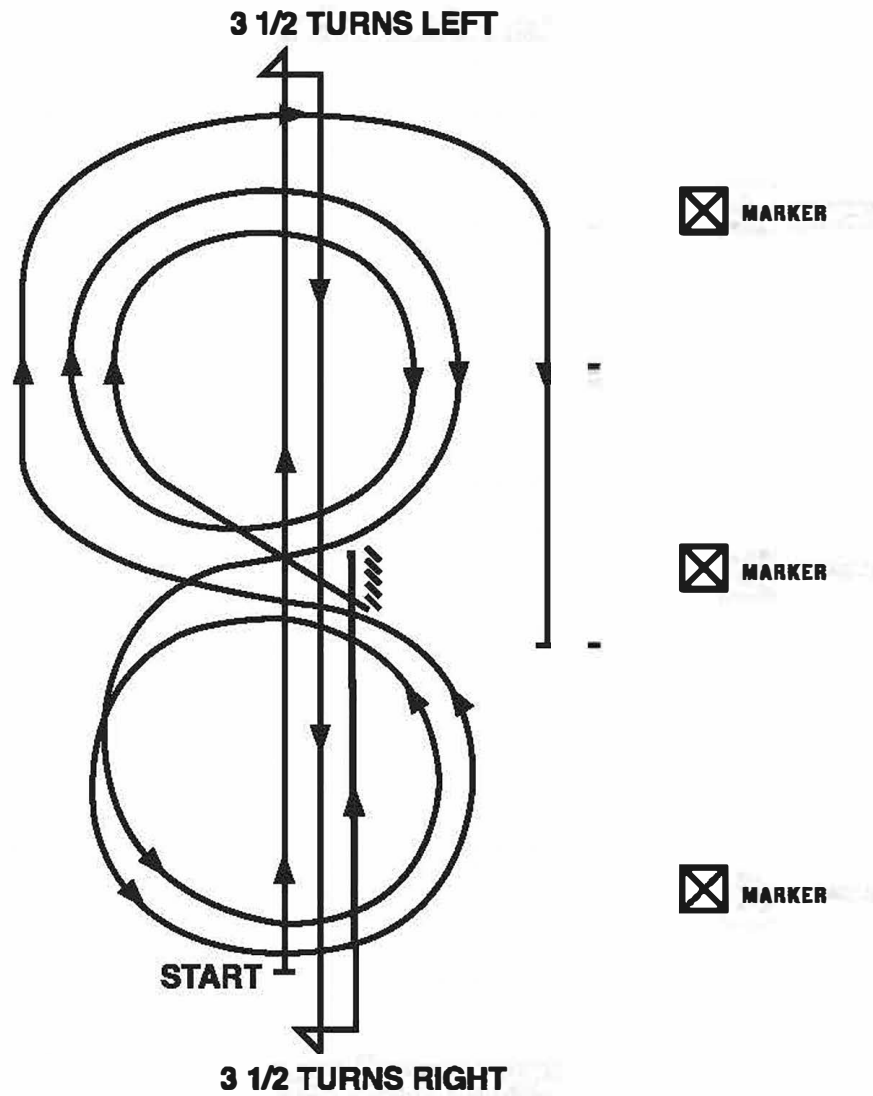


# WMQHA - May 2026

## WORKING COW HORSE PATTERN 4



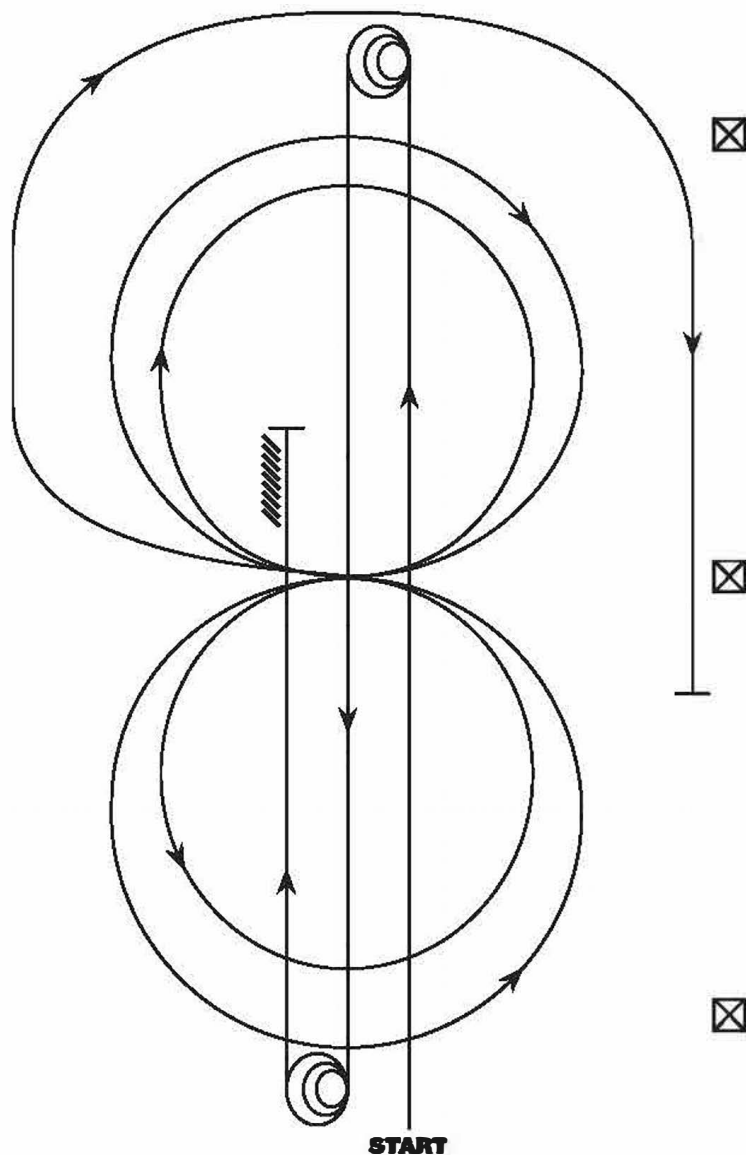
1. Start at end of arena. Run up center of arena past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and stop. Back at least 10 feet. Complete 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 |                  |

# WMQHA - May 2026

## VRH AND RHC RANCH REINING PATTERN 4



**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

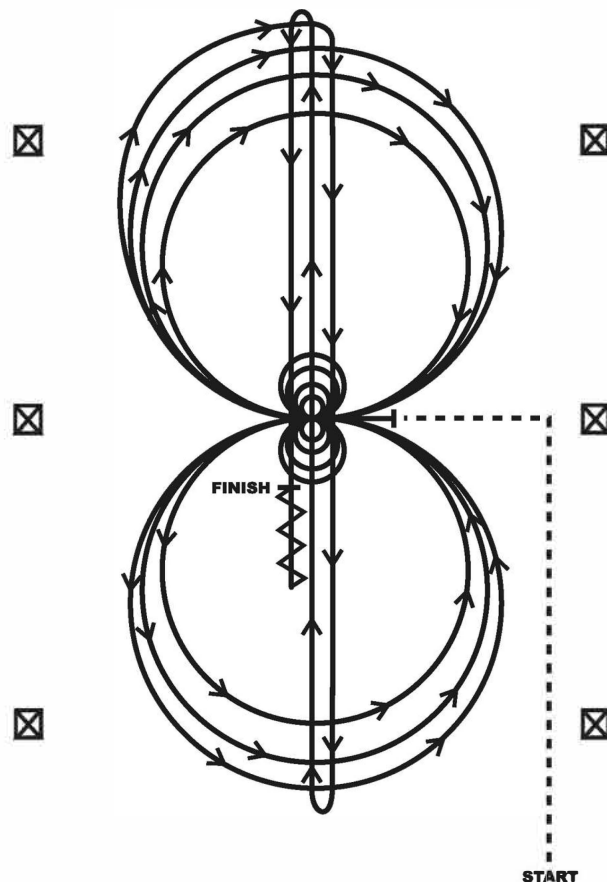
1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

## Reining (All classes)

Buckle Series Open & Adult

Show Date: May 25, 2026

### REINING PATTERN II



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.

[R/AQHAP-11]

Pattern Provided by:

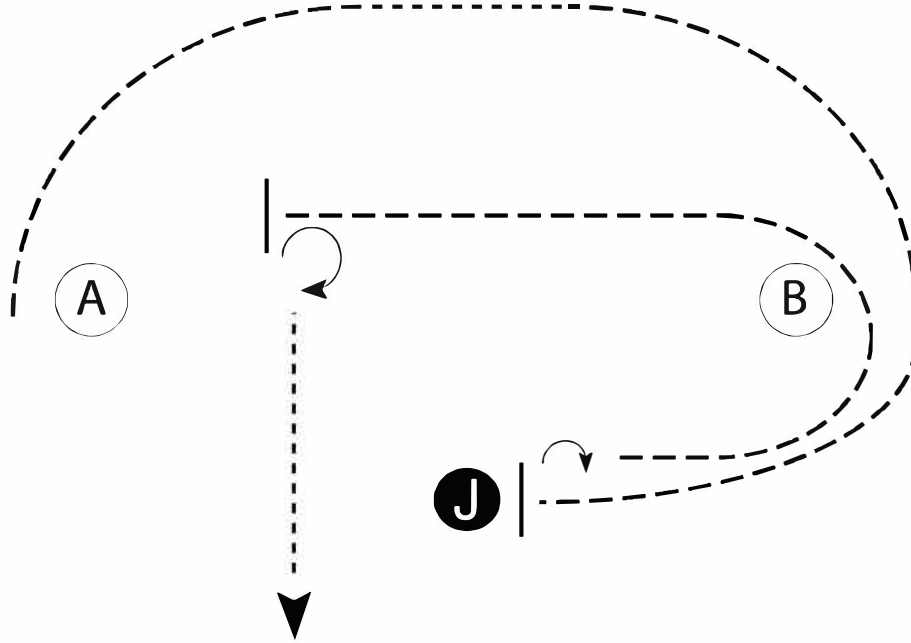
*Judges*

## Showmanship at Halter (Novice Amateur, Novice Youth, Rookie)

Show Date: May 25, 2026

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 an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Trot around B as shown and stop before A.
7. Perform a 3/4 turn and walk straight away to exit.

Walk	-----
Trot	- - - - -
Back	← ⊞ ⊞ ⊞
Marker	⊞ B
Judge	● J

Follow the instructions of your ring steward.

[S/1-46]

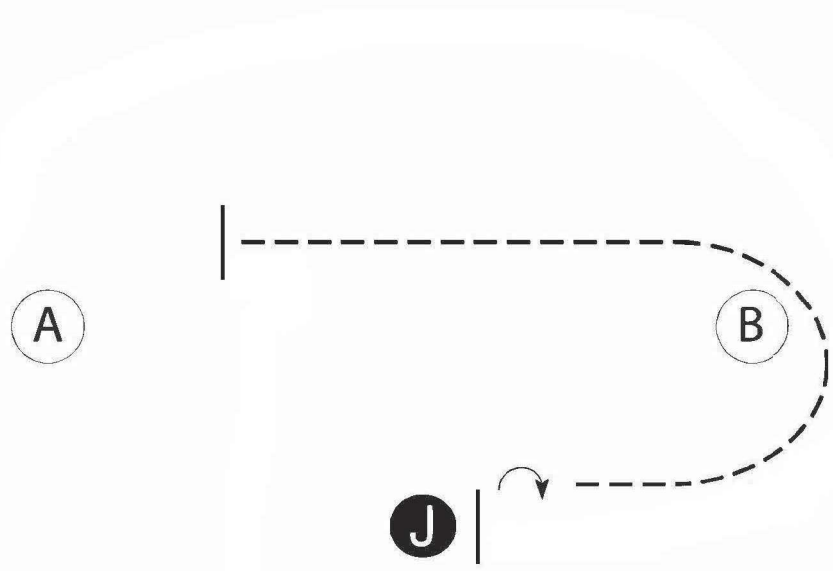
Pattern Provided by:

*Judges*

## Buckle Series - Showmanship at Halter (Walk Trot & 10 and Under

www.HorseShowPatterns.com

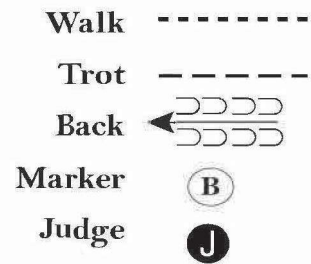
www.HorseShowPatterns.com



Be ready at A.

1. Trot an arc to the right.
2. At the top of the arc continue.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 3/4 turn.
6. Walk to Exit.

Follow the instructions of your ring steward.



[S/1-46]

**Pattern Provided by:**  
*Judges*

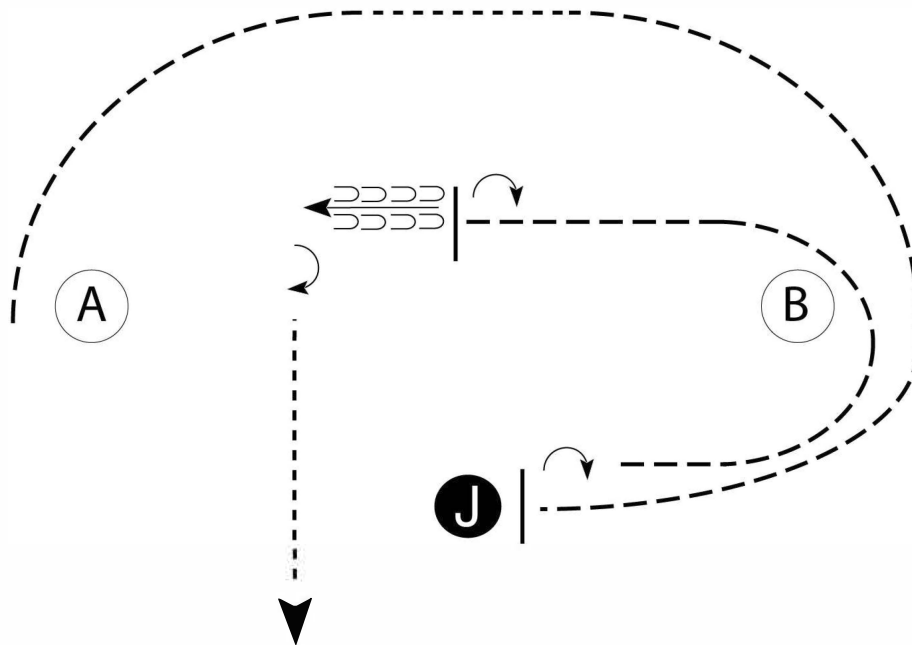
# WMQHA

## Showmanship at Halter (Youth, Amateur, Select)

Show Date: May 25, 2026

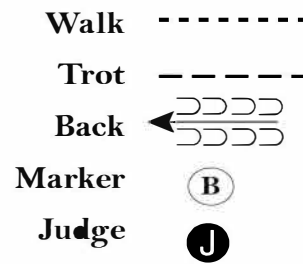
w w w . H o r s e S h o w P a t t e r n s . c o m

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 an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Perform 1/4 turn and walk straight away to exit.



Follow the instructions of your ring steward.

[S/2-46]

Pattern Provided by:

*Judges*

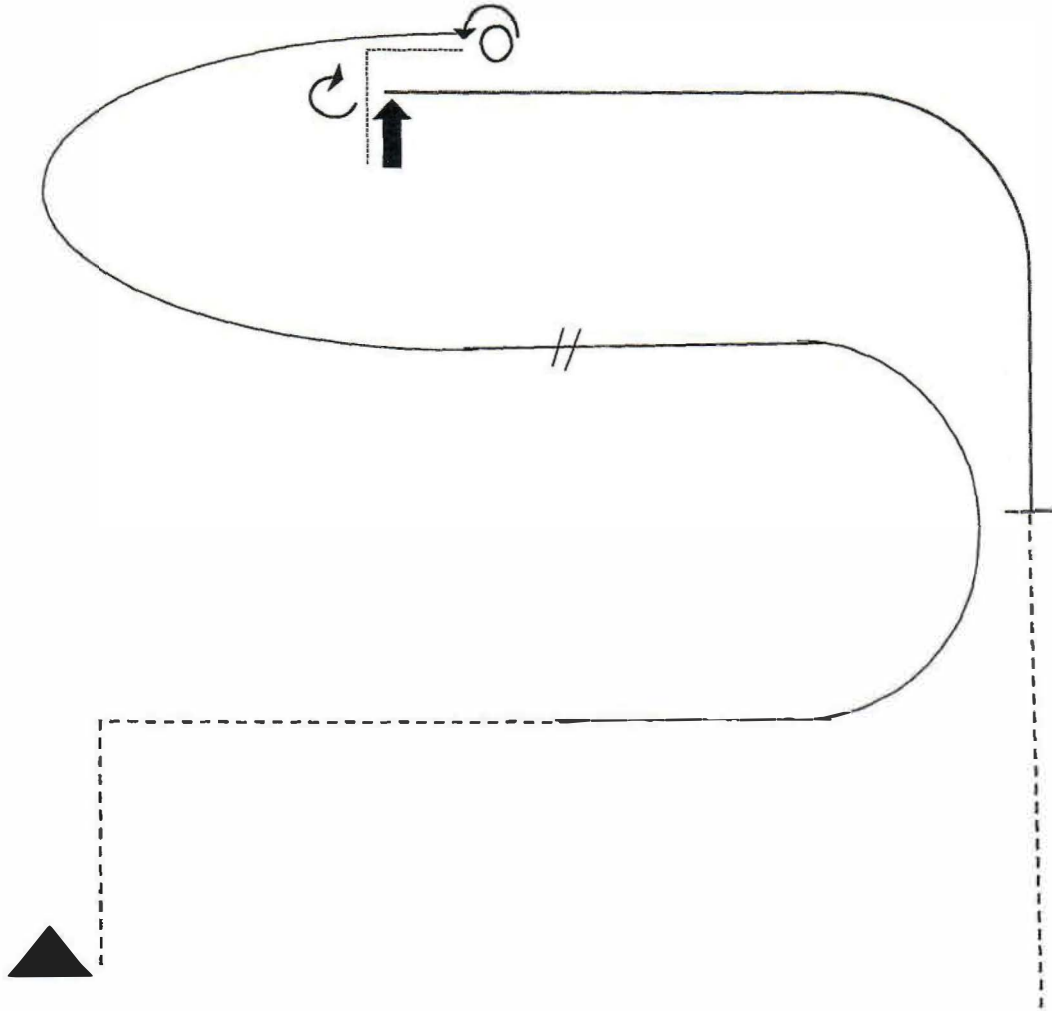




# WMQHA - May 2026

## HORSEMANSHIP

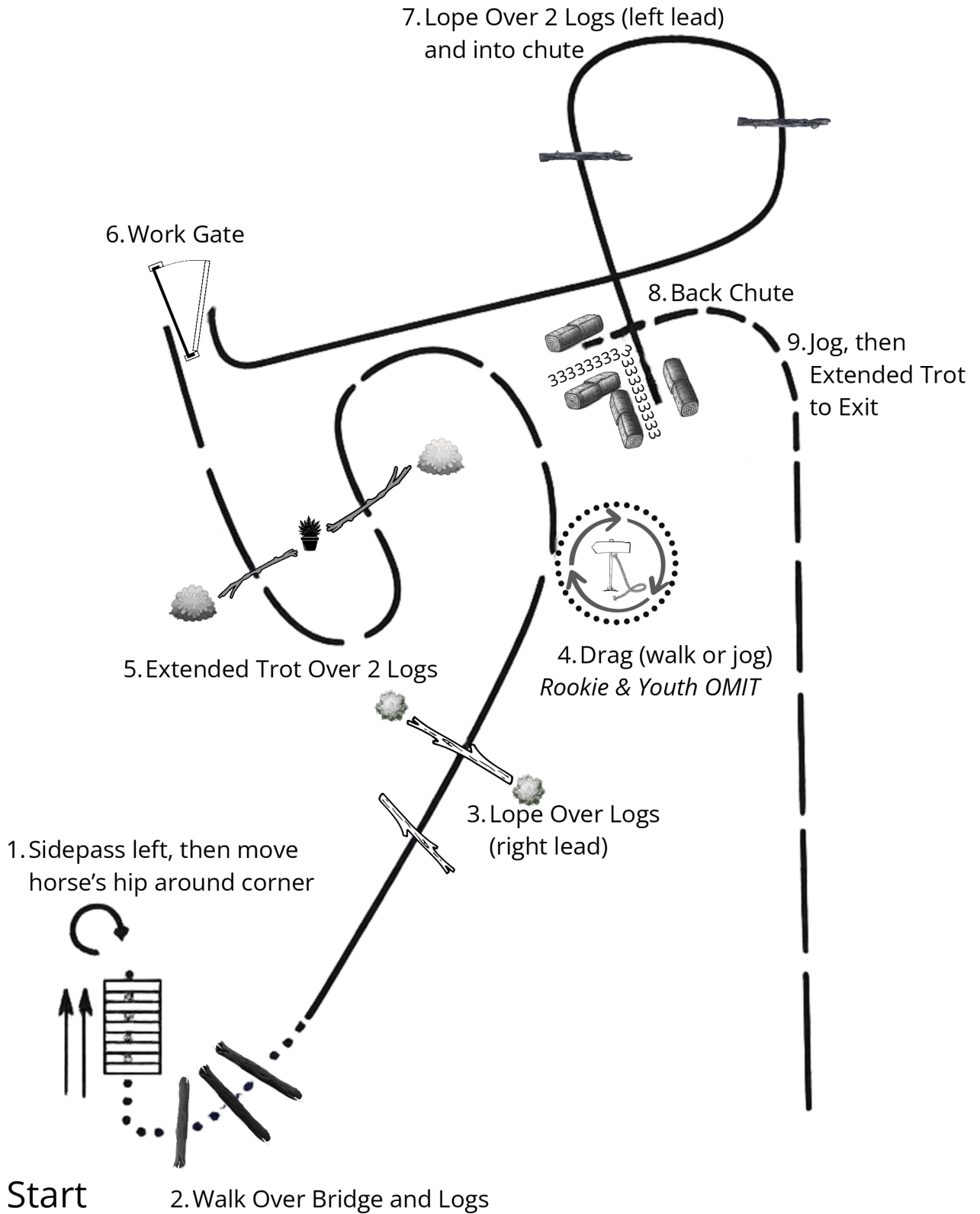
Amateur  
Select  
Youth



1. Jog Square Corner
2. Lope (LL) loop
3. Change Leads
4. Lope (RL) Loop
5. Stop. 1 1/2 turn LEFT
6. Walk Corner
7. Stop & Back
8. 3/4 turn RIGHT
9. Extended Jog
10. Collect Jog

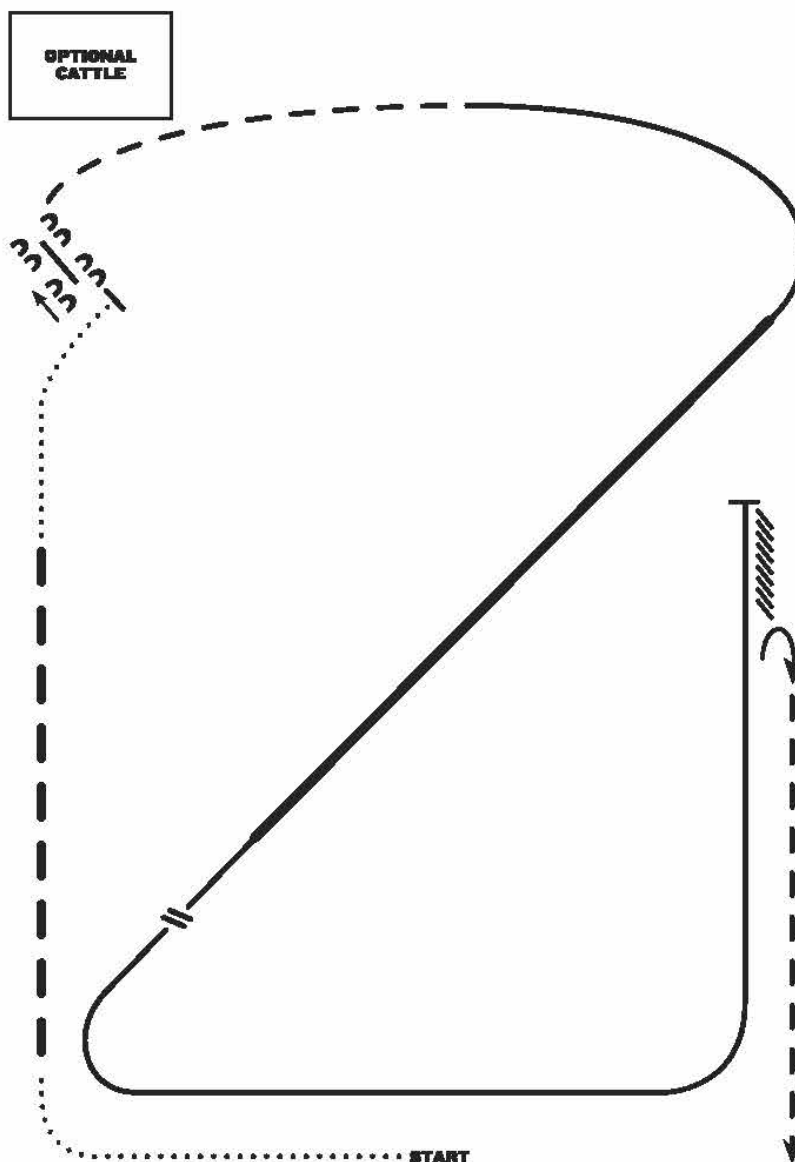
# WMQHA - May 2026

## Ranch Trail



## RANCH RIDING - PATTERN 10

Buckle Series



### LEGEND

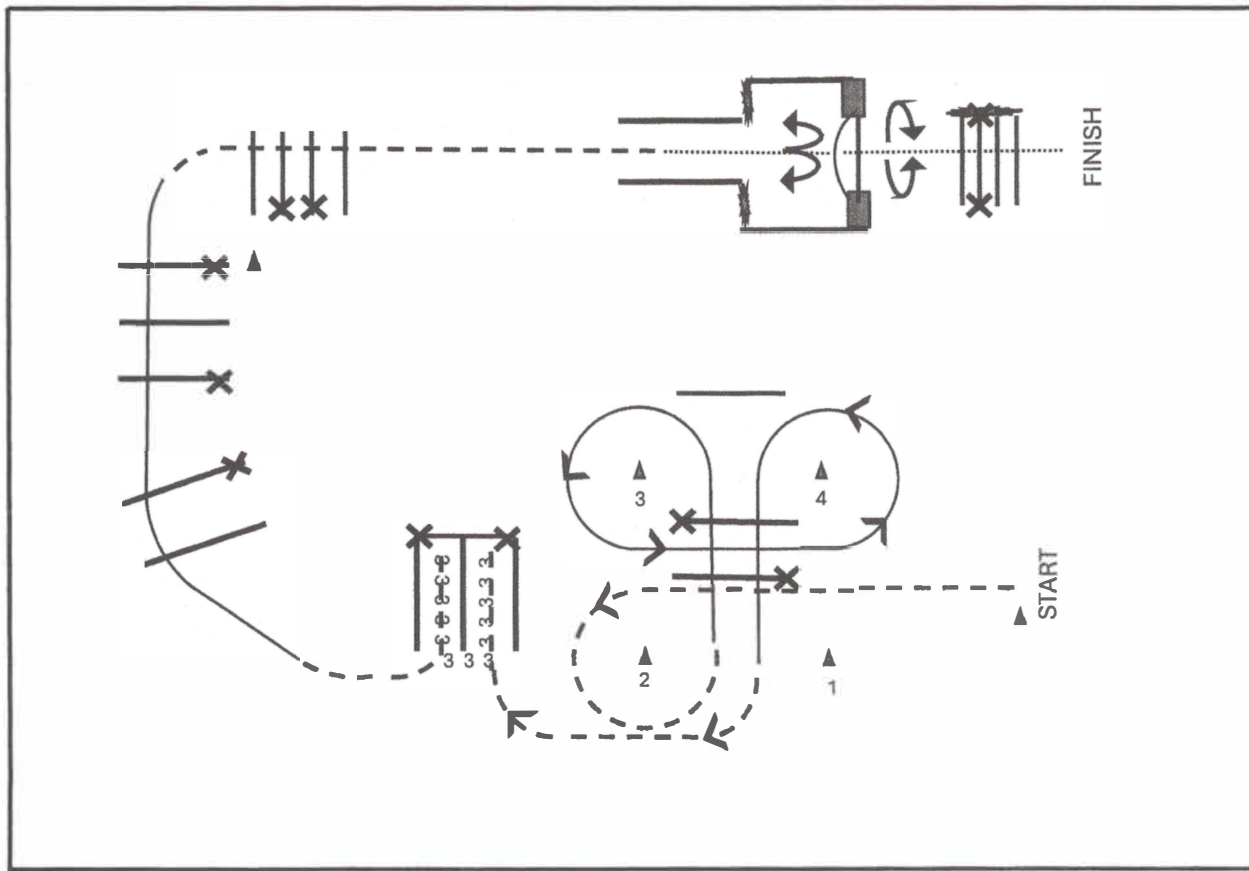
.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
— — — —	Lope
— — — —	Extended Lope
////	Back
W	Lead Change

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.*

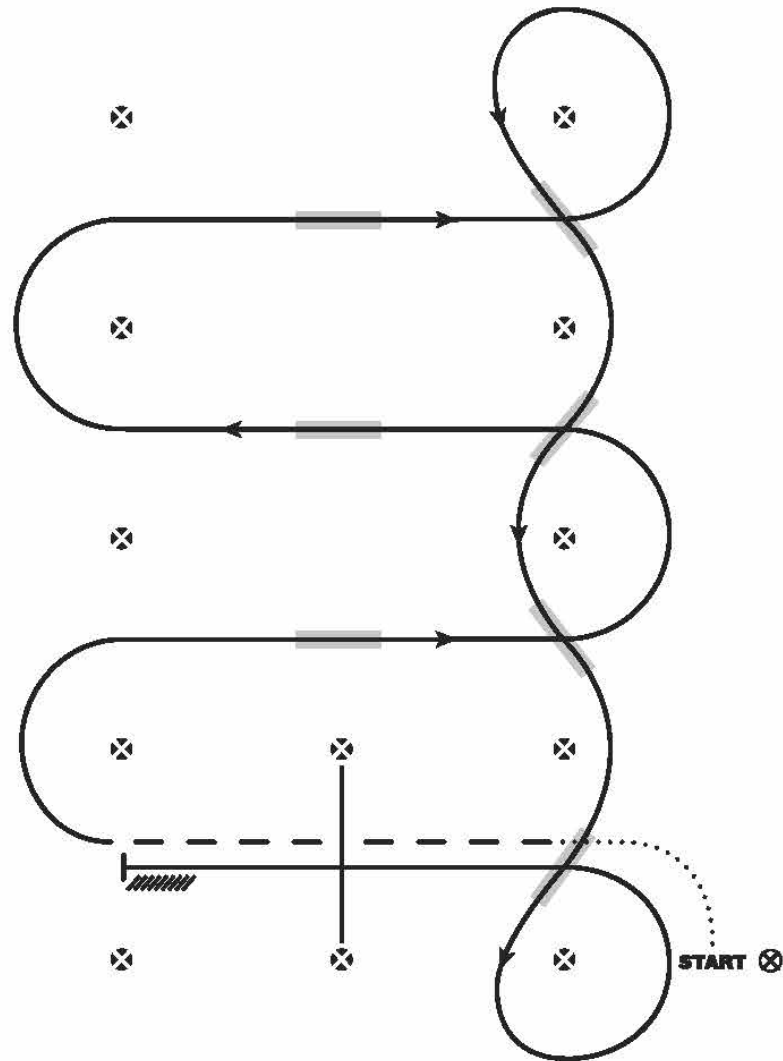
# WMQHA May 2026 City Trail

BE READY AT CONE  
 JOG AROUND CONE 2 AS SHOWN  
 LOPE (LL) AROUND CONE 3 AND 4 AS SHOWN  
 JOG INTO CHUTE, BACK AROUND POLE  
 JOG OUT OF CHUTE  
 LOPE (RL) OVER POLES  
 JOG OVER POLES INTO CHUTE WALK INTO BOX. STOP,  
 TURN EITHER DIRECTION 270 DEGREES TO GATE  
 OPEN GATE, WALK THROUGH, CLOSE GATE  
 TURN EITHER DIRECTION AWAY FROM GATE  
 WALK OVER POLES AND OUT



# WMQHA - May 2026

## WESTERN RIDING PATTERN 7



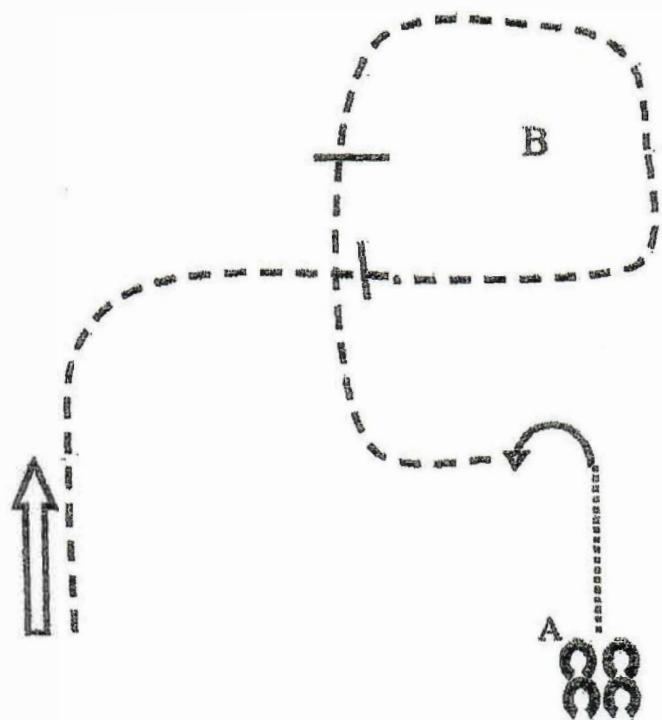
LEGEND	
.....	Walk
- - - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

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 right 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

**WMQHA - May 2026** Buckle Series WT, 10&U

# Hunt Seat Equitation

All Walk Trot & Small Fry



Be Ready at A

1. Walk 2 horse lengths
2. Left 90 forehand turn
3. Sitting Trot 1 corner to B.
4. At B, Posting Trot (LD) around B and half the line.
5. Change Diagonals
6. Posting Trot (RD) around 1 corner and back to A.
7. Stop. Back 5 Steps. Pattern is complete.

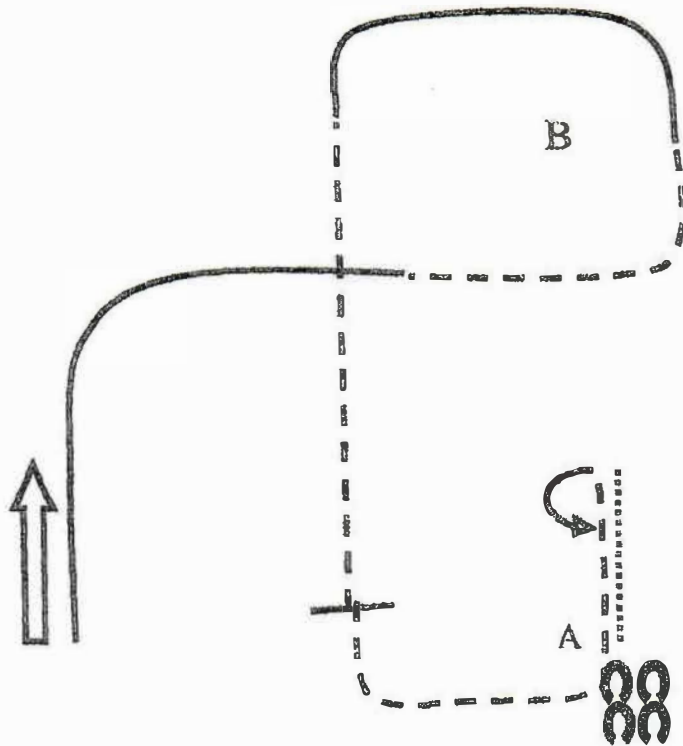
Proceed to exit.

**WMQHA - May 2026**

Buckle Series Youth, Open, Adult

# Hunt Seat Equitation

## Level 1



**Be Ready at A**

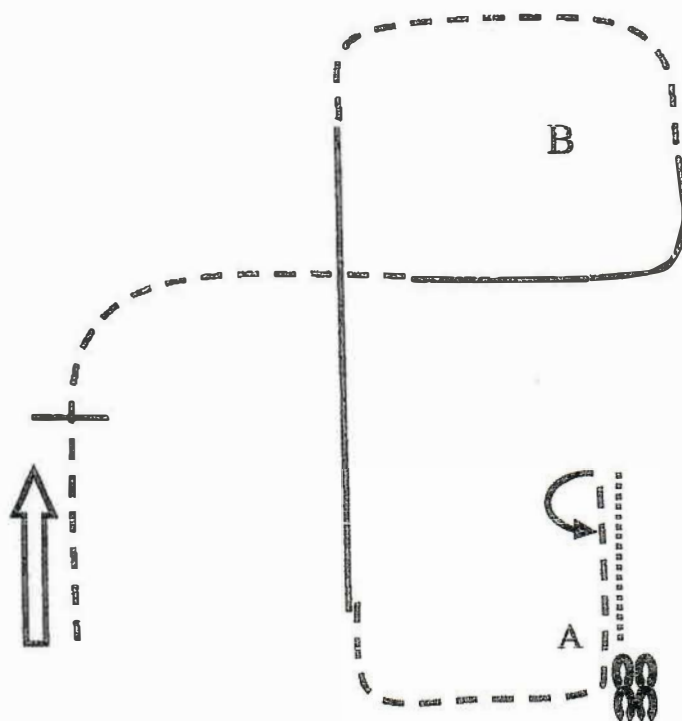
1. Walk 2 horse lengths
2. Left 180 forehand turn
3. Sitting Trot Around A
4. Posting Trot (RD) to B.
5. Canter (RL) around B.
6. Posting Trot (LD) around 1 corner.
7. Canter (LL) around 1 corner and back to A.
8. Stop. Back 5 Steps. Pattern is complete.

**Proceed to exit.**

# WMQHA - May 2026

## Hunt Seat Equitation

Amateur, Select, Youth



Be Ready at A

1. Walk 2 horse lengths
2. Left 180 forehand turn
3. Sitting Trot Around A
4. Canter (RL) to B.
5. Posting Trot (LD) around B.
6. Canter (LL) around 1 corner.
7. Posting Trot (RD) around 1 corner.
8. Trot (2 points) back even with A.
9. Stop. Back 5 Steps. Pattern is complete.

Proceed to exit.