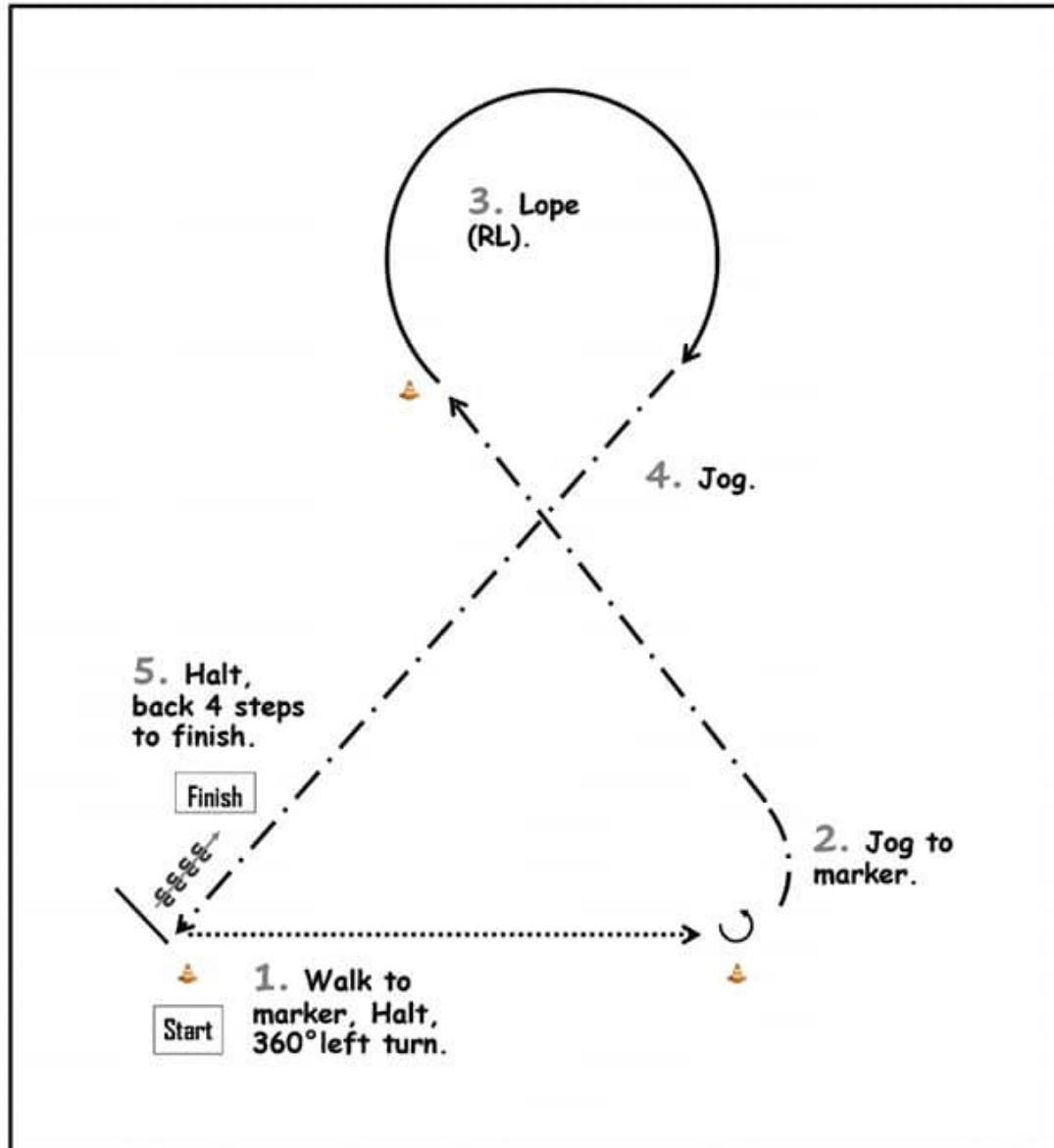


# HORSEMANSHIP

107. 108. 109. 110. 112. 115. 116.



AQHA JUDGE: Steve Thake



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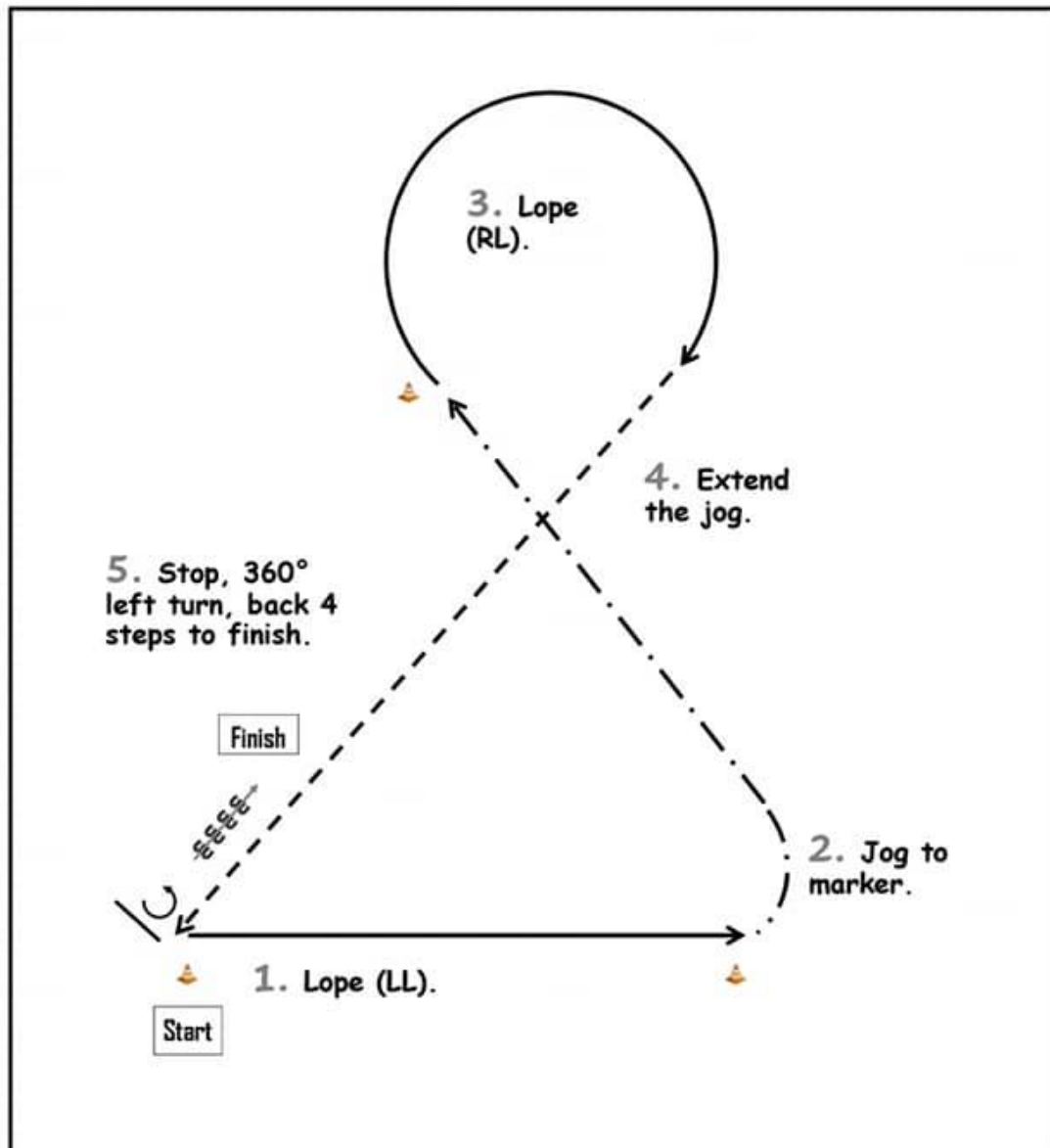
Walk	.....→	Jog/Trot	·-·→	Extend Jog/Trot	- - →	Sitting trot	-·-→	Lope/Canter	→
Lead Change	xxx	Backup	←←←←	Marker	🚩	Log	▬	Extend Lope/Galop	→
Turn/pivot	↻	Gate	M	Judge	Ⓜ	Barrel	🗿	Bridge	▬▬▬

# HORSEMANSHIP

104. 111. 113. 114.



AQHA JUDGE: Steve Thake



2021 Patterns prepared/created/drawn & or designed by Justine Vallette-Morlet <sup>JM</sup>

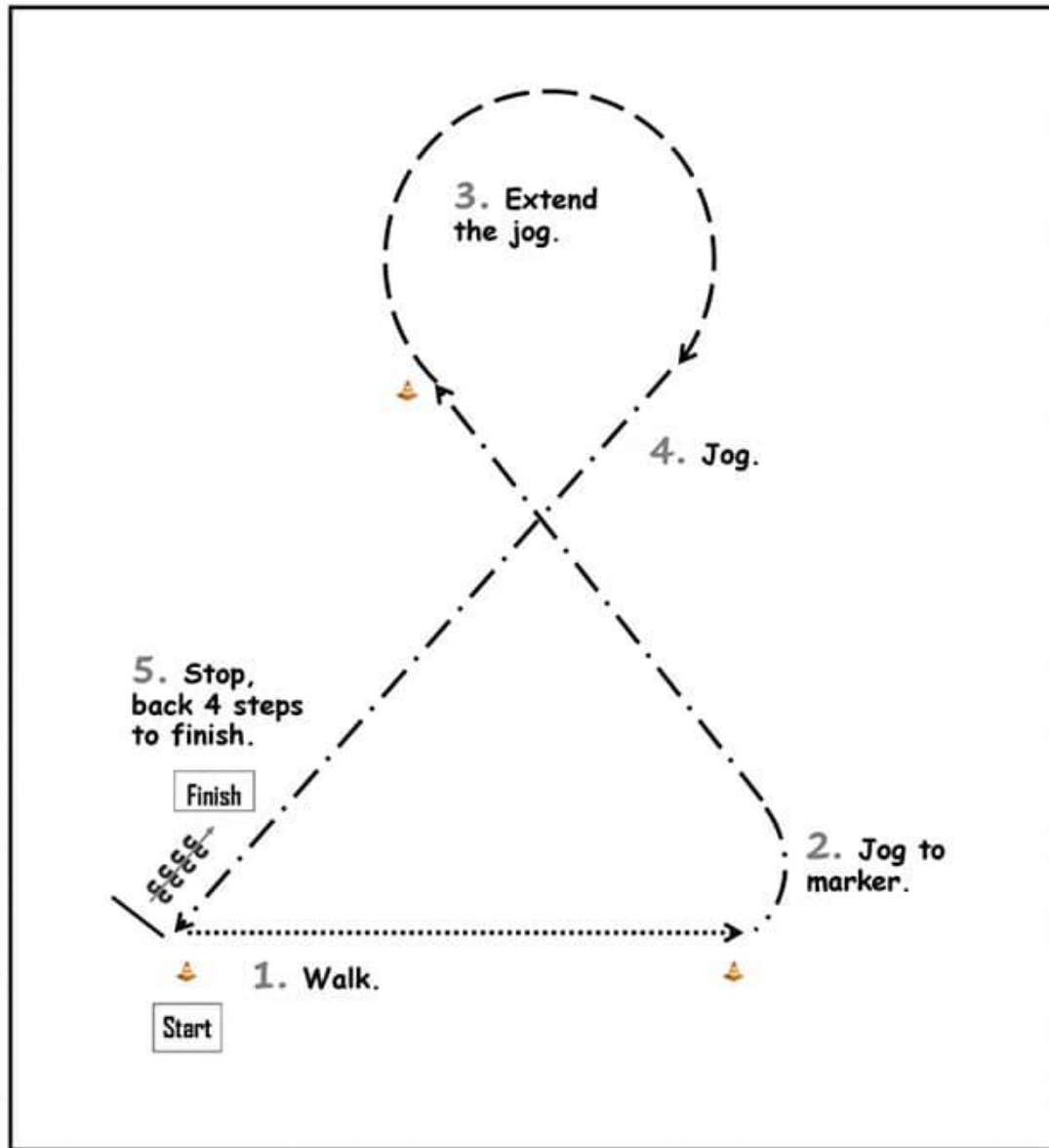
Walk	.....→	Jog/Trot	·-·→	Extend Jog/Trot	- - -→	Sitting trot	-·-·→	Lope/Canter	→
Lead Change	xxx	Backup	←←←←←	Marker	🚩	Log	→→→→→	Extend Lope/Galop	→
Turn/pivot	↻	Gate	M	Judge	👤	Barrel	🗄	Bridge	▤▤▤▤

# HORSEMANSHIP

105. 106. 117.



AQHA JUDGE: Steve Thake



2021 Patterns prepared/created/drawn & or designed by Justine Vallette-Morlet <sup>TM</sup>

Walk	.....→	Jog/Trot	·-·→	Extend Jog/Trot	- - →	Sitting trot	- · · →	Lope/Canter	→
Lead Change	xXx	Backup	←←←←	Marker	🚩	Log	———	Extend Lope/Galop	→
Turn/pivot	↻	Gate	M	Judge	Ⓜ	Barrel	▣	Bridge	▤

# Hunt Seat Equitation

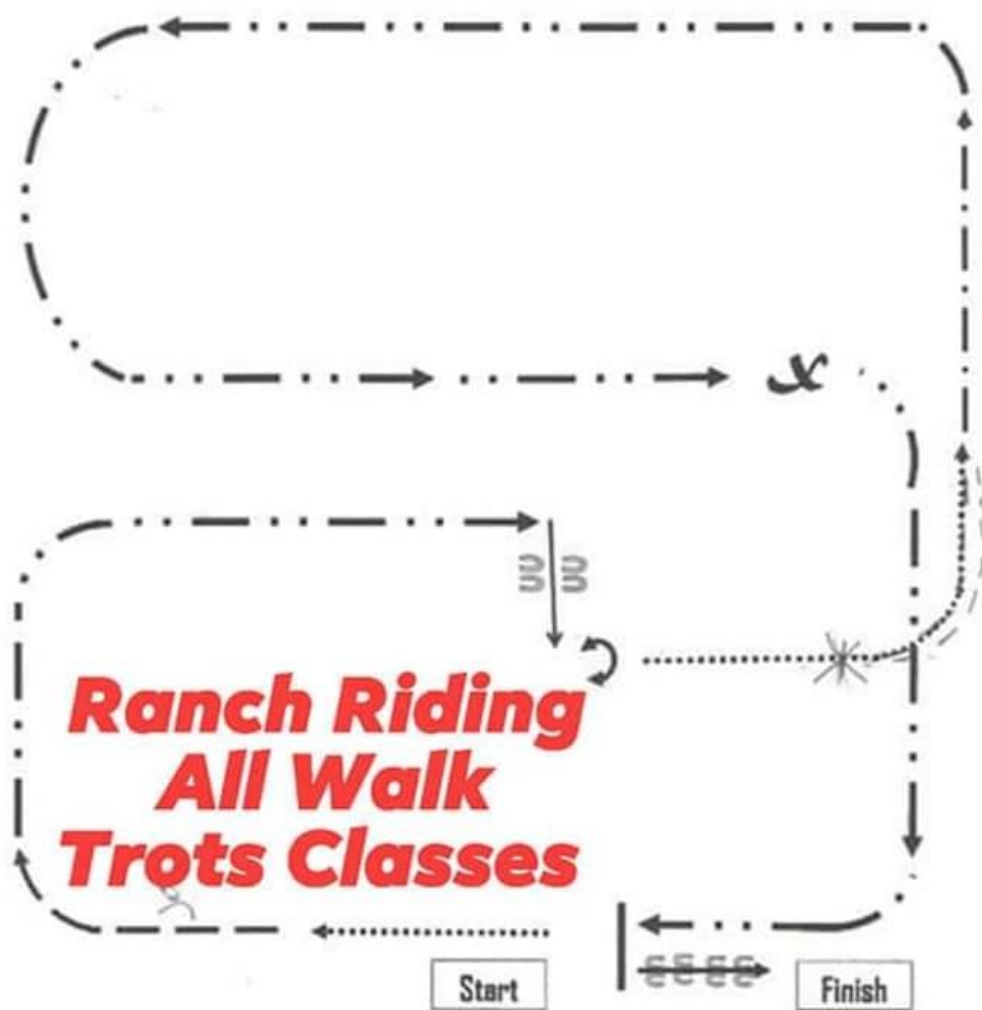
## ALL CLASSES WALK TROT EXT TROT INSTEAD OF CANTER



[HSE/2-10]

Pattern Provided by:

LORELEI PAYNE

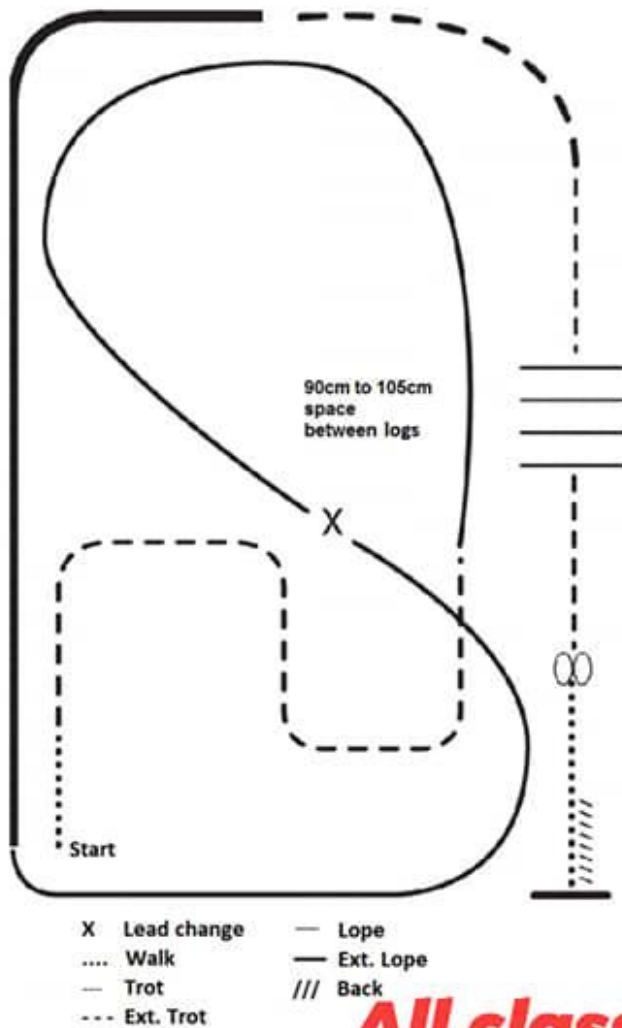


1. Walk
2. Jog
3. Extend the Jog
4. Stop, Sidepass to the right
5. 360° turn either way
6. Walk
7. Jog
8. Extend the Jog
9. Change direction
10. Continue to extend the jog
11. Stop and Backup

X	Lead Change or direction
.....	Walk
- - - - -	Jog
- . . . -	Extend the Jog
—————	Lope
—————	Extend the Lope
UUUU	Backup

---

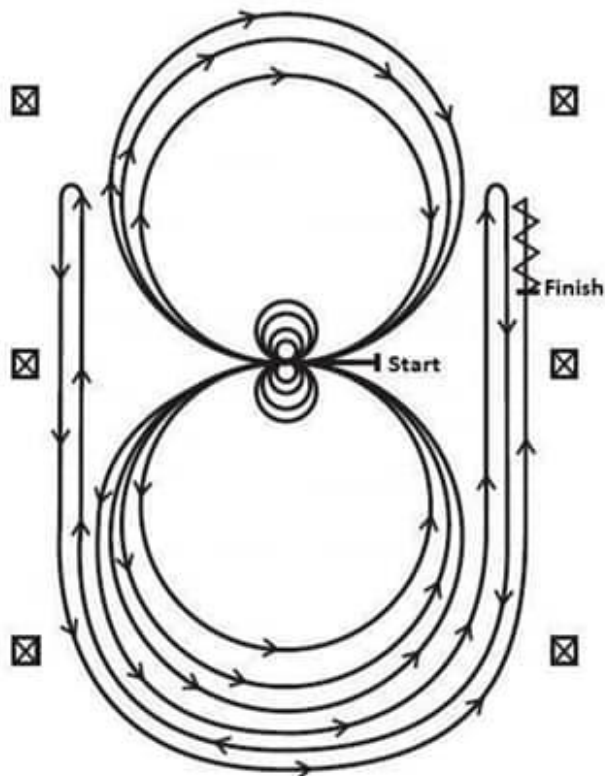
## RANCH RIDING Pattern 4



**All classes  
except walk  
trot**

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) and
5. Lope on right lead around end of arena
6. Extend lope on the straight away and around corner to the centre of the arena
7. Extend jog around corner of arena
8. Collect to a trot
9. Trot over logs
10. Stop, perform 360° turn each direction (either direction first)
11. Walk, stop and back

## REINING Pattern 6 All Other Classes

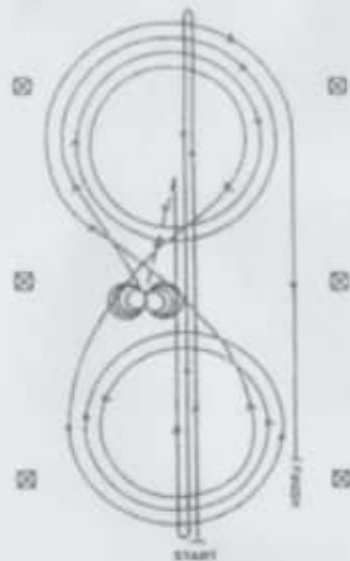


Horses may walk or jog to centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four (4) spins to the right. Hesitate
2. Complete four (4) spins to the left. Hesitate
3. Beginning on left lead, complete three (3) circles to the left: the first two large and fast, the third small and slow. Change leads at the centre of the arena
4. Complete three (3) circles to the right: the first two large and fast, the third small and slow. Change leads at the centre of the arena
5. Begin a large circle to the left but do not close this circle. Run up right side of arena past centre marker and do a right rollback at least 6 m from the wall – no hesitation
6. Continue back around previous circle but do not close this circle. Run up left side of arena past the centre marker and do a left rollback at least 3 m from the wall – no hesitation
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 3 m from the wall. Back up at least 3 m. Hesitate to demonstrate the completion of the pattern

AQHA REINING PATTERN  
NUMBER 7

OPEN  
JUNIOR &  
SENIOR  
HORSE



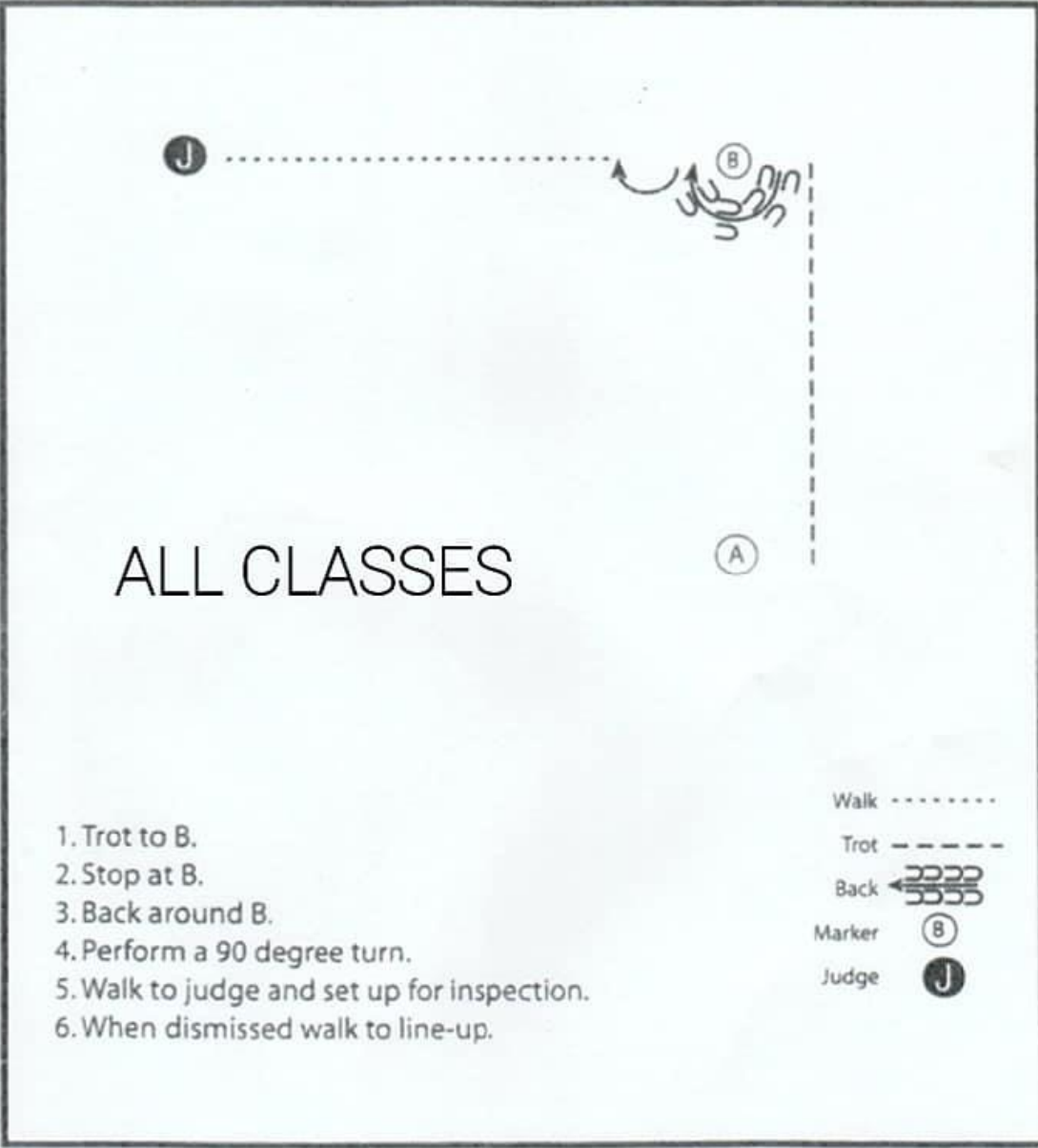
1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the centre marker and do a sliding stop. Back up to centre of the arena or at least ten (10) feet. Hesitate.
4. Complete four (4) spins to the right.
5. Complete four and one-quarter (4 1/4) spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three (3) circles to the right. The first two (2) circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
7. Complete three (3) circles to the left. The first two (2) circles large and fast; the third circle small and slow. Change leads at the centre of the arena.
8. Begin a large fast circle to the right but do not close this circle. Run straight down the right side of the arena past the centre marker and do a sliding stop at least twenty (20) feet from wall or fence. Hesitate to demonstrate the completion of the pattern.



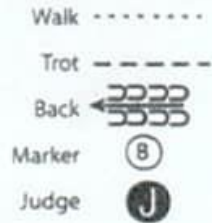
# ALL Showmanship

Show Date: 2018

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Trot to B.
2. Stop at B.
3. Back around B.
4. Perform a 90 degree turn.
5. Walk to judge and set up for inspection.
6. When dismissed walk to line-up.



[S/2-5]

Pattern Provided by:

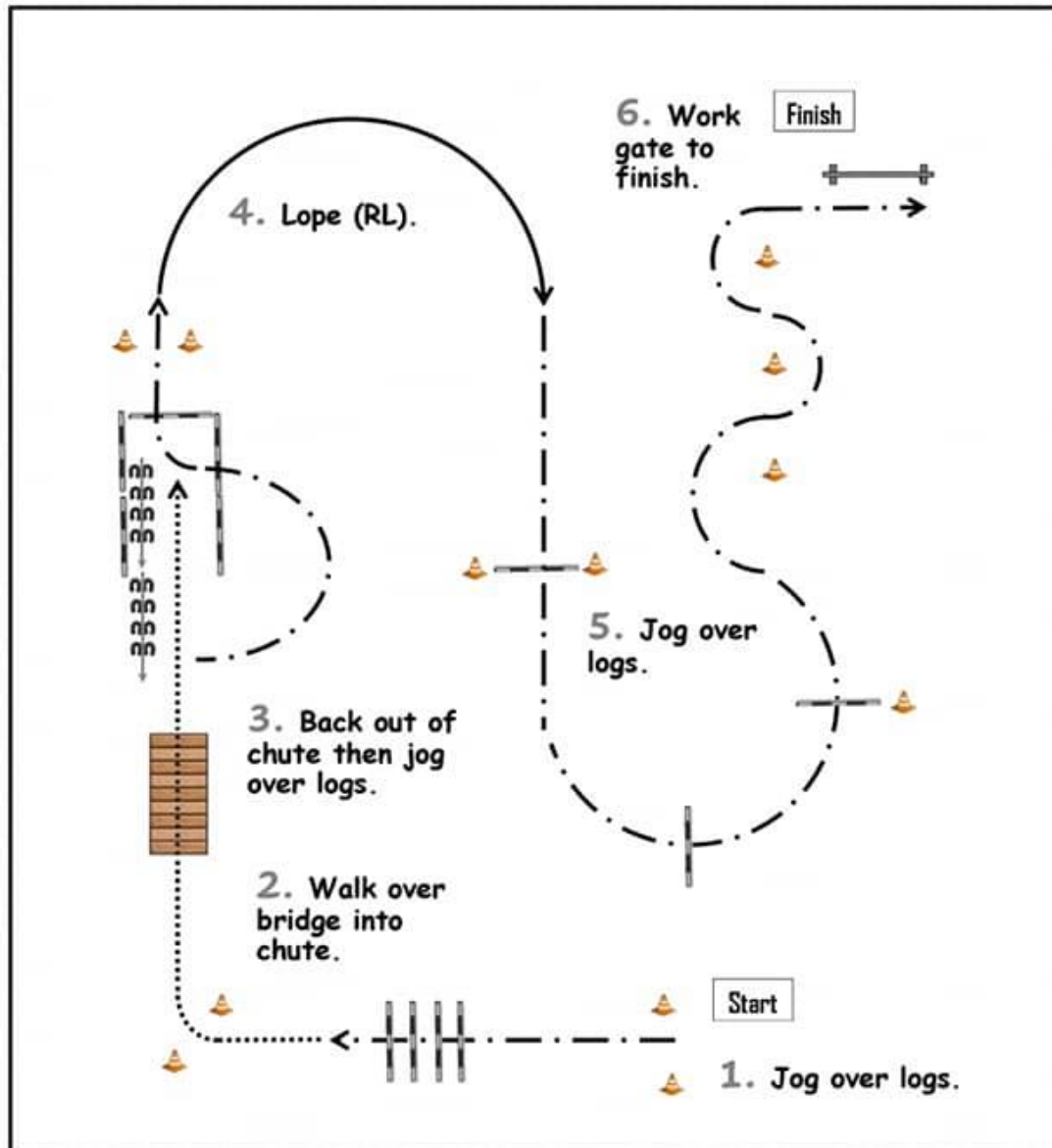
LORELEI PAYNE

# TRAIL

87. 88. 89. 90. 92. 93. 96. 98. 99.



AQHA JUDGE: Steve Thake



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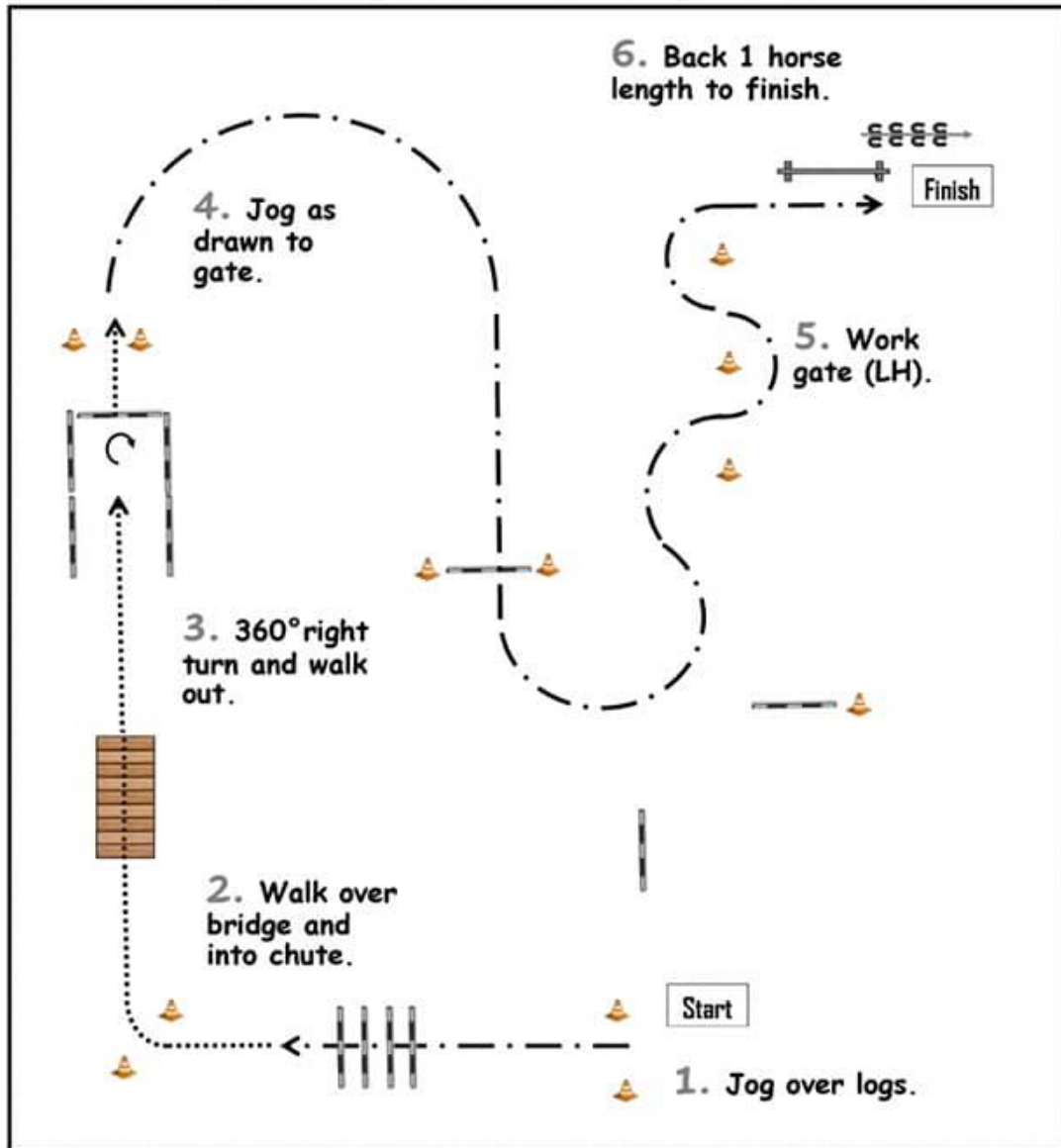


# TRAIL

84. 85. 86. 100. 101. 102. 103



JUDGE: Steve Thake



2021 Patterns prepared/created/drawn & or designed by Justine Vallette-Morlet <sup>™</sup>

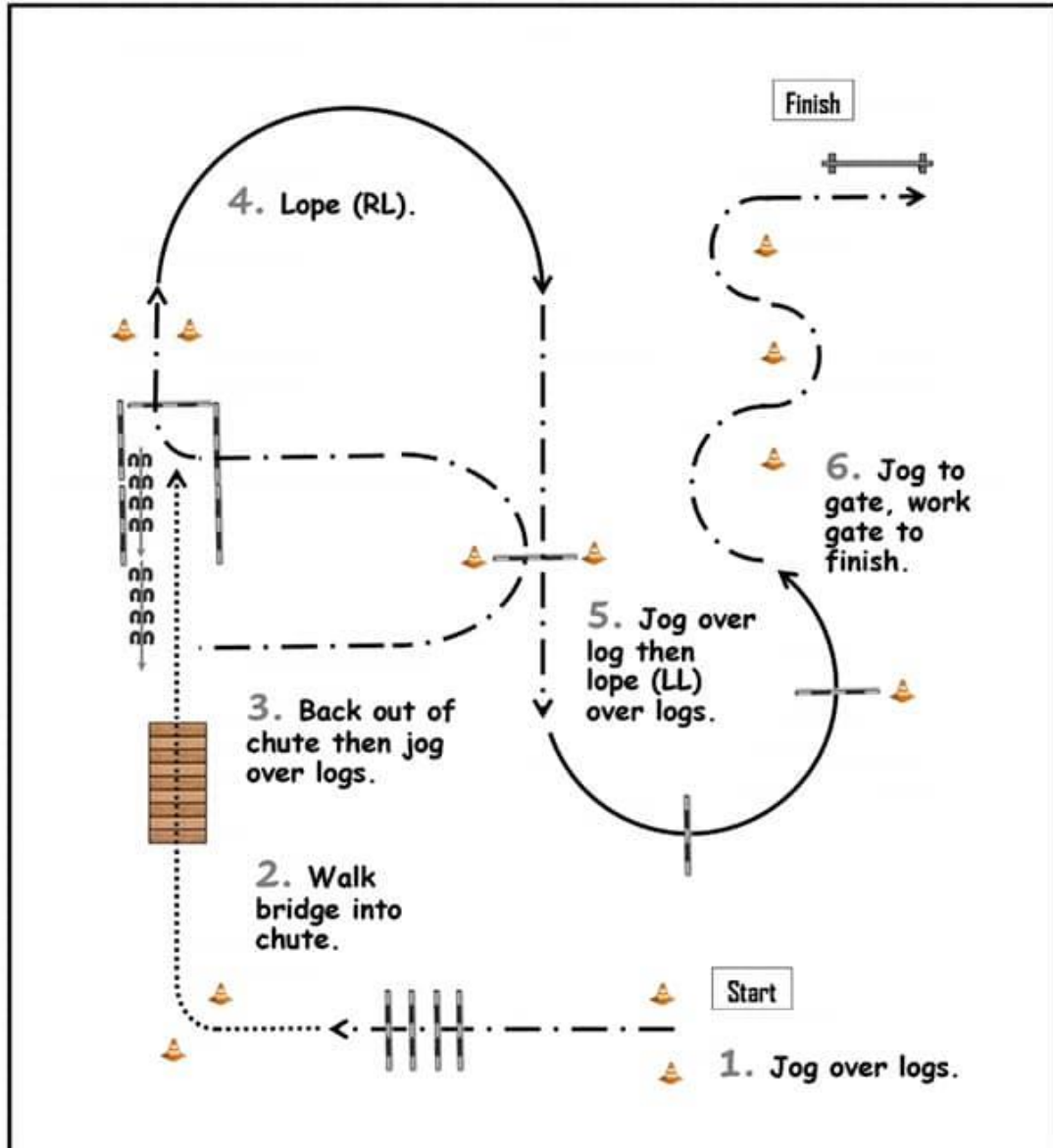
Walk	.....→	Jog/Trot	·-·-→	Extend Jog/Trot	- - -→	Sitting trot	- · -→	Lope/Canter	→
Lead Change	xxx	Backup	←←←←	Marker	🚩	Log	— —	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⌞	Judge	⌚	Barrel	🗿	Bridge	🗑️

# TRAIL

83. 91. 94. 95. 97.



AQHA JUDGE: Steve Thake



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