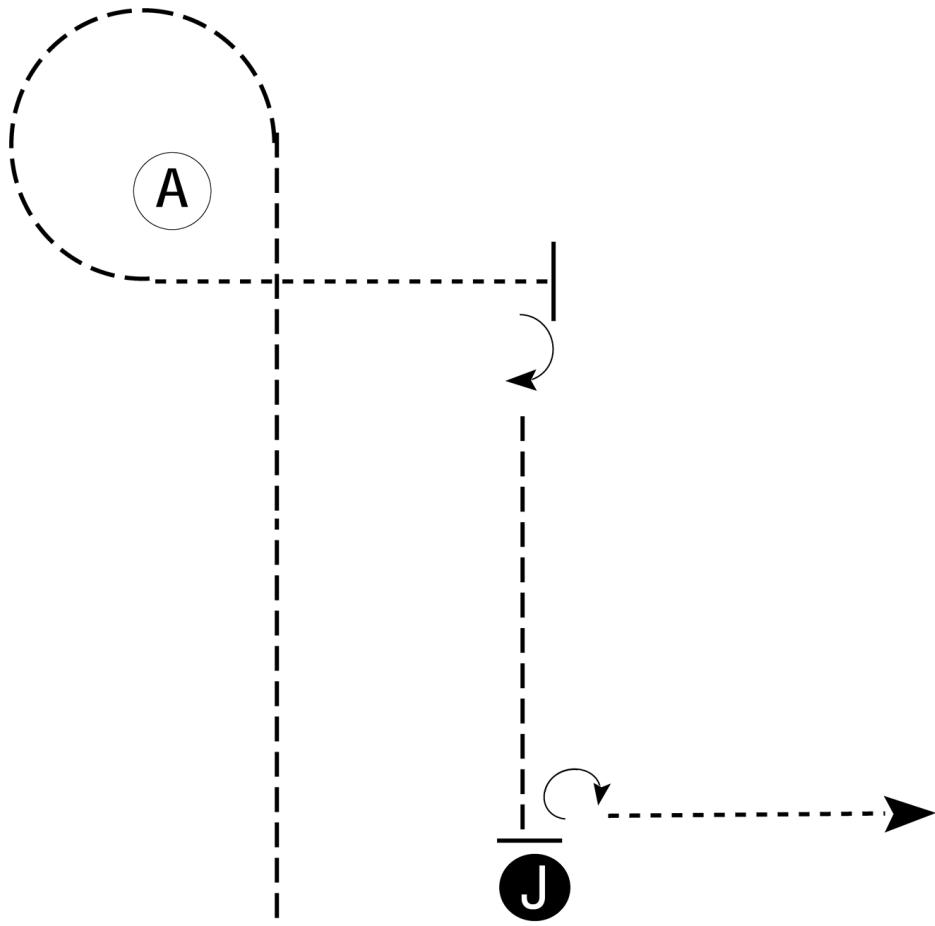


ALQHA Heart of Dixie

Level One Showmanship

Show Date:



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, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk - - - - -

Trot — — — —

Back ←

Marker

Judge

B

[S/1-76]

Pattern Provided by:

The Judges

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

HSP Pattern #SMS/Level I-76

Showmanship

Show:

Horsemanship

Date:

Equitation

Judge:

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Trot	Walk	90°	Trot	Set Up	Inspect.	270°	Walk							100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
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																85.5			68			DQs
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																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

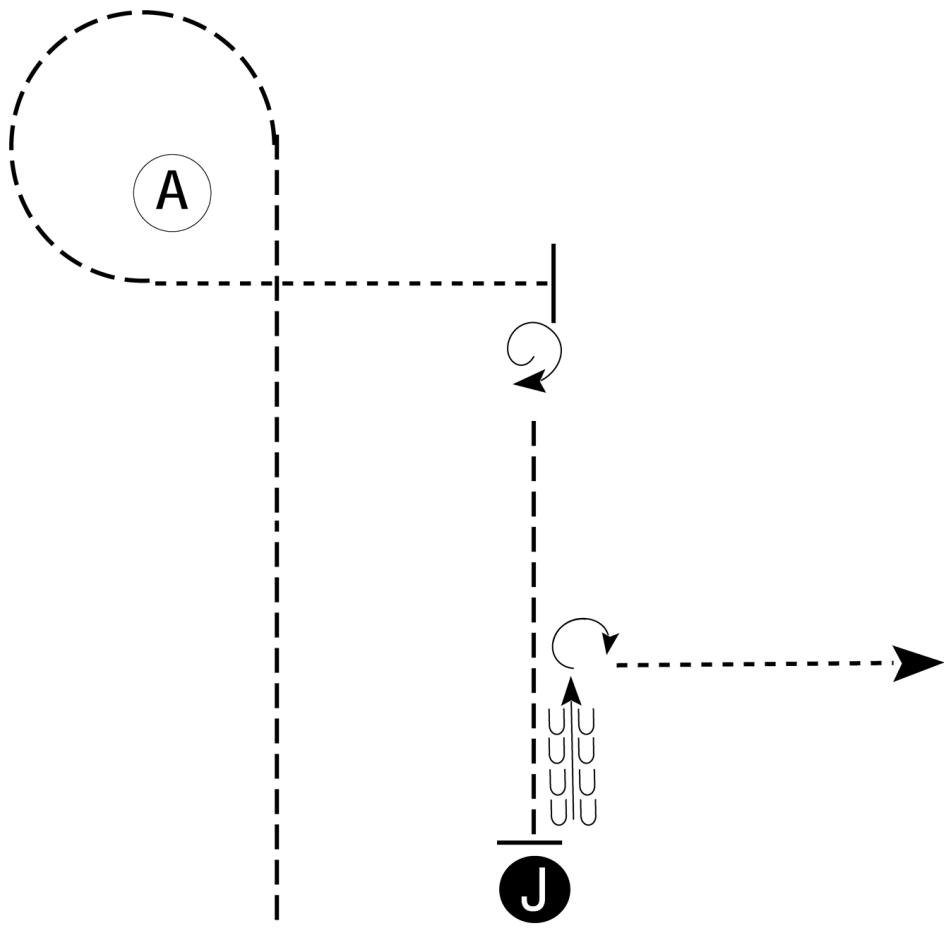
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

Youth and Amateur Showmanship

Show Date:



Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 450 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	← C C C C C C C C
Marker	○ B
Judge	● J

Pattern Provided by:
The Judges

[S/3-76]

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Show:

Date:

Equitation

Judge:

HSP Pattern #SMS/Level III-76

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Trot	Walk	450°	Trot	Set Up	Inspect.	Back	270°	Walk						100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
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																85.5			68			DQs
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																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

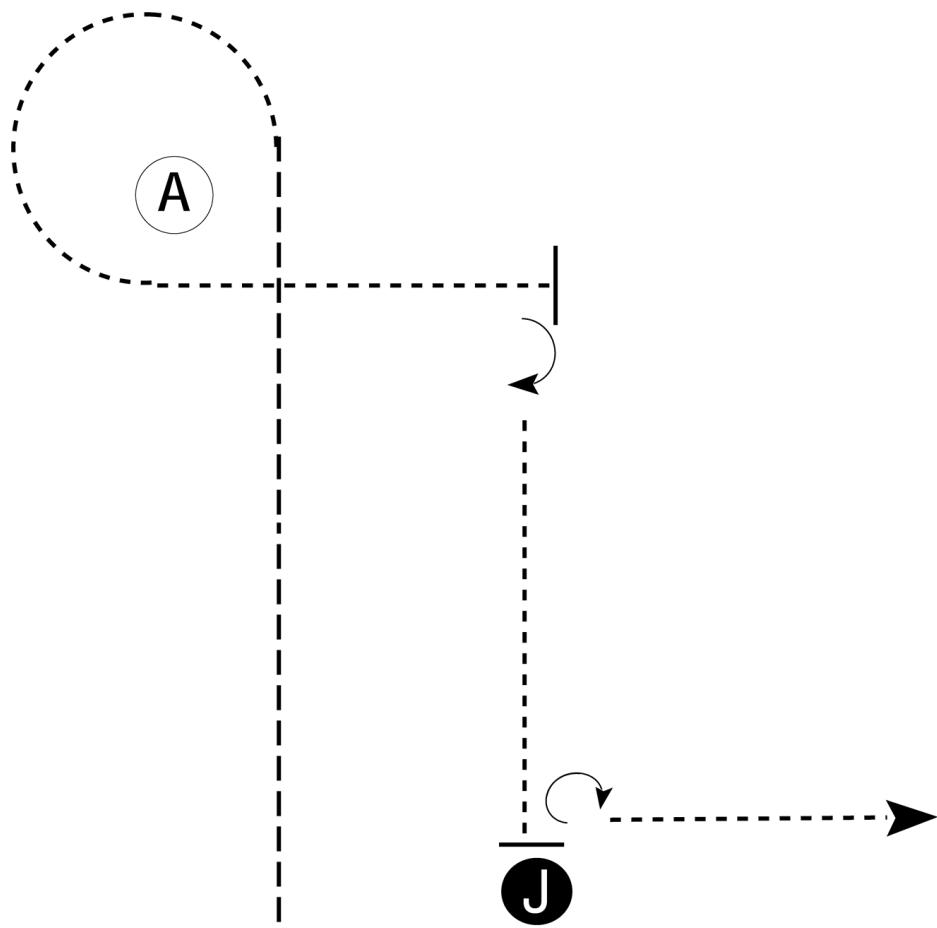
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

Small Fry Showmanship

Show Date:



Be ready even with judge.

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

Follow the instructions of your ring steward.

Walk 
 Trot 
 Back 
 Marker 
 Judge 

Pattern Provided by:

The Judges

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Show:

Date:

Equitation

Judge:

HSP Pattern #SMS/Walk Trot-76

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Trot	Walk	90°	Walk	Set Up	Inspect.	270°	Walk							100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
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																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

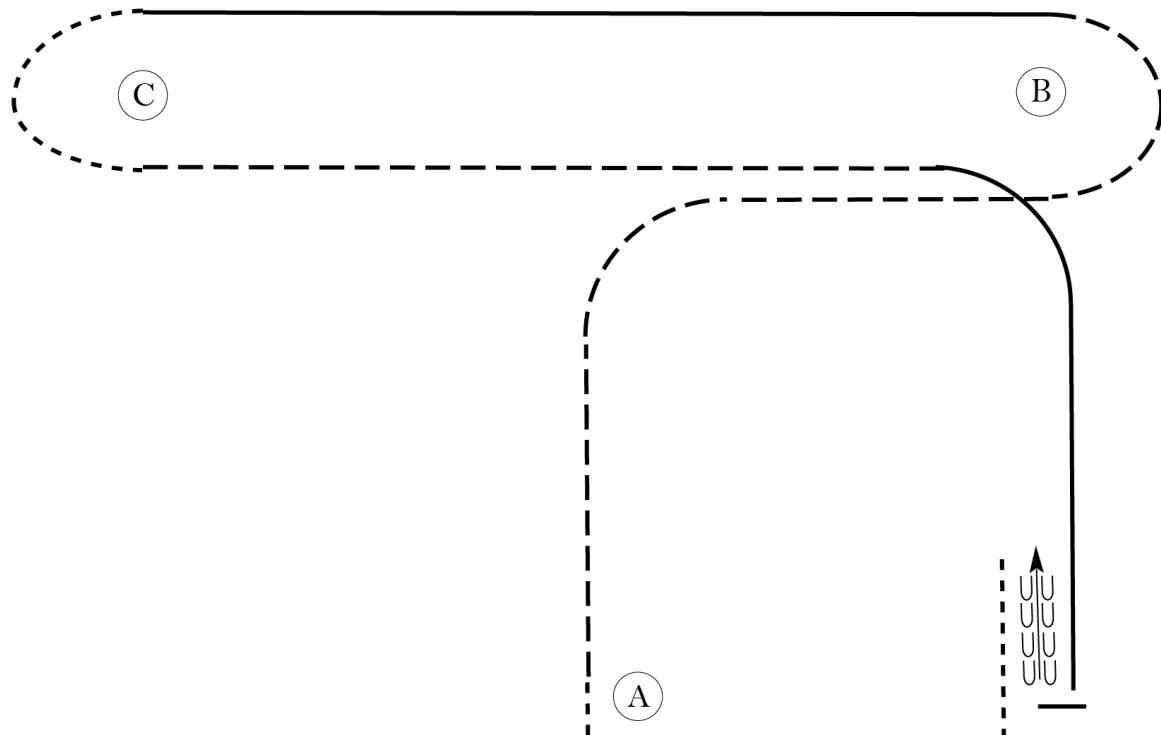
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

Level One Equitation

Show Date:



Be ready before A.

1. Walk to A.
2. Trot on the left diagonal up the center of pattern and to B..
3. Change diagonals and trot around B.
4. Canter on the left lead to C.
5. Walk around C.
6. Posting trot on the left diagonal toward B.
7. Prior to B, pick up the right lead canter until even with A.
8. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

Pattern Provided by:

The Judges

[HSE/2-71]

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

HSP Pattern #HSE/Level II-71

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Walk	Trot LD	Λ Diagonal & trot	LL Canter	Walk	Trot LD	RL Canter	Stop & Back							100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
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																85.5			68			DQs
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																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

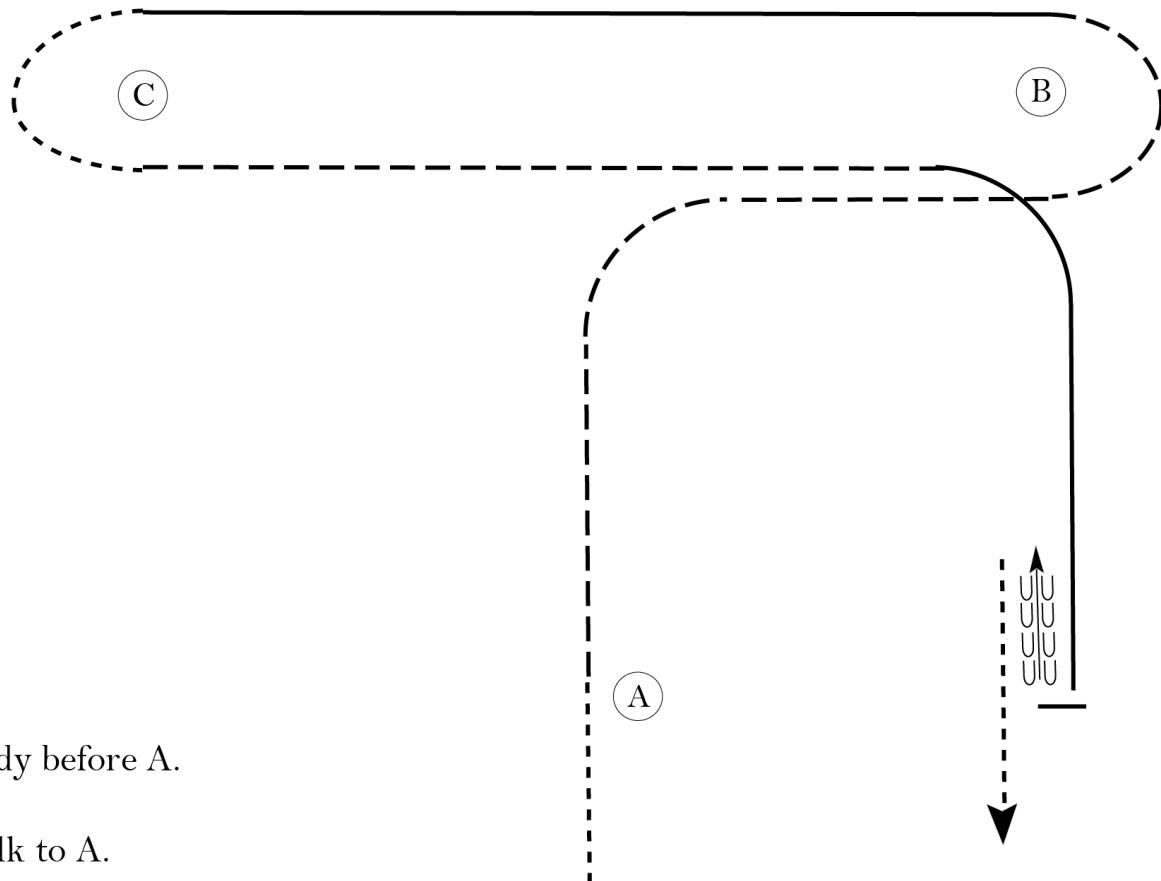
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

Hunt Seat Equitation (Youth and Amateur Equitation)

Show Date:



Be ready before A.

1. Walk to A.
2. Sitting trot in a straight line.
3. Trot on the right diagonal to and around B.
4. Canter on the left lead to C.
5. Walk around C.
6. Posting trot on the left diagonal toward B.
7. Prior to B, pick up the right lead canter until even with A.
8. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

Pattern Provided by:

The Judges

[HSE/3-71]

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

HSP Pattern #HSE/Level III-71

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Walk	Sitting Trot	Trot RD	LL Canter	Walk	Trot LD	RL Canter	Stop & Back							100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
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																86.5			69			
																86			68.5			
																85.5			68			DQs
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																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

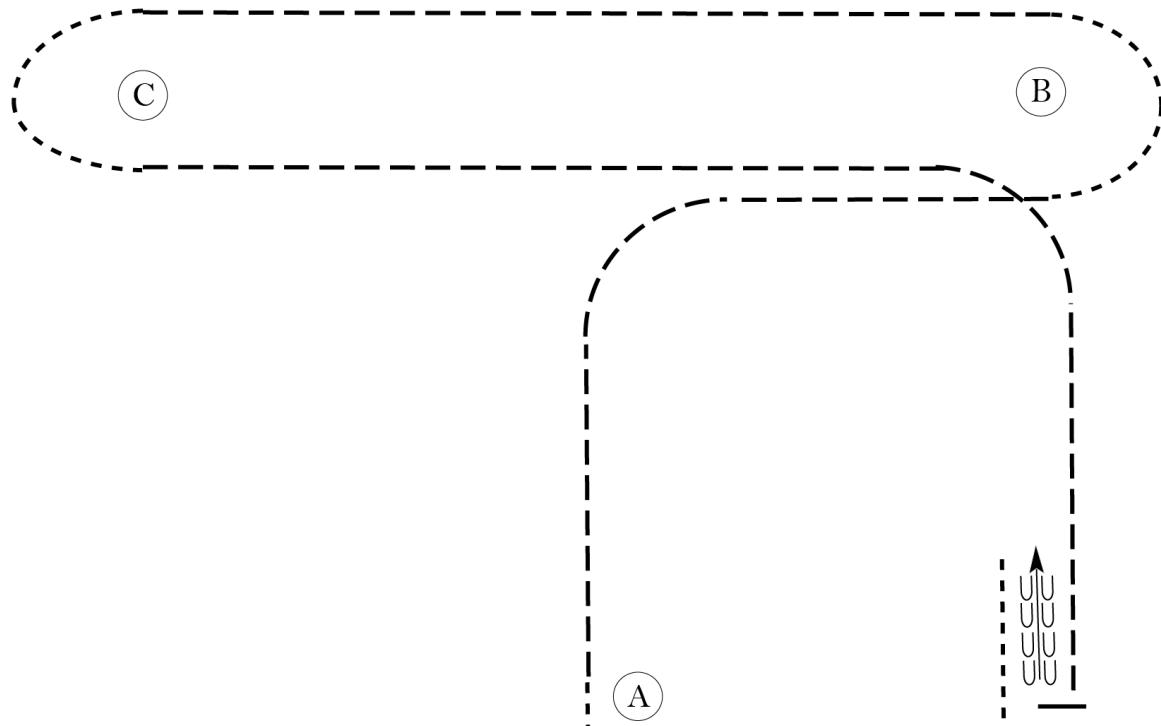
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

Hunt Seat Equitation (Walk Trot and Small Fry Equitation)

Show Date:



Be ready before A.

1. Walk to A.
2. Trot on the left diagonal up the center of pattern and to B..
3. Walk around B.
4. Sitting trot to C.
5. Walk around C.
6. Posting trot on the left diagonal toward B.
7. Continue the trot until even with A.
8. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

Pattern Provided by:

The Judges

[HSE/WT-71]

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

HSP Pattern #HSE/Walk Trot-71

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Walk	Trot LD	Walk	Sitting Trot	Walk	Trot LD	Stop & Back								100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
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																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

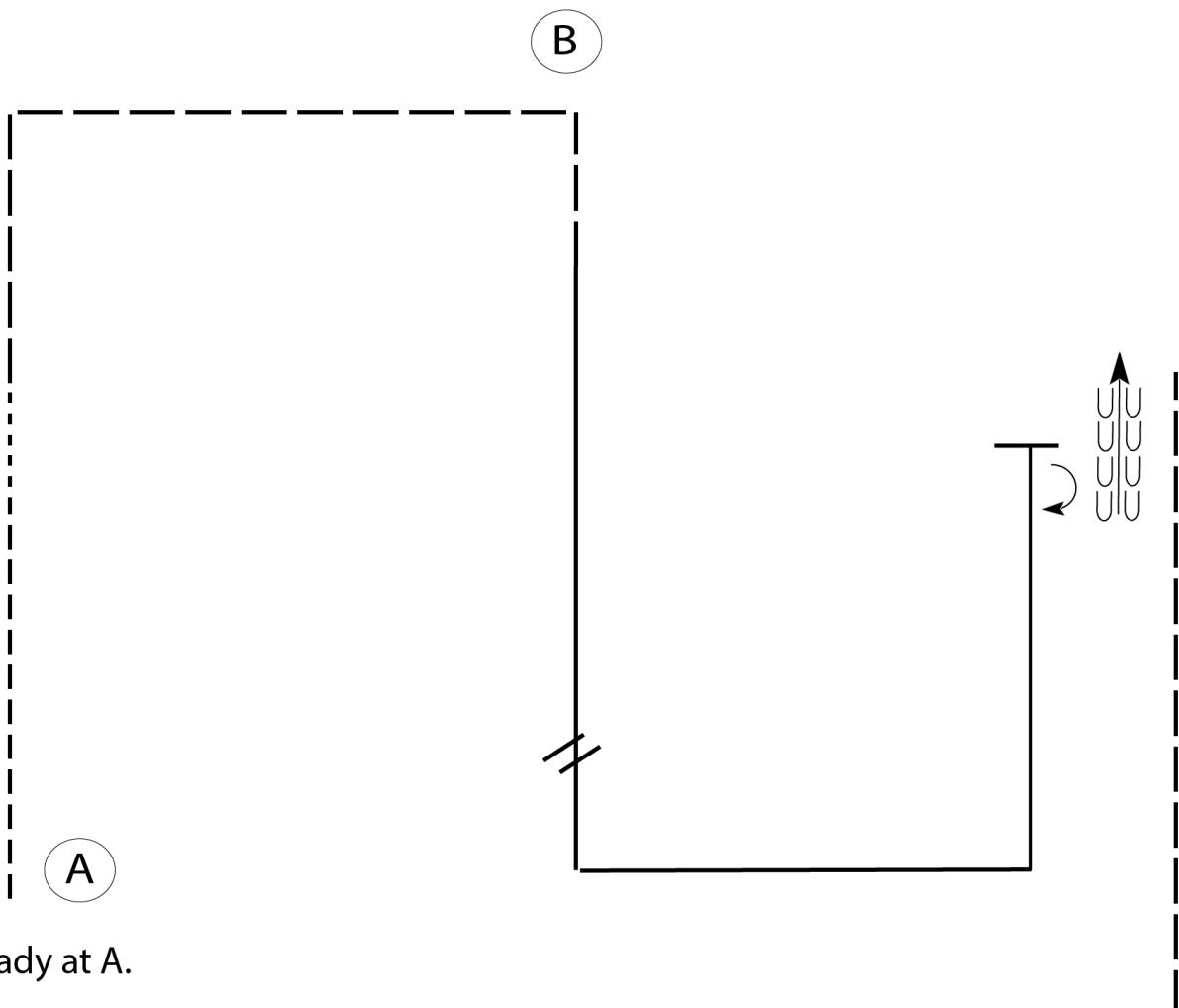
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

Level One Horsemanship

Show Date:

www.HorseShowPartners.com



Be ready at A.

1. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Lope on the right lead.
4. Perform a simple lead change before even with A.
5. Lope left lead two square corners.
6. Stop and perform a 180 degree turn right then back approximately one horse length.
7. Jog to exit.

Walk	
Jog	
Extended Jog	
Lope	
Lead Change	
Back	
Marker	

Pattern Provided by:

The Judges

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

HSP Pattern #HMS/Level II-120

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Jog	Walk	Ext Jog	RL	Change	LL	180 Right/B-ack	Jog							100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
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																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

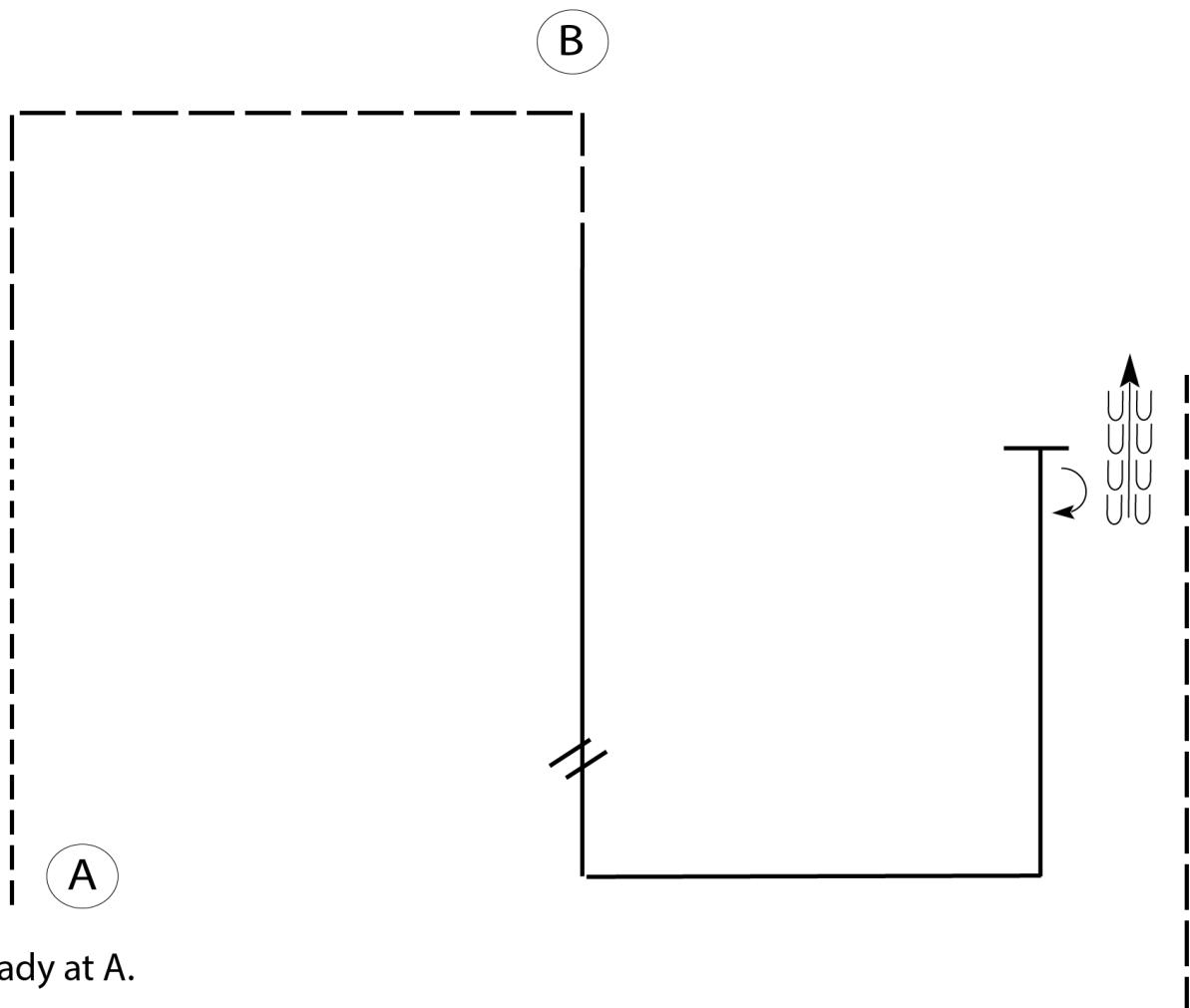
PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie Youth and Amateur Horsemanship

Show Date:



Be ready at A.

1. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Lope on the right lead.
4. Change leads before even with A.
5. Lope left lead two square corners.
6. Stop and perform a rollback right then back approximately one horse length.
7. Extended jog to exit.

Walk	
Jog	
Extended Jog	
Lope	
Lead Change	
Back	 
Marker	

Pattern Provided by: *The Judges*

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

HSP Pattern #HMS/Level III-120

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Jog	Walk	Ext Jog	RL	Change	LL	Roll Right/B- ack	Ext Jog							100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
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																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

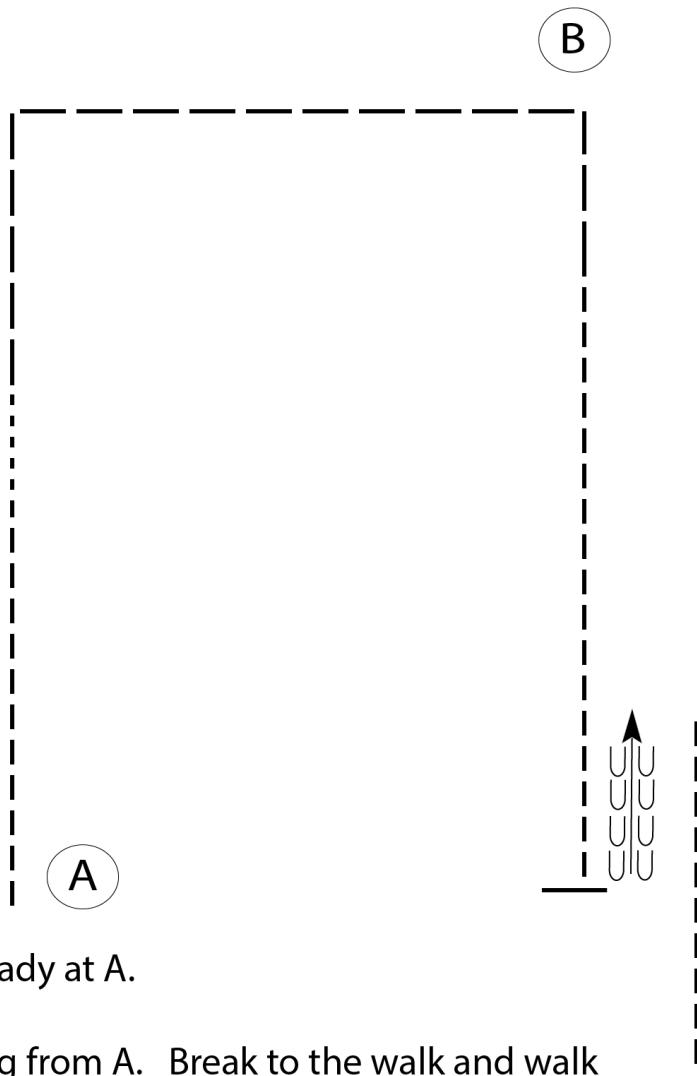
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

Small Fry and Walk Jog Horsemanship

Show Date:



Be ready at A.

1. Jog from A. Break to the walk and walk FORWARD 2 strides (crawling will be a minus maneuver).
2. Extended jog two square corners.
3. Jog straight until even with A.
4. Stop and back approximately one horse length.
5. Jog to exit.

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

Pattern Provided by:
The Judges

[WH/WT-120]

PATTERN CLASS SCORE SHEET

Small Fry

Youth L1 W/T Level 1 Youth Youth 13 < Amateur
Amateur L1 W/T Level 1 Amateur Youth 14-18 Amateur Select

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

HSP Pattern #HMS/Walk Trot-120

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description		Jog	Walk	Ext Jog	Jog	Stop/Ba-ck	Jog									100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

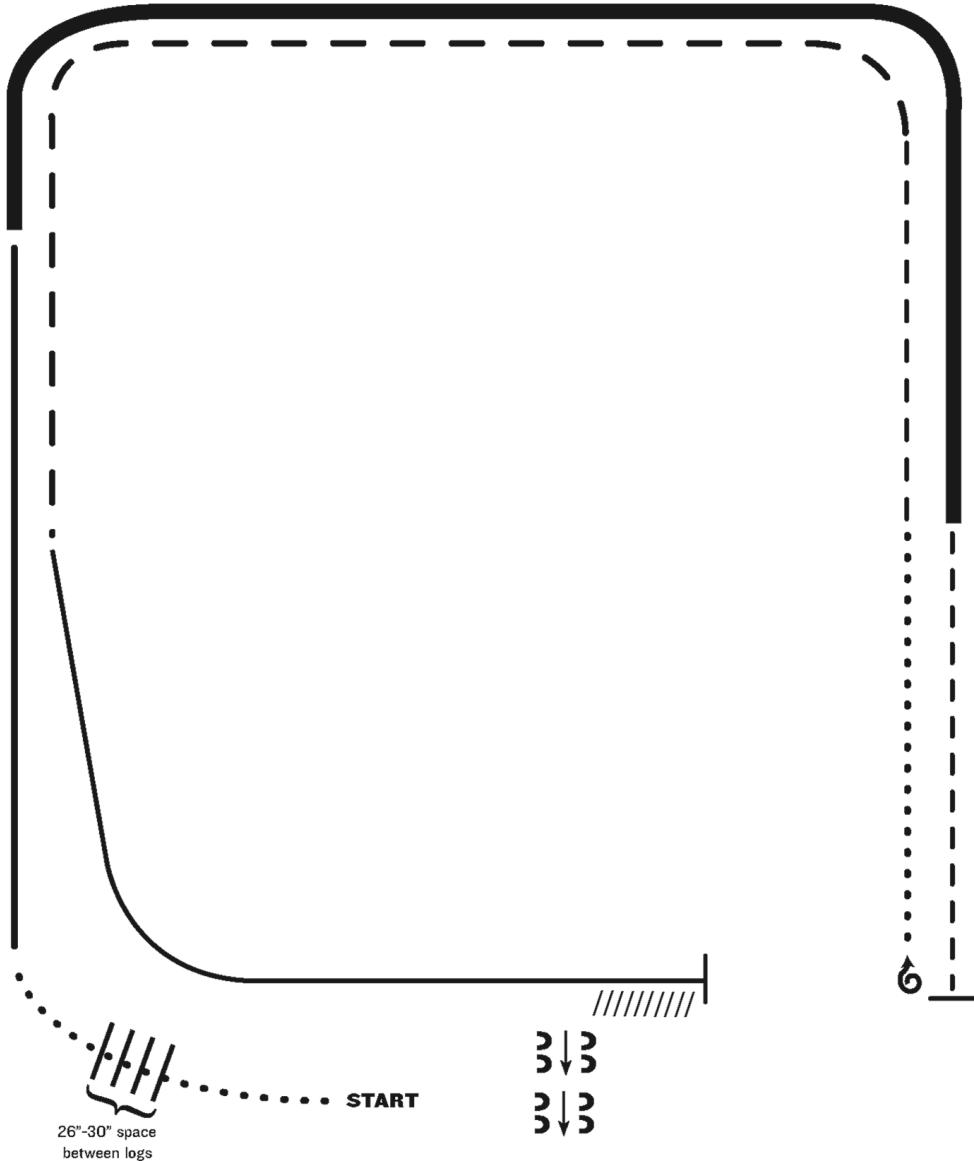
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2

ALQHA Heart of Dixie

All Ranch Riding

Show Date:



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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-6]

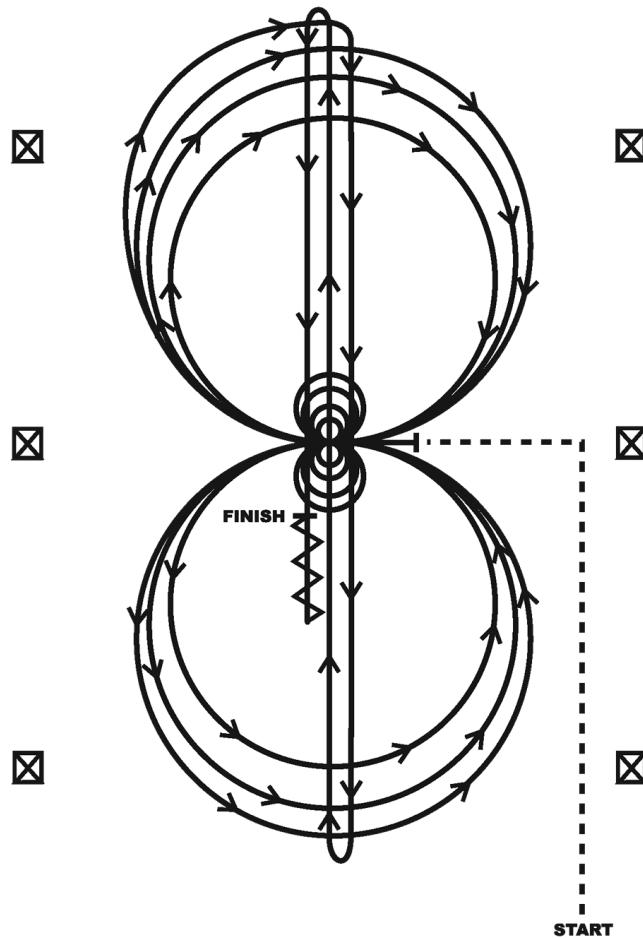
Pattern Provided by:
The Judges

ALQHA Heart of Dixie

All Reining

Show Date:

REINING PATTERN II



Horses must jog 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.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

[R/AQHAP-11]

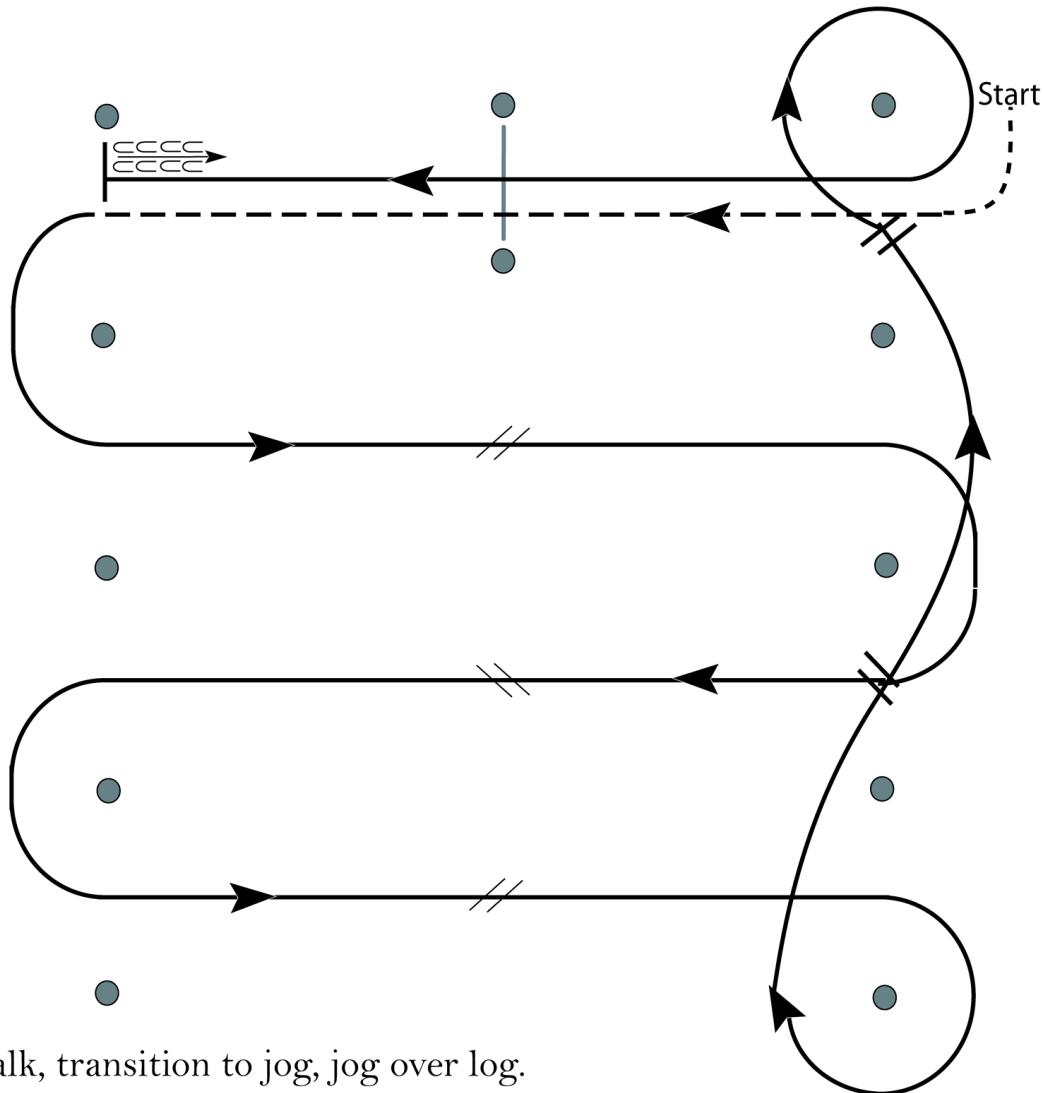
Pattern Provided by:

The Judges

ALQHA Heart of Dixie

Level One Western Riding

Show Date:



1. Walk, transition to jog, jog over log.
2. Transition to left lead lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.

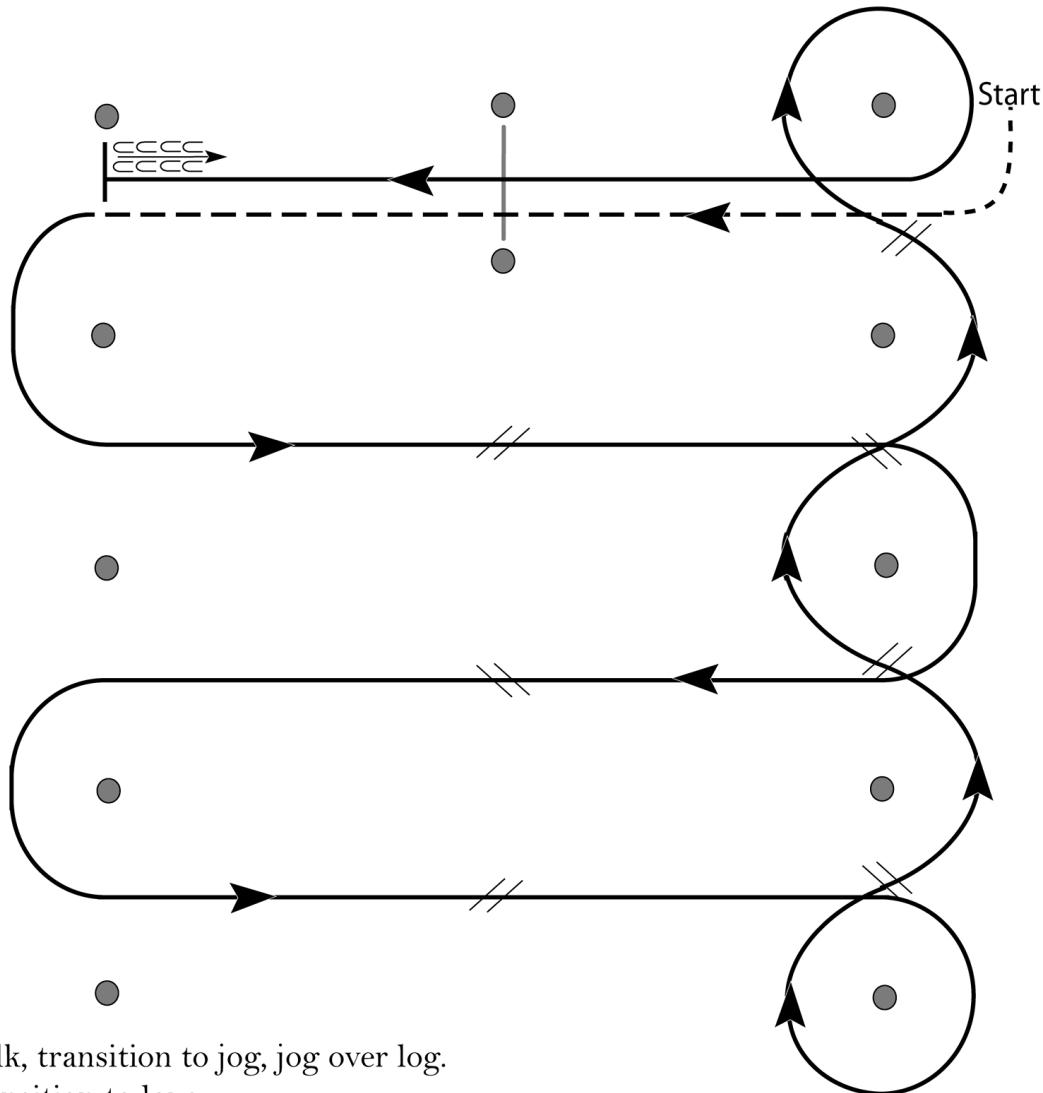
Pattern Provided by:
The Judges

[WR/GP-2]

ALQHA Heart of Dixie

Western Riding

Show Date:



1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

Pattern Provided by:
The Judges

[WR/OP-2]