



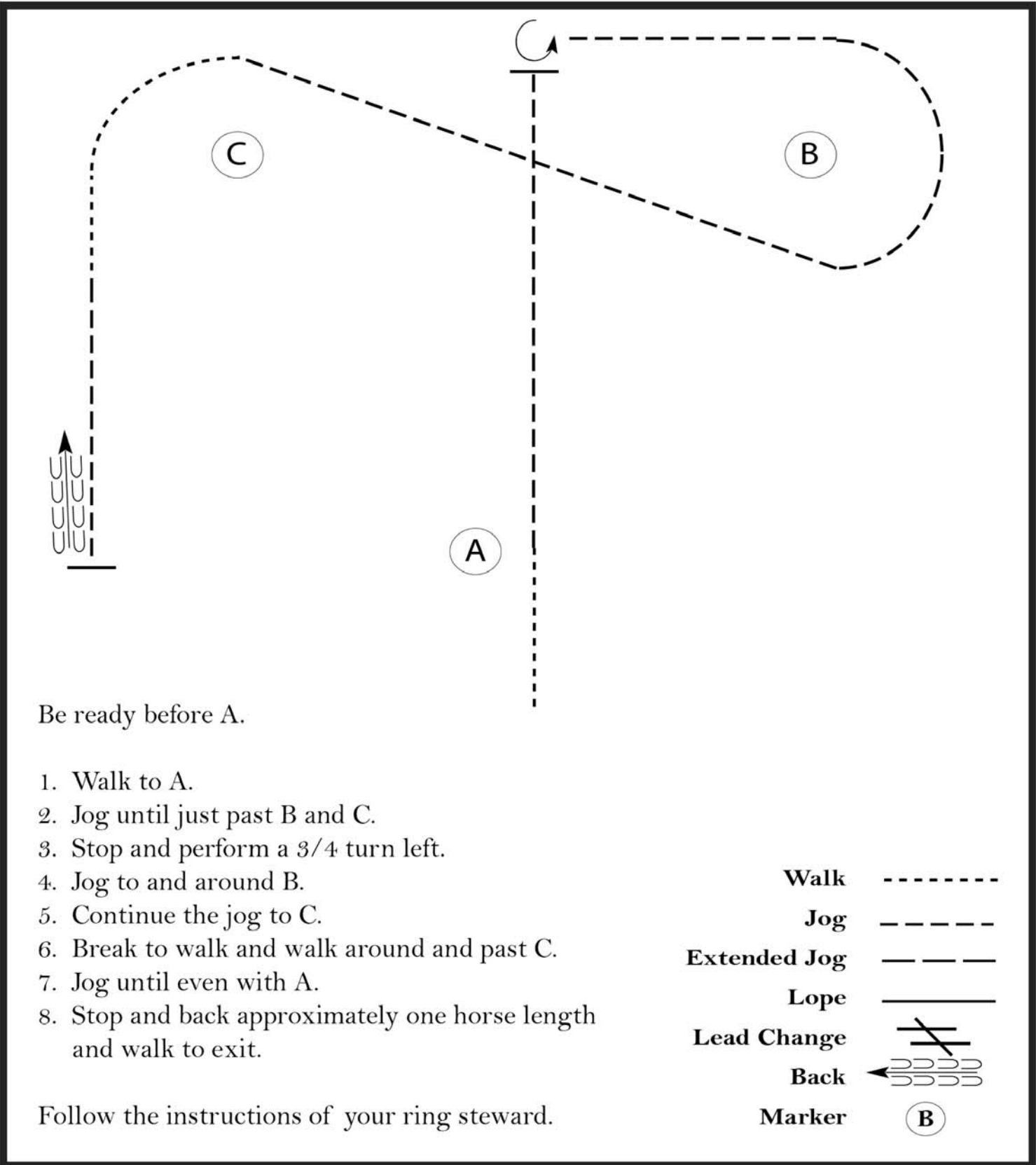
Western Horsemanship

Small Fry, Walk Trot

Friday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Continue the jog to C.
6. Break to walk and walk around and past C.
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	(B)

Follow the instructions of your ring steward.

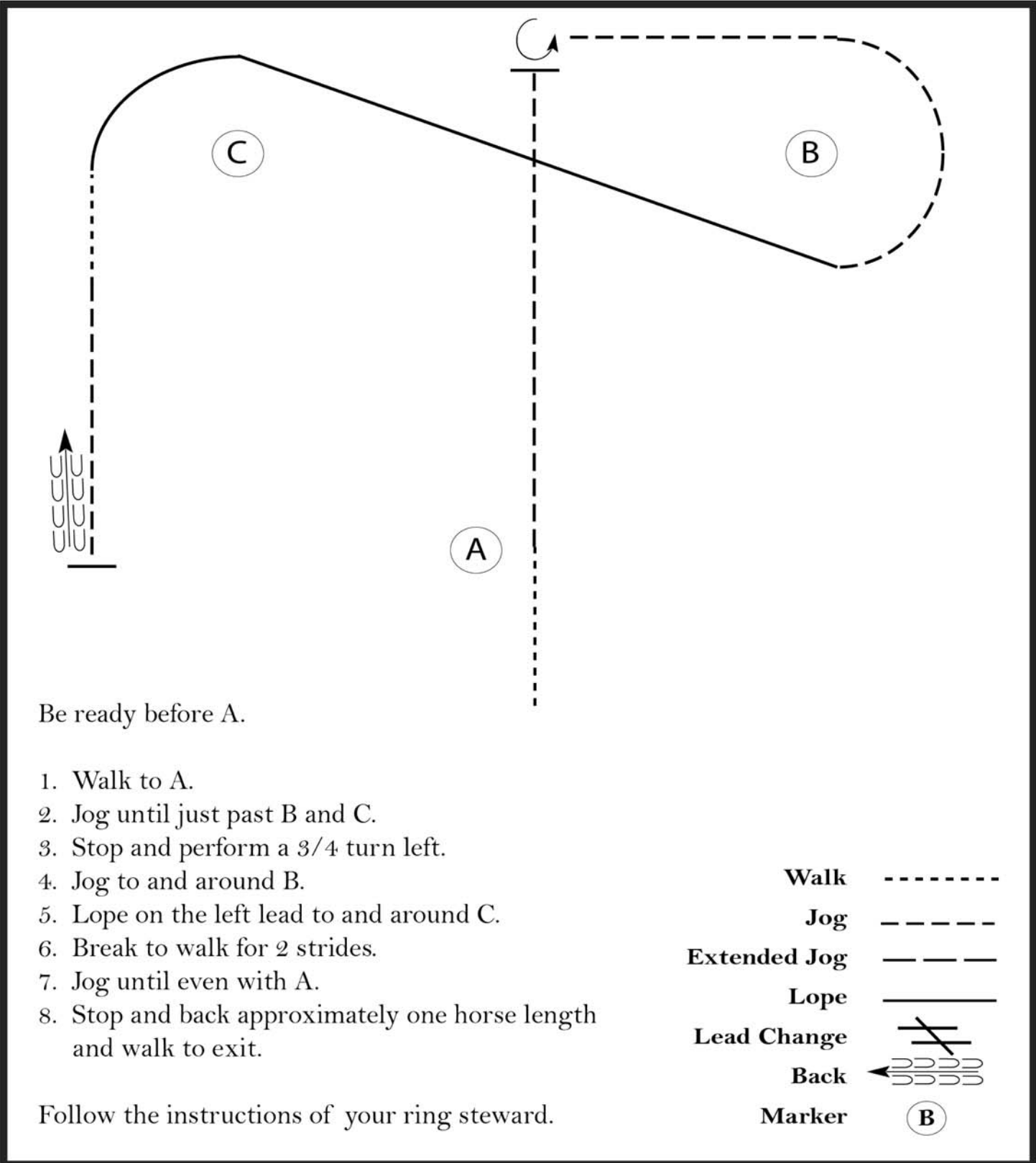
[WH/WT-91]



Western Horsemanship
All Breed, Rookie, Level 1, Novice
Friday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Lope on the left lead to and 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.



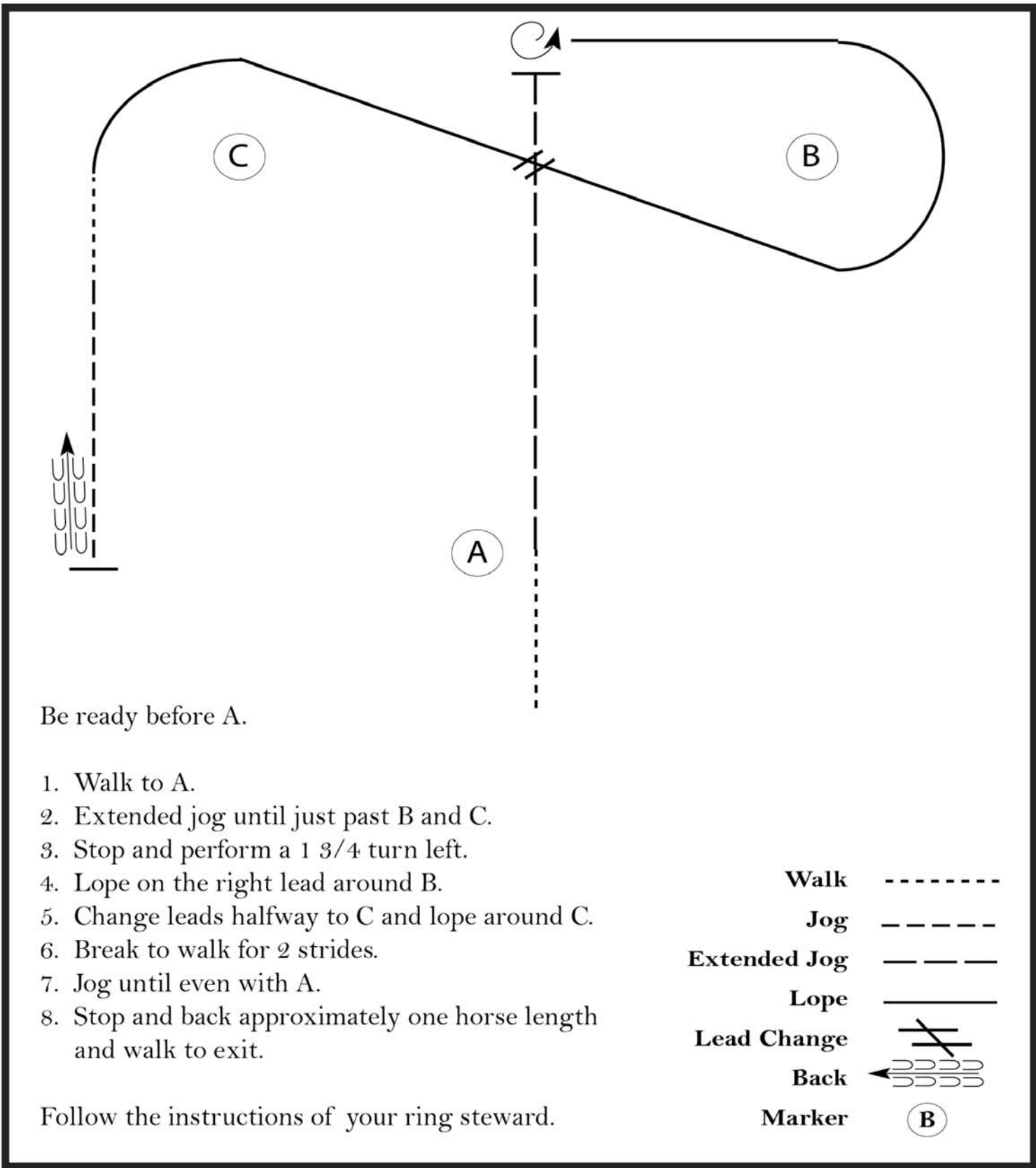
Western Horsemanship

Amateur, Select, Youth

Friday

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 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	(B)

Follow the instructions of your ring steward.

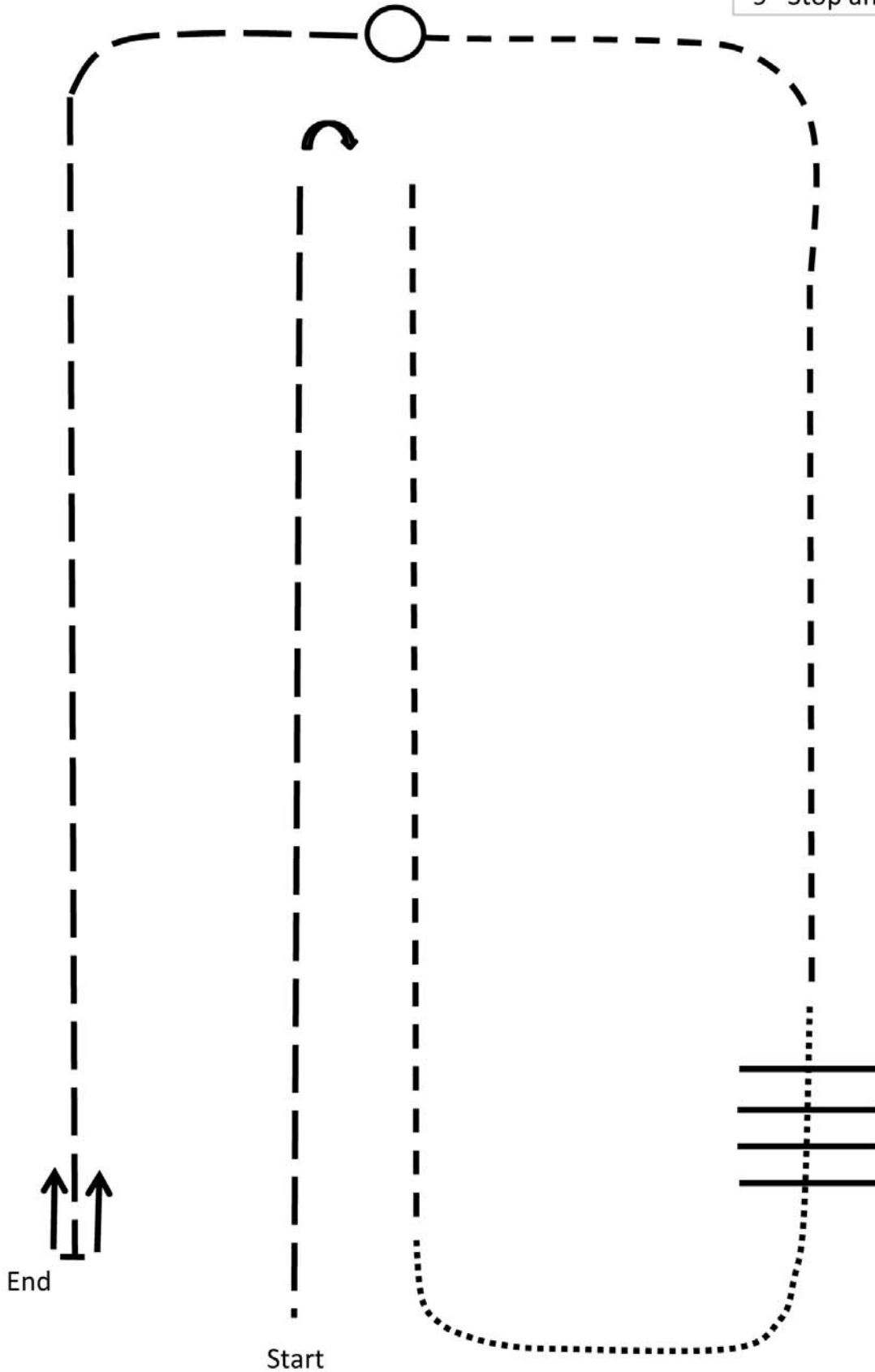
[WH/3-91]



Ranch Riding Pattern 15

All Walk Trot
Friday

- 1 Extended Trot
- 2 Right Roll Back
- 3 Trot
- 4 Walk
- 5 Walk over
- 6 Trot
- 7 360 Left
- 8 Extended Trot
- 9 Stop and Back



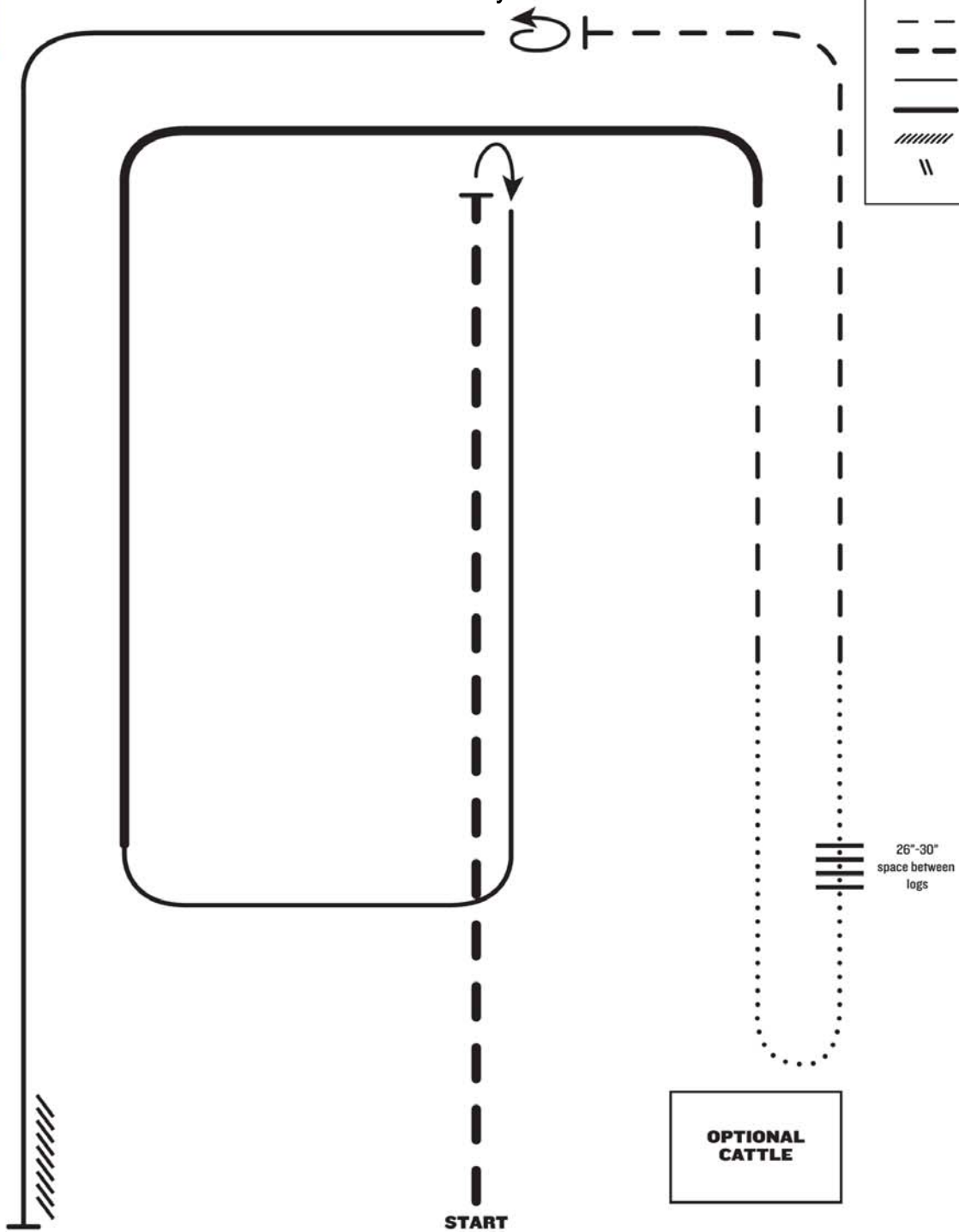


Ranch Riding Pattern 15

All Breed, Open, Amateur, Youth
Friday

LEGEND

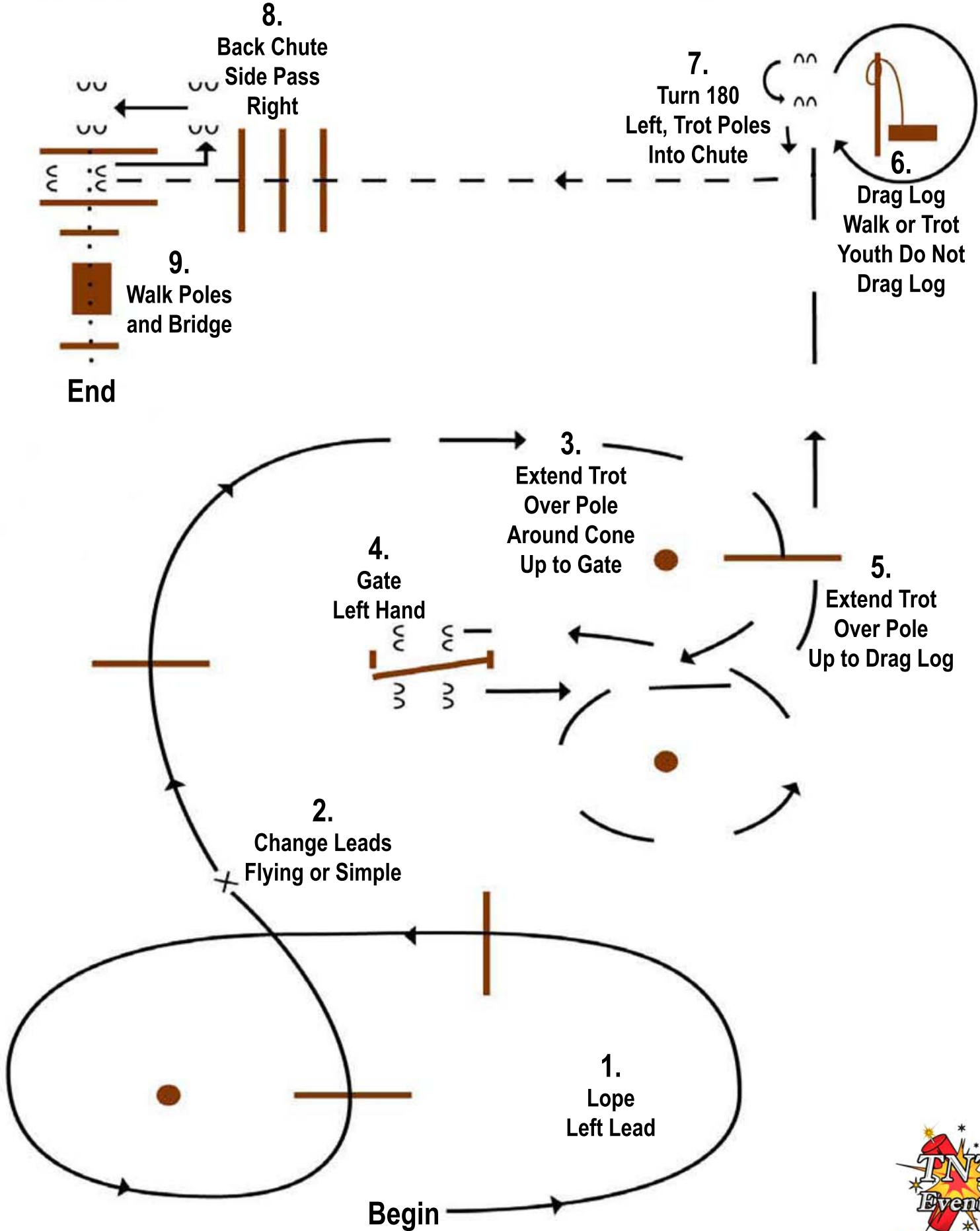
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

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.

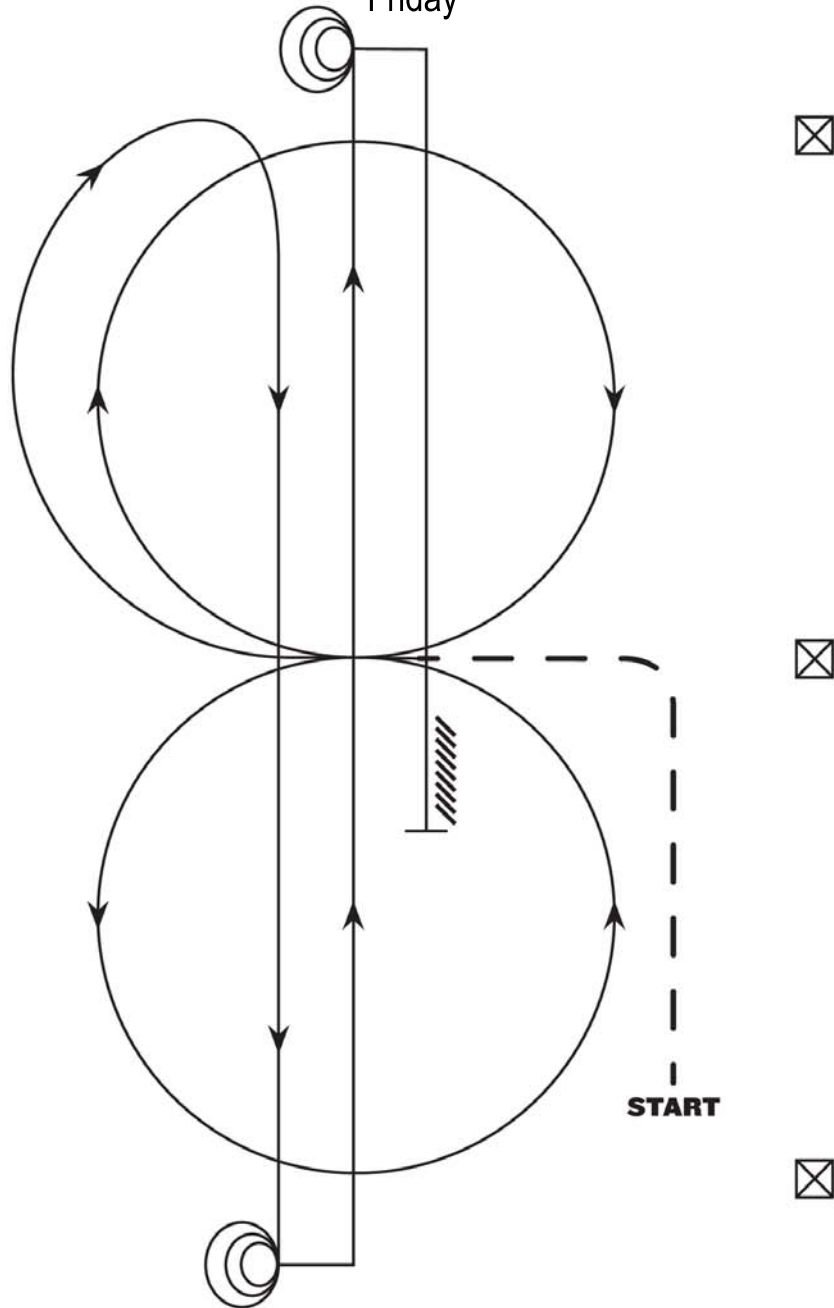
Ranch Trail
 Walk Trot (Trot where Lope)
 Friday





Ranch Reining

All Breed, Open, Amateur, Youth
Friday



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

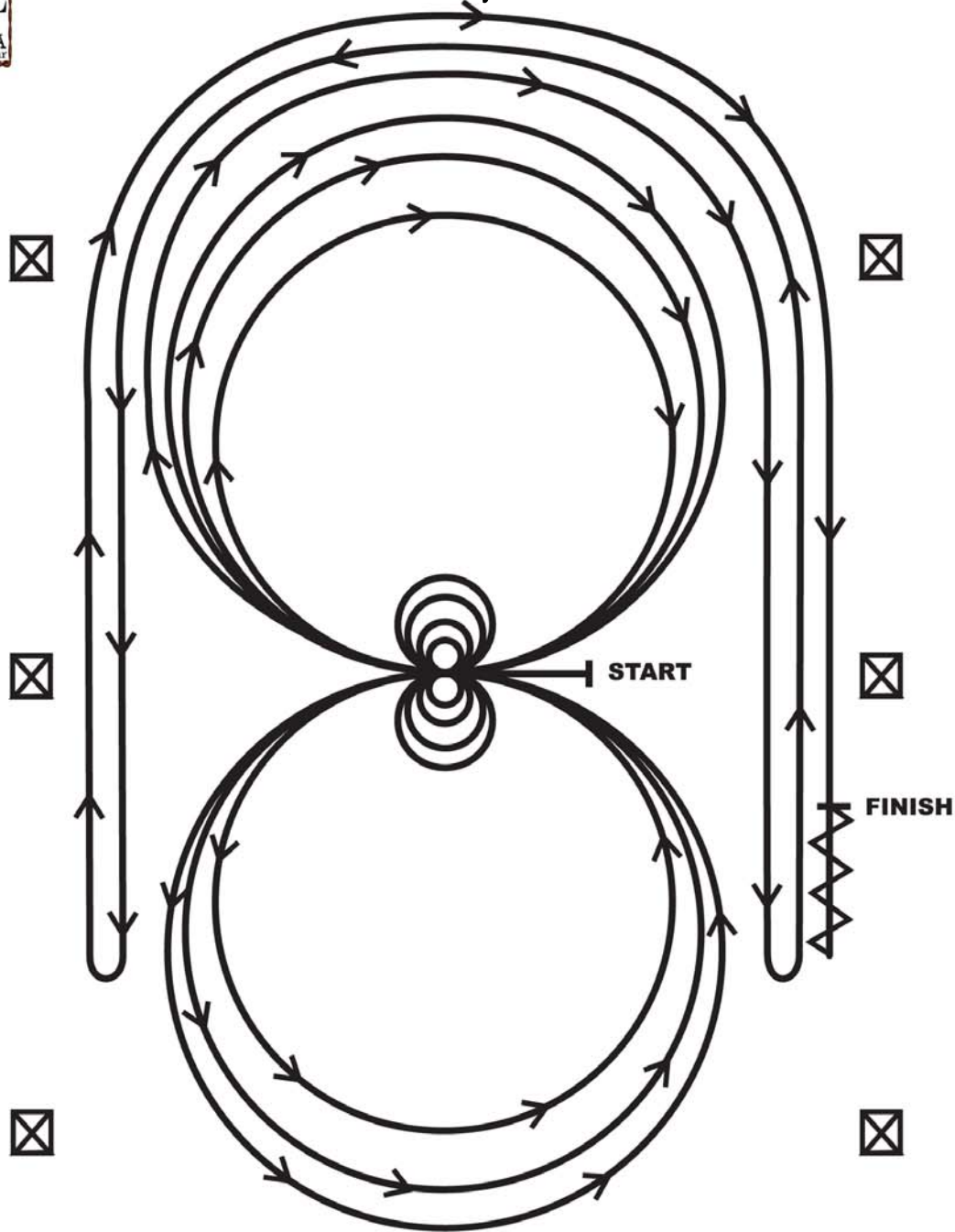
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.



Reining

All Breed, Open, Amateur, Youth
Friday



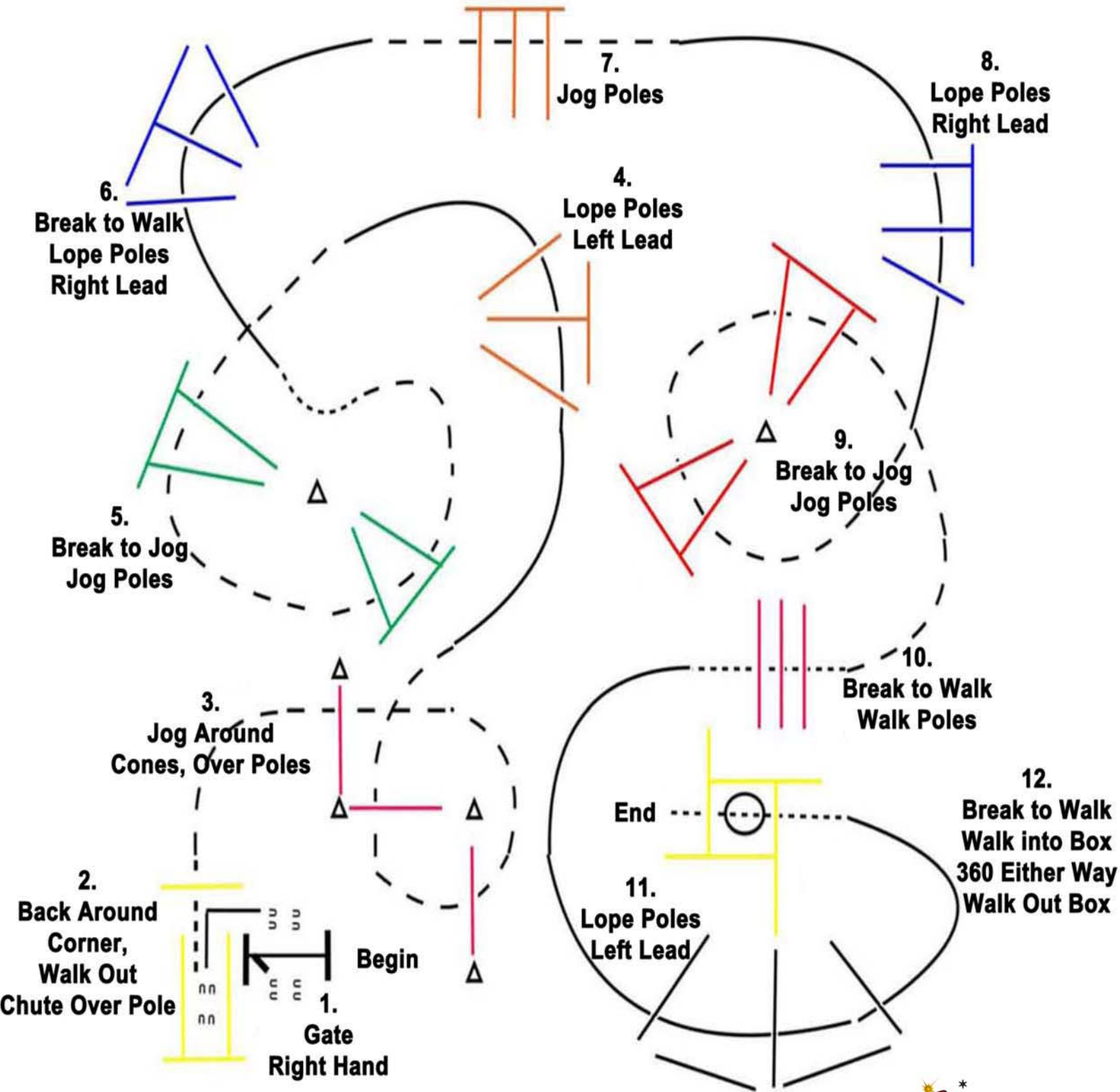
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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.



Trail

All Breed, Level 1, Novice, Rookie, Level 2, Level 3, Amateur, Select, Youth, Open
Small Fry, Walk Trot (Trot where Lope)
Saturday



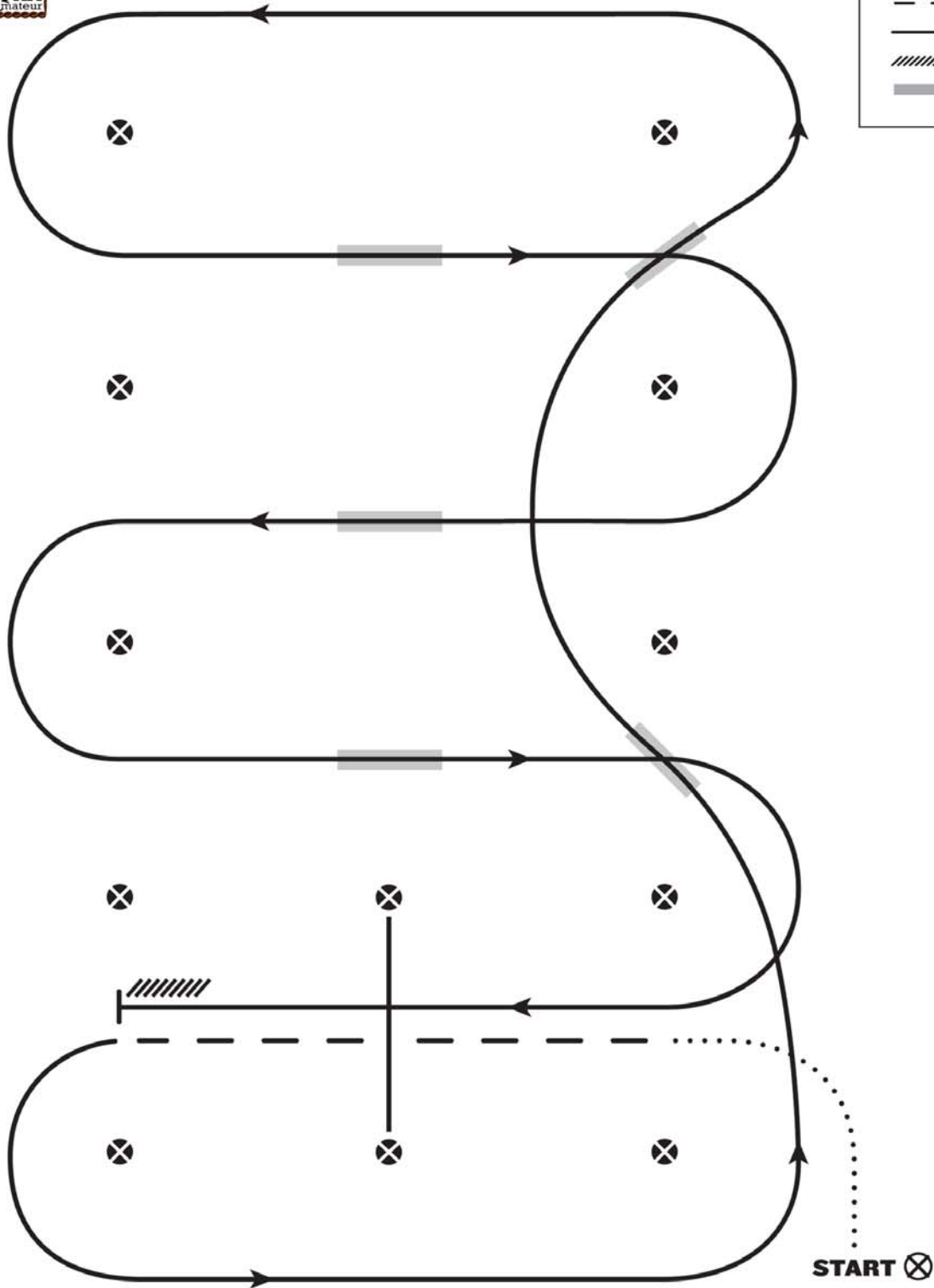


Western Riding Pattern 9

All Breed, Level 1
Saturday

LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area



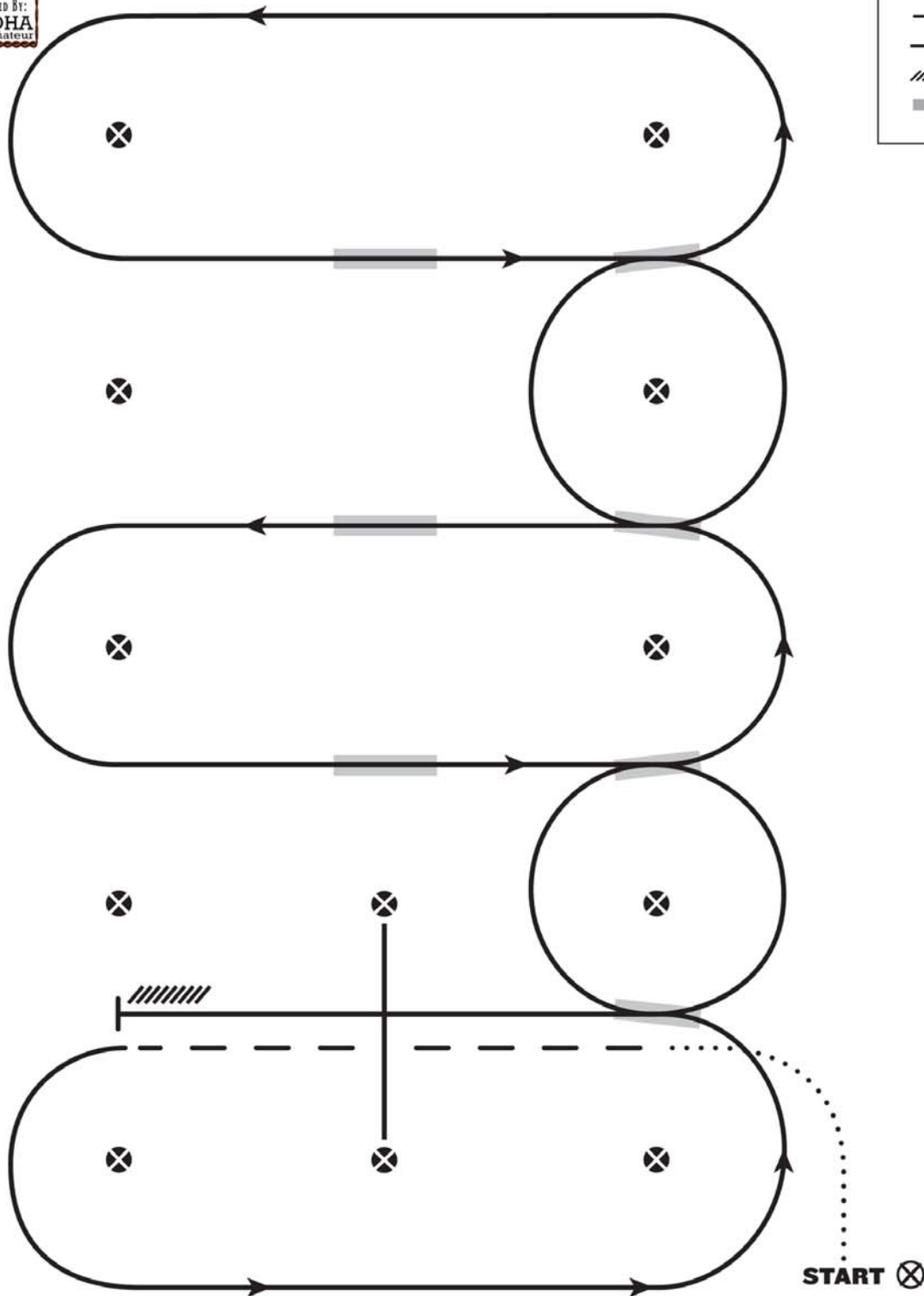
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing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



Western Riding Pattern 9

Open, Amateur, Youth
Saturday

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



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
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 & back



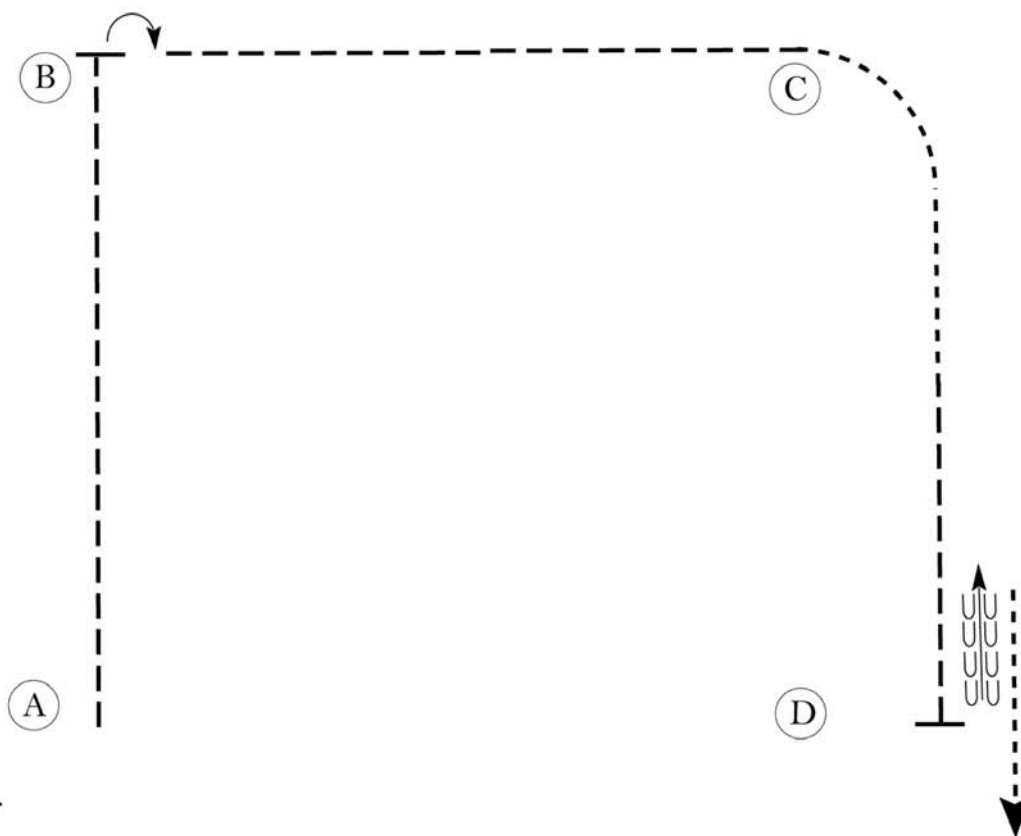
Hunt Seat Equitation

Small Fry, Walk Trot

Saturday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Stop at B and execute a 90 degree turn on the haunches to the right.
3. Posting trot on the right diagonal to C.
4. At C, drop to a walk and walk halfway to D.
5. Sitting trot to D.
6. Stop at D and back approximately one horse length.
7. Walk forward to and past D.

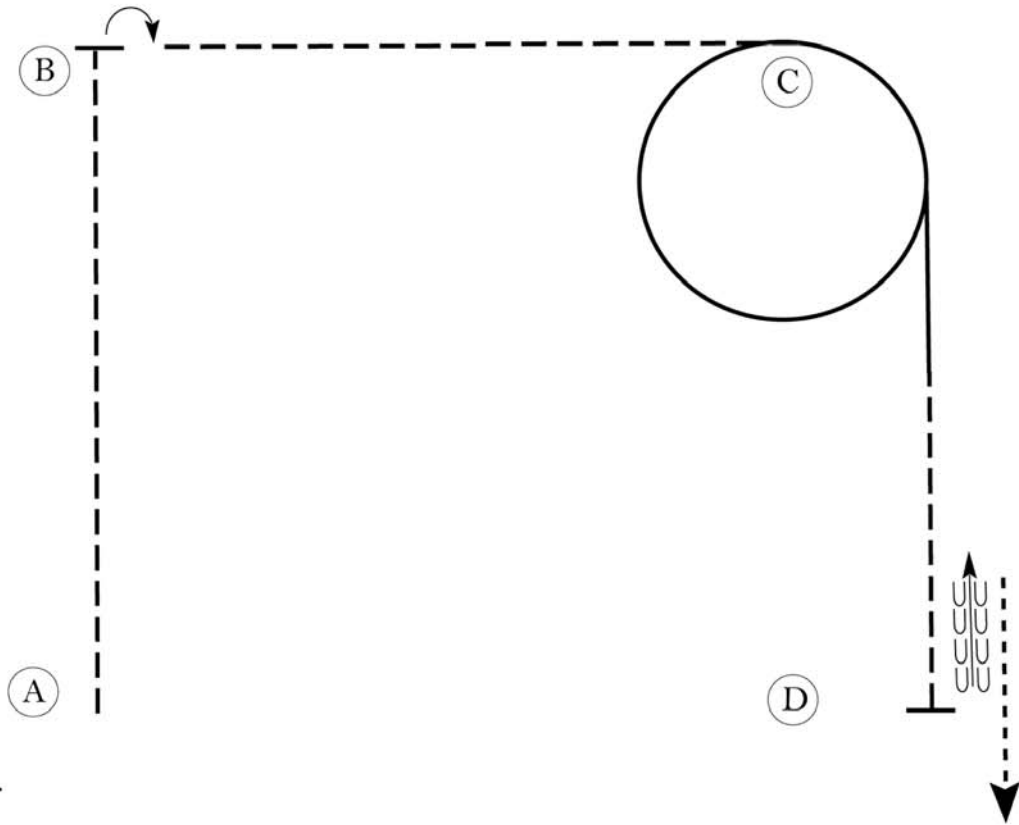
Follow the instructions of your ring steward.

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

[HSE/WT-43]

Hunt Seat Equitation

All Breed, Rookie, Level 1, Novice
 Saturday



Be ready at A.

1. Sitting trot to B.
2. Stop at B and execute a 90 degree turn on the haunches to the right.
3. Posting trot on the right diagonal to C.
4. Canter on the right lead in a circle around C.
5. Continue on the right lead halfway to D.
6. Posting trot on the left diagonal to D.
7. Stop at D and back approximately one horse length.
8. Walk forward to and past D.

Follow the instructions of your ring steward.

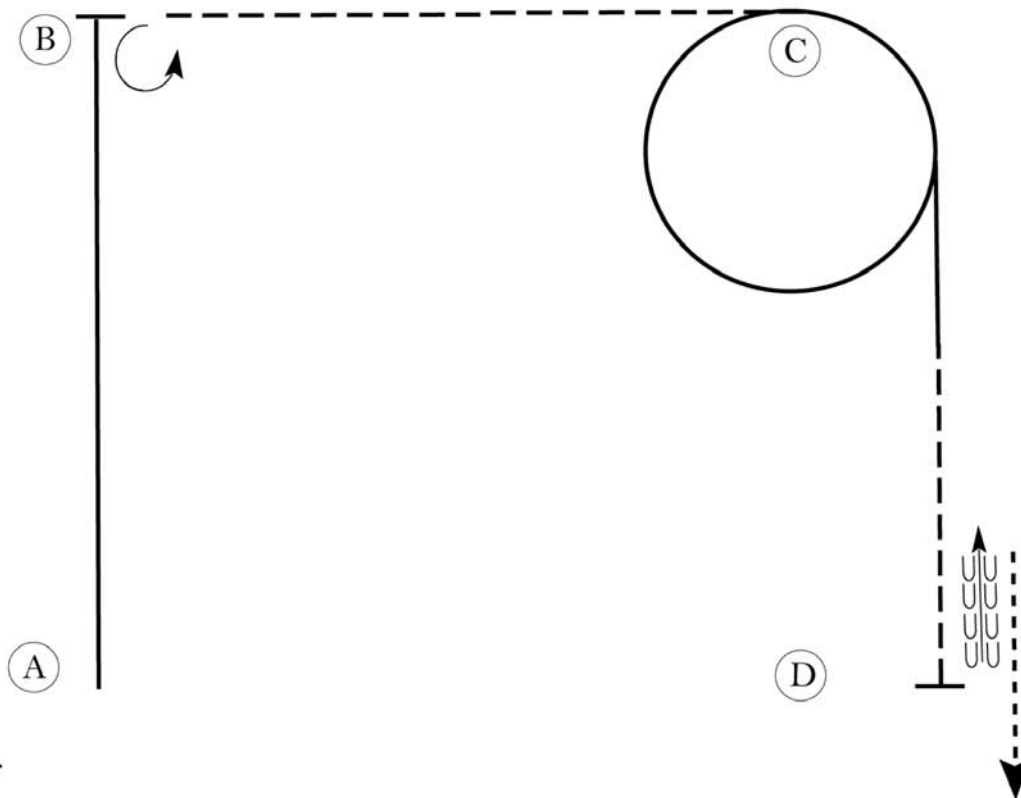
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	Ⓚ
Sidepass	← — — — — ←
Hand Gallop	— — — — —

Hunt Seat Equitation

Amateur, Select, Youth
Saturday

www.HorseShowPatterns.com

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Be ready at A.

1. Canter on the left lead to B.
2. Stop at B and execute a 270 degree turn on the haunches to the left.
3. Posting trot on the right diagonal to C.
4. Canter on the right lead in a circle around C.
5. Continue on the right lead halfway to D.
6. Posting trot on the left diagonal to D.
7. Stop at D and back approximately one horse length.
8. Walk forward to and past D.

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

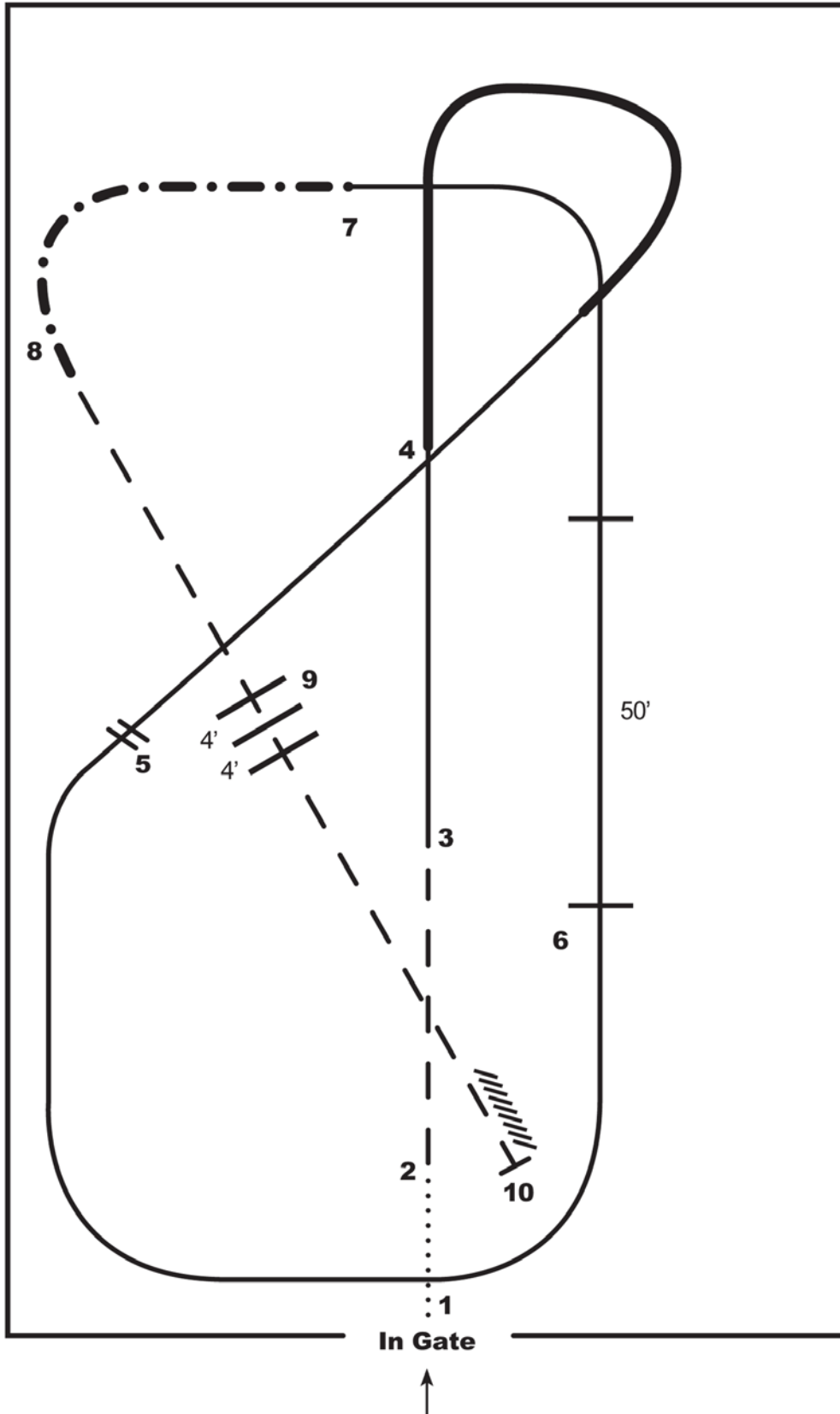
Follow the instructions of your ring steward.

[HSE/2-43]



English Versatility

Open
Saturday



1. Forward walk from gate
2. Trot left diagonal
3. Right lead canter
4. Hand gallop through turn
5. Change leads (simple or flying)
6. Canter cavalleti
7. Extended sitting trot through turn
8. Trot right diagonal
9. Trot poles
10. Halt and back

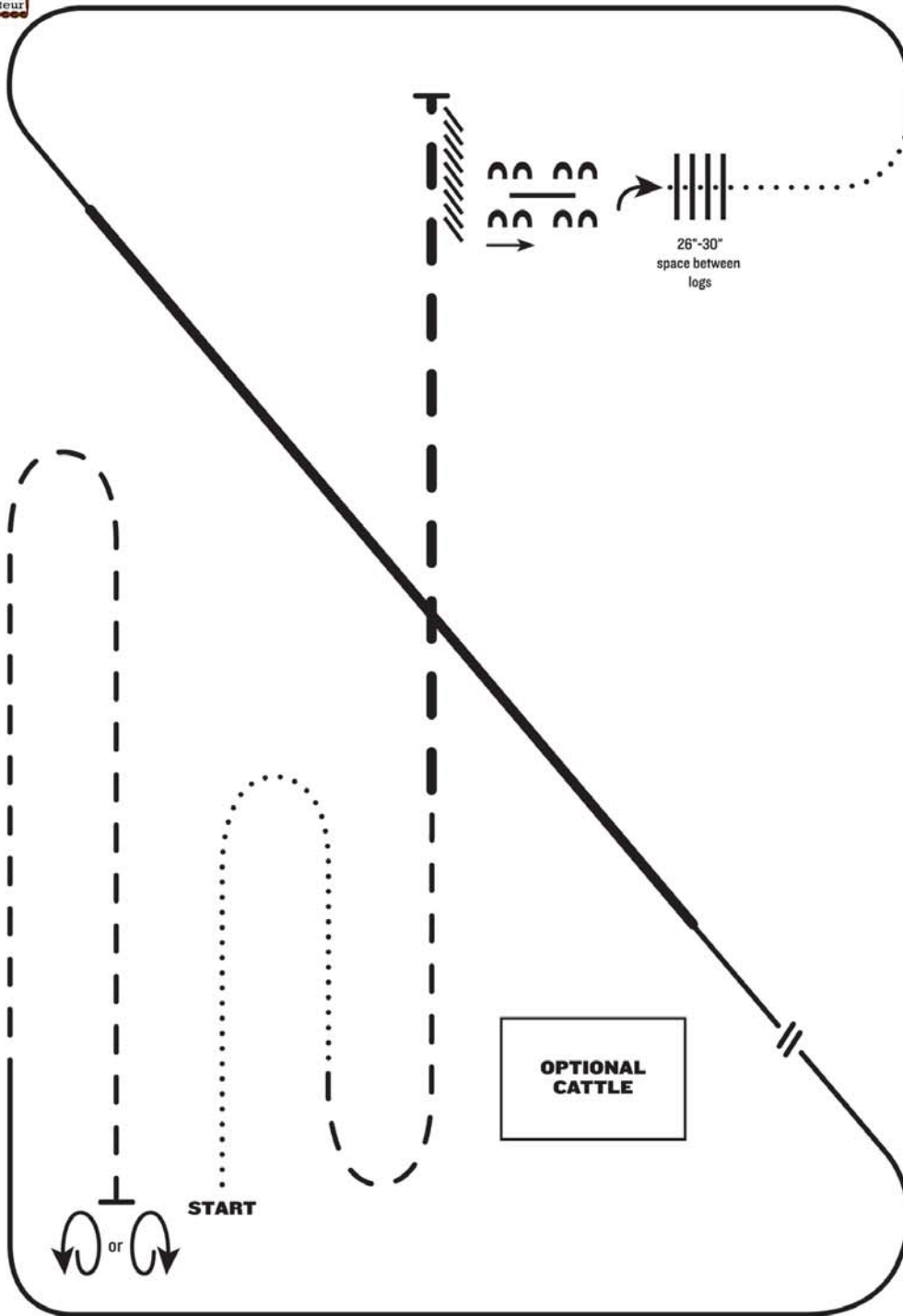


Ranch Riding Pattern 7

All (Walk Trot Will Trot Where Lope)
Saturday

LEGEND

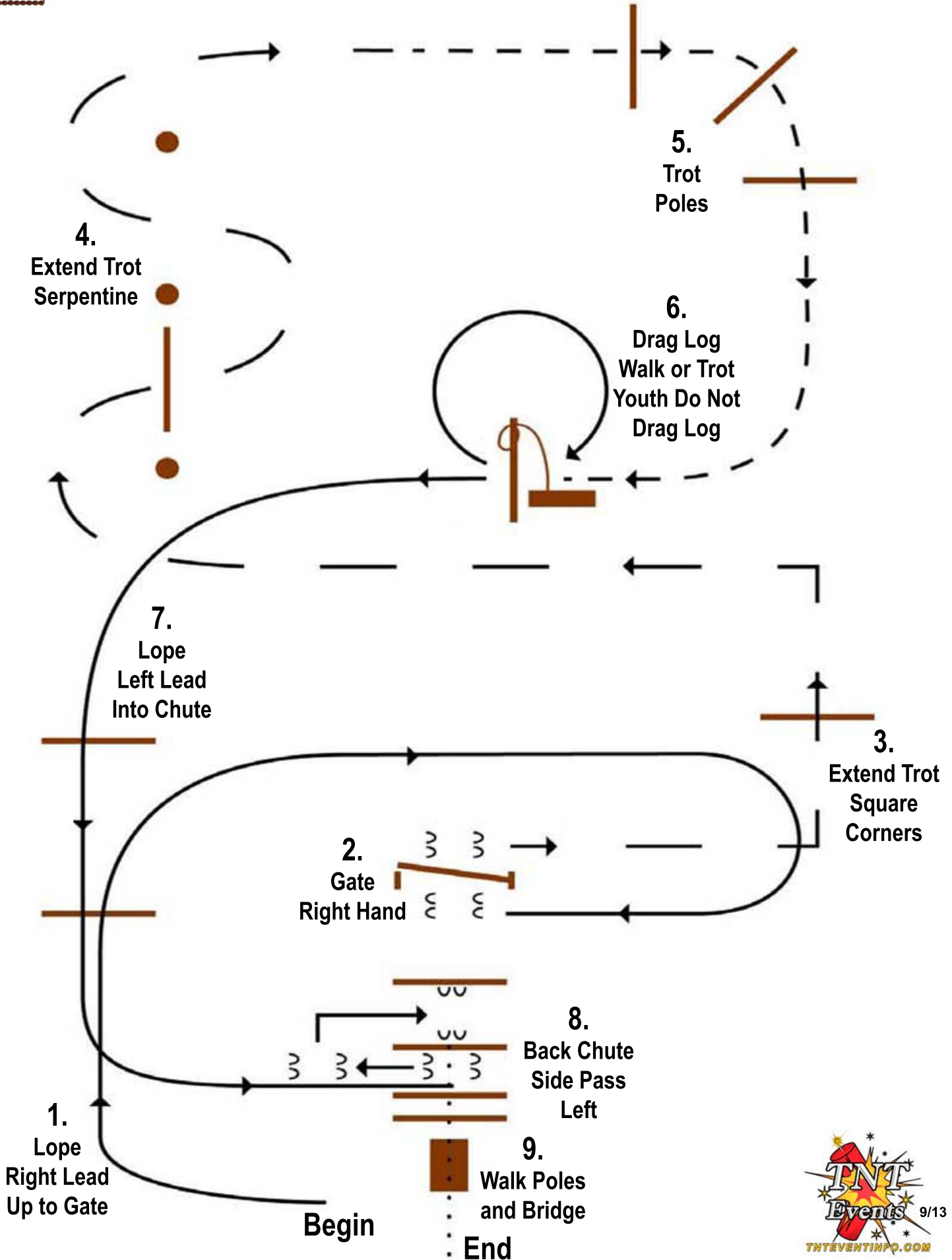
- Walk
- Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

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.

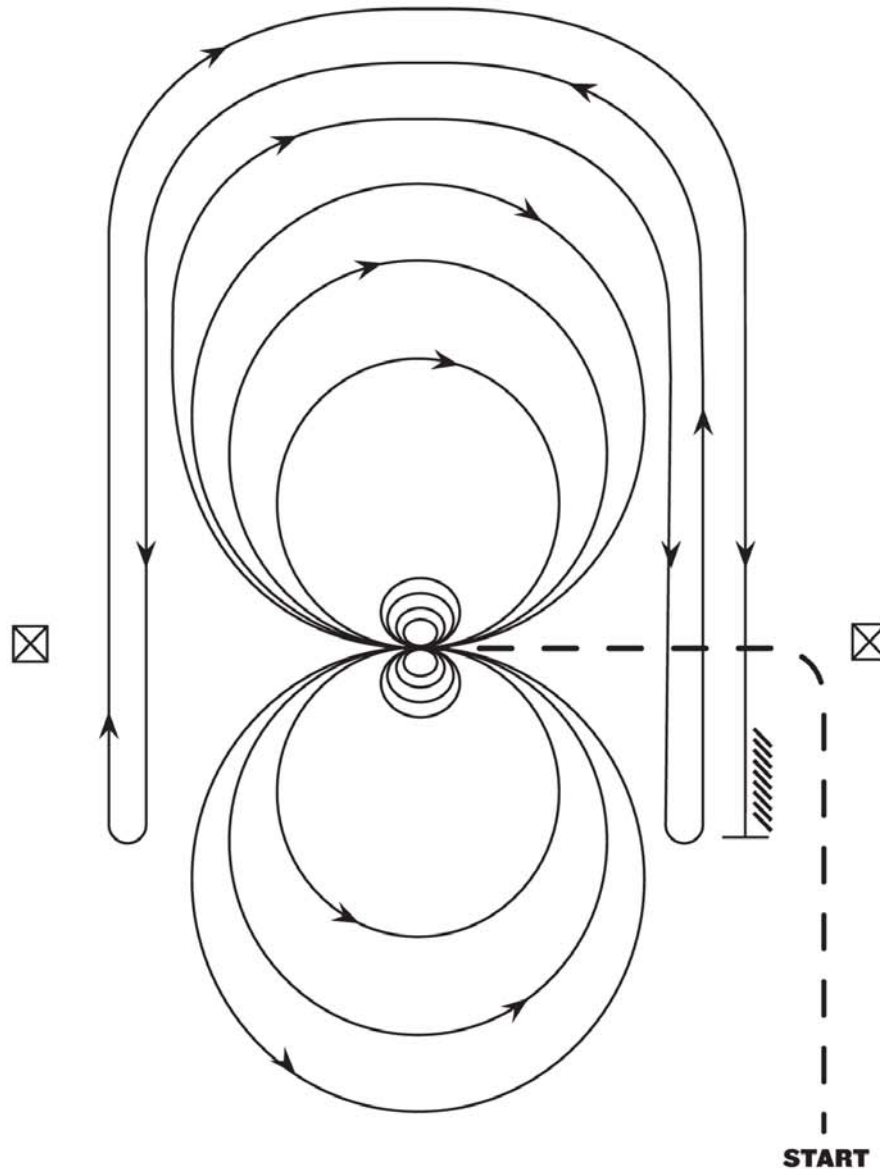
Ranch Trail
 Walk Trot (Trot where Lope)
 Saturday





Ranch Reining Pattern 2

All Breed, Open, Amateur, Youth
Saturday



Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern.

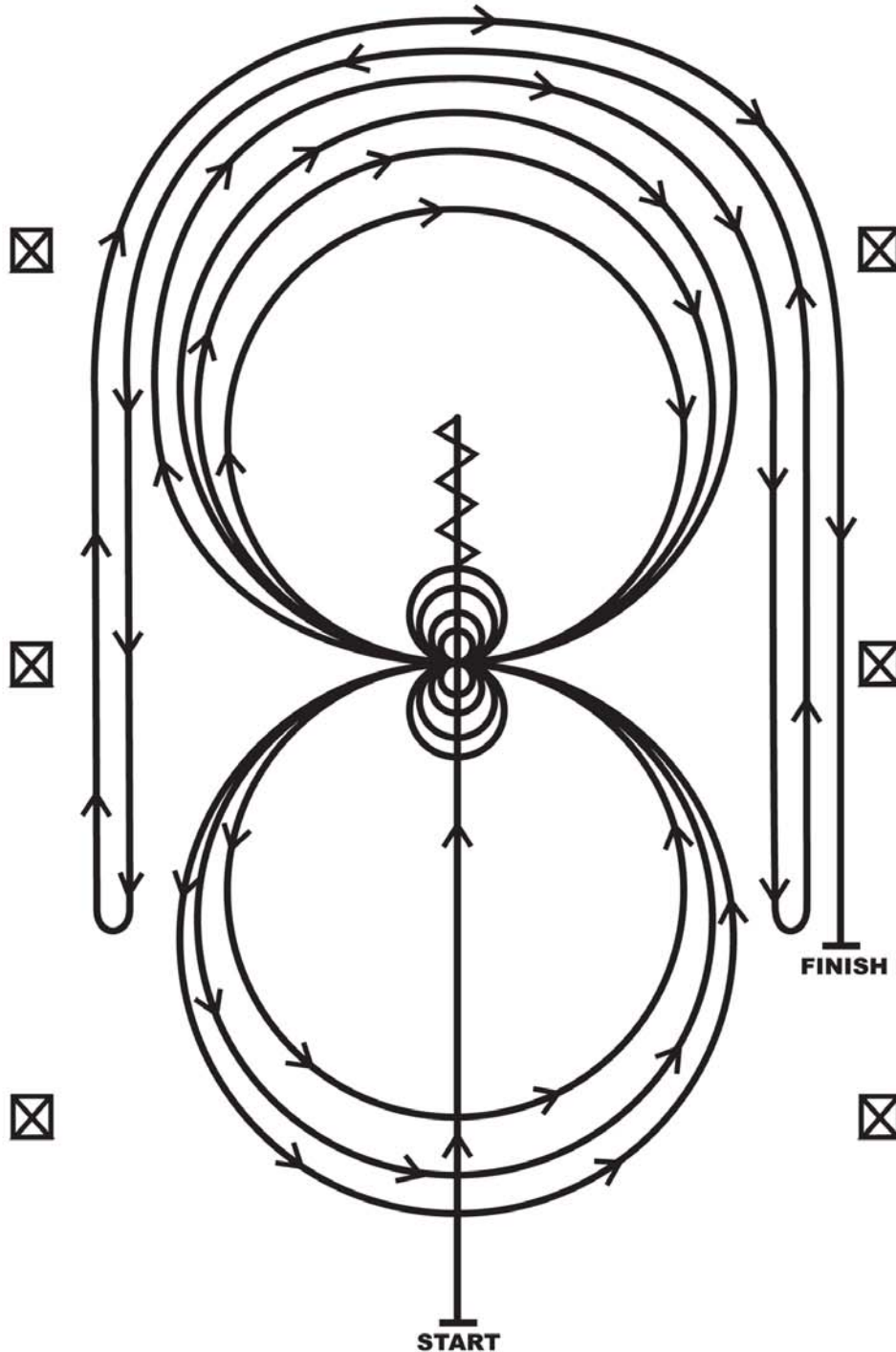
Ride pattern as follows: Trot to center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast 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 roll back at least 20 feet from the wall or fence.
7. 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 roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.



Reining Pattern 10

All Breed, Open, Amateur, Youth
Saturday

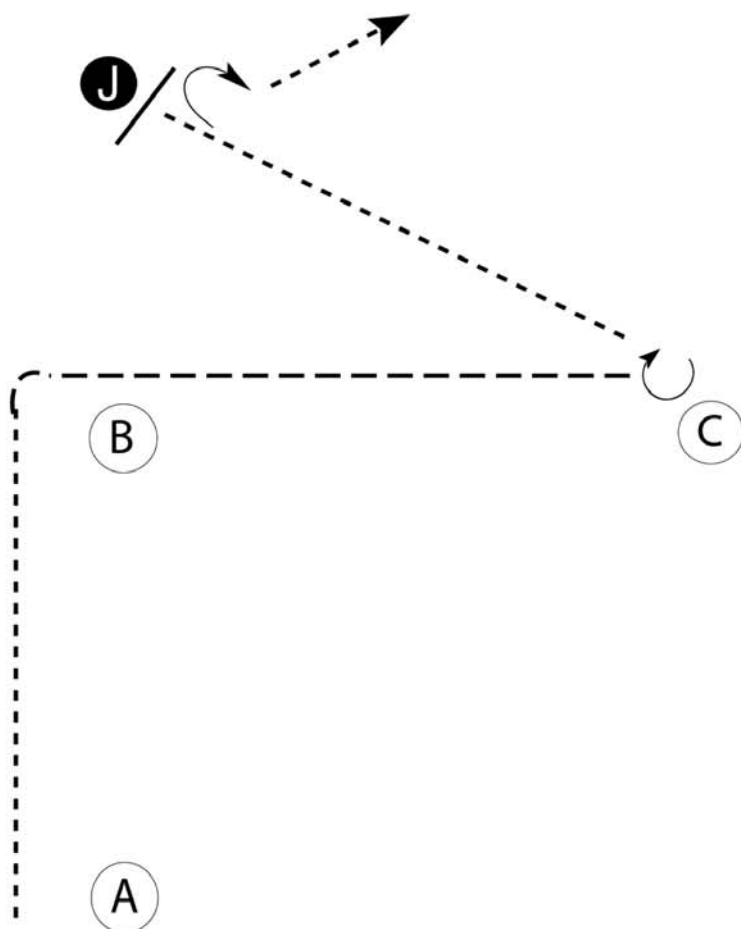


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.



Showmanship

All Breed, Rookie, Level 1, Novice
Sunday



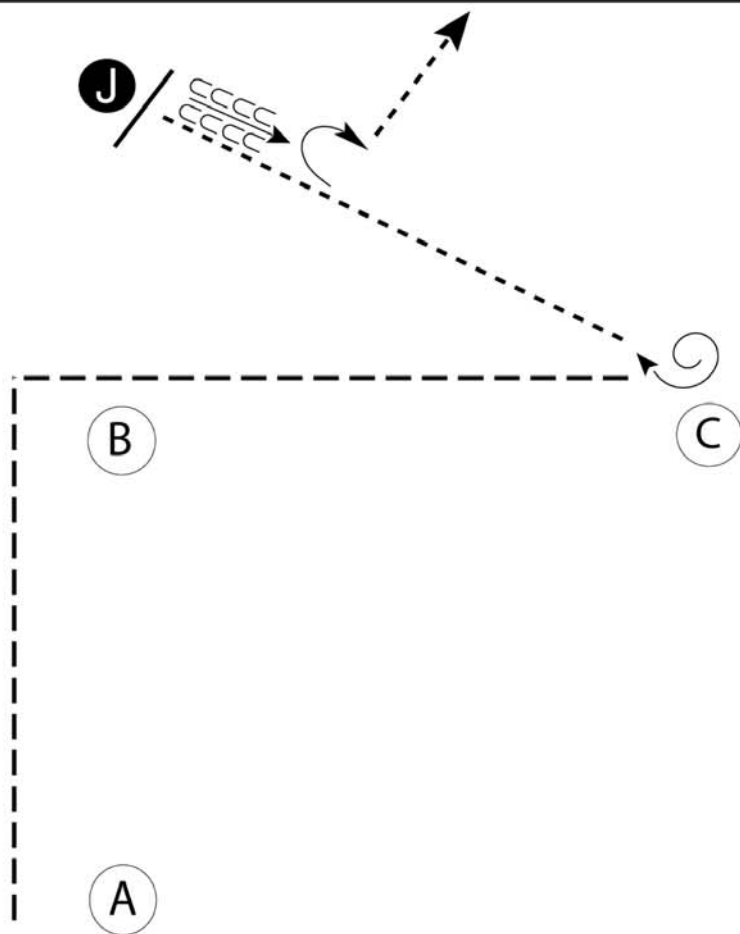
Be ready at A.

1. Walk to B.
2. Trot to C.
3. Stop at C.
4. $5/8$ turn at C.
5. Walk to judge and set up for inspection.
6. When dismissed $1/4$ turn and walk off.

Walk	-----
Trot	- . - . - .
Back	←
Marker	⊙ B
Judge	● J


[S/1-20]

Showmanship
Amateur, Select, Youth
Sunday



Be ready at A.

1. Trot to B.
2. Trot the corner at B and continue to trot to C.
3. Stop at C.
4. 1 5/8 turn at C.
5. Walk to judge and set up for inspection.
6. When dismissed, back one horse length.
7. 1/4 turn and walk off.

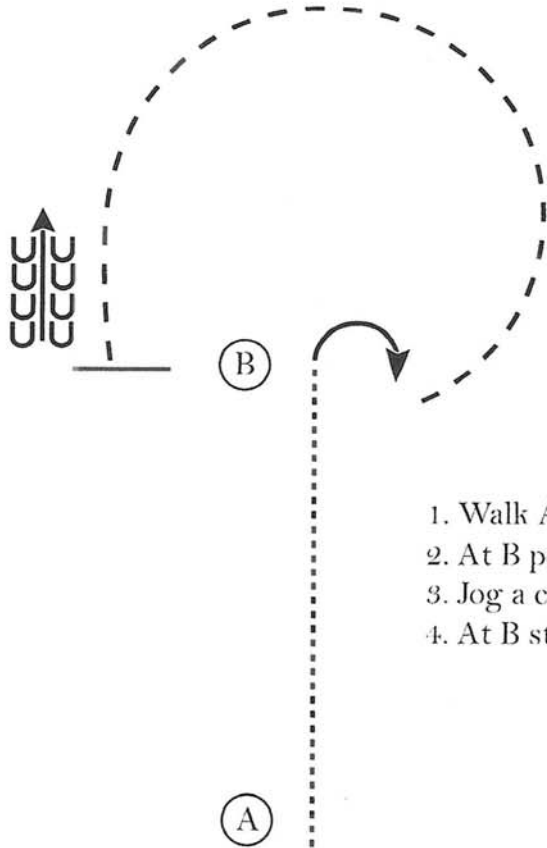
Walk	-----
Trot	- - - - -
Back	← 
Marker	Ⓟ
Judge	Ⓝ



Western Horsemanship

Small Fry, Walk Trot

Sunday

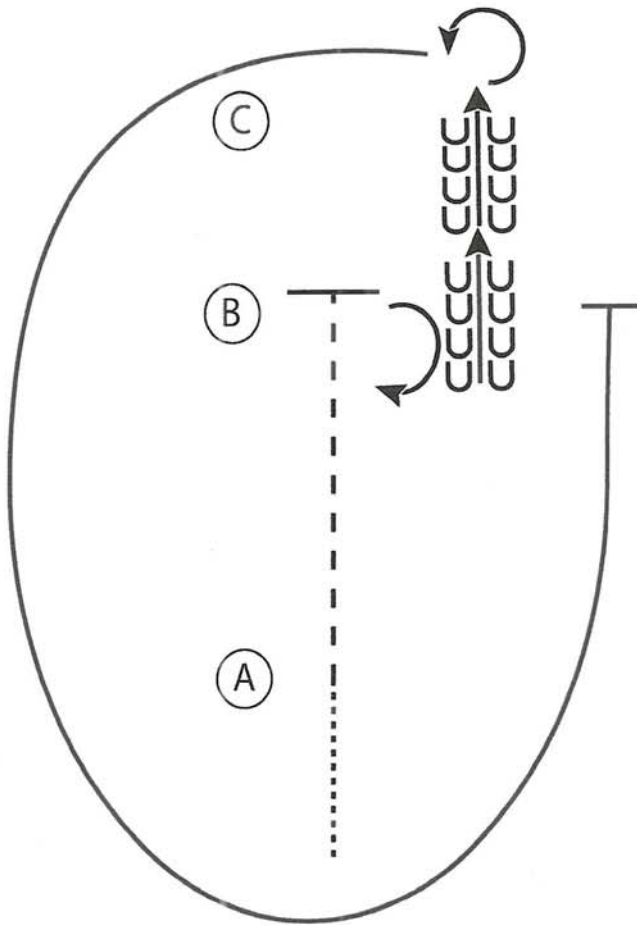


1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

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

[WH/WT-7]

Western Horsemanship
 All Breed, Rookie, Level 1, Novice
 Sunday



1. Walk to A
2. Jog A to B
3. Stop at B and perform a 180 degree turn to the right
4. Back to C
5. At C perform a 270 degree turn to the left
6. Lope a circle around A, returning to B
7. Stop at B

Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↙↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←

[WH/2-14]

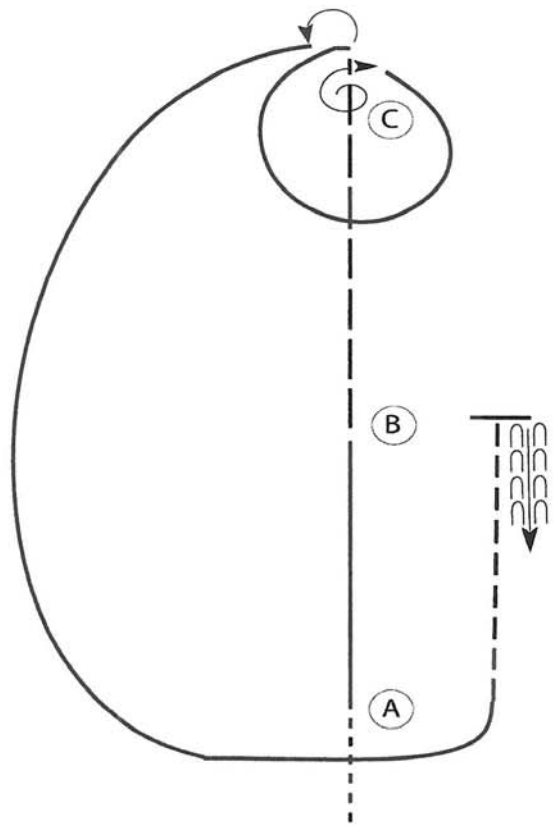


Western Horsemanship

Amateur, Select, Youth
Sunday

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. At A, lope on the left lead to B.
3. At B, extend the jog to past C.
4. Stop and perform a 450 degree turn to the right.
5. Lope a circle around C on the right lead.
6. Stop at C and perform a 180 degree turn to the left.
7. Lope a large fast half circle to and around A .
8. At A, jog to B.
9. Stop at B and back 4 approximately one horse length.

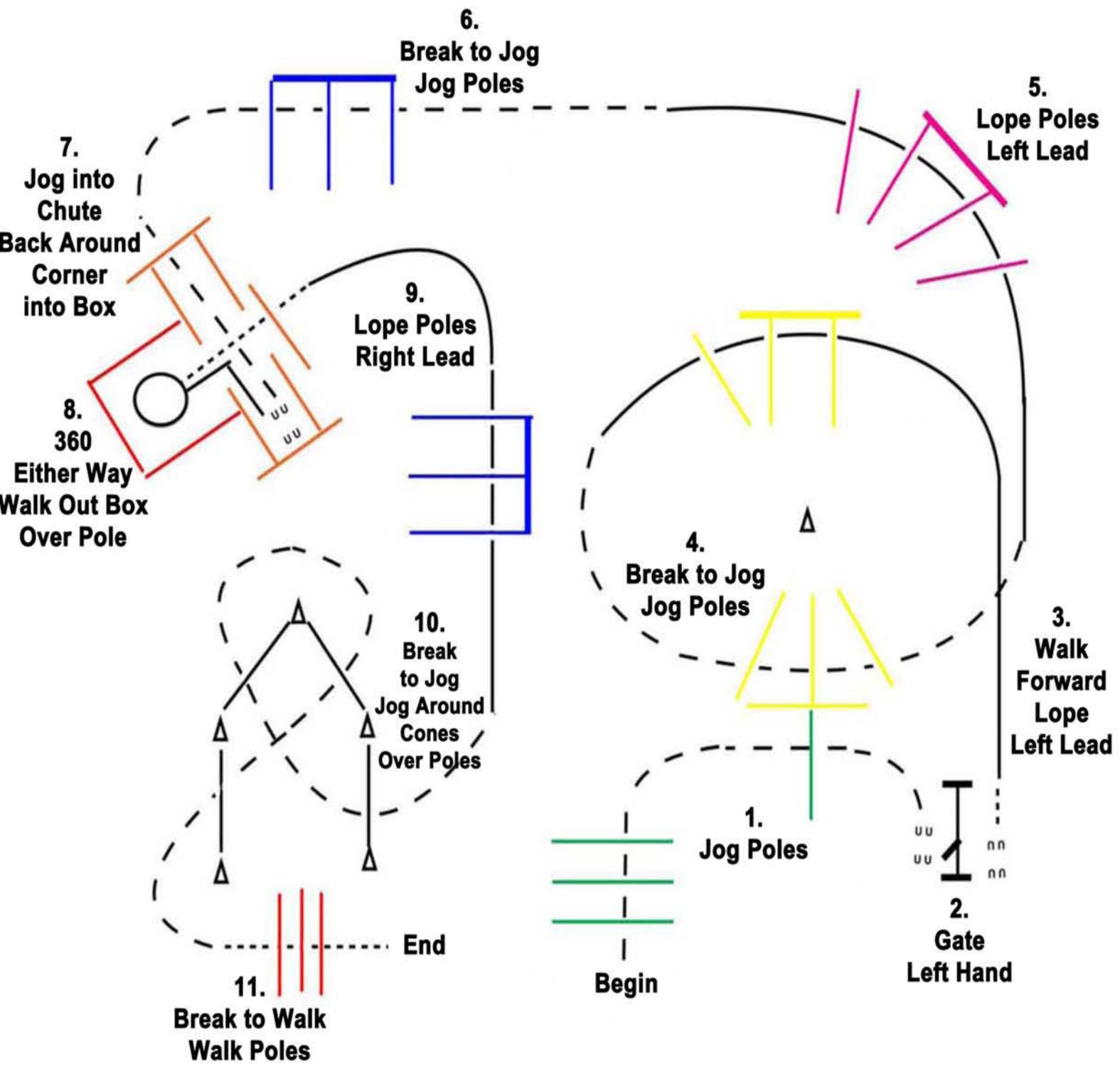
Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Lead Change	⚡
Back	← 3333
Marker	ⓑ

[WH/3-8]



Trail

All Breed, Level 1, Novice, Rookie, Level 2, Level 3, Amateur, Select, Youth, Open
Small Fry, Walk Trot (Trot where Lope)
Monday





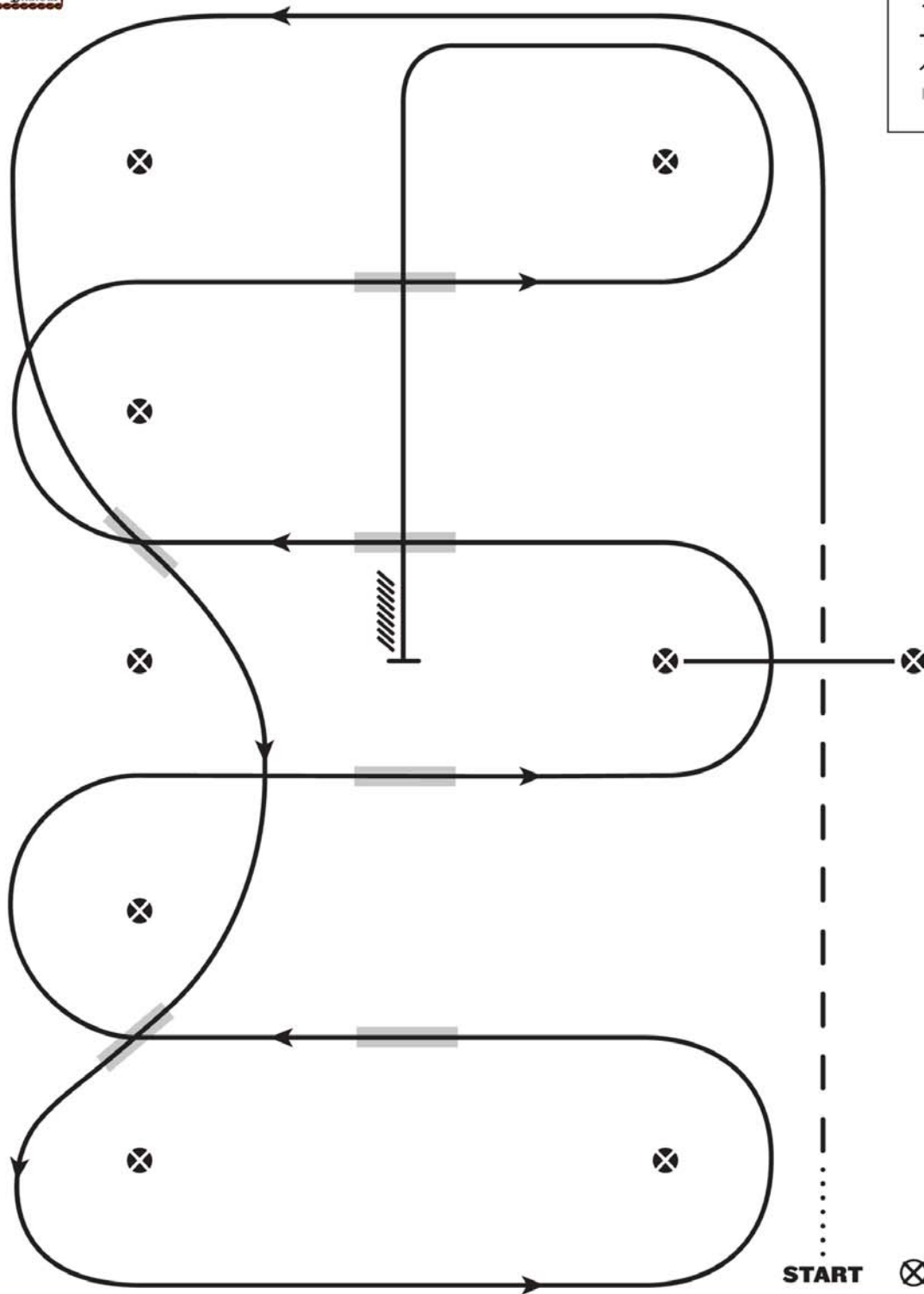
Western Riding Pattern 1

All Breed, Level 1, Novice

Monday

LEGEND

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



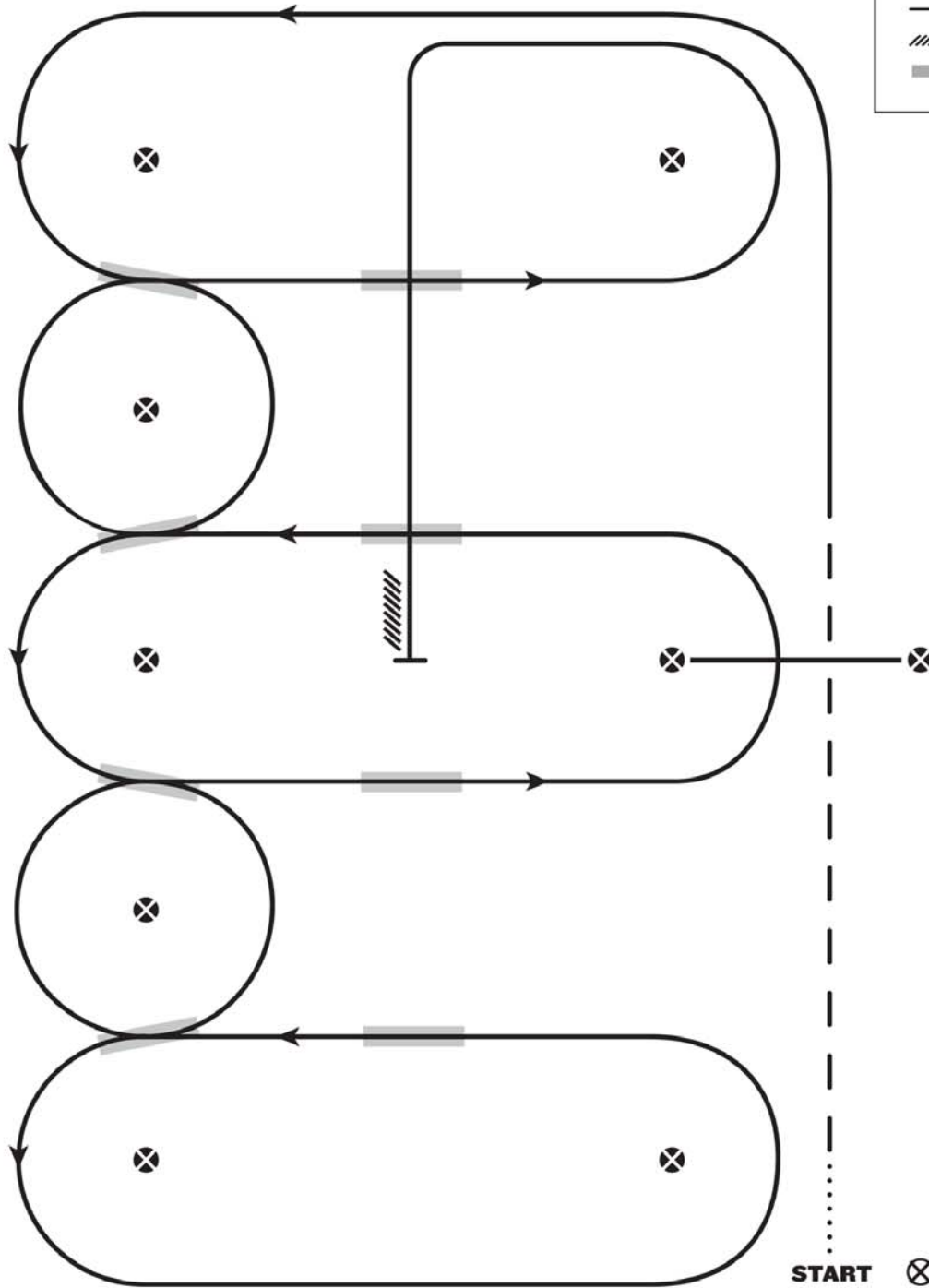
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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



Western Riding Pattern 1

Amateur, Open, Youth
Monday

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



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



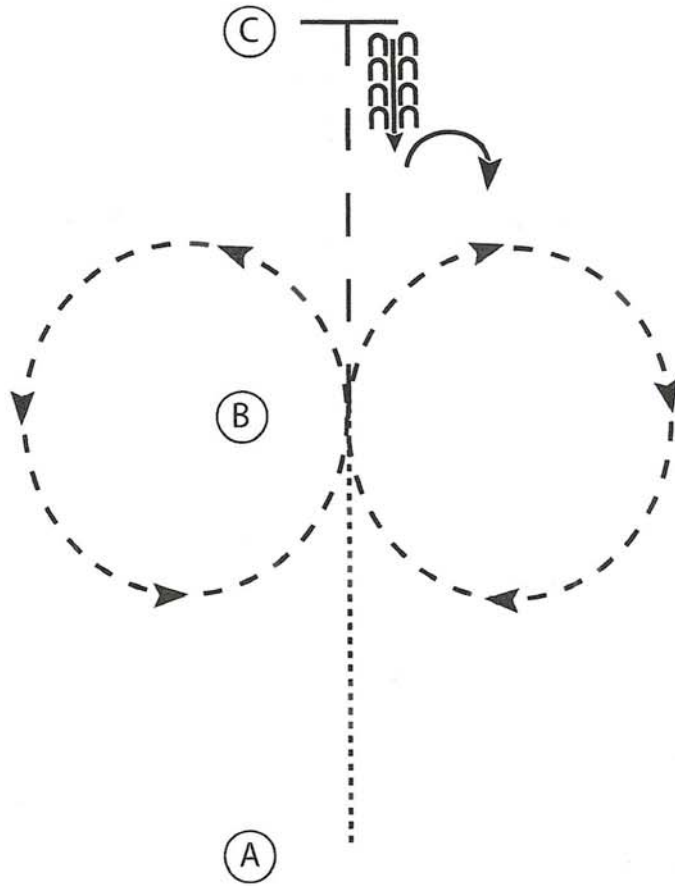
Hunt Seat Equitation

Small Fry, Walk Trot

Monday

www.HorseShowPatterns.com

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1. Walk A to B
2. Sitting trot circle to the right
3. Posting trot circle to the left
4. At B extend the trot to C
5. Stop at C and back 4 steps
6. Perform a 90 degree turn to the right

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↗↘
Back	←CCCC
Marker	Ⓚ
Sidepass	←-----→

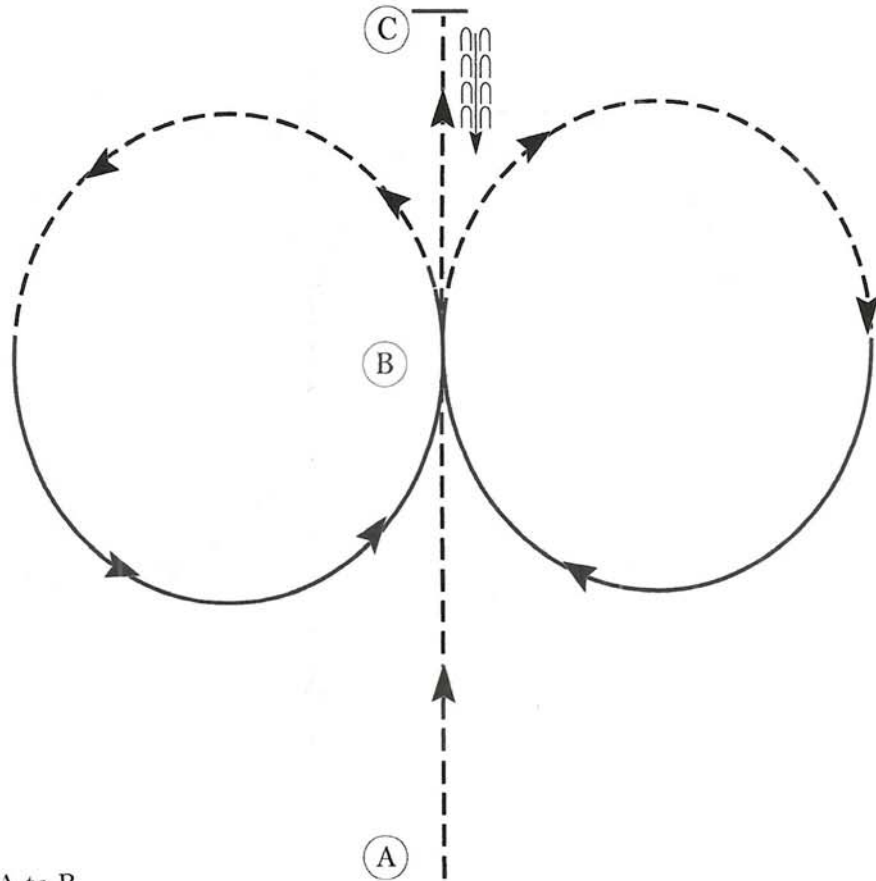
[HSE/WT-1]

Hunt Seat Equitation

All Breed, Rookie, Level 1, Novice
 Monday

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1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B.
4. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

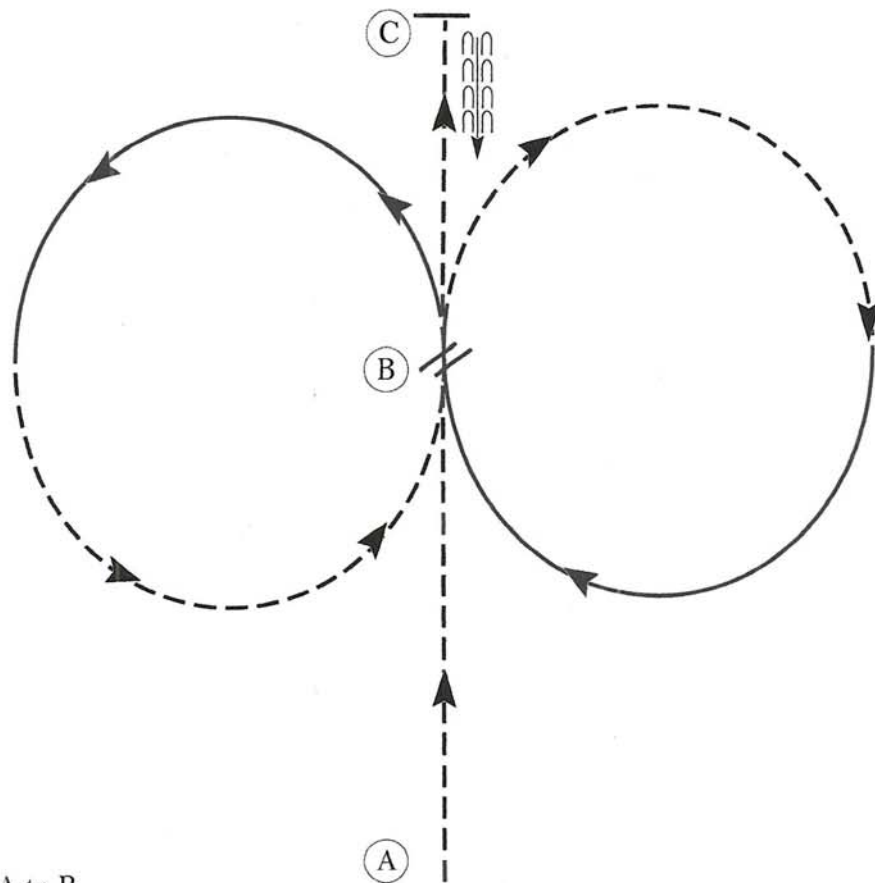
Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↘
Back	←←←←
Marker	(B)
Sidepass	←←←←
Hand Gallop	-----

[HSE/2-21]

Hunt Seat Equitation
 Amateur, Select, Youth
 Monday

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1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B.
4. Change leads at B and canter on the left lead in a half circle.
5. Posting trot on the right diagonal back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

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

[HSE/3-21]