

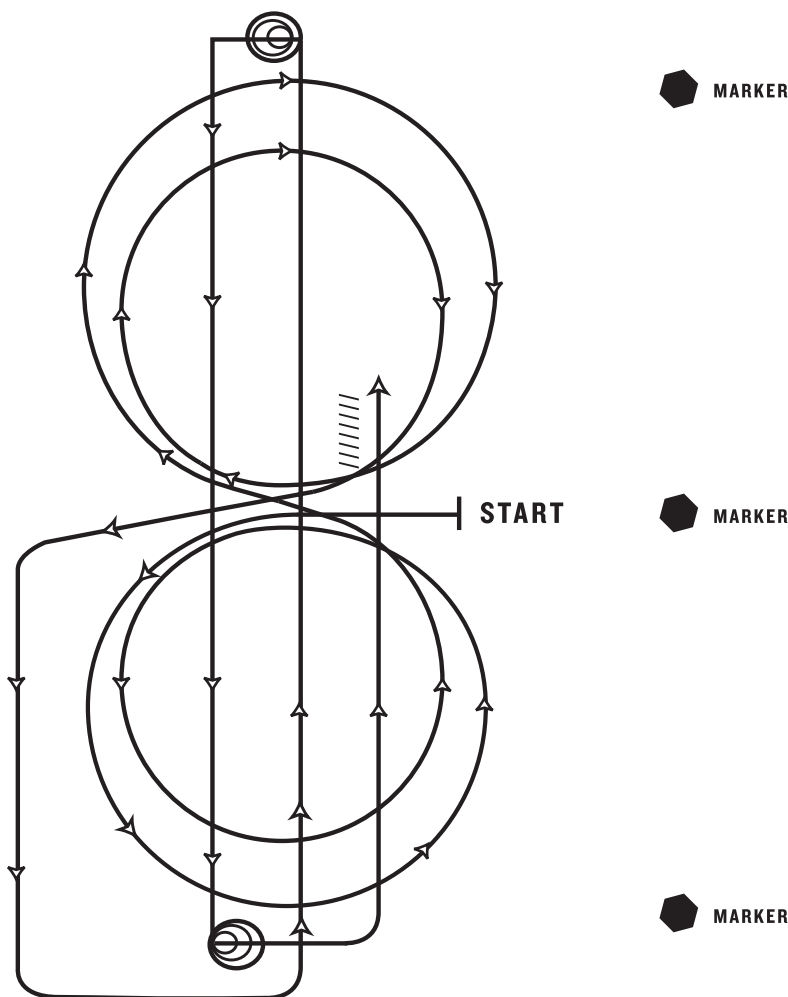


# **PATTERN BOOK**

**August 26-28, 2022  
Rock Springs, WY**

## WORKING COW HORSE PATTERN II

Friday, 8/26  
Class 14 - 24



Trot to center of arena, stop. Start pattern facing towards judge

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

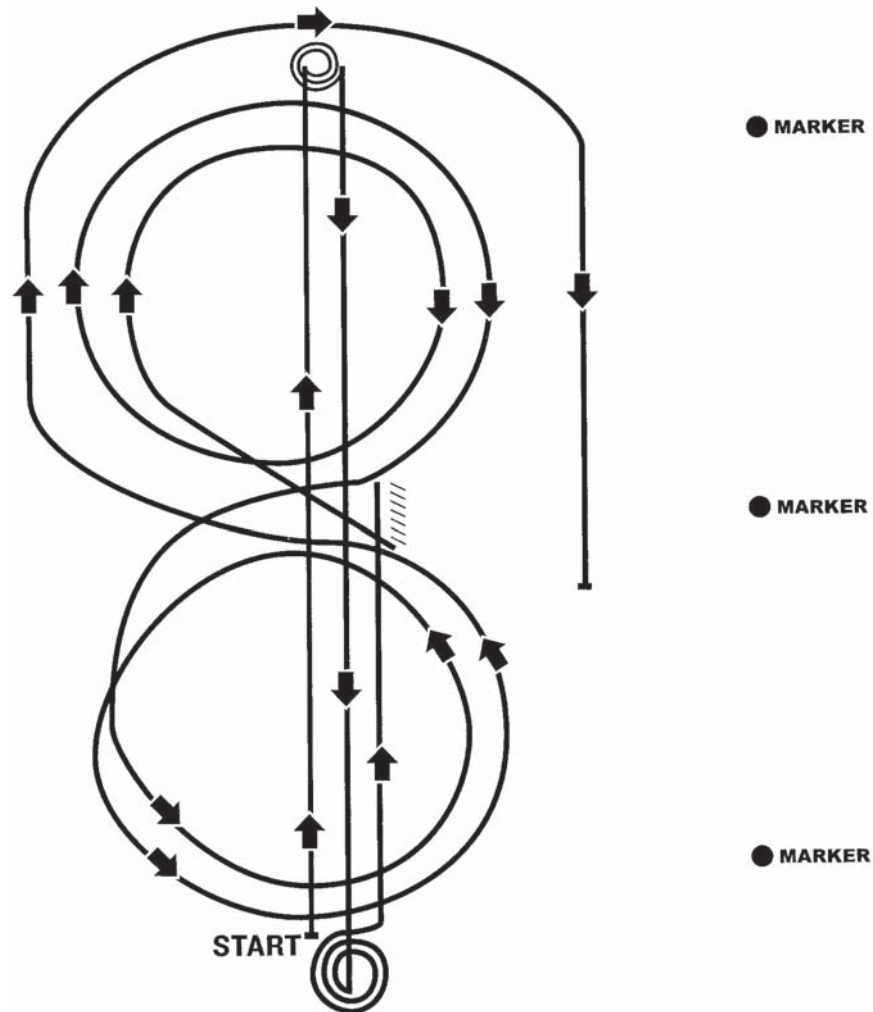
### Pattern II

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

## WORKING COW HORSE PATTERN 4

Friday, 8/26  
Class 25-33



1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 1/4 turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
7. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

### Pattern 4

- |                      |                                   |
|----------------------|-----------------------------------|
| 1. Stop              | 5. Stop and back up and 1/4 turn  |
| 2. 3 1/2 left spins  | 6. Right circles and left circles |
| 3. Stop              | 7. Stop                           |
| 4. 3 1/2 right spins |                                   |



## AQHA & VRH Ranch Riding Patterns:

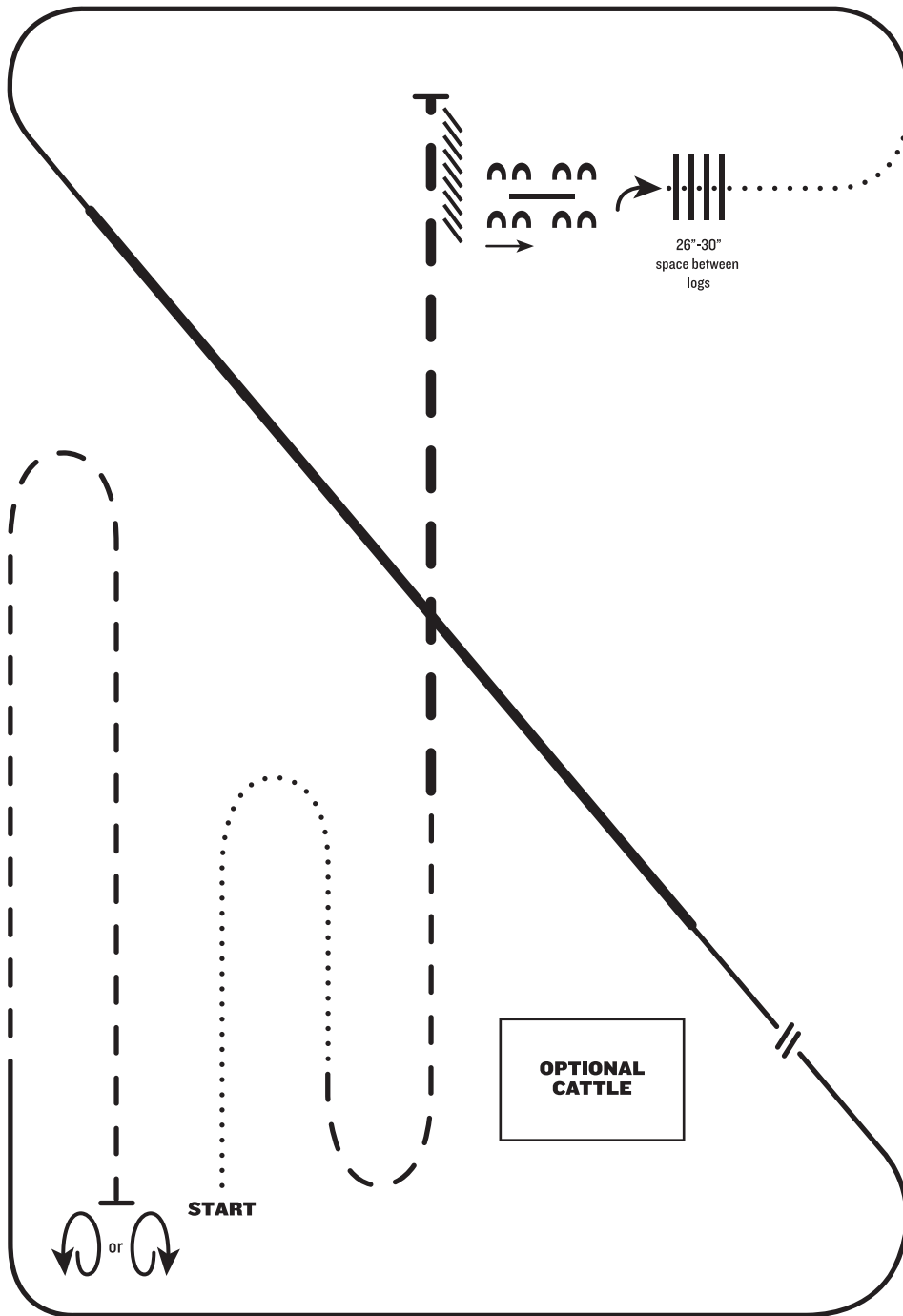
Class:	Friday, 08/26 Pattern #:	Saturday, 08/27 Pattern #:
34. All Breed 19 & Over	7	
35. All Breed 18 & Under	7	
36. AQHA Level 1 Horse	7	
37. AQHA Level 1 Amateur	7	
38. AQHA Level 1 Youth	7	
39. AQHA Junior Horse	7	
40. AQHA Youth	7	
41. AQHA Amateur	7	
42. AQHA Senior Horse	7	
64. VRH Open		Optional VRH 3
66. VRH Youth		Optional VRH 3
68. VRH Limited Youth		Optional VRH 3
70. VRH Rookie Youth		Optional VRH 3
72. VRH Amateur		Optional VRH 3
74. VRH Limited Amateur		Optional VRH 3
76. VRH Rookie Amateur		Optional VRH 3
78. All Breed 19 & Over		Optional VRH 3
80. All Breed 18 & Under		Optional VRH 3

# 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

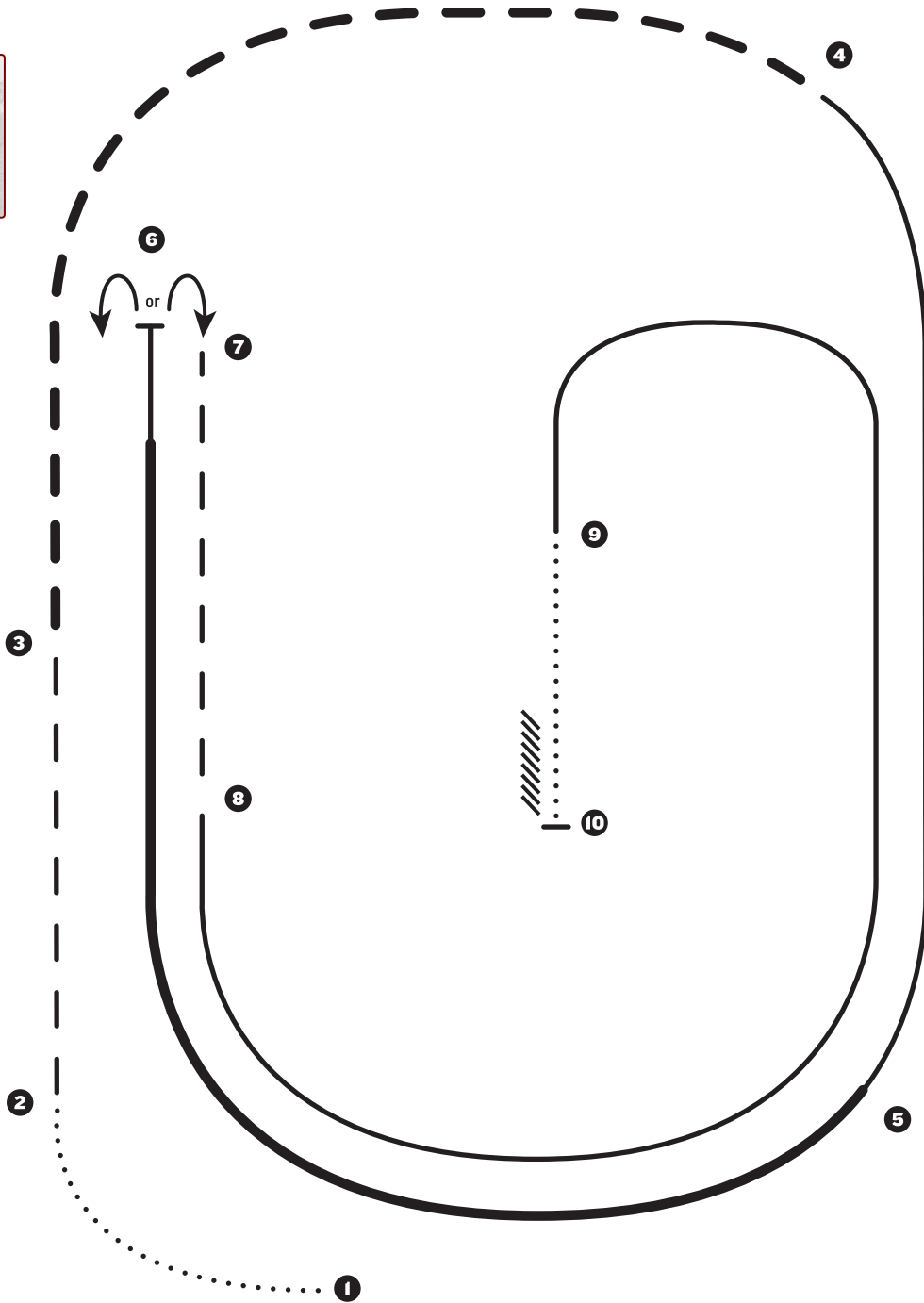
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# OPTIONAL VRH AND RHC RANCH RIDING PATTERN 3



## LEGEND

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



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. Trot from 2 - 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Extended the lope from 5 to 6 (collect lope before stopping) - 200 feet
6. Stop at 6; reverse (either direction)
7. Trot from 7 to 8 - 120 feet
8. Lope from 8 until even with 9; turn towards middle of arena and continue loping to 9 - 150 feet
9. Walk from 9 to 10 - 30 feet
10. Stop and back at 10 - approximately one horse length

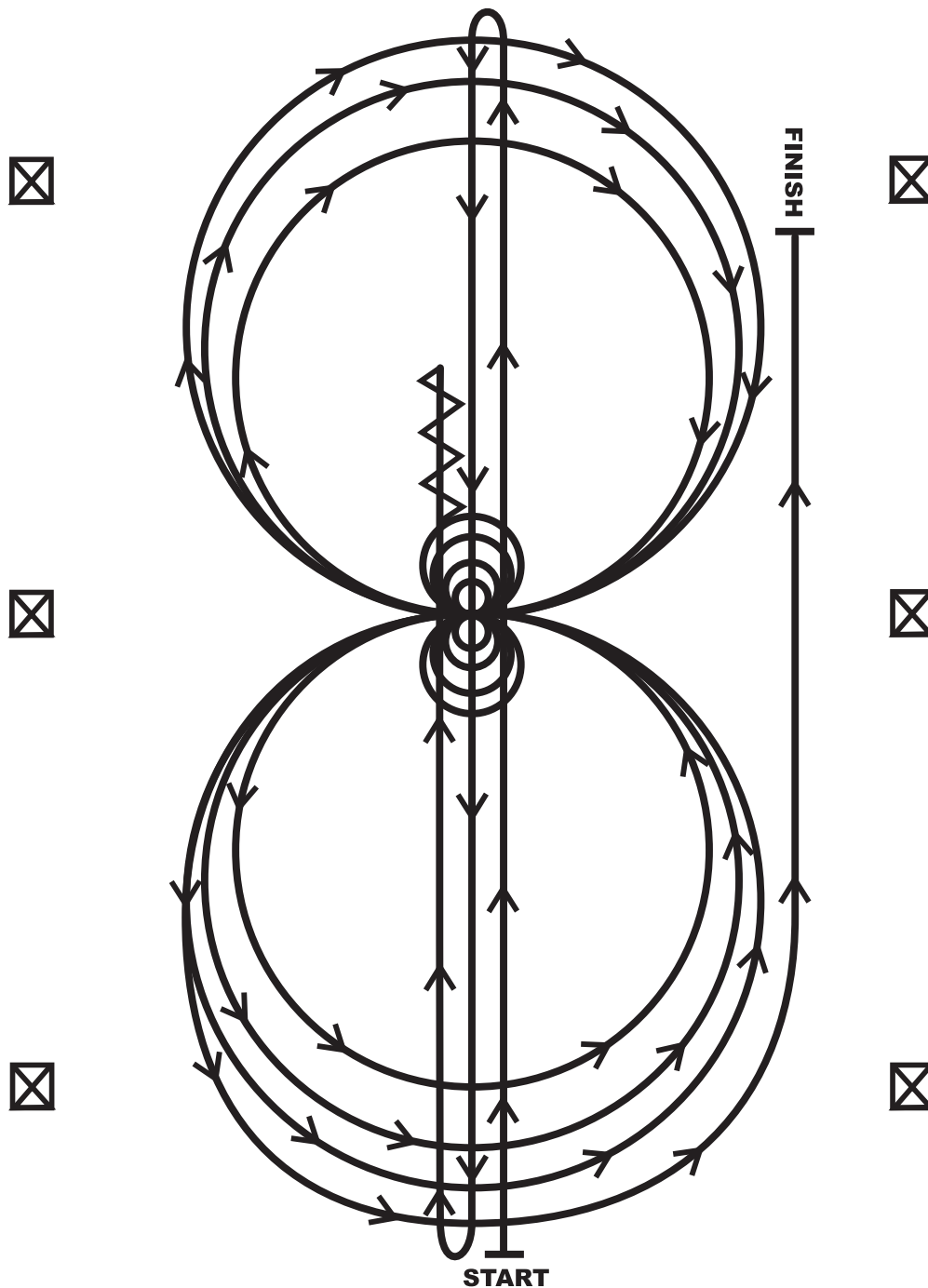
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



## AQHA & VRH Reining Patterns:

<b>Class:</b>	<b>Friday, 08/26 Pattern #:</b>
<b>43. All Breed 19 &amp; Over</b>	<b>1</b>
<b>44. All Breed 18 &amp; Under</b>	<b>1</b>
<b>45. AQHA Level 1 Youth</b>	<b>A</b>
<b>46. AQHA Rookie Youth</b>	<b>A</b>
<b>47. AQHA Level 1 Horse</b>	<b>A</b>
<b>48. AQHA Level 1 Amateur</b>	<b>A</b>
<b>49. AQHA Rookie Amateur</b>	<b>A</b>
<b>50. AQHA Junior Horse</b>	<b>1</b>
<b>51. AQHA Amateur</b>	<b>1</b>
<b>52. AQHA Amateur Select</b>	<b>1</b>
<b>53. AQHA Youth</b>	<b>1</b>
<b>54. AQHA Senior Horse</b>	<b>1</b>
<b>55. All Breed 10 &amp; Under Short Stirrup</b>	<b>A</b>
<b>56. All Breed</b>	<b>5</b>
<b>57. VRH Youth</b>	<b>5</b>
<b>58. VRH Amateur</b>	<b>5</b>
<b>59. VRH Open</b>	<b>5</b>
<b>60. VRH Limited Amateur</b>	<b>5</b>
<b>61. VRH Limited Youth</b>	<b>5</b>
<b>62. VRH Rookie Amateur</b>	<b>5</b>
<b>63. VRH Rookie Youth</b>	<b>5</b>

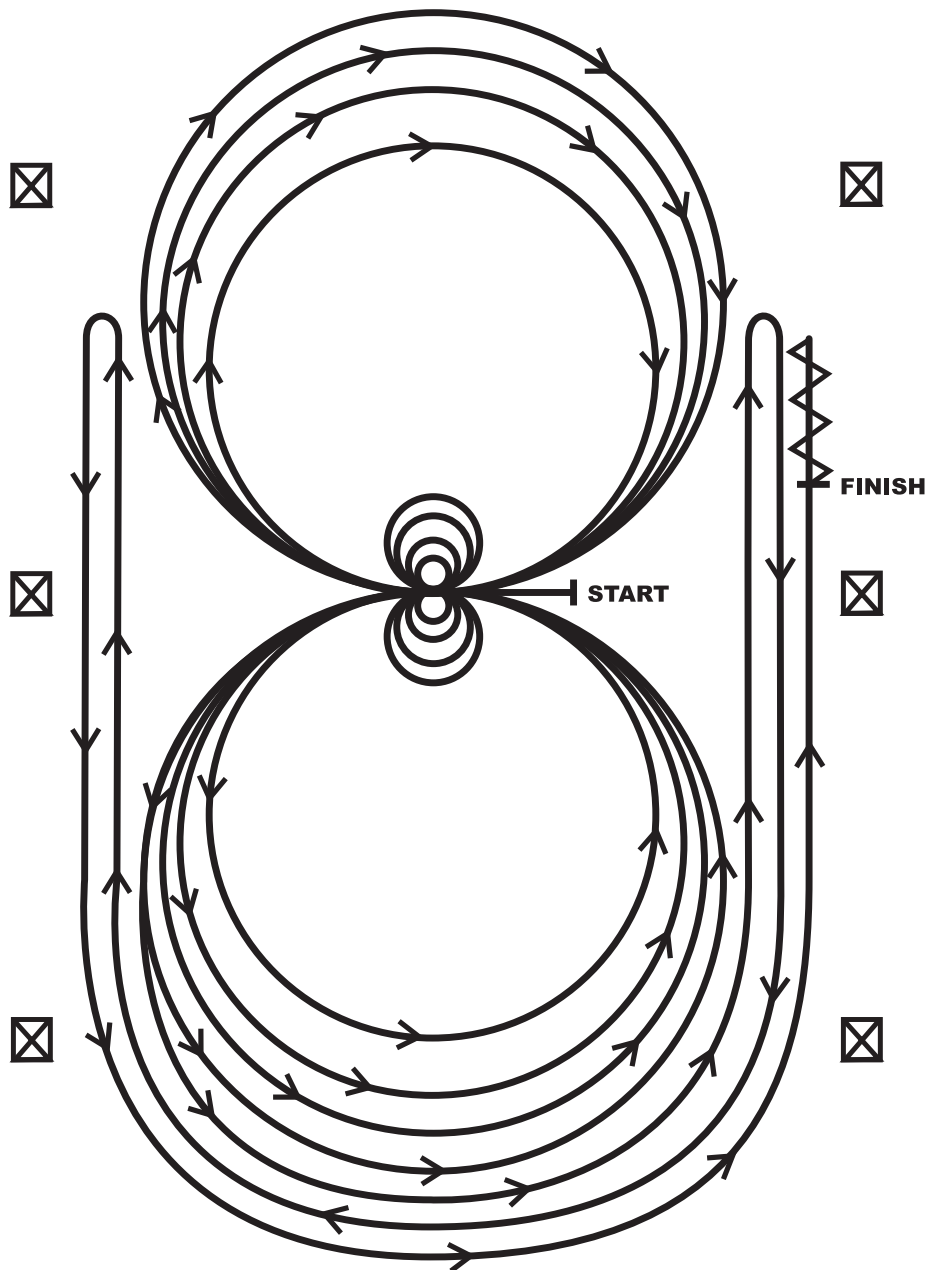
# REINING PATTERN I



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 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.



# REINING PATTERN 5

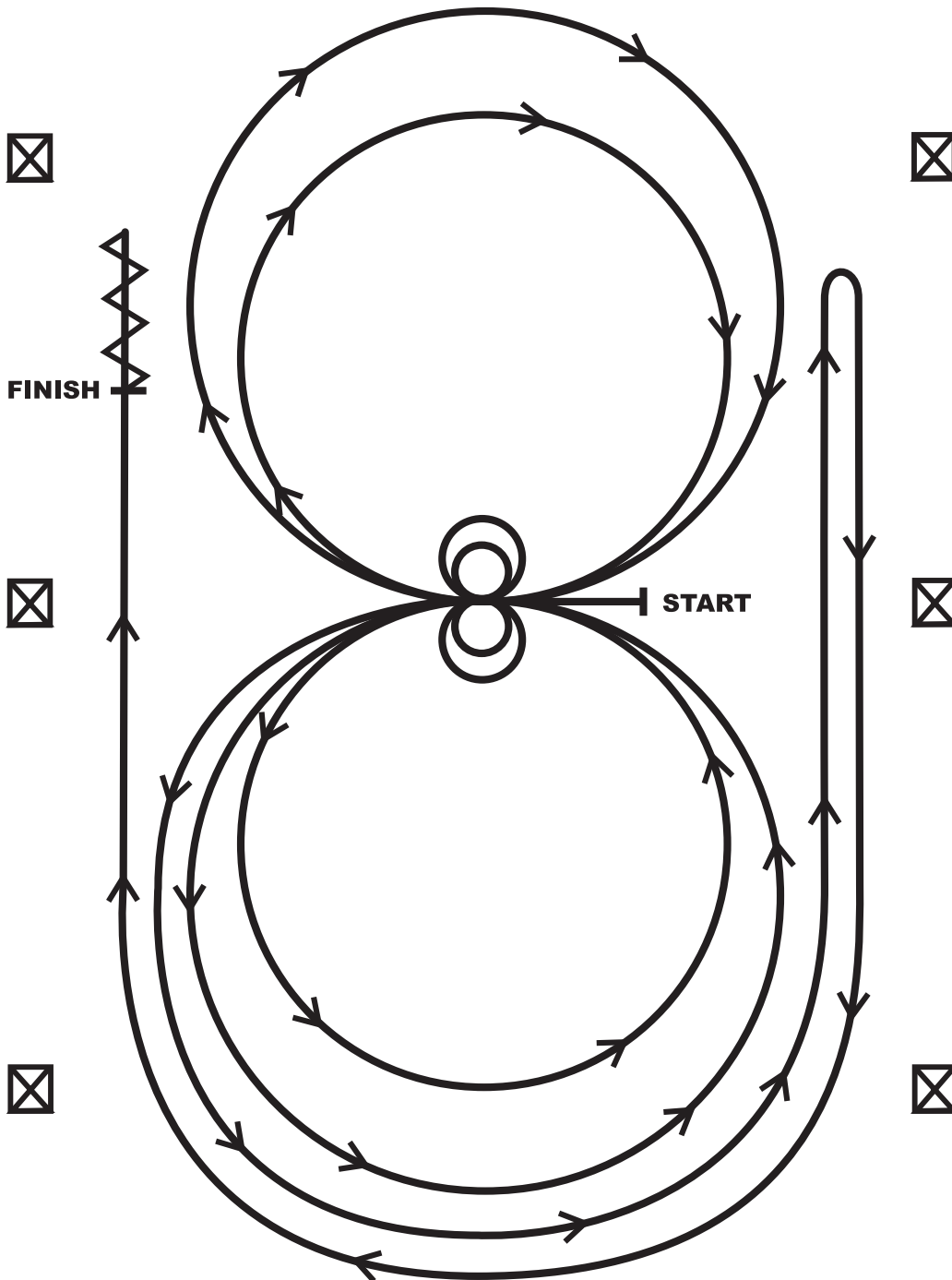


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the 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.

# REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under



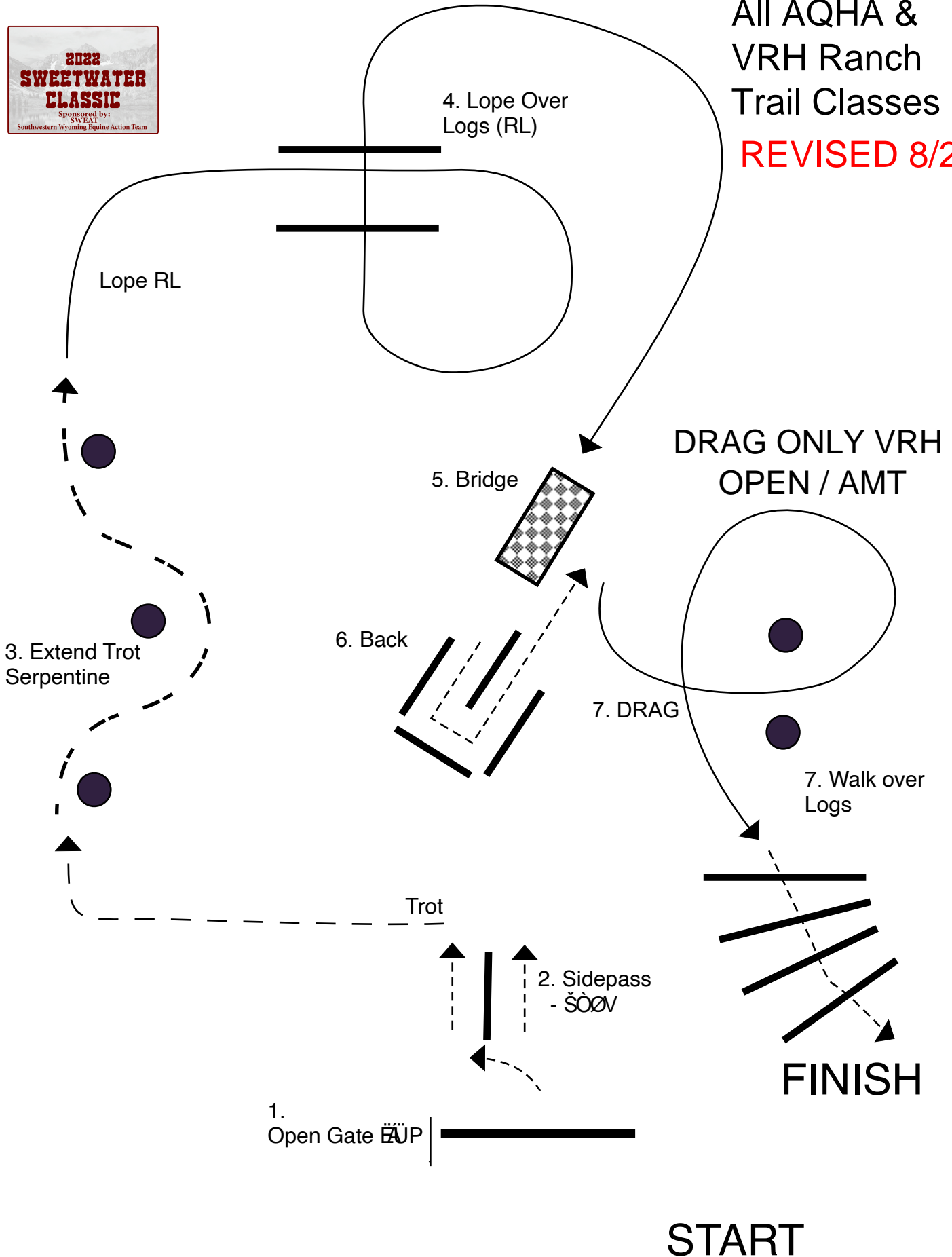
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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.



# All AQHA & VRH Ranch Trail Classes

REVISED 8/25



1. Open Gate EUP

2. Sidepass - S00V

Trot

3. Extend Trot Serpentine

5. Bridge

6. Back

4. Lope Over Logs (RL)

7. DRAG

7. Walk over Logs

DRAG ONLY VRH OPEN / AMT

FINISH

START

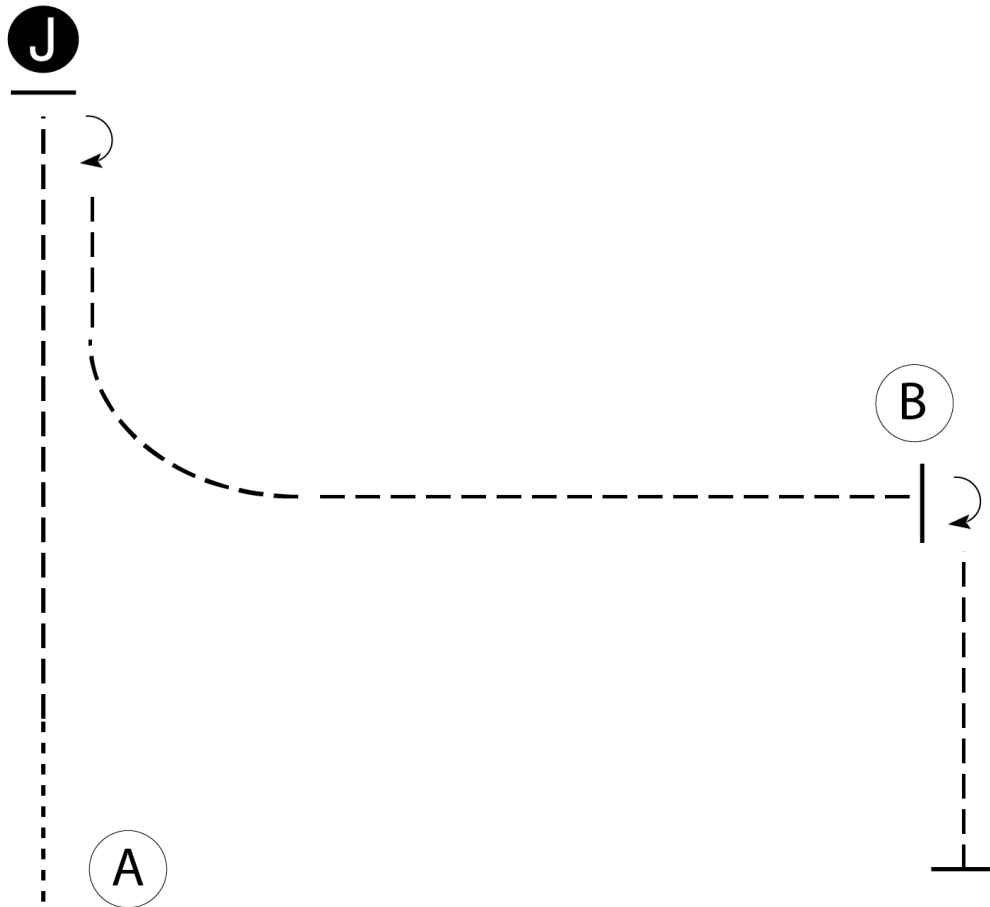
# Uy ggy cvgt 'Ernule

.....G\ ck a Ubg\ jd (Rookie/Level I - Youth & Amateur)

Show Date: CE \* ^ • a G Ę GG

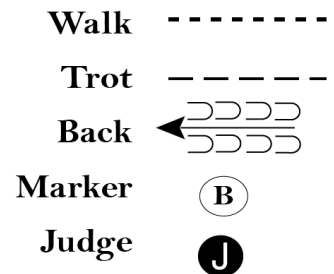
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Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 90 degree turn, trot until even with A, then stop.
6. Pattern is complete. Exit at the trot.



[S/1-97]

Pattern Provided by:

J^ a \* ^ •

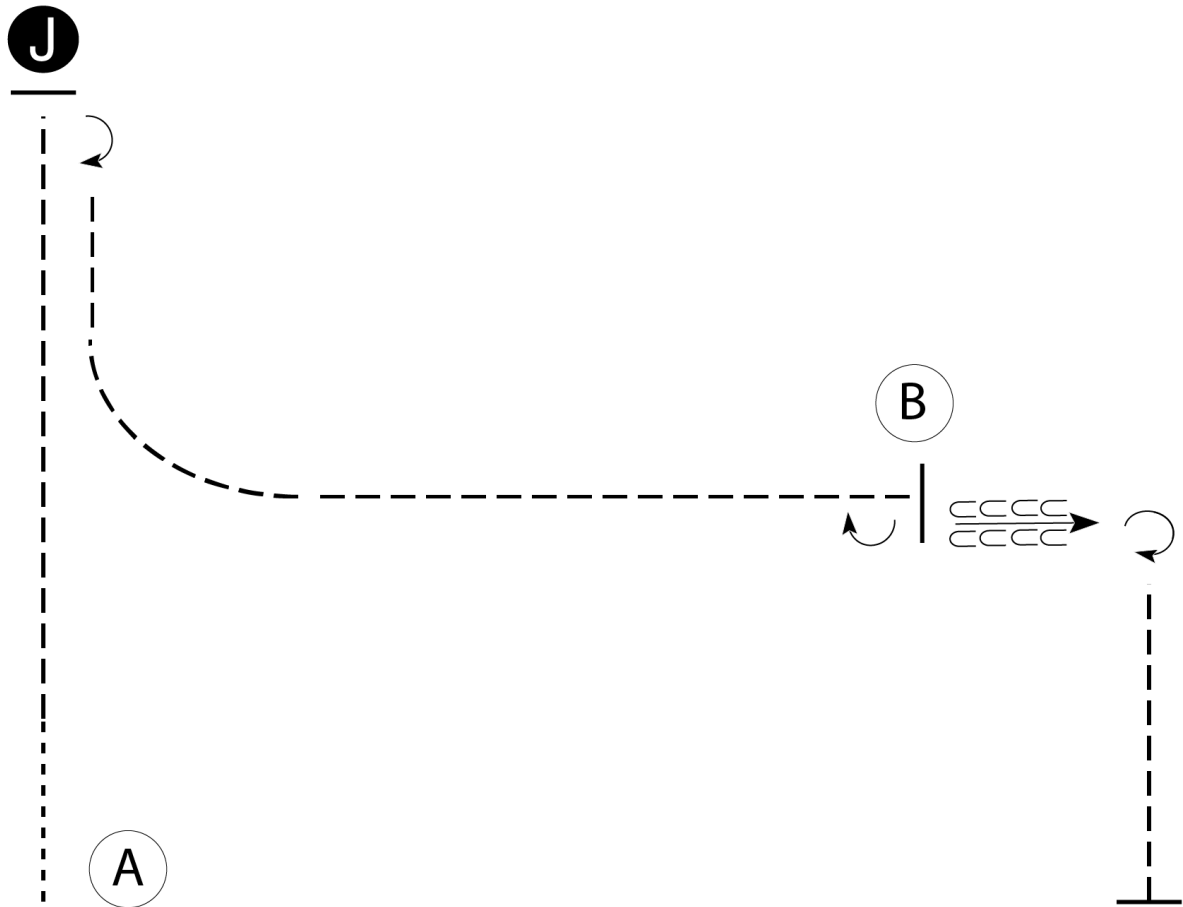


.....Gk YYrk UhYf 7`UggjW  
**Showmanship (5`6 fYYXZ Youth & Amateur)**

Show Date: 0E \* ^ • 0G 0GEGG

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



Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 180 degree turn and back until you pass B.
6. Perform a 270 degree turn, trot until even with A, then stop.
7. Pattern is complete. Exit at the trot.

Walk -----  
 Trot - - - - -  
 Back ← ㄩㄩㄩㄩ  
 Marker ○ B  
 Judge ● J

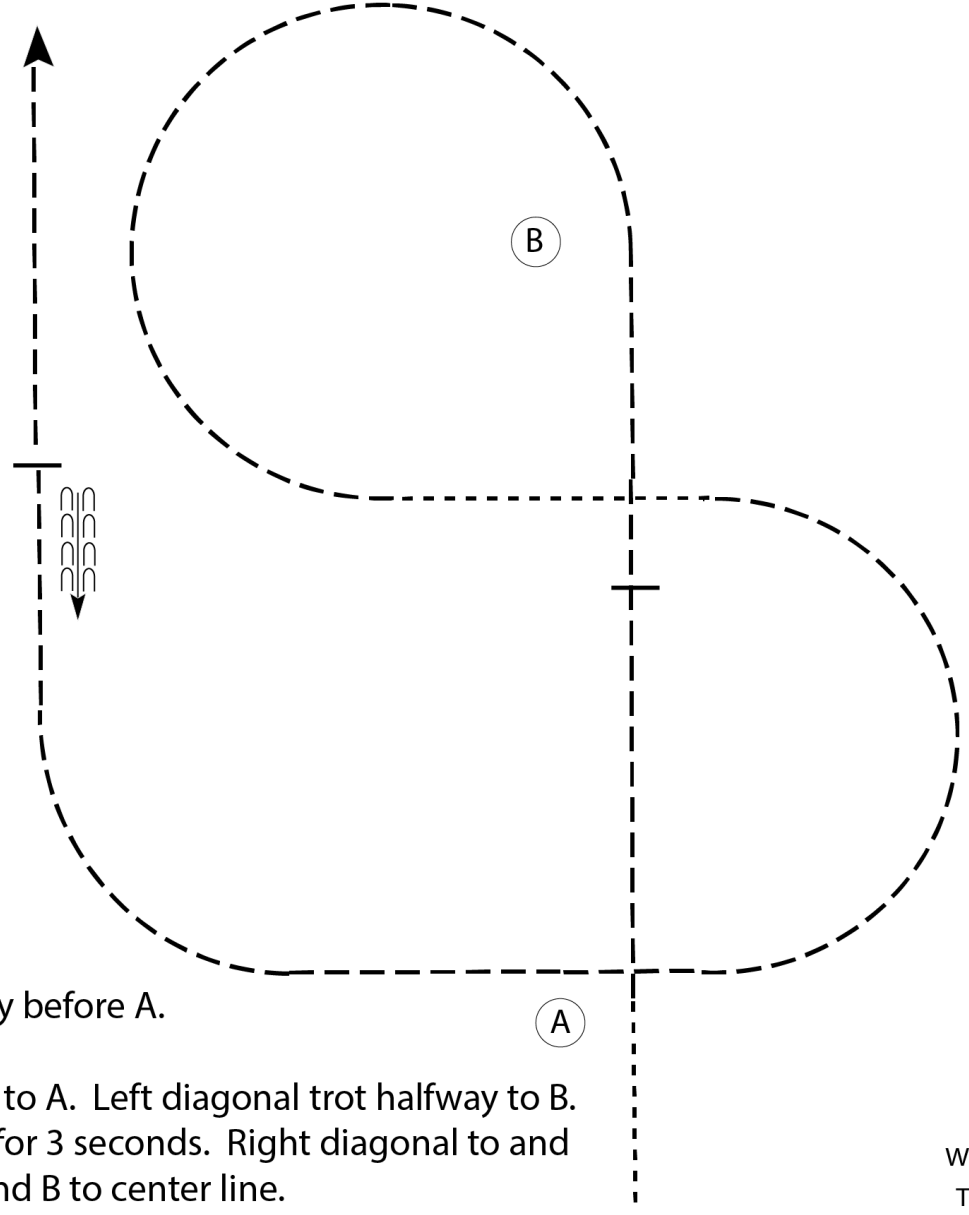
[S/2-97]

**Pattern Provided by:**

J<sup>v</sup> a<sup>\*</sup> ^ •



.....Gk YYrk UhYf `7 `Ugg]W  
 .....9ei ]hUh]cb!'K U\_ 'Hfchi  
 Show Date: CE \* ^ • dG ËG GG



Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal to and around B to center line.
3. Walk 3-4 strides.
4. Trot on left diagonal in half circle to A
5. Sitting trot around corner and halfway down line.
6. Halt and back approximately one horse length. Sitting trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	←←←
Marker	ⓑ
Sidepass	← — — — — ←
Hand Gallop	—— — — —

[HSE/WT-83]

Pattern Provided by:

J^ a\* ^•



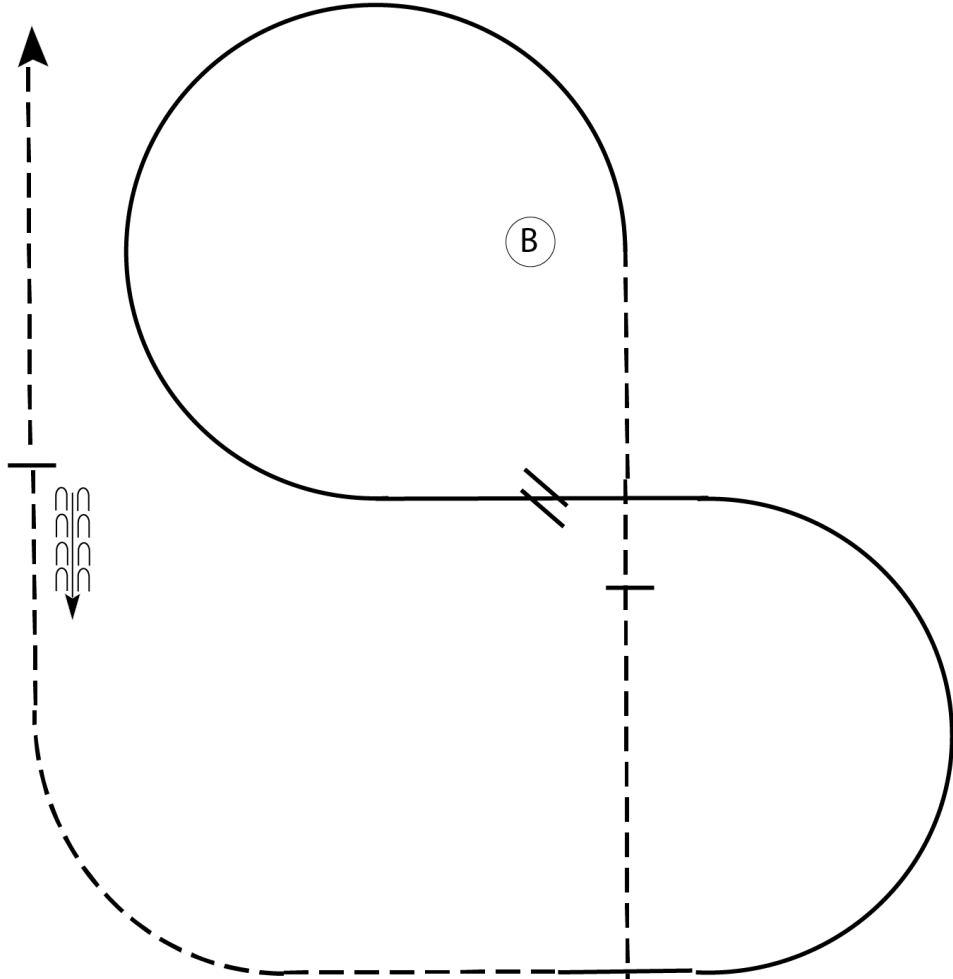
# Uy ggvy cvgt 'Emule'

## Equitation (Rookie/Level I - Youth & Amateur)

Show Date: CE \* ^ • a G É G GG

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



Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal trot to B.
3. Left lead canter in circle to center of pattern.
4. Change leads.
5. Right lead canter in a half circle to A.
6. Trot left diagonal around corner and halfway down line.
7. Halt and back approximately one horse length. Sitting trot to exit.

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

[HSE/1-83]

Pattern Provided by:

J<sup>v</sup> a \* ^ •



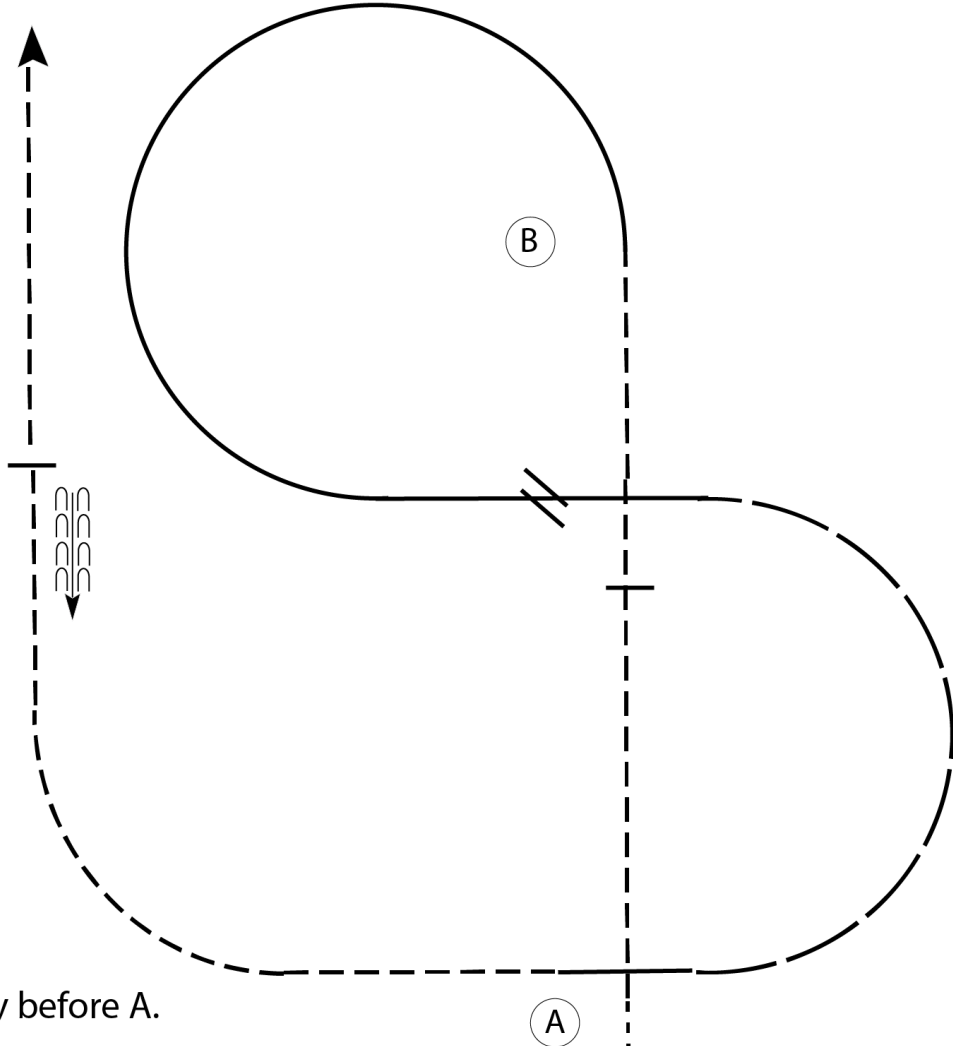
# Uy ggy c vgt Classic

## Hunt Seat Equitation (Youth/Amateur/Select)

Show Date:  $\mathcal{E}^* \cdot \mathcal{A} \mathcal{E} \mathcal{G} \mathcal{G}$

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



Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal trot to B.
3. Left lead canter in circle to center of pattern.
4. Change leads.
5. Right lead canter a few strides then hand gallop in half circle until even with A.
6. Demonstrate a sitting trot for 3-4 strides then trot in a 2 point position around corner and halfway down line.
7. Halt and back approximately one horse length. Sitting trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	⊙
Sidepass	← →
Hand Gallop	—————

[HSE/2-83]

Pattern Provided by:

$\mathcal{J}^* \mathcal{A}^* \mathcal{A} \cdot$





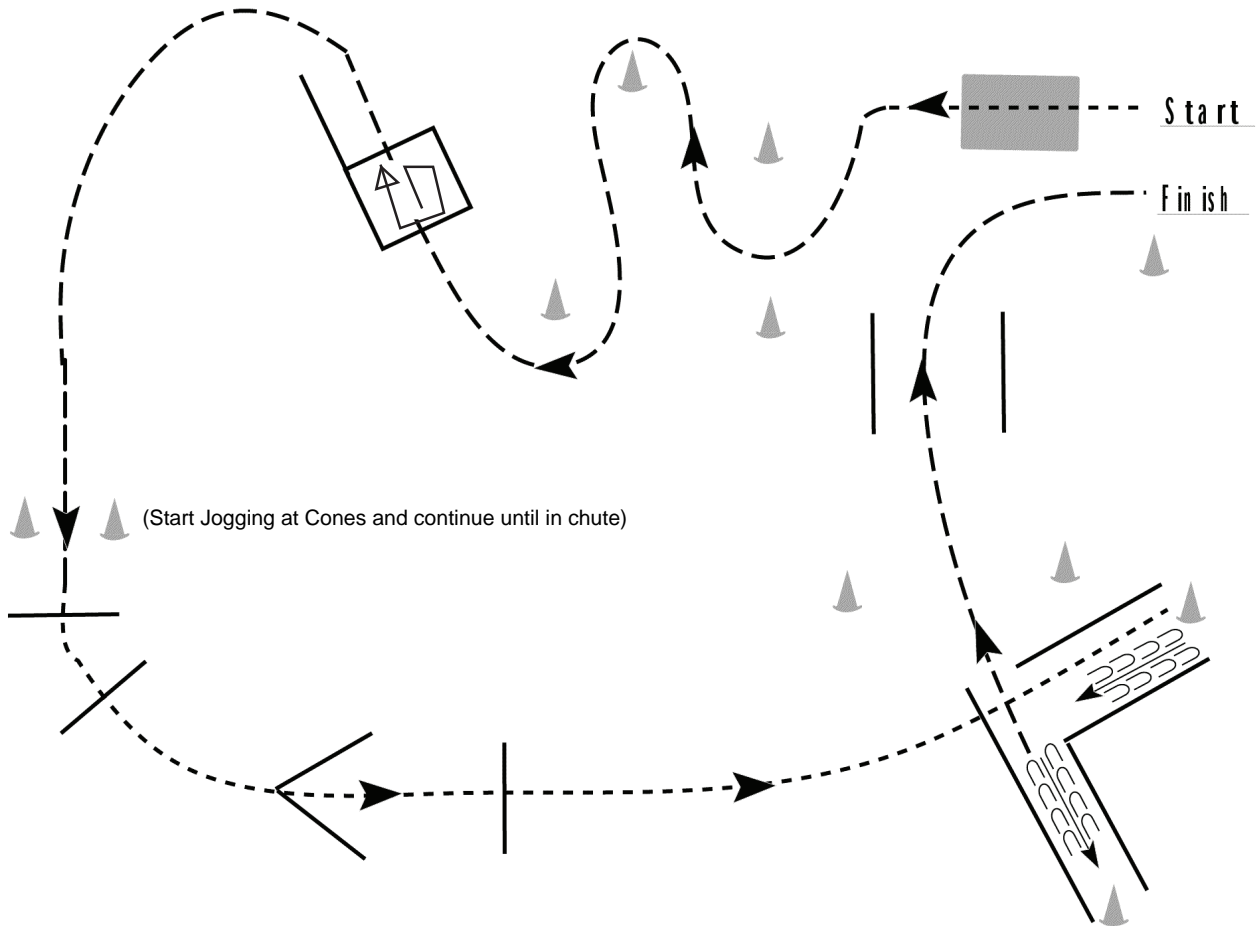


# Uy ggy cvgt 'Encule Trail (All Walk / Trot)

Show Date: August 28, 2022

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(Start Jogging at Cones and continue until in chute)

1. Walk over bridge
2. Jog the serpentine to box.
3. Walk into box - 360 right - walk out
4. Jog between cones, over poles, and into chute.
5. Back the L
6. Jog out of L and thru chute to finish.

NOTE: part of #4 is drawn as a walk but this pattern calls for a jog

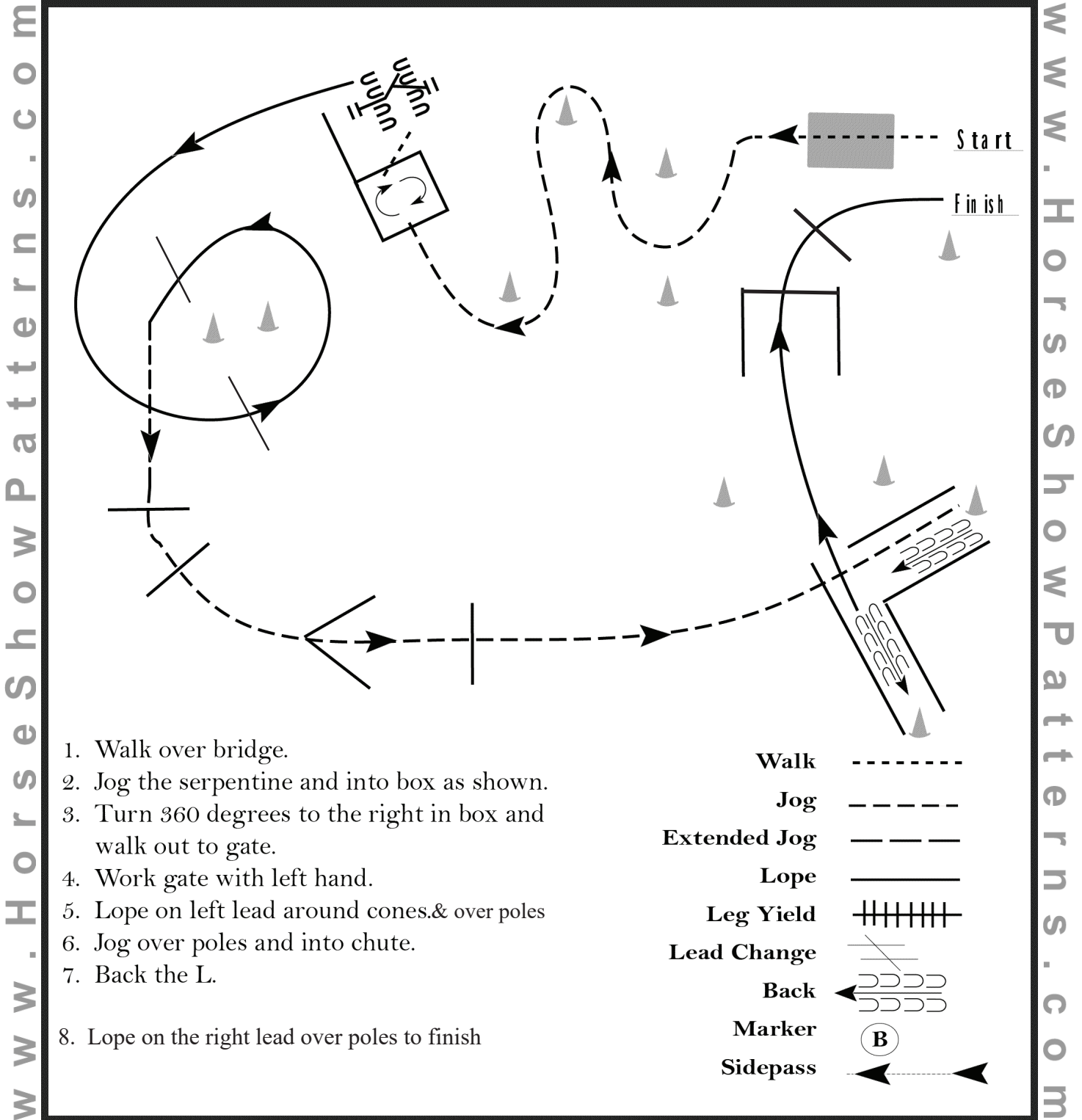
<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Leg Yield</b>	
<b>Lead Change</b>	—/—
<b>Back</b>	←←←←← ←←←←←
<b>Marker</b>	(B)
<b>Sidepass</b>	←-----←

**Pattern Provided by:**  
*Show Management*



# Uy ggwy cvgt 'Ernuke Trail (All 7 UggYg)

Show Date: August 28, 2022



1. Walk over bridge.
2. Jog the serpentine and into box as shown.
3. Turn 360 degrees to the right in box and walk out to gate.
4. Work gate with left hand.
5. Lope on left lead around cones.& over poles
6. Jog over poles and into chute.
7. Back the L.
8. Lope on the right lead over poles to finish

Walk	.....
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	////
Back	⤵⤵⤵
Marker	Ⓚ
Sidepass	⤵.....⤵

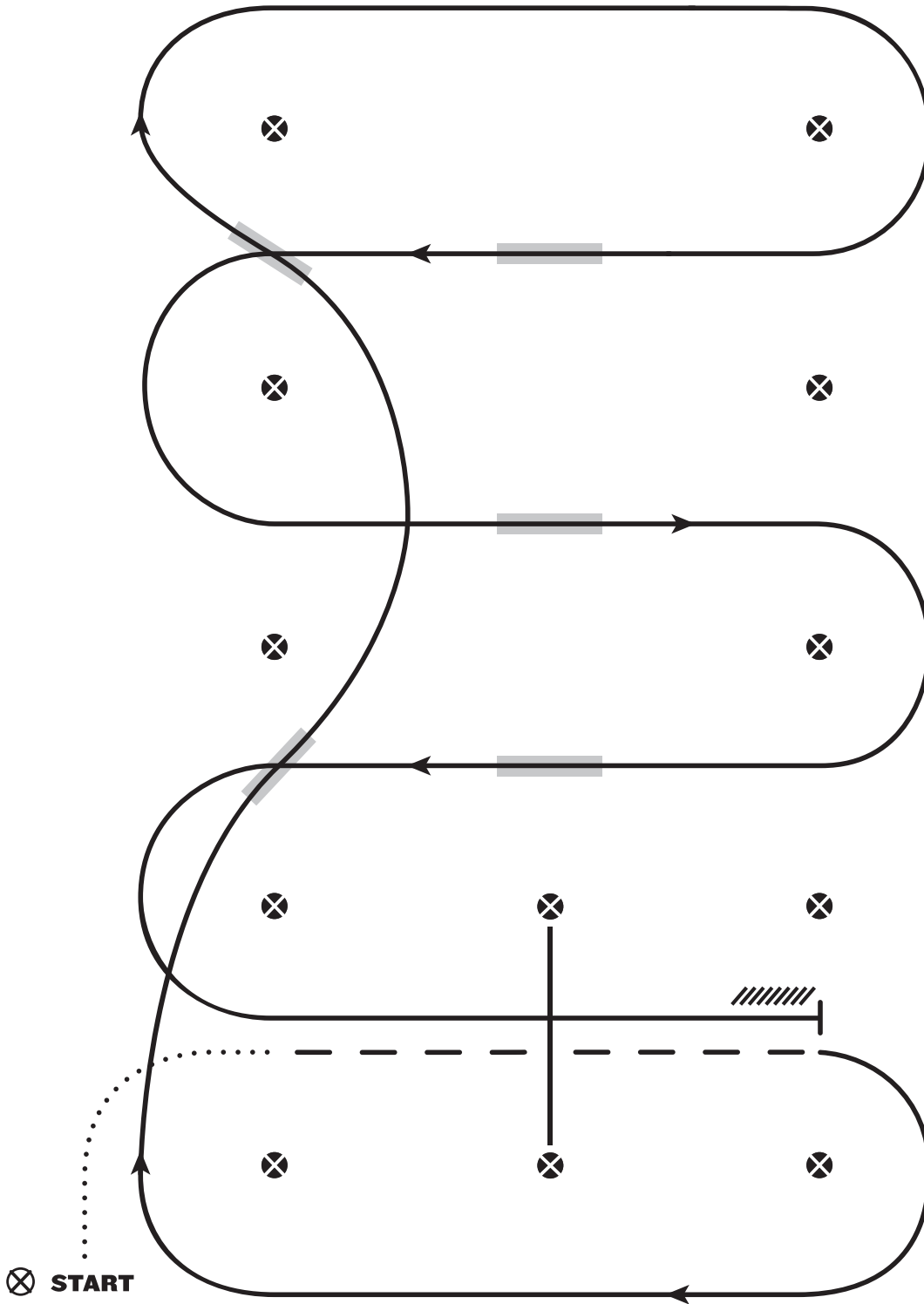
Pattern Provided by:  
*Show Management*

# LEVEL I WESTERN RIDING PATTERN 4

## LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

Sunday, 8/28  
Class 188-192



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

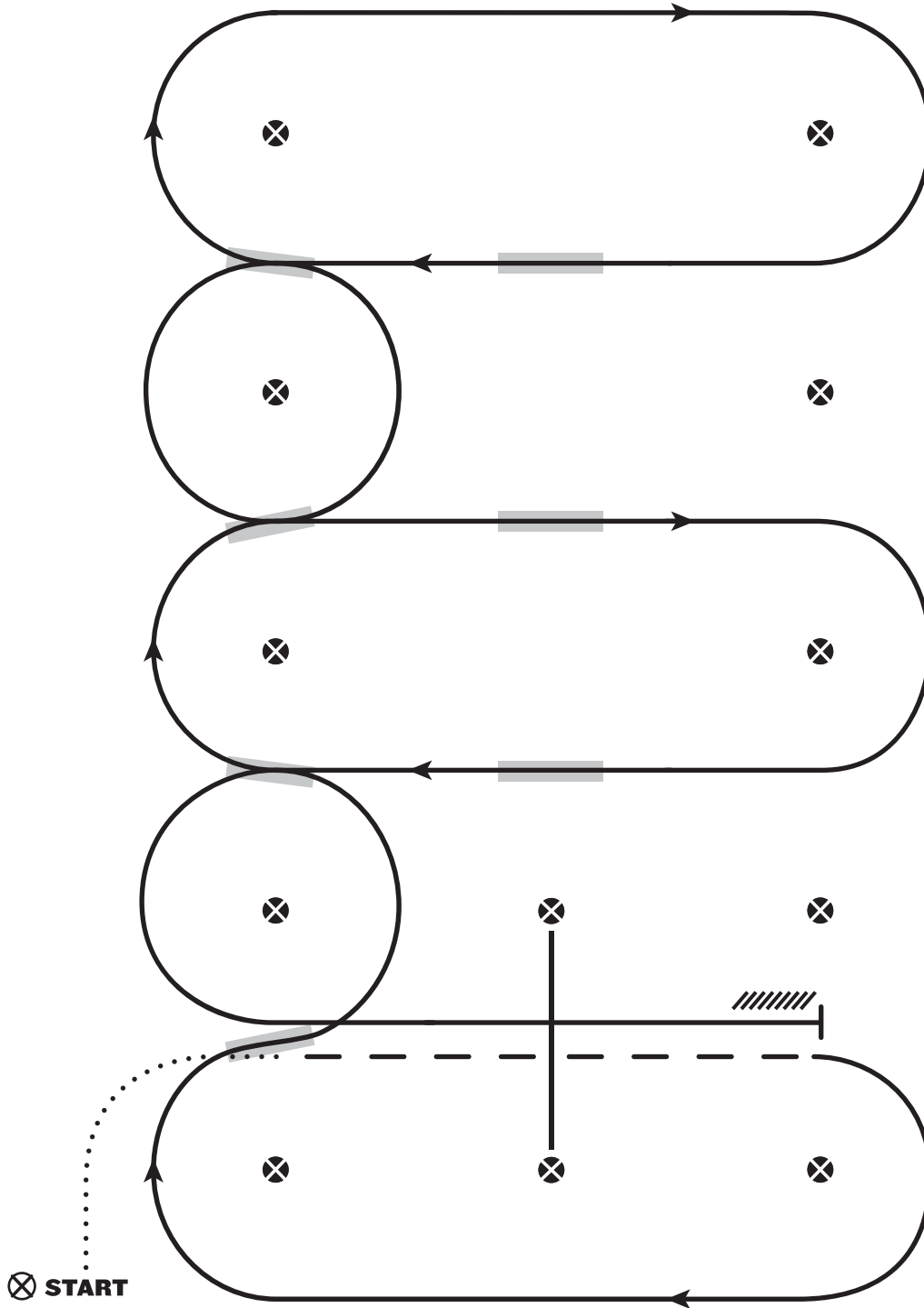


# WESTERN RIDING - PATTERN 4

## LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

Sunday, 8/28  
Class 193-195



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back



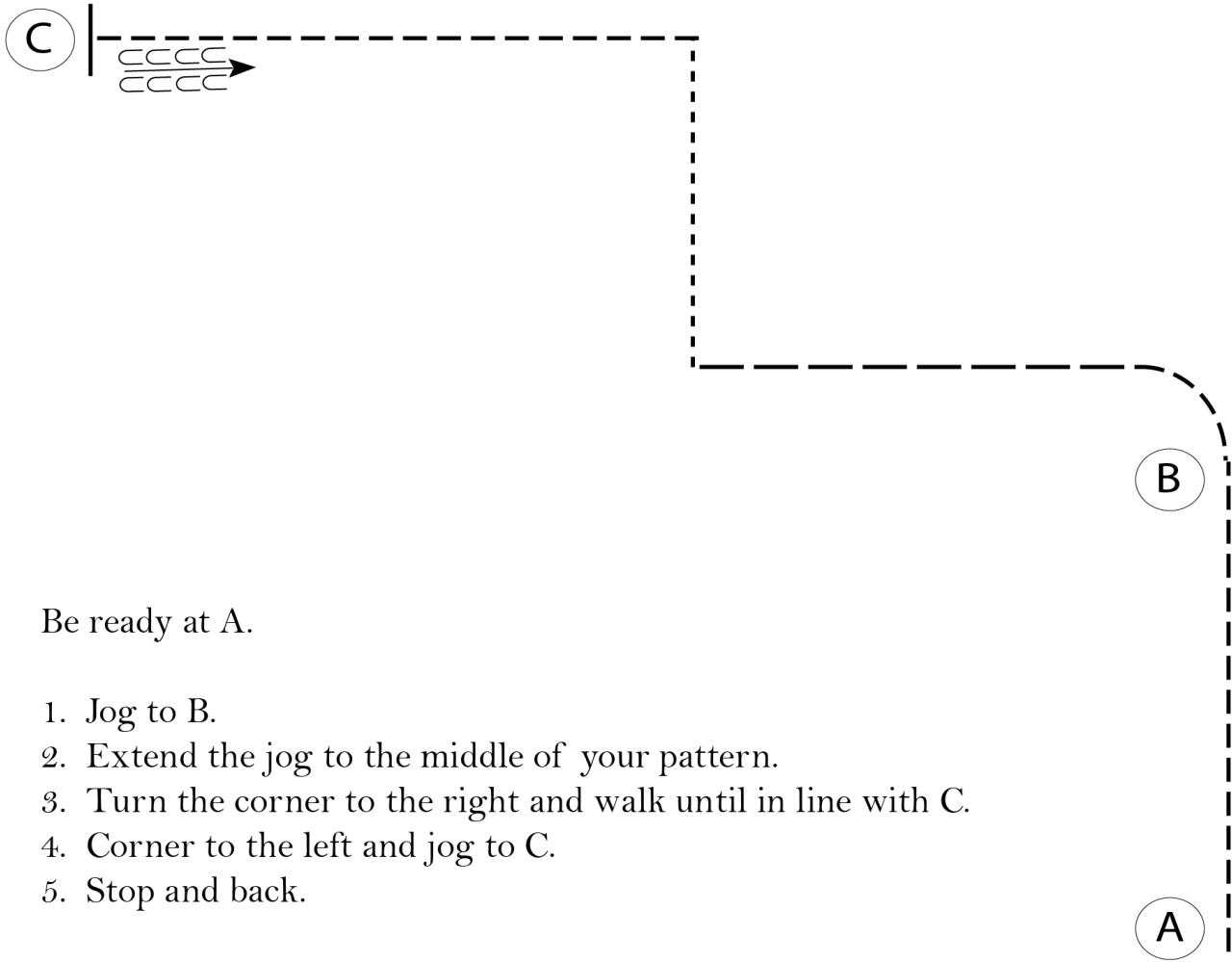
# Uy ggy c vgt 'Classic

## Western Horsemanship (Walk-Trot)

Show Date: *œ \* ^ • d G É GGG*

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



Be ready at A.

1. Jog to B.
2. Extend the jog to the middle of your pattern.
3. Turn the corner to the right and walk until in line with C.
4. Corner to the left and jog to C.
5. Stop and back.

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

[WH/WT-111]

Pattern Provided by:

*J ^ a \* ^ •*



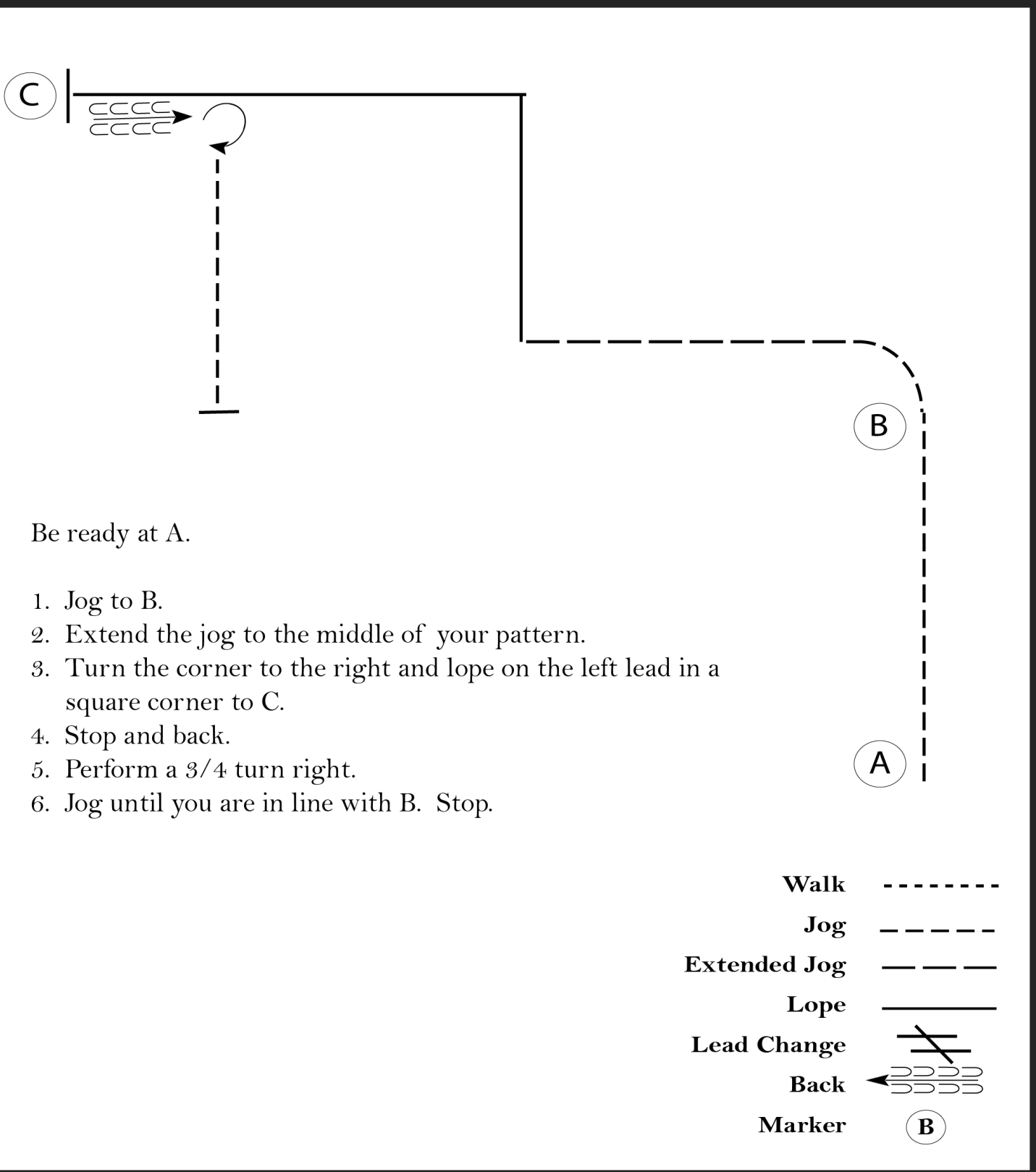
# Uy ggy c vgt Classic

## Western Horsemanship (Rookie/Level I - Youth & Amateur)

Show Date: 0E \* ^ • 0G 0G 0G

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



Be ready at A.

1. Jog to B.
2. Extend the jog to the middle of your pattern.
3. Turn the corner to the right and lope on the left lead in a square corner to C.
4. Stop and back.
5. Perform a 3/4 turn right.
6. Jog until you are in line with B. Stop.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	⚡
Back	←←←←←
Marker	Ⓚ

[WH/1-111]

Pattern Provided by:

J ^ a \* ^ •



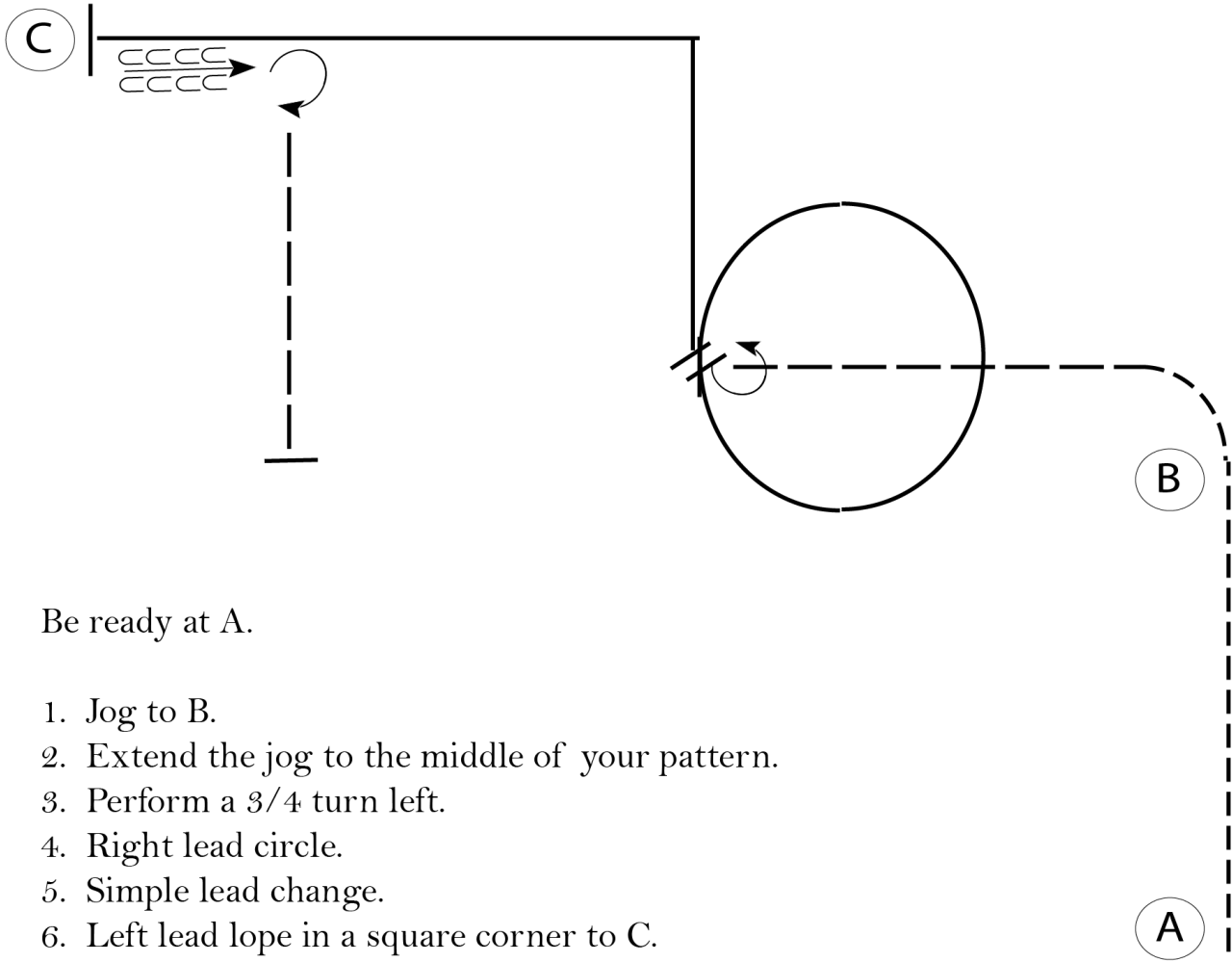
# Uy ggy c vgt Classic

## Western Horsemanship (Youth/Amateur/Select)

Show Date: ~~CE~~ \* ^ • ~~AG~~ ~~EG~~ GG

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



Be ready at A.

1. Jog to B.
2. Extend the jog to the middle of your pattern.
3. Perform a 3/4 turn left.
4. Right lead circle.
5. Simple lead change.
6. Left lead lope in a square corner to C.
7. Stop and back.
8. Perform a 3/4 turn right.
9. Extend the jog until you are in line with B. Stop.

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

[WH/2-111]

Pattern Provided by:

J ^ a \* ^ •

