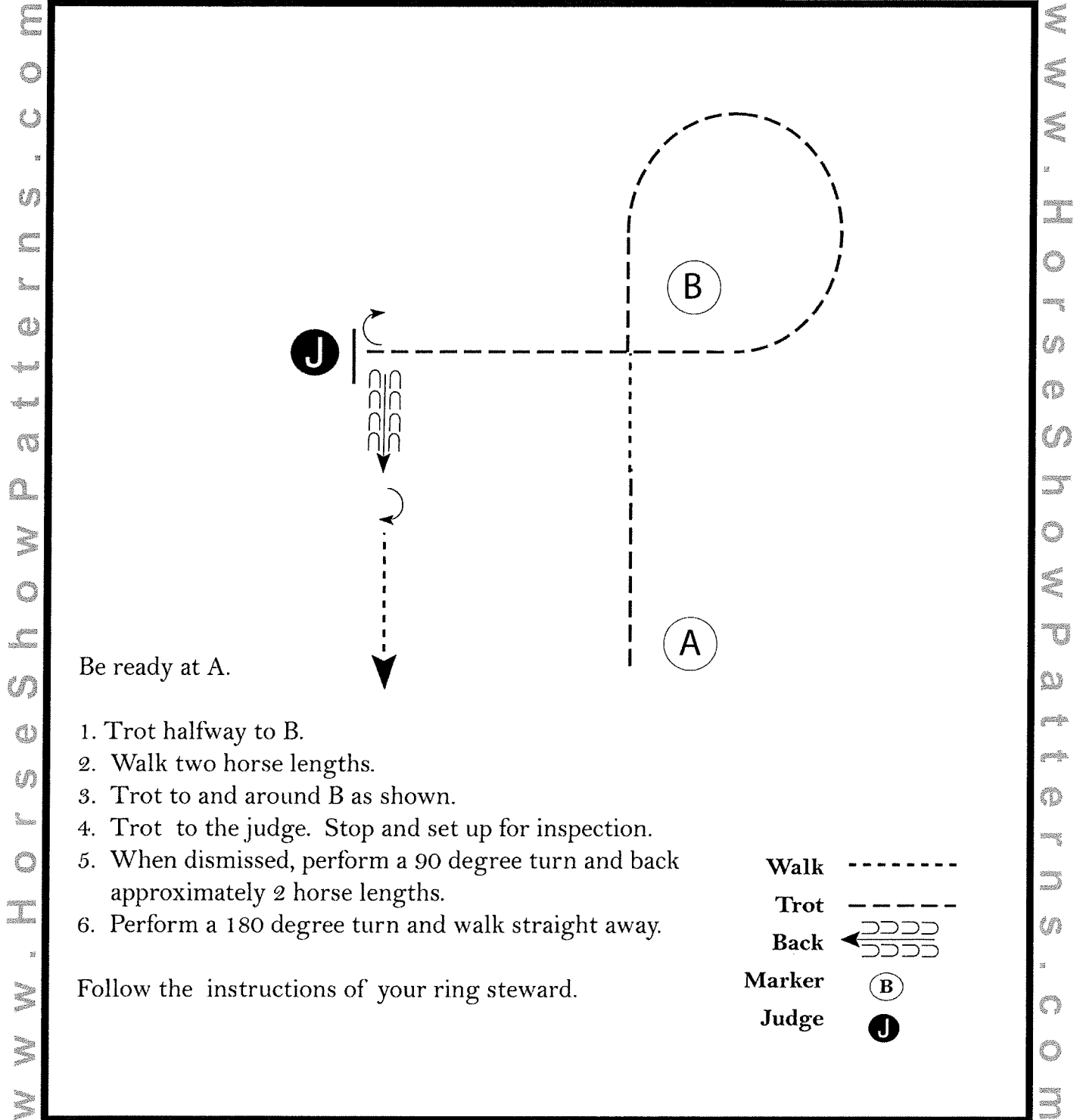


Keystone Showdown Level 1 Show

Level 1/Rookie Showmanship (Youth/Amateur) *KQ Small Fry,*

Show Date: *June 15*

EWD Showmen.



Be ready at A.

1. Trot halfway to B.
2. Walk two horse lengths.
3. Trot to and around B as shown.
4. Trot to the judge. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and back approximately 2 horse lengths.
6. Perform a 180 degree turn and walk straight away.

Follow the instructions of your ring steward.

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

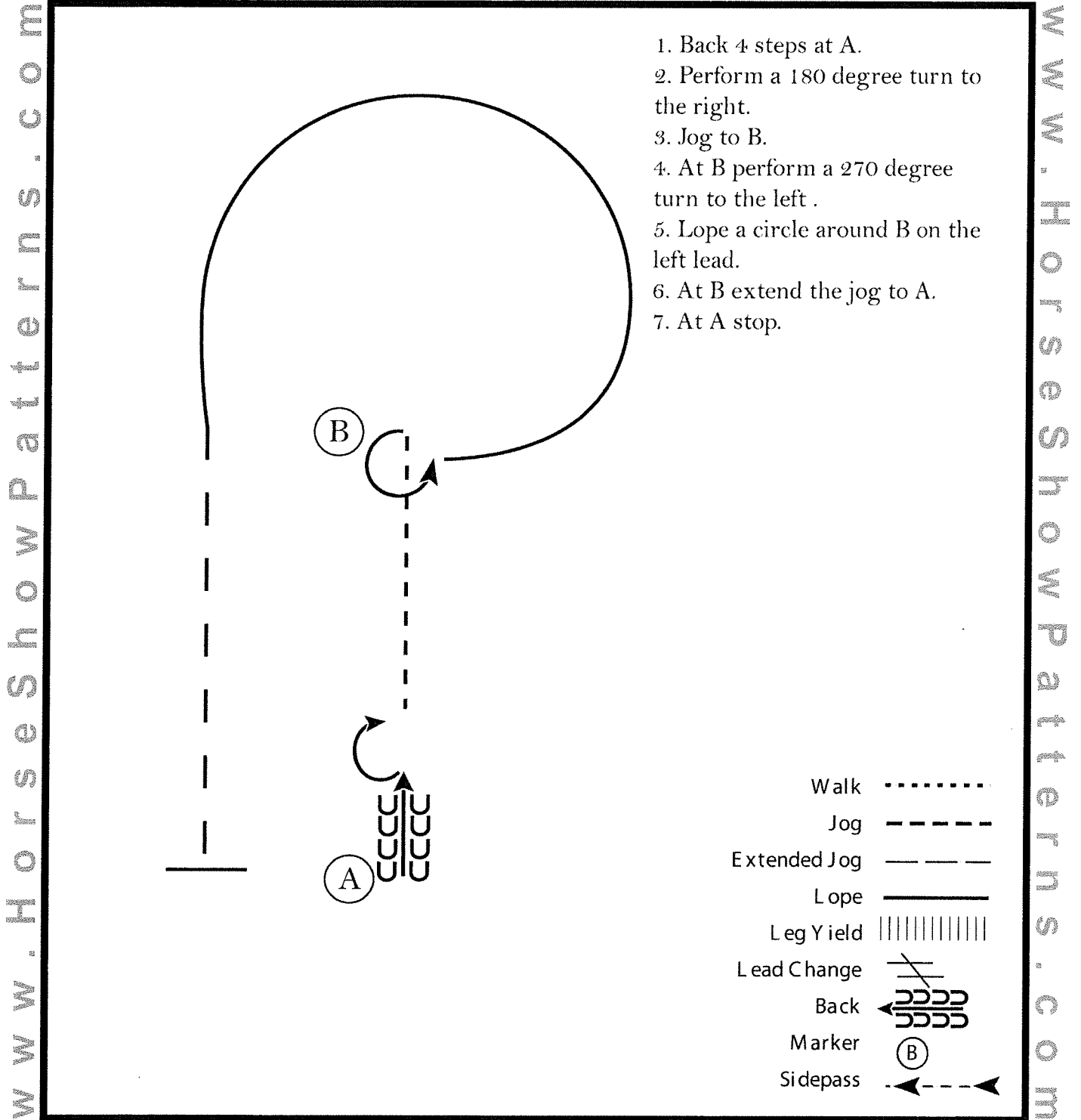
[S/2-78]

Pattern Provided by:
Amber E. Clark

Keystone Showdown Level 1 Show

Level 1/Rookie Horsemanship (Youth/Amateur)

Show Date: June 15



[WH/2-8]

Pattern Provided by:

Amber E. Clark

Keystone Showdown Level 1 Show

Level 1 WALK_TROT Horsemanship (Youth/Amateur)

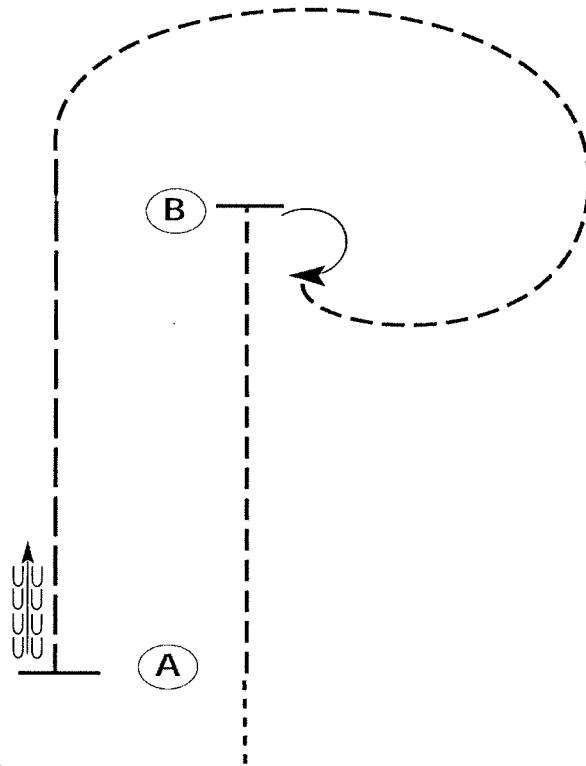
EWD Horsemanship

Show Date: June 15

Class: 253, 254 & 255

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog to B.
3. Turn 180 degrees to the right.
4. Jog back around to B.
5. Extend the jog from B to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

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

[WH/WT-44]

Pattern Provided by:
Amber E. Clark

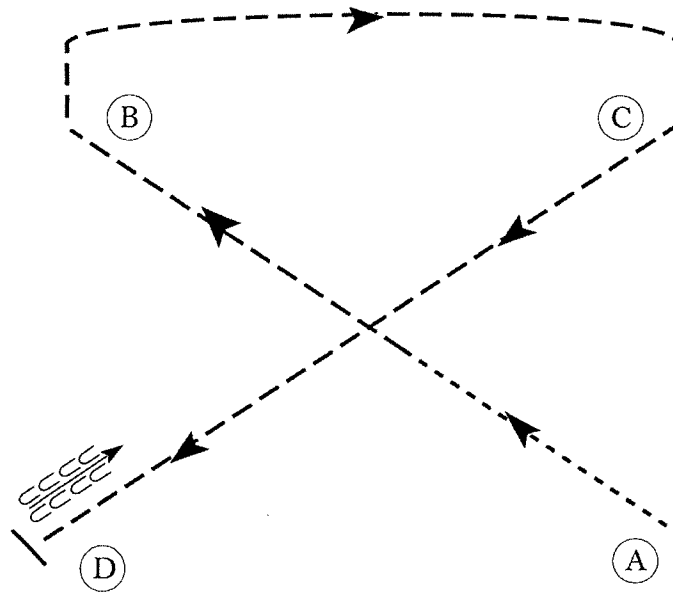
Keystone Showdown Level 1 Show

Level 1 WALK_TROT Equitation (Youth/Amateur)* EWD

Show Date: 6/15/22 Class 237, 238, 239

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Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

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

[HSE/WT-24]

Pattern Provided by:

Amber E. Clark

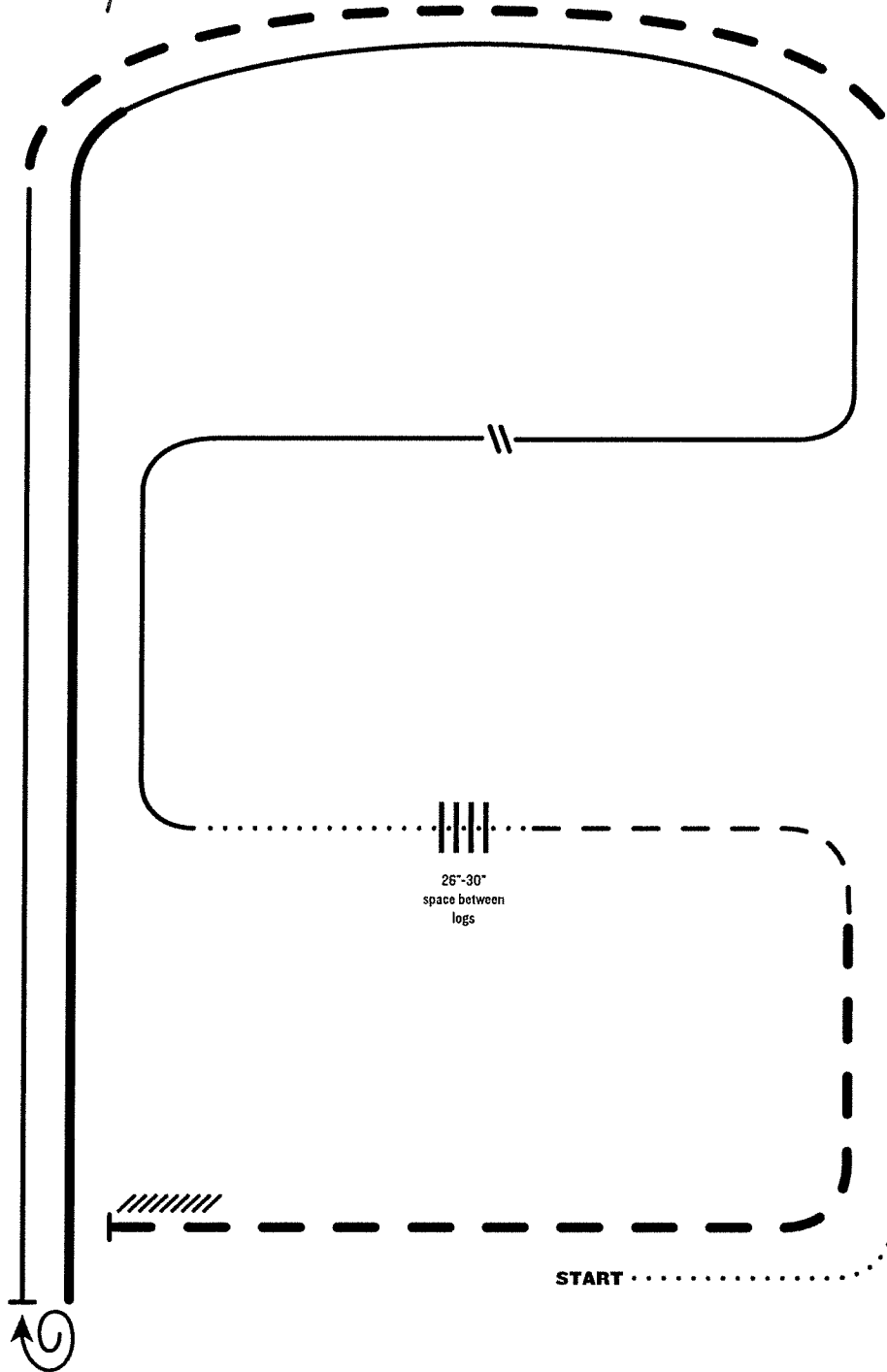
RANCH RIDING - PATTERN 2

Youth, Amateur

Novice Day
June 15

LEGEND

.....	Walk
...	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
//	Lead Change



26"-30"
space between
logs

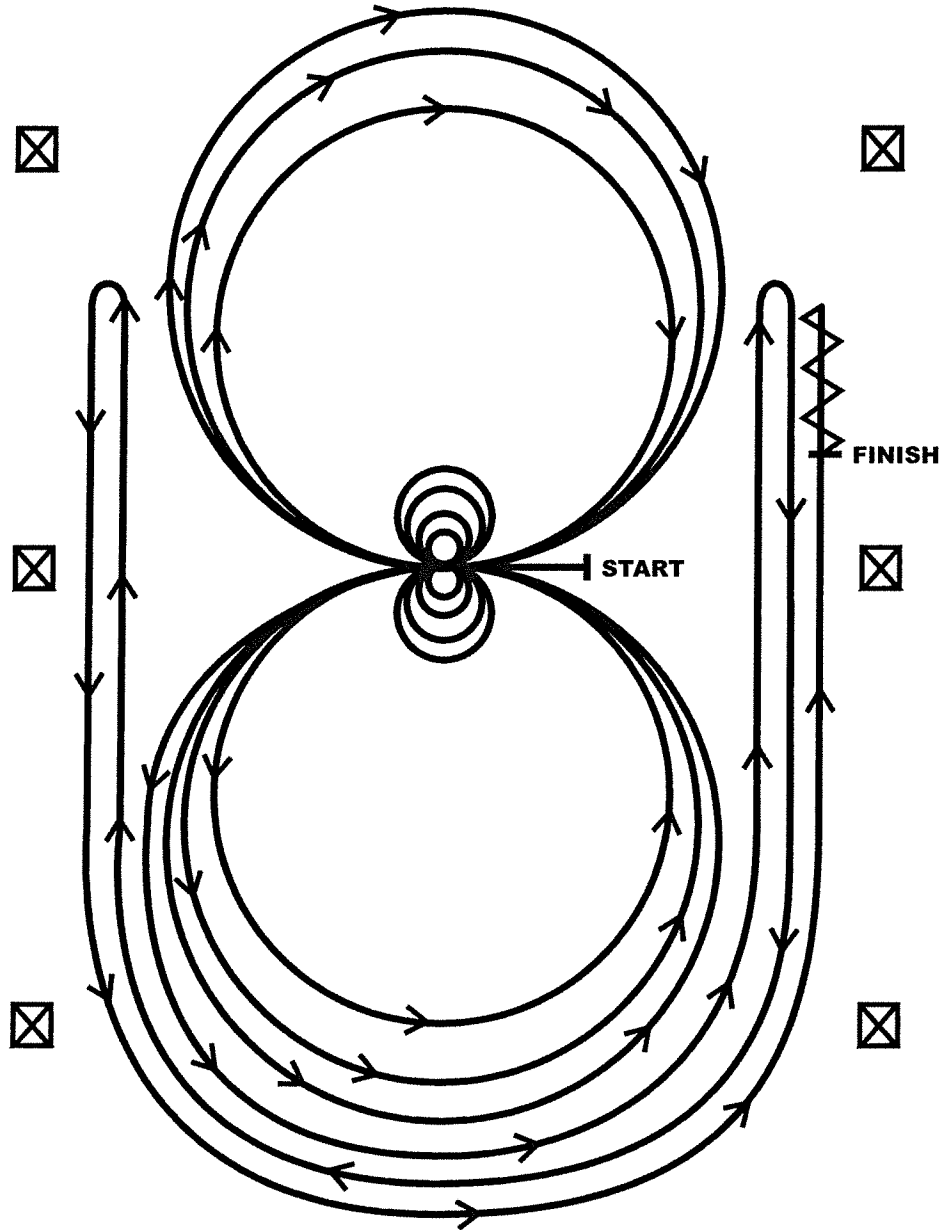
START

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

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

REINING PATTERN 6

Novice Day
June 15



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.

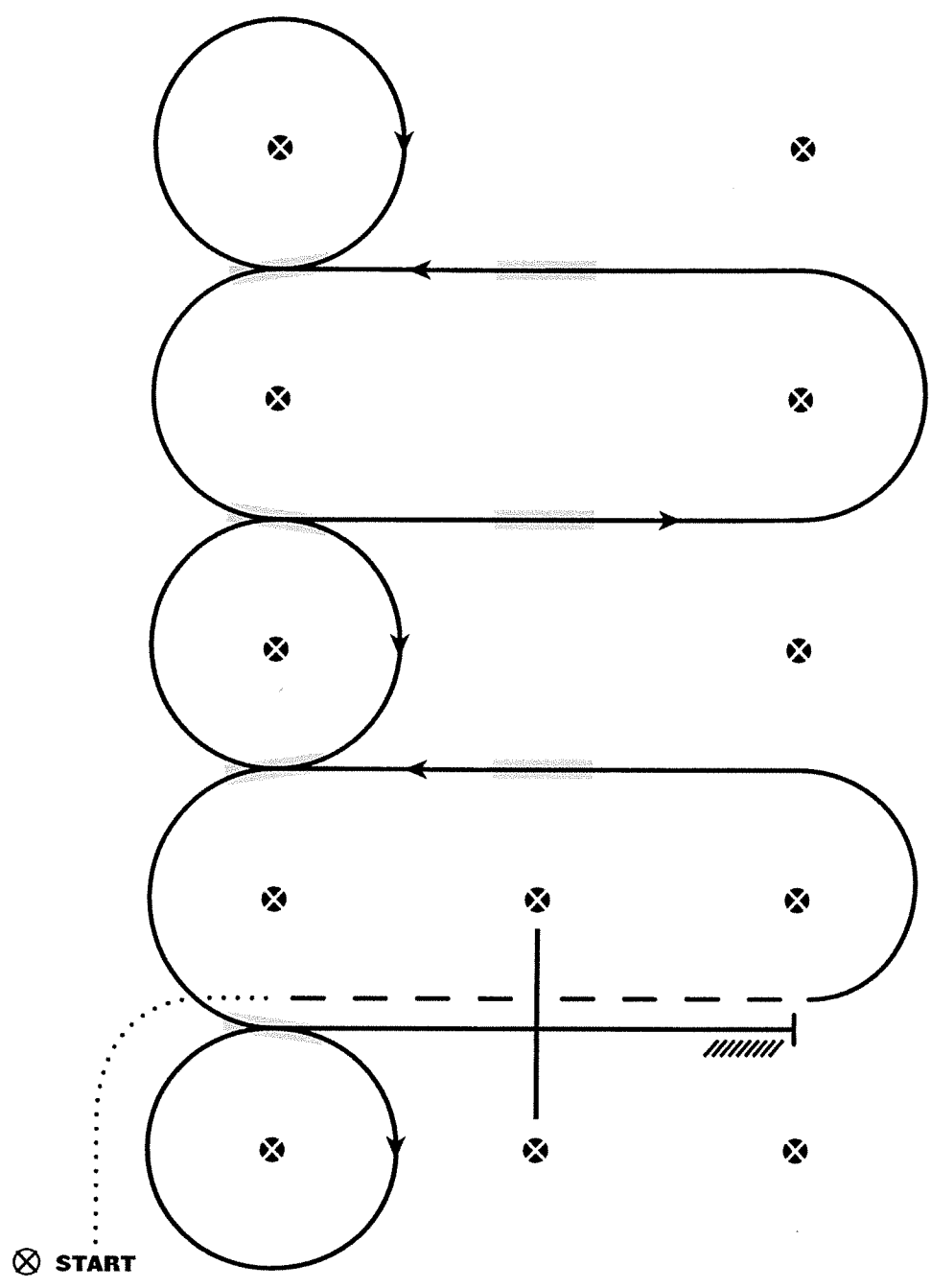
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to 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 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 at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

WESTERN RIDING - PATTERN 2

Novice Day
June 15

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
▨	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope 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