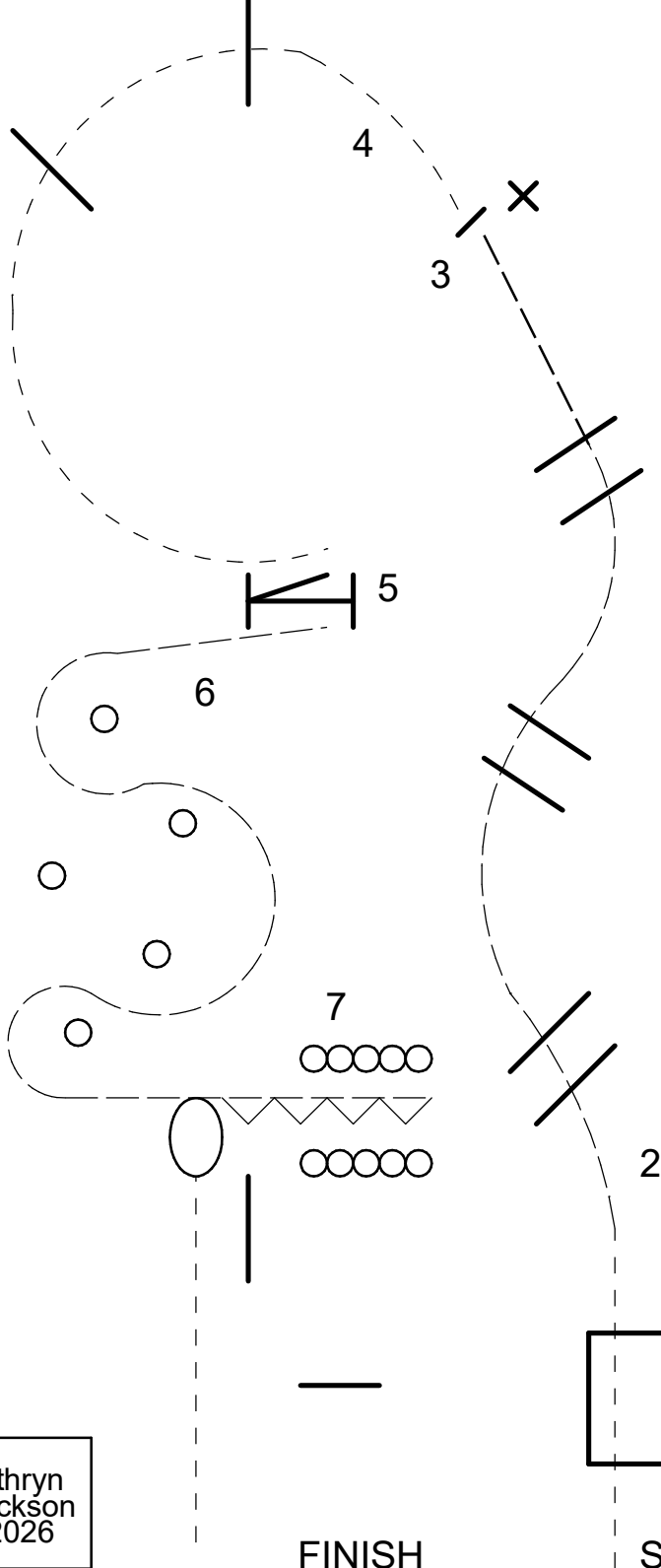


RANCH TRAIL - LEADLINE WALK TROT



- 1. Walk over bridge
- 2. Trot over logs to rope, stop
- 3. Walk over logs to gate
- 4. Work gate, right hand
- 5. Trot serpentine, trot into chute
- 6. Back out of chute
- 7. Turn 1 1/4 to right
- 8. Walk to exit

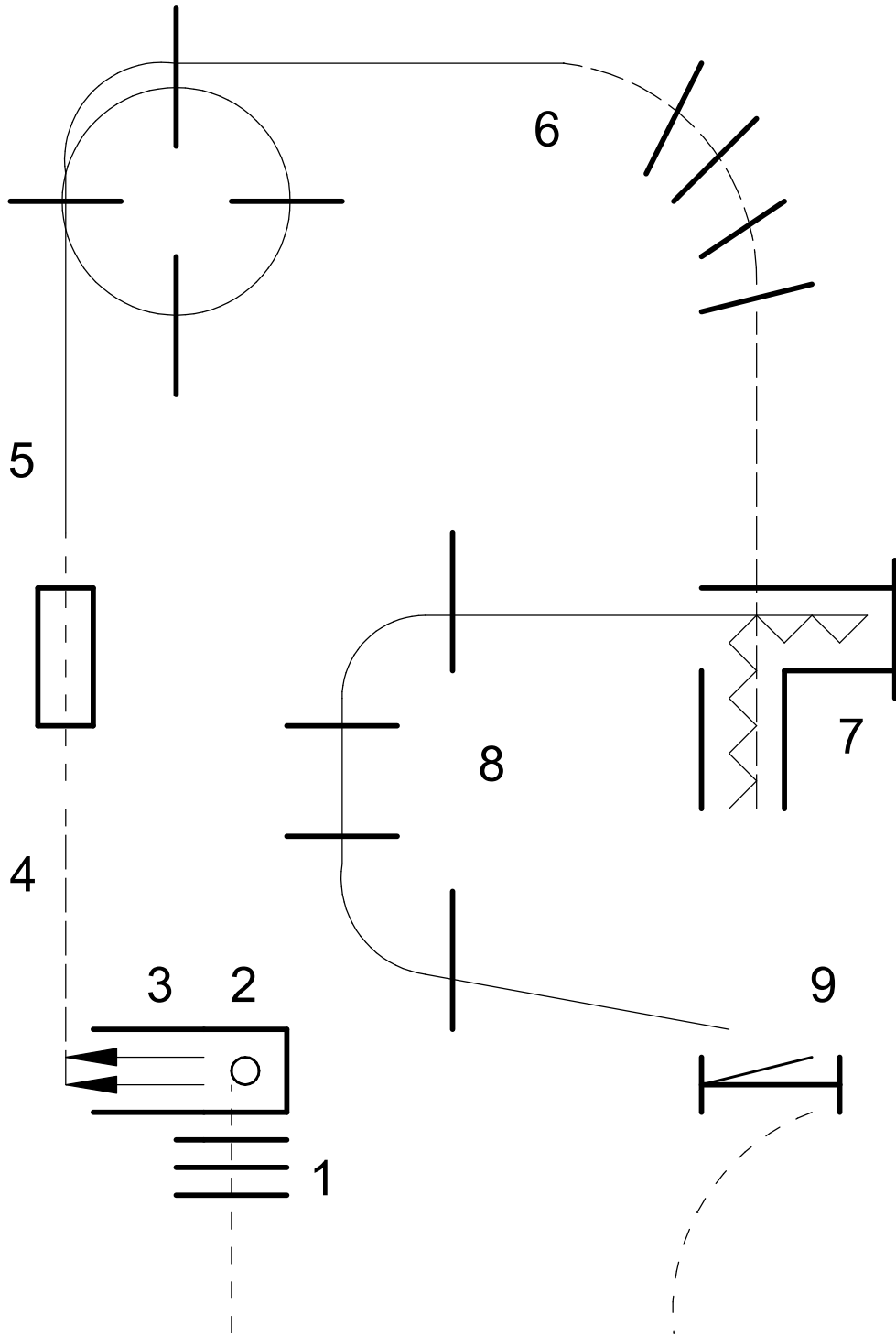
Pattern complete

Kathryn
Erickson
2026

FINISH

START

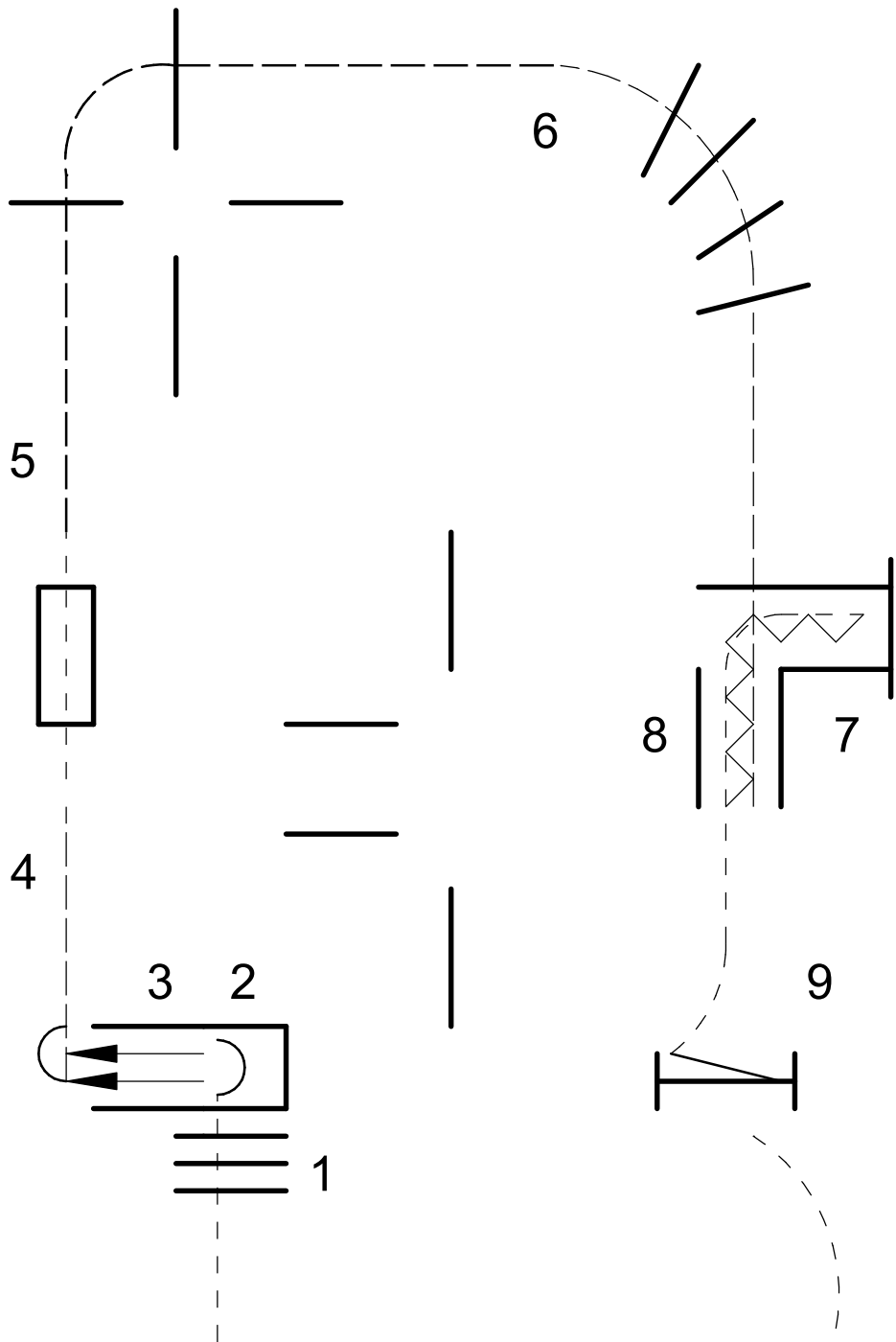
Trail - Green, Masters Non Pro, Amateur Select
Classes - 172, 173



1. Walk over logs into box.
2. Turn 360 either direction.
3. Sidepass left out of chute.
4. Jog to bridge, walk over bridge.
5. Lope right lead over poles.
6. Jog over poles and into chute.
7. Back through L.
8. Lope left lead over poles.
9. Work gate, right hand, walk to exit.

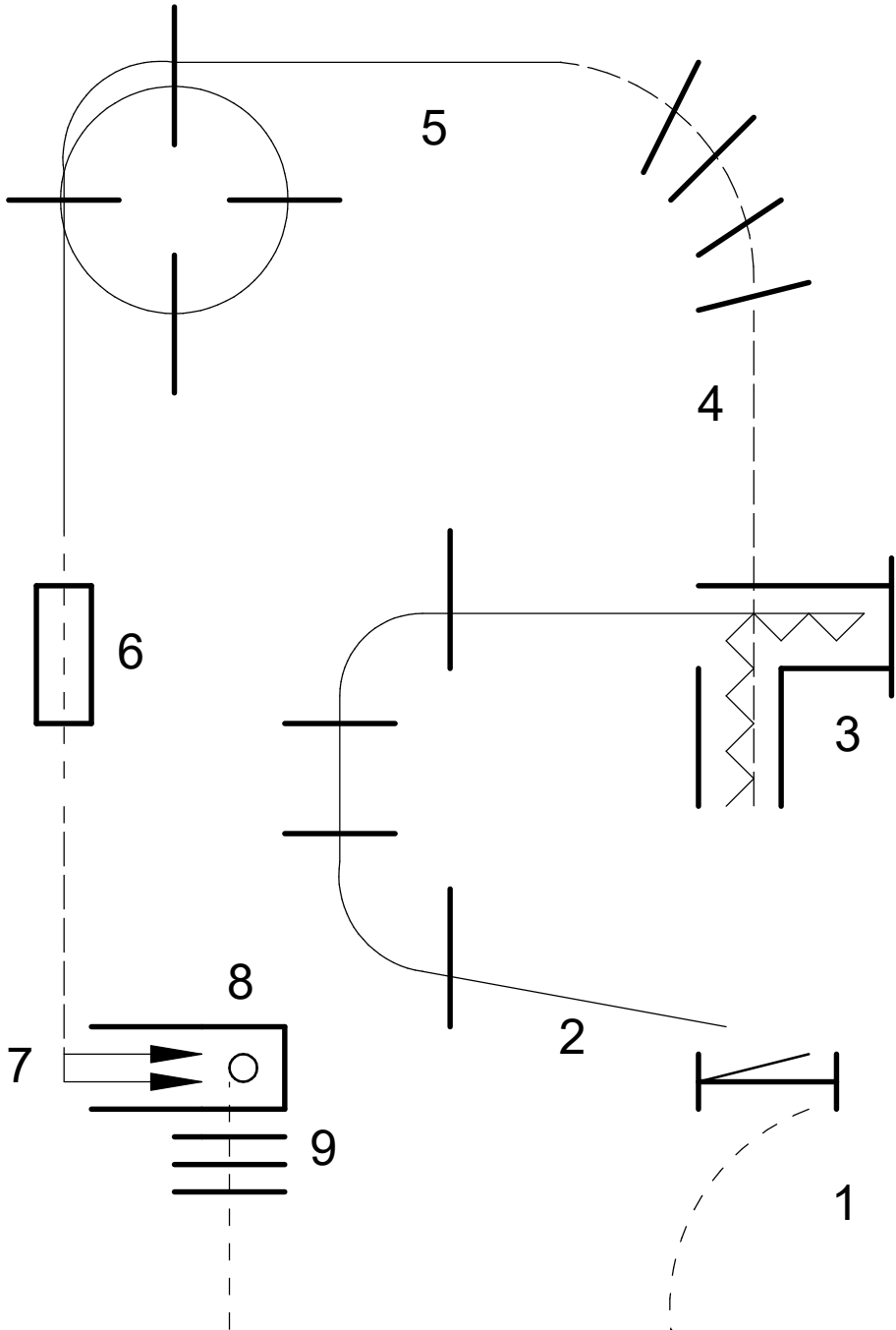
Kathryn Erickson 2024

Trail - All In Hand, Carrot
Classes - 158, 159, 160



1. Walk over logs into box.
2. Turn 180 to right.
3. Sidepass right out of chute.
4. Turn 180 to right, og to bridge, walk over bridge.
5. Extended jog over poles.
6. Jog over poles and into chute.
7. Back through L.
8. Walk through L to gate.
9. Work gate, left hand, walk to exit.

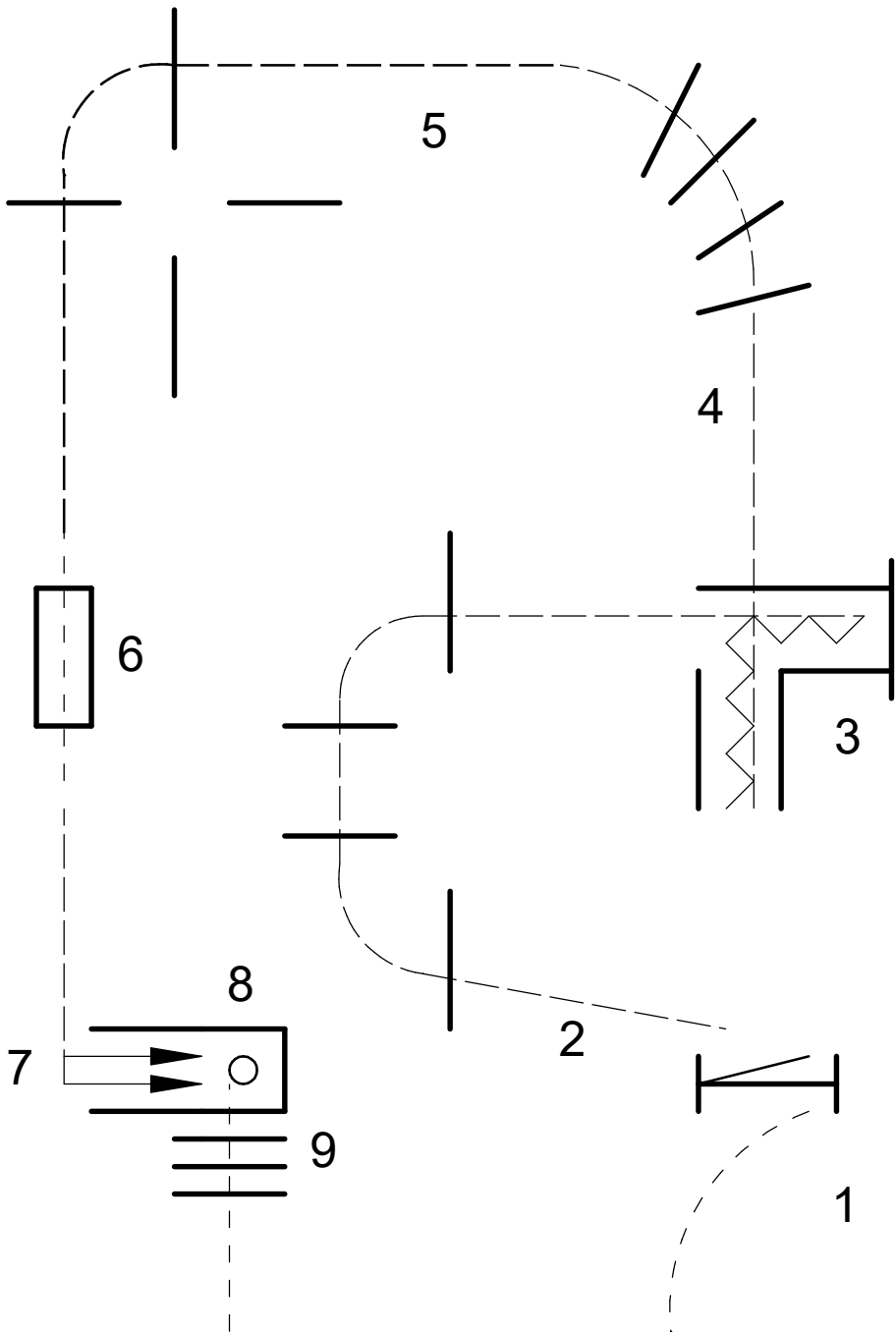
Trail - Open, NP, Amateur - All Breed, ApHC, ABRA
Classes - 164, 169, 170



1. Walk to gate, work gate left hand.
2. Lope right lead over logs and into chute.
3. Back around L.
4. Jog over logs.
5. Lope left lead over logs.
6. Walk over bridge, jog to next obstacle and stop.
7. Sidepass left between poles.
8. Turn 360 either direction.
9. Walk out of box and over poles to exit.

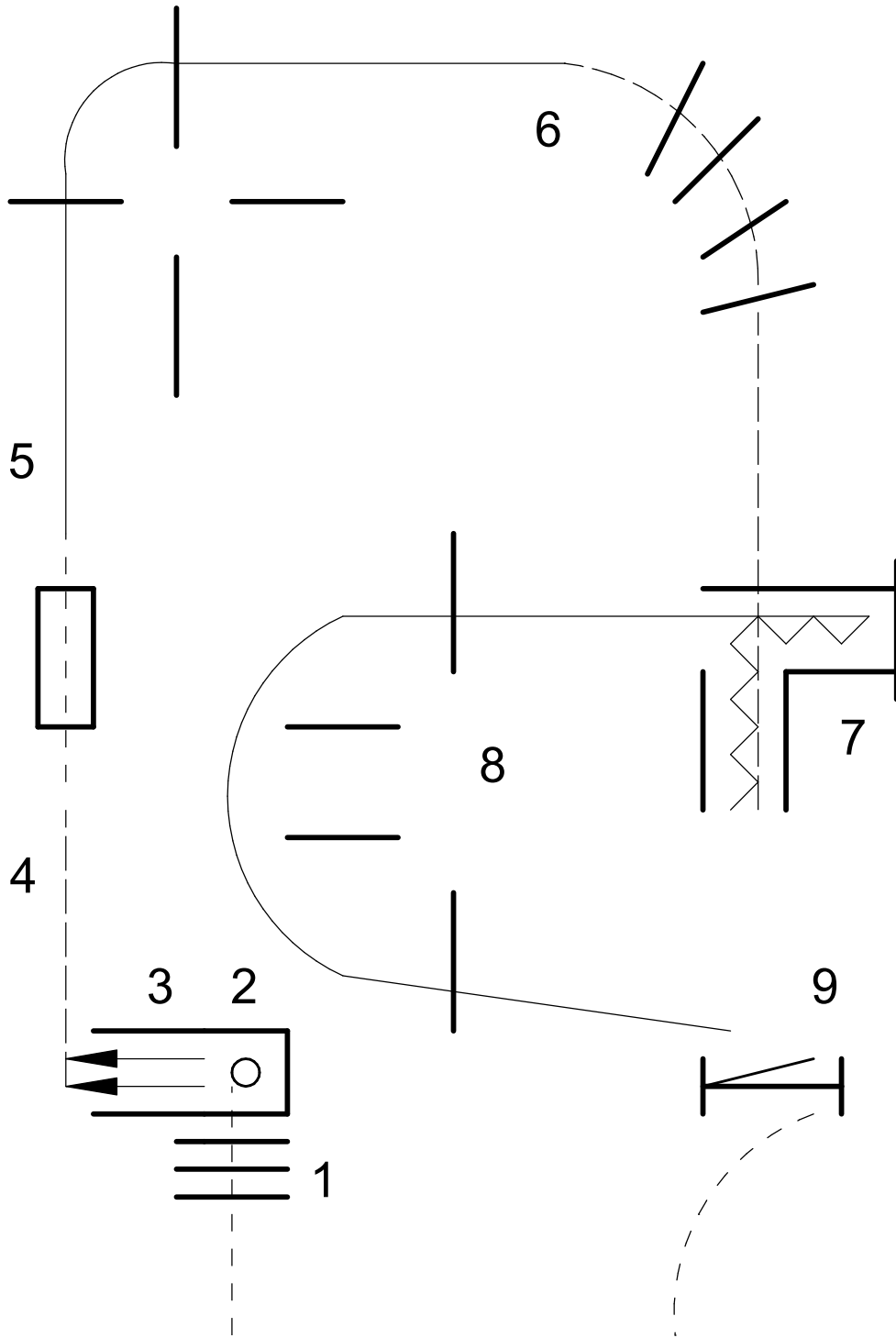
Trail - All Walk Trot

Classes - 161, 162, 163, 166, 167, 168



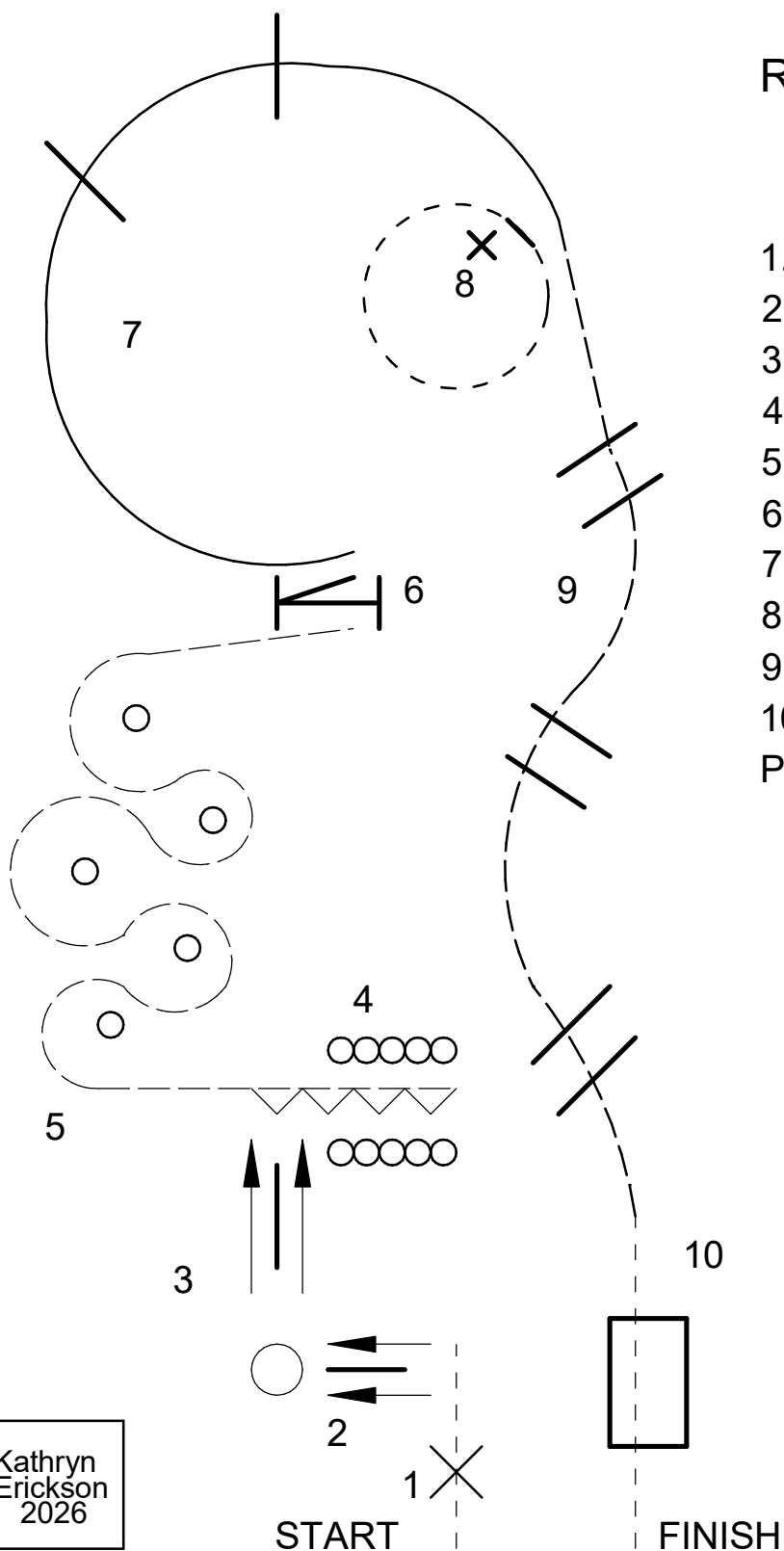
1. Walk to gate, work gate left hand.
2. Jog over logs and into chute.
3. Back around L.
4. Jog over logs.
5. Extended jog over logs.
6. Walk over bridge, jog to next obstacle and stop.
7. Sidepass left between poles.
8. Turn 360 either direction.
9. Walk out of box and over poles to exit.

Trail - Youth
Classes - 165, 171



1. Walk over logs into box.
2. Turn 360 either direction.
3. Sidepass left out of chute.
4. Jog to bridge, walk over bridge.
5. Lope right lead over poles.
6. Jog over poles and into chute.
7. Back through L.
8. Lope left lead over poles.
9. Work gate, right hand, walk to exit.

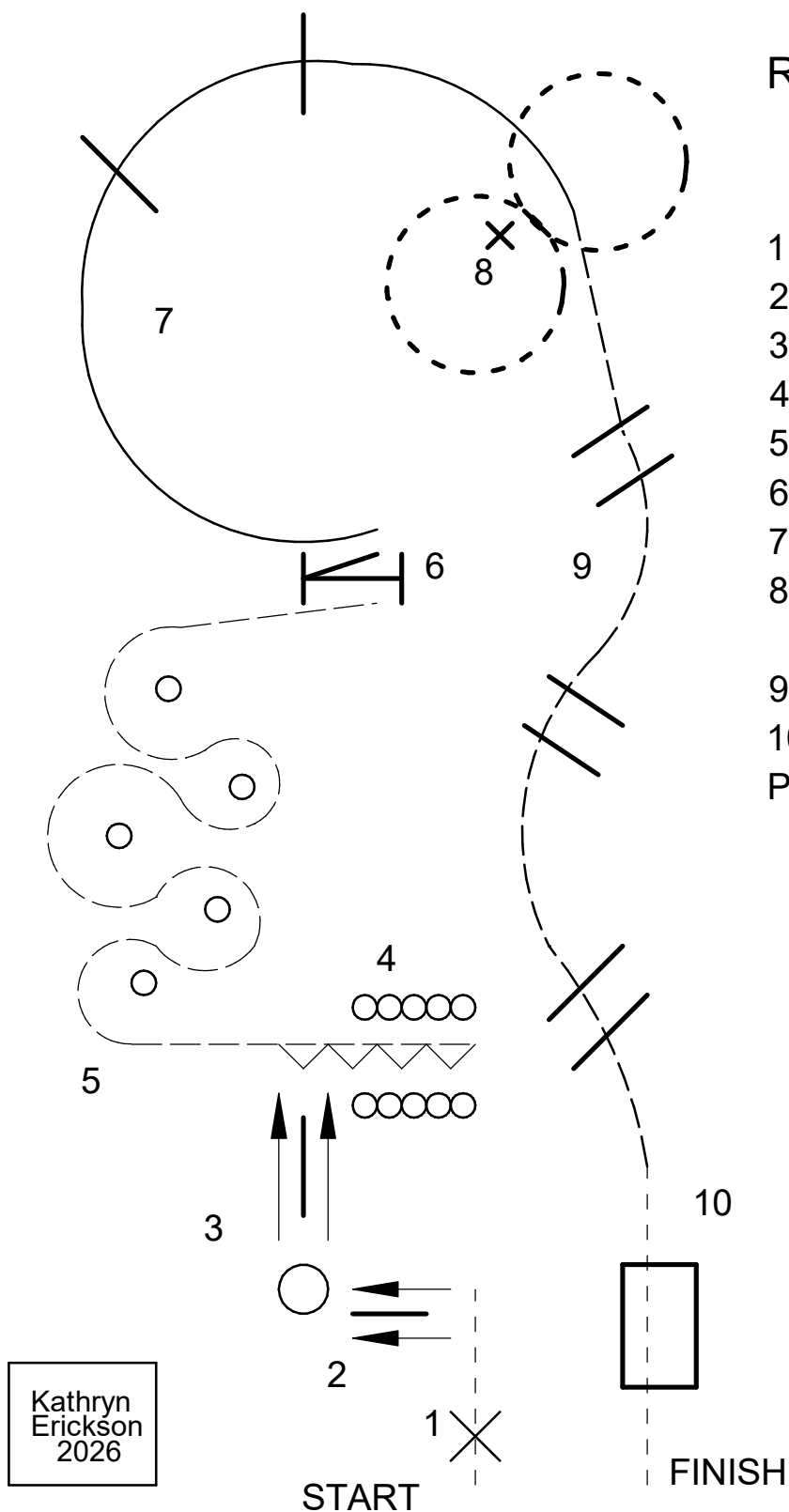
RANCH TRAIL - AMATEUR, NON PRO GREEN



1. Lead horse in, mount, mounting block optional
 2. Walk to pole, stop, sidepass left over pole
 3. Turn 1 1/4 to left, sidepass right over pole
 4. Back through chute
 5. Trot out of chute and through serpentine to gate.
 6. Work gate, left hand
 7. Lope right lead over logs to drag
 8. Drag obstacle in circle to the right
 9. Extended trot over logs
 10. Walk over bridge
- Pattern complete

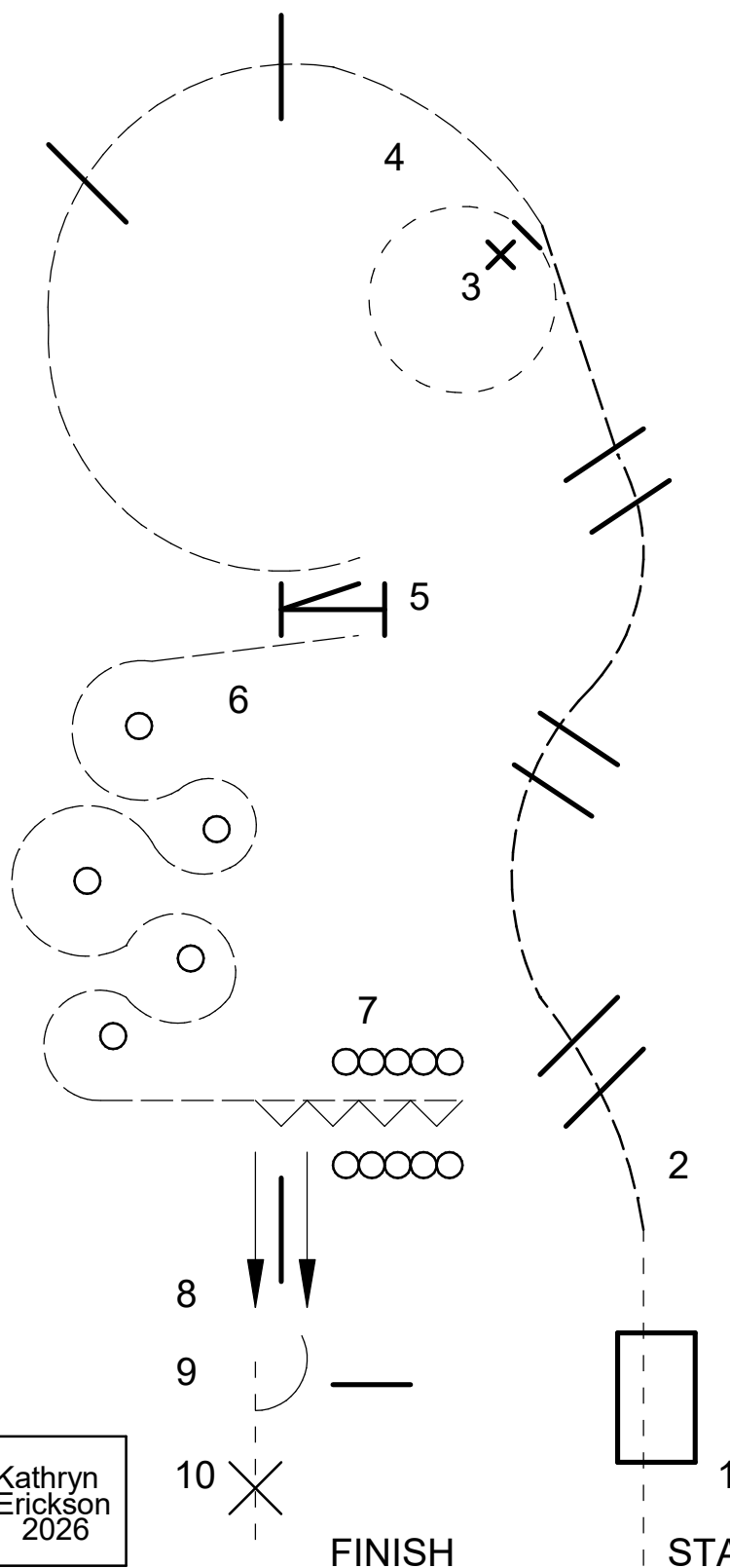
RANCH TRAIL - OPEN - ALL BREED, BBP, ABRA/APHC OPEN

1. Lead horse in and mount, mounting block optional
 2. Walk to pole, stop, sidepass left over pole
 3. Turn 1 1/4 to left, sidepass right over pole
 4. Back through chute
 5. Trot out of chute and through serpentine to gate.
 6. Work gate, left hand
 7. Lope right lead over logs to drag
 8. Drag obstacle in figure 8, either direction to start, at a walk or trot
 9. Extended trot over logs
 10. Walk over bridge
- Pattern complete



Kathryn
Erickson
2026

RANCH TRAIL - ALL WALK TROT



1. Walk over bridge
2. Extended trot over logs to rope, stop
3. Pick up rope, walk circle to left, return rope
4. Trot over logs to gate
5. Work gate, right hand
6. Trot serpentine, trot into chute
7. Back out of chute
8. Sidepass right over log
9. Turn 1/4 to right
10. Dismount and walk to exit

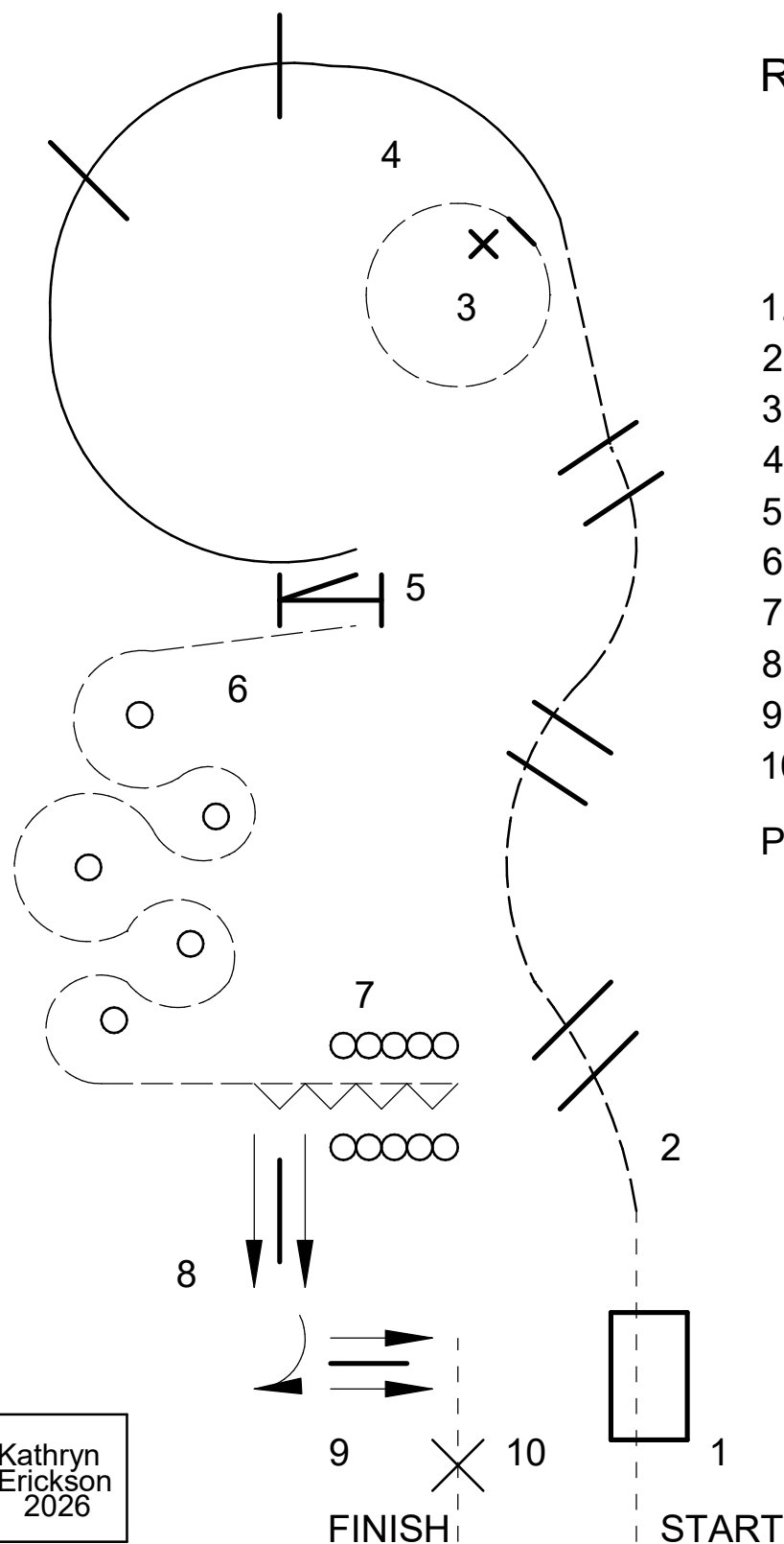
Pattern complete

Kathryn
Erickson
2026

FINISH

START

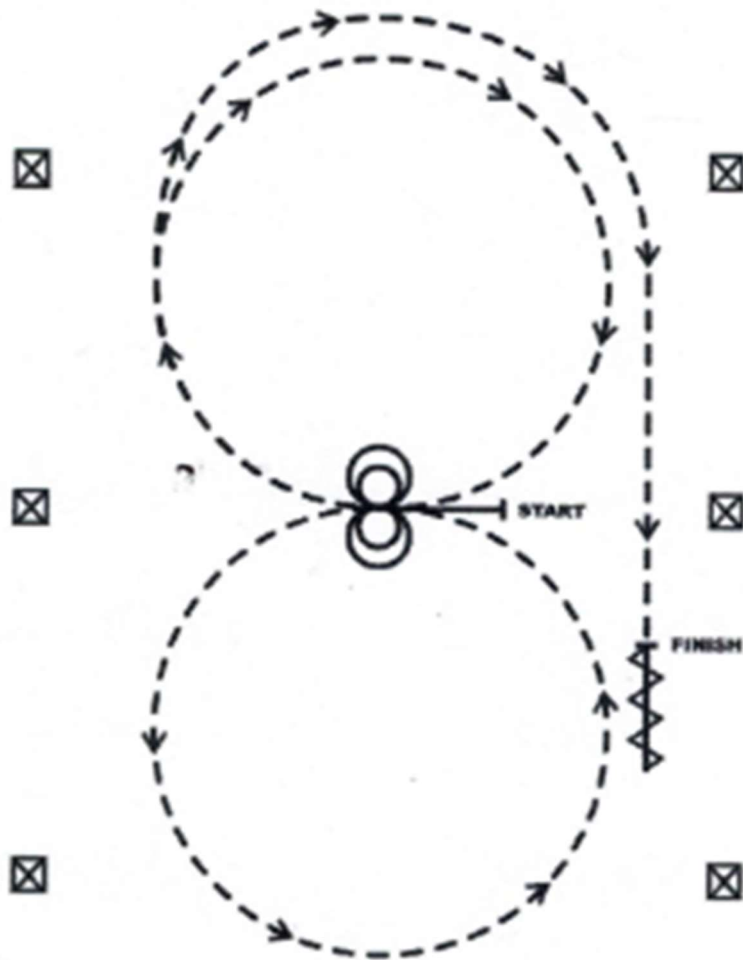
RANCH TRAIL - NOVICE NP, BBP AMATEUR YOUTH



1. Walk over bridge
2. Extended trot over logs to rope, stop
3. Pick up rope, trot circle to left, return rope
4. Lope left lead over logs to gate
5. Work gate, right hand
6. Trot serpentine, trot into chute
7. Back out of chute
8. Sidepass right over log
9. Turn 1/4 to right, sidepass left over log
10. Dismount and lead horse to exit at walk

Pattern complete

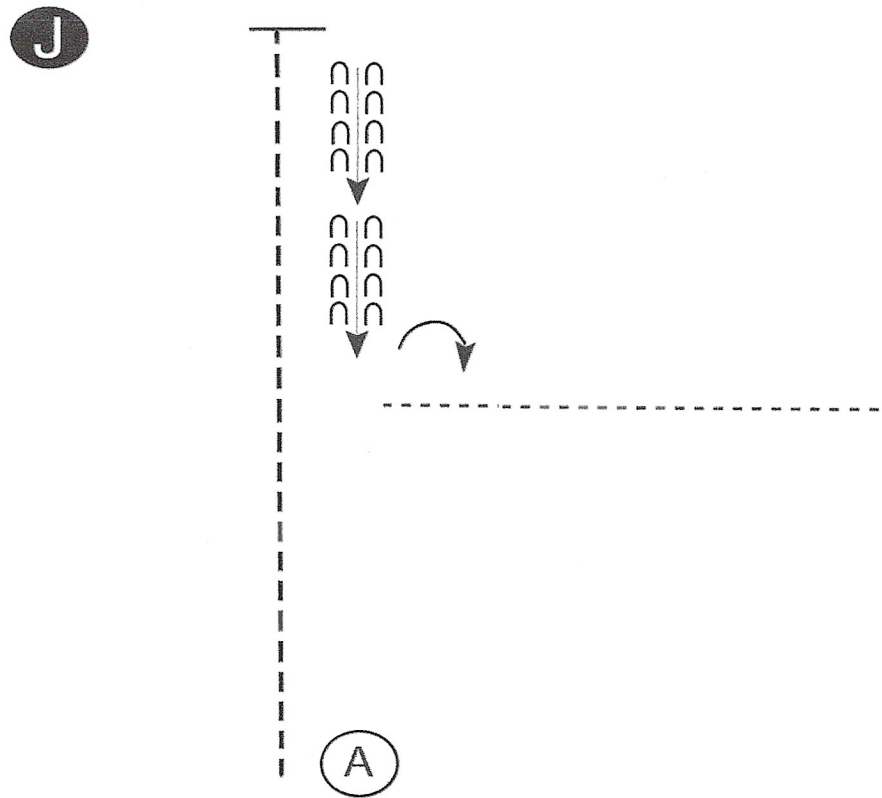
WALK TROT REINING



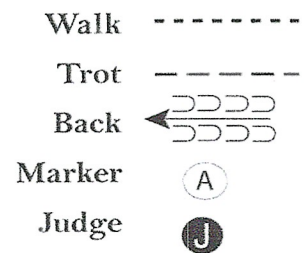
Horses may walk or trot to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

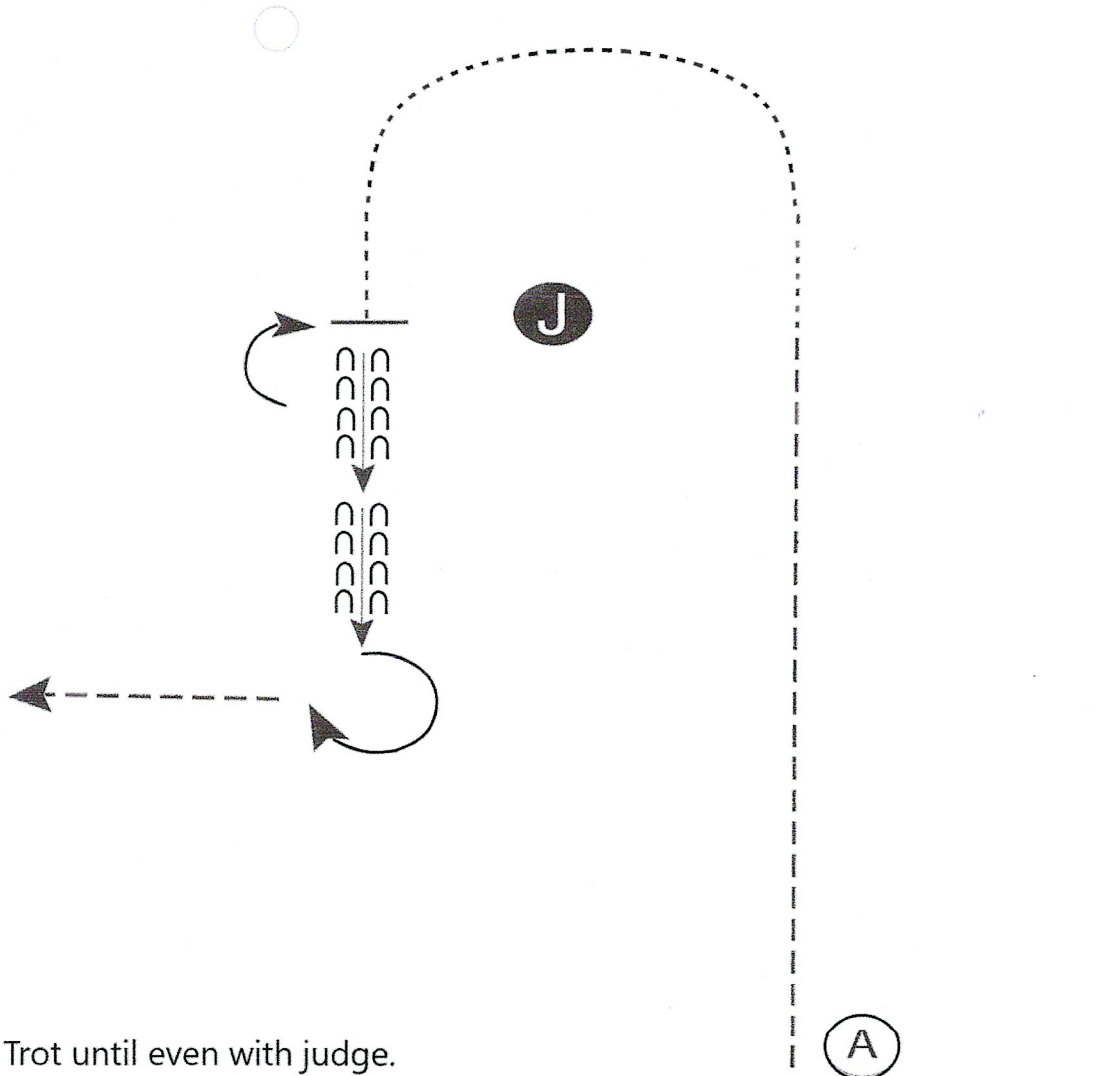
Showmanship - walk/trot



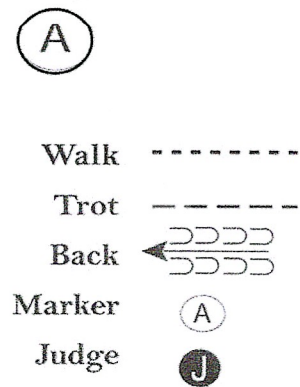
1. Trot until hip is even with judge.
2. Stop & set up.
3. Inspection.
4. Back.
5. Perform 90 degree turn.
6. Walk away.



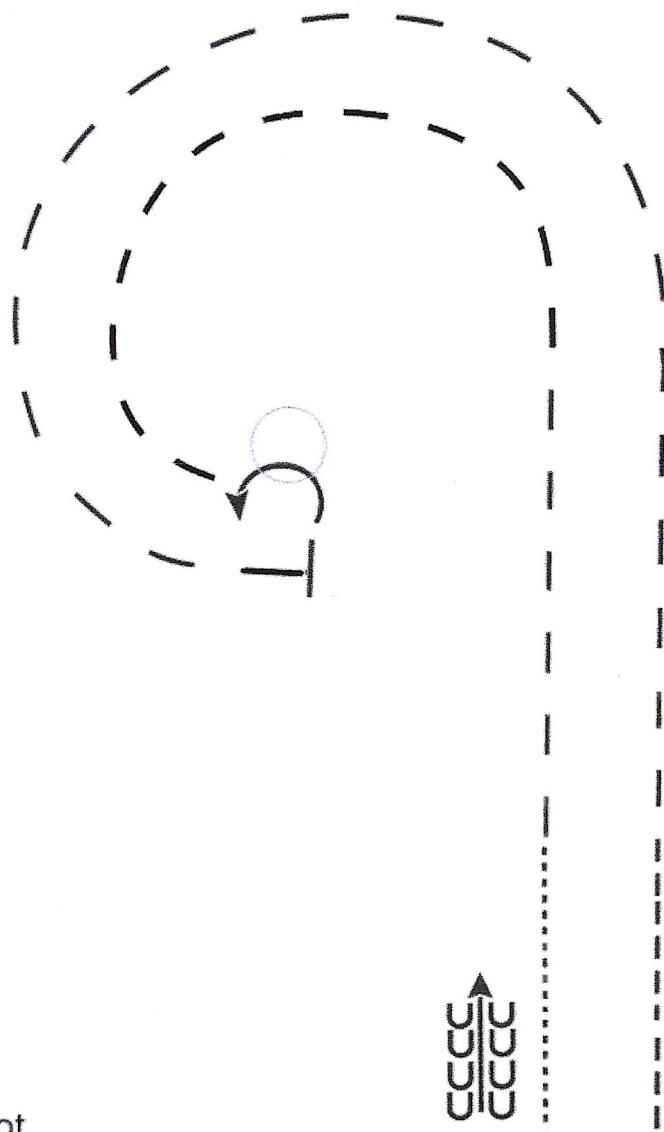
Showmanship



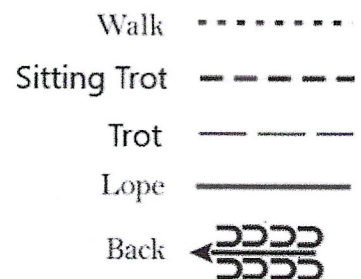
1. Trot until even with judge.
2. Walk around judge until hip is even with judge.
3. Stop & set up.
4. Inspection.
5. Perform a 180 degree turn.
6. Back.
7. Perform a 270 degree turn.
8. Trot away.



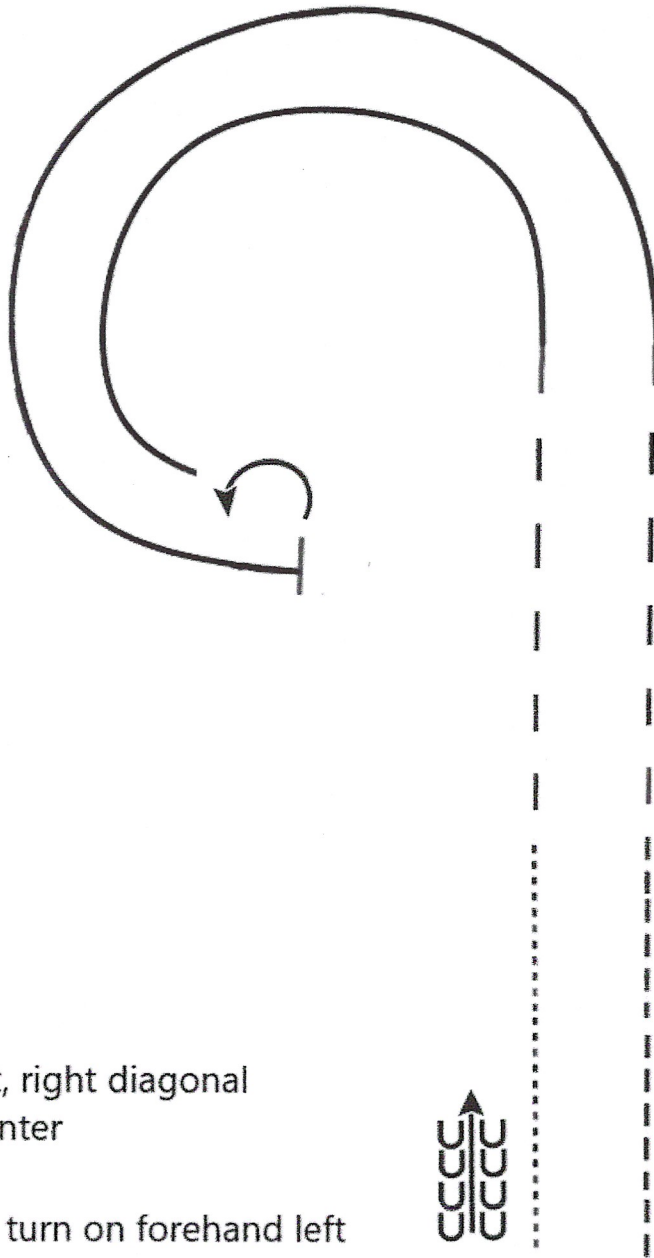
Equitation - walk trot



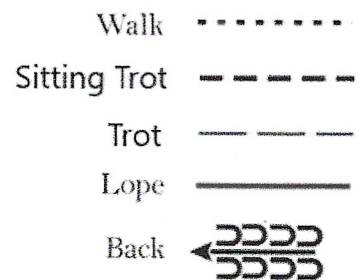
1. Sitting trot
 2. Posting trot, right diagonal
 3. Stop
 4. 180 degree turn on forehand left
 5. Posting trot, left diagonal
 6. Walk
 7. Stop & back
- Walk out



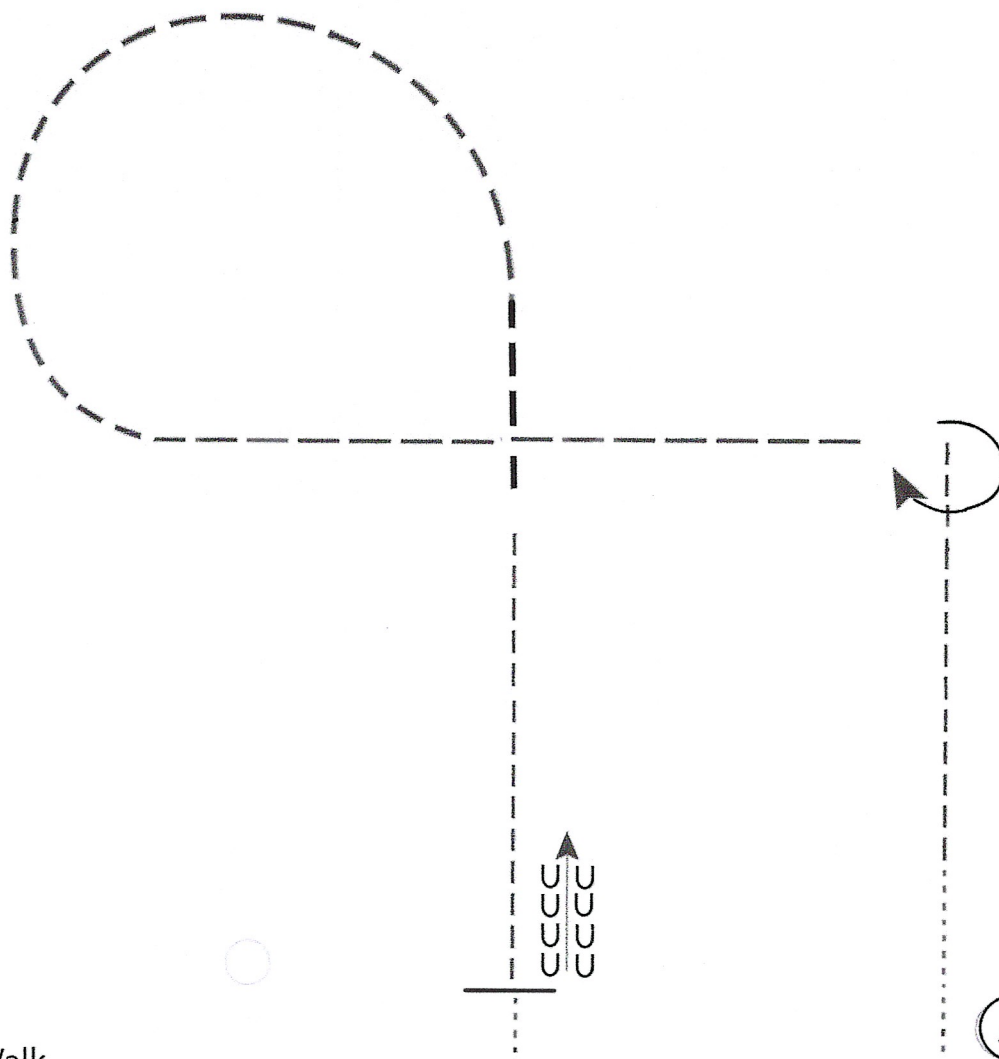
Equitation



1. Sitting trot
 2. Posting trot, right diagonal
 3. Left lead canter
 4. Stop
 5. 180 degree turn on forehand left
 6. Right lead canter
 7. Posting trot, left diagonal
 8. Walk
 9. Stop & back
- Walk out



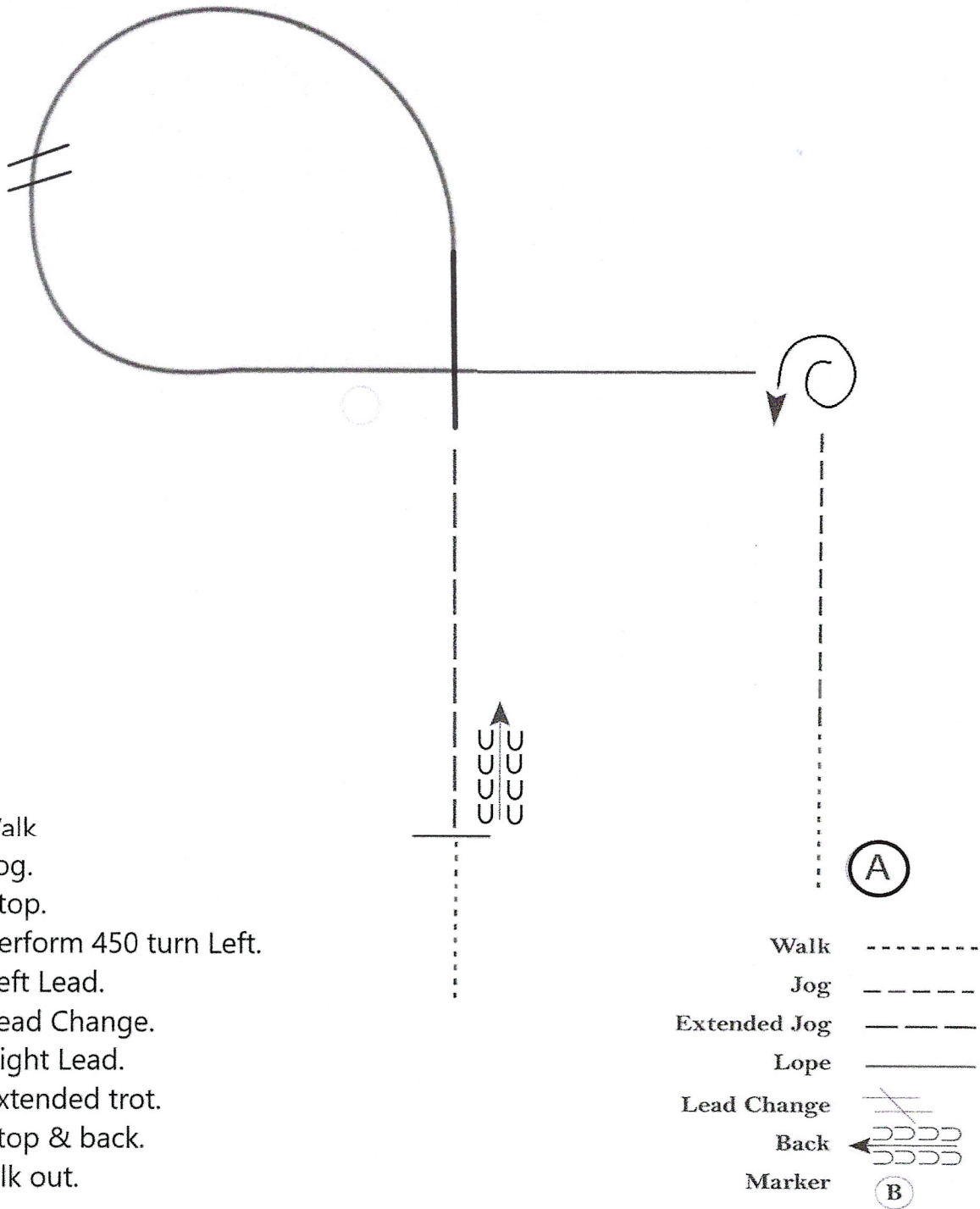
Horsemanship - walk/trot




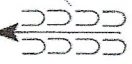

1. Walk.
 2. Jog.
 3. Stop.
 4. Perform 270 degree turn right.
 5. Extended Jog.
 6. Jog.
 7. Stop & back.
- Walk out.

| | |
|--------------|-----------|
| Walk | ----- |
| Jog | - - - - - |
| Extended Jog | — — — — |
| Lope | ————— |
| Lead Change | |
| Back | |
| Marker | |

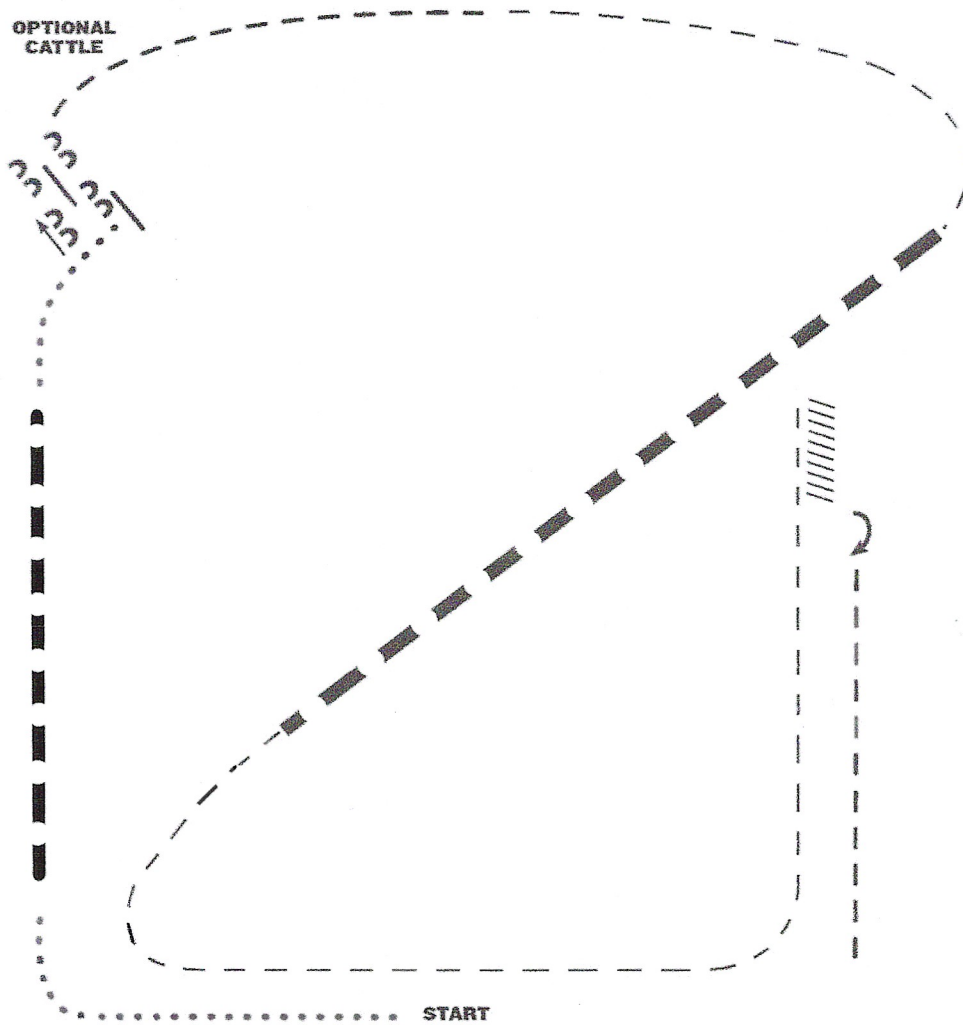
Horsemanship



1. Walk
2. Jog.
3. Stop.
4. Perform 450 turn Left.
5. Left Lead.
6. Lead Change.
7. Right Lead.
8. Extended trot.
9. Stop & back.
Walk out.

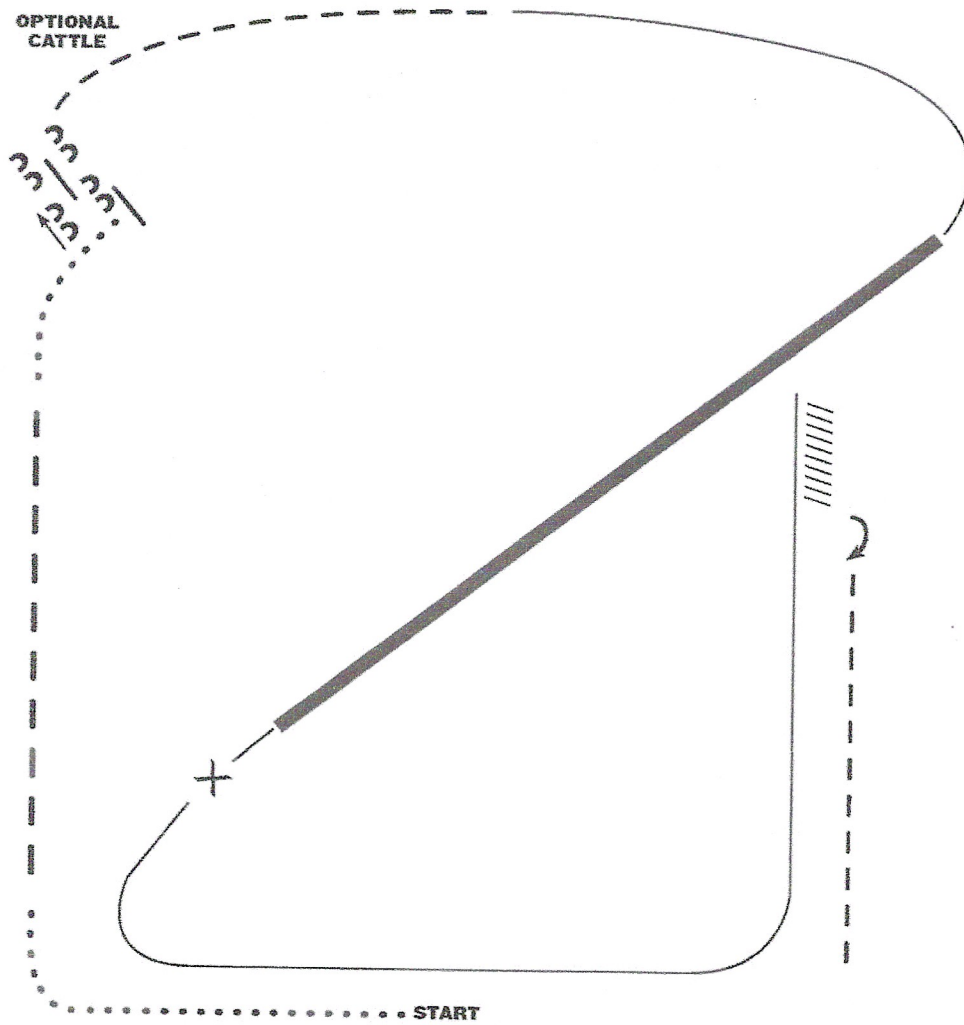
- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope _____
- Lead Change 
- Back 
- Marker  (B)

Ranch Riding - walk trot



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Extended trot
7. Trot
8. Stop and back
9. 180 turn to right
10. Trot

Ranch Riding



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

[RR/AQHA-10]

Road Runner Classic

Western Riding (Green Western Riding)

Show Date: May 2 & 3, 2026

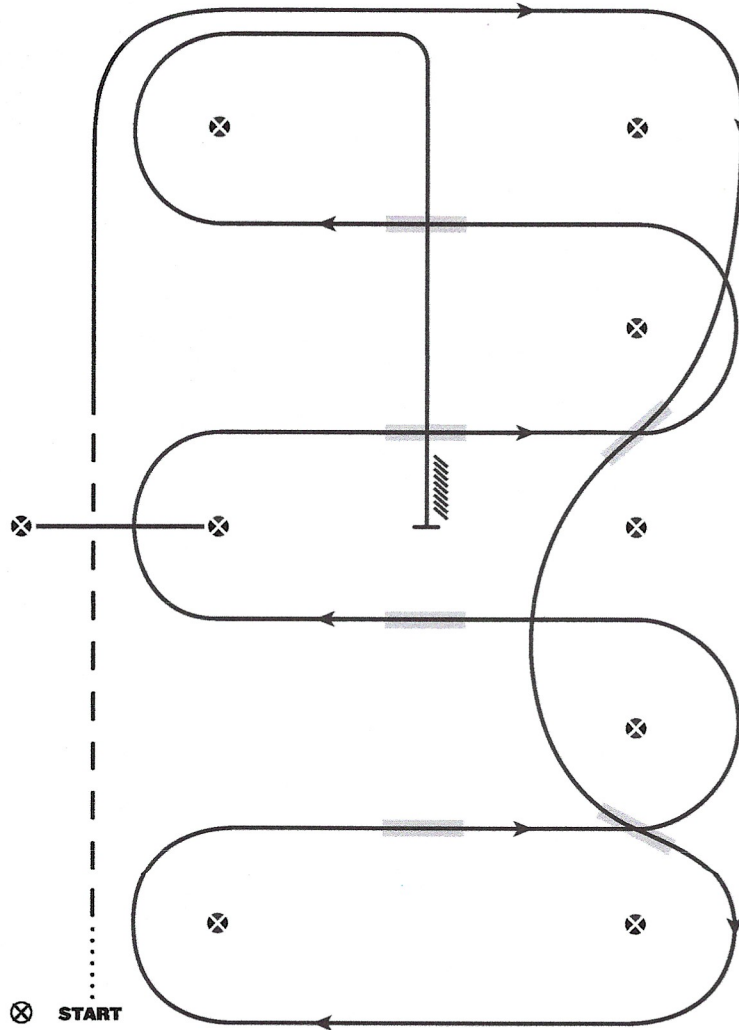
www.HorseShowPatterns.com

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LEVEL I WESTERN RIDING PATTERN 6

LEGEND

| | |
|---------|--------------------|
| | Walk |
| - - - - | Jog |
| ———— | Lope |
| ////// | Back |
| ▨▨▨▨ | Load Changing Area |



1. Walk at least 15 feet from start cone to the first marker, 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 the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

Revised 06-07-2021

[WR/GP-6]

Pattern Provided by:

The Judges

Road Runner Classic

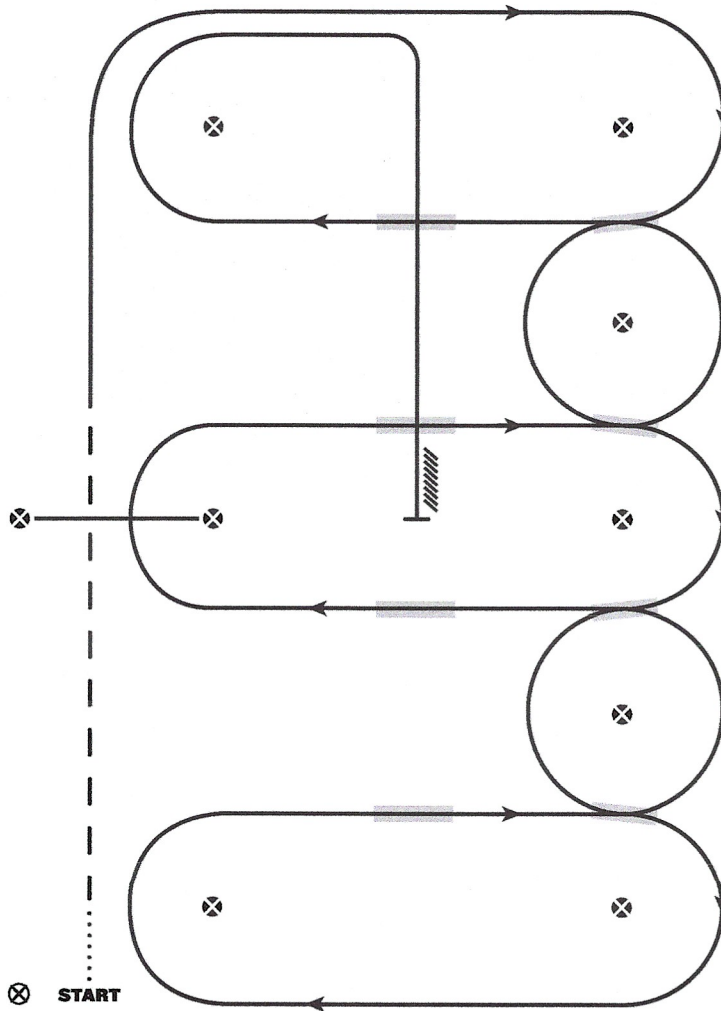
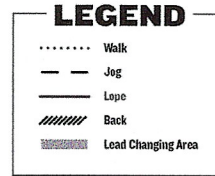
Western Riding

Show Date: May 2 & 3, 2026

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WESTERN RIDING - PATTERN 6



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

Revised 06-07-2021

[WR/OP-6]

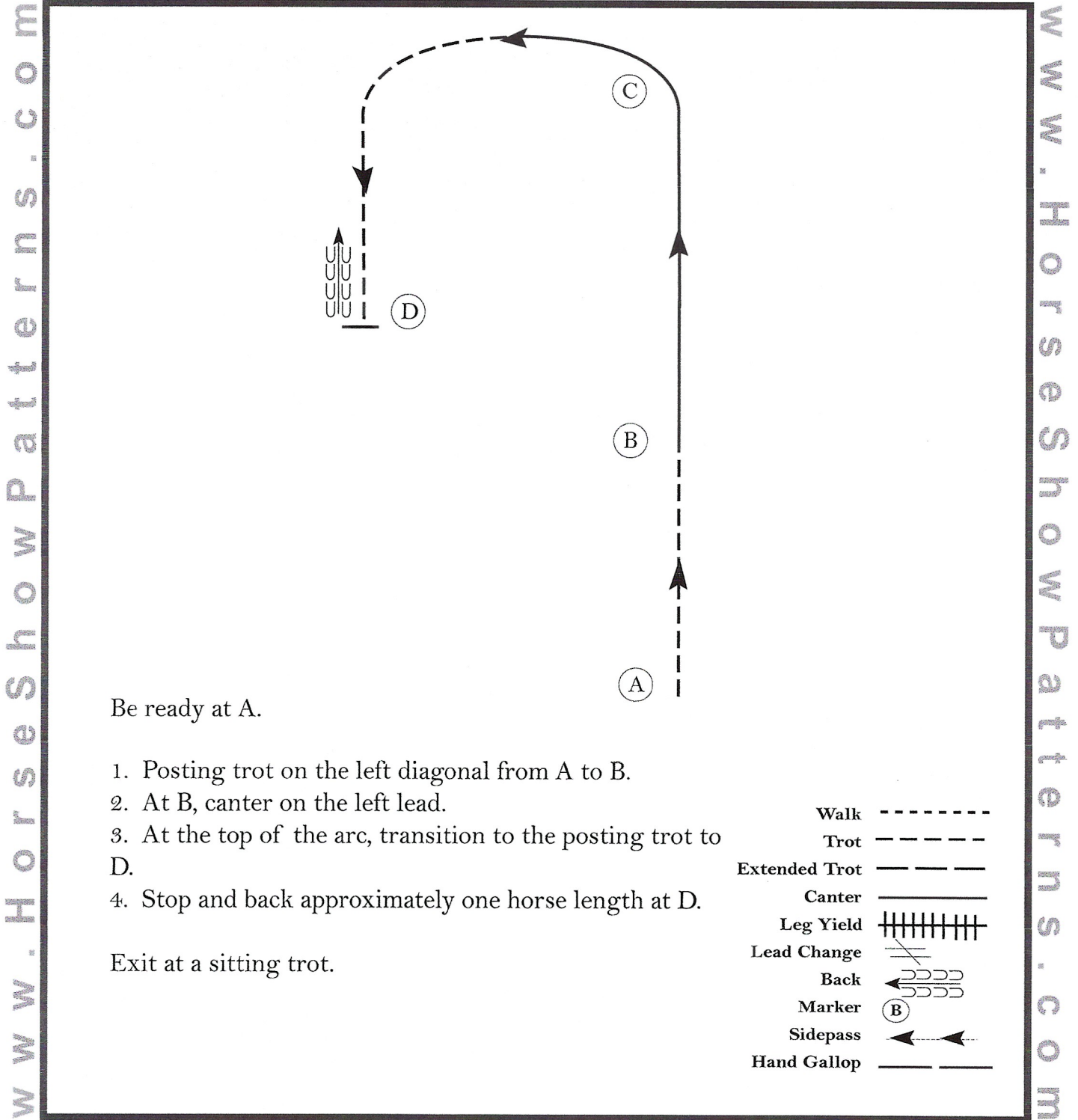
Pattern Provided by:

The Judges

Road Runner Classic

Saddle Seat Equitation (Saddle Seat Equitation)

Show Date: May 2 & 3, 2026



Be ready at A.

1. Posting trot on the left diagonal from A to B.
2. At B, canter on the left lead.
3. At the top of the arc, transition to the posting trot to D.
4. Stop and back approximately one horse length at D.

Exit at a sitting trot.

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

[HSE/1-22]

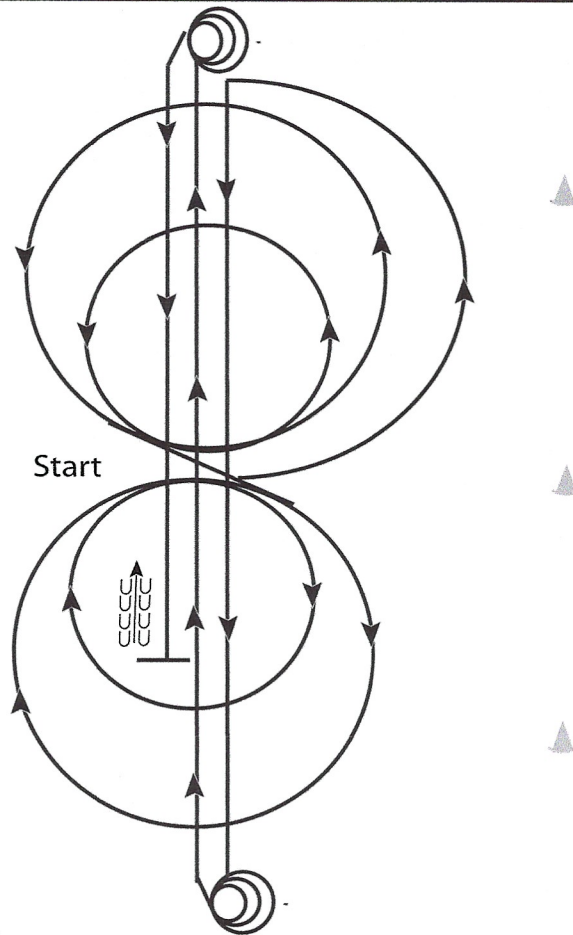
Pattern Provided by:

The Judges

Road Runner Classic

Working Cow (Working Cow Dry)

Show Date: May 2 & 3, 2026



Pattern 10

Trot to center of arena, stop.

Start pattern facing away from judge.

1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast. 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 the 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.
8. Back at least 10 feet. Hesitate to complete pattern.

[NRCHAWC/10]

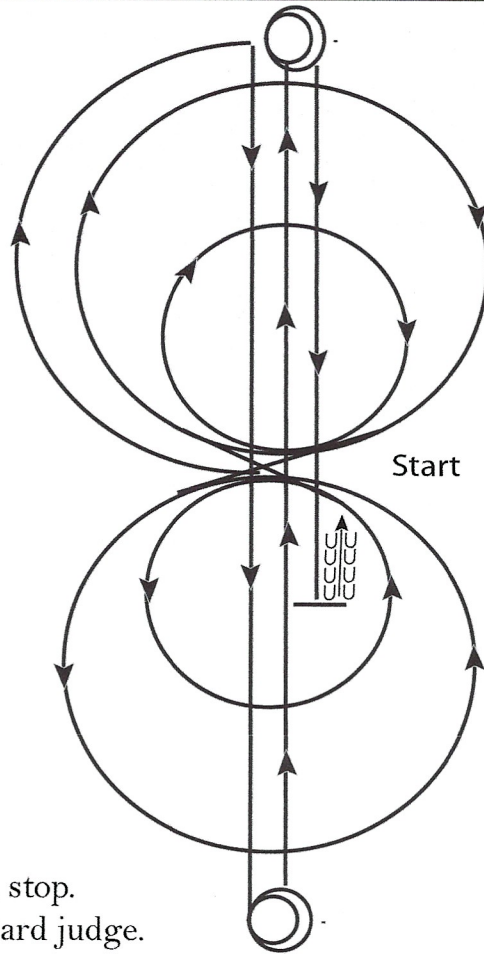
Pattern Provided by:

The Judges

Road Runner Classic

Ranch Reining (All Ranch Reining)

Show Date: May 2 & 3, 2026



Pattern 12

Trot to center of arena, stop.

Start pattern facing toward judge.

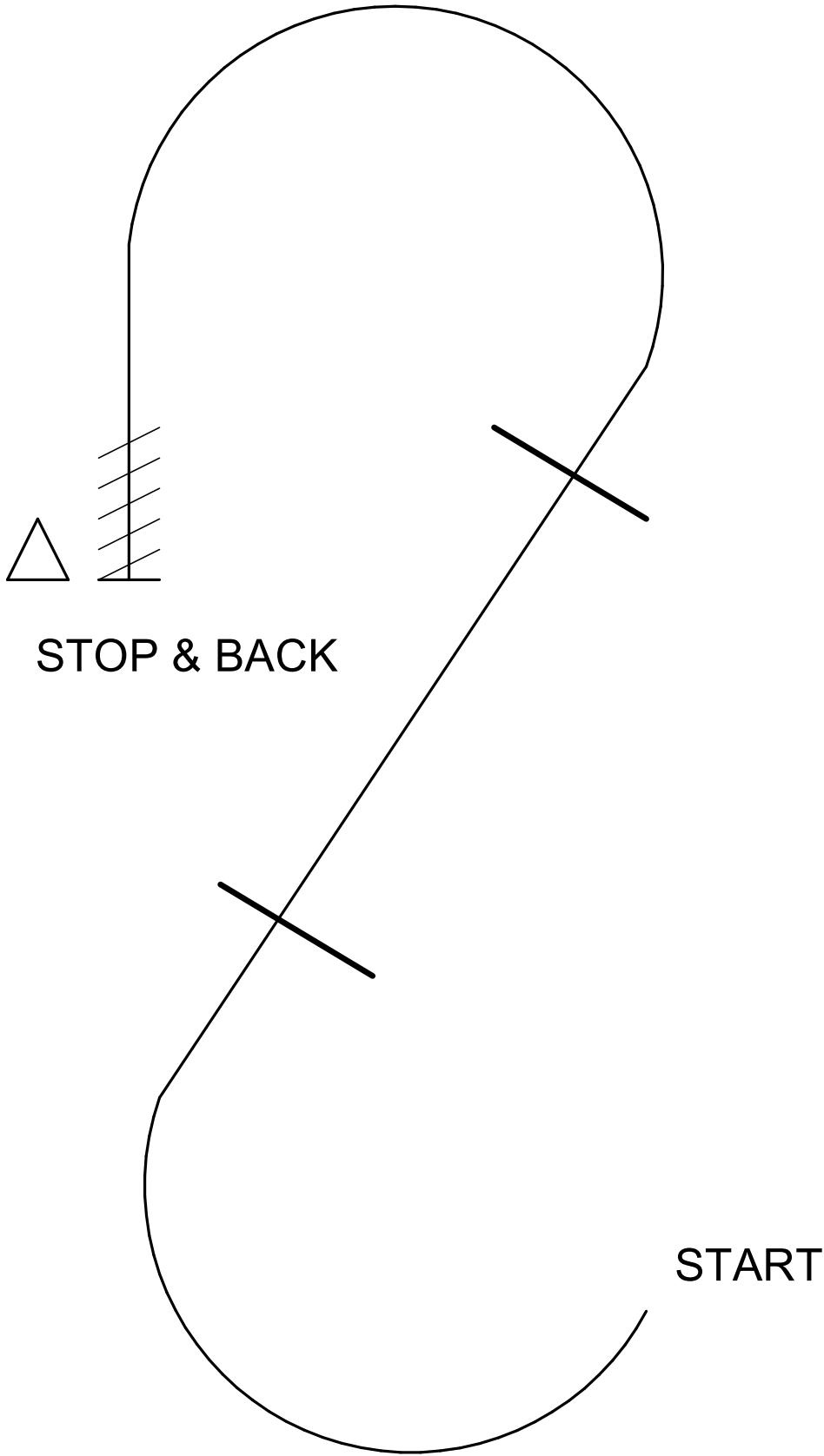
1. Beginning on the right lead, complete 2 circles to the right; the first circle large and fast and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast and the second small and slow. Change leads at the center of the 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.
8. Back at least 10 feet.
9. Hesitate to complete pattern.

[NRCHAWC/12]

Pattern Provided by:

The Judges

HUNTER HACK



STOP & BACK

START

GATE