Massachusetts Quarter Horse
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.

Pattern Provided by:
The Judges

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Massachusetts Quarter Horse
Level 1 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 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.

Pattern Provided by:
The Judges
Massachusetts Quarter Horse
All 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.

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Massachusetts Quarter Horse
Small Fry Equitation All Walk Trot Equitation

Show Date:

Be ready before A.

1. Walk to A then trot on right diagonal to center.
2. Change diagonals in center and trot on left diagonal around to center of pattern.
3. Change diagonals in center of arena (at X) and continue trot.
4. Halt when even with A and back approximately one horse length. Exit at a trot.

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Be ready before A.

1. Walk to A then trot on right diagonal to center.
2. Change diagonals in center and trot on left diagonal around to center of pattern.
3. Change diagonals in center of arena (at X) and continue trot.
4. Canter left lead to center of arena.
5. Sitting trot to corner.
6. Halt and perform a turn on forehand to the right until straight with arena (approximately 5/8 turn). Canter right lead until even with A.
7. Halt and back approximately one horse length. Exit at a trot.
Be ready before A.

1. Walk to A then canter right lead to center.
2. Break to a posting trot on the left diagonal.
3. Change diagonals in center of arena (at X) and continue trot.
4. Canter left lead to center of arena.
5. Sitting trot to corner.
6. Halt and perform a turn on forehand to the right until straight with arena (approximately 5/8 turn). Canter left lead until even with A.
7. Halt and back approximately one horse length. Exit at a trot.

Pattern Provided by:

The Judges
Massachusetts Quarter Horse
Small Fry Horsemanship All Walk Trot Horsemanship

Show Date:

Be ready at A.

1. Walk halfway to B.
2. Jog to and around B.
3. Continue to jog diagonally back to A.
4. Walk around A.
5. Stop and back approximately two horse lengths.
6. Walk straight away.

Follow the instructions of your ring steward.

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Massachusetts Quarter Horse

Level 1 Youth and Amateur Horsemanship

Show Date:

Be ready at A.

1. Jog halfway to B.
2. Extend the jog to and around B.
3. Lope on the left lead diagonally back to A.
4. Walk around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1/4 turn to the left.
8. Walk straight away.

Follow the instructions of your ring steward.

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Massachusetts Quarter Horse
All Youth and Amateur Horsemanship

Show Date:

Be ready at A.

1. Jog halfway to B.
2. Extend the jog to and around B.
3. Lope on the left lead diagonally back to A.
4. Walk around A.
5. Lope on the right lead halfway to B.
6. Stop and back approximately two horse lengths.
7. Perform a 1 1/4 turn to the left.
8. Walk straight away.

Follow the instructions of your ring steward.

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Massachusetts Quarter Horse

Ranch Riding

Show Date:

Pattern Provided by:
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1. GATE: RH open walk over pole, close gate.
2. Back around corner, back between poles.
3. You may walk forward out of chute, then lope over poles (RL).
4. Break to the jog, jog over poles.
5. Jog over poles, jog thru serpentine.
7. Break to the jog, jog over poles.
8. Lope over poles (LL).
9. Break to the jog, jog over poles.
10. Stop or break to the walk, walk over pole and into box, execute a 360 turn either way, walk out box, walk over pole.
1. Gate: RH open walk over pole, close gate.
2. Back around corner, back between poles.
3. You may walk forward out of chute, then lope over poles (RL).
4. Break to the jog, jog over poles.
5. Jog over poles, jog thru serpentine.
7. Break to the jog, jog over poles.
8. Lope over poles (LL).
9. Break to the jog, jog over poles.
10. Stop or break to the walk, walk over poles and into box, execute a 360 turn either way, walk out box, walk over poles.

Trail
Youth Senior L2, L3
Select Amateur L2, L3
1. GATE: RH OPEN, RIDE THRU AND CLOSE GATE.
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. YOU MAY WALK FORWARD OUT OF CHUTE, THEN
   JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLE, JOG THRU SERPENTINE.
6. JOG OVER POLES.
7. JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLE AND INTO BOX, EXECUTE A 360 TURN
   EITHER WAY, WALK OUT BOX, WALK OVER POLE.
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. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

2. Complete four spins to the left. Hesitate.

3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.

4. Complete four spins to the right. Hesitate.

5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)

6. Continue around previous 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.

7. Continue 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.

8. 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 completion of the pattern.
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back