

Fall Round up

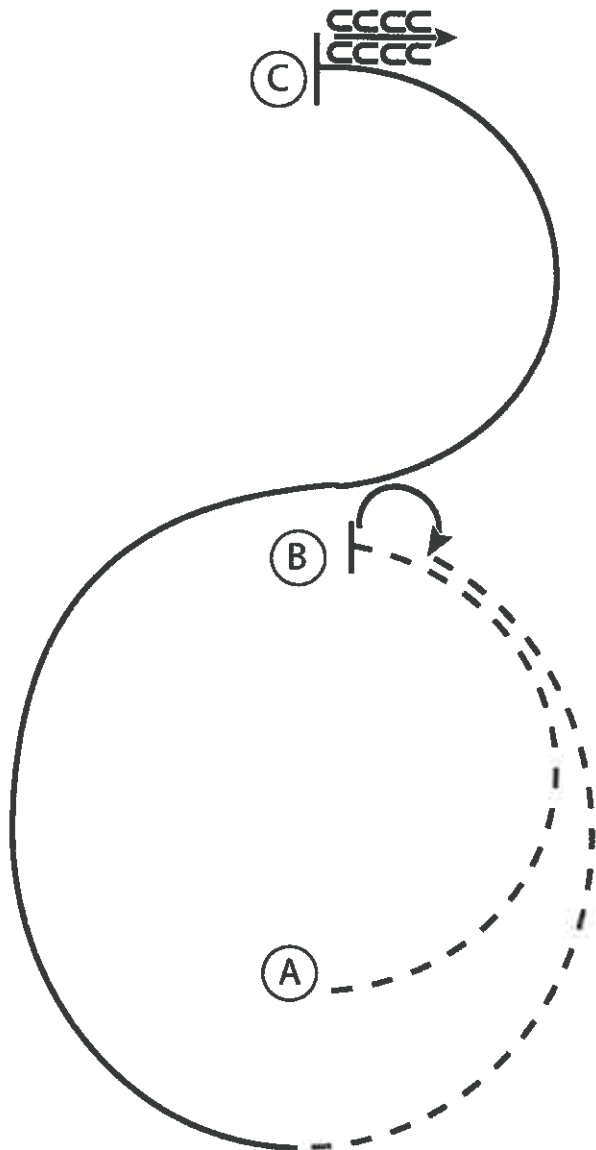
5+6

Hunt Seat Equitation (amat. 2520 youth 4520)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Posting trot half circle A to B
2. At B stop and perform a 180 degree turn to the right on the forehand
3. Posting trot half circle B to A
4. At A canter a half circle to B on the left lead
5. At B maintain the left lead in a half circle to C
6. At C stop and back 4 steps

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

[HSE/2-7]

Pattern Provided by:
Maj-Britt Lemay

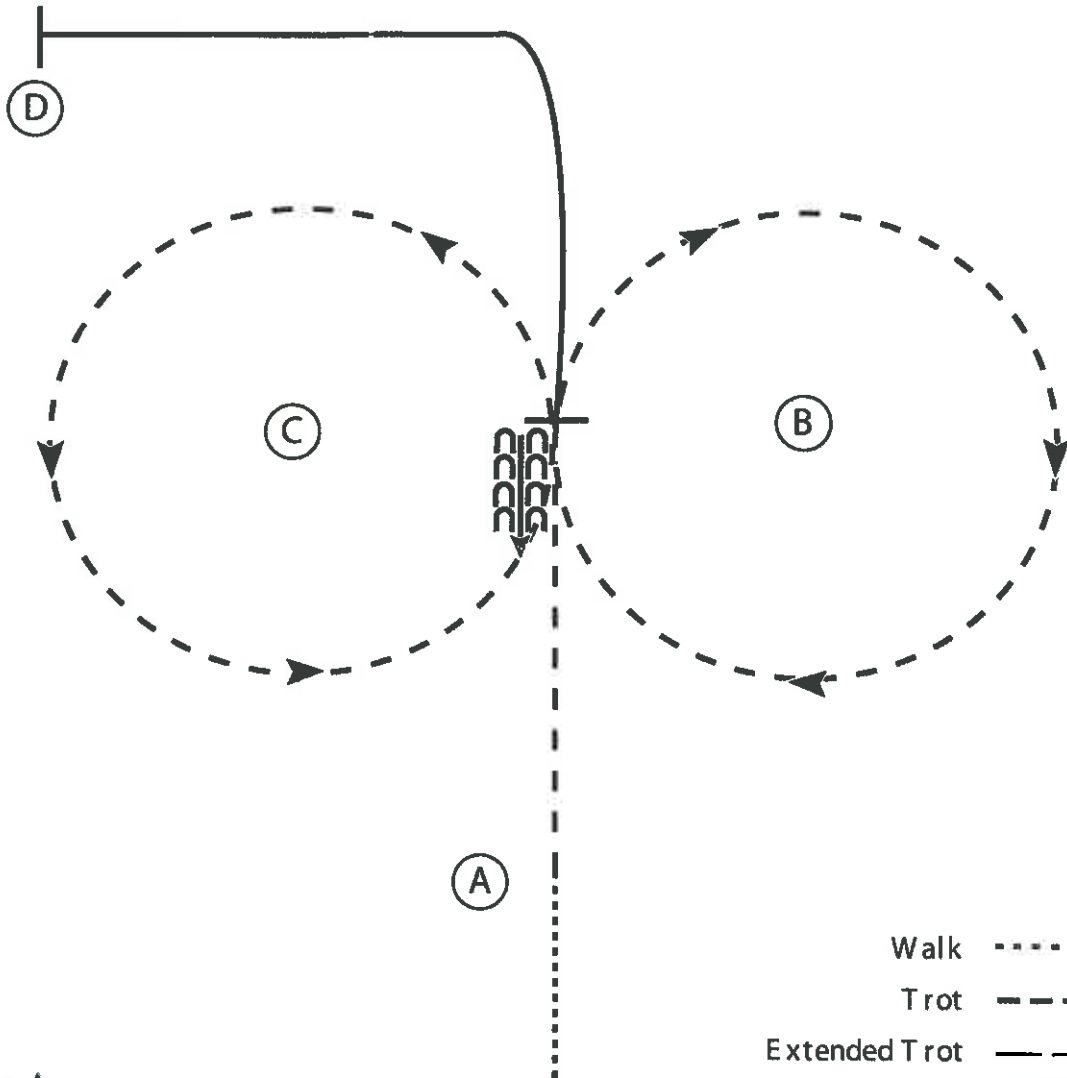
Fall Round up

9+10 novice amat. Novice Youth. 3520 - 5520 (hunt seat eq)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk to A
2. At A trot to between B and C
3. Trot a figure eight beginning to the right
4. When between B and C stop and back 3 steps
5. Canter on the left lead to D
6. At D stop

Walk
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←
Marker	(B)
Sidepass	← - - - - ←

[HSE/1-4]

Pattern Provided by:
Maj-Britt Lemay

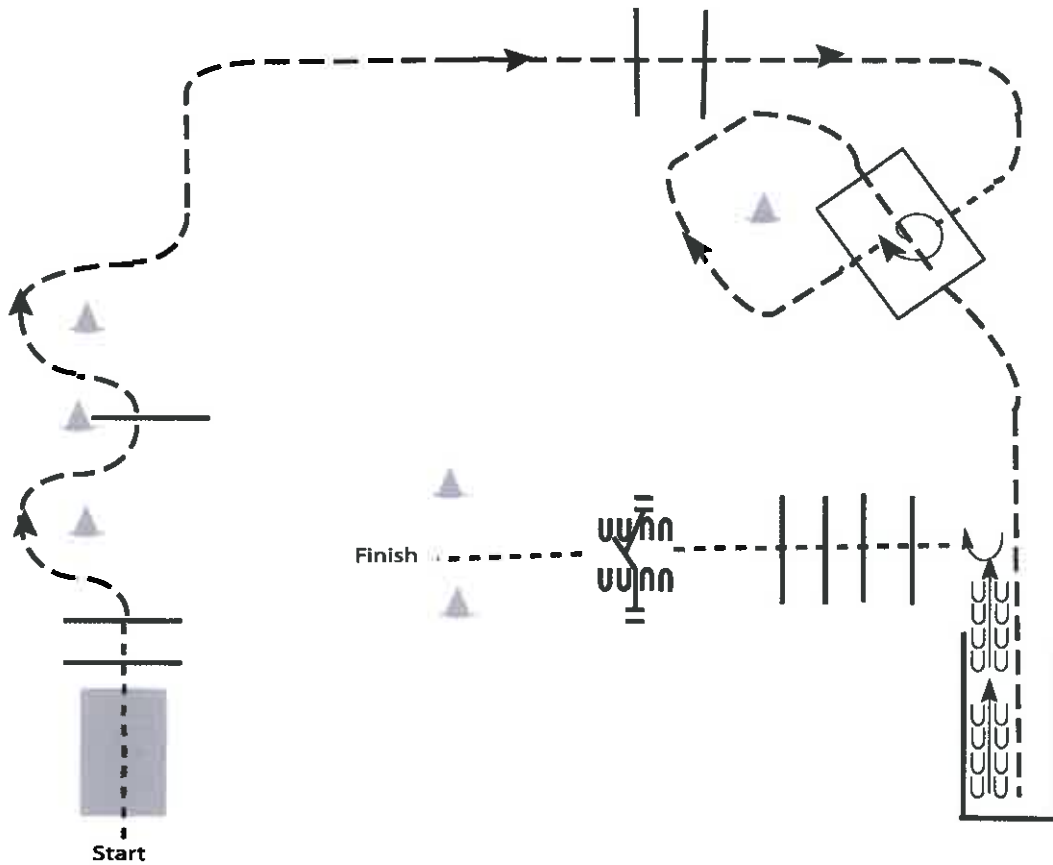
Fall Round up

Trail (trail in hand Wral 3822- Trail walk trot)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Continue to jog over poles.
4. Break to a walk and walk into box. Turn a full turn to the right and walk out of box.
5. Jog through box and into chute
6. Back out of chute
7. Turn 90 degrees and walk over poles to gate
8. Work gate and walk to finish

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← ← ← ← ←

[T/1-6]

Pattern Provided by:
Maj-Britt Lemay

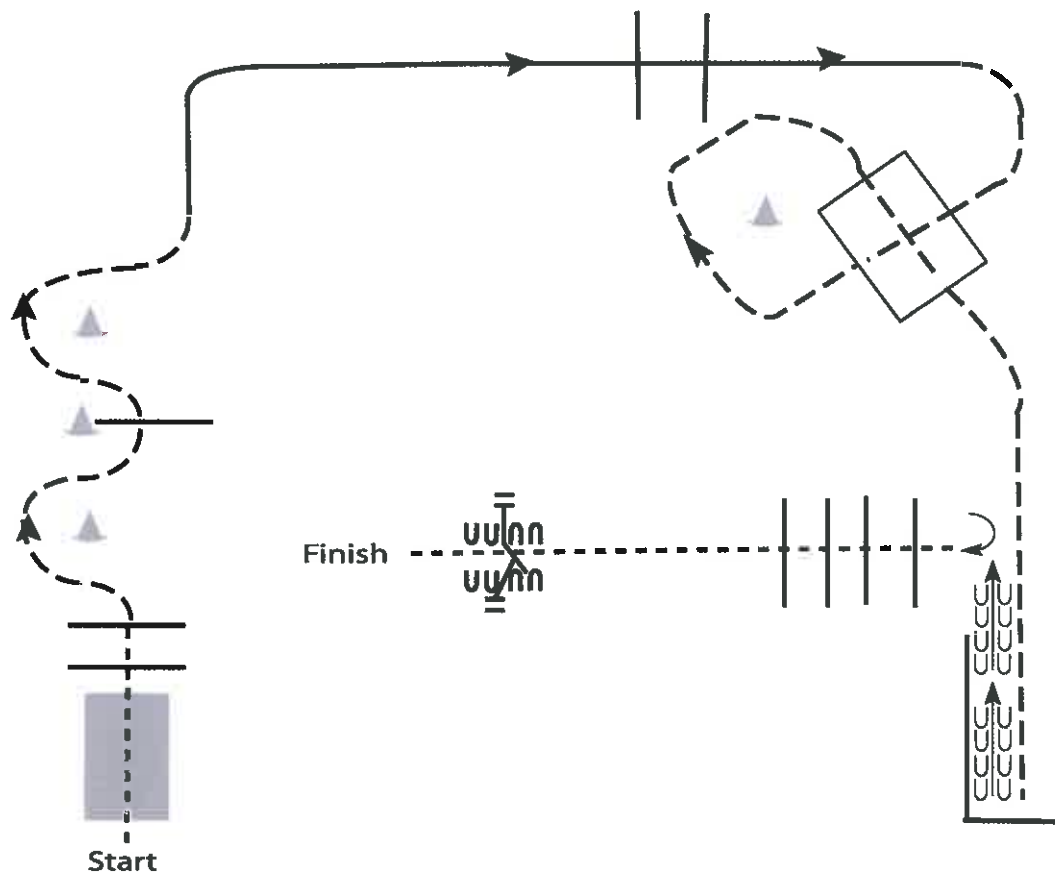
Fall Round up

12+13 novice amat. Novice Youth. 3380 - 5380 (trail)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at start.

1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on the right lead over poles.
4. Jog through box and into chute.
5. Back out of chute.
6. Turn 90 degrees and walk over elevated poles.
7. Work gate with left hand.

Walk	-----
Jog	- - - - -
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	— / —
Back	←←←←←
Marker	Ⓚ
Sidepass	←—→

[T/1-6]

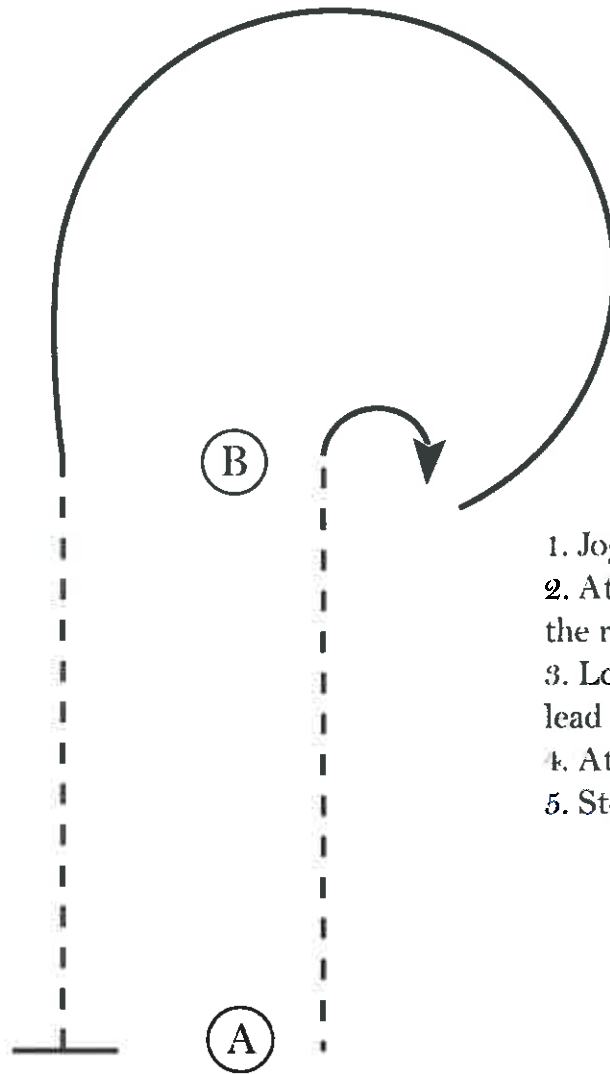
Pattern Provided by:
Maj-Britt Lemay

Fall Round up

19

Western Horsemanship (beginner 2402)

Show Date: 6-7 OCT



1. Jog A to B
2. At B perform a 90 degree turn to the right
3. Lope a circle around B on the left lead
4. At B jog to A
5. Stop at A.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↗↘
Back	←←←←←
Marker	⊙ (B)
Sidepass	←---→

[WH/1-14]

Pattern Provided by:
Maj-Britt Lemay

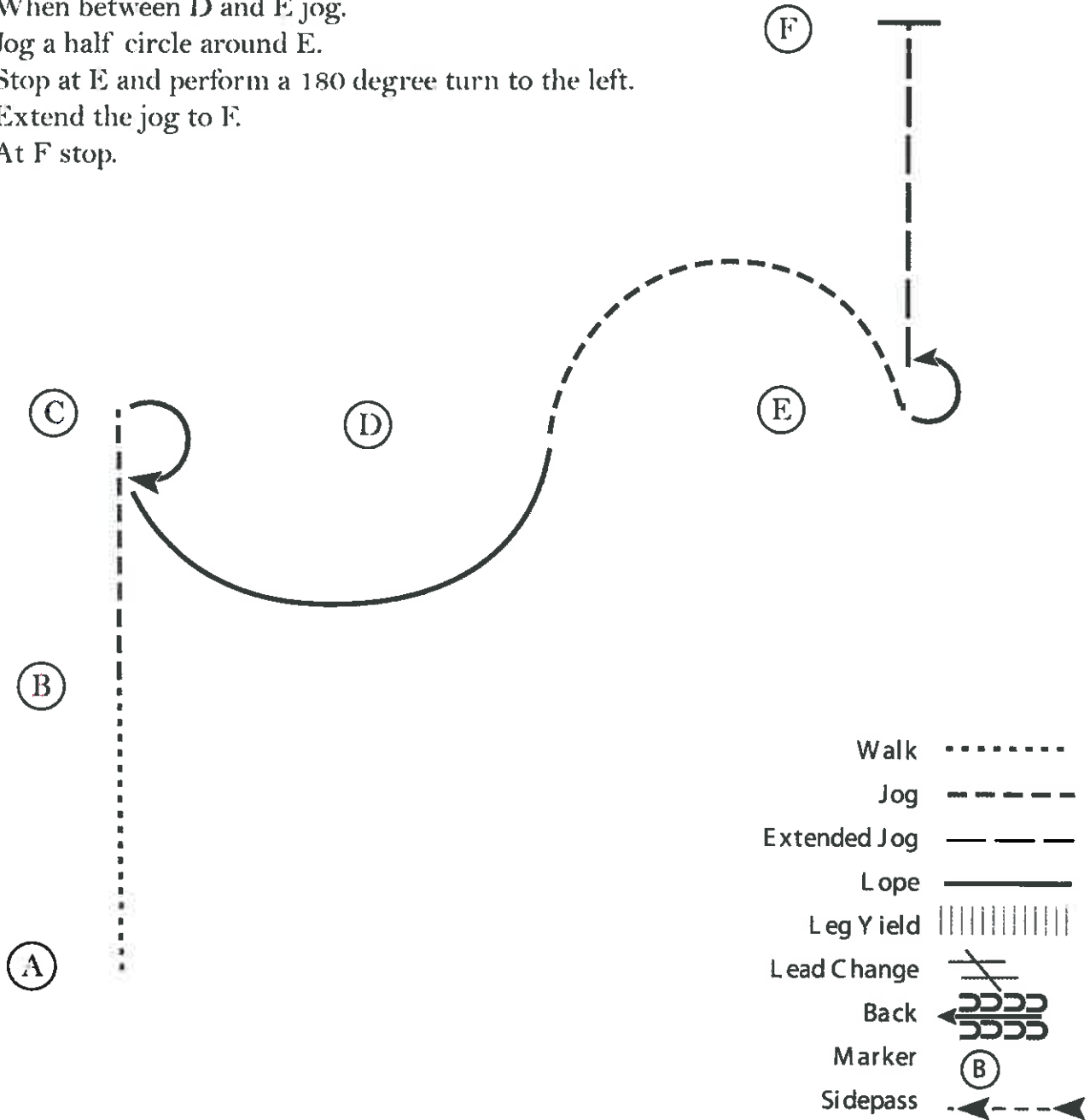
20+21

Fall Round up

Western Horsemanship (NOVICE AMAT. NOVICE YOUTH)

Show Date: 6-7 OCT

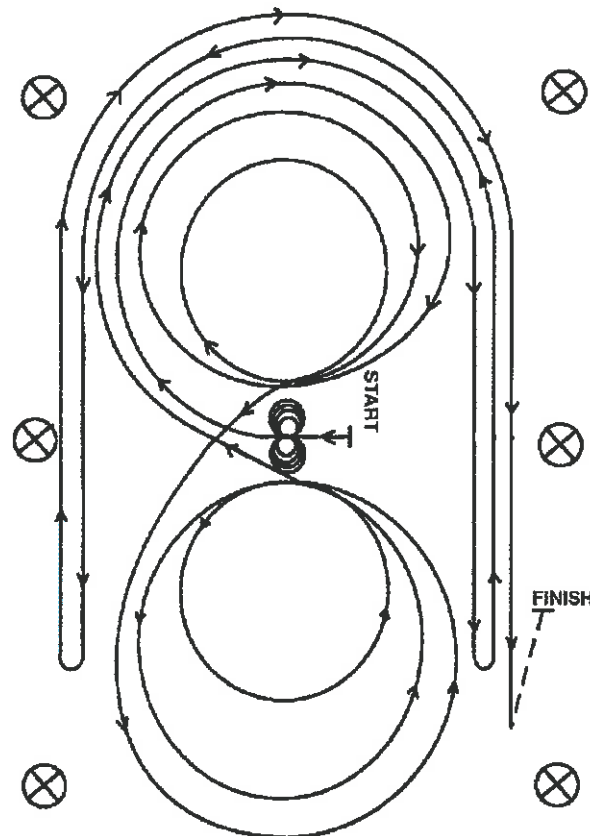
1. Walk A to B.
2. At B jog to C.
3. At C perform a 180 degree turn to the right.
4. Lope a half circle around D on the left lead.
5. When between D and E jog.
6. Jog a half circle around E.
7. Stop at E and perform a 180 degree turn to the left.
8. Extend the jog to F.
9. At F stop.



[WH/2-5]

Pattern Provided by:
Maj-Britt Lemay

REINING PATTERN NUMBER 8



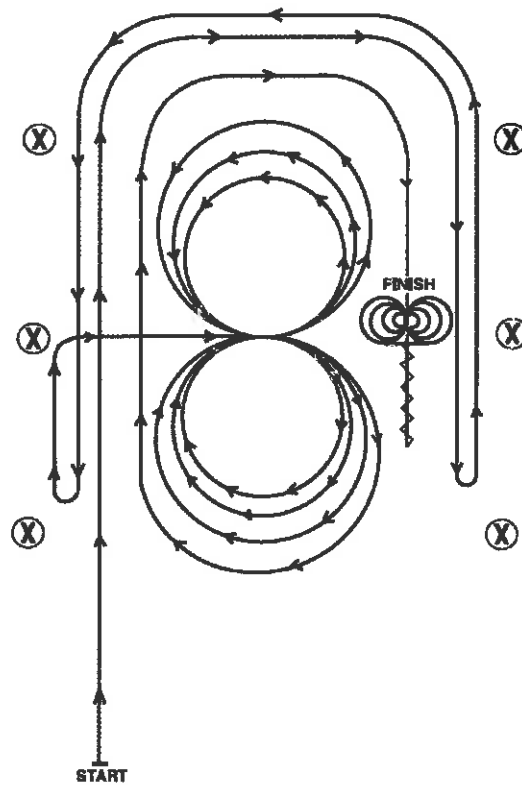
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large fast 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 left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left 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.
7. Continue back around the previous circle but do 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. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 3

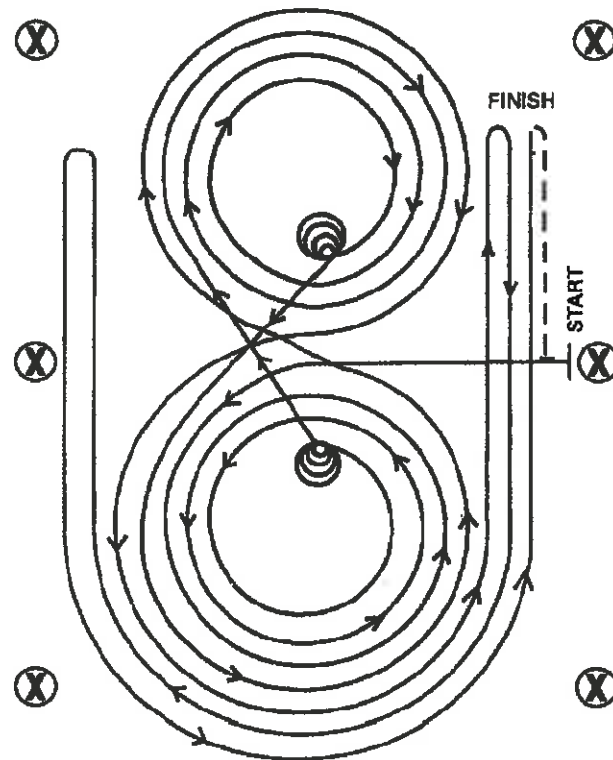


○ MARKER

1. Beginning, and staying at least 20 feet (6 meters) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle back around the top of the arena, run straight down the left side of the arena past the center marker and do a right rollback - no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least 20 feet (6 meters) from the wall or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 5



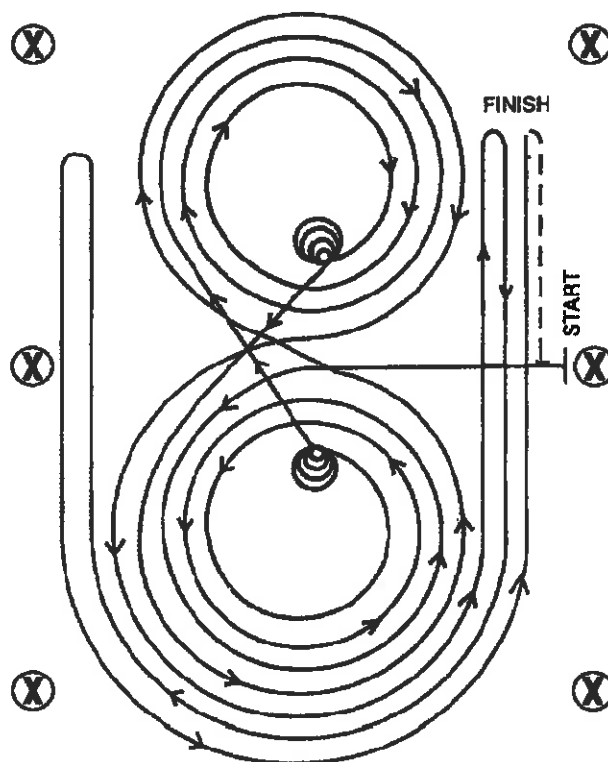
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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.
7. Continue 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.
8. 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 completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN NUMBER 5



Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

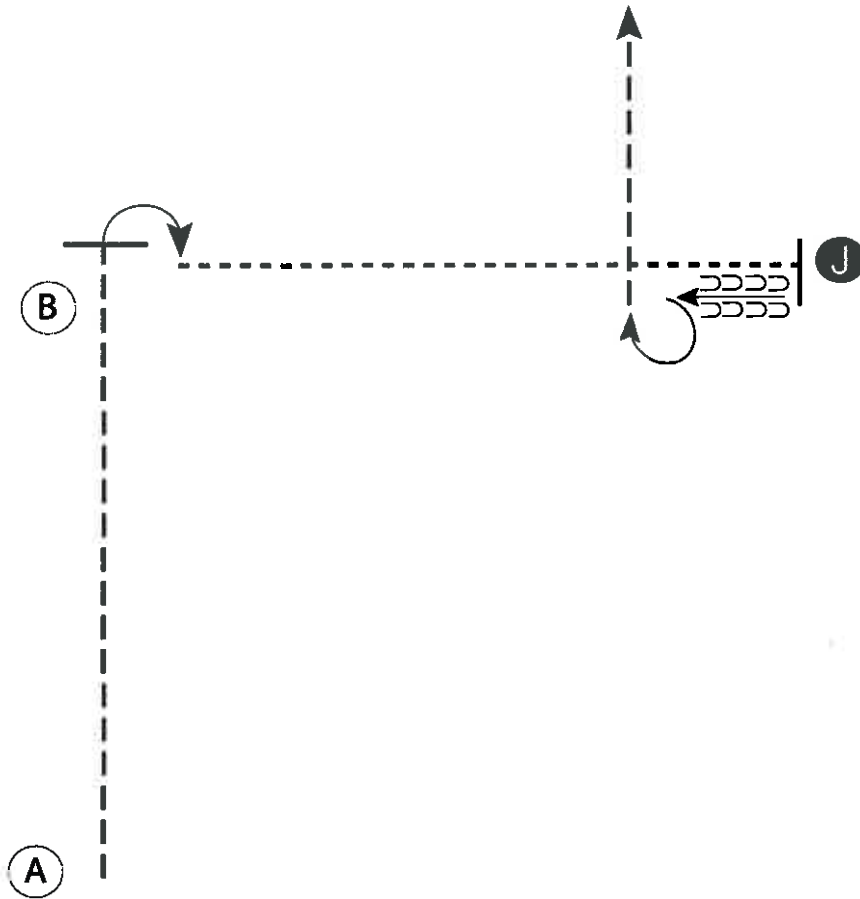
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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.
7. Continue 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.
8. 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 completion of the pattern.

Rider may drop bridle to the designated judge.

Fall Round up

27 Showmanship (Wral Beginner 1202)

Show Date: 6-7 OCT



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

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

[S/1-14]

Pattern Provided by:
Maj-Britt Lemay

28+29

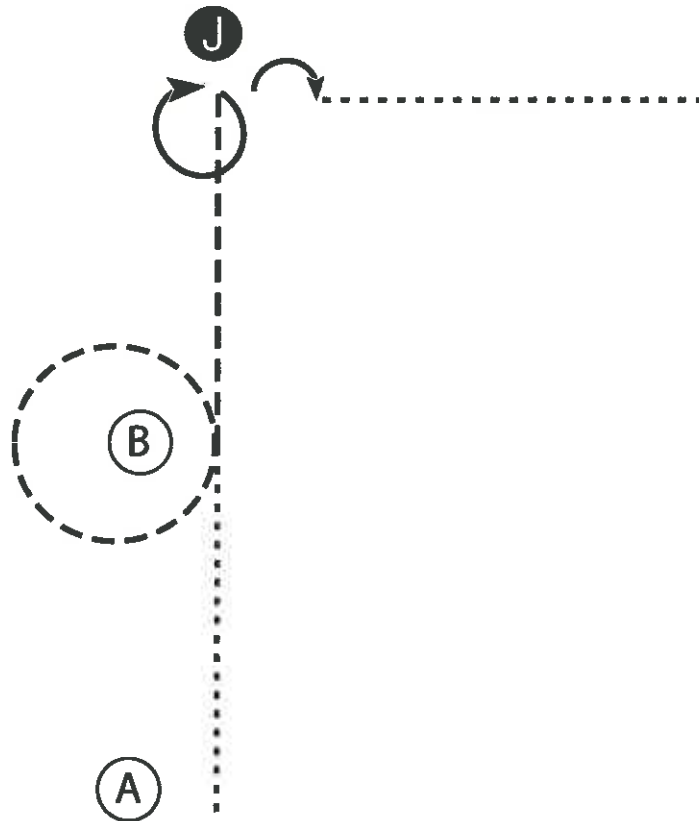
Fall Round up

Showmanship (NOVICE AMAT.3120 NOVICE YOUTH 5120)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 360 degree turn. Set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.

Walk - - - - -

Trot - - - - -

Back ← ← ← ← ←

Marker (B)

Judge (J)

[S/2-8]

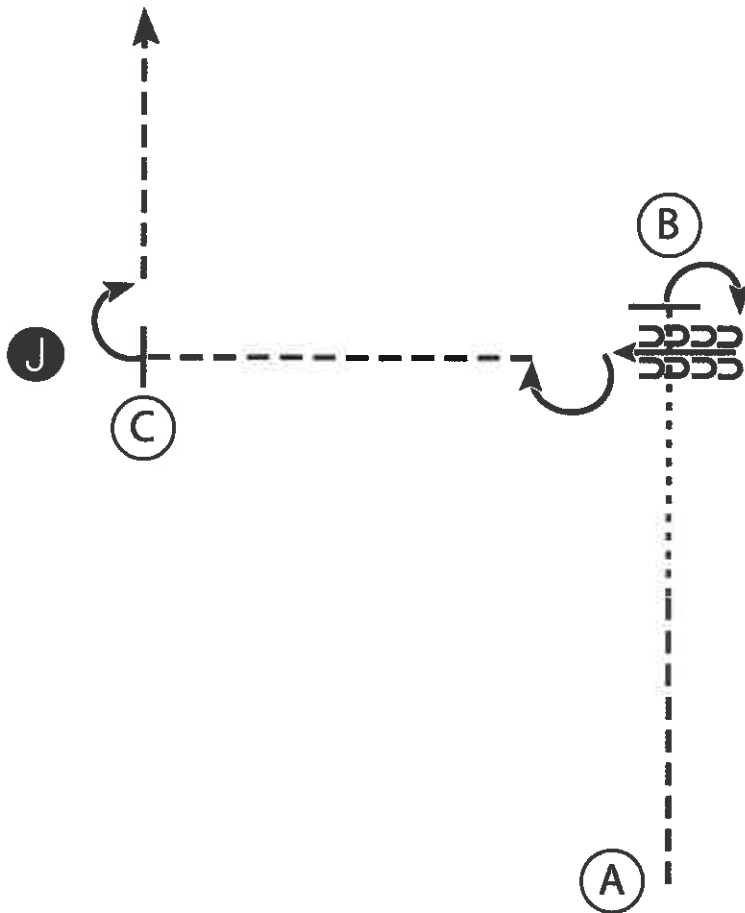
Pattern Provided by:
Maj-Britt Lemay

Fall Round up

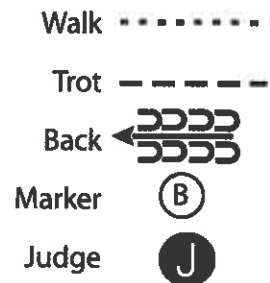
45 + 46

Showmanship (amat. 2120 youth 4120)

Show Date: 6-7 OCT



1. Trot from A half way to B.
2. Break to walk and walk to B.
3. Stop and perform a 90 degree turn.
4. Back four steps and perform a 180 degree turn.
5. Trot to C. Stop and set up for inspection.
6. When dismissed perform a 90 degree turn.
7. Trot to line-up.



[S/3-9]

Pattern Provided by:
Maj-Britt Lemay

47

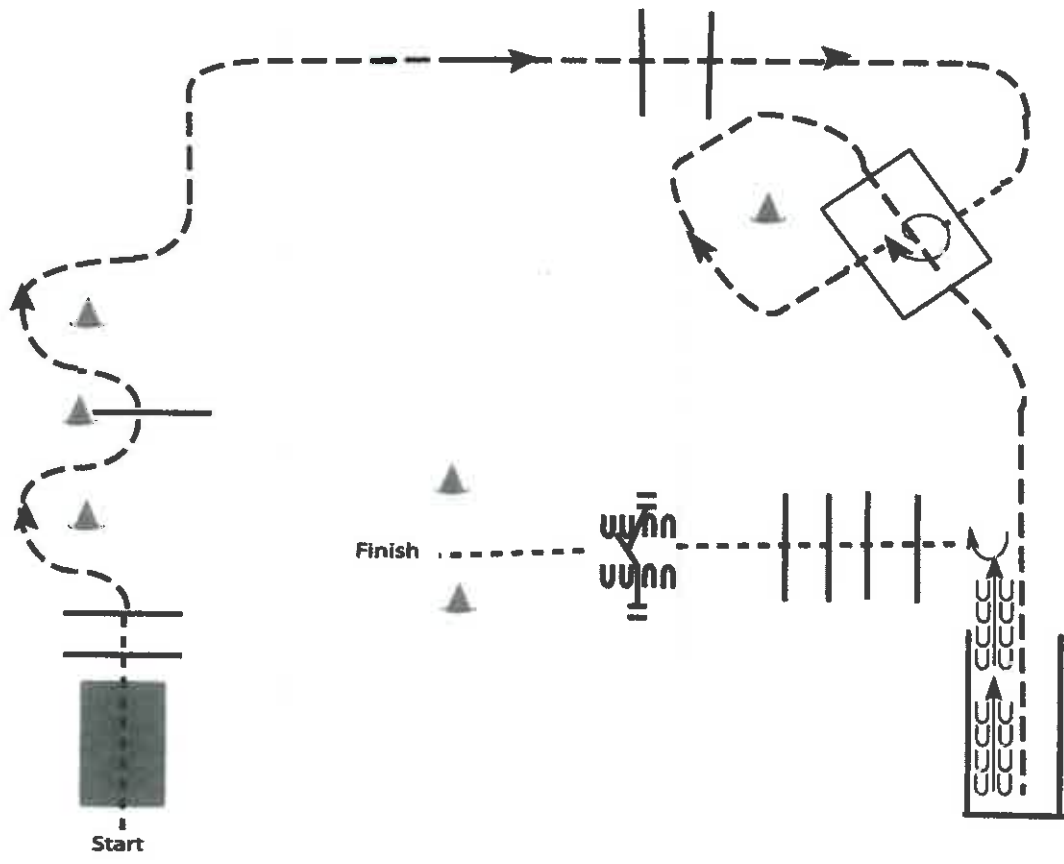
Fall Round up

Trail (trail in hand Wral 3822- Trail walk trot)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Continue to jog over poles.
4. Break to a walk and walk into box. Turn a full turn to the right and walk out of box.
5. Jog through box and into chute
6. Back out of chute
7. Turn 90 degrees and walk over poles to gate
8. Work gate and walk to finish

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	
Leg Yield	
Lead Change	↔
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→

[T/1-8]

Pattern Provided by:
Maj-Britt Lemay

48

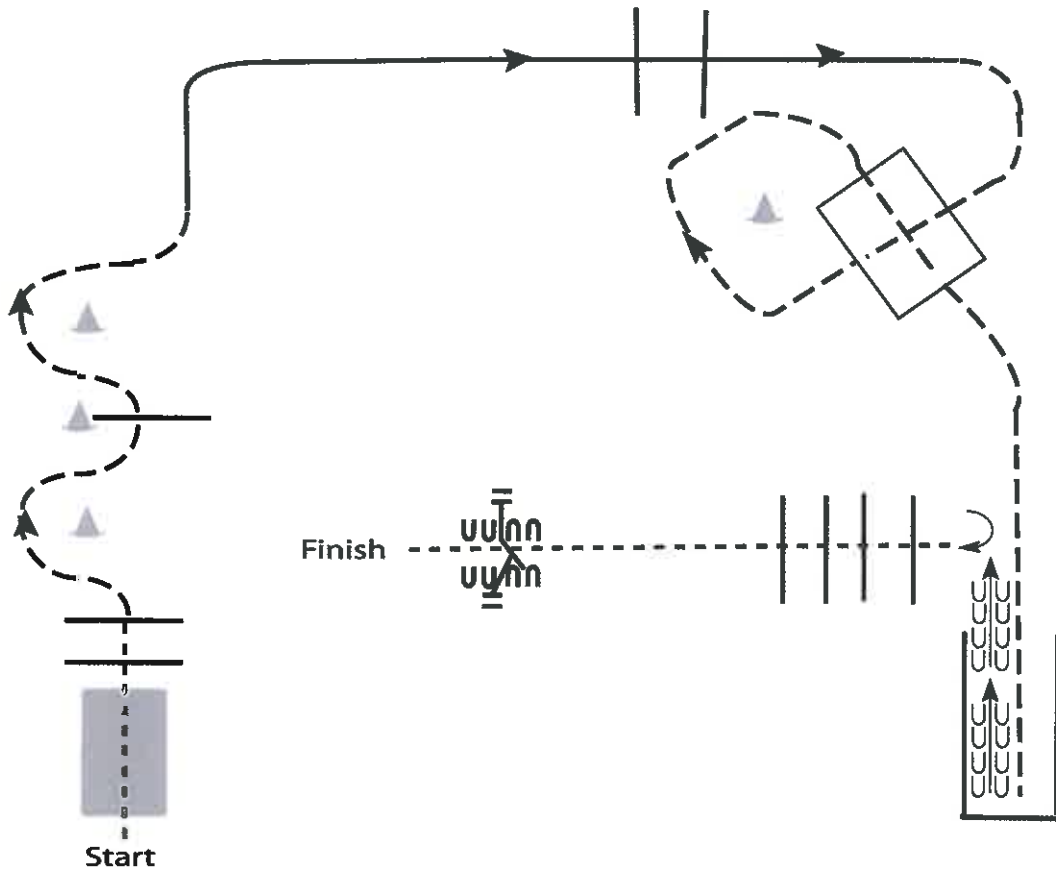
Fall Round up

Trail (Trail Beginner)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at start.

1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on the right lead over poles.
4. Jog through box and into chute.
5. Back out of chute.
6. Turn 90 degrees and walk over elevated poles.
7. Work gate with left hand.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→

[T/1-6]

Pattern Provided by:
Maj-Britt Lemay

Fall Round up

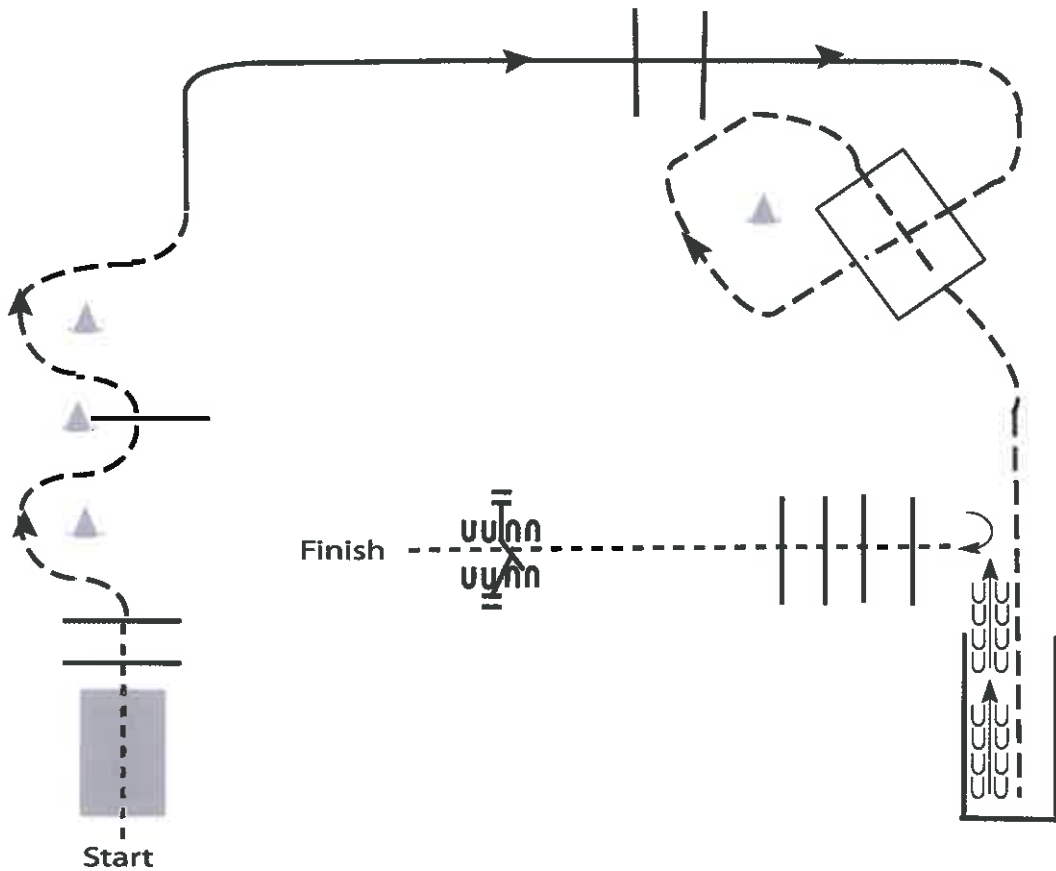
49

green trail 1383

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at start.

1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on the right lead over poles.
4. Jog through box and into chute.
5. Back out of chute.
6. Turn 90 degrees and walk over elevated poles.
7. Work gate with left hand.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→

[T/1-6]

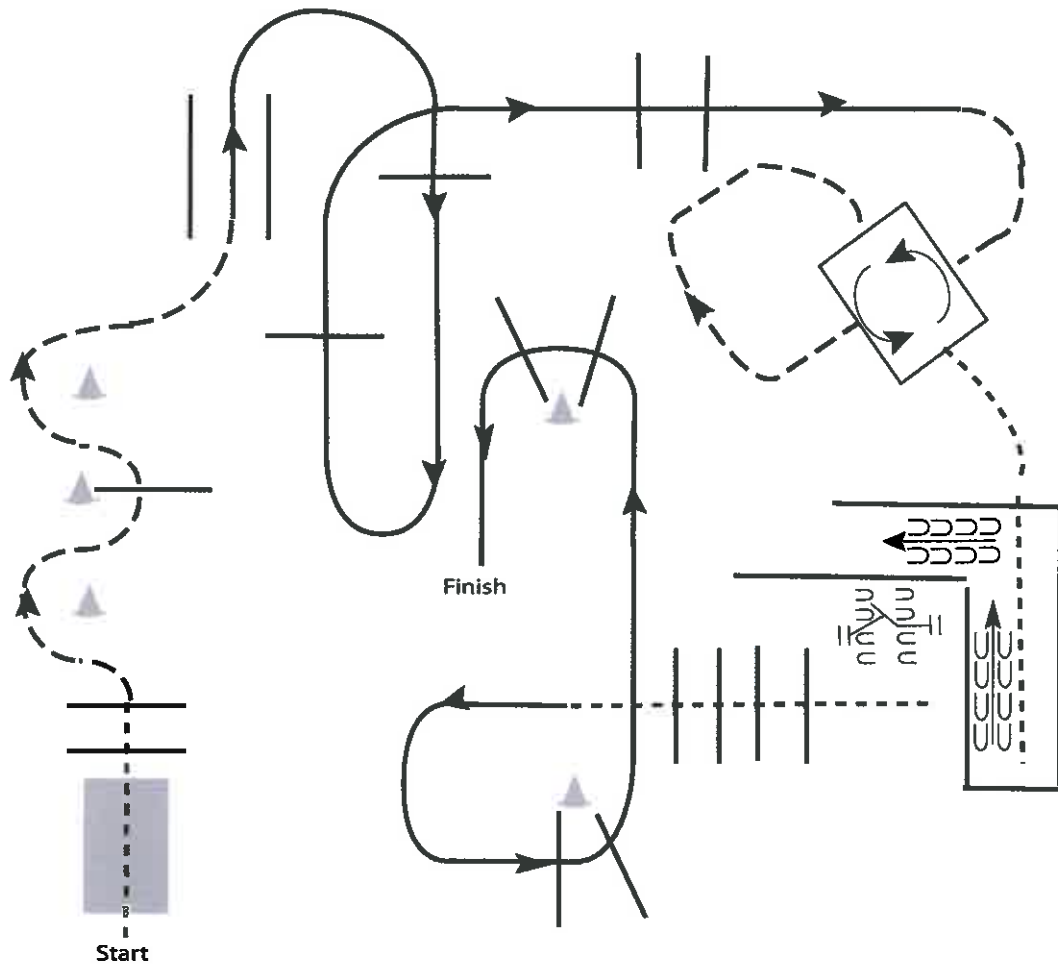
Pattern Provided by:
Maj-Britt Lemay

53 + 50

Fall Round up

Trail (open 1380 - Wral/Flse 380)

Show Date: 6-7 OCT



1. Walk over bridge and over poles
2. Jog through serpentine and over pole
3. Lope on the right lead over poles
4. Jog through box, then jog into box
5. Turn 360 degrees to the left in the box
6. Walk out of box and into chute
7. Back the L
8. Work the gate
9. Walk over poles
10. Lope on the left lead over poles to finish

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[T/3-4]

Pattern Provided by:
Maj-Britt Lemay

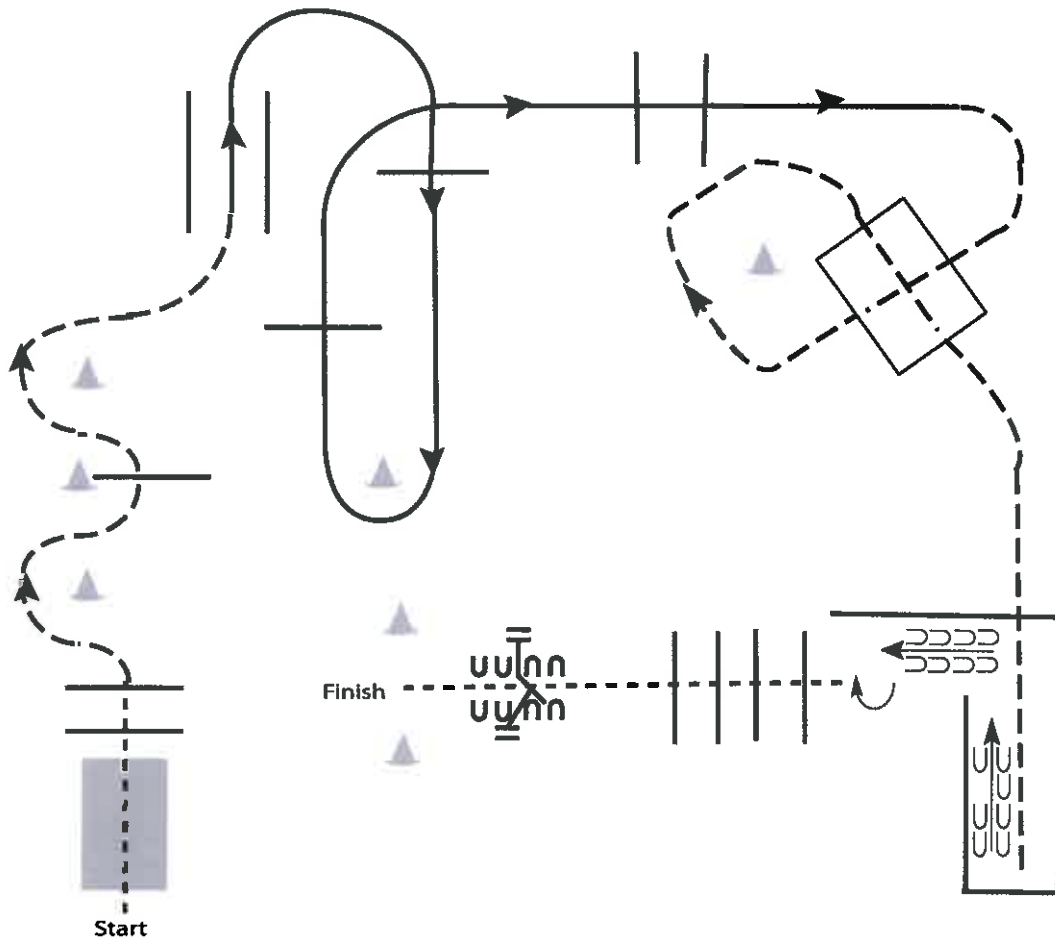
51 + 54 + 52 Fall Round up

Amat.2380 Youth 4380 , Wral/flse 3804 (trail) Youth

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Begin at Start.

1. Walk over bridge and over poles.
2. Jog through serpentine and over pole.
3. Lope on the right lead over poles.
4. Jog through box and into chute.
5. Back the L.
6. Turn 180 degrees and walk over elevated poles.
7. Work gate with left hand.

Walk	-----
Jog	- . - . - .
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← u u u u u
Marker	(B)
Sidepass	← - - - - - ←

[T/2-7]

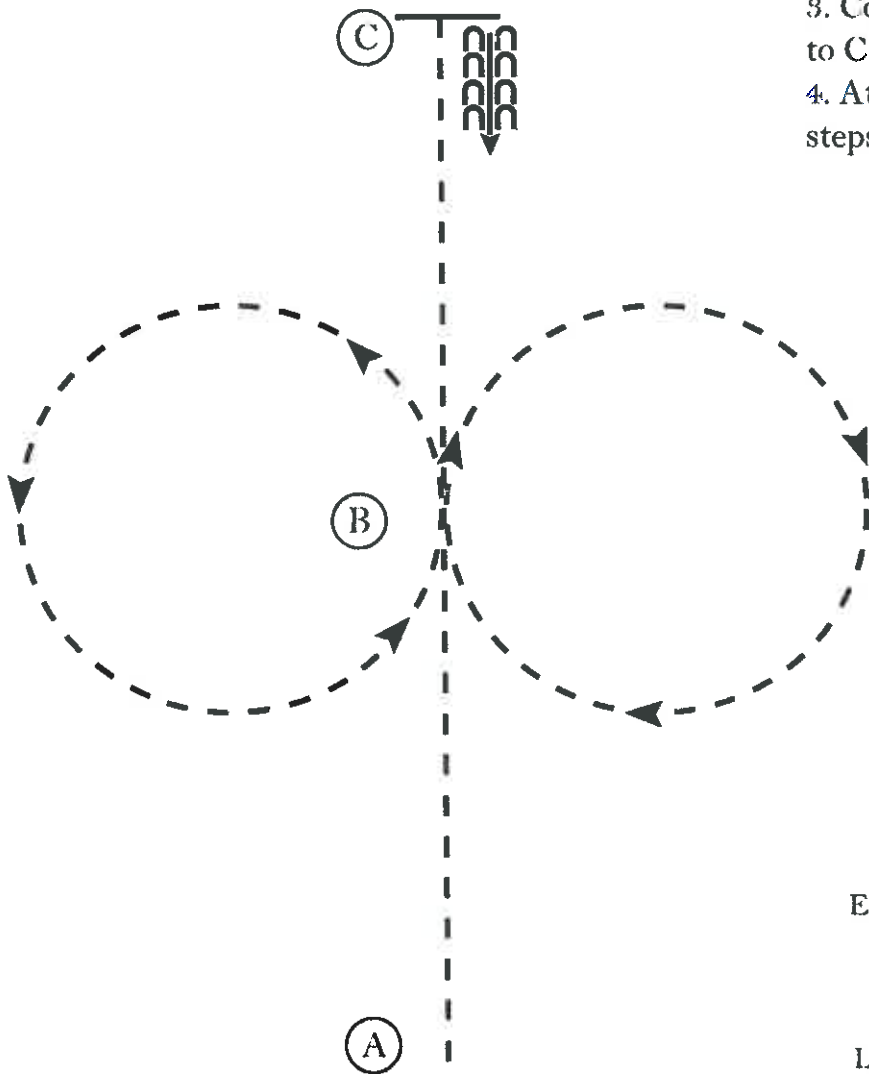
Pattern Provided by:
Maj-Britt Lemay

Fall Round up

62

Western Horsemanship (walk trot Wral 2405)

Show Date: 6-7 OCT



1. Jog A to B
2. At B perform a figure eight, beginning to the right
3. Continue the jog from B to C
4. At C stop and back 4 steps

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←
Marker	ⓑ
Sidepass	←---→

[WH/WT-5]

Pattern Provided by:
Maj-Britt Lemay

63 + 64

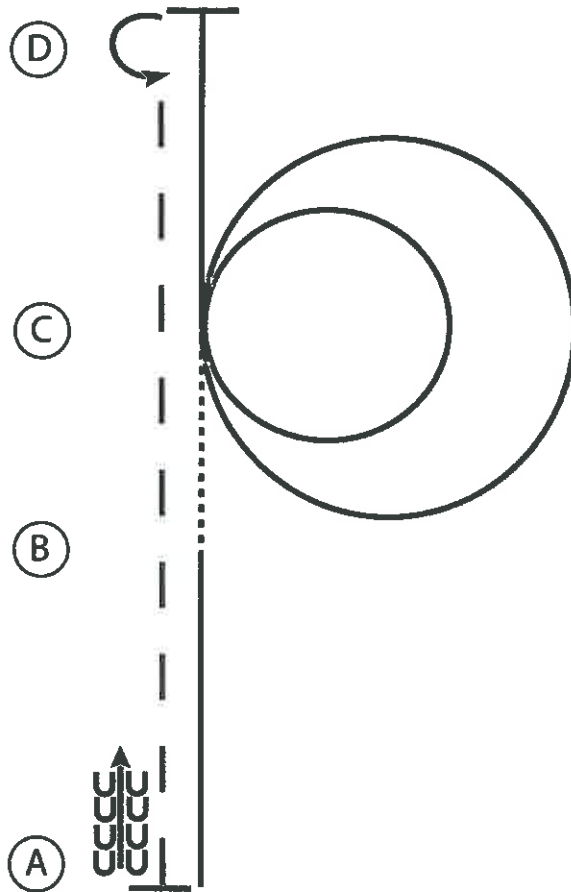
Fall Round up

Western Horsemanship (amat. 2400 youth 4400)

Show Date: 6-7 OCT

www.HorseShowPatterns.com

www.HorseShowPatterns.com



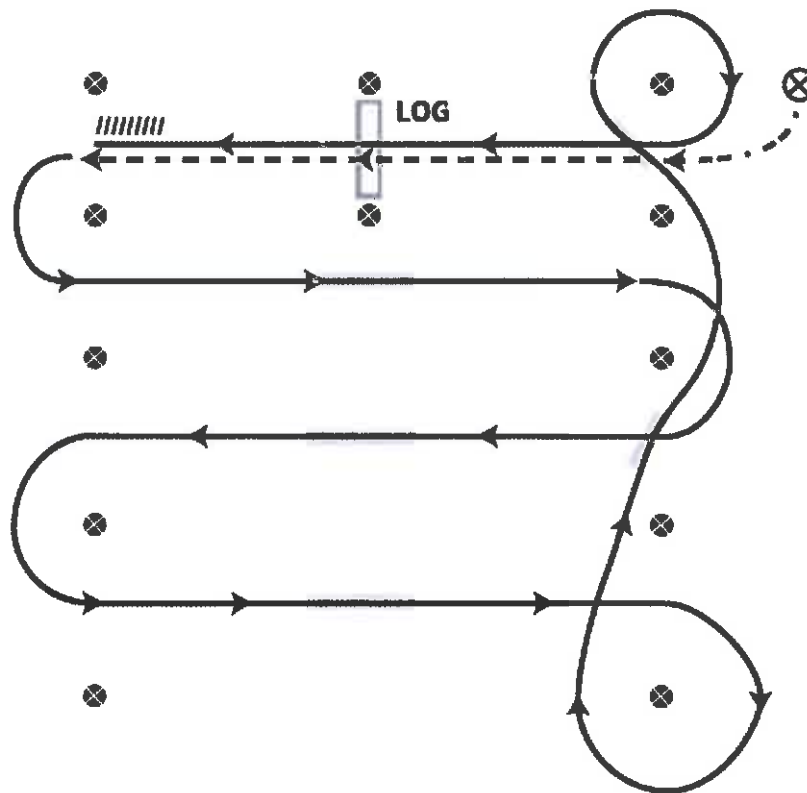
1. Lope on the left lead A to B
2. At B walk to C
3. At C lope a large fast circle to the right on the right lead followed by a small slow circle to the right on the right lead
4. Continue the lope to D
5. At D stop and perform a 180 degree turn to the left
6. Extend the jog to A
7. At A stop and back 4 steps

Walk
Jog	- - - - -
Extended Jog	—————
Lope	—————
Leg Yield	
Lead Change	↗
Back	←←←←
Marker	⊙ (B)
Sidepass	- - - ←

[WH/3-7]

Pattern Provided by:
Maj-Britt Lemay

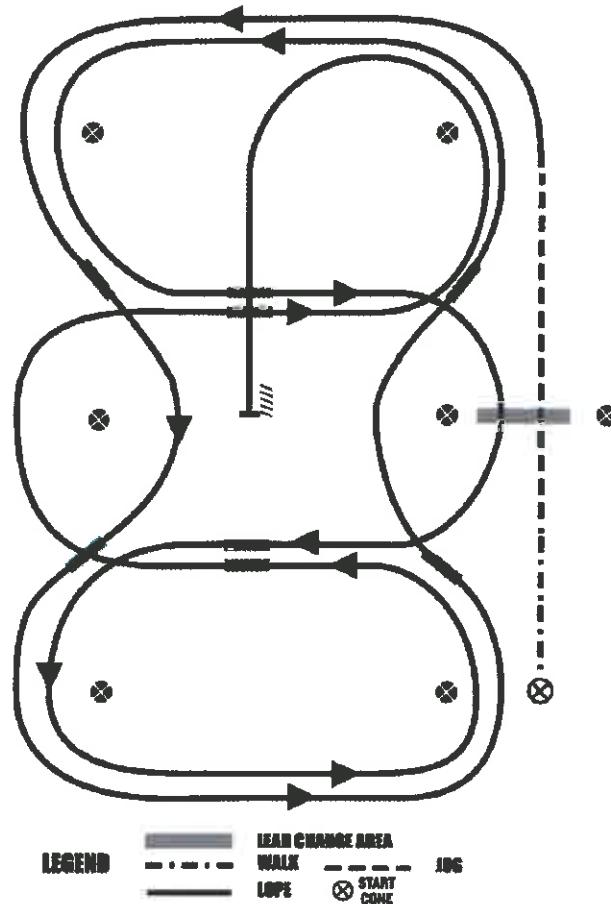
GREEN WESTERN RIDING PATTERN II



⊗ START CONE WALK - - - - - JOG · · · · ·
 LEAD CHANGING AREA [hatched] 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

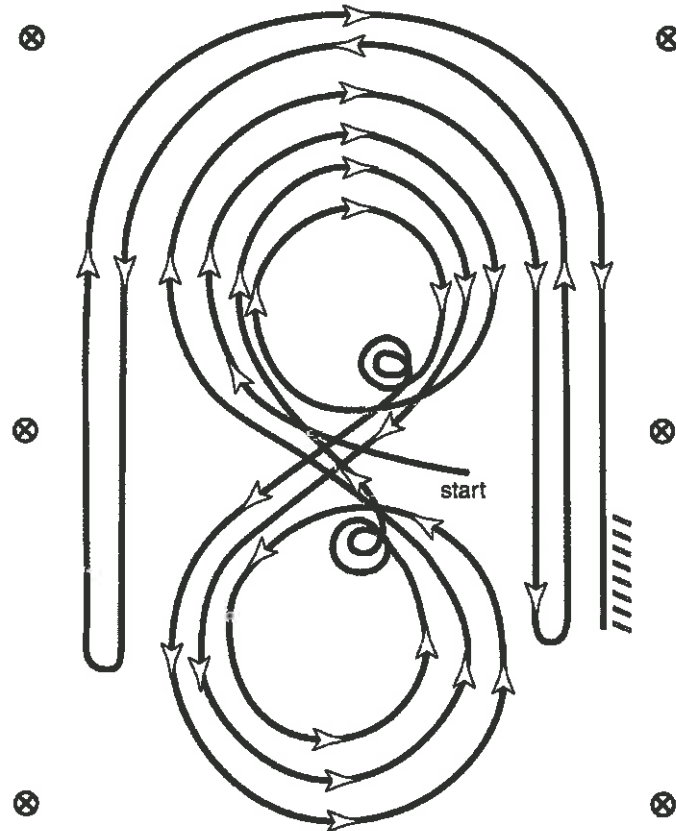
WESTERN RIDING PATTERN V
 "Recommended For Small Arenas"



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

REINING PATTERN NUMBER 12

Approved only for Novice Amateur, Novice Youth, and 13 and under

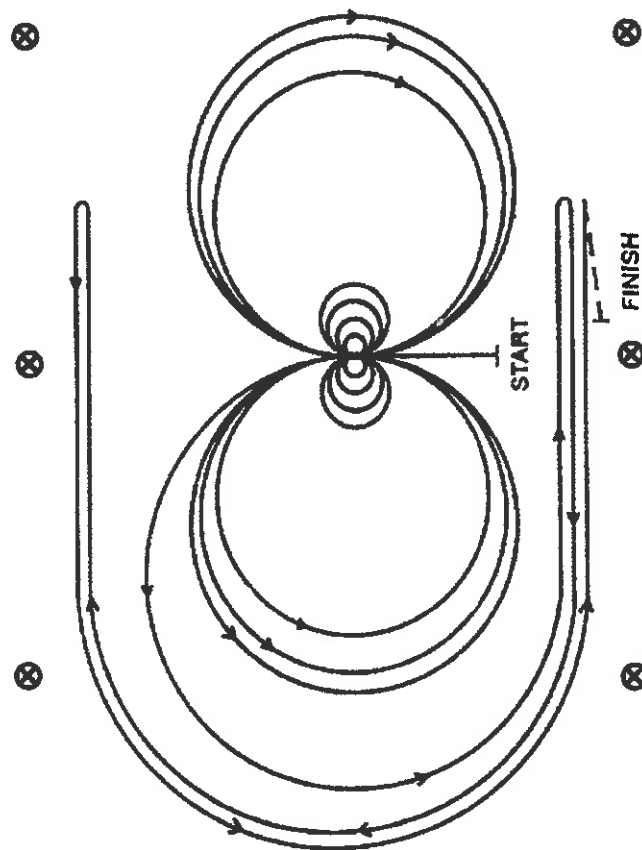


Horses must walk or stop prior to starting pattern.

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 left lead and make a large fast circle.
5. Then a small 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 do 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 drop bridle to the designated judge.

REINING PATTERN NUMBER 6



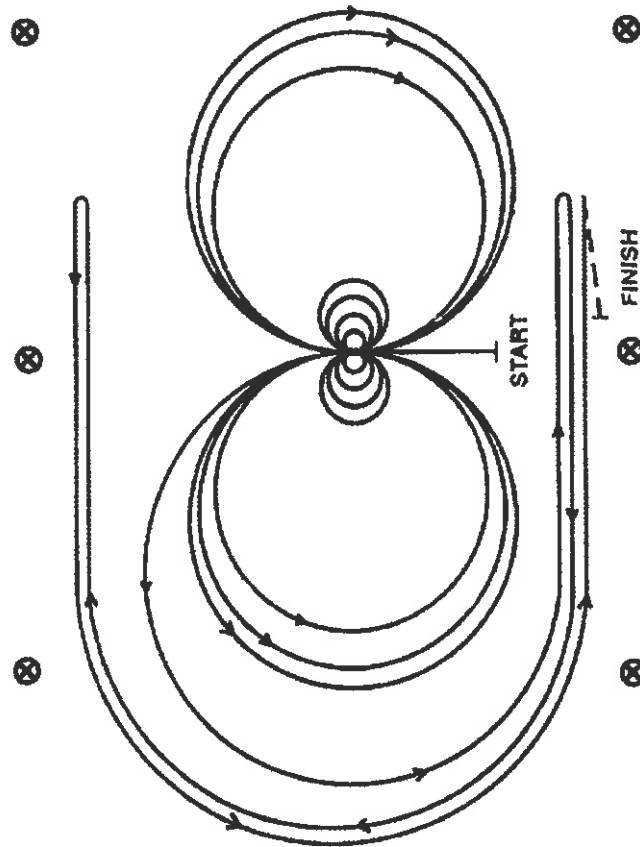
Horse must walk or stop prior to starting pattern.

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 fast 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 roll-back 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 roll-back 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.

REINING PATTERN NUMBER 6



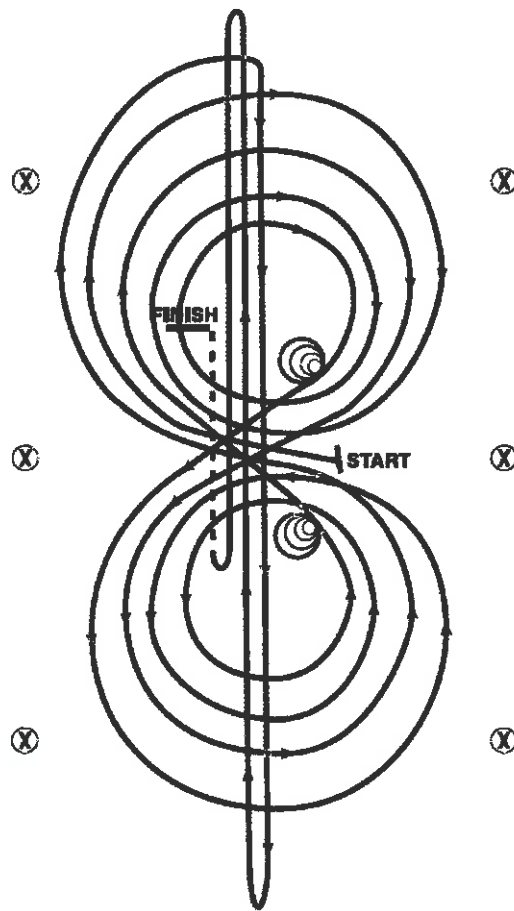
Horse must walk or stop prior to starting pattern.

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 fast 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 roll-back 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 roll-back 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.

REINING PATTERN NUMBER 4



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 two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. 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. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena.
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. 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 to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.