



2025

4-H HORSE PATTERN BOOK

This program is
also online
go.unl.edu/fairprograms



Photo by Gracie Mittan-DeBuhr

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**Complete results and
photos will be posted at
lancaster.unl.edu/4h/fair**

Extension is a Division of the Institute of Agriculture and Natural Resources at the University of Nebraska–Lincoln cooperating with the Counties and the United States Department of Agriculture.

The 4-H Youth Development program abides with the nondiscrimination policies of the University of Nebraska–Lincoln and the United States Department of Agriculture.

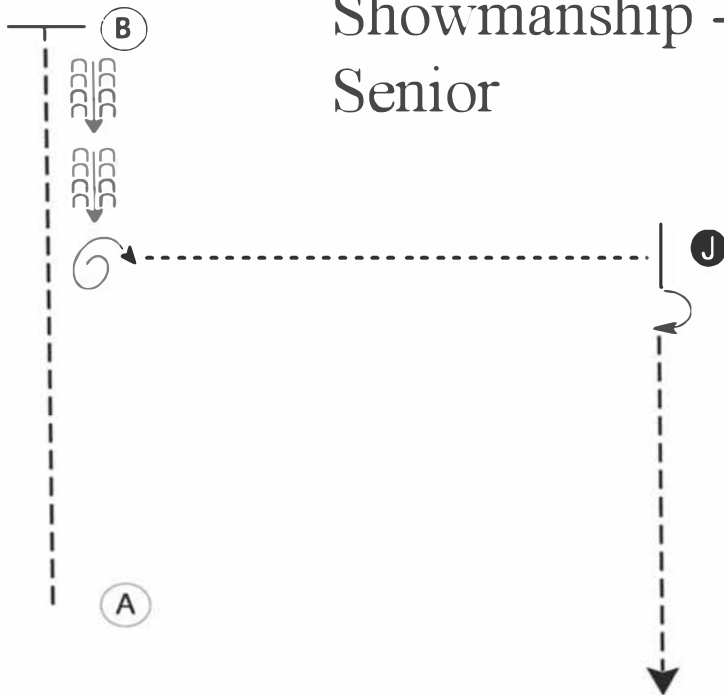
**Upload your
photos of youth
and their projects to
go.unl.edu/Lan4HPic
for possible
publication.**



ABOUT THE COVER

Gracie Mittan-DeBuhr's photography earned Champion in the elementary division at the statewide 4-H Stampede Art Contest held in March 2025. She is a member of the Hunters Pride 4-H Club and has been involved in 4-H for 6 years. It was taken on a smart phone in color, and she edited the photo to convert it to black and white and lighten a little. Gracie says, "It was feeding time at the barn where the horse I lease is kept. The horses often come to the front of their stall to wait for their feed and to get petted. This horse was patiently waiting. I wanted to capture the horse looking at me and all the lines and shadows of the barn alley using the rule of thirds. I love how the stall railings and ceiling lines appear to frame him."

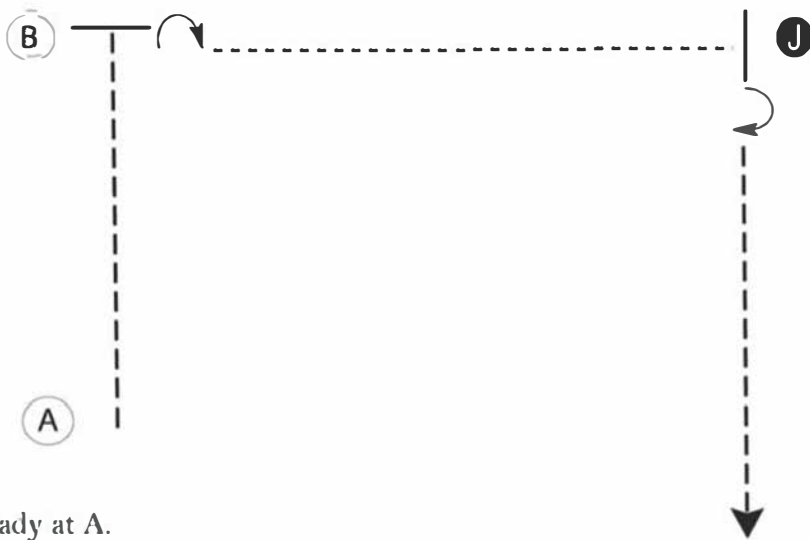
Showmanship - Senior



1. Begin at A. Trot to B and stop.
2. Back until even with judge.
3. Perform a 450 degree turn. Walk to judge.
4. Stop, set up, inspection.
5. When dismissed, perform a 90 degree turn.
6. Trot to the line up or follow the directions of the ring steward.

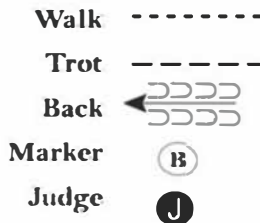
Walk	-----
Trot	- - - - -
Back	←←←←← ←←←←←
Marker	ⓑ
Judge	ⓐ

Intermediate Showmanship

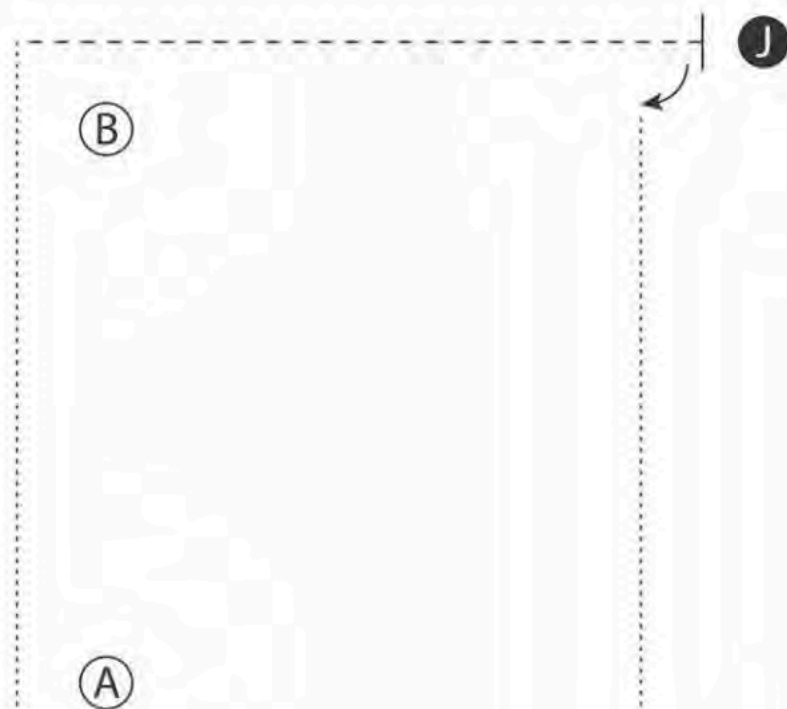


Be ready at A.

1. Trot to B and stop.
2. Perform a 90 degree turn. Walk to judge.
3. Stop, set up, inspection.
4. When dismissed, perform a 90 degree turn.
5. Trot to the line up or follow the directions of the ring steward.



Showmanship- Junior



1. Walk from A to B.
2. Trot from B to judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 1/4 turn.
5. Exit at a walk.

Follow the instructions of your ring steward.

English & Western Bareback Equitation



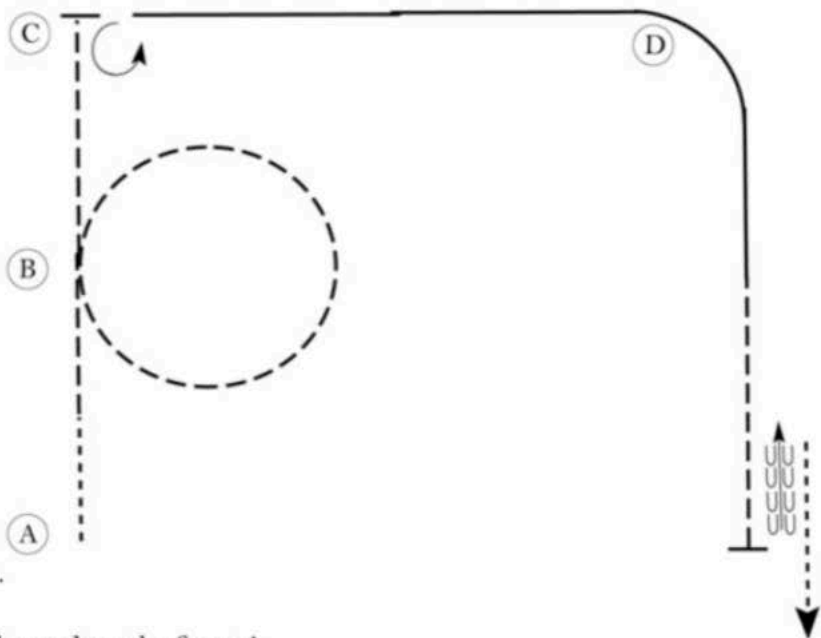
Be ready at A.

1. Lope on the right lead from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

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

Hunt Seat Equitation- Senior



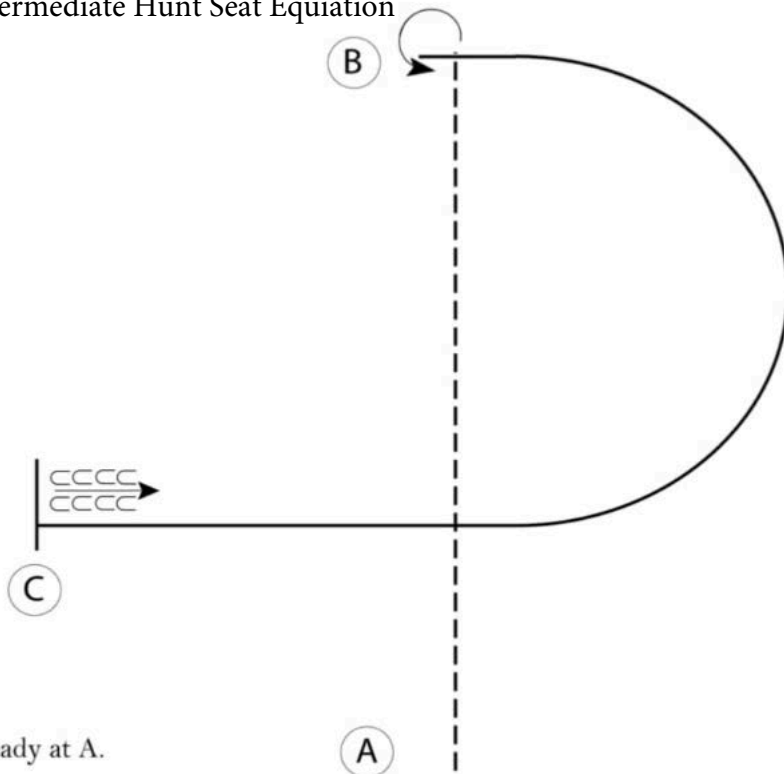
Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 270 degree turn on the hindquarters to the left.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

Intermediate Hunt Seat Equitation



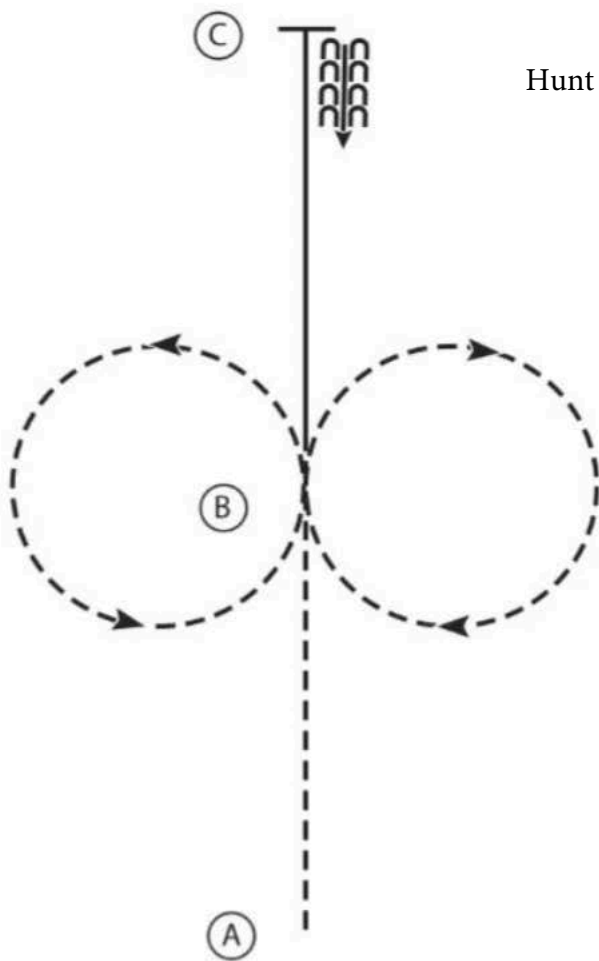
Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. At B, stop and perform a 270 degree turn on the forehand to the left.
3. Canter on the right lead from B to C.
4. At C 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	— — — —

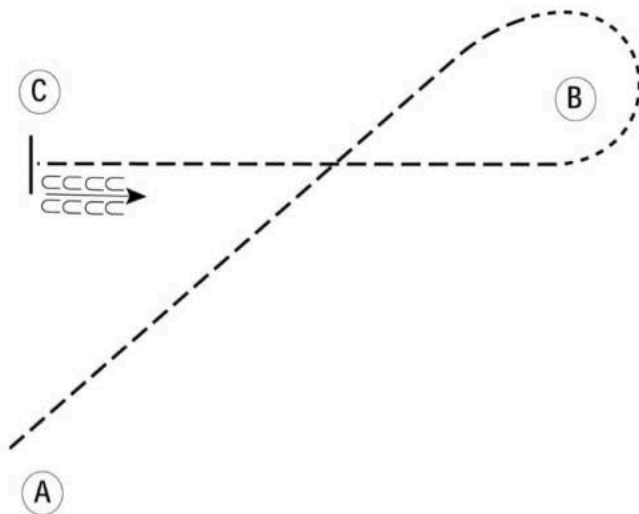
Hunt Seat Equitation- Junior



1. Sitting trot A to B
2. At B posting trot circle to the right
3. At B posting trot circle to the left
4. At B canter on the left lead to C
5. At C stop and back 4 steps

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

Hunt Seat Equitation- Walk/Trot/Novice



Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. Walk around B.
3. Posting trot on the right diagonal to C.
4. Stop at C. Back approximately one horse length.
5. Follow the instructions of your ring steward.

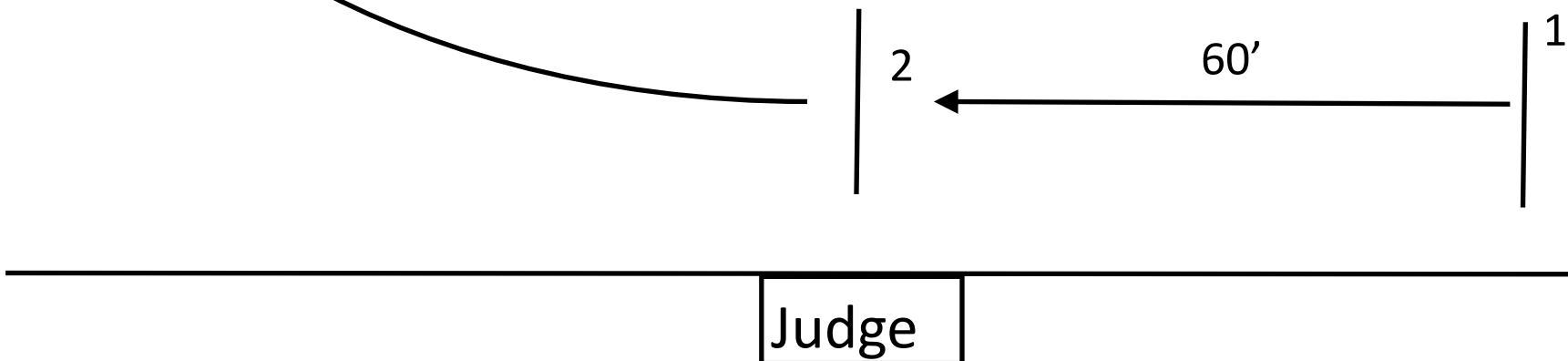
Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↗ ↘
Back	←←←←←
Marker	(B)
Sidepass	↖ ↗
Hand Gallop	=====

Hunter Hack— All Divisions

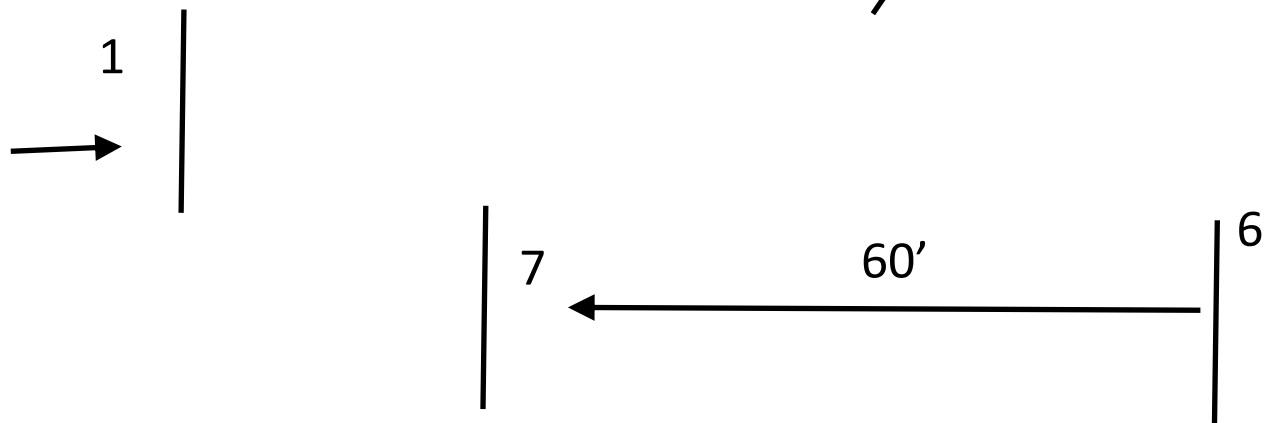
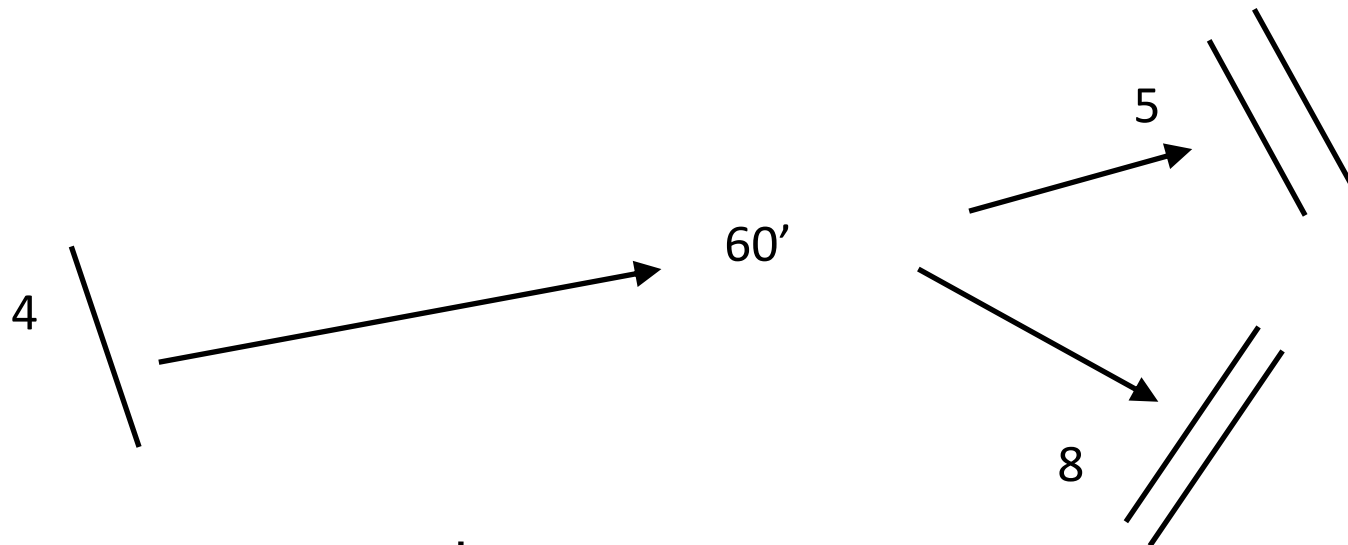
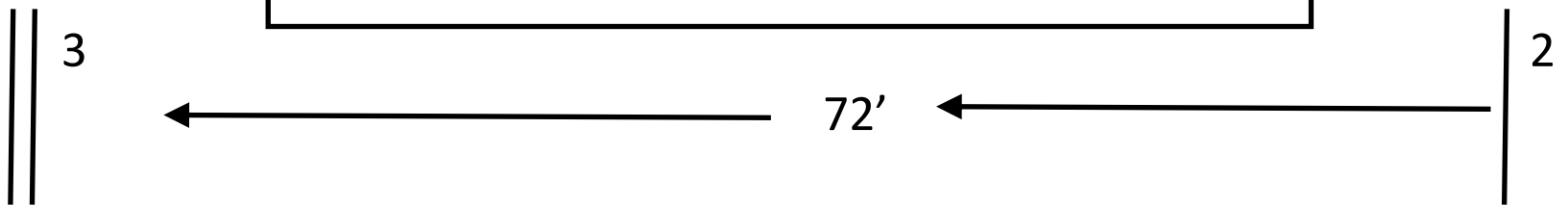


Please Refer to Rule Book Pg. 126 for more information.

1. Exhibitors will jump two fences.
2. After completing the second jump, riders will proceed at a hunting pace to the end of the arena and turn left or right (at judges discretion)
3. Riders will then hand gallop along the rail.
4. Riders will then stop and back along the rail. Backing 1 horse length and stand quietly on a loosened rein.
5. Once all riders have completed the course, riders will then complete rail work



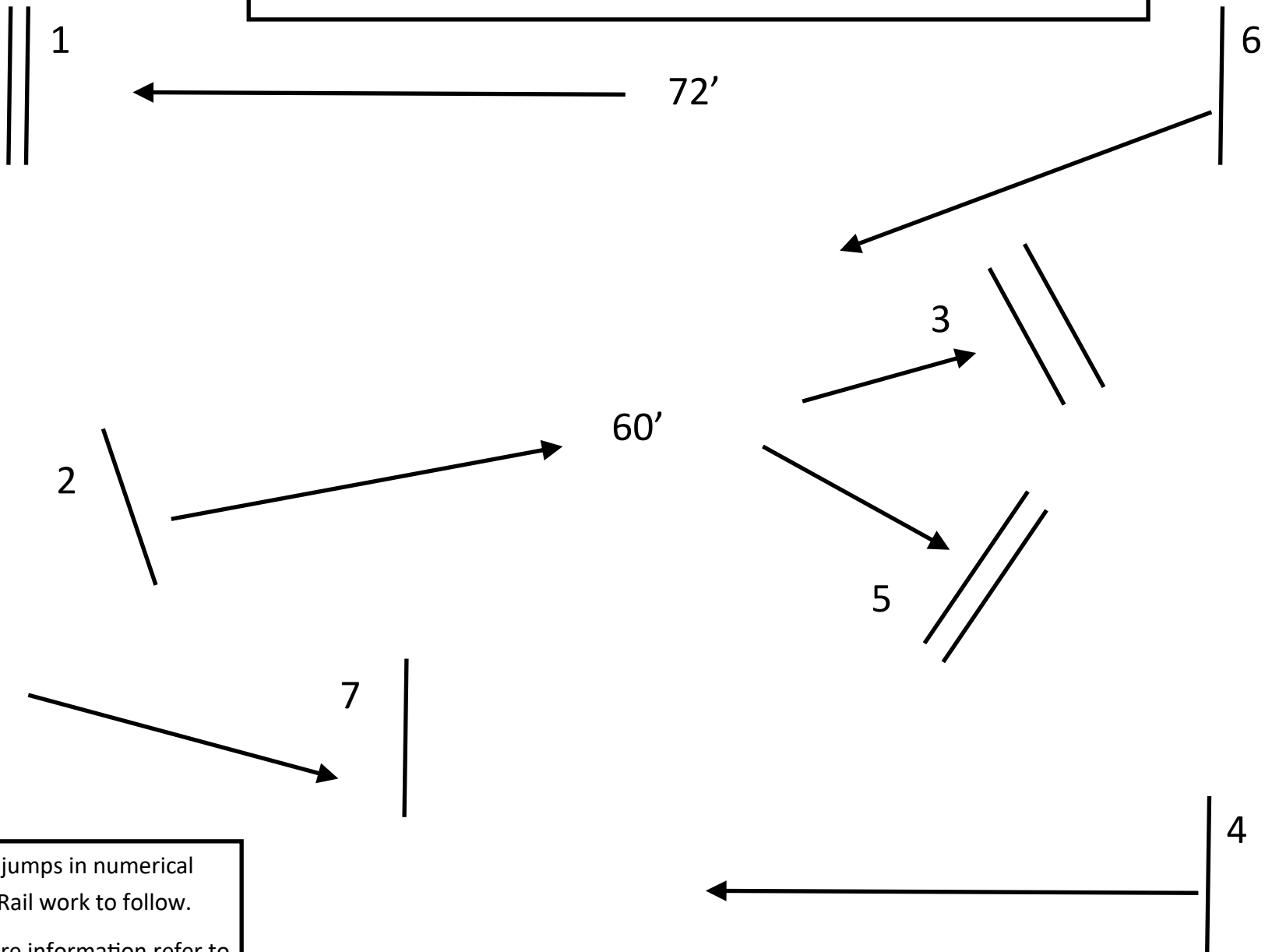
Hunter Over Fences — All Divisions



Follow jumps in numerical order
For more information refer to page 126 in Rule book.

Judge

Equitation over Fences All Divisions

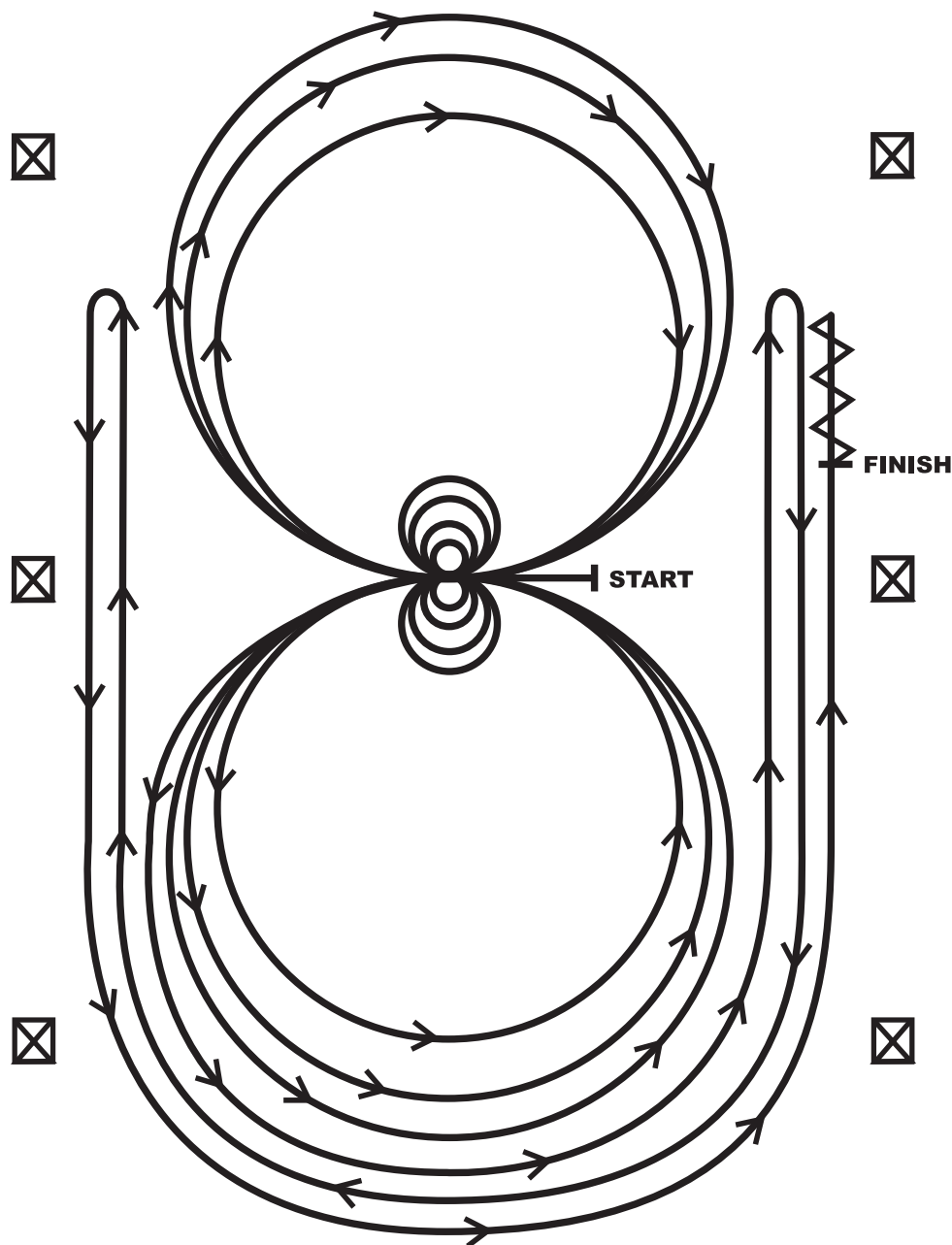


Follow jumps in numerical order. Rail work to follow.
For more information refer to page 126 in Rule book.

Judge

REINING PATTERN 6

Senior

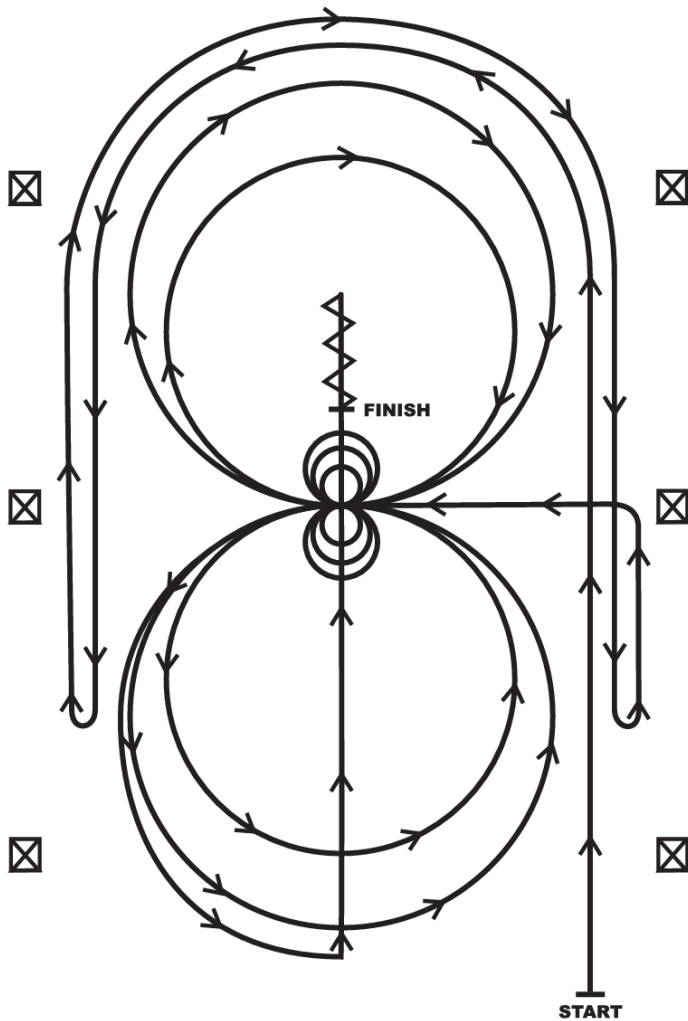


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

NRHA Pattern B

Intermediate



1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.

2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.

3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center. Hesitate.

4. Complete three spins to the left. Hesitate.

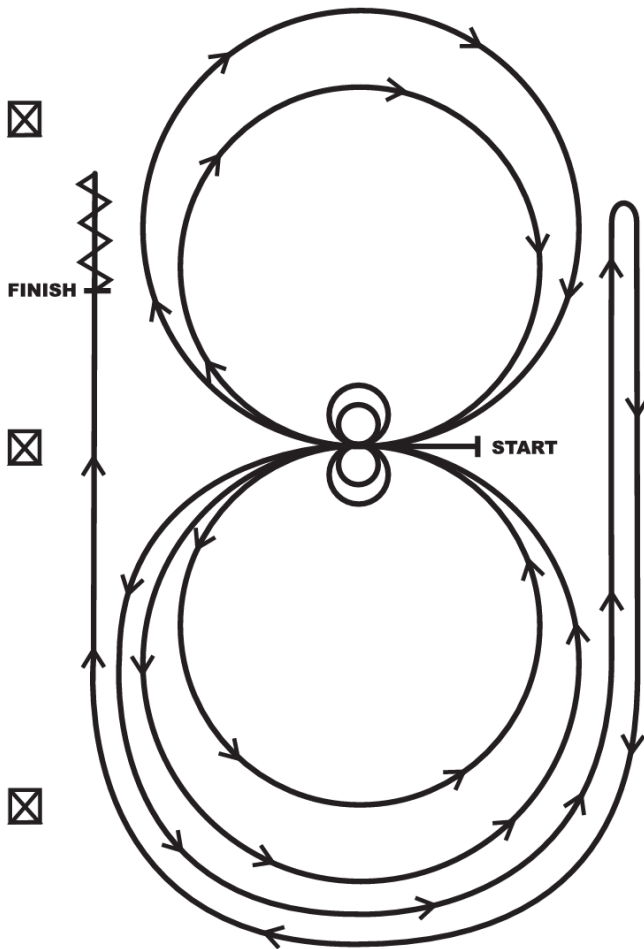
5. Complete two circles to the right, one large fast and one small slow. Stop at center. Hesitate.

6. Complete three spins to the right. Hesitate.

7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

NRHA Pattern A

Junior



☒ Horses may walk or 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. 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.

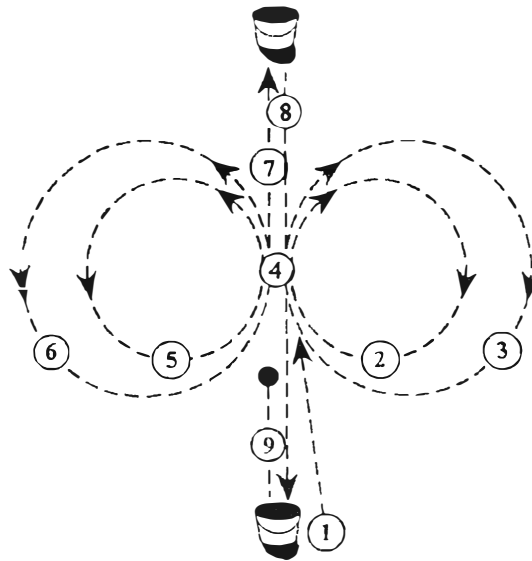
☒ 6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

WORKING PLEASURE

This is a class designed to show the attributes of the Western Pleasure Horse in a pattern setting, rather than traditional rail work. The class will be judged 80% on the performance of the horse and rider, 10% on confirmation and soundness of the horse, and 10% on appointments of the rider and horse. **NOTE:** *not open to Western Walk-Trot/Novice riders.*

WORKING PLEASURE PATTERN

1. Start the pattern on the right hand side of the first bucket.
2. Begin the pattern on the right or left lead and execute a small, slow circle.
3. On the same lead, execute a larger, faster circle.
4. Perform a simple lead change
5. On the opposite lead, execute a small, slow circle.
6. On the same lead, execute a larger, faster circle.
7. Stop and settle horse.
8. Lope on either lead to the second bucket.
9. Pivot 180 degrees to the left.
10. Lope on the opposite lead to the first bucket.
11. Pivot 180 degrees to the right.
12. Trot to the judge for inspection.





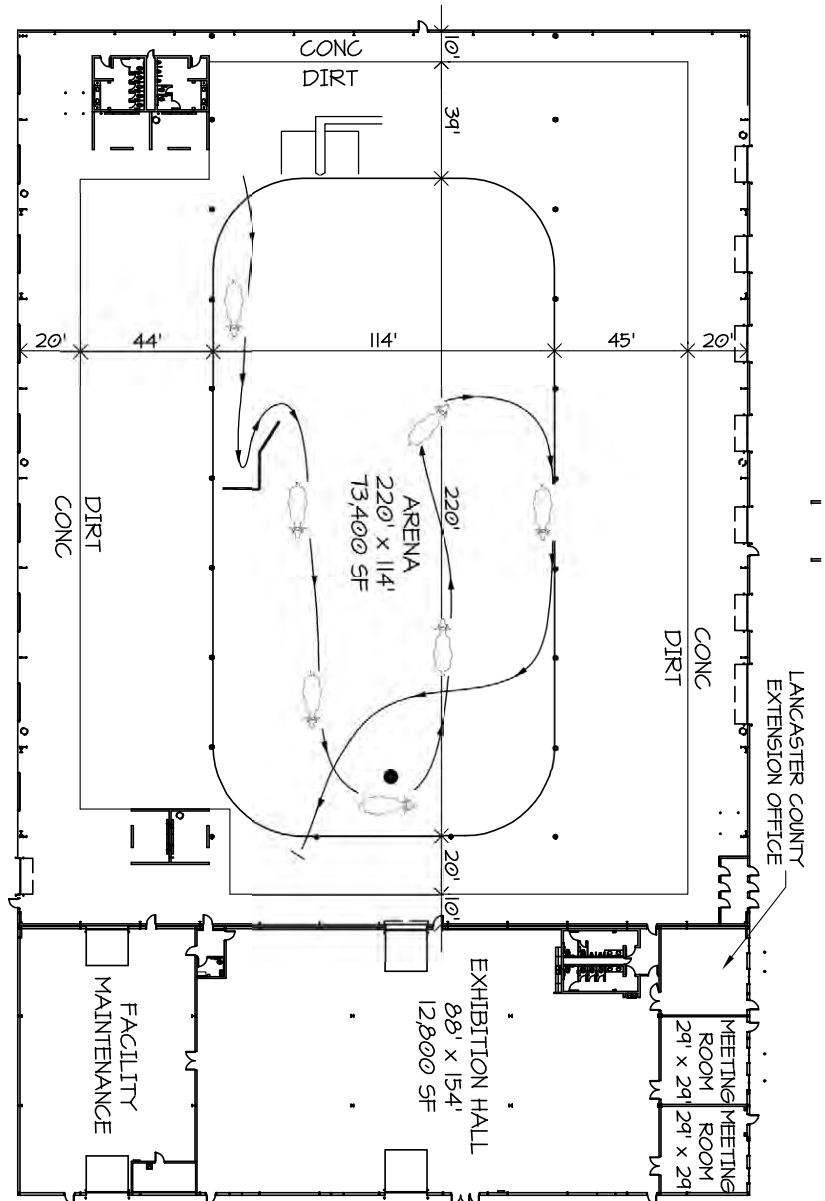
Horse Working Ranch

3 minute time limit to complete pattern

Obstacles must be done in order...Contestant may pass obstacle by waving to judge at any time during run...once a obstacle is passed by it may not be returned to.

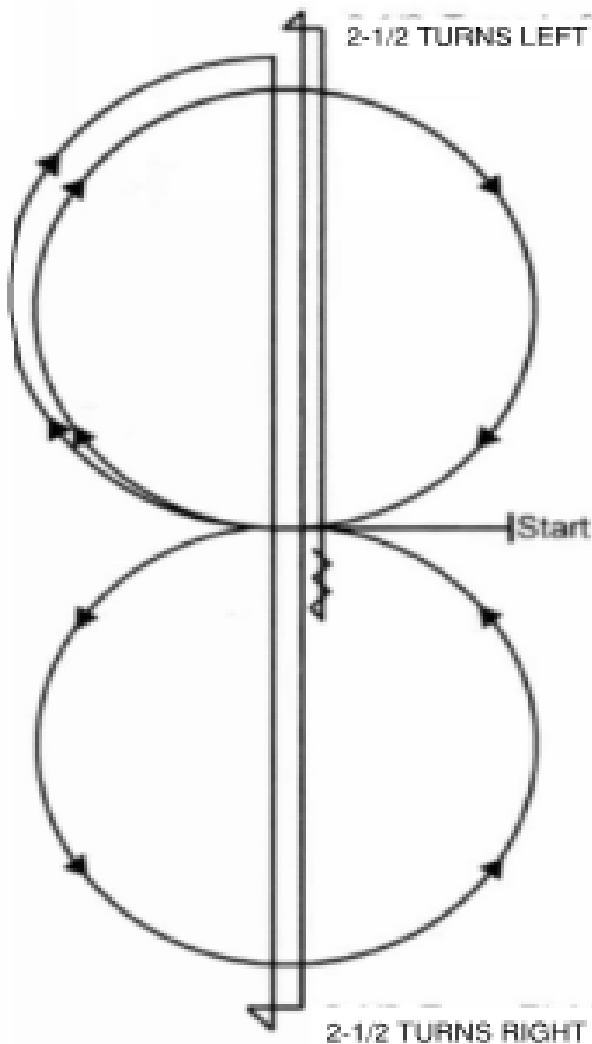
- 1) Call for cow from roping chute.
- 2) Push cow toward catch pen and hold for judge's count of 3. Release cow from pen only after judges approval
- 3) Push cow toward end of arena and between arena fence and barrel.
- 4) Push cow between arena fence and panel alley way.
- 5) Push cow toward return gate for completion of pattern. Cow may return to gate on either side of barrel.

The contestant MUST call for the return gate to be opened to complete the pattern. The contestant may call for the gate any time during the run to complete their pattern. Once the gate is opened it will not be closed.





Boxing Class Pattern



Trot to center of arena, stop. Start pattern facing towards judge:

1. Beginning on the right lead – lope one circle to the right. Perform a flying lead change to the left. (Simple lead changes count as 1 pt. penalty)
2. Complete one circle to the left. Perform a flying lead change to the right and go to the top of the arena. (Simple lead changes count as 1 pt. penalty)
3. Run down center of the arena past the end marker and come to a sliding stop.
4. Complete 2-1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2-1/2 spins to the left.
7. Run past the center marker, stop and back at least 10 feet.

After completion of pattern contestant to call for cow at designated end of arena.

(a) For an ideal cow work, each contestant, upon receiving a cow in the arena, shall hold the cow on the designated end of the arena for sufficient time to demonstrate the ability of the horse to contain the cow on that end.

(b) Horse should keep working until judge blows whistle. If exhibitor quits working before the judge blows the whistle, a score of 0 will be given.

(c) If time and number of cattle permit, the judge may, at his or her discretion, award new cattle, to enable the contestant to show his horse's ability on the cow, based on the following criteria:

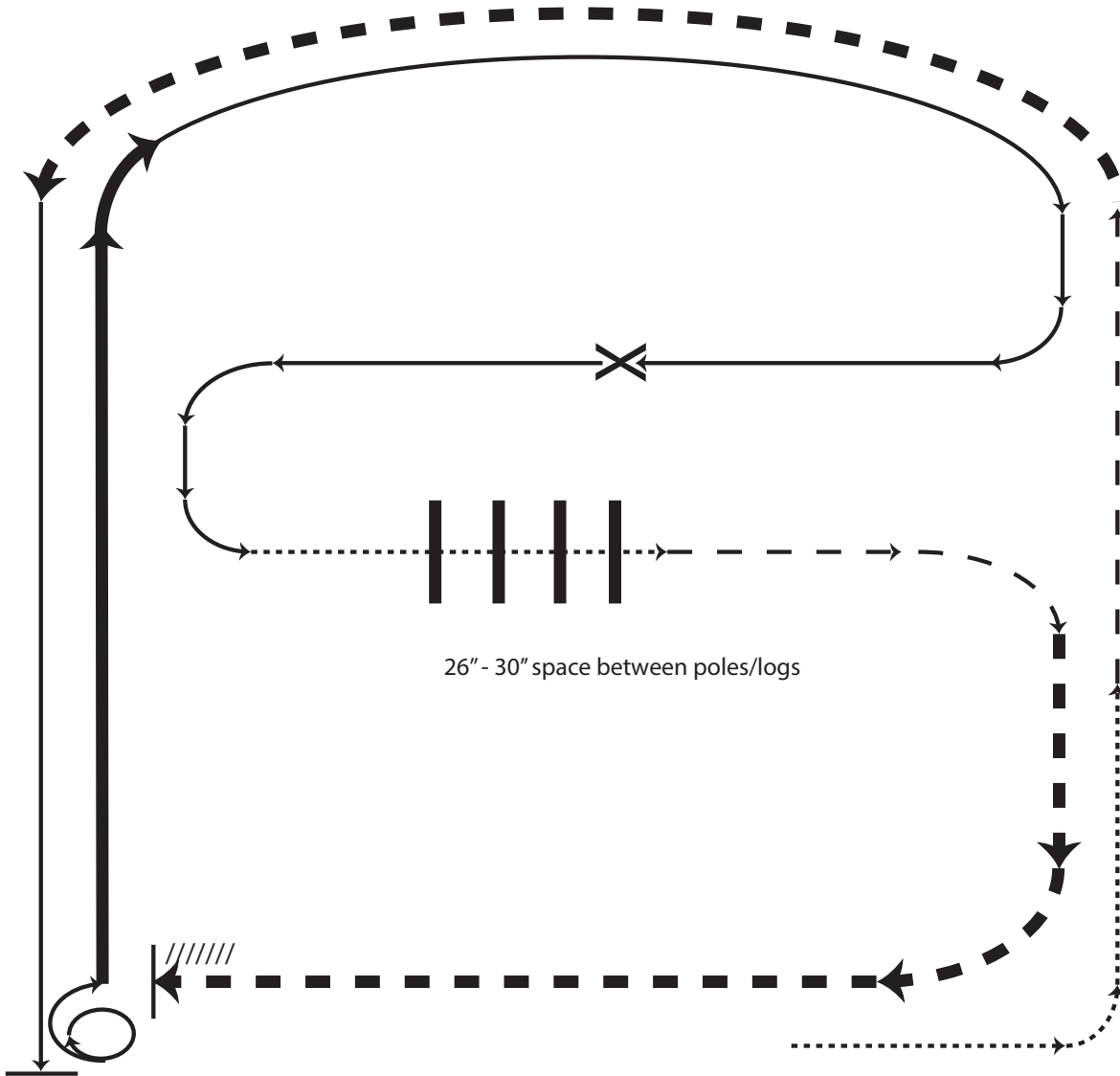
- (1) The cow won't or can't run;
- (2) The cow won't leave the gate;
- (3) The cow is blind or won't yield to the horse;
- (4) The cow leaves the arena.

(d) Scoring will be on the basis of 60-80, with 70 denoting an average performance. The same basis of Scoring shall apply to both the reined work and cow work. In the event of a tie, the entry with the highest cow work will be declared the winner.

If you lose your cow on the designated end of the arena you may work your cow on the opposite end. Penalty points will be applied each time cow is lost to the opposite end of the arena.

Horse should keep working until judge blows whistle.

RANCH RIDING – PATTERN 2

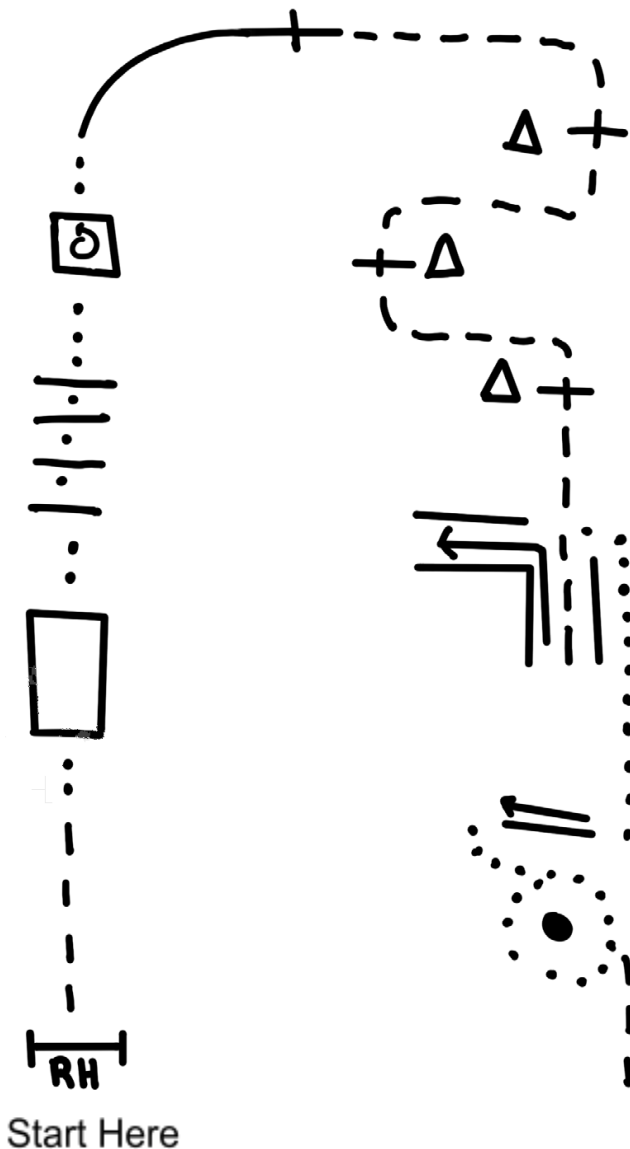


- X Lead Change
- • Walk
- Trot
- Ext Trot
- Lope
- Ext Lope
- /////// Back

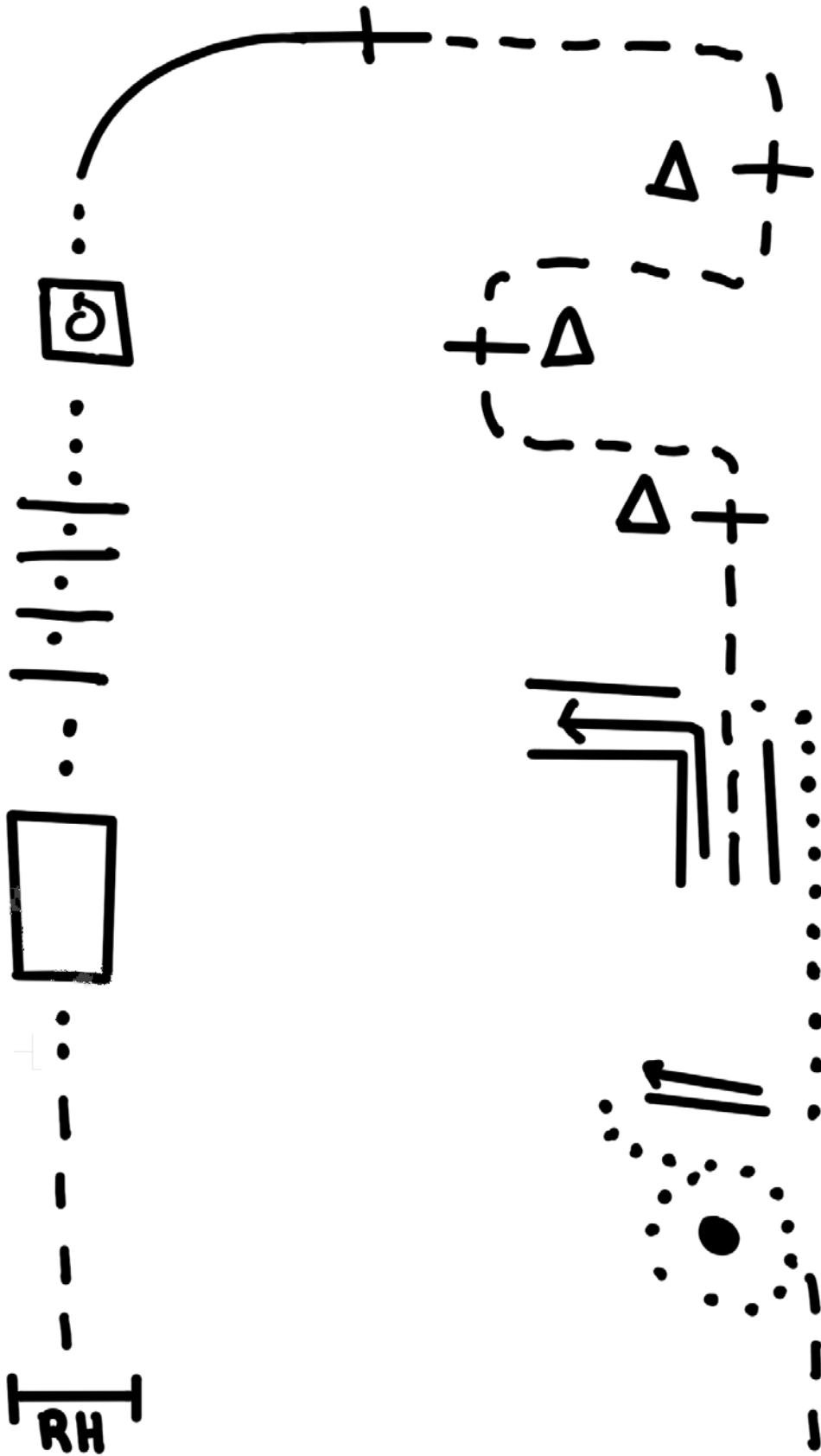
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Ranch Trail

1. Work gate with Right Hand (Right hand gate)
2. Trot to bridge
3. Begin walking before bridge and then walk over
4. Walk over poles
5. Walk into box and perform a 360 to the Left
6. Walk out of the box. Right lead lope over log
7. Trot through Cones
8. Trot into chute and stop. Back the L and walk out
9. Walk to side log, stop and sidepass right
10. Walk to bucket
11. Pick up bucket and walk or trot the circle around the pole. Stop. Hang up the bucket.
12. Trot out



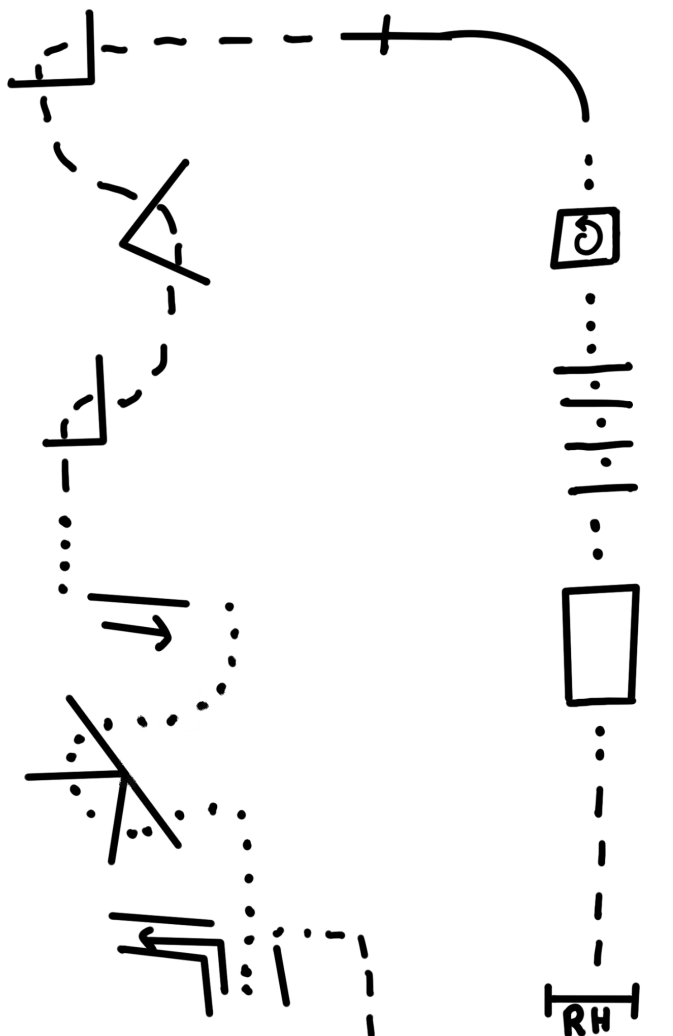
Ranch Trail



Start Here

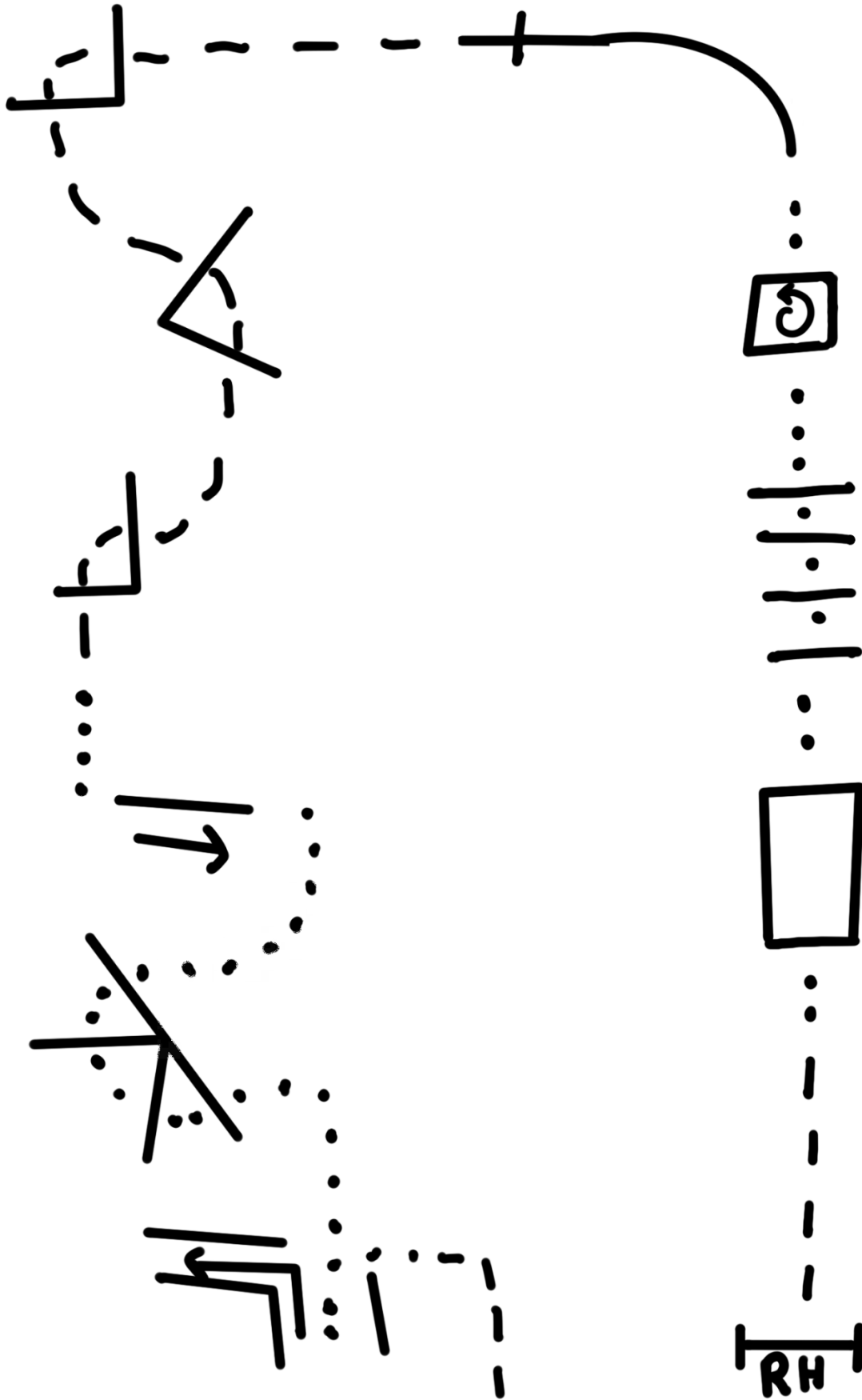
Trail

1. Work gate with Right Hand (Right hand gate)
2. Trot to bridge
3. Begin walking before bridge and then walk over
4. Walk over poles
5. Walk into box and perform a 360 to the Left
6. Walk out of the box. Left lead lope over log
7. Trot over logs
8. Walk up to log, stop and sidepass left
9. Walk over pinwheel
10. Walk into chute and stop. Back the L
11. Walk out of the chute
12. Trot out



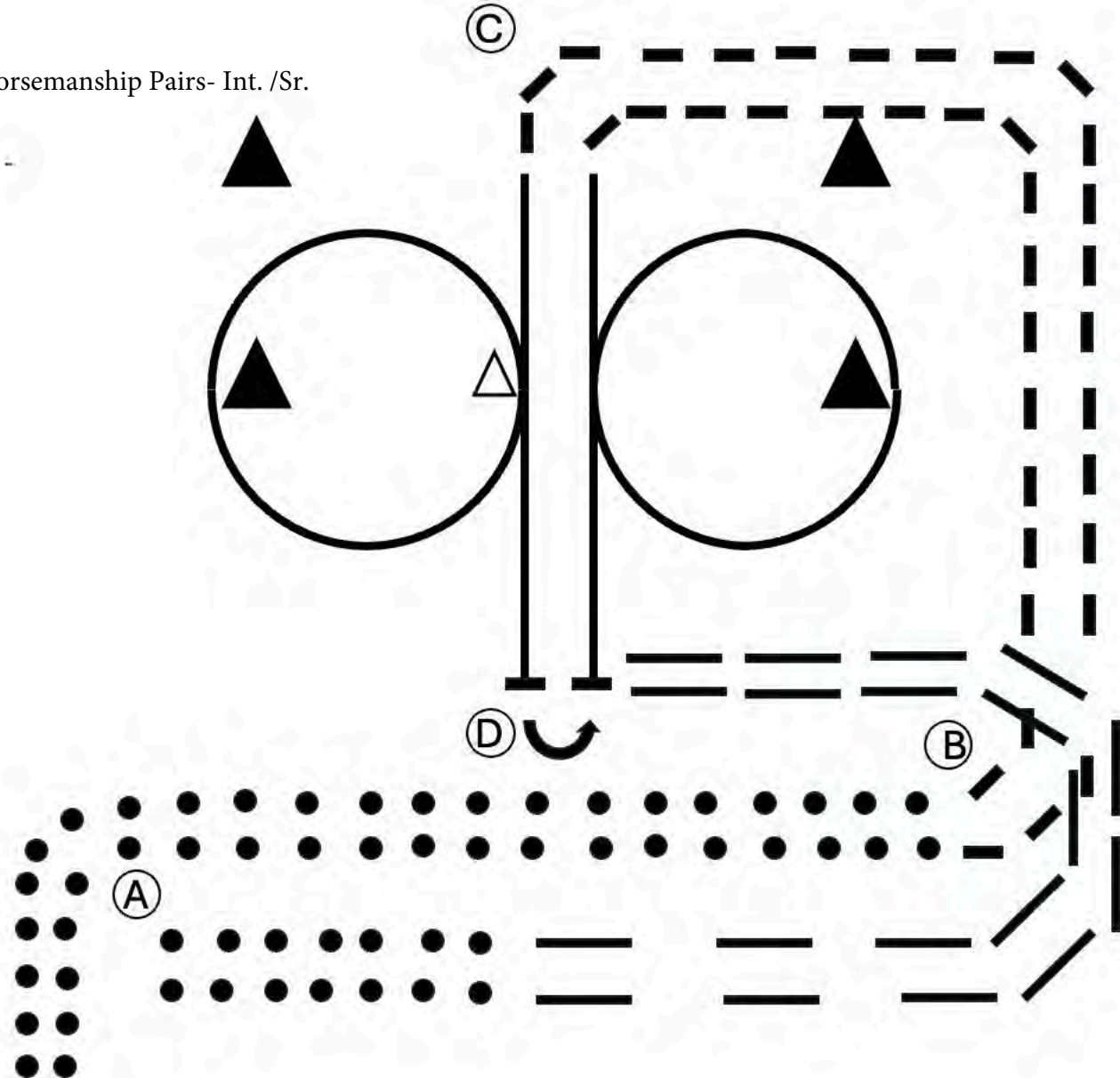
Start Here

Trail

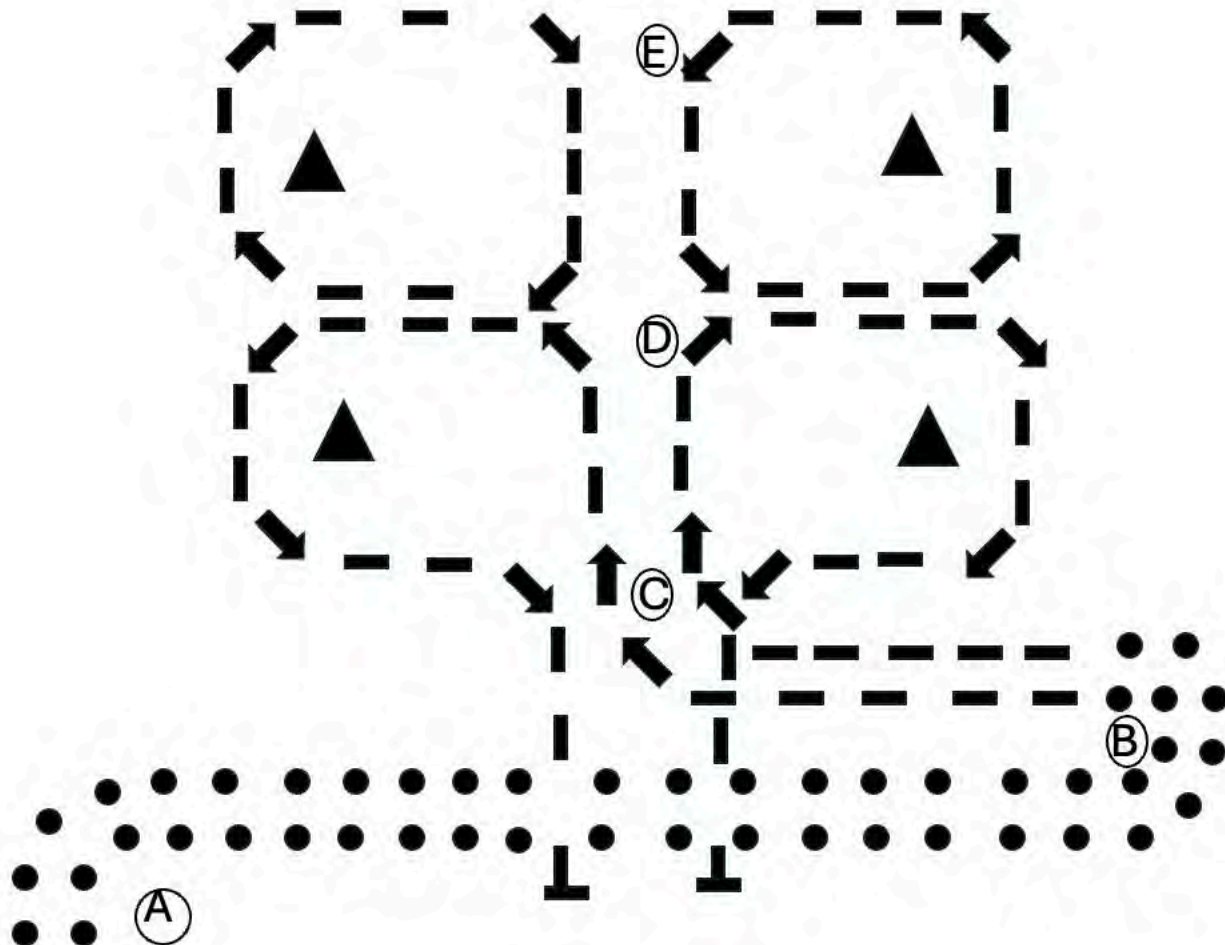


Start Here

Horsemanship Pairs- Int. /Sr.



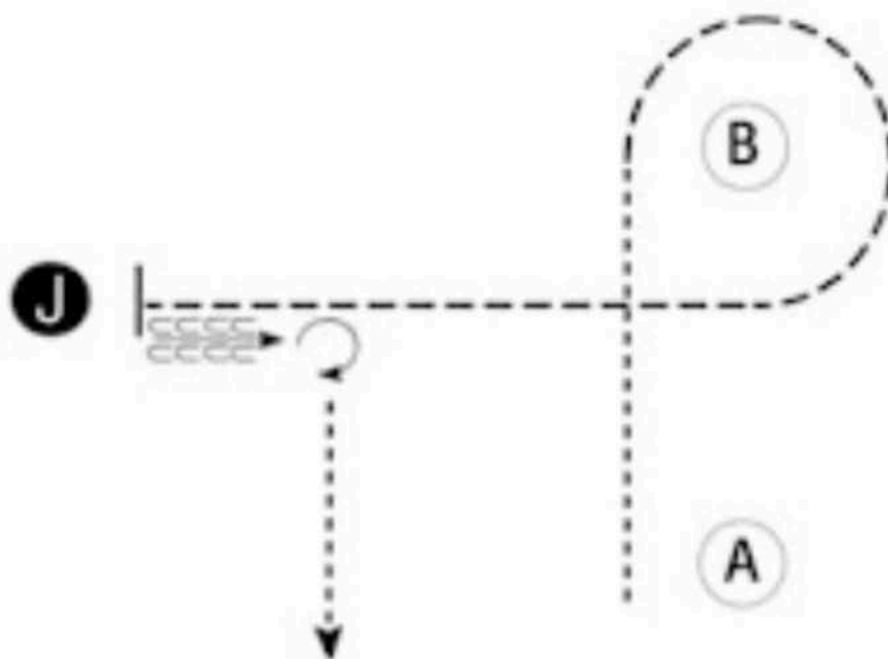
1. Walk around A to B
2. Jog around B to C
3. Lope a circle (in the opposite direction of your partner), continue loping to D, stop.
4. Turn 90° to the left.
5. Extended jog around B to D.
6. Walk to A, stop.



Horsemanship Pairs- Junior/Walk/Trot/Novice

1. Walk around A, walk to and around B.
2. Jog to C
3. (At C, partners will be on opposite sides of the cone.)
Continue jogging to D, at D jog around the outside cone to E.
4. Jog from E to D, at D Jog around the outside cone to C.
5. Jog, stop when in line with A.

Miniature Showmanship- Senior,
Intermediate, Junior



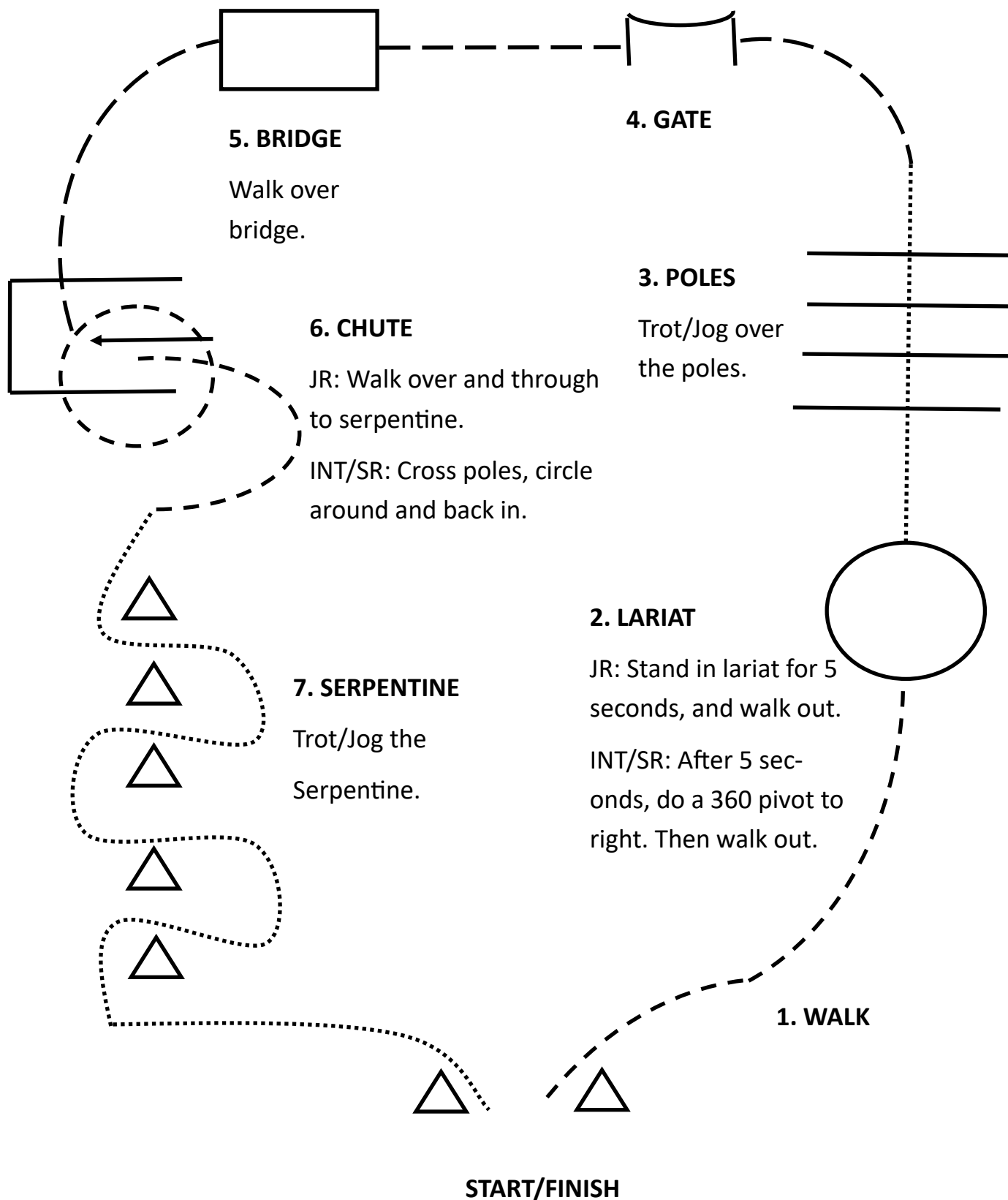
Be ready at A.

1. Walk from A to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back approximately one horse length.
5. Perform a 270 degree turn and walk away.

Please exit the arena at the direction of the ring steward.

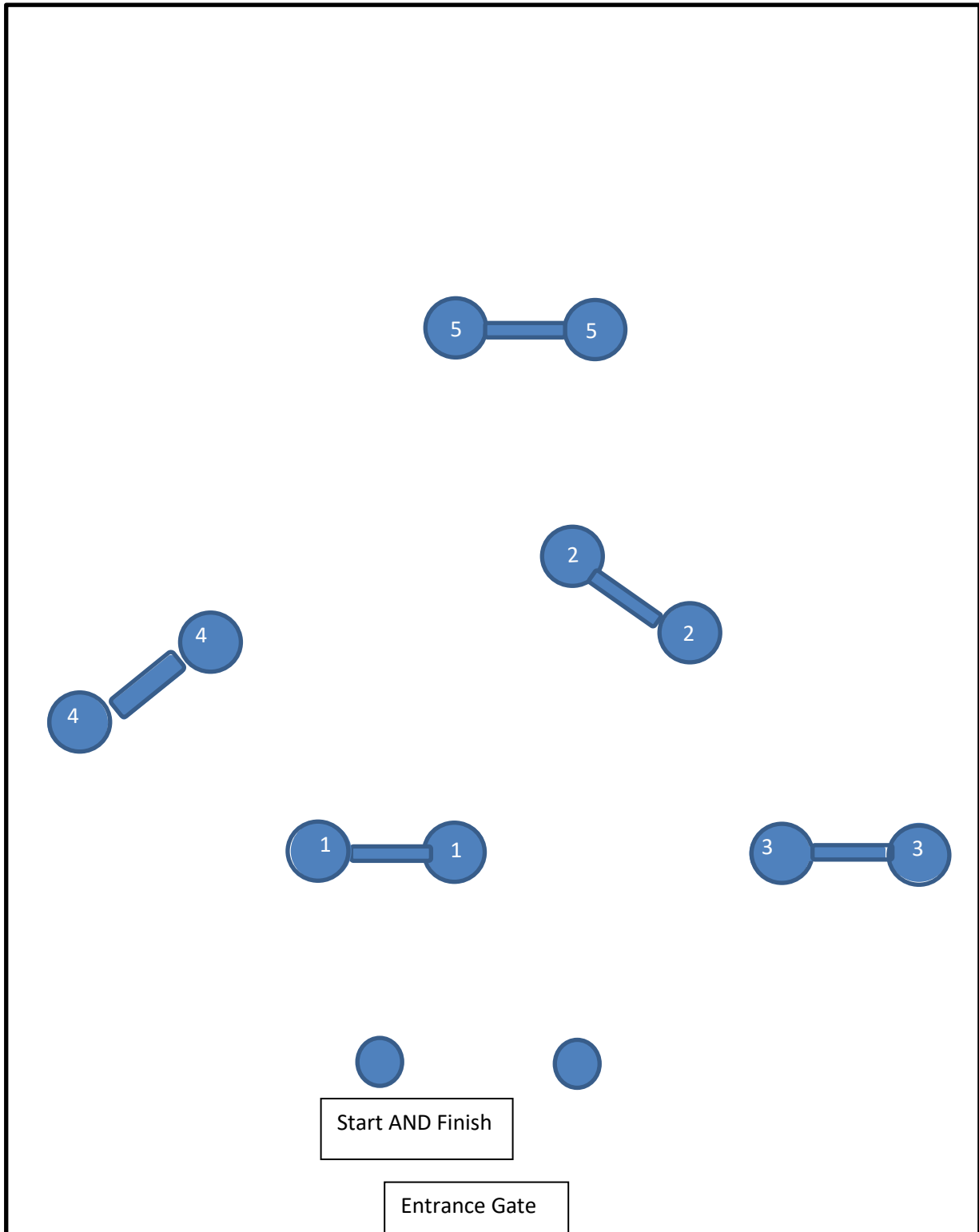
Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

Miniature Horse In-Hand Obstacle Course



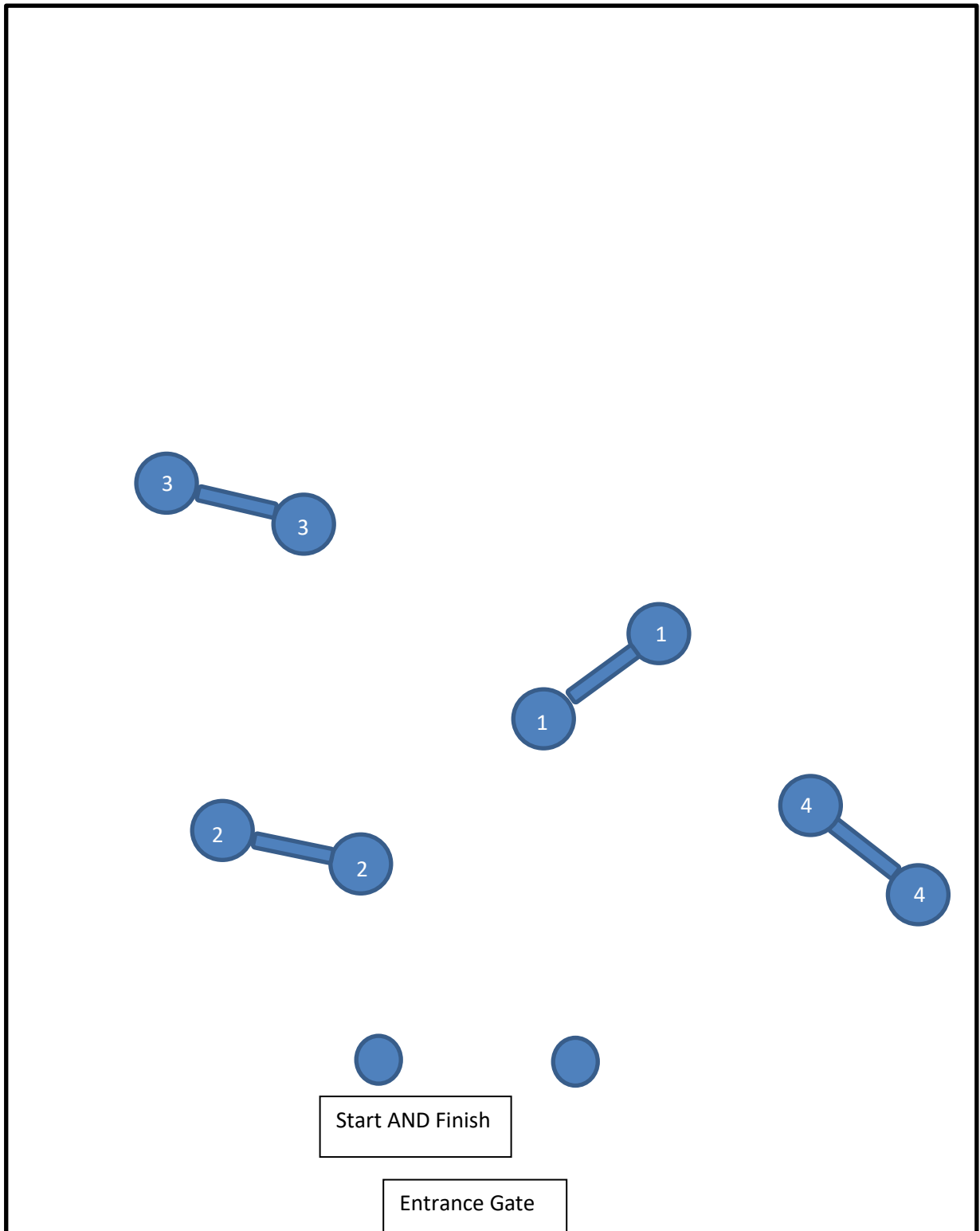
Miniature Jumping & Jump Off Courses: (1 of 2pgs)

Miniature Jumping Pattern: (Follow numerical order of jumps)

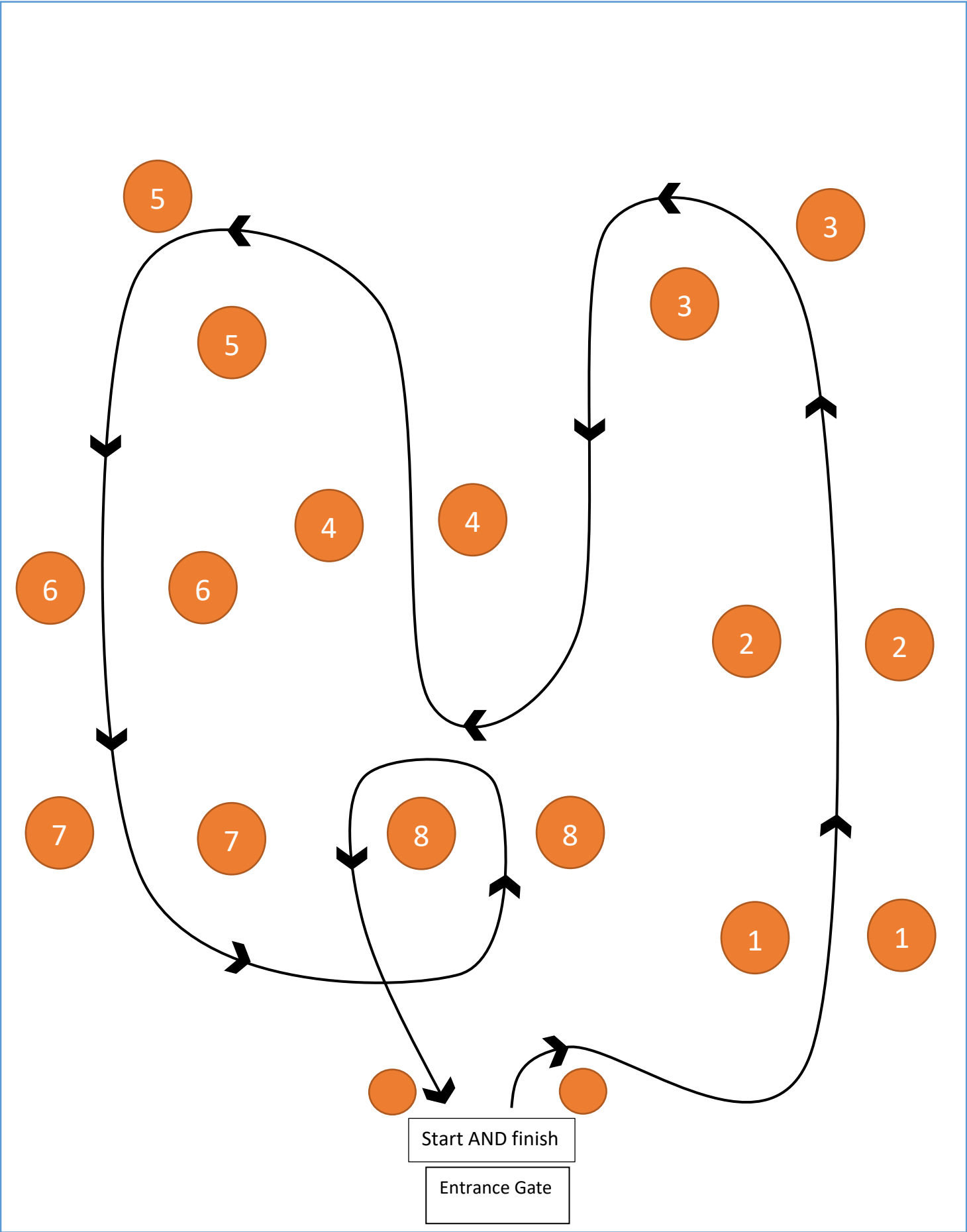


Miniature Jumping & Jump Off Courses: (2 of 2pgs)

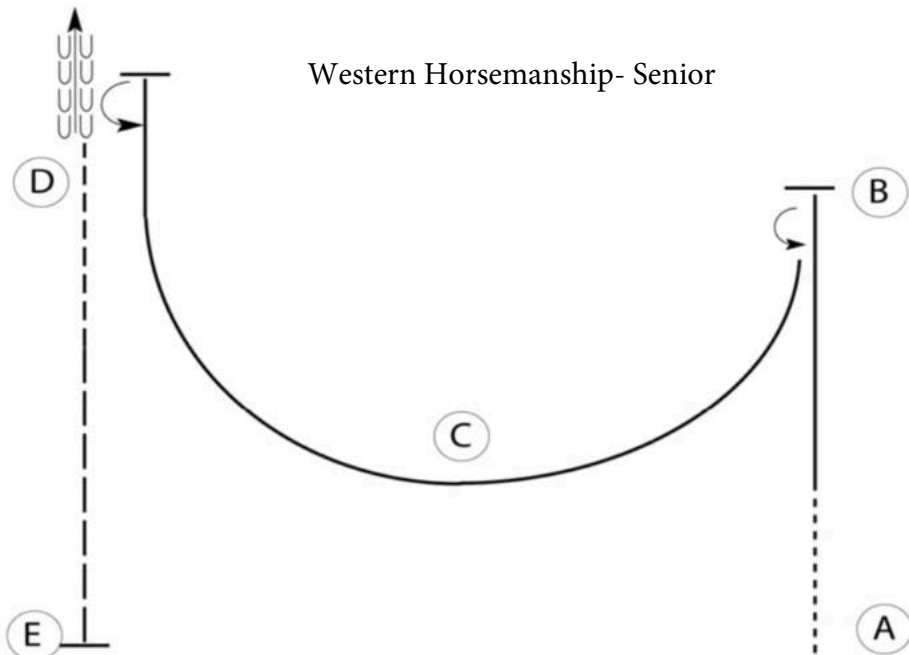
WILL ONLY USE IF THERE IS A TIE-
Miniature **JUMP OFF Pattern:** (Follow numerical order of jumps)



Miniature Timed Cones Pattern: (Follow numerical order of jumps)



Western Horsemanship- Senior



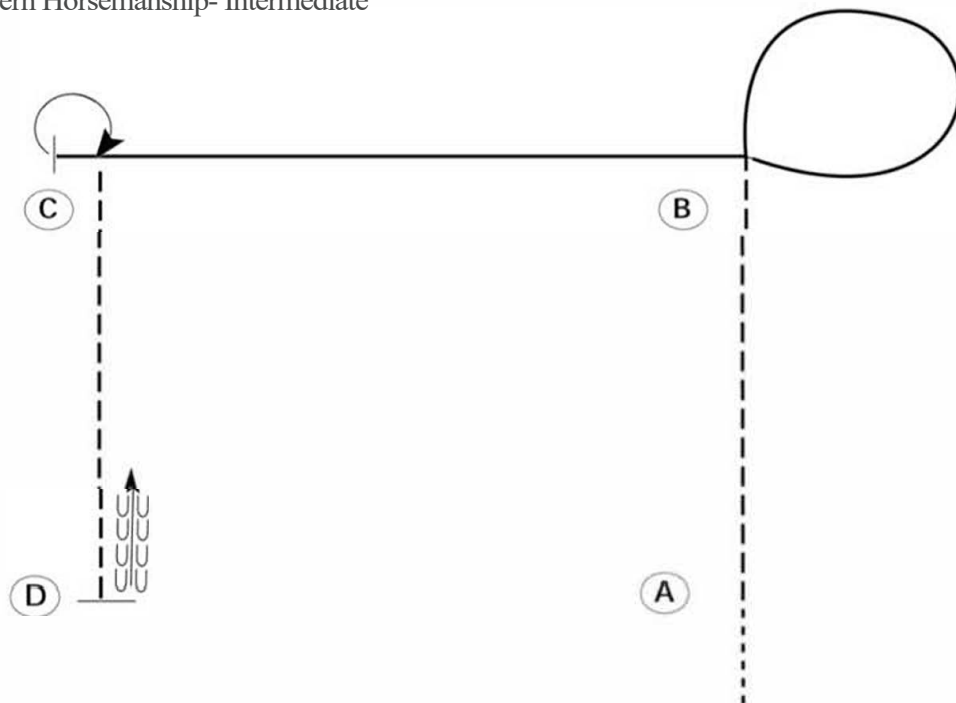
Be ready at A.

1. Walk approximately two strides from A.
2. Lope on the left lead to B.
3. Stop and perform a 180 degree turn to the left.
4. Lope on the right lead around C and past D.
5. Stop and perform a 180 degree turn to the left.
6. Back approximately one horse length.
7. Jog halfway to E.
8. Extend the jog to E.
9. Stop at E.

Follow the instructions of your ring steward.

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

Western Horsemanship- Intermediate



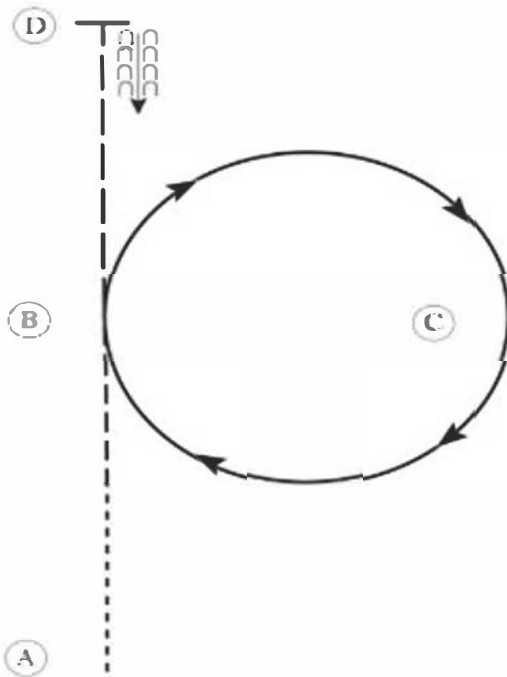
Be ready before A.

1. Walk to A.
2. Jog to B.
3. Lope on the right lead in a circle to the right.
4. Continue to lope on the right lead to C.
5. Stop at C.
6. Turn 270 degrees to the right.
7. Jog to D.
8. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← 3 3 3 3 3
Marker	(B)
Sidepass	← — — — — →

Western Horsemanship- Junior



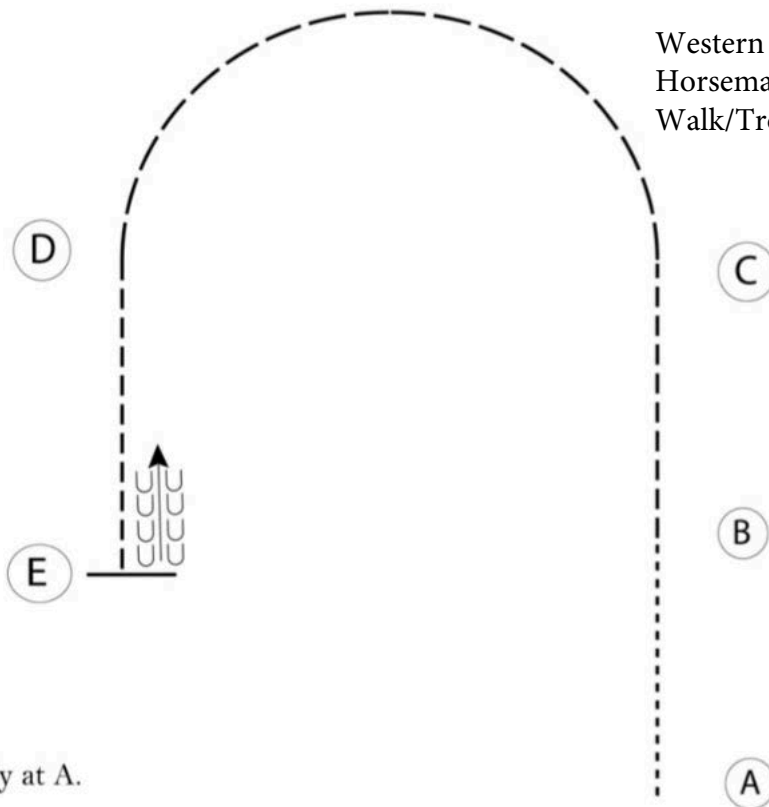
Be ready at A.

1. Walk halfway to B.
2. Jog to B.
3. Lope a circle on the right lead.
4. Extended jog from B to D.
5. Stop at D 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	←-----→

Western
Horsemanship-
Walk/Trot/Novice



Be ready at A.

1. Walk to B.
2. Jog to C.
3. Extend the jog to D.
4. Jog D to E.
5. Stop at E and back approximately one horse length.

Follow the instructions of your ring steward.

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

Support 4-H by eating at 4-H Council's food stand during the Super Fair!

4-H CLOVER CAFE Ag Society Hall **HORSESHOE CAFE** FR8Star Pavilion

Hours: Thur-Sat, 10am-9pm | Sun 10am-8pm

MEALS

WALKING TACO	\$6
HOT DOG	\$5
Meal Deal With Chips & 24 oz Drink	\$9
Add Cheese	50¢
BARBECUE PORK SANDWICH	\$8
Meal Deal With Chips & 24 oz Drink	\$12
NACHOS	\$5
Add Jalapenos.....	50¢
Add Taco Meat.....	\$2



DRINKS

Coca-Cola / Diet Coke / Coca-Cola Zero / Sprite
Mellow Yellow / Dr Pepper / Barq's Root Beer
Minute Maid Lemonade / Gold Peak Tea

Large (32 oz) (\$2 Forever Refills)	\$5
Regular (24 oz)	\$3
Small (16 oz).....	\$2
Powerade (20 oz Bottle)	\$4
Dasani Bottled Water	\$2
Cup of Ice	50¢
Coffee (16 oz)	\$3
Cappuccino French Vanilla / Hot Chocolate ...	\$4



SNACKS

Donut	\$2
Cotton Candy	\$4
Colby Ridge Popcorn	\$3
Chips (Fritos Not Included)	\$2
Dill Pickle	\$1
String Cheese	50¢
Rice Krispies Treat	\$1
Gogo Squeez Applesauce	\$1
Gardetto's / Goldfish Crackers	\$1
Ring Pops	\$1
Ice Cream Sandwich / Drumstick Cone	\$3
Frozen Gogurt	\$1
Snow Cone Cherry / Blue Raspberry.....	\$4

