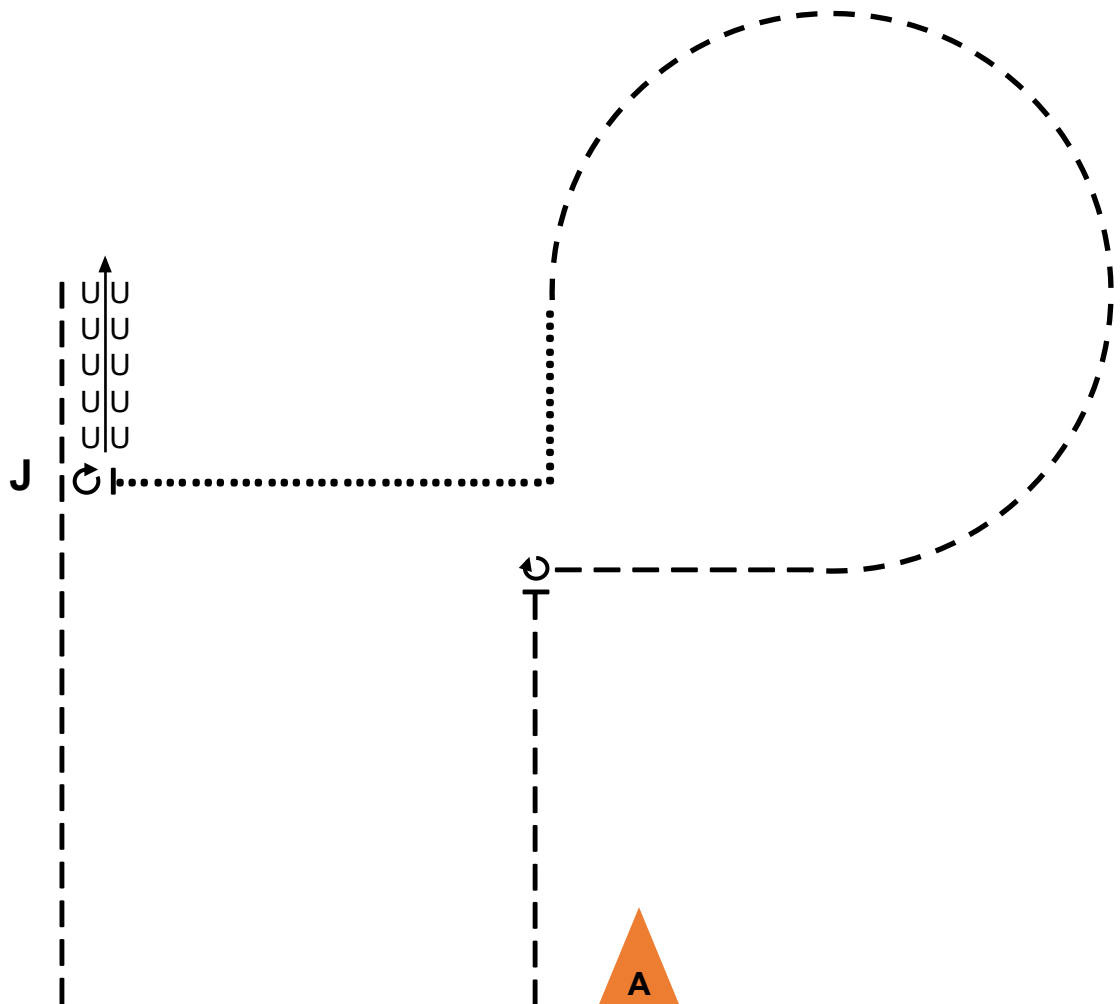


Showmanship At Halter

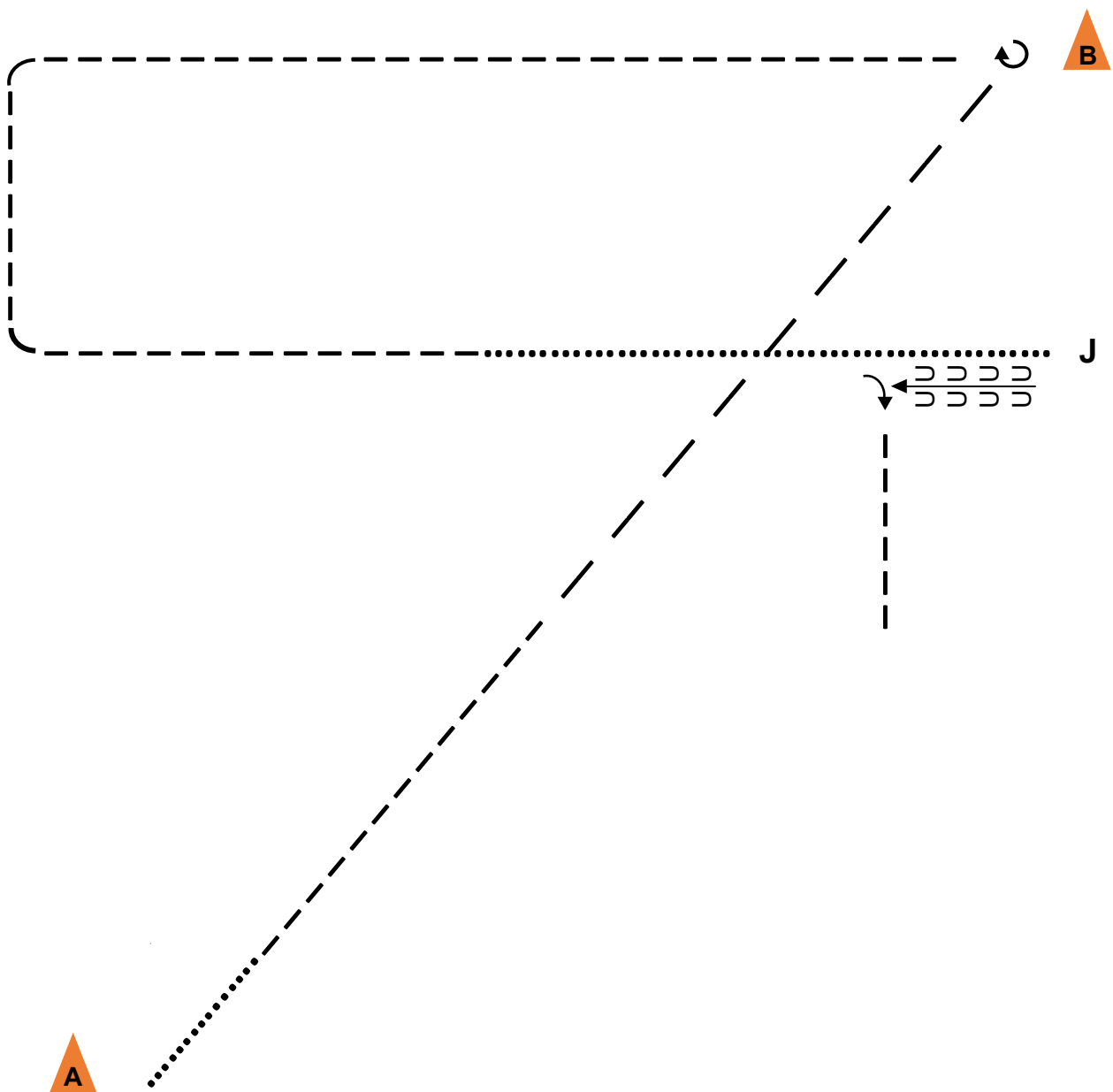
AQHA/NSBA L1 / Novice Amateur & Youth



1. Trot , stop
2. 90° turn
3. Trot circle
4. Walk, Walk square corner
5. Stop, set up
6. Inspection
7. When excused, 270° turn
8. Back 2 horse lengths
9. Exit at trot

.....	Walk
---	Jog
---	Extended Jog
← 3 3 3 3 3 3 3 3	Back

Showmanship At Halter AQHA/NSBA Amateur, Youth, Select

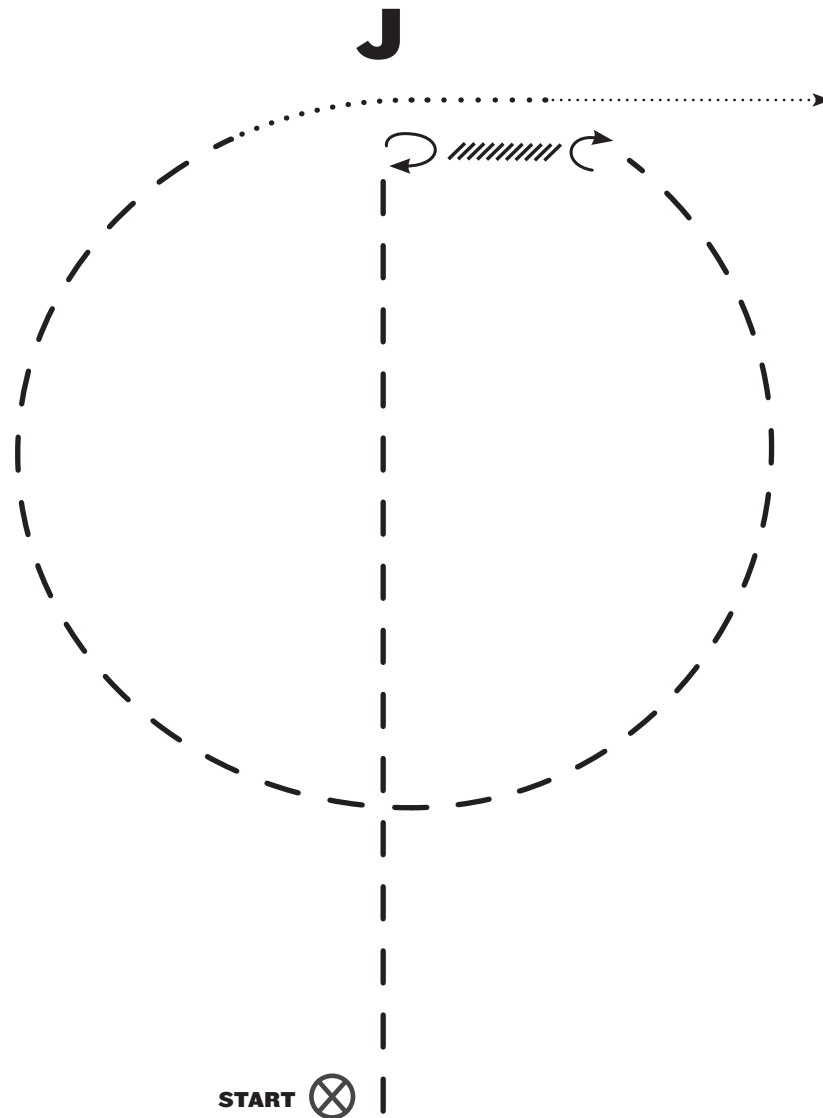


1. Walk
2. Trot halfway
3. Extended trot to B
4. Stop, perform a 130° turn
5. Trot line and arc
6. Halfway break down to walk to judge and stop
7. Set up
8. Inspection
9. Back up one horse length
10. 45° turn and trot to exit

.....	Walk
-----	Jog
-----	Extended Jog
← ㄣ ㄣ ㄣ ㄣ ㄣ ㄣ ㄣ ㄣ	Back

Showmanship At Halter

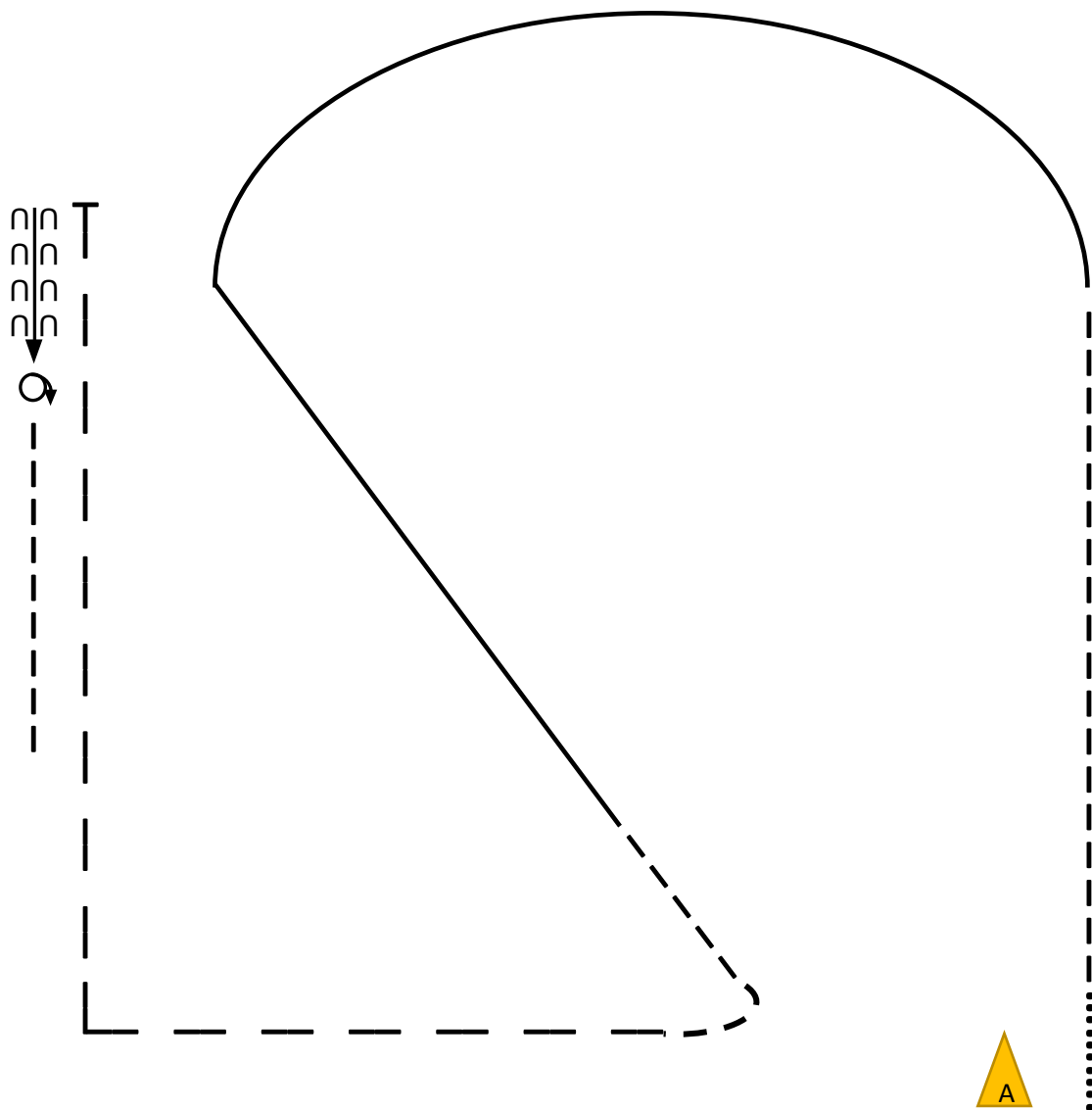
Level 1 Horse Non-Pro



1. Trot to judge, stop
2. Set up
3. Inspection
4. When dismissed , 270° (3/4) turn
5. Back approximately two horse lengths
6. 180° (1/2) turn
7. Trot circle to the right
8. Before judge, walk, pattern is complete when past judge, continue walking to exit

Western Horsemanship

AQHA/NSBA L1/Novice Amateur & Youth

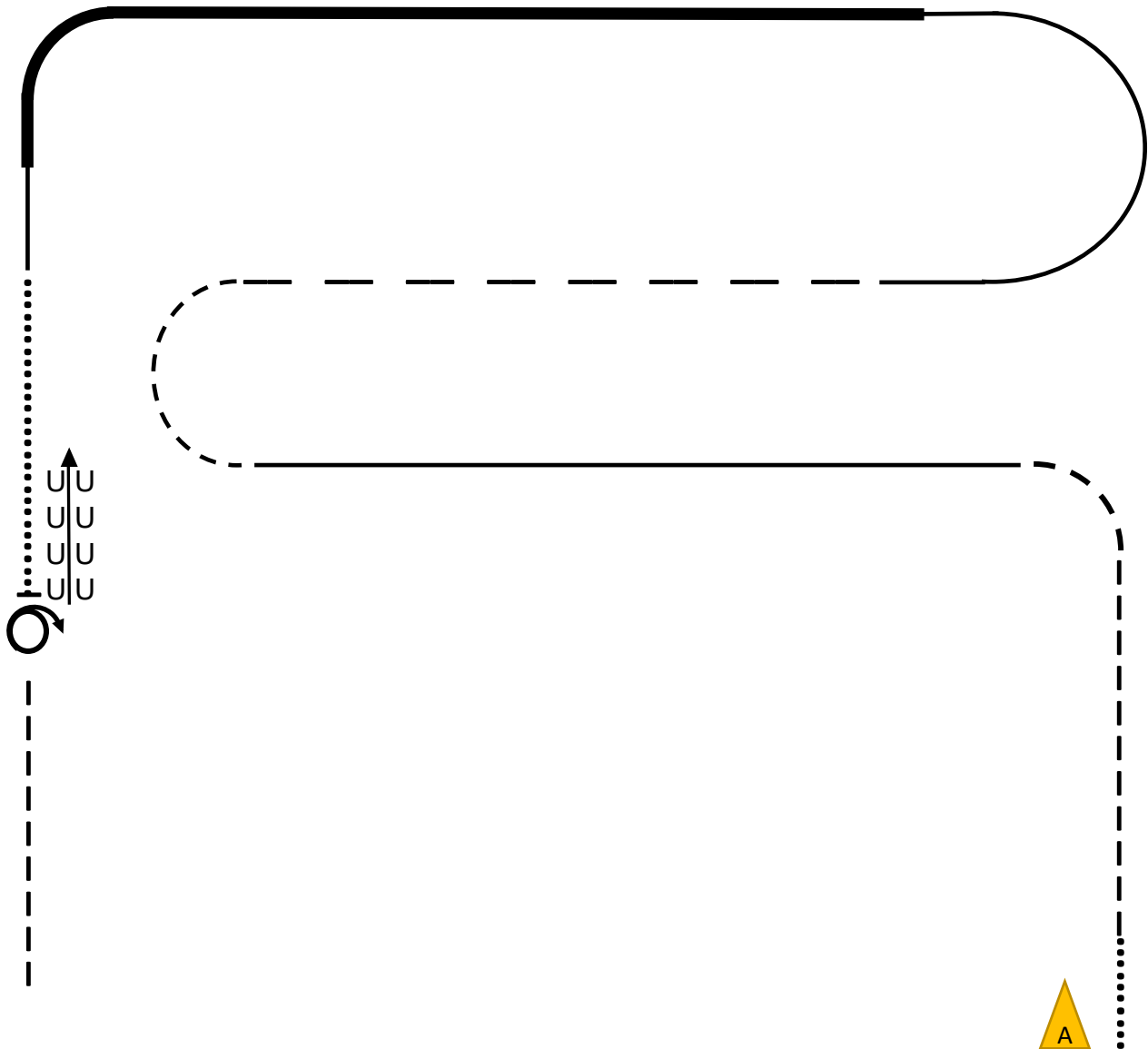


1. Walk one horse length
2. Jog
3. Lope left lead half circle
4. Jog around corner
5. Extended jog square corner
6. Back one horse length
7. Perform a 1 ½ turn right
8. Jog to exit

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
—————	Extended Lope
← 3 3 3 3	Back

Western Horsemanship

AQHA/NSBA Amateur, Youth, Select

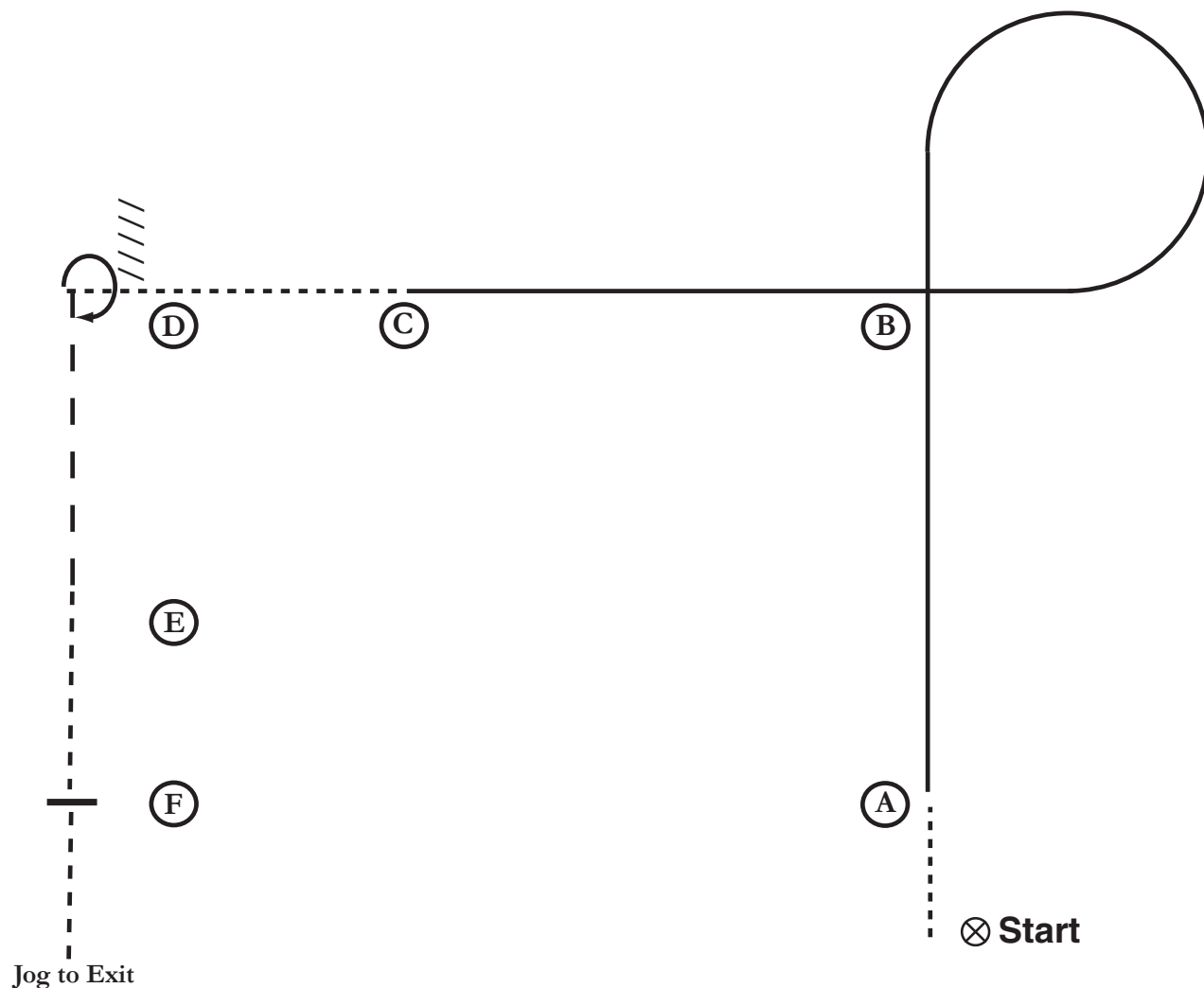


1. Walk one horse length
2. Jog around corner
3. Lope right lead
4. Break to jog around corner
5. Extended jog
6. Left lead around corner
7. Building speed , around corner collect
8. Walk , stop
9. 1 turn to the right
10. Back and jog to exit

.....	Walk
-----	Jog
- - - - -	Extended Jog
—————	Lope
—————	Extended Lope
← 3 3 3 3 3 3 3 3	Back

Western Horsemanship

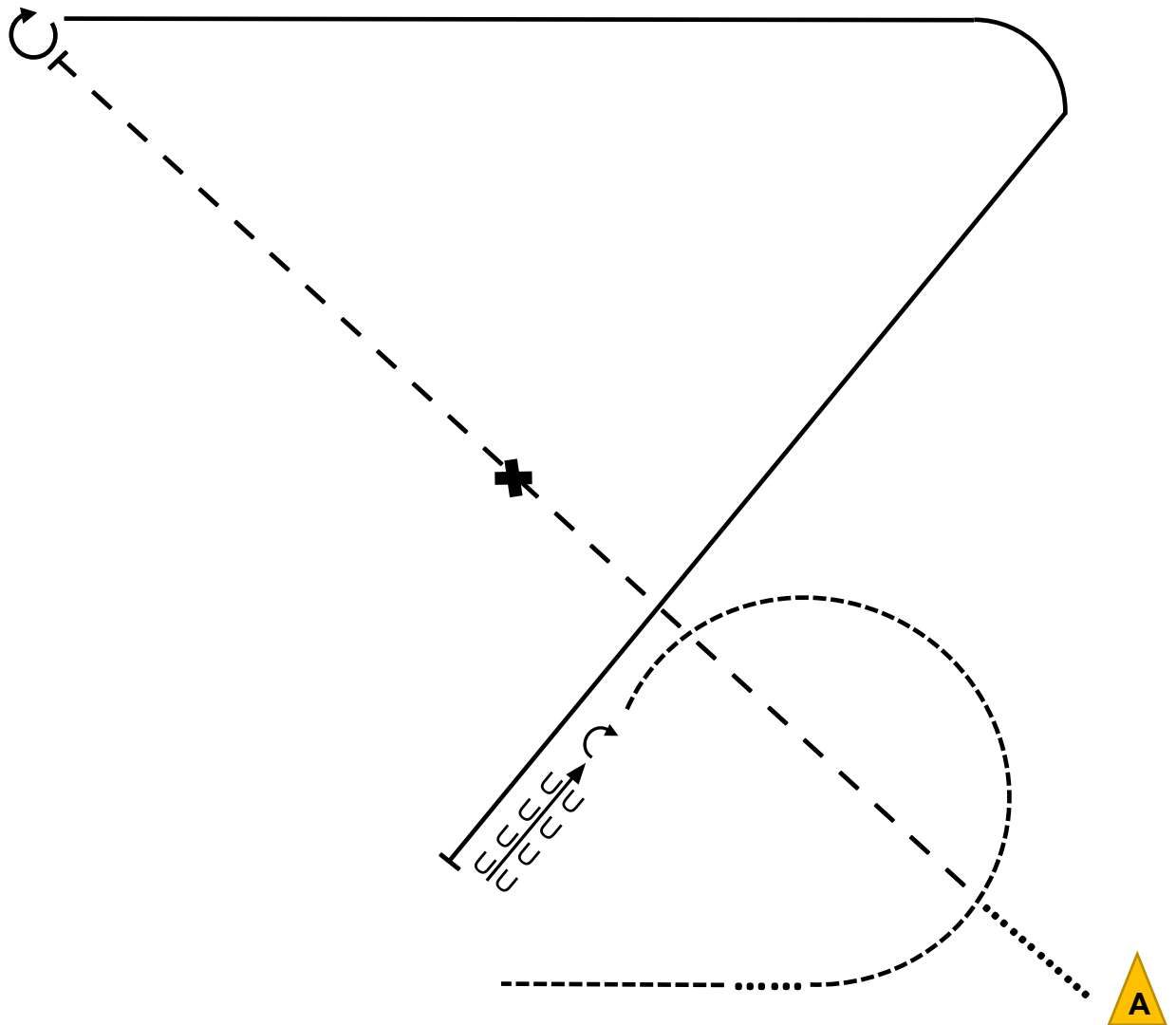
L1 Horse Non-Pro



1. Walk to A.
2. Right lead A to B.
3. Continue a cirkel on right lead back to B.
4. Continue on right lead to C.
5. At C make trasiotion to walk with no loss of rhythm or forward motion.
6. Walk past D and stop.
7. Turn 270° right.
8. Back 5 steps.
9. Extend trot to E.
10. Jog E to F.
11. At F stop to show completion of pattern.
- 12 Jog to exit.

Hunt Seat Equitation

AQHA/NSBA L1/Novice Amateur & Youth

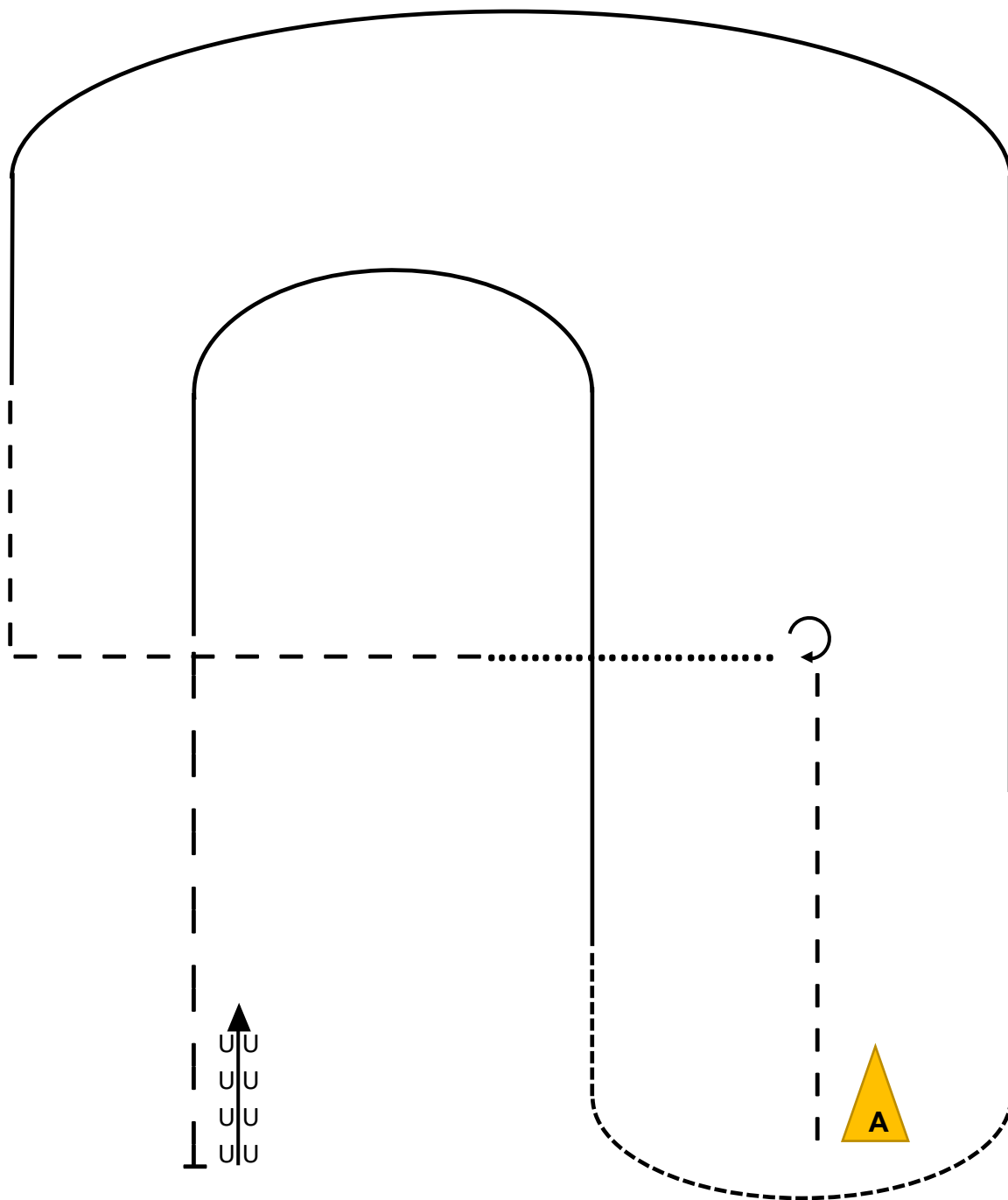


1. Walk
2. Trot right diagonal
3. Change to left diagonal
4. Stop, 270° turn left on forehand
5. Canter right lead
6. Stop and back up 4 steps, 180 ° turn right on forehand
7. Sitting trot
8. Walk 5 steps
9. Exit at sitting trot

.....	Walk
- - - -	Trot
- - - -	Sitting Trot
————	Canter
← u u u u	Back

Hunt Seat Equitation

AQHA/NSBA Amateur, Youth , Select

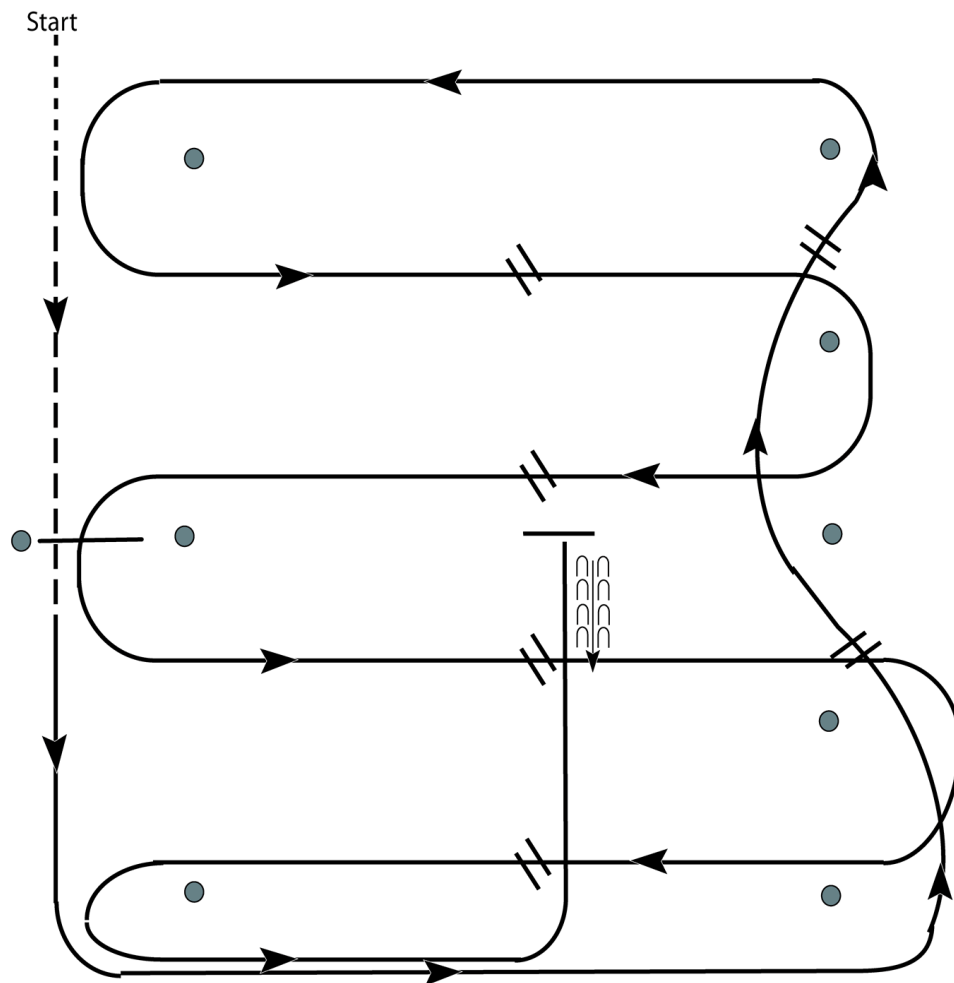


1. Posting trot right diagonal
2. Stop , 270 ° to the right on forehand
3. Walk
4. Posting trot left diagonal
5. Canter right lead
6. Sitting trot around corner
7. Canter left lead around corner
8. Extended trot
9. Stop, back
10. Trot to exit

.....	Walk
- - - -	Trot
- - - - -	Sitting Trot
- - - - -	Extended Trot
————	Canter
—————	Hand Gallop
← — — — —	Back

Western Riding

AQHA/NSBA L1/Green Open

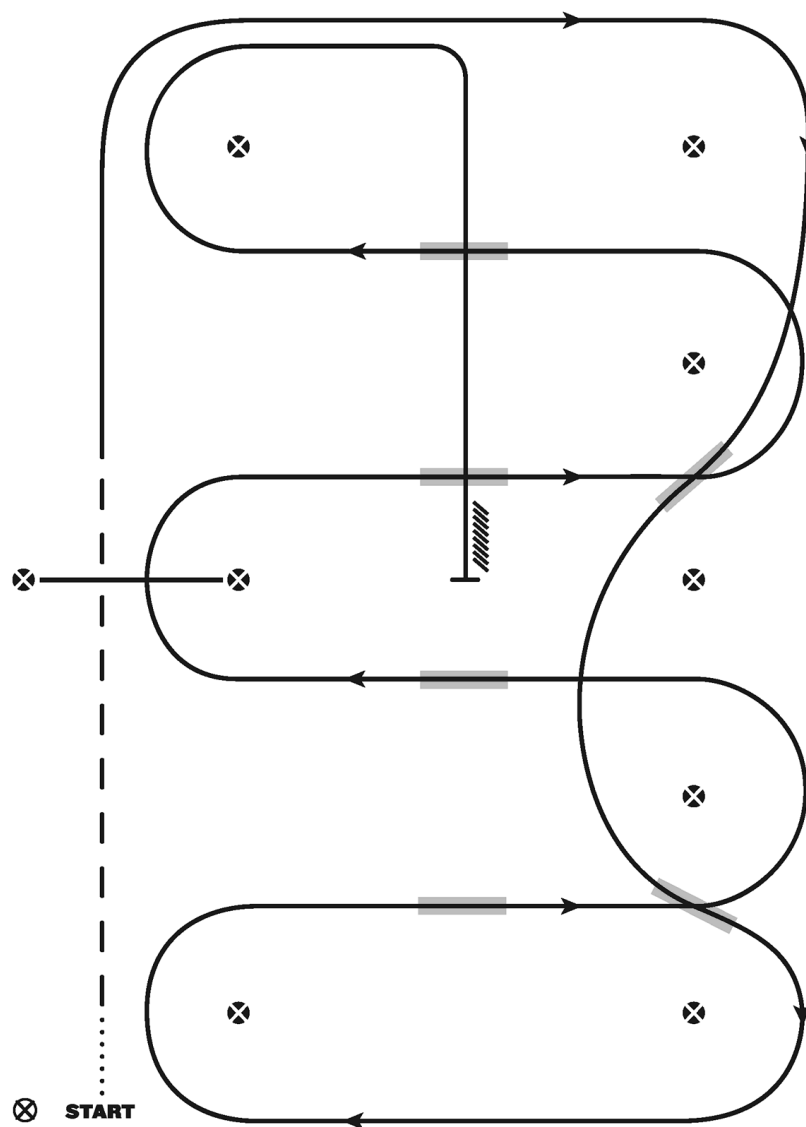


1. Walk at least 15' & jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

Western Riding

AQHA/NSBA L1/Novice Amateur , Youth

LEVEL I WESTERN RIDING PATTERN 6



LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- Load Changing Area

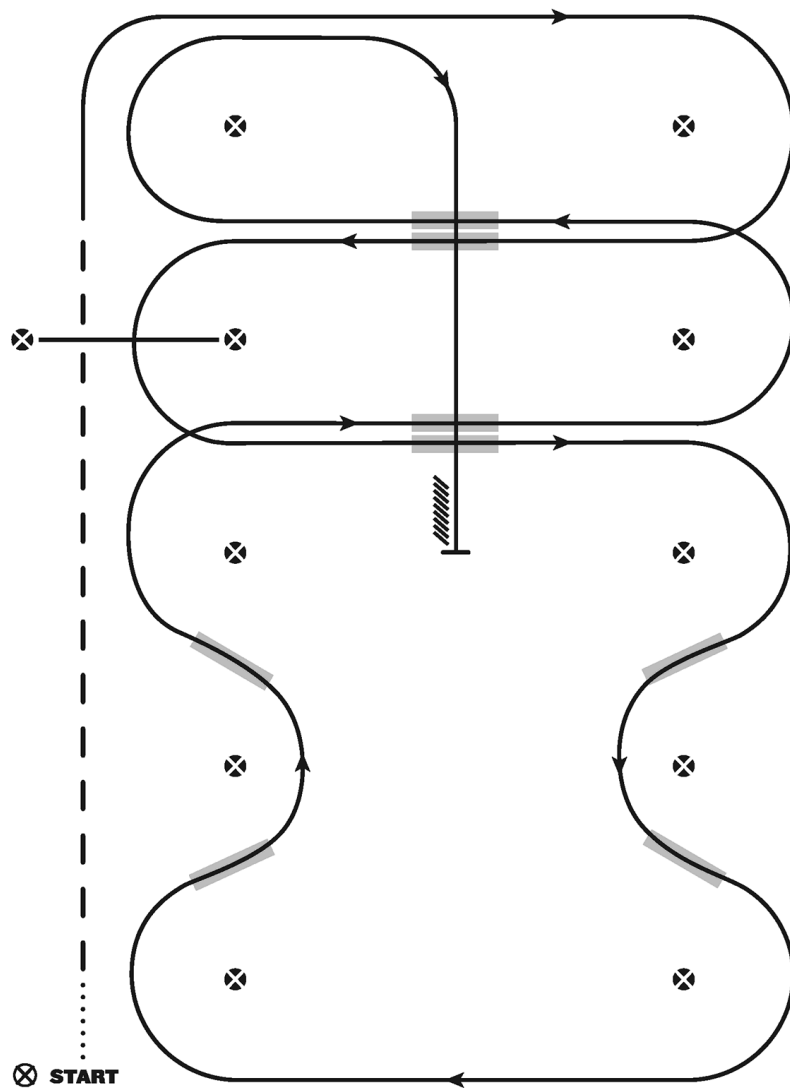
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

Revised 06-07-2021

Western Riding

AQHA/NSBA Open

WESTERN RIDING - PATTERN 8



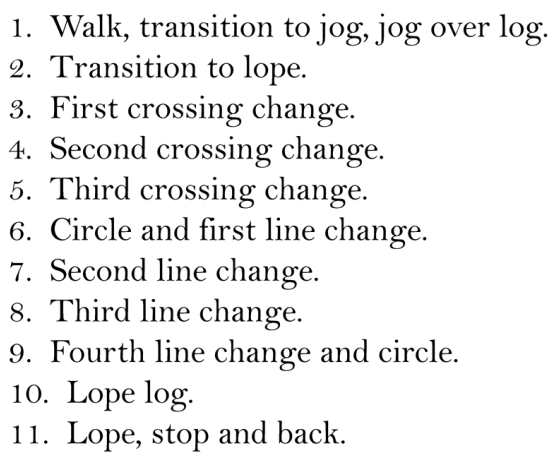
LEGEND

- Walk
- - - Jog
- Lope
- //// Back
- Lead 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
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

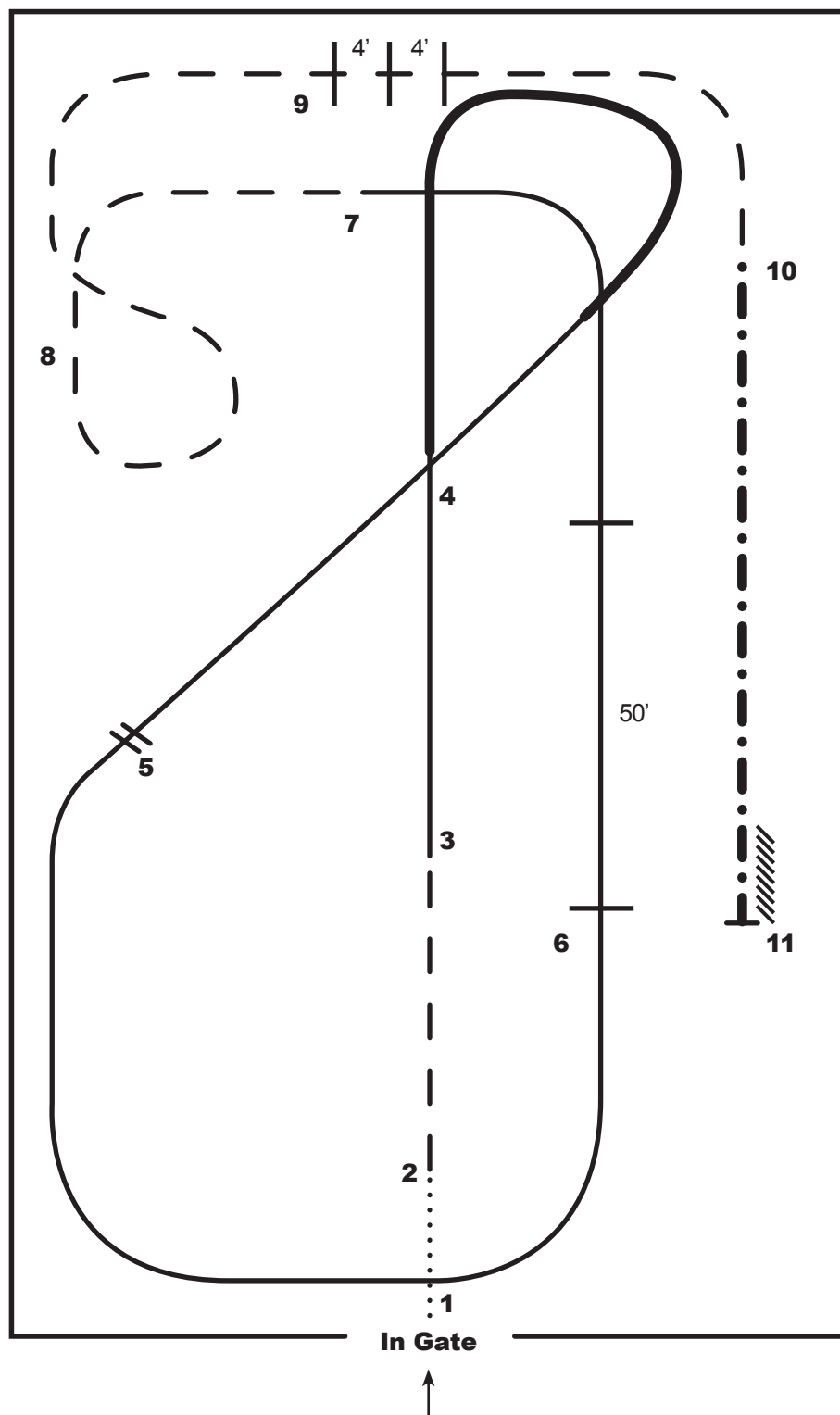
Revised 06-07-2021

AQHA/NSBA Amateur, Youth, Select



ENGLISH VERSATILITY

PATTERN #2

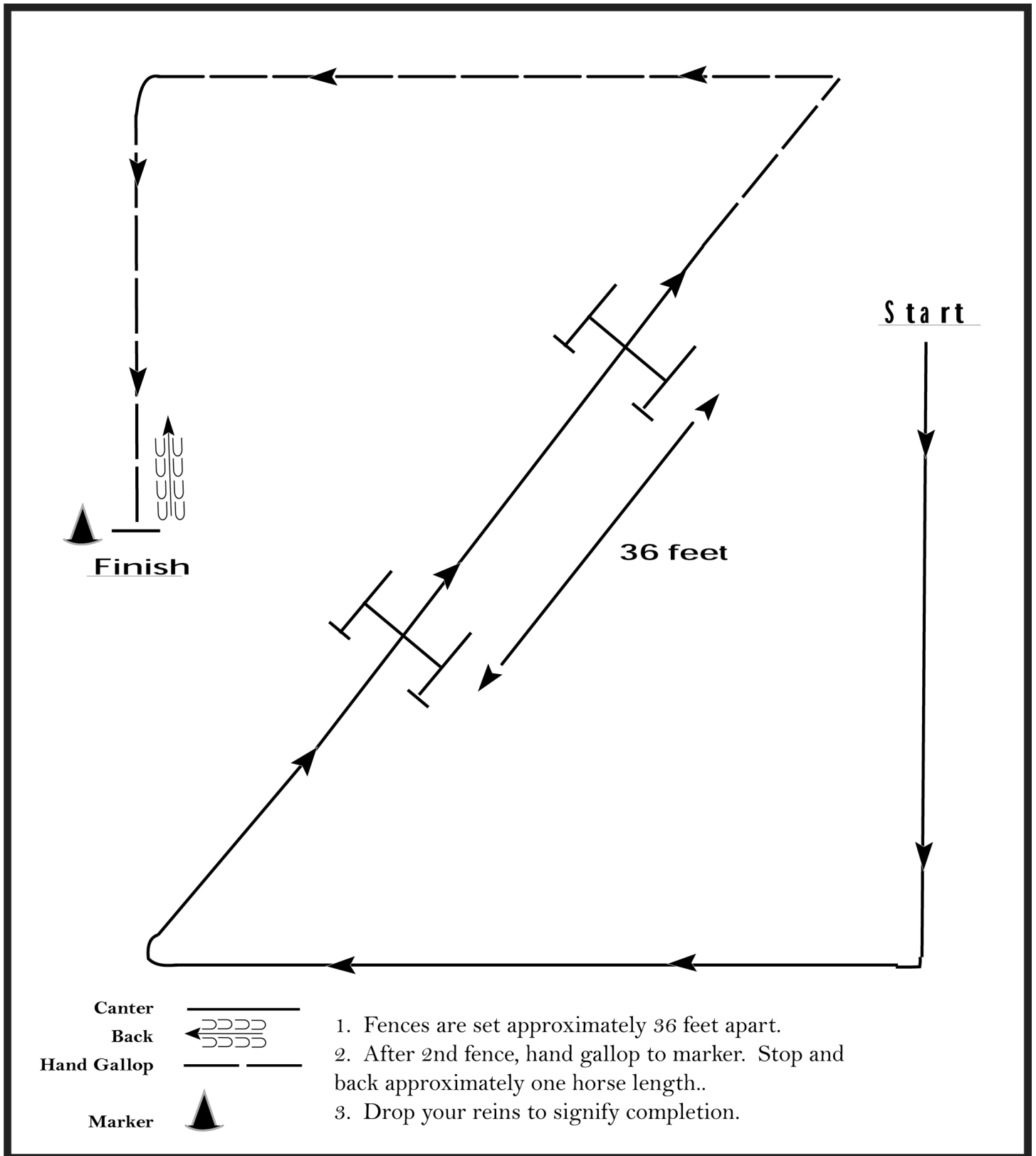


1. Forward walk from gate
2. Trot left diagonal
3. Canter right lead
4. Hand gallop through turn
5. Change leads (simple or flying)
6. Canter cavalleti
7. Trot right diagonal
8. Half circle, change directions
9. Trot poles
10. Extended sitting trot
11. Halt and back

The Dutch Championship 2026

Hunter Hack

Show Date:

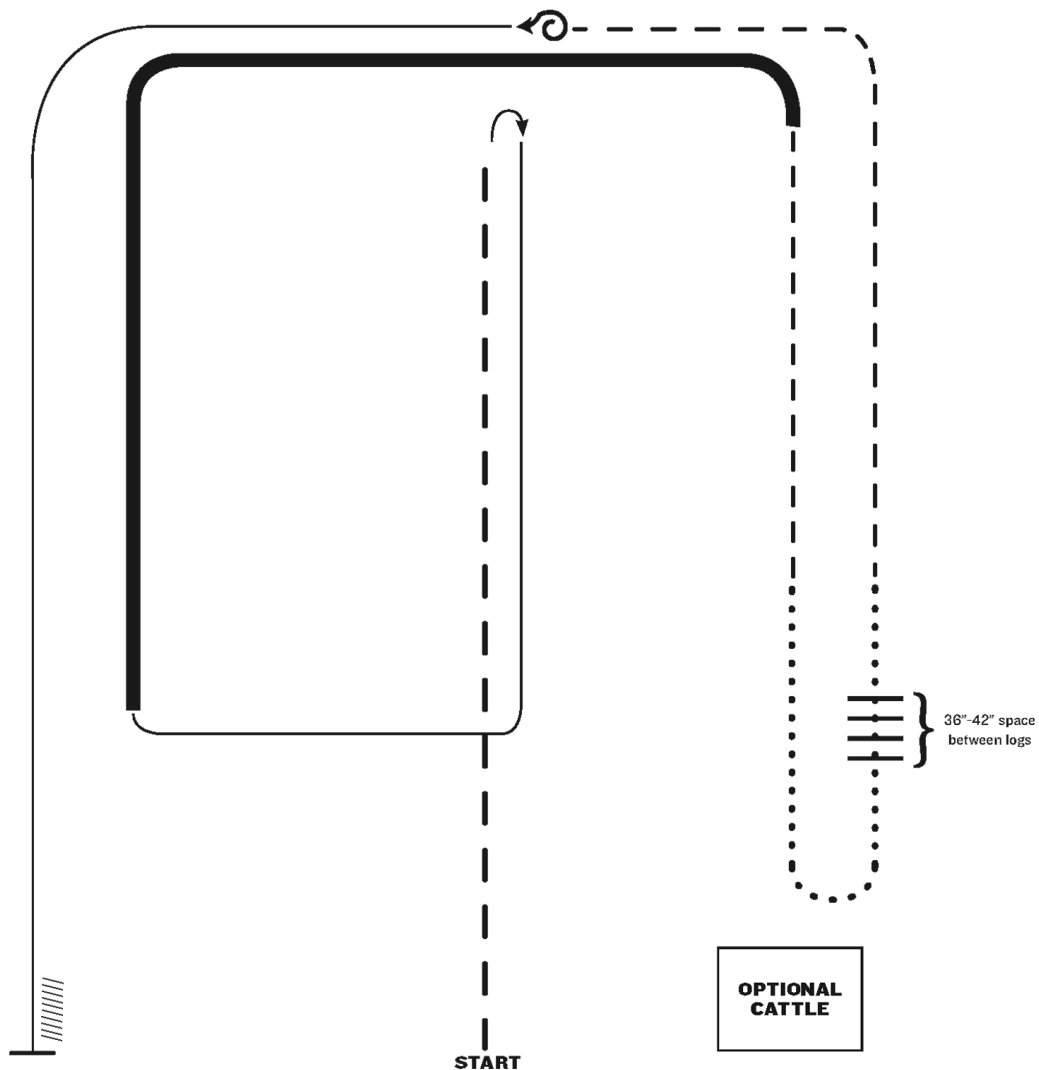


[HH/36-14]

Pattern Provided by:

Ranch Riding

AQHA/NSBA L1/Green Open/ Futurity

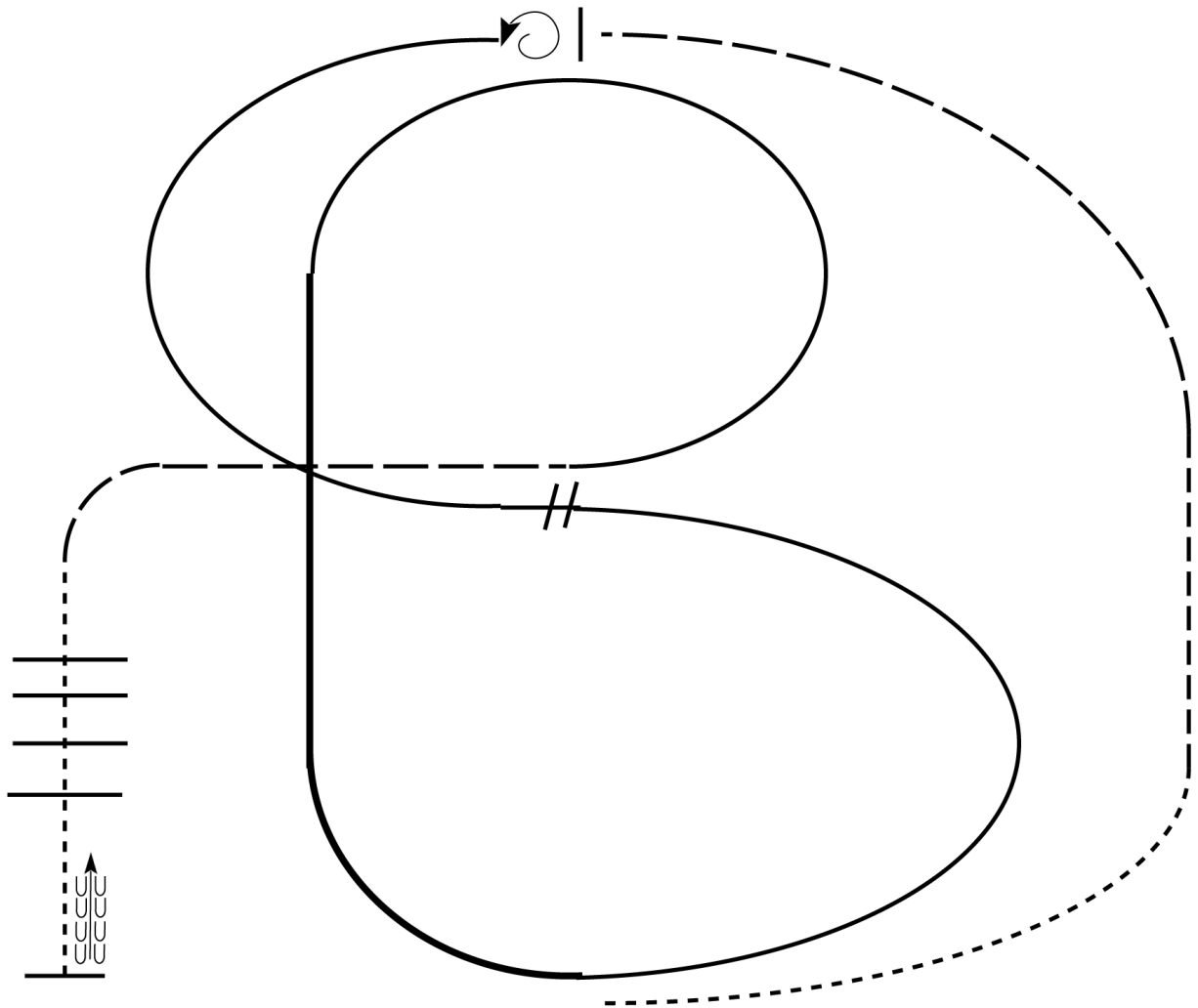


1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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.

Ranch Riding

AQHA/NSBA L1/Novice Amateur , L1/Novice Youth

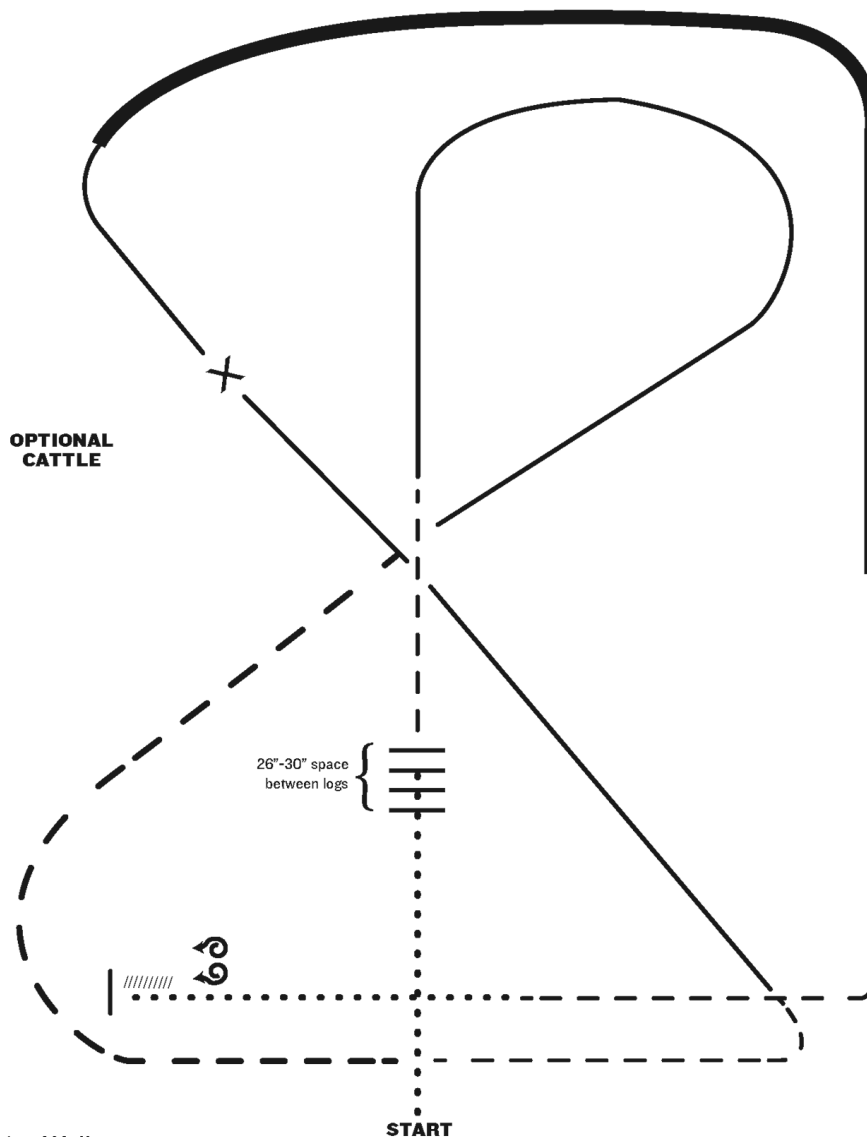


1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles.
12. Stop and back

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

Ranch Riding

AQHA/NSBA Open, Maturity

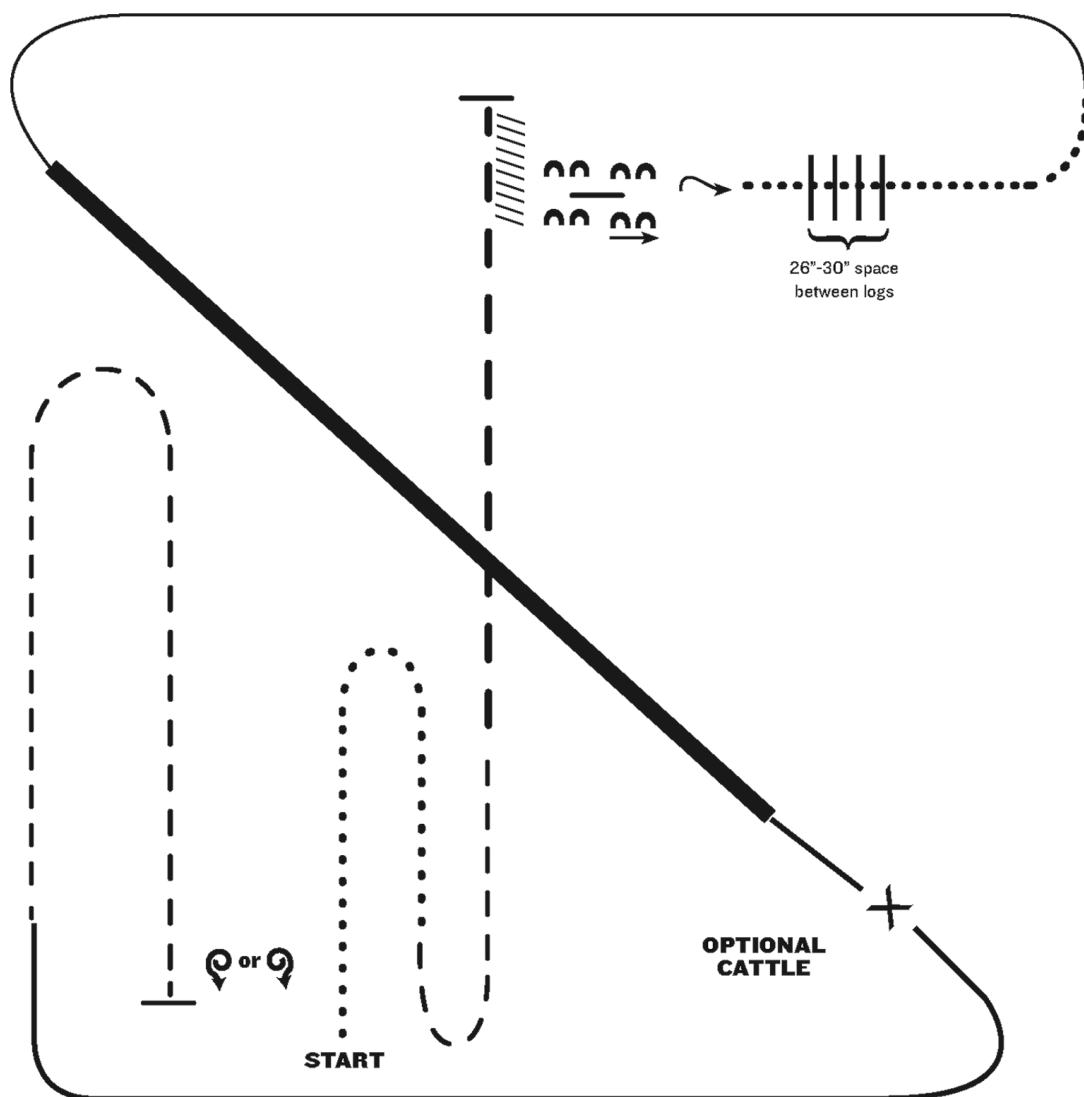


1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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.

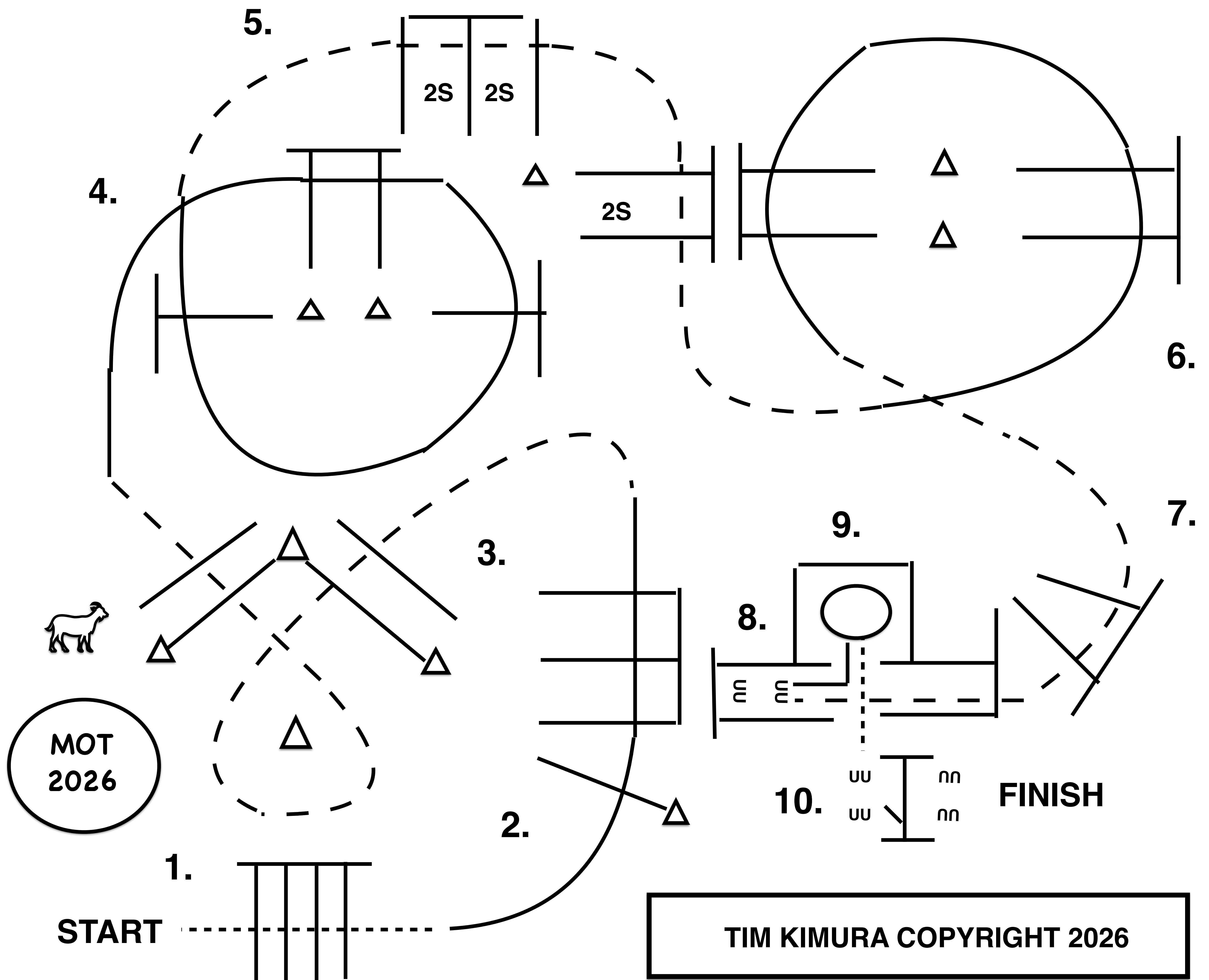
Ranch Riding

AQHA/NSBA Amateur, Youth, Select

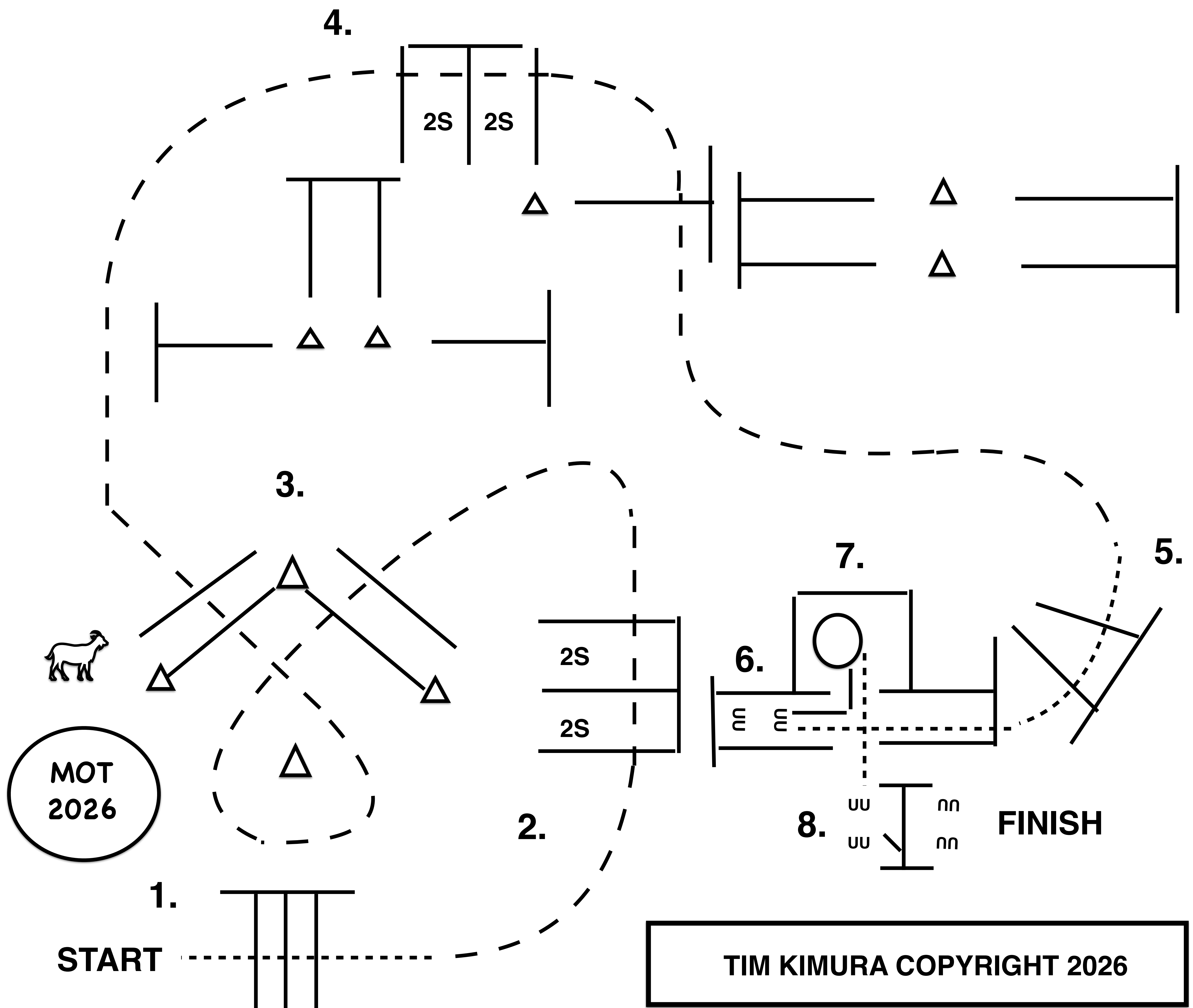


1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

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.



1. WALK OVER POLES.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES, JOG AROUND CONE.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
8. BACK BETWEEN POLES, BACK AROUND CORNER.
9. EXECUTE A 360 TURN EITHER WAY, WALK UP TO GATE.
10. WORK GATE LEFT HAND.

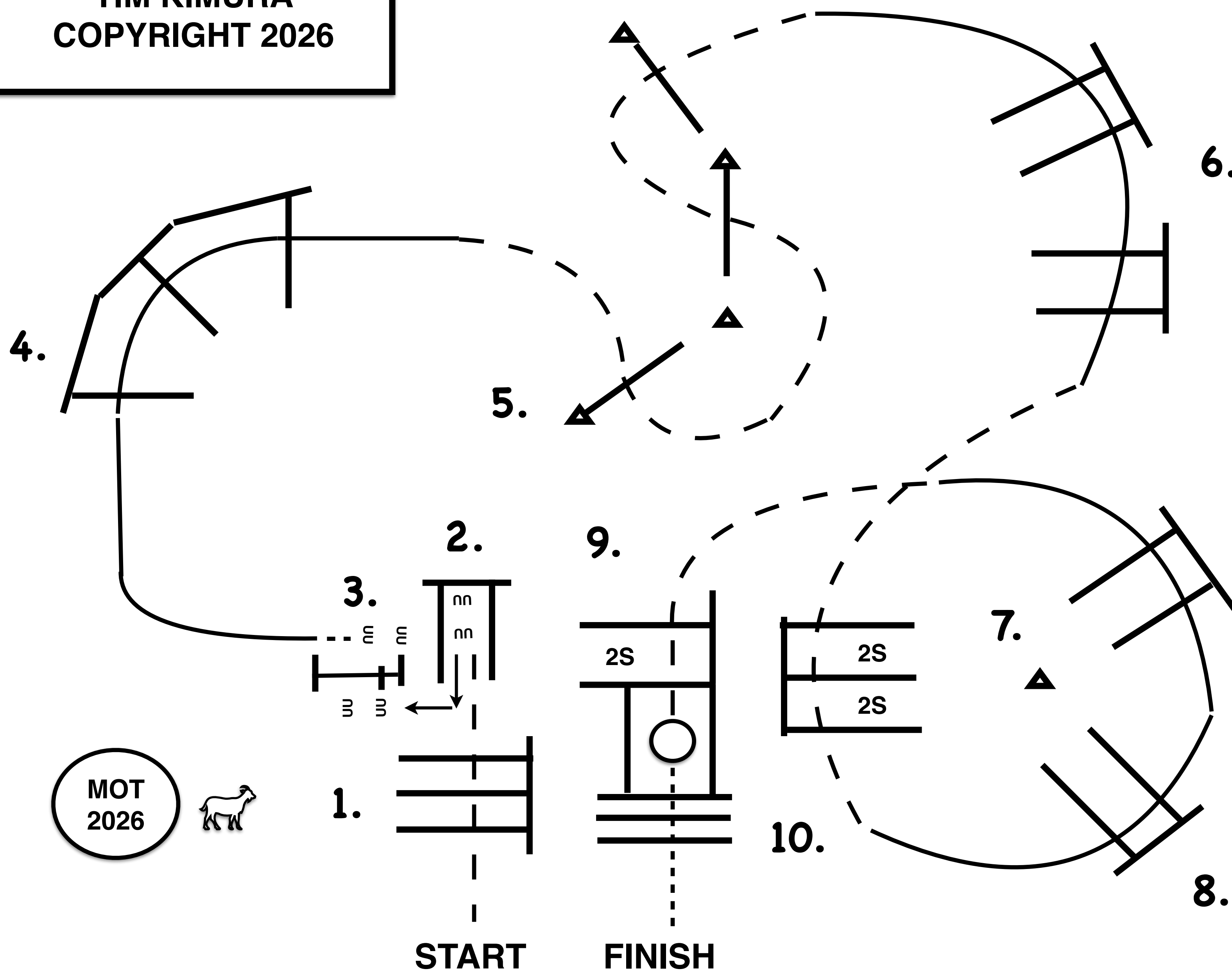


1. WALK OVER POLES.
2. JOG OVER POLES.
3. JOG OVER POLES, JOG AROUND CONE.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES.
6. WALK INTO CHUTE, BACK BETWEEN POLES,
BACK AROUND CORNER.
7. EXECUTE A 360 TURN TO THE RIGHT, WALK UP TO GATE.
8. WORK GATE LEFT HAND.

**2026 Dutch
Championship
SUNDAY 9/13**

**TRAIL
YOUTH AND JUNIOR TRAIL
MATURITY TRAIL**

**TIM KIMURA
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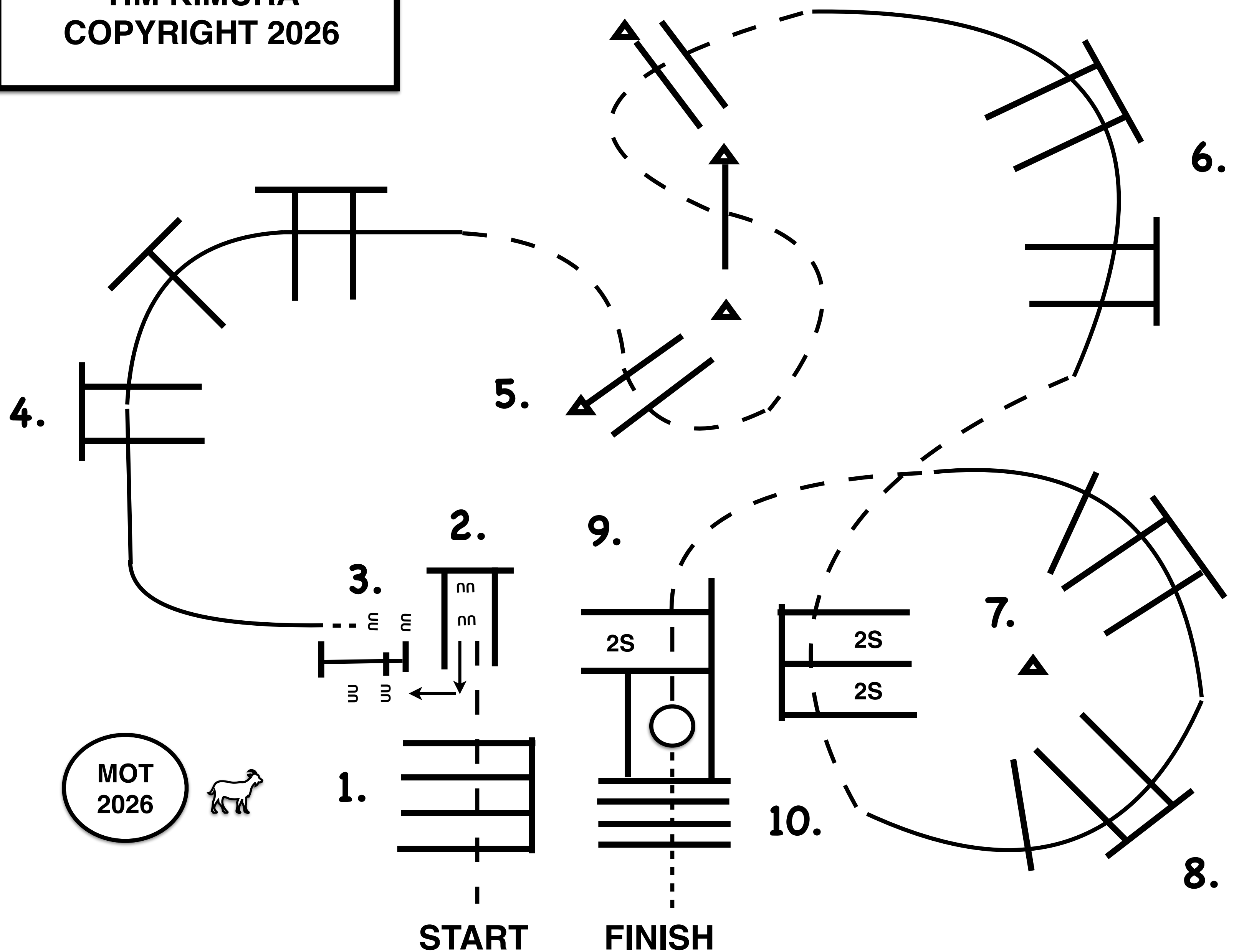


1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK BETWEEN POLES, BACK AROUND CORNER UP TO GATE.
3. WORK GATE LEFT HAND.
4. YOU MAY WALK FORWARD, AND LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO BOX, STOP EXECUTE A 360 TURN EITHER WAY.
10. WALK OUT BOX, WALK OVER POLES.

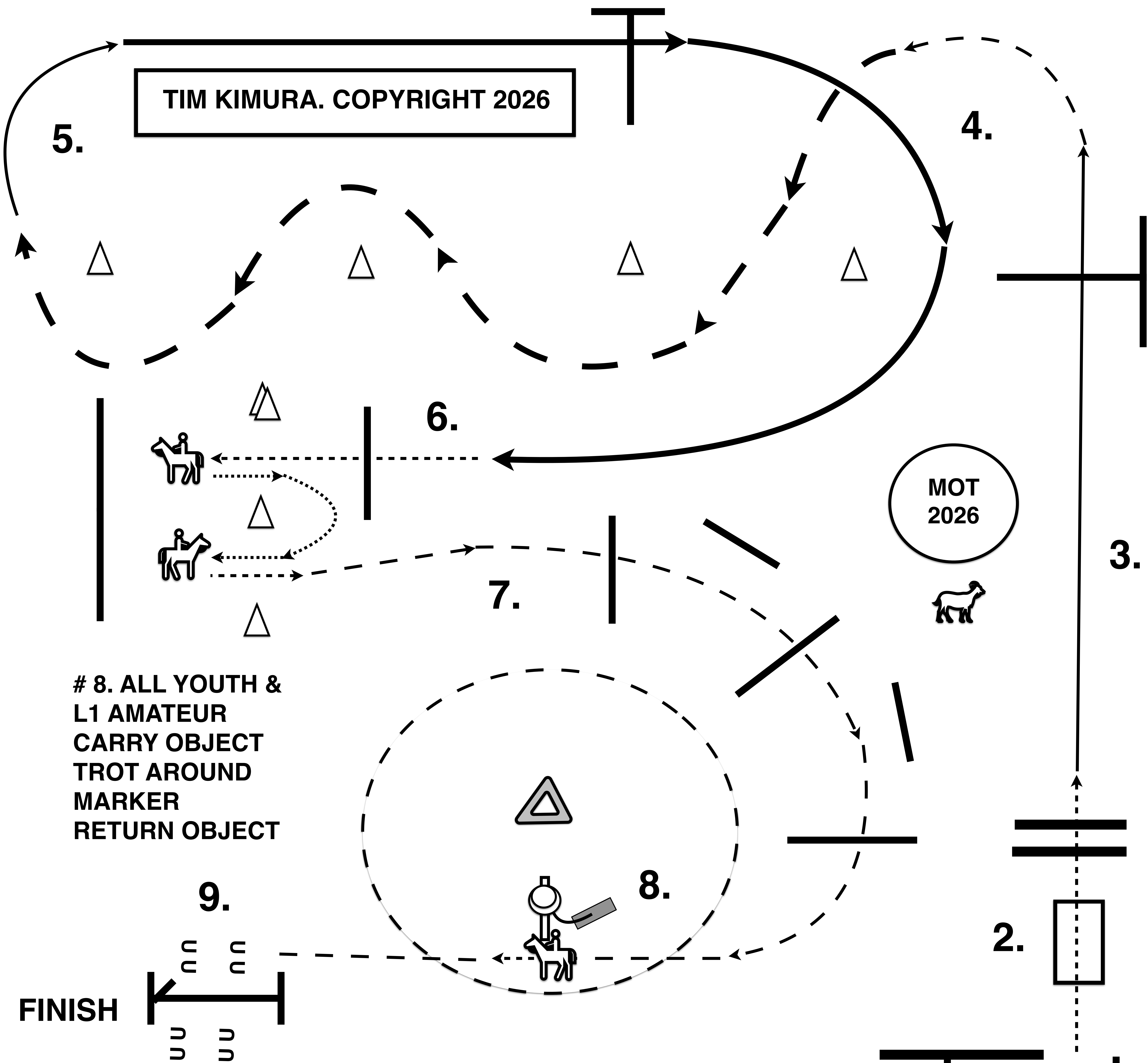
**2026 Dutch
Championship
SUNDAY 9/13**

**TRAIL
AMATEUR, AMATEUR SELECT,
AND SENIOR OPEN**

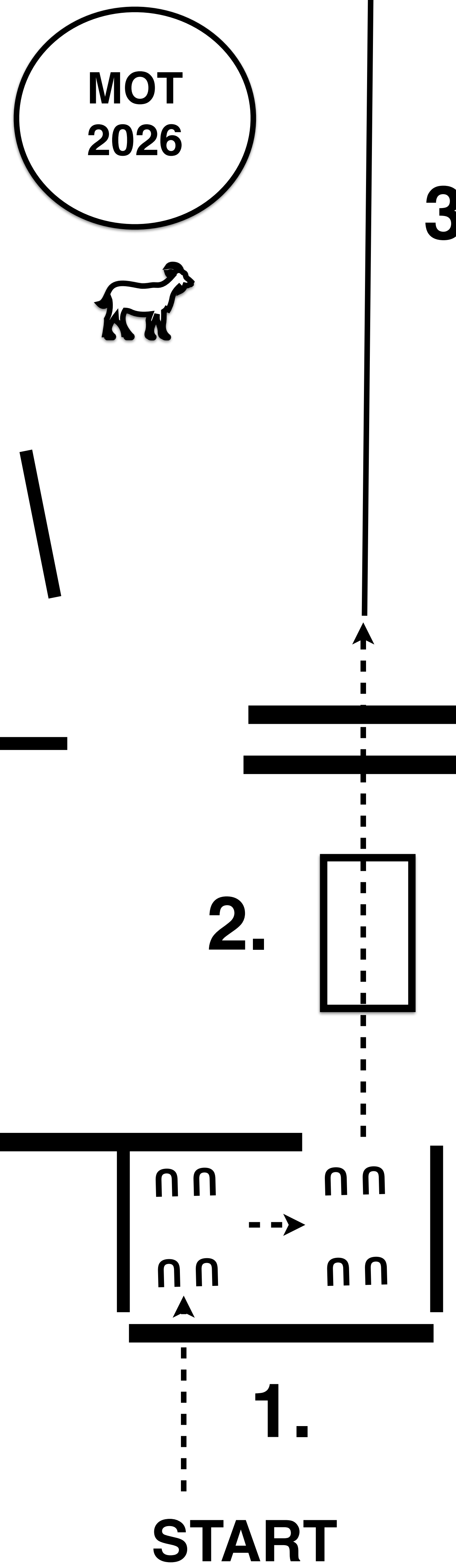
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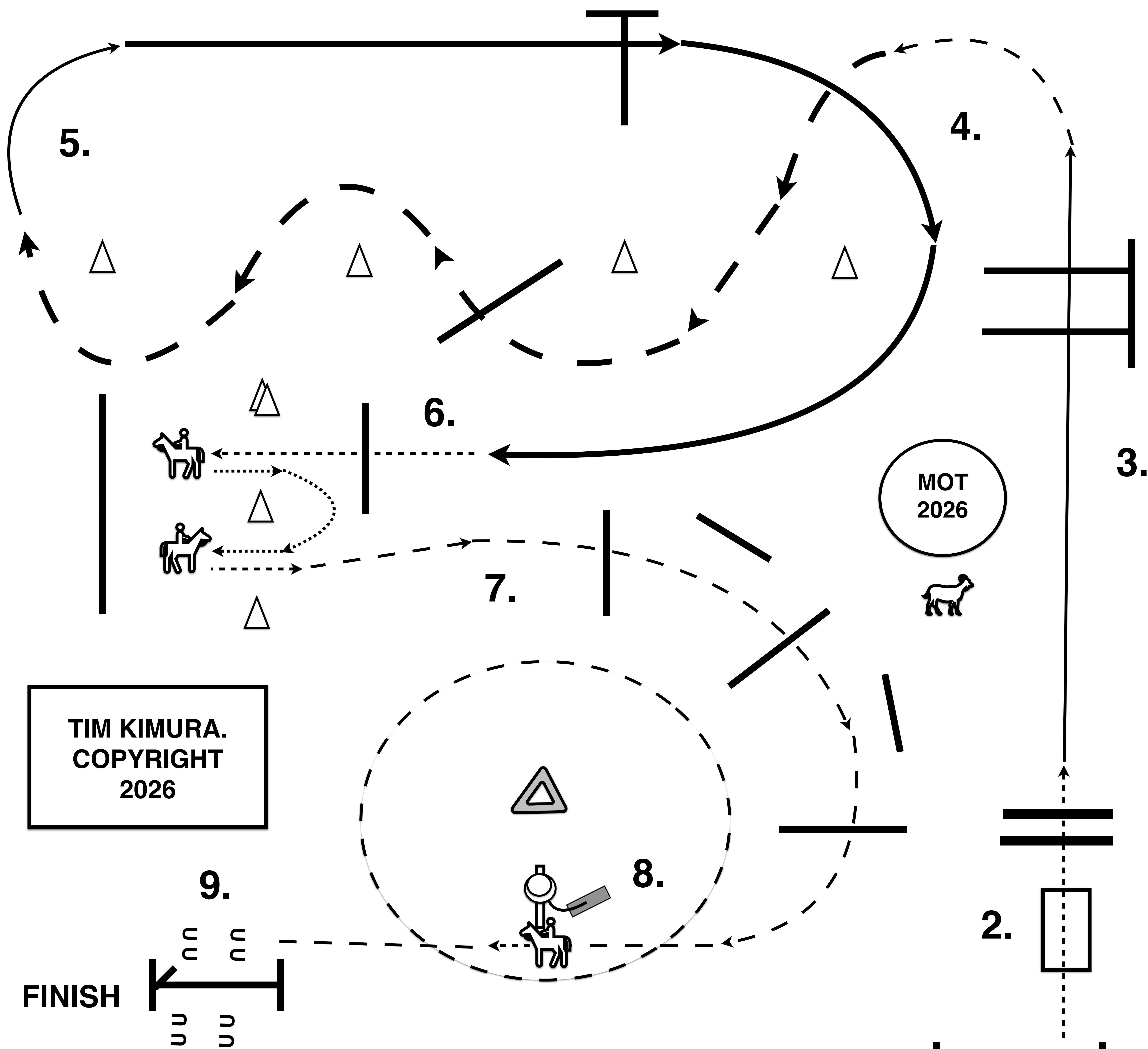


1. JOG OVER POLES, JOG INTO CHUTE.
2. BACK BETWEEN POLES, BACK AROUND CORNER UP TO GATE.
3. WORK GATE LEFT HAND.
4. YOU MAY WALK FORWARD, AND LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES, JOG INTO BOX, STOP EXECUTE A 360 TURN EITHER WAY.
10. WALK OUT BOX, WALK OVER POLES.

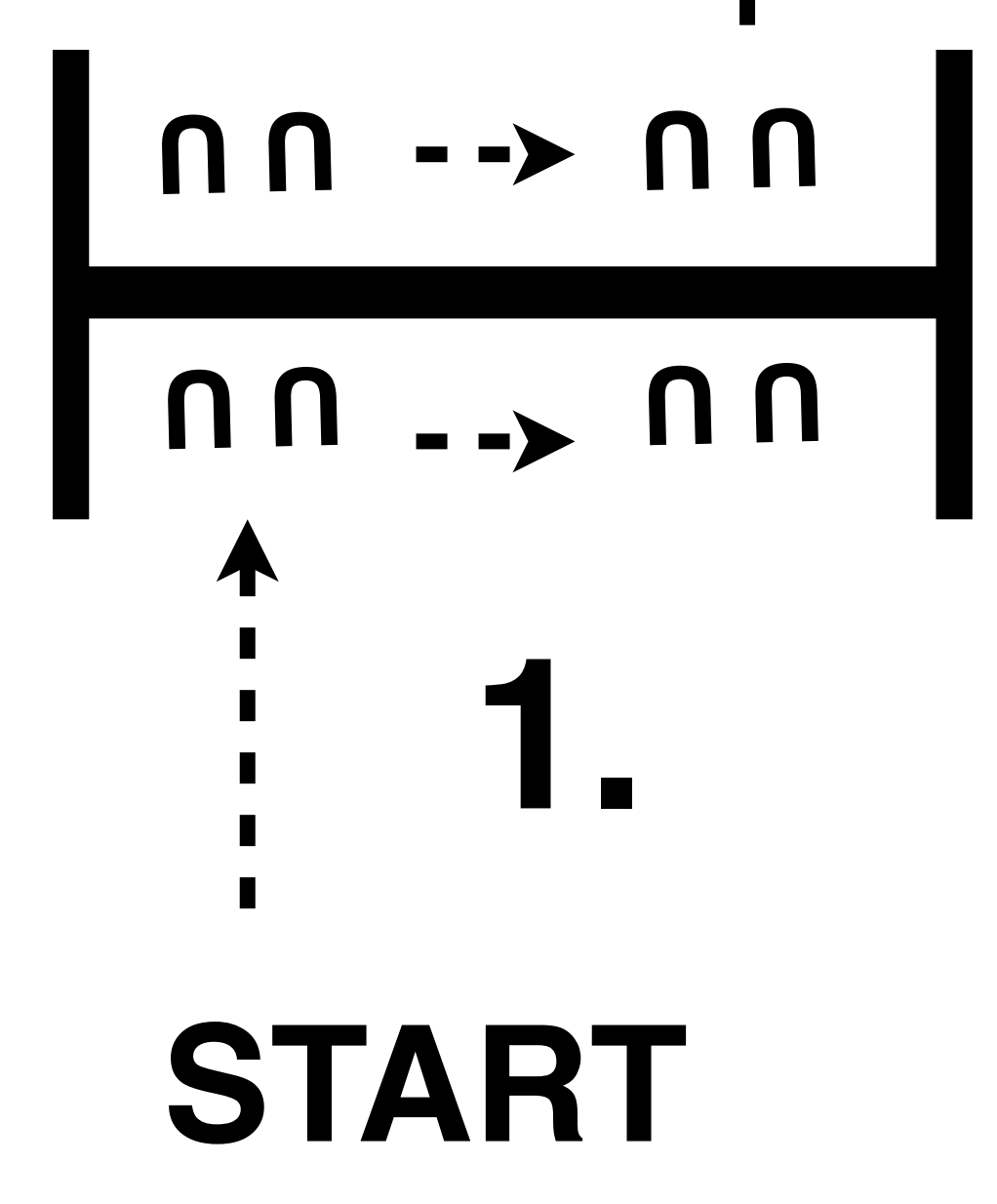


1. WALK OVER LOG, STOP AND SIDE PASS RIGHT.
2. WALK OVER BRIDGE AND WALK OVER LOGS.
3. LOPE OVER LOG (LEFT LEAD).
4. BREAK TO THE TROT, THEN EXTEND THE TROT THROUGH THE SERPENTINE.
5. LOPE (RIGHT LEAD), THEN EXTEND THE LOPE OVER LOG.
6. BREAK TO THE WALK, WALK OVER LOG AND INTO CHUTE, BACK A U-TURN AROUND BALES.
7. YOU MAY WALK FORWARD, THEN TROT OVER LOGS.
8. TROT TO DRAG, WORK DRAG. WALK OR TROT AROUND MARKER.
9. YOU MAY WALK FORWARD, THEN TROT TO GATE AND WORK GATE.



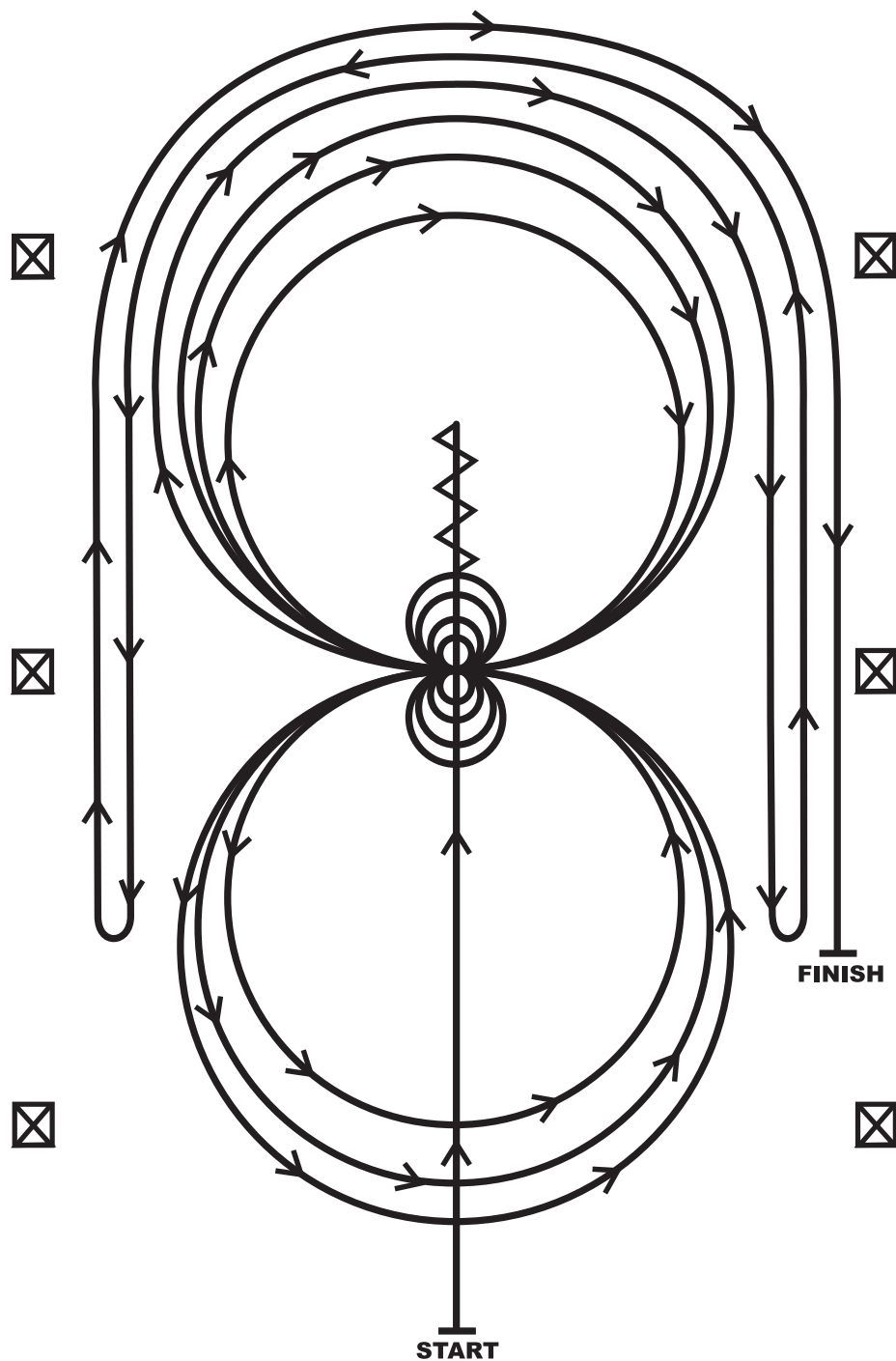


1. WALK OVER AND STOP ON LOG, SIDE PASS RIGHT, WALK OFF LOG.
2. WALK OVER BRIDGE AND WALK OVER LOGS.
3. LOPE OVER LOGS (LEFT LEAD).
4. BREAK TO THE TROT, THEN EXTEND THE TROT THROUGH THE SERPENTINE AND TROT OVER LOG.
5. LOPE (RIGHT LEAD), THEN EXTEND THE LOPE OVER LOG.
6. BREAK TO THE WALK, WALK OVER LOG AND INTO CHUTE, BACK A U-TURN AROUND BALES.
7. YOU MAY WALK FORWARD, THEN TROT OVER LOGS.
8. TROT TO DRAG, WORK DRAG. WALK OR TROT AROUND MARKER.
9. YOU MAY WALK FORWARD, THEN TROT TO GATE AND WORK GATE.



REINING PATTERN 10

Reining Senior Open, Maturity

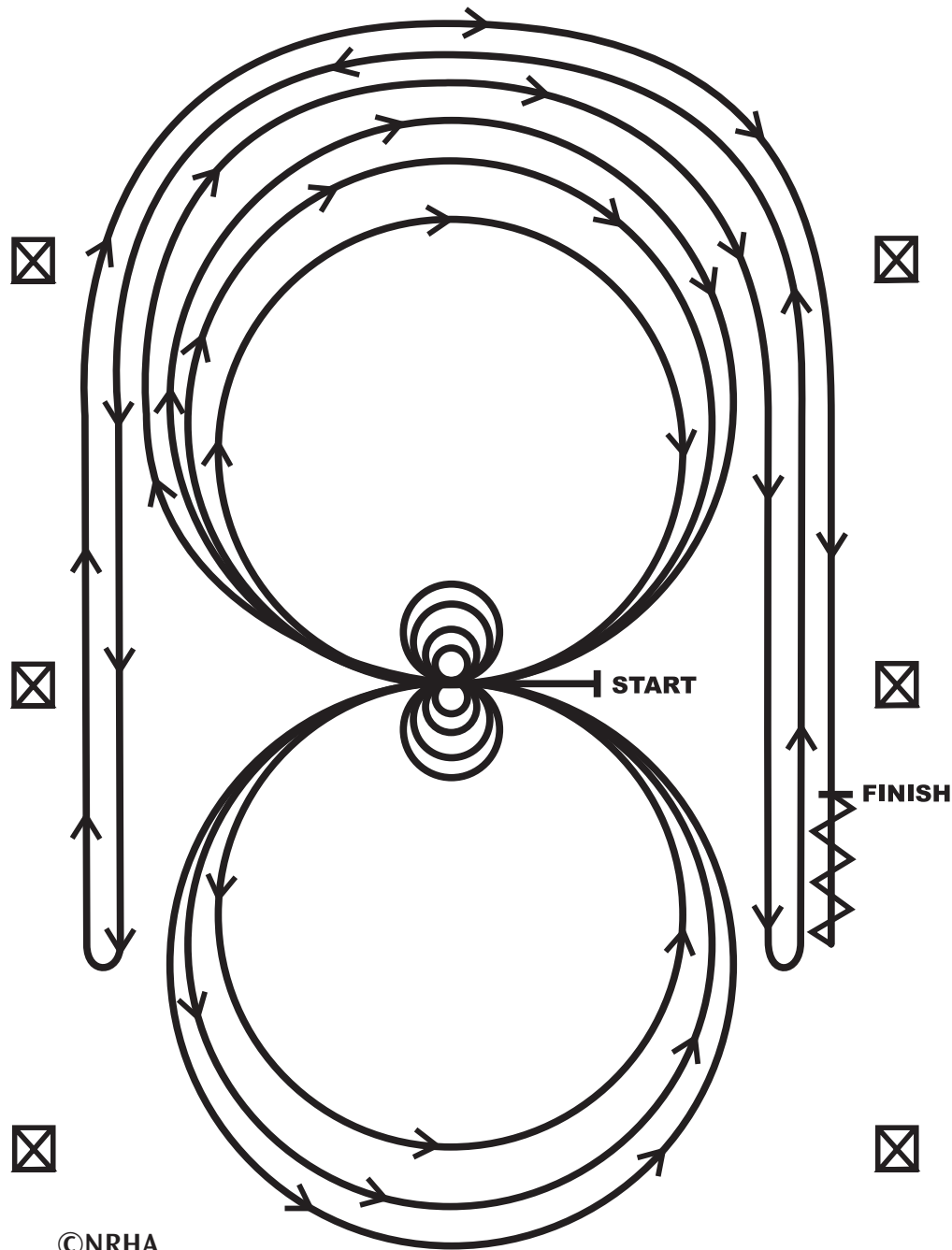


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.
5. 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.
6. Begin a large circle to the right but do not close this circle. Run down the right 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.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 down 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. Hesitate to demonstrate completion of the pattern.

REINING PATTERN 14

Reining

Junior Open, Amateur, Youth



©NRHA

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. 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 two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the right but do not close this circle. Run up the right 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.
6. Continue back around previous circle but do not close this circle. Run up the left 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 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 the completion of the pattern.