

*Schools Out*



*Pinto*

*&*

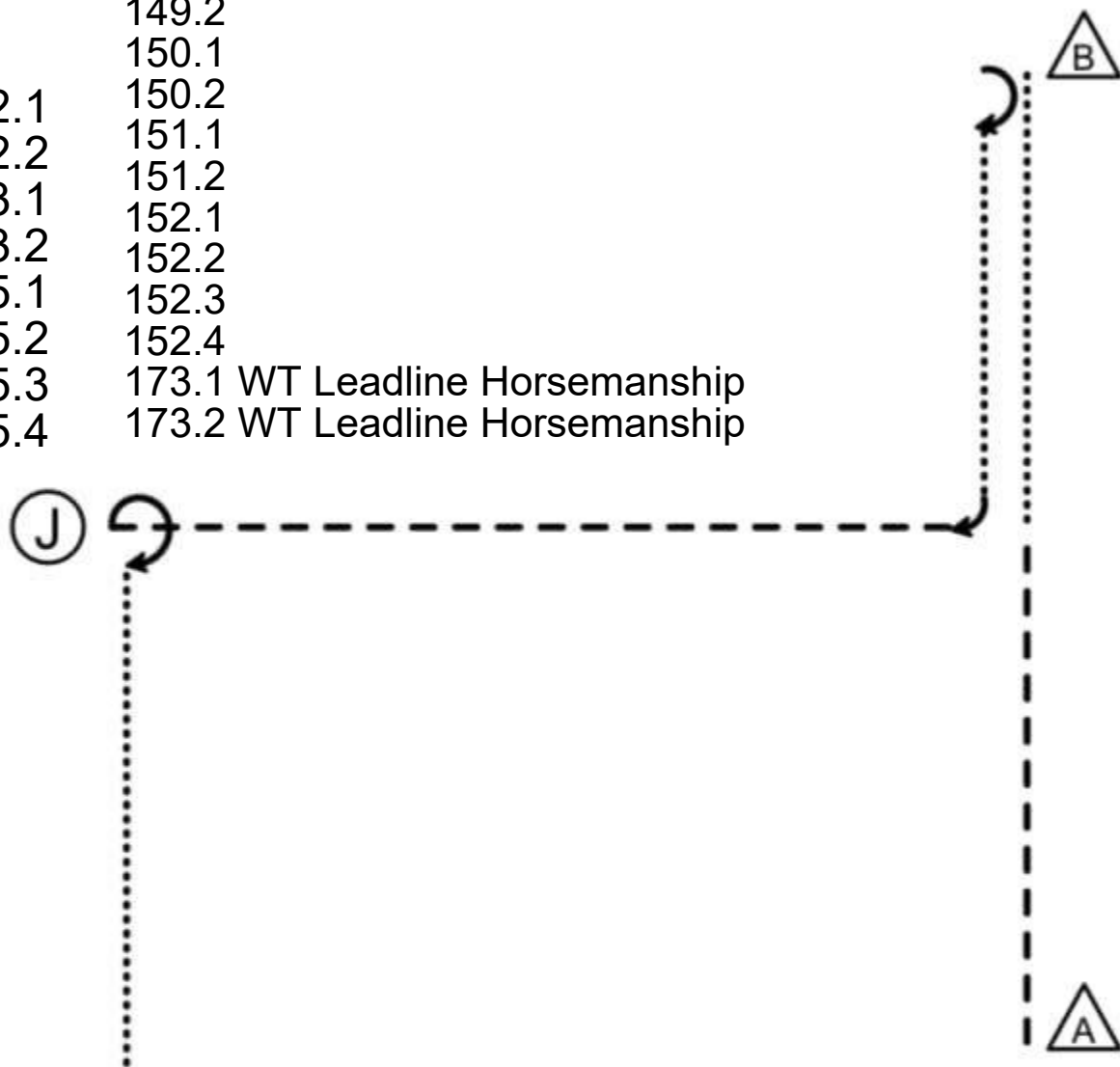
*KSHA*

*Horse Show*

*May 23 & 24 2026*

*Patterns*

22	149.1
23	149.2
24	150.1
112.1	150.2
112.2	151.1
113.1	151.2
113.2	152.1
115.1	152.3
115.2	152.4
115.3	173.1 WT Leadline Horsemanship
115.4	173.2 WT Leadline Horsemanship



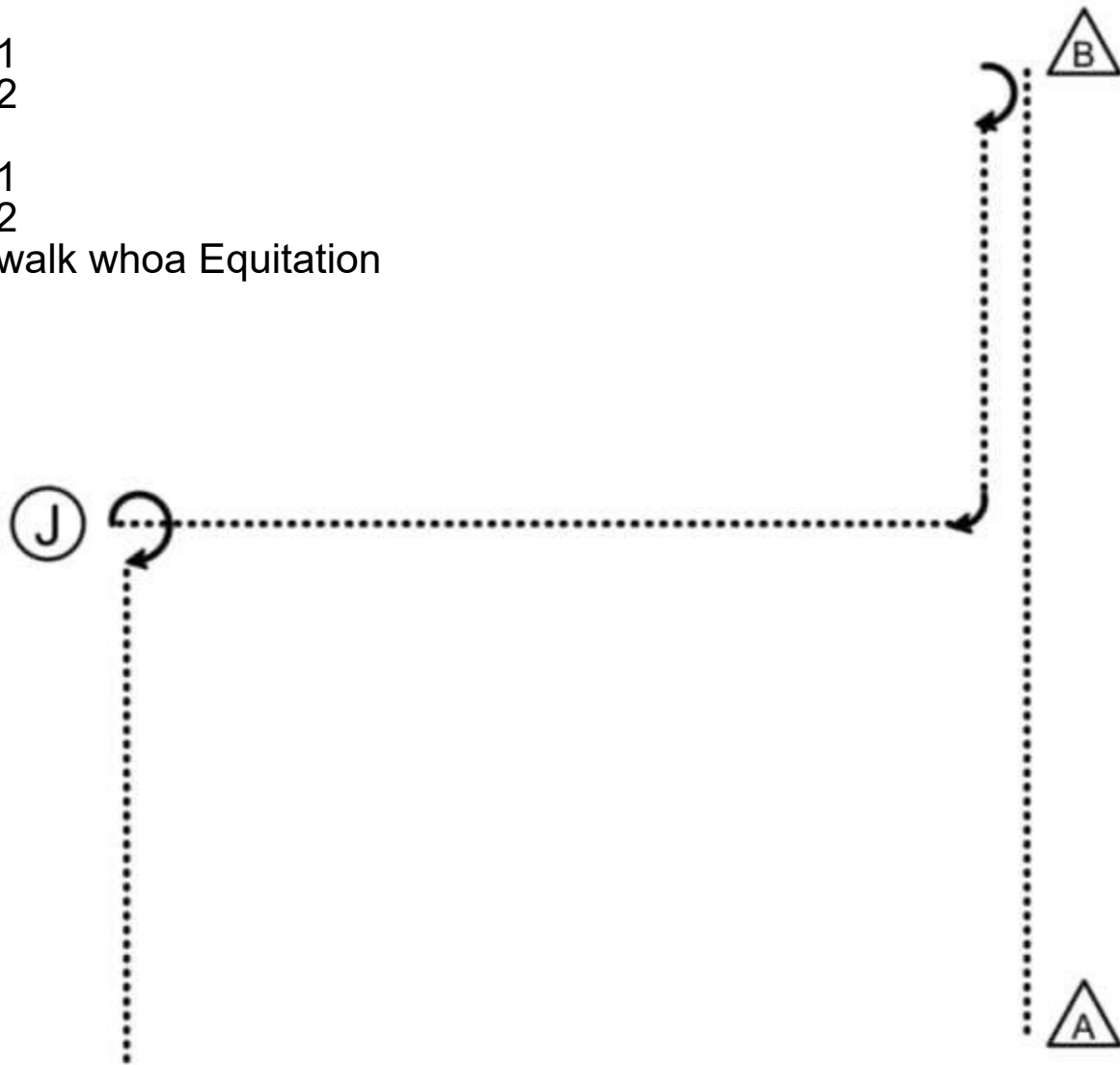
Pattern design by NULL

Be ready at A

1. Trot until even with Judge, then walk to B and stop
2. Perform a 180° turn
3. Walk until hip is even with Judge
4. Perform a 90° turn
5. Trot to Judge
6. Set Up
7. Inspection. When dismissed, perform a 270° turn and walk to exit



- 25
- 26
- 114.1
- 114.2
- 147
- 148.1
- 148.2
- 172 walk whoa Equitation



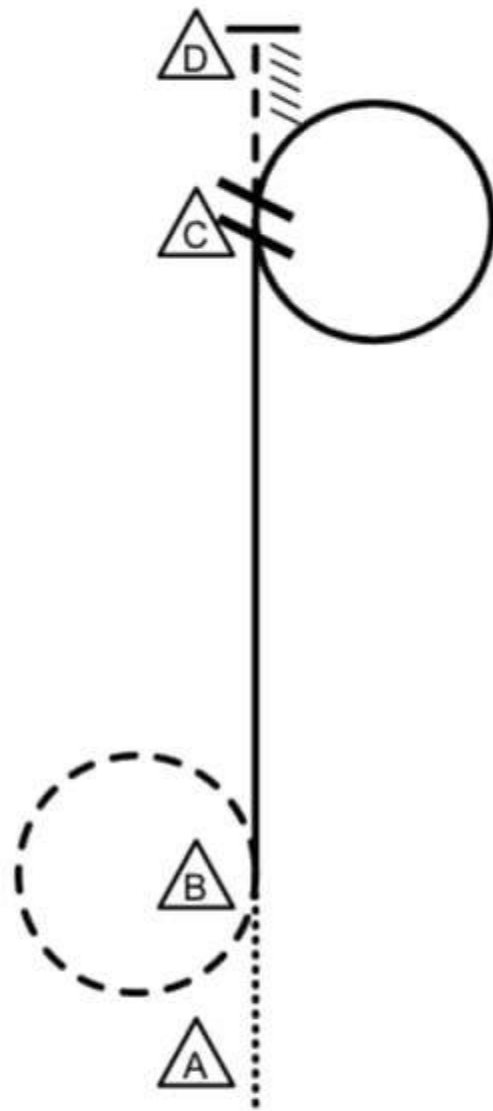
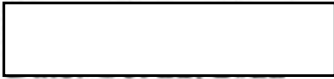
Pattern design by NULL

Be ready at A

1. Walk from A to B
2. Perform a 180° turn
3. Walk until hip is even with Judge
4. Perform a 90° turn
5. Walk to Judge
6. Set Up
7. Inspection. When dismissed, perform a 270° turn and walk to exit



# Lope English Equitation

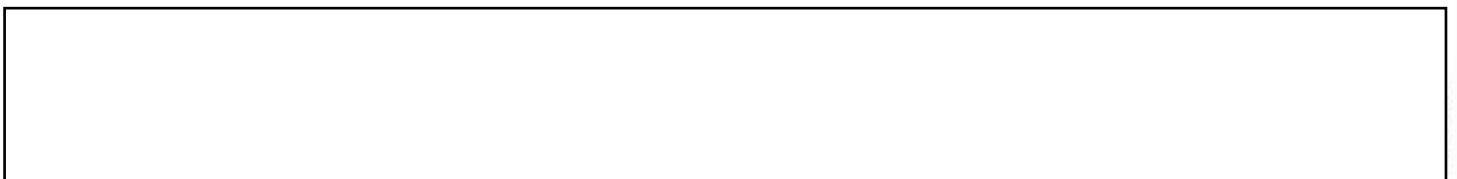


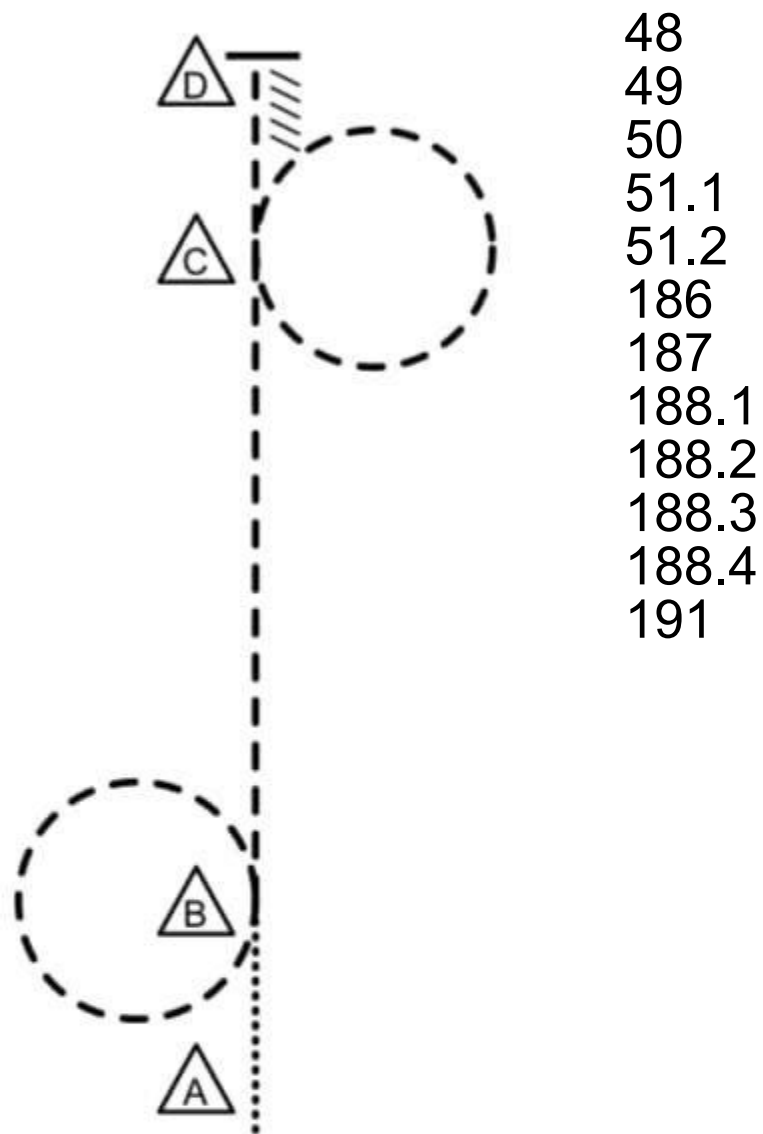
Lope  
52  
53.1  
53.2  
189  
190.1  
190.2

Pattern design by NULL

Be ready before A

1. Walk A to B
2. Posting trot circle left
3. Canter left lead to C
4. Simple lead change
5. Canter circle right
6. Posting trot left diagonal to D
7. Stop and back one horse length

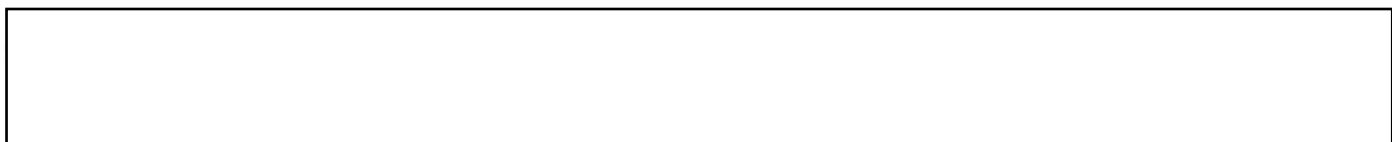




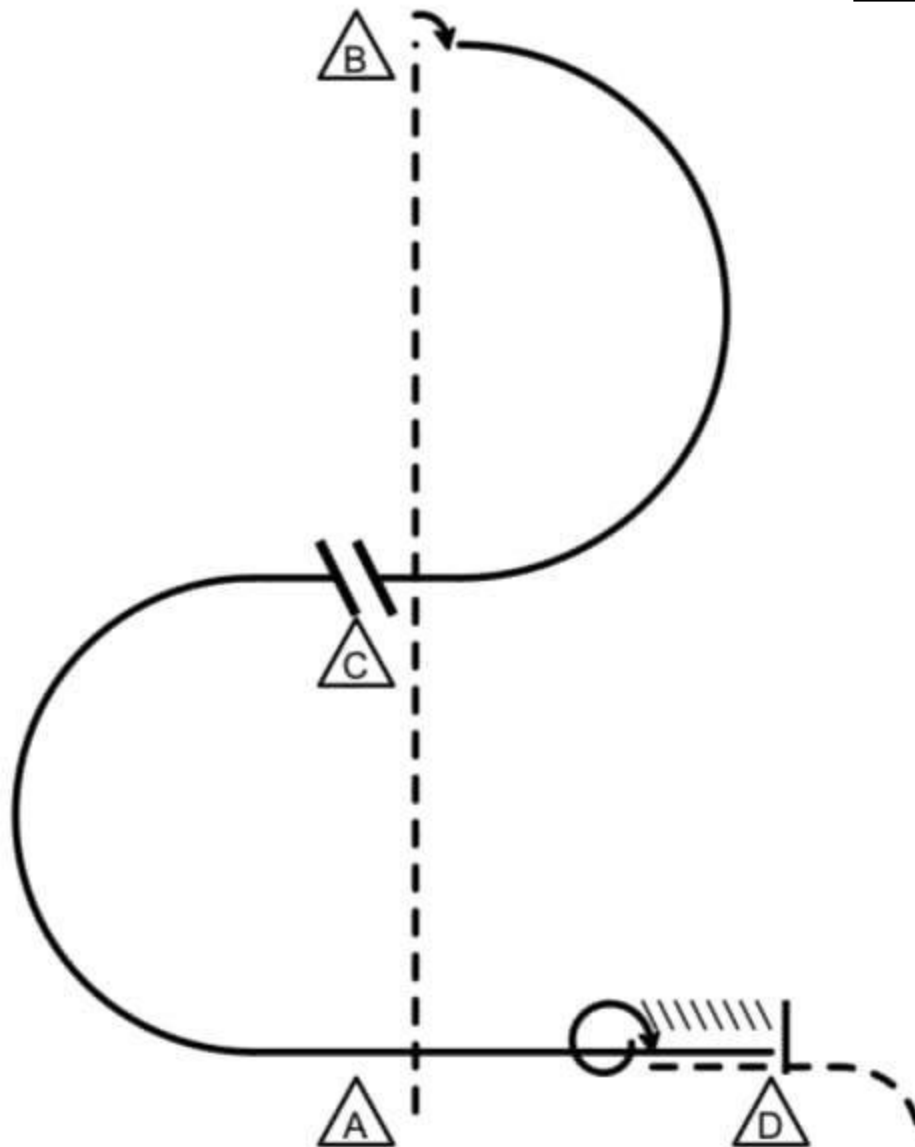
Pattern design by NULL

Be ready before A

1. Walk A to B
2. Posting trot circle left
3. Sitting trot to C
4. Posting trot circle right
5. Continue to D
6. Stop and back one horse length



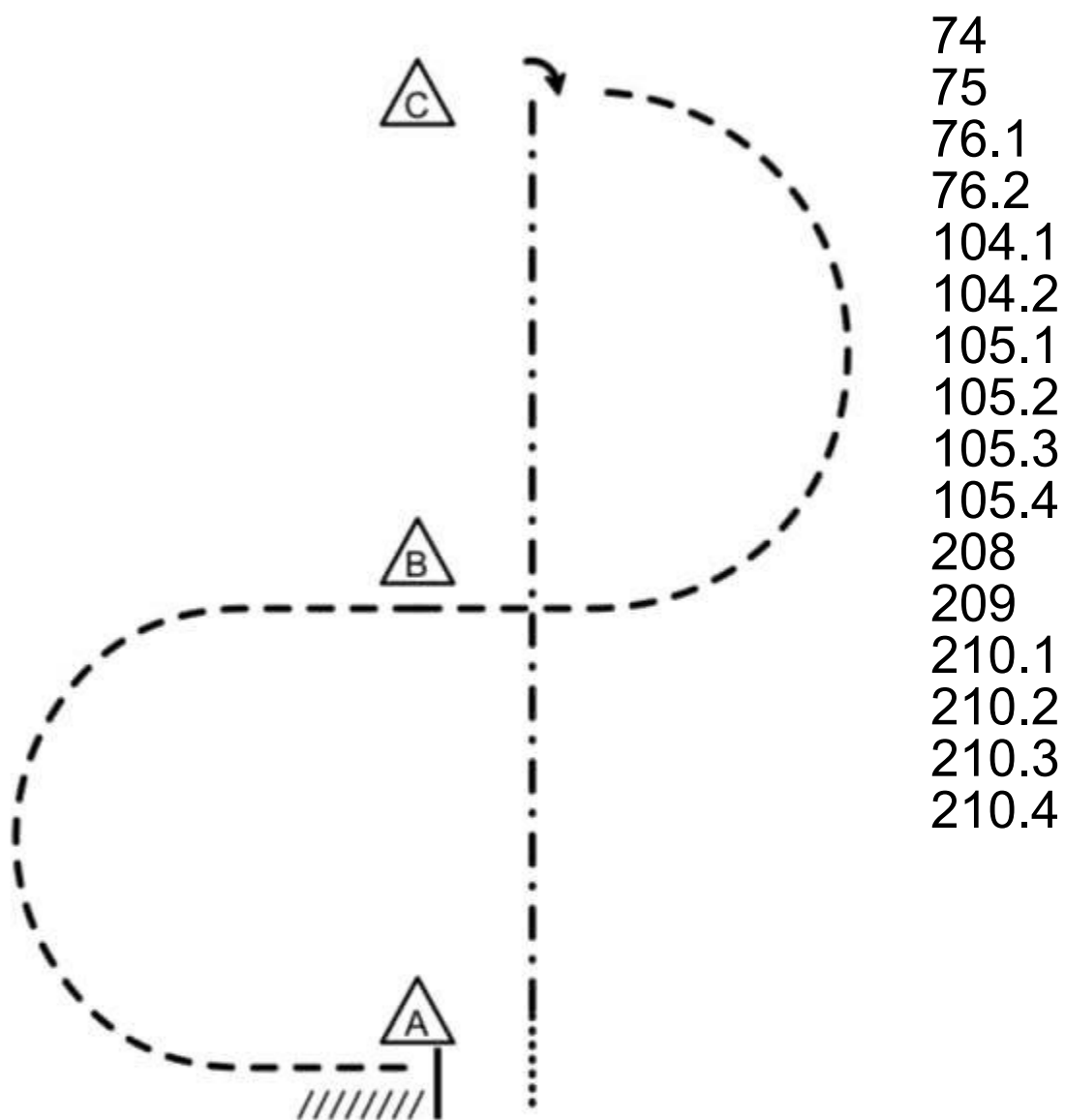
# Ranch & Horsemanship



77  
78.1  
78.2  
102.1  
102.2  
103.1  
103.2  
211  
212.1  
212.2

1. Jog from A to B Stop, turn 90° right on haunches
2. From B, lope right lead half circle to C
3. At C, execute a simple or flying lead change and lope on the left lead to in half circle to D
4. At D, stop and back; Execute a 360° turn to the right
5. Exit at a jog

# Walk Trot Ranch & Horsemanship



Be ready before A

1. Walk to A
2. Extended jog to C
3. Stop and turn 90° right
4. Jog half circle to B
5. Continue jog in half circle to A
6. Stop and back one horse length

# Trail

WT Ranch

119.1

119.2

120.1

120.2

120.3

120.4

Lope Ranch

116.1

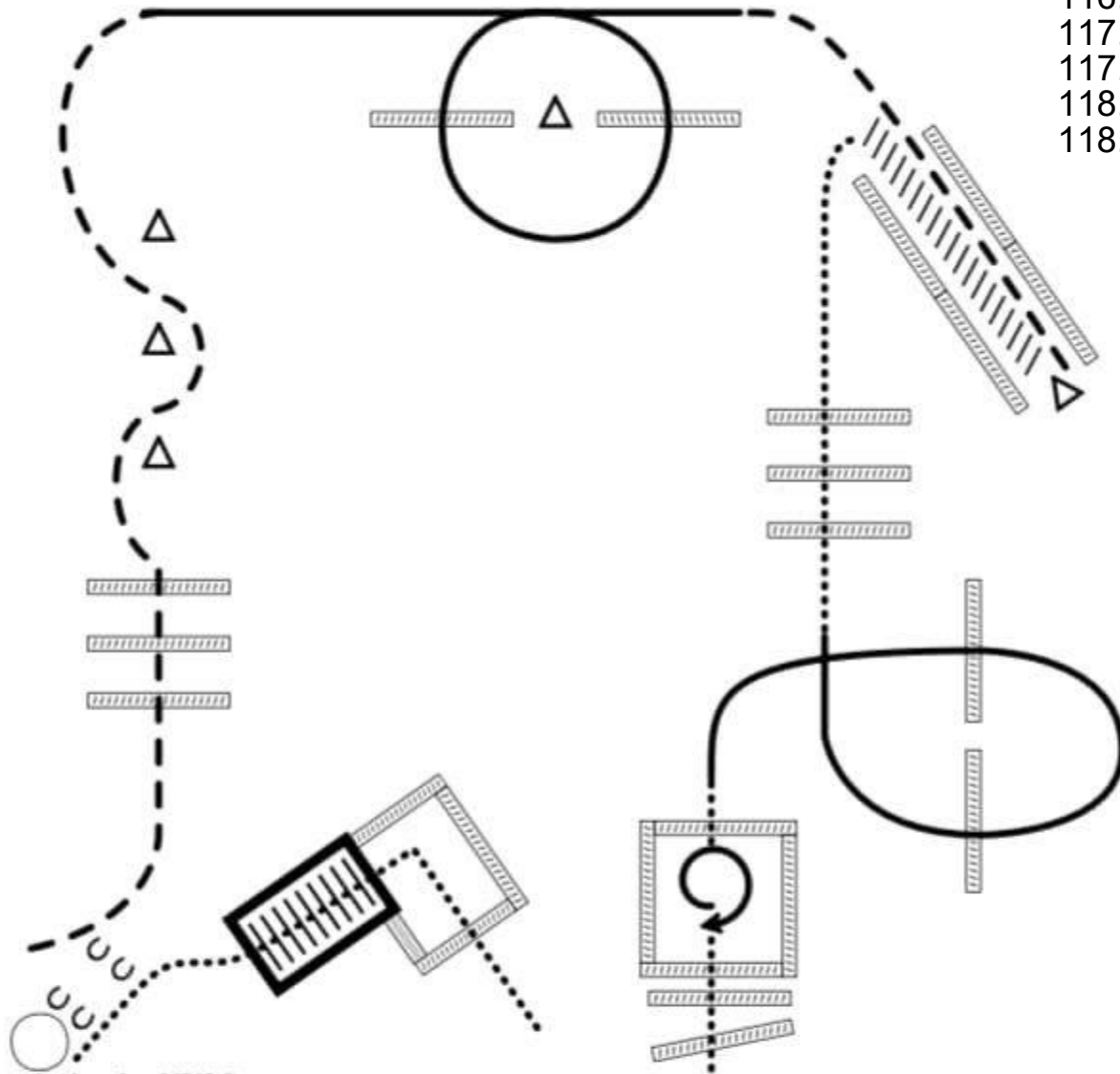
116.2

117.1


117.2

118.1

118.2

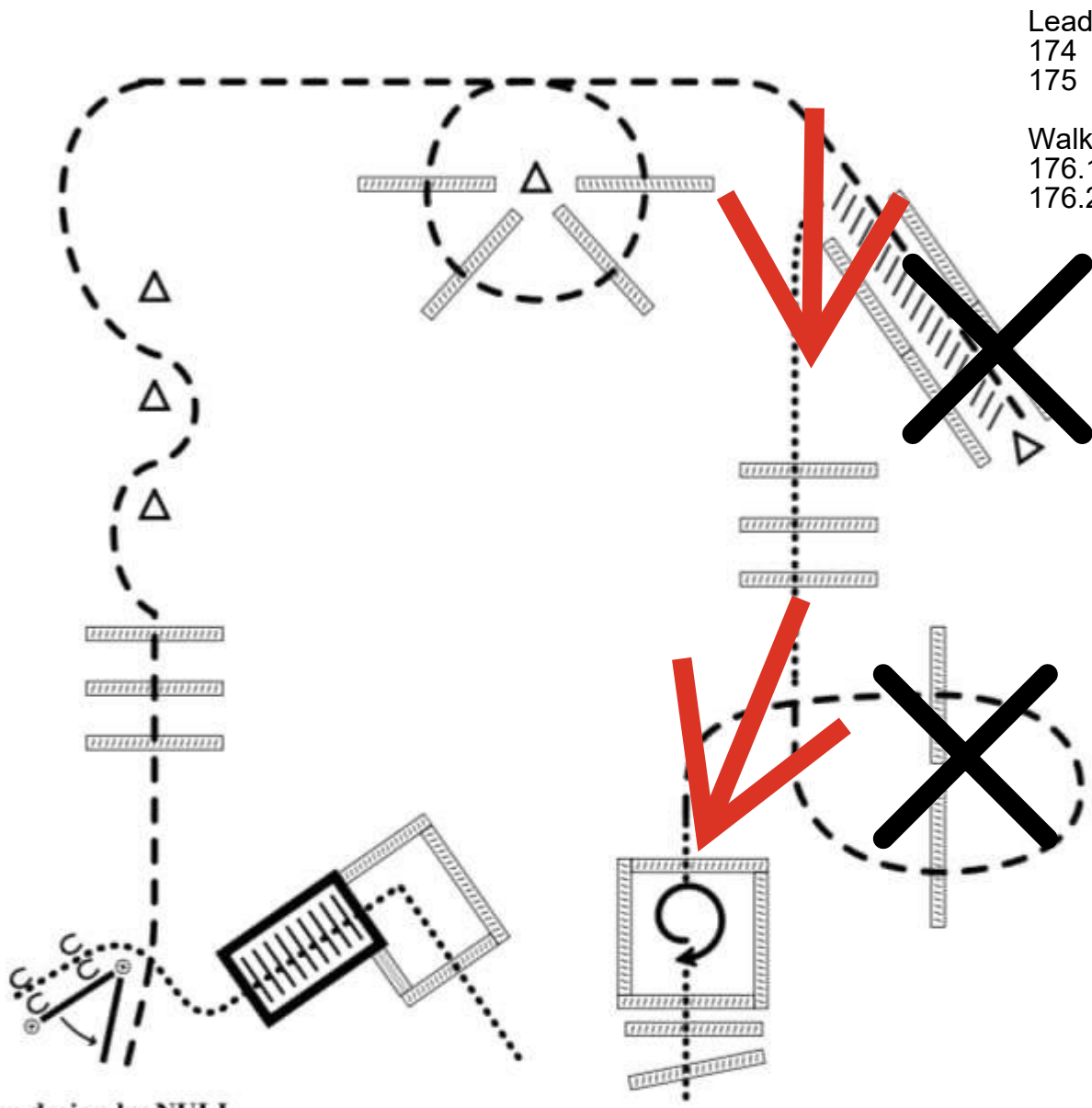
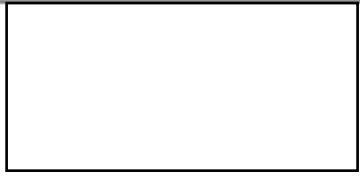
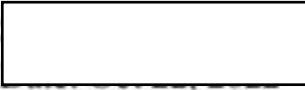


Pattern design by NULL

1. Walk through box and over bridge to  to Dummy
2. Rope dummy
3. Jog over poles and through serpentine
4. Lope over poles on right lead and jog into chute
5. Back chute
6. Jog over poles
7. Lope over poles and to box on left lead
8. Walk into box, turn 360° right and walk out over poles to finish

W/T Will PRETEND to Rope Dummy  
W/T Replace Lope with Extended Trot

# Leadline ,Walk Whoa & LL W/T Trail



Leadline  
174  
175

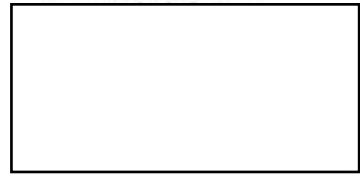
Walk/Trot Leadline  
176.1  
176.2

Pattern design by NULL

1. Walk through box and over bridge to gate
2. L \_\_\_\_\_ Walk Through Gate
3. Jog over poles and through serpentine
4. Jog over poles \_\_\_\_\_ break to walk at corner
6. Walk over poles \_\_\_\_\_ Walk to box
8. Walk into box, turn 360° right and walk out over poles to finish

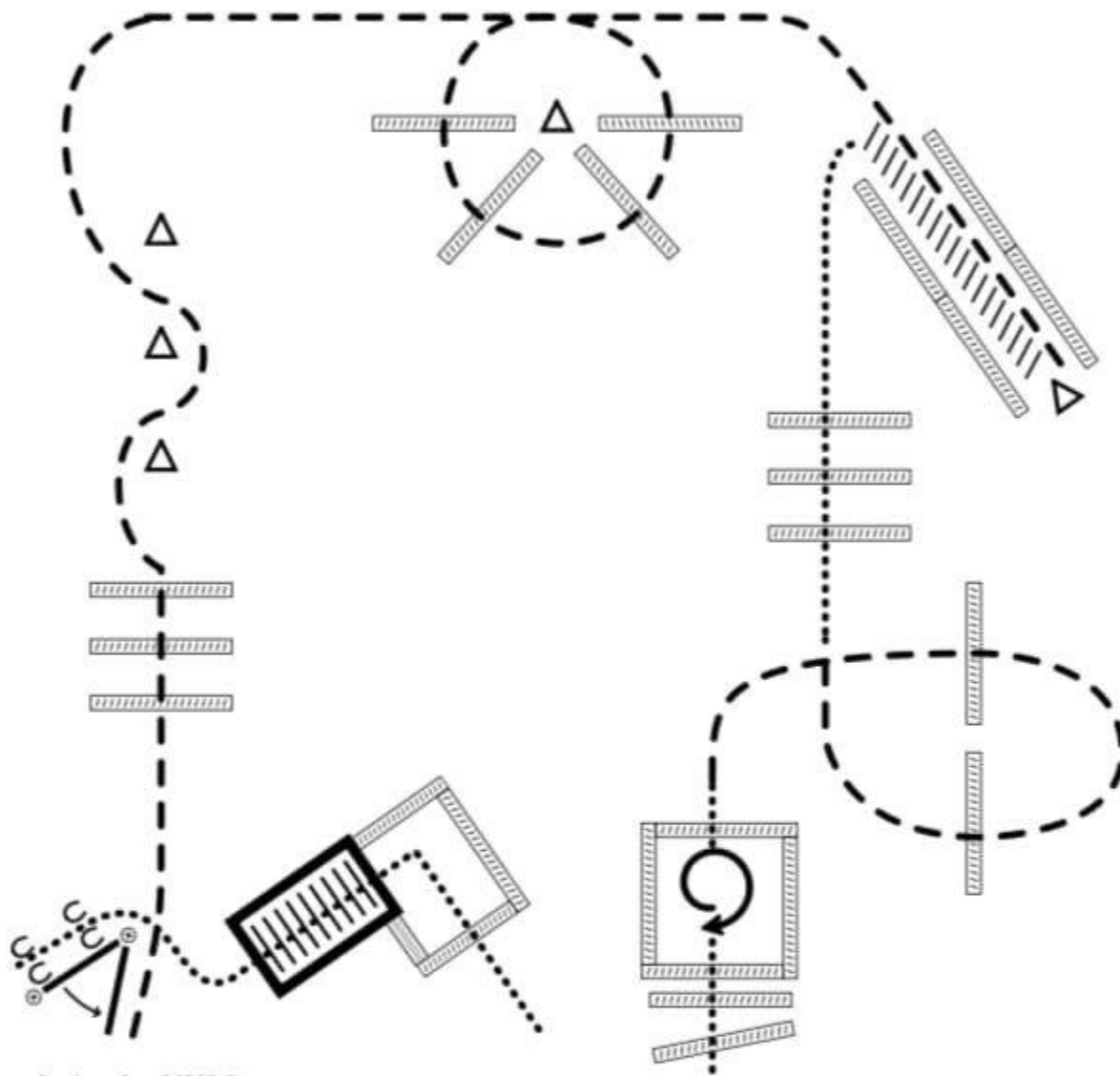
FOLLOW Arrows No Sidepass/No 2nd Trot Circle  
LEADLINE & Walk/Whoa Will WALK ALL Pattern  
WalkTrot Leadline will be as shown





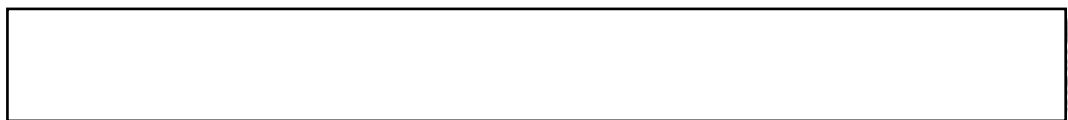
In-Hand & WT

- 121
- 122.1
- 122.2
- 123.1
- 123.2
- 124.1
- 124.2
- 125.1
- 125.2
- 126.1
- 126.2
- 127
- 128
- 129
- 130
- 131
- 132.1
- 132.2
- 133.1
- 133.2
- 133.3
- 133.4

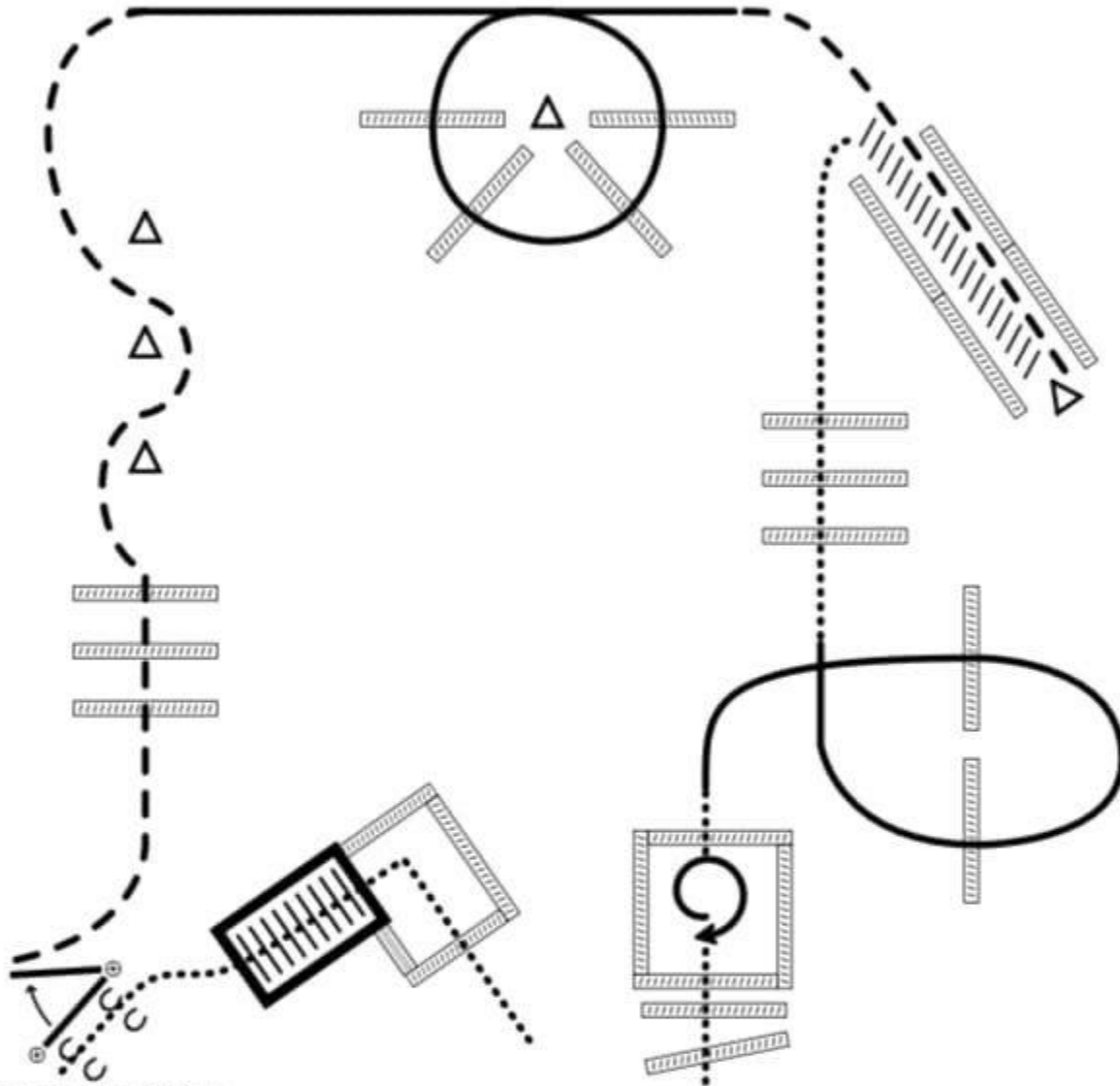


Pattern design by NULL

1. Walk through box and over bridge to gate
2. Left hand gate
3. Jog over poles and through serpentine
4. Jog over poles and into chute
5. Back chute
6. Walk over poles
7. Jog over poles and to box
8. Walk into box, turn 360° right and walk out over poles to finish



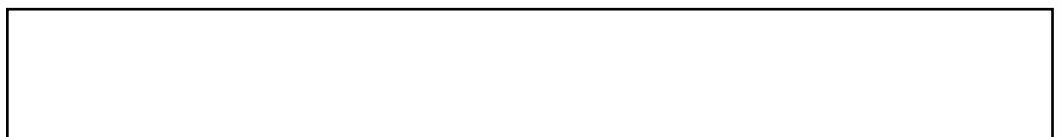
# ALL Loping Trail



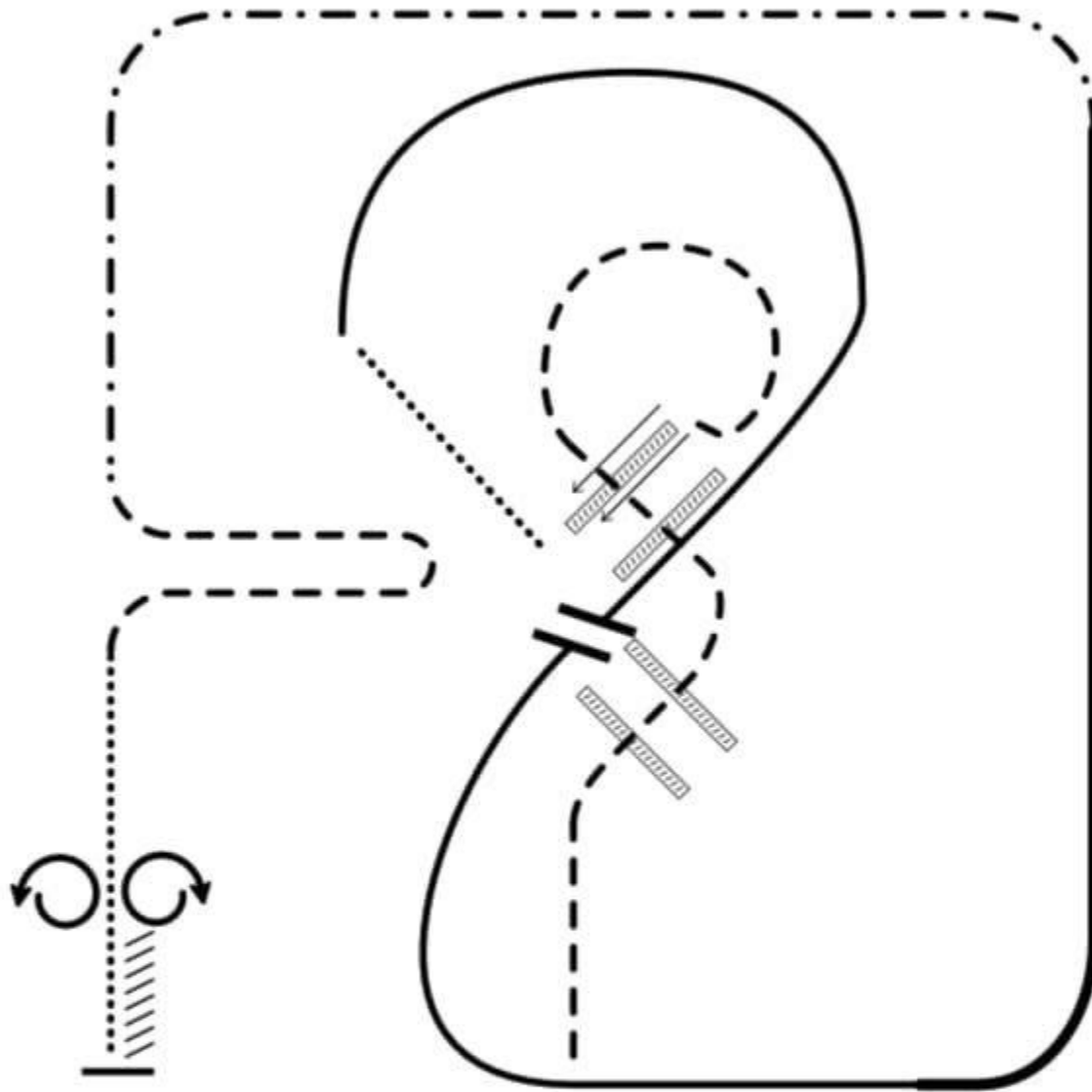
- Trail
- 134
- 135
- 136.1
- 136.2
- 137.1
- 137.2
- 137.3
- 138.1
- 138.2

Pattern design by NULL

1. Walk through box and over bridge to gate
2. Right hand gate
3. Jog over poles and through serpentine
4. Lope over poles on right lead and jog into chute
5. Back chute
6. Jog over poles
7. Lope over poles and to box on left lead
8. Walk into box, turn 360° right and walk out over poles to finish



# Ranch Riding



- 95
- 96.1
- 96.2
- 97.1
- 97.2
- 97.3
- 97.4
- 98
- 99.1
- 99.2
- 100.1
- 100.2
- 101.1
- 101.2

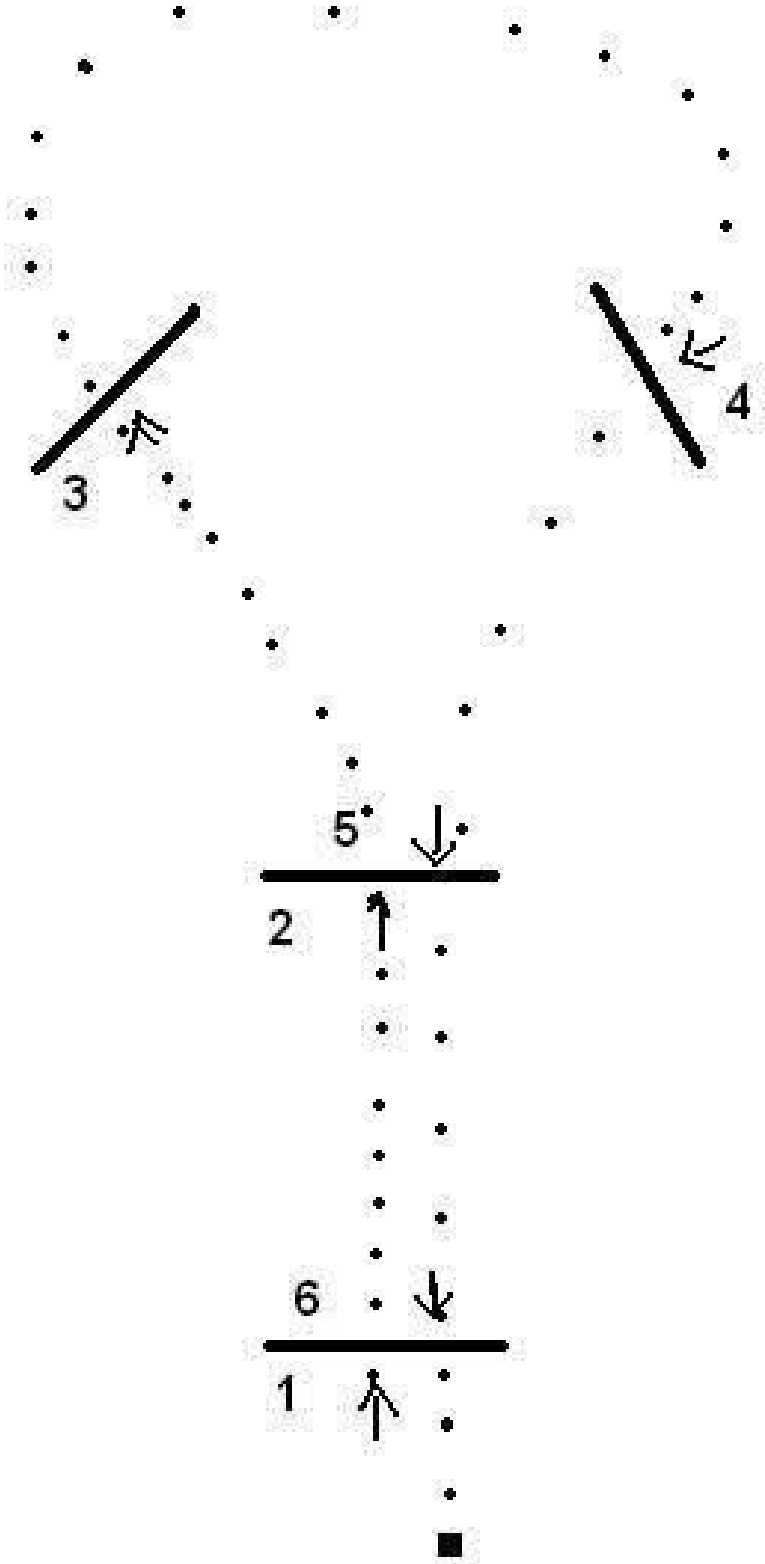
WALK TROT will replace the word Lope with TROT

1. Trot
2. Trot 2 sets of logs
3. Trot circle, stop and sidepass log left WT NO SIDE Pass, Just Trot between Poles then #4
4. Walk
5. Lope right lead WT TROT
6. Change leads, simple or flying
7. Lope left lead WT TROT
8. Extended lope (left lead) WT Extended TROT
9. Extended trot WT Extended TROT
10. Trot
11. Walk
12. Stop and back
13. 360° turn each way, either direction first



# Hunter In Hand

- 177
- 178
- 179
- 180
- 181

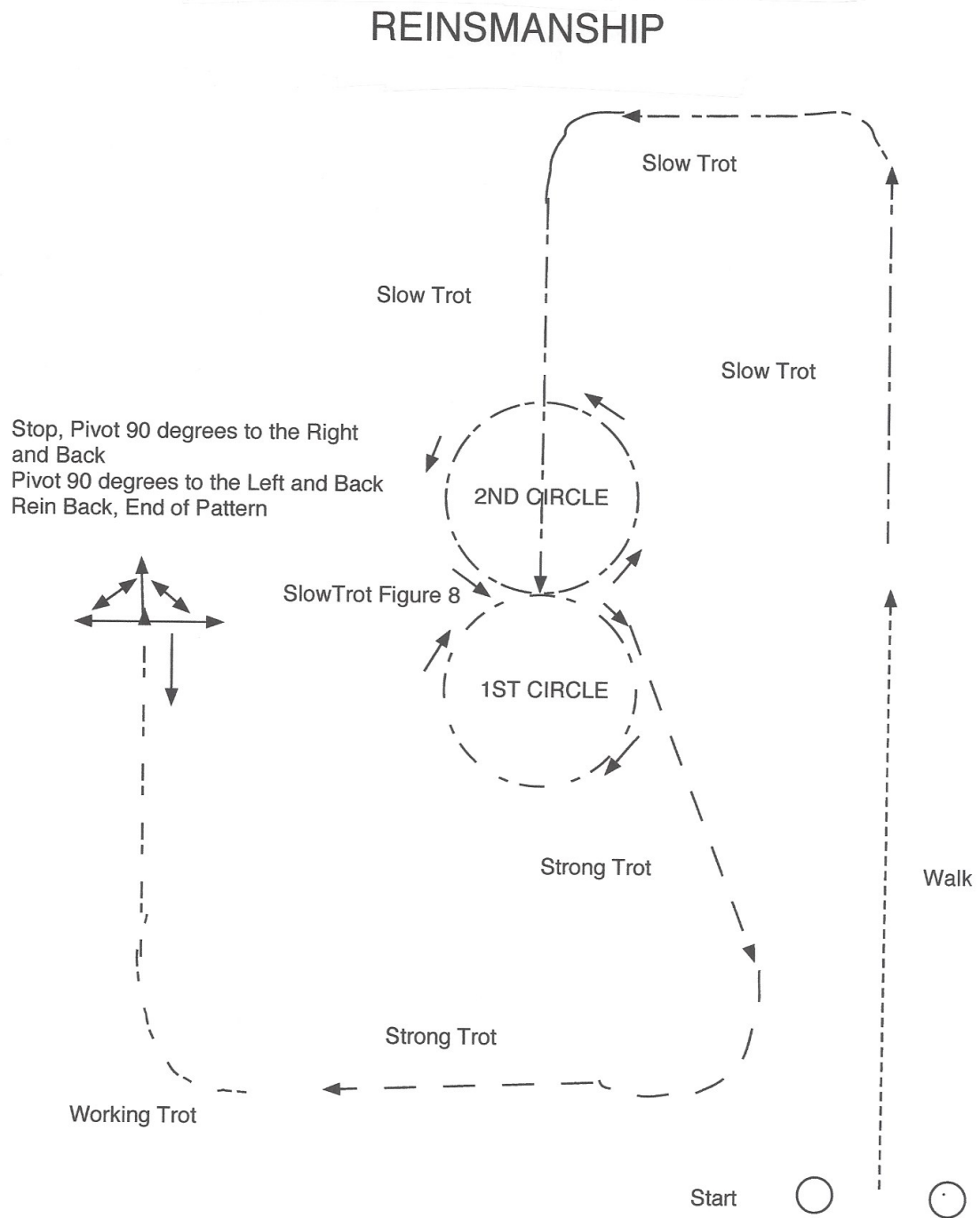


# Reinsmanship Driving Equitation

161

162

163



# Obstacle Driving

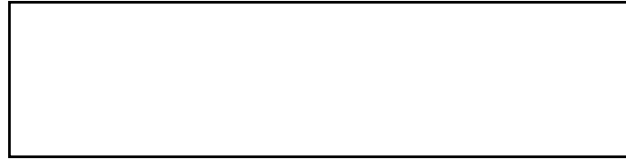
164

165.1

165.2

166

167

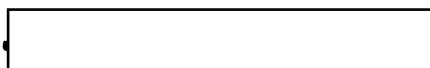


The diagram illustrates an obstacle driving course within a large rectangular frame. At the top center, there is an empty rectangular box. The course path is defined by different line styles: dotted for walking, dashed for working trot, and a zigzag for back. The path starts at the bottom center, goes up through a chute (two vertical bars with a zigzag line between them) and a cone labeled 'D'. It then turns right, passing between two vertical poles. The path continues as a working trot serpentine through three cones labeled 'C' on the right side. It then turns left, passing through two cones labeled 'B' at the top, and then two cones labeled 'A' on the left side. The path ends at the bottom center, where it meets the chute area. A legend in the bottom right corner explains the symbols used in the diagram.

1. Walk until even with chute, 1/4 pivot, walk into chute
2. Stop and back through chute
3. Walk out of chute
4. Working trot serpentine through cones A
5. Walk serpentine through cones B
6. Working trot serpentine through cones C
7. Walk with right wheel between poles
8. Walk to box and around cone D
9. Walk to exit

Walk	.....
Working Trot	- - - -
Back	MMM
Turn	↻
Marker	⊙ A


Pattern Provided by:



# Reining/Ranch Reining

82

83.1

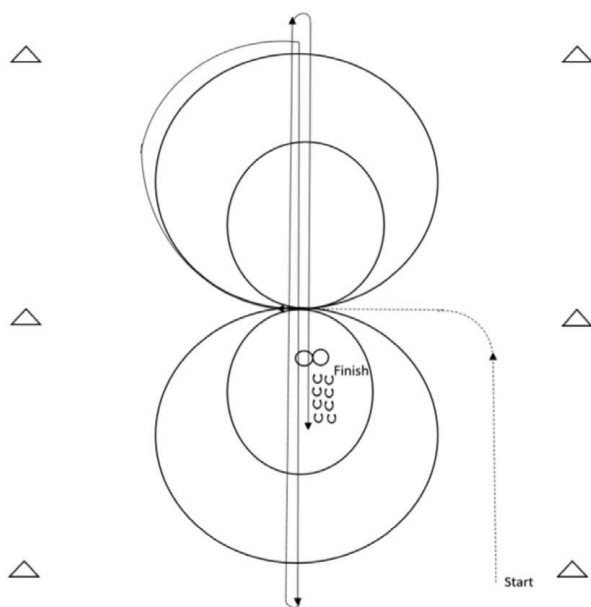
83.2 

84.1

84.2

85.1

85.2



## RANCH REINING #2

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

1. Beginning on the right lead, complete two circle to the right, the first circle small and slow, the next circle large and fast. Change leads at the center of arena.
2. Complete two circles to the left, the first circle small and slow, the next circle large and fast. Change leads in the center of the arena.
3. Begin large circle to right, but do not close the circle. Run down center of arena past the end marker and do a right roll back, no hesitation.
4. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
5. Run past the center marker, stop, back 10 feet.
6. 1 spin to right, 1 spin to left. Hesitate to complete pattern.

# A Huge Shout to our Sponsors

Urban Riding Academy - Dodge City KS - Warm up Arena Fence Divider

## Special Thanks to Our Leadline & Walk/Whoa Youth Sponsors

Cordell Chiropractic - Lyons KS - 4 Classes

Toni Bowlin- 2 Classes

Casual Corner - Lyons KS - 2 Classes

W-Cross Ranch - KS - 2 Classes

Green Ink Learning - 2 Classes

Dawn Thiessen

Moonlite Enterprises - 2 Classes

Christina Hill

Kim Albright

In Memory of Dennis Connor

Darlene Worthington

If you would like to become a sponsor, Reach out to [Kansaspinto.org](http://Kansaspinto.org)

KSHA Hosted Pinto Pointed Double Judge September 12/13 Salina KS  
Spooks N Spots Double Judge October 24/25 Lyons Ks

### 2027 Tentative Dates

Hairy Horse 1 April 3rd Lyons KS

Hairy Horse 2 April 4th Lyons Ks

Schools Out Double Judge May 29 & 30 Lyons Ks

KSHA Hosted September 11 & 12 Salina KS

Spooks N Spot Double Judge October 30 & 31 Lyons KS

