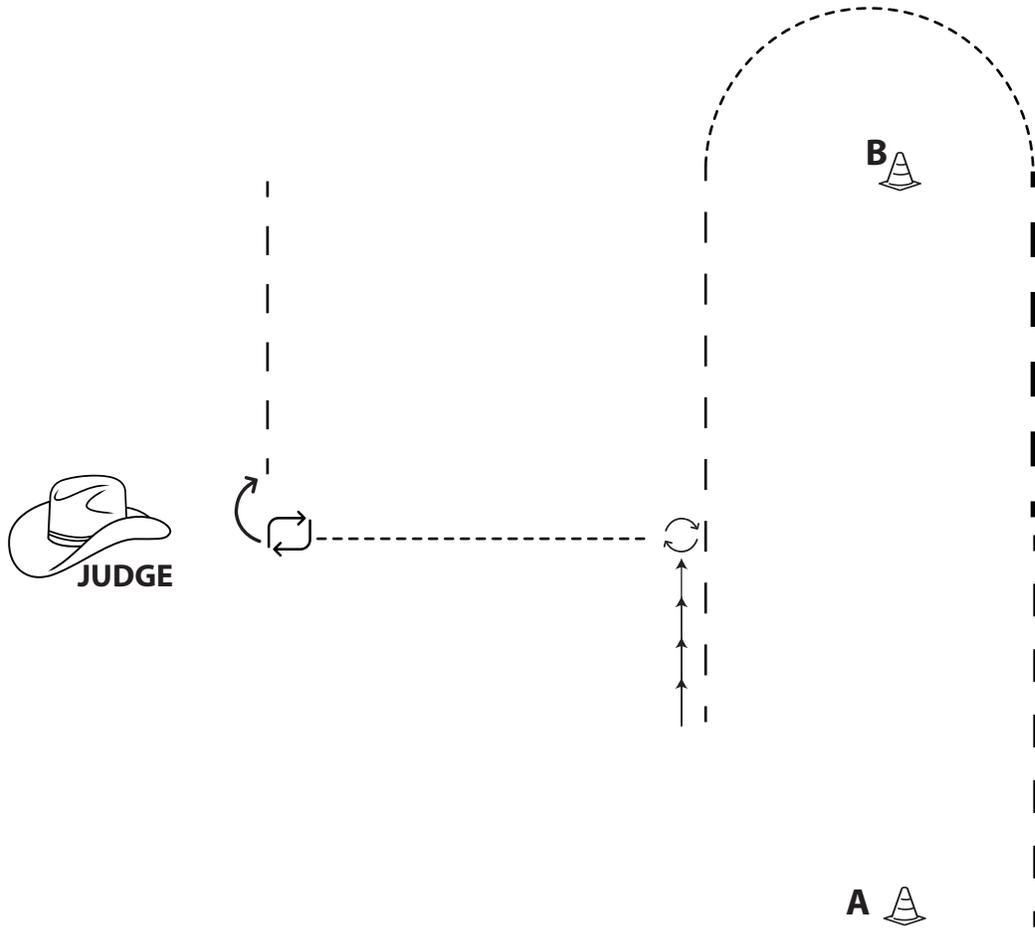




# Showmanship Youth 18 & Under Amateur

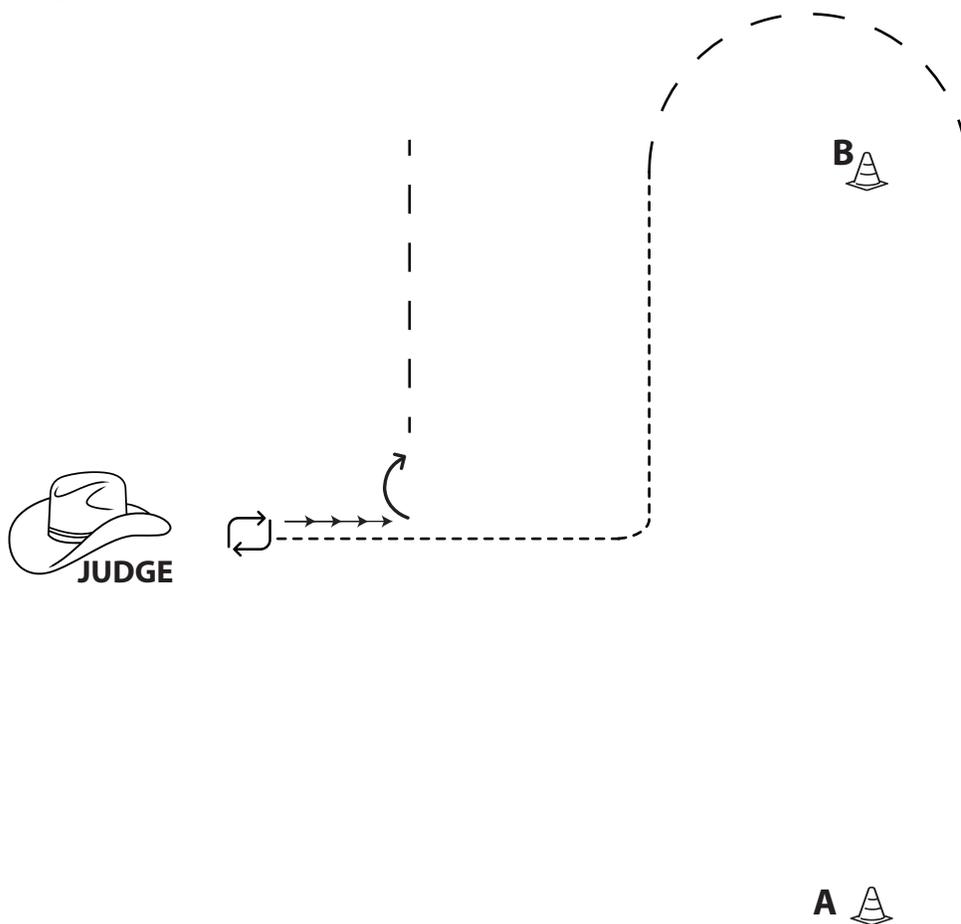


- 1) Start at cone A. Trot 1/2 way to cone B
- 2) Extend trot to cone B
- 3) Walk around cone B
- 4) Trot past judge
- 5) Back to hip even with judge
- 6) Perform 45° haunch turn
- 7) Walk to judge. Set up for inspection.
- 8) When excused, 90° haunch turn
- 9) Trot away. Pattern complete.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	///
INSPECTION	↻
SITTING TROT	-----



# Showmanship Walk/Trot 5-10, 11-18, All Breed



- 1) Start at cone A. Walk 1/2 way to cone B.
- 2) Trot to cone B
- 3) Trot around cone B
- 4) Walk to judge
- 5) Set up for inspection
- 6) When excused, back 1 horse length
- 7) 90 haunch turn
- 8) Trot away. Pattern complete.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
INSPECTION	↻
BACK	←←←←←
SITTING TROT	-----
TURN	↻
LEAD CHANGE	//

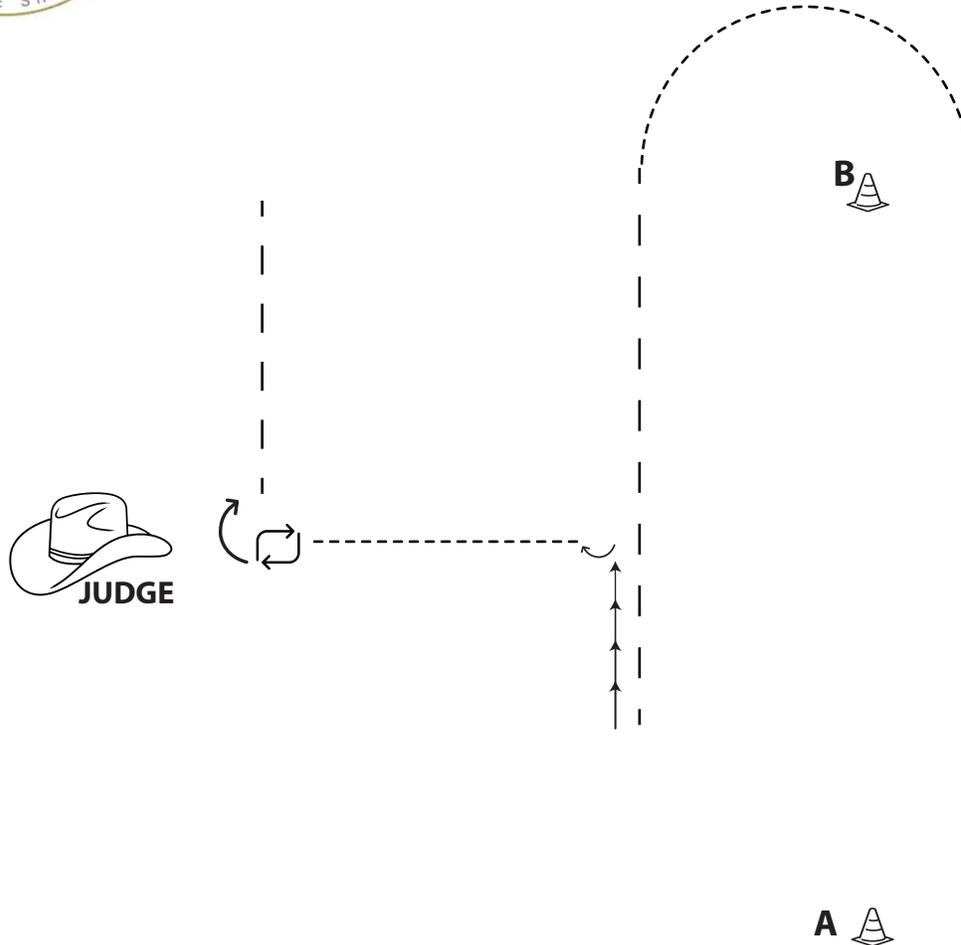


# Showmanship

## Novice Youth & Novice Amateur

### Youth 13 & Under, All Breed

### Never won a buckle

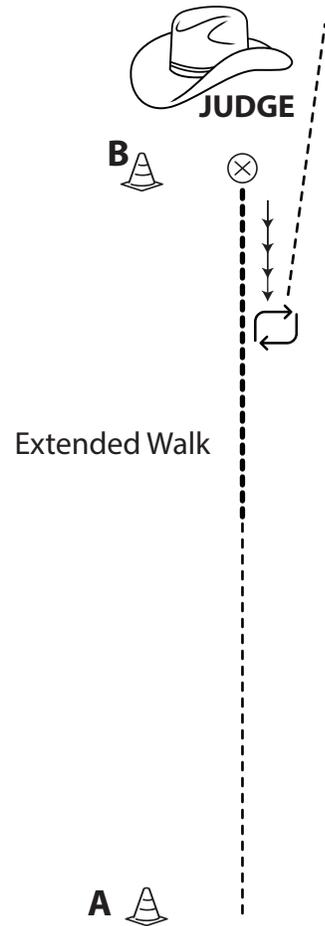


- 1) Start at cone A. Walk 1/3 way to cone B
- 2) Trot to cone B
- 3) Walk around cone B
- 4) Trot past judge
- 5) Back to hip even with judge
- 6) Perform 90 haunch turn
- 7) Walk to judge. Set up for inspection.
- 8) When excused, 90 haunch turn
- 9) Trot away. Pattern complete.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
INSPECTION	↻
BACK	←←←←←
SITTING TROT	- - - - -
TURN	↻
LEAD CHANGE	//



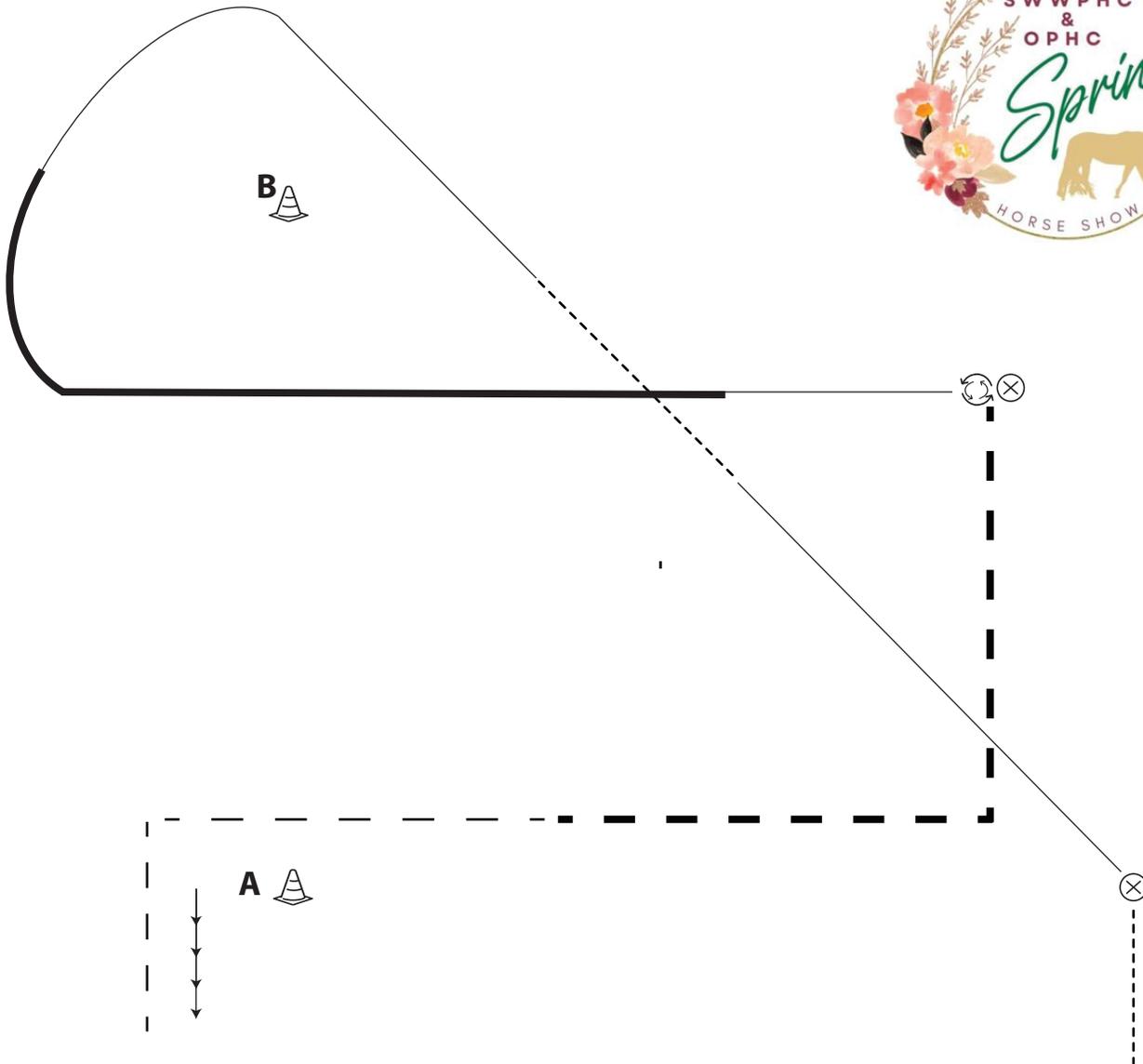
## Showmanship All Breed Leadline 3-8



- 1) Start at cone A. Walk 1/2 way to cone B.
- 2) Extend the walk to cone B.
- 3) At cone B stop and back 4 steps.
- 4) Set up for inspection
- 5) When excused walk away

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	- - - - -

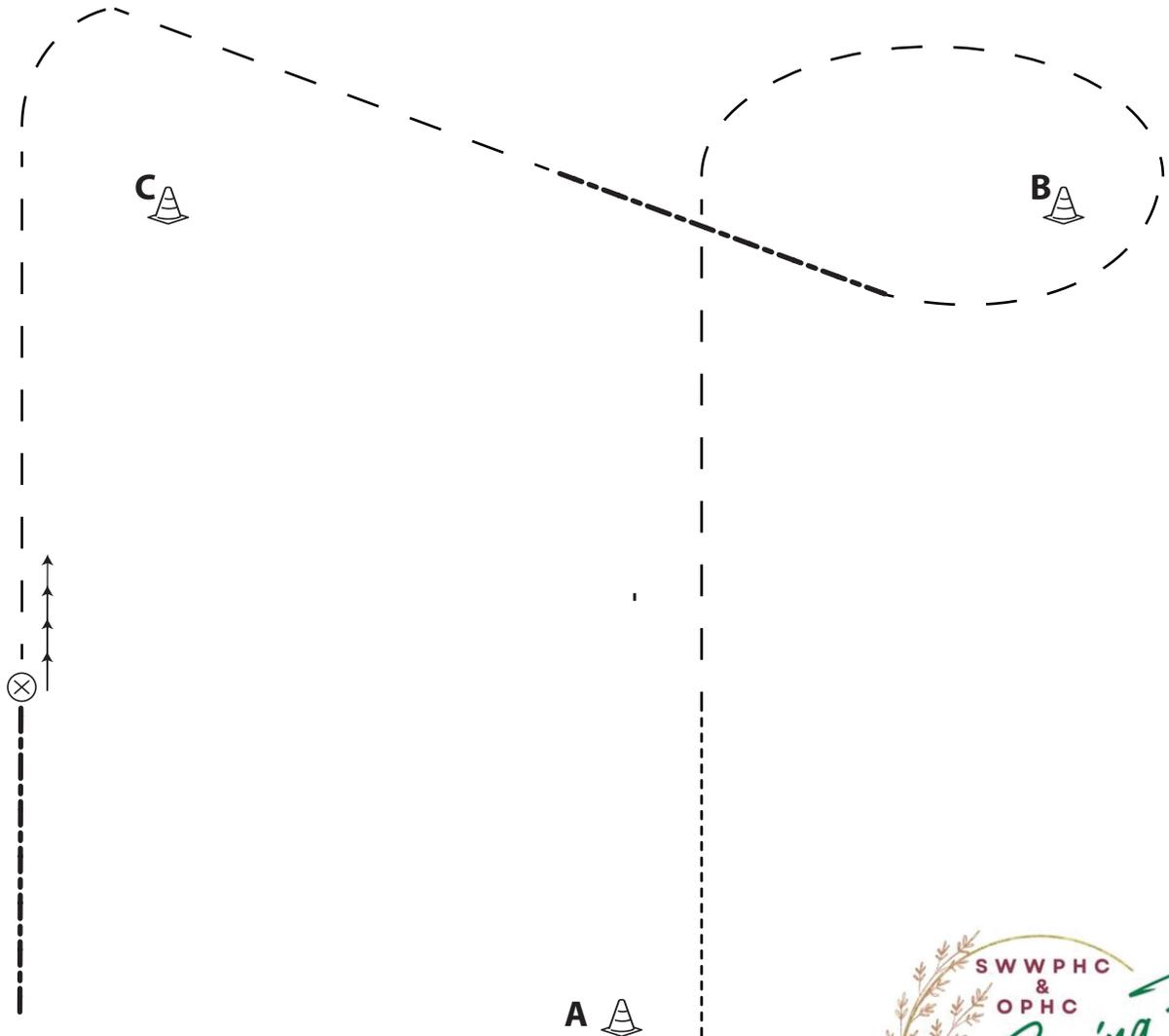
# Horsemanship Amateur & Youth 18 & Under



- 1) Start at cone A. Back 1 length
- 2) Jog square corner to center.
- 3) Extended trot, square corner
- 4) Stop. 670 (1 3/4) right haunch turn
- 5) Lope right lead building into extended lope
- 6) Collect lope at cone B, lope around cone B
- 7) Walk
- 8) Lope left lead
- 9) Stop. Walk to exit.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	-----

**Equitation**  
**Walk/Trot 5-10, 11-18**  
**Amateur, All Breed**



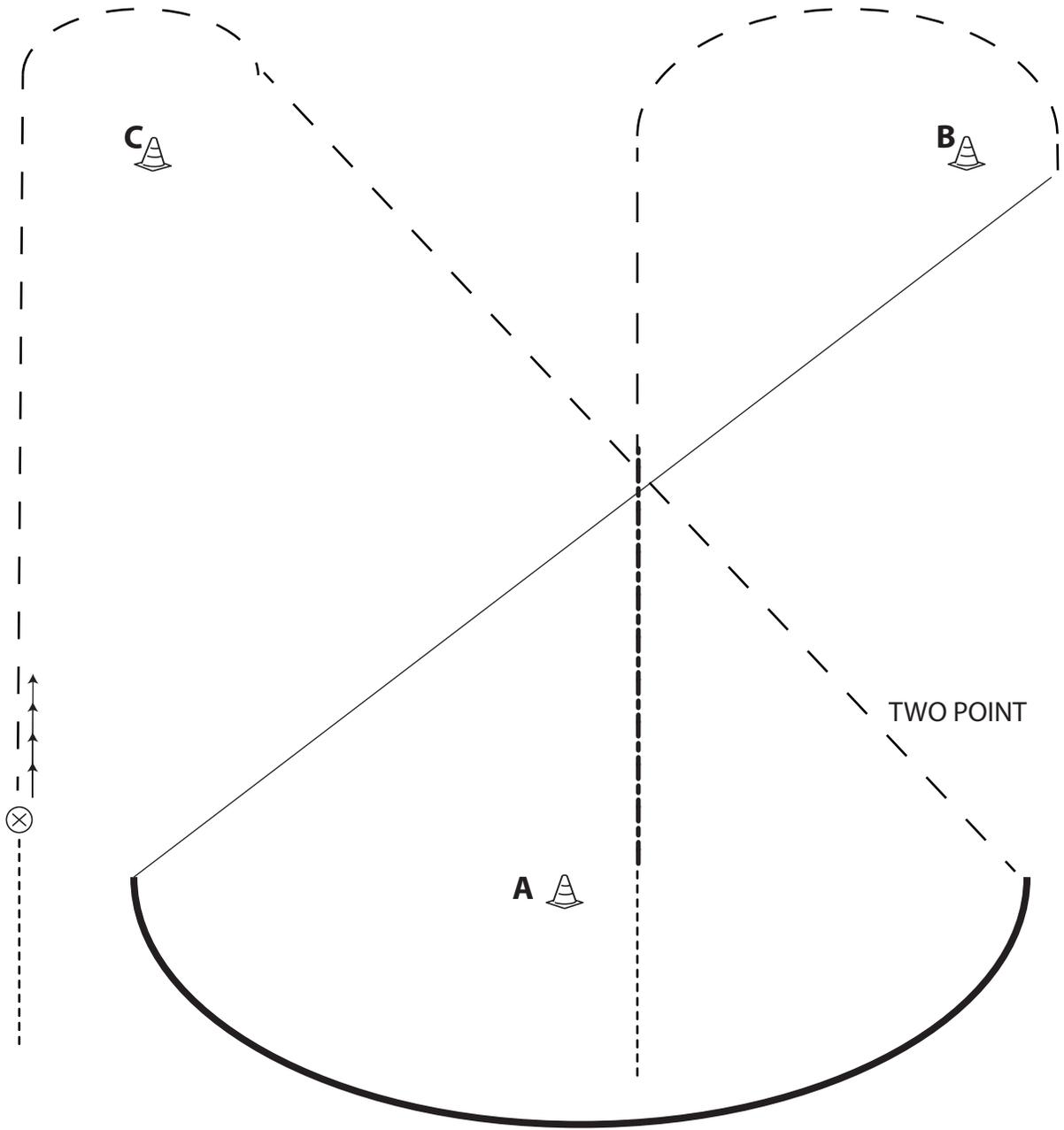
- 1) Start at cone A. Walk.
- 2) Posting trot left diagonal
- 3) Sitting trot
- 4) Trot right diagonal
- 5) Stop. Back two lengths
- 6) Sitting trot to exit.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	- - - - -





# Equitation Amateur & Youth 18 & under

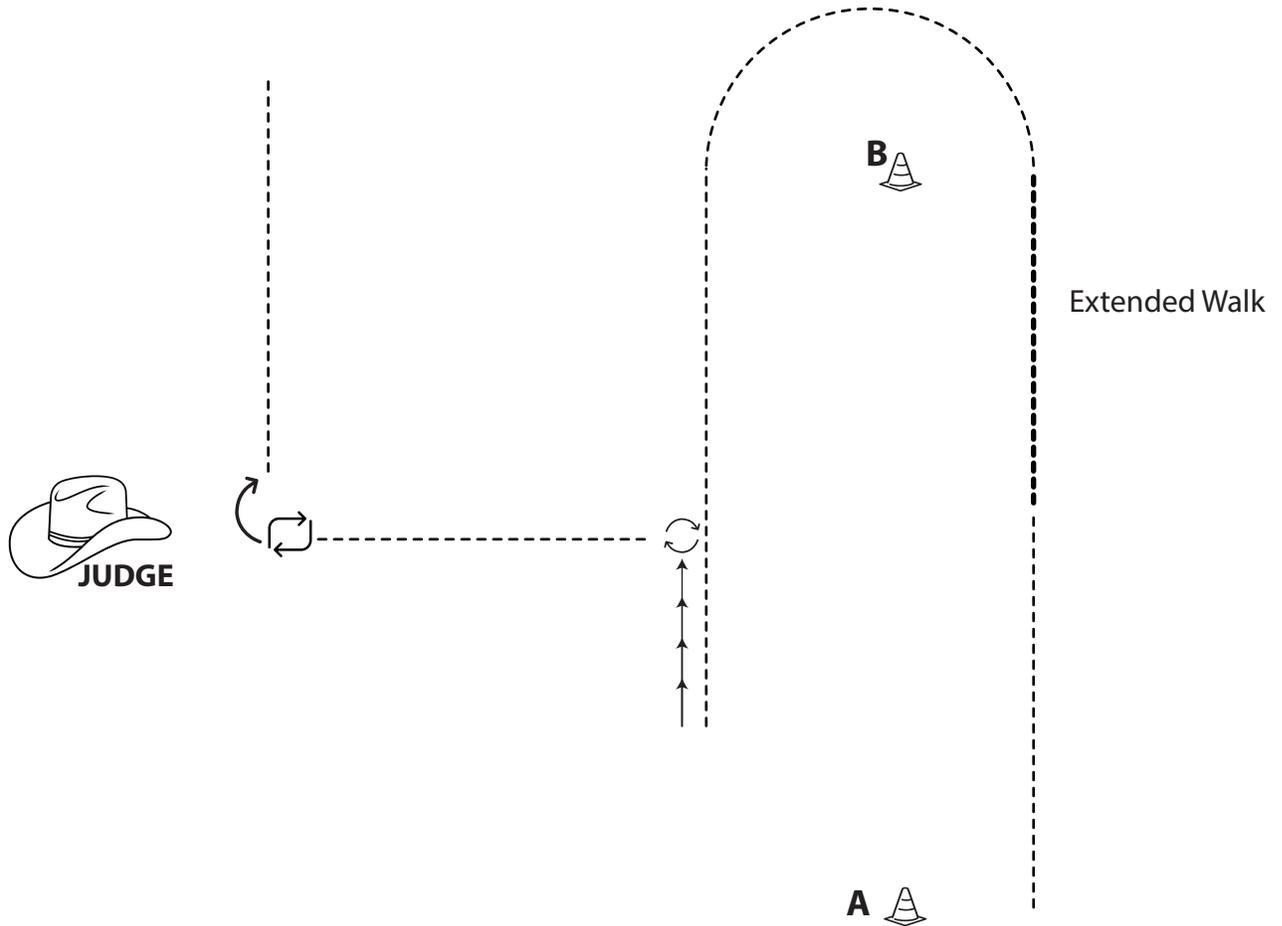


- 1) Start before cone A. Walk to cone A.
- 2) Sitting trot to center
- 3) Posting trot left diagonal
- 4) Canter left lead
- 5) Hand gallop left lead
- 6) Trot, 2 point 1/2 way to cone C
- 7) Posting trot right diagonal
- 8) Stop. Back one length
- 9) Walk. Pattern complete.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
INSPECTION	↻
BACK	←←←←←
SITTING TROT	-----
TURN	↻
LEAD CHANGE	///



## Showmanship Walk/Trot Amateur

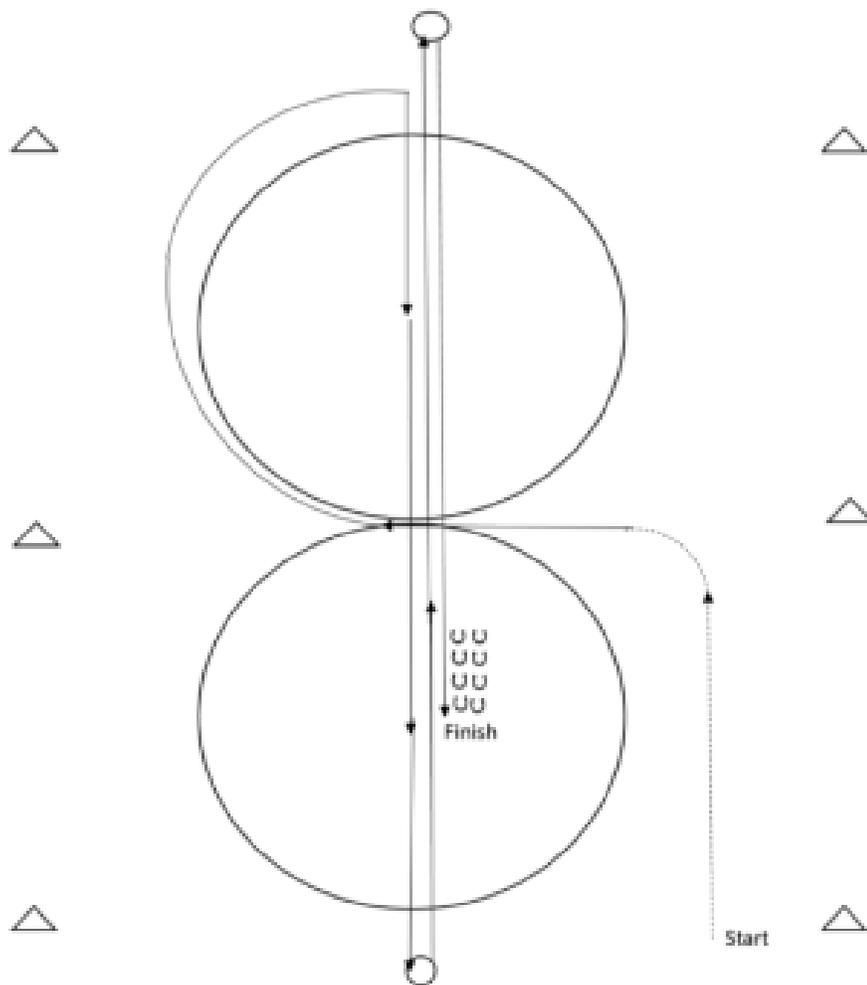


- 1) Start at cone A. Walk halfway to cone B.
- 2) Extended walk to cone B.
- 3) Walk around cone B.
- 4) Walk past the judge.
- 5) Back to hip even with judge
- 6) Perform 45° haunch turn
- 7) Walk to judge. Set up for inspection
- 8) When excused, 90° haunch turn
- 9) Walk away. Pattern complete

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
INSPECTION	↻
BACK	←←←←←
SITTING TROT	- - - - -
TURN	↻
LEAD CHANGE	///

## Ranch Reining Pattern #1

---



Trot to center of Arena, Stop. Start pattern facing towards Judge.

1. Beginning on the right lead Lope one circle to the right, Change Leads to the left.
2. Complete one circle to the left, Change leads to the right and go to the top of arena.
3. Run down center of arena past the end marker and come to stop.
4. Complete 1 ½ spins to right
5. Run to the other end of the arena, past the end marker and come to a stop.
6. Complete 1 ½ spins to the left.
7. Run past the center marker, stop, back 10 feet.
8. Hesitate to complete pattern.

# NOVICE AND GREEN

## Western Riding

Show Date:

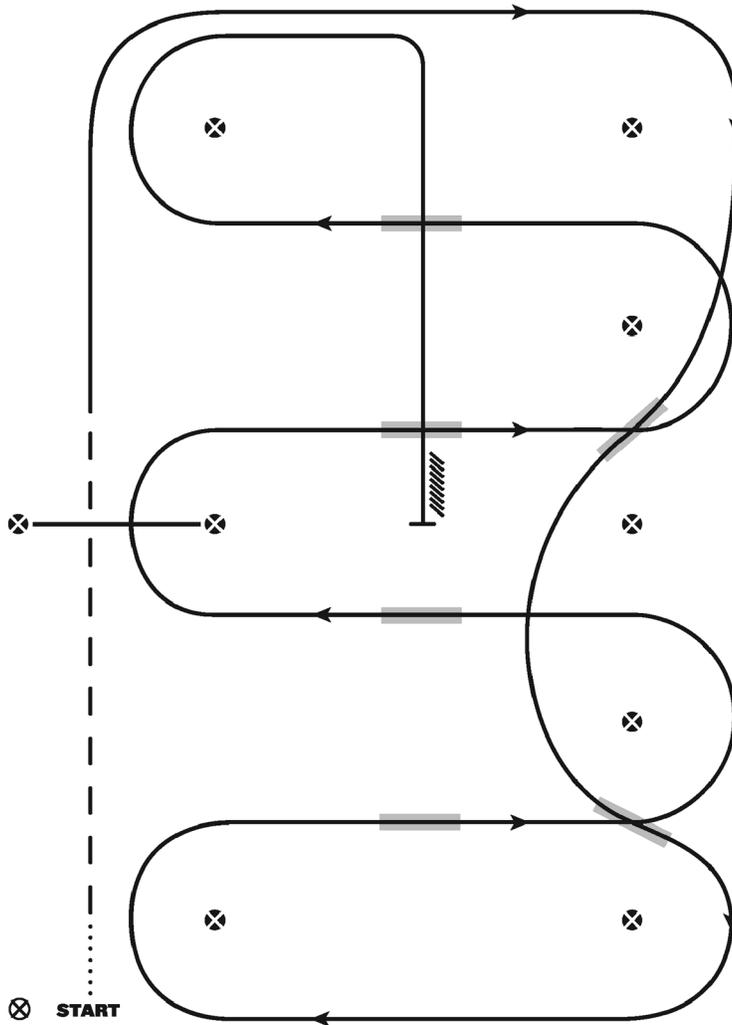
www.HorseShowPatterns.com

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### LEVEL I WESTERN RIDING PATTERN 6

**LEGEND**

- ..... Walk
- - - - - Jog
- Lope
- /////// Back
- Load 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

Revised 06-07-2021

[WR/GP-6]

Pattern Provided by:

# 2026 Spring Fling

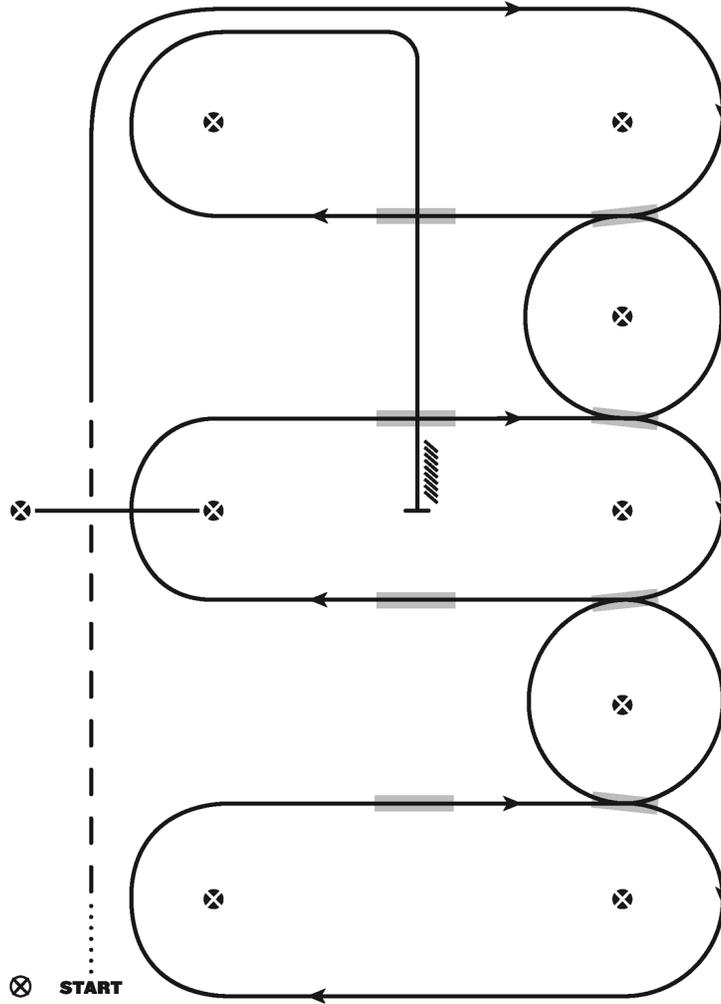
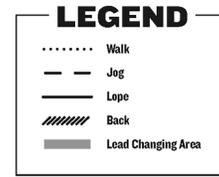
## Western Riding

Show Date:

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### WESTERN RIDING - PATTERN 6



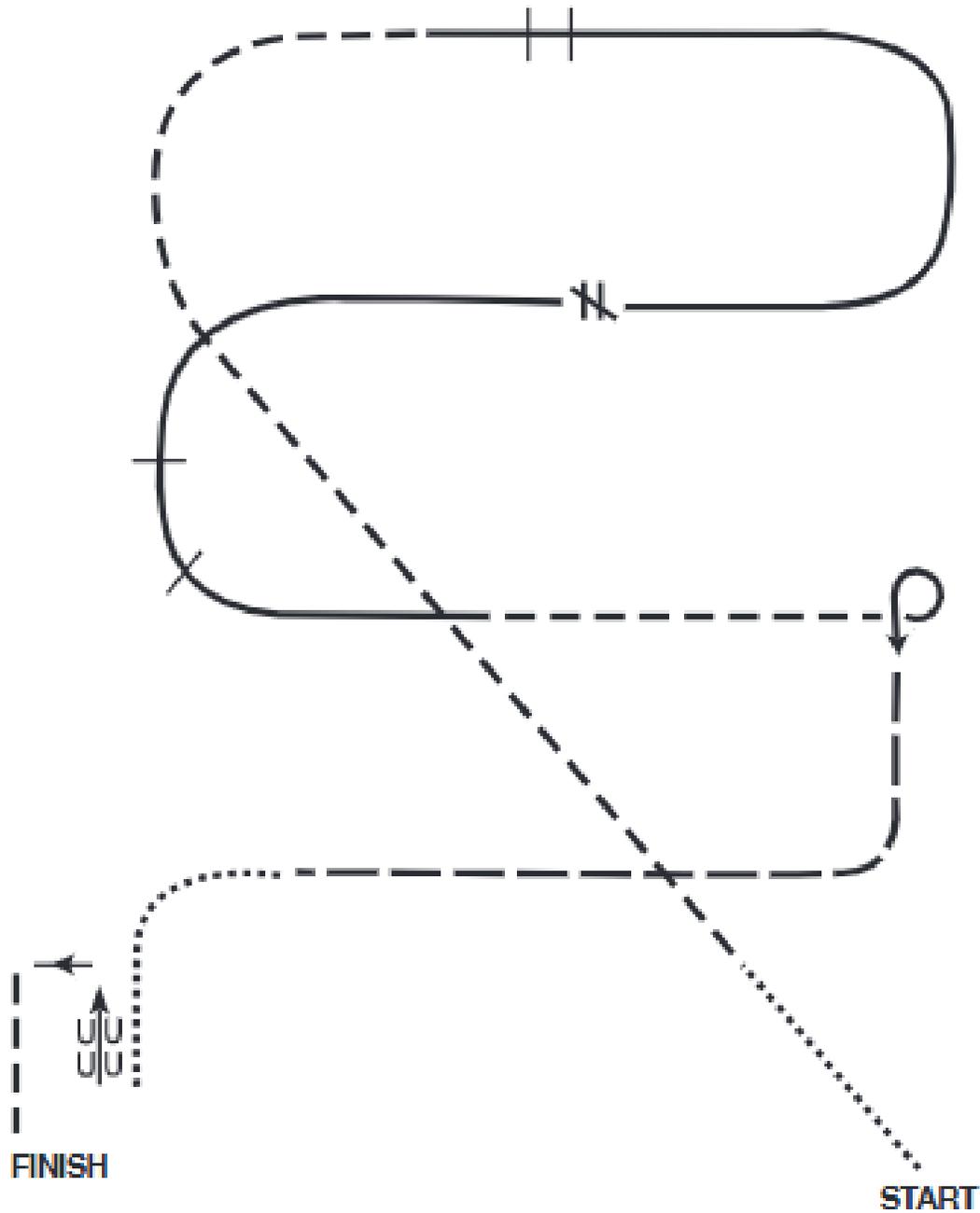
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

Revised 06-07-2021

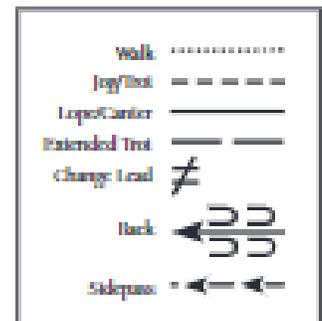
[WR/OP-6]

Pattern Provided by:

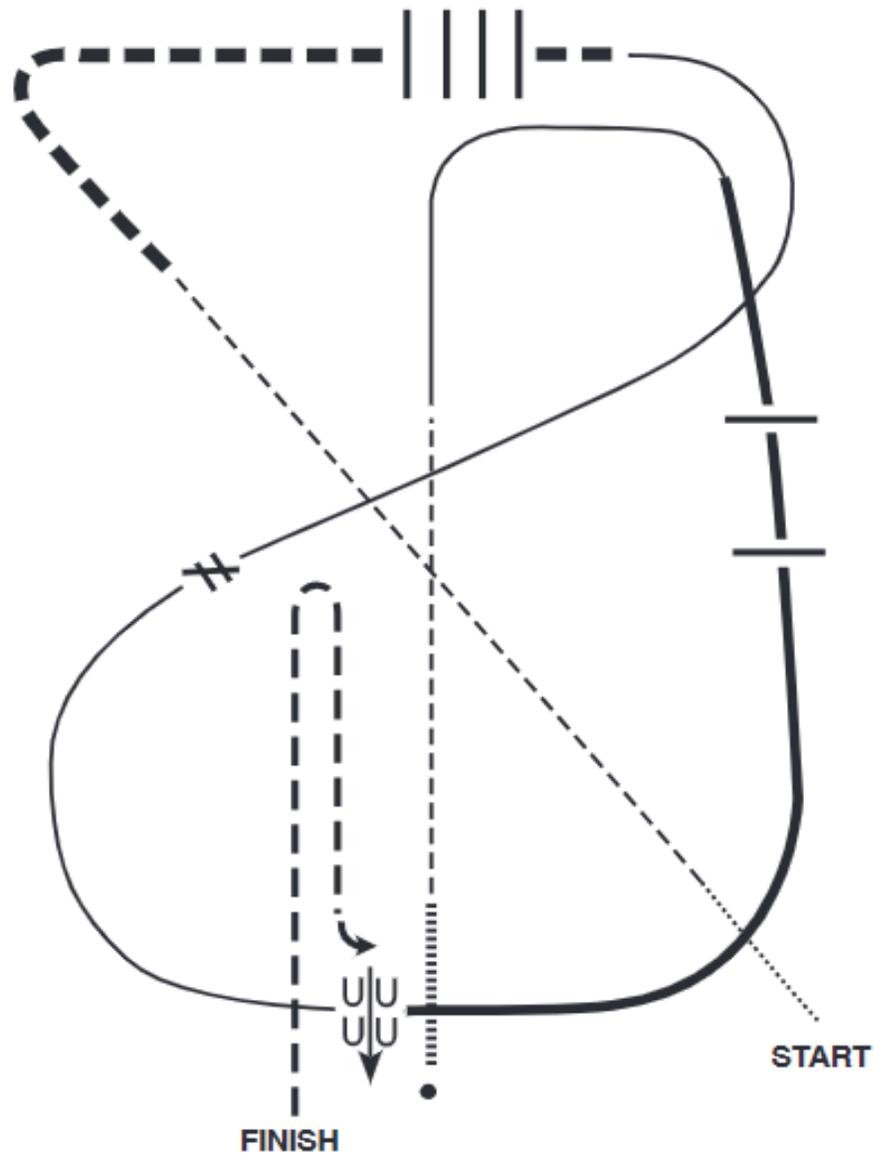
## Western Versatility - Pattern 2



- |                                   |                              |
|-----------------------------------|------------------------------|
| 1. Walk                           | 8. Stop 270 Left             |
| 2. Jog Diagonal Line              | 9. Extend Jog                |
| 3. Right lead Over Two Poles      | 10. Walk                     |
| 4. Lead Change (Simple or Flying) | 11. Stop Back                |
| 5. Left Lead                      | 12. Sidepass Right Over Pole |
| 6. Lope Over Two Poles            | 13. Jog to Exit              |
| 7. Jog                            |                              |



# English Versatility - Pattern 5

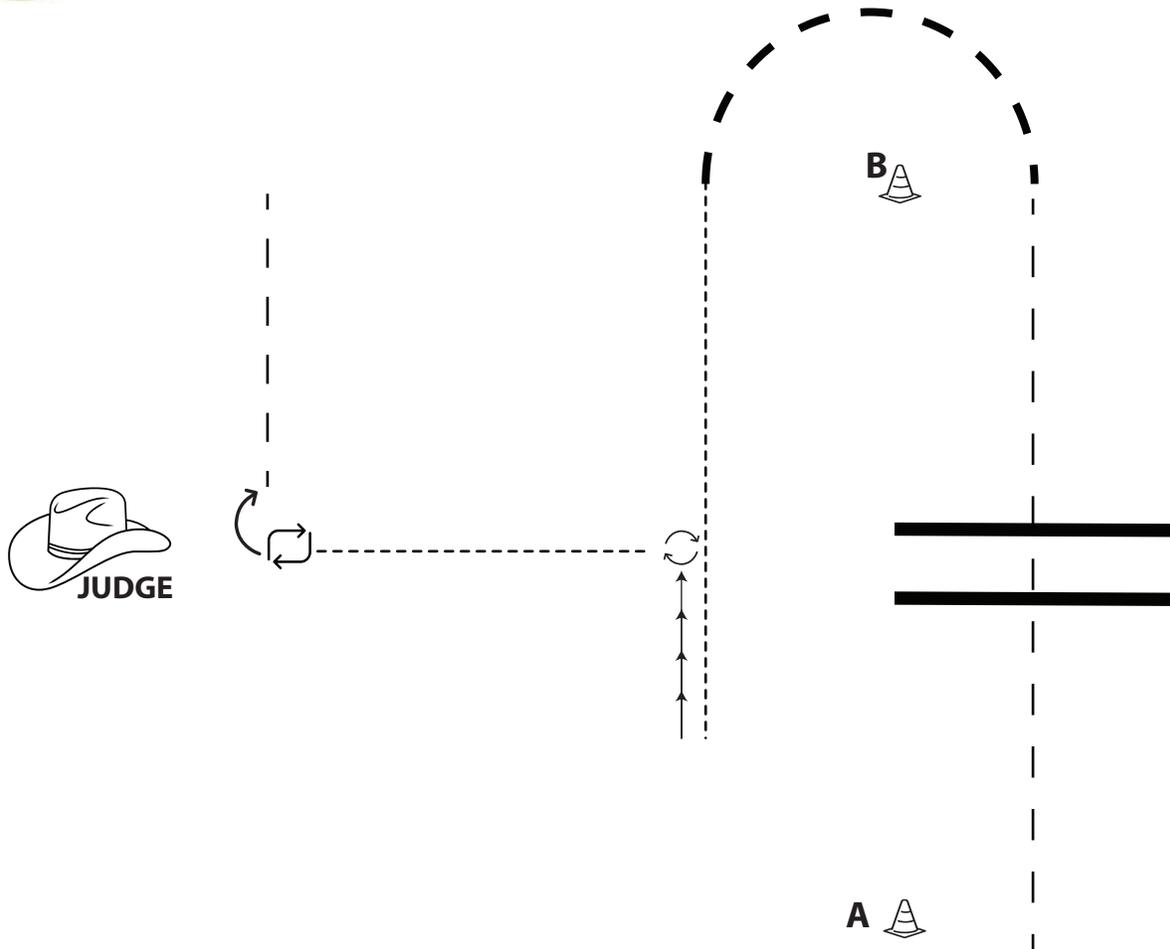


1. Forward Walk from Gate
2. Trot Diagonal Line Building to Extended Trot
3. Extended trot
4. Extended Trot over Four Poles
5. Collect Trot and Canter Right Lead Around top
6. Right Lead Diagonal Line and Change Leads (Simple or Flying)
7. Left Lead Canter Building to Hand Gallop at center
8. Hand Gallop over two Rails, Cavalletis or Small Jumps
9. Collect and Canter Down Center
10. Sitting Trot Down Center Line
11. Walk
12. Halt and Back
13. Forehand Turn Right
14. Trot to Exit

Walk	.....
Jog/Trot	-----
Lope/Canter	=====
Hand Gallop	=====
Extended Trot	=====
Leg Yield	
Change Lead	≠
Gate	⌋
Back	←←←
Judge	⓪
Marker	○
Sidepass	←←←



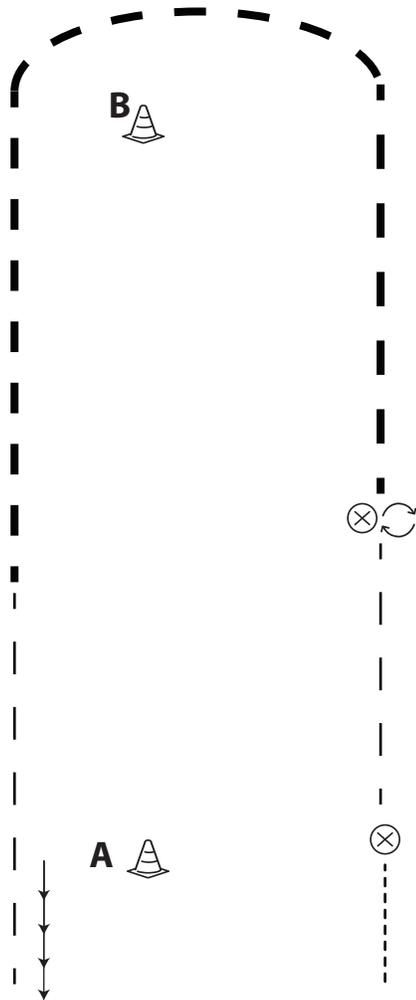
## Showmanship Ranch



- 1) Start at cone A. Trot over poles.
- 2) Extend trot around cone B.
- 3) Walk past judge
- 4) Back to hip even with judge
- 5) Perform 45° haunch turn
- 6) Walk to judge. Set up for inspection.
- 7) When excused, 90° haunch turn
- 8) Trot away. Pattern complete.

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	—————
EXT LOPE/GALLOP	—————
STOP	⊗
BACK	←←←←←
TURN	↻
LEAD CHANGE	//
INSPECTION	↻
SITTING TROT	-----

**Horsemanship**  
**Walk/Trot**  
**Amateur, 5-10, 11-18, All Breed**



- 1) Start at cone A. Back 1 length
- 2) Jog 1/2 way to cone B
- 3) Extended trot around cone B.
- 4) Stop.
- 5) 360 right haunch turn
- 6) Jog
- 7) Stop
- 8) Walk to exit

WALK	-----
JOG/TROT	- - - - -
EXTENDED JOG/TROT	- - - - -
LOPE/CANTER	_____
EXT LOPE/GALLOP	—————
STOP	⊗
INSPECTION	↻
BACK	←←←←←
SITTING TROT	-----
TURN	↻
LEAD CHANGE	//



# NWRA WALK TROT RANCH RIDING 3

- ..... Walk
- Trot
- Extended Trot
- //////// Back

1. Trot
2. Trot over logs
3. Walk
4. Trot
5. Extended Trot
6. Walk
7. Trot
8. Stop, back, 360 turn right

