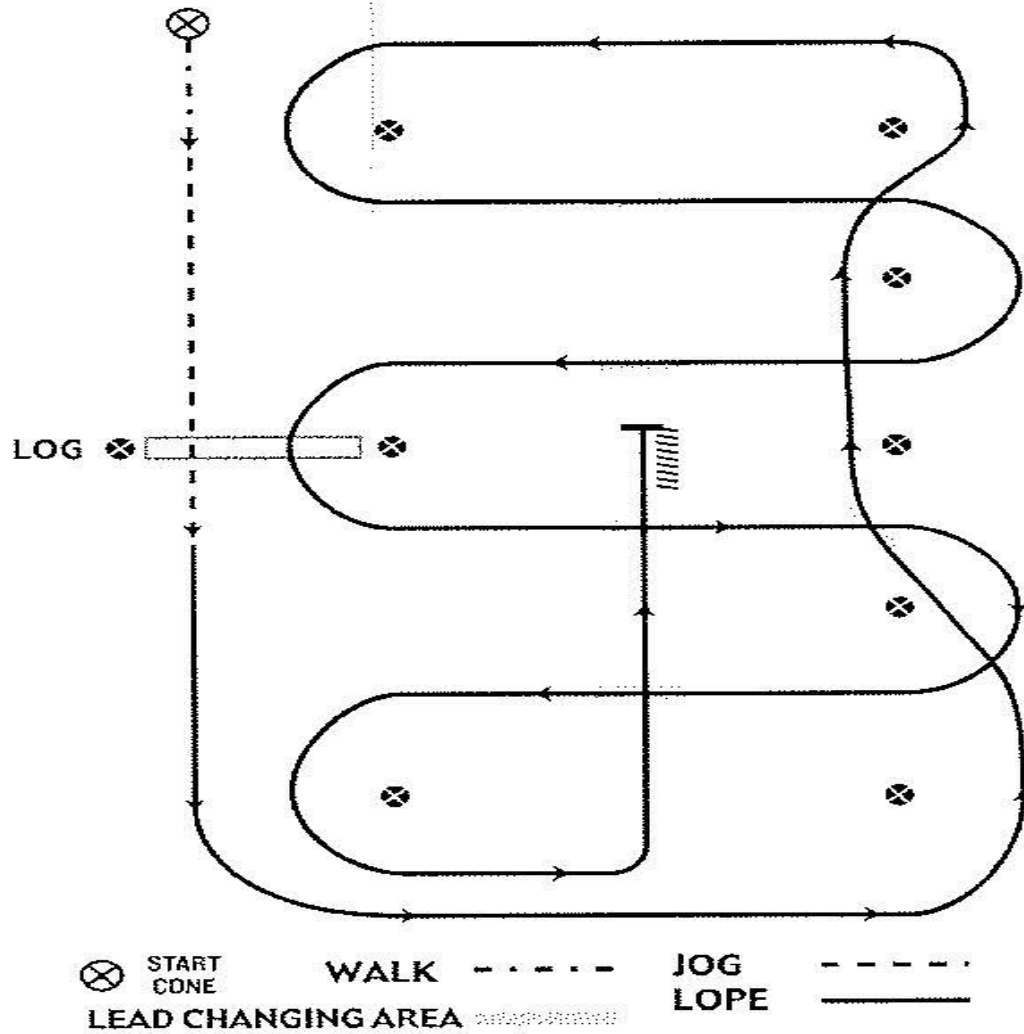
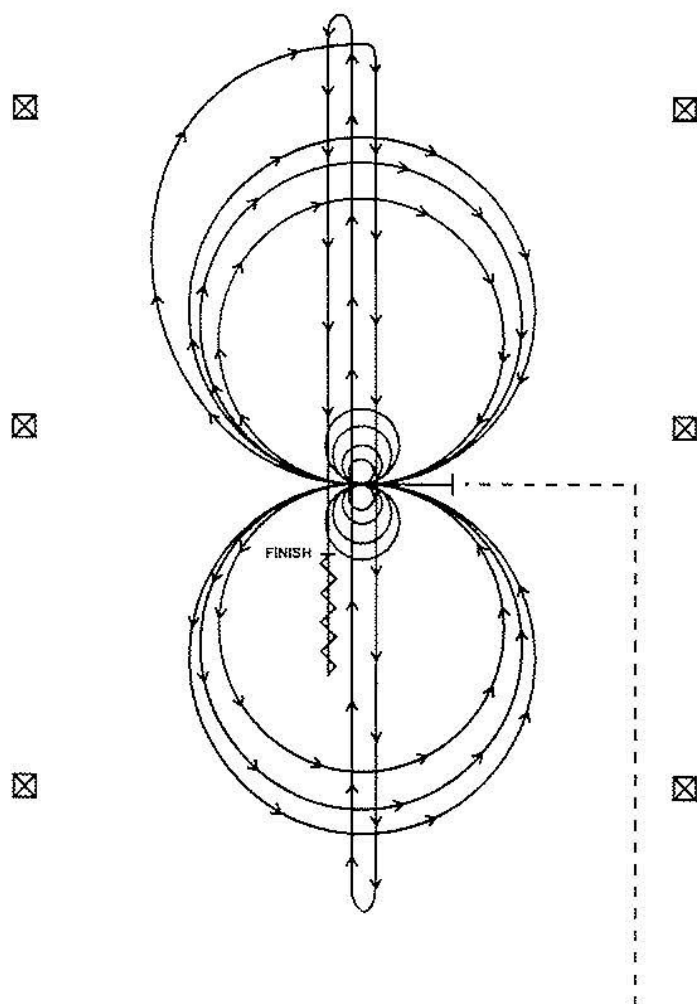


## GREEN WESTERN RIDING PATTERN I



1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

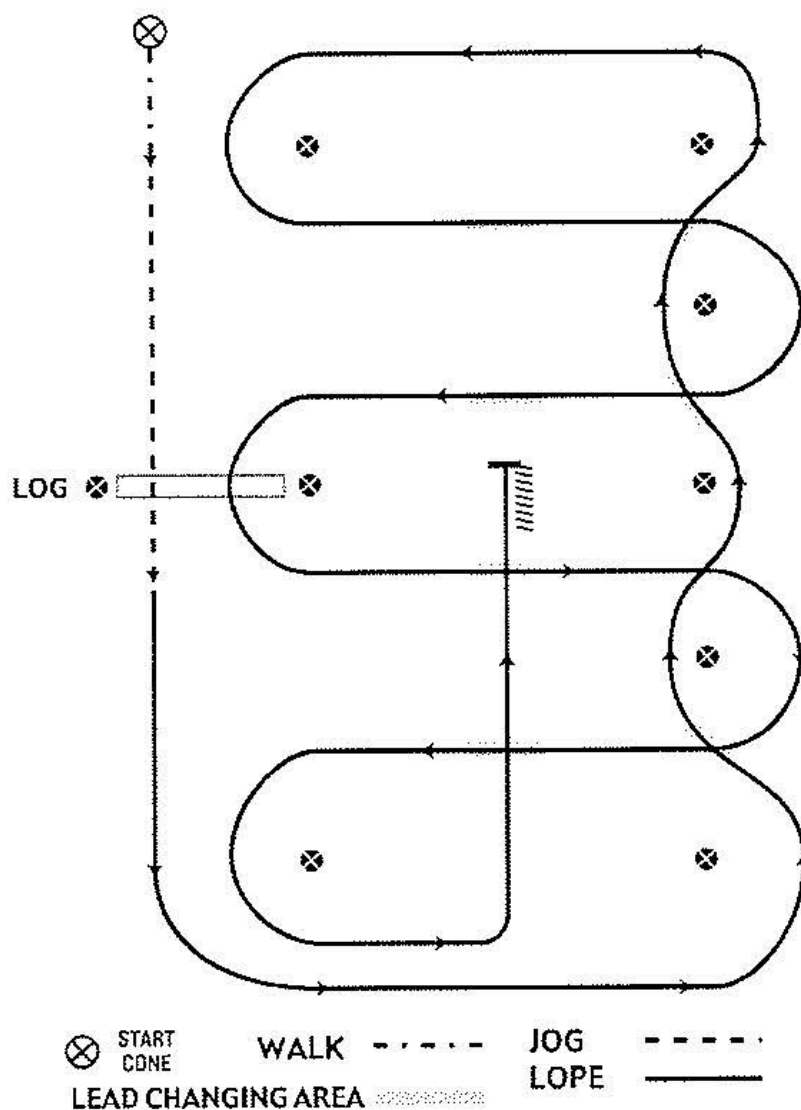
## REINING PATTERN II



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. 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 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 small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the right, but do not close this circle.  
Run down the center of the arena past the end marker and do a right rollback - no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. 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 to demonstrate completion of the pattern.

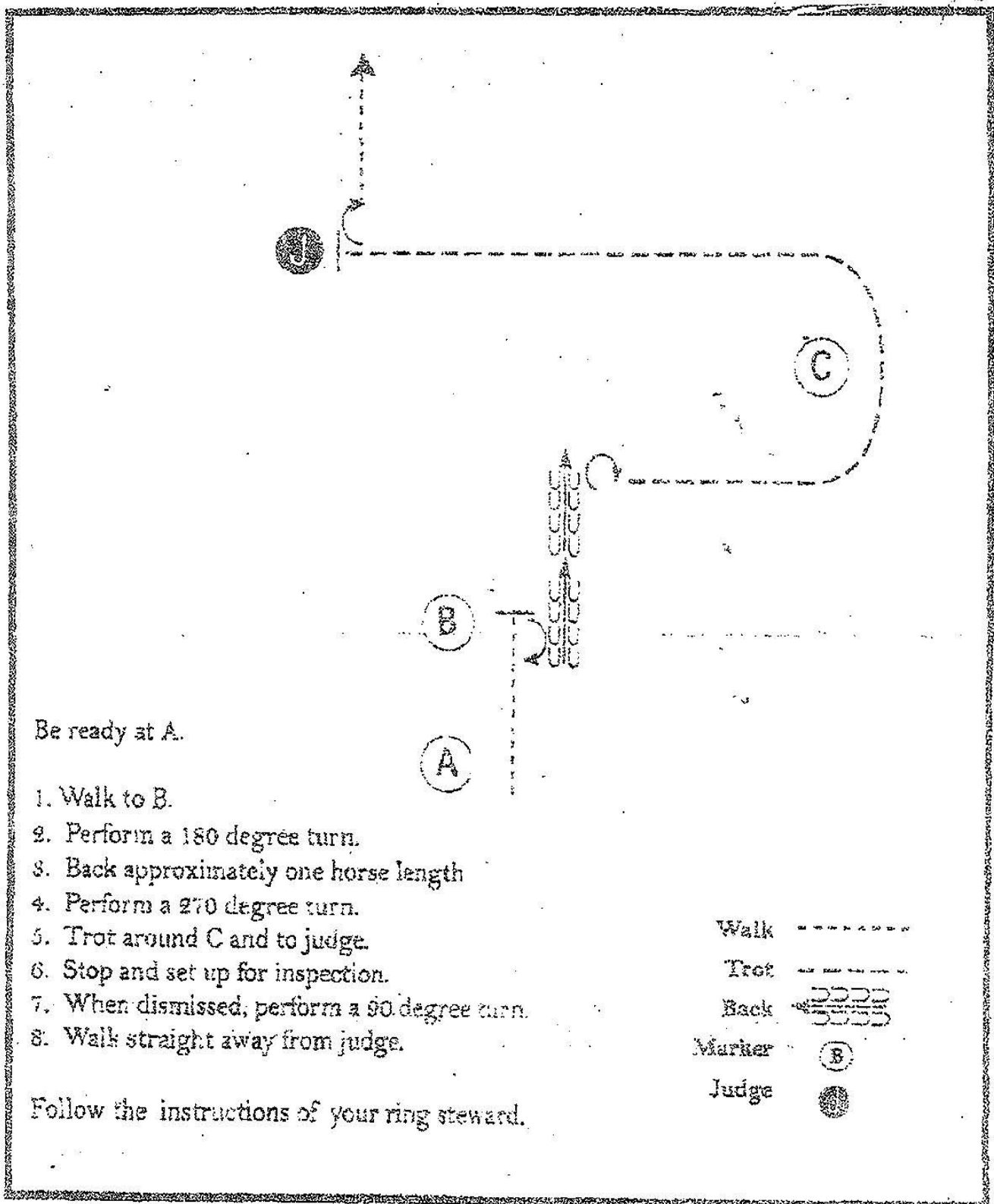
## WESTERN RIDING PATTERN I



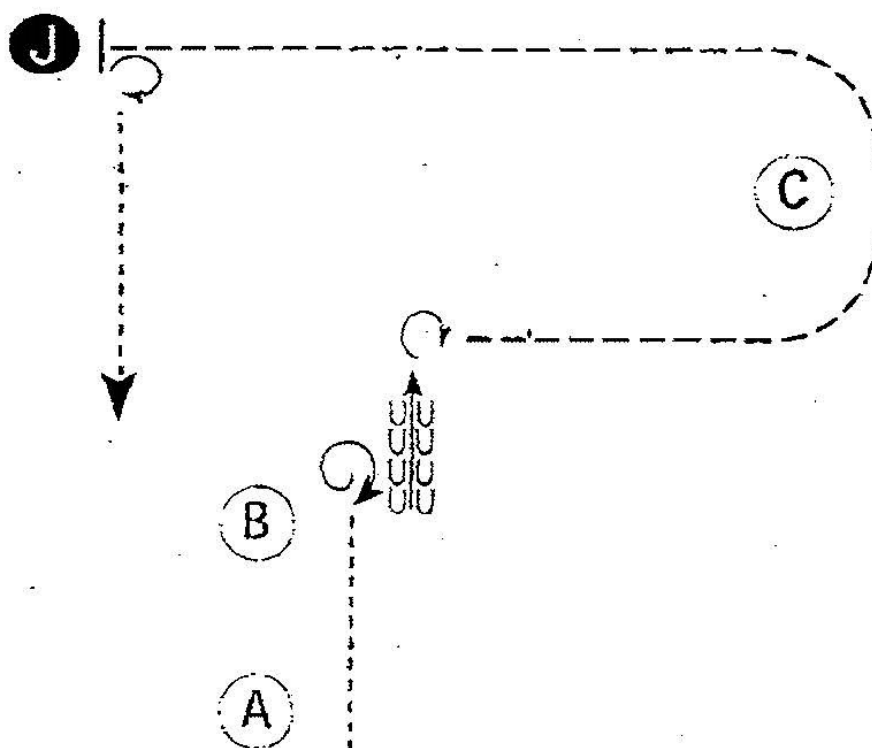
1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

- 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, back

# All Level 1 Showmanship




## Youth, Amateur & Select Amateur



Be ready at A.

1. Walk to B.
2. Perform a 540 degree turn.
3. Back approximately one horse length.
4. Perform a 270 degree turn.
5. Trot around C and to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree turn.
8. Walk straight away from judge.

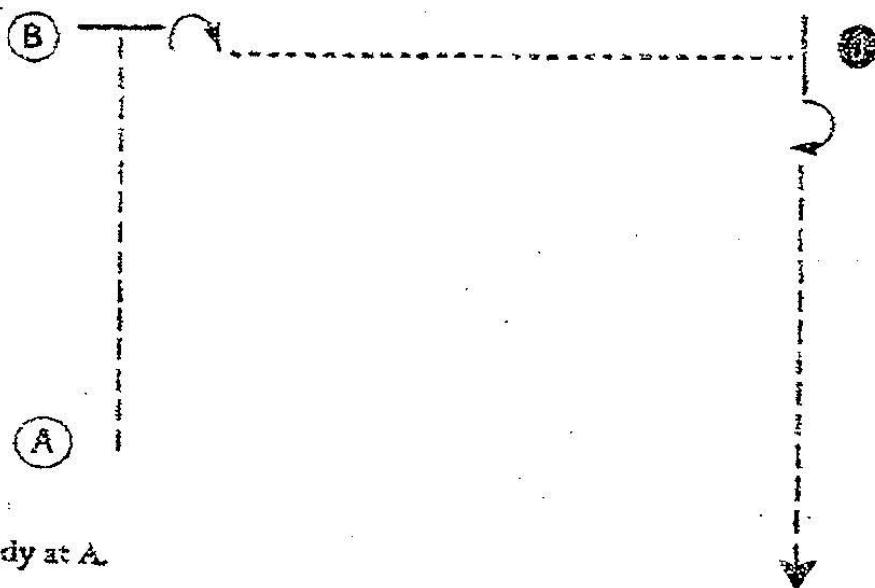
Follow the instructions of your ring steward.

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

# Small Fry Showmanship

www.HorseShowPatterns.com

www.HorseShowPatterns.com

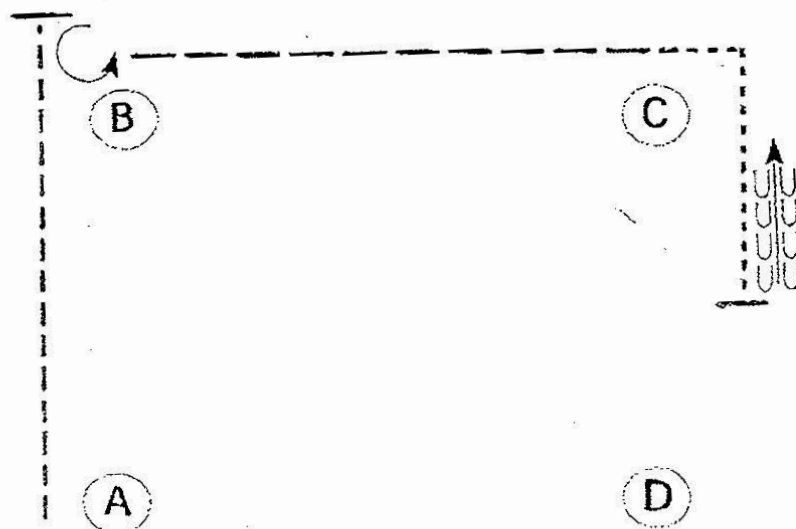


Be ready at A.

1. Trot to B and stop.
2. Perform a 90 degree turn. Walk to judge.
3. Stop, set up, inspection.
4. When dismissed, perform a 90 degree turn.
5. Trot to the line up or follow the directions of the ring steward.

Walk -----  
 Trot - - - - -  
 Back <-----  
 Marker (M)  
 Judge (J)

# All Walk/Trot Western Horsemanship



Be ready at A.

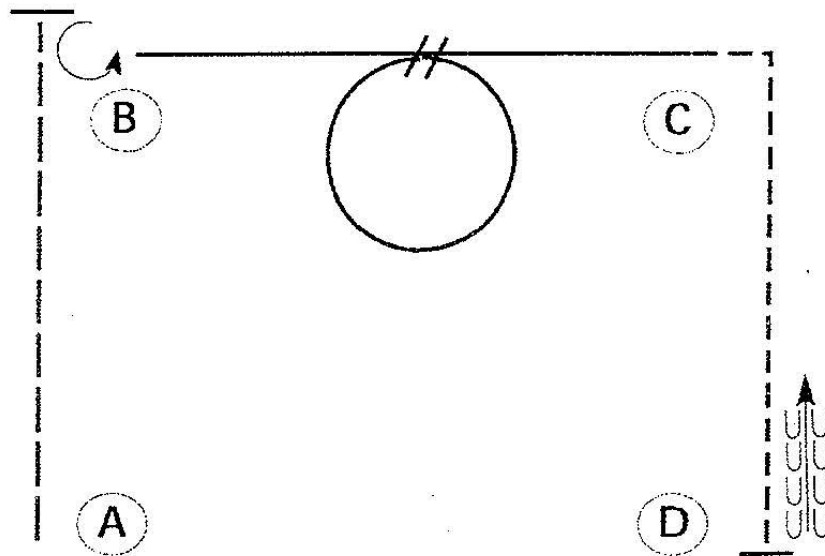
1. Jog from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Extended jog to C.
4. Break to a walk and walk around C and halfway to D.
5. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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



# All Level 1 Western Horsemanship



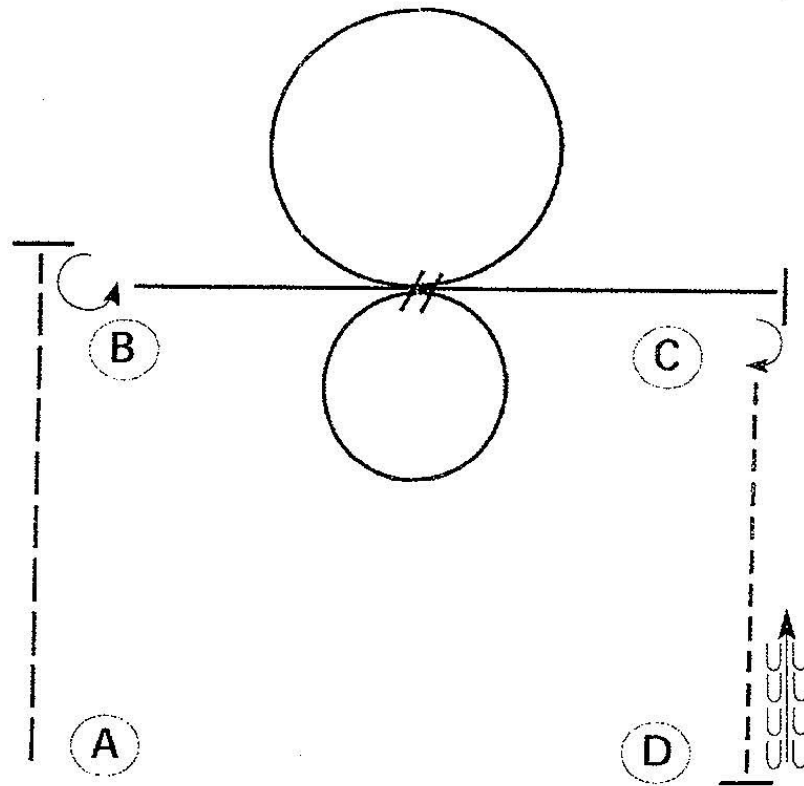
Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the left lead halfway to C.
4. Perform a simple lead change and lope a circle to the right.
5. Continue to lope to C.
6. At C, break to a jog and jog to D.
7. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

# Youth, Amateur, Select Amateur Western Horsemanship



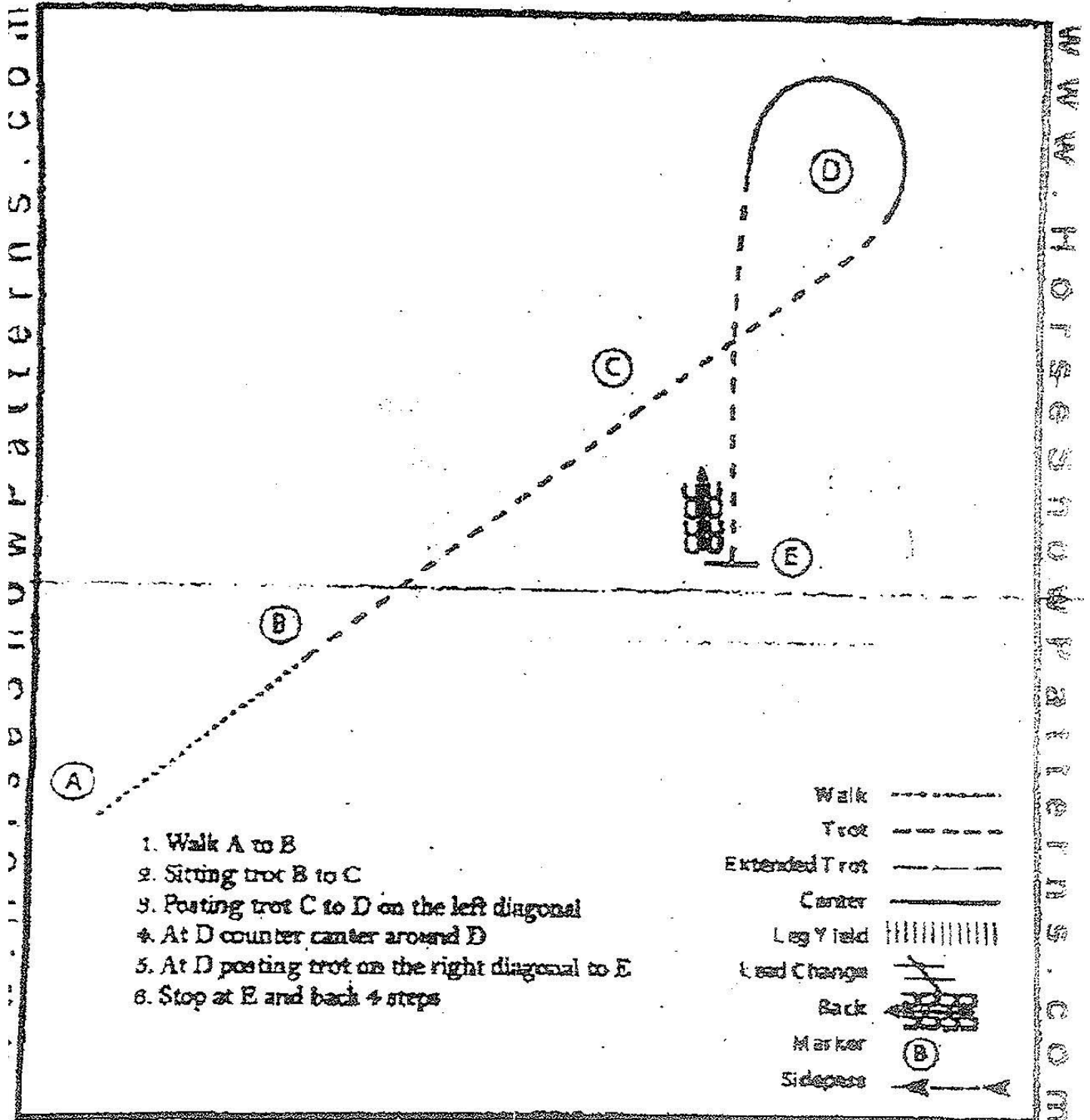
Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Change leads and perform a large, fast circle to the left.
6. Continue to lope past C and stop.
7. Perform a 1/4 turn to the right.
8. Jog to D.
9. Stop and back approximately one horse length.

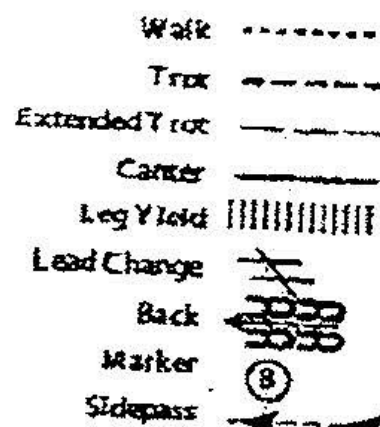
Follow the instructions of your ring steward.

Walk	.....
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	

# Youth, Amateur & Select Amateur Hunt Seat Equitation

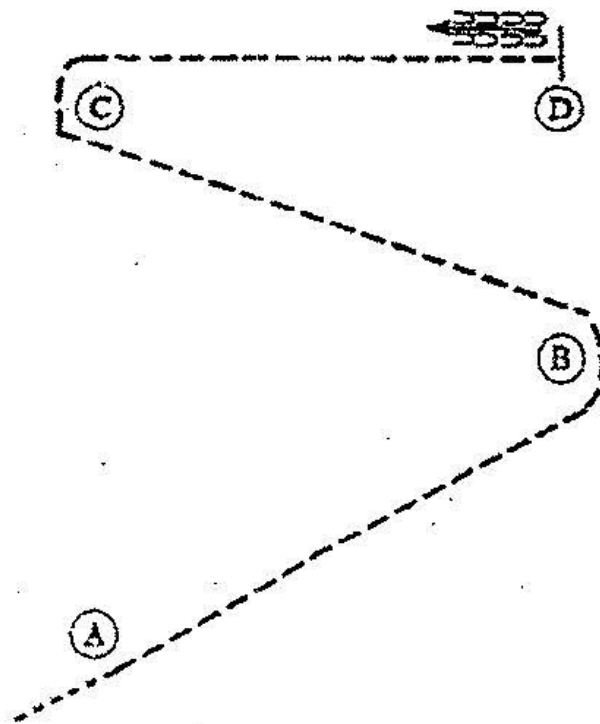


www.moscowpatterns.com



# All Walk Trot

## Hunt Seat Equitation



Be ready before A.

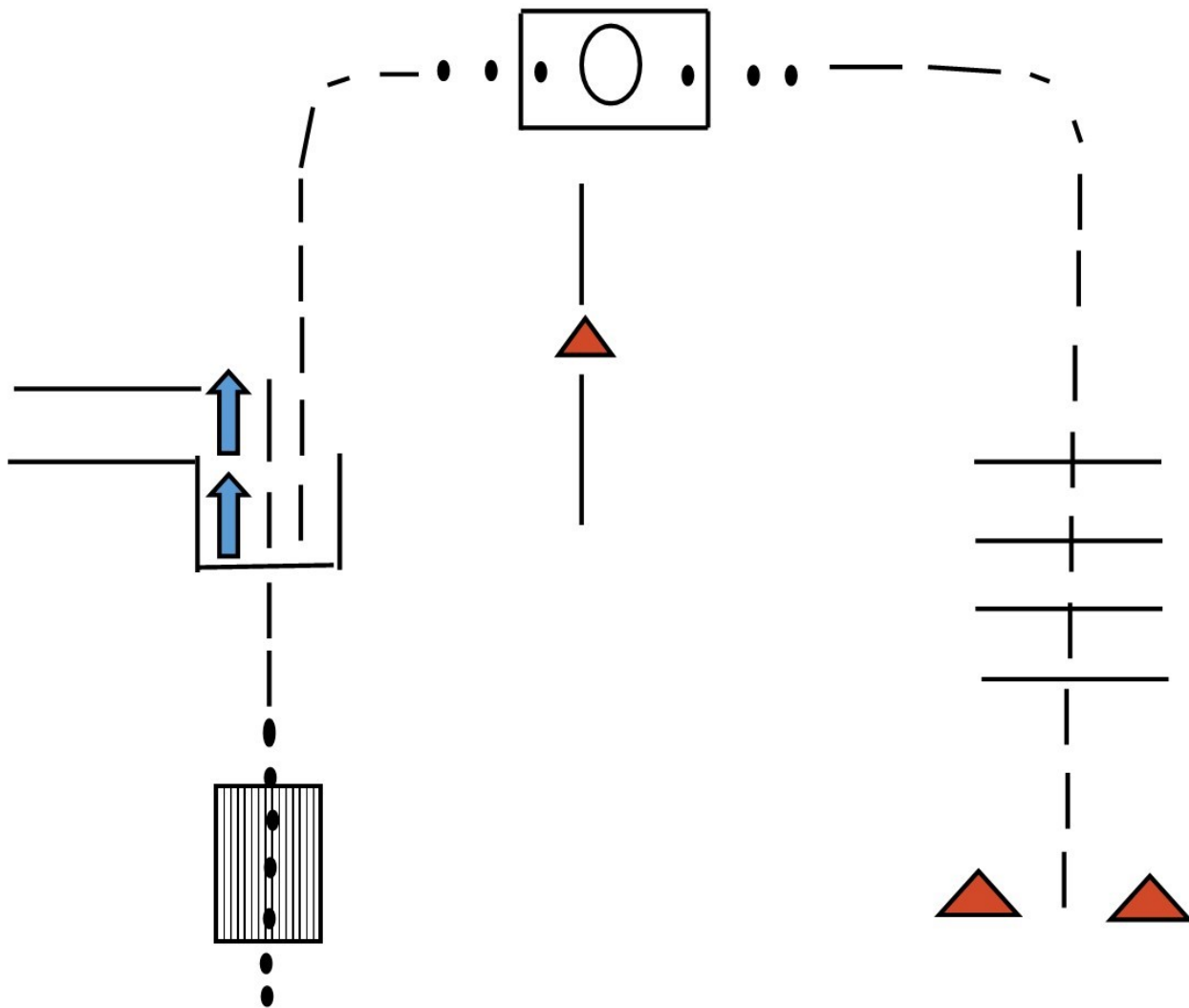
1. Walk to A.
2. Trot on the left diagonal from A to B, then change diagonals.
3. Trot on the right diagonal from B to C.
4. Sitting trot from C to D.
5. Stop at D and back approximately one horse length.

Walk to exit or follow instructions of your ring steward.

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

## Walk Trot Trail

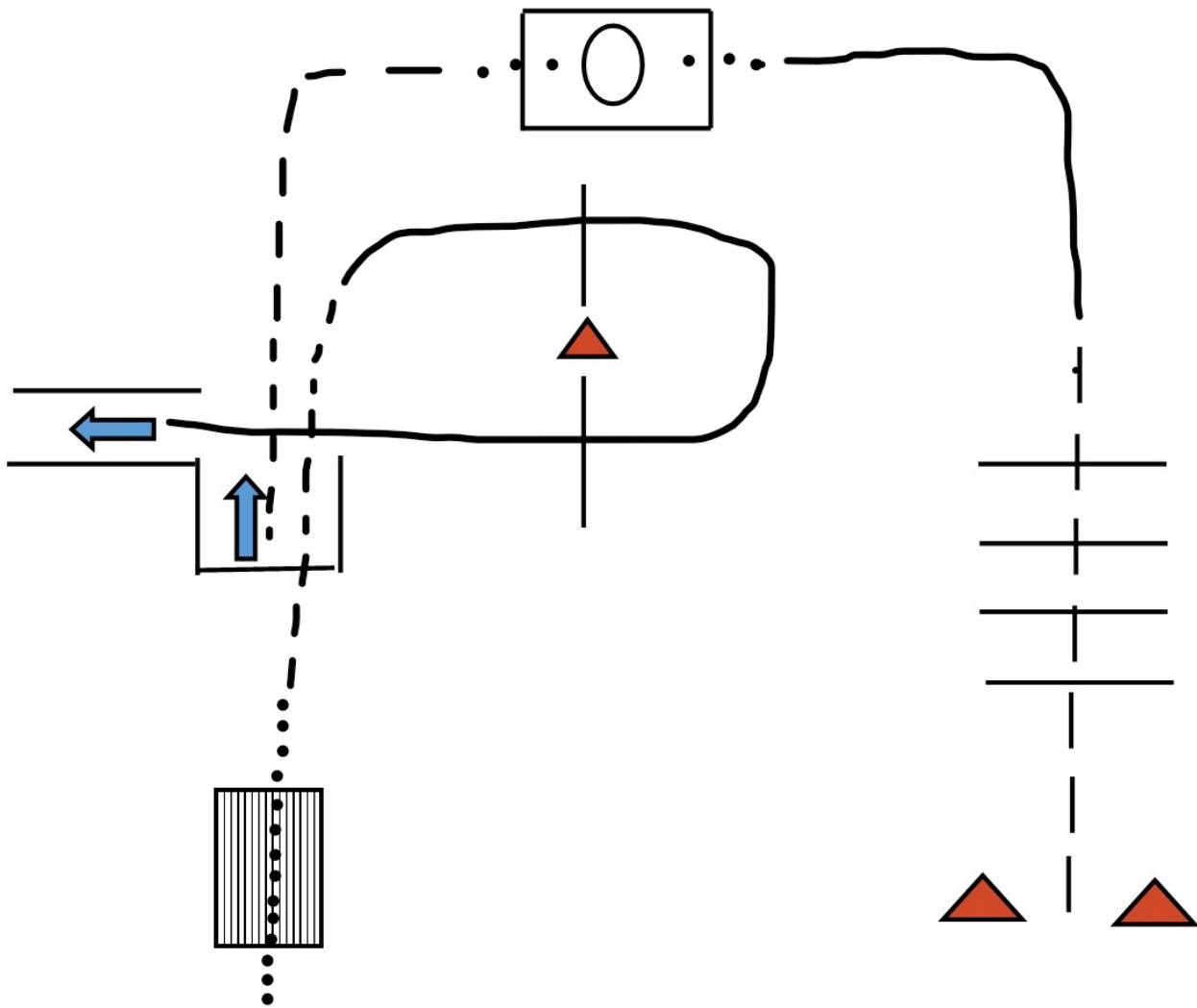
### MAQHA Autumn Fest



1. Start between cones, jog over 4 poles.
2. Trot up to box break to walk & walk into box.
3. 360 turn, either direction, and walk out.
4. Jog into chute, stop and back.
5. Trot thru chute, break to walk, walk over bridge.

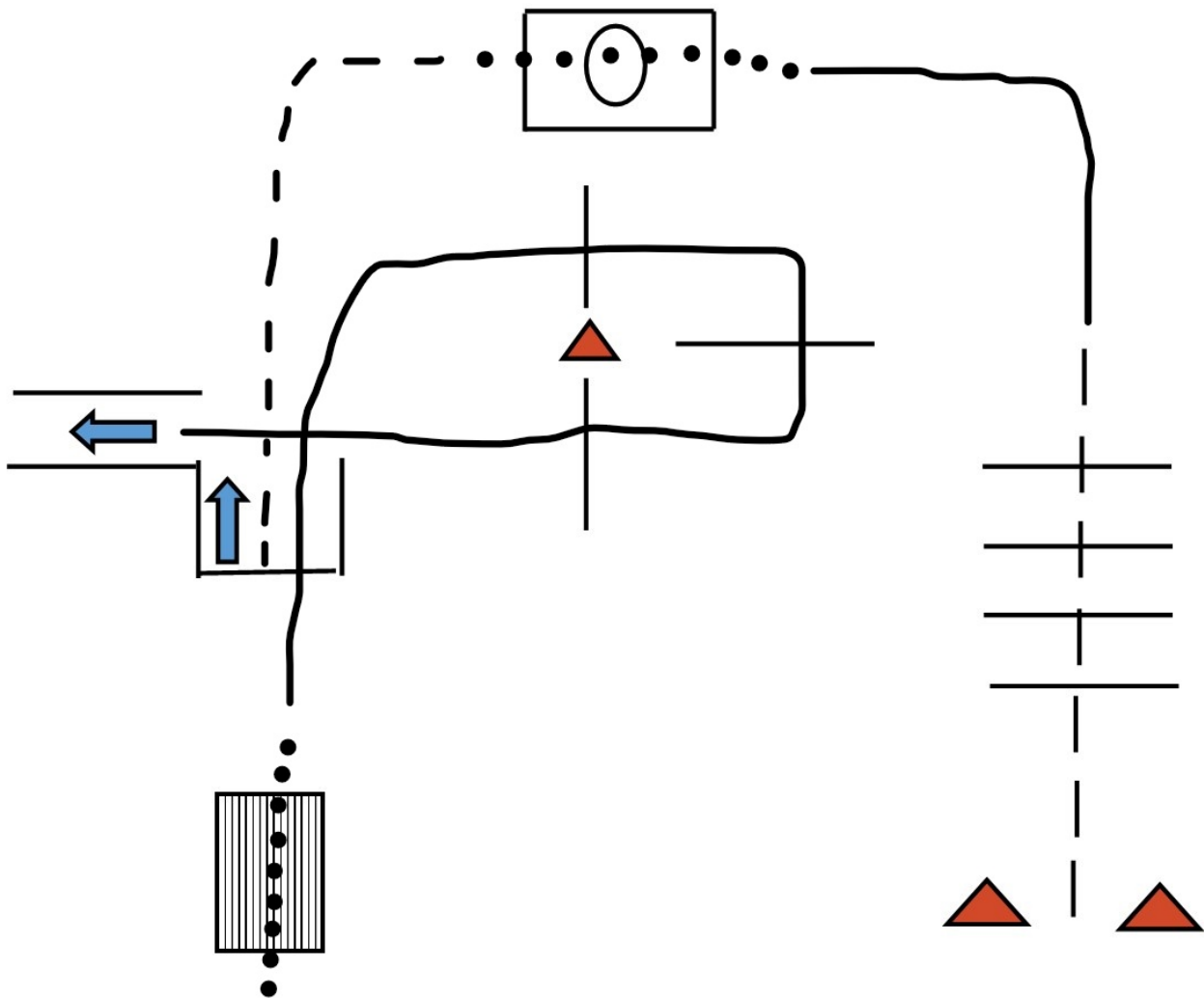
# All Level 1 Trail

## MAQHA Autumn Fest



1. Start between cones, jog over 4 poles.
2. Lope L lead. break to walk & walk into box.
3. 360 turn, either direction, and walk out.
4. Jog into chute, stop and back L
5. Lope L lead around poles.
6. Trot thru chute, break to walk, walk over bridge.

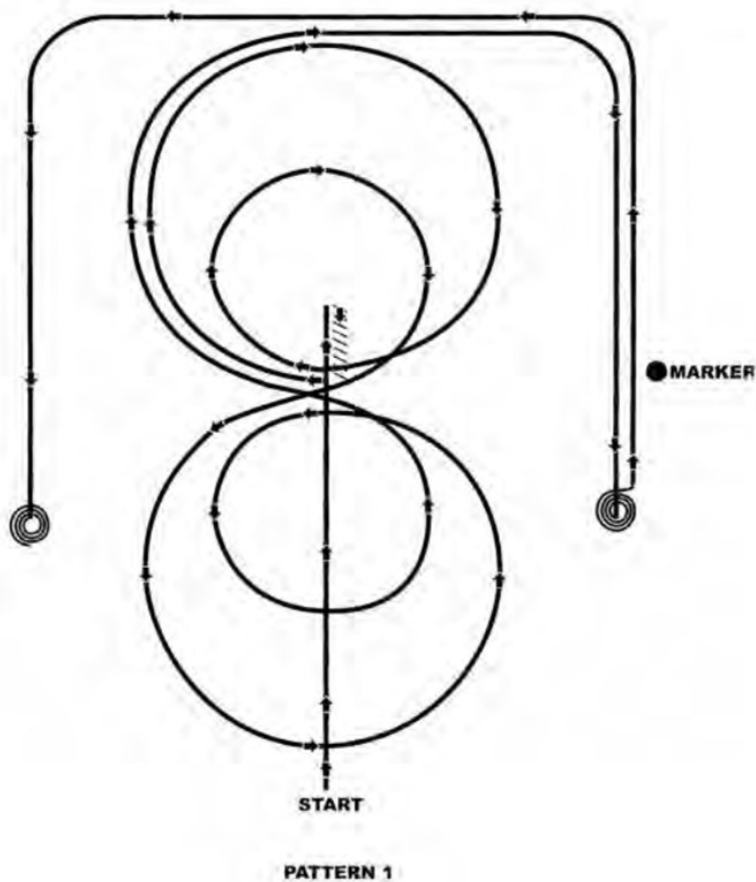
**Youth, Amateur, Select & Open Trail**  
**MAQHA Autumn Fest**



1. Start between cones, jog over 4 poles.
2. Lope L lead. Break to walk, walk into box
3. 360 turn, either direction, and walk out.
4. Jog into chute, stop and back L
5. Lope L lead around poles.
6. Lope thru chute, break to walk, walk over bridge.



**MAQHA Autumn Fest**  
**AQHA Working Cow Horse All Classes**  
**VRH Working Cow Horse, All Classes**  
**WORKING COW HORSE PATTERN 1**



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

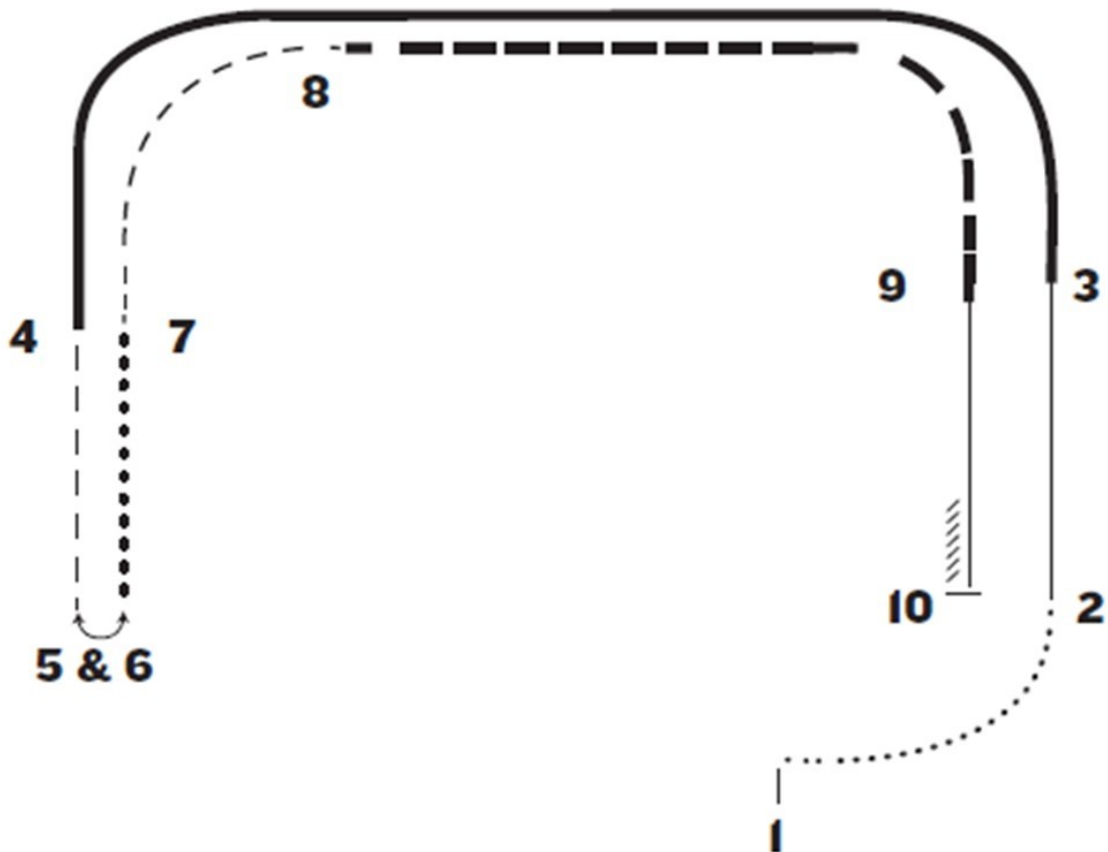
**4. Stop**

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

# MQHA Autumn Fest

## VRH RANCH RIDING, ALL CLASSES

OPTIONAL VRH AND RHC RANCH RIDING PATTERN 2



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

Walk .....

Jog .....

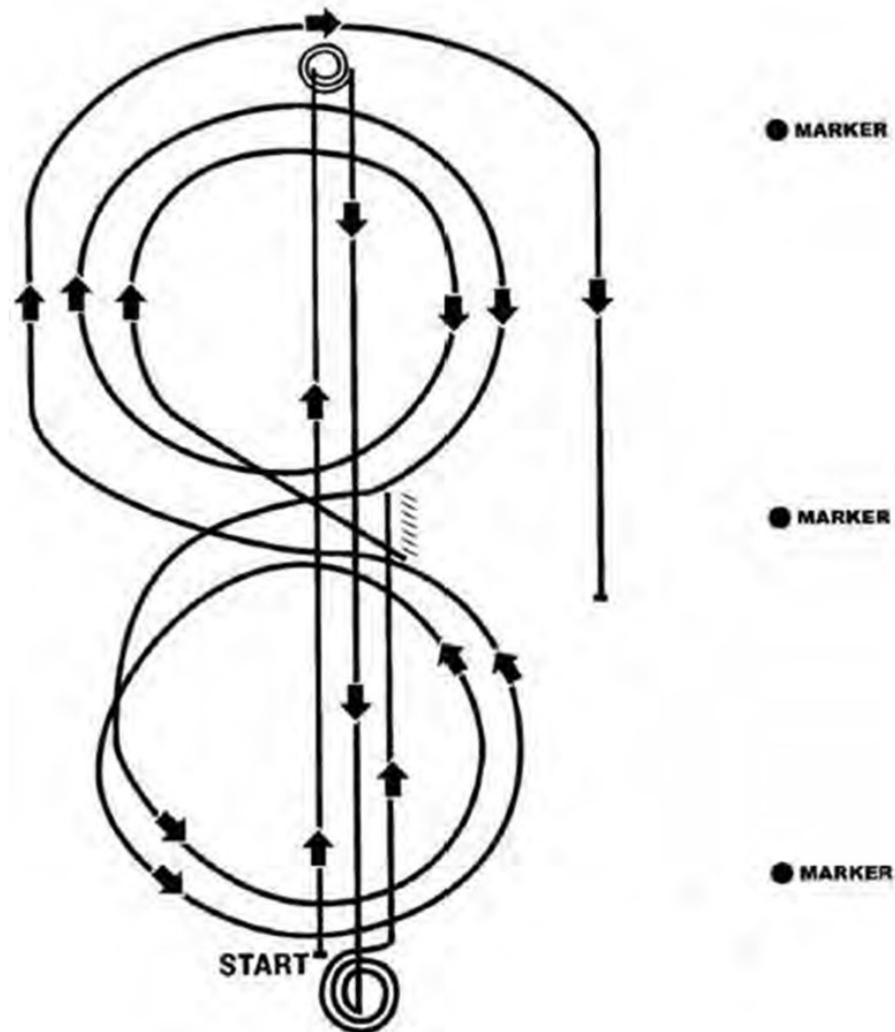
Extended Jog — . . — . . — . .

Lope — — — — —

Extended Lope — — — — —

Back 

**MAQHA AUTUMN FEST**  
**VRH Ranch Reining All classes**  
**VRH AND RHC RANCH REINING PATTERN 4**

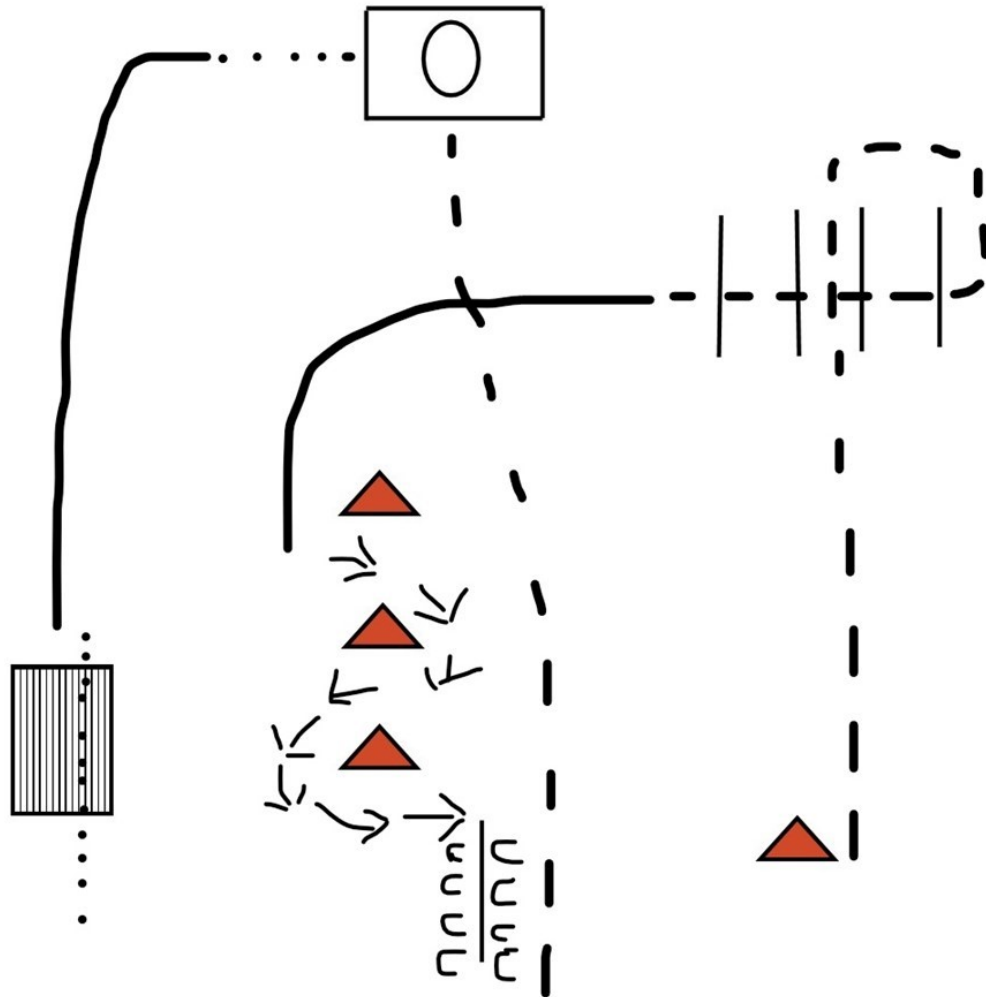


Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

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

Ranch Trail & VRH Ranch Trail  
MAQHA Autumn Fest



1. Start at cone, jog between and over poles.
2. Lope Left lead ad head towards cones.
3. Back cones.
4. Sidepass log to left
5. Jog towards box.
6. Break to Walk, Walk into box.
7. 270 right. & walk out
8. Lope Left lead towards bridge
9. Break to walk, walk over bridge.