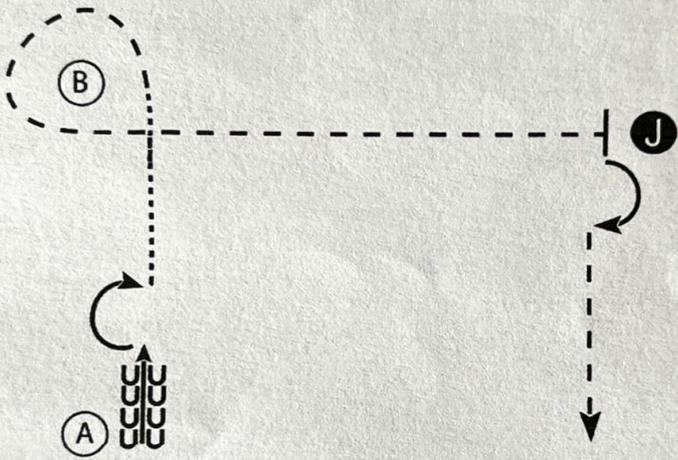


PATTERNS AIQH WINTER WESTERN SHOW 2026

provided by Eugenio Latorre

Showmanship at Halter Amateur & Youth

**Showmanship
amateur/youth**

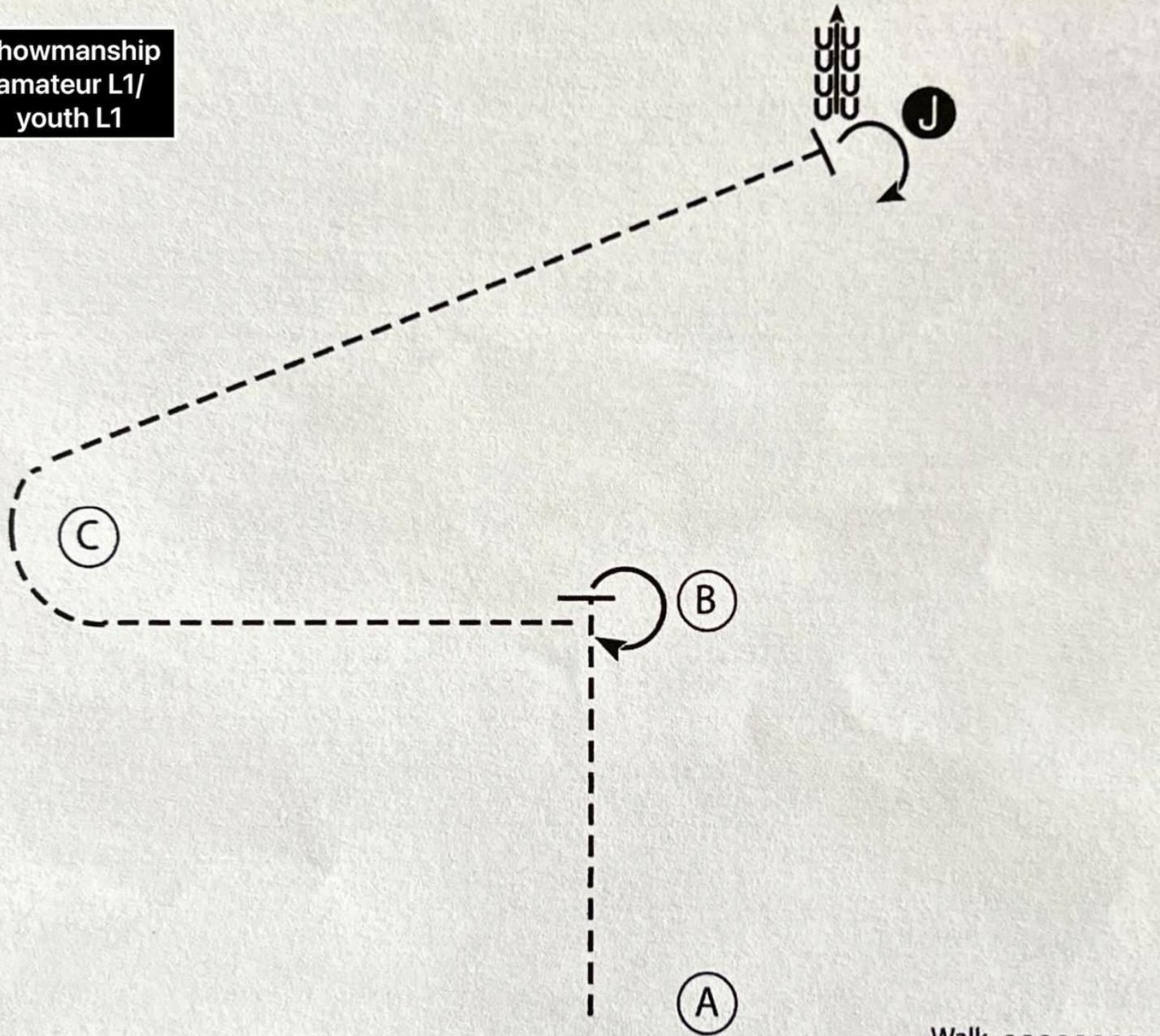


1. At A back 4 steps
2. Perform a 180 degree turn
3. Walk to B
4. At B trot around B and to the judge, set up for inspection
5. When dismissed perform a 90 degree turn and trot straight away from the judge

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

Showmanship at Halter Amateur L1 & Youth L1

Showmanship
amateur L1/
youth L1

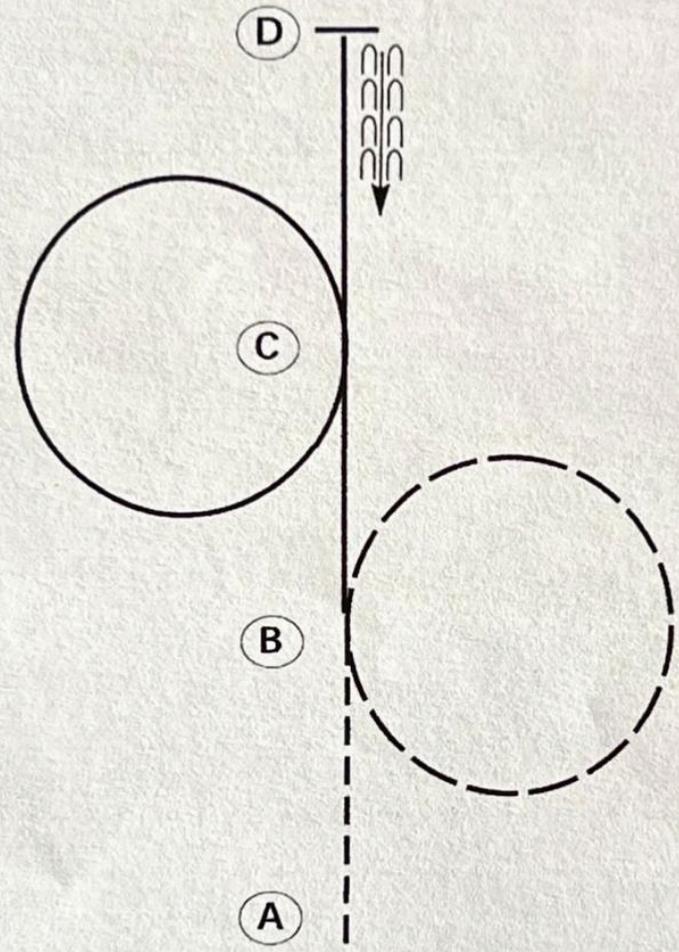


1. Trot from A to B.
2. Stop and perform a 270 degree turn.
3. Trot from B, around C, to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 110 degree turn.
6. Back six steps and follow instructions from ring steward.

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

Western Horsemanship Amateur & Youth

Western
horsemanship
amateur/youth



- Be ready at A.
1. Jog from A to B.
 2. Extend the jog in a circle to the right at B.
 3. Lope on the left lead to C and circle to the left.
 4. Continue to lope to D.
 5. Stop and D and back one horse length.

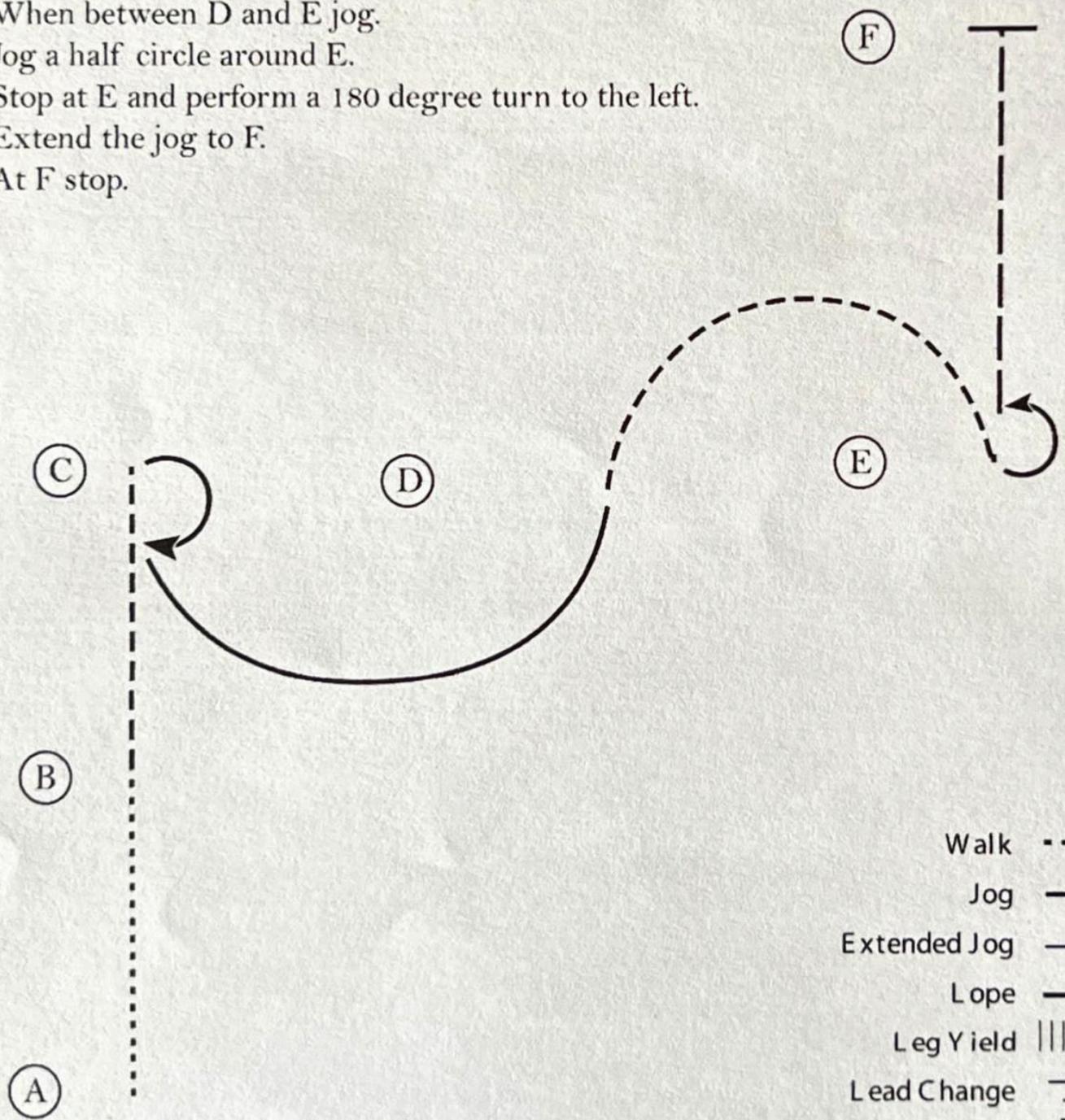
Retire to the rail or line up at a jog.

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

Western Horsemanship Amateur L1 & Youth L1

Western horsemanship amateur L1/ youth L1

1. Walk A to B.
2. At B jog to C.
3. At C perform a 180 degree turn to the right.
4. Lope a half circle around D on the left lead.
5. When between D and E jog.
6. Jog a half circle around E.
7. Stop at E and perform a 180 degree turn to the left.
8. Extend the jog to F.
9. At F stop.

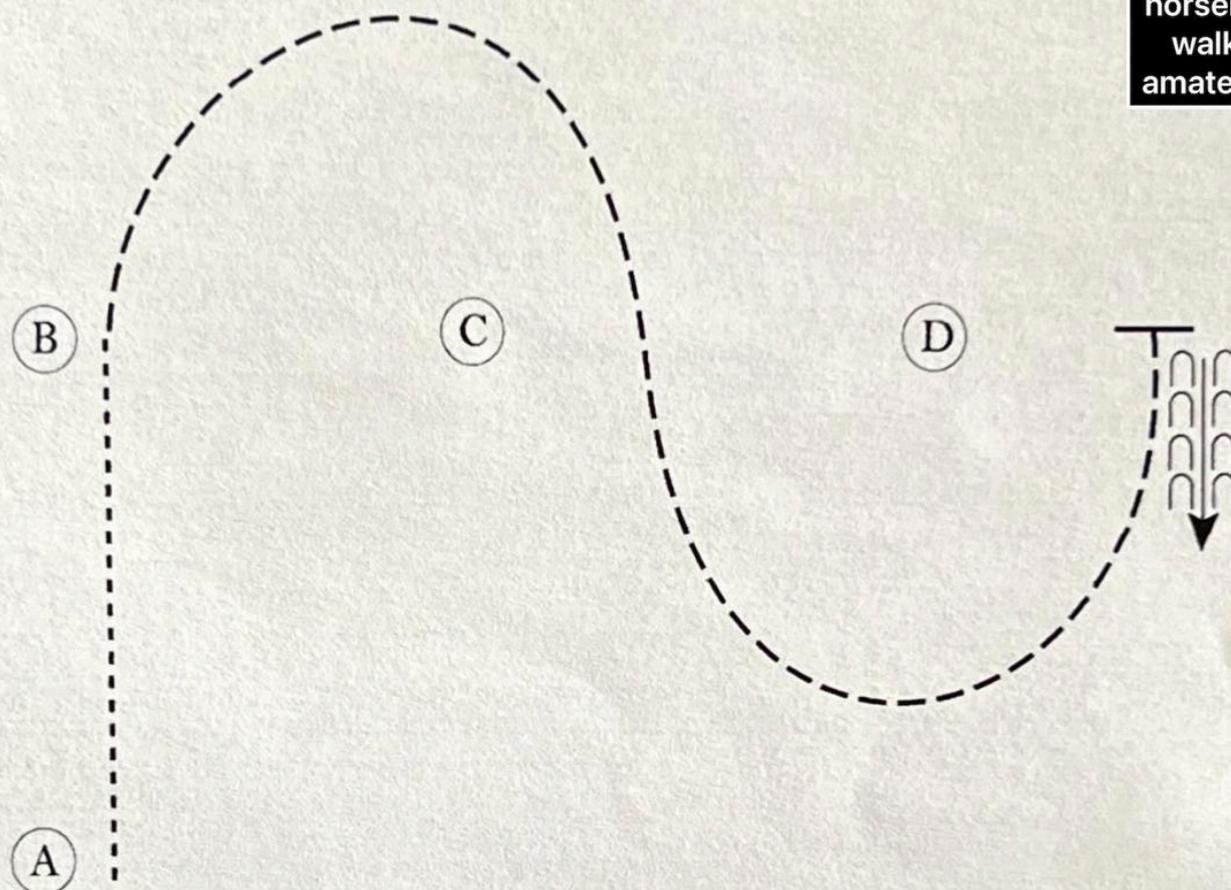


Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	

Western Horsemanship Amateur Walk Trot & Youth

Walk Trot

Western horsemanship walk & trot amateur/youth



Be ready at A.

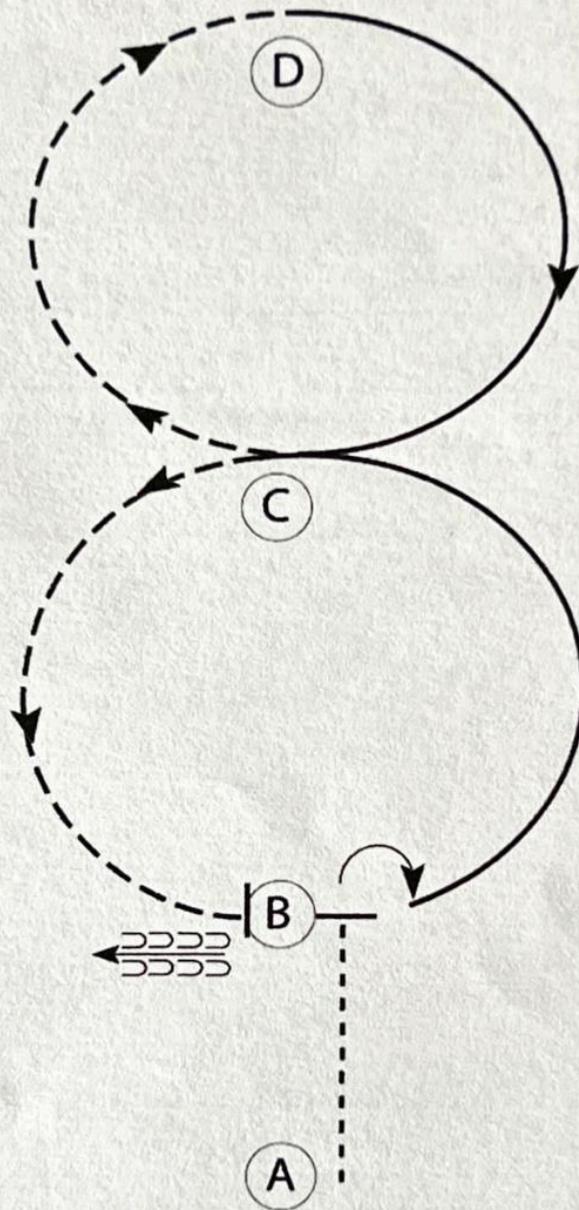
1. Walk A to B.
2. Jog at B, around C and to D.
3. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← ↪ ↪ ↪
Marker	Ⓚ
Sidepass	←————→

Hunt Seat Equitation Amateur & Youth

Hunt seat
equitation
amateur/youth



Be ready at A.

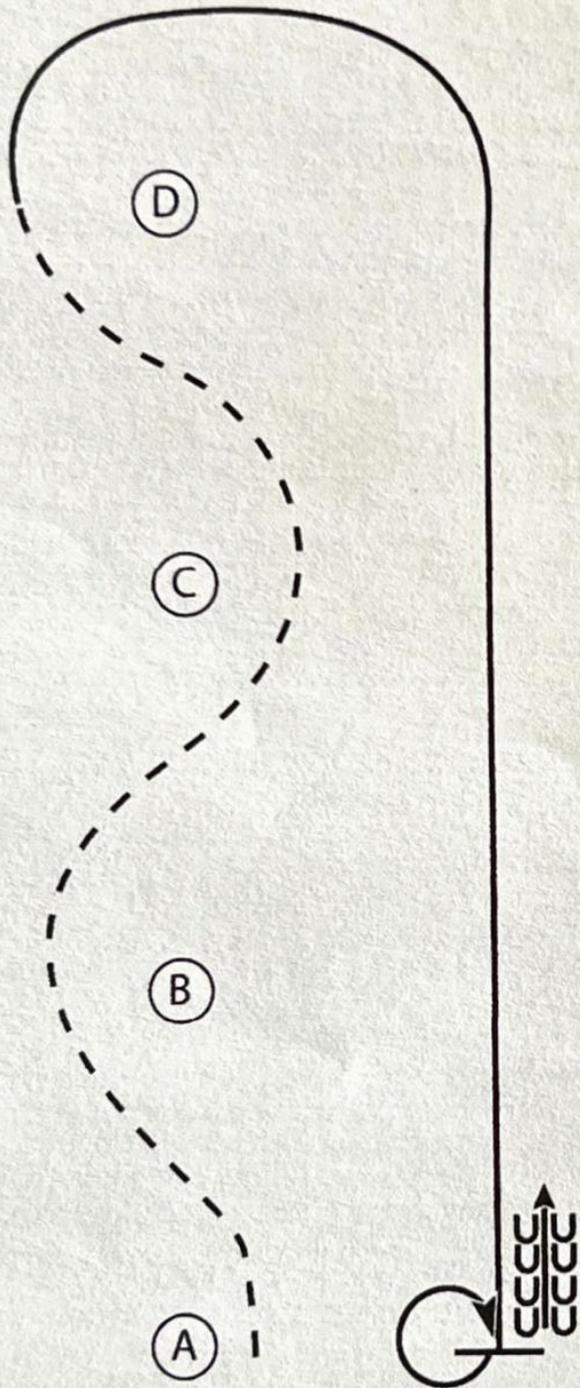
1. Walk to B.
2. Stop at B and perform a 90 degree turn to the right on the forehand.
3. Canter on the left lead to C.
4. Posting trot from C to D.
5. Canter on the right lead from D to C.
6. Posting trot from C to B.
7. Stop at B and back one horse length.

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 Amateur L1 & Youth L1

Hunt seat
equitation
amateur L1/
youth L1

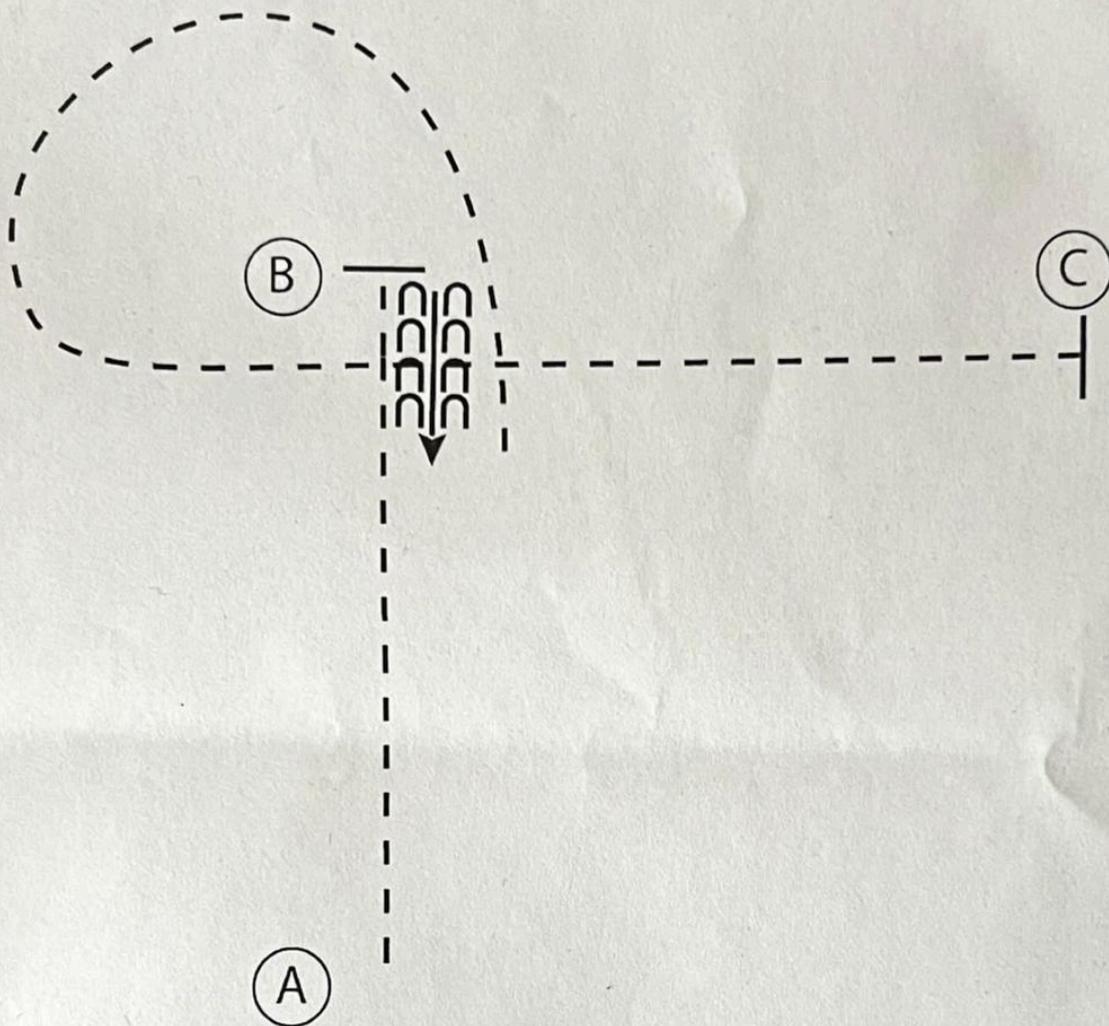


1. Posting trot around A and B
2. When between B and C perform a sitting trot around C to D
3. At D canter on the right lead around D to A
4. At A stop and perform a 360 degree turn to the right on the hindquarters
5. Back 4 steps

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

Hunt Seat Equitation Walk & Trot

Hunt seat
equitation
walk&trot

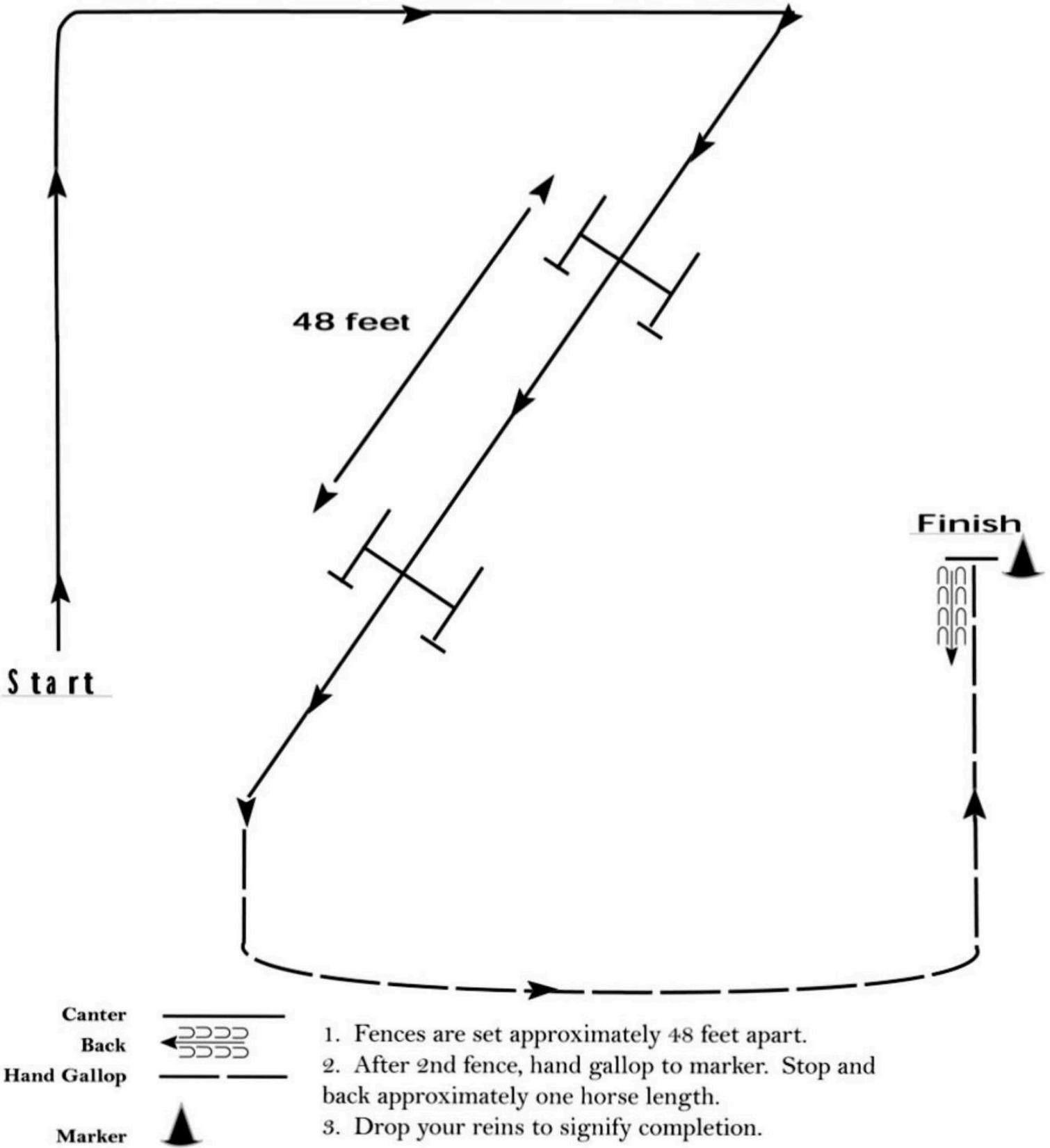


1. Trot A to B
2. At B stop and back 4 steps
3. Trot a circle around B and continue to C
4. Stop at C

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

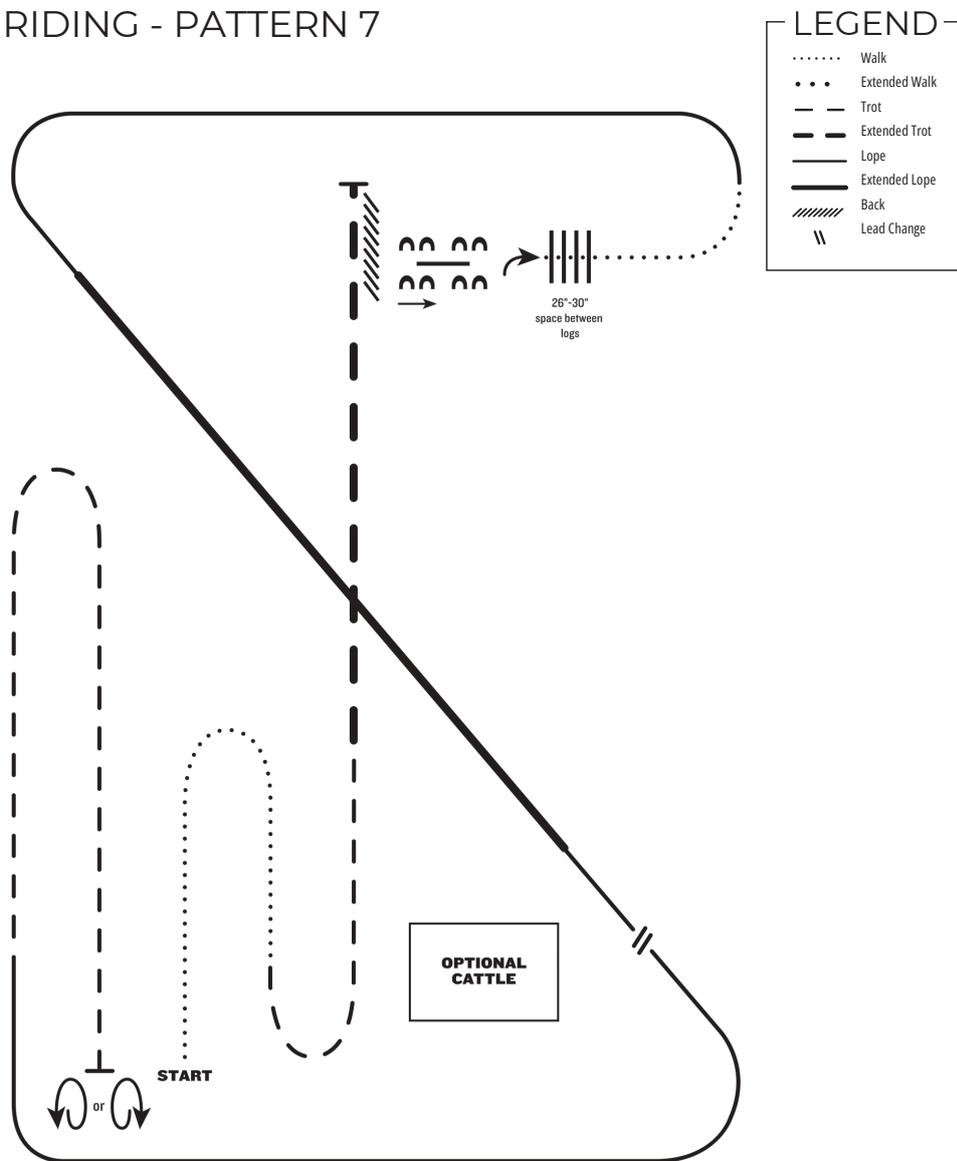
Hunter Hack All Classes

Hunter hack



Ranch Riding Senior & Best Ranch Horse

RANCH RIDING - PATTERN 7



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

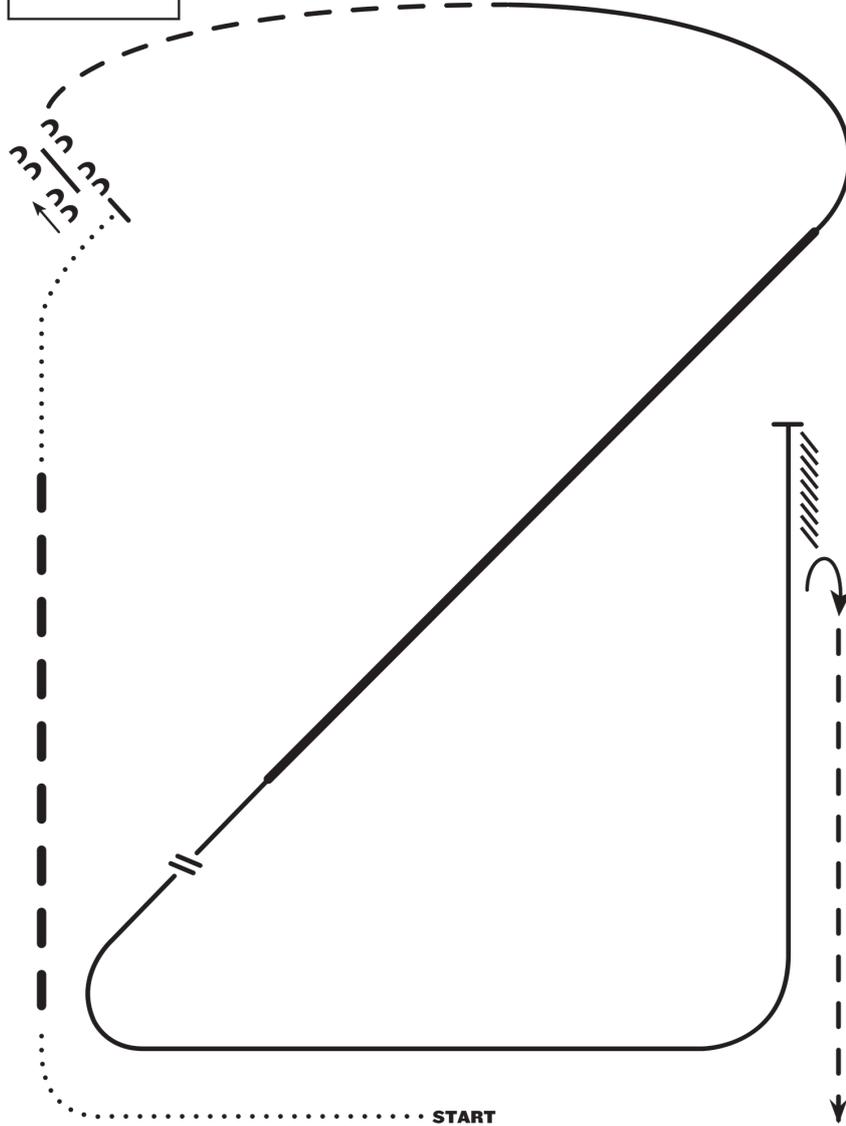
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Ranch Riding Junior, Amateur L1 & Youth L1

RANCH RIDING - PATTERN 10

OPTIONAL
CATTLE

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



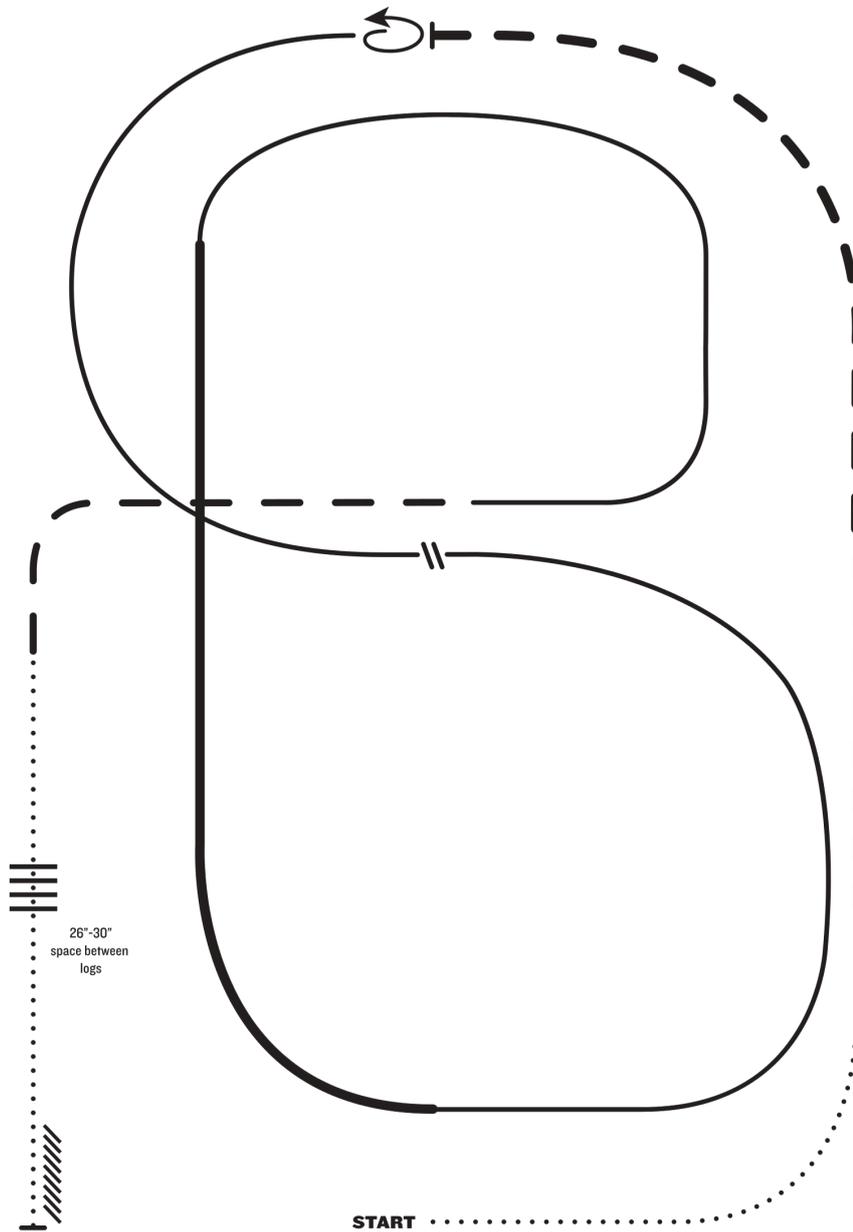
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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 Open L1, Amateur & Youth

RANCH RIDING - PATTERN 1

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

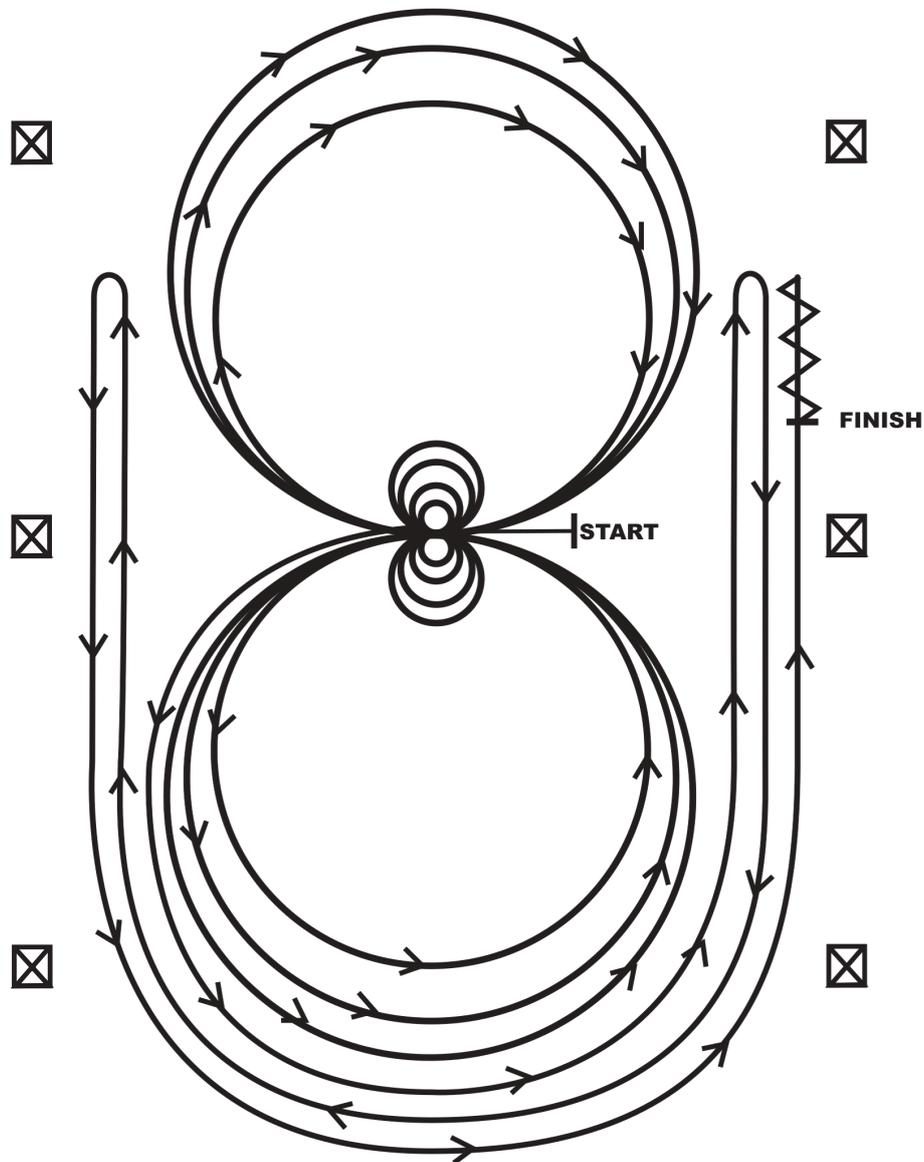


1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

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.

Reining Rookie Amateur & Rookie Youth

REINING PATTERN 13

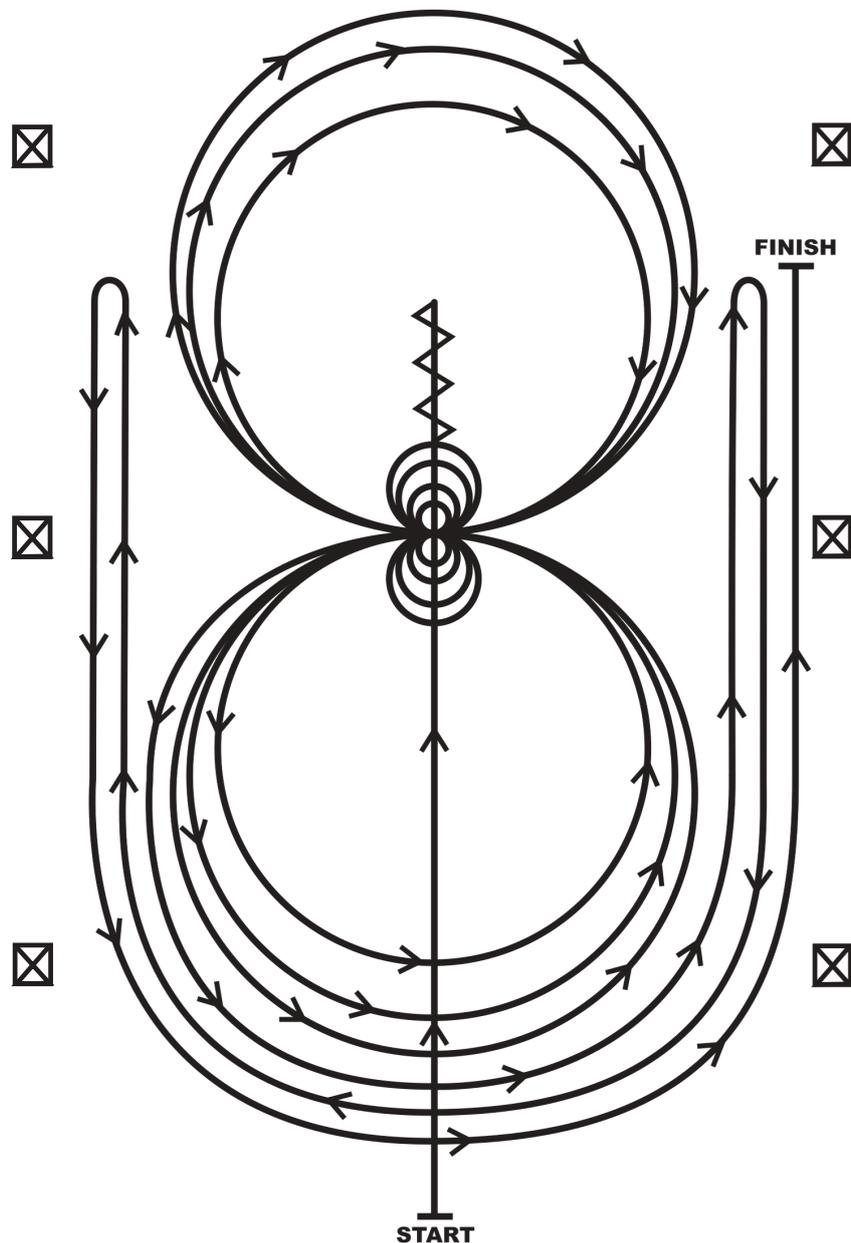


Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
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.
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 20 feet (6 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 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. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

Reining Senior

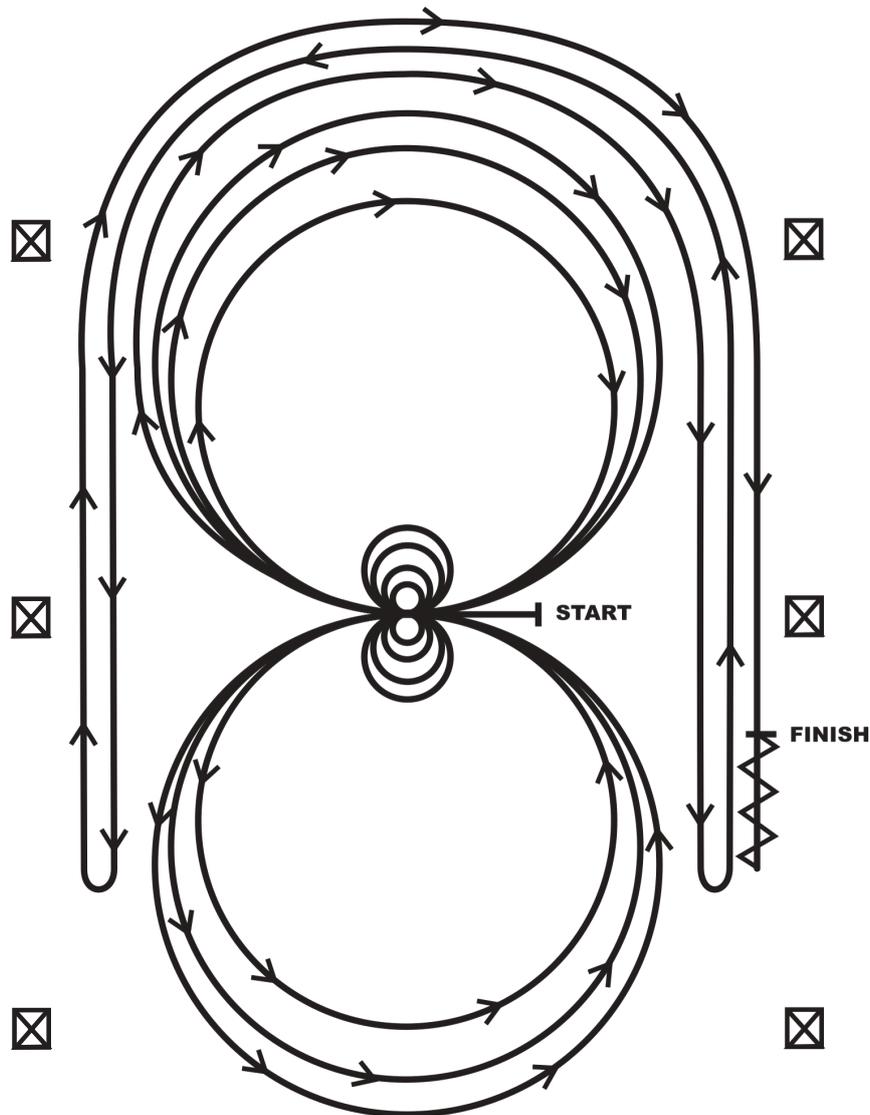
REINING PATTERN 9



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 horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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.
5. Complete three circles to the right: 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 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 back around the 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 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 Junior, Amateur & Youth

REINING PATTERN 8

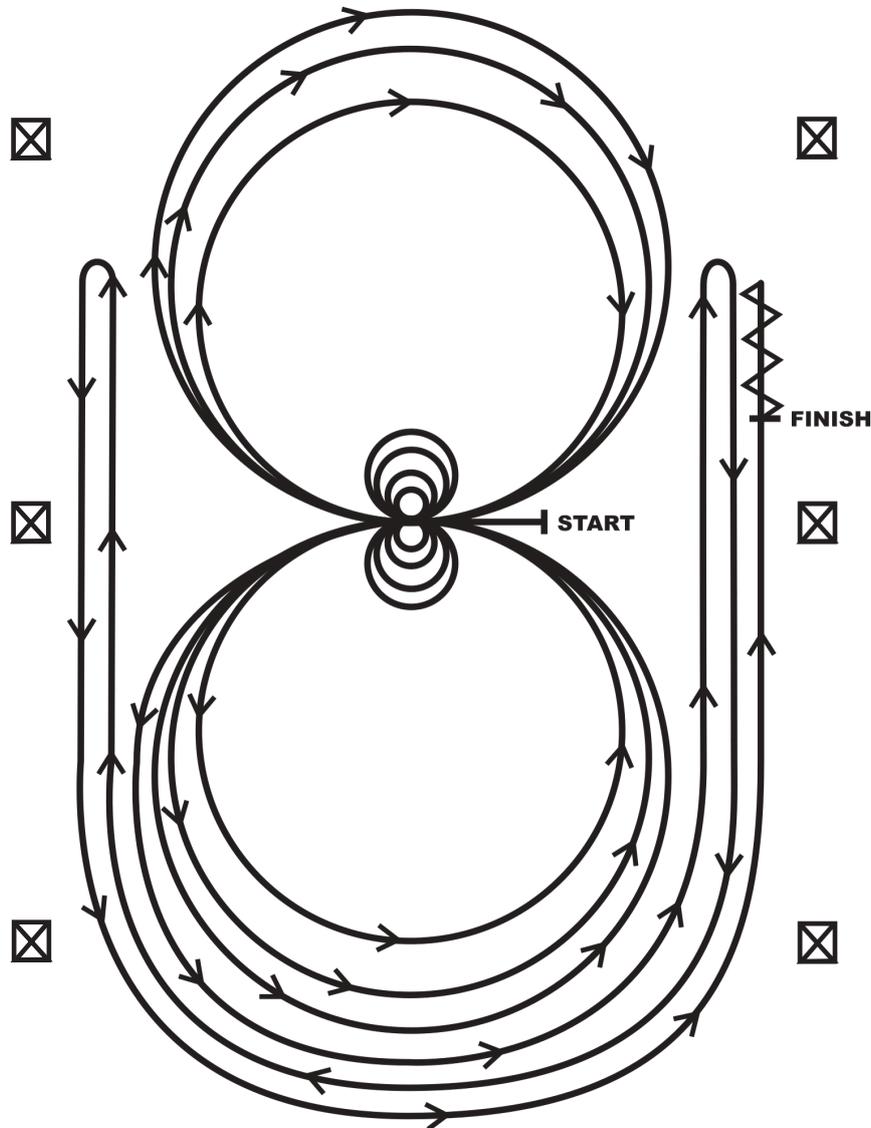


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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 Open L1, Amateur L1 & Youth L1

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.

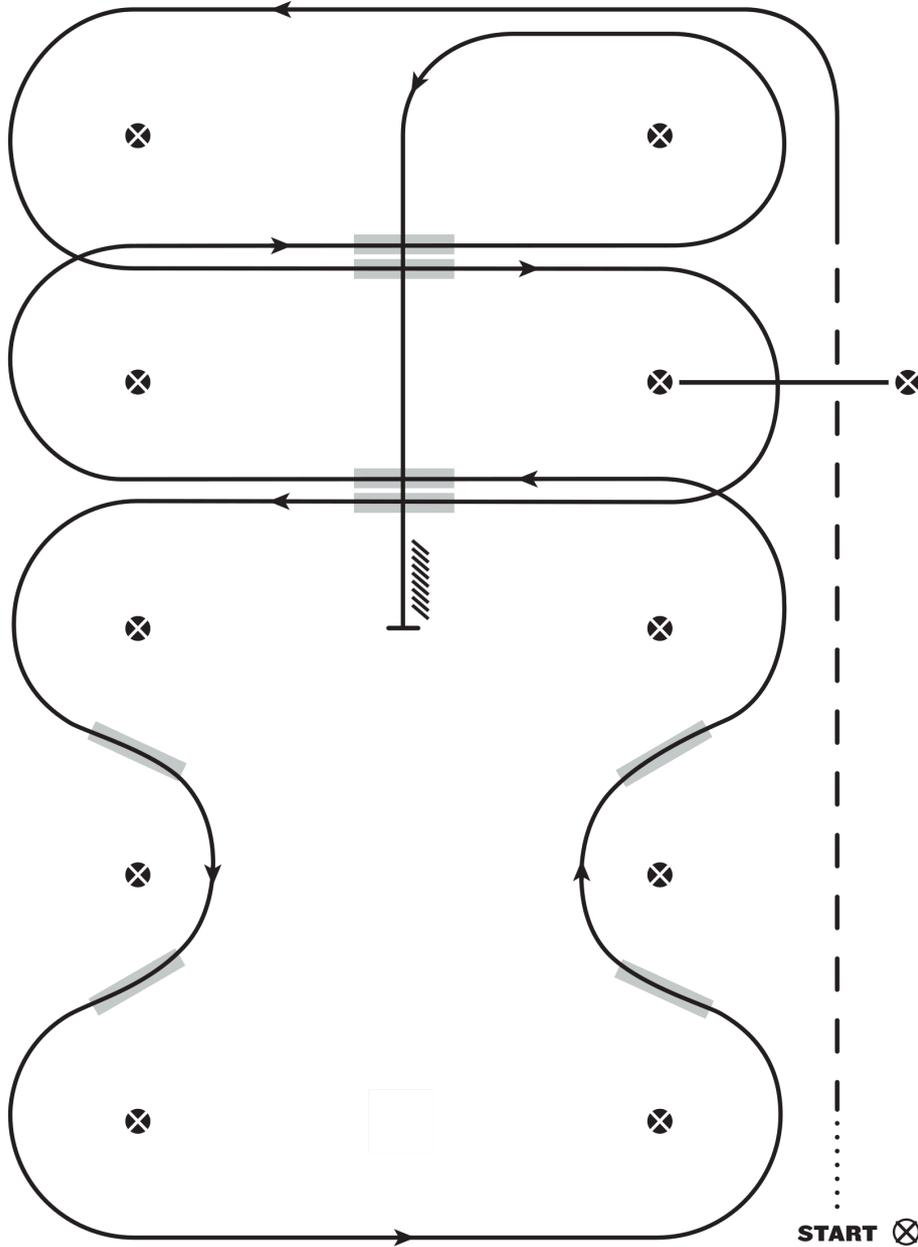
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to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

Western Riding Senior

WESTERN RIDING - PATTERN 3

LEGEND

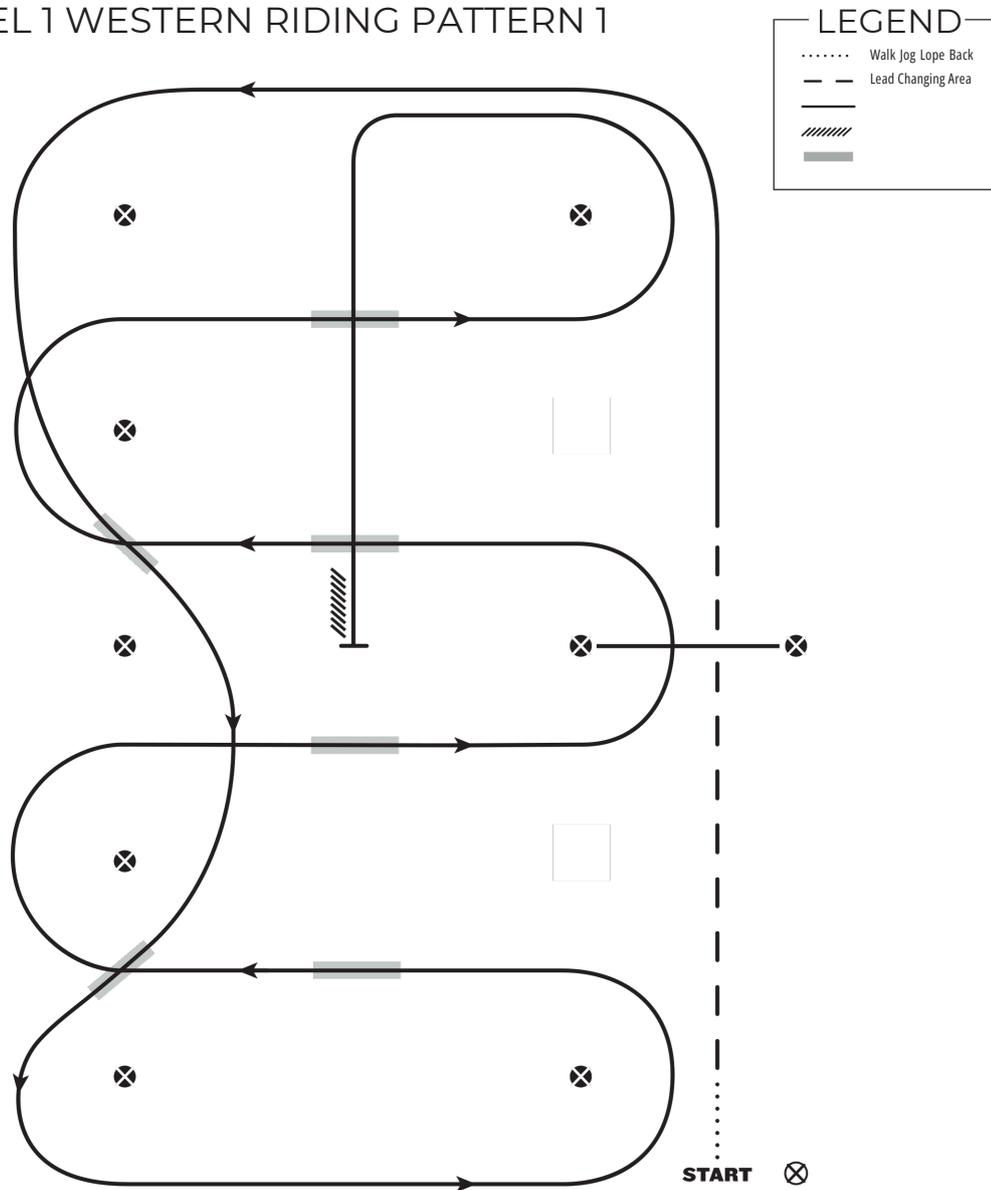
- Walk Jog Lope Back
- - - - - Lead Changing Area
-
- ///////
-



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
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

Western Riding Junior, Open L1, Amateur & Youth, Amateur L1 & Youth L1

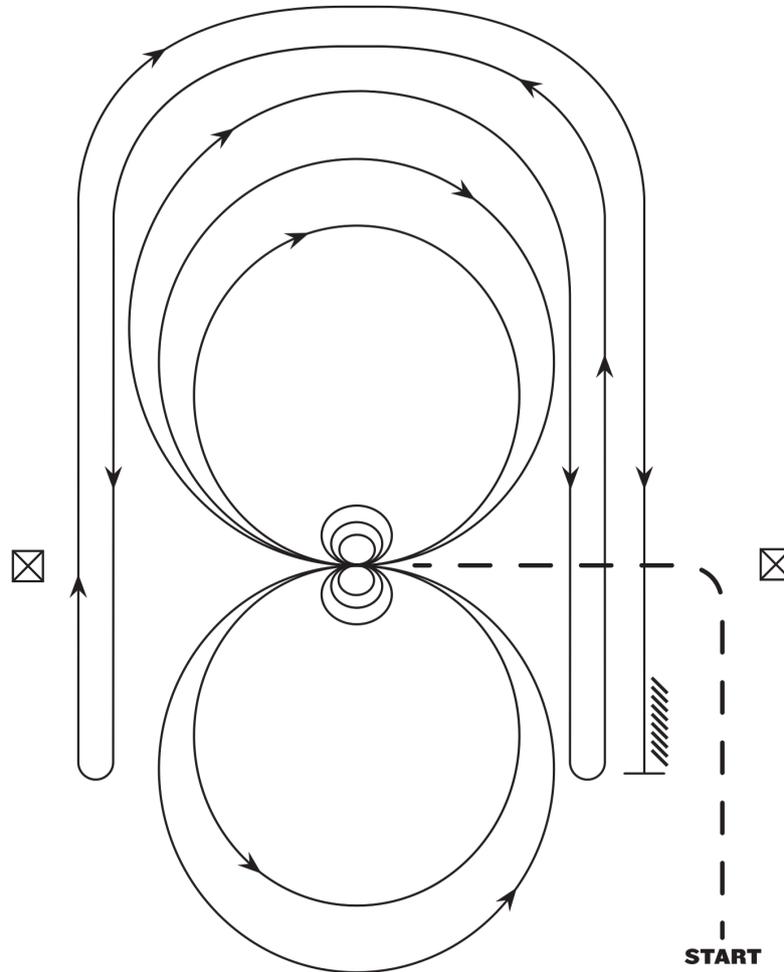
LEVEL 1 WESTERN RIDING PATTERN 1



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

Ranch Reining All Classes

VRH AND RHC RANCH REINING PATTERN 1

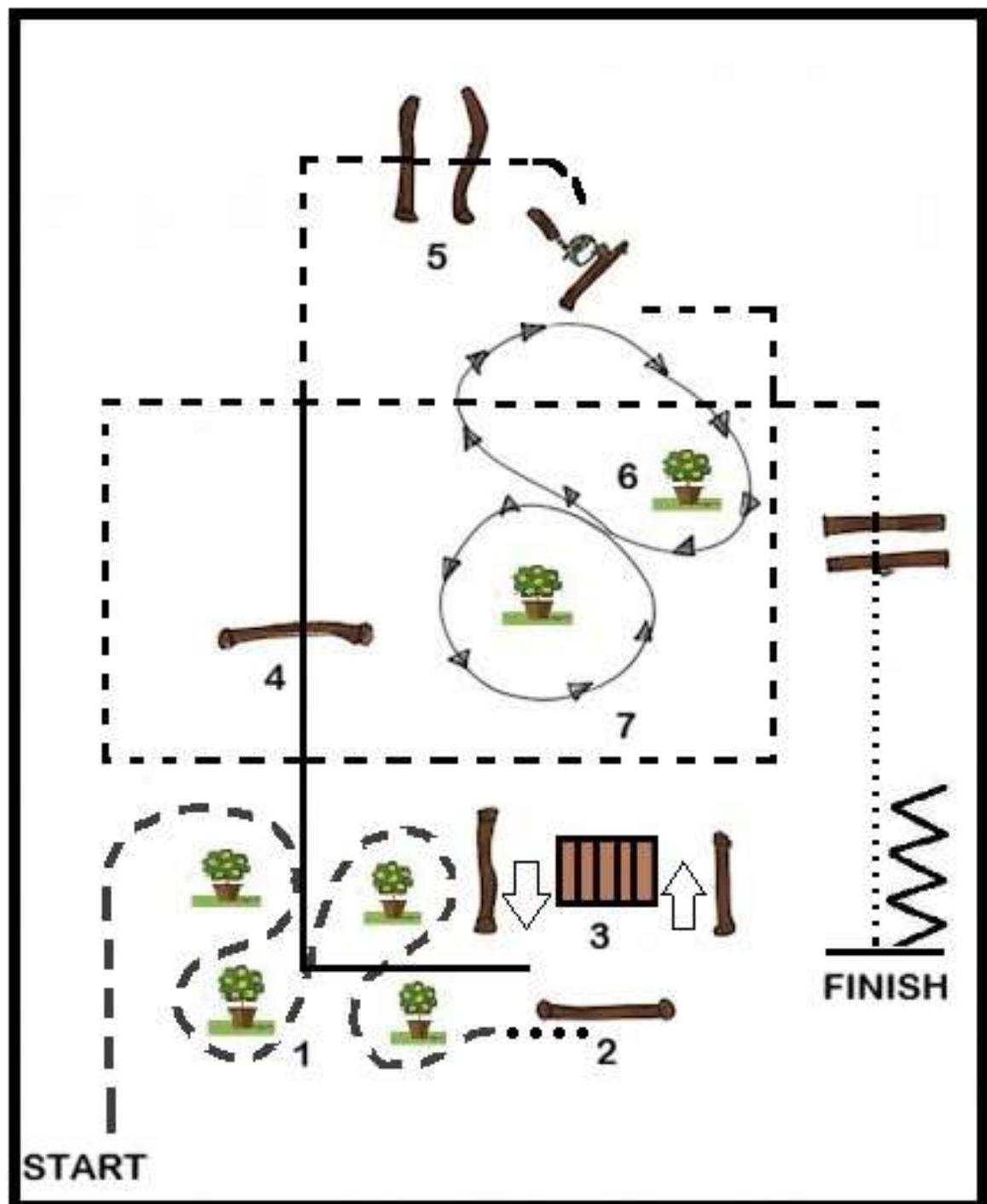


Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. 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 roll back at least 20 feet 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 roll back at least 20 feet from the wall or fence, no hesitation.
7. 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 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

RANCH TRAIL ALL CLASSES



1. Regular trot serpentine
2. Transition to walk. Gate left hand.
3. Right side pass, bridge, left side pass.
4. Lope right lead over the log.
5. Transition to trot, turn over logs, stop at drag.

6. Drag at walk or trot performing a figure eight around the plants
7. Extended trot as drawn, transition to walk over the logs, stop and back.