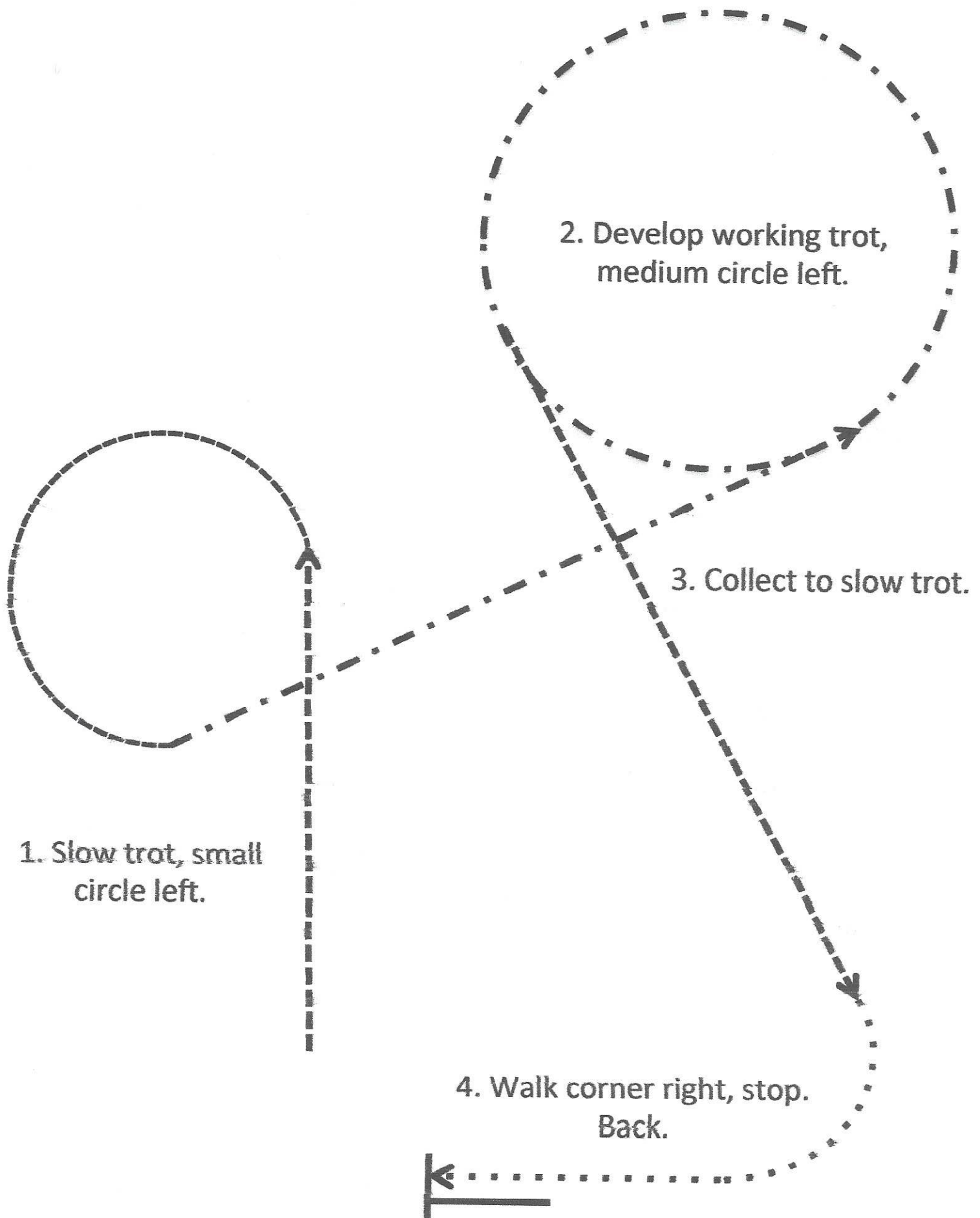


Reinsmanship



Obstacle Driving



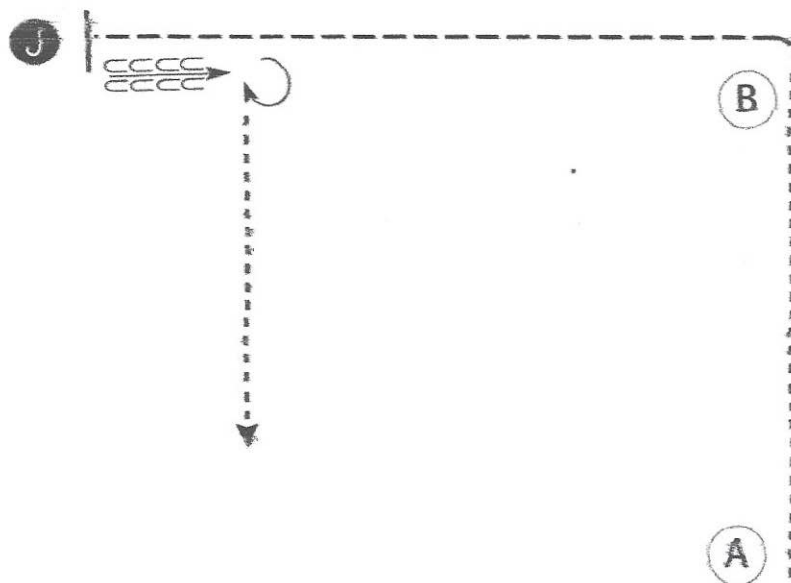
ISHA July

Showmanship (Class # 41,42,43,44,45,50,51)

Show Date: 07-26-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com



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.

Walk -----
Trot -----
Back ←-----
Marker (B)
Judge (J)

[S/1-23]

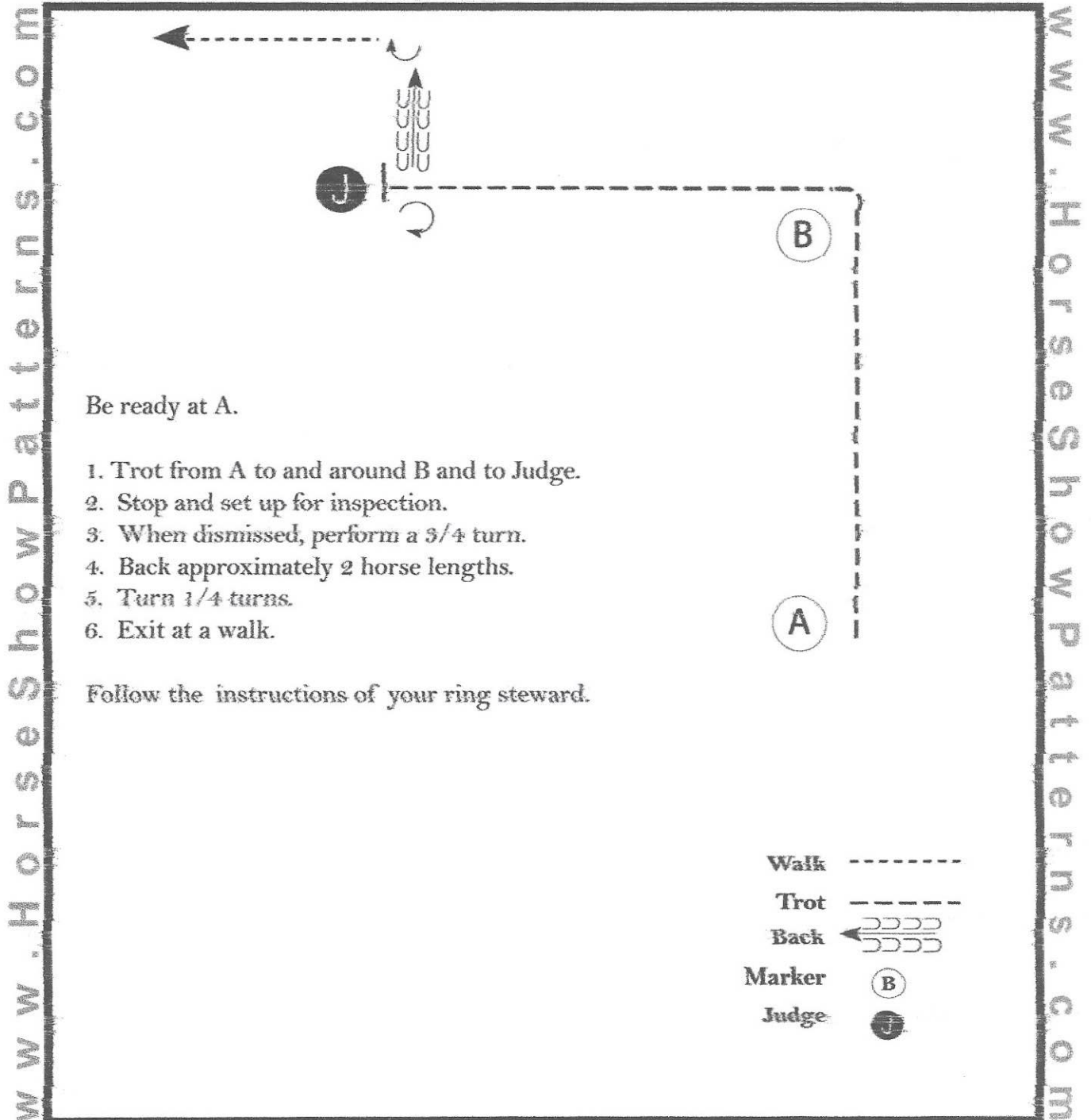
Pattern Provided by:

Tammie Whitt

ISHA July

Showmanship (Class # 46,47,48,49)

Show Date: 07-26-2025



[S/2-38]

Pattern Provided by:

Tammie Whitt

ISHA July

W/T and *2 Gait Equitation (*Where pattern says trot second gait)

Show Date: 07-26-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready before A.

1. Walk to A. Back approximately one horse length the perform a 1/4 turn on the forehand left.
2. Posting trot on the left diagonal to center
3. Change diagonals and trot a circle around B.
4. Sitting trot in center and trot until even with A.
5. Walk a half circle.
6. Posting trot on the right diagonal to exit.

Follow the instructions of your ring steward.

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

[HSE/WT-72]

Pattern Provided by:

Tammie Whitt

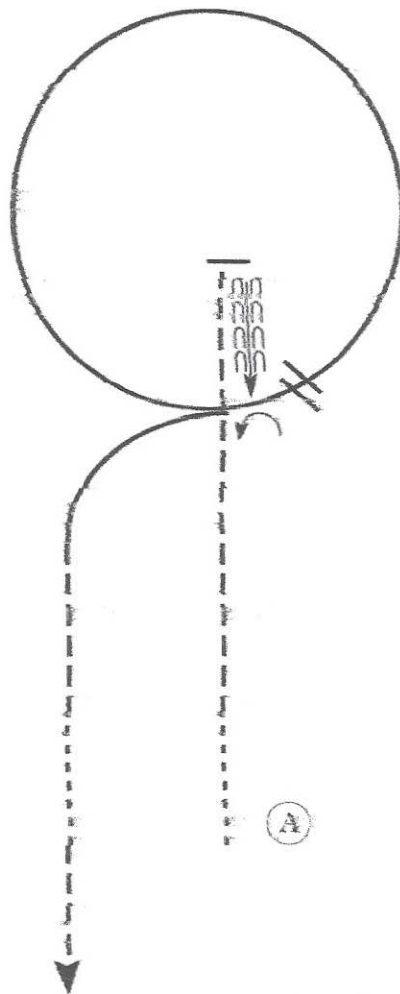
ISHA July

English Equitation (Class # 74,75,76,77)

Show Date: 07-26-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	~~~~~
Leg Yield	
Lead Change	↗ ↘
Back	← ← ←
Marker	(B)
Sidepass	↔ ↔
Hand Gallop	=====

[HSE/2-82]

Pattern Provided by:

Tammie Whitt

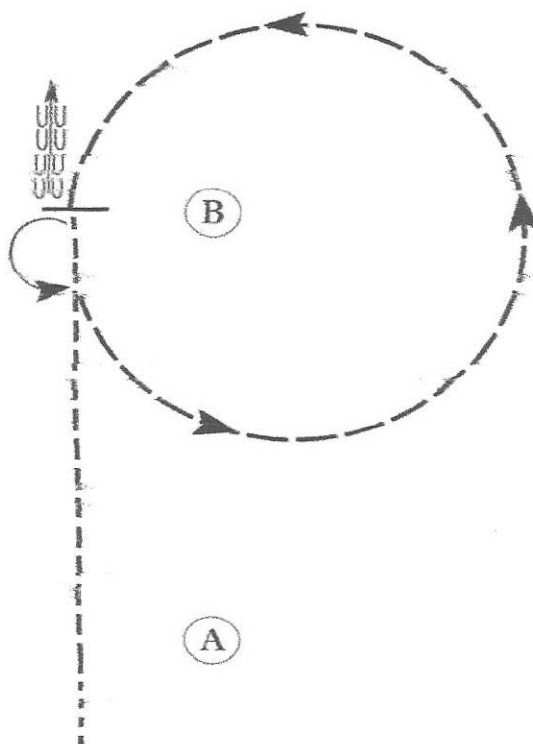
ISHA July

Western Horsemanship (All W/T and 2 Gait)

Show Date: 07-26-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog to B. Stop and turn 180 degrees left.
3. Perform an extended jog circle to the left.
4. Stop at B and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	=====
Lope	=====
Leg Yield	
Lead Change	~ ~ ~
Back	←←←←←
Marker	(B)
Sidepass	←←←←←

[WH/WT-37]

Pattern Provided by:

Tammie Whitt

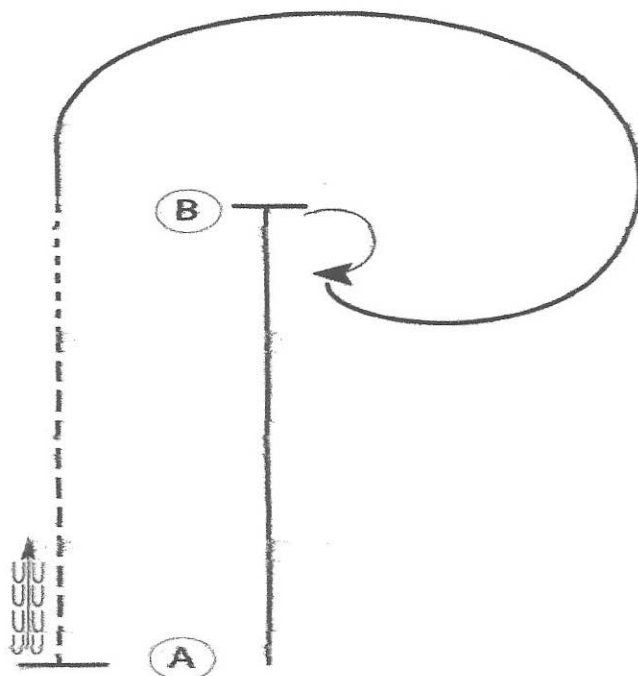
ISHA July

Western Horsemanship (Class # 100,101,102,103)

Show Date: 07-26-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Lope on the right lead to B.
2. Turn 180 degrees to the right.
3. Lope on the left lead back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	←←←←←
Marker	(B)
Sidepass	←-----→

[WH/2-43]

Pattern Provided by:

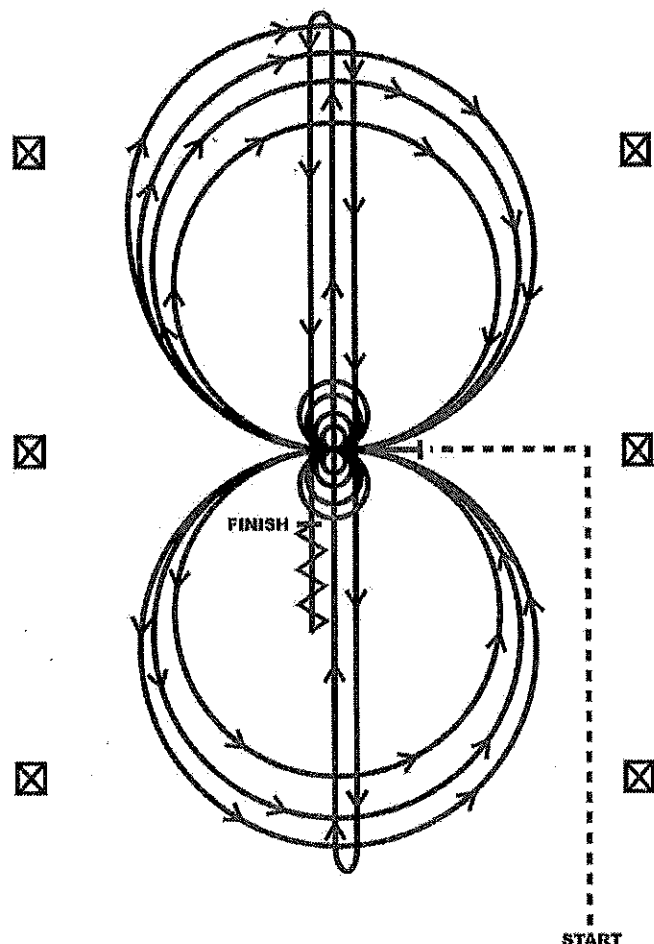
Tammie Whitt

Classes 104-106

Pattern 11

Horses must 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.

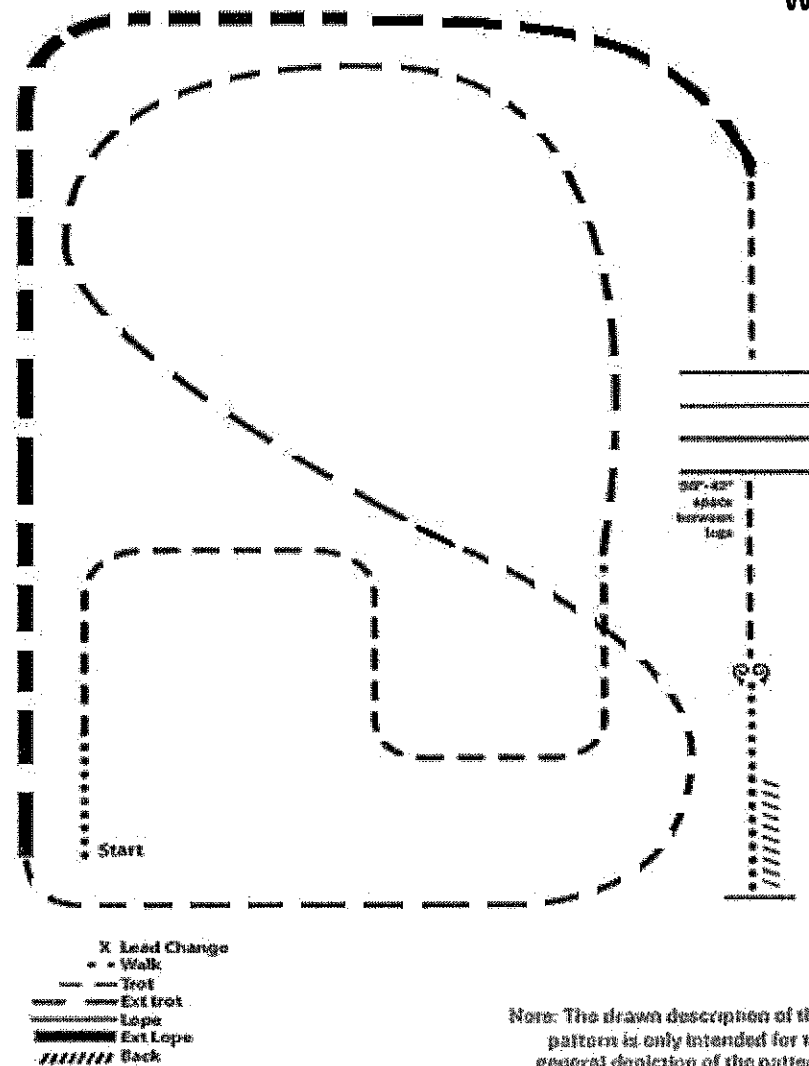
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right, the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet. Hesitate to demonstrate completion of the pattern.



Class 151

RANCH RIDING - PATTERN 3

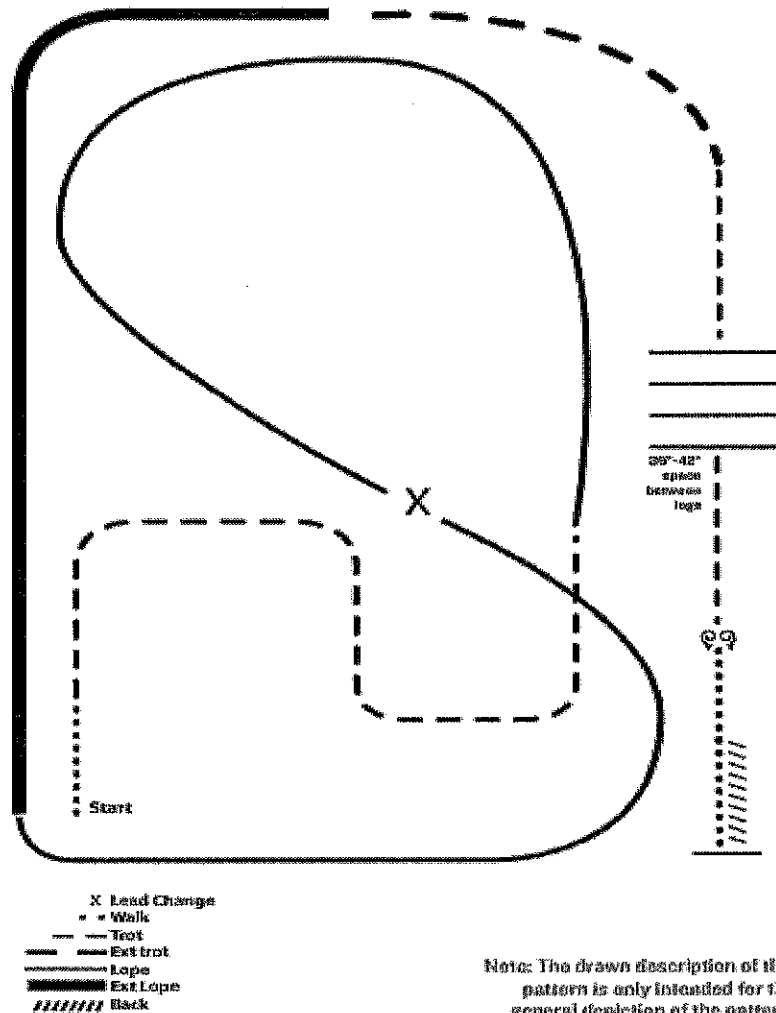
WALK TROT



1. Walk
2. Trot serpentine
3. Trot around the end of the arena and then diagonally across the arena
5. Trot around end of the arena
6. Extend trot on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

Classes 152 - 155

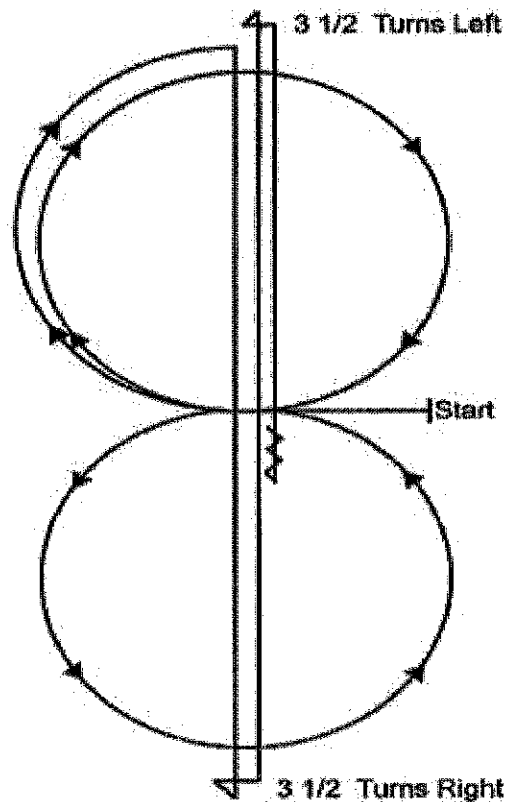
RANCH RIDING - PATTERN 3



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

Classes 156-159

VRH AND RHC RANCH REINING PATTERN 6

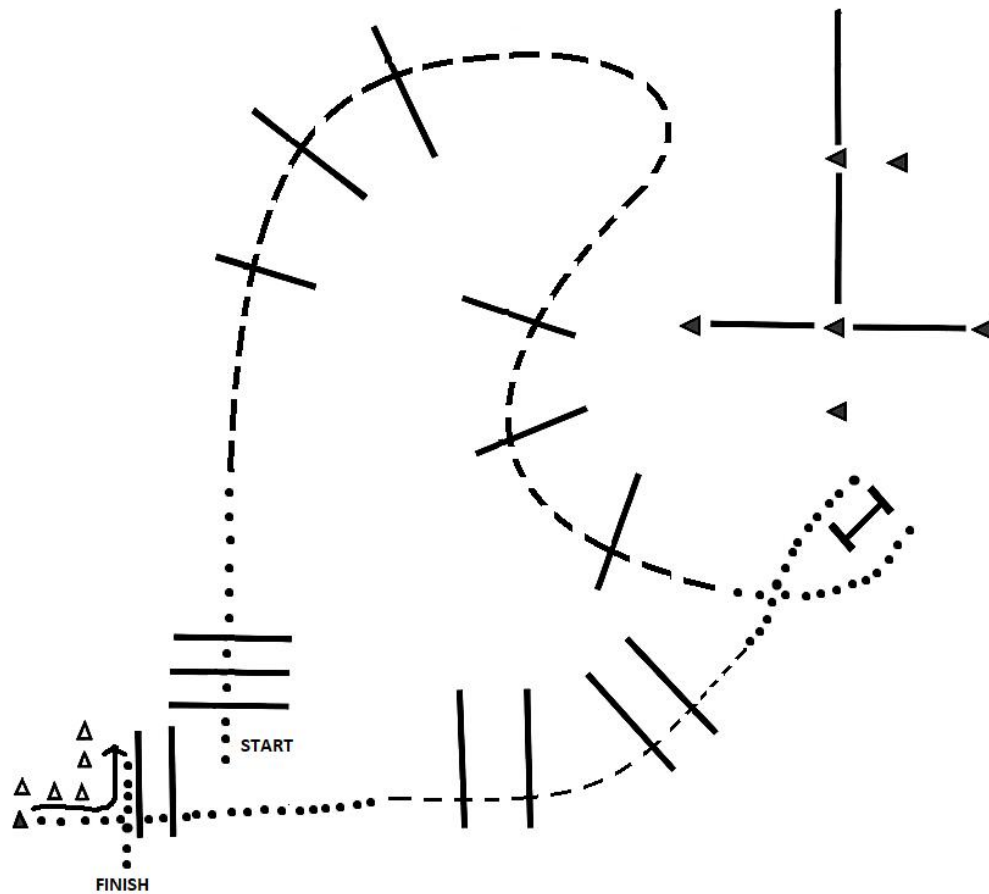


Mandatory Marker along Fence or Wall The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.

In-Hand Trail
Phantasy Phun
July 26th, 2025



- 1.) Walk over poles half-way to trot overs
- 2.) Pick up jog---jog over poles as shown
- 3.) Break to walk & walk to the gate as shown
- 4.) Walk away from gate, jog over poles and shown
- 5.) Break to walk -- walk over poles
- 6.) Walk up to the cone, back L and walk out to exit.