

HORSEMANSHIP CLASSIC

PATTERN BOOK

Trail Class

Purpose

The Trail class is designed to evaluate the rider's horsemanship, communication, decision-making, and ability to guide their horse through a series of obstacles with confidence, accuracy, and control.

The course challenges riders to demonstrate effective horsemanship by navigating obstacles safely, smoothly, and efficiently while maintaining a willing partnership with their horse.

Emphasis is placed on rider effectiveness, communication, accuracy, sportsmanship, and the overall partnership between horse and rider rather than speed or unnecessary difficulty.

General Requirements

- The Trail course shall consist of **six (6) to nine (9) obstacles**.
- Courses shall be designed to provide a safe, fair, and positive experience for both horse and rider.
- The official Trail pattern will **not** be published before the day of the competition.
- The pattern shall be posted before the start of the Trail class, allowing competitors sufficient time to review the course before competition begins.
- Competitors may walk the posted pattern on foot prior to the start of the class unless otherwise directed by show management.

Required Gaits & Maneuvers

Foundation Division

- Walk
- Trot
- Stop
- Back-up
- Turns
- Crossing ground poles
- Backing through an obstacle

Competitive & Elite Divisions

- Walk
- Trot
- Lope
- Stop
- Back-up
- Turns and pivots
- Sidepass
- Opening and closing a gate
- Crossing ground poles
- Backing through obstacles
- Carrying rope
- Dragging objects

Patterns should require competitors to demonstrate all three gaits whenever practical.

Approved Trail Obstacles

The following obstacles may be incorporated into official Trail patterns:

Pole Obstacles

- Walk-over poles
- Trot-over poles
- Raised poles
- Curved or serpentine poles
- Rope gate
- Swing gate
- Straight backup
- L-back
- V-back
- U-back
- Back through poles
- Back through cones
- Ground pole
- Raised pole
- Log
- Other safe sidepass obstacle
- Pivot box
- Turn box
- Serpentine
- Figure eight
- Cone patterns

- Mailbox
 - Slicker or raincoat
 - Rope handling
 - Drag object (Competitive and Elite only)
 - Ground tarp (if securely fastened and deemed safe)
 - Other obstacles commonly encountered while trail riding or ranch work that are approved by the Show Committee.
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WESTERN PLEASURE

Purpose

The Western Pleasure class is designed to evaluate the rider's ability to confidently and effectively present a responsive, willing, and enjoyable horse while demonstrating good horsemanship, communication, and control.

The emphasis is on the rider's ability to guide the horse smoothly through the required gaits and transitions while maintaining a relaxed, balanced, and harmonious partnership.

General Requirements

1. The class shall be conducted individually using an official pattern developed by The Horsemanship Classic.
2. Patterns may begin in either direction and may vary from competition to competition.
3. Competitors shall demonstrate the required gaits and maneuvers appropriate for their division.
4. Riders should guide the horse with light, effective communication while maintaining control throughout the pattern. Excessive restraint or constant correction should be penalized.

Foundation Division

Transitions are completed at the marker in the arena.

- Walk
- Extended Walk
- Trot
- Stop and Reverse
- Trot
- Walk
- Stop and Back-up

Loping is not required in the Foundation Division.

Competitive & Elite Division

- Extended Walk
 - Trot
 - Extended Trot
 - Lope
 - Stop and Reverse
 - Ordinary Walk
 - Lope
 - Extended Lope
 - Trot
 - Stop and Back-up
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REINING

Purpose

The Reining class is designed to evaluate the rider's ability to guide their horse through a prescribed pattern while demonstrating control, precision, communication, and effective horsemanship.

Competitors should complete each maneuver willingly, smoothly, and accurately while maintaining control and balance throughout the pattern.

The emphasis is placed on rider effectiveness, correctness of maneuvers, and the overall partnership between horse and rider.

Pattern Requirements

- Official Reining patterns shall be published by The Horsemanship Classic.
- The Show Committee shall announce which approved pattern will be used for each competition.
- All competitors within a division shall perform the same pattern.

Foundation Division

- Walk
- Trot
- Large circles

- Small circles
- Stop
- Back-up
- Rollbacks
- Turns up to 360°

Sliding stops, flying lead changes, and spins are not required.

Competitive & Elite Divisions

- Walk
- Lope
- Large circles
- Small circles
- Stops
- Sliding stops
- Rollbacks
- Spins
- Flying lead changes
- Back-up
- Hesitations

Approved Maneuvers

Stop

A stop is the transition from a lope to a complete stop while maintaining straightness, balance, and control.

Spin

A spin is a 360-degree turn performed around the inside hind foot while maintaining forward motion and cadence.

Rollback

A rollback is a 180-degree change of direction following a stop, completed as one smooth, continuous maneuver.

Circle

Circles demonstrate speed control, balance, willingness, and accuracy. There should be a clear difference between large, fast circles and small, slow circles when required.

Back

The horse backs willingly in a straight line while remaining responsive to the rider.

Hesitation

A brief pause demonstrating the horse's willingness to stand quietly and await the rider's next cue.

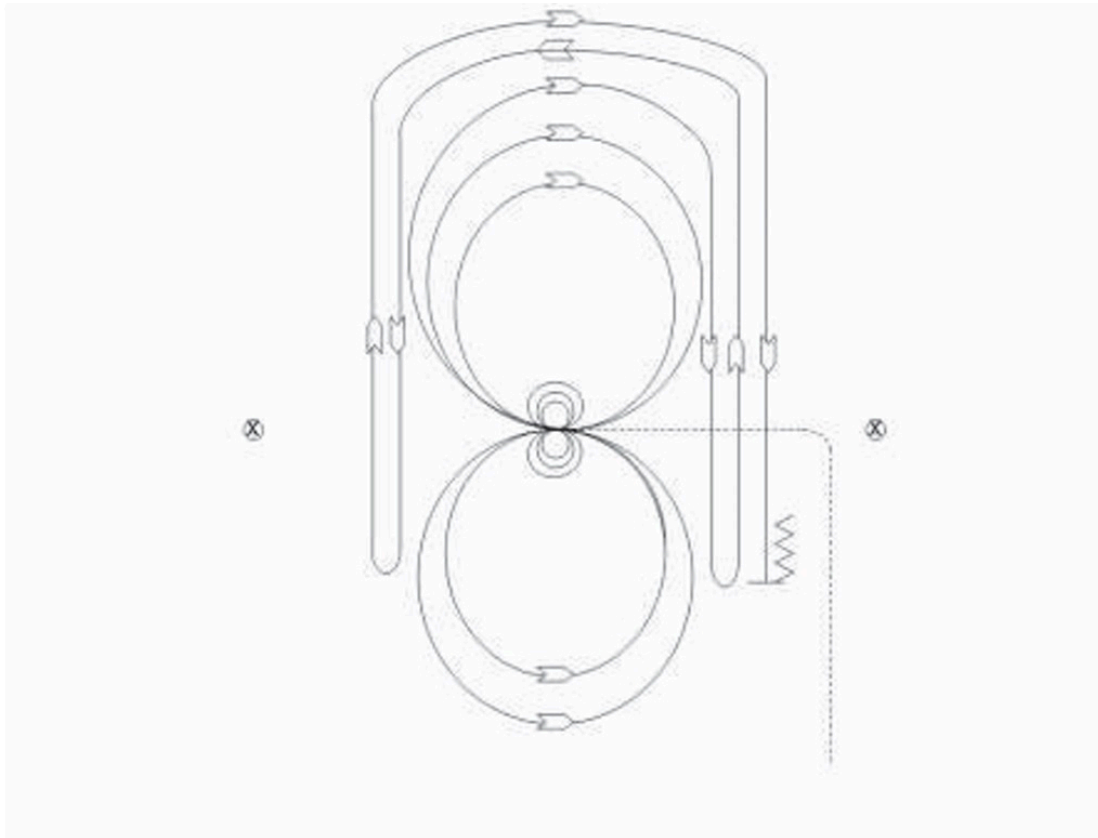
Lead Change

A flying lead change is performed at the lope without breaking gait or losing forward motion.

Deductions

- Break of gait
- Incorrect lead
- Missed maneuver
- Over- or under-spin
- Failure to stop at the designated point
- Off pattern
- Loss of control
- Unsafe riding
- Abuse of the horse

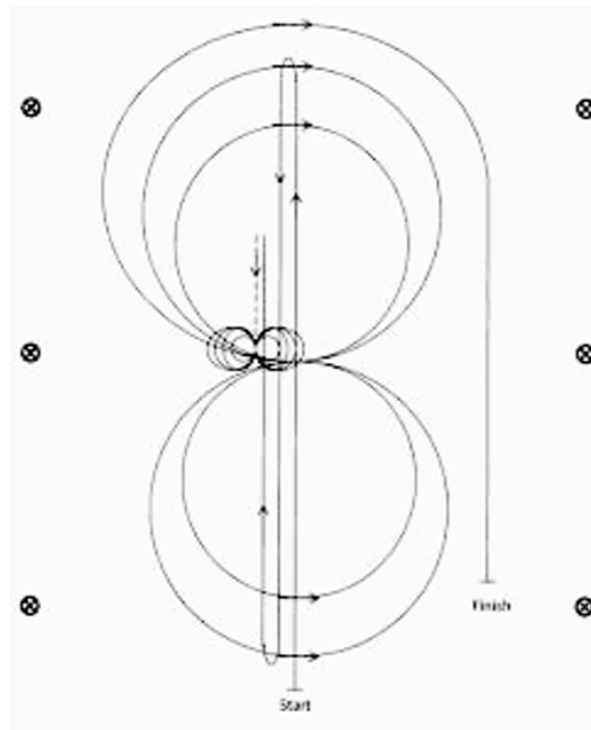
FOUNDATION REINING PATTERN



Ride Pattern as Follows:

1. Trot to the center of the arena and stop.
2. Complete 2 spins to the right, then 2 spins to the left.
3. Trot two large circles to the right.
4. Trot two small circles to the left.
5. Begin a large circle to the right, but do not close the circle. Continue down the right side of the arena past the center marker and perform a left rollback at least 20 feet from the arena wall or fence. Continue immediately without hesitation.
6. Begin a large circle to the left at a trot, but do not close the circle. Continue down the left side of the arena past the center marker and perform a right rollback at least 20 feet from the arena wall or fence. Continue immediately without hesitation.
7. Run down the right side of the arena past the center marker and perform a sliding stop at least 20 feet from the arena wall or fence. Back a minimum of 10 feet, then hesitate to indicate completion of the pattern.

COMPETITIVE & ELITE REINING PATTERN



1. Begin at the designated starting point. Lope to the far end of the arena, pass the end marker, perform a stop, then complete a left rollback and depart immediately.
 2. Continue to the opposite end of the arena. Pass the end marker, perform a stop, then complete a right rollback and depart immediately.
 3. Continue down the center of the arena, pass the center marker, perform a sliding stop, then back to the center marker. Pause briefly to demonstrate completion of the maneuver.
 4. Complete 4 spins to the right.
 5. Complete 4 and one-quarter spins to the left, finishing with the horse facing the left side of the arena. Pause briefly.
 6. Depart on the right lead and complete 1 large fast circle to the right, and 1 small slow circle to the right.
 7. Perform a flying lead change at the center of the arena.
 8. Complete 1 large fast circle to the left, and 1 small slow circle to the left.
 9. Perform a flying lead change at the center of the arena.
 10. Begin another large, fast circle to the right, but do not complete the circle. Continue directly down the right side of the arena, pass the center marker, and perform a sliding stop at least 20 feet from the arena wall or fence. Pause to indicate completion of the pattern.
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CLASSIC DASH

Purpose

The Classic Dash is a timed speed event designed to evaluate the rider's ability to guide their horse through a standard cloverleaf barrel pattern with speed, accuracy, control, and good horsemanship.

Competitors are evaluated on their ability to complete the course as quickly as possible while maintaining control of the horse, executing efficient turns, and safely navigating the pattern.

The emphasis is on speed, consistency, rider effectiveness, and the overall partnership between horse and rider.

General Requirements

1. The Classic Dash shall be conducted using the official Horsemanship Classic cloverleaf barrel pattern.
2. The same pattern shall be used for the Foundation, Competitive, and Elite divisions.
3. The rider may begin the pattern by turning either the left or right barrel first.
4. The official time begins when the horse's nose crosses the start/finish line and ends when the horse's nose crosses the finish line after completing the pattern.
5. Knocking over a barrel shall result in a **5-second penalty** for each barrel displaced.
6. Riders may circle before crossing the timing line to begin their run but may not circle after crossing the timing line.
7. Unsportsmanlike conduct, abuse of the horse, or unsafe riding may result in disqualification.

Official Pattern

The official Classic Dash shall be ridden using the standard cloverleaf barrel pattern consisting of three barrels. Competitors shall:

- Cross the start/finish line.
- Turn the first barrel.
- Cross the arena to the second barrel.
- Continue to the third barrel.
- Return directly across the finish line.

The pattern may be started by turning either the left or right barrel first.