

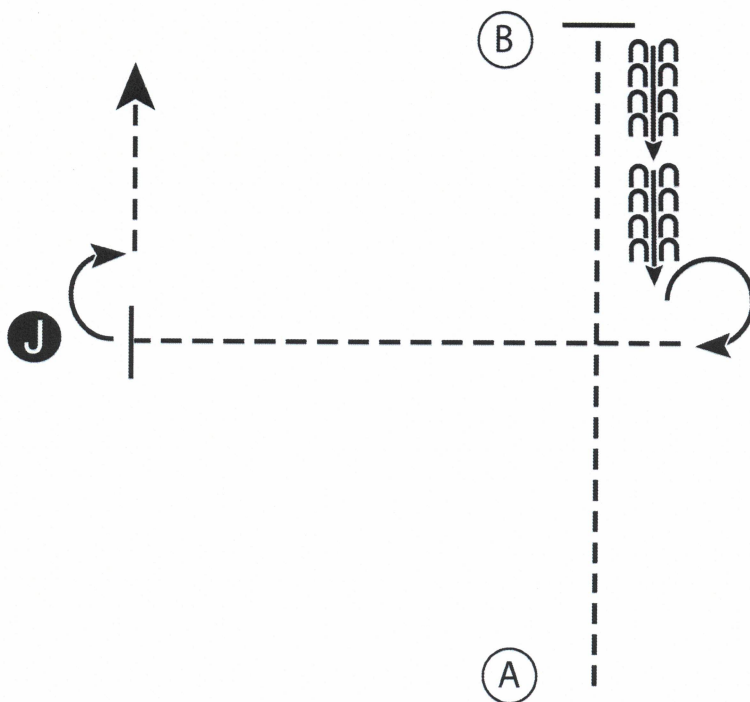
Horse Project Class Schedule – Kalamazoo County 4-H Youth Showcase 2025

Monday 8/4/25 Show	Tuesday – 8/5/25 Show	Wednesday – 8/6/25	Thursday – 8/7/25	Friday – 8/8/25
Show begins at 9am	Show begins at 9am	Show begins at 9am	Show begins at 10am	
SMS / English	Western	Dressage / Jumping / Trail	Versatility / Gymkhana	Costume/fun day Begins 10 am
100 – Western Showmanship	200 - Western Horsemanship	Dressage Ring 2 - Start time 8:30am	Versatility	
101 – English Showmanship	201 – Western Dressage Equitation	300 - Walk / Trot A	400 - Versatility 15-19	Costume Class 10am
102 – Novice Showmanship	Grand Champion Horsemanship	301 - Walk / Trot B	401 - Versatility 9-14	Drill Team
Grand Champion Showmanship	Cloverbud Showmanship	302 - Walk/Trot/Canter C		Following costume
Top Showman	202 -Novice Horsemanship	303 - Training Level I	Gymkhana Following versatility	
103 - Open English Equitation	203 - Novice Western Pleasure	304 - Training Level 2	500 - Cloverleaf 15-19	
104 - Open English Pleasure	Cloverbud Horsemanship	305, 306, 307 - Western Dressage Intro W/T 1-3	501 - Cloverleaf 9-14	Fun and Games Following Drill team
105- Novice Equitation	204 - Western Pleasure	308, 309, 310 - Western Dressage Basic 1-3	502 - Indiana Flag 15-19	
106 - Novice English Pleasure	205 - Ranch Riding Pattern		503 - Indiana Flag 9-14	
		Jumping Ring 1 – Start time 10am practice begins at 9:30am		Awards – time TBD
107-Dressage Equitation	206 - Ranch Pleasure		504 - Speed & Action 15-19	
Grand Champion Equitation	207 – Western Bareback	311 - Cross Rails Canter	505- Speed & Action 9-14	
108 – Show Hack	208 - Western Riding Simple or Flying lead changes	312 - Hunter Over Fences	506 - Pole Bending 15-19	
109 - English Bareback	209 – Reining	313 - Hunter Hack	507 - Pole Bending 9-14	
110 - English Riding - Simple or Flying lead changes		Trail Ring 1 – Start time after jumping	508 - Keyhole 15-19	
		314 - Trail – Western	509 - Keyhole 9-14	
		315 - Trail – English		
		316 - Trail - Novice		DANCE PARTY!


Kalamazoo County 4-H Youth Showcase

Western Showmanship

Show Date: 08-04-2025



1. Trot A to B
2. Stop at B and back halfway to A
3. Stop and perform a 270 degree turn
4. Trot to judge and set up for inspection
5. When dismissed perform a 90 degree turn and trot away from judge

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

[S/2-3]

Pattern Provided by:

Lynn Kamps

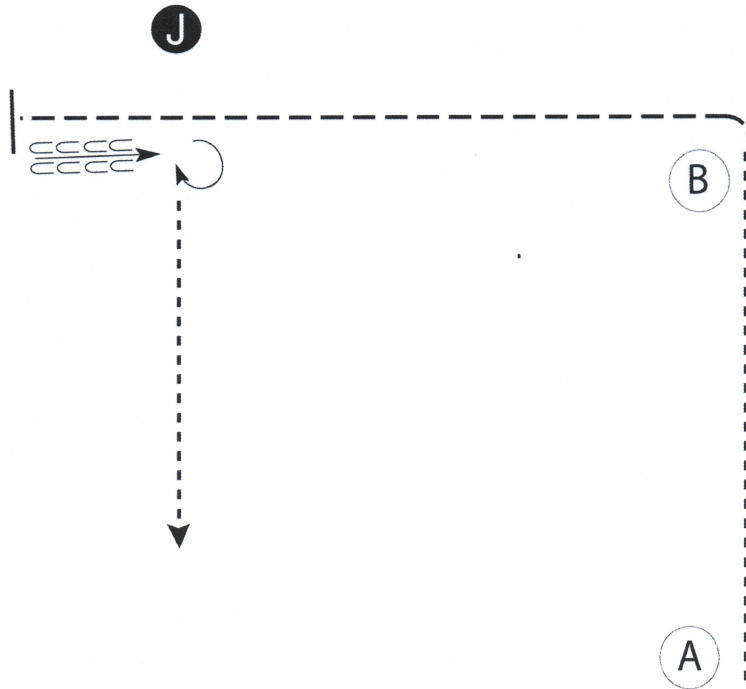
Kalamazoo County 4-H Youth Showcase

English Showmanship

Show Date: 08-04-2025

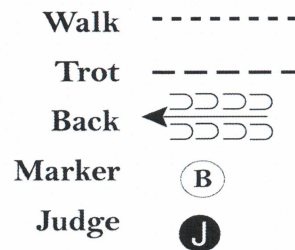
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Be ready at A.

1. Walk to B.
2. Trot around B and past judge.
3. Stop past judge and back until hind end of horse is even with judge.
4. Turn 270 degrees and set up for inspection.
5. When dismissed, walk straight away from judge.



[S/2-23]

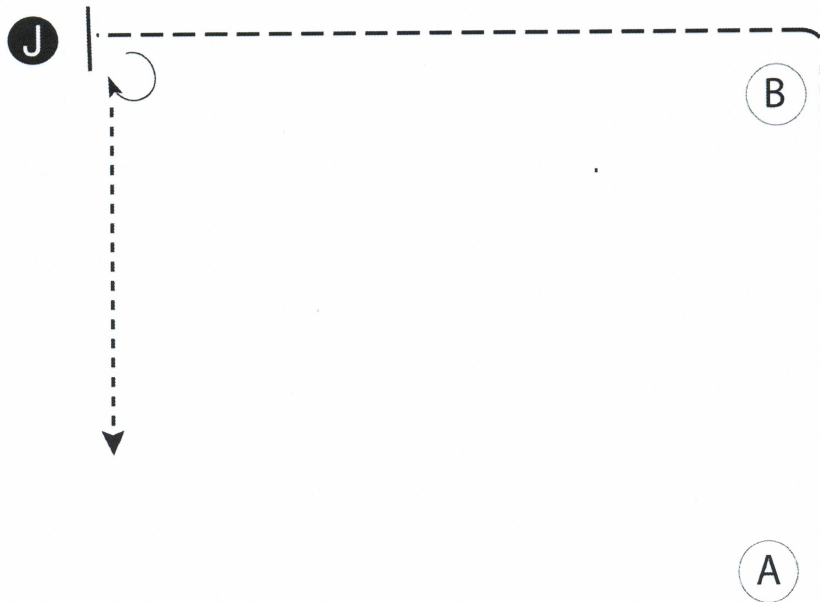
Pattern Provided by:

Lynn Kamps

Kalamazoo County 4-H Youth Showcase

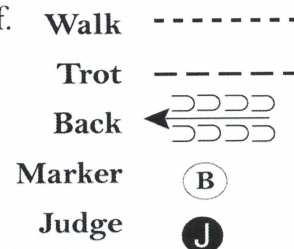
Novice Showmanship

Show Date: 08-04-2025



Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 270 degrees and walk straight off.



[S/WT-23]

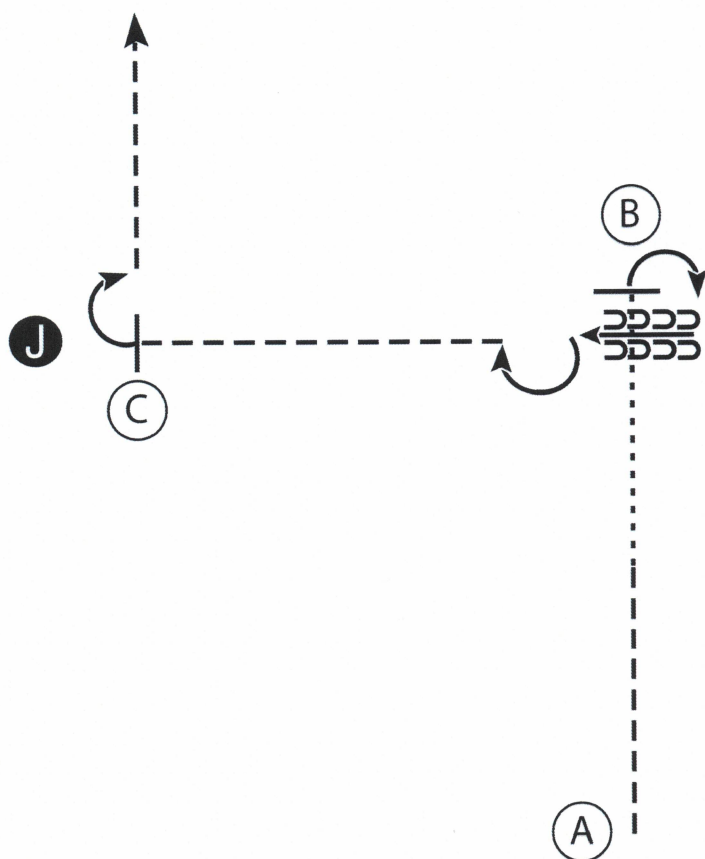
Pattern Provided by:

Lynn Kamps

Kalamazoo County 4-H Youth Showcase

Grand Champion Showmanship

Show Date: 08-04-2025



1. Trot from A half way to B.
2. Break to walk and walk to B.
3. Stop and perform a 90 degree turn.
4. Back four steps and perform a 180 degree turn.
5. Trot to C. Stop and set up for inspection.
6. When dismissed perform a 90 degree turn.
7. Trot to line-up.

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

[S/3-9]

Pattern Provided by:

Lynn Kamps

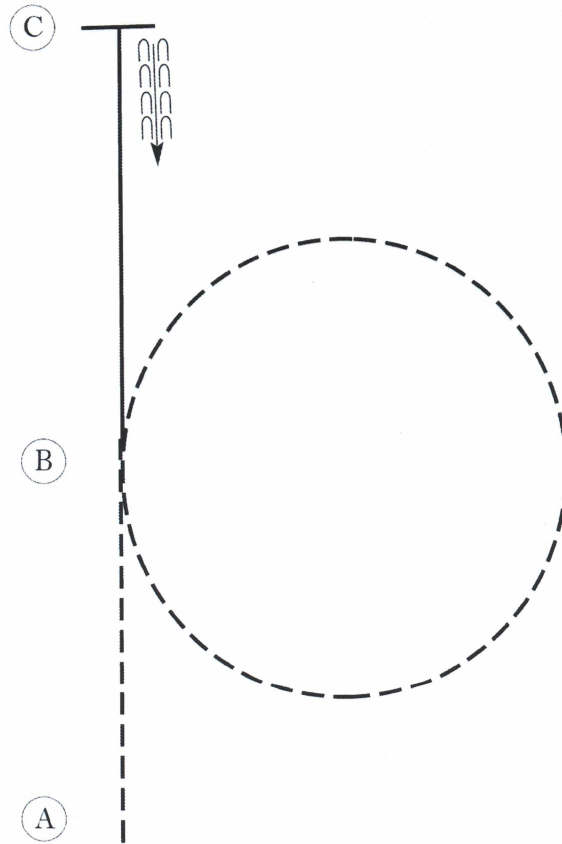
Kalamazoo County 4-H Youth Showcase

Open English Equitation

Show Date: 08-04-2025

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Be ready before A.

1. Sitting trot A to B.
2. At B, posting trot circle to the right on proper diagonal.
3. At B, canter on the left lead to C.
4. Stop at C and back approximately one horse length.

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

[HSE/1-2]

Pattern Provided by:

Lynn Kamps

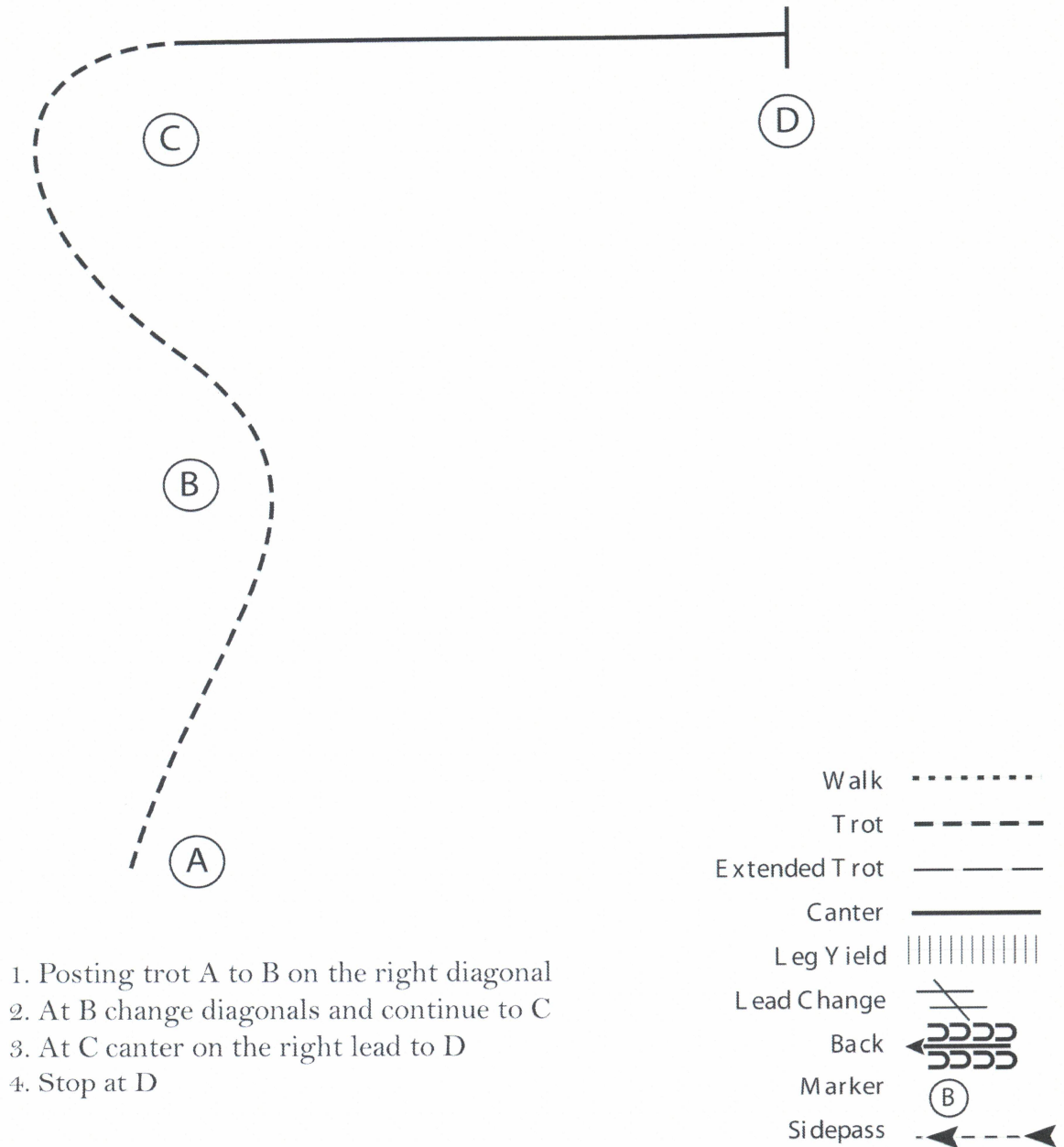
Kalamazoo County 4-H Youth Showcase

Novice Equitation

Show Date: 08-04-2025

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[HSE/1-9]

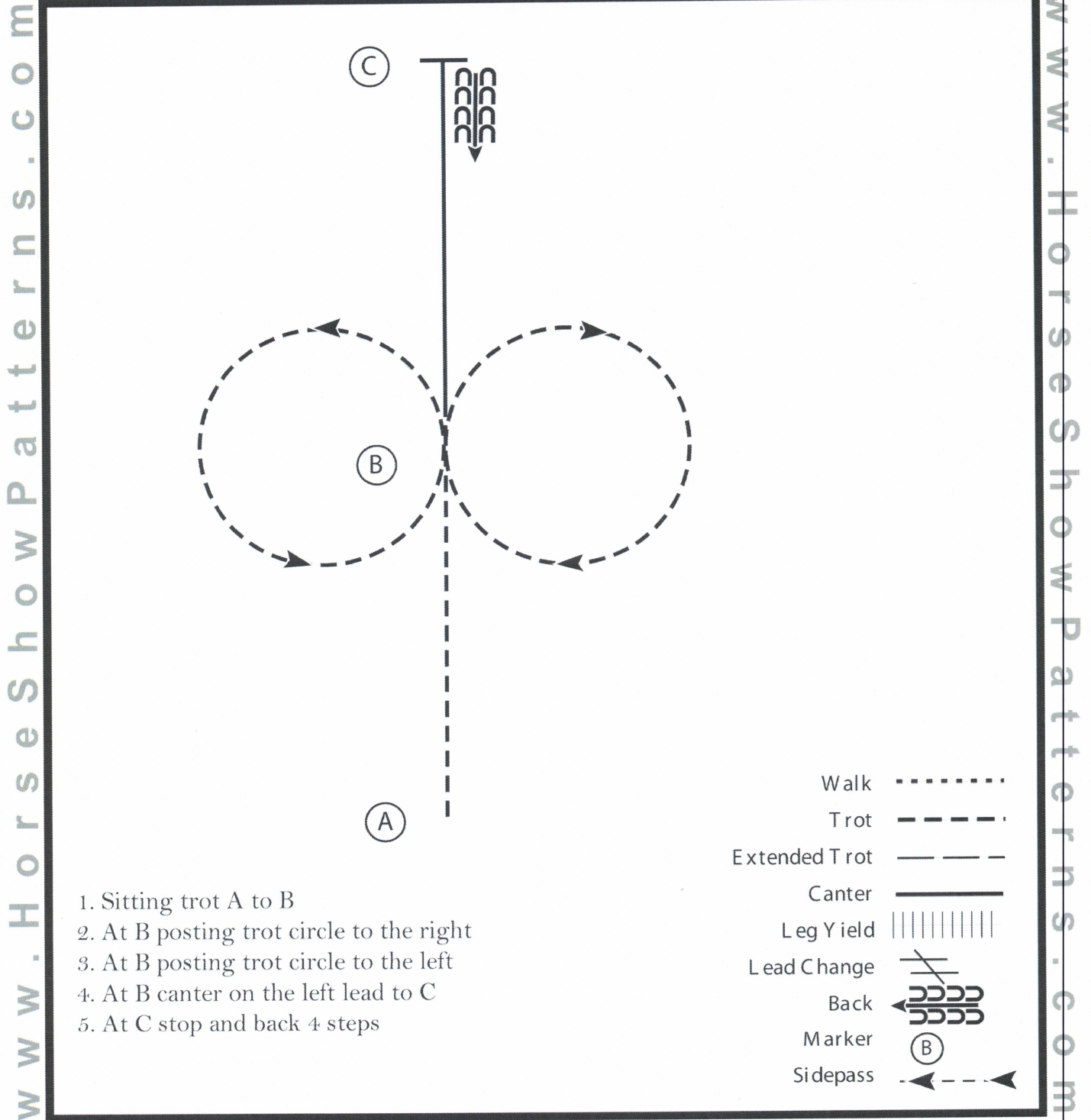
Pattern Provided by:

Lynn Kamps

Kalamazoo County 4-H Youth Showcase

Dressage Equitation

Show Date: 08-04-2025



1. Sitting trot A to B
2. At B posting trot circle to the right
3. At B posting trot circle to the left
4. At B canter on the left lead to C
5. At C stop and back 4 steps

[HSE/1-6]

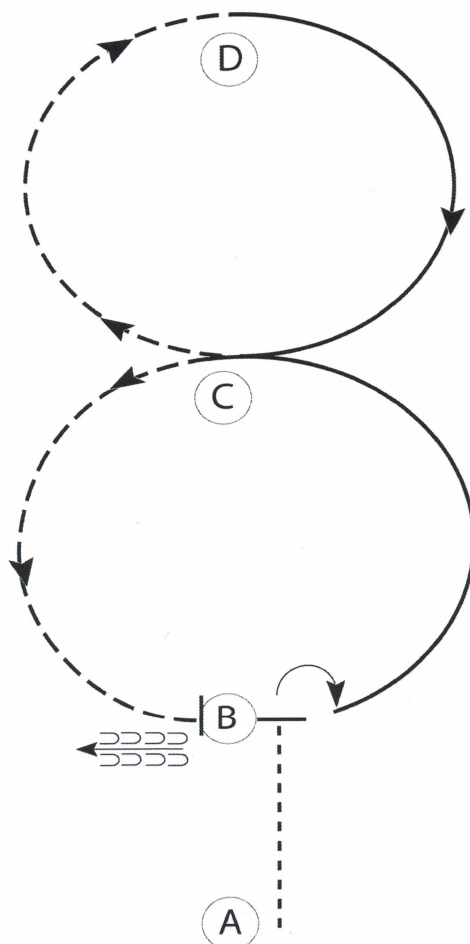
Pattern Provided by:

Lynn Kamps

Kalamazoo County 4-H Youth Showcase

Grand Champion Equitation

Show Date: 08-04-2025



Be ready at A.

1. Walk to B.
2. Stop at B and perform a 90 degree turn to the right on the forehand.
3. Canter on the left lead to C.
4. Posting trot from C to D.
5. Canter on the right lead from D to C.
6. Posting trot from C to B.
7. Stop at B and back one horse length.

Follow the instructions of your ring steward.

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

[HSE/2-13]

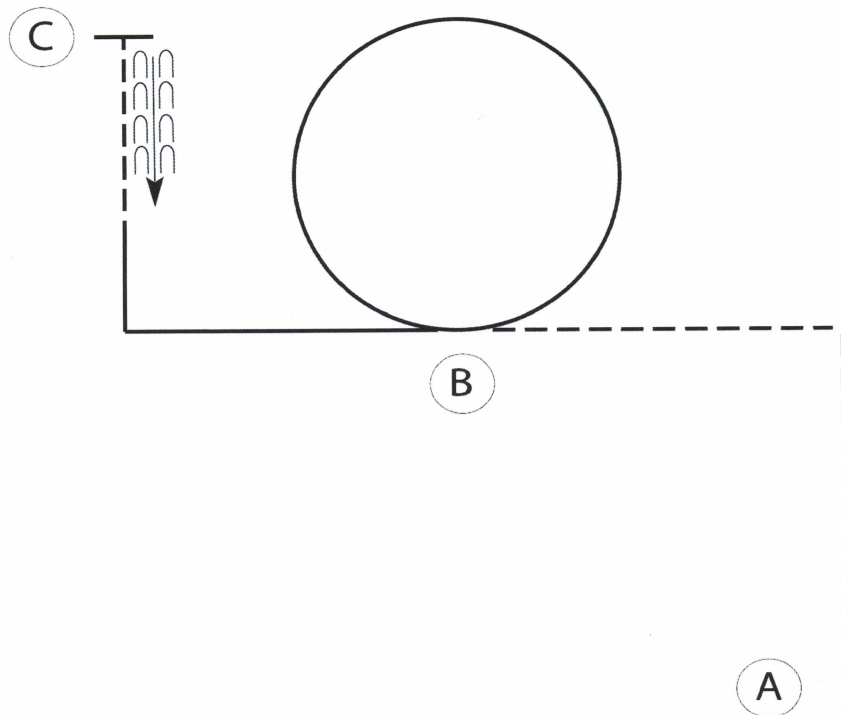
Pattern Provided by:

Lynn Kamps

Kalamazoo County Fair

Western Horsemanship

Show Date: 08-05-2025



Be ready at A.

1. Jog to B.
2. Lope a circle to the right on the right lead.
3. Continue the lope toward C and lope a square corner.
4. Halfway to C, break to a jog to C.
5. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Lead Change	
Back	
Marker	

[WH/1-103]

Pattern Provided by:
Nora Balgoyen

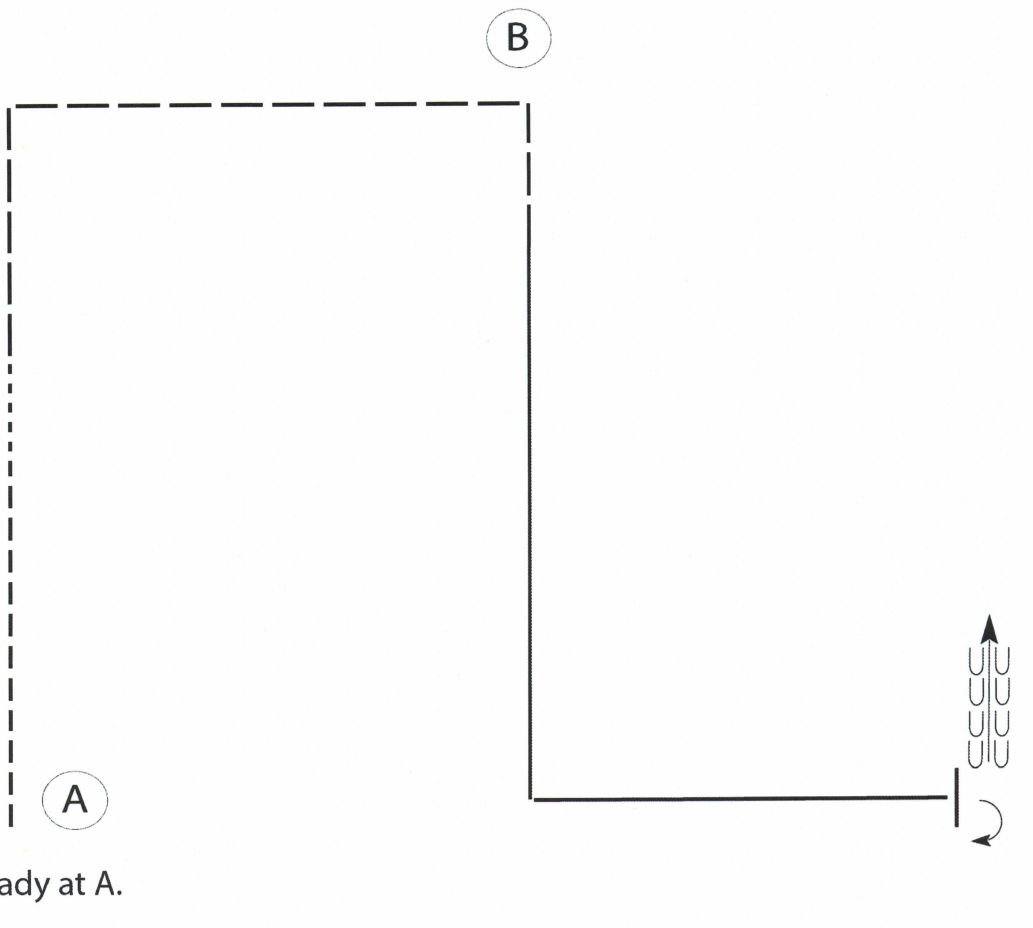
Kalamazoo County Fair

Western Dressage Equitation

Show Date: 08-05-2025

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[WH/1-120]

Pattern Provided by:
Nora Balgoyen

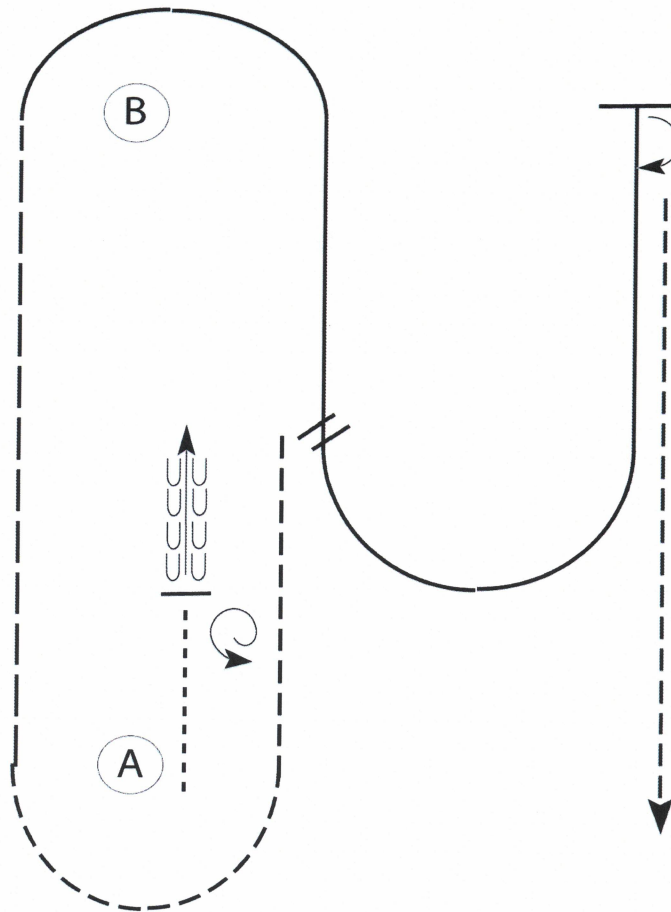
Kalamazoo County Fair

Grand Champion Horsemanship

Show Date: 08-05-2025

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Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

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

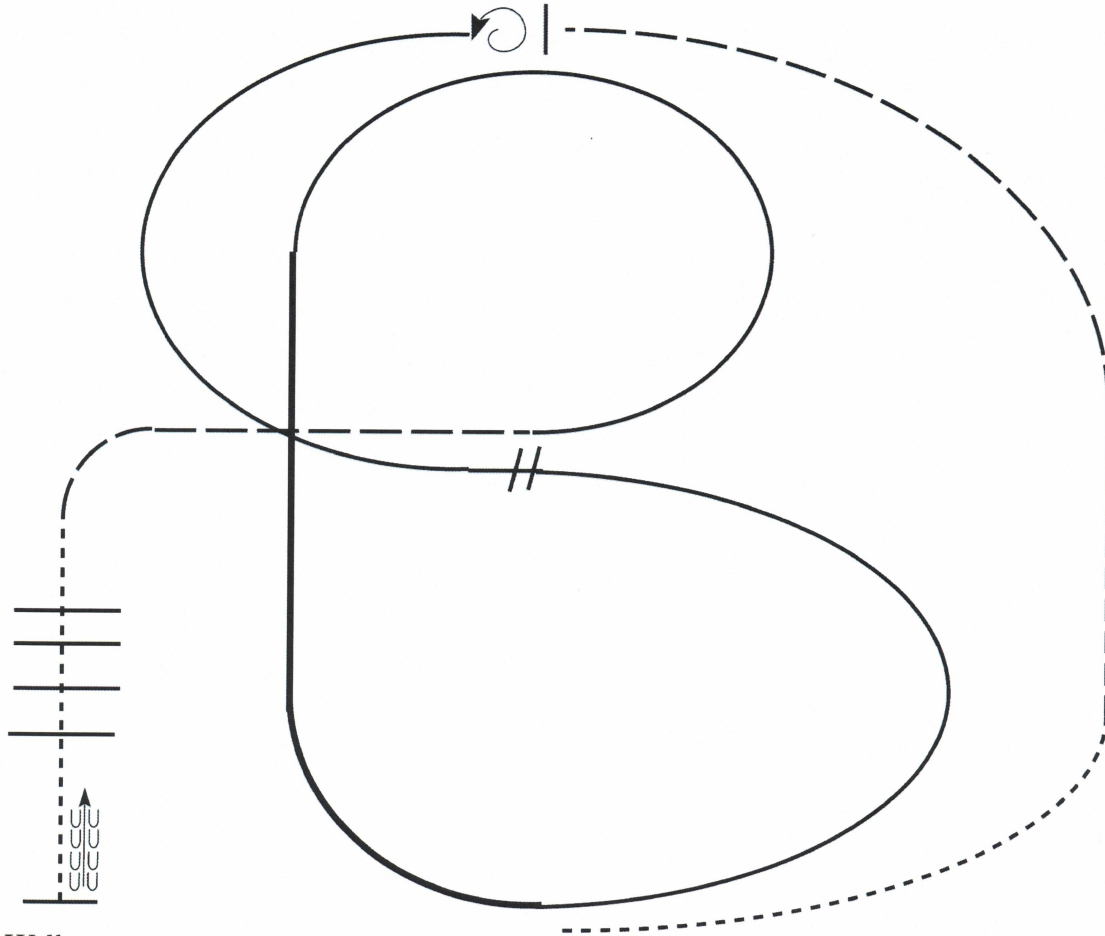
Pattern Provided by:
Nora Balgoyen

[WH/2-118]

Kalamazoo County Fair

Ranch Riding Pattern

Show Date: 08-05-2025



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	

[RR/1]

Pattern Provided by:
Nora Balgoyen

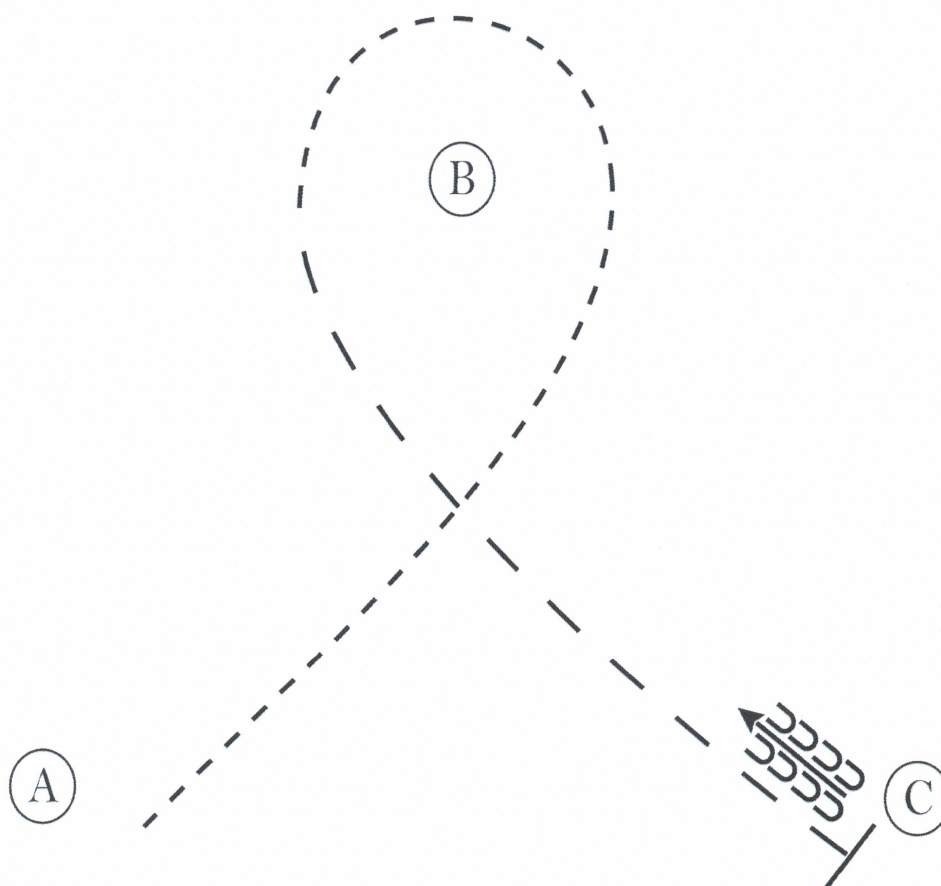
Kalamazoo County Fair

Western Horsemanship (Novice)

Show Date: 08-05-2025

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1. Jog A to B
2. Jog around B
3. Extend the jog at B to C.
4. At C stop and back 4 steps

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↖
Back	←←←←
Marker	(B)
Sidepass	←←←←

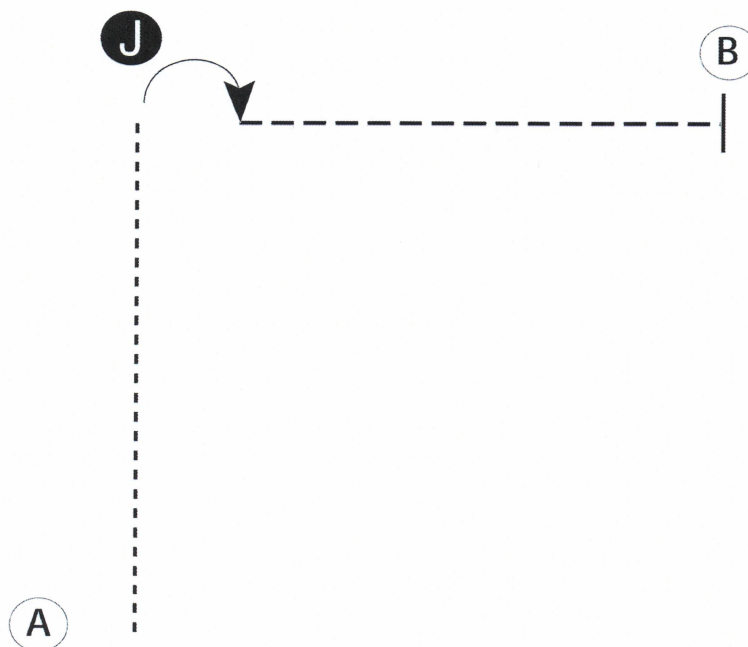
[WH/WT-9]

Pattern Provided by:
Nora Balgoyen

Kalamazoo County Fair

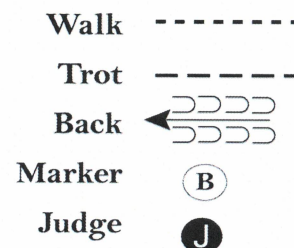
Showmanship (Cloverbud)

Show Date: 08-05-2025



Be ready at A.

1. Walk from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Trot away from judge to B.
5. Stop at B.
6. Follow the instructions of your ring steward.



[SWT-7]

Pattern Provided by:
Nora Balgoyen

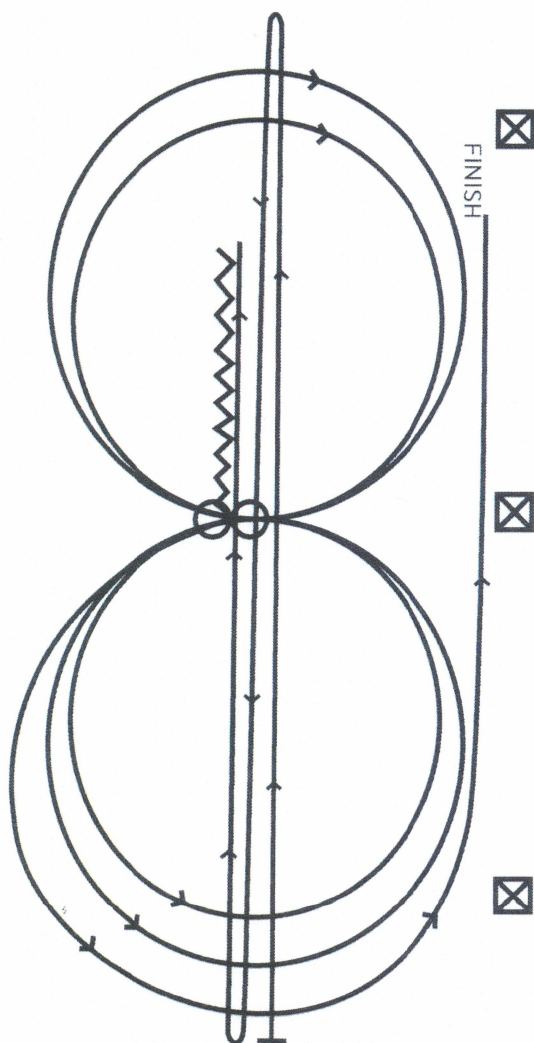
REINING DIVISION

"To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided

or controlled with little or no apparent resistance and dictated to completely." (Jim Willoughby, quoted in the National Reining Horse Association 2022 Handbook: Rules, Regulations, and Judges Guide)

APPOINTMENTS OF HORSE & RIDER—See the "Western Appointments" section of the Western Riding Division. Skid boots, splint boots and protective leg wraps are optional in reining classes.

The judge will indicate the length of the pattern with markers on the arena fence or wall. Markers within the area of the pattern may be used as a guide, but circles, figure eights, and other movements do not have to be performed within the markers.



START

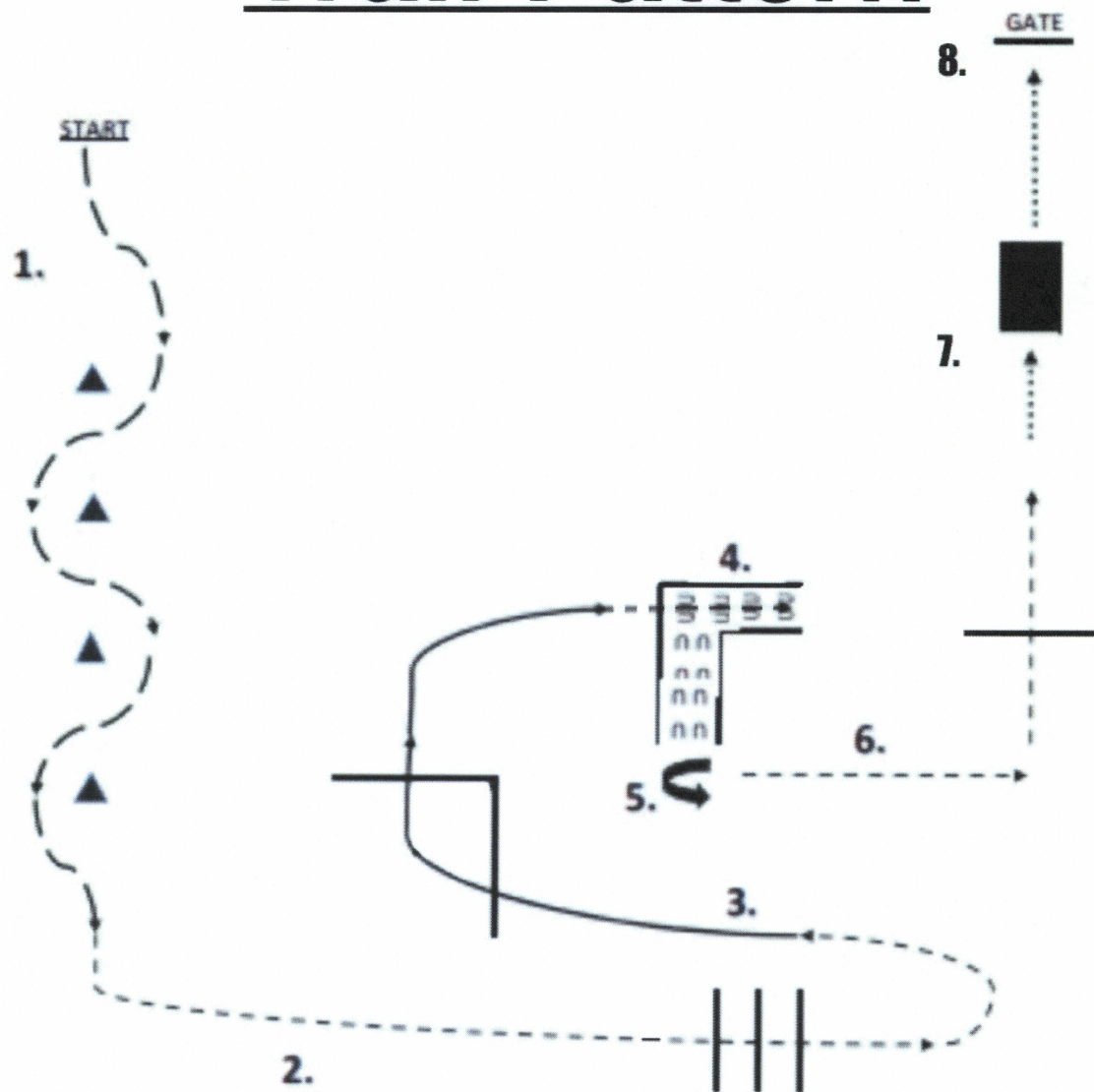
Figure 18. Reining pattern 1.

REINING PATTERN 1

See figure 18 for a diagram of reining pattern 1.

1. Run with speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
4. Complete one spin to the right. Hesitate.
5. Complete one and one-quarter spins to the left so that the horse is facing the left wall or fence.
6. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
7. Complete two circles to the right, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
8. Begin a large, fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate you have completed the pattern.
9. Dismount and drop the bridle to the designated judge.

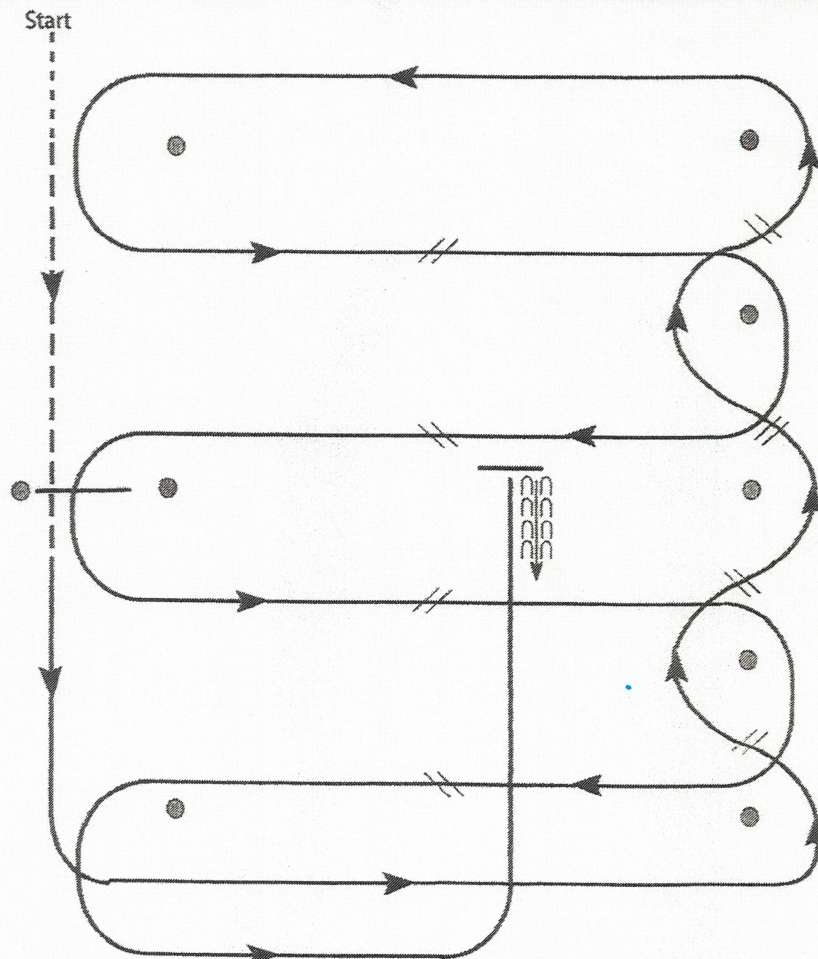
Trail Pattern



1. Extended Trot through Serpentine
2. Trot to and over Poles
3. Lope to and over Poles
4. Walk into Chute and Back L
5. 3/4 Pivot Left
6. Trot square corner and over Pole
7. Walk over bridge
8. Work Gate Left Handed

Walk/Trot to Trot where pattern calls for a Lope

ENGLISH/WESTERN RIDING



1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the 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 and back.