

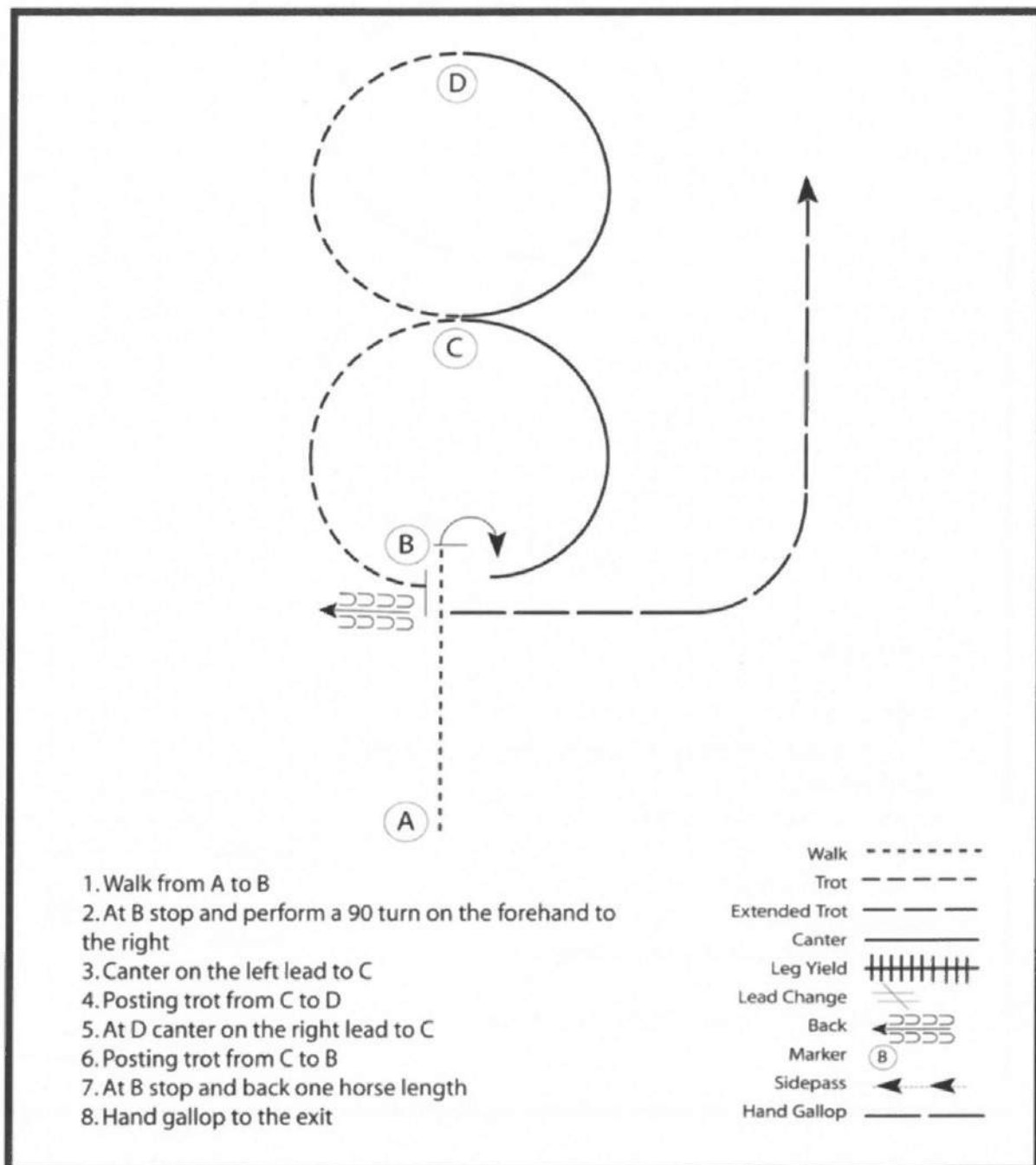


PATTERNS – SPRING WESTERN SHOW

HUNT SEAT EQUITATION

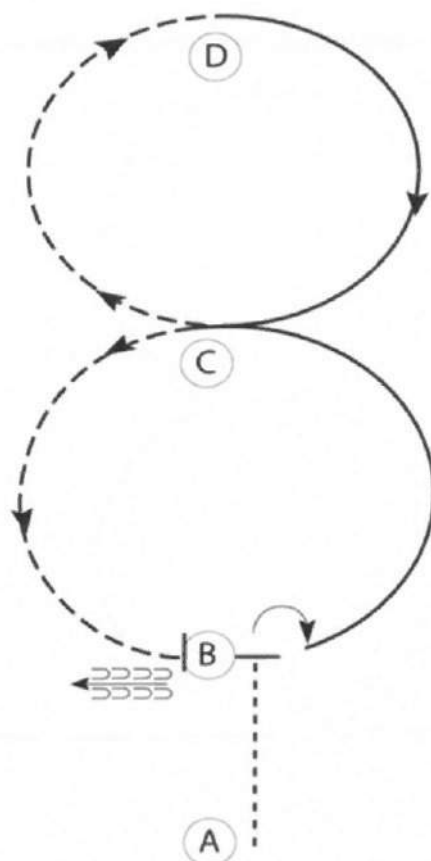
Casale sul Sile, 2019

Hunt Seat Equitation Amateur & Youth



Hunt Seat Equitation

Novice Amateur & Youth



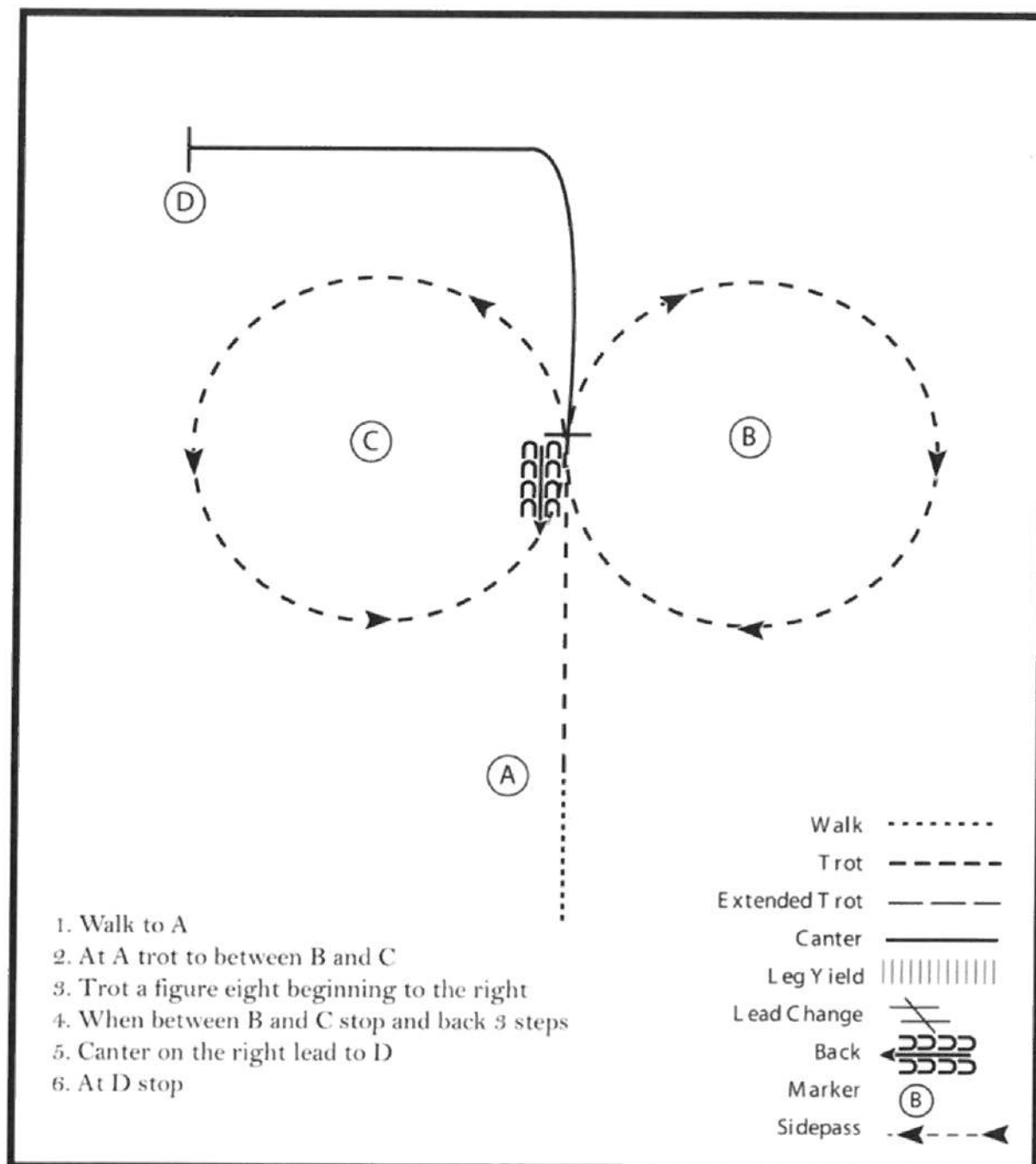
Be ready at A.

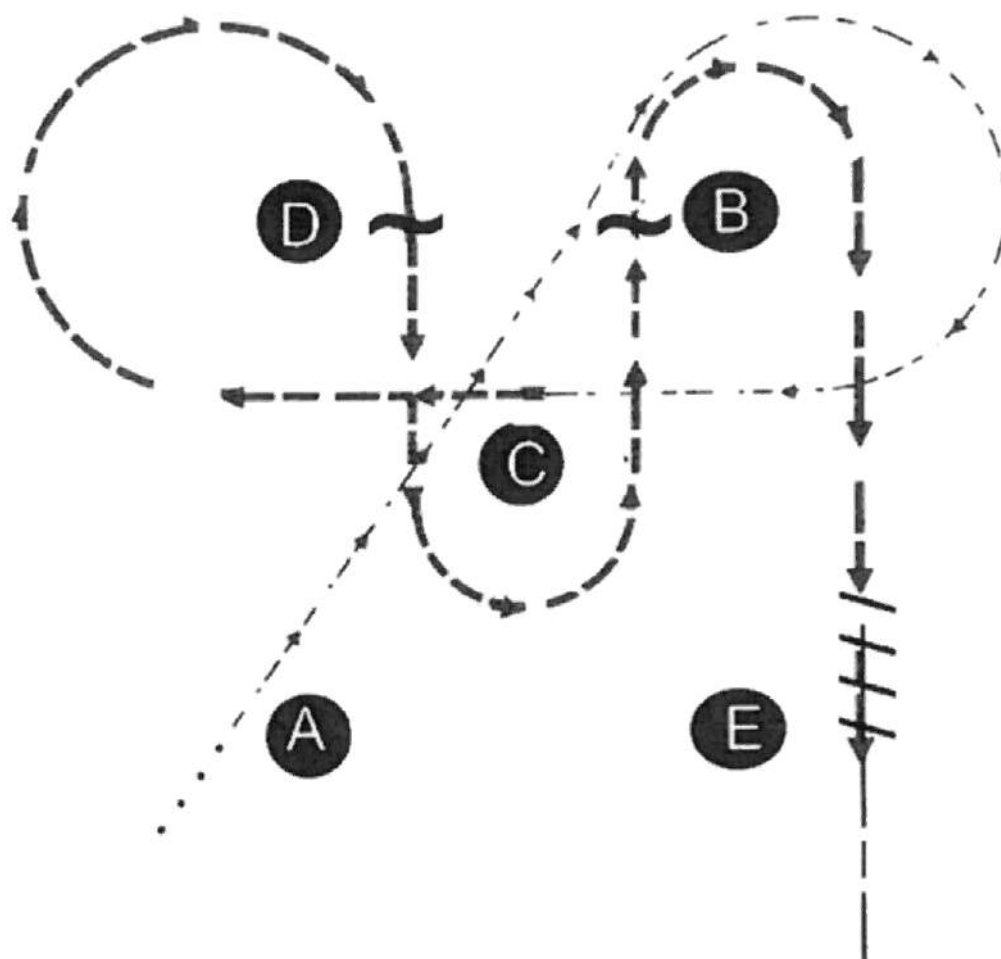
1. Walk to B.
2. Stop at B and perform a 90 degree turn to the right on the forehand.
3. Canter on the left lead to C.
4. Posting trot from C to D.
5. Canter on the right lead from D to C.
6. Posting trot from C to B.
7. Stop at B and back one horse length.

Follow the instructions of your ring steward.

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

Hunt Seat Equitation Rookie





KEY

.....	WALK
-----	POSTING TROT
————	EXTENDED TROT
- - - - -	SITTING TROT
///////	BACK
~	CHANGE DIAGONALS

INSTRUCTIONS

1. Begin before A. Walk to A. Pick up sitting trot and go around B.
2. At C pick up rising trot left diagonal.
3. Beside D change to right diagonal.
4. Beside B change to left diagonal.
5. Continue rising trot to E stop and back 4 steps. Exit pattern at sitting trot.



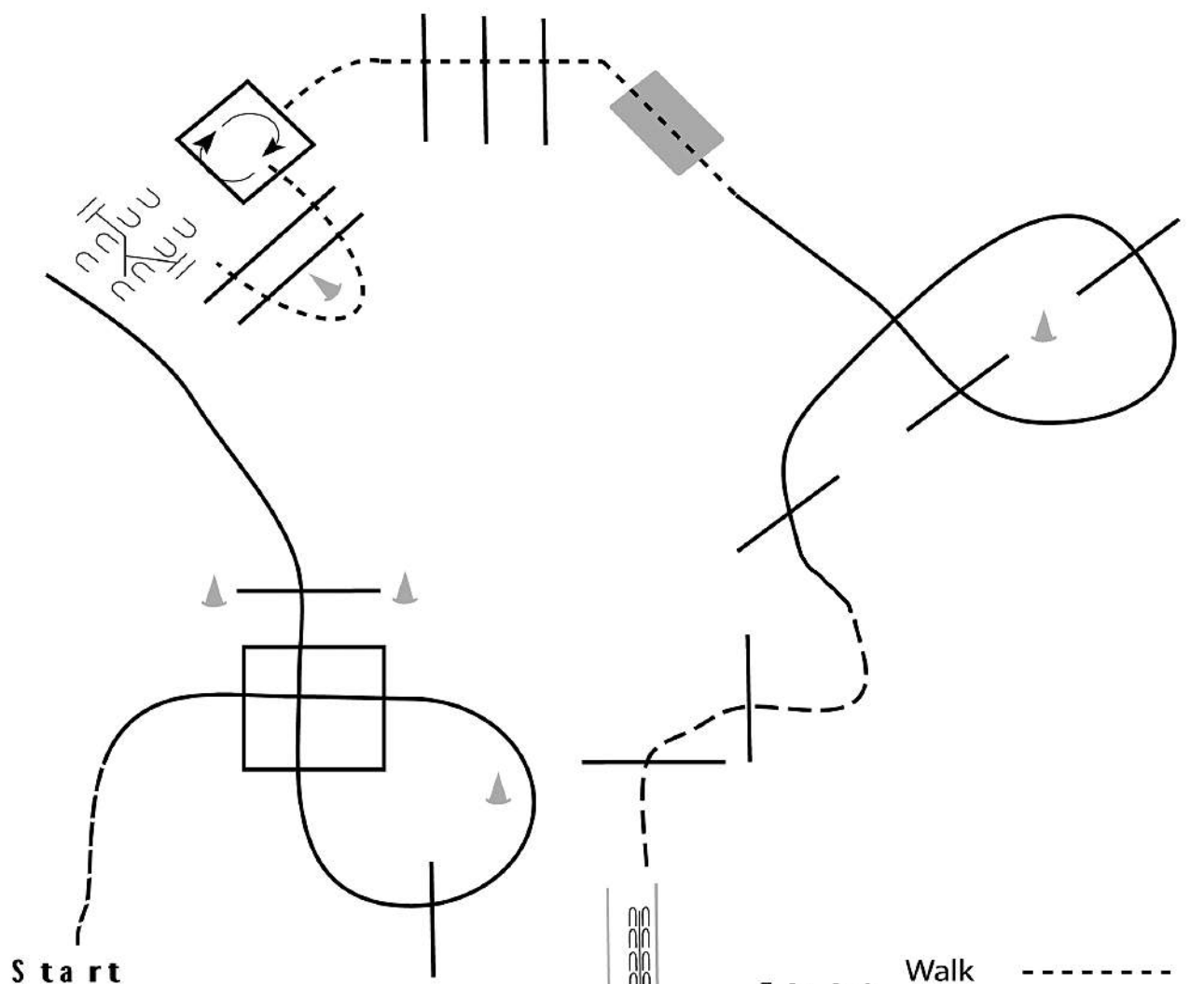
PATTERNS – SPRING WESTERN SHOW

TRAIL

Casale sul Sile, 2019

Trail

Amateur, Youth, Level 1 Open






1. Lope on the right lead through box and over poles to gate
2. Right hand push gate
3. Walk over elevated poles and into box
4. 1 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Lope on the left lead over poles
7. Jog over poles to L
8. Back the L to finish

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

Pattern Provided by:

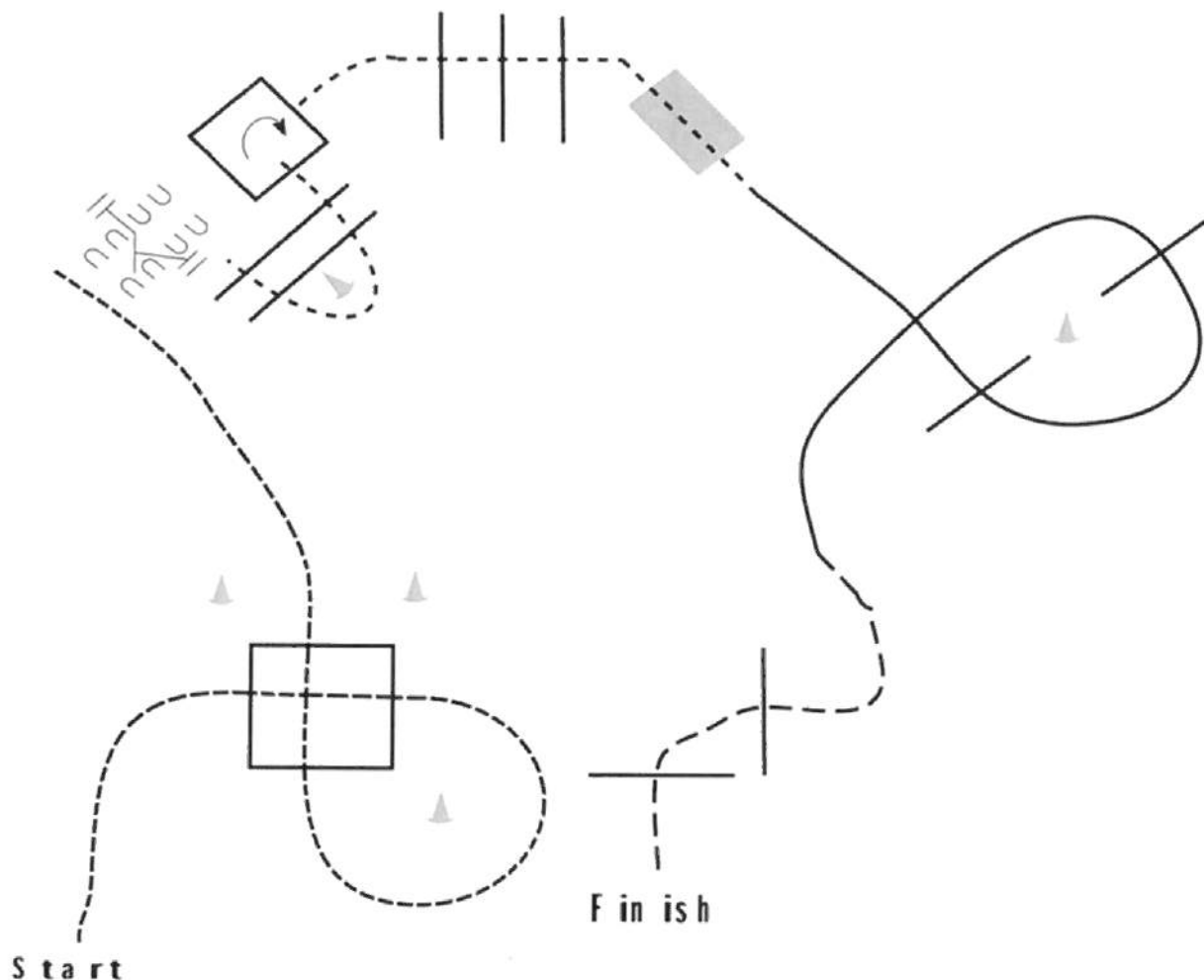
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- | | | |
|---------------|--------------|---|
| Finish | Walk | ----- |
| | Jog | ----- |
| | Extended Jog | ----- |
| | Lope | ————— |
| | Leg Yield | |
| | Lead Change |  |
| | Back |  |
| | Marker | (B) |
| | Sidepass |  |

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Trail Rookie



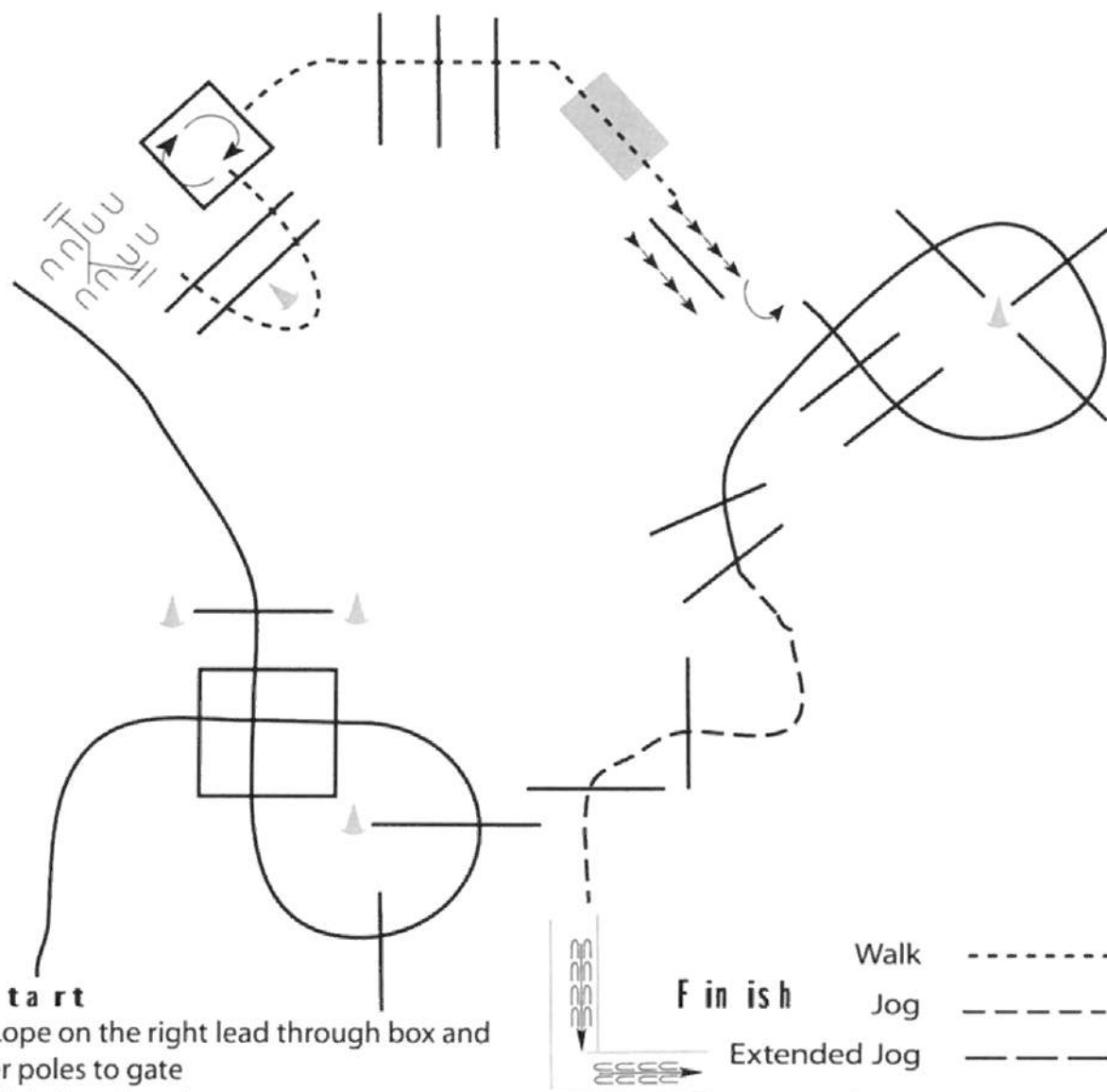
1. Jog through box to gate
2. Right hand push gate
3. Walk over poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Lope on the left lead over poles
7. Jog over poles to finish

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

[T/1-11]

Pattern Provided by:

Trail Open



Start

1. Lope on the right lead through box and over poles to gate
2. Right hand push gate
3. Walk over elevated poles and into box
4. 1 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Side pass log to the left
7. Lope on the left lead over poles
8. Jog over poles to L
9. Back the L to finish

Finish

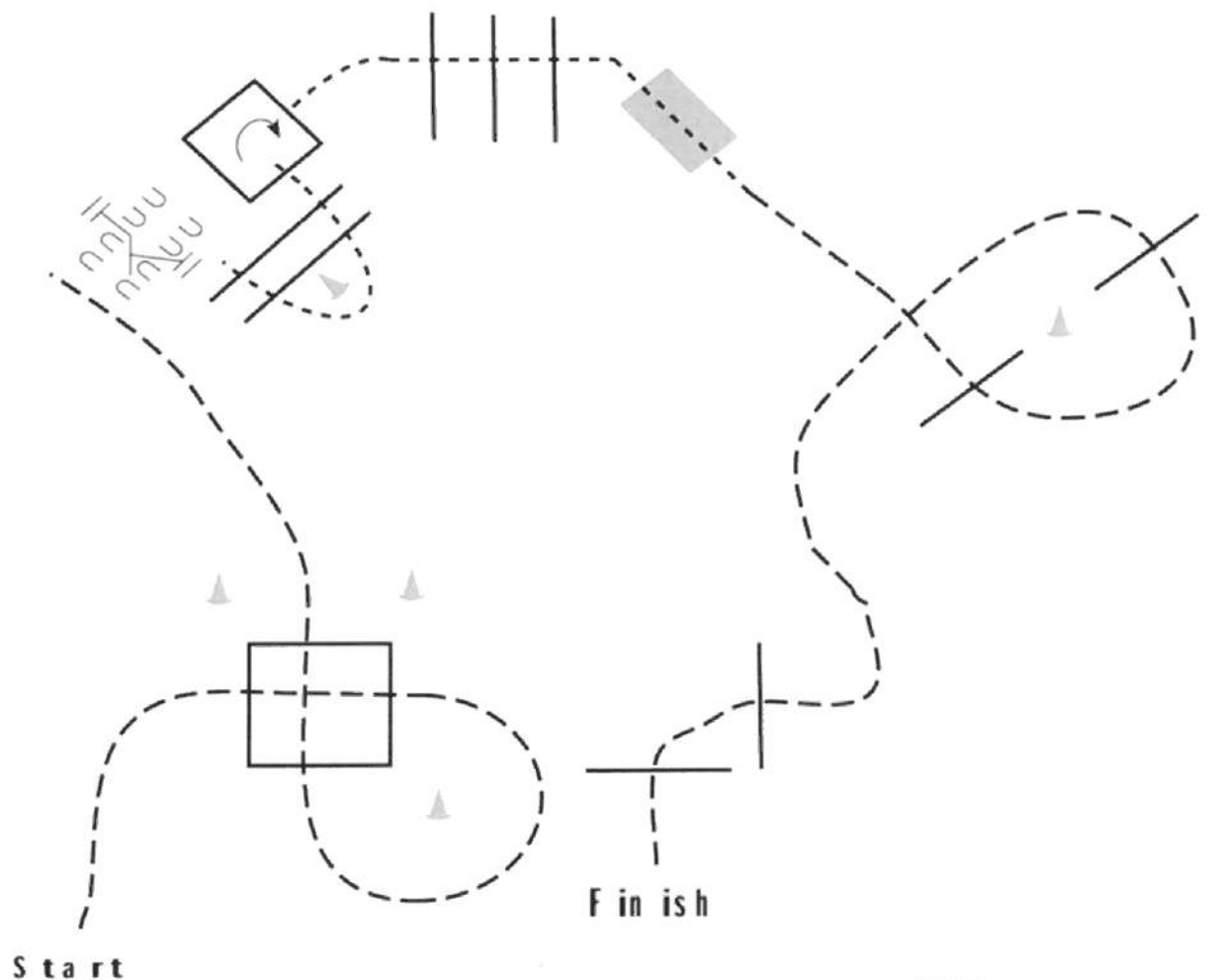
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	////
Back	←←←←
Marker	(B)
Sidepass	←-----→

[T/3-12]

Pattern Provided by:

Trail

Walk and Trot



Start

Finish

1. Jog through the box to gate
2. Right hand push gate
3. Walk over poles and into box
4. 1/4 turn to the right in the box
5. Walk over poles and over bridge
6. Jog over poles to finish

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

[T/WT-11]

Pattern Provided by:



PATTERNS – SPRING WESTERN SHOW

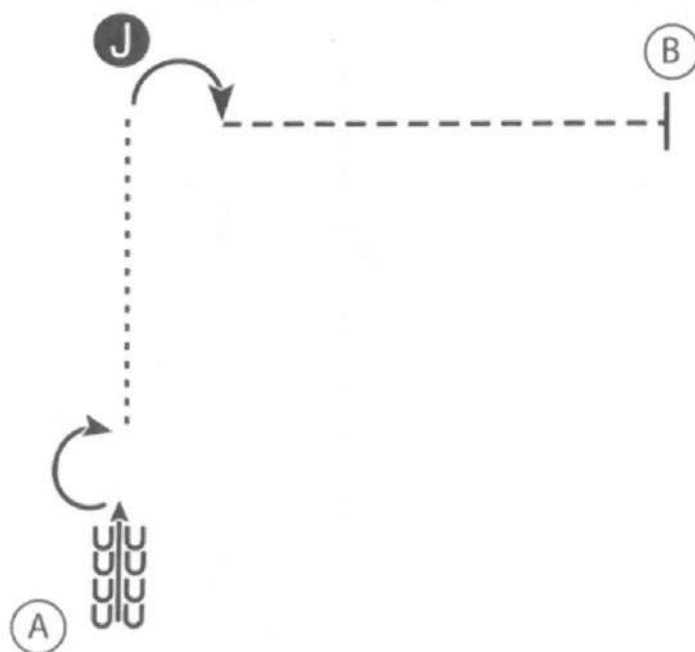
SHOWMANSHIP

Casale sul Sile, 2019

Showmanship

Novice Youth

Novice Amateur



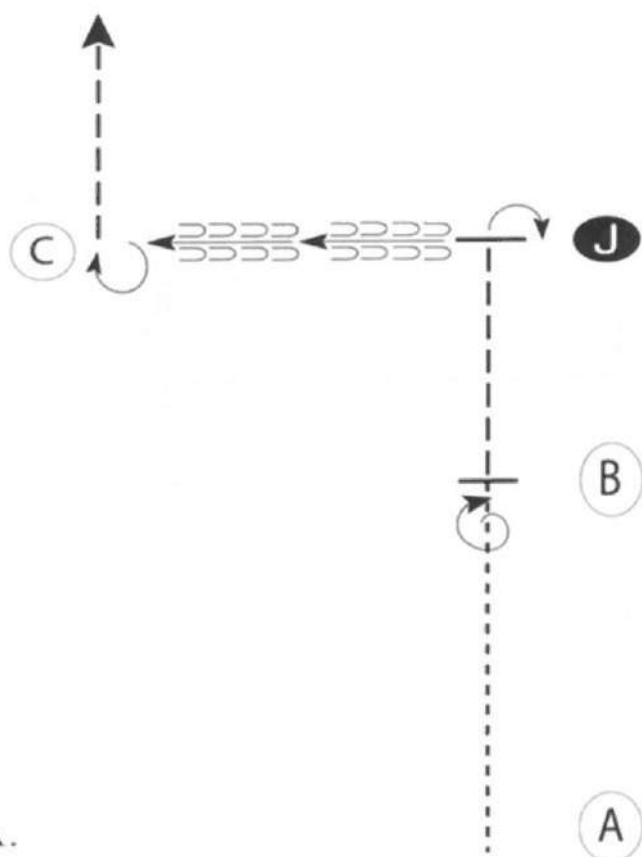
1. Back 4 steps at A
2. Perform a 180 degree turn
3. Walk to the judge and set up for inspection
4. When dismissed perform a 90 degree turn and trot to B
5. Stop at B

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

[S/1-2]

Pattern Provided by:
Show management

Showmanship Amateur & Youth



Be ready at A.

1. Walk A to B.
2. At B, stop and perform a 360 degree turn .
3. Trot until even with the judge; Stop and perform a 90 degree turn and set up for inspection.
4. When dismissed, back to C.
5. Perform a 270 degree turn and trot to exit.

Follow the instructions of your ring steward.


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

[S/2-4]

Pattern Provided by:
Show management

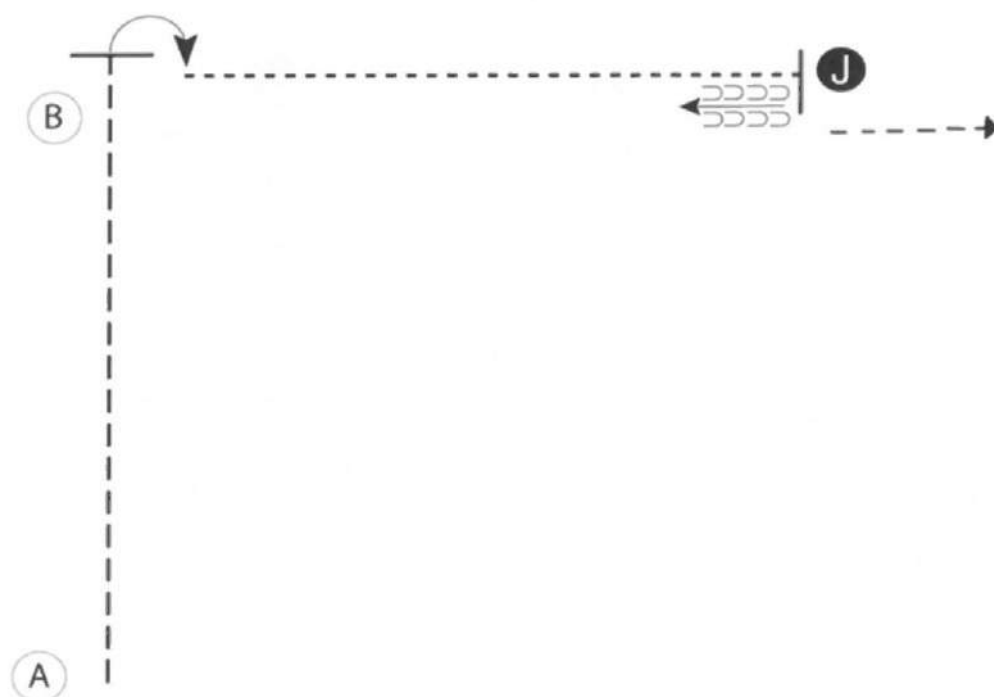
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- Walk
Trot -----
Back ← 
Marker (B)
Judge (J)

Pattern Provided by:
Show management

Showmanship Youth 11 & under



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and
5. Trot to the line-up

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

[S/1-14]

Pattern Provided by:
Show management

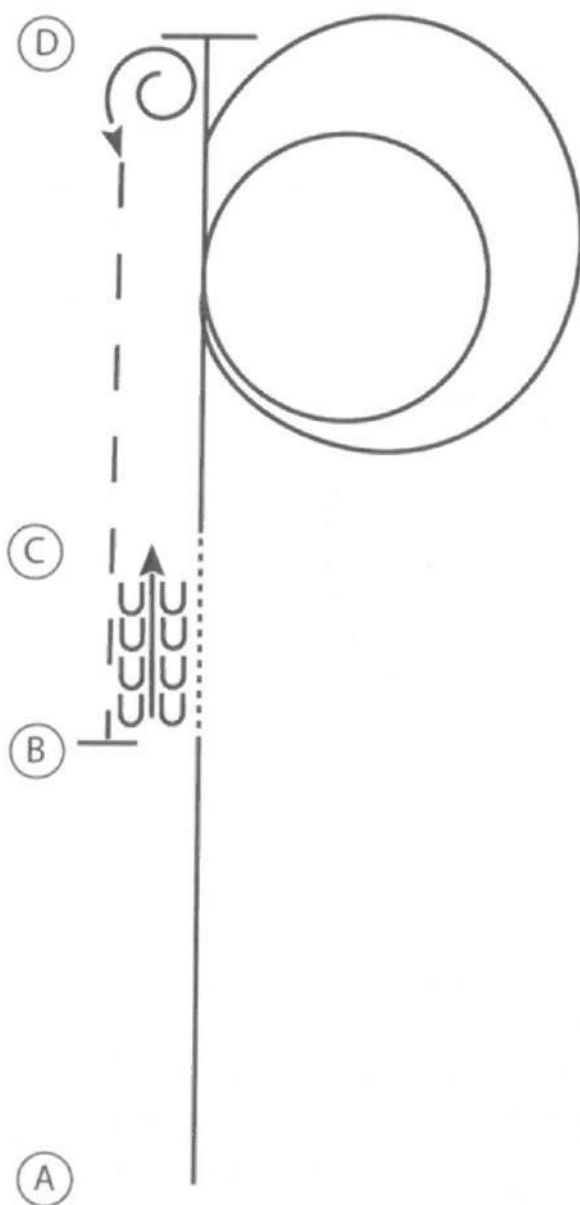


PATTERNS – SPRING WESTERN SHOW

HORSEMANSHIP

Casale sul Sile, 2019

Western Horsemanship Amateur & Youth



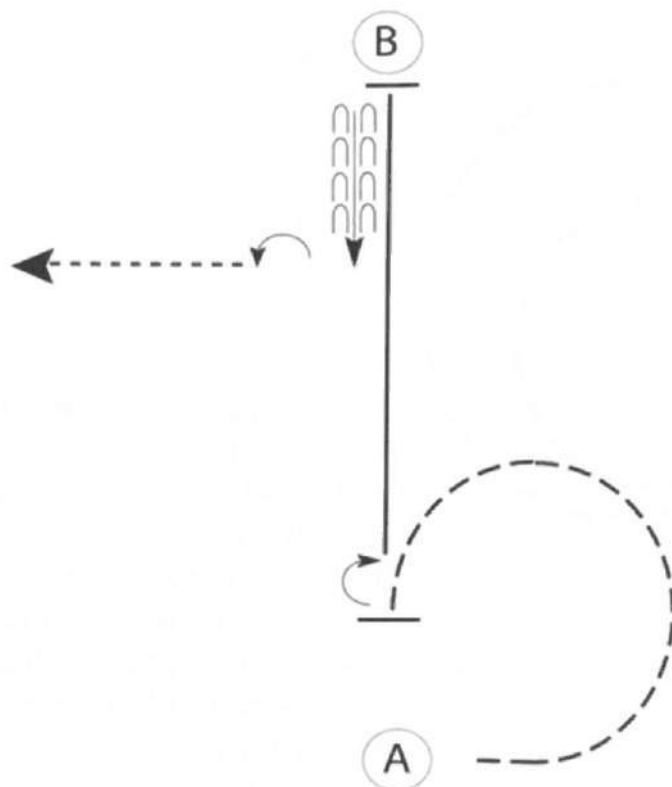
1. Lope A to B on the left lead
2. Walk B to C
3. At C lope on the right lead towards D
4. Before D lope a large fast circle to the right followed by a small slow circle to the right and continue to D
5. At D stop and perform a 540 degree turn to the left
6. Extend the jog to B
7. At B stop and back to C

Walk
Jog	-----
Extended Jog	————
Lope	————
Leg Yield	
Lead Change	↗↘
Back	⤵⤵⤵
Marker	(B)
Sidepass	↔

[WH/3-10]

Pattern Provided by:
Show management

Western Horsemanship Rookie



Be ready with your horse's tail to A.

1. Jog a 3/4 circle back toward A.
2. Stop and perform a 180 degree turn to the right.
3. Lope on the left lead to B.
4. Stop and back approximately one horse length.
5. Perform a 90 degree turn to the left and walk off.

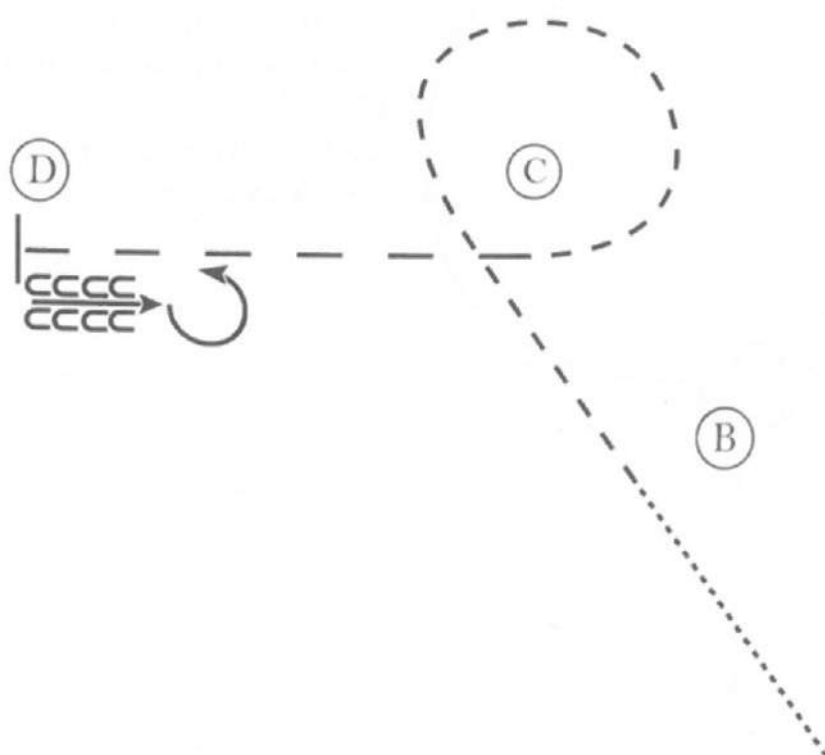
Follow the instructions of your ring steward.

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

[WH/2-82]

Pattern Provided by:
Show management

Western Horsemanship Walk Trot Youth



1. Walk A to B.
2. At B jog to C.
3. Jog a tight circle around C.
4. At C extend the jog to D.
5. At D stop and back 4 steps.
6. Perform a 270 degree turn to the left.

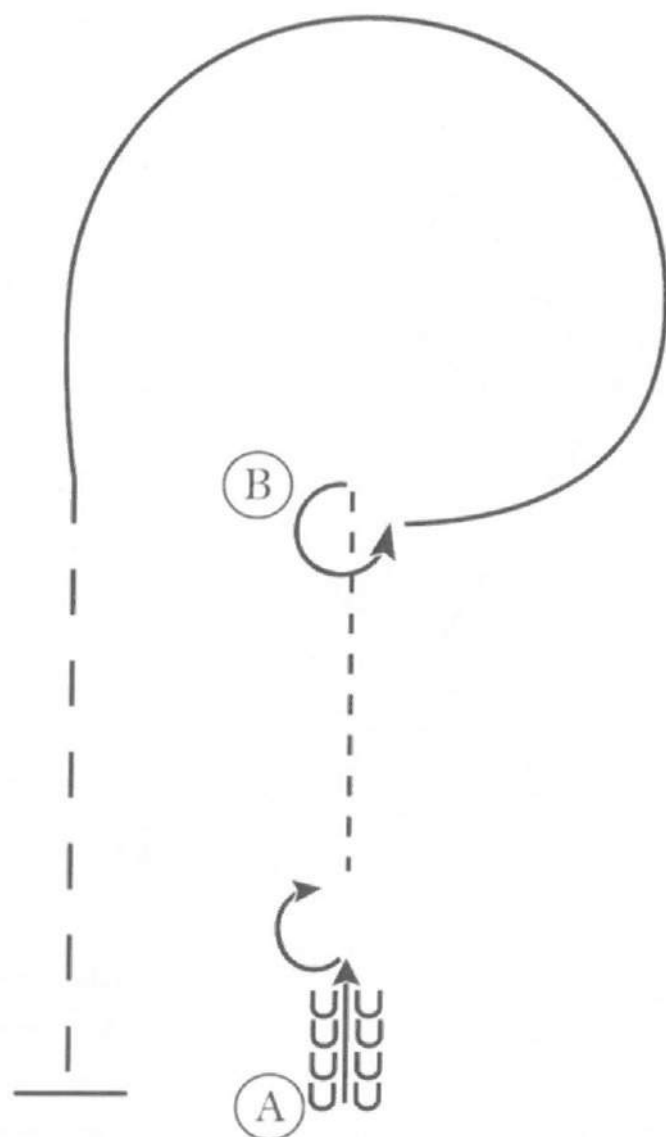
Walk
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	XXXX
Back	XXXX
Marker	(B)
Sidepass	----->

[WH/1-15]

Pattern Provided by:
Show management

Western Horsemanship

Novice Amateur & Novice Youth



1. Back 4 steps at A.
2. Perform a 180 degree turn to the right.
3. Jog to B.
4. At B perform a 270 degree turn to the left .
5. Lope a circle around B on the left lead.
6. At B extend the jog to A.
7. At A stop.

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

[WH/2-8]

Pattern Provided by:
Show management



PATTERNS – SPRING WESTERN SHOW

PATTERNS AQHA

Reining:

junior# 5, senior# 12, rookie youth# 8, rookie amt# 8, novice youth# 5, nov am# 6, youth# 6, amateur# 10.

Ranch riding:

open# 8, open L1# 15, nov youth# 2, nov am# 4, youth# 12, amateur# 12, rookie youth# 1, rookie amt# 1

Western riding:

open# 4, open L1# 4, nov youth# 1, novice am# 1, youth# 2, amateur# 2.

Special Ranch Riding: #5



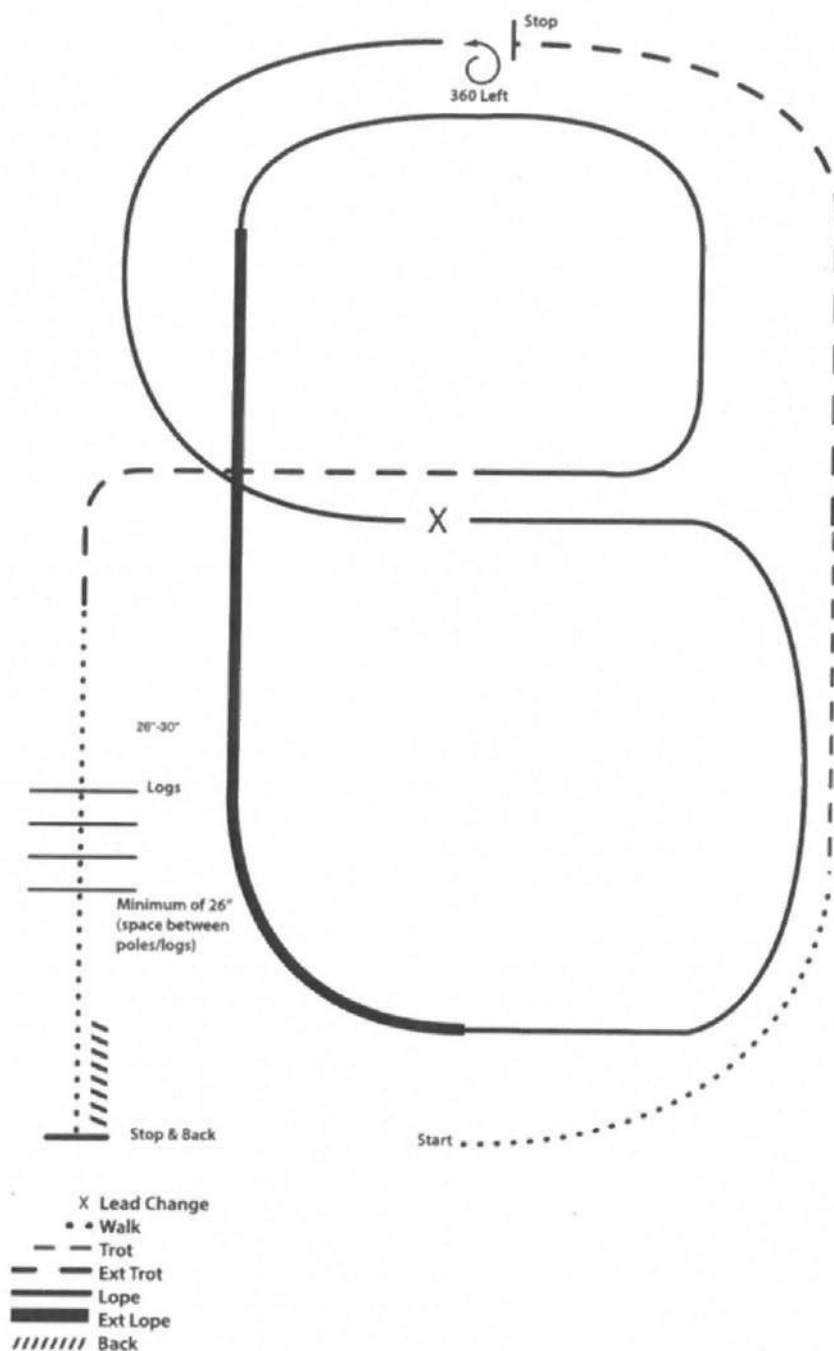
PATTERNS – SPRING WESTERN SHOW

PATTERNS AQHA

Ranch Riding

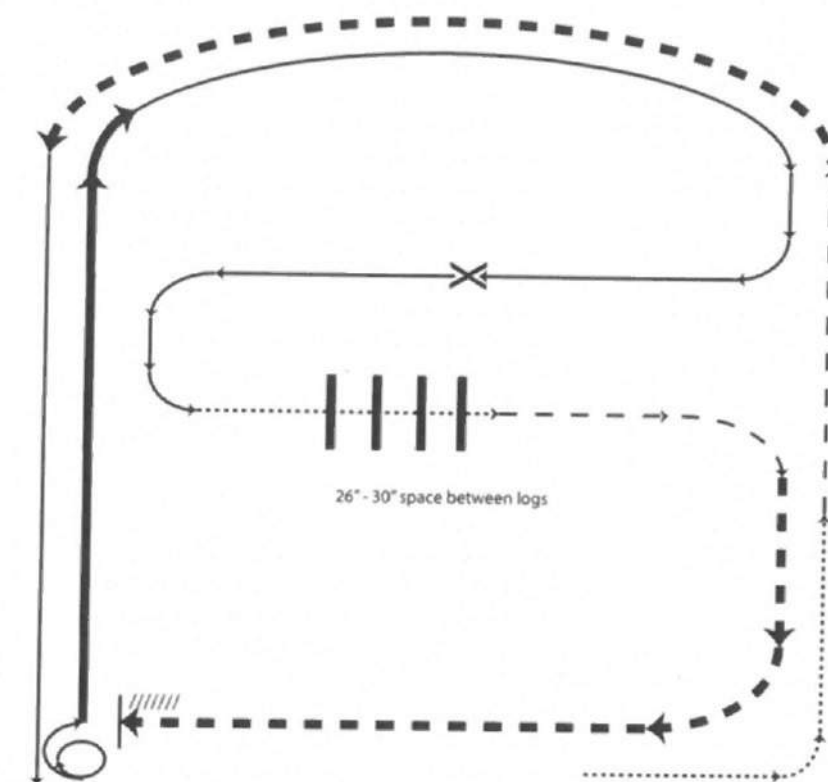
open# 8, open L1# 15, nov youth# 2, nov am# 4, youth# 12,
amateur# 12, rookie youth# 1, rookie amt# 1

RANCH RIDING - PATTERN I



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 the 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 logs
12. Stop and back

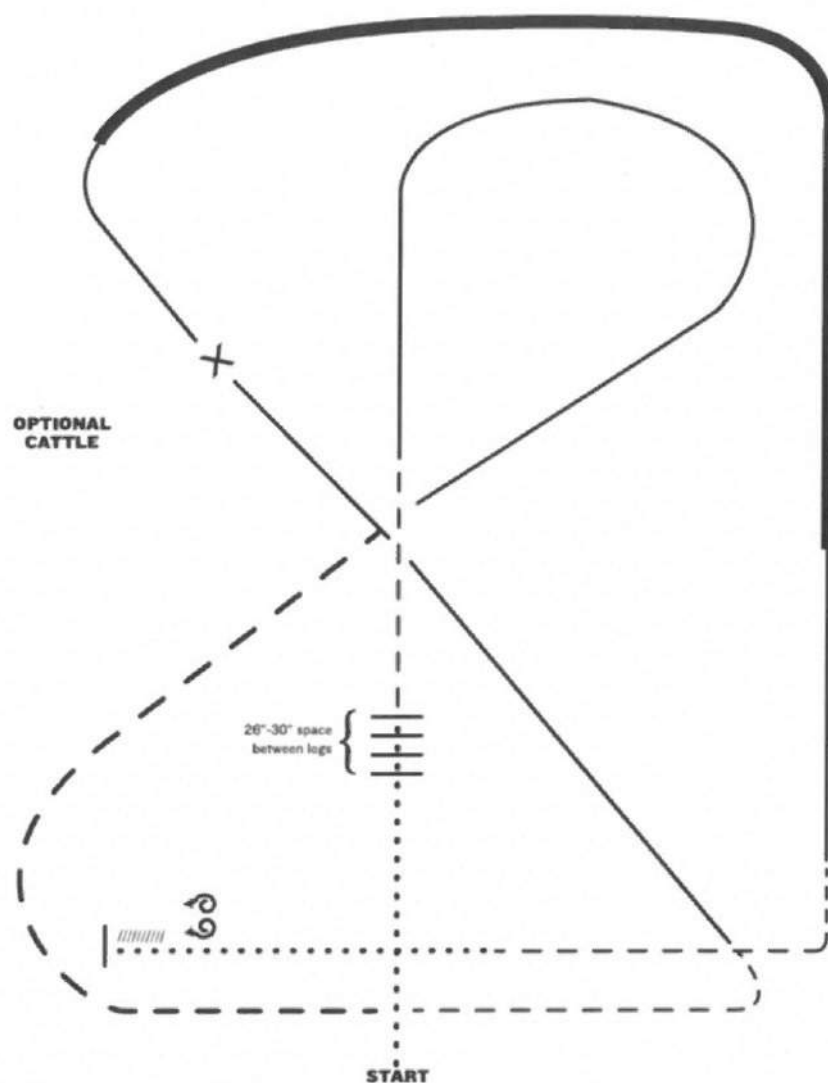
RANCH RIDING – PATTERN 2



- X Lead Change
- • Walk
- Trot
- Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

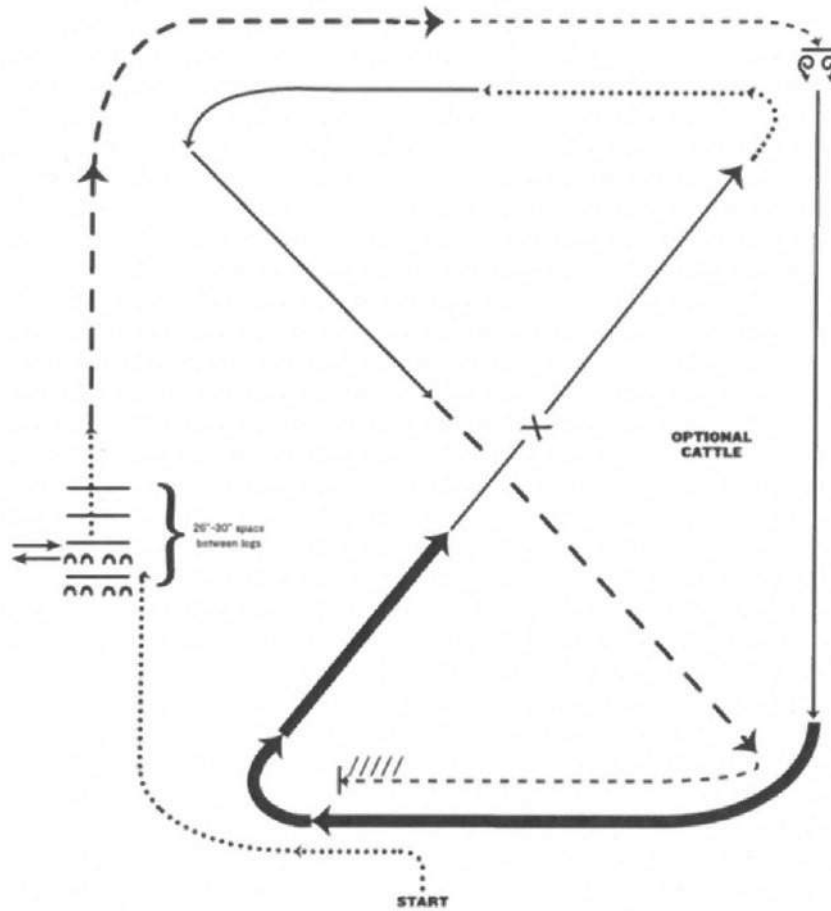
RANCH RIDING - PATTERN 5



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

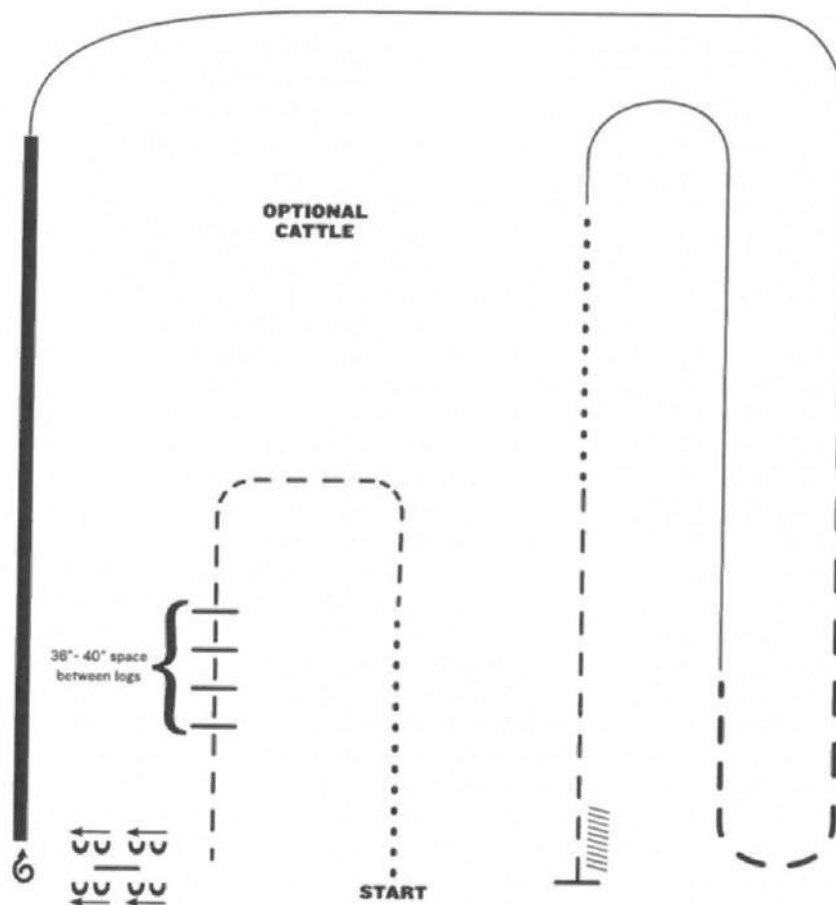
RANCH RIDING - PATTERN 8



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

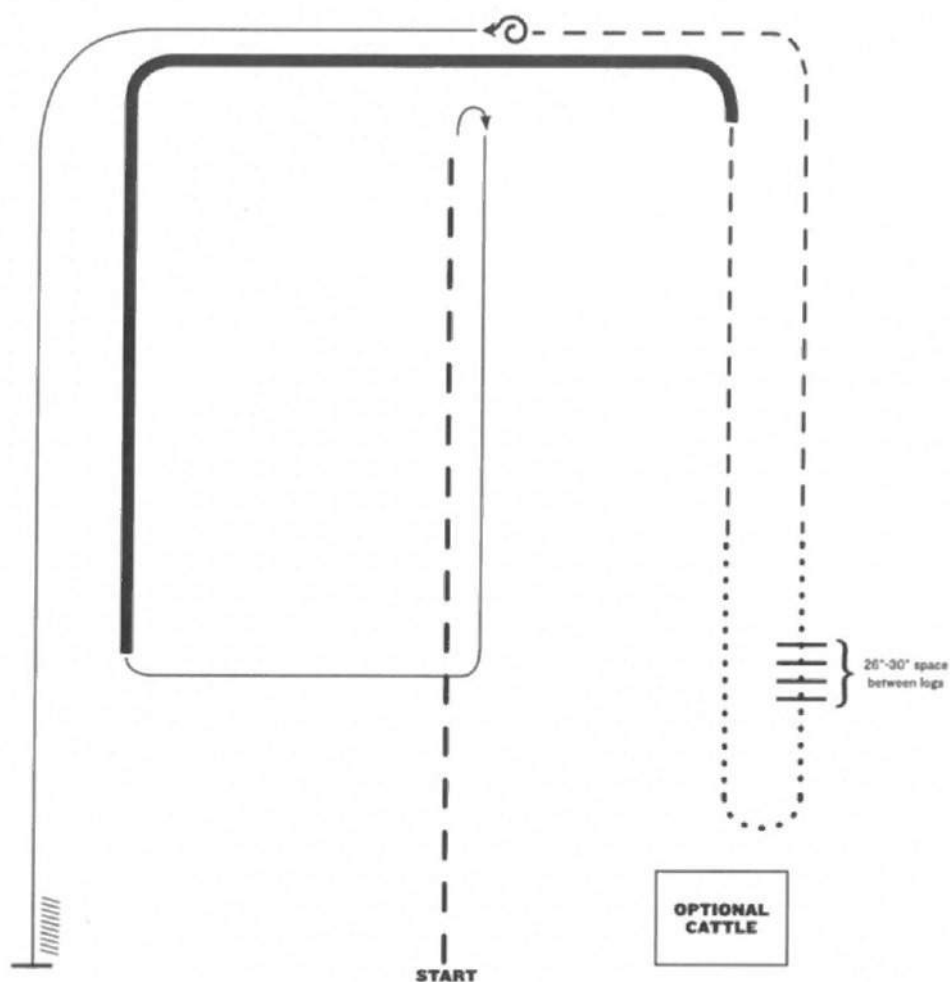
RANCH RIDING - PATTERN 12



1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
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 RIDING – PATTERN 15



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 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.



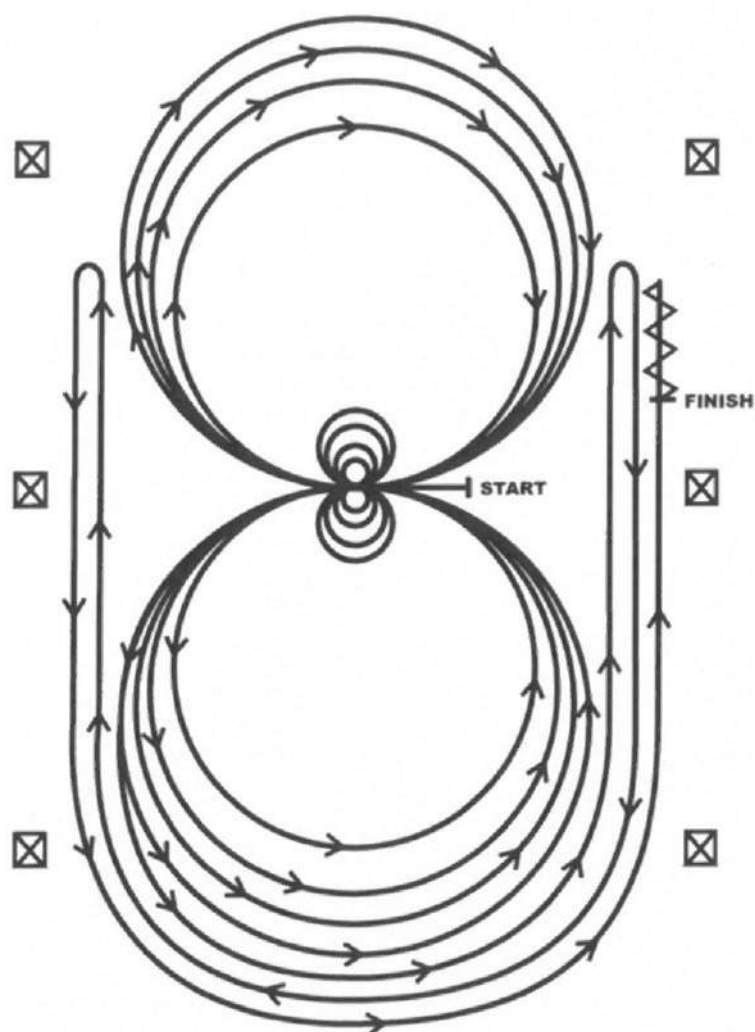
PATTERNS – SPRING WESTERN SHOW

PATTERNS AQHA

Reining

junior# 5, senior# 12, rookie youth# 8, rookie amt# 8, novice
youth# 5, nov am# 6, youth# 6, amateur# 10

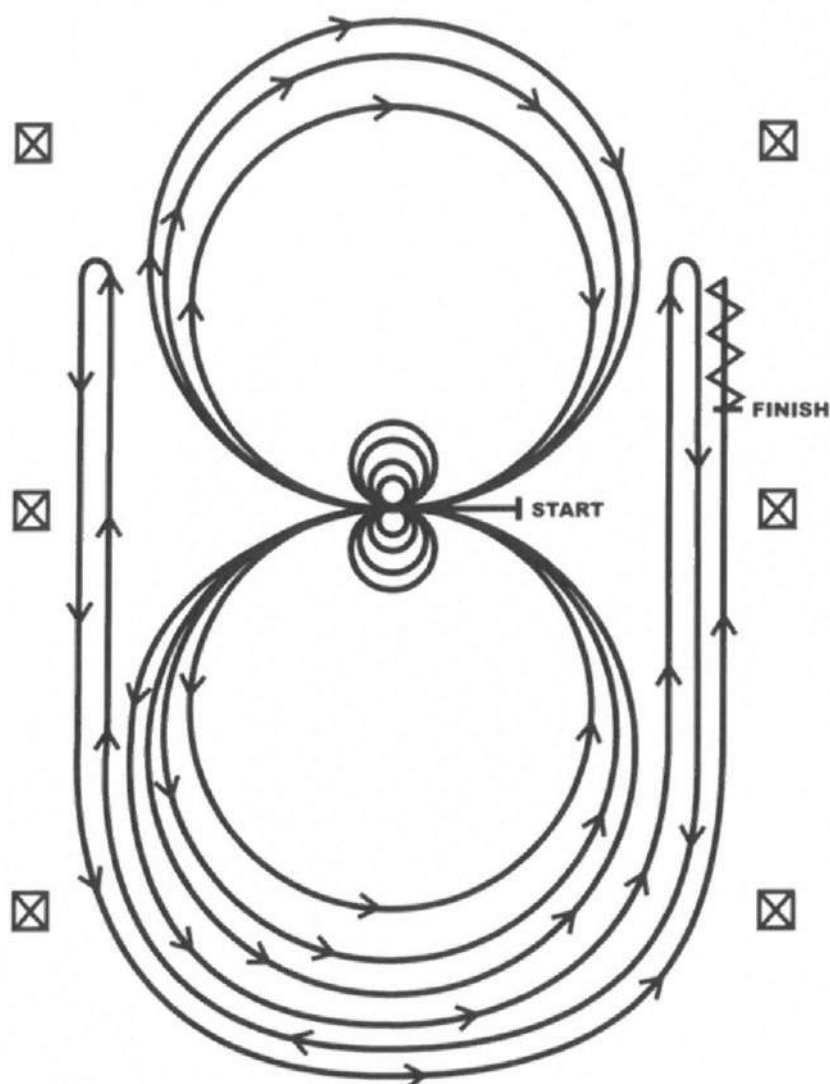
REINING PATTERN 5



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. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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.
7. Continue 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.
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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

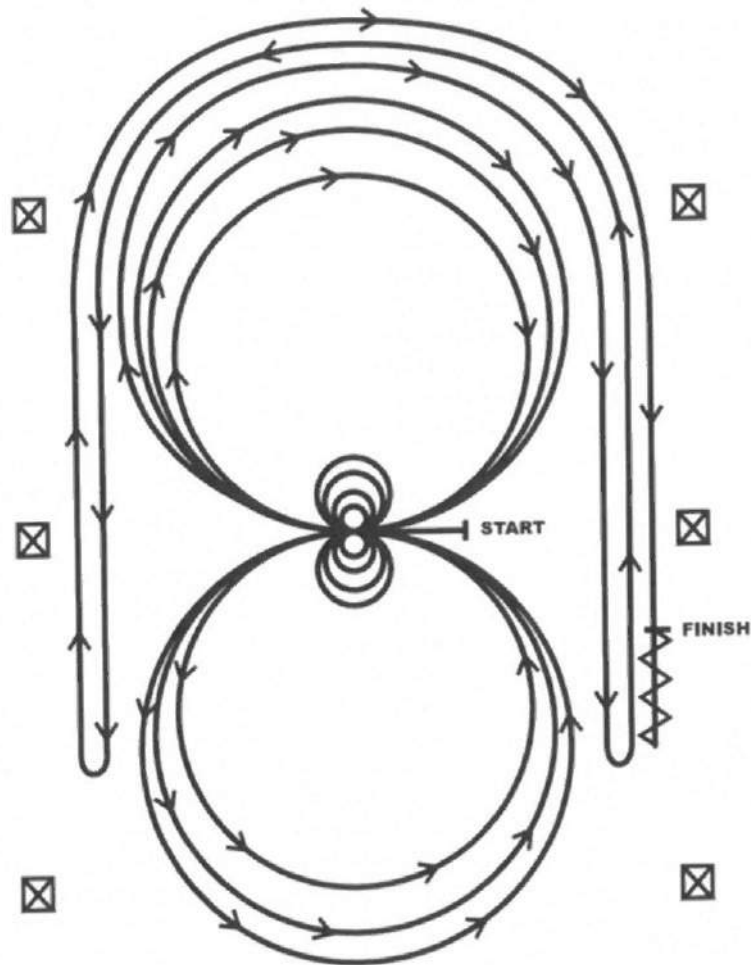
REINING PATTERN 6



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.

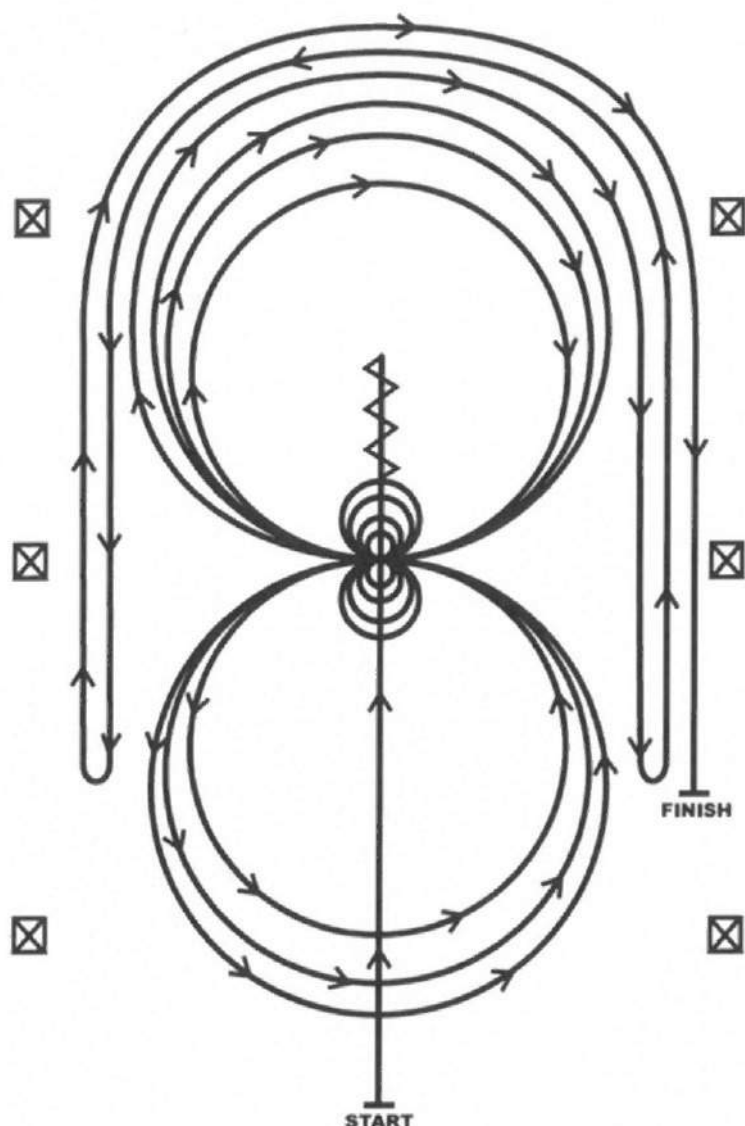
REINING PATTERN 8



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.

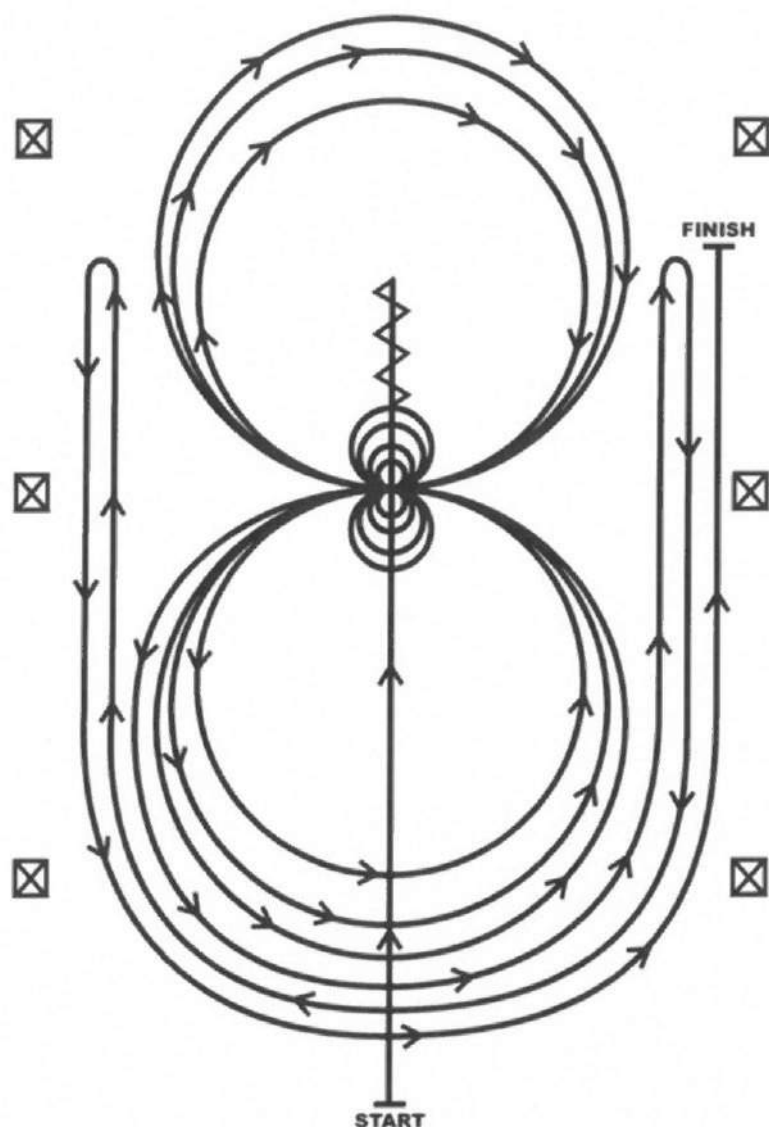
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
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.

REINING PATTERN 10



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.

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.



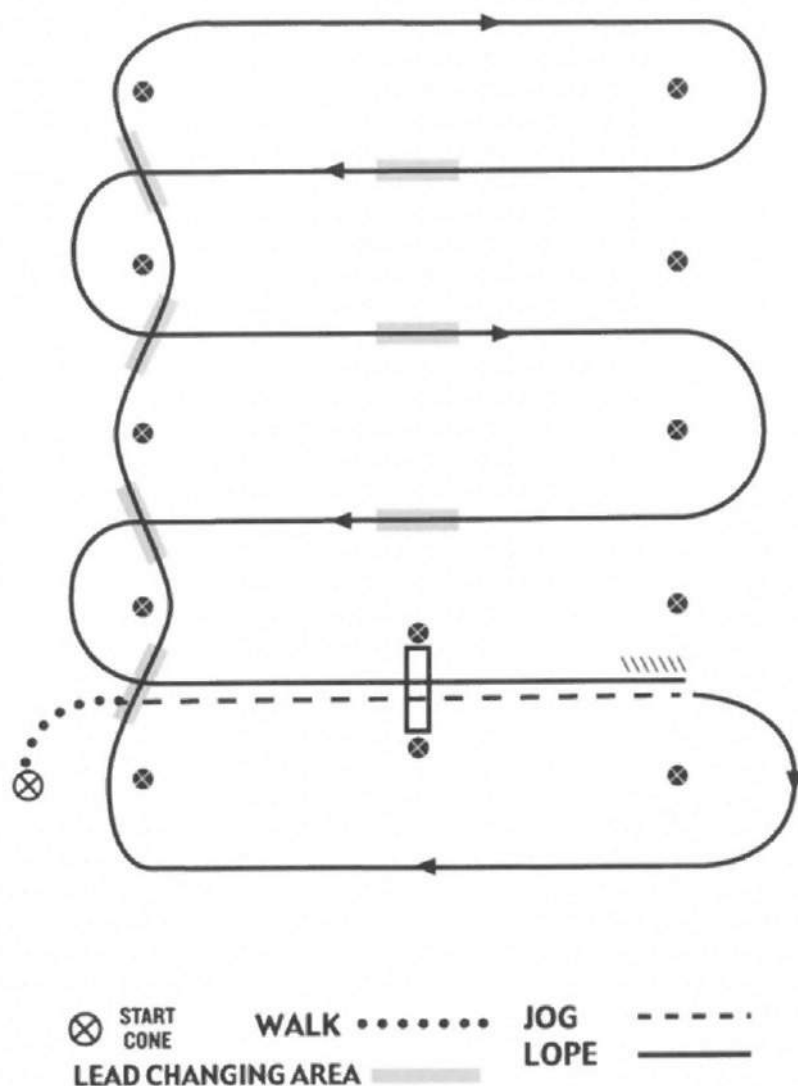
PATTERNS – SPRING WESTERN SHOW

PATTERNS AQHA

Western Riding

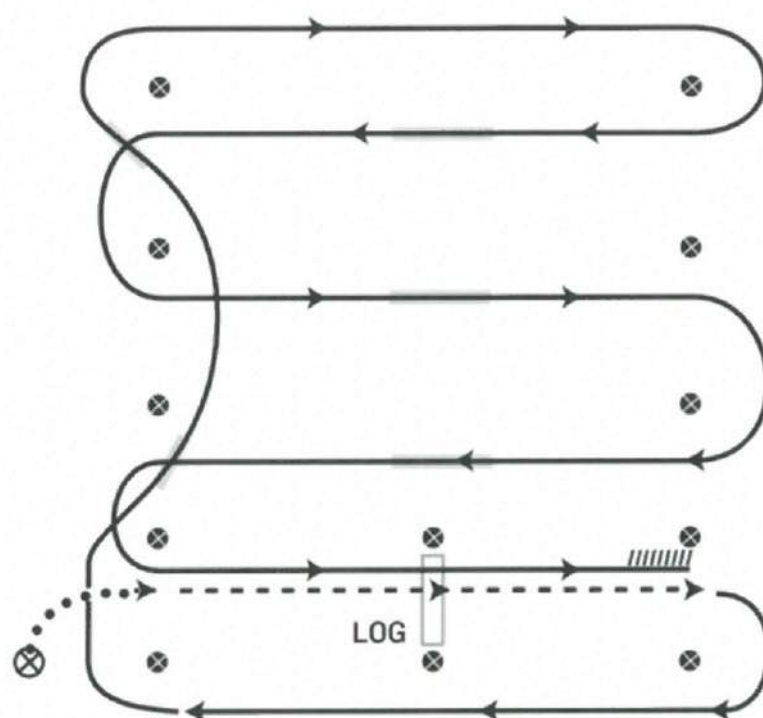
open# 4, open L1# 4, nov youth# 1, novice am# 1, youth# 2,
amateur# 2

WESTERN RIDING PATTERN 4



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

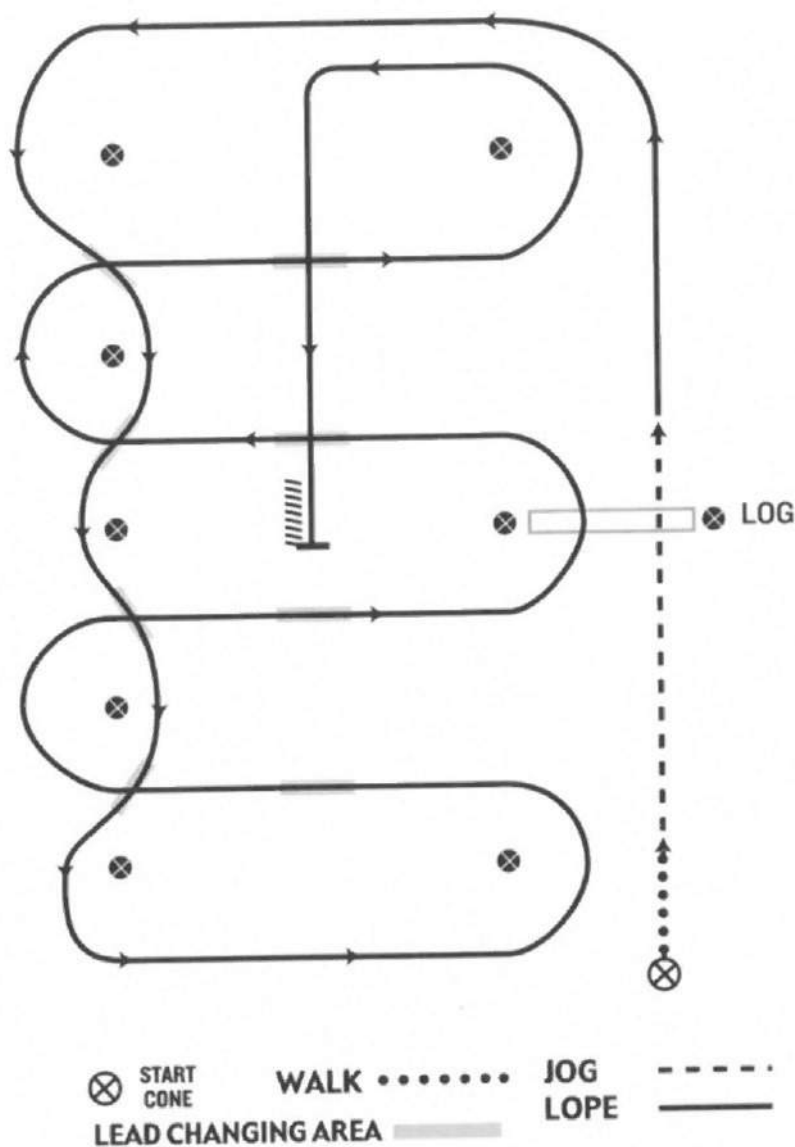
LEVEL I WESTERN RIDING PATTERN 4



⊗ START CONE WALK JOG
 LEAD CHANGING AREA [shaded] LOPE ———

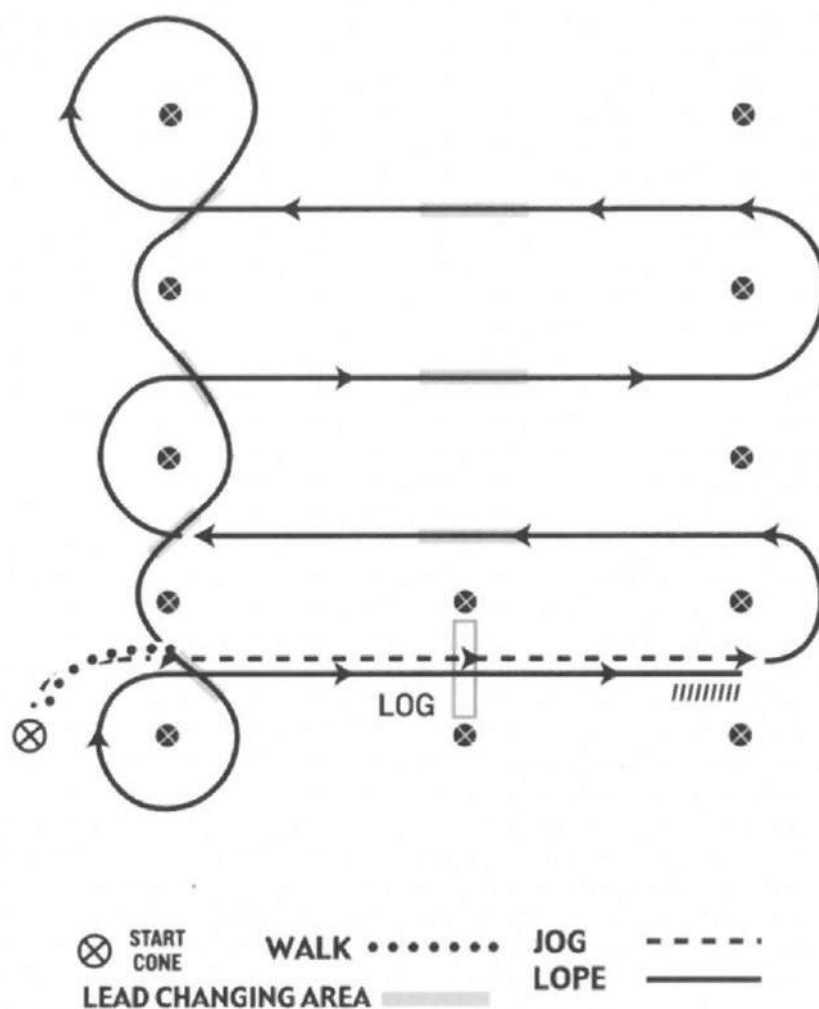
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log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

WESTERN RIDING PATTERN I



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

WESTERN RIDING PATTERN 2



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