

# **Show Hors-e Association Pattern Book**

August 2025

# Dressage

As our association expands, we intend to be welcoming to *all* riders. For dressage, we've elected to have that mean – you can choose your own test. Please indicate which test you are riding in the title of your video, from the following selections – all tests should be ***filmed from C***:

Classic Dressage (2023 Introductory through Fourth Level):  
<https://www.usdf.org/downloads/forms/index.asp?TypePass=Tests>

IEA Dressage (2024 – 2025 Patterns):  
<https://www.rideiea.org/dressage/>

Western Dressage (2022 WDAA Tests):  
<https://www.westerndressageassociation.org/wdaa-tests>

Eventing Dressage:  
<https://useventing.com/events-competitions/resources/dressage-tests>

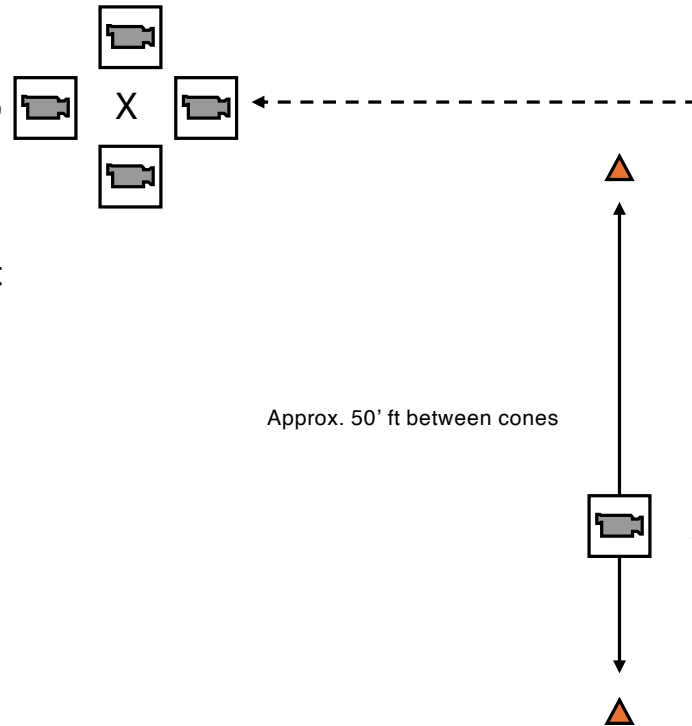
# Halter (All Divisions)



1. Horses will start at Cone A and walk to the camera.

2. As the horse approaches, the camera operator will step to the right (left of the horse) to enable the horse to trot straight to cone B placed approximately 50 feet away.

3. At cone B the horse will continue trotting, turn to the left and continue trotting.


4. The exhibitor should then stop the horse and set up for inspection. Camera operator should capture 5-10 seconds of each view of the horse (left profile, front, right profile, and rear) with the horse centered in the frame from each position.

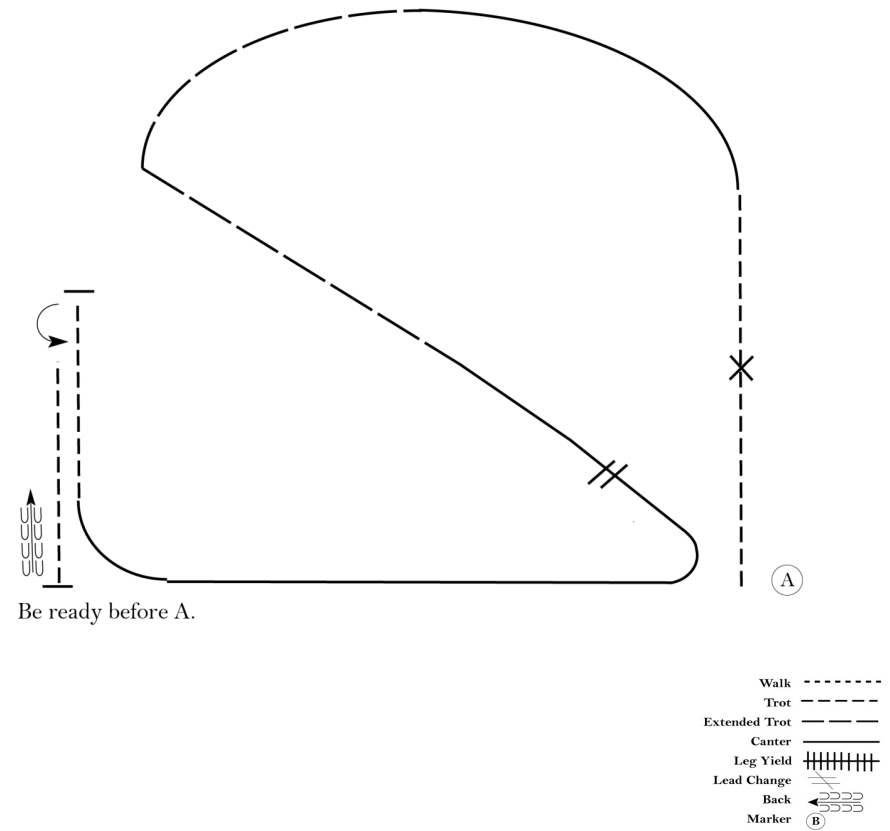


Legend	
Walk	.....
Jog	-----
Extended Jog	- - - - -
Lope	_____
Cone(s)	
Camera Location	

Start Standing Square at Cone A

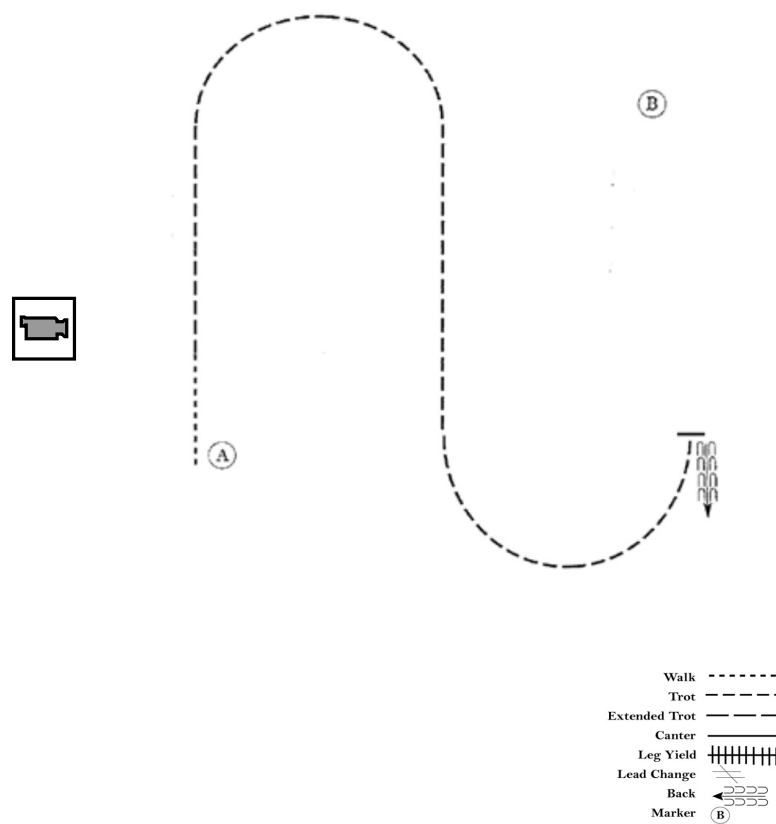
# Hunt Seat Equitation (Youth/Amateur)

1. Be ready before A
2. Begin on the left diagonal and trot ½ of the line
3. Change diagonals and continue trotting the second half of the line
4. Canter on the left lead for ¼ circle
5. Hand gallop until ½ way down the diagonal line 
6. Collect the canter, then change leads and continue around both corners
7. Break to the sitting trot
8. Halt and perform a ½ turn on the forehand to the left
9. Posting trot right diagonal
10. Halt and back
11. Exit at a trot



# Hunt Seat Equitation (Walk/Trot)

1. Be ready at A
2. Walk two horse lengths from A
3. Trot forward and a half circle on the left diagonal until even with B
4. Change diagonal and trot straight and then a half circle on the right diagonal until even with A
5. Stop and back approximately one horse length
6. Exit at a sitting trot



# Hunt Seat Equitation Over Fences

## Crossrails & 2'0"

Fences 1 – 7

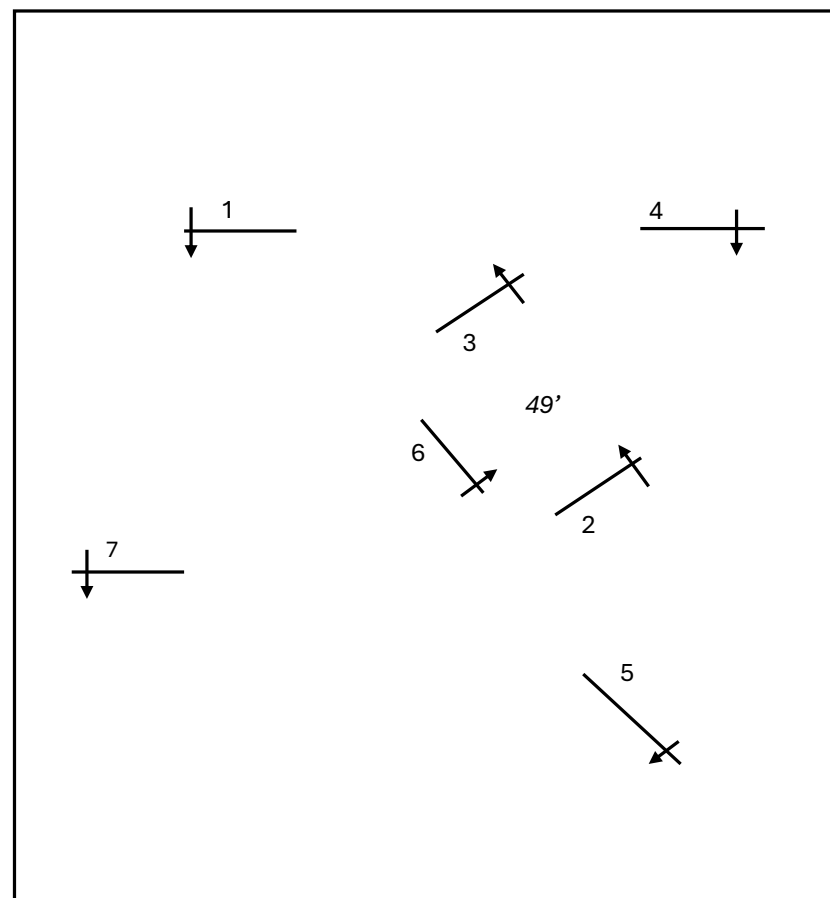
No Oxers

## 2'6"

Fences 1 – 7

No oxers

*Drawing is not to scale*



# **Longe Line (All Ages)**

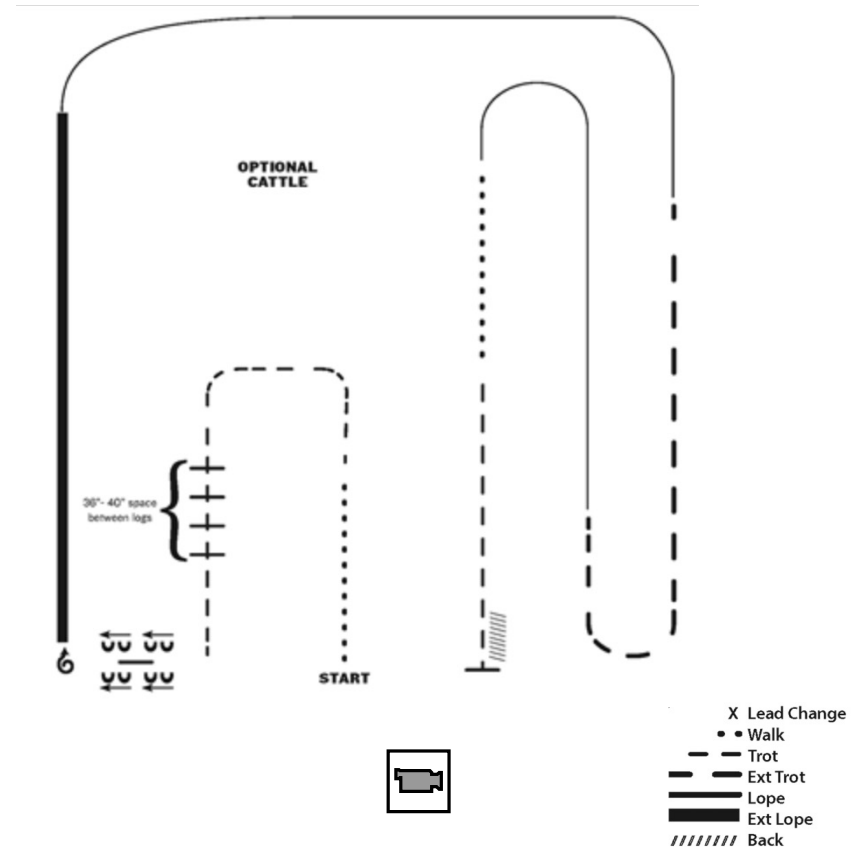
The class will begin with a confirmation inspection (please follow the “Halter” directions contained within this pattern book).

The longeing portion of the class should include a 90 second exhibition, where the horse is shown on a 25' line in both directions at each of the three gaits (walk, jog/trot, and lope/canter).

The horse should walk long enough for the judge to evaluate it's movement each direction, the jog/trot should be a minimum of ½ of the circle, and the lope/canter should be a minimum of one full circle.

# Ranch Riding (Youth/Amateur)

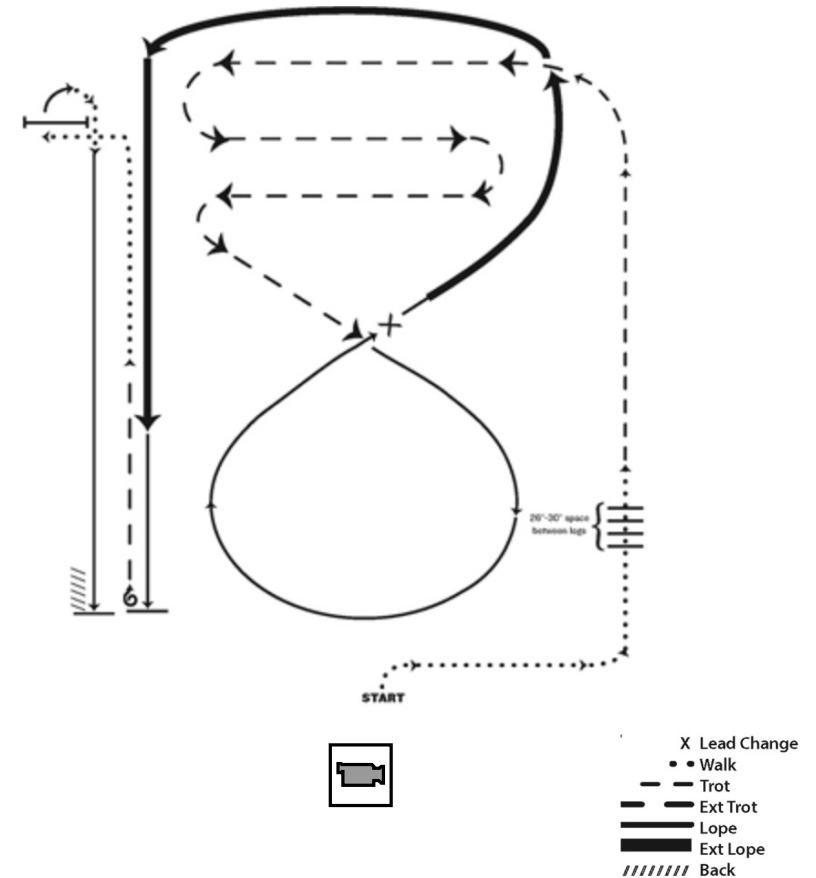
1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1.5 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and Back





# Ranch Riding (Open)

1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn – either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back



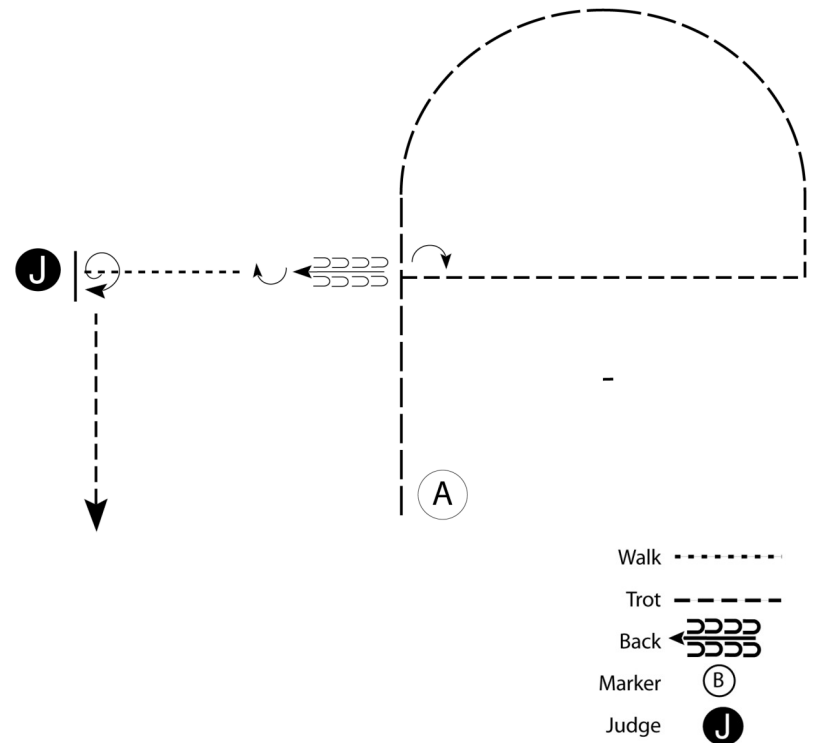
# Reining

- Amateur/Youth: Pattern #4
- Open: Pattern #2
- Link to NRHA Patterns:  
<https://nrha.com/media/pdf/handbook/2024/patterns.pdf>

# Showmanship (Youth/Amateur)

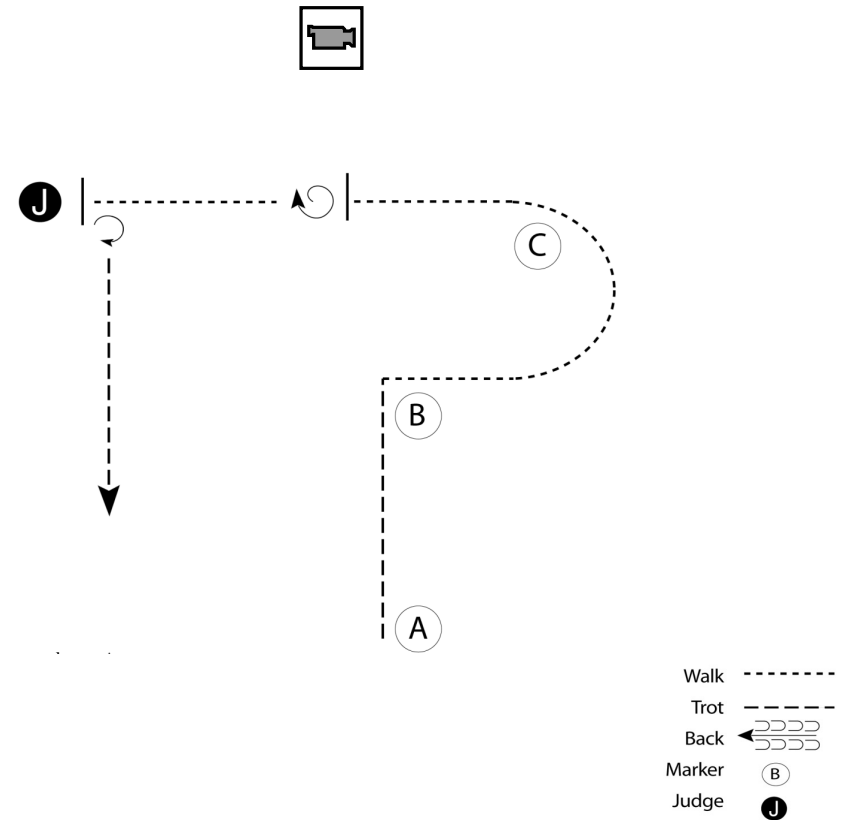


1. Be ready at A.
2. Extend the trot straight ahead and then  $\frac{1}{2}$  circle
3. Slow trot before square corner and continue to center of pattern
4. Stop, perform a  $\frac{1}{2}$  turn and back two horse lengths
5. Stop, perform a  $\frac{1}{2}$  turn and walk
6. Stop, set up for inspection
7. Perform  $1\frac{3}{4}$  turn and trot away
8. Pattern ends after passing marker A



# Showmanship (Walk/Trot)

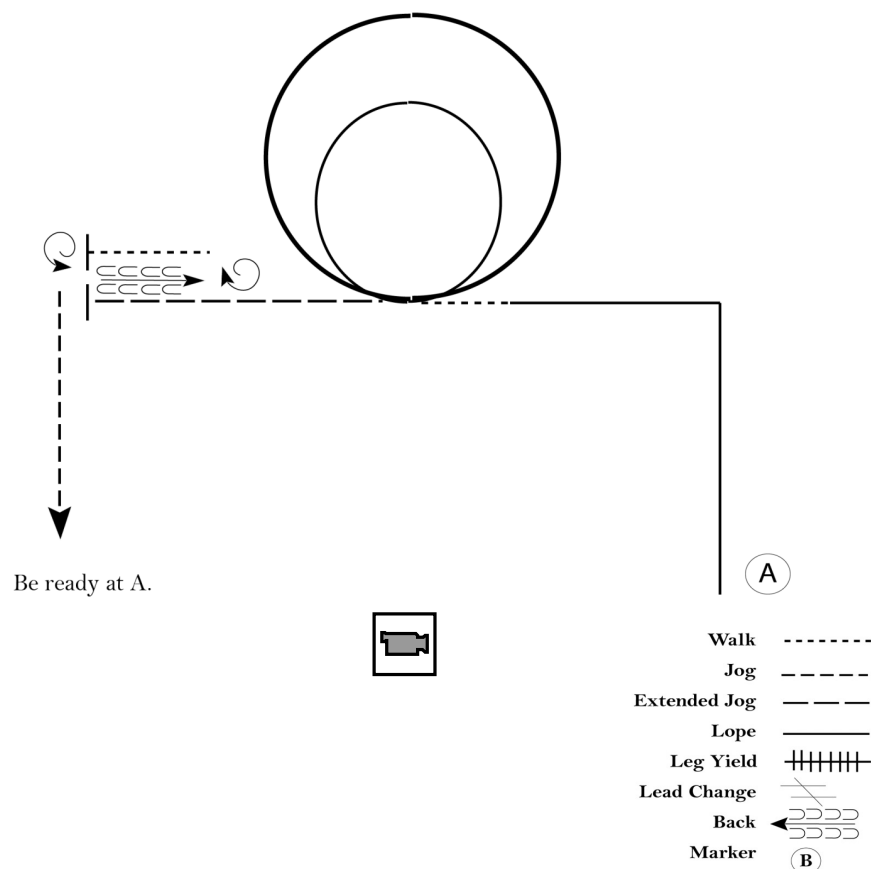
1. Be ready at A.
2. Trot to B
3. Walk from B and around C as shown
4. Halfway between C and the Judge, stop and perform a 360 degree turn
5. Walk to the Judge and set up for inspection
6. When dismissed, perform a 270 degree turn and trot away



# Western Horsemanship (Youth/Amateur)

Be ready at cone A.

1. Begin on the left lead and lope a square corner
2. Change leads through the walk
3. Lope a small circle with cadence
4. Lope a larger circle with speed
5. Extend the trot
6. Stop, back ten feet, and perform a 360 turn to the right
7. Walk ten feet and perform a 1 ¼ turn to the left
8. Exit at a jog



# Western Horsemanship (Walk/Trot)

1. Be ready at A
2. Walk approximately two strides from A
3. Jog to B
4. Stop and perform a 180 degree turn to the left
5. Jog a half circle to C
6. Extend the jog to D
7. Stop at D and back approximately one horse length
8. Exit at a walk

