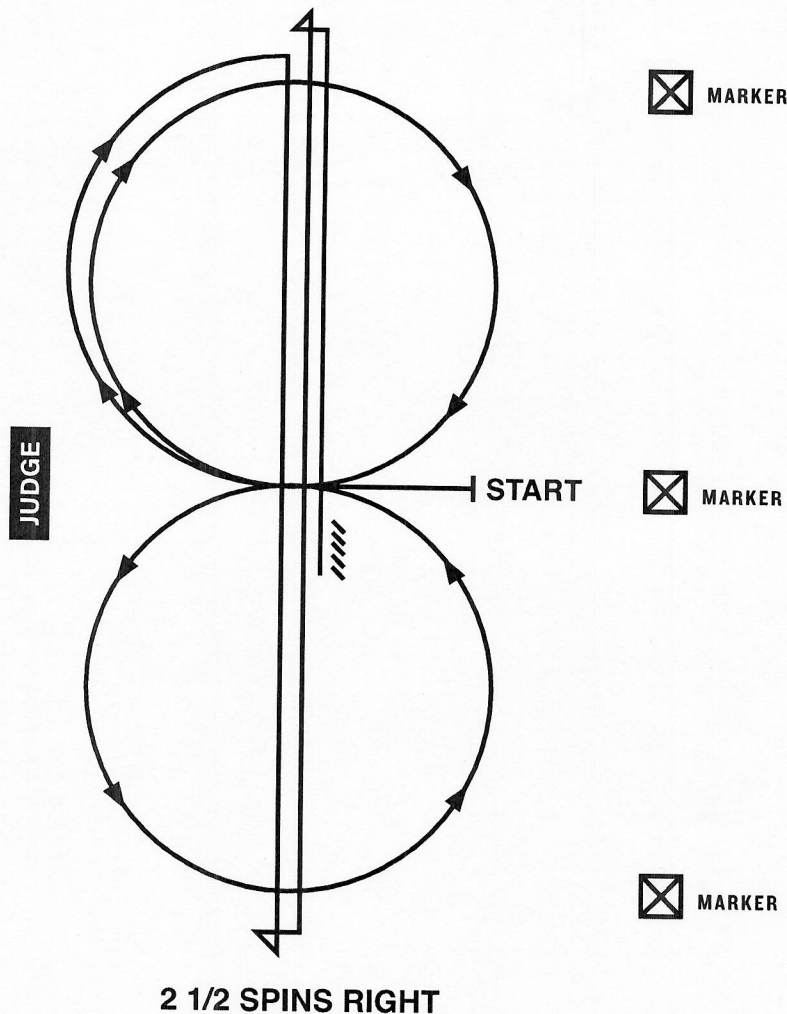


WORKING COW HORSE PATTERN 6

2 1/2 SPINS LEFT

Thursday, Sept 24



Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead lope one circle to the right. Change leads at the center of arena.
2. Complete one circle to the left. Change leads at the center of arena.
3. Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, and back at least 10 feet. Hesitate to complete pattern.

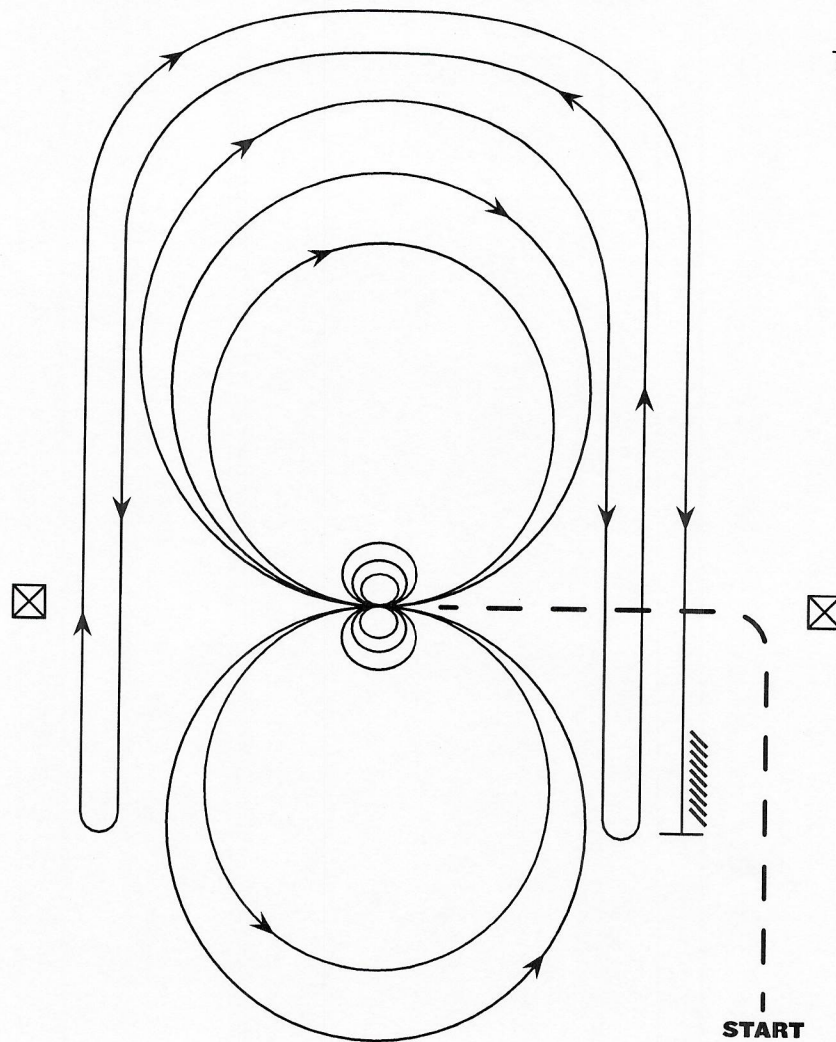
PATTERN 6

- | | |
|----------------------|---------------------|
| 1. Right circle | 5. Stop |
| 2. Left circle | 6. 2 1/2 left spins |
| 3. Stop | 7. Stop and back up |
| 4. 2 1/2 right spins | |

This pattern may be used as a lope-in pattern; refer to SHW505.2.

VRH AND RHC RANCH REINING PATTERN 1

Thursday, Sept 24



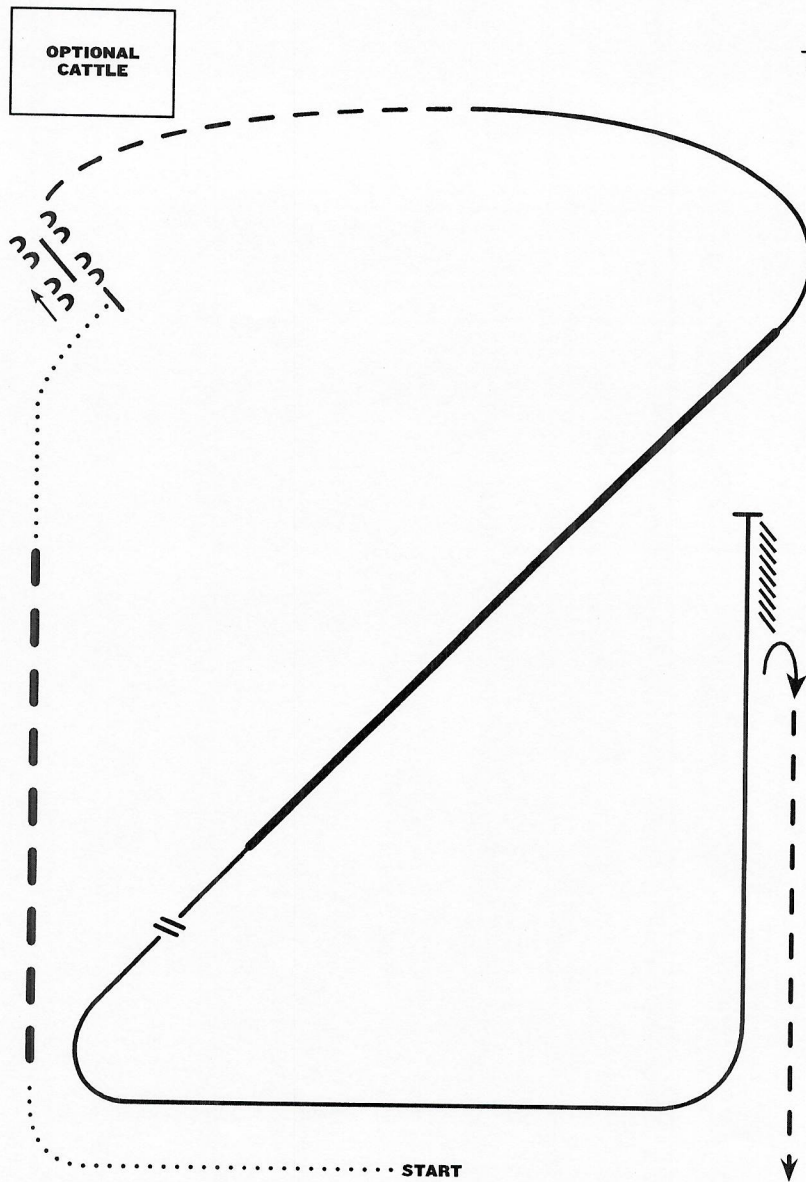
Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around previous circle, but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

RANCH RIDING - PATTERN 10

Thursday, Sept 24



LEGEND

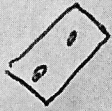
.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
//	Lead Change

1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
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. 1/2 turn 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.

Ranch
Trail
Friday

5. walk
bridge

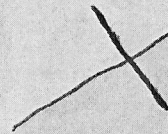


4. walk sidepass

3. Drag right walk or Trot
Yth and Rookie Carry rope
walk or Trot

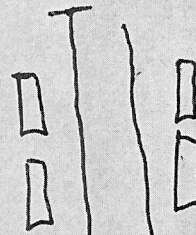


6.
Lope
Right Lead
Log
Change Leads



7. Lope Log
Left Lead
through Bales
Stop

8. Back
out of
Bales
Rollback
either
Direction
Exit at
Trot



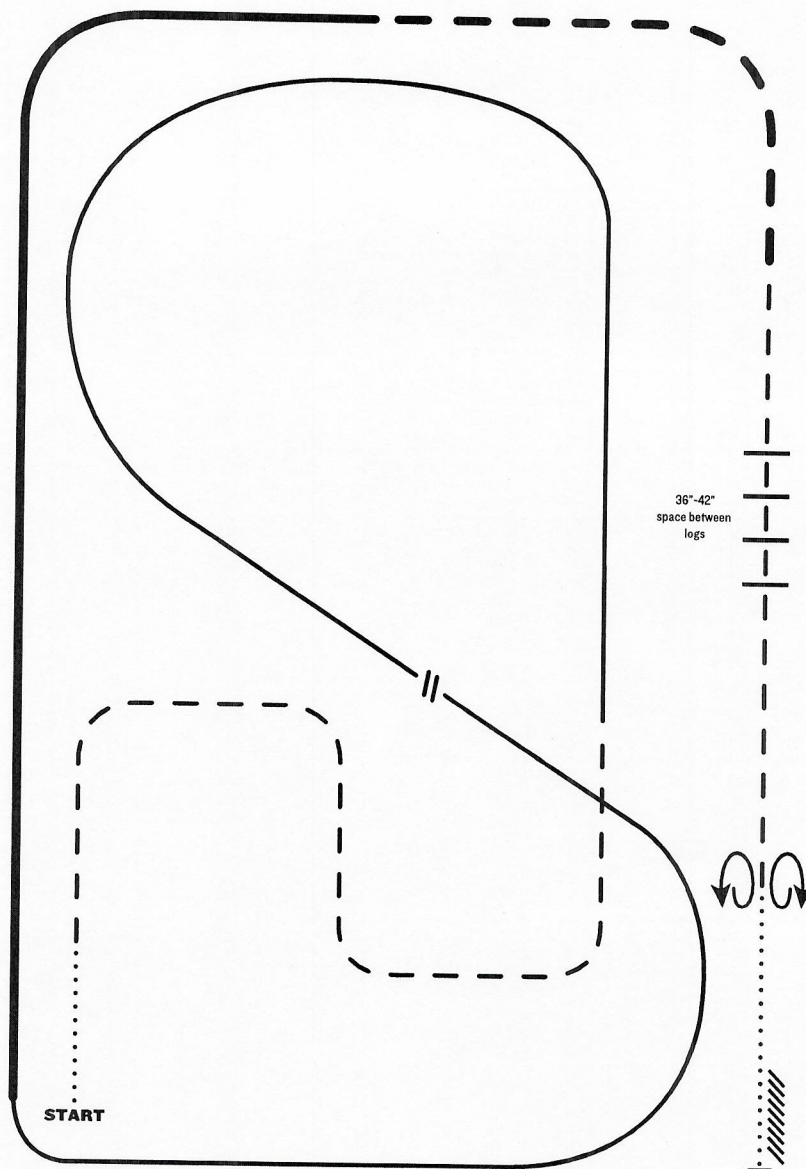
2. trot

1. Gate



RANCH RIDING - PATTERN 3

Friday, Sept 25



LEGEND

.....	Walk
....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
////	Back
//	Lead Change

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.

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

2026 Hope In the Heartland

Showmanship all classes (Friday)

Show Date:

www.HorseShowPatterns.com

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Be ready at A.

1. Trot to B.
2. Stop and perform a 1 1/4 turn.
3. Walk to judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 3/4 turn and walk straight away from judge.

Follow the instructions of your ring steward.

Walk -----

Trot - - - - -

Back ←

Marker (B)

Judge (J)

Pattern Provided by:
Judges

[S/2-52]

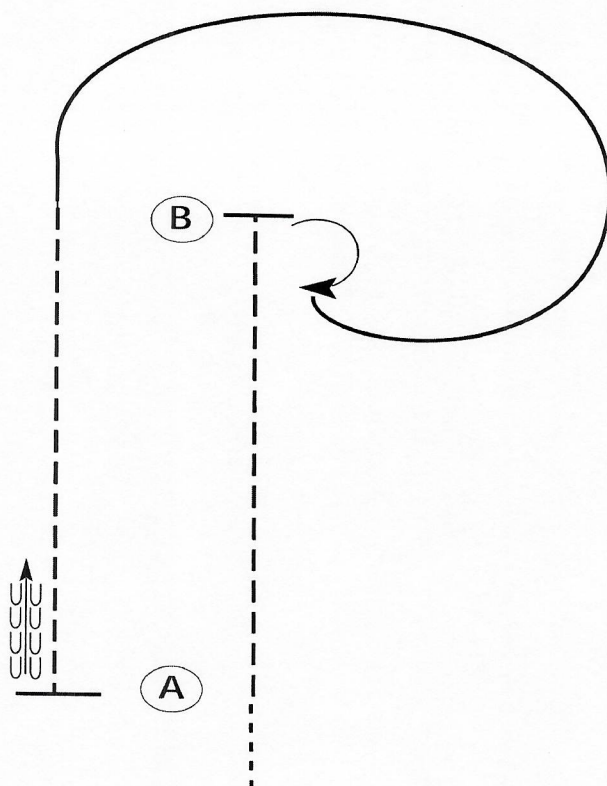
2026 Hope In the Heartland

Horsemanship all classes (Friday)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog to B.
3. Turn 180 degrees to the right.
4. Lope on the left lead back around to B.
5. Jog from B to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	///
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	←-----→

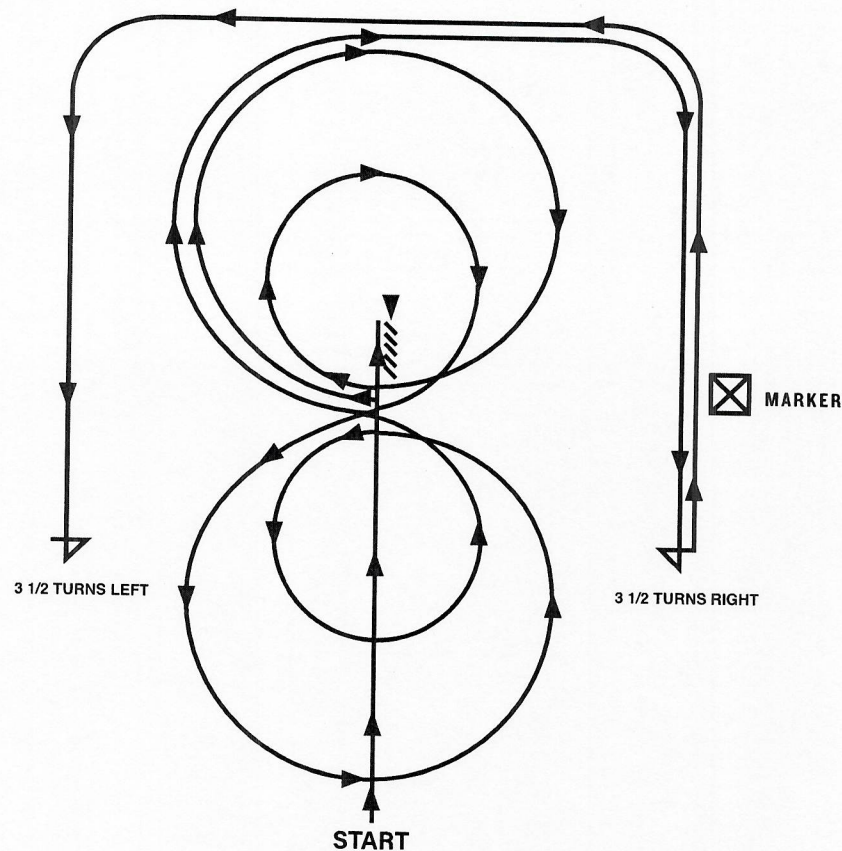
Pattern Provided by:

Judges

[WH/1-44]

WORKING COW HORSE PATTERN 1

Saturday, Sept 26



1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. 1/4 turn left.
2. Pick up right lead, large fast circle, small slow circle. Change leads at center of arena.
3. Circling to the left, complete a large fast circle, then a small slow circle. Change leads at center of arena.
4. Start a circle to the right, but do not close this circle. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Continue back down side and around end of arena to other side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

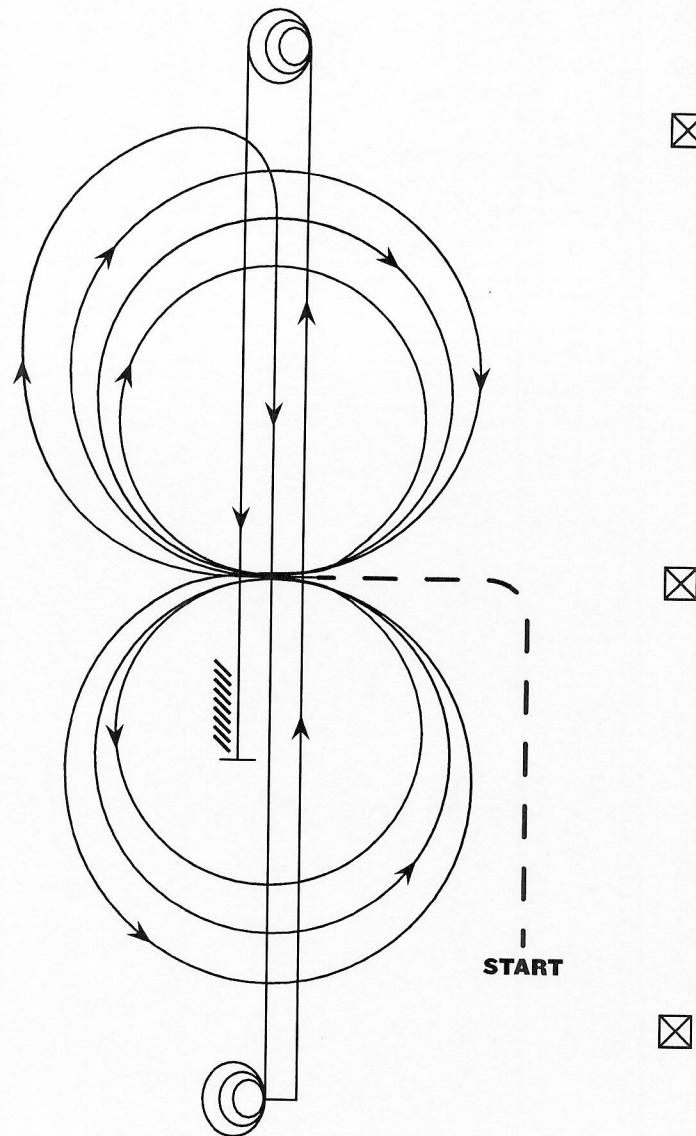
PATTERN 1

1. Stop and back up and 1/4 turn
2. Right circles
3. Left circles
4. Stop

5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins

VRH AND RHC RANCH REINING PATTERN 3

Saturday, Sept 26



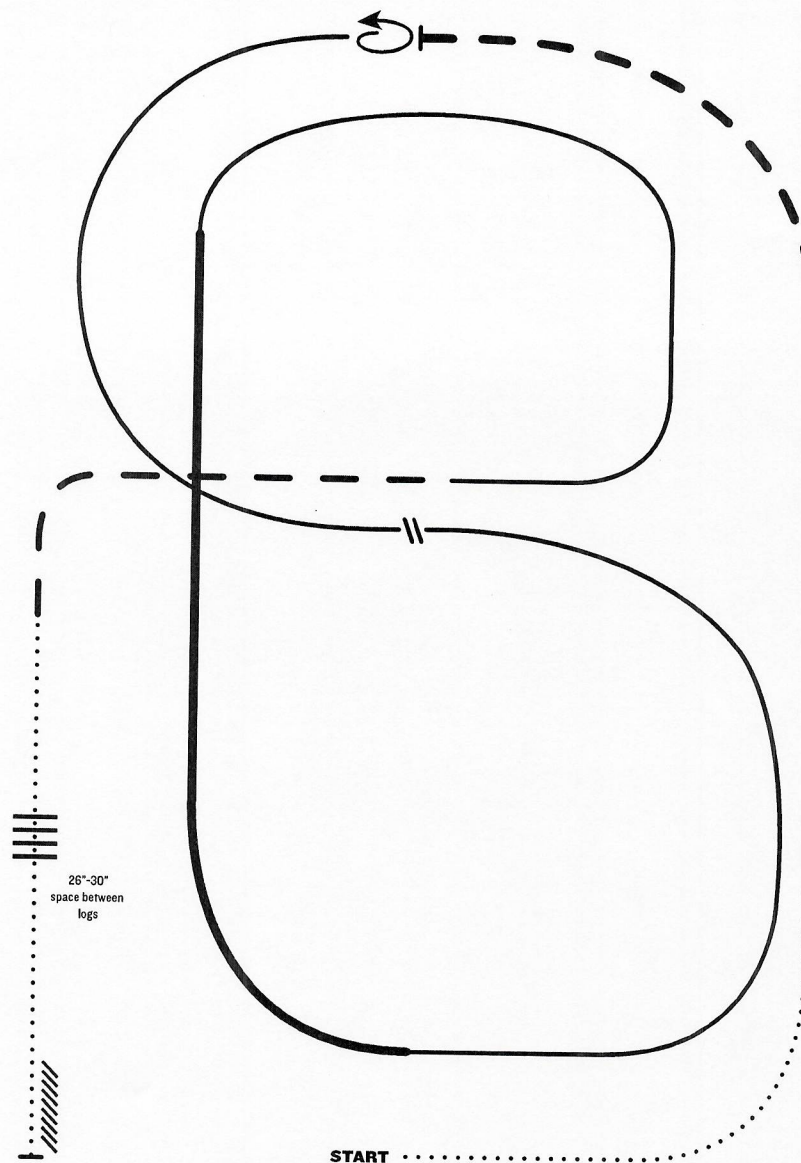
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

RANCH RIDING - PATTERN I

Saturday, Sept 26



LEGEND

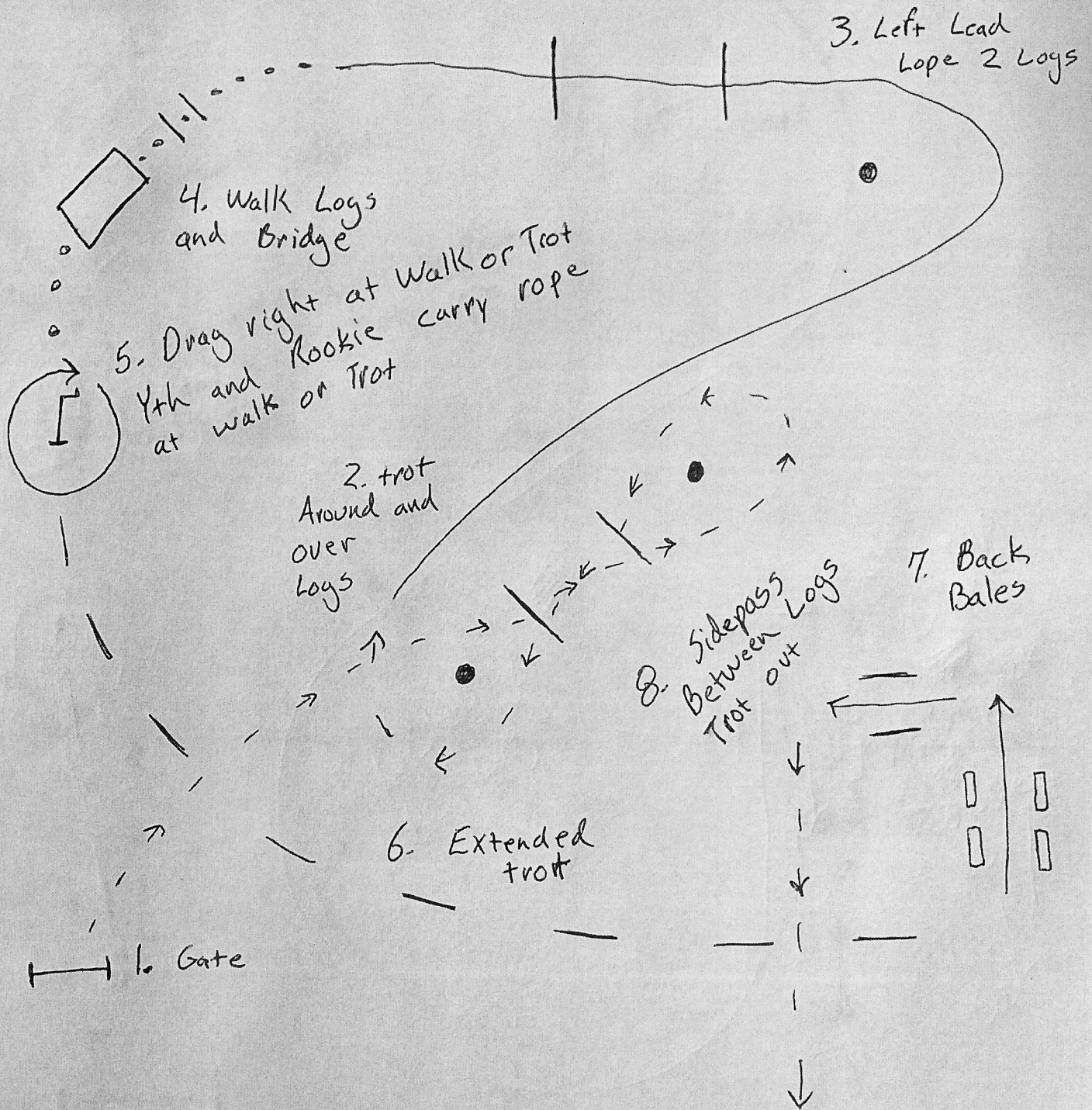
.....	Walk
....	Extended Walk
- - - -	Trot
- . - .	Extended Trot
————	Lope
————	Extended Lope
////	Back
//	Lead Change

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.

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

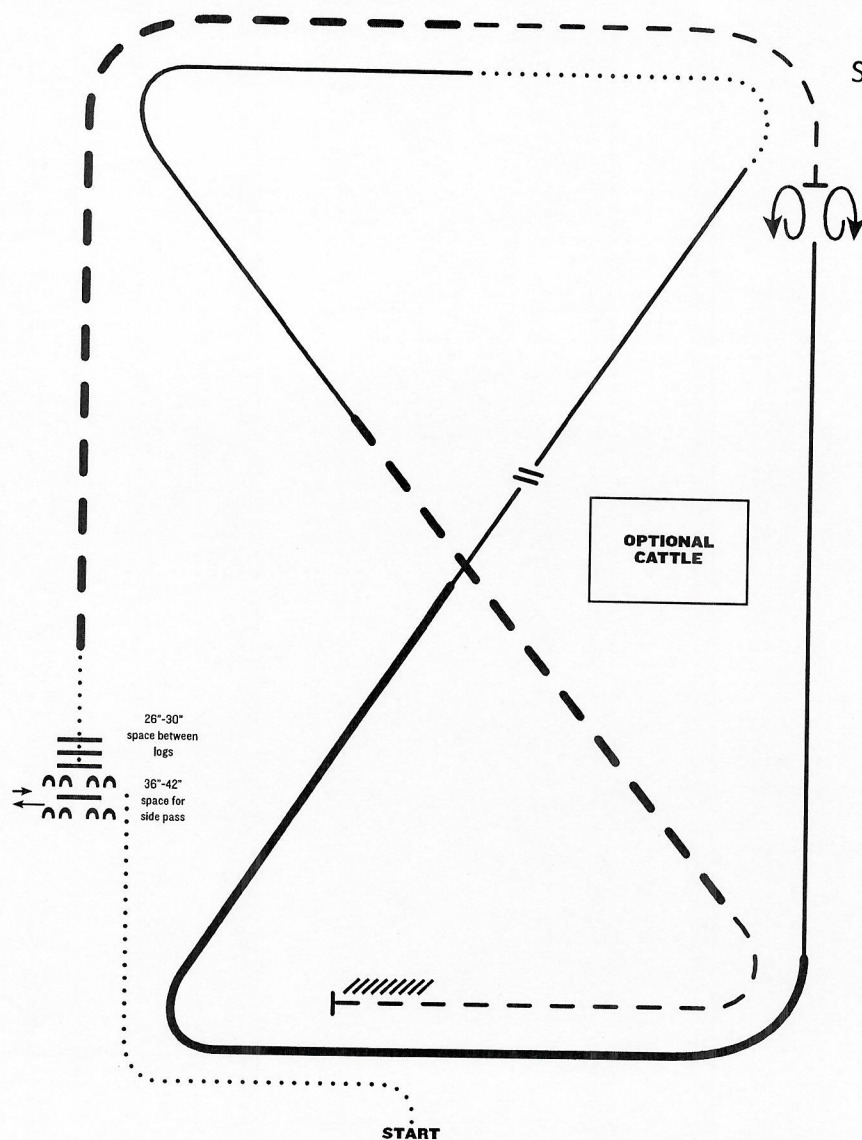
Ranch Trail

Sunday



RANCH RIDING - PATTERN 8

Sunday, Sept 27



LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
//	Lead Change

1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

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.

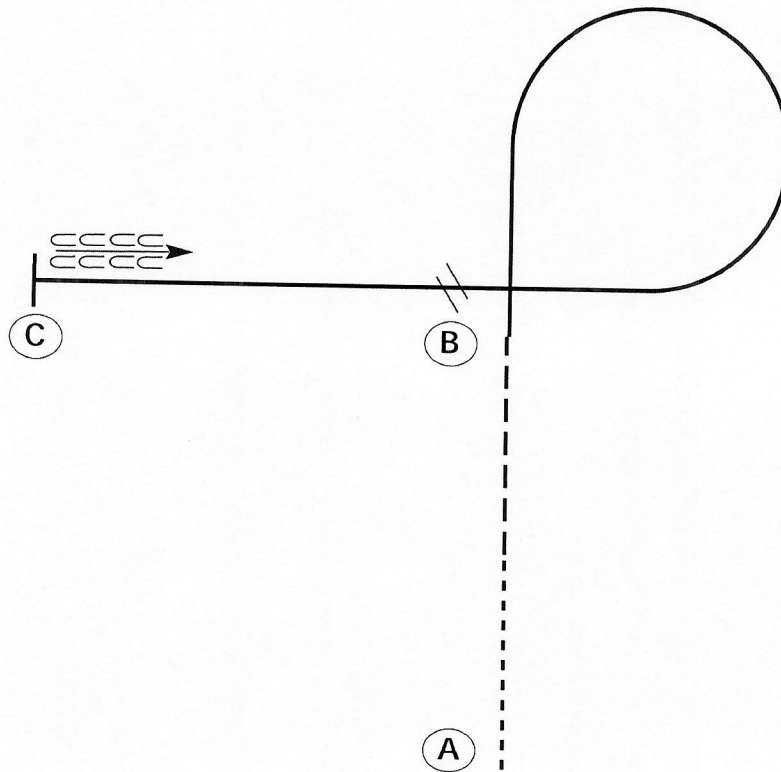
2026 Hope In the Heartland

Horsemanship all classes (Sunday)

Show Date:

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Be ready at A.

1. Walk from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Lope a circle to the right.
4. Change leads at B.
5. Lope on the left lead to C.
6. Stop at C and back one horse length.

Retire to the rail or line up at a jog.

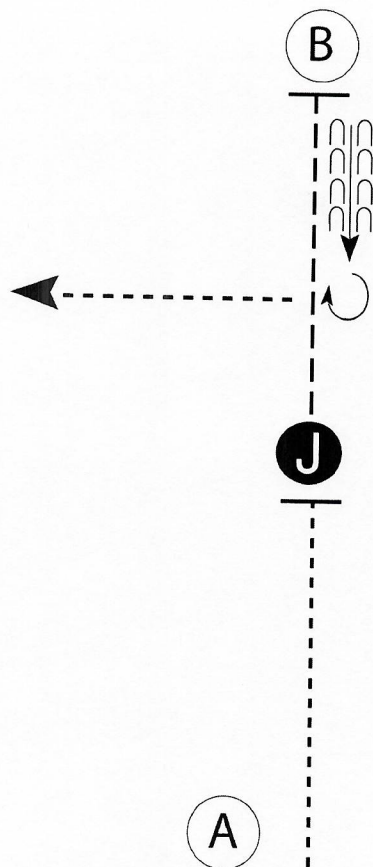
Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	←-----→

Pattern Provided by:
Judges

[WH/2-25]

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1. Walk from A to judge.
2. Stop and set up for inspection.
3. When dismissed, trot to B.
4. Stop at B and back approximately one horse length.
5. Perform a 270 degree turn.

Walk straight away and follow the instructions of your ring steward.

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

Pattern Provided by:
Judges

[S/1-60]