

2026
ASHO4U
SHOW

PATTERN
BOOK

2026

ASHO4U SHOW

EQUIDOME
PATTERNS

ASHO4U SHOW

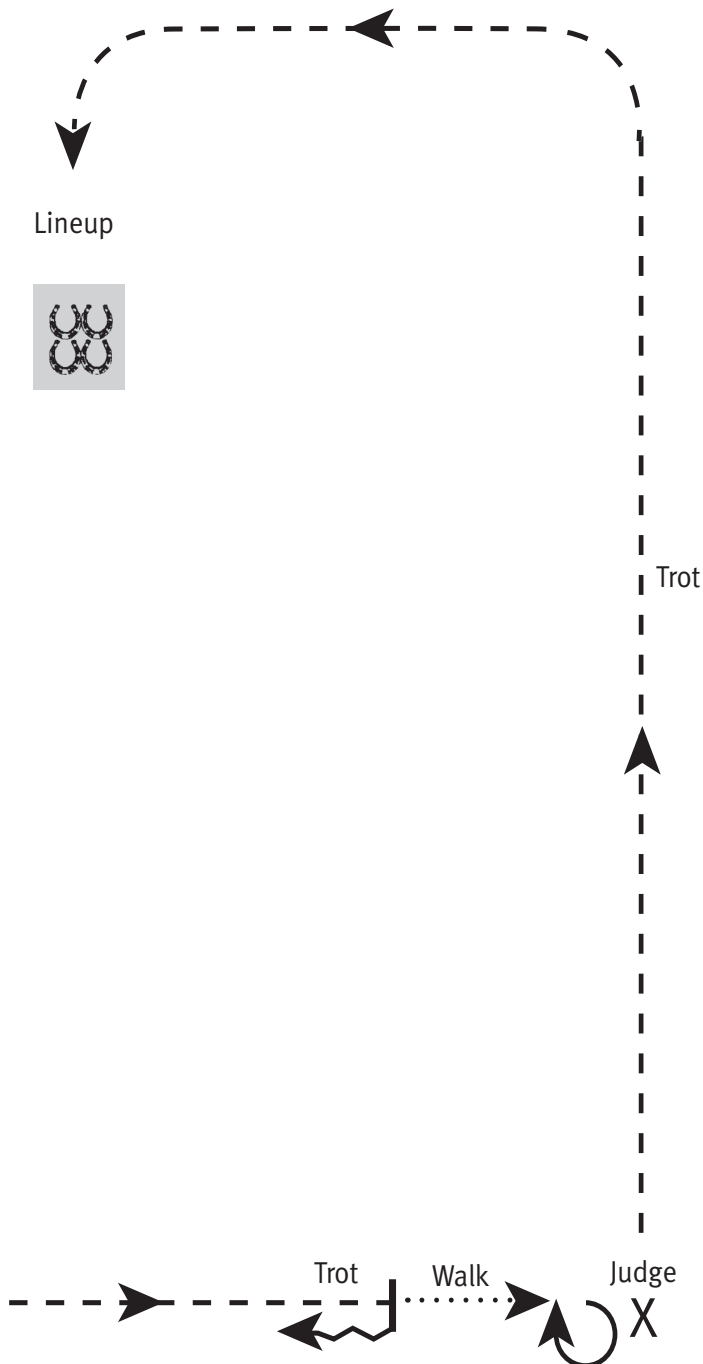
178 — A/HA/AA Showmanship AATH Select
 180 — A/HA/AA Showmanship JTH 18 & Under
 Judge - Melendez

Showmanship

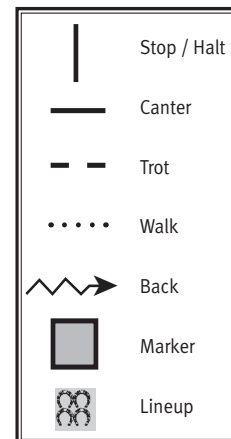
LEVEL 1 • PATTERN C

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



1. Trot 3/4 of the way to judge, halt
2. Back four steps
3. Walk to judge and set up for inspection
4. Presentation of horse
5. When excused execute a 270-degree turn
6. Trot a straight away from judge
7. Return to lineup at a trot or exit arena as directed



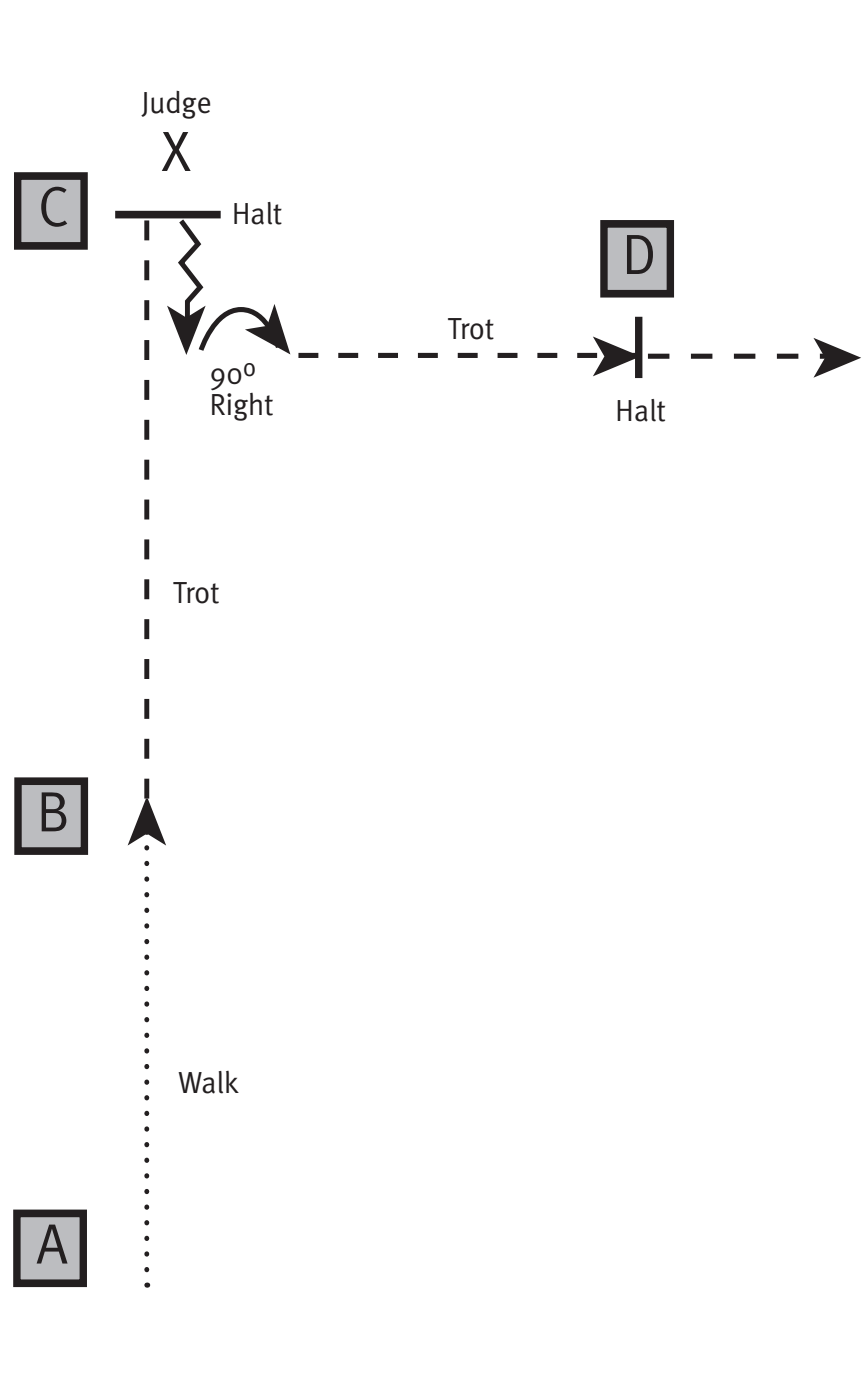
Showmanship

LEVEL 1 • PATTERN B

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

1. Be ready at marker A. Walk from marker A to marker B
2. Trot from marker B to marker C
3. Stop at C. Set up for inspection
4. Presentation of horse
5. When dismissed, back 4 steps
6. Execute a 90-degree turn
7. Trot to marker D and halt
8. Trot to new lineup or exit arena as directed



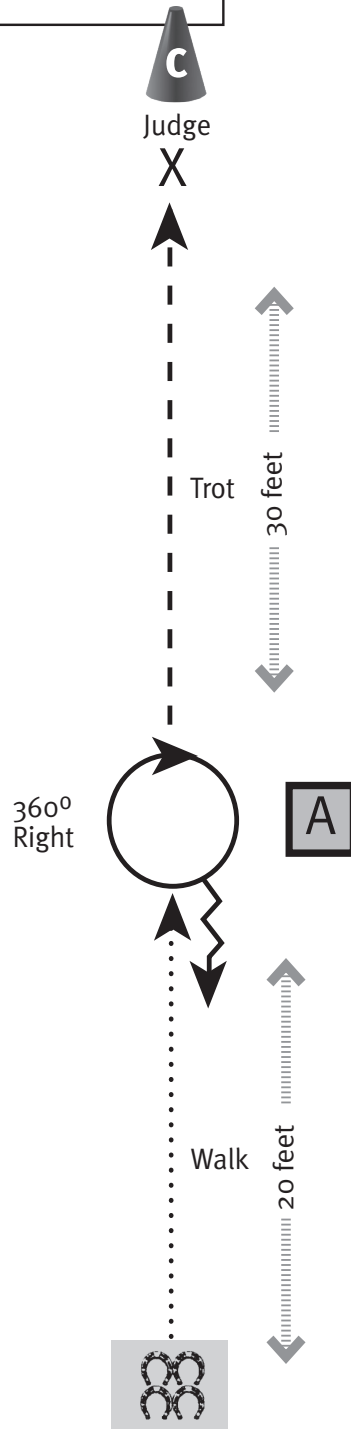
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 1 • PATTERN E

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



Line up at direction of ringmaster – can be head to tail or side by side

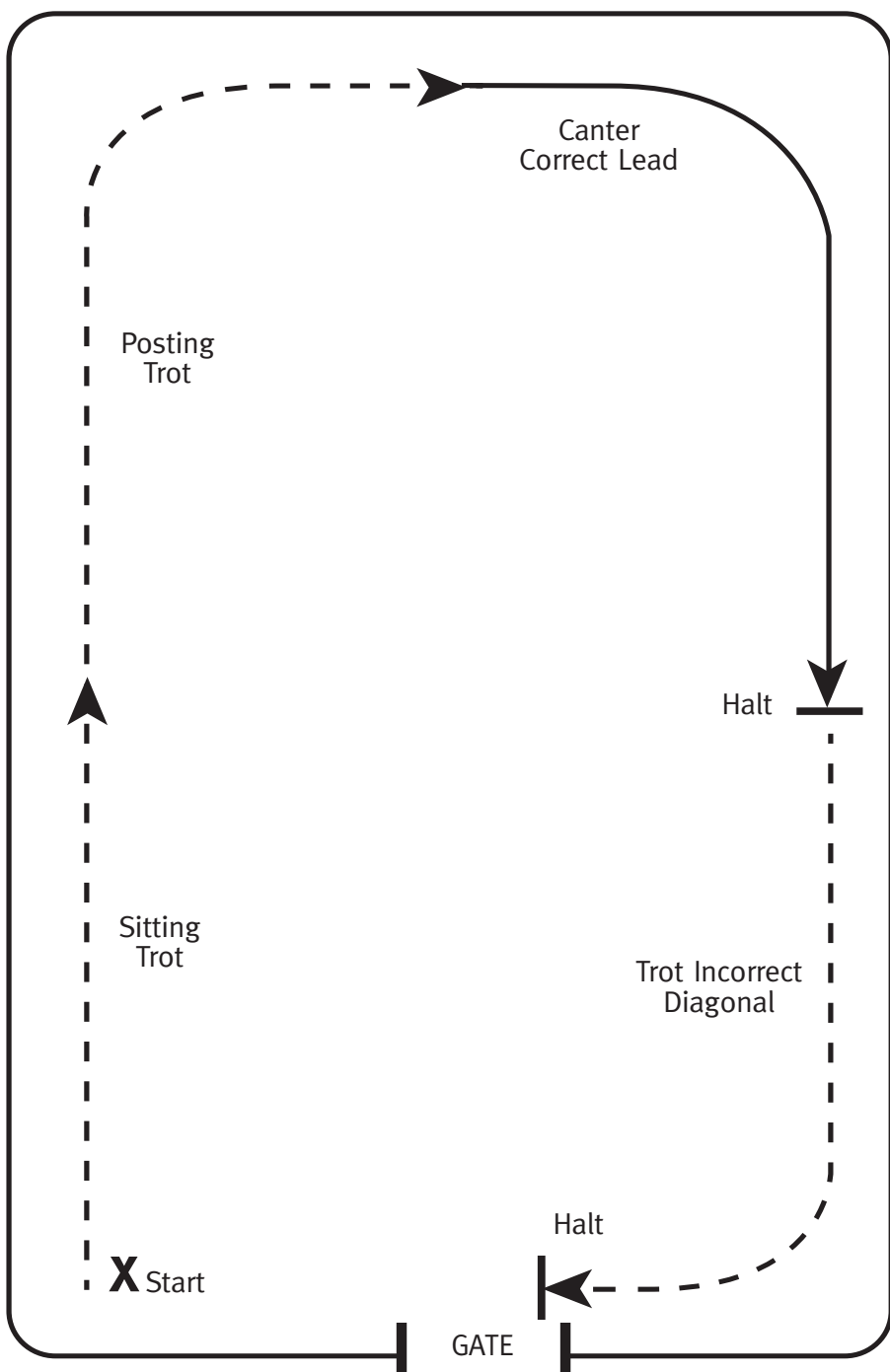
1. Walk to marker A, halt
2. Execute a 360-degree turn
3. Back four steps
4. Trot to judge and halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed return to lineup at trot or exit as directed

—	Stop / Halt
—	Canter
- - -	Trot
• • • •	Walk
↖ ↗ ↘ ↙	Back
■	Marker
🐎🐎	Lineup

ASHO4U SHOW

19 - AHA Hunter Seat Equitation NTJ Medal JTR 18 & Under
Judge Melendez

Hunter/Jumping Seat LEVEL 1 • PATTERN E



Walk to the starting point.

Pick up a sitting trot.

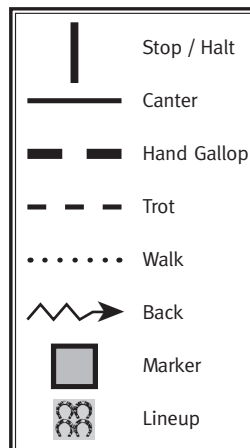
Change to posting trot, correct diagonal.

Canter correct lead. Halt.

Trot on the incorrect diagonal to gate.

Halt.

Return to lineup or exit at a walk.



This pattern is appropriate for all ages.

If used at a Regional or National Show, pattern may not be run from the lineup.

2026
ASHO4U SHOW

WORKING
WESTERN
PATTERNS

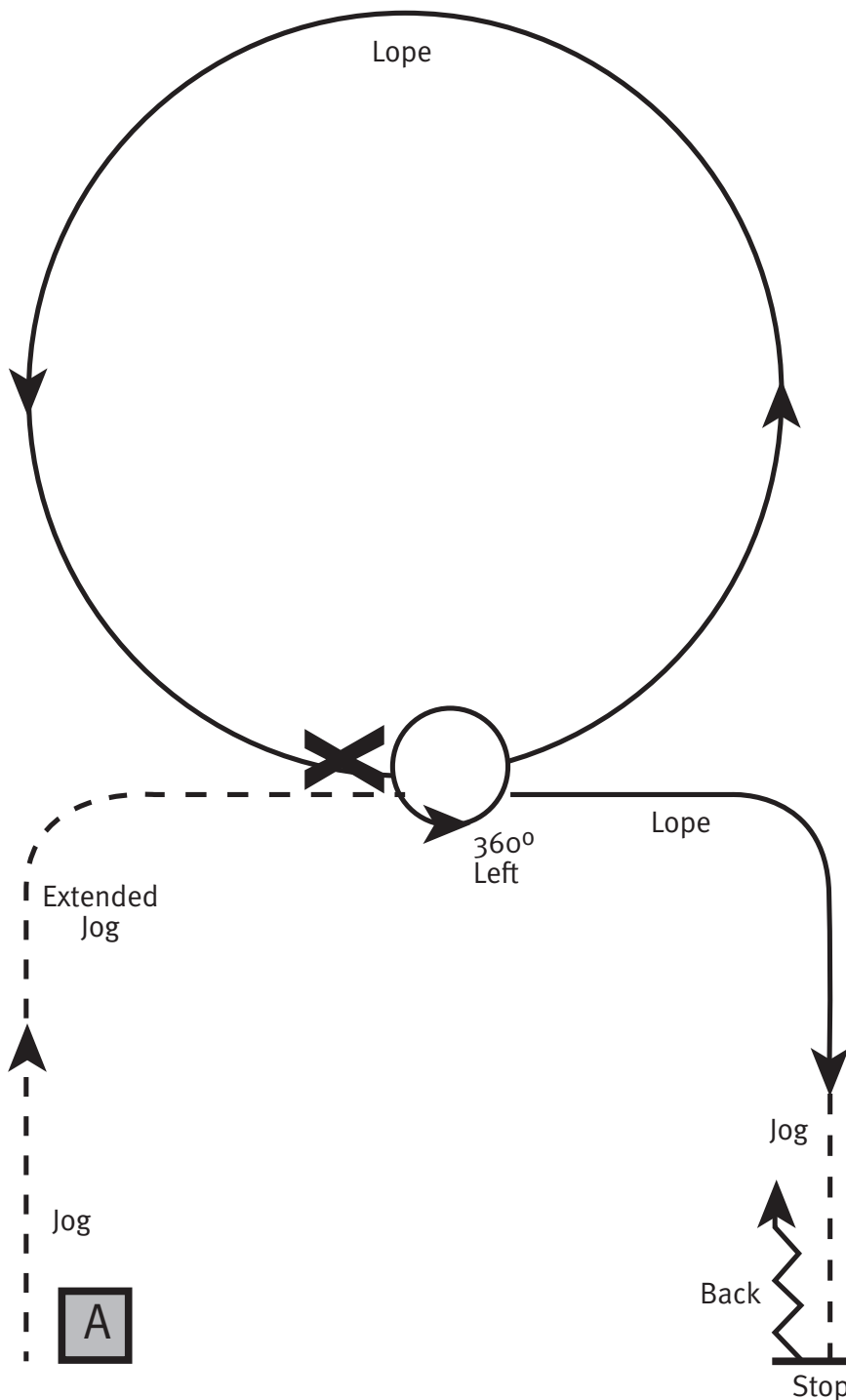
ASHO4U SHOW

174 — A/HA/AA Western Horsemanship ATR Select

Western Horsemanship

LEVEL 2 • PATTERN QQ

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



Be ready at marker A.

Jog 1/2 line, extend jog to middle.

Stop, 360-degree turn to the left on the haunches.

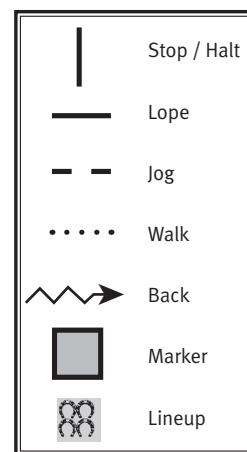
Lope a circle on the left lead.

Change of lead

Lope right lead, break to jog.

Stop and back.

Return to lineup at the jog or exit arena at the jog.



This pattern is appropriate to use for all age groups

If used at a Regional or National Show, pattern may not be run from the lineup.

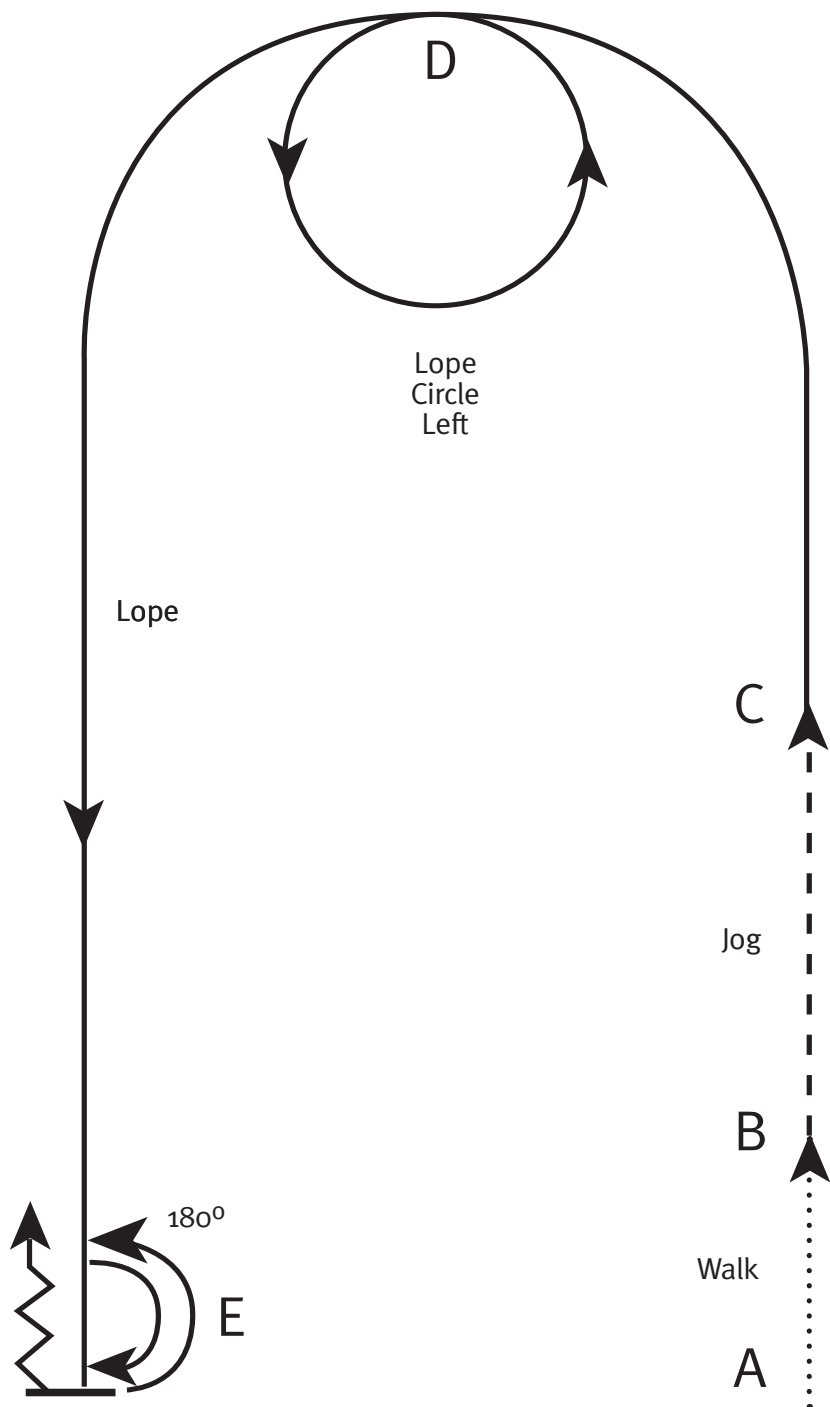
ASHO4U SHOW

280 — Western Horsemanship Medal JTR 18 & Under

Western Horsemanship

LEVEL 1 • PATTERN C

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



Be ready at marker A.

Walk from marker A to marker B.

Jog to marker C.

Lope on the left lead to marker D.

Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on hindquarters to the left.

Execute a 180-degree turn on hindquarters to the right.

Back four steps.

Return to the lineup at the jog or exit arena at the jog.

—	Stop / Halt
—	Lope
- -	Jog
••••	Walk
~>	Back
■	Marker
⊞	Lineup

This pattern is appropriate to use for all age groups

If used at a Regional or National Show, pattern may not be run from the lineup.

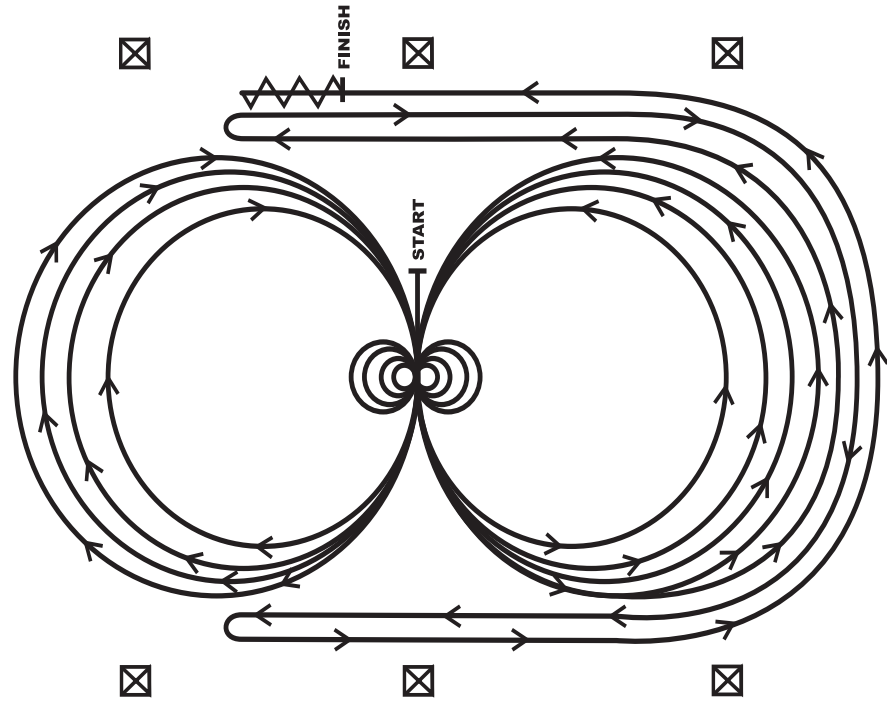
ASHO4U SHOW

31 Arabian Reining Junior Horse pattern 5

35 Arabian Reining Horse ATR pattern 5

283 A/HA/AA Reining Seat Equitation ATR pattern 5

Pattern 5



Pattern 5

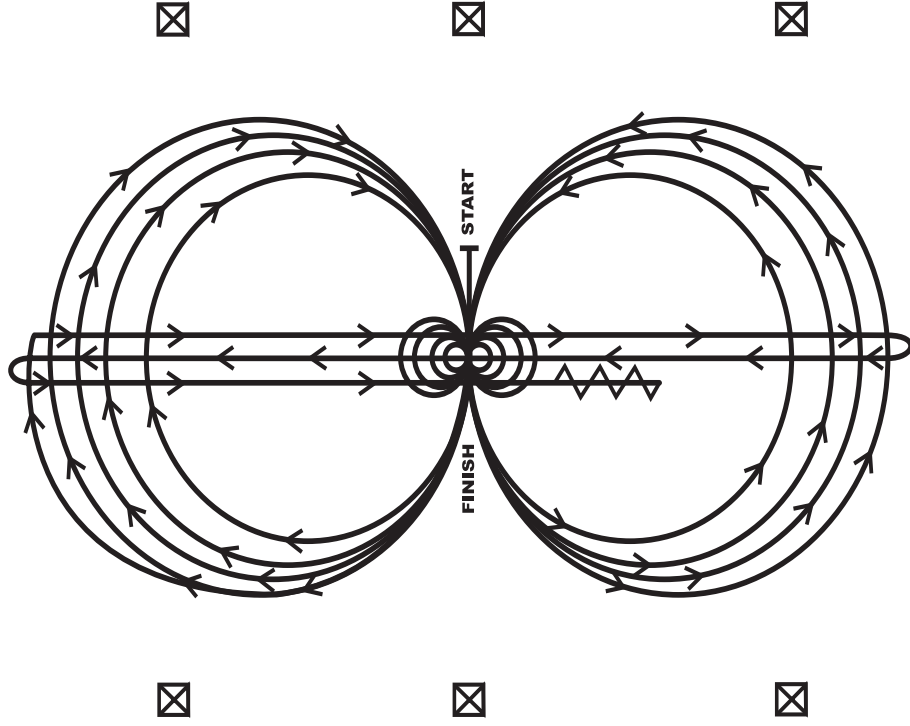
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing 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.

ASHO4U SHOW

133 Arabian Reining Horse pattern 4

Pattern 4



Pattern 4

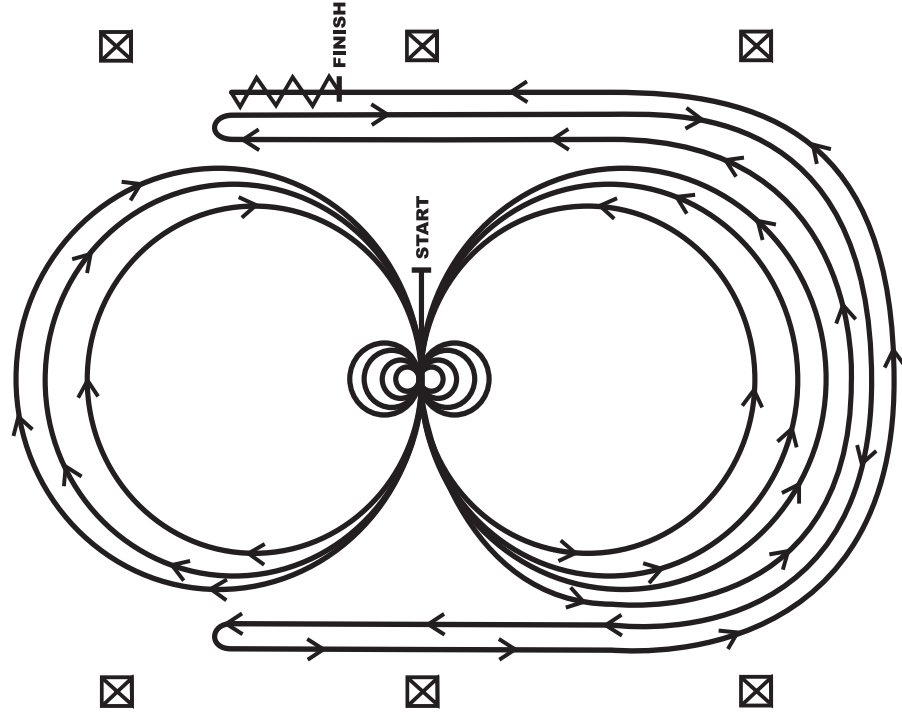
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

ASHO4U SHOW

- 32 HA/AA Reining Junior Horse pattern 6
- 36 HA/AA Reining Horse ATR pattern 6
- 282 HA/AA Reining Horse JTR 18 & Under pattern 6
- 284 A/HA/AA Reining Seat Medal JTR 18 & Under pattern 6

Pattern 6



Pattern 6

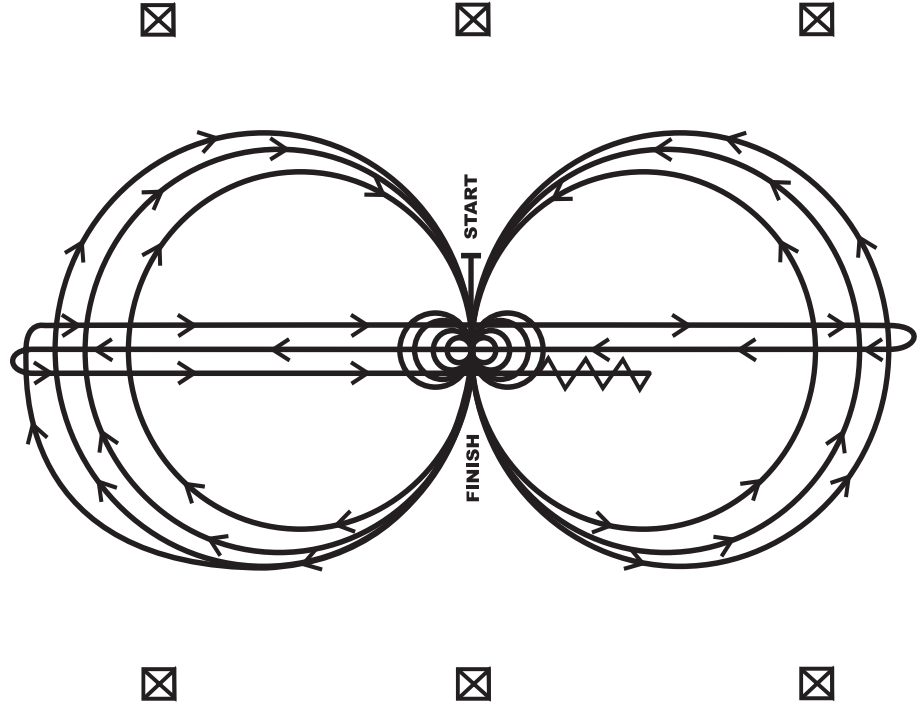
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. 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.
4. 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. 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 twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back 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.
7. 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 the completion of the pattern.

ASHO4U SHOW

34 HA/AA Reining Horse pattern 2

Pattern 2



Pattern 2

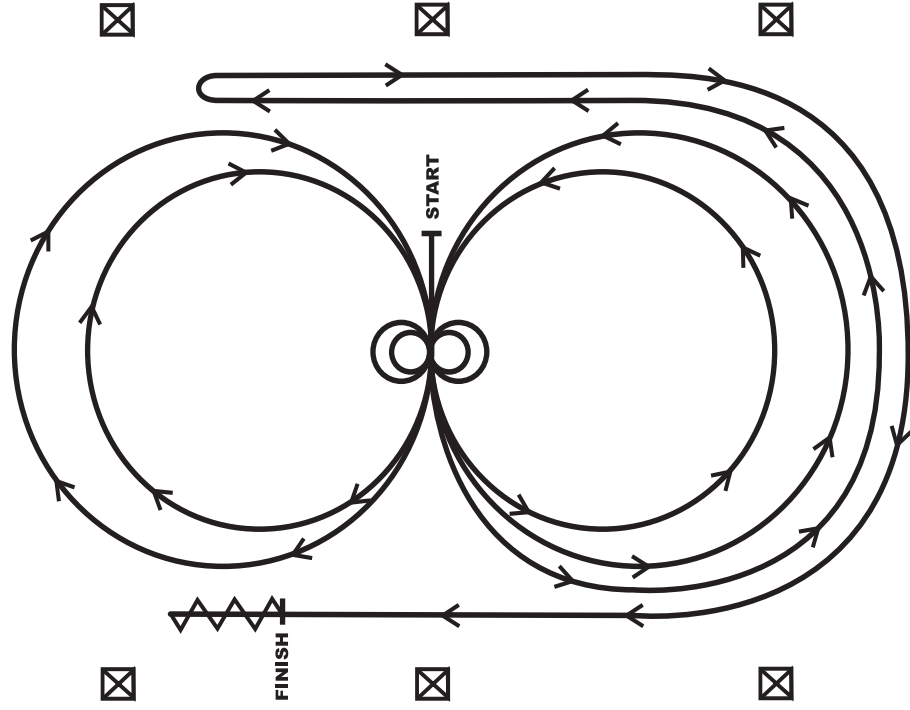
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

ASHO4U SHOW

173 A/HA/AA Short Stirrup Reining 10 & Under pattern A

Pattern A



Pattern A

To be used for the Youth 10 & Under Short Stirrup and Para-Reining only.

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

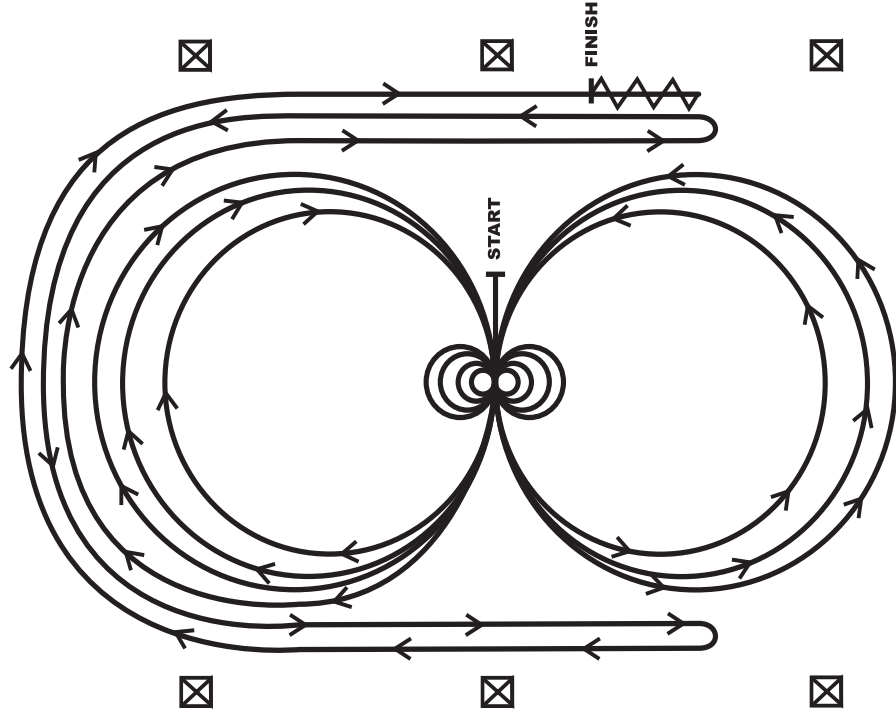
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.

ASHO4U SHOW

281 Arabian Reining Horse JTR 18 & Under pattern 8

Pattern 8



Pattern 8

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

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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.
4. 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.
5. Begin a large circle to the right but do not close this circle. Run straight 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.
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 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 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.

ASHO4U SHOW

175 A/HA/AA Ranch Horse Riding W/T 10 & Under W/T (Pattern 1)

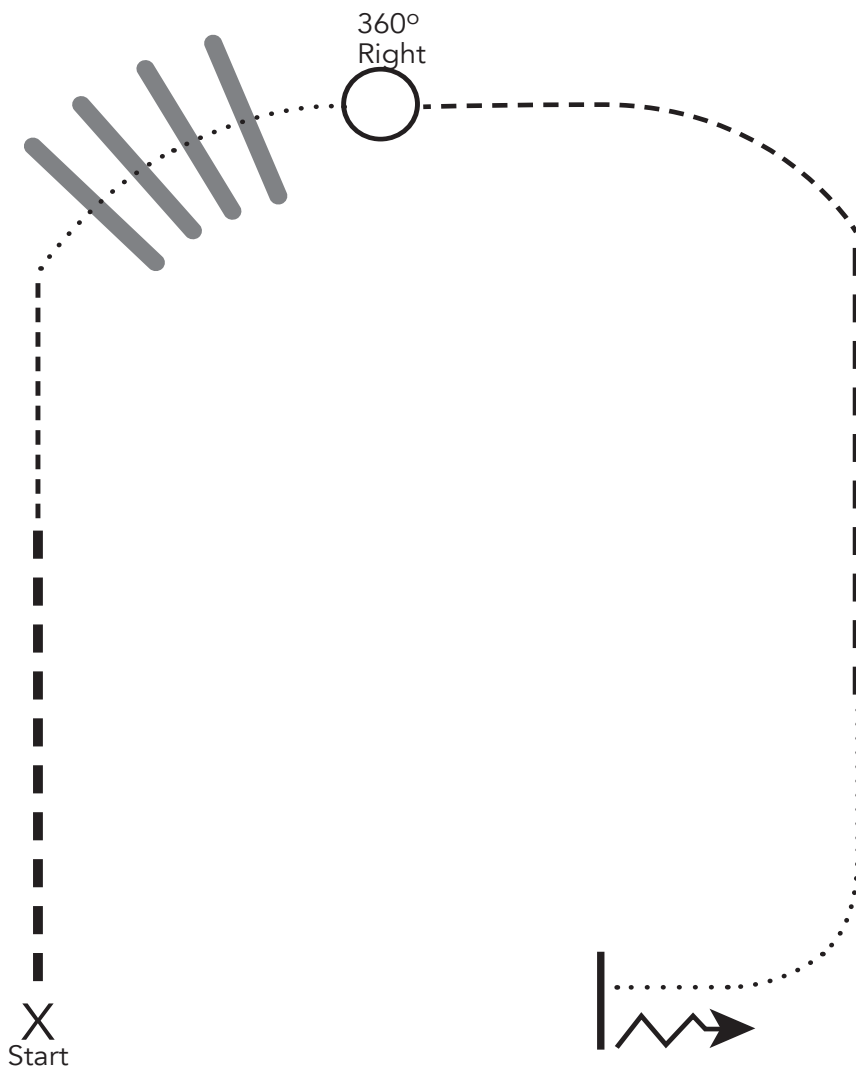
RANCH RIDING WALK/TROT PATTERN

PATTERN 1

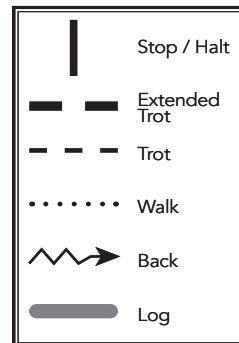
To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.



1. Extended trot.
2. Trot.
3. Walk.
4. Walk over poles.
5. Execute a 360-degree turn right.
6. Trot.
7. Extended trot.
8. Walk.
9. Stop.
10. Back.



ASHO4U SHOW

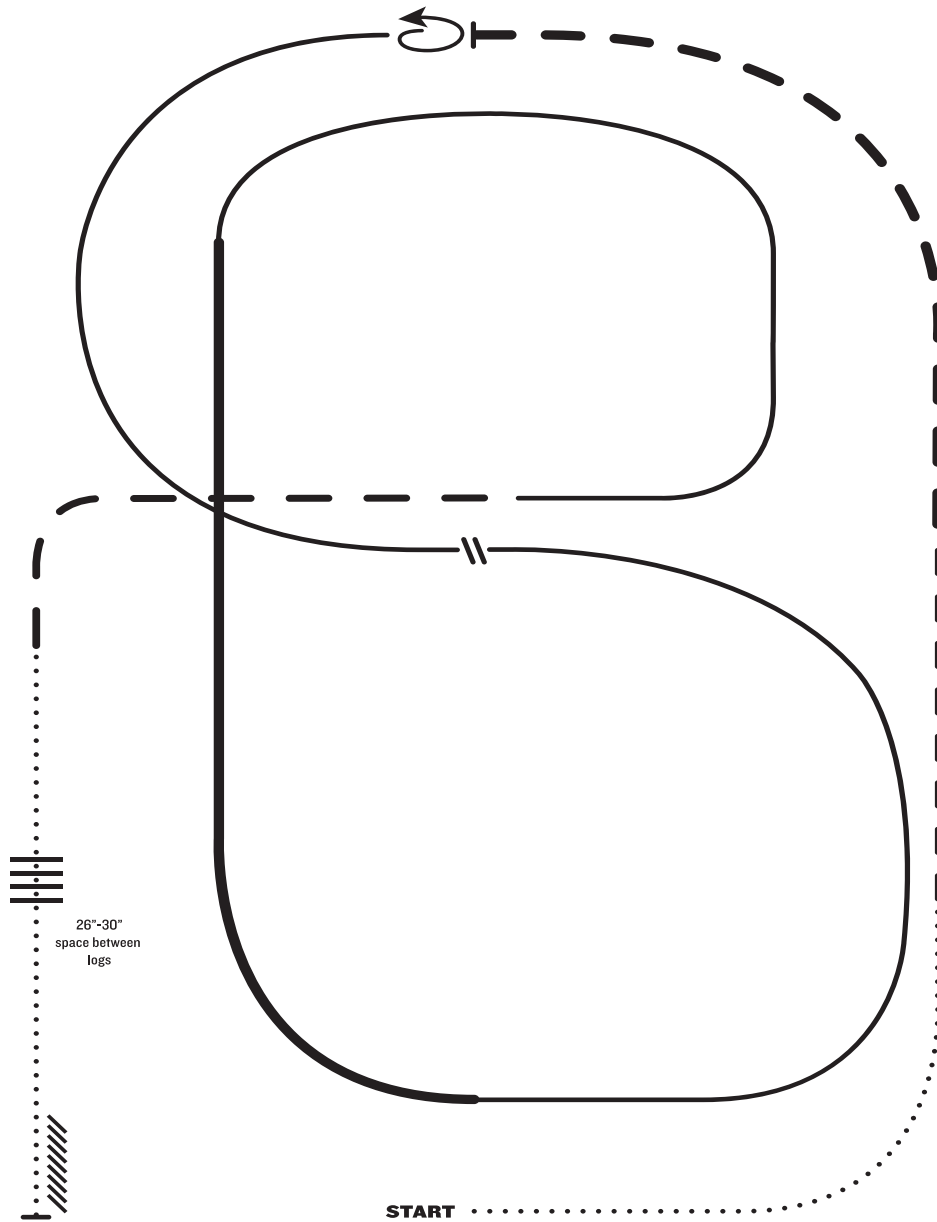
176 Arabian Ranch Horse Riding JTR 18 & Under Pattern 1

211 HA/AA Ranch Horse Riding Junior Horse pattern 1

RANCH RIDING - PATTERN 1

LEGEND

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



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

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.

ASHO4U SHOW

208 Arabian Ranch Horse Riding pattern 7

209 HA/AA Ranch Horse Riding pattern 7

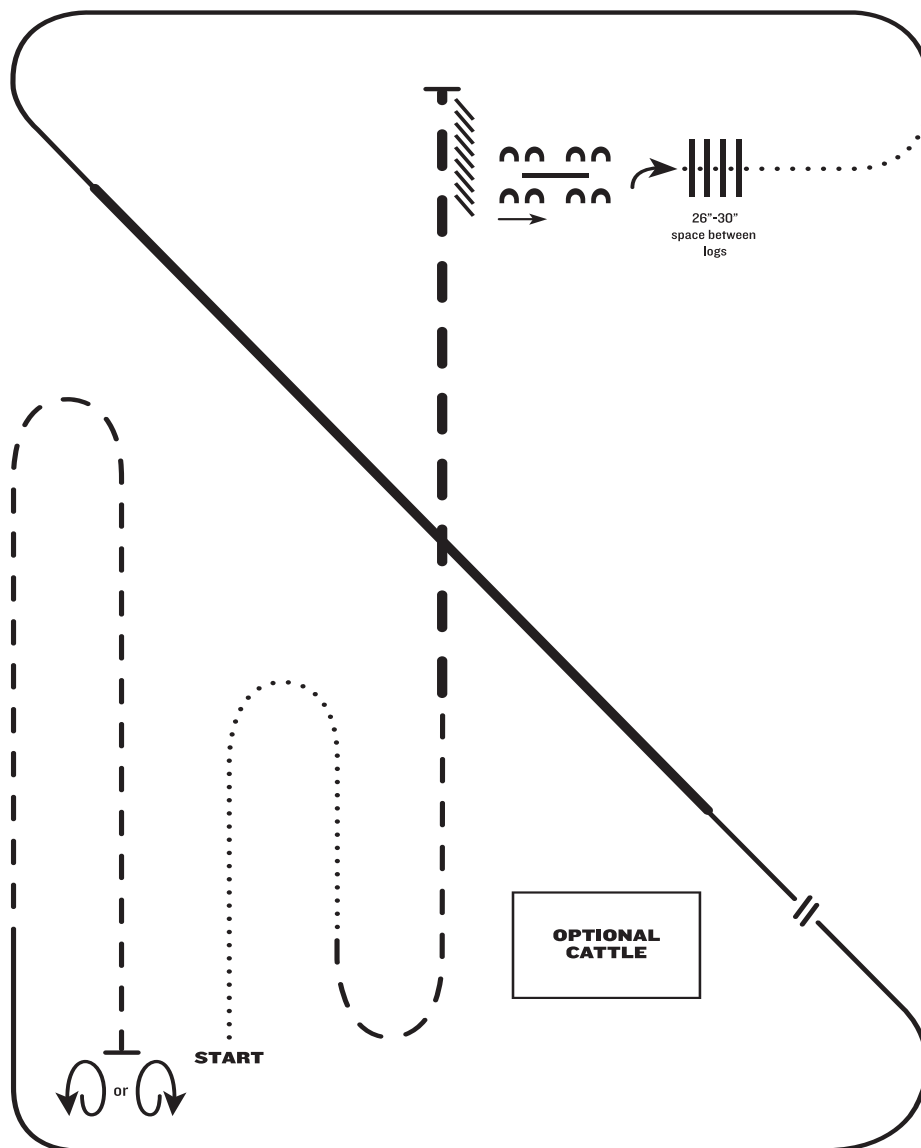
212 Arabian Ranch Horse Riding AATR Pattern 7

213 HA/AA Ranch Horse Riding AATR pattern 7

RANCH RIDING - PATTERN 7

LEGEND

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



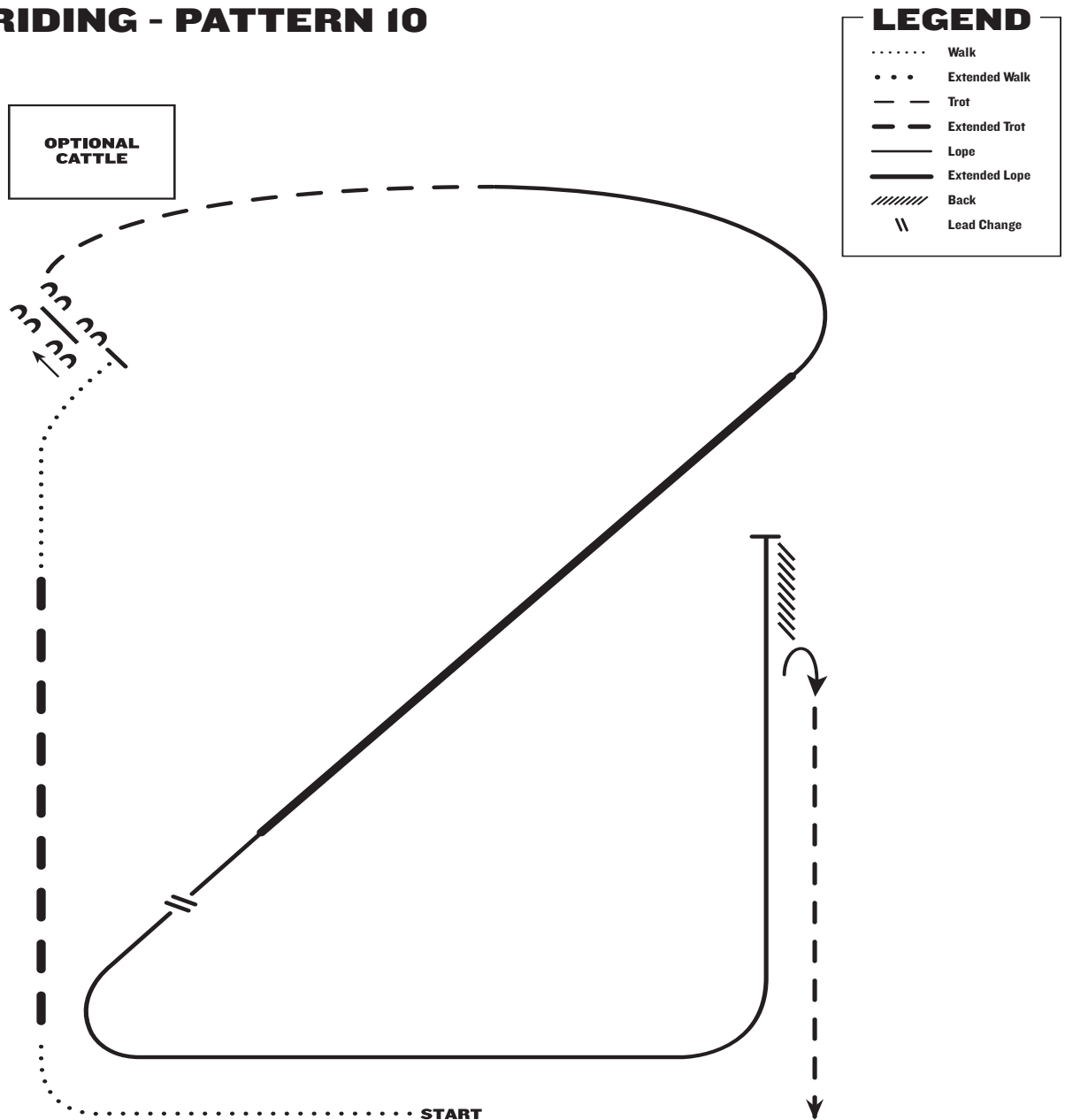
1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

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.

ASHO4U SHOW

210 Arabian Ranch Horse Riding Junior Horse Pattern 10

RANCH RIDING - PATTERN 10



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

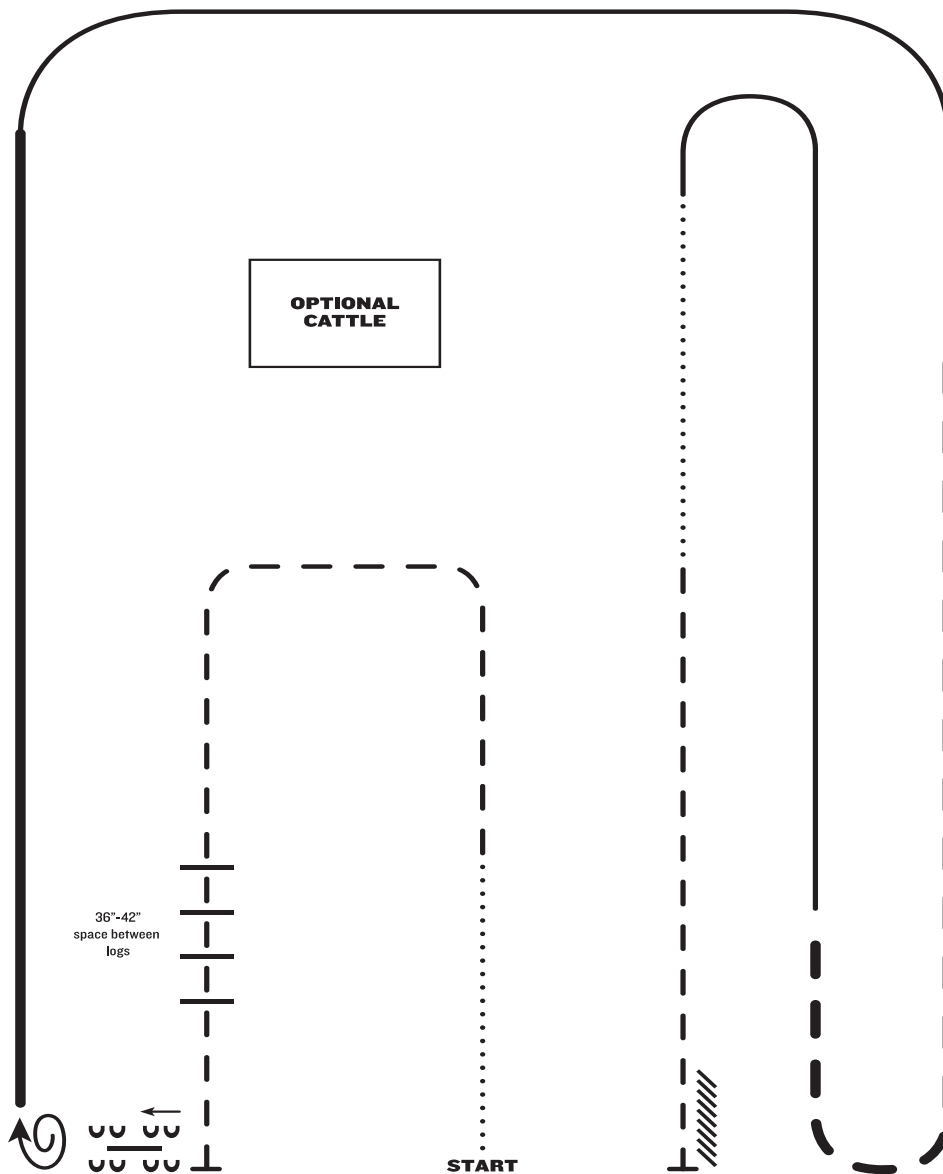
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

ASHO4U SHOW

RANCH RIDING - PATTERN 12

LEGEND

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



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. 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.