



**SOUTH DAKOTA STATE  
UNIVERSITY EXTENSION**

# State 4-H Horse Show

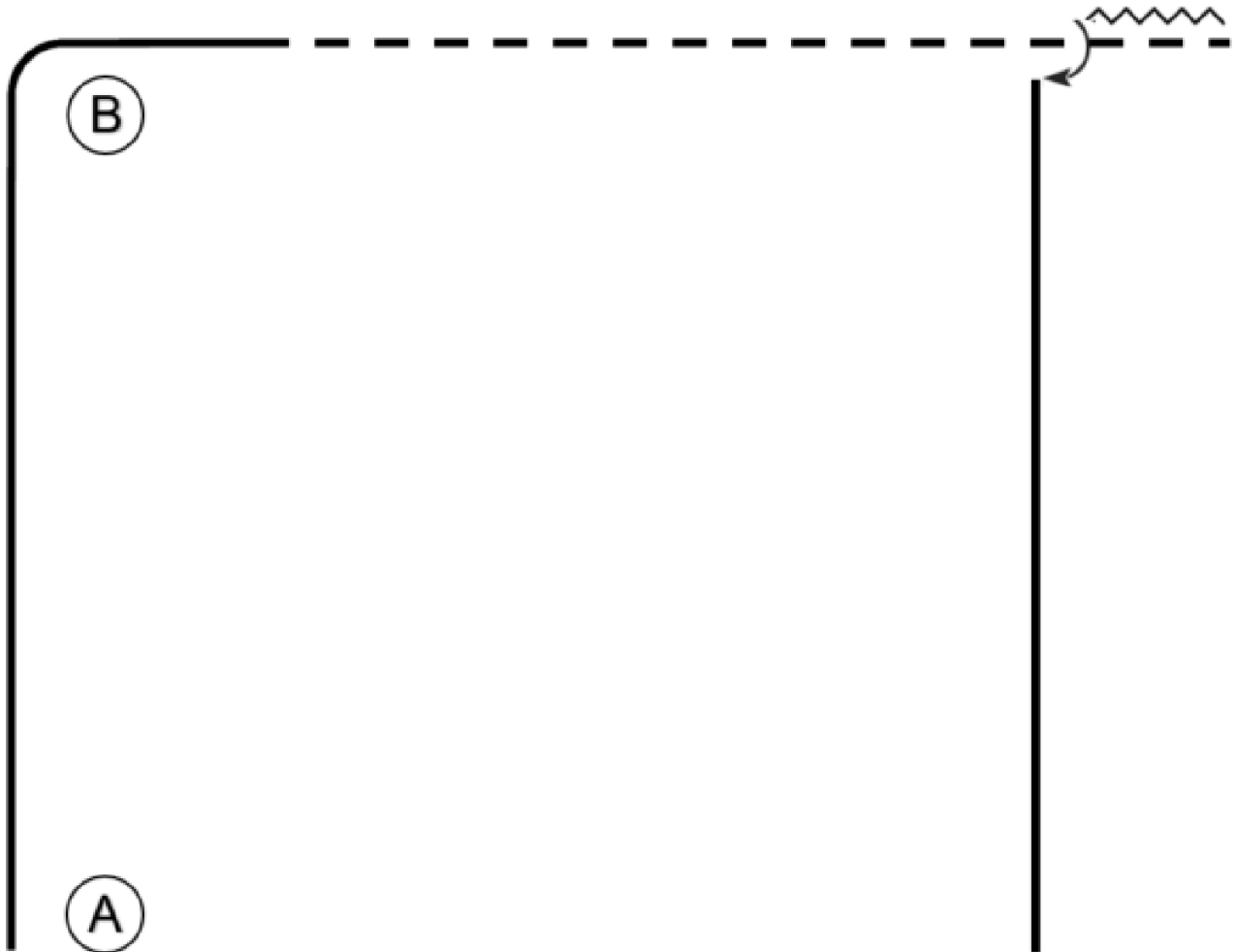
## 2024 *Patterns*



**JULY 8-10, 2024**  
**South Dakota State Fairgrounds, Huron, SD**

State 4-H Horse Committee

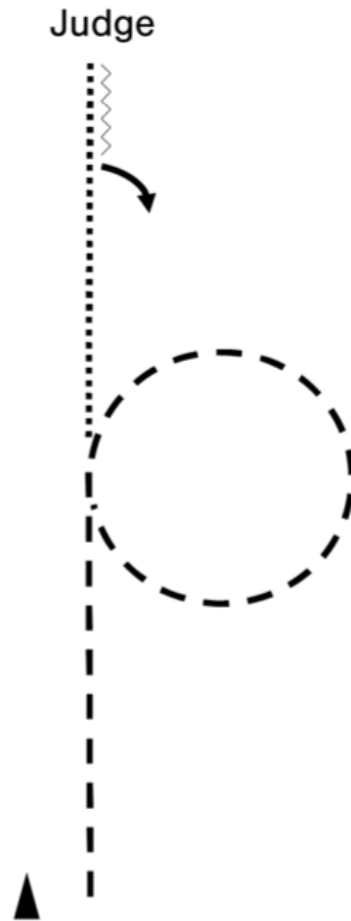
## Beginner Western and English Showmanship Pattern



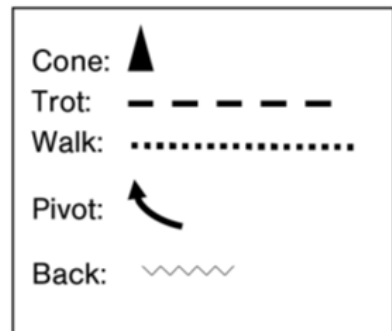
Be ready at A.

1. Walk to and around B.
2. Pick up trot and trot to judge.
3. Stop, set up for inspection.
4. When dismissed, back one (1) horse length.
5. Perform a 90° turn to right.
6. Walk to line up or exit the arena.

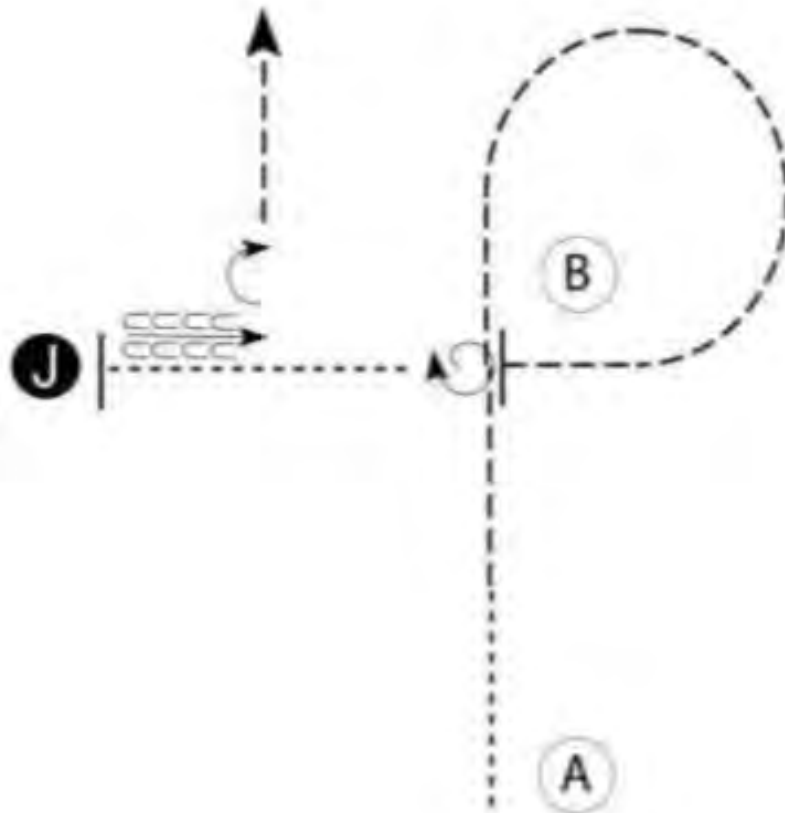
## Junior Western and English Showmanship Pattern



1. Be ready at cone.
2. Trot a straight line.
3. When halfway to judge, trot a circle to the right.
4. When circle is complete, walk straight line to judge.
5. Inspection.
6. Follow the directions of ring steward.
7. When dismissed, back one (1) horse length.
8. Perform a 90° turn to right.
9. Walk to line up or exit the arena.



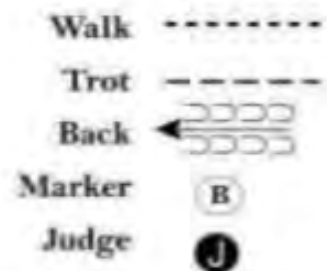
## Senior Western Showmanship Pattern



Be ready at A.

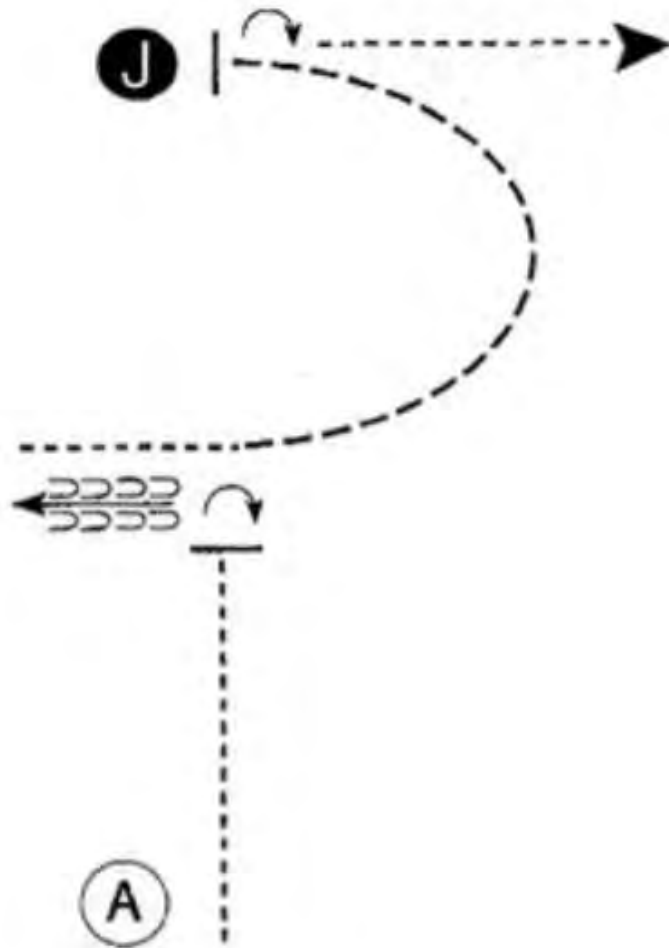
1. Walk halfway to B.
2. Trot to and around B as shown.
3. Just past B stop and spin 360°.
4. Walk to judge and set up for inspection.
5. When dismissed, back one horse length.
6. Perform a 90° turn and trot away.

Follow the instructions of your ring steward.



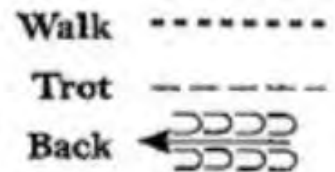
# Senior English Showmanship Pattern

Produced by [HorseShowPatterns.com](http://HorseShowPatterns.com)



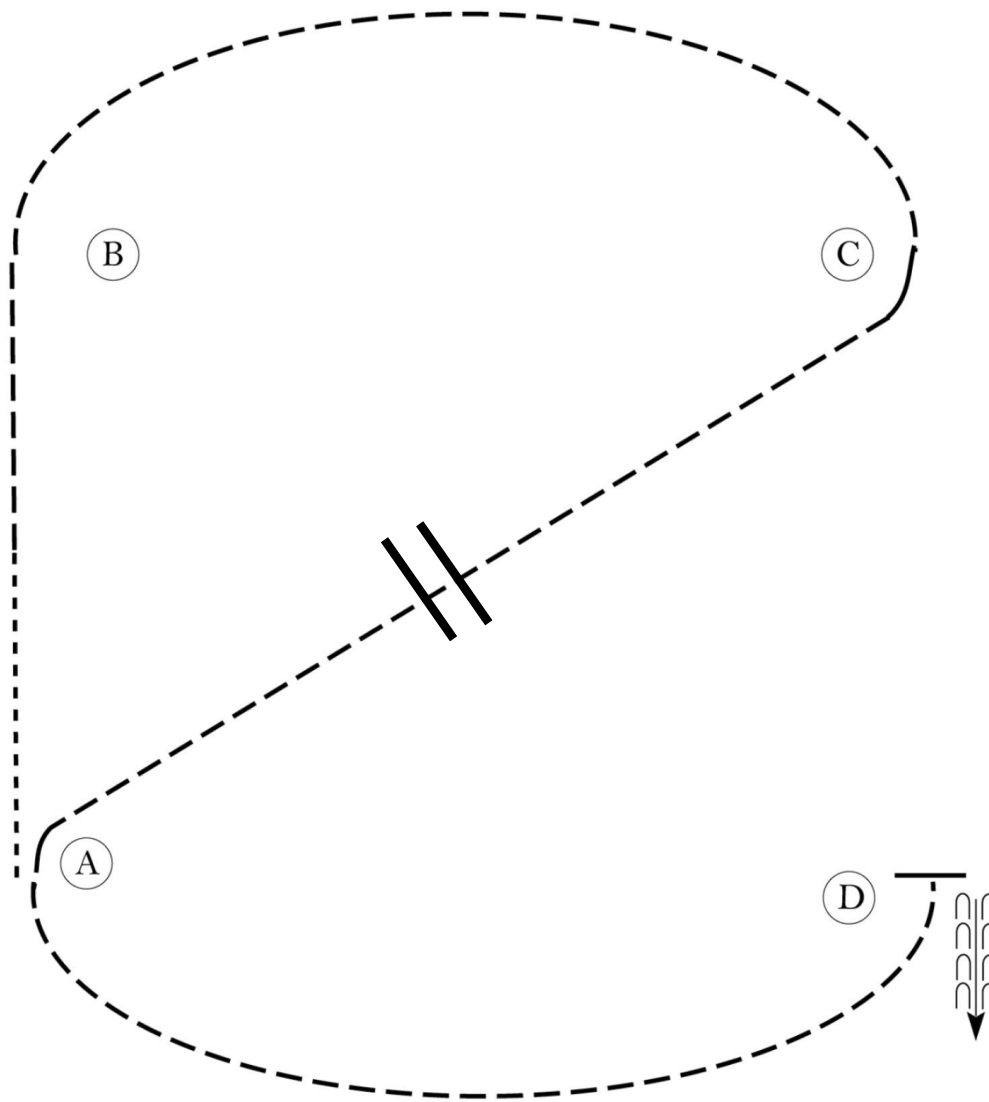
Be ready at A.

1. When acknowledged, walk half way to judge.
2. Stop and perform a 90° turn.
3. Back approximately one horse length.
4. Walk until even with judge.
5. Trot in a half circle to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 180° turn and walk straight away from judge.



# Beginner Hunt Seat Equitation Pattern

Produced by [HorseShowPatterns.com](http://HorseShowPatterns.com)



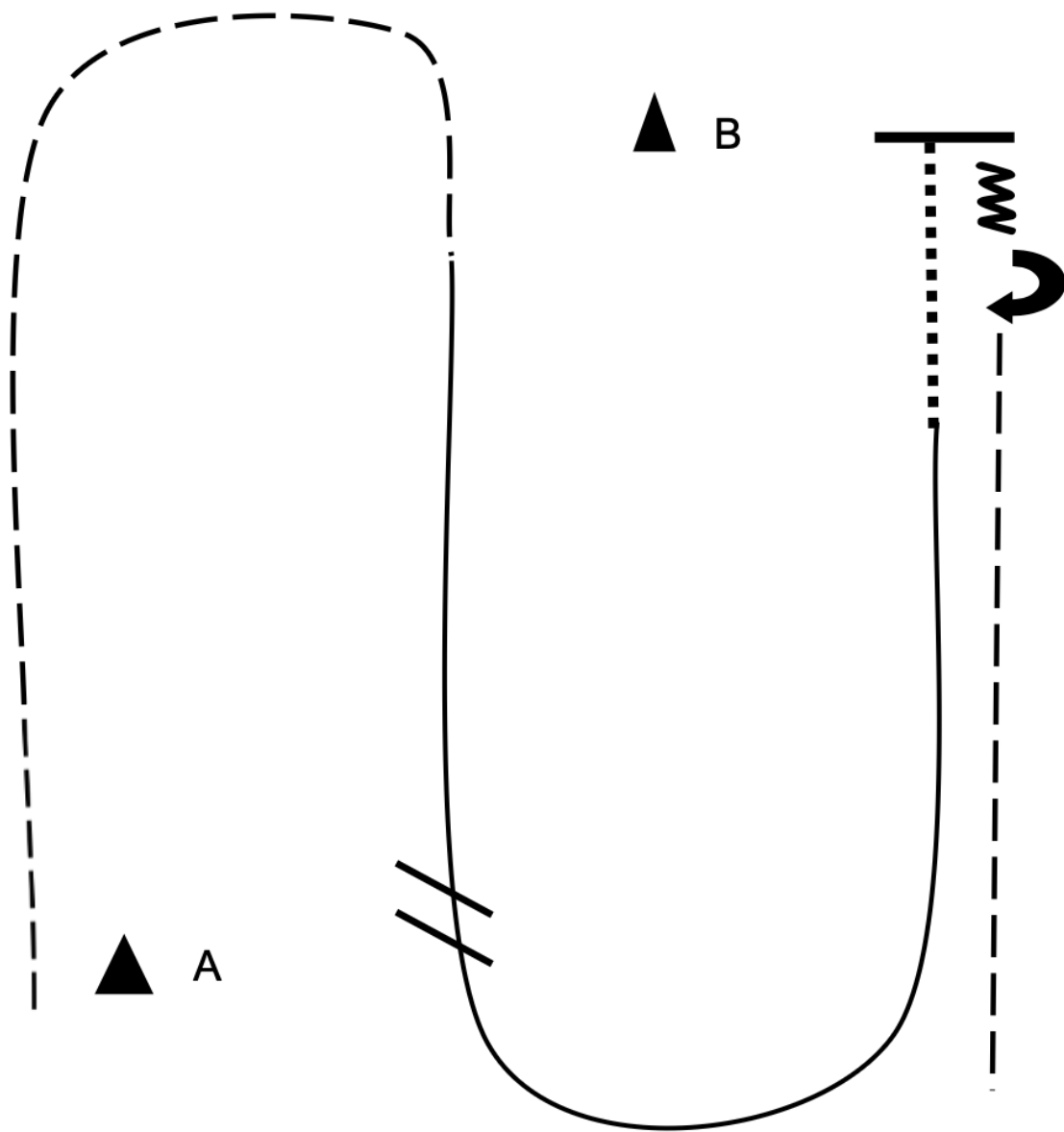
Be ready at A.

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.

<b>Walk</b>	-----
<b>Trot</b>	- - - - -
<b>Extended Trot</b>	-----
<b>Canter</b>	—————
<b>Lead Change</b>	
<b>Back</b>	
<b>Cone</b>	
<b>Hand Gallop</b>	—————
<b>Diagonal Change</b>	

## Junior Hunt Seat Equitation Pattern

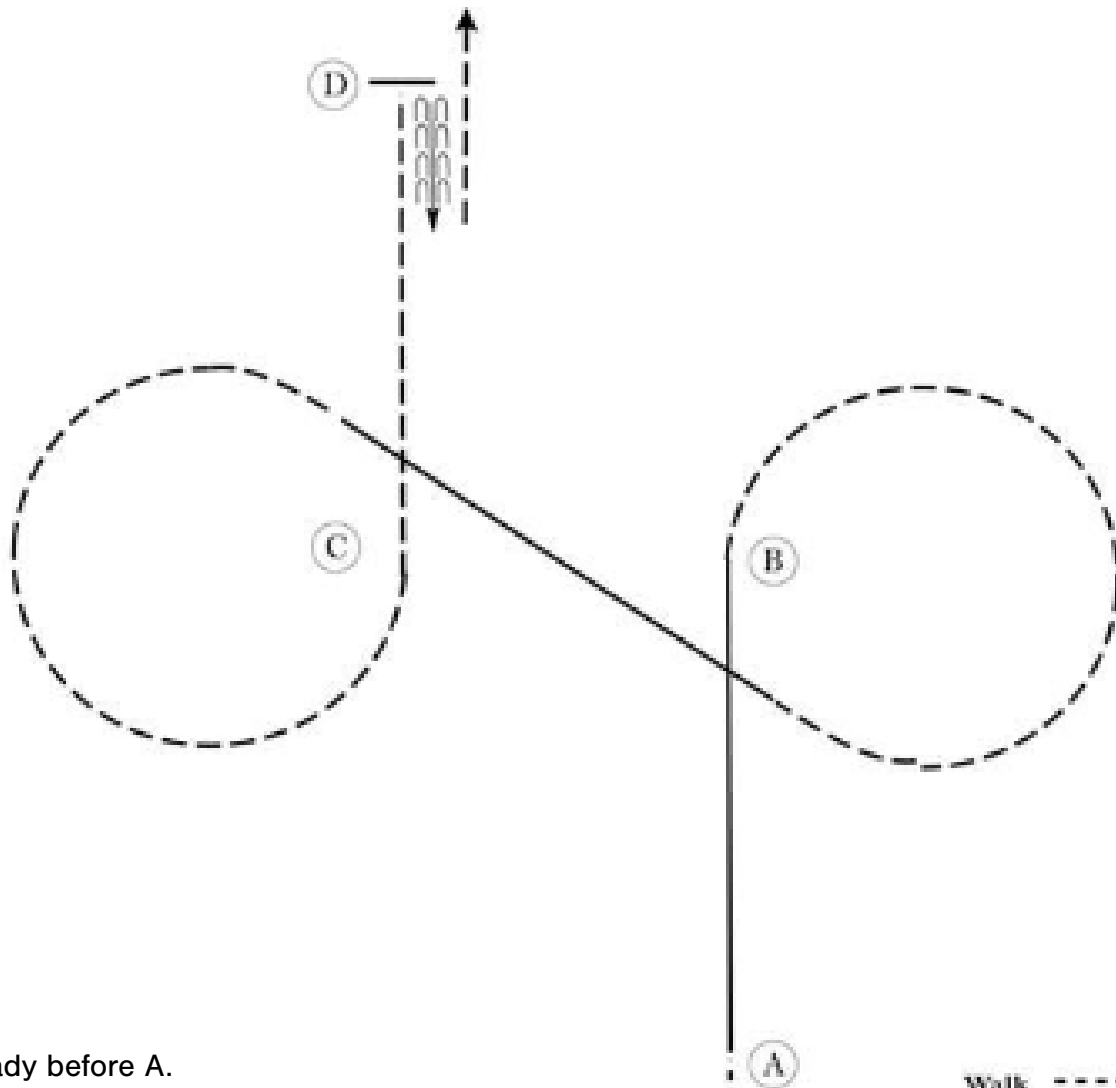


1. Be ready at cone A.
2. Trot on right diagonal until even with cone B.
3. Change diagonals and trot half a circle.
4. Canter on right lead until even with cone A.
5. Change leads (simple or flying) and canter a half circle.
6. Sitting trot to cone B.
7. Stop when even with cone B and back one horse length.
8. Pattern is complete. Turn and exit at a trot.

- WALK .....●●●●●
- SITTING TROT .....■
- TROT — —
- CANTER ———
- BACK 
- LEAD CHANGE 

# Senior Hunt Seat Equitation Pattern

Produced by [HorseShowPatterns.com](http://HorseShowPatterns.com)



Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

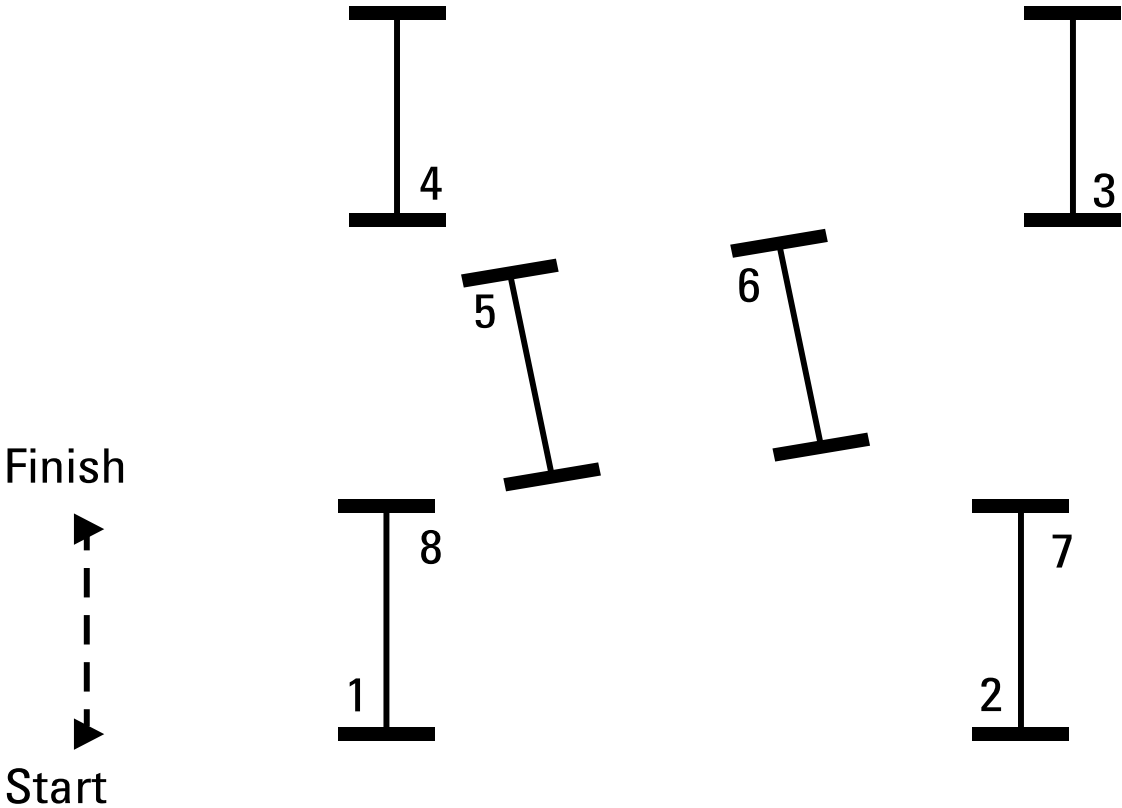
Exit at a sitting trot.

Follow the instructions of your ring steward.

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

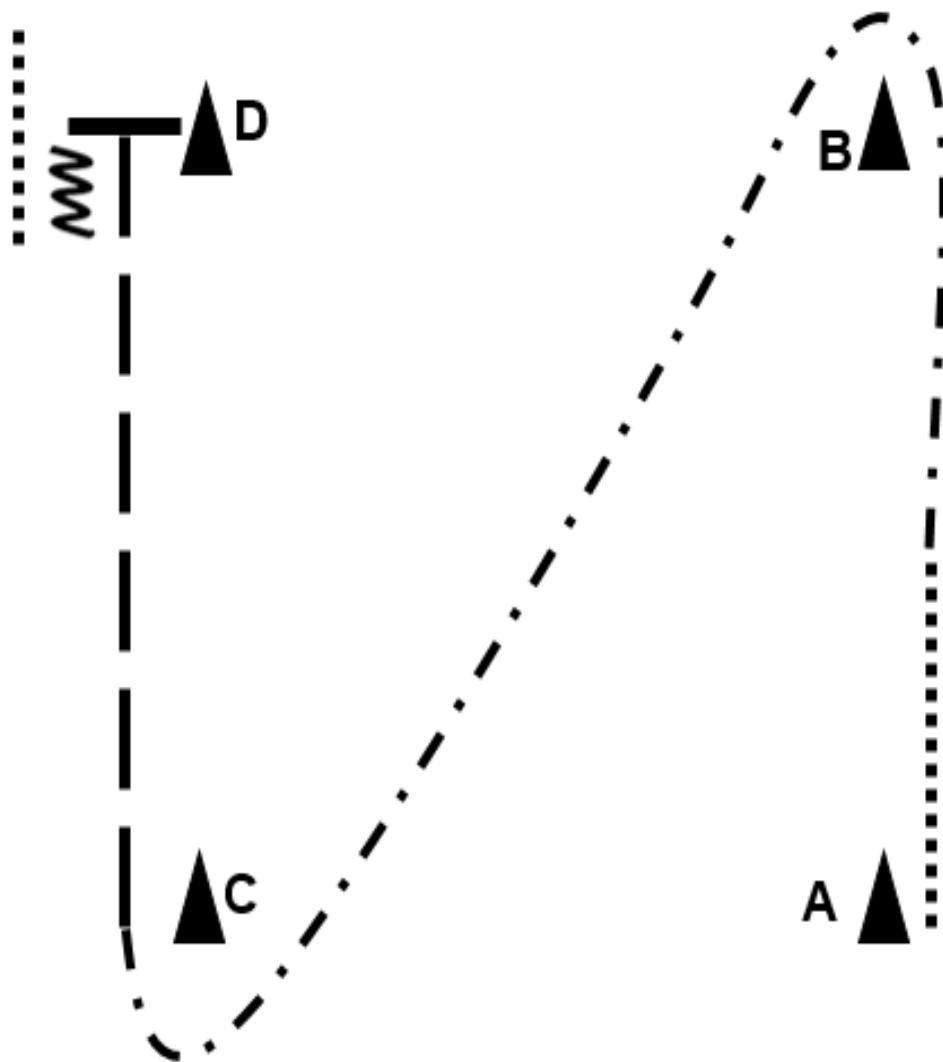


Junior and Senior Equitation Over Fences Pattern



# Beginner Western Horsemanship Pattern

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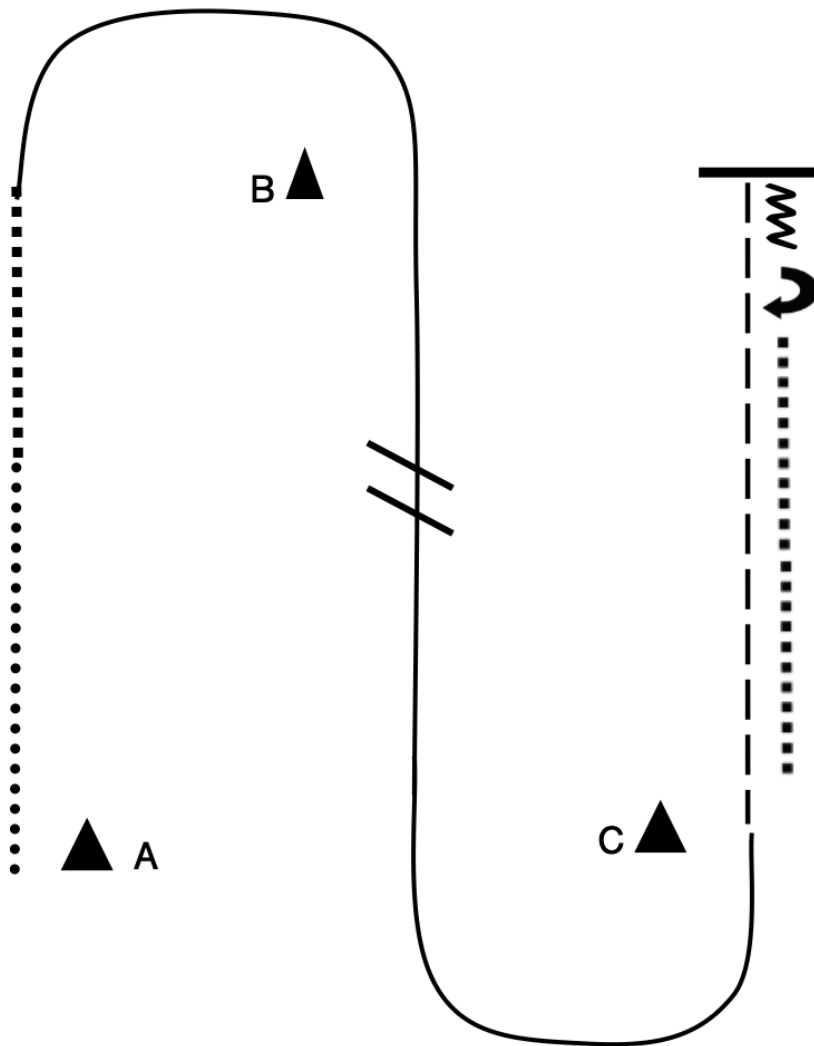
Be ready at cone A.

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 *MW*

# Junior Western Horsemanship Pattern

Pattern adapted from [HorseShowPatterns.com](http://HorseShowPatterns.com)



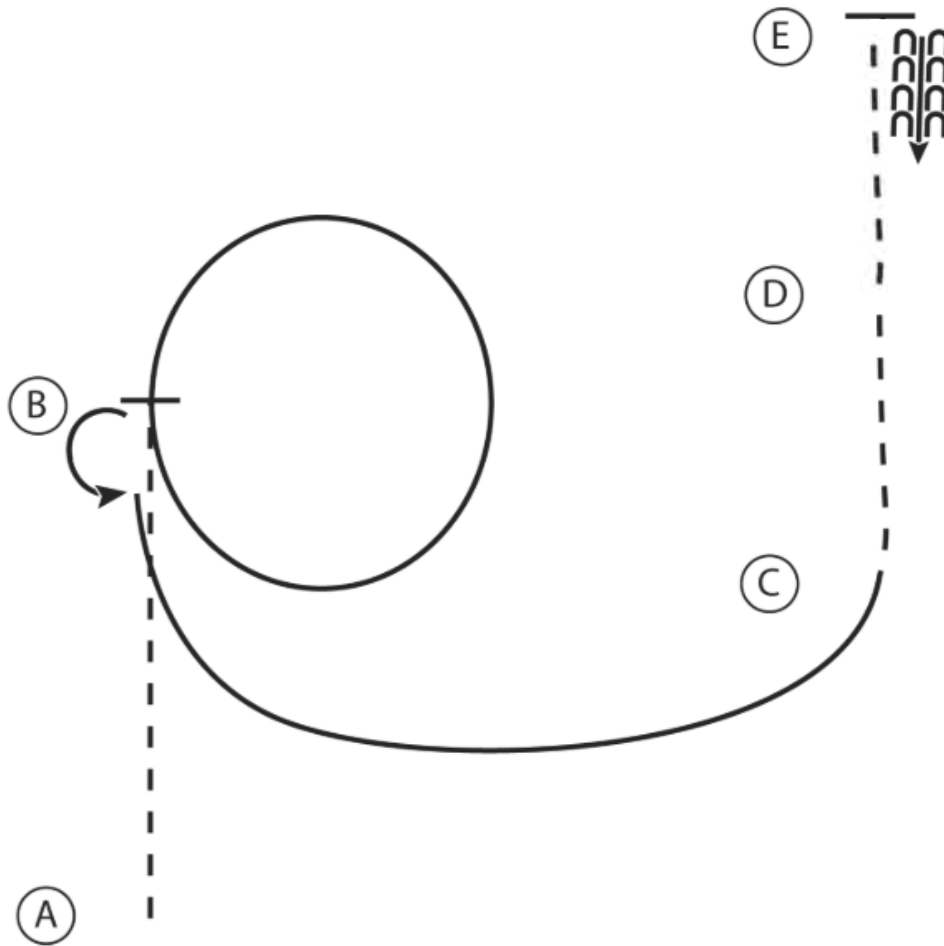
Be ready at cone A.

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 extend the trot out.

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

# Senior Western Horsemanship Pattern

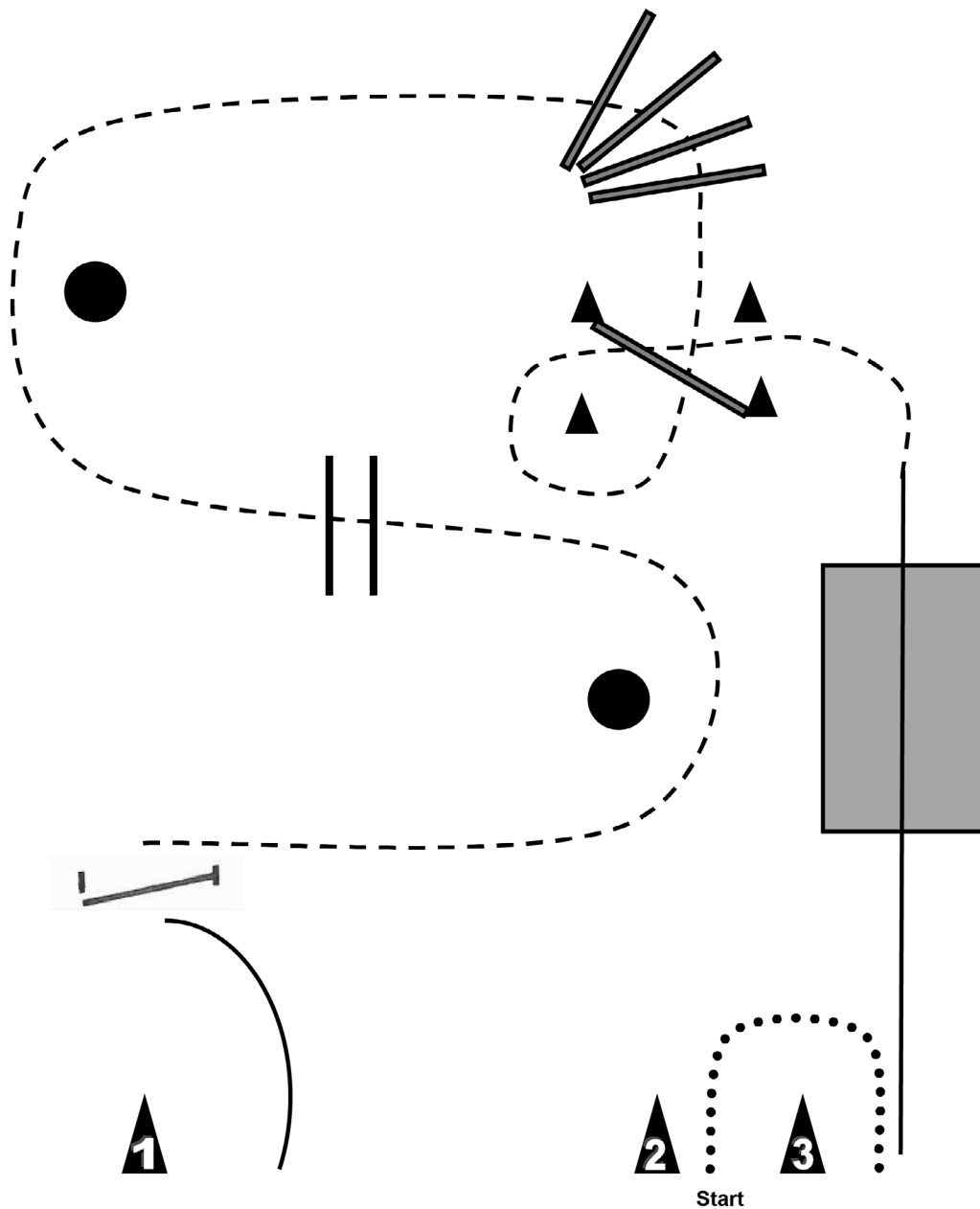
Pattern adapted from [HorseShowPatterns.com](http://HorseShowPatterns.com)



1. Jog A to B.
2. At B lope a circle to the right on the right lead.
3. Stop at B and perform a 180° turn to the left.
4. Lope a half circle left lead around to C.
5. At C jog to D.
6. At D extend trot to E.
7. At E stop and back 4 steps.

Jog	- - - .
Extended Jog	- - -
Lope	
Leg Yield	
Lead Change	↗
Back	↖
Marker	⊙ B
Sidepass	- - - ↖

## Beginner Trail Pattern

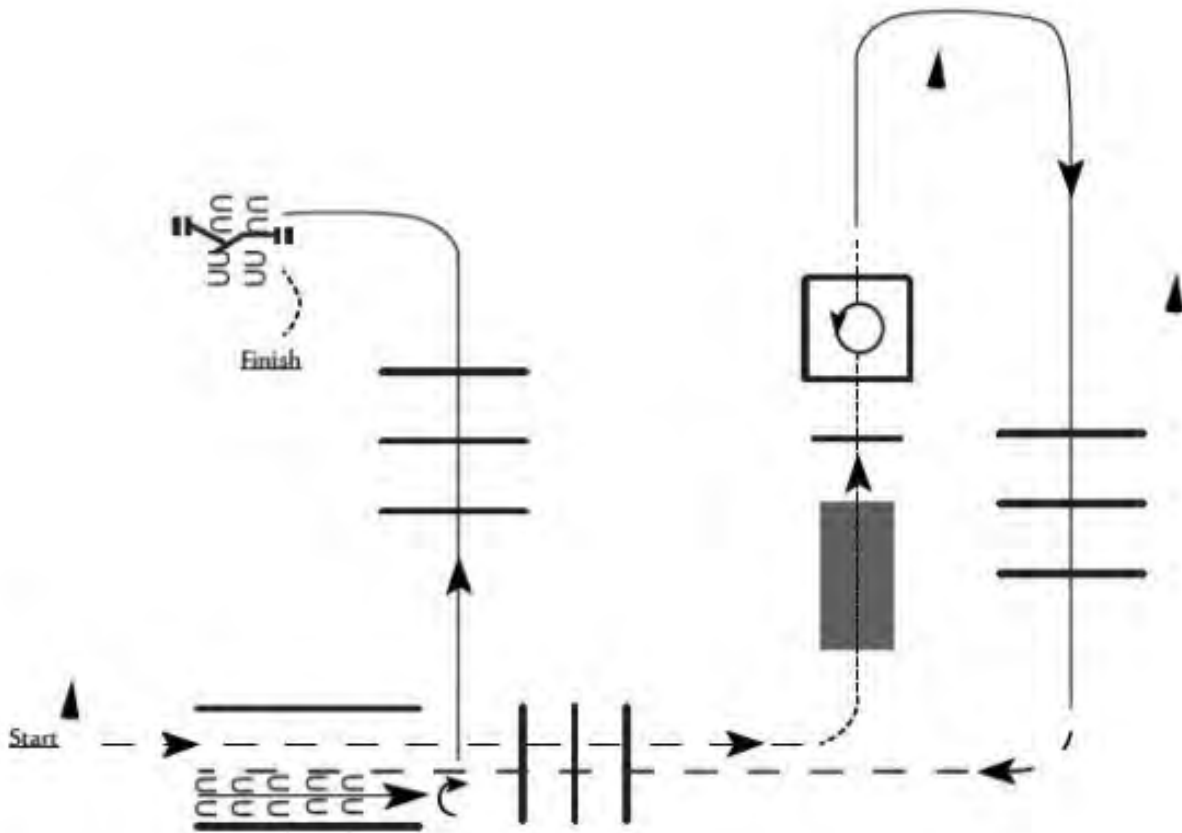


Be ready at the cone.

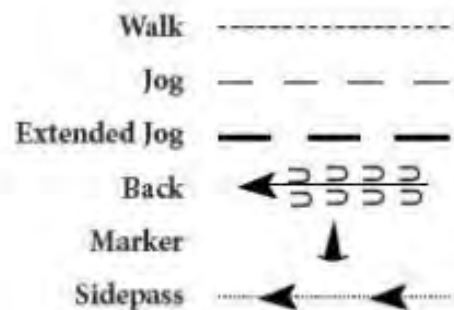
1. Back around Cone 3.
2. Walk over bridge.
3. Jog through cones, over log, around cone and over log again.
4. Continue jogging over four logs, left around Pole.
5. Jog over two logs.
6. Jog around pole and to gate
7. Stop, Walk through gate.
8. Exit at walk between cones 1 and 2.

Back .....  
 Walk ———  
 Jog - - - -

## Junior Trail Pattern

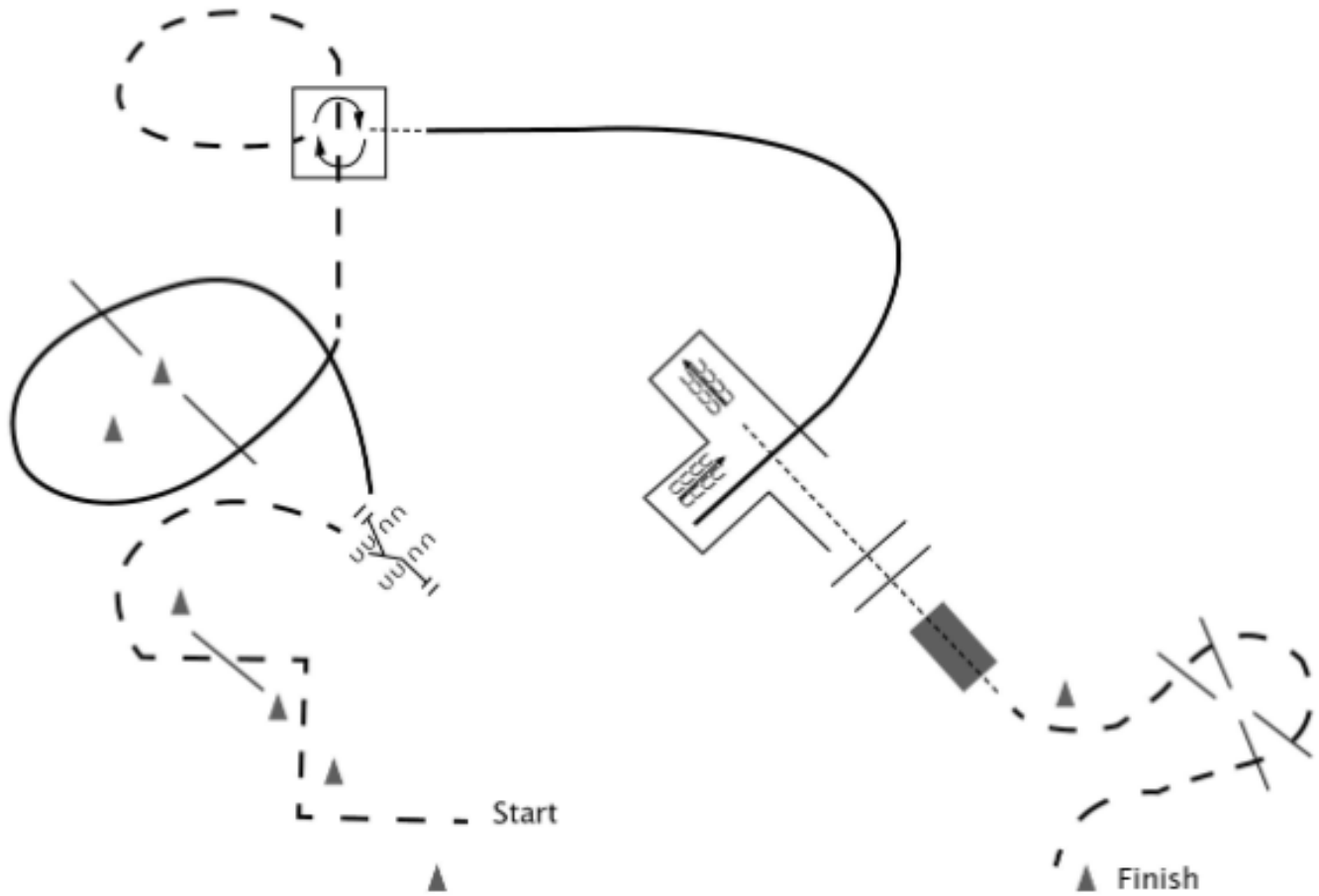


1. Jog through chute, over poles.
2. Walk to and over bridge. Walk into box.
3. Perform a full turn to the left and walk out.
4. Lope on the right lead around cone and over poles.
5. Jog over the logs and into the chute.
6. Stop and back out of chute. Perform a 1/4 turn to the right.
7. Lope on the left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



# Senior Trail Pattern

Produced by [HorseShowPatterns.com](http://HorseShowPatterns.com)

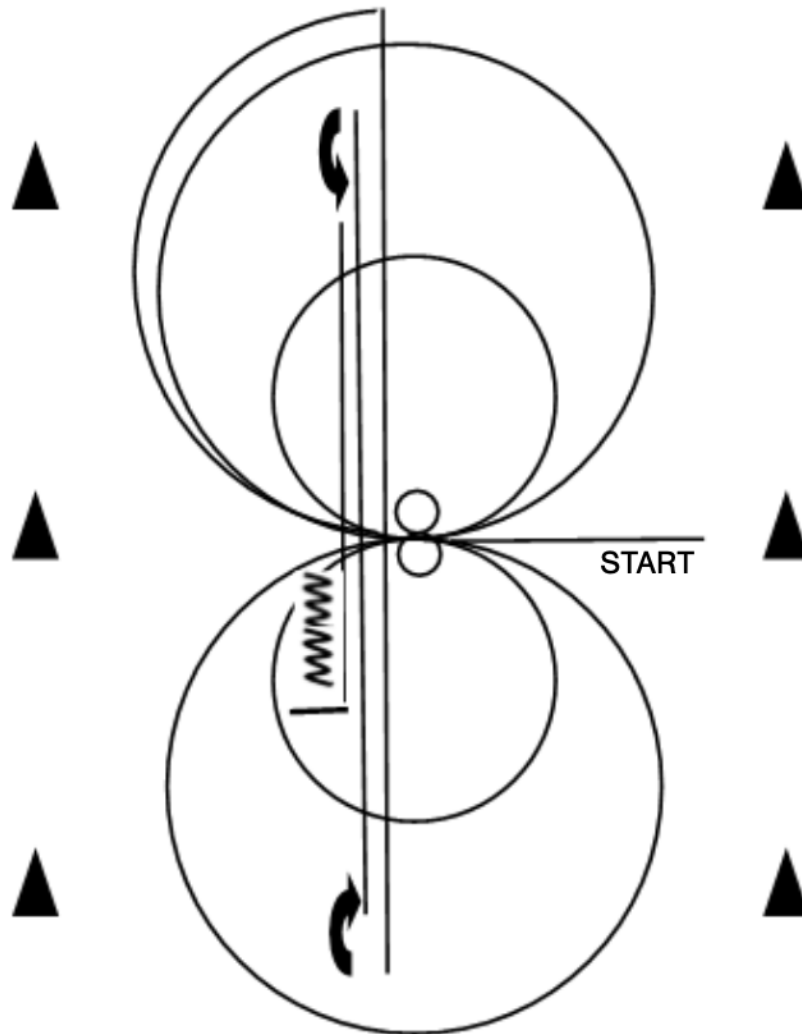


1. Start at marker. Jog through serpentine, over poles and to gate as shown.
2. Work gate.
3. Lope left lead over two poles.
4. Jog through box and into box.
5. Turn 360° to the right and walk out.
6. Lope right lead into chute.
7. Back L and walk out of chute over two poles and over bridge.
8. Jog over poles and to finish.

Walk	.....
Jog	- - - -
Extended Jog	— — — —
Lope	————
Lef Yield	
Lead Change	— / —
Back	← 5555
Marker	▲
Sidepass	...←...←...

## Junior Reining Pattern

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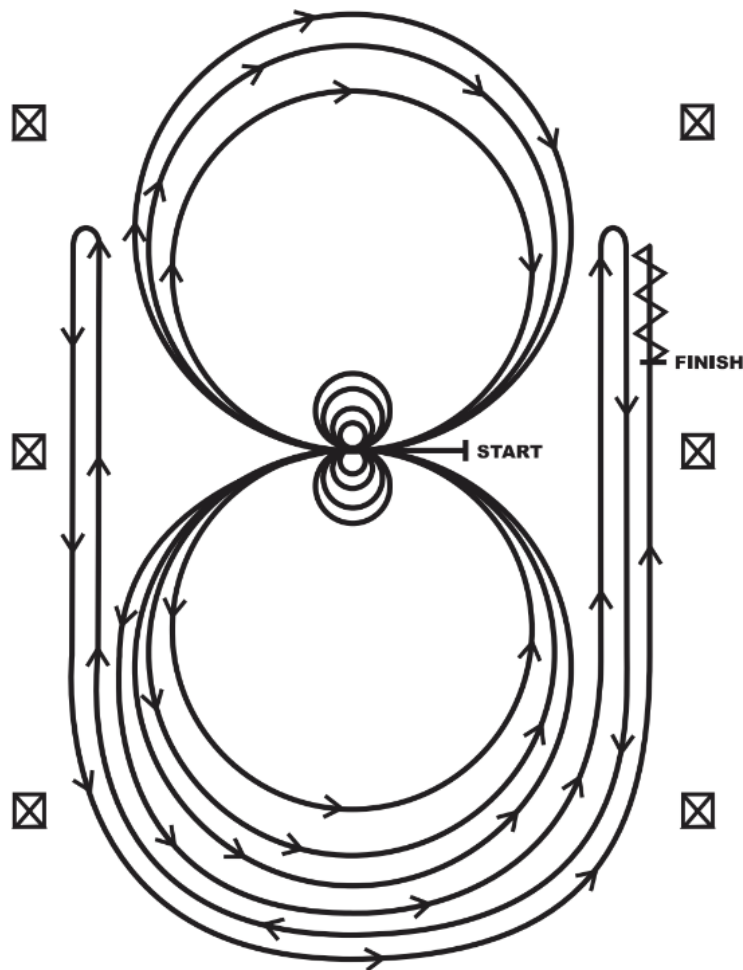


Begin at the center of the arena facing the left fence.

1. Perform one spin to right and one spin to left.
2. Lope two circles on the right lead: the first large and fast, the second small and slow.
3. Change leads in the center of the arena.
4. Lope two circles on the left lead: the first large and fast, the second small and slow.
5. Change leads in the center of the arena.
6. Continue around the previous large fast circle to the right. At the top of the circle, run down the middle to the far end of the arena, past the end marker stop and complete a right roll back - no hesitation.
7. Run past the center marker, stop and back to center.



## Senior Reining Pattern

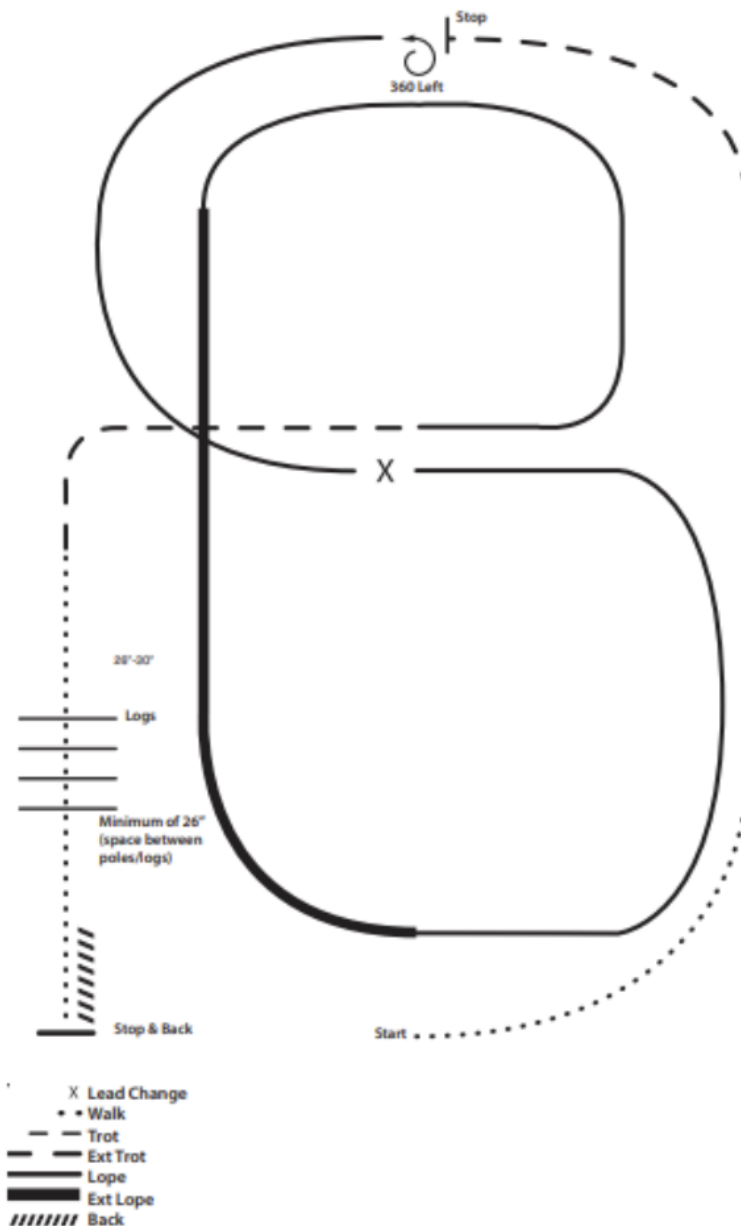


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
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 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 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 (six meters) 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 (six 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 past the center marker and do a sliding stop of at least twenty feet (six meters) from the wall or fence. Back at least ten feet (three meters). Hesitates to demonstrate the completed of the pattern.

## Junior Ranch Riding Pattern

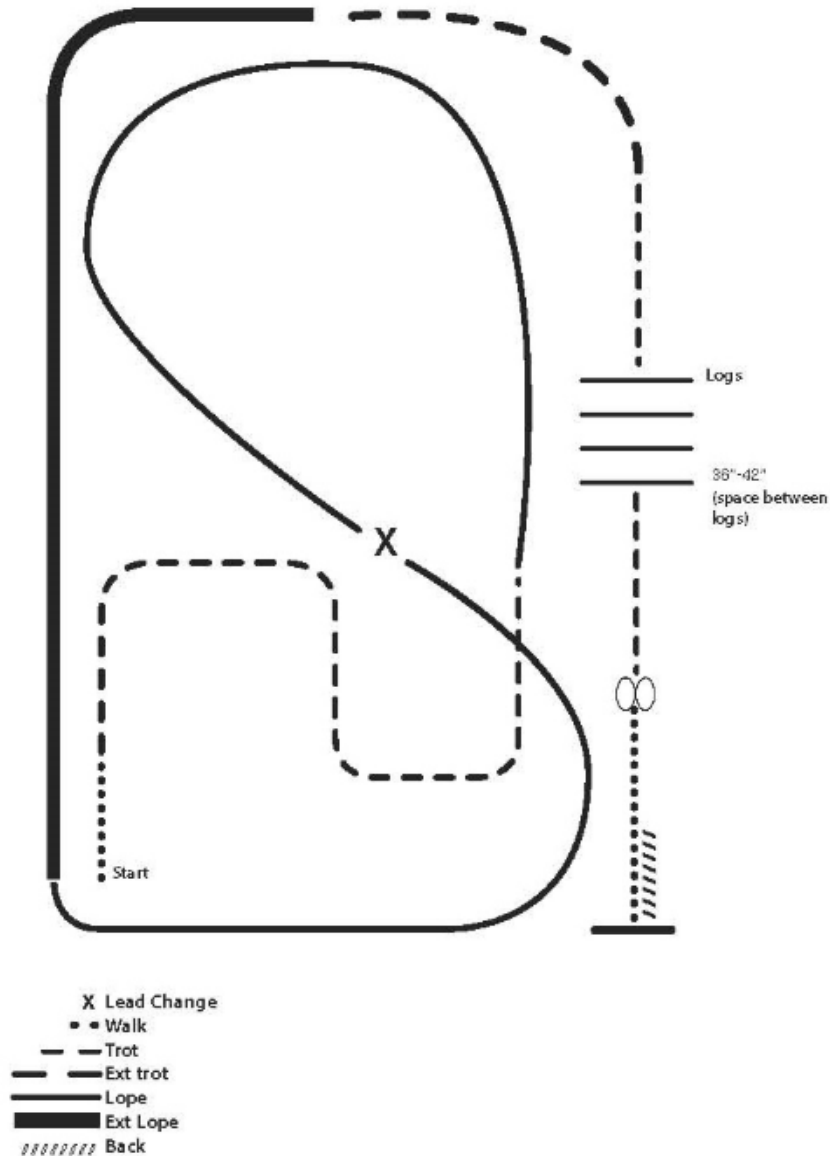
Based on an AQHA® Ranch Riding pattern



1. Walk.
2. Trot.
3. Extend the trot, at the top of the arena, stop.
4. 360° turn to the left.
5. Left lead 1/2 circle, lope to the center.
6. Change leads (simple or flying).
7. Right lead 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.

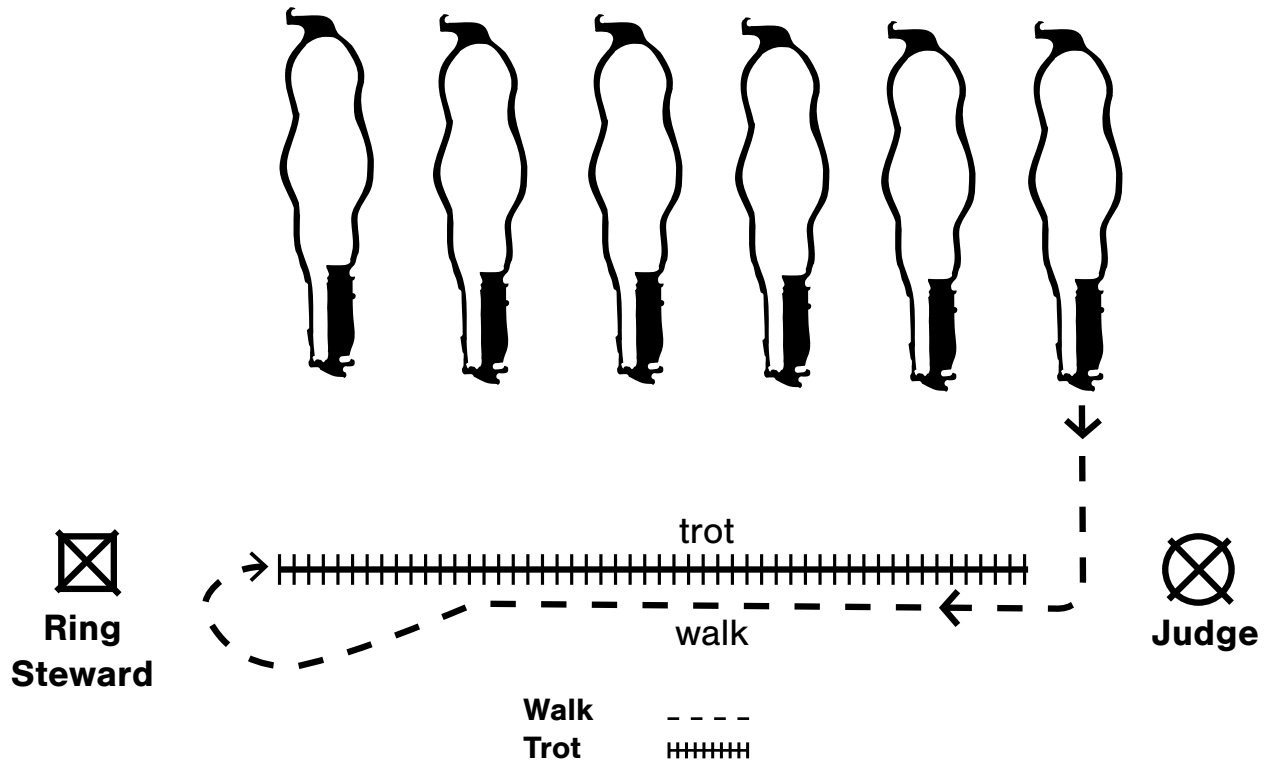
## Senior Ranch Riding Pattern

Based on an AQHA® Ranch Riding pattern



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 loop on right lead around end of the arena.
5. Extend lope on the straight away and around corner to the center of the arena.
6. Extend trot around corner of the arena.
7. Collect to a trot.
8. Trot over logs.
9. Stop, do 360° turn each direction (either direction 1st) (L-R or R-L).
10. Walk, stop and back.

## Junior Draft Horse Showmanship Pattern

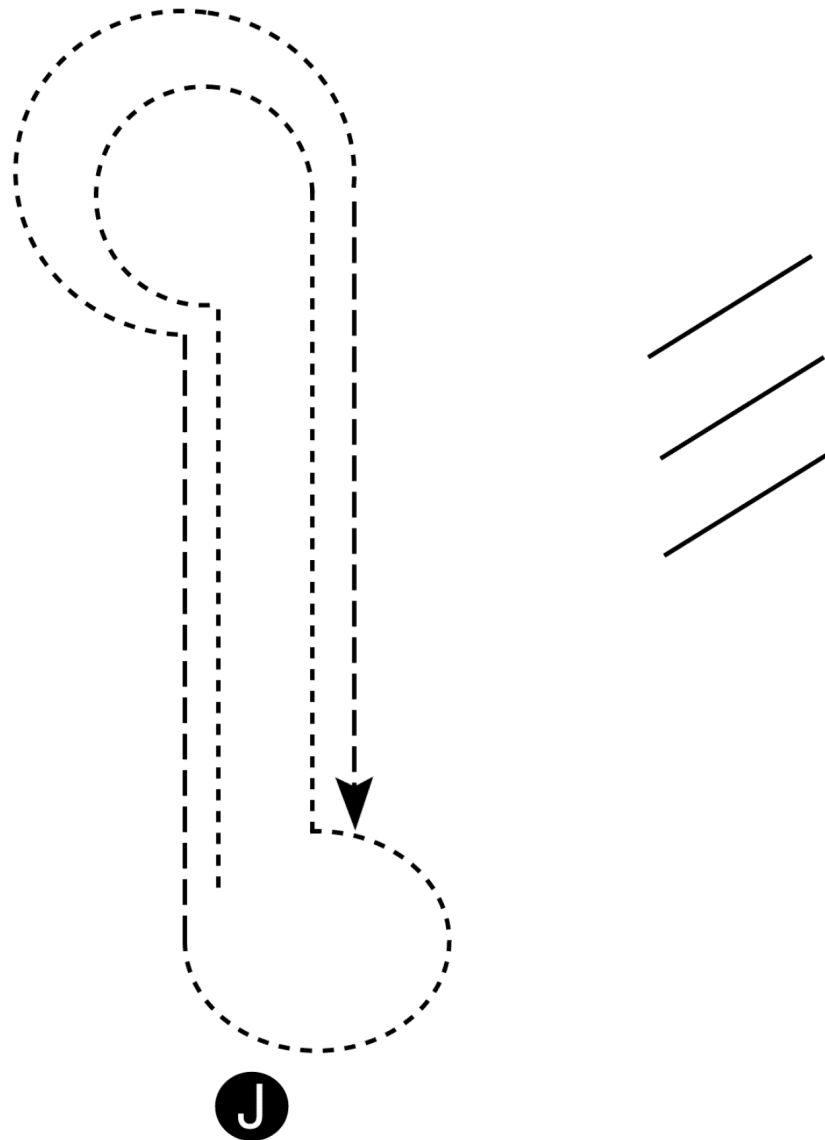


Horses will enter the ring at the trot and line up side-by-side at the direction of the ring steward.

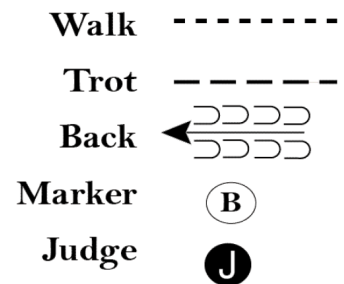
1. From the line, walk from the ring steward to the judge (vise versa).
2. Turn horse in arc to the right
3. Trot back to starting point.
4. Stop and set up for inspection.
5. Once dismissed, return to line.

# Senior Draft Horse Showmanship

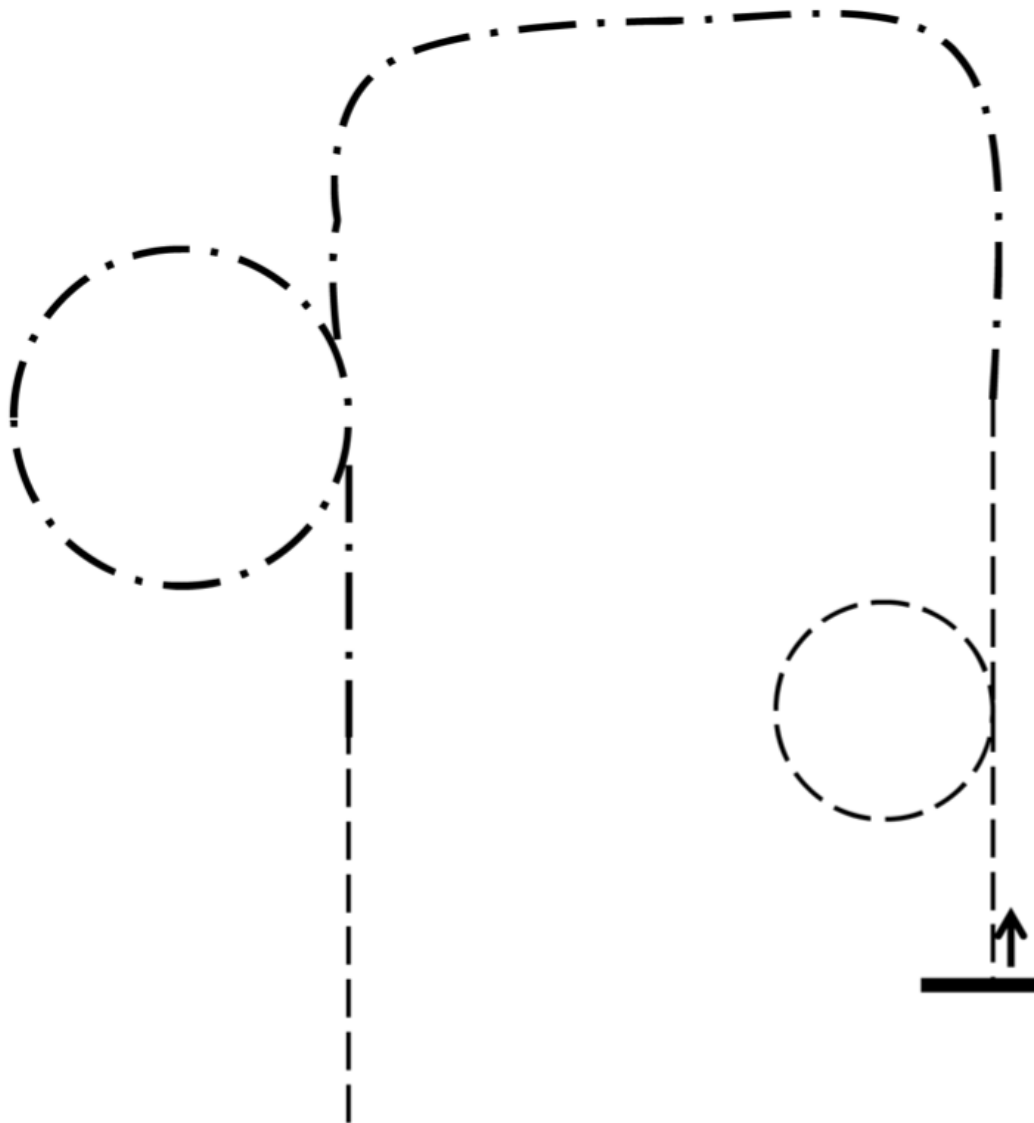
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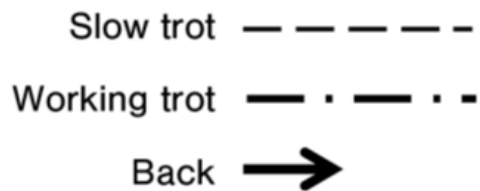
1. From Judge, walk straight away. Walk a “golf club” loop and continue walking towards Judge.
2. Make a “golf club” loop at a walk. When lined up with Judge, trot in a straight line away from Judge.
3. Walk a “golf club” loop and trot the remainder of the way back to the Judge. Set up for inspection (may turn horse 45 degrees either direction.)
4. When dismissed, trot away from Judge.



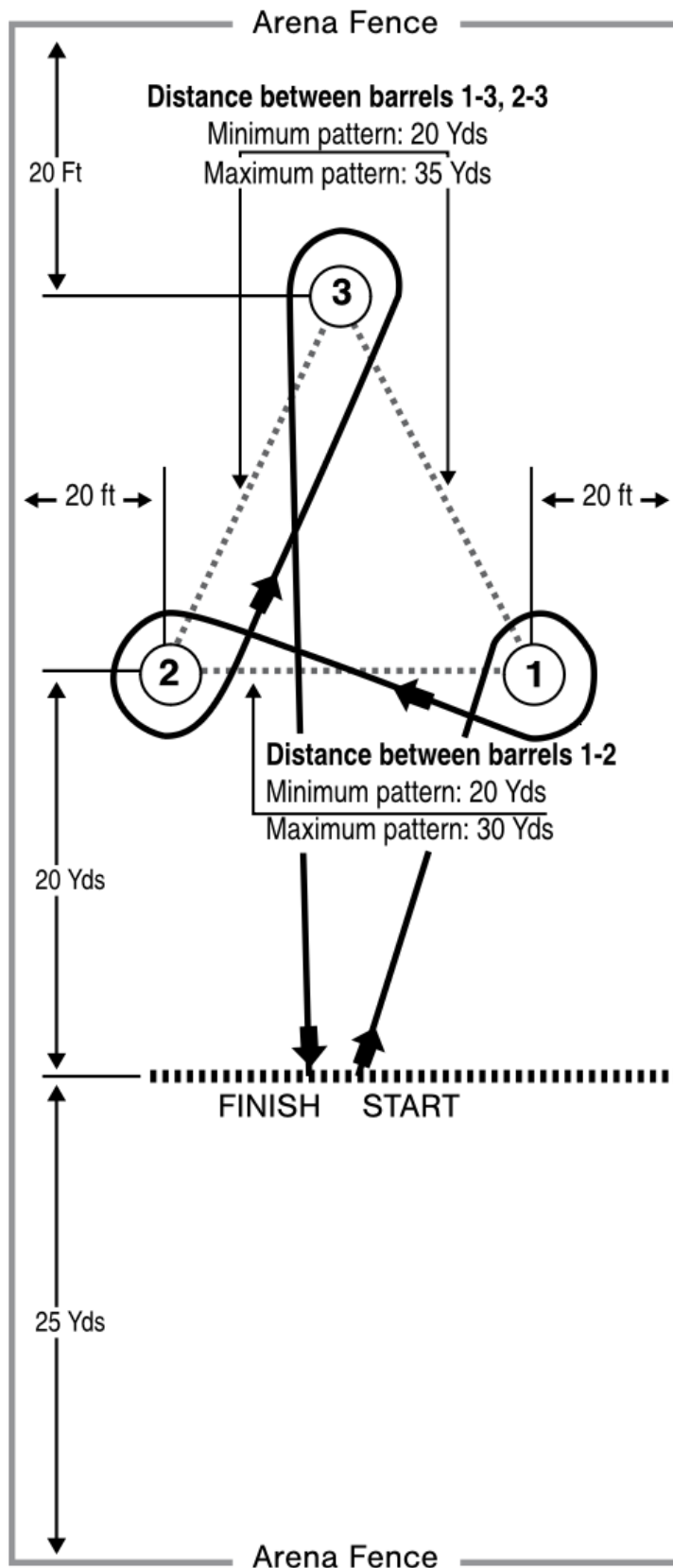
## Junior and Senior Reinsmanship Pattern



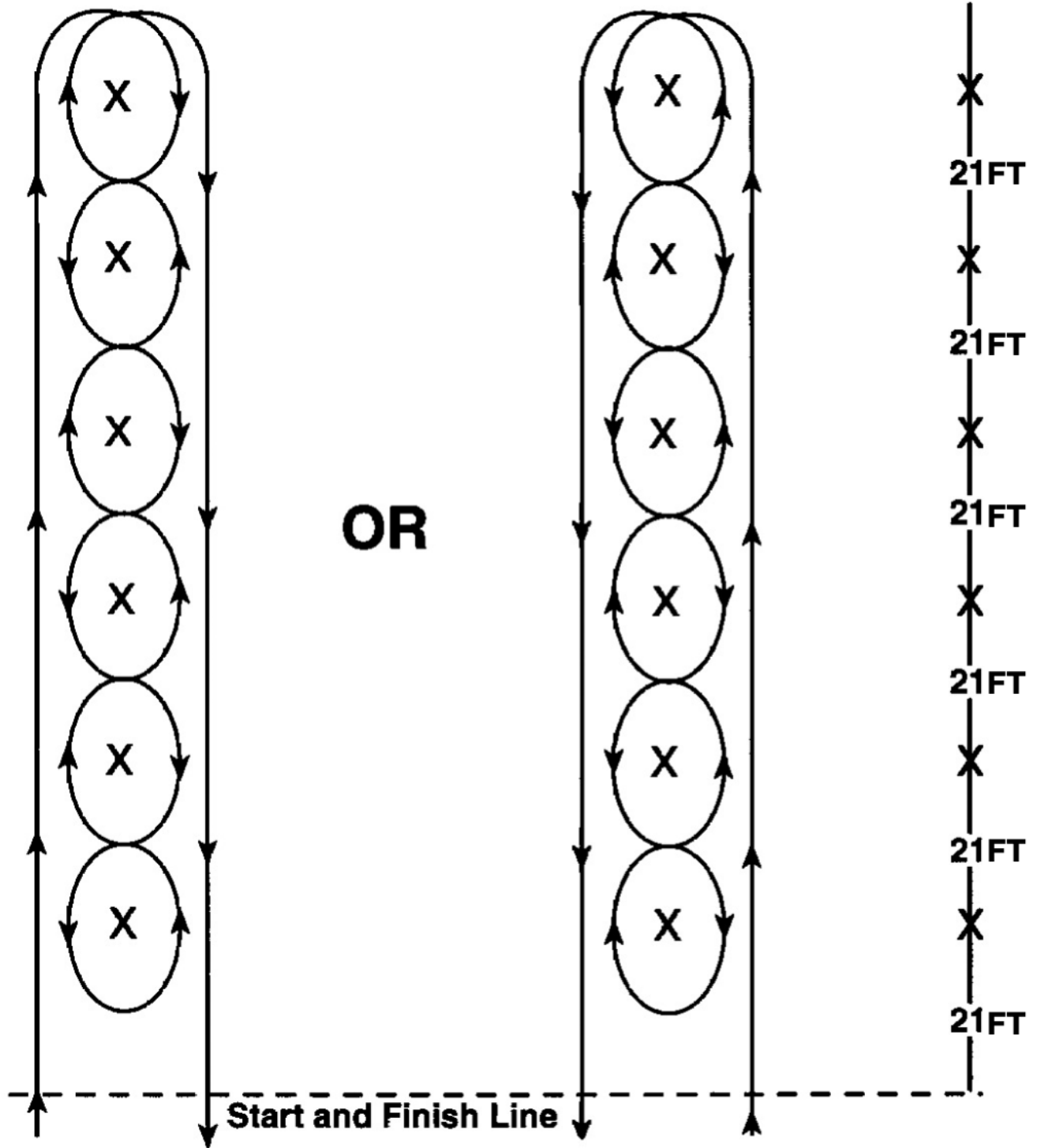
1. Slow trot down center.
2. Develop working trot.
3. Working trot a medium circle to left.
4. Working trot around rail.
5. Collect to slow trot.
6. Slow trot small circle to right.
7. Slow trot a few strides.
8. Halt, back 4-6 steps.
9. Exit at walk.



# Barrel Racing Course



# Pole Bending Course



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