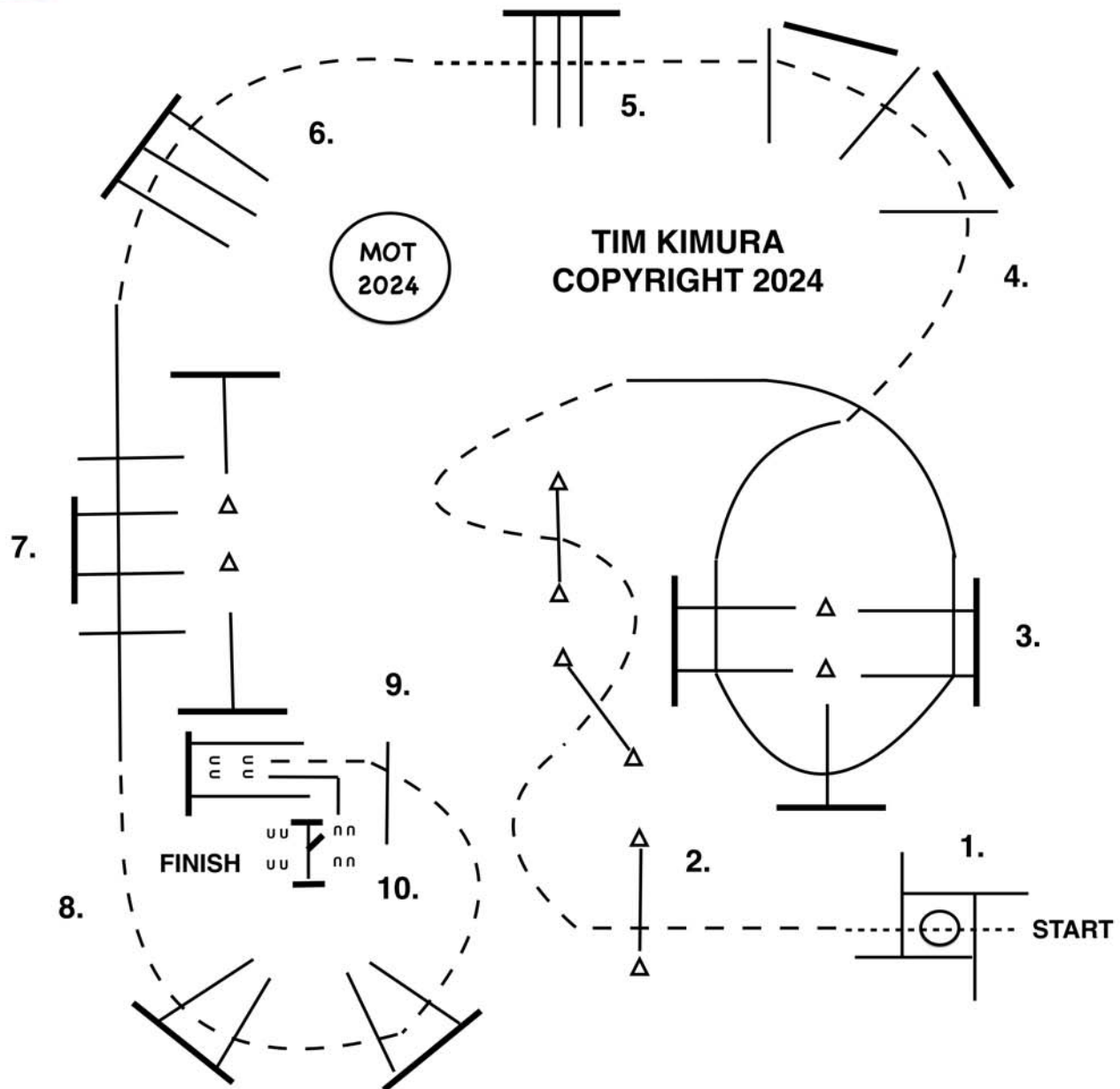




# Trail

All Level 1  
Junior Level 2 & Level 3  
Wednesday ~ Coliseum

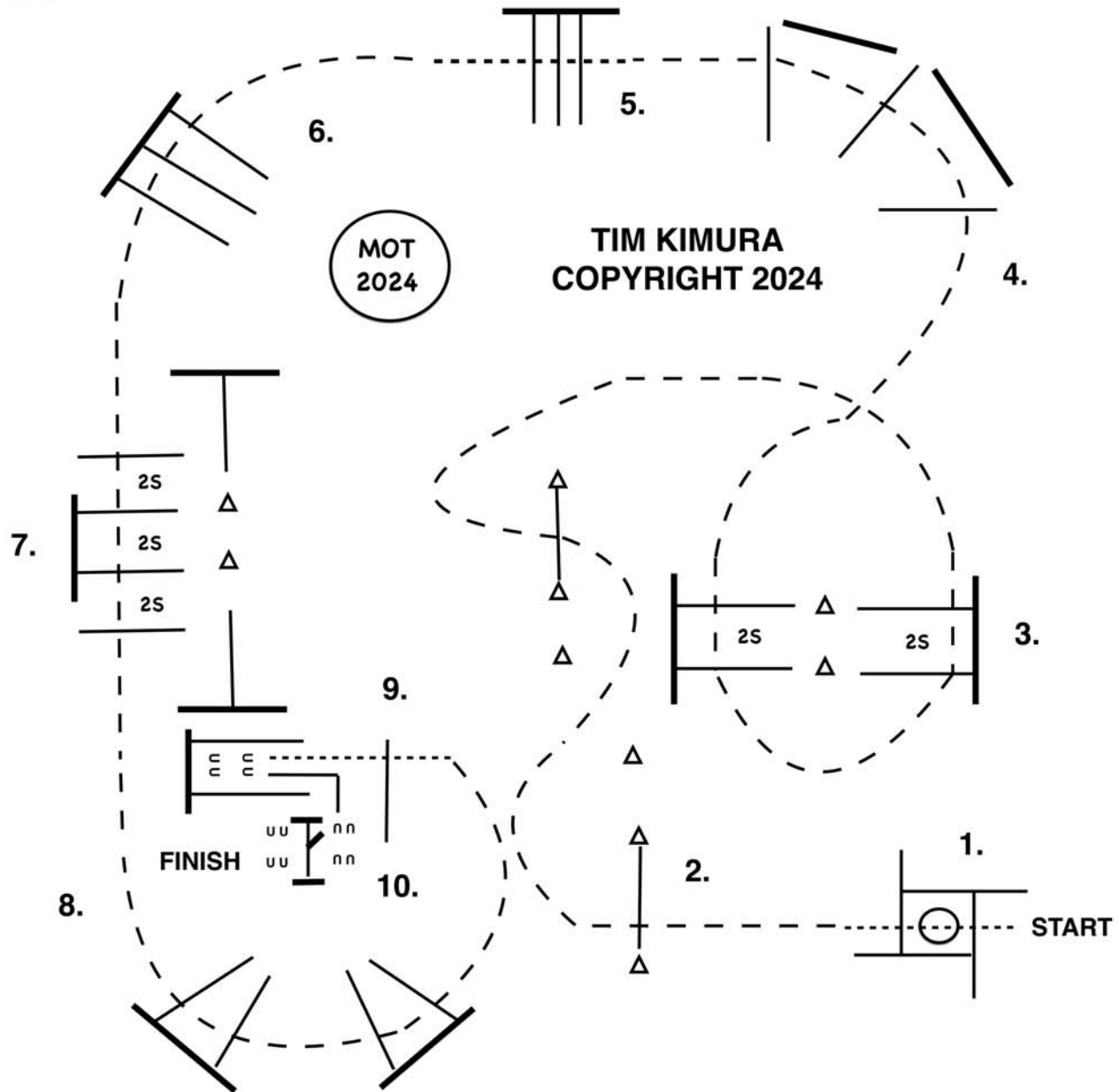


1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. JOG OVER POLE, STOP IN CHUTE, BACK AROUND CORNER UP TO GATE.
10. WORK GATE LEFT HAND, WALK OVER POLE IN GATE.



# Trail

All Walk Trot  
Wednesday ~ Coliseum

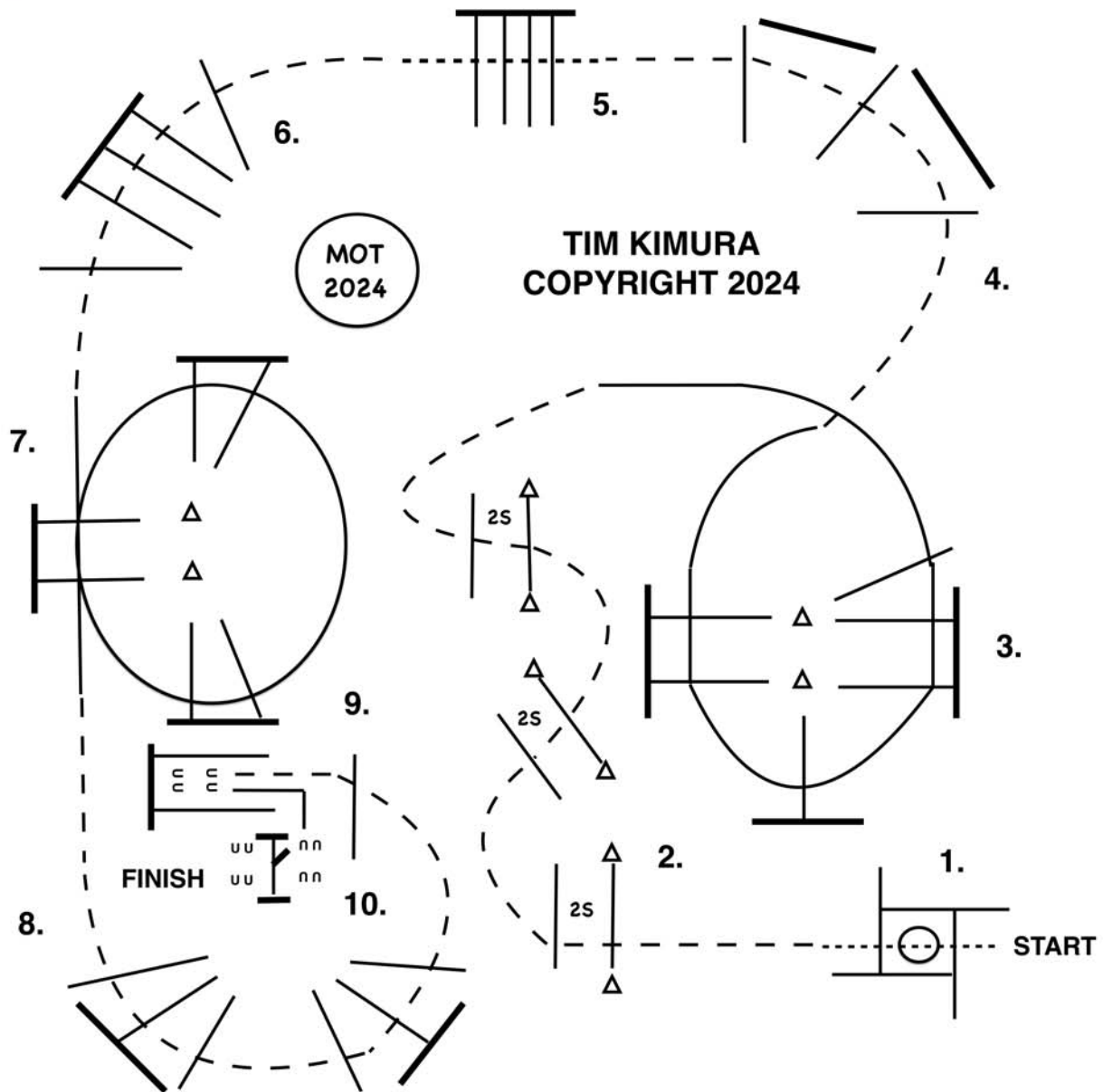


1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK OVER POLE, STOP IN CHUTE, BACK AROUND CORNER UP TO GATE.
10. WORK GATE LEFT HAND, SM FRY'S JUST WALK THROUGH GATE. DO NOT WORK.



# Trail

Youth, Amateur, Select & Senior  
Wednesday ~ Coliseum



1. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
2. JOG THROUGH SERPENTINE, JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES.
9. JOG OVER POLE, STOP IN CHUTE, BACK AROUND CORNER UP TO GATE.
10. WORK GATE LEFT HAND, WALK OVER POLE IN GATE.



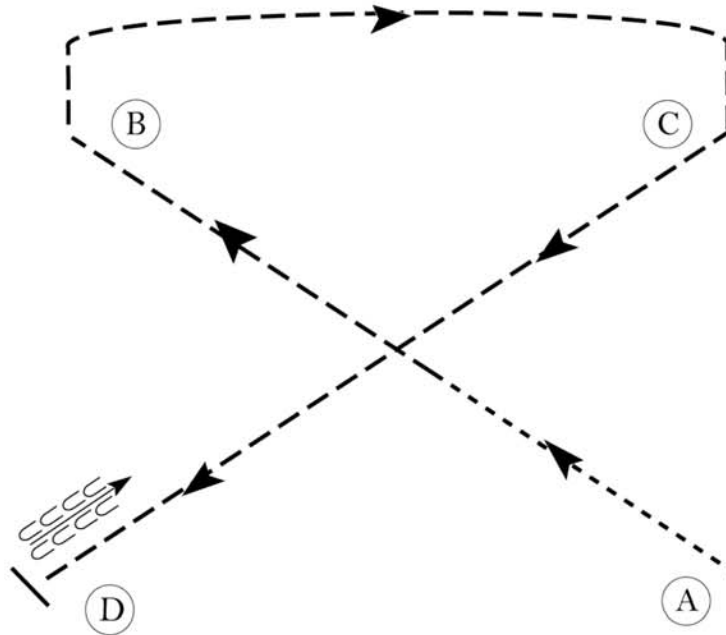
# Equitation

## All Walk Trot

Wednesday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→
Hand Gallop	— — — — —

[HSE/WT-24]



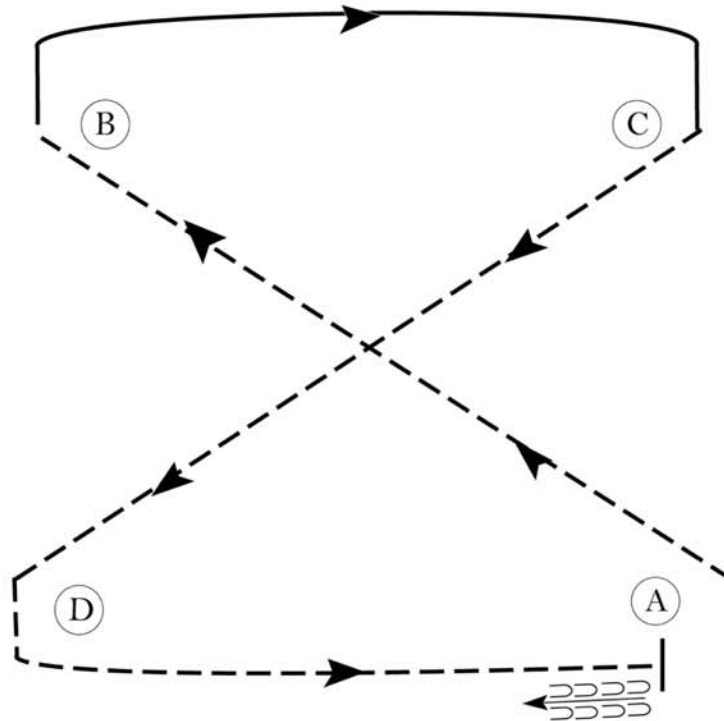
# Equitation

## All Level 1

Wednesday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C.
3. Posting trot on the right diagonal to D.
4. Sitting trot to A.
5. Halt at A and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← - - - - ←
Hand Gallop	— — — — —

[HSE/1-24]





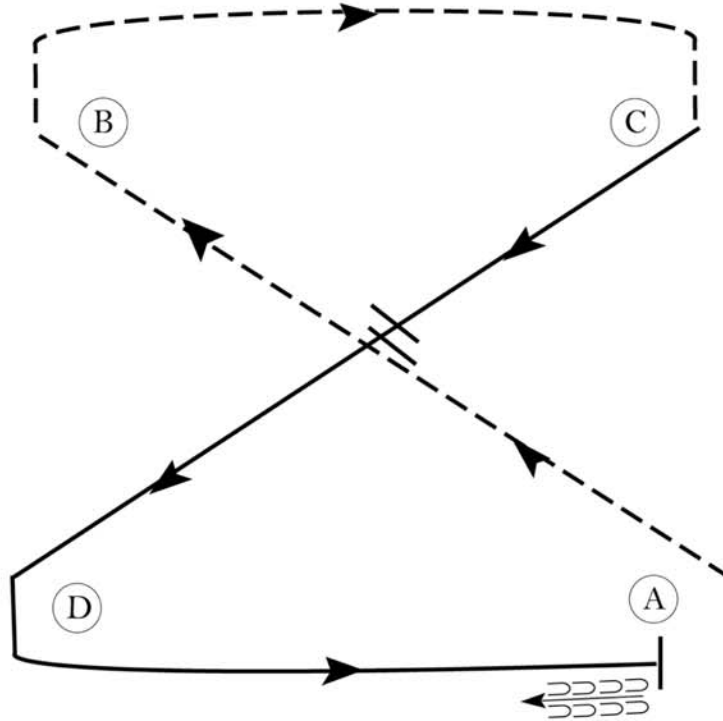
# Equitation

## Youth, Amateur & Select

### Wednesday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Posting trot on the right diagonal 1/2 way to B.
2. Change diagonals and post the trot to B.
3. Sitting trot to C.
4. Canter on the right lead 1/2 way to D.
5. Change leads and canter to and around D to A.
6. Halt at A and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — — ←
Hand Gallop	— — — — —

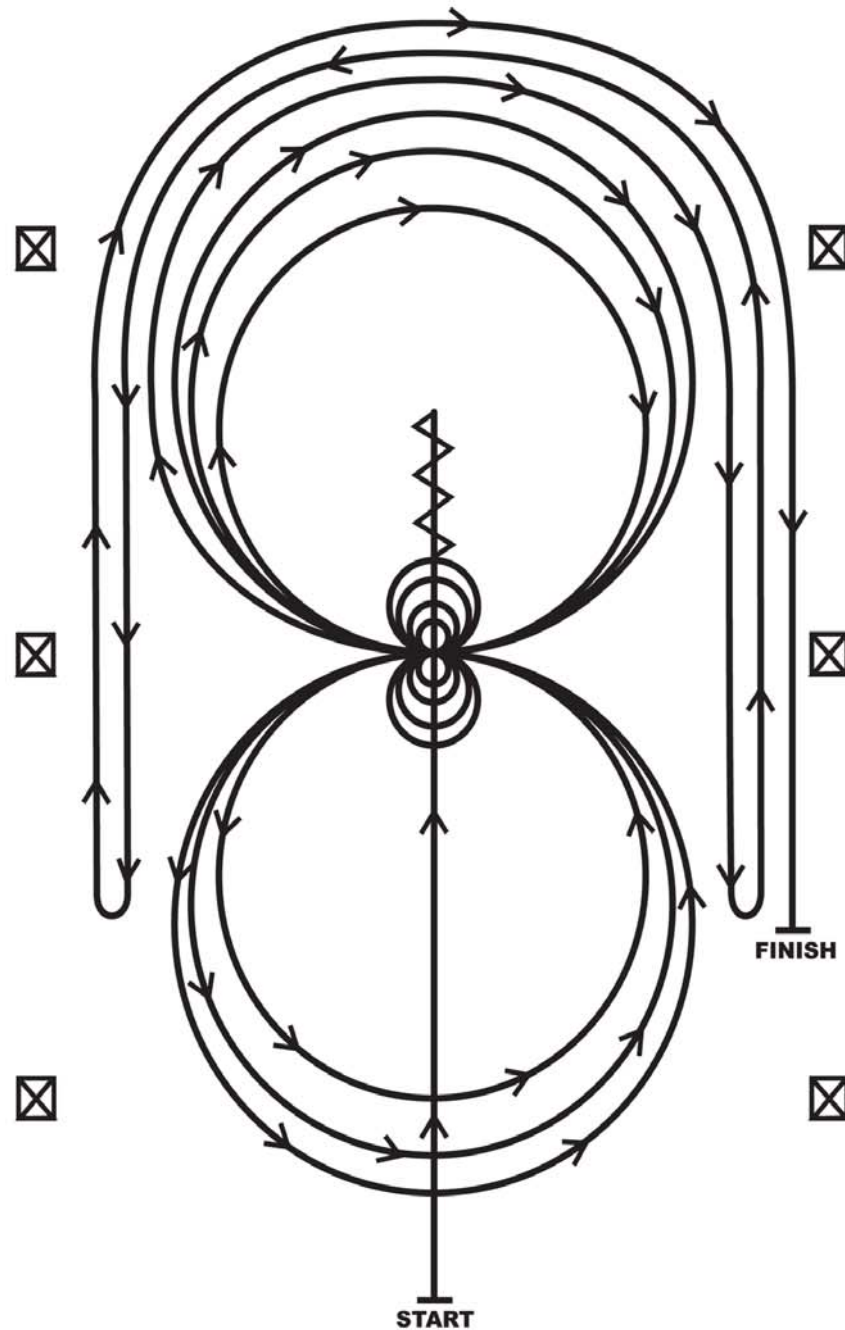
[HSE/3-24]



# Reining

## All

### Wednesday~ Extraco Arena



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right 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.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 down 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. Hesitate to demonstrate completion of the pattern.



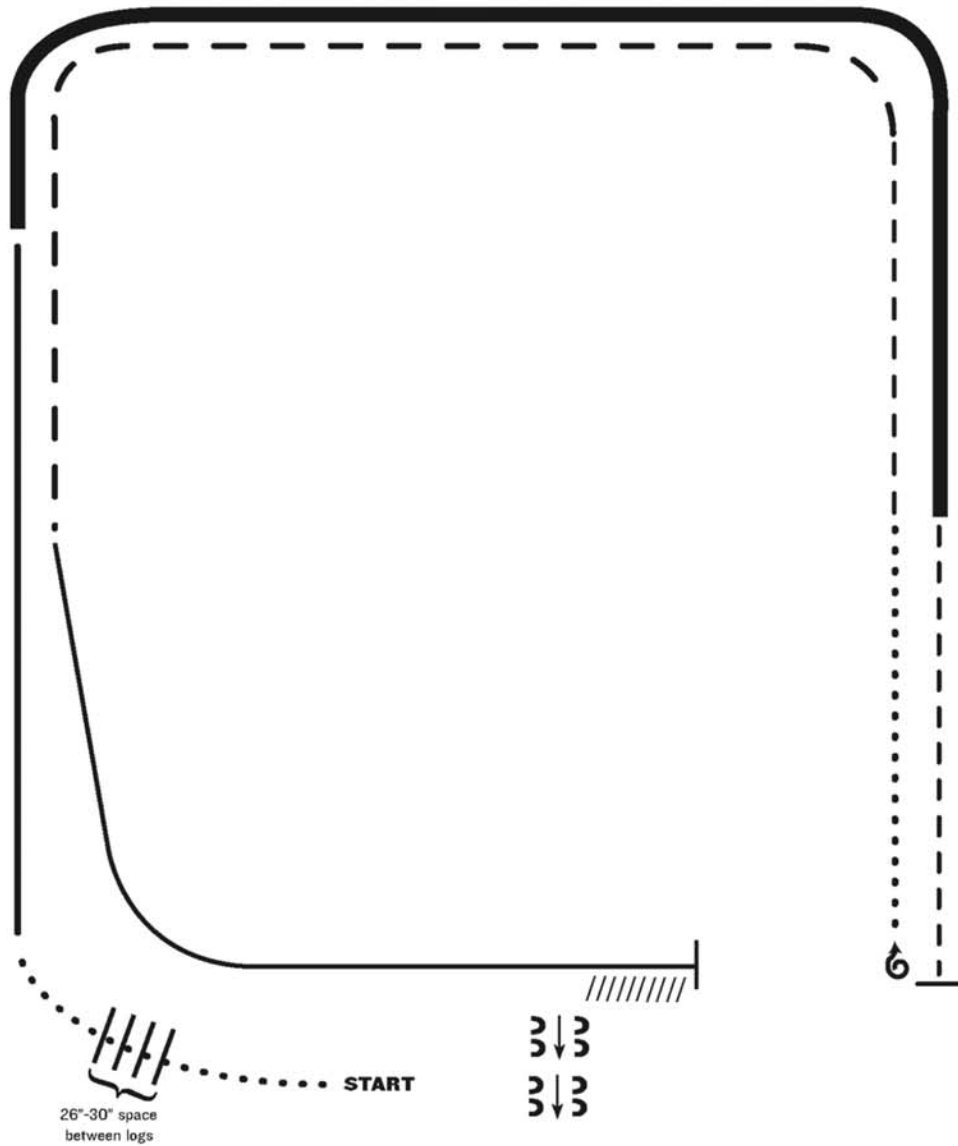
# Ranch Riding

## W/T (Extend Trot @ All Canter Maneuvers)

### Wednesday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

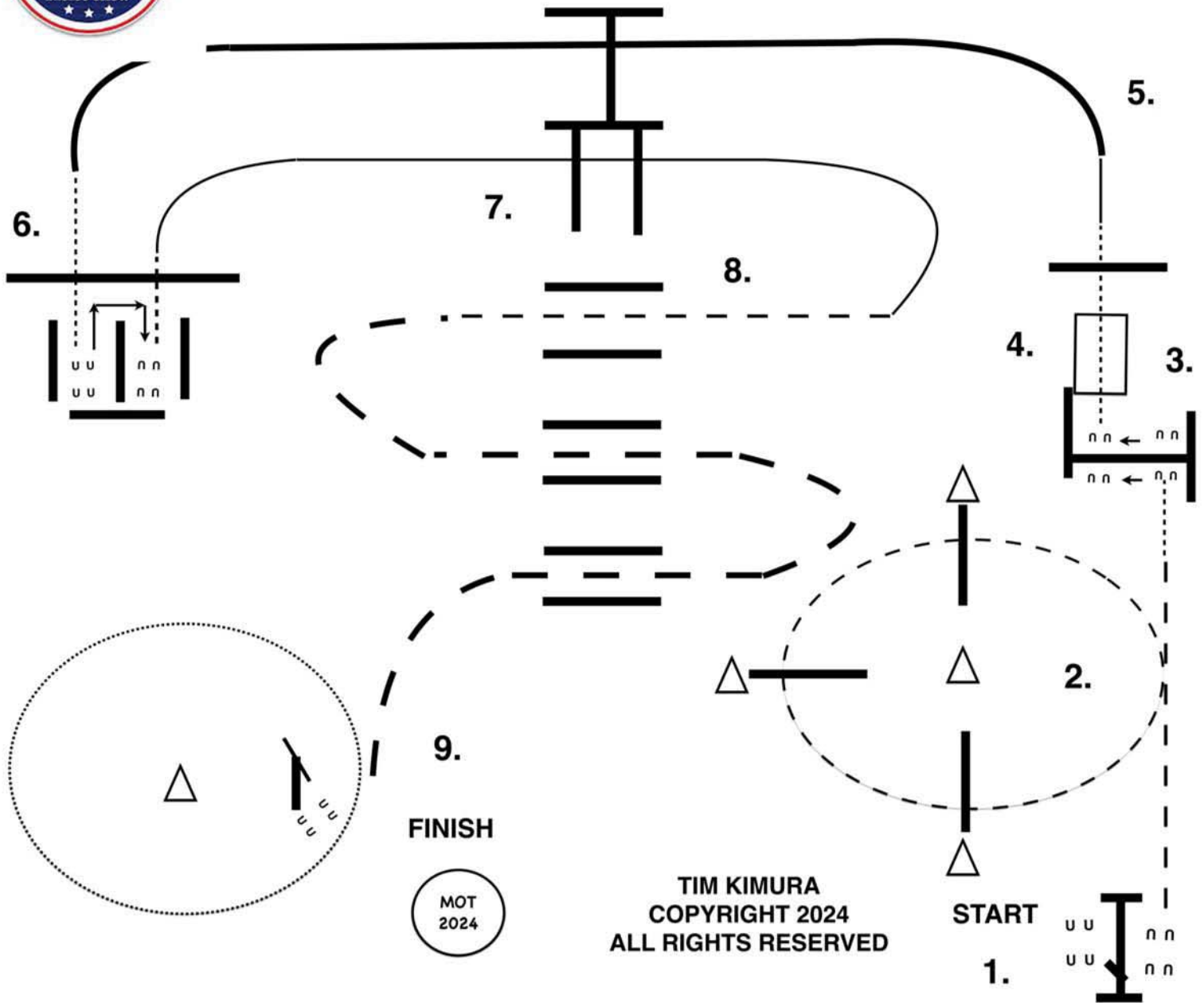
[RR/AQHA-6]





# Ranch Trail

W/T Trot Where Lope, Extended Trot Where Extended Lope  
Wednesday ~ Extraco Arena



1. WORK GATE LEFT HAND.
2. TROT OVER LOGS, AND TROT AROUND CONES.
3. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS LEFT, WALK OFF LOG.
4. WALK OVER BRIDGE, WALK OVER LOG.
5. PICK UP THE LOPE (LEFT LEAD), THEN EXTEND THE LOPE, AND LOPE OVER LOG.
6. BREAK TO THE WALK, WALK OVER LOG, WALK INTO CHUTE.  
BACK A "U-TURN" BETWEEN LOGS, WALK OUT CHUTE, WALK OVER LOG.
7. LOPE OVER LOGS (RIGHT LEAD).
8. BREAK TO THE TROT, TROT BETWEEN FIRST PAIR OF LOGS,  
THEN EXTEND THE TROT BETWEEN THE NEXT 2 SETS OF LOGS, TROT UP TO DRAG.
9. WORK DRAG WALK OR TROT AROUND MARKER, RETURN ROPE.  
YOUTH TRAIL OPEN MAIL BOX, REMOVE AND REPLACE MAIL, AND CLOSE MAILBOX.



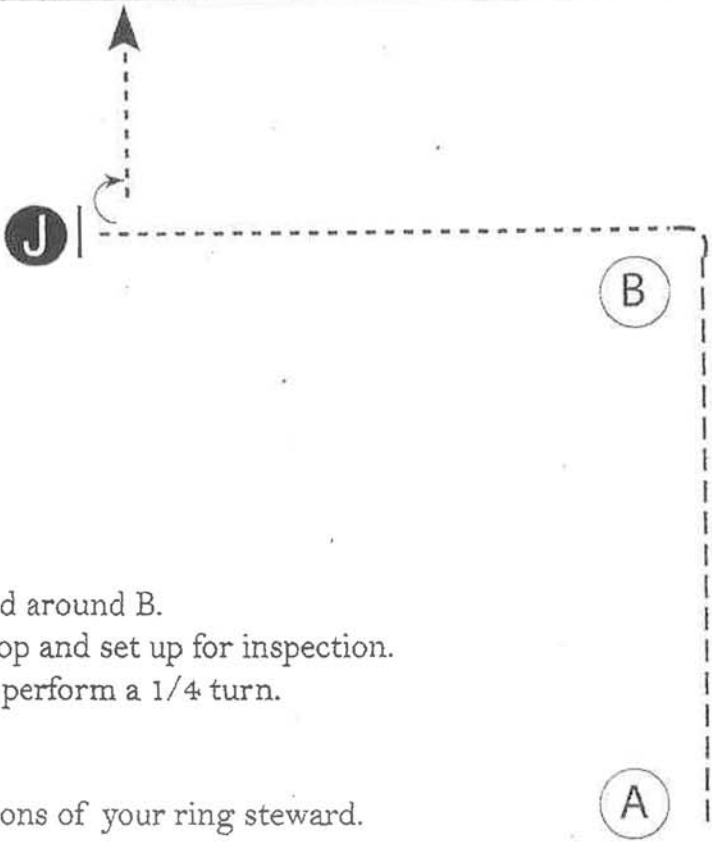
# Showmanship

## Small Fry

Thursday ~ Coliseum

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

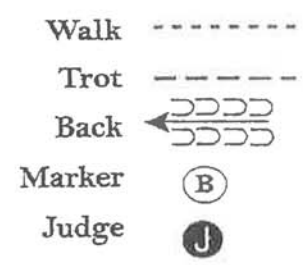
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot from A to and around B.
2. Walk to Judge, stop and set up for inspection.
3. When dismissed, perform a 1/4 turn.
4. Exit at a walk.

Follow the instructions of your ring steward.



[S/WT-38]



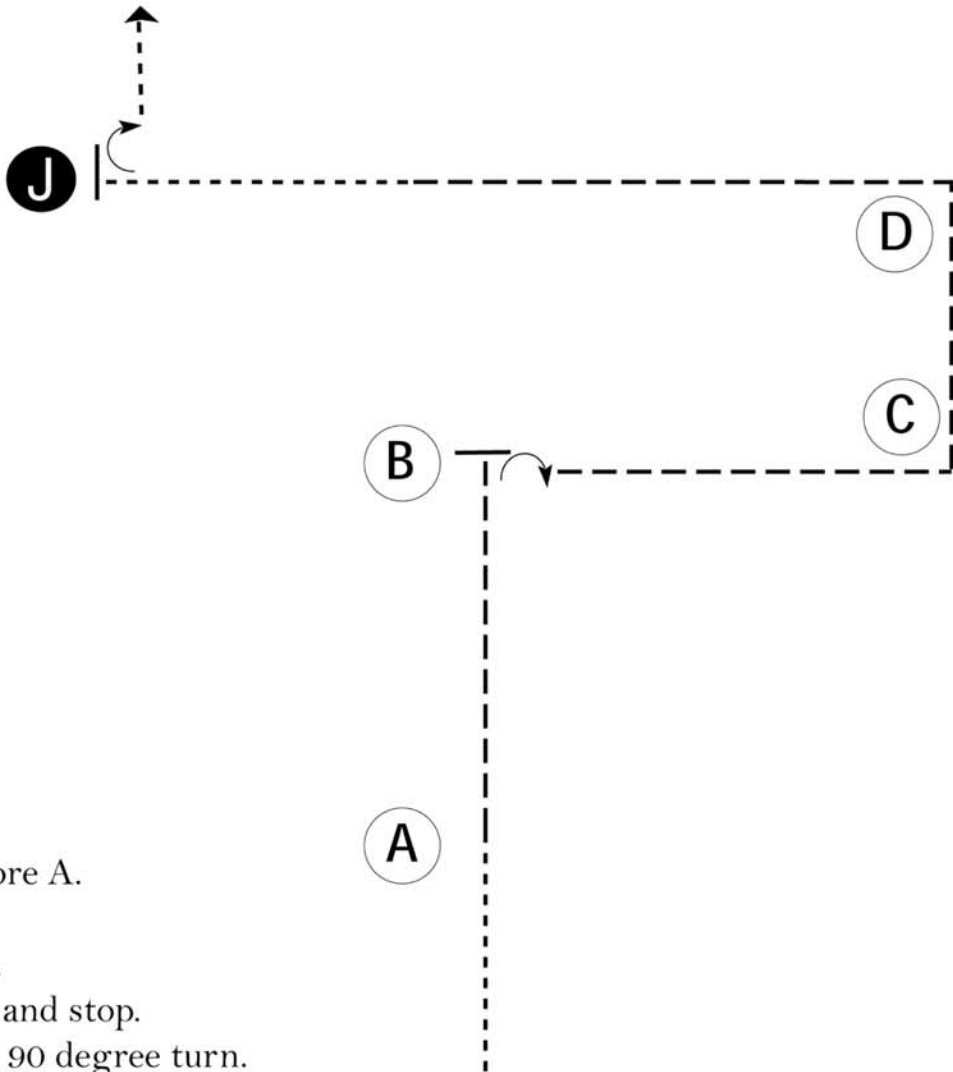
# Showmanship

## Introductory & Level 1

Thursday ~ Coliseum

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 before A.

1. Walk to A.
2. Trot to B and stop.
3. Perform a 90 degree turn.
4. Trot around C and D toward judge.
5. When even with B, break to a walk.
6. Walk to judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 90 degree turn and walk straight away from judge.

Walk	-----
Trot	- - - - -
Back	←
Marker	ⓑ
Judge	ⓐ

Follow the instructions of your ring steward.

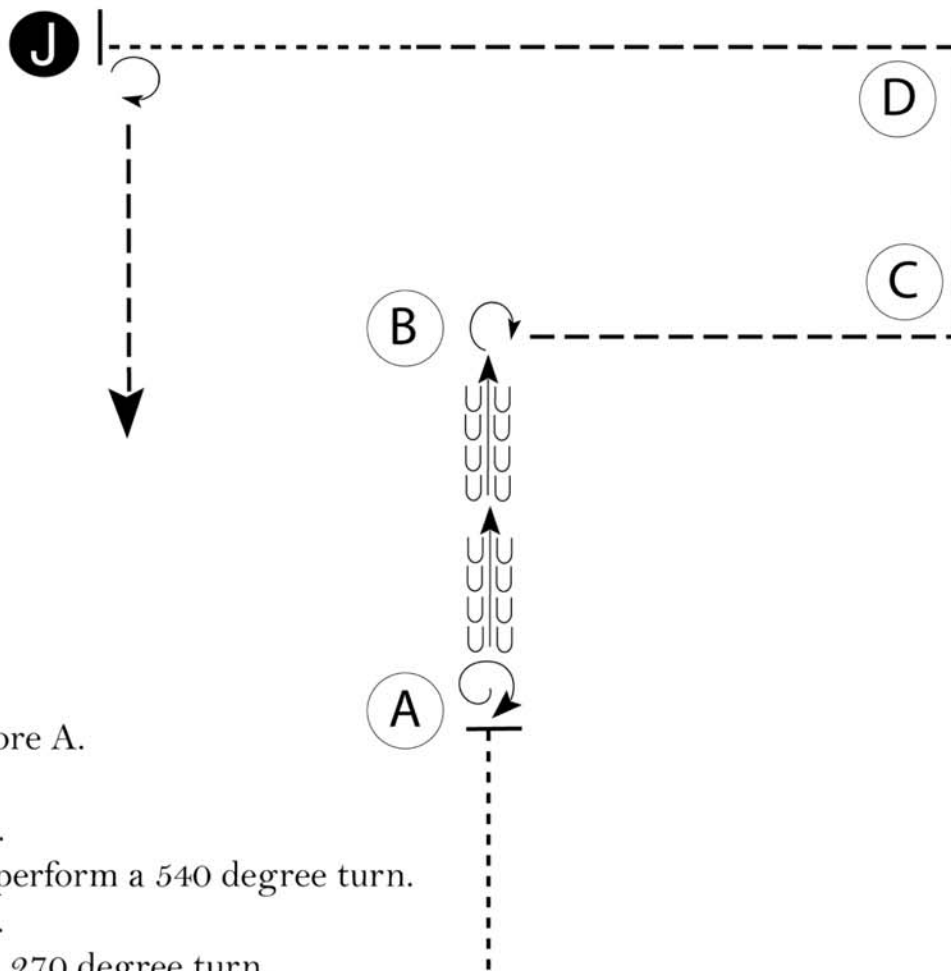


# Showmanship

All Level 2 & Level 3  
Thursday ~ Coliseum

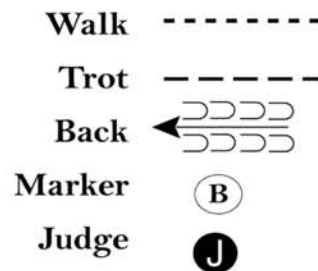
w w w . H o r s e S h o w P a t t e r n s . c o m

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 before A.

1. Walk to A.
2. Stop and perform a 540 degree turn.
3. Back to B.
4. Perform a 270 degree turn.
5. Trot square corners around C and D toward judge.
6. When even with B, break to a walk.
7. Walk to judge.
8. Stop and set up for inspection.
9. When dismissed, perform a 270 degree turn and trot straight away from judge.



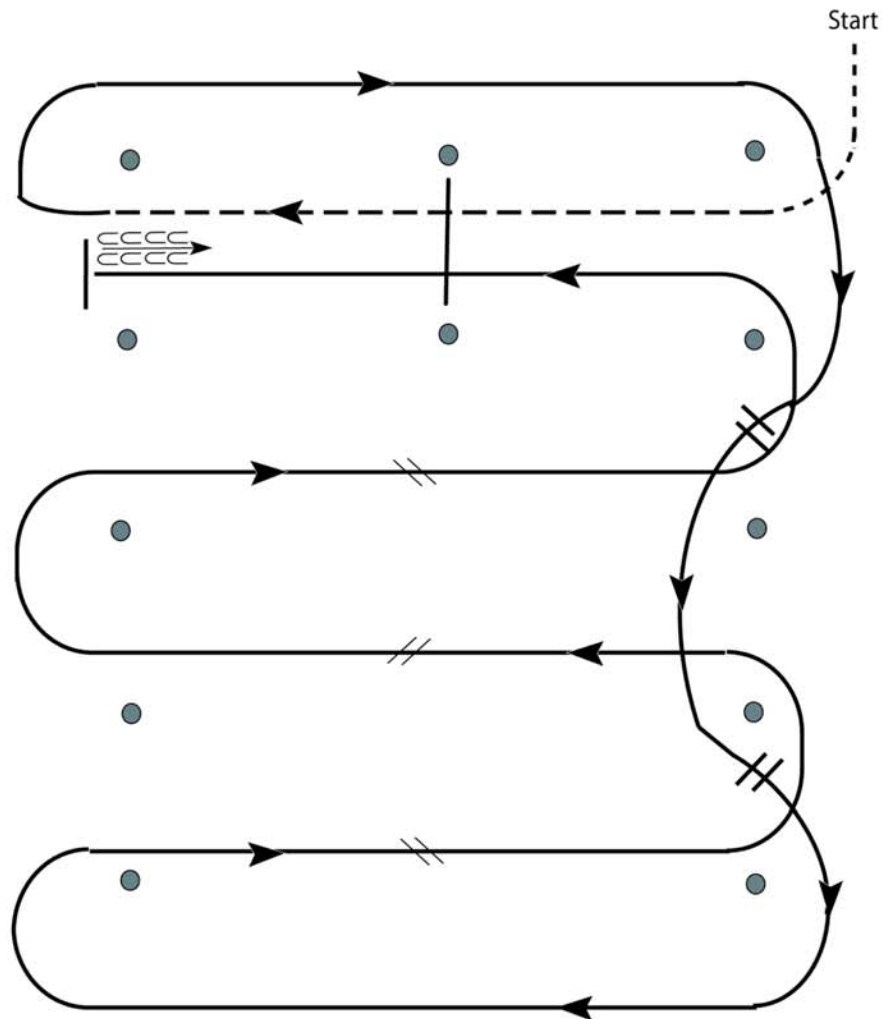
Follow the instructions of your ring steward.



# Western Riding All Breed & Level 1 Thursday ~ Coliseum

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

[WR/GP-4]





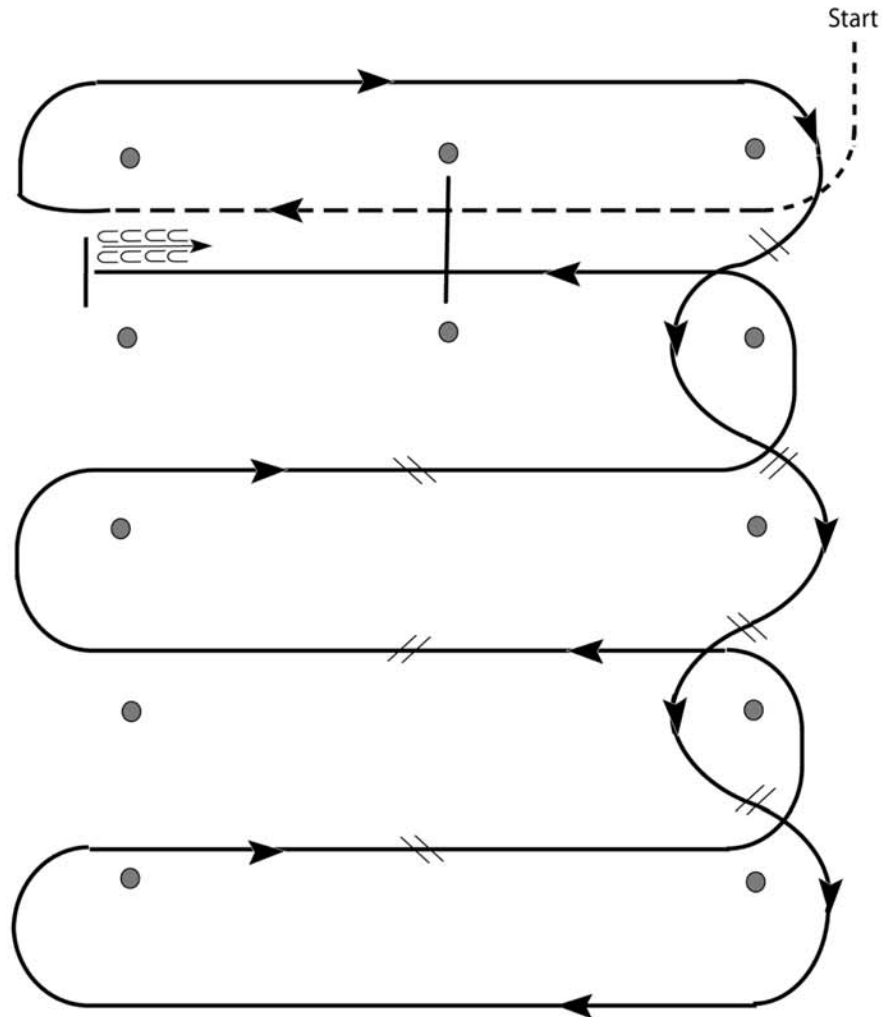
# Western Riding

## Youth, Amateur, Select & Open

Thursday ~ Coliseum

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

[WR/OP-4]



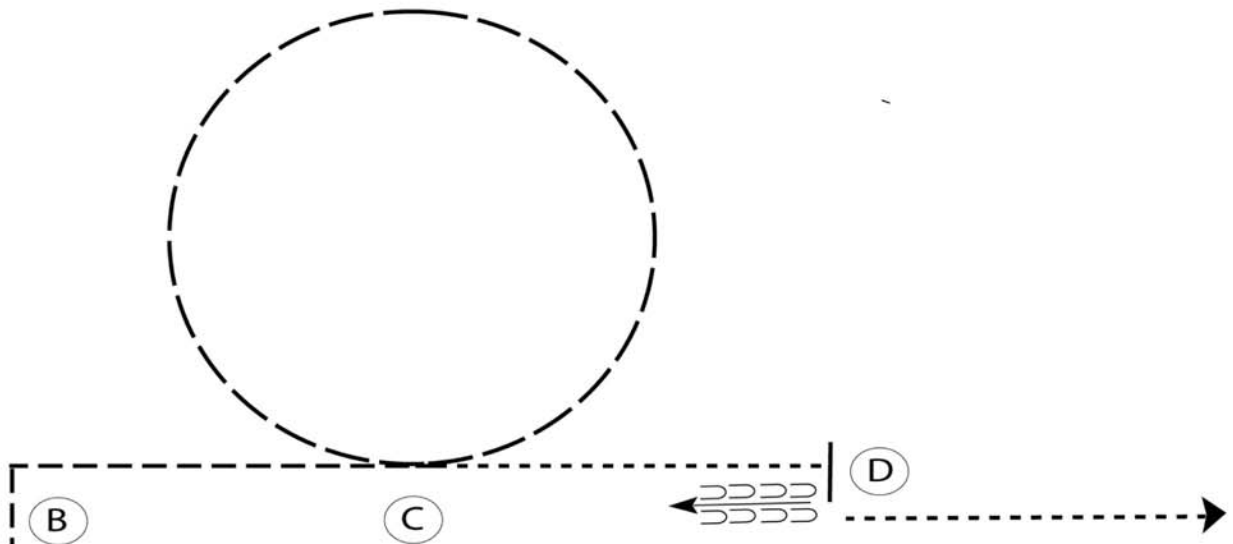
# Horsemanship

## All Walk Trot

Thursday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog around B and to C.
3. Extend the jog in a circle to the left.
4. Walk at C and to D.
5. Stop and back approximately one horse length.
6. Walk to exit.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	— / —
<b>Back</b>	← ← ← ← ← ←
<b>Marker</b>	⊙ B
<b>Sidepass</b>	← — — — — →



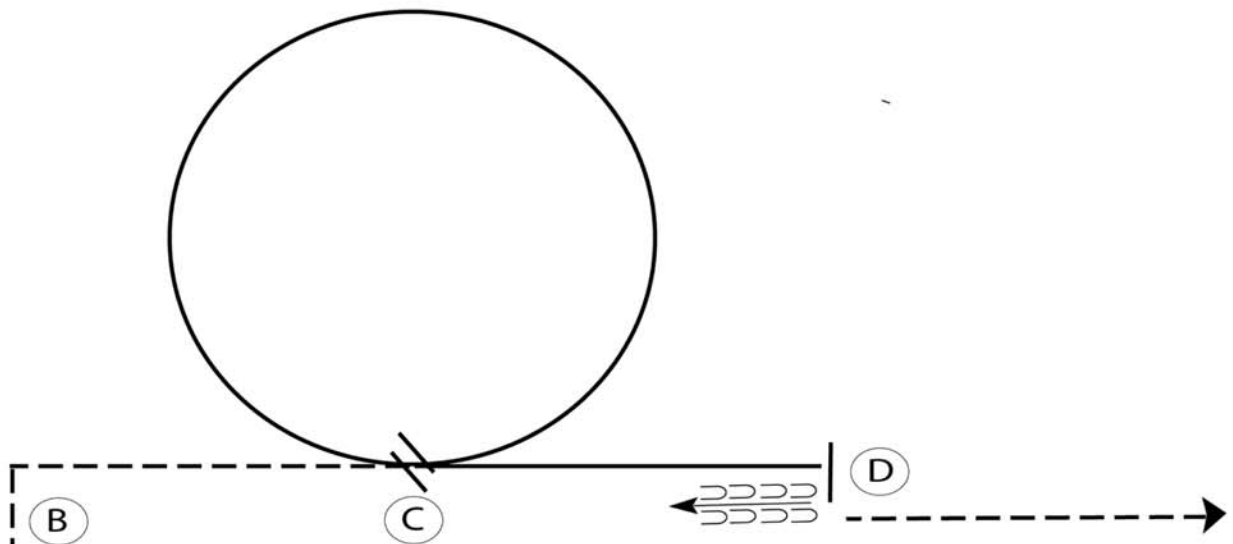
# Horsemanship

## Introductory & Level 1

Thursday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



(A)

Be ready before A.

1. Walk to A.
2. Jog around B and to C.
3. At C, lope a circle to the left on the left lead.
4. Change leads at C and lope to D.
5. Stop and back approximately one horse length.
6. Jog to exit.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	—/—
<b>Back</b>	←←← ←←←
<b>Marker</b>	(B)
<b>Sidepass</b>	←-----→

[WH/1-65]



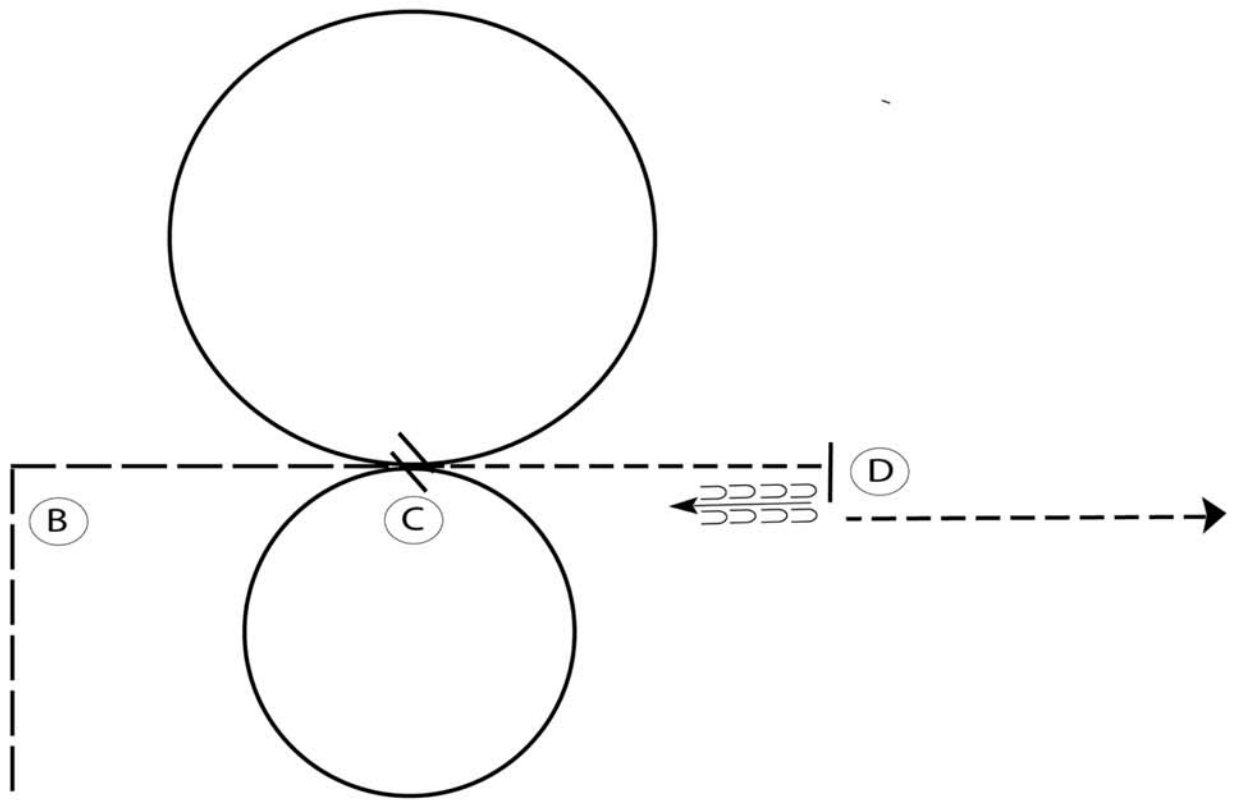
# Horsemanship

## Level 2 & Level 3

Thursday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



- (A) Be ready before A.
1. Walk to A.
  2. Extend the jog around B and to C.
  3. Lope a small circle to the right.
  4. Change leads at C and lope a large, fast circle to the left.
  5. Jog at C and to D.
  6. Stop and back approximately one horse length.
  7. Jog to exit.

Follow the instructions of your ring steward.

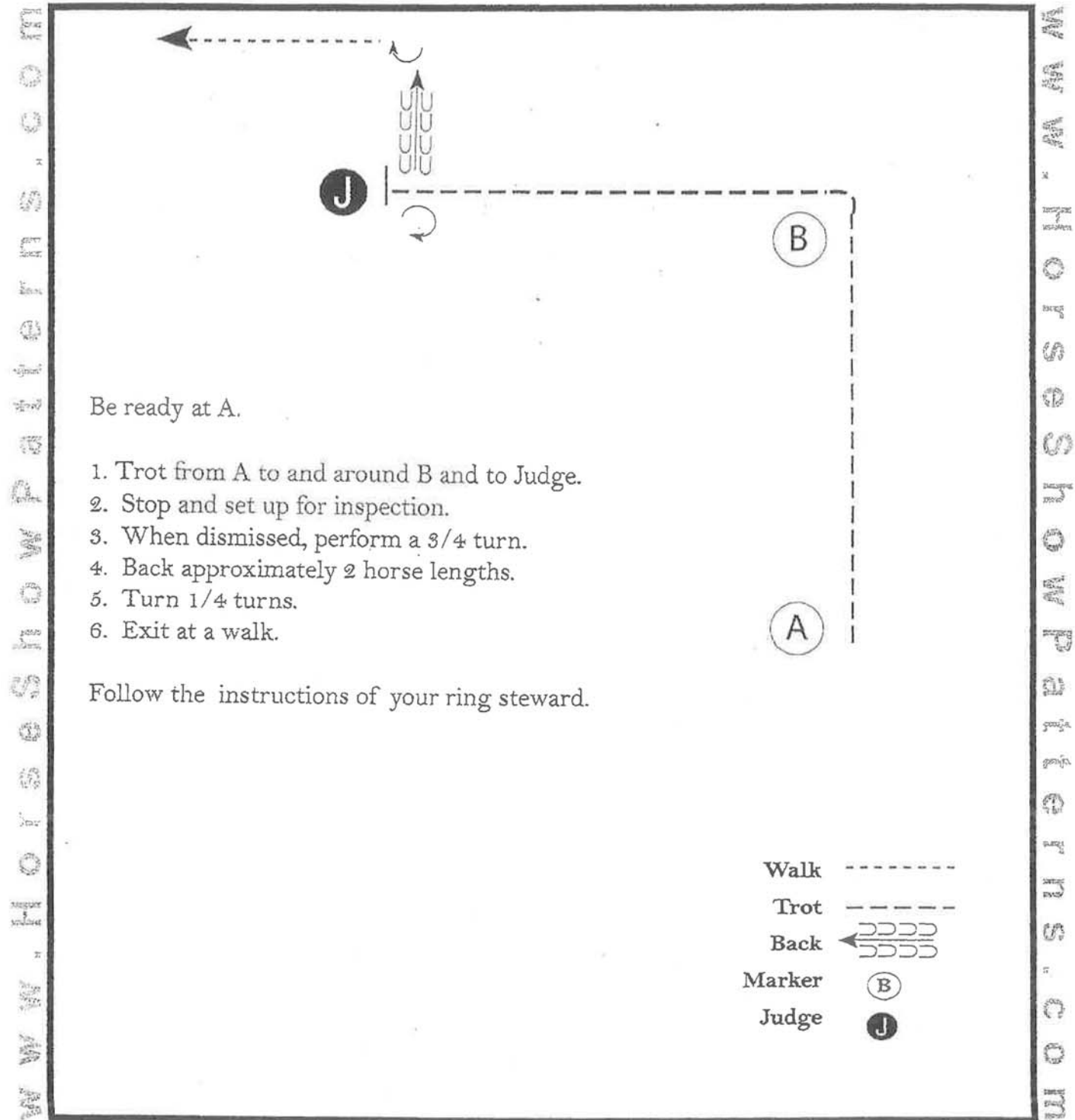
<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Leg Yield</b>	
<b>Lead Change</b>	—/—
<b>Back</b>	←←← ←←←
<b>Marker</b>	(B)
<b>Sidepass</b>	←-----→



# Showmanship

## All Level 1

Friday ~ Extraco Arena



Be ready at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Back approximately 2 horse lengths.
5. Turn 1/4 turns.
6. Exit at a walk.

Follow the instructions of your ring steward.

Walk	-----
Trot	----- 
Back	←----- 
Marker	Ⓚ
Judge	ⓐ







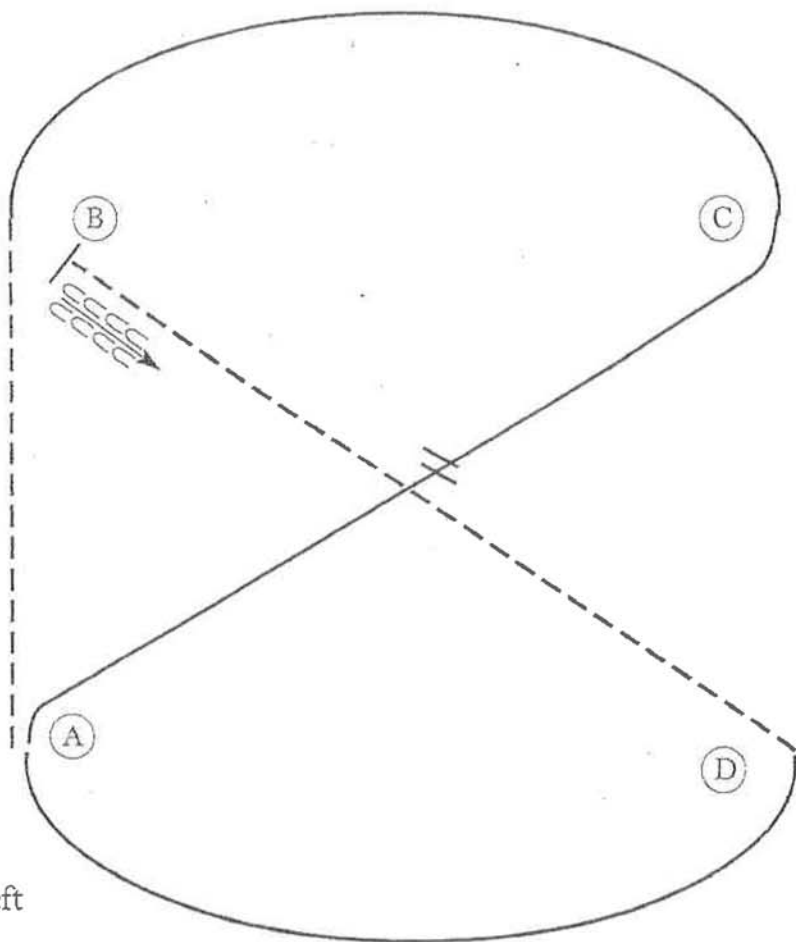
# Equitation

## All Level 1

Friday ~ Extraco Arena

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. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
3. Perform a simple lead change between C and A.
4. Canter around A and to D.
5. Trot on the right diagonal from D to B.
6. Stop at B and back approximately one horse length.

Walk off and follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	—————
Canter	—————
Lead Change	
Back	←
Marker	(B)
Hand Gallop	—————

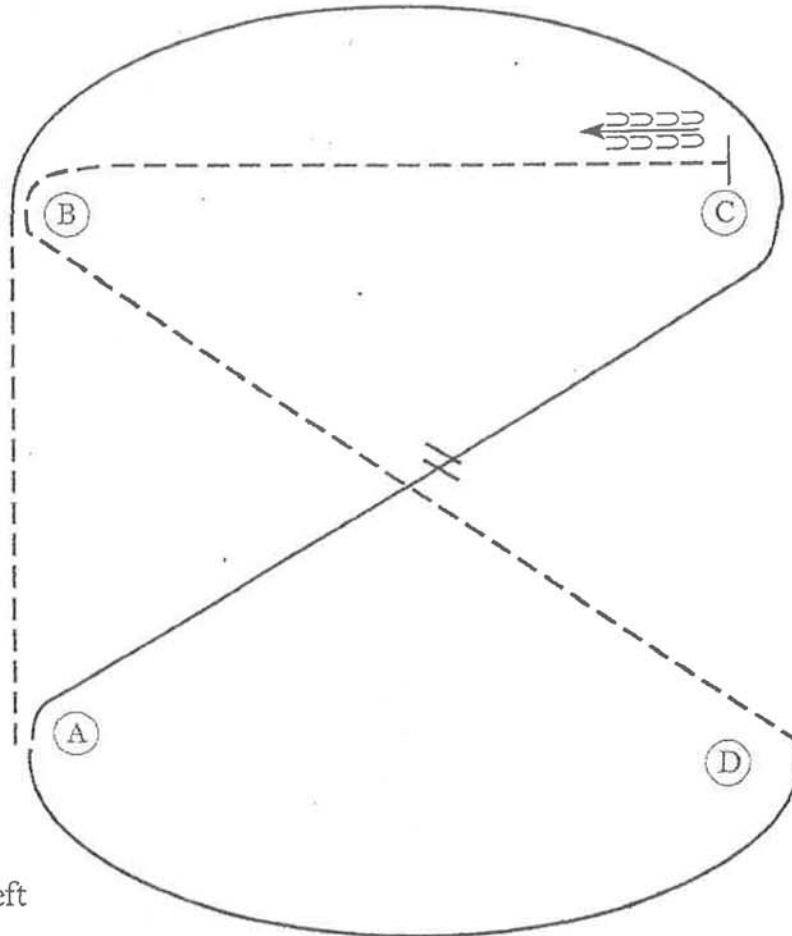


# Equitation

Youth, Amateur & Select  
Friday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot on the left diagonal to B.
2. Canter on the right lead to and around C and half way to A.
4. Change leads between C and A.
5. Canter around A and to D.
6. Trot on the right diagonal from D to B.
7. Trot in a two-point position to C.
8. Stop at C and back approximately one horse length.

Walk off and follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	====
Canter	—————
Lead Change	
Back	
Marker	
Hand Gallop	—————



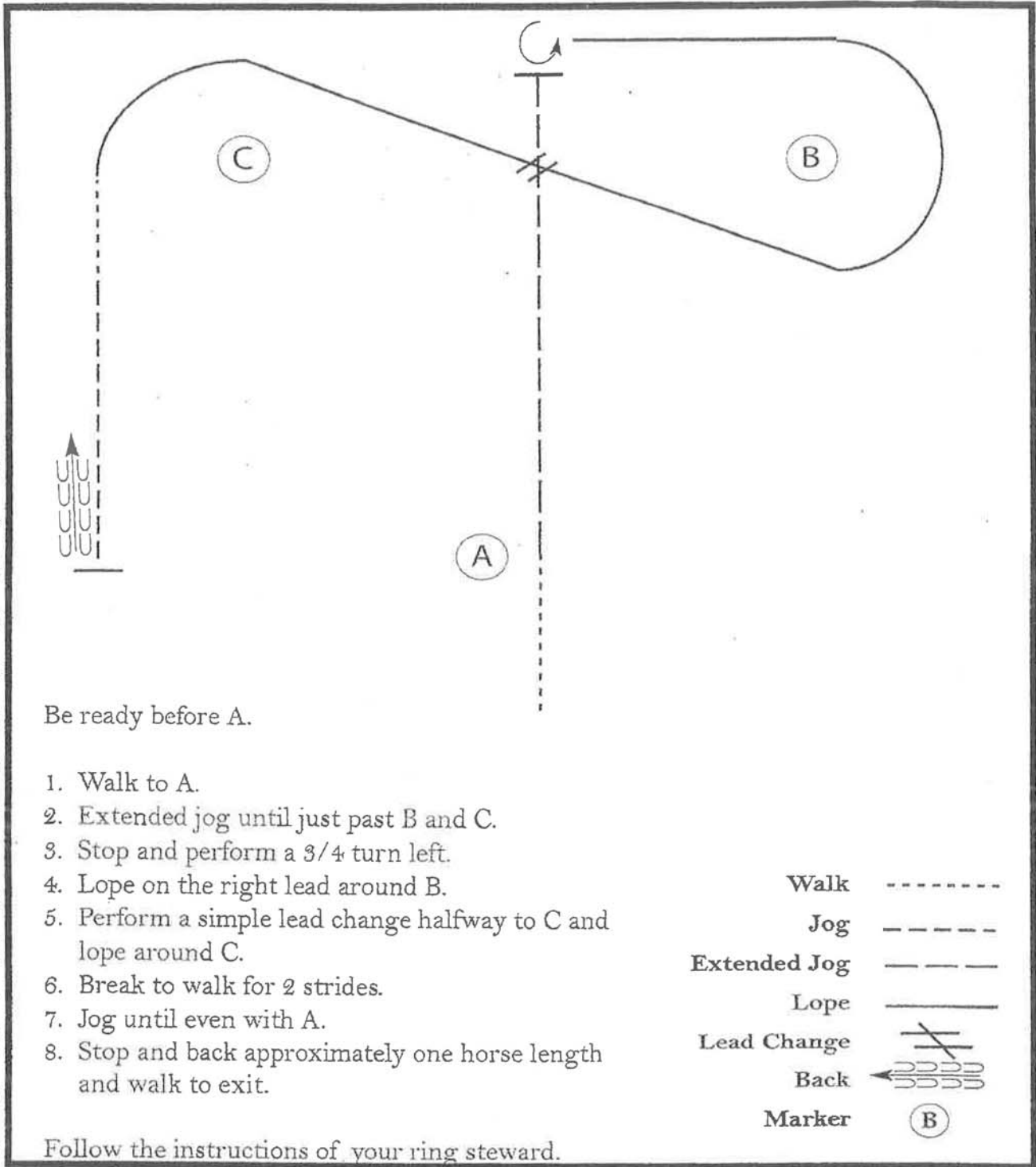
# Horsemanship

## All Level 1

Friday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Lope on the right lead around B.
5. Perform a simple lead change halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

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

Follow the instructions of your ring steward.

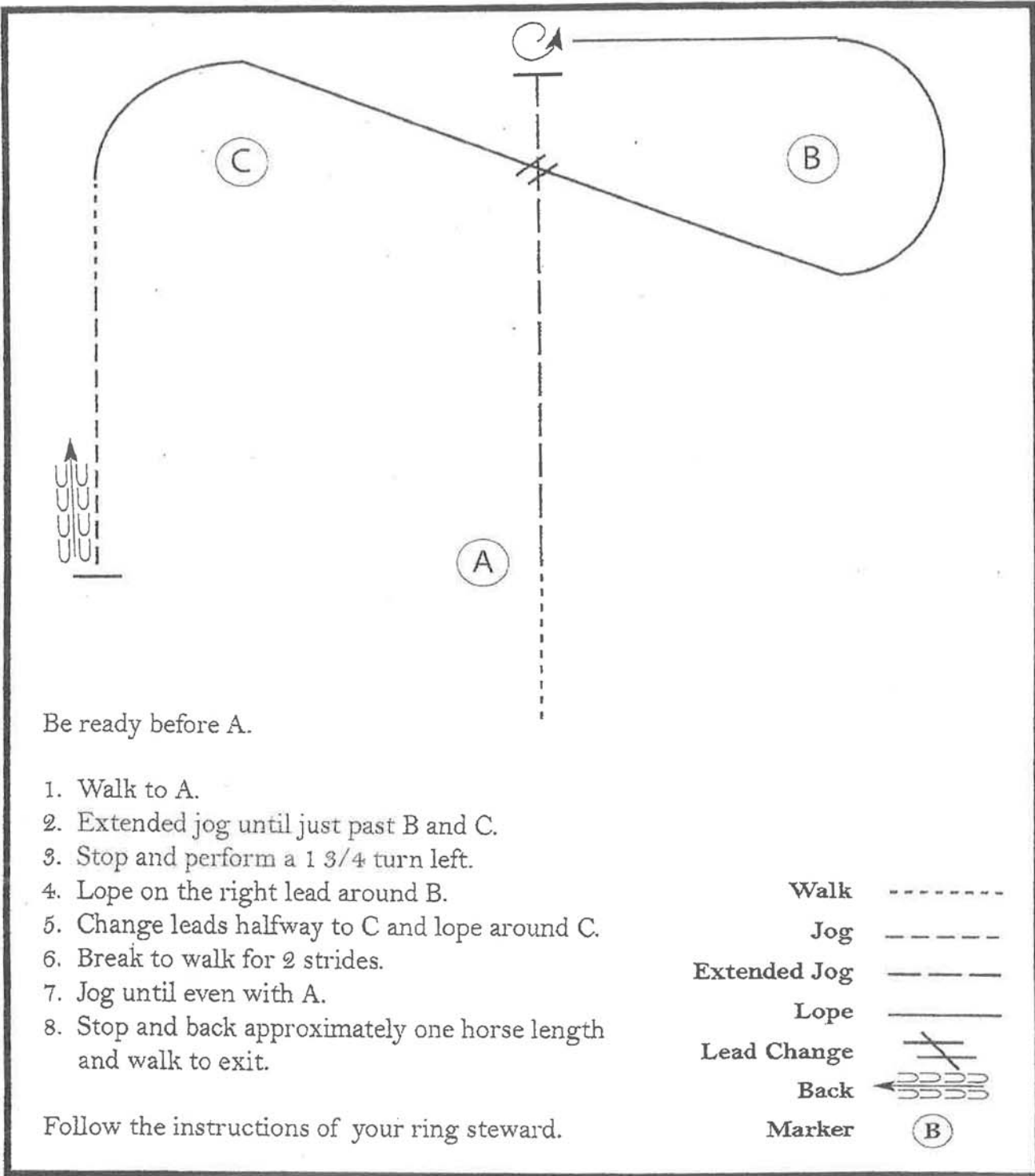


# Horsemanship

Youth, Amateur, Select & Non Pro  
Friday ~ Extraco Arena

www.horsecowpatterns.com

www.horsecowpatterns.com



Be ready before A.

1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 1 3/4 turn left.
4. Lope on the right lead around B.
5. Change leads halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

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

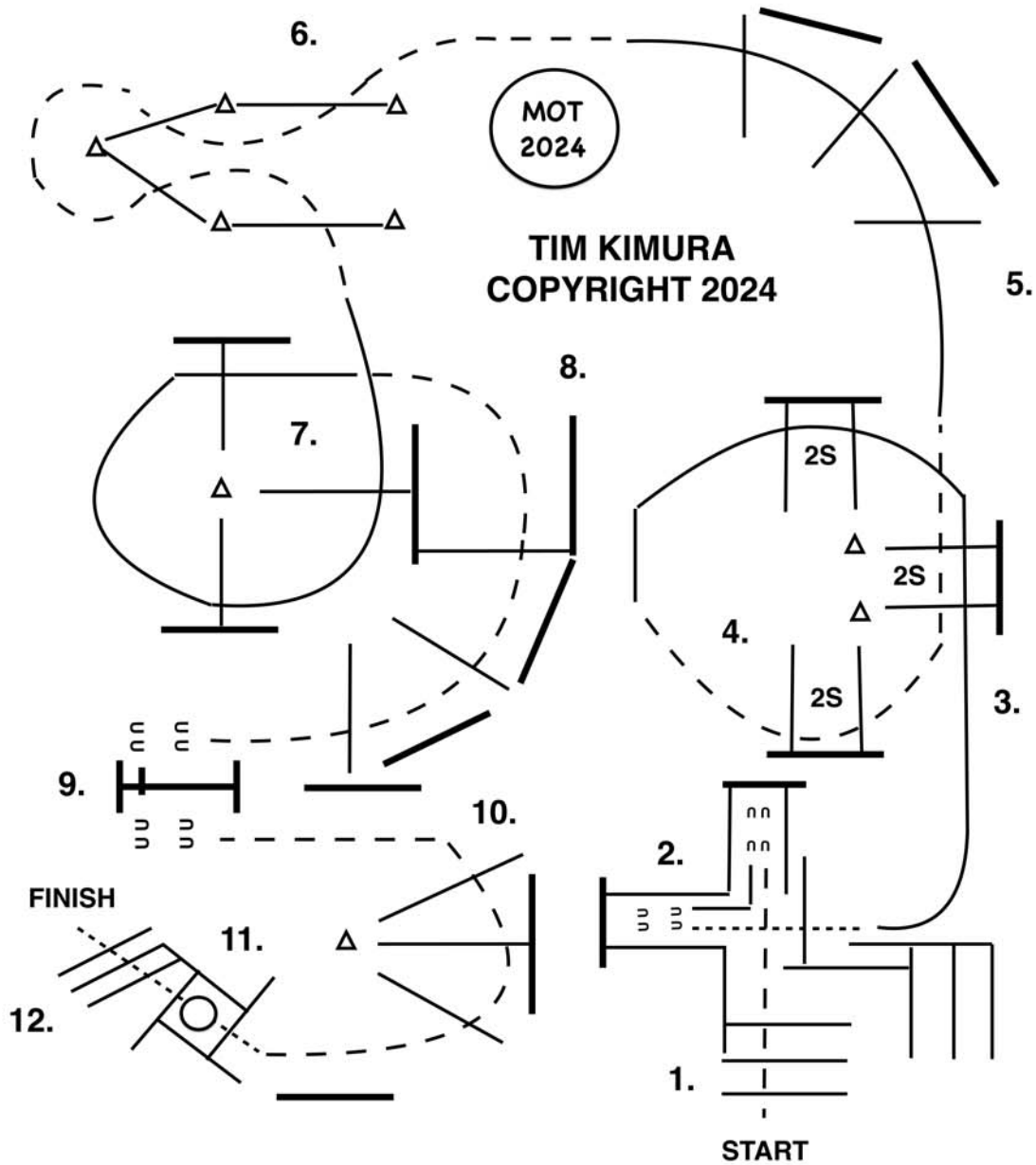
Follow the instructions of your ring steward.





# Trail

All Level 1  
Friday ~ Coliseum

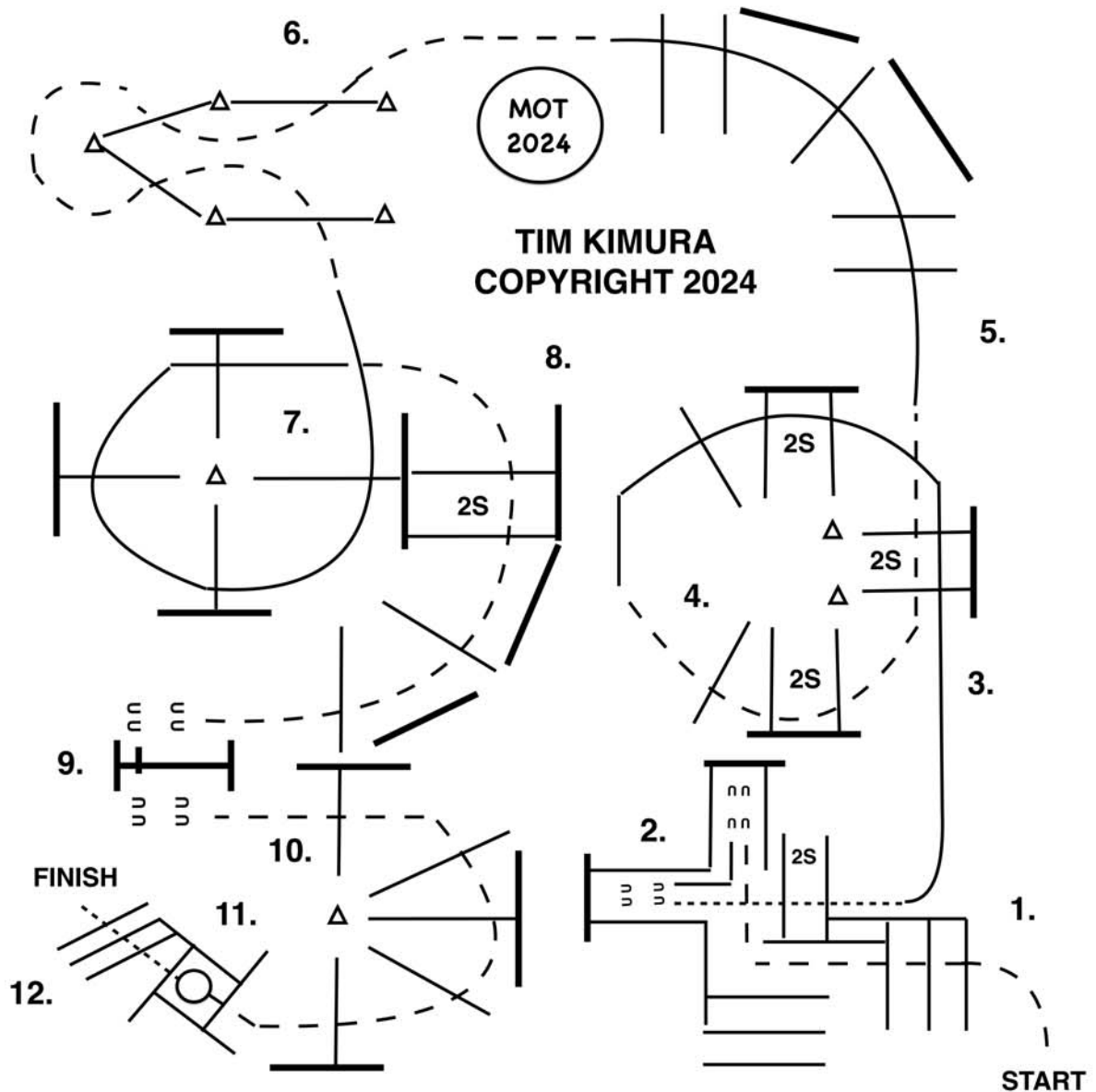


1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
2. BACK "L" BETWEEN POLES AND AROUND CORNER, WALK OUT OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG UP TO GATE.
9. WORK GATE LEFT HAND.
10. JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.



# Trail

Youth, Amateur, Select, Junior & Senior  
Friday ~ Coliseum



1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
2. BACK "L" BETWEEN POLES AND AROUND CORNER, WALK OUT OVER POLES.
3. LOPE OVER POLES (LEFT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG UP TO GATE.
9. WORK GATE LEFT HAND.
10. JOG OVER POLES.
11. JOG INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.



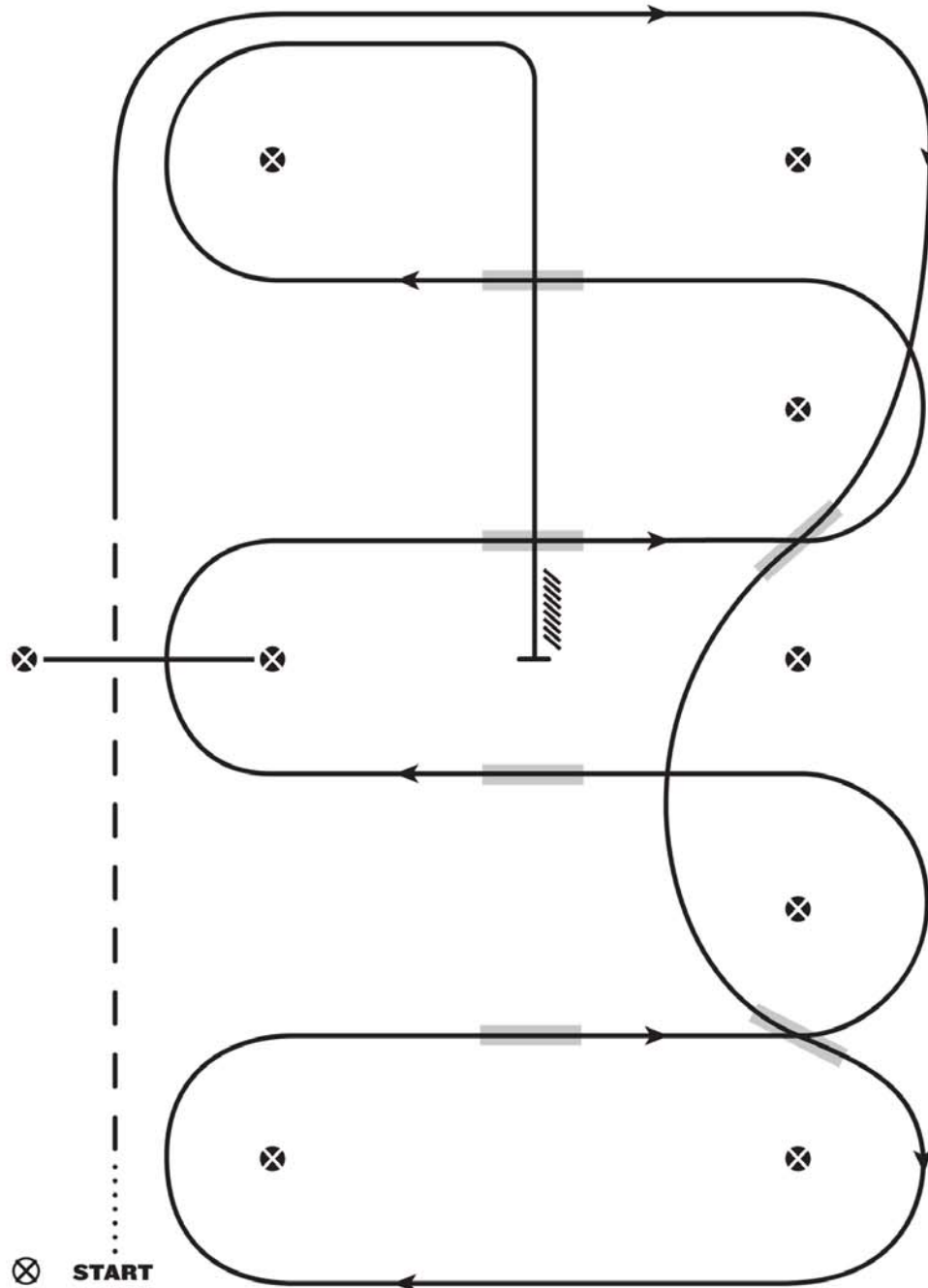
# Western Riding

## All Level 1

### Friday ~ Coliseum

LEGEND	
.....	Walk
- - - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

## LEVEL I WESTERN RIDING PATTERN 6



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right 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



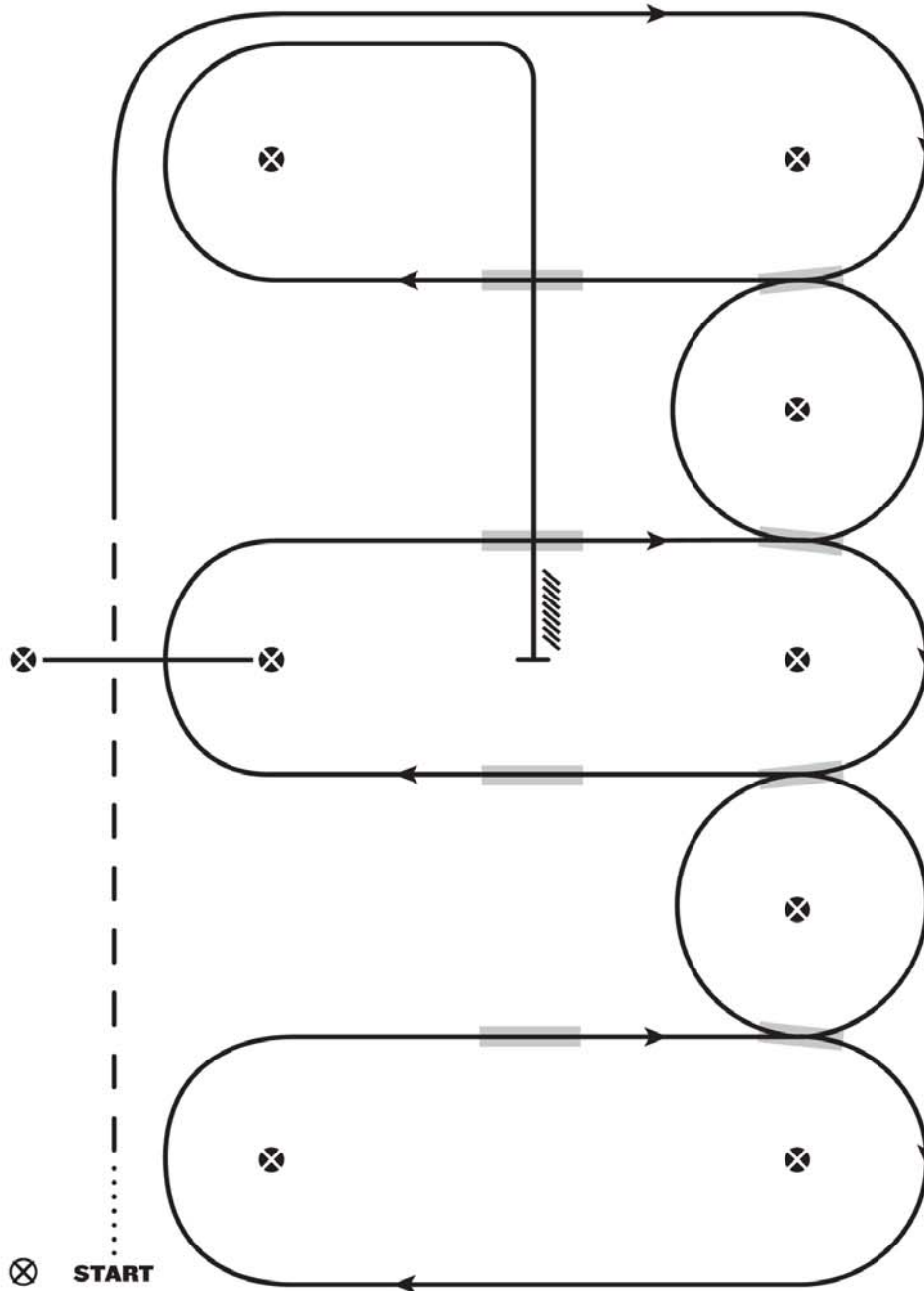
# Western Riding

## Youth, Amateur, Select, Junior & Senior

### Friday ~ Coliseum

LEGEND	
.....	Walk
- - -	Jog
————	Lope
///////	Back
————	Lead Changing Area

### WESTERN RIDING - PATTERN 6



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right 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





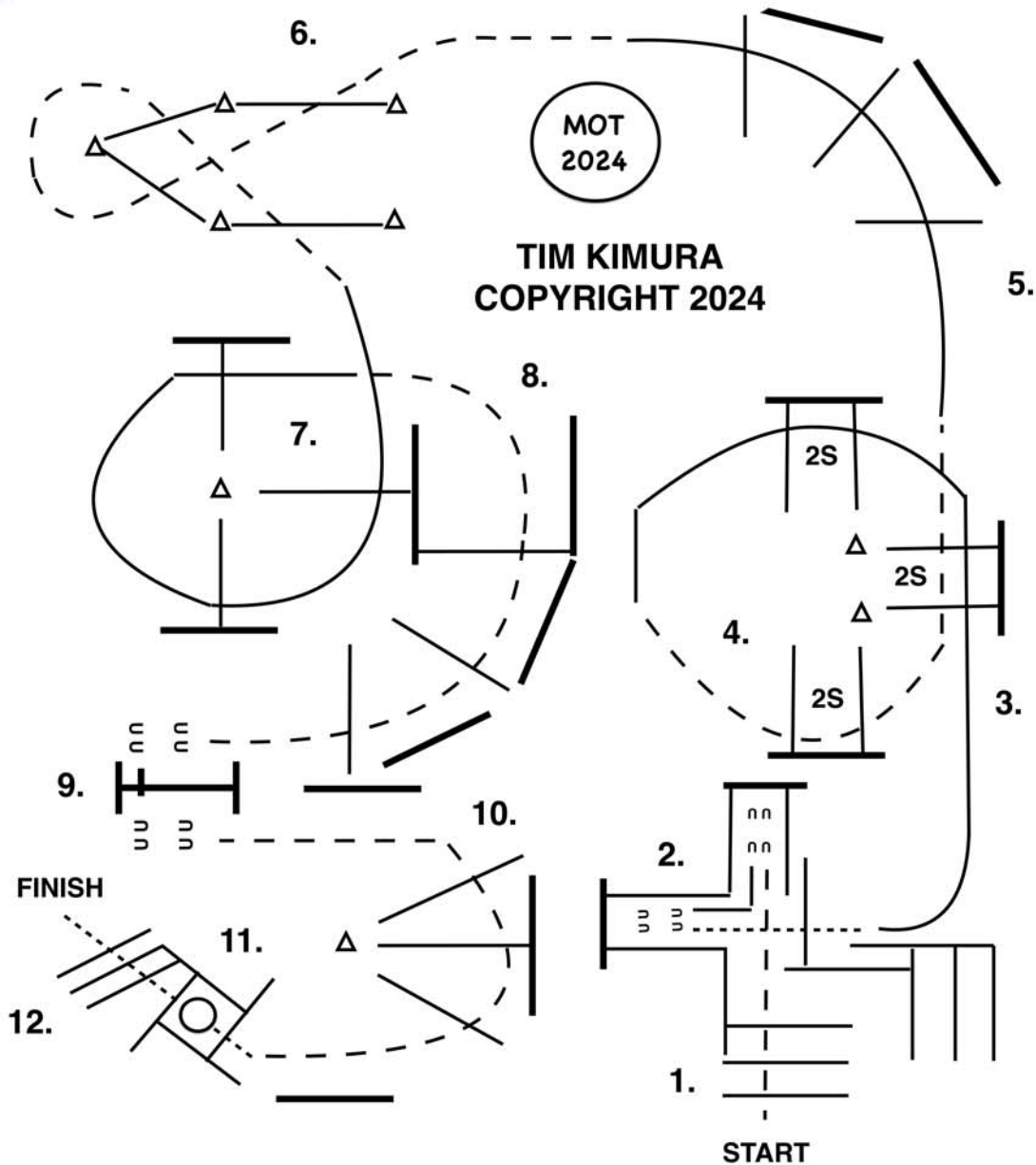


# Trail

All Level 1

Junior Level 2 & Level 3

Saturday ~ Coliseum

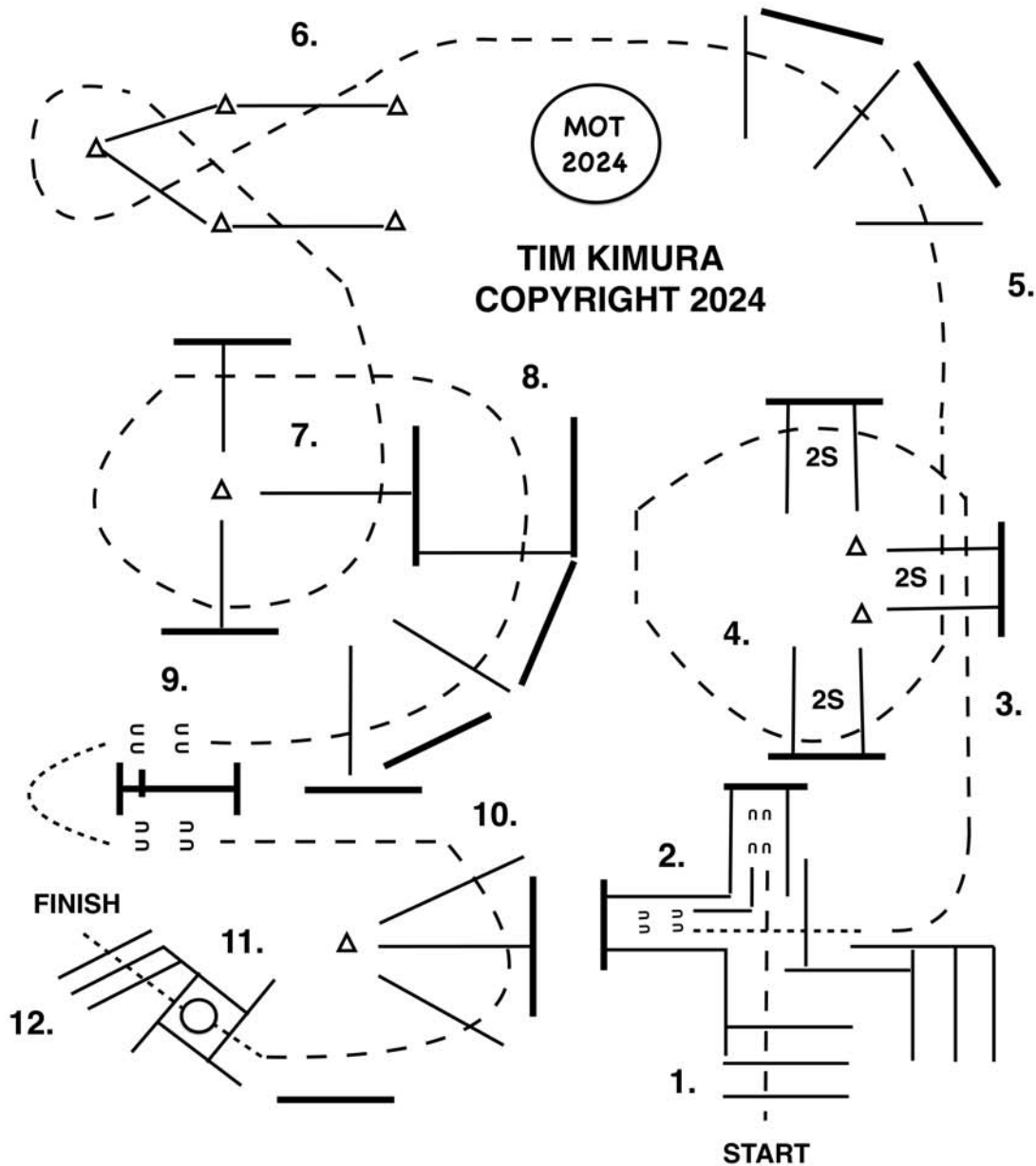


1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
2. BACK "L" BETWEEN POLES AND AROUND CORNER, WALK OUT OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG UP TO GATE.
9. WORK GATE LEFT HAND.
10. JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.



# Trail

All Walk Trot  
Saturday ~ Coliseum

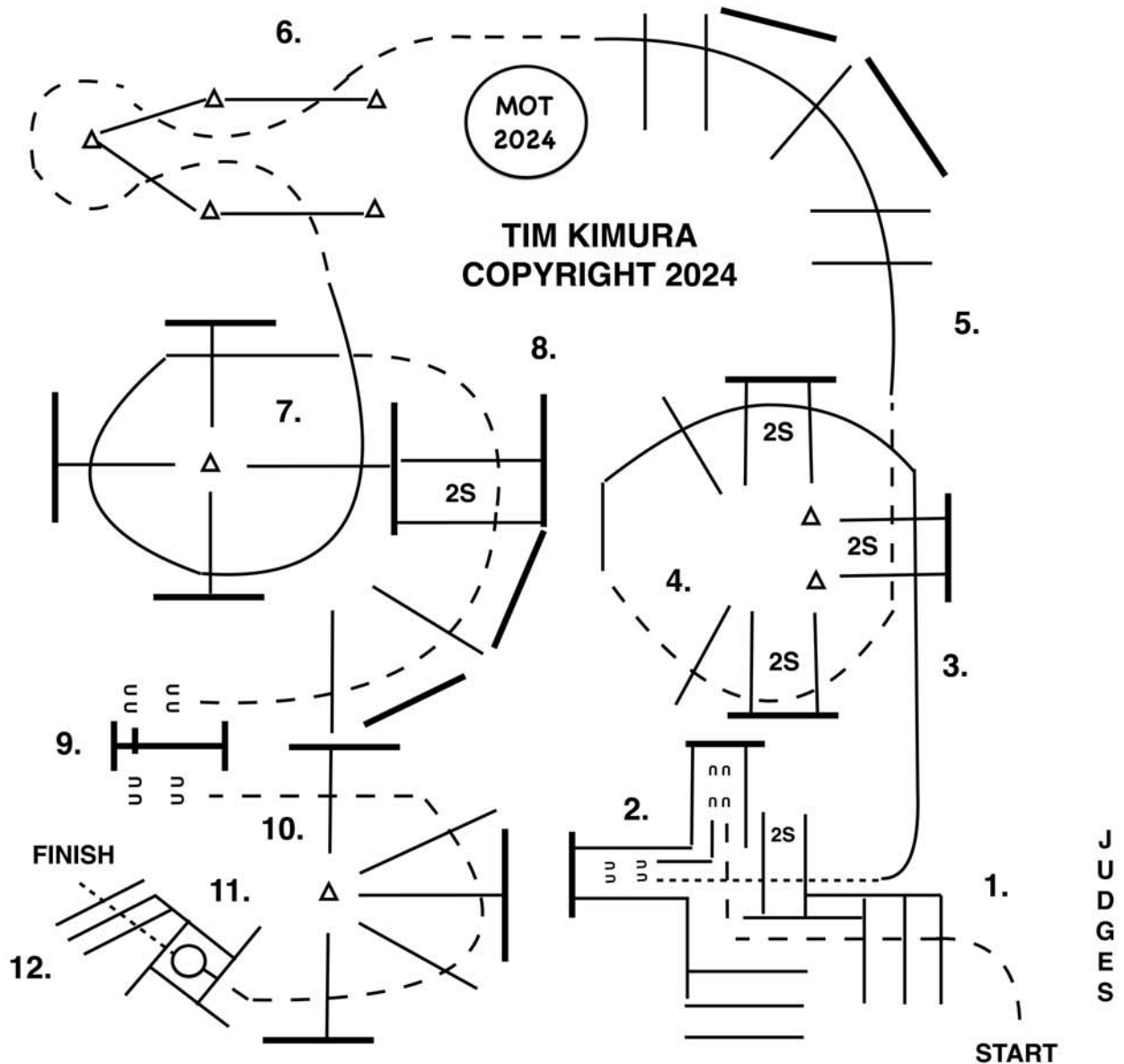


1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
2. BACK "L" BETWEEN POLES AND AROUND CORNER, WALK OUT OVER POLE.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG THROUGH SERPENTINE, JOG OVER POLES.
7. JOG OVER POLES.
8. JOG OVER POLES, JOG UP TO GATE.
9. WORK GATE LEFT HAND. SMALL FRY'S BREAK TO THE WALK, WALK AROUND GATE.
10. JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.



# Trail

Youth, Amateur, Select & Senior  
Saturday ~ Coliseum



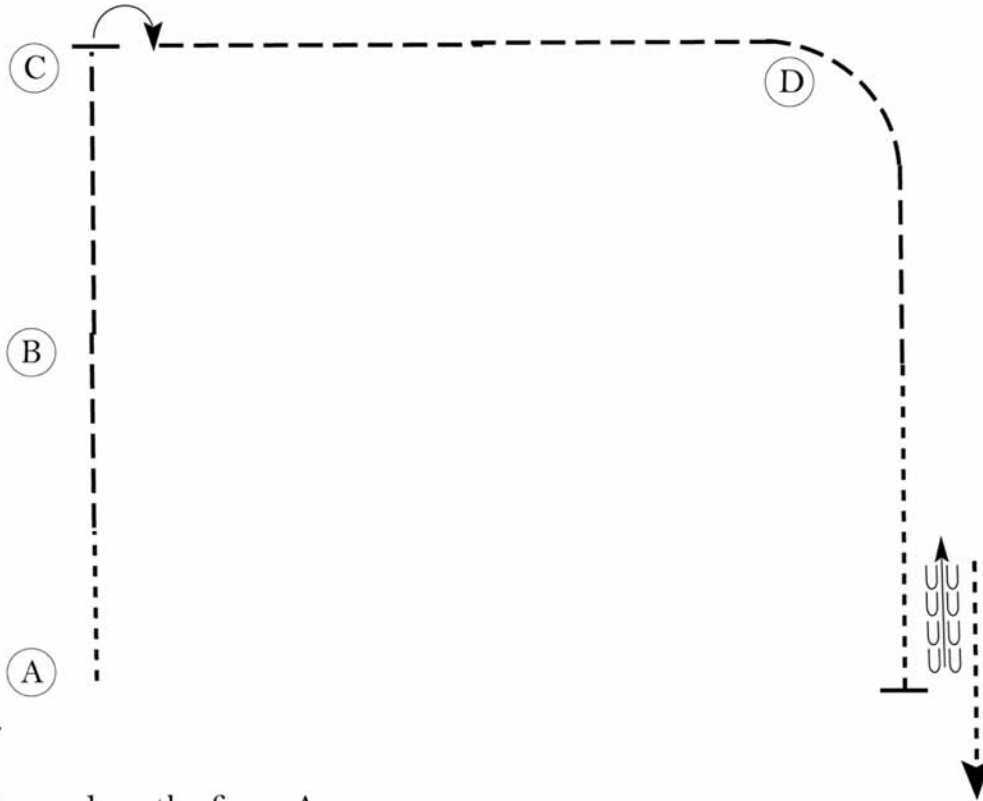
1. JOG OVER POLES, JOG INTO CHUTE AND STOP.
2. BACK "L" BETWEEN POLES AND AROUND CORNER, WALK OUT OVER POLES.
3. LOPE OVER POLES (LEFT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (RIGHT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG UP TO GATE.
9. WORK GATE LEFT HAND.
10. JOG OVER POLES.
11. JOG INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
12. WALK OVER POLES.



# Equitation Small Fry Saturday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths from A.
2. Posting trot on the right diagonal to C.
3. Stop at C and perform a 90 degree turn on the hindquarters to the right.
4. Trot on the left diagonal to and around D.
5. When even with B, begin to walk.
6. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

[HSE/WT-44]





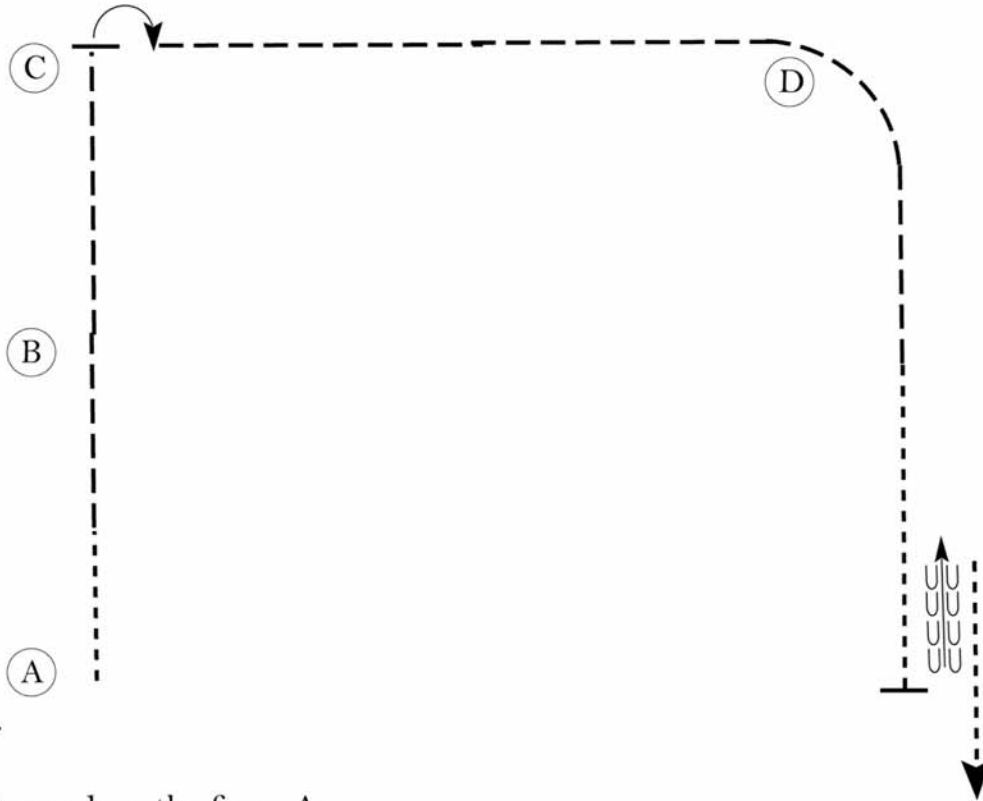
# Equitation

## Walk Trot Youth & Walk Trot Amateur

### Saturday ~ Extraco Arena

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 from A.
2. Posting trot on the right diagonal to C.
3. Stop at C and perform a 90 degree turn on the hindquarters to the right.
4. Trot on the left diagonal to and around D.
5. When even with B, begin to walk.
6. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

[HSE/WT-44]

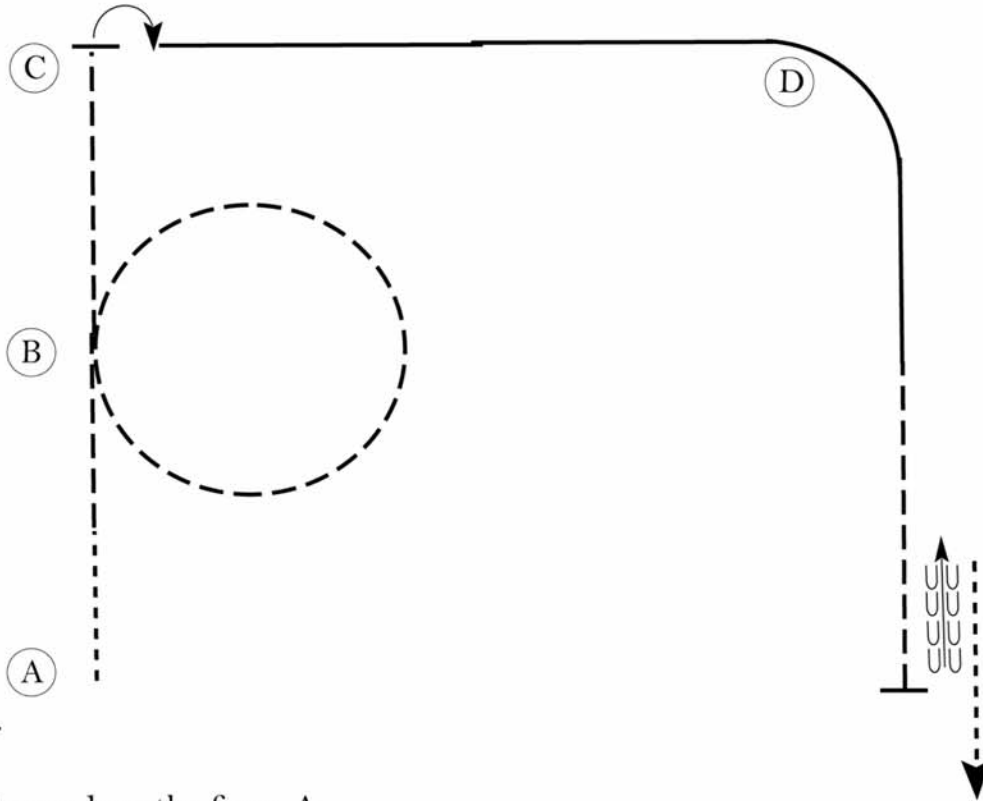




# Equitation –

## Level 1 Amateur & Level 1 Youth

### Saturday ~ Extraco Arena



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 90 degree turn on the hindquarters to the right.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

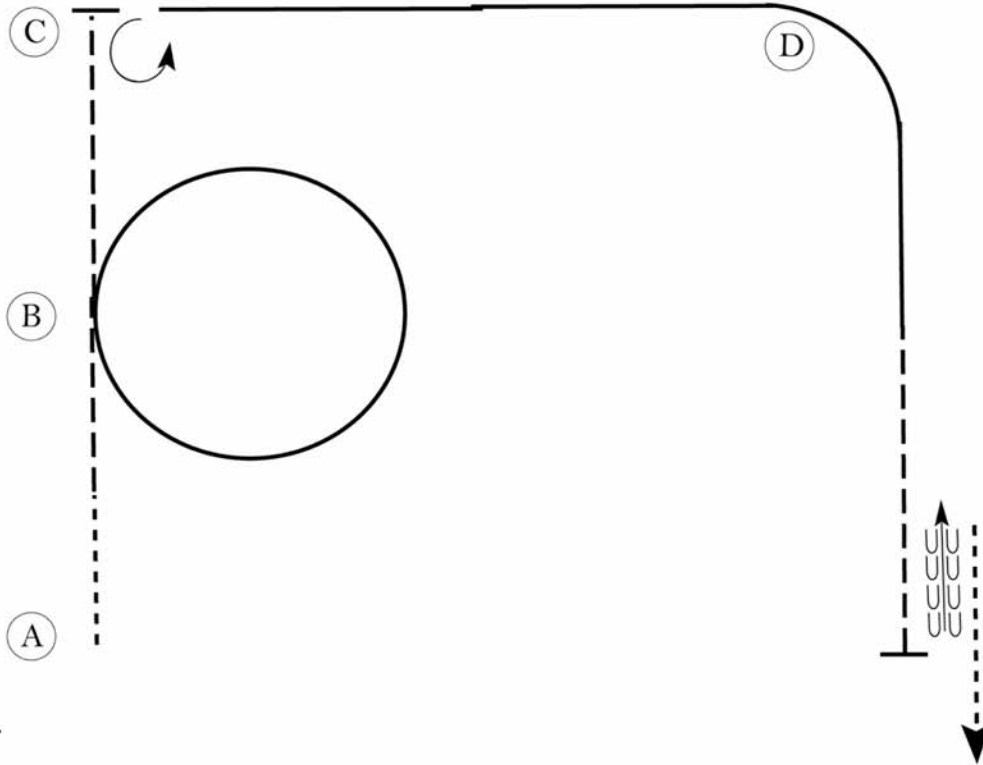
[HSE/1-44]



# Equitation

## Youth, Amateur, Select

### Saturday ~ Extraco Arena



Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. Canter a circle to the right at B.
4. Posting trot on the left diagonal to C.
5. Stop at C and perform a 270 degree turn on the forehand to the left.
6. Canter on the left lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

[HSE/3-44]

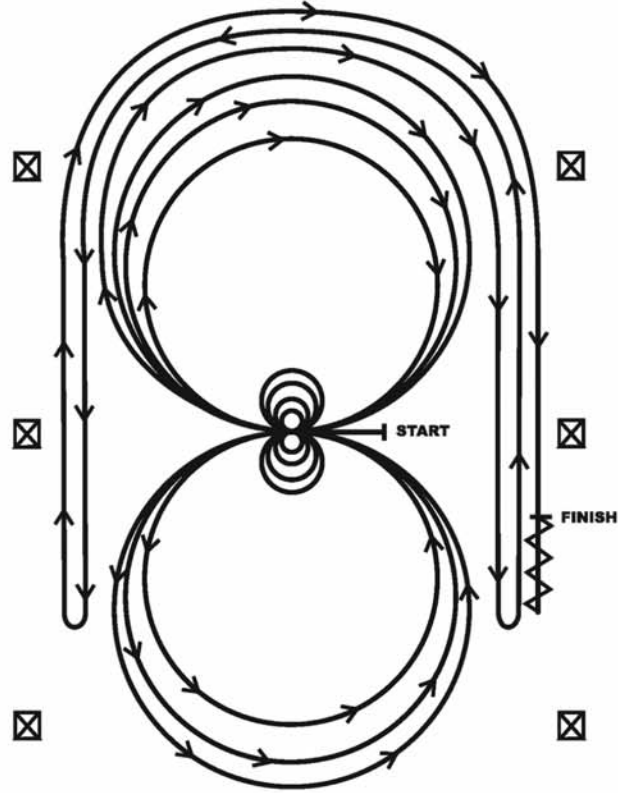


# Reining

## Youth & Amateur

Saturday ~ Extraco Arena

### REINING PATTERN 8



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

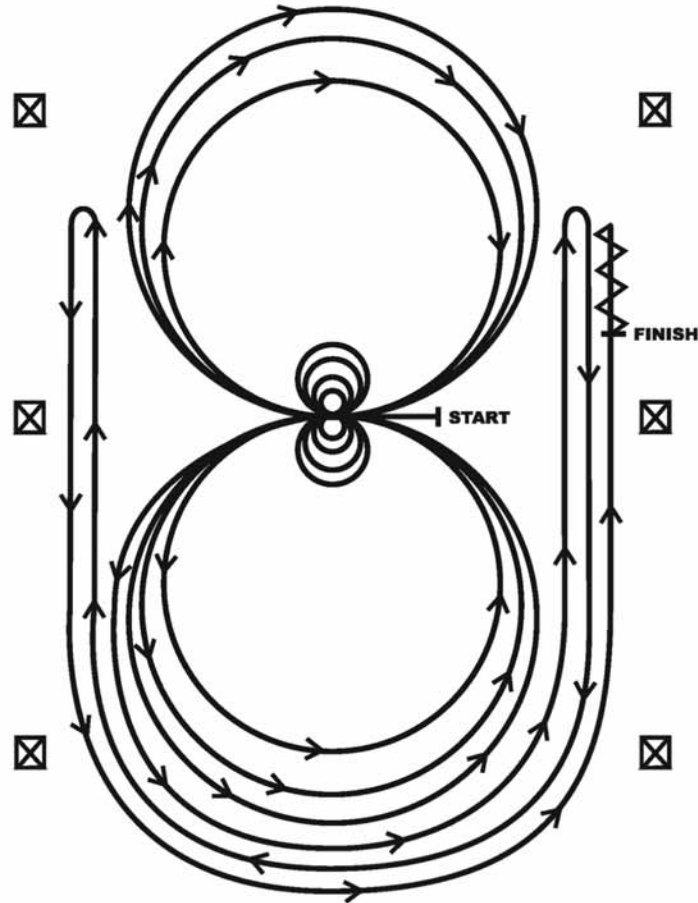
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down the right 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.
6. Continue back around the previous circle but do not close this circle. Run down the left 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 back around the previous circle but do not close this circle. Run down 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.

[R/AQHAP-8]



# Reining Open Saturday ~ Extraco Arena

## REINING PATTERN 6



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. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large 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.
6. Continue back 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.
7. 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 the completion of the pattern.

[R/AQHAP-6]





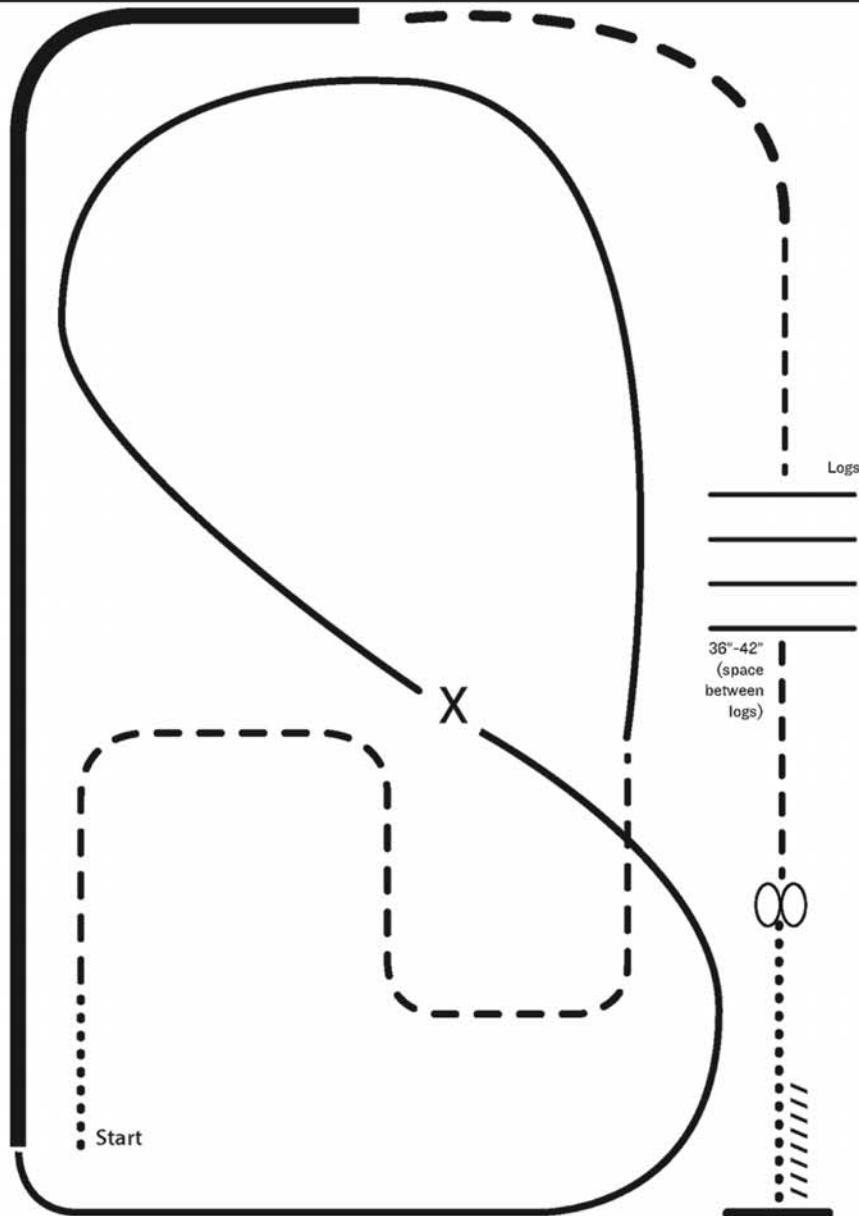
# All Ranch Riding

## W/T (Extend Trot @ All Canter Maneuvers)

### Saturday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



- X Lead Change
- Walk
- - - Trot
- - - Ext trot
- — — Lope
- Ext Lope
- /////// Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

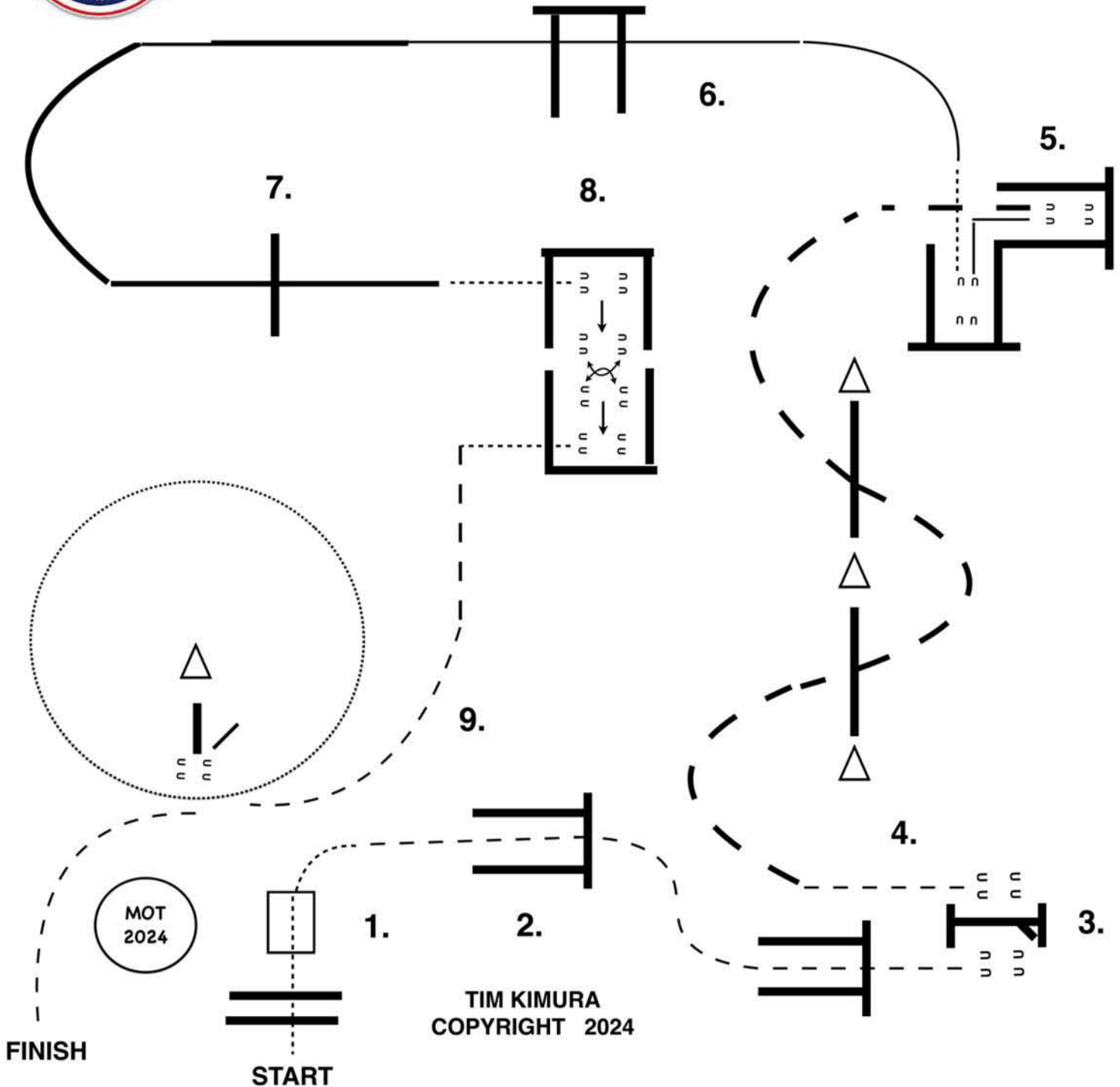
[RR/AQHA-3]





# Ranch Trail

W/T Trot Where Lope, Extended Trot Where Extended Lope  
Saturday ~ Extraco Arena



TIM KIMURA  
COPYRIGHT 2024

1. WALK OVER LOGS AND WALK OVER BRIDGE.
2. TROT OVER LOGS, TROT UP TO GATE.
3. WORK GATE LEFT HAND.
4. TROT AWAY FROM GATE, THEN EXTEND THE TROT THROUGH SERPENTINE AND OVER LOGS.
5. TROT INTO CHUTE, BACK "L", BACK BETWEEN POLES AND WALK OUT CHUTE.
6. LOPE OVER LOGS (LEFT LEAD).
7. EXTEND THE LOPE, LOPE OVER LOG, BREAK TO THE WALK
8. WALK INTO BOX, SIDE PASS RIGHT, 180 TURN EITHER WAY, SIDE PASS LEFT, WALK OUT.
9. TROT UP TO DRAG, WORK DRAG. TROT OUT TO EXIT...  
YOUTH OPEN, REMOVE AND REPLACE MAIL, CLOSE MAILBOX.

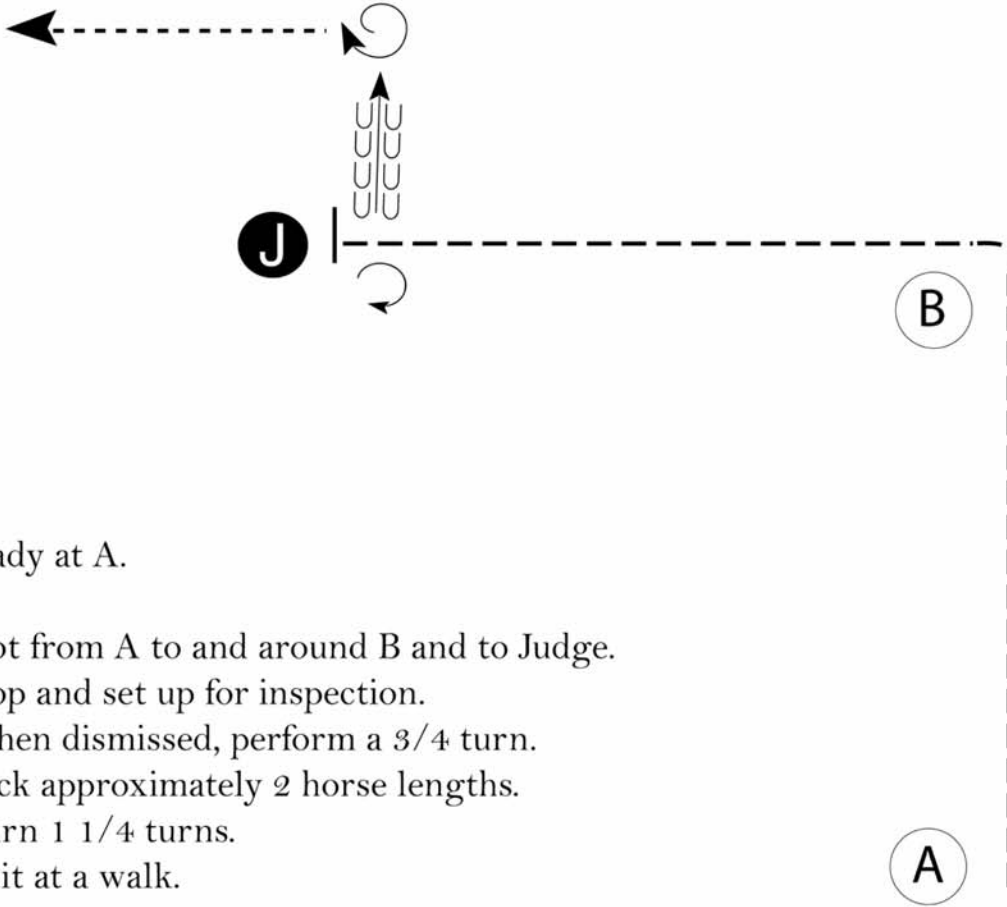




# Showmanship All Level 2 & Level 3 Sunday ~ Coliseum

www.HorseShowPatterns.com

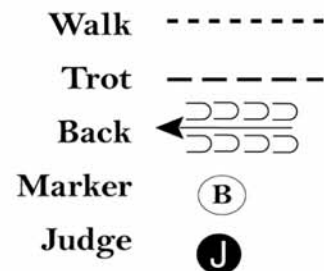
www.HorseShowPatterns.com



Be ready at A.

1. Trot from A to and around B and to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 3/4 turn.
4. Back approximately 2 horse lengths.
5. Turn 1 1/4 turns.
6. Exit at a walk.

Follow the instructions of your ring steward.



[S/3-38]

Pattern Provided by:  
*Judges*









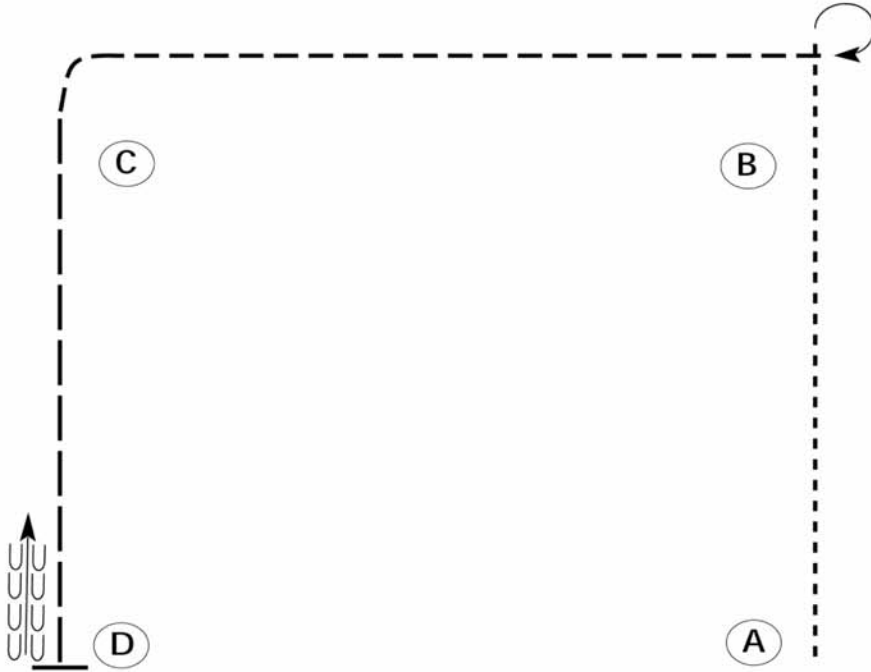
# Horsemanship

## Small Fry

Sunday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



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.

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	— — — —
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	↗
<b>Back</b>	←←←←←
<b>Marker</b>	(B)
<b>Sidepass</b>	←-----→



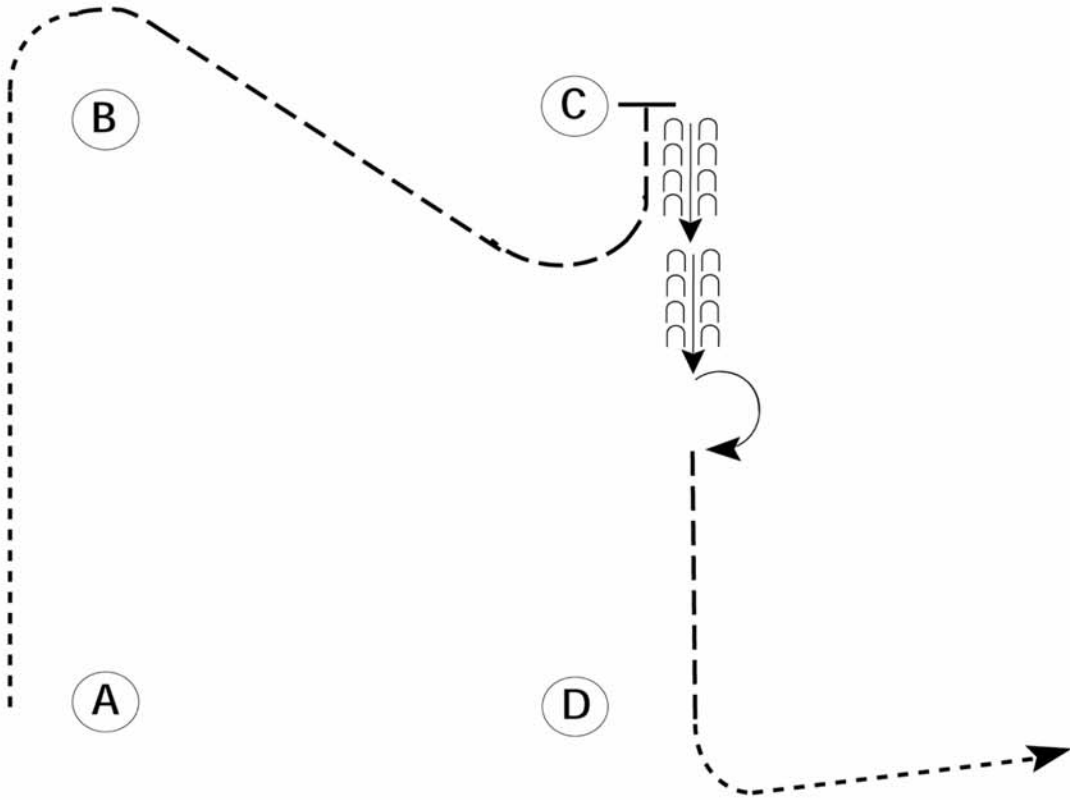
# Horsemanship

## Walk Jog Youth & Walk Jog Amateur

Sunday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk to B.
2. At the top of B, begin to jog.
3. Jog to C.
4. Stop and back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	— / —
<b>Back</b>	← C C C C C ← C C C C C
<b>Marker</b>	(B)
<b>Sidepass</b>	← ——— →

[WH/WT-52]

**Pattern Provided by:**  
*Judges*



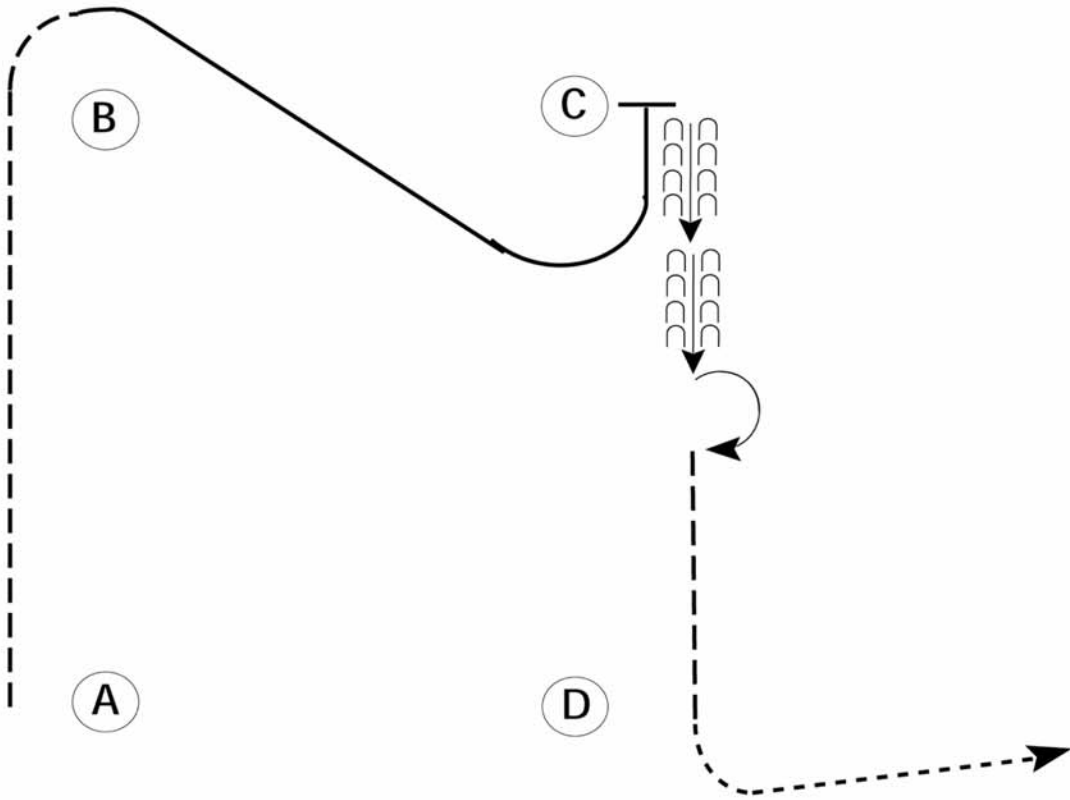
# Horsemanship

## All Level 1

### Sunday ~ Extraco Arena

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	—————
<b>Leg Yield</b>	
<b>Lead Change</b>	↘
<b>Back</b>	← ←
<b>Marker</b>	(B)
<b>Sidepass</b>	←-----→

[WH/1-52]



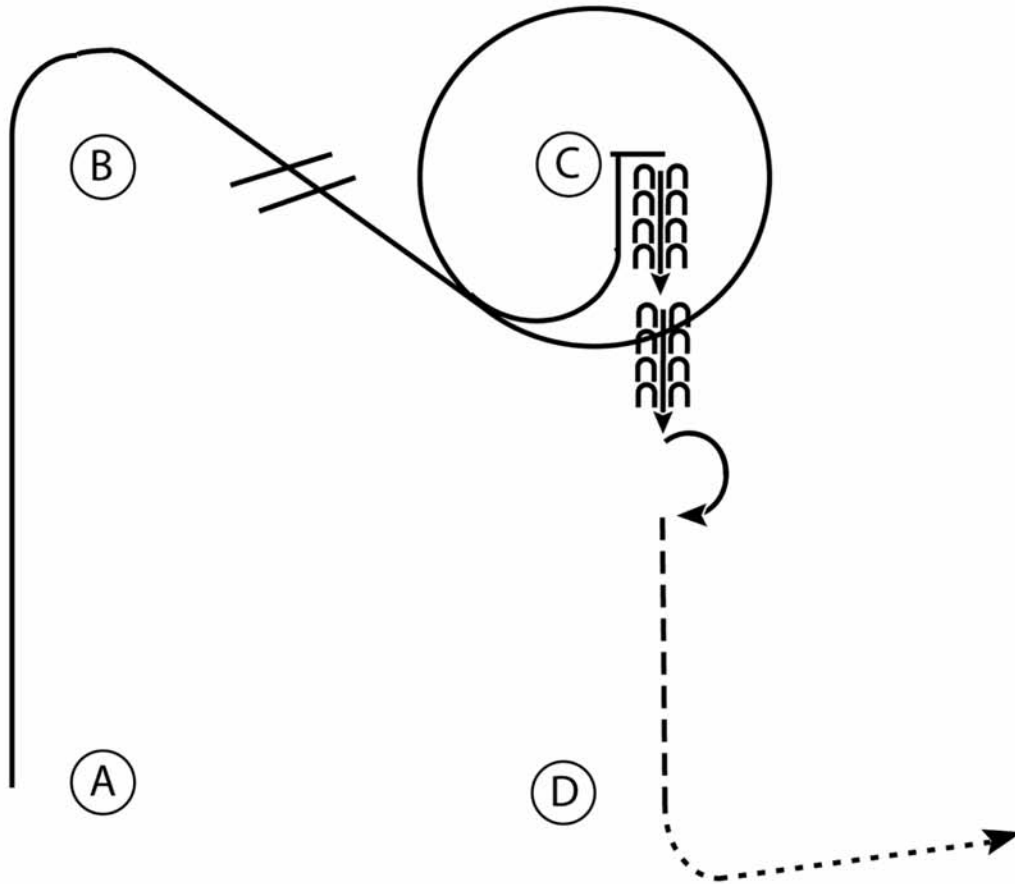
# Horsemanship

## All Level 2 & Level 3

### Sunday ~ Extraco Arena

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



1. Start at A. Right lead lope around B.
2. Perform a simple or flying lead change to the left lead lope.
3. Lope a circle around C.
4. Stop when even with C.
5. Back five steps.
6. Perform a 180 degree turn to the right on the hindquarters.
7. Jog to D.
8. At D walk. Walk to the line-up.

Walk	.....
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	⚡
Back	←←←
Marker	(B)
Sidepass	←←←

[WH/2-52]