

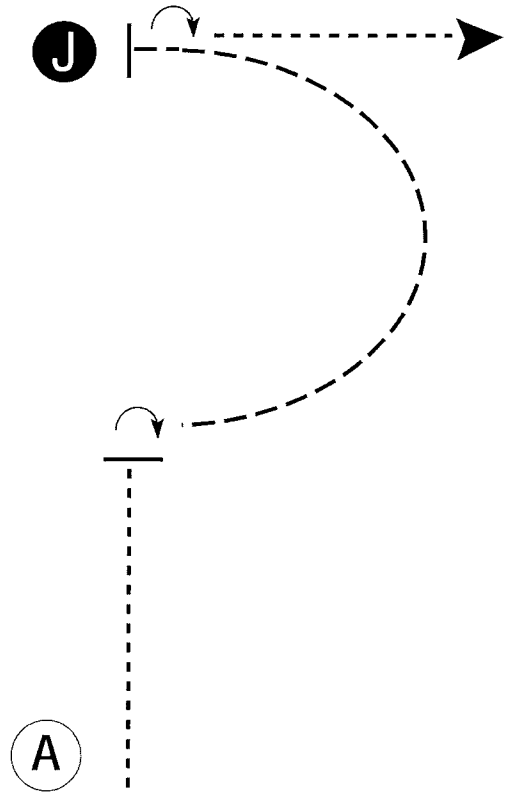
Keystone Showdown All Novice Show

Class# 222 Small Showmanship (11 under)

Show Date: 06-14-2017

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. When acknowledged, walk half the distance to Judge.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	Ⓟ
Judge	●

[S/WT-80]

Pattern Provided by:

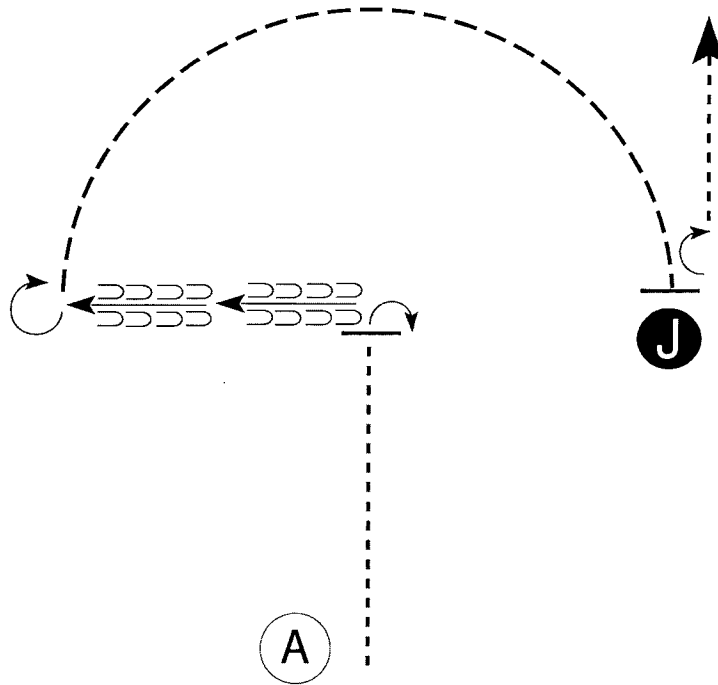
Keystone Showdown All Novice Show

Class 223+225 Novice Youth & Amateur Showmanship

Show Date: 06-14-2017

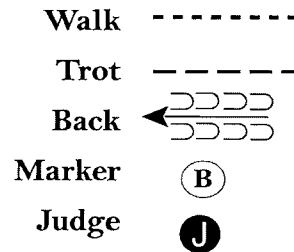
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Be ready at A.

1. When acknowledged, walk until horse's hip is even with Judge.
2. Perform a 90 degree turn.
3. Back approximately two horse lengths.
4. Stop and perform a 270 degree turn.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 180 degree turn and walk straight away from judge.



Follow the instructions of your ring steward.

[S/2-68]

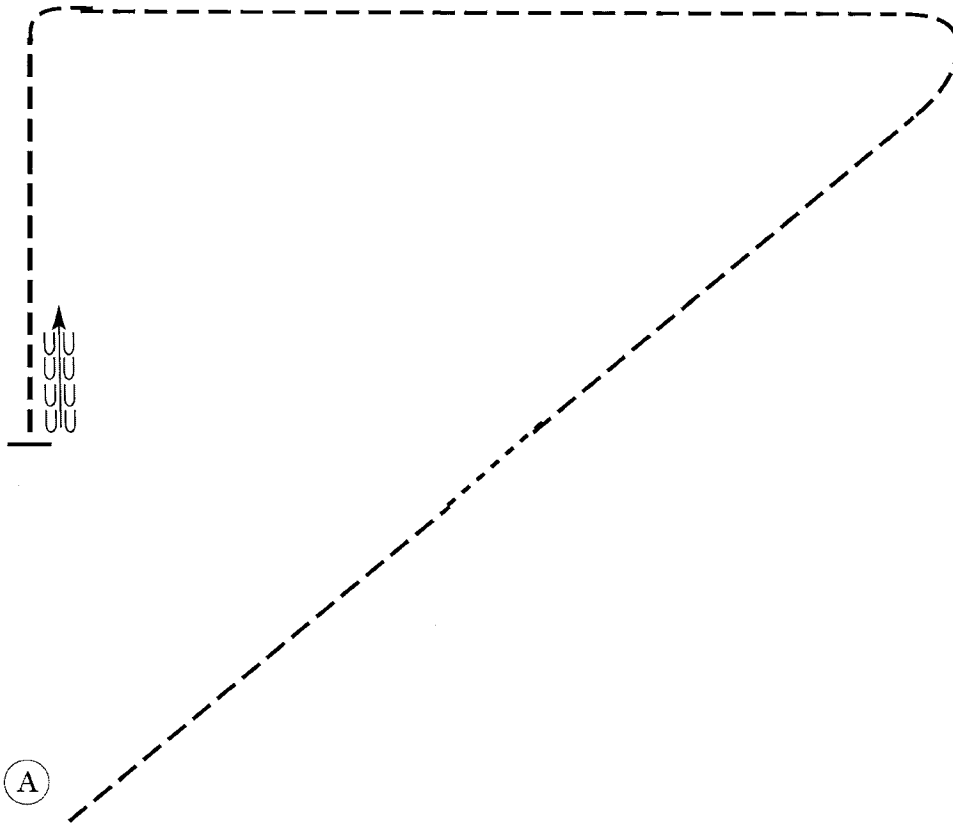
Pattern Provided by:

Keystone Showdown All Novice Show

Class # 235 + 238 Hunt Seat Equitation (Walk Trot)
 Show Date: 06-14-2017

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Be ready at A.

1. Trot right diagonal.
2. Walk 10 steps.
3. Trot on the left diagonal to the corner.
4. Change diagonals and trot to next corner.
5. At corner, perform a sitting trot halfway to A.
6. Stop when halfway to A and back approximately one horse length.

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

[HSE/WT-106]

Pattern Provided by:

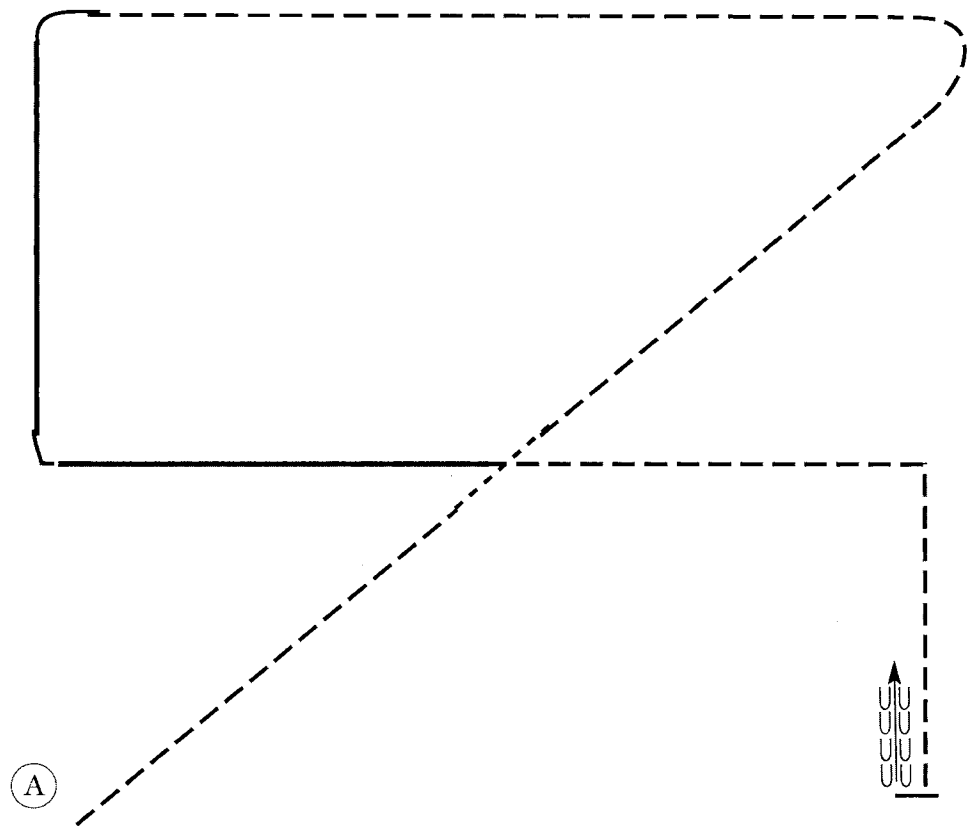
Keystone Showdown All Novice Show

Class 236 & 239 Novice Youth & Amateur

Show Date: 06-14-2017

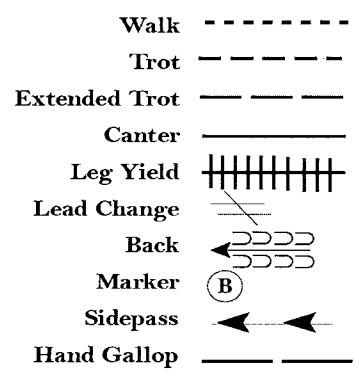
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Be ready at A.

1. Trot right diagonal.
2. Walk 10 steps.
3. Trot on the left diagonal to the corner.
4. Change diagonals and trot to next corner.
5. Pick up the left lead canter and canter crossing over your line.
6. Break to a sitting trot around corner until you are in line with A.
7. Stop and back and back approximately one horse length.



[HSE/1-106]

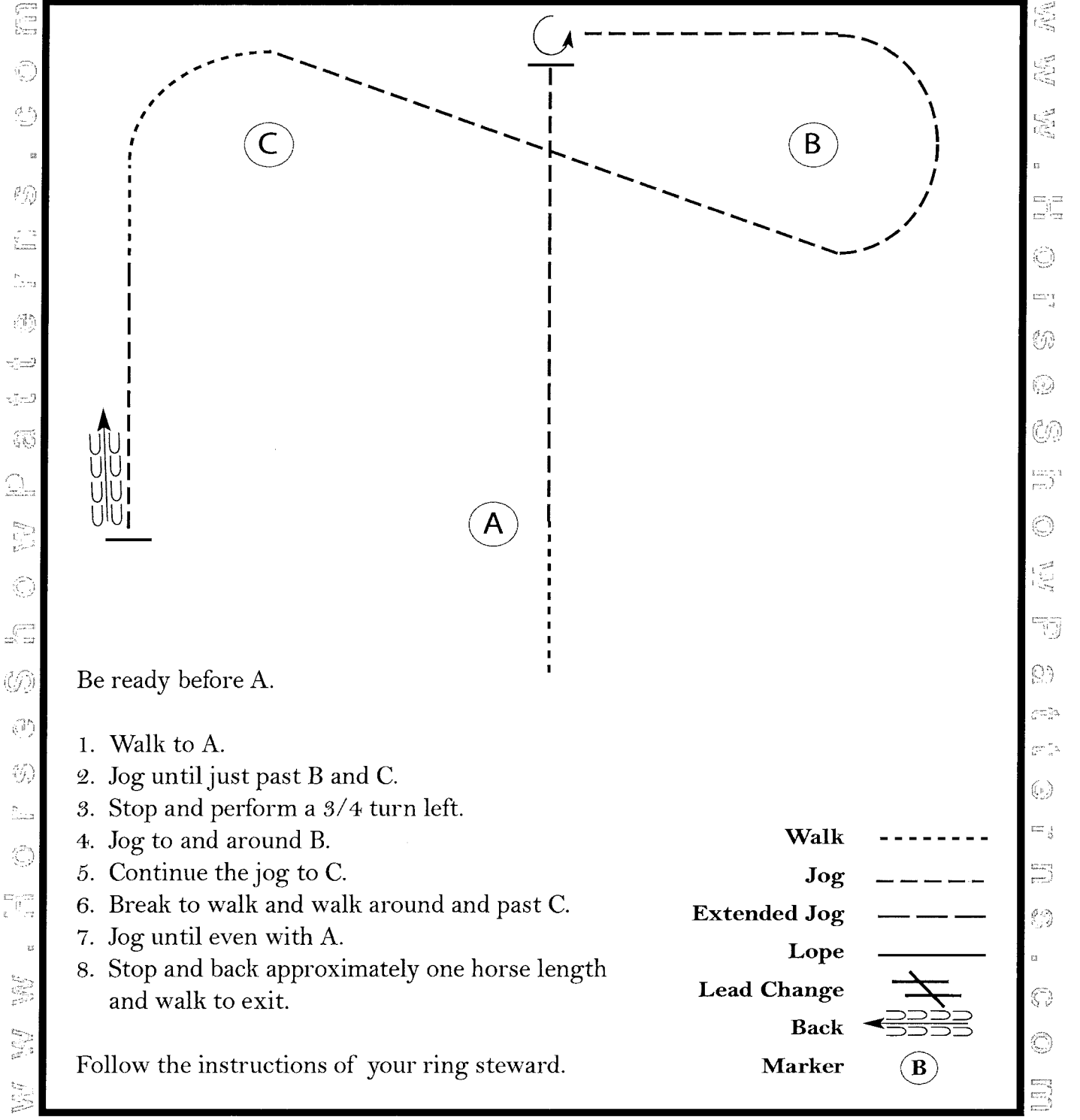
Pattern Provided by:

Keystone Showdown All Novice Show

Small Fry Horsemanship

Class #246

Show Date: 06-14-2017



Be ready before A.

1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Continue the jog to C.
6. Break to walk and walk around and past C.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

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

Follow the instructions of your ring steward.

[WH/WT-91]

Pattern Provided by:

Keystone Showdown All Novice Show

Class's

255 & 257 Horsemanship (Novice Youth & Amateur)

Show Date: 06-14-2017

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Be ready before A.

1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Lope on the right lead around B.
5. Perform a simple lead change halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

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

Follow the instructions of your ring steward.

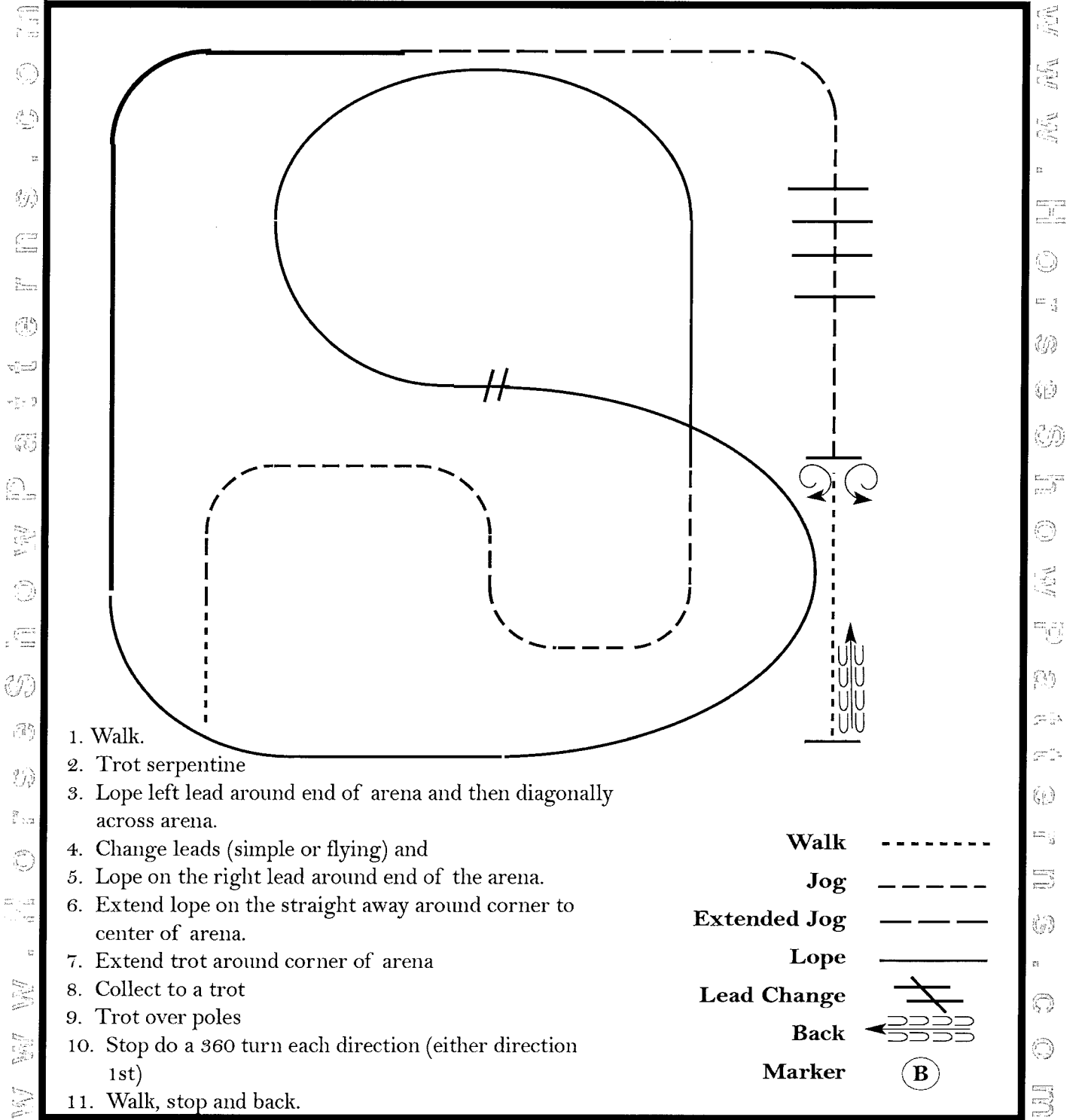
[WH/2-91]

Pattern Provided by:

Class # 266 + **Keystone Showdown All Novice Show**
267

Ranch Riding (Novice Youth & Amateur)

Show Date: 06-14-2017



1. Walk.
2. Trot serpentine
3. Lope left lead around end of arena and then diagonally across 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 around corner to center of arena.
7. Extend trot around corner of arena
8. Collect to a trot
9. Trot over poles
10. Stop do a 360 turn each direction (either direction 1st)
11. Walk, stop and back.

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

[RR/4]

Pattern Provided by:

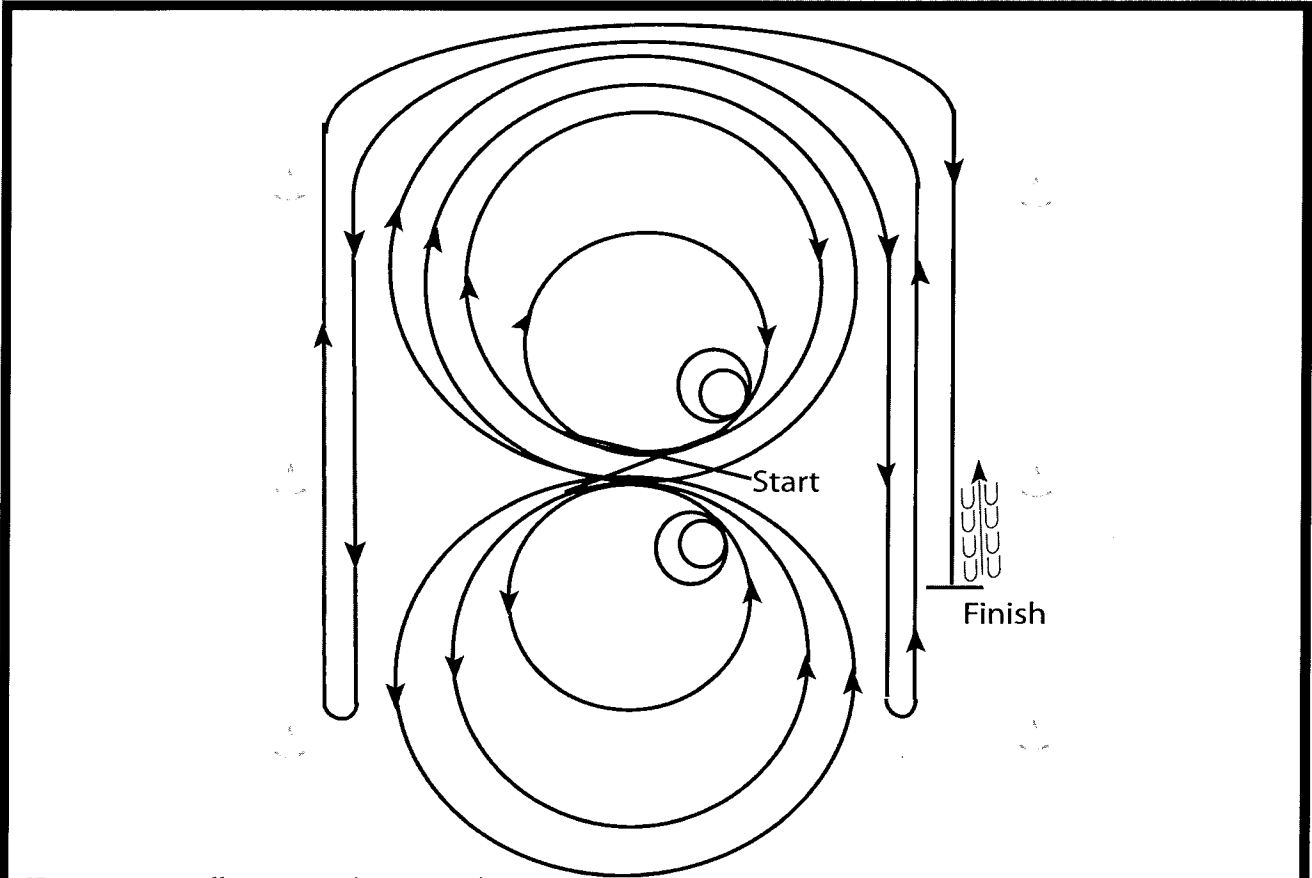
Class's

2684270

Keystone Showdown All Novice Show

Reining (Novice Youth & Amateur)

Show Date: 06-14-2017



Horses must walk or stop prior to starting pattern.

1. Starting at the center marker make a large fast circle to right on the right lead.
2. Draw the circle down to a small circle until you reach the center marker; stop.
3. Do a double spin to the inside of the small circle at the center marker; at end of spins horse should be facing the left wall, slight hesitation.
4. Begin on the left lead and make a large fast circle.
5. Then a small, slow circle, again drawing it down to the center of the arena, stop, no hesitation on these stops.
6. Do a double spin to the inside of the circle, slight hesitation, horse to be facing 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 center and do a right roll back at least 20 feet (6 meters) from the wall or fence - no hesitation.
10. Continue back around previous circle but not close this circle. Run down the right side of the arena past the center 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.

Rider may dismount and drop bridle to the designated judge.

[R/AQHAP-12]

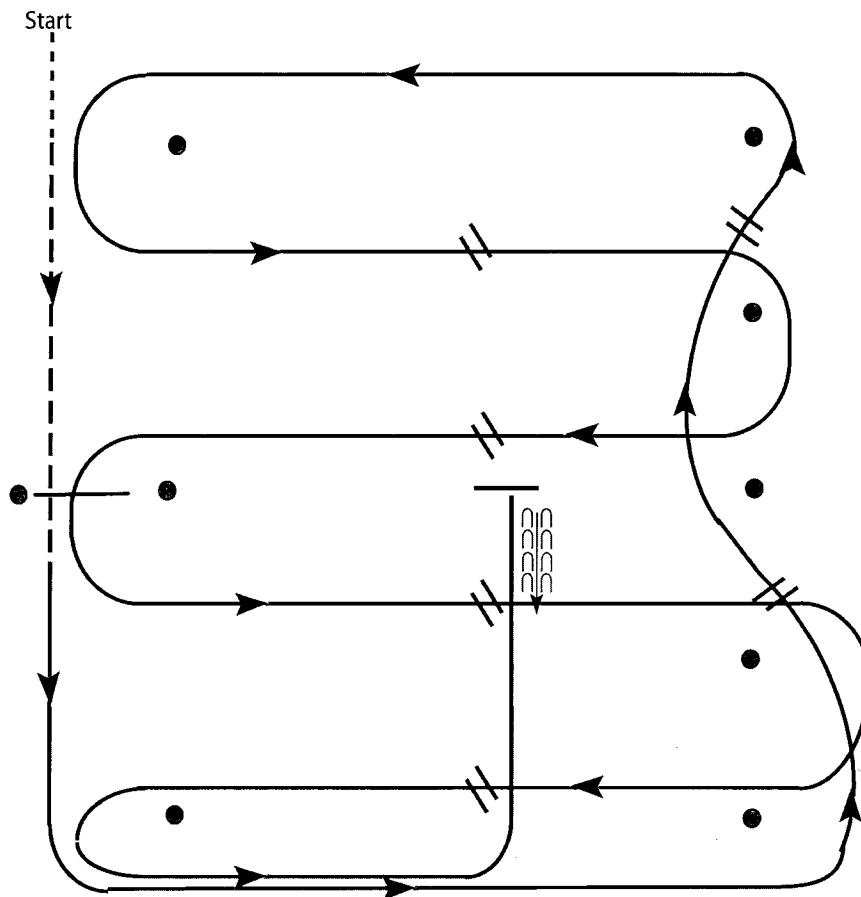
Pattern Provided by:

Class 5
272+274

Keystone Showdown All Novice Show

Western Riding (Novice Youth & Amateur)

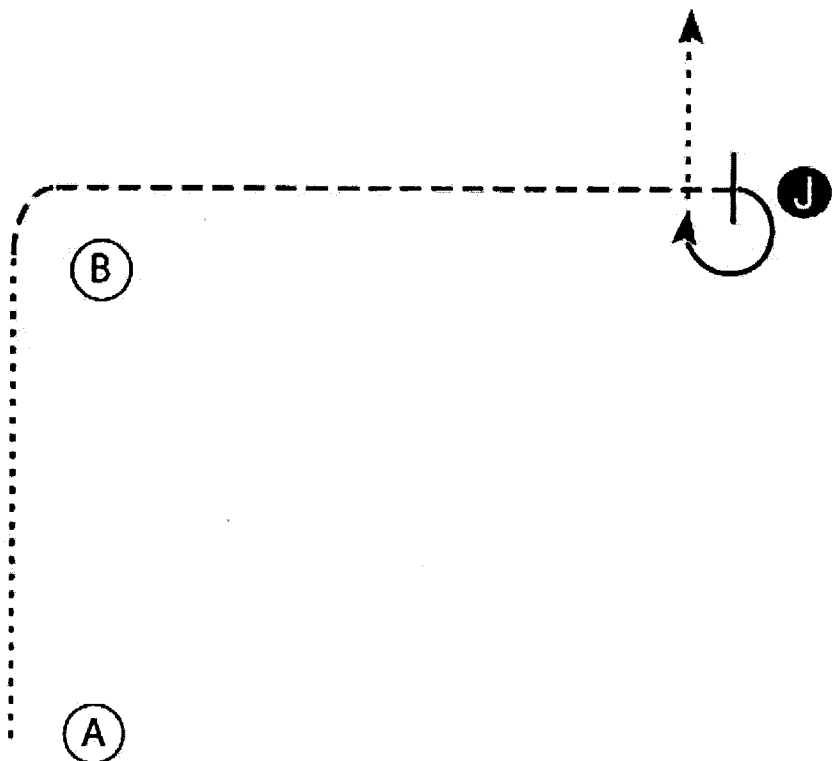
Show Date: 06-14-2017



1. Walk at least 15' & jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

[WR/GP-1]

Pattern Provided by:



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.

Walk
Trot - - - - -
Back ←
Marker (B)
Judge (J)