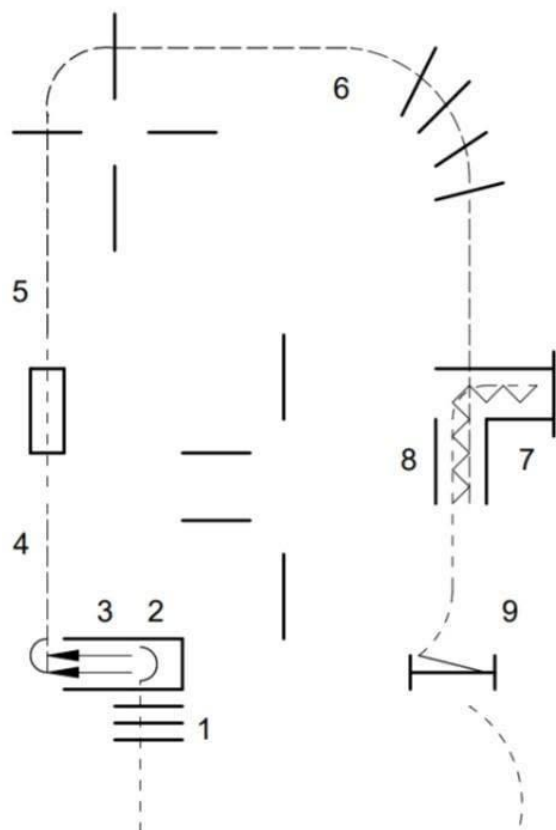


Trail - All In Hand

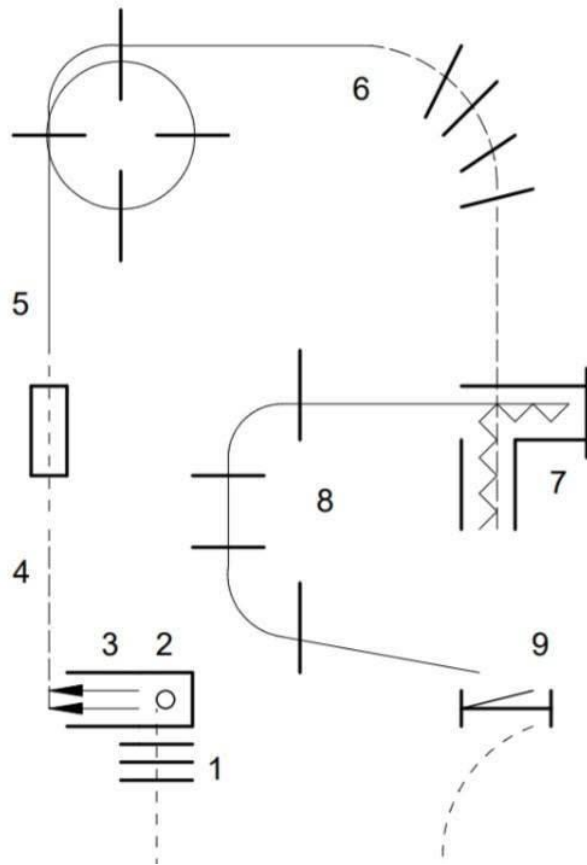


1. Walk over logs into box.
2. Turn 180 to right.
3. Sidepass right out of chute.
4. Turn 180 to right, og to bridge, walk over bridge.
5. Extended jog over poles.
6. Jog over poles and into chute.
7. Back through L.
8. Walk through L to gate.
9. Work gate, left hand, walk to exit.

Kathryn Erickson 2026

- Kathryn Erickson 2026

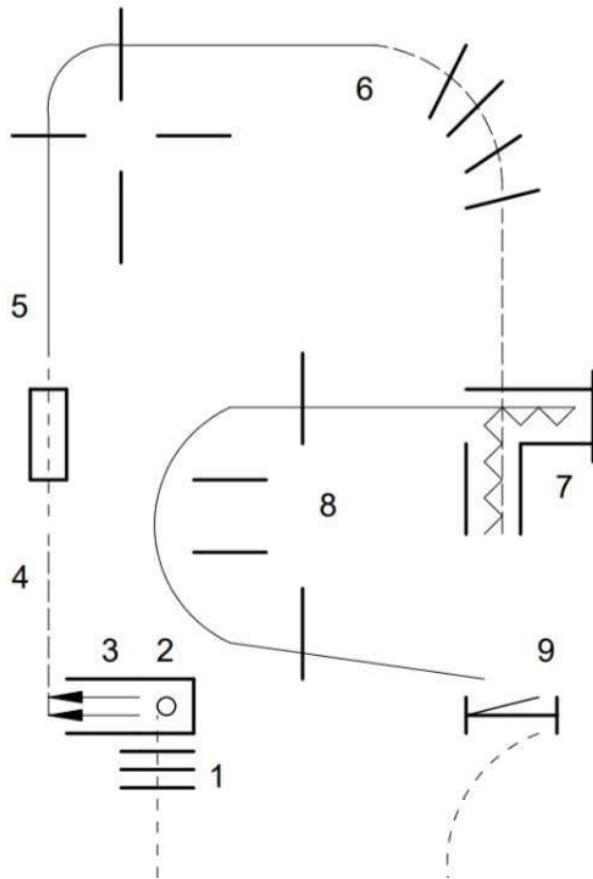
Trail - Green, Masters Non Pro, Amateur Select



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 2026

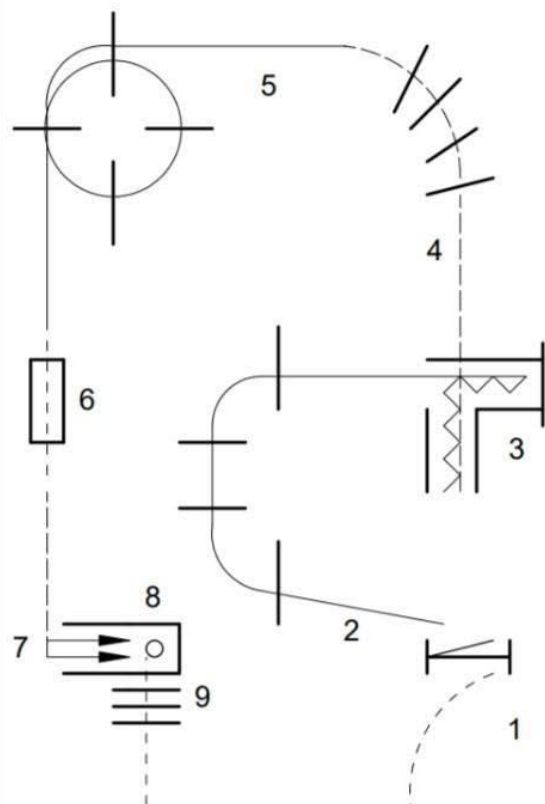
Trail - Youth



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.

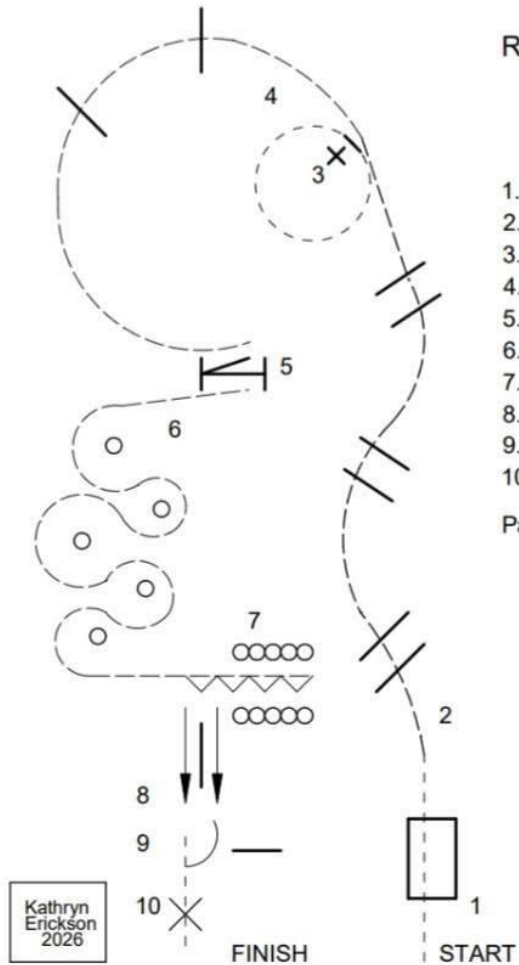
Kathryn Erickson 2026

Trail - JR, SR, NP, Amateur



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.

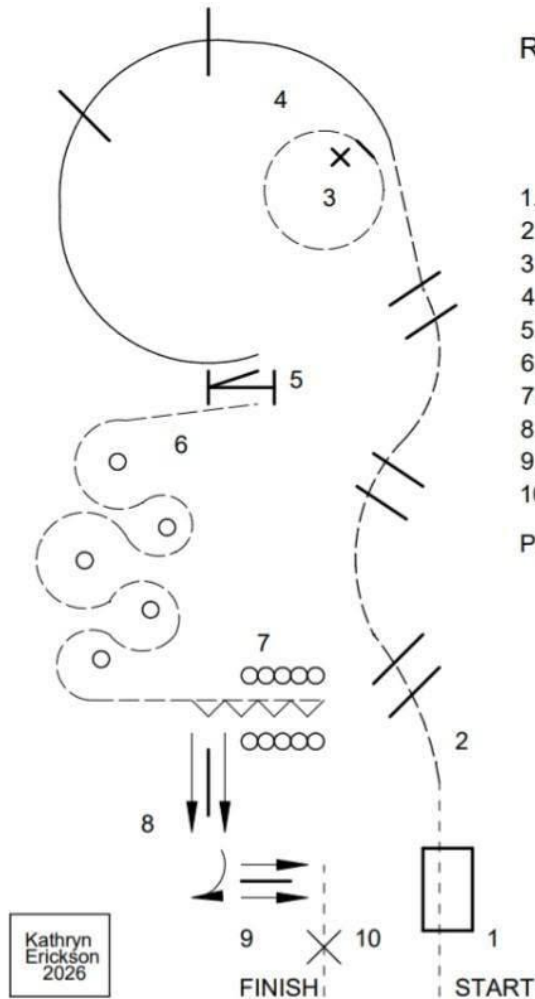
RANCH TRAIL - ALL WALK TROT



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

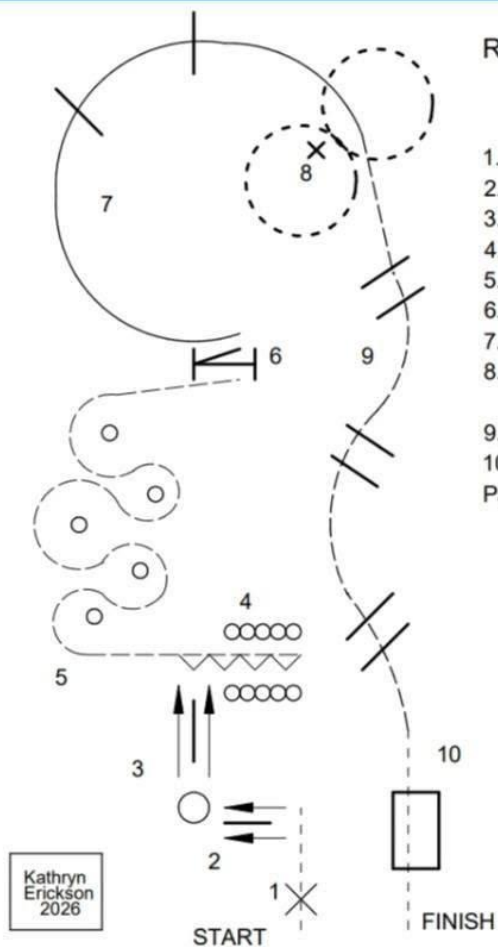
RANCH TRAIL - NOVICE NP, NOVICE AMATEUR
ALL YOUTH



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

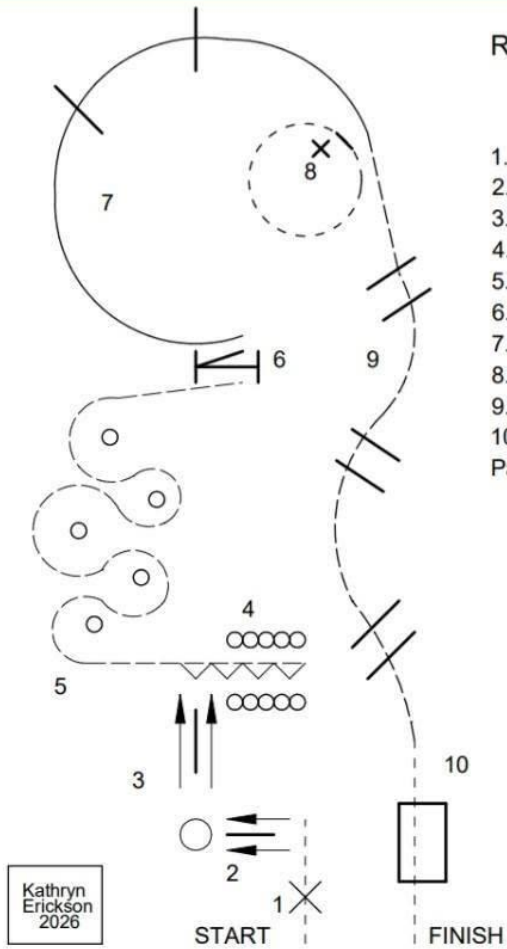
Pattern complete

RANCH TRAIL - OPEN - ALL BREED, JR, SR



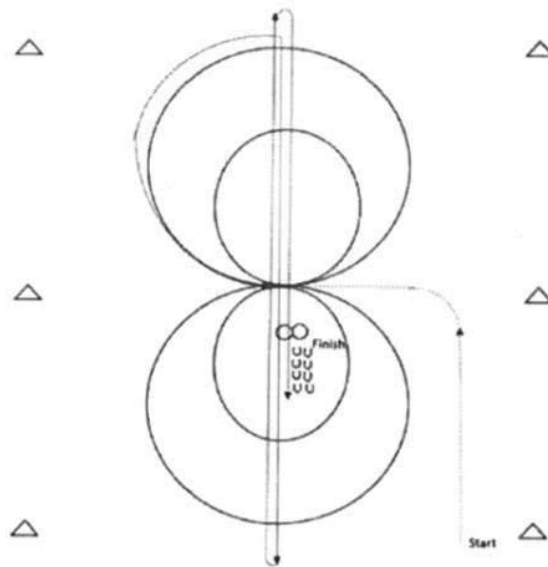
1. Lead horse in and mount, mounting block optional
 2. Walk to pole, stop, sidepass left over pole
 3. Turn 1 1/4 to left, sidepass right over pole
 4. Back through chute
 5. Trot out of chute and through serpentine to gate.
 6. Work gate, left hand
 7. Lope right lead over logs to drag
 8. Drag obstacle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

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 Reining Pattern #2 - All Ranch Reining

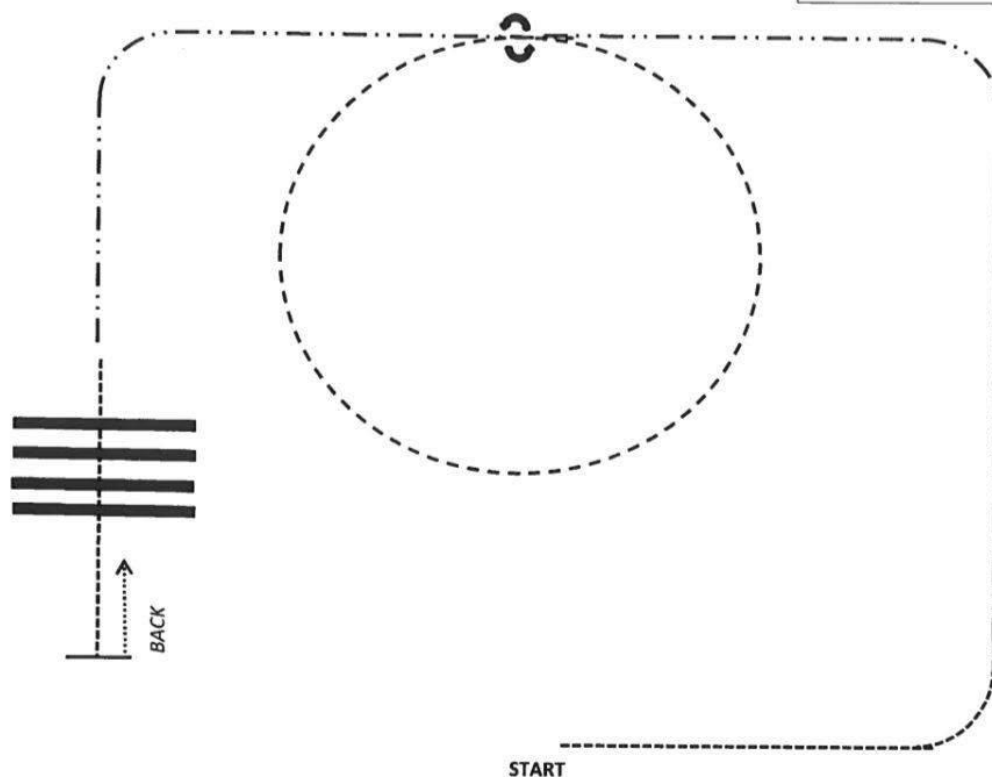


Trot to center of Arena, Stop. Start pattern facing towards Judge.

1. Beginning on the right lead complete two circle to the right, The first circle small and slow, the next circle large and fast, Change leads at the center of arena.
2. Complete two circles to the left, The first circle small and slow, the next circle large and fast, Change leads in the center of the arena.
3. Begin large circle to right, but do not close the circle. Run down center of arena past the end marker and do a right roll back, no hesitation.
4. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
5. Run past the center marker, stop, back 10 feet.
6. 1 spin to right, 1 spin to left. Hesitate to complete pattern.

RANCH RIDING WALK TROT

WALK	---
TROT	- - -
EXT TROT	- . - .



1. WALK

2. EXT. TROT 1/2 way up the ARENA

3. TURN LEFT EXT. TROT to Center of ARENA

4. TROT CIRCLE to LEFT

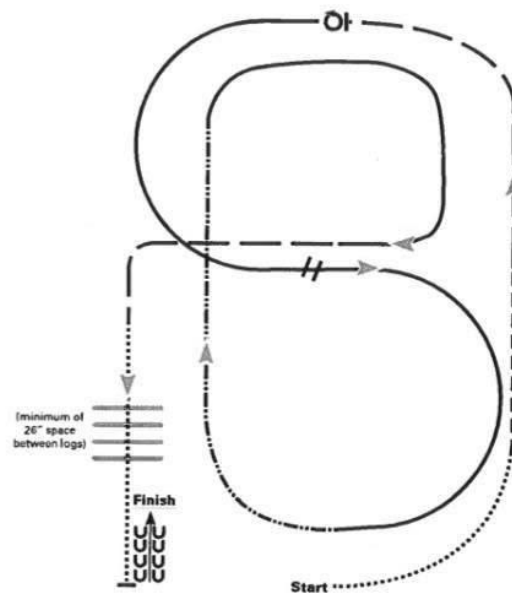
6. 360 TURN LEFT

7. EXT. TROT

8. WALK over RAILS

9. STOP / BACK 1 Horse Length

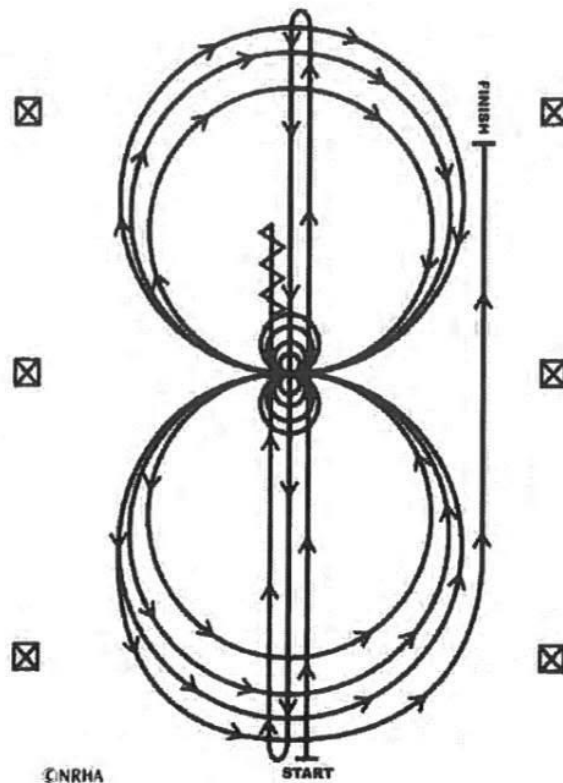
Ranch Riding Pattern #1 - All classes except
Walk-Trot



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 turn to the left
5. Left lead $\frac{1}{2}$ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead $\frac{1}{2}$ 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 poles
12. Stop and back

Reining Pattern #1

Jr, Sr, Non-Pro/Amateur



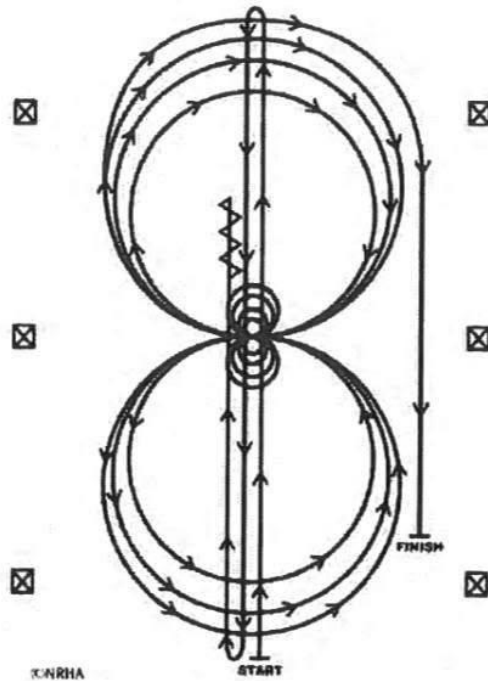
National Reining Horse Association Patterns are used with permission.
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1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right 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 (3m). 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 (6.09m) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.

Reining Pattern #7

Hackamore / Snaffle Bit

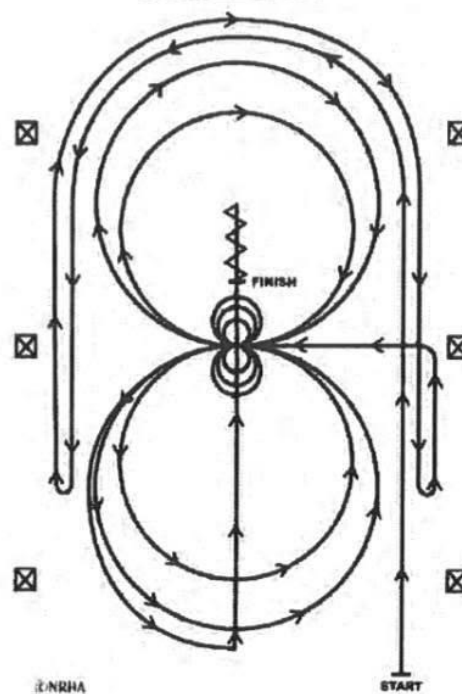


National Reining Horse Association Patterns are used with permission.
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1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena at least ten feet (3m). 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 right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large 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 sliding stop at least twenty feet (6.09m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

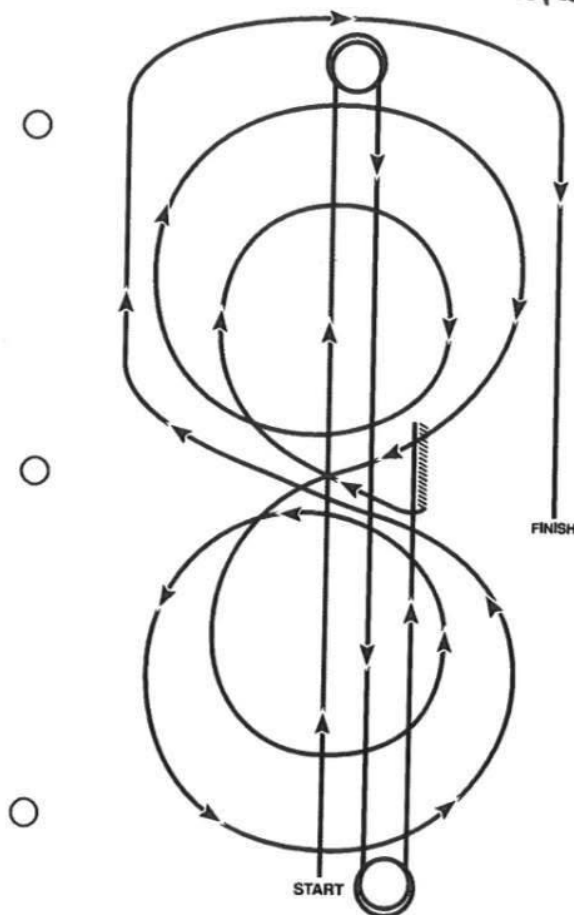
Exhibitor may dismount and drop bridle to the designated judge.

Reining Pattern B - Novice Youth/Novice Amateur
 (To be used for Novice Youth/Novice Amateur, and Green Reining Only)



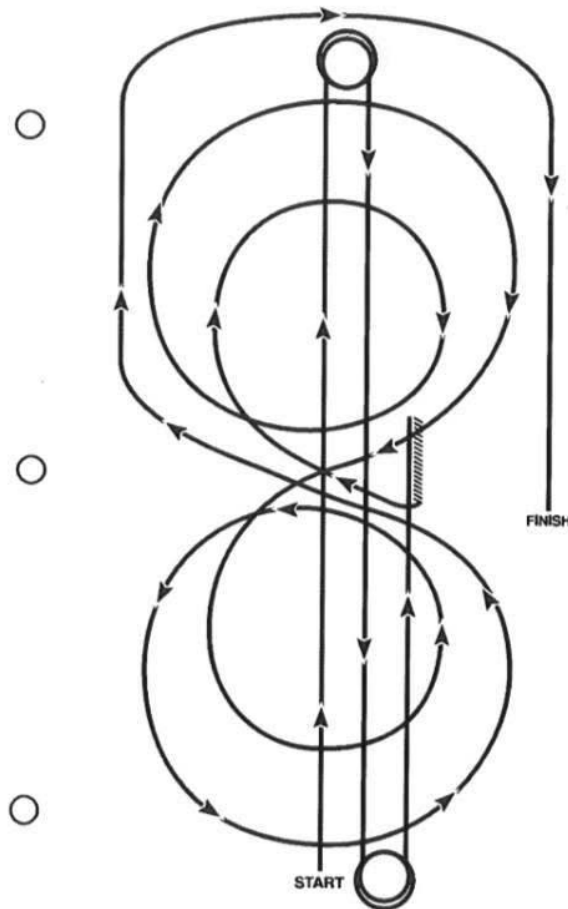
National Reining Horse Association Patterns are used with permission.
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1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center marker and do a right rollback – no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback – no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center.
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
8. Back up at least ten feet. Hesitate to demonstrate the completion of the pattern.



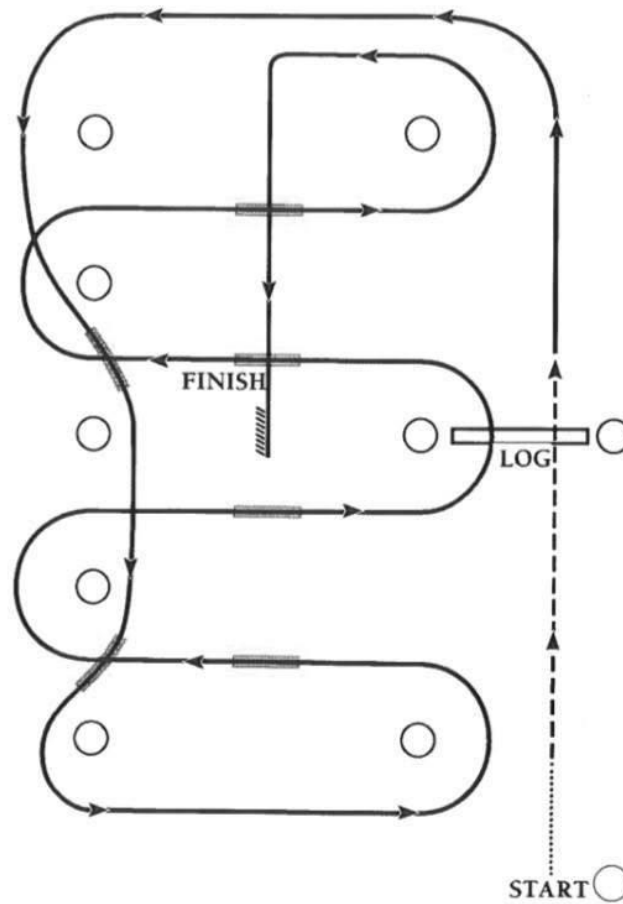
1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet in a straight line.
6. Complete $\frac{1}{4}$ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads to the left at the center of the arena.
7. Complete one small slow circle and one large fast circle. Change leads to the right.
8. Run around the end of arena to the other side, past center marker, at least 20 feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.

(Working Cow Horse Pattern #4) - All Boxing Classes

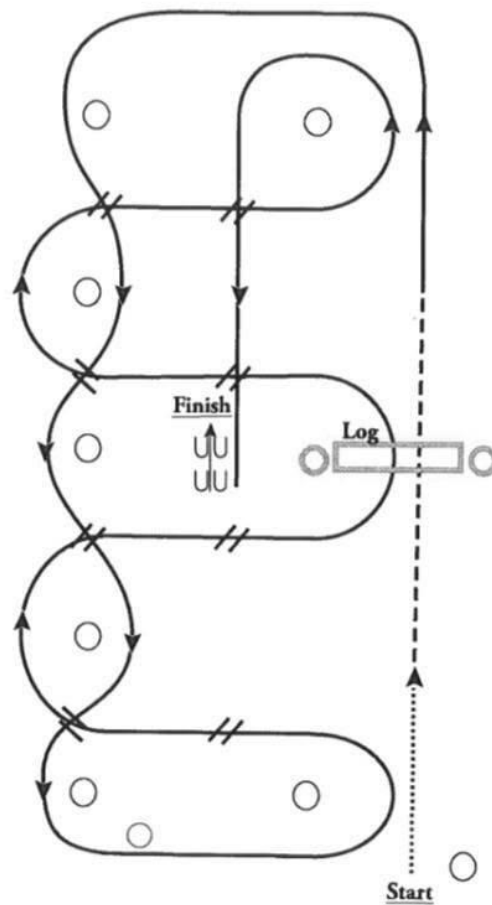


1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete $3\frac{1}{2}$ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete $3\frac{1}{2}$ spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet in a straight line.
6. Complete $\frac{1}{4}$ turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads to the left at the center of the arena.
7. Complete one small slow circle and one large fast circle. Change leads to the right.
8. Run around the end of arena to the other side, past center marker, at least 20 feet from fence and come to a sliding stop.
9. Hesitate to complete pattern.

Green Western Riding Pattern #1



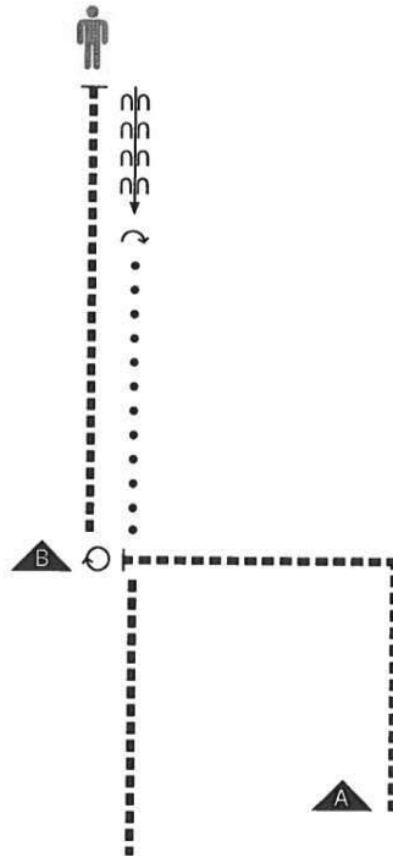
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change, lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third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



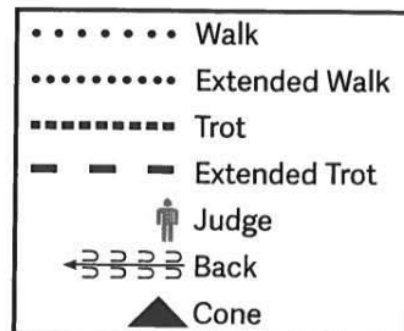
1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second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

SHOWMANSHIP

Youth Walk-Trot, Youth Novice, Non-Pro-ApHC
Non-Pro Novice, Youth, Scholastic Masters

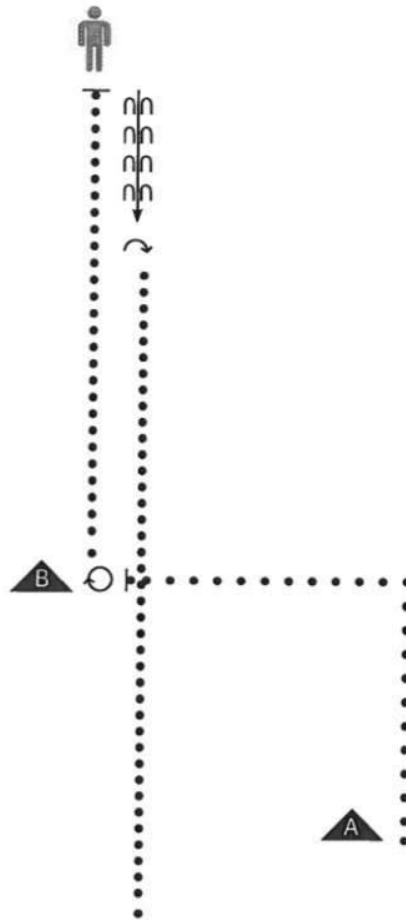


1. Trot square corner to B.
 2. Perform a 1 1/4 turn.
 3. Trot to judge and stop.
 4. Set up.
 5. Inspection.
 6. Back two horse lengths.
 7. Perform a 1/2 turn.
 8. Walk to B.
 9. Trot past A to exit.
- Once past A, pattern is complete.

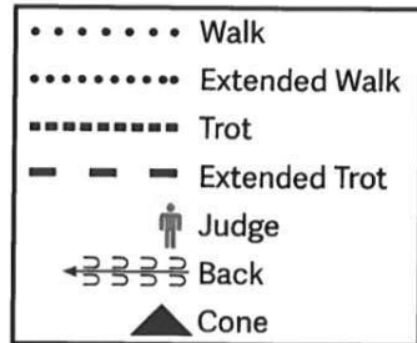


SHOWMANSHIP

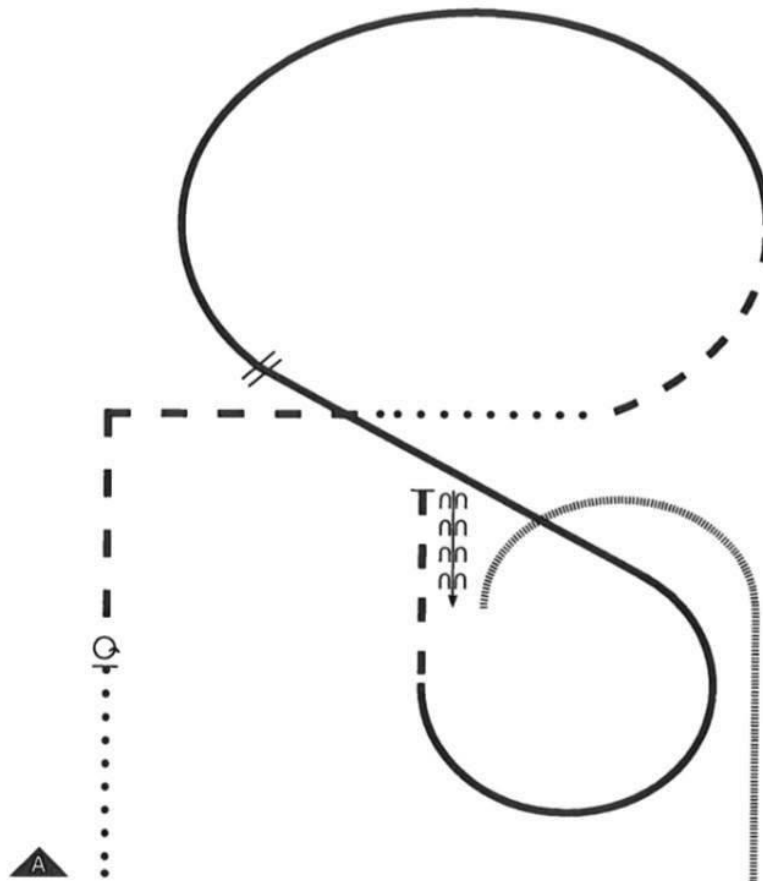
All Amateur Walk-Trot (Walk Only) - APHA



1. Walk square corner to B.
 2. Perform a 1 1/4 turn.
 3. Extended walk to judge and stop.
 4. Set up.
 5. Inspection.
 6. Back two horse lengths.
 7. Perform a 1/2 turn.
 8. Extended walk past A.
- Once past A, pattern is complete.



Non-Pro/Amateur; Youth



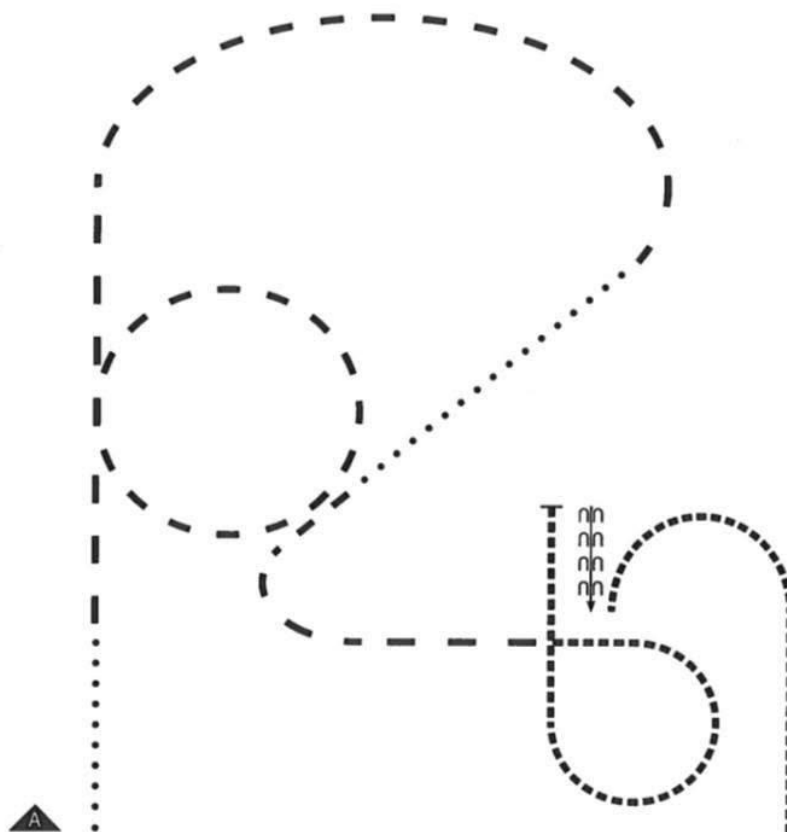
1. Walk and stop. Perform a 360° turn left on forehand.
2. Posting trot left diagonal square corner.
3. Walk three horse lengths.
4. Posting trot right diagonal.
5. Canter left lead around end and diagonal.
6. Simple lead change.
7. Canter right lead around end and up middle.
8. Posting trot left diagonal.
9. Stop and back.
10. Two point trot to exit.

.....	Walk
-----	Sitting Trot
— — —	Posting Trot
	Two Point Trot
=====	Canter
=====	Hand Gallop
//	Change Lead/Diagonal
← 3 3 3 3	Back
▲	Cone

HUNT SEAT EQUITATION

Youth Walk-Trot, Amateur Walk-Trot

~~Amateur~~

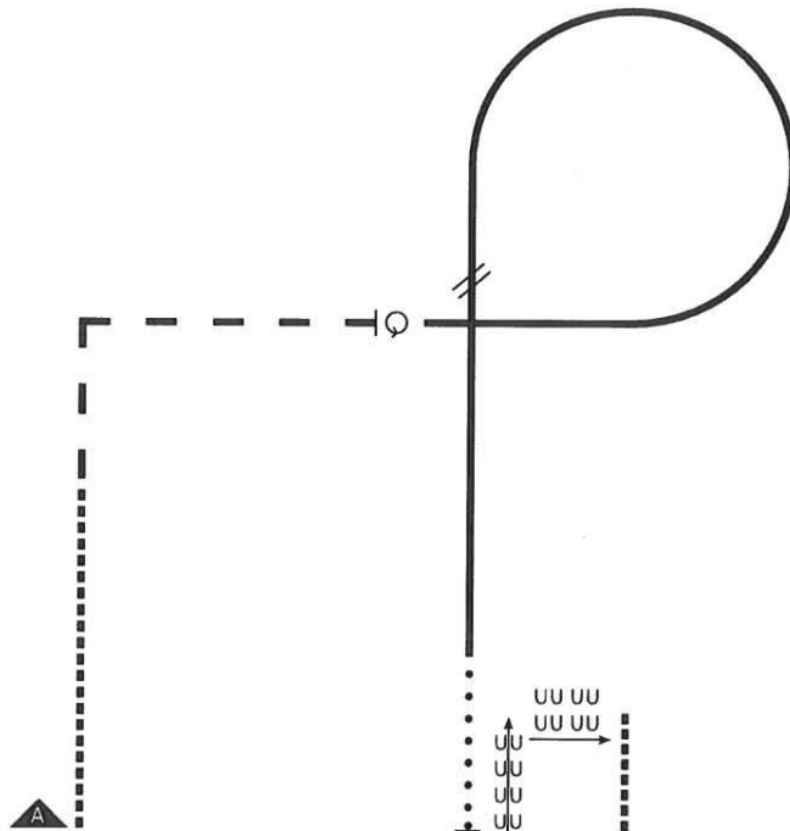


1. Walk.
2. Posting trot left diagonal straight and circle to right.
3. Continue left diagonal around end and diagonal line.
4. Walk approximately four horse lengths.
5. Posting trot right diagonal loop to middle.
6. Sitting trot arc around end up the middle.
7. Stop and back.
8. Sitting trot arc to exit.

.....	Walk
-----	Sitting Trot
- - - - -	Posting Trot
=====	Two Point Trot
=====	Canter
=====	Hand Gallop
////	Change Lead/Diagonal
←←←←←	Back
▲	Cone

WESTERN HORSEMANSHIP

Non-Pro/Amateur, Select/Masters,
Youth

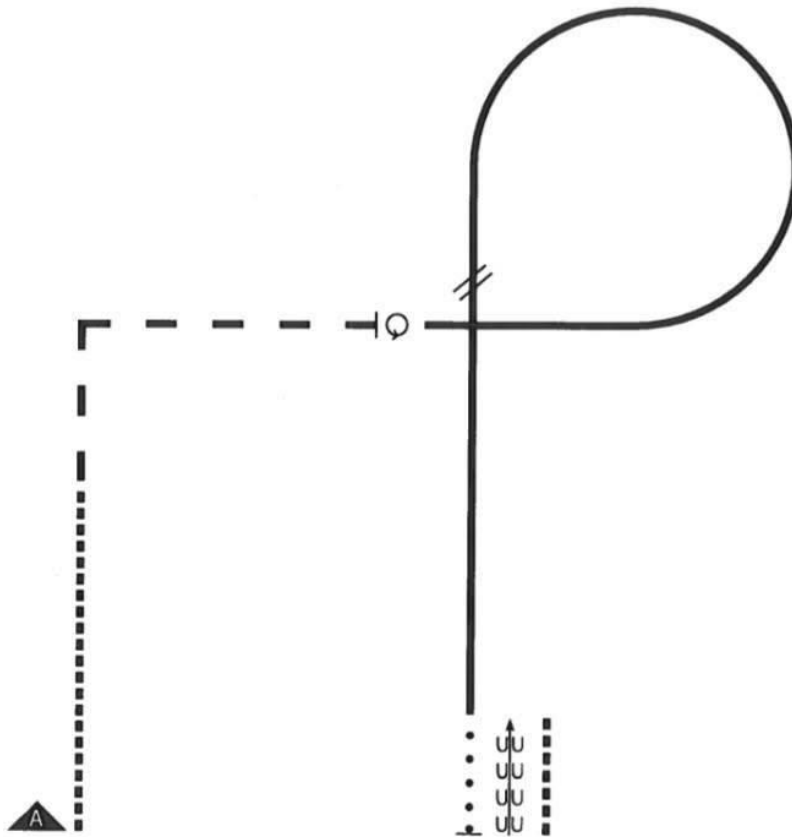


- Be ready at A.
1. Jog to center.
 2. Extended jog square corner.
 3. Stop. Perform a 360° turn left.
 4. Lope left lead circle.
 5. Change leads.
 6. Lope right lead.
 7. Walk two horse lengths.
 8. Stop and back.
 9. Sidepass left and jog to exit.

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
////	Change Lead
←←←←←	Back
▲	Cone

WESTERN HORSEMANSHIP

All Novice Youth, Novice Amateur / Non-Pro

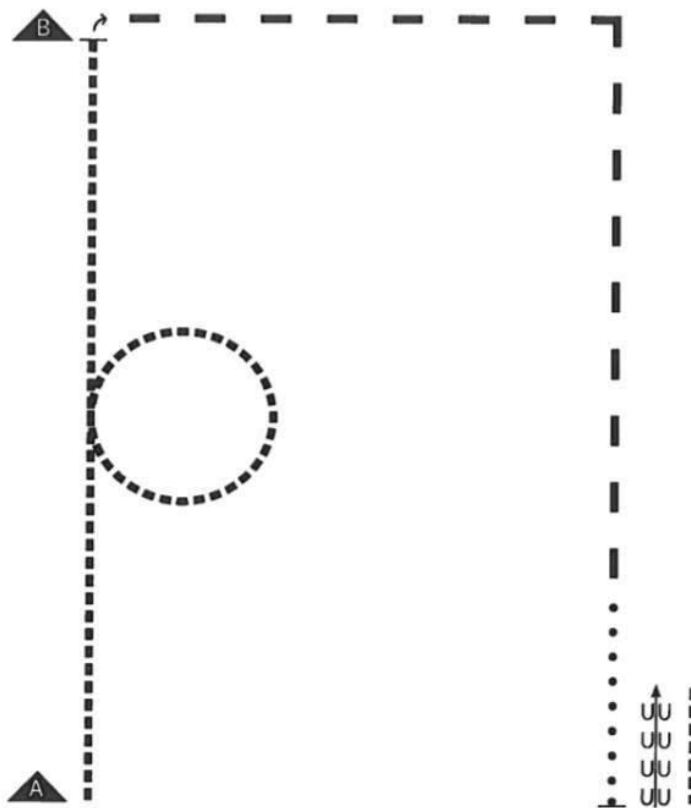


Be ready at A.

1. Jog to center.
2. Extended jog square corner.
3. Stop. Perform a 360° turn left.
4. Lope left lead circle.
5. Simple lead change.
6. Lope right lead.
7. Walk.
8. Stop and back.
9. Jog to exit.

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
///	Change Lead
← — — — — →	Back
▲	Cone

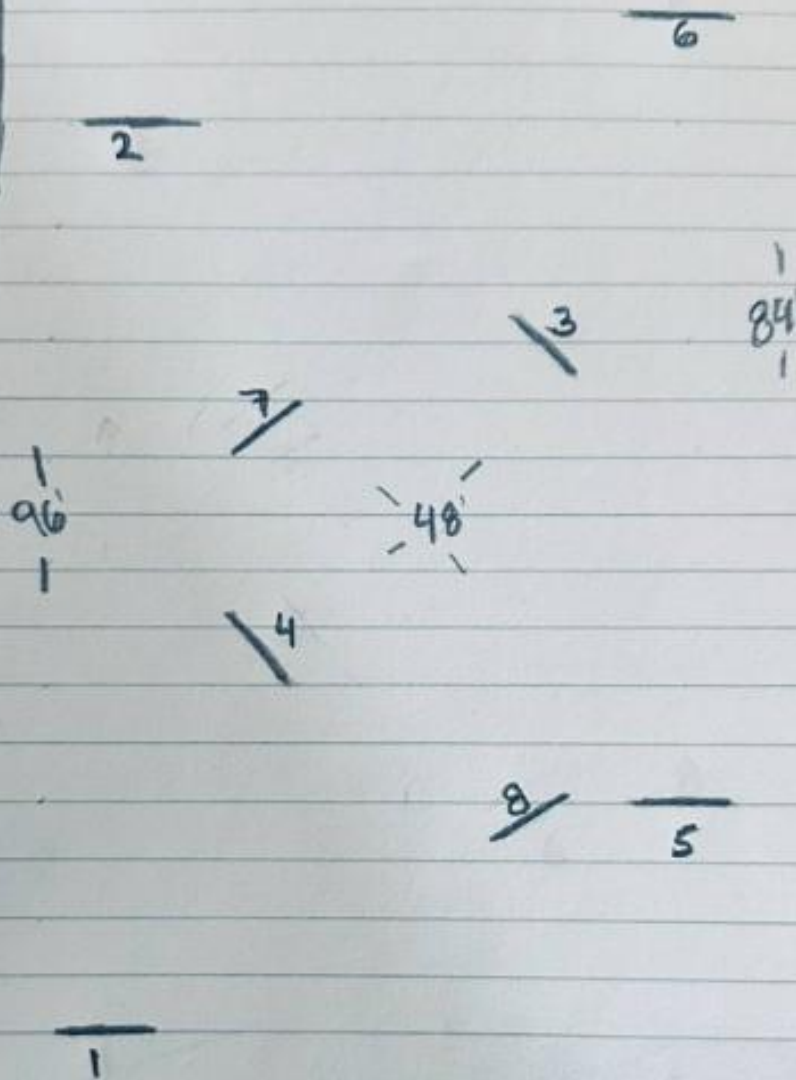
Youth Walk-Trot, Amateur walk-Trot



1. Jog straight to center.
2. Jog tight circle and continue to B.
3. Stop. Perform a 90° turn right.
4. Extended jog square corner.
5. Walk until even with A.
6. Stop and back. Pattern is complete. ~~7.~~ Jog to exit.

.....	Walk
-----	Jog
- - - - -	Extended Jog
=====	Lope
=====	Extended Lope
//	Change Lead
← 3 3 3 3	Back
▲	Cone

HUNTER COURSE



EQUITATION COURSE

3

2

1
84
1

4

7

1
96
1

48

5

8

6

1

JUMPER COURSE

6

5

1
84
1

1

4

1
96
1

48

2

3 7

8

HUNTER HACK

All Classes

