

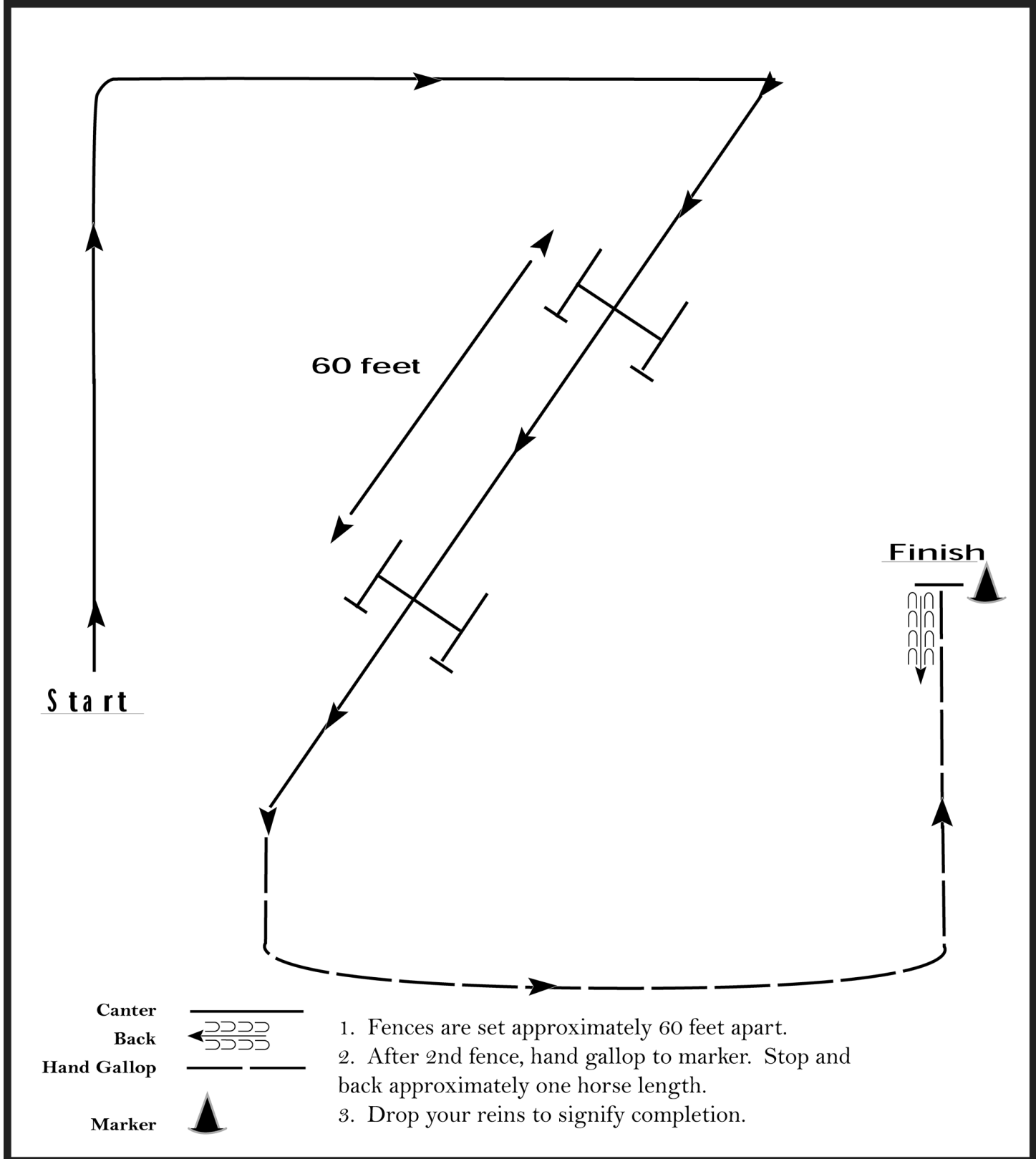
GOLDMINE - BATTLE OF THE BREEDS

HUNTER HACK

Show Date: AUGUST 19-23, 2020

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



[HH/60-18]

Pattern Provided by:
JUDGES

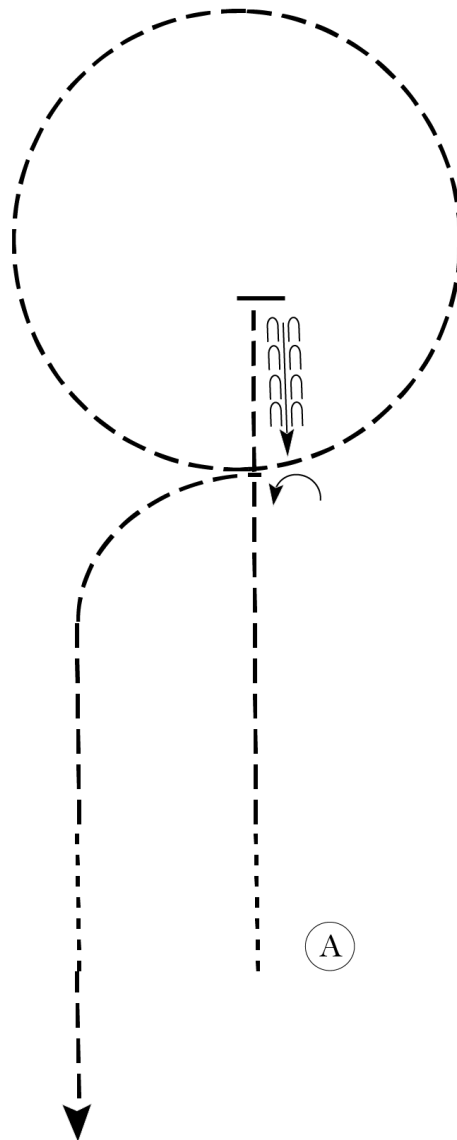
GOLDMINE - BATTLE OF THE BREEDS

WALK TROT EQUITATION

Show Date: AUGUST 19-23, 2020

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Trot a circle on the left diagonal.
5. Change diagonals then posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/WT-82]

Pattern Provided by:

JUDGES

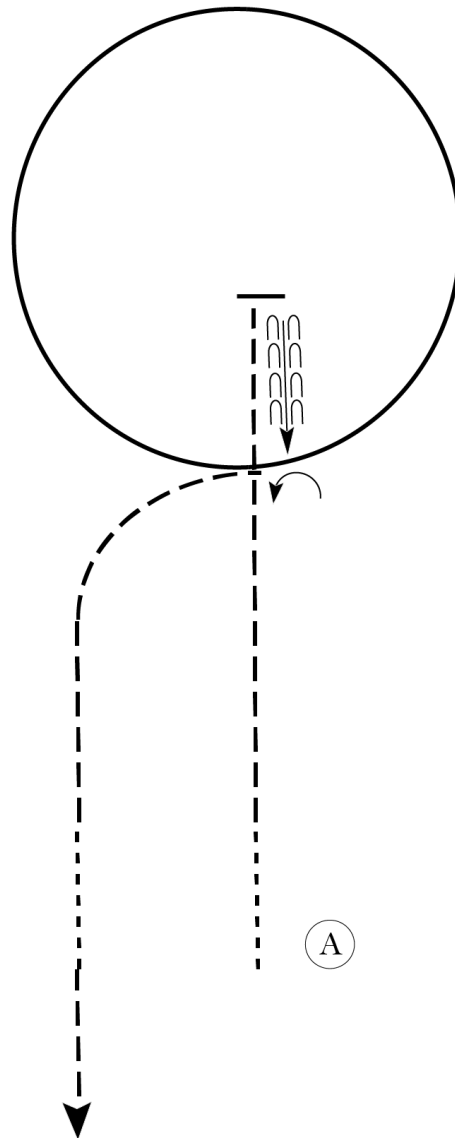
GOLDMINE - BATTLE OF THE BREEDS

NOVICE, LEVEL 1/ROOKIE EQUITATION

Show Date: AUGUST 19-23, 2020

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/1-82]

Pattern Provided by:
JUDGES

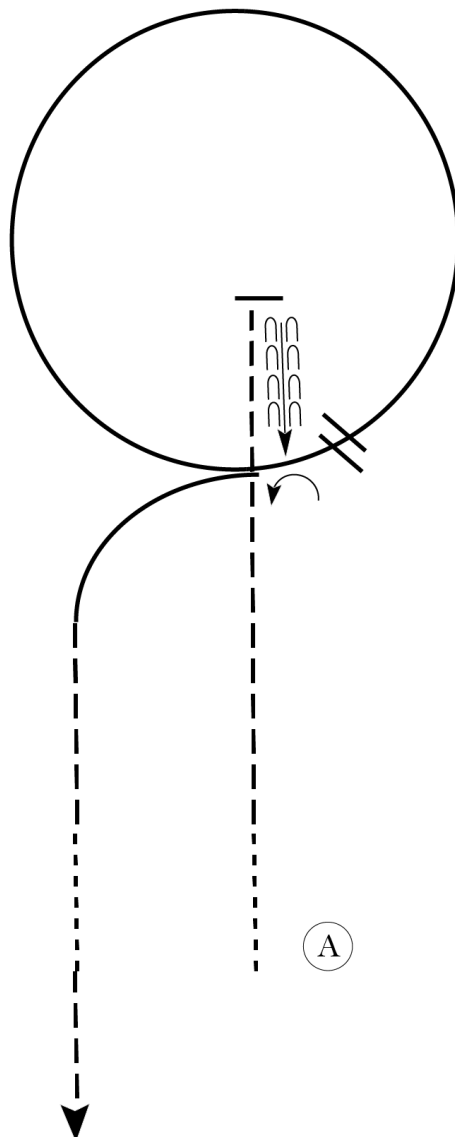
GOLDMINE - BATTLE OF THE BREEDS

YTH, AMATEUR & SELECT EQUITATION

Show Date: AUGUST 19-23, 2020

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/2-82]

Pattern Provided by:
JUDGES

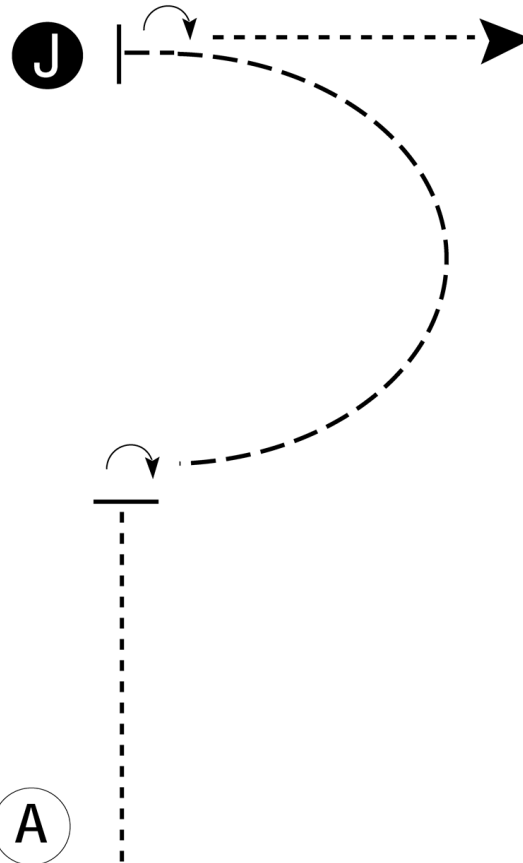
GOLDMINE - BATTLE OF THE BREEDS

WT SHOWMANSHIP (WT APHA & PTHA WILL WALK ONLY)

Show Date: AUGUST 19-23, 2020

w w w . H o r s e S h o w P a t t e r n s . c o m

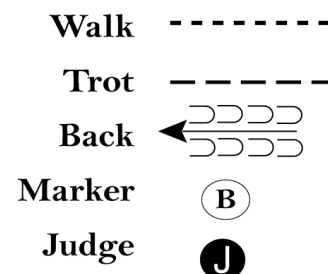
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. When acknowledged, walk half the distance to Judge.
2. Stop and perform a 1/4 turn.
3. Trot in a half circle to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.



[S/WT-80]

Pattern Provided by:
JUDGES

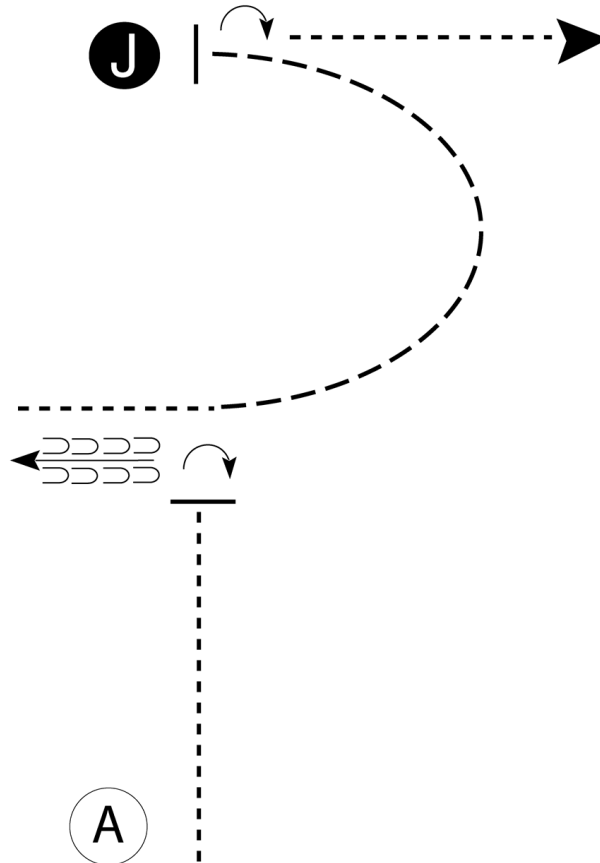
GOLDMINE - BATTLE OF THE BREEDS

NOVICE, LEVEL 1 & ROOKIE SHOWMANSHIP

Show Date: AUGUST 19-23, 2020

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. When acknowledged, walk half way to Judge.
2. Stop and perform a 1/4 turn.
3. Back approximately one horse length.
4. Walk until even with Judge.
5. Trot in a half circle to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/2 turn and walk straight away from Judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃ ⊃ ⊃
Marker	(B)
Judge	(J)

[S/1-80]

Pattern Provided by:
JUDGES

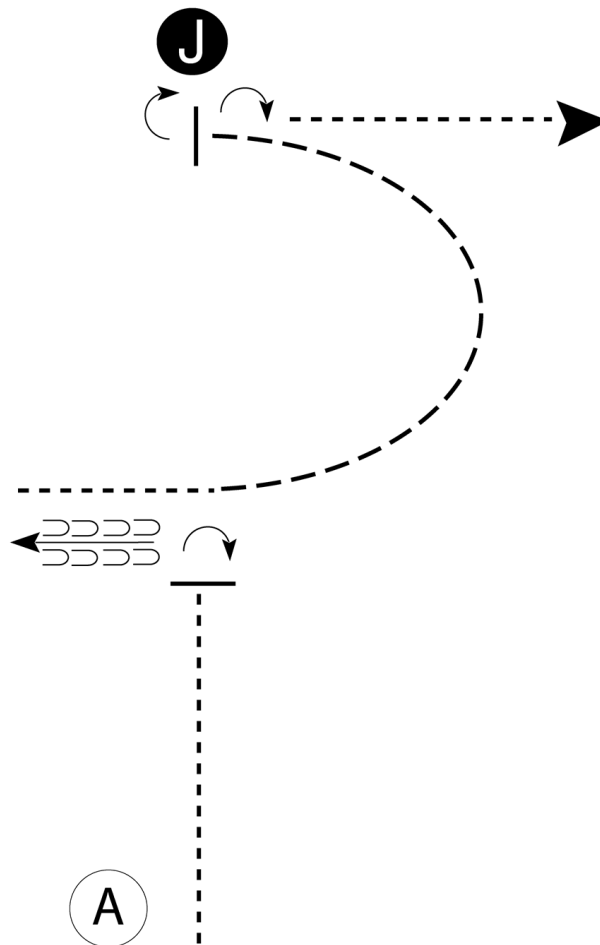
GOLDMINE - BATTLE OF THE BREEDS

YTH, AMATEUR & SELECT SHOWMANSHIP

Show Date: AUGUST 19-23, 2020

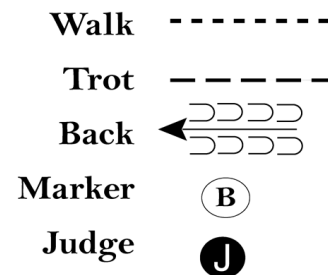
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. When acknowledged, walk half way to Judge.
2. Stop and perform a 1/4 turn.
3. Back approximately one horse length.
4. Walk until even with Judge.
5. Trot in a half circle until even with Judge.
6. Perform a 1/4 turn, stop and set up for inspection.
7. When dismissed, perform a 1/4 turn and walk straight away from Judge.



Follow the instructions of your ring steward.

[S/2-80]

Pattern Provided by:
JUDGES

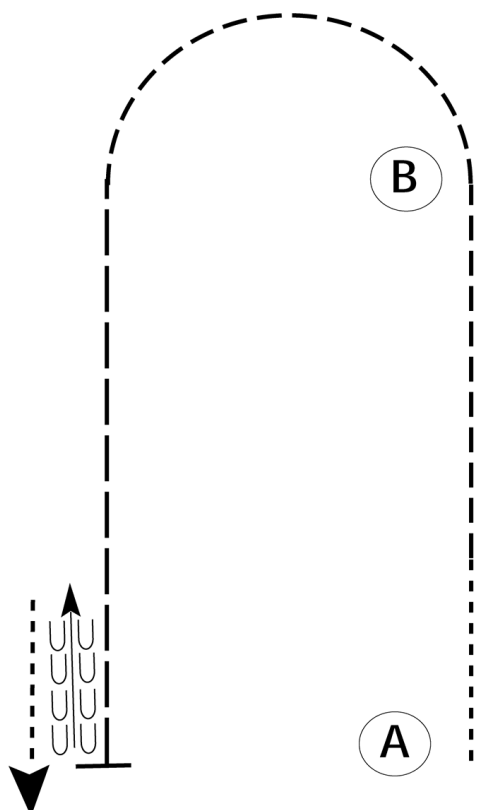
GOLDMINE - BATTLE OF THE BREEDS

W/T HORSEMANSHIP

Show Date: AUGUST 19-23, 2020

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Jog in a half circle until even with B.
4. Extend the jog until even with A.
5. Stop when even with A and back approximately one horse length.
6. Walk straight away.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	-----
Back	←-----
Marker	ⓑ

[WH/WT-84]

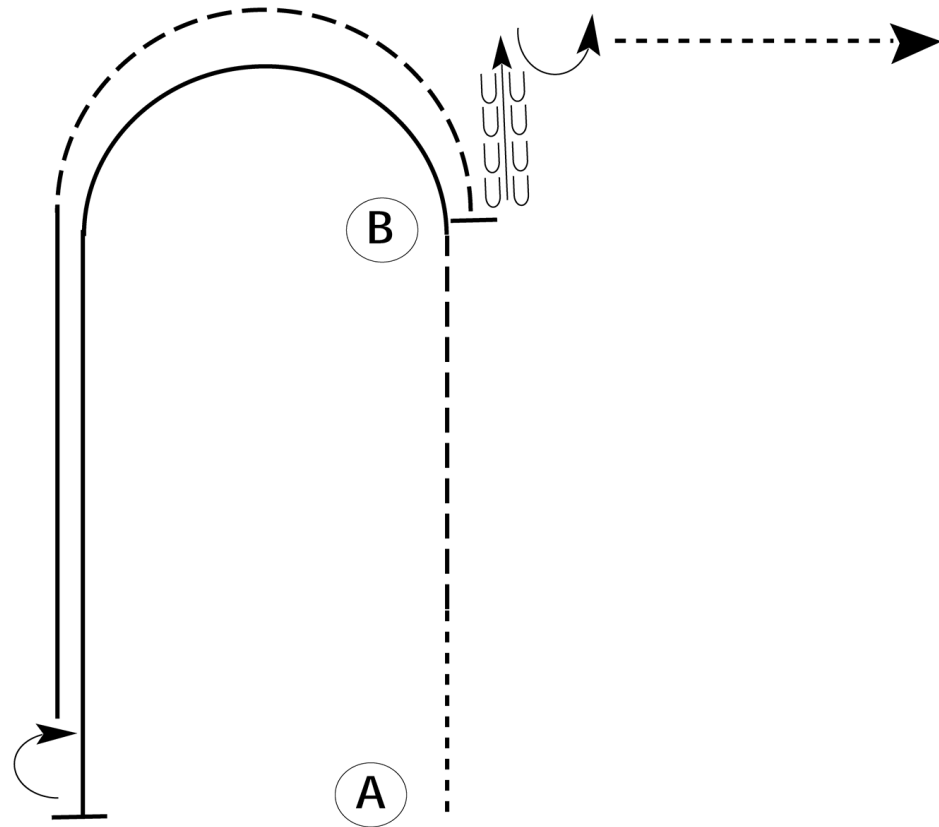
Pattern Provided by:

JUDGES

GOLDMINE - BATTLE OF THE BREEDS

NOVICE, LEVEL 1 & ROOKIE HORSEMANSHIP

Show Date: AUGUST 19-23, 2020



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Lope on the left lead in a half circle and then straight until even with A.
4. Stop and perform a 180 degree turn to the right.
5. Lope on the right lead until even with B.
6. Jog to B.
7. Stop at B and back approximately one horse length.
8. Perform a 90 degree turn to the left and walk straight away.

Follow the instructions of your ring steward.

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

[WH/1-84]

Pattern Provided by:
JUDGES

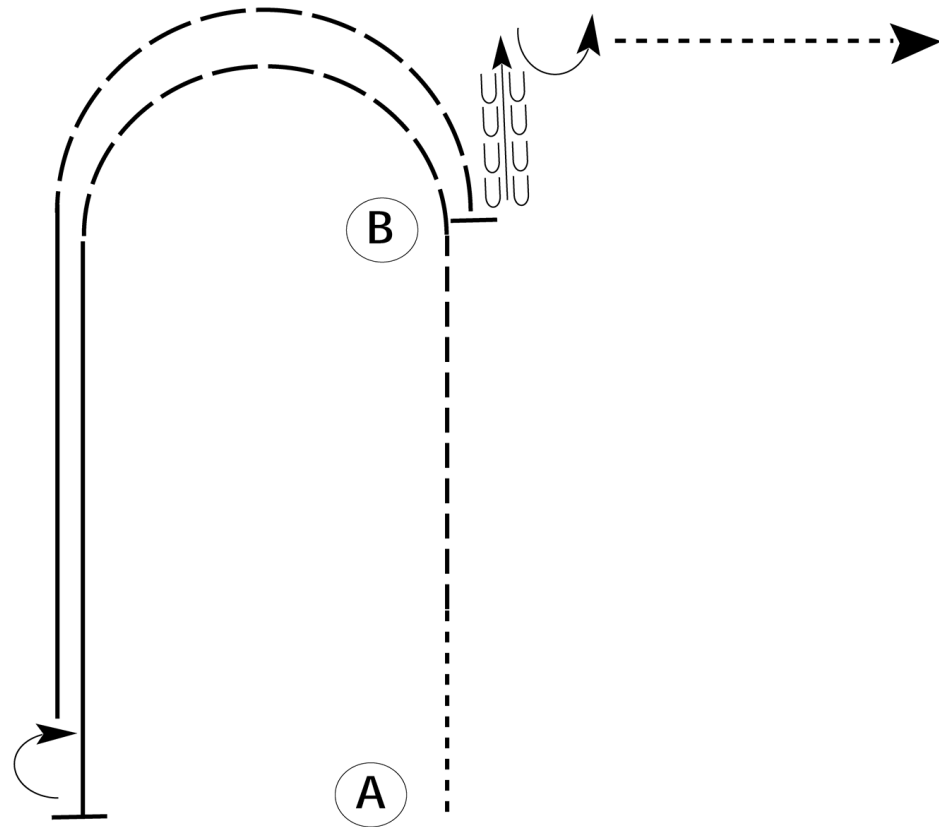
GOLDMINE - BATTLE OF THE BREEDS

YTH, AMATEUR & SELECT HORSEMANSHIP

Show Date: AUGUST 19-23, 2020

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Extend the jog in a half circle.
4. Lope on the left lead until even with A.
5. Stop and perform a 180 degree turn to the right.
6. Lope on the right lead until even with B.
7. Extend the jog to B.
8. Stop at B and back approximately one horse length.
9. Perform a 90 degree turn to the left and walk straight away.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	——/——
Back	←———
Marker	ⓑ

Follow the instructions of your ring steward.

[WH/2-84]

Pattern Provided by:
JUDGES