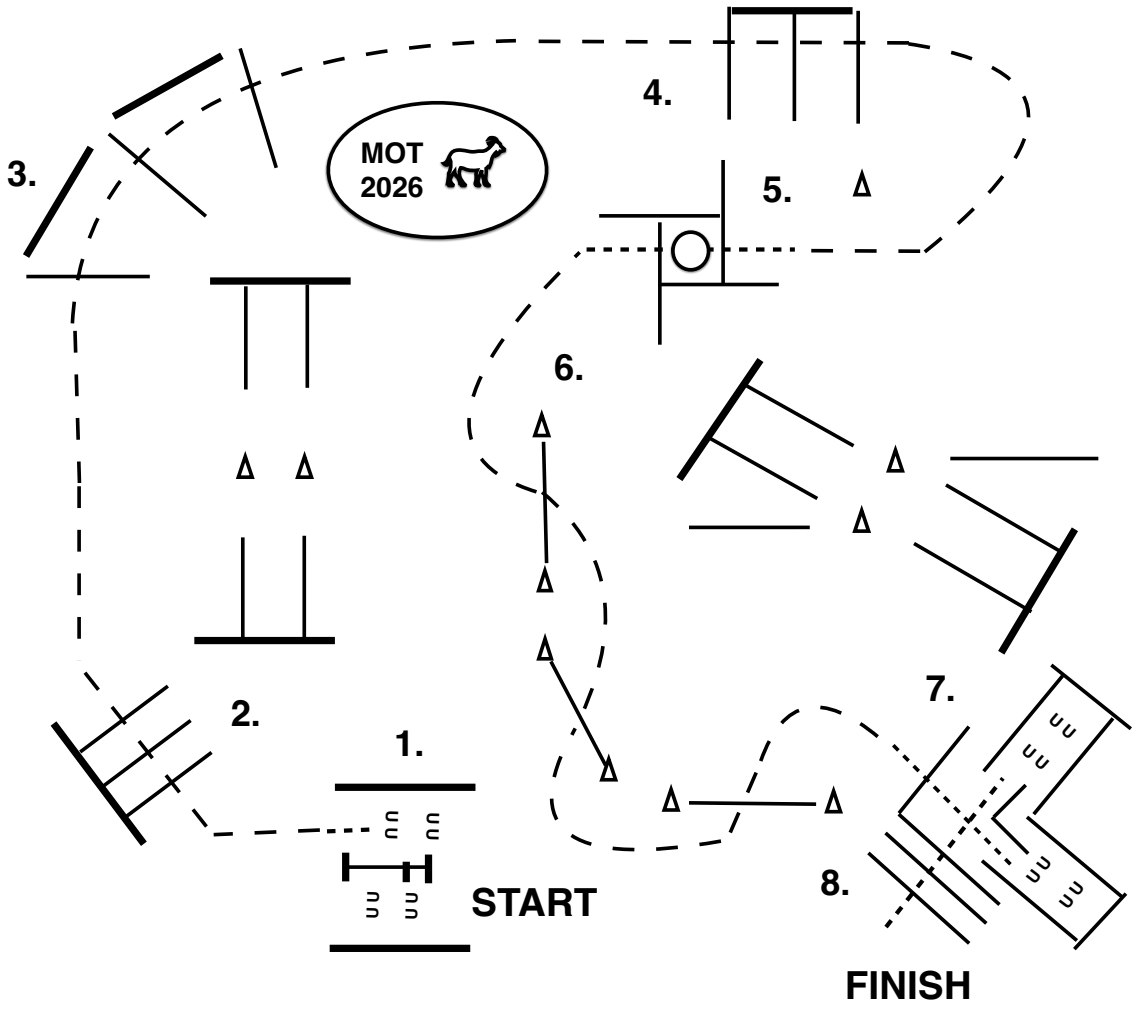
FQHA LAST CHANCE
December 4, 2026

ALL WALK TROT TRAIL CLASSES

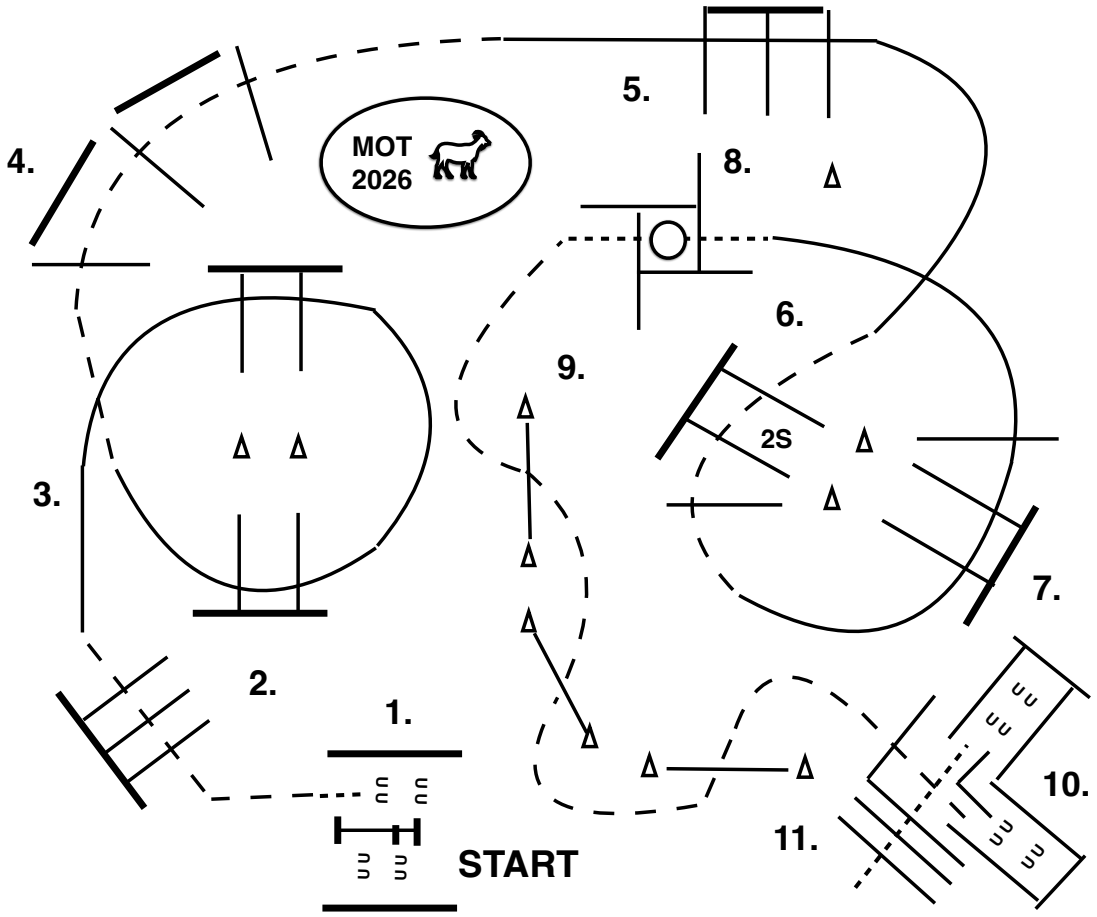


1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK INTO BOX. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK AROUND CORNER, BACK BETWEEN POLES.
8. WALK OUT CHUTE, WALK OVER POLES.

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FQHA LAST CHANCE
December 4, 2026

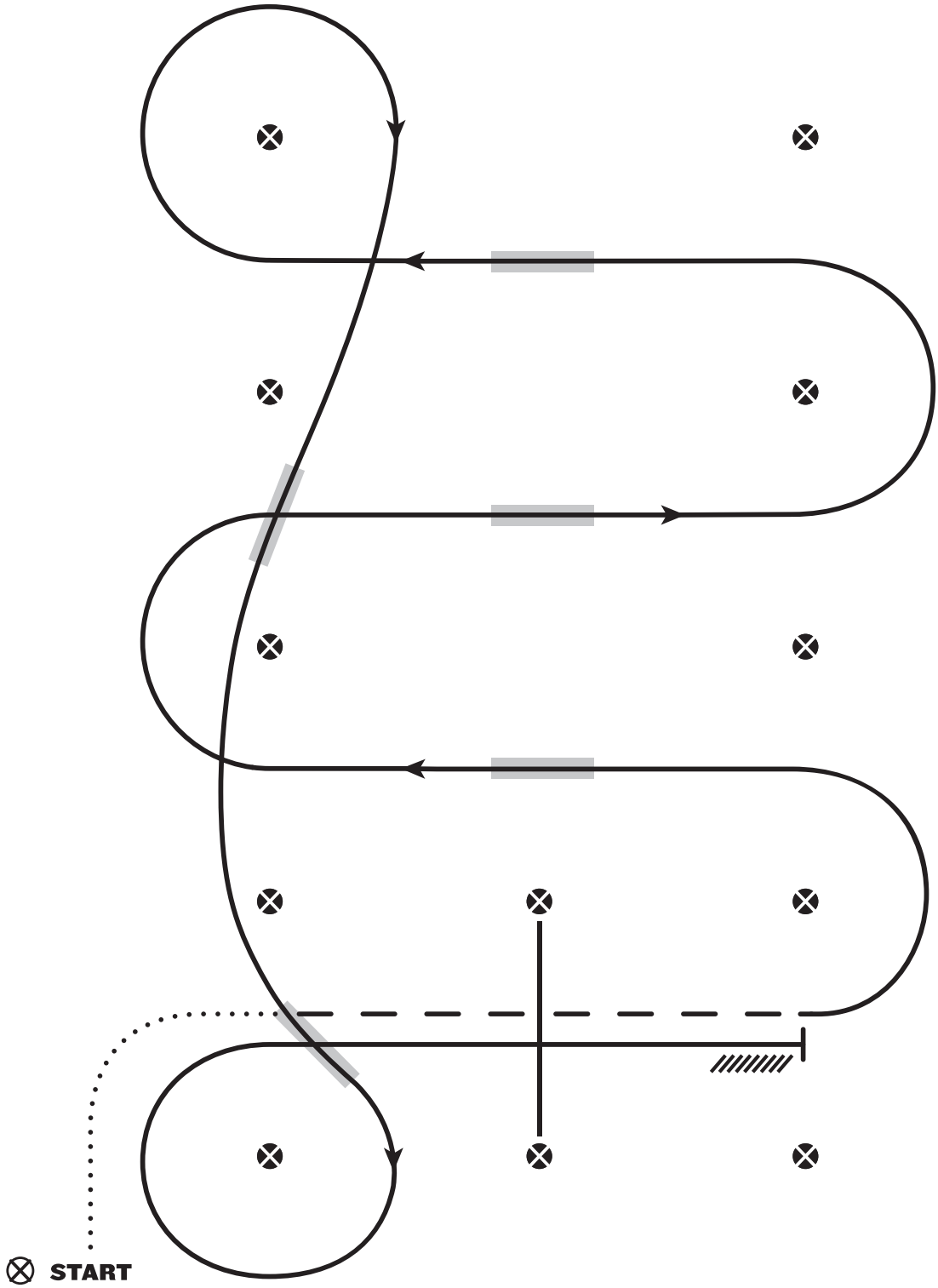
All Trail except W/T



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

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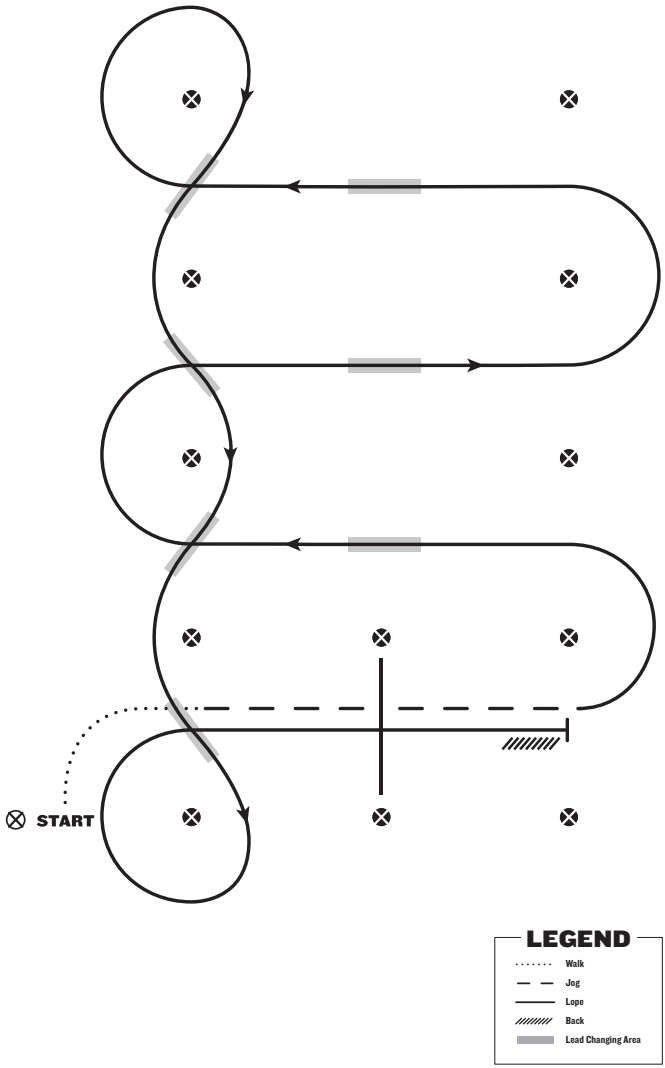
LEVEL 1 WESTERN RIDING PATTERN 2



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back

Revised 06-07-2021

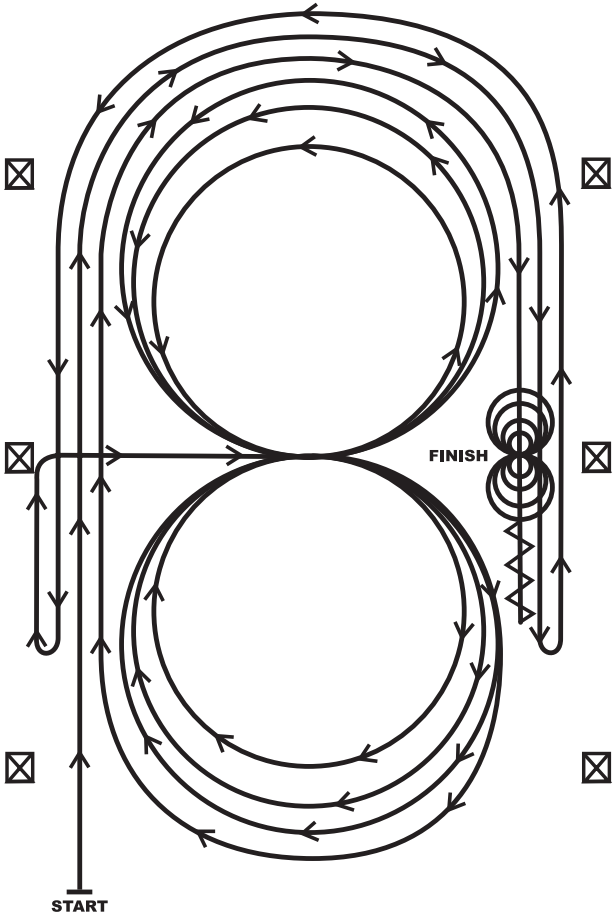
WESTERN RIDING PATTERN 2



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

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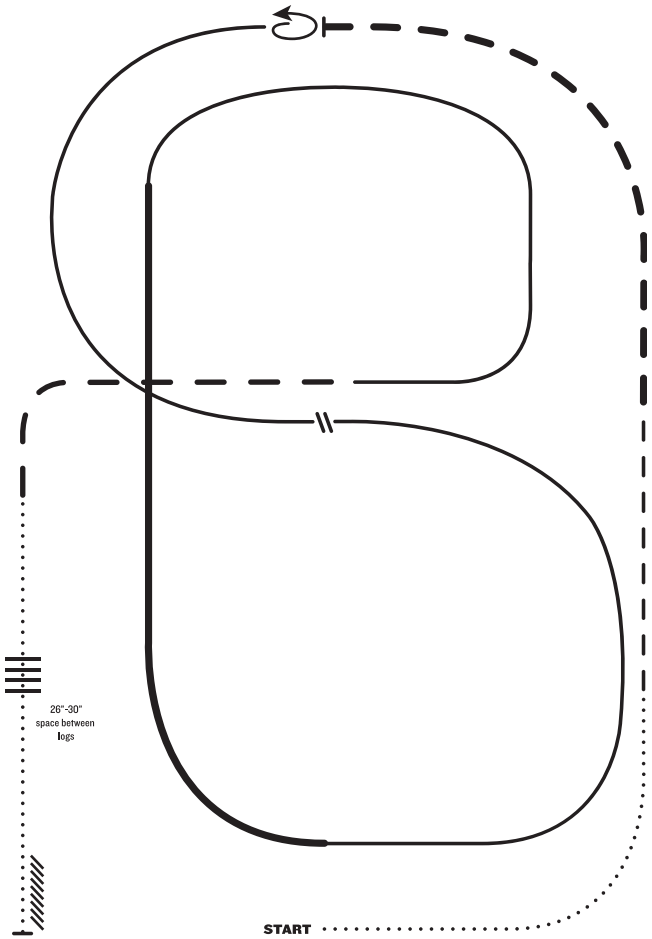
REINING PATTERN 3



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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 in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

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RANCH RIDING – PATTERN I



LEGEND

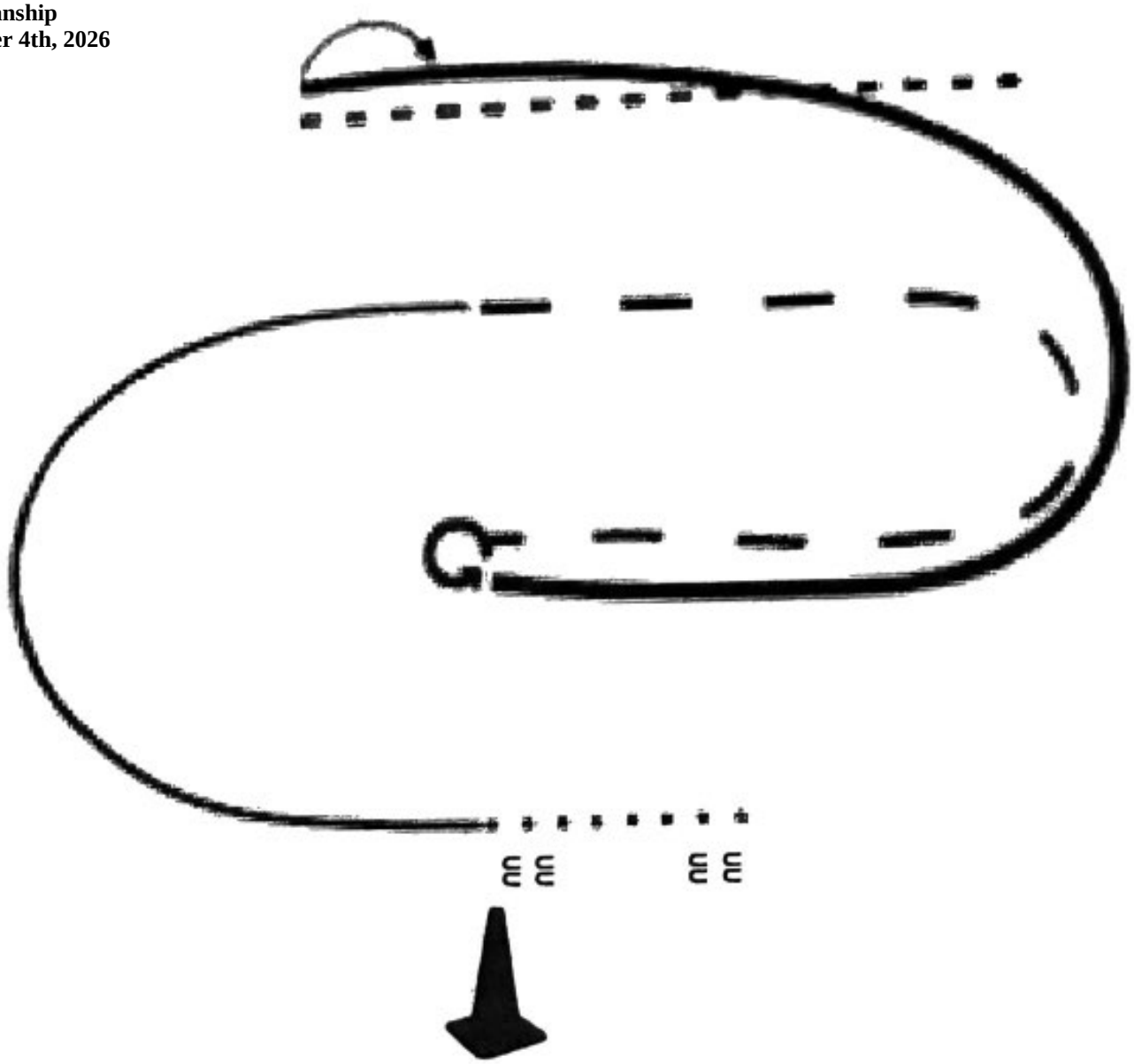
- Walk
- Extended Walk
- Trot
- Extended Trot
- Lope
- Extended Lope
- Back
- Lead Change

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
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn 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 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 logs
12. Stop and back

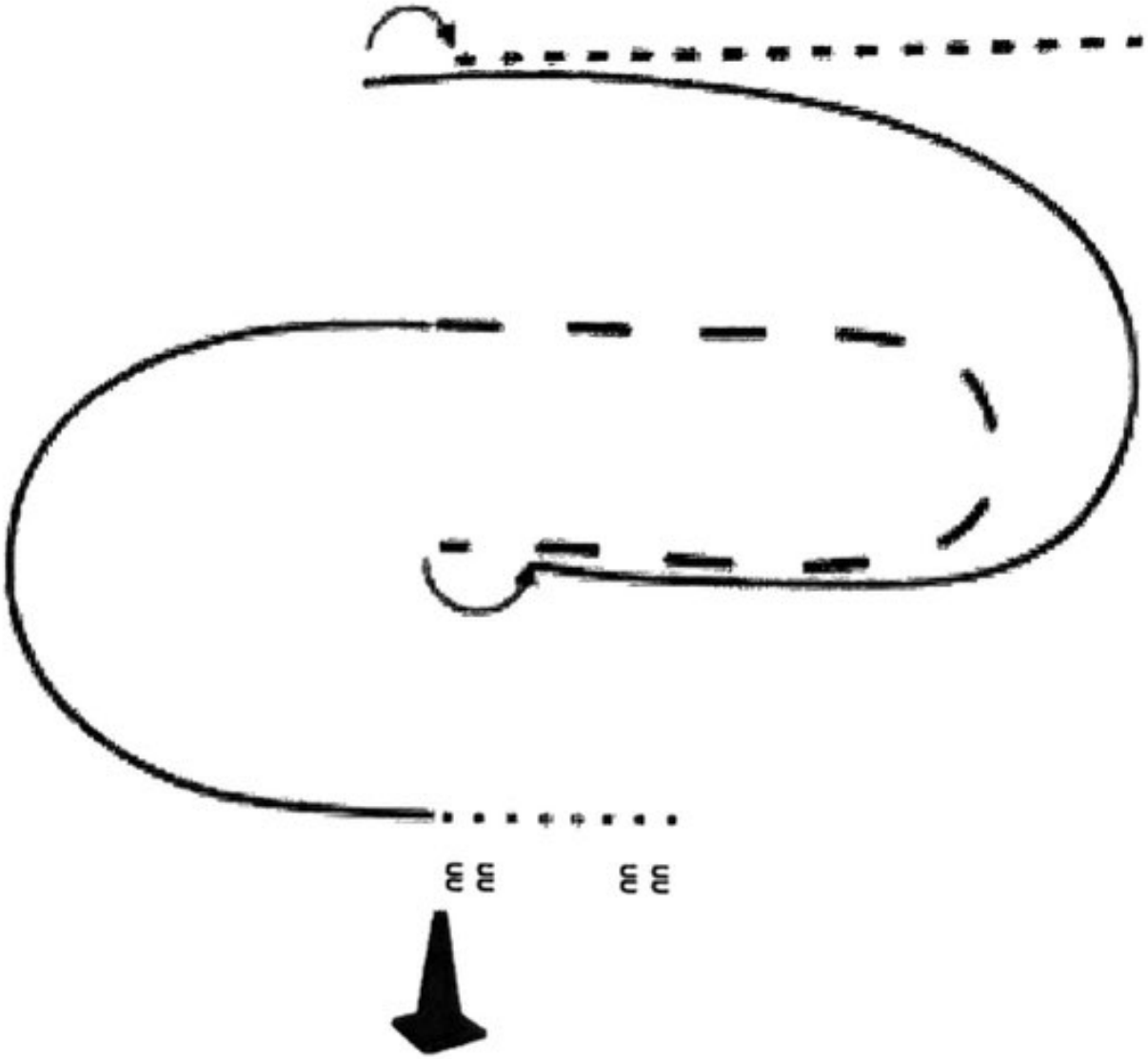
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FQHA Last Chance
Youth/Amateur/Select
Horsemanship
December 4th, 2026



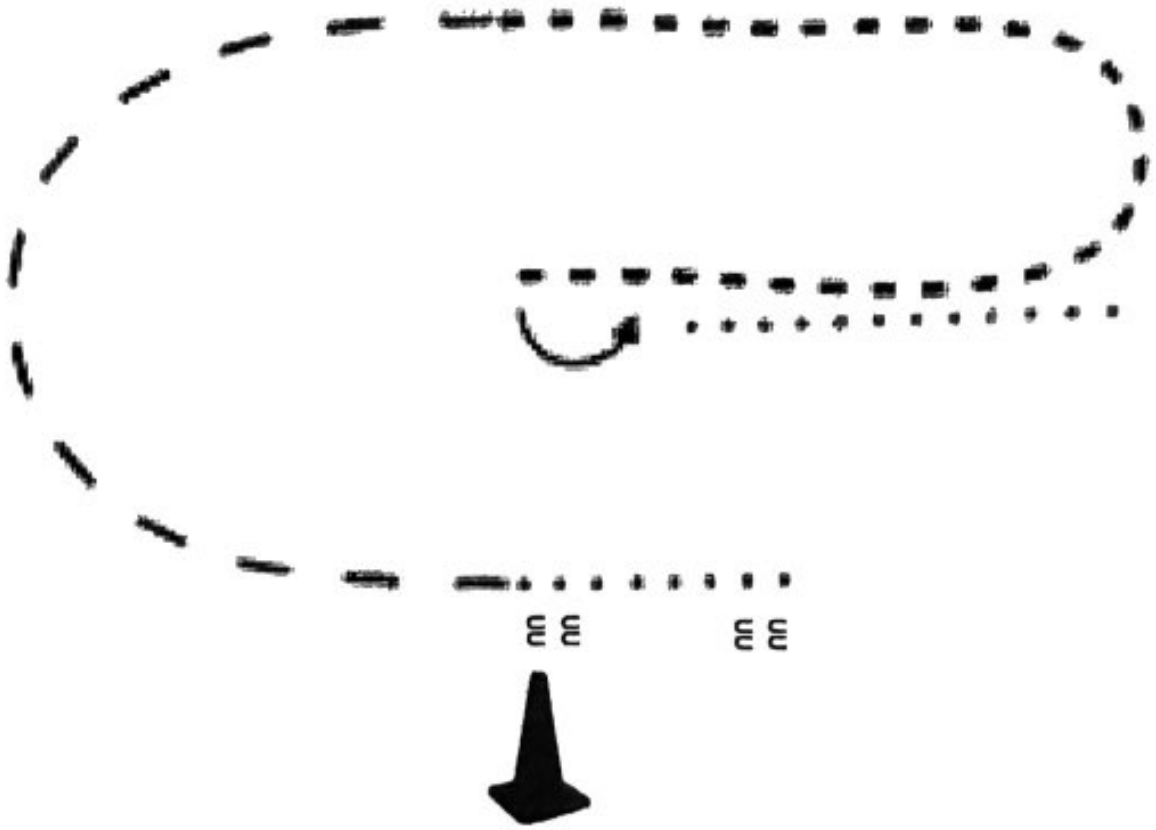
1. Be ready with nose at the cone, back at least 6 to 8 steps
2. Walk over tracks
3. Lope right lead
4. Extended trot
5. Stop. Perform a 1½ (540°) turn to the left
6. Lope left lead with speed
7. Stop and perform a ½ (180°) turn to the right
8. Trot, pattern is complete after crossing cone

FQHA Last Chance
All Breed, L1 Youth, L1 Amateur
Horsemanship
December 4, 2026



1. Be ready with nose at the cone, back at least 6 to 8 steps
2. Walk over tracks
3. Lope right lead
4. Extended trot
5. Stop and perform a ½ turn (180°) left
6. Lope left lead
7. Stop and perform a ½ (180°) turn to the right
8. Trot, pattern is complete after crossing cone

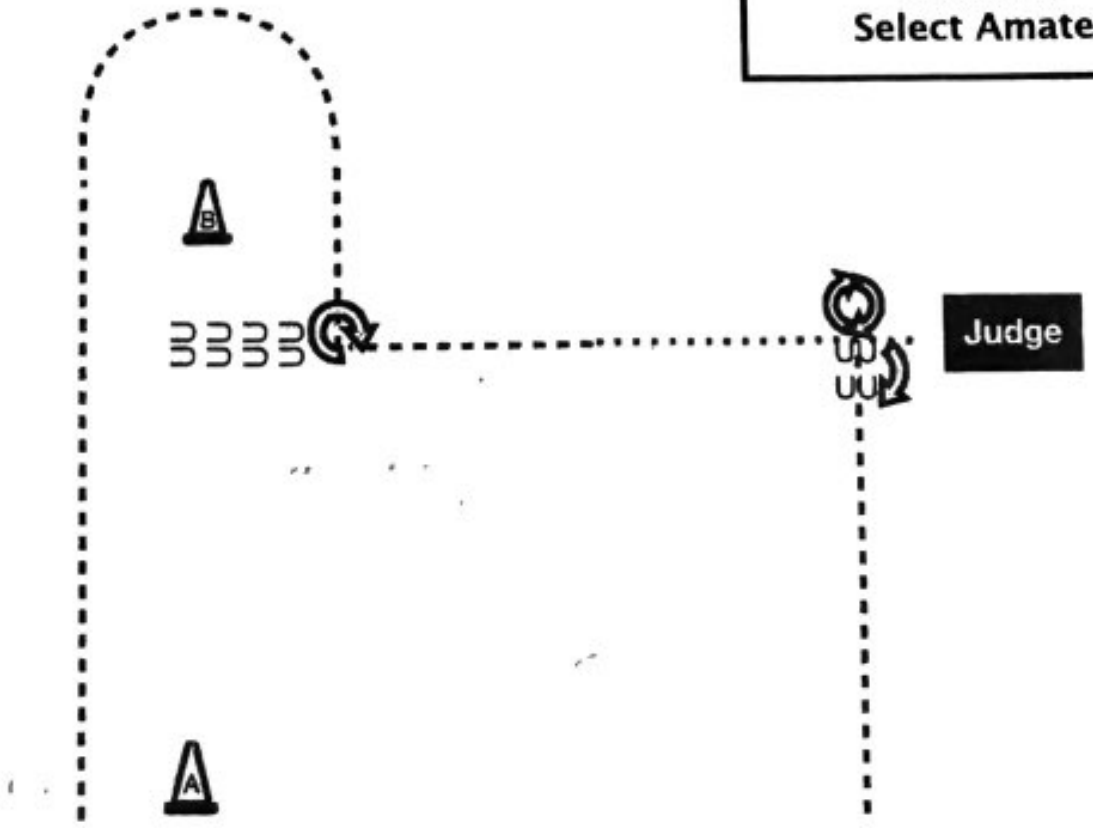
FQHA Last Chance
All Breed W/J, all L1 AQHA W/J
Horsemanship
December 4, 2026



1. Be ready with nose at the cone, back at least 6 to 8 steps
2. Walk over tracks
3. Extended trot
4. Jog
5. Stop and perform a ½ (180°) turn left
6. Walk to exit

FQHA Last Chance
ALL JUDGES
December 5, 2026

SHOWMANSHIP
Youth
Amateur
Select Amateur



1. Be Ready at Cone A. Trot to & around B.
2. Stop. Perform a 270° turn.
3. Back one horse length.
4. Trot halfway to the judge.
5. Walk to the judge.
6. Stop. Perform a 90° turn.
7. Set up.
8. Inspection.
9. When excused, perform a 360° turn.
10. Trot away.

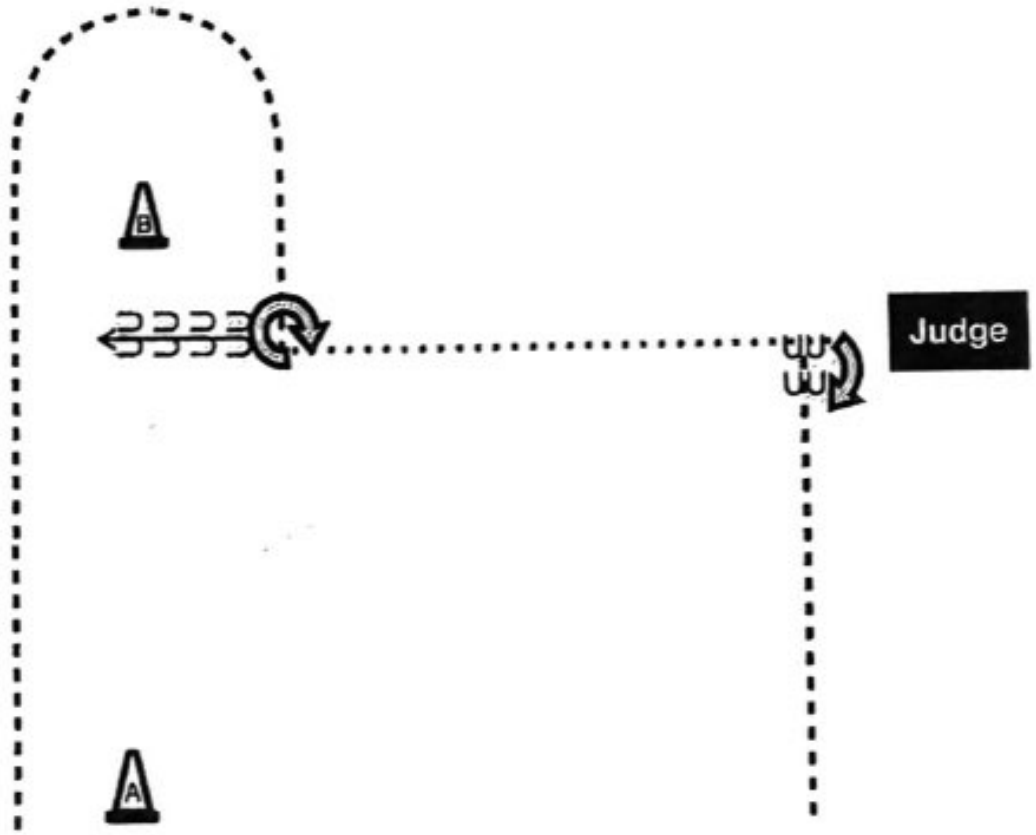
PATTERNS BY

Walk	·····
Trot	- - - - -
Back	←3333

FQHA Last Chance
ALL JUDGES
December 5, 2026

SHOWMANSHIP

All Breed
All L1 AQHA



1. Be Ready at Cone A. Trot to & around B.
2. Stop. Perform a 270° turn.
3. Back one horse length.
4. Walk to the judge.
5. Stop. Perform a 90° turn.
6. Set up.
7. Inspection.
8. When excused, Trot away.

PATTERNS BY

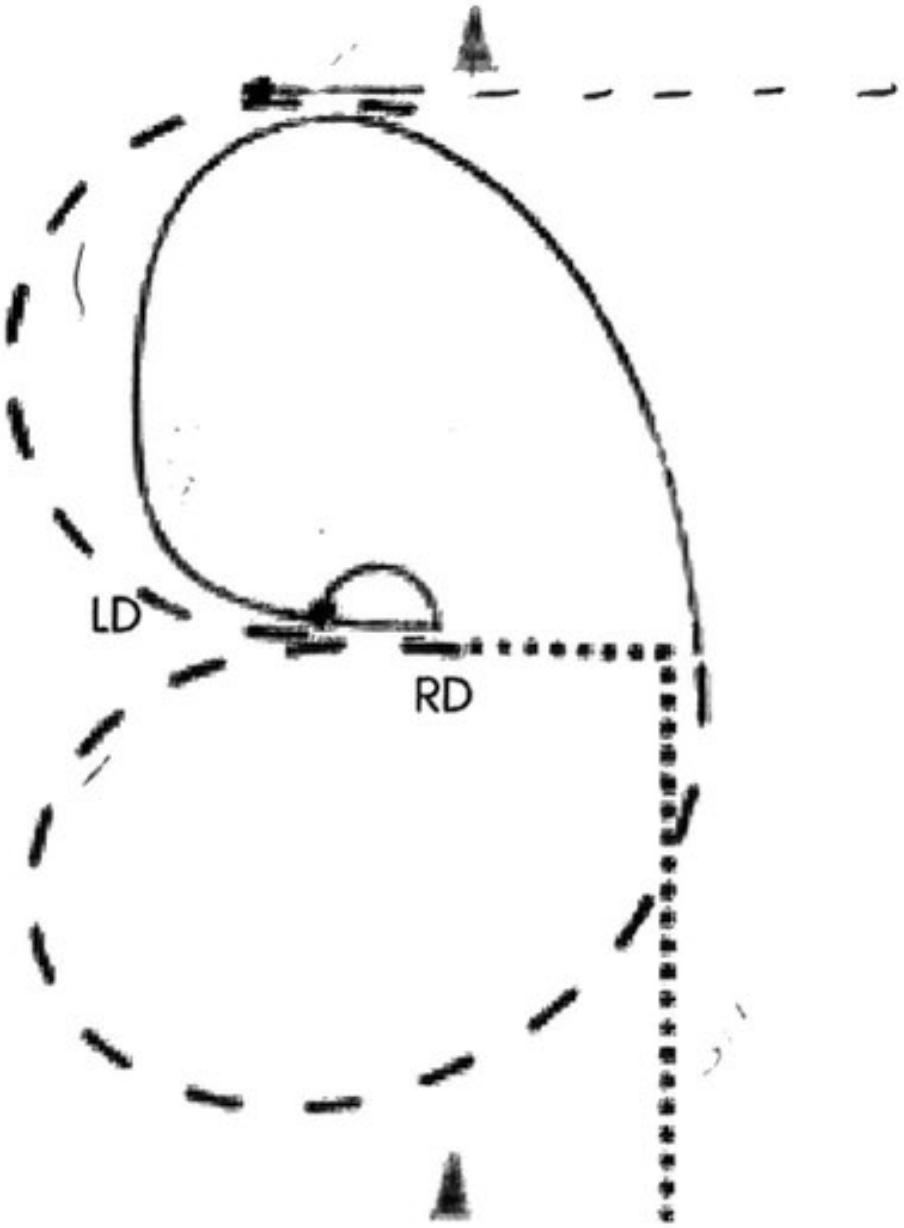
Walk	.....
Trot	------
Back	←3333

RR

FQHA Last Chance
December 5, 2026

ALL HUNT SEAT EQUITATION CLASSES

(except W/T)

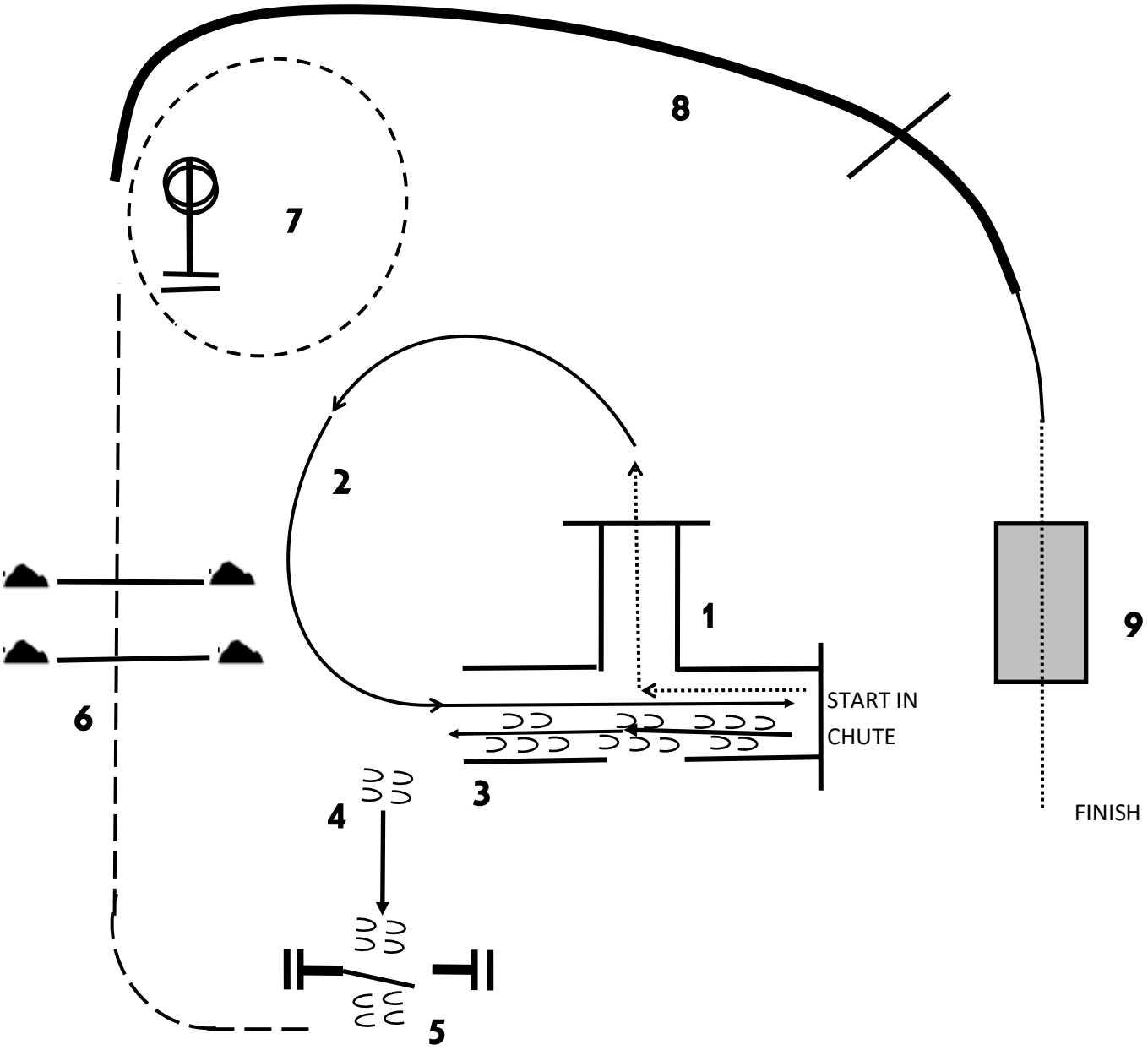


1. Be ready before start come, sitting trot
2. Right diagonal
3. Canter left lead
4. Stop and perform a 180° (½ turn)on forehand to left
5. Posting trot left diagonal
6. Halt and back
7. Walk to Rail



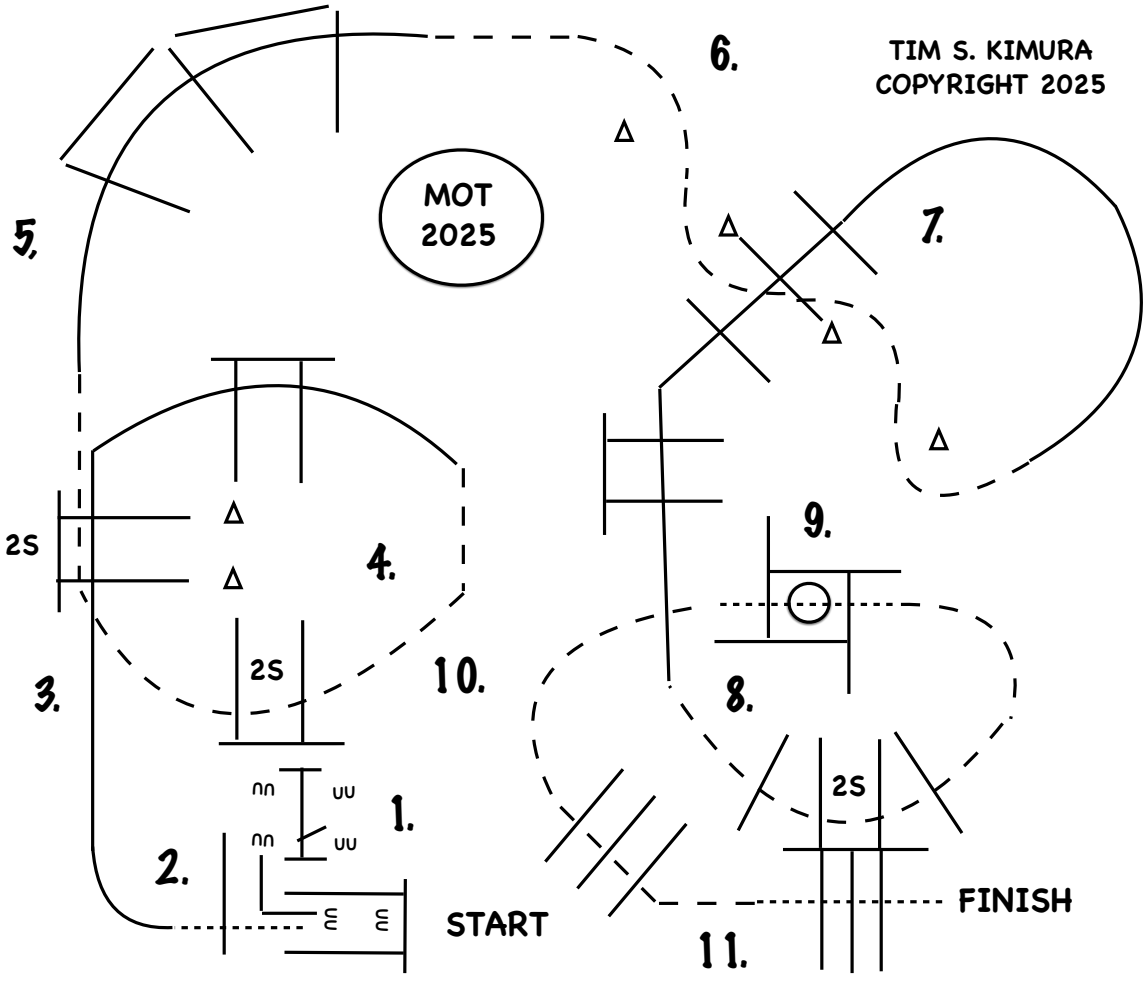
1. Sitting trot
2. Posting trot right diagonal
3. Change diagonal, left diagonal
4. Halt and back, pattern is complete exit at a trot
5. Walk to rail

FQHA LAST CHANCE
December 5, 2026
Ranch Trail, All Classes



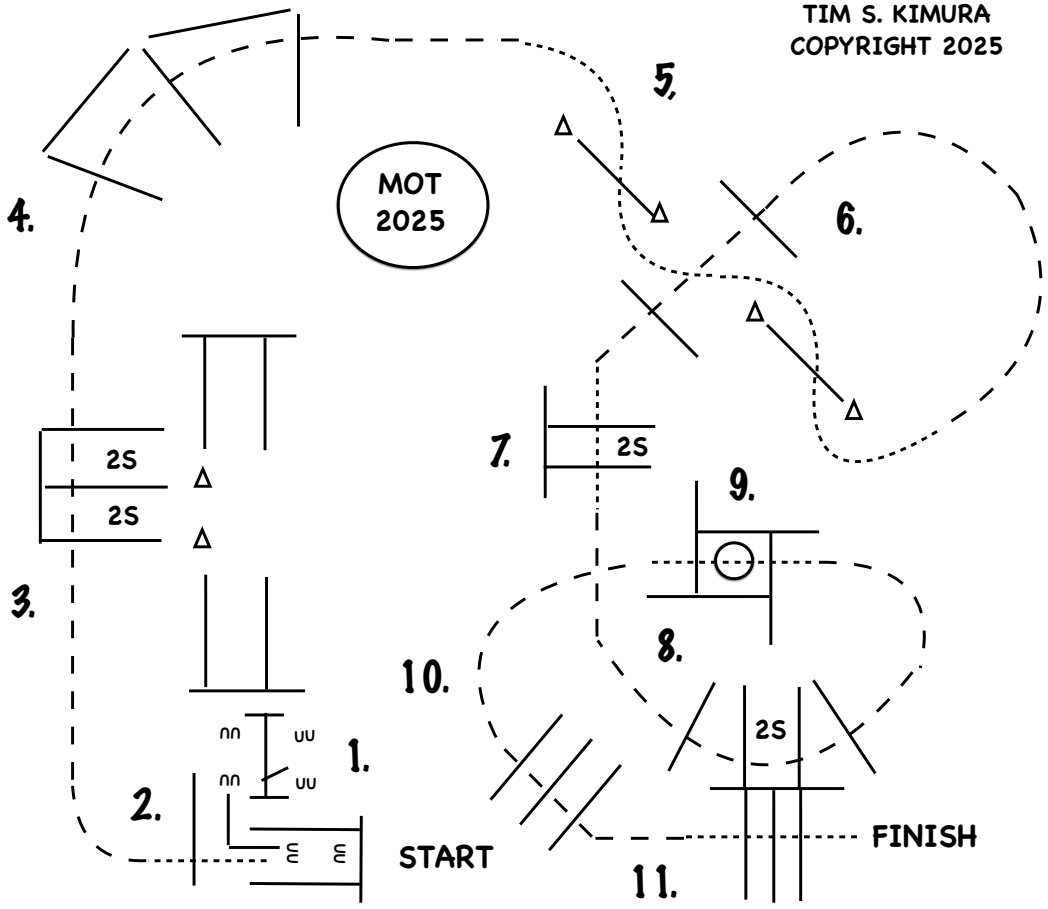
1. Start in chute. When judge acknowledges, walk corner in chute and over log.
2. Lope left lead into chute. Stop.
3. Back out of chute.
4. Sidepass to gate.
5. Pass through right-hand push gate.
6. Extended trot over logs and to drag.
7. Perform drag at walk or trot (All Breed, Level 1 Youth, Level 1 Amateur, Youth pick up slicker)
8. Extended lope over log, collect.
9. Stop or break to a walk. Walk over bridge. Pattern is complete.

FQHA LAST CHANCE
December 5, 2026
All Trail except W/J



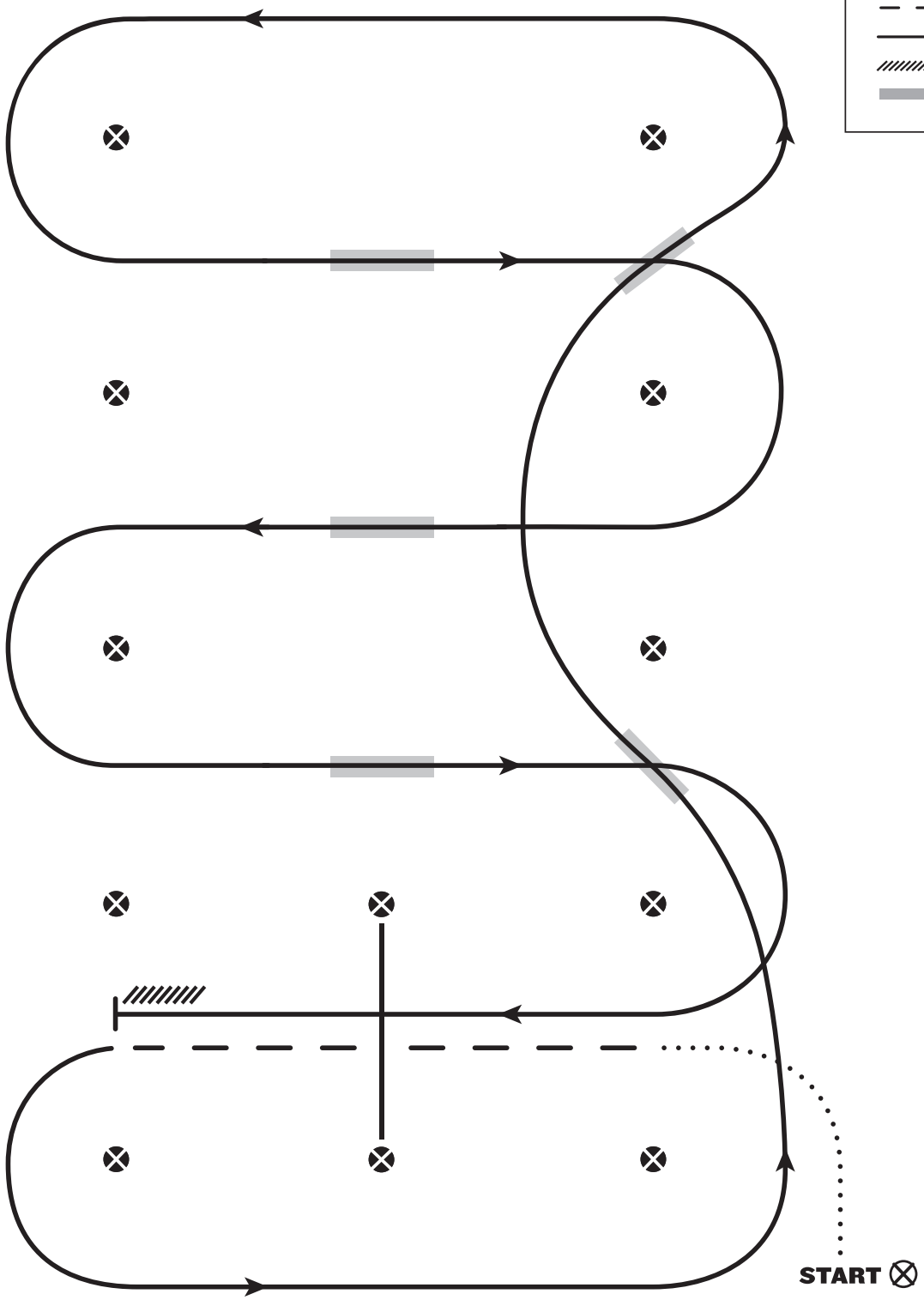
1. WORK GATE RIGHT HAND.
2. BACK FROM GATE, BACK AROUND CORNER. BACK BETWEEN POLES, WALK OVER POLE
3. LOPE OVER POLES (RIGHT LEAD).
4. BREAK TO THE JOG, JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK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

FQHA Last Chance
December 5, 2026
All W/J Classes



1. WORK GATE RIGHT HAND.
2. BACK FROM GATE, BACK AROUND CORNER. BACK BETWEEN POLES, WALK OVER POLE
3. JOG OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK. WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
10. JOG OVER POLES.
11. STOP OR BREAK TO THE WALK, WALK OVER POLES.

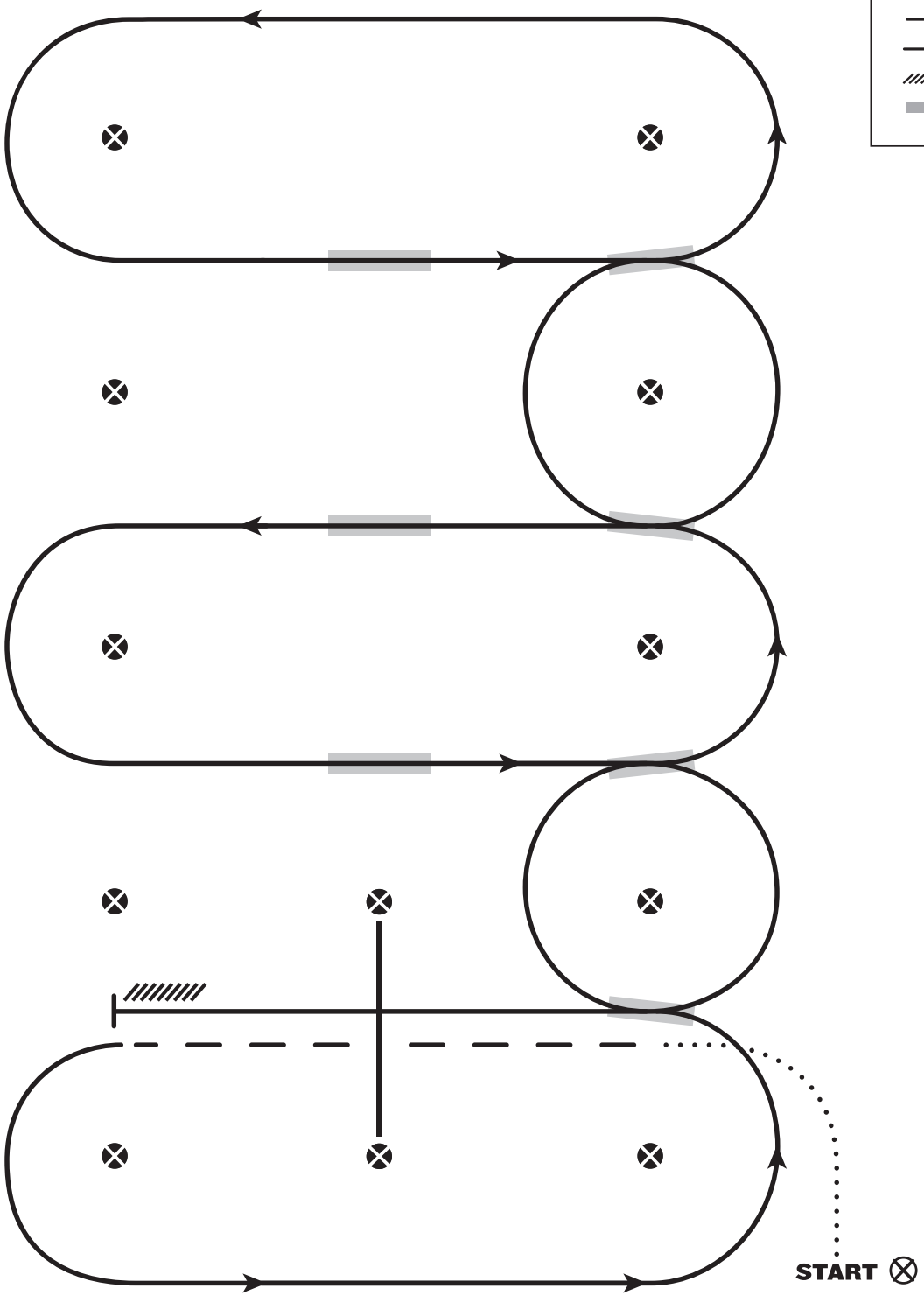
LEVEL 1 WESTERN RIDING PATTERN 9



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left 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. Third crossing change
8. Lope over log
9. Lope, stop & back

Revised 06-07-2021

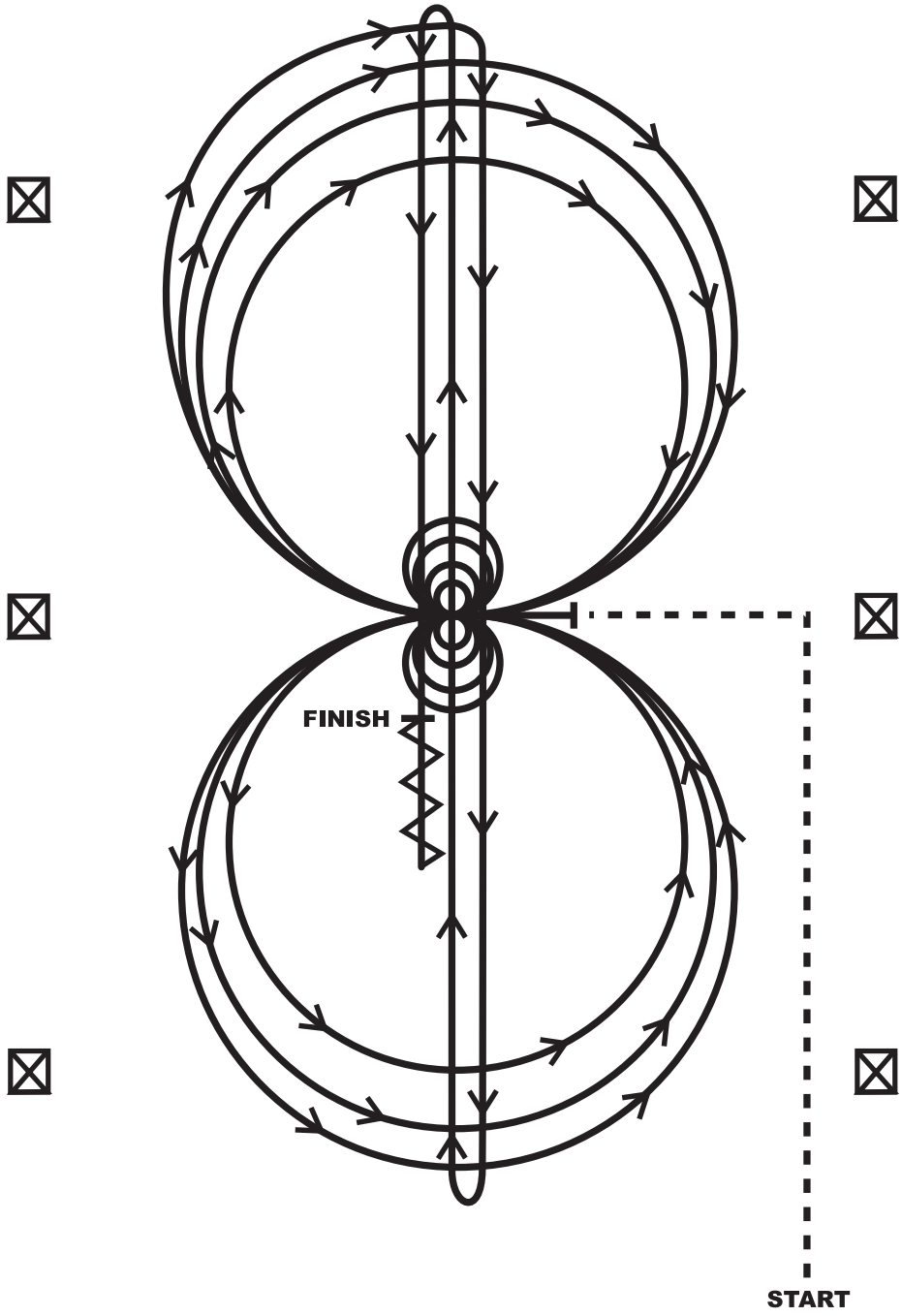
WESTERN RIDING - PATTERN 9



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

Revised 06-07-2021

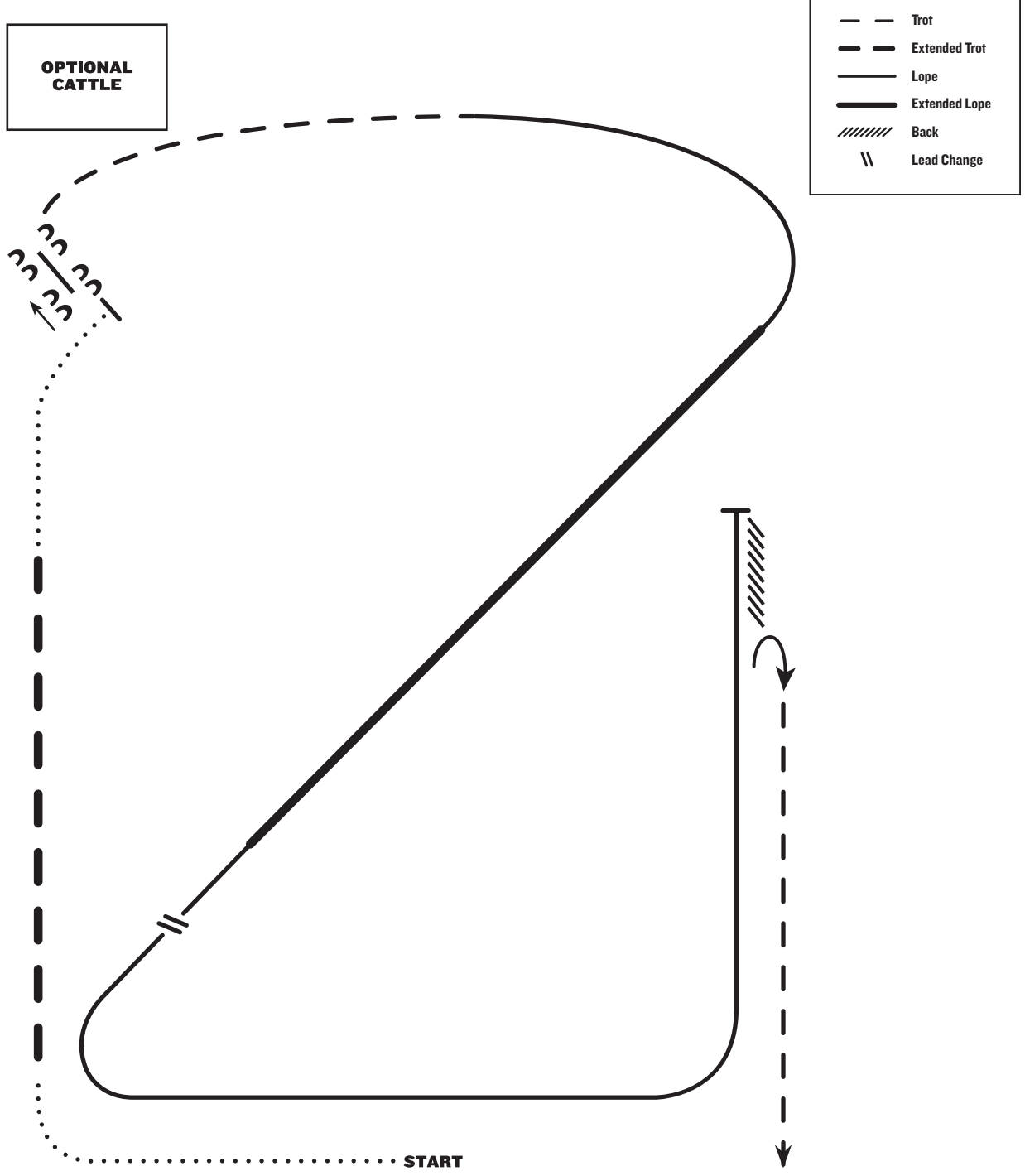
REINING PATTERN 11



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.

RANCH RIDING - PATTERN 10

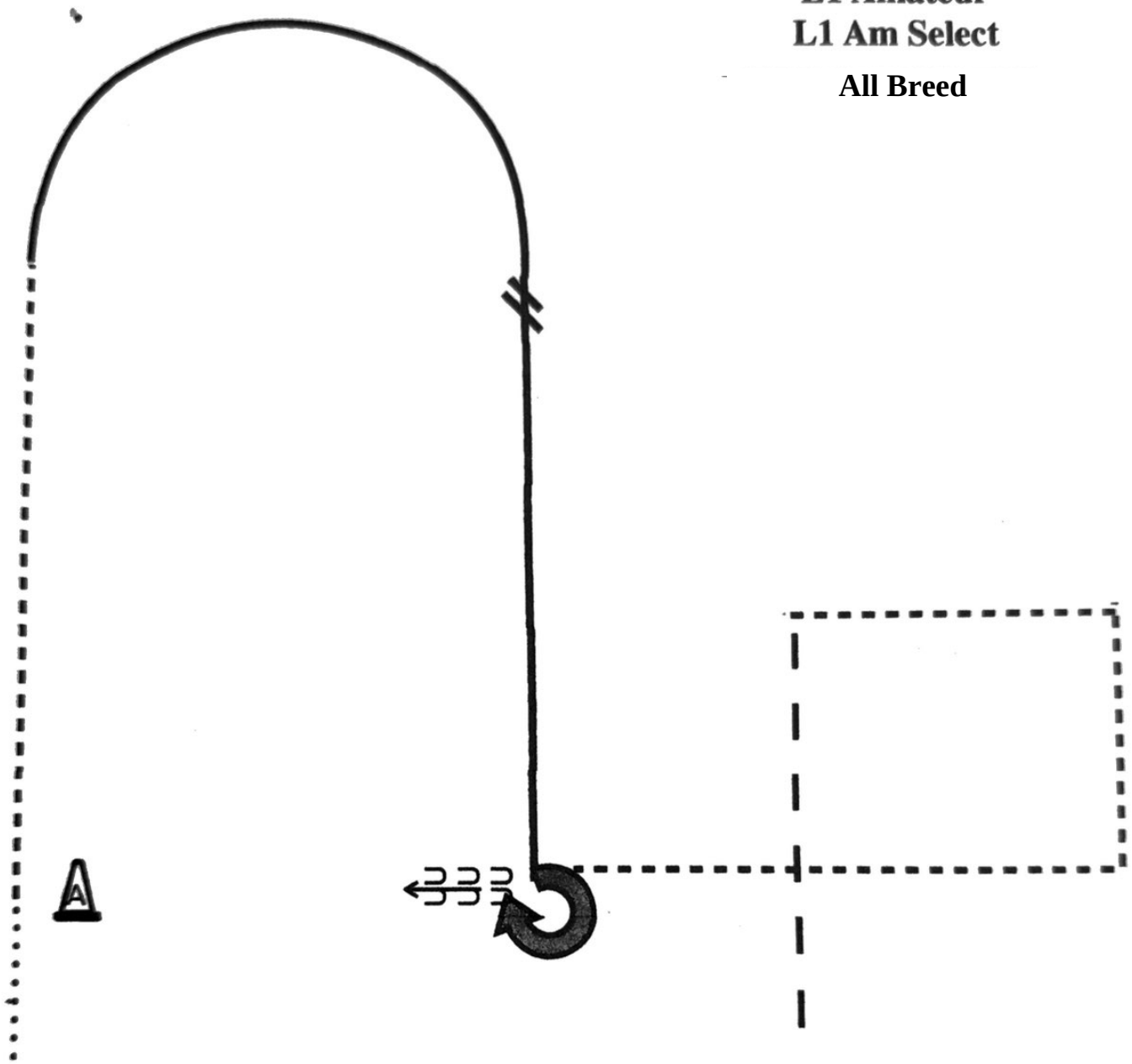


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.

FQHA LAST CHANCE
December 6, 2026

EQUITATION
L1 Youth
L1 Amateur
L1 Am Select
All Breed



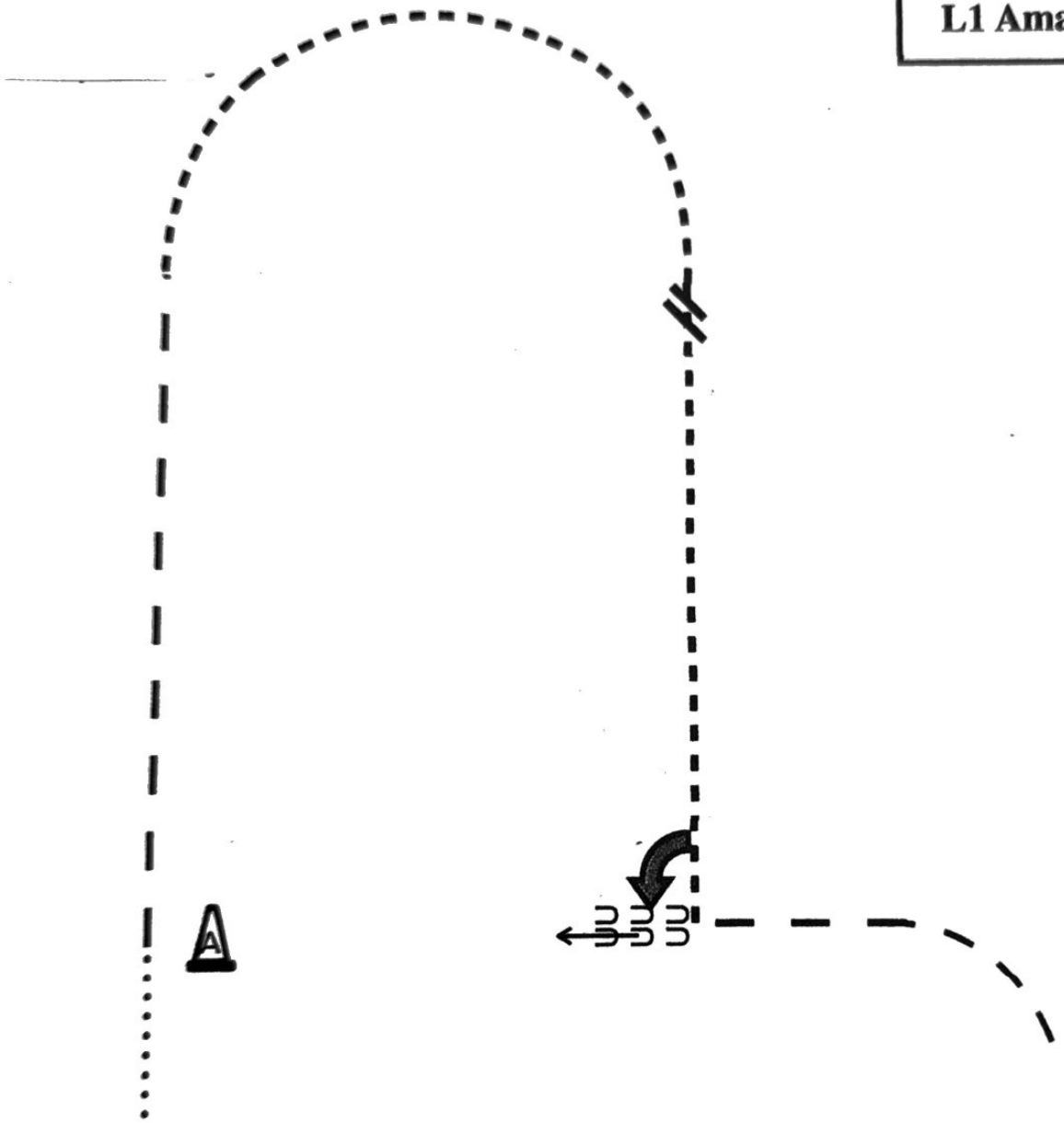
1. Begin before the cone. Walk to A.
2. Trot on the Left diagonal.
3. Canter on the Right Lead as shown.
4. Perform a Simple Lead Change.
5. Canter Left Lead to A.
6. Stop. Perform a 270° turn on the Forehand to the Right.
7. Back one horse length.
8. Trot two corners on the Right Diagonal.
9. Sitting Trot past A to End Pattern.

PATTERNS BY

Walk	.....
Trot	- - -
Sitting Trot	— —
Canter	———
Back	←333
Change Leads	//

FQHA Last Chance
December 6, 2026

EQUITATION
All Breed W/T
L1 Youth W/T
L1 Amateur W/T



1. Begin before the cone. Walk to A.
2. Sitting Trot.
3. Trot on the Left Diagonal.
4. Change Diagonals.
5. Trot on the Right Diagonal.
6. Stop. Perform a 90° turn on the Forehand to the Left.
7. Back one horse length.
8. Sitting Trot to Exit.

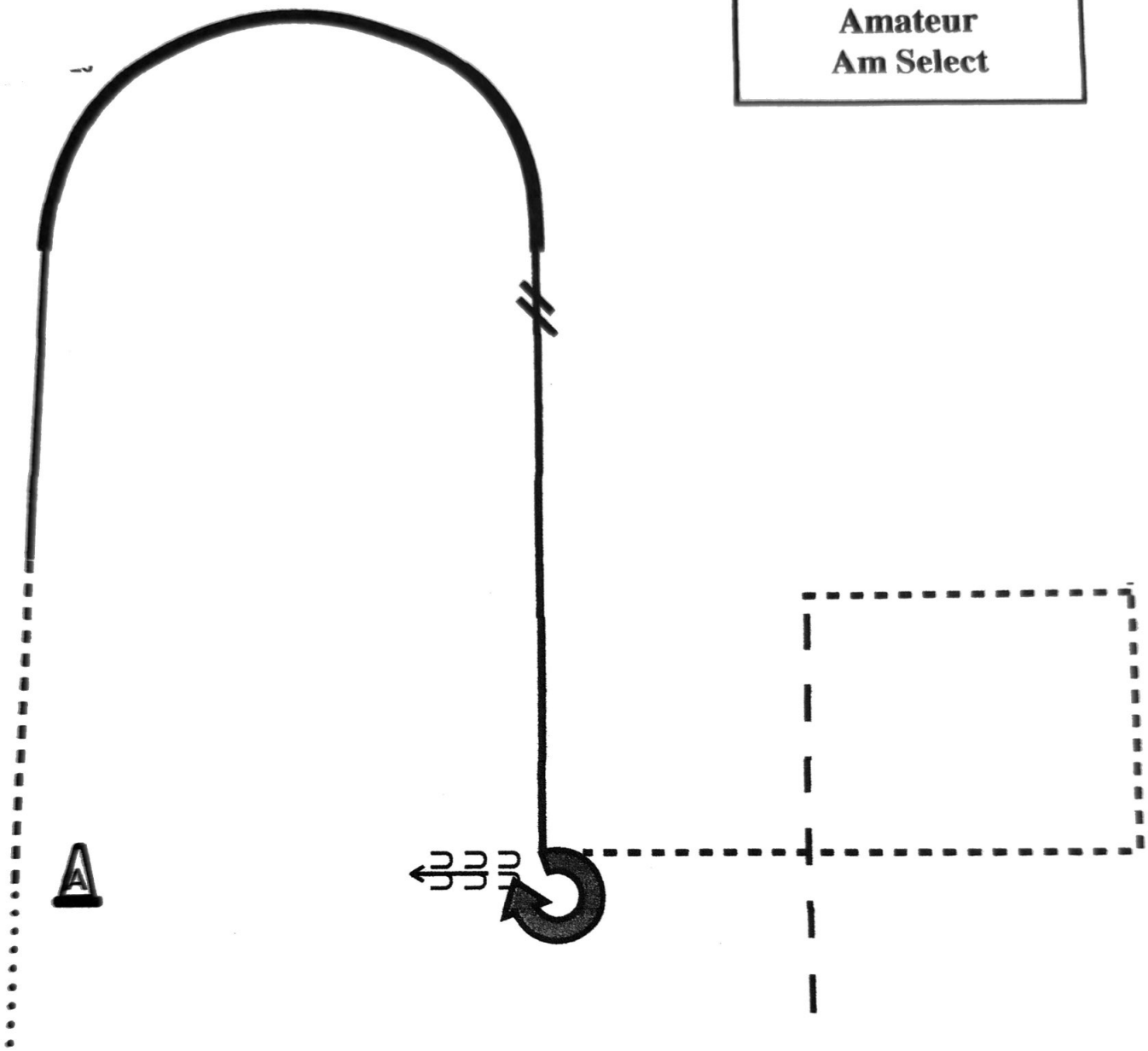
PATTERNS BY

Walk
Trot
Sitting Trot
Canter
Back
Change Leads

FQHA Last Chance
December 6, 2026

EQUITATION

Youth
Amateur
Am Select



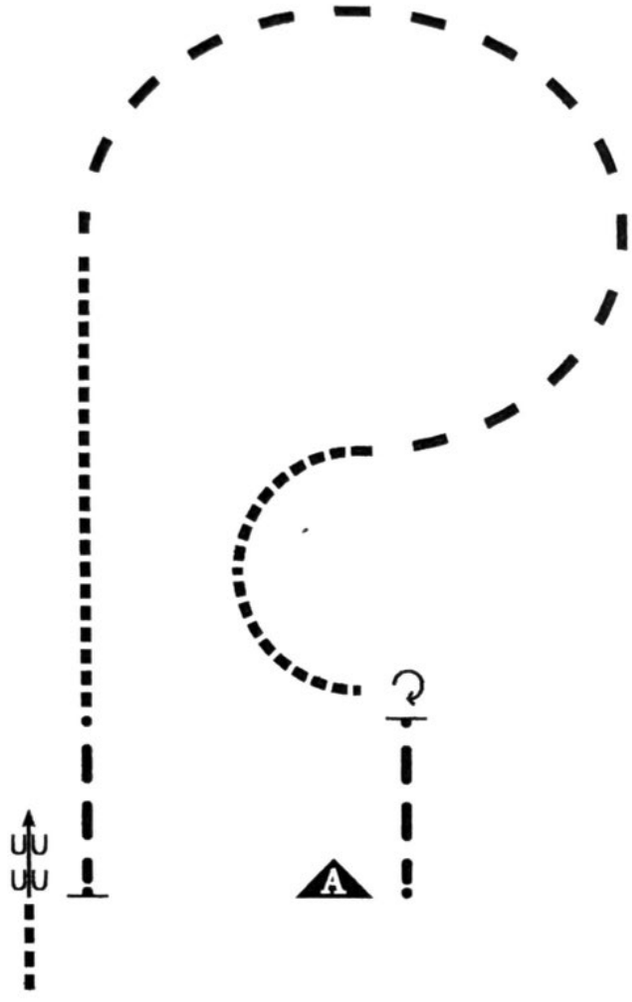
1. Begin before the cone. Walk to A.
2. Trot on the Left diagonal.
3. Canter on the Right Lead as shown.
4. Hand Gallop a half circle.
5. Collect and Change Leads.
6. Canter Left Lead to A.
7. Stop. Perform a 270° turn on the Forehand to the Right.
8. Back one horse length.
9. Trot two corners on the Right Diagonal.
10. Sitting Trot past A to End Pattern.

PATTERNS BY

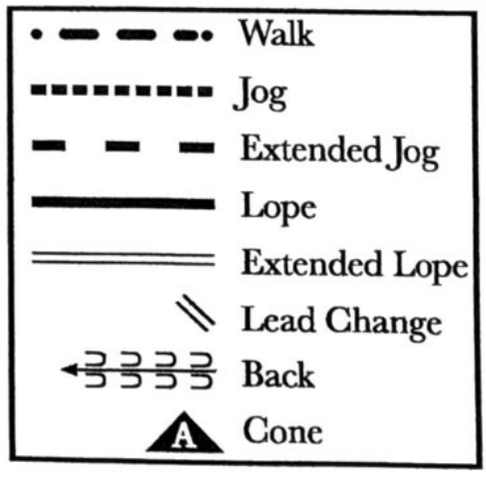
Walk	
Trot	
Sitting Trot	
Canter	
Back	
Change Leads	

FQHA Last Chance
December 6, 2026

HORSEMANSHIP
(All Walk Trot)



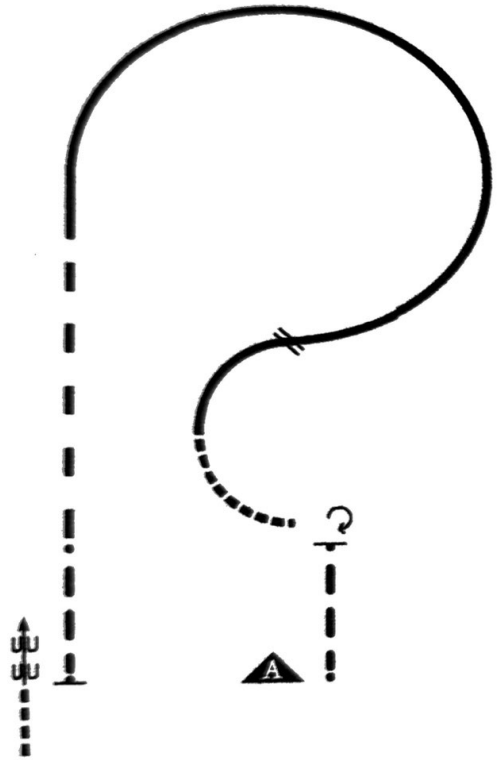
1. Walk two horse lengths and pivot 3/4 turn right.
2. Jog 1/2 circle.
3. Extended jog and begin circle to the left.
4. Do not close circle, slow to a jog.
5. Break to a walk and walk two horse lengths.
6. When even with cone, stop and back one horse length.
7. Exit at a jog, pattern is complete.



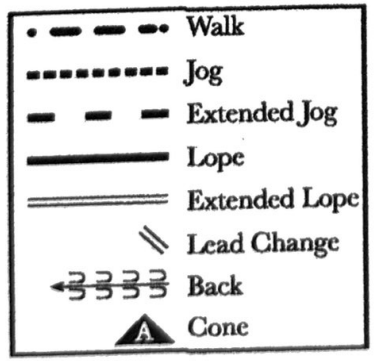
HORSEMANSHIP

(L1/Novice Youth & L1/Novice Amateur)

All Breed



1. Walk two horse lengths and pivot 3/4 turn right.
2. Jog 1/4 circle, lope right lead 1/4 circle.
3. Change leads and begin a circle to the left.
4. Do not close circle, break to an extended jog.
5. Break to a walk and walk two horse lengths.
6. When even with cone, stop and back one horse length.
7. Exit at a jog, pattern is complete.

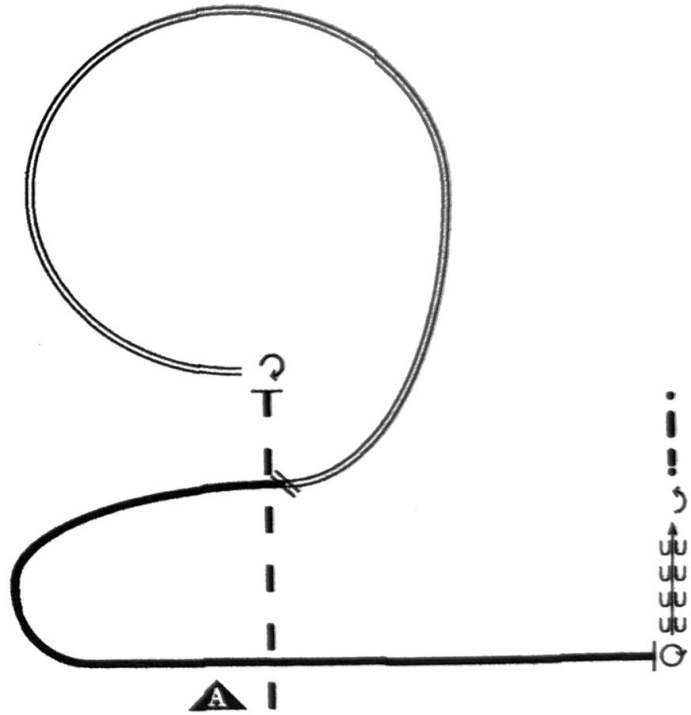


FQHA Last Chance, December 6, 2026

HORSEMANSHIP

(Youth & Amateur)

Select Amateur



1. Extended jog to middle of pattern.
2. 270 degree turn right on haunches.
3. Right lead lope fast circle.
4. Change leads.
5. Collect the left lead lope, stop.
6. 450 degree turn right on haunches.
7. Back two horse lengths.
8. 180 degree turn left on haunches.
9. Exit at walk.

