

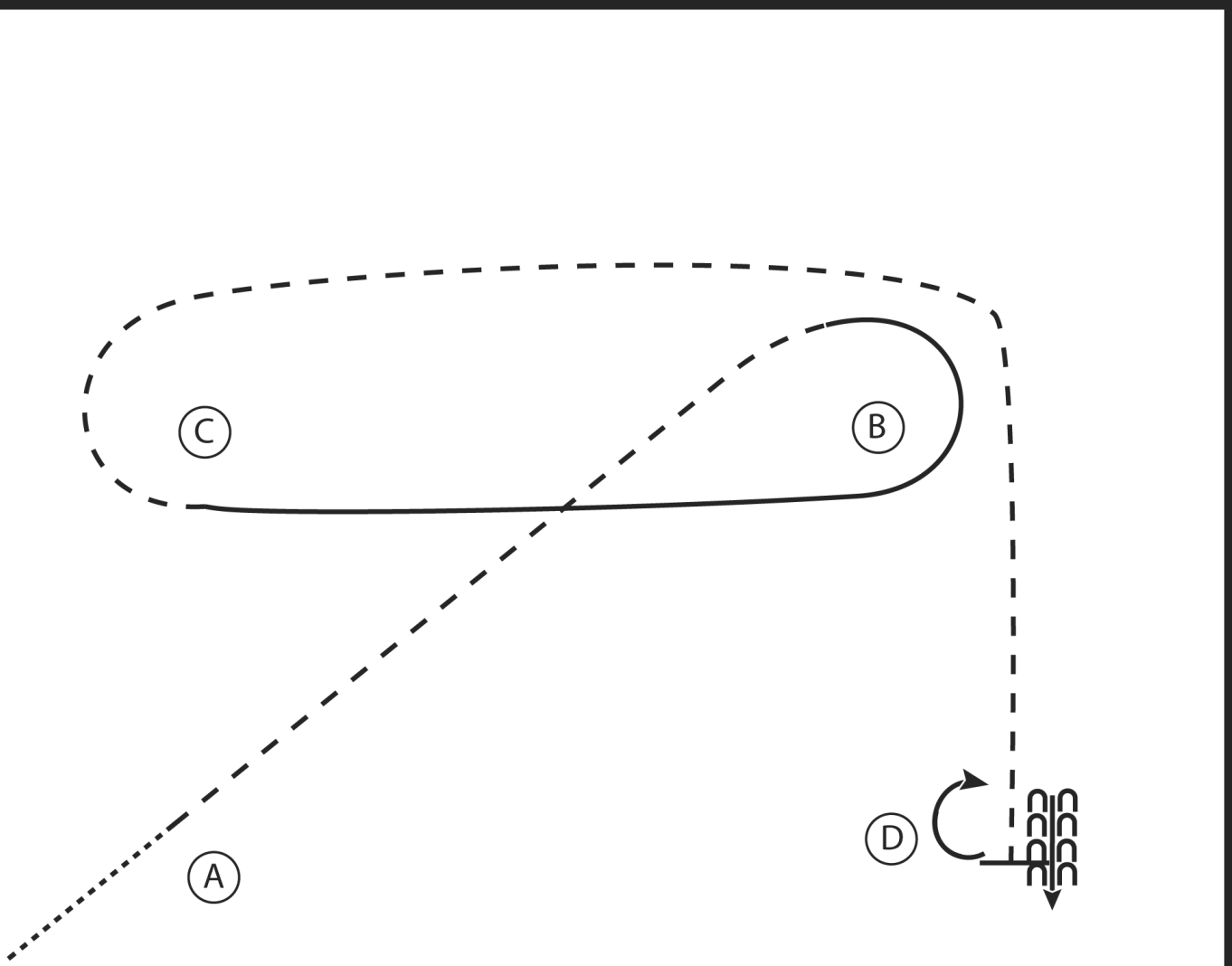
2025 AQHA Region 2

Equitation - all except WT

Show Date: 09-10-2025

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



1. Walk to A
2. Sitting trot to B
3. At B canter on the right lead around B to C
4. At C posting trot around C and B to D
5. At D stop and perform a 180 degree turn to the right on the hindquarters
6. Back 4 steps

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↖ ↗
Back	← c c c c
Marker	(B)
Sidepass	← - - - - →

[HSE/2-10]

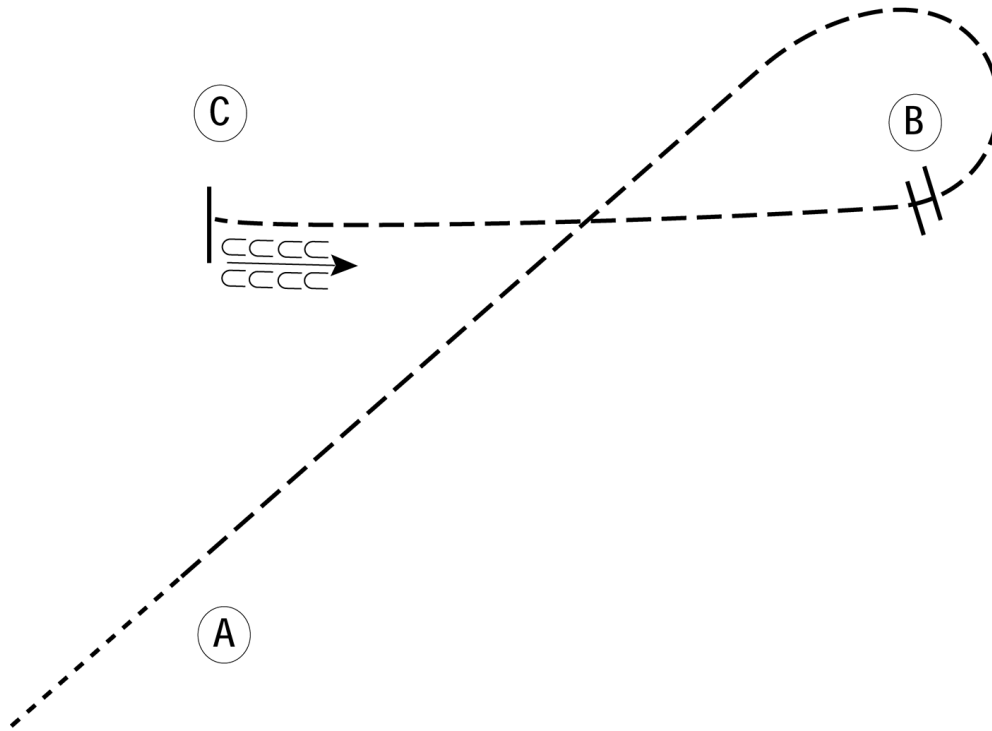
Pattern Provided by:

Judges

2025 AQHA Region 2

Equitation - all WT (All WT)

Show Date: 09-10-2025



Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal from A to and around B.
3. Change diagonals at B.
4. Posting trot on the right diagonal around to C.
5. Stop at C. Back approximately one horse length.
6. Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↘
Back	← C C C C
Marker	Ⓚ
Sidepass	← — — — →
Hand Gallop	— — — —

[HSE/WT-19]

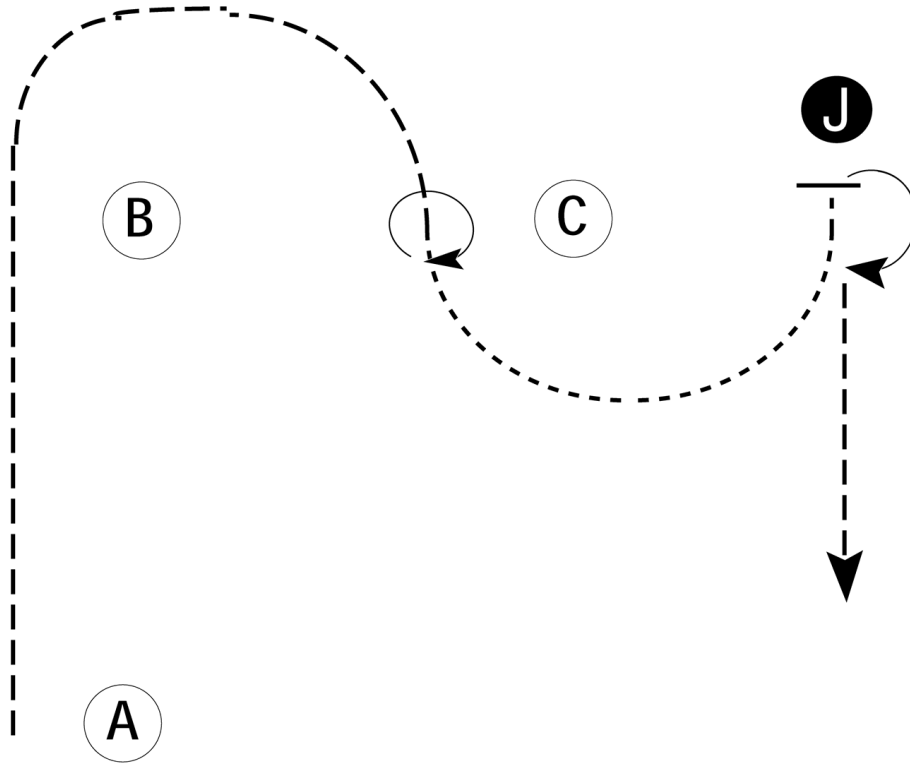
Pattern Provided by:

Judges

2025 AQHA Region 2

Showmanship Level 2/3

Show Date: 09-10-2025



Be ready at A.

1. Trot from A around B and to C.
2. Stop and perform a 360 degree turn.
3. Walk to the Judge. Stop and set up for inspection.
4. When dismissed perform a 180 degree turn and trot straight away from the Judge.

Walk	-----
Trot	- - - - -
Back	←
Marker	Ⓚ
Judge	Ⓝ

[S/2-35]

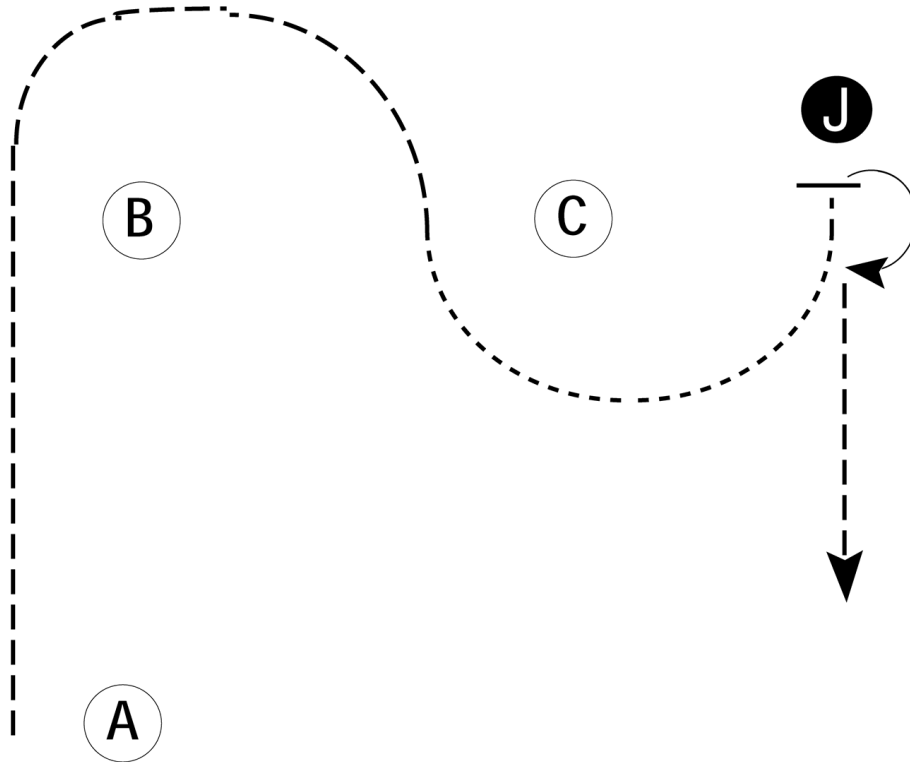
Pattern Provided by:

Judges

2025 AQHA Region 2

Showmanship Level 1

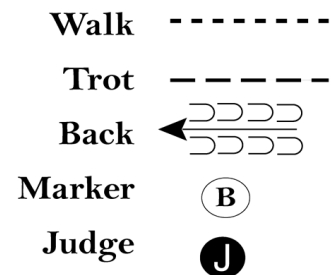
Show Date: 09-10-2025



Be ready at A.

1. Trot from A around B and to C.
2. Walk from C to the Judge.
3. Stop and set up for inspection.
4. When dismissed, perform a 180 degree turn.
5. Trot straight away from the Judge.

Follow the instructions of your ring steward.



[S/1-35]

Pattern Provided by:

Judges

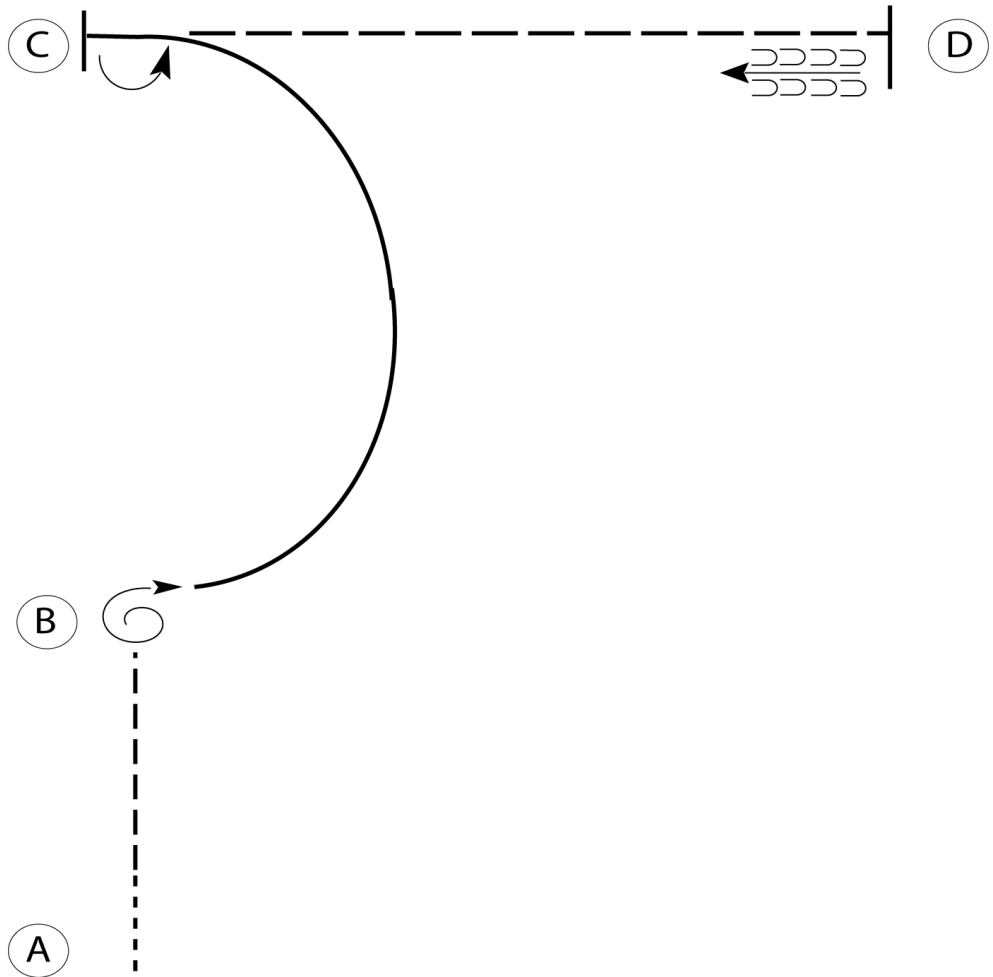
2025 AQHA Region 2

Horsemanship Level 2/3

Show Date: 09-10-2025

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1. Be ready at A.
2. Walk four steps from A.
3. Jog to B. At B stop and perform a 450 degree turn to the right on the hindquarters.
4. Lope a half circle on the left lead to C.
5. At C stop and perform a 180 degree turn on to the left on the hindquarters.
6. Extend the jog to D.
7. Stop at D and back four steps.

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

[WH/2-59]

Pattern Provided by:
Judges

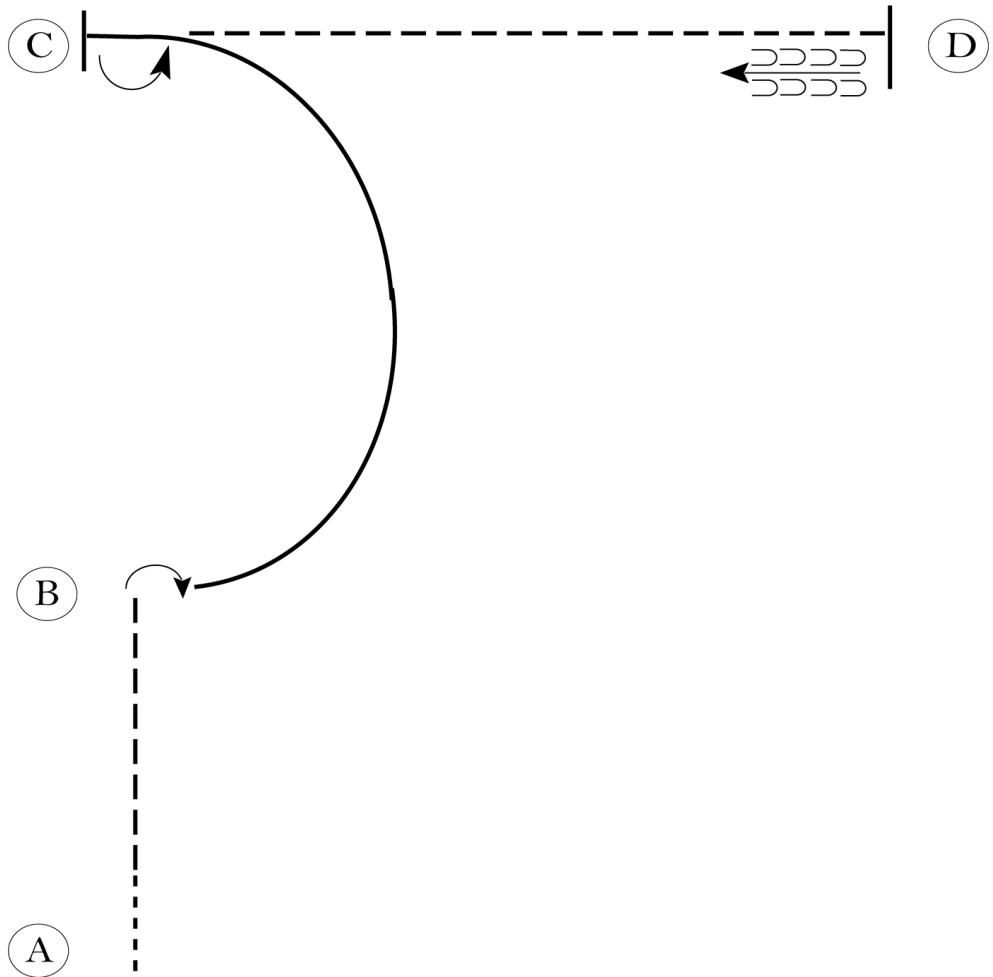
2025 AQHA Region 2

Horsemanship Level 1

Show Date: 09-10-2025

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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Turn 1/4 turn to the right.
4. Lope on the left lead to C.
5. Turn 1/2 turn to the left.
6. Jog to D.
7. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	Ⓟ
Sidepass	← — — — — →

[WH/1-59]

Pattern Provided by:

Judges

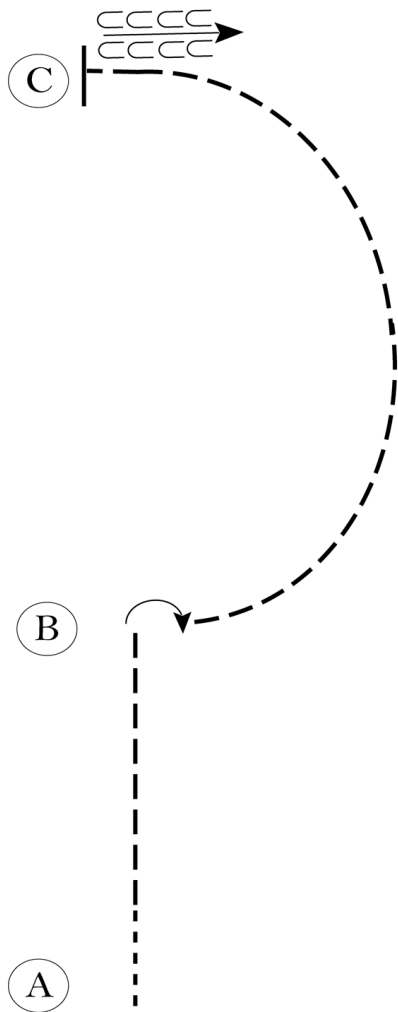
2025 AQHA Region 2

Horsemanship Walk-Trot

Show Date: 09-10-2025

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Turn 1/4 turn to the right.
4. Jog in a half circle to C.
5. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

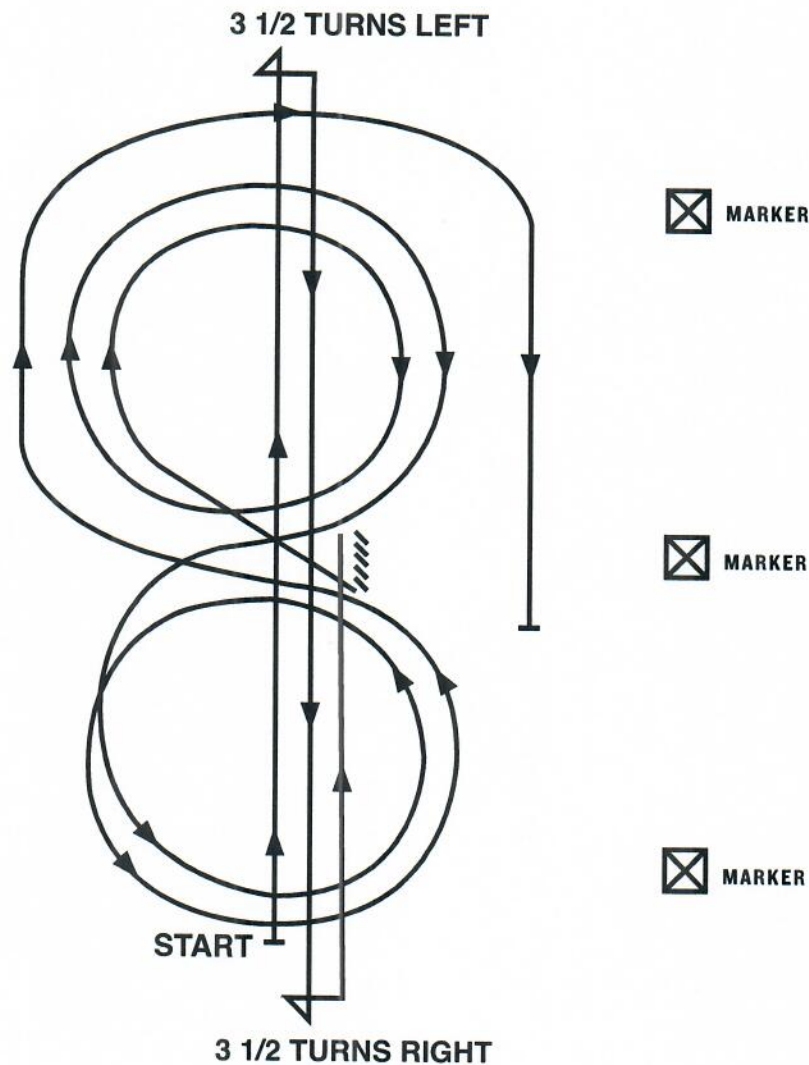
Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	ⓑ
Sidepass	← — — — — →

[WH/WT-59]

Pattern Provided by:

Judges

WORKING COW HORSE PATTERN 4

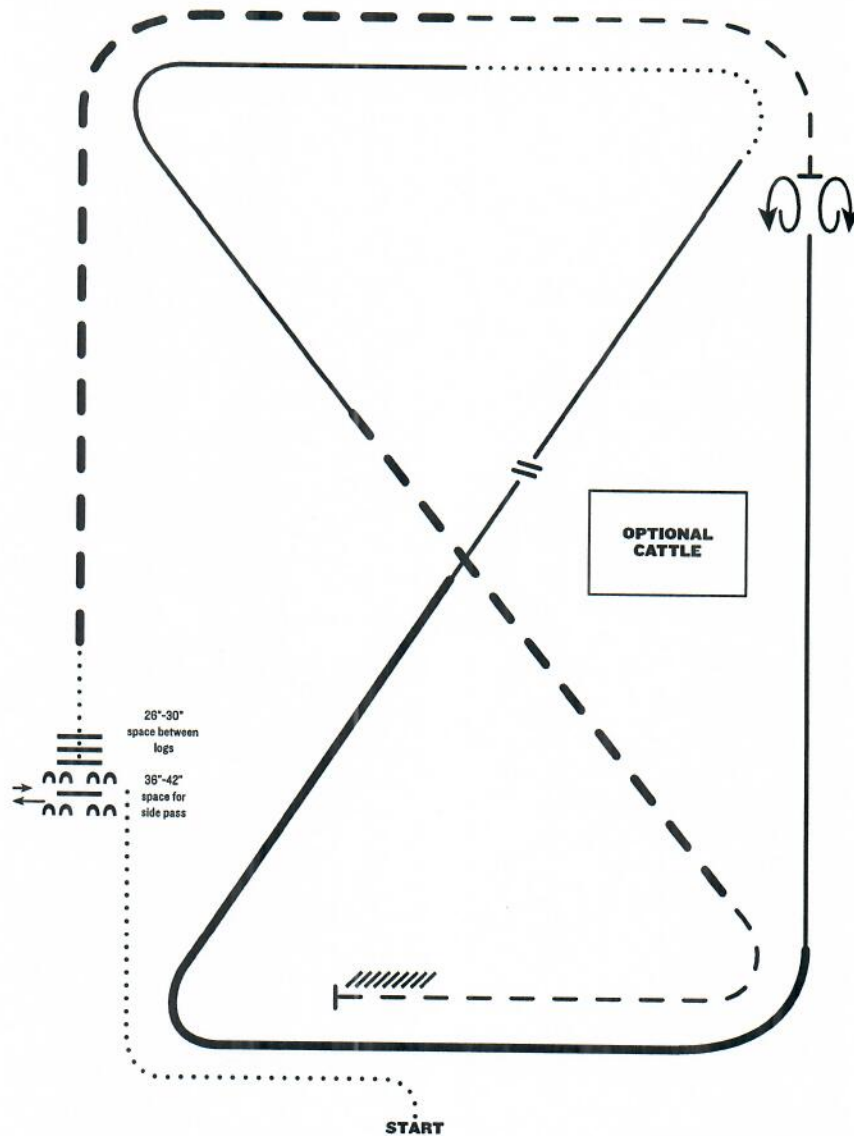


1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 1/4 turn to the left, hesitate.
6. Begin on right lead. Circle to the right. Complete two circles to the right, the first one small and slow and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads at the center of arena.
8. Run around end of arena to the other side, past the center marker, at least 20 feet from fence and come to a sliding stop. Hesitate to complete pattern.

PATTERN 4

- | | |
|-------------------------|------------------|
| 1. Stop | 6. Right circles |
| 2. 3 1/2 left spins | 7. Left circles |
| 3. Stop | 8. Stop |
| 4. 3 1/2 right spins | |
| 5. Stop and back up and | |

RANCH RIDING - PATTERN 8



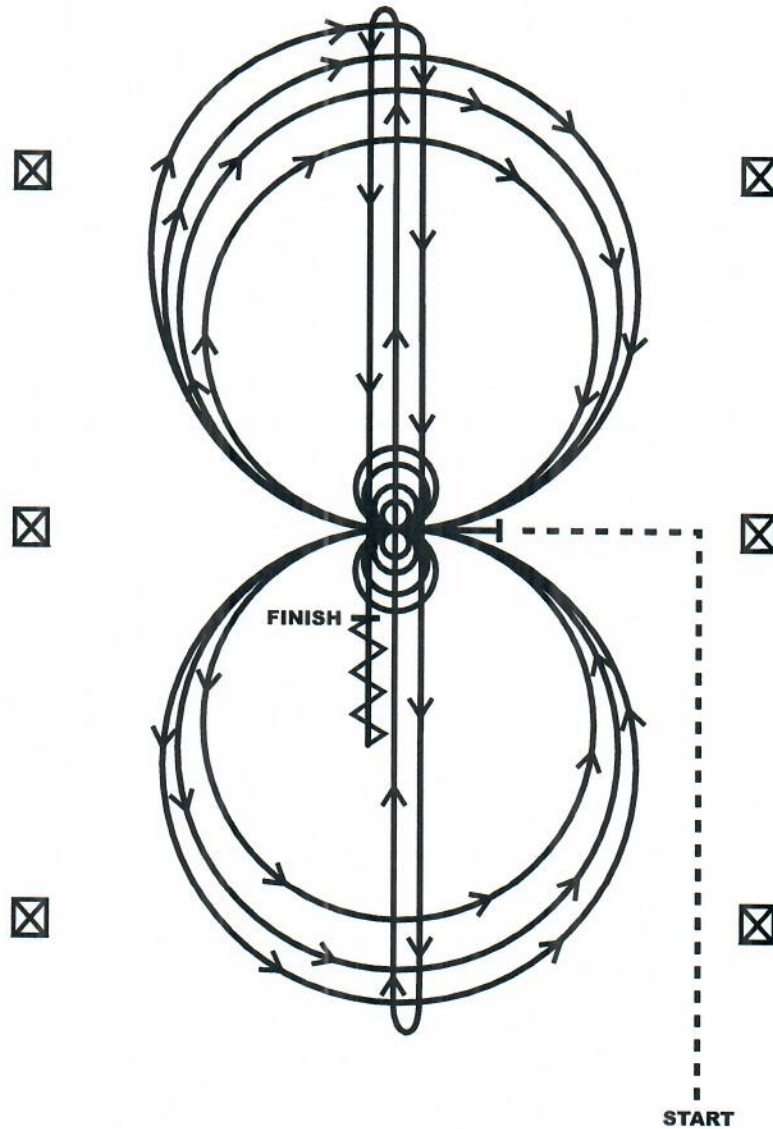
LEGEND

.....	Walk
.....	Extended Walk
---	Trot
---	Extended Trot
---	Lope
---	Extended Lope
////	Back
\\	Lead Change

1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

REINING PATTERN 11

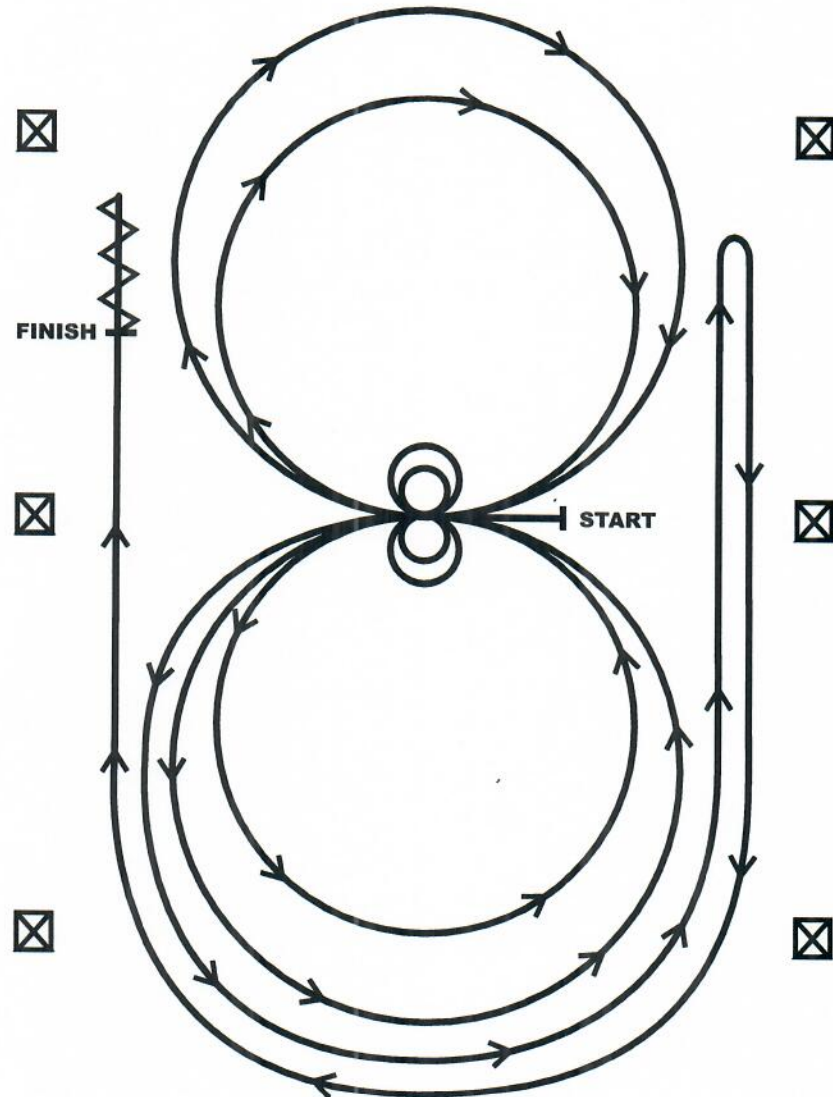


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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 (three meters). Hesitate to demonstrate completion of the pattern.

REINING PATTERN A

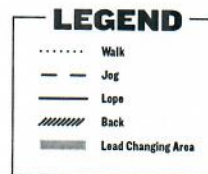
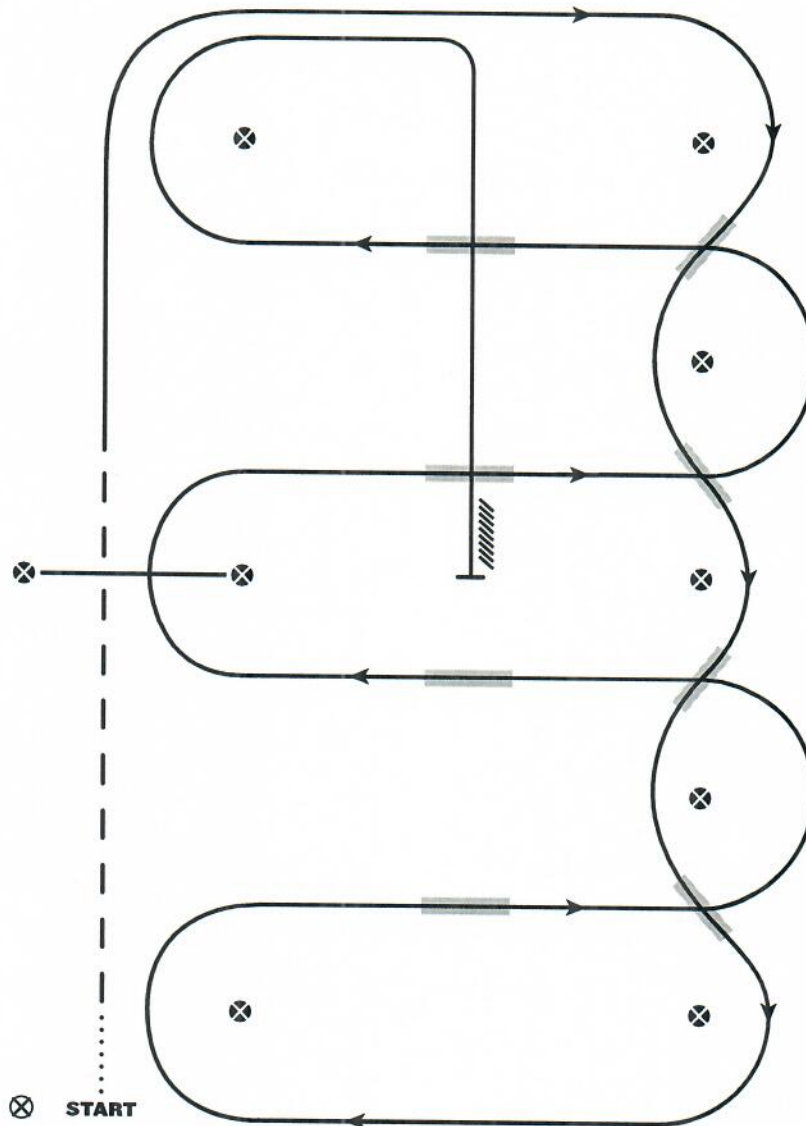
Approved only for Level 1 Youth & Amateur, Youth 13 & Under



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.

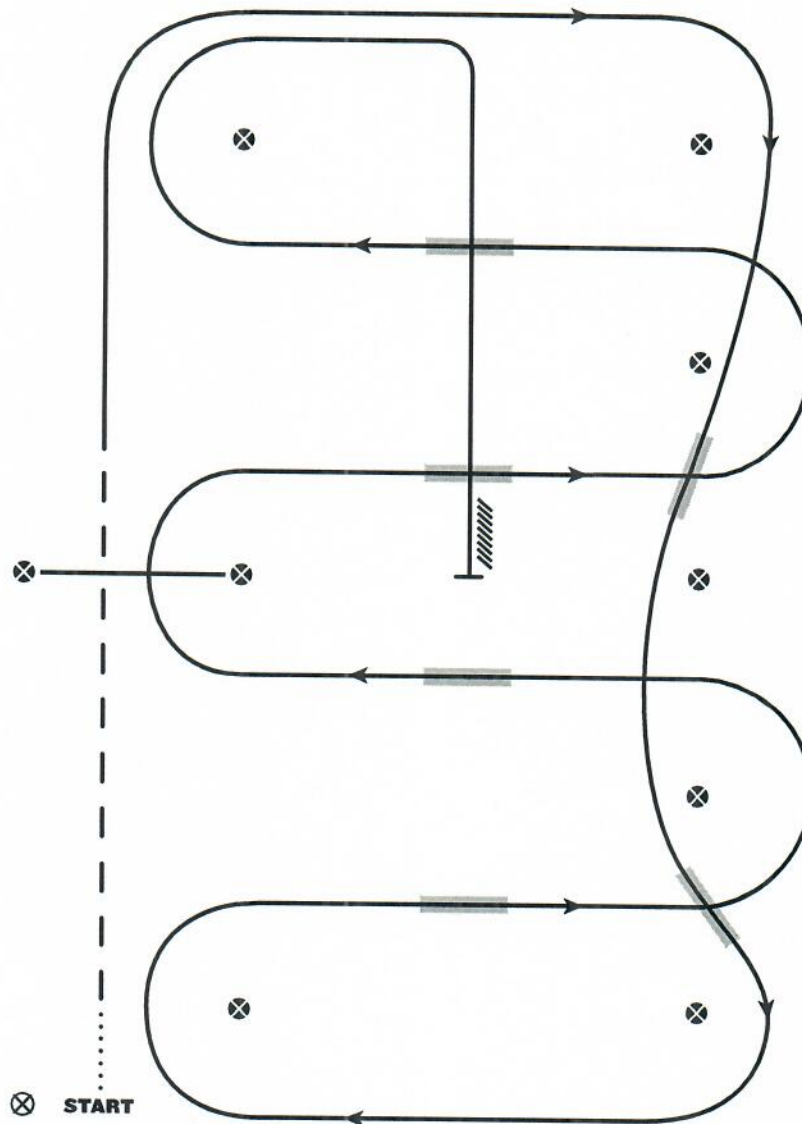
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the 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. Back up. Hesitate to demonstrate completion of the pattern.

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

LEVEL 1 WESTERN RIDING PATTERN 6



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 & 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