

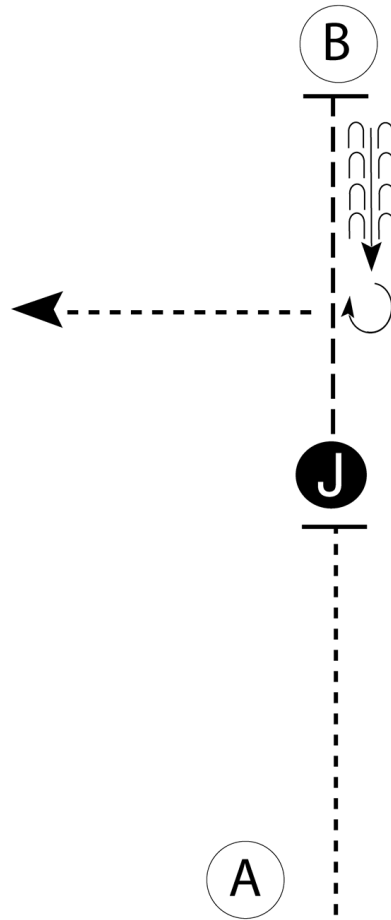
WES Area 3 Performance Show

1. Showmanship

Show Date: 9 April 2010

w w w . H o r s e S h o w P a t t e r n s . c o m

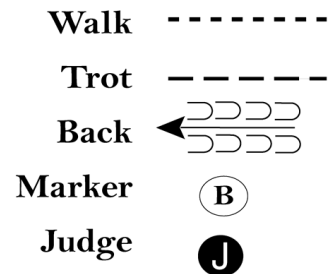
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk from A to judge.
2. Stop and set up for inspection.
3. When dismissed, trot to B.
4. Stop at B and back approximately one horse length.
5. Perform a 270 degree turn.

Walk straight away and follow the instructions of your ring steward.



[S/1-60]

Pattern Provided by:

David Lloyd

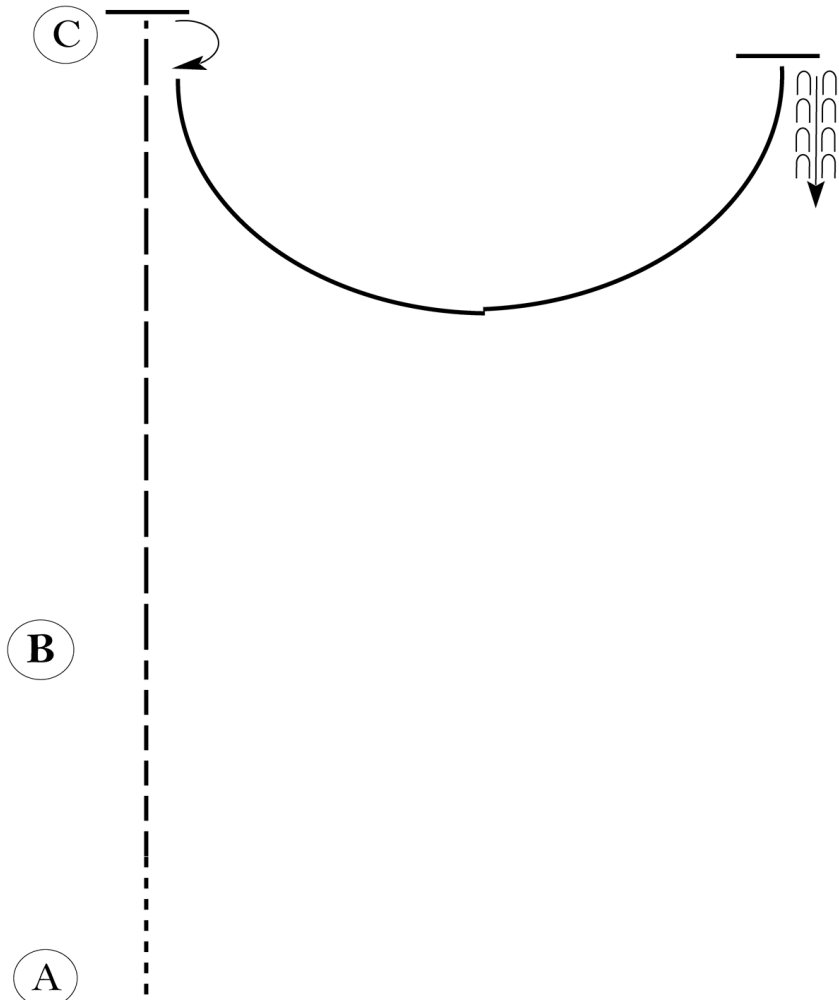
WES Area 3 Performance Show

2. Novice rider Horsemanship

Show Date: 9 April 2010

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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog to C.
4. Stop at C and turn 1/2 turn to the right.
5. Lope on the left lead in a half circle until even with C.
6. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↘
Back	← S S S S S
Marker	⊙ B
Sidepass	← - - - - - →

[WH/1-60]

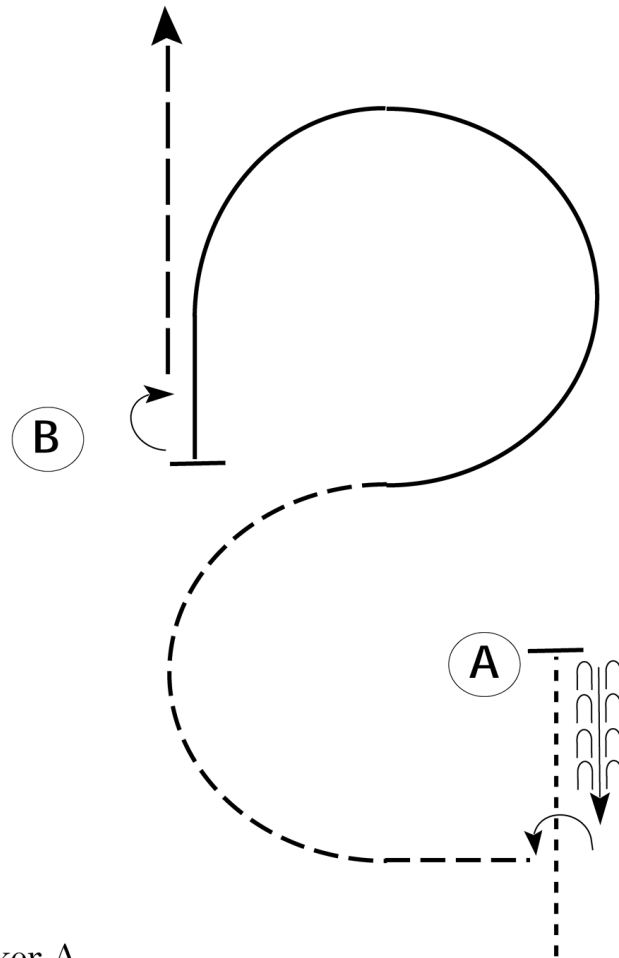
Pattern Provided by:

David Lloyd

WES Area 3 Performance Show

3 & 4. Amateur / Intermediate Horsemanship

Show Date: 9 April 2010



Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Extend the jog to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← — — — — — — — — —
Marker	ⓑ
Sidepass	← — — — — →

[WH/1-68]

Pattern Provided by:

David Lloyd

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

WES Area 3 Performance Show

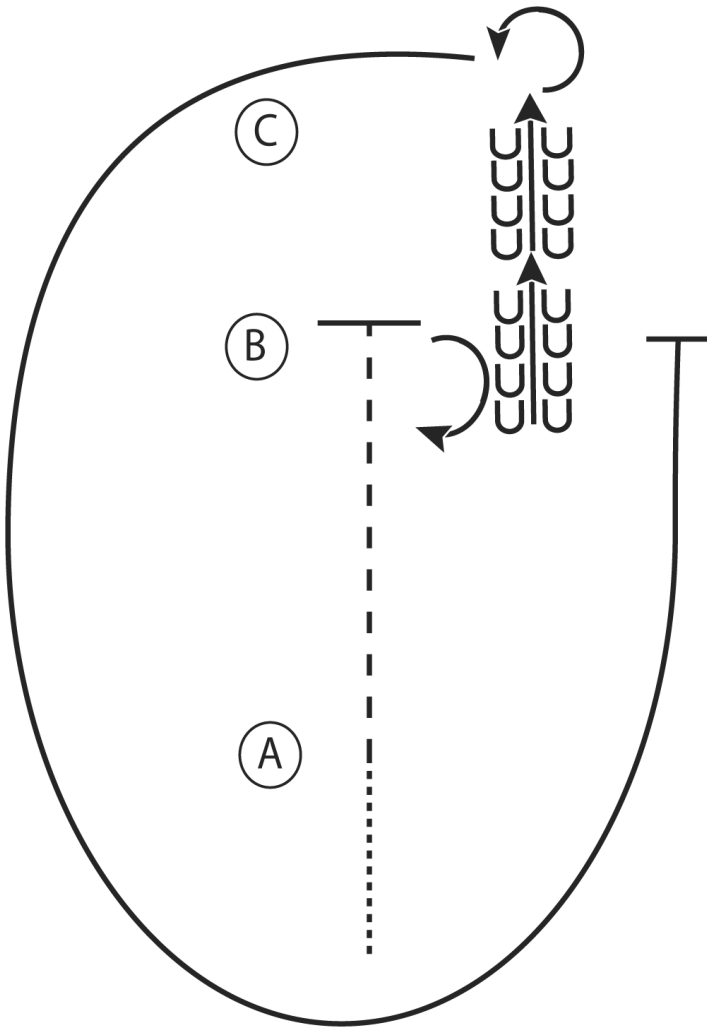
5. Open Horsemanship

Show Date: 9 April 2010

www.HorseShowPatterns.com

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1. Walk to A
2. Jog A to B
3. Stop at B and perform a 180 degree turn to the right
4. Back to C
5. At C perform a 270 degree turn to the left
6. Lope a circle around A, returning to B
7. Stop at B



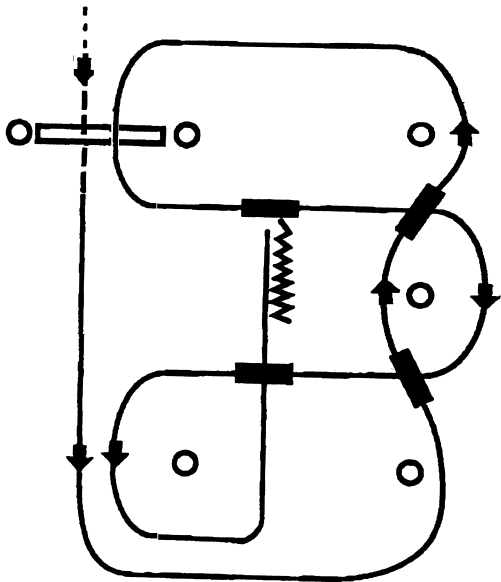
Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←
Marker	Ⓚ
Sidepass	←- - - ->

[WH/2-14]

Pattern Provided by:

David Lloyd

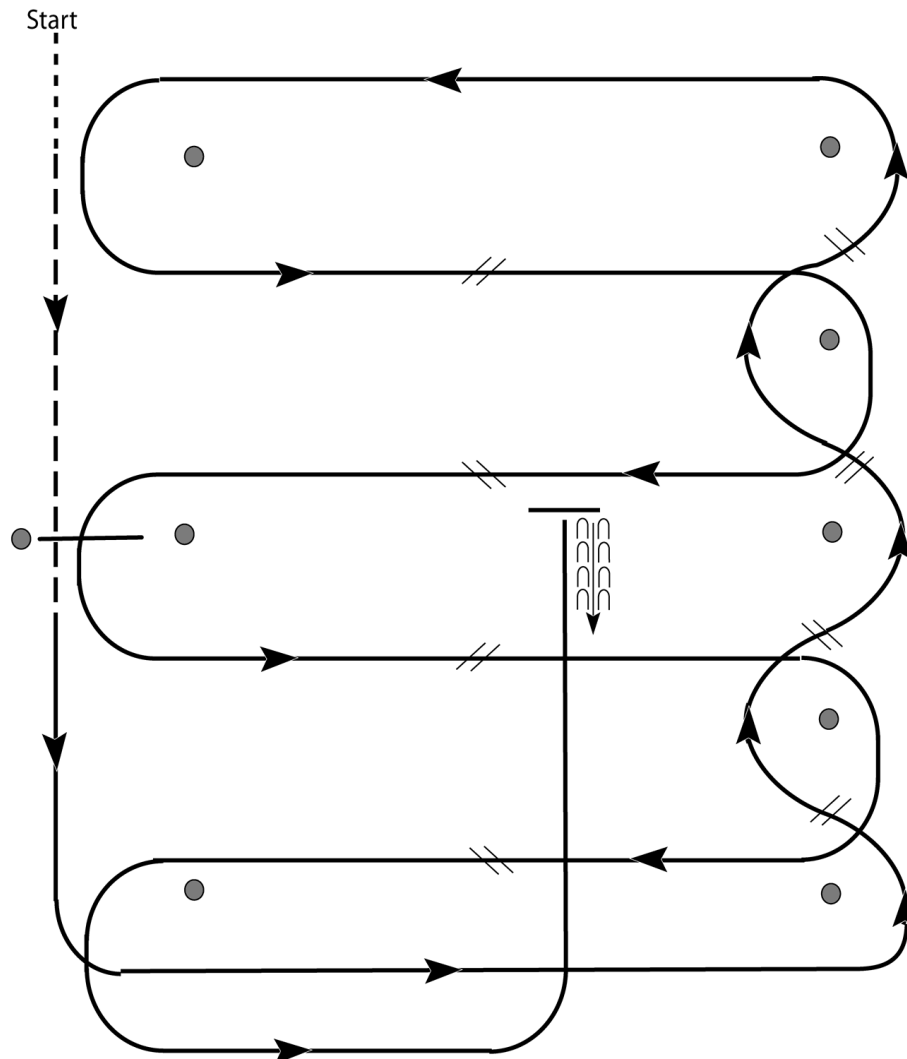
7 - NOVICE RIDER WESTERN RIDING



WES Area 3 Performance Show

8. Novice Horse Western Riding

Show Date: 9 April 2010



1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

[WR/OP-1]

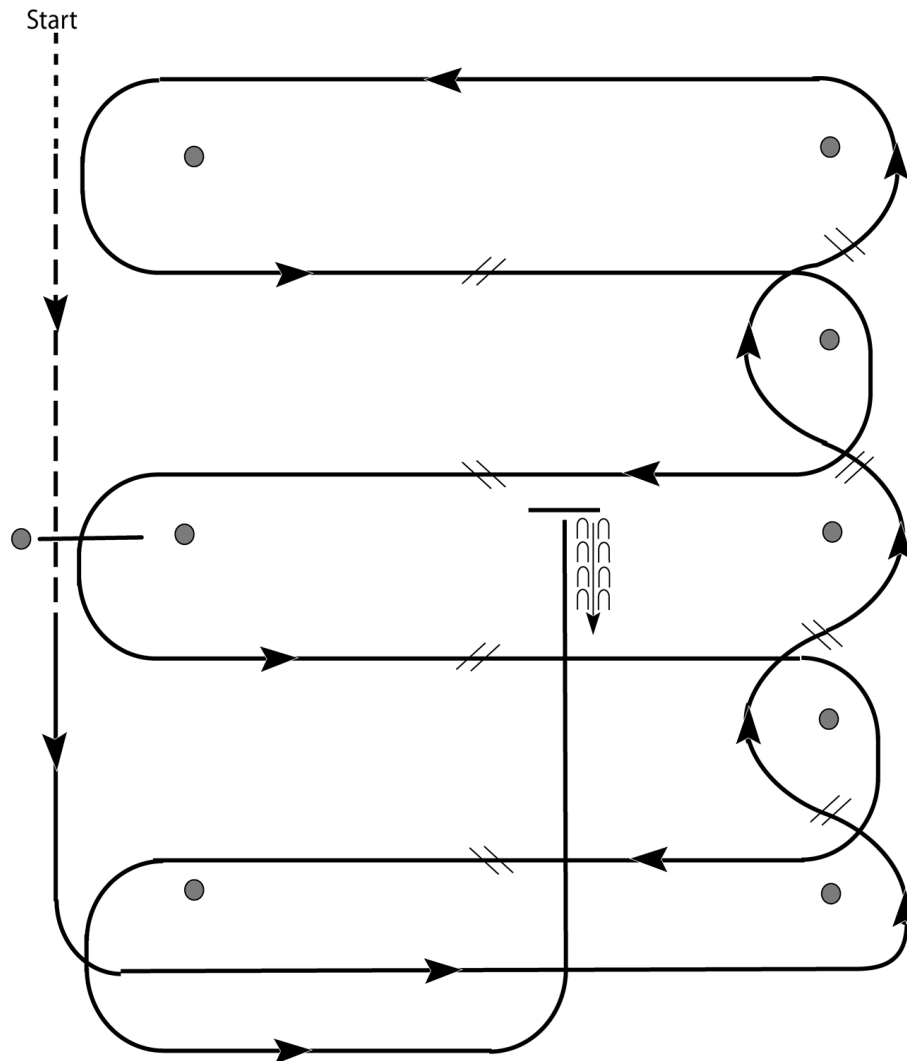
Pattern Provided by:

David Lloyd

WES Area 3 Performance Show

9. Open Western Riding

Show Date: 9 April 2010



1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

[WR/OP-1]

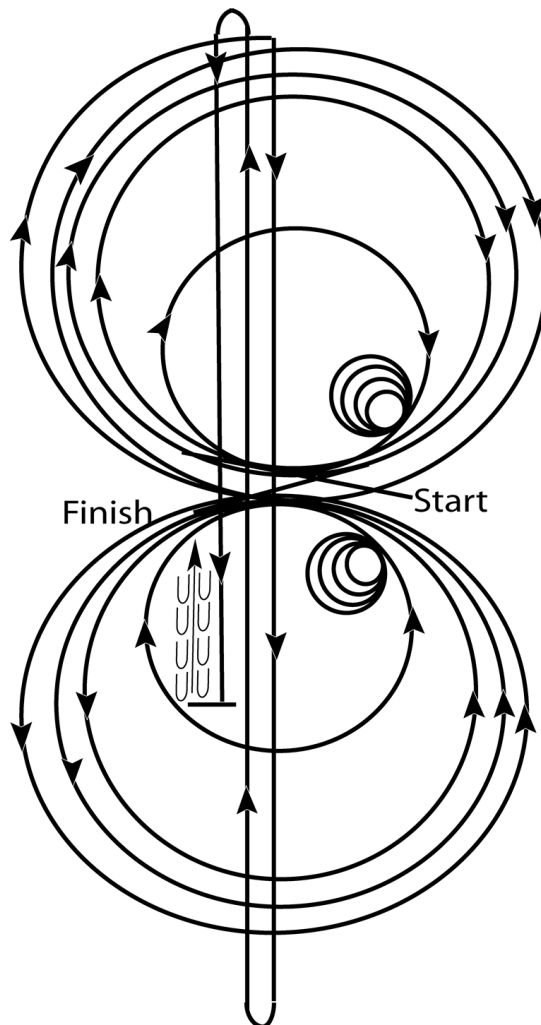
Pattern Provided by:

David Lloyd

WES Area 3 Performance Show

10. Novice Horse Reining

Show Date: 9 April 2010



Horses may walk or trot to the center of the arena. Begin at the center of the arena facing the left wall or fence.

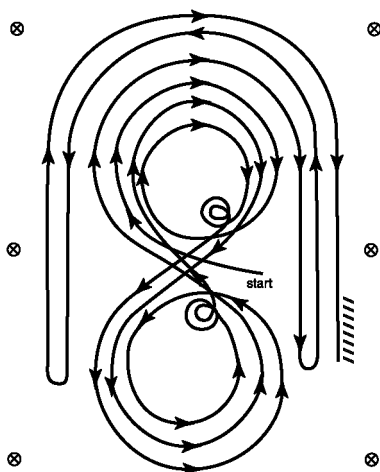
1. Beginning on the right lead, complete three circles to the right; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
 2. Complete four spins to the right. Hesitate.
 3. Beginning on the left lead, complete three circles to the left; the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
 4. Complete four spins to the left. Hesitate.
 5. Beginning on the right lead, run a large first circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
 6. Continue around previous 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 and do a right rollback - no hesitation.
 7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
 8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3m). Hesitate to demonstrate completion of the pattern.
- Rider may dismount and drop bridle to the designated judge.

[R/NRHAP-4]

Pattern Provided by:

David Lloyd

11 - NOVICE RIDER REINING PATTERN



⊗ Marker

Ride pattern as follows:

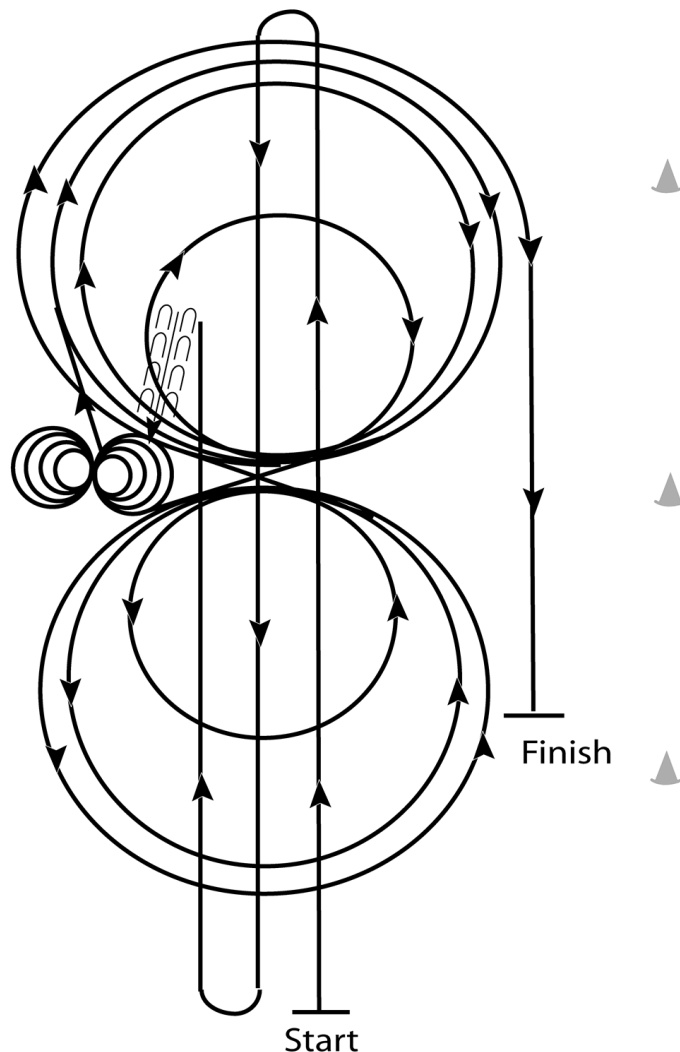
Horses must walk or stop prior to starting pattern.

1. Starting at the centre marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small slow circle until you reach the centre marker; stop.
3. Perform two spins to the right at the centre marker; at the end of the spins the horse should be facing the left wall, slight hesitation.
4. Begin on left lead and make a large fast circle.
5. Then a small slow circle, again drawing it down to the centre of the arena, stop, no hesitation on these stops.
6. Perform two spins to the left, slight hesitation, the horse should be facing the left wall.
7. Take a right lead and make a fast figure eight over the large circles, close the eight, and change leads.
8. Begin a large fast circle to the right but do not close this circle. Run down the right side of the arena past the marker and do a left roll back at least 20 feet (6 meters) from the wall or fence – no hesitation.
9. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the centre and do a right roll back at least 20 feet (6 meters) from the wall or fence – no hesitation
10. Continue back around the previous circle but do not close this circle. Run down the right side of the arena past the centre marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to show completion of pattern.

WES Area 3 Performance Show

12. Open Reining

Show Date: 9 April 2010



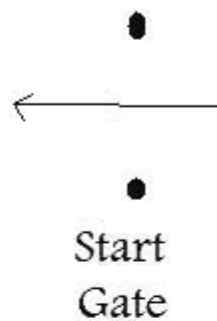
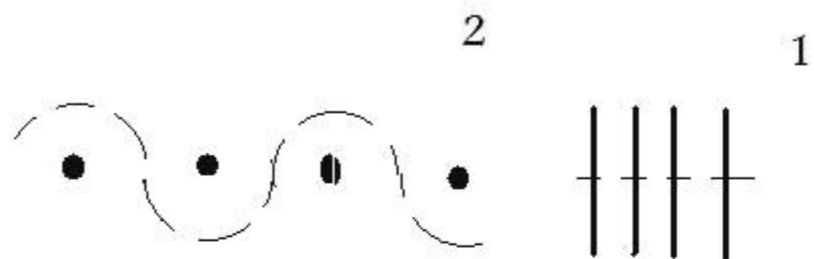
1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). Hesitate.
4. Complete four spins to the right.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. 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.
7. 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 the arena.
8. Begin a large fast 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 sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.
Rider may dismount and drop bridle to the designated judge.

[R/NRHAP-7]

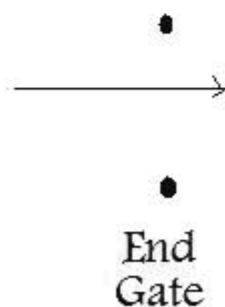
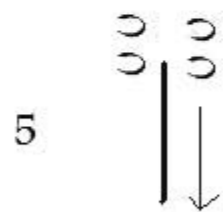
Pattern Provided by:

David Lloyd

Mendip Show
 Class 16 David Lloyd
 Speed Trail



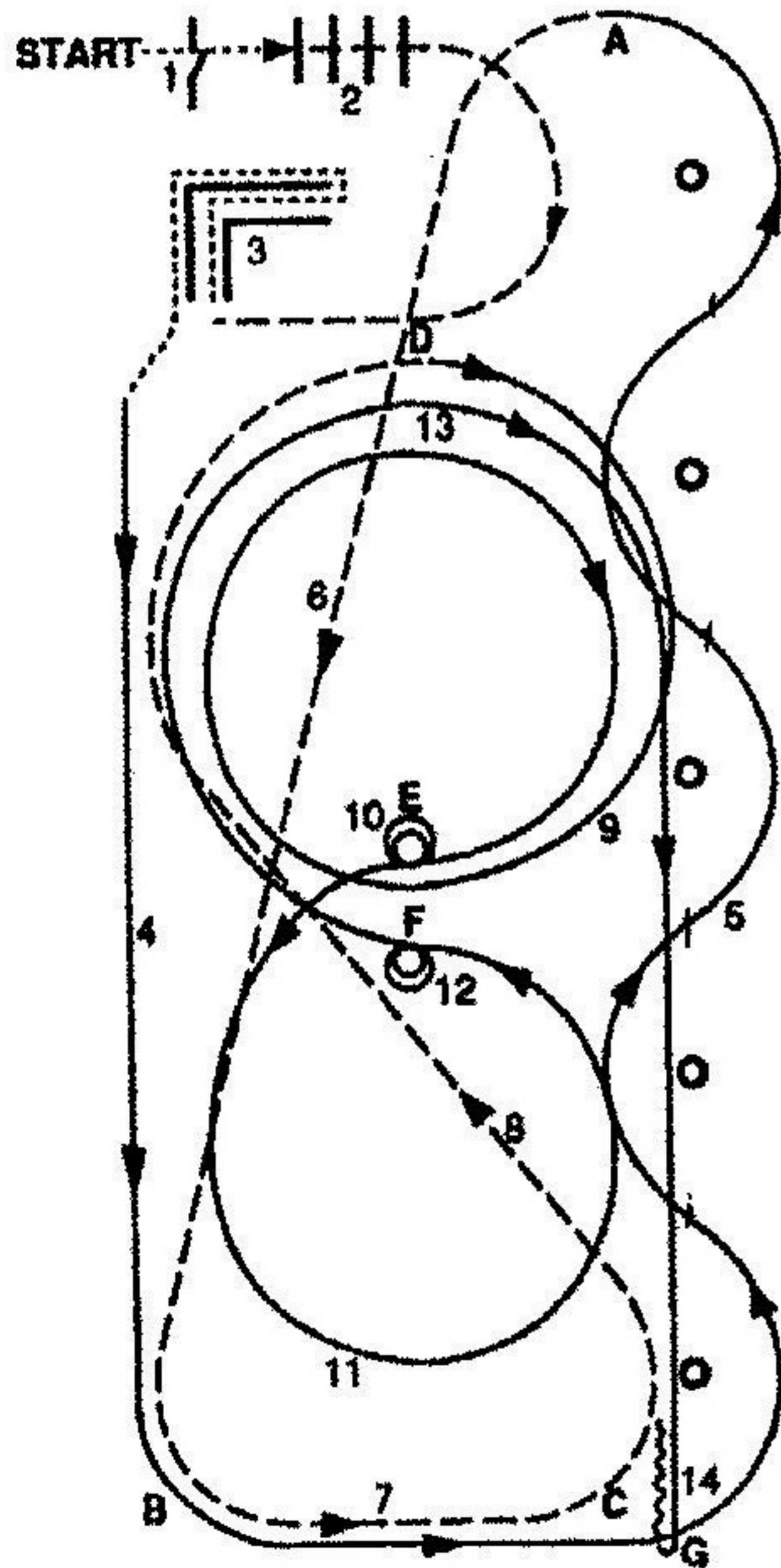
1. Walk over poles
2. Jog the serentine first cone on right
3. Enter box turn 180 and out
4. Work gate, either hand, and either side
5. Side pass right as shown
6. Enter chute back up and go forward out, pass through end gate



Each run will be timed the fastest run will be the winner, all penalty will count as one second eg. a total of 10 penalties- 10 seconds added to the time, unless shown in the pattern your course to each obstacle is your choice as is the gait.

20. Mendip Show Versatile Horse

Open – 5 cones provided in the lead change routine.
 Horses any age ridden one-handed with a curb bit.
 Flying changes mandatory. Junior horses (*aged 3 to 5 years inclusive – see rule 14*) MAY be ridden two-handed in a snaffle or hackamore (*see rules 20 & 21*).



- 1 Open and pass through gate
- 2 Jog over four logs
- 3 Back through L, side pass L shape (either way)
- 4 Lope on left lead
- 5 Perform a serpentine through the cone changing leads
- 6 Extend jog from A to B,
- 7 Jog B to C,
- 8 Extend Jog C to D
- 9 Lope $\frac{1}{2}$ large circle right then small slow circle
- 10 Stop, perform two right spins at E
- 11 Lope on left lead one small circle
- 12 Stop perform two left spins at F
- 13 Lope on right lead with speed $\frac{3}{4}$ circle and run to end cone and stop
- 14 Back up a minimum of 10 feet
Leave the arena

Scoring will be on a basis of 0 to 100 with 70 _denoting an average performance.

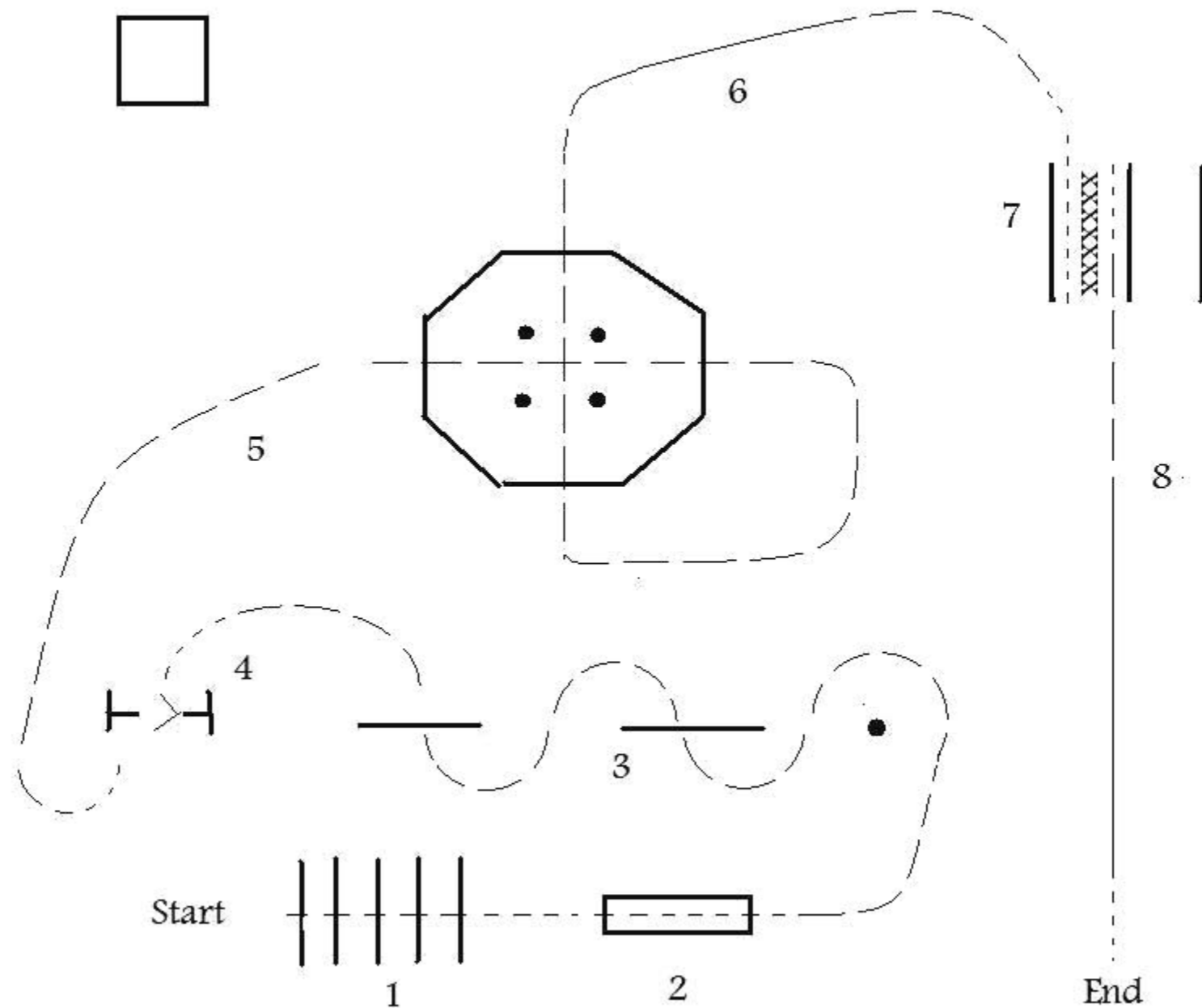
Scoring will be as follows

Maneuvers

- 1 - 3 as Trail
- 4 - 5 as Western Riding
- 6 - 8 as Pleasure
- 9 - 14 as Reining

Mendip Show Trail

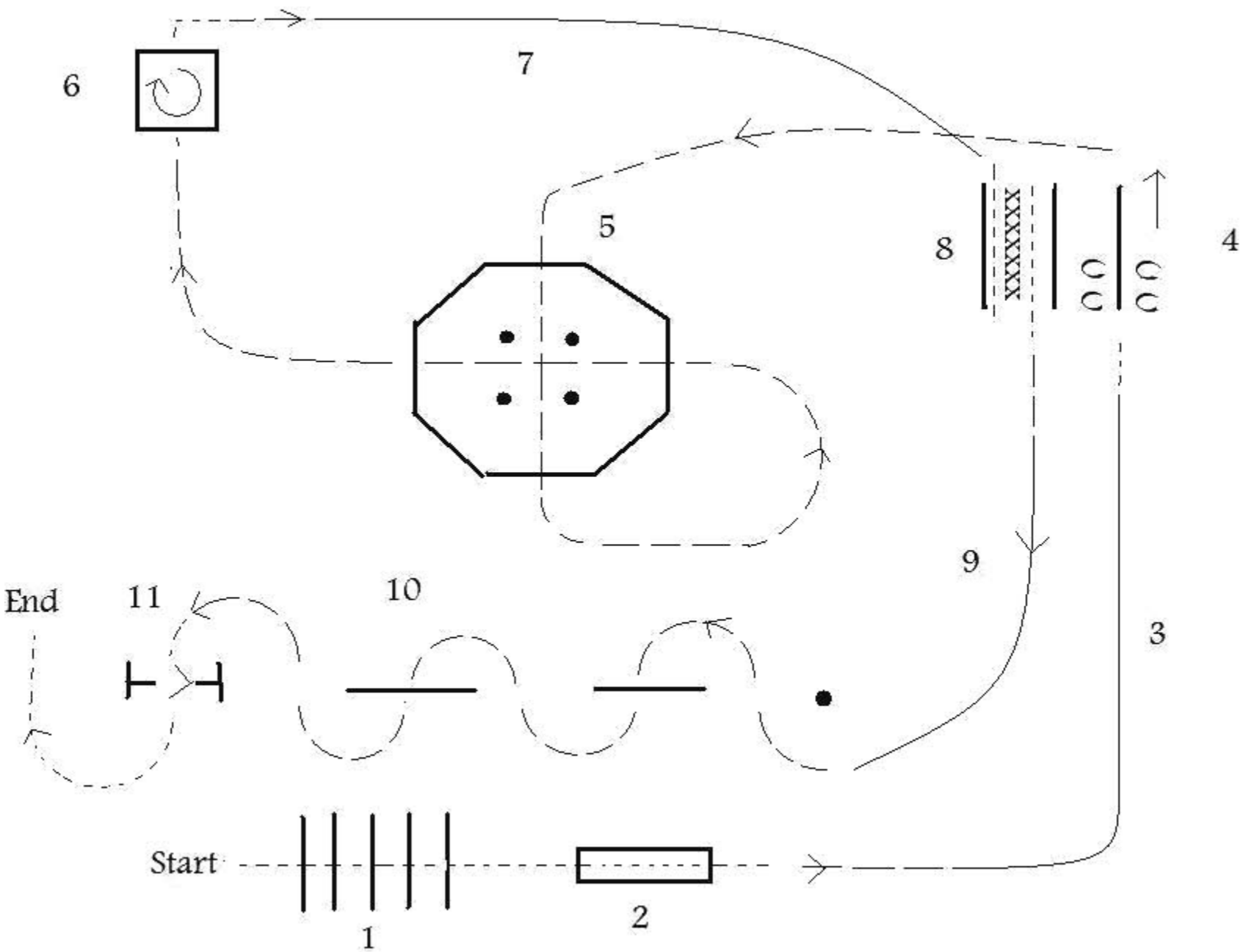
Class 21 Youth



1. Walk over poles
2. Walk over bridge
3. Jog around cone and over poles
4. Walk to gate, work gate either way with left hand
5. Jog through complex as shown
6. Show a few strides of lope
7. Jog, then walk into chute and back up
8. Jog before end of chute, and lope either lead, and walk to end.

Walk Back up xxxxxx
Jog ---- Side pass oo →
Lope _____ oo

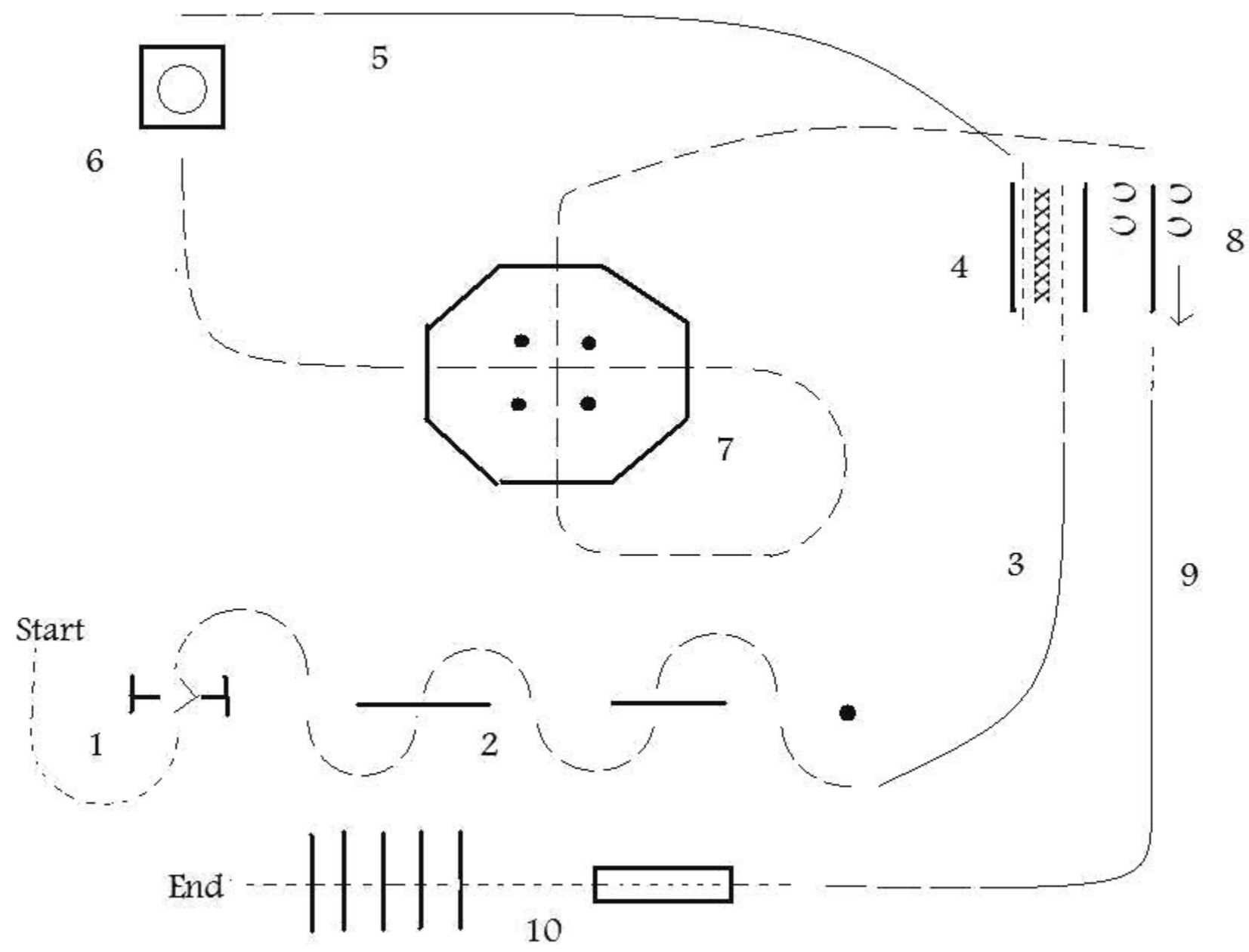
Mendip Show Trail
Class 22 Novice Rider



1. Walk over poles
2. Walk over bridge
3. Lope left lead to side pass
4. Side pass right
5. Jog through complex as shown
6. Box 360 right
7. Lope right lead to chute
8. Walk in back up, walk out
9. Lope right
10. Jog over poles to gate
11. Work gate with left hand walk to end

Walk ----- Back up xxxxxx
 Jog ---- Side pass $\frac{\circ\circ}{\circ\circ} \rightarrow$
 Lope _____

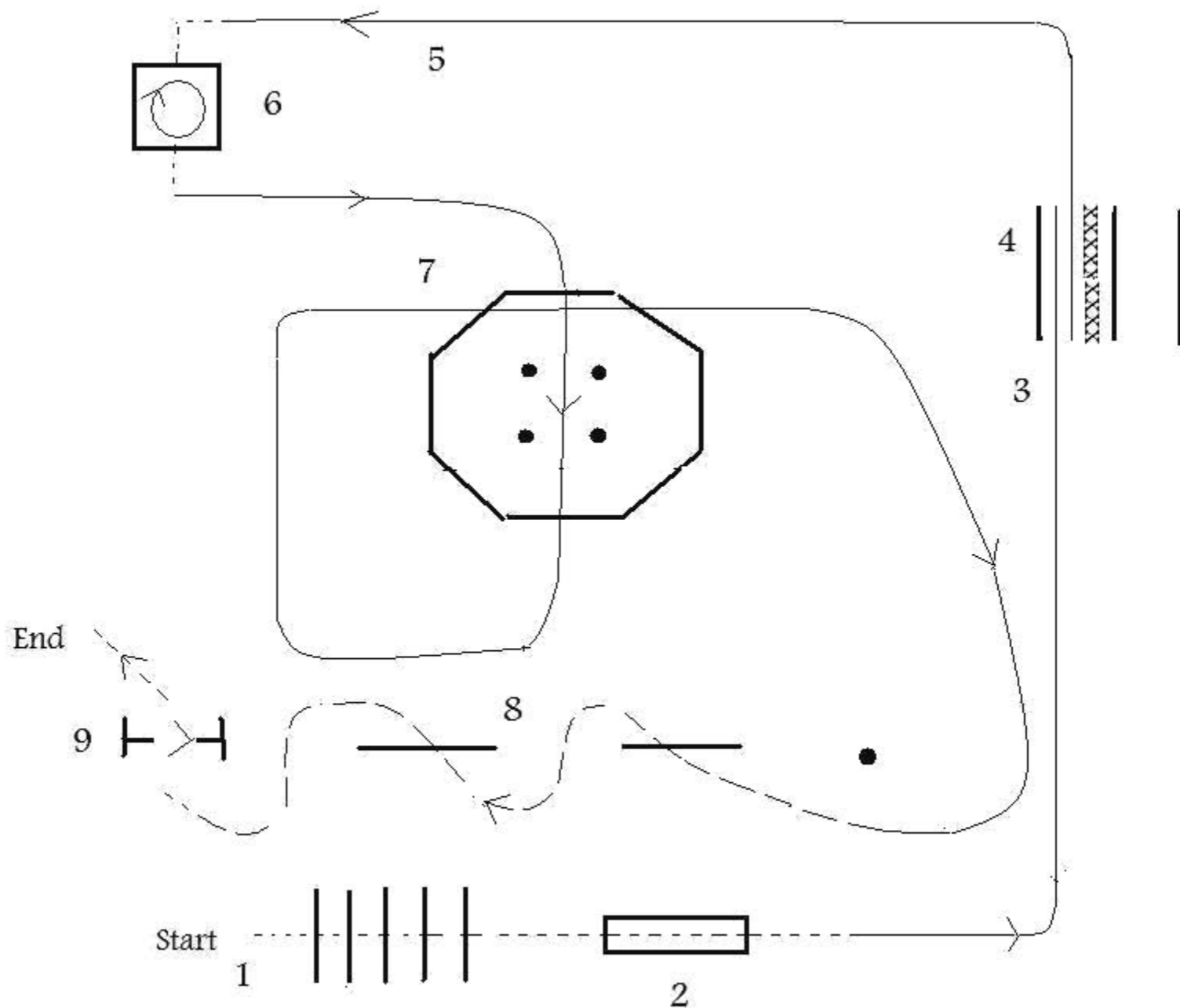
Mendip Show Trail
Class 23 Novice Horse



1. Work gate with either hand
2. Jog over poles
3. Lope left lead to chute, walk in
4. Back up to end, walk out
5. Lope to box
6. Walk in box 360left, walk out
7. Jog over poles and on to side pass
8. Side pass right
9. Lope right lead
10. Walk over bridge and poles

Walk Back up xxxxxx
 Jog ---- Side pass $\begin{matrix} \circ\circ \\ \circ\circ \end{matrix} \rightarrow$
 Lope _____

Mendip Show Trail
 Class 24 Amateur Intermediate
 Amateur

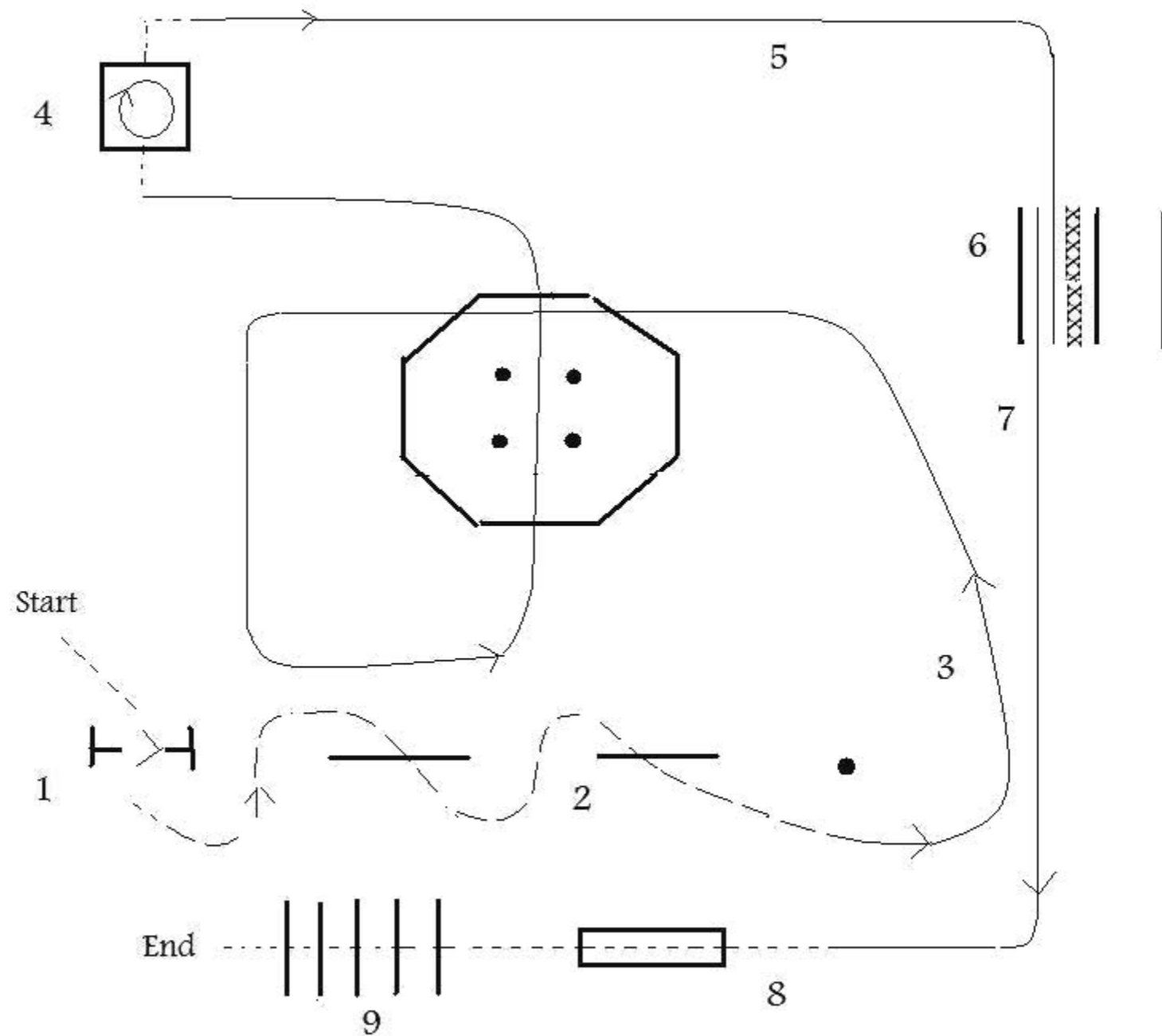


1. Walk over poles
2. Walk over bridge
3. Lope left lead into chute
4. Back up
5. Lope left lead to box
6. Walk into box, 360 right
7. Walk out lope right lead over poles
8. Jog over poles
9. Work gate with either hand.

Walk Back up xxxxxx
 Jog ---- Side pass $\frac{\circ\circ}{\circ\circ} \rightarrow$
 Lope _____

Mendip Show Trail

Class 25 Open



1. Work gate, either hand
2. Jog over poles
3. Lope left lead over poles
4. Box, 360 right
5. Lope right lead into chute
6. Back up
7. Lope right lead to bridge
8. Walk over bridge
9. Walk over poles

Walk ----- Back up xxxxxx
Jog ---- Side pass $\frac{\circ\circ}{\circ\circ} \rightarrow$
Lope _____