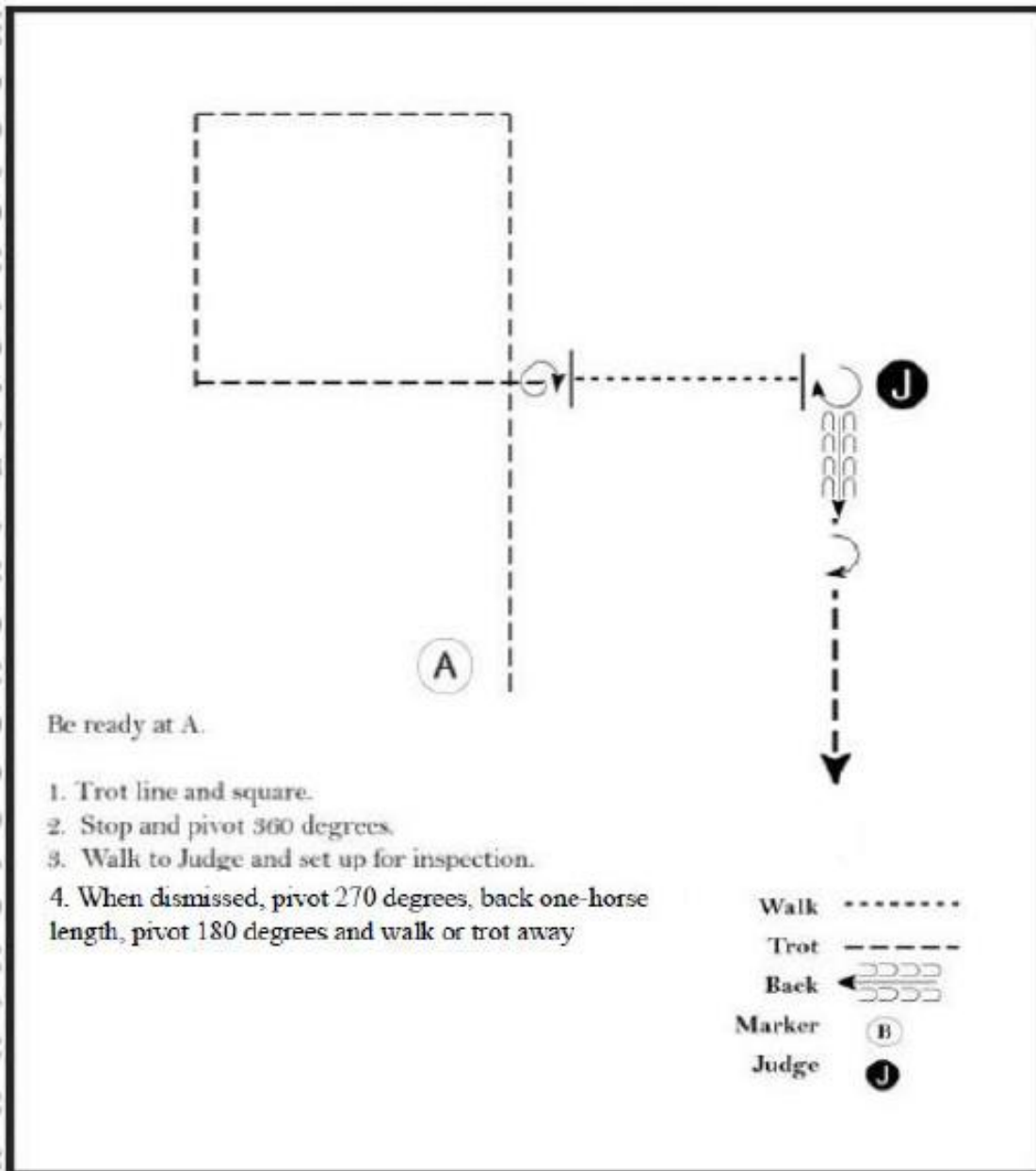


## Abraham's Equine Clinic Winter Challenge Series

### Class 14. Jackpot Showmanship



Pattern Provided by:

*Ashley Hansen*



# Abraham's Equine Clinic Winter Challenge Series

## Class 25 & 26: Youth & Adult Equitation 19 & Over

www.HorseShowPatterns.com

Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Exit at a walk.  
Follow the instructions of your ring steward.

Legend:

- Walk: Dotted line
- Trot: Dashed line
- Extended Trot: Long dashed line
- Canter: Solid line
- Leg Yield: Vertical lines with arrows
- Lead Change: Zigzag line
- Back: Horizontal line with arrows pointing left
- Marker: Circle with 'B'
- Sidepass: Horizontal line with arrows pointing left and right
- Hand Gallop: Horizontal line with arrows pointing left

www.HorseShowPatterns.com

Pattern Provided by:

*Ashley Hansen*

# Abraham's Equine Clinic Winter Challenge Series

## Class 39. \$100 Added Jackpot Horsemanship

Be ready at A

1. Extend jog from A to B
2. Stop past B and execute a 270 degree turn to the right
3. Jog at B and perform a jog square to the right, continue jogging to C
4. Lope on the left lead at C perform a circle to the inside of the square and continue on to D
5. Stop at D and back one horse length

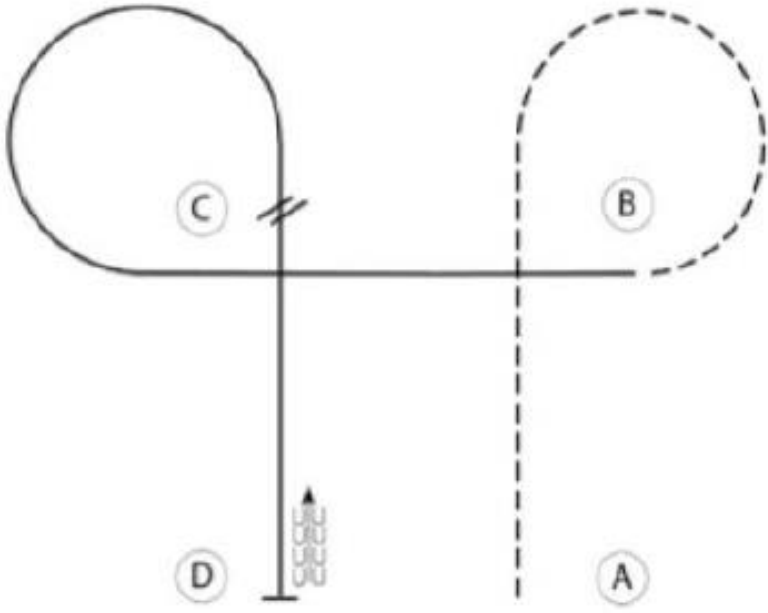
Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↙↘
Back	← 3333
Marker	ⓑ
Sidepass	← ← ←

Pattern Provided by:

*Ashley Hansen*

# Abraham's Equine Clinic Winter Challenge Series

## Class 40 & 41. Youth & Adult Horsemanship



Be ready at A.

1. Jog A to B.
2. Jog a circle around B.
3. At B, lope on the right lead to C.
4. Lope a circle around C.
5. At C, perform a simple lead change and continue to D.
6. At D, stop and back one horse length.

Follow the instructions of your ring steward.


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

Pattern Provided by:

*Ashley Hansen*

# Abraham's Equine Clinic Winter Challenge Series

## Class 49. \$100 Added Jackpot Ranch Riding



# Ranch Riding - Pattern I

## PRELIMS

**X** Lead Change

•• Walk

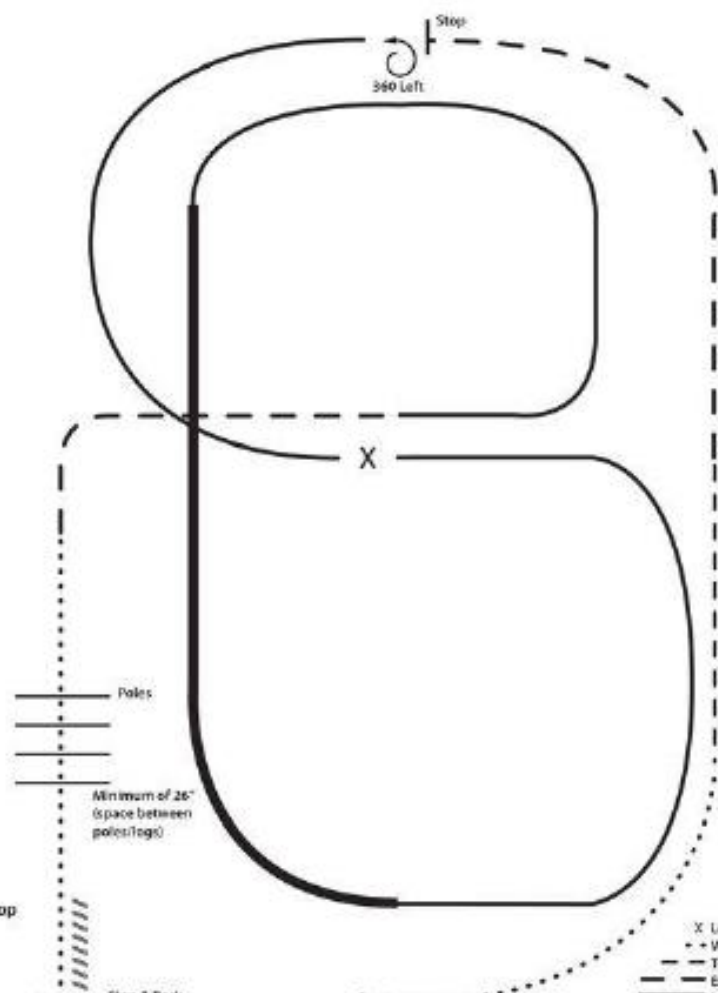
--- Trot

--- Ext Trot

==== Lope

==== Ext Lope

//// Back



Poles

Minimum of 26" (space between poles/legs)

Stop & Back

Start

360 Left

Stop

**X** Le

•• W

--- Tr

--- Ex

==== Lo

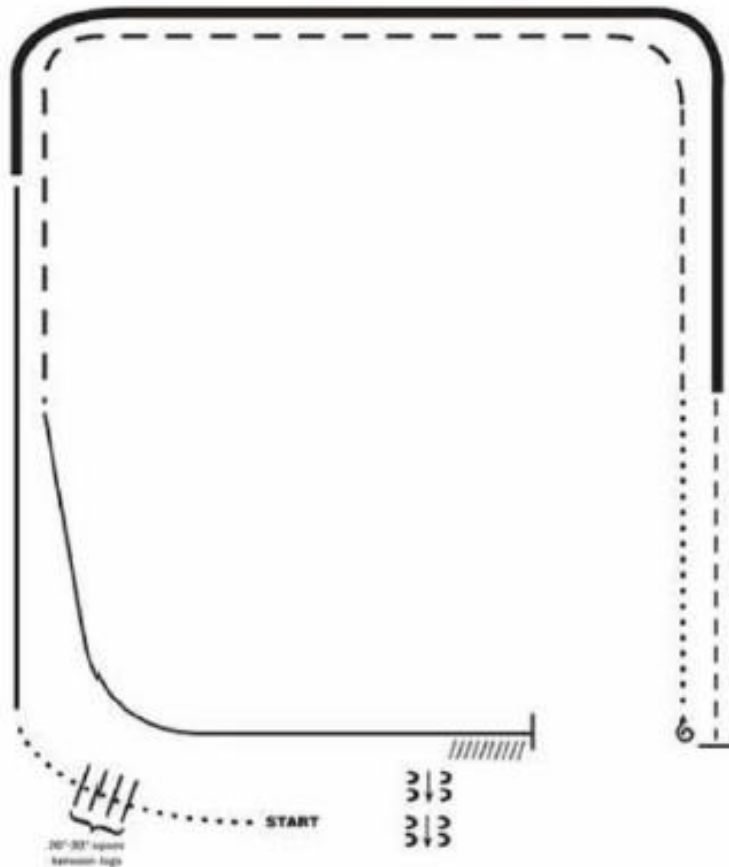
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center.
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top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

Pattern Provided by:

*Ashley Hansen*

# Abraham's Equine Clinic Winter Challenge Series

## Class 50: Youth Ranch Riding (pattern class)



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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.

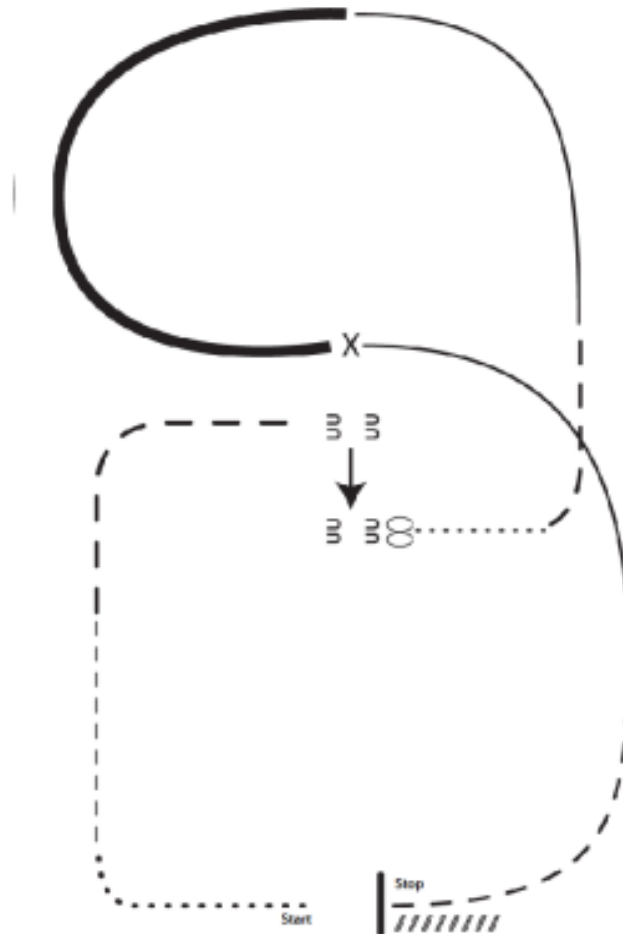
**Pattern Provided by:**

*Ashley Hansen*

# Abraham's Equine Clinic Winter Challenge Series

## Class 51: Adult Ranch Riding

### Ranch Riding Pattern 3



1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to centre
4. Stop, side pass right
5. 360 turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend Trot
13. Stop and back

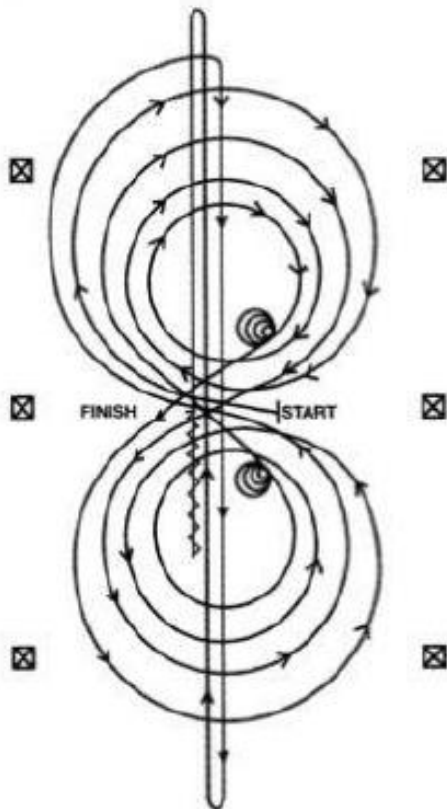


# Abraham's Equine Clinic Winter Challenge Series

## Class 52 & 53: Jackpot Reining & Reining (all ages)

### PATTERN

# 4



### PATTERN

# 4

Horses may walk or trot to the center of the arena. Horses 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 large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
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. Hesitate.
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. (Figure 8)
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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

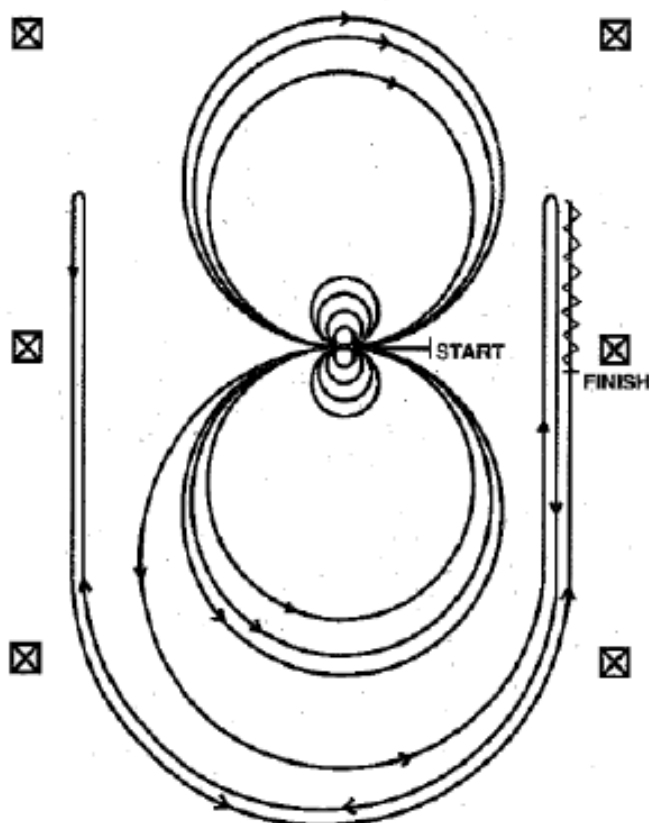
Pattern Provided by:

*Ashley Hansen*

# Abraham's Equine Clinic Winter Challenge Series

## Class 54 & 55: Youth & Adult Reining

### PATTERN 6



### Pattern 6

Horses may walk or trot to the center of arena. Horses 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. ~~Hesitate.~~
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 rollback at least twenty feet 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 rollback at least twenty feet 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 twenty feet from the wall or fence. Back up at least ten feet. Hesitate to demonstrate the completion of the pattern.

Pattern Provided by:

*Ashley Hansen*