

# Sheridan County Fair

## Horse Show 2024



# Pattern Book

# Schedule of Events

Saturday, July 13, 2024

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

**Showmanship** - Senior, Intermediate, Junior, First Time

**Halter Judging**

**15 minute warm up period**

**Western Pleasure** - Senior, Intermediate, Junior, Walk-Trot

**Western Horsemanship** - Senior, Intermediate, Junior

**Reining** - Senior, Intermediate, Junior

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

**Lunch Break** (depending on judge preference)

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

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

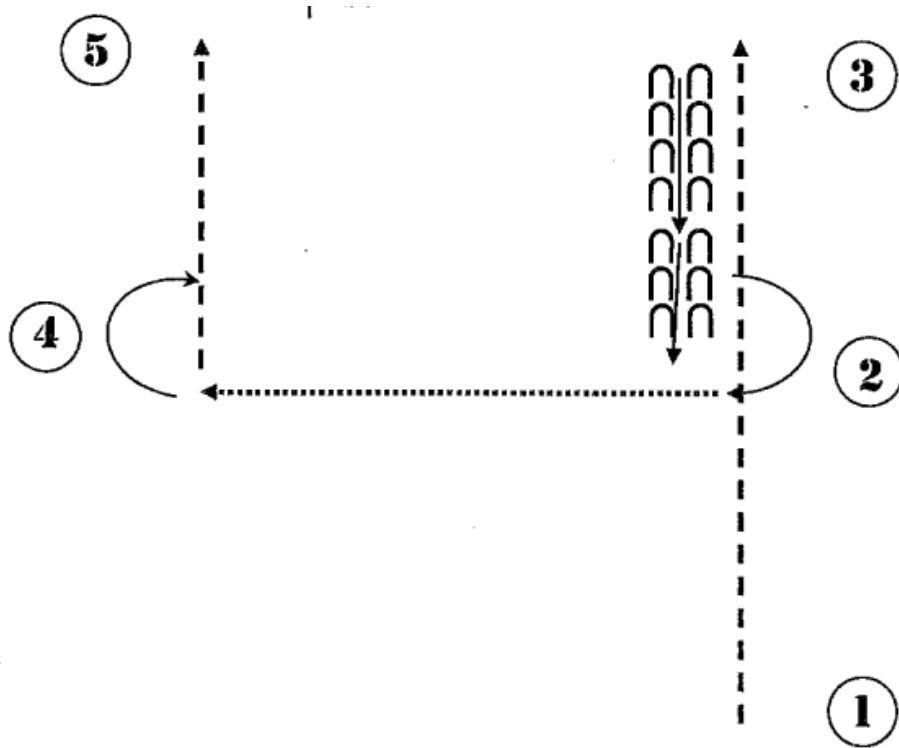
**Working Ranch** - Senior, Intermediate

**Dummy Roping**—Junior

**Break-a-way**—Senior

**Hippology** - (when you have time after Horsemanship)

# Senior & Intermediate Showmanship



1. Trot from 1st cone to #3 cone.
2. Back from #3 to #2
3. 270 degree pivot to right
4. Walk from #2 to #4
5. 90 degree turn
6. Trot to #5
7. Stop and set up for inspection



Trot

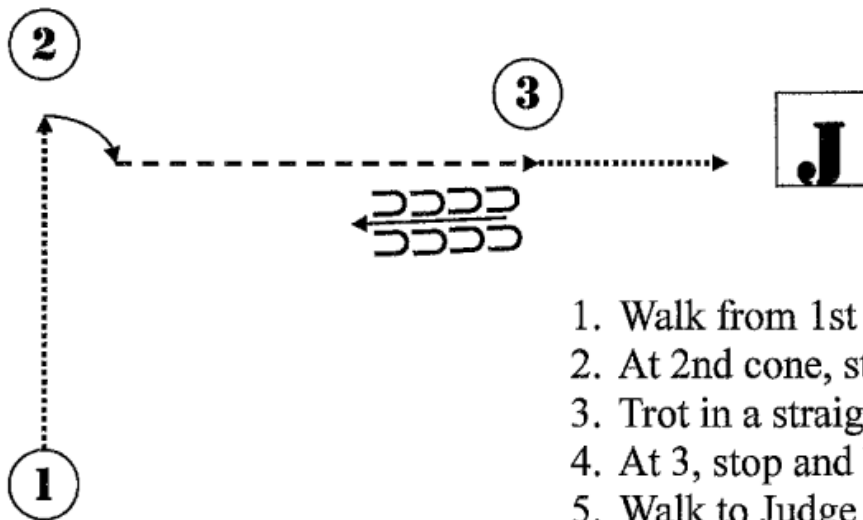


Walk



Back

# Junior Showmanship



1. Walk from 1st cone to 2nd
2. At 2nd cone, stop and pivot 90 degrees.
3. Trot in a straight line from 2 to 3.
4. At 3, stop and back
5. Walk to Judge and set up for inspection

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Trot

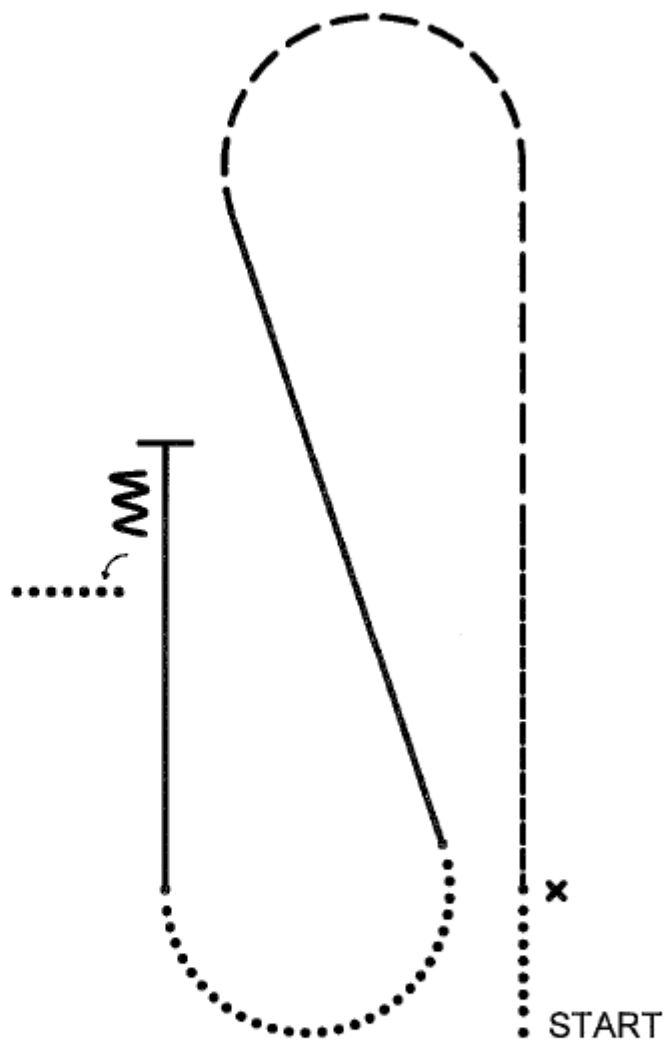
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Walk

⌋⌋⌋  
⌋⌋⌋  
⌋⌋⌋

Back

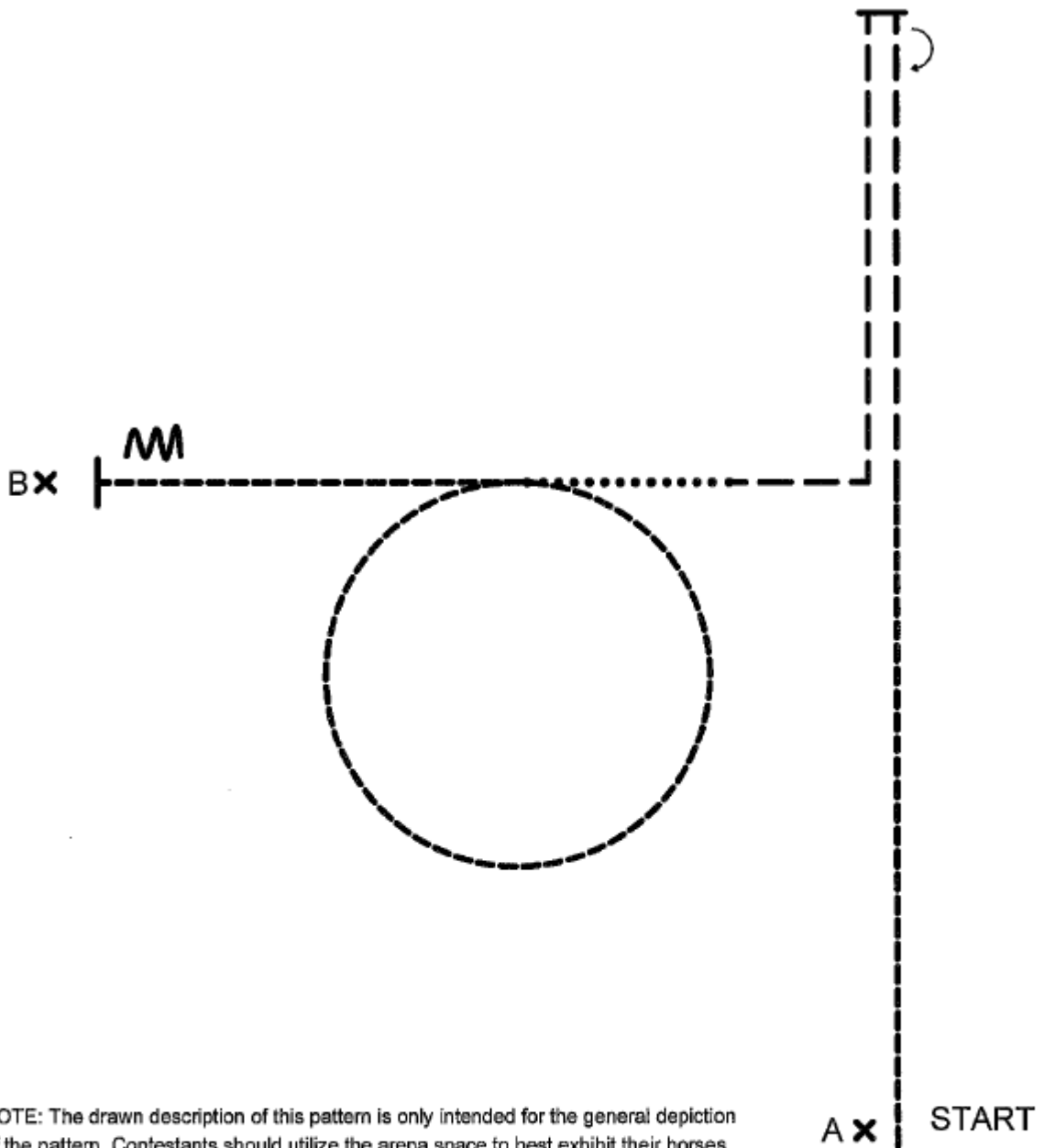
# Senior & Intermediate Horsemanship



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.

<ol style="list-style-type: none"> <li>1. Walk out of line, jog at cone</li> <li>2. Jog halfway down the line</li> <li>3. Extend the jog, half circle to the left</li> <li>4. Left lead lope along the diagonal to cone</li> <li>5. Break to walk, walk arc right</li> <li>6. Lope right lead</li> <li>7. Halt, back 2 horse lengths</li> <li>8. Turn 90 degrees left</li> <li>9. Walk off</li> <li>10. Return to line</li> </ol>	<p>Walk .....          Jog -----          Extended Jog - - - - -          Lope _____          Extended Lope _____          Halt ———           Cone x          Back Up <b>W</b></p>
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# Junior Horsemanship



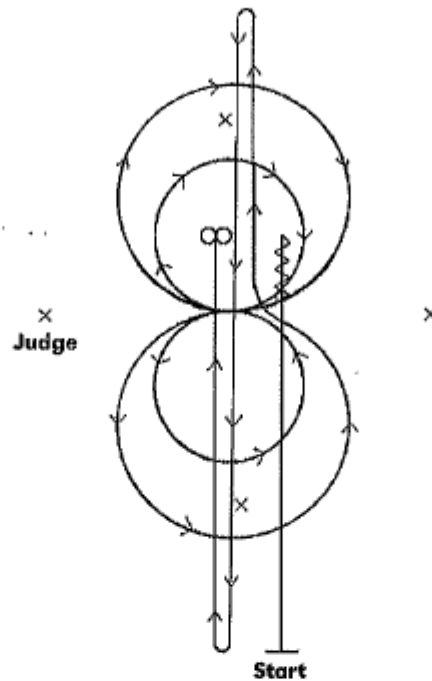
NOTE: The drawn description of this pattern is only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

<ol style="list-style-type: none"> <li>1. Walk out of line</li> <li>2. Jog at A</li> <li>3. Extend jog when even with B</li> <li>4. Halt, turn 180 degrees right</li> <li>5. Extended jog in a corner toward B</li> <li>6. Break to Walk</li> <li>7. Jog a circle to the left, continue jogging to B</li> <li>8. Stop and back</li> <li>9. Exit at walk</li> <li>10. Return to Lineup</li> </ol>	<p>Walk .....                  Jog -----                  Extended Jog - - - - -                  Lope _____                  Extended Lope _____                  Halt ———                   Cone x                  Back Up <b>W</b></p>
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# Senior Reining

## Nebraska 4-H Reining Pattern No. 2 Junior Division

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



### 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 on 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 360 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.

# Intermediate & Junior Reining

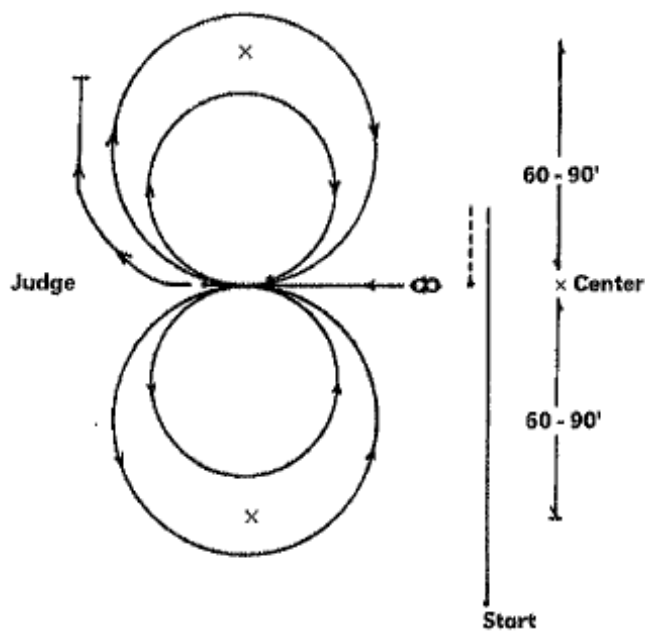
Pattern explanations: Ride all patterns as they are written.

X Marker

————— | Canter or lope  
————— | Stop

*Patterns*— Any one of the following reining patterns may be used at any show. However, patterns No. 1, No. 2 and No. 3, are suggested for Junior Riders 13 years and younger, and patterns No. 4, No. 5 and No. 6 are suggested for Senior Riders 14 years and older.

## Nebraska 4-H Reining Pattern No. 1 Junior Division

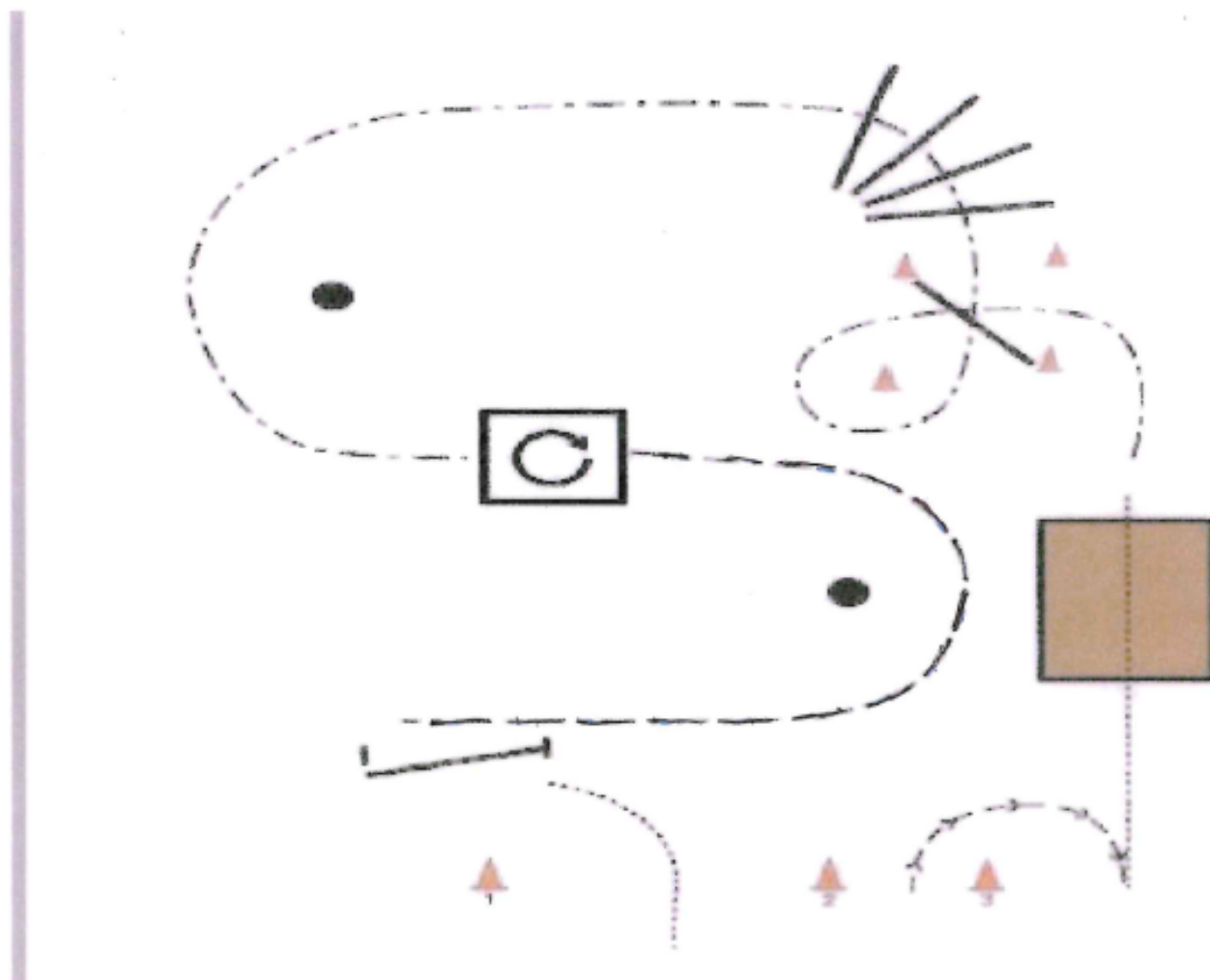


### Ride Pattern

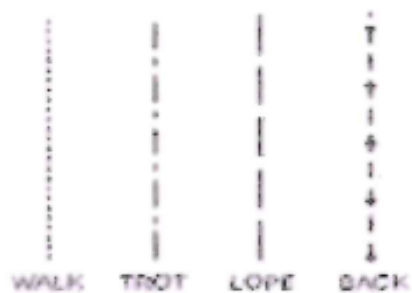
- 1 Lope in a straight line at least 20 feet away from fence. Stop and back to center of arena. Settle horse for 10 seconds.
- 2 Do 1 spin to right, 1 1/4 spins to the left.
- 3 Ride a large fast circle to the right, outside markers. Ride a small slow circle to the right, inside markers. Execute simple 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.



# TRAIL PATTERN



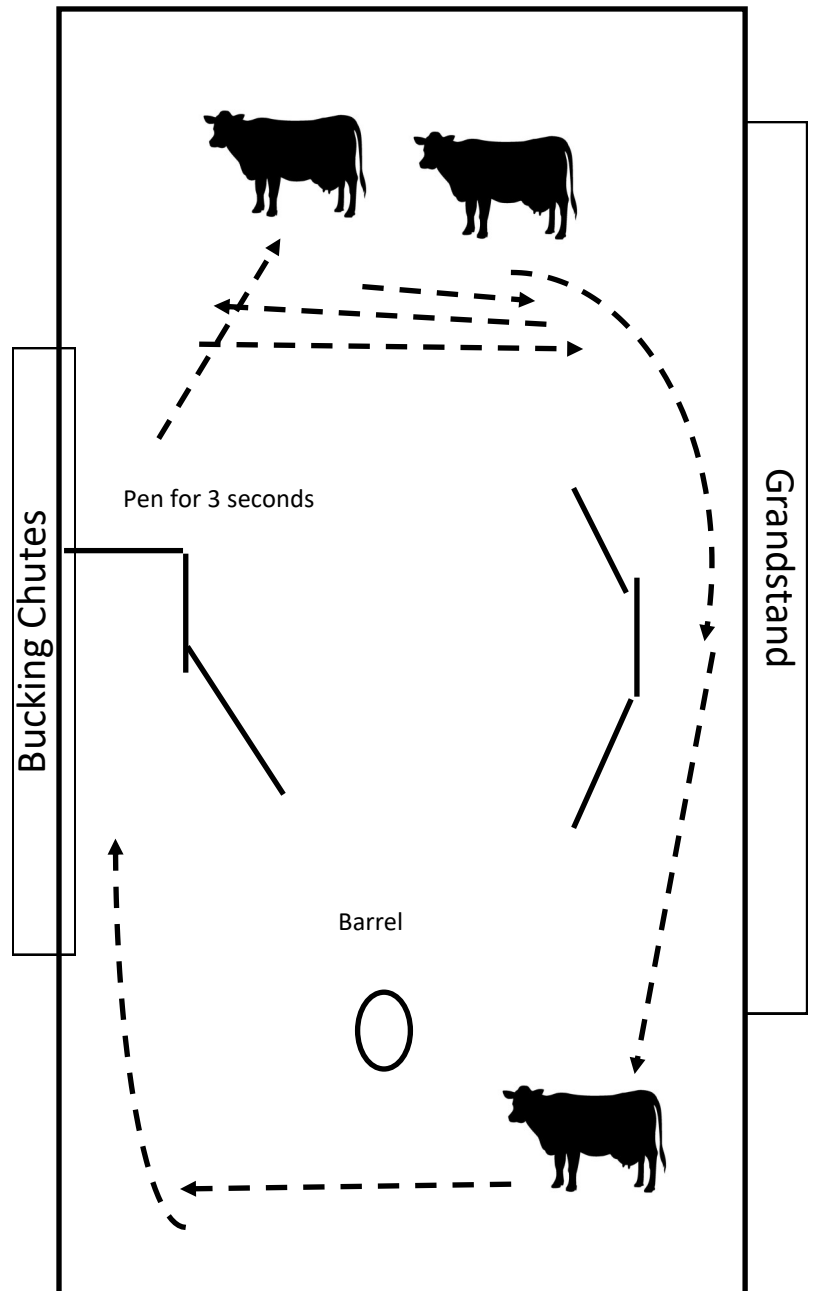
- 1 Be ready at cones.
- 2 Back around cone #3
- 3 Walk over bridge.
- 4 Trot through cones, over log, around cone over log again, continue trotting over 4 logs.
- 5 Continue trotting around cone to the left.
- 6 Stop at box, walk in perform 360 turn to the right.
- 7 Walk out of box, pick up right lead, lope around cone to the right to the gate.
- 8 Work the gate opening on the left. Walk through and close the gate.
- 9 Exit at a walk between cones 1 & 2.



# Working Ranch Horse

**Time Limit: 5 Minutes**

1. Call for cow and it will enter the West side of the arena. Box the cow on the west end for at least three turns.
2. Direct the cow through the chute.
3. Direct Cow past the barrel on east side.
4. Pen Cow for 3 seconds.
5. Call for exit gate to be opened and direct cow out the gate.



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