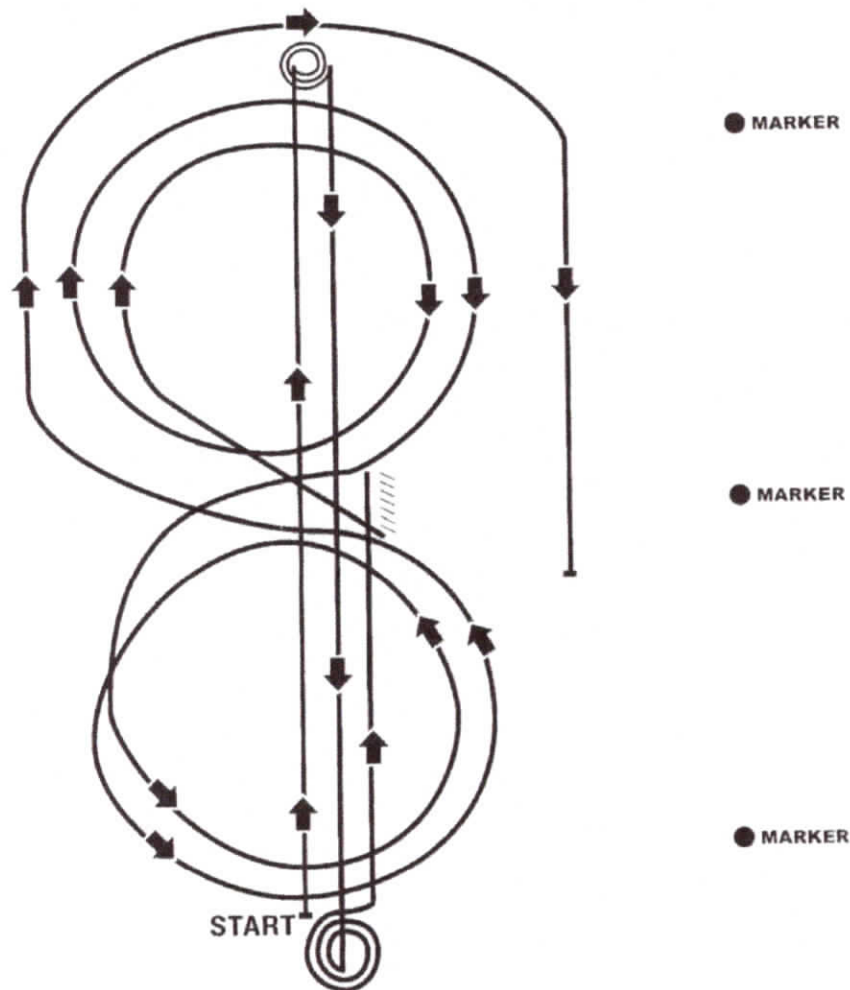


WORKING COW HORSE PATTERN 4

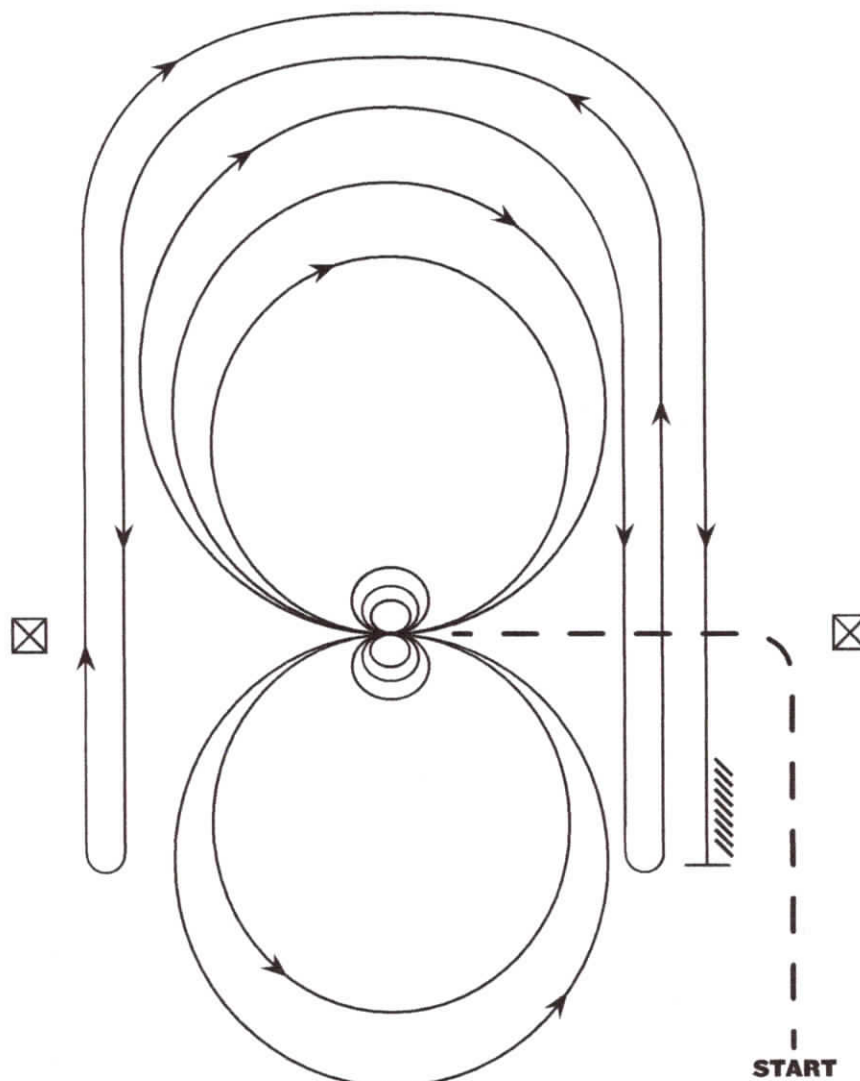


1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 1/4 turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
7. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

Pattern 4

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

VRH AND RHC RANCH REINING PATTERN I



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.

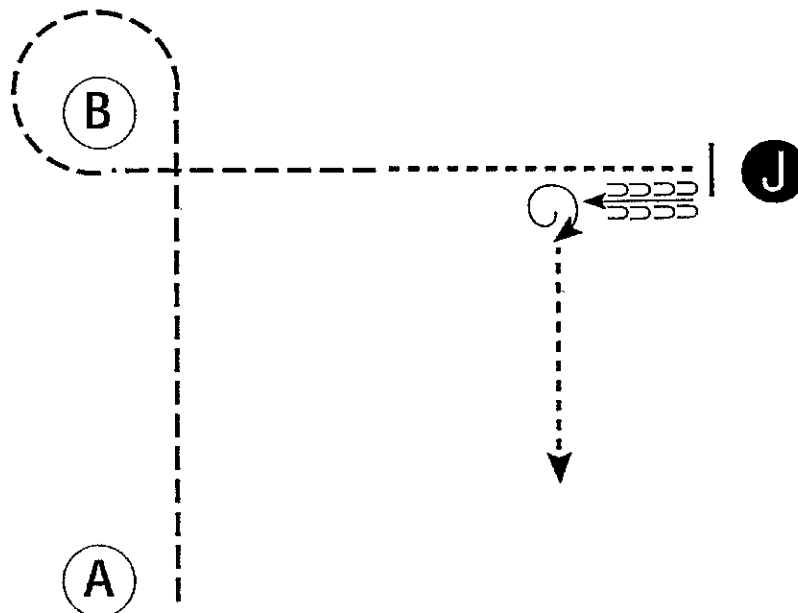
WMQHA

Showmanship (All Showmanship)

Show Date: 05-28-2022

W W W . H O R S E S H O W P A T T E R N S . C O M

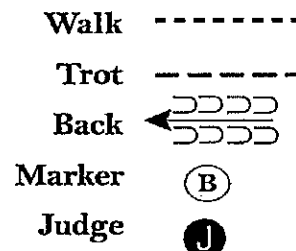
W W W . H O R S E S H O W P A T T E R N S . C O M



Be ready at A.

1. Trot from A to B.
2. Trot a tight circle around B.
3. Continue to trot halfway to judge.
4. Break to a walk and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately one horse length.
7. Perform a 1 1/4 turn and walk away.

Follow the directions of your ring steward.



[S/3-56]

Pattern Provided by:

WMQHA

Western Horsemanship (All W/T)

Show Date: 05-28-2022

www.HorseShowPatterns.com

Be ready before A.

1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Continue the jog to C.
6. Break to walk and walk around and past C.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.

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

www.HorseShowPatterns.com

[WH/WT-91]

Pattern Provided by:

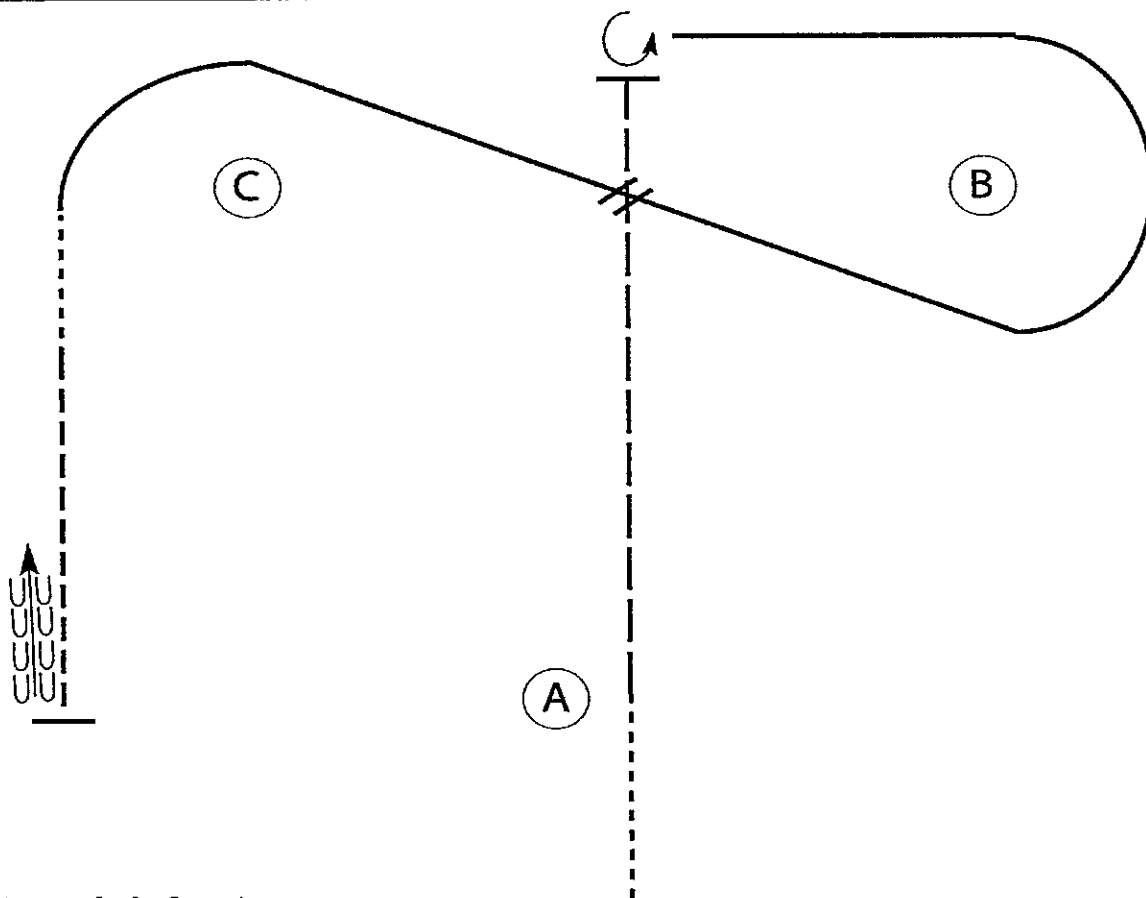
WMQHA

Western Horsemanship (All W/J/L Classes)

Show Date: 05-28-2022

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 before A.

1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Lope on the right lead around B.
5. Perform a ~~lead~~ lead change halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

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

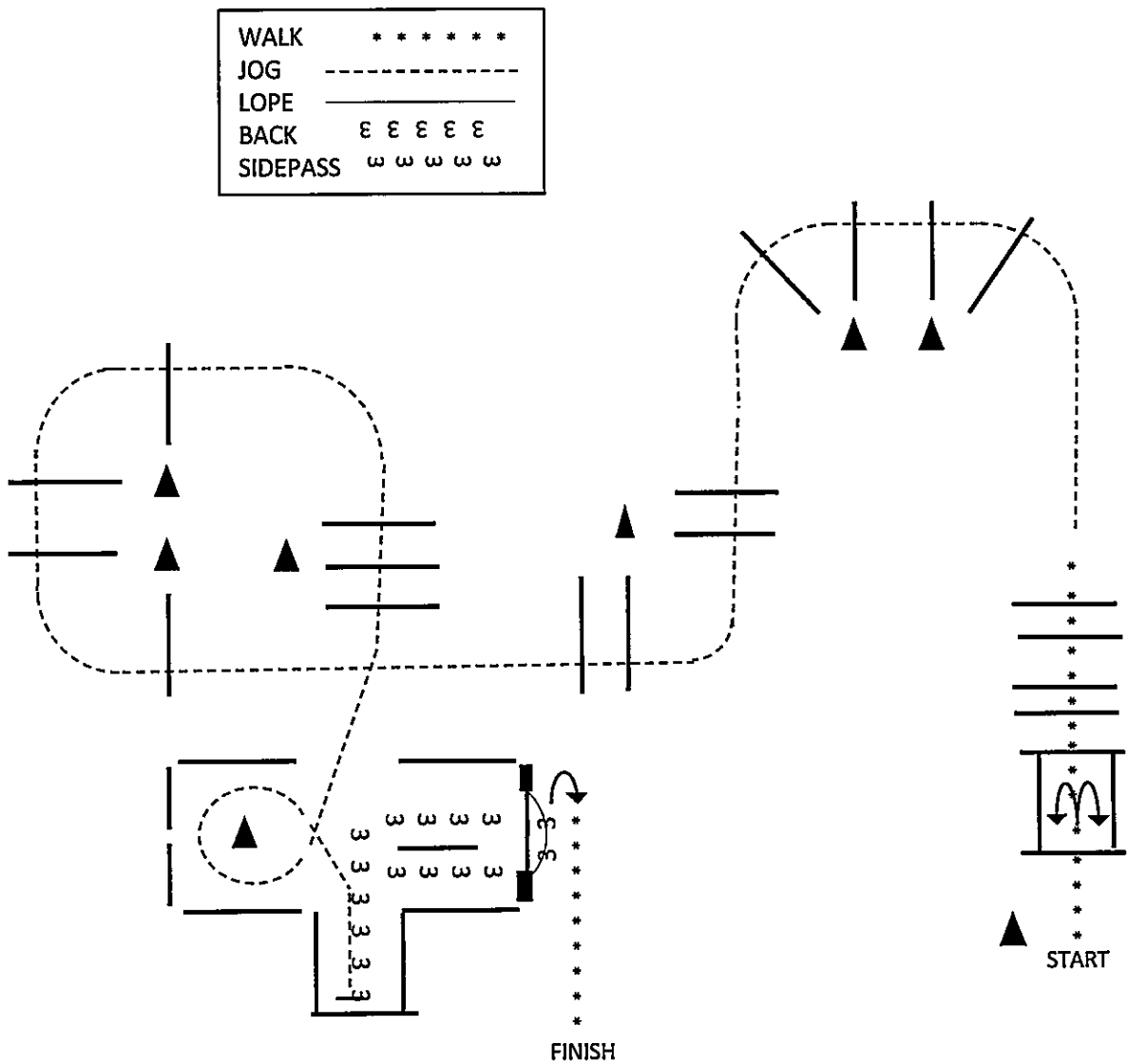
Follow the instructions of your ring steward.

[WH/2-91]

Pattern Provided by:

WMQHA 2022 MAY
W/J TRAIL CLASSES

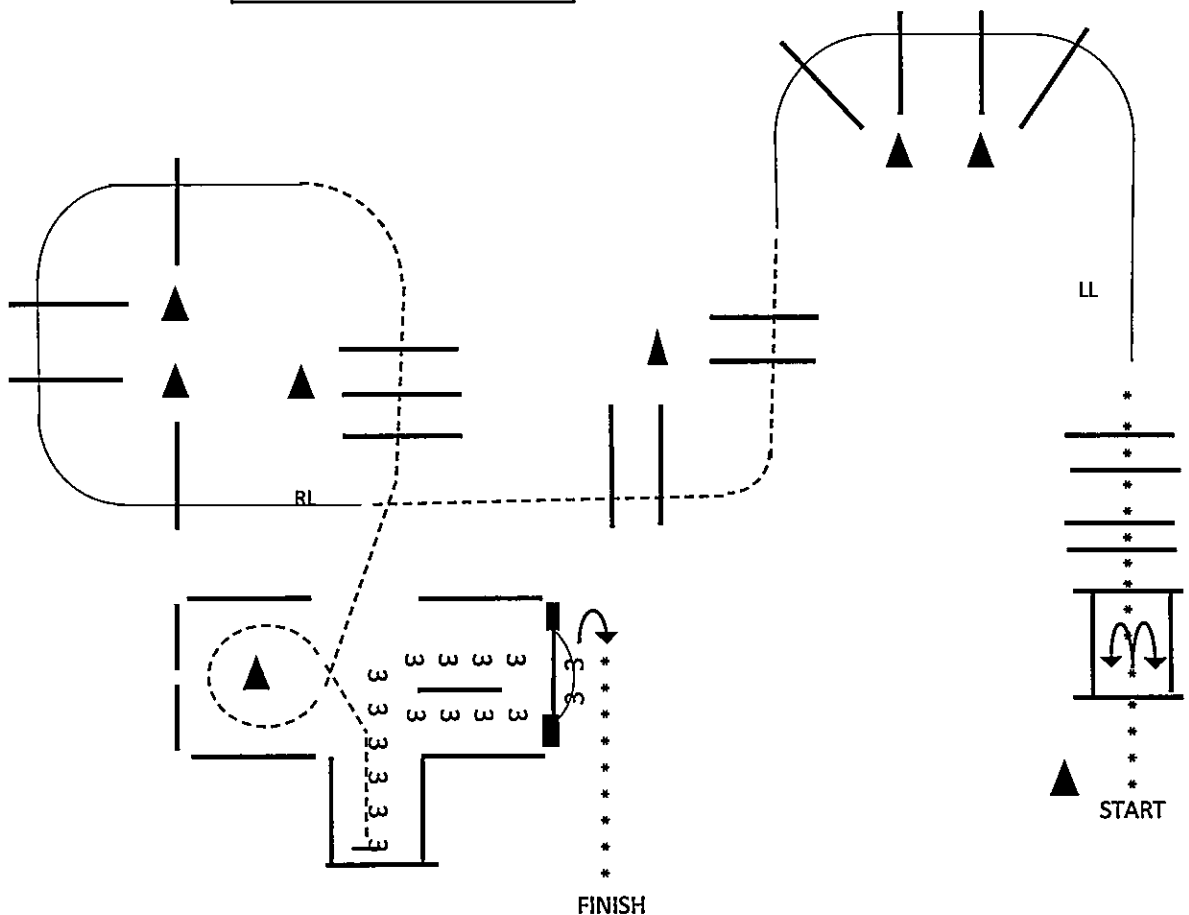
- WALK INTO BOX, TURN EITHER DIRECTION 360 DEGREES
- WALK OUT AND OVER POLES
- JOG OVER POLES
- JOG OVER POLES
- JOG INTO BOX AND AROUND CONE AND INTO CHUTE
- BACK CHUTE TO POLE
- SIDEPASS POLE TO GATE
- OPEN GATE (left hand push). WALK THROUGH, CLOSE GATE AND WALK OUT



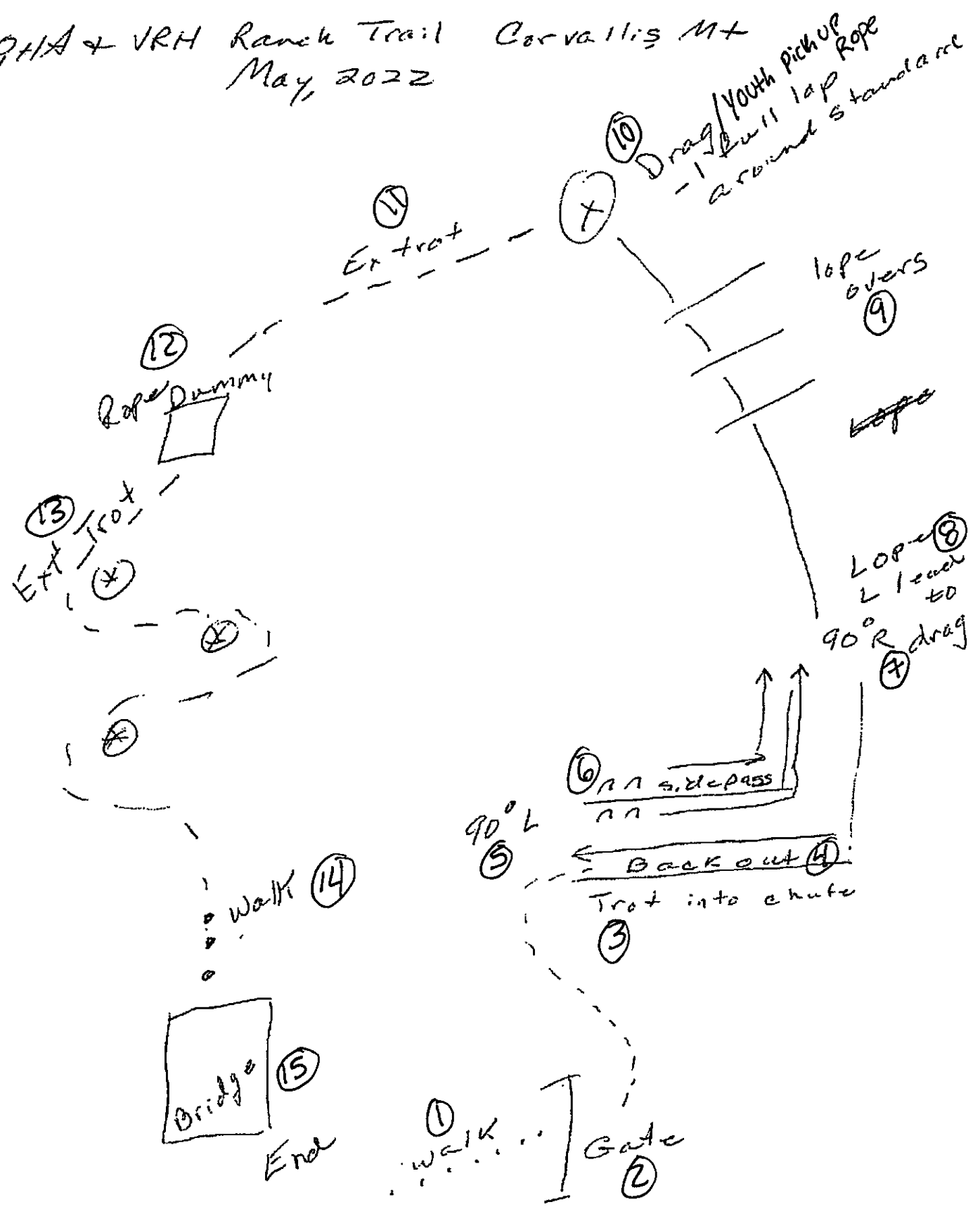
WMQHA 2022 MAY
TRAIL CLASSES

- WALK INTO BOX, TURN EITHER DIRECTION 360 DEGREES
- WALK OUT AND OVER POLES
- LOPE (LL) OVER POLES
- JOG OVER POLES
- LOPE (RL) OVER POLES
- JOG OVER POLES
- JOG INTO BOX AND AROUND CONE AND INTO CHUTE
- BACK CHUTE TO POLE
- SIDEPASS POLE TO GATE
- OPEN GATE (left hand push). WALK THROUGH, CLOSE GATE AND WALK OUT

| | |
|----------|-----------|
| WALK | * * * * * |
| JOG | ----- |
| LOPE | _____ |
| BACK | ε ε ε ε ε |
| SIDEPASS | ω ω ω ω ω |



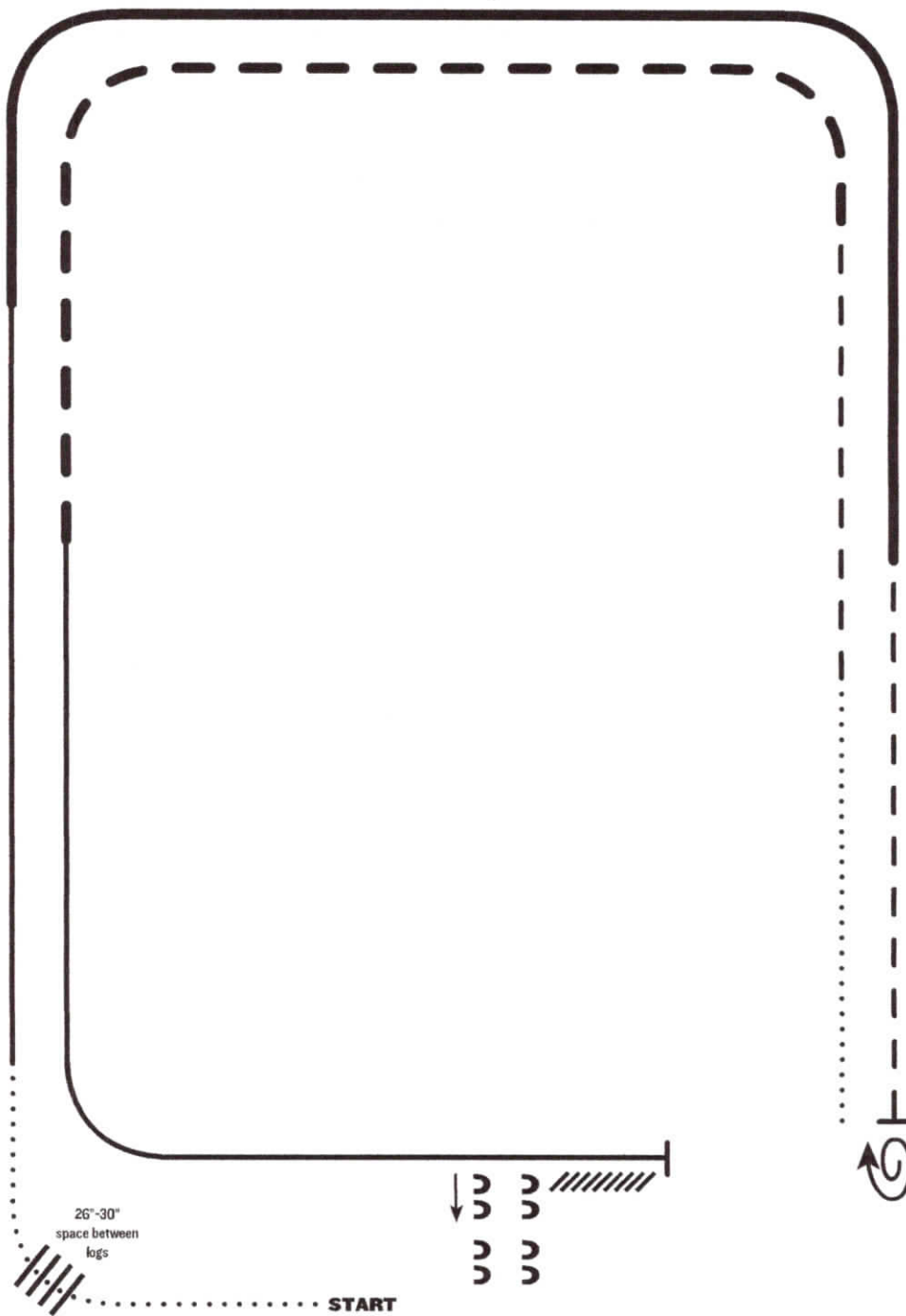
AQHA & VRM Ranch Trail Corvallis, MT
 May, 2022



RANCH RIDING - PATTERN 6

LEGEND

| | |
|--------|---------------|
| | Walk |
| | Extended Walk |
| - - - | Trot |
| - - - | Extended Trot |
| ——— | Lope |
| ——— | Extended Lope |
| ////// | Back |
| ∖∖ | Lead Change |



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

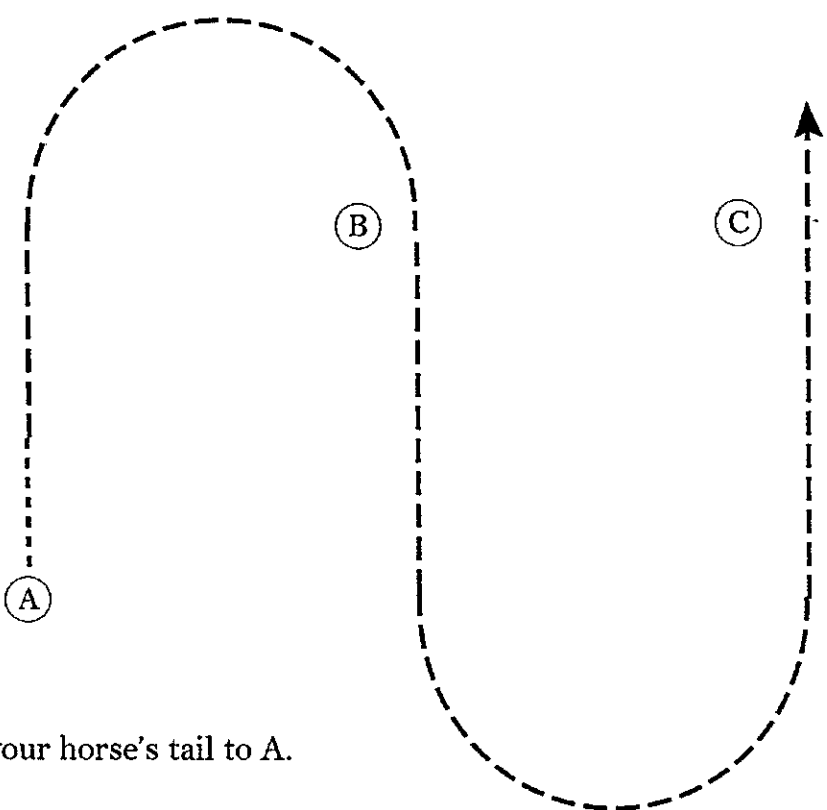
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

WMQHA

Hunt Seat Equitation (All W/T)

Show Date: 05-28-2022

www.HorseShowPatterns.com



Be ready with your horse's tail to A.

1. Walk two horse lengths from A.
2. Trot on the left diagonal in a half circle to B.
3. Sitting trot from B until even with A.
4. Trot on the right diagonal in a half circle until even with A.
5. Continue to trot to and past C.

Pattern is over once you have passed C at the trot.

Follow the directions of your ring steward.

| | |
|---------------|-----------|
| Walk | ----- |
| Trot | - - - - - |
| Extended Trot | ===== |
| Canter | ===== |
| Lead Change | ////// |
| Back | ←////// |
| Marker | (B) |
| Hand Gallop | ===== |

www.HorseShowPatterns.com

[HSE/WT-50]

Pattern Provided by:

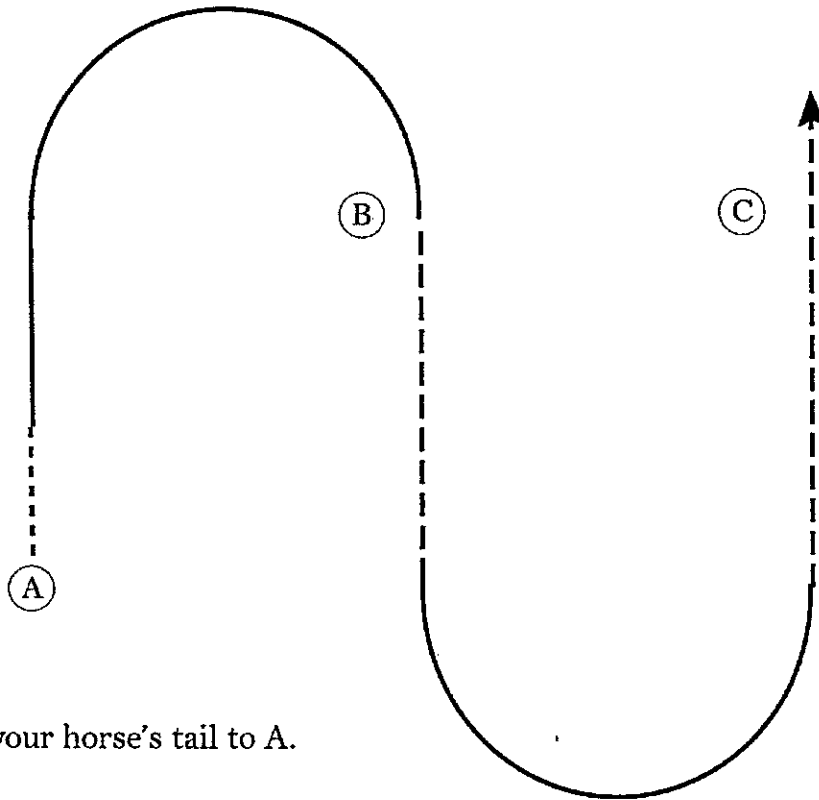
WMQHA

Hunt Seat Equitation (All W/T/C)

Show Date: 05-28-2022

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready with your horse's tail to A.

1. Walk two horse lengths from A.
2. Canter on the right lead in a half circle to B.
3. Trot on the right diagonal until even with A.
4. Canter a half circle to the left until even with A.
5. Trot on the left diagonal to and past C.

Pattern is over once you have passed C at the trot.

Follow the directions of your ring steward.

| | |
|---------------|-----------|
| Walk | ----- |
| Trot | - - - - - |
| Extended Trot | — — — — — |
| Canter | — — — — — |
| Lead Change | |
| Back | |
| Marker | (B) |
| Hand Gallop | — — — — — |

[HSE/2-50]

Pattern Provided by:

WMQHA

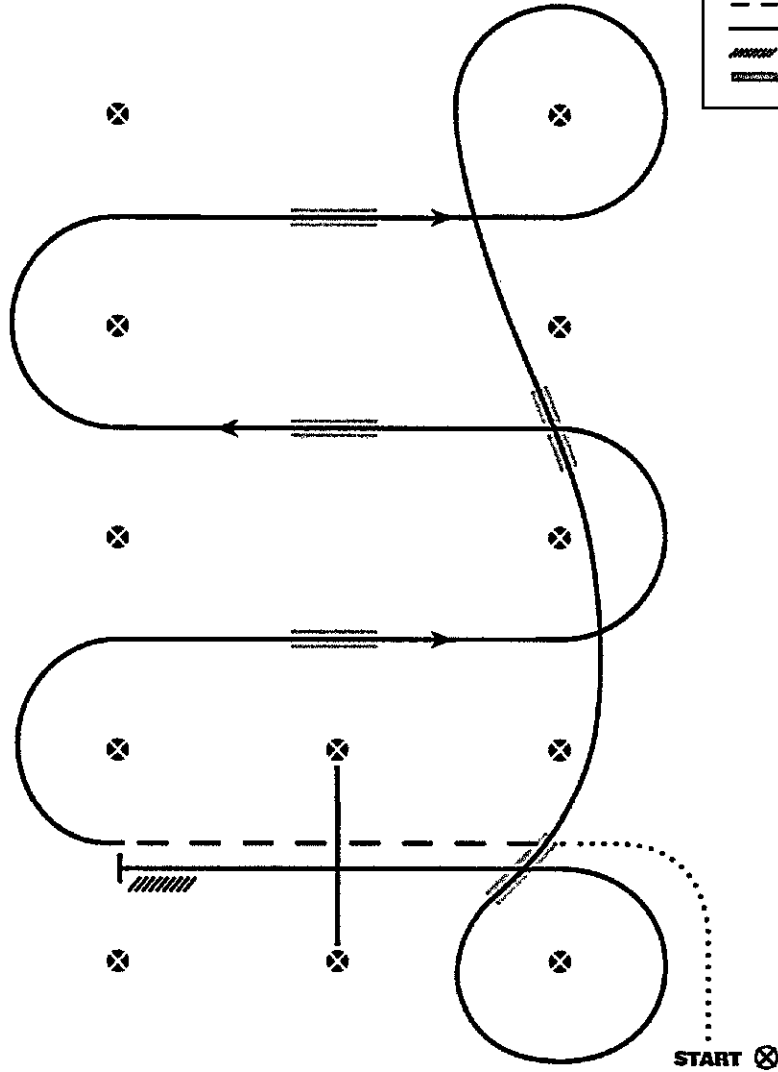
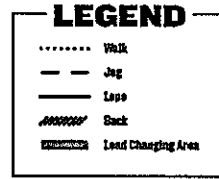
Western Riding (Level 1)

Show Date: 05-28-2022

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

LEVEL I WESTERN RIDING PATTERN 7



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 crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Revised 06-07-2021

[WR/GP-7]

Pattern Provided by:

WMQHA

Western Riding (All but Level 1)

Show Date: 05-28-2022

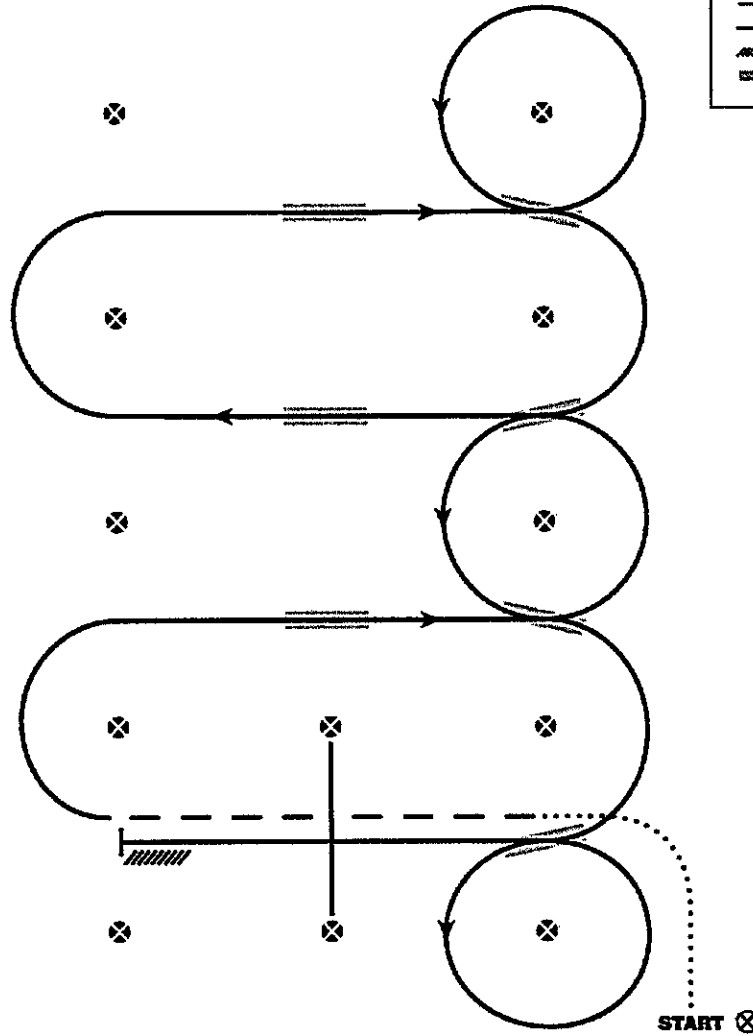
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

WESTERN RIDING - PATTERN 7

LEGEND

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



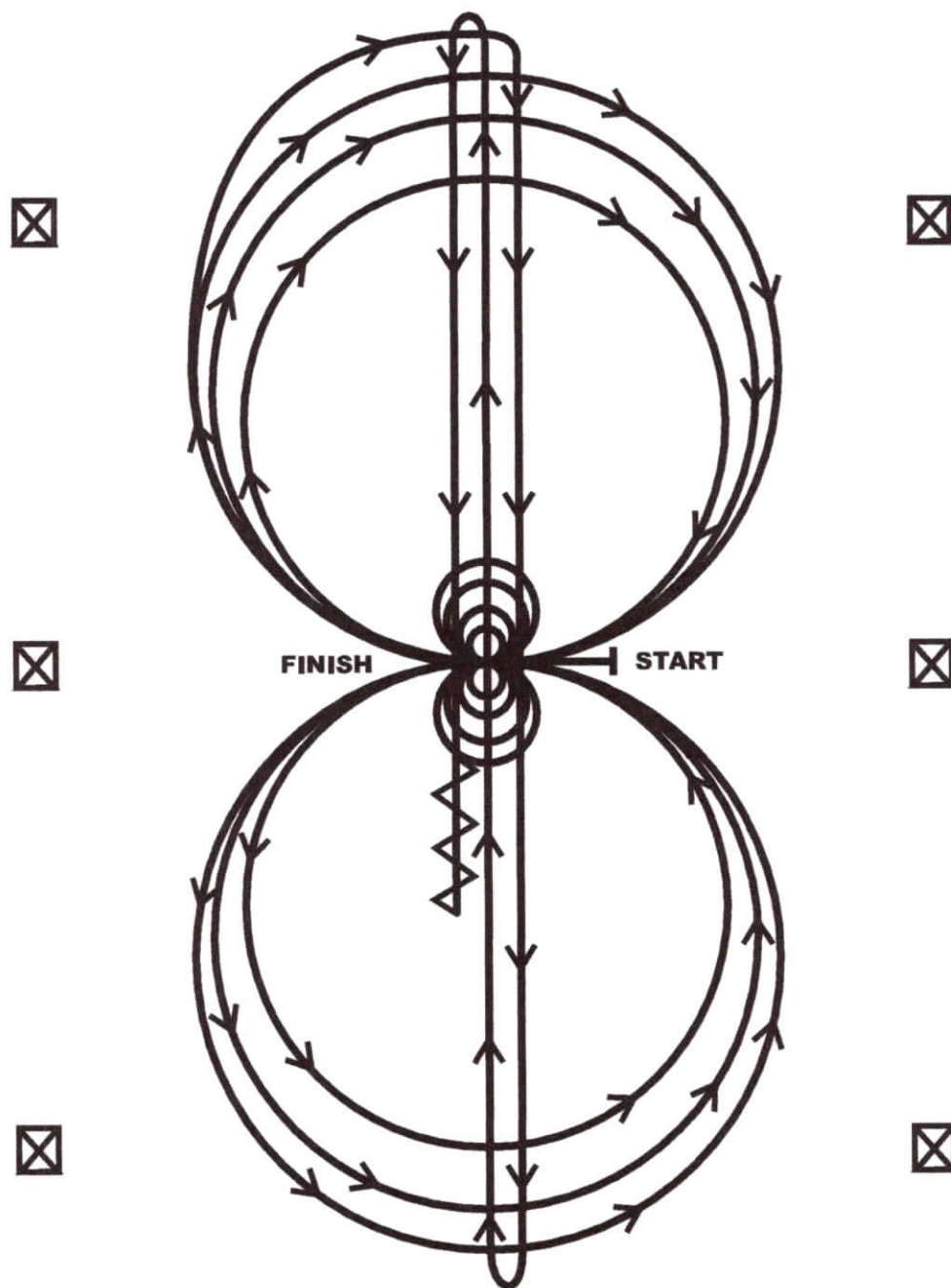
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth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

Revised 06-07-2021

[WR/OP-7]

Pattern Provided by:

REINING PATTERN 2



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 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.