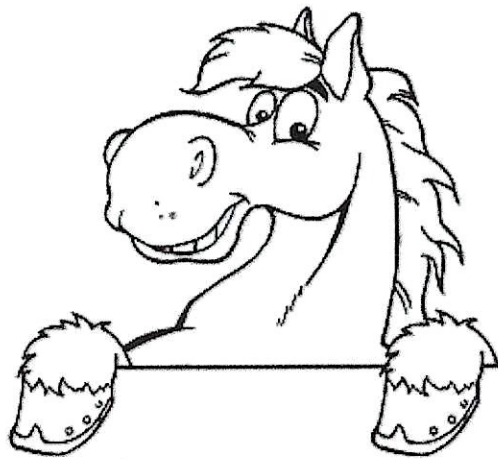


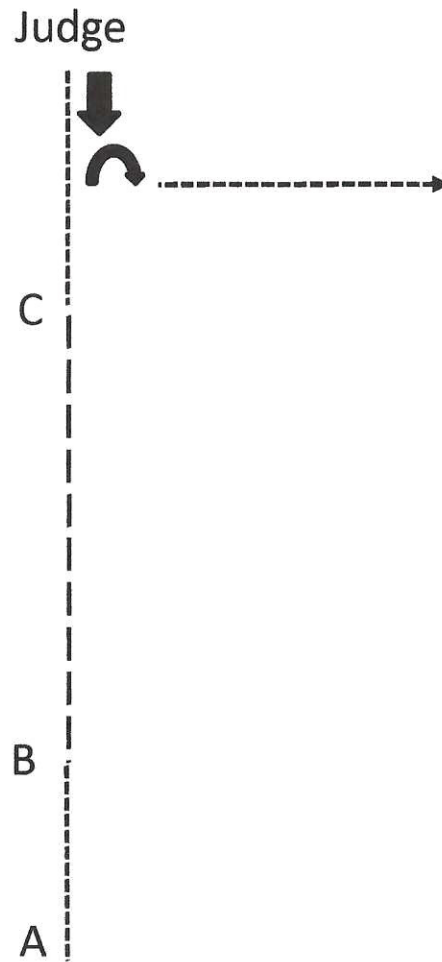
***Marshall County
4-H Horse & Pony***



2023

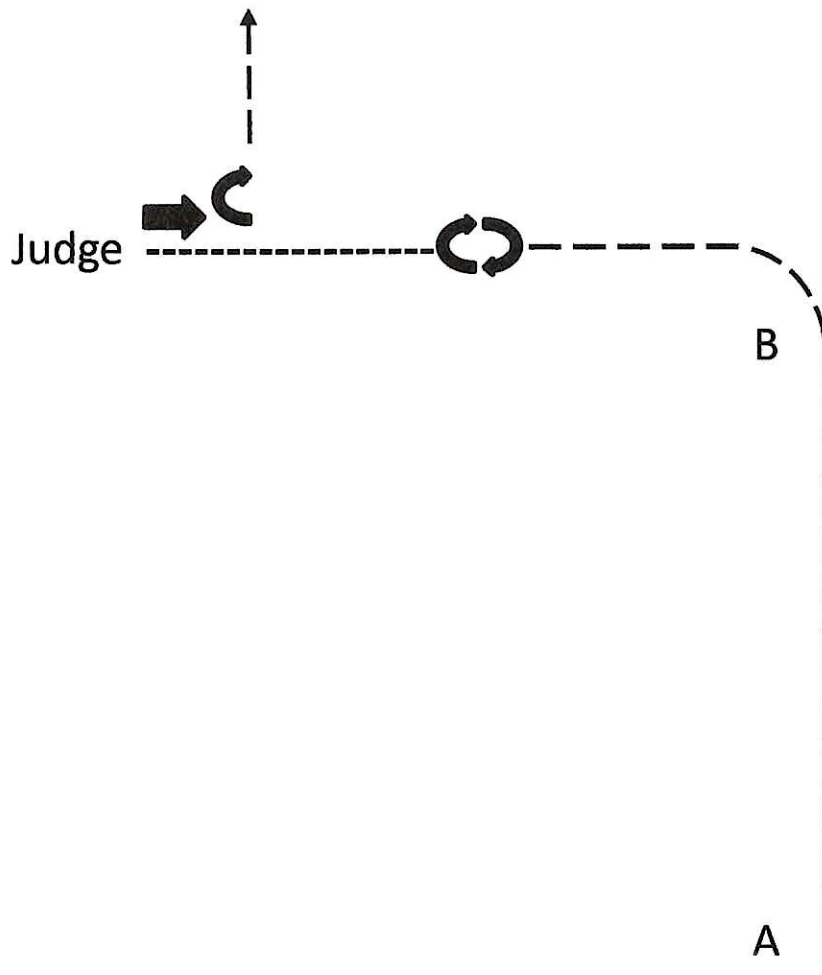
Pattern Book

Mini Showmanship



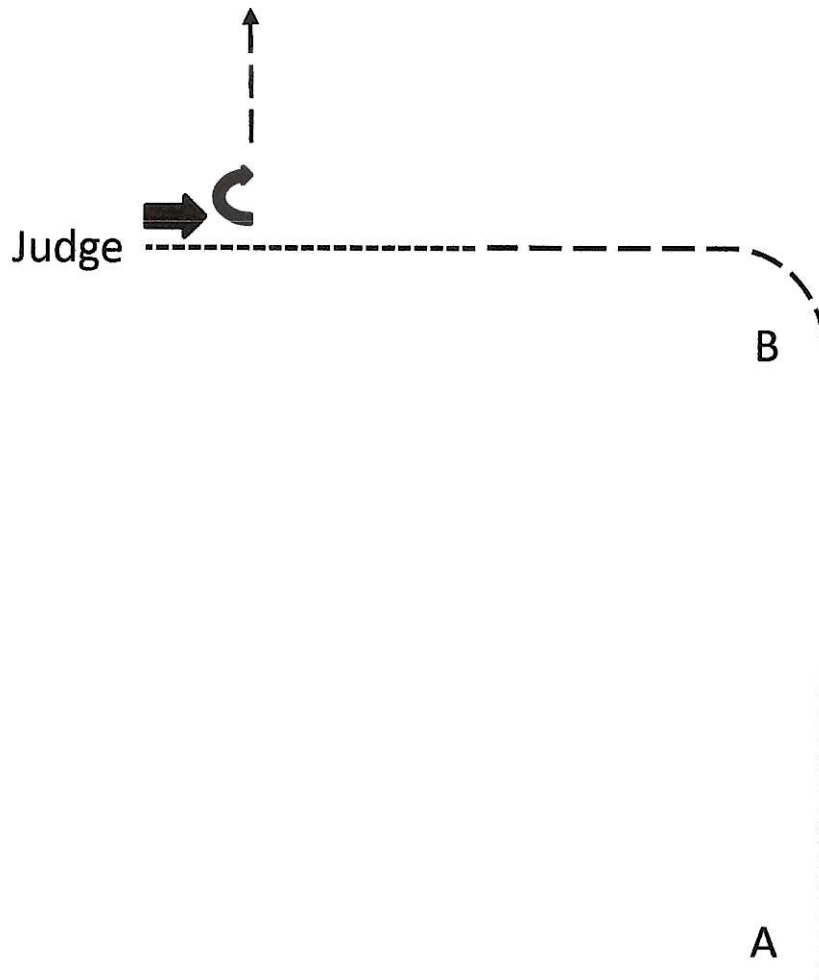
1. Walk from A to B.
2. Trot from B to C.
3. Walk from C to the Judge.
4. Set up for inspection.
5. When dismissed back 3 steps.
6. Perform a 90 turn and walk away.

Western Showmanship
Senior Division



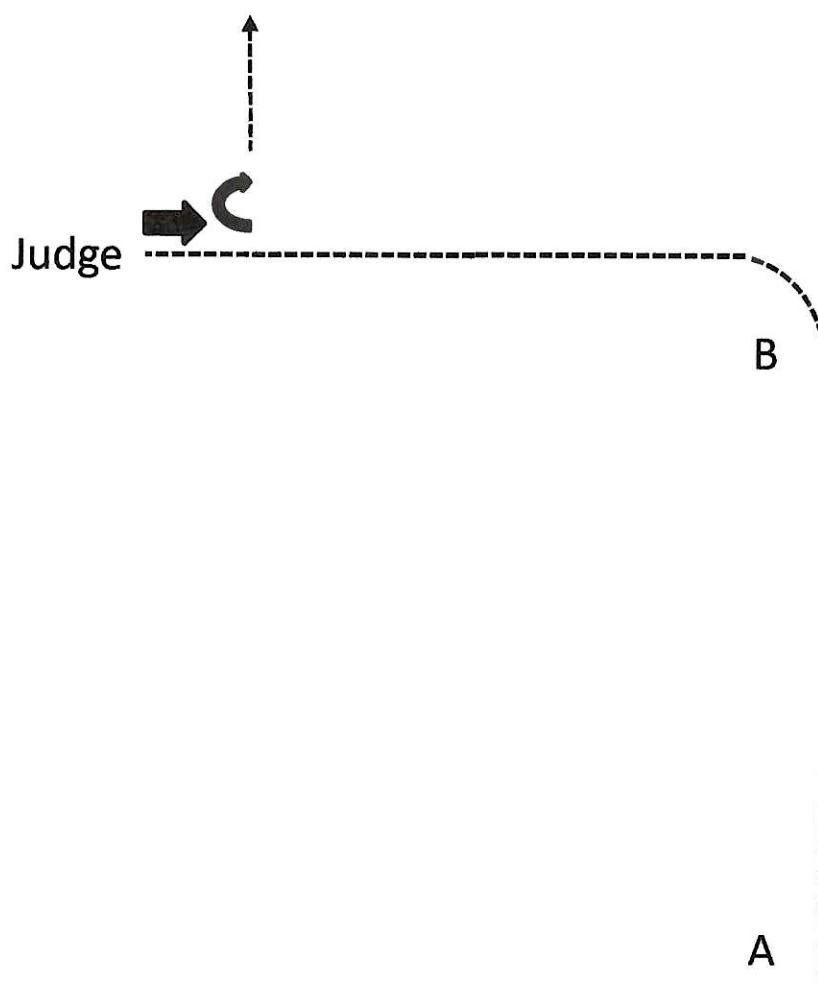
1. Trot from A around B and halfway to Judge.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge.
- 4 Set up for inspection.
5. When dismissed back one horse length.
6. Perform a 90 degree turn and trot away.

Western Showmanship
Junior Division



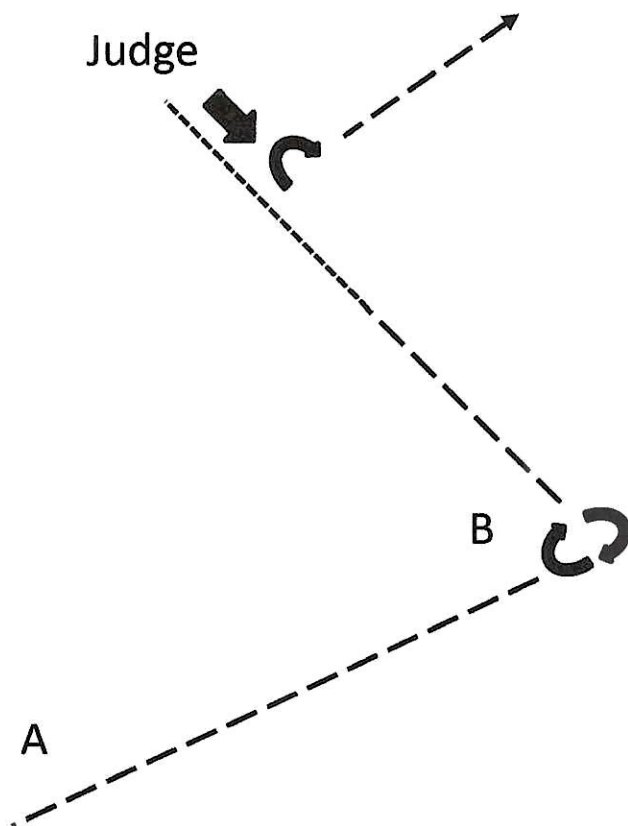
1. Trot from A around B and halfway to Judge.
2. Break to a walk and continue walking to Judge.
3. Set up for inspection.
4. When dismissed back one horse length.
5. Perform a 90 degree turn and trot away.

Western Showmanship
Beginner Division



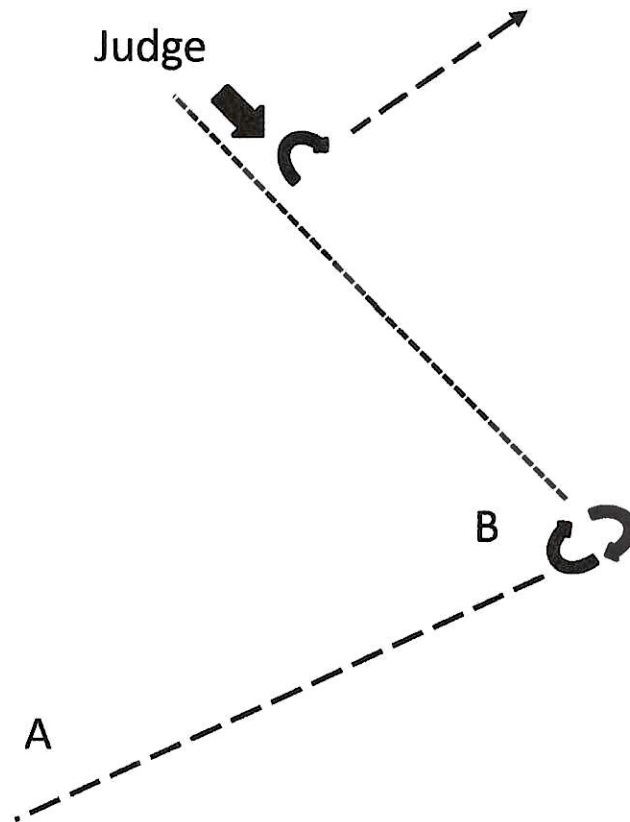
1. Trot from A to B.
2. Break to a walk at B and continue walking around B to Judge.
3. Set up for inspection.
4. When dismissed back one horse length.
5. Perform a 90 degree turn and walk away.

English Showmanship Senior Division



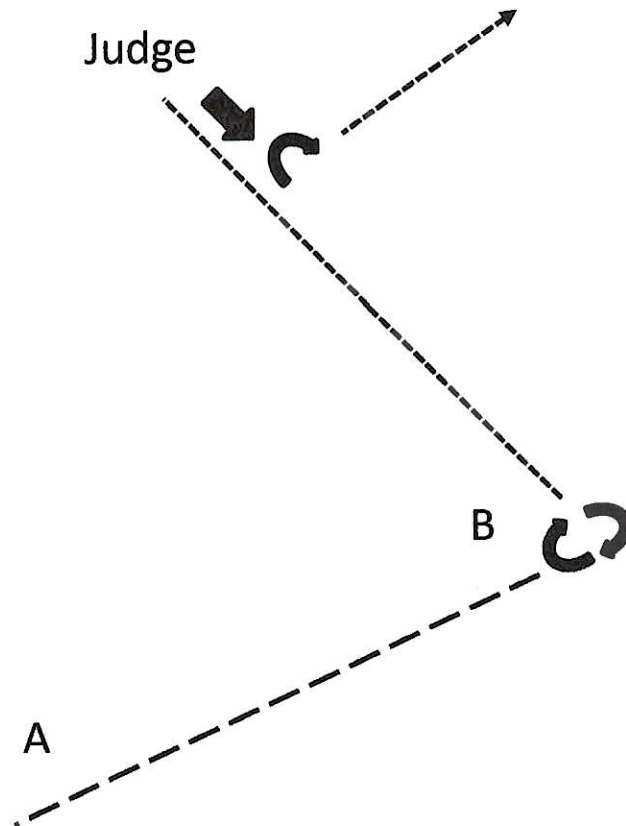
1. Trot from A, past B.
2. Perform a 270 degree turn.
3. Trot halfway to the Judge.
4. Break to a walk and walk to the Judge.
5. Set up for inspection.
6. When dismissed, back 1 horse length.
7. Perform a 90 degree turn and trot away.

English Showmanship Junior Division



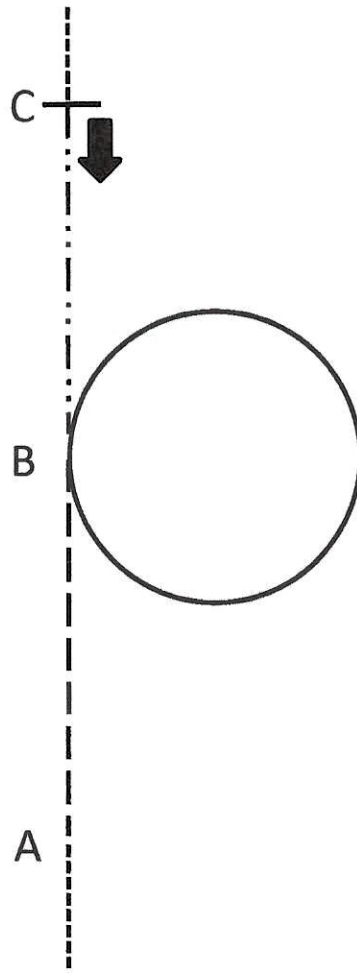
1. Trot from A, past B.
2. Perform a 270 degree turn.
3. Walk to the Judge.
4. Set up for inspection.
5. When dismissed, back 1 horse length.
6. Perform a 90 degree turn and trot away.

English Showmanship Beginner Division



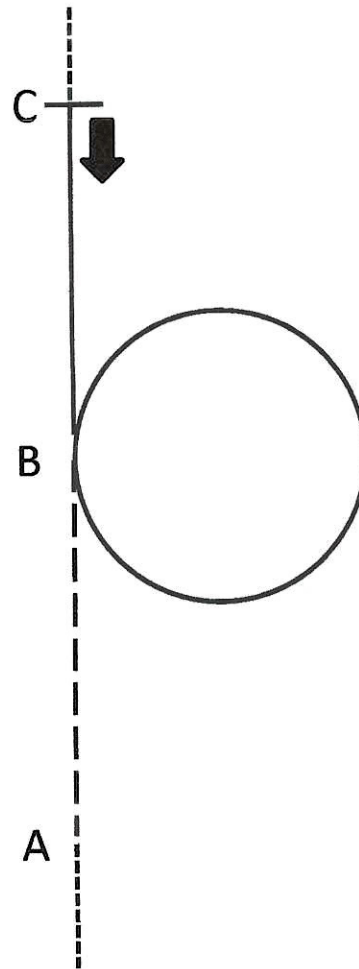
1. Trot from A, past B.
2. Perform a 270 degree turn.
3. Walk to the Judge.
4. Set up for inspection.
5. When dismissed, back 1 horse length.
6. Perform a 90 degree turn and walk away.

Equitation
Senior Division



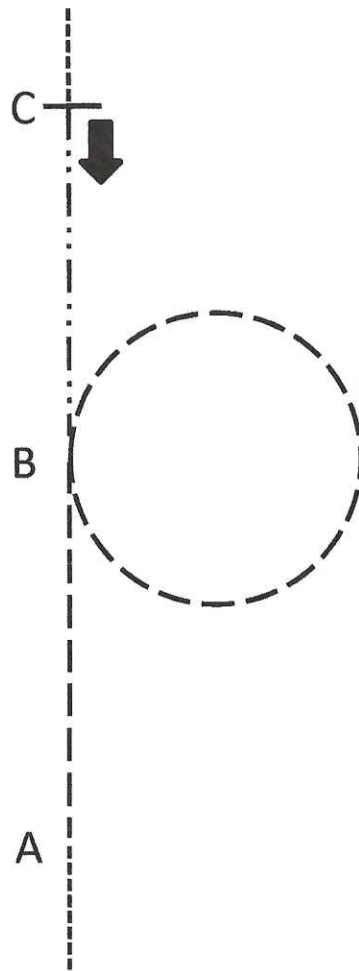
1. Walk to A.
2. Posting trot left diagonal to B.
3. At B canter circle to the right on the right lead.
4. Sitting trot B to C.
5. Stop at C and back 4 steps. Walk away.

Equitation
Junior Division



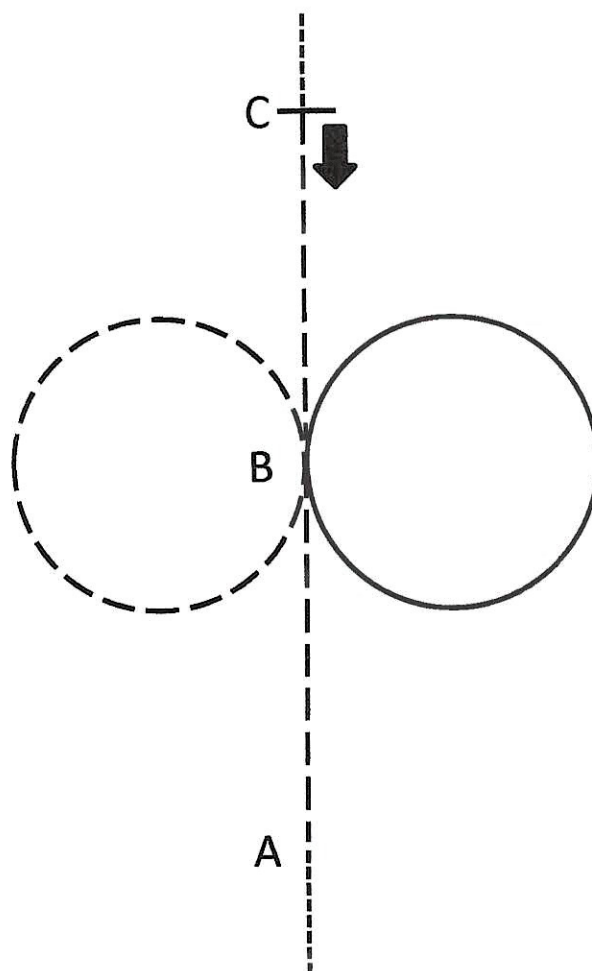
1. Walk to A.
2. Posting trot left diagonal to B.
3. At B canter circle to the right on the right lead.
4. Continue cantering on right lead to C.
5. Stop at C and back 4 steps. Walk away.

Equitation Beginner Division



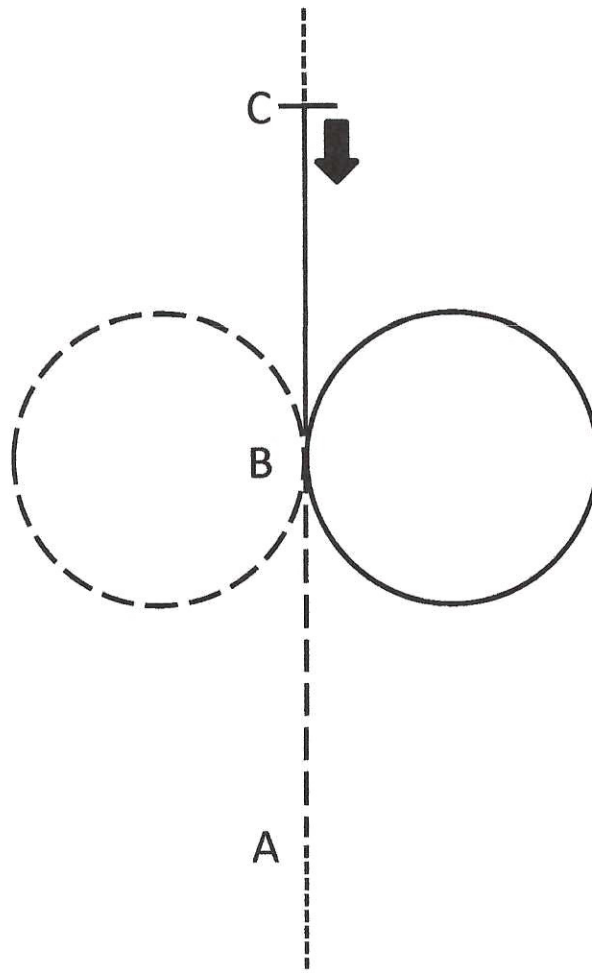
1. Walk to A.
2. Posting trot left diagonal to B.
3. At B posting trot left diagonal circle to the right.
4. Sitting trot from B to C.
5. Stop at C and back 4 steps. Walk away.

Horsemanship
Senior Division



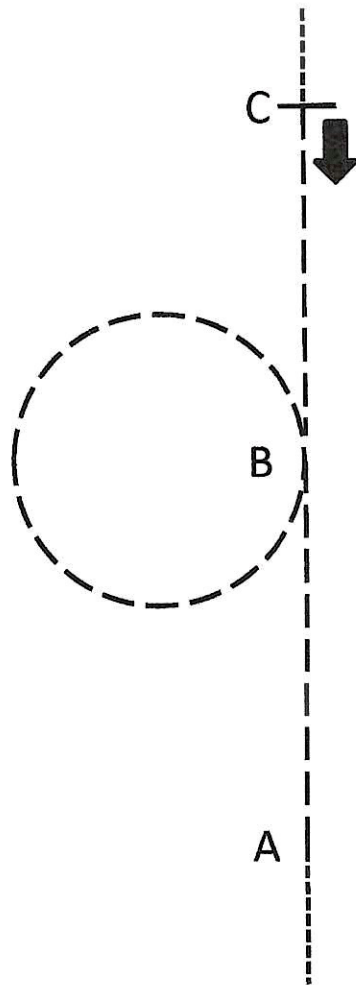
1. Walk to A.
2. Jog to B.
3. At B jog circle to the left.
4. Lope circle to the right on the right lead.
5. Jog from B to C.
6. Stop at C and back 4 steps. Walk away.

Horsemanship
Junior Division



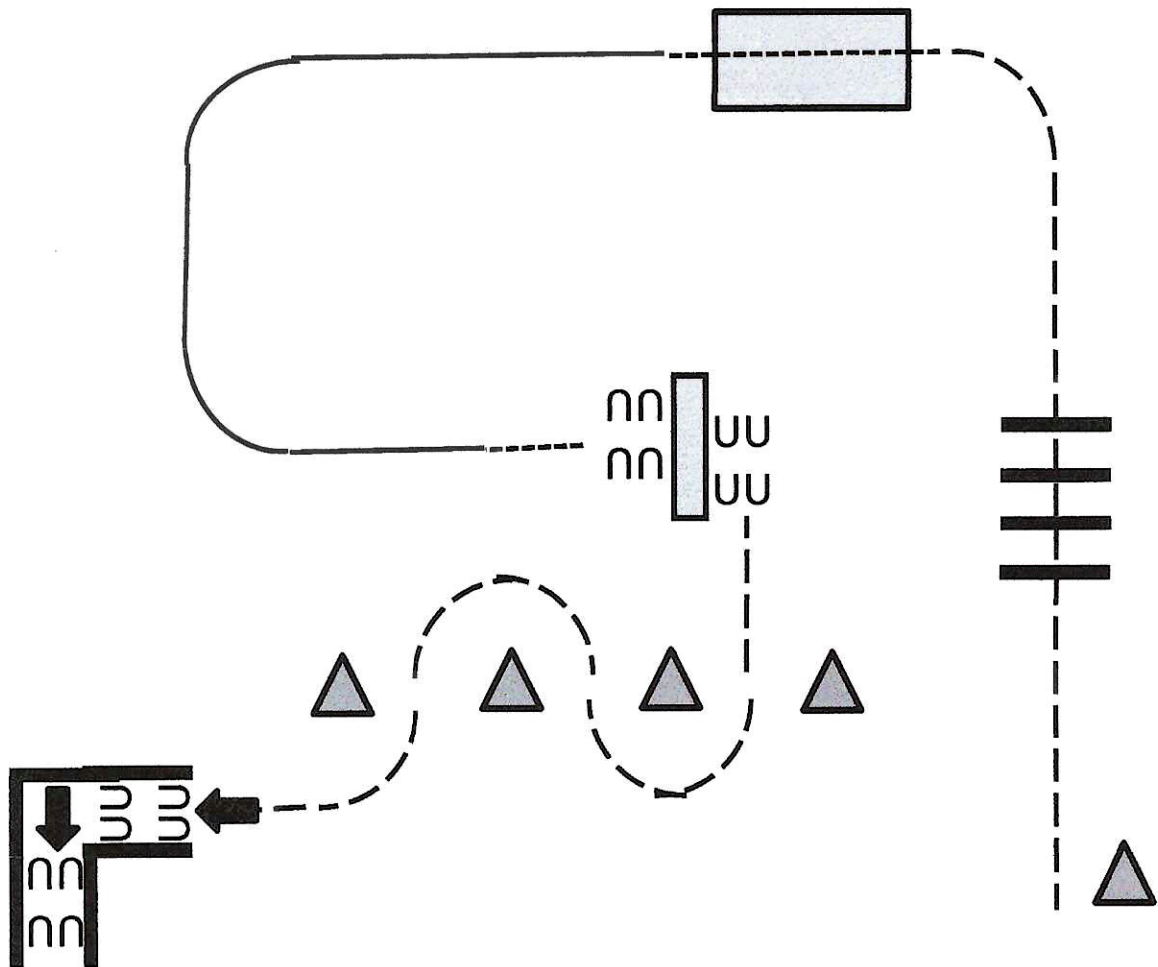
1. Walk to A.
2. Jog to B.
3. At B jog circle to the left.
4. Then lope circle to the right on the right lead.
5. Continue loping on right lead to C.
6. Stop at C and back 4 steps. Walk away.

Horsemanship Beginner Division



1. Walk to A
2. Jog to B.
3. At B jog circle to left.
4. Continue jogging from B to C.
5. Stop at C and back 1 horse length. Walk away.

Trail
Junior and Senior Division



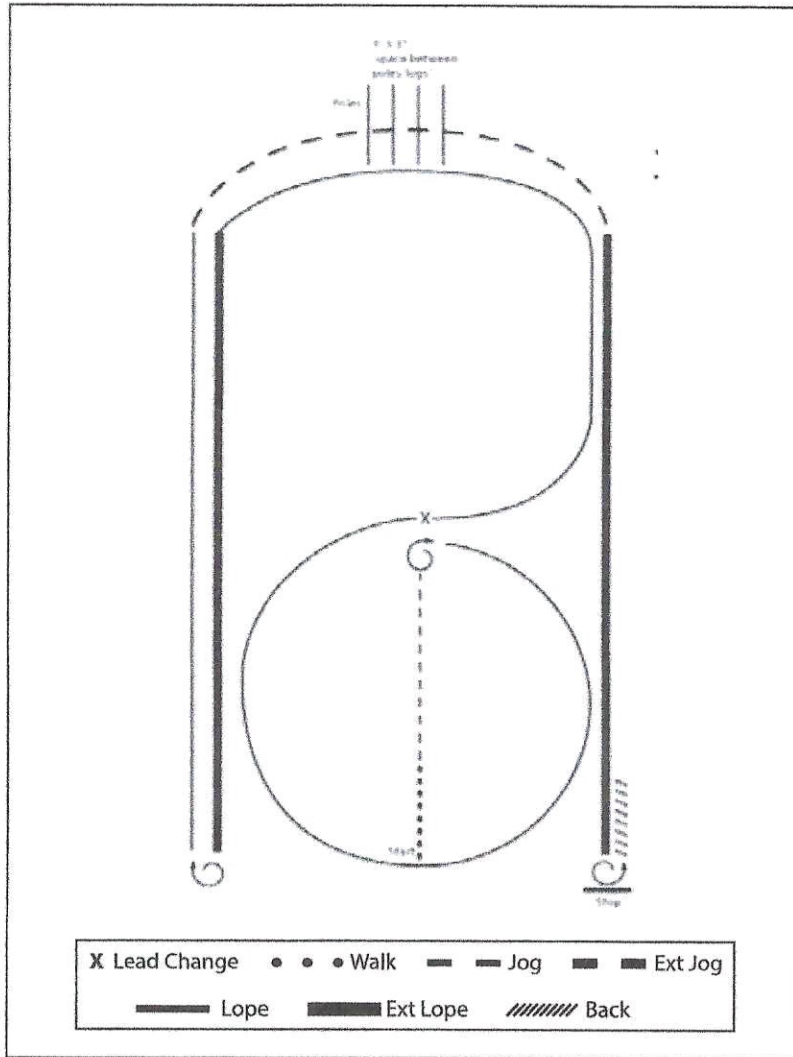
Be ready at cone.

1. Jog over poles and to bridge.
 2. Walk over bridge.
 3. Lope left lead as shown.
 4. Walk up to the gate. Work the gate (Right-handed).
 5. Jog serpentine around cones.
 6. Stop at the L. Perform a 180 degree turn (either direction).
 7. Back the L.
- End of pattern.

Ranch Horse Pattern

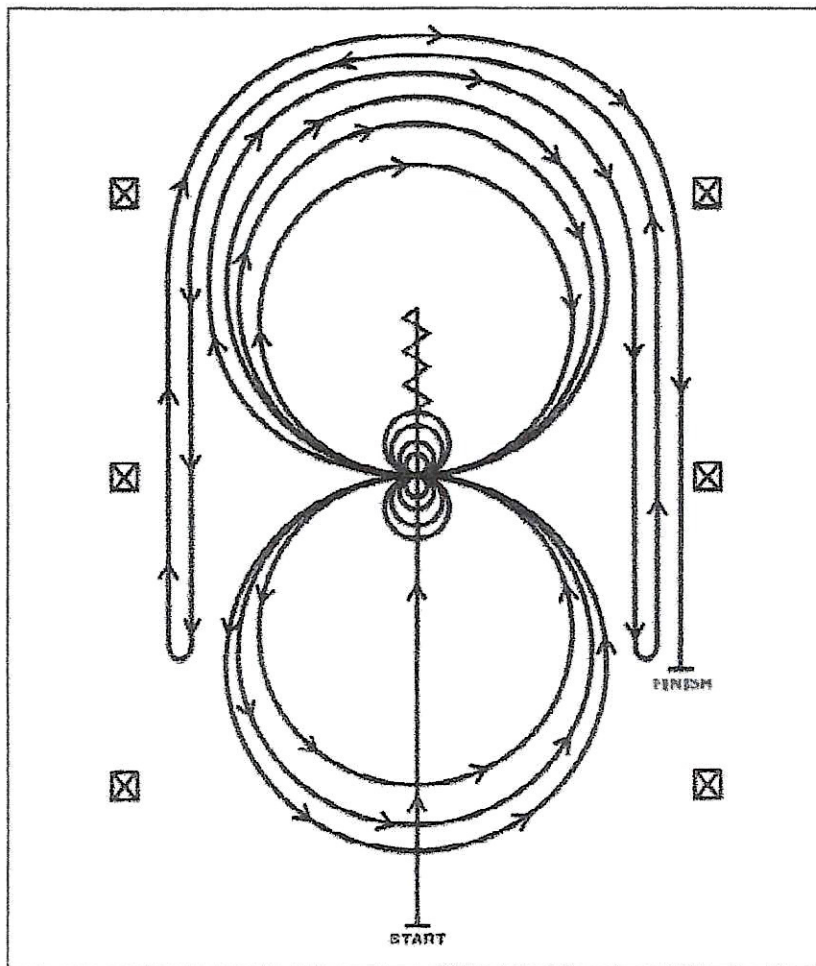
Jr. and Sr. Divisions

Ranch Riding - Pattern 2



1. Walk
2. Jog
3. Stop, do one one-quarter turn to the right
4. Lope small circle on the right lead
5. Change leads, (simple or flying) lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do two one-half turns right
8. Lope straight on the right lead
9. Extend the jog around end of the arena across poles/logs
10. Extend lope on right lead
11. Stop, do two turns left
12. Back

Reining Pattern 2 (NRHA Pattern 10)

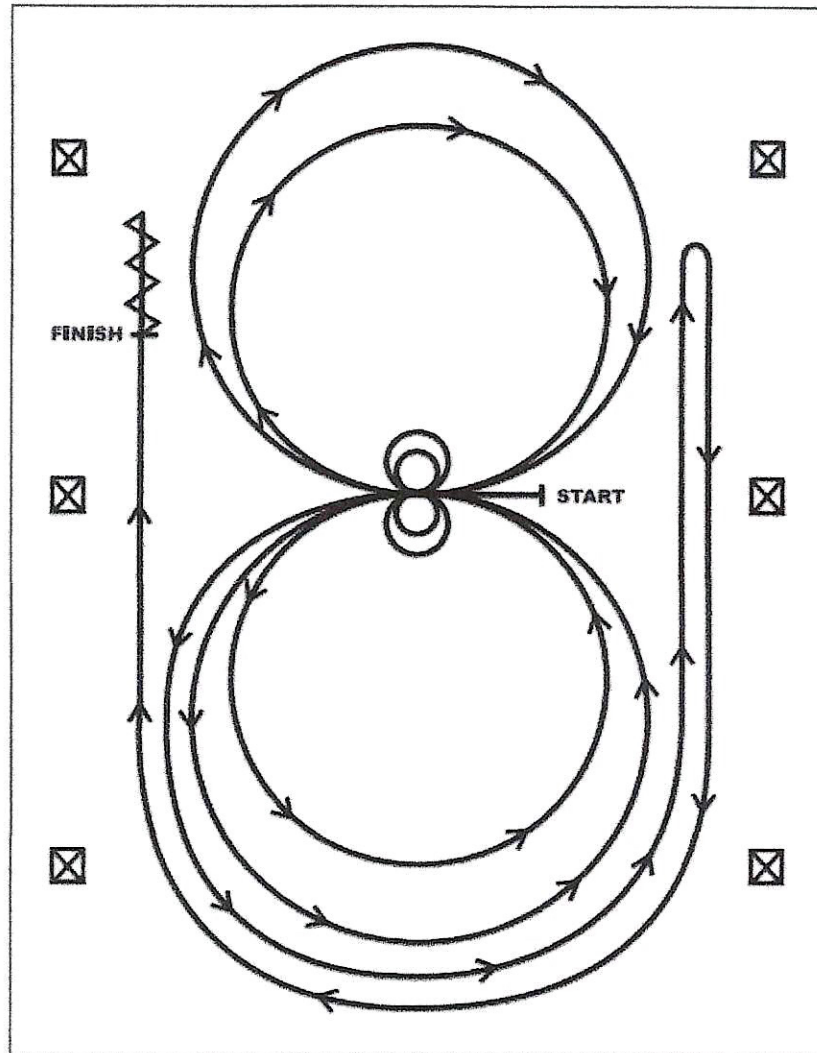
**Mandatory Marker Along Fence or Wall**

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least 20 feet (6 meters) from the wall or fence – no hesitation.
8. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.
9. The bridle may be dropped at the judge's discretion.

Patterns

Pattern 1: Novice Reining Pattern

This pattern is NOT used at the Indiana State Fair.

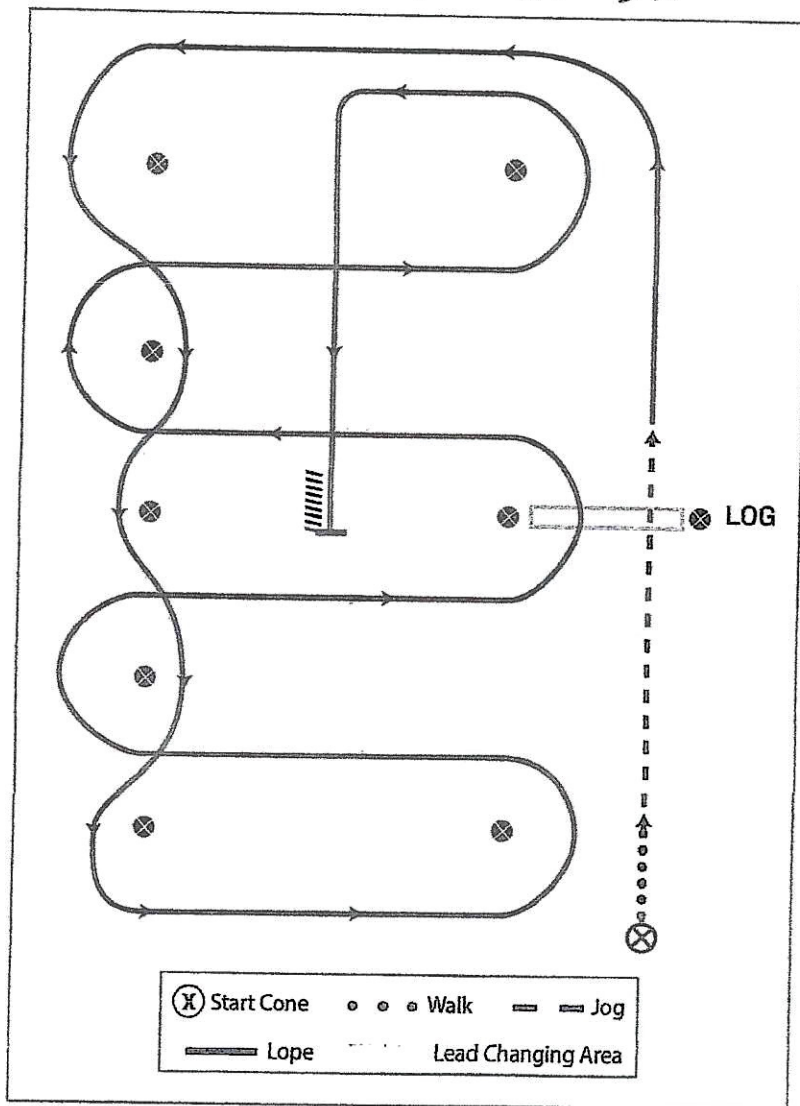


Mandatory Marker Along Fence or Wall

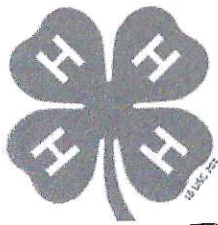
The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not used.

Ride pattern as follows:

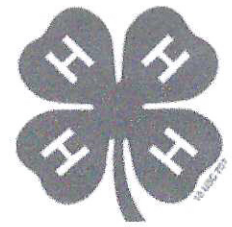
1. Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.
2. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
3. Complete two spins to the left. Hesitate.
4. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
5. Complete two spins to the right. Hesitate.
6. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
7. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.
8. The bridle may be dropped at the judge's discretion.



1. Walk at least 15 feet and jog over log
2. Transition to left lead and 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 and back



Timed Events



~~Stake Race~~ DOWN AND BACK

1. One pole is placed one hundred (100) feet from the starting line, in the center of the arena. Horse crosses starting line on run, rounds pole from either direction and crosses finish line.
2. Disqualification results from the rider holding up pole with their hands, or knocking pole down

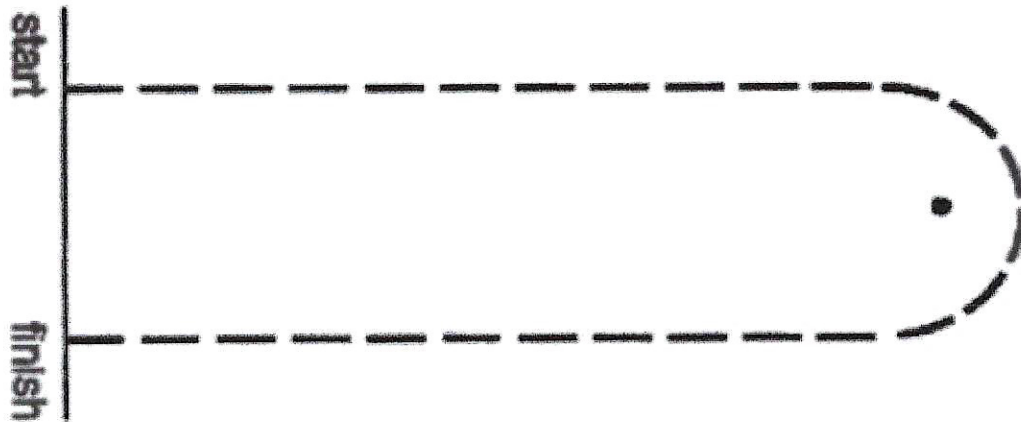


Figure 11: ~~Stake Race~~

Stake Race

1. The start and finish line is 20 feet wide in the center of the arena and marked by two cones.
2. A pole is set 40 feet from the start line toward each end of the arena, so they are set 80 feet apart.
3. Start by crossing the start/finish line between the cones, run a figure eight around the upright poles and finish by crossing the start/finish line again and closing the eight.
4. At the first pole, the contestant may go left or right, just so the figure eight is run.
5. Rider will cross starting line, jump all three jumps, then around barrel, again jump all three jumps and cross finish line.

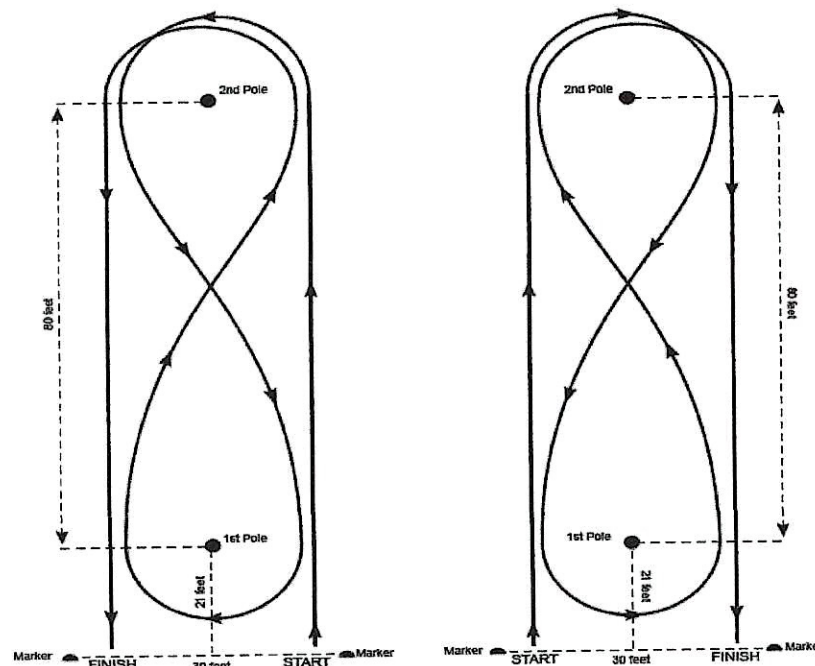


Figure 12: Stake Race

Pole Bending

1. The pole bending pattern (see Figure 8) is run around six poles. The poles are placed in a straight line 21 feet apart, going away from the starting line. The first pole is to be 21 feet from the starting line. Poles are 6 feet high and set on top of the ground, with bases 10 inches to 14 inches in diameter.
2. Contestants may start on either side of the line of poles. They will cross the starting line, move in an approximately straight line to pole 6 (the farthest pole), make a 180-degree turn around pole 6, pass between pole 6 and pole 5, bend through the poles to pole 1, circle pole 1, bend through the poles to pole 6, make a 180-degree turn around pole 6, and cross the starting line by moving along the poles on the side opposite that on which they first approached pole 6.
3. Disqualification results for the pony turning pole wrong way, or if pole is held by hand of rider.

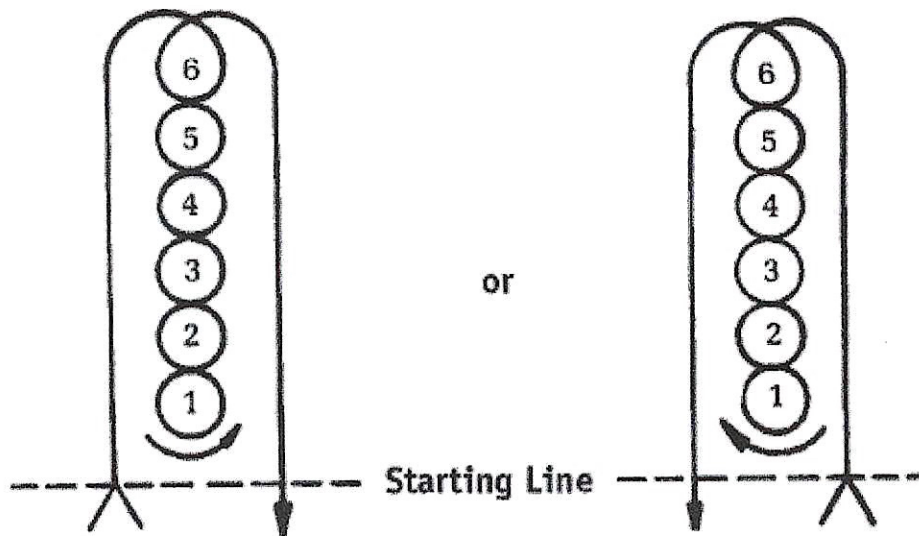


Figure 9: Pole Bending Race

Cloverleaf Barrel Racing Pattern

1. Barrels should be the size of a 55-gallon drum, with no sharp edges. Each barrel should be painted so that it can be easily distinguished from the background. Protective devices around steel barrel tops are recommended.
2. The size of the pattern (see Figure 2) should be 105 feet (35 yards) between barrels 1 and 2, 120 feet (40 yards) between barrels 2 and 3, 120 feet (40 yards) between barrels 1 and 3, and 75 feet (25 yards) from the timer to the first barrel. The course must be measured exactly.
3. If the course is too large for the available space, then each measurement of the pattern should be reduced 15 feet (3 yards) from the fence. If the course specified in this rule book is too big for the available space, the distance from barrel 3 to the finish line need not be reduced 15 feet at a time, as long as there is enough room for the horse to stop safely.
4. Riders have the option of riding course A or B.
 - a. Course A – The entry must cross the timing line, circle barrel 1 clockwise, circle barrel 2 counterclockwise, circle barrel 3 counterclockwise and run between barrels 2 and 3 to cross the timing line.
 - b. Course B – The entry must cross the timing line, circle barrel 2 counterclockwise, circle barrel 1 clockwise, circle barrel 3 clockwise and run between barrels 2 and 3 to cross the timing line.
5. Off course is defined as passing by the center of a barrel on the wrong side as far as the shoulder point is considered to be off course. Each barrel center should be clearly marked with straight markers parallel to the starting line. Extra loops in the pattern other than those normally diagrammed should be considered off course.

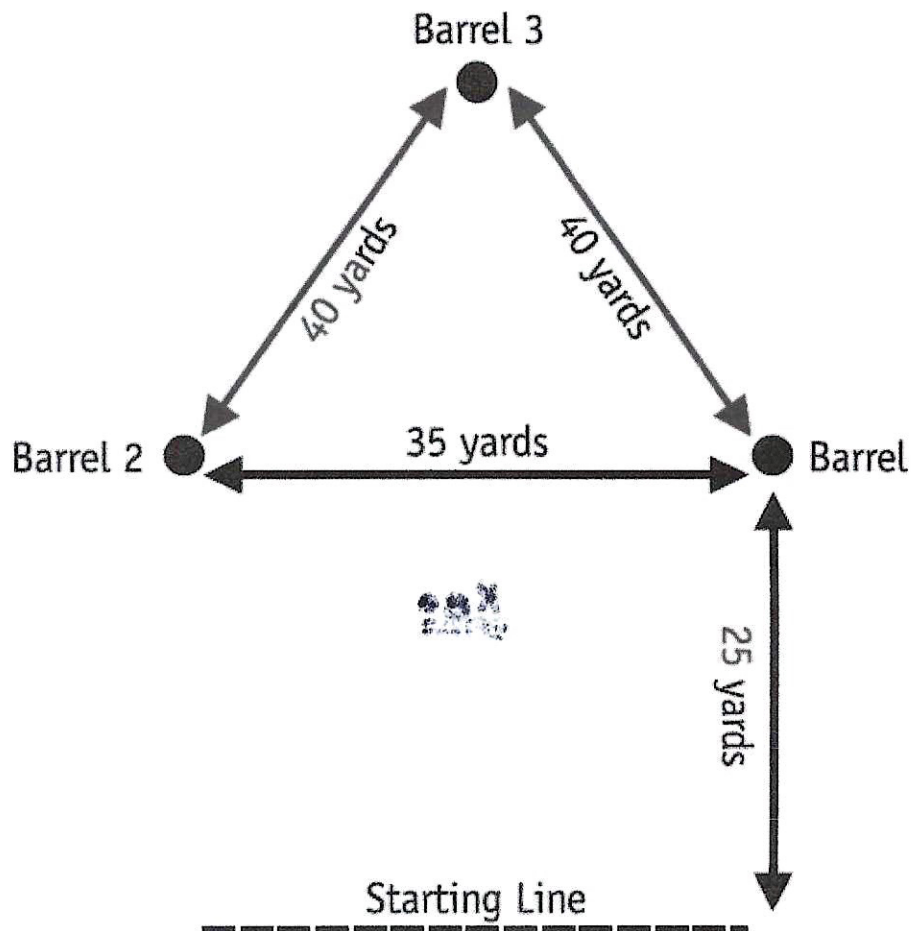


Figure 2: Cloverleaf Barrel Race

Flag Race

1. The course (see fig.) is set up in the same manner as for the Cloverleaf Barrel Race. Two 5-gallon buckets filled with approximately 4 inches of sand should be placed on the centers of the 1st and 3rd barrels.
2. The length of the flag sticks should be 12 inches to 16 inches above the edge of the bucket. Wooden doweling 3/4 inch in diameter, or other round suitable material, should be used for the flag.
3. The rider will pick up a flag at 1, ride behind 2 and place the flag in the bucket at barrel 3. Riders have the option of riding course A or B:
 - **Course A** – The entry will cross the starting line and begin following the pattern to the left.
 - **Course B** – The entry will cross the starting line and begin following the pattern to the right.
4. **Disqualifications** – Causes of disqualification include:
 - Failing to pick up the flag on the first pass.
 - Failing to place the flag in the bucket on the first pass.
 - Hitting any part of the horse with the flag or stick.
 - Dropping the flag.
 - Knocking over any of the barrels or knocking the bucket off, or over, on the barrel.
 - Dropping the flag into the bucket with the flag end down.

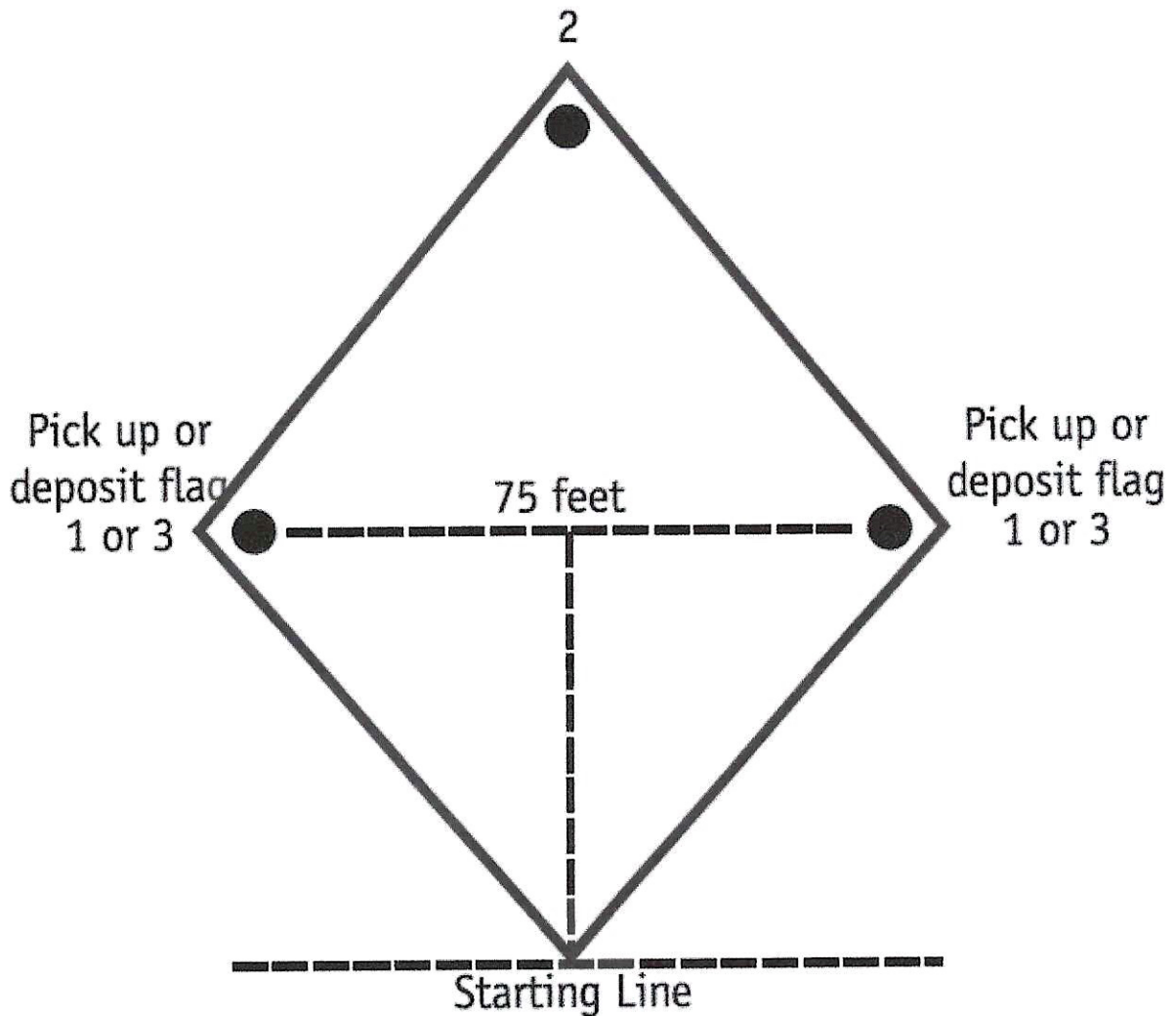


Figure 4: Flag Race

Speed and Action

1. Seven kegs or markers are needed (see Figure 13). Using four of the kegs or markers, form a 12-foot by 24-foot box and mark lime lines between the kegs or markers on the 24-foot side. One 12-foot side will be on the starting line. The three remaining kegs or markers are to be placed at 7-foot intervals (from center to center) in a straight line parallel to and 200 feet from the starting line. These three kegs or markers must be at least 25 feet away from any fence.
2. The horse and rider are to start and end the course completely within the box. They may also start the course by entering through the top of the box (that is, by running through the box). Timing begins when the entry leaves the box and stops when the entry re-enters the box. The rider rides through the box to the kegs or markers 200 feet away, rides through two kegs or markers, circling the center one and returning to the box. The rider must stop within the square of four kegs or markers.
3. There will be a 5-second penalty for each keg or marker knocked over.
4. Spinning to a stop more than 90 degrees in the box, as determined by the judge, will result in disqualification.
5. **Disqualifications** – Causes of disqualification include:
 - a. Stepping over the line of the box at the end of the pattern.
 - b. Not stopping forward motion in the box.
 - c. Spinning to a stop

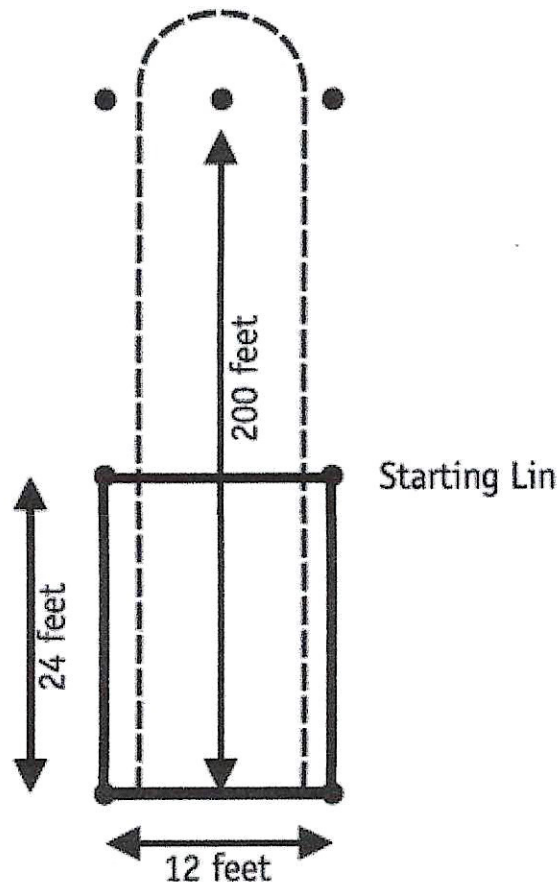


Figure 13: Speed and Action

Keyhole Race

1. The course will be laid out with a limed keyhole on the ground with the opening of the keyhole facing the starting line (see Figure 6).
2. The center of the circle should be 100 feet from the timing line.
3. The keyhole will be in the form of a broken circle 22 feet in diameter with a throat 5 feet wide. The angled sides are 5 feet long.
4. The horse will cross the timing line, enter the circle of the keyhole, turn around (in either direction) entirely within the circle of the keyhole, and recross the timing line.

Disqualification – Causes of disqualification include:

- The horse stepping over the chalk line at any point.
- The horse turning around in the throat of the keyhole rather than in the circle.
- Failing to complete the pattern.
- Failing to start or finish between the two markers.

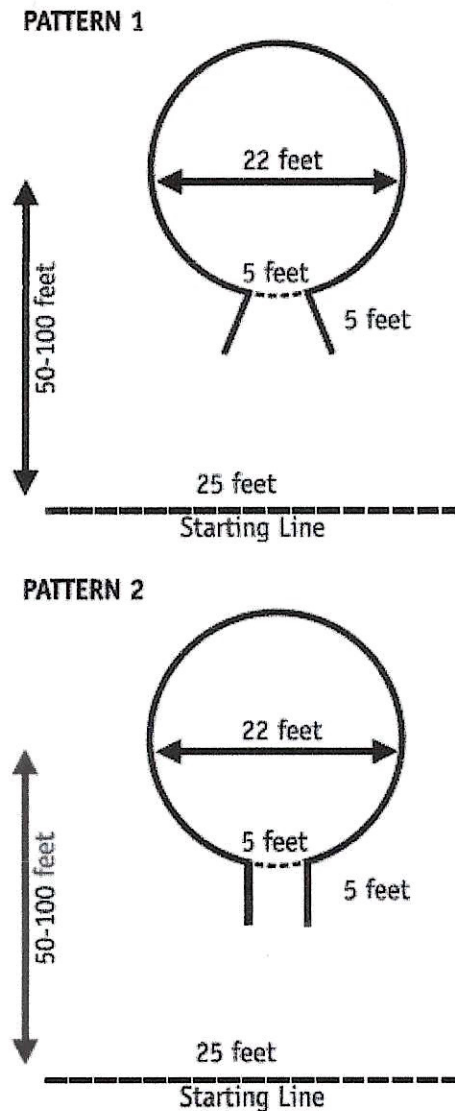
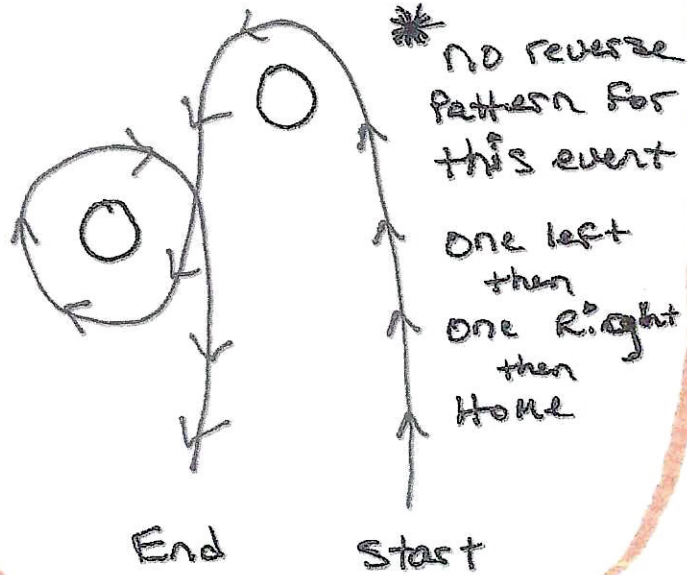


Figure 6: Keyhole Race

Fun Class-Book N' Hook

Book N' hook



Straight Barrels Race

1. Three barrels are set in a row. Horses may either turn to the left going down, turning the end barrel to the left, then turn barrels to the right on the return trip: OR horses may turn barrels to the right going down, turning end barrel to the right, then turn barrels to the left on the return trip. Course shall measure 37 feet from starting line to first barrel, and 50 feet between the next two barrels.
 - a. The end barrel should be at least 20' from the end of the arena wall/fence.
 - b. Pattern may be started from the right or left.
7. Disqualification results for the pony turning barrel wrong way, or rider holding up barrel with hand. Knockdown of barrel is five (5) second penalty per barrel.

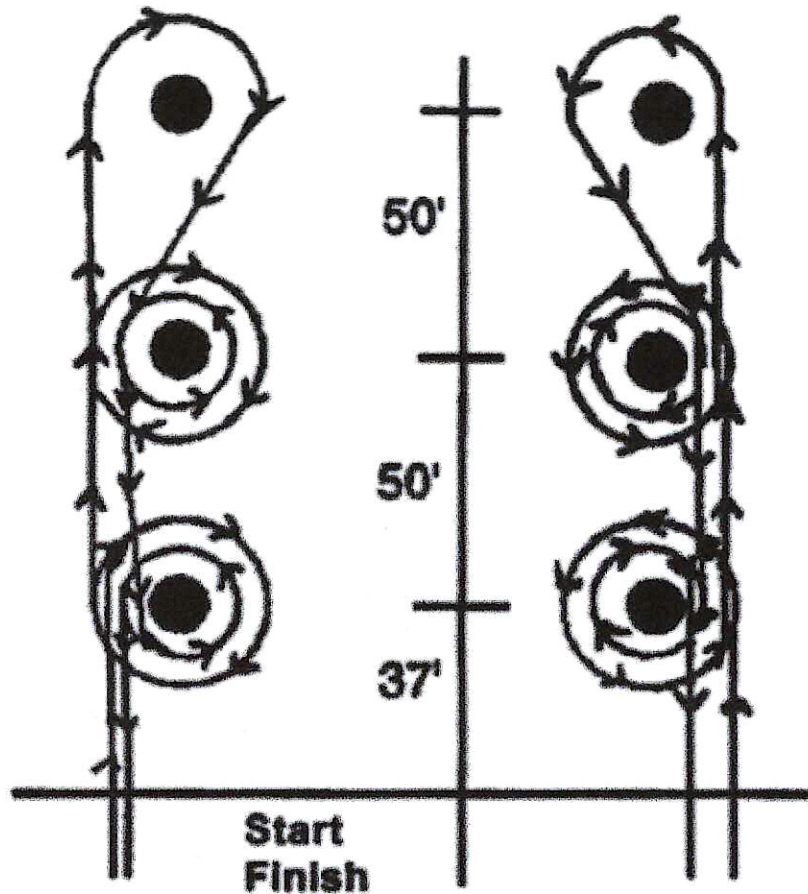
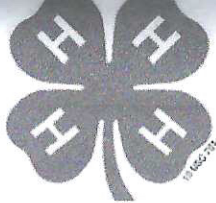


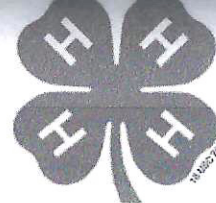
Figure 14: Straight Barrels Race

Texas Rollback

1. A barrel is located one hundred (100) feet from the start/finish line in the center of the arena. Horse/pony runs down, and goes on either side of the barrel. The horse rolls back, or turns 180 degrees the same direction as the side of the barrel it approached upon. The horse returns on the opposite side it went down and crosses the finish line.
 - a. The barrel should be twenty (20) feet from the side of the arena.
2. Knockdown of a barrel is a five (5) second penalty.
3. Disqualification results if the rider touches or holds the barrel with his hand.



Timed Events



Handy Horse

1. The rider proceeds from the starting line around both barrels into a lined square. The rider must stop in the square, stay there five seconds, and then cross the finish line. The ring official will start timing when horse/pony/mule enters the square and will give an audible signal to the rider when five seconds have elapsed.
2. When riders hear the "Go" signal, they race across the finish line. The judge will determine if the horse stayed in the square and between the barrels. A whistle is recommended to give the "Go" signal. Time should not start until all four hooves are in the box. The judge shall signify when the horse is in the box.
3. A rider may be disqualified for touching a barrel with a hand or failing to keep horse in the square the required five seconds (stepping on the line is considered stepping out of the square). After the five seconds and the go signal are sounded, the box shall not be a determining factor for disqualification.
4. See pattern below. Distances are optional except for the size of the square and space between barrels.

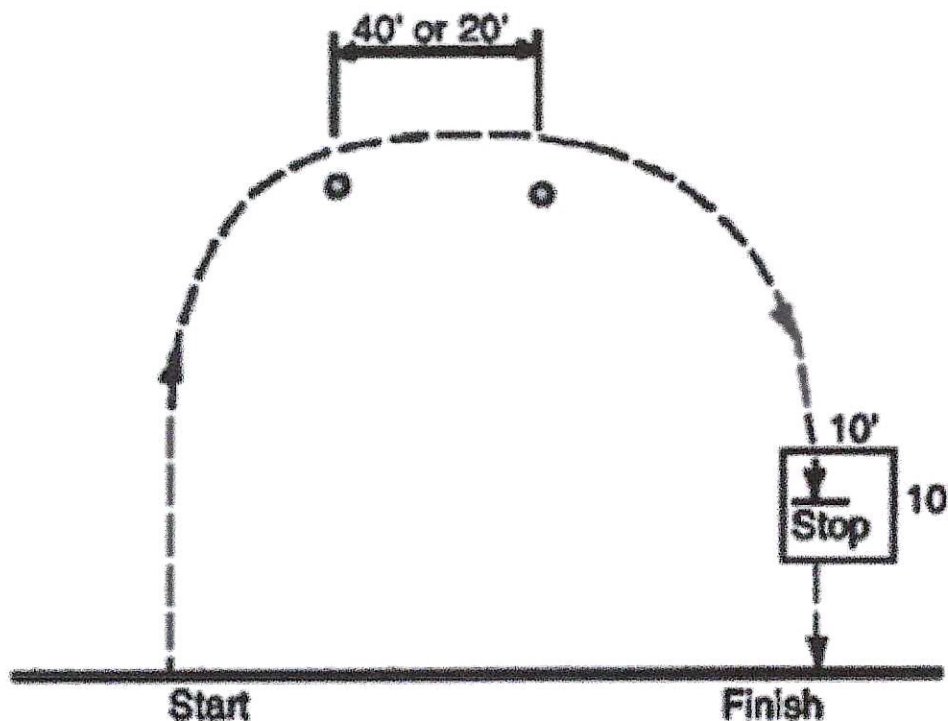
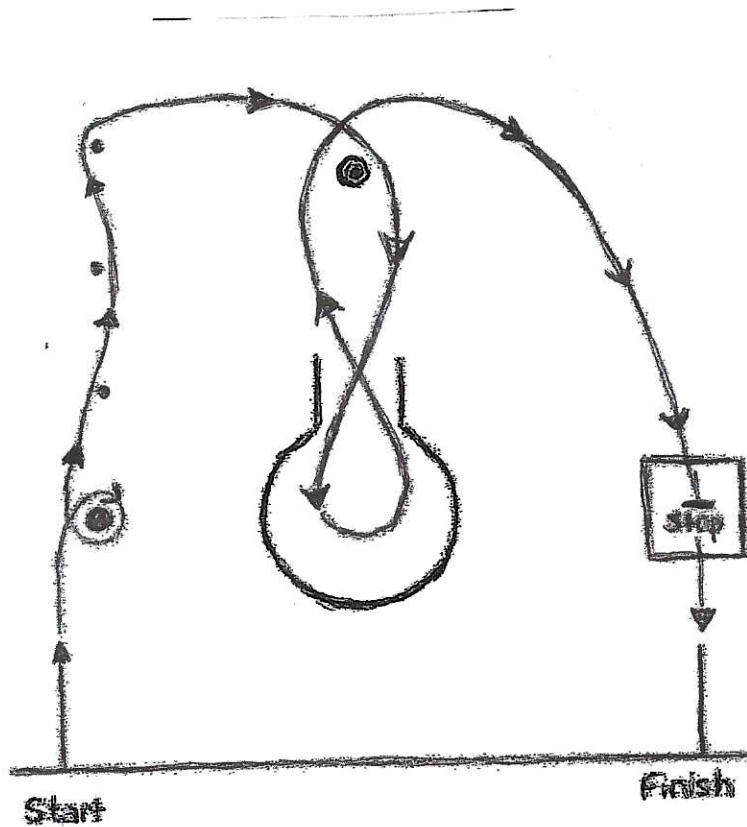


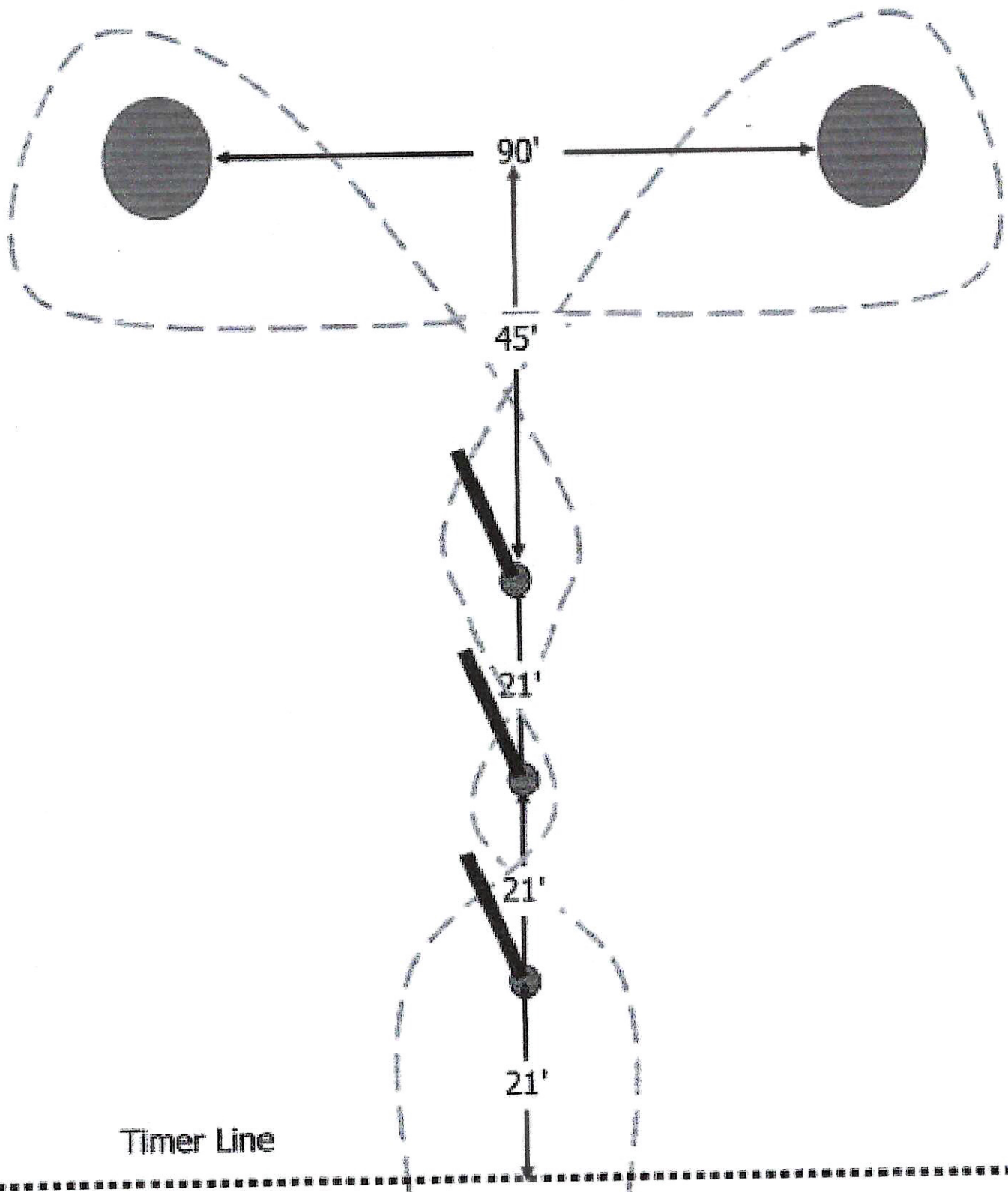
Figure 7: Handy Horse

Combination Dash

Rider circles the barrel to the right and grabs the flag, going on to the three poles, weaving with the first pole to the rider's right. Continue on to the keyhole, rider may deposit flag going into the keyhole or coming out. Then rider proceeds to the handy horse box and waits five (5) seconds then proceeds to the finish line.

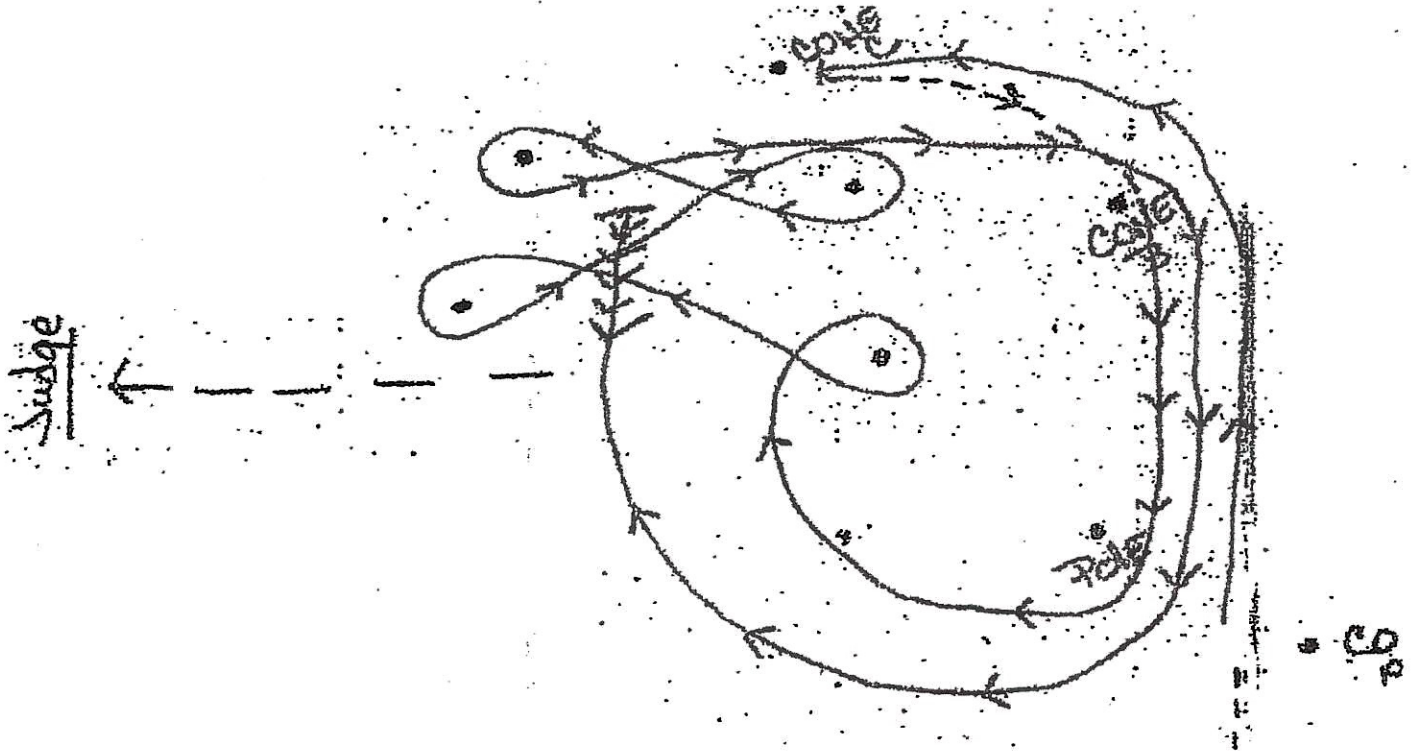


Big T



Left or right hand pattern may be used. 2 large barrels and 3 standard poles are to be used.

Marshall County 4-H Horse & Pony Contesting Speedsmanship



Pattern Explanation:

13. Enter the gate and settle your horse or pony.
14. At cone A, canter left lead to cone C.
15. At cone C, stop, reverse left, trot back the way you came to cone B
16. At cone B, begin cantering on the right lead, continue cantering around the pole and turn towards barrel.
17. Continue cantering around barrel 1, 2, 3, and 4 in a cloverleaf-like pattern (leads must be changed depending on the direction you are turning).
18. After turning around barrel 4, continue cantering on the right lead around cone B, around pole towards center of the barrels (you are to pick up a faster speed as you go).
19. At the center of the barrels, stop, back, and settle your horse or pony.
20. Walk to judge for comments.
21. Walk to gate and exit.

Purpose: Speedsmanship demonstrates an animal's athletic ability and handiness enabling it to be directed by the rider through a variety of turns and lead changes at a fast speed.

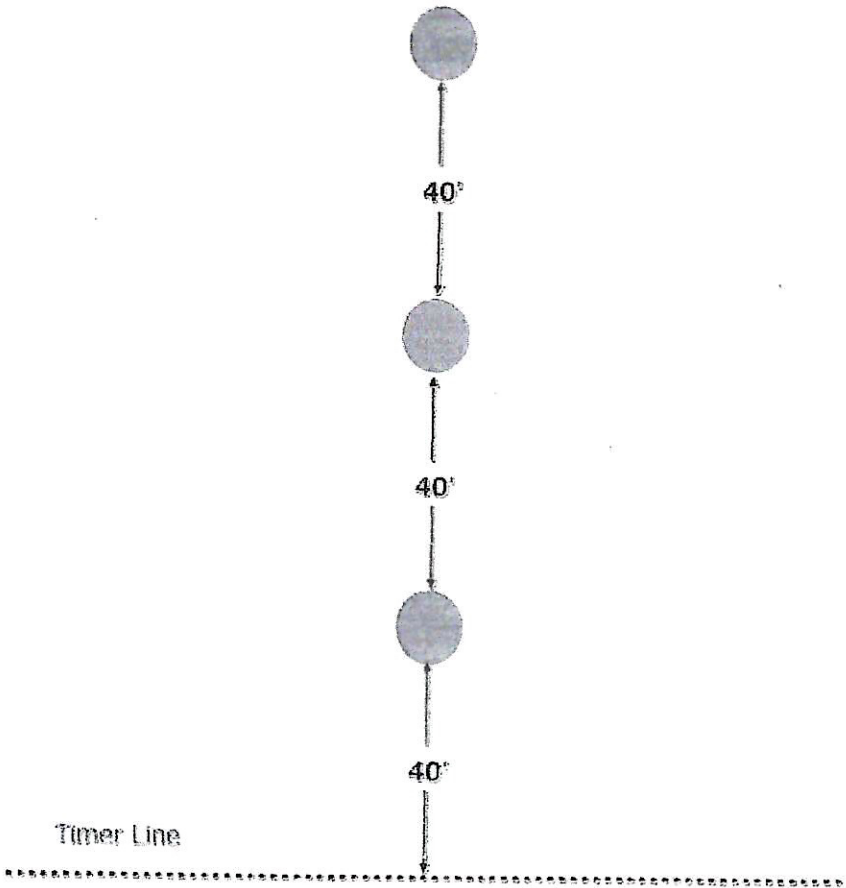
Tack & Attire: Approved headgear. Speed gear/tack to be used. Closed reins must be used, bats, spurs, and tiedowns area allowed.

Guidelines: Barrels, poles, and cones that are knocked down will result in a penalty. This is not a timed event.

Speedsmanship is judged on the rider's ability to exhibit his/her horse through a course at a fast speed. The rider may use one or both hands on the reins. The rider may use the horn when turning the barrels without causing a penalty.

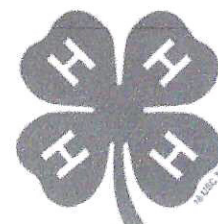
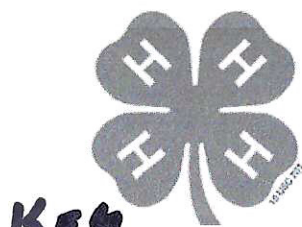
Fun Class-Speed Barrels

Speed Barrels



Left or right hand pattern may be used.
Props: 3 large barrels.

Timed Events



K&G

Barrel Bending Race

1. The barrel bending pattern is run around six barrels. The barrels are placed in a straight line running perpendicular to the starting line and 24 feet apart from center to center. The first barrel is set 25 feet from the starting. The barrels will be plastic 5-gallon containers with approximately 15 pounds of sand in each one.
2. Contestants may start on either side of the line of barrels. They will start at barrel one (see Figure 1) and bend in and out of all the barrels down and back.
3. Jumping a barrel with either or both front or both hind legs will result in a 5-second penalty.
4. Knocking over a barrel will result in a 5-second penalty.
5. Skipping a barrel will result in disqualification.
6. The judge will stand in line with the markers at the end of the row of barrels.

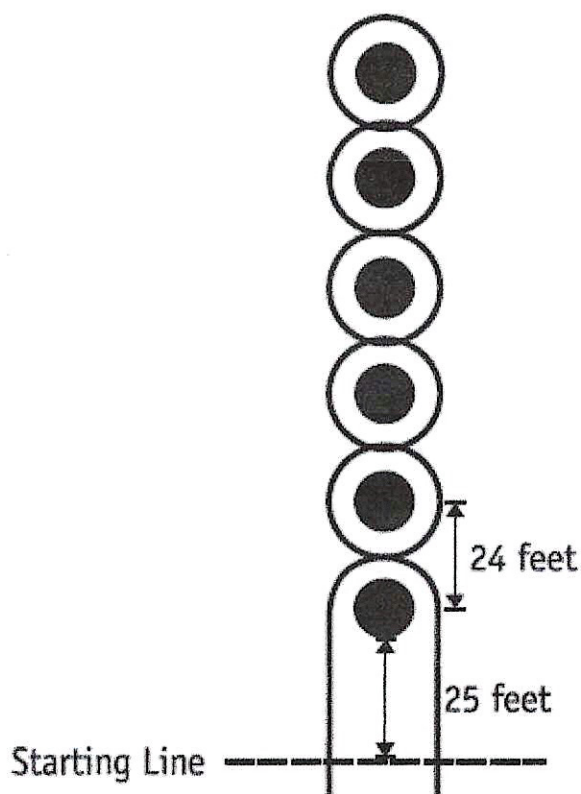


Figure 1: **K&G** Barrel Bending Race