

**FOX LEA FARM**  
VENICE, FLORIDA

Aloha

**S/C 1**

**Western Riding**

Green/Novice - Level 1 Pattern 9

All Others – Pattern 9

**Reining**

Pattern 3

**Ranch Riding**

Pattern 7

**S/C 2**

**Western Riding**

Green/Novice - Level 1 Pattern 4

All Others – Pattern 4

**Reining**

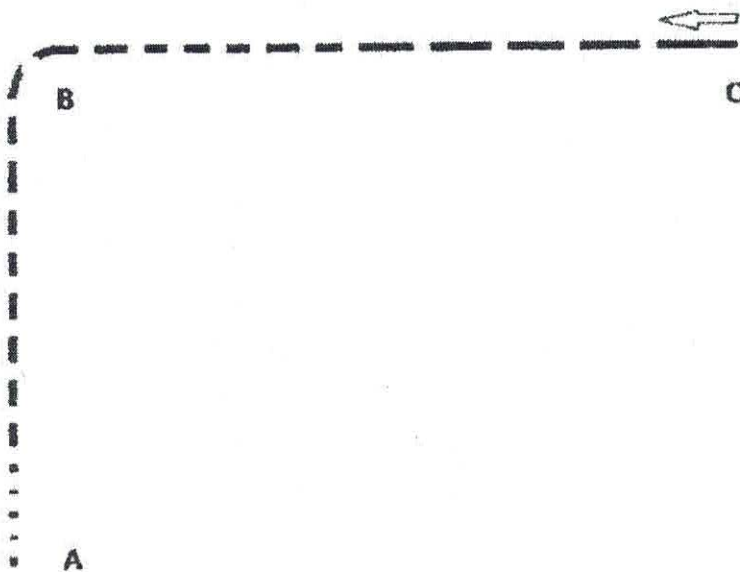
Pattern 7

**Ranch Riding**

Pattern 10

S/C 1-

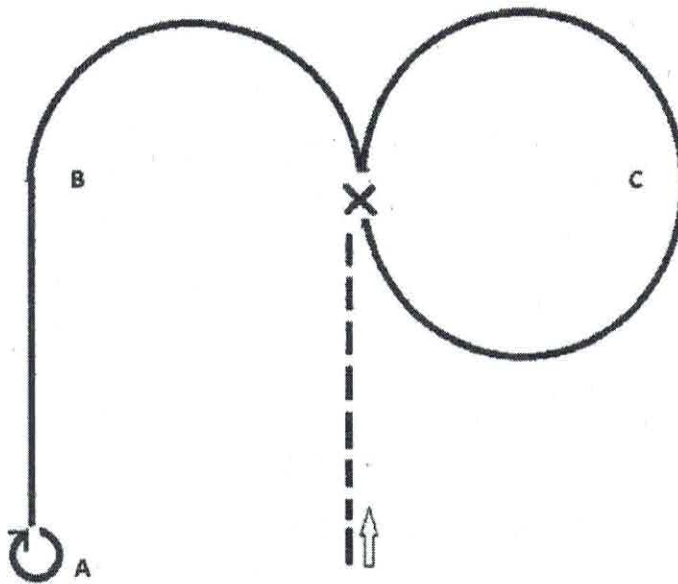
SMALL FRY HORSEMANSHIP / WT



1. Begin at Marker A and walk 1 horse length
2. Jog to and around marker B
3.  $\frac{1}{2}$  way between Markers B and C extend the jog to Marker C
4. Stop and back 1 horse length.....thank you

Horsemanship

Novice Amateur and Novice Youth

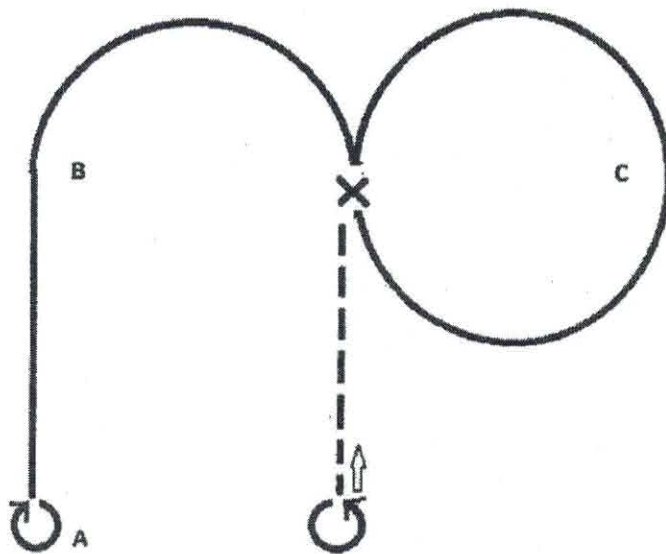


1. Pivot 360\* right and lope right lead down the line and ½ circle
2. Perform a simple change of leads and lope a circle to the left
3. Close circle and break to an extended trot until even with A
4. Stop, back 1 horse length ....exit at a jog

S/C 1.

## HORSEMANSHIP

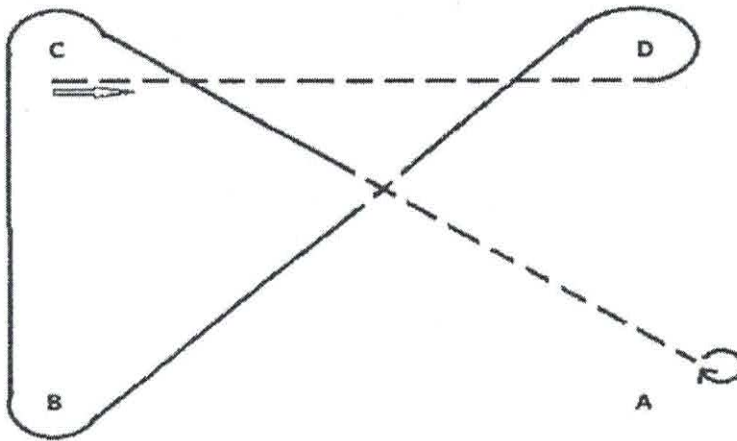
Amateur Select , Amateur and Youth



1. Pivot 360\* right and lope on the right lead down the line and  $\frac{1}{2}$  circle
2. Change leads and continue a circle to the left
3. Close circle and extend the trot until even with A.
4. Stop, pivot 360\* left and back 1 horse length.....exit at a jog

**EQUITATION**

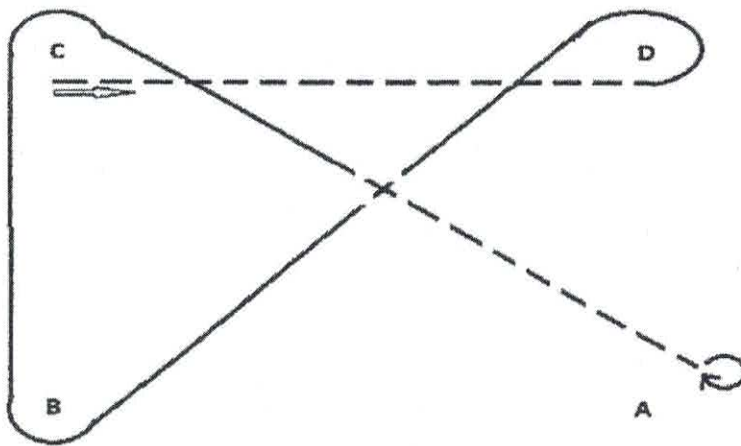
**Novice Youth and Novice Amateur**



1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C and around B to the center of the pattern
4. Perform a lead change and continue around D
5. Trot on the left diagonal to C
6. Stop, back 1 horse length...exit at a trot

EQUITATION

Youth, Amateur and Select Amateur

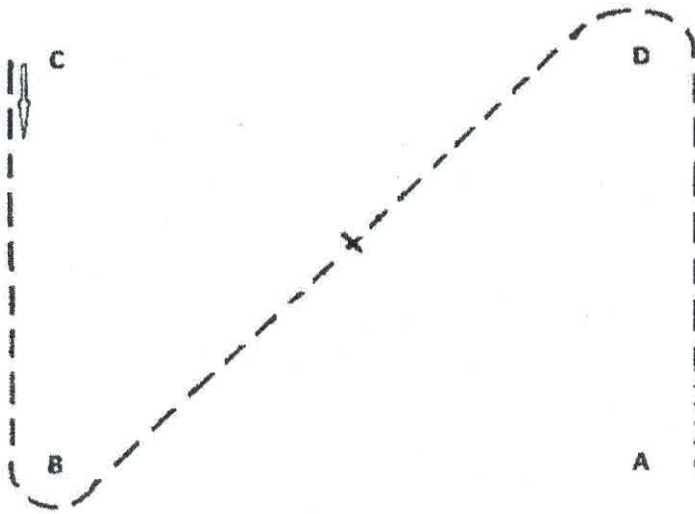


1. Execute a forehand turn to the right
2. Trot on the right diagonal to the center of the pattern
3. Canter on the left lead to C
4. Hand gallop from C to B
5. At B collect the canter and continue to the center of the pattern and change leads
6. Canter around D and trot on the left diagonal to C
7. Stop and back 1 horse length....exit at a trot

S/C 1-

EQUITATION

SMALL FRY /WT



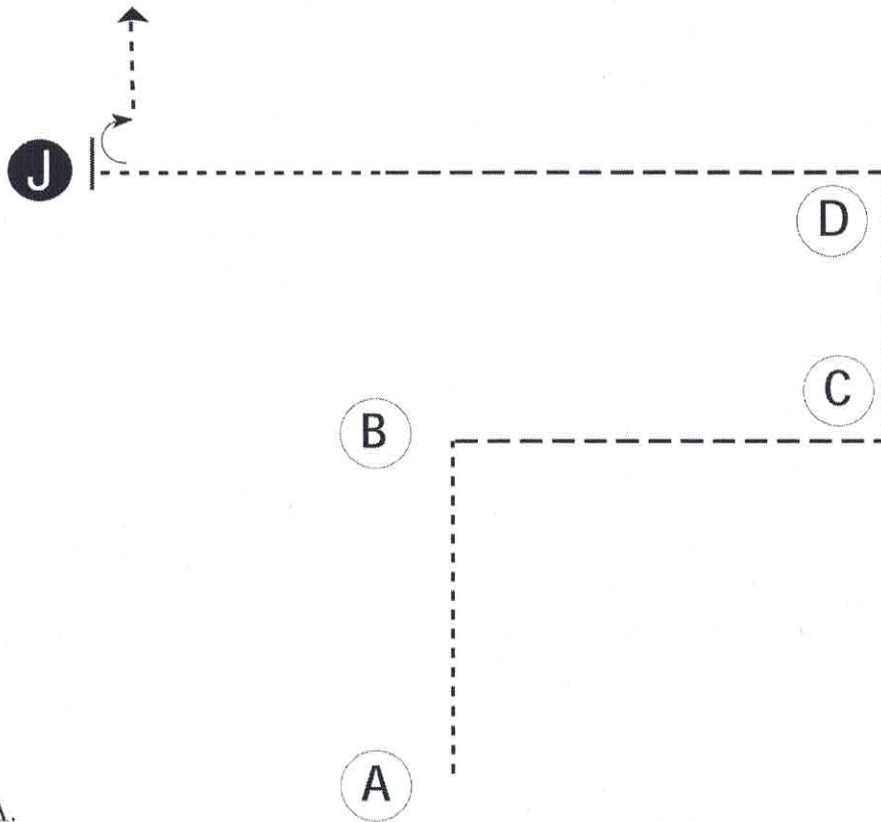
1. Begin at Marker A and walk 1 horse length
2. Start a posting trot on the right diagonal to and around D to the center of the arena and change diagonals
3. Continue around marker B to Marker C
4. Stop and back 1 horse length....exit at a trot

(All Judges)

## Small Fry Showmanship

www.HorseShowPatterns.com

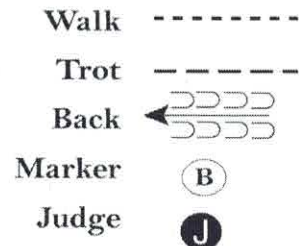
www.HorseShowPatterns.com



Be ready at A.

1. Walk to B.
2. Turn to the right and trot around C and D toward judge.
3. When even with B, break to a walk.
4. Walk to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and walk straight away from judge.

Follow the instructions of your ring steward.



[SWT-49]

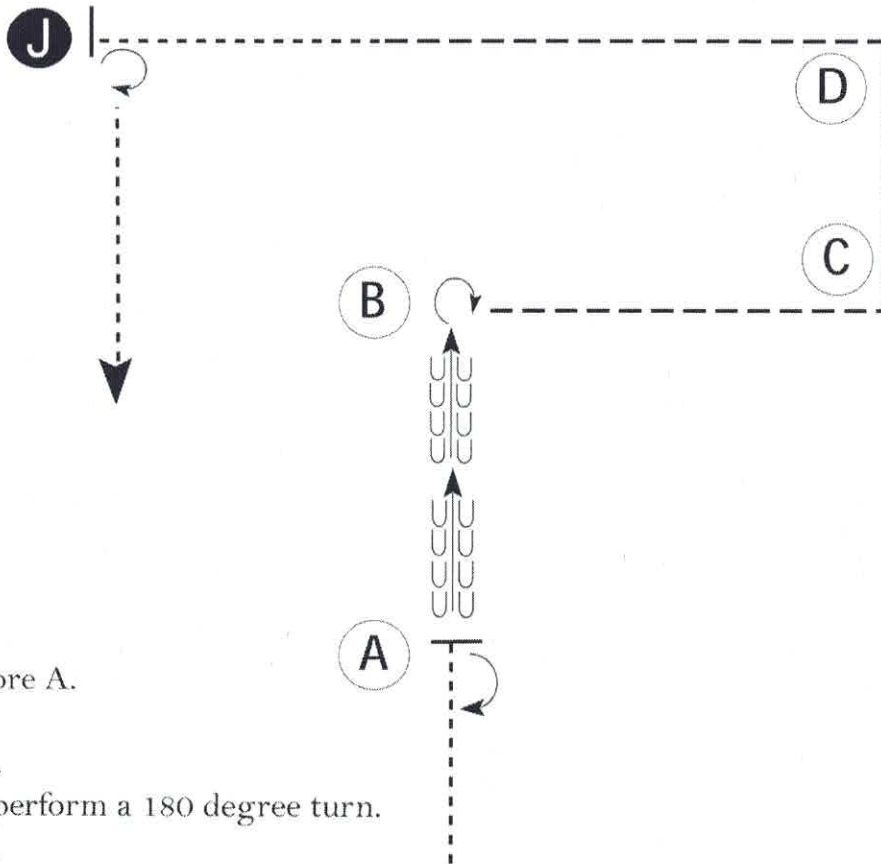
Pattern Provided by:  
*Judges*

(All Judges)

## Amateur, Select & Youth Showmanship

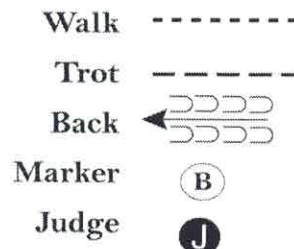
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Stop and perform a 180 degree turn.
3. Back to B.
4. Perform a 270 degree turn.
5. Trot square corners around C and D toward judge.
6. When even with B, break to a walk.
7. Walk to judge.
8. Stop and set up for inspection.
9. When dismissed, perform a 270 degree turn and walk straight away from judge.



Follow the instructions of your ring steward.

[S/2-49]

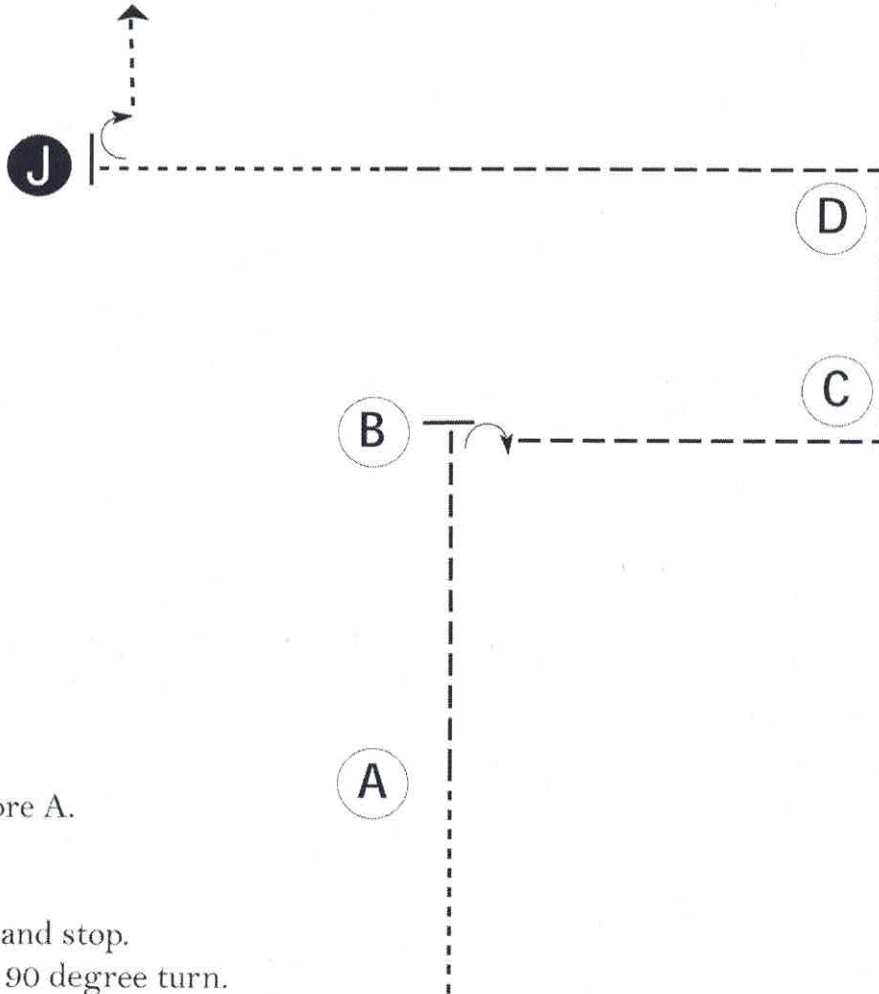
Pattern Provided by:  
*Judges*

(All Judges)

## L1 Amateur & L1 Youth Showmanship

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Be ready before A.

1. Walk to A.
2. Trot to B and stop.
3. Perform a 90 degree turn.
4. Trot around C and D toward judge.
5. When even with B, break to a walk.
6. Walk to judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn and walk straight away from judge.

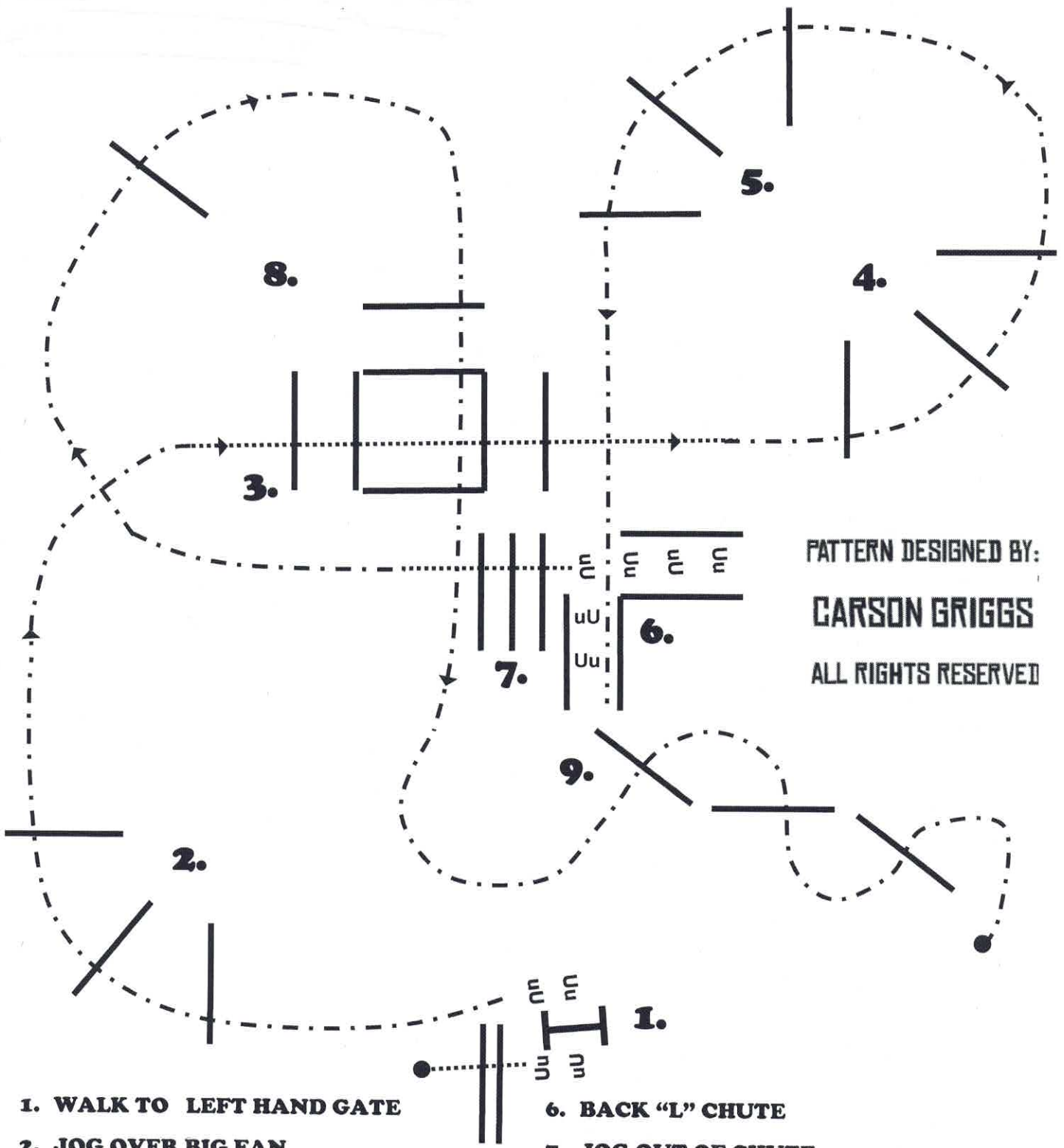
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	ⓑ
Judge	ⓙ

[S/1-49]

Pattern Provided by:  
*Judges*

SC 11

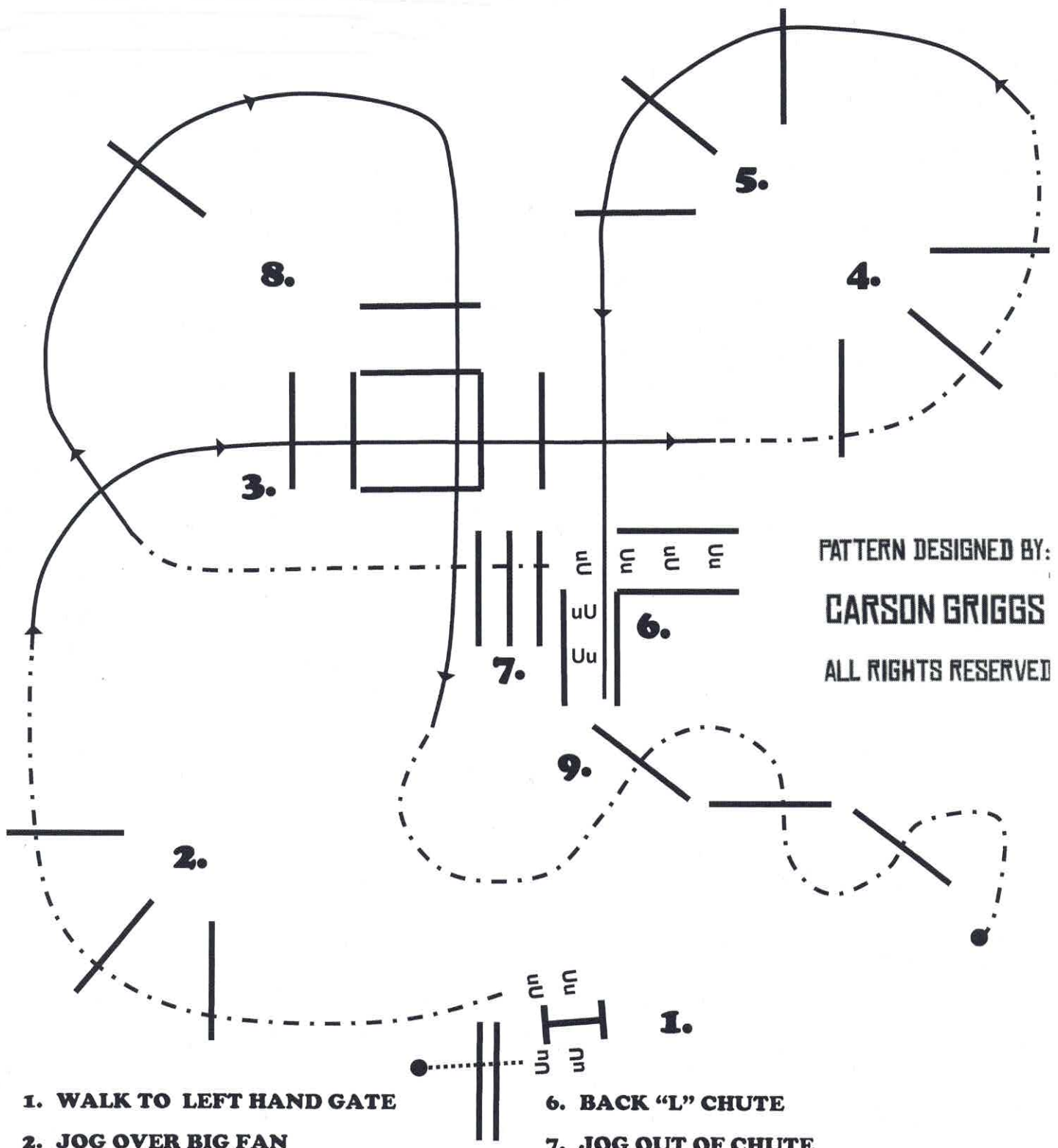


PATTERN DESIGNED BY:  
**CARSON GRIGGS**  
 ALL RIGHTS RESERVED

- 1. WALK TO LEFT HAND GATE
- 2. JOG OVER BIG FAN
- 3. WALK OVER POLES
- 4. JOG OVER BIG FAN
- 5. JOG LEFT LEAD #5

- 6. BACK "L" CHUTE
- 7. JOG OUT OF CHUTE
- 8. JOG OVER 4 POLES IN #8
- 9. JOG SERPENTINE

SC 11



PATTERN DESIGNED BY:  
**CARSON GRIGGS**  
 ALL RIGHTS RESERVED

- 1. WALK TO LEFT HAND GATE**
- 2. JOG OVER BIG FAN**
- 3. LOPE RIGHT LEAD OVER POLES**
- 4. JOG OVER BIG FAN**
- 5. LOPE LEFT LEAD #5**
- 6. BACK "L" CHUTE**
- 7. JOG OUT OF CHUTE**
- 8. LOPE OVER 4 POLES IN #8**
- 9. JOG SERPENTINE**