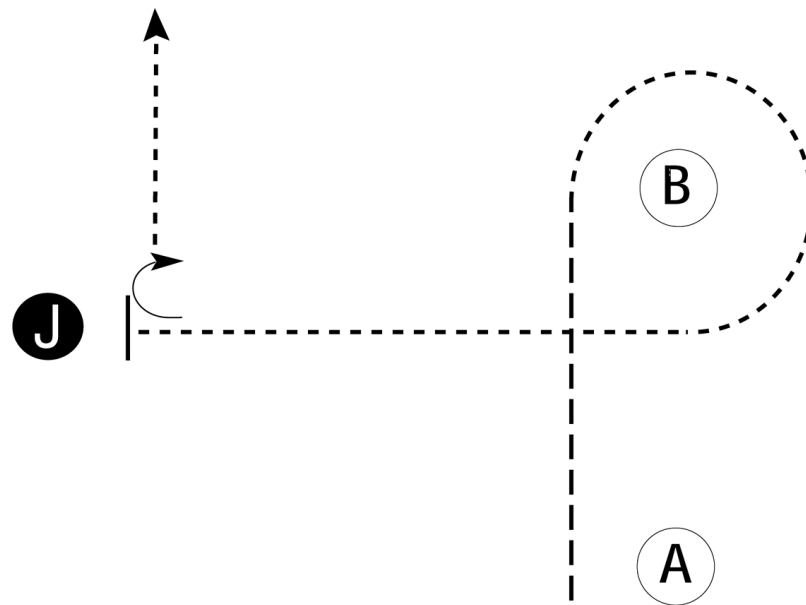


The Mane Event

Showmanship (Youth 13 & Under)

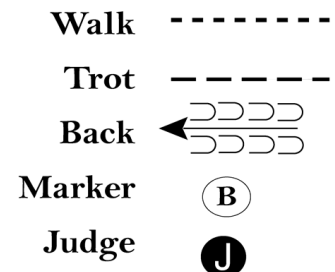
Show Date: 11-08-2025



Be ready at A.

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

Follow the instructions of your ring steward.



[S/WT-55]

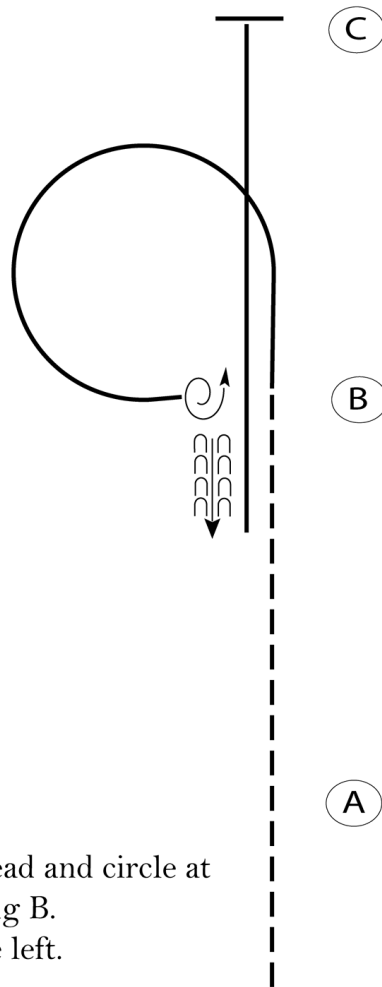
Pattern Provided by:

The Mane Event

The Mane Event

Horsemanship (Youth, Amateur, Open)

Show Date: 11-08-2025



Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1 1/4 turn to the left.
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

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

[WH/2-17]

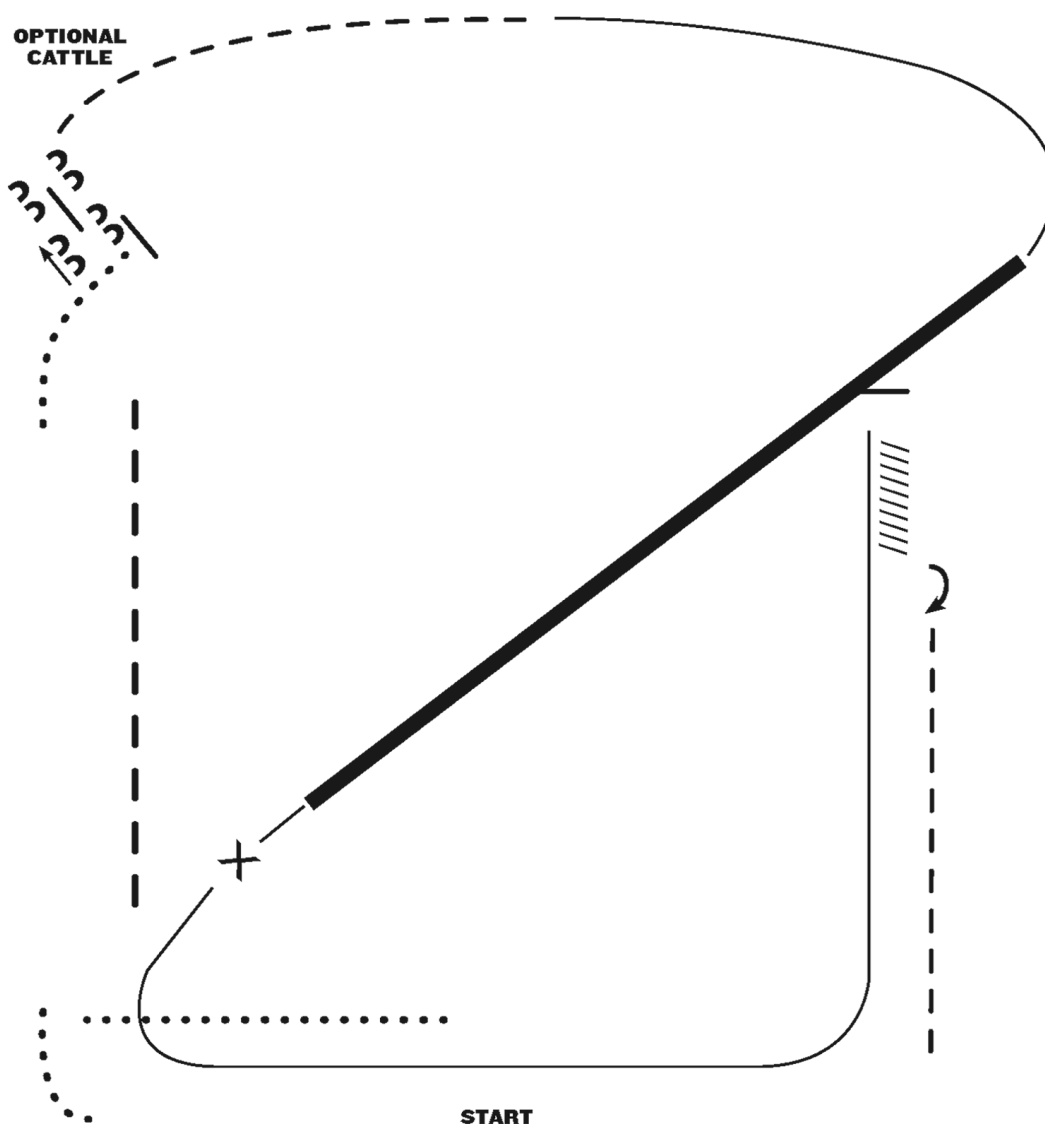
Pattern Provided by:

The Mane Event

The Mane Event

Ranch Riding (18 & Under, 19 & Up)

Show Date: 11-08-2025



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

[RR/AQHA-10]

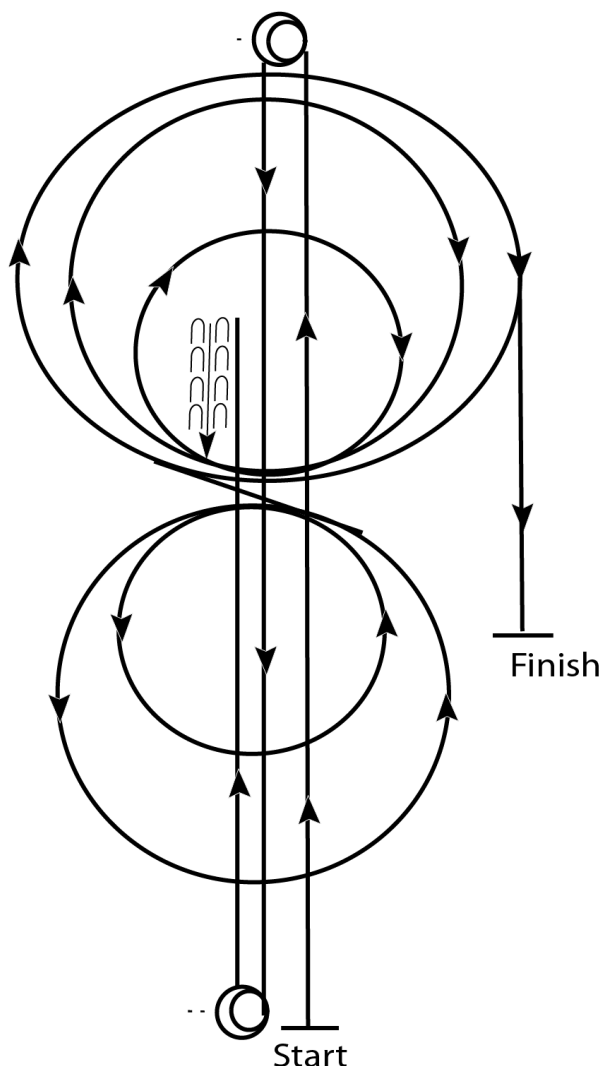
Pattern Provided by:

The Mane Event

The Mane Event

Ranch Reining (18 & Under, 19 & Up)

Show Date: 11-08-2025



Pattern 4

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop.
9. Hesitate to complete pattern.

[NRCHAWC/4]

Pattern Provided by:

The Mane Event

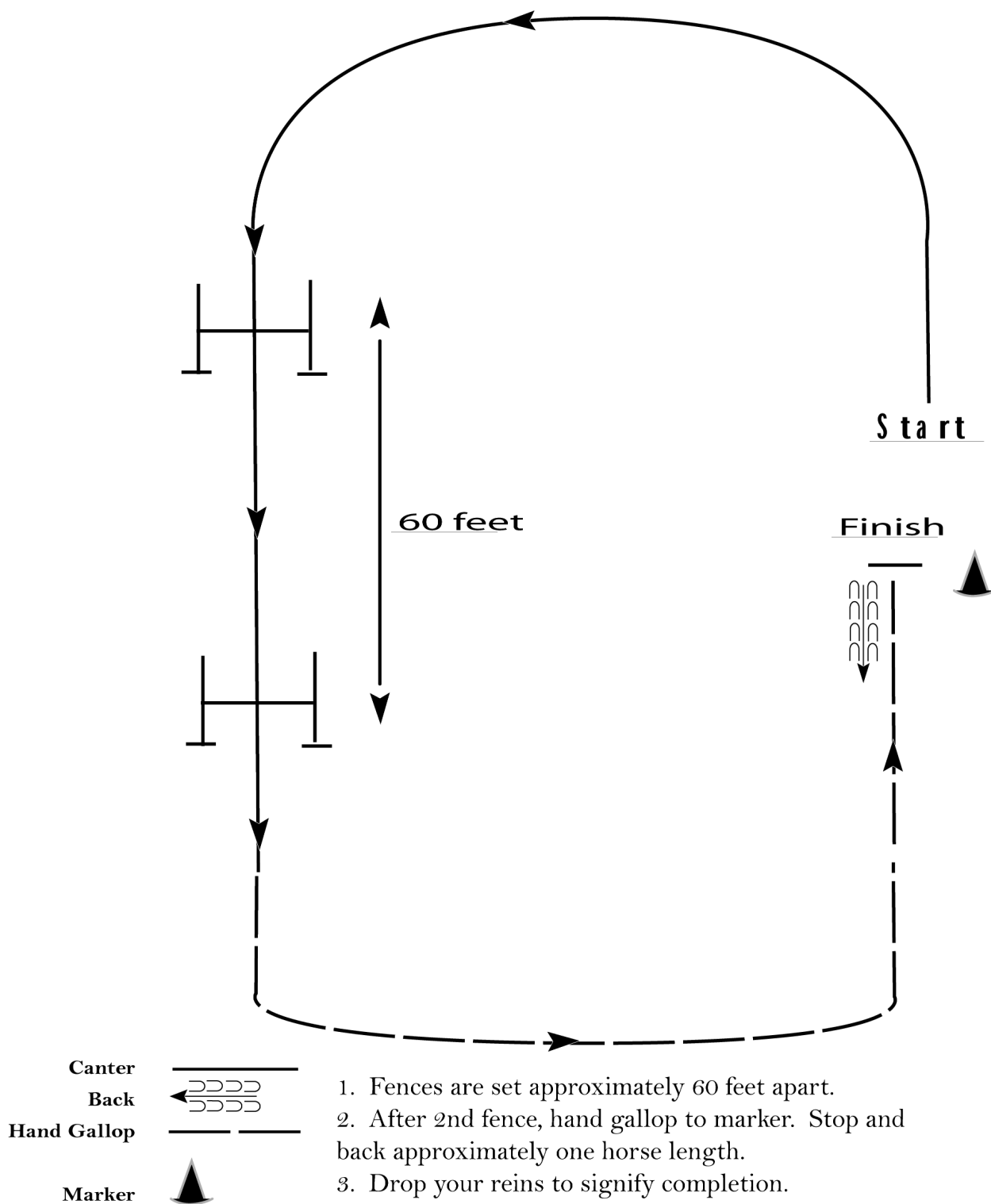
The Mane Event

Hunter Hack (18 & Under, 19 & Up)

Show Date: 11-08-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com



[HH/60-4]

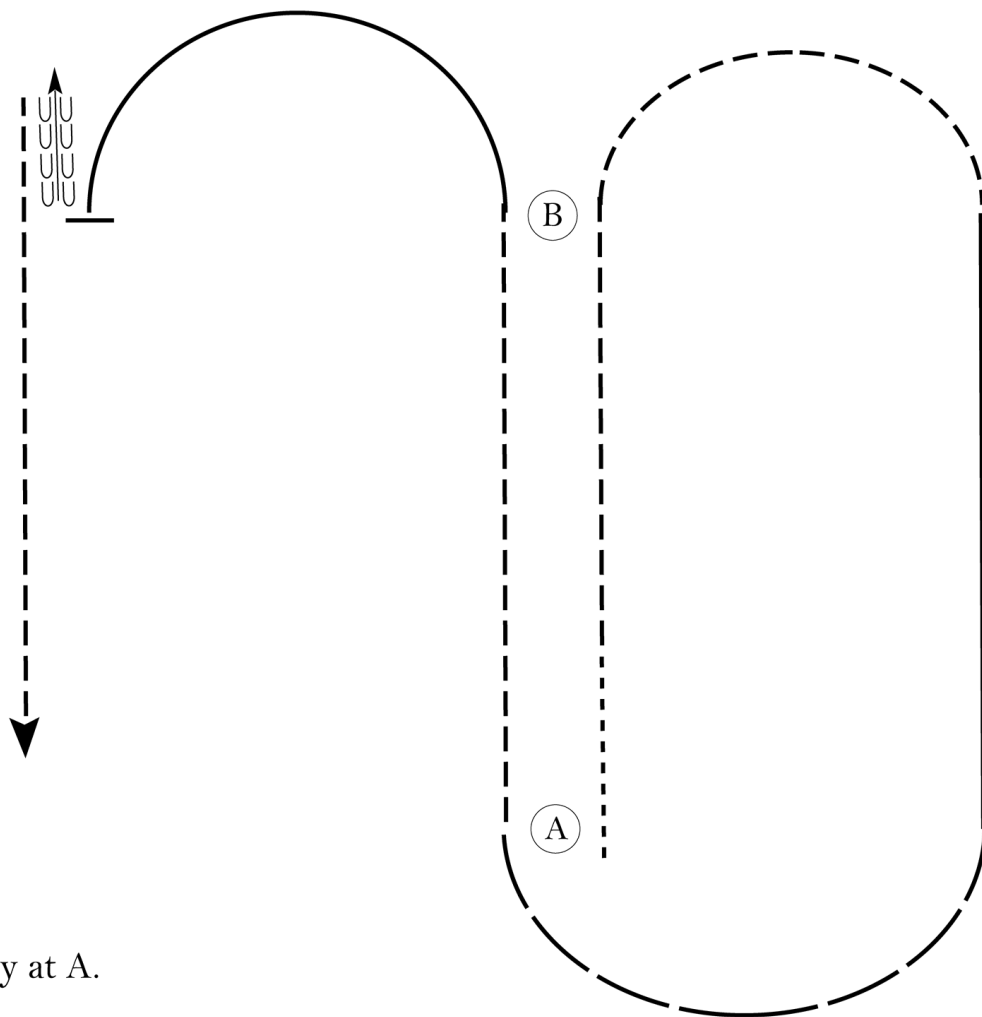
Pattern Provided by:

The Mane Event

The Mane Event

Hunt Seat Equitation (Youth, Amateur, Open)

Show Date: 11-08-2025



Be ready at A.

1. Walk approximately 2 horse lengths.
2. Posting trot on the left diagonal to B and in a half circle until even with B.
3. Canter on the right lead until even with A.
4. Hand gallop a half circle to A.
5. Posting trot on the right diagonal to B.
6. Left lead canter in a half circle until even with B.
7. Halt and back approximately one horse length.
8. Exit pattern at a sitting trot.

Follow the instructions of your ring steward.

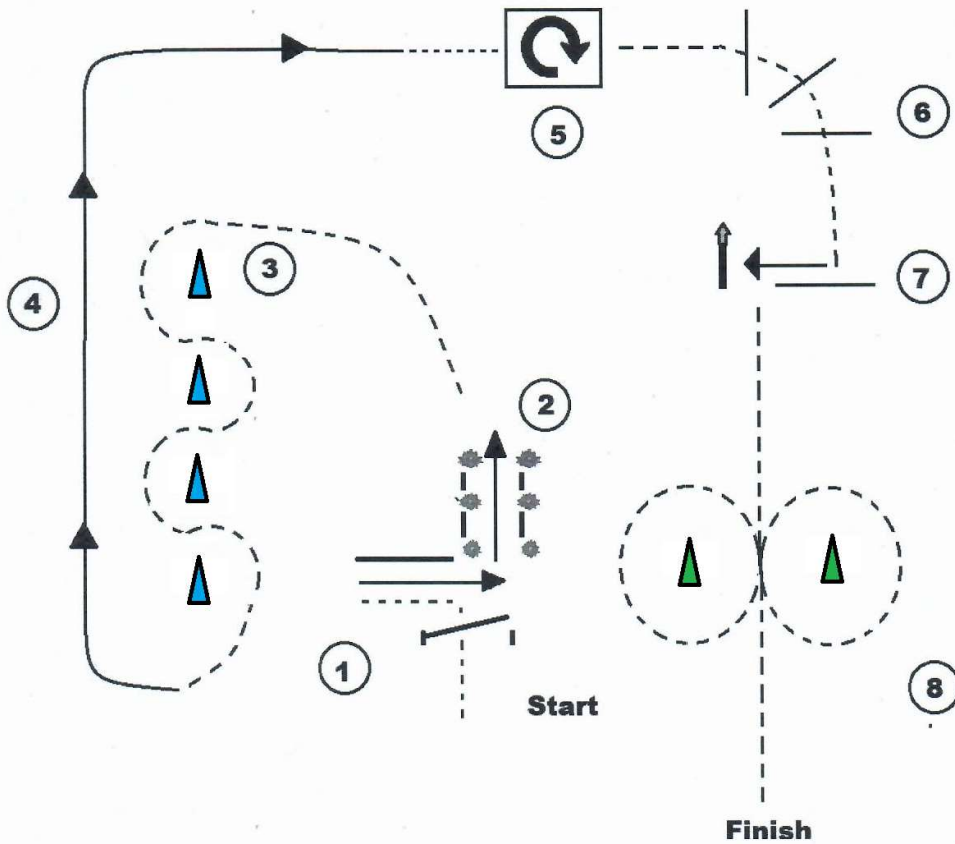
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/3-56]

Pattern Provided by:

The Mane Event

The Mane Event
11/8/25
Trail (Youth, Amateur, Open)

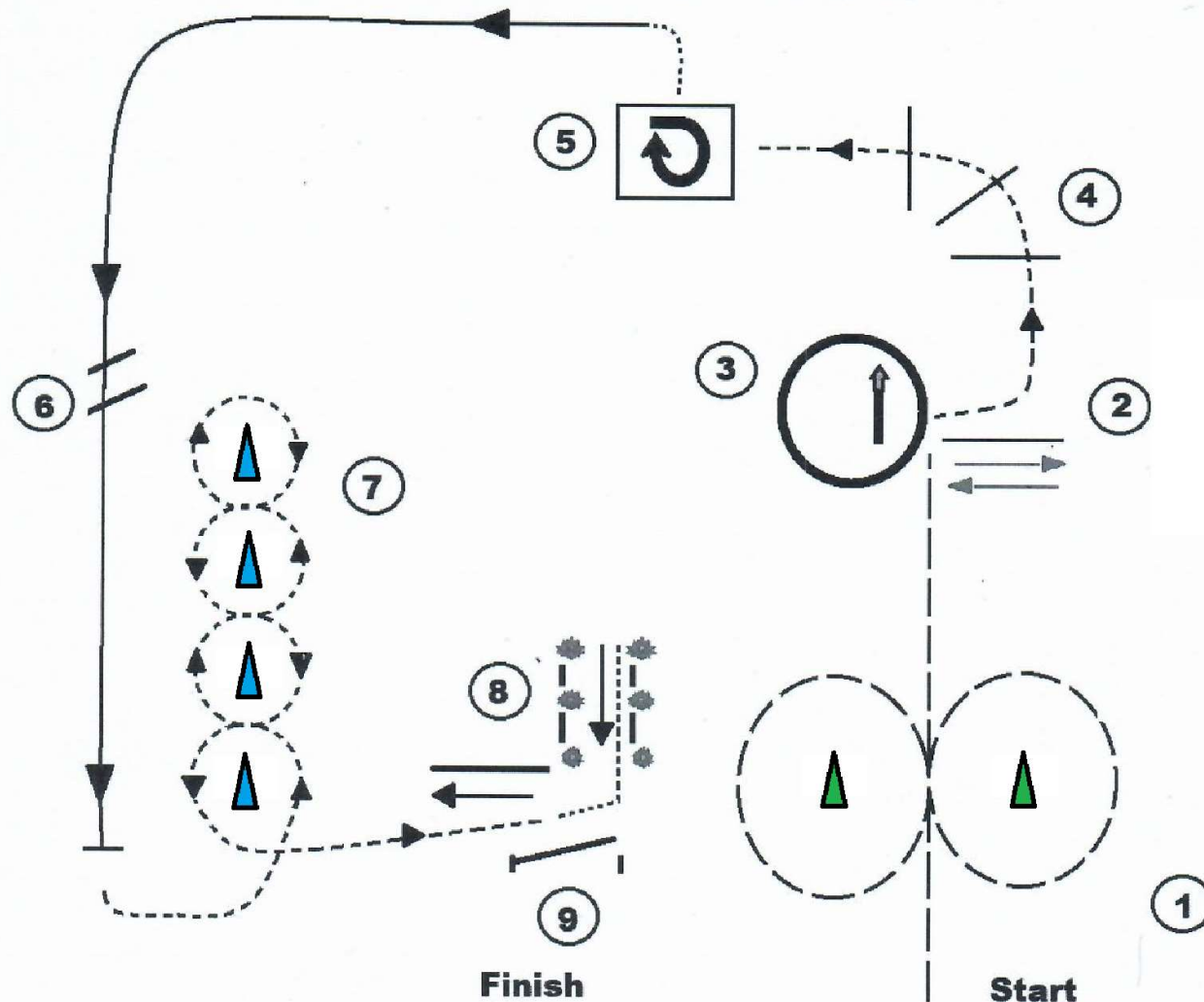


- 1. Work Gate, Left Hand**
- 2. Back through 'L'**
- 3. Jog through Cones**
- 4. Lope Right Lead to Box**
- 5. Break to Walk, Walk into Box and Pivot 360° Right**
- 6. Jog over Logs**
- 7. Walk over Log and Sidepass Right to Mailbox, open Mailbox and take one**
- 8. Jog 'Figure 8' around Trees (either direction first)**

Halt to show completion of pattern

The Mane Event

11/8/25

Ranch Trail (Youth, Open)

1. Extended Trot 'Figure 8' around Trees (either direction first)
2. Sidepass Right, then Left over Log
3. Back Around Mailbox in a Circle
4. Jog over Logs and into Box
5. Pivot 450° Right, Walk out of Box
6. Pick up Left lead Lope, Change Leads and continue the Lope, Halt and hesitate
7. Jog around Cones
8. Walk into 'L', Back through 'L'
9. Work Gate, Right Hand

Exit at a Walk