

# 4-H PEI

## 2021 Equine Patterns

### For Achievement Day & Exhibitions



CANADA

4-H PEI



# Novice Showmanship Pattern

\* This pattern is executed in hand

## Legend

Walk .....  
Trot/Jog - - - - -

Rein Back/Back Up

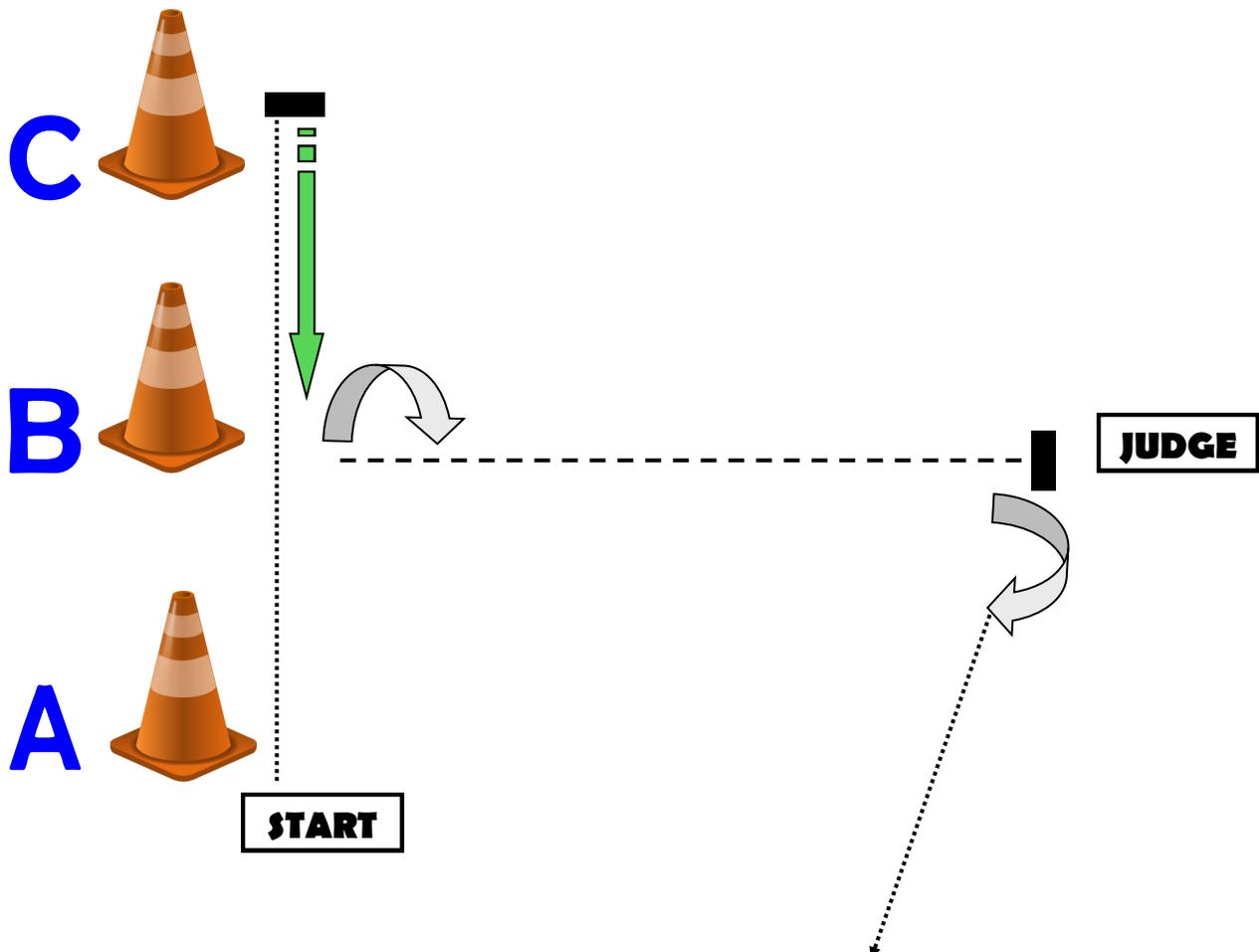


Halt



## Pattern

- Start at cone "A" and walk to cone "C".
- Halt at cone "C" and back up to cone "B".
- At cone "B" execute a 1/4 turn to the right and proceed to judge in trot/jog.
- Halt at judge and set up for inspection.
- When excused by the judge execute another 1/4 turn to the right and return to line up at walk.



# Advanced Showmanship Pattern

\* This pattern is executed in hand

## Legend

Walk

.....

Trot/Jog

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Rein Back/Back Up

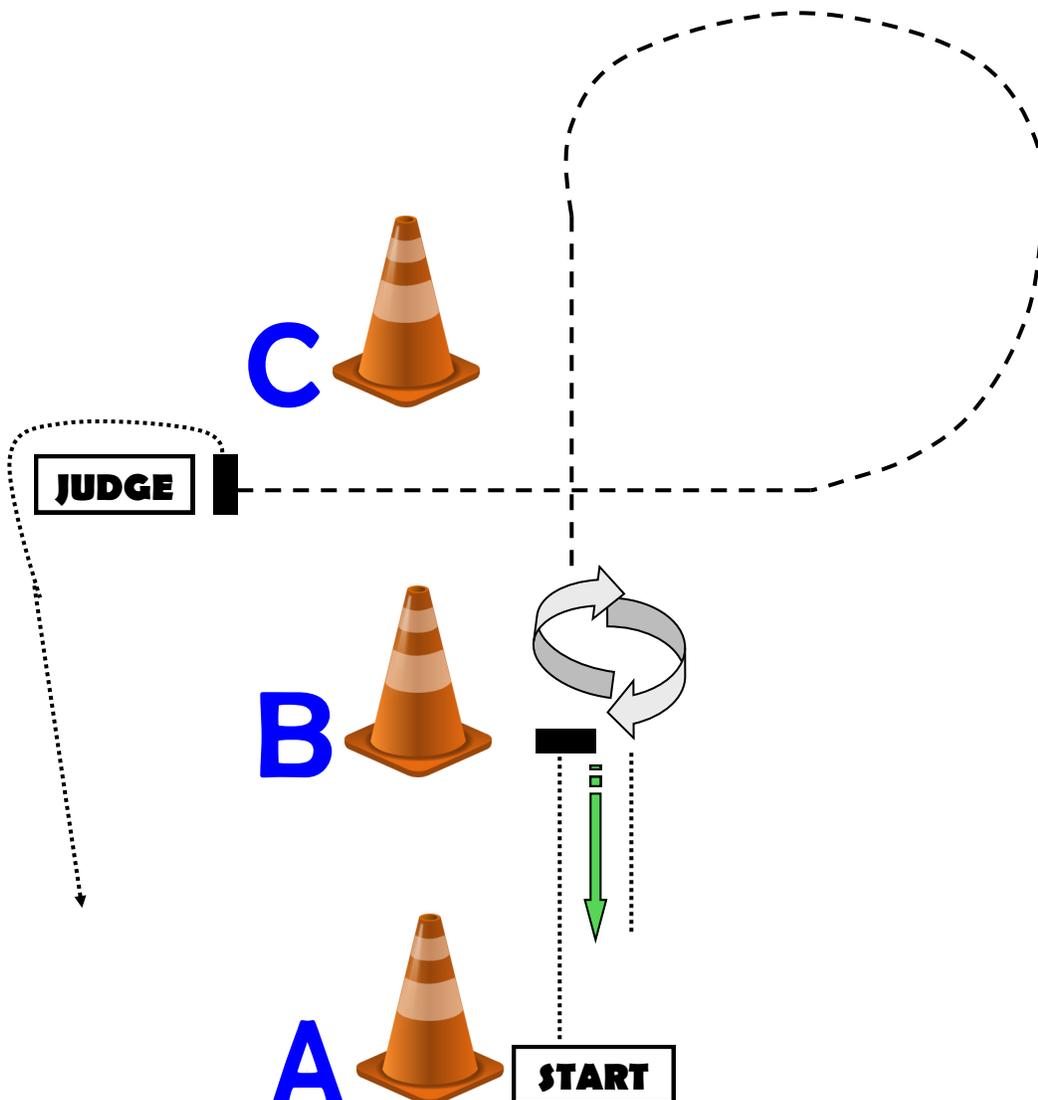


Halt



## Pattern

- Start at cone "A" and walk to cone "B".
- Halt at cone "B" and back up 4 strides.
- Walk back to cone "B" execute a 360 degree turn to the right and proceed in trot/jog.
- At cone "C" trot/jog loop to the right and continue it trot/jog to judge.
- Halt at judge and set up for inspection.
- When excused by the judge return to line up at walk.



# Novice Horsemanship Pattern

\* This is a riding pattern.

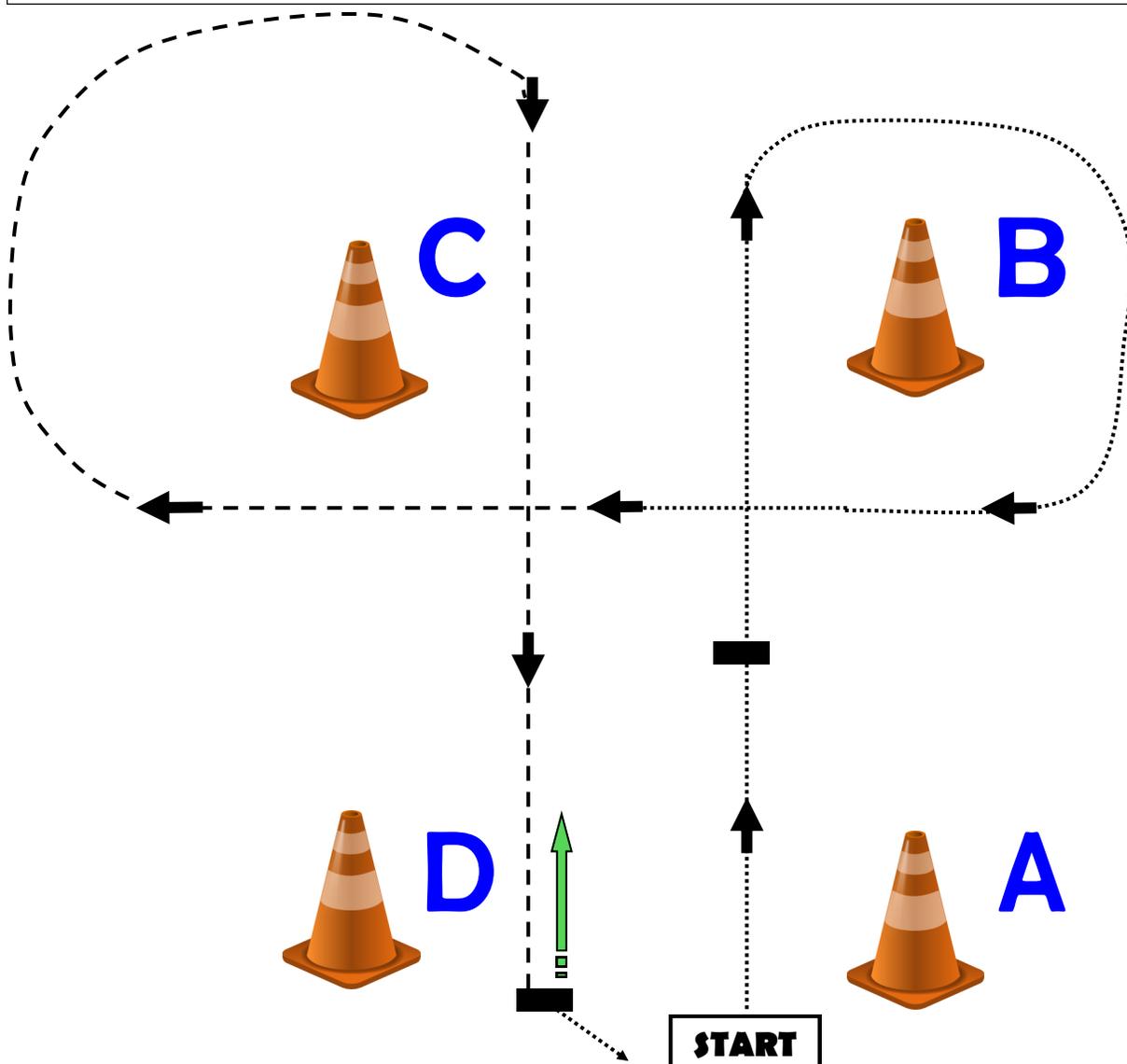
## Legend

Walk .....  
Trot/Jog - - - - -

Rein Back/Back Up   
Halt 

## Pattern

- Start at cone "A" in walk.
- Halfway between cone "A" and "B" halt for 5 seconds.
- Walk to and around cone "B".
- Between cone "B" and "C" pick up trot/jog.
- Trot/jog around cone "C" and then to cone "D".
- At cone "D" halt and back up 4 strides.
- Walk back into line up.





# Novice Driving Pattern

## Legend

Walk ..... (dotted line)

Collected Trot ..... (dotted line with dots)

Working (Regular) Trot - - - - - (dashed line)

Extended Trot - . . - . . - . . (dash-dot line)

Halt ■ (solid black rectangle)

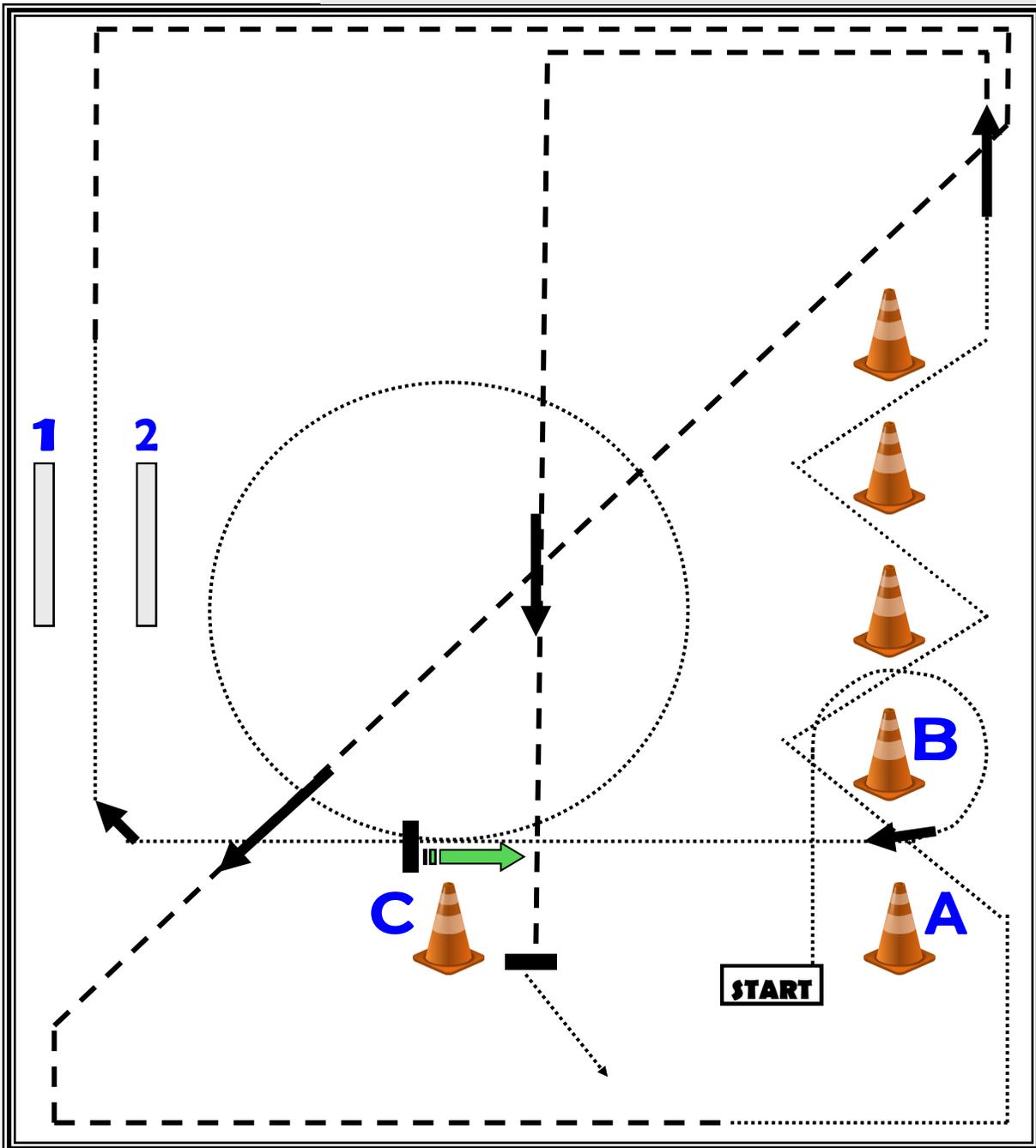
Rein Back/Back Up ■ → (green arrow with two small squares)

## Pattern

Start at cone "A". Walk from cone "A" to "B", turn right around cone "B", and proceed to cone "C". At cone "C" execute a 15m circle to the right in walk, and then halt at cone "C" and back up 4 strides.

Then walk to rail at turn right. Drive between poles and then transition to working trot and continue on rail. Working trot across the diagonal of the ring. Transition to walk when in line with cone "C". Starting on the outside of cone "A" weave through the 5 pylons, and then transition to working trot on the rail. Turn down centre line and proceed in working trot. Halt at cone "C". Exit at a walk.

**\*NOTE: The width between poles 1 & 2 should be 4" wider than the width as the wheel base of the cart. Each cart will need to be measured and the poles adjusted to match.**



Aprox. 12' between weave pylons



# Obstacle Driving Pattern

Driving pattern for members who have completed their PEI 4-H Equine Driving Project (any level).

## Legend

Walk or Trot



Halt



Rein Back/Back Up



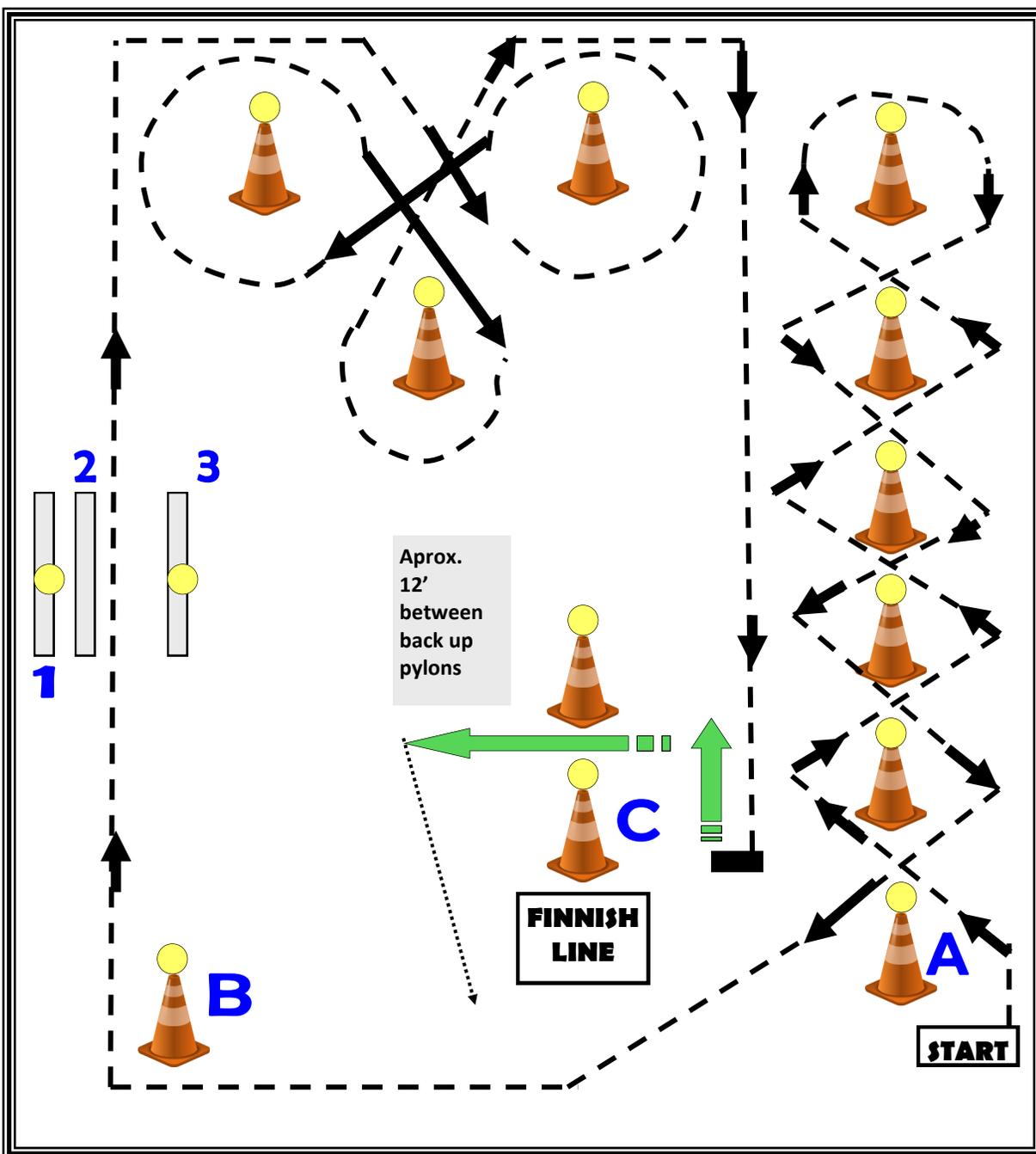
Tennis Ball



## Pattern

Timing starts when you pass cone "A". Weave down and back through the six pylons. Continue to and around cone "B" and continue to poles. Drive through poles with your left wheel between poles #1 and #2. Execute a clover leaf pattern around the trio of pylons, and then turn right. Halt at cone "C" and back all the way through the finish line. Timer will stop when both cart and horse/pony have completely passed over the finish line. Exit at a walk.

**\*NOTE:** The width between poles 2 & 3 should be the same width as the wheel base of the cart. Each cart will need to be measured and the poles adjusted to match.



# In-Hand Obstacle Pattern

Exhibition pattern for all equine members of all levels in riding, in hand, and/or driving.

## Legend

Walk or Trot



Halt



Rein Back/Back Up



Side Pass



## Pattern

Timing starts when the animal passes cone "A". Weave down and back through the 4 pylons. Continue to hula hoop. Halt with both of the animal's back hooves inside of hoop and execute a 1/4 pivot turn to the right. Continue to and over both the tarp and then the 3 poles. Then execute a clover leaf pattern around the trio of pylons, & then turn right. Halt at pole and side pass right (with the animal straddling the pole). Continue on to cones "B" & "C". Halt before cones "B" & "C". Execute a 1/2 pivot to the right. Back animal between cones "B" & "C" and then between cones "C" & "D", which is the finish line. Timer will stop when both the handler and the animal have completely passed over the finish line. Exit at walk.

**\*Note:** Trot/jog poles distance is usually good for most horses, ponies, mules, and standard donkeys if set 3'6" apart. However for small ponies, and miniature horses and donkeys you should adjust them to 2'6".

