Sheridan County Fair Horse Show 2023



Pattern Book



Schedule of Events

Saturday, July 15, 2023

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

Showmanship - Senior, Intermediate, Junior

Halter Judging

30 minute warm up period

Western Pleasure - Senior, Intermediate,

Western Horsemanship - Senior, Intermediate,

Reining - Senior, Intermediate,

Trail - Senior, Intermediate, (will run in the other ring while we set up poles)

Lunch Break

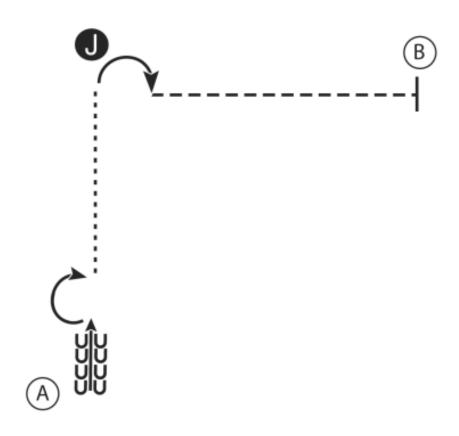
Pole Bending - Senior, Intermediate,

Barrel Racing - Senior, Intermediate,

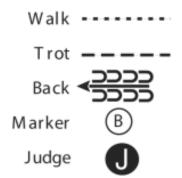
Working Ranch - Senior, Intermediate

Hippology - Senior, (when you have time after Horsemanship)

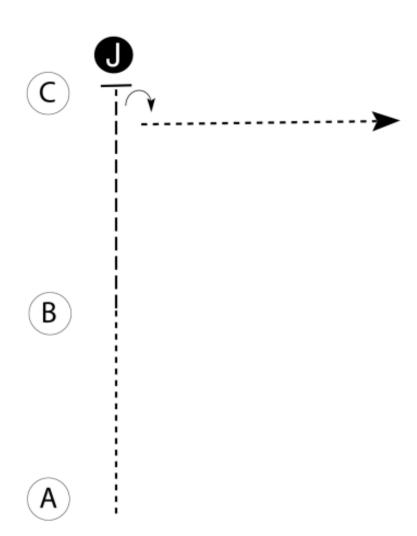
Senior Showmanship



- 1. Back 4 steps at A
- 2. Perform a 180 degree turn
- 3. Walk to the judge and set up for inspection
- 4. When dismissed perform a 90 degree turn and trot to \boldsymbol{B}
- 5. Stop at B



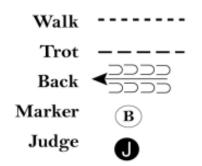
Intermediate Showmanship



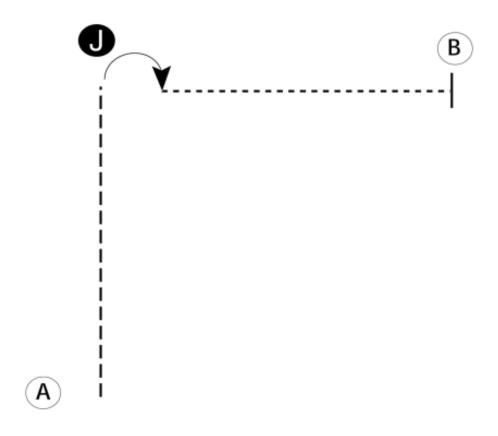
Be ready at A.

- 1. Walk to B.
- 2. Trot to C.
- 3. Stop and set up for inspection.
- 4. When dismissed, perform a 90 degree turn.
- 5. Walk straight away.

Follow the instructions of your ring steward.

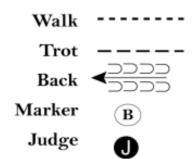


Junior Showmanship

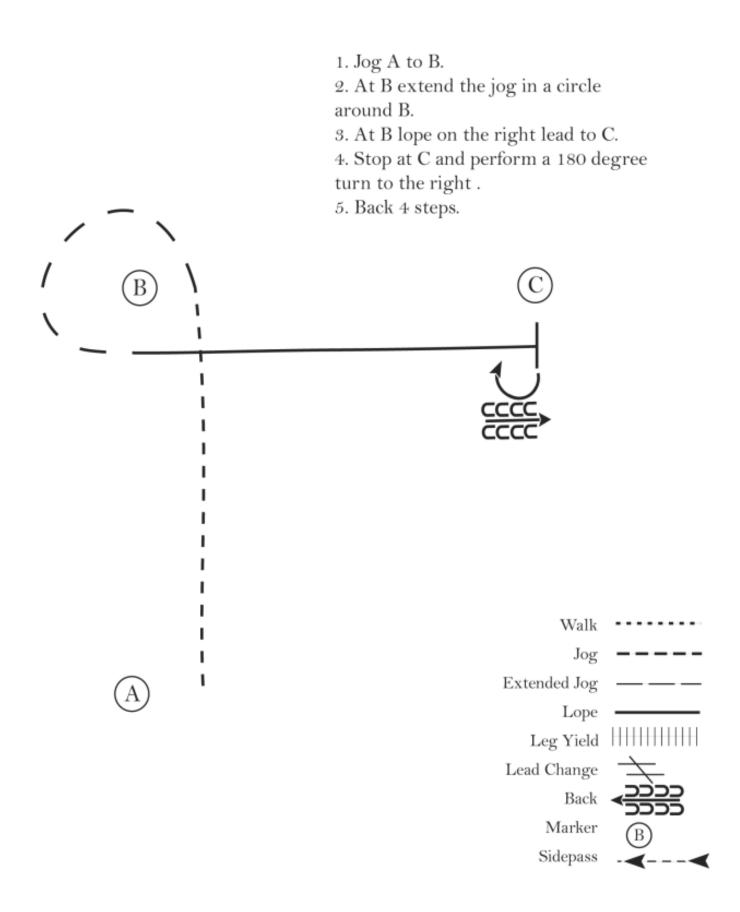


Be ready at A.

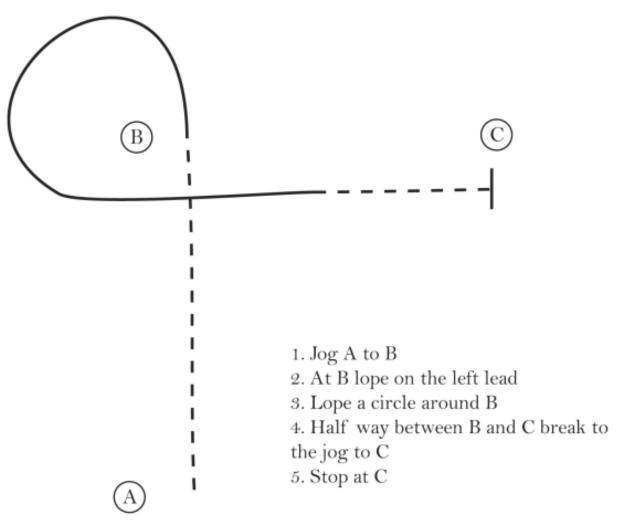
- 1. Trot from A to Judge.
- 2. Stop and set up for inspection.
- 3. When dismissed, perform a 90 degree turn.
- 4. Walk away from judge to B.
- 5. Stop at B.
- 6. Follow the instructions of your ring steward.

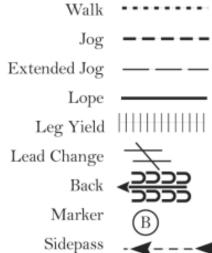


Senior Horsemanship



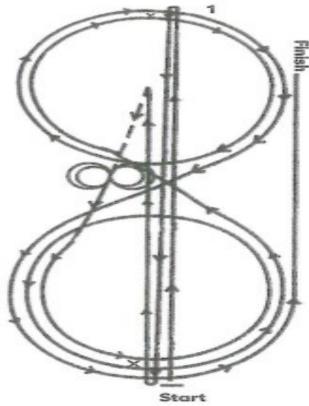
Intermediate Horsemanship





Senior Reining

Nebraska 4-H Reining Pattern #4



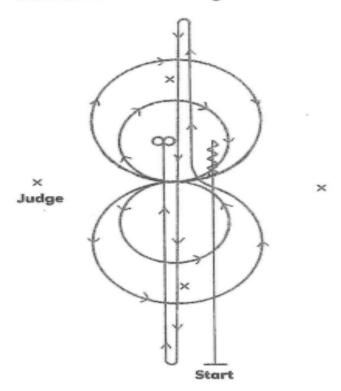
Ride Pattern

- Run at speed to far end of arena, past end marker and do a left rollback, no hesitation.
- Run to opposite end of arena, past end marker and do a right rollback, no hesitation.
- Run past center marker and do sliding stop. Back up to center of arena or at least 10 feet. Hesitate.
- Complete 2 spins to the right.
- Complete 2 1/4 spins to the left so that horse is facing left wall or fence. Hesitate.
- Beginning on the left lead, complete 2 circles to the left, the first circle small and slow inside the marker, the second large and fast outside the marker. Change leads at the center of the arena.
- Complete 2 circles to the right: the first circle small and slow inside the marker, the second large and fast outside the marker. Change leads at the center of the arena.
- 8. Begin a large fast 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 20 feet from wall or fence. Hesitate to demonstrate the completion of the 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

Nebraska 4-H Reining Pattern #2



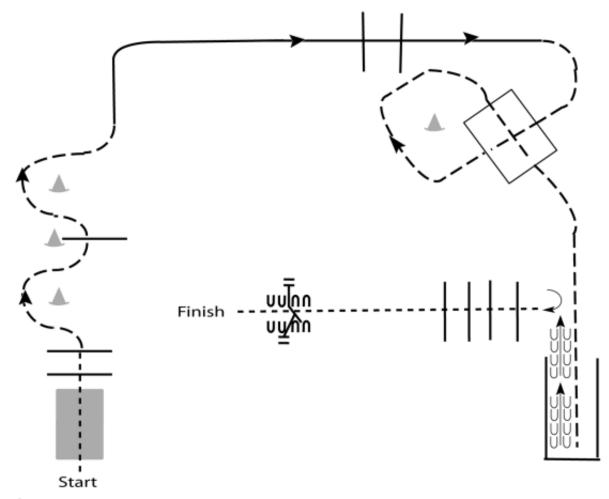
The judge shall indicate the length of the pattern with markers.

Ride Pattern

- 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.
- 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. Change leads at the center of the arena.
- Ride two circles to the left, first circle small and slow inside the marker; second circle, large and fast outside the marker. Change leads at the center of the arena.
- Run to the far end of the arena, past the end marker (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the left without hesitation.
- Run to the opposite end of the arena, past the end marker (rundown may be on either side of the marker), stop. Make a 180 degree pivot to the right without hesitation.
- Run past the center marker, do a sliding stop, let horse settle.
- Do one 360 degree spin either to the right or to the left.
- Do one 360 degree spin in the opposite direction of step 7.
 Hesitate to show completion of pattern.
- Ride to the judge for inspection.
- The bridle may be dropped at the judge's discretion.

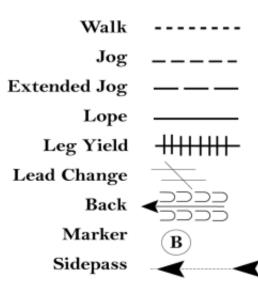
From the 2023 4-H Horse Show and Judging Guide. Pattern #2.

TRAIL PATTERN



Be ready at start.

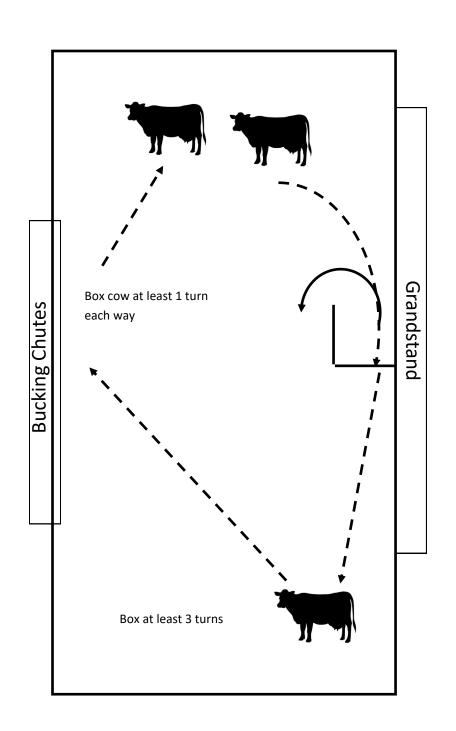
- 1. Walk over bridge and over poles.
- 2. Jog through serpentine and over pole.
- 3. Lope on the right lead over poles.
- 4. Jog through box and into chute.
- 5. Back out of chute.
- Turn 90 degrees and walk over elevated poles.
- 7. Work gate with left hand.



Working Ranch Horse

Time Limit: 5 Minutes

- 1. Call for cow.
- 2. Pen Cow
- 3. Box Cow at far end of arena at least 3 turns
- 4. Drive Cow back
- 5. Box cow at least 1 turn each way and pen cow.



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