

WESTERN HORSEMAN



2019 Stock Horse World Show Patterns

Half of the SHTX divisions will do Trail A on Friday, while the remaining divisions will do Trail B. Those will be swapped for Saturday, so all divisions will compete on both courses.

The same scenario applies for each Pleasure pattern.

Pattern 1

- Extended Walk
- Trot
- Extended Trot
- Lope
- Stop & Reverse
- Ordinary Walk
- Lope
- Extended Lope
- Trot
- Stop & Back

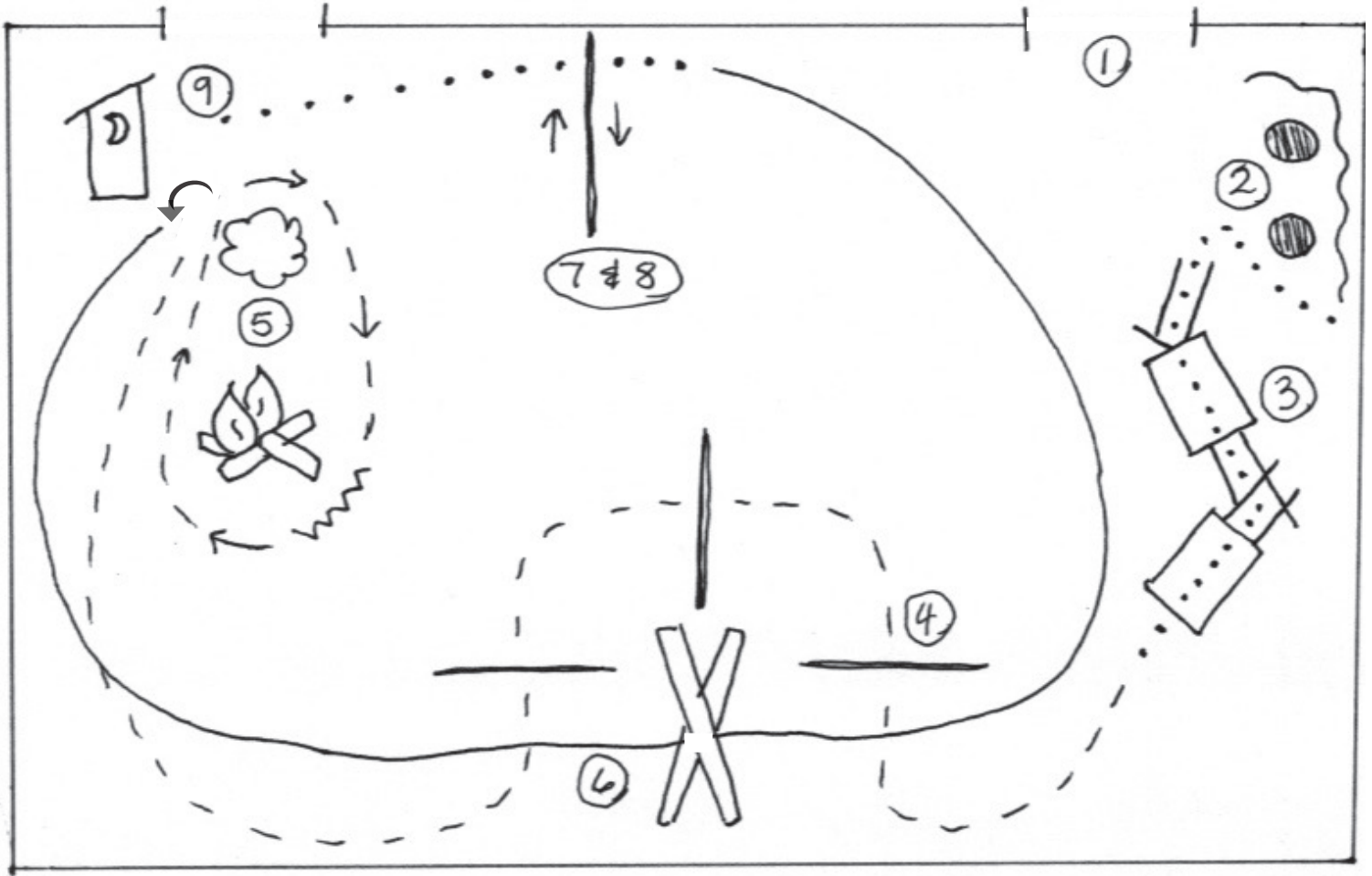
Pattern 4

- Trot
- Extended Walk
- Lope
- Extended Trot
- Stop & Reverse
- Lope
- Extended Lope
- Ordinary Walk
- Trot
- Stop & Back

When the schedule is released the week of October 21st, it will specify which divisions are on which course each day.

SHTX Derby Trail Pattern will be available at the show. It will contain elements similar to SHTX World Show Patterns.

TRAIL PEN A



Youth, Novice Youth & Novice -- do not drag. Follow alternate written instructions.

* This pattern requires the rider to swing a rope. You can use the rope provided or carry your own; your choice.

1. Open, pass through and close the gate.
2. Back between the fence and the mineral tubs.
3. Walk the path inside the logs, over the logs, and over both bridges
4. Trot over logs as shown, trotting all the way to the tree by the out house. Stop.
5. Drag at a trot to the fire. When near the fire, stop, face and pull drag while backing a few steps, then turn and finish drag at a trot, replacing drag to its original location

YOUTH, NOV YOUTH & NOVICE – Don't Drag. Skip to #6.

6. Turn 180 to the Left and lope left lead over the jump and lope toward the fence. Break to the walk and step over log.
If your horse lands the jump on the right lead, you have until you turn the curve to correct the lead before incurring a penalty. Simple or flying change allowed.

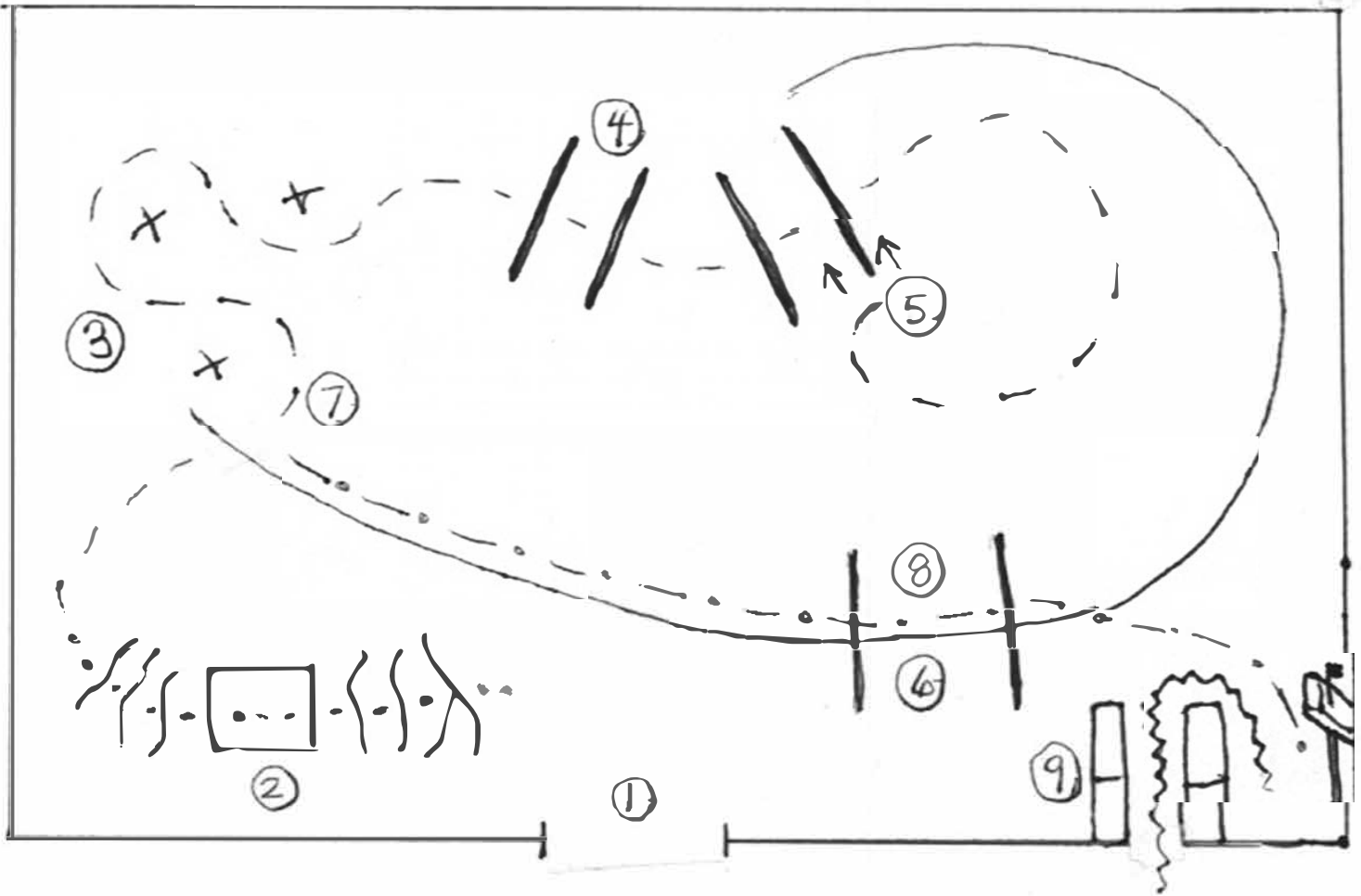
7 & 8. Pick up rope (or carry your own). Side pass over the log away from the fence 3-4 steps. Stop & swing rope, then side pass back and replace rope.

Those carrying their own rope may put their rope up after swinging, before or after side passing back to the fence.

9. Step over log and walk to the outhouse. Dismount and go in / out of the out house, preferably shutting the door.

Pattern ends when you return to your horse. Please lead out before remounting.

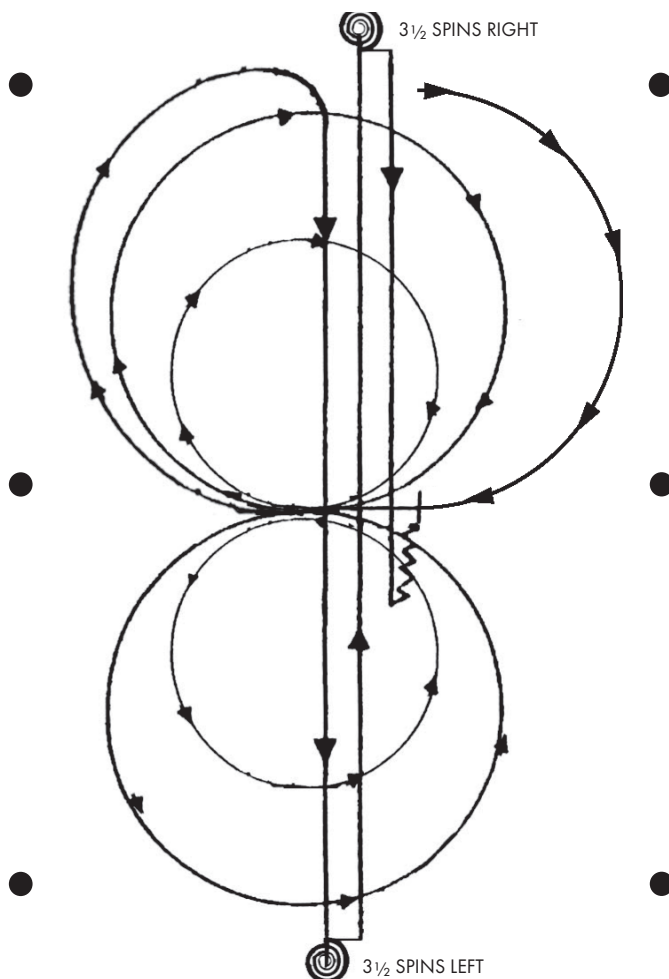
TRAIL PEN B



Youth, Novice Youth & Novice -- do not drag. Follow alternate written instructions.

1. Open, pass through and close the gate.
2. Walk over the logs, bridge and logs.
3. Trot through the trees as shown
4. Trot over the logs as shown and trot a circle, stopping at the last log
5. Side pass left over the log.
6. Lope right lead, lope over logs and to the drag (or slicker) in the trees.
7. Drag at a walk around at least 2 trees (you pick the path, just go around at least 2 trees) and return the drag to its original location.
 *YOUTH, NOV YOUTH & NOVICE – Don't Drag. Pick up slicker and move it around your horse, replace slicker.
8. Turn either way and extend the trot over the logs and to the mailbox. Check the mail.
9. Back from the mailbox, between the hay bales out the gate.

Stock Horse Reining Pattern 10 -- Lope In

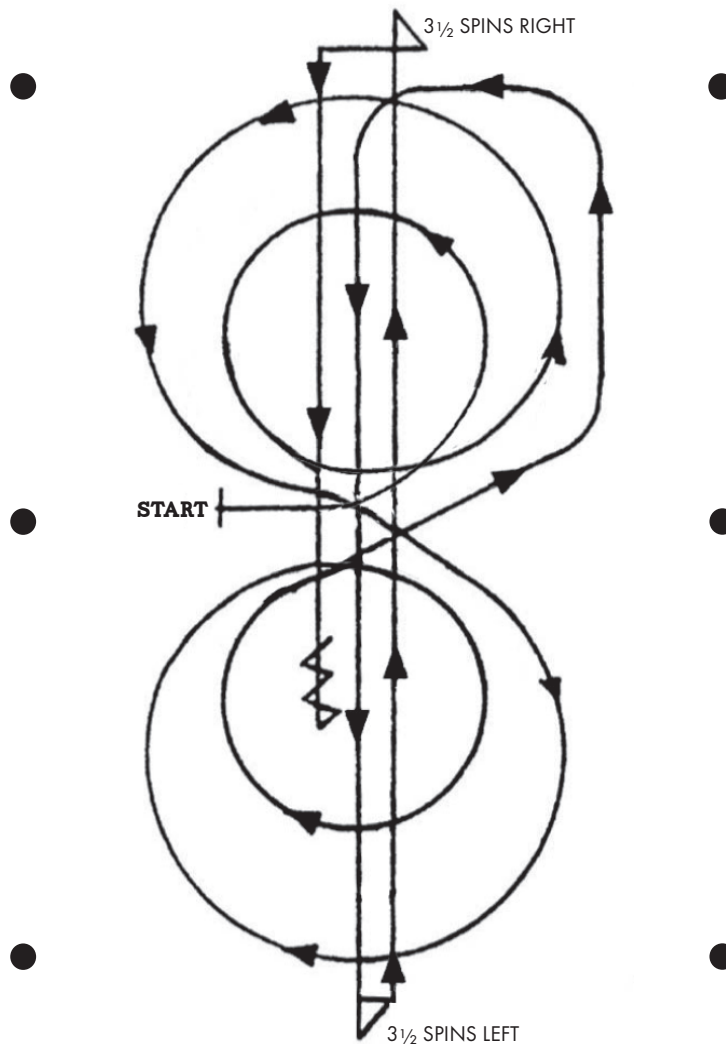


FRIDAY
ALL DIVISIONS

Begin on right lead. At the center, without stopping or breaking gait, begin pattern facing toward the judge.

1. Beginning on the right lead complete 2 circles to the right, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past the end marker, execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.

Stock Horse Reining Pattern 9

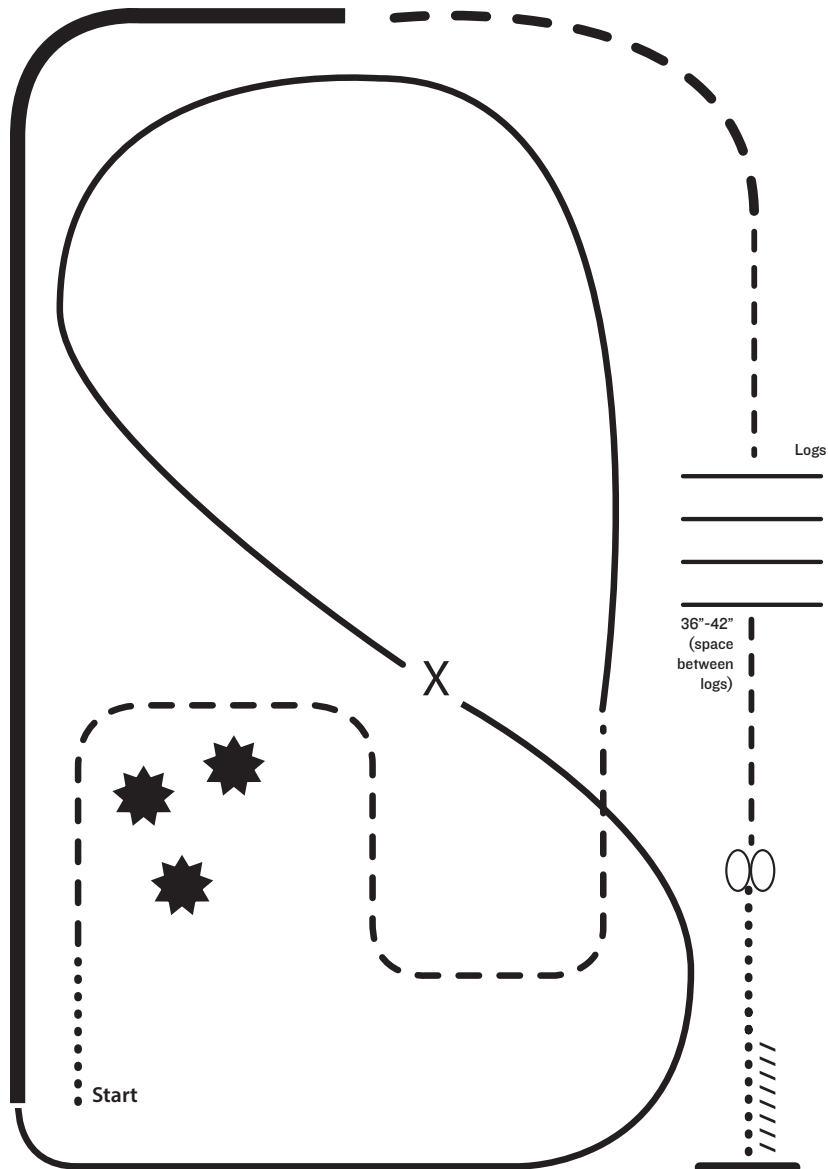


SATURDAY
ALL DIVISIONS

- Trot to center of arena, stop. Start pattern facing toward the judge.
1. Beginning on the left lead, complete 2 circles to the left. The first circle small and slow, the second circle large and fast. Change leads at the center of arena.
 2. Complete 2 circles to the right. The first circle large and fast, the second circle small and slow. Change leads at the center of arena.
 3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
 4. Complete 3 1/2 spins to the left.
 5. Run down center of arena past end marker, and execute a square sliding stop.
 6. Complete 3 1/2 spins to the right.
 7. Run down center of arena past center marker, and execute a square sliding stop.
 8. Back up at least 10 feet. Hesitate to complete pattern.

RANCH RIDING – PATTERN 3

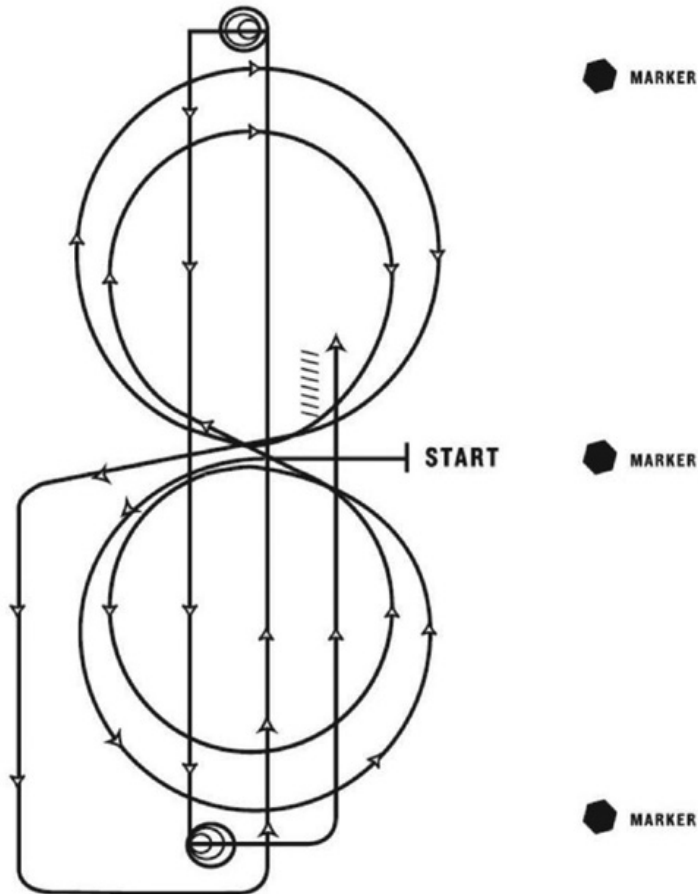
RANCH RIDING – PATTERN 3



 Trees

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

Stock Horse Reining Pattern 8



AQHA Ranching Heritage
& SHTX Derby
(RHC cow & reining will be held separately)

Mandatory Marker along Fence or Wall

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

1. Start by trotting into center of arena and stop. Start pattern facing toward judge.
2. Begin on left lead and complete two circles to the left, the first circle large and fast, the second circle small and slow. Change leads to the right
3. Complete two circles to the right, the first circle large and fast, the second circle small and slow. Change leads to the left
4. Continue around the end of arena without breaking gait or changing leads, run down the center of the arena past end marker and execute a square sliding stop.
5. Complete 3 1/2 spins to the left
6. Run down to other end of arena, past the end marker and execute a square sliding stop.
7. Complete 3 1/2 spins to the right
8. Run past the center marker and execute a square sliding stop.
9. Back at least 10 feet in a straight line
10. Hesitate to complete pattern