

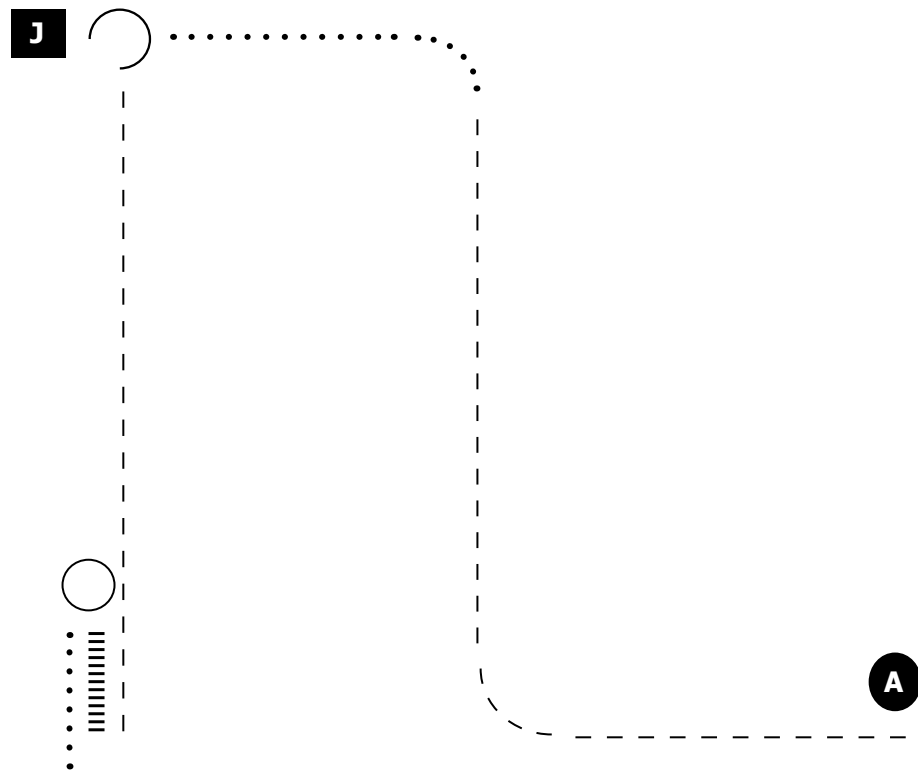
Pattern Book

Bob Heidlage Memorial 4-H/FFA and
Tulsa State Fair Open Horse Show

2017
Tulsa, OK

Showmanship

4-H/FFA 12-14 • 4-H/FFA 15-19 • Open 19 & over

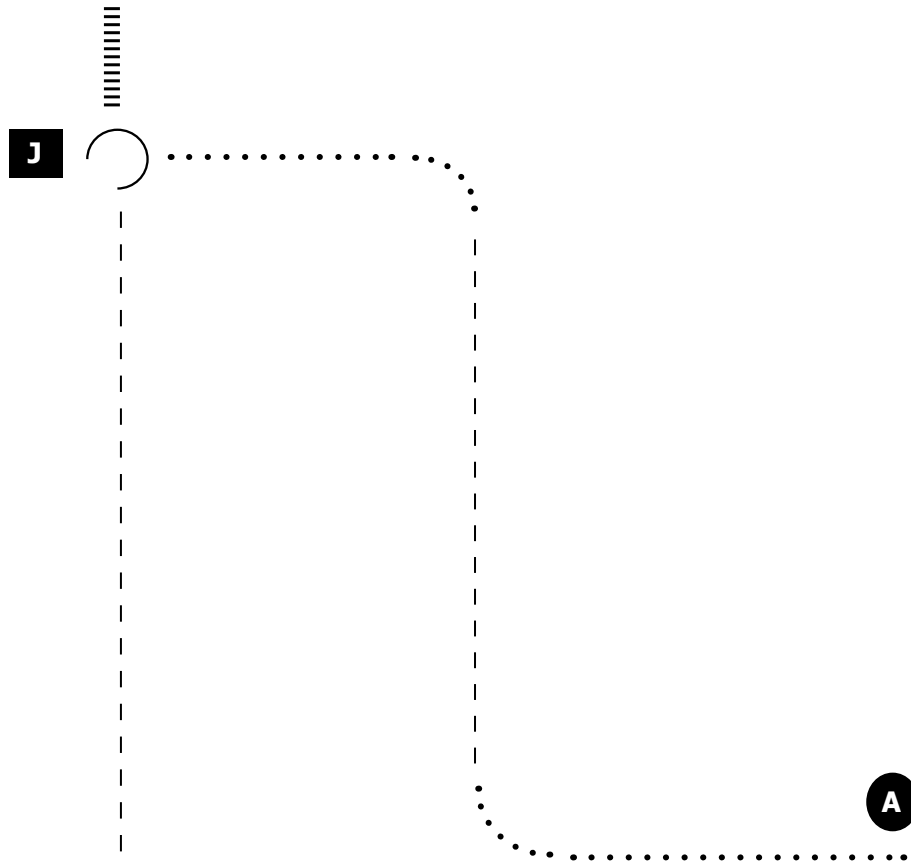


1. Trot.
2. Walk to Judge.
3. Stop, set up for inspection.
4. When dismissed, execute $\frac{3}{4}$ turn.
5. Trot.
6. Stop. Back.
7. Execute 1 turn.
8. Walk to exit.

Walk
Trot	-----
Back	
Judge	J

Showmanship

4-H/FFA 9-11 • Open 10 & Under

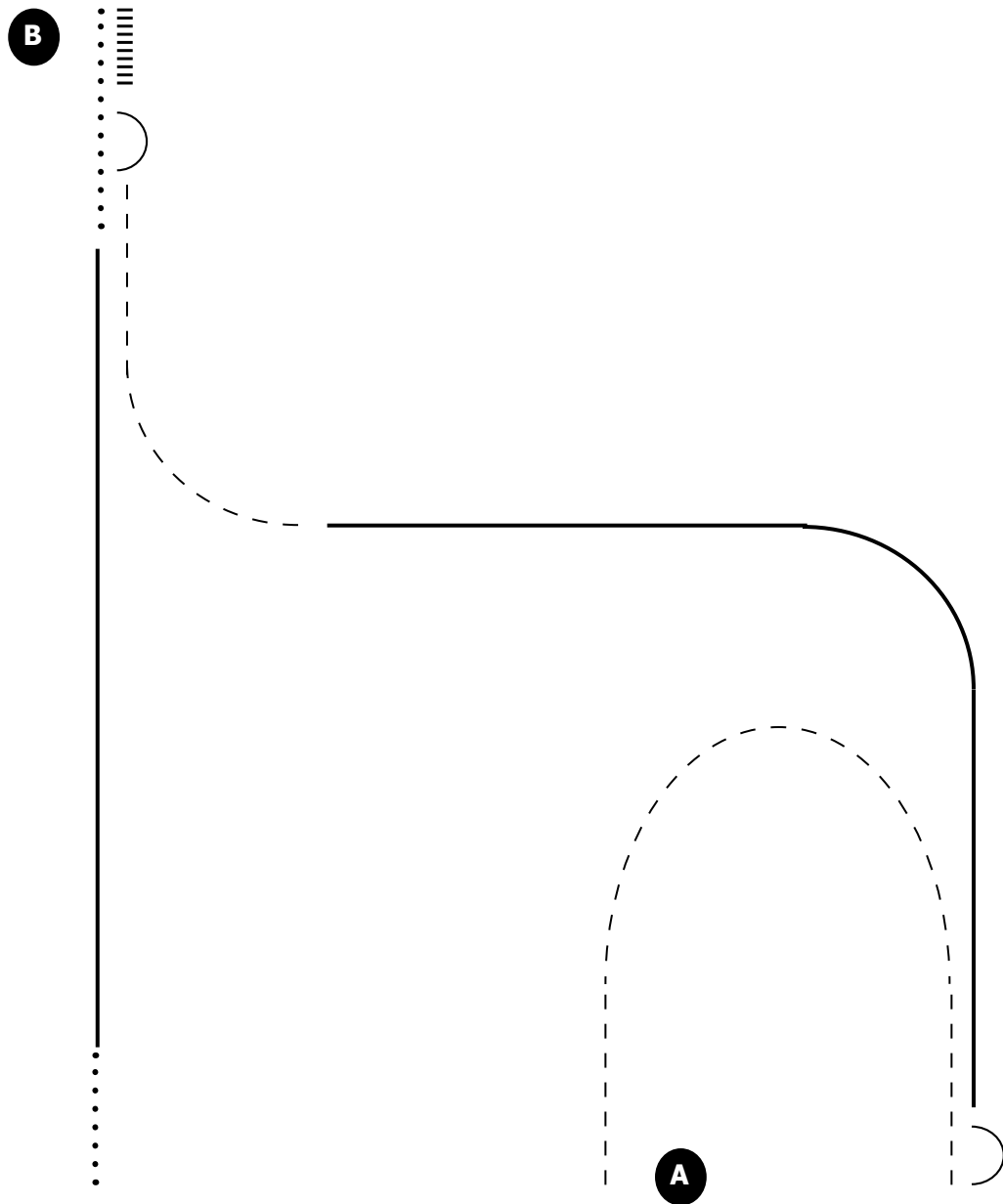


Walk
Trot	-----
Back	
Judge	J

1. Walk.
2. Trot.
3. Walk to Judge.
4. Stop, set up for inspection.
5. When dismissed, execute $\frac{3}{4}$ turn.
6. Back.
7. Trot to exit.

Western Horsemanship

4-H/FFA 9-11 • 4-H/FFA 12-14

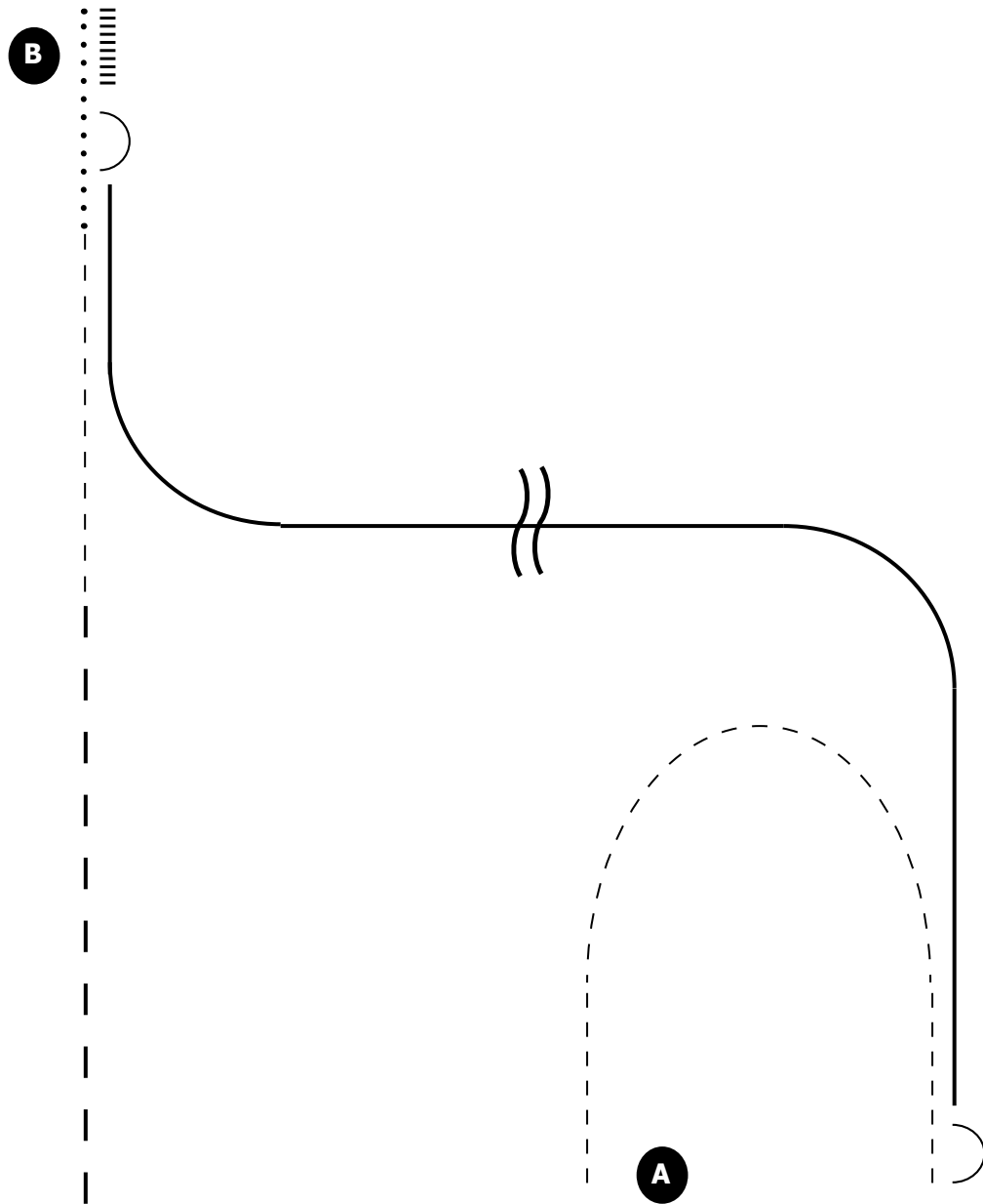


1. Jog.
2. Stop. Execute $\frac{1}{2}$ turn left on the haunches.
3. Lope, left lead.
4. Jog.
5. Stop. Execute $\frac{1}{2}$ turn right on the haunches. Back.
6. Walk.
7. Lope, right lead.
8. Walk to exit.

Walk
Jog	-----
Ext. Jog	— — —
Lope	————
Back	

Western Horsemanship

4-H/FFA 15-19 • Open 19 & over

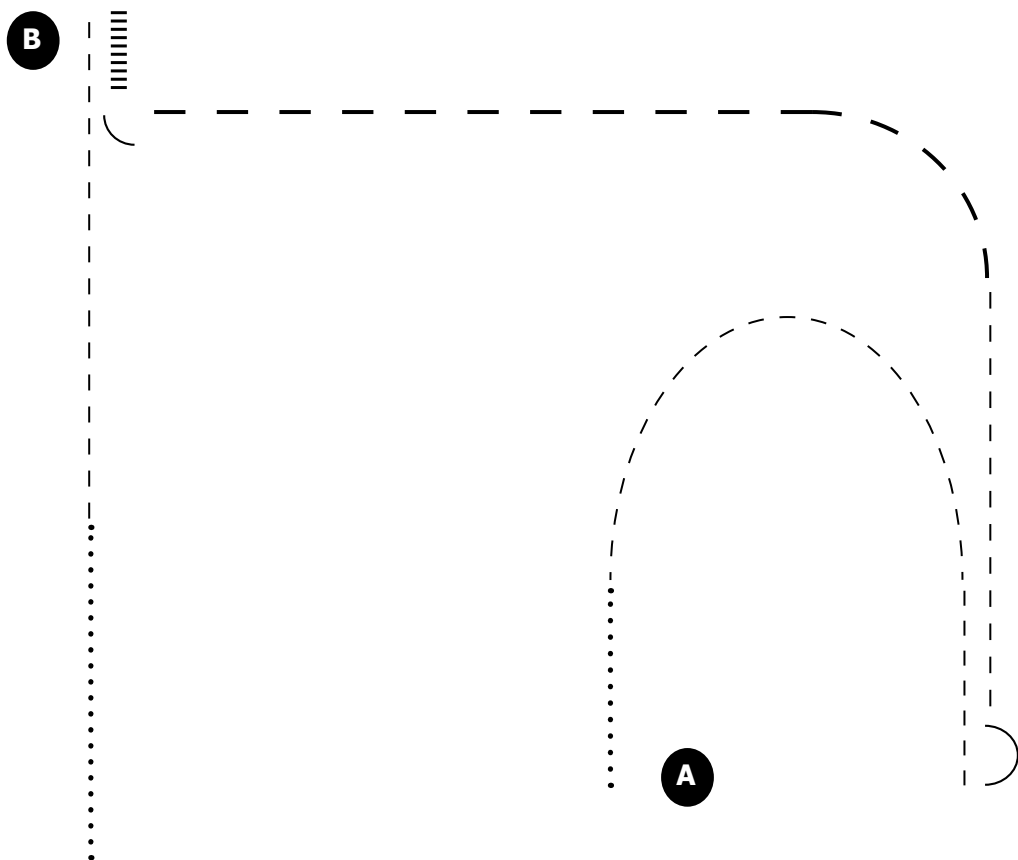


Walk
Jog	-----
Ext. Jog	— —
Lope	————
Back	

1. Jog.
2. Stop. Execute $\frac{1}{2}$ turn left on the haunches.
3. Lope, left lead. Change leads. (simple or flying)
4. Stop. Execute $\frac{1}{2}$ turn right on the haunches. Back.
5. Walk.
6. Jog.
7. Extended jog to exit.

Western Horsemanship

Open 10 & under



1. Walk.
2. Jog.
3. Stop. Execute $\frac{1}{2}$ turn left on the haunches.
4. Jog.
5. Extended jog.
6. Stop. Execute $\frac{1}{4}$ turn left on the haunches. Back.
7. Jog.
8. Walk to exit.

Walk

Jog - - - -

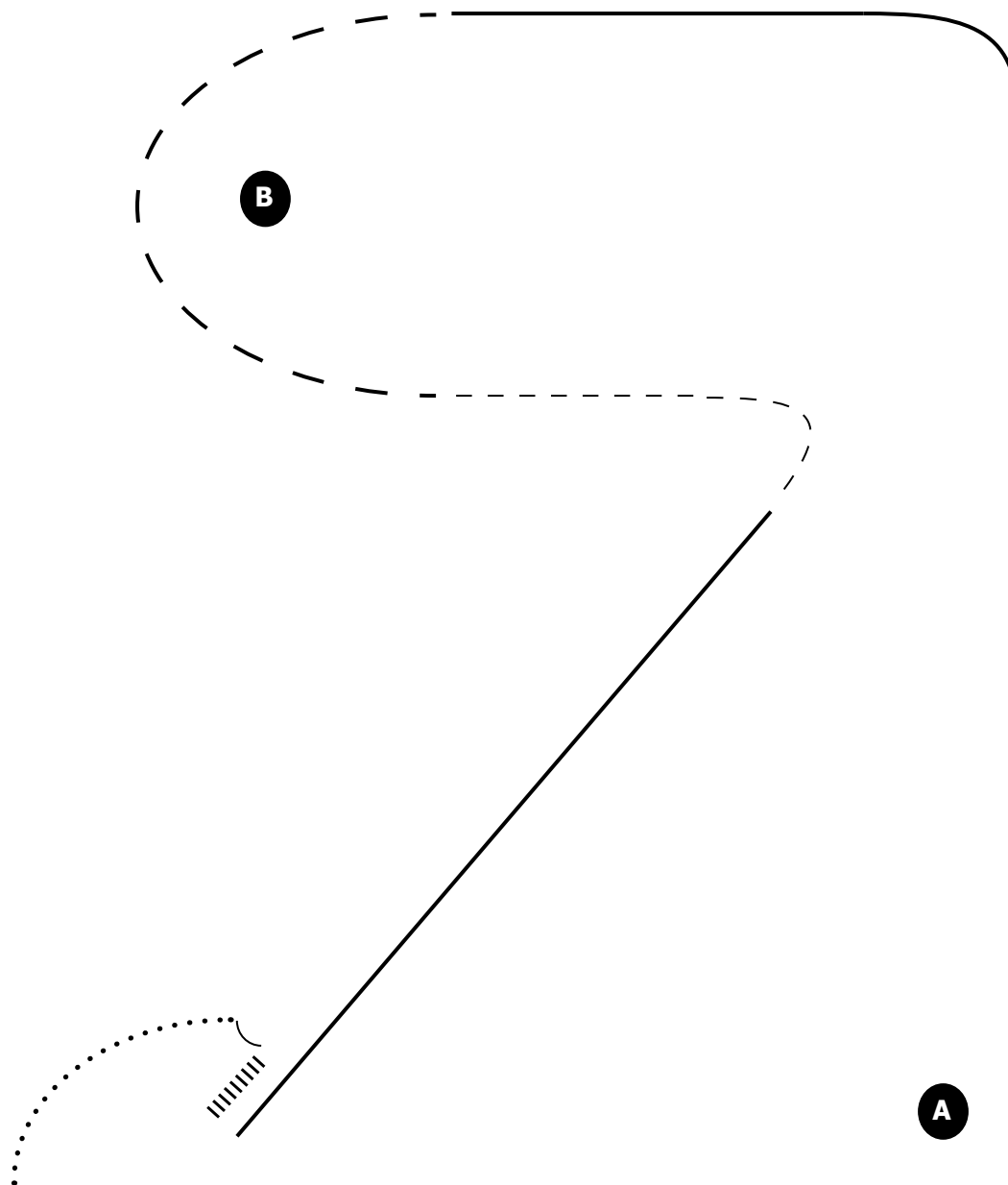
Ext. Jog - - - -

Lope _____

Back |||||

Hunt Seat Equitation

4-H/FFA 9-11 • 4-H/FFA 12-14

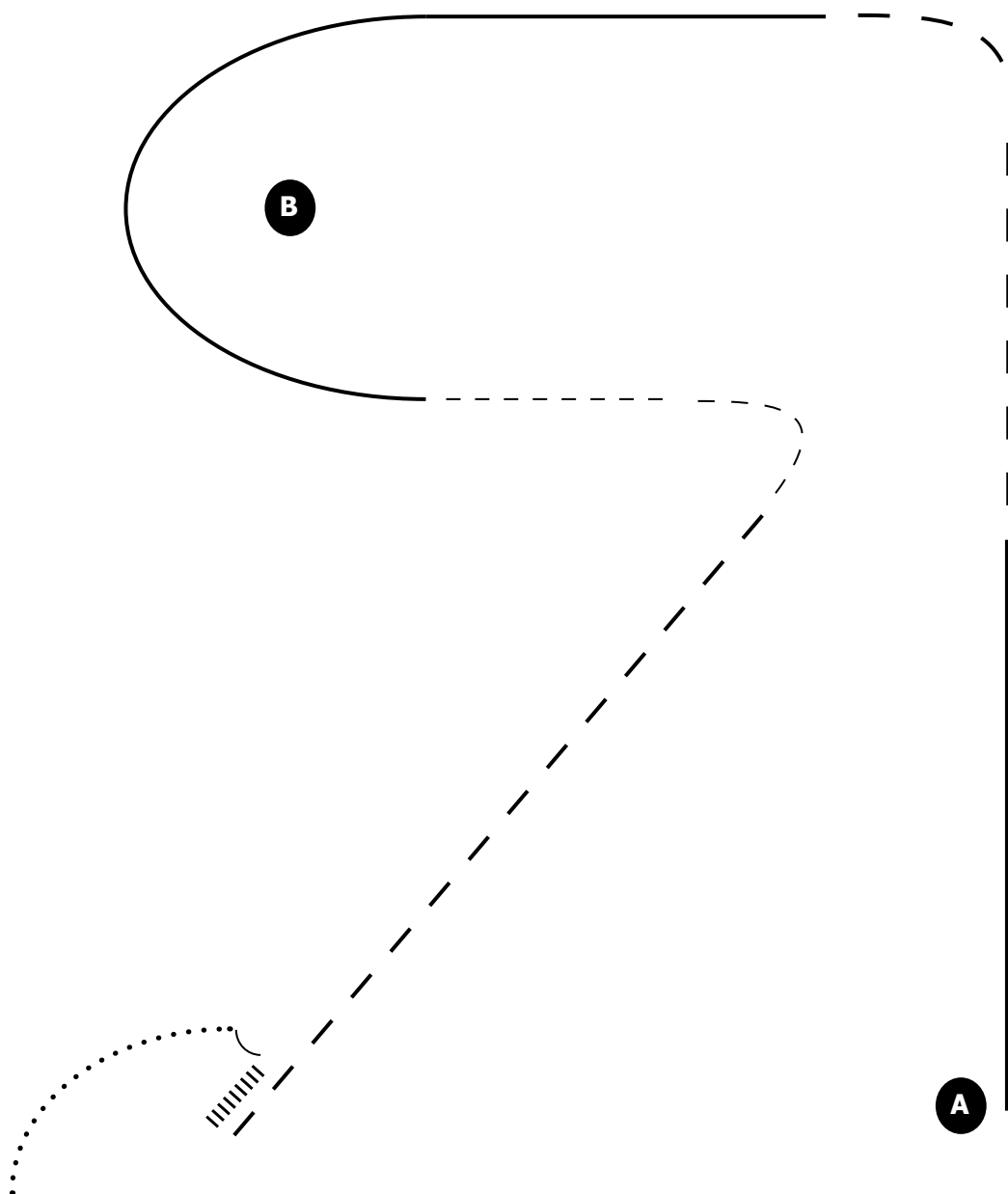


1. Trot, left diagonal.
2. Canter, left lead.
3. Trot, right diagonal.
4. Sitting trot.
5. Canter, right lead.
6. Stop, back, execute $\frac{1}{4}$ turn right on the forehand.
7. Walk to exit.

Walk
Sitting Trot	-----
Posting Trot	-----
Canter	—————
Back	

Hunt Seat Equitation

4-H/FFA 15-19 • Open 19 & over

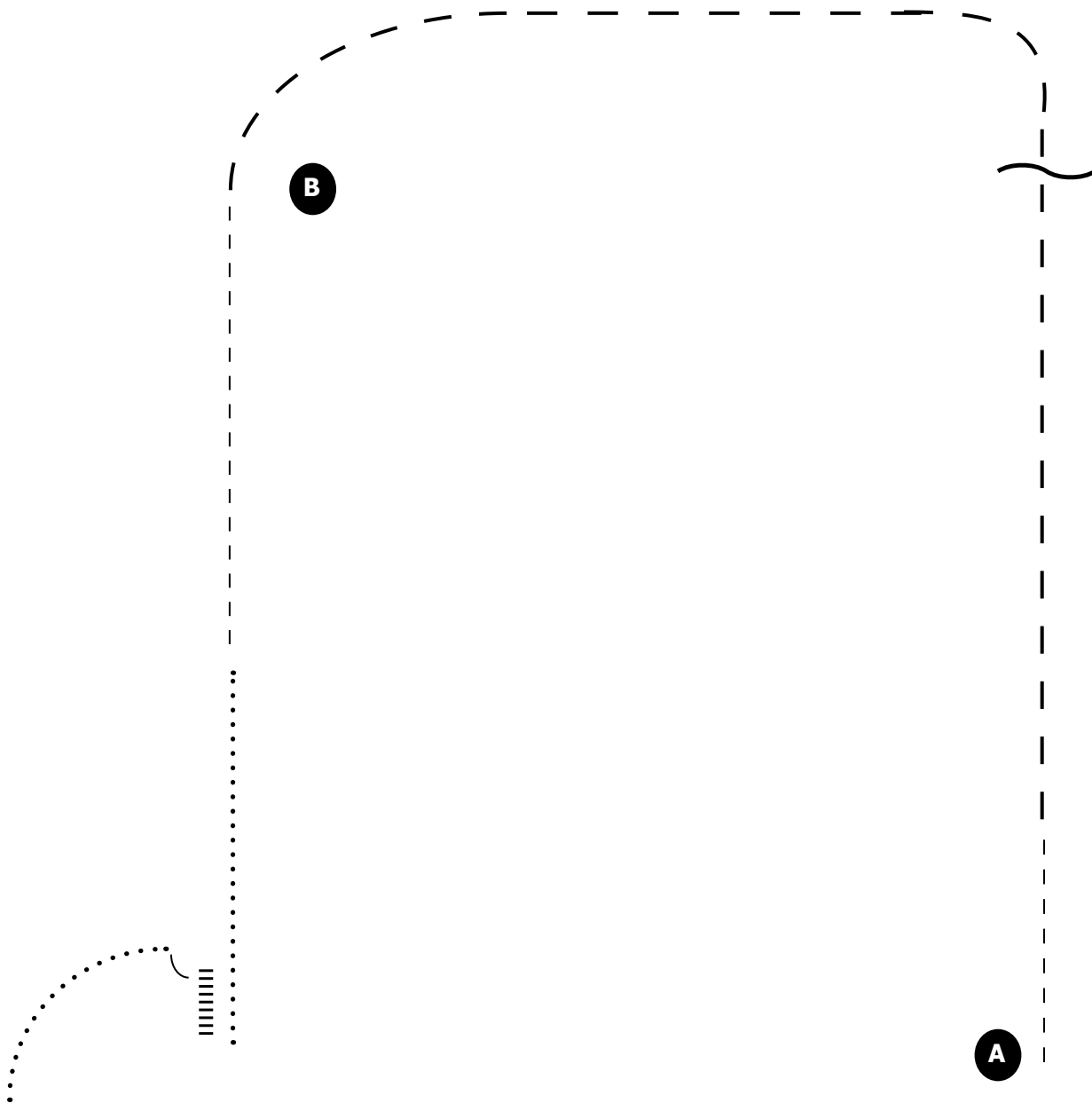


Walk
Sitting Trot	- - - -
Posting Trot	- - - -
Canter	————
Back	

1. Canter, right lead.
2. Posting trot, using the right diagonal for the turn.
3. Canter, left lead.
4. Sitting trot.
5. Posting trot, left diagonal.
6. Stop. Back. Execute $\frac{1}{4}$ turn right on the forehand.
7. Walk to exit.

Hunt Seat Equitation

Open 10 & under

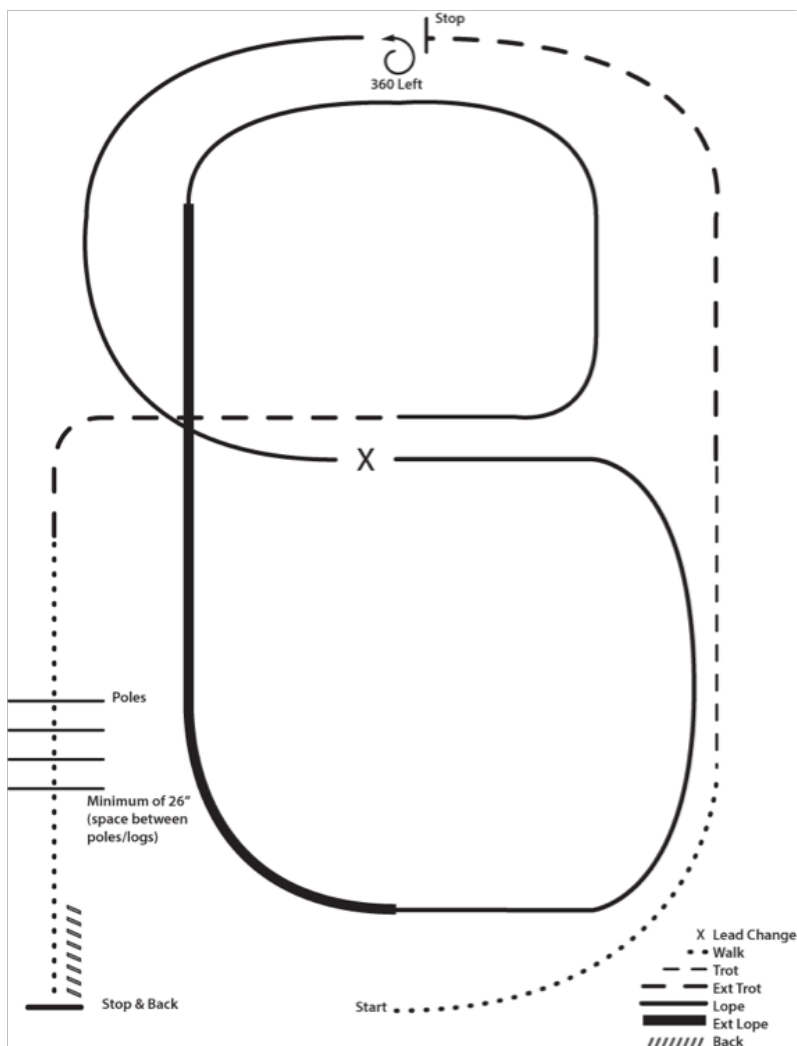


1. Sitting trot.
2. Posting trot, starting on the left diagonal, switching before the turn.
3. Sitting trot.
4. Walk.
5. Stop, back, execute $\frac{1}{4}$ turn right on the forehand.
6. Walk to exit.

Walk
Sitting Trot	-----
Posting Trot	- - - -
Canter	————
Back	

Ranch Riding

All Classes



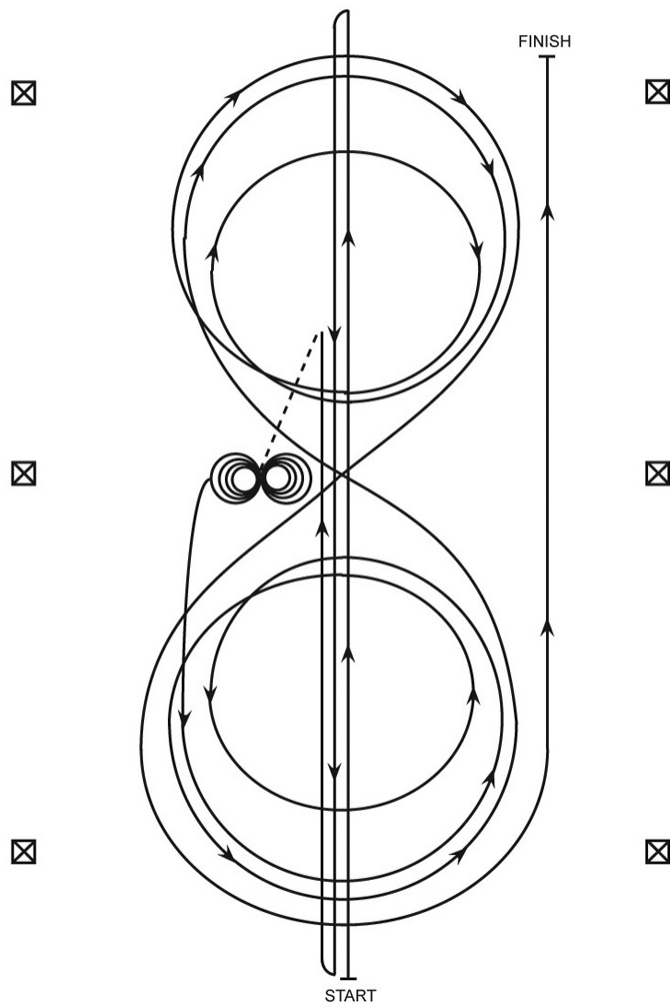
AQHA Pattern 1

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

Walk
Trot	- - - -
Ext. Trot	- - - -
Lope	————
Ext. Lope	————
Back	
Lead Change	}}

Reining

All Classes

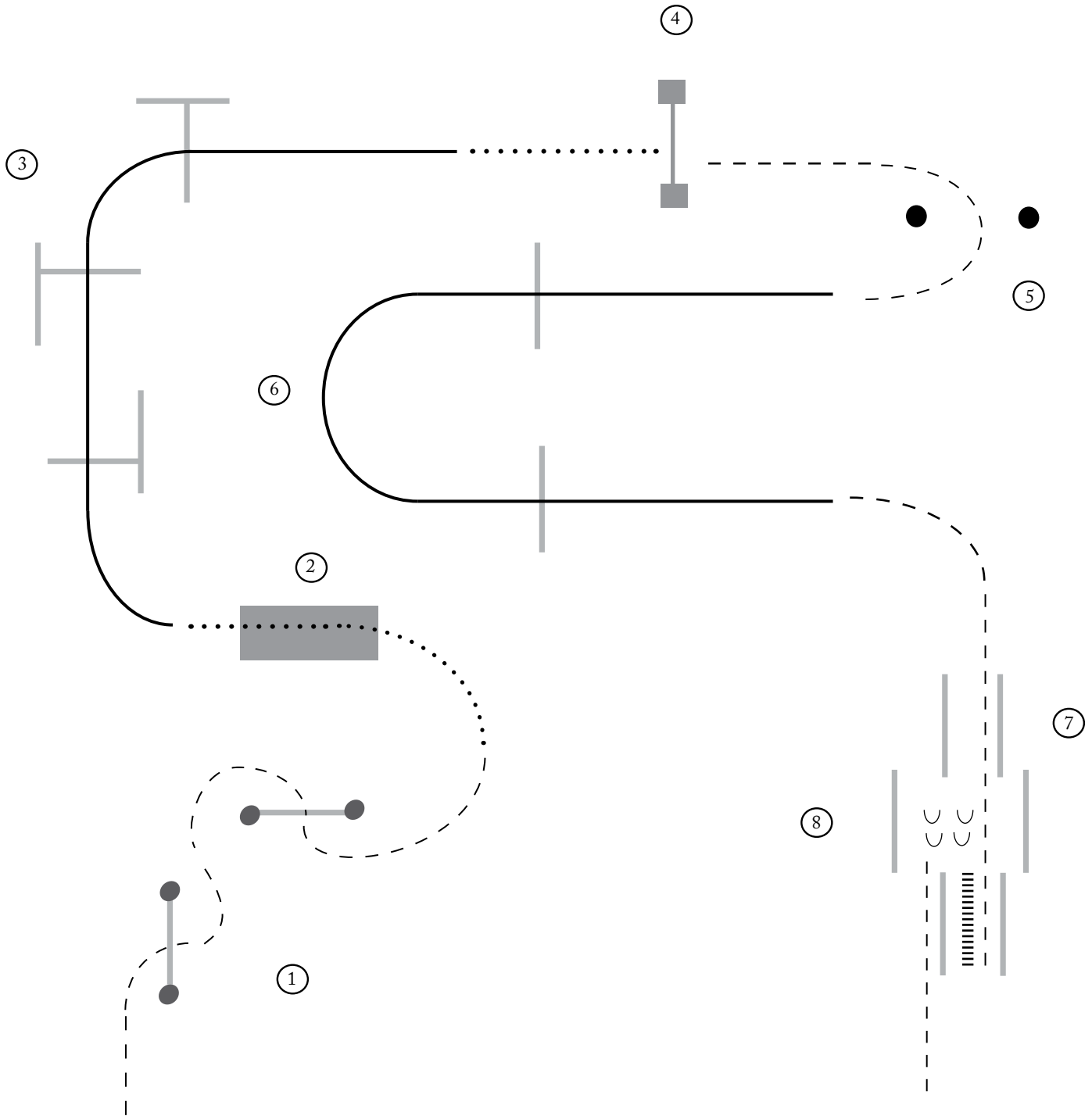


NRHA #1

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 center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Trail

4-H/FFA 9-11 • 4-H/FFA 12-14



Instructions

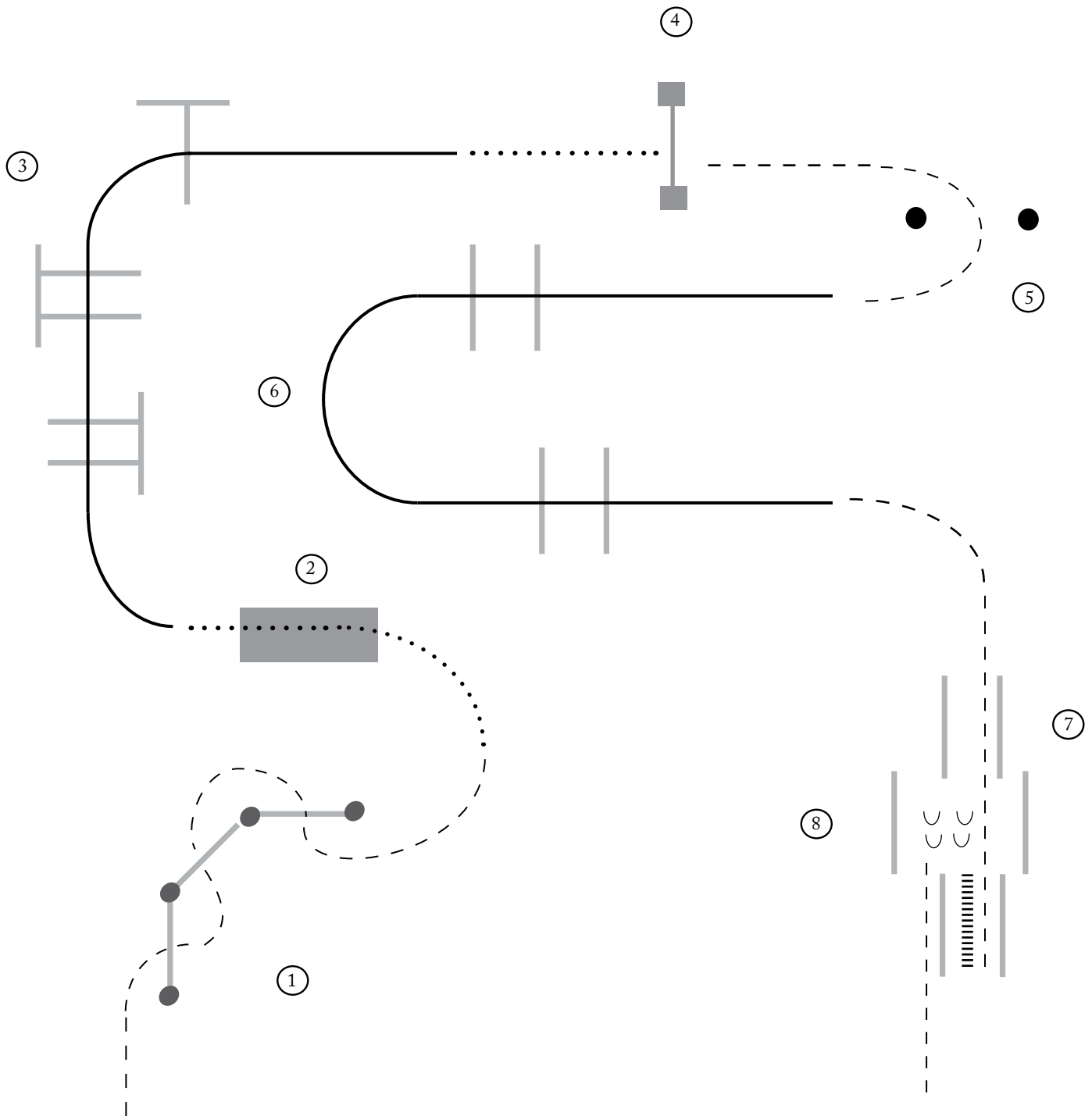
1. Jog serpentine.
2. Walk over bridge.
3. Lope, right lead, over poles.
4. Walk to gate, work gate, right hand.
5. Jog through cones.

6. Lope, left lead, over poles.
7. Jog into chute.
8. Back to middle of chute, sidepass right.
Jog to exit.

Walk
Jog	-----
Lope	—————
Back	
Sidepass	∩ ∩ ∩

Trail

4-H/FFA 15-19 • Open 19 & Over



- Walk
 - Jog - - - - -
 - Lope _____
 - Back |||||
 - Sidepass ∩ ∩ ∩

Instructions

1. Jog serpentine.
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4. Walk to gate, work gate, right hand.
5. Jog through cones.
6. Lope, left lead, over poles.
7. Jog into chute.
8. Back to middle of chute, sidepass right. Jog to exit.