



Hope In The Heartland

Presented by the Kansas Quarter Horse Association

September 30 - October 3, 2021

Domer Arena * Stormont Vail Events Center * Topeka, KS

Thursday & Friday Patterns

All AQHA Versatility Ranch Horse Ranch Riding - Pattern 1

All AQHA Versatility Ranch Horse Reining - Pattern 7

All AQHA Working Cow Horse & Boxing - Pattern 8

All Breed Ranch Riding Jackpot Sweepstakes - AQHA Pattern 4

Trail patterns will be posted at the show.

Below Patterns Provided by Mike Swain

All AQHA/PHBA Ranch Riding - AQHA Pattern 10

All AQHA/PHBA Reining - AQHA Pattern 1

AQHA/PHBA L1 Western Riding - AQHA L1 Pattern 2

AQHA/PHBA Open, Amateur, Youth Western Riding - AQHA Pattern 2

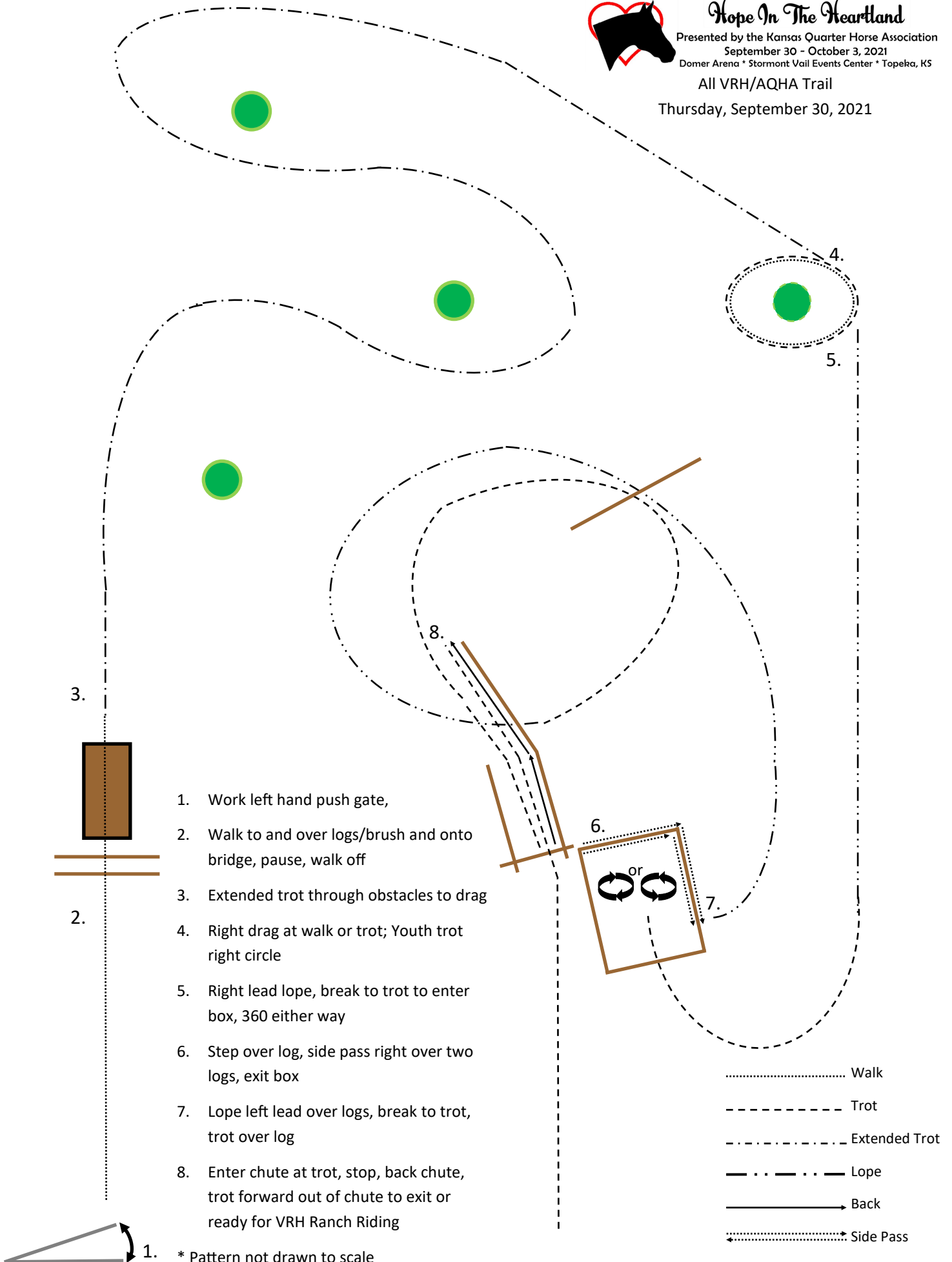


Hope In The Heartland

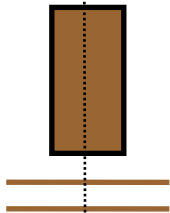
Presented by the Kansas Quarter Horse Association
September 30 - October 3, 2021
Domer Arena * Stormont Vail Events Center * Topeka, KS

All VRH/AQHA Trail

Thursday, September 30, 2021



3.



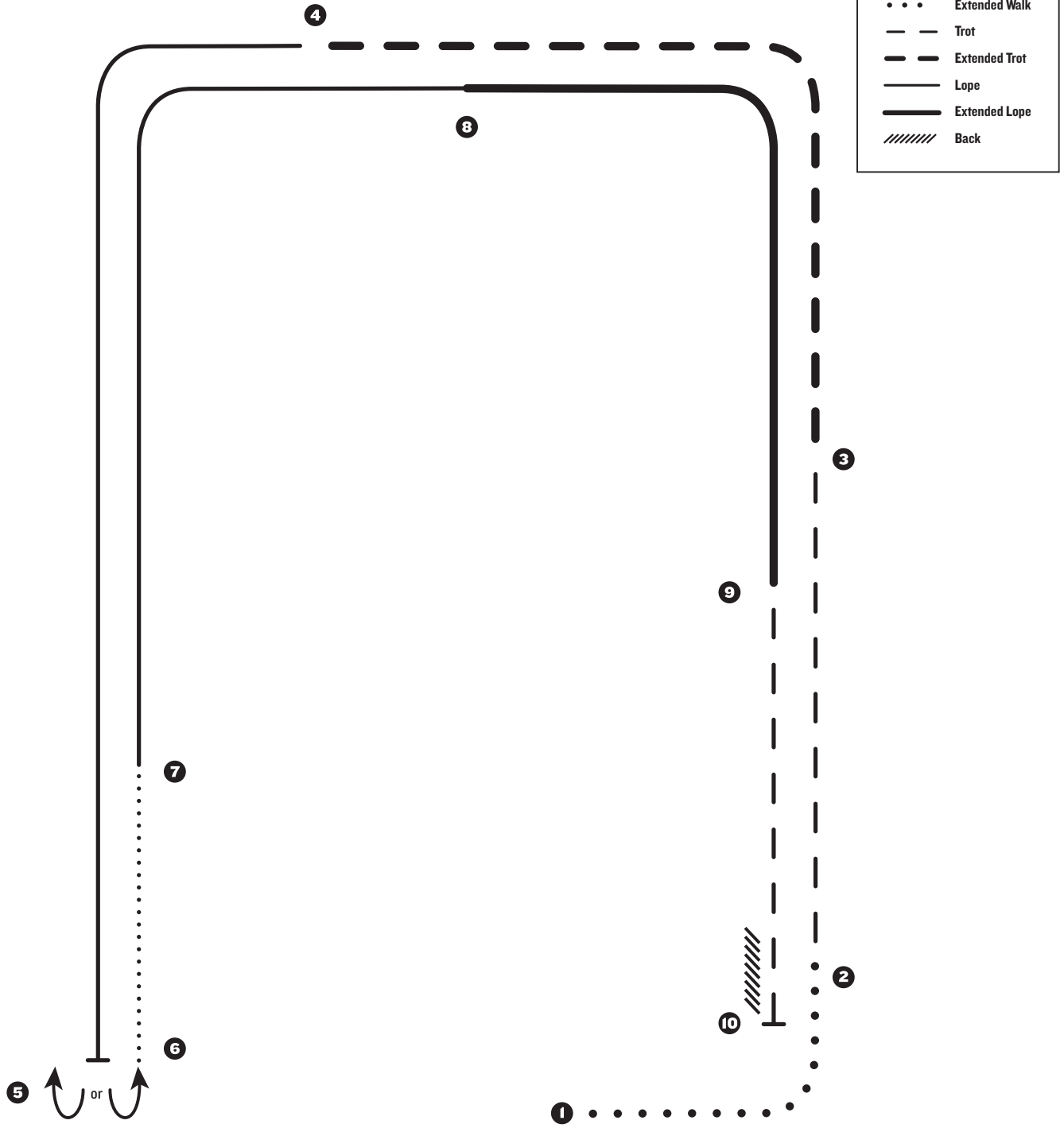
2.

1. Work left hand push gate,
2. Walk to and over logs/brush and onto bridge, pause, walk off
3. Extended trot through obstacles to drag
4. Right drag at walk or trot; Youth trot right circle
5. Right lead lope, break to trot to enter box, 360 either way
6. Step over log, side pass right over two logs, exit box
7. Lope left lead over logs, break to trot, trot over log
8. Enter chute at trot, stop, back chute, trot forward out of chute to exit or ready for VRH Ranch Riding

* Pattern not drawn to scale

- Walk
- Trot
- . - . - . Extended Trot
- Lope
- Back
-→ Side Pass

OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

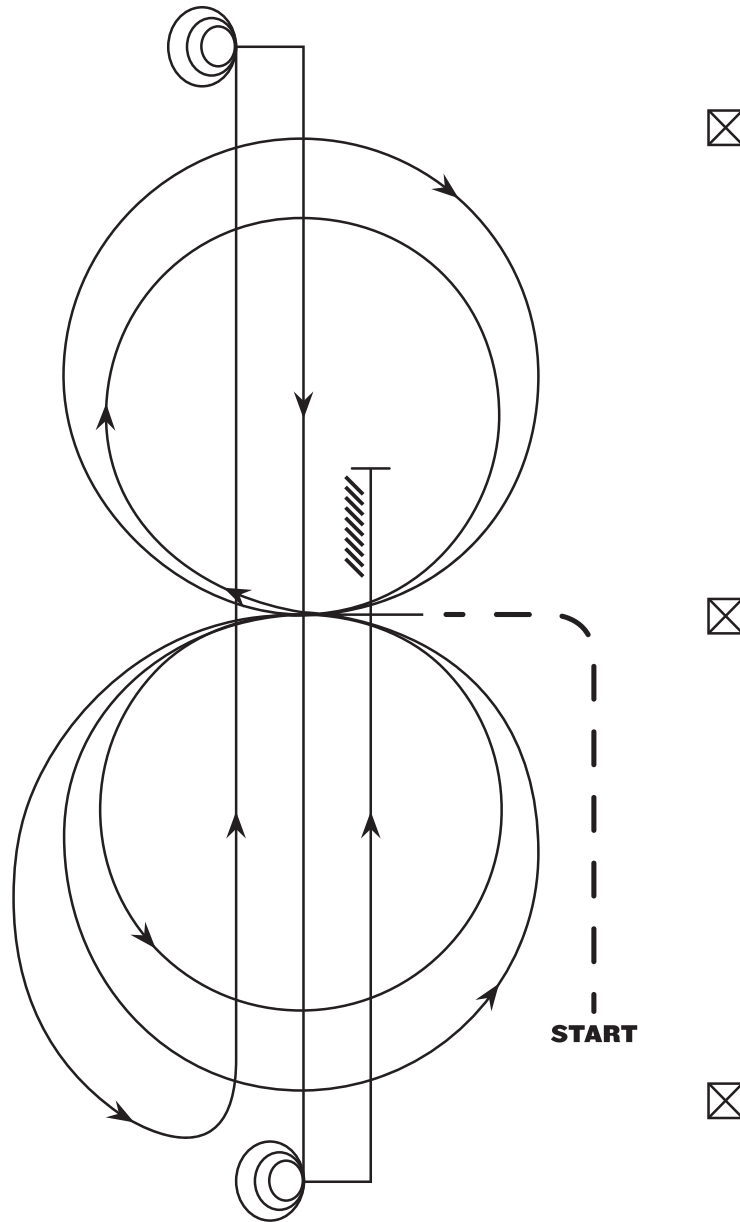


When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

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

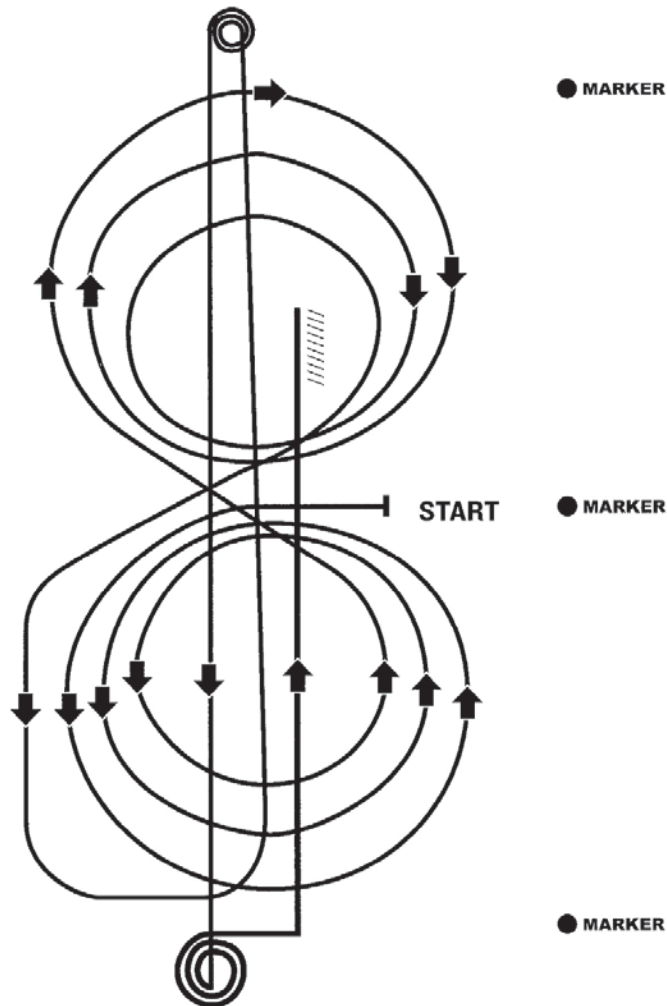


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

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

WORKING COW HORSE PATTERN 8



Trot to center of arena and stop. Start pattern facing toward judge.

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

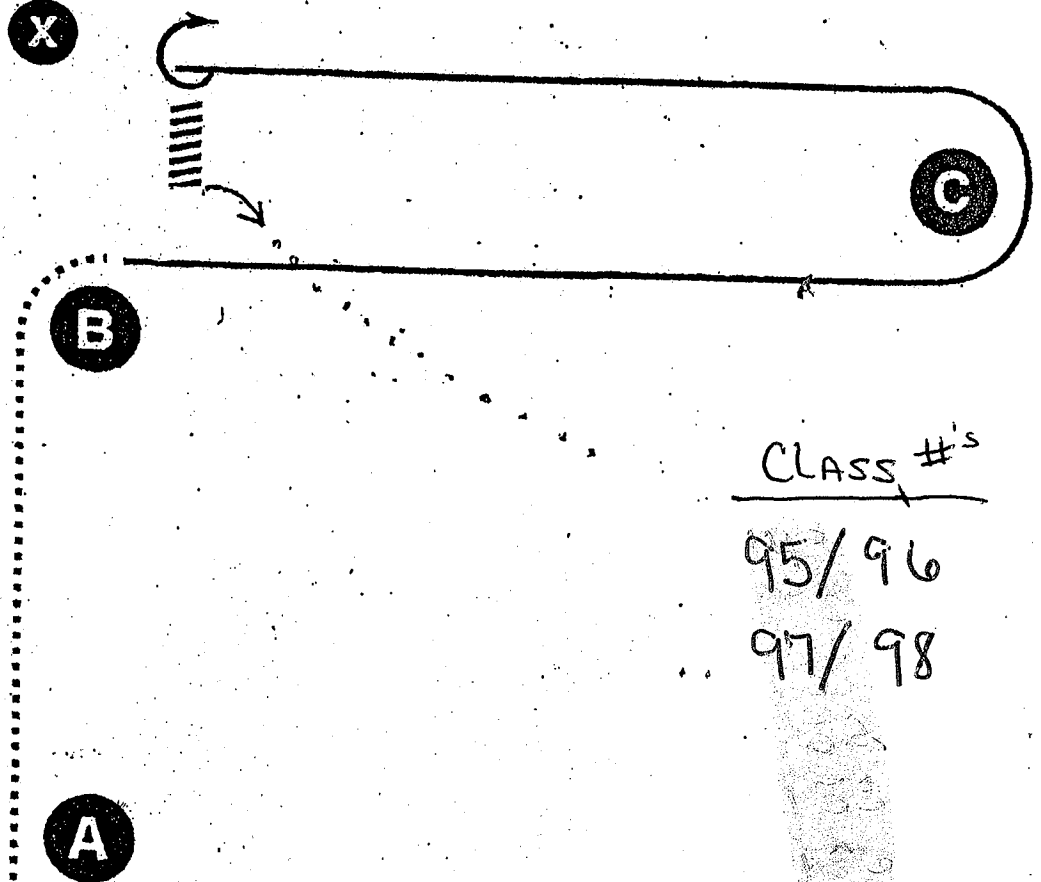
Pattern 8

- | | |
|------------------|----------------------|
| 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.

SNOWMANSHIP

JUDGE X



CLASS #'s

95/96

97/98

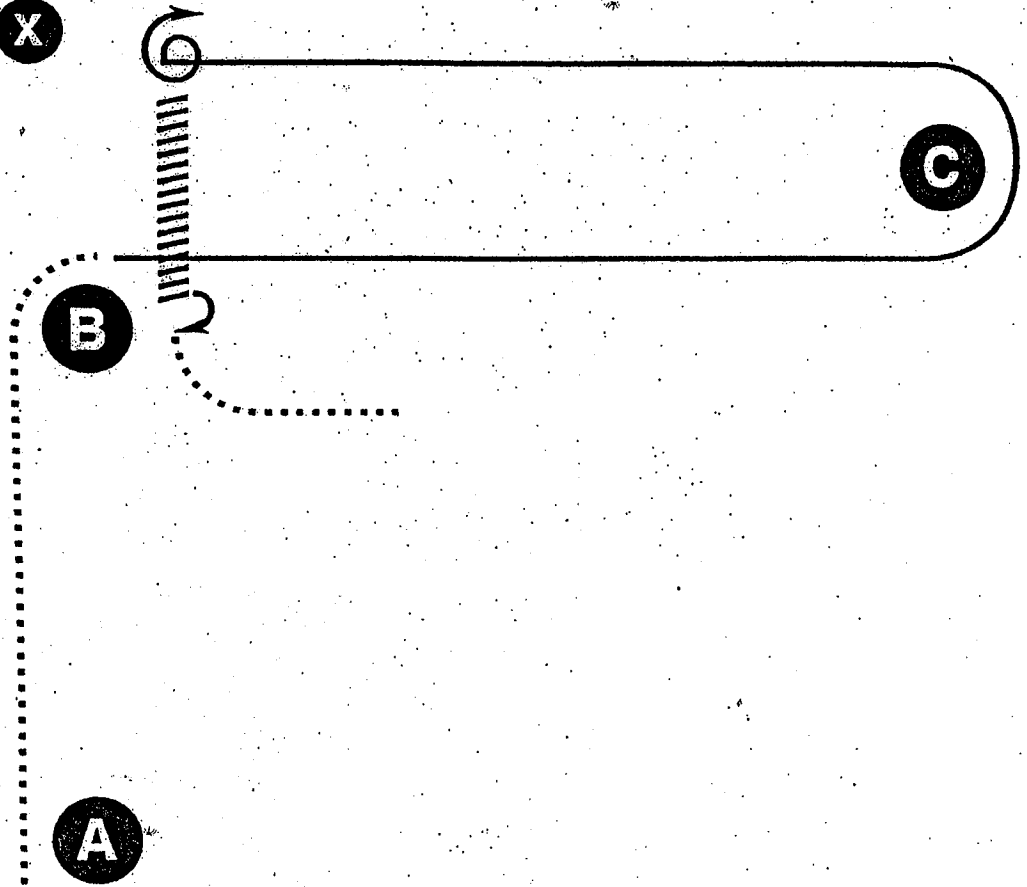
1. Start at Marker A and Walk To and Around Marker B.
2. Begin Trot and Continue Trotting Around Marker C and Up To the Judge.
3. Stop and Set Up for Inspection.
4. After Inspection Perform A $\frac{1}{4}$ Turn Back 4 STEPS
5. Turn and Walk to Line Up Along Wall Following Directions of Ring Steward.

Mike Swain

CLASSES 99/100
101/102
103/104

Showmanship

JUDGE X



1. Start at Marker A and Walk To and Around Marker B.
2. Begin Trot and Continue Trotting Around Marker C and Up To the Judge.
3. Stop and Set Up for Inspection.
4. After Inspection Perform a $1\frac{1}{4}$ Turn Back to Marker B.
5. Turn and Walk to Line Up Along Wall Following Directions of Ring Steward.

Mike Swain

CLASSES: 201/202/203/204

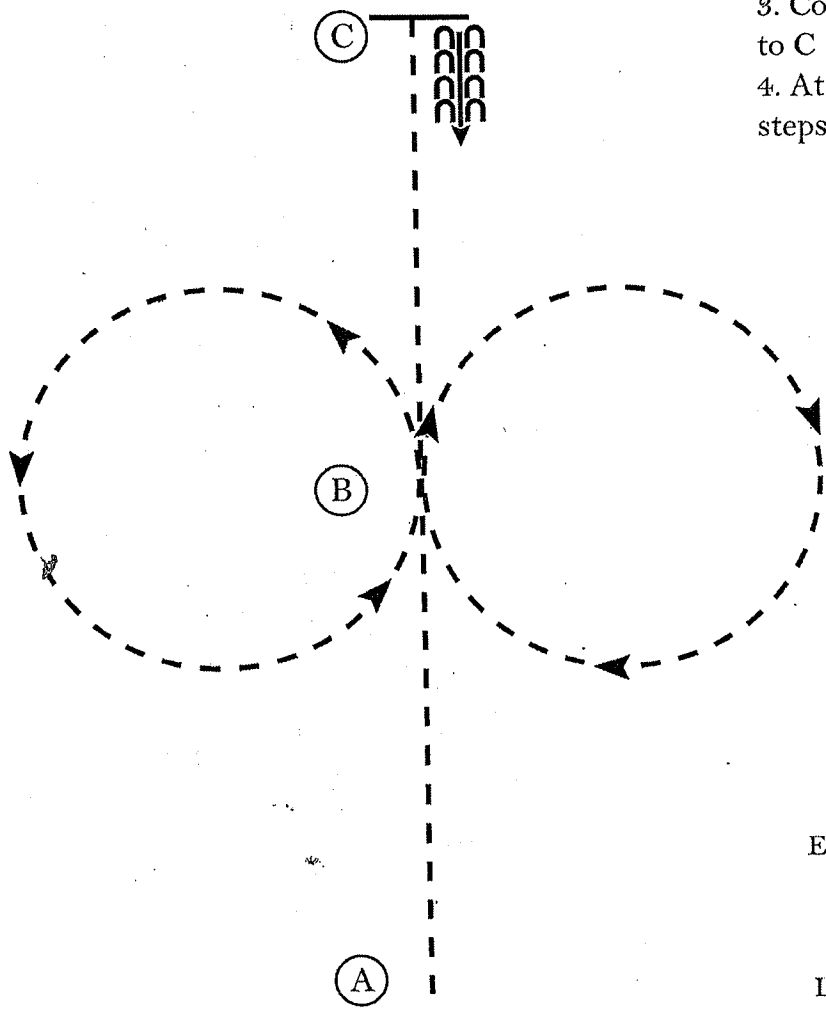
All Walk Trot Horsemanship

Show Date: _____

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1. Jog A to B
2. At B perform a figure eight, beginning to the right
3. Continue the jog from B to C
4. At C stop and back 4 steps



Walk	-----
Jog	- - - - -
Extended Jog	_____
Lope	=====
Leg Yield	
Lead Change	↗ ↘
Back	← C C C C
Marker	⊙ B
Sidepass	←→

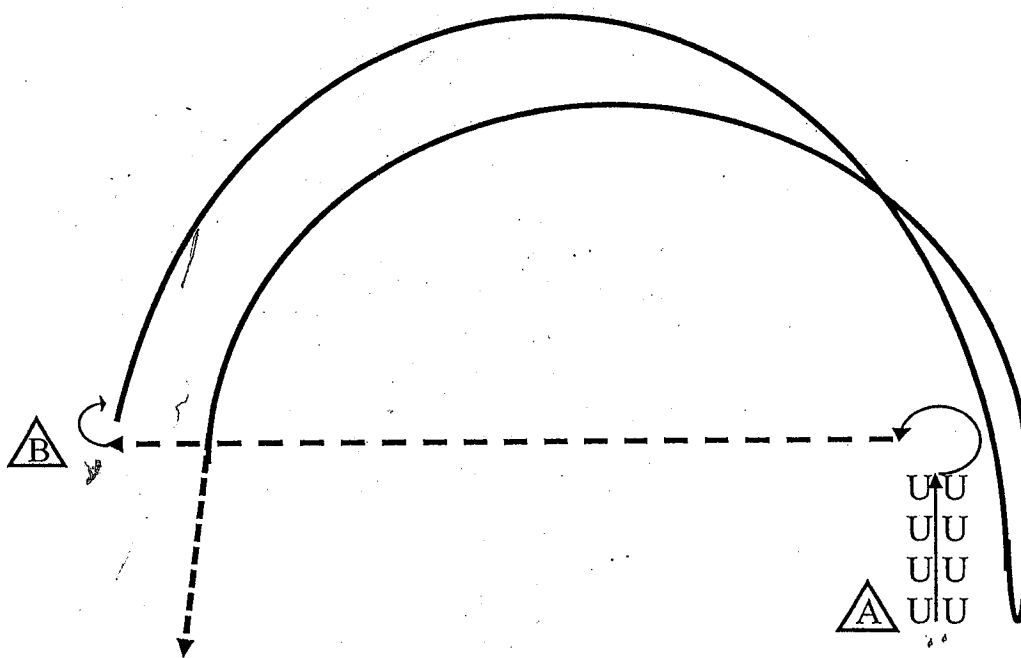
[WH/WT-5]

Pattern Provided by:

CLASSES: 219/220/221/222

WESTERN HORSEMANSHIP

All Rookie and Level 1, Youth 13 and under

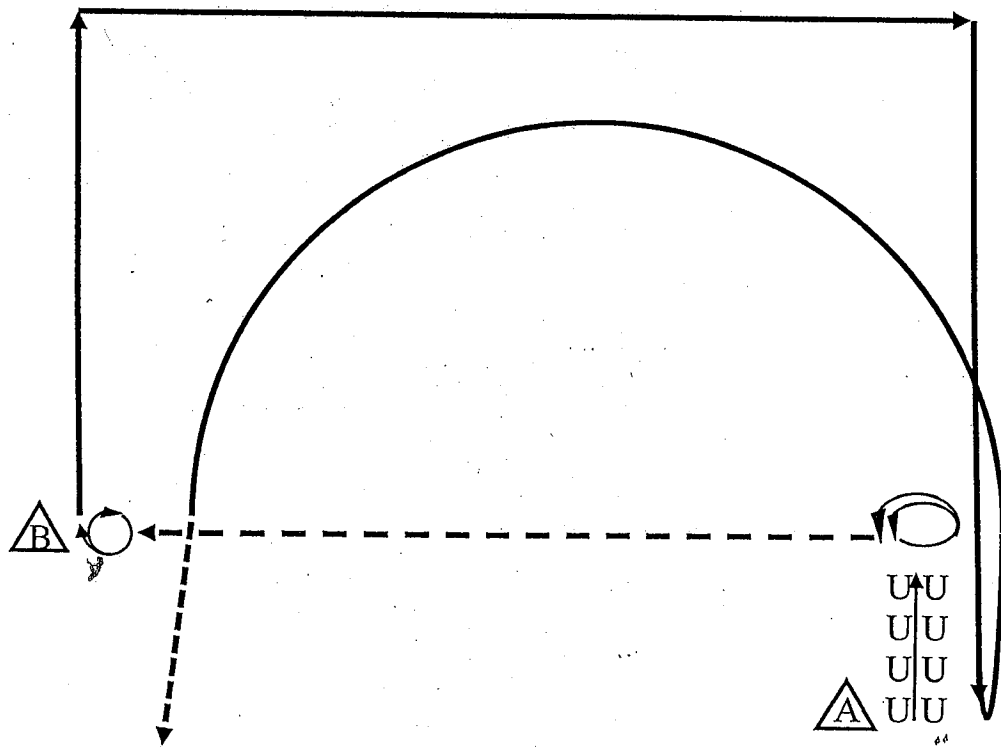


1. Start at A and back until even with B.
2. Do $\frac{3}{4}$ turn to the left.
3. Extend the jog to B and stop.
4. Do $\frac{1}{4}$ turn to the right and step immediately into the right lead
5. Lope a half circle to the right.
6. At A, stop and roll back to the left.
7. Lope a half circle to the left.
8. At B break to a jog and jog to the rail. Pattern is complete when you break to the jog.

CLASSES: 223/224/225/226/227/228

WESTERN HORSEMANSHIP

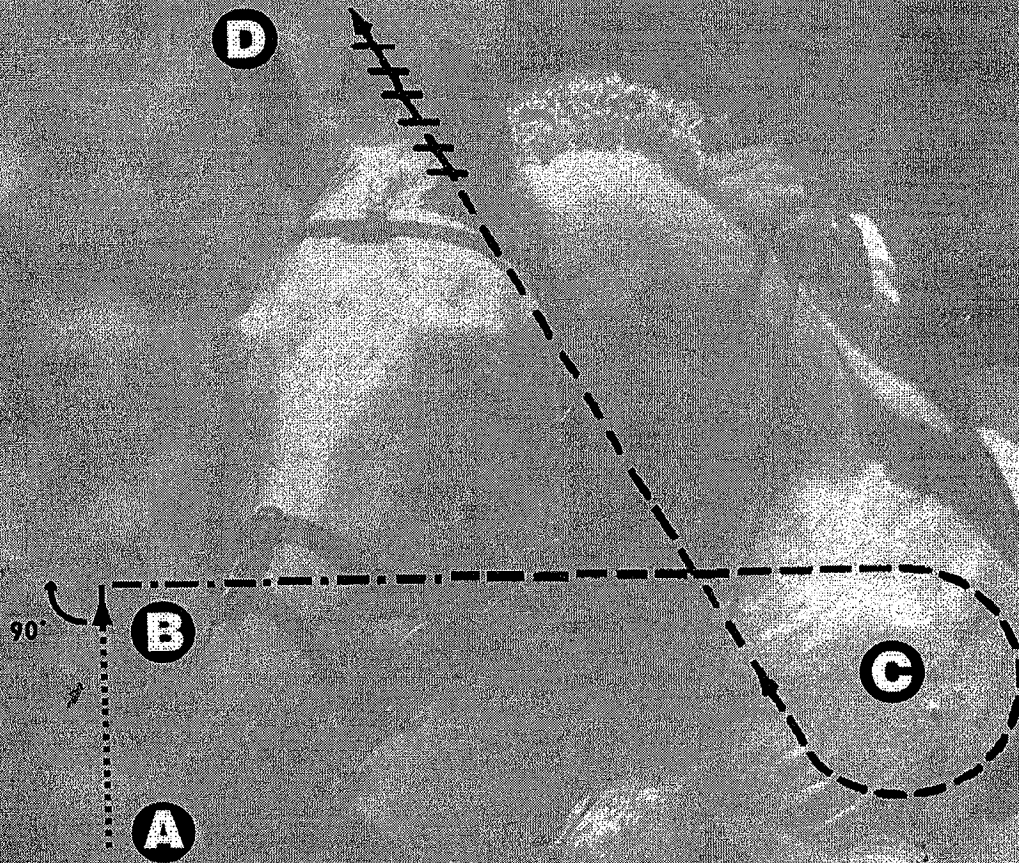
Youth 14-18, Select and Amateur



1. Start at A and back until even with B.
2. Do $1 \frac{3}{4}$ turn to the left.
3. Extend the jog to B and stop.
4. Do $1 \frac{1}{4}$ turn to the right and step immediately into the right lead loping in a straight line.
5. Do 2 square corners loping on the right lead back to A.
6. At A, stop and roll back to the left.
7. Lope a half circle to the left with **SPEED**.
8. At B break to a jog and jog to the rail. Pattern is complete when you break to the jog.

CLASS #^s = 69/70 & 71/72

Walk Trot Hunt Seat Equitation



- 1). Begin at A; Walk to B; Stop.
- 2). Execute a 90° turn on the forehand to the right.
- 3). Sit the trot from B halfway to C. Begin posting trot and trot a circle around C.
- 4). When even with C, change diagonals and continue trotting to D.
- 5). At D, stop and back.
- 6). Exit at a trot.

KEY

.....	WALK
----	POSTING TROT
- - - -	SITTING TROT
— — — —	CANTER
////	BACK
≈	CHANGE LEADS

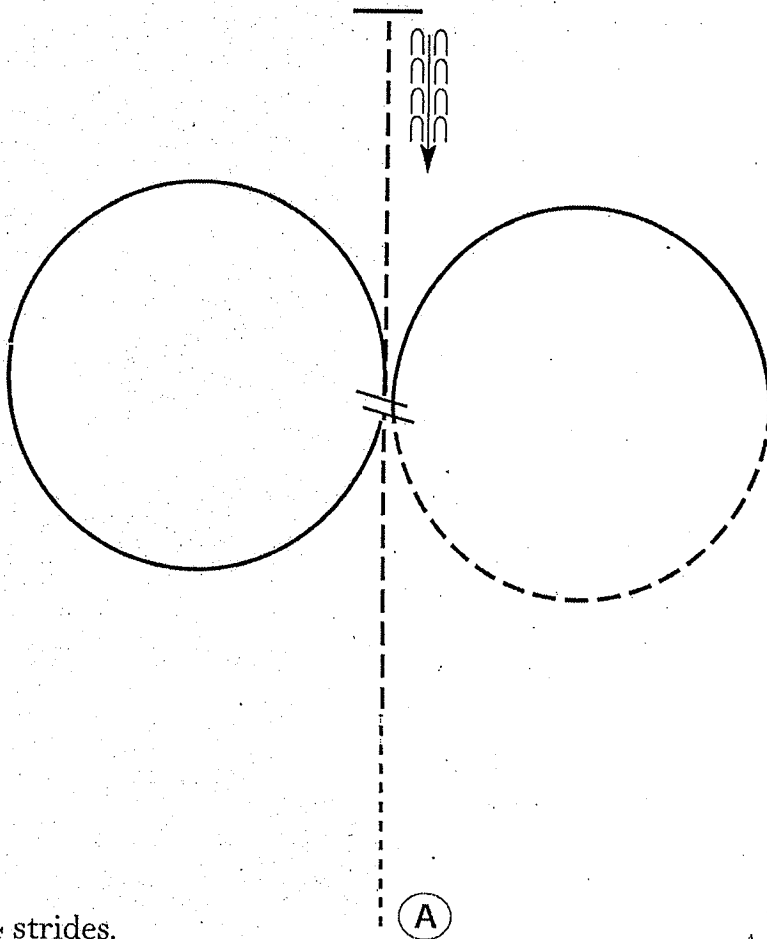
Mike Swann

Hunt Seat Equitation (All Hunt Seat Equitation! Except W/T)

Show Date: _____

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Be ready at A.

1. Walk for 3-4 strides.
 2. Posting trot on the right diagonal for 6 strides.
 3. Canter a circle to the left.
 4. Change leads at the center.
 5. Canter a half circle to the right.
 6. Close the circle at a posting trot.
 7. When at the center, sitting trot in a straight line for 6-8 strides.
 8. Halt and back approximately one horse length.
- Follow the instructions of your ring steward.

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

[HSE/2-63]

Pattern Provided by:

Mike S.

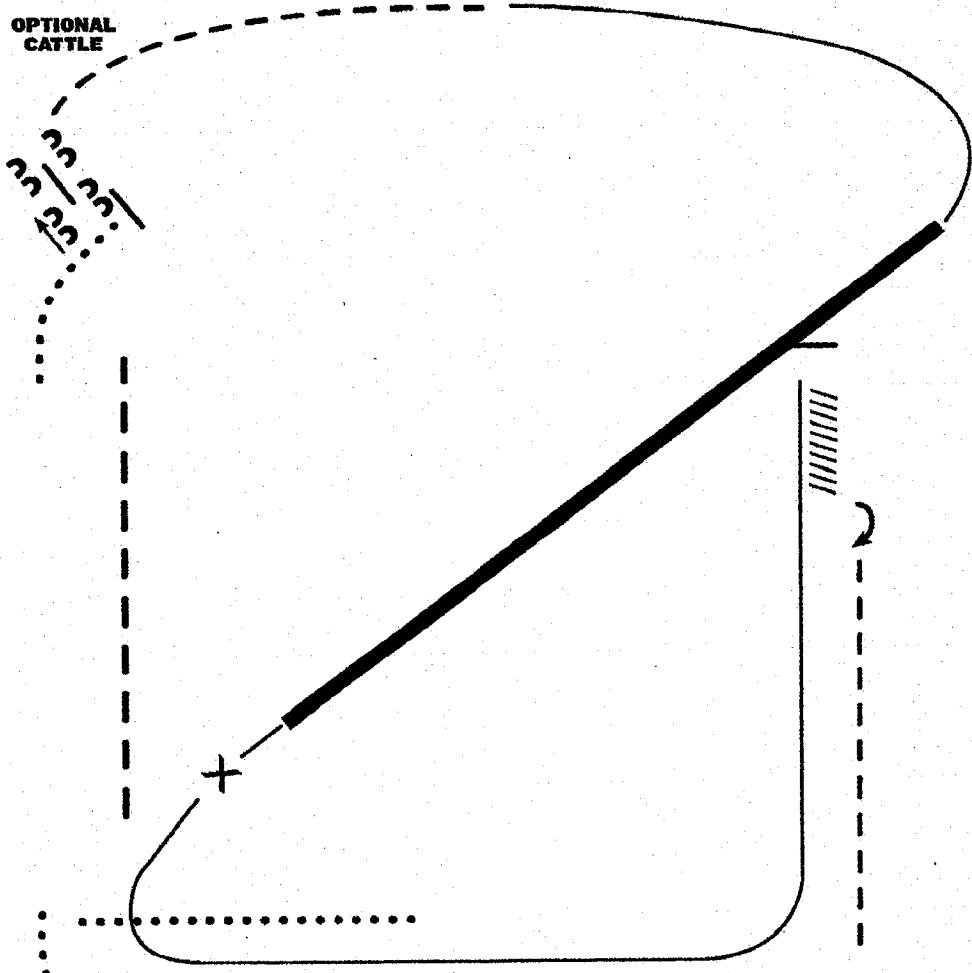
Ranch Riding (All Classes)

Show Date: _____

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

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.

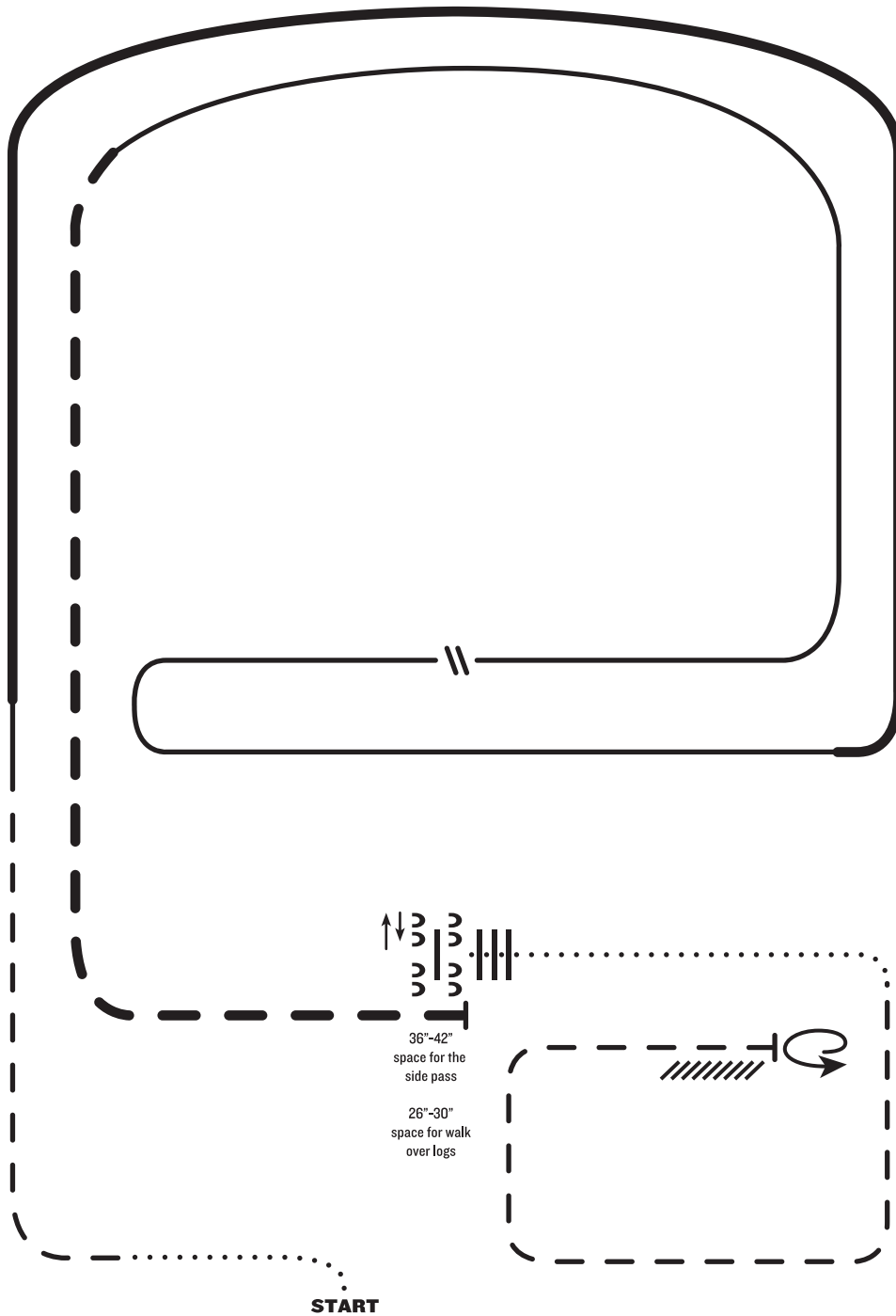
[RR/AQHA-10]

Pattern Provided by:

RANCH RIDING - PATTERN 4

LEGEND

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



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

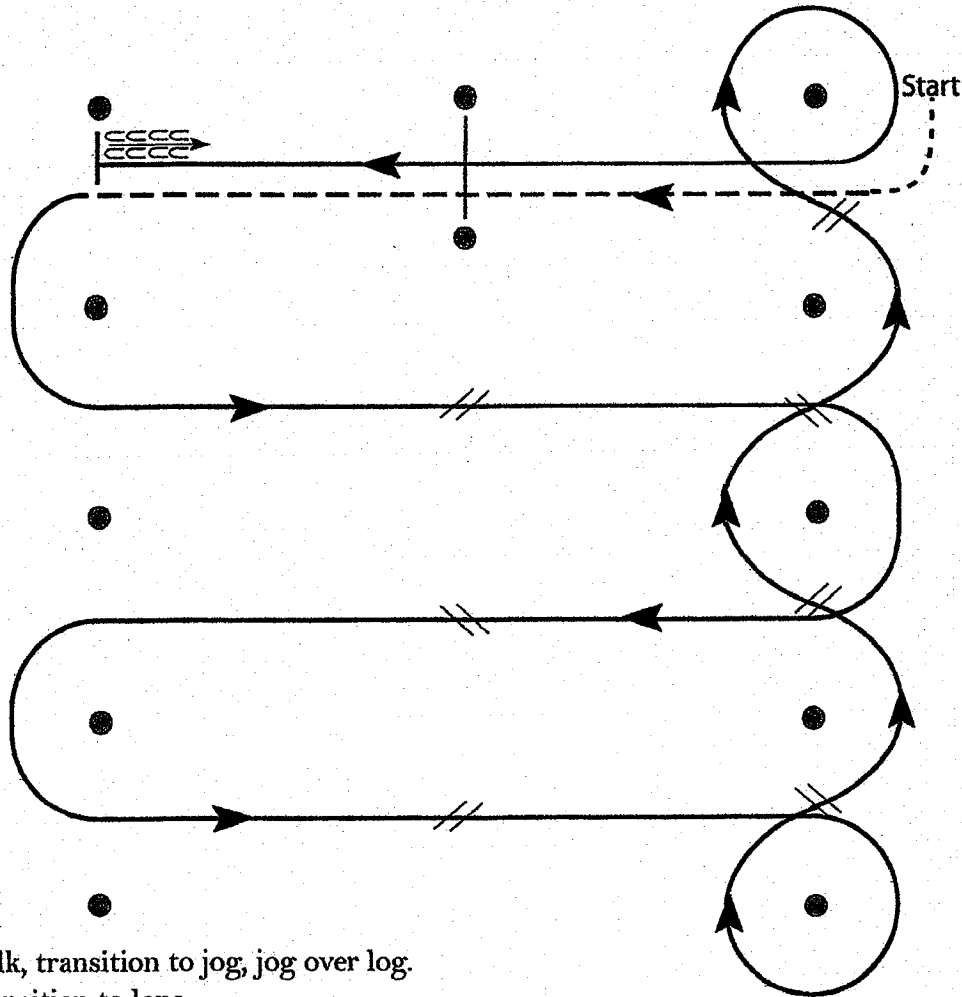
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Western Riding (Youth, Amateur, Open, SPB)

Show Date: _____

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



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

[WR/OP-2]

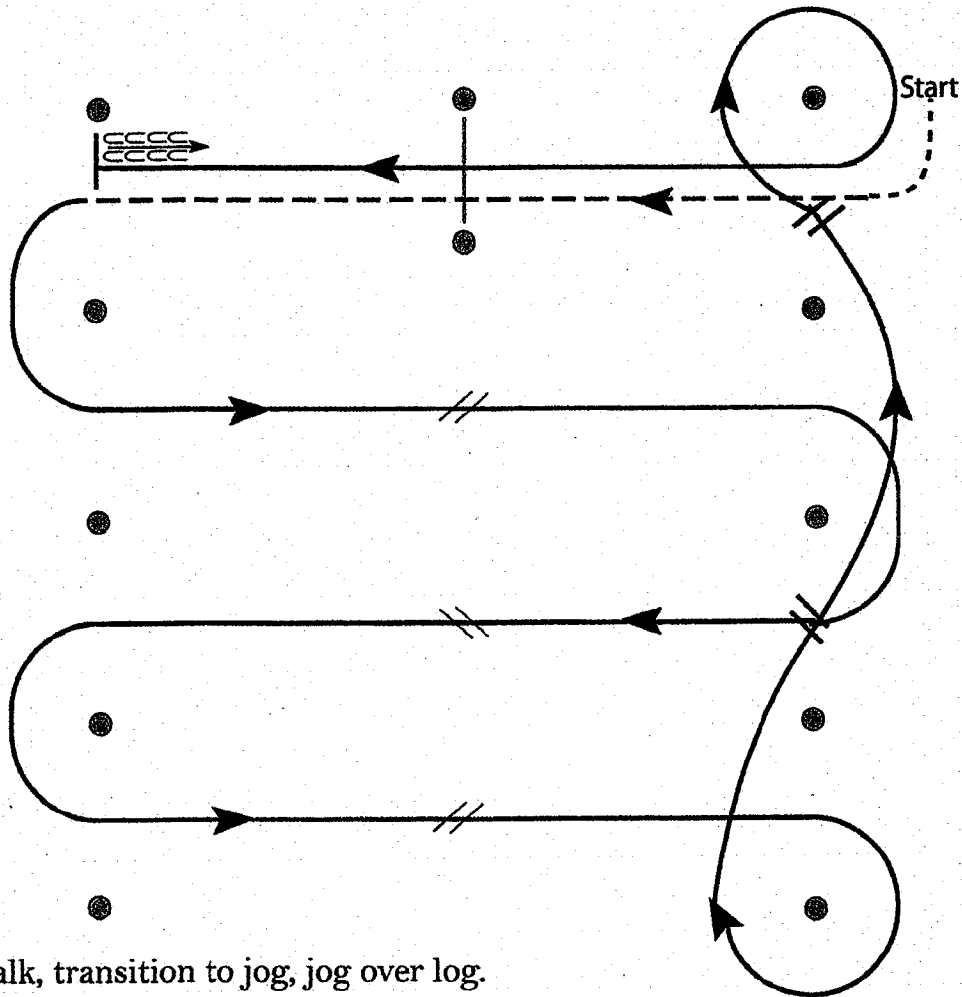
Pattern Provided by:

Western Riding (L1, Green)

Show Date: _____

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



1. Walk, 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 and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.

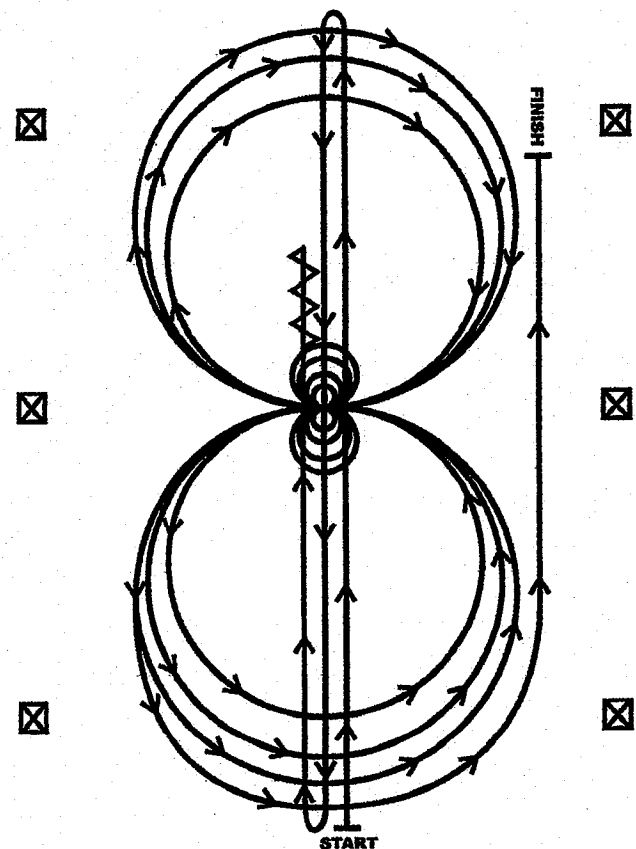
[WR/GP-2]

Pattern Provided by:

Reining (All Classes)

Show Date: _____

REINING PATTERN I



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

Pattern Provided by:

[R/AQHAP-1]