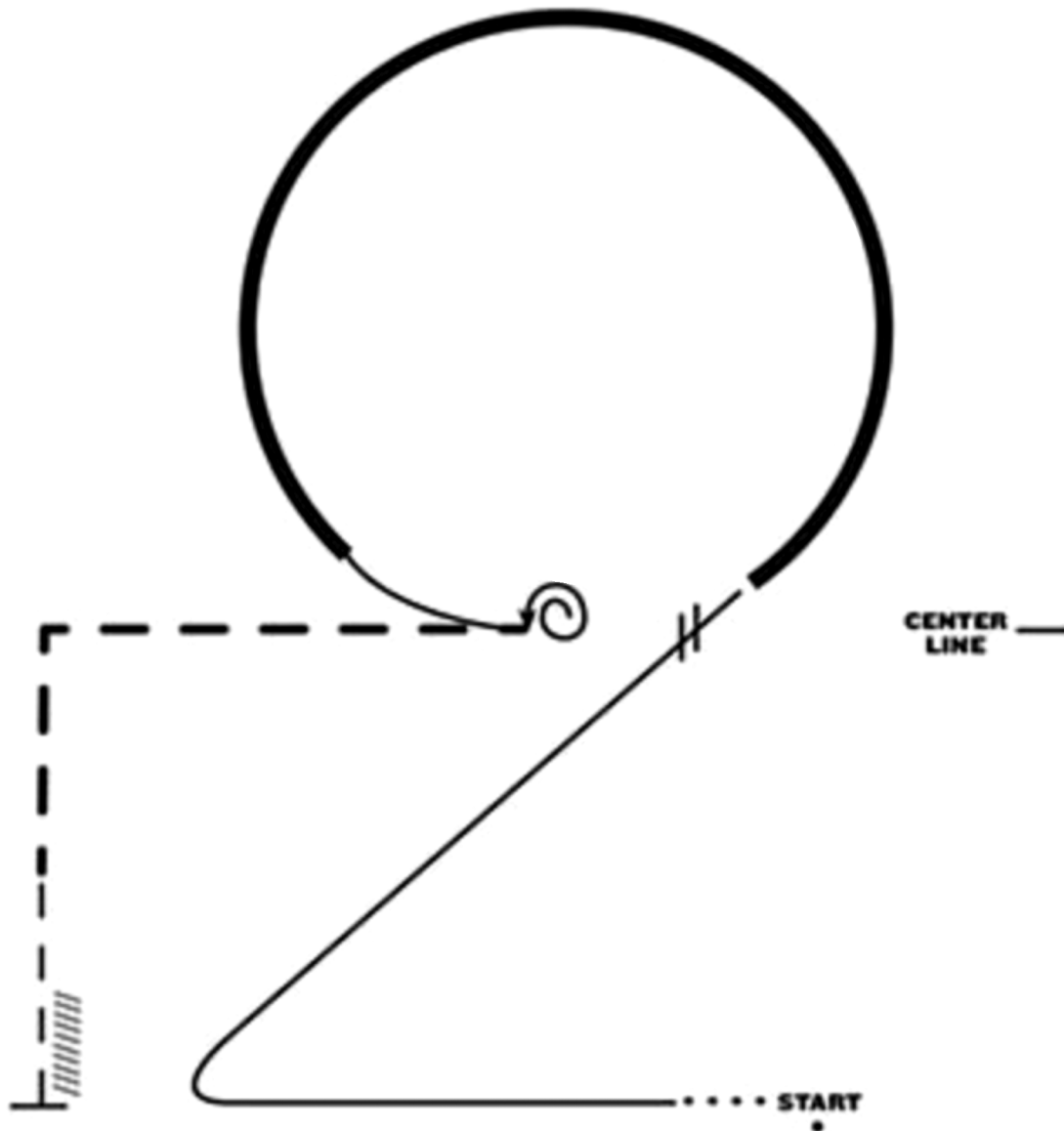
## Draft Horsemanship



Horses will enter the ring at the trot and line up side-by-side at the direction of the ring steward.

1. From the line, walk from the ring steward to the judge (vise versa).
2. Turn horse in arc to the right
3. Trot back to starting point.
4. Stop and set up for inspection.
5. Once dismissed, return to line.

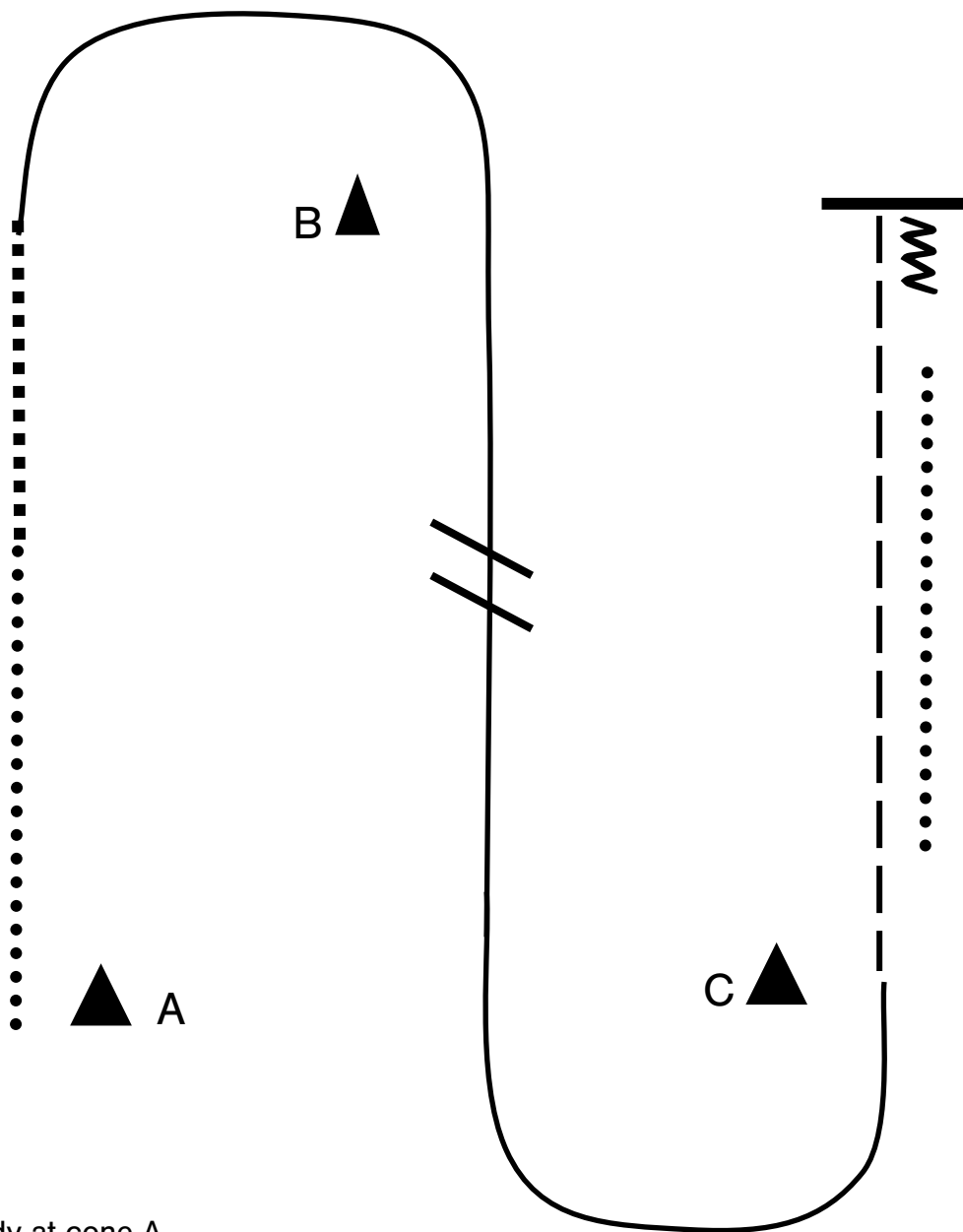
## Senior Western Horsemanship



1. Forward walk, right lead lope around to the center of the arena on the diagonal line.
2. Change leads (simple or flying).
3. Left lead lope large circle with speed, collect, stop.
4. 1 1/2 turns left.
5. Extend jog square corner and continue 1/2 way down the line.
6. Collect to the jog.
7. Stop and back.
8. Exit at the walk or jog.

# Junior Western Horsemanship

Pattern adapted from Montana State 4-H Horse Committee.



Be ready at cone A.

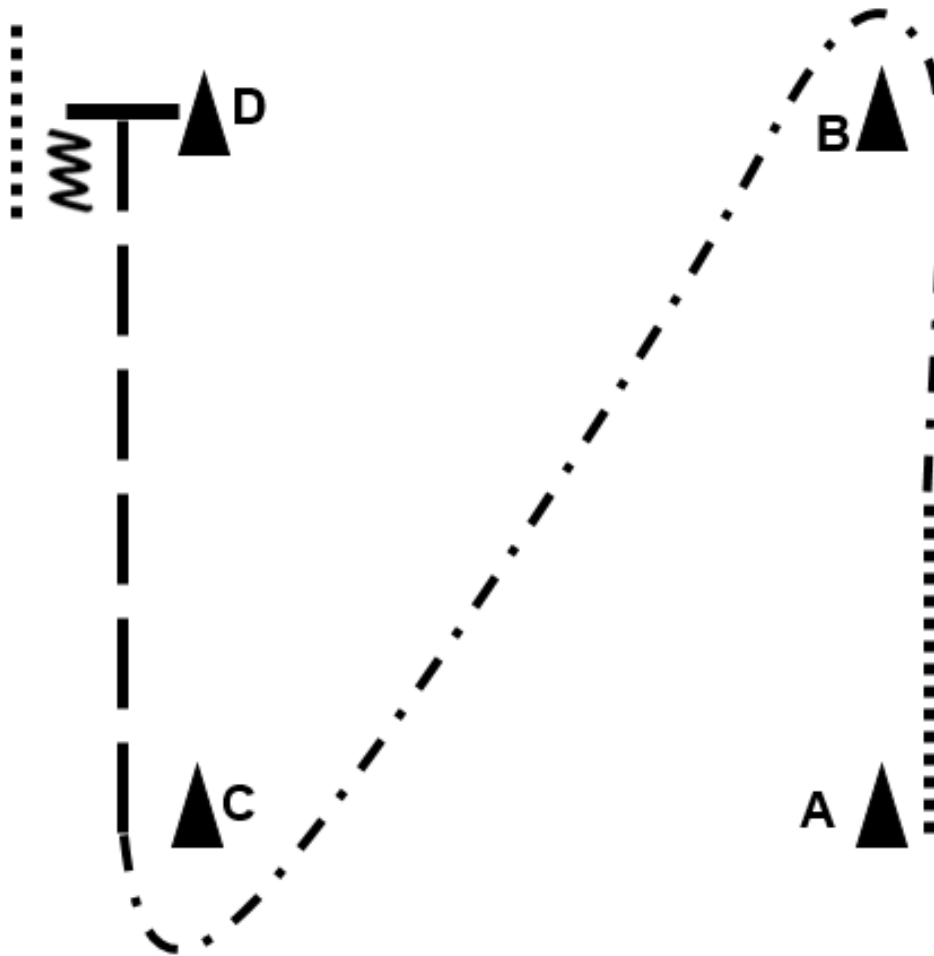
1. Walk from cone A to the center of pattern.
2. Jog until even with cone B.
3. Lope a half circle on the right lead to and around cone B.
4. Perform a lead change (simple or flying) in the center of the pattern.
5. Lope a half circle on the left lead until even with cone C.
6. Extended jog until even with cone B.
7. Stop and back approximately one horse length.
8. Perform a 180° turn on the hindquarters to the right and walk off.

<b>WALK</b>	•••••
<b>JOG</b>	▪▪▪▪▪
<b>EXTENDED JOG</b>	— —
<b>LOPE</b>	
<b>BACK</b>	W
<b>LEAD CHANGE</b>	/



# Beginner Western Horsemanship

Produced by Horse Show Patterns.com



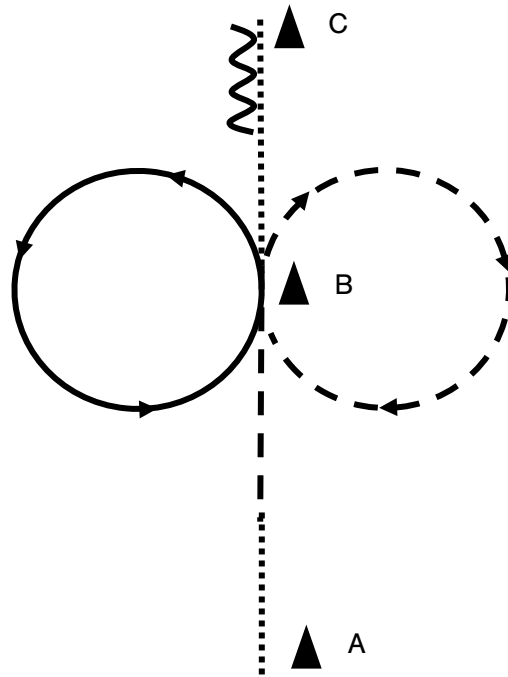
Be ready at cone A.

1. Walk halfway to cone B.
2. Jog to and around cone B.
3. Continue to jog to and around cone C.
4. Extend the jog from cone C to cone D.
5. Stop at cone D and back approximately one horse length.
6. Exit at a walk.

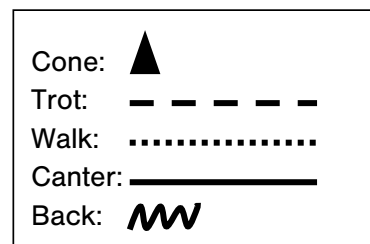
WALK .....  
JOG - . - . -  
EXTENDED JOG - - -  
BACK **W**



## Junior Hunt Seat Equitation

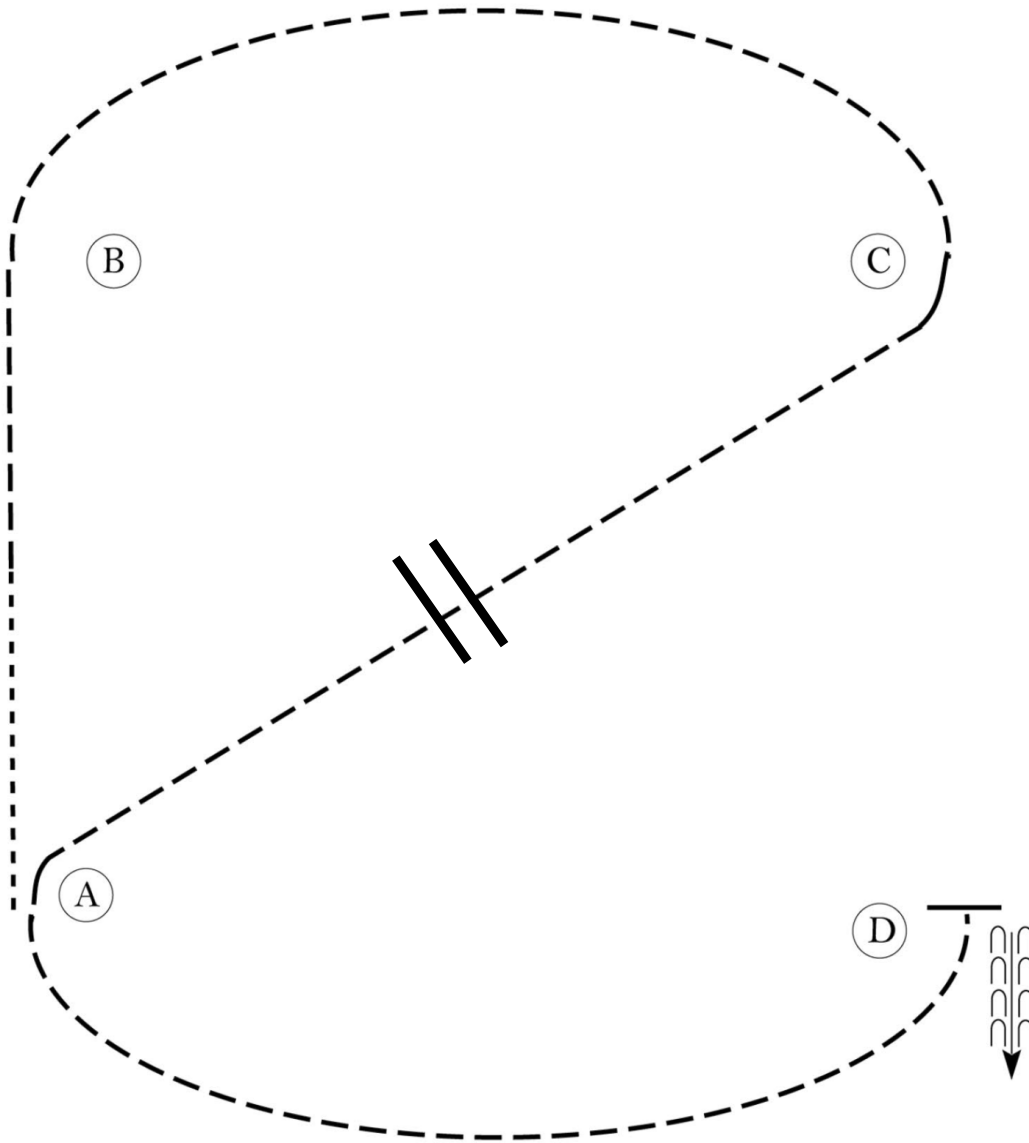


1. Be ready at cone A.
2. Walk halfway to cone B then pick up a sitting trot.
3. At B, posting correct diagonal circle to the right around B.
4. At B, left lead, circle to the left.
5. Walk B to C.
6. Halt at C.
7. At C back on horse length and exit at a trot.
8. Follow directions of ring steward.



# Beginner Hunt Seat Equitation

Produced by Horse Show Patterns.com



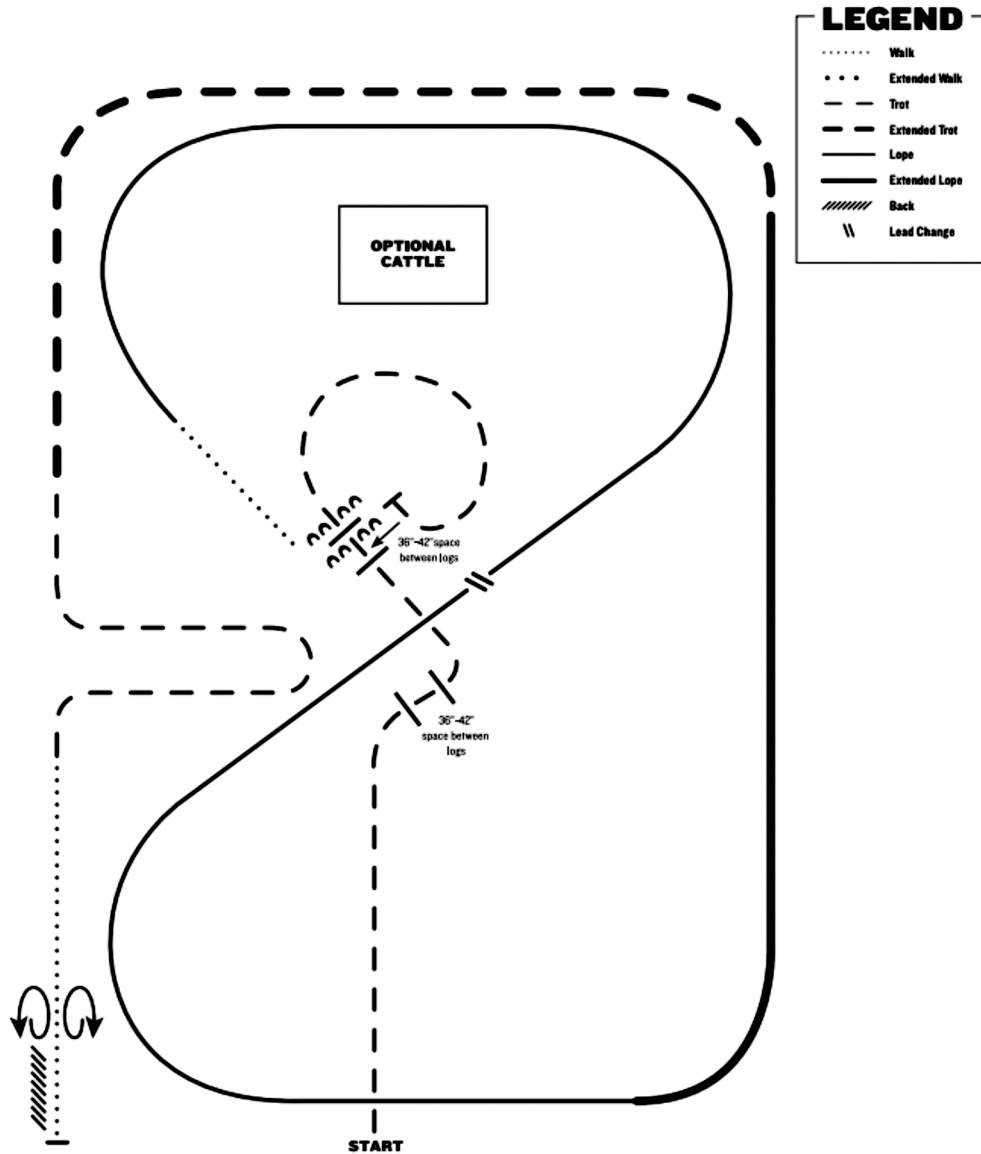
Be ready at A.

1. Walk halfway to B.
2. Sitting trot to B.
3. Trot on left diagonal from B, to and around C, and halfway to A.
4. Change diagonals halfway to A.
5. Trot on the right diagonal around A and to D.
6. Stop at D and back approximately one horse length.

Walk off and follow the directions of ring steward.

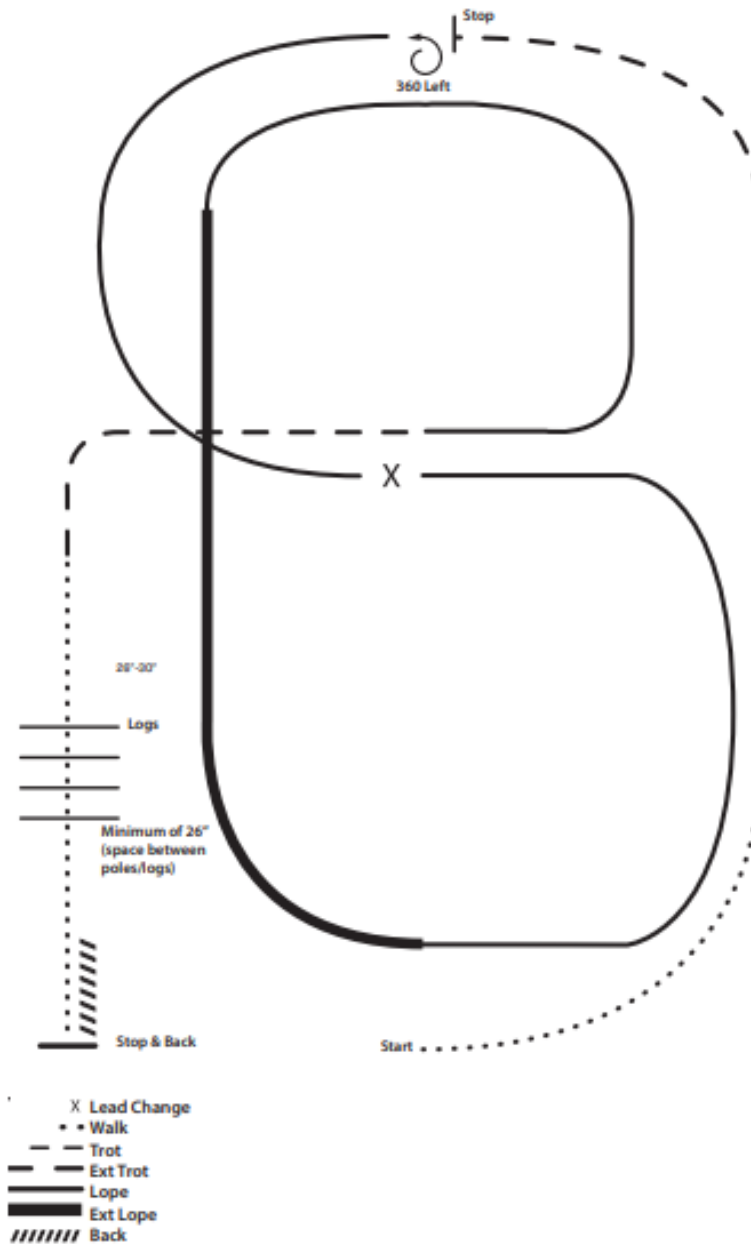
Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Cone	
Hand Gallop	-----
Diagonal Change	

# Senior Ranch Riding



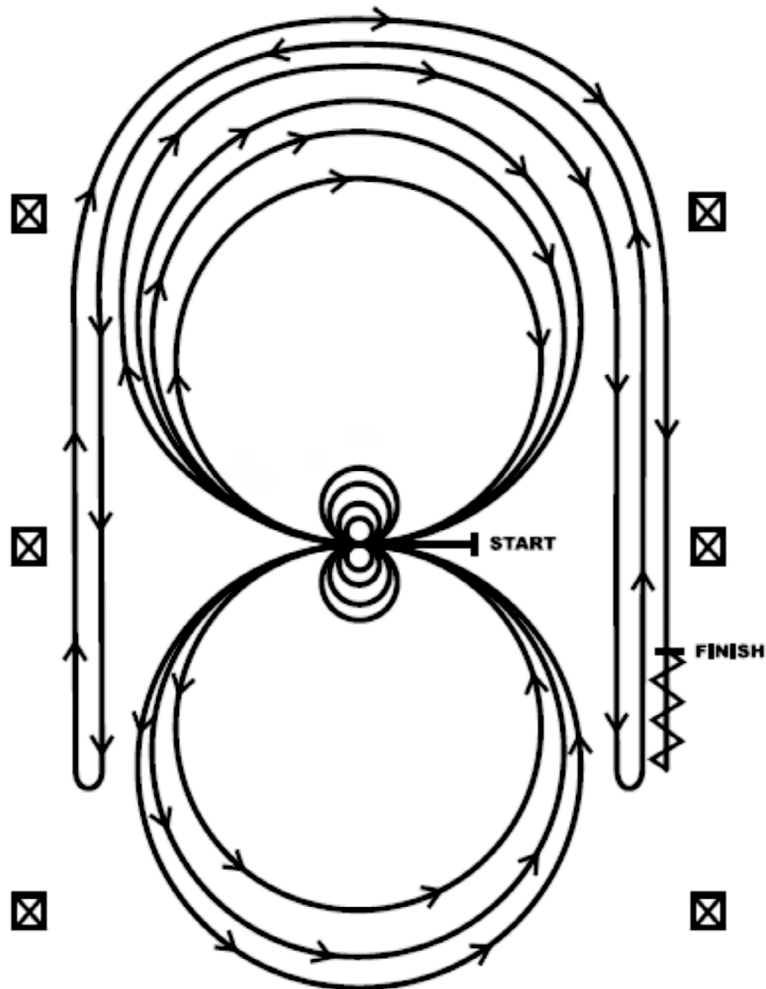
1. Trot.
2. Trot over two sets of logs.
3. Trot circle, stop and side pass left over log
4. Walk.
5. Lope right lead.
6. Change leads (simple or flying).
7. Lope left lead.
8. Extended lope left lead.
9. Extended trot.
10. Trot.
11. Walk.
12. Stop and back.
13. 360° turn each direction (either direction 1st) (L-R or R-L).

## Junior Ranch Reining



1. Walk.
2. Trot.
3. Extend the trot, at the top of the arena, stop.
4. 360-degree turn to the left.
5. Left lead  $\frac{1}{2}$  circle, lope to the center.
6. Change leads (simple or flying).
7. Right lead  $\frac{1}{2}$  circle.
8. Extended lope up the long side of the arena (right lead).
9. Collect back to the lope around the top of the arena and back to center.
10. Break down to an extended trot.
11. Walk over logs.
12. Stop and back.

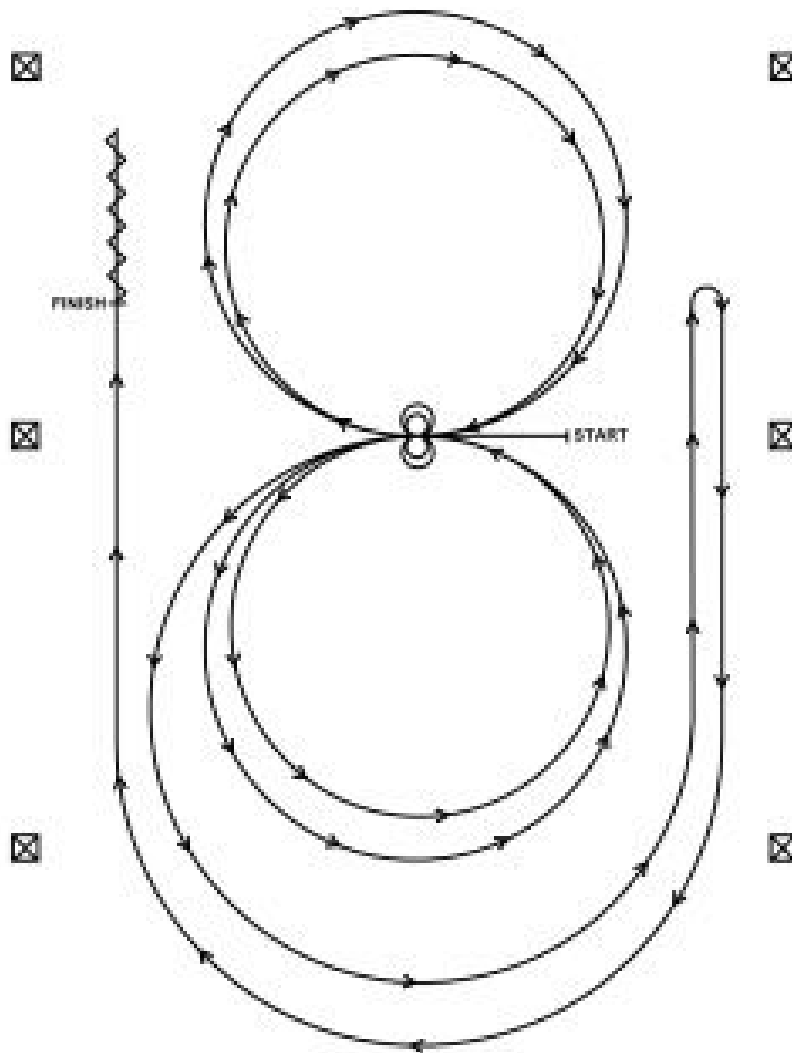
## Senior Reining



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

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large 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 left rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker do a right rollback at least twenty feet (six meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close the circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

## Junior Reining

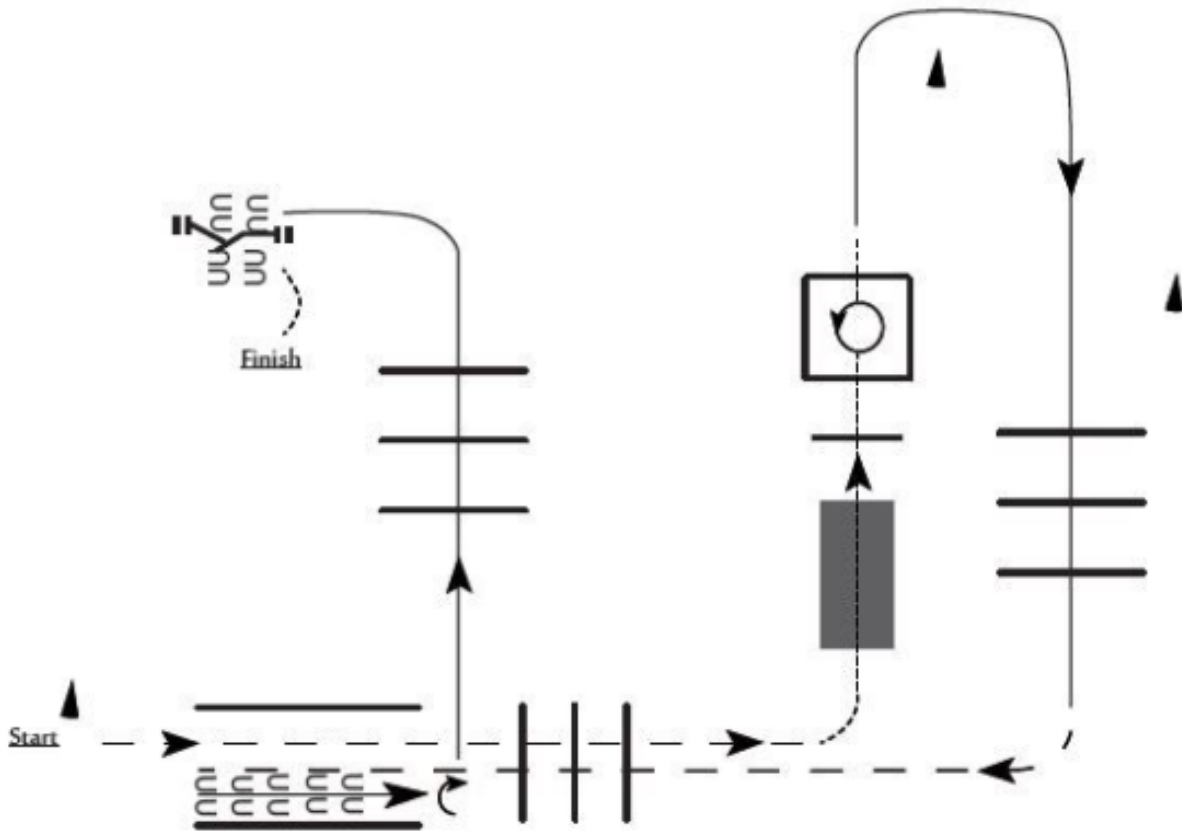


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

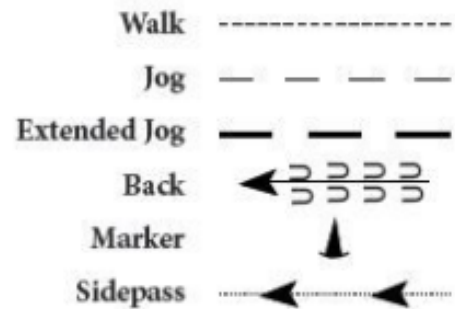
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.



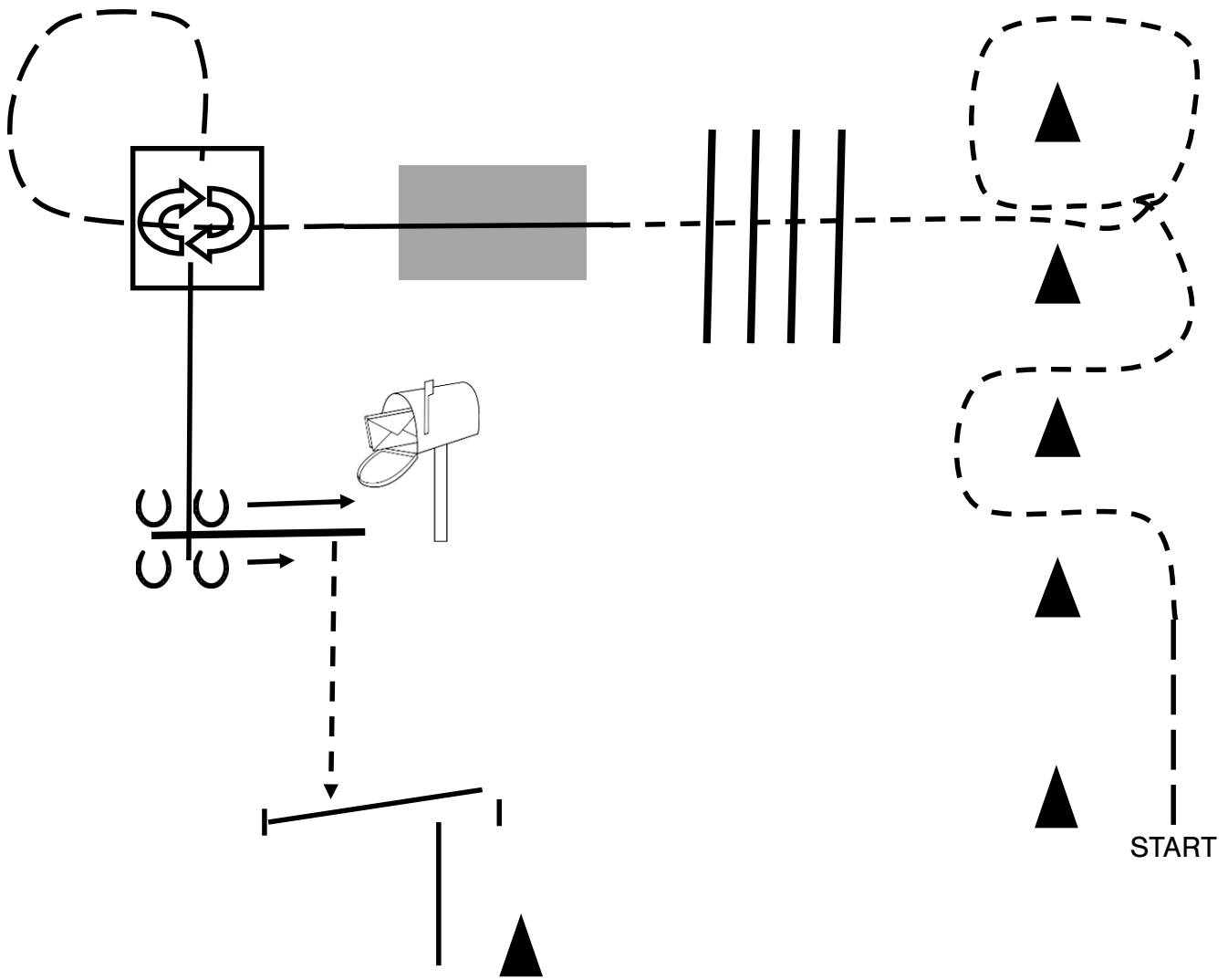
## Senior Trail



1. Jog through chute, over poles.
2. Walk to and over bridge. Walk into box.
3. Perform a full turn to the left and walk out.
4. Lope on the right lead around cone and over poles.
5. Jog over the logs and into the chute.
6. Stop and back out of chute. Perform a 1/4 turn to the right.
7. Lope on the left lead over poles and to gate.
8. Work the rope gate and walk to finish.



## Junior Trail



1. Be ready at the cone.
2. Begin at jog. Jog serpentine and around the end cone.
3. Jog over logs.
4. Break to walk, walk over the bridge.
5. Pick up the right lead lope. Lope circle going through box stop in the box.
6. Perform a 360° turn to right.
7. Walk out of box, to the log. Stopping with front feet over the log.
8. Side pass left, to the mail box. Open and close mailbox.
9. Jog to gate.
10. Perform a right handed push rope gate.
11. Exit at walk.



# Junior and Senior Hunter over Fences

