

# Southern District III Horse and Pony Show Example Patterns

2017

## Showmanship

Jr., Five & Under Patterns 1 and 2  
Intermediate Patterns 1 and 2  
Senior Patterns 1 and 2

## Ranch Pleasure

Pattern 1  
Pattern 2  
Pattern 3  
Pattern 4

## Western Horsemanship

Walk/Trot Pattern 1 and 2  
Jr. and Five & Under  
Intermediate  
Senior

## Western Reining

Walk/Trot Patterns 1-4  
Jr. and Five & Under Patterns 1-4  
Intermediate Patterns 1-4  
Senior Patterns 1-4

## Western Riding (Intermediate & Sr. Division only)

Pattern 1  
Pattern 2

## English Equitation

Jr. Patterns 1-2  
Intermediate and Senior Patterns 1-2

## English Equitation over Fences

Level A1 ground rails  
Level I Patterns 1-2  
Level II, III, IV Patterns 1-2

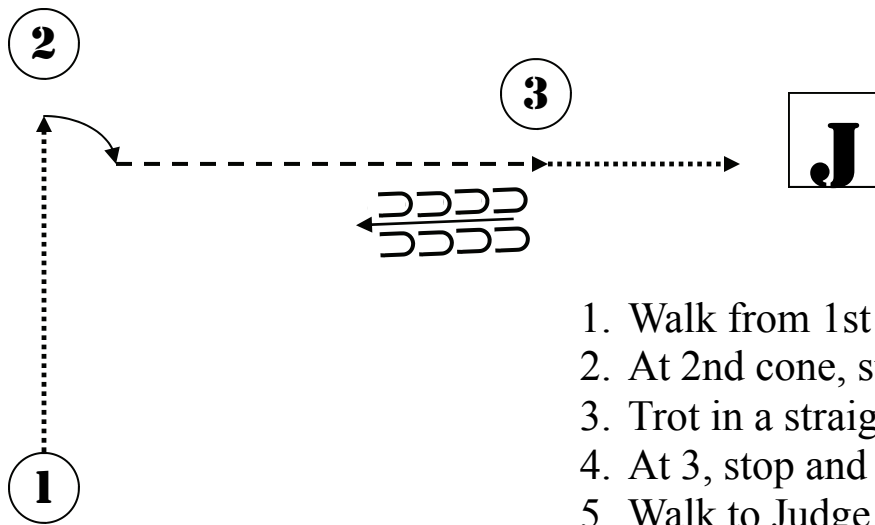
## Horsemanship Skills Check-list

Walk Trot  
Junior  
Intermediate  
Senior

## Ranch Horse Skills Check-list

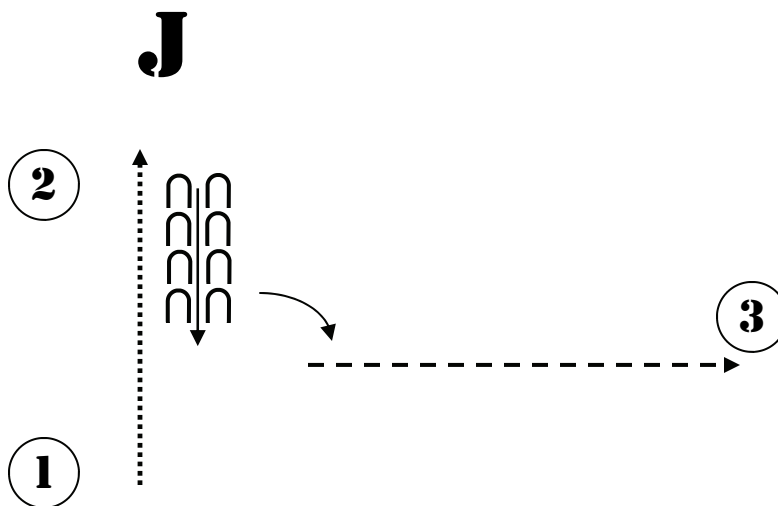
Level 1  
Level 2  
Level 3

## Showmanship Jr I, II and Five & Under Horse Pattern 1



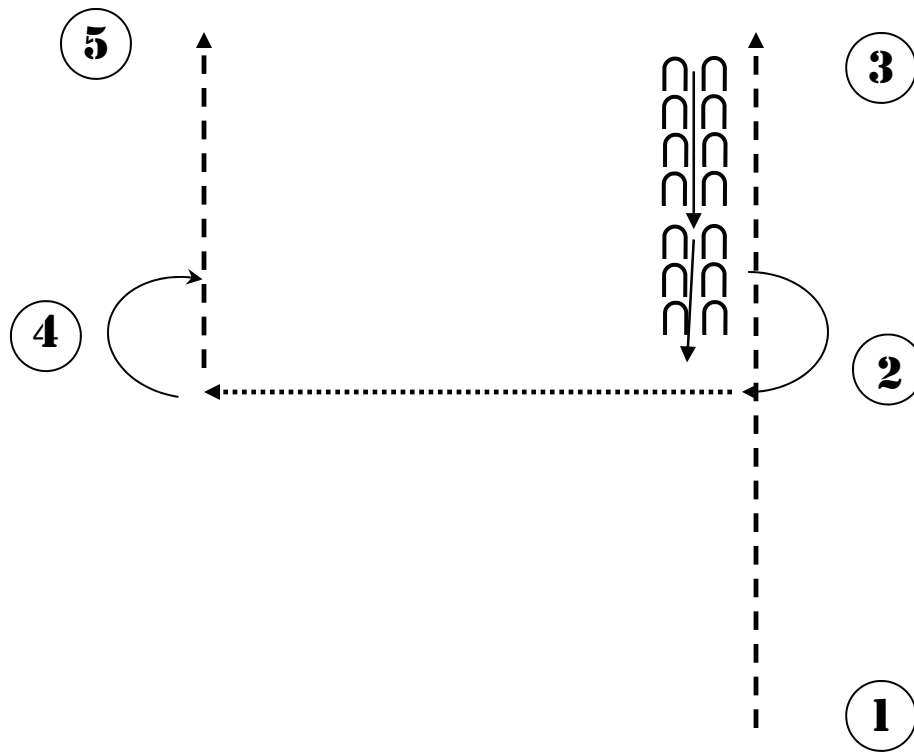
1. Walk from 1st cone to 2nd
2. At 2nd cone, stop and pivot 90 degrees.
3. Trot in a straight line from 2 to 3.
4. At 3, stop and back
5. Walk to Judge and set up for inspection

## Showmanship Jr I, II, and Five & Under Horse Pattern 2



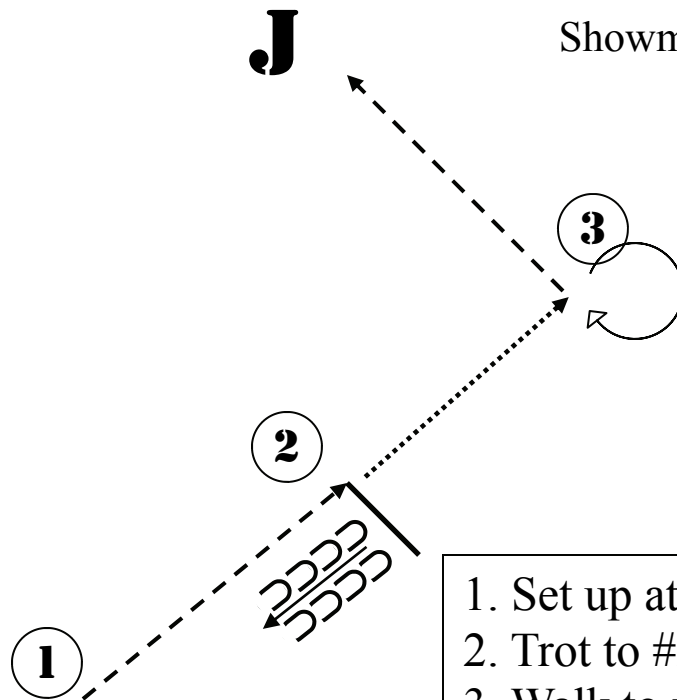
1. Start at 1st cone
2. Walk to 2nd cone
3. Back 4 steps
4. Set up for inspection
5. 90 degree turn
6. Trot to 3, stop
7. Line up

## Showmanship Intermediate Pattern 1



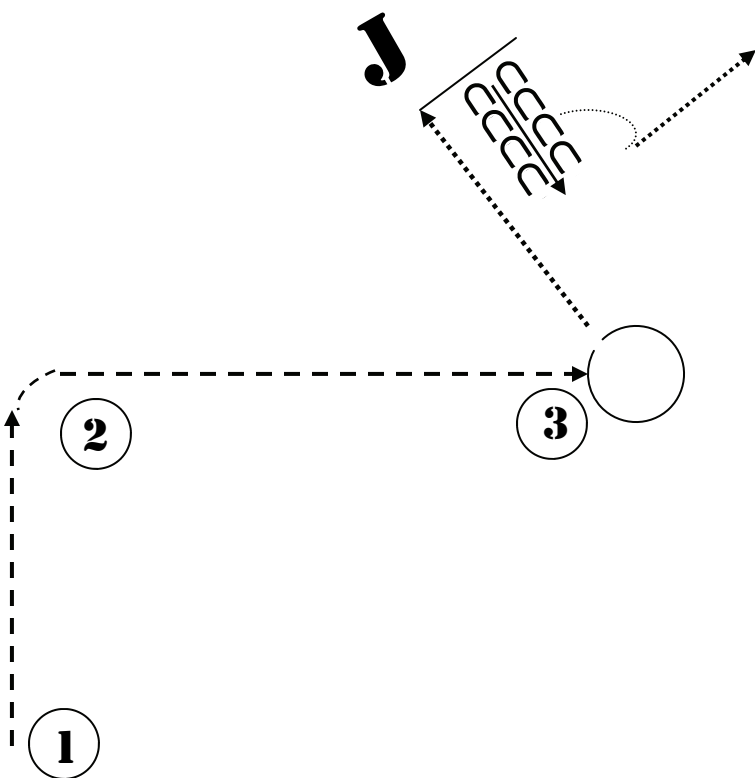
1. Trot from 1st cone to #3 cone.
2. Back from #3 to #2
3. 270 degree pivot to right
4. Walk from #2 to #4
5. 90 degree turn
6. Trot to #5
7. Stop and set up for inspection

## Showmanship Intermediate Pattern 2



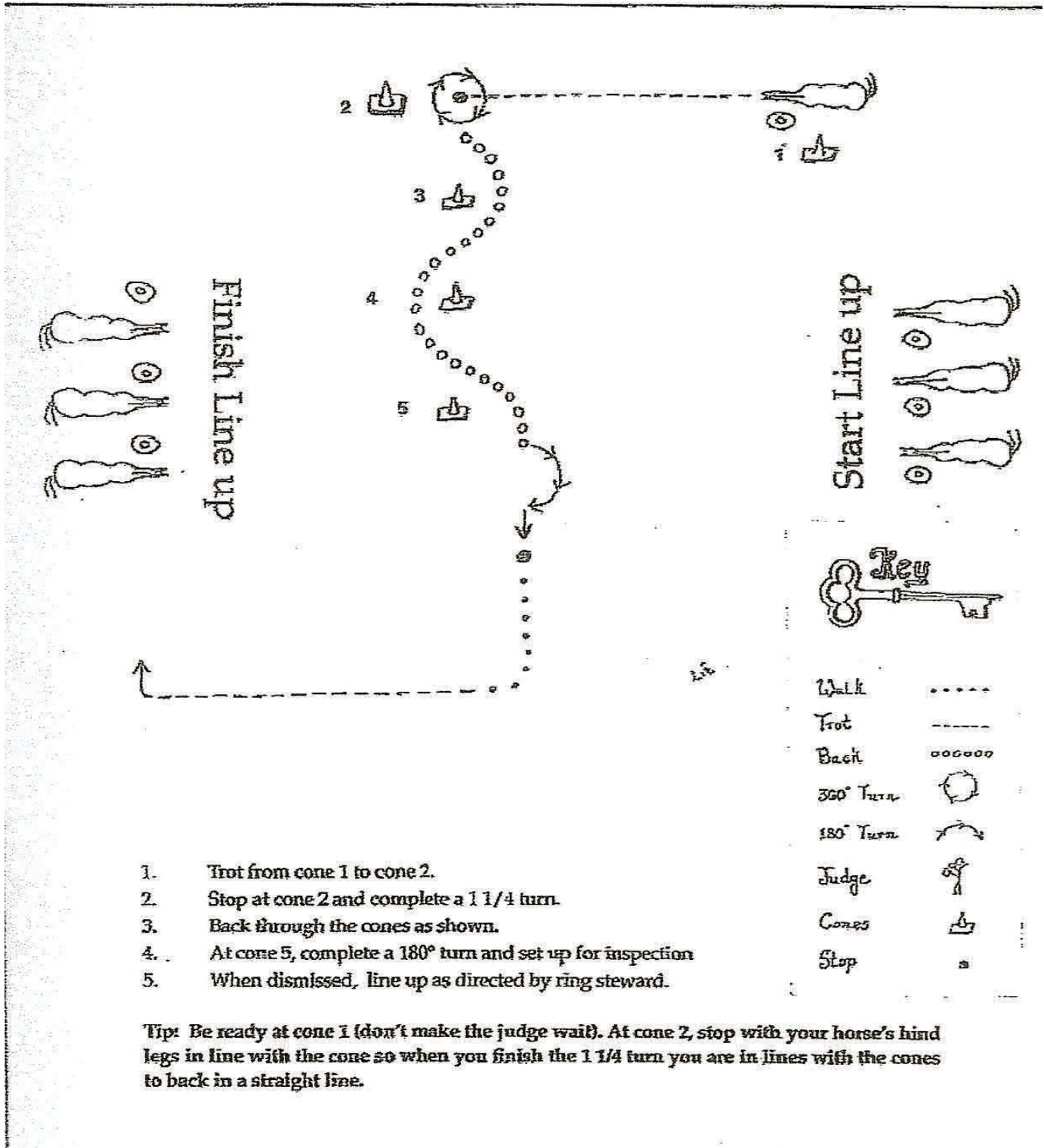
1. Set up at #1 wait for judge to nod
2. Trot to #2, Stop Back 5 steps
3. Walk to #3, Stop, do a 270 degree Pivot
4. Trot to Judge, Set up for inspection
5. When dismissed, line up

# Showmanship Senior Pattern 1



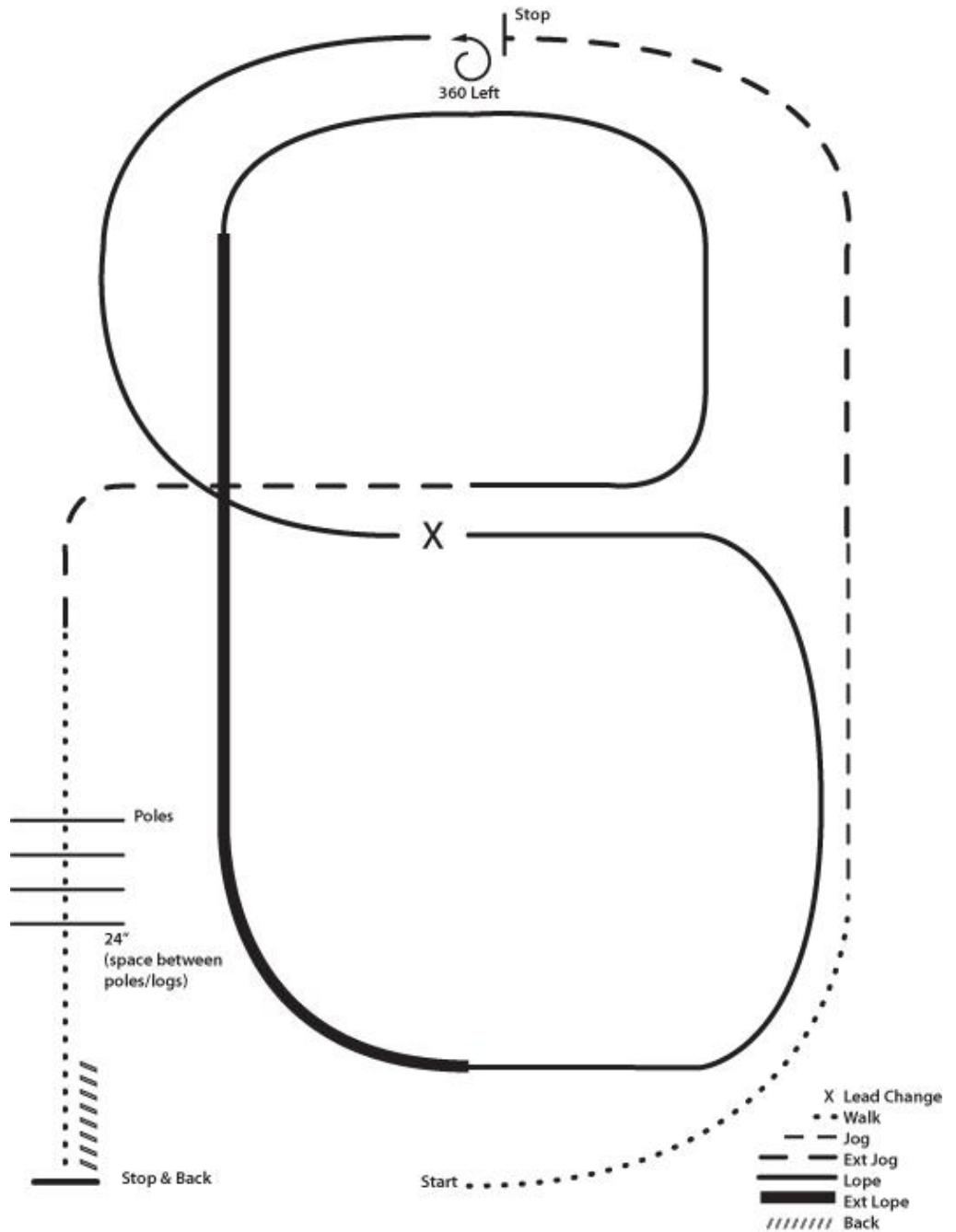
1. Trot from #1, around #2 to #3.
2. Stop.
3. 110 degree pivot
4. Walk to Judge, set up for inspection.
5. When dismissed, back up 4 steps.
6. 90 degree pivot.
7. Walk to line up

# Showmanship Senior Pattern 2



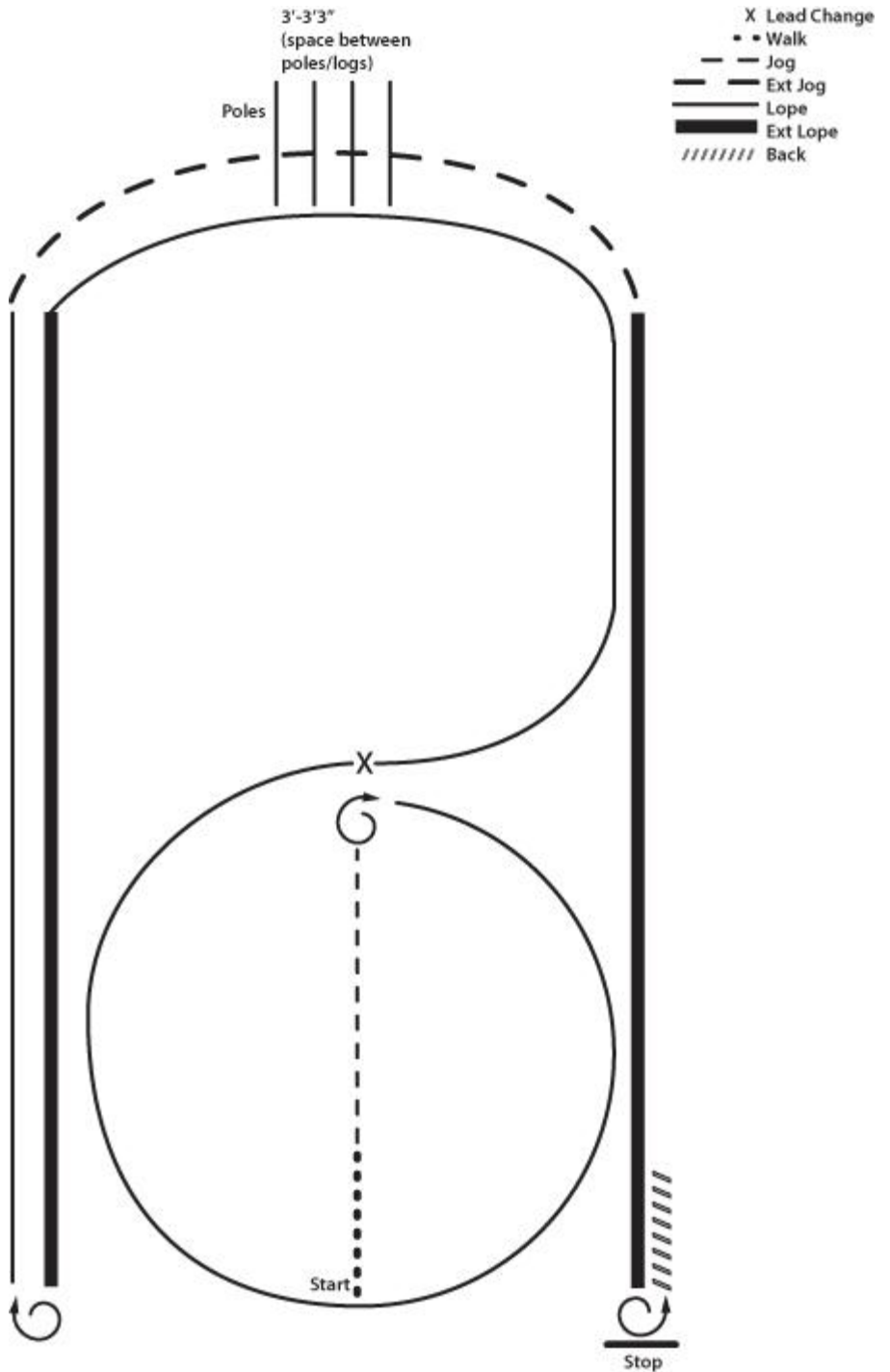
# RANCH PLEASURE – PATTERN I

1. Walk
2. Jog
3. Extend the jog ,at the top of the arena ,stop
4. 360 turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back



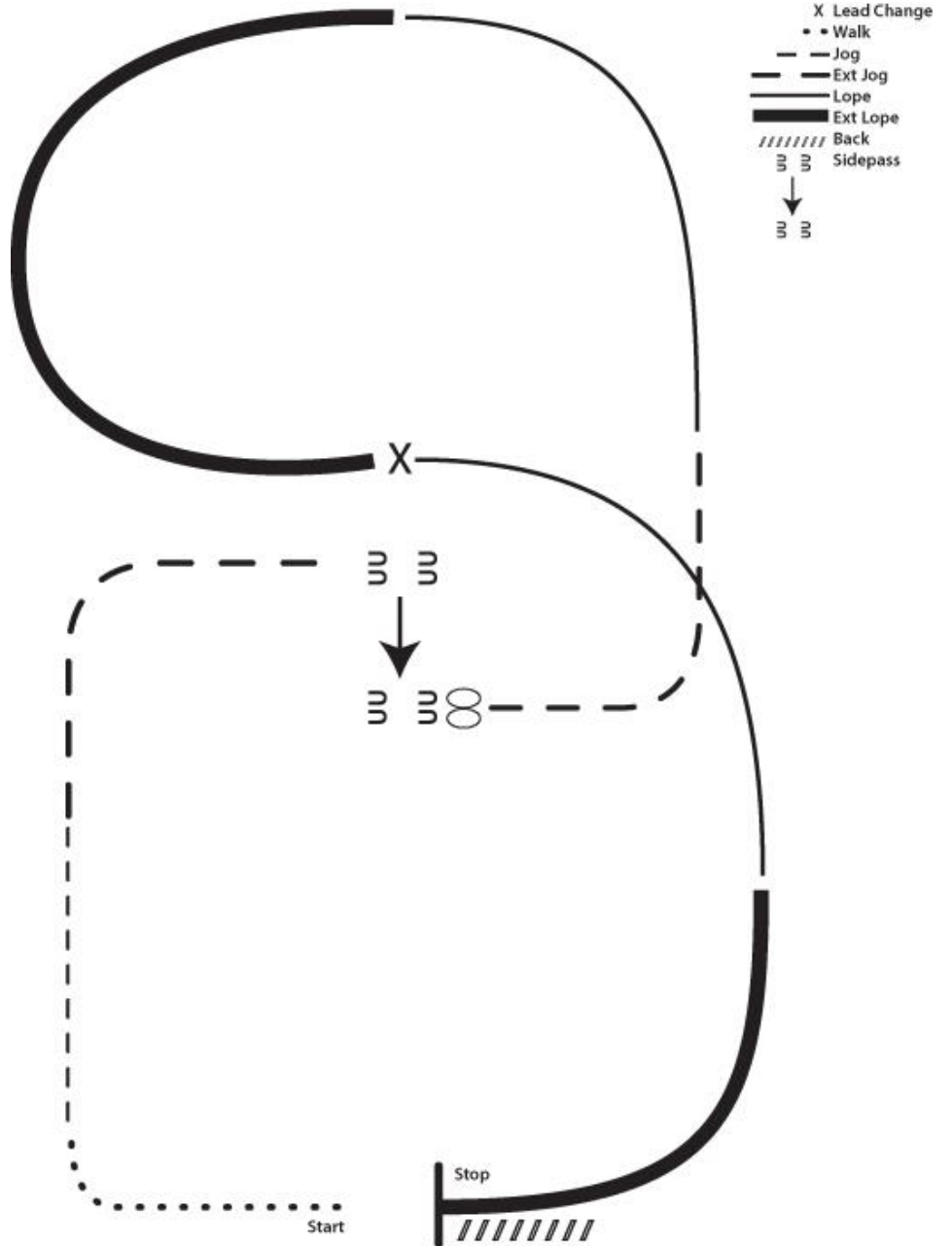
# RANCH PLEASURE – PATTERN II

1. Walk
2. Jog
3. Stop, do 1 1/4 turn to the right
4. Lope small circle on the right lead
5. Change leads, (simple or flying) lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do 2 1/2 turns right
8. Lope straight on the right lead
9. Extend the jog around end of the arena across poles/logs
10. Extend lope on right lead
11. Stop, do 2 turns left
12. Back



# RANCH PLEASURE – PATTERN III

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





# RANCH PLEASURE – PATTERN IV

1. Jog serpentine

2. Lope left lead around the end of the arena and then diagonally across the arena

3. Change leads (simple or flying) and lope on the right lead around end of the arena

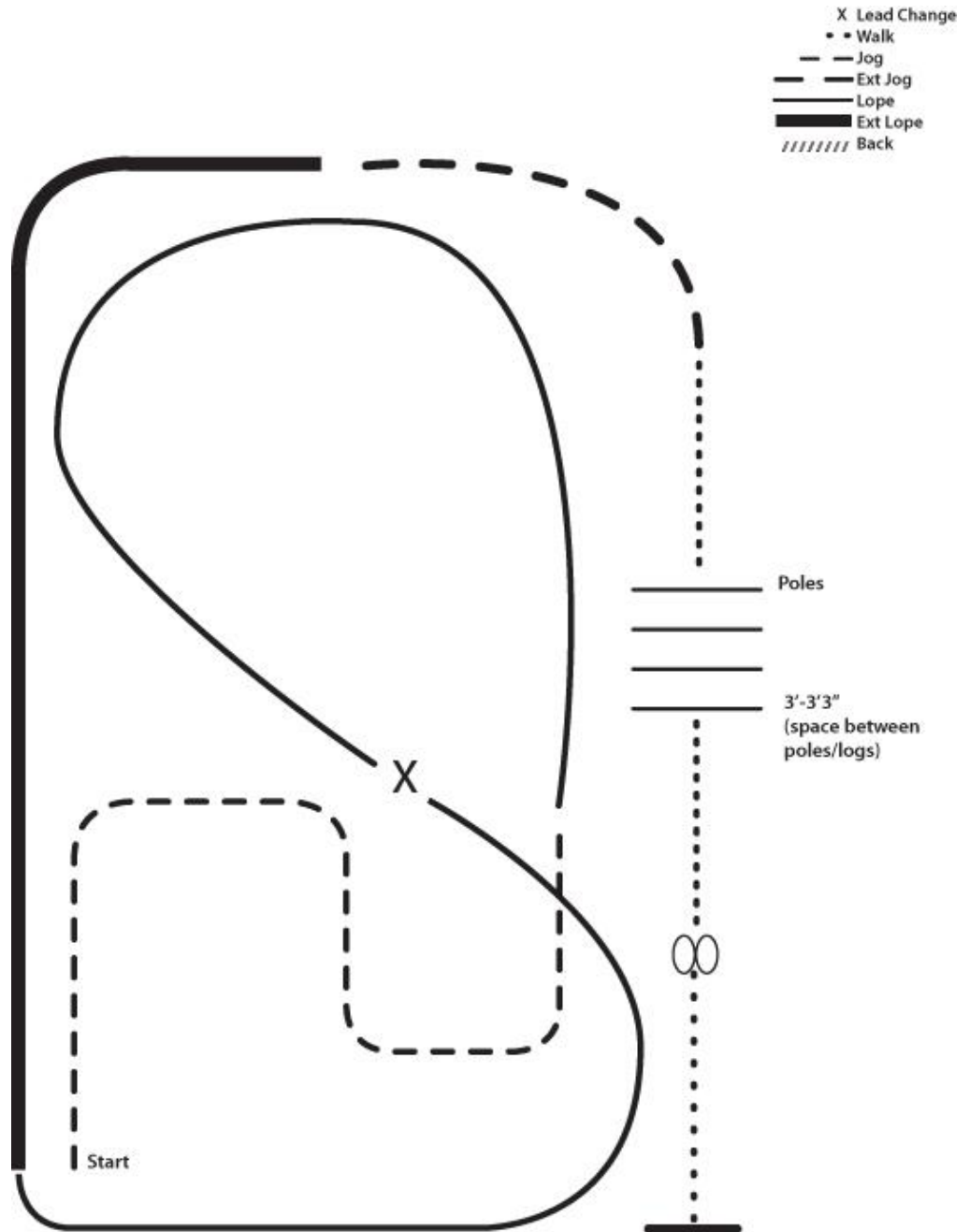
4. Extend lope on the straight away and around corner to the center of the arena

5. Extend jog around corner of the arena

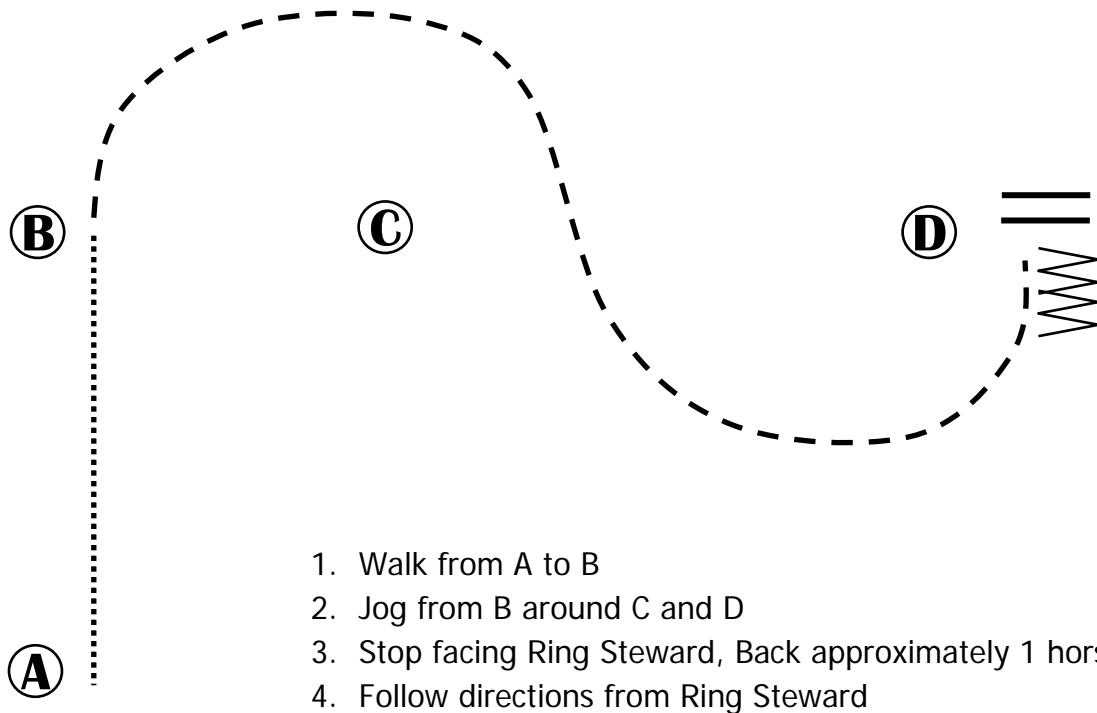
6. Collect to a jog, jog over poles

7. Stop, do 360 turn each direction (either direction 1st) (L-R or R-L)

8. Walk

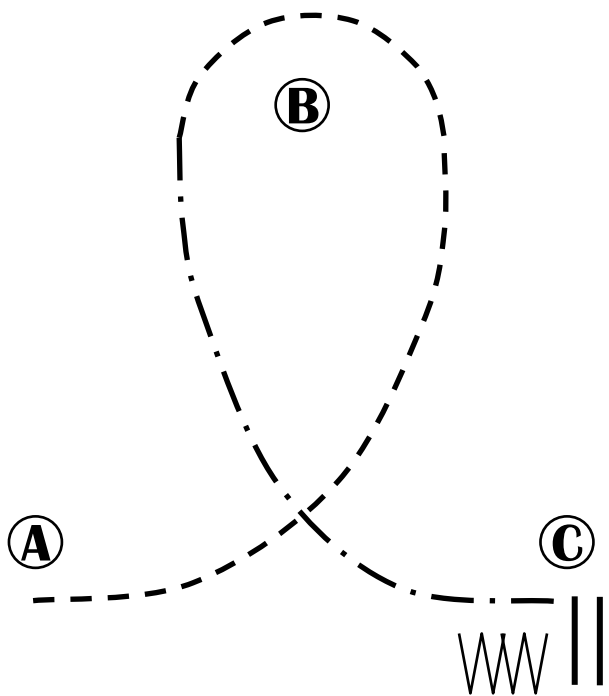


# Horsemanship Walk/Trot Pattern 1



---

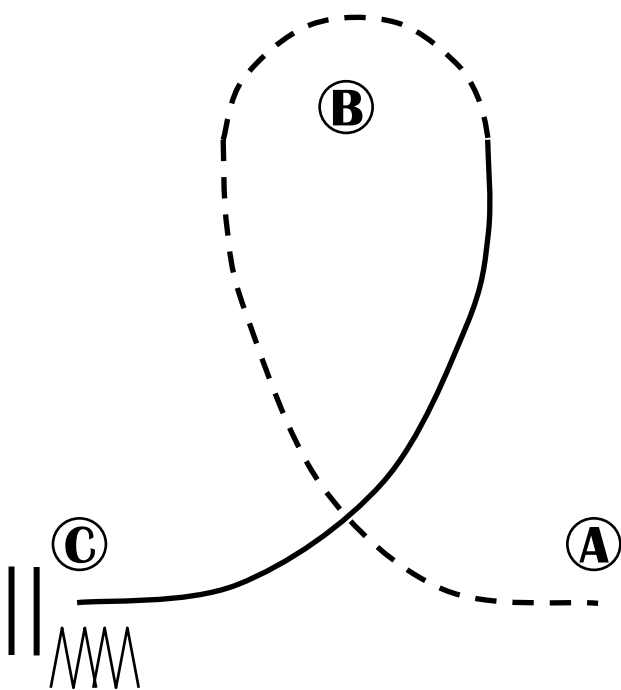
# Horsemanship Walk/Trot Pattern 2



1. Jog from A around B
2. Extended Jog from B to C
3. Stop at C, back 3 steps
4. Follow directions from Ring Steward

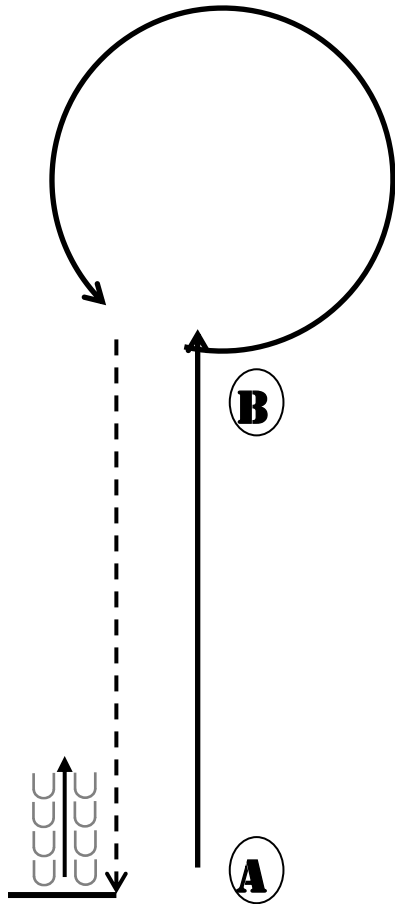
---

## Horsemanship Jr 1, Jr 2 and 5&Under Horse



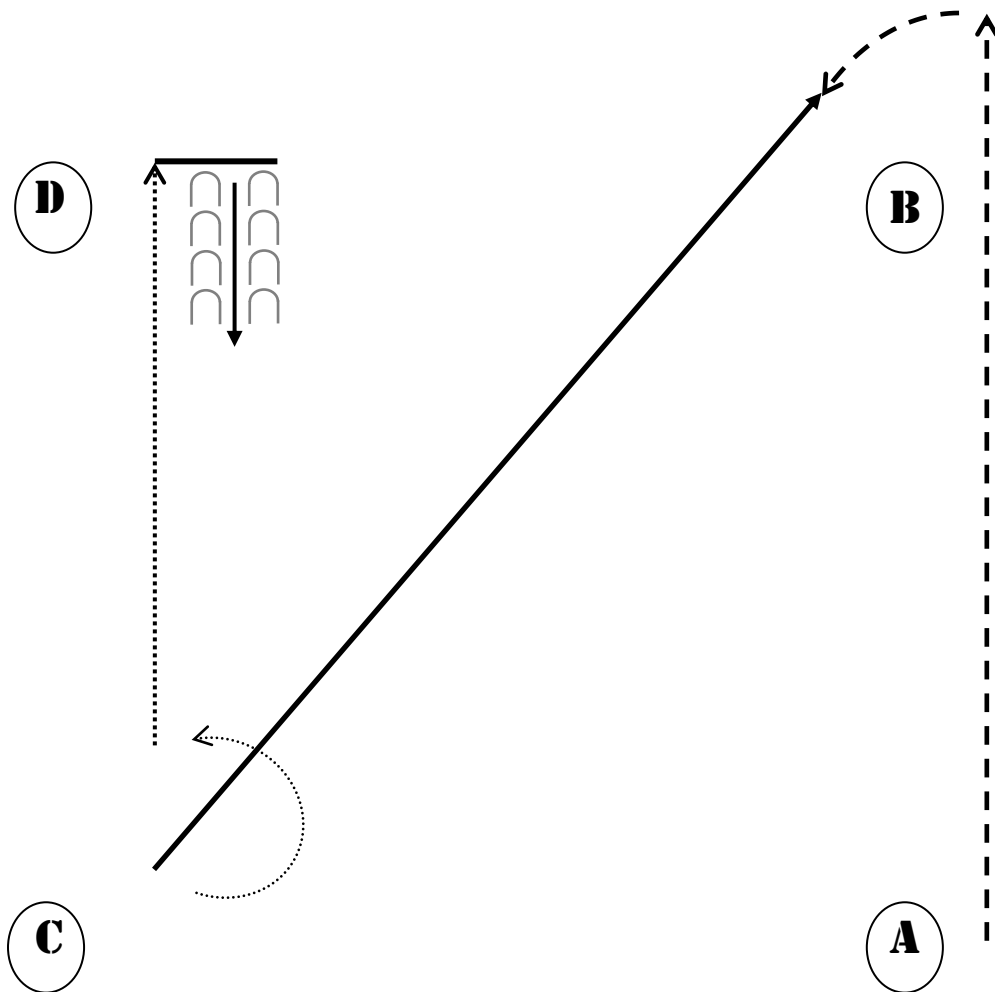
1. Jog from A around B
2. Lope Right lead to C
3. Stop at C, back 4 steps
4. Follow directions from Ring Steward

# Horsemanship Intermediate



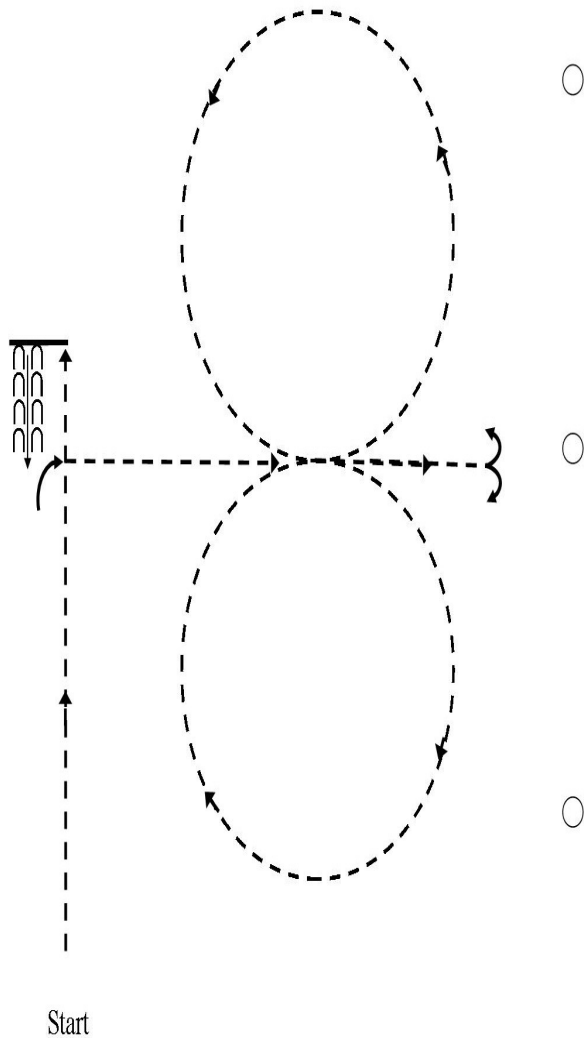
1. Lope right lead from A to B
2. Stop at B, 90 degree turn.
3. Lope circle left lead to B
4. Jog from B to A
5. Stop.
6. Back up at least 4 steps

# Horsemanship Senior



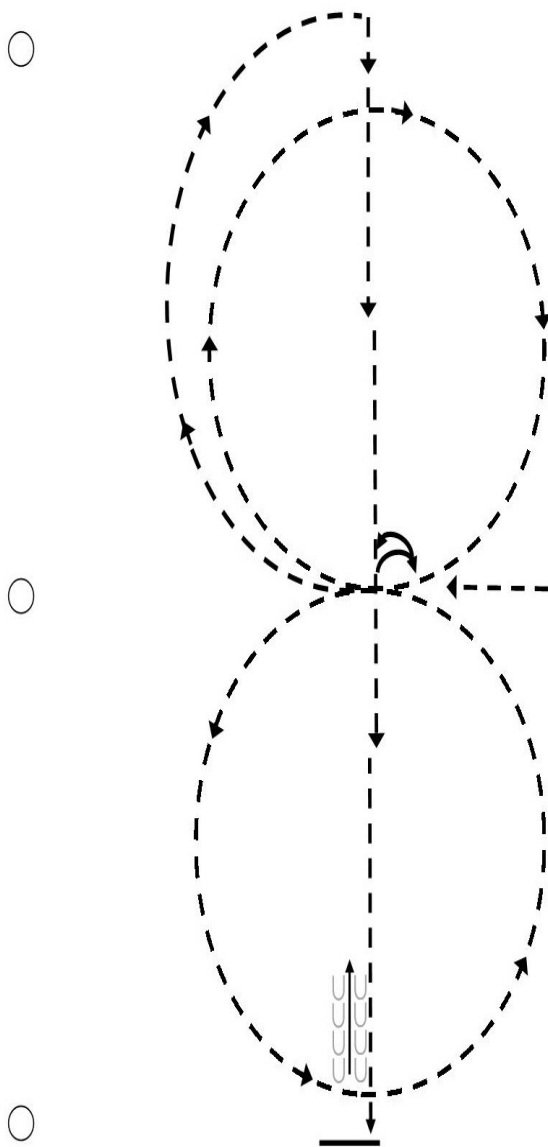
1. Extended jog from A to B
2. Lope from B to C
3. 270 degree turn at C
4. Walk from C to D
5. Stop and back at least 4 steps

# Reining Walk-Trot Pattern 1



1. Jog past Center marker,
2. Stop, back to center.
3. 1/4 turn right jog to center.
4. Jog 1 circle to Right
5. Jog 1 circle to Left
6. Continue to cone, stop
7. 1/4 spin to Right
8. 1/4 spin to Left.

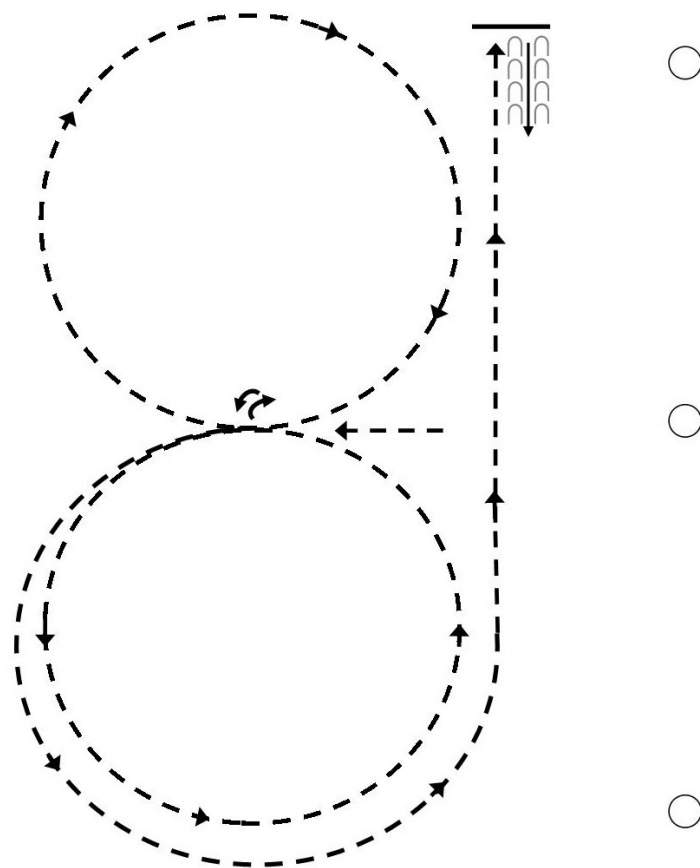
# Reining Walk-Trot Pattern 2



Pattern begins in center of arena:  
Walk or jog to center, stop.

1. 1/4 spin right, 1/4 spin left
2. Jog 1 circle to Right.
3. Jog 1 circle to Left.
4. Jog 1/2 circle to right.
5. Turn and extend trot down center
6. Stop at end marker
7. Back

# Reining Walk-Trot Pattern 3

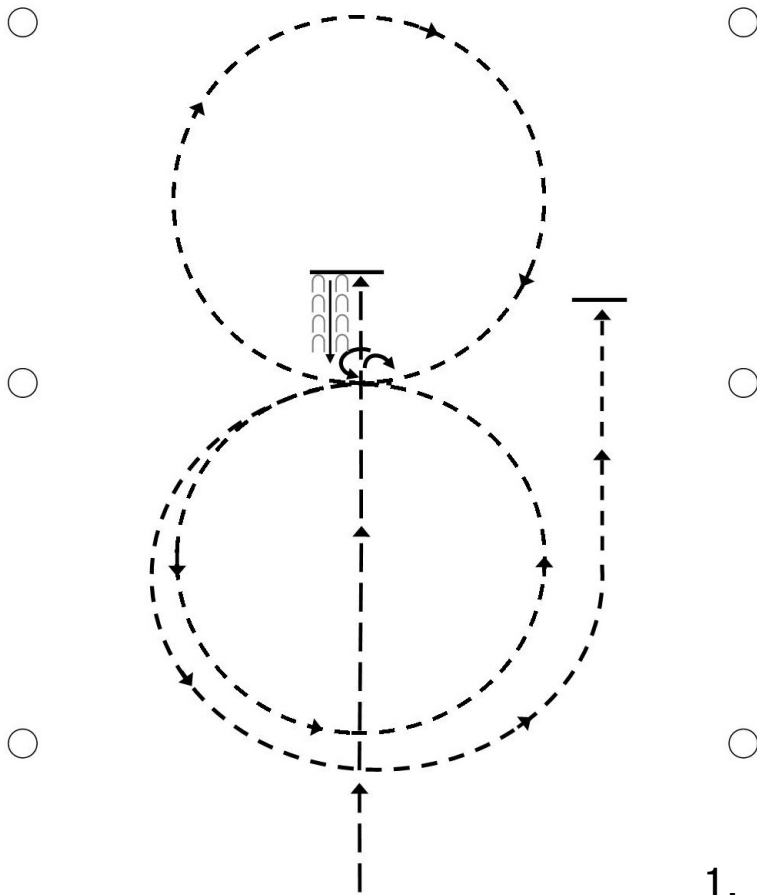


Pattern begins in center of arena:  
Walk or jog to center, stop.

1. Jog 1 circle to left.
2. Stop
3. 1/4 spin left , 1/4 spin right
4. Jog 1 circle to right.
5. Jog to left and around end of arena.
6. Stop, Back

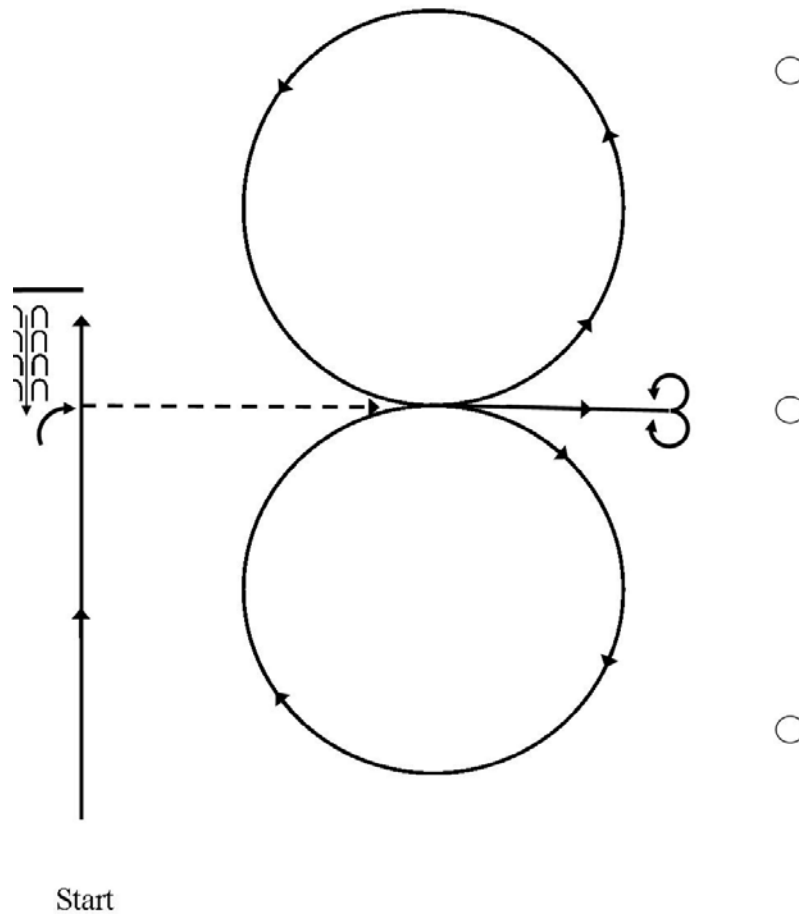


# Reining Walk-Trot Pattern 4



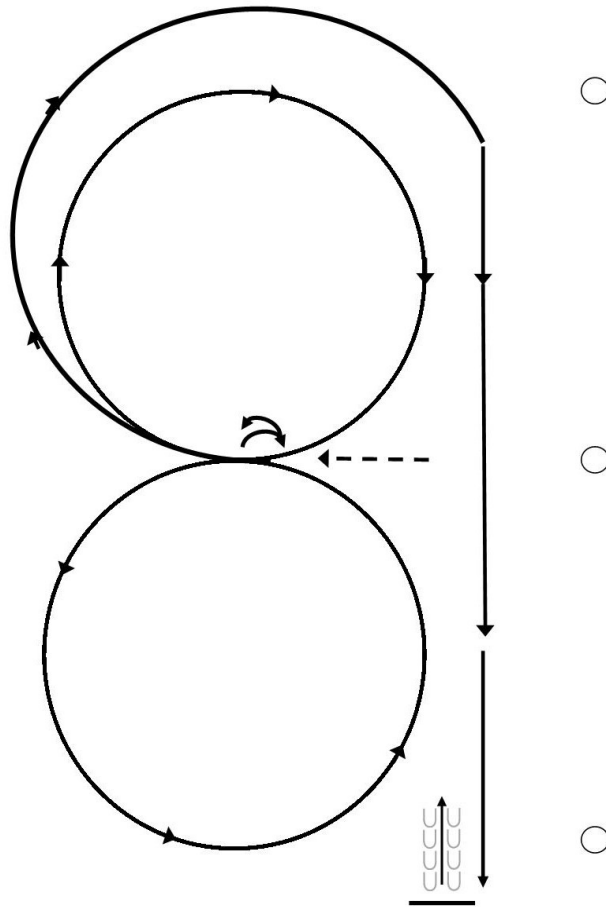
1. Extended trot down center of arena, past center marker
2. Stop, back to center.
3. 1/4 spin right, 1/2 spin left.
4. Jog 1 circle to left.
5. Jog 1 circle to right.
6. Jog circle to left.
7. Do not close circle, continue around end of arena.
8. Stop even with center marker.

# Reining Junior I, II and 5 and under horse Pattern 1



1. Run past Center marker, back to center.
2. 1/4 turn right, jog to center.
3. Lope 1 circle to Right
4. Lope 1 circle to Left
5. Continue towards center marker, stop at least 20 feet from fence
6. 1/2 spin to Right
7. 1/2 spin to Left.

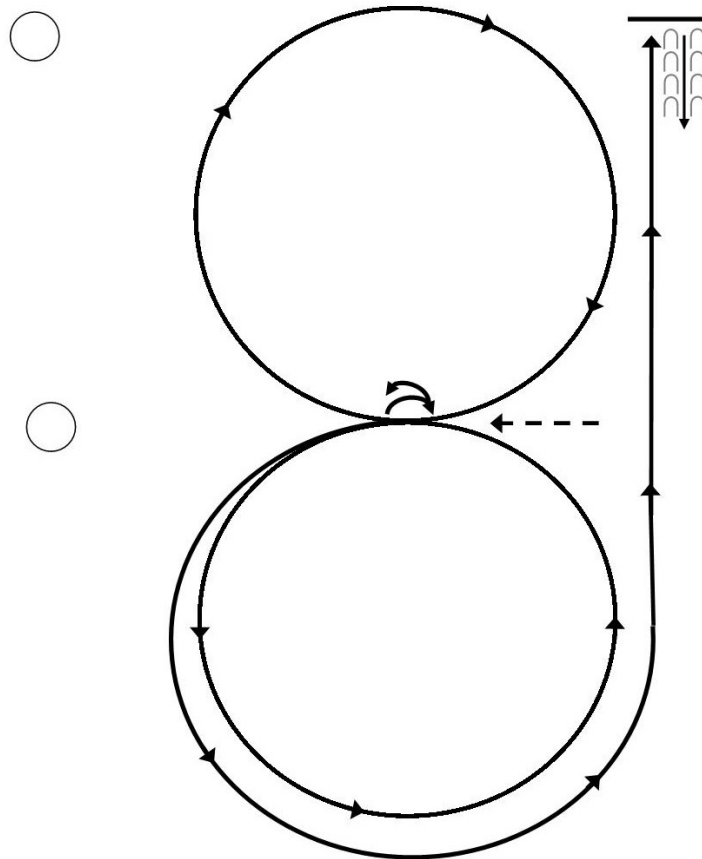
# Reining Junior I, II and 5 and under horse Pattern 2



Pattern begins in center of arena: Walk or jog to center, stop.

1. 1/2 spin right, 1/2 spin left
2. Lope 1 circle to Right,
3. Lead change.
4. Lope 1 circle to Left,
5. Lead change.
6. Lope 1/2 circle to right.
7. Turn and run down past end marker
8. Stop and Back

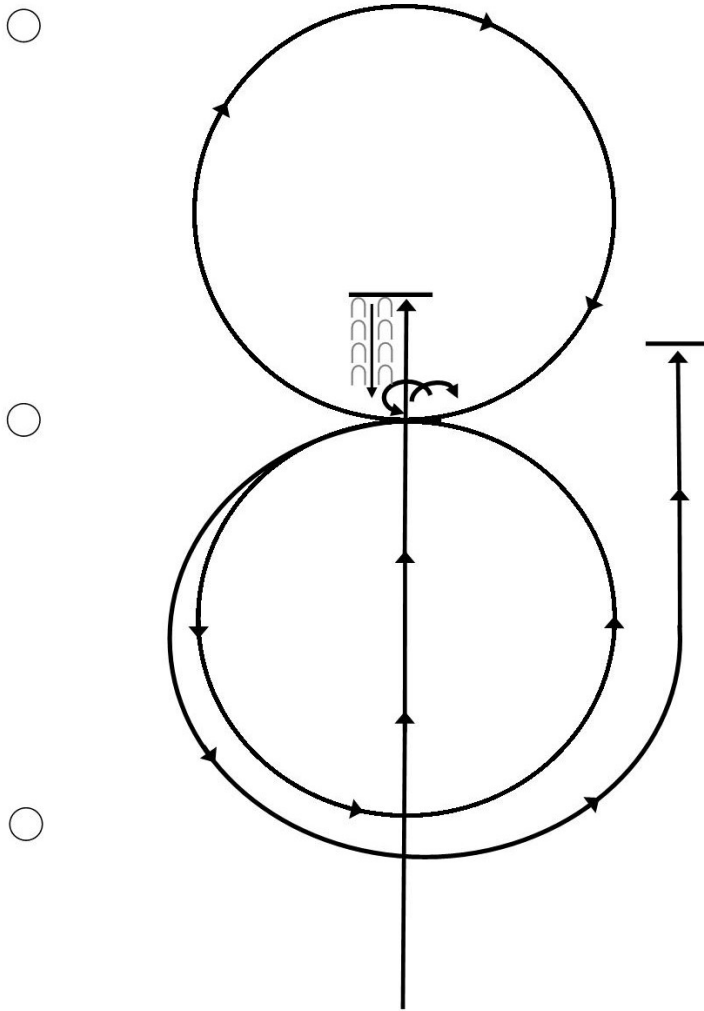
# Reining Junior I, II and 5 and under horse Pattern 3



Pattern begins in center of arena:  
Walk or jog to center, stop.

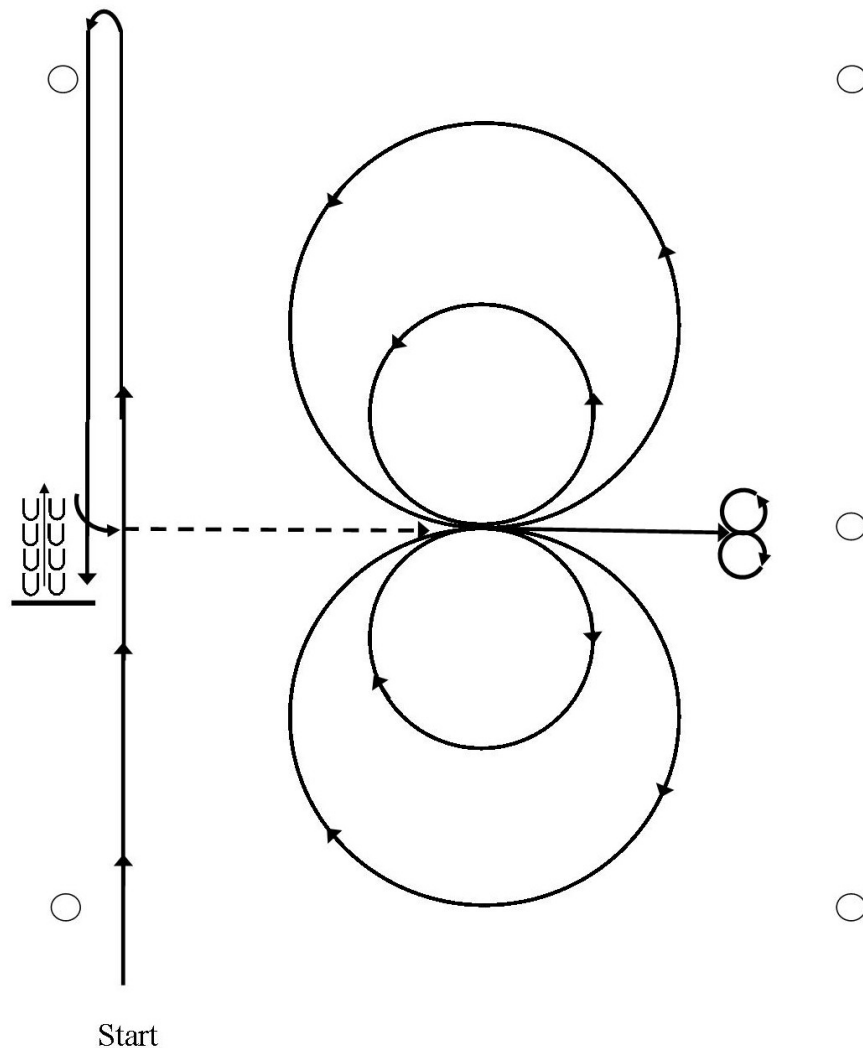
1. Lope 1 circle to left.
2. Stop
3. 1/2 spin left , 1/2 spin right
4. Lope 1 circle to right.
5. lead change.
6. Lope around end of arena, run to end
7. Stop, Back

# Reining Junior I, II and 5 and under horse Pattern 4



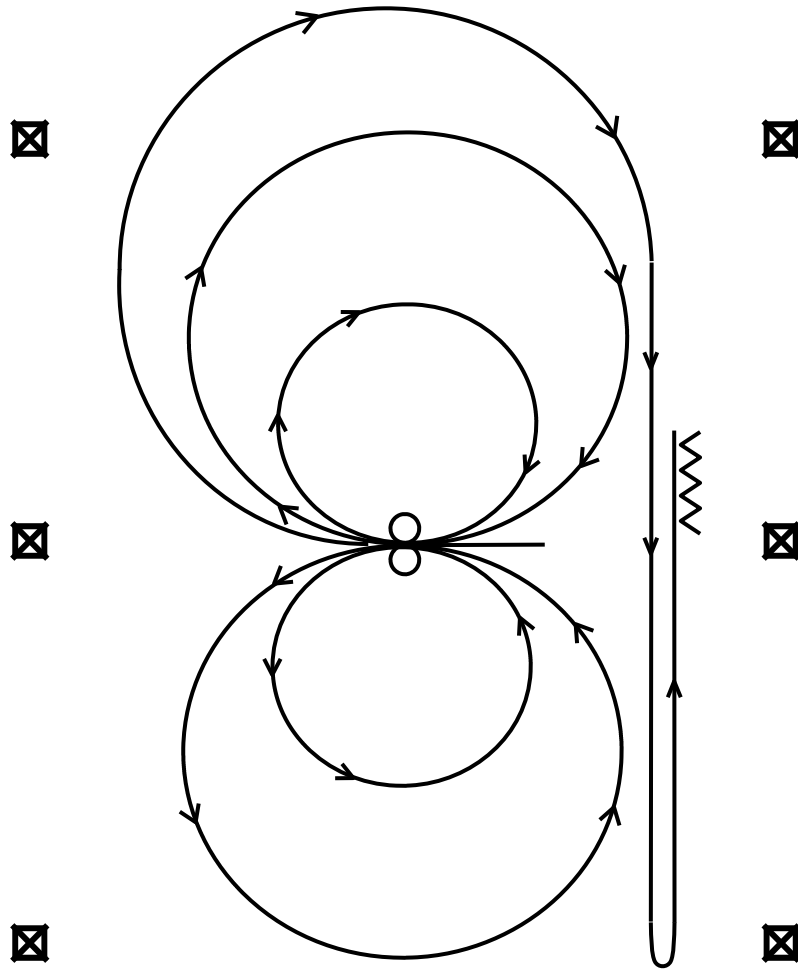
1. Run down center of arena, past center marker
2. Stop, back to center.
3. 1/2 spin right, 3/4 spin left.
4. Lope 1 circle to left.
5. Lead change
6. Lope 1 circle to right.
7. Lead change, Lope left lead.
8. Do not close circle, continue around end of arena.
9. Stop even with center cone.

# Reining Intermediate Pattern 1



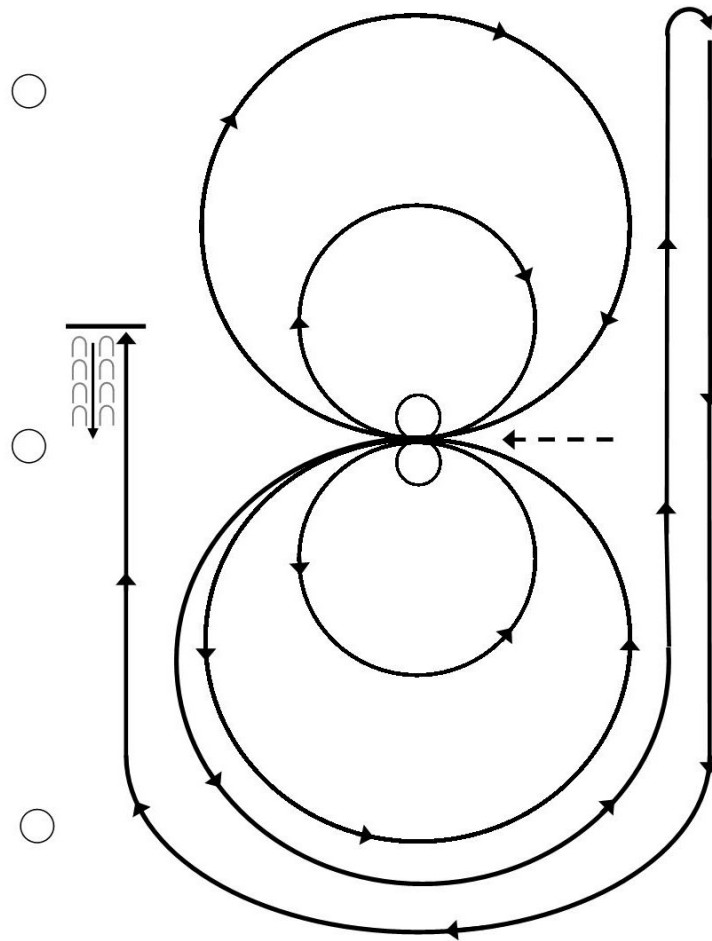
1. Run to end of arena
2. Rollback to Left
3. Run past Center marker, stop, back to center.
4. 1/4 turn Left, jog to center.
5. Lope 2 circles to Right, 1st small, 2nd larger.
5. Lope 2 circles to Left, 1st small, 2nd larger.
6. Continue to cone, stop
7. 1 spin to Right
8. 1 spin to Left.

# Reining Intermediate Pattern 2



1. Begin at center
2. 1 spin right, 1 spin left
3. Complete 2 circles to the right. 1 small and slow. 1 large and fast
4. Change leads at Center of arena.
5. Complete 2 circles to the left. 1 small and slow. 1 large and fast
6. Change leads at Center of arena.
7. Lope up side of arena, around end, run straight down opposite side past center marker, stop, rollback, no hesitation .
8. Run past center
9. Stop, Back to center

# Reining Intermediate Pattern 3

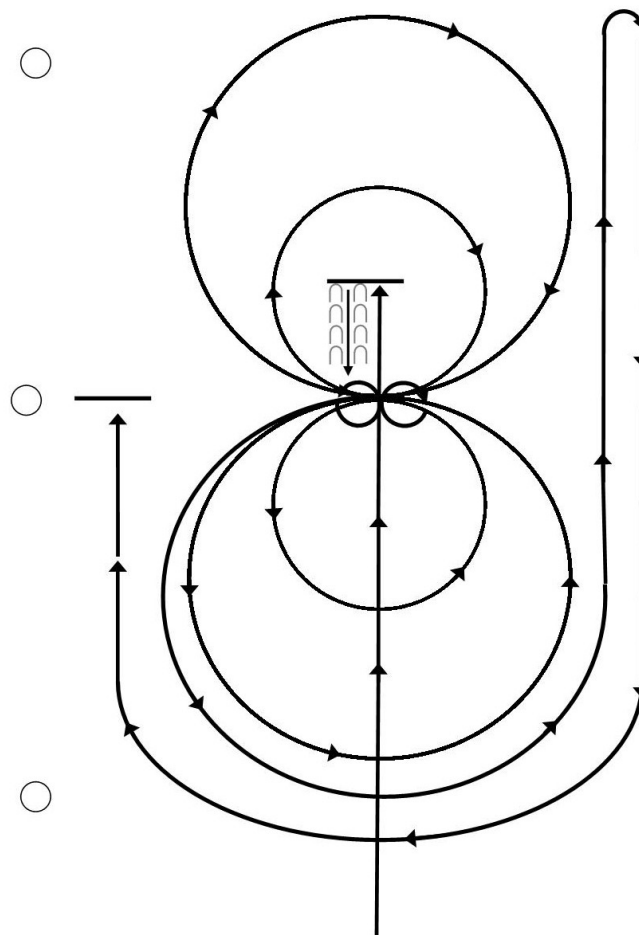


Pattern begins in center of arena: Walk or jog to center, stop.

1. Lope 2 circles to right, 1 small slow, 1 large fast.
2. Stop
3. 1 spin right, 1 spin left
4. Lope 2 circles to left, 1 small slow, 1 large fast.
5. Lope around end of arena, run past end marker
6. Rollback right, lope around end of arena
7. Run past center marker
8. Stop, Back to center.

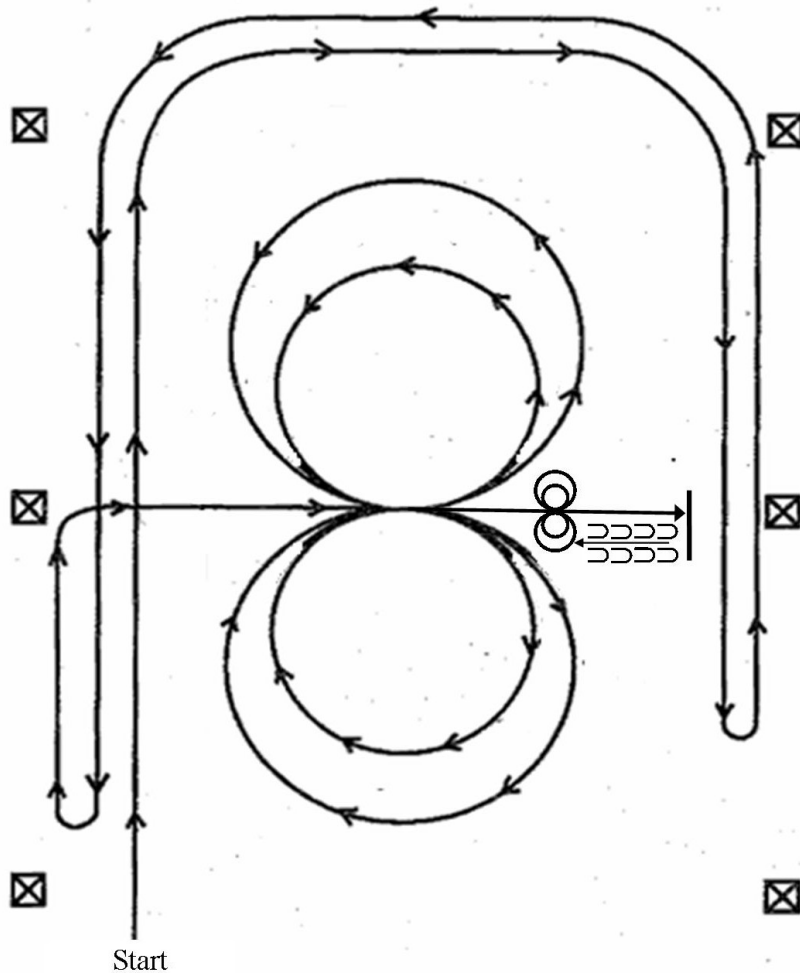


# Reining Intermediate Pattern 4



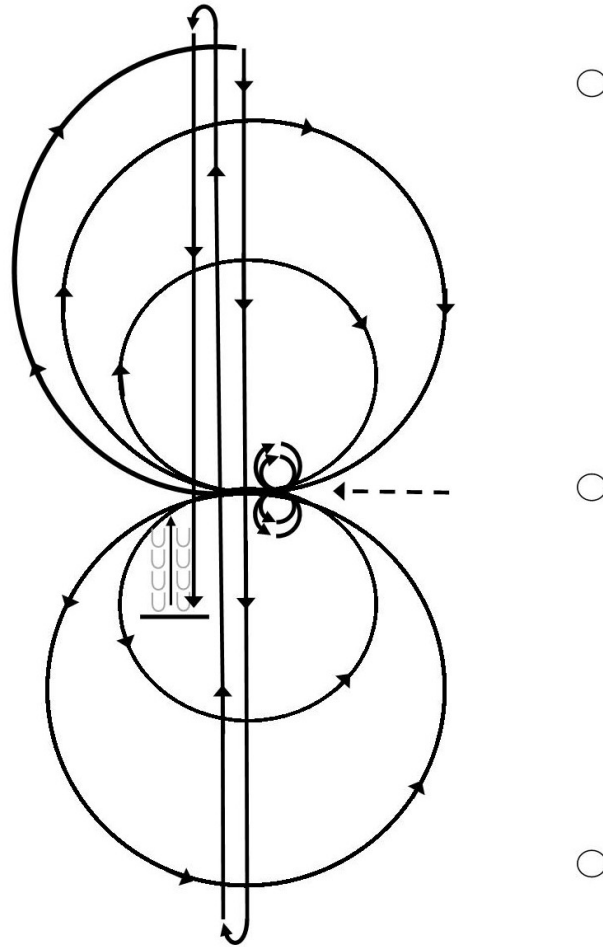
1. Run down center of arena past center marker
2. Stop, back to center.
3. 1 spin right, 1 1/4 spins left.
4. Lope 2 circles to left, 1st large fast, 2nd small slow
5. Lead change
6. Lope 2 circles to right, 1st large fast, 2nd small slow .
7. Lead change, Lope left circle.
8. Do not close circle, continue around end of arena past end marker
9. Rollback right. Lope around end of arena.
10. Stop even with center cone.

# Reining Senior Pattern 1



1. Go around end of arena, past center marker, rollback
2. Go around end of arena, past center marker, rollback
3. Turn at center marker
4. 2 circles to right, (1 large and fast, 1 small and slow)
5. 2 circles to left, (1 large and fast, 1 small and slow)
6. Continue towards fence, stop at least 20 feet from fence, back
7. 2 spins to Right,
8. 2 spins to Left.

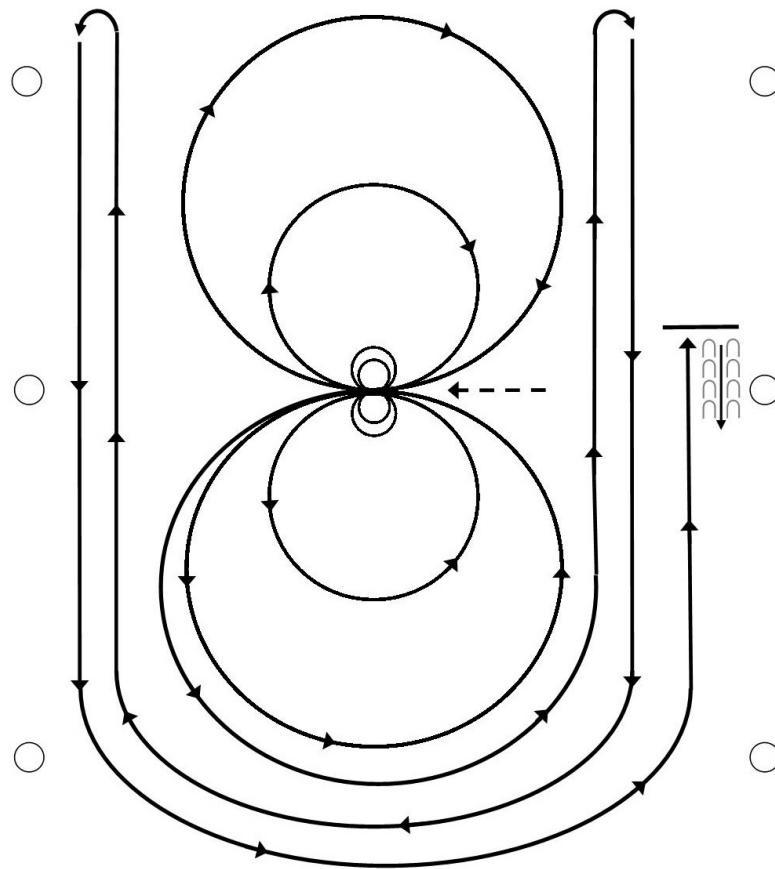
# Reining Senior Pattern 2



Pattern begins in center of arena: Walk or jog to center, stop.

1. 2 spins right, 2 spins left
2. Lope 2 circles to Right: 1st small slow, 2nd large fast.
3. lead change.
4. Lope 2 circles to Left: 1st small, slow; 2nd large, fast.
5. lead change.
6. Lope 1/2 circle to right.
7. Turn and run down center of arena past end marker
8. Rollback right, run past end marker.
9. Rollback left, run past center.
10. Stop, Back to center.

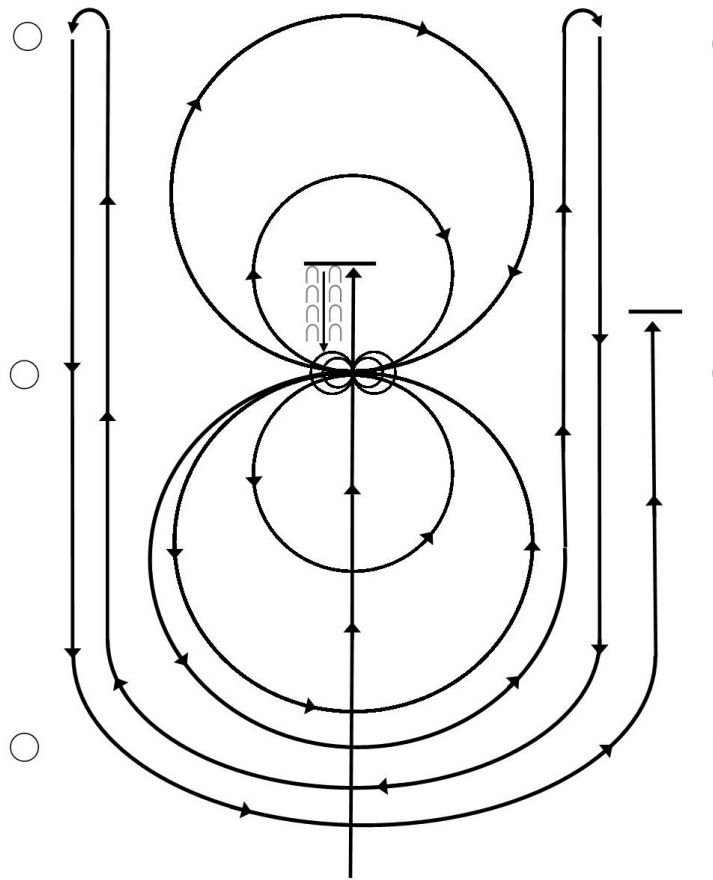
# Reining Senior Pattern 3



Pattern begins in center of arena: Walk or jog to center, stop.

1. Lope 2 circles to right, 1st small slow, 2nd large fast.
2. Stop
3. 2 spins right, 2 spins left
4. Lope 2 circle to left, 1st small, slow, 2nd large fast.
5. Lope around end of arena, run past end marker
6. Rollback right, lope around end of arena, run past end marker.
7. Rollback left, lope around end of arena
8. Run past center marker
9. Stop, Back to center.

# Reining Senior Pattern 4

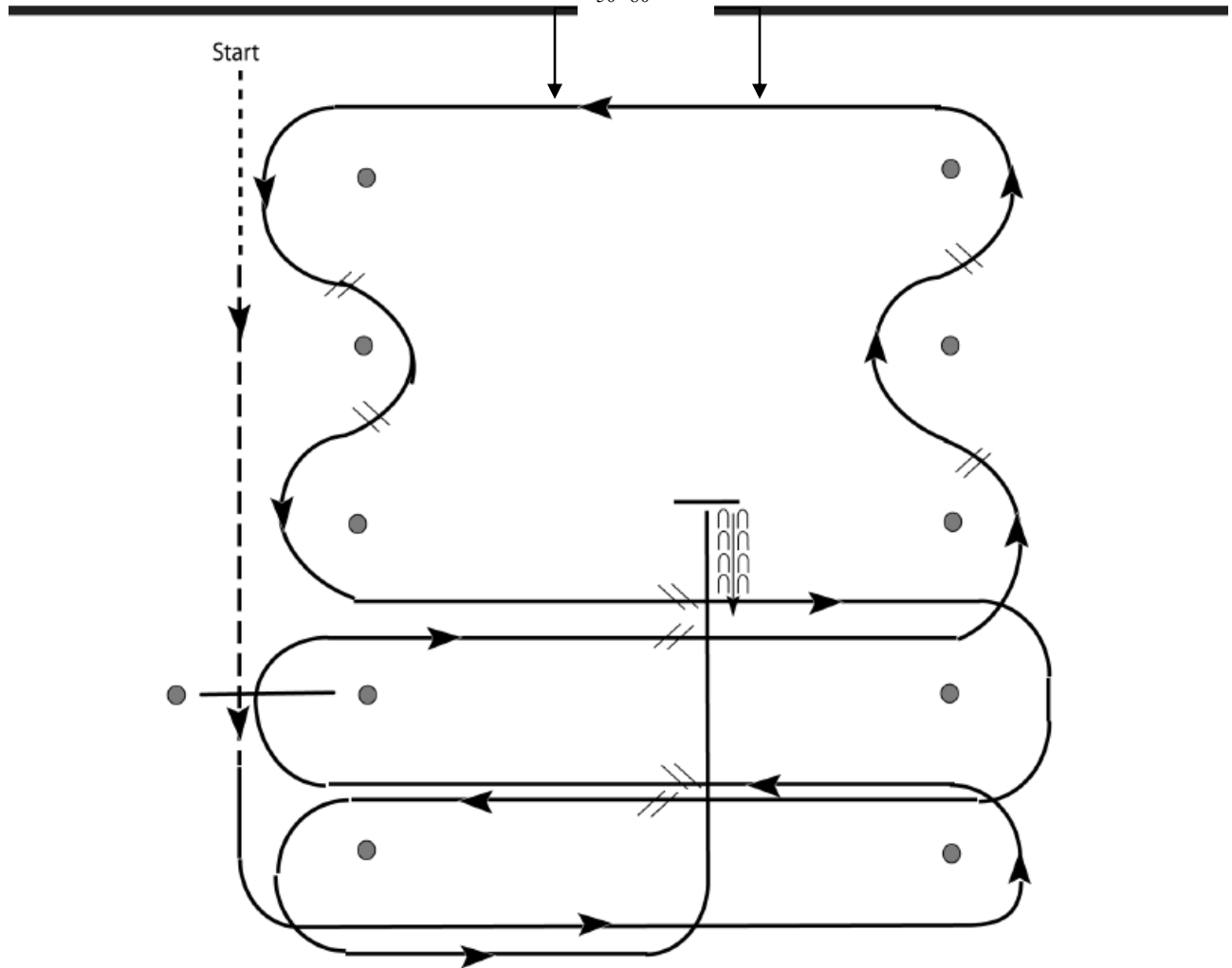


1. Run down center of arena, past center marker
2. Stop, back to center.
3. 2 spins right, 2 1/4 spins left.
4. Lope 2 circles to left, 1st large, fast; 2nd small, slow
5. Lead change
6. Lope 2 circles to right, 1st large, fast; 2nd small, slow .
7. Lead change, Lope left circle.
8. Do not close circle, continue around end of arena; run past end marker
9. Rollback right. Lope around end of arena; run past end marker.
10. Rollback left, Lope around end of arena.
11. Stop even with center marker.

# WESTERN RIDING

## Pattern 1

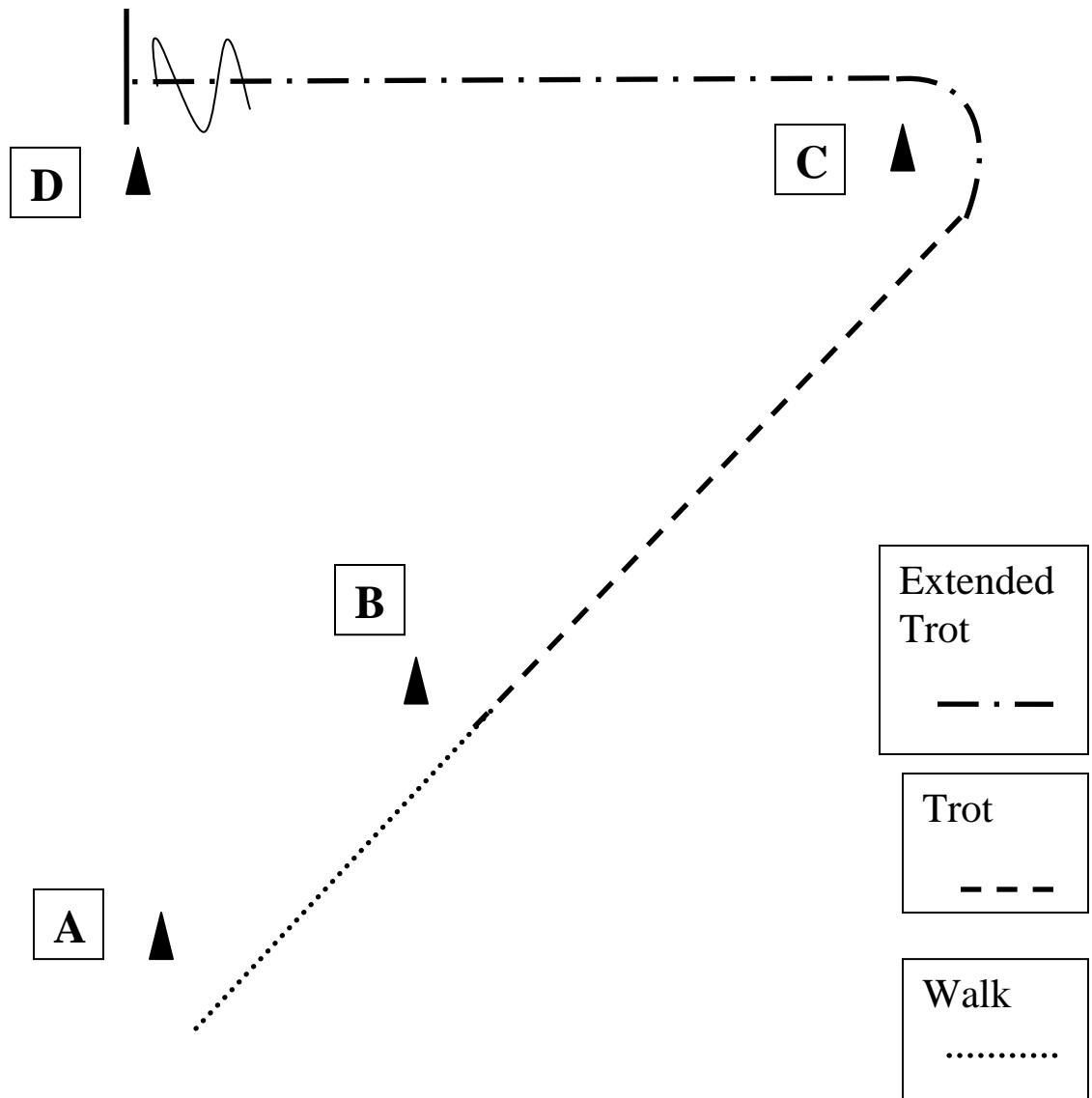
50'-80'



1. Walk, transition to jog, jog over log.
2. Transition to left.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.



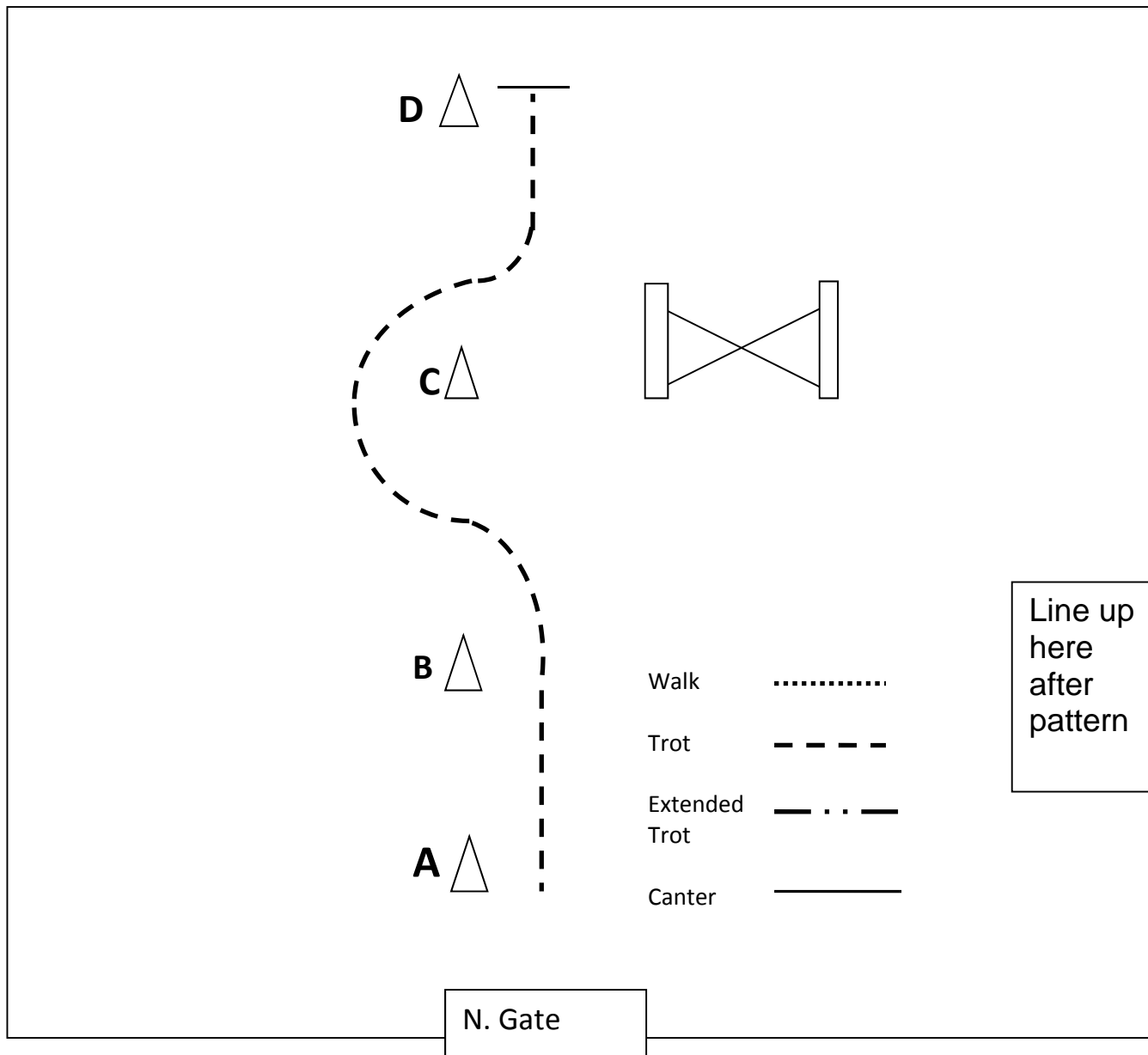
# English Equitation Walk-Trot



1. Halt at Cone A wait for judge to nod
2. Walk to Cone B, Pick up the trot
3. Extend the Trot around Cone C to Cone D Halt

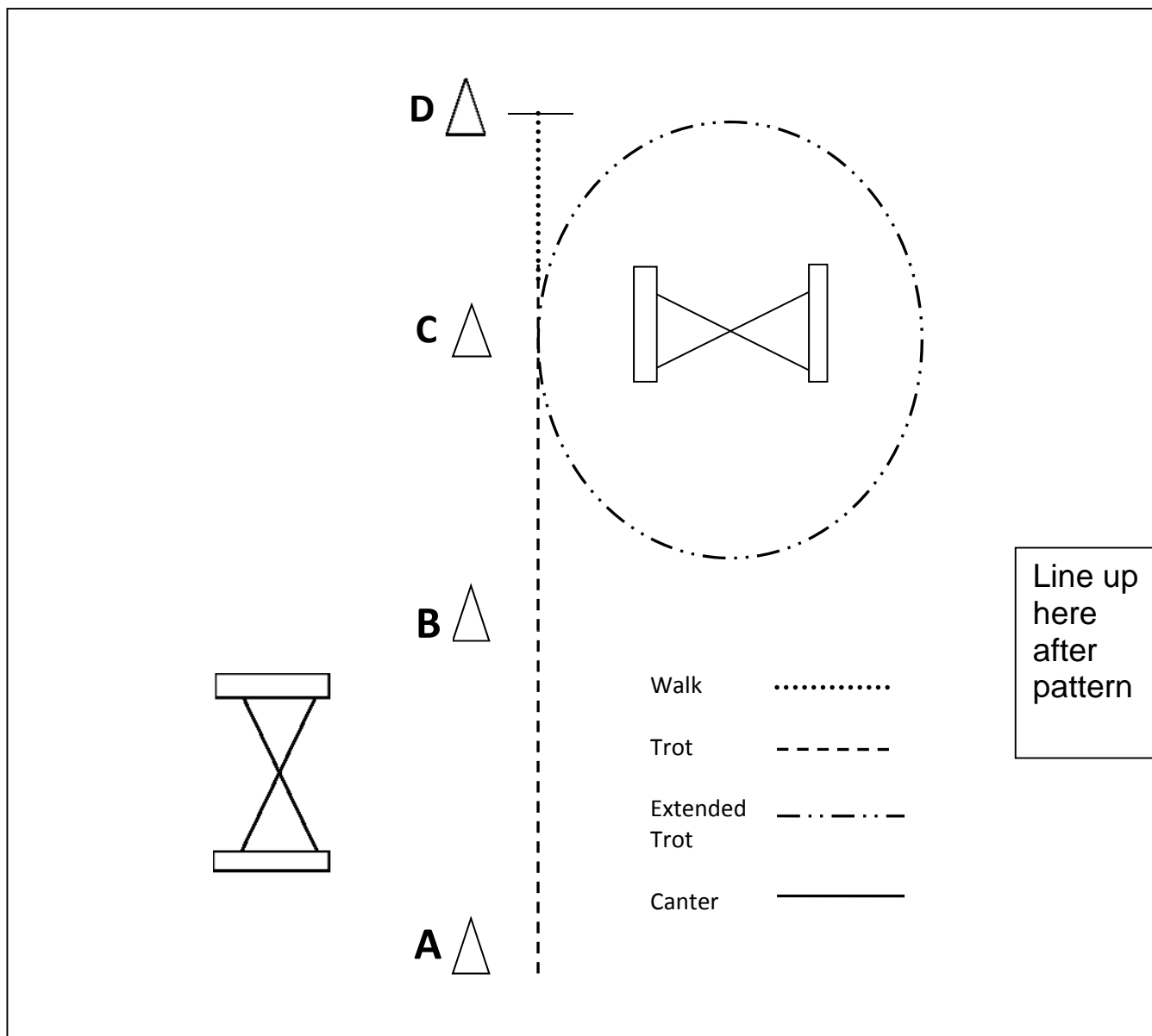


# English Equitation – Junior I, Junior II, Pattern 1



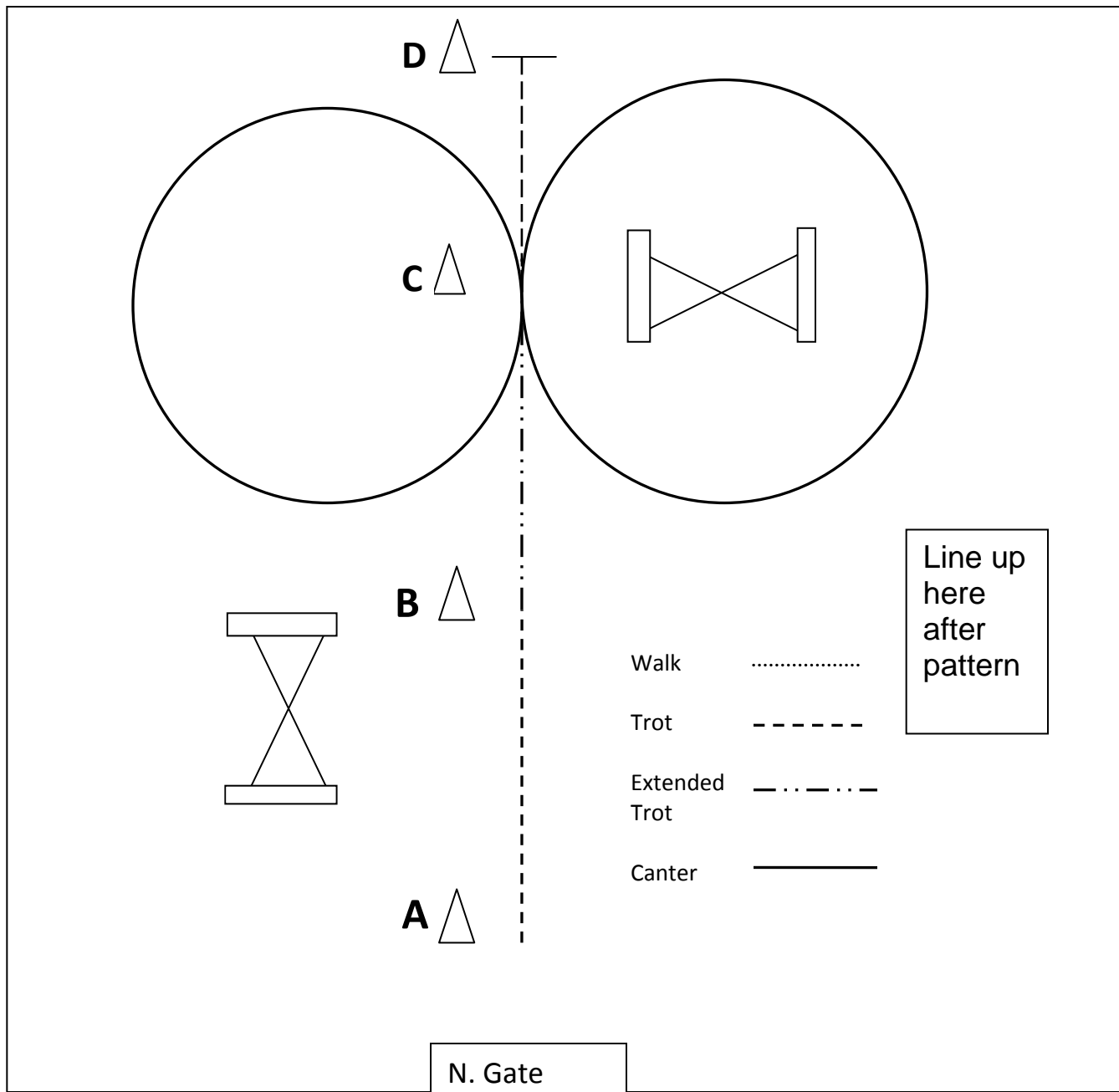
1. Enter the gate at a walk
2. Halt at A then pick up a working (posting) trot
3. Weave through B and C changing diagonals as needed
4. Halt at D
5. Acknowledge judge and line up

# English Equitation – Junior I, Junior II, Pattern 2



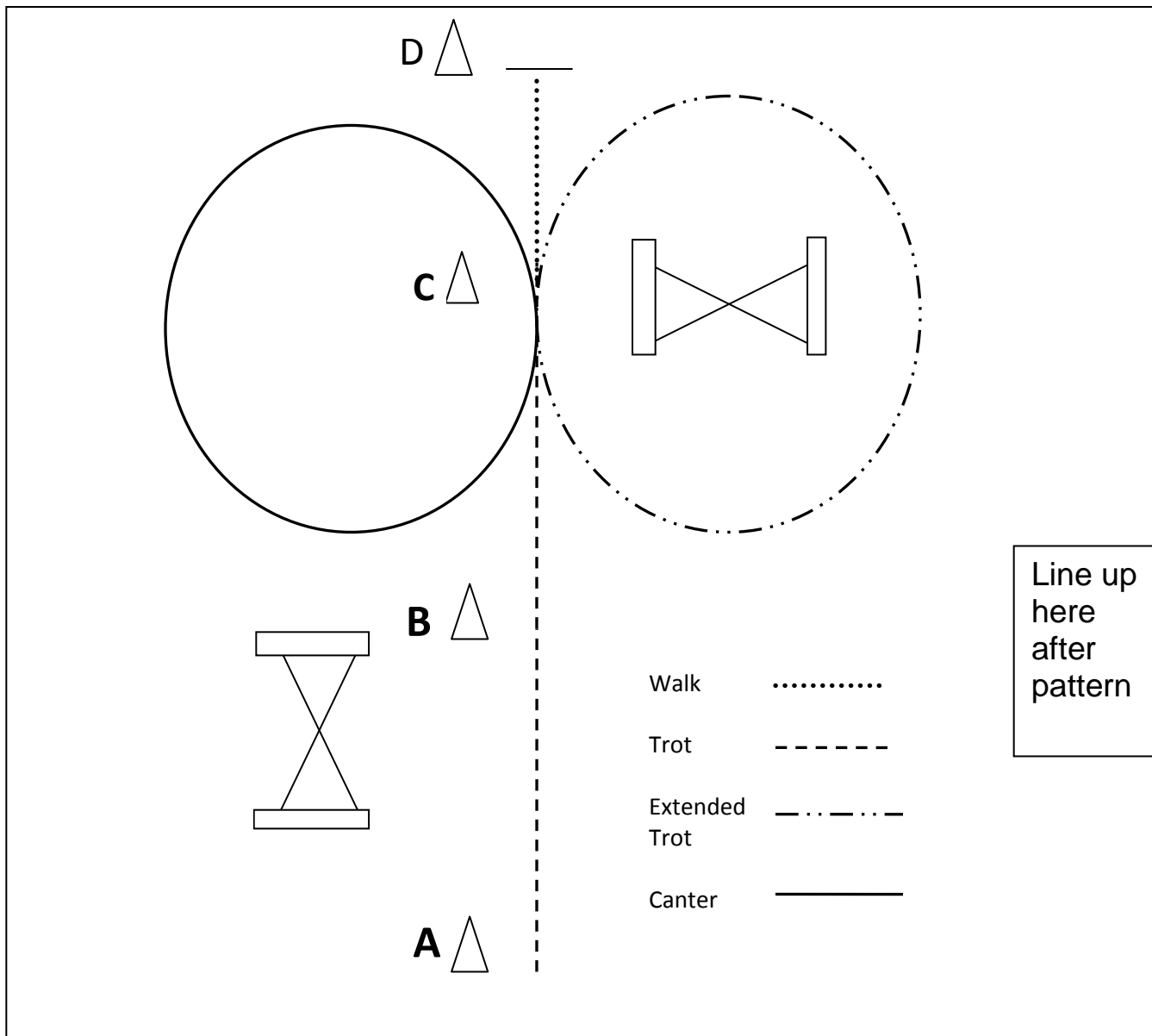
1. Enter the gate at a walk
2. Cone A pick up a (posting) trot
3. At C pick up an extended (posting) trot and complete a circle to the right
4. At C break to a walk
5. Halt at D
6. Acknowledge judge and line up

# English Equitation - Intermediate and Sr. Pattern 1



1. Enter the gate at a walk
2. At Cone A pick up a working (posting) trot
3. At Cone B extend the trot
4. At Cone C pick up a canter and complete a circle to the left
5. At C change leads (simple or flying) complete a circle to the right
6. At C break to a working trot
7. Halt at D
8. Acknowledge judge and line up

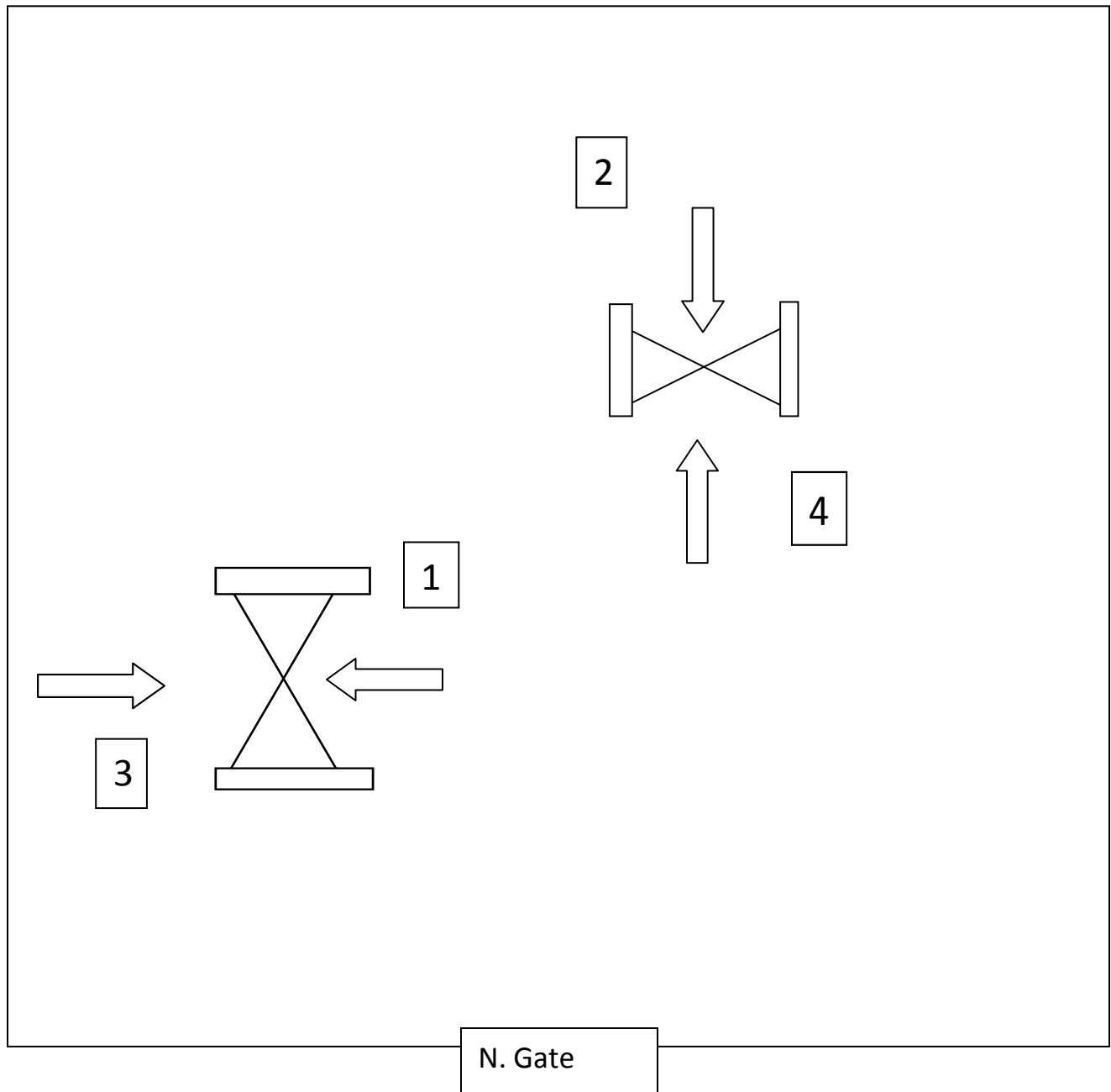
# English Equitation – Intermediate and Sr. Pattern 2



1. Enter the gate at a walk
2. Cone A pick up a sitting trot
3. Cone B pick up a (posting) trot
4. At C pick up an extended (posting) trot and complete a circle to the right
5. At C pick up a canter and complete a circle to the left
6. At C break to a walk
7. Halt at D
8. Acknowledge judge and line up

# English Equitation Over Fences Level I (18") Pattern 1

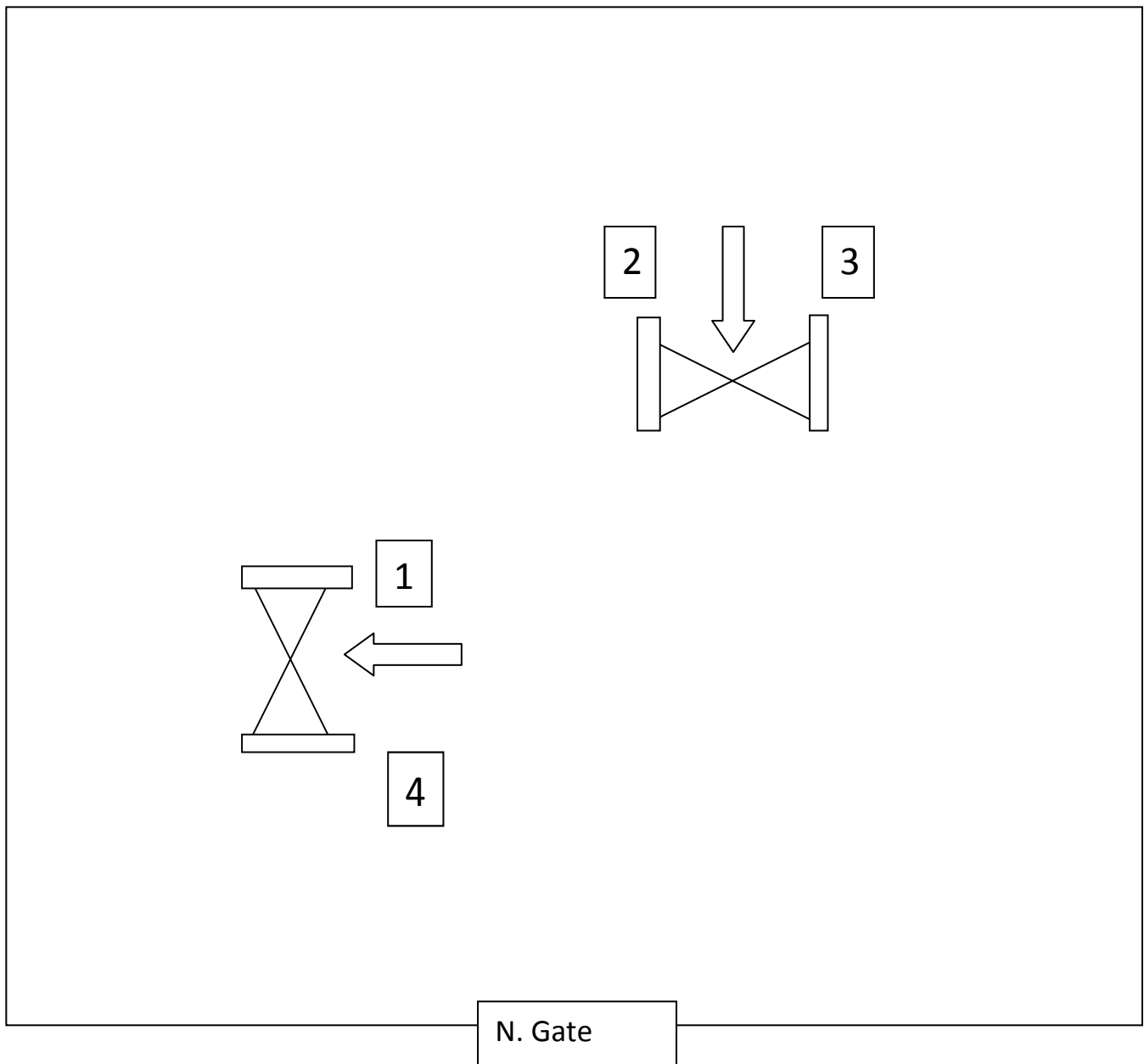
## Cross Rails Only



1. Then complete jumping course when instructed by the judge (4-H member may trot or canter fences)

# English Equitation Over Fences Level I (18") Pattern 2

## Cross Rails Only



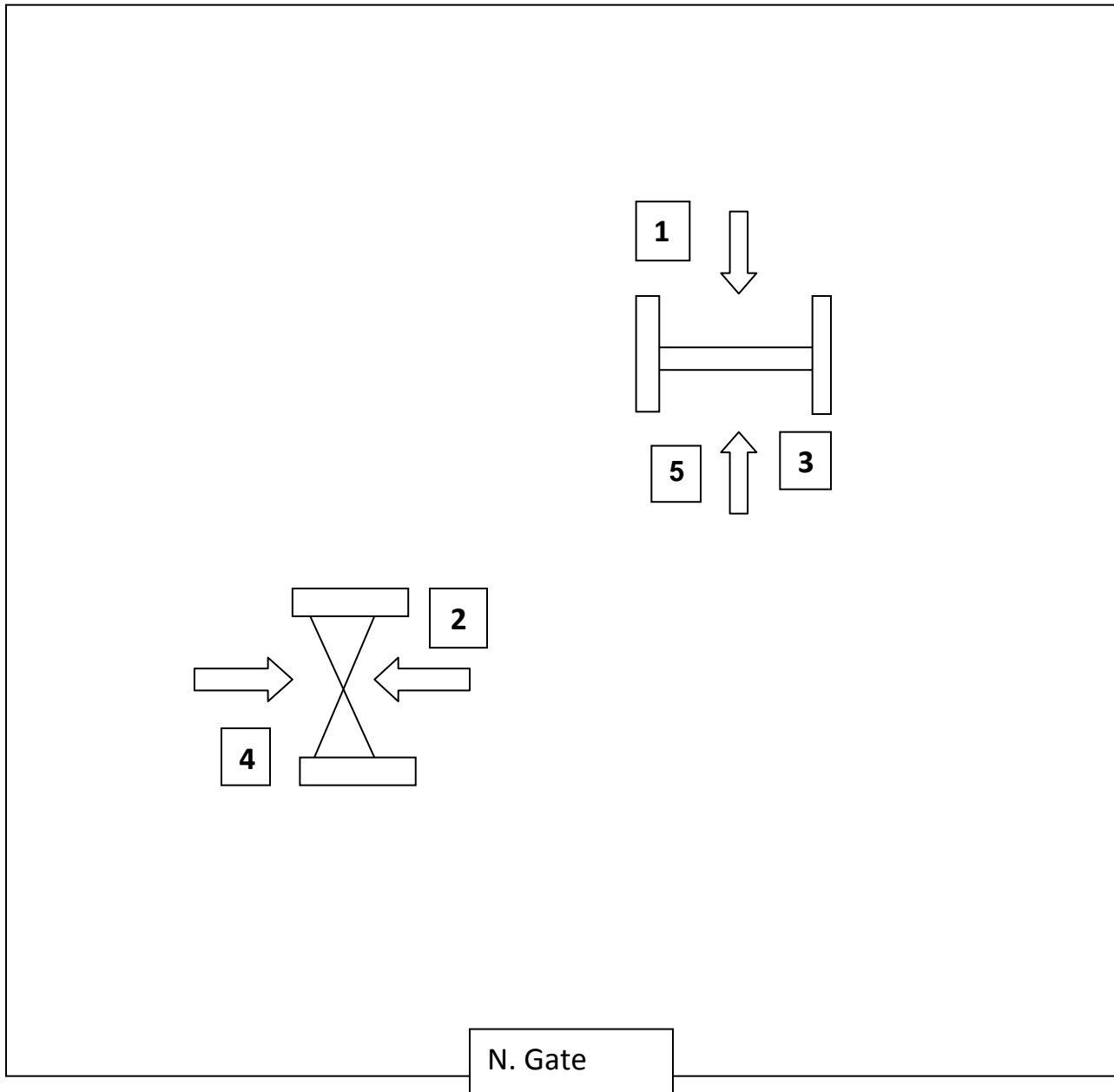
1. Then complete jumping course when instructed by the judge (4-H member may trot or canter fences)

# Equitation over Fences - Level II, III, IV Pattern 1

**Level II (2' max height) 1-Cross Rail & 1 Vertical**

**Level III (2'3" max height) 2 Verticals**

**Level IV (2'6" max height) 2 Verticals**



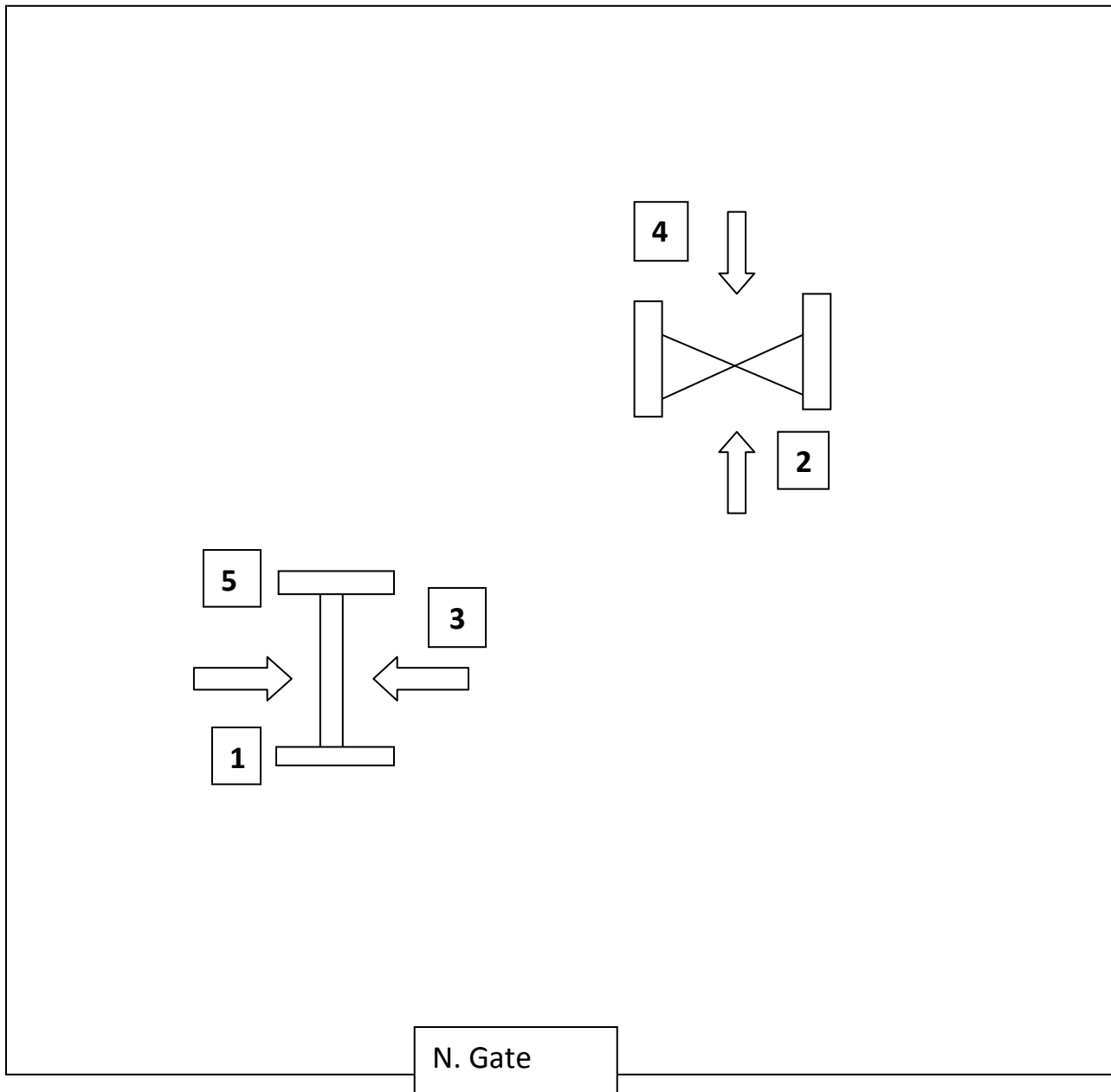
1. Complete a courtesy circle and then the jumping course  
(Level II may trot or canter fences, Level III & IV must canter fences )

# Equitation over Fences - Level II, III, IV Pattern 2

**Level II (2' max height) 1-Cross Rail & 1 Vertical**

**Level III (2'3" max height) 2 Verticals**

**Level IV (2'6" max height) 2 Verticals**



1. Complete a courtesy circle and then the jumping course (Level II may trot or canter fences, Level III & IV must canter fences )



## PILOT Southern District 3 4-H Youth Horse & Pony Check-List

### Level Walk-Trot Horsemanship Skills

Rider's Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Year: \_\_\_\_\_

<b>Evaluation Scale</b>
0 = Not at All
1 = Little Skill
2 = Fair Amount of Skill
3 = Good Skills
4 = Excellent Skills

	<b>Check appropriate Number</b>				
<b>Handling</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Safely halter, lead, turn, back & tie horse					
Safely saddle & Bridle (younger members should be able to describe process)					
Demonstrates safety around the horse while handling					
Equipment, clothing & helmet (fit, condition, suitability, etc..)					
Basic Showmanship: walk, trot, stop, back and stand for inspection					
Conducts a tack safety check before riding					
<b>Riding</b>					
Mount & Dismount properly (younger members should be able to describe process)					
Use proper basic seat, leg and body position with balance					
Proper use of reins; hand position and action					
At a walk with control & proper position:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while walking & walk in both directions					
ride a circle both directions and do a figure 8					
At a jog or trot with control and proper position:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while jogging or trotting both directions					
Drop and regain stirrups while at a halt					
Emergency Stop (one rein stop)at walk & jog/trot in both directions					
Overall attitude and confidence					

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county.

## PILOT Southern District 3 4-H Youth Horse & Pony Check-List

### Junior Level 1 Horsemanship Skills

Rider's Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Year: \_\_\_\_\_

<b>Evaluation Scale</b>
0 = Not at All
1 = Little Skill
2 = Fair Amount of Skill
3 = Good Skills
4 = Excellent Skills

**Check appropriate Number**

<b>Handling</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Safely halter, lead, turn, back & tie horse					
Safely saddle & bridle (younger members should be able to describe process)					
Demonstrates safety around the horse while handling					
Equipment, clothing & helmet (fit, condition, suitability, etc..)					
Basic Showmanship: walk, trot, stop, back and set up for inspection					
Conducts a tack safety check before riding					
<b>Riding</b>					
Mount & dismount properly					
Use proper basic seat, leg and body position with balance					
Proper use of reins; hand position and action					
At a walk with control & proper position:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while walking & walk in both directions					
ride a circle both directions and do a figure 8					
At a jog or trot with control and proper position:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
ride a circle both directions and do a figure 8					
At a canter or lope:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while cantering and ride in both directions					
ride a circle both directions & do a figure 8					
Leg yield at a walk - both directions					
Emergency Stop (one rein stop) at walk, jog/trot in both directions					
Overall attitude and confidence					

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county.

## PILOT Southern District 3 4-H Youth Horse & Pony Check-List Intermediate Level 2 Horsemanship Skills

Rider's Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Year: \_\_\_\_\_

### Evaluation Scale

- 0 = Not at All  
1 = Little Skill  
2 = Fair Amount of Skill  
3 = Good Skills  
4 = Excellent Skills

Check appropriate Number

Handling	0	1	2	3	4
Safely halter, lead, turn, back & tie horse					
Safely saddle & bridle					
Demonstrates safety around the horse while handling					
Properly and Safely demonstrates how to pick up and handle front feet					
Equipment, clothing & helmet (fit, condition, suitability, etc..)					
Basic Showmanship: walk, Trot, stop, turn on hindquarters, back and set up for inspection					
Conducts a tack safety check before riding					
Riding					
Mount & dismount properly					
Proper use of reins; hand position & action					
Demonstrate correct body position, correct upwards & downwards transitions and maintain an even pace:					
walk to a jog/trot					
increase the jog/trot					
halt					
Balanced stop from the walk, trot and lope					
At a canter or lope:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while cantering and ride in both directions					
ride a circle both directions & do a figure 8					
Picks up and maintains the correct lead while circling both directions in a lope (simple lead changes)					
Leg yield at a walk & jog/trot - both directions					
Sidepass a minimum of 10 feet - both directions					
Show a simple lead change on straightaway - at least 3					
Able to identify which lead horse is on					
Turn on the hindquarter 180 degrees in both directions					
Turn on the forehand of 180 degrees in both directions					
Back horse a minimum of 8 steps in a straight line, without resistance					
Emergency Stop (One rein stop) at walk, jog/trot & canter/lope in both directions					
Overall attitude and confidence					

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county.

## PILOT Southern District 3 4-H Youth Horse & Pony Check-List

### Senior Level 3 Horsemanship Skills

Rider's Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Year: \_\_\_\_\_

Evaluation Scale
0 = Not at All
1 = Little Skill
2 = Fair Amount of Skill
3 = Good Skills
4 = Excellent Skills

**Check appropriate Number**

<b>Handling</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Halter, lead, turn, back & tie horse safely					
Safely saddle & bridle (younger members should be able to describe process)					
Demonstrates safety around the horse while handling					
Properly and safely demonstrates how to pick up and handle front feet					
Equipment, clothing & helmet (fit, condition, suitability, etc..)					
Basic Showmanship: walk, Trot, stop, 360 degree turn on hindquarters, back and set up for inspection					
Conducts a tack safety check before riding					
Safely lunge a horse at a walk, trot & canter in both directions					
<b>Riding</b>					
Mount & Dismount properly					
Proper use of reins; hand position & action					
Proper head position, bending & suppleness, calmness, lightness, rhythm & coordination using leg yielding:					
walk - slow/ordinary/extended					
jog/trot - slow/ordinary/extended					
lope/canter - slow/ordinary/extended					
Sidepass a minimum of 10 feet - both directions					
Show a simple lead change on straightaway - at least 3					
Able to identify which lead horse is on					
Turn on the hindquarter 180 degrees in both directions					
Turn on the forehand of 180 degrees in both directions					
Back horse a minimum of 8 steps in a straight line, without resistance					
Back a circle					
360 degree turn on the hindquarter - both directions					
360 degree turn on the forehand - both directions					
Jog or trot - depart from a halt					
Lope or canter - depart from a halt					
Leg yield at a canter/lope - both directions					
Perform flying lead changes:					
diagonally across the arena					
in a figure 8					
on a straightaway at least 3 in a row					
Back horse a minimum of 8 steps in a straight line, without resistance					
Emergency Stop (One rein stop) at walk, jog/trot & canter/lope in both directions					
Overall attitude and confidence					

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county.

## PILOT Southern District 3 4-H Youth Horse & Pony Check-List

### Level 1 Ranch Horse Skills

Rider's Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Year: \_\_\_\_\_

<u>Evaluation Scale</u>
0 = Not at All
1 = Little Skill
2 = Fair Amount of Skill
3 = Good Skills
4 = Excellent Skills

**Check appropriate Number**

<b>Handling/Roping</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Halter, lead, turn, back & tie horse safely					
Safely saddle & bridle (younger members should be able to describe process)					
Demonstrates safety around the horse while handling					
Equipment, clothing & helmet (fit, condition, suitability, etc..)					
Demonstrate horse's ability to ground tie.					
Ability to open, go through, and close gates while leading horse					
Conducts a tack safety check before riding					
On the ground: ability to coil and handle a rope.					
On the ground: ability to rope a roping dummy					
Ability to read and handle one animal on foot.					
<b>Riding</b>					
Mount & dismount properly					
Use proper basic seat, leg and body position with balance					
Proper use of reins; hand position and action					
At a walk with control & proper position:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while walking & walk in both directions					
ride a circle both directions and do a figure 8					
At a jog or trot with control and proper position:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
ride a circle both directions and do a figure 8					
At a canter or lope:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while cantering and ride in both directions					
ride a circle both directions & do a figure 8					
Leg yield at a walk - both directions					
Emergency Stop (one rein stop) at walk, jog/trot in both directions					
Ability to open, go through, and close gates while mounted					
Overall attitude and confidence					

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county.

## PILOT Southern District 3 4-H Youth Horse & Pony Check-List

### Level 2 Ranch Horse Skills

Rider's Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Year: \_\_\_\_\_

Evaluation Scale
0 = Not at All
1 = Little Skill
2 = Fair Amount of Skill
3 = Good Skills
4 = Excellent Skills

Check appropriate Number

<u>Handling/Roping</u>	0	1	2	3	4
Safely halter, lead, turn, back & tie horse					
Safely saddle & bridle					
Demonstrates safety around the horse while handling					
Properly and Safely demonstrates how to pick up and handle front feet					
Equipment, clothing & helmet (fit, condition, suitability, etc..)					
Demonstrate horse's ability to ground tie.					
Ability to open, go through, and close gates while leading horse					
Conducts a tack safety check before riding					
Ability to coil & handle a rope while mounted					
Ability to rope a roping dummy, dally and undally & recoil while mounted					
Ability to read, handle & pen one animal on foot.					
<u>Riding</u>					
Mount & dismount properly					
Proper use of reins; hand position & action					
Demonstrate correct body position, correct upwards & downwards transitions and maintain an even pace:					
walk to a jog/trot					
increase the jog/trot					
halt					
Balanced stop from the walk, trot and lope					
At a canter or lope:					
start & stop (gradual & balanced)					
check & release (demonstrating control of horse)					
turn while cantering and ride in both directions					
ride a circle both directions & do a figure 8					
Picks up and maintains the correct lead while circling both directions in a lope (simple lead changes)					
Leg yield at a walk & jog/trot - both directions					
Sidepass a minimum of 10 feet - both directions					
Show a simple lead change on straightaway - at least 3					
Able to identify which lead horse is on					
Turn on the hindquarter 180 degrees in both directions					
Turn on the forehand of 180 degrees in both directions					
Back horse a minimum of 8 steps in a straight line, without resistance					
Ability to open, go through, and close gates while mounted					
Emergency Stop (One rein stop) at walk, jog/trot & canter/lope in both directions					
Ability to read, handle and pen one animal while mounted					
Overall attitude and confidence					

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county.

**PILOT Southern District 3 4-H Youth Horse & Pony Check-List**  
**Level 3 Ranch Horse Skills**

Rider's Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Year: \_\_\_\_\_

<u>Evaluation Scale</u>
0 = Not at All
1 = Little Skill
2 = Fair Amount of Skill
3 = Good Skills
4 = Excellent Skills

	<b>Check appropriate Number</b>				
<b>Handling</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Halter, lead, turn, back & tie horse safely					
Safely saddle & bridle (younger members should be able to describe process)					
Demonstrates safety around the horse while handling					
Properly and safely demonstrates how to pick up and handle front feet					
Equipment, clothing & helmet (fit, condition, suitability, etc..)					
Demonstrate horse's ability to ground tie.					
Safely lunge a horse at a walk, trot & canter in both directions					
Ability to open, go through, and close gates while leading horse					
Conducts a tack safety check before riding					
Ability to coil & handle a rope while mounted					
Ability to rope a roping dummy, dally and undally & recoil while mounted					
Ability to head and heal a roping dummy while mounted					
Ability to read, sort, handle & pen one animal on foot.					
<b>Riding</b>					
Mount & Dismount properly					
Proper use of reins; hand position & action					
Proper head position, bending & suppleness, calmness, lightness, rhythm & coordination using leg yielding:					
walk - slow/ordinary/extended					
jog/trot - slow/ordinary/extended					
lope/canter - slow/ordinary/extended					
Sidepass a minimum of 10 feet - both directions					
Show a simple lead change on straightaway - at least 3					
Able to identify which lead horse is on					
Turn on the hindquarter 180 degrees in both directions					
Turn on the forehand of 180 degrees in both directions					
Back horse a minimum of 8 steps in a straight line, without resistance					
Back a circle					
360 degree turn on the hindquarter - both directions					
360 degree turn on the forehand - both directions					
Jog or trot - depart from a halt					
Lope or canter - depart from a halt					
Leg yield at a canter/lope - both directions					
Perform flying lead changes:					
diagonally across the arena					
in a figure 8					
on a straightaway at least 3 in a row					
Back horse a minimum of 8 steps in a straight line, without resistance					
Ability to open, go through, and close gates while mounted					
Ability to sort, read, handle and pen one animal while mounted					
Emergency Stop (One rein stop) at walk, jog/trot & canter/lope in both directions					
Overall attitude and confidence					

First year members or members with a new horse are required to pass a county evaluation checklist, given by a neutral party, to be determined by their county.