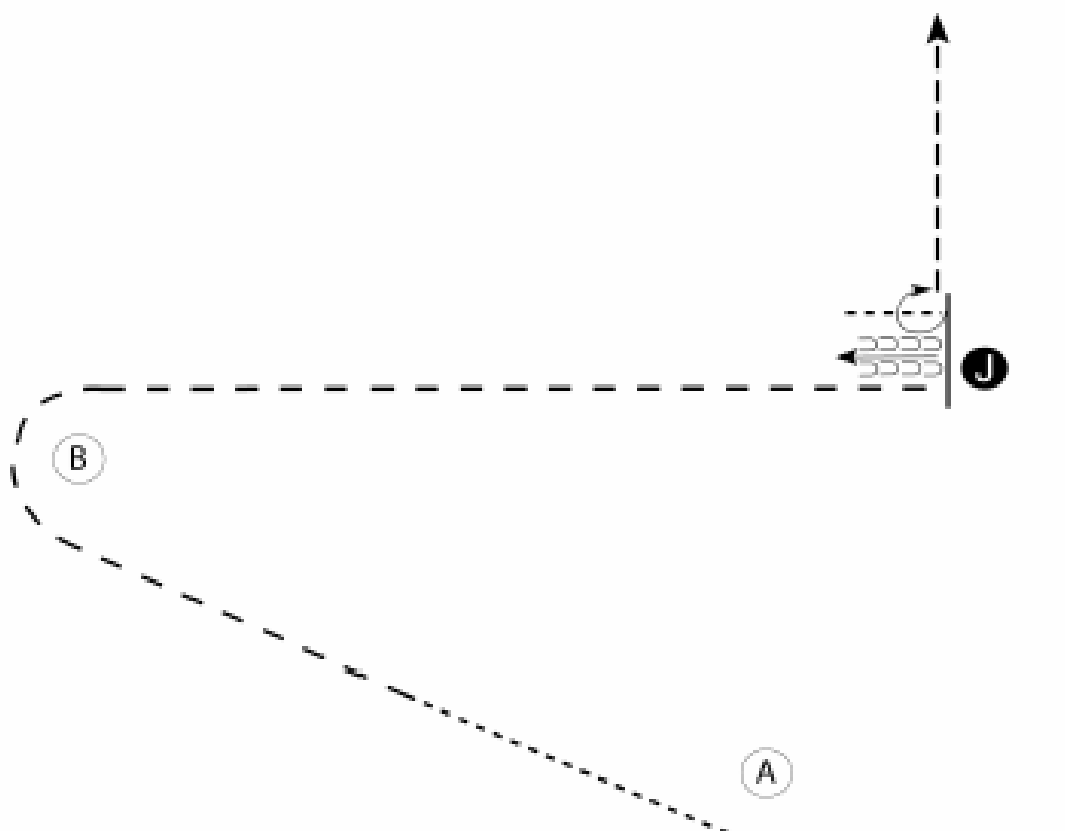


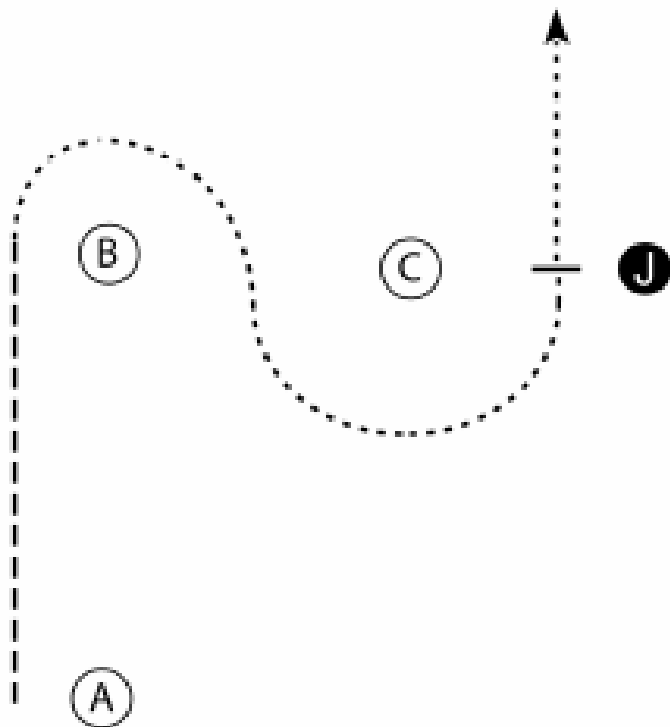
Pekin Riding Club Showmanship Pattern #1



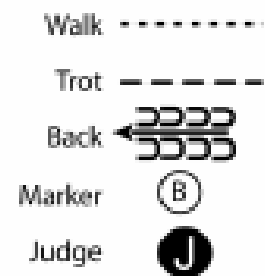
1. Begin at A. Walk halfway to B
2. Trot to and around B to the Judge
3. Stop and back one horse length
4. Walk to the Judge and set up for inspection
5. When dismissed perform a 270 degree turn and trot to the line-up

Walk	-----
Trot	- - - - -
Back	← ○○○○ ○○○○
Marker	○ B
Judge	● J

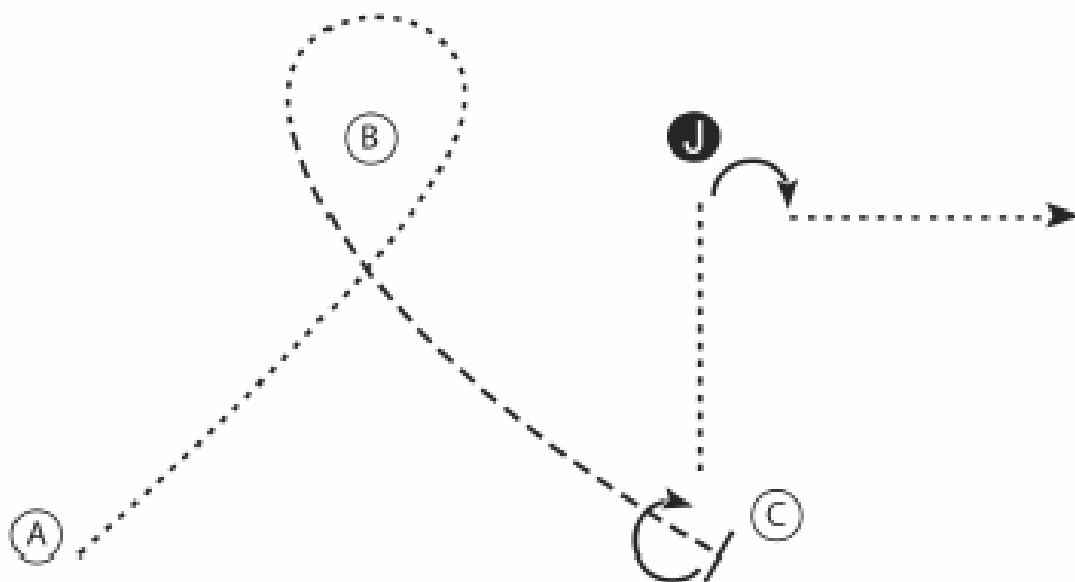
Pekin Riding Club Showmanship Pattern #2



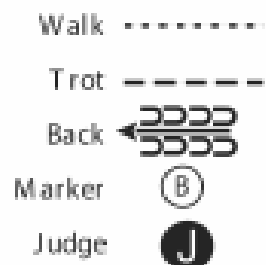
1. Trot from A to B.
2. Walk from B around C to the Judge.
3. Stop and set up for inspection.
4. When dismissed walk straight away from the Judge.



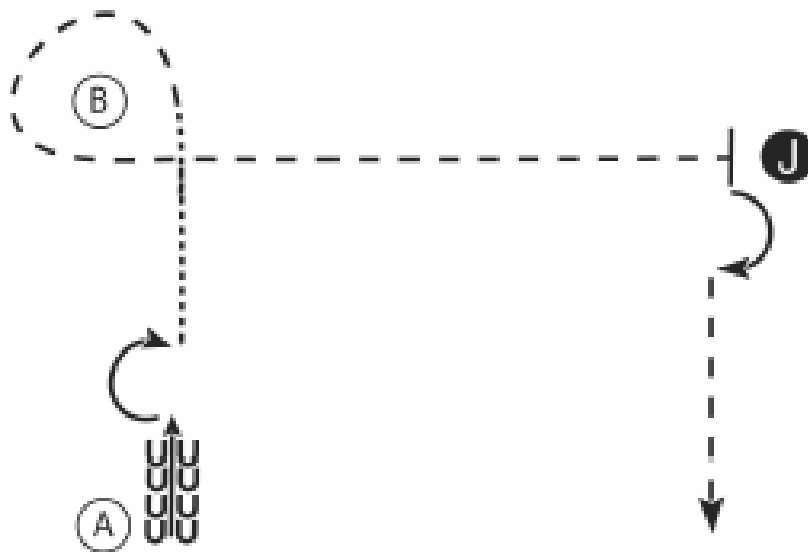
Pekin Riding Club Showmanship Pattern #3



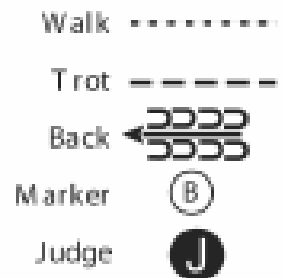
1. Walk A to and around B
2. At B trot to C
3. Stop at C and perform a 225 degree turn
4. Walk to the judge and set up for inspection
5. When dismissed perform a 90 degree turn and walk straight away from the judge



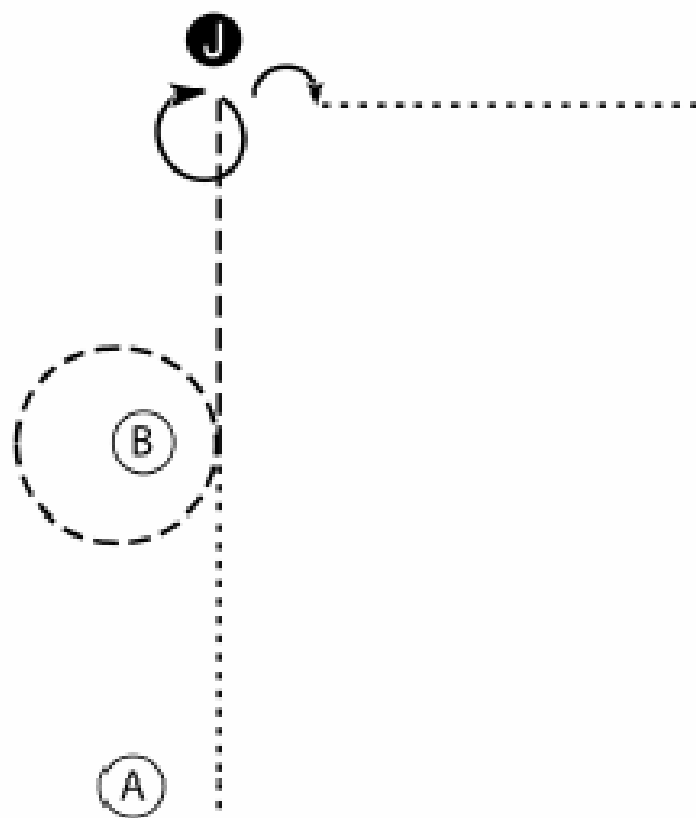
Pekin Riding Club Showmanship Pattern #4



1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge



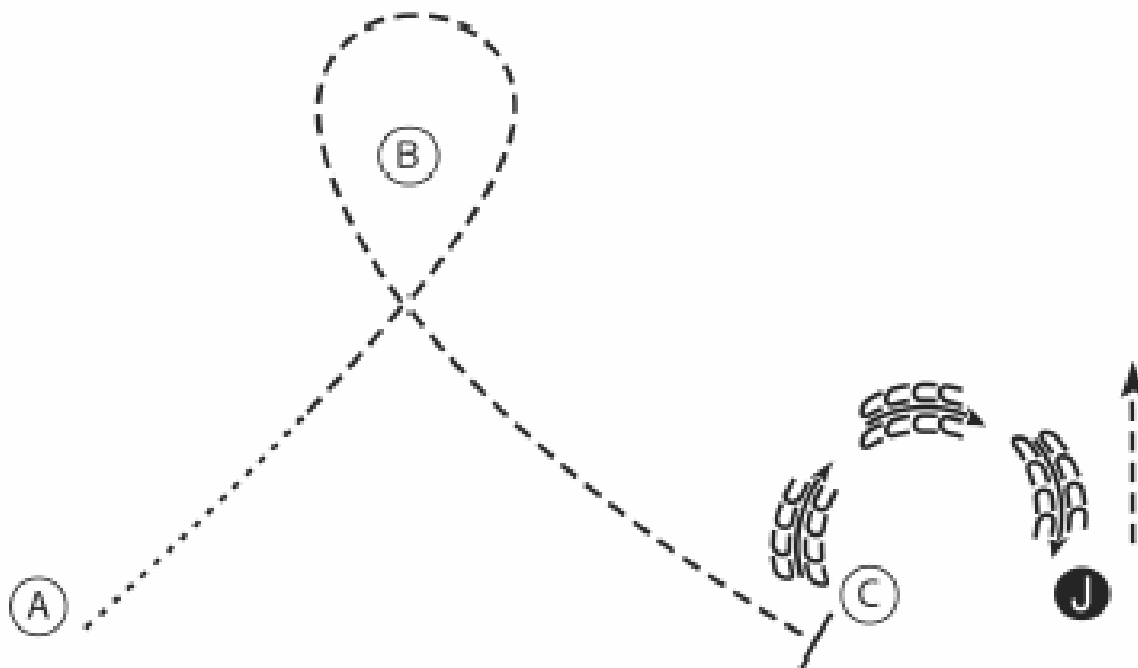
Pekin Riding Club Showmanship Pattern #5



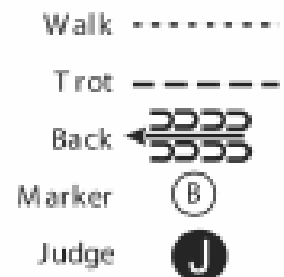
1. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 360 degree turn. Set up for inspection.
4. When dismissed perform a 90 degree turn.
5. Walk straight away from the Judge.



Pekin Riding Club Showmanship Pattern #6

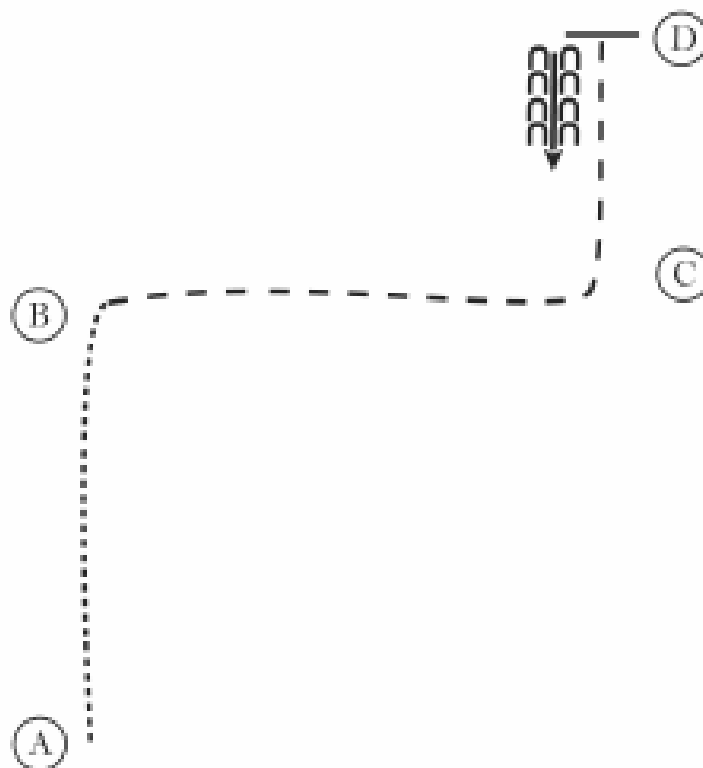


1. Walk halfway from A to B
2. Trot to and around B and continue to C
3. Stop at C and back in a half circle to the judge
4. Stop and set up for inspection
5. When dismissed trot straight away from the judge



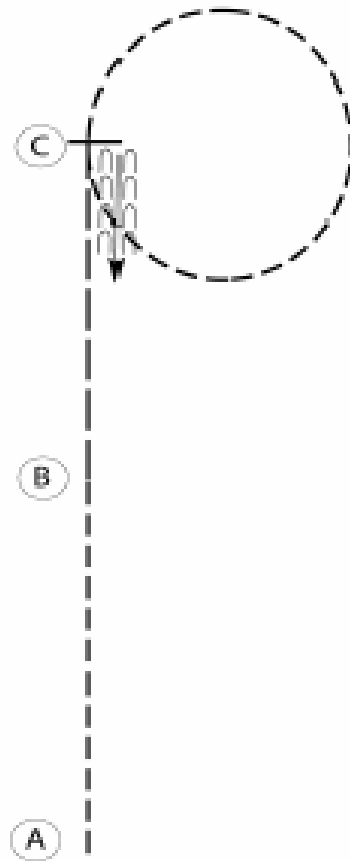
Pekin Riding Club Horsemanship/Equitation Walk Trot Only Pattern #1

1. Walk A to B
2. At B jog to D
3. At D stop and back 4 steps.



Walk
Jog	-----
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	Ⓚ
Sidepass	←←←←

Pekin Riding Club Horsemanship/Equitation Walk Trot Only Pattern #2



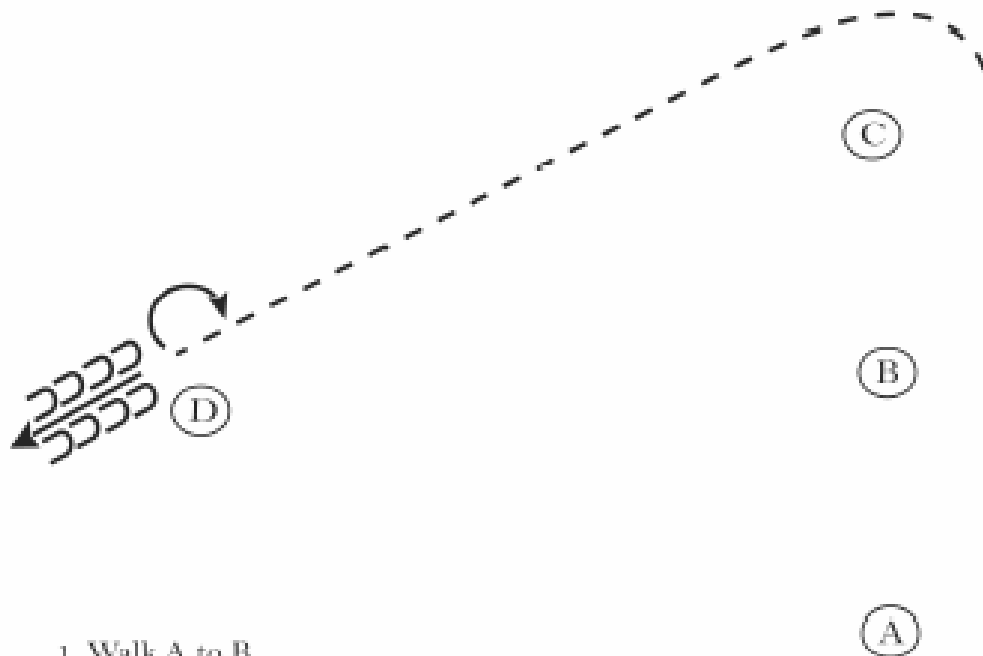
Be ready at A.

1. Jog from A to B.
2. Extend the jog to C.
3. At C, jog a circle to the right.
4. Even with C, stop and back one horse length

Retire to the rail or line up at a jog.

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

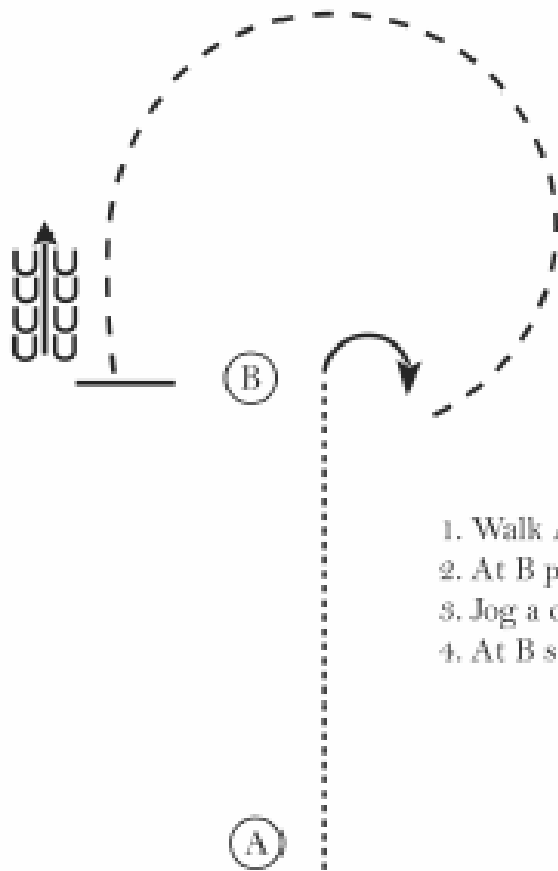
Pekin Riding Club Horsemanship/Equitation Walk Trot Only Pattern #3



1. Walk A to B.
2. At B jog around C to D.
3. At D perform a 180 degree turn to the right.
4. Back 4 steps.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←← ←←←←
Marker	(B)
Sidepass	←←←←

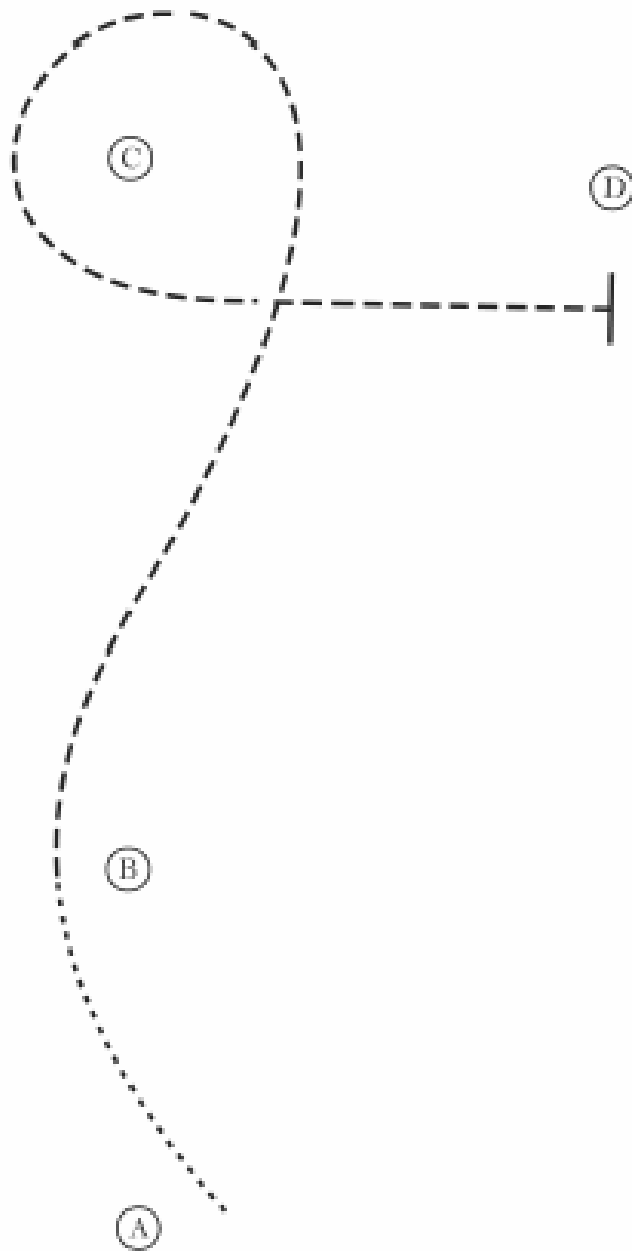
Pekin Riding Club Horsemanship/Equitation Walk Trot Only Pattern #4



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

Walk
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	↘
Back	← ← ← ←
Marker	⊙
Sidepass	← ←

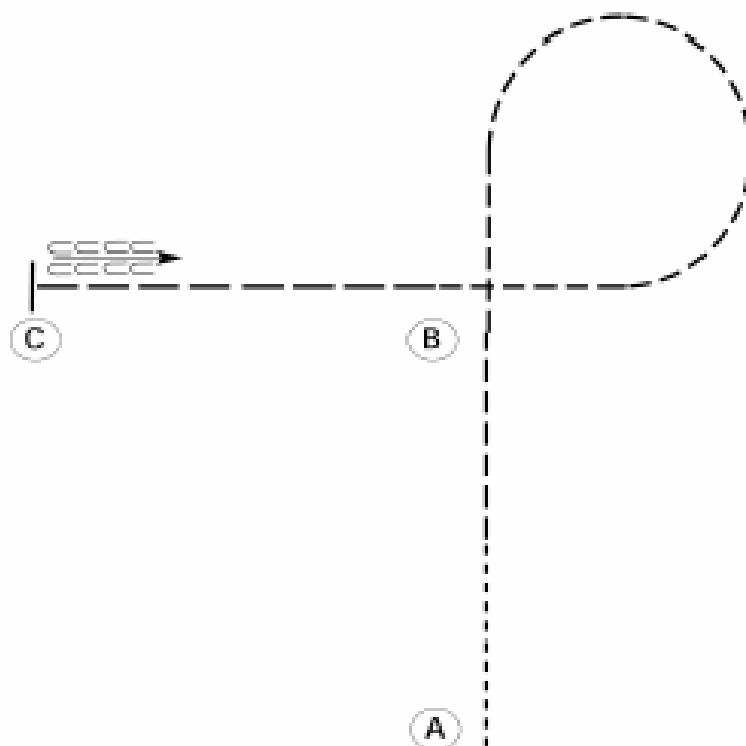
Pekin Riding Club Horsemanship/Equitation Walk Trot Only Pattern #5



1. Walk A to B.
2. Jog B to C.
3. Jog around C.
4. Jog to D, Stop.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←○○○○
Marker	ⓑ
Sidepass	←-----→

Pekin Riding Club Horsemanship/Equitation Walk Trot Only Pattern #6



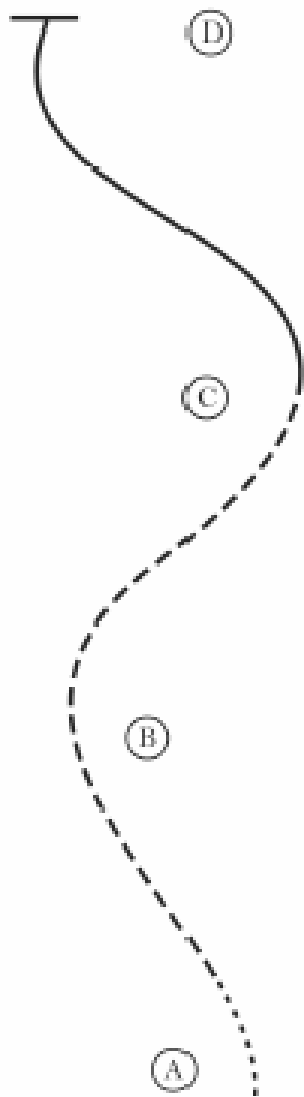
Be ready at A.

1. Walk from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Jog a circle to the right.
4. Extend the jog from B to C.
5. Stop at C and back one horse length.

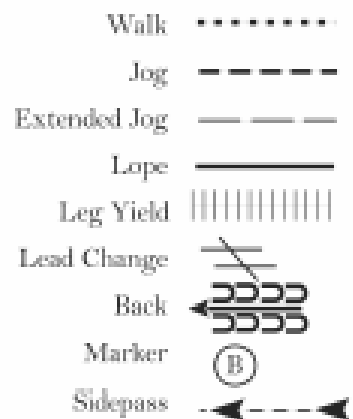
Retire to the rail or line up at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ○ ○ ○ ○
Marker	⊙
Sidepass	← — — — — →

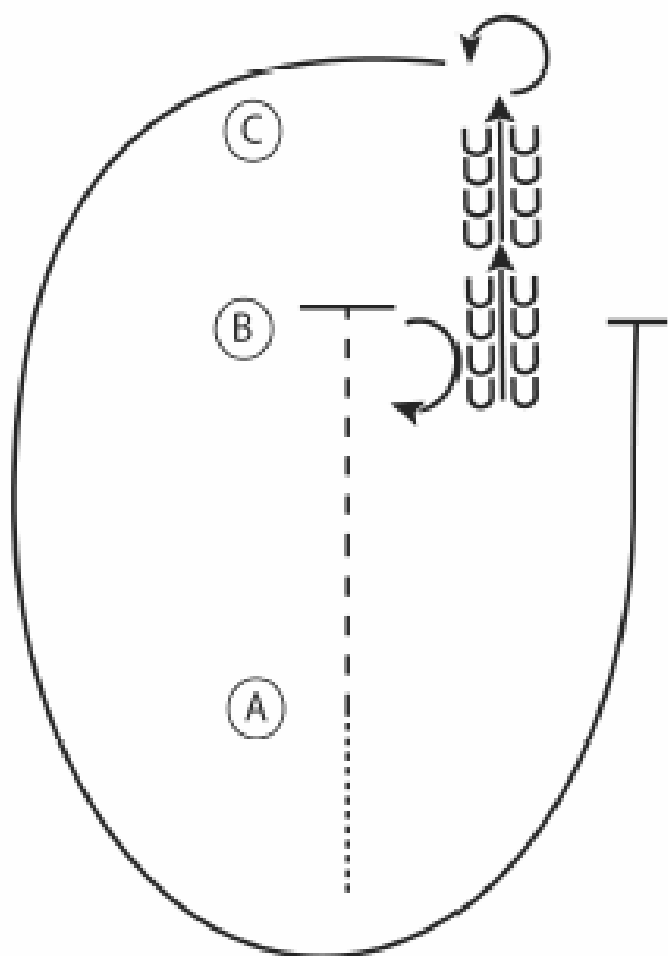
Pekin Riding Club Horsemanship/Equitation Walk Trot and Canter Pattern #1



1. At A walk two strides
2. Jog to C
3. At C lope on the right lead to D
4. At D stop



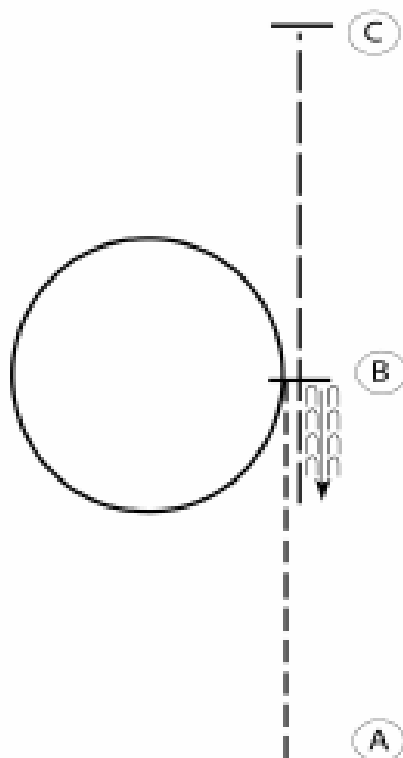
Pekin Riding Club Horsemanship/Equitation Walk Trot and Canter Pattern #2



1. Walk to A
2. Jog A to B
3. Stop at B and perform a 180 degree turn to the right
4. Back to C
5. At C perform a 270 degree turn to the left
6. Lope a circle around A, returning to B
7. Stop at B

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	Ⓚ
Sidepass	←←←←

Pekin Riding Club Horsemanship/Equitation Walk Trot and Canter Pattern #3



Be ready at A.

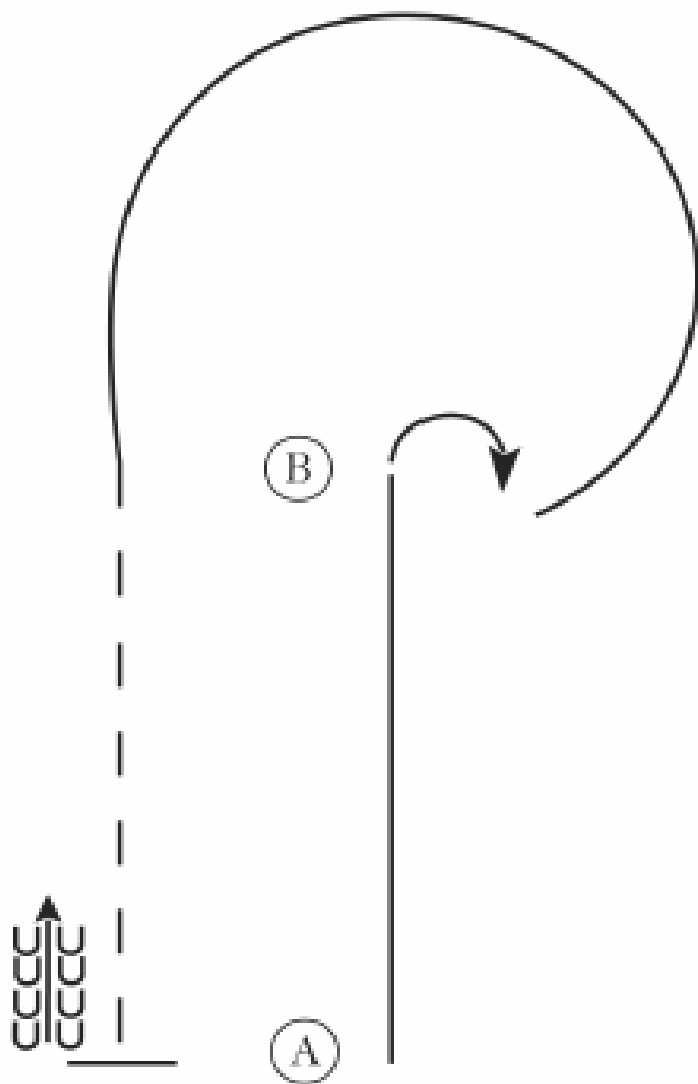
1. Jog from A to B.
2. Lope a circle to the left on the left lead.
3. Stop at B.
4. Back one horse length at B.
5. Extend the jog to C.
6. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←○○○○ ←○○○○
Marker	ⓑ
Sidepass	←-----→

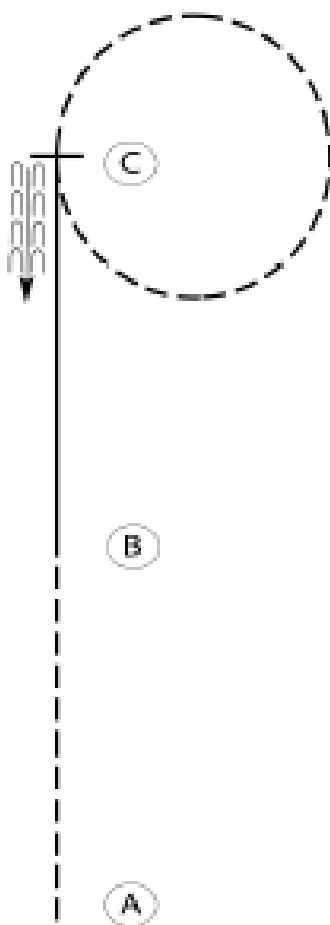
Pekin Riding Club Horsemanship/Equitation Walk Trot and Canter Pattern #4

1. Lope on the right lead A to B.
2. At B perform a 90 degree turn to the right.
3. Lope a circle to B on the left lead.
4. At B extend the jog to A.
5. At A stop and Back 4 steps.



Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	ⓑ
Sidepass	←←←←

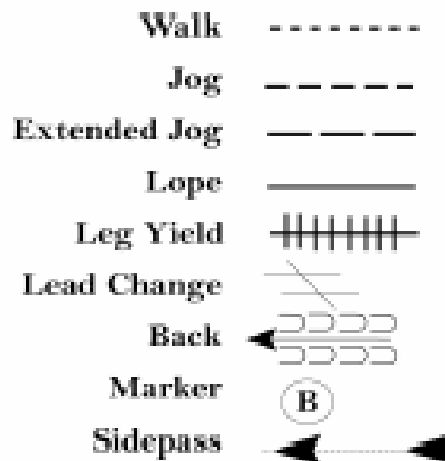
Pekin Riding Club Horsemanship/Equitation Walk Trot and Canter Pattern #5



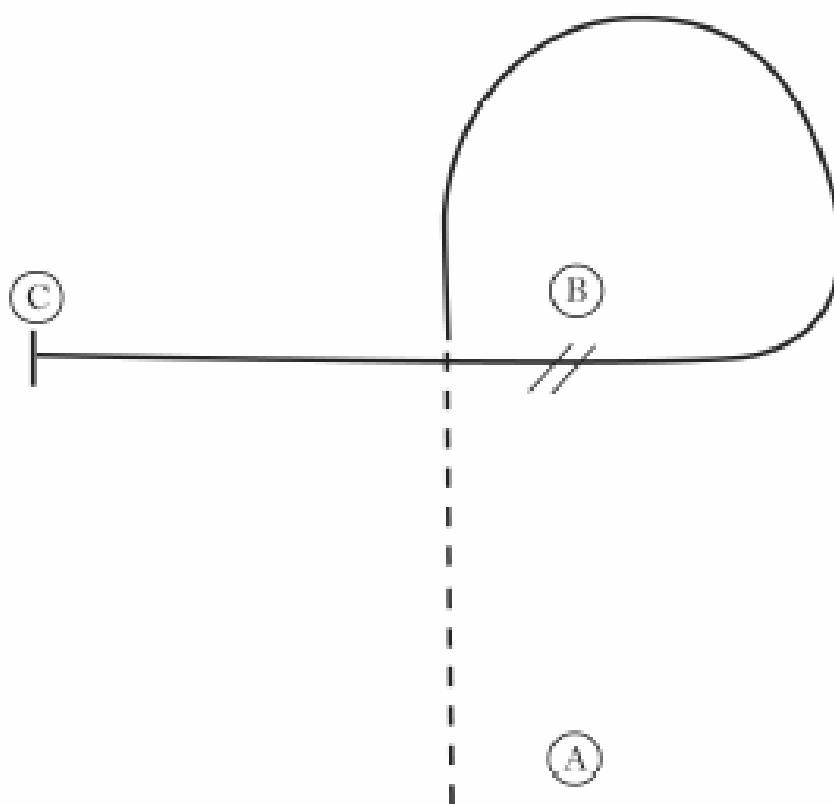
Be ready at A.

1. Jog from A to B.
2. Lope on the right lead to C.
3. Even with C, break to a jog and circle to the right.
4. Stop at C and back one horse length

Retire to the rail or line up at a jog.



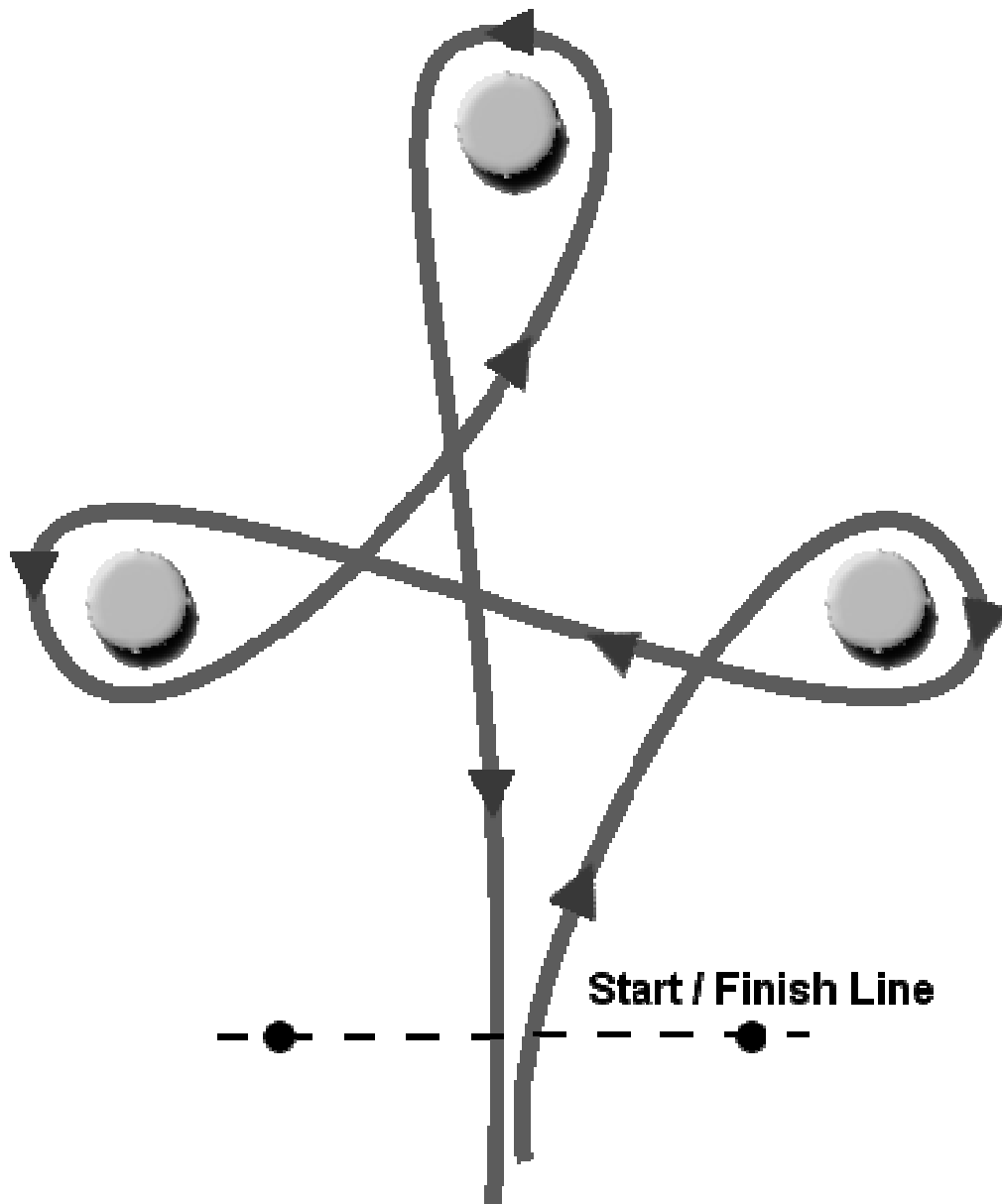
Pekin Riding Club Horsemanship/Equitation Walk Trot and Canter Pattern #6



1. Jog A to B
2. At B lope a circle around B on the right lead
3. Perform a flying lead change at B
4. Continue at the lope on the left lead to C
5. Stop at C

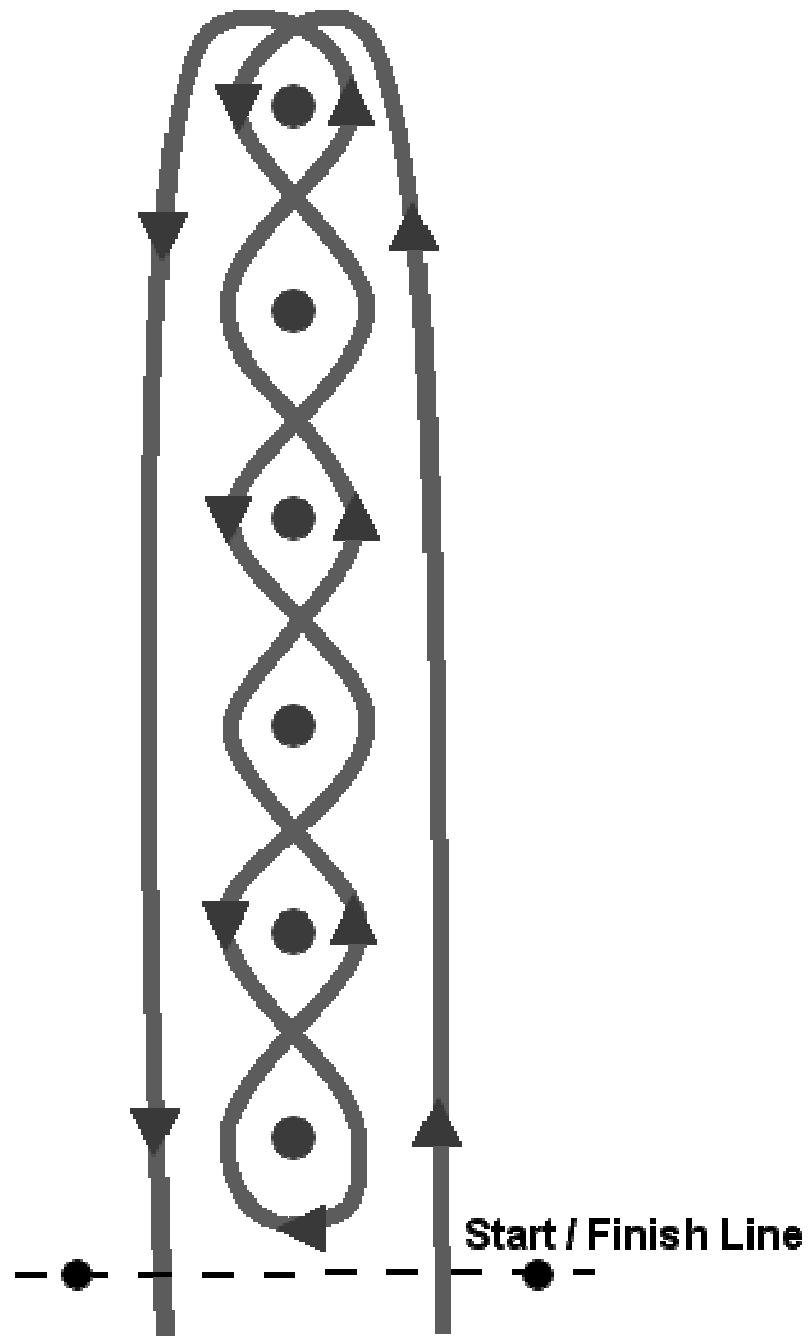
Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	⊙ B
Sidepass	←←←←

Pekin Riding Club Barrel Pattern



1. Pattern may be run to the right first (one right turn and two lefts) or to the left first (one left turn and two rights).
2. Breaking the pattern is a No Time
3. Knocking over a barrel is a 5 second penalty for each down barrel

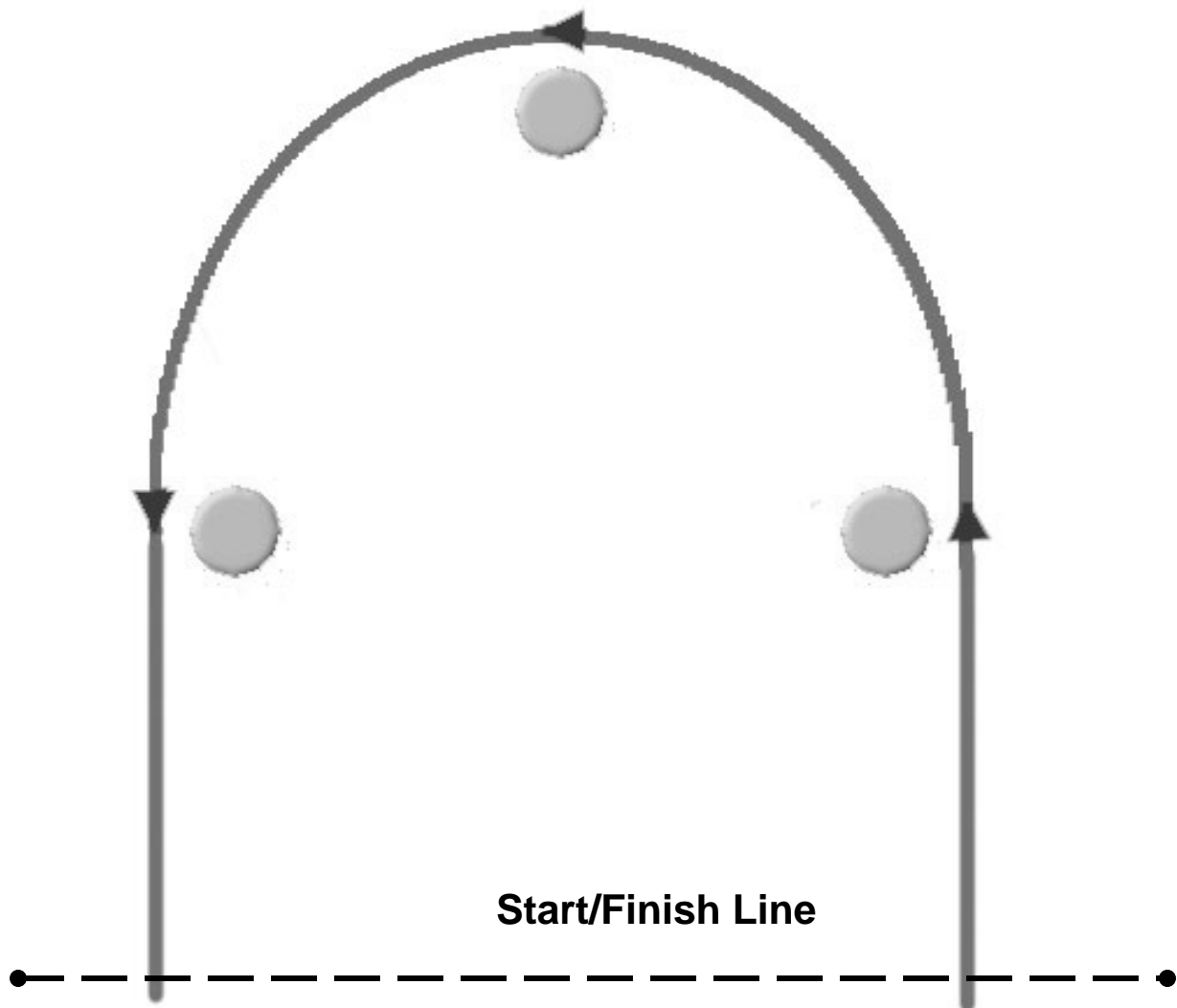
Pekin Riding Club Pole Pattern



Pattern may be run to the left first (as pictured) or to the right first.

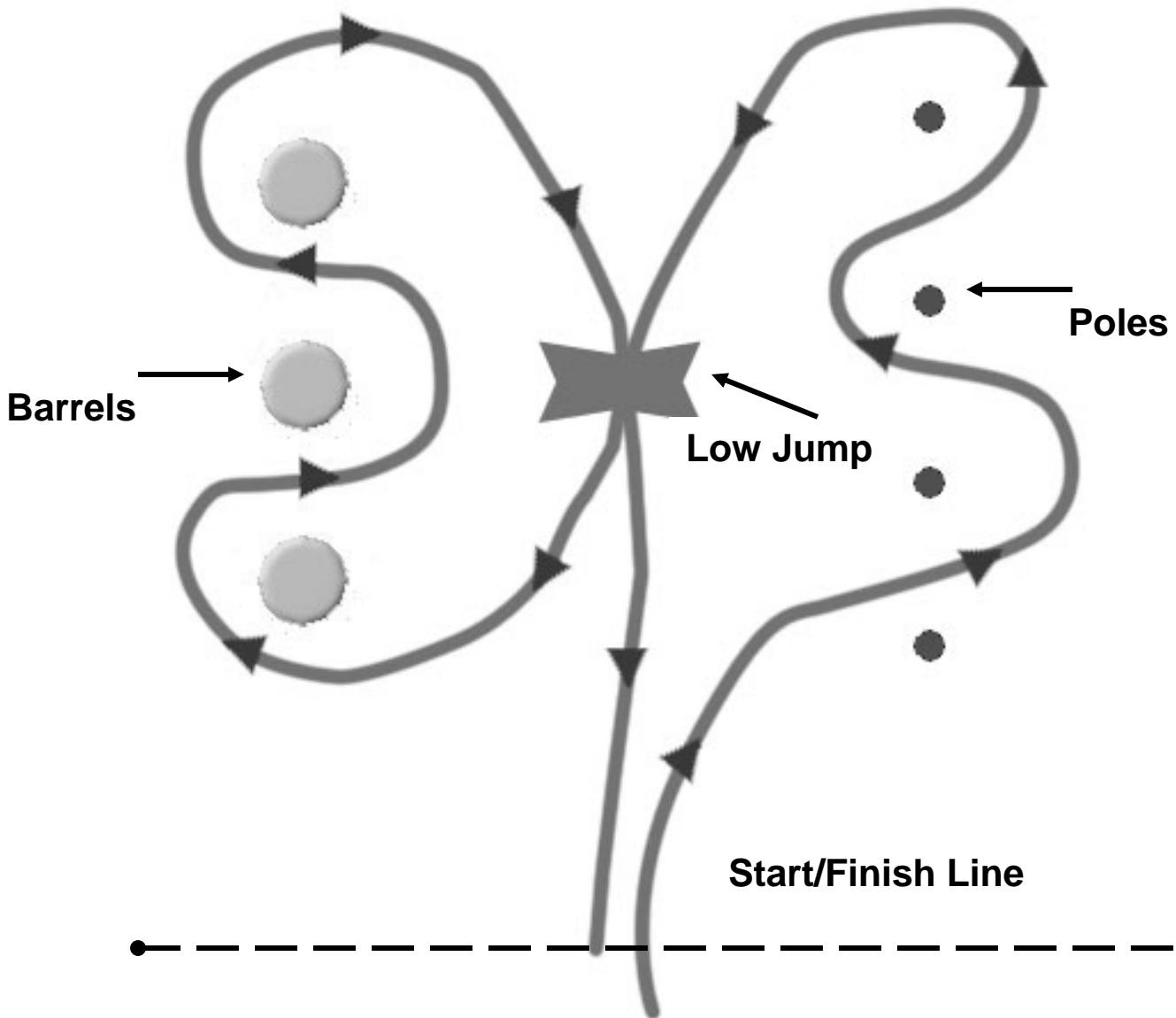
1. Breaking the pattern is a No Time
2. Knocking over a pole is a 5 second penalty for each down pole

Pekin Riding Club Flag Pattern



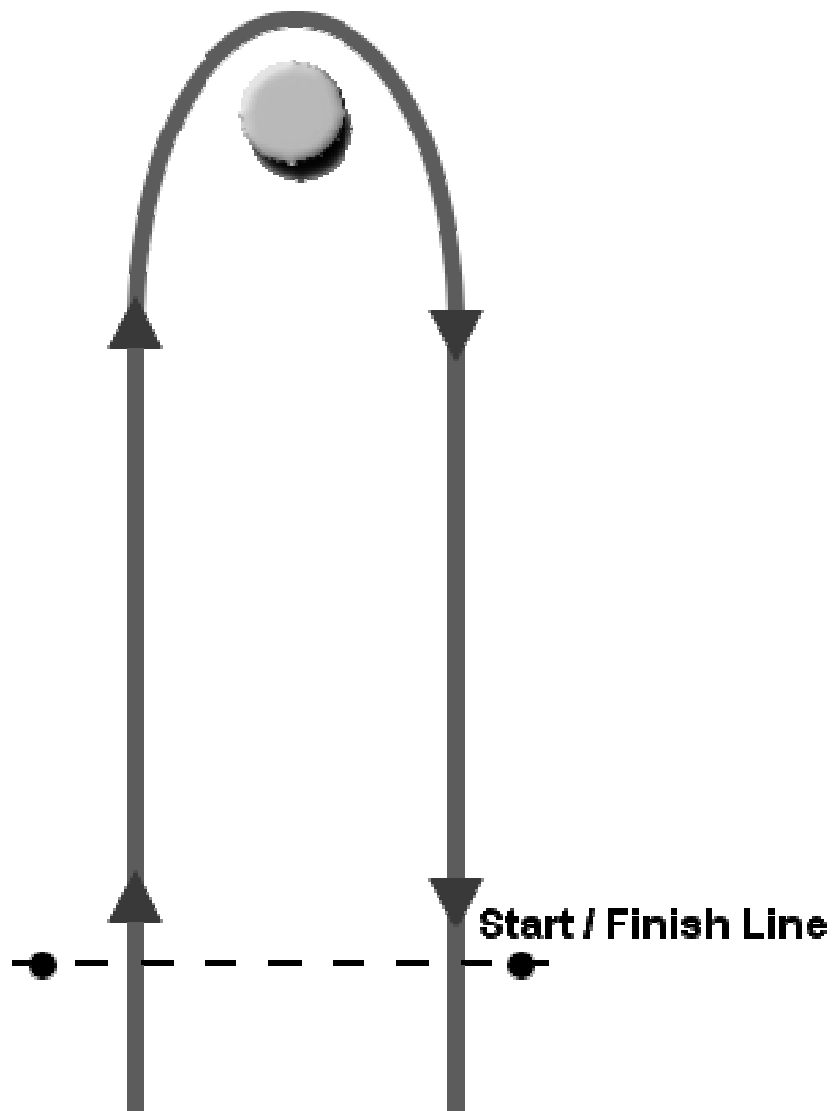
1. Pattern may be run from the right or from the left
2. Flag shall be picked up from the bucket on one side, run around the top barrel and put in the bucket on the other side
3. Dropping the flag or breaking the pattern is considered a no time

Pekin Riding Club Scudaho



1. Pattern must be run with the poles first
2. A broken pattern is a no time
3. A down pole or barrel is a 5 second penalty
4. A down jump is a 5 second penalty
5. After 2 attempts at the jump it is considered a refusal and a broken pattern

Pekin Riding Club Plug Race



1. Pattern may be run to the right or to the left
2. Knocking down the barrel is considered a No Time