

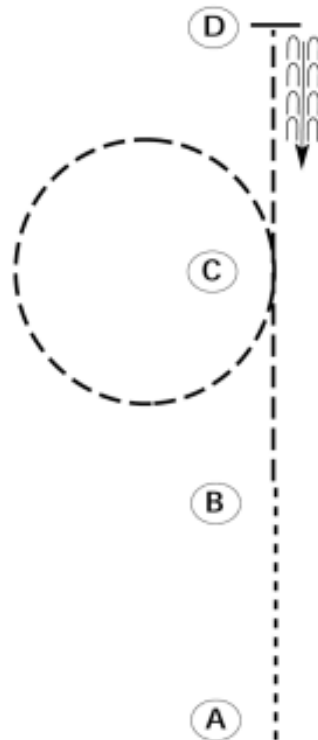
Under the lights 2024

Pee Wee (8 & Under)

Show Date: 05-18-2024

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Be ready at A.

1. Walk from A to B.
2. Jog to C and circle to the left.
3. Continue to jog to D.
4. Stop and D 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	← ← ← ← ← ←

[WH/WT-24]

Pattern Provided by:
Tri-State Saddle Club

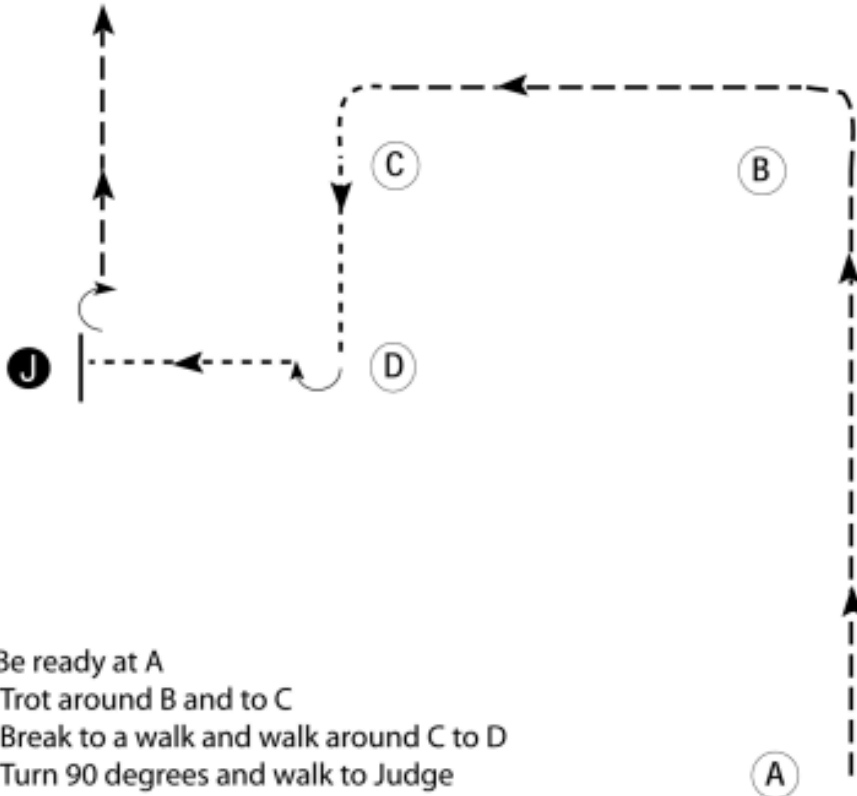
Under the lights 2024

Showmanship (12&Under)

Show Date: 05-18-2024

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1. Be ready at A
2. Trot around B and to C
3. Break to a walk and walk around C to D
4. Turn 90 degrees and walk to Judge
5. Stop and set up for inspection
6. When dismissed, turn 90 degrees and trot away from judge

Walk	-----
Trot	-----
Back	← ~~~~~ ~~~~~ ~~~~~
Marker	⊙ (B)
Judge	● (J)

[S/1-16]

Pattern Provided by:
Tri-State Saddle Club

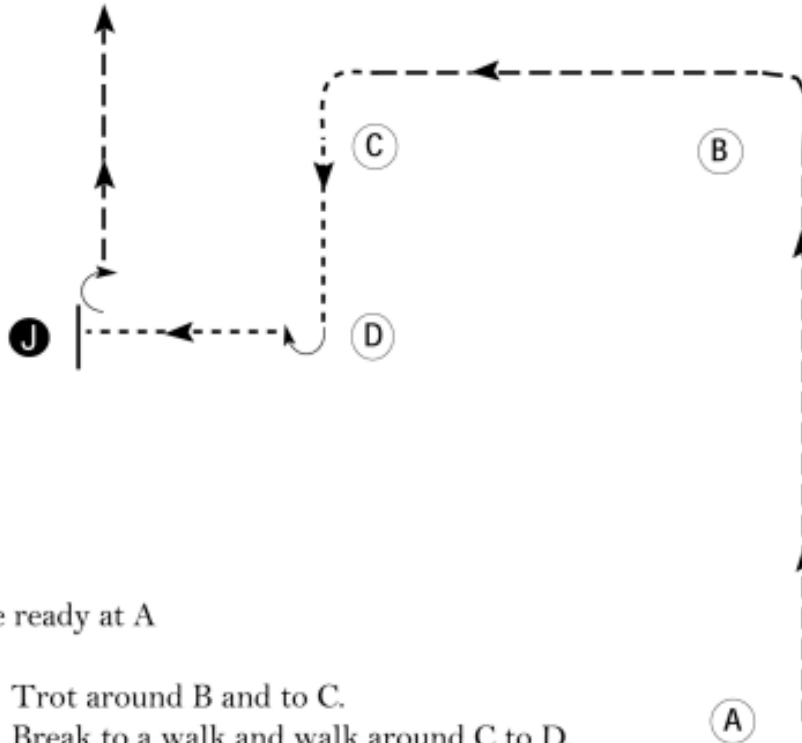
Under the lights 2024

Showmanship (13-17, 18 & Over)

Show Date: 05-18-2024

w w w . H o r s e S h o w P a t t e r n s . c o m

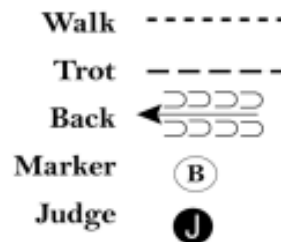
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A

1. Trot around B and to C.
2. Break to a walk and walk around C to D.
3. Turn 90 degrees and walk to Judge.
4. Stop and set up for inspection.
5. When dismissed, turn 90 degrees and trot away from judge.

Follow the instructions of your ring steward.



[S/1-30]

Pattern Provided by:
Tri-State Saddle Club

Under the lights 2024

Western horsemanship (12& Under)

Show Date: 05-18-2024

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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Turn 1/4 turn to the right.
4. Lope on the left lead to C.
5. Turn 1/2 turn to the left.
6. Jog to D.
7. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

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

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[WH/1-59]

Pattern Provided by:
Tri-State Saddle Club

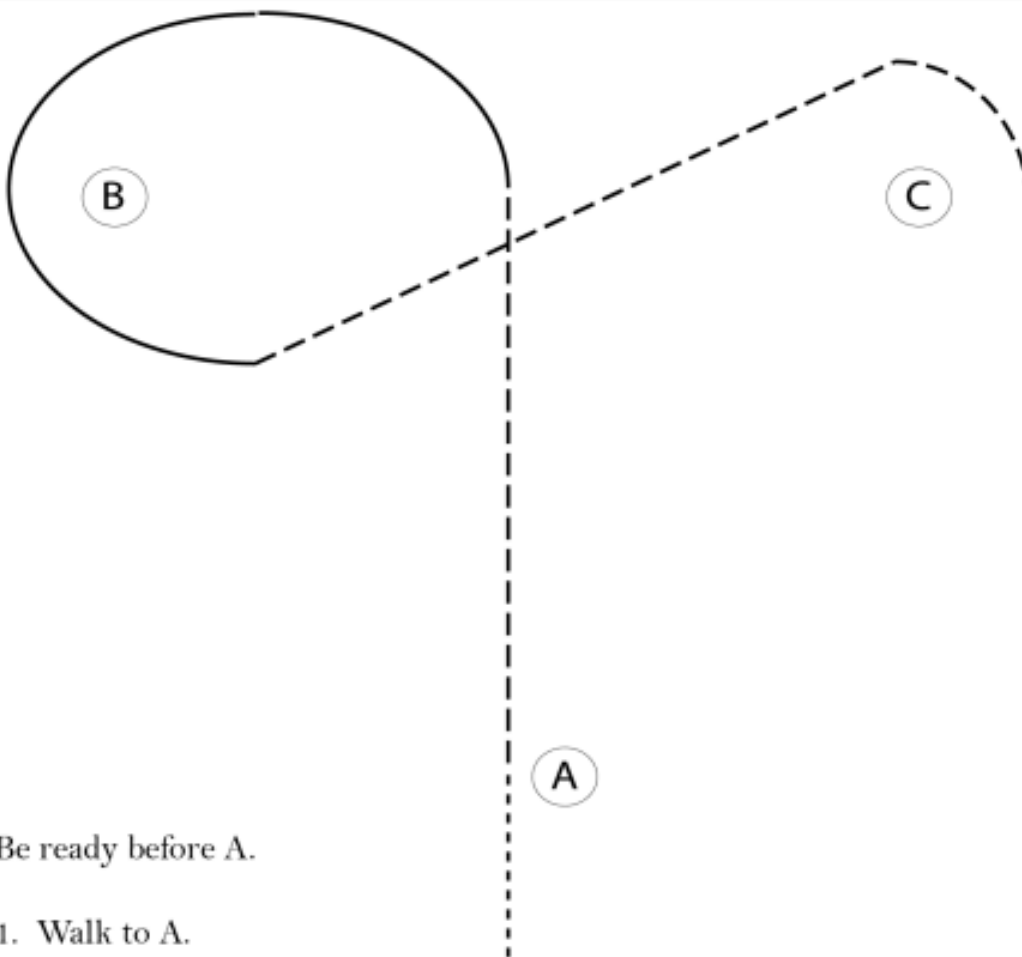
Under the lights 2024

Western horsemanship (13-17, 18 & Over)

Show Date: 05-18-2024

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Be ready before A.

1. Walk to A.
2. Jog until between B and C.
3. Lope on the left lead around B and toward C.
4. Jog to and around C.
5. When even with C, extend the jog to exit.

Pattern is over once you have passed A

Follow the instructions of your ring steward.

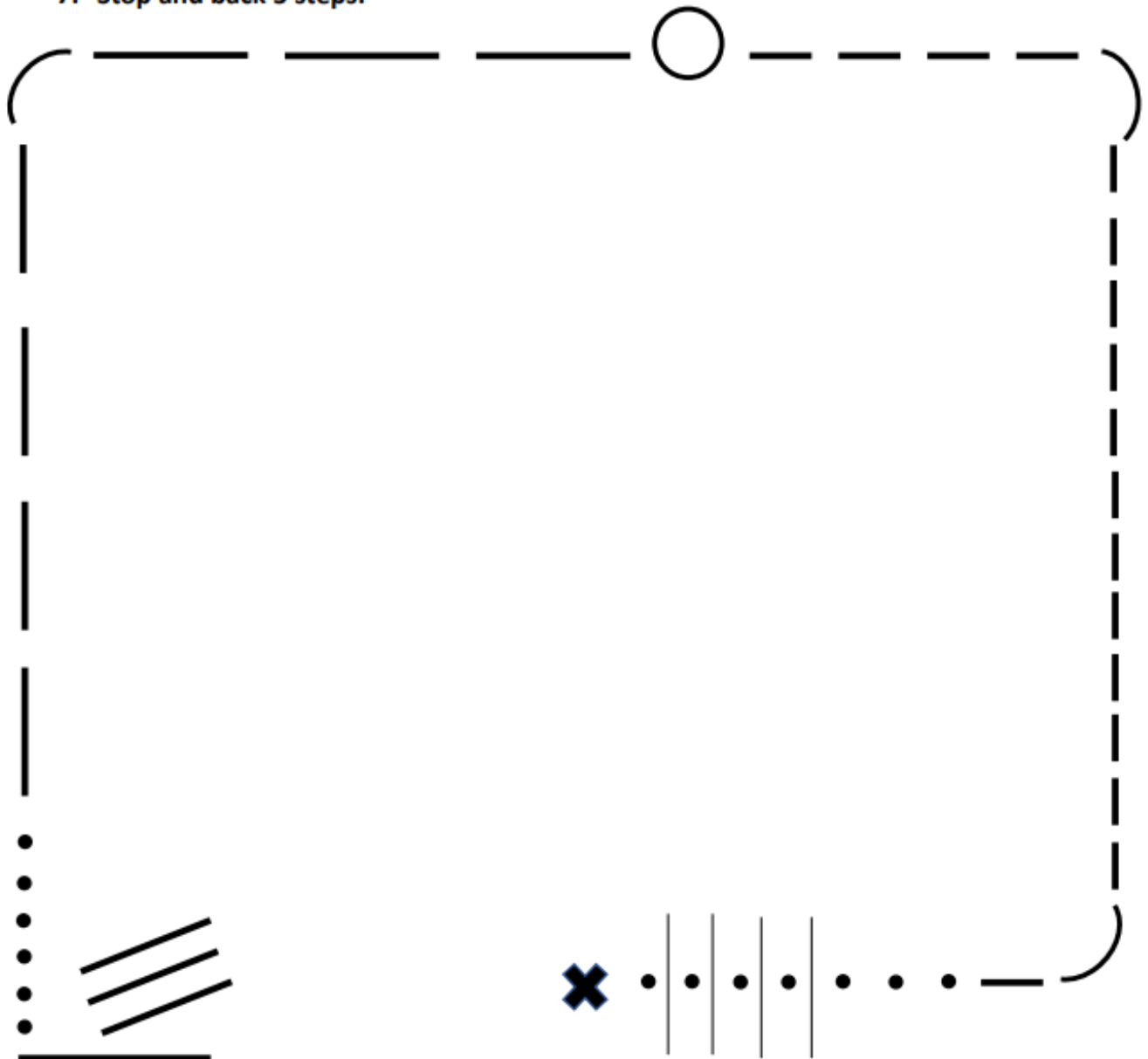
Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

[WH/1-100]

Pattern Provided by:
Tri-State Saddle Club

Under the Lights 2022
Ranch Riding (12 & Under)
Show Dates for 2022

1. Walk poles
2. Walk
3. Trot
4. One turn, either direction.
5. Extended trot
6. Walk
7. Stop and back 5 steps.



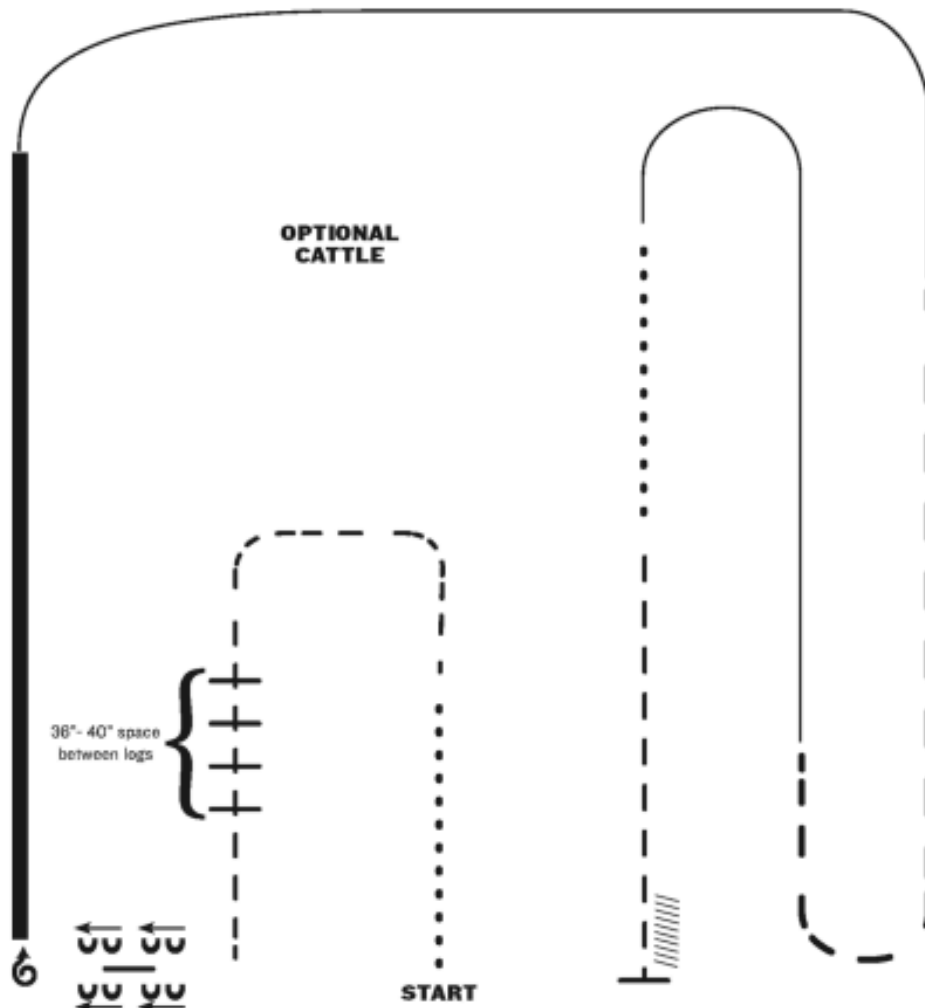
Under the lights 2024

Ranch Riding (13-17, 18&Over)

Show Date: 05-18-2024

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1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. 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.

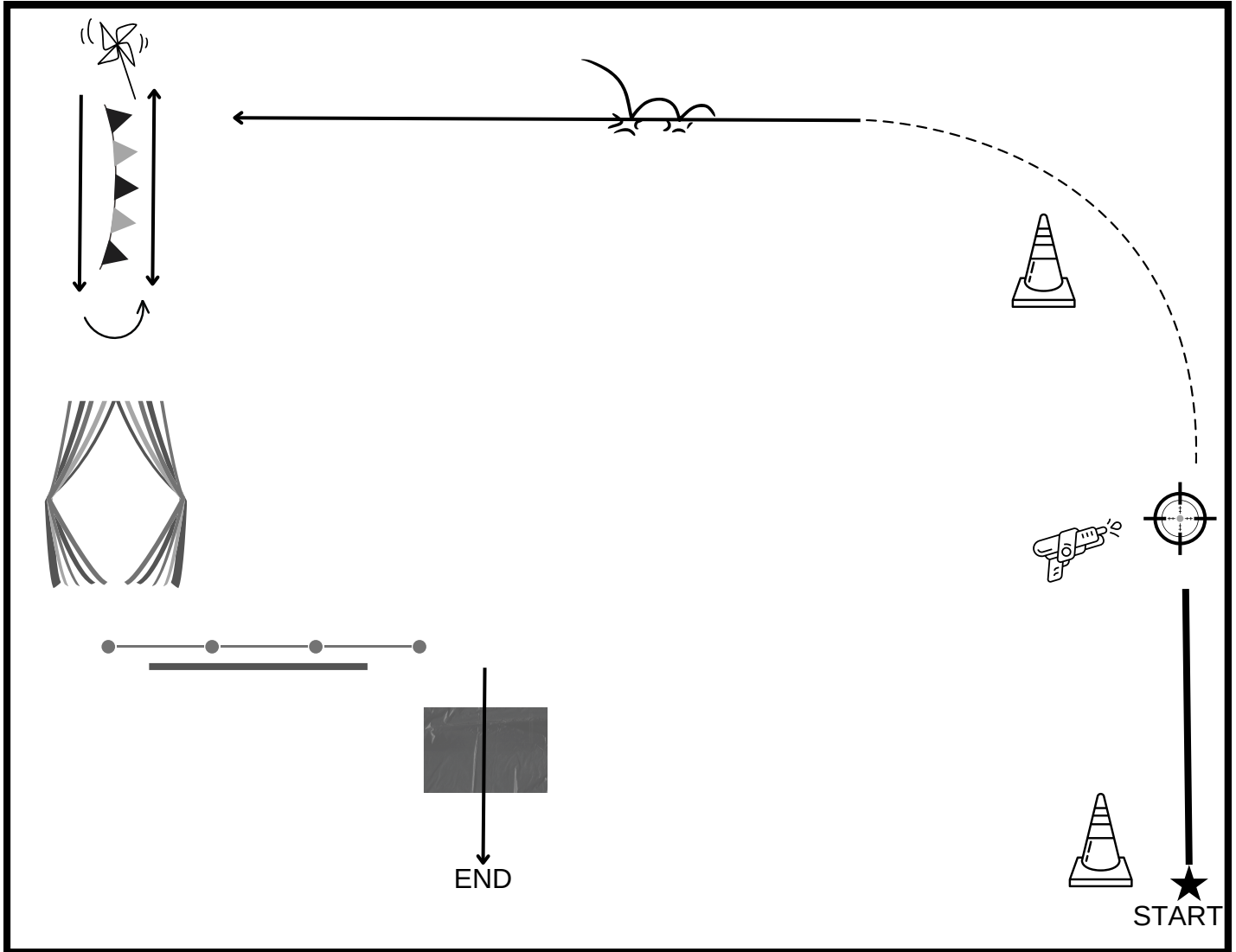
[RR/AQHA-12]

Pattern Provided by:

Tri-State Saddle Club

Under the Light Obstacle Class - All Age Divisions

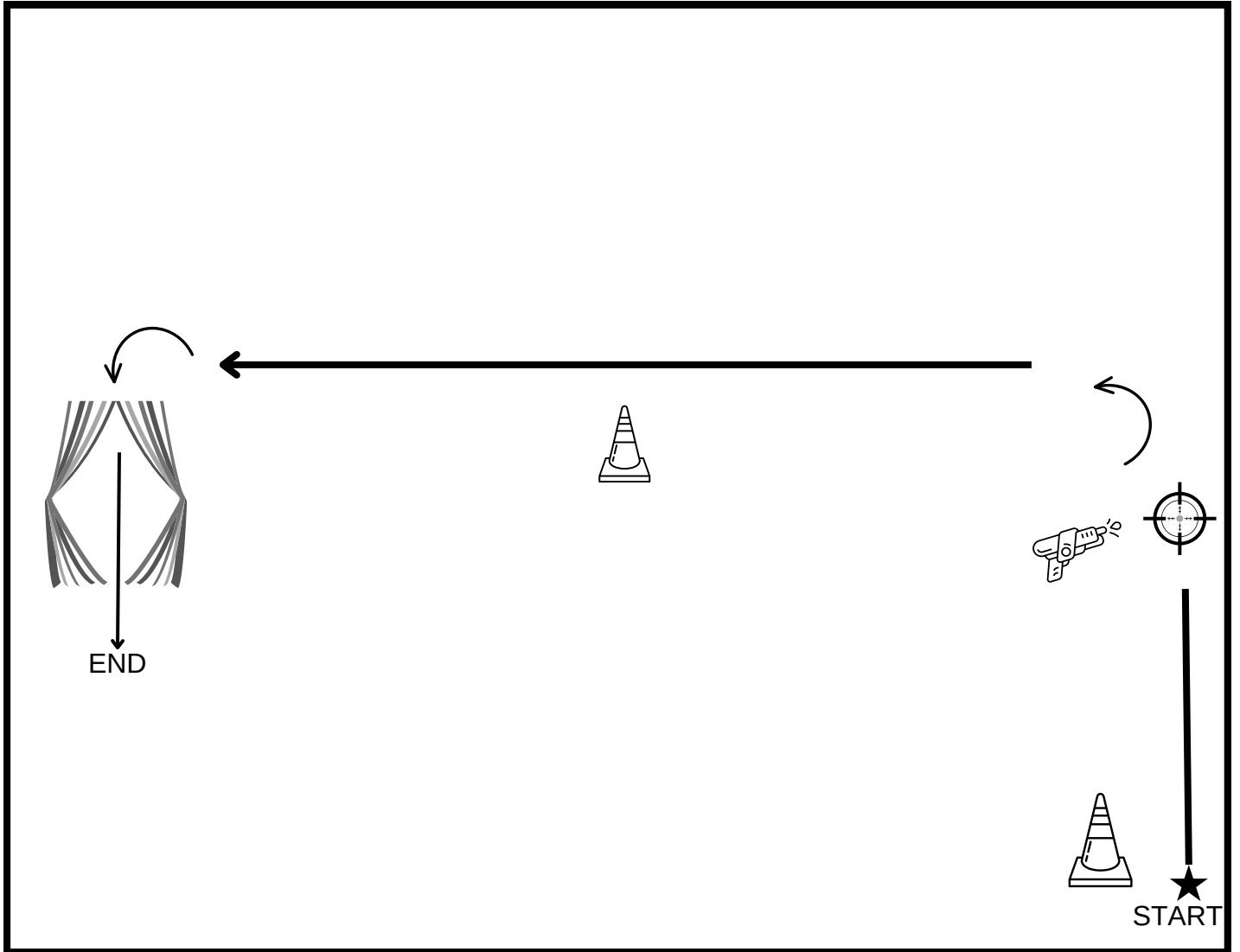
Each rider will have 2 minutes to complete the course to the best of their ability. Failure to complete an obstacle or the course does NOT constitute a DQ but will cause loss of points. Unless noted otherwise, rider may ride at any gait they choose between the obstacle but must maintain that gait in between those particular obstacles. Rider may also be any gait during an obstacle but must maintain that gait through it.



1. Begin at cone (star) and ride to the first obstacle.
2. At obstacle, pick up water gun and shoot the target on the fence.
3. Trot around the cone to the next obstacle.
4. Go over the jump obstacle.
5. Pick up the windmill and while carrying it, pass one side the streamers, and at end of the streamers, pivot 180 degrees (half turn) and return on the opposite side. Pivot and side of travel is choice of rider. Return windmill back down streamers on either side to go to the next obstacle.
6. Ride through curtain.
7. Side pass across the ground pole - 12 & Under class, this is optional for bonus points.
8. Cross the tarp to complete the course.

Under the Light Obstacle Class - PeeWee

Each rider will have 2 minutes to complete the course to the best of their ability. Failure to complete an obstacle or the course does NOT constitute a DQ but will cause loss of points. Unless noted otherwise, rider may ride at any gait they choose between the obstacle but must maintain that gait in between those particular obstacles. Rider may also be any gait during an obstacle but must maintain that gait through it.



1. Begin at cone (star) and ride to the first obstacle.
2. At obstacle, pick up water gun and shoot the target on the fence.
3. Make a half turn and ride across the arena at any gait, staying on the top side of the cone.
4. At the opening of the curtain, make a half turn and ride through the curtain to finish the course.