

at Horseman's Park, Las Vegas

Show Pattern Book

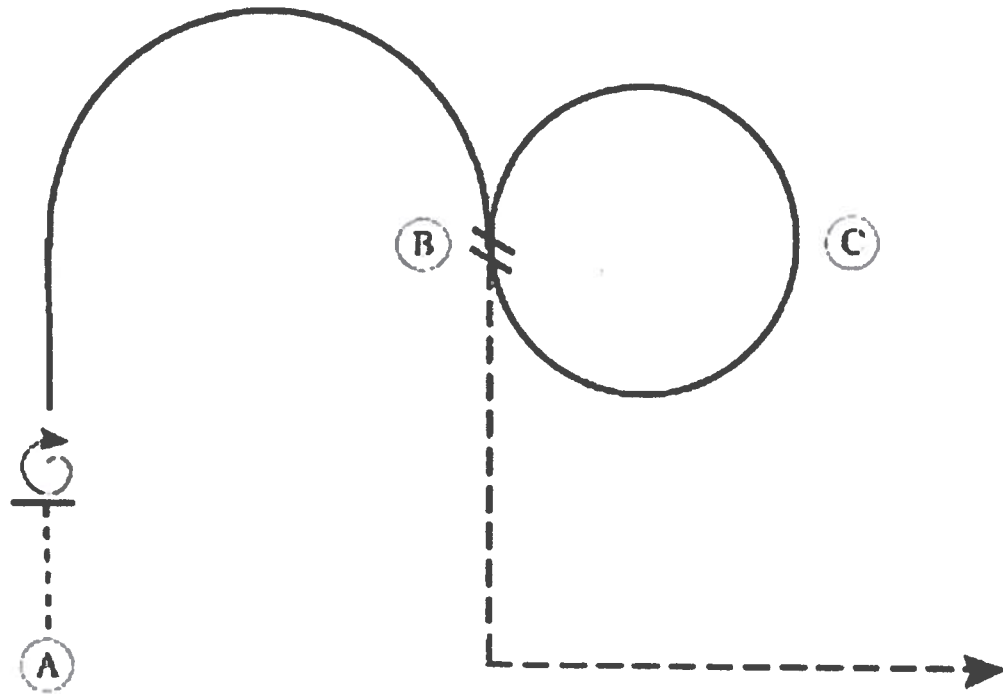
CALIZONA, EWA & SPOTTED VALLEY
APPALOOSA HORSE SHOW

| March 5 - 7, 2021 |

2021 Casino Classic

Saddleseat Equitation (All Classes)

www.horseshowpatterns.com



Be ready with your horse's tail to A.

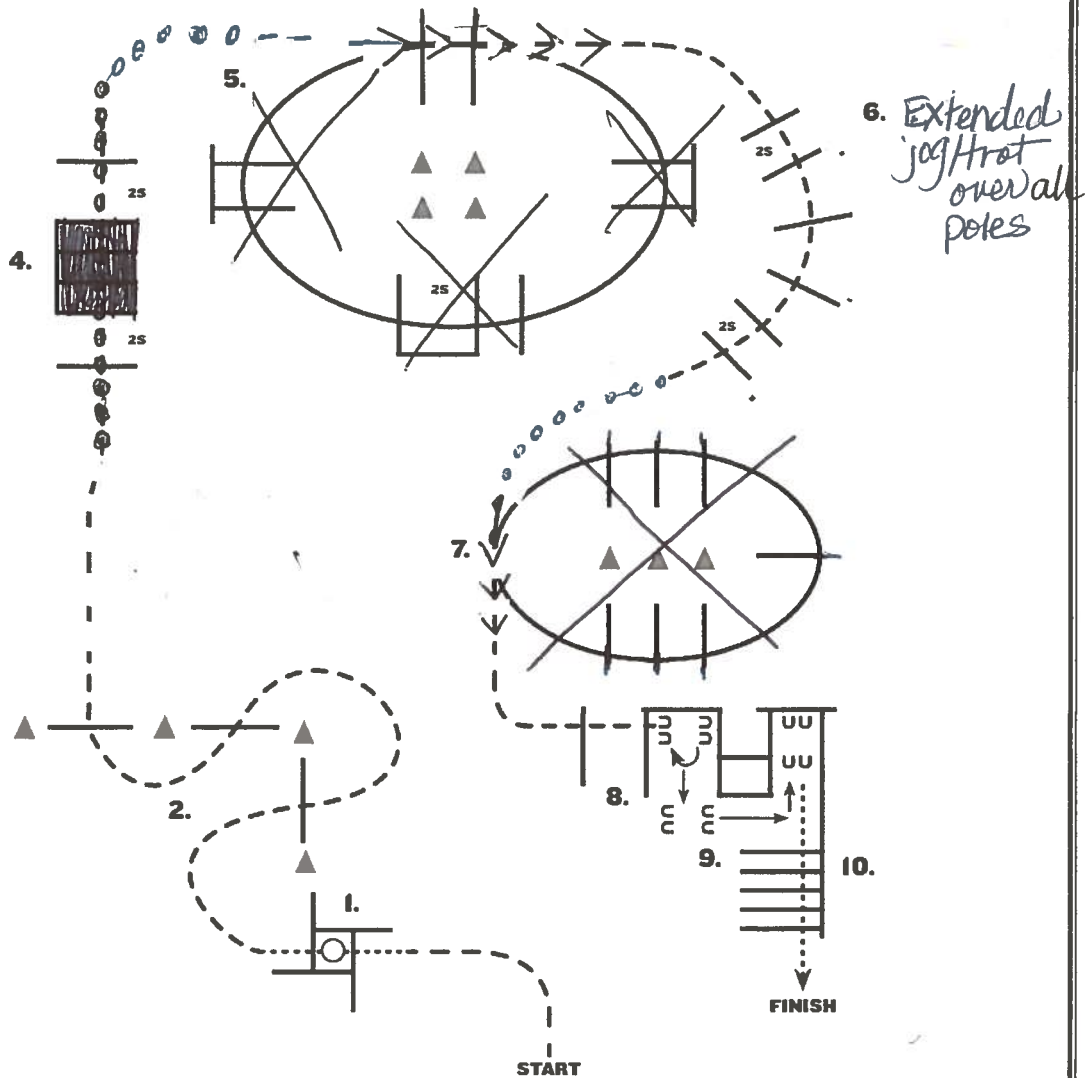
1. Walk two horse lengths from A.
2. Stop and perform a 360 degree turn on the fore hand to the right.
3. Canter on the right lead in a half circle to B.
4. Perform a simple lead change at B.
5. Canter a circle to the left at B.
6. Rising trot on the left diagonal until even with A.
7. Turn left and change diagonals.
8. Rising trot on the right diagonal straight away from A.

Pattern is over once you have passed C at the trot.

Follow the directions of your ring steward.

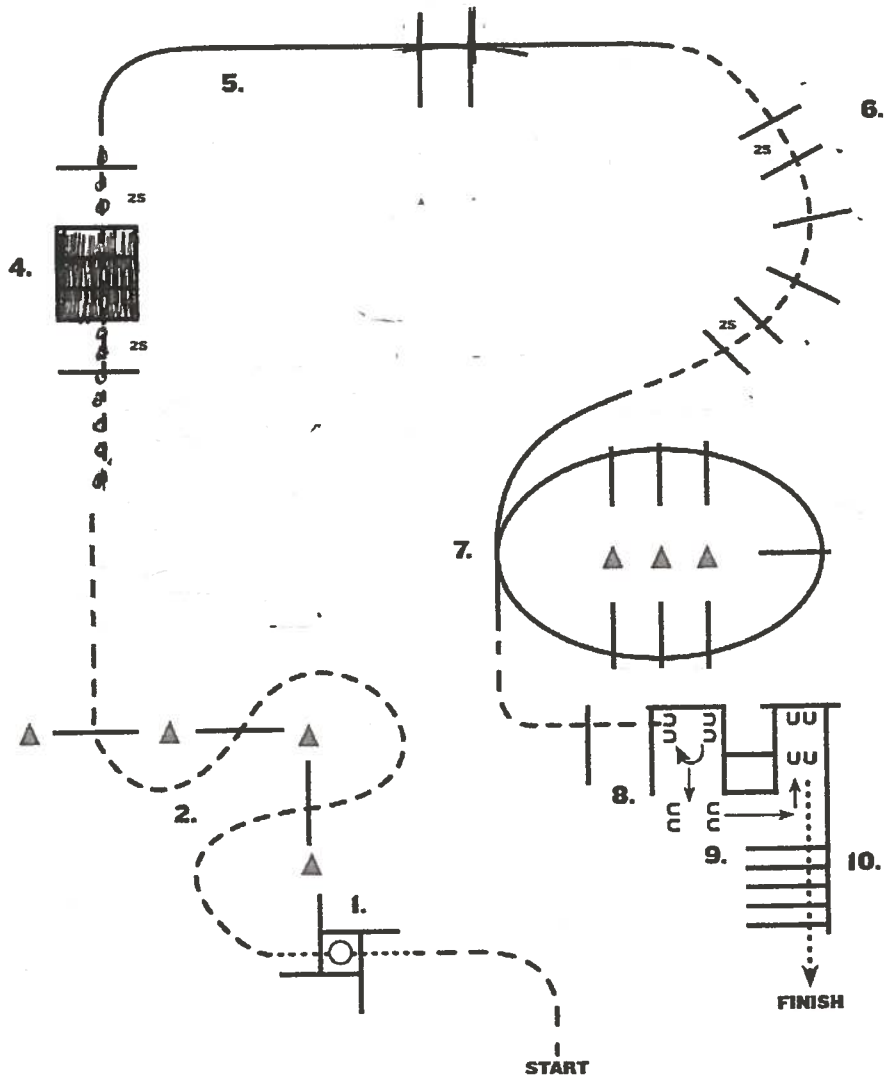
Walk
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Lead Change	////
Back	← 3333 5555
Marker	(B)
Hand Gallop	— — — — —

Trail - Yearling In Hand



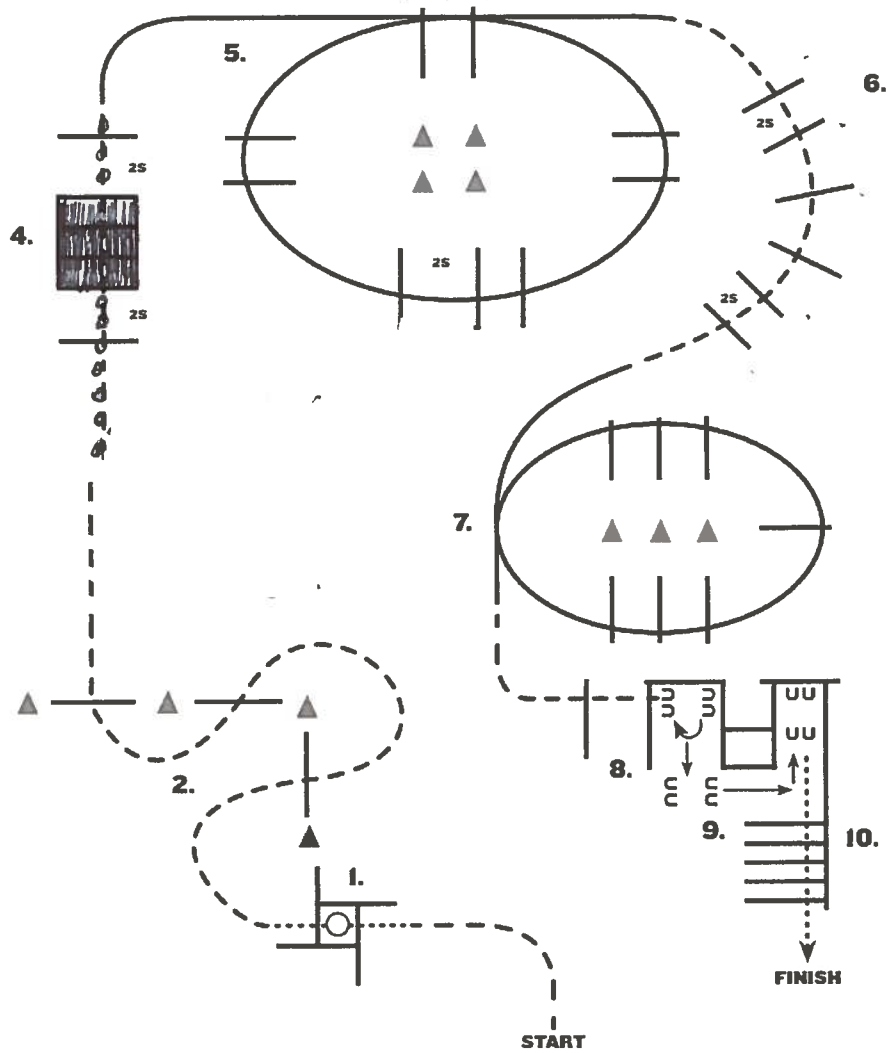
1. Jog up to box, don't stop, just break to the walk, walk into box, execute a 360° turn either way, walk out box
2. Jog through serpentine over poles
3. ~~Not used~~
4. ~~Walk over bridge and walk curve~~
5. ~~Walk over poles (right hand)~~ Pick up jog and jog over 1st set of poles
6. ~~Extend the jog-jog over poles~~
7. ~~Break to the jog-jog over poles and stop in gap, 180° turn to the right, then side pass to the left~~ Break to walk until past center pick up jog
8. ~~Back between poles and around corner~~
9. Back between poles and around corner
10. Walk forward and out of chute, walk over poles

Trail - Green Horse



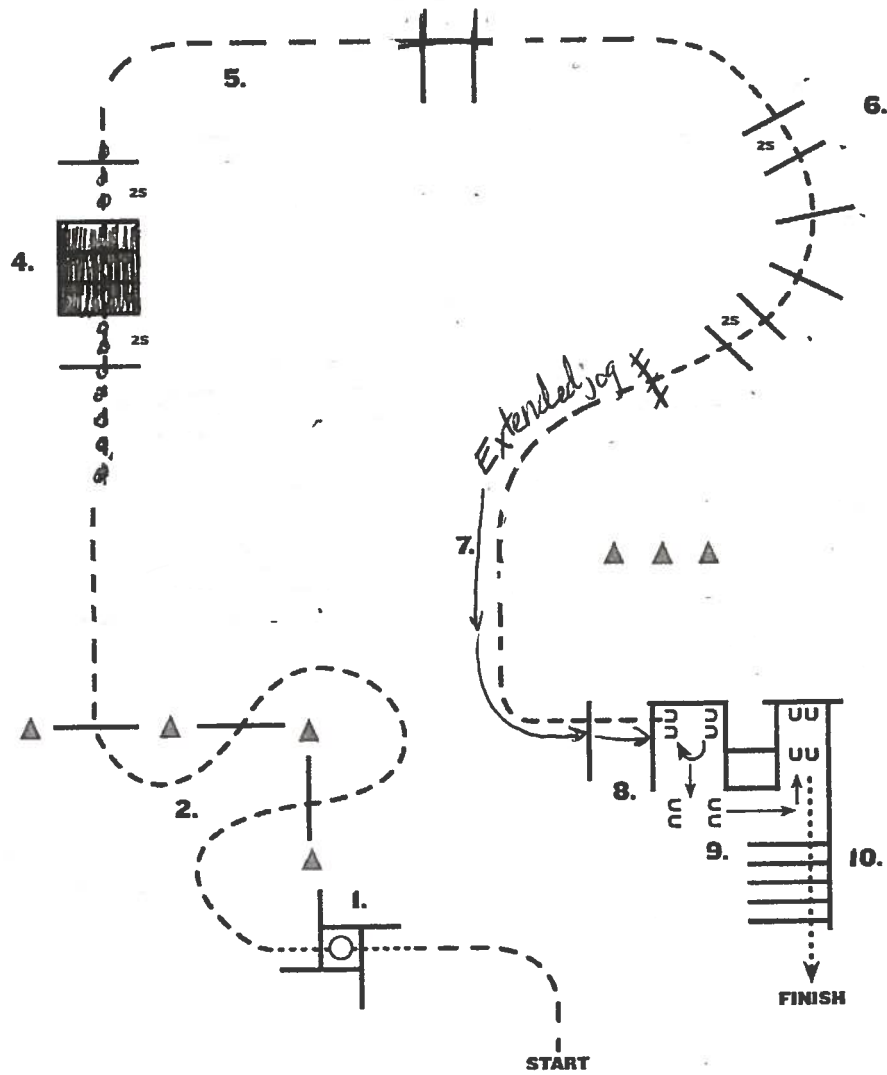
1. Jog up to box, don't stop, just break to the walk, walk into box, execute a 360° turn either way, walk out box
2. Jog through serpentine over poles and break to a walk before bridge
3. *Not used*
4. *Walk over bridge*
5. Lope over poles (right lead)
6. Break to the jog, jog over poles
7. Lope over poles (left lead)
8. Break to the jog, jog over poles and stop in gap, 180° turn to the right, then side pass to the left
9. Back between poles and around corner
10. Walk forward and out of chute, walk over poles

Trail - All except Novice & W/T



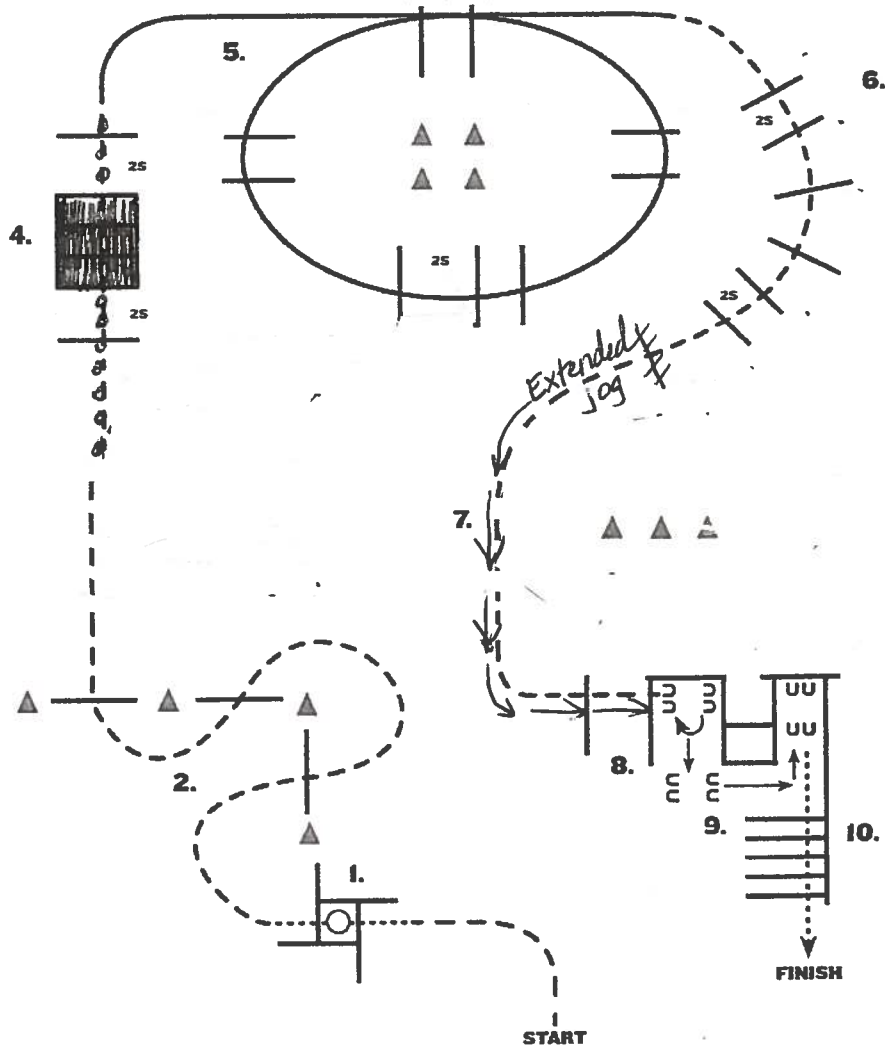
1. Jog up to box, don't stop, just break to the walk, walk into box, execute a 360° turn either way, walk out box
2. Jog through serpentine over poles *and break to a walk before bridge*
3. *Not used*
4. *Walk over bridge*
5. Lope over poles (right lead)
6. Break to the jog, jog over poles
7. Lope over poles (left lead)
8. Break to the jog, jog over poles and stop in gap, 180° turn to the right, then side pass to the left
9. Back between poles and around corner
10. Walk forward and out of chute, walk over poles

Trail - All Walk/Trot Classes



1. Jog up to box, don't stop, just break to the walk, walk into box, execute a 360° turn either way, walk out box
2. Jog through serpentine over poles and break to a walk before bridge
3. Not used
4. Walk over bridge
5. Jog over poles (right)
6. Continue + jog over poles
7. Extend the jog
8. Back to the jog, jog over poles and stop in gap, 180° turn to the right, then side pass to the left
9. Back between poles and around corner
10. Walk forward and out of chute, walk over poles

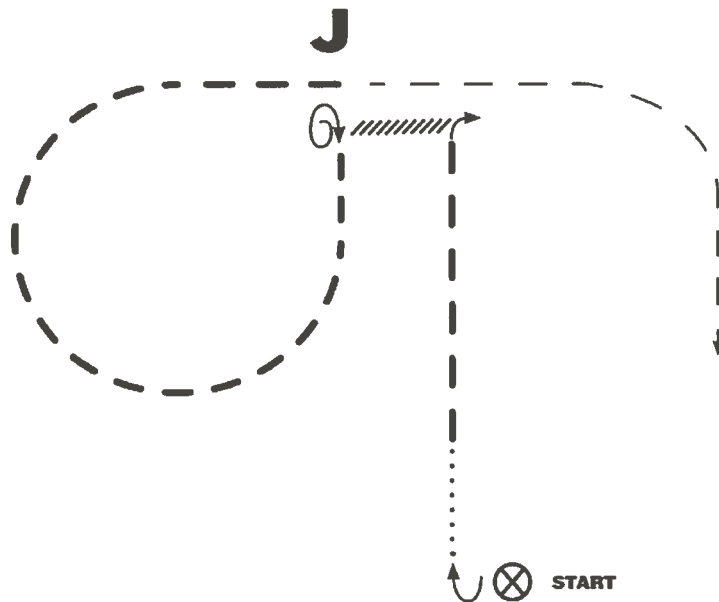
Trail - #12 Novice Non-Pro #14 Novice Youth



1. Jog up to box, don't stop, just break to the walk, walk into box, execute a 360° turn either way, walk out box
2. Jog through serpentine over poles *and break to a walk before bridge*
3. *Not used*
4. *Walk over bridge*
5. Lope over poles (right lead)
6. Break to the jog, jog over poles
7. *Extend the jog to #8 and*
8. *over poles and stop in gap, 180° turn to the right, then side pass to the left*
9. Back between poles and around corner
10. Walk forward and out of chute, walk over poles

Showmanship

All Classes Except Novice
& Walk/Trot



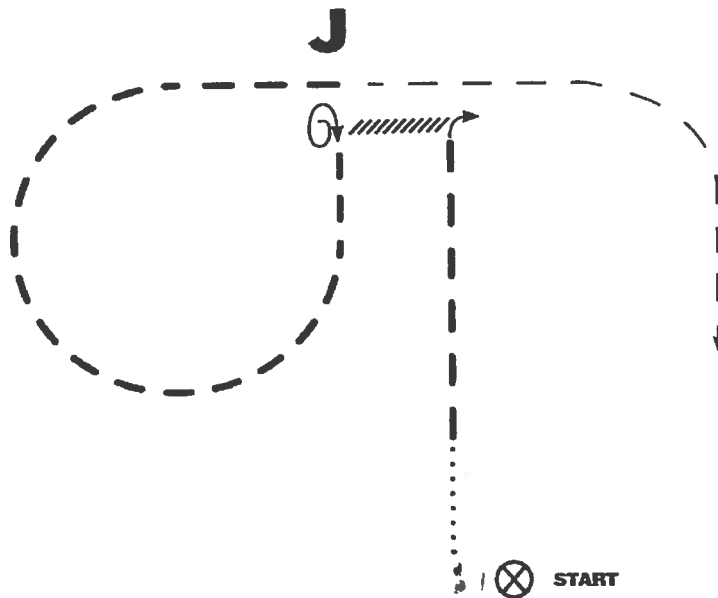
1. Start facing the gate, 180° (1/2) turn, walk approximately 1/3 of the line
2. Forward trot approximately 2/3 of the line, stop
3. 90° (1/4) turn and back, stop with horse's hip in line with judge
4. 450° (1 1/4) turn
5. With a forward trot, trot path as shown, stop with horse's hip in line with judge
6. Set up
7. Inspection, when excused, pattern is complete, exit at a trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

PERFORMANCE ARENA

Showmanship

Novice and Walk/Trot
#57, #59 #48, #58



1. Start *even with cone 4*, walk approximately 1/3 of the line
2. Forward trot approximately 2/3 of the line, stop
3. 90° (1/4) turn and back, stop with horse's hip in line with judge
4. 90° (1/4) turn
5. With a forward trot, trot path as shown, stop with horse's hip in line with judge
6. Set up
7. Inspection, when excused, pattern is complete, exit at a trot

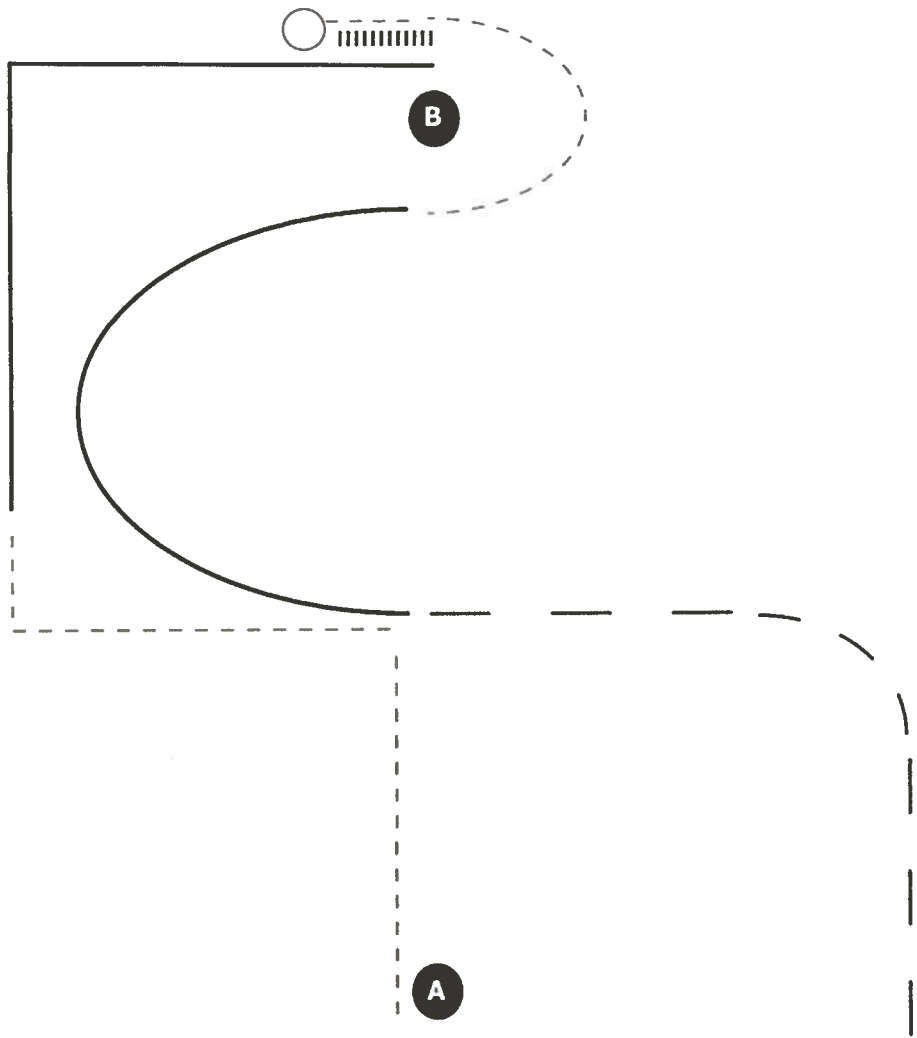
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PERFORMANCE ARENA

Bareback Western Horsemanship

Instructions

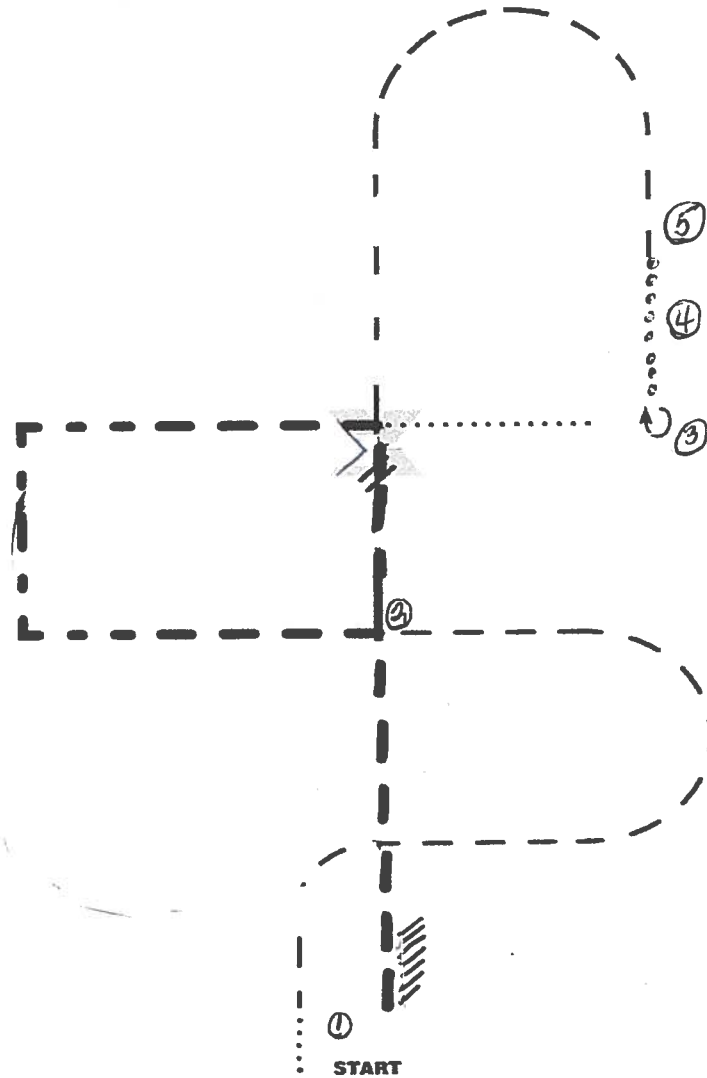
1. Start at A. Jog
2. Lope, right lead.
3. Stop, back, execute 1 turn either way on the haunches.
4. Jog.
5. Lope, left lead.
6. Extended jog to exit.



Western Horsemanship

*All Walk/Trot
Classes*

X = Center of the Arena



1. Walk into the arena, jog one loop of a serpentine, as shown
2. At the center of the serpentine, build to an extended jog and extended jog 2 square corners to X. Break to an extended walk, stop.
3. 270° (3/4) turn to the right
4. *Walk approximately 2 horse lengths*
5. *Jog serpentine as shown to X*
6. Continue down centerline, ~~break to an~~ extended *jog*
7. *Even with stop* stop and back. Pattern is complete, exit at a jog.

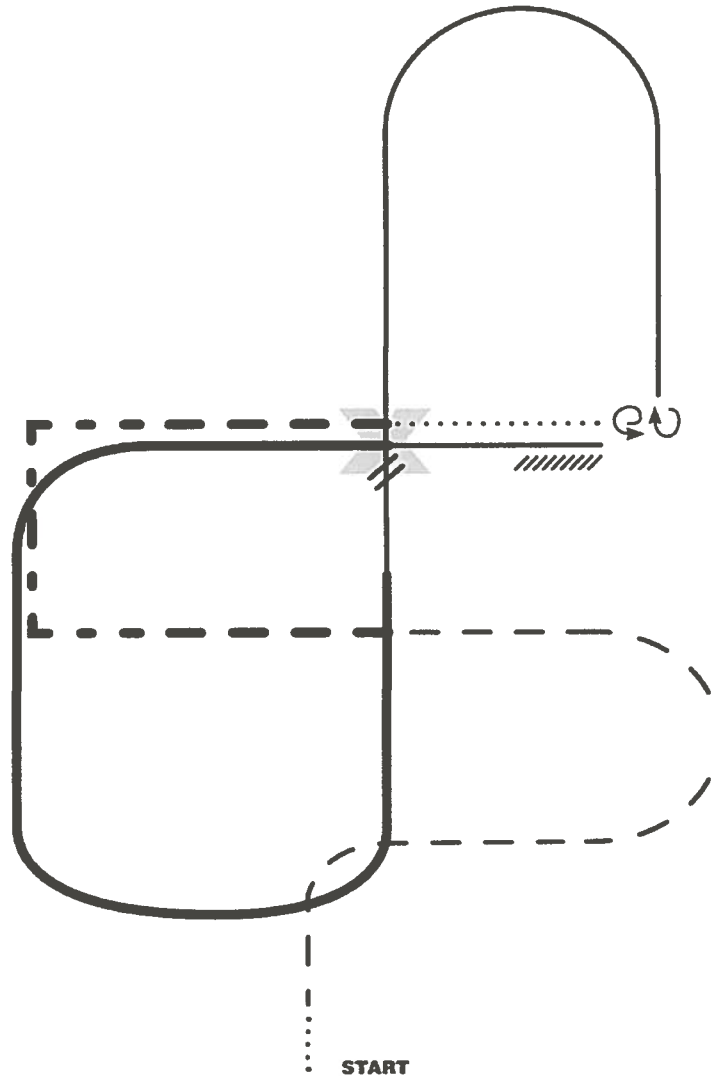
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PERFORMANCE ARENA

Western Horsemanship

*All except Walk/Trot
& Novice*

X = Center of the Arena



1. Walk into the arena, jog with purpose one loop of a serpentine, as shown
2. At the center of the serpentine, build to an extended jog and extended jog 2 square corners to X. Break to an extended walk, stop.
3. 360° (l) to the left, 270° (3/4) turn to the right
4. Immediately lope left lead with forward motion, lope around the top of the arena and down the centerline
5. At X, change leads (simple or flying)
6. Continue down centerline, build to an extended lope. Continue around and circle back to X.
7. At X, collect the lope, stop and back. Pattern is complete, exit at a jog with purpose.

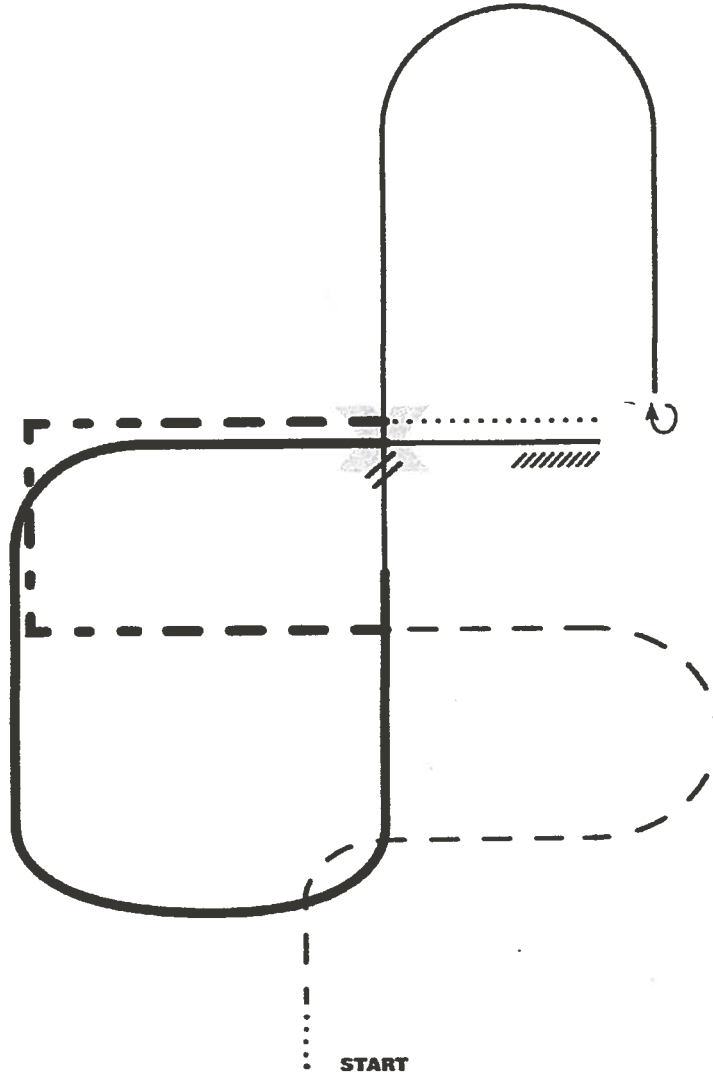
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PERFORMANCE ARENA

NOVICE - Western Horsemanship

#80 + #81

X = Center of the Arena



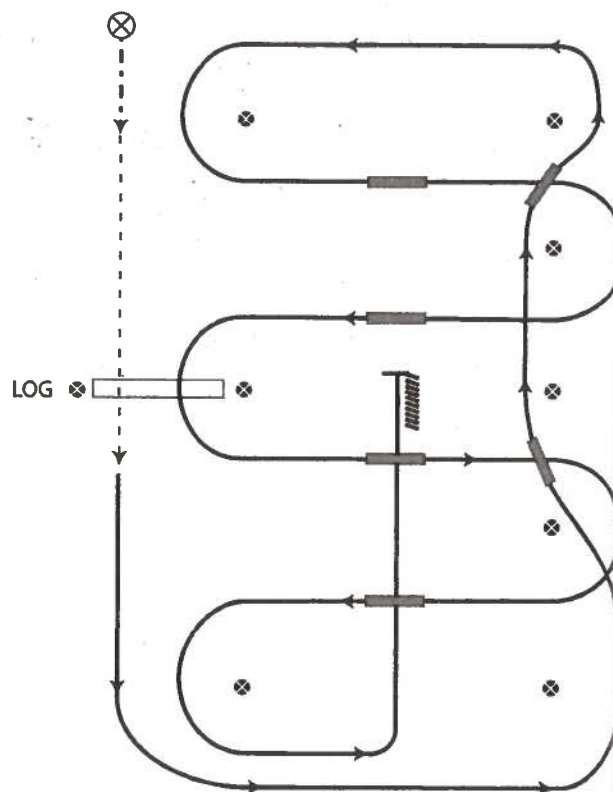
1. Walk into the arena, jog with purpose one loop of a serpentine, as shown
2. At the center of the serpentine, build to an extended jog and extended jog 2 square corners to X. Break to an extended walk, stop.
3. 270° (3/4) turn to the right
4. Immediately lope left lead *and* , lope around the top of the arena and down the centerline
5. At X, change leads (simple)
6. Continue down centerline, build to an extended lope. Continue around and circle back to X.
7. At X, collect the lope, stop and back. Pattern is complete, exit at a jog with purpose.

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PERFORMANCE ARENA

2021 Casino Classic

Green Western Riding

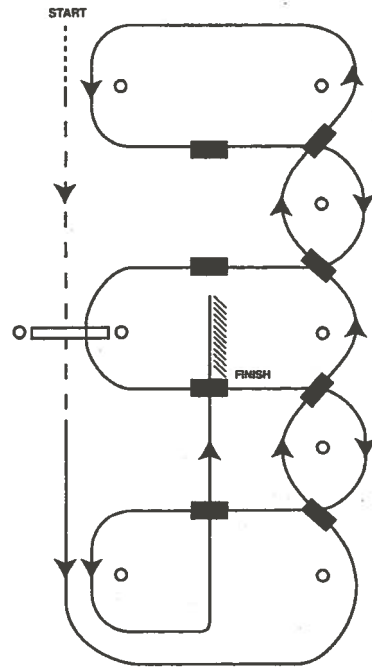


GREEN WESTERN RIDING PATTERN 1

1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

2021 Casino Classic

Western Riding (All Classes) *except green*



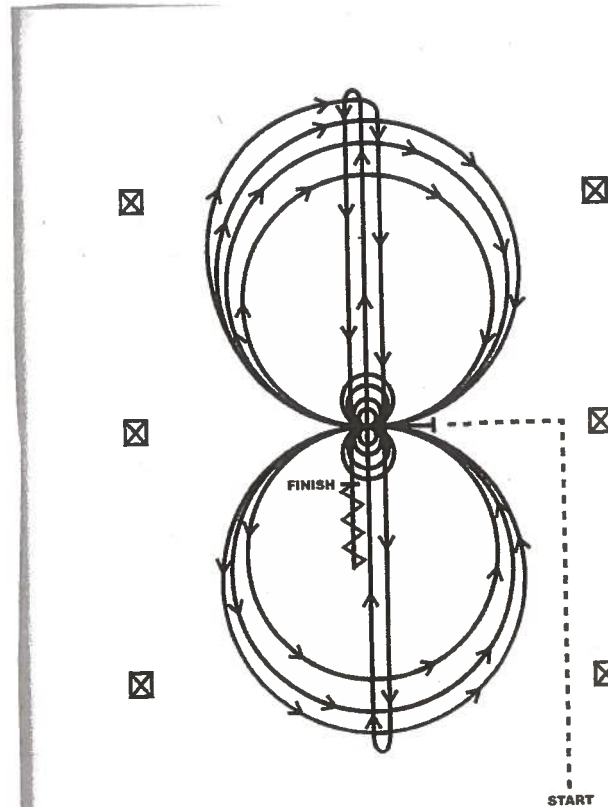
- | | |
|------------------|-----------------------------|
| WALK ----- | ○ MARKER |
| JOG - - - - - | ■ RECOMMENDED CHANGING AREA |
| LOPE _____ | ▭ LOG |
| BACK // // // // | |

WESTERN RIDING PATTERN 1

1. Walk and jog over log
2. Transition to left and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change and lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back

2021 Casino Classic

Reining – All Classes



PATTERN 11

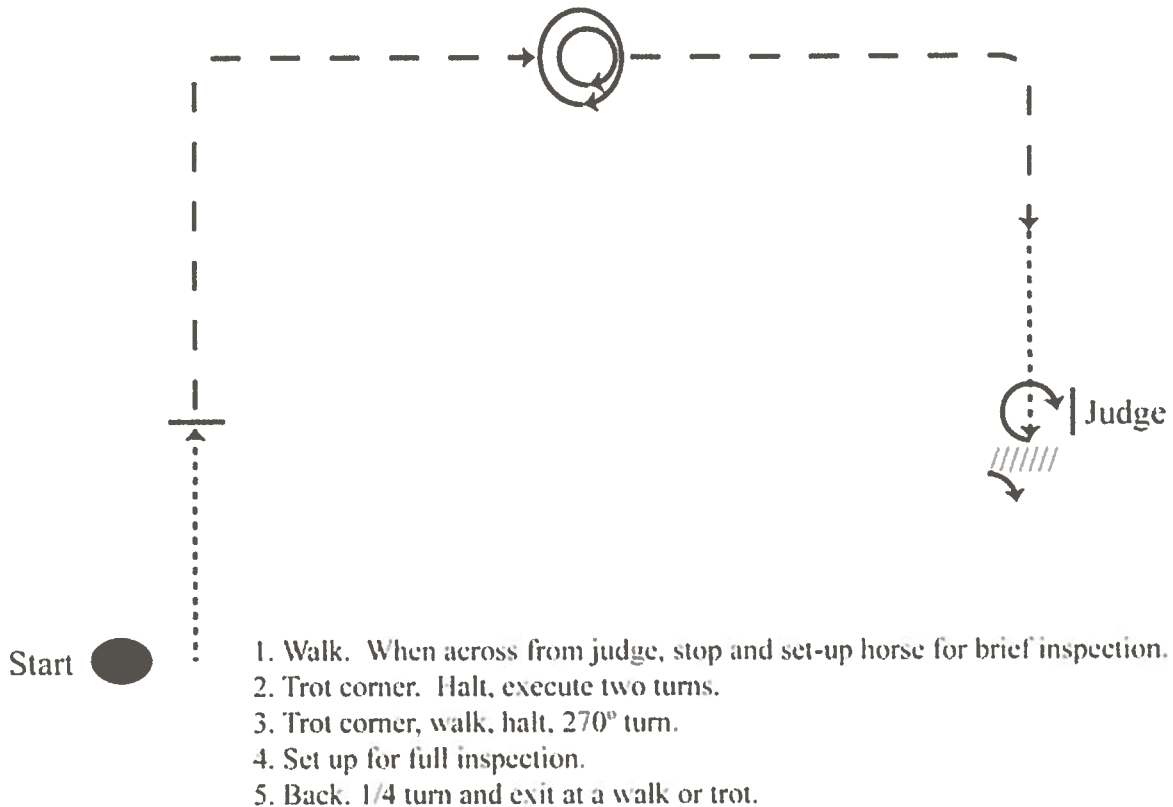
Horse must jog the majority of the way to the center of the arena. Failure to jog the majority of the way to the center will result in a -0- for failure to complete the pattern as written. Horse must walk or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback – no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback – no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3.05 m). Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.

2021 Casino Classic

English Showmanship 18 & U

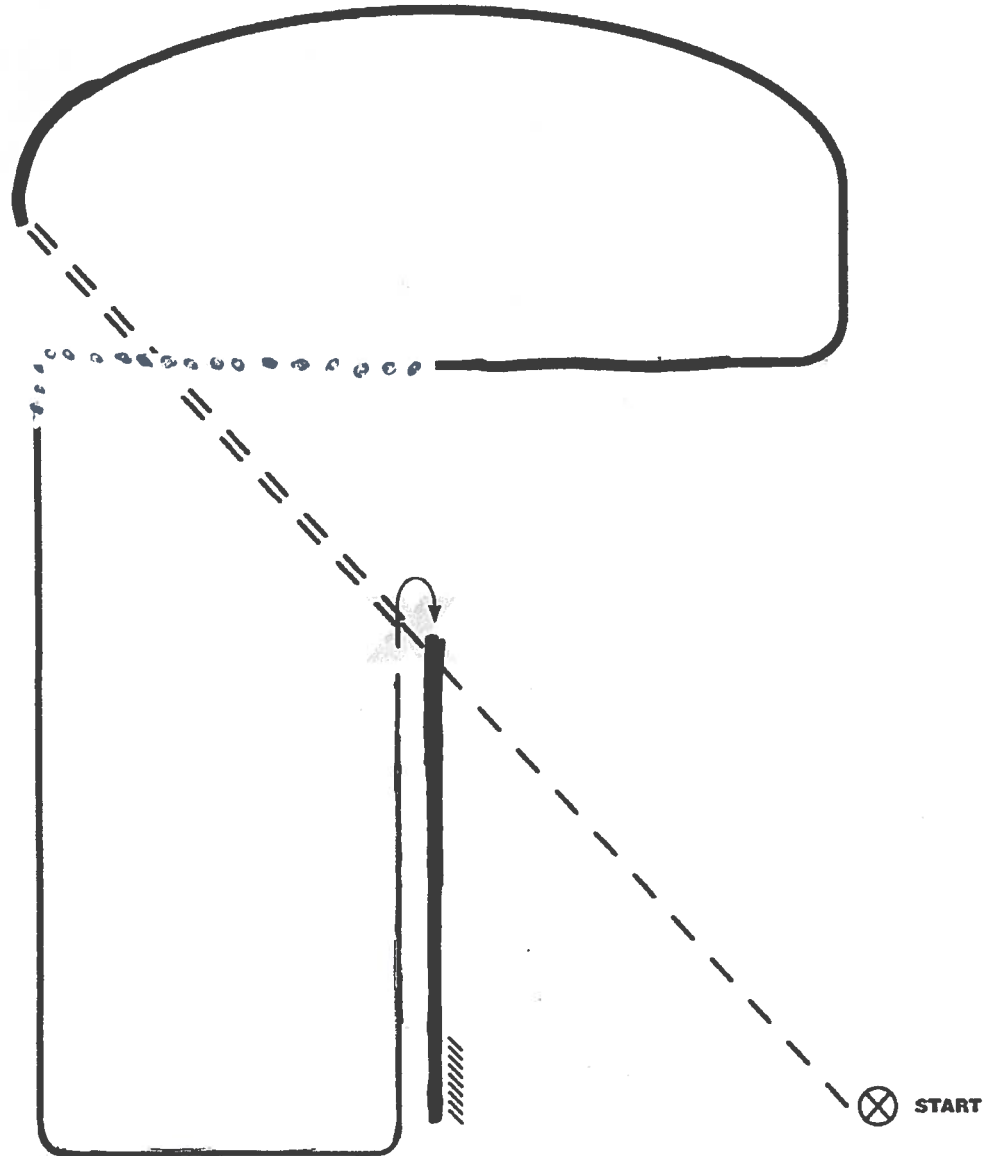


NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

Hunt Seat Equitation

*All Walk/Trot
#125; #129; #132*

X = Center of the Arena



1. Trot (left diagonal) across the arena, at X, move into the two point and continue on the diagonal
2. At the corner, *break to sitting trot* around the top of the arena and corner, as shown.
3. When even with X, *break to walk*, and continue as shown *pick up*
4. *Posting trot right diagonal and* continue around the bottom of the arena
5. Turn up the center line and *continue posting trot (right diagonal)*
6. Halt at X, drop stirrups, 180° (1/2) right turn on the haunches
7. Sitting trot back down the centerline
8. When even with start cone, halt and back. pattern is complete, exit at the walk or trot

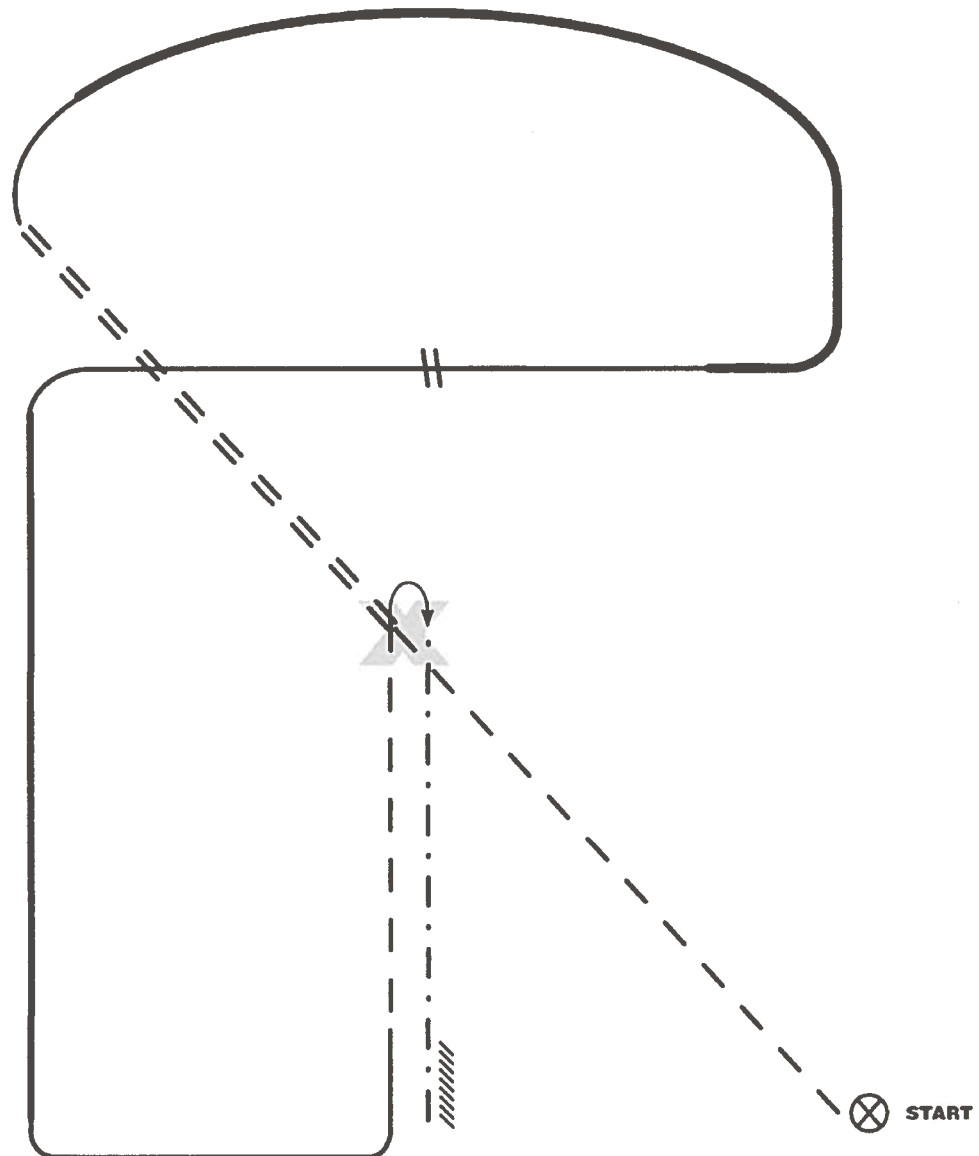
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JIM NORICK ARENA

Hunt Seat Equitation

All Classes except W/T+Novice

X = Center of the Arena



1. Trot (left diagonal) across the arena, at X, move into the two point and continue on the diagonal
2. At the corner, canter right lead in the two point and move into a hand gallop around the top of the arena and corner, as shown.
After you come around the bend, collect the canter.
3. When even with X, change leads (simple or flying) and continue as shown
4. Lengthen the canter down the longside and collect before the first turn, continue around the bottom of the arena
5. Turn up the center line and transition to a posting trot (right diagonal)
6. Halt at X, drop stirrups, 180° (1/2) right turn on the haunches
7. Sitting trot back down the centerline
8. When even with start cone, halt and back, pattern is complete, exit at the walk or trot

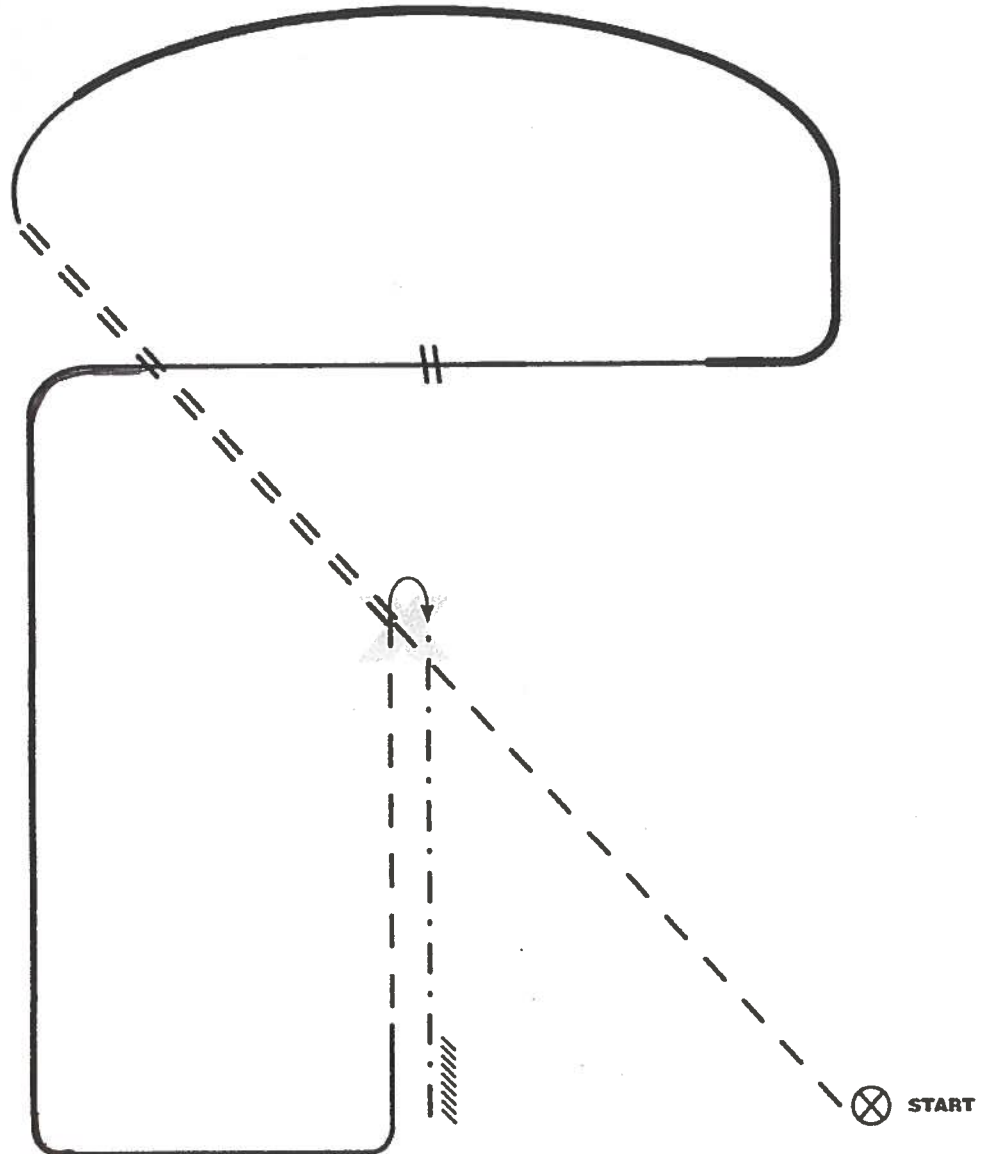
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JIM NORICK ARENA

Hunt Seat Equitation

*Novice Youth & Novice NP
#131 #130*

X = Center of the Arena



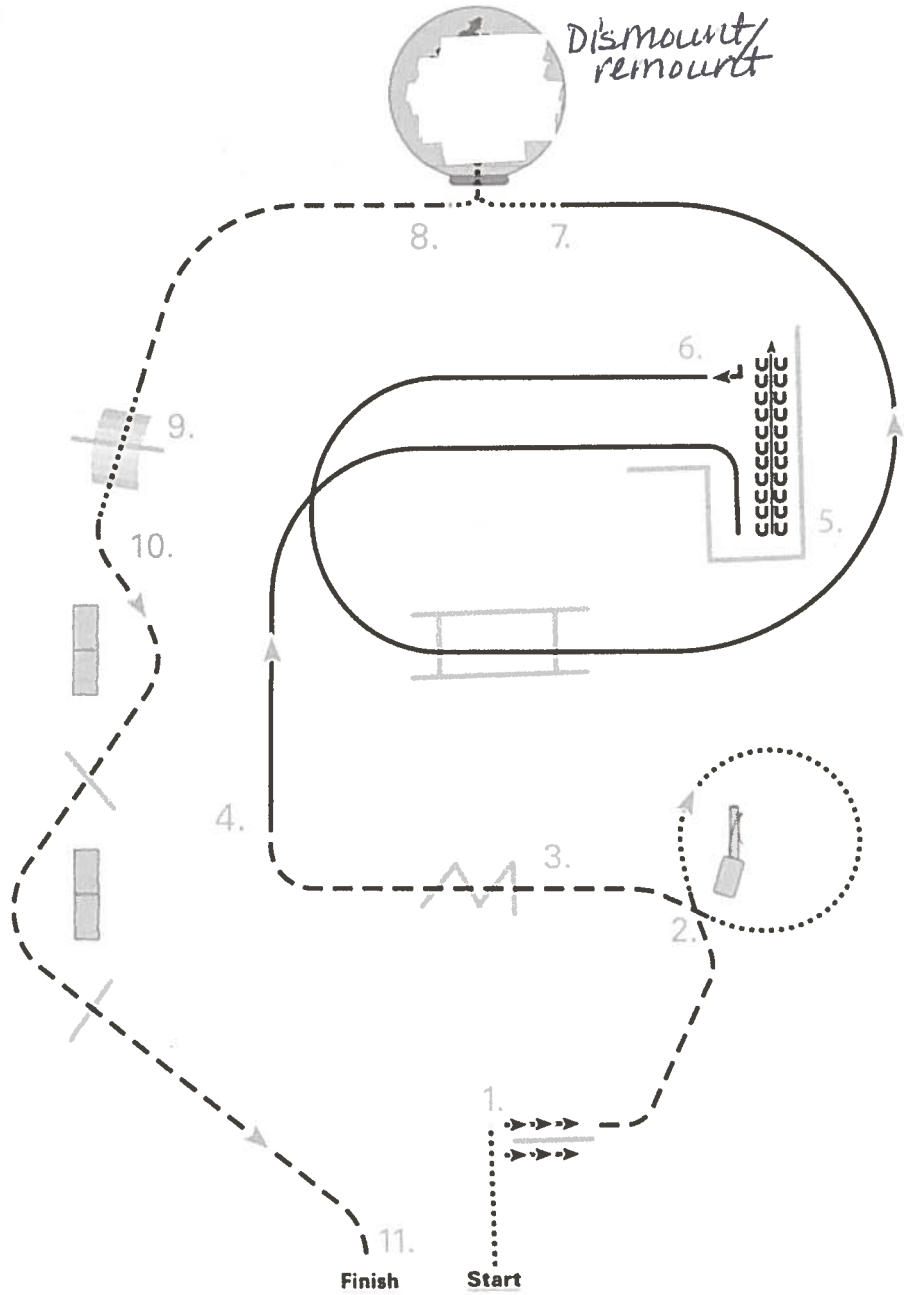
1. Trot (left diagonal) across the arena, at X, move into the two point and continue on the diagonal
2. At the corner, canter right lead in the two point and ~~move into a hand-gate~~ around the top of the arena and corner, as shown. After you come around the bend, *set* the canter.
3. When even with X, change leads (simple) and continue as shown
4. canter down the longside and *continue around the bottom of arena*
5. Turn up the center line and transition to a posting trot (right diagonal)
6. Halt at X, 180° (1/2) right turn on the haunches
7. Sitting trot back down the centerline
8. When even with start cone, halt and back, pattern is complete, exit at the walk or trot

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JIM NORICK ARENA

Ranch Trail - all Classes

1. Walk to log. Sidepass right over log.
2. Trot to drag, drag right circle at walk or trot
3. Trot over logs.
4. Lope right lead into chute.
5. Back out, and ¼ turn right.
6. Lope left lead over log and to *dismount*
7. Walk *+ dismount, pick up front feet. Remount*
8. Trot to bridge.
9. Walk over bridge.
10. Trot serpentine through hay and over logs.
11. Exit at a walk.

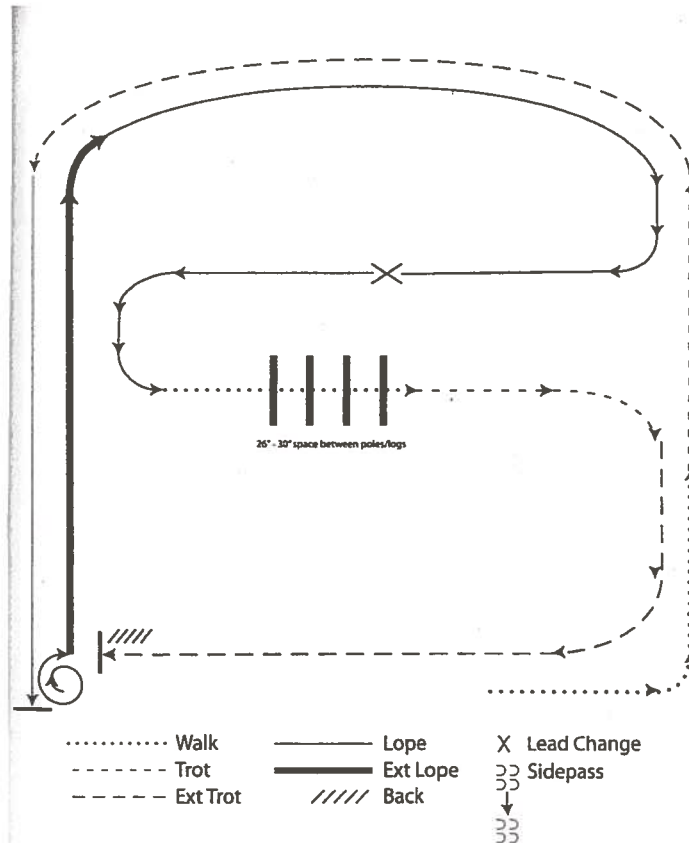


Pattern Legend

- Walk (dotted line)
- Jog/Trot - - - - (dashed line)
- Lope/Canter _____ (solid line)
- Extended Trot/Jog - - - - - (long dashed line)
- Leg Yield | | | | | (vertical bars)
- Extended Lope - · - · - · (dash-dot line)
- Change Lead/Diagonal ≠ (not equal symbol)
- Gate || / \ || (gate symbol)
- Back ← 33 (back symbol)
- Judge J (circle with J)
- Cone ● (dot)
- Sidepass ← ← ← (triple arrow)

2021 Casino Classic

Ranch Horse Riding (All Classes)

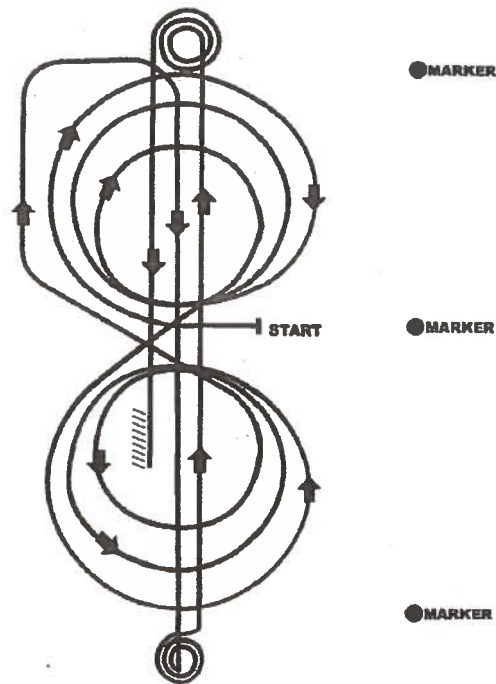


RANCH HORSE RIDING PATTERN 2

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

2021 Casino Classic

Ranch Reining (All Classes)



RANCH REINING PATTERN 3

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.