

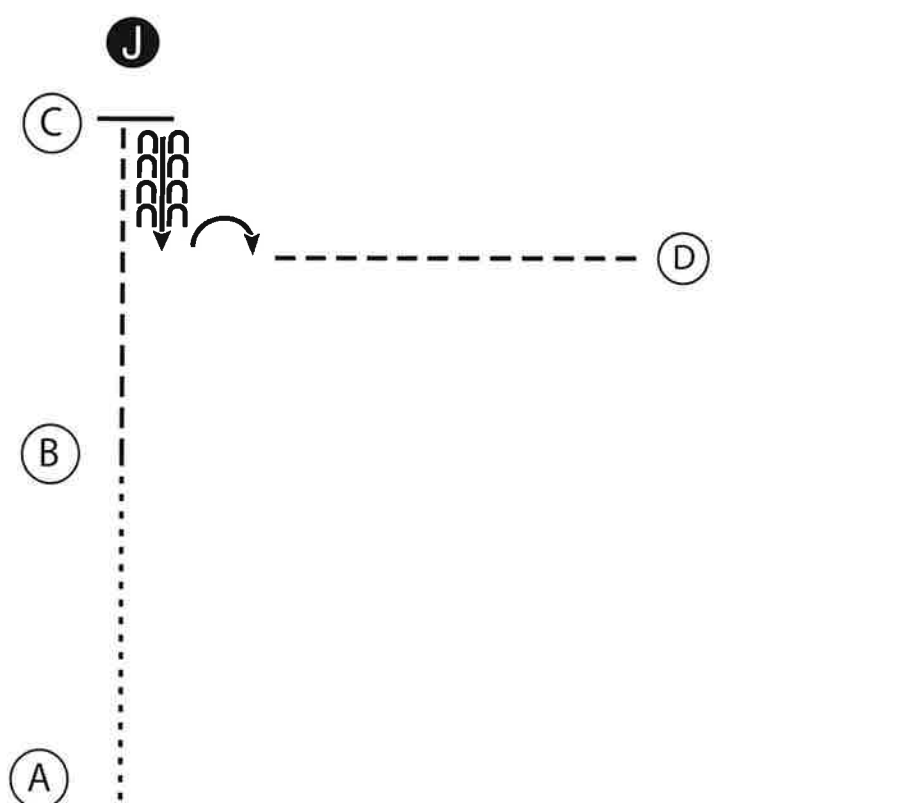
CVHS OCTOBER VIRTUAL SHOW

Youth/Adult/Open Showmanship (15,16,23,24,25,26)

Show Date:

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



1. Walk from A to B.
2. Trot from B to C.
3. Stop at C and set up for inspection.
4. When dismissed back four steps.
5. Perform a 90 degree turn and trot to D.

- Walk - - - - -
- Trot - - - - -
- Back ← [Back symbol]
- Marker (B)
- Judge (J)

[S/2-7]

Pattern Provided by:

CVHS OCTOBER VIRTUAL SHOW

Leadline Showmanship (28)

Show Date:

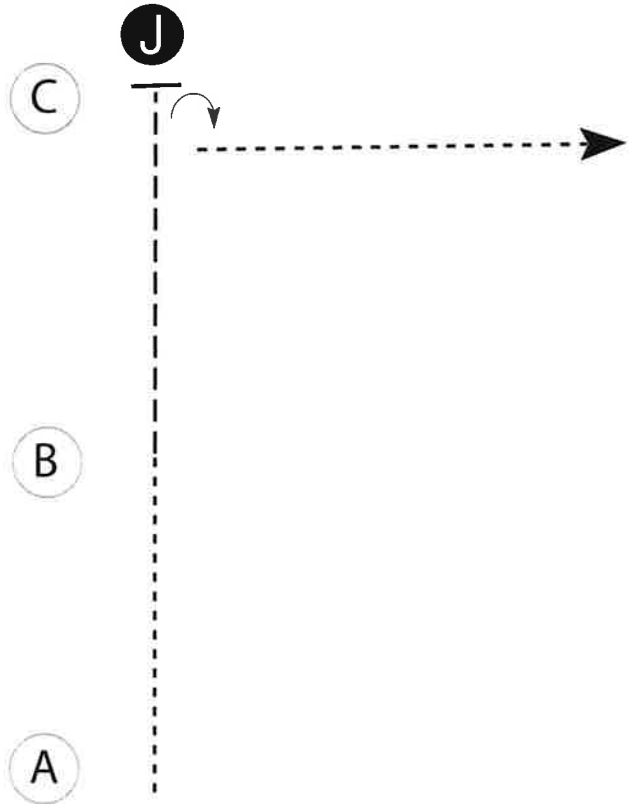
w w w . H o r s e S h o w P a t t e r n s . c o m

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 to B.
2. Trot to C.
3. Stop and set up for inspection.
4. When dismissed, perform a 90 degree turn.
5. Walk straight away.

Follow the instructions of your ring steward.



| | |
|--------|-----------|
| Walk | ----- |
| Trot | - - - - - |
| Back | ← |
| Marker | ⊙ B |
| Judge | ⊙ J |

[S/WT-44]

Pattern Provided by:

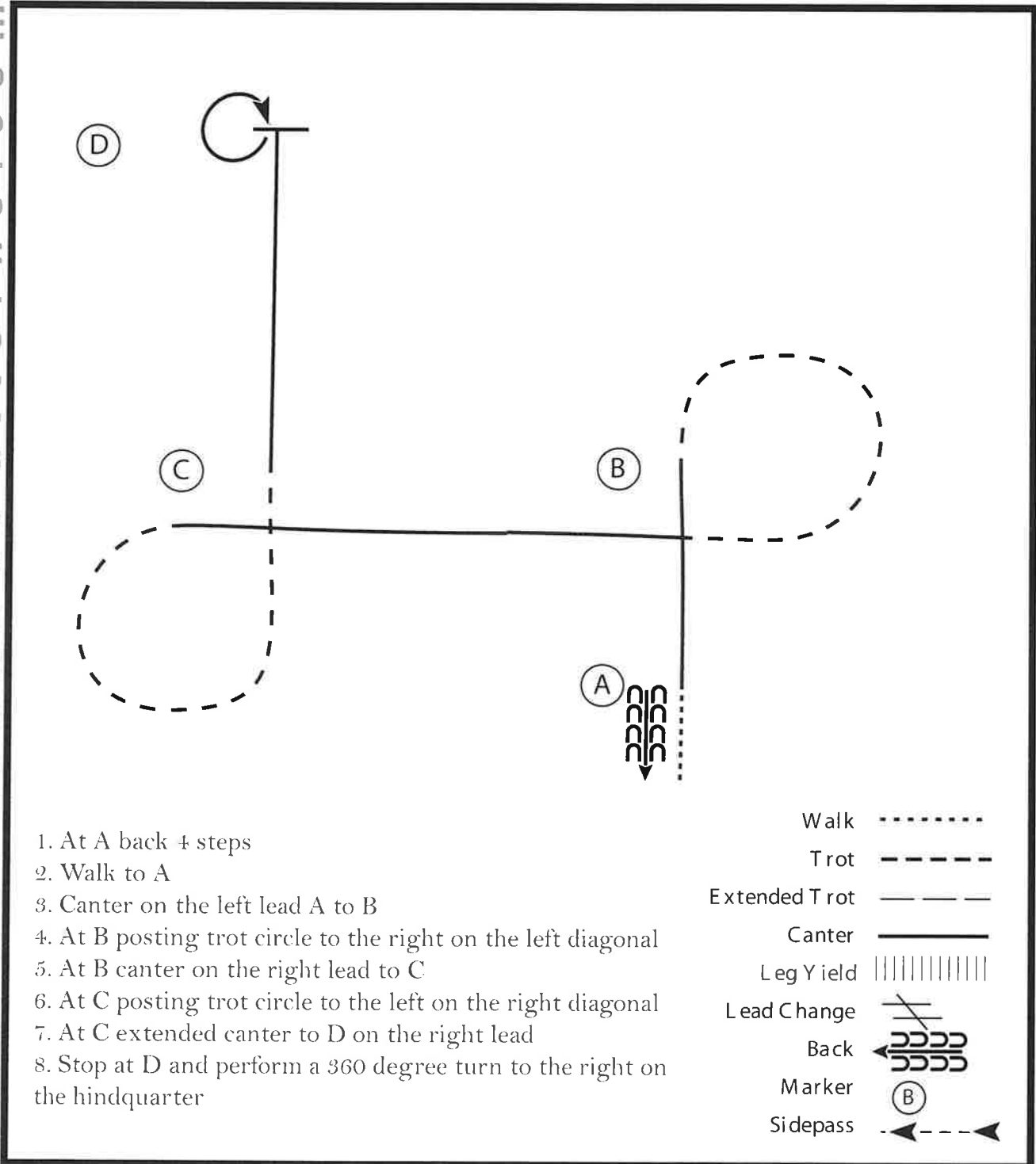
CVHS OCTOBER VIRTUAL SHOW

Youth/Adult/Open Eq Pattern (41,42,49,50,51,52)

Show Date:

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



1. At A back 4 steps
2. Walk to A
3. Canter on the left lead A to B
4. At B posting trot circle to the right on the left diagonal
5. At B canter on the right lead to C
6. At C posting trot circle to the left on the right diagonal
7. At C extended canter to D on the right lead
8. Stop at D and perform a 360 degree turn to the right on the hindquarter

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Extended Trot ——— (solid line)
- Canter ——— (solid line)
- Leg Yield ||||| (vertical lines)
- Lead Change (diagonal line with slash)
- Back (C's with arrow)
- Marker (circle with B)
- Sidepass (dashed line with arrow)

[HSE/3-2]

Pattern Provided by:

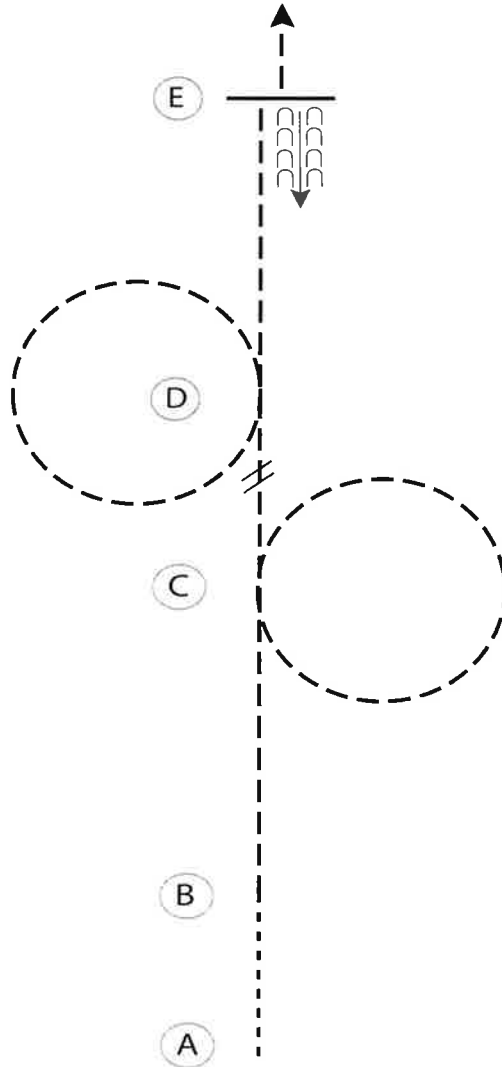
CVHS OCTOBER VIRTUAL SHOW

All Walk/Trot Eq Pattern (43,44,45,46,47,48,53)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk from A to B
2. At B posting trot left diagonal
3. At C trot a circle to the right
4. Change diagonals between C and D
5. Trot a circle to the left around D
6. Trot to E, stop and back
7. Sitting trot to the exit

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

[HSE/WT-11]

Pattern Provided by:

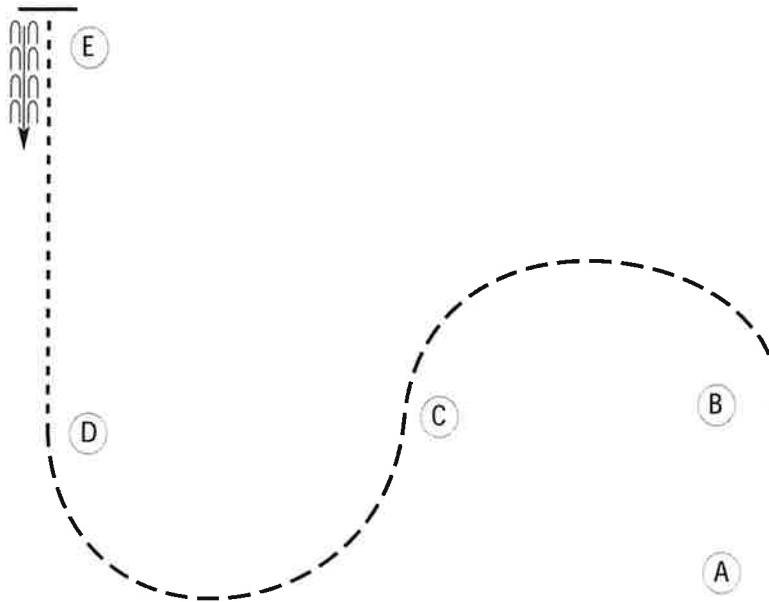
CVHS OCTOBER VIRTUAL SHOW

Leadline Eq Pattern (54)

Show Date:

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 B
2. At B posting trot on the right diagonal to C.
3. Change diagonals at C.
4. Posting trot on the left diagonal to D.
5. Walk from D to E.
6. Stop at E. Back approximately one horse length.
7. Follow the instructions of your ring steward.

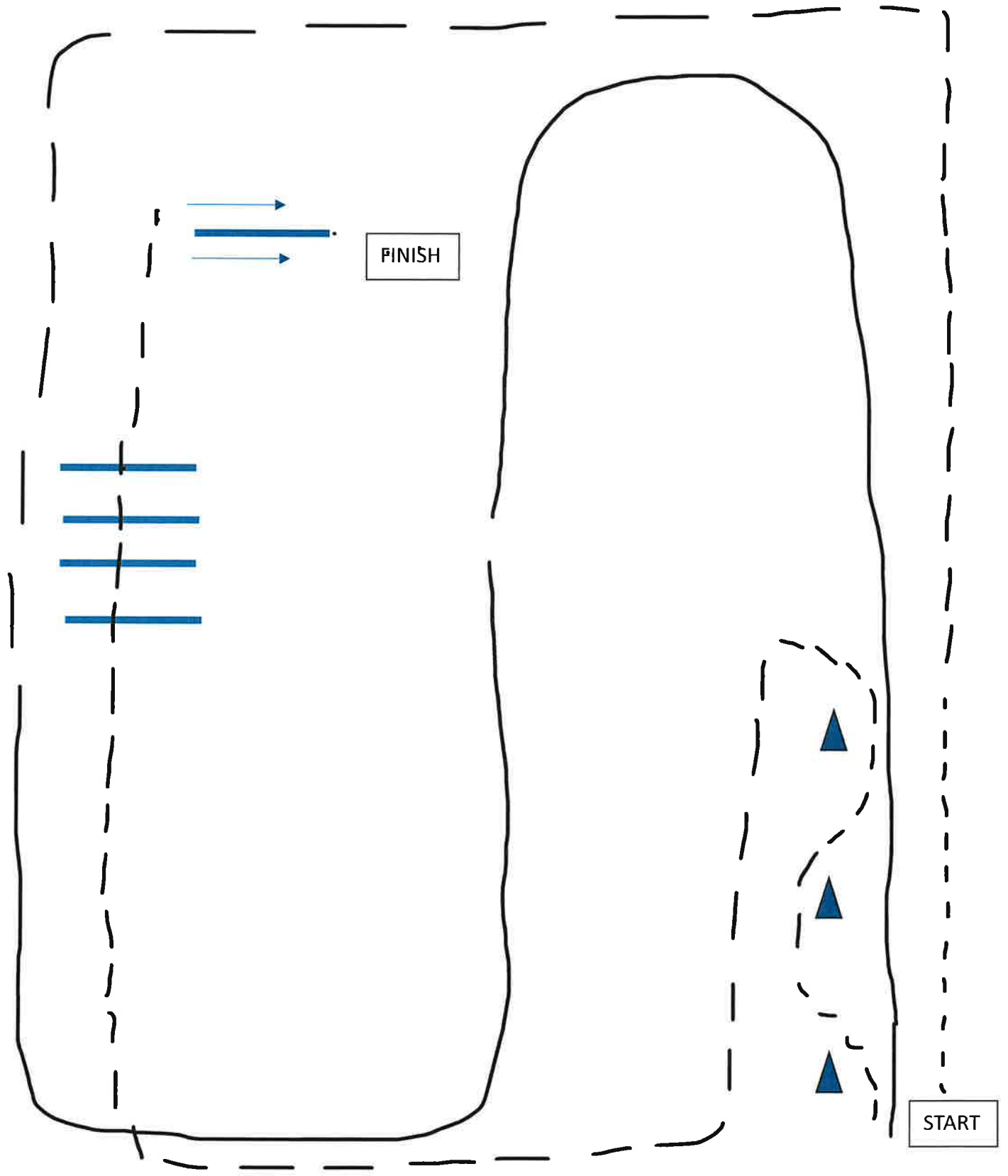
| | |
|---------------|-------------|
| Walk | ----- |
| Trot | - - - - - |
| Extended Trot | — — — — — |
| Canter | ————— |
| Leg Yield | |
| Lead Change | — / — |
| Back | ← ← ← ← ← |
| Marker | ⊙ B |
| Sidepass | ← — — — — → |
| Hand Gallop | — — — — — |

[HSE/WT-16]

Pattern Provided by:

DISCIPLINED RAIL W/T/C CLASSES *Class #74*

Walk to third cone, trot to corner, extended trot to half way down the opposite rail ~ Halt ~ Canter/lope on left lead to center of ring ~ Halt ~ Canter/lope on right lead back to start ~ Back through cones as shown ~ trot to right and over ground poles ~ Halt at single pole ~ Sidepass right over pole. Finish.



DISCIPLINED RAIL WALK/TROT Class #75

Trot through cones as indicated on pattern (should be spaced around 12' apart) ~ continue trotting to the right and over the ground poles ~ extended trot/jog around arena to opposite rail ~ return to a trot/jog and trot/jog over poles ~ circle to the right and into the poles ~ Halt ~ back through the poles ~ Turn to the right and trot back through the cones as indicated ~ Halt ~ finish

