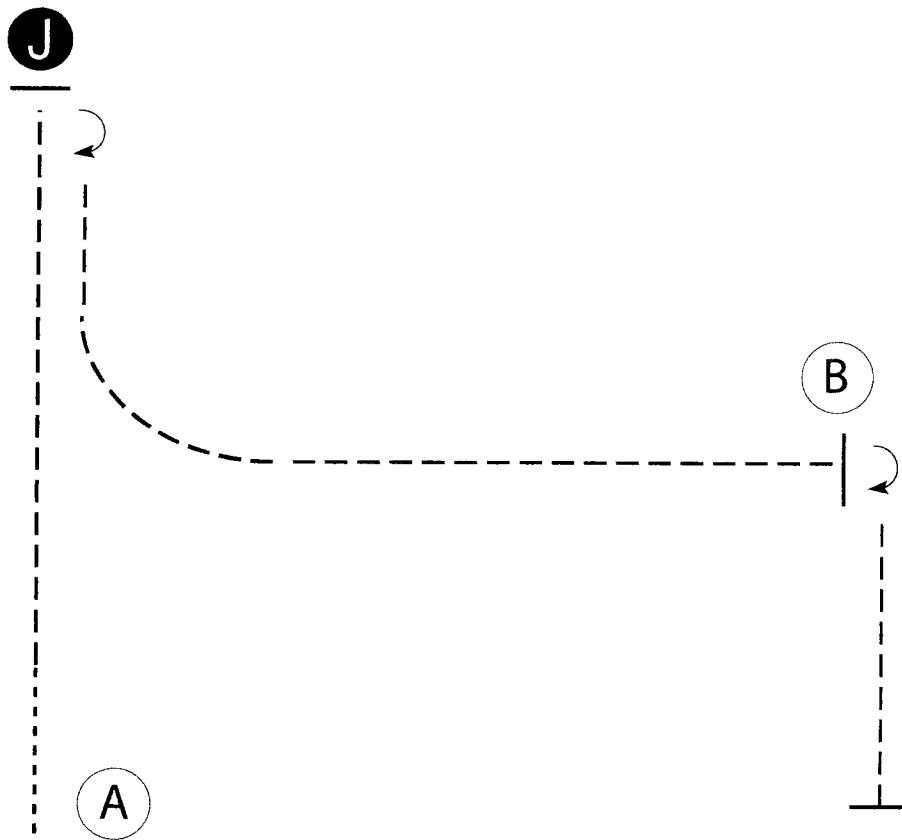


BCYF 2023


Saddle Seat Showmanship (1043, 1064)

Show Date: Aug 14-18



Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 90 degree turn, trot until even with A, then stop.
6. Pattern is complete. Exit at the trot.

Walk -----
Trot - - - - -
Back ← 
Marker (B)
Judge (J)

[S/1-97]

Pattern Provided by:
Equine Committee

BCYF 2023

Showmanship - Hunt Type (1045, 1046)

Show Date: Aug 14-18

www.HorseShowPatterns.com

The diagram illustrates the Hunt Type pattern. It begins at point A, where the horse is positioned. A vertical dashed line leads to a horizontal line. At this line, the horse performs a 1/4 turn to the left and backs away from the Judge (J), indicated by a dashed line with arrows pointing away. Then, the horse turns left 1/2 turn and walks straight to the Judge. The pattern concludes with a 1/4 turn and a trot in a half circle back to the Judge. A legend on the right defines the symbols: Walk (dashed line), Trot (dashed line with a dot), Back (dashed line with arrows), Marker (B in a circle), and Judge (J in a circle).

Be ready at A.

1. When acknowledged, walk half way to Judge.
2. Stop and perform a 1/4 turn.
3. Back approximately one horse length.
4. Walk until even with Judge.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

Walk -----
Trot -----
Back ←-----
Marker (B)
Judge (J)

www.HorseShowPatterns.com

[S/1-80]

Pattern Provided by:
Equine Committee

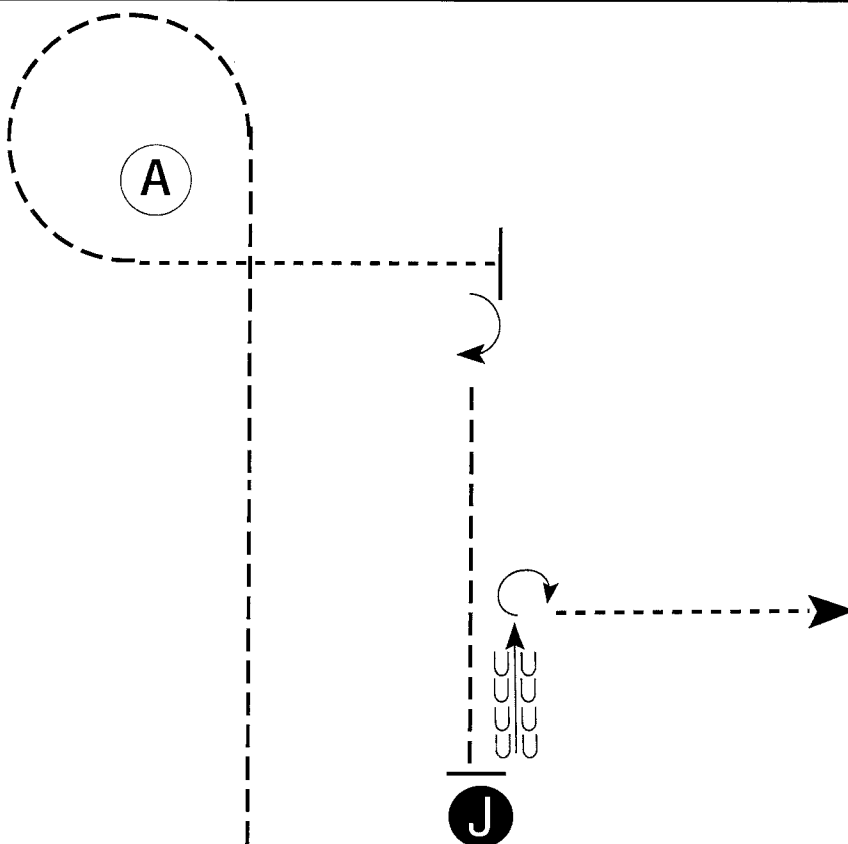
BCYF 2023

Showmanship - Western (1047, 1048, 1049)

Show Date: Aug 14-18

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Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

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

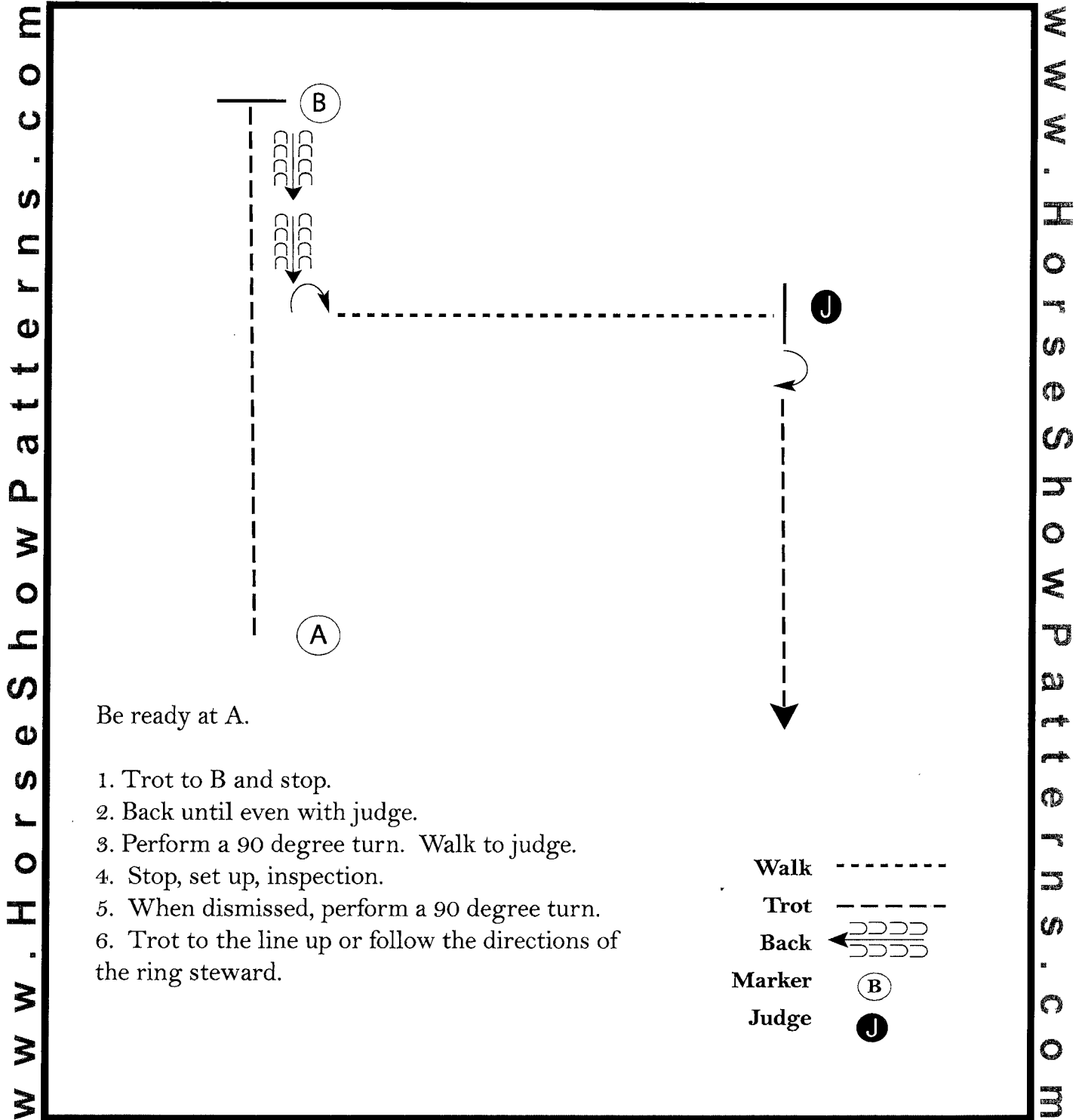
[S/2-76]

Pattern Provided by:
Equine Committee

BCYF 2023

Showmanship - Western (1050, 1051, 1052, 1053)

Show Date: Aug 14-18



[S/1-29]

Pattern Provided by:
Equine Committee

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Show Date: Aug 14-18

Show Date: Aug 14-18

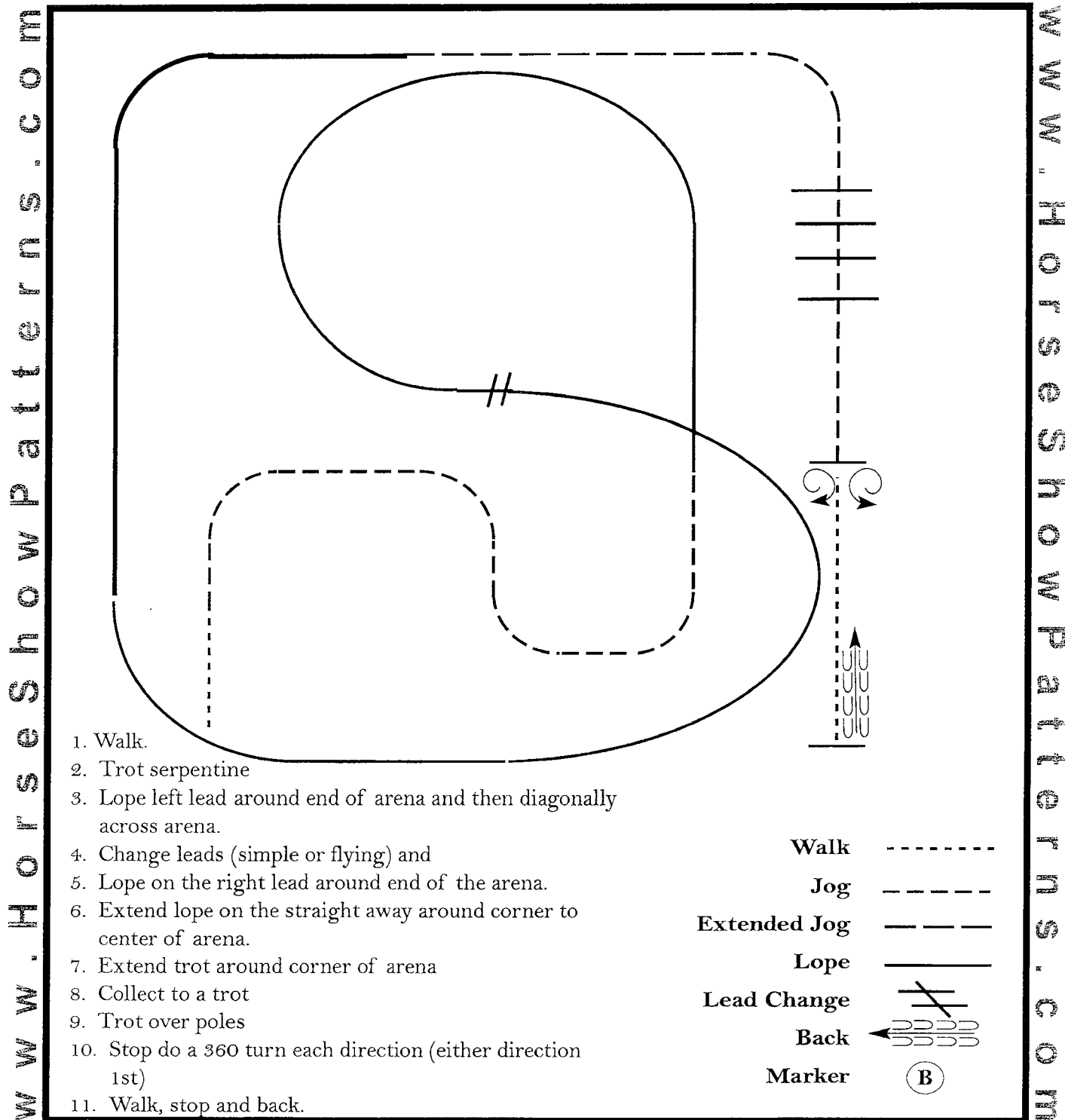


Pattern Provided by:
Equine Committee

BCYF 2023

Open Ranchmanship (1086)

Show Date: Aug 14-18



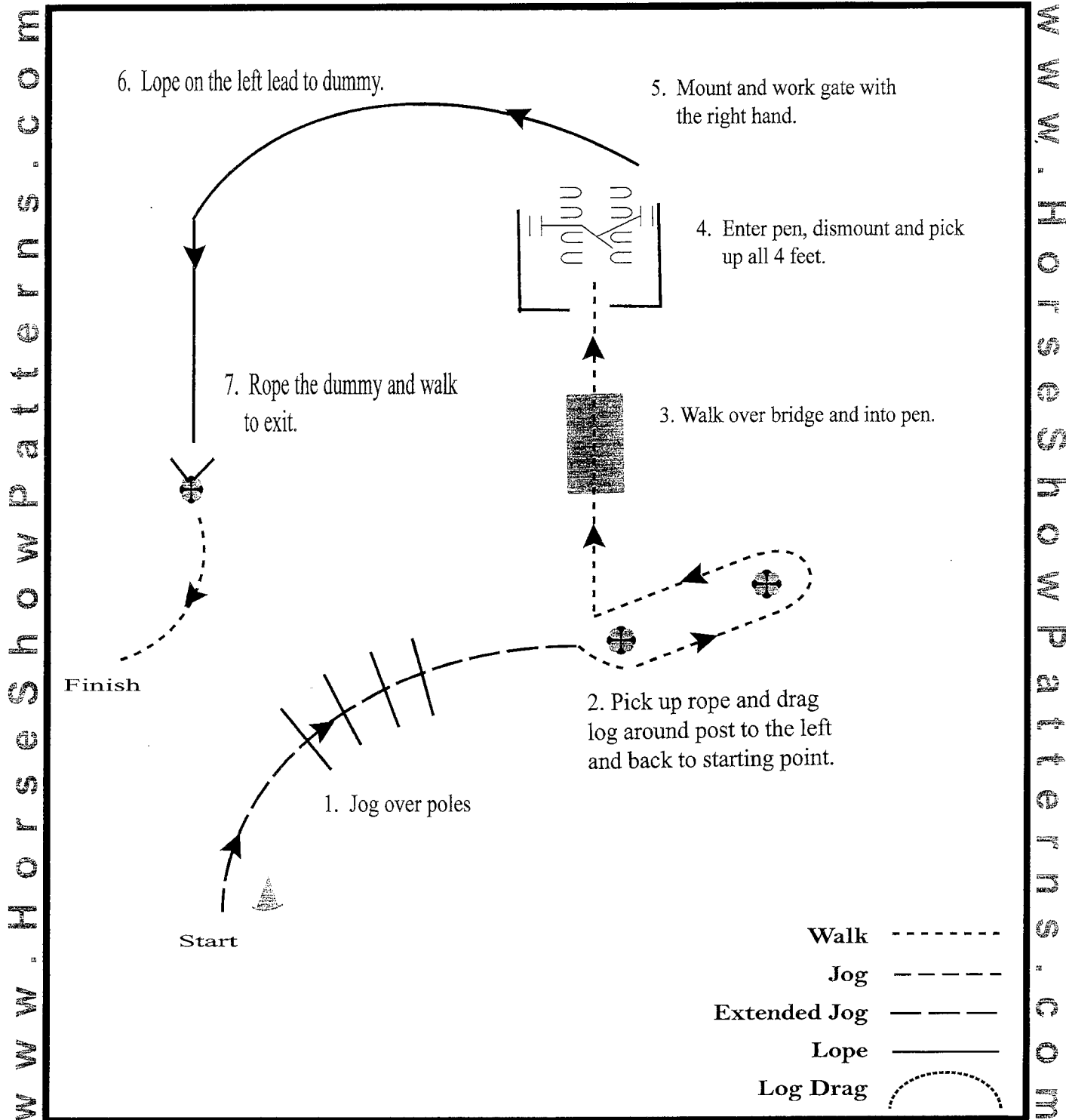
[RR/4]

Pattern Provided by:
Equine Committee

BCYF 2023

Open Ranch Trail (1087)

Show Date: Aug 14-18



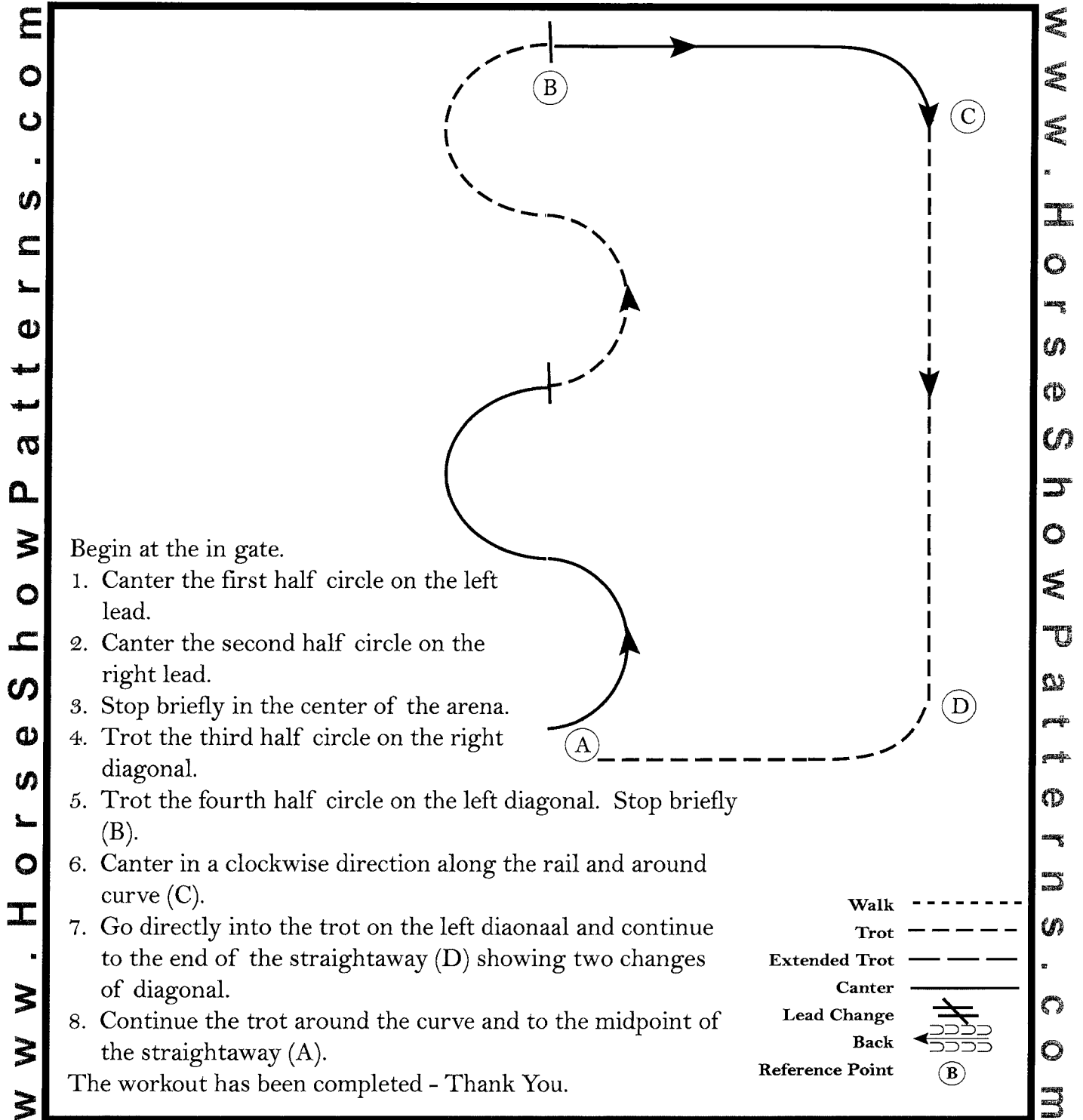
[RT/6]

Pattern Provided by:
Equine Committee

BCYF 2023

Saddle Seat Equitation (1090)

Show Date: Aug 14-18



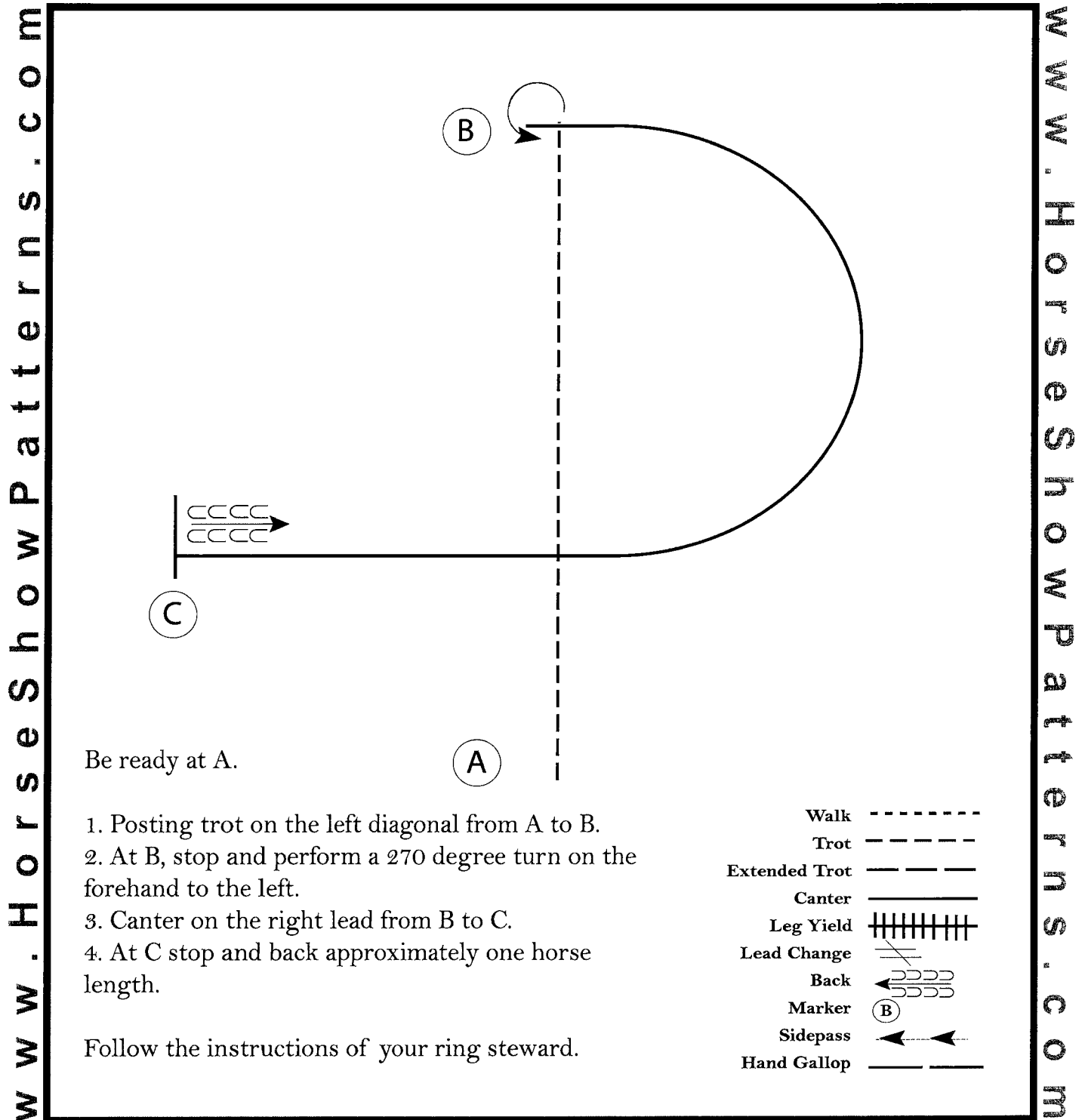
[SSE/17]

Pattern Provided by:
Equine Committee

BCYF 2023

Hunt Seat Equitation (1094,1095, 1096)

Show Date: Aug 14-18



[HSE/1-30]

Pattern Provided by:
Equine Committee

www.HorseShowPatterns.com

Show Date: Aug 14-18



Follow the instructions of your ring steward.

-
- Diagram showing the symbols for various horse gaits and maneuvers:
- Walk: Dashed line
 - Trot: Long dashed line
 - Extended Trot: Long dashed line with a horizontal bar
 - Canter: Solid line
 - Leg Yield: Solid line with vertical ticks
 - Lead Change: Solid line with a diagonal slash
 - Back: Solid line with three curved arrows pointing left
 - Marker: Circle with the letter 'B' inside
 - Sidepass: Solid line with two arrows pointing in opposite directions
 - Hand Gallop: Solid line with a horizontal bar

Pattern Provided by:
Equine Committee

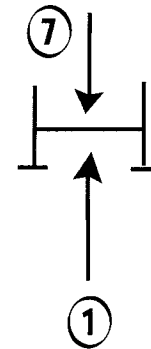
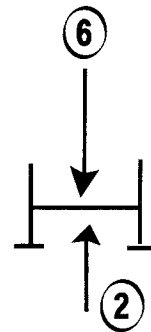
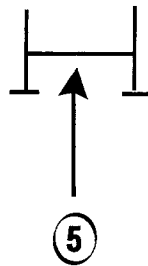
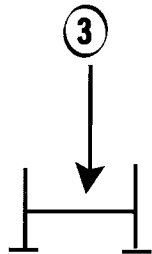
BCYF 2023

In Hand Jumping (1139)

Show Date: Aug 14-18

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[MHP/H-6]

Pattern Provided by:

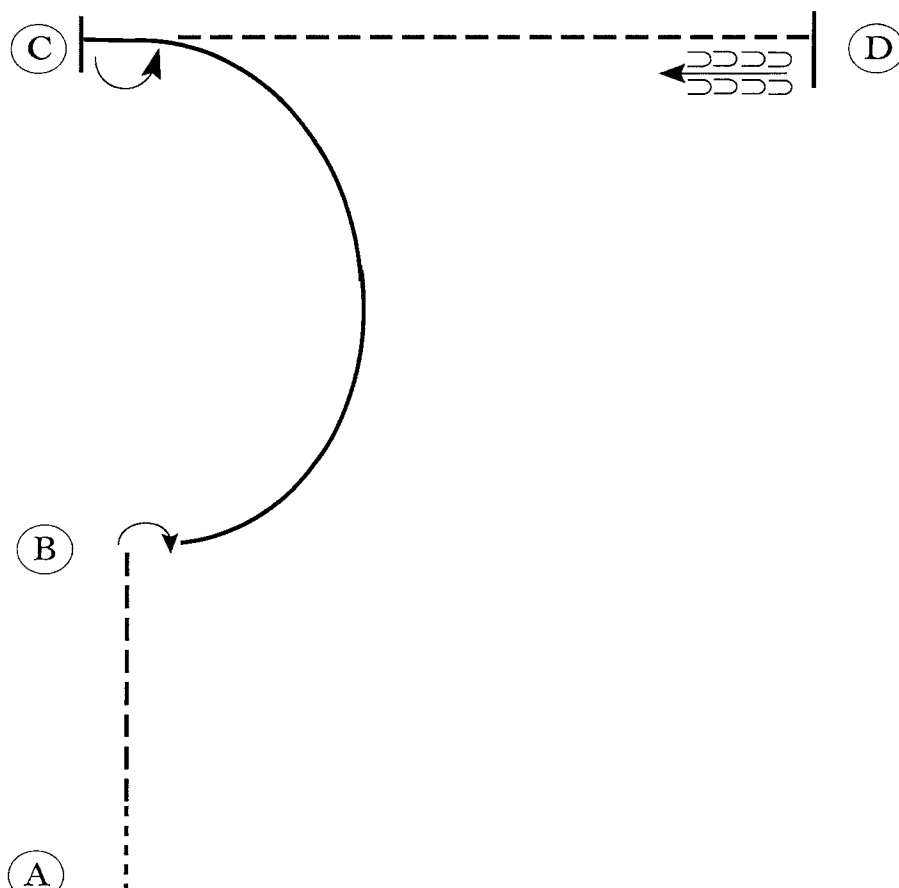
Equine Committee

BCYF 2023

Western Horsemanship (1177, 1178, 1179)

Show Date: Aug 14-18

www.HorseShowPatterns.com



www.HorseShowPatterns.com

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	(B)
Sidepass	←-----→

[WH/1-59]

Pattern Provided by:
Equine Committee

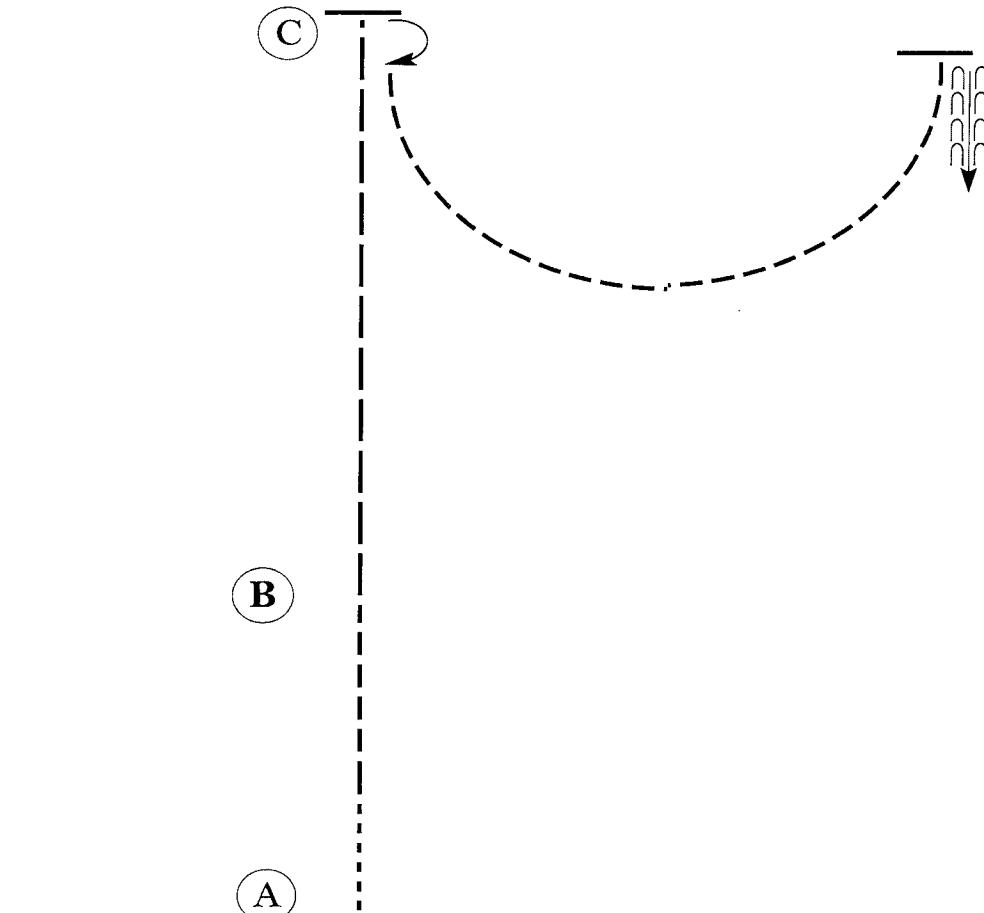
BCYF 2023

Western Horsemanship W/T (1180)

Show Date: Aug 14-18

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog to C.
4. Stop at C and turn 1/2 turn to the right.
5. Jog in a half circle until even with C.
6. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

[WH/WT-60]

Pattern Provided by:
Equine Committee

www.HorseShowPatterns.com

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The diagram illustrates a trail ride pattern on a rectangular arena. The path is defined by a solid line with arrows indicating direction. It starts at a dashed line labeled 'Start' at the top right, proceeds left, then turns right to go around the end of the arena. The path continues with three line changes, each marked with a double slash (//), and three crossing changes, each marked with an 'X'. The path ends at a stop and back maneuver. A vertical line with a series of 'c' characters and an arrow indicates a specific point on the path. There are six dots on the path: three on the top line and three on the bottom line.

1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

-
- The diagram illustrates a trail ride pattern on a rectangular arena. The path is defined by a solid line with arrows indicating direction. It starts at a 'Start' point (indicated by a dashed line) on the right side of the top line. The path proceeds as follows:
- Walk, transition to jog, jog over log.
 - Transition to right lead and lope around end.
 - First line change.
 - Second line change. Lope around end of arena.
 - First crossing change.
 - Second crossing change.
 - Third crossing change.
 - Lope over log.
 - Lope, stop and back.
- The path is marked with dots at the corners and midpoints of the lines. A vertical line with a crossbar is drawn across the middle of the arena. A dashed line indicates the start of the pattern. The path is marked with 'X' marks at the corners and midpoints of the lines, indicating line changes. The path is marked with 'X' marks at the corners and midpoints of the lines, indicating line changes.

The diagram illustrates a trail ride pattern on a rectangular arena. The path is defined by a solid line with arrows indicating direction. It starts at a dashed line labeled 'Start' at the top right, proceeds left, then turns right to go around the end of the arena. The path continues with three line changes, each marked with a double slash (//), and three crossing changes, each marked with an 'X'. The path ends at a stop and back maneuver. A vertical line with a series of 'c' characters and an arrow indicates a specific point on the path. There are six dots on the path: three on the top line and three on the bottom line.

1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

The diagram illustrates a trail ride pattern on a rectangular arena. The path is defined by a solid line with arrows indicating direction. It starts at a 'Start' point (indicated by a dashed line) on the right side of the top line. The path proceeds as follows:

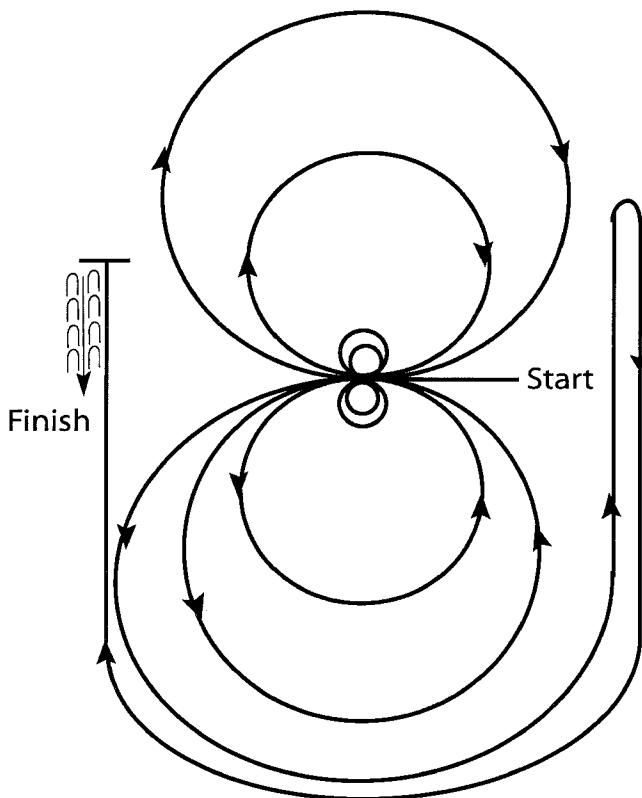
- Walk, transition to jog, jog over log.
- Transition to right lead and lope around end.
- First line change.
- Second line change. Lope around end of arena.
- First crossing change.
- Second crossing change.
- Third crossing change.
- Lope over log.
- Lope, stop and back.

The path is marked with dots at the corners and midpoints of the lines. A vertical line with a crossbar is drawn across the middle of the arena. A dashed line indicates the start of the pattern. The path is marked with 'X' marks at the corners and midpoints of the lines, indicating line changes. The path is marked with 'X' marks at the corners and midpoints of the lines, indicating line changes.

BCYF 2023

Reining (1223, 1224)

Show Date: Aug 14-18



Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Begin at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. 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.
6. Continue around the end of the arena and run down the left side of the arena past the center marker. Stop. Back up.

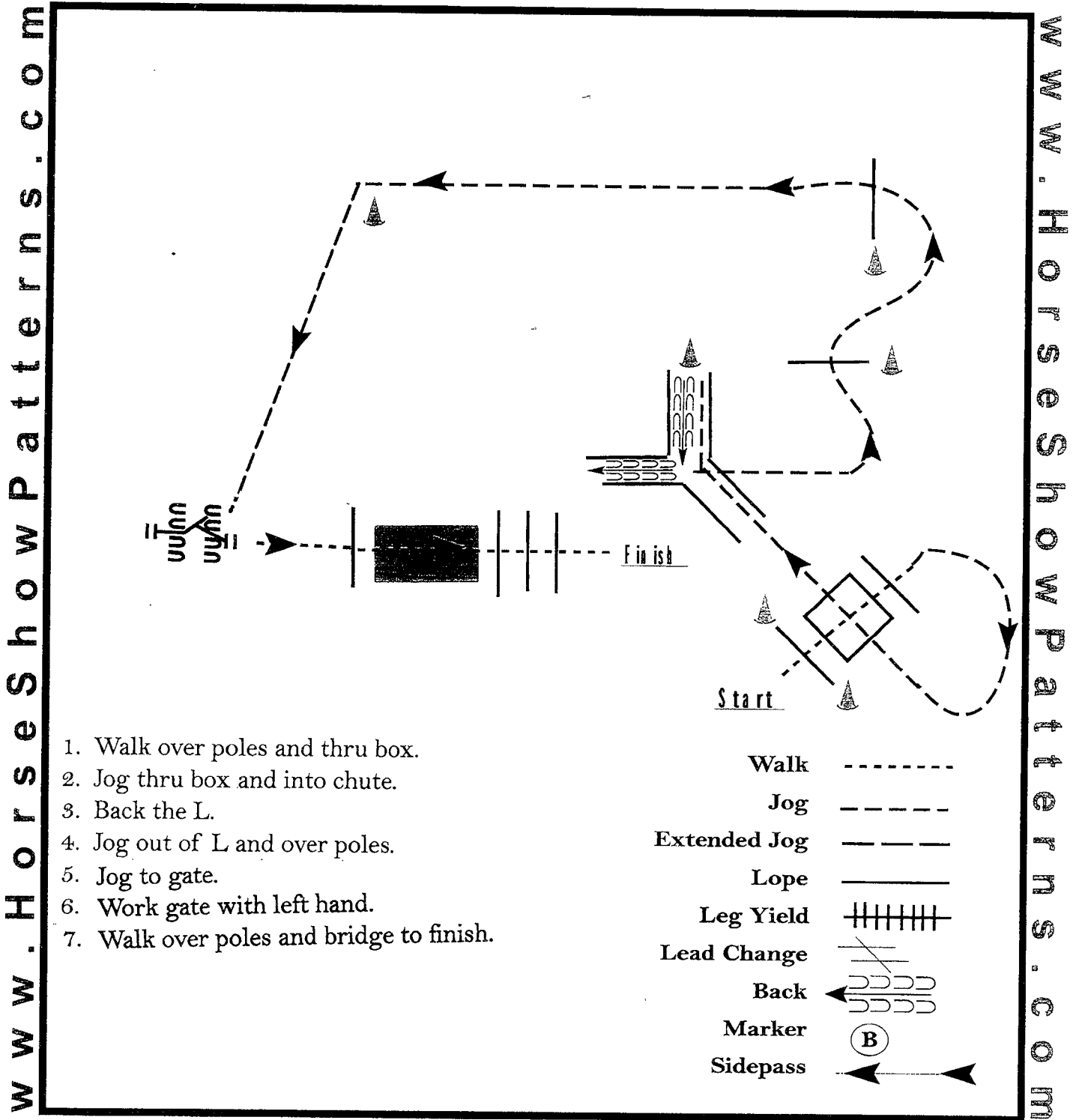
[R/NRHAP-12]

Pattern Provided by:
Equine Committee

BCYF 2023

Trail In-hand (1230, 1231, 1242, 1243)

Show Date: Aug 14-18



[T/WT-31]

Pattern Provided by:
 Equine Committee

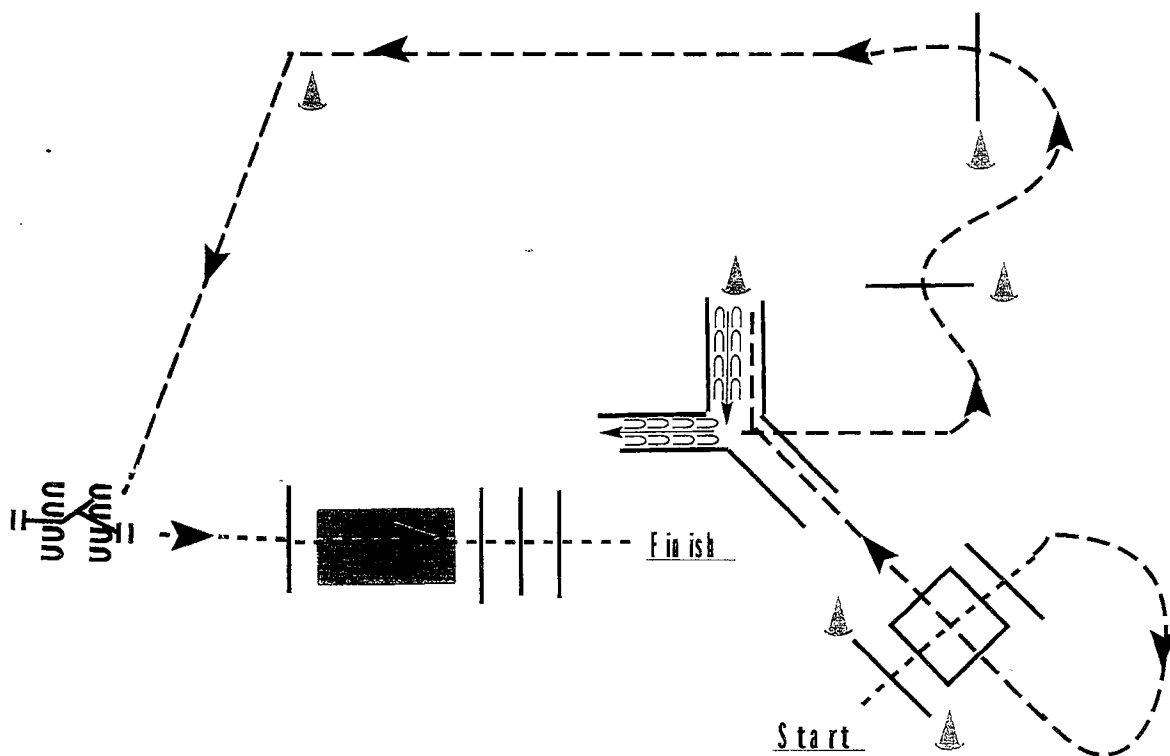
BCYF 2023

Trail W/T (1234, 1244, 1245, 1246)

Show Date: Aug 14-18

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1. Walk over poles and thru box.
2. Jog thru box and into chute.
3. Back the L.
4. Jog out of L and over poles.
5. Jog to gate.
6. Work gate with left hand.
7. Walk over poles and bridge to finish.

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

[T/WT-31]

Pattern Provided by:
Equine Committee

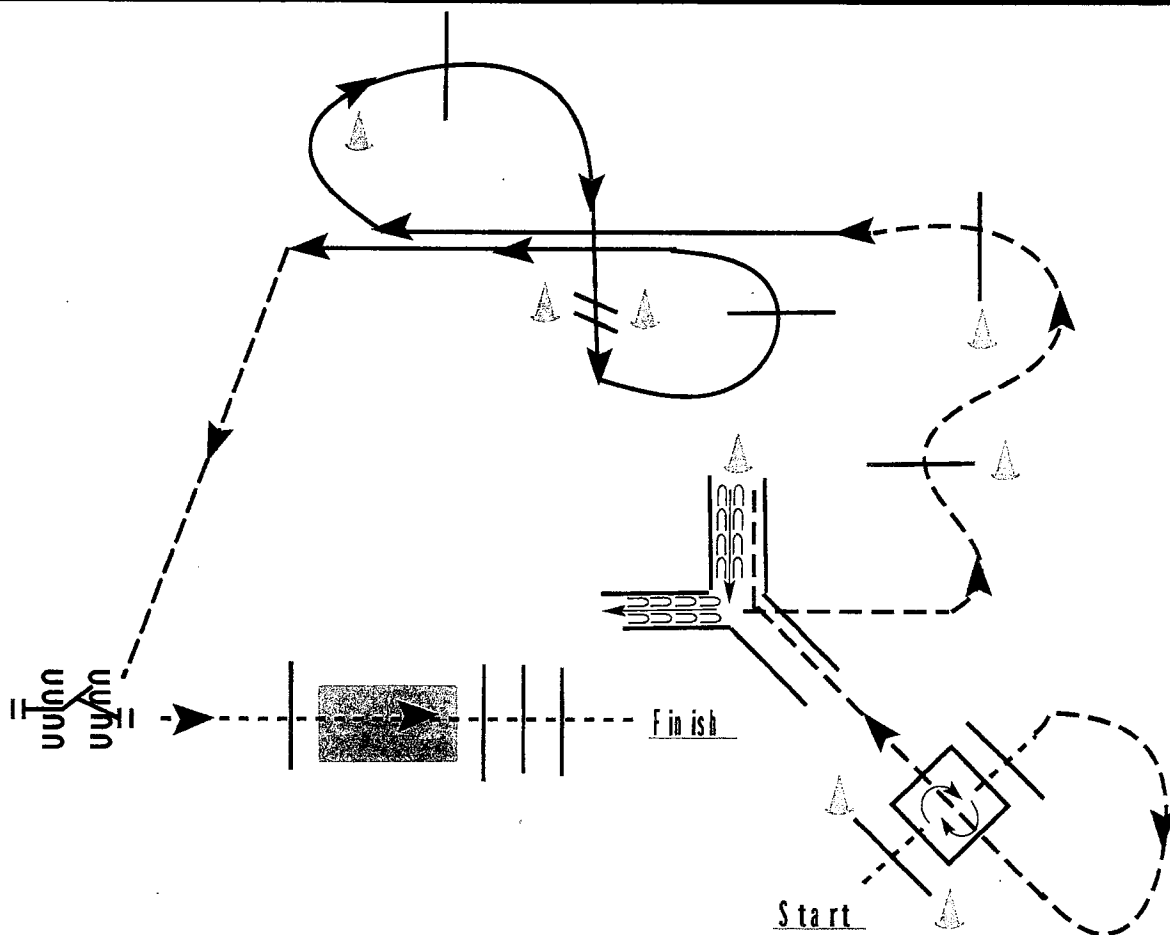
BCYF 2023

Trail (1235, 1236, 1237, 1247, 1248, 1249)

Show Date: Aug 14-18

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk over pole, into box and turn 360 degrees to the right.
2. Walk out of box, jog thru box and into chute.
3. Back the L.
4. Jog out of L and over poles.
5. Lope on the right lead over pole as shown.
6. Perform a simple lead change between the cones and lope on the left lead over pole.
7. Jog to gate.
8. Work gate with left hand.
9. Walk over poles and bridge to finish.

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

[T/1-31]

Pattern Provided by:
Equine Committee