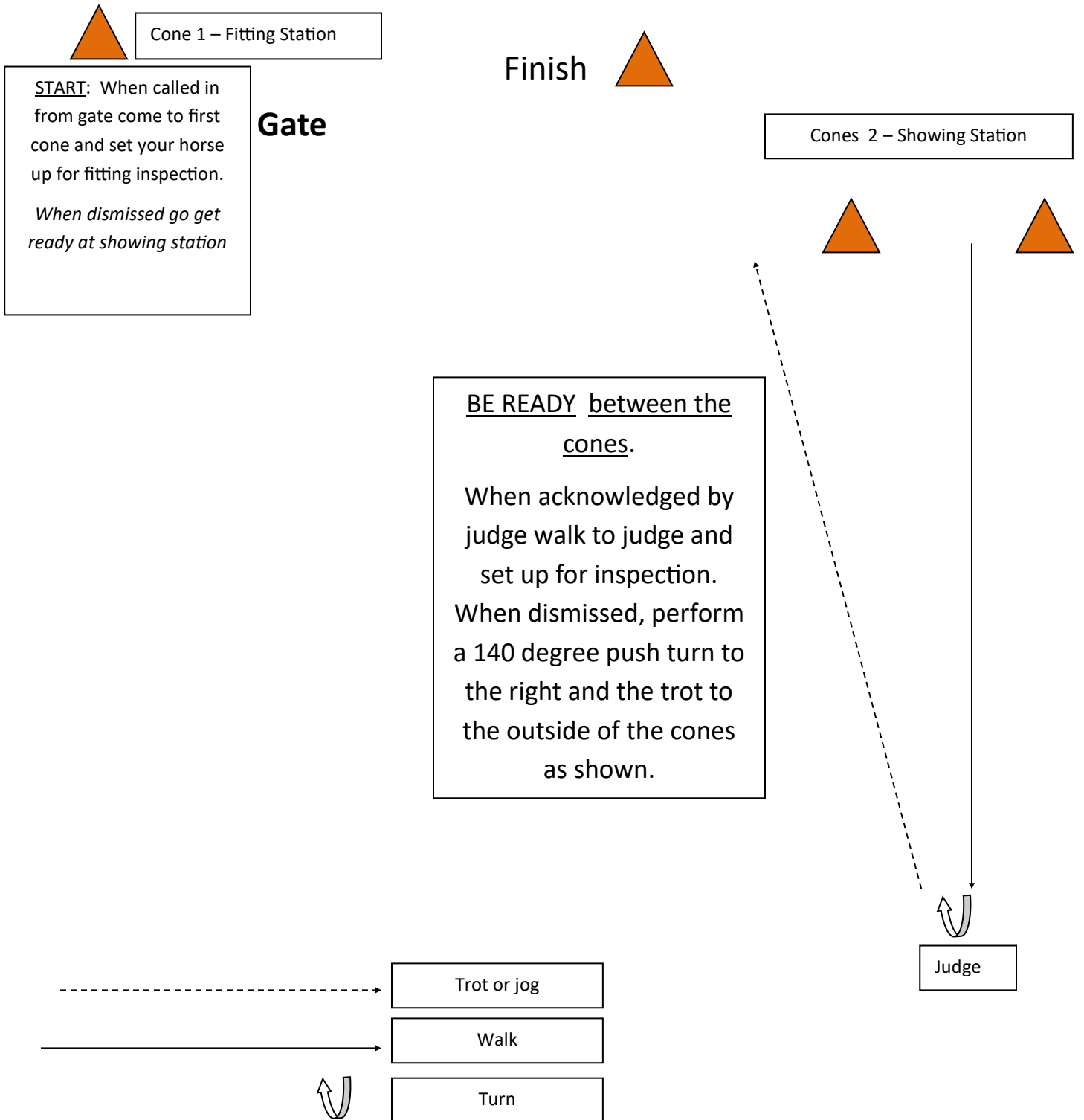




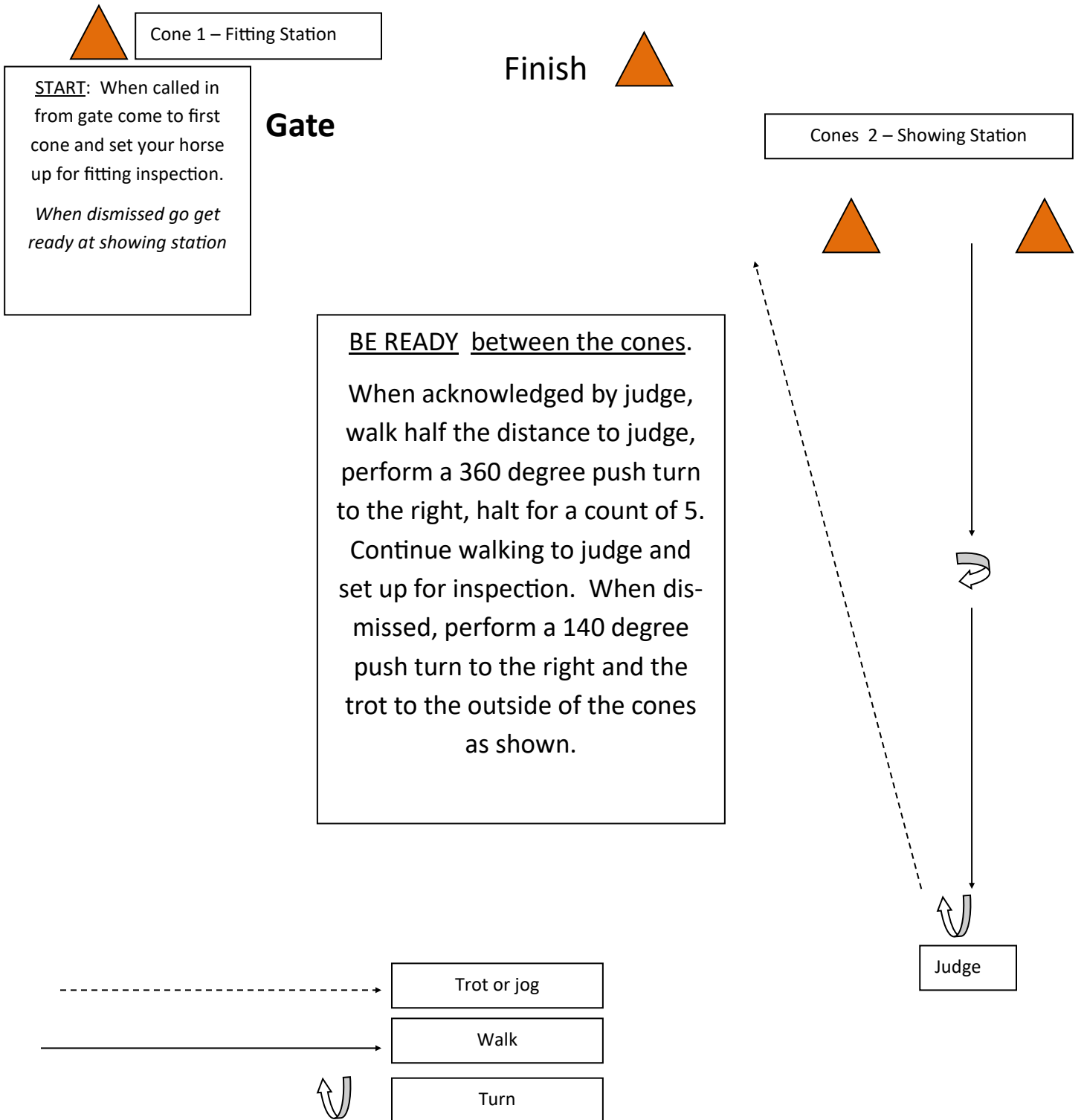
# **Connecticut State 4-H Horse Show 2021 Pattern Book A**



# Novice Showmanship



# Junior Showmanship



# Senior Showmanship



Cone 1 – Fitting Station

**START:** When called in from gate come to first cone and set your horse up for fitting inspection.

*When dismissed go get ready at showing station*

**Gate**

**Finish**

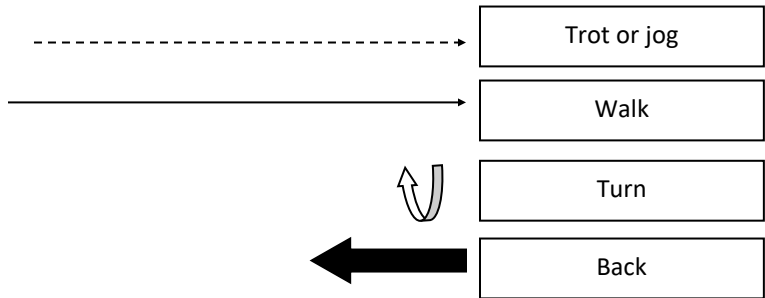
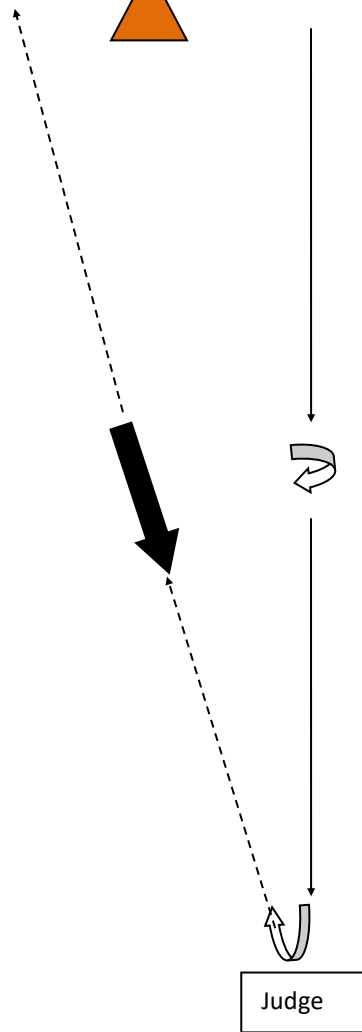


Cones 2 – Showing Station

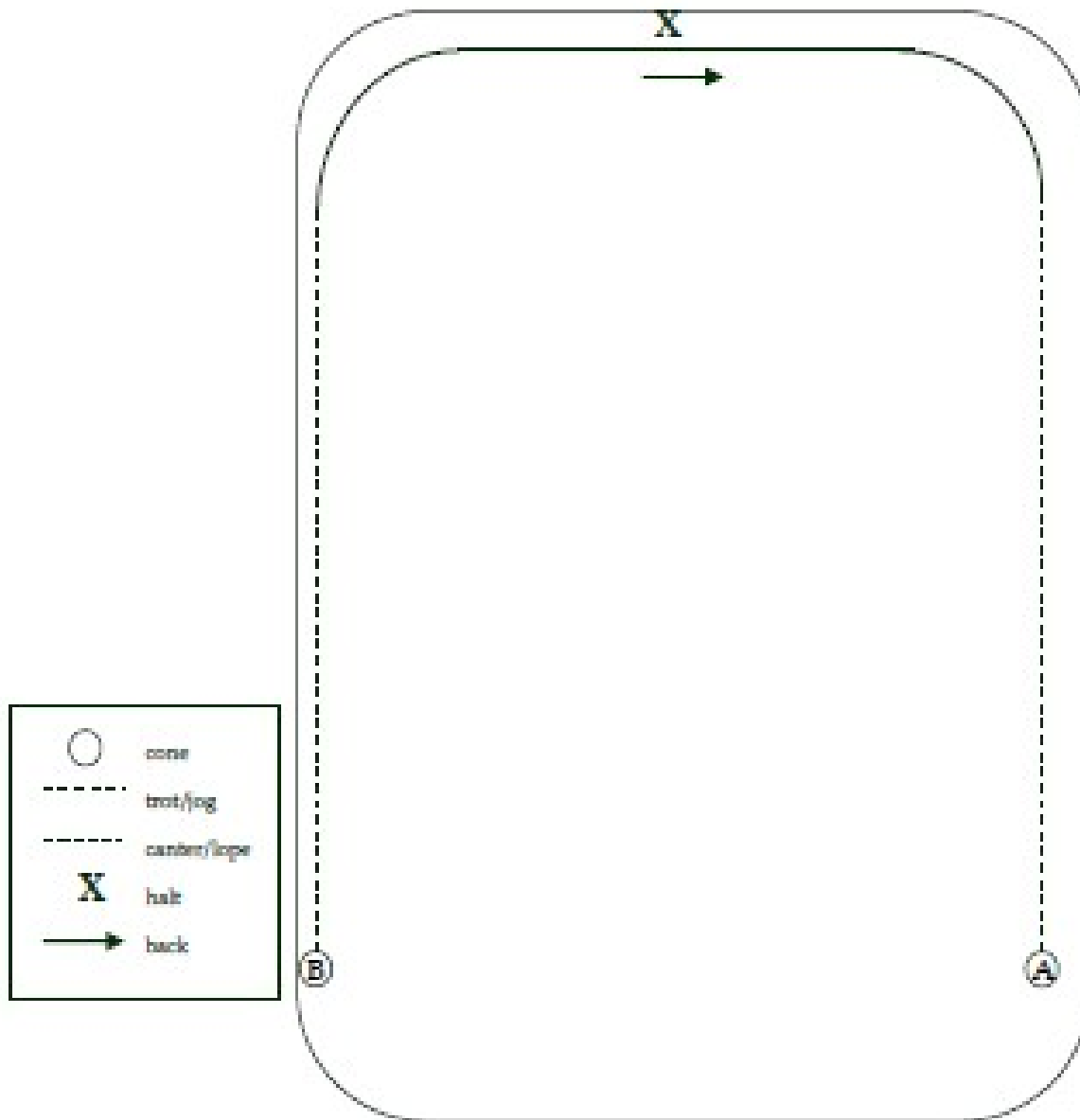


**BE READY between the cones.**

When acknowledged by judge, walk half the distance to judge, perform a 360 degree push turn to the right, halt for a count of 5. Continue walking to judge and set up for inspection. When dismissed, perform a 140 degree push turn to the right and the trot half the distance back. Halt and back your horse 5 steps. Trot again to the outside of the cones as shown.

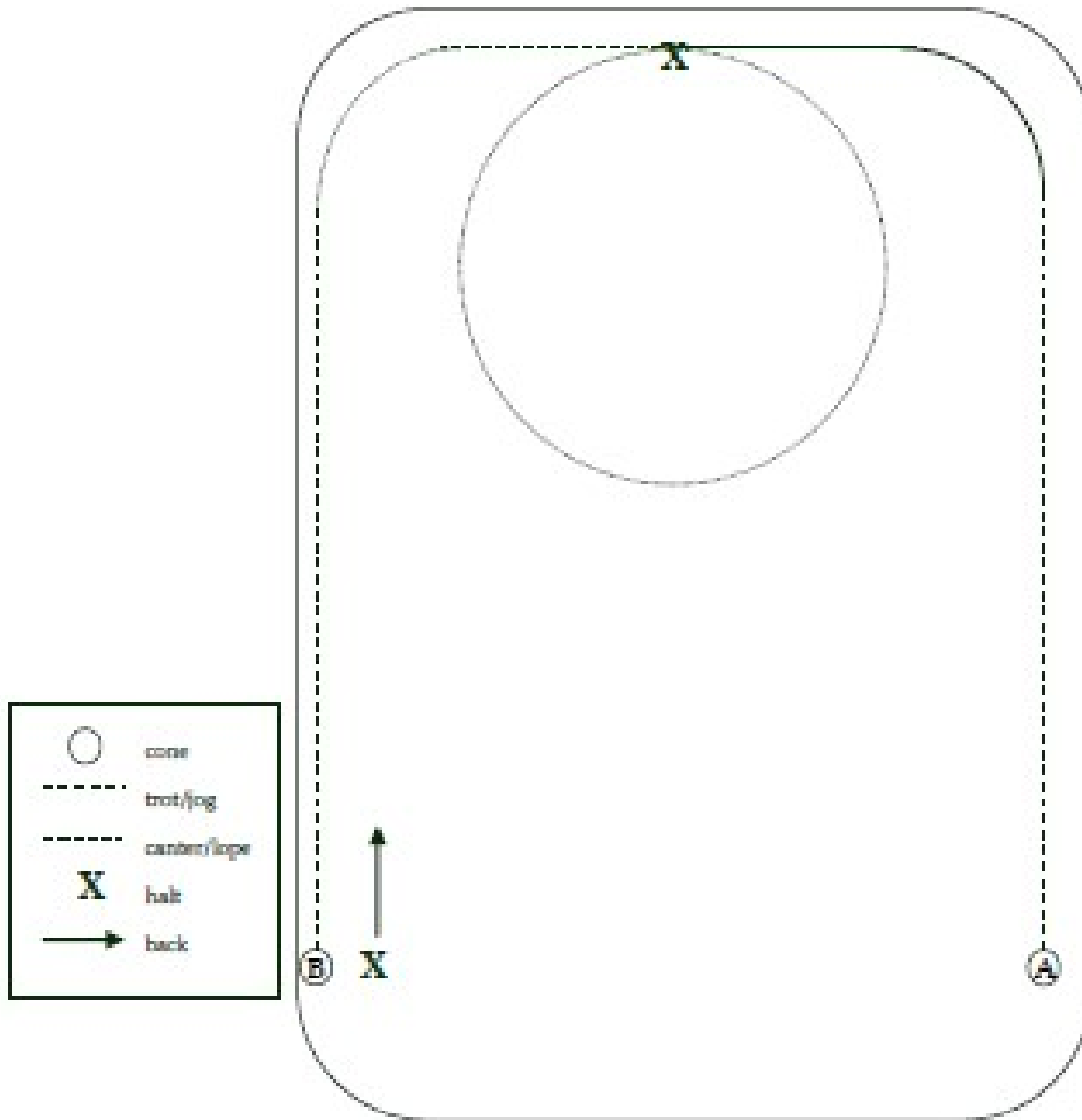


## Walk/Trot(Jog) Equitation



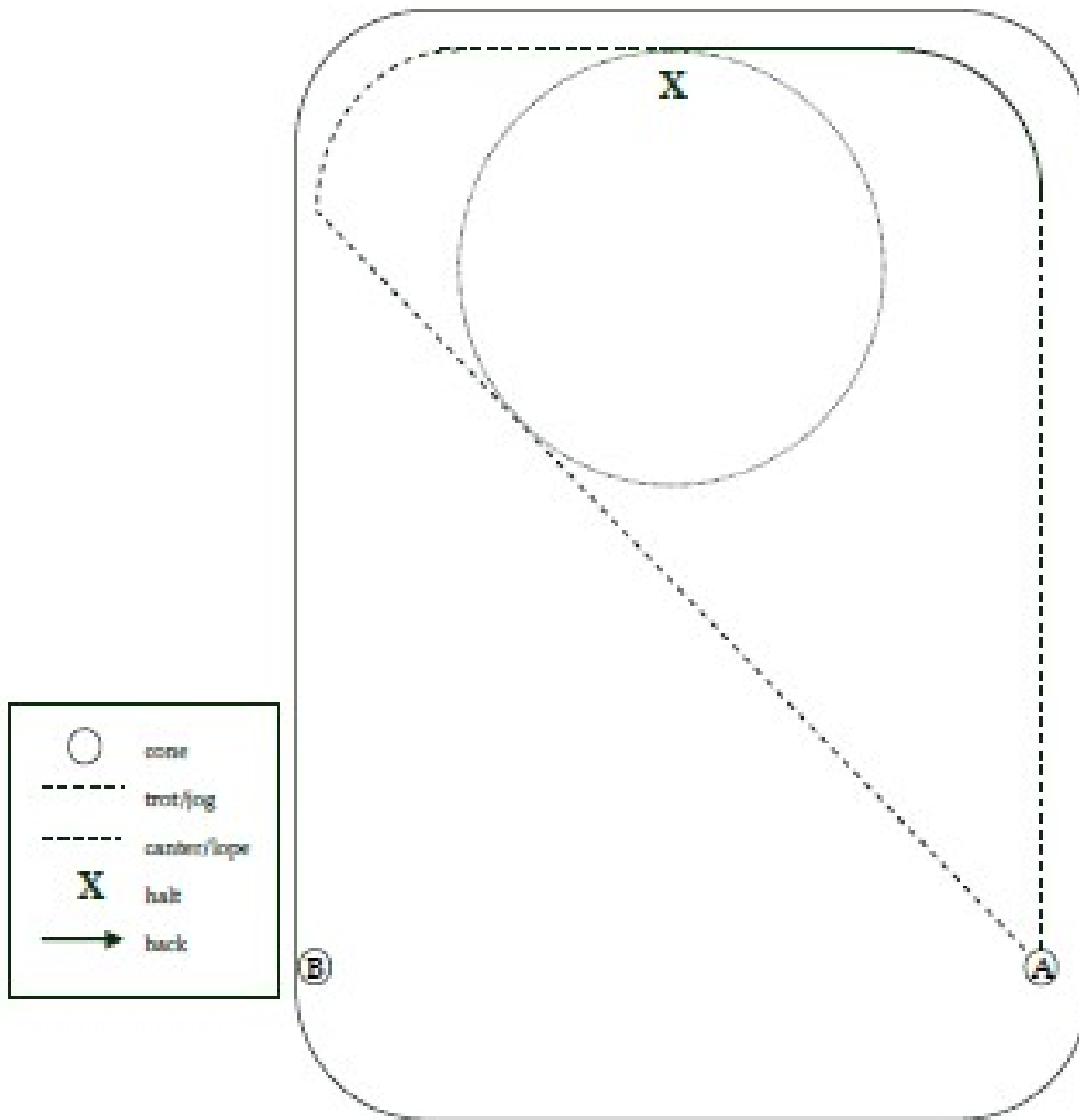
1. Starting at Cone A ride a rising trot/jog on the correct diagonal along the 1st long rail.
2. At the 1st corner walk.
3. Halt halfway down the short rail.
4. Back 3 steps.
5. Walk to the next corner.
6. Proceed at the sitting trot to Cone B.
7. Halt.

## Junior Walk, Trot (Jog), Canter (Lope) Equitation



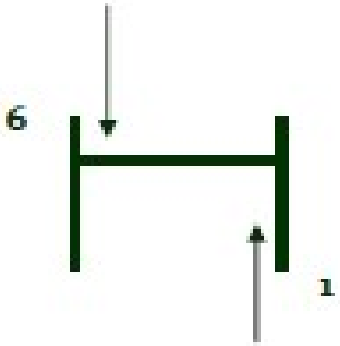
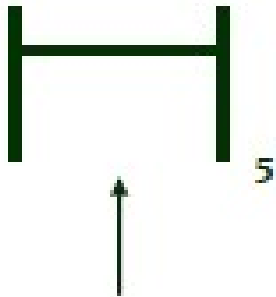
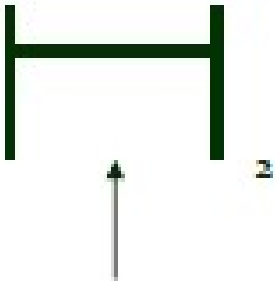
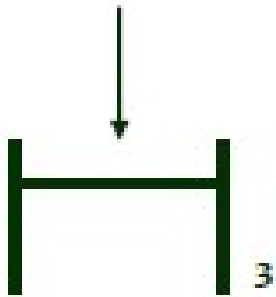
1. Starting at Cone A ride a rising trot/jog along the 1st long rail starting on the correct diagonal and showing 2 changes of diagonal.
2. At the 1st corner, walk.
3. At a point halfway down the short rail, halt.
4. Circle left at the canter/lope.
5. Continue around the corner at the canter/lope.
6. At the beginning of the 2nd long rail, transition to the sitting trot/jog.
7. Continue at the sitting trot/jog to Cone B.
8. Halt.
9. Back 5 steps.

## Senior Walk, Trot (Jog), Canter (Lope) Equitation



1. Starting at Cone A ride a sitting trot/jog to a point halfway down the 1st long rail.
2. At halfway point perform a rising trot to the 1st corner.
3. At 1st corner transition to the walk and walk to a point halfway down the short rail.
4. Halt.
5. Circle left at the canter/lope.
6. At the completion of your circle, transition to trot/jog.
7. Continue around the corner and extend the trot/jog across the diagonal to Cone A.
8. Halt.
9. Back 5 steps.

Pattern for SE In-Hand Hunter Classes



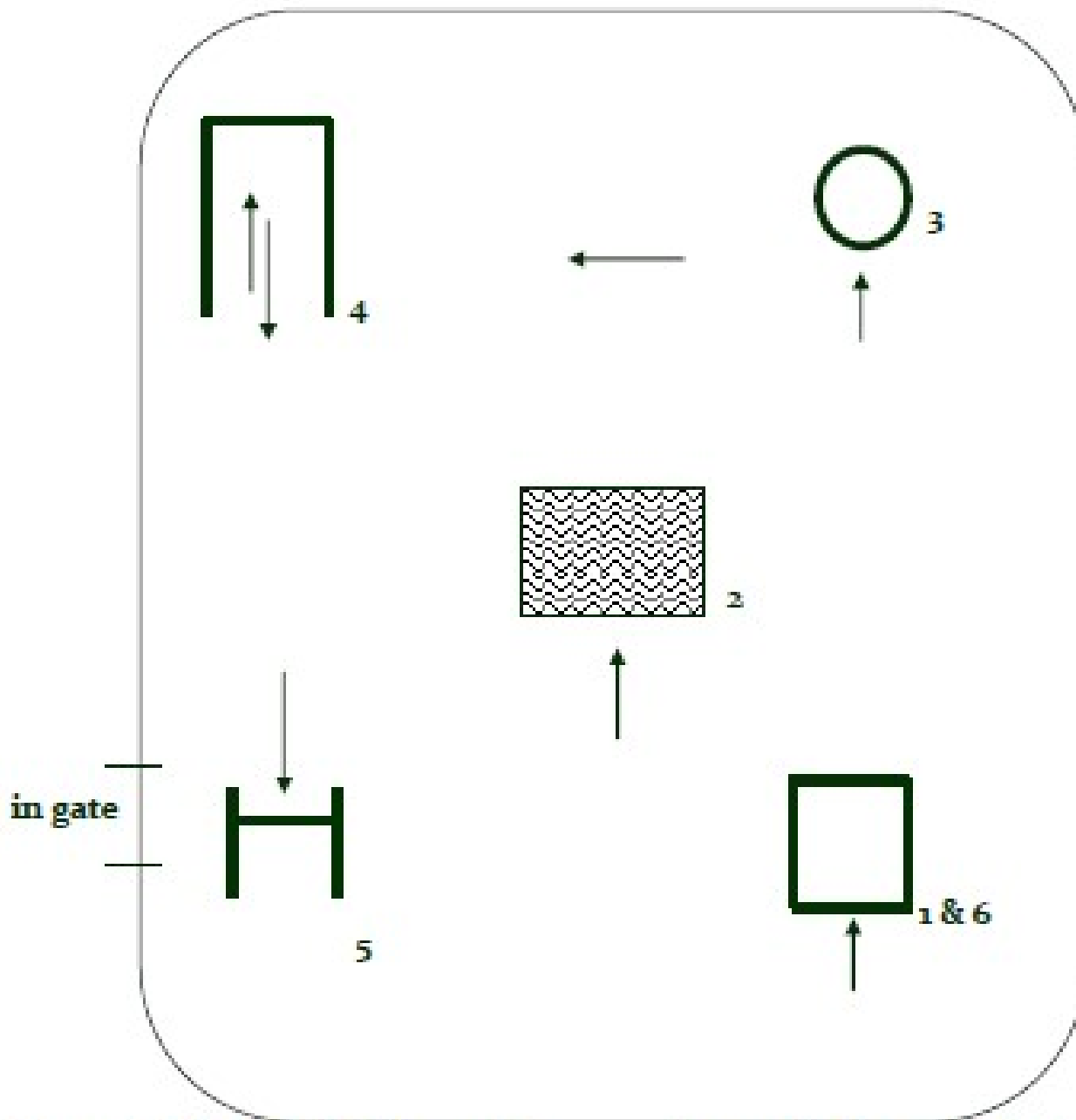
in gate







## Pattern for SE Obstacle Classes



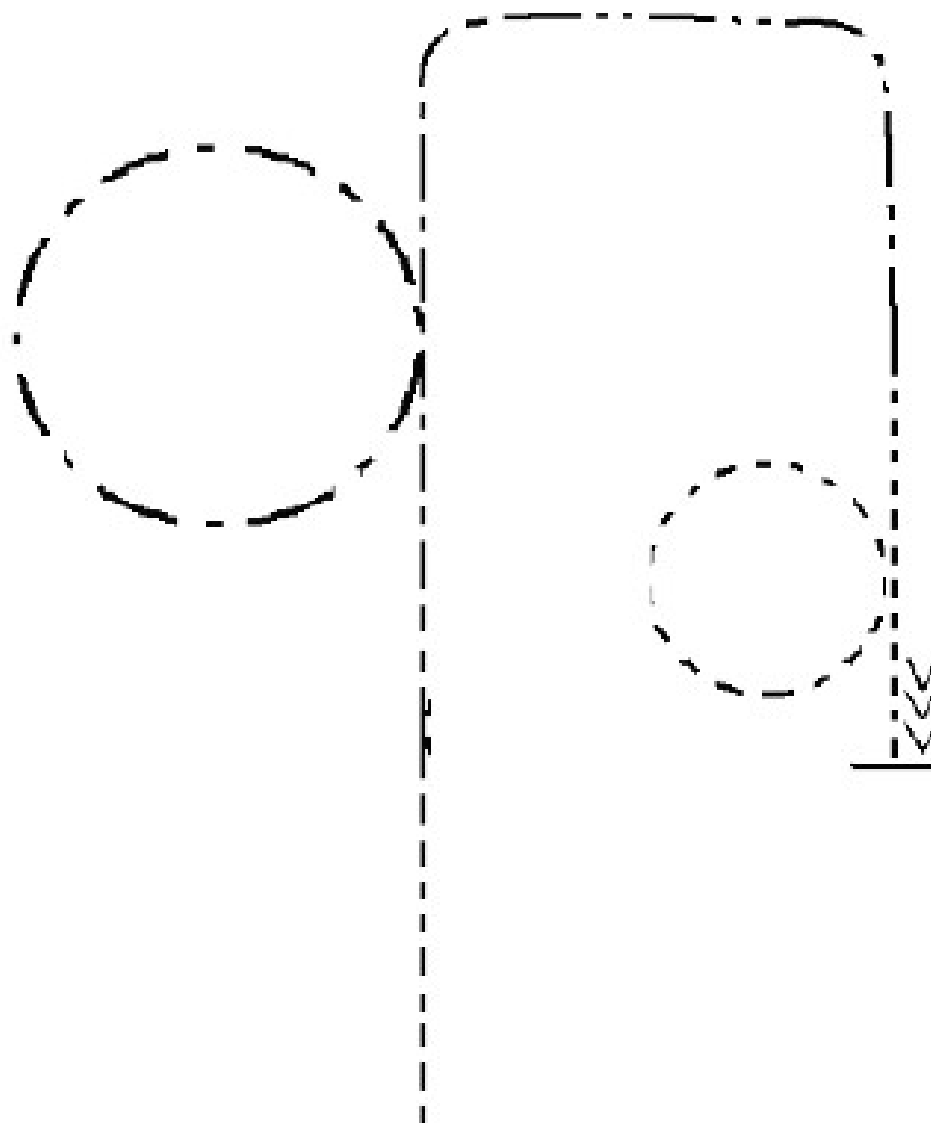
1. Trot straight through the box to the water hazard.
2. Halt & then walk across the water hazard.
3. Trot to the hoop and halt with your horse's front feet inside the hoop. Pivot counter clockwise 1/4 turn.
4. Trot to the back in. Halt & set-up. Back into and walk out of the obstacle.
5. Trot to and over the jump.
6. Trot to the box. Halt inside the box. Drop the lead and walk completely around the outside of the box. Pick up the lead and exit the course.

# Reinsmanship Pattern 1

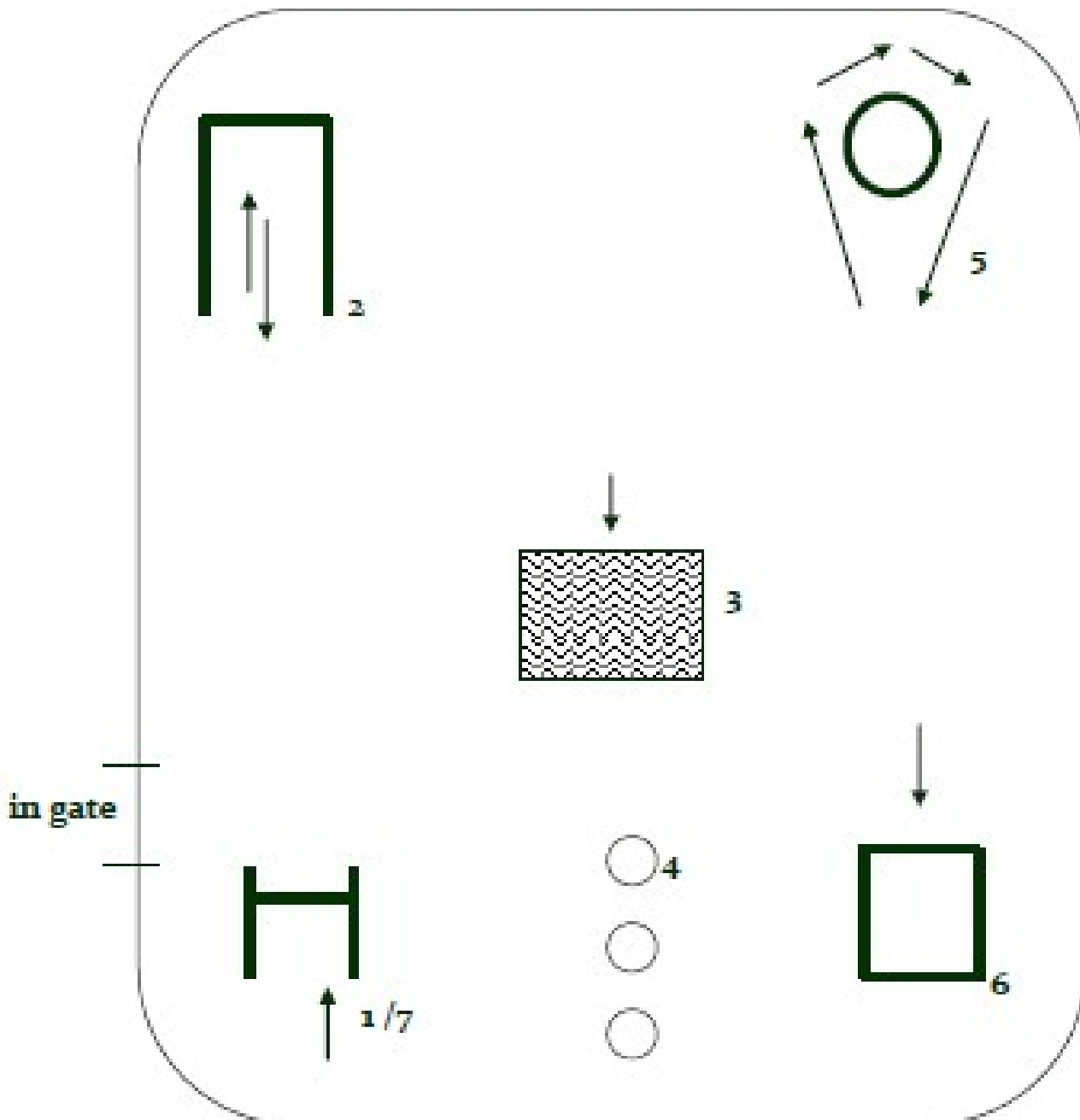
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1. **Slow Trot down CENTER**
2. **Develop Working Trot; Medium circle to the Left**
3. **Working Trot around rail; Slow Trot**
4. **Slow Trot small circle to Right**
5. **Halt, back 4-6 steps**

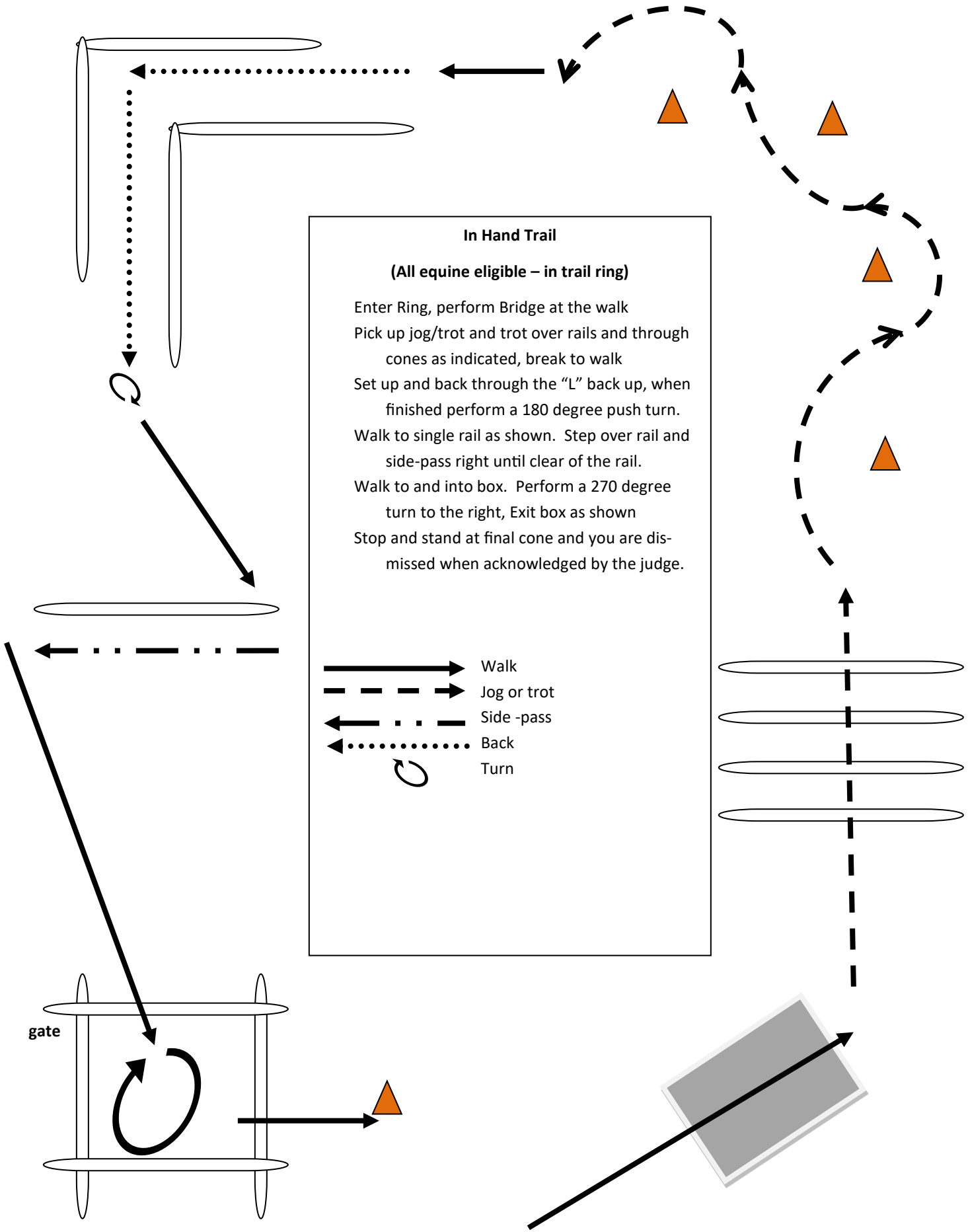
\*walk back into line



## Pattern for SE Ground Driving Class








1. Enter course & walk through the jump standards as shown.
2. Walk to the back in. Halt, reverse & set-up. Back into and walk out of the obstacle.
3. Walk to the water hazard. Halt and walk over it.
4. Perform a serpentine at the walk around the set of cones.
5. Trot to the hoop Walk around hoop clockwise.
6. Walk to the box and halt with all four of your animals legs inside the box for 5 seconds.
7. Walk back through the jump standards in the direction shown.



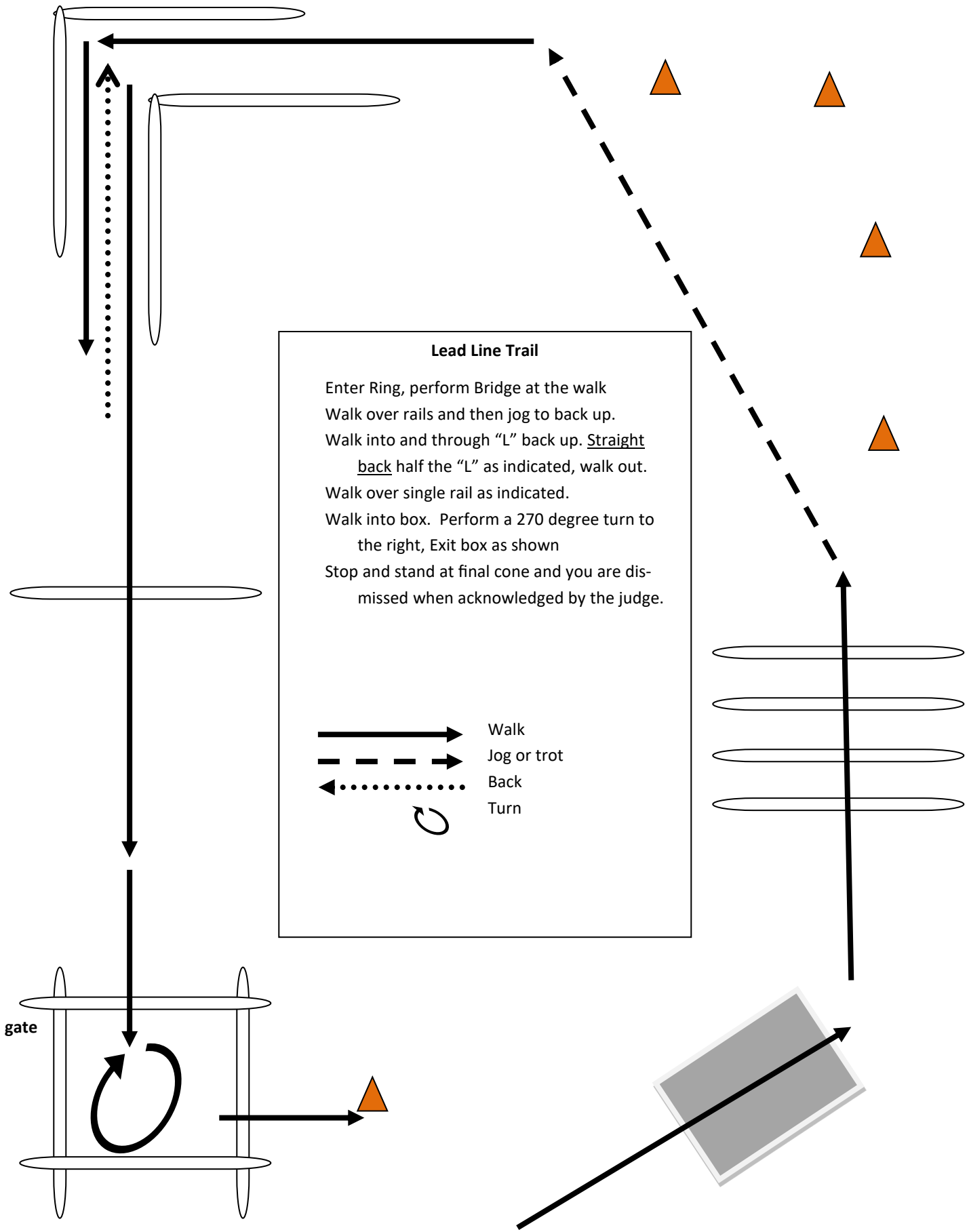
**In Hand Trail**

**(All equine eligible – in trail ring)**

Enter Ring, perform Bridge at the walk  
 Pick up jog/trot and trot over rails and through cones as indicated, break to walk  
 Set up and back through the "L" back up, when finished perform a 180 degree push turn.  
 Walk to single rail as shown. Step over rail and side-pass right until clear of the rail.  
 Walk to and into box. Perform a 270 degree turn to the right, Exit box as shown  
 Stop and stand at final cone and you are dismissed when acknowledged by the judge.





-  Walk
-  Jog or trot
-  Side-pass
-  Back
-  Turn

gate

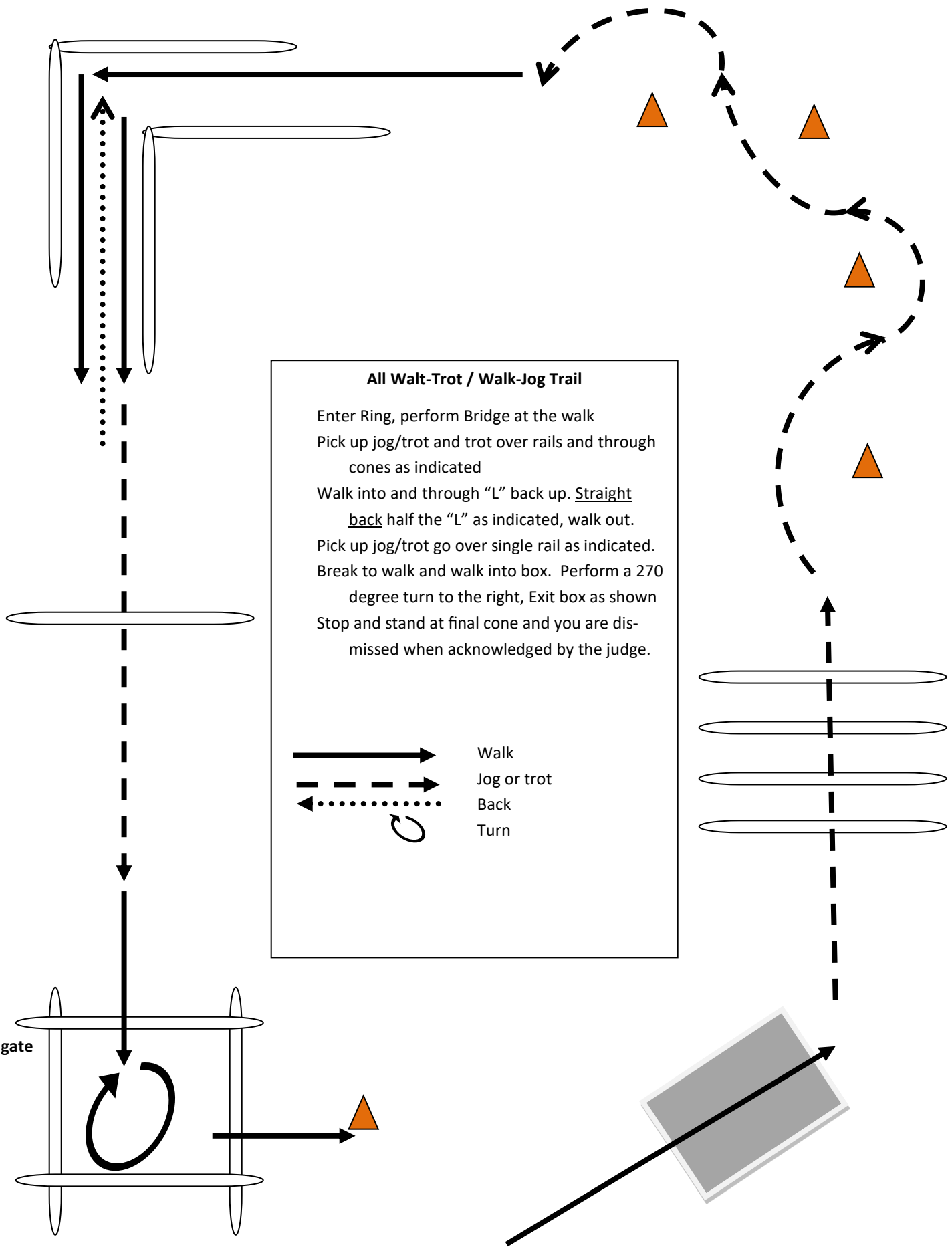


**Lead Line Trail**

Enter Ring, perform Bridge at the walk  
 Walk over rails and then jog to back up.  
 Walk into and through "L" back up. Straight back half the "L" as indicated, walk out.  
 Walk over single rail as indicated.  
 Walk into box. Perform a 270 degree turn to the right, Exit box as shown  
 Stop and stand at final cone and you are dismissed when acknowledged by the judge.





-  Walk
-  Jog or trot
-  Back
-  Turn

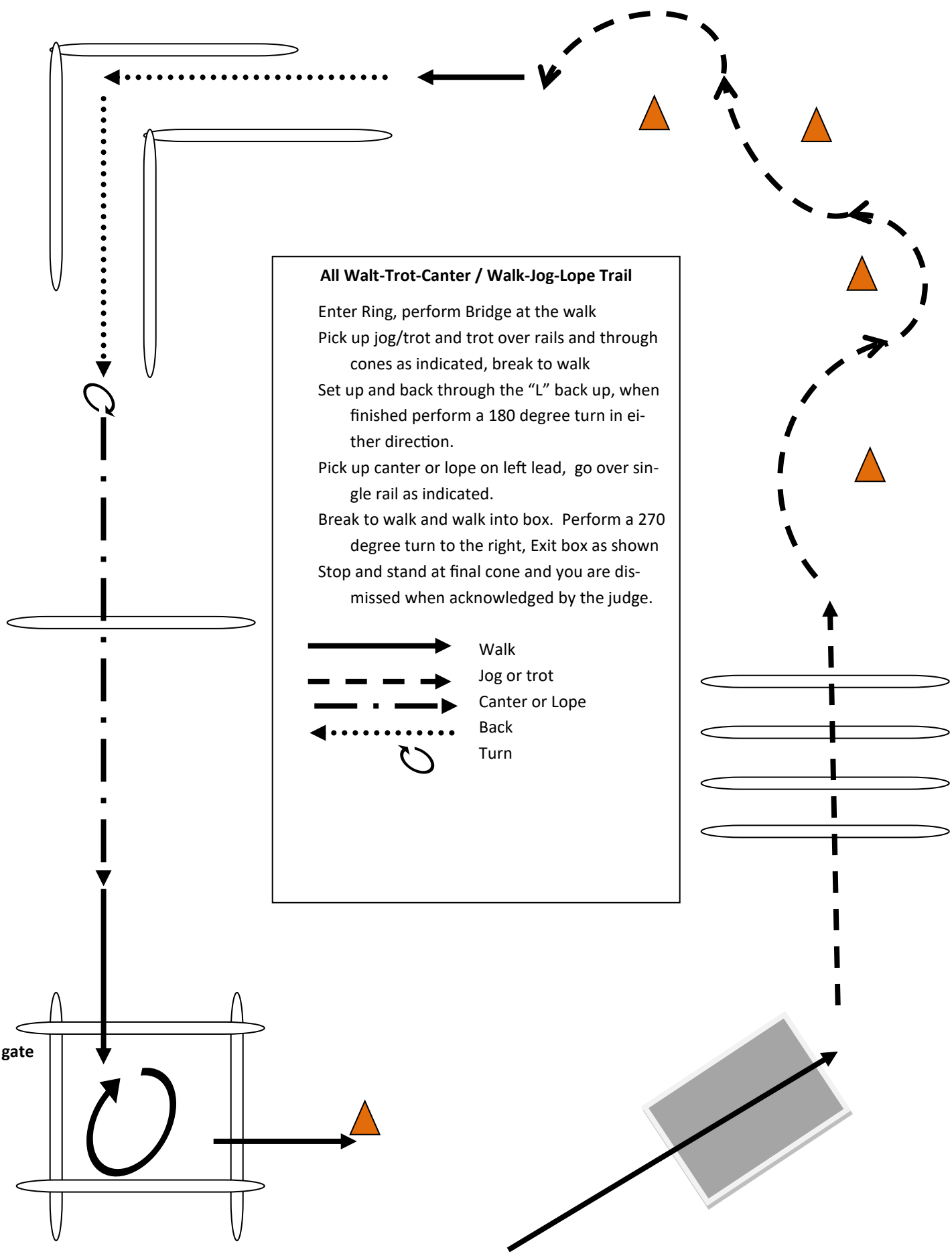
gate



**All Walt-Trot / Walk-Jog Trail**






Enter Ring, perform Bridge at the walk  
 Pick up jog/trot and trot over rails and through cones as indicated  
 Walk into and through "L" back up. Straight back half the "L" as indicated, walk out.  
 Pick up jog/trot go over single rail as indicated.  
 Break to walk and walk into box. Perform a 270 degree turn to the right, Exit box as shown  
 Stop and stand at final cone and you are dismissed when acknowledged by the judge.

-  Walk
-  Jog or trot
-  Back
-  Turn



**All Walt-Trot-Canter / Walk-Jog-Lope Trail**

Enter Ring, perform Bridge at the walk  
 Pick up jog/trot and trot over rails and through cones as indicated, break to walk  
 Set up and back through the "L" back up, when finished perform a 180 degree turn in either direction.  
 Pick up canter or lope on left lead, go over single rail as indicated.  
 Break to walk and walk into box. Perform a 270 degree turn to the right, Exit box as shown  
 Stop and stand at final cone and you are dismissed when acknowledged by the judge.

-  Walk
-  Jog or trot
-  Canter or Lope
-  Back
-  Turn