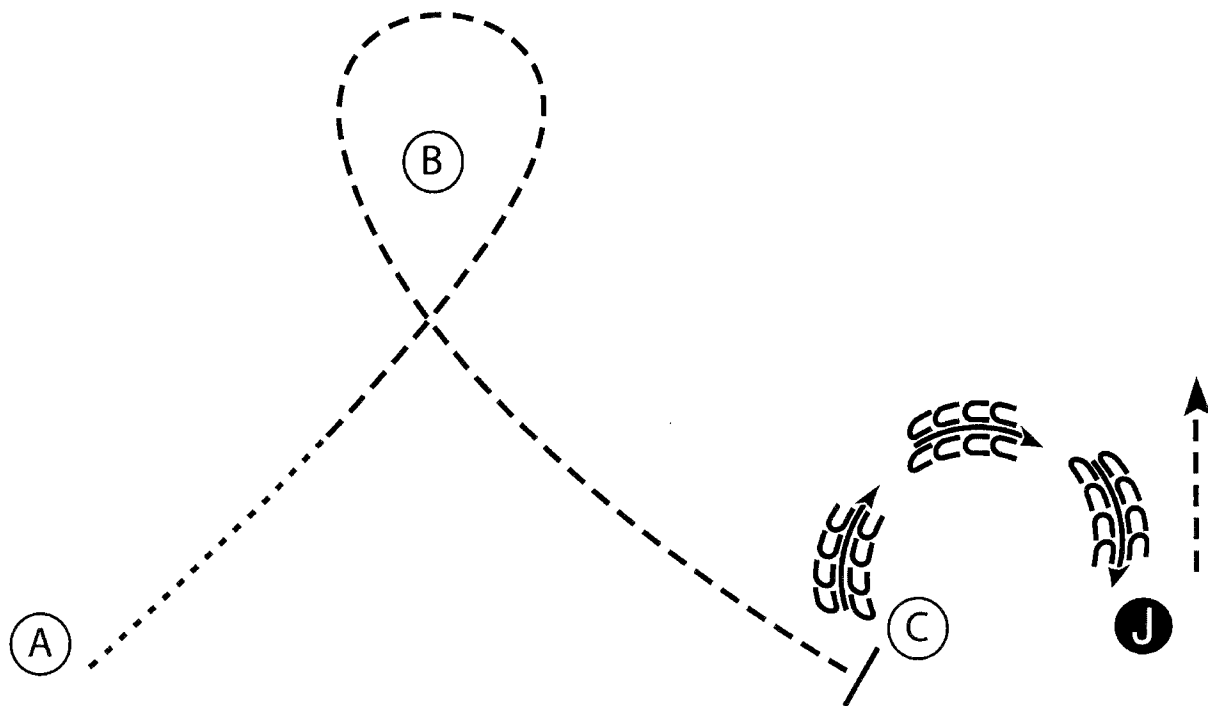


BCYF 2026

Sr. Showmanship Saddle Seat/Hunt Type (1043 1045 1046)

Show Date:



1. Walk halfway from A to B
2. Trot to and around B and continue to C
3. Stop at C and back in a half circle to the judge
4. Stop and set up for inspection
5. When dismissed trot straight away from the judge

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

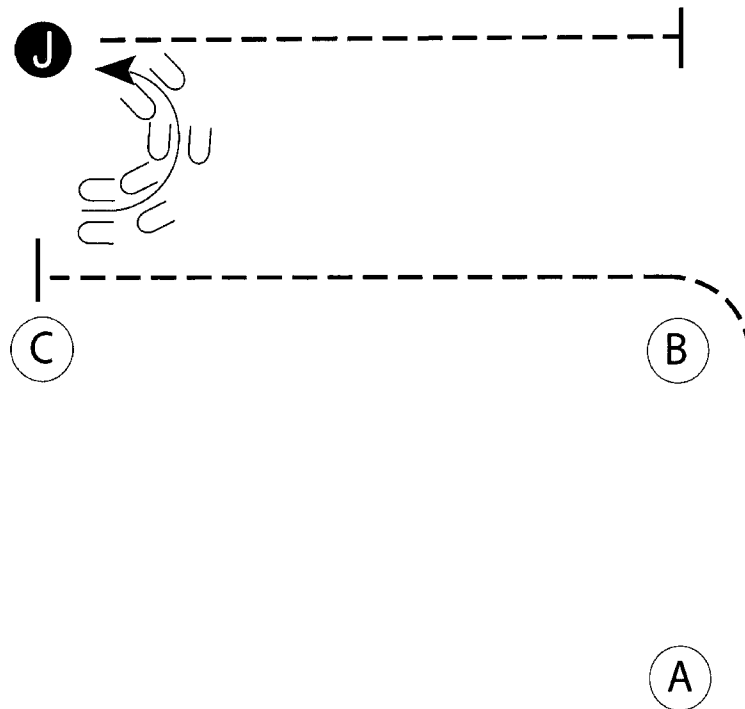
[S/2-2]

Pattern Provided by:

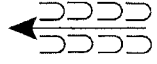
BCYF 2026

Sr. Showmanship Western Type (1047 1048 1049 1053)

Show Date:



1. Trot from A to C.
2. Stop at C.
3. Back a half-circle to the Judge.
4. Set up for inspection.
5. When dismissed trot until even with B.
6. Stop and wait to be dismissed.

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

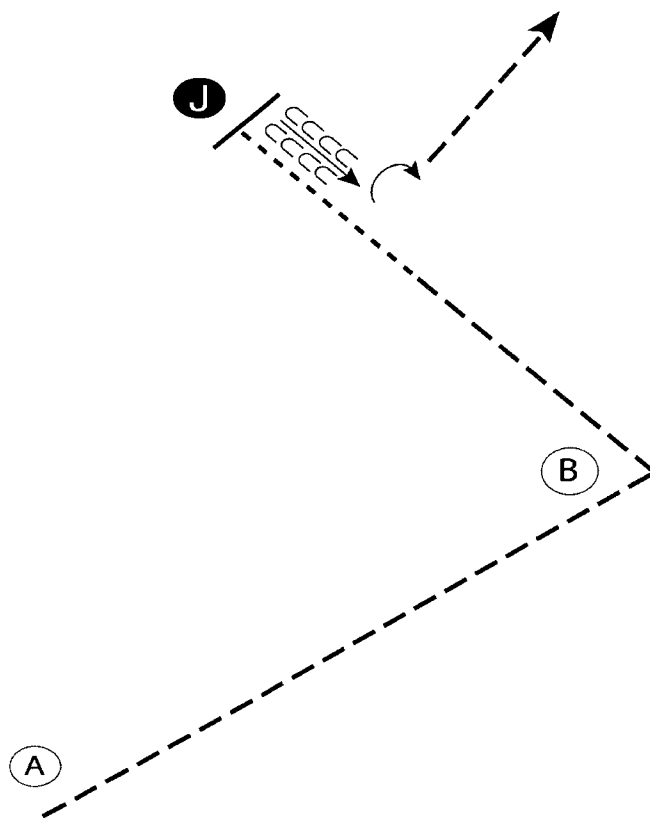
[S/2-10]

Pattern Provided by:

BCYF 2026

Sr. Showmanship Gymkhana\Novice (1050 1051 1052)

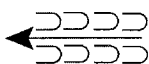
Show Date:



Be ready at A.

1. Trot to and around B and halfway to judge.
2. Walk to judge.
3. Stop and set up for inspection.
4. When dismissed back one horse length.
5. Perform a 90 degree turn and trot to the line-up.

Follow the instructions of your ring steward.

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

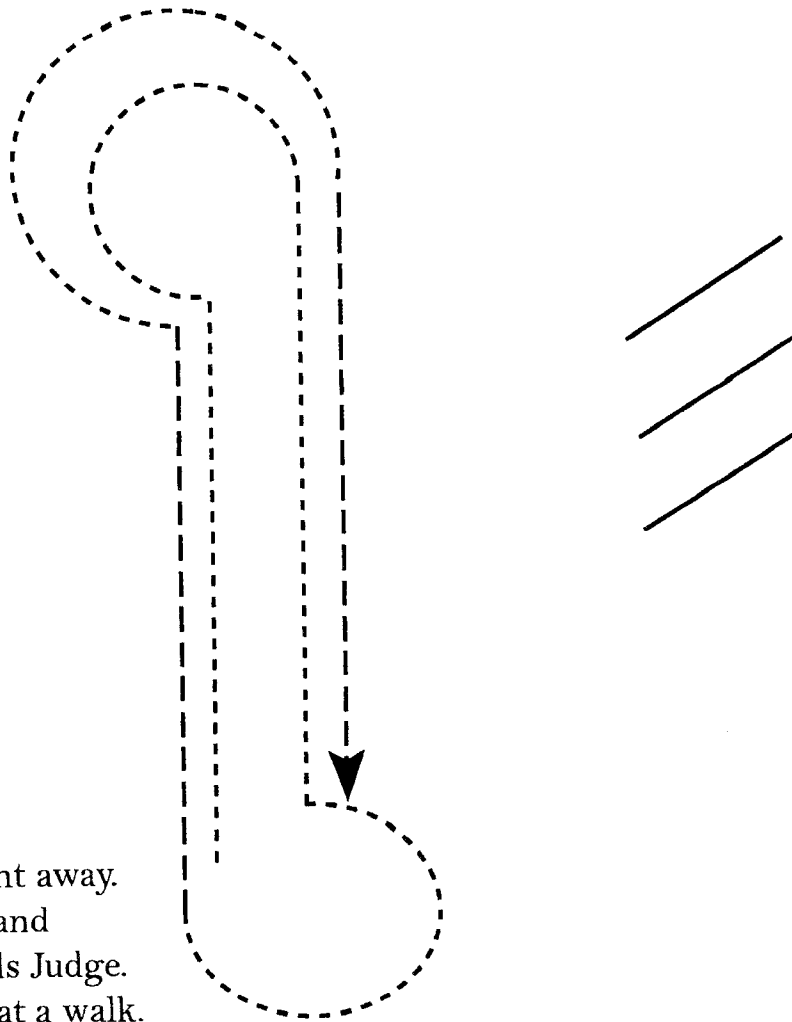
[S/WT-27]

Pattern Provided by:

BCYF 2026

Draft Patterns (1054)

Show Date:



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.

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

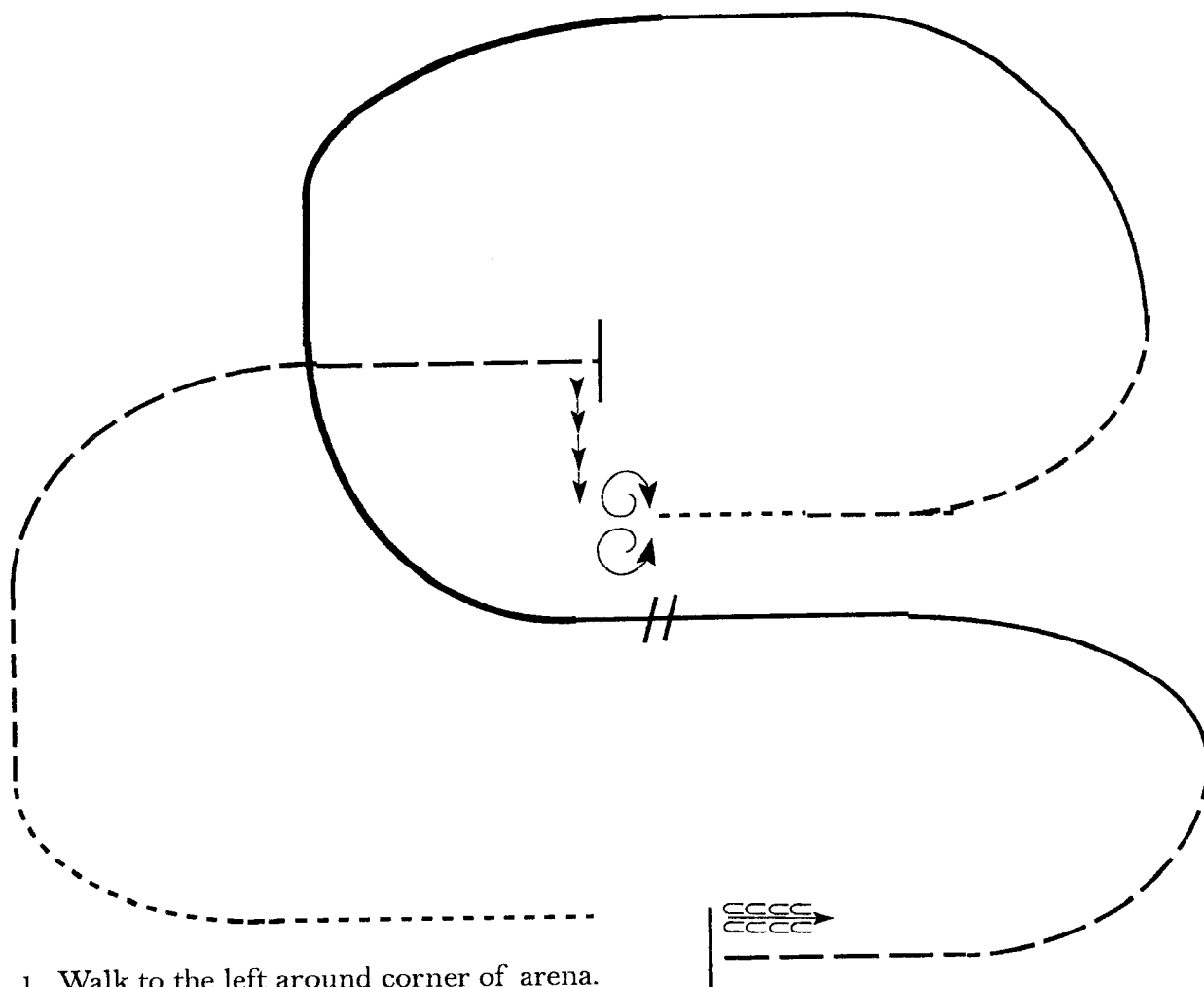
[DP/S-1]

Pattern Provided by:

BCYF 2026

Ranchmanship (1085, 1086)

Show Date:



1. Walk to the left around corner of arena.
2. Trot
3. Extend alongside of the arena and around the corner to center.
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk.
7. Trot.
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	
Back	
Marker	(B)

BCYF 2026

Ranch Trail (1087, 1088)

Show Date:

1. Lope on the right lead over logs.

3. Jog to back thru.
Back around cones.

6. Walk to and rope the dummy.
Leave area at a walk.

2. Pick up rope and drag log around post to the left and back to starting point.

5. Open and close pen gate.

4. Jog to pen. Enter pen, dismount, and pick up all 4 of your horse's feet. Mount.

Walk - - - - -

Jog - - - - -

Extended Jog - - - - -

Lope - - - - -

Log Drag - - - - -

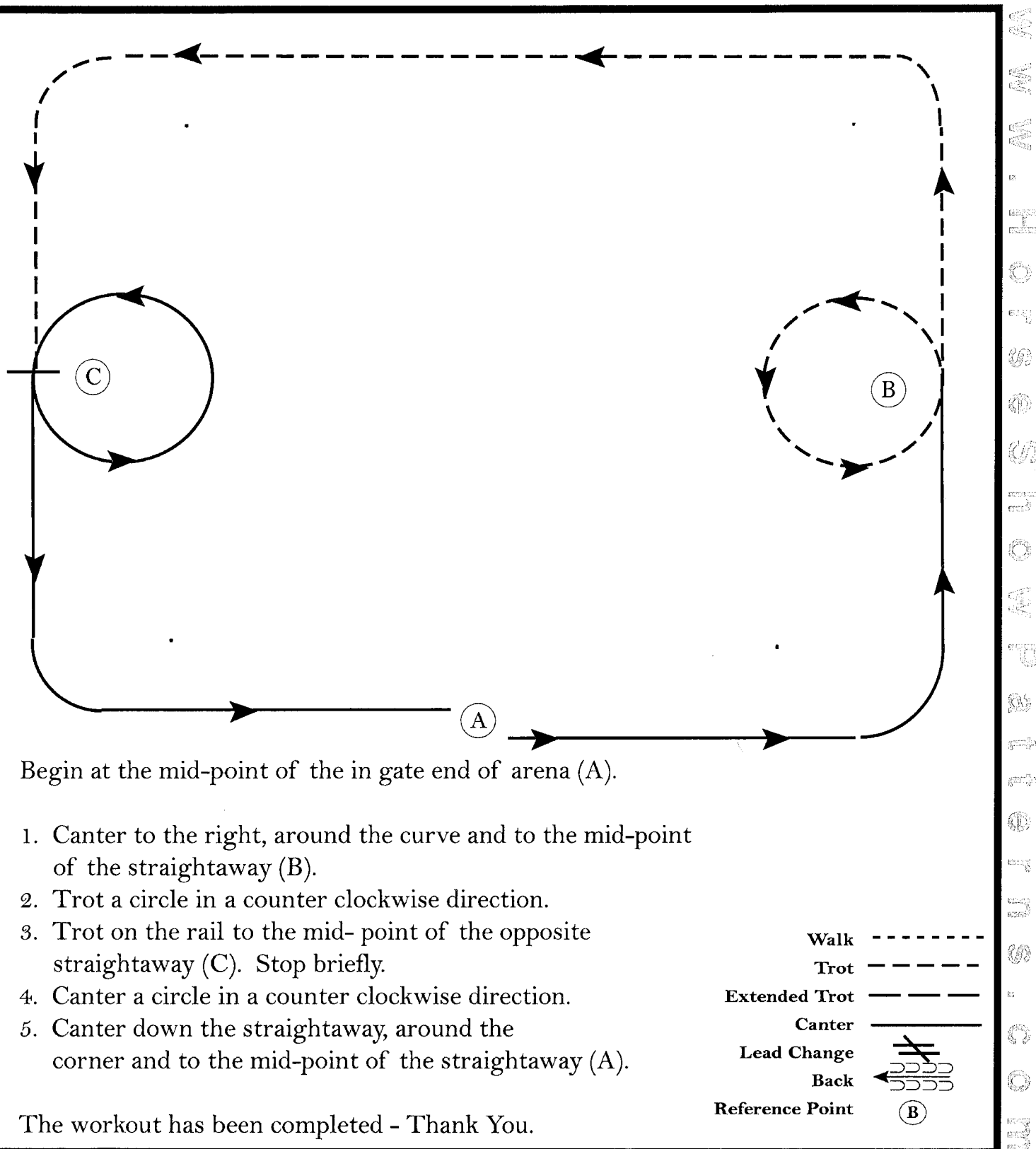
[RT/1]

Pattern Provided by:

BCYF 2026

Sr. Saddle Seat Equitation (1090)

Show Date:



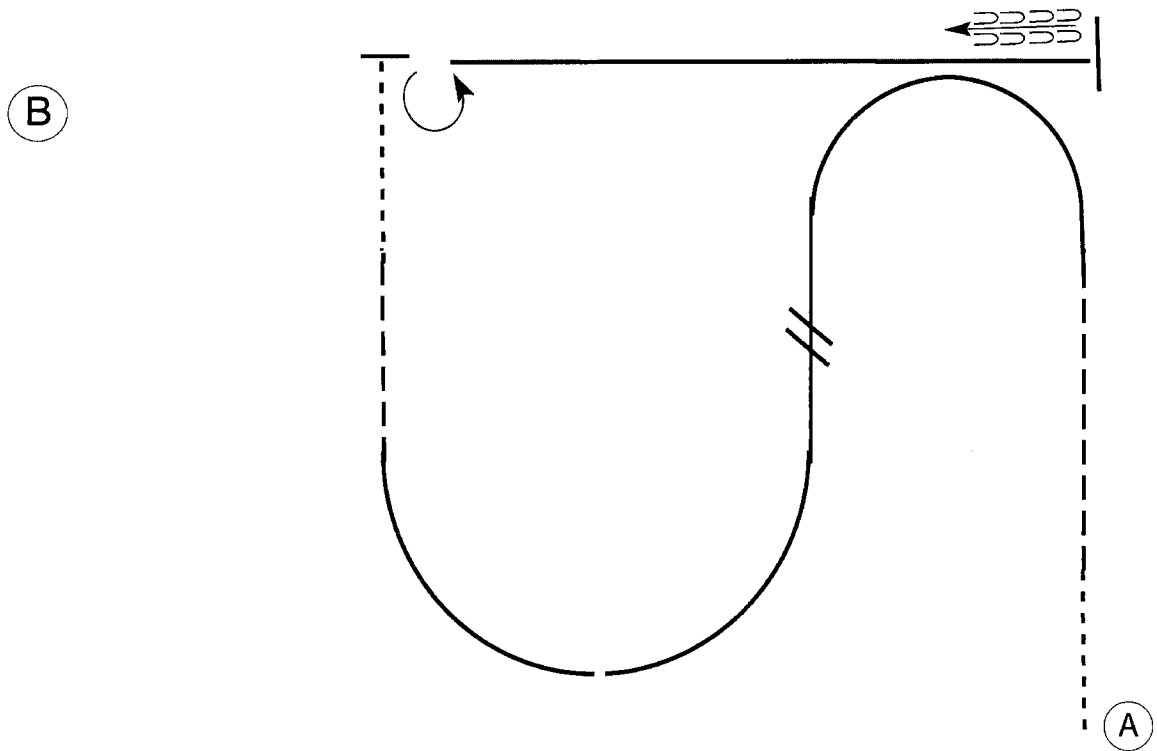
[SSE/4]

Pattern Provided by:

BCYF 2026

Sr. Equitation W/T/C (1094,1095,1096)

Show Date:



Be ready at A. NOT BEING READY AT A WILL BE CONSIDERED LATE AND A MINUS MANEUVER.

1. Walk two horse lengths from A then trot on the right diagonal.
2. Left lead canter.
3. Perform a simple lead change.
4. Right lead in a half circle.
5. Sitting trot 3-4 strides.
6. Walk.
7. Stop and perform a 3/4 turn on the forehand left.
8. Canter right lead until even with A.
9. Halt and back approximately 5 steps.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — ←
Hand Gallop	—————

[HSE/1-117]

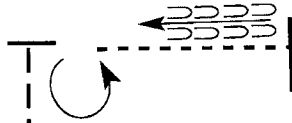
Pattern Provided by:

BCYF 2026

Sr. Equitation W/T (1097)

Show Date:

(B)



(A)

Be ready at A. NOT BEING READY AT A WILL BE CONSIDERED LATE AND A MINUS MANEUVER.

1. Walk two horse lengths from A then trot on the right diagonal.
2. Change diagonals.
3. Trot left diagonal in half circle.
4. Sitting trot until even with B.
5. Stop and perform a 3/4 turn on the forehand left.
6. Walk FORWARD two horse lengths.
7. Halt and back approximately 5 steps.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← ← ← ← ←
Hand Gallop	—————

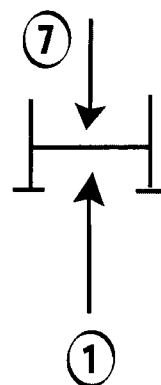
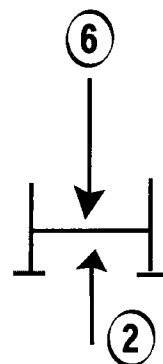
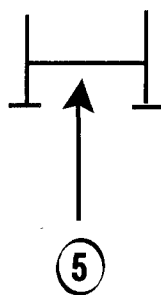
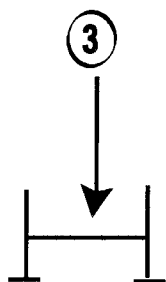
[HSE/WT-117]

Pattern Provided by:

BCYF 2026

In Hand Hunter (1139)

Show Date:



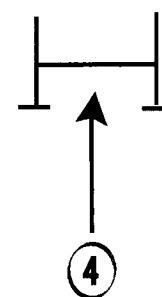
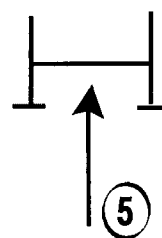
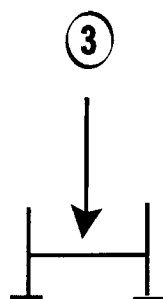
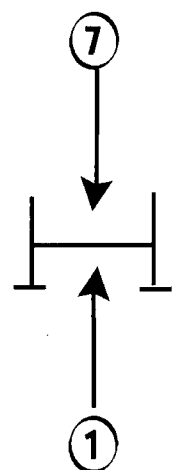
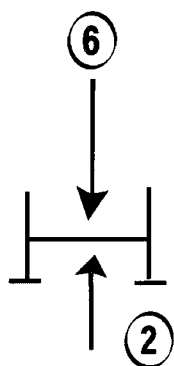
[MHP/H-6]

Pattern Provided by:

BCYF 2026

In Hand Jumping (1140)

Show Date:



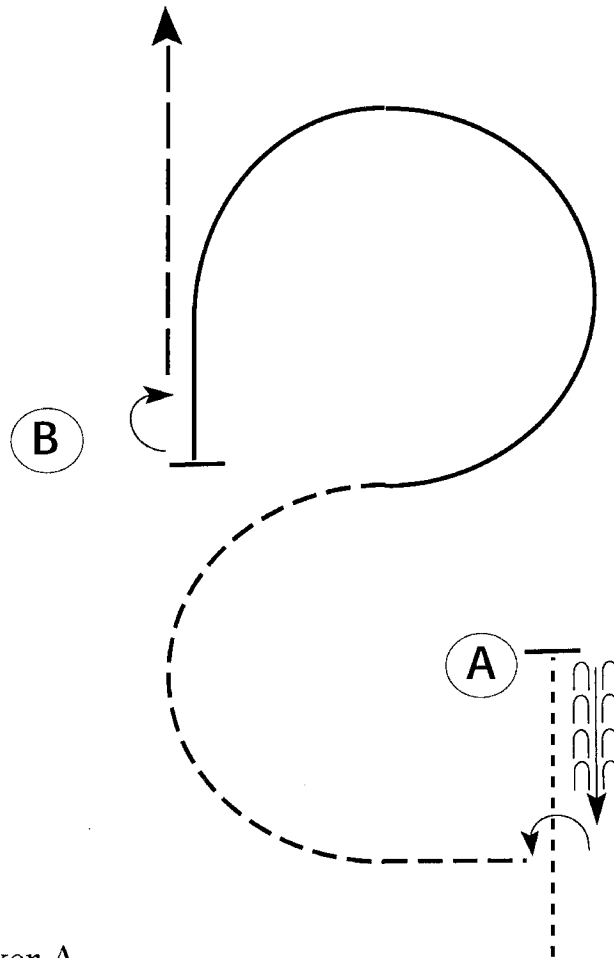
[MHP/H-7]

Pattern Provided by:

BCYF 2026

Sr. Western Horsemanship W/T/C (1177,1178,1179)

Show Date:



Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Lope on the left lead to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Extend the jog to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→

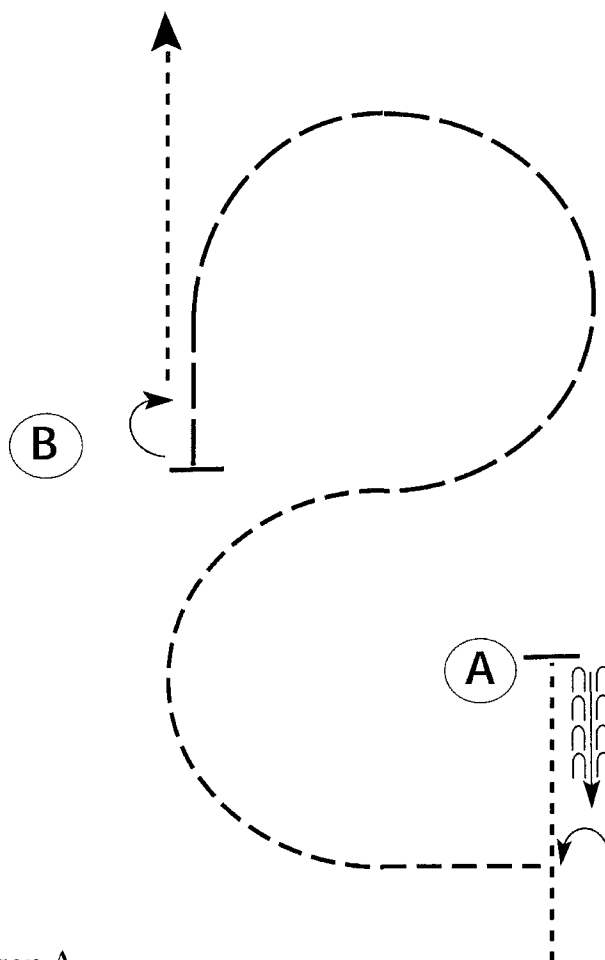
[WH/1-68]

Pattern Provided by:

BCYF 2026

Sr. Western Horsemanship Walk/Trot (1180)

Show Date:



Be ready before marker A.

1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Extend the jog to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↖
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→

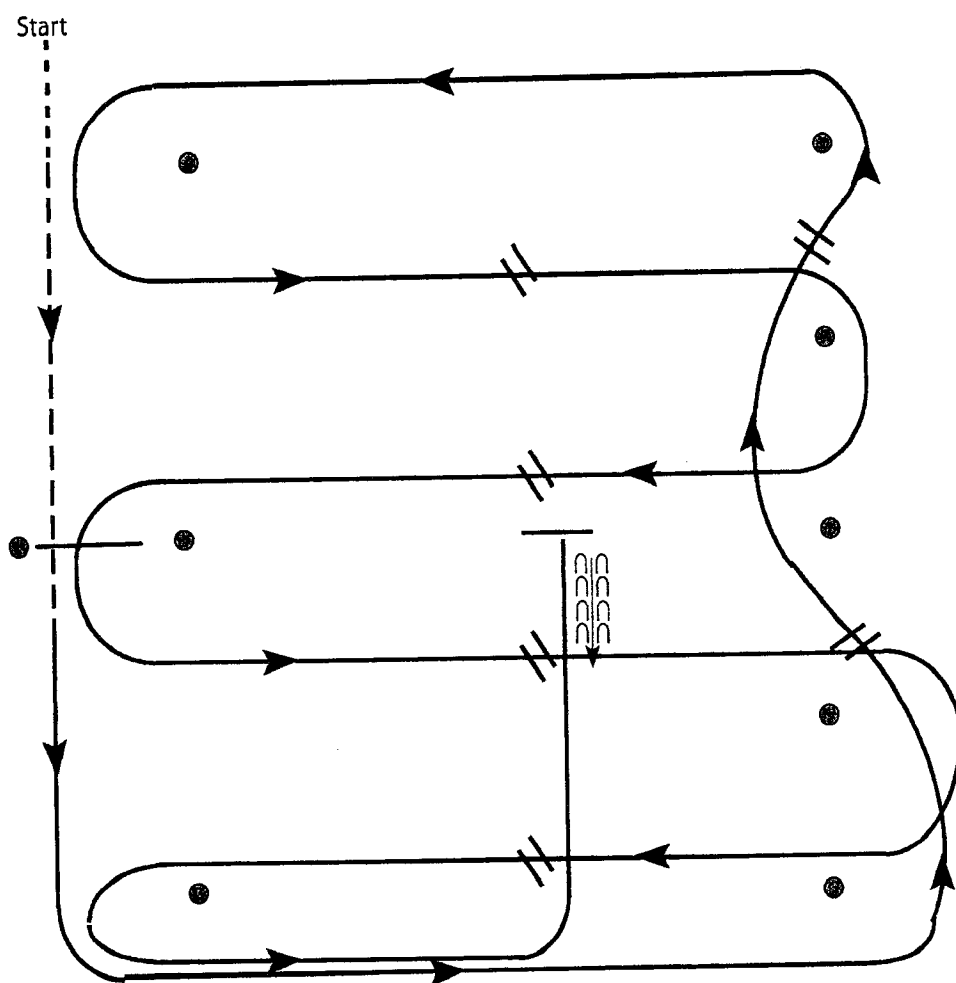
[WH/WT-68]

Pattern Provided by:

BCYF 2026

Western Riding (1197)

Show Date:



1. Walk at least 15' & jog over log.
2. Transition to left 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. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

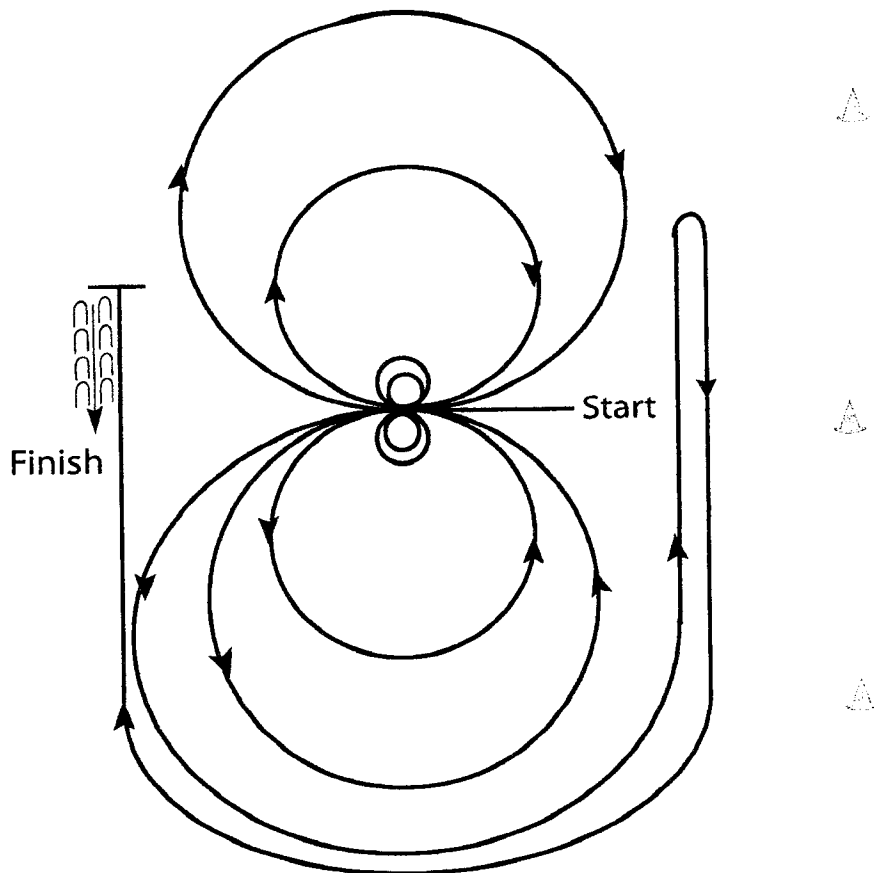
[WR/GP-1]

Pattern Provided by:

BCYF 2026

Reining qualifying round (1237, 1238)

Show Date:



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.

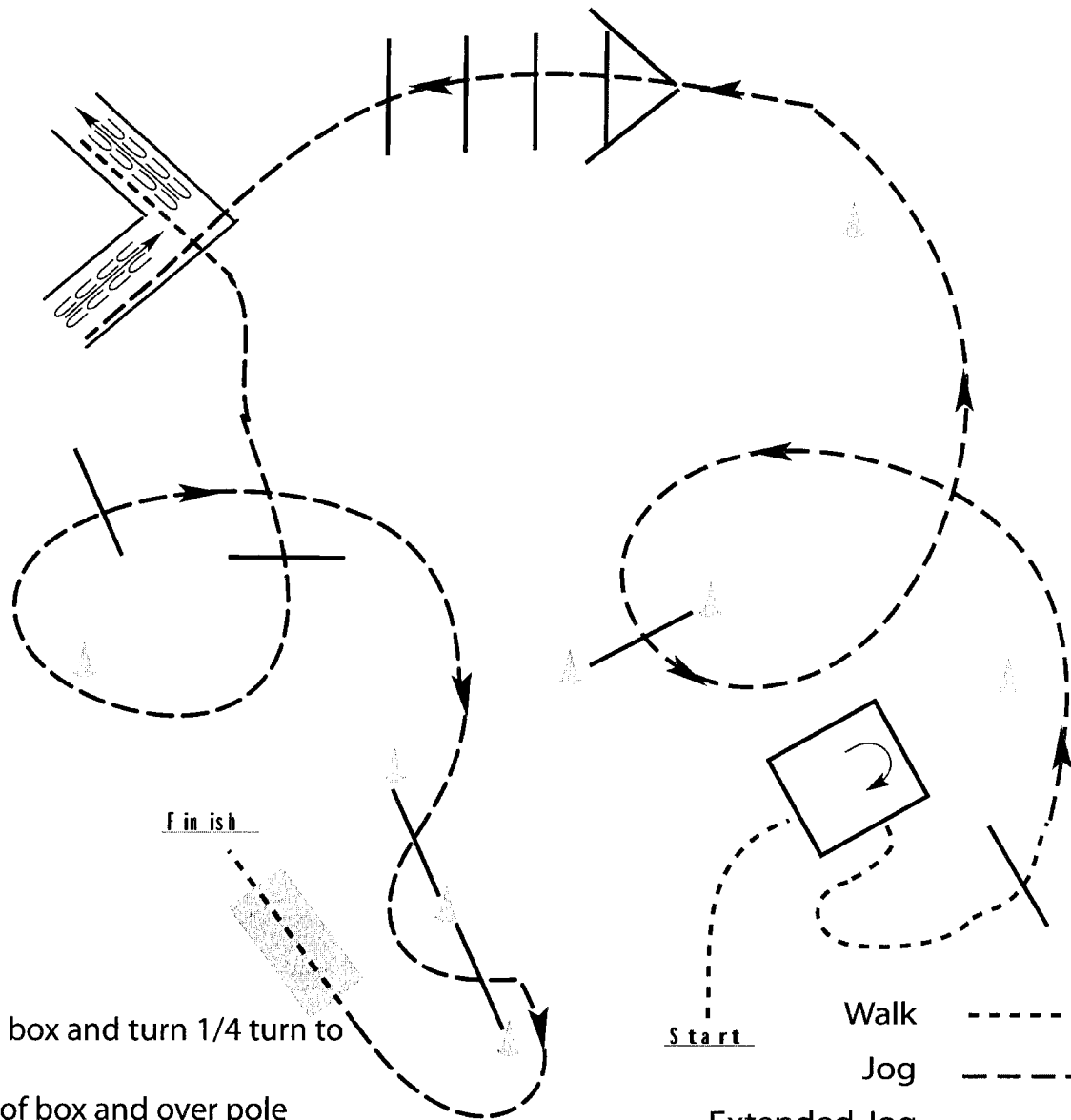
[R/NRHAP-12]

Pattern Provided by:

BCYF 2026

Sr. Trail In-Hand and W/T (1248,1249,1252)

Show Date:



1. Walk into box and turn 1/4 turn to the right
2. Walk out of box and over pole
3. Jog over poles and into chute
4. Back the L
5. Walk out of chute then jog over poles
6. Walk over bridge to finish

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

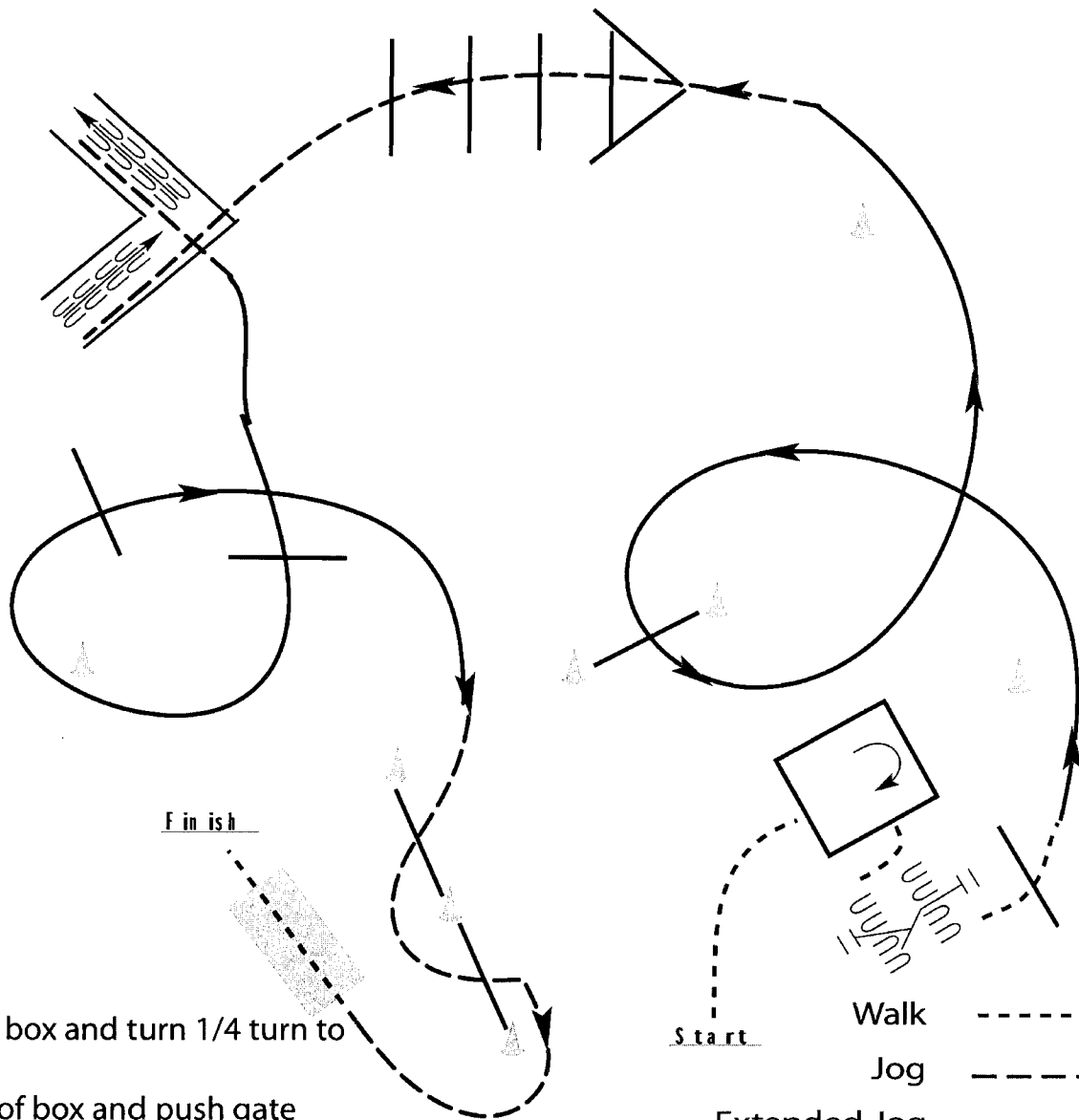
[T/WT-14]

Pattern Provided by:

BCYF 2026

Sr. Trail W/T/C (1253,1254)

Show Date:



1. Walk into box and turn 1/4 turn to the right
2. Walk out of box and push gate with left hand
3. Walk over pole then lope on the left lead over pole
4. Jog over poles and into chute
5. Back the L
6. Jog out of chute then lope over poles on the right lead
7. Jog over poles
8. Walk over bridge to finish

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

[T/1-14]

Pattern Provided by: