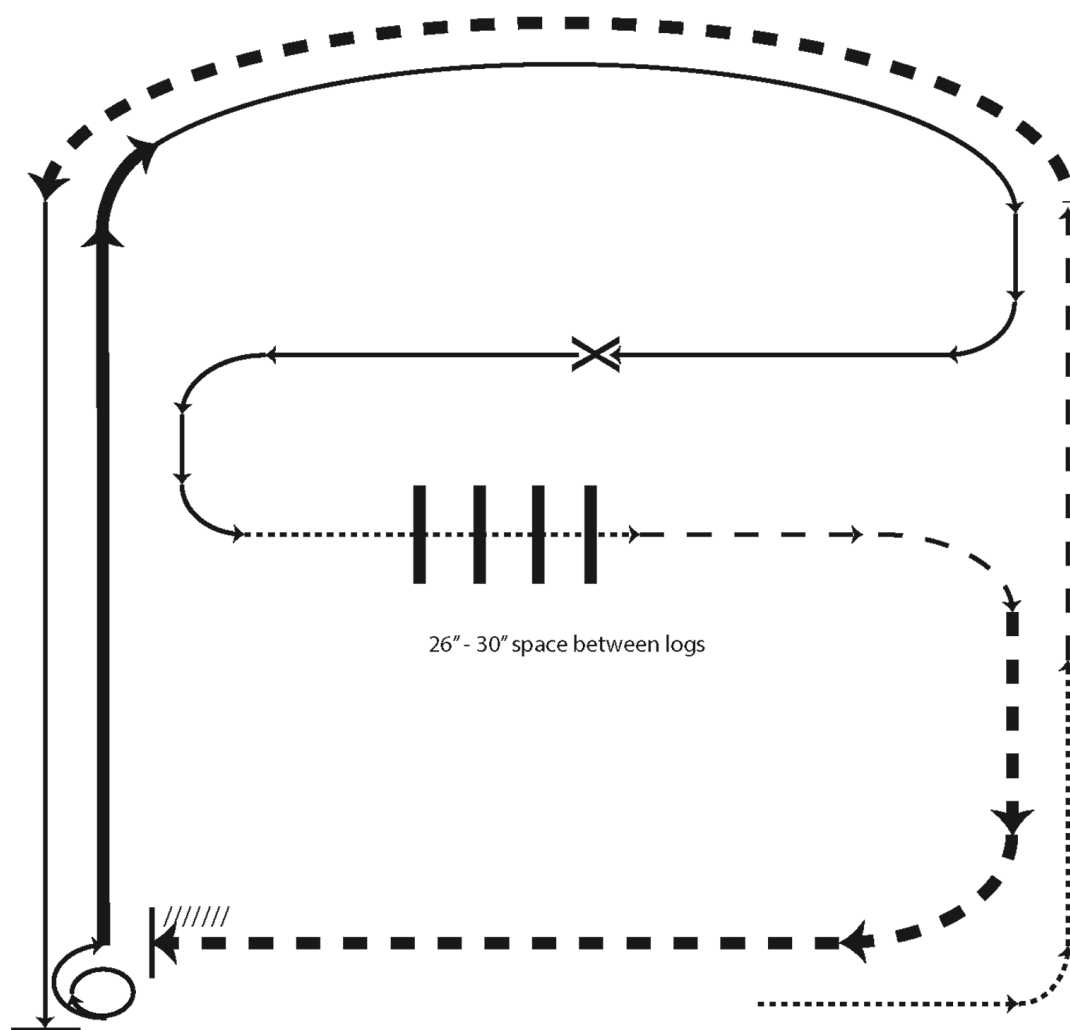


Ranch Riding

Show Date: 09-25-2026



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

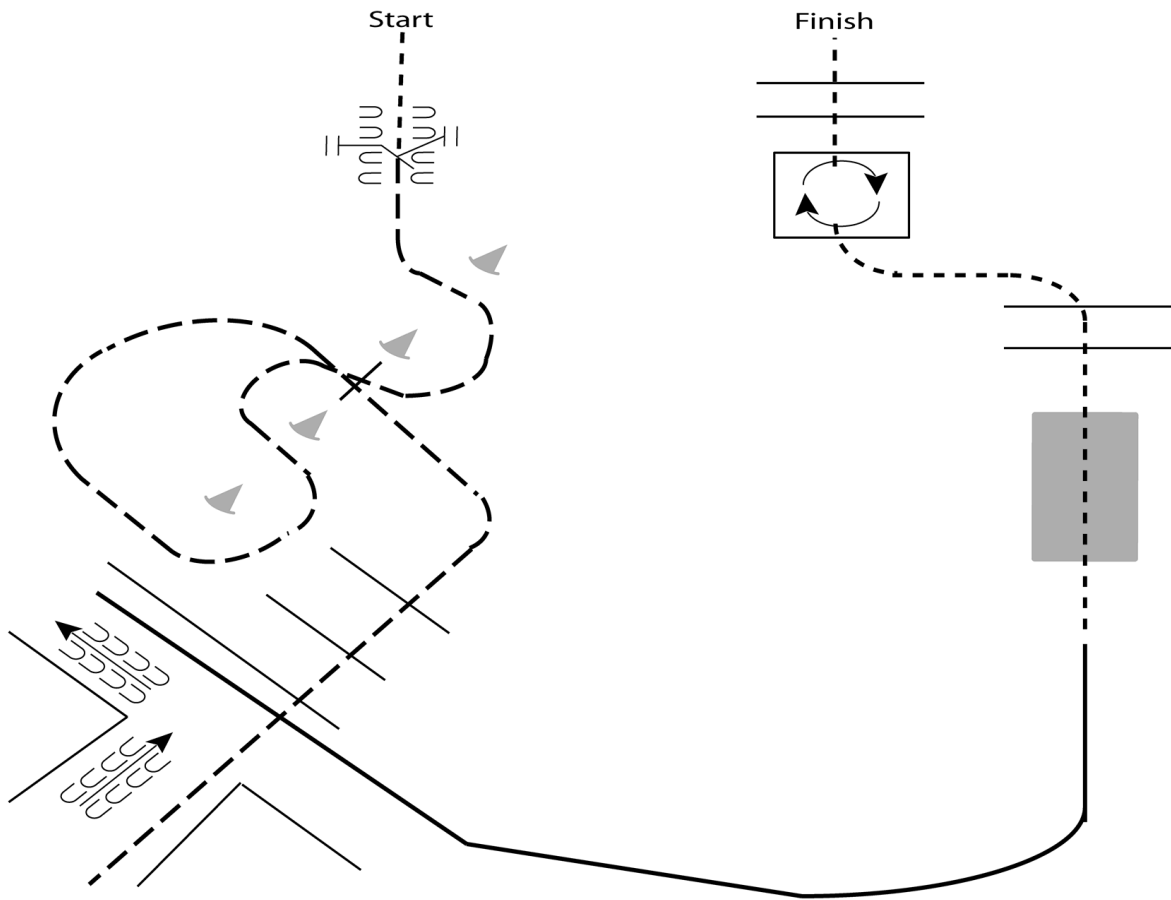
[RR/AQHA-2]

Pattern Provided by:

judges

Trail

Show Date: 09-25-2026



1. Walk to and work gate.
2. Jog through cones and into chute.
3. Back the L.
4. Lope on the left lead to bridge.
5. Walk over bridge and elevated poles.
6. Walk into box and perform a 360 degree turn to the right.
7. Walk out of box and over elevated poles to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	←---←
Marker	ⓑ
Sidepass	←-----→

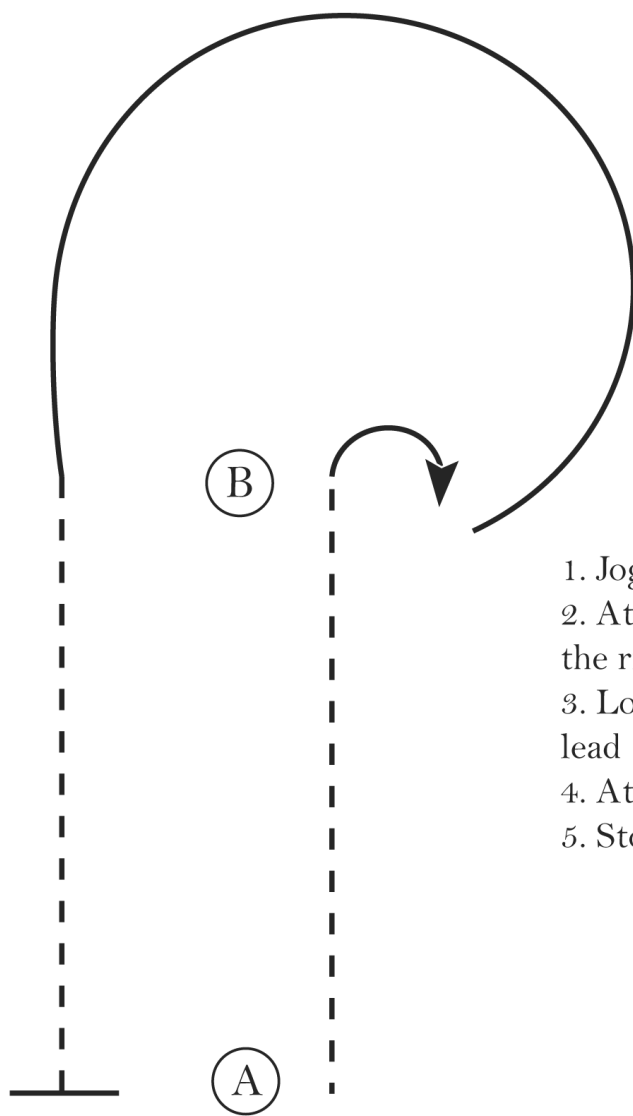
[T/1-4]

Pattern Provided by:

judges

mulemanship

Show Date: 09-25-2026



1. Jog A to B
2. At B perform a 90 degree turn to the right
3. Lope a circle around B on the left lead
4. At B jog to A
5. Stop at A.

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

[WH/1-14]

Pattern Provided by:

judges



PATTERN CLASS SCORE SHEET

Showmanship

Show:

Horsemanship

Date:

Equitation

Judge:

Class: _____

HSP Pattern #HMS/Level I-14

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Jog	90° R	LL Lope	Jog	Stop											100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

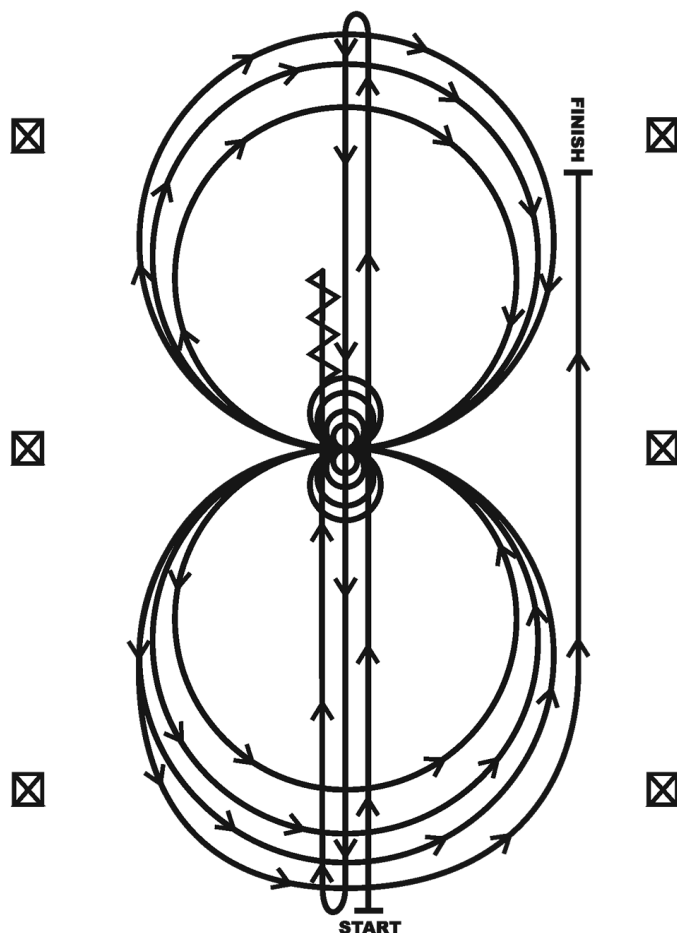
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____

Reining

Show Date: 09-25-2026

REINING PATTERN 1



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.

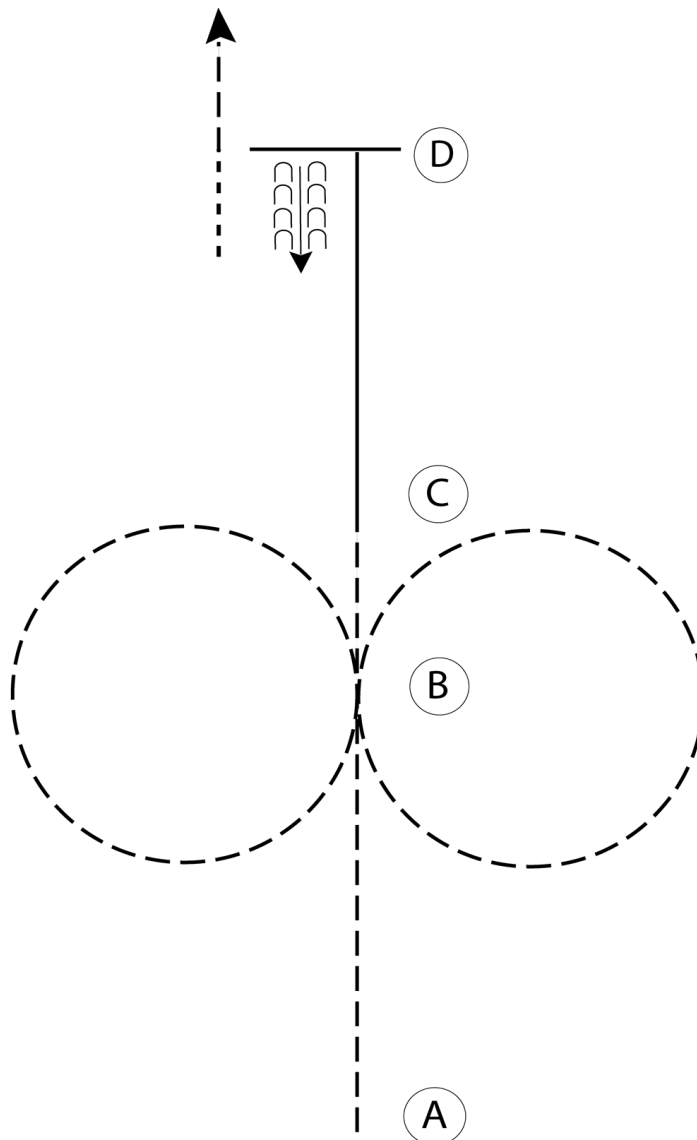
[R/AQHAP-1]

Pattern Provided by:

judges

Hunt Seat Equitation

Show Date: 09-25-2026



1. Sitting trot from A to B
2. Perform a figure eight at the posting trot starting to the right
3. Continue posting trot to C
4. Canter right lead to D
5. At D stop and back five steps
6. Walk five steps and trot to the line

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

[HSE/1-5]

Pattern Provided by:
judges



PATTERN CLASS SCORE SHEET

Showmanship

Show:

Horsemanship

Date:

Equitation

Judge:

Class: _____

HSP Pattern #HSE/Level I-5

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Sitting Trot	Trot Figure 8	Posting Trot	RL Canter	Stop & Back	Walk & Trot										100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

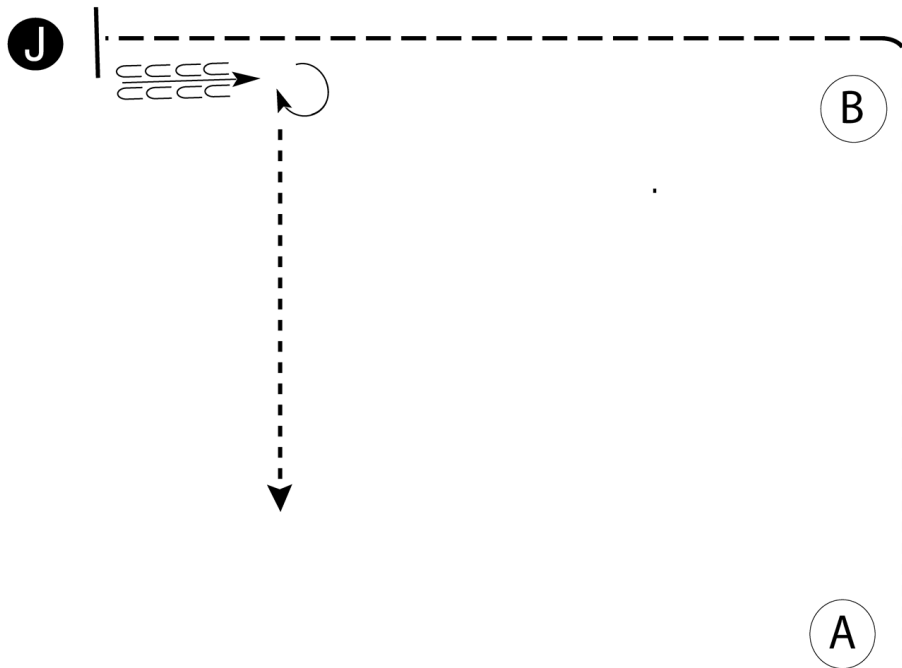
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____

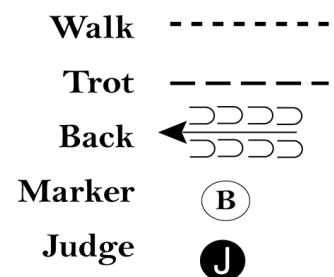
Showmanship

Show Date: 09-25-2026



Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, back one horse length.
5. Turn 270 degrees and walk straight off.



[S/1-23]

Pattern Provided by:

judges



PATTERN CLASS SCORE SHEET

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

Class: _____

HSP Pattern #SMS/Level I-23

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Trot	Set Up	Inspect.	Back	270° & Trot										100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
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																89			71.5			
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																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
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																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

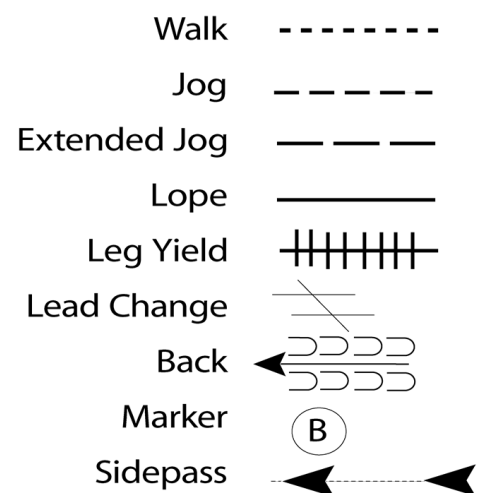
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____

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- [WH/WT-16]**

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PATTERN CLASS SCORE SHEET

Showmanship

Show:

Horsemanship

Date:

Class: _____

Equitation

Judge:

HSP Pattern #HMS/Walk Trot-16

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Jog	90° R	Jog	Stop & Back											100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			
																85			67.5			DQs
																84.5			67			
																84			66.5			
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																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

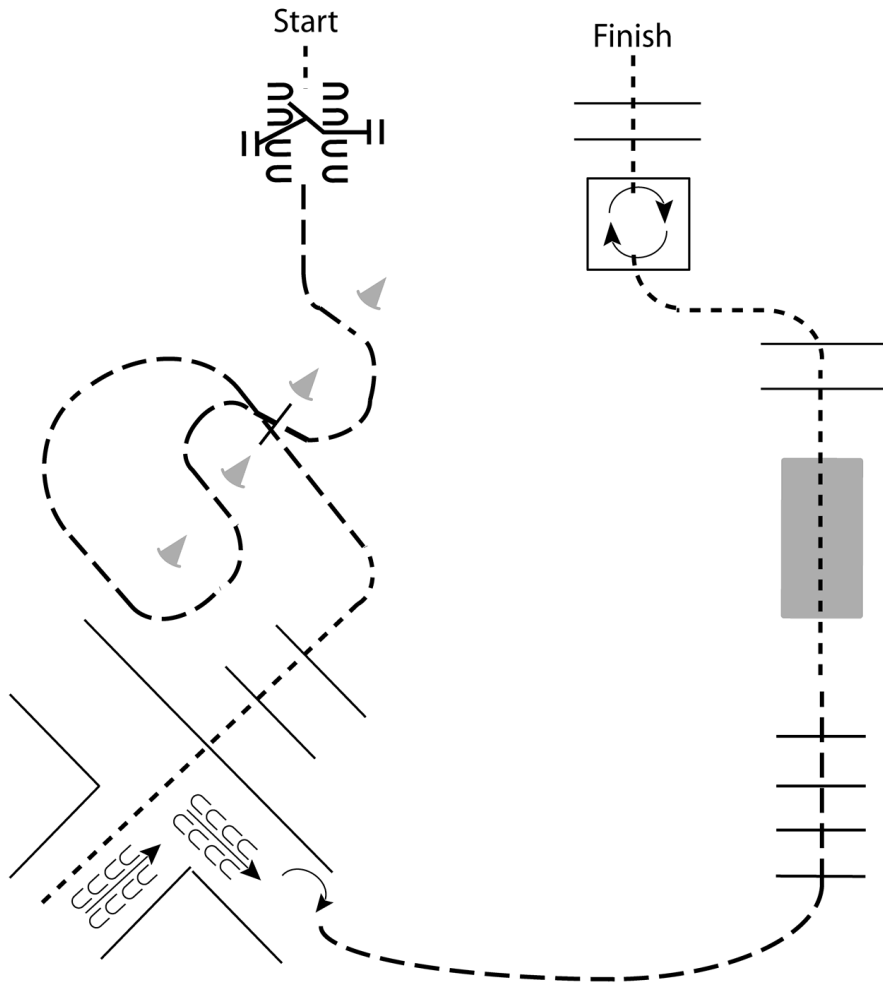
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____

Trail

Show Date: 09-25-2026



1. Walk to and work gate.
2. Jog through cones.
3. Walk over poles into chute.
4. Back out of chute; turn 180 degrees right.
5. Jog over poles to bridge.
6. Walk over bridge and poles.
7. Walk into box and perform a 360 degree turn to the right.
8. Walk out of box and over poles.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	=====
Leg Yield	
Lead Change	~
Back	←←←←←
Marker	ⓑ
Sidepass	←-----→

[T/WT-2]

Pattern Provided by:

judges