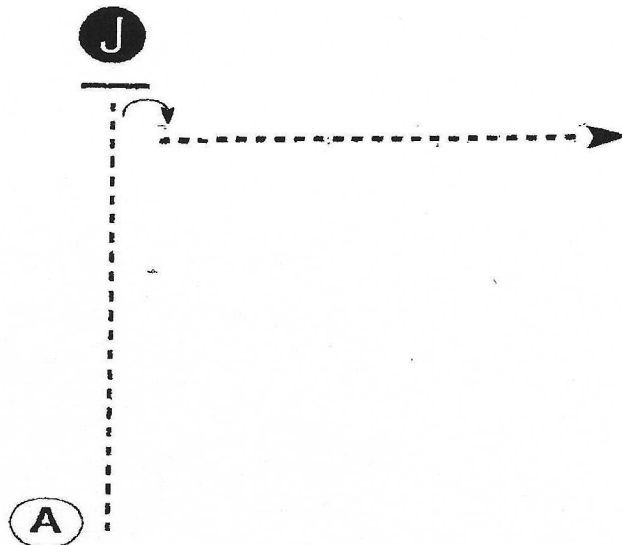


BCYF 2025

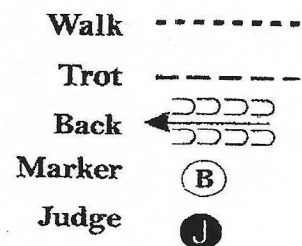
Showmanship Jr Walk Only (1063)

Show Date: 08-11-2025



Be ready at A.

1. Walk from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Walk away from judge.
5. Follow the instructions of your ring steward.



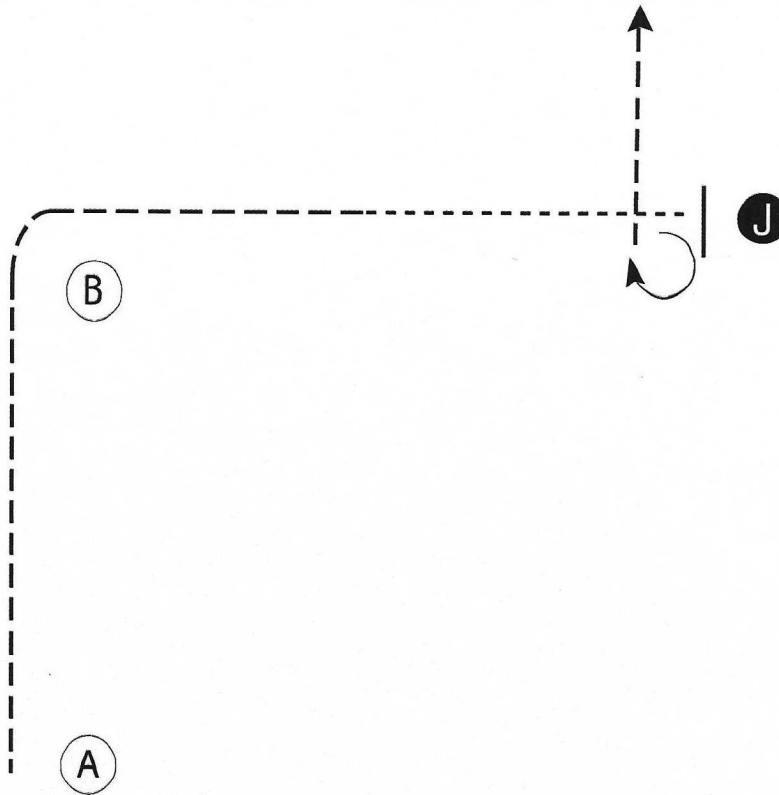
Pattern Provided by:
Equine Committee

[S/WT-13]

BCYF 2025

Showmanship Jr. English (1064, 1065, 1066)

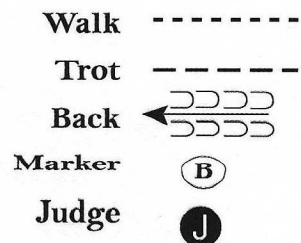
Show Date: 08-11-2025



Be ready at A.

1. Trot from A around B and half way to the Judge.
2. Break to the walk.
3. Walk to the Judge and set up for inspection.
4. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

Follow the instructions of your ring steward.



[S/1-33]

Pattern Provided by:
Equine Committee

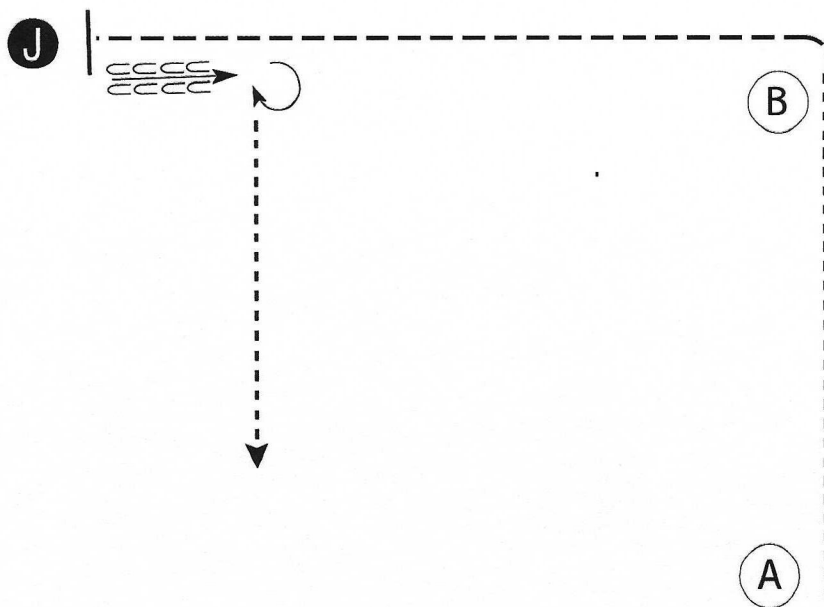
BCYF 2025

Showmanship Jr. Western (1067, 1068, 1069, 1070, 1075, 1076, 1077)

Show Date: 08-11-2025

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Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.

Walk - - - - -

Trot - - - - -

Back ←

Marker (B)

Judge (J)

[S/1-23]

Pattern Provided by:
Equine Committee

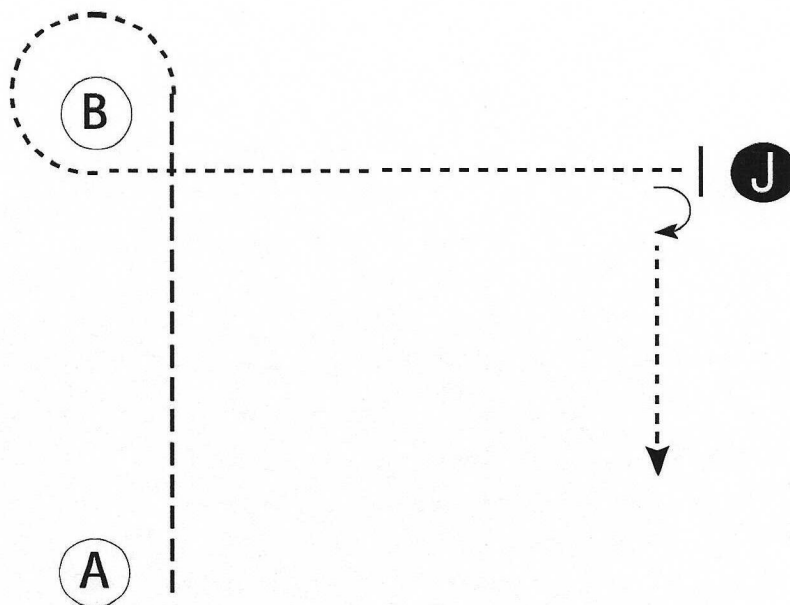
BCYF 2025

Showmanship Jr. Pony (1071, 1072, 1073, 1074)

Show Date: 08-11-2025

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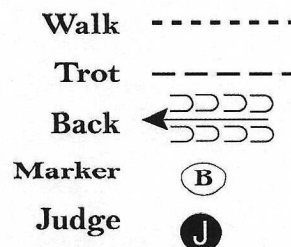
www.HorseShowPatterns.com



Be ready at A.

1. Trot from A to B.
2. Walk a tight circle around B.
3. Walk to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 90 degree turn and walk away.

Follow the directions of your ring steward.



[S/1-56]

Pattern Provided by:
Equine Committee

BCYF 2025

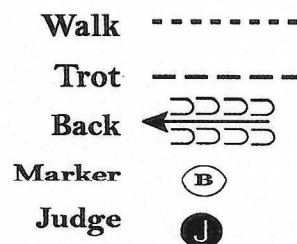
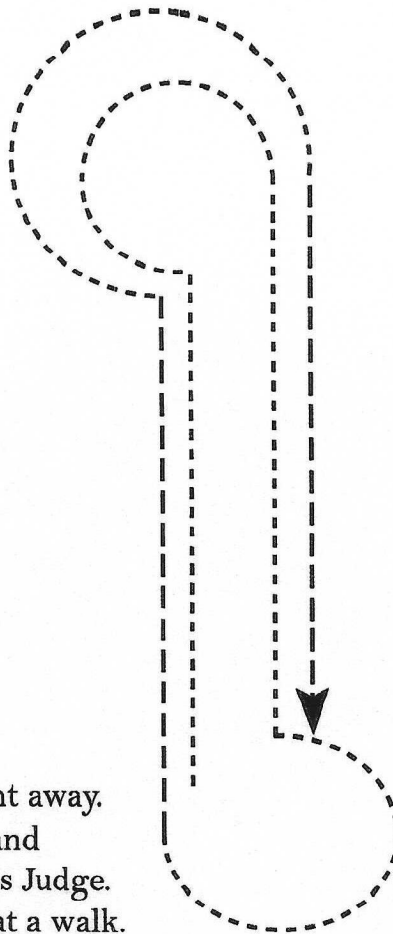
Draft type showmanship

Show Date: 08-11-2025

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1. From Judge, walk straight away. Walk a "golf club" loop and continue walking towards Judge.
2. Make a "golf club" loop at a walk. When lined up with Judge, trot in a straight line away from Judge.
3. Walk a "golf club" loop and trot the remainder of the way back to Judge. Set up for inspection (may turn horse 45 degrees either direction).
4. When dismissed, trot away from Judge.



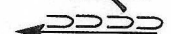
[DP/S-1]

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Show Date: 08-11-2025



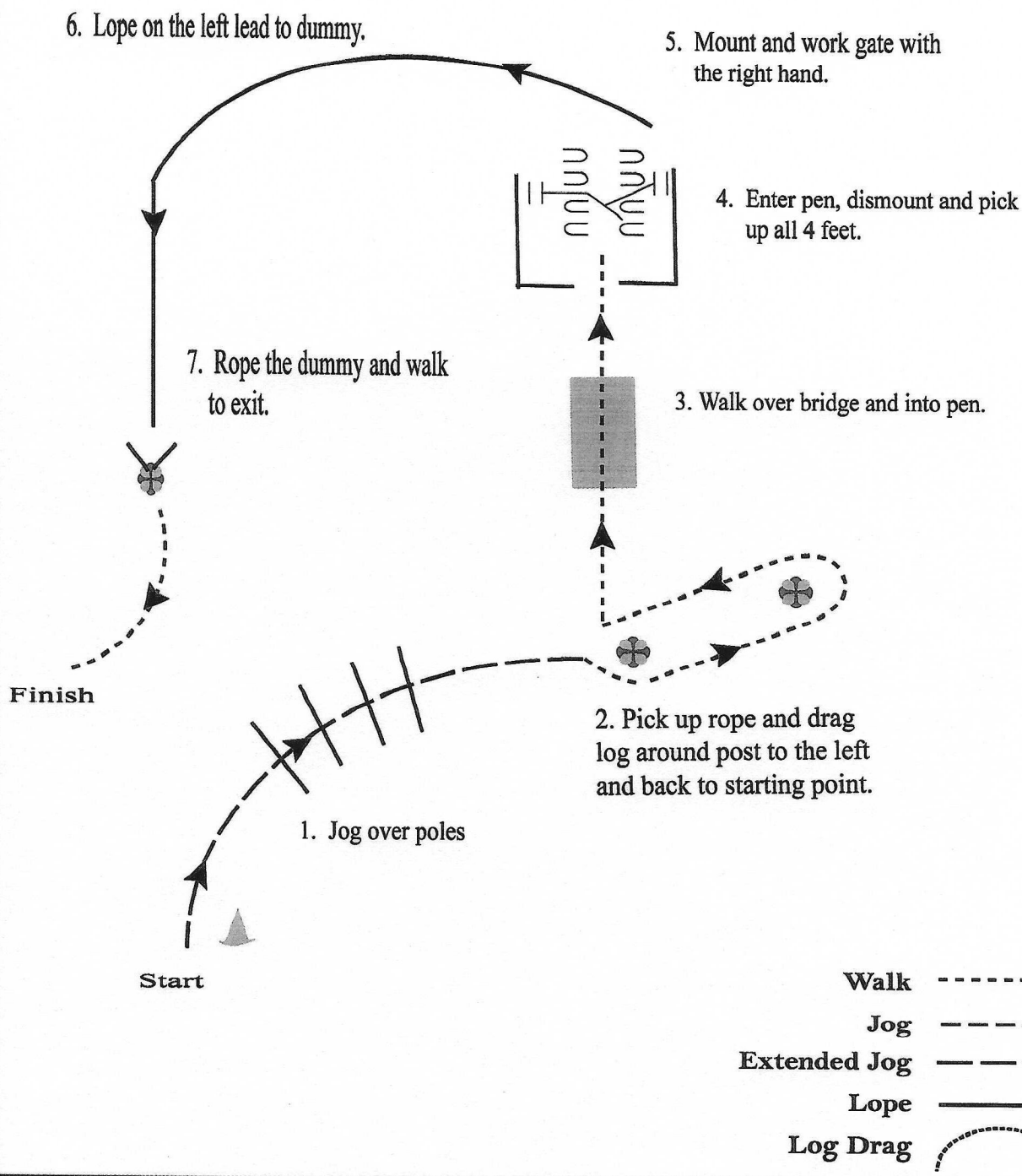
- | | |
|--------------|---|
| Walk | ----- |
| Jog | ----- |
| Extended Jog | ----- |
| Lope | ————— |
| Lead Change |  |
| Back |  |
| Marker |  |

[RR/2]

BCYF 2025

Ranch Trail (1087, 1088)

Show Date: 08-11-2025



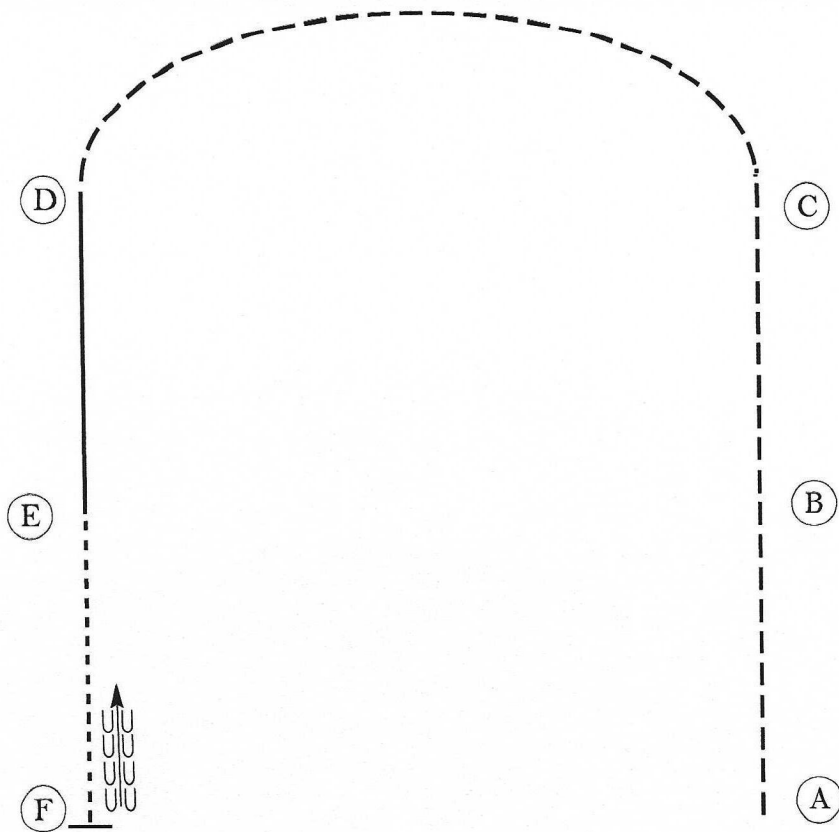
Pattern Provided by:

Equine Committee

BCYF 2025

Jr. Equitation W/T/C (1114, 1117, 1118)

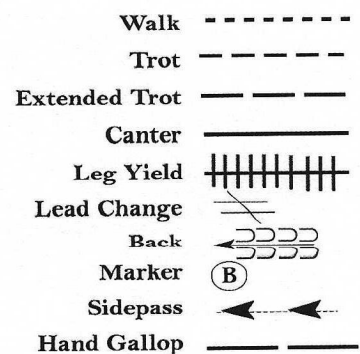
Show Date: 08-11-2025



Be ready at A.

1. Sitting trot from A to B.
2. Left diagonal posting trot from B to C.
3. Change diagonals at C and trot to D.
4. Canter on the left lead from D to E.
5. Walk from E to F.
6. Stop at F and back approximately one horse length.

Follow the instructions of your ring steward.



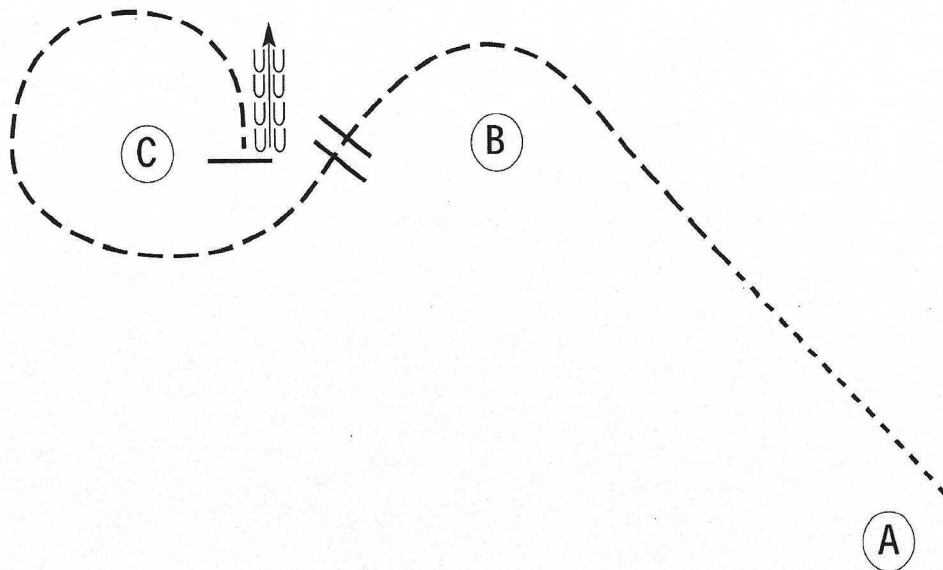
[HSE/2-53]

Pattern Provided by:
Equine Committee

BCYF 2025

Jr. Equitation W/T (1119, 1128, 1133)

Show Date: 08-11-2025



Be ready at A.

1. Walk halfway to B.
2. Posting trot on the right diagonal to and around B and halfway to C.
3. Change diagonals halfway to C.
4. Posting trot on the left diagonal to and around C.
5. Stop at C.
6. Back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↖
Back	←←←←←
Marker	(B)
Sidepass	←-----→
Hand Gallop	=====

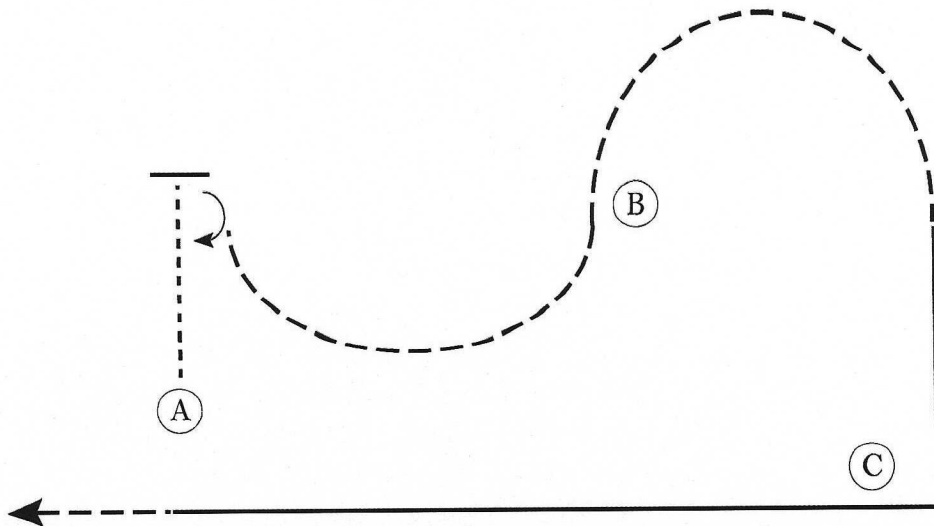
[HSE/WT-13]

Pattern Provided by:

BCYF 2025

Pony Equitation 1130

Show Date: 08-11-2025



Be ready with your horse's tail to A.

1. Walk until even with B.
2. Stop and perform a 180 degree turn on the hindquarters right.
3. Rising trot serpentine as shown - change diagonals at B.
4. When even with B, canter right lead around C and to A.
5. Break to a sitting trot when even with A.

Pattern is over once you have passed A at the trot.

Follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Lead Change	=====
Back	←=====
Marker	(B)
Hand Gallop	=====

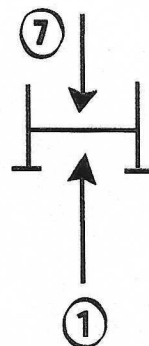
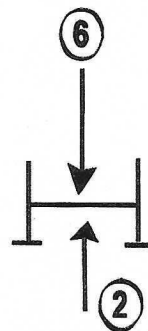
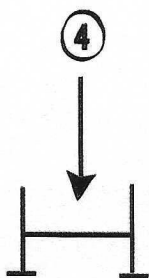
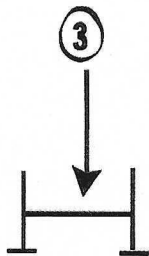
[HSE/1-49]

Pattern Provided by:
Equine Committee

BCYF 2025

In Hand Jumping 1139

Show Date: 08-11-2025



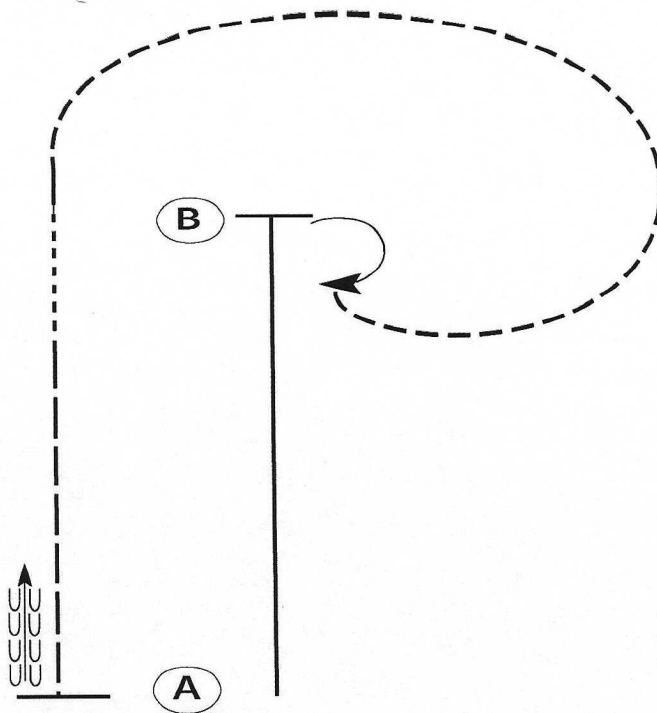
[MHP/H-6]

Pattern Provided by:
Equine Committee

BCYF 2025

Jr. Western Horsemanship W/T/C (1200, 1201, 1206)

Show Date: 08-11-2025



Be ready at A.

1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Jog back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Extend the jog to A.
7. Stop at A 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/1-43]

Pattern Provided by:
Equine Committee

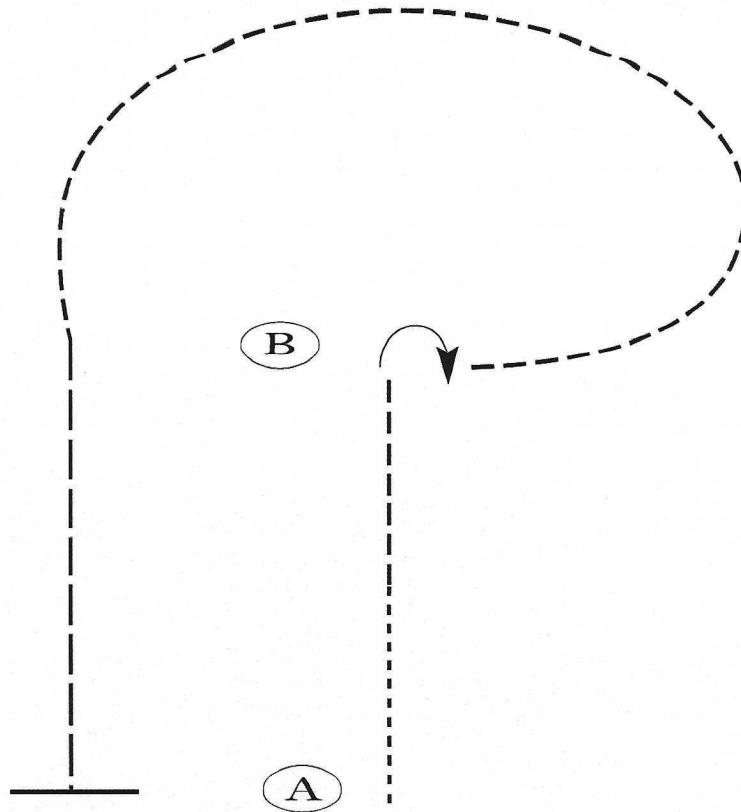
BCYF 2025

Jr. Western Horsemanship W/T (1202, 1207, 1211)

Show Date: 08-11-2025

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Be ready at A.

1. Walk half way to B.
2. Jog to B.
3. Turn 90 degrees to the right.
4. Jog around B.
5. When even with B, extend the jog to A.
6. Stop at A.

Follow the instructions of your ring steward.

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

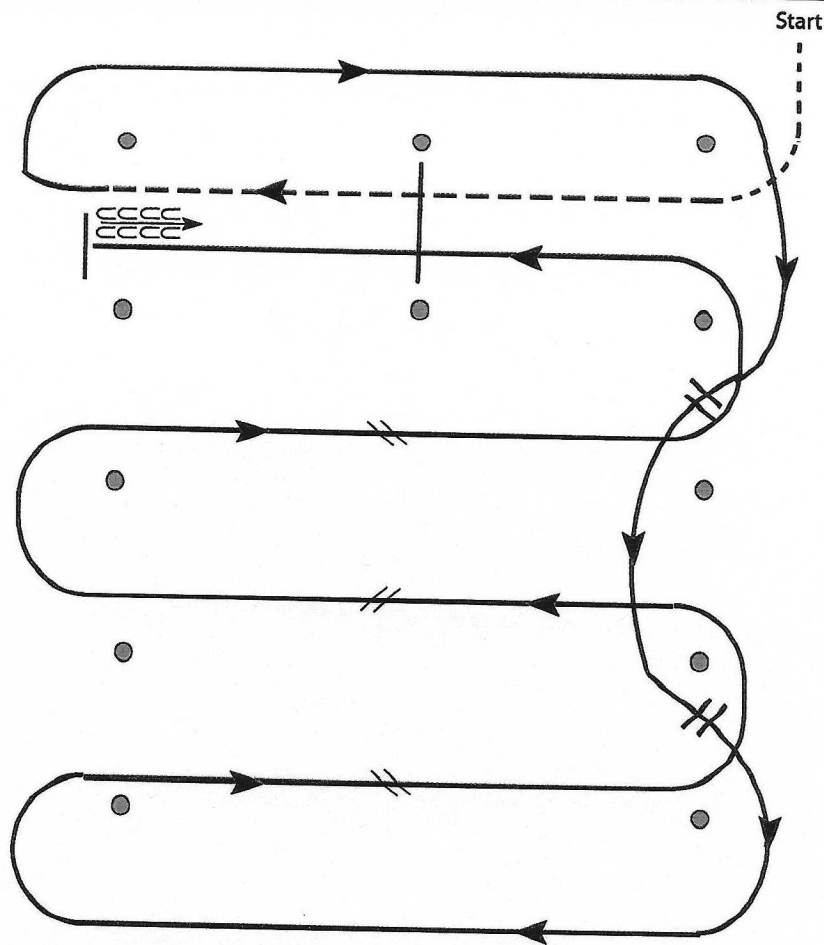
[WH/WT-38]

Pattern Provided by:
Equine Committee

BCYF 2025

Open Green Western Riding 1196

Show Date: 08-11-2025



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.

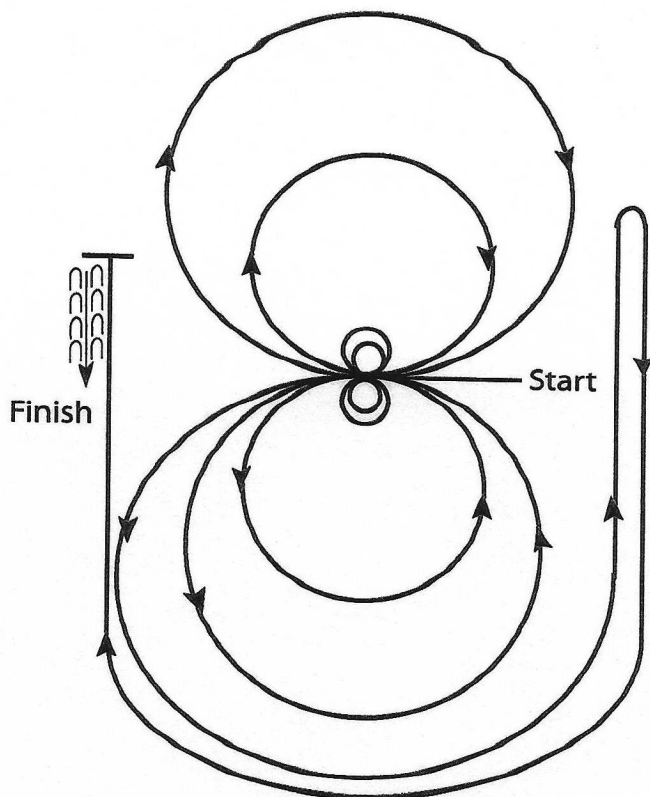
[WR/GP-4]

Pattern Provided by:
Equine Committee

BCYF 2025

Reining

Show Date: 08-11-2025



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]

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The diagram shows a maze with a dashed path leading from a 'Start' point to a 'Finish' point. The path starts at the bottom left, goes up and right, then loops around several rectangular obstacles. It then goes down and right, passing a vertical barrier with a curved arrow indicating a turn. The path continues to the right, then loops around more obstacles and ends at a 'Finish' point at the bottom right. Arrows along the path indicate the direction of travel.

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Show Date: 08-11-2025



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[T/1-44]

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