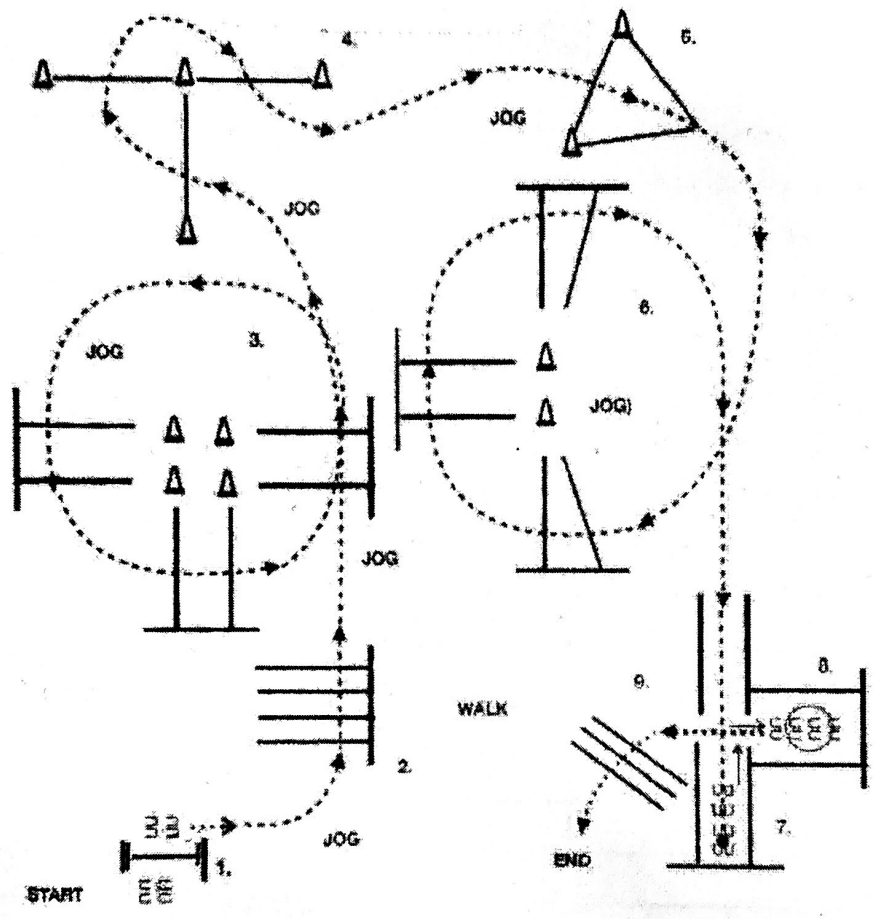


MeQHA Pine Tree Show All Walk/Trot Round 2

Class #'s
1-9

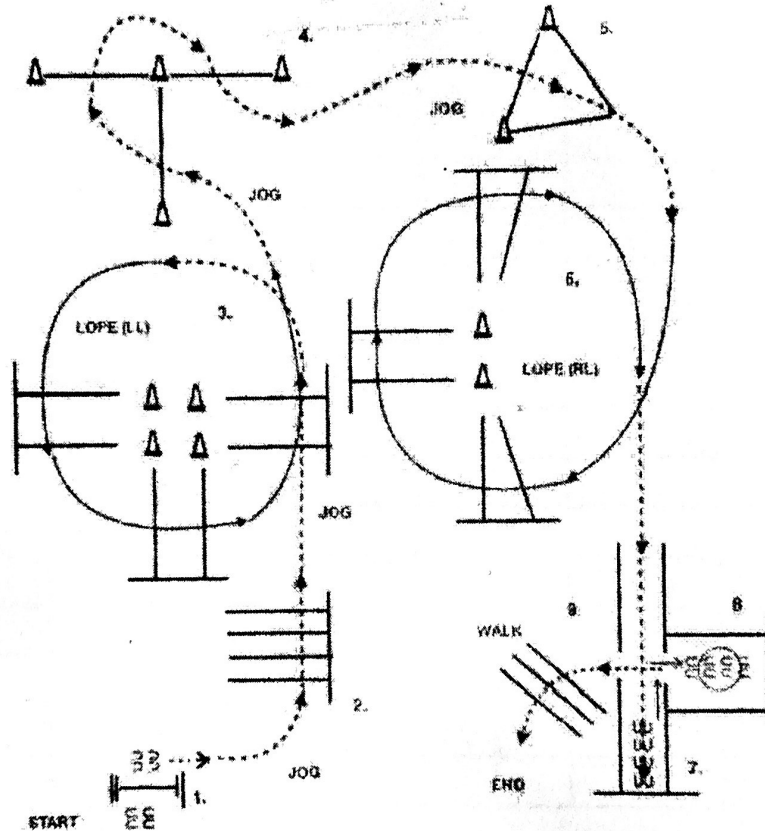


1. Begin working Right Hand Gate: Open gate, walk over pole, close gate.
2. Jog over poles.
3. Jog over poles.
4. Jog over poles.
5. Jog over poles.
6. Jog over poles into the chute.
7. Back around into the box.
8. Turn 360° either direction.
9. Walk out over poles to end pattern.

WALK
JOG	- - - - -
LOPE	_____

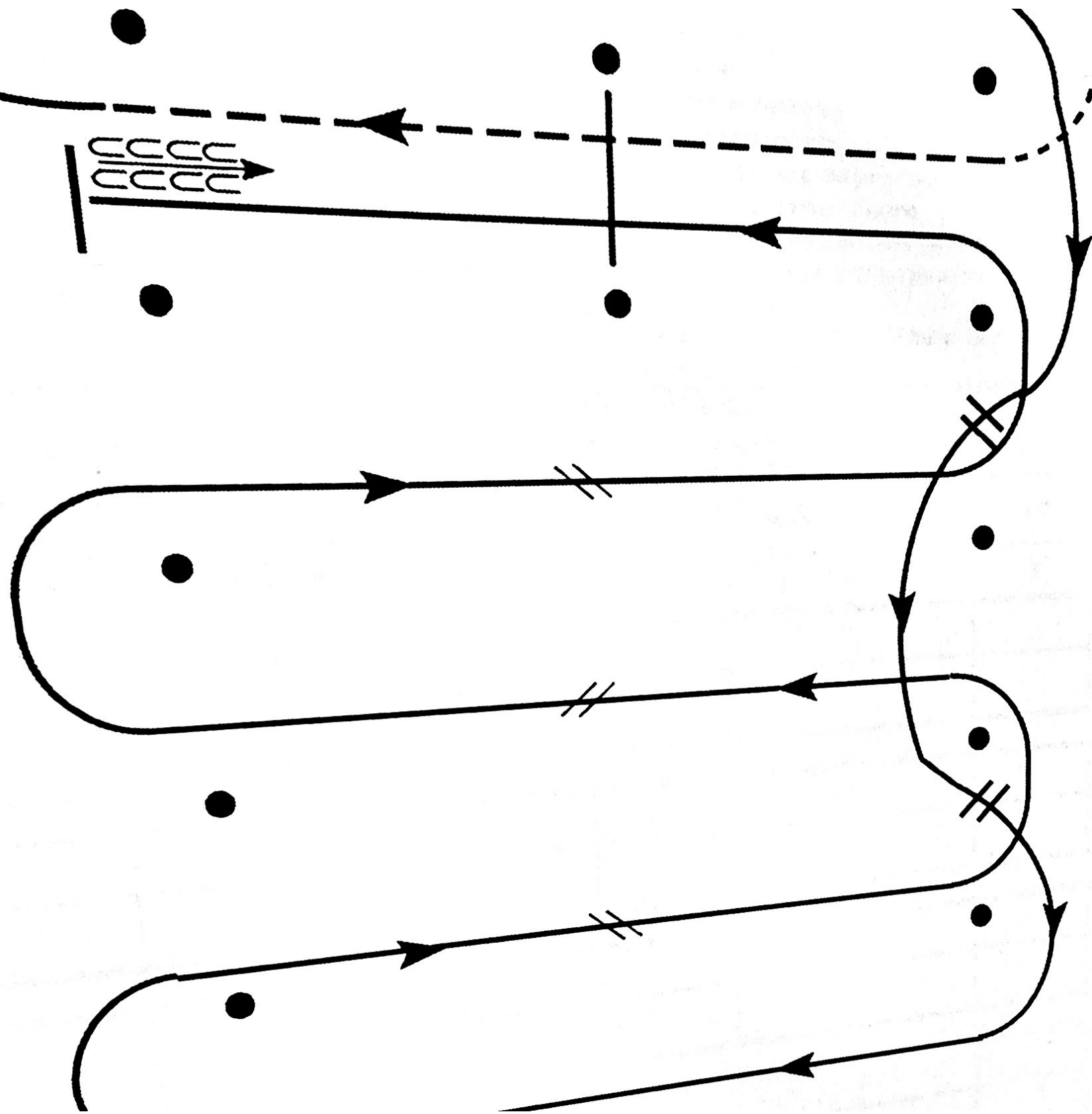
**MeQHA
Pine Tree Show
All Trail (except W/T)
Round 2**

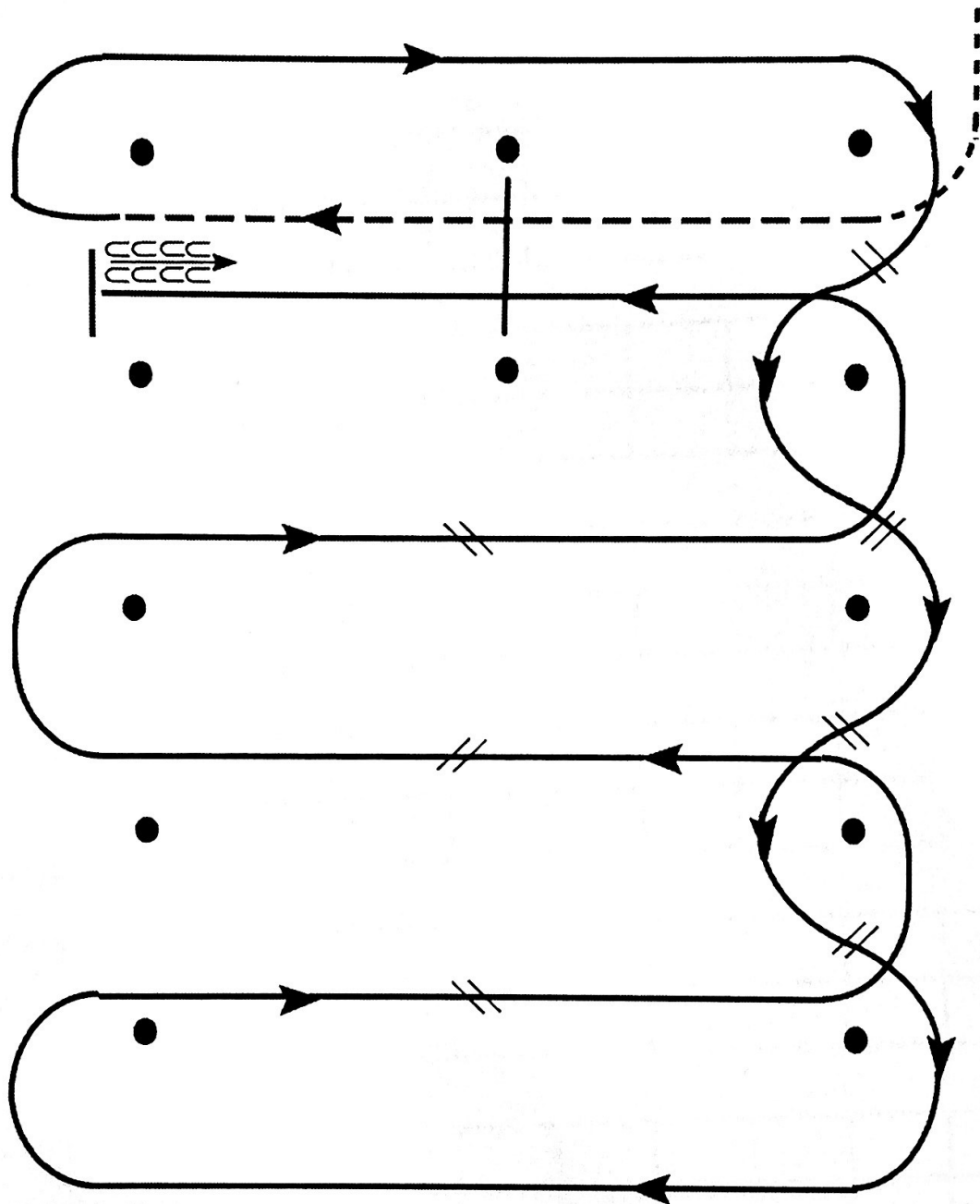
CLASS#'S
10-17



1. Begin working Right Hand Gate. Open gate, walk over pole, close gate.
2. Jog over poles.
3. Lope Left Lead over poles.
4. Jog over poles.
5. Jog over poles.
6. Lope Right Lead over poles. Jog over poles into the chute.
7. Back around into the box.
8. Turn 360° either direction.
9. Walk out over poles to end pattern.

WALK	-----
JOG	-----
LOPE	-----





1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

Maine QH Show

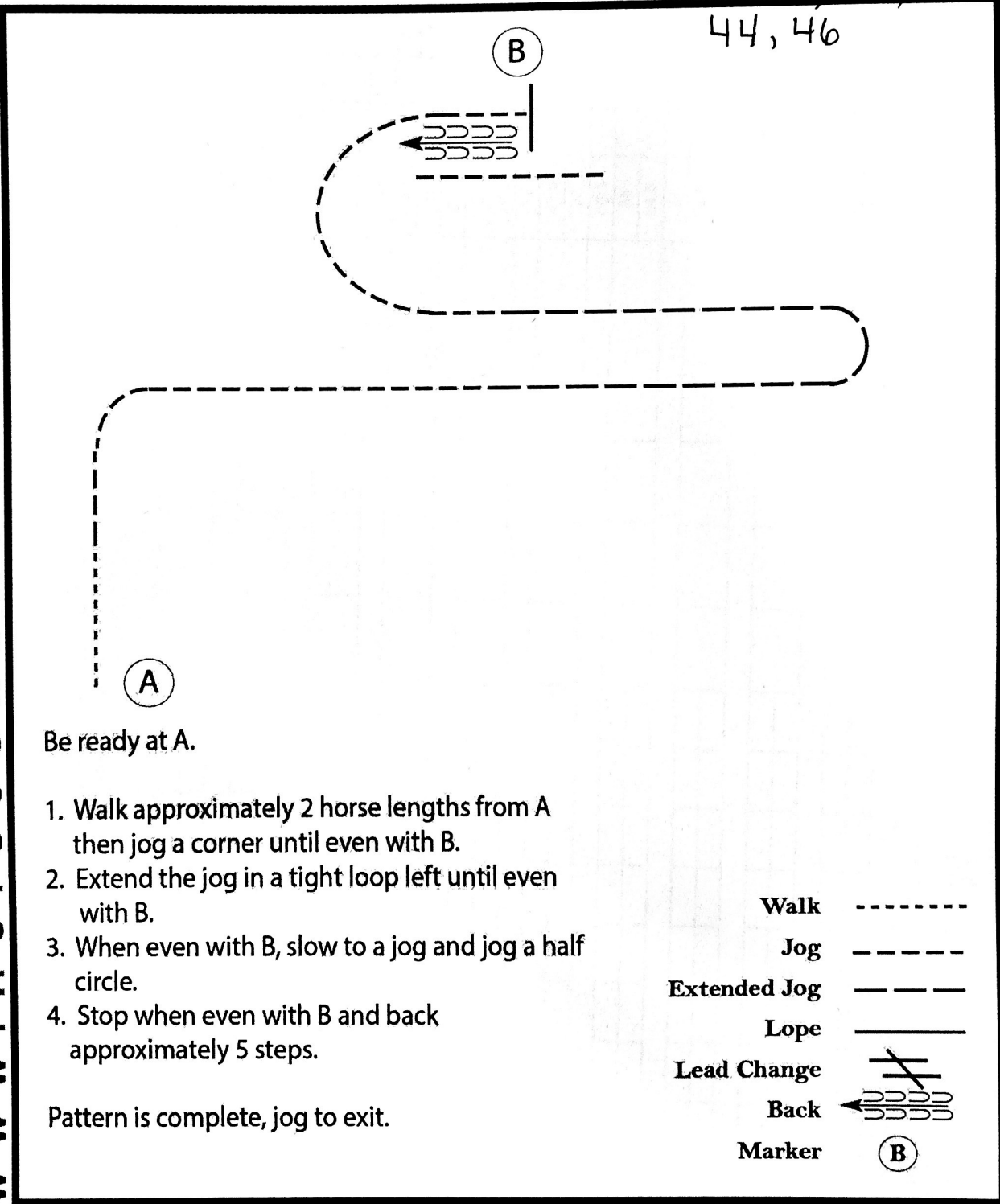
Western Horsemanship (All Walk/Trot)

Show Date: May 2026 Class# 34, 38, 40, 42

44, 46

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



A

B

Be ready at A.

1. Walk approximately 2 horse lengths from A then jog a corner until even with B.
2. Extend the jog in a tight loop left until even with B.
3. When even with B, slow to a jog and jog a half circle.
4. Stop when even with B and back approximately 5 steps.

Pattern is complete, jog to exit.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope | | | | |
- Lead Change / / / / /
- Back ← ← ← ← ←
- Marker (B)

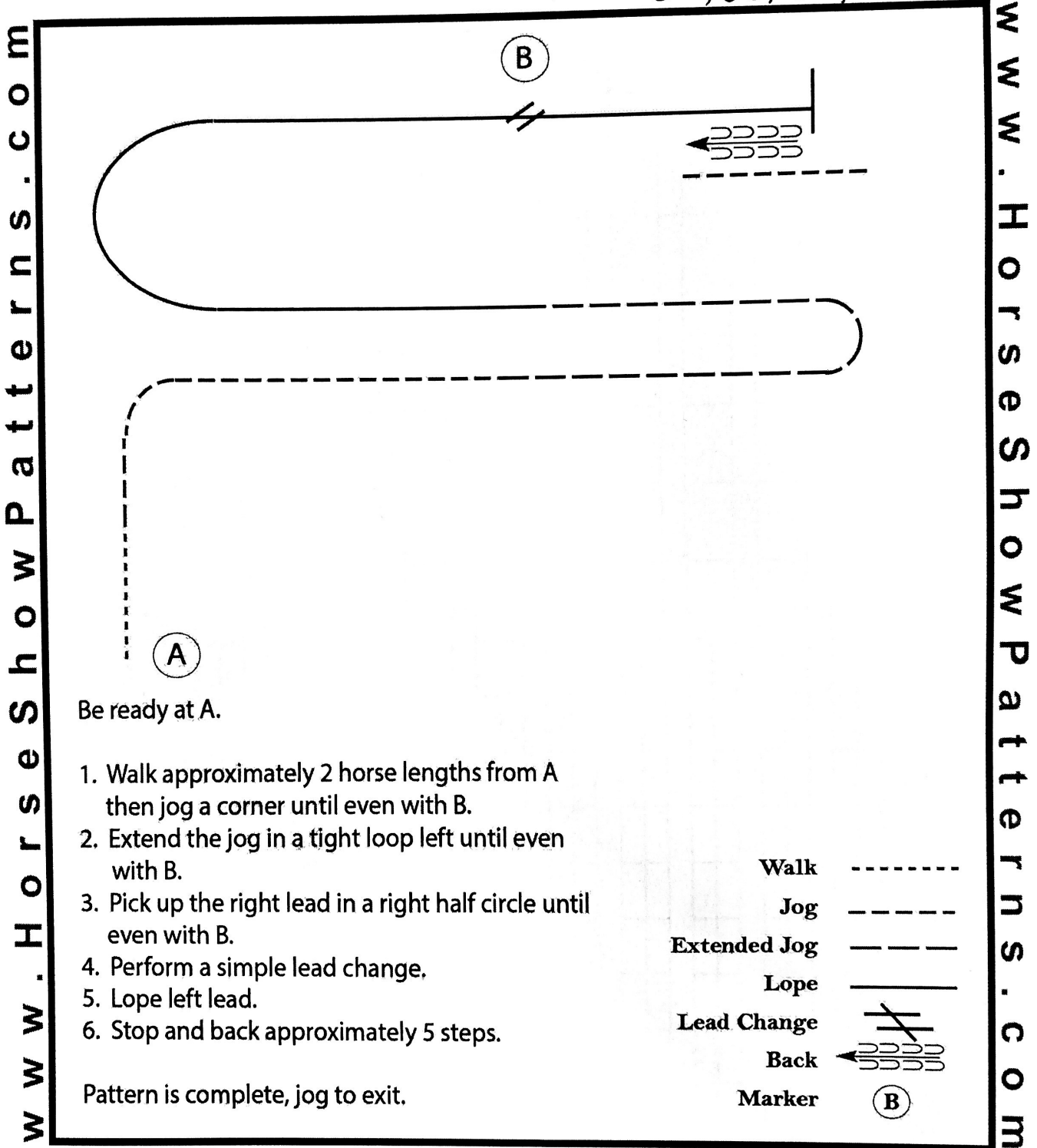
[WH/WT-124]

Pattern Provided by:
David J. Denniston

Maine QH Show

Western Horsemanship (All Level 1 / Novice / 13 and Under)

Show Date: May 2026 64, 65, 66, 67, 70



Be ready at A.

1. Walk approximately 2 horse lengths from A then jog a corner until even with B.
2. Extend the jog in a tight loop left until even with B.
3. Pick up the right lead in a right half circle until even with B.
4. Perform a simple lead change.
5. Lope left lead.
6. Stop and back approximately 5 steps.

Pattern is complete, jog to exit.

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

[WH/1-124]

Pattern Provided by:
David J. Denniston

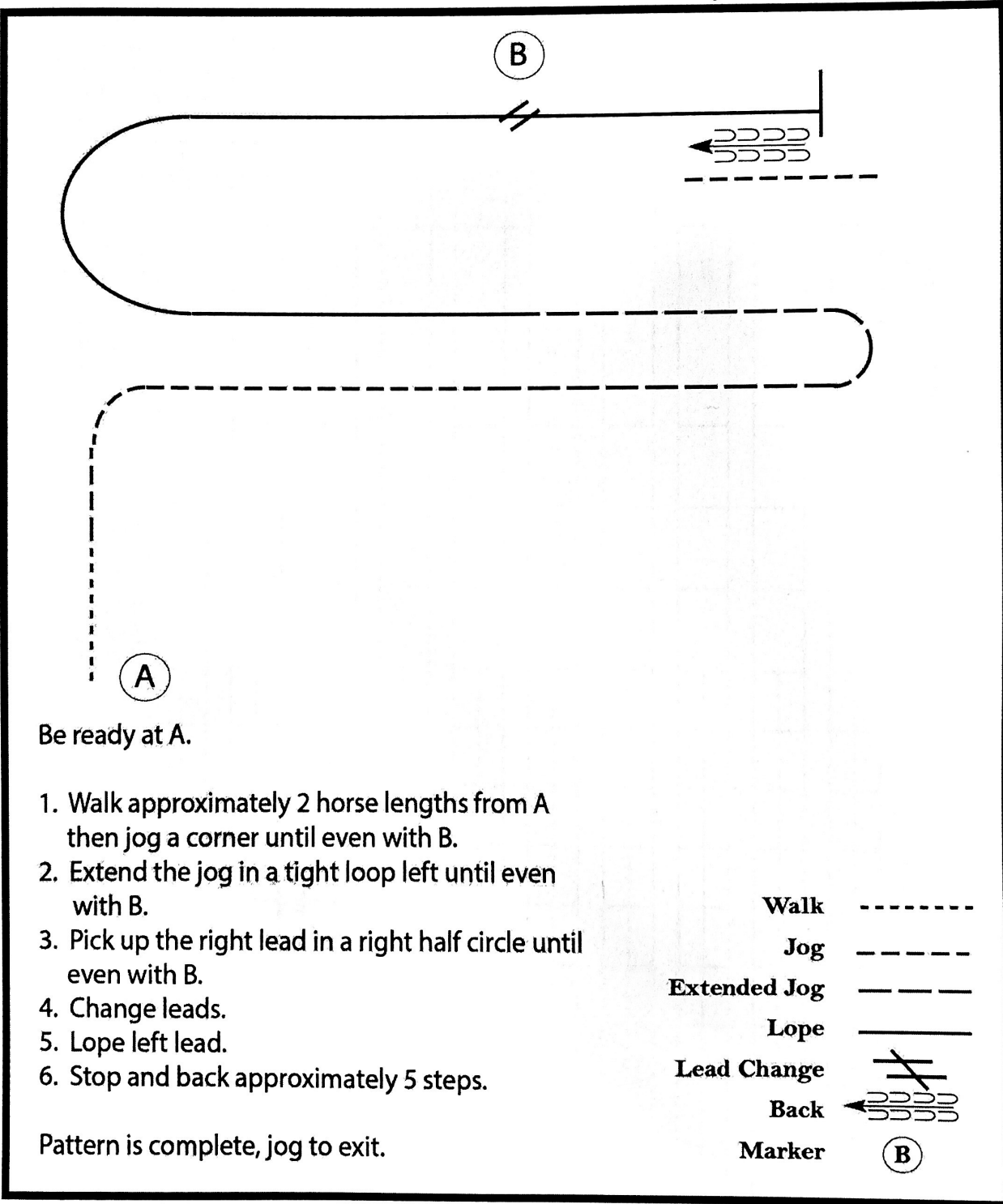
Maine QH Show

Western Horsemanship (All Amateur / 14-18)

Show Date: May 2026 68, 69, 70, 71, 72, 73

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk approximately 2 horse lengths from A then jog a corner until even with B.
2. Extend the jog in a tight loop left until even with B.
3. Pick up the right lead in a right half circle until even with B.
4. Change leads.
5. Lope left lead.
6. Stop and back approximately 5 steps.

Pattern is complete, jog to exit.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope | | | | |
- Lead Change /
- Back ← wavy lines
- Marker (B)

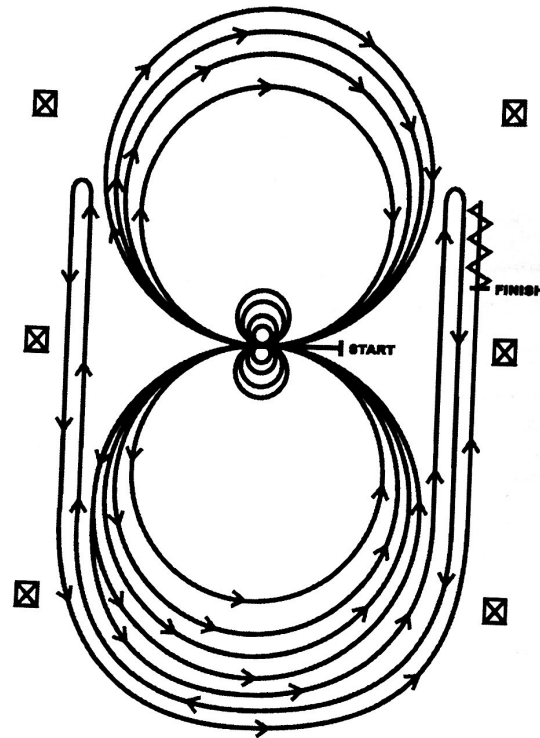
[WH/2-124]

Pattern Provided by:
David J. Denniston

MAINE 2026 Class #18
REINING L1/ROOKIE 74, 79, 82.83

Show Date: MAr 2026

REINING PATTERN 5



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern Provided by:
THE JUDGES

[R/AQHAP-5]

MAINE 2026

REINING

Show Date: MAY 2026

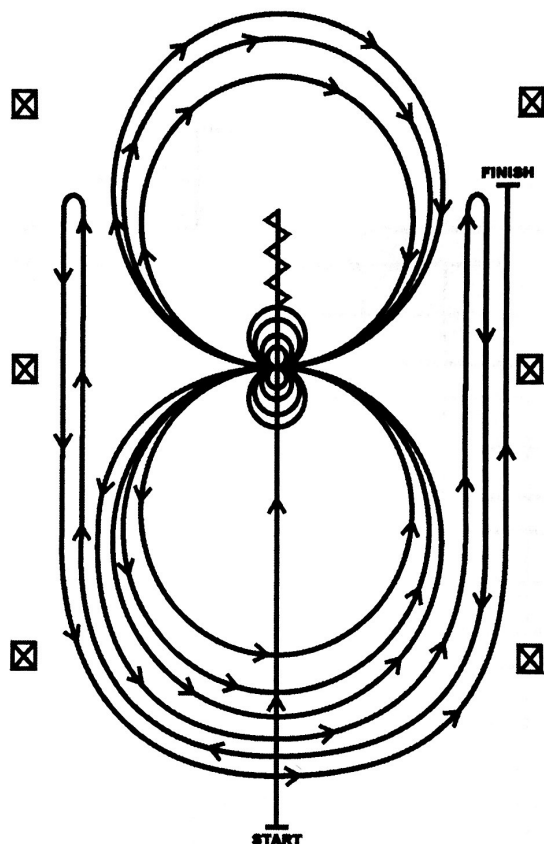
Class #'s

75, 76, 77, 78, 80
+ 81

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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.

Pattern Provided by:

THE JUDGES

[R/AQHAP-12]

Maine QH Show

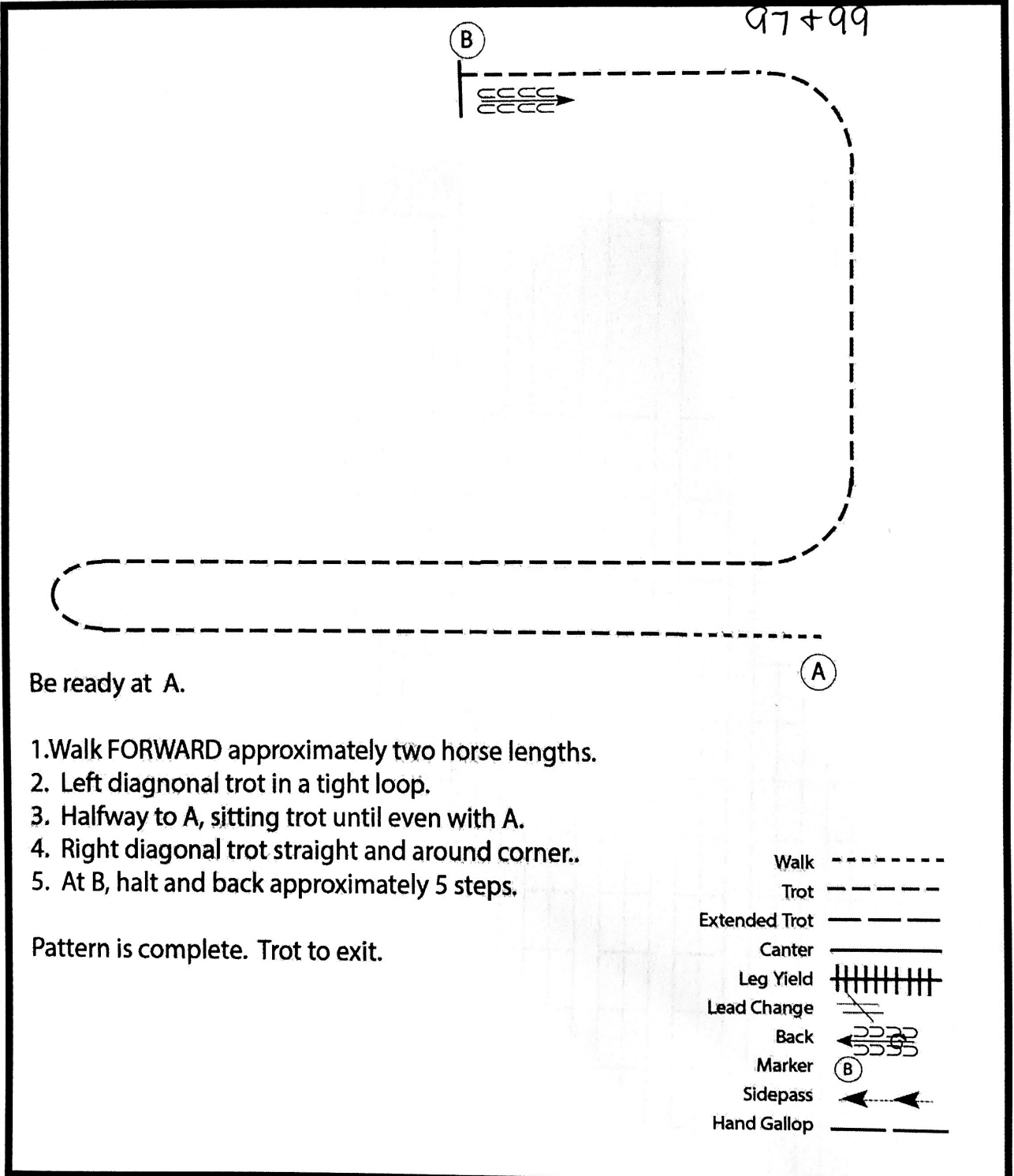
Hunt Seat Equitation (All Walk/Trot)

Show Date: May 2026 Class#s 88, 90, 93, 95

97 + 99

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Be ready at A.

1. Walk FORWARD approximately two horse lengths.
2. Left diagonal trot in a tight loop.
3. Halfway to A, sitting trot until even with A.
4. Right diagonal trot straight and around corner.
5. At B, halt and back approximately 5 steps.

Pattern is complete. Trot to exit.

- Walk -----
- Trot -----
- Extended Trot -----
- Canter -----
- Leg Yield |||
- Lead Change /
- Back ←
- Marker (B)
- Sidepass ←
- Hand Gallop -----

[HSEWT-119]

Pattern Provided by:
David J. Denniston

Maine QH Show

Hunt Seat Equitation (All Level 1 / Novice / 13 and Under)

Show Date: May 2026 Class#s 102, 133, 134, 135
136, 138

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Be ready at A.

1. Walk FORWARD approximately two horse lengths.
2. Right lead canter in a tight loop.
3. Sitting trot until even with A.
4. Right diagonal trot straight and around corner.
5. Left lead canter.
6. Halt and back approximately 5 steps.

Pattern is complete. Trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	-----

[HSE/1-119]

Pattern Provided by:
David J. Denniston

