

**2023**

**Dannemora  
Riding Club**

**Show Patterns**

# Longe Line Class

The longe line class is approved for yearlings & 2 year olds.

## 1. Equipment

Horses are to be shown in a halter, regular or show type is acceptable. The only attachment allowed to the halter is the longe line. The longe line may not exceed 30 foot in length, with chain or a snap attached to the halter. The longe line must hang freely from the halter without touching any part of the horse. It is permissible to use a longe whip.

## 2. Judging

Judges will be outside the longeing circle. The exhibitor will enter the arena and wait for the whistle. When the whistle is blown, the exhibitor will be allowed 1 ½ minutes to present his or her horse. It is suggested that the horse walk, jog/trot and lope/canter both directions but it is not mandatory. The exhibitor may begin work in the direction (counter clockwise or clockwise) of his or her choice. At the end of the 1 ½ minutes, the whistle will be blown and the exhibitor will retire from the longeing area. All horses are to remain in the arena after they have been longed and should stand quietly while other exhibitors are being judged. The horses are to be judged 70% on their movement and 30% on their confirmation. Judges should judge the movement of the horse as defined:

A pleasure horse should be a happy and natural horse. Emphasis shall be placed on good movers, manners and attitude, as reflected in the horse's ears, mouth, tail and way of going. Judges shall be instructed to pay particular attention to the above mentioned. Any attempt to alter the above shall be severely penalized. Horses must be of sound sight, wind and limb.

## 3. Gait

The walk should be comfortable, flat and ground covering. The jog/trot should be soft, relaxed and comfortable with a definite two beat. At no time should it resemble a running walk, nor should it be rough or stilted. The speed and stride should be compatible with the horse's size. A 14.2h horse and 16h horse should not be expected to travel at the same speed. The lope/canter should be soft, rolling and comfortable with a strong emphasis on a natural three-beat.

If a horse's chin or nose shows signs of broken skin, rawness or bleeding, the horse will be eliminated from the competition. If the horse plays on the longe line, it will not be counted against the horse. The horse should be judged as though the prospect was playing in the field.

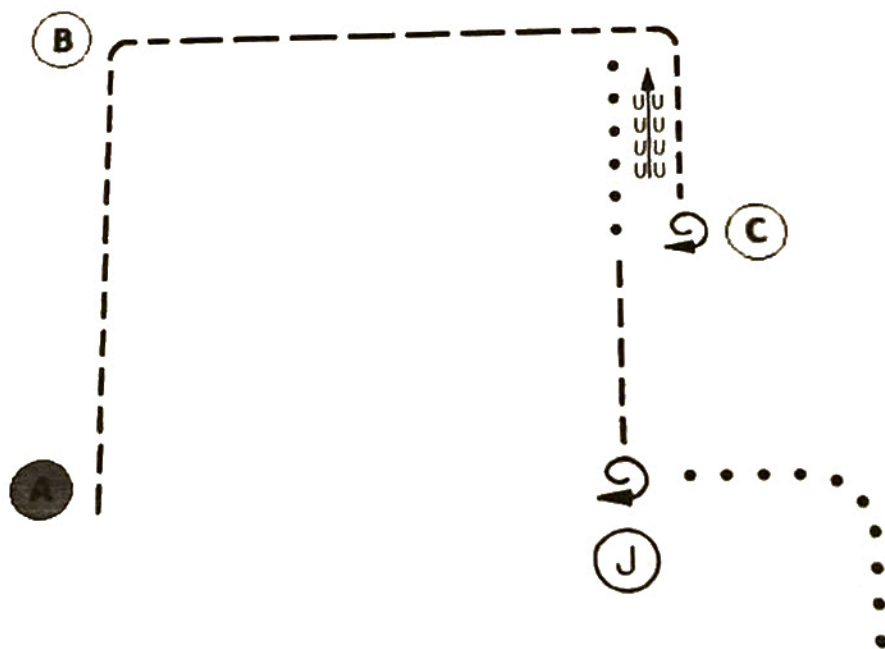
After the competition is completed, the horse will line up in halter fashion and prepare for conformation judging. The judge may not discriminate for or against bulk, but rather look for a total picture.

## 4. Dress Code

Conventional Western or Hunter attire is mandatory.

# Showmanship

(19+over, 14-18, 13+under)

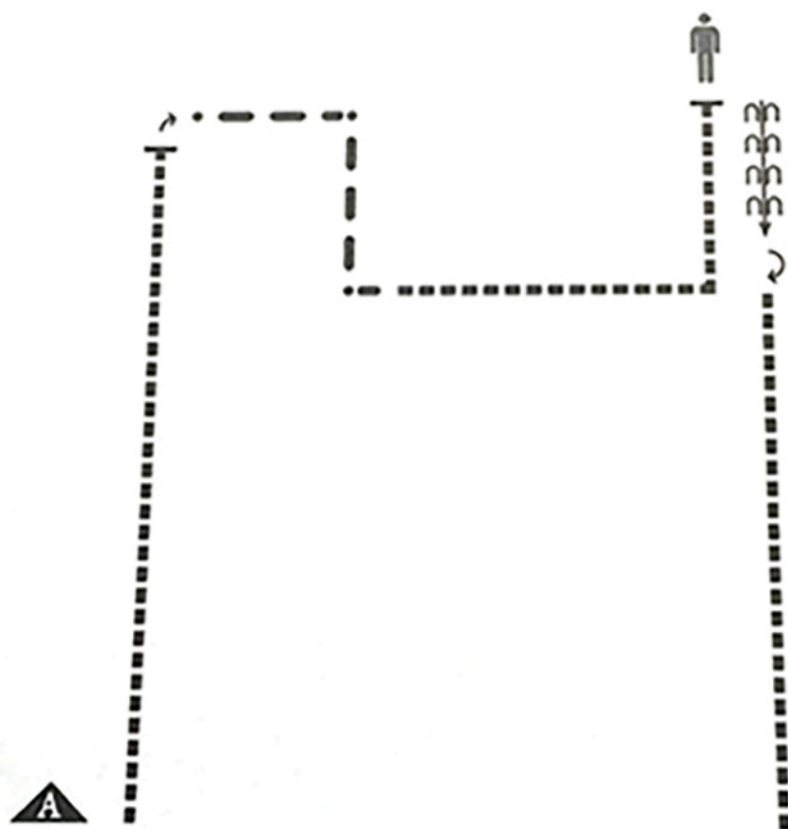


Be ready at A.

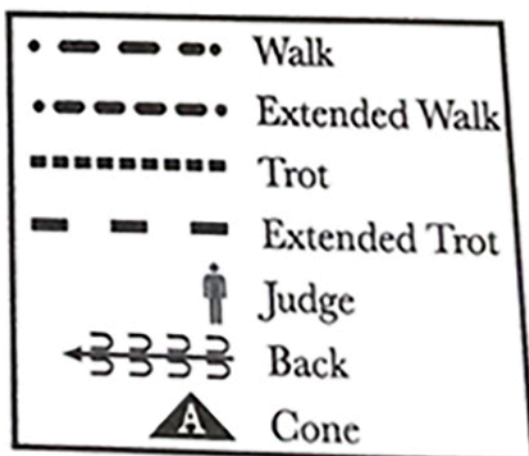
1. Trot to and around the corner at B
  2. Extend the trot
  3. Slow to the regular trot before the corner and trot the corner to C and stop
  4. Perform a 360 degree turn
  5. Back until the horse's hip is even with B
  6. Walk forward to C
  7. Trot to the judge and stop
  8. Set up
  9. Inspection
  10. Turn 630 degrees and walk out.
- Pattern is complete.

# SHOWMANSHIP

(All Walk-Trot)



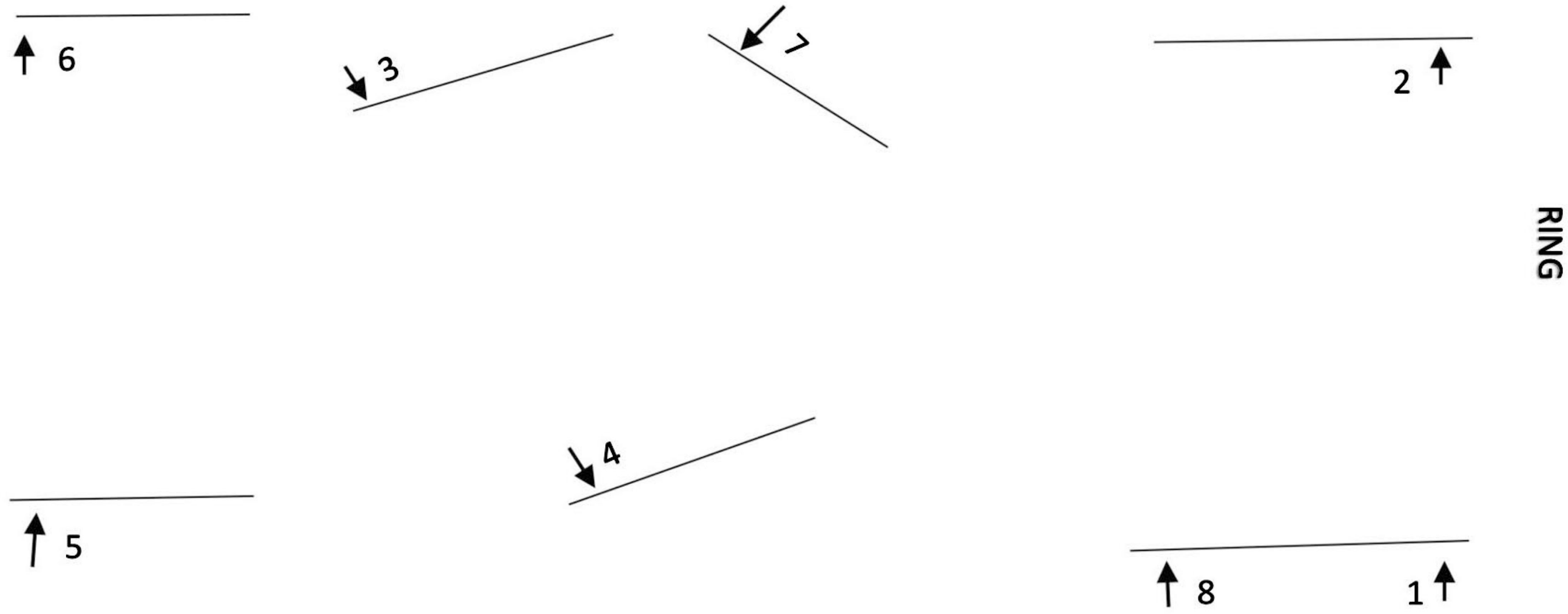
1. Trot.
2. Stop. Perform a 90° turn.
3. Walk two square corners.
4. Trot square corner to judge.
5. Stop and setup.
6. Inspection.
7. When dismissed back one horse length.
8. Perform a 180° turn.
9. Exit at trot.



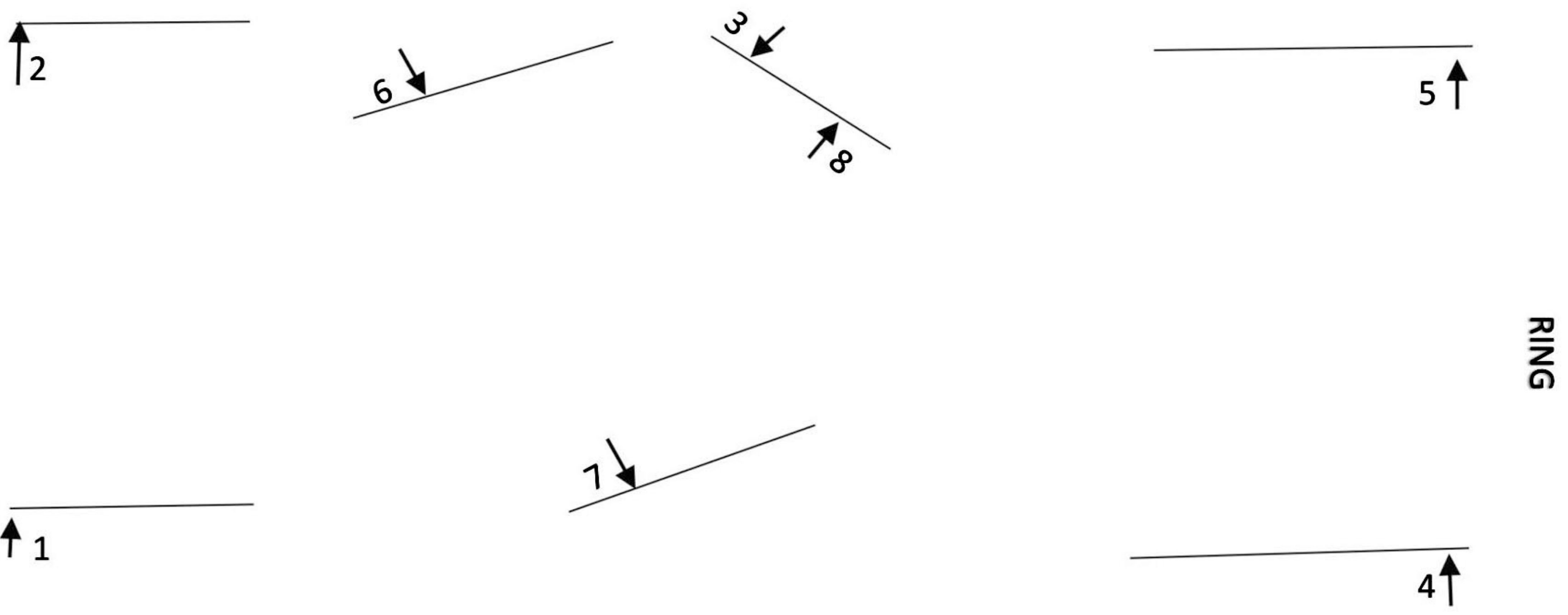


DANNEMORA RIDING CLUB

CROSS RAILS

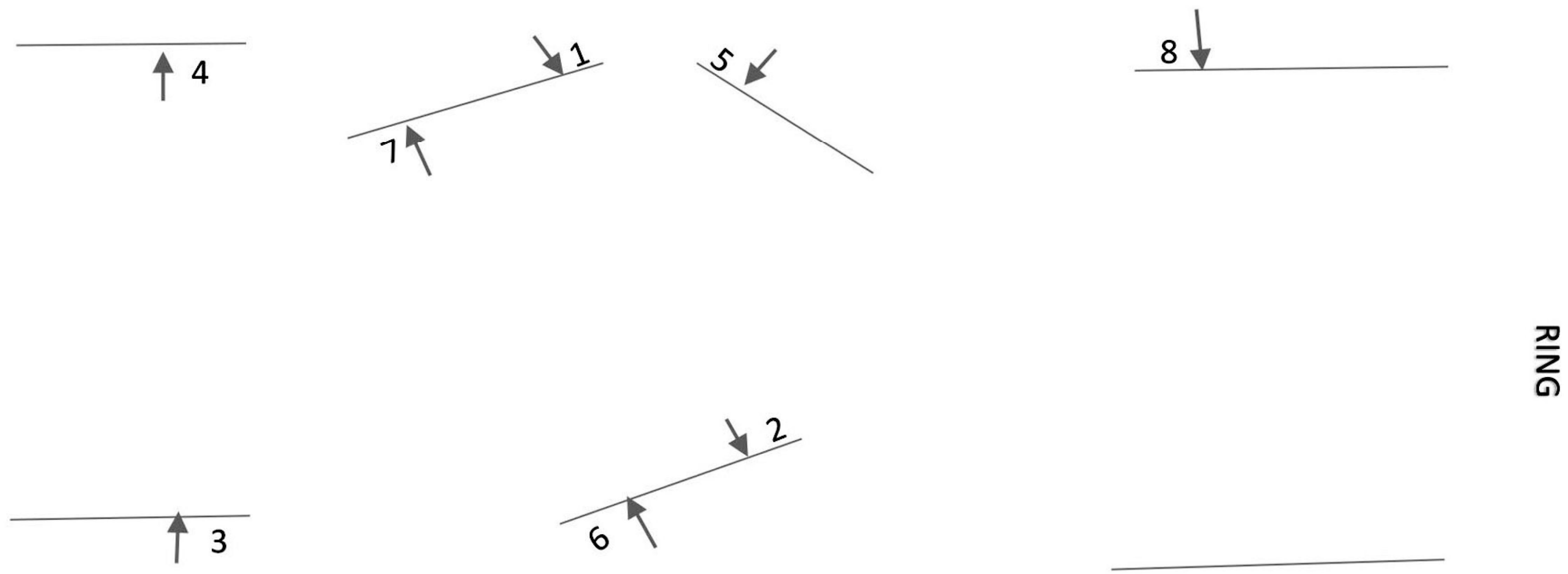


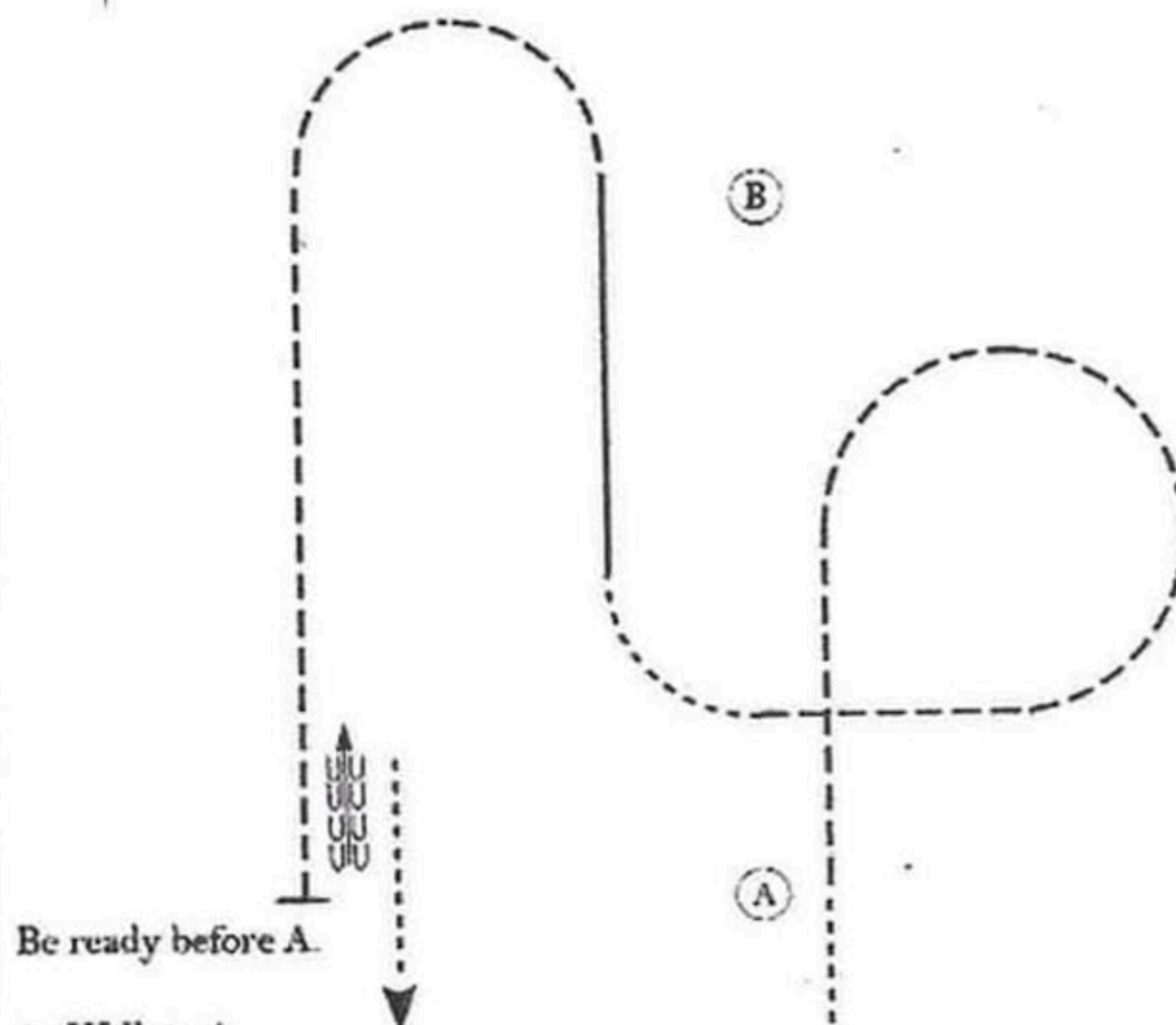
LOW HUNTER OVER FENCES



DANNEMORA RIDING CLUB

HUNTER OVER FENCES





Be ready before A.

1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a 3/4 circle until even with A.
4. Walk a quarter circle.
5. Canter on the left lead to B.
6. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
7. Halt when even with A and back approximately one horse length.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	~ ~ ~ ~ ~
Back	← ← ← ← ←
Marker	(B)
Sidepass	↔ ↔
Hand Gallop	=====

## Pony & 13 & Under English Equitation

Be ready before A.

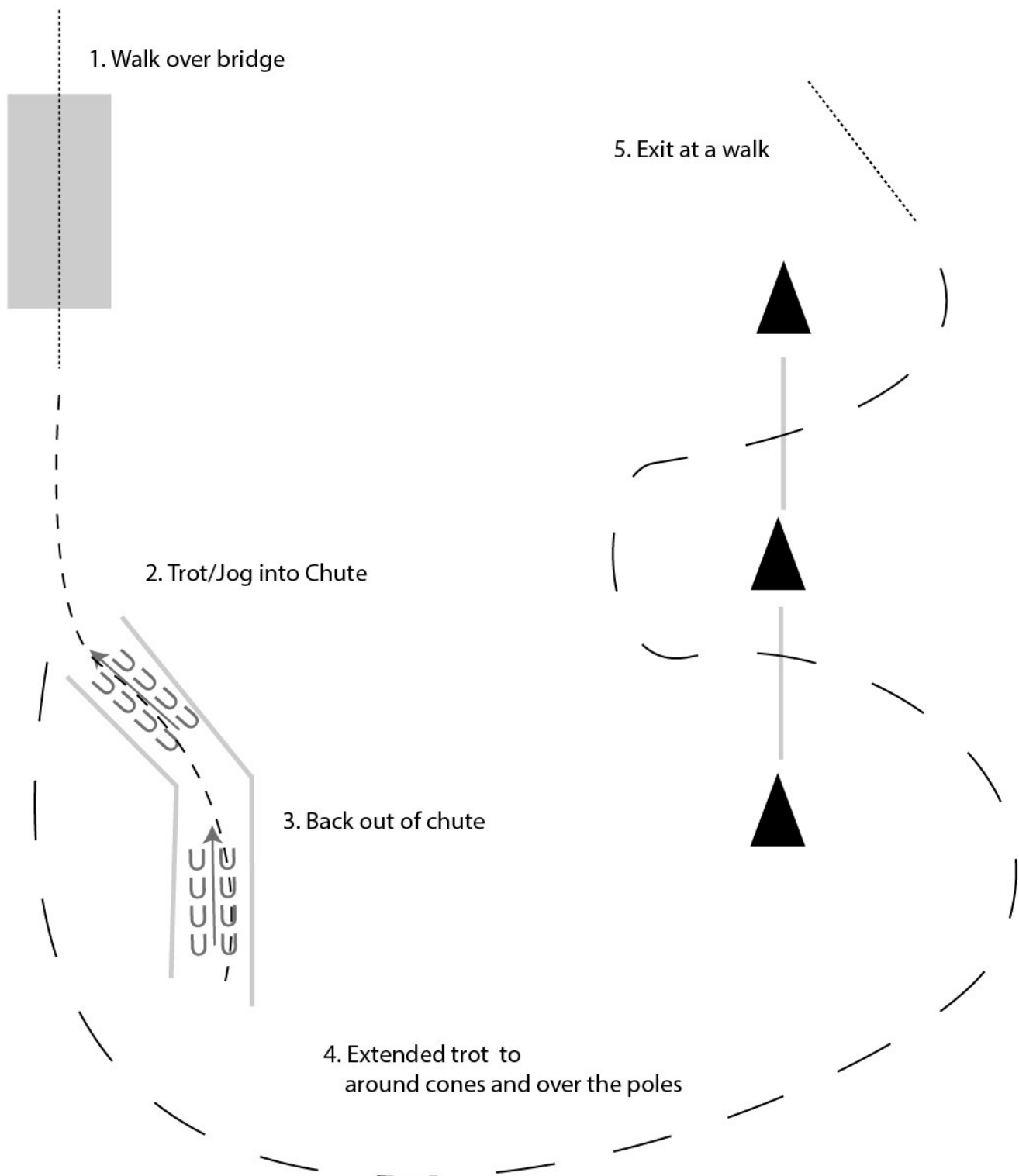
1. Walk to A.
2. Sitting trot halfway to B.
3. Left diagonal trot in a half circle.
4. Canter on the right lead until even with A.
5. Walk a quarter circle.
6. Canter on the left lead to B and in a half circle as shown.
7. When even with B, trot on the right diagonal in a straight line until even with A.
8. Halt when even with A and back approximately one horse length.
9. Walk to exit.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	
Back	←←←←←
Marker	(B)
Sidepass	→→→→→
Hand Gallop	-----

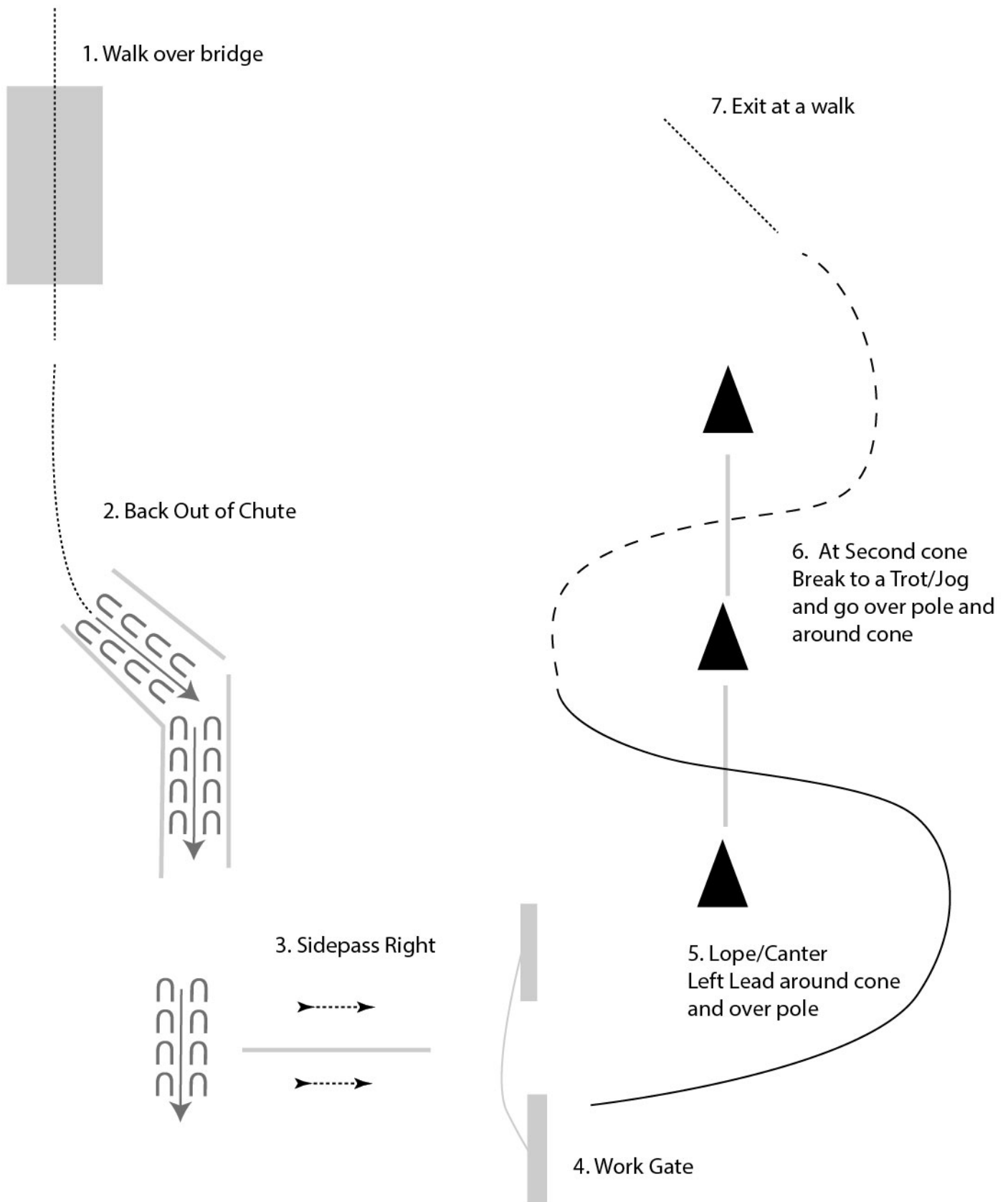
Follow the instructions of your ring steward.

## 14-18 & 19 & Over English Equitation

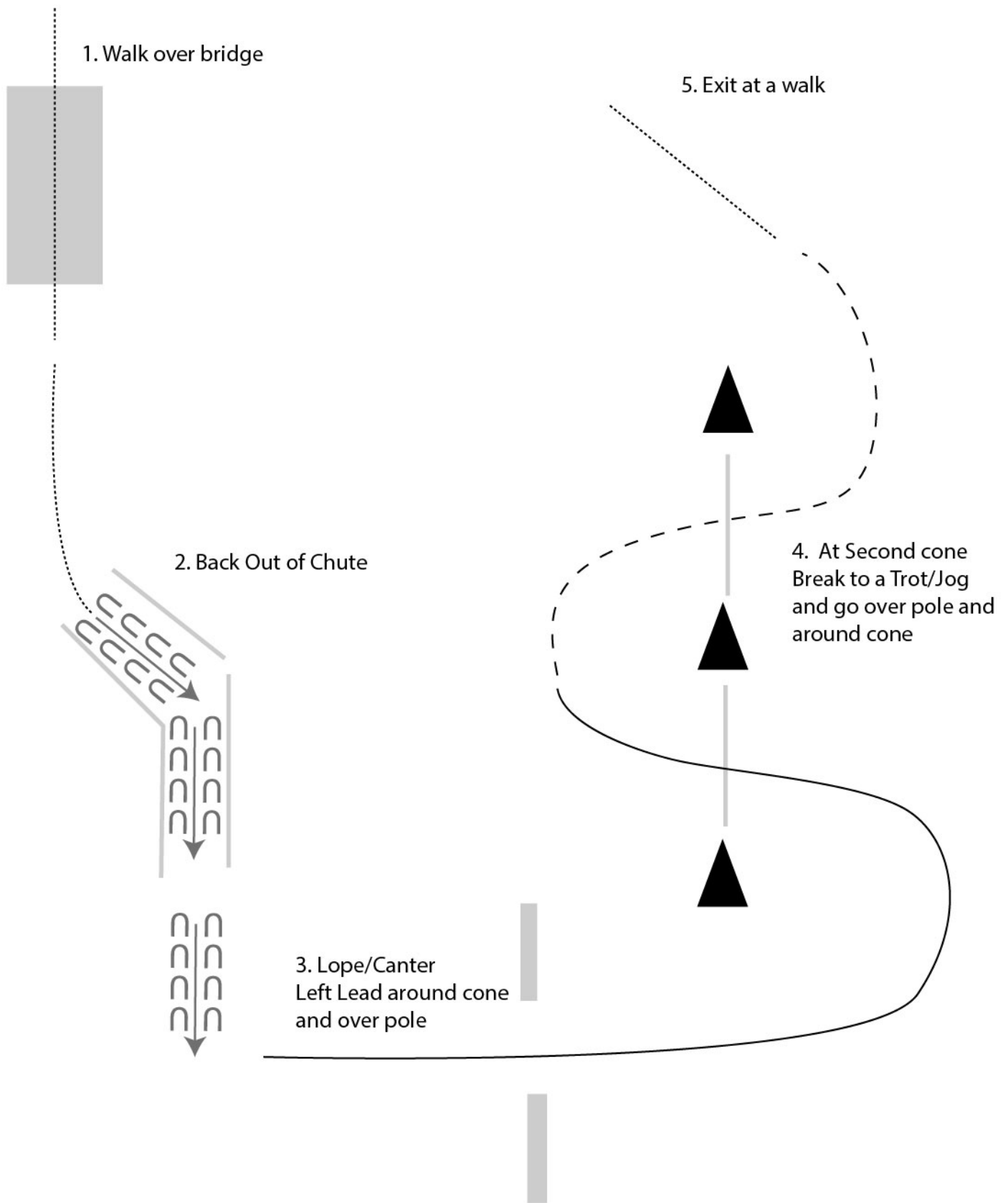




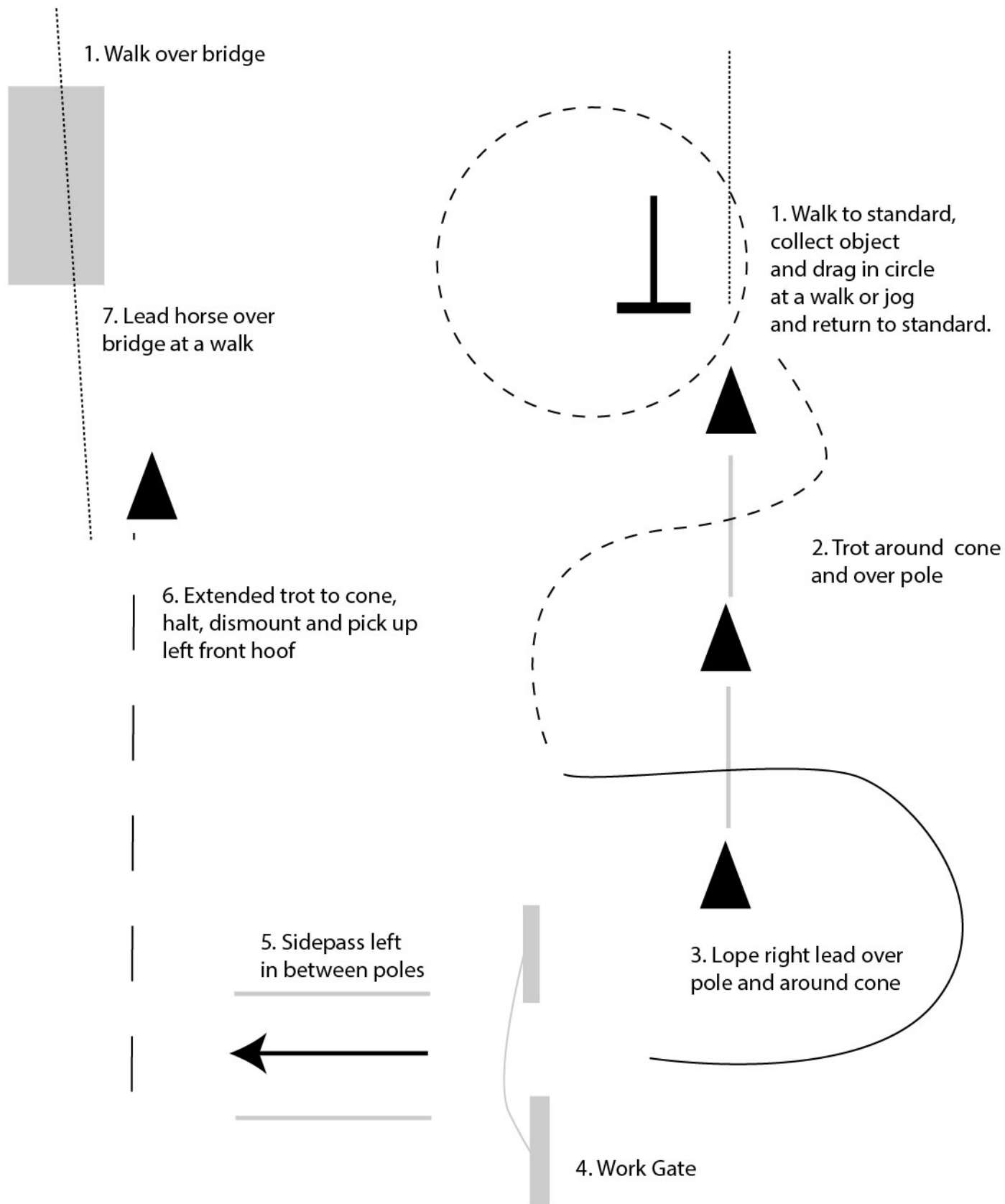
# WALK TROT TRAIL



Horse Trail 19 & Over  
Horse Trail 18 & Under



# Pony Trail



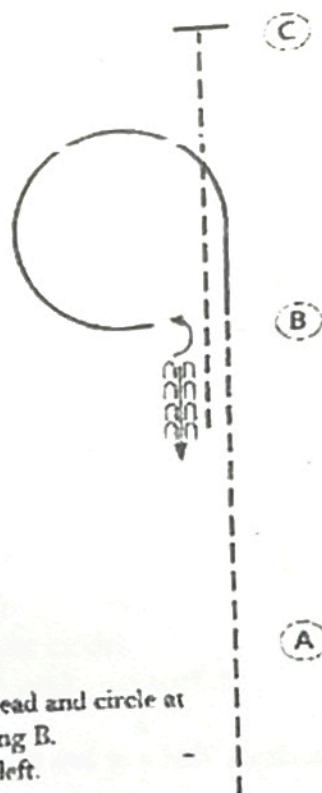
# RANCH TRAIL



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. Jog to C. Stop at C.

Follow the instructions of your ring steward.



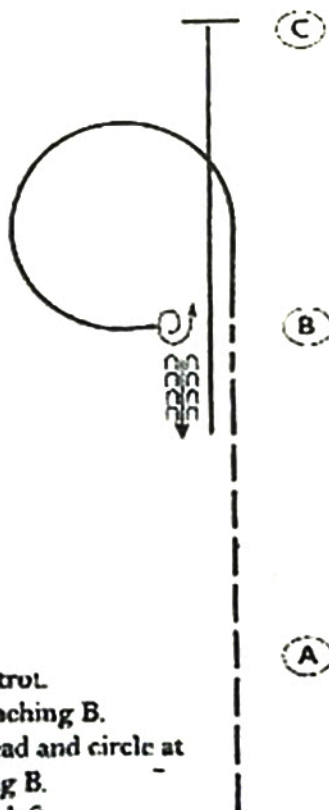
Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	X
Back	←←←←←
Marker	(B)
Sidepass	→→→→→

## Pony & 13 & Under Western Horsemanship

Begin before A.

1. Pass A at an extended trot.
2. Slow to a jog before reaching B.
3. At B, lope on the left lead and circle at B as shown. Stop facing B.
4. Turn 1 1/4 turn to the left.
5. Back one horse length.
6. Lope on the right lead to C. Stop at C.

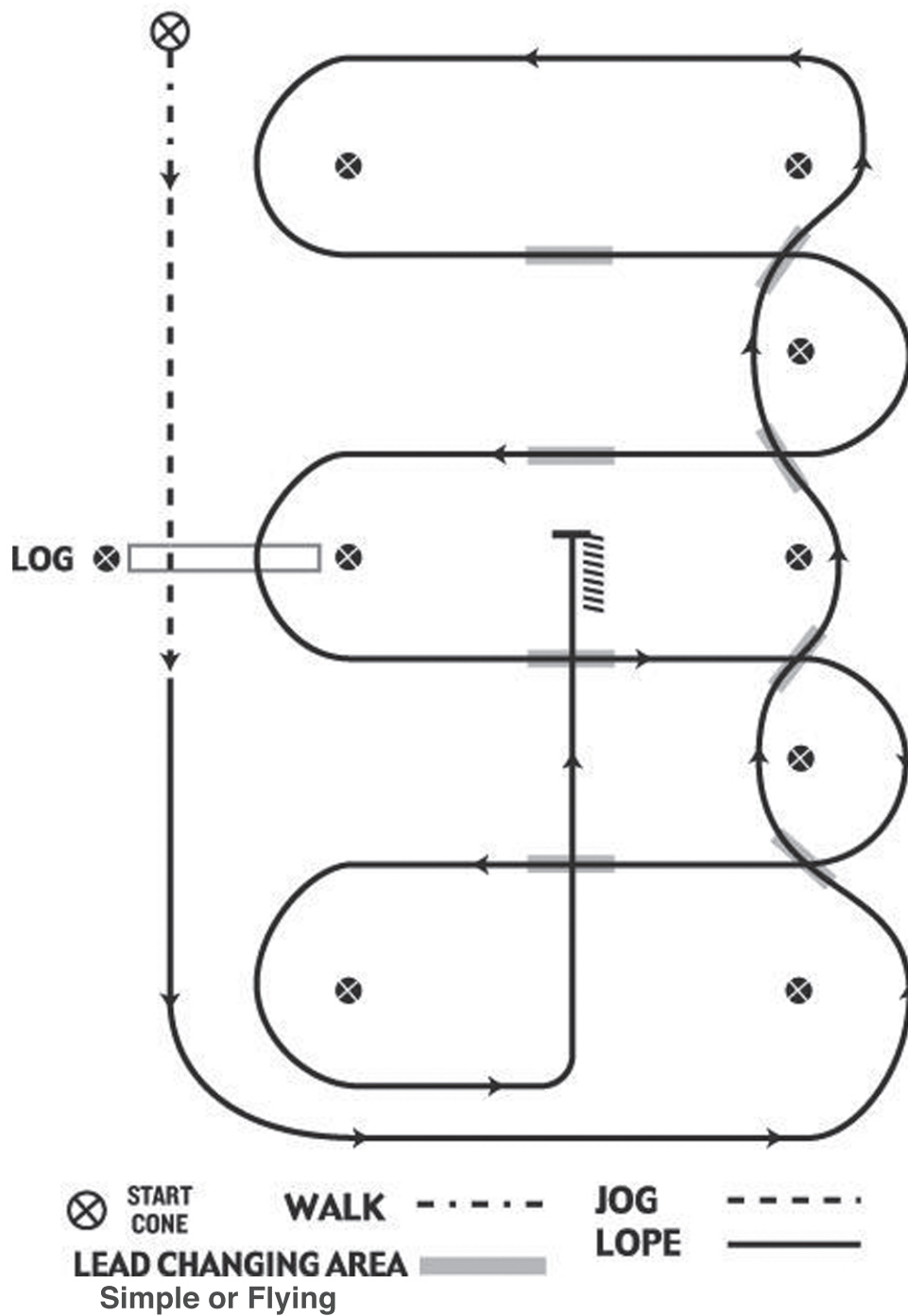
Follow the instructions of your ring steward.



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

## 14-18 & 19 & Over Western Horsemanship

# Stock Horse Pattern



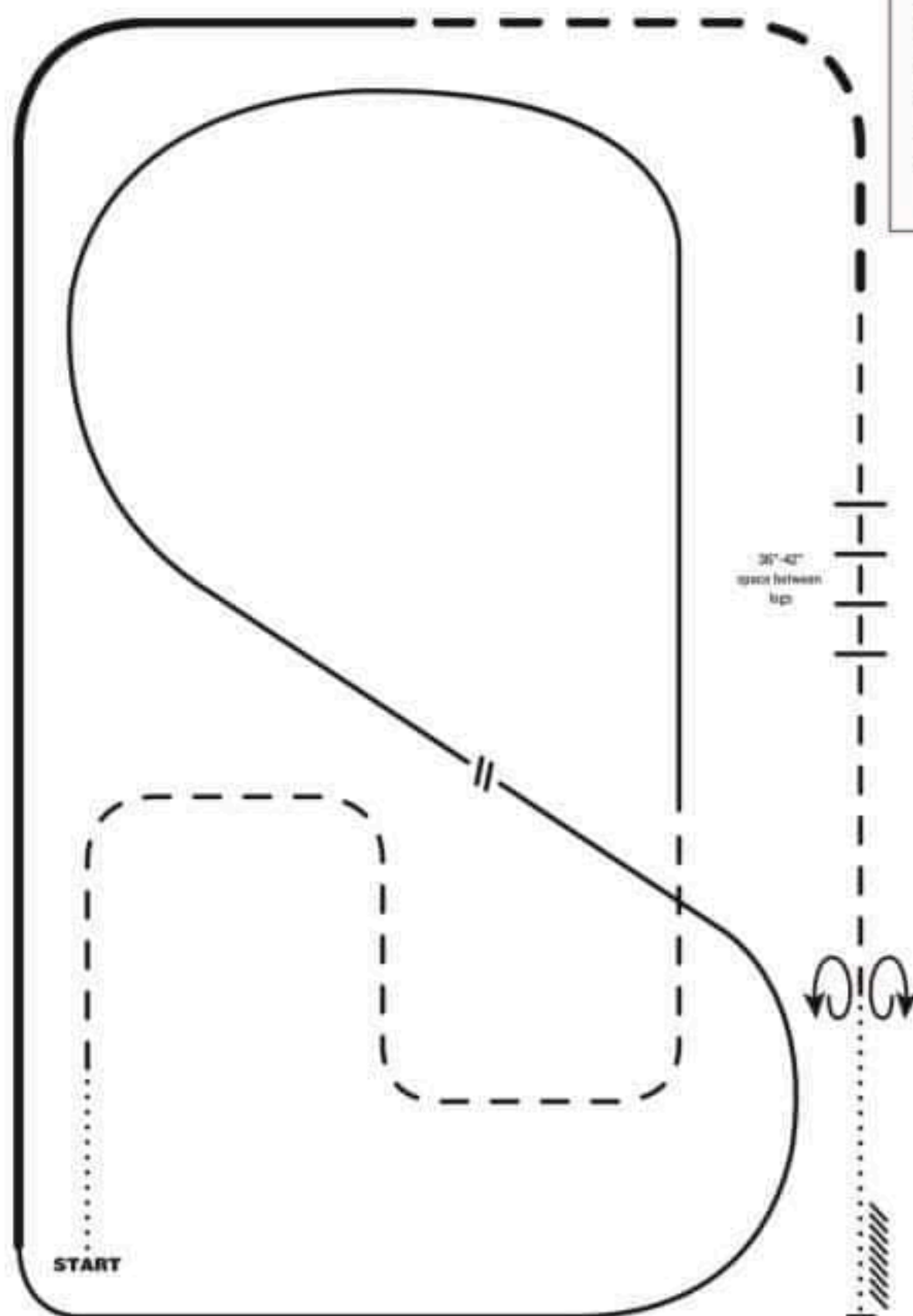
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena

7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

# RANCH RIDING - PATTERN 3

## LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
//	Lead Change



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)
5. Lope 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, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

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.

BARREL RACING PATTERN - Rider Can Choose Either Pattern Below

