

Show Hors-e Association Pattern Book

July 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>

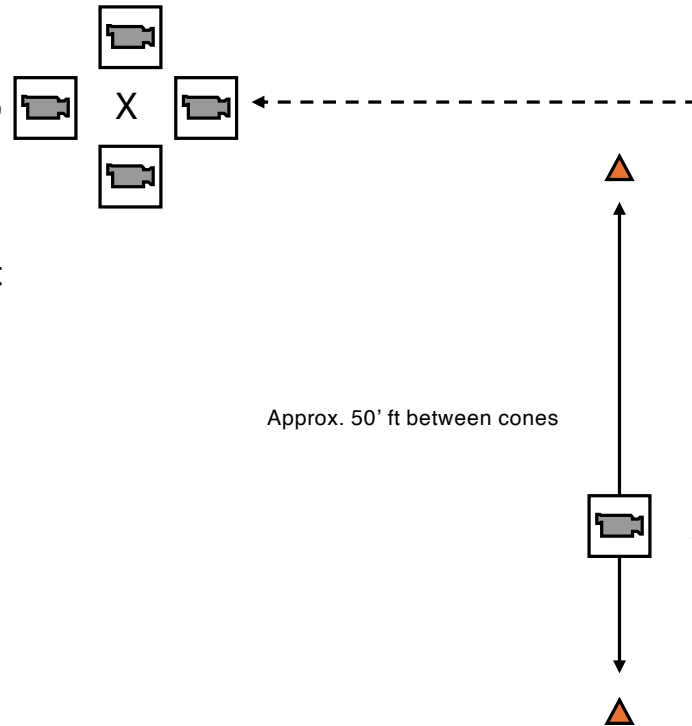
Halter (All Divisions)



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.

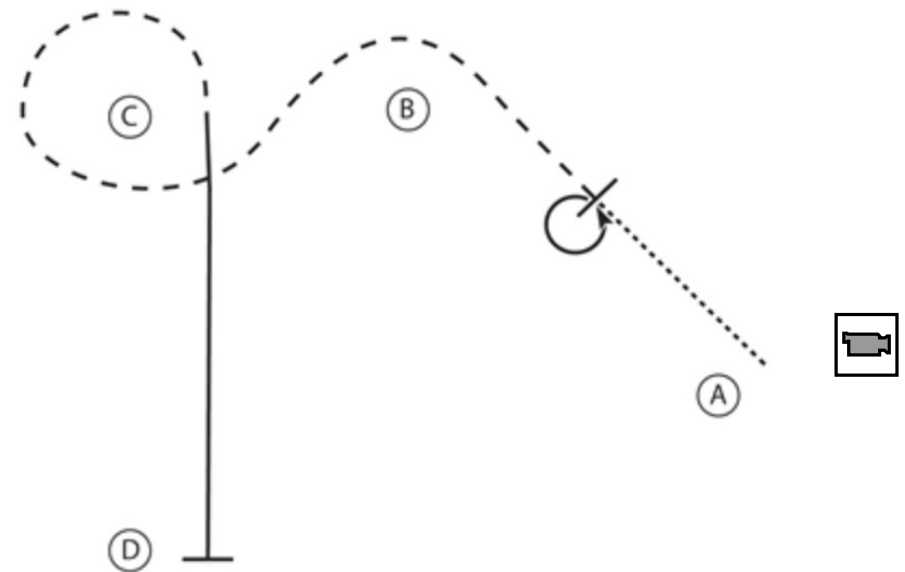


Legend	
Walk
Jog	-----
Extended Jog	- - - - -
Lope	_____
Cone(s)	
Camera Location	

Start Standing Square at Cone A

Hunt Seat Equitation (Youth/Amateur)

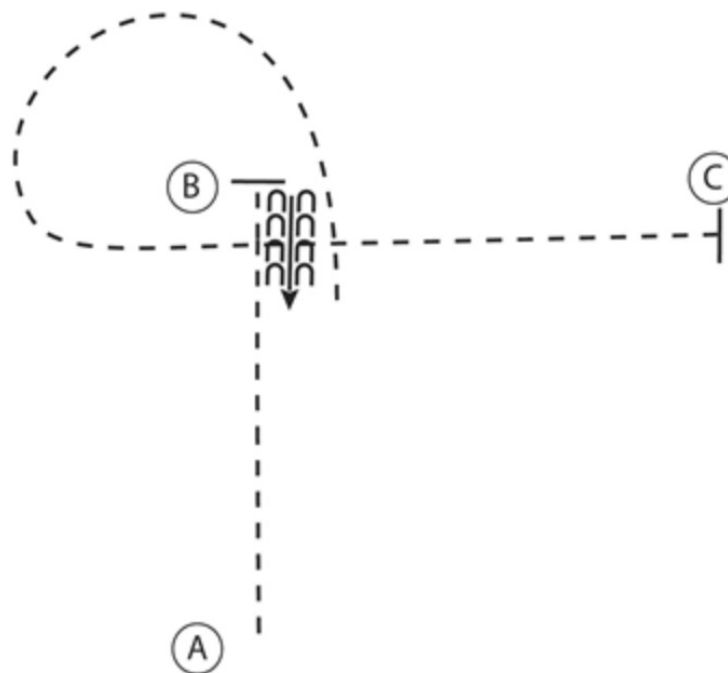
1. At A, walk halfway to B
2. Stop and perform a 360 degree turn to the left on the hindquarters
3. Posting trot to and around B
4. Posting trot around C, performing a proper change of diagonal
5. At C, canter to D on the right lead
6. Stop at D
7. Exit at a sitting trot



Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↔
Back	←
Marker	⊙

Hunt Seat Equitation (Walk/Trot)

1. Be ready at A
2. Trot from A to B
3. At B, stop and back four steps
4. Trot a circle around B and continue to C
5. Stop at C
6. Exit at a sitting trot



Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↔
Back	←
Marker	(B)

Hunt Seat Equitation Over Fences

Crossrails & 2'0"

Fences 1 – 7

No Oxers

Trot Fence should be a Crossrail

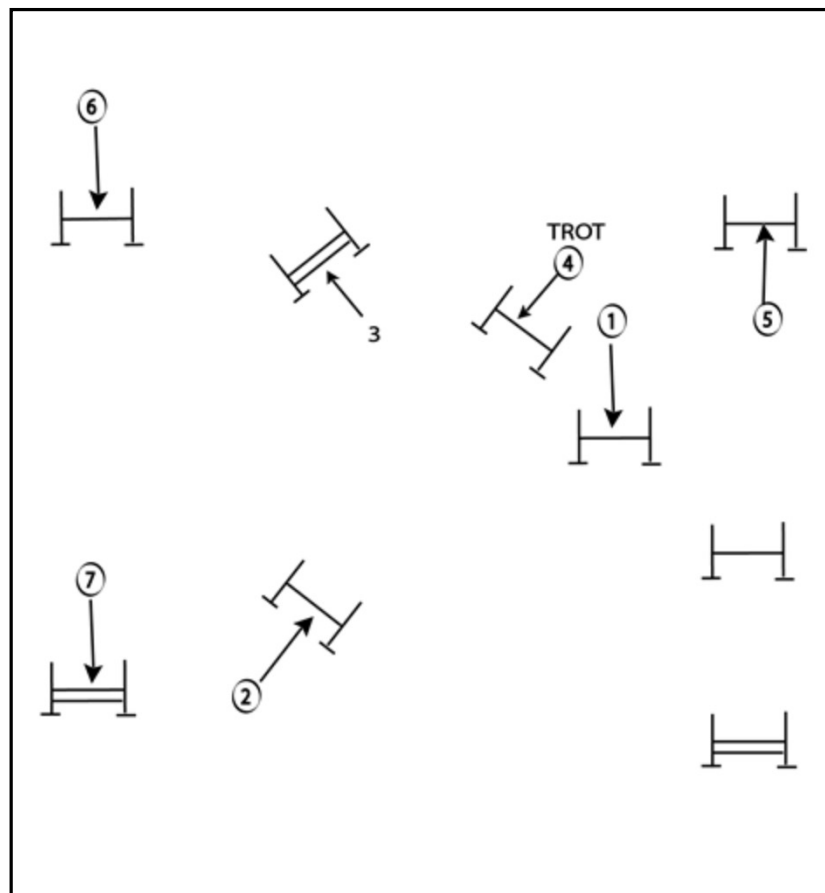
2'6"

Fences 1 – 7

Fences 3 & 7 – Oxer

Trot Fence should be 2'

Drawing is not to scale



Longe Line (All Ages)

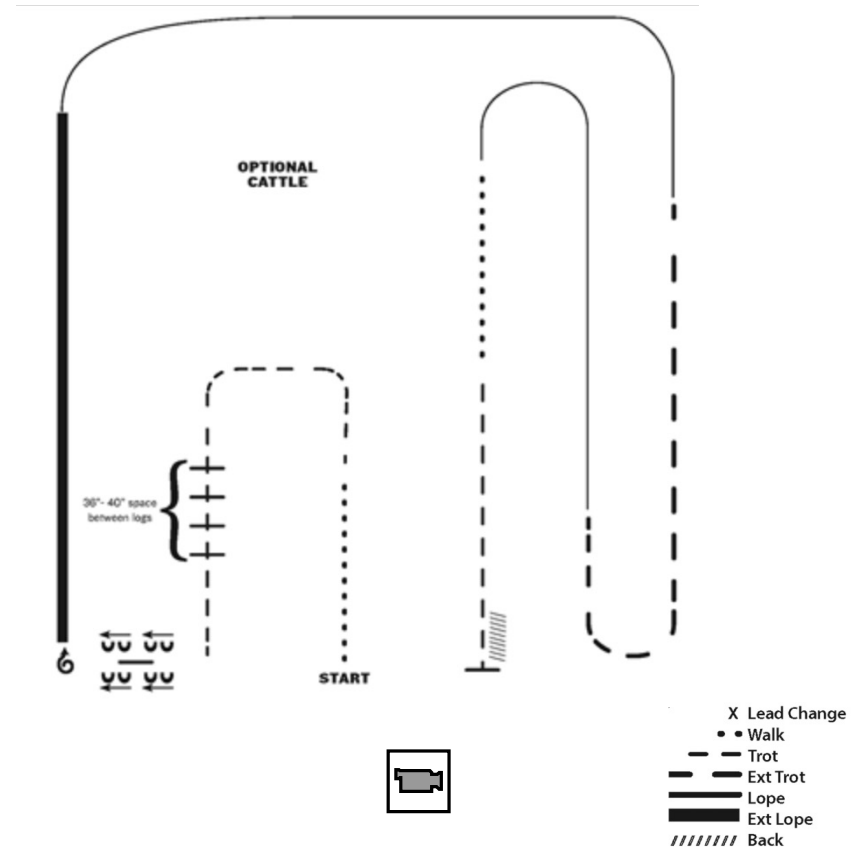
The class will begin with a confirmation inspection (please follow the “Halter” directions contained within this pattern book).

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.

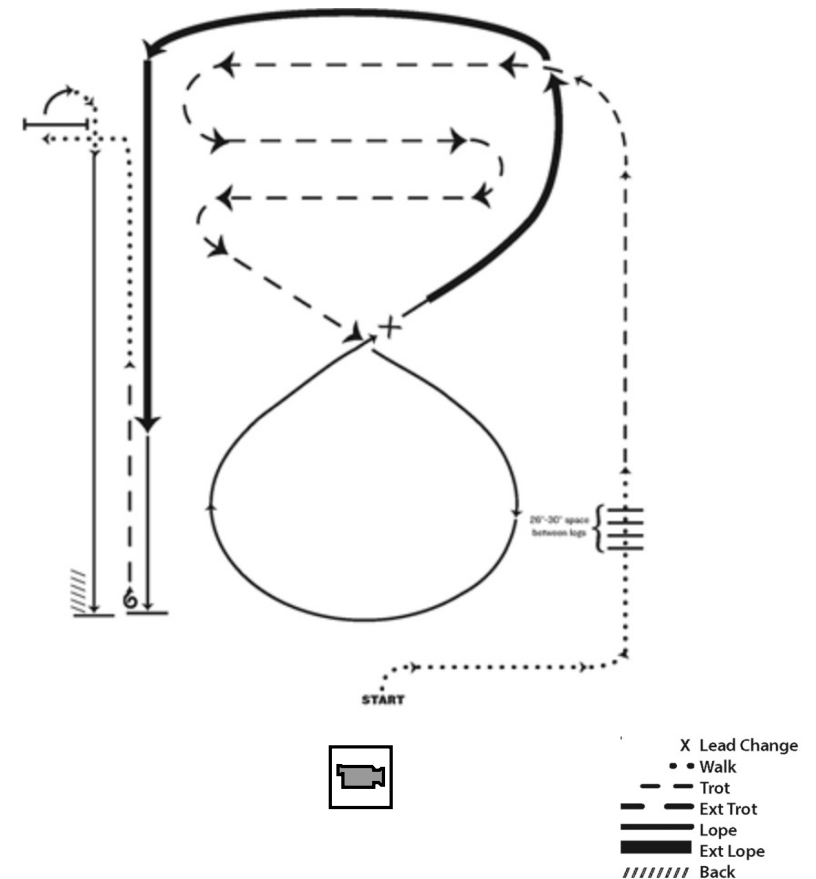
Ranch Riding (Youth/Amateur)

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

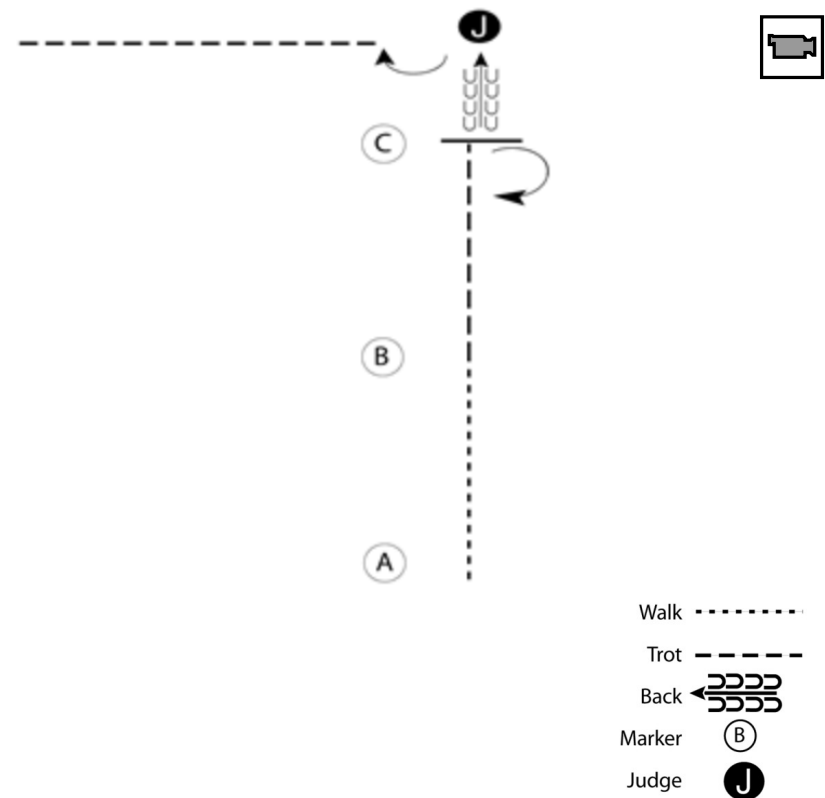


Reining

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

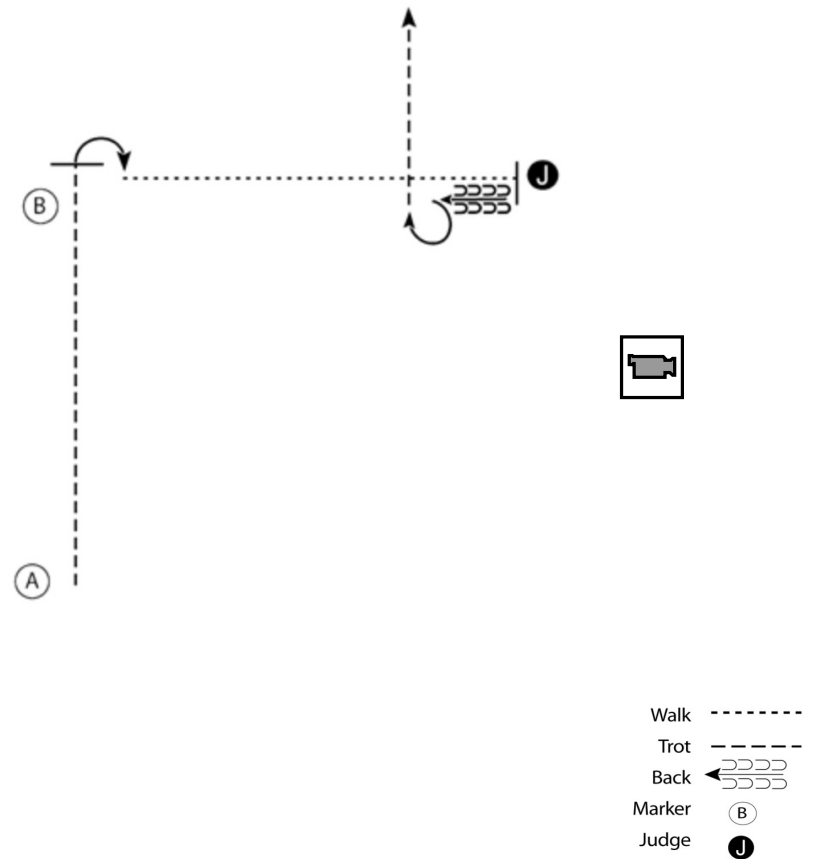
Showmanship (Youth/Amateur)

1. Be ready at A.
2. Walk from A to B
3. Trot from B to C
4. Stop at C and perform a 180 degree turn
5. Back to Judge
6. Set up for Inspection
7. When dismissed, perform a 90 degree turn
8. Trot straight away from the judge



Showmanship (Walk/Trot)

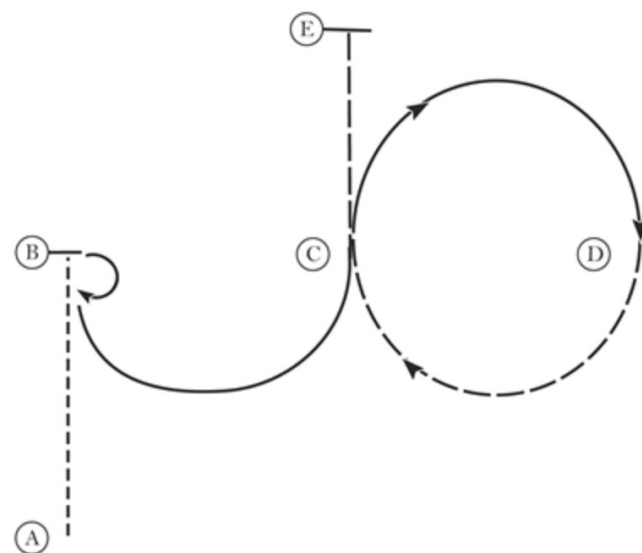
1. Be ready at A.
2. Extended walk from A past B
3. Stop and perform a 90 degree turn
4. Walk to the judge
5. Set up for inspection
6. When dismissed, back one horse length
7. Perform a 270 degree turn
8. Extended walk to exit the pattern



Western Horsemanship (Youth/Amateur)

Be ready at cone A.

1. Jog from A to B
2. At B, stop and perform a 180 to the right
3. Lope on the right lead in a half circle to C
4. At C, maintain the right lead in a half circle to D
5. At D, extend the jog in a half circle to C
6. Continue the extended jog to E
7. At E, stop
8. Exit at a walk



Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	↗↘
Back	←
Marker	ⓑ

Western Horsemanship (Walk/Trot)

1. Begin before A at the walk
2. Jog from A to B
3. At B, extend the jog and circle at B as shown
4. Stop facing B
5. Turn $\frac{1}{4}$ turn to the left
6. Back one horse length
7. Jog to C and stop
8. Exit at a jog

