



Hope In The Heartland

Presented by the Kansas Quarter Horse Association

September 30 - October 3, 2021

Domer Arena * Stormont Vail Events Center * Topeka, KS

Saturday & Sunday Patterns

All AQHA Versatility Ranch Horse Ranch Riding - Pattern 2

All AQHA Versatility Ranch Horse Reining - Pattern 4

All AQHA Working Cow Horse & Boxing - Pattern 10

All Breed Ranch Riding Jackpot Sweepstakes - AQHA Pattern 9

Trail patterns will be posted at the show.

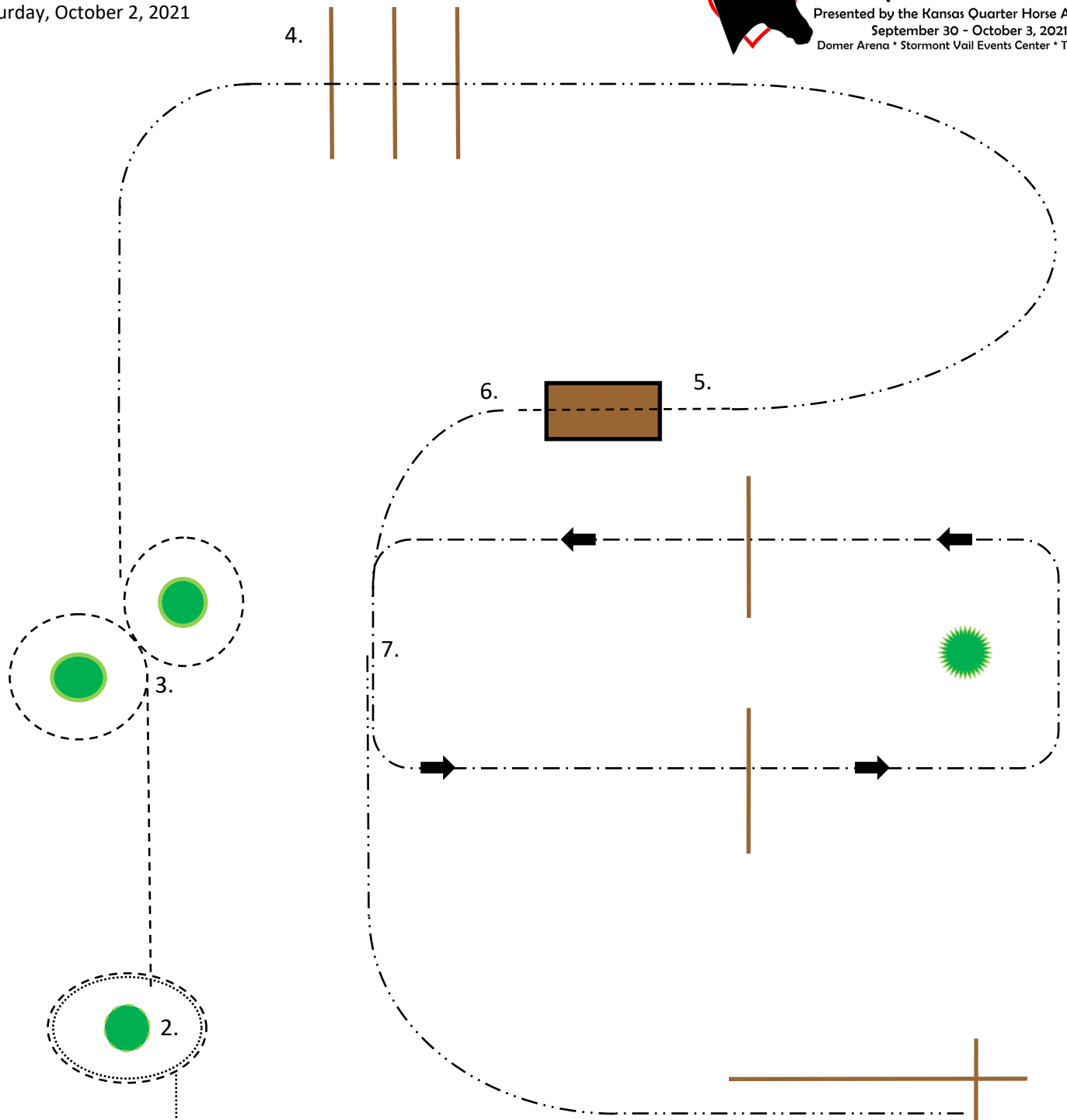
Below Patterns Provided by Louis Hufnagel

All AQHA/PHBA Ranch Riding - AQHA Pattern 15

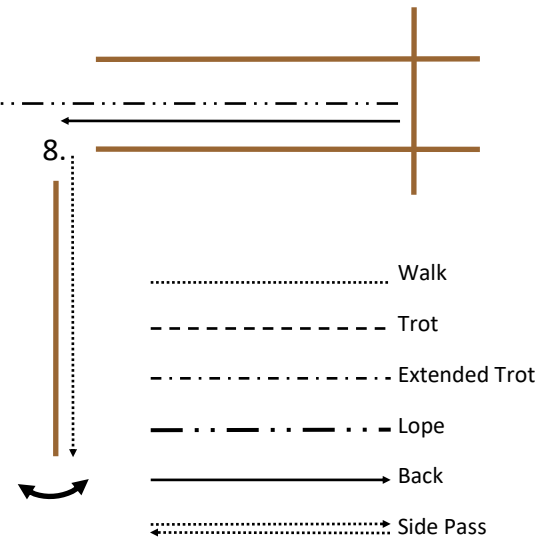
All AQHA/PHBA Reining - AQHA Pattern 10

AQHA/PHBA L1 Western Riding - AQHA L1 Pattern 7

AQHA/PHBA Open, Amateur, Youth Western Riding - AQHA Pattern 7



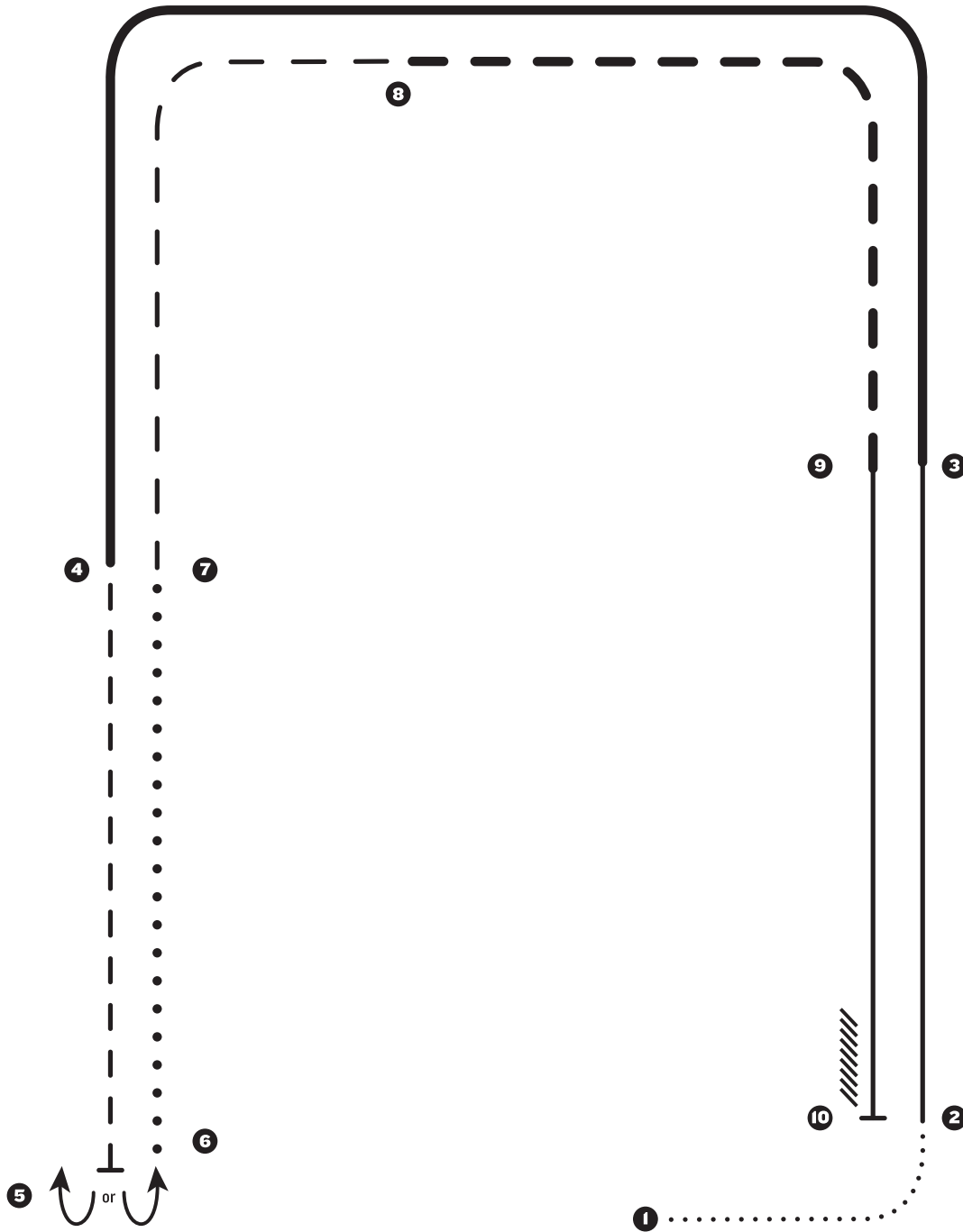
1. Work left hand push gate, walk to drag
2. Left drag at walk or trot; Youth trot left circle
3. Trot figure 8 around stumps
4. Right lead over logs
5. Walk onto bridge, pause, walk off
6. Extended trot over logs
7. Left lead into chute, stop and back from chute
8. Side pass right over log, 180 right, 90 left
9. Ready for VRH Ranch Riding or Exit Arena



OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2

LEGEND

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

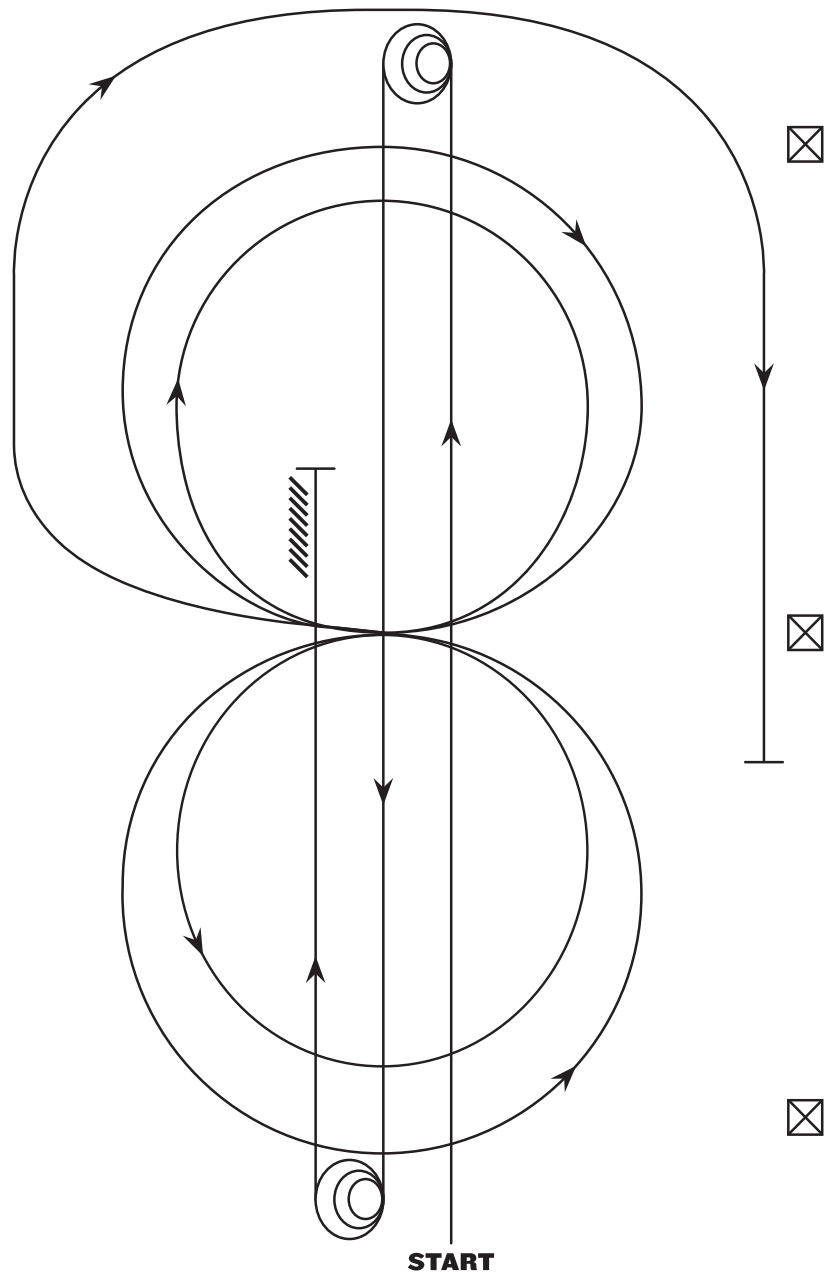


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5; reverse (either direction)
6. Extended Walk from 6 to 7 - 75 feet
7. Trot from 7 to 8 - 90 feet
8. Extended Trot from 8 to 9 - 240 feet
9. Lope from 9 to 10 - 150 feet
10. Stop and Back at 10 - approximately one horse length

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.

VRH AND RHC RANCH REINING PATTERN 4



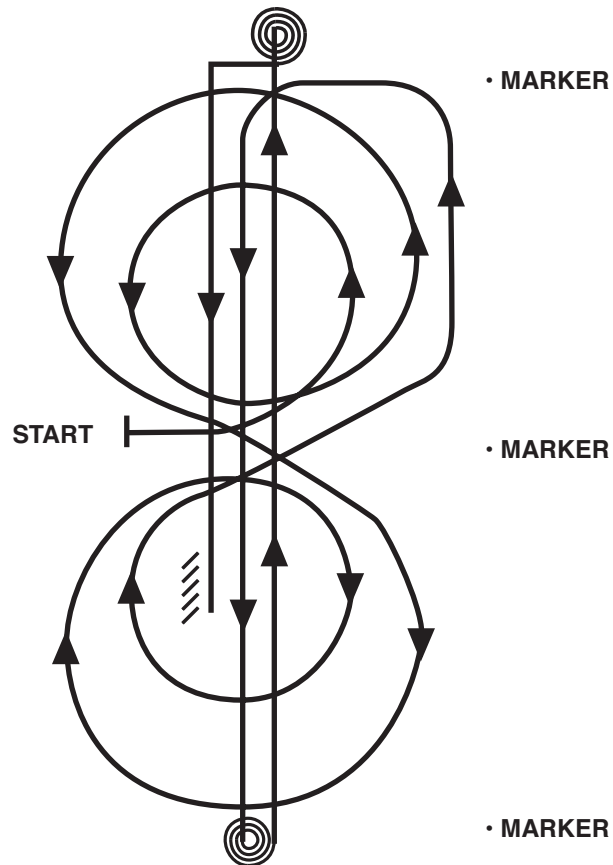
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

WORKING COW HORSE PATTERN 10

3 1/2 TURNS RIGHT



3 1/2 TURNS LEFT

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

1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern 10

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

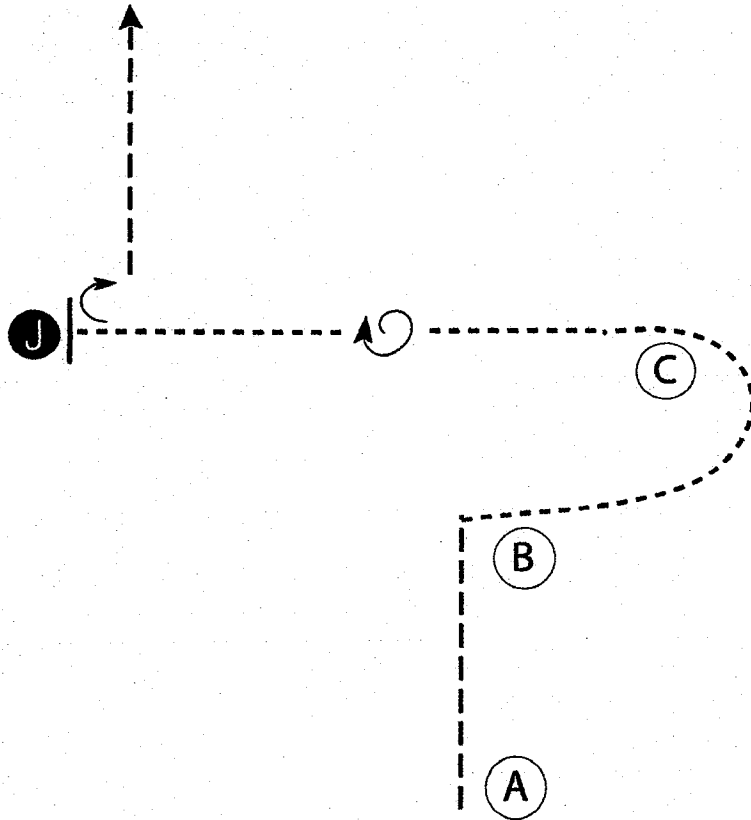
This pattern may be used as a lope-in pattern;
refer to SHW505.2.

Showmanship (All Breed, Rookie, L1, Novice)

Show Date: _____

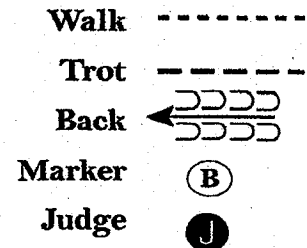
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Be ready at A.

1. Trot to B.
2. Walk from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.



Pattern Provided by:

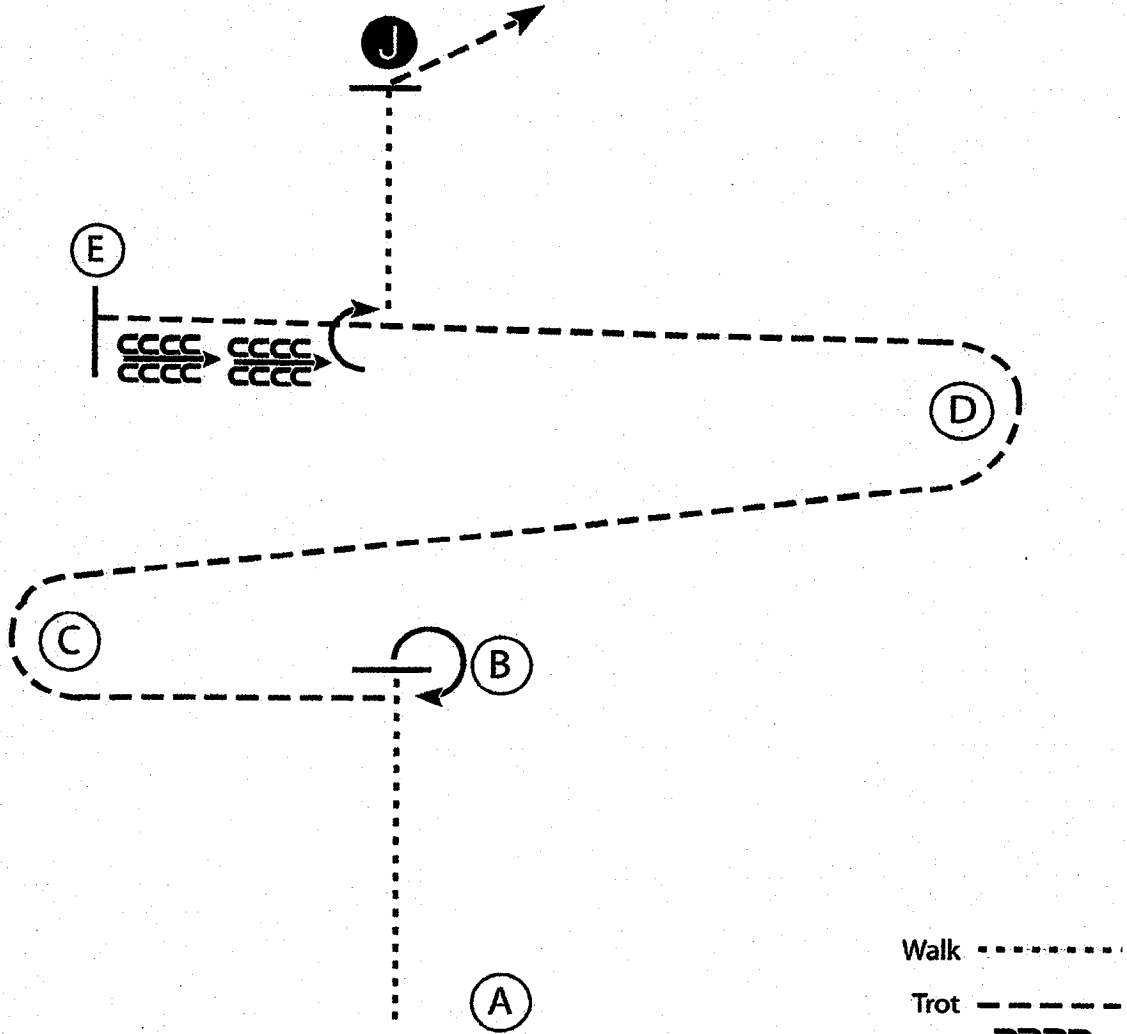
[S/1-21]

Showmanship (Youth, Amateur, Select,)

Show Date: _____

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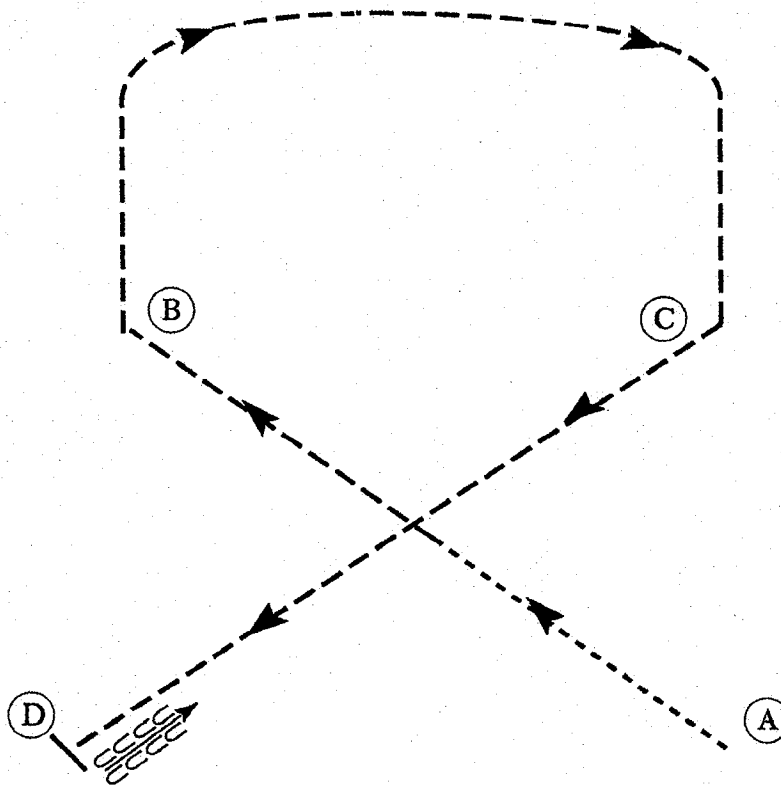
1. Walk from A to B.
2. Stop at B. Perform a 270 degree turn.
3. Trot around C and D to E. Stop at E.
4. Back 5 steps. Perform a 90 degree turn.
5. Walk to the Judge and set up for inspection.
6. When dismissed trot to the line-up.

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

Pattern Provided by:

Hunt Seat Equitation (Walk-Trot)

Show Date: _____



Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal 1/2 way to D.
5. Sitting trot to D.
6. Halt at D and back approximately one horse length.

Exit at a sitting trot.

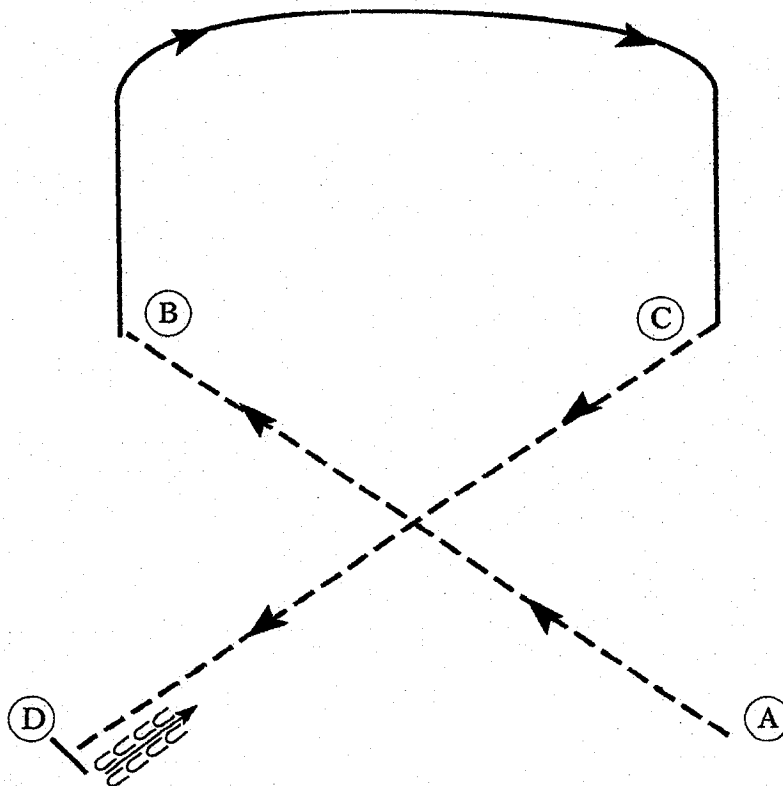
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	(B)
Sidepass	←-----←
Hand Gallop	-----

Hunt Seat Equitation (All Breed, Rookie, L1, Novice)

Show Date: ..

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Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter right lead to C.
3. Posting trot on the right diagonal 1/2 way to D.
4. Sitting trot to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

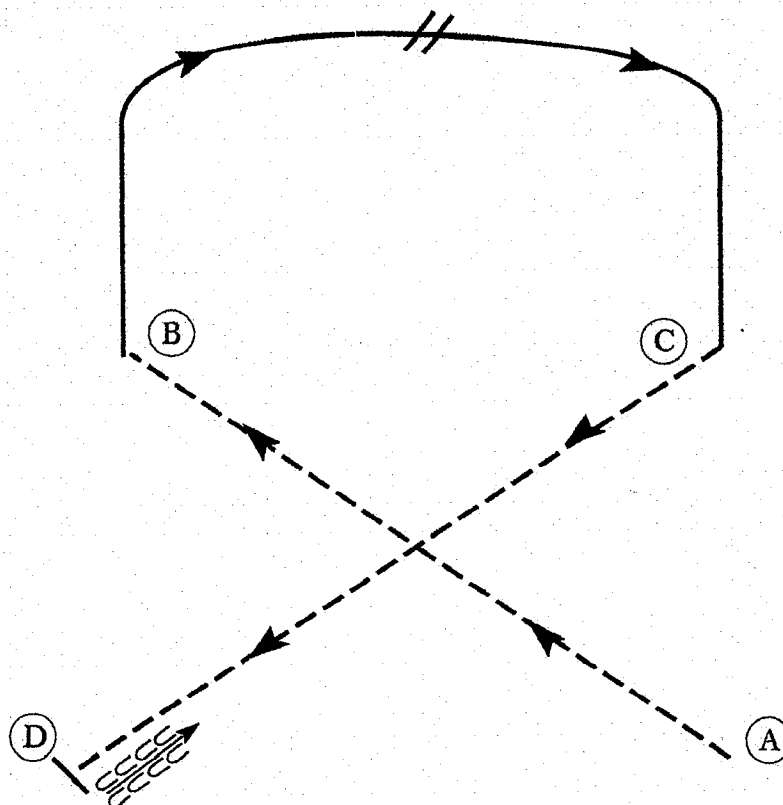
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙ B
Sidepass	←←
Hand Gallop	-----

[HSE/1-23]

Pattern Provided by:
Margo Lea Ball

Hunt Seat Equitation (Youth, Amateur, Select, ~~SPB~~)

Show Date: _____



Be ready at A.

1. Sitting trot 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Canter on the left lead toward C.
4. At the top of the arc, change leads and canter on the right lead to C.
5. Posting trot on the right diagonal 1/2 way to D.
6. Sitting trot to D.
7. Halt at D and back approximately one horse length.

Exit at a sitting trot.

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

[HSE/3-23]

Pattern Provided by:
Margo Lea Ball

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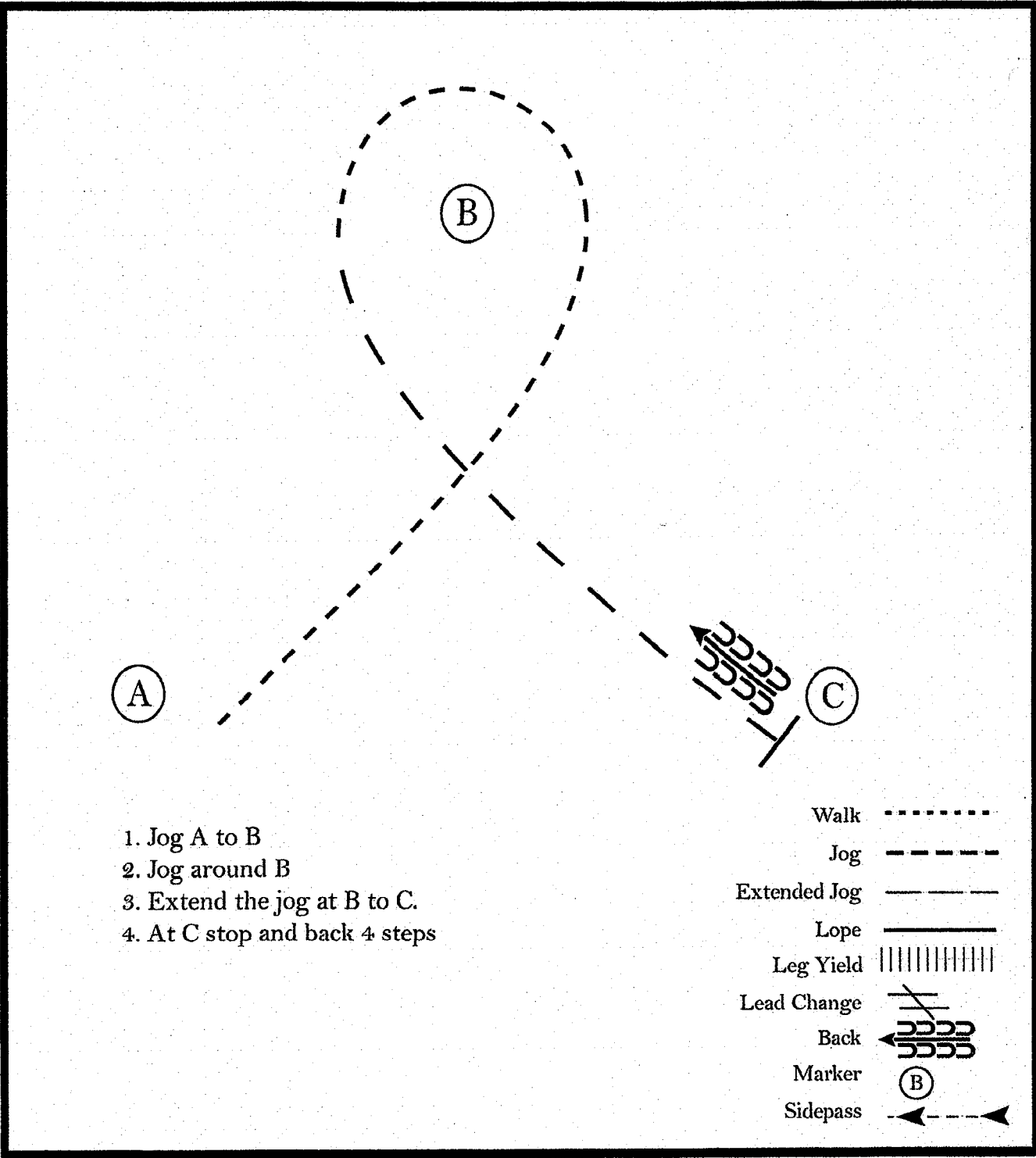
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Western Horsemanship (Walk-Trot)

Show Date: _____

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1. Jog A to B
2. Jog around B
3. Extend the jog at B to C.
4. At C stop and back 4 steps

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

[WH/WT-9]

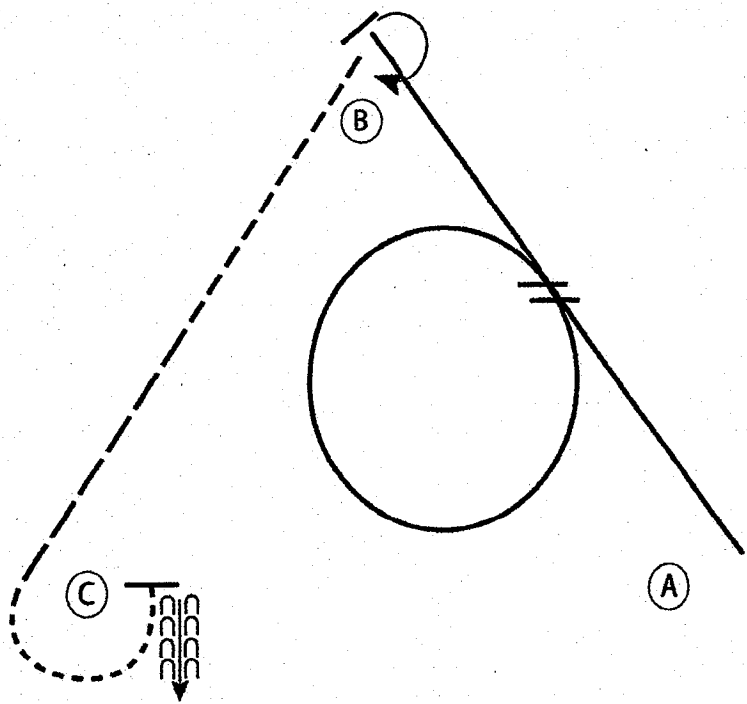
Pattern Provided by:
Margo Lea Ball

Western Horsemanship (All Breed, Rookie, L1, Novice)

Show Date: _____

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Be ready at A.

1. Lope on the left lead towards B.
 2. Halfway between A and B lope a circle to the left on the left lead.
 3. Half way between A and B perform a simple lead change.
 4. Lope past B. Stop and perform a 225 degree turn to the right.
 5. Jog towards C.
 6. Halfway between B and C extend the jog.
 7. At C walk, walk around C.
 8. At C stop and back approximately one horse length.
- Follow the instructions of your ring steward.

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

[WH/3-3]

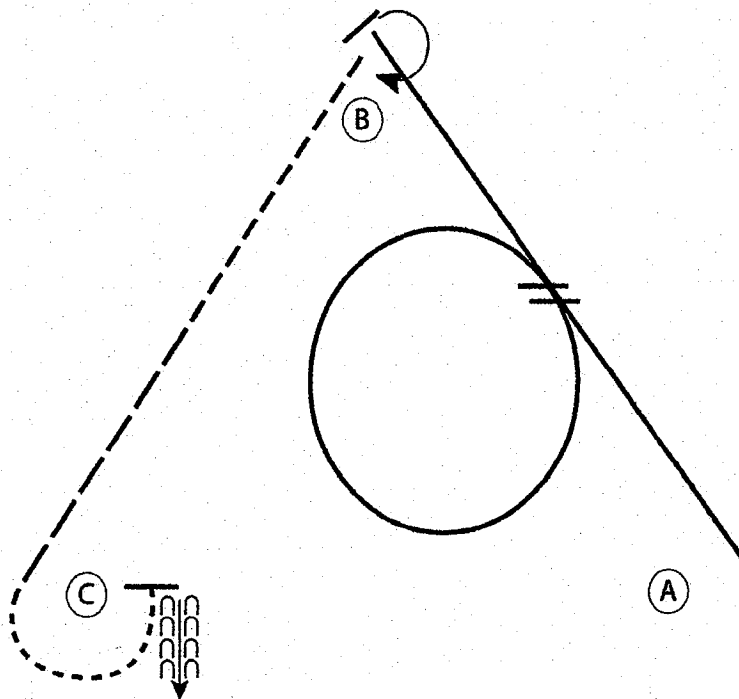
Pattern Provided by:
Margo Lea Ball

Western Horsemanship (Youth, Amateur, Select, ~~SPB~~)

Show Date: _____

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Be ready at A.

1. Lope on the left lead towards B.
2. Halfway between A and B lope a circle to the left on the left lead.
3. Half way between A and B perform a simple lead change.
4. Lope past B. Stop and perform a 525 degree turn to the right. (1 3/4 turn)
5. Jog towards C.
6. Halfway between B and C extend the jog.
7. At C walk, walk around C.
8. At C stop and back approximately one horse length. Follow the instructions of your ring steward.

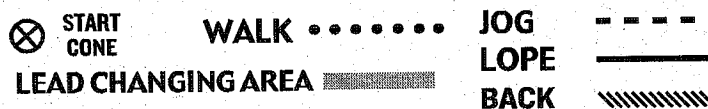
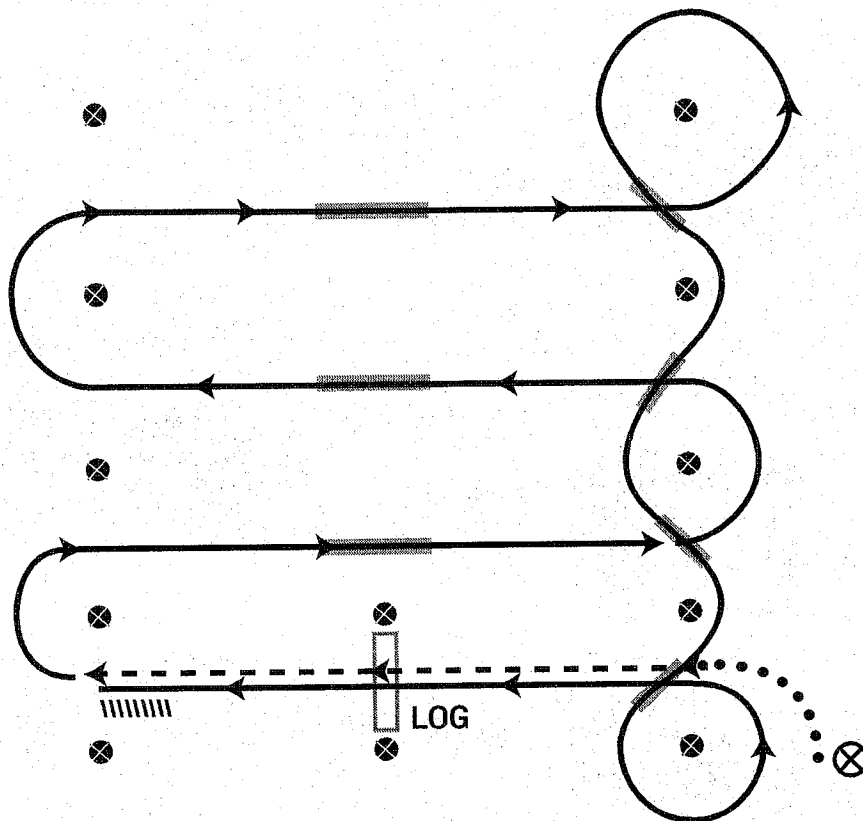
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←

[WH/3-3]

Pattern Provided by:

Margo Lea Ball

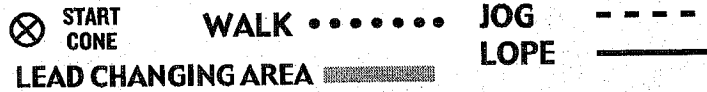
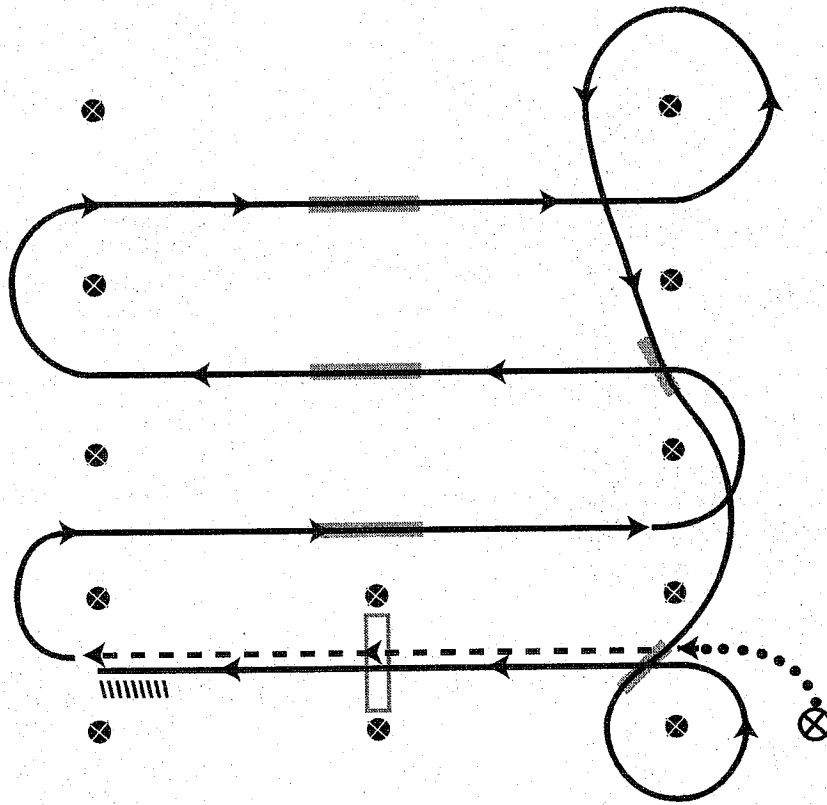
WESTERN RIDING PATTERN 7



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope, on the right lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back

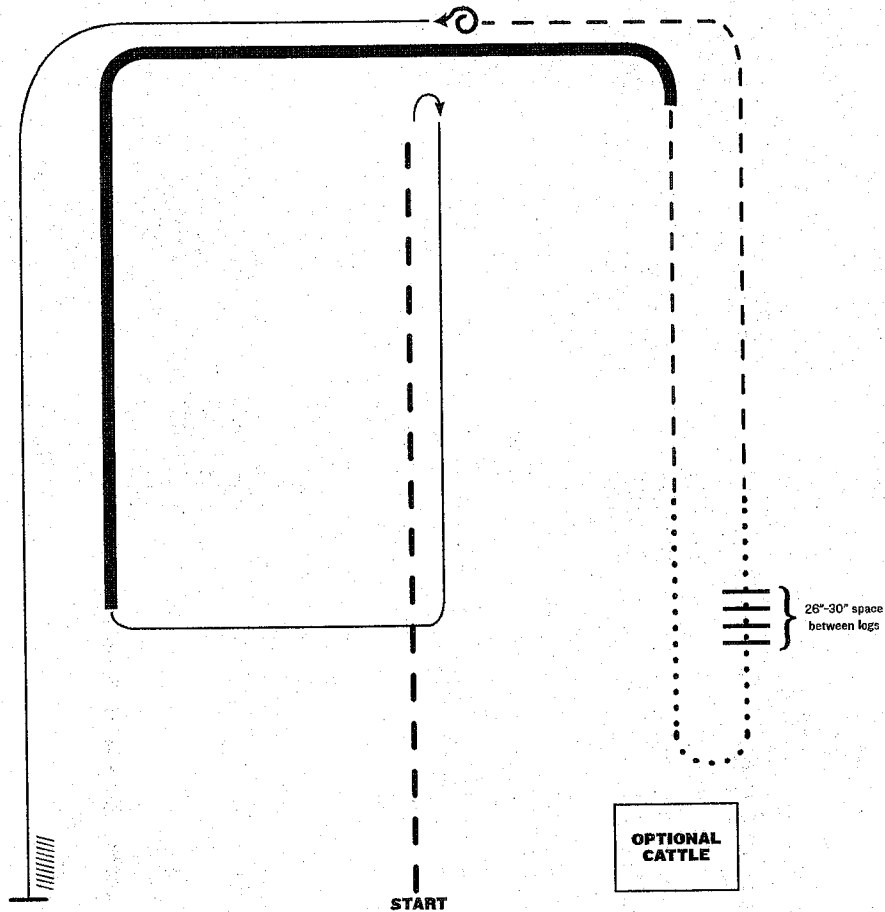
LEVEL I WESTERN RIDING PATTERN 7

provided by Lewis Huttnagel



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead lope
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

RANCH RIDING - PATTERN 15



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

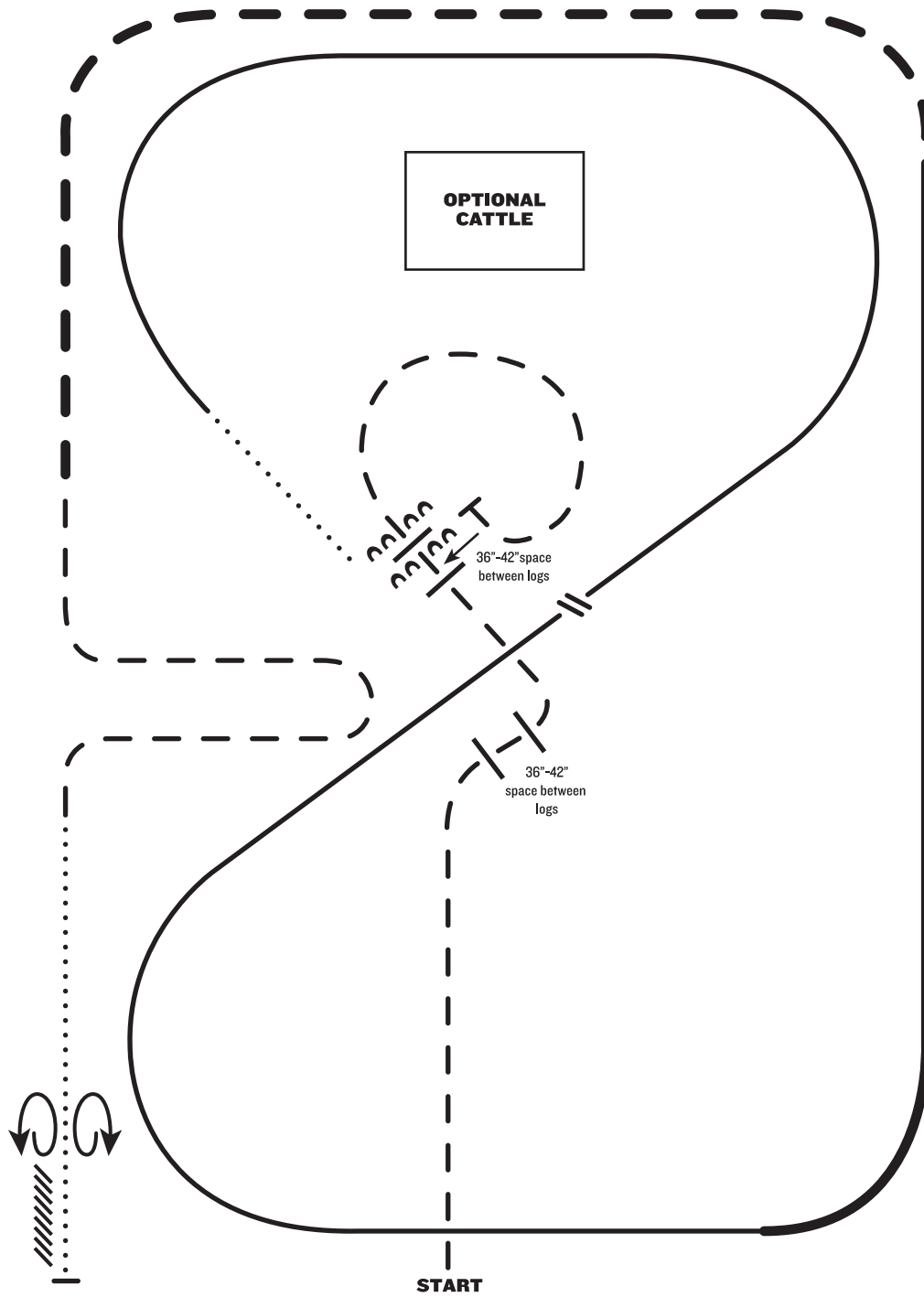
provided by Louis Hafnager

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 RIDING - PATTERN 9

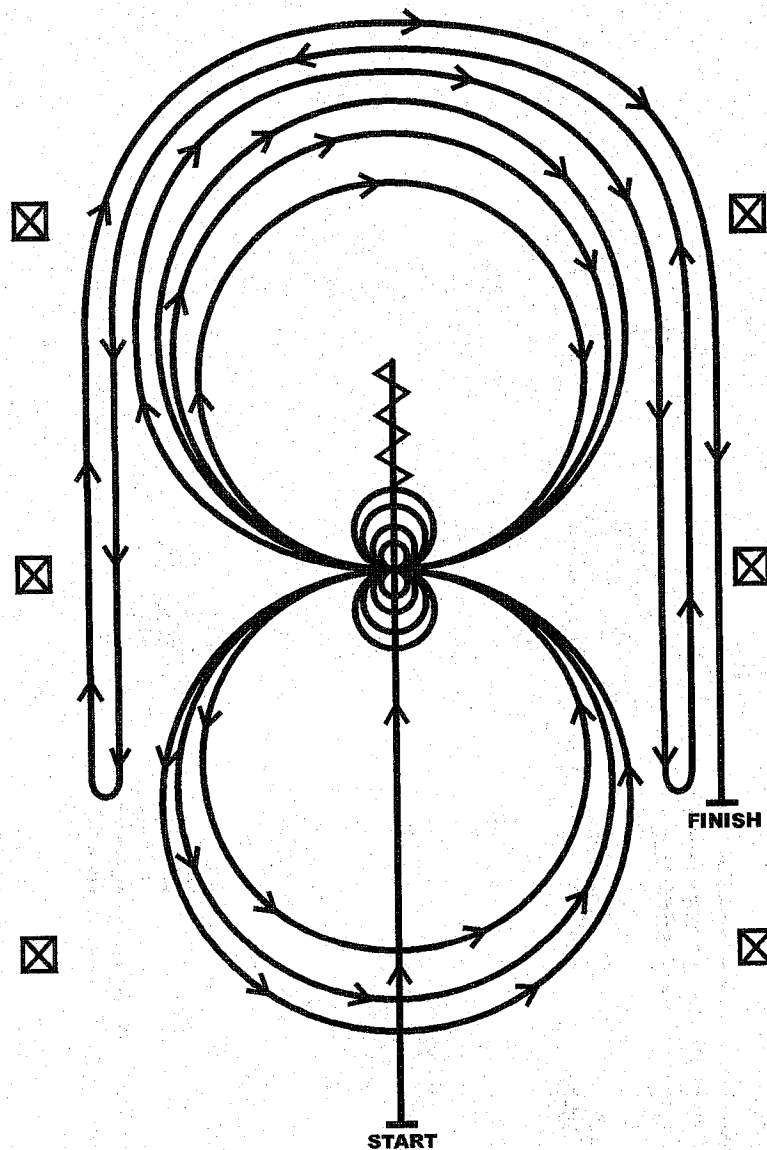
LEGEND

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



1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction 1st) (L-R or R-L)

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. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three 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 right lead, complete three circles to the right: 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 left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. 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 rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 down 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. Hesitate to demonstrate completion of the pattern.