

Keystone Showdown QH Show

Class

41,42

Showmanship - (11 & under & Level 1 Youth and Amateur)

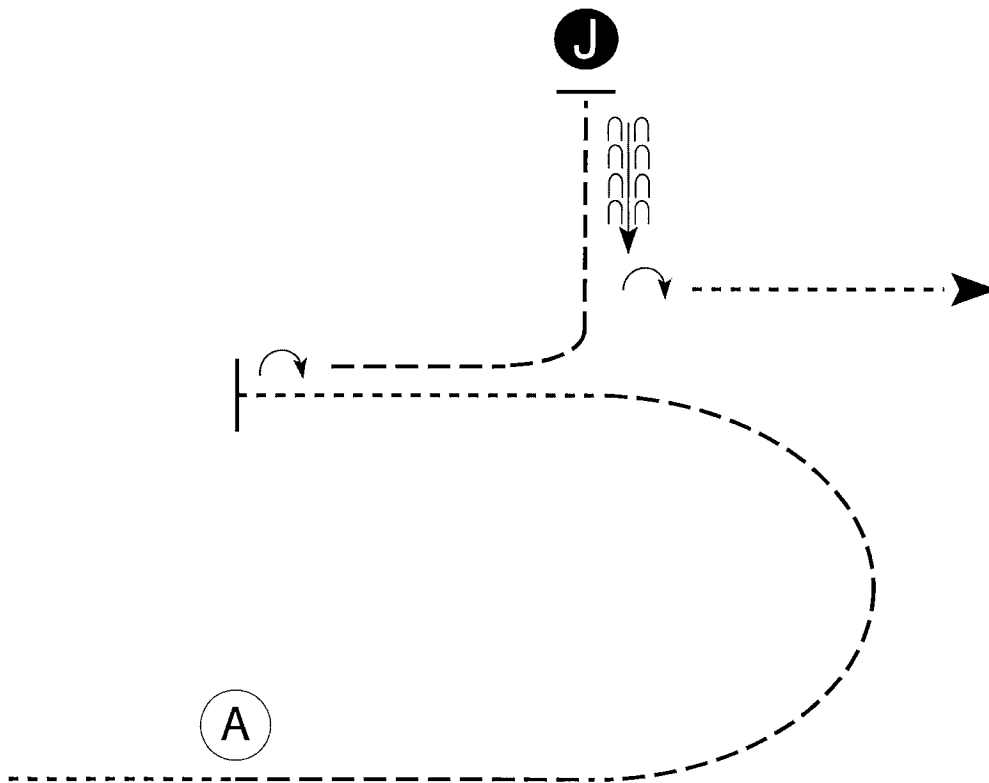
49,50

Show Date: 06/21-24/2018

47,48

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 before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

Follow the instructions of your ring steward.

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

[S/2-83]

Keystone Showdown QH Show

Showmanship (Youth and Amateur ~~and Select~~)

Show Date: 06/21-24/2018

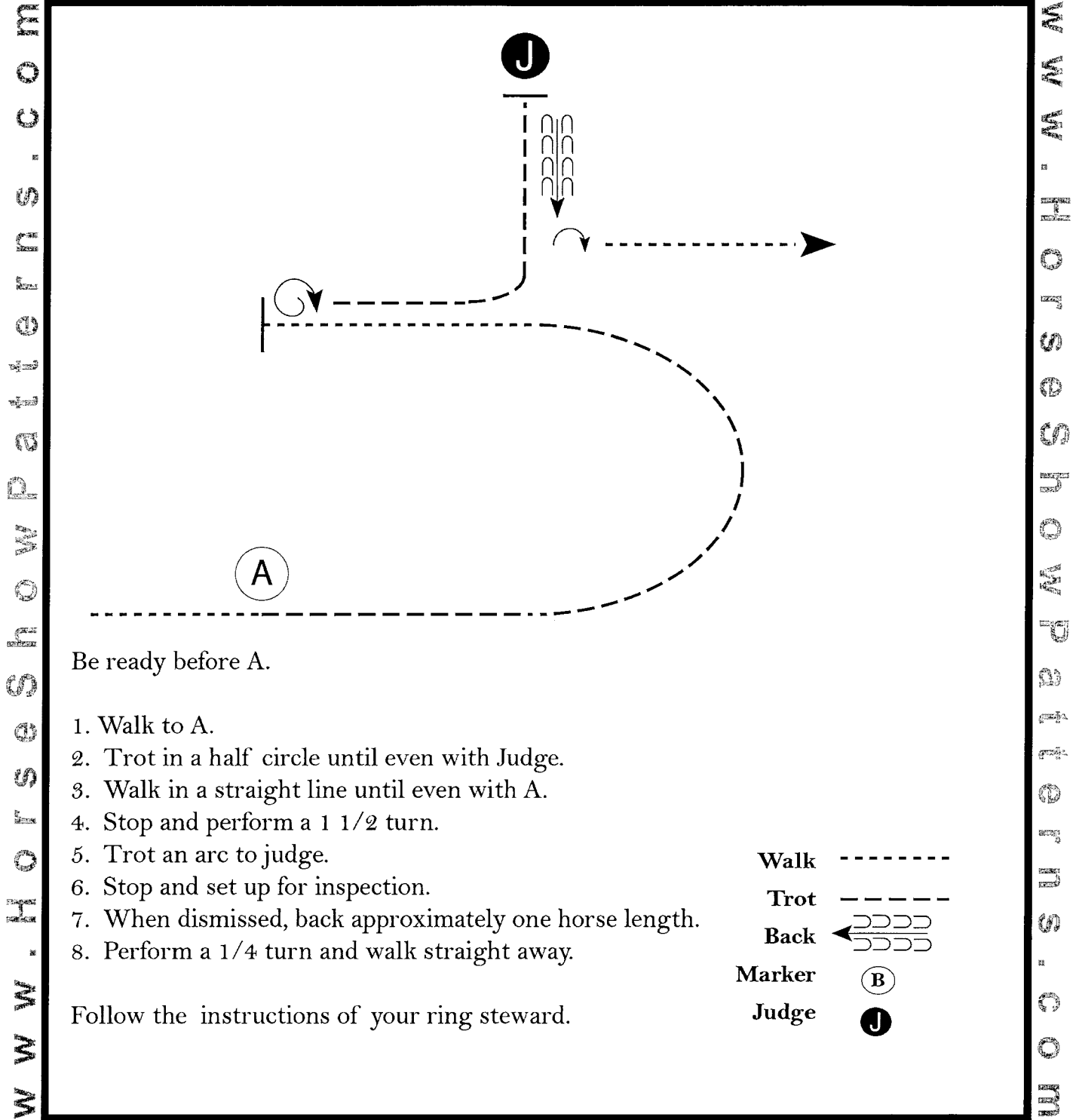
Class

43.44

45.46

51.52

53.54



[S/3-83]

Keystone Showdown QH Show

Class

57,58

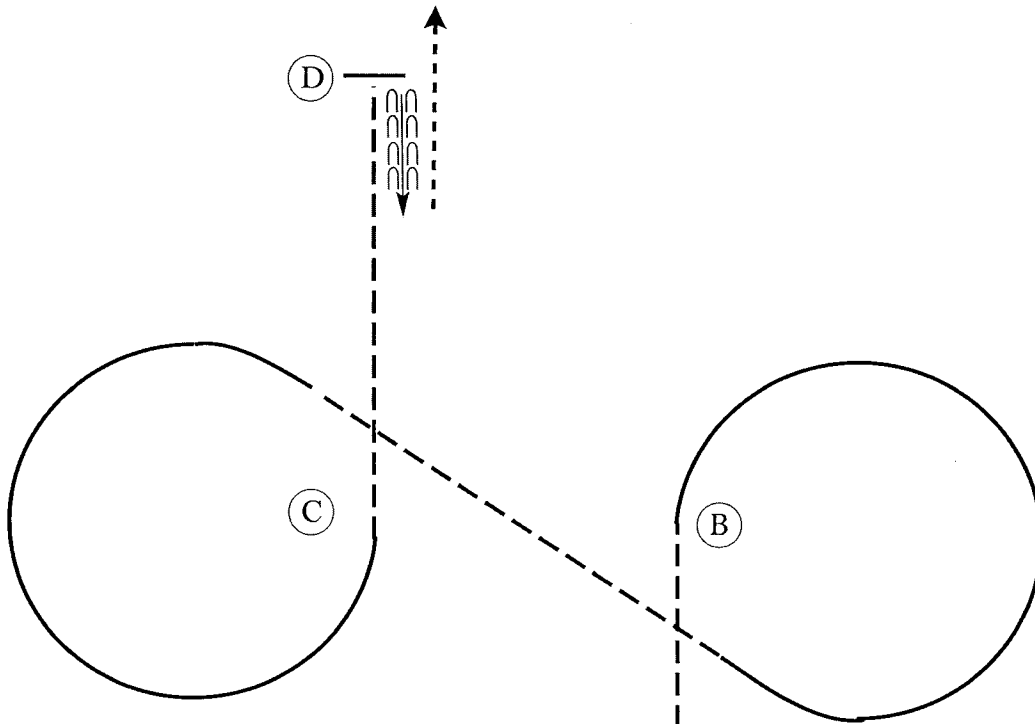
Hunt Seat Equitation (Level 1- Youth and Amateur)

63,64

Show Date: 06/21-24/2018

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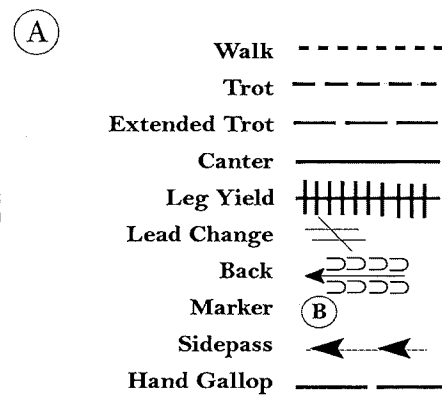


Be ready before A.

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

Exit at a walk.

Follow the instructions of your ring steward.



[HSE/1-41]

Keystone Showdown QH Show

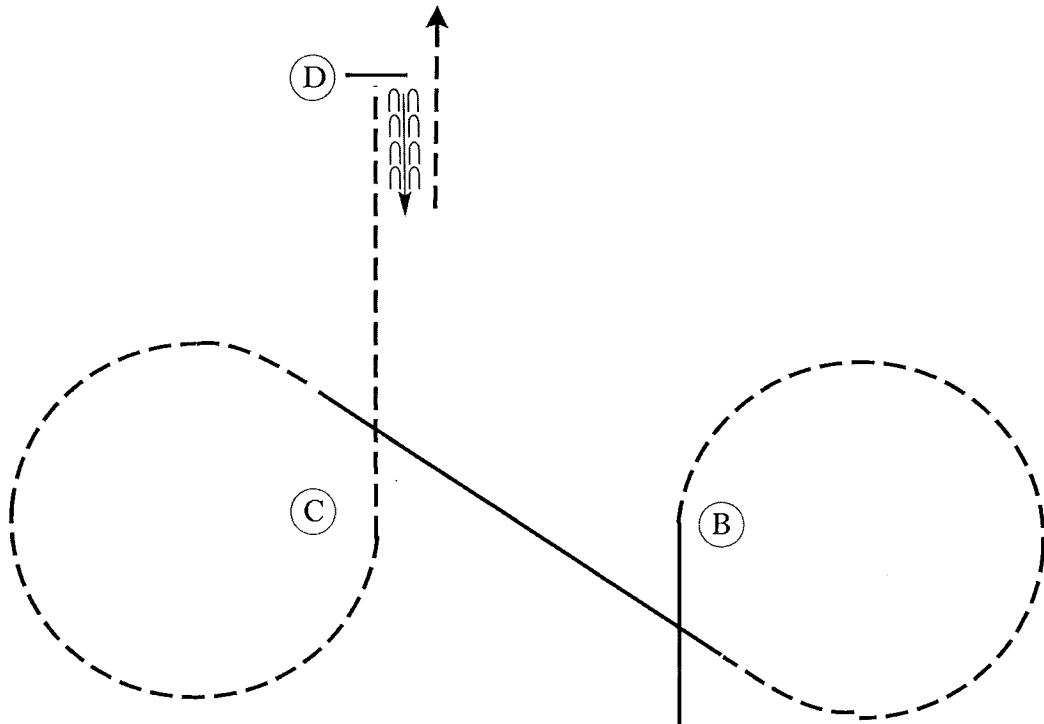
Hunt Seat Equitation (Youth and Amateur + Select)

Show Date: 06/21-24/2018

Class
 59.60
 61.62
 65.66
 67.68

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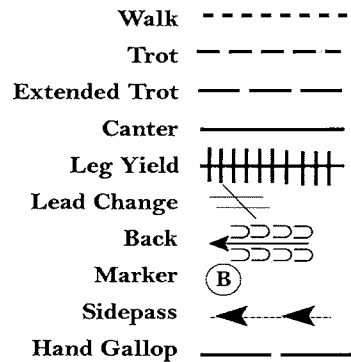


Be ready before A.

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 a 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.



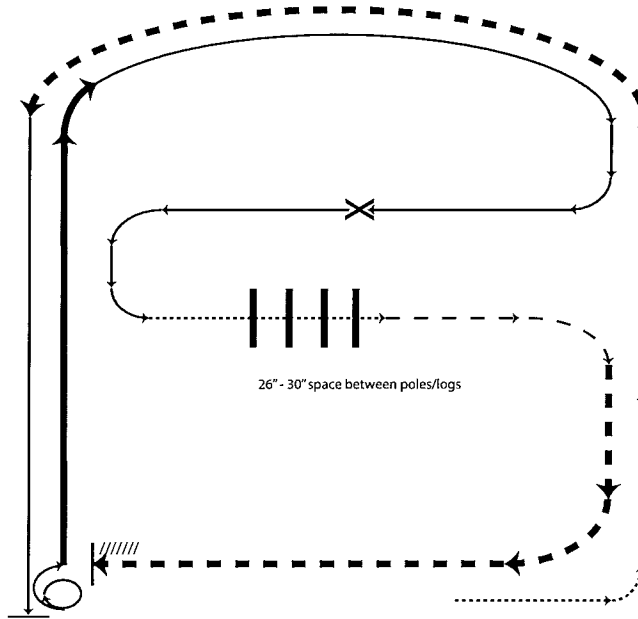
[HSE/2-41]

Thurs June 21st

Class
87
88
89
90

RANCH RIDING - PATTERN 2

Novice Youth Ranch Rid.
Youth Ranch Rid.
Novice Amateur Ranch
Amateur Ranch Rid



- X Lead Change
- Walk
- - Trot
- - - Ext Trot
- — — — — Lope
- — — — — Ext Lope
- //// //// Back

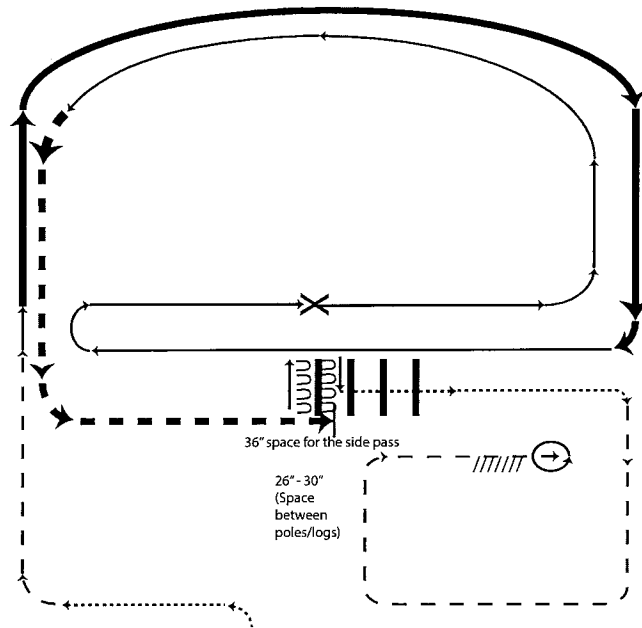
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Thurs June 21st

Class
91
92

RANCH RIDING - PATTERN 5

Jr Ranch Riding
Sr Ranch Riding



- X Lead Change
- • Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- ////// Back

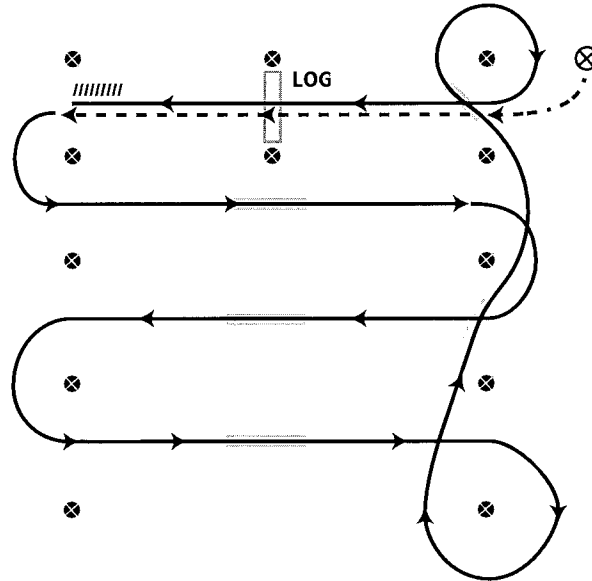
1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

Class
93,94

Thurs. June 21st

Green

GREEN WESTERN RIDING PATTERN 2



⊗ START CONE WALK - - - - - JOG - - - - -
LEAD CHANGING AREA LOPE ————

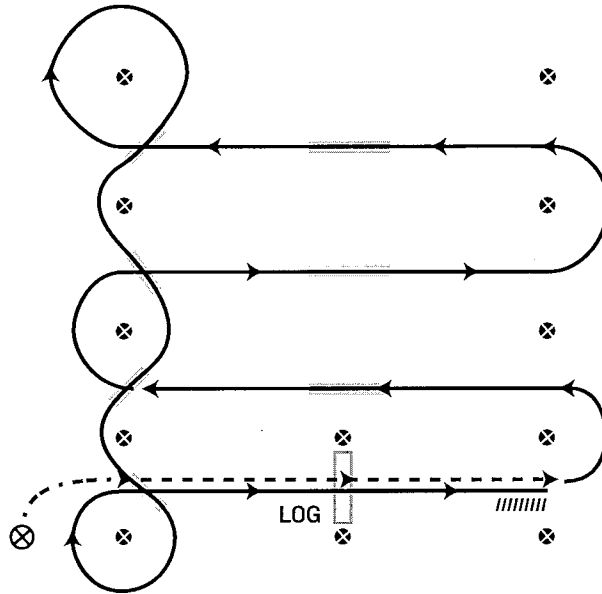
1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Class
 95, 96
 97, 98
 99, 100

Thurs, June 21st

Western Riding
 Amateur
 Youth
 Open

WESTERN RIDING PATTERN 2



⊗ START CONE
 LEAD CHANGING AREA
 WALK - - - - -
 JOG - - - - -
 LOPE - - - - -

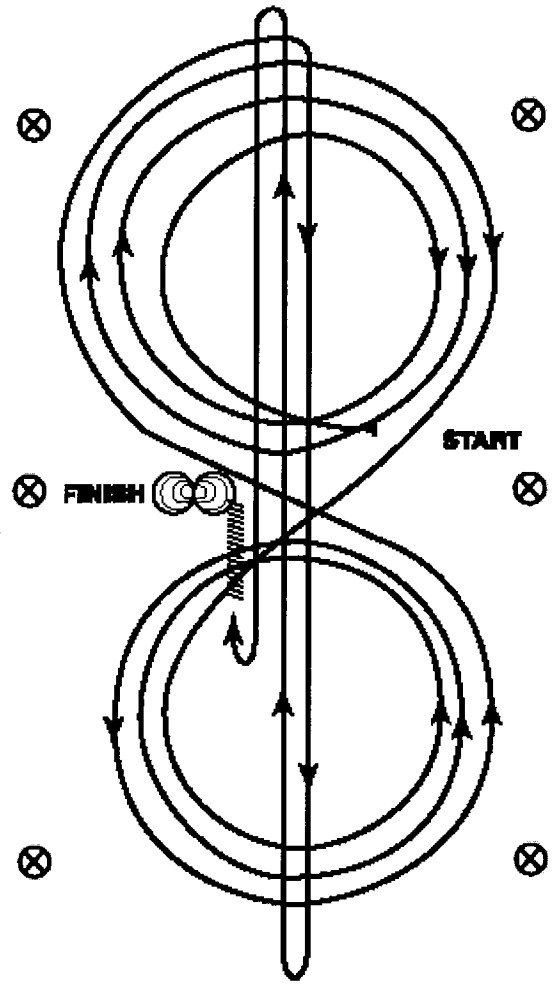
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

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Class
101
102
103

Novia Youth
Youth
Amateur

REINING PATTERN 2



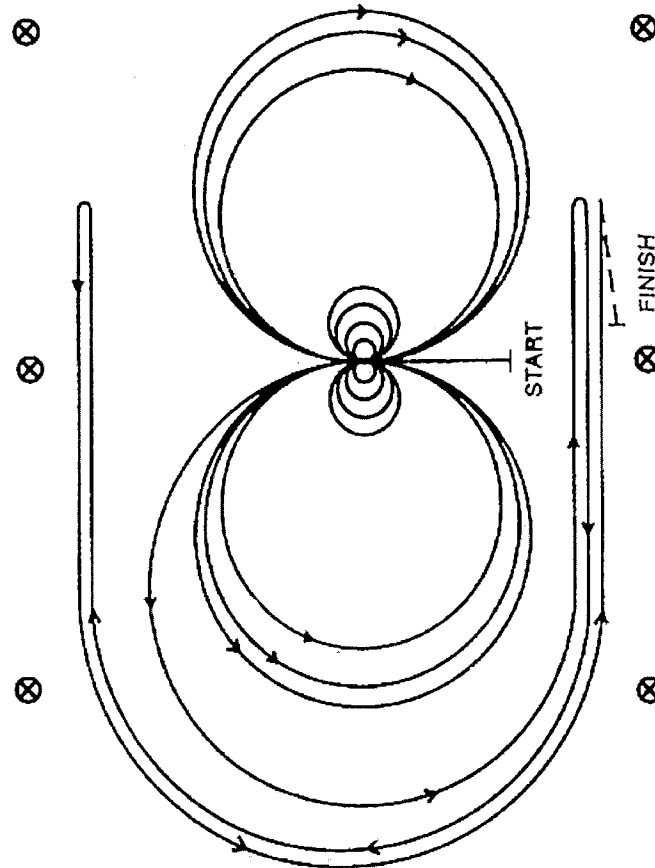
- Horse must walk or stop prior to starting pattern.
Beginning at the center of the arena facing the left wall or fence.
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
 2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
 3. 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.
 4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
 5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
 6. Complete four spins to the right.
 7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.
- Rider may drop bridle to the designated judge.

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Class
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Open Reining

REINING PATTERN 6



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 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 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 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 20 feet (6 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 20 feet (6 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 at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.