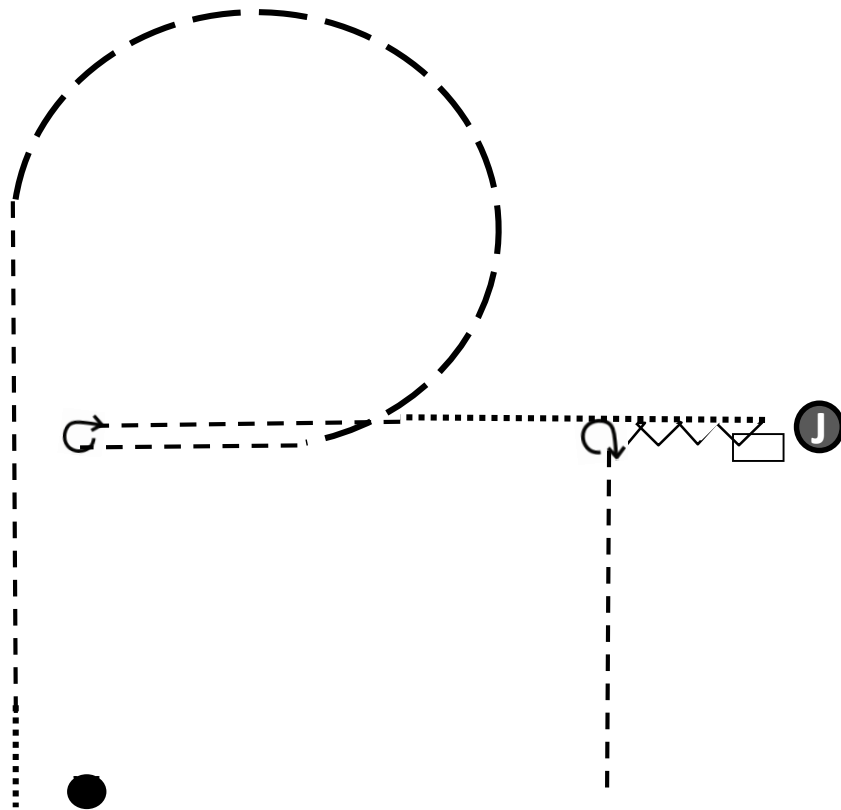
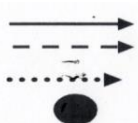


Showmanship

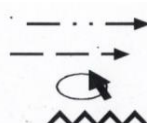
Amateur - Youth



1. Walk 1 horse length
2. Jog line
3. Extend jog semi circle - jog line - stop
4. 540° right
5. Jog halfway to judge
6. Walk - Stop - set up
7. Inspection
8. Back up
9. 450° - jog out



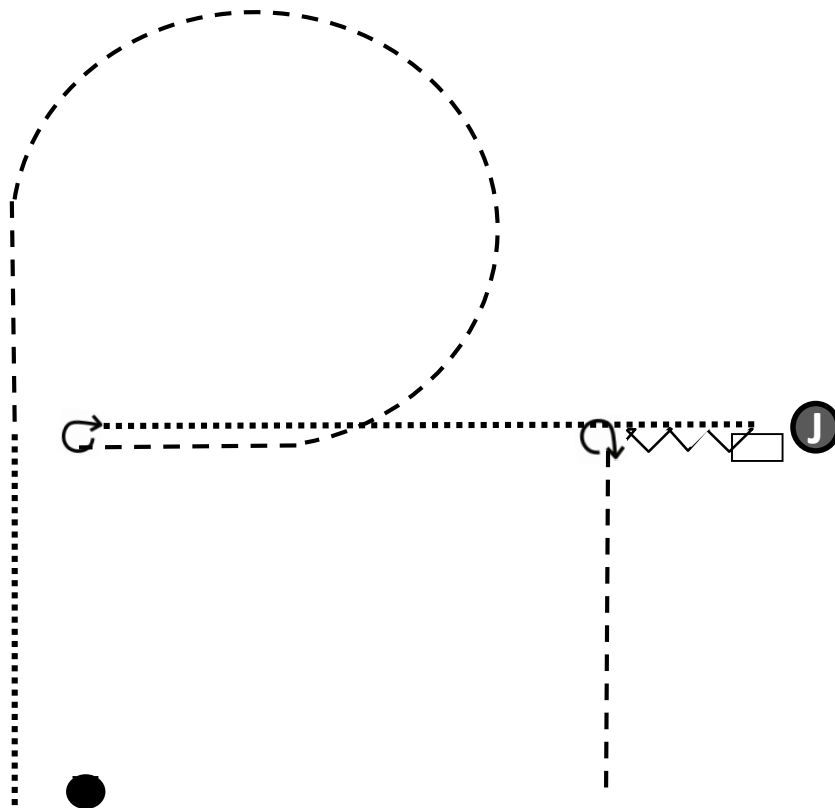
Lope / Galop
Jog
Walk / Pas
Marker -/cône



Extended Lope / Galop allongé
Extended Jog / Trot
Turn / pivot
Backup / reculer

Showmanship

Amateur L1 - Youth L1



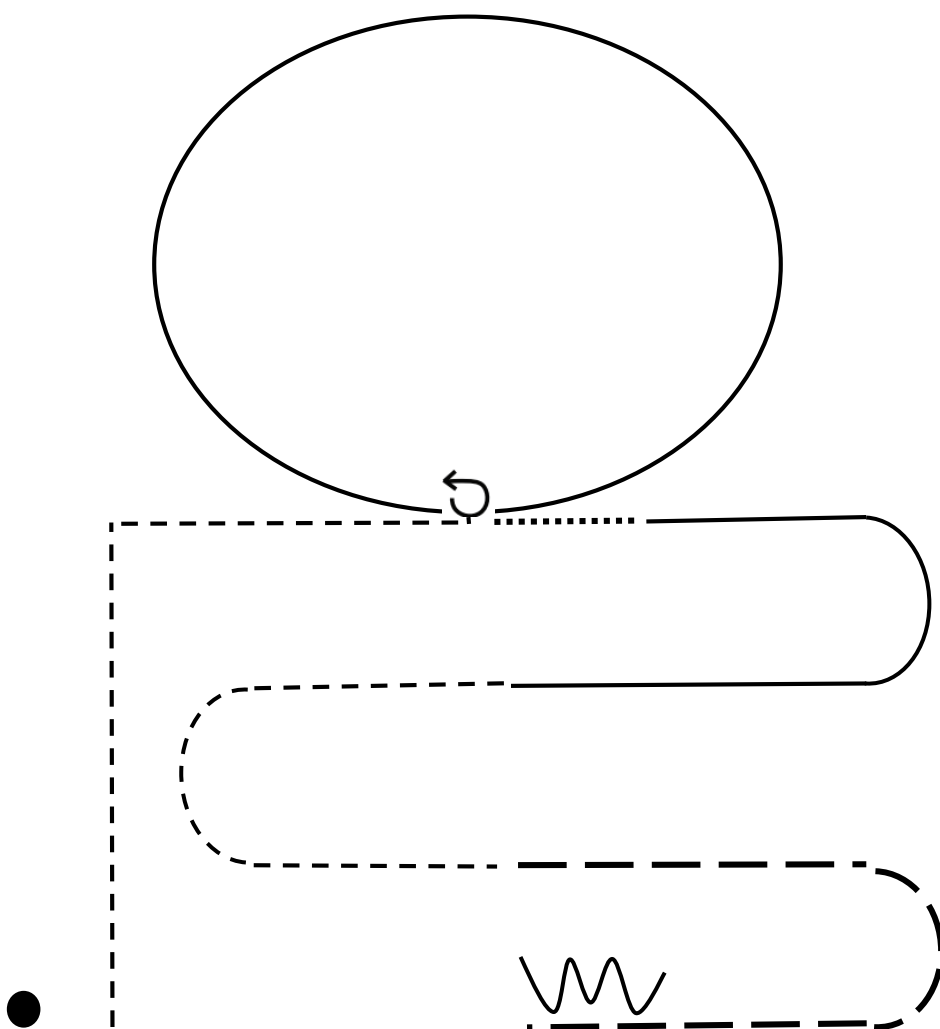
1. Walk till even judge
2. Jog line and semi circle
3. jog line - stop
4. 180° right
5. Walk to judge
6. Stop – set up
7. Inspection
8. Back up
9. 90° - jog out

	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker –/cône		Backup / reculer

Western Horsemanship

Youth - Amateur

- 1 Jog and turn square - stop
- 2 Left turn 360°
- 3 Lope left lead and big circle at lope
- 4 Walk at least 2 strides
- 5 Right lope
- 6 Jog
- 7 Extend jog
- 8 Stop
- 9 Back up at least 3 strides



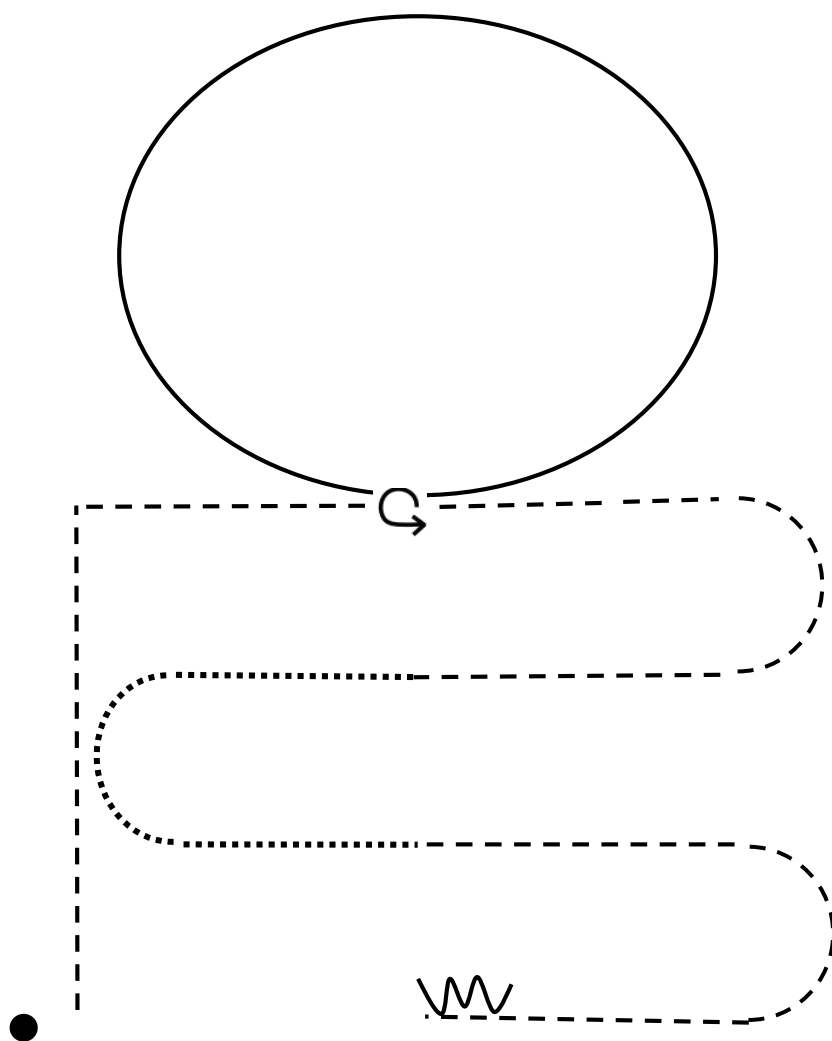
———▶ Lope / Galop
- - - -▶ Jog
.....▶ Walk / Pas
● Marker -/cône









- . . .▶ Extended Lope / Galop allongé
- - - -▶ Extended Jog / Trot
◀ Turn / pivot
▲▲▲ Backup / reculer

Western Horsemanship

Level 1 Youth – Level 1 Amateur

- 1 Jog to middle
- 2 Stop
- 3 left turn 360°
- 4 Lope left lead and big circle
- 5 Jog
- 6 Walk
- 7 Jog
- 8 Stop
- 9 Back up

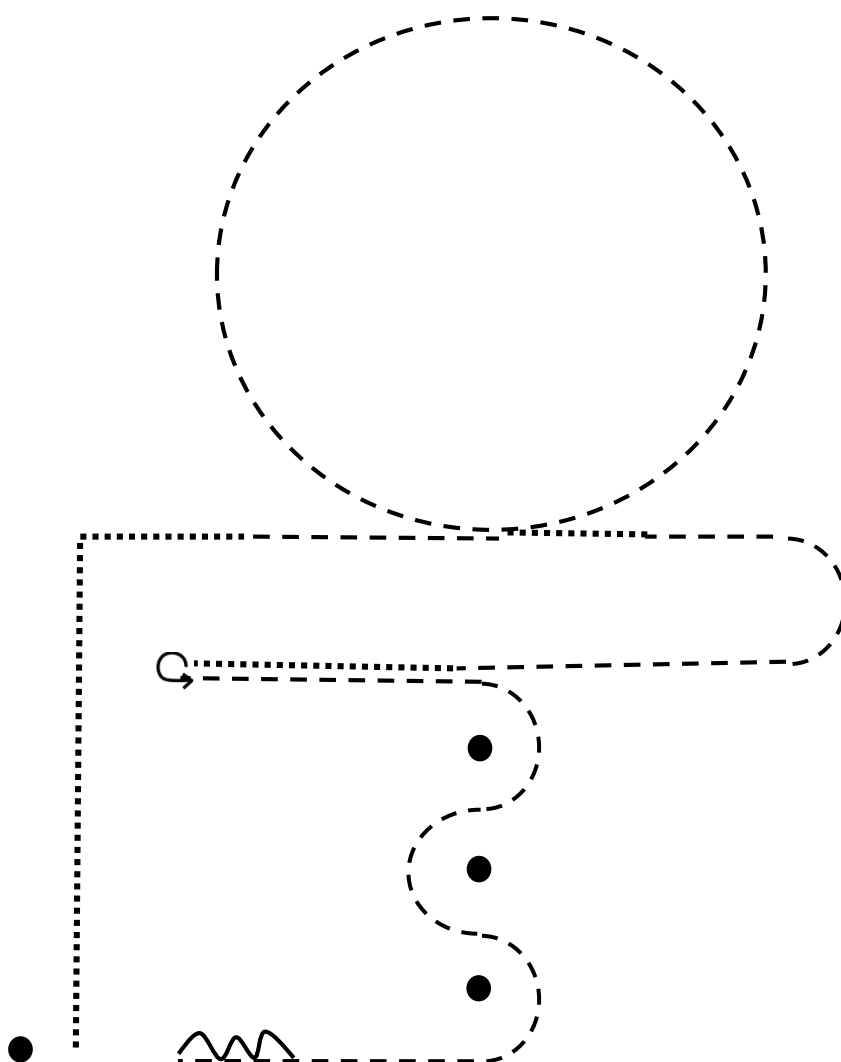






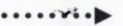



	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker –/cône		Backup / reculer

Western Horsemanship

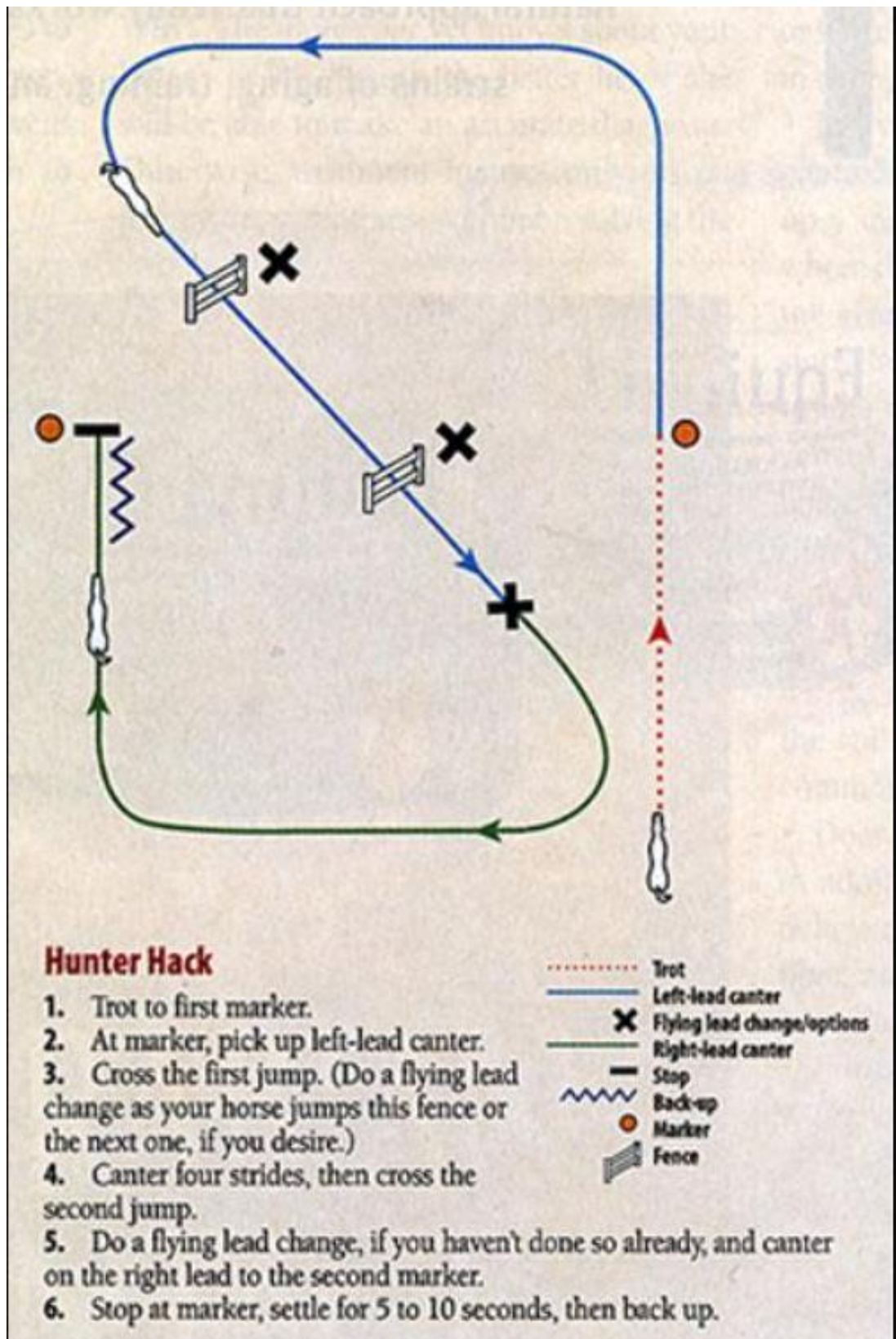
Walk and jog YOUTH AMATEUR

- 1 Walk – turn square toward center
- 2 Jog before center
- 3 Left circle at jog
- 4 Walk at least 2 strides
- 5 Jog
- 6 At marker walk
- 7 Stop 180° left turn
- 8 Jog as drawn
- 9 Back up at least 1 stride (2 steps)



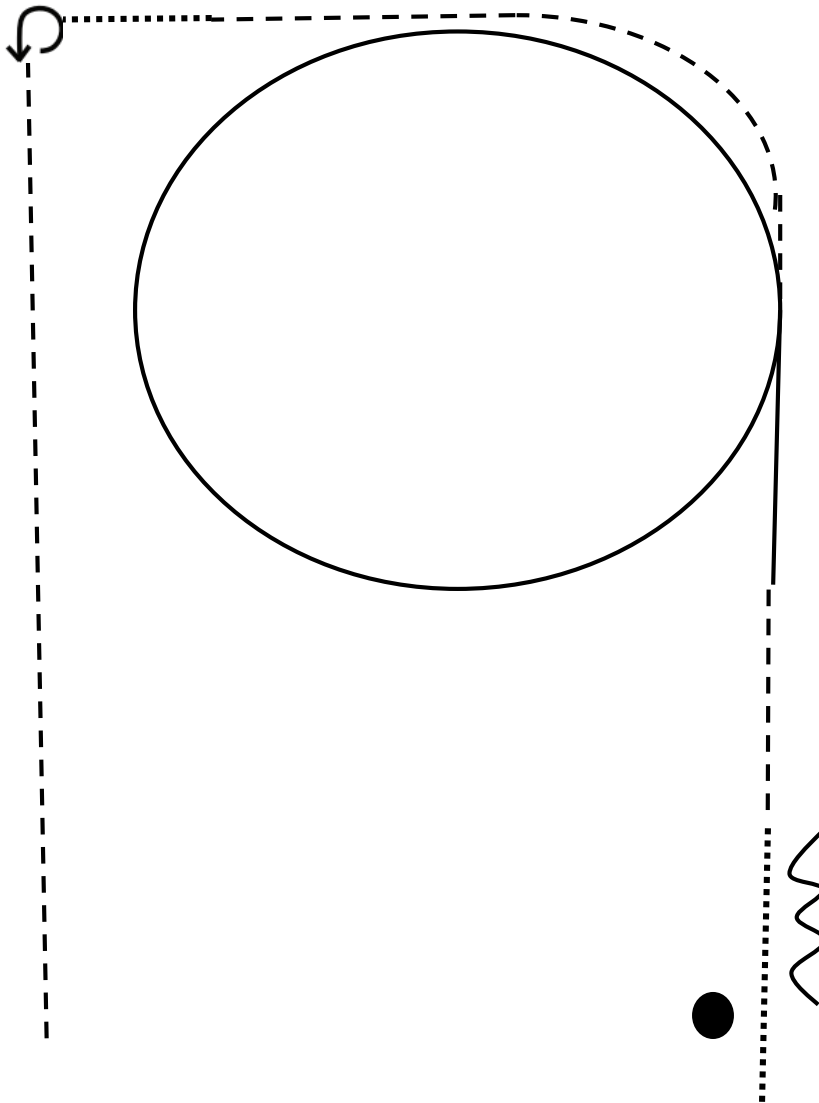
	Lope / Galop		Extended Lope / Galop allongé
	Jog		Extended Jog / Trot
	Walk / Pas		Turn / pivot
	Marker –/cône		Backup / reculer

HUNTER HACK all Classes



Hunt seat equitation

Amateur L1 – Youth L1

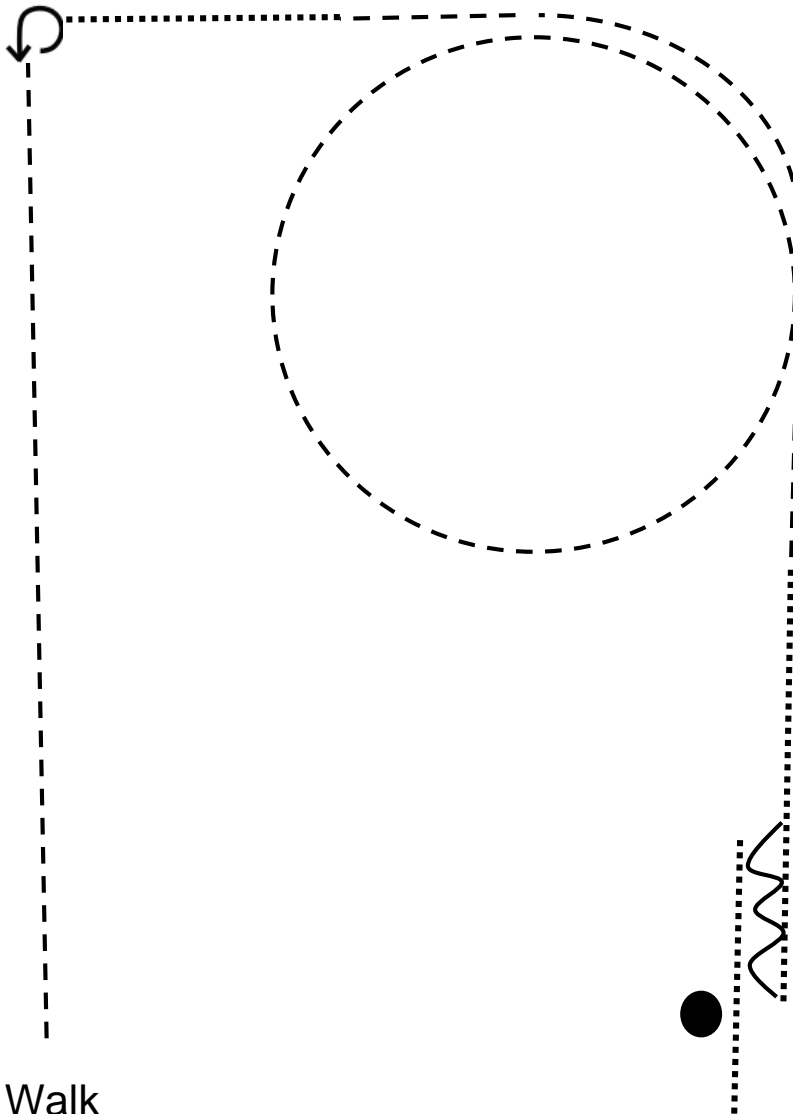


1. Walk
2. Stop - Back up
3. Sitting trot
4. Canter left lead departure
5. left circle
6. Posting trot right diagonal
7. Walk
8. Stop – 90° around left shoulder
9. Trot left diagonal

.....walk - - - trot — — ext trot — canter backup

Hunt seat equitation

W&T Amateur– W&T Youth

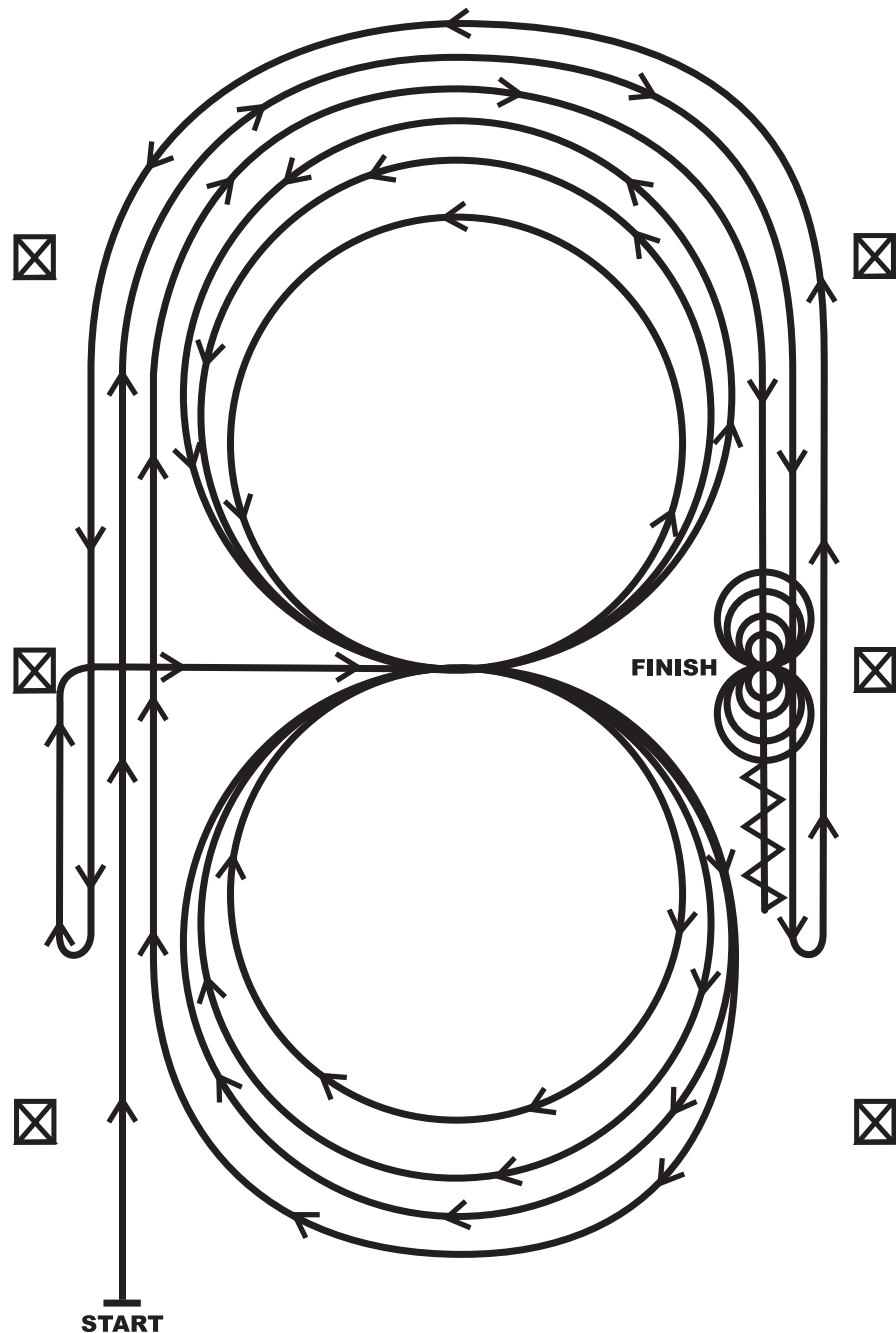


1. Walk
2. Stop - Back up
3. Walk
4. Posting trot
5. left circle at posting trot
6. 2 points position trot
7. Walk
8. Stop – 90° around left shoulder
9. Trot right diagonal

.....walk - - - trot — — ext trot — canter backup

REINING PATTERN 3

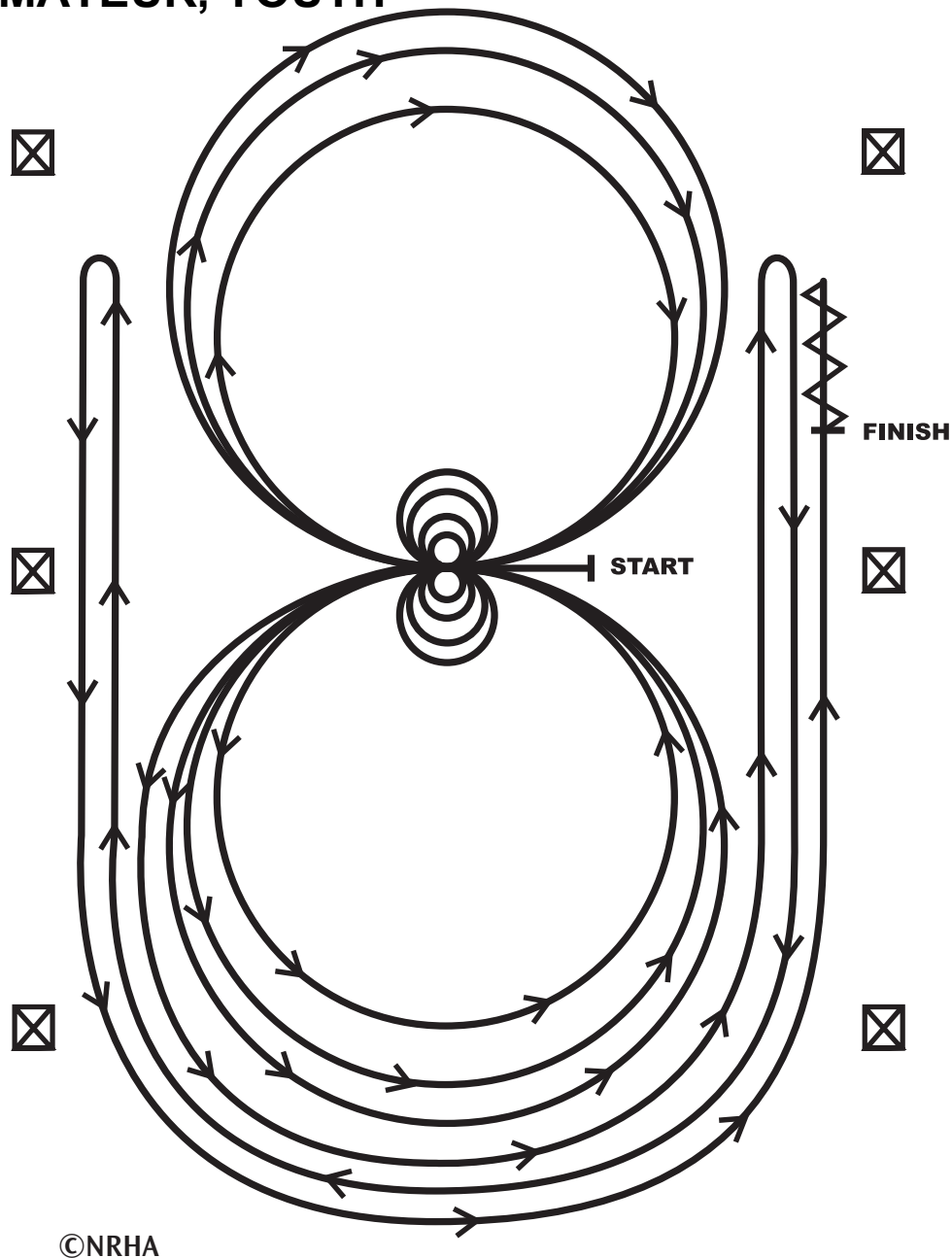
Senior



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

REINING PATTERN 15

JUNIOR, AMATEUR, YOUTH



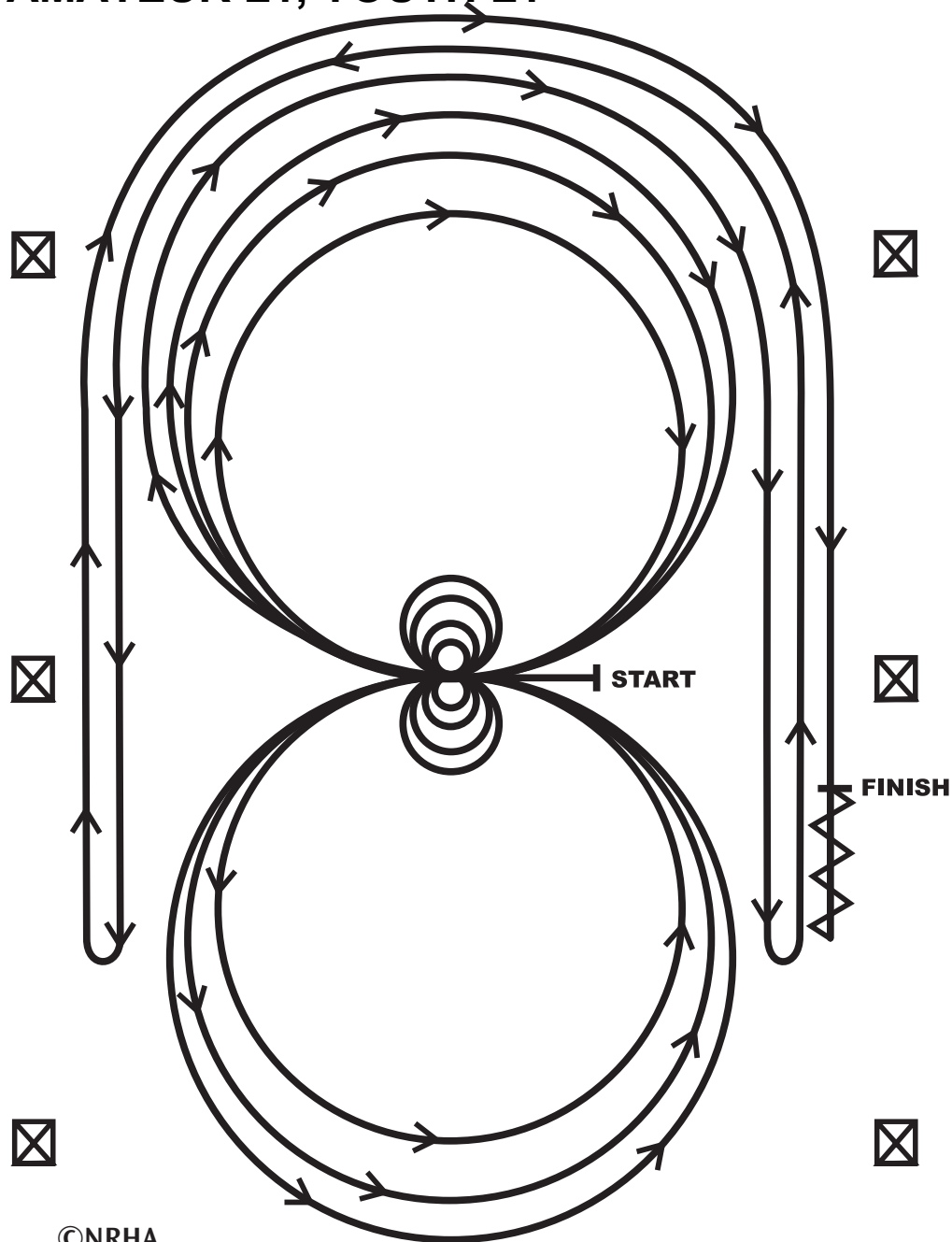
©NRHA

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 right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, 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.
4. 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.
5. Begin a large circle to the left but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 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 14

OPEN L1, AMATEUR L1, YOUTH L1



©NRHA

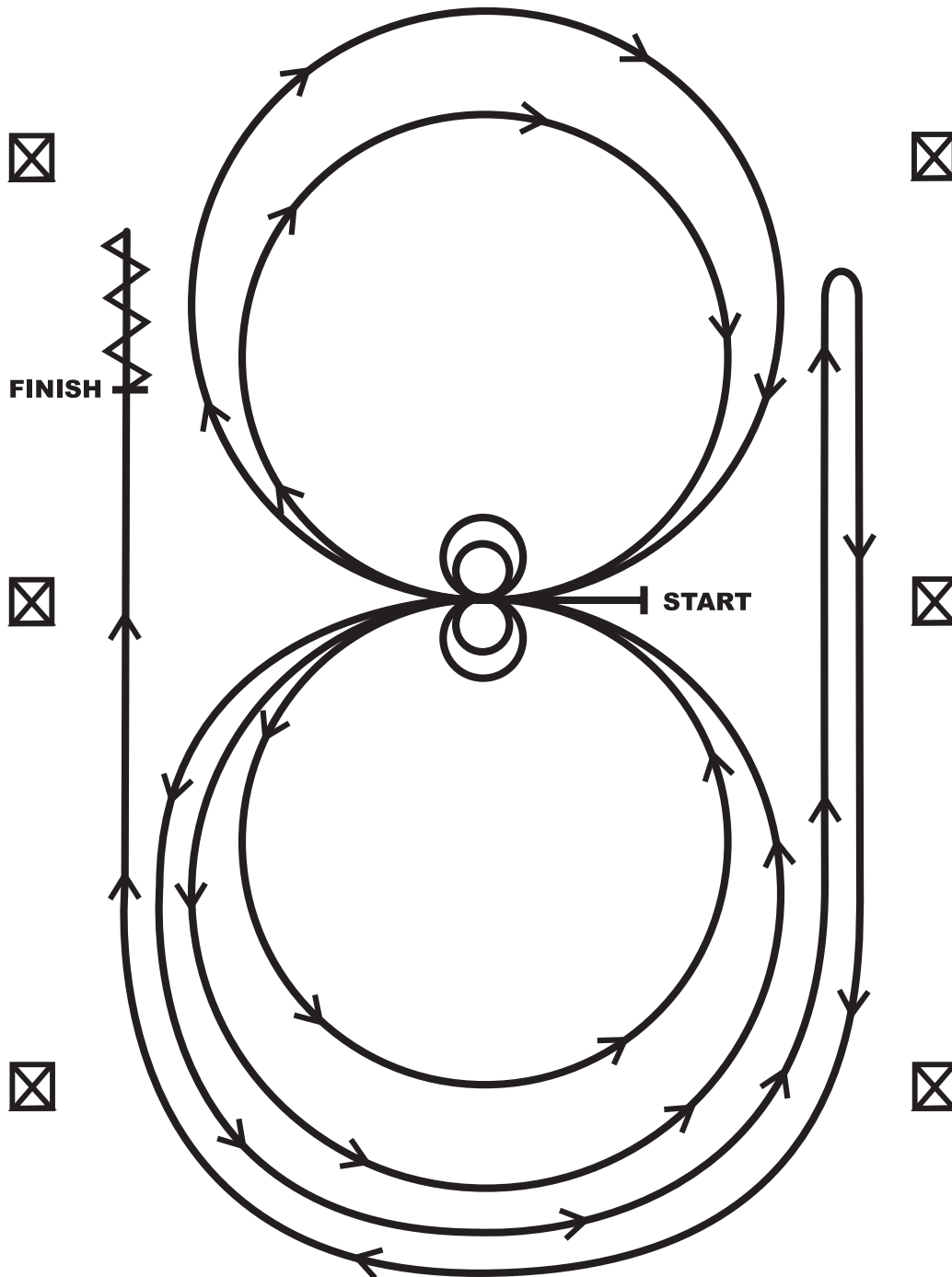
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. 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. Change leads at the center of the arena.
4. 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. Begin a large circle to the right but do not close this circle. Run up 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 previous circle but do not close this circle. Run up 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 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 A

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

ROOKIE AMATEUR, ROOKIE YOUTH

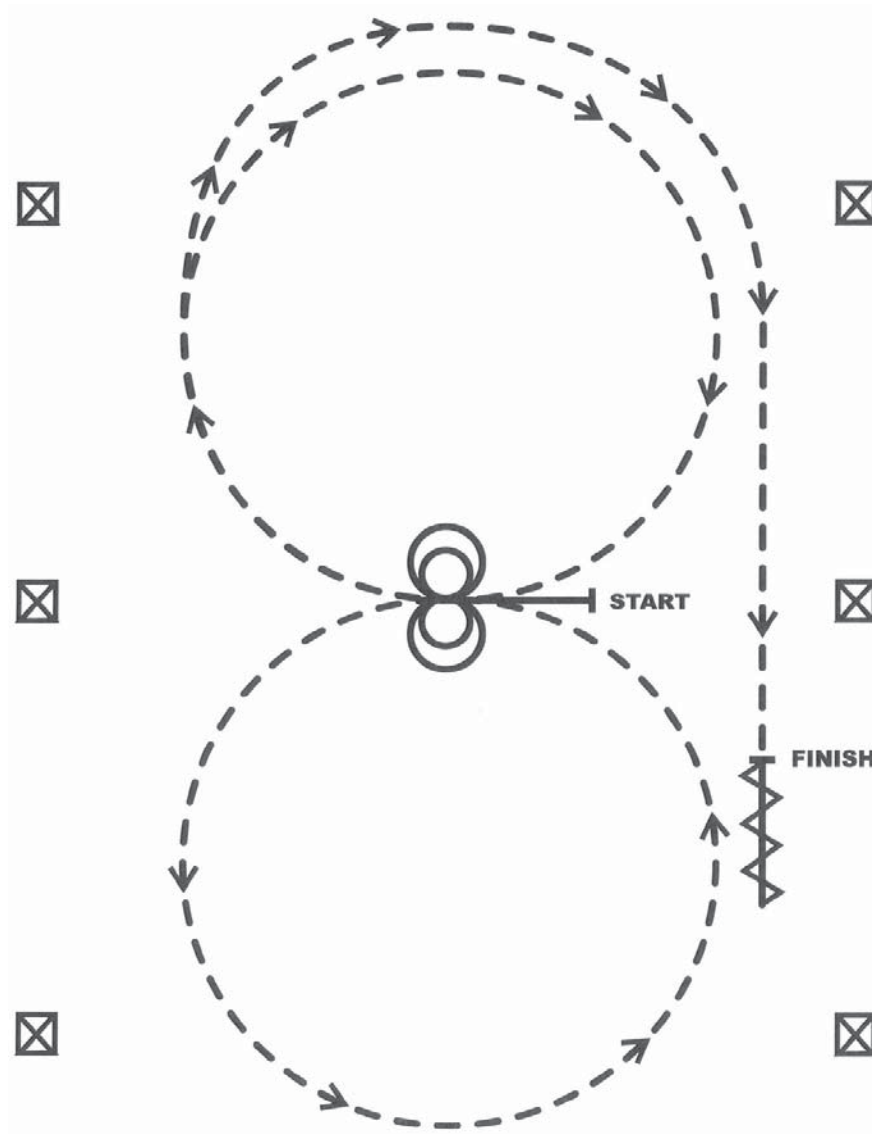


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

REINING

WALK TROT AMATEUR, WALK TROT YOUTH

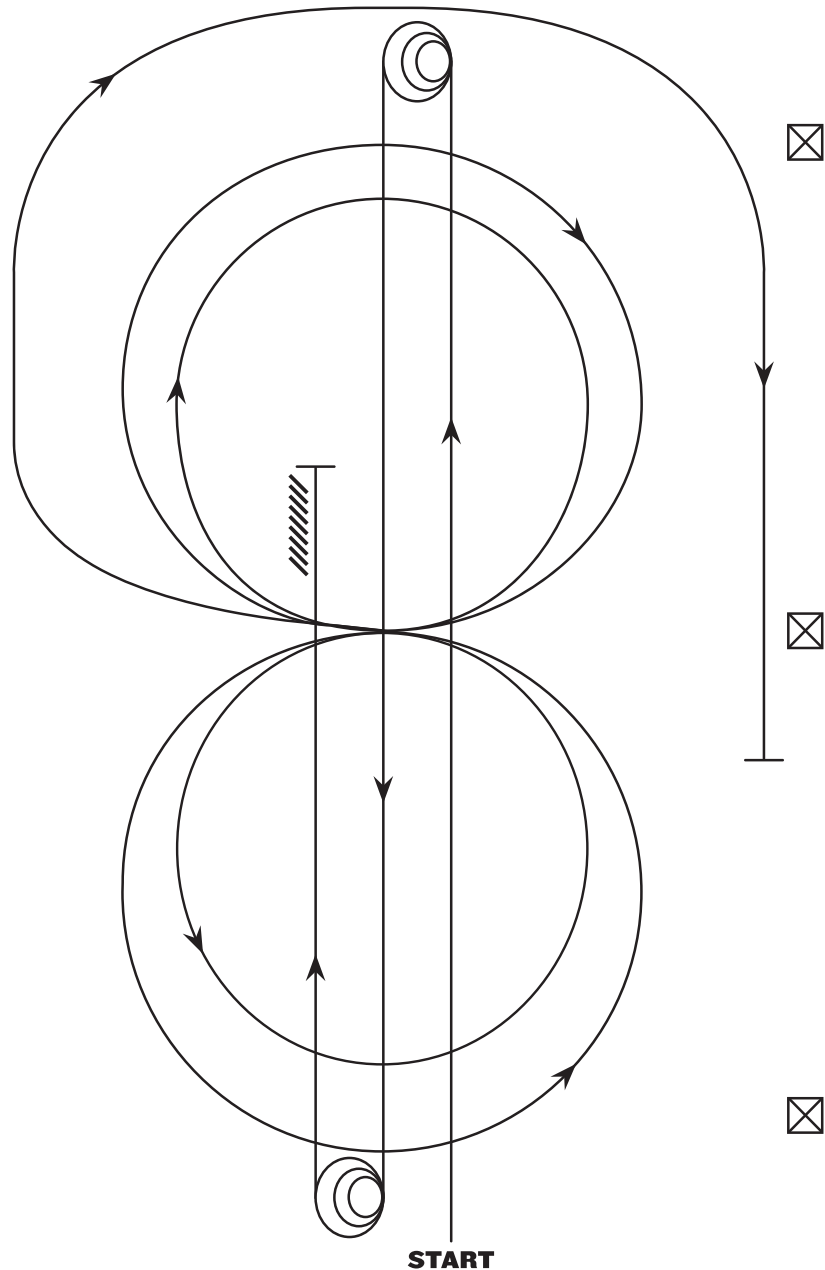


Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

VRH AND RHC RANCH REINING PATTERN 4

OPEN



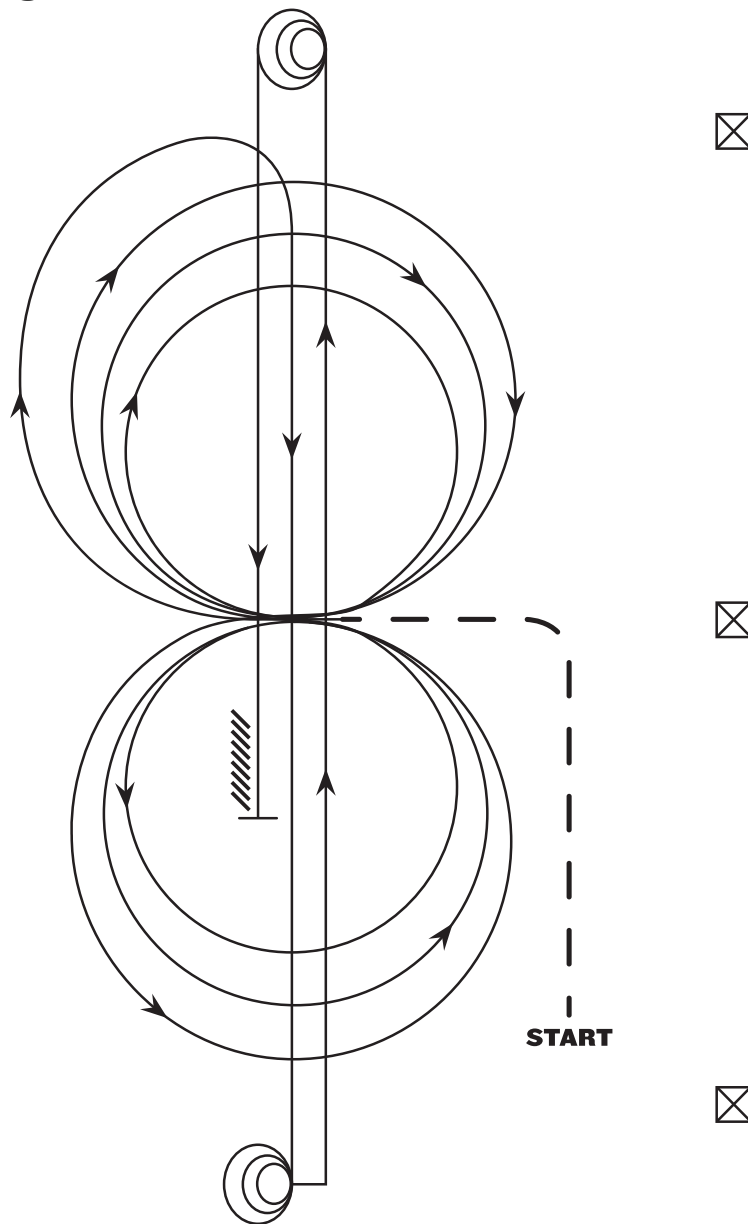
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

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.

VRH AND RHC RANCH REINING PATTERN 3

AMATEUR, YOUTH



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

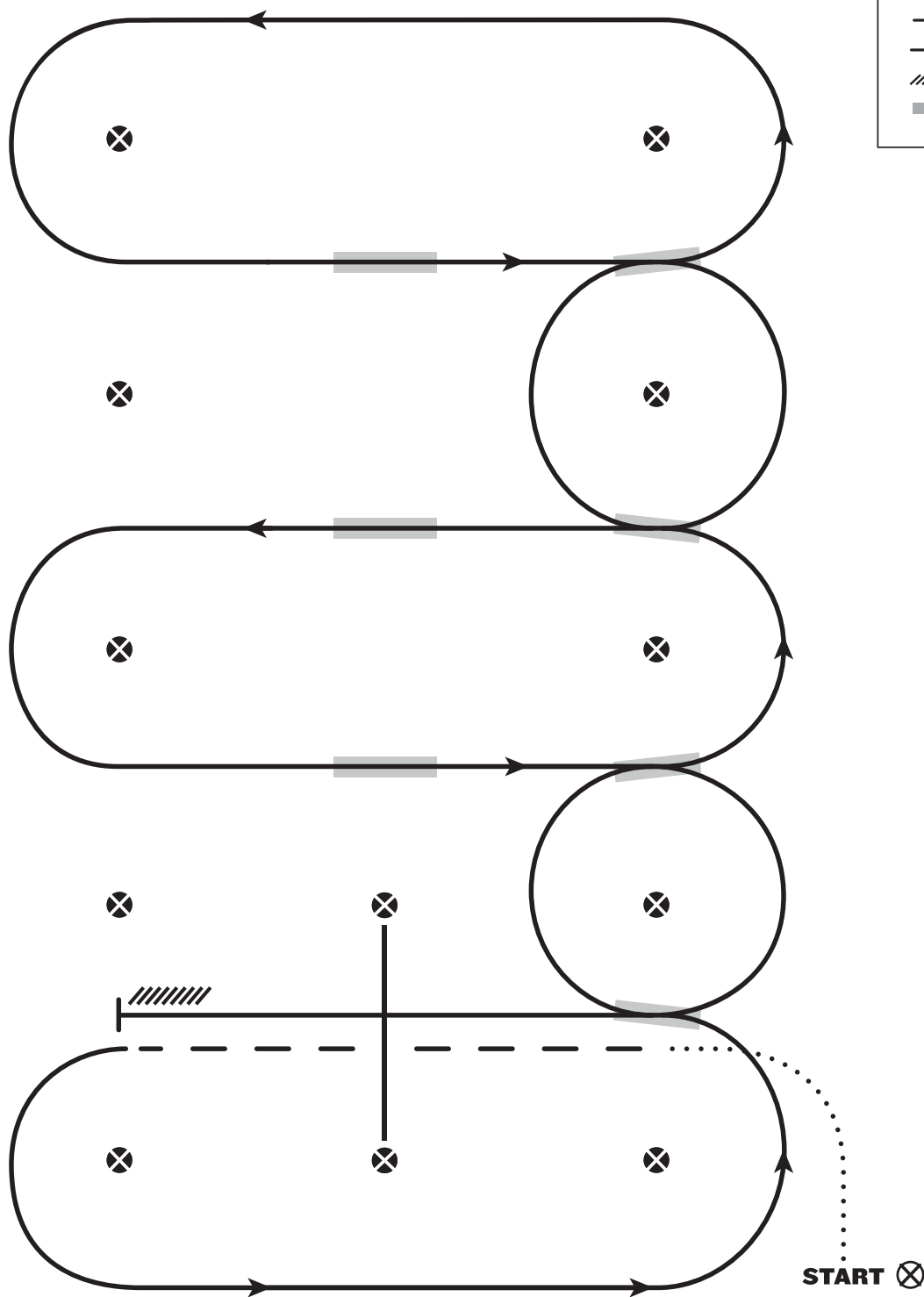
Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large 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 center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

WESTERN RIDING - PATTERN 9 SENIOR

LEGEND

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



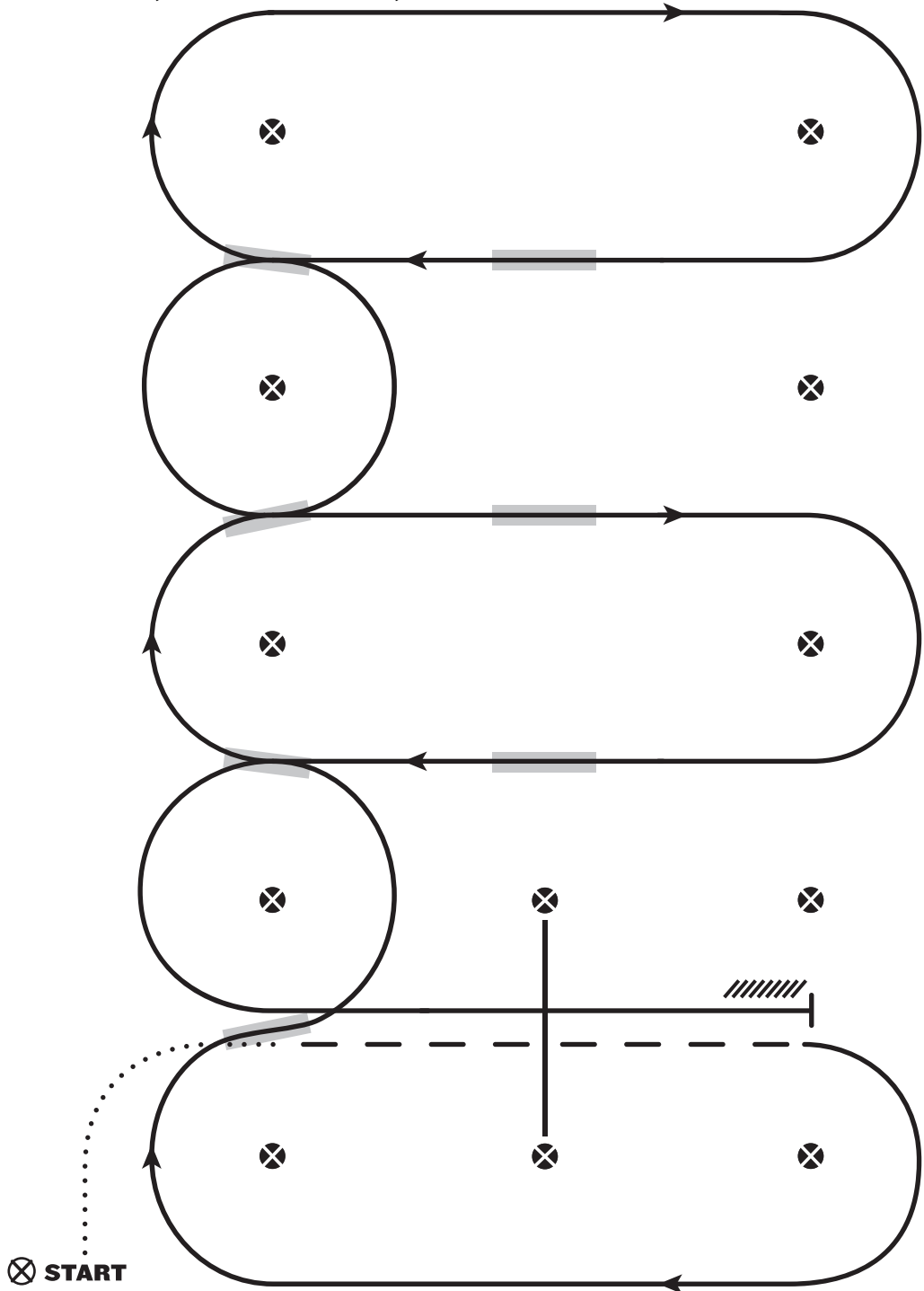
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

WESTERN RIDING - PATTERN 4

OPEN L1, AMATEUR, YOUTH

LEGEND

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

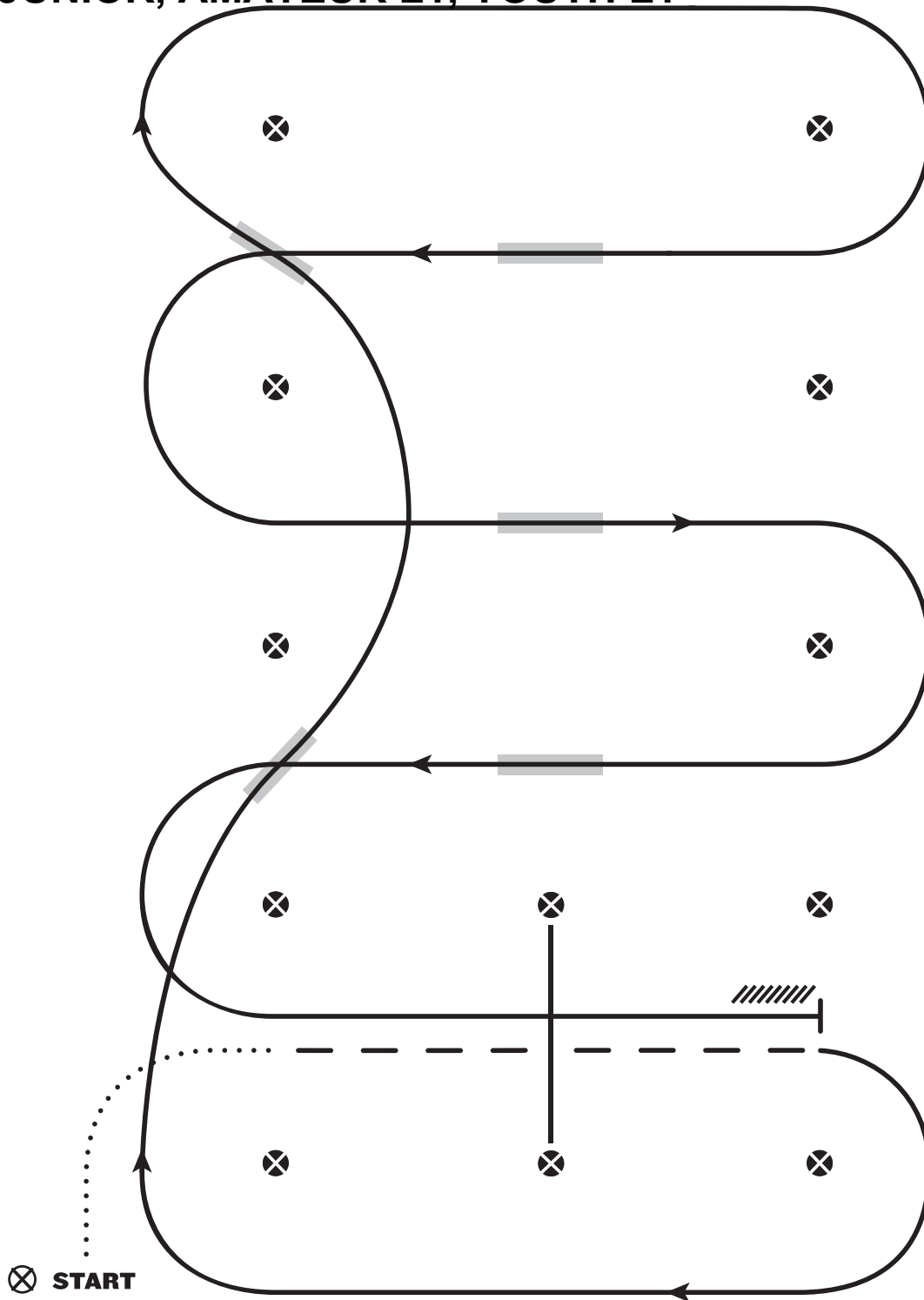


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change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

LEVEL I WESTERN RIDING PATTERN 4 JUNIOR, AMATEUR L1, YOUTH L1

LEGEND

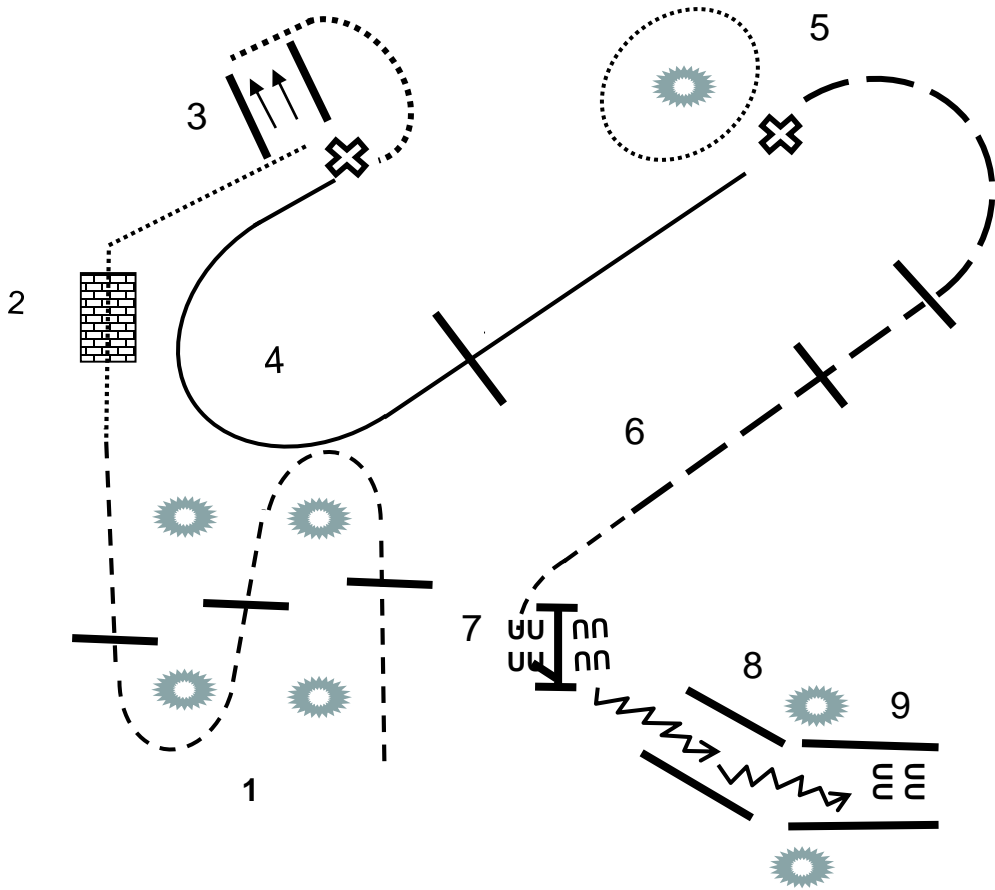
.....	Walk
- - -	Jog
————	Lope
///////	Back
■	Lead Changing Area



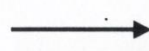

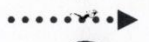

1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change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

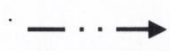



RANCH TRAIL

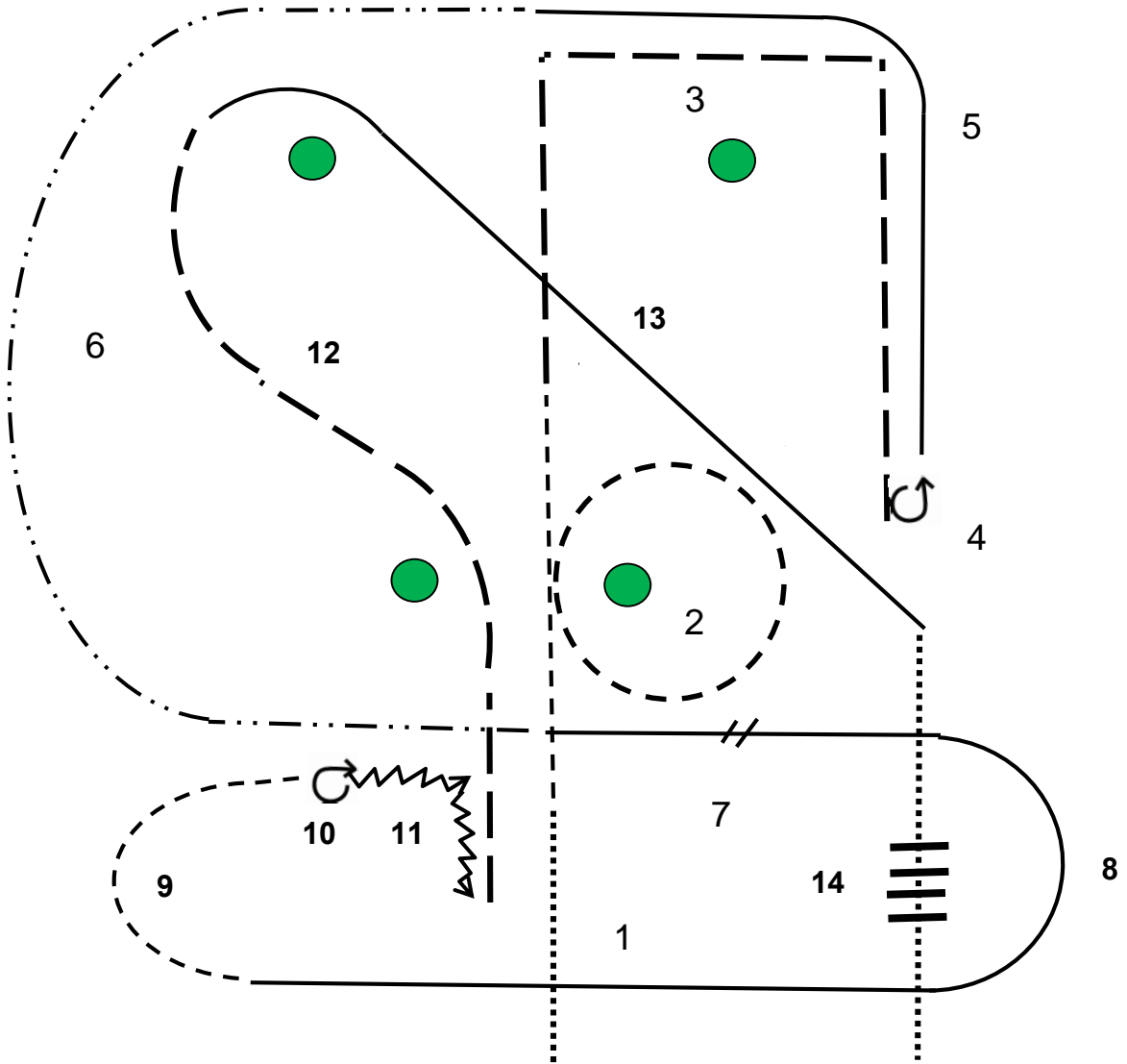
All Classes



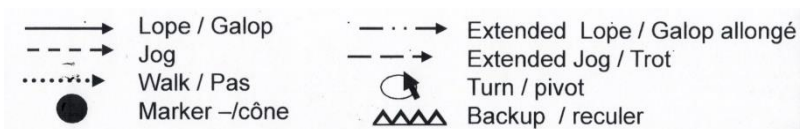
- 1 Trot serpentine
- 2 Walk bridge
- 3 Pickup bag and side pass left – Walk returning bag
- 4 Left lope
- 5 Drag log, either direction, at walk or trot
- 6 Extend trot - trot before gate
- 7 Work gate
- 8 Backup
- 9 Dismount- walk around 1 or 2 brushes and back to horse
– leading out

 Lope / Galop
 Jog
 Walk / Pas
 Marker –/cône

 Extended Lope / Galop allongé
 Extended Jog / Trot
 Turn / pivot
 Backup / reculer

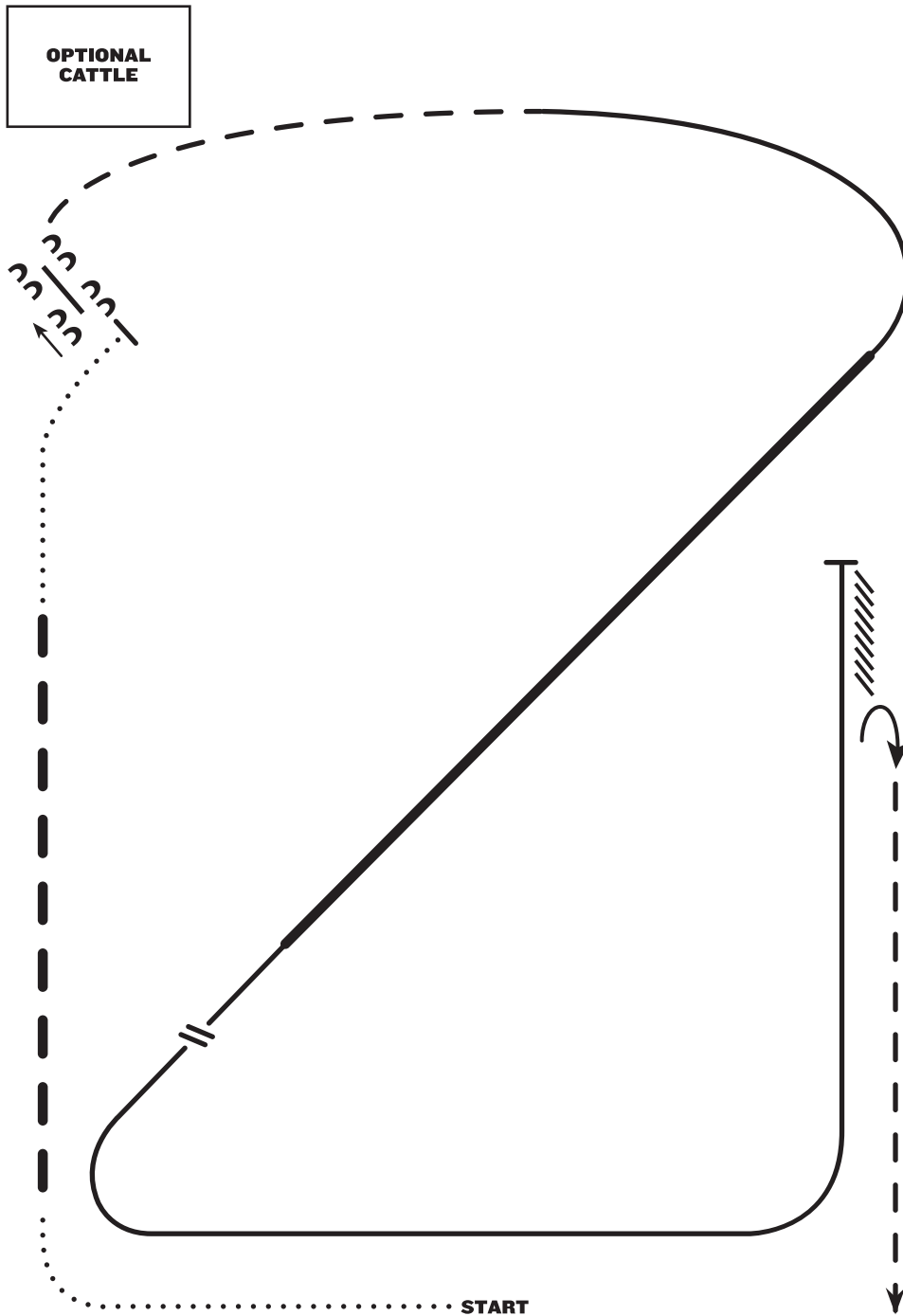


- 1 Walk
- 2 Trot circle
- 3 Extend trot corners
- 4 Stop – turn 540° Left
- 5 Left lope
- 6 Extend lope LL- collect
- 7 Lead change
- 8 Lope Right lead
- 9 Trot
- 10 Stop –180° right
- 11 Backup square
- 12 Extend trot serpentine
- 13 Lope right lead
- 14 Walk over



RANCH RIDING - PATTERN 10

Open L1, Amateur, Youth



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

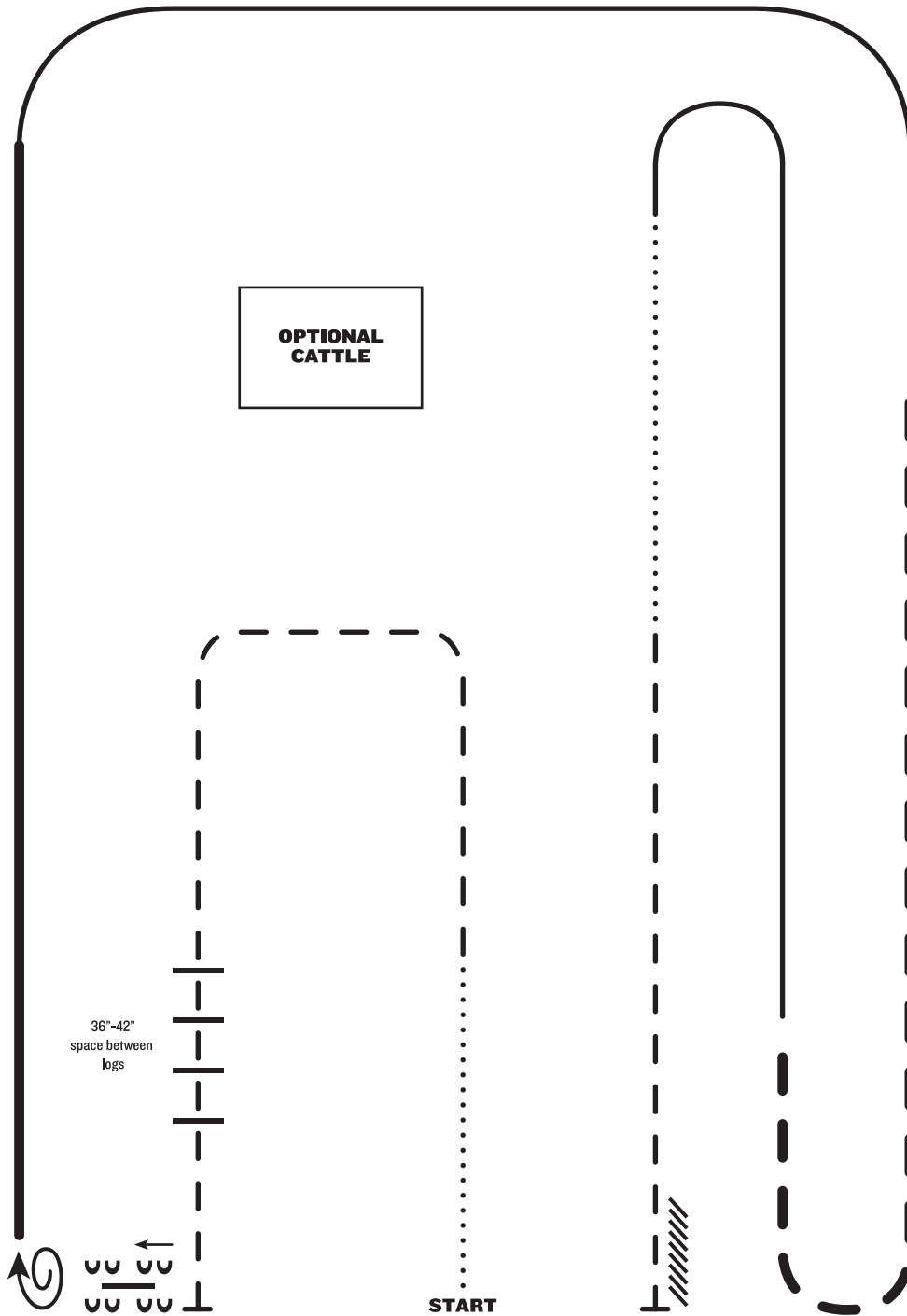
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 12

Junior, Amateur L1, Youth L1

LEGEND

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



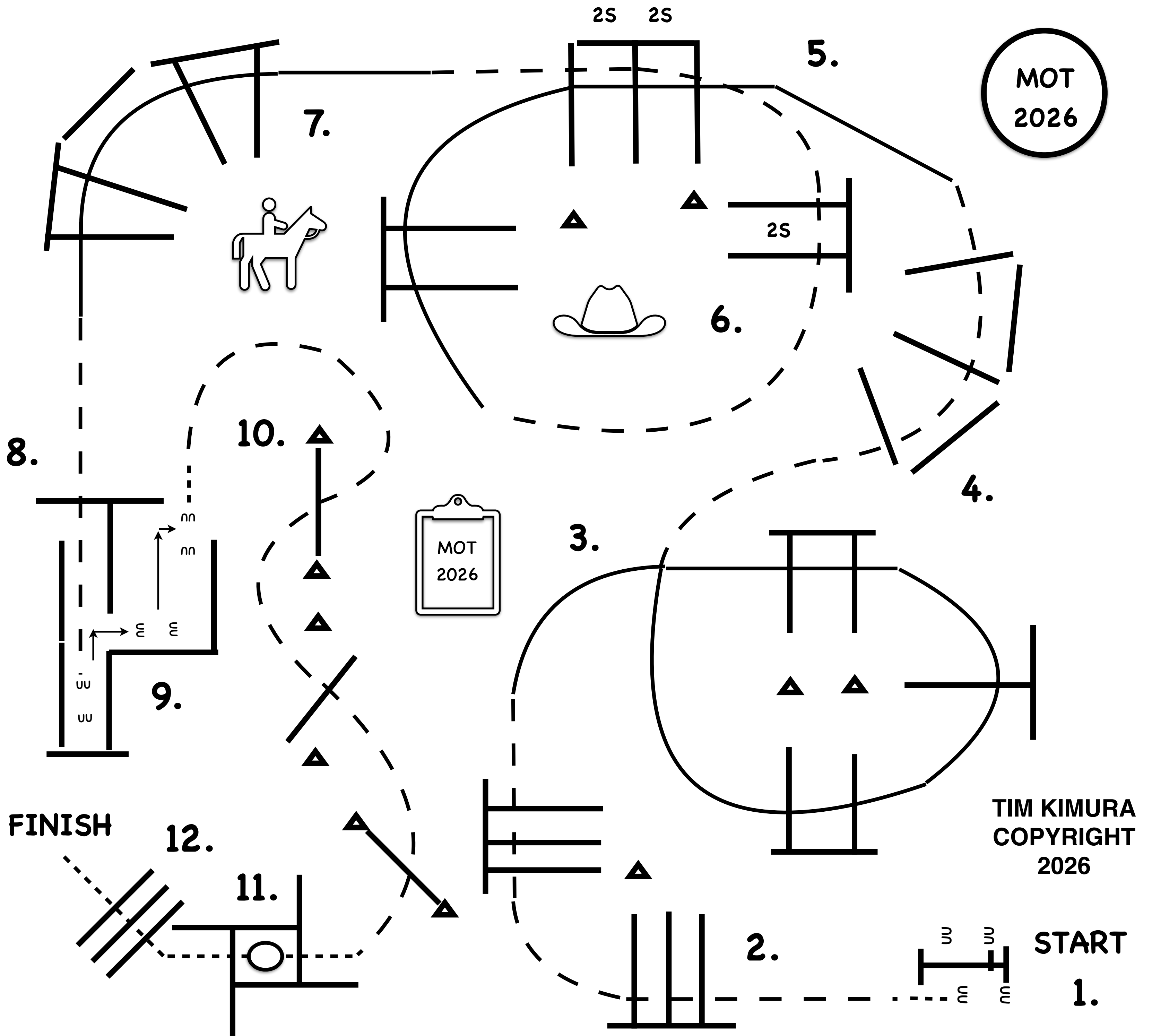
1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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.

AIQH SPRING
WESTERN SHOW 2026

SENIOR TRAIL, JUNIOR TRAIL,
AMATEUR TRAIL AND YOUTH
TRAIL

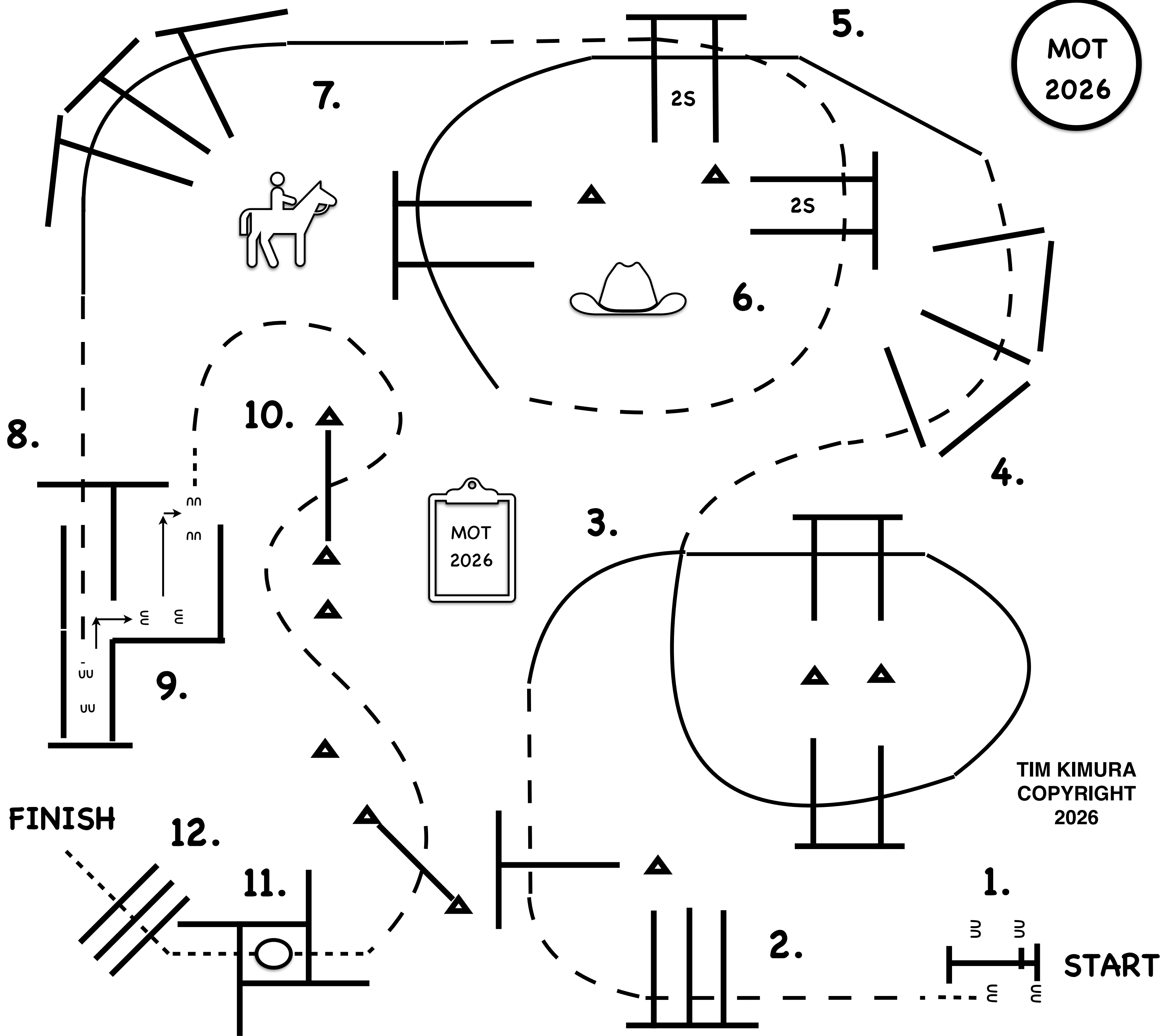
MOT
2026



TIM KIMURA
COPYRIGHT
2026

1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER.
9. SIDE PASS RIGHT, SWING FRONT LEGS AROUND, WALK FORWARD.
10. JOG THROUGH SERPENTINE, 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.

MOT
2026

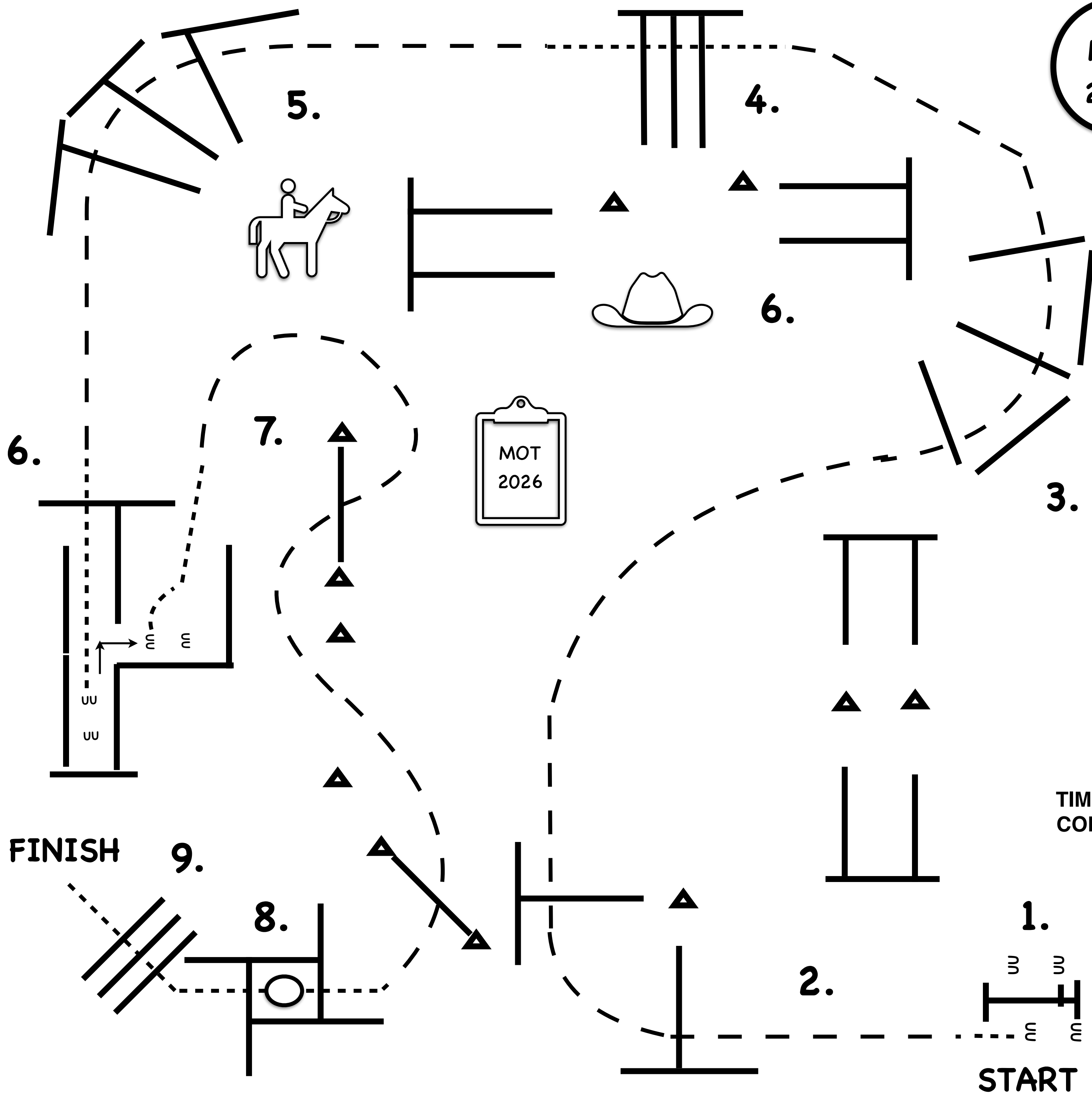


1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. BREAK TO THE JOG, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER.
9. SIDE PASS RIGHT, SWING FRONT LEGS AROUND, WALK FORWARD.
10. JOG THROUGH SERPENTINE, 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.

AIQH SPRING WESTERN
SHOW 2026

L1 AMATEUR WALK TROT TRAIL AND
L1 YOUTH WALK TROT TRAIL

MOT
2026



TIM KIMURA
COPYRIGHT
2026

1. WORK GATE RIGHT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK OVER POLES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, STOP IN CHUTE, BACK BETWEEN POLES, BACK AROUND CORNER. TURN RIGHT WALK OUT.
7. JOG THROUGH SERPENTINE, JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
9. WALK OVER POLES.