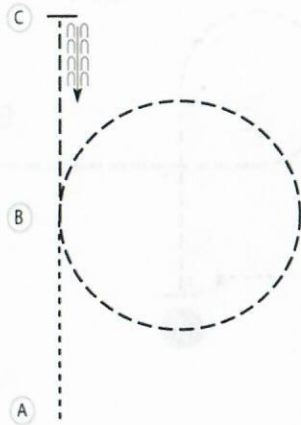


# 2018 Junebug Show, Canterbury Equestrian Showpace

## W/T & Small Fry Equitation

## All Equitation (Except W/T & Small Fry)

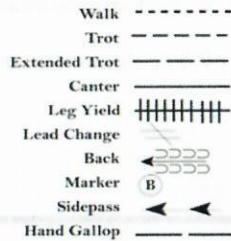
www.HorseShowPatterns.com



Be ready at A.

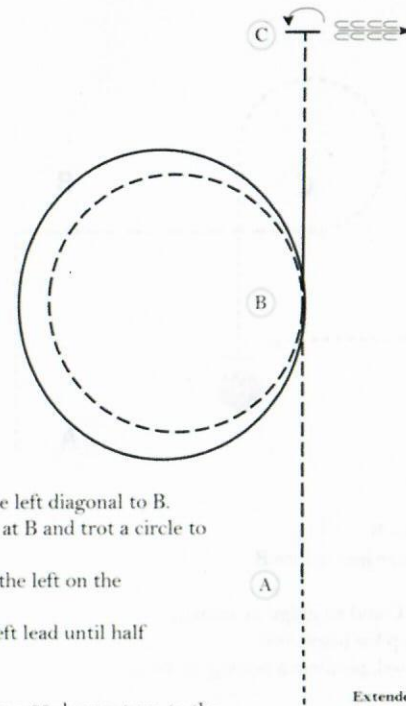
1. Walk from A to B.
2. At B, perform a posting trot circle to the right on the proper diagonal.
3. Return to B and perform a sitting trot to C.
4. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.



[HSE/WT-32]

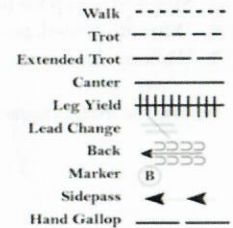
www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. Change diagonals at B and trot a circle to the left.
4. Canter a circle to the left on the left lead.
5. Continue on the left lead until half way to C.
6. Sitting trot to C.
7. Stop at C; perform a 90 degree turn to the left on the forehand.
8. Back approximately one horse length.

Exit at a sitting trot.

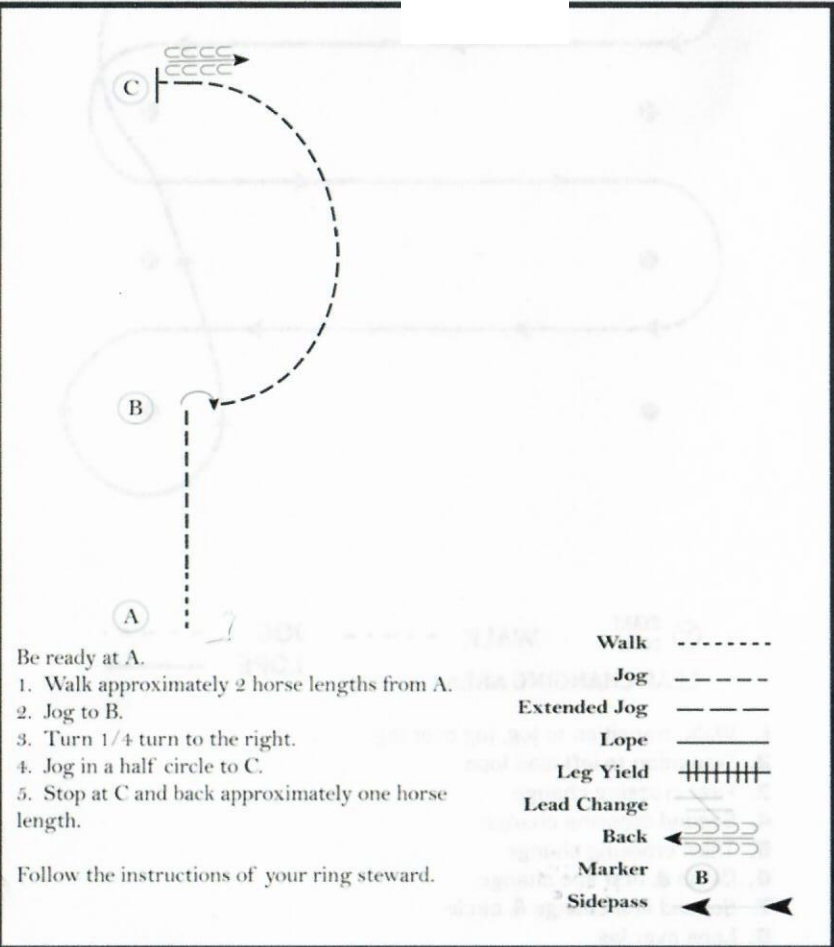


[HSE/2-38]

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### W/T & Small Fry Horsemanship

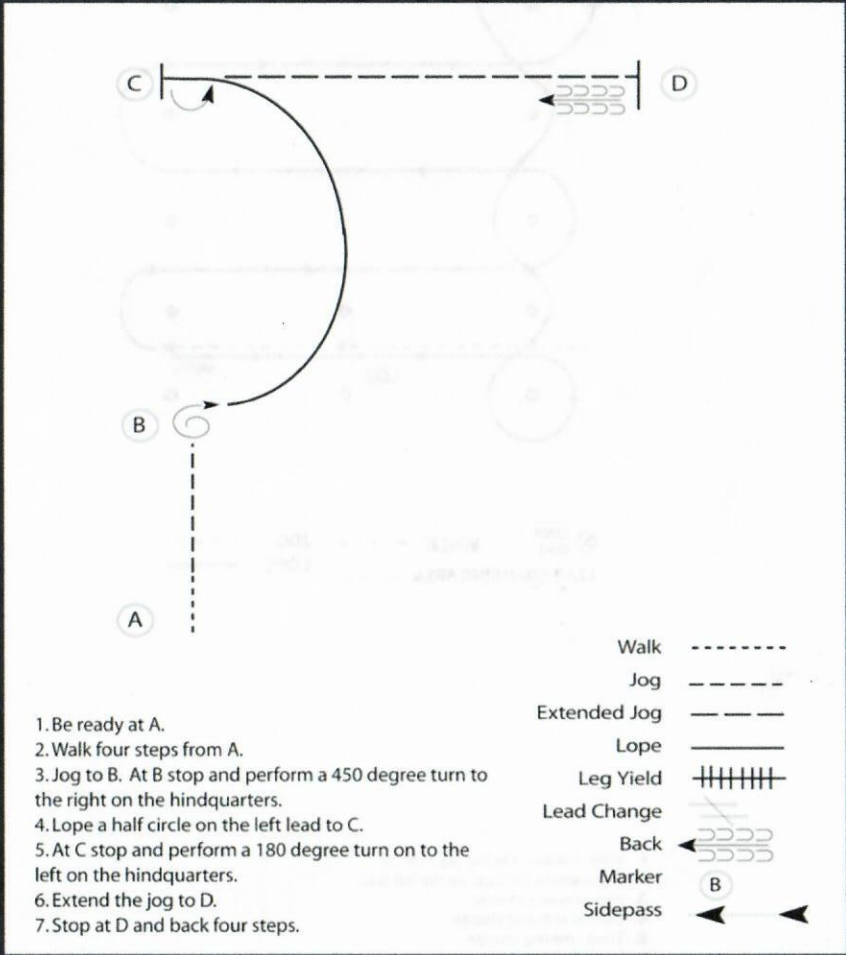
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[WH/WT-591]

### All Horsemanship (Except W/T & Small Fry)

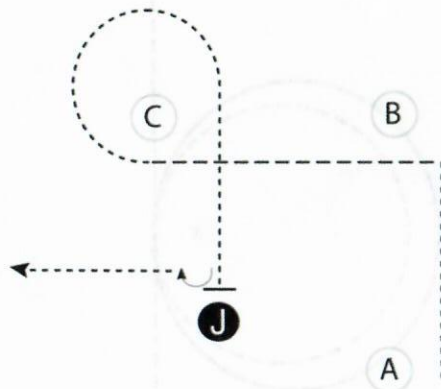
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www.HorseShowPatterns.com

[WH/2-59]

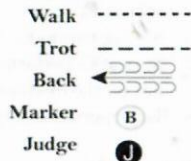
### Small Fry Showmanship



Be ready at A.

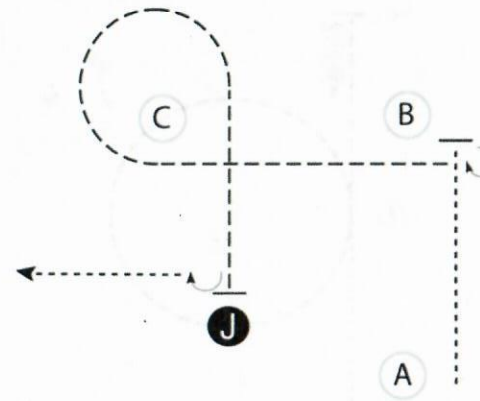
1. Walk from A to B.
2. Turn the corner just before B.
3. Trot to C.
4. Walk around C and to judge as shown.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Walk straight away.

Follow the instructions of your ring steward.



[S/WT-54]

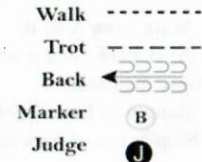
### All Showmanship (Except Small Fry)



Be ready at A.

1. Walk from A to B.
2. Stop just before B and perform a 270 degree turn.
3. Trot to and around C as shown; trot to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn.
6. Walk straight away.

Follow the instructions of your ring steward.

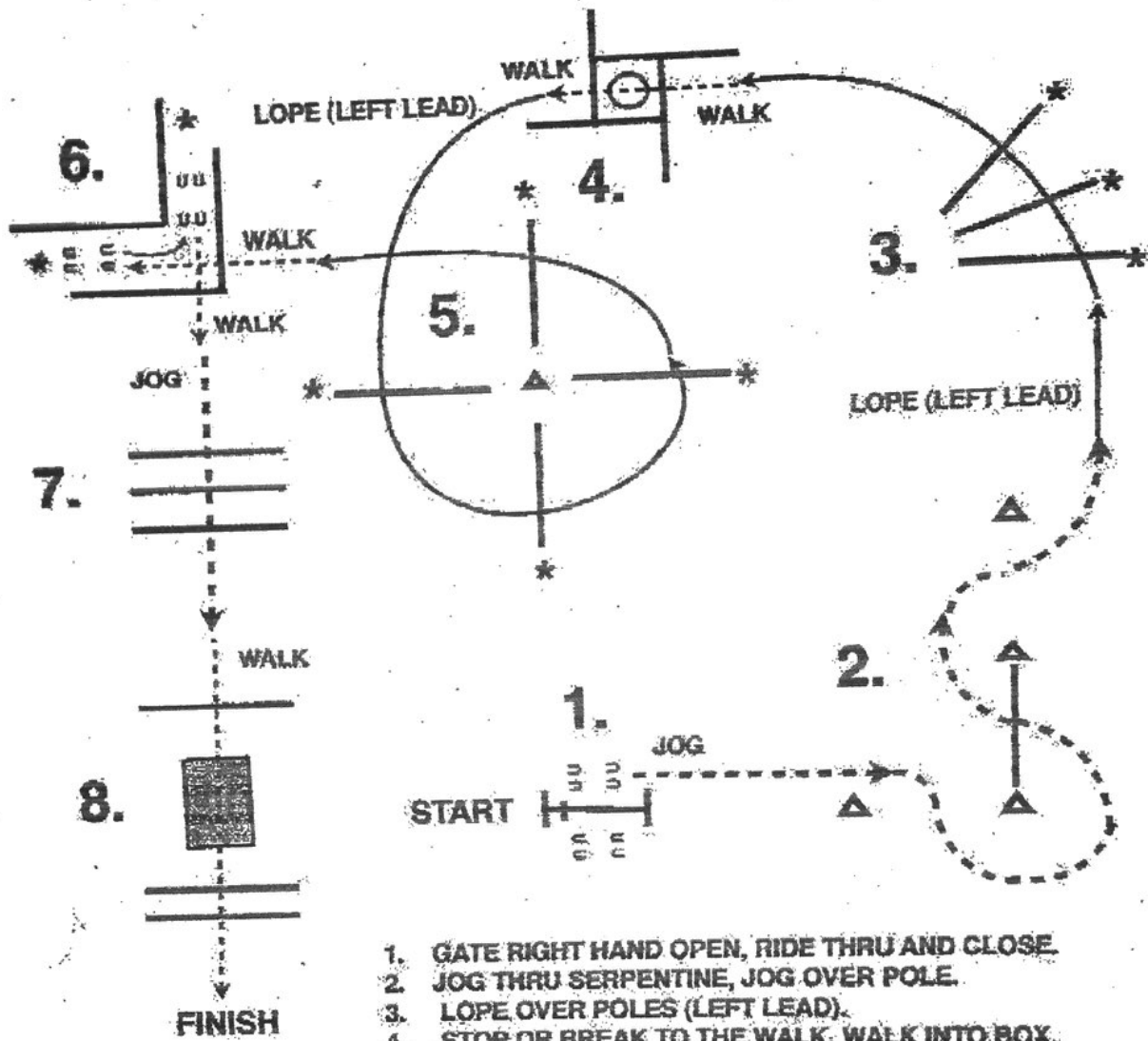


[S/2-54]

Junebug 2018  
June 16-17  
Canterbury

TIM KIMURA  
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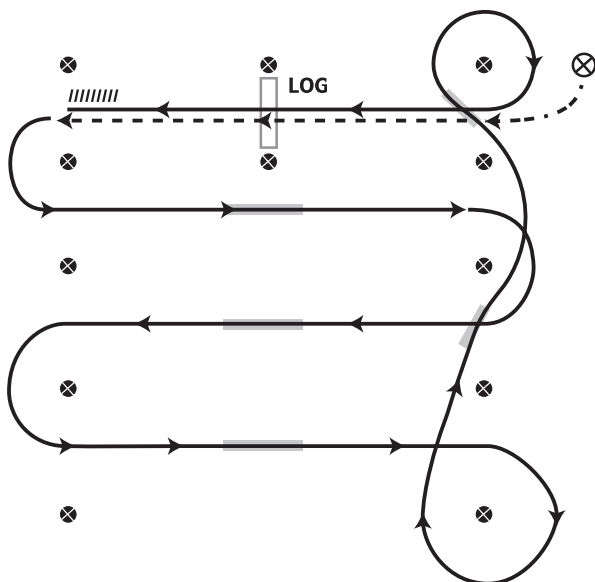
# ALL TRAIL



1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE.

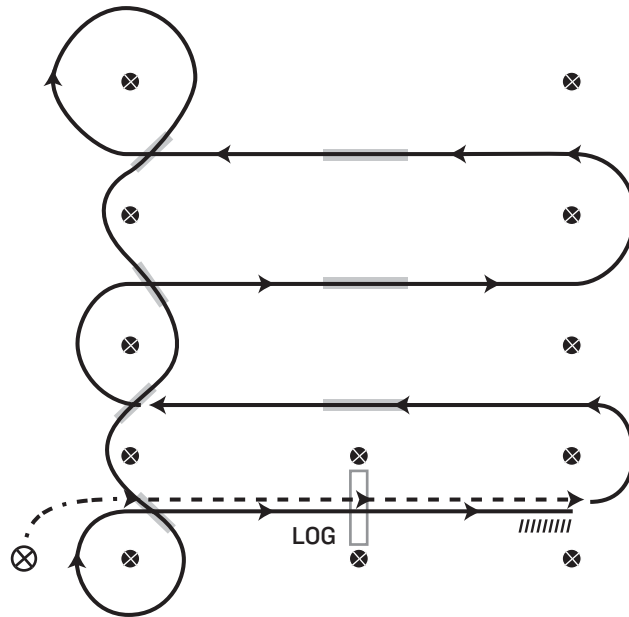
Walk-Jog Classes  
Jog where says Lope

## GREEN WESTERN RIDING PATTERN 2



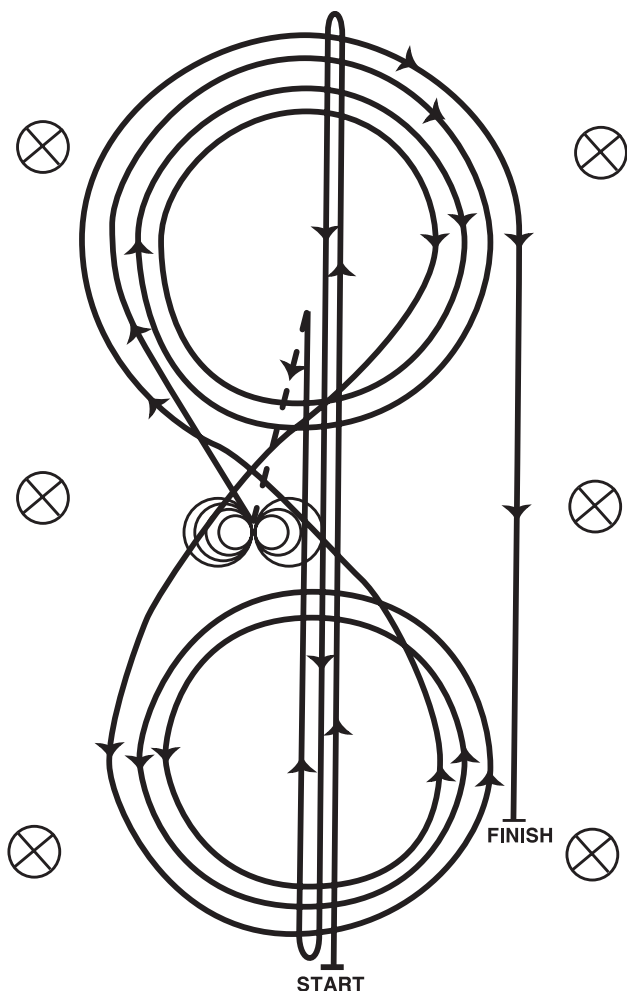
1. Walk, transition to jog, jog over log
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

## WESTERN RIDING PATTERN 2



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

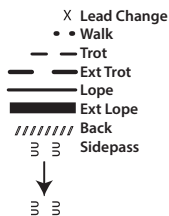
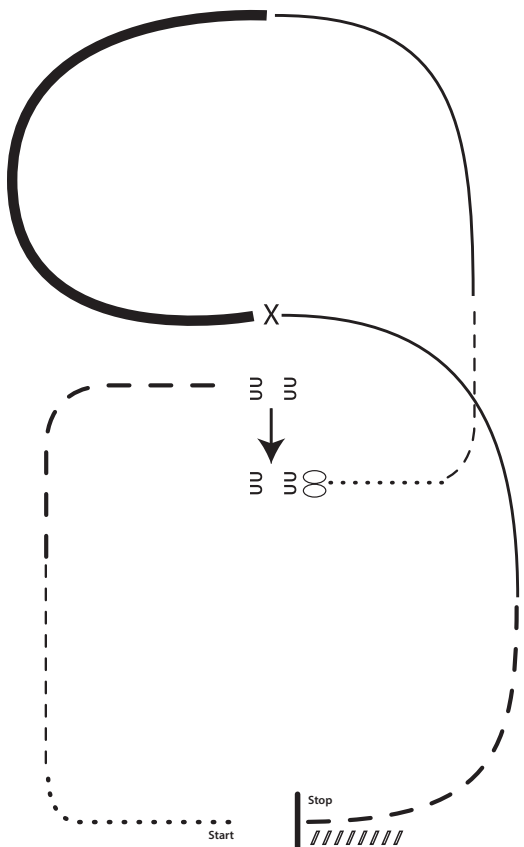
## REINING PATTERN 7



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

Rider may drop bridle to the designated judge.

## RANCH RIDING – PATTERN 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back