

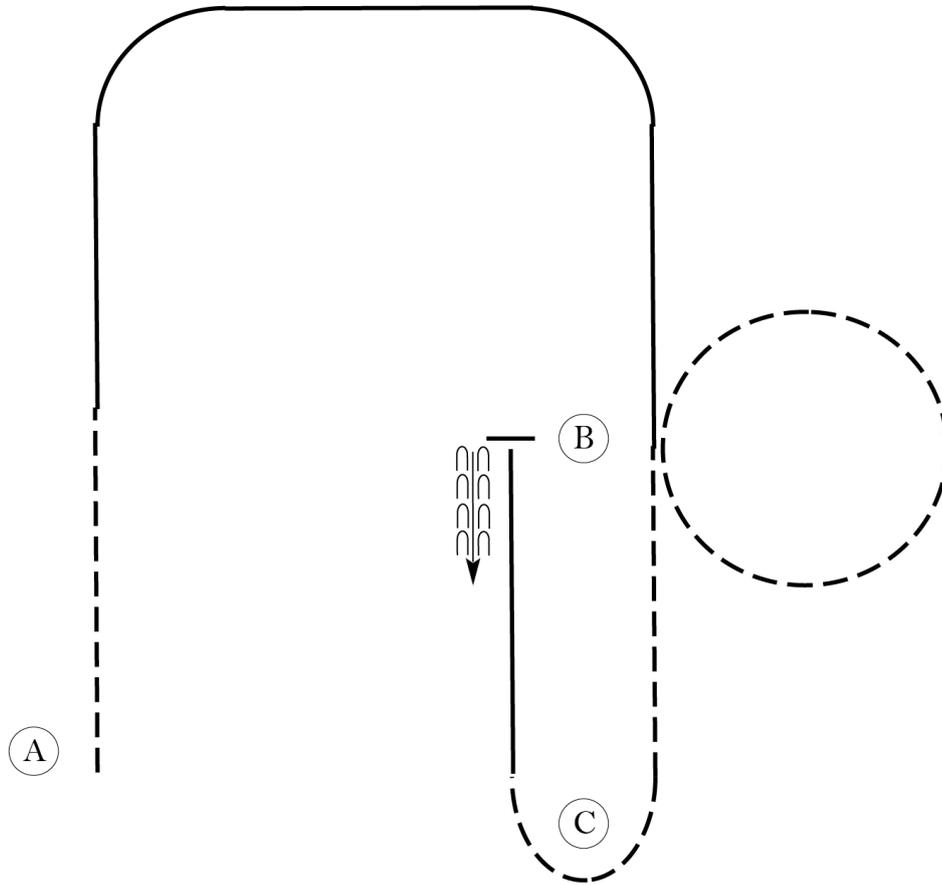
PreTurkey Circuit

Level 1 Hunt Seat Equitation

Show Date: 11/21/2014

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Sitting trot to and around C.
5. Canter left lead to B.
6. Stop and back.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← C C C
Marker	⊙ B
Sidepass	← - - - - →
Hand Gallop	— — — — —

[HSE/2-107]

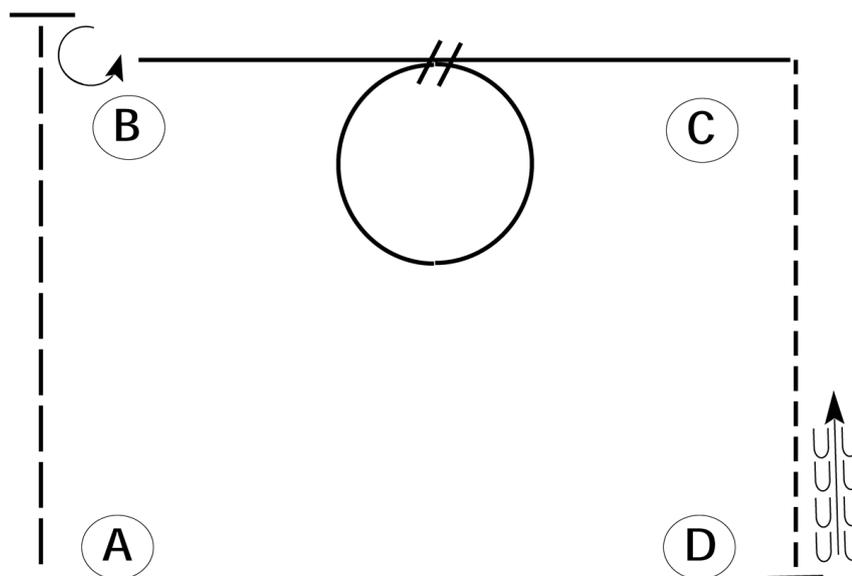
Pattern Provided by:

Rob Meneely

PreTurkey Circuit

Level1 Horsemanship

Show Date: 11/21/2014



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Change leads and perform a small, slow circle to the right.
5. Continue to lope past C.
6. Jog to D.
7. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	——— //
Back	← — — — — — —
Marker	(B)

[WH/2-89]

Pattern Provided by:

Rob Meneely

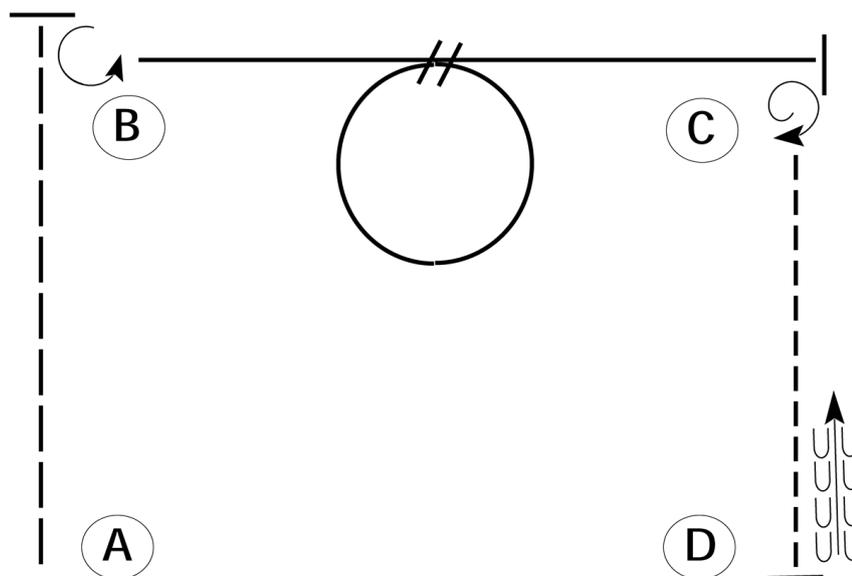
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

PreTurkey Circuit

Western Horsemanship

Show Date: 11/21/2014



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Change leads and perform a small, slow circle to the right.
5. Continue to lope past C and stop.
6. Perform a 1 1/4 turn to the right.
7. Jog to D.
8. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	— / —
Back	← — — — —
Marker	(B)

[WH/3-89]

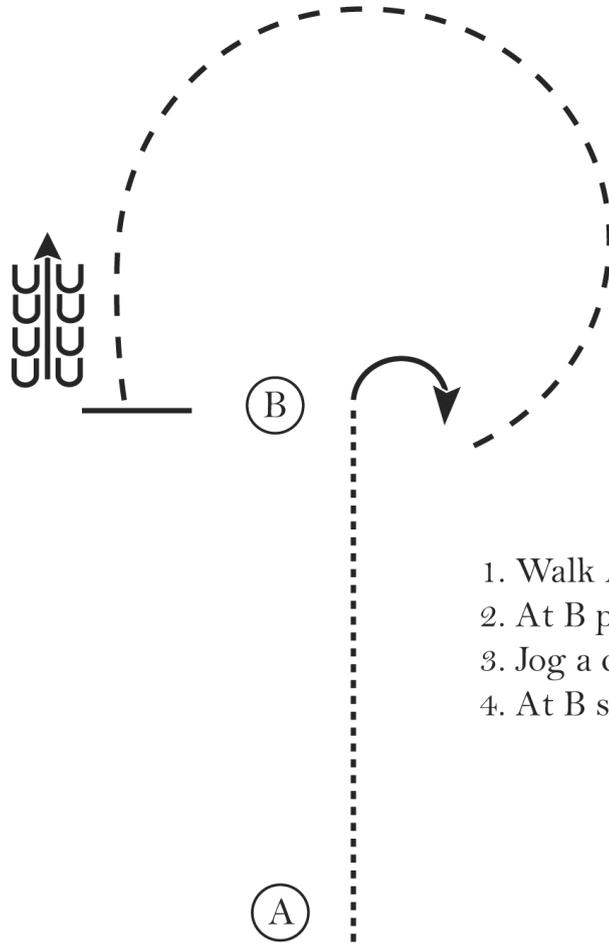
Pattern Provided by:

Rob Meneely

PreTurkey Circuit

W/T Horsemanship

Show Date: 11/21/2014



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

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

[WH/WT-7]

Pattern Provided by:

Rob Meneely

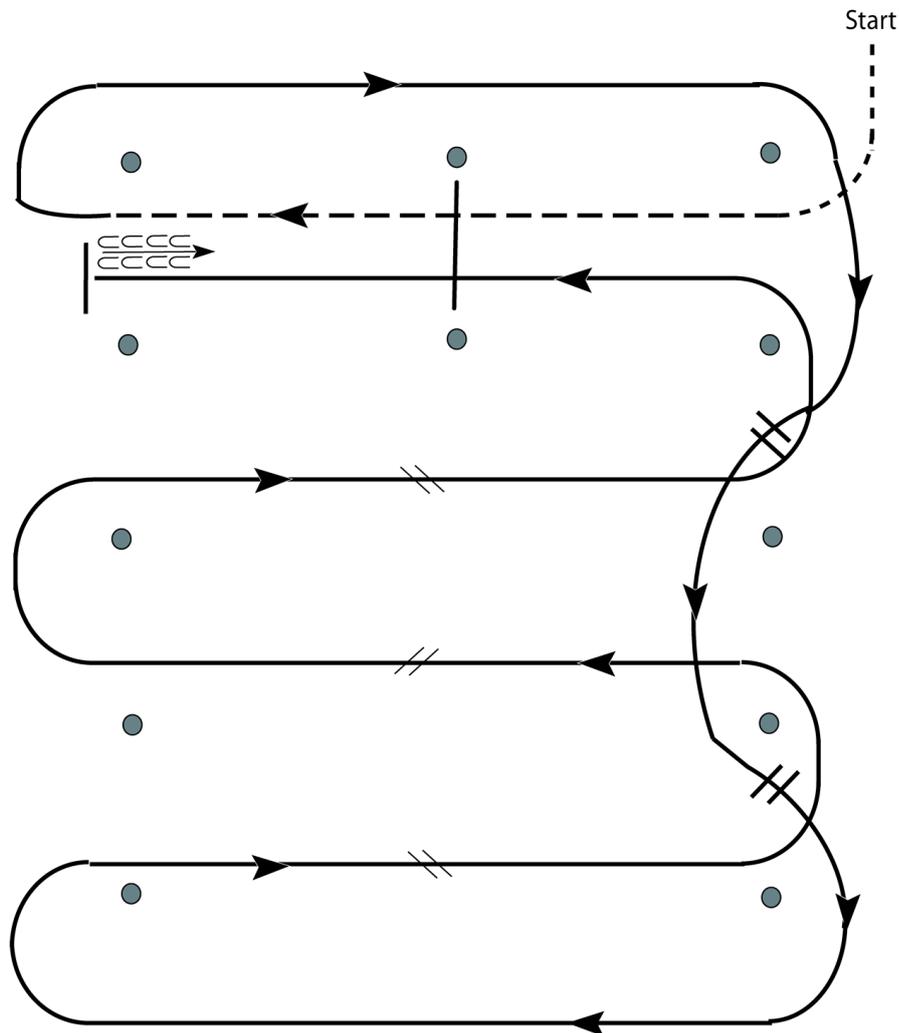
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

PreTurkey Circuit

Western Riding level 1

Show Date: 11/21/2014



1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

[WR/GP-4]

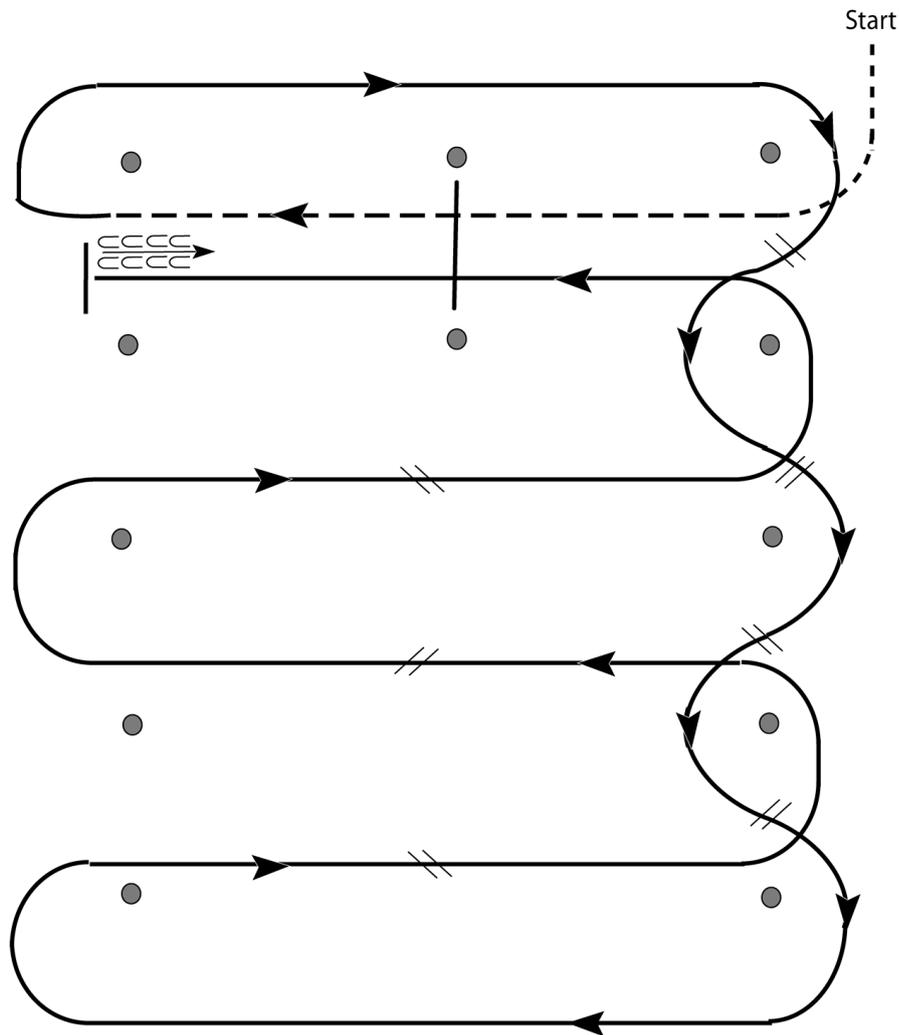
Pattern Provided by:

Rob Meneely

PreTurkey Circuit

Western Riding

Show Date: 11/21/2014



1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

[WR/OP-4]

Pattern Provided by:

Rob Meneely

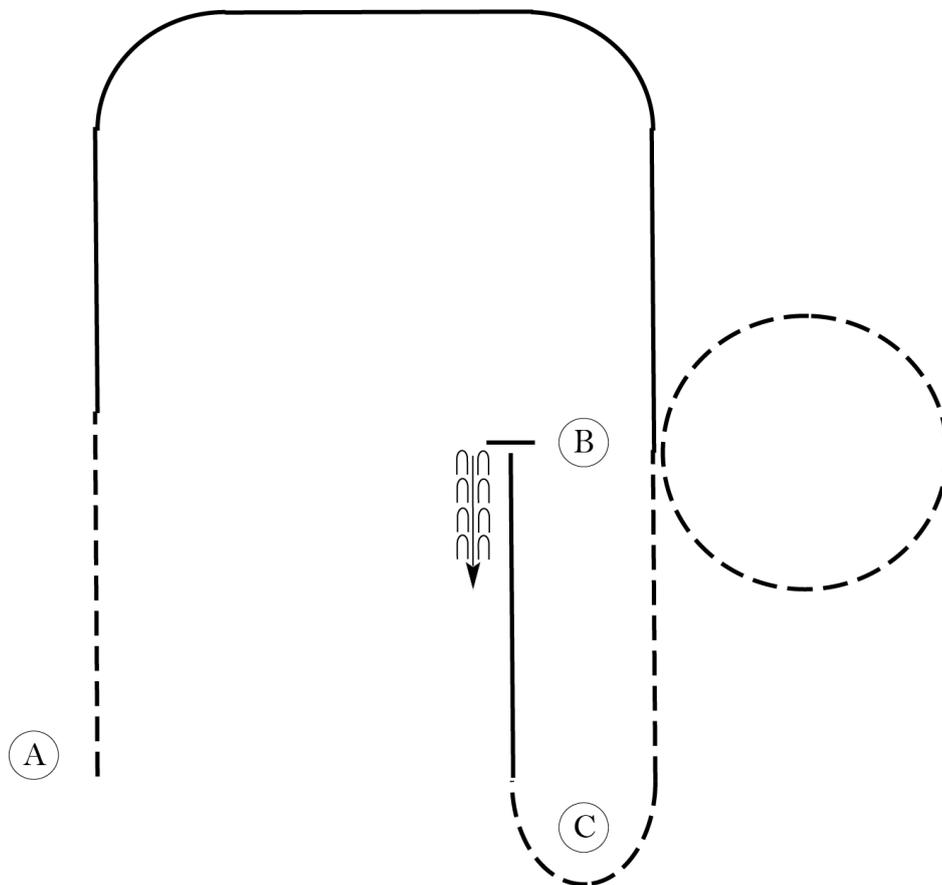
PreTurkey Circuit

Hunt Seat Equitation

Show Date: 11/21/2014

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Trot a circle to the left on the correct diagonal.
4. Continue halfway to C in a 2 point position.
5. Sitting trot to and around C.
6. Canter left lead to B.
7. Stop and back.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ←
Marker	Ⓚ
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/3-107]

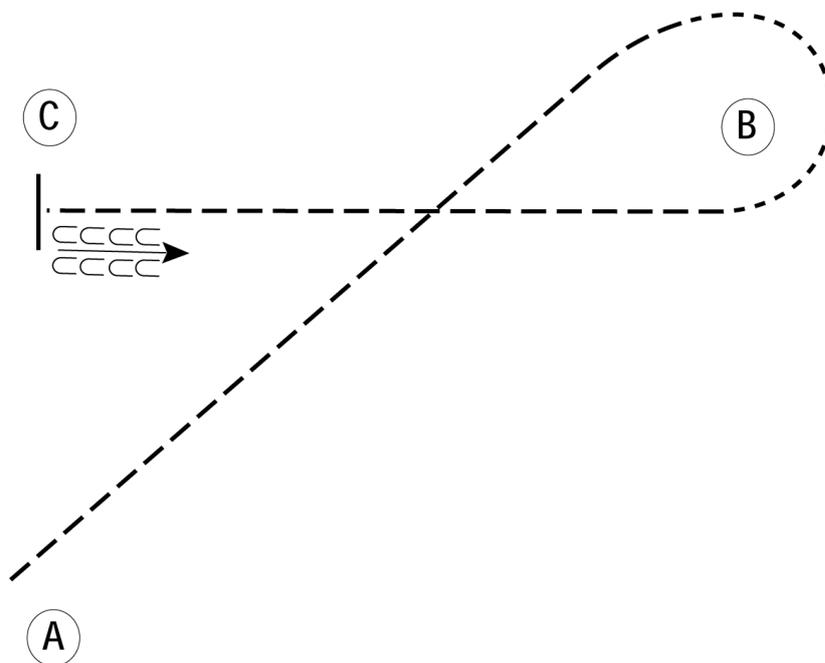
Pattern Provided by:

Rob Meneely

PreTurkey Circuit

W/T Hunt Seat Equitation

Show Date: 11/21/2014



Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. Walk around B.
3. Posting trot on the right diagonal to C.
4. Stop at C. Back approximately one horse length.
5. Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← C C C C
Marker	⊙ B
Sidepass	← — — — →
Hand Gallop	— — — —

[HSE/WT-26]

Pattern Provided by:

Rob Meneely

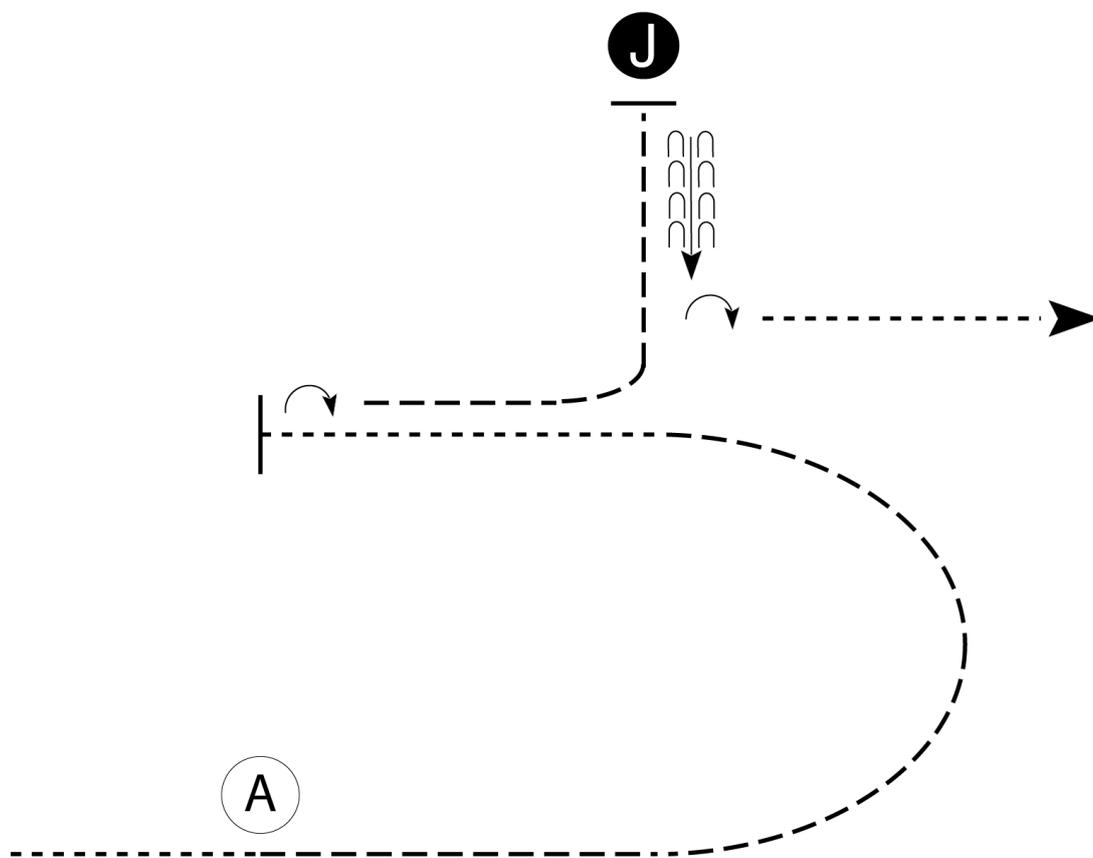
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

PreTurkey Circuit

Level 1 showmanship

Show Date: 11/21/2014



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊙ B
Judge	⊙ J

[S/2-83]

Pattern Provided by:

Rob Meneely

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

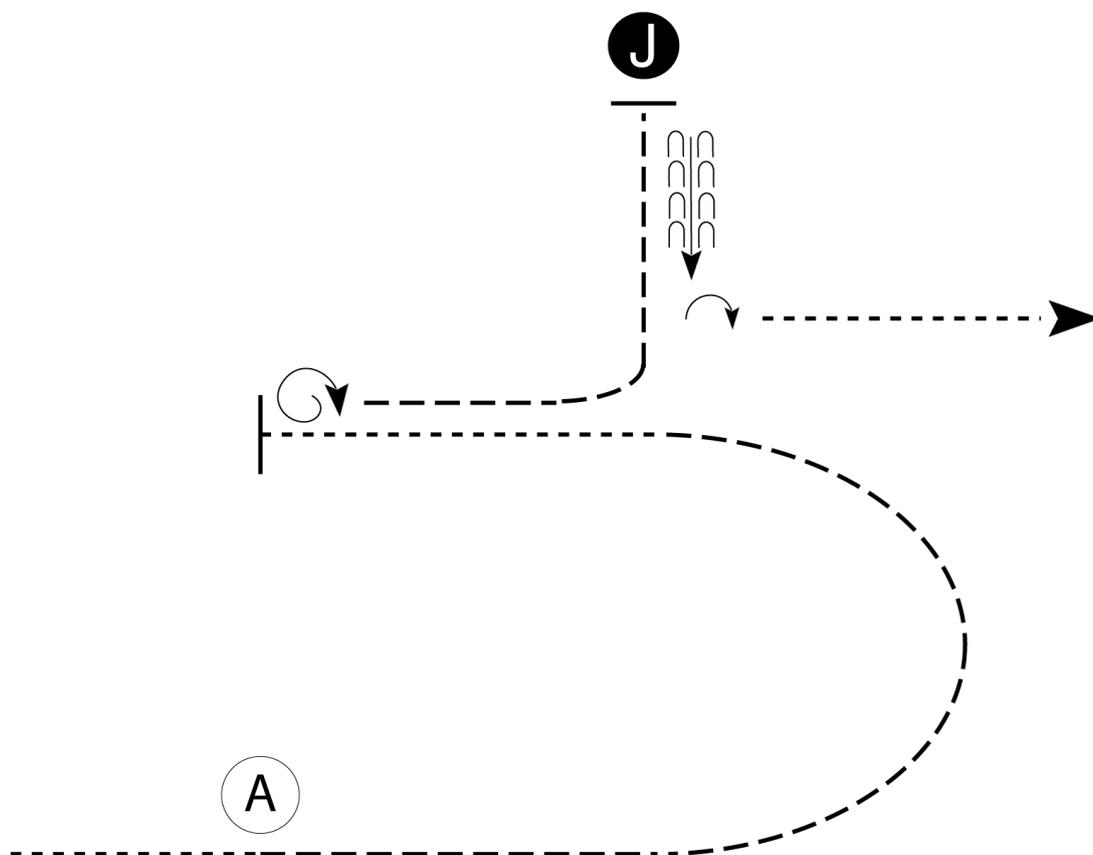
PreTurkey Circuit

Showmanship

Show Date: 11/21/2014

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready before A.

1. Walk to A.
2. Trot in a half circle until even with Judge.
3. Walk in a straight line until even with A.
4. Stop and perform a 1 1/2 turn.
5. Trot an arc to judge.
6. Stop and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Perform a 1/4 turn and walk straight away.

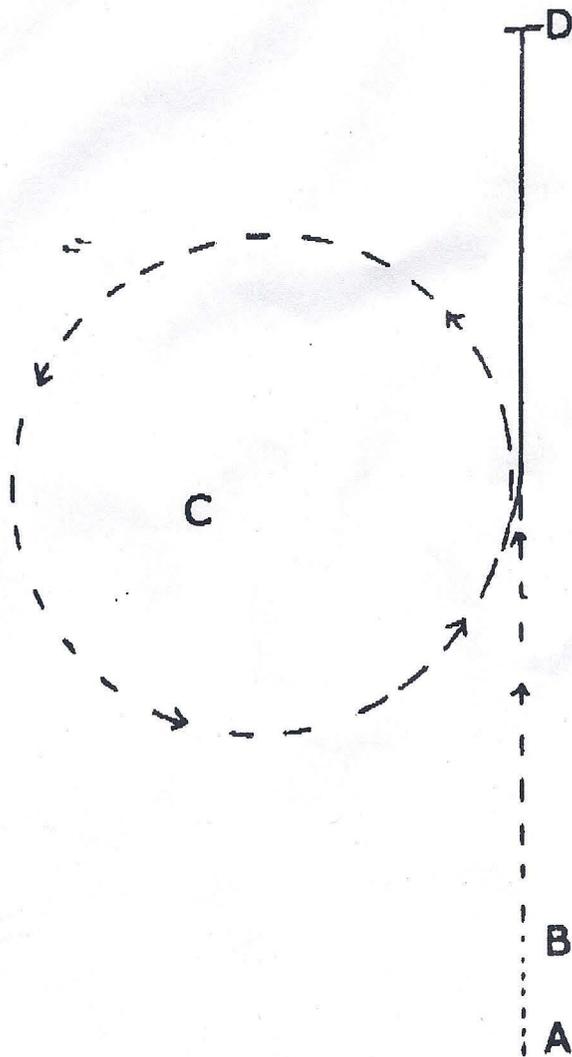
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊞ ⊞ ⊞ ⊞
Marker	⊙ B
Judge	⊙ J

[S/3-83]

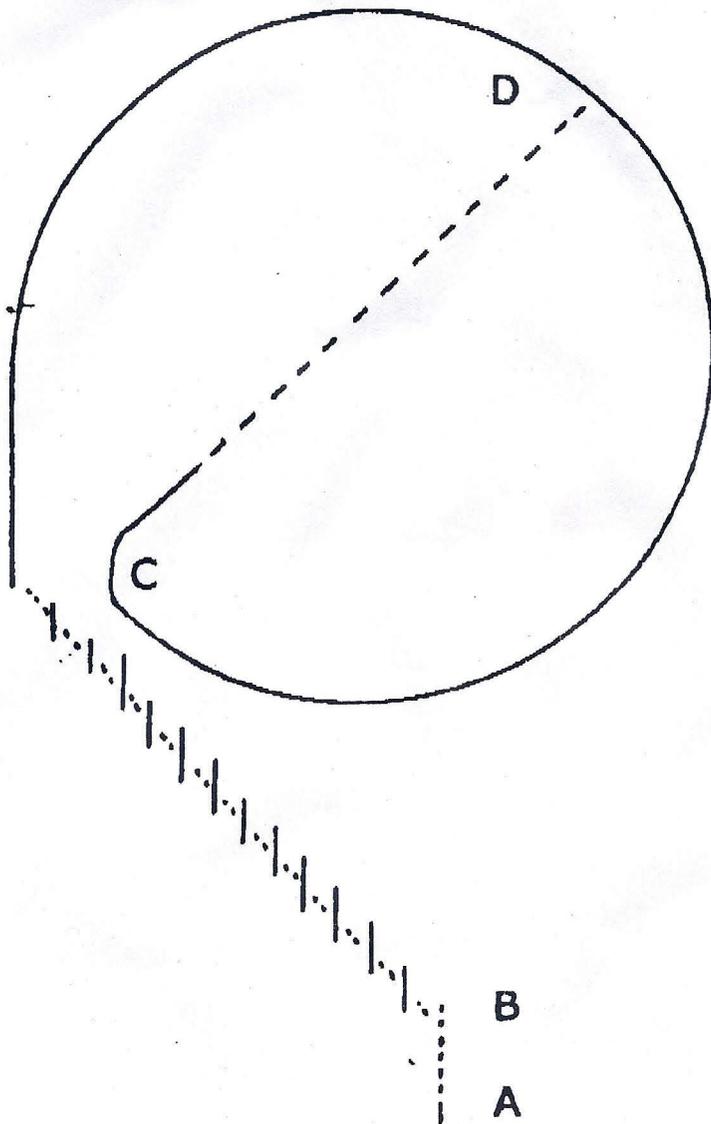
Pattern Provided by:

Rob Meneely



1. Be ready at A
2. Sitting trot to B
3. At B pick up a posting trot on left diagonal.
4. When even with C, change diagonals and circle around C.
5. Upon closing your circle canter on right lead to D.
6. Stop at D. Pattern is complete. You may find a place on the rail.

GOOD LUCK!

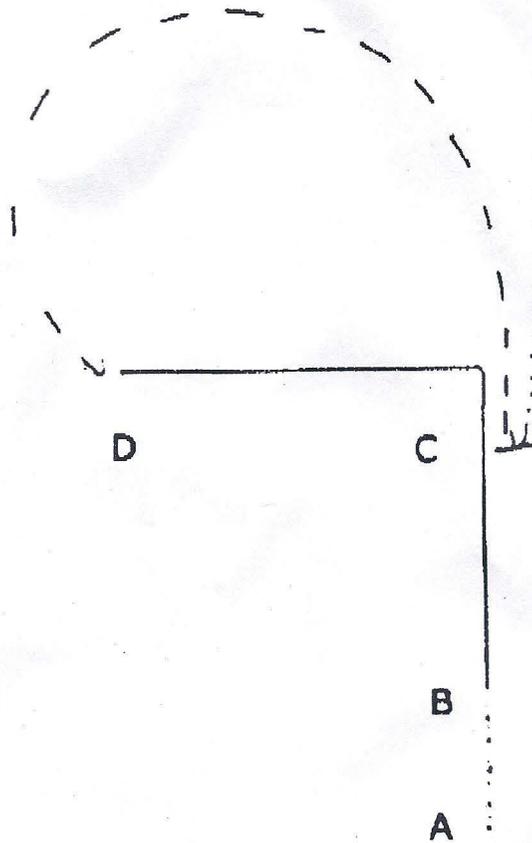


1. Be ready at A
2. Walk to B
3. At B pick up a sitting trot and two-track to C
4. At C begin to hand gallop a circle on the right lead and continue to and around C.
5. After turning at C break to a posting trot to D
6. Stop at D. Pattern is complete. You may find a place on the rail.

GOOD LUCK!

HORSEMANSHIP

*all
Novice*

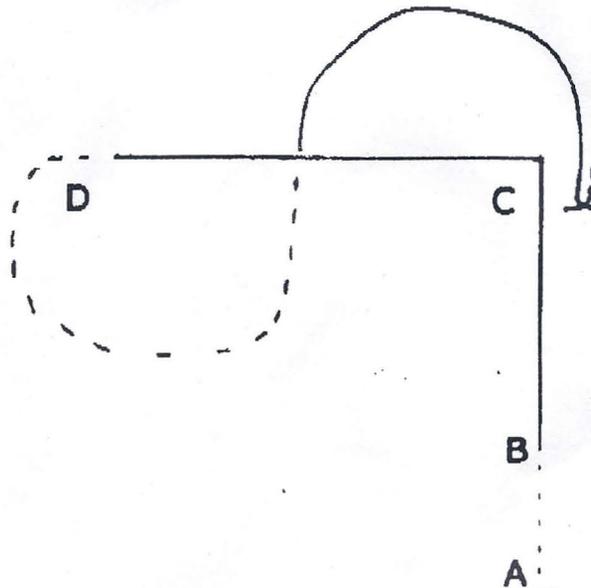


1. **Be READY at A.**
2. Walk to B.
3. Take a left lead and lope a square corner around C.
4. At D break to an extended trot and circle back to C.
5. Stop and rollback to the left.
6. Jog to a place on the rail.

GOOD LUCK!

HORSEMANSHIP

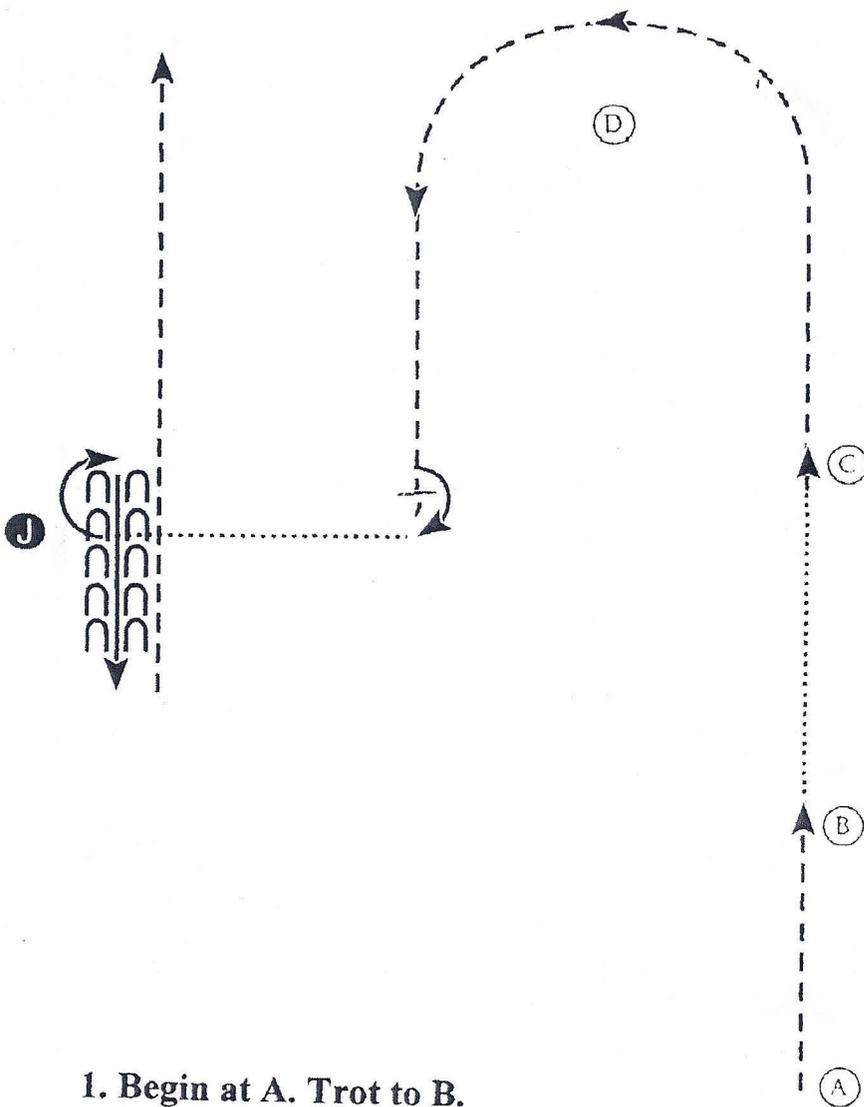
All Youth
Amateur
Select



1. **Be READY at A.**
2. Walk to B.
3. Take a left lead and lope a square corner around C.
4. At D break to an extended trot and circle around D to halfway point of C & D.
5. Pick up right lead and lope to C.
6. Stop and rollback to the left.
7. Jog to a place on the rail.

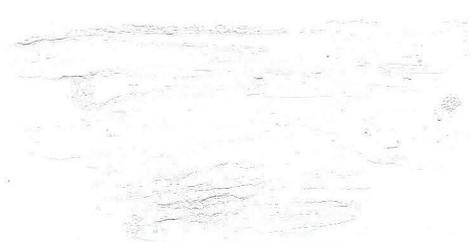
GOOD LUCK!

Showmanship (All Novice & Youth 13&Under)



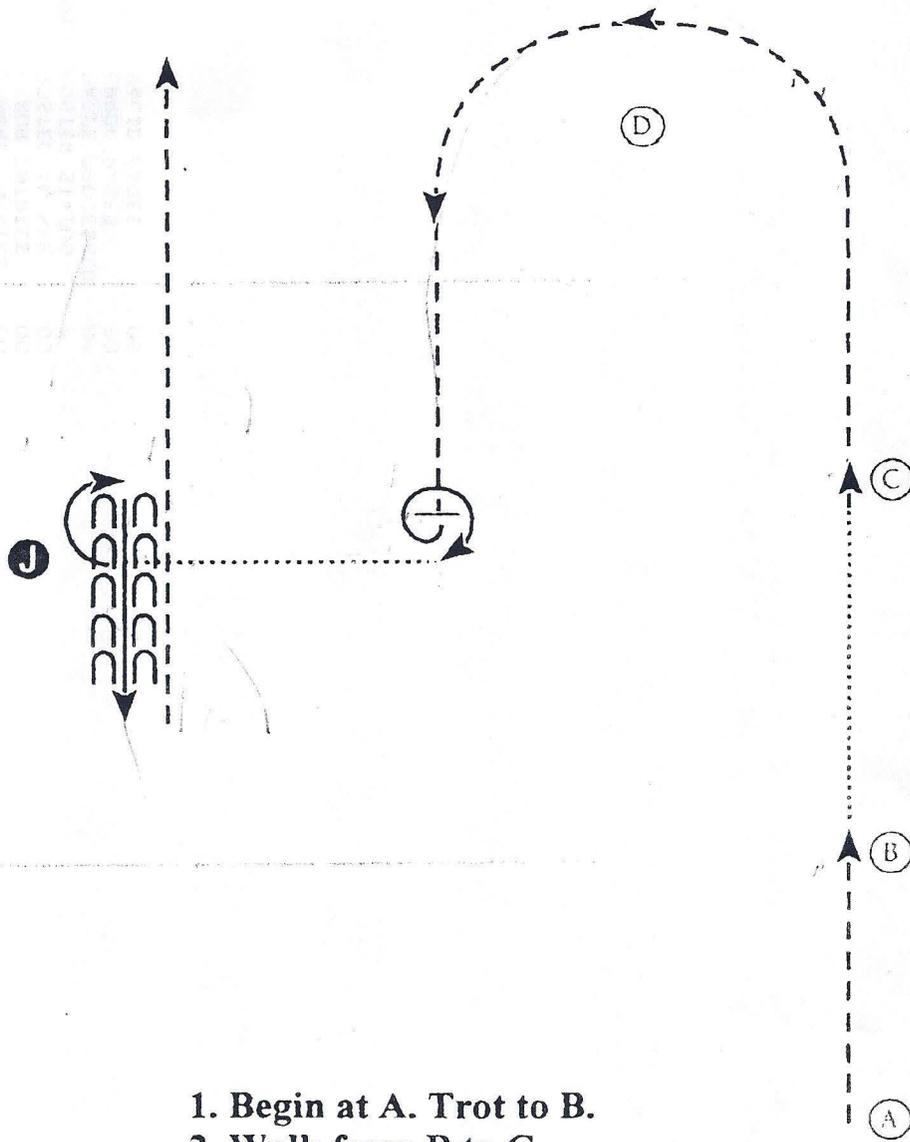
Walk
Jog/Trot	-----
Lope/Canter	————
Stended Trot	— — — —
Leg Yield	
Hand Gallop
Change Lead	≠
Gate	Y
Back	← ← ← ←
Judge	ⓐ
Marker	○
Exit	← ←

1. Begin at A. Trot to B.
2. Walk form B to C.
3. Trot at C around D.
4. Stop even with judge.
5. Turn ¼ turn and walk to judge.
6. Set up for inspection.
7. When excused, ¼ turn, Back horse length and trot to exit.



Showmanship (Amateur & Youth 14-18)

(Select Amateur)



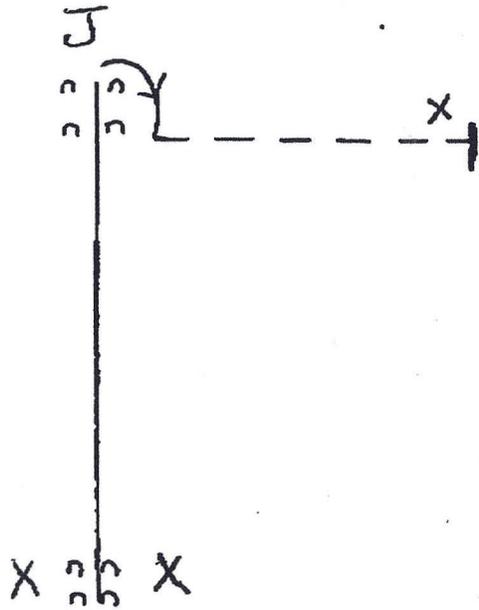
- Walk (dotted line)
- Jog/Trot - - - - - (dashed line)
- Lope/Canter _____ (solid line)
- Stended Trot _____ (long-dashed line)
- Leg Yield | | | | | | | | (vertical bars)
- Hand Gallop (dotted line)
- Change Lead ≠ (crossed lines)
- Gate || Y || (gate symbol)
- Back ← (arrow pointing left)
- Judge J (circle with J)
- Marker O (circle)
- Exit (arrow pointing left)

1. Begin at A. Trot to B.
2. Walk from B to C.
3. Trot at C around D.
4. Stop even with judge.
5. Turn 1-1/4 turn and walk to judge.
6. Set up for inspection.
7. When excused, 1/4 turn right, back horse length and trot to exit.

Handwritten signature

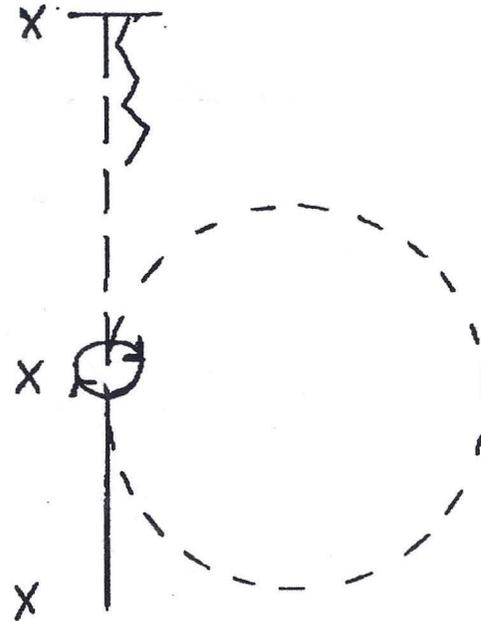
Small Fry Patterns

Showmanship



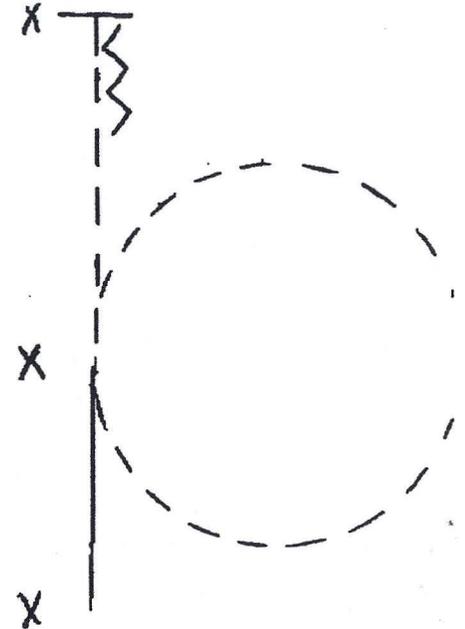
Be ready in between markers
 Walk to Judge and stop
 Set up for inspection
 After judge dismisses you, do a 90° turn
 Trot to marker and stop
 Pattern is complete.

Horsemanship



Start at 1st marker, walk to 2nd marker
 At 2nd marker perform a 360° turn to the right
 Jog a circle to the right, continue to jog to 3rd marker
 At 3rd marker stop and back 5 steps

Equitation



Start at 1st marker
 Walk to 2nd marker
 Posting trot, circle to the right
 Complete circle continue to
 trot to 3rd marker
 At 3rd marker stop & back 5 steps