

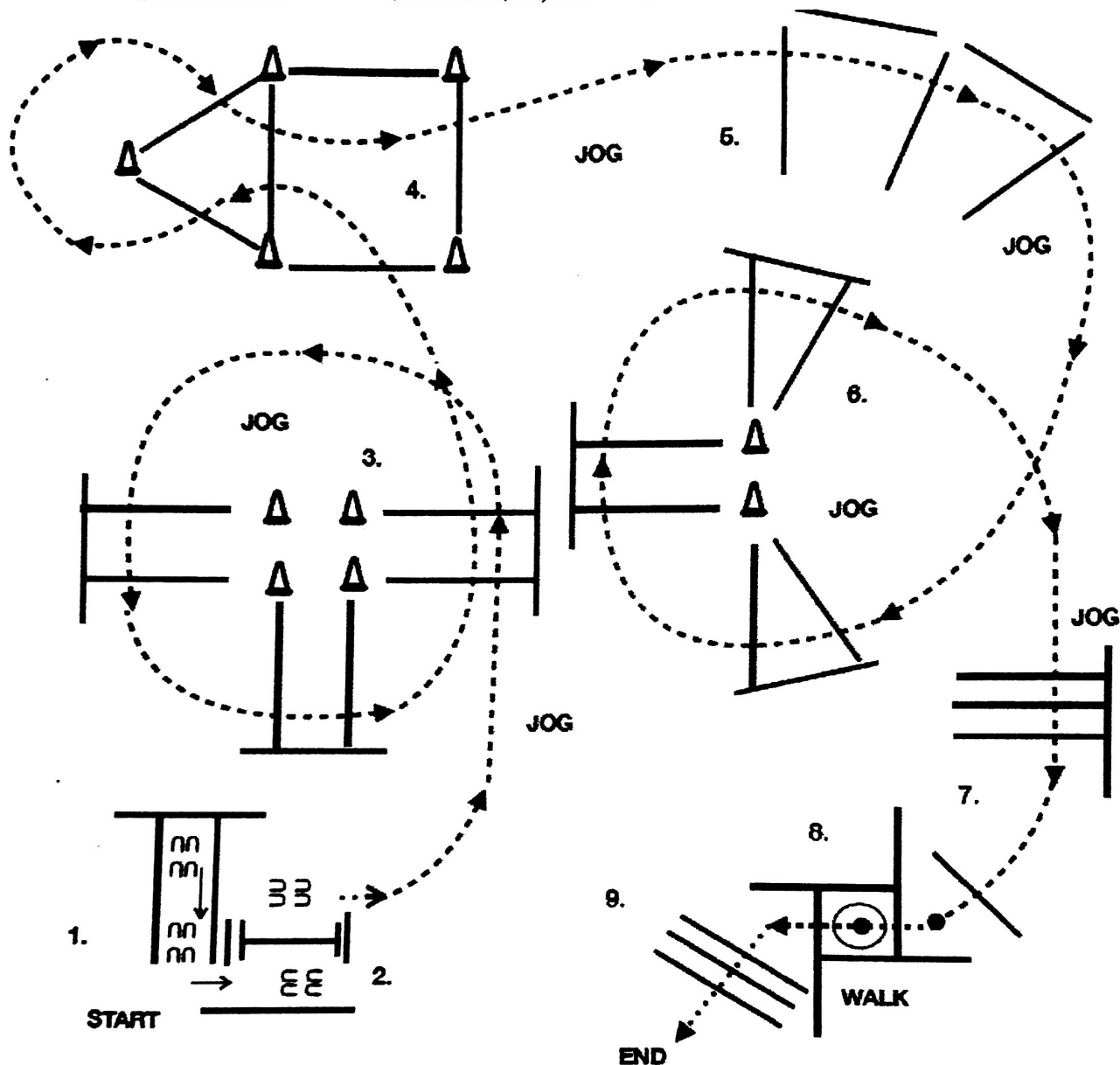
Thursday

Round 1

Pine Tree 2025

All Walk/Trot Trail / In hand Trail

Class # 1, 2, 3, 5, 6, 7, 8, 9, 10, 11



1. Begin in Chute. Back out of the Chute, around to the Gate.
2. Work Right Hand Gate. Open Gate. Walk over Pole. Close Gate.
3. You may Walk forward. Jog over poles.
4. Jog over poles as shown.
5. Jog over poles.
6. Jog over poles.
7. Jog over poles into first box. Stop.
8. Walk into box. Turn 360° either direction. Walk out of box.
9. Walk over poles to End Pattern.

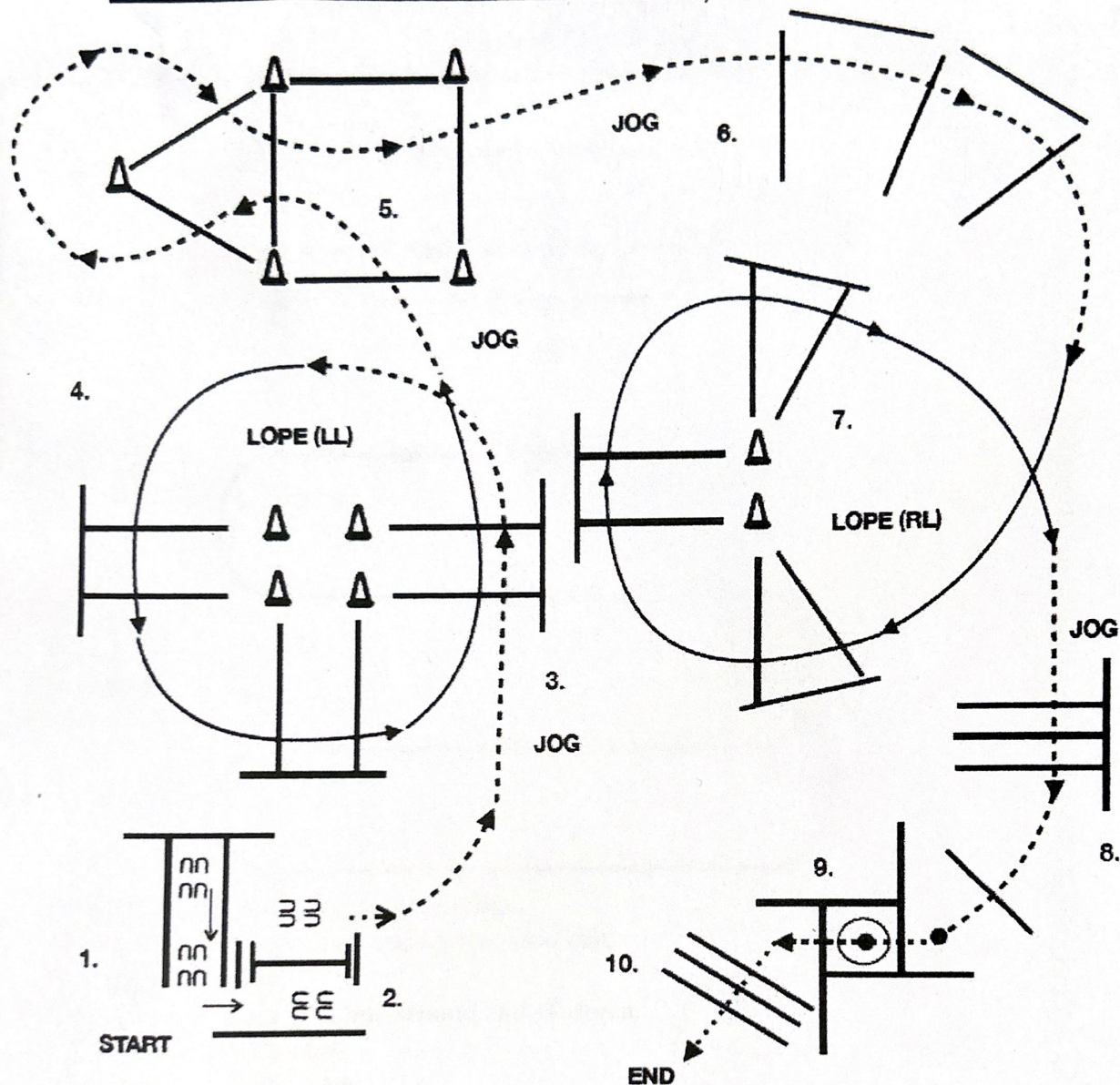
WALK	.....
JOG	.....
LOPE	.....

Thursday Round 1

Pine Tree 2025

All Trail (except W/T)

Class # 12-25 #302, 303, 402



1. Begin in Chute. Back out of the Chute, around to the Gate.
2. Work Right Hand Gate. Open Gate. Walk over Pole. Close Gate.
3. You may Walk forward. Jog over poles.
4. Lope Left Lead over poles.
5. Jog over poles as shown.
6. Jog over poles.
7. Lope Right Lead over poles.
8. Jog over poles into first box. Stop.
9. Walk into box. Turn 360° either direction. Walk out of box.
10. Walk over poles to End Pattern.

WALK	.....
JOG	-----
LOPE	————

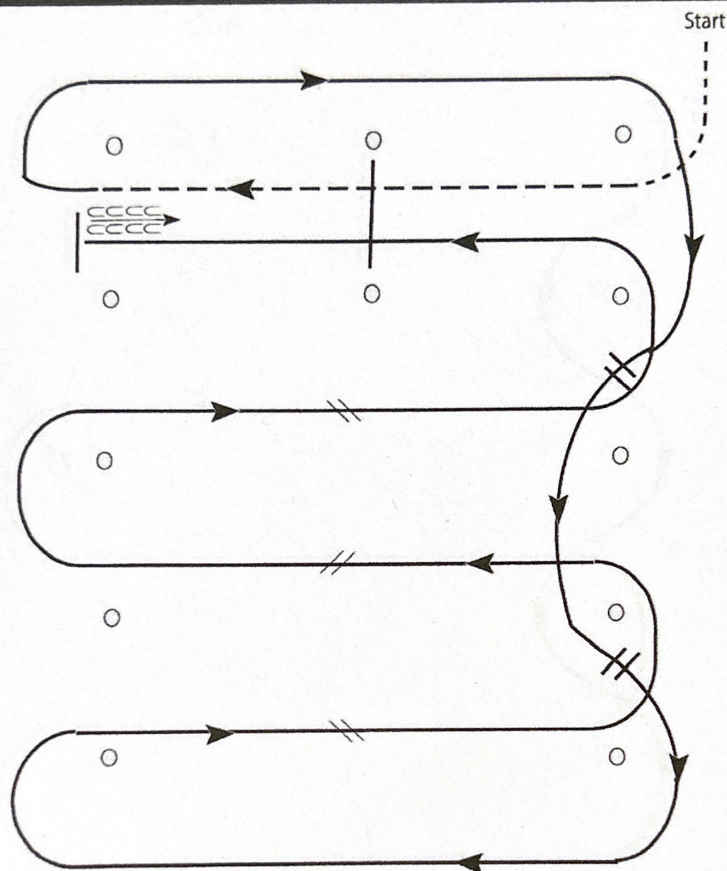


# Horse Show

## Western Riding (Level 1 / Green)

Class # 26,

Show Date: Round 1 Thursday



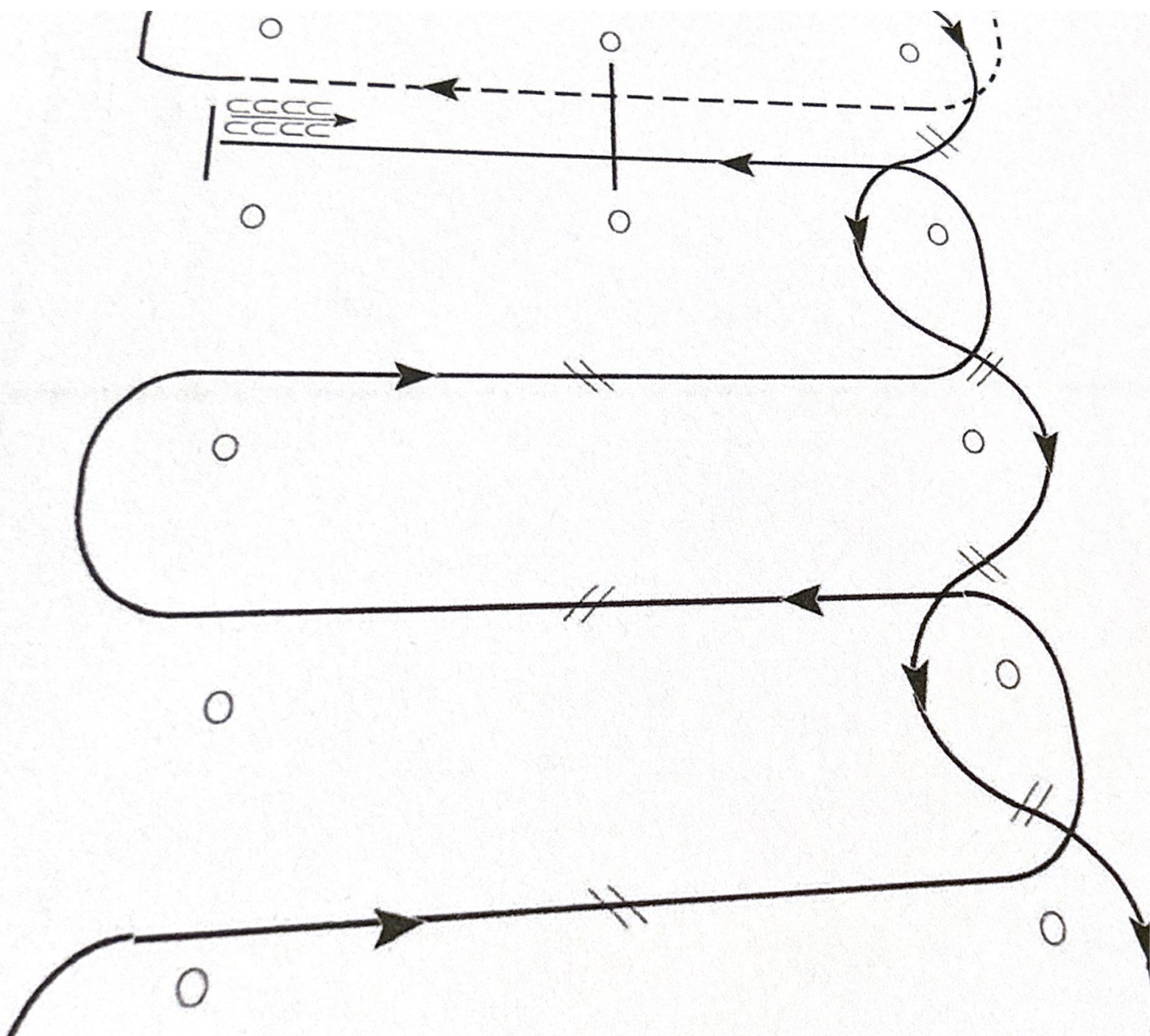
1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

[WR/GP-4]

Pattern Provided by:

Casey Orr








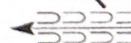
# Horse Show

## Western Horsemanship (All Walk / Trot)

Class# 36, 41, 43, 45, 47, Show Date: Rd 1 Thursday  
49, 51,

Be ready at A.

1. Perform an extended jog from A and a square corner at center of pattern.
2. Slow to a jog and continue in a straight line.
3. Stop and perform a 1 1/4 turn left.
4. Back.
5. Walk until you cross your line.
6. Exit arena at an extended jog.

Walk -----  
Jog - - - - -  
Extended Jog - - - - -  
Lope \_\_\_\_\_  
Lead Change   
Back   
Marker B

[WH/wt\_104]

Pattern Provided by:

Casey Orr

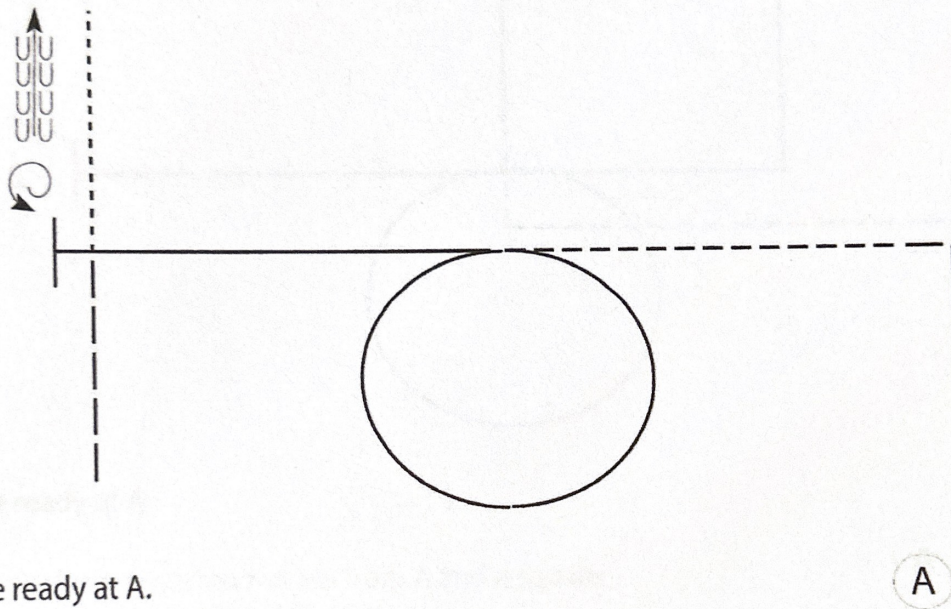


# Horse Show

## Western Horsemanship (All Level 1 / Novice)

Class # 53, 69, 70, 71, Show Date: Rd 1 Thursday

72



Be ready at A.

1. Perform an extended jog from A and a square corner at center of pattern, then slow to a jog.
2. Lope a left lead circle.
3. Close the circle and continue loping on the left lead in a straight line.
4. Stop and perform a 1 1/4 turn left.
5. Back.
6. Walk until you cross your line.
7. Exit arena at an extended jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	B

[WH/1\_104]

Pattern Provided by:

Casey Orr



# Horse Show

## Western Horsemanship (Youth / Amateur)

Class # 73-78

Show Date: Rd 1 Thursday

Be ready at A.

1. Perform an extended jog from A and a square corner at center of pattern.
2. Slow to a jog and make a square corner at center.
3. Lope a right lead square.
4. Change leads at center and lope a left lead circle.
5. Close the circle and continue loping on the left lead in a straight line.
6. Stop and perform a 1 1/4 turn left.
7. Back.
8. Walk until you cross your line.
9. Exit arena at an extended jog.

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	=====
Lead Change	
Back	
Marker	(B)

[WH/2\_104]

Pattern Provided by:

Casey Orr



Rd 1 Friday

# Horse Show

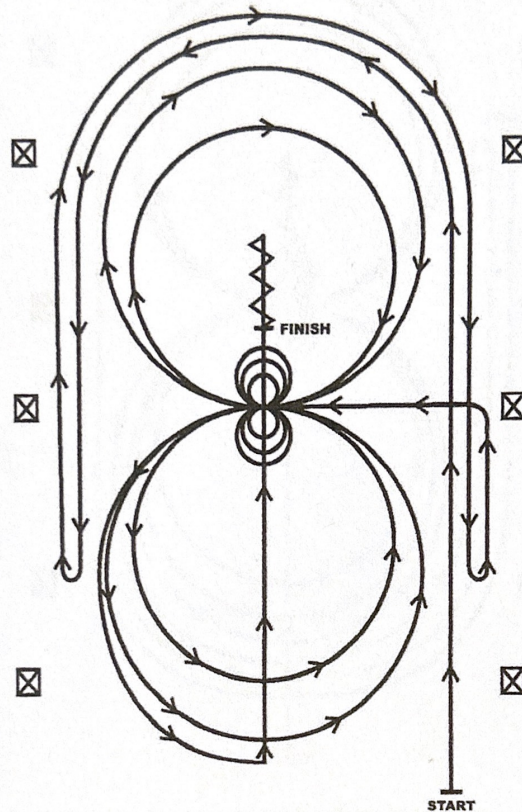
## Reining (All Level 1 / Novice)

Class # 79, 84, 87,  
+ 88

Show Date:

### REINING PATTERN B

Approved only for Level I Youth & Amateur, Youth 13 & Under



1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center marker and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. 8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern. See the Judges' Guide for a summary of other allowances made in the Handbook.

[R/AQHAP-B]

Pattern Provided by:

Casey Orr



Rd 1 Friday

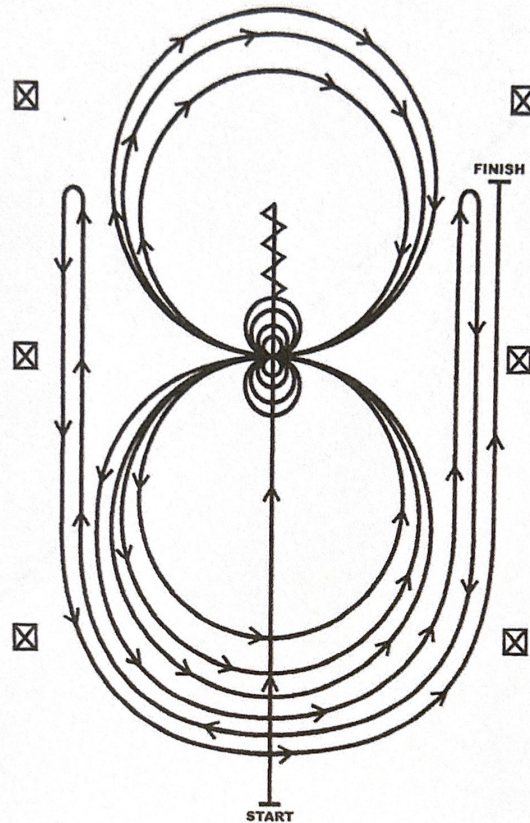
# Horse Show

Class # 80, 81, 82, 83,

Reining (Youth / Amateur / Open) 85, 86

Show Date:

## REINING PATTERN 12



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

[R/AQHAP-12]

Pattern Provided by:

Casey Orr

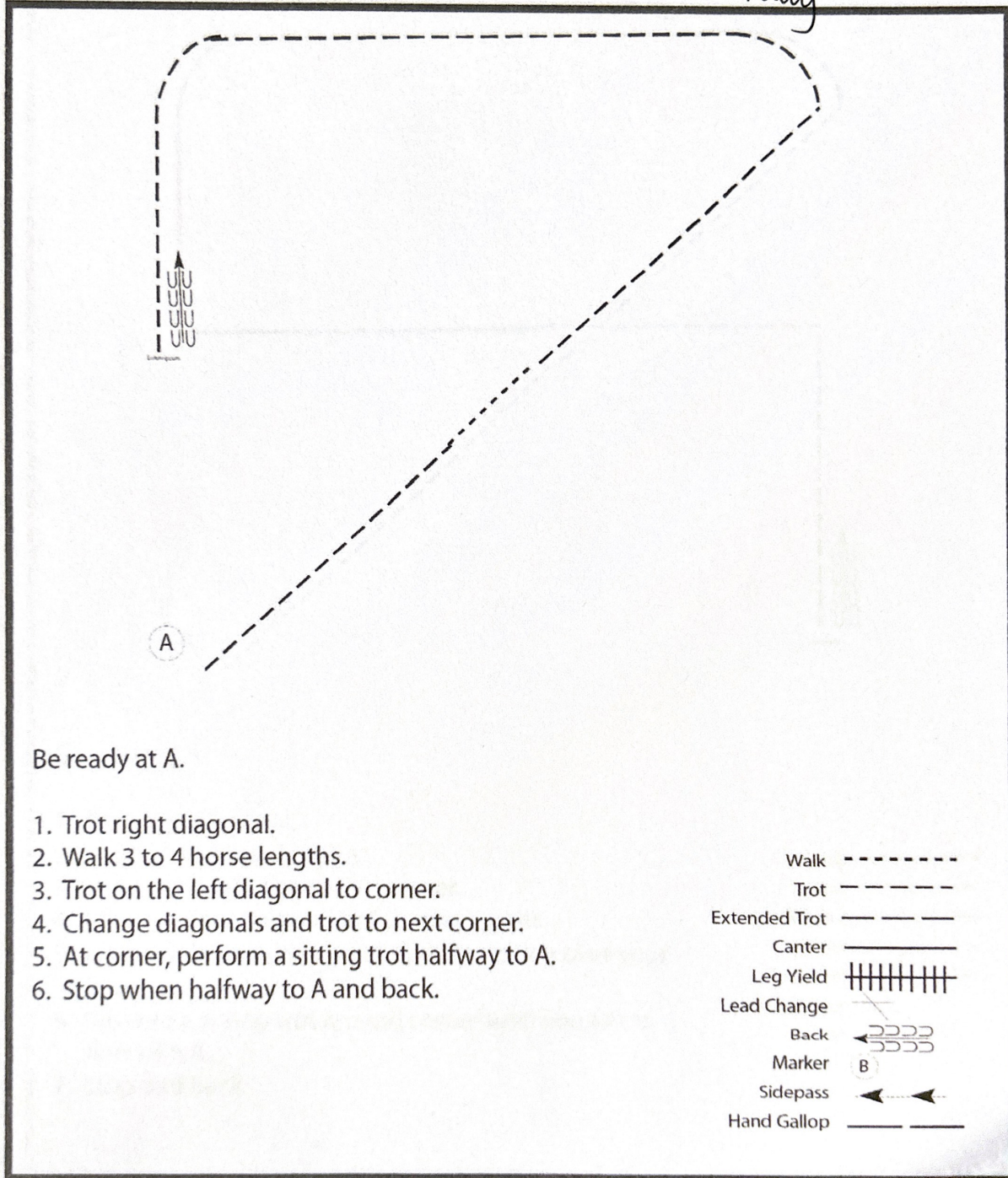


## Horse Show

Class # 101, 103, 106,  
108, 110, 112, 114,

## Hunt Seat Equitation (Walk / Trot)

Show Date: Rd1 Friday



[HSE/wt\_106]

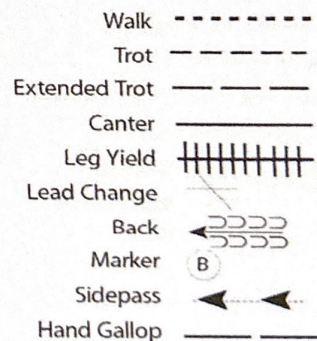
**Pattern Provided by:**

Casey Orr



135, 136

Show Date: Rd1 Friday



Casey Orr



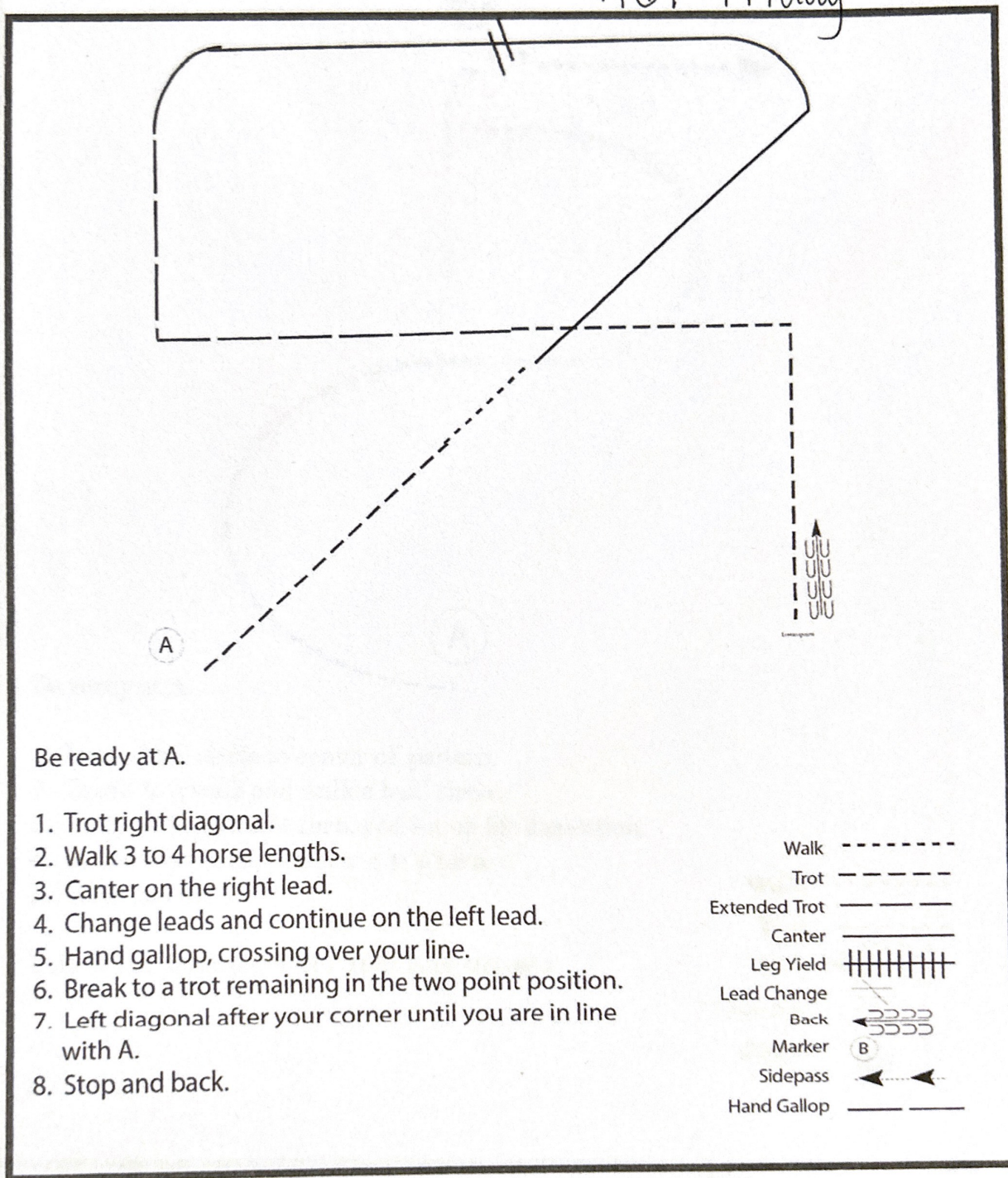
# Horse Show

Class # 137-141  
+ 502.

## Hunt Seat Equitation (Youth / Amateur)

Show Date:

Rd 1 Friday



[HSE/2\_106]

Pattern Provided by:

Casey Orr



# PINE TREE CLASSIC

Rd 1+2  
Saturday

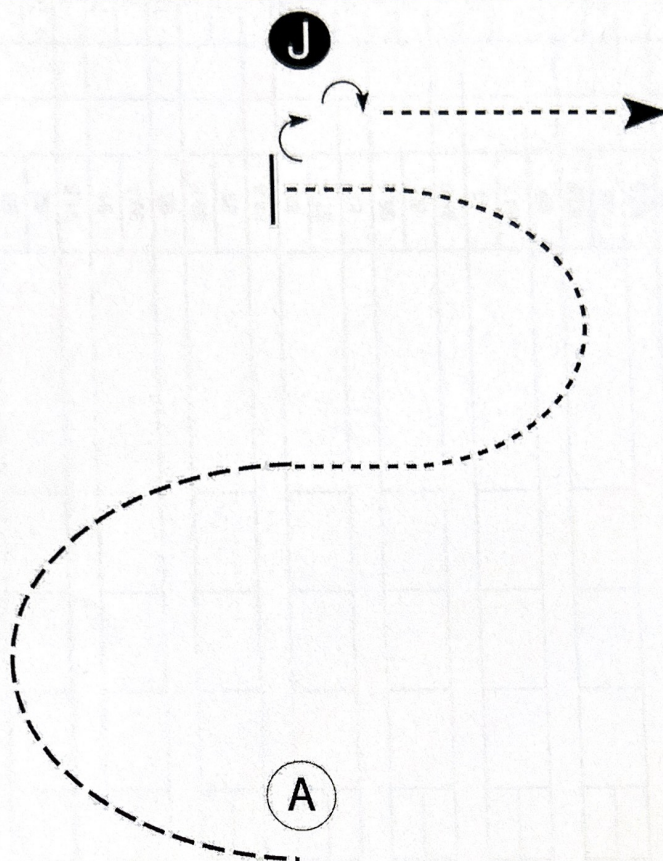
SMALL FRY & YTH WT SMS

class # 237, 238

Show Date: MAY 24 - 26, 2025

www.HorseShowPatterns.com

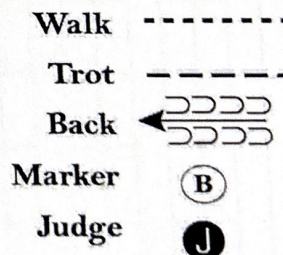
www.HorseShowPatterns.com



Be ready at A.

1. Trot a half circle to center of pattern.
2. Break to a walk and walk a half circle.
3. Stop, perform a 1/4 turn, and set up for inspection.
4. When dismissed, perform a 1/4 turn.
5. Walk to exit.

Follow the instructions of your ring steward.



[S/WT-86]

Pattern Provided by:

**SANDY CURL**



# PINE TREE CLASSIC

RdH2  
Saturday

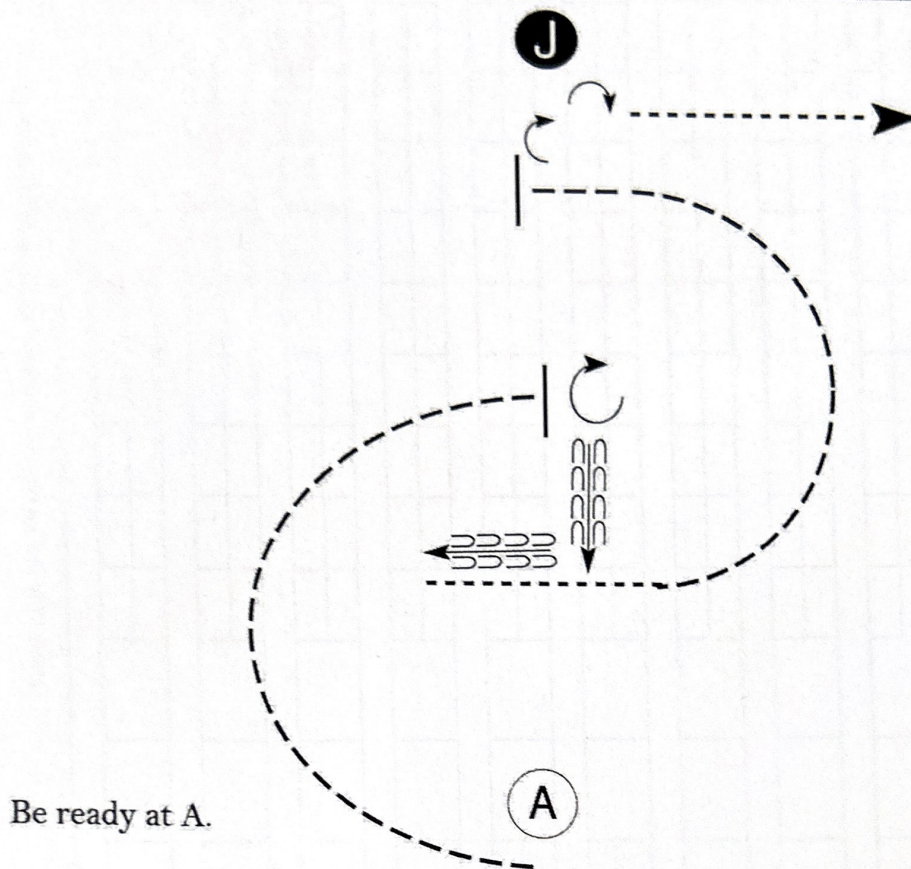
APHA AM W/T SMS (EXTENDED WALK NO TROT)

Show Date: MAY 24 - 26, 2025

Class # 23b

www.HorseShowPatterns.com

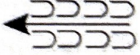
www.HorseShowPatterns.com



Be ready at A.

1. Trot a half circle to center of pattern.
2. Stop and perform a 3/4 turn.
3. Back a square corner.
4. Walk 2-3 horse lengths.
5. Trot a half circle.
6. Perform a 1/4 turn and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk -----  
Trot -----  
Back ←   
Marker (B)  
Judge (J)

Pattern Provided by:

**SANDY CURL**

[S/2-86]



# PINE TREE CLASSIC

Rd 1+2  
Saturday

## LVL 1, NOV & ALL BREED SMS

Show Date: MAY 24 - 26, 2025 Class 239, 240, 241

242 + 249

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Trot a half circle to center of pattern.
2. Stop and perform a 3/4 turn.
3. Back one horse length.
4. Perform a 1/4 turn.
5. Trot a half circle.
6. Perform a 1/4 turn and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk -----  
Trot -----  
Back ←=====→  
Marker (B)  
Judge (J)

Pattern Provided by:  
**SANDY CURL**

[S/1-86]



# PINE TREE CLASSIC

Rd 1+2  
Saturday

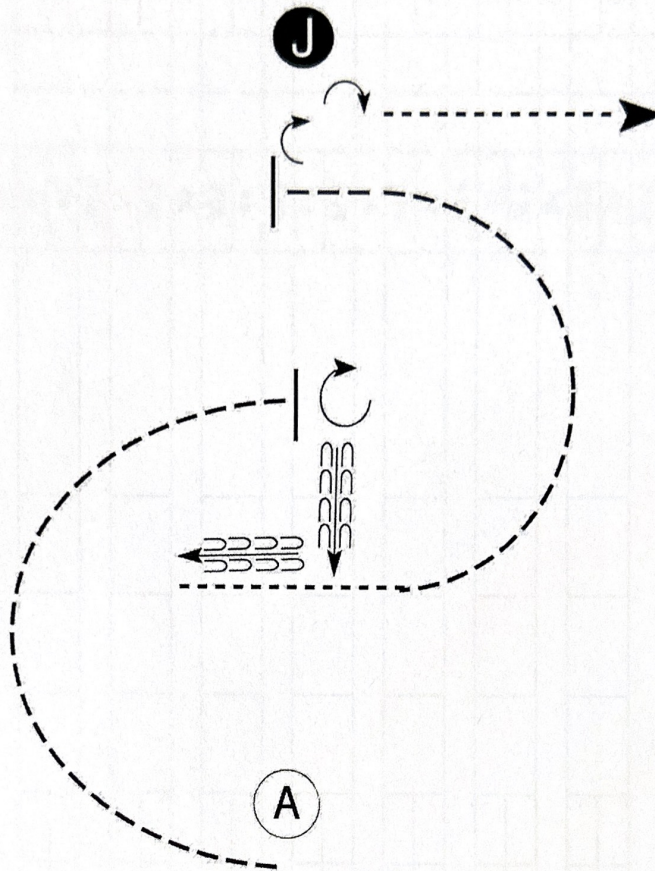
AM, YTH & SELECT SMS

Show Date: MAY 24 - 26, 2025

Classes 243-248

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot a half circle to center of pattern.
2. Stop and perform a 3/4 turn.
3. Back a square corner.
4. Walk 2-3 horse lengths.
5. Trot a half circle.
6. Perform a 1/4 turn and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Walk to exit.

Follow the instructions of your ring steward.

Walk -----  
Trot - - - - -  
Back ← S S S S S  
Marker (B)  
Judge (J)

Pattern Provided by:  
**SANDY CURL**

[S/2-86]



# PINE TREE CLASSIC

Rd 1+2  
Saturday

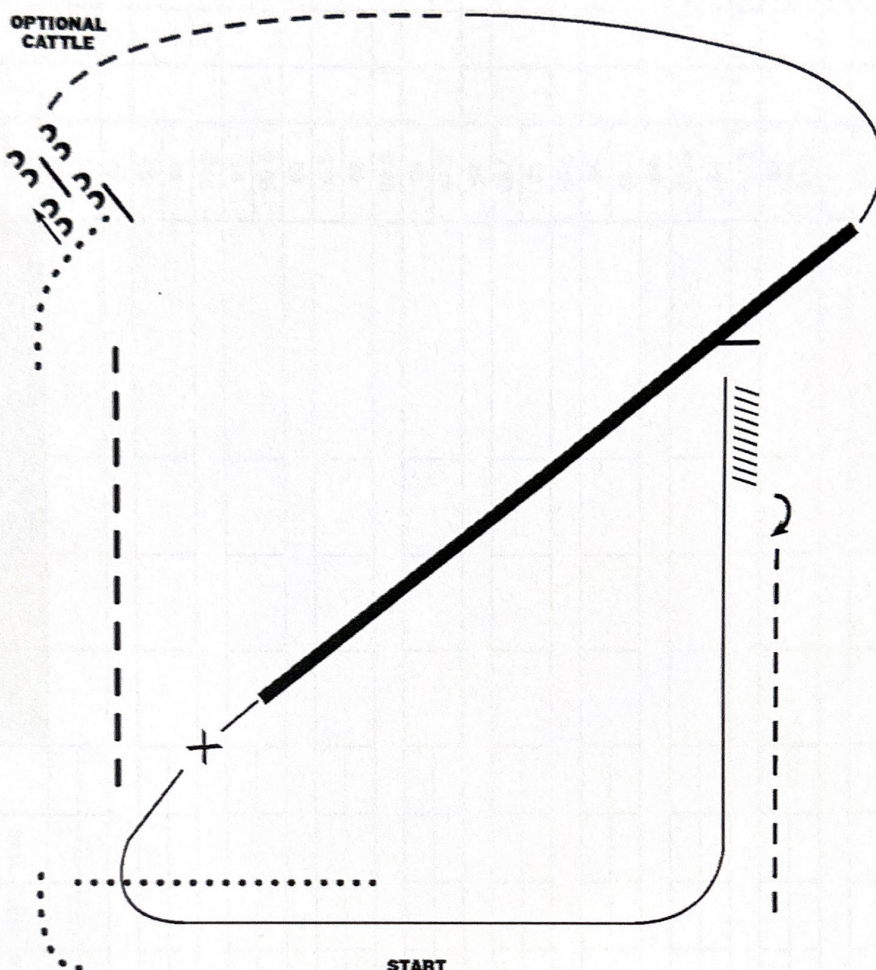
RANCH RIDING (WT WILL EXTEND TROT NOT LOPE)

Show Date: MAY 24 - 26, 2025 Class 251-262

www.HorseShowPatterns.com

www.HorseShowPatterns.com

OPTIONAL  
CATTLE



START

1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

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.

[RR/AQHA-10]

Pattern Provided by:

**SANDY CURL**

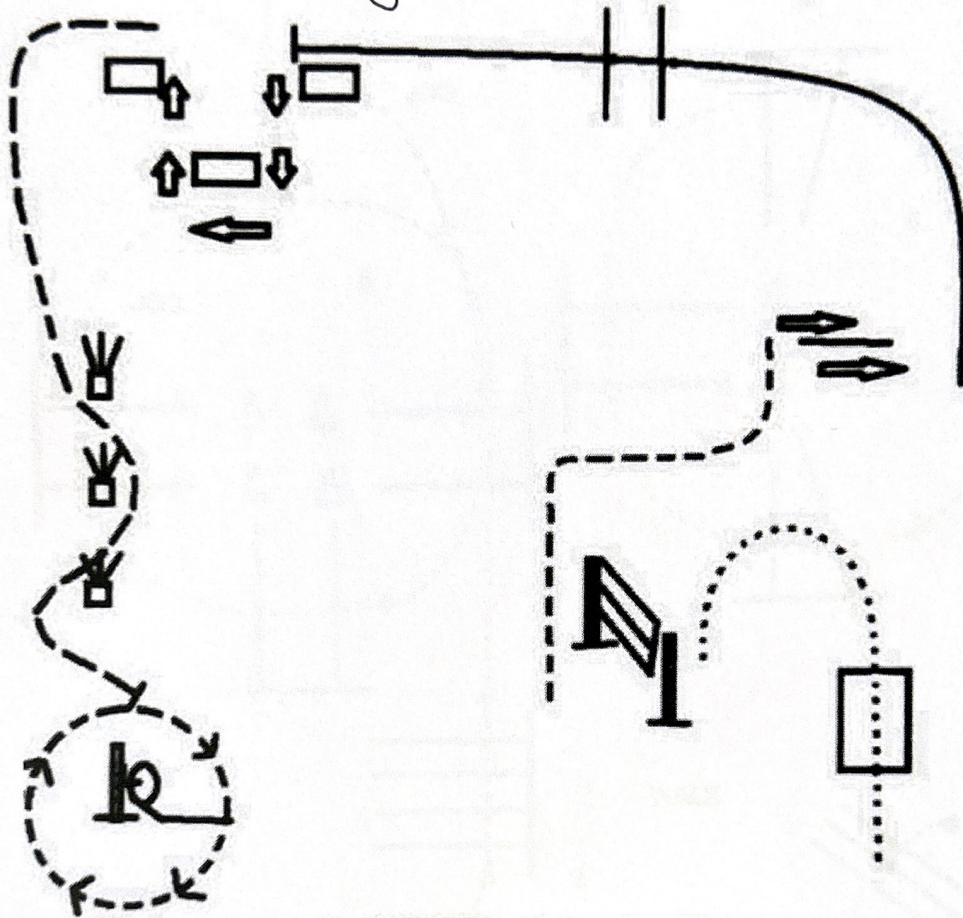


Rd 1+2  
Saturday

class# 279-287

## ALL RANCH TRAIL

\* ~~Walk~~/Trot will extend trot not lope + not drag the  
log



1. WALK TO AND OVER BRIDGE
2. WALK AROUND TO GATE AS SHOWN
3. WORK A RIGHT-HAND GATE
4. TROT FROM GATE TO SIDE PASS POLE
5. SIDE PASS POLE TO THE RIGHT
6. LOPE LEFT LEAD TO AND OVER POLES
7. STOP AT HAY BALES
8. BACK THROUGH HAY BALES AS SHOWN
9. EXTEND TROT TO AND THROUGH SERPENTINE AS SHOWN
10. STOP AT LOG DRAG

**(YOUTH COMPLETE PATTERN AT THIS POINT - NO LOG DRAG)**

- ## 11. WORK LOG DRAG TO THE RIGHT

**EXIT ARENA AT COMPLETION OF PATTERN**