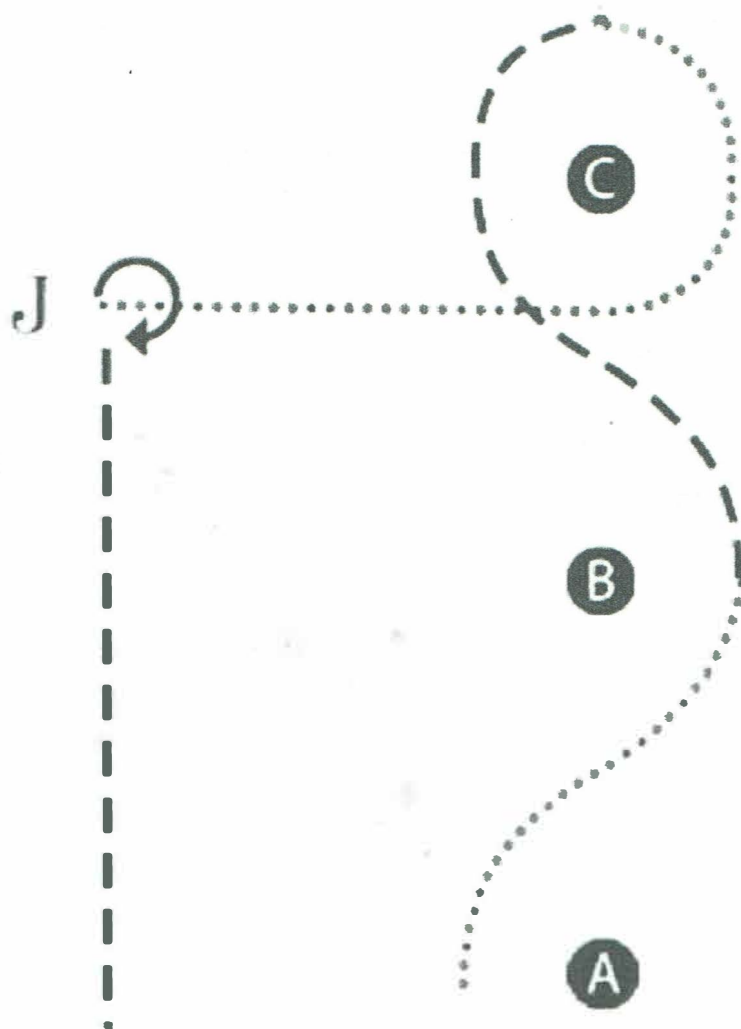


## Showmanship All Classes



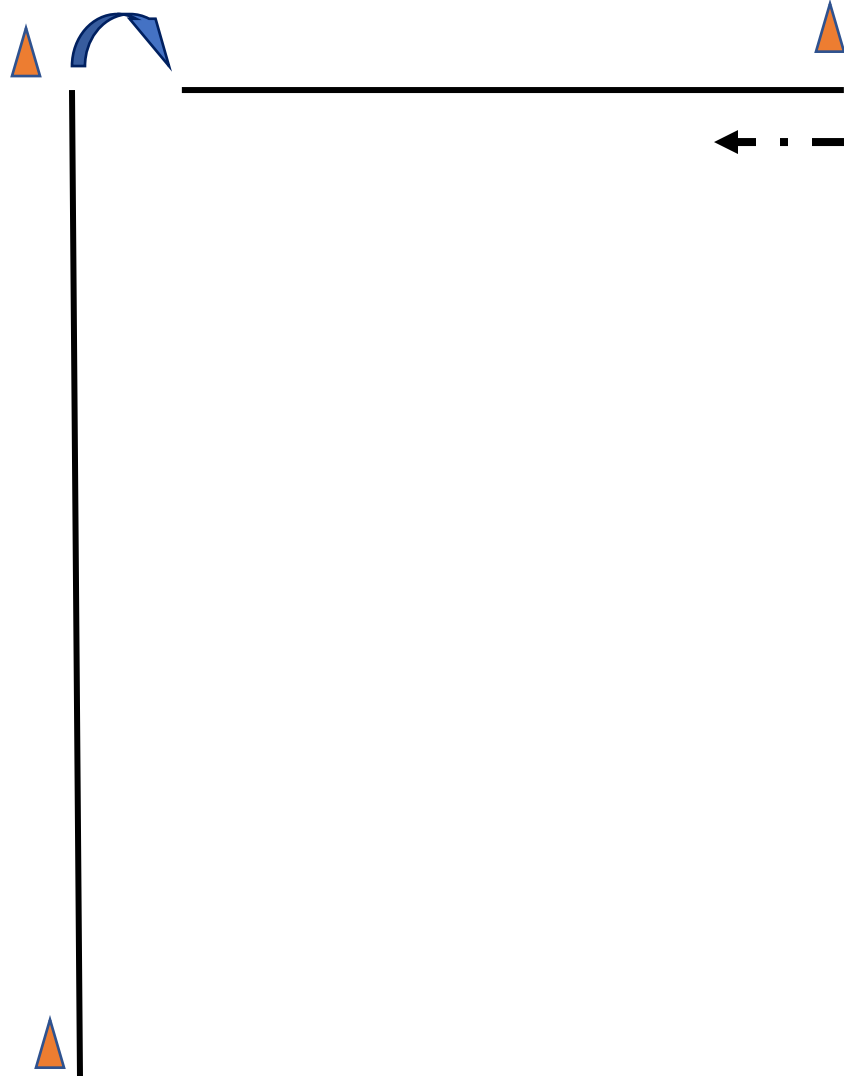
---

Be ready at A

- 1 Walk from A to B as shown
- 2 Trot to C, at the top of C break to a walk
- 3 Walk around C to judge and set up for inspection
- 4 When excused, perform a 270 pivot and trot to exit.

Patterns ends at A

# Walk & Whoa Horsemanship



At cone 1, walk a straight line to 2<sup>nd</sup> cone.

At cone 2, stop and perform a 1/4 pivot on the haunches right.

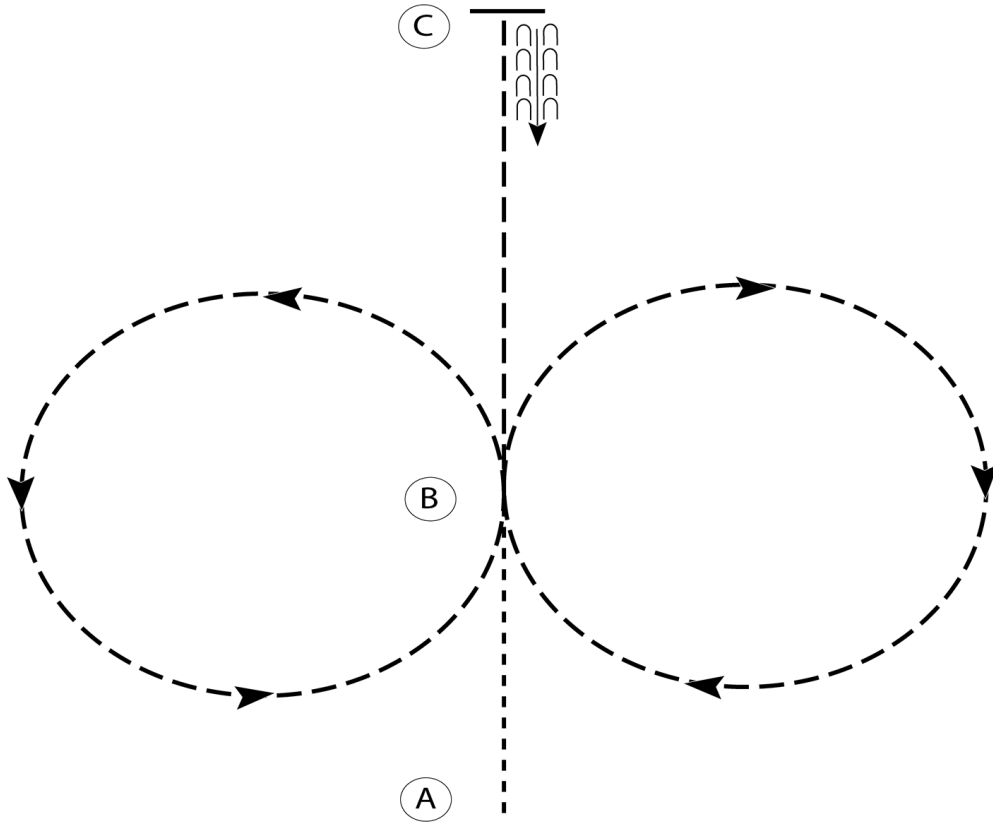
Stop at cone 3. Back a horse length.

Follow the ring stewards' instructions to exit.

# ECEA Buckle Series Show 1

## English Equitation (10 & Under; Green Novice)

Show Date: April 6, 2024



1. Walk A to B.
2. At B posting trot a circle to the right on the proper diagonal.
3. At B posting trot a circle to the left on the proper diagonal.
4. At B sitting trot to C.
5. At C stop and back approximately one horse length.

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

[HSE/WT-5]

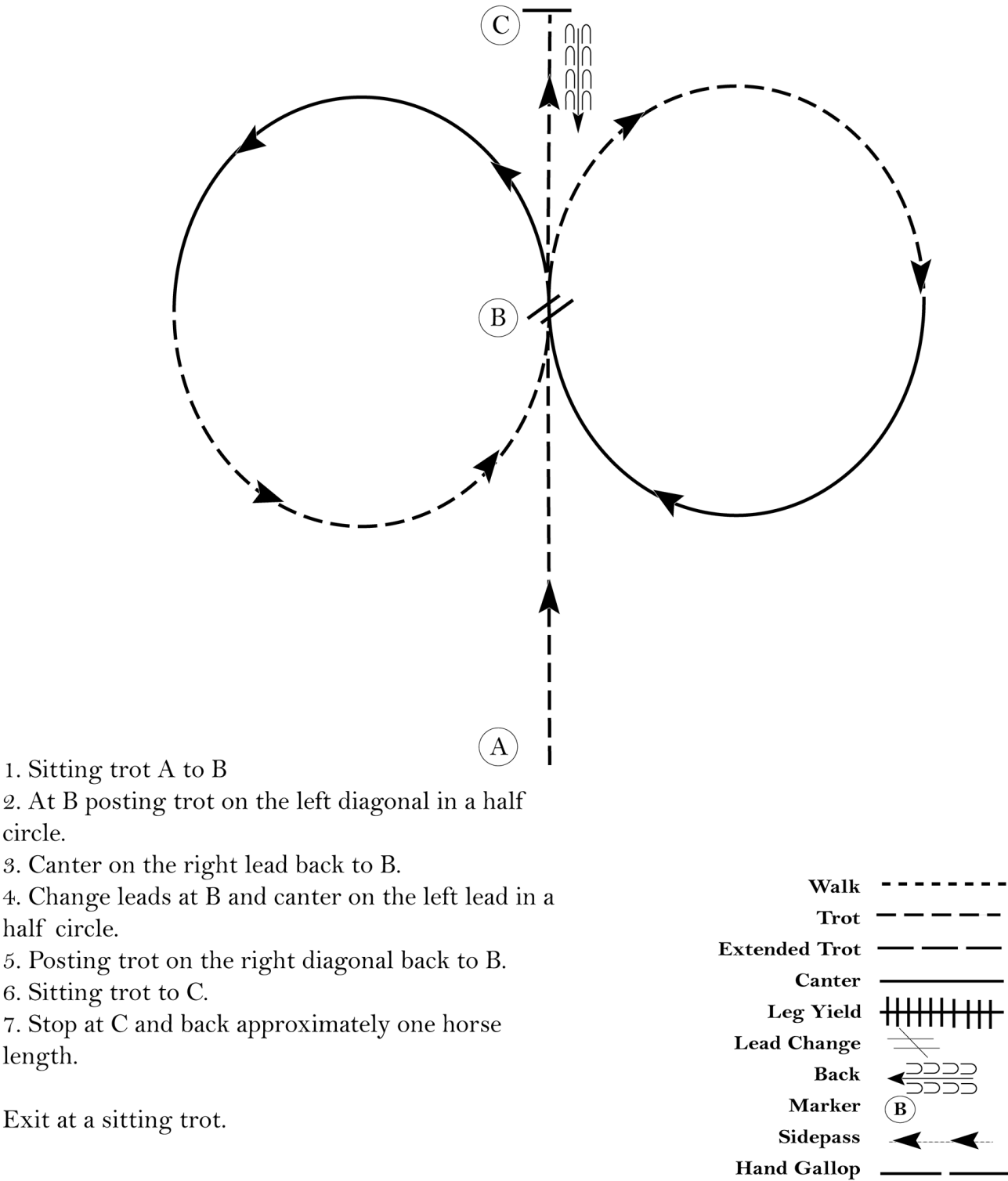
Pattern Provided by:

*Ellis County Equine Association*

# ECEA Buckle Series Show 1

English Equitation (11-13, 14-18, Adult)

Show Date: April 6, 2024



[HSE/3-21]

Pattern Provided by:

*Ellis County Equine Association*

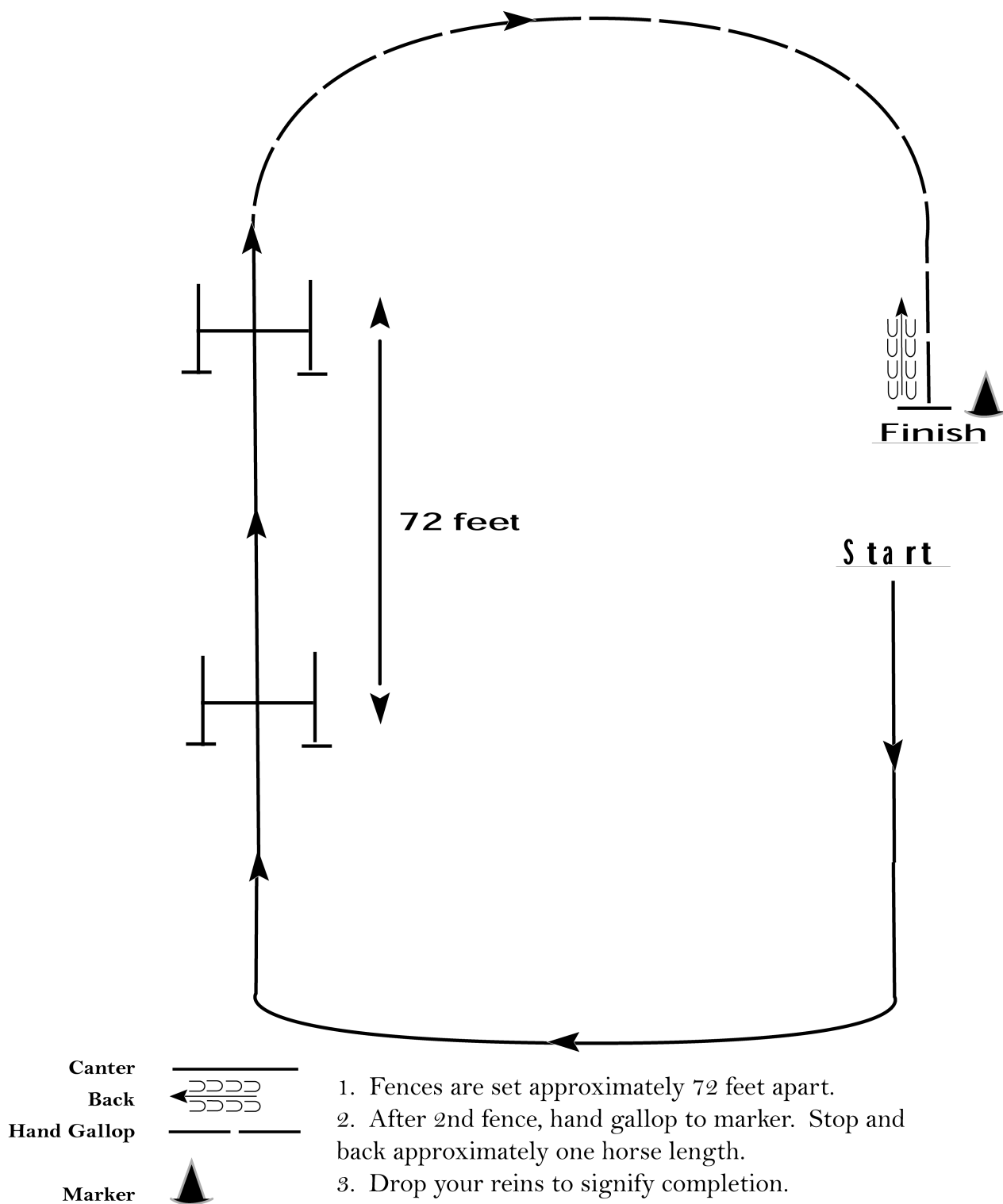
# ECEA Buckle Series Show 1

## Hunter Hack (Open All Ages)

Show Date: April 6, 2024

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[HH/72-2]

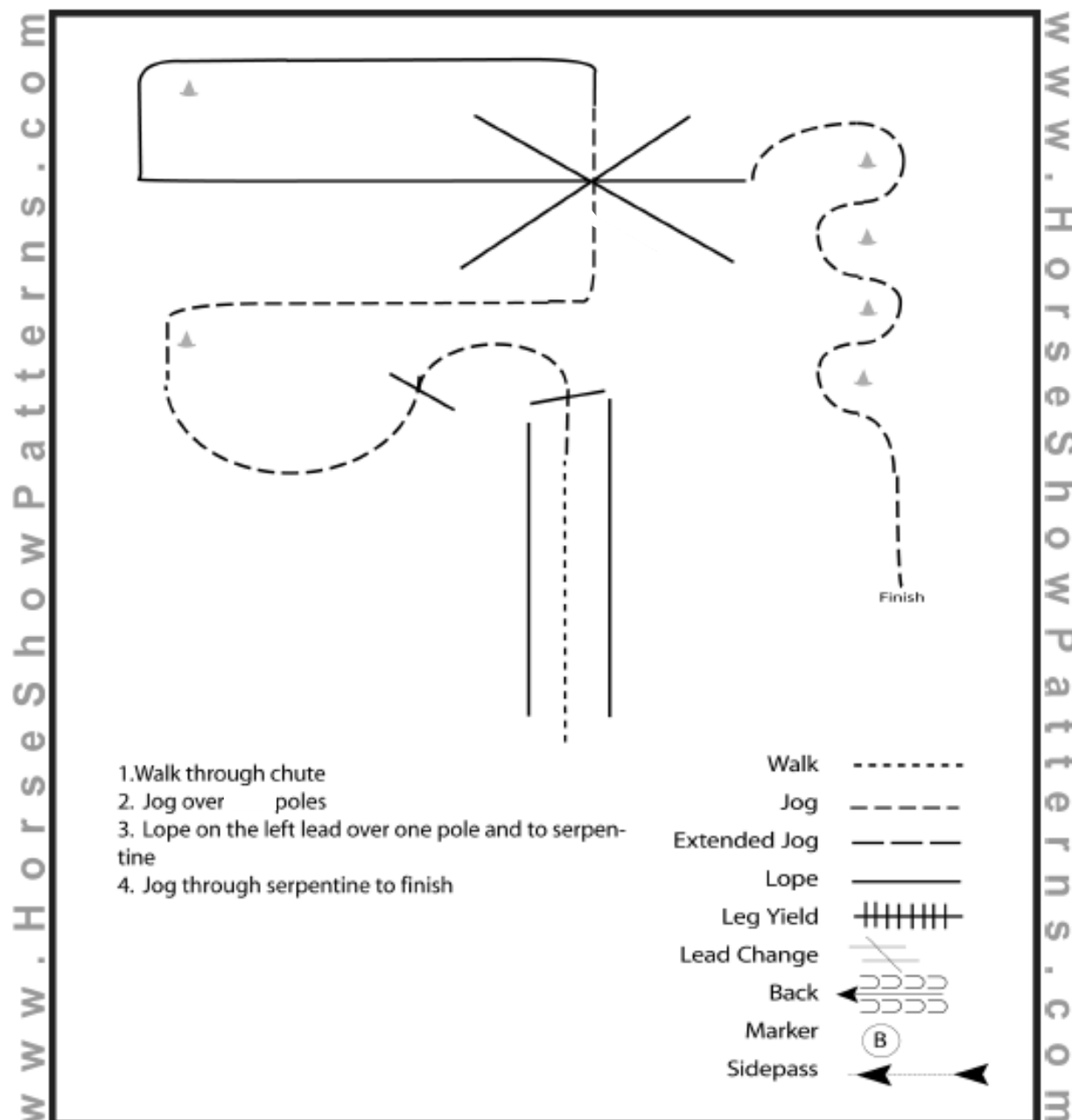
Pattern Provided by:

*Ellis County Equine Association*

# ECEA Buckle Series Show 1

Trail (11 to 13; 14 to 18; Adult)

Show Date: April 6, 2024



[T/1-8]

Pattern Provided by:

*Ellis County Equine Association*

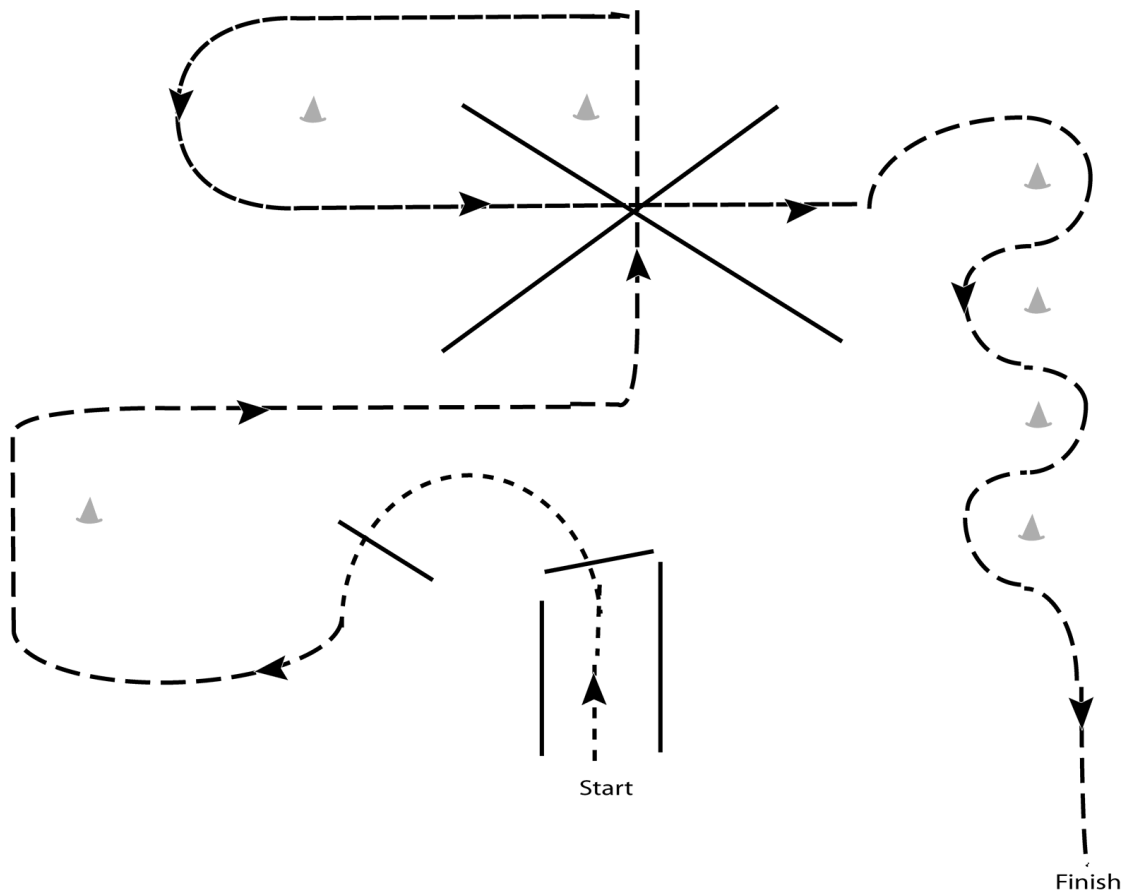
# ECEA Buckle Series Show 1

Trail (10 & Under; Green Novice; In-Hand; Walk/Whoa (walk all))

Show Date: April 6, 2024

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1. Walk through chute and over two poles
2. Jog around cone, and over elevated pole
3. Jog around 2 cones and to serpentine
4. Jog through serpentine to finish

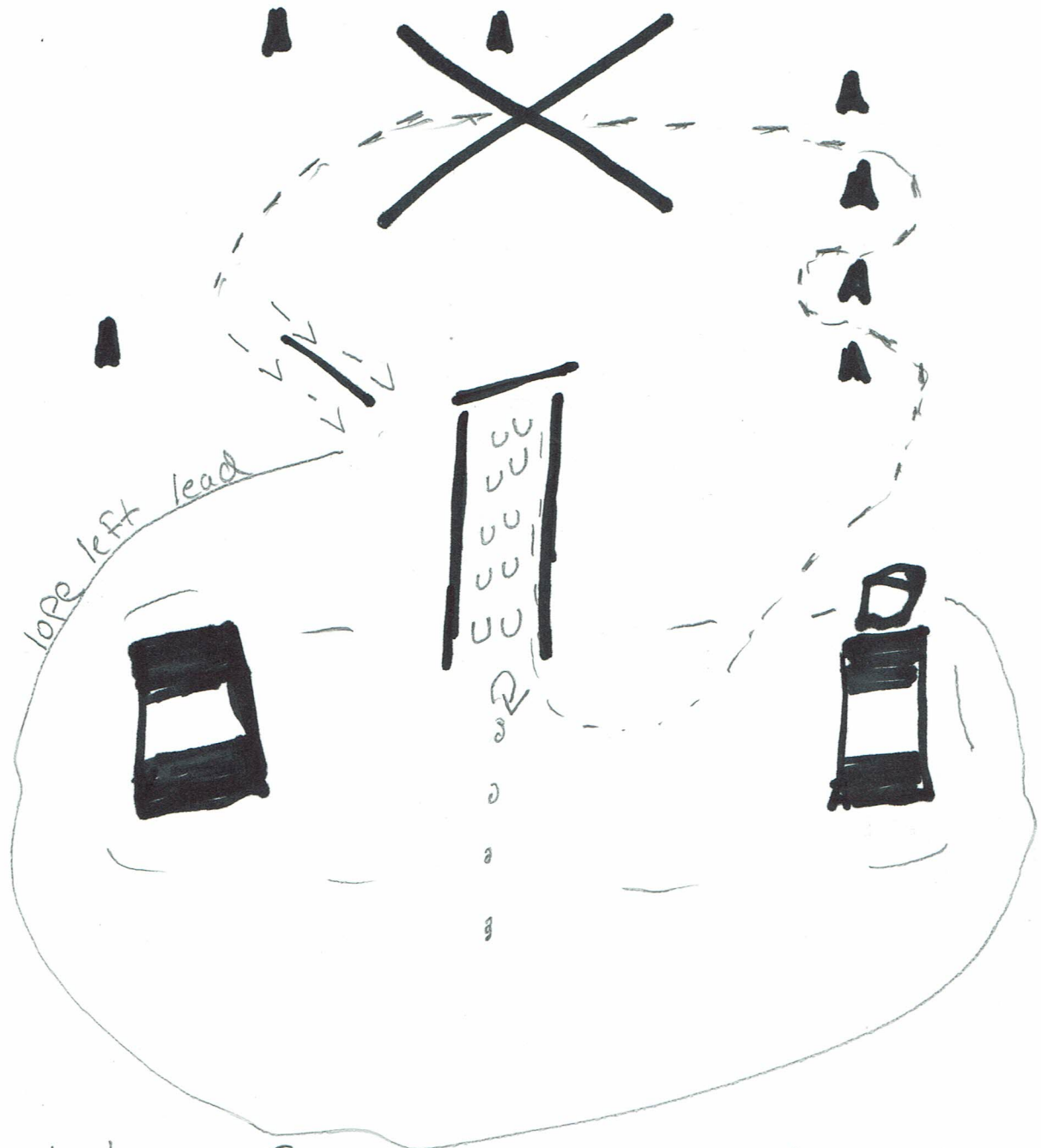
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	---/---
Back	---<---<---<
Marker	(B)
Sidepass	--->--->---

[T/WT-8]

Pattern Provided by:

*Ellis County Equine Association*

# Ranch Trail all ages



- walk to chute, perform 180° either direction, back into chute
- Trot out of chute, thru cones, and over poles.  
Stop at single pole and sidepass left.
- lope left lead to barrel, pick up object, extend the trot around 2nd barrel and replace on 1st barrel. Exit at walk.

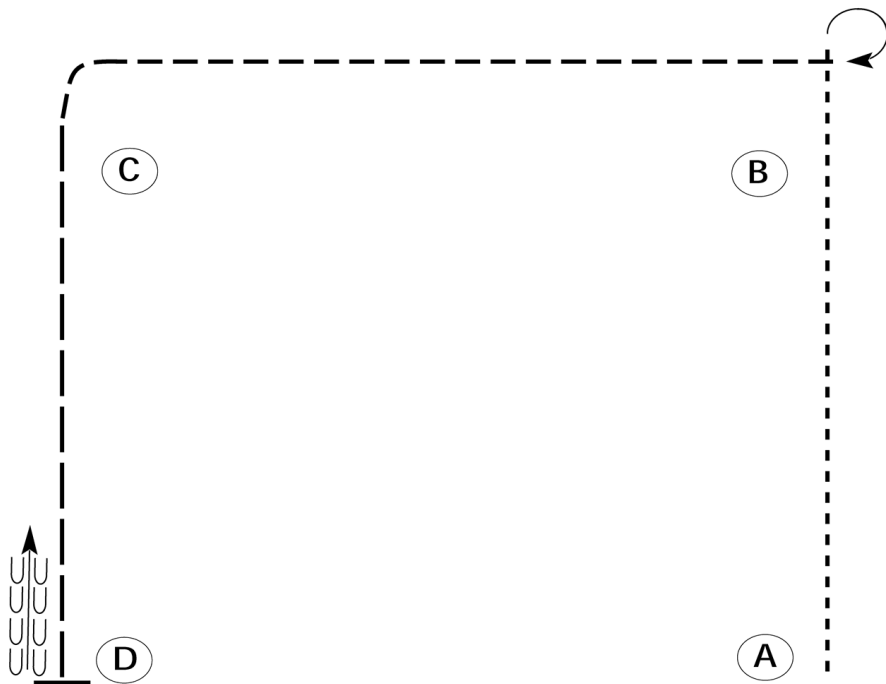


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# ECEA Buckle Series Show 1

## Horsemanship (10 & Under; Green Novice)

Show Date: April 6, 2024



Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog 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	←-----→

[WH/WT-23]

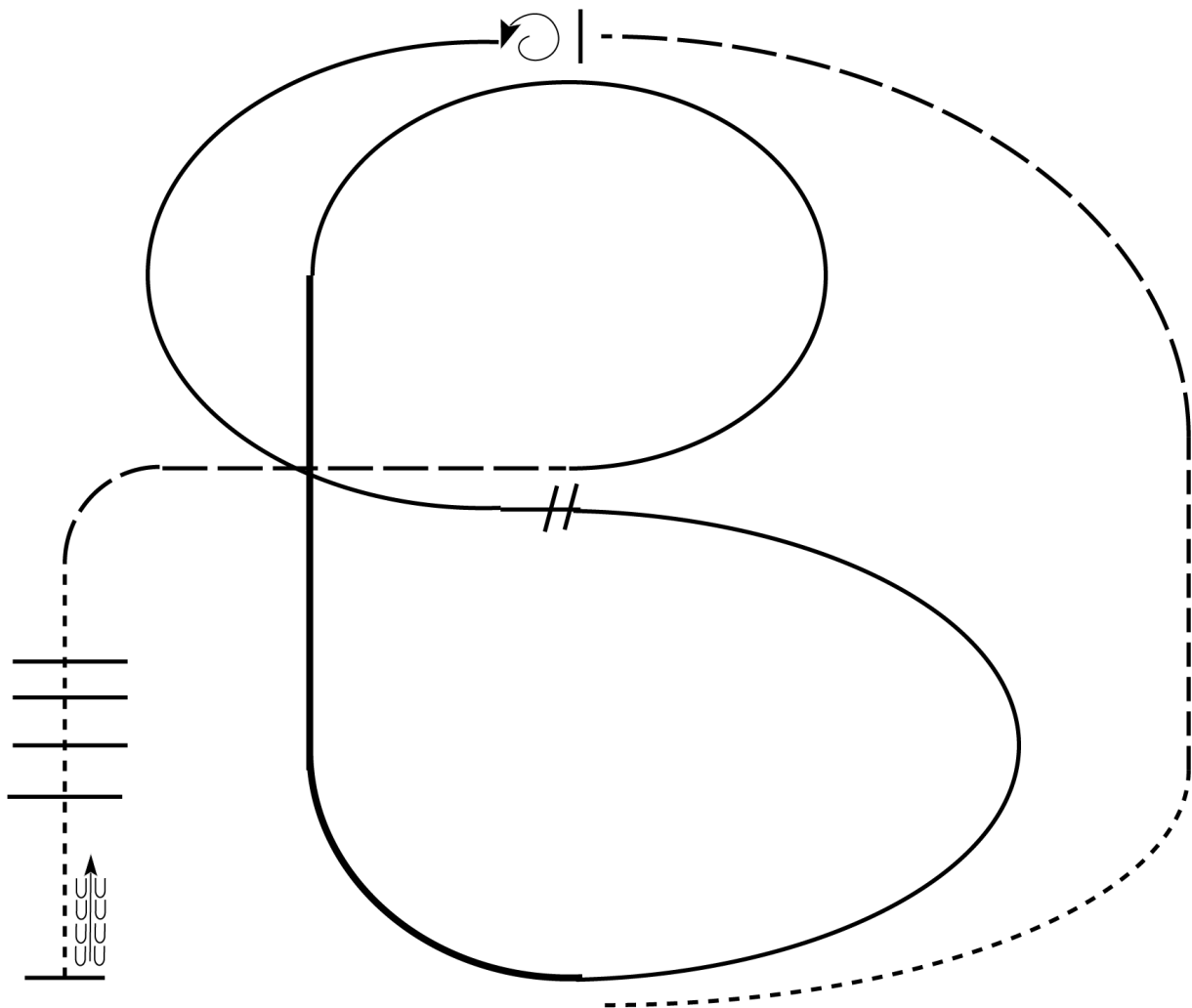
Pattern Provided by:

*Ellis County Equine Association*

# ECEA Buckle Series Show 1

## Ranch Riding (All Ages)

Show Date: April 6, 2024



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree 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 arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles.
12. Stop and back

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	— — — —
Lead Change	
Back	
Marker	(B)

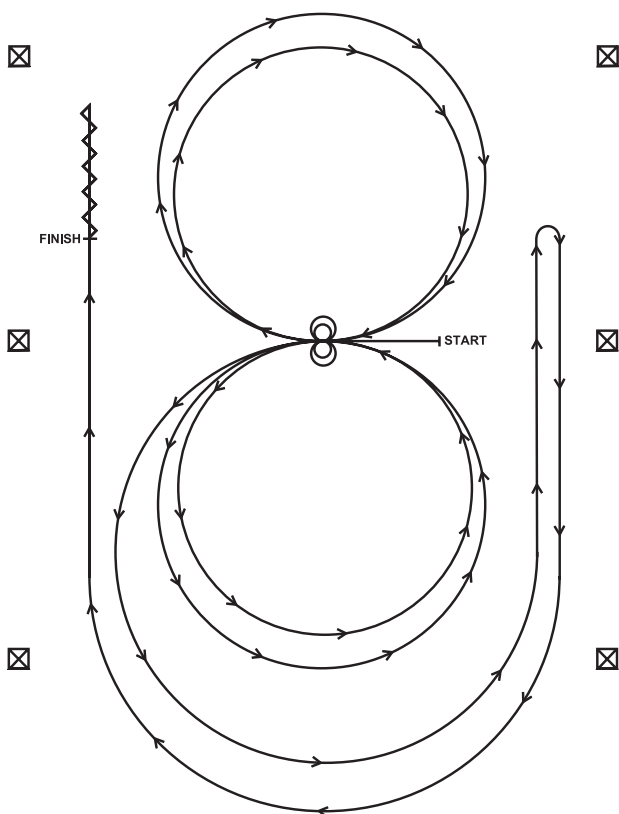
[RR/1]

Pattern Provided by:

*Ellis County Equine Association*

## REINING PATTERN 12

Approved only for Level I (Novice) Youth and Amateur, Youth I3 & Under and EWD Independent Walk, Trot, Lope



Horses may walk or trot 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 show completion of pattern.