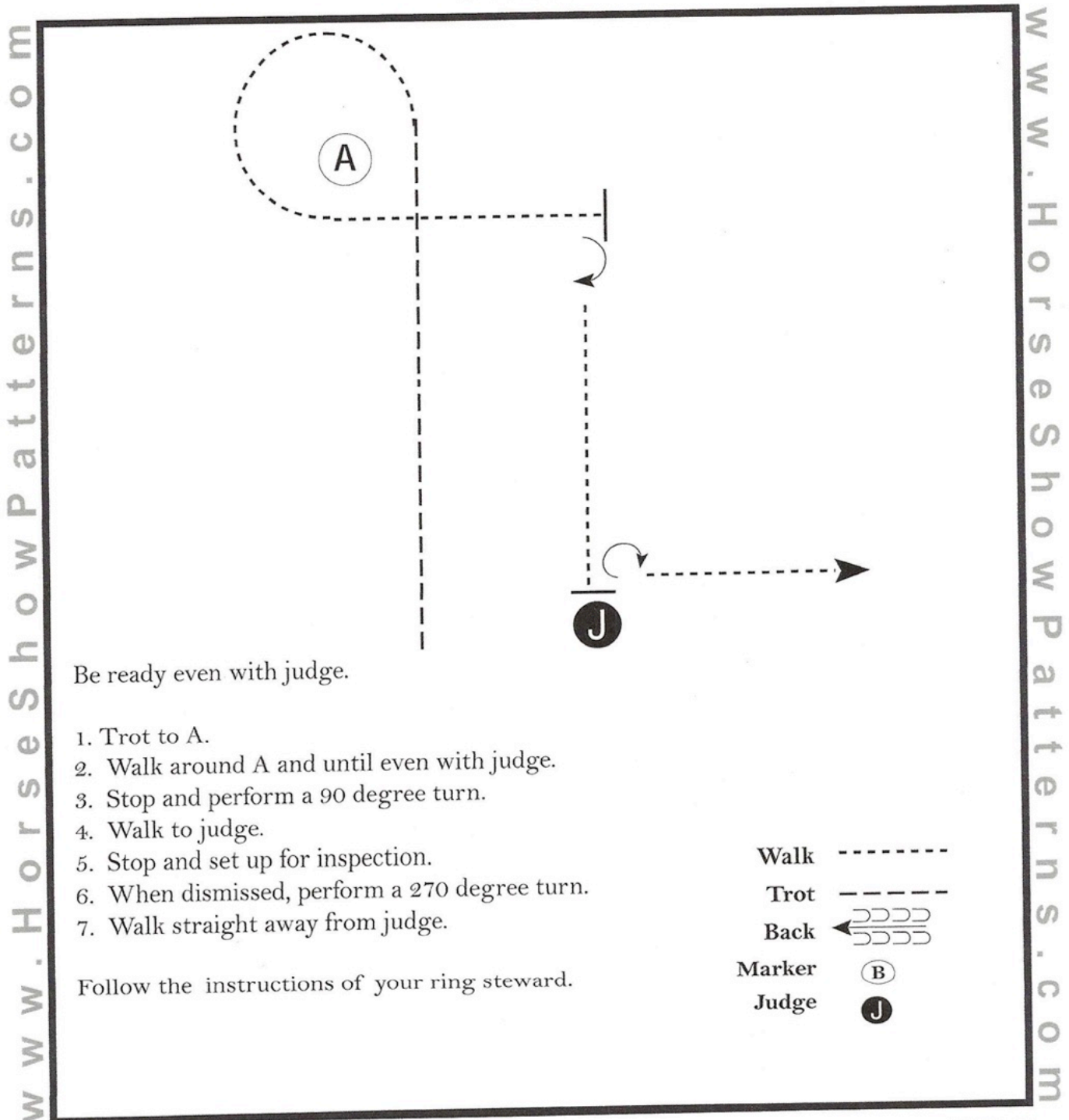


Horse Show

Showmanship (Walk Trot)

Show Date:



Be ready even with judge.

1. Trot to A.
2. Walk around A and until even with judge.
3. Stop and perform a 90 degree turn.
4. Walk to judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 270 degree turn.
7. Walk straight away from judge.

Follow the instructions of your ring steward.

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

[S/WT-76]

Pattern Provided by:

Clint Fullerton

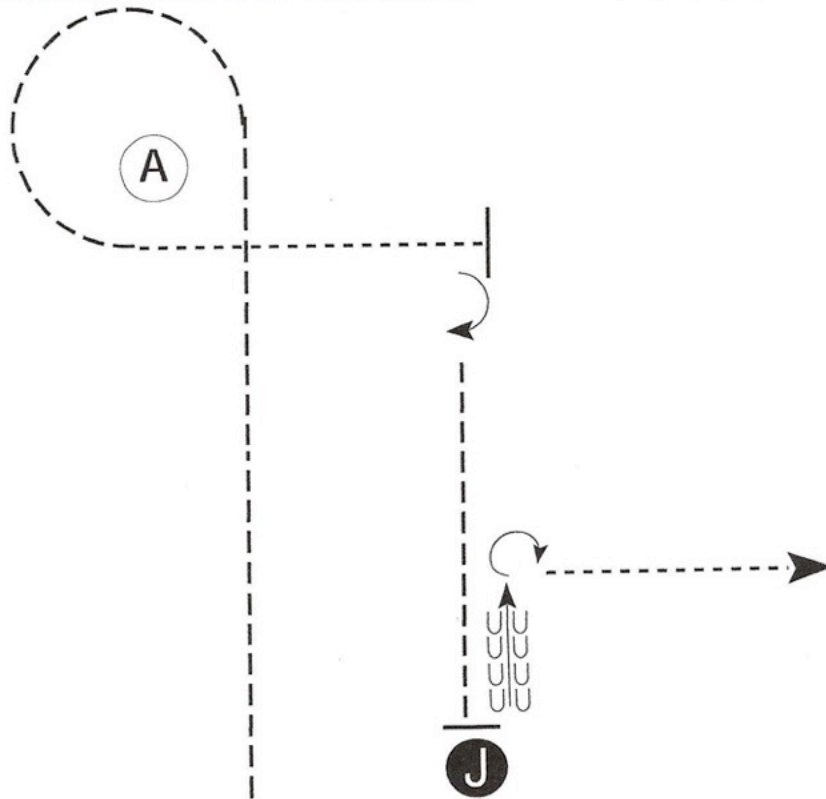
Horse Show

Showmanship (All Level 1 / Novice)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

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

[S/2-76]

Pattern Provided by:

Clint Fullerton

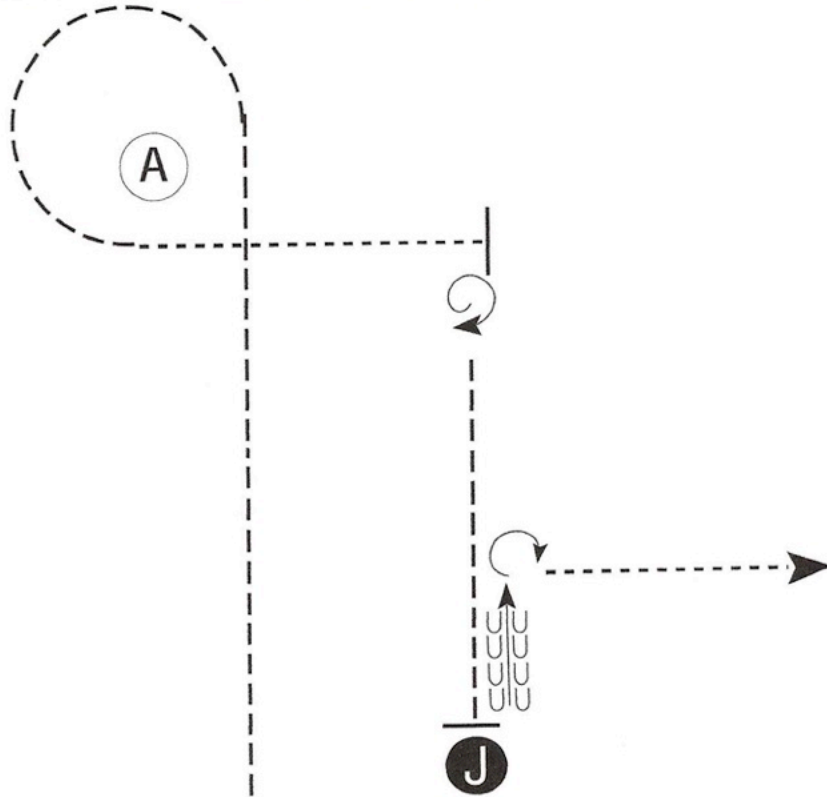
Horse Show

Showmanship (All Youth / Amateur)

Show Date:

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 even with judge.

1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 450 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← ↵↵↵↵
Marker	Ⓚ
Judge	●

[S/3-76]

Pattern Provided by:

Clint Fullerton

Horse Show

Hunt Seat Equitation (Walk Trot)

Show Date:

www.HorseShowPatterns.com

Be ready at A.

1. Trot right diagonal.
2. Walk 10 steps.
3. Trot on the left diagonal to the corner.
4. Change diagonals and trot to next corner.
5. At corner, perform a sitting trot halfway to A.
6. Stop when halfway to A and back approximately one horse length.

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

www.HorseShowPatterns.com

[HSE/WT-106]

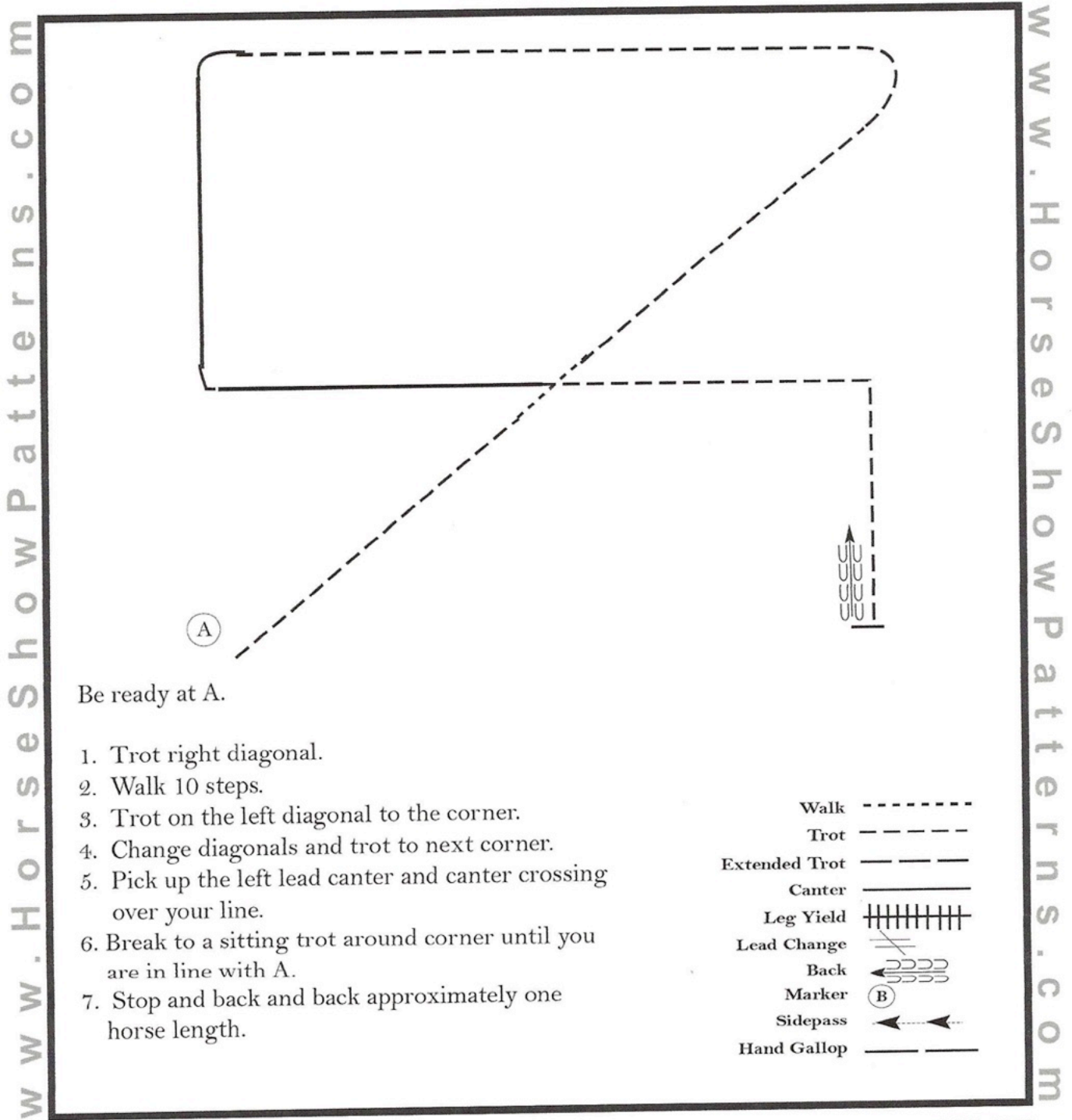
Pattern Provided by:

Clint Fullerton

Horse Show

Hunt Seat Equitation (All Level 1 / Novice)

Show Date:



[HSE/1-106]

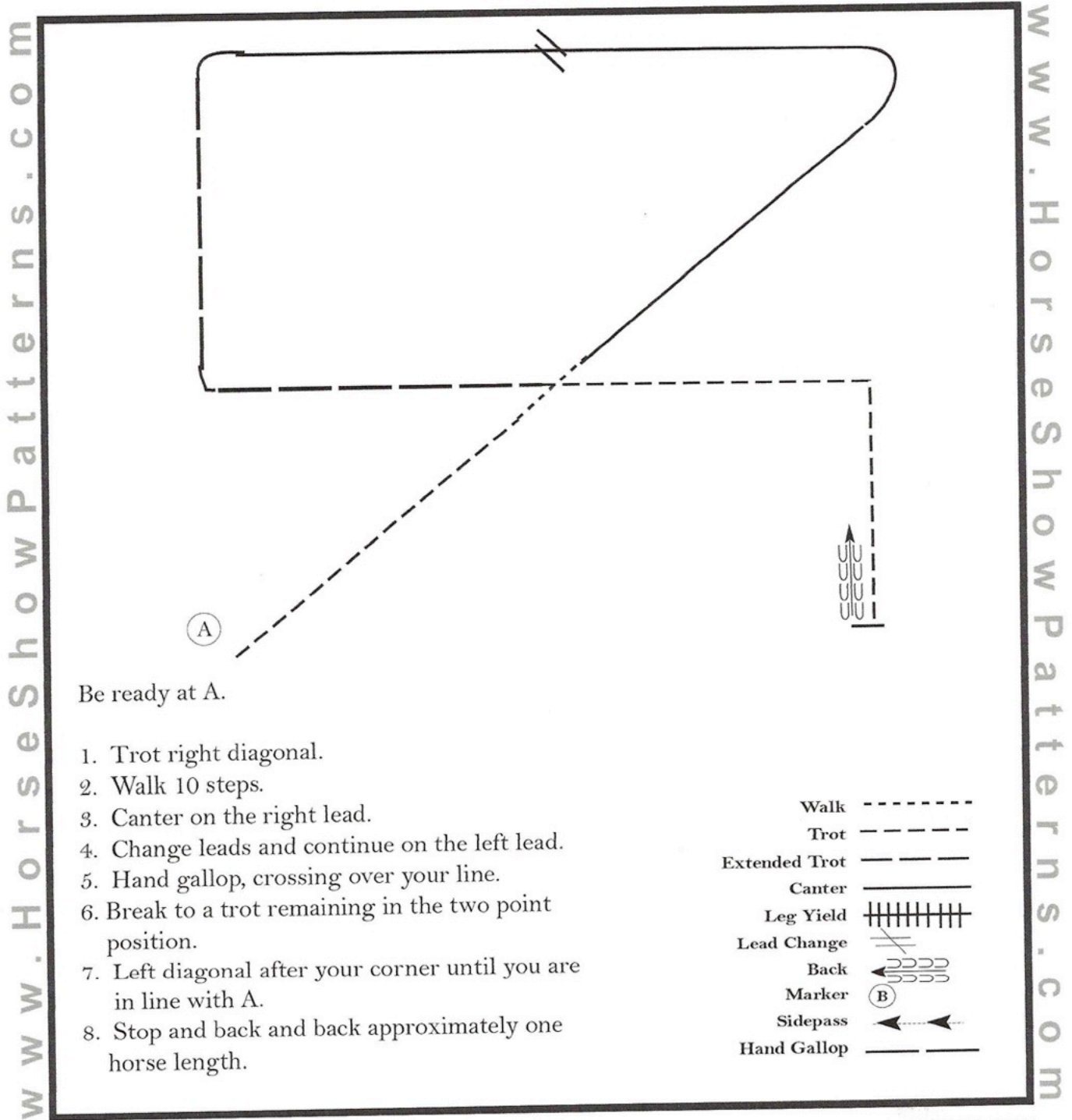
Pattern Provided by:

Clint Fullerton

Horse Show

Hunt Seat Equitation (all Youth / Amateur)

Show Date:



[HSE/2-106]

Pattern Provided by:

Clint Fullerton

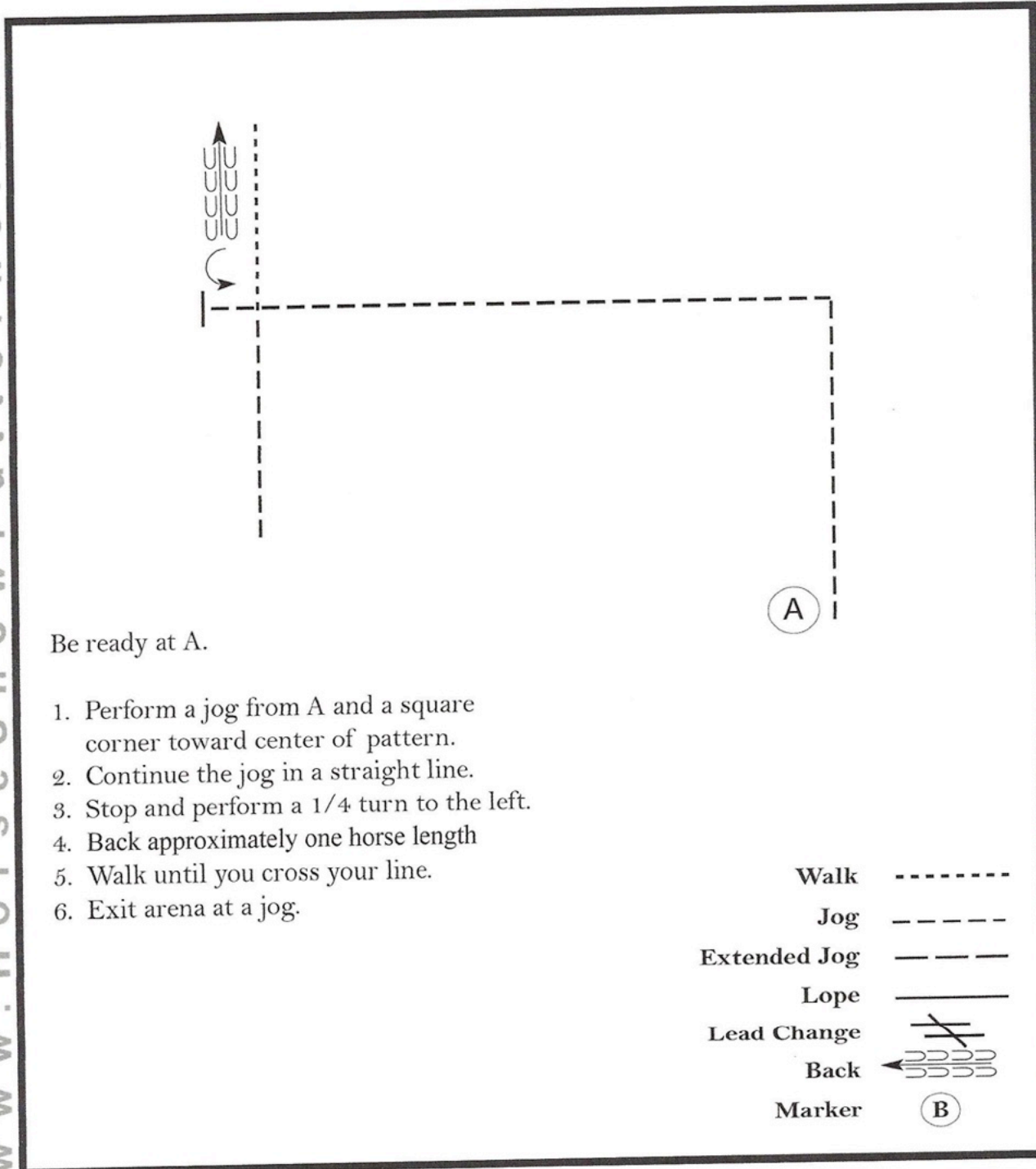
Horse Show

Horsemanship (Walk Trot)

Show Date:

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. Perform a jog from A and a square corner toward center of pattern.
2. Continue the jog in a straight line.
3. Stop and perform a 1/4 turn to the left.
4. Back approximately one horse length
5. Walk until you cross your line.
6. Exit arena at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	-----
Lead Change	----- /
Back	----- ←
Marker	Ⓚ

[WH/WT-104]

Pattern Provided by:

Clint Fullerton

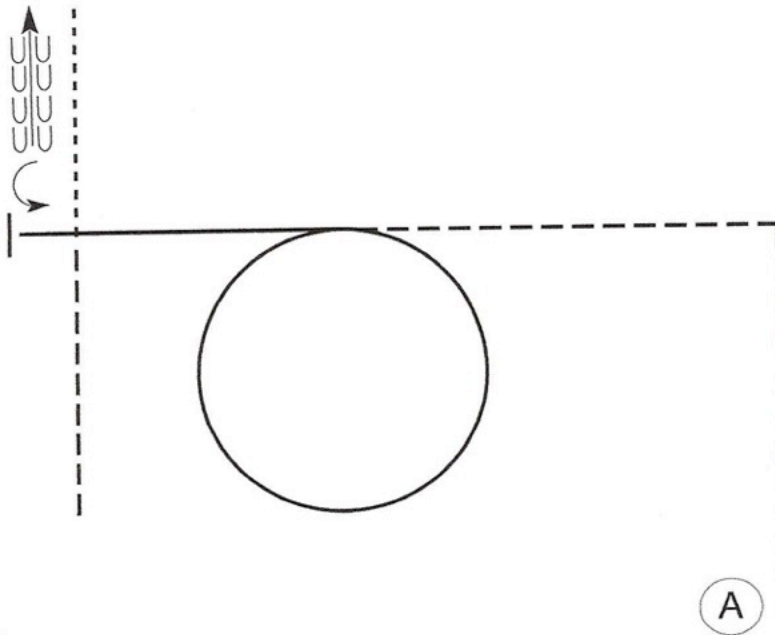
Horse Show

Horsemanship (All Level 1 / Novice)

Show Date:

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. Perform a jog from A and a square corner toward center of pattern.
2. Lope a left lead circle.
3. Close the circle and continue loping on the left lead in a straight line.
4. Stop and perform a 1/4 turn to the left.
5. Back approximately one horse length.
6. Walk until you cross your line.
7. Exit arena at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	⋈
Back	←
Marker	ⓐ

[WH/1-104]

Pattern Provided by:

Clint Fullerton

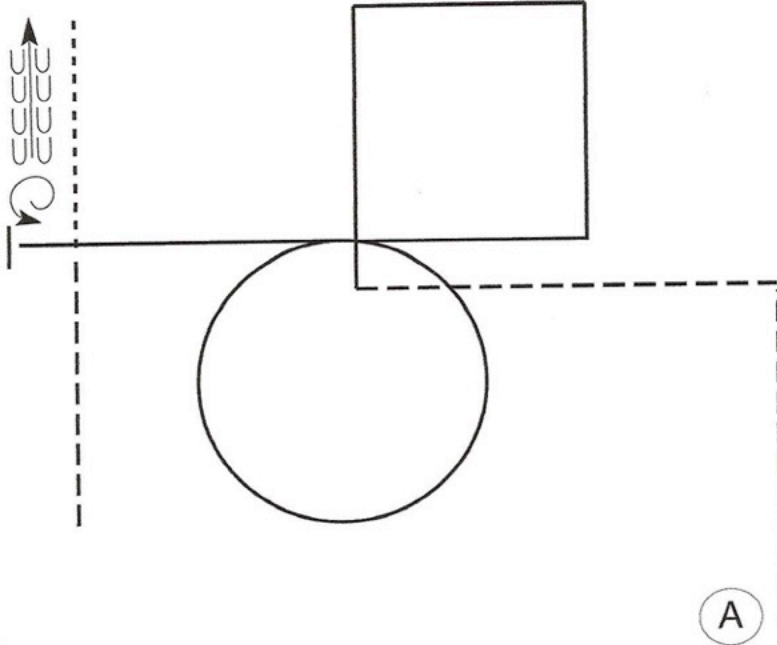
Horse Show

Horsemanship (All Youth / Amateur)

Show Date:

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. Perform a jog from A and a square corner toward center of pattern.
2. Make a square corner right at center.
3. Lope a right lead square.
4. Change leads at center and lope a left lead circle.
5. Close the circle and continue loping on the left lead in a straight line.
6. Stop and perform a 1 1/4 turn to the left.
7. Back 5 steps.
8. Walk until you cross your line.
9. Exit arena at a jog.

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

[WH/2-104]

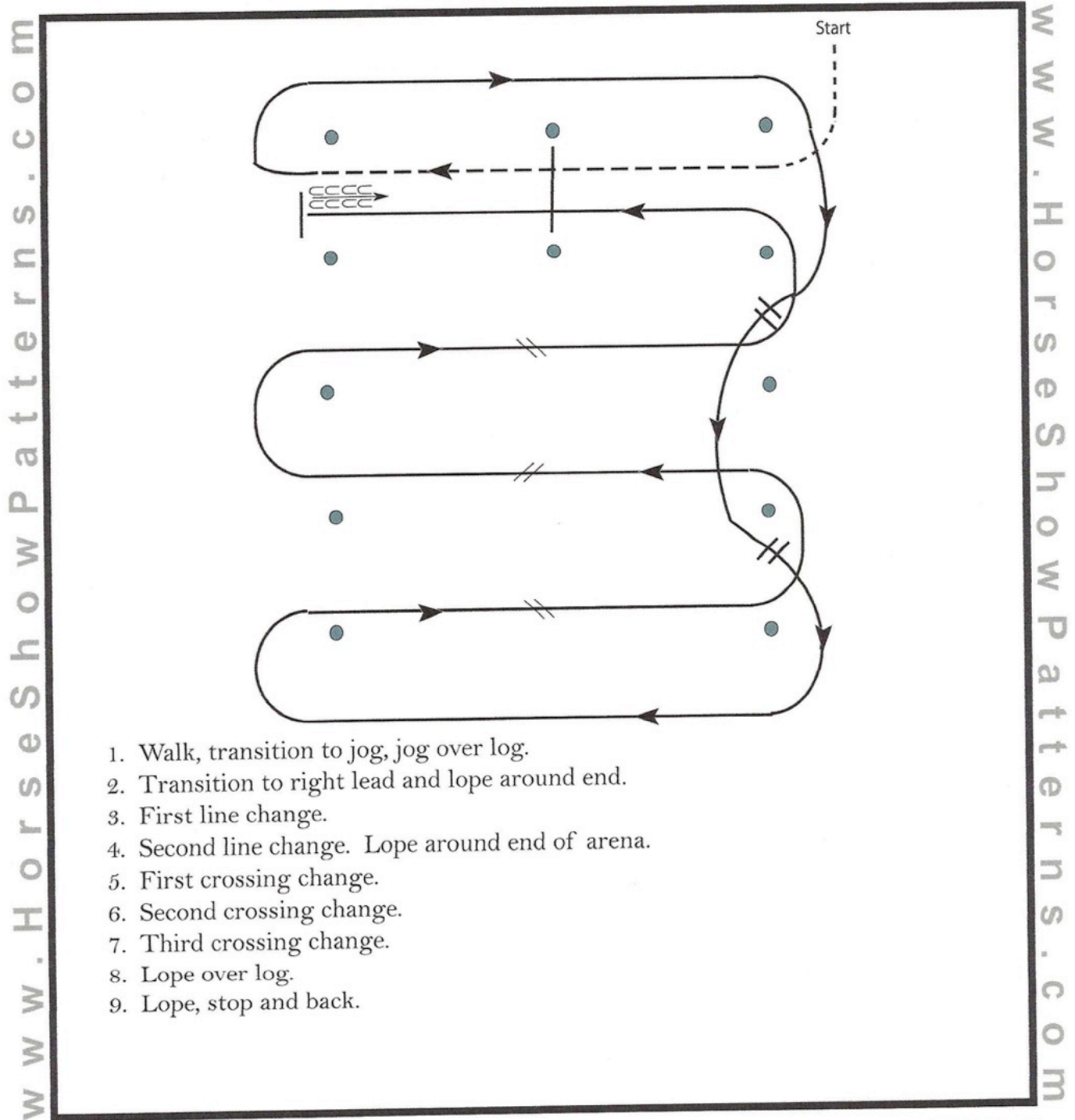
Pattern Provided by:

Clint Fullerton

Horse Show

Western Riding (Level 1 / Green)

Show Date:



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]

Pattern Provided by:

Clint Fullerton

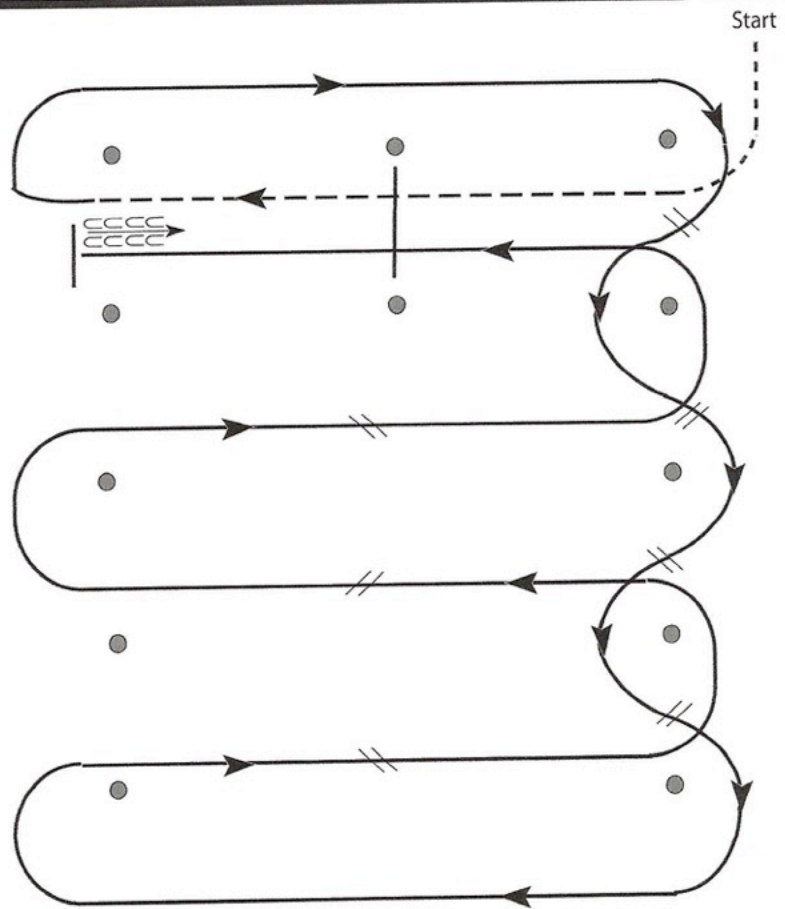
Horse Show

Western Riding

Show Date:

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. 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]

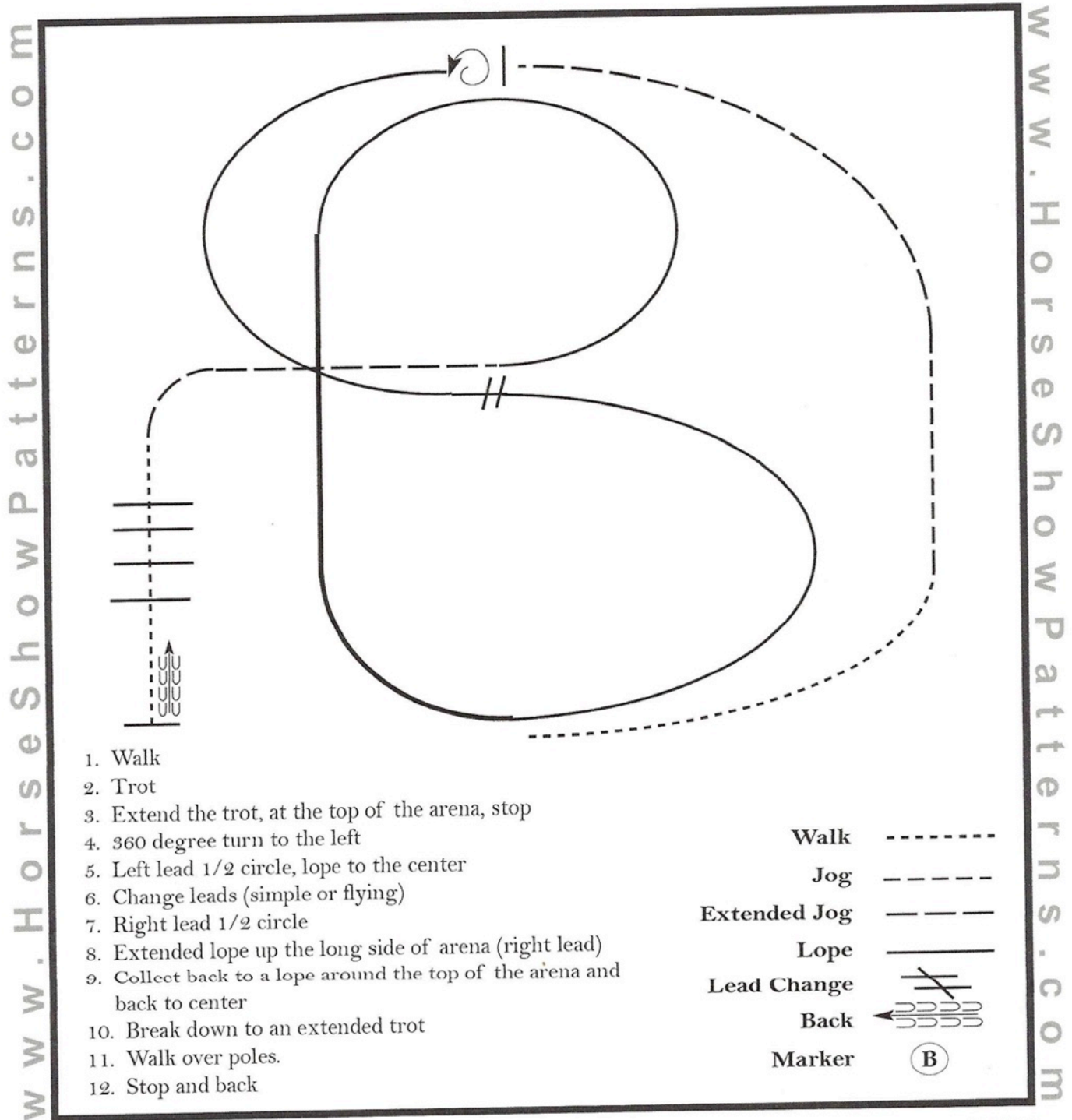
Pattern Provided by:

Clint Fullerton

Horse Show

Ranch Riding

Show Date:



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:

Clint Fullerton

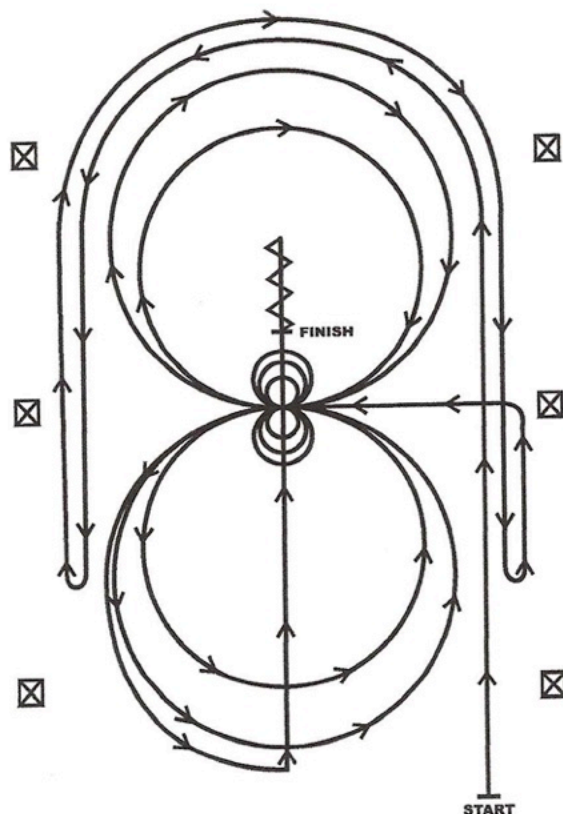
Horse Show

Reining (All Level 1 / Novice)

Show Date:

REINING PATTERN B

Approved only for Level I Youth & Amateur, Youth I3 & Under



1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center marker and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. 8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern. See the Judges' Guide for a summary of other allowances made in the Handbook.

[R/AQHAP-B]

Pattern Provided by:

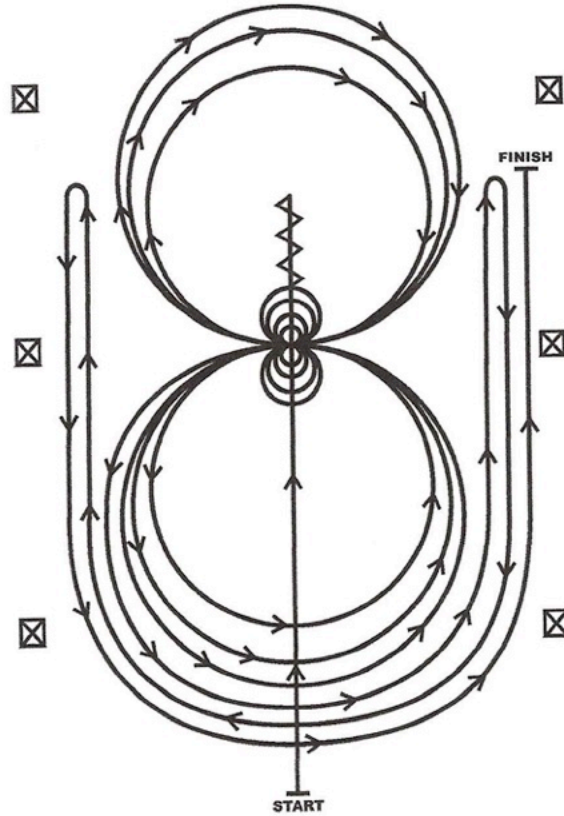
Clint Fullerton

Horse Show

Reining (Youth / Amateur / Open)

Show Date:

REINING PATTERN 12



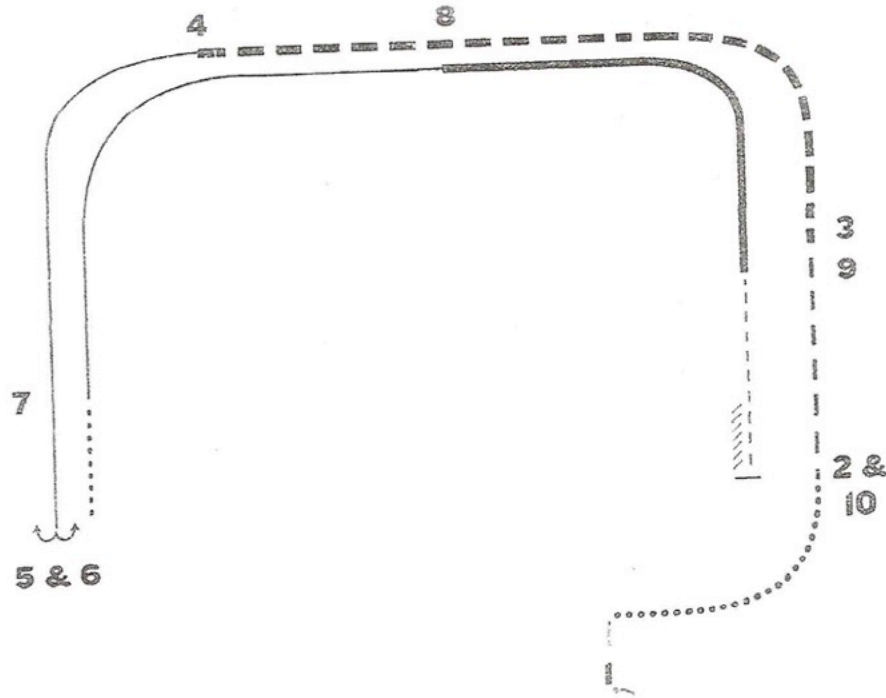
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
8. 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

[R/AQHAP-12]

Pattern Provided by:

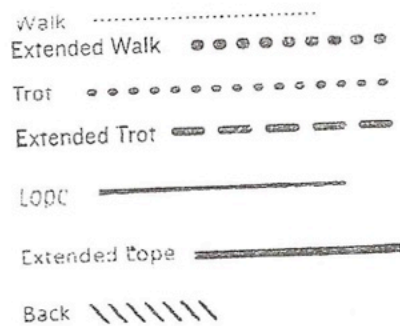
Clint Fullerton

OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

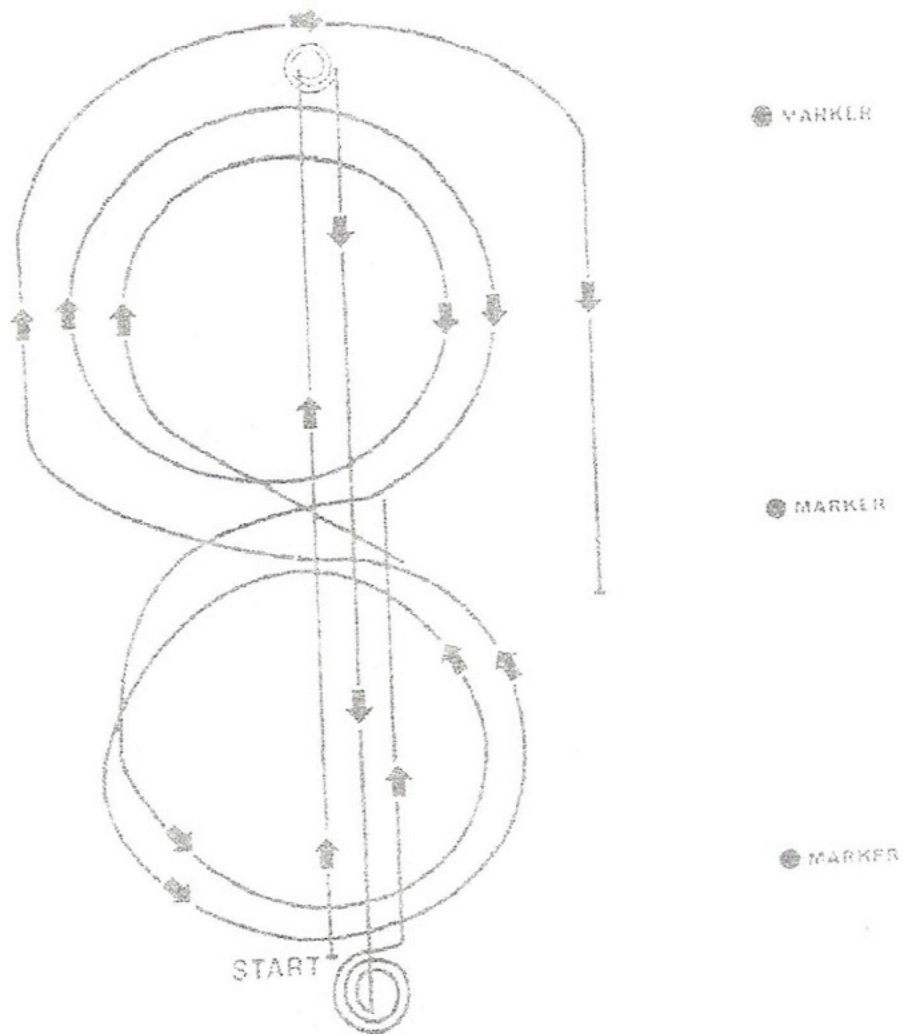


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse length



VRH AND RHC RANCH REINING PATTERN 4

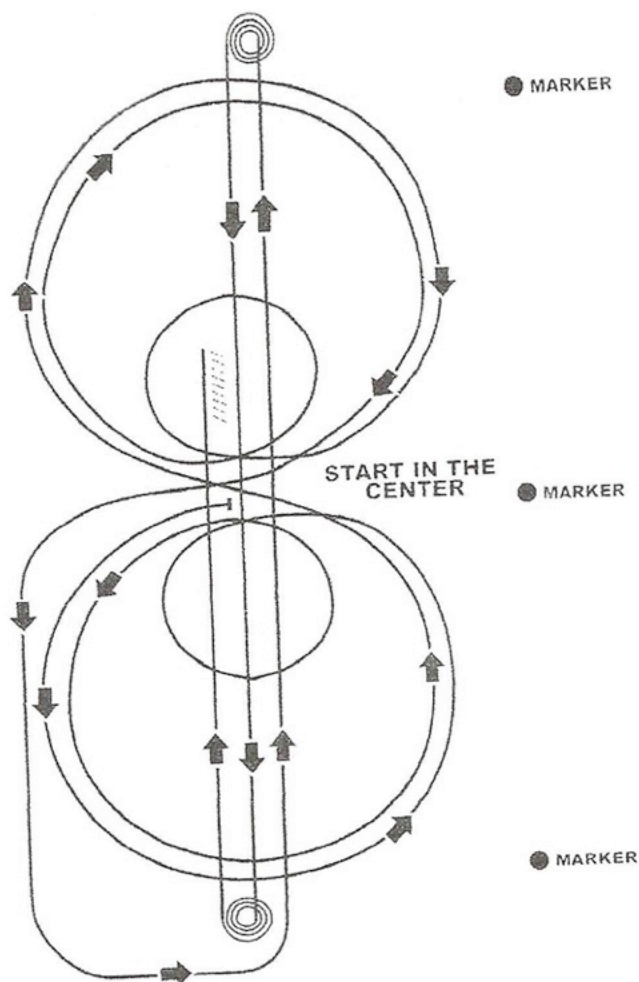


Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

WORKING COW HORSE PATTERN 2



Mandatory Marker Along Fence or Wall

Trot to center of arena and stop. Start pattern facing toward judge.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. Pick up left lead, complete three circles to the left. The first one large and fast, the second small and slow, the third large and fast. 2. Change leads at center of arena. 3. Complete three circles to the right. The first one large and fast, the second small and slow, the third large and fast. 4. Change leads at center of arena. 5. Do not stop, continue on to run downs. 6. Run to far end past the marker to a sliding stop. Hesitate 7. Complete 3 1/2 spins to the left. Hesitate. 8. Run to far end past the marker to a sliding stop. Hesitate 9. Complete 3 1/2 spins to the right. Hesitate. 10. Run past center marker to a sliding stop. Hesitate. 11. Back at least 10 feet in a straight line. Hesitate 12. Hesitate to complete pattern. | Pattern 2 <ol style="list-style-type: none"> 1. Left circles 2. Right circles 3. Stop 4. 3 1/2 left spins 5. Stop 6. 3 1/2 right spins 7. Stop and back up |
|--|--|

This pattern may be used as a lope in pattern; refer to SHW505.2.