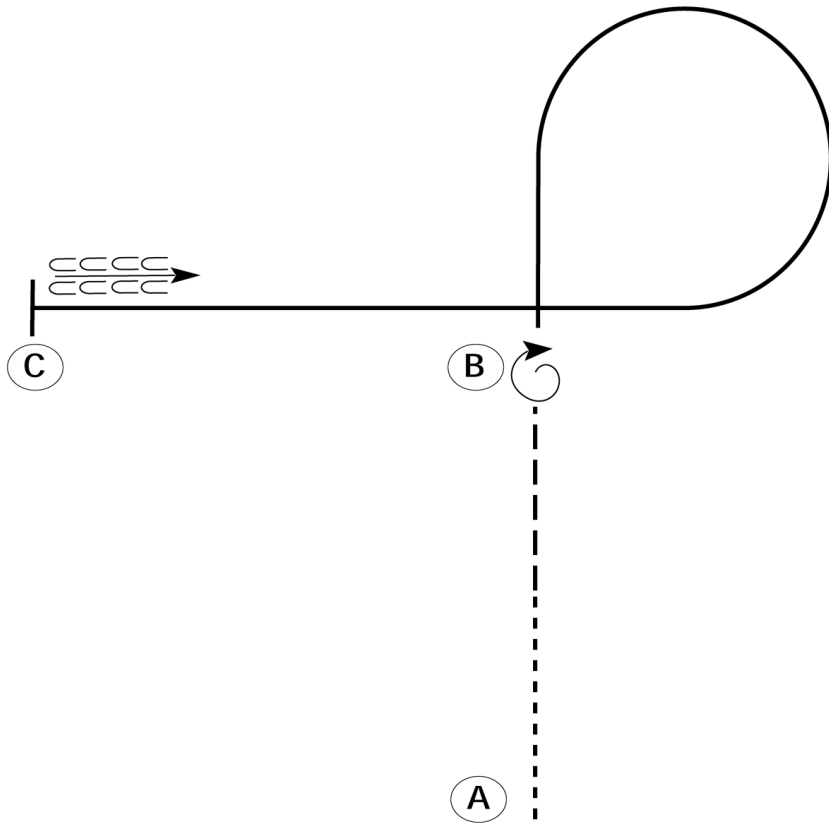


Western Horsemanship *Youth, Amateur, Select*

Show Date: 5/16/26

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 from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Stop at B and turn 360 degrees to the right.
4. Lope a circle to the right with speed.
5. Slow to a lope at B and continue to C.
6. Stop at C and back one horse length.

Retire to the rail or line up at a jog.

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

[WH/3-25]

Pattern Provided by:

FQHA MEMORIAL SHOWS

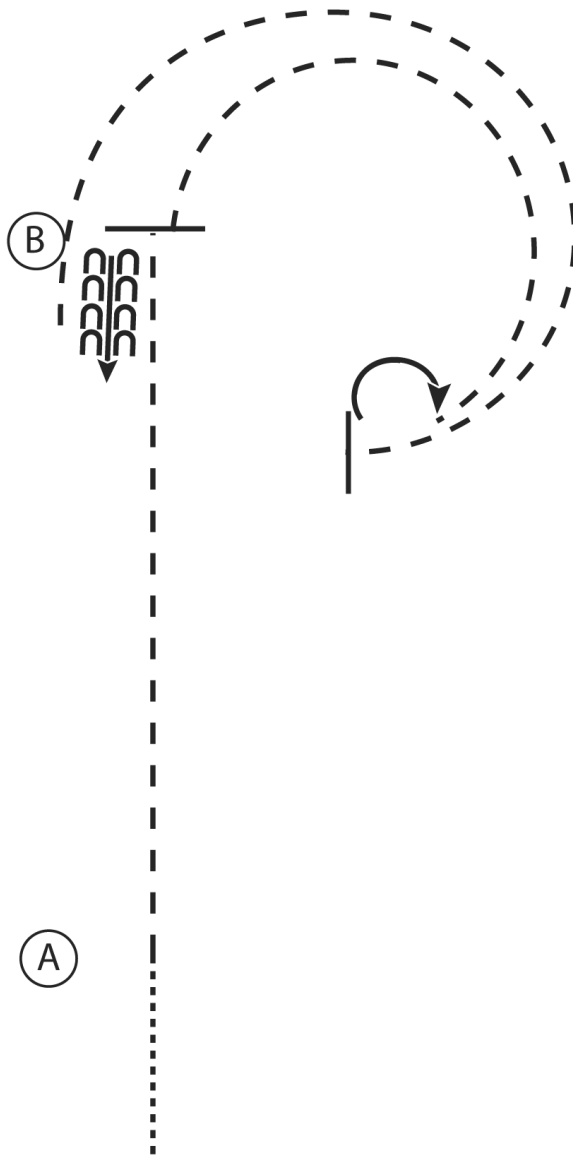
W/J All Breed,

L1 Youth & Amateur Horsemanship

Show Date: 5/16/26

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1. Walk to A
2. Jog A to B
3. At B stop and back
4. Jog 3/4 circle to the right
5. Stop and perform a 180 degree turn to the right on the hindquarter
6. Jog a circle back to B
7. Stop at B

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↙ ↘
Back	←←← ←←←
Marker	Ⓚ
Sidepass	←-----←

[WH/WT-12]

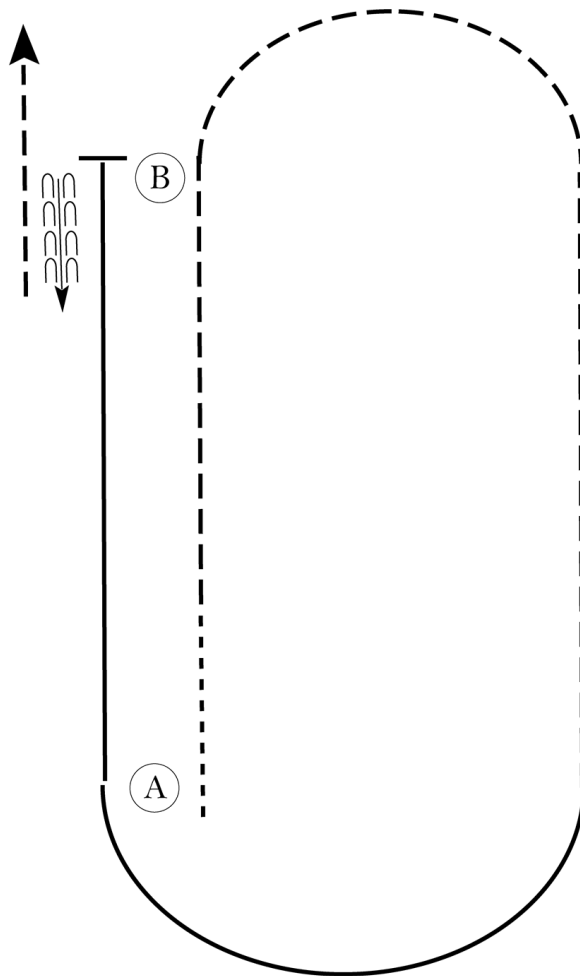
Pattern Provided by:

All Breed, **L1 Equitation** Amateur & Youth

Show Date: 5/17/26

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.
2. Posting trot on the left diagonal to B and in a half circle until even with B.
3. Change diagonals and trot until even with A.
4. Canter on the right lead in a half circle and until even with B.
5. Halt and back approximately one horse length.
6. Exit pattern at a sitting trot.

Follow the instructions of your ring steward.

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

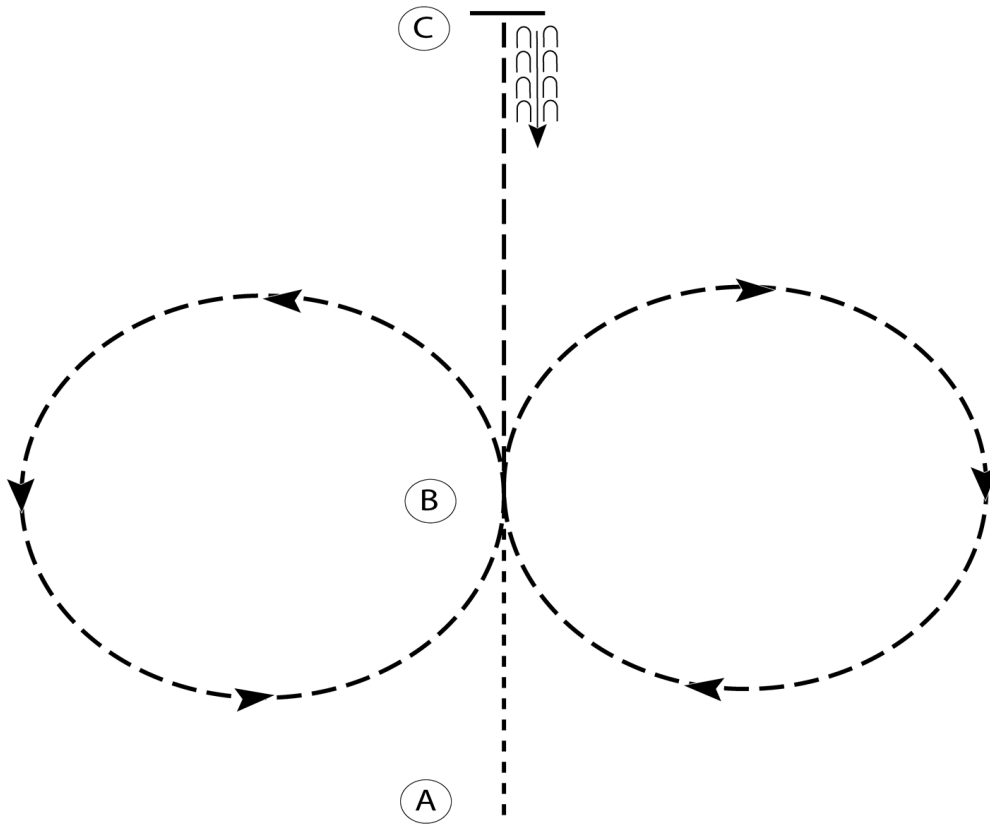
[HSE/1-56]

Pattern Provided by:

Show Date:5/17/26

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 A to B.
2. At B posting trot a circle to the right on the proper diagonal.
3. At B posting trot a circle to the left on the proper diagonal.
4. At B sitting trot to C.
5. At C stop and back approximately one horse length.

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

[HSE/WT-5]

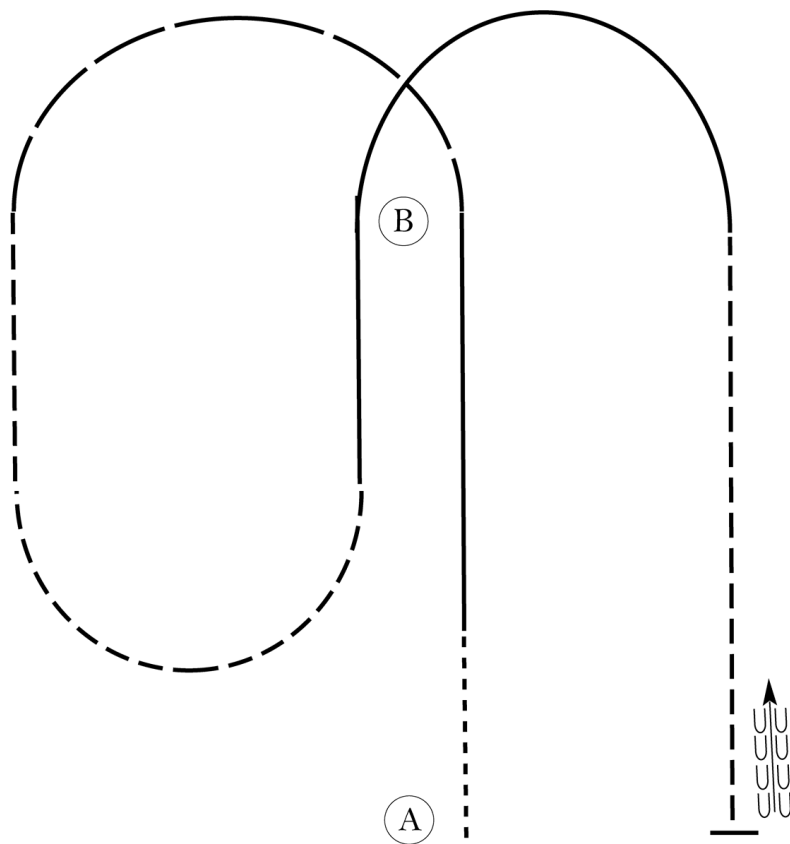
Pattern Provided by:

Amateur/Youth/Select Equitation

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Be ready at A.

1. Walk two horse lengths from A.
2. Canter on the left lead to B and then hand gallop a half circle until even with B.
3. Trot on the right diagonal until halfway between A and B. Continue to trot a half circle until halfway between A and B.
4. Canter on the right lead to B and then canter a half circle until even with B.
5. Trot on the left diagonal until even with A.
6. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	⊙
Sidepass	← - - - - →
Hand Gallop	=====

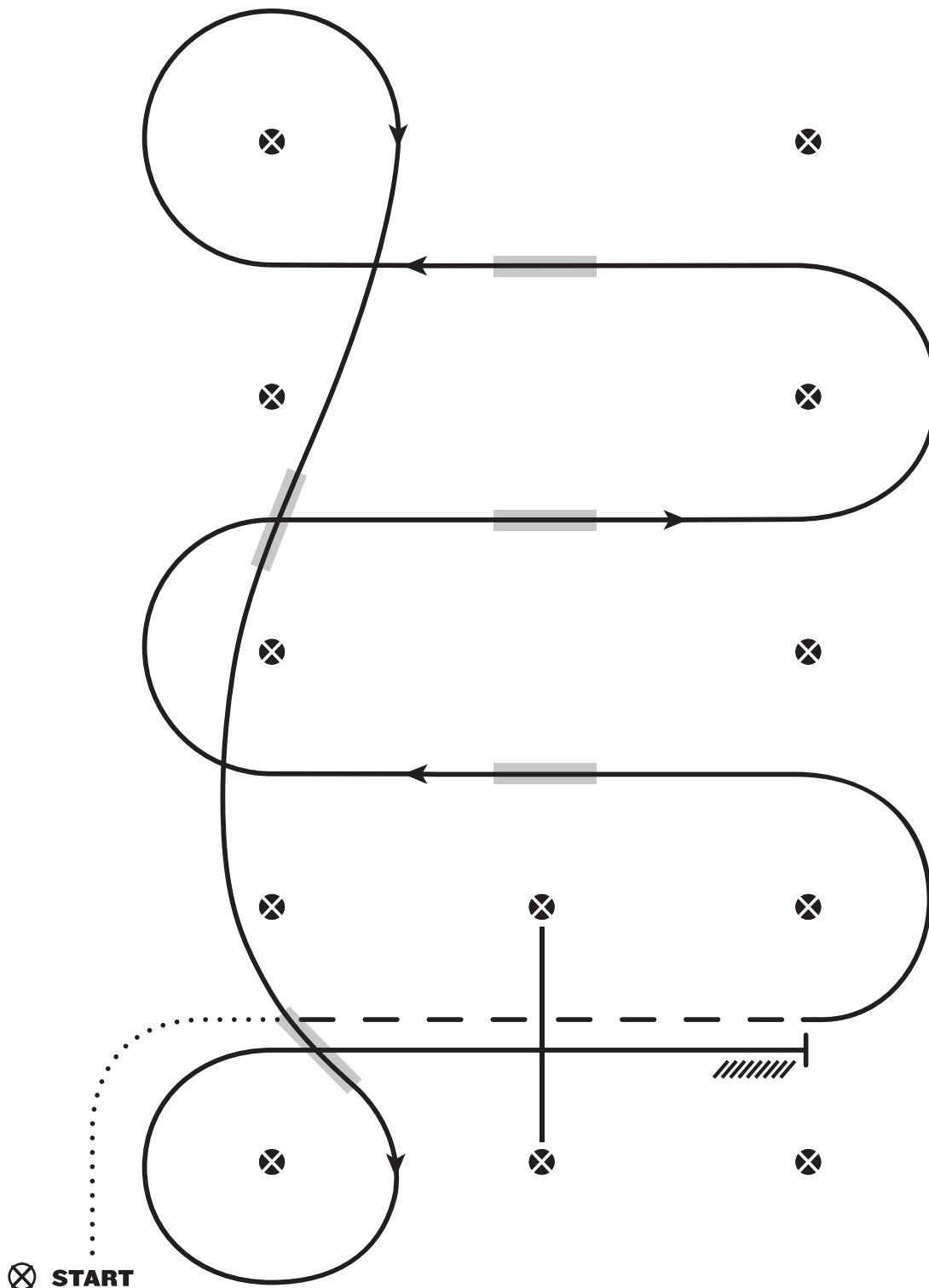
[HSE/3-58]

Pattern Provided by:

LEVEL I WESTERN RIDING PATTERN 2

LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

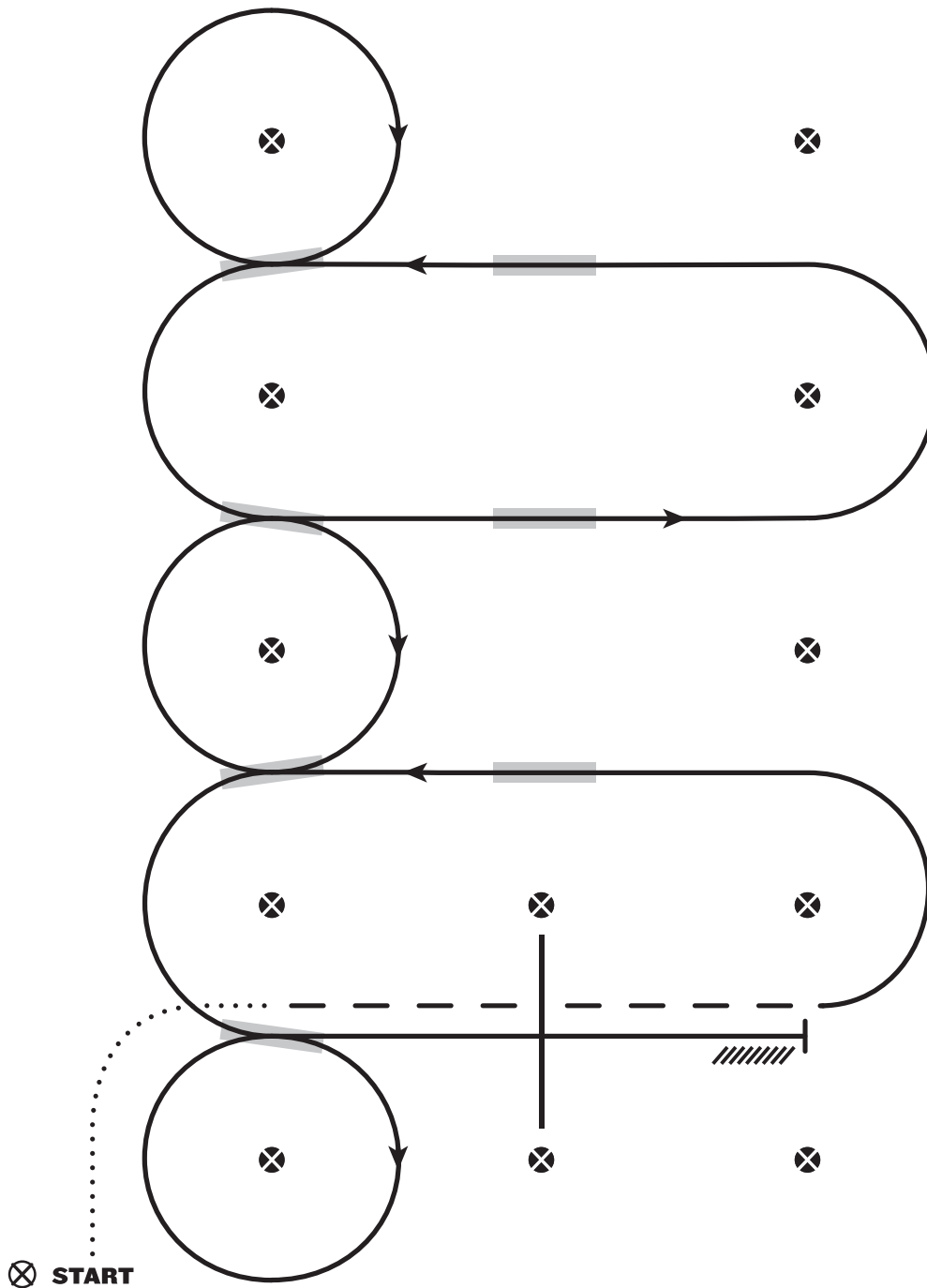


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop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

WESTERN RIDING - PATTERN 2

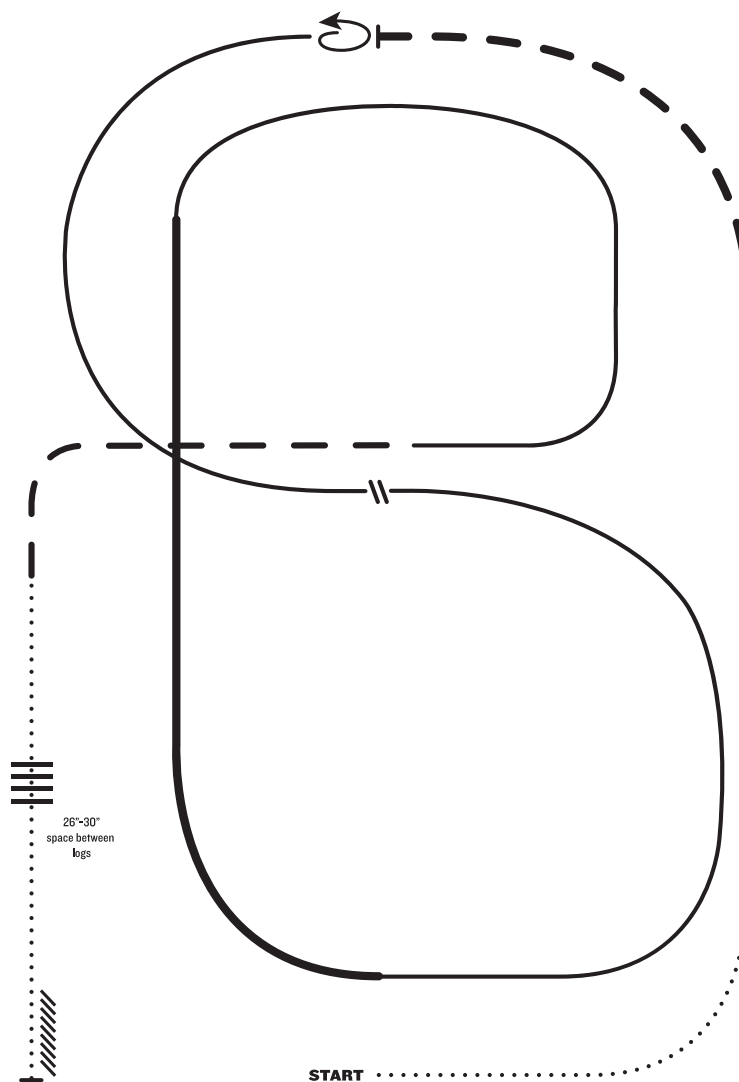
LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area



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

RANCH RIDING - PATTERN I



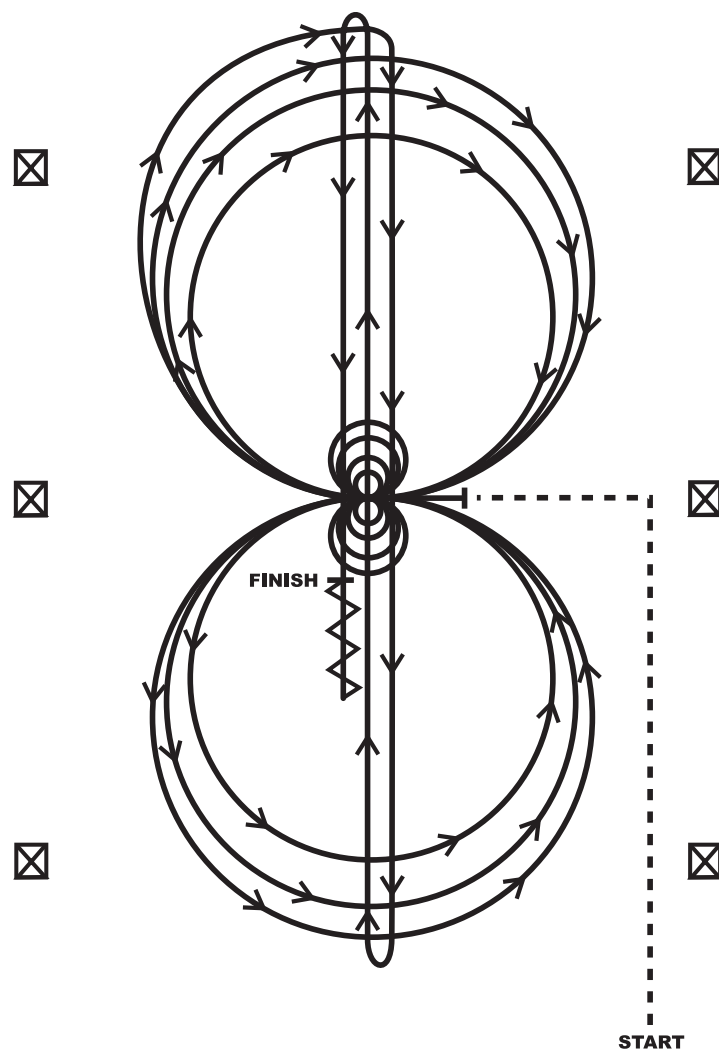
LEGEND

.....	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

REINING PATTERN 11

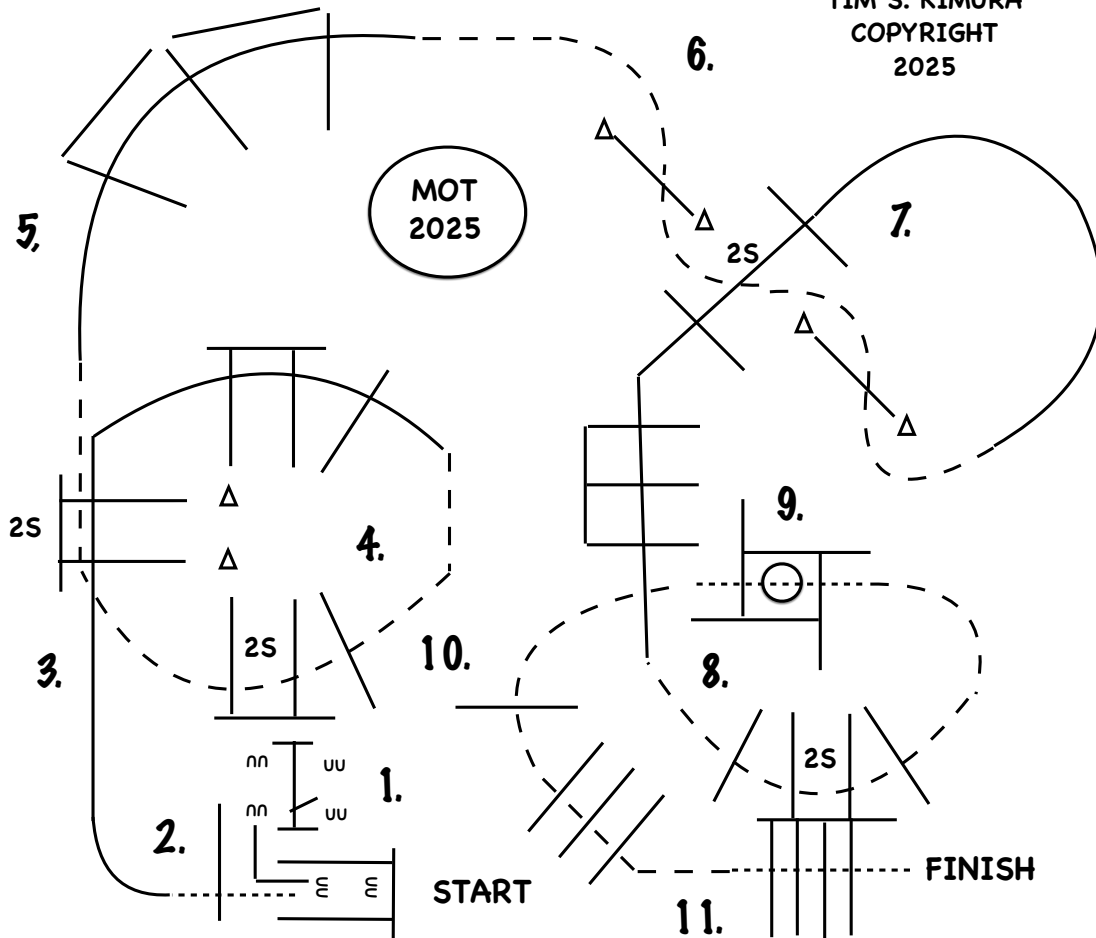


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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.

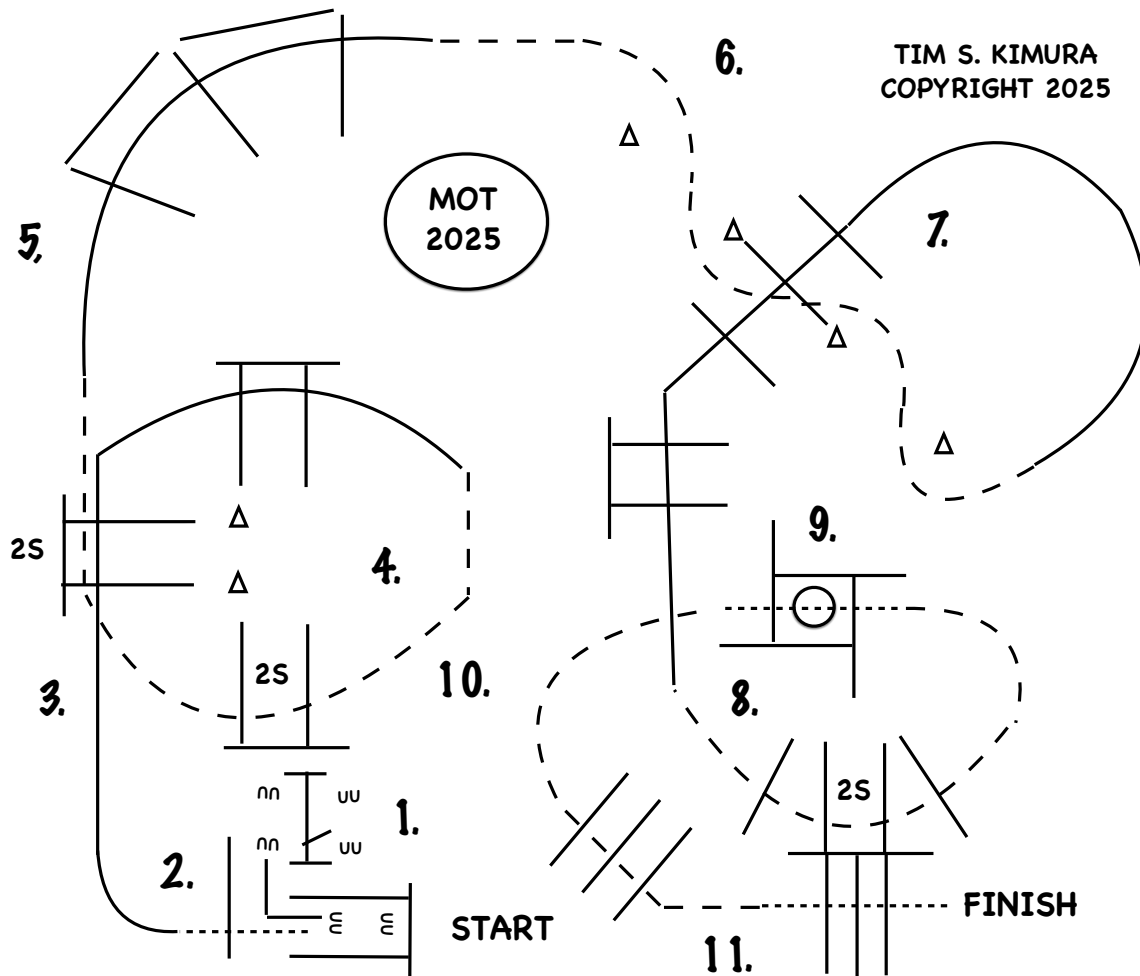
FQHA MEMORIAL SHOWS
AQHA SENIOR, YOUTH, AMATEUR, SELECT AMATEUR
5/16/26

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- | | |
|---|--|
| <ol style="list-style-type: none"> 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. | <ol style="list-style-type: none"> 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. |
|---|--|

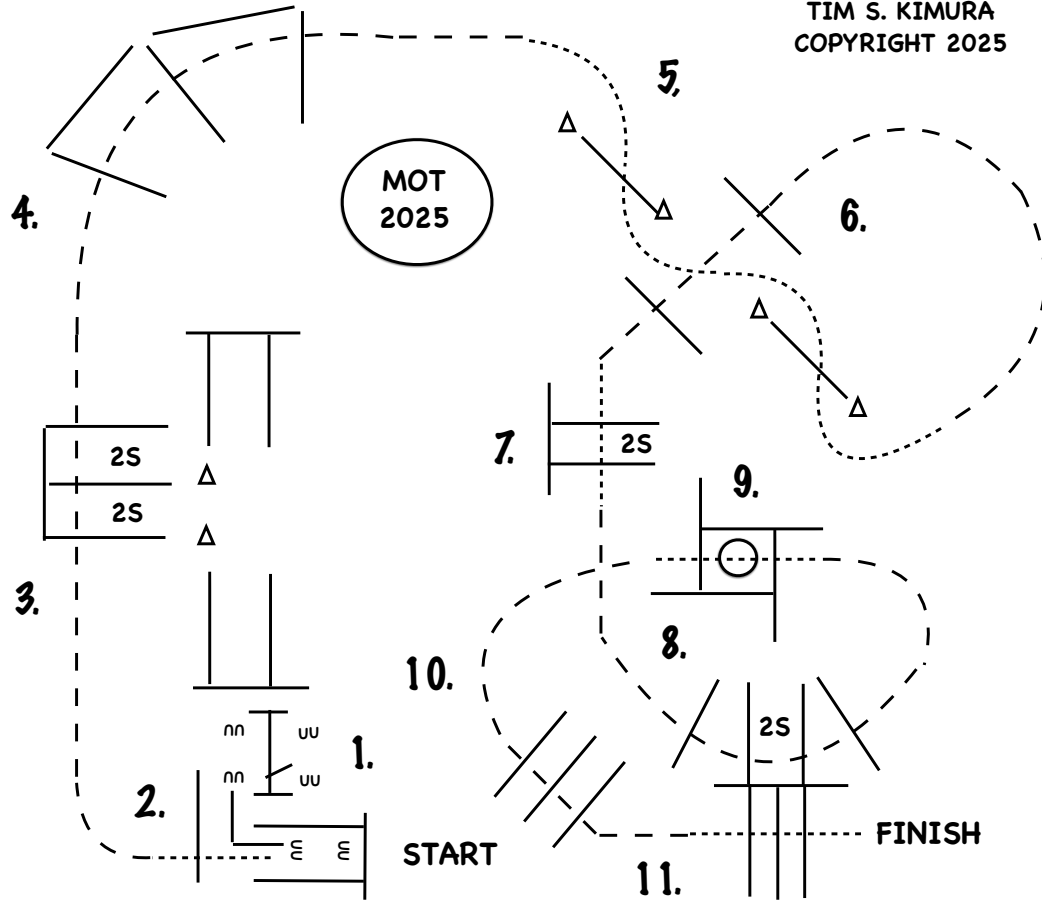
FQHA MEMORIAL SHOWS
 ALL BREED, AQHA JUNIOR, L1, L1 AMATEUR, L1 YOUTH
 5/16/26



- | | |
|---|--|
| <ol style="list-style-type: none"> 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. | <ol style="list-style-type: none"> 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 MEMORIAL SHOWS
 ALL BREED W/J, AQHA W/J YOUTH, AM & SELECT AM
 5/16/26

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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.

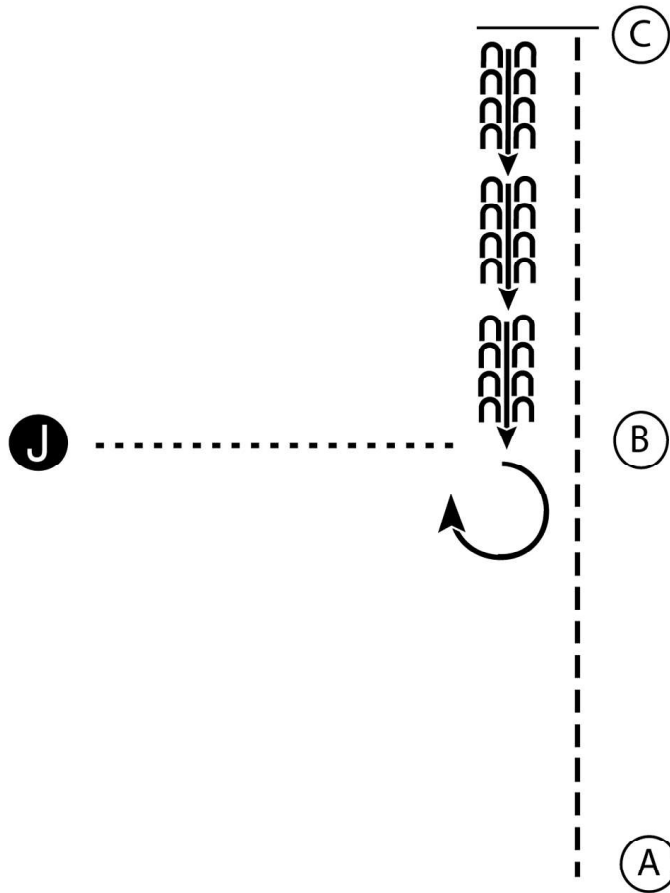
7. STOP OR BREAK TO THE WALK,
WALK OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK.
WALK INTO BOX, EXECUTE A 360 TURN
EITHER WAY, WALK OUT BOX.
10. JOG OVER POLES.
11. STOP OR BREAK TO THE WALK,
WALK OVER POLES.

Showmanship AQHA L1 & All Breed


Show Date: 5/17/26

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. Trot from A to C.
2. Stop at C.
3. Back to B.
4. Perform a 270 degree turn.
5. Walk to the judge and set up for inspection.
6. When dismissed walk to line-up.

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

[S/1-3]

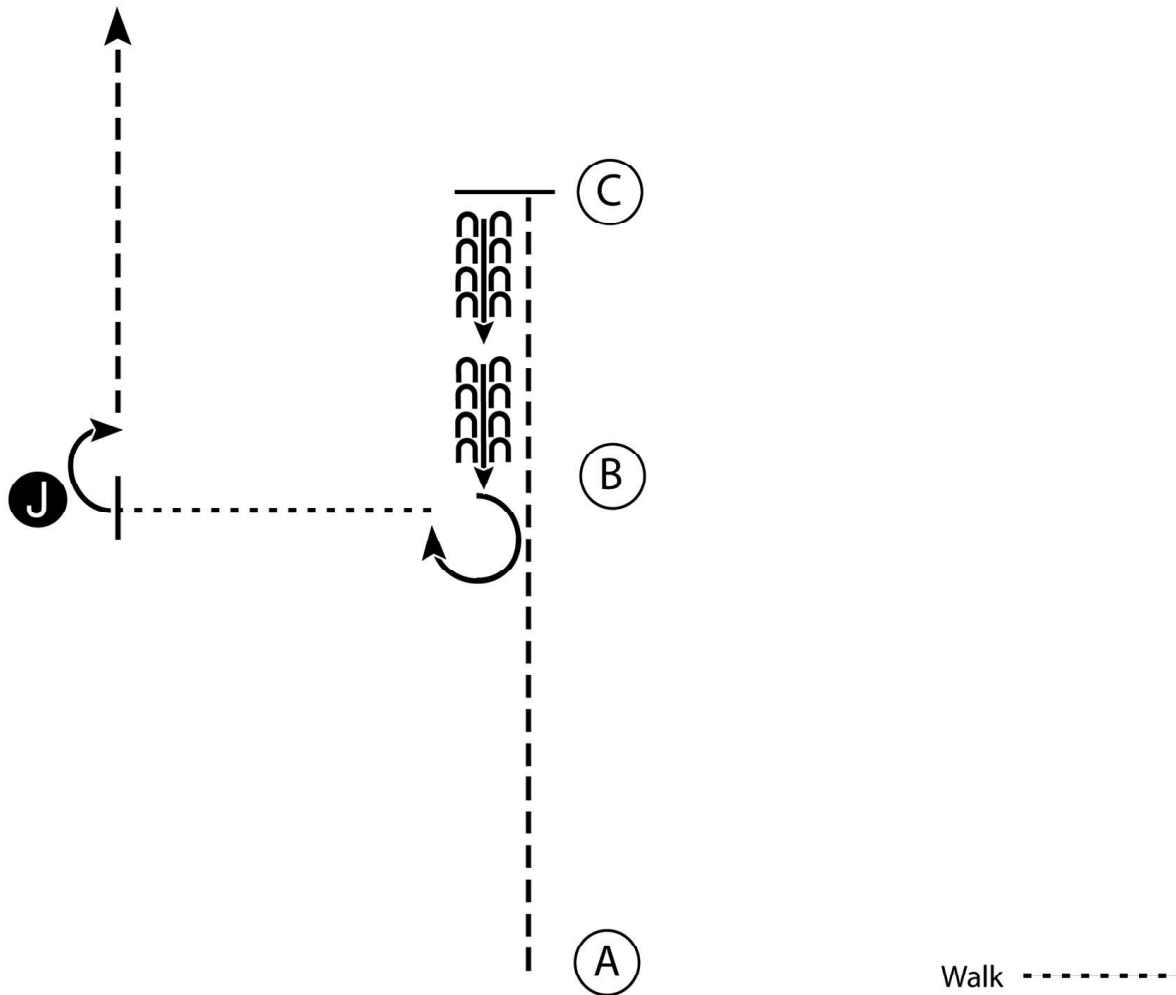
Pattern Provided by:

Showmanship (Amt, Select & YA)


Show Date: 5/17/26


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1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.

Walk 

Trot 

Back 

Marker 

Judge 

[S/2-14]

Pattern Provided by: