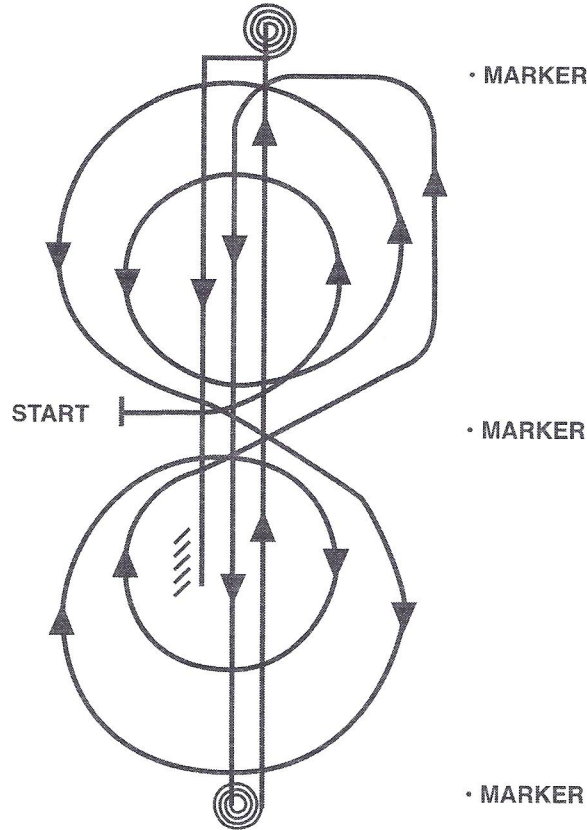


WORKING COW HORSE PATTERN 10

3 1/2 TURNS RIGHT



3 1/2 TURNS LEFT

Lope In Start pattern facing away from judge.

1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern 10

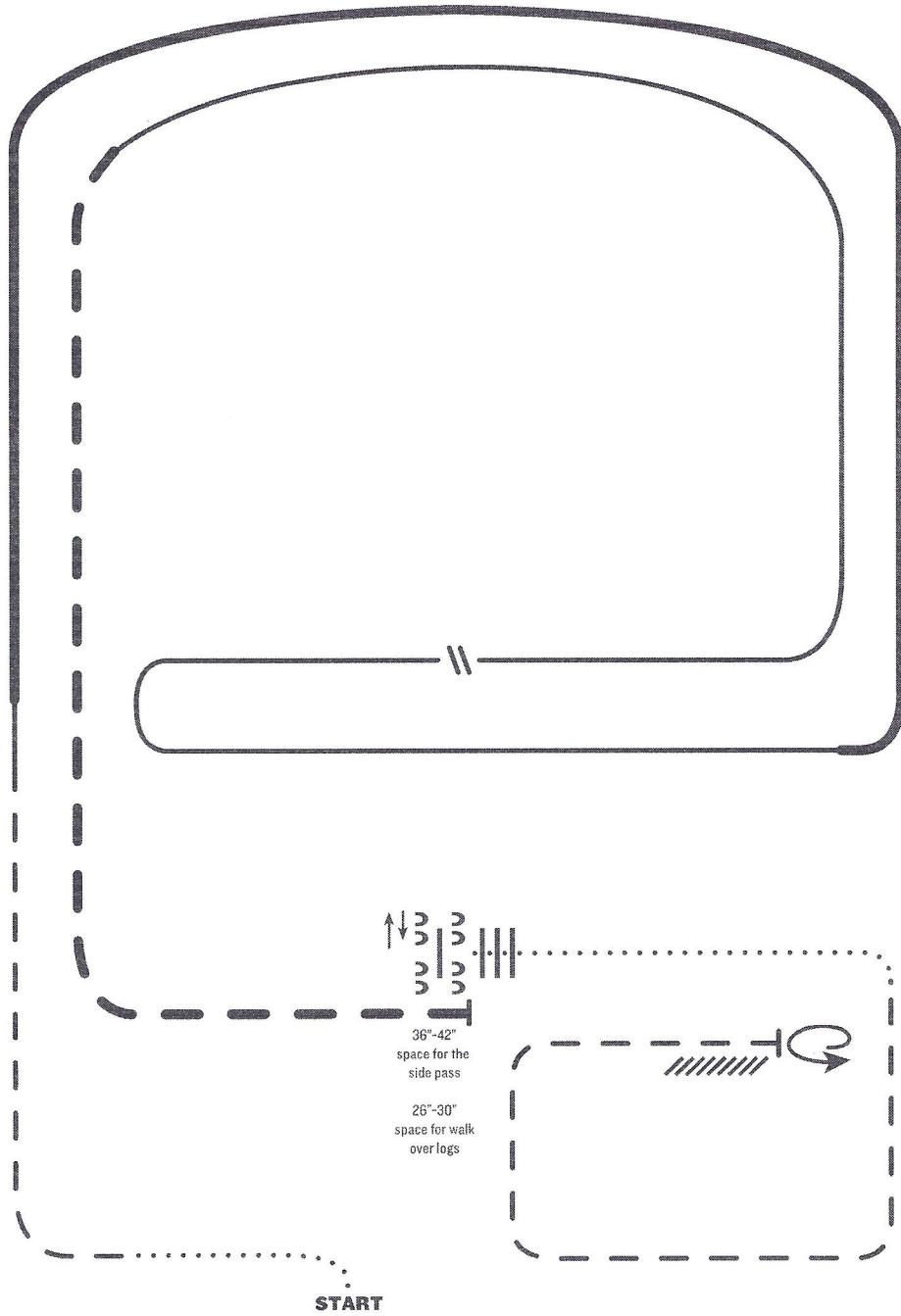
- | | |
|------------------|----------------------|
| 1. Left circles | 4. 3 1/2 left spins |
| 2. Right circles | 5. Stop |
| 3. Stop | 6. 3 1/2 right spins |
| | 7. Stop and back up |

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

All Senior / Junior / Open All youth / Amateur
 non Pro / select
RANCH RIDING - PATTERN 4 Open All Breed

LEGEND

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



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

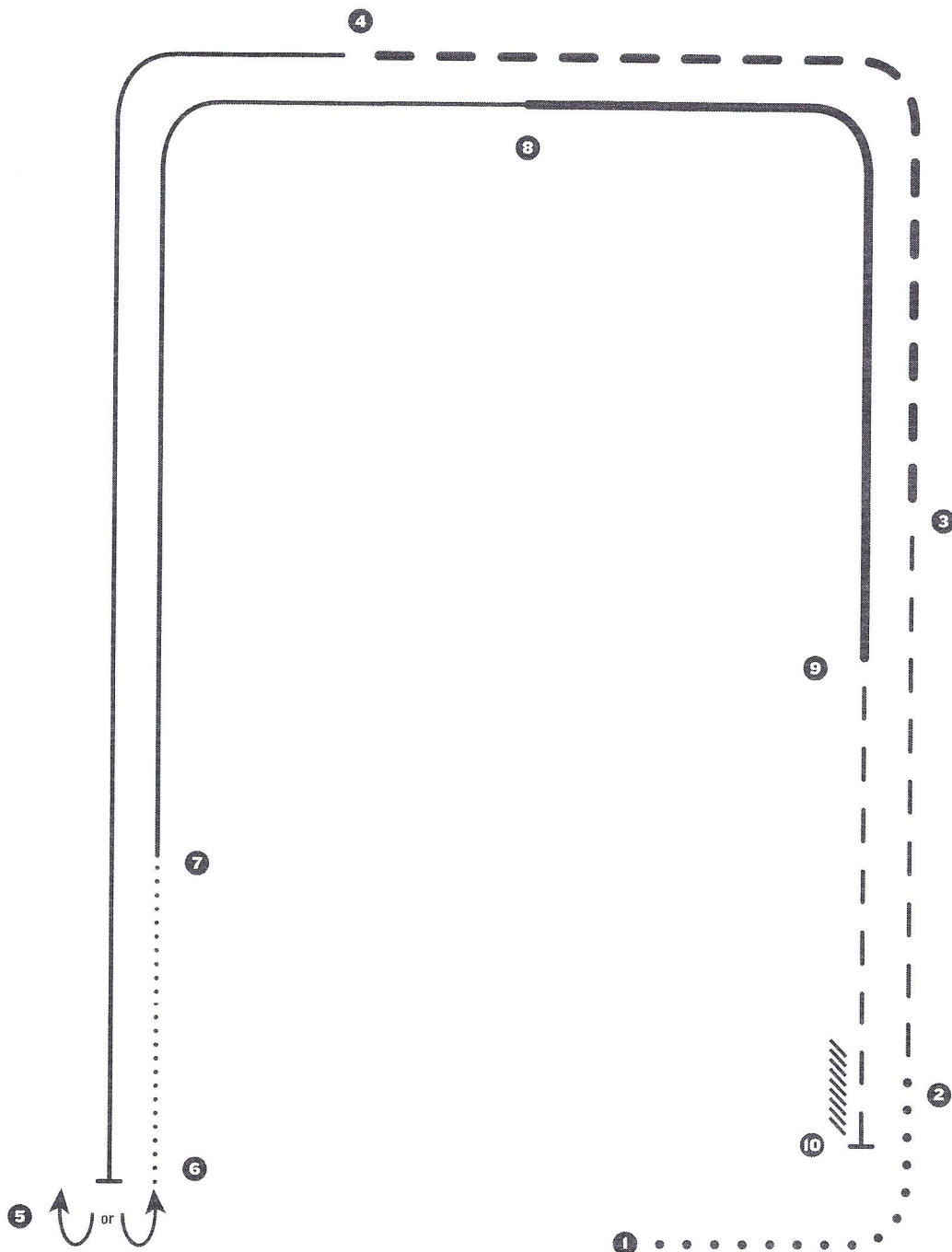
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

All Classes

OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

LEGEND

.....	Walk
...	Extended Walk
- - -	Trot
- - - -	Extended Trot
—	Lope
— — —	Extended Lope
////	Back

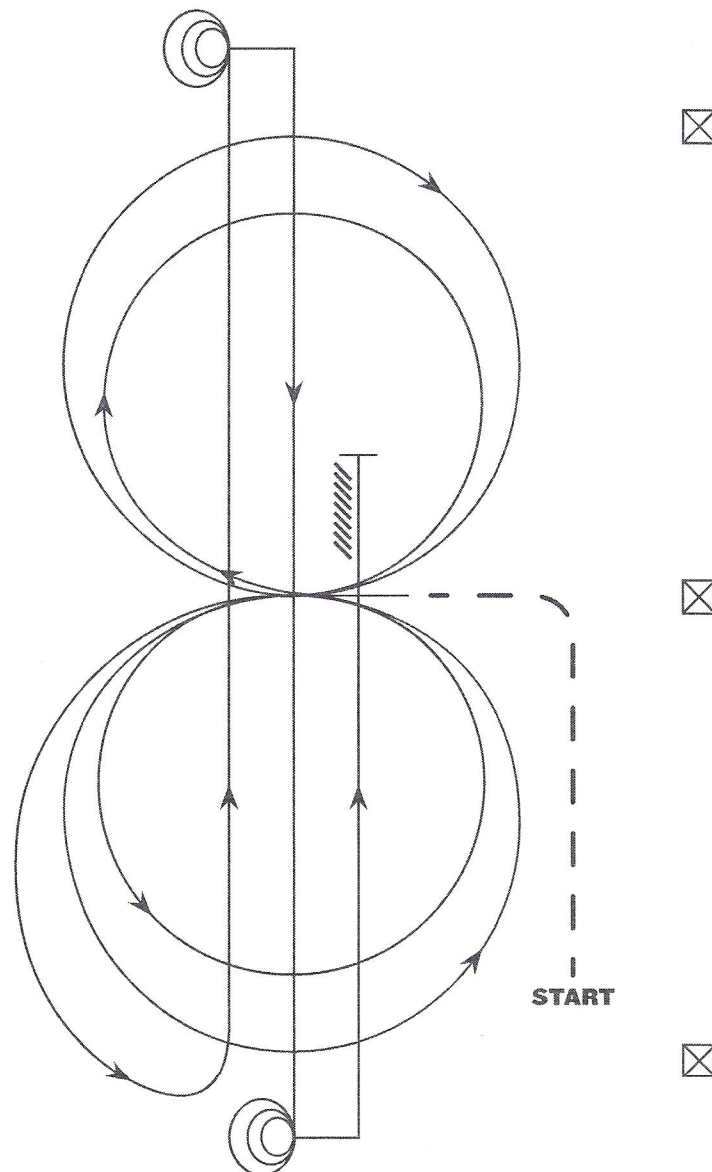


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

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

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.

VRH AND RHC RANCH REINING PATTERN 7



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 left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

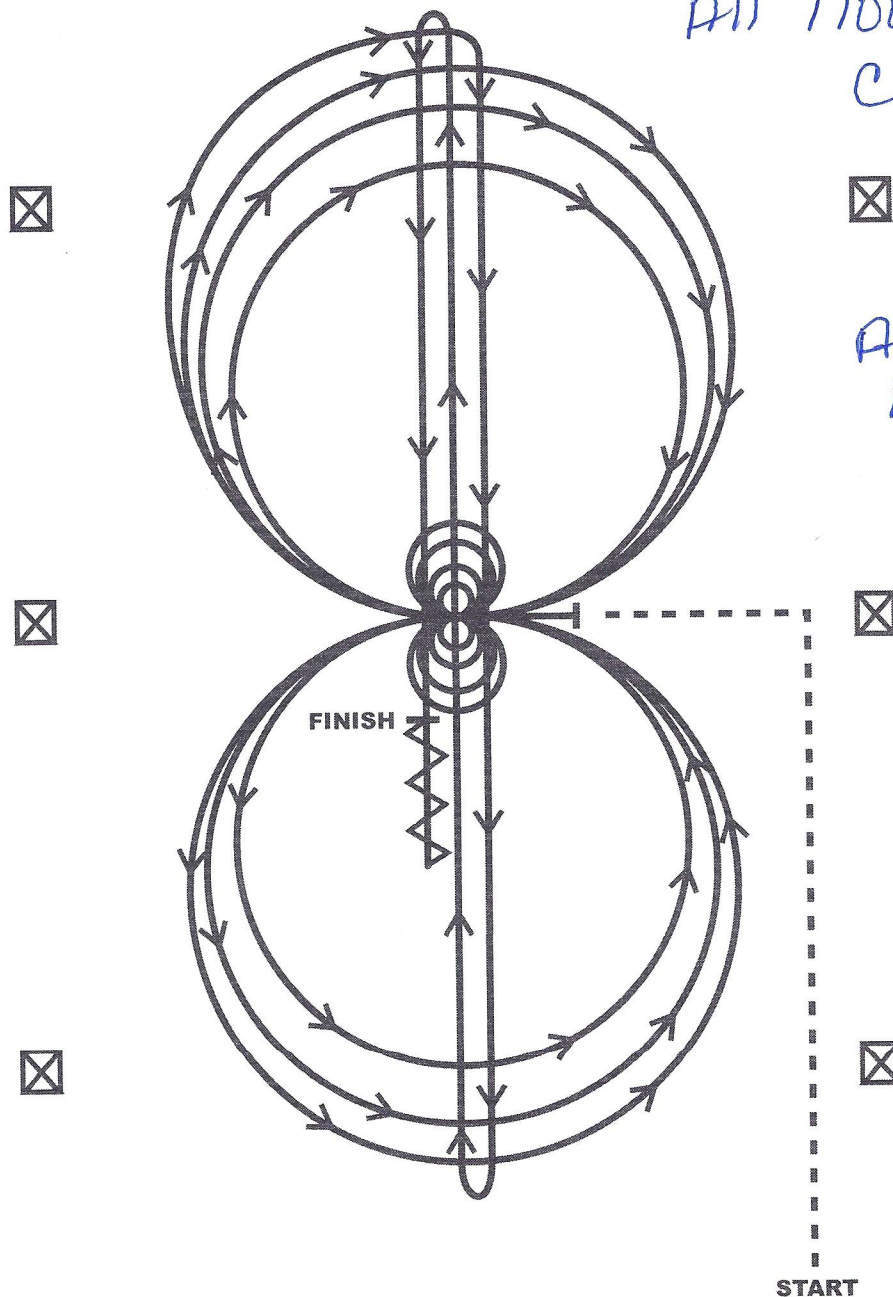
REINING PATTERN 11

All Level I / Rookie
Classes

All Novice / Green
Classes

☒ Beginning

All Breed
19 & ↑ @
18 & ↓



Horses must 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.

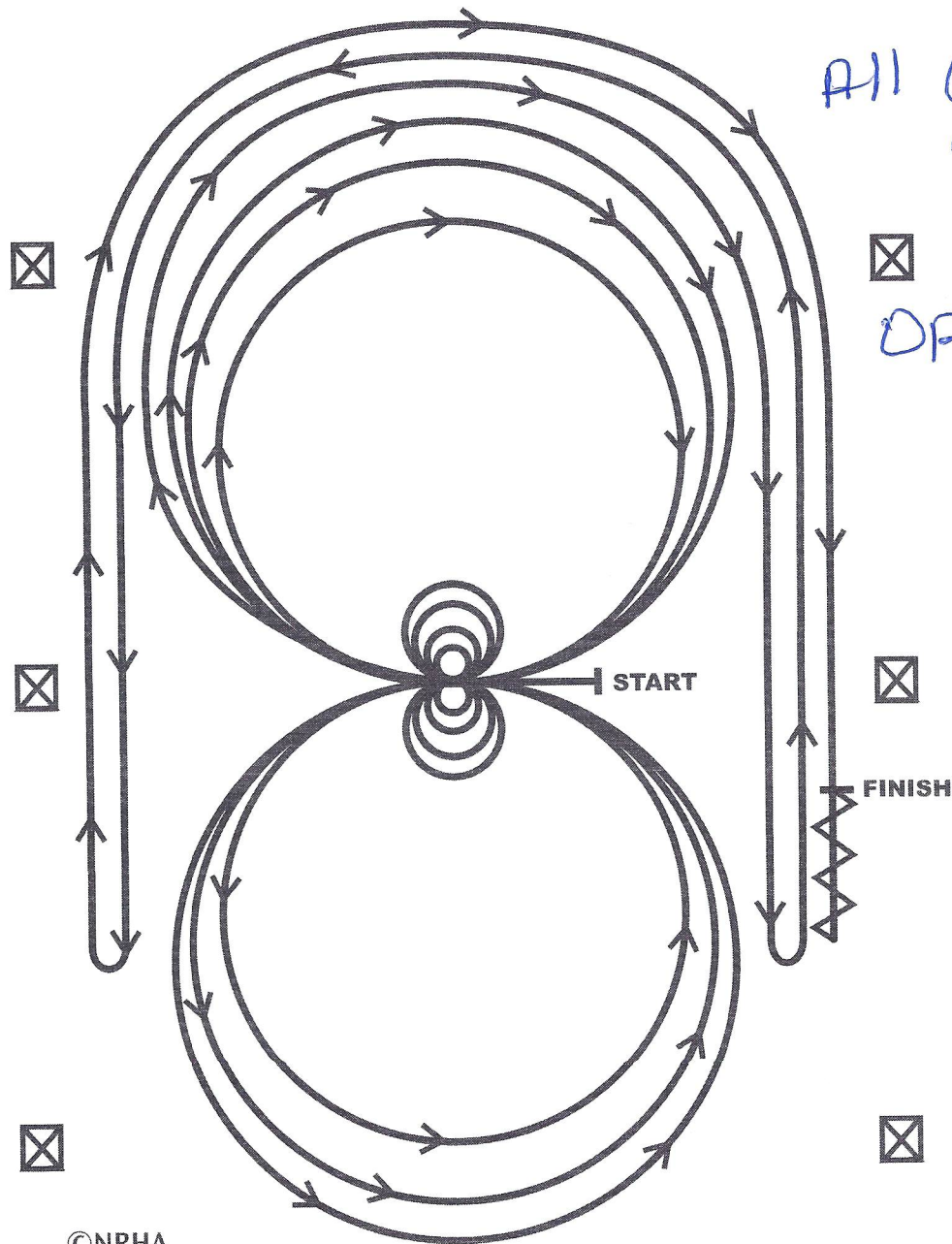
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.

REINING PATTERN 14

All Youth / Amateur /
Select / Non Pro

All Open /
All Age

Open All
Breed



©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.

OQHA Show

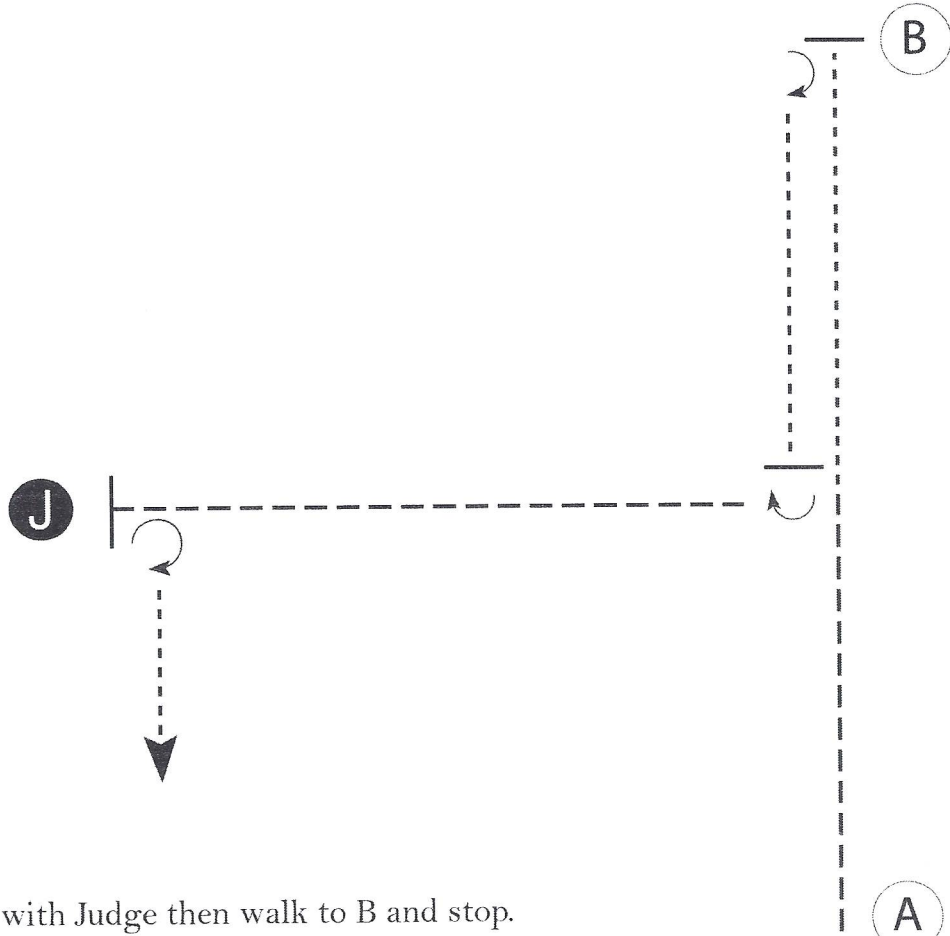
All WIT Showmanship

APHA
except Amateur
WIT

Show Date: September 27,29 2024

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and walk to exit.

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

[S/WT-120]

Pattern Provided by:
Judges

OQHA Show

All Breed 19 & ↑
All Breed 18 & ↓

Level 1 Showmanship

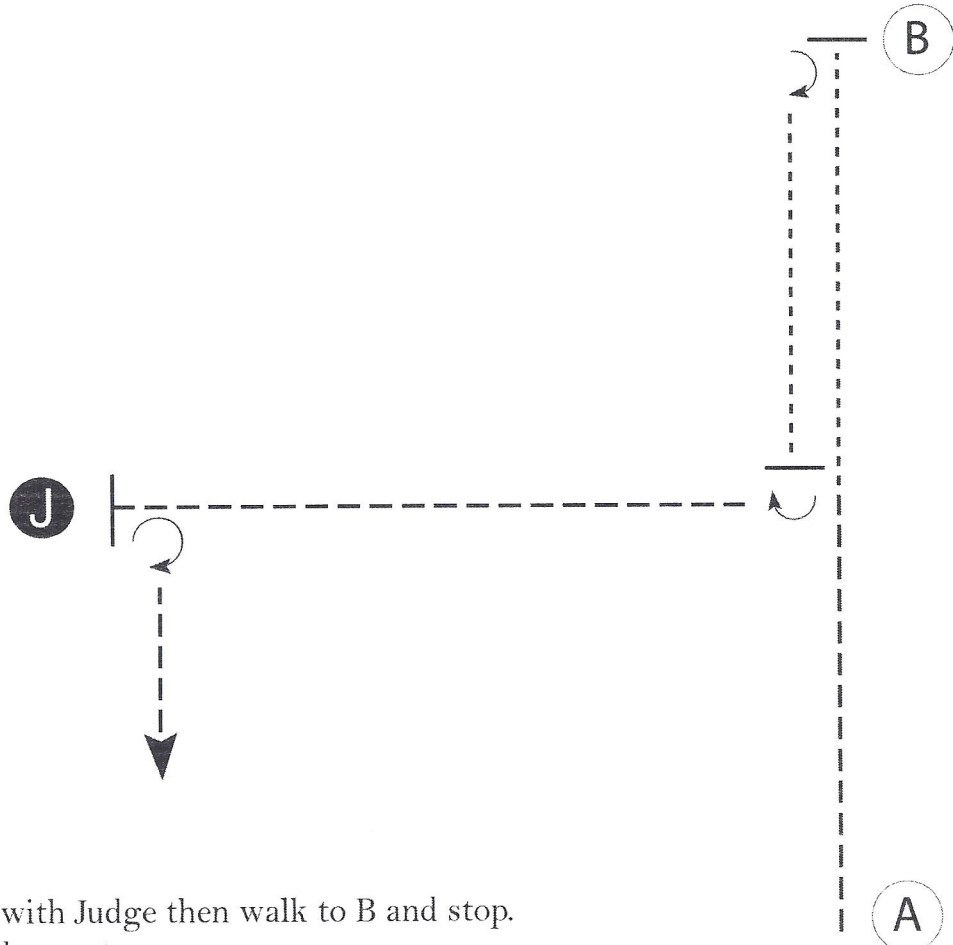
Rookie / Novice

Show Date: September 27, 29 2024

Beginning

www.HorseShowPatterns.com

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Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

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

[S/1-120]

Pattern Provided by:
Judges

OQHA Show

Youth, Amateur, Select Showmanship / Non Pro

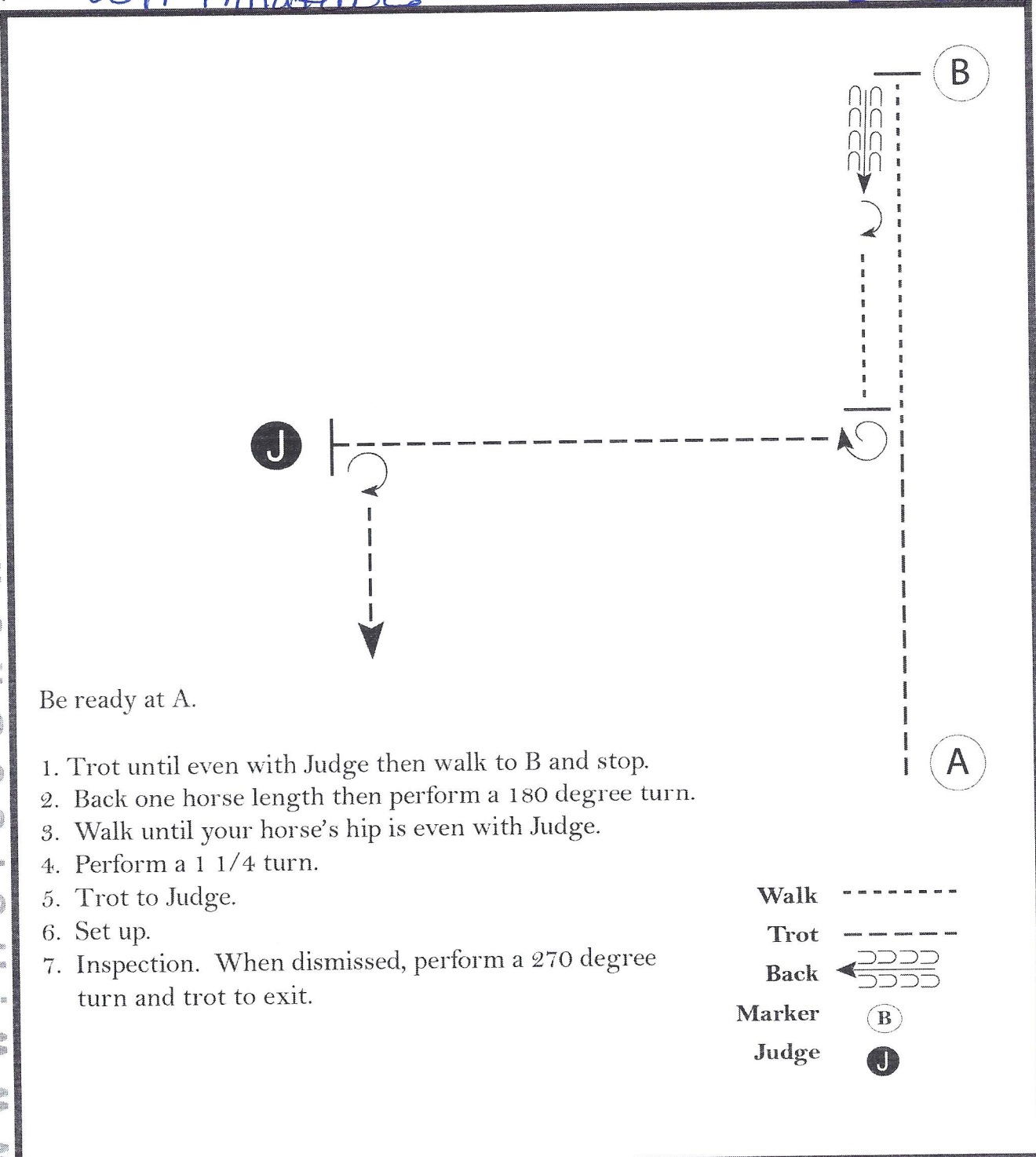
APHA w/IT Amateur

Show Date: September 27, 29 2024

All Breed Open

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Back one horse length then perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

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

[S/3-120]

Pattern Provided by:
Judges

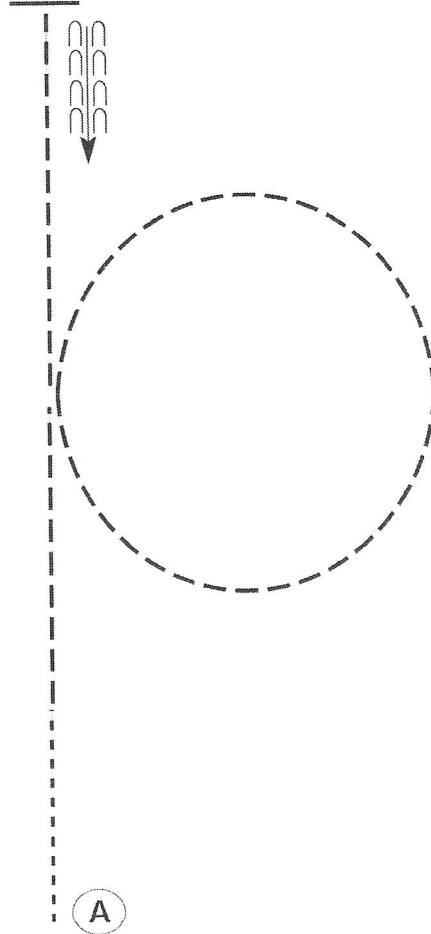
OQHA Show

All W/T Hunt Seat Eq.

Show Date: September 27,29 2024

www.horsheshowpatterns.com

www.horsheshowpatterns.com



Be ready at A.

1. Walk for 3-4 strides.
2. Posting trot on the right diagonal for 6 strides.
3. Change diagonals and trot a circle to the right.
4. When at the center, sitting trot in a straight line for 6-8 strides.
5. Halt and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/WT-63]

Pattern Provided by:

Judges

OQHA Show

All Breed 19# ↑
All Breed 18# ↓

Level 1 Hunt Seat Eq.

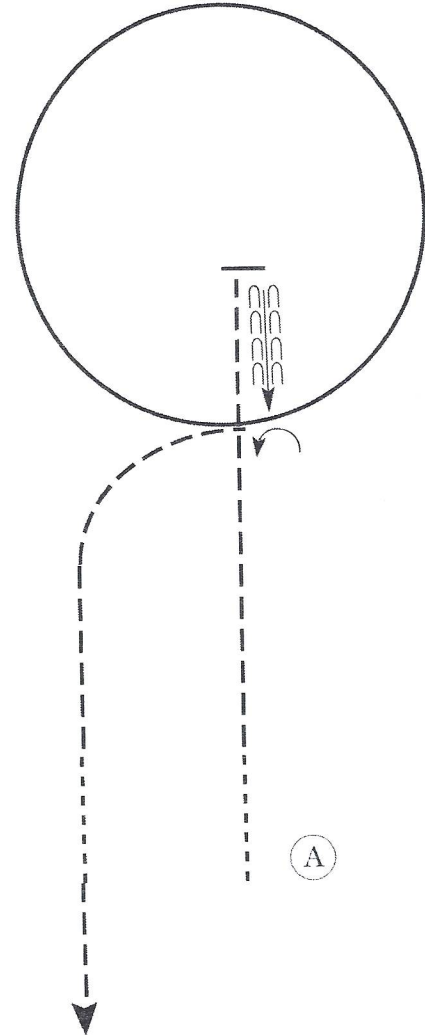
1 Rookie / Novice

Show Date: September 27, 29 2024

Beginning

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↙ ↘
Back	←←←←← 55555
Marker	⊙ (B)
Sidepass	←←←←←
Hand Gallop	-----

[HSE/1-82]

Pattern Provided by:
Judges

OQHA Show

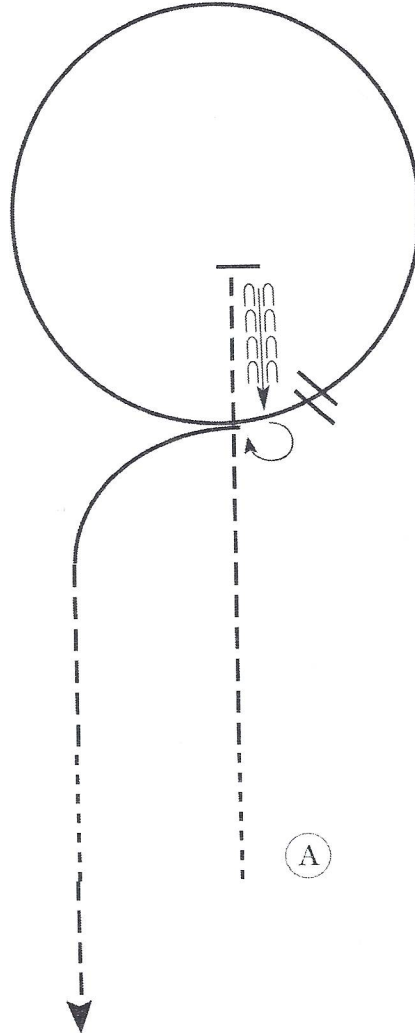
Youth, Amateur, Select HSE | non Pro

Show Date: September 27, 29 2024

All Breed Open

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 270 degree turn on the forehand to the right.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/3-82]

Pattern Provided by:
Judges

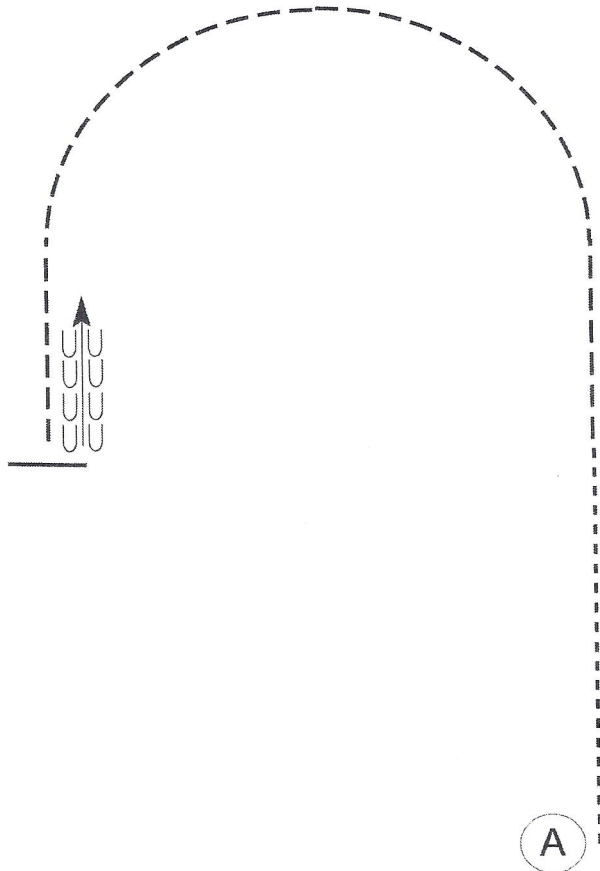
OQHA Show

All W/T Horsemanship

Show Date: September 27, 29 2024

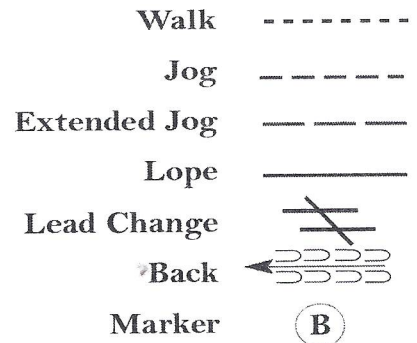
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk to middle of pattern.
2. Jog in an arc to the middle of your pattern.
3. Stop and back.



[WH/WT-112]

Pattern Provided by:
Judges

OQHA Show

All Breed 19# ↑
All Breed 18# ↓

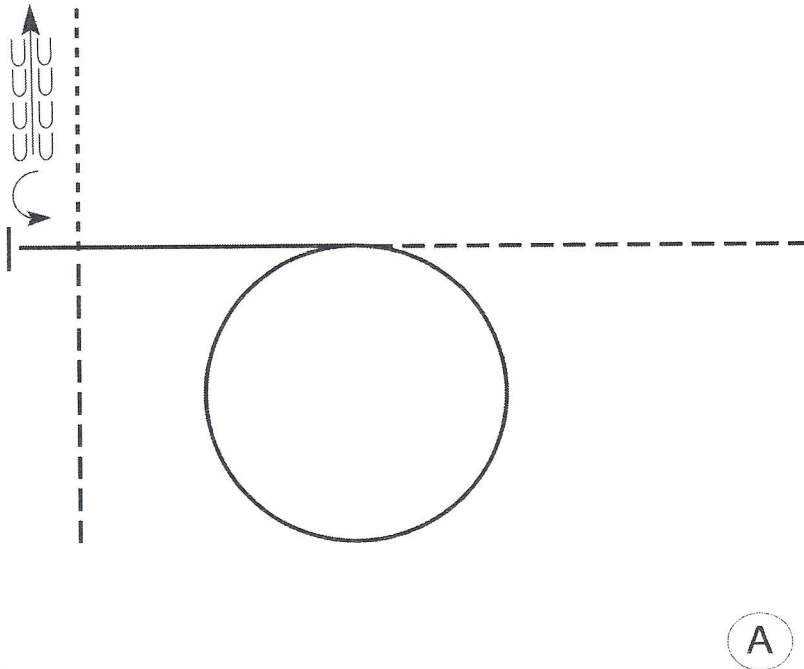
Level 1 Horsemanship / Rookier/Novice

Show Date: September 27,29 2024

Beginning



www.HorseShowPatterns.com

www.HorseShowPatterns.com



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 (B)

[WH/1-104]

Pattern Provided by:
Judges

OQHA Show

Horsemanship

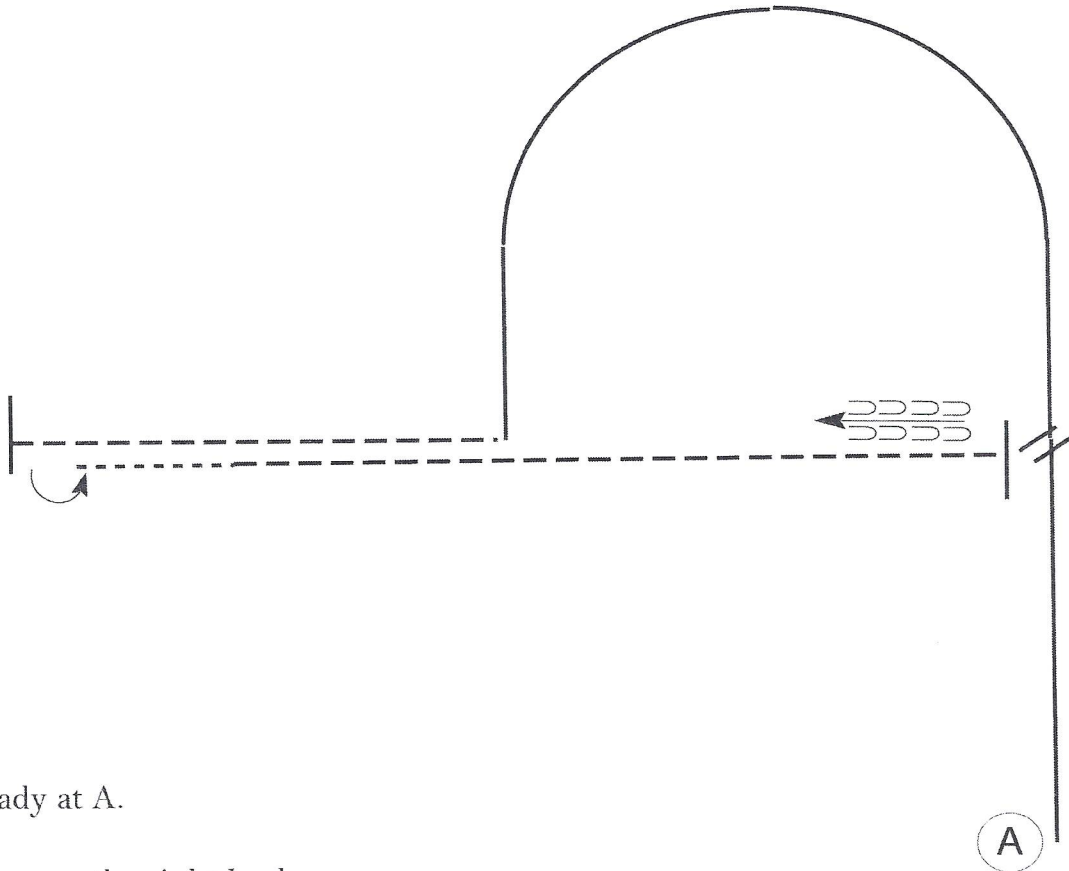
Amateur/ Select/ non Pro

Show Date: September 27,29 2024

All Breed open

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Be ready at A.

1. Lope on the right lead.
2. Perform a simple lead change in the middle of your line.
3. Lope in an arc to the middle of your pattern.
4. Break to a jog and jog a corner to the right.
5. Perform 1/2 turn to the left.
6. Walk halfway to middle.
7. Jog until even with A as shown.
8. Stop and back.

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

[WH/1-112]

Pattern Provided by:

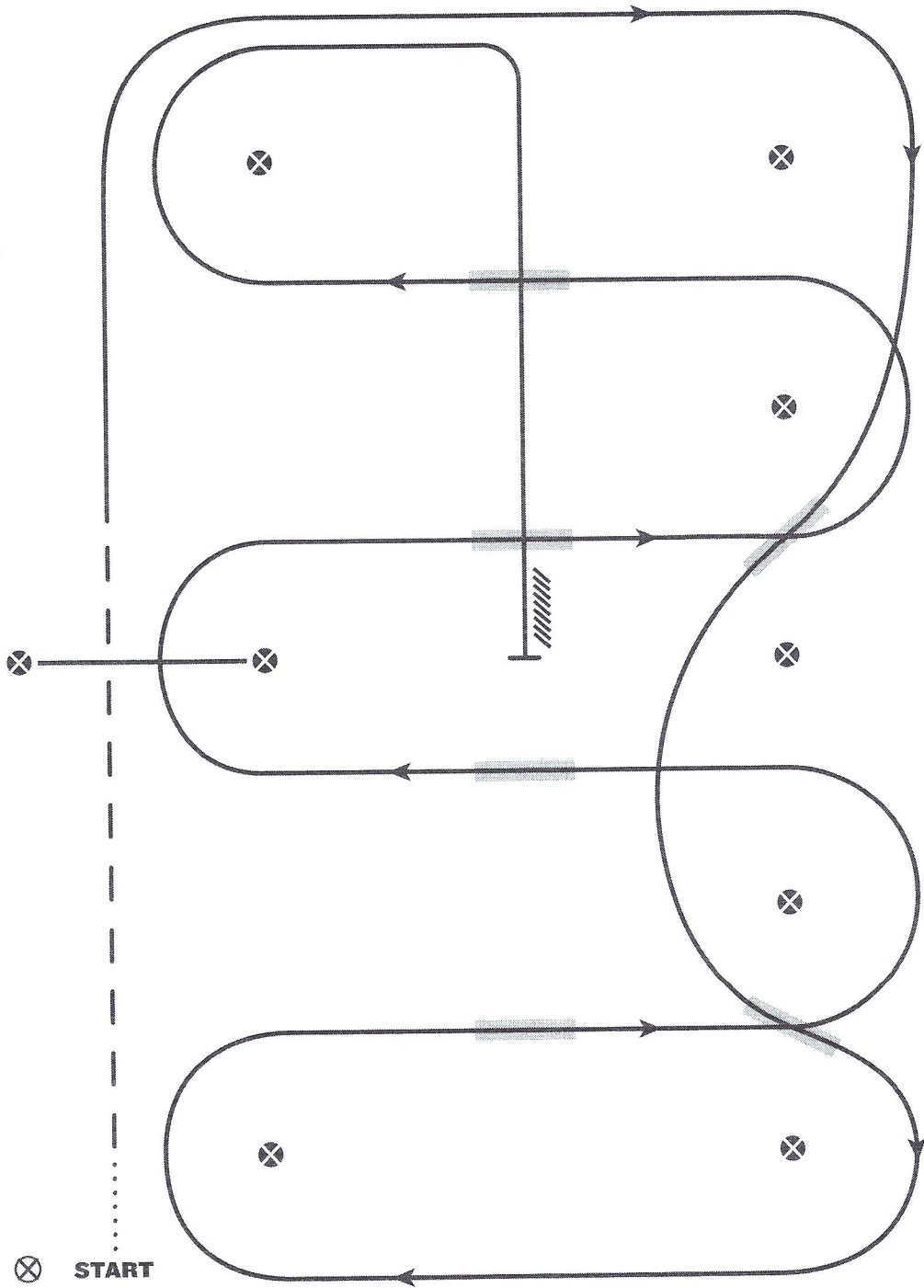
Judges

All Novice / Rookie

All Breed 19 & T
All Breed 18 & L

LEVEL I WESTERN RIDING PATTERN 6

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 right 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

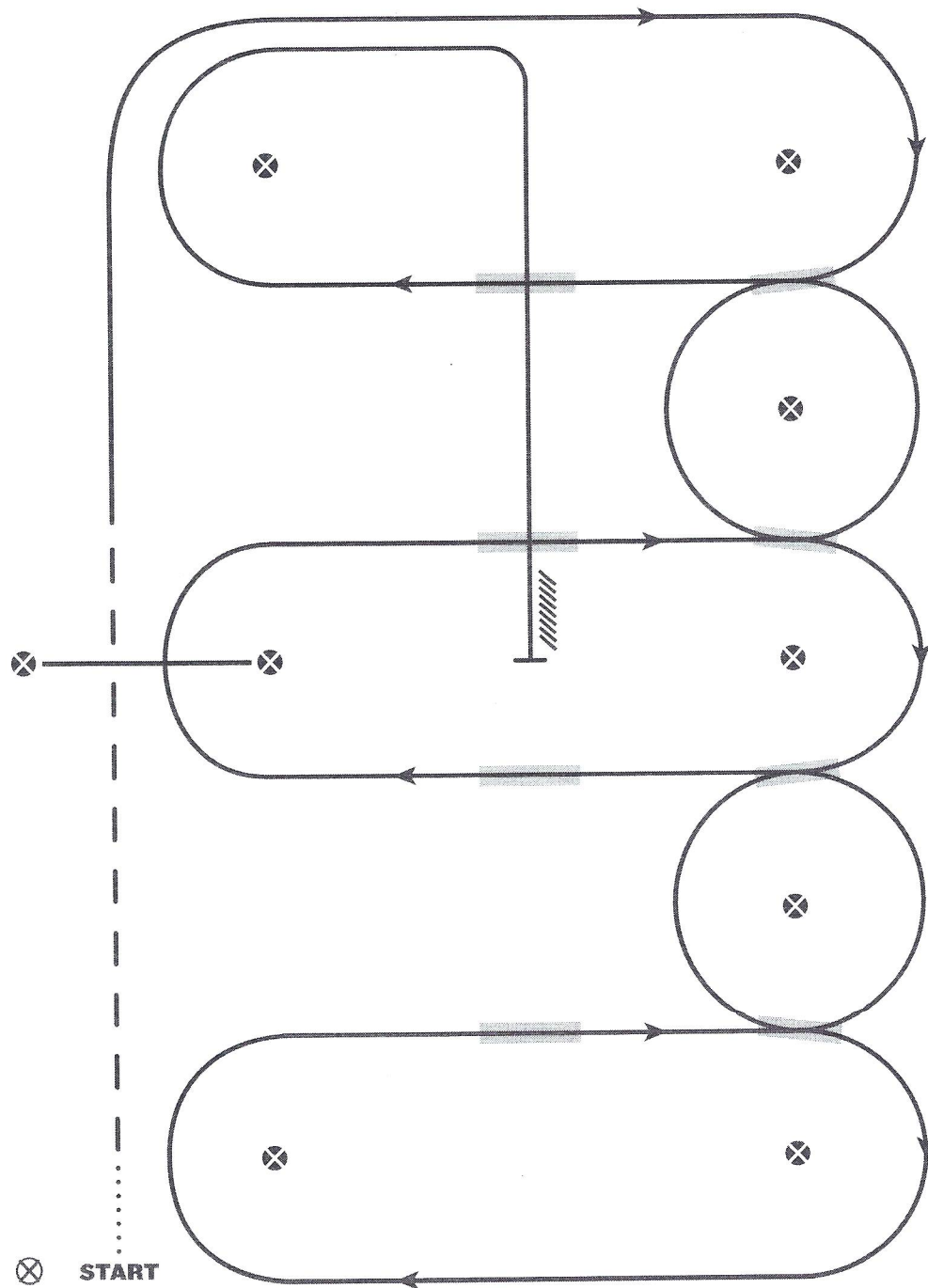
All Breed Open

All classes

WESTERN RIDING - PATTERN 6

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 right 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