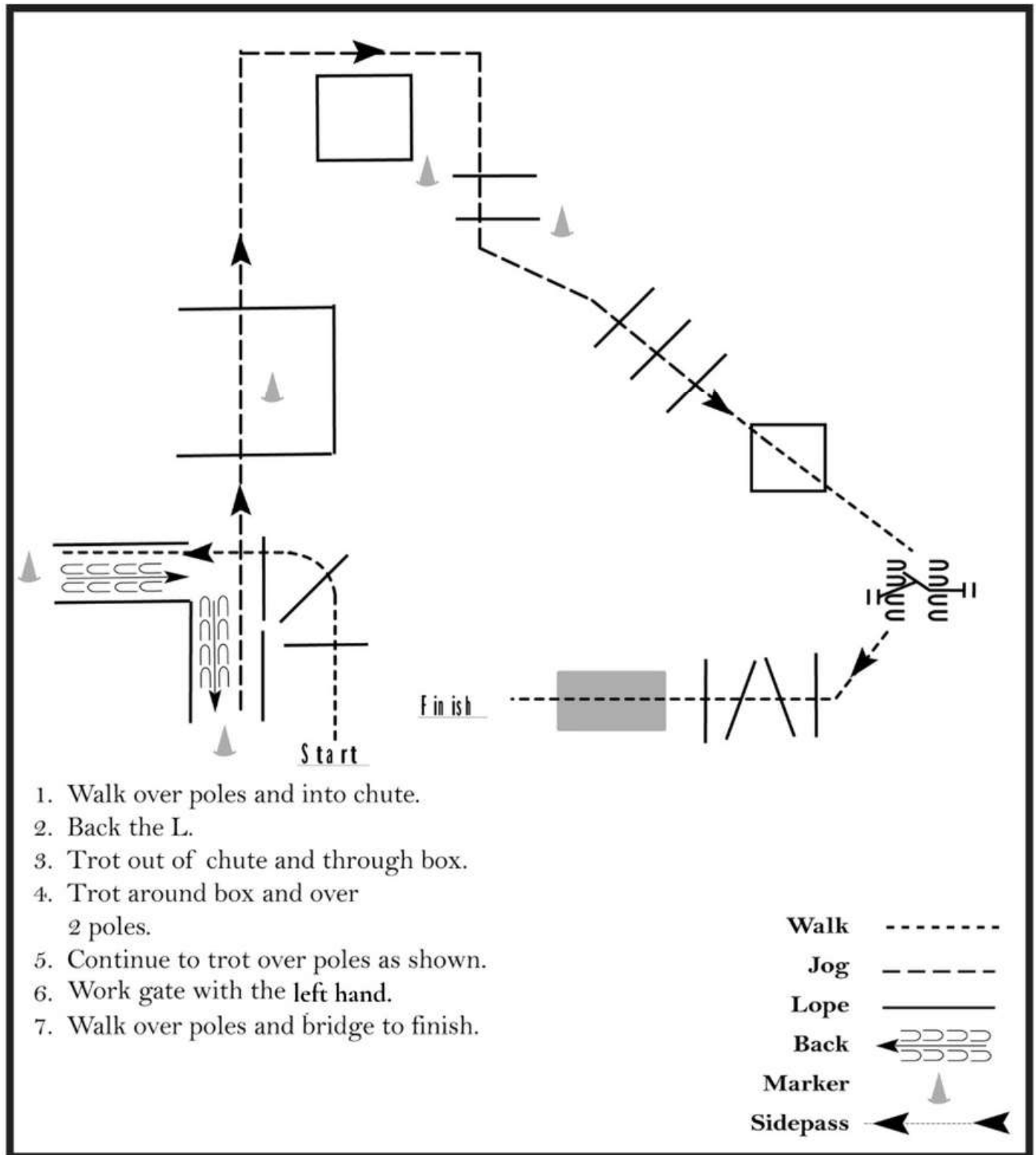


PATTERN BOOK

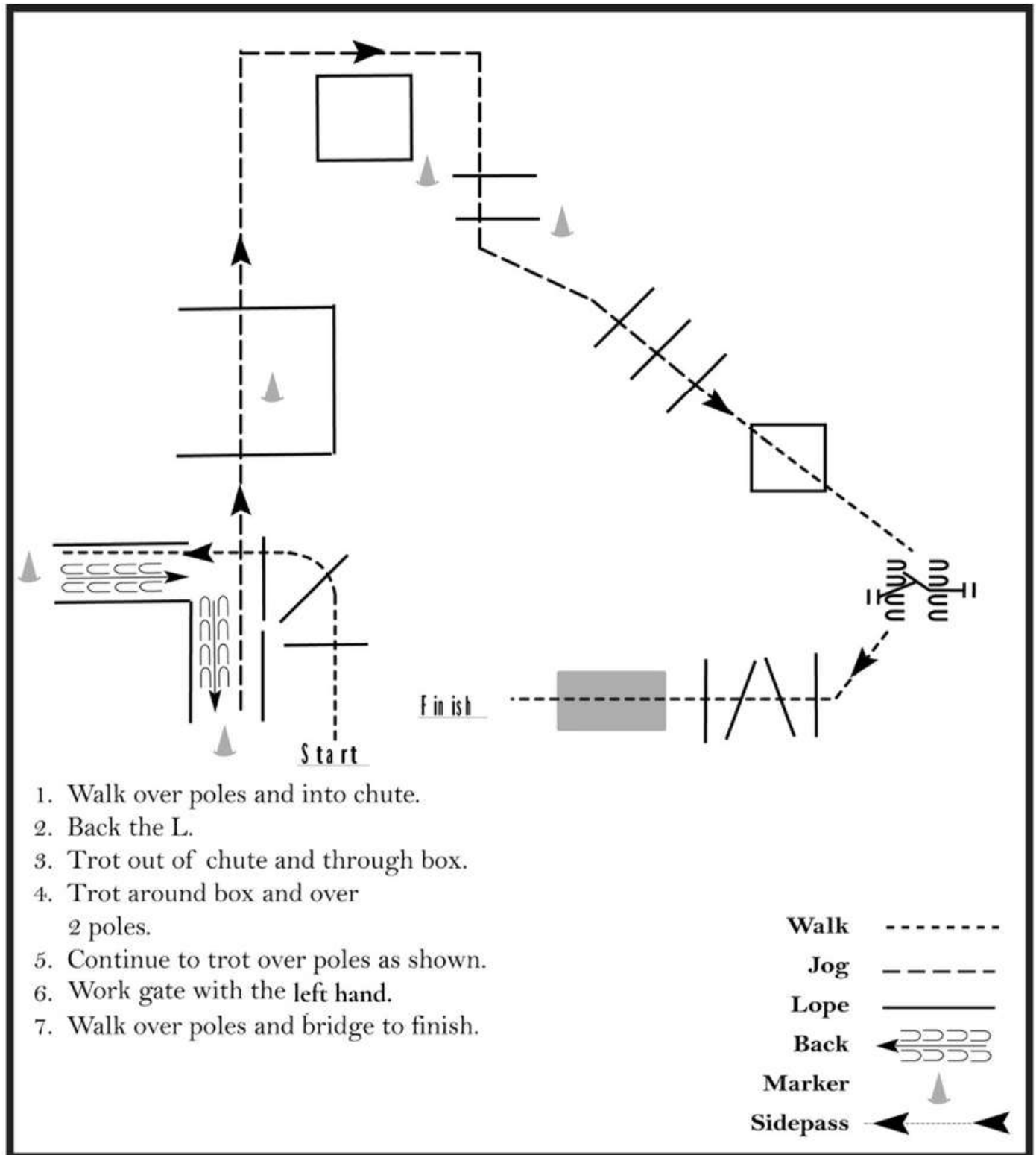
2026



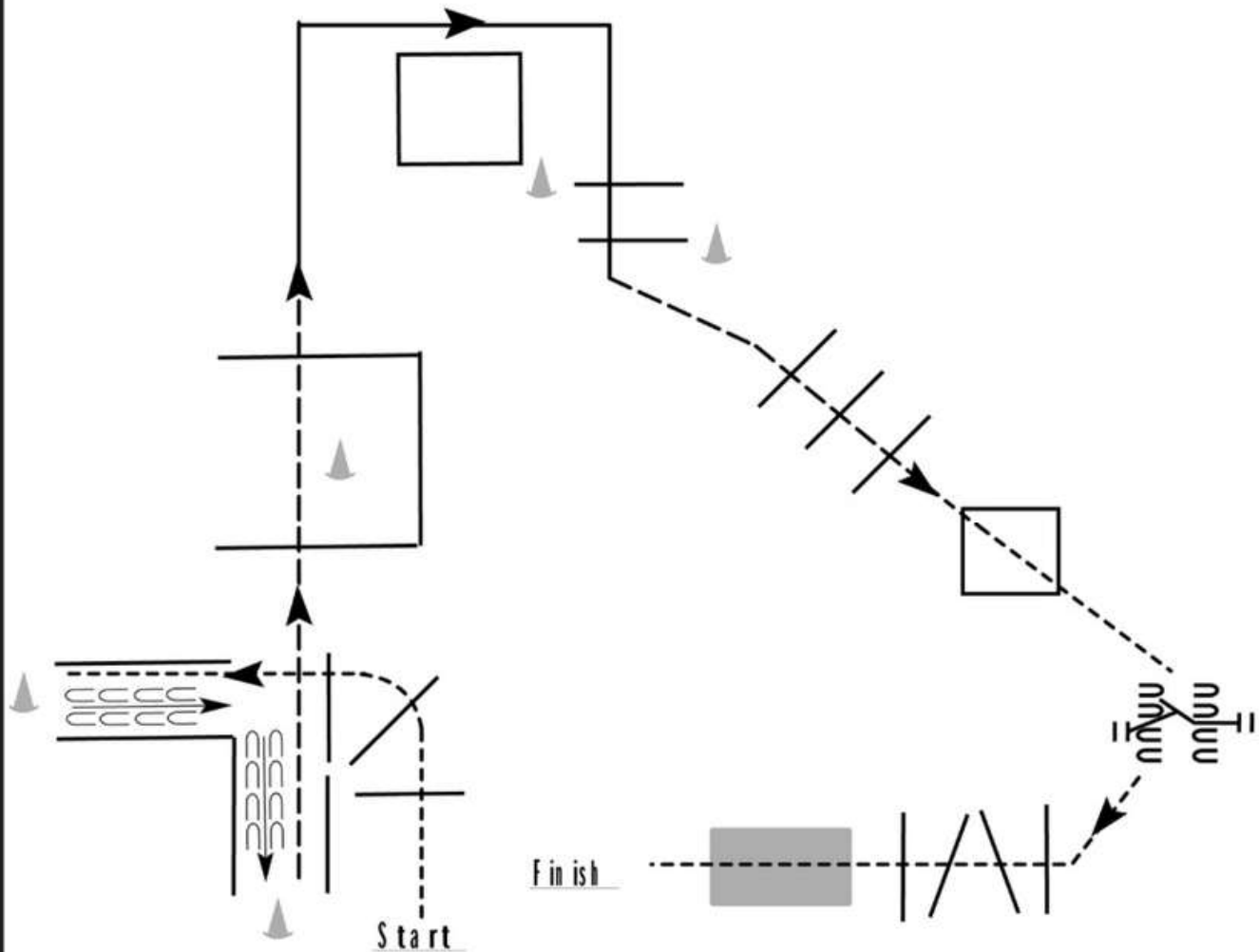
INHAND TRAIL - All classes



TRAIL Walk & Trot



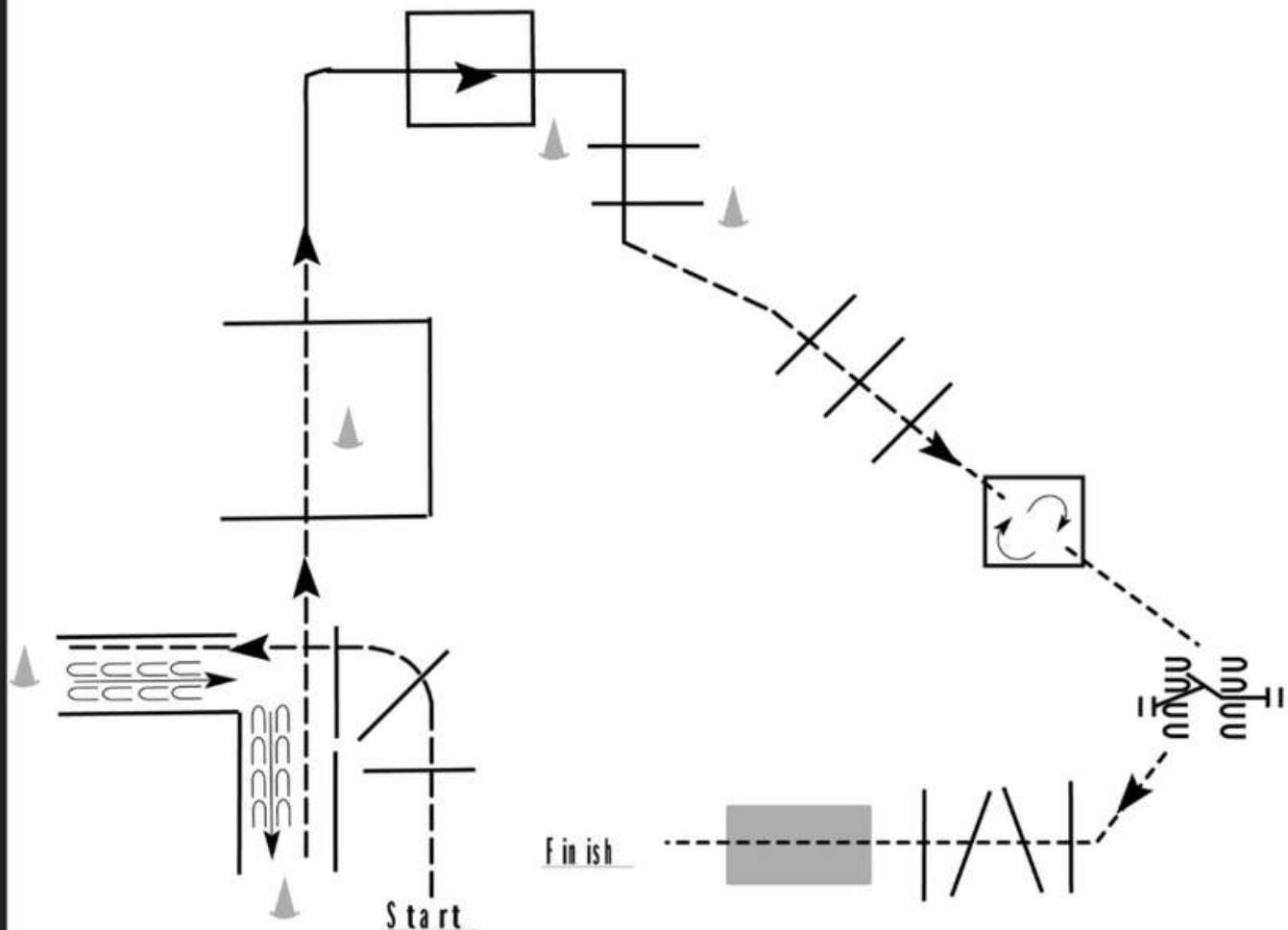
TRAIL Beginner & Amateur



1. Walk over poles and into chute.
2. Back the L.
3. Jog out of chute and through box.
4. Lope on the right lead around box and over 2 poles.
5. Break to a trot and trot over poles as shown.
6. Walk to and through box to gate.
7. Work gate with the right hand.
8. Walk over poles and bridge to finish.

Walk	-----
Jog	- . - . - .
Lope	—————
Back	← — — — — —
Marker	▲
Sidepass	← — — — — — →

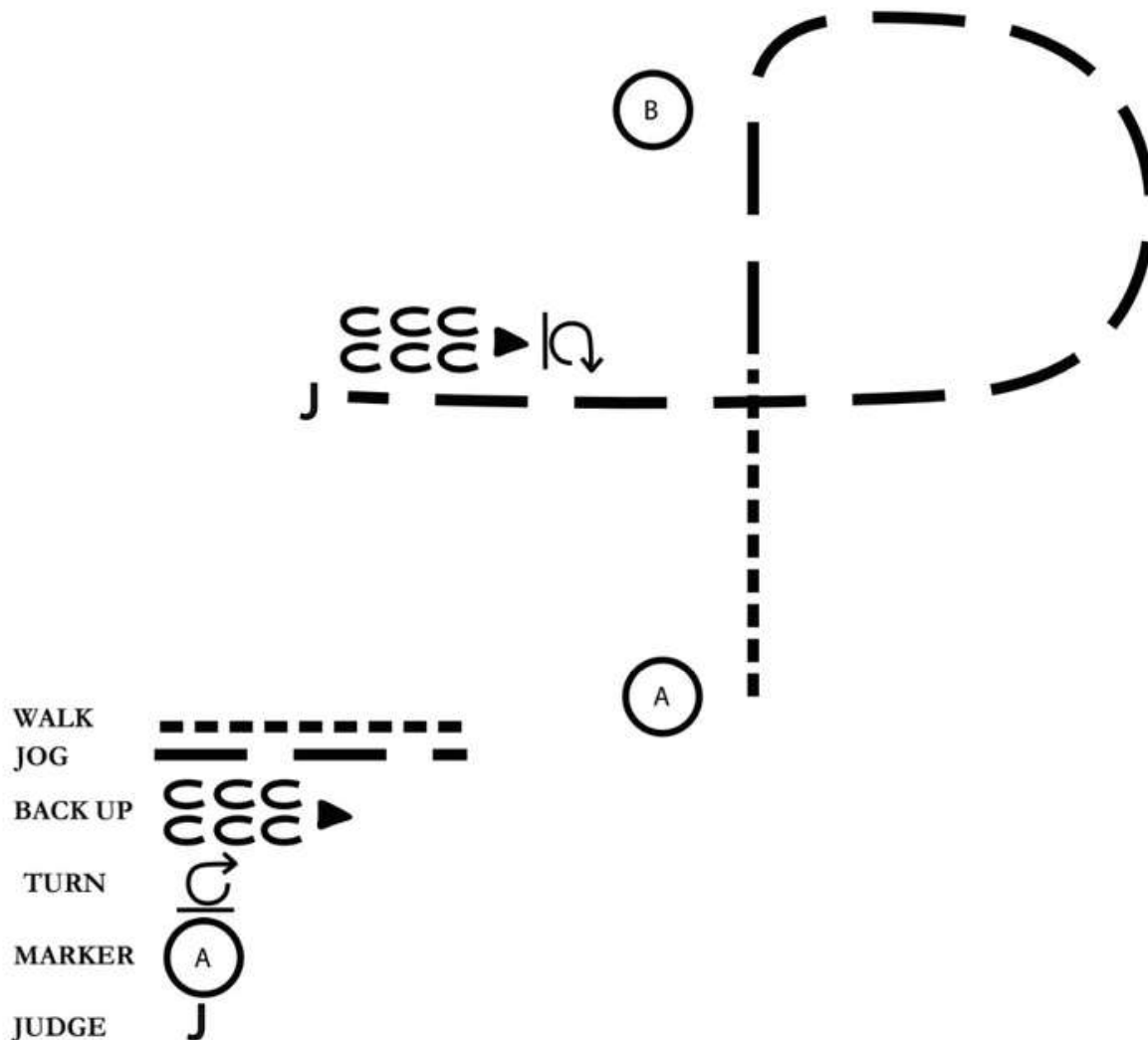
TRAIL Open



1. Trot over poles and into chute.
2. Back the L.
3. Jog out of chute and through box.
4. Lope on the right lead through box and over 2 poles.
5. Break to a trot and trot over poles as shown.
6. Walk to and into box. Perform a full turn to the right and walk out of box to gate.
7. Work gate with the right hand.
8. Walk over poles and bridge to finish.

Walk	-----
Jog	- - - - -
Lope	=====
Back	←=====
Marker	▲
Sidepass	←-----→

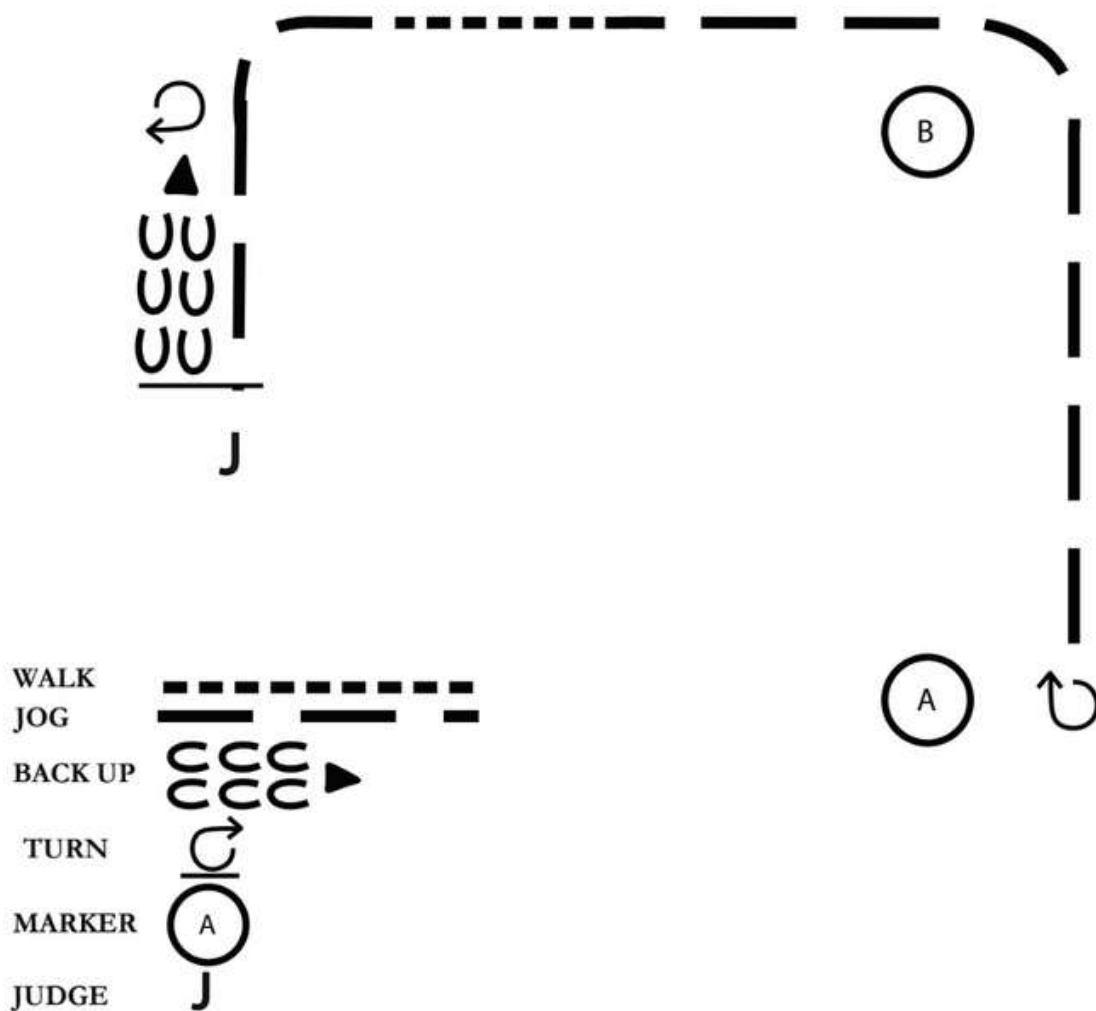
SHOWMANSHIP Novice & Beginner & Youth



Be ready at A

1. Walk halfway to B
2. Trot to judge as shown
3. Stop and set up for inspection
4. When dismissed, back up one horse-length
5. Perform a 270 degrees turn and walk away

SHOWMANSHIP Amateur & Open



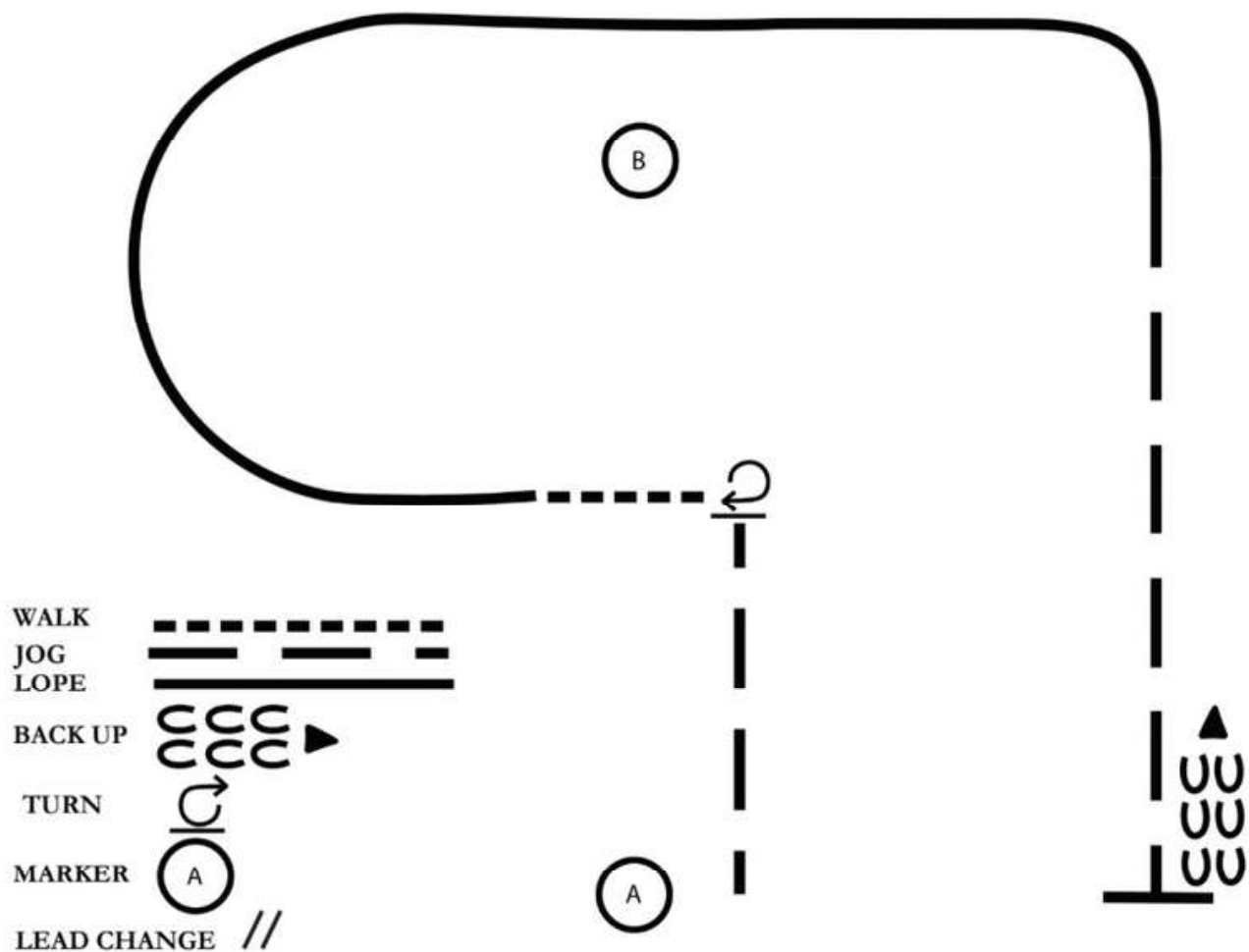
Be ready at A

1. Perform a 360 degrees turn
2. Trot to and around B
3. Walk three strides
4. Trot to judge as shown
5. Stop and set up for inspection
6. When dismissed, back up two horse-lengths
7. Perform a 90 degrees turn and walk away

1. Walk two horselengths
2. Jog past B
3. Perform a 270 degrees turn to the right
4. Jog as shown
5. Stop when even with A and back up

Exit at jog

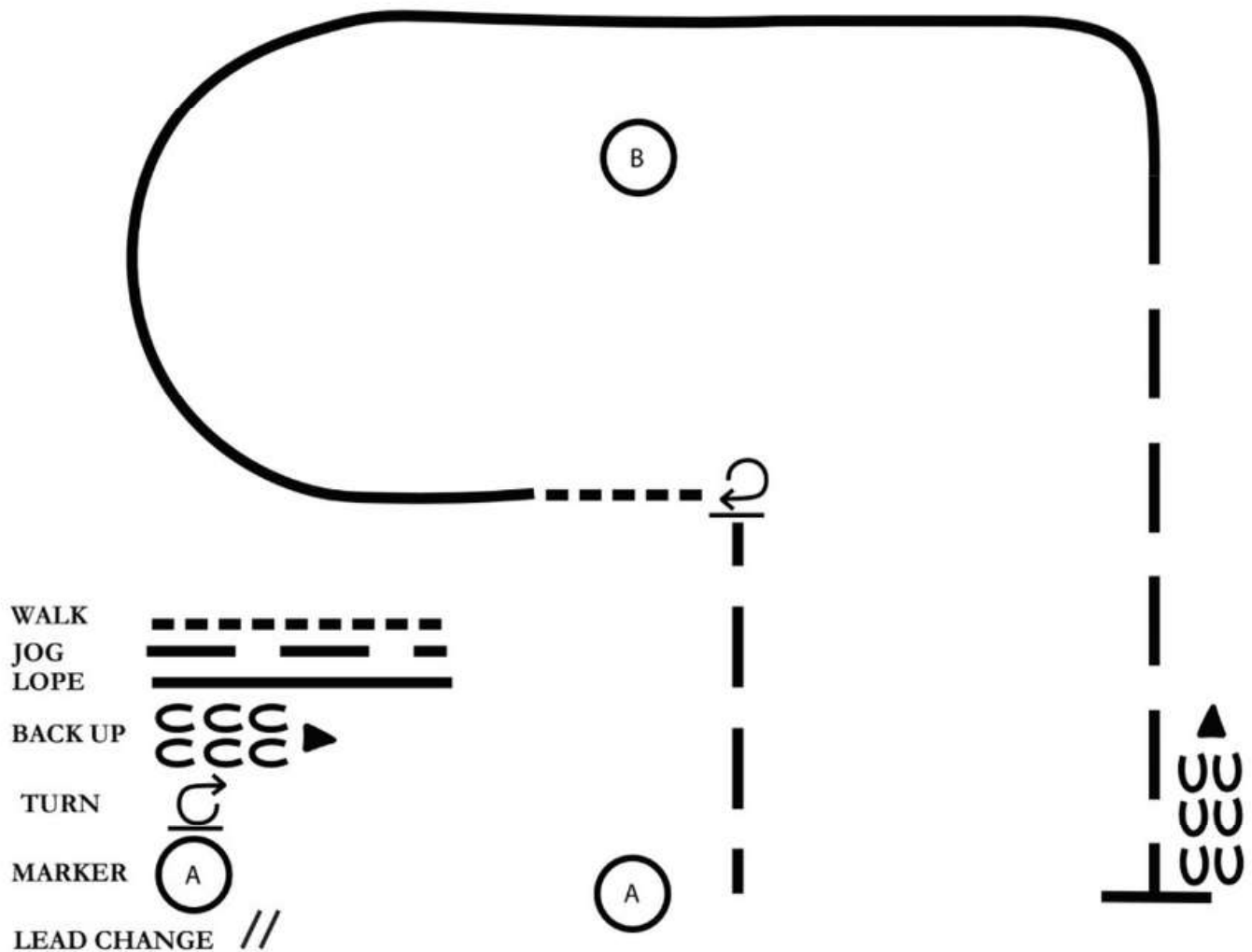
HORSEMANSHIP Beginner



Be ready at A

1. Jog halfway to B
 2. Stop and perform a 270 degrees turn to the right
 3. Walk two horse-lengths
 4. Lope on the right lead as shown
 5. Jog until even with A
 6. Stop and back up
- Exit at jog

HORSEMANSHIP Amateur & Open

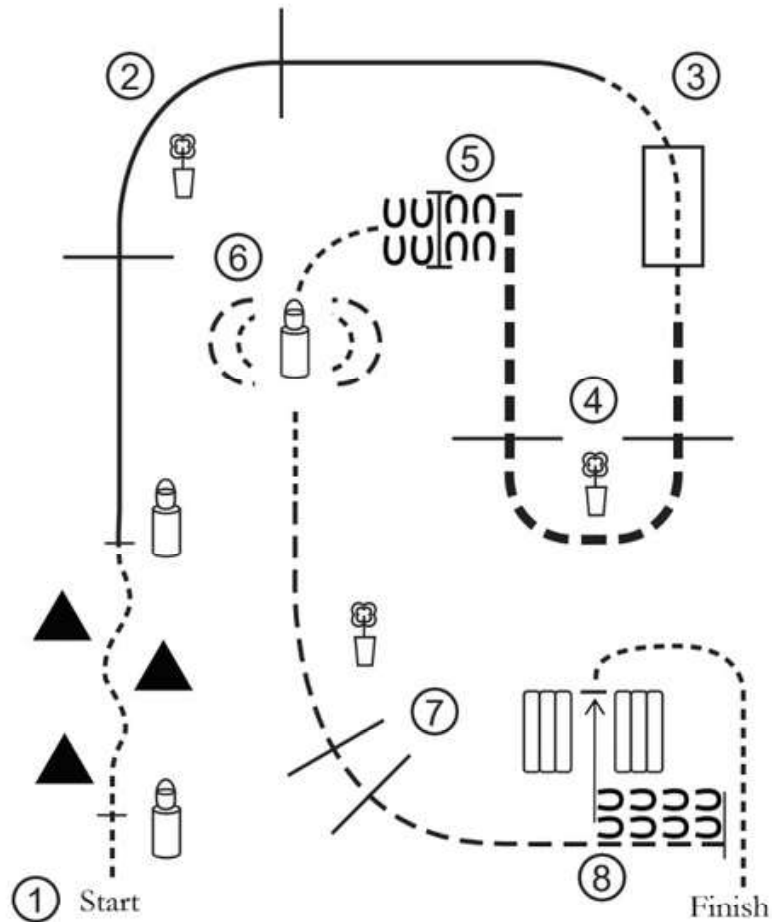


Be ready at A

1. Jog halfway to B
 2. Stop and perform a 270 degrees turn to the right
 3. Walk two horse-lengths
 4. Lope on the right lead as shown
 5. Jog until even with A
 6. Stop and back up
- Exit at jog

RANCH TRAIL

Beginner



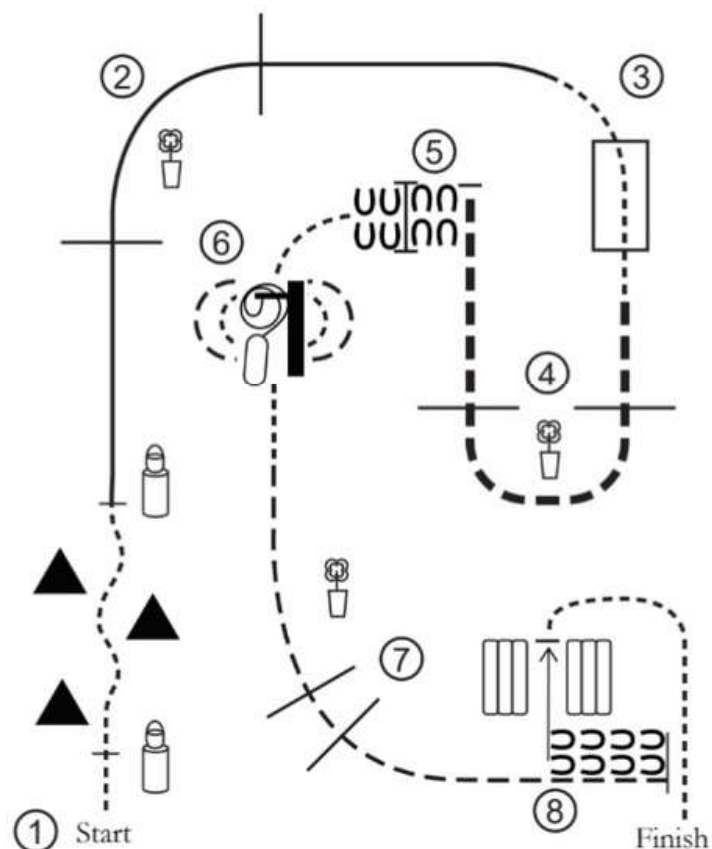
Free pattern provided by Danish Quarter Horse Association

1. Pick up basket and place basket at barrel
2. Lope over poles
3. Walk bridge
4. Extended trot over poles
5. Work gate left hand
6. Pick up basket, walk or trot a figure 8
7. Trot poles
8. Stop and back up
9. Sidepass and walk out

WALK	
TROT	-----
EXTENDED TROT	- - - - -
LOPE	—————
BACK UP	⋈⋈⋈⋈⋈
TURN	○
CONE	▲
SIDEPASS	→

RANCH TRAIL

Amateur & Open

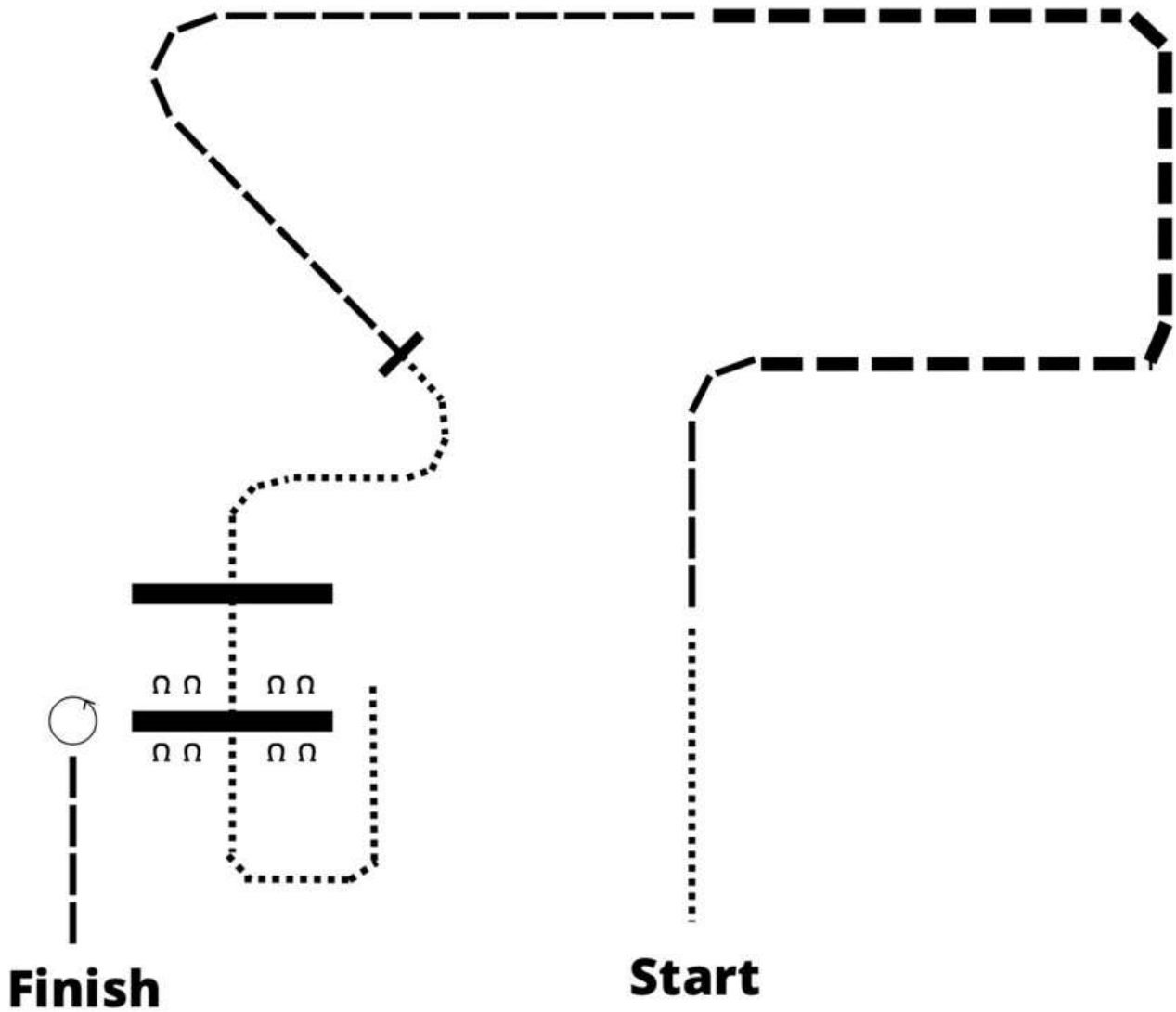


Free pattern provided by Danish Quarter Horse Association

1. Pick up basket and place basket at barrel
2. Lope over poles
3. Walk bridge
4. Extended trot over poles
5. Work gate left hand
6. Drag log, walk or trot circle right
7. Trot poles
8. Stop and back up
9. Sidepass and walk out

WALK	
TROT	-----
EXTENDED TROT	-----
LOPE	—————
BACK UP	EEEEEE
TURN	○
CONE	▲
SIDEPASS	→

RANCH RIDING Walk & Trot

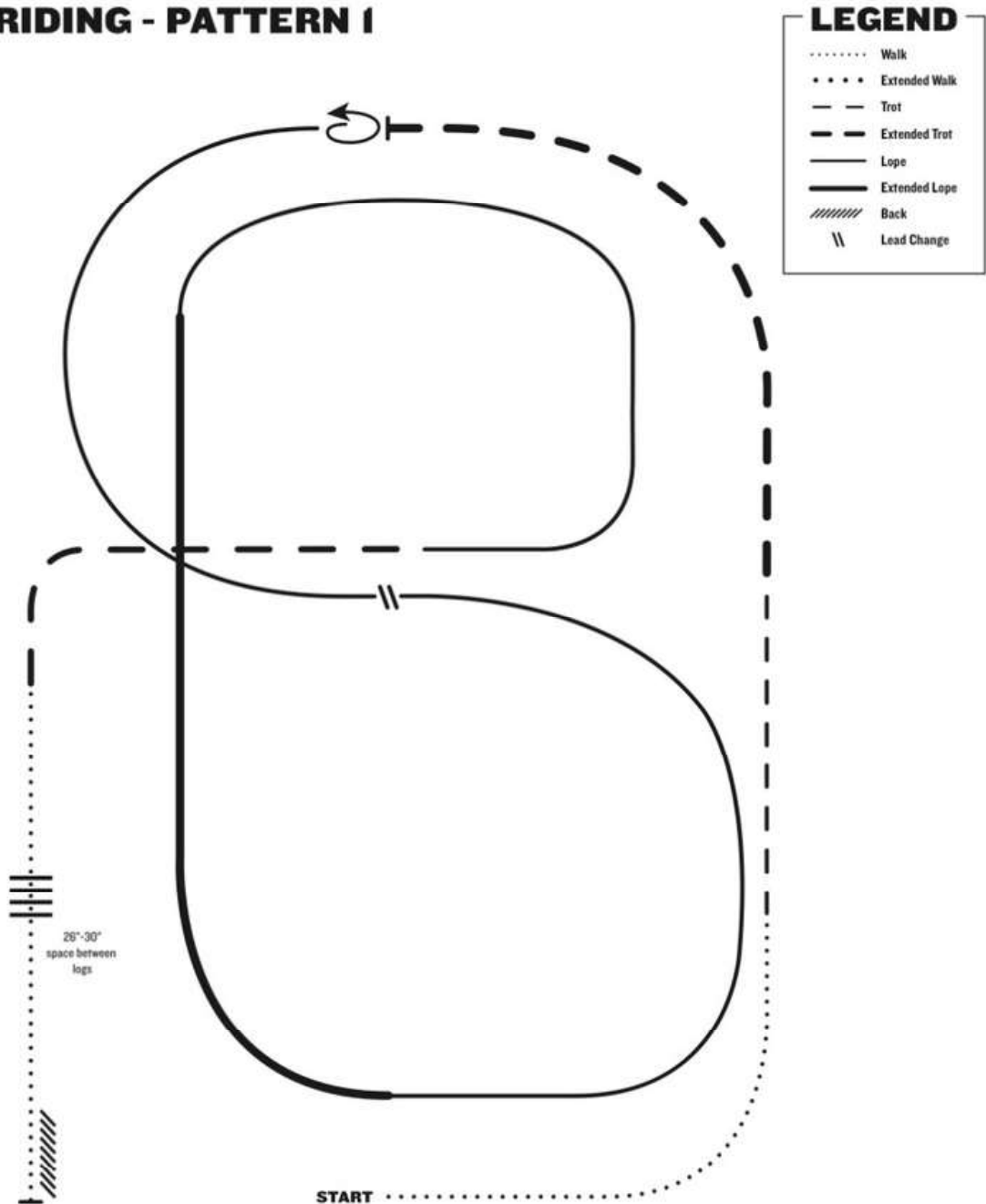


-
1. Walk
 2. Trot
 3. Extended trot
 4. Collect to regular trot
 5. Stop
 6. Walk over logs
 7. Stop and side pass left over log

1. 1/2 Left turn
2. Trot

RANCH RIDING Beginner & Amateur

RANCH RIDING - PATTERN I

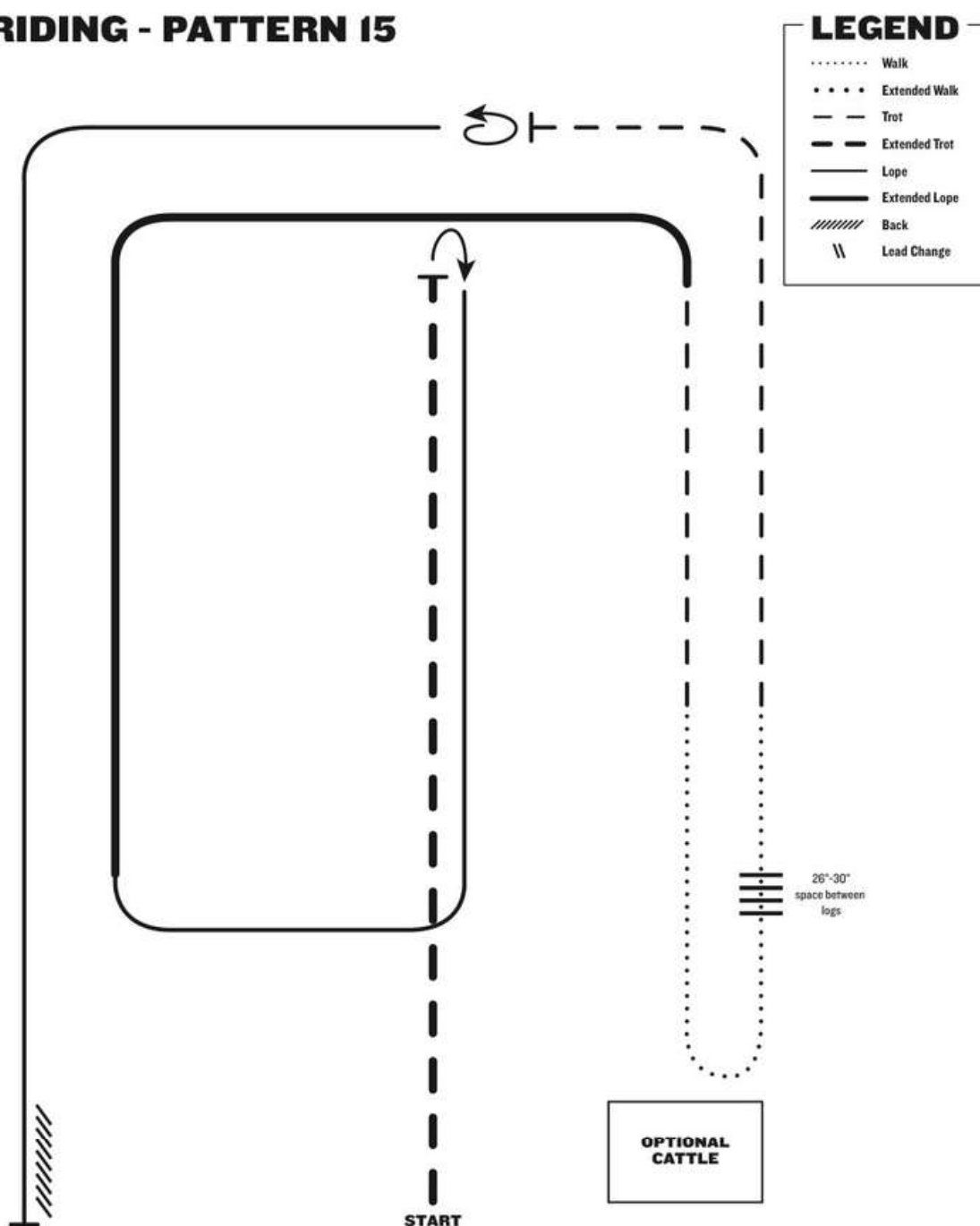


1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena 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.

RANCH RIDING Open

RANCH RIDING - PATTERN 15

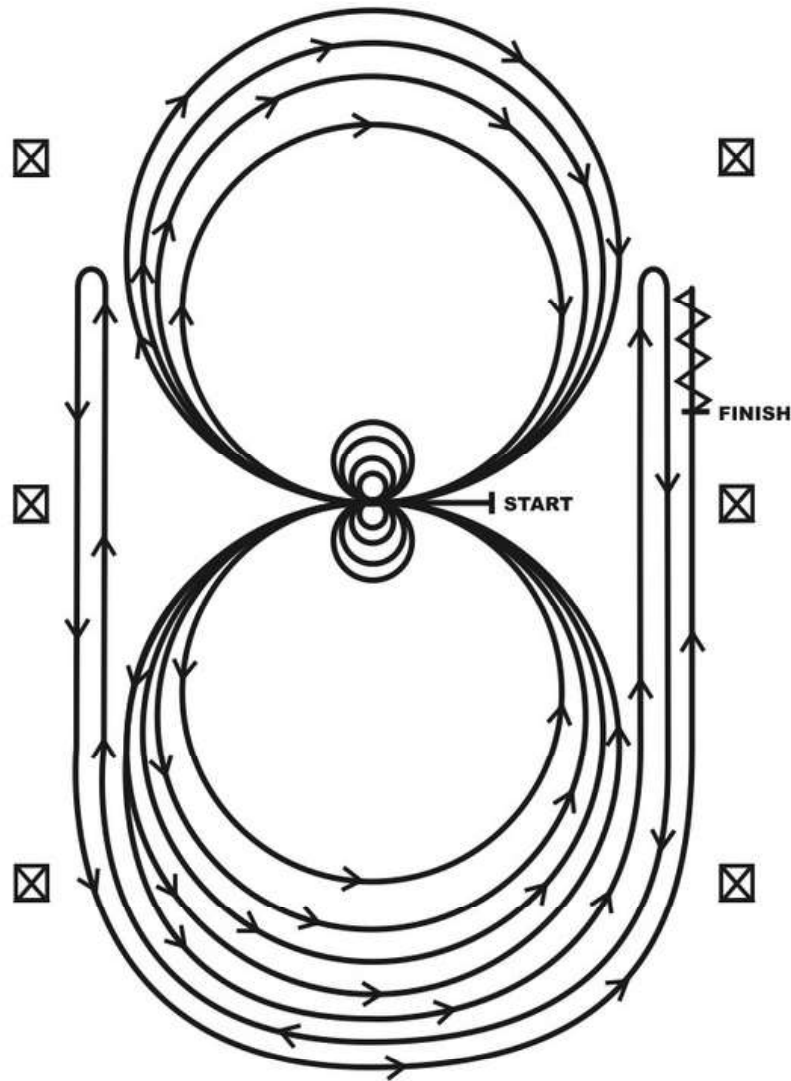


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

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.

REINING Green & Beginner

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.