



MID RIVERS
SADDLE CLUB



Summer Splash Show
June 29th & 30th
Pattern Book



MID RIVERS
SADDLE CLUB



WALK SHOWMANSHIP/EQUITATION/HORSEMANSHIP

SATURDAY, JUNE 29



SMS

Be ready at A.

1. Walk from A to B and stop with hip even with B.
2. Perform a 90 degree turn.
3. Walk to judge and set up for inspection.
4. When dismissed, perform a 90 degree turn and walk the arc pattern to exit.

EQ/HMS

Be ready at A.

1. Walk from A to B and stop with hip even with B.
2. Perform a 90 degree turn.
3. Walk to C and stop.
4. Perform a 90 degree turn and walk the arc pattern to exit.

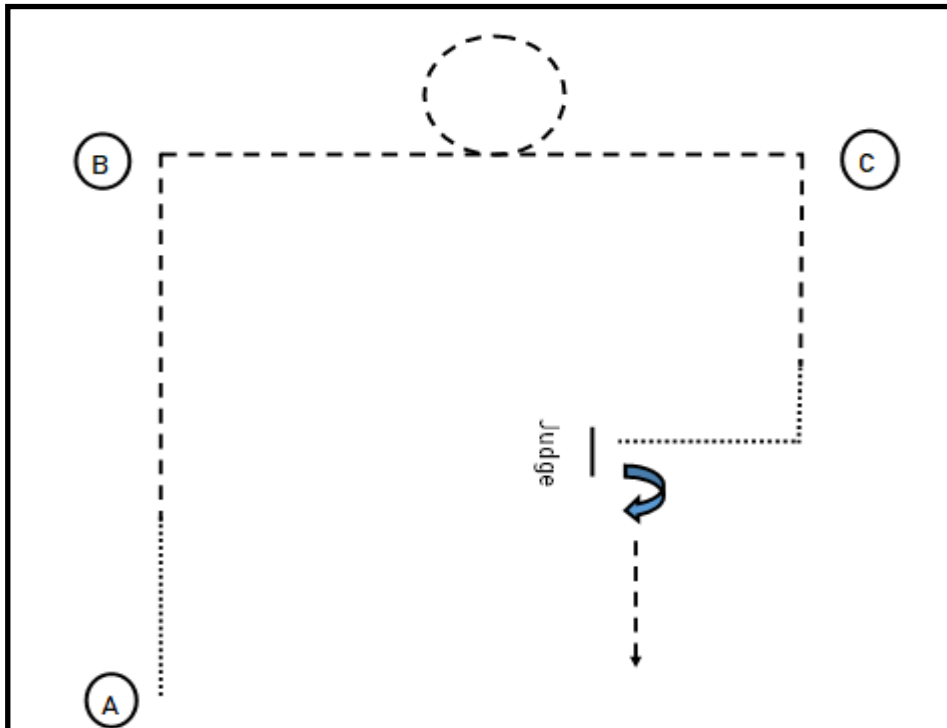
SHOWMANSHIP—F



Youth 13 Under, Beginner WT, Small Fry WT,

14+/Adult WT , Select WT

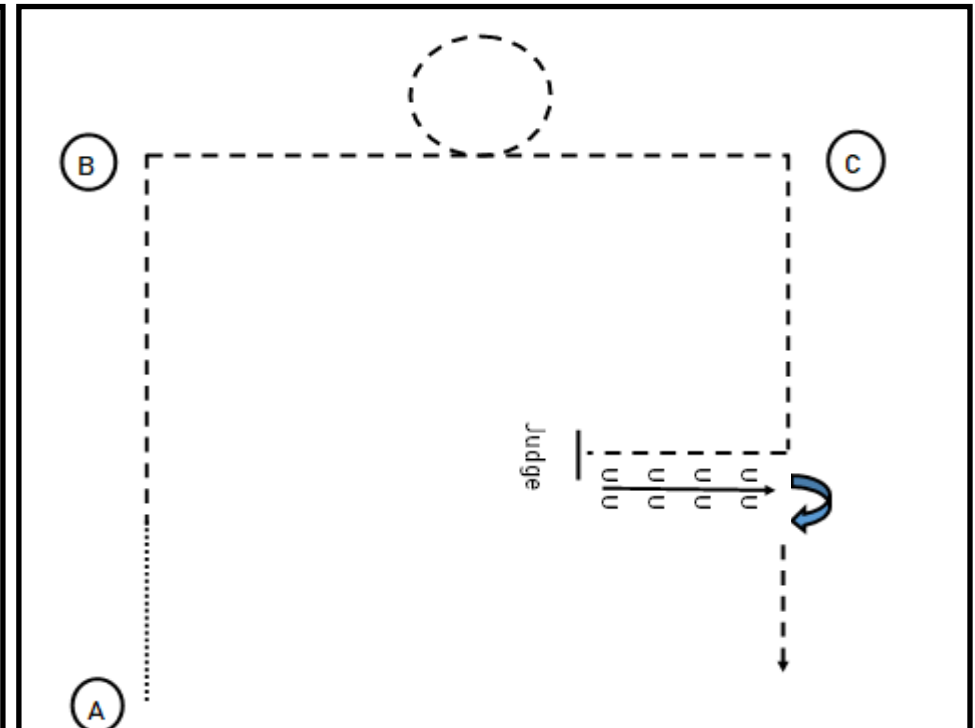
Youth 18 Under and Adult



Be ready at A.

1. Walk 2 horse lengths and then trot to B.
2. Trot half-way to C and through the circle.
3. Continue trotting through the square turn at C.
4. Walk to the judge and set up for inspection.
5. When dismissed, perform a 270 degree turn and trot to exit.

Walk
Extended Walk
Trot	-----
Extended Trot	- . - . - . - . - .
Back	← ← ← ← ← ← ← ←



Be ready at A.

1. Walk 2 horse lengths and then trot to B.
2. Trot half-way to C and through the circle.
3. Continue trotting through the square turn at C.
4. Trot to the judge and set up for inspection.
5. When dismissed, back up one horse length.
6. Perform a 270 degree turn and trot to exit.

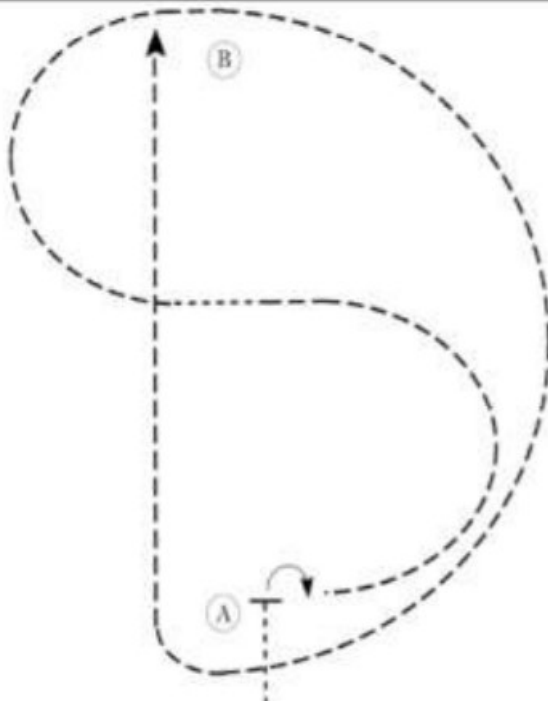
Walk
Extended Walk
Trot	-----
Extended Trot	- . - . - . - . - .
Back	← ← ← ← ← ← ← ←

HUNT SEAT EQUITATION—F



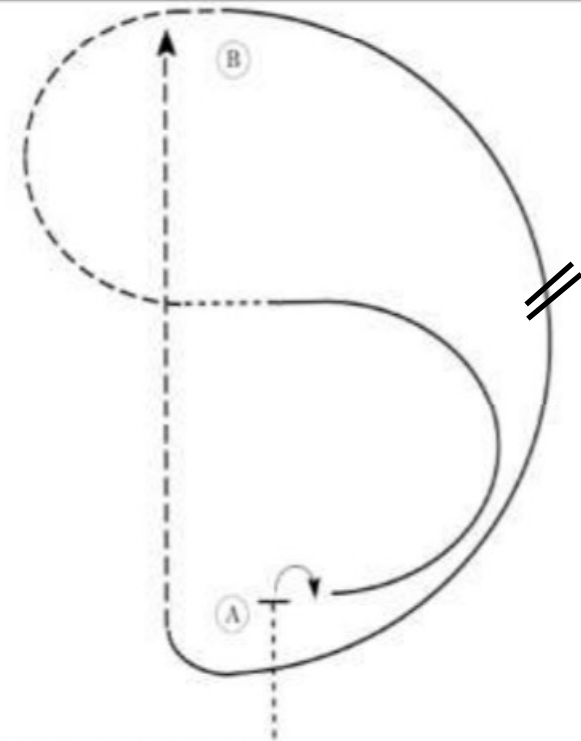
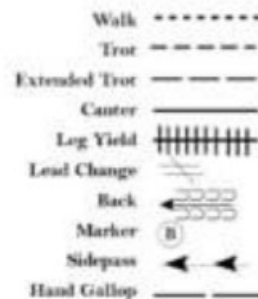
Youth 13 Under, Beginner W/T, Small Fry W/T,
14+ Adult W/T, Select W/T

Youth 18 Under and Adult



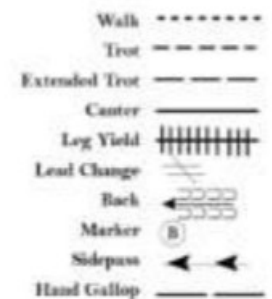
Be ready before A.

1. Walk to A.
2. Perform a 90 degree forehand turn to the right.
3. Trot on the right diagonal in a half circle to center of pattern.
4. Walk two to three horse lengths.
5. Sitting trot in a half circle to B.
6. Trot on the left diagonal to and around A.
7. Two-point trot to and past B to exit.



Be ready before A.

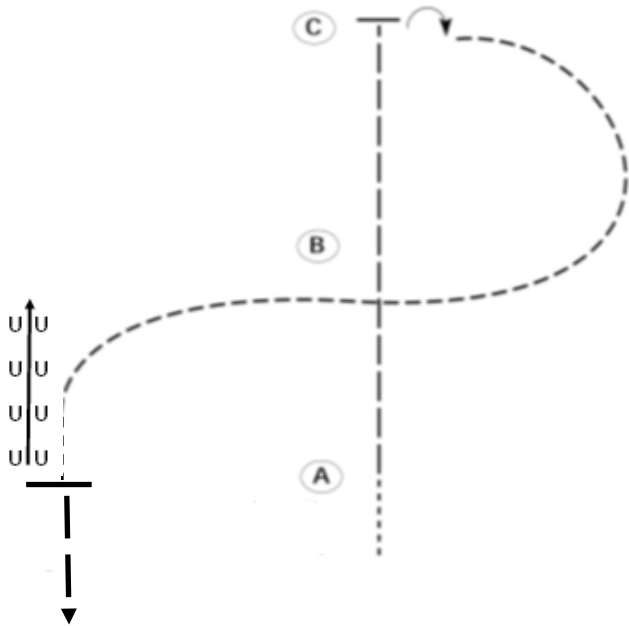
1. Walk to A.
2. Perform a 90 degree forehand turn to the right.
3. Canter on the left lead in a half circle to center of pattern.
4. Walk two to three horse lengths.
5. Sitting trot in a half circle to B.
6. Canter on the right lead towards A.
7. Halfway to A, change leads and counter canter to and around A.
8. Trot on the right diagonal to B.
9. Pattern is over once you pass B.





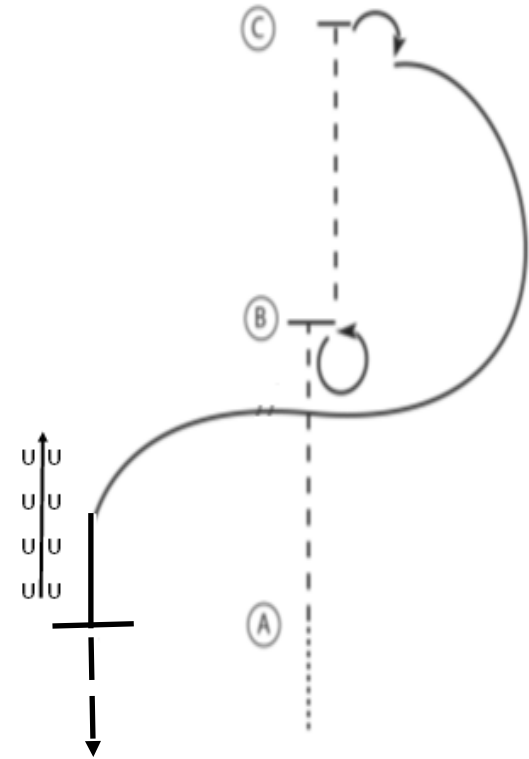
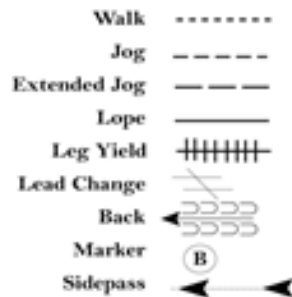
Youth 13 Under, Beginner W/T, Small Fry
W/T, 14+ Adult W/T, and Select W/T

Youth 18 Under and Adult



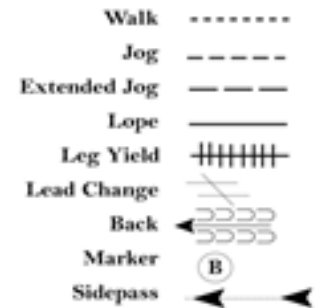
Be ready before A.

1. Walk to A.
2. Extended jog from A to C.
3. Stop. 90 degree haunches turn right.
4. Jog half circle to B.
5. Continue to jog as shown.
6. When even with A, stop. Back one horse length.
7. Extended jog to exit.



Be ready before A.

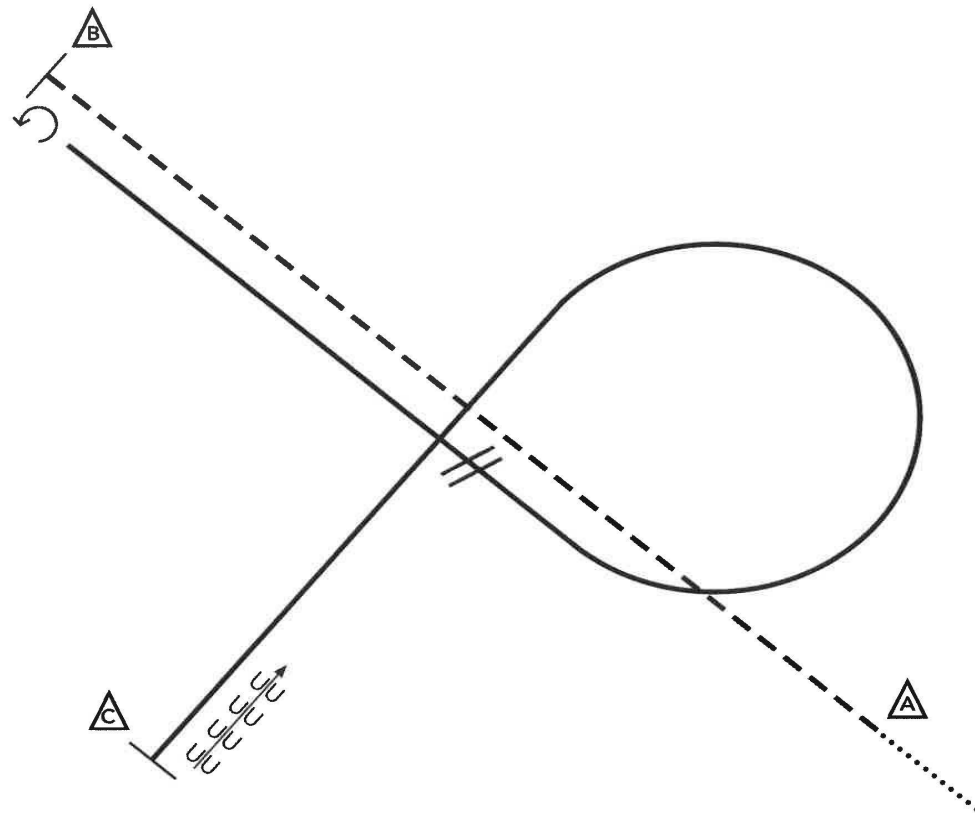
1. Walk to A.
2. Jog A to B.
3. Stop. 360 degree haunches turn left
4. Jog B to C.
5. Stop. 90 degree haunches turn right.
6. Lope half circle to B on left lead.
7. Continue to lope on left lead..
8. When even with A, stop. Back one horse length.
9. Extended jog to exit.



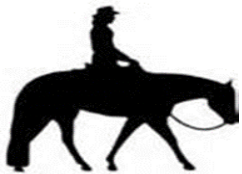
CINCH[®]

MEDAL HORSEMANSHIP

2024 Qualifying Pattern C



-
1. Walk to A
 2. At A, jog to B
 3. Stop at B and perform a 180° turn left
 4. Lope off on the right lead
 5. Perform a simple lead change and lope a left lead circle as drawn
 6. Lope straight to C, stop and back 5 steps



IN-HAND TRAIL

WALK TRAIL



PATTERN F

PATTERN F

1. Walk bridge into box
2. 270R
3. Walk poles
4. Left Hand push gate
5. Trot over poles
6. Trot into chute
7. Back chute as shown
8. Walk out over elevated pole to exit

LEGEND

..... WALK
 TROT
 ● ● EXT TROT
 ——— CANTER
 ——— EXT
 ——— CANTER
 ← BACK

1. Walk bridge into box
2. 90L
3. Walk poles
4. Walk through open gate
5. Walk over pole into chute
6. Back straight out
7. Walk out as shown over elevated pole to exit

LEGEND

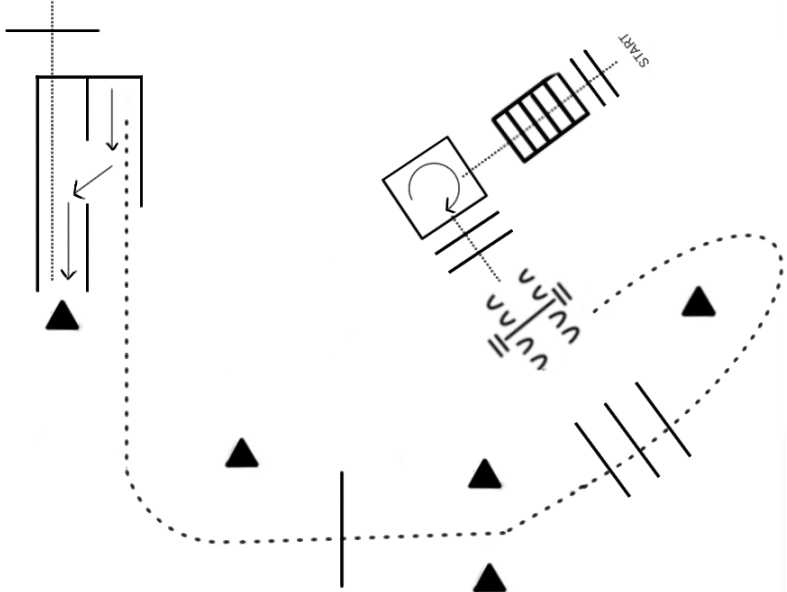
..... WALK
 TROT
 ● ● EXT TROT
 ——— CANTER
 ——— EXT
 ——— CANTER
 ← BACK

TRAIL—F



Youth 13 Under, Beginner W/T, Small Fry W/T,
14+ Adult W/T, and Select W/T

Youth 18 Under and Adult



1. Walk bridge into box
2. 270R
3. Walk poles
4. Left Hand push gate
5. Trot over poles
6. Trot into chute
7. Back chute as shown
8. Walk out over elevated pole to exit

LEGEND

..... WALK

..... TROT

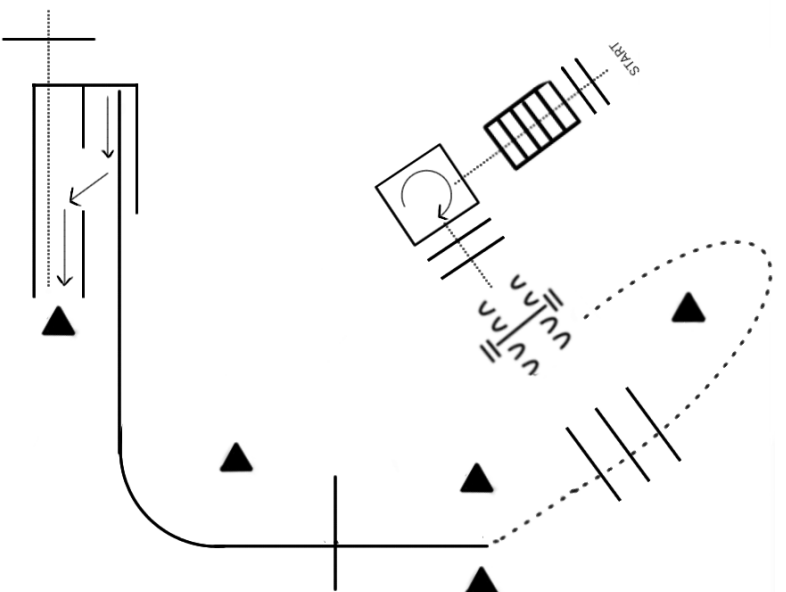
..... EXT TROT

..... CANTER

..... EXT

..... CANTER

..... BACK



1. Walk bridge into box
2. 270R
3. Walk poles
4. Left Hand push gate
5. Trot over poles
6. Right lead into chute
7. Back chute as shown
8. Walk out over elevated pole to exit

LEGEND

..... WALK

..... TROT

..... EXT TROT

..... CANTER

..... EXT

..... CANTER

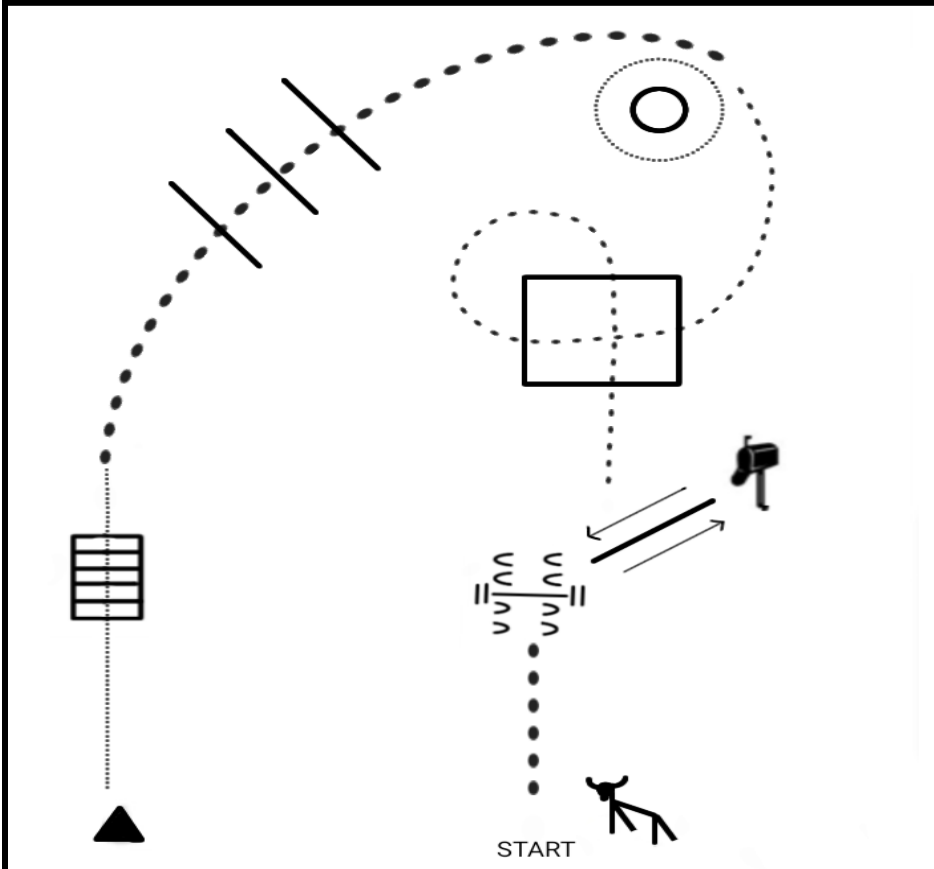
..... BACK

RANCH TRAIL— F



Youth W/T and Adult W/T

Youth and Adult



1. Attempt to rope steer
2. Extended trot to gate
3. Left hand push
4. Sidepass right
5. Check mail
6. Sidepass left
7. Trot to log drag
8. Drag log to left around obstacle
9. Extended trot poles
10. Walk bridge
11. Stop at cone, dismount ground tie and pick up one hoof

LEGEND

..... WALK

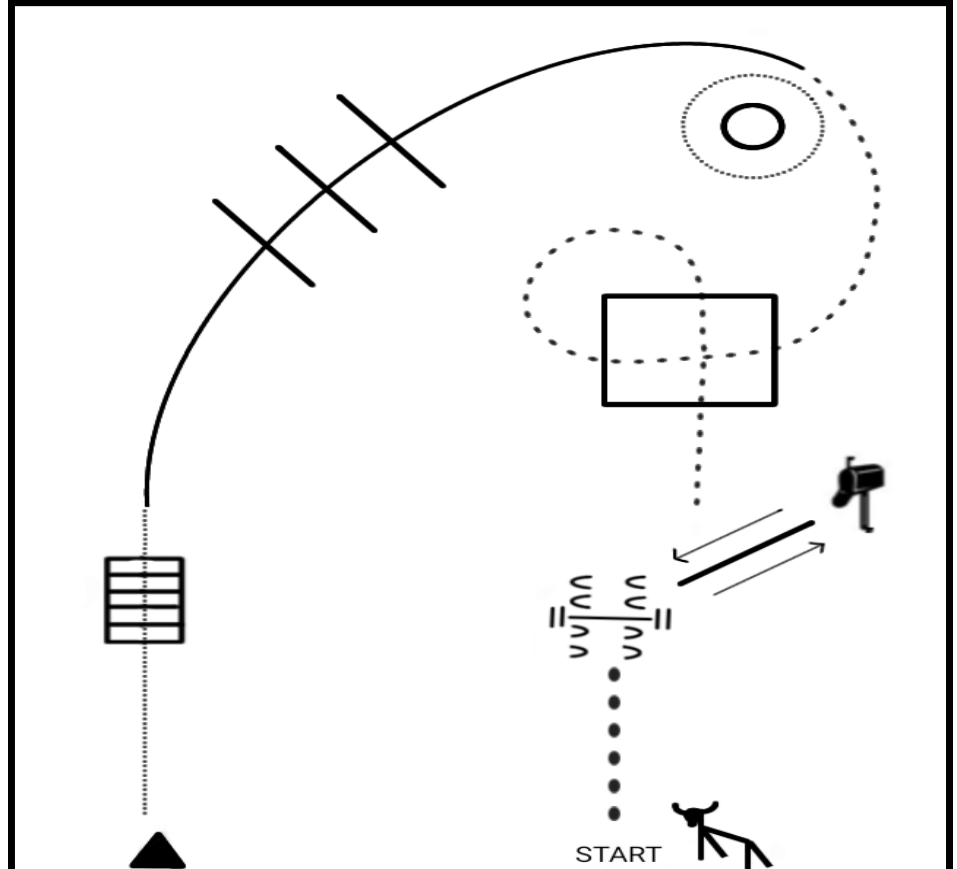
..... TROT

..... EXT TROT

..... CANTER

..... EXT CANTER

..... BACK



1. Attempt to rope steer
2. Extended trot to gate
3. Left hand push
4. Sidepass right
5. Check mail
6. Sidepass left
7. Trot to log drag
8. Drag log to left around obstacle
9. Left lead lope poles
10. Walk bridge
11. Stop at cone, dismount ground tie and pick up one hoof

LEGEND

..... WALK

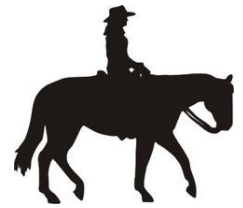
..... TROT

..... EXT TROT

..... CANTER

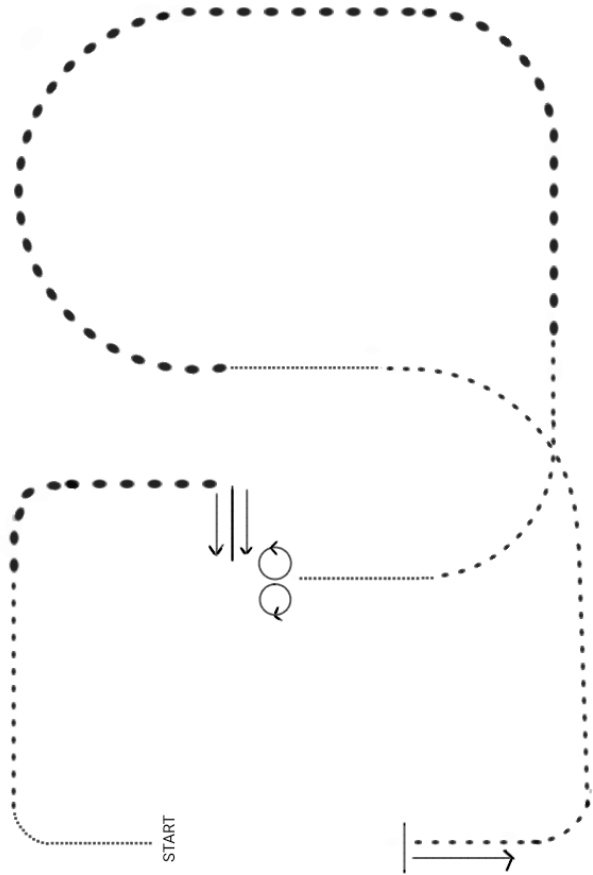
..... EXT CANTER

..... BACK



Youth W/T and Adult W/T

Youth and Adult



1. Walk
2. Trot
3. Extended Trot
4. Sidepass Right
5. 360 both directions, walk off
6. Trot
7. Extended Trot
8. Walk two horse-lengths
9. Trot
10. Stop and back one horse-length

LEGEND

..... WALK

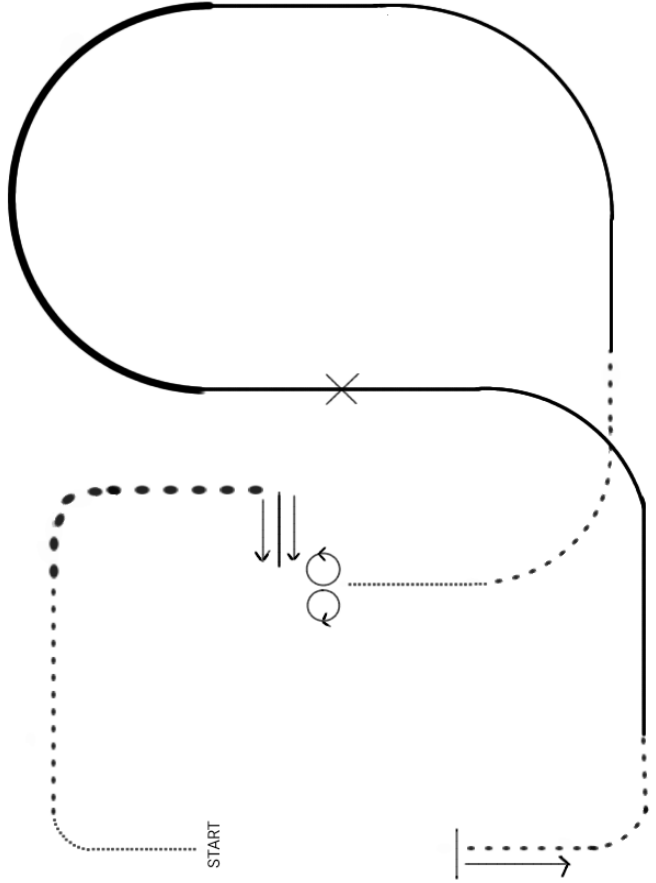
..... TROT

..... EXT TROT

———— CANTER

———— EXT CANTER

———— BACK



1. Walk
2. Trot
3. Extended Trot
4. Sidepass Right
5. 360 both directions, walk off
6. Trot
7. Left Lead
8. Extended Lope, collect
9. Lead Change (simple or flying)
10. Right Lead
11. Trot
12. Stop and back one horse-length

LEGEND

..... WALK

..... TROT

..... EXT TROT

———— CANTER

———— EXT CANTER

———— BACK