

SHOWMANSHIP NOVICE

SHOWMANSHIP NOVICE

Instructions

1. Walk from A straight to the Judge.
2. Stop and set up for the Judge.
3. When dismissed complete a 180 degree turn to the right.
4. Jog an L – going between B and C and then between B and D.
5. Continue straight and at E, jog an arc.
6. Exit pattern at a jog

Legend

Walk 

Jog 

Extended Jog 

Lope 

Back 

SHOWMANSHIP INTERMEDIATE

Instructions

1. Jog from A straight to the Judge.
2. Stop and back up straight between B and C.
3. Walk back to Judge.
4. Stop and set up for the Judge.
5. When dismissed complete a 180 degree turn to the right.
6. Jog an L – going between B and C and then between B and D.
7. Continue straight and at E, jog an arc.
8. Exit pattern at a jog

Legend

Walk 

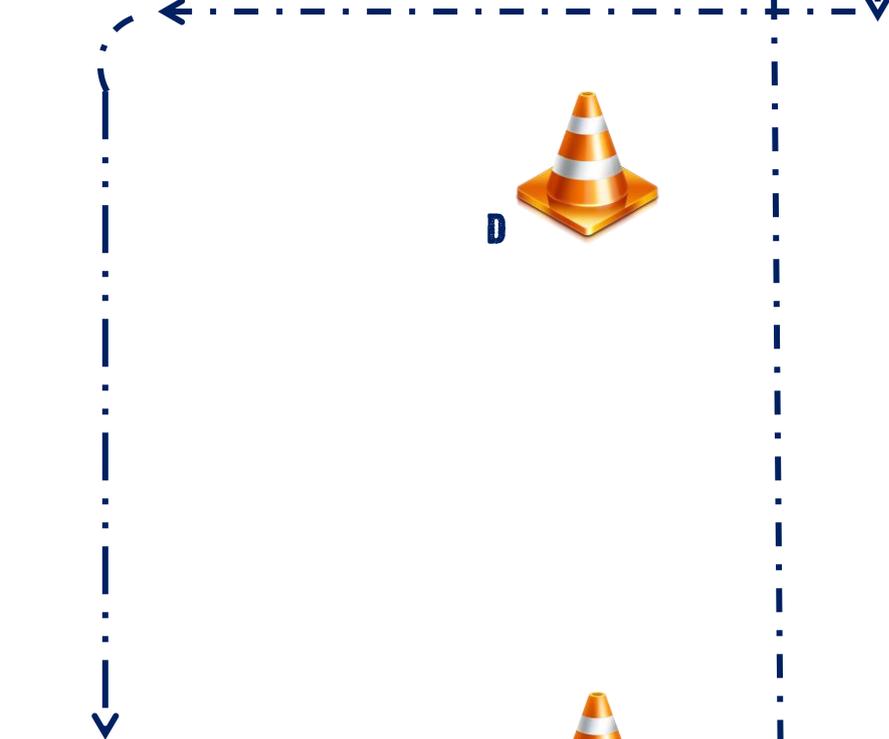
Jog 

Extended Jog 

Lope 

Back 

JUDGE



SHOWMANSHIP OPEN

SHOWMANSHIP OPEN

Instructions

1. Jog from A straight to the Judge.
2. Stop and back up straight between B and C.
3. Walk back to Judge.
4. Stop and set up for the Judge.
5. When dismissed complete a 180 degree turn to the right.
6. Jog an L – going between B and C and then between B and D.
7. Continue straight and at E, jog an arc.
8. Exit pattern at an extended jog.

Legend

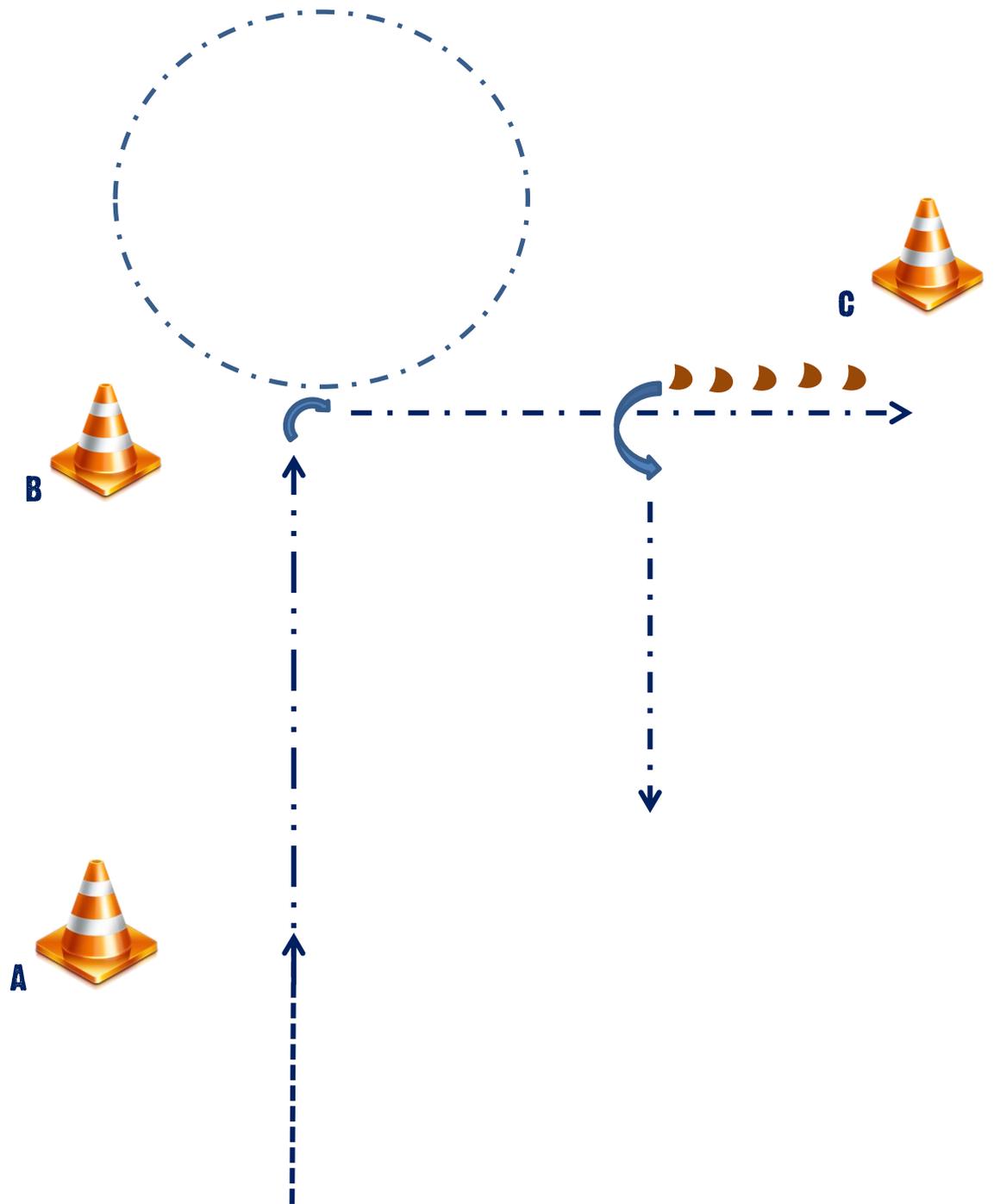
Walk 

Jog 

Extended Jog 

Lope 

Back 



HORSEMANSHIP NOVICE

HORSEMANSHIP NOVICE

Instructions

1. Walk to A
2. Extend Jog to B, Stop
3. Complete at 90 degree turn to the right
4. Jog a circle to the left.
5. At B jog straight to C.
6. At C, stop and back.
7. Complete a 270 degree turn to the left. Halt.
8. Exit pattern at a jog

Legend

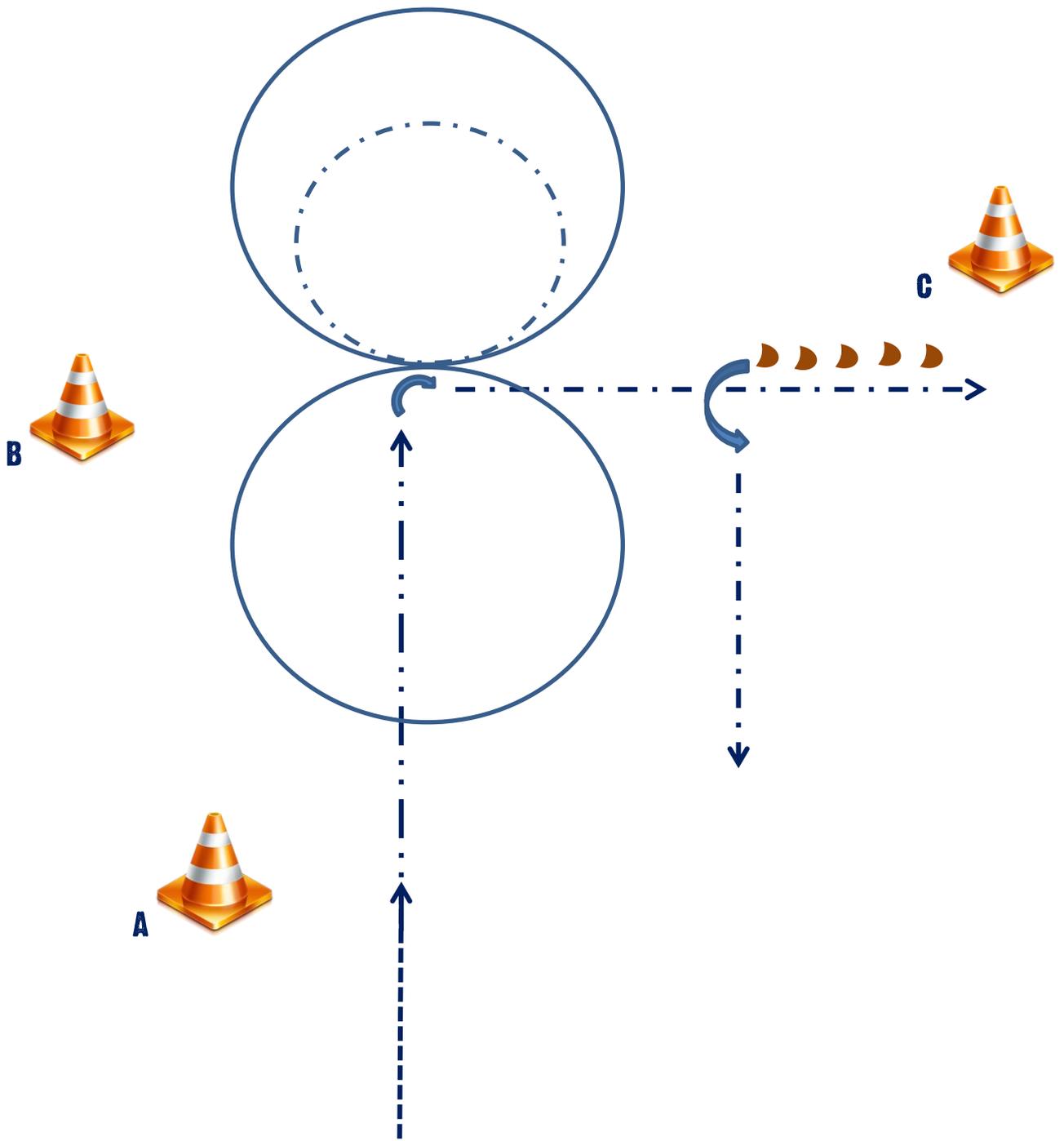
Walk 

Jog 

Extended Jog 

Lope 

Back 



HORSEMANSHIP INTERMEDIATE

HORSEMANSHIP INTERMEDIATE

Instructions

1. Walk to A.
2. Extend Jog to B, Stop.
3. Complete at 450 degree turn to the right.
4. Jog a small circle to the left.
5. Lope a large circle to the left.
6. Simple change and lope a large circle to the right
7. At B jog straight to C.
8. At C, stop and back.
9. Complete a 270 degree turn to the left. Halt.
10. Exit pattern at a jog.

Legend

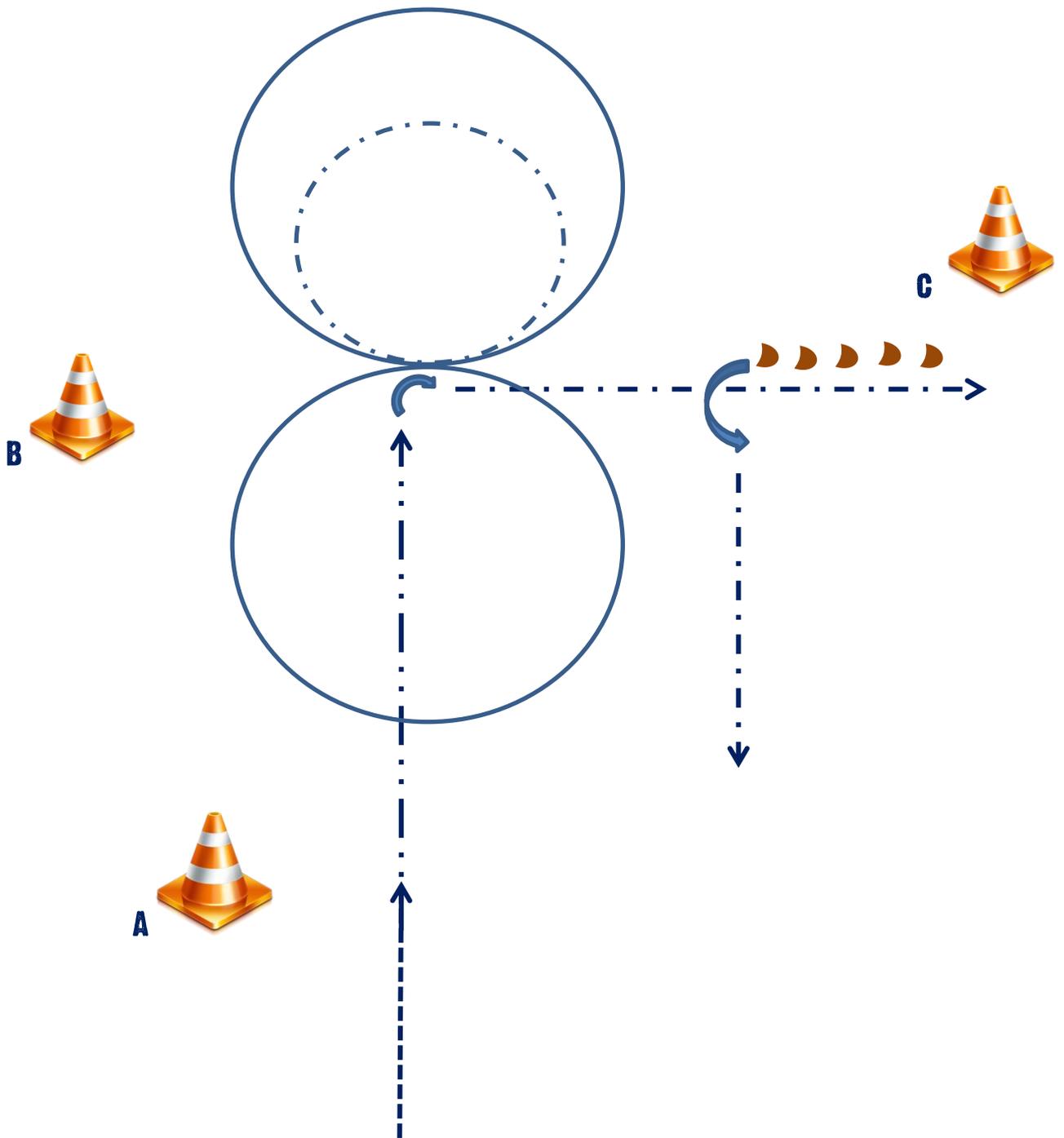
Walk 

Jog 

Extended Jog 

Lope 

Back 



HORSEMANSHIP OPEN

HORSEMANSHIP OPEN

Instructions

1. Walk to A.
2. Extend Jog to B, Stop.
3. Complete at 450 degree turn to the right.
4. Jog a small circle to the left.
5. Lope a large circle to the left.
6. Complete a flying change and lope a large circle to the right
7. At B jog straight to C.
8. At C, stop and back.
9. Complete a 270 degree turn to the left. Halt.
10. Exit pattern at a jog.

Legend

Walk 

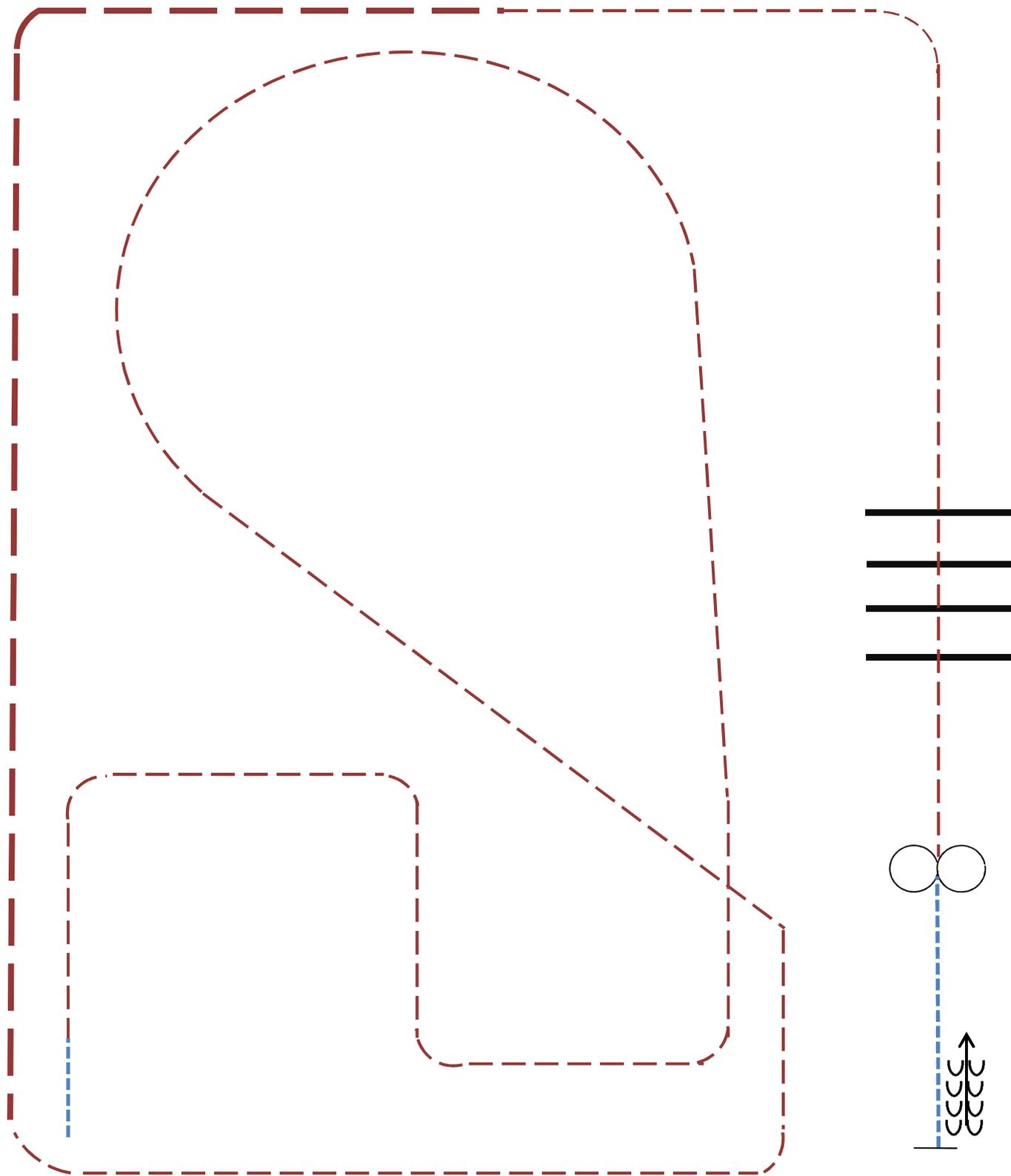
Jog 

Extended Jog 

Lope 

Back 

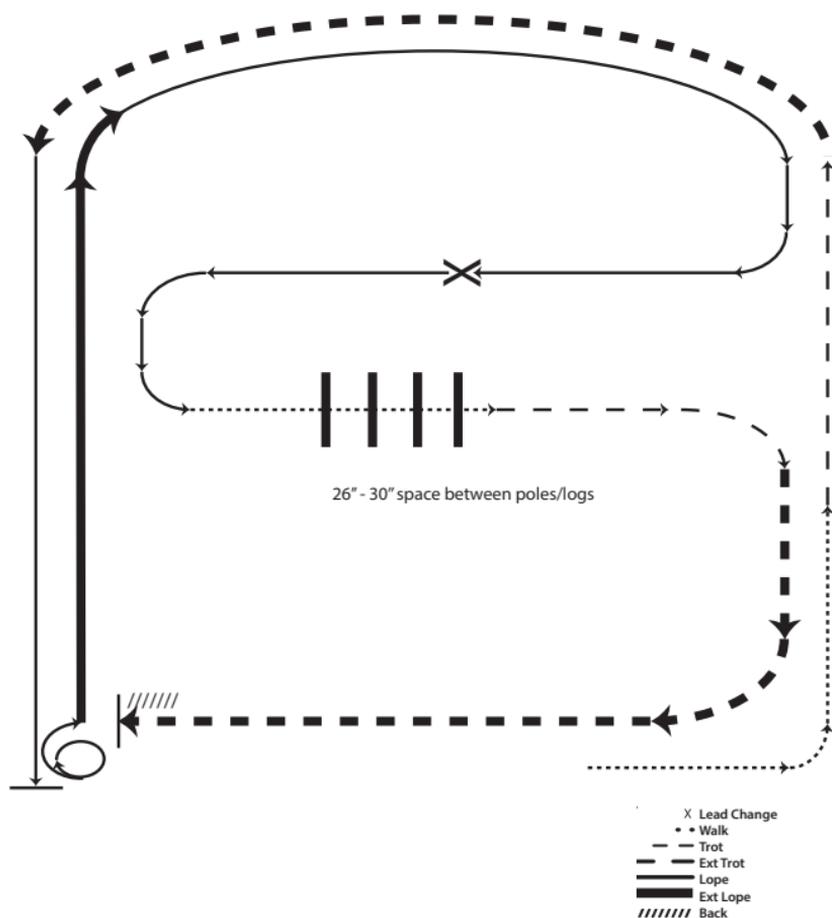
Qualifier 2 – Novice Ranch Pleasure



- 1 – Walk.
- 2 – Trot serpentine.
- 3 – Trot around the end of the arena and then diagonally across the arena.
- 4 – Trot around the bottom of the arena.
- 5 – Extend the jog along the side of the arena.
- 6 – Extend the trot around the corner of the arena.
- 7 – Collect the trot.
- 8 – Trot over poles
- 9 – Stop, do a 360° turn to each direction. (Either direction first)
- 10 – Walk, stop and back.

	-	Walk
	-	Jog
	-	Extended Jog
	-	Back Up

RANCH HORSE PLEASURE - PATTERN 2



1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 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

TRAIL CLASS NOVICE

START

1. GATE

2. JOG OVER
RAISED

7. WALK OVER
RAISED

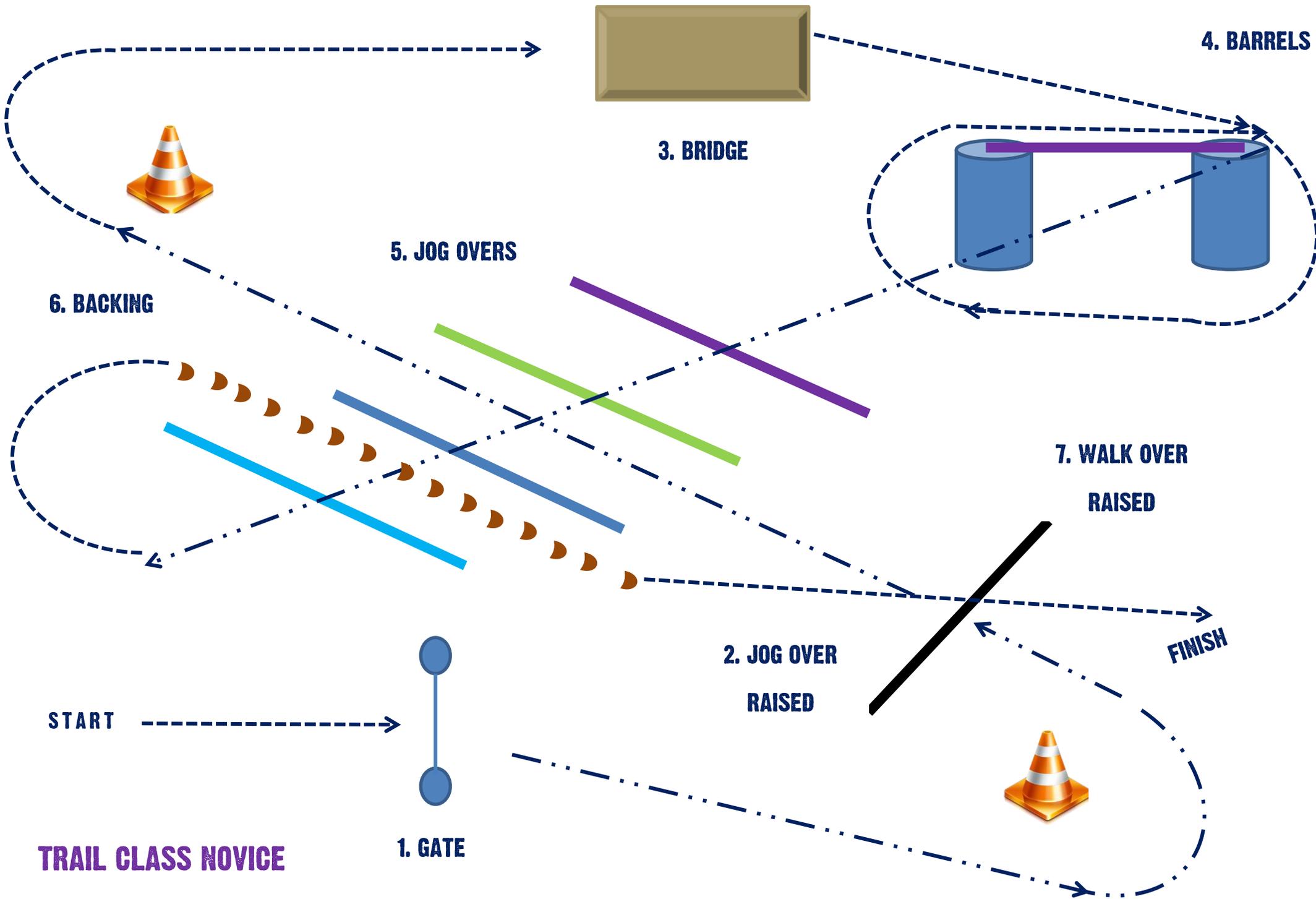
FINISH

5. JOG OVERS

6. BACKING

3. BRIDGE

4. BARRELS



TRAIL CLASS NOVICE

Instructions

1. Walk to gate, open – either way – do not close
2. Jog around cone and over raised jog pole
3. Jog until cone, break to walk and walk over bridge
4. Walk to second barrel; pick up pole keeping end balanced on first barrel. Complete a full circle and replace pole end on second barrel.
5. Jog over jog overs.
6. Break to walk, turn and back through poles as indicated.
7. Turn on hindquarters (either way) and walk over raised pole to finish. Halt.

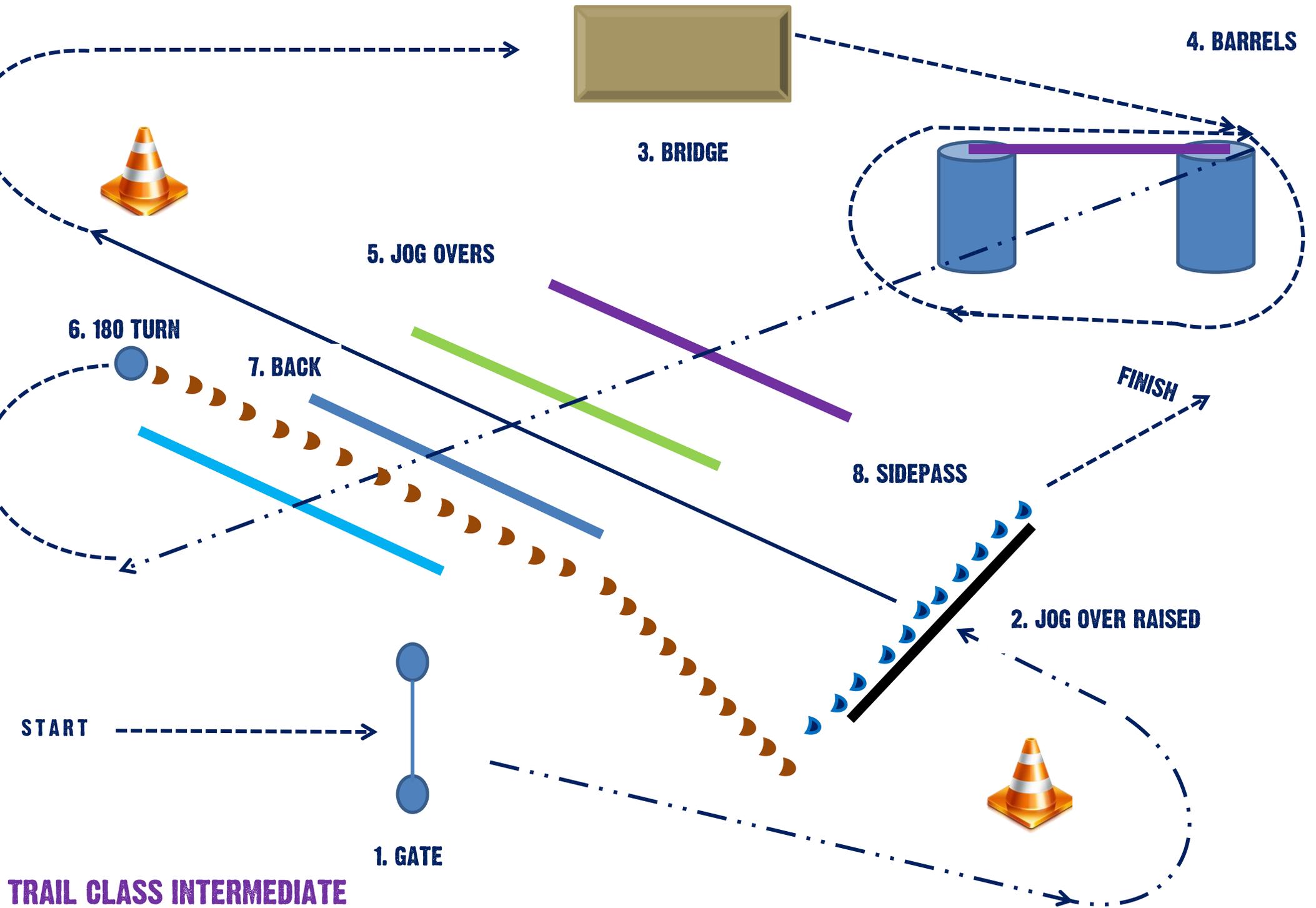
Legend

Walk 

Jog 

Lope 

Back 



TRAIL CLASS INTERMEDIATE

TRAIL CLASS INTERMEDIATE

Instructions

1. Walk to gate, complete right hand gate – close
2. Jog around cone and over raised jog pole
3. Left Lead Lope until cone, break to walk and walk over bridge
4. Walk to second barrel; pick up pole keeping end balanced on first barrel. Complete a full circle and replace pole end on second barrel.
5. Jog over jog overs.
6. Break to walk, complete a 180 degree turn on the hindquarters to the right (as indicated on pattern), halt
7. Back through poles as indicated, and continue backing until you are in line with the sidepass pole.
8. Complete a sidepass over the raised pole to the right
9. Walk to finish. Halt.

Legend

Walk 

Jog 

Lope 

Back 

Sidepass 

TRAIL CLASS OPEN

START

1. GATE

2. JOG OVER RAISED

8. SIDEPASS

FINISH

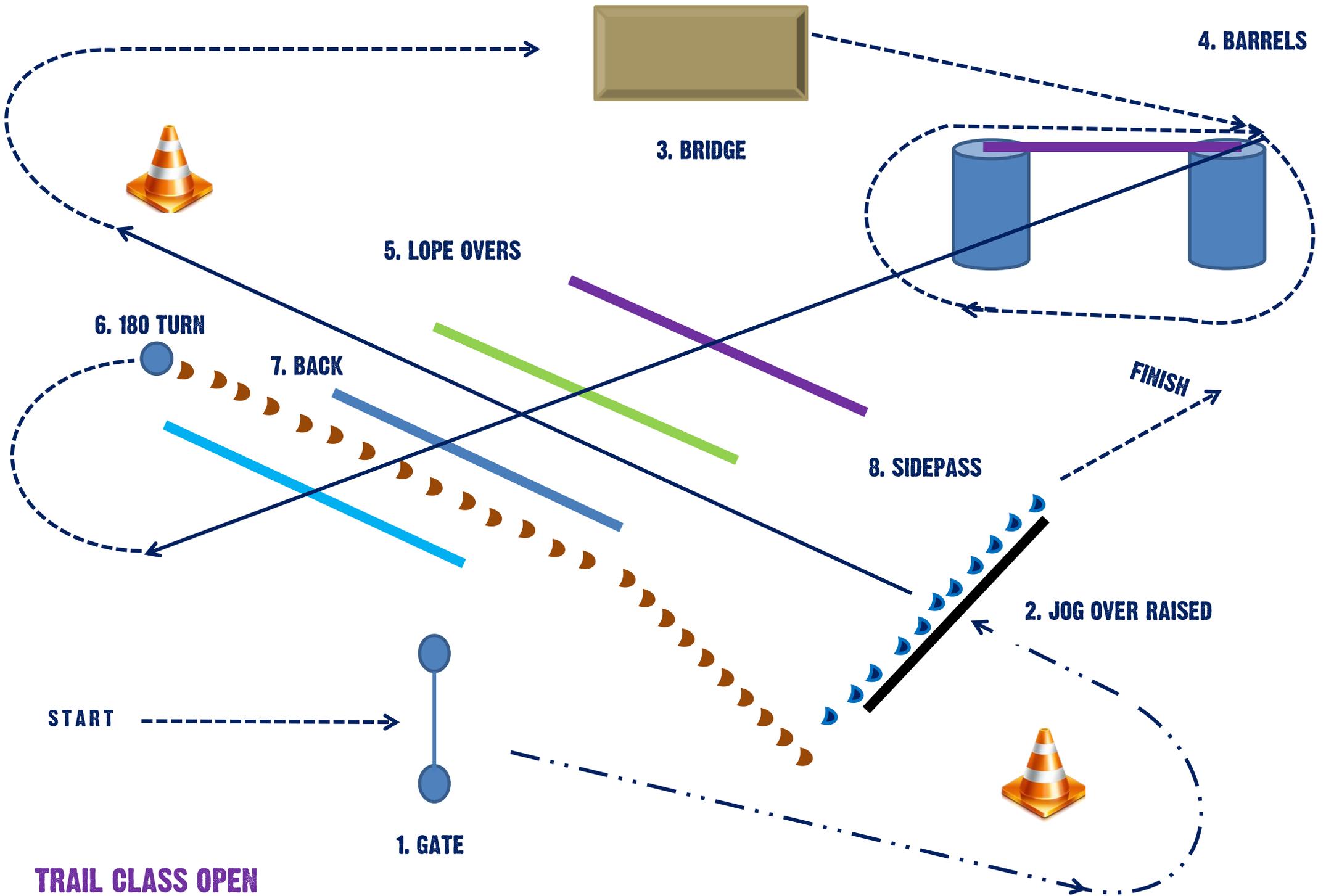
4. BARRELS

3. BRIDGE

5. LOPE OVERS

6. 180 TURN

7. BACK



TRAIL CLASS OPEN

Instructions

1. Walk to gate, complete right hand gate – close
2. Jog around cone and over raised jog pole
3. Left Lead Lope until cone, break to walk and walk over bridge
4. Walk to second barrel; pick up pole keeping end balanced on first barrel. Complete a full circle and replace pole end on second barrel.
5. Take up a right lead and lope over lope overs.
6. Break to walk, complete a 180 degree turn on the hindquarters to the right (as indicated on pattern), halt
7. Back through poles as indicated, and continue backing until you are in line with the sidepass pole.
8. Complete a sidepass over the raised pole to the right
9. Walk to finish. Halt.

Legend

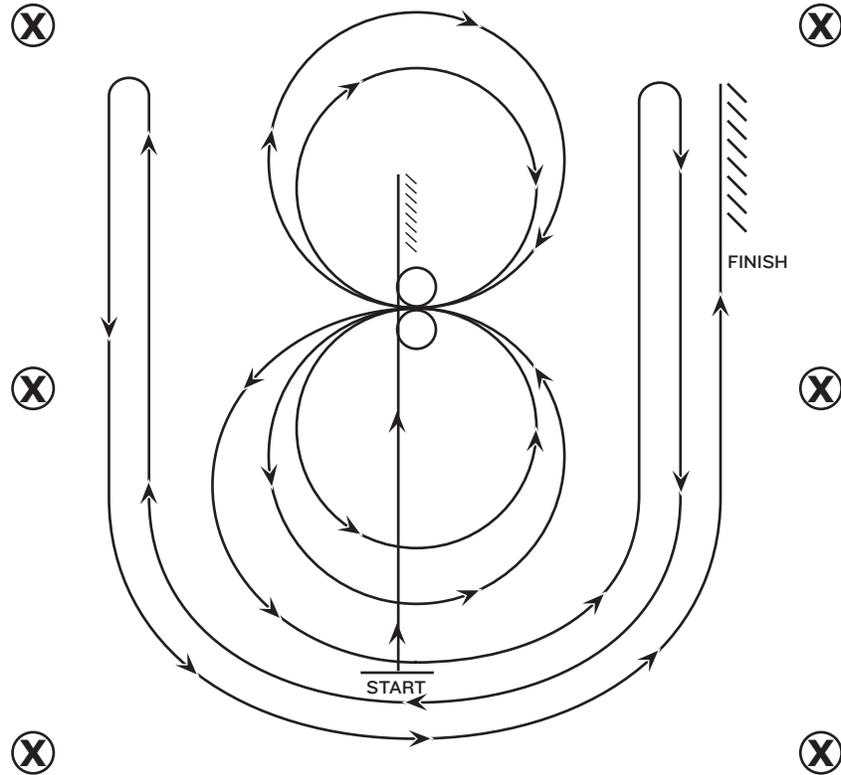
Walk 

Jog 

Lope 

Back 

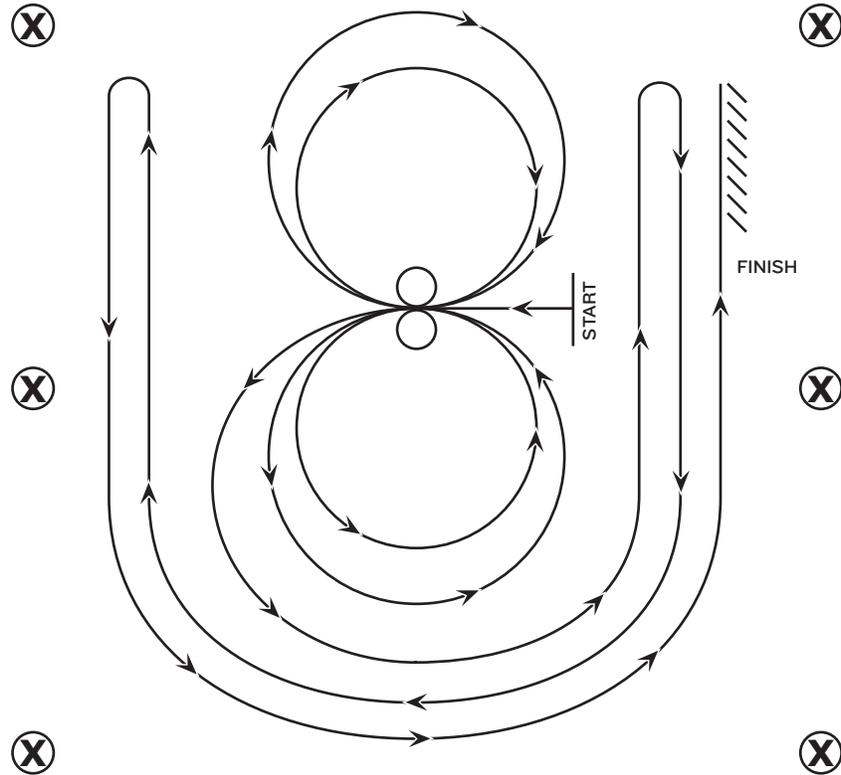
Sidepass 



Pattern IB

1. Run past center of the arena, stop and back up to the center. Hesitate.
2. Complete one spin to the right. Hesitate.
3. Complete one and one quarter spin to the left. Hesitate.
4. Beginning on left lead, complete one large circle and one small circle to the left. Stop at center. Hesitate.
5. Beginning on right lead, complete one large circle and one small circle to the right. Stop at center. Hesitate.
6. Beginning on the left lead, go around the end of the arena and run down the right side of the arena past center marker. Stop and roll back to the right.
7. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop and roll back to the left.
8. Continue around the end of the arena to run down the right side of the arena past the center marker. Stop back up.

Rider must dismount and drop the bridle to the designated judge.



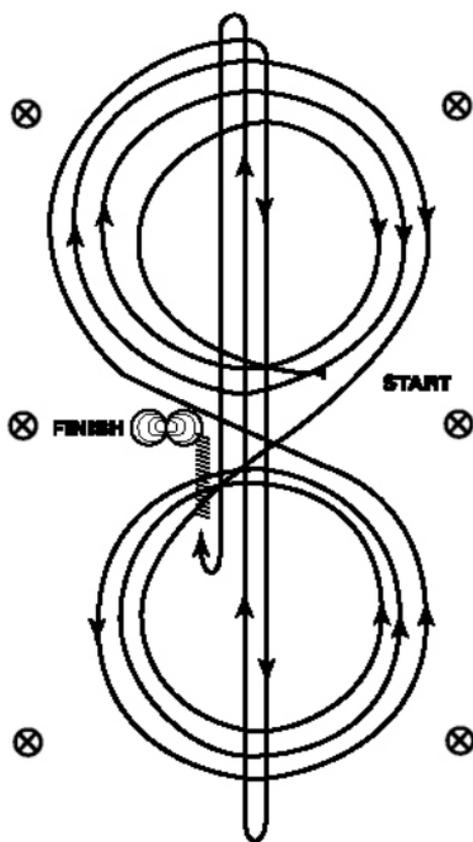
Pattern IBB

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 left lead, complete one large circle and one small circle to the left. Stop at center of the arena. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on right lead, complete one large circle and one small circle to the right. Stop at center. Hesitate.
4. Complete one spin to the right. Hesitate.
5. Beginning on 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 and roll back to the left.
7. Continue around the end of the arena to run down the right side of the arena past the center marker. Stop back up.

Rider must dismount and drop the bridle to the designated judge.

REINING PATTERN 2



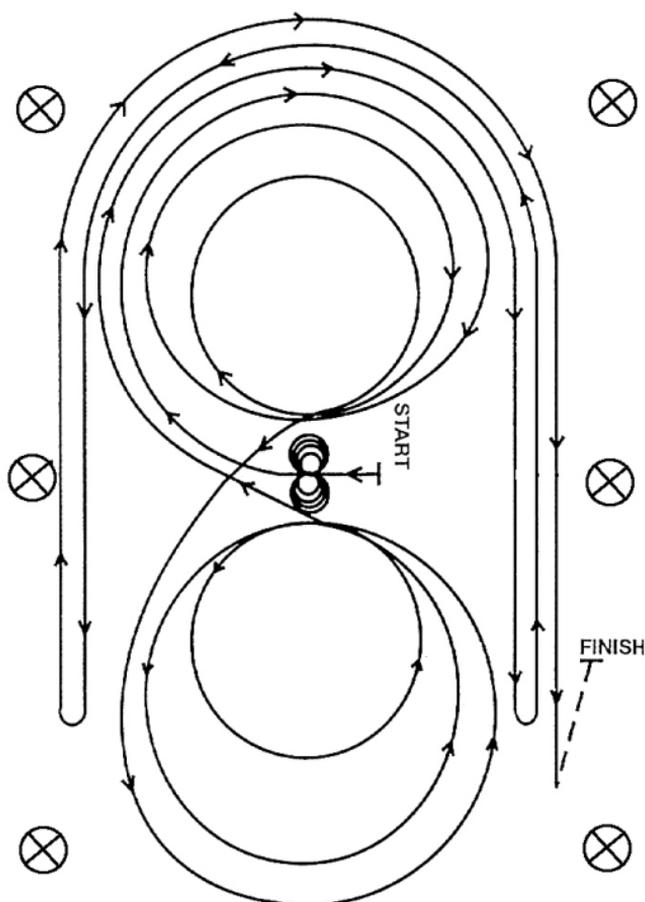
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. 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.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

REINING PATTERN 8



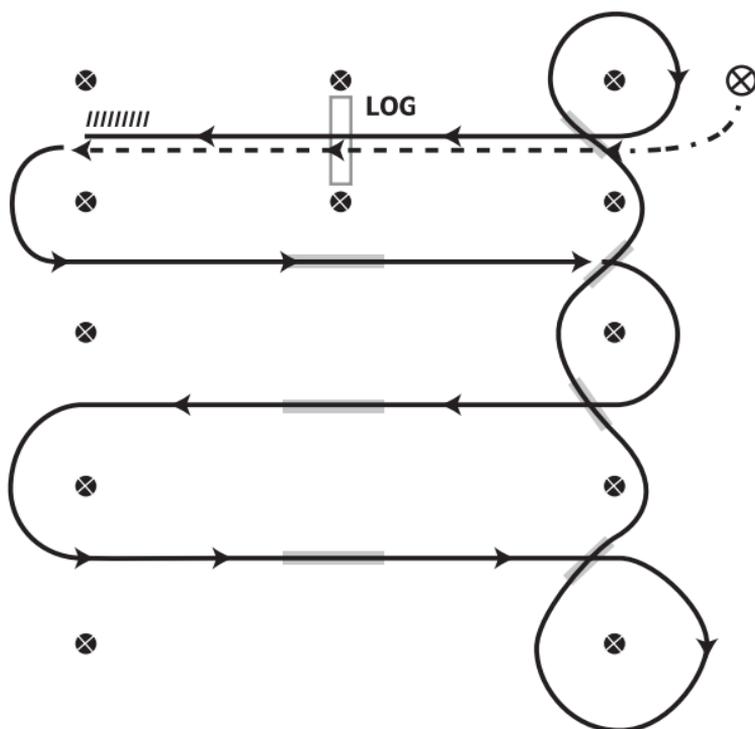
Horse must walk or stop prior to starting pattern.

Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, 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.
4. 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.
5. 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 center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence - no hesitation.
7. Continue back around the previous circle 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 (6 meters) from the wall or fence. Back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

Rider may drop bridle to the designated judge.

WESTERN RIDING PATTERN 2



1. Walk, transition to jog, jog over log
2. Transition to the lope, on the left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back