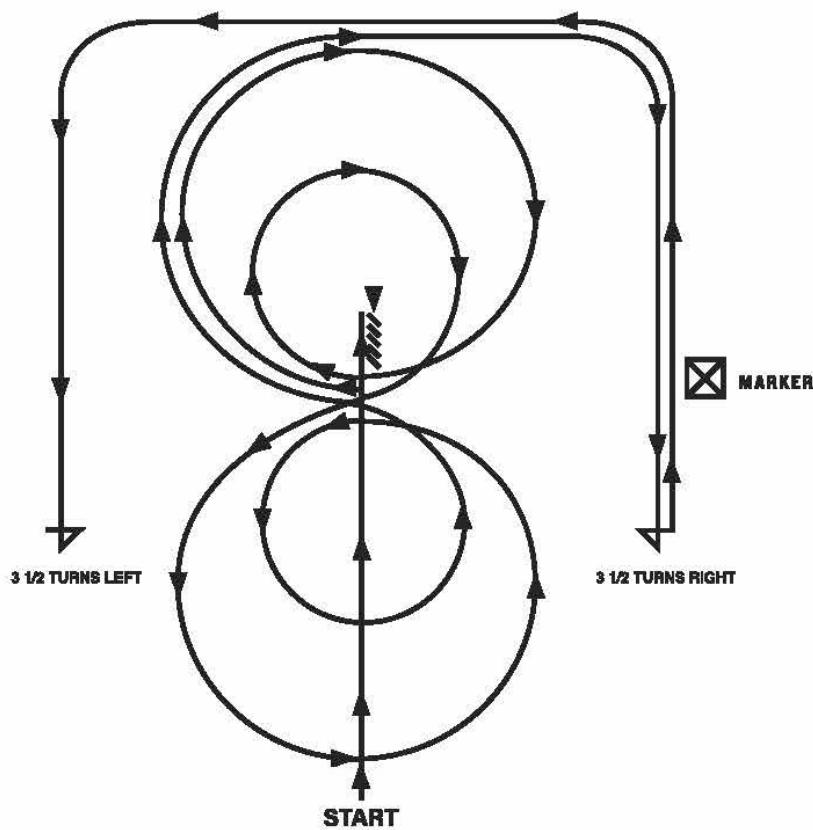


Class# 1-3

WORKING COW HORSE PATTERN 1



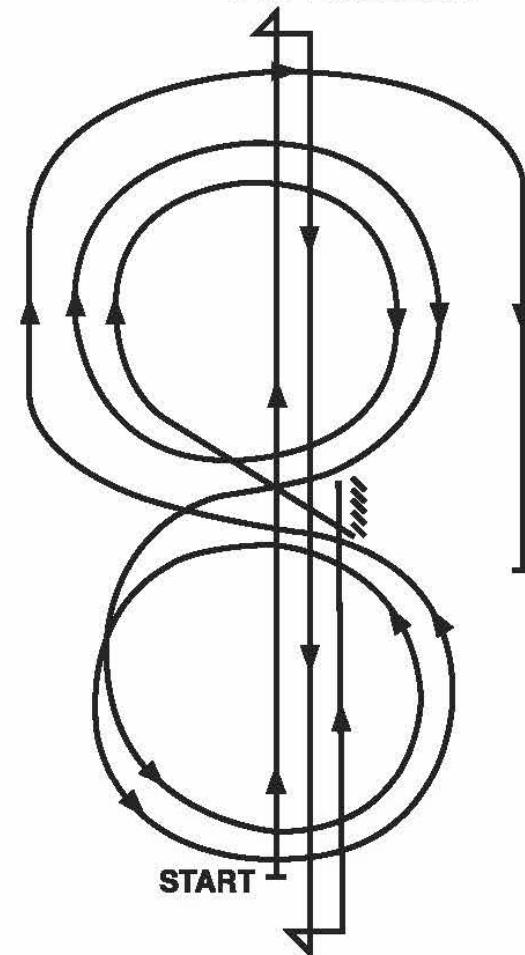
1. Start at end of arena. Run down middle past center marker to a sliding stop. Back at least 10 feet to center. 1/4 turn left.
2. Pick up right lead, large fast circle, small slow circle. Change leads at center of arena.
3. Circling to the left, complete a large fast circle, then a small slow circle. Change leads at center of arena.
4. Start a circle to the right, but do not close this circle. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
5. Complete 3 1/2 spins to the right.
6. Continue back down side and around end of arena to other side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

PATTERN 1

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

WORKING COW HORSE PATTERN 4

3 1/2 TURNS LEFT



MARKER

MARKER

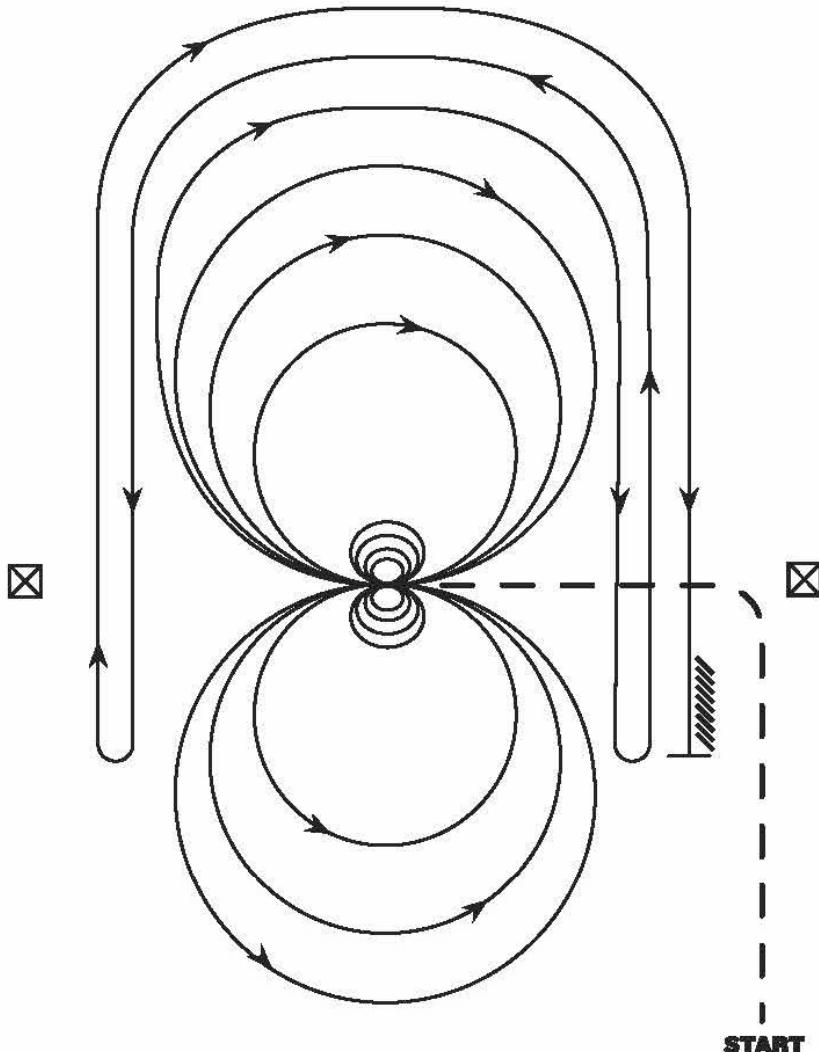
MARKER

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

VRH AND RHC RANCH REINING PATTERN 2

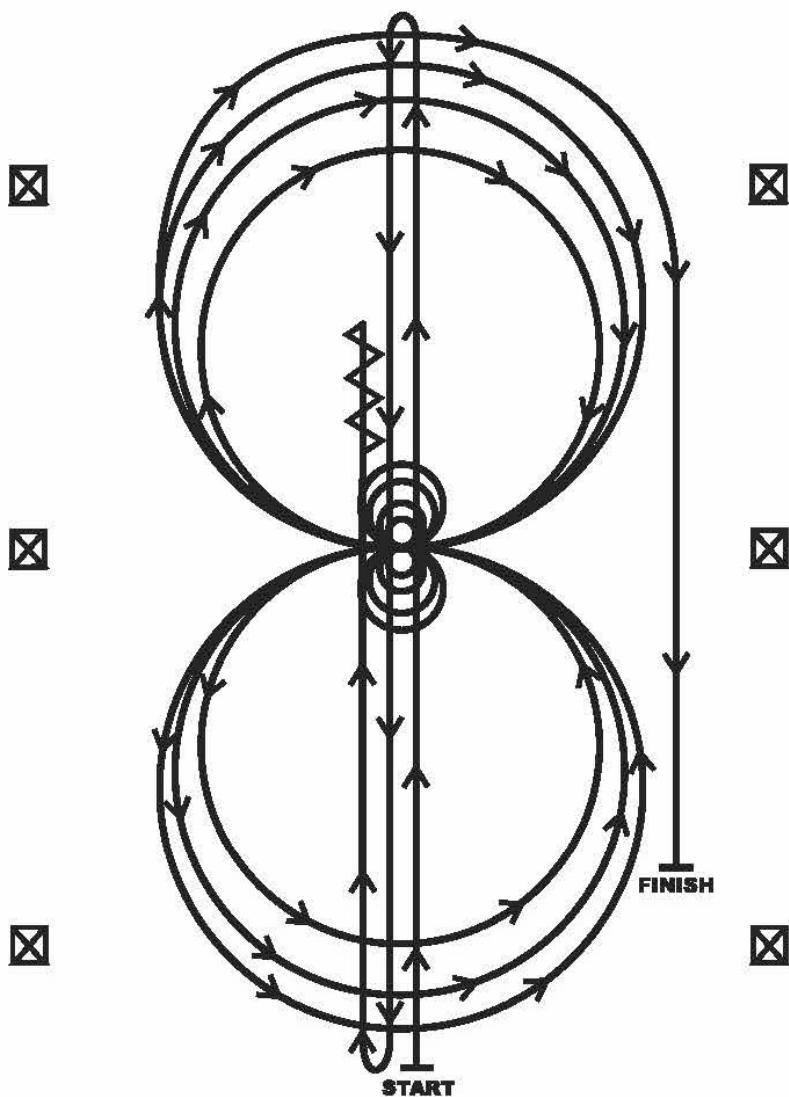


Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast 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 roll back at least 20 feet from the wall or fence.
7. Continue back around the previous circle, but do not close this circle. Run down the left side of the arena, past the center marker, and do a right roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

REINING PATTERN 7



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 or at least ten feet (three meters). 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 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 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 (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Class # 48-50, 52-59

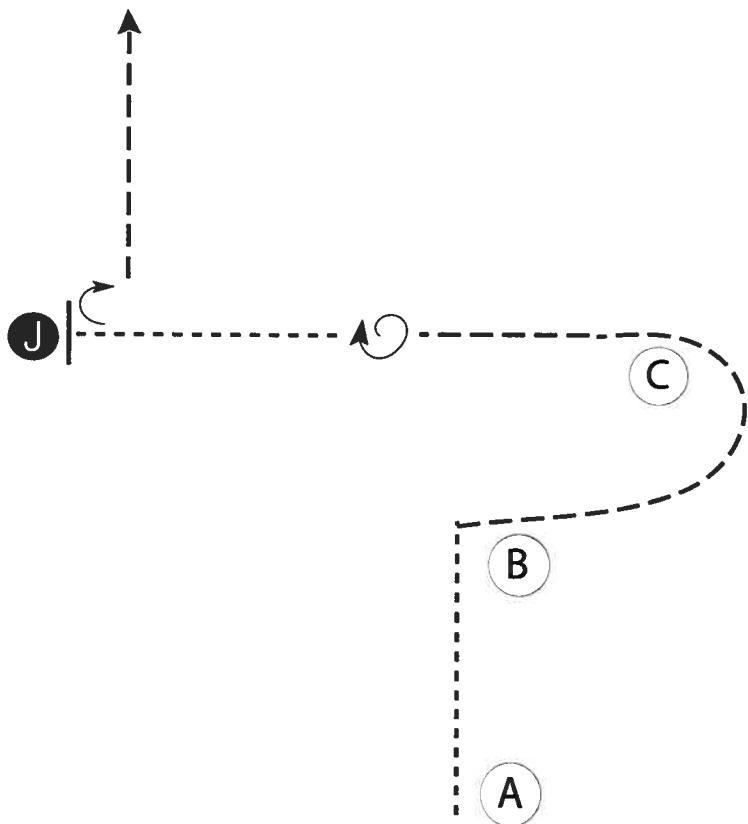
WMQHA Showmanship

And Buckle youth, open
and senior/adult
4/25/2025

Show Date: 04-26/27-2025

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 to B.
2. Trot from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.

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

Pattern Provided by:

JUDGES

[S/2-21]

Class # 47

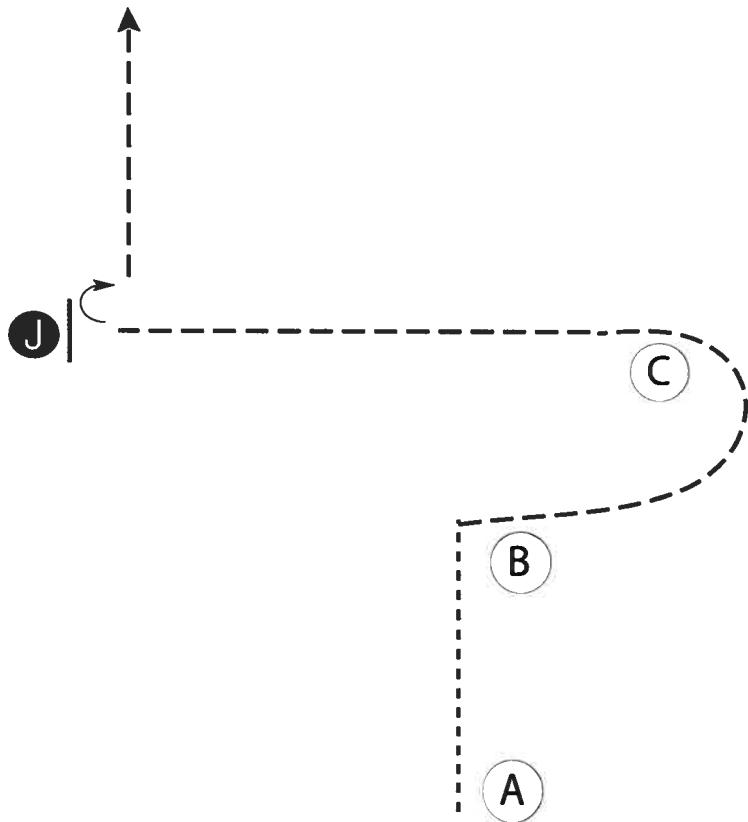
WMQHA
W/T Youth Showmanship

Show Date: 04-26/27-2025

And Buckle WT 10
and under, WT Open
4/25/2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk to B.
2. Trot from B and around C as shown.
3. Continue to trot to judge and set up for inspection.
4. When dismissed, do a 90 degree turn and trot away.

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

Pattern Provided by:
JUDGES

[S/WT-21]

WMQHA

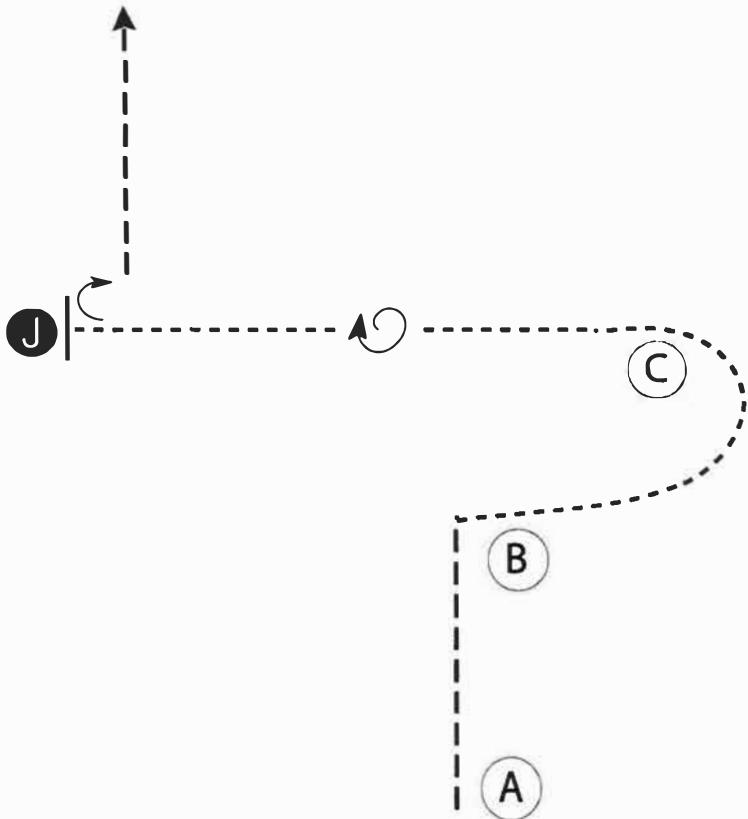
APHA Amt WT Showmanship- walk the whole pattern

Class # 51

Show Date: 04-26/27-2025

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



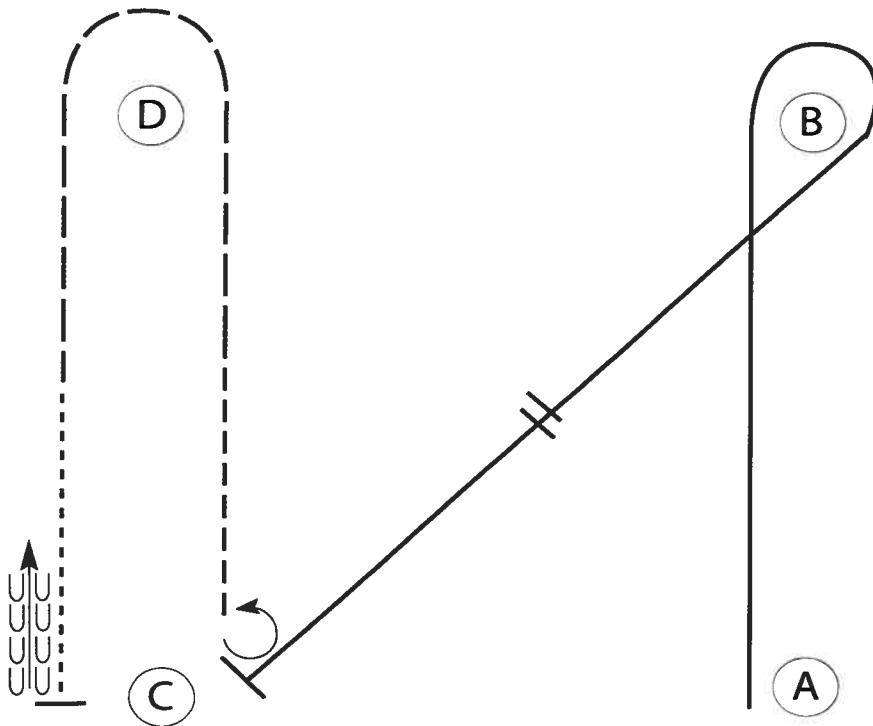
Be ready at A.

1. Trot to B.
2. Walk from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.

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

Pattern Provided by:
JUDGES

[S/1-21]



Be ready at A.

1. Lope on the right lead from A to and around B.
2. Halfway to C, perform a simple lead change.
3. Lope to C.
4. Stop and perform a 270 degree turn to the left.
5. Jog halfway to D.
6. Extend the jog to and around D.
7. Halfway to C, break to a walk.
8. 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	CC CCC
Back	← CCC
Marker	(B)
Sidepass	← - - - -

Pattern Provided by: *JUDGES*

WMQHA

W/T Horsemanship

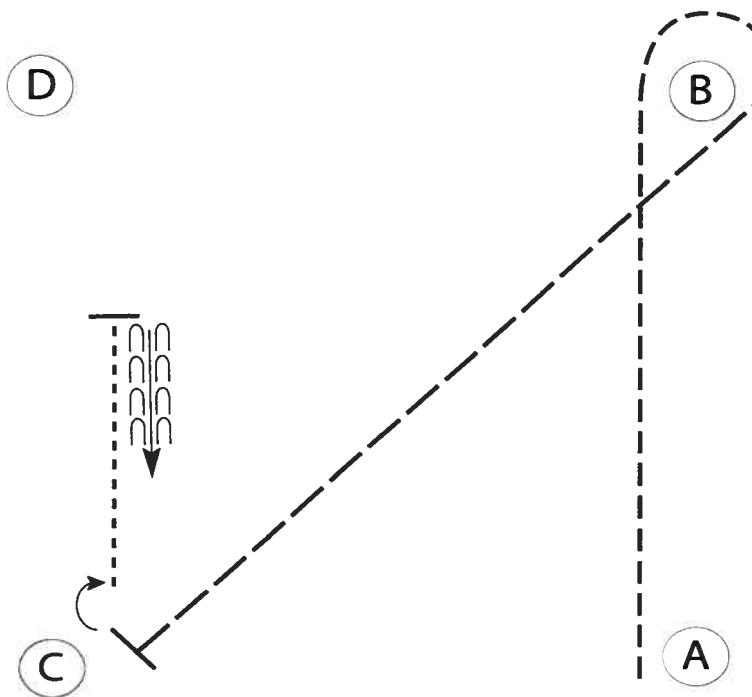
Class # 171-172, 174,
176-177, 180, 184

Show Date: 04-26/27-2025

And Buckle WT 10 and
under, and WT open
4/25/2025

www.HorseShowPatterns.com

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



Be ready at A.

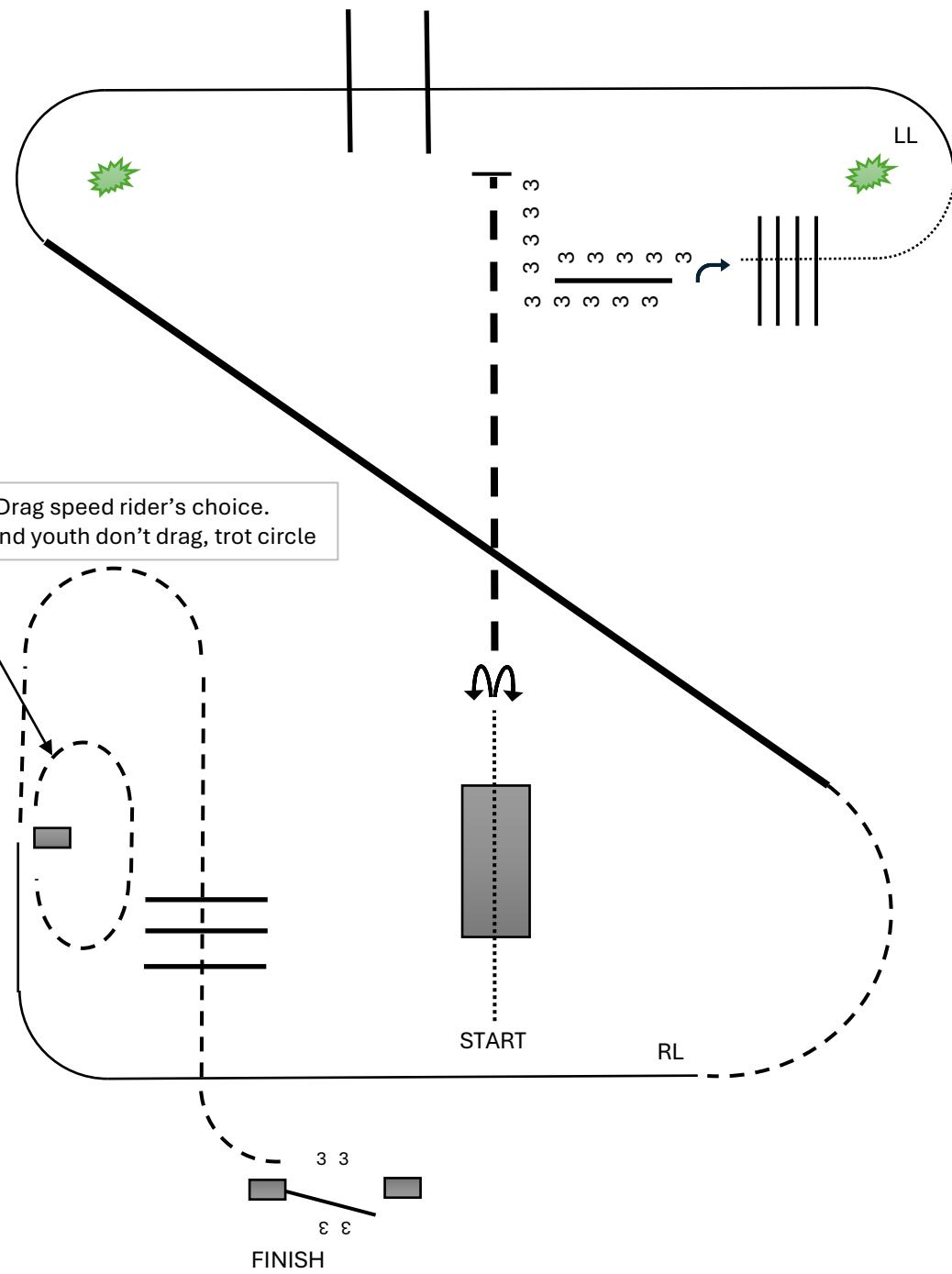
1. Jog from A to and around B.
2. Extend the jog from B to C.
3. Stop and perform a 90 degree turn to the right.
4. Walk halfway to D.
5. Stop halfway to D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	_____
Leg Yield	
Lead Change	
Back	
Marker	
Sidepass	

Pattern Provided by:

JUDGES



2025 April WMQHA
RANCH TRAIL
ALL CLASSES
Class # 189-205

WALK OVER BRIDGE, STOP TURN 360 DEGREES EITHER DIRECTION

EXTEND TROT, STOP. BACK TO LOG

SIDEPASS LOG, $\frac{1}{4}$ TURN RIGHT

WALK OVER LOGS

LOPE (LL) AROUND BUSHES AND OVER LOGS

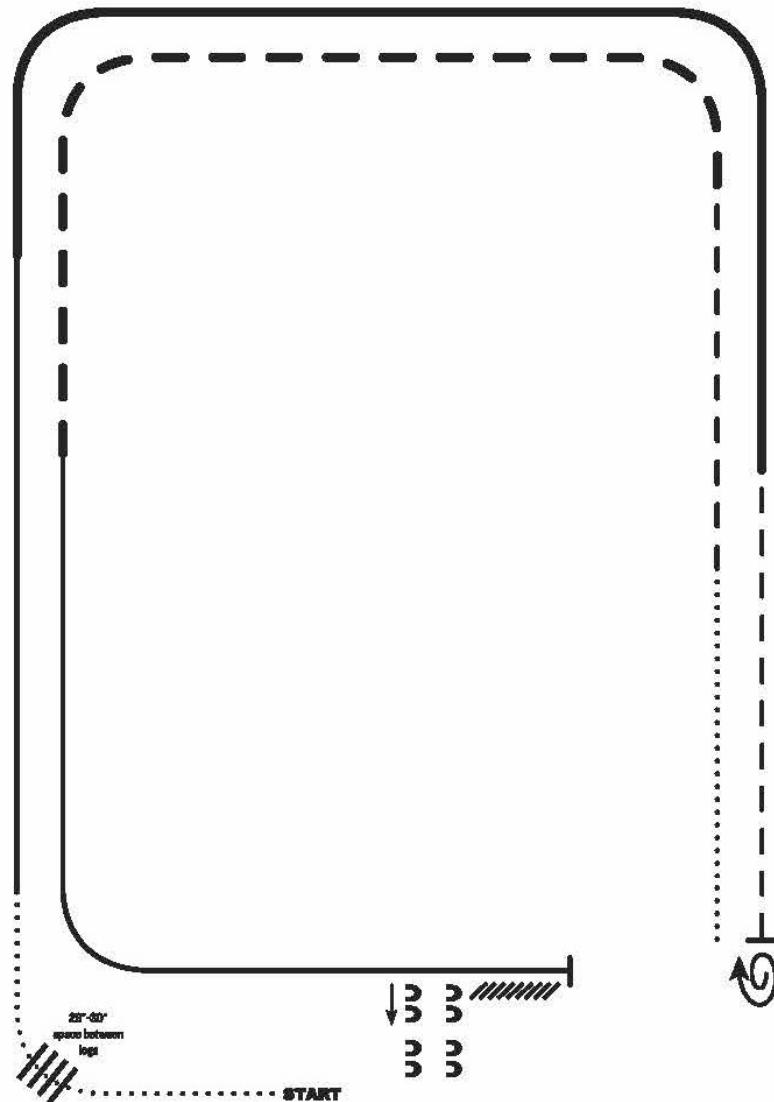
EXTEND LOPE, JOG, LOPE (RL) LEAD TO ROPE STAND

DRAG LOG AROUND AND RETURN TO STAND***

TROT AS SHOWN OVER LOGS TO GATE

OPEN GATE, WALK THROUGH, CLOSE GATE, WALK OUT

RANCH RIDING - PATTERN 6



LEGEND

.....	Walk
· · ·	Extended Walk
—	Trot
— —	Extended Trot
—	Lope
— — —	Extended Lope
\\\\\\	Back
W	Lead Change

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.

WMQHA

April 26-27, 2025

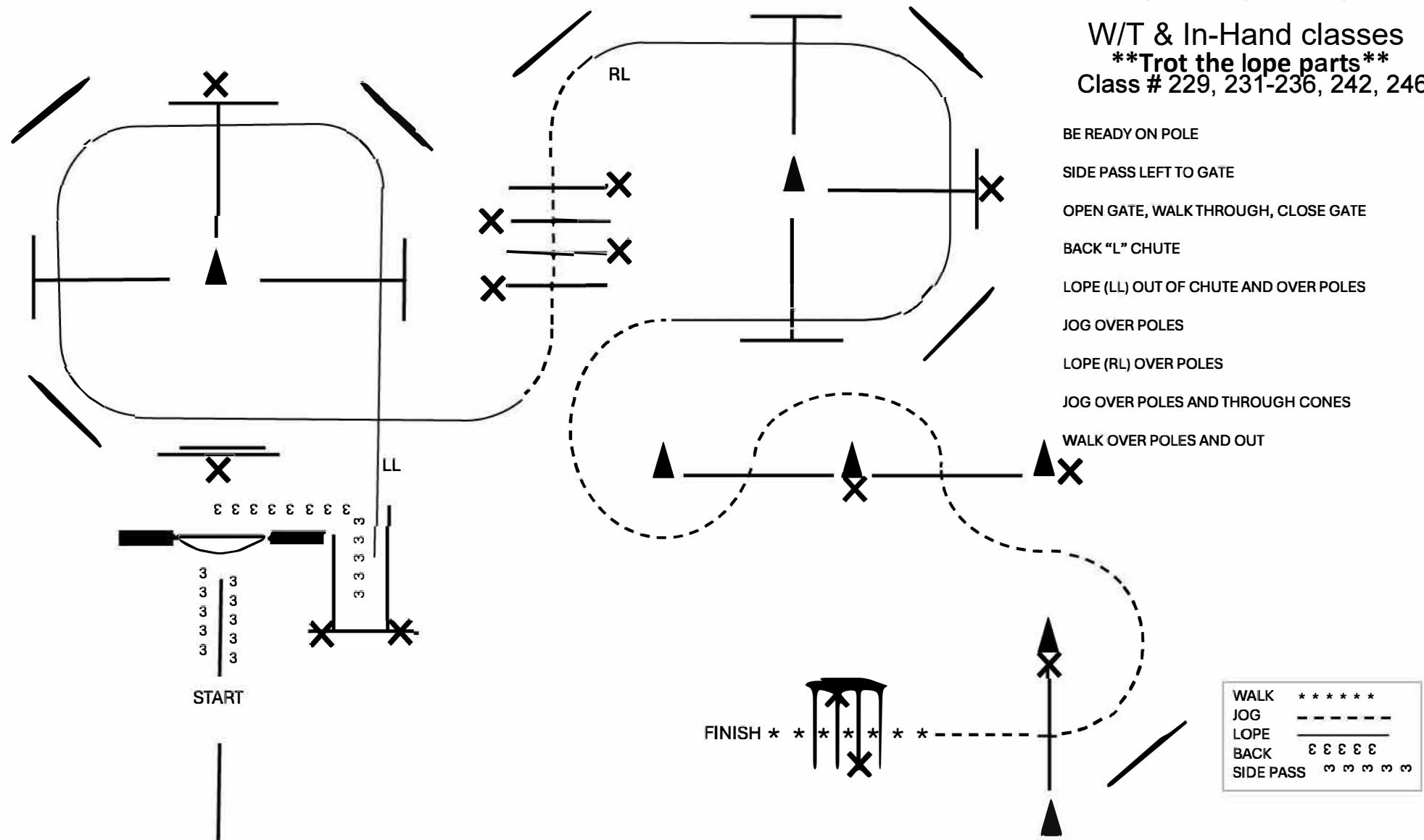
Trail

Class # 230, 237-241, 243-245, 247-248

W/T & In-Hand classes

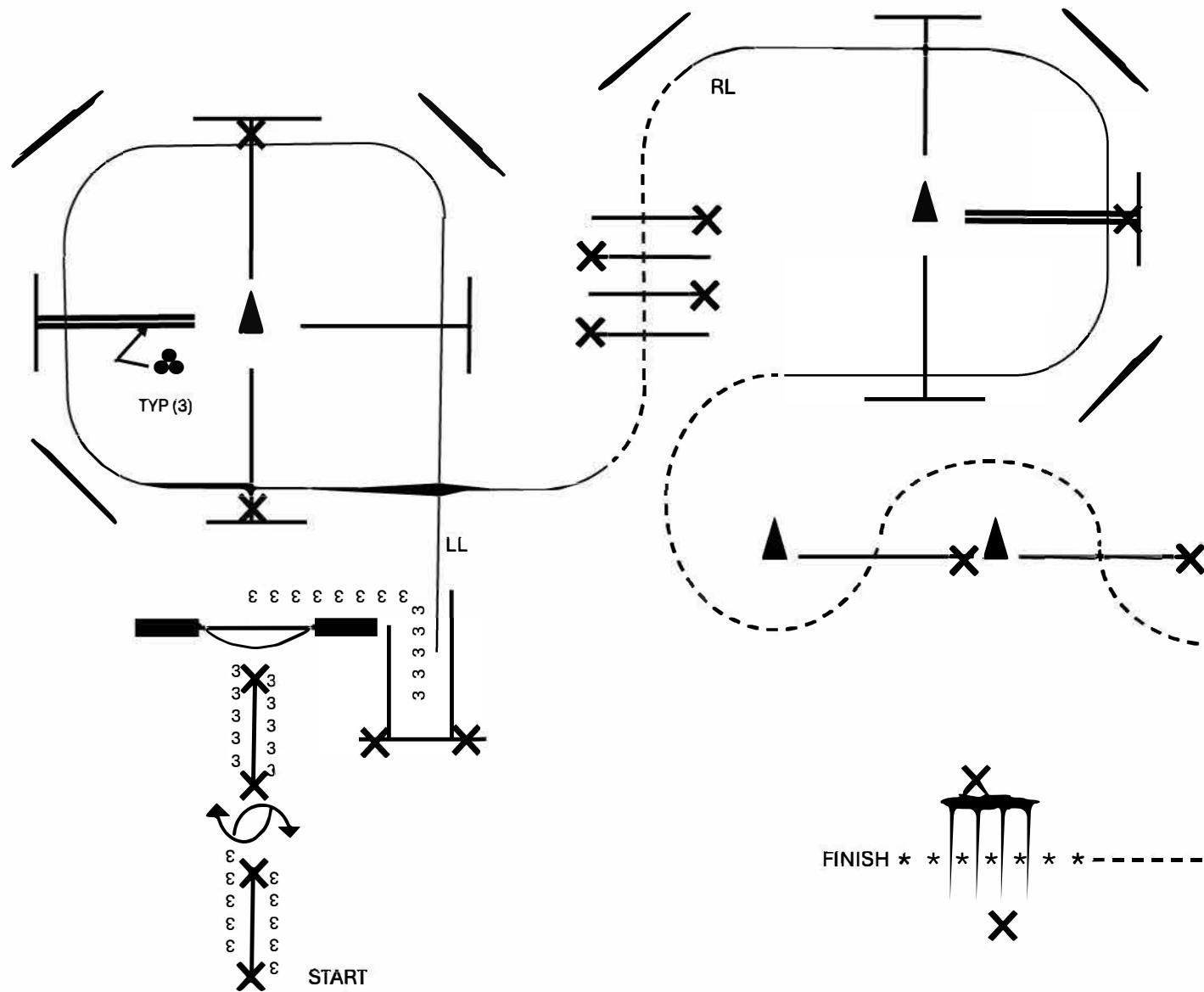
Trot the lope parts

Class # 229, 231-236, 242, 246



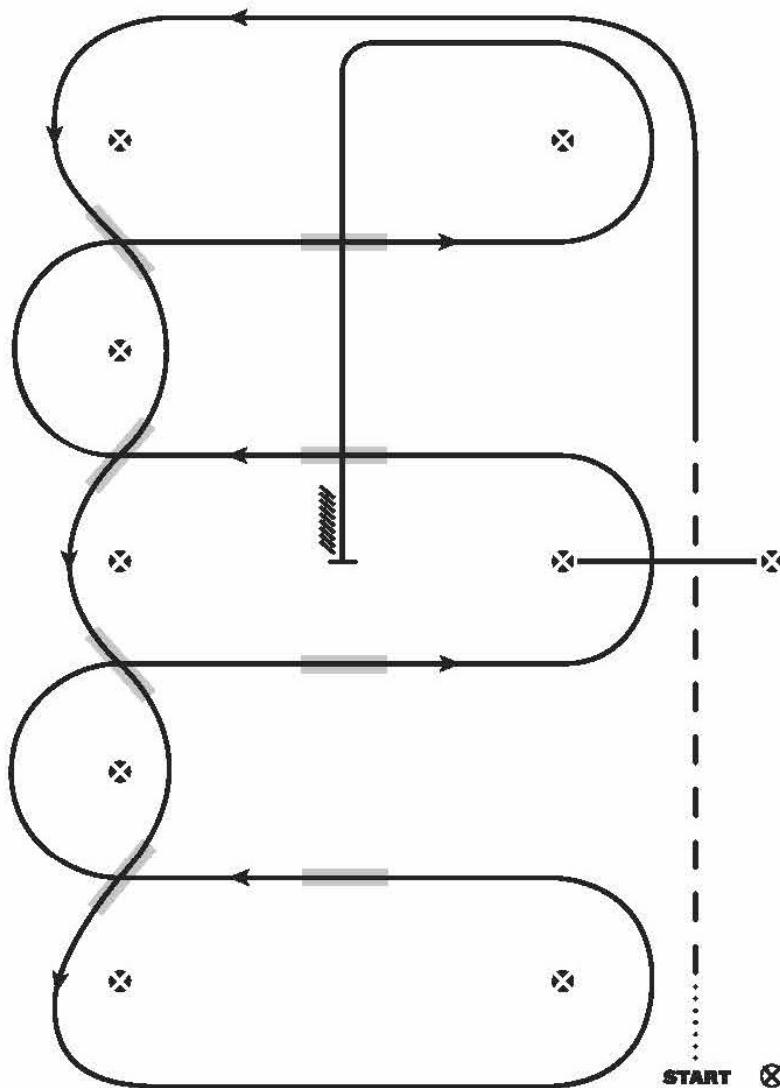
WALK	*****
JOG	- - - -
LOPE	=====
BACK	3 3 3 3
SIDE PASS	3 3 3 3

WMQHA
April 26-27, 2025
Trail
Class # 249-252



- BE READY ON POLE
- SIDE PASS RIGHT, TURN AROUND, SIDE PASS LEFT TO GATE
- OPEN GATE, WALK THROUGH, CLOSE GATE
- BACK "L" CHUTE
- LOPE (LL) OUT OF CHUTE AND OVER POLES
- JOG OVER POLES
- LOPE (RL) OVER POLES
- JOG OVER POLES AND THROUGH CONES
- WALK OVER POLES AND OUT

WESTERN RIDING PATTERN 1



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 left 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

# WMQHA

## Equitation

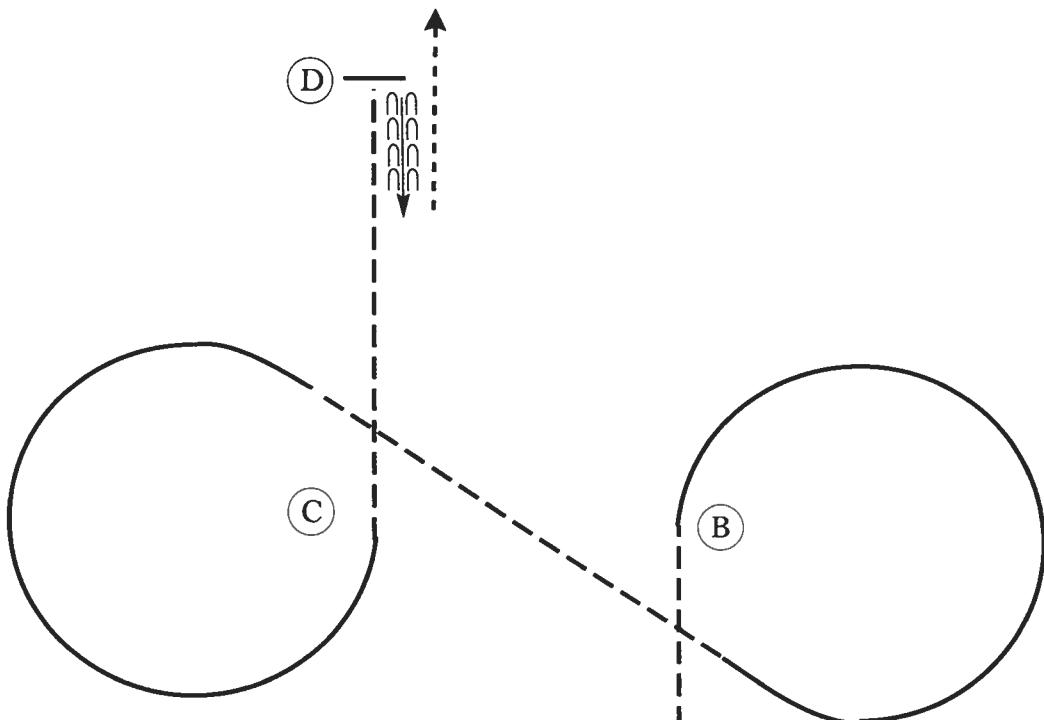
Class # 281, 284-285  
287-289, 291-294

And Buckle youth,  
open, and sr/adult  
04/25/2025

Show Date: 04-26/27-2025

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Be ready before A.

1. Walk to A.
2. Posting trot on the left diagonal to B.
3. At B, canter a circle to the right.
4. When even with B, sitting trot to C.
5. At C, canter a circle to the left.
6. Posting trot on the right diagonal from C to D.
7. Stop at D and back approximately one horse length.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - -
Extended Trot	— — —
Canter	
Leg Yield	
Lead Change	✗
Back	←
Marker	(B)
Sidepass	← →
Hand Gallop	— —

Pattern Provided by:  
**JUDGES**

[HSE/1-41]

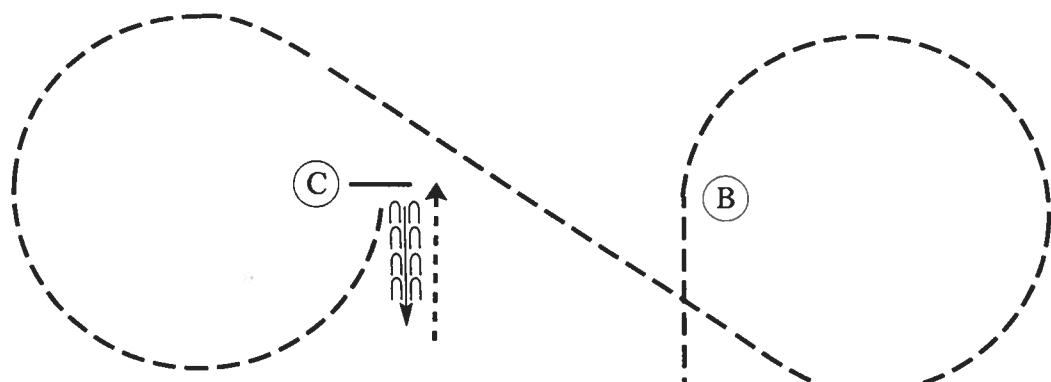
# WMQHA

## W/T Equitation

Class # 279-280, 282-283,  
286, 290

Show Date: 04-26/27-2025

And Buckle WT 10 and  
under, and WT Open  
4/25/2025



Be ready before A.

1. Walk to A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. When halfway to C, change diagonals.
5. Posting trot on the right diagonal to and around C.
6. Stop at C 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	— — —

Pattern Provided by:

**JUDGES**

[HSE/WT-41]