

# Dawes County Fair

## Horse Show 2023



**Saturday, July 29**  
**Pattern Book**

# Schedule of Events

## 4-H HORSE SHOW

July 29, 2023

**8:00 am Start; 7:00 - 7:30 am - Check-In**

**Showmanship** - Senior, Intermediate, Junior

**Halter** -

1 Year Old Fillies; 2 Year Old Fillies; 1 Year Old Geldings; 2 Year Old Geldings

Champion Halter Horse

Mare & Foal

Champion Mare & Foal

**Hippology Contest (8am-1pm)**

**Trail** - Senior, Intermediate, Junior (9am-12pm)

**Green Broke Western Pleasure** - 2 Year Old, 3 Year Old

**English Pleasure**

**Ranch Horse Western Pleasure** - Senior, Intermediate, Junior

**Horsemanship** - Senior, Intermediate, Junior

**Reining** - Senior, Intermediate, Junior

**Dawes County Special** - Senior, Intermediate, Junior *(Pattern announced at show)*

**Dummy Roping** - Intermediate, Junior

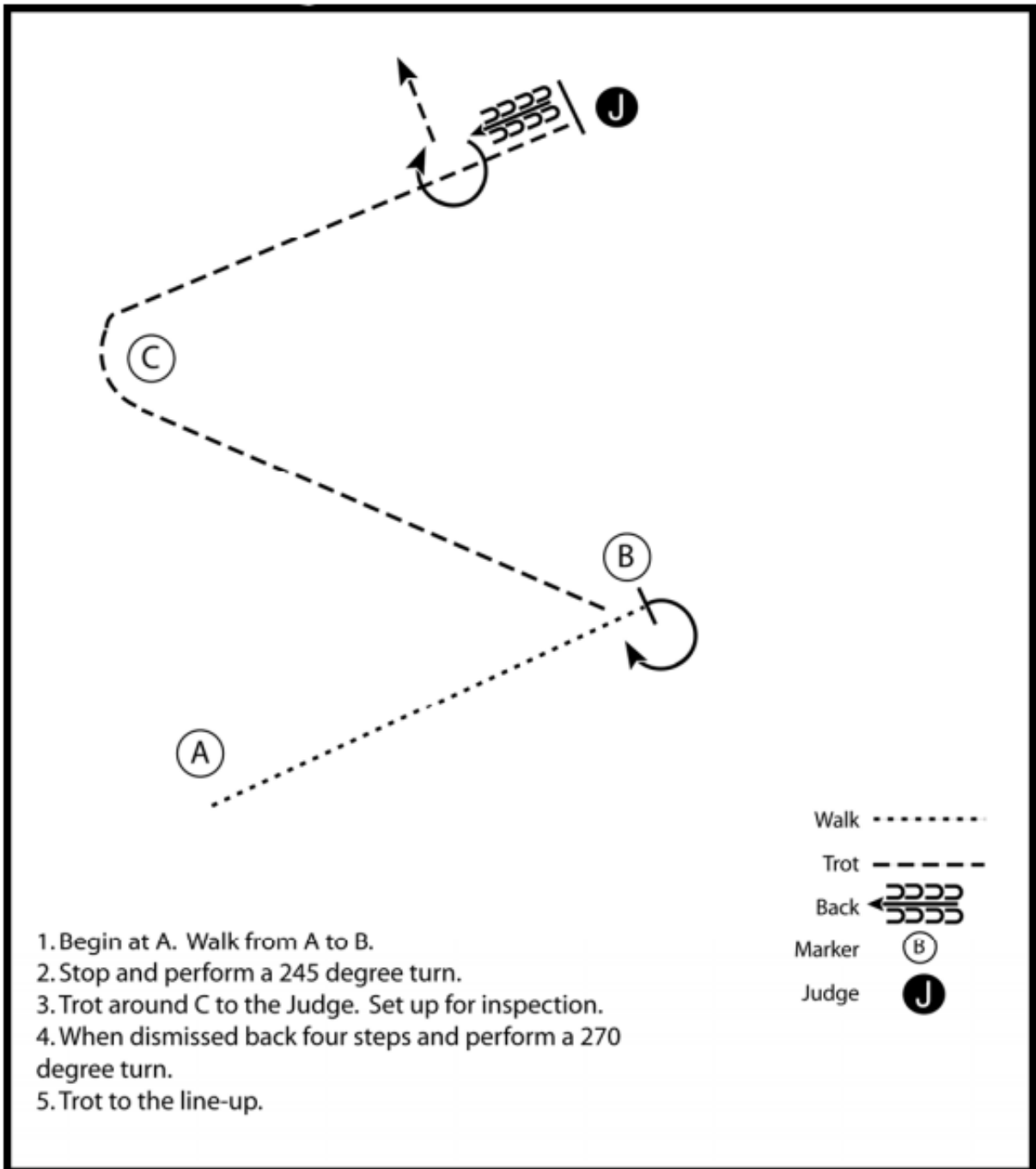
**Working Ranch Horse** - Senior, Intermediate

**Breakaway Roping** - Senior

**Barrel Racing** - Senior, Intermediate, Junior

**Pole Bending** - Senior, Intermediate, Junior

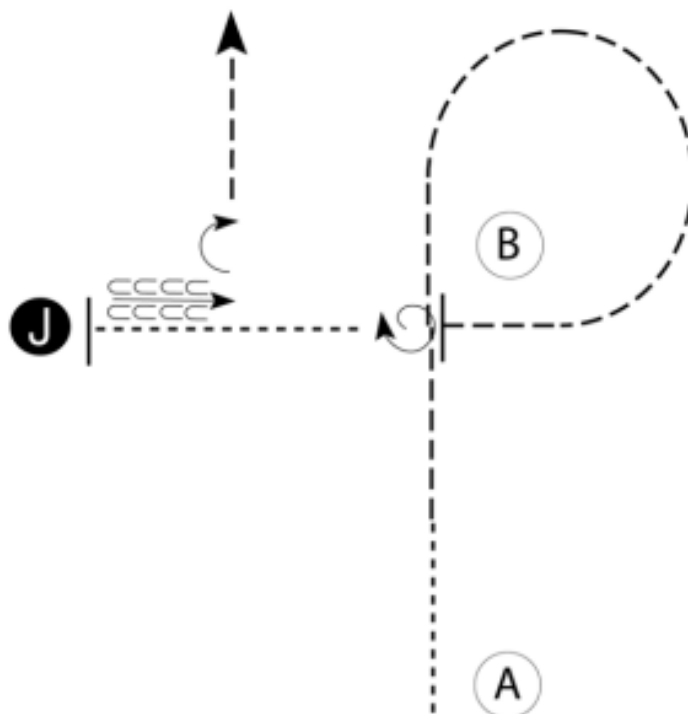
## 4-H Showmanship (Senior)-4



**Pattern Provided by:**

*Wyoming 4-H*

## 4-H Showmanship (Intermediate)-5



Be ready at A.

1. Walk halfway to B.
2. Trot to and around B as shown.
3. Stop when just past B. Perform a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, back one horse length.
6. Perform a 90 degree turn and trot away.

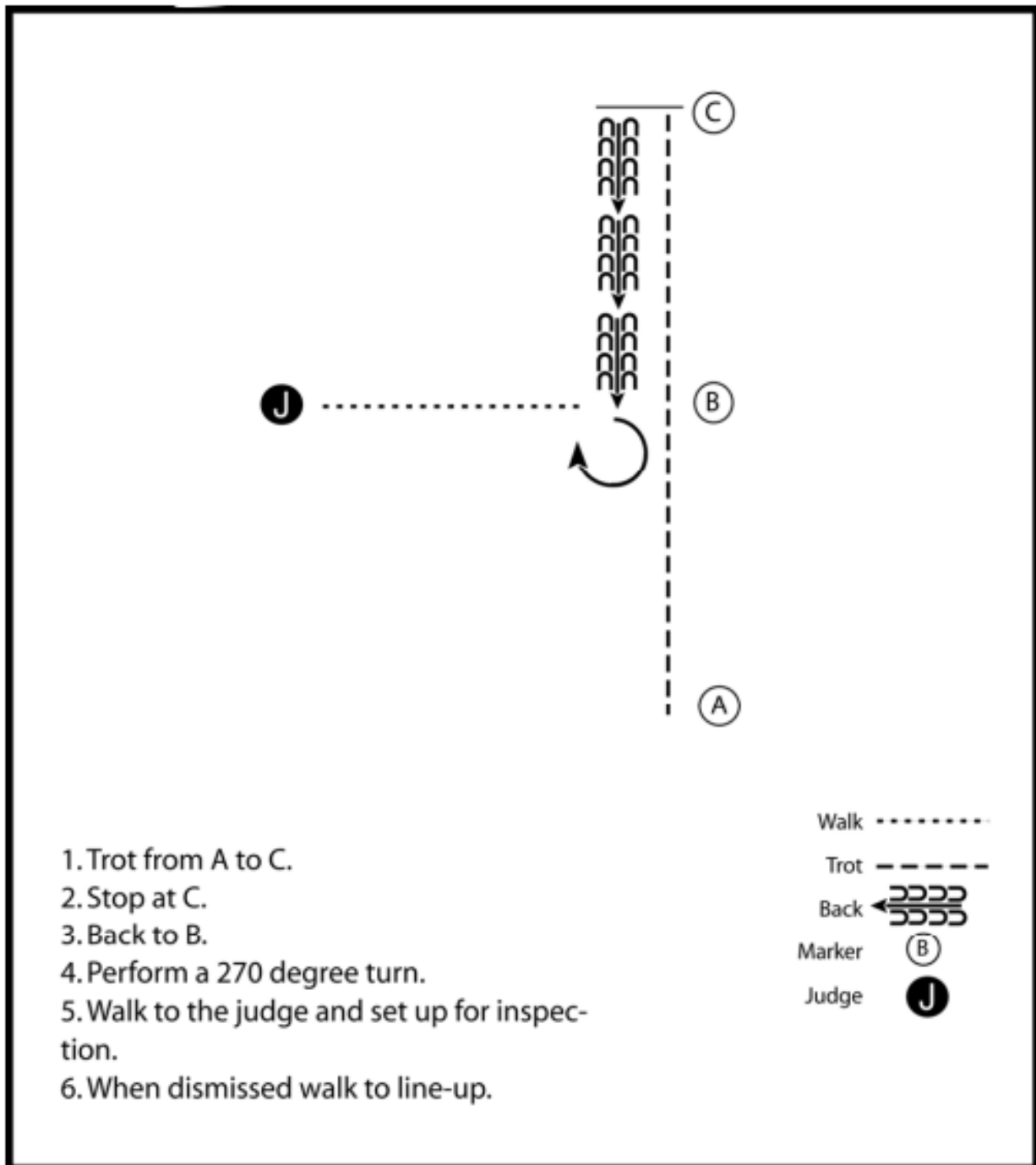
Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Back	← ⏏⏏⏏ ⏏⏏⏏
Marker	⊙ B
Judge	● J

**Pattern Provided by:**

*Wyoming 4-H*

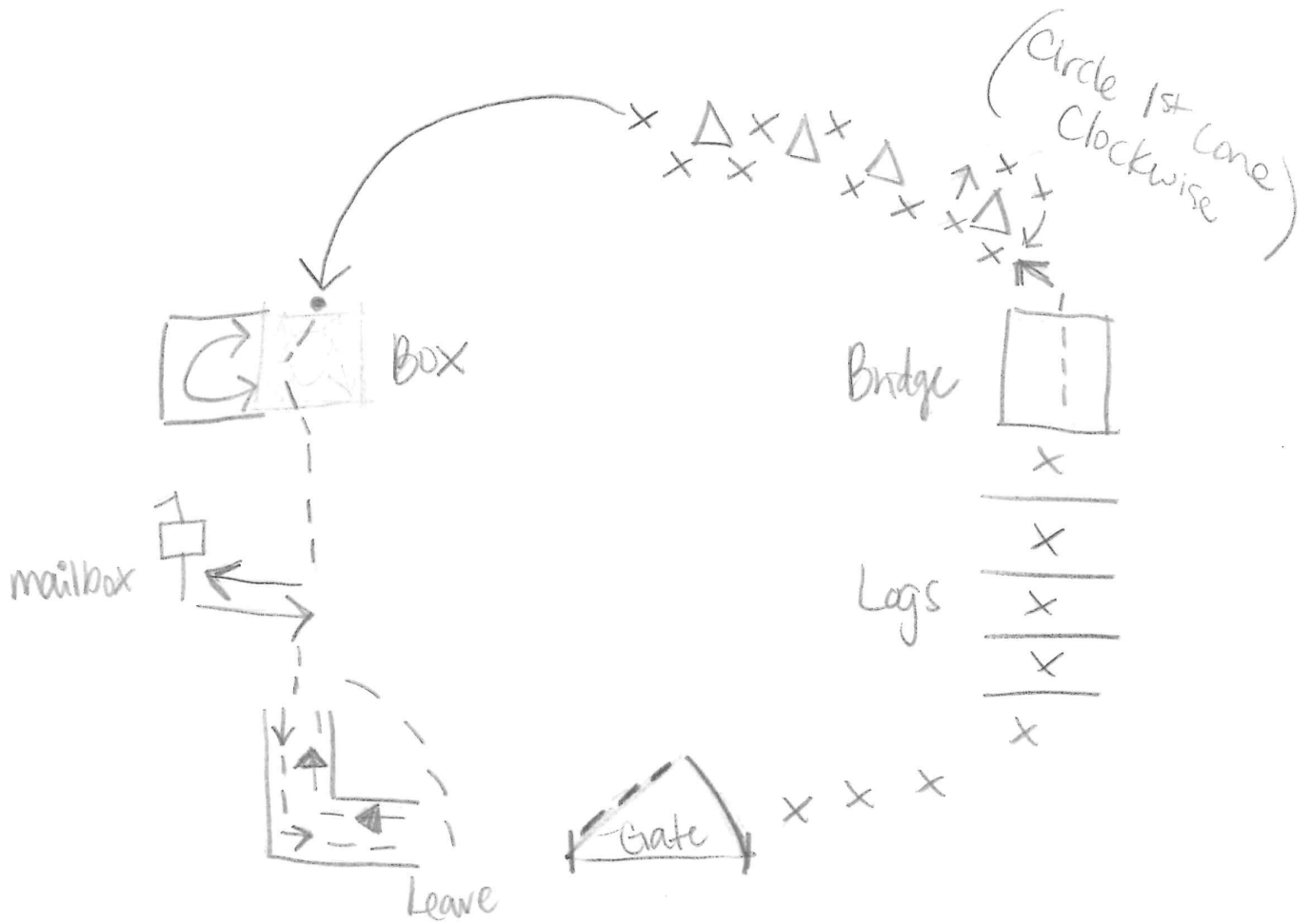
## 4-H Showmanship (Junior)-2



**Pattern Provided by:**

*Wyoming 4-H*

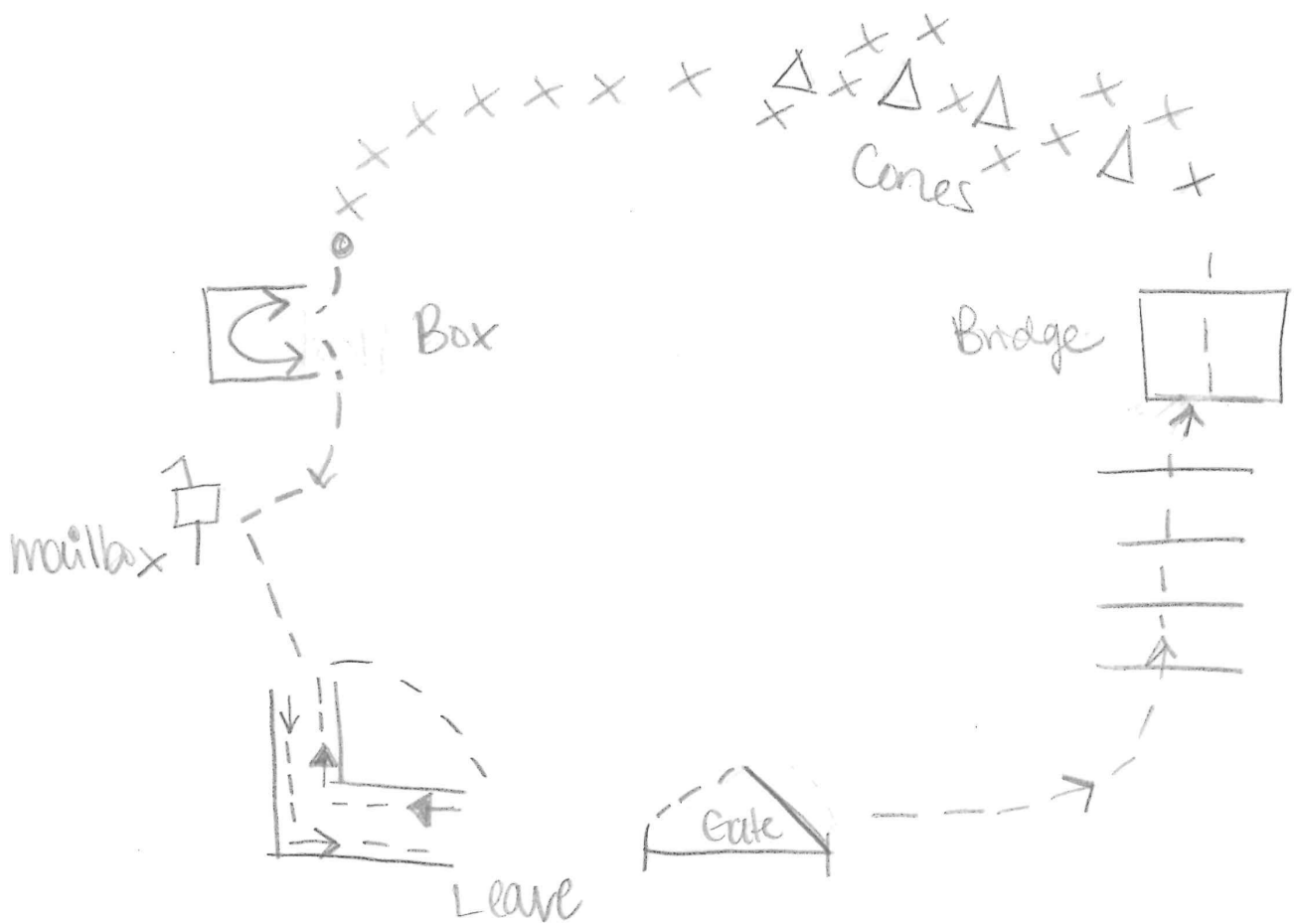
# Senior / Intermediate Trail Pattern



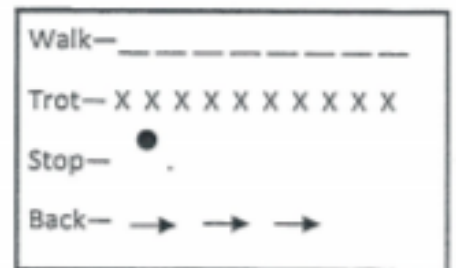
1. Open and close gate.
2. Trot to and over logs.
3. At bridge, break to a walk and walk over bridge.
4. Trot to cones and around them in the pattern shown.
5. At the end cone, lope off on the right lead.
6. Stop at the box, go inside the box, perform a 360 degree turn to your left OR right—your choice.
7. Walk out of the box and stop even with but several feet to the right of the mailbox.
8. Side pass horse left to reach the mailbox.
9. Open mailbox and show judge the letter. Close mailbox.
10. Side pass horse right, until several feet away from the mailbox.
11. Walk to L, walk through L, then back out of L.
12. Pattern is complete.

Walk—	-----
Trot—	X X X X X X X X X X
Lope—	-----
Stop—	● .
Back—	→ → →
Turn—	↻
Side Pass—	→

# Junior Trail Pattern



1. Open and close gate.
2. Walk to and over logs.
3. Walk over bridge.
4. Trot to cones and around them in the pattern shown.
5. Continue to trot to the box.
6. Stop at the box, go inside the box, perform a 360 degree turn to your left OR right—your choice.
7. Walk out of the box and to the mailbox.
8. Open mailbox and show judge the letter. Close mailbox.
9. Walk to L , walk through L, then back out of L.
10. Pattern is complete.



## 4-H Western Horsemanship (Senior) -2

Be ready at A.

1. Jog halfway to B.
2. Extend the jog to and around B.
3. Lope on the left lead diagonally back to A.
4. Walk around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1 1/4 turn to the left.
8. Walk straight away.

Follow the instructions of your ring steward.

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

**Pattern Provided by:**

*Wyoming 4-H*



## 4-H Western Horsemanship (Intermediate) -3

Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

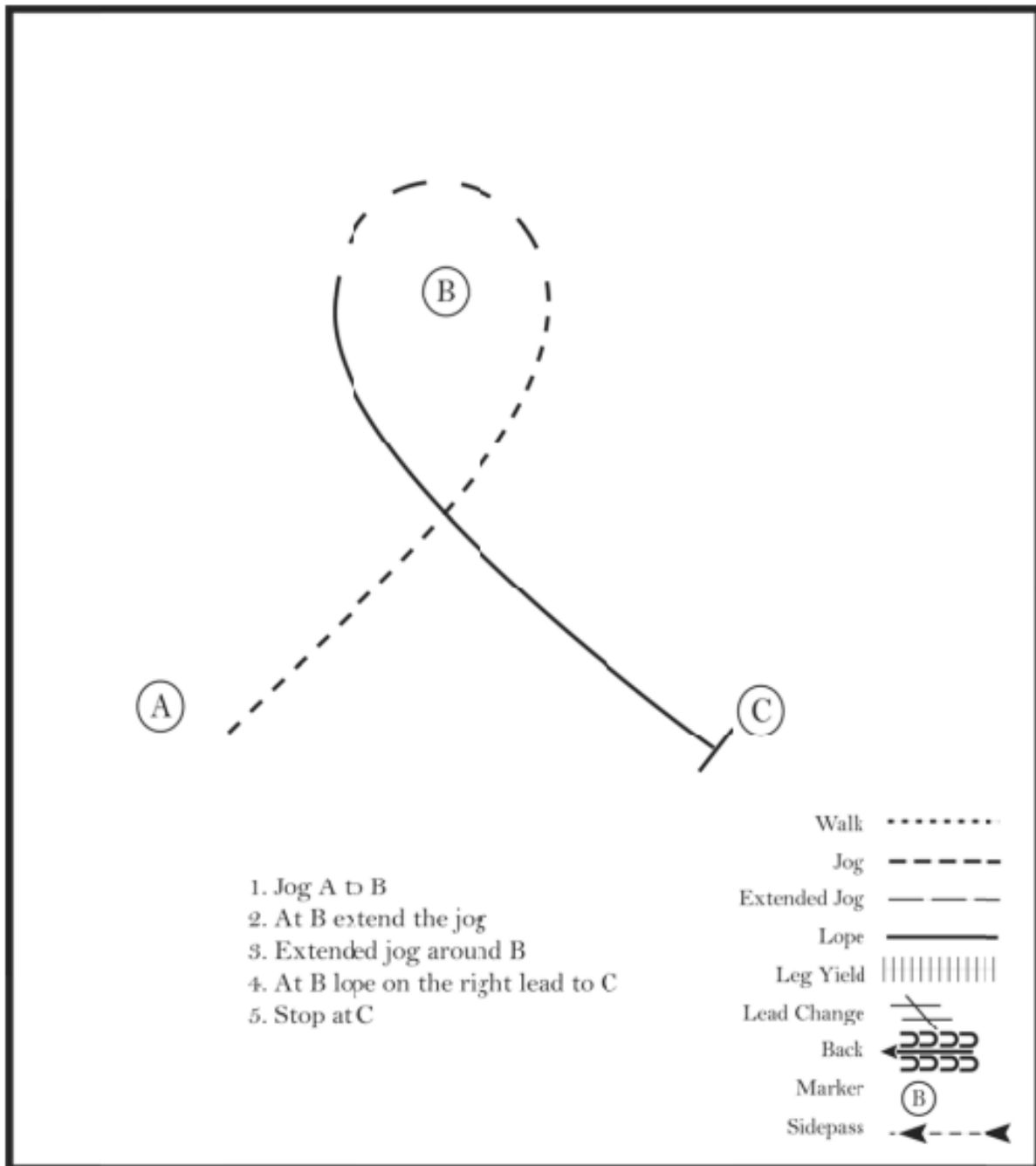
Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↘↙
Back	←←←←←
Marker	Ⓟ
Sidepass	←←←←←

**Pattern Provided by:**

*Wyoming 4-H*

## 4-H Western Horsemanship (Junior) -3

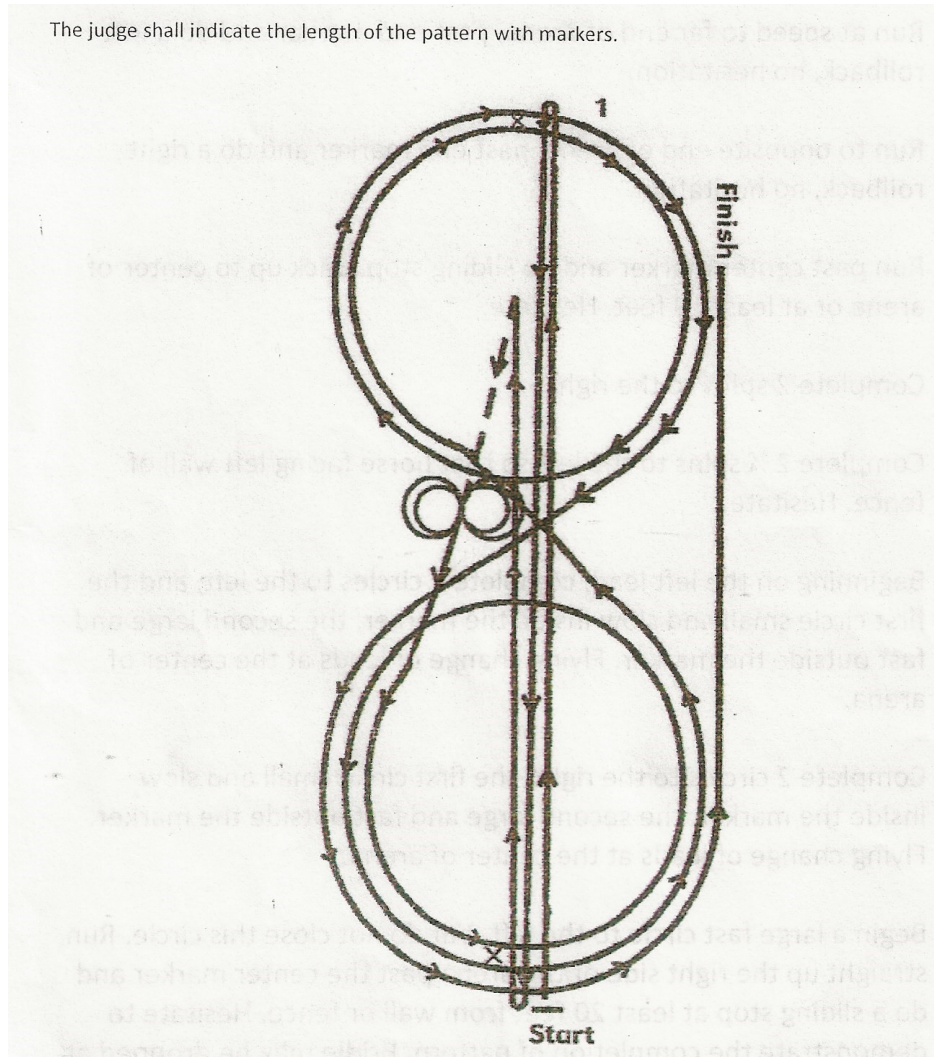


**Pattern Provided by:**

*Wyoming 4-H*

# Senior Reining

The judge shall indicate the length of the pattern with markers.

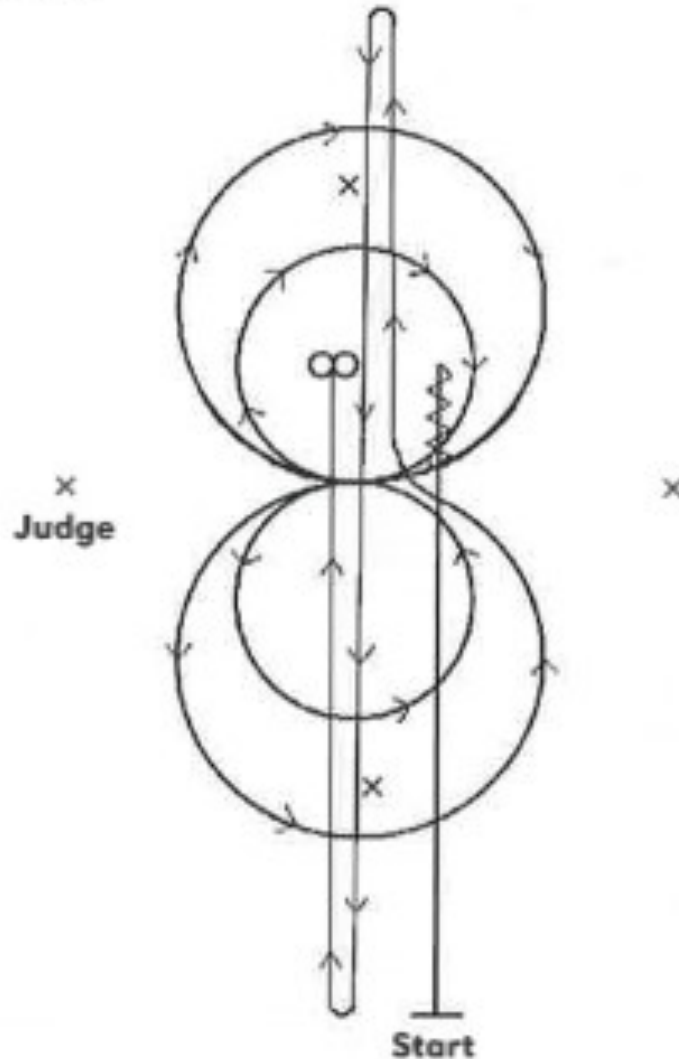


1. Run at speed to far end of arena, past end marker and do a left rollback, no hesitation.
2. Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
3. Run past center marker and do sliding stop. Back up to center of arena or at least 10 feet. Hesitate.
4. Complete 2 spins to the right.
5. Complete 2 1/4 spins to the left so that horse facing left wall of fence. Hesitate.
6. Beginning on the left lead, complete 2 circles to the left, and the first circle small and slow inside the marker, the second large and fast outside the marker. Flying change of leaders at the center of arena.
7. Complete 2 circles to the right: the first circle small and slow inside the marker, the second large and fast outside the marker. Flying change of leads at the center of arena.
8. Begin a large fast circle to the left, but do not close the circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet from wall or fence. Hesitate to demonstrate the completion of pattern. Bridle may be dropped at the judge's discretion.

Note: Run downs may be done to the right or left of markers.

# Intermediate Reining

## Ride Pattern

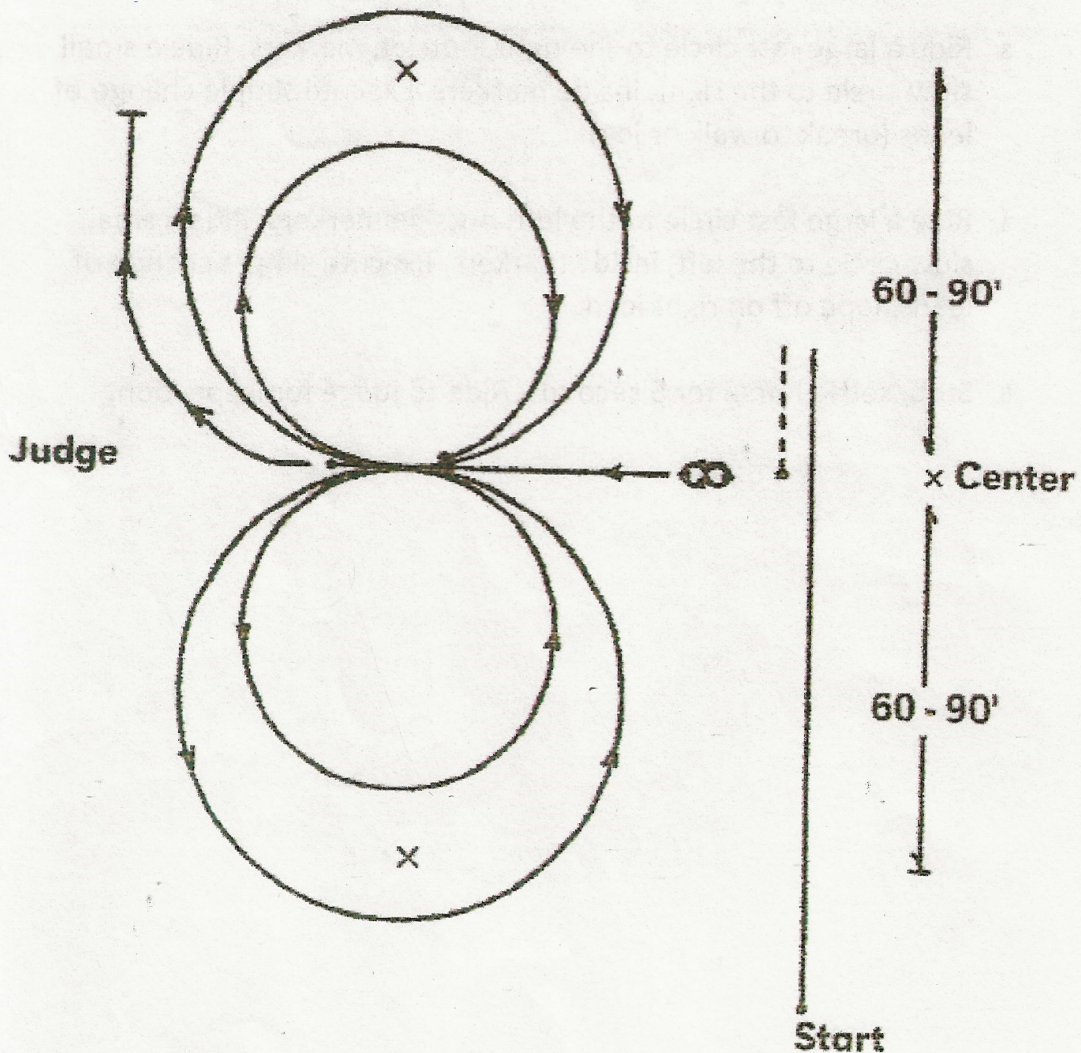


1. Run with speed past the center marker, do a sliding stop. Back to the center of the pattern and settle horse. Make a 90 degree pivot to the left, hesitate.
2. Start lope and ride two circles to the right, the first circle small and slow inside the marker; second circle, large and fast outside the marker. Complete a flying change of leads at the center of the arena.
3. Ride two circles to the left, first circle small and slow inside the marker; second circle, large and fast outside the marker. Complete a flying change of leads at the center of the arena.
4. Run to the far end of the arena (rundown may be either side of the marker), stop. Make a 180 degree pivot to the left without hesitation (should be made past the end marker).
5. Run to the opposite end of the arena (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the right without hesitation (should be made past the end marker).
6. Run past the center marker, do a sliding stop, let horse settle.
7. Do one degree spin either to the right or to the left.
8. Do one 380 degree spin in the opposite direction of step 7. Hesitate to show completion of pattern.
9. Ride to the judge for inspection.
10. The bridle may be dropped at the judge's discretion.

# Junior Reining

The judge shall indicate the length of the pattern with markers.

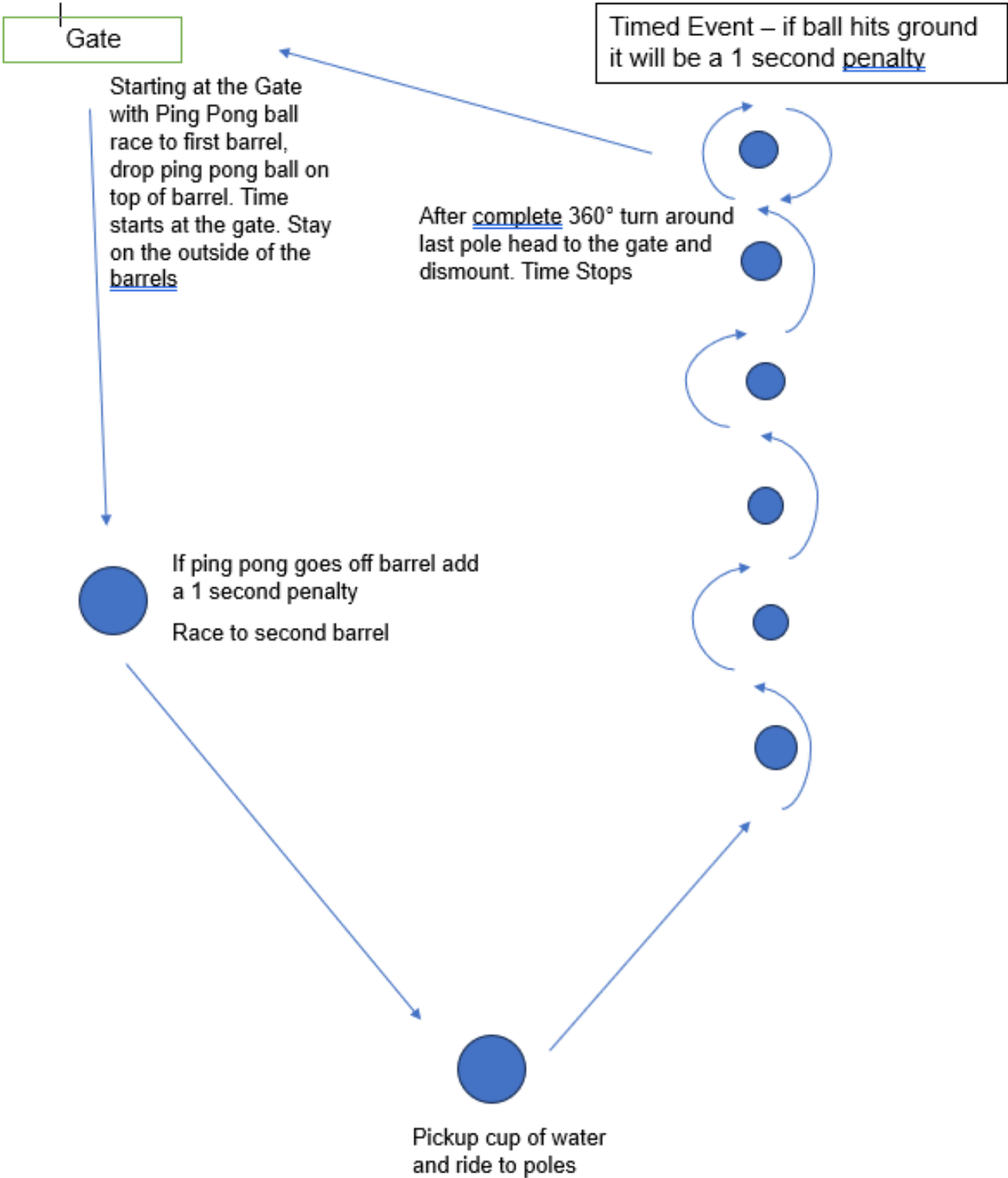
Ride Pattern



1. Lope in a straight line at least 20 feet away from fence. Stop and back to center of arena. Settle horse for 10 seconds.
2. Do 1 spin to right, 1 1/4 spins to the left.
3. Ride a large fast circle to the right, outside markers. Ride a small circle to the right, inside markers. Execute simple change of leads (break to walk or jog).
4. Ride a large fast circle to the left, outside markers. Ride a small slow circle to the left, inside markers. Execute simple change of leads, lope off on right lead.
5. Stop, settle horse for 5 seconds. Ride to judge for inspection.



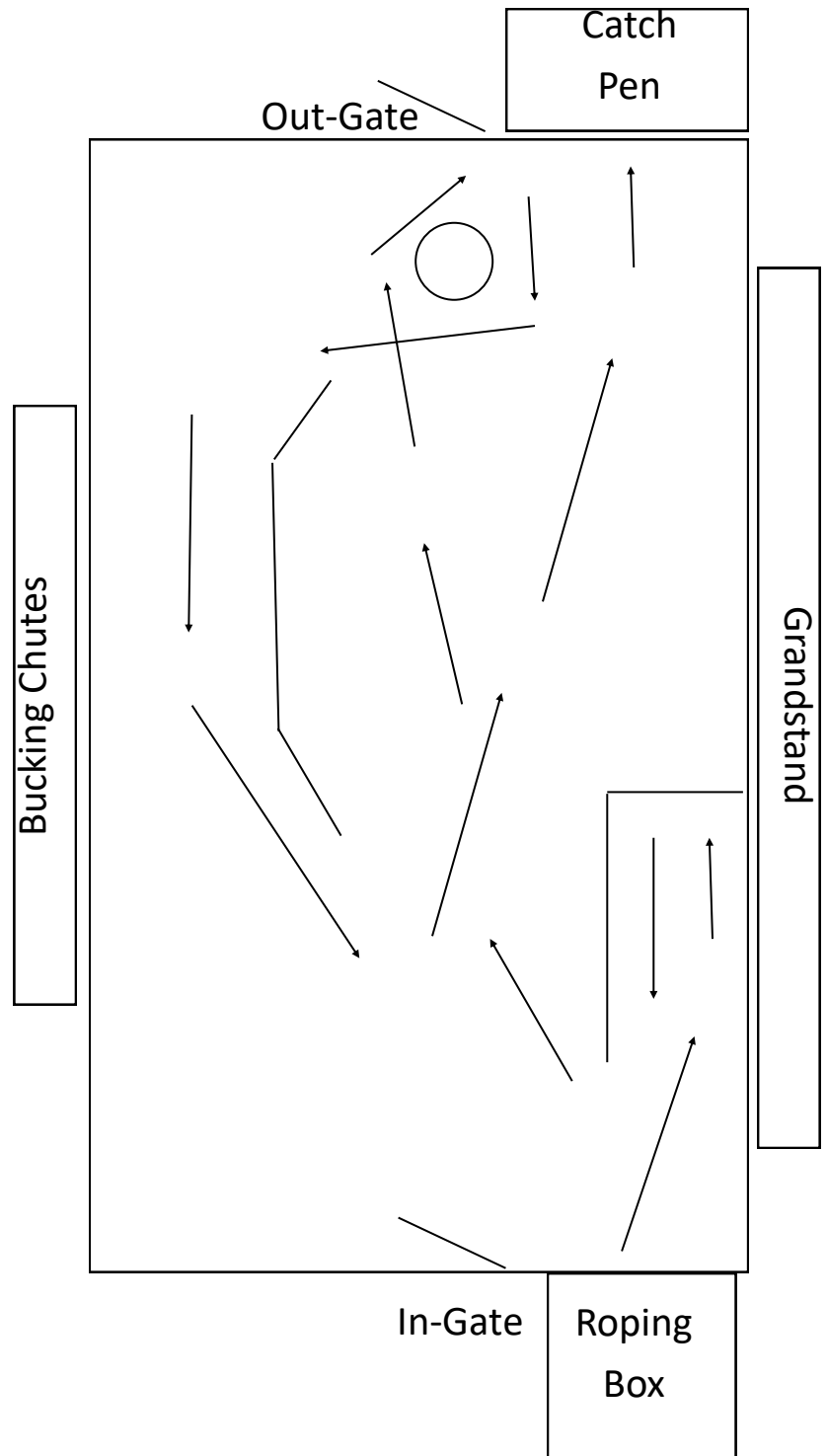
# Dawes County Special



# Senior and Intermediate Working

## Time Limit: 4 Minutes

1. Senior rider starts in the arena.
2. Judging and time start when the animal enters the arena after being let out by the roping box.
3. Exhibitor is to drive animal into L-shaped pen in front of the grandstand and hold for 5 seconds. (Points will be deducted if animal gets by L pen and has to be brought back.)
4. Exhibitor then takes animal around barrel in a clockwise (to the right) direction.
5. Exhibitor then takes animal through alleyway in front of bucking chutes from East to West.
6. Exhibitor then takes animal back to other end of the arena, calls for the gateman to open the gate, puts animal through the gate, and then shuts and chains it.
7. Time is completed when gate is chained. The gateman will signify when the pattern is complete and watches will then be stopped. Announcer will announce time.



# Junior Working Ranch

## Time Limit: 3 Minutes

1. Junior rider starts in the arena.
2. Judging and time start when the animal enters the arena after being let out by the roping box.
3. Exhibitor is to drive animal into L-shaped pen in front of the grandstand and hold for 5 seconds. (Bonus points will be awarded if animal is stopped at L pen and not allowed to go by)
4. Exhibitor then takes animal around barrel in a counter-clockwise (to the left) direction.
5. Exhibitor then takes animal back to other end of the arena, calls for the gateman to open the gate, puts animal through the gate. Gateman will shut gate.
6. Time is completed when animal crosses gateway.. The gateman will signify when the pattern is complete and watches will then be stopped. Announcer will announce time.

