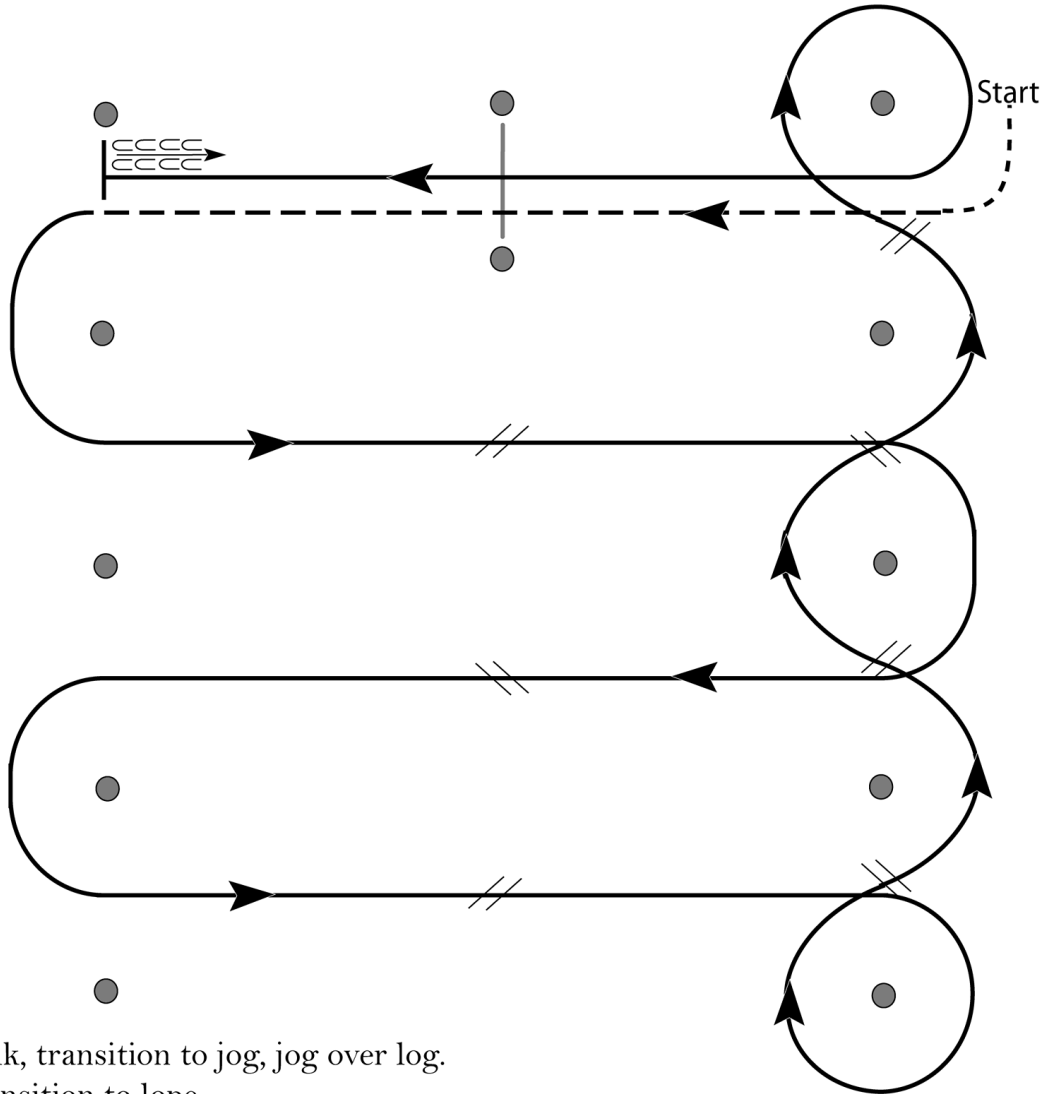


# NPHA

## WESTERN RIDING (ALL CLASSES EXCEPT GREEN HORSE)

Show Date: MAY 15 TO 19 2024



1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

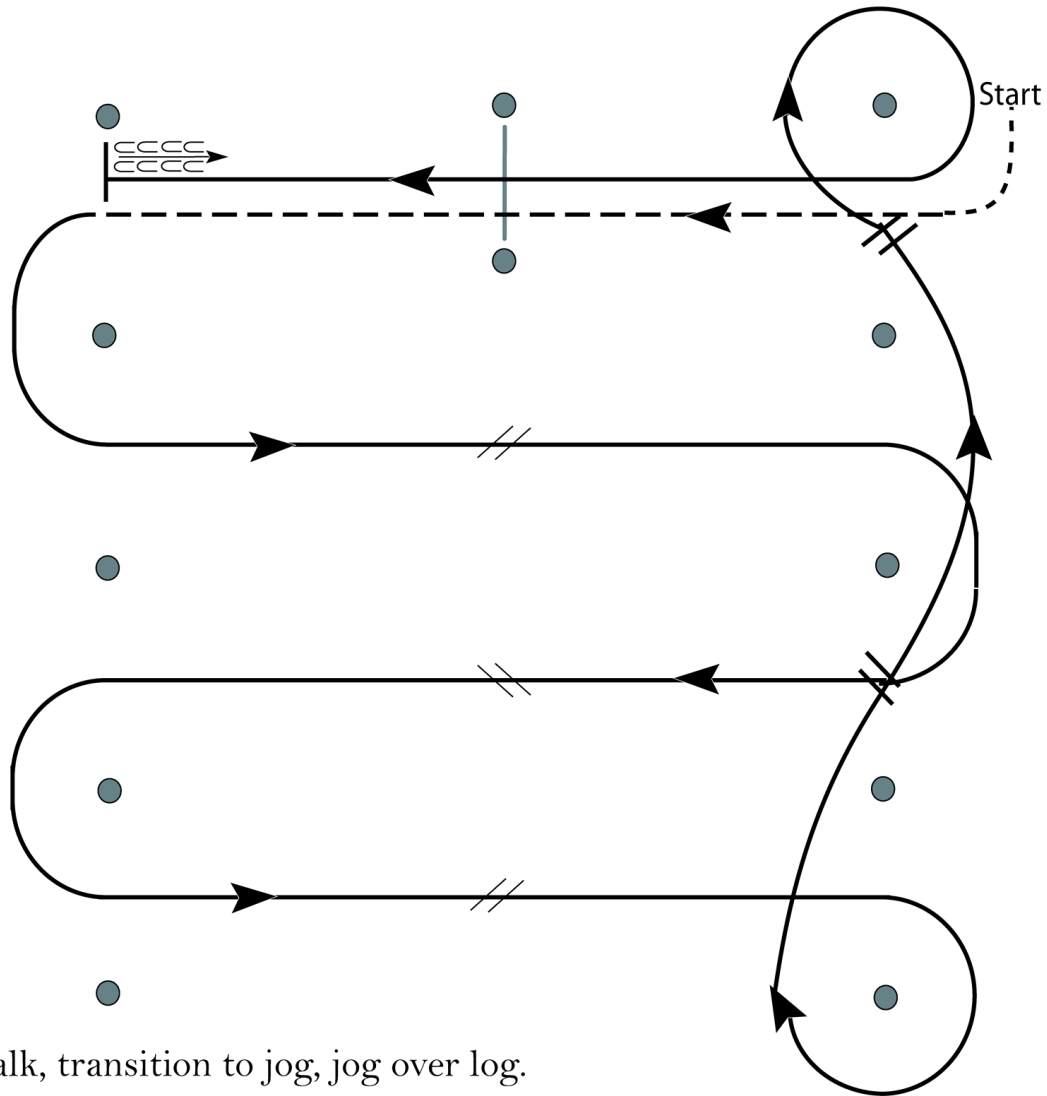
[WR/OP-2]

Pattern Provided by:

# NPHA

## WESTERN RIDING (GREEN HORSE)

Show Date: MAY 15 TO 19 2024



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

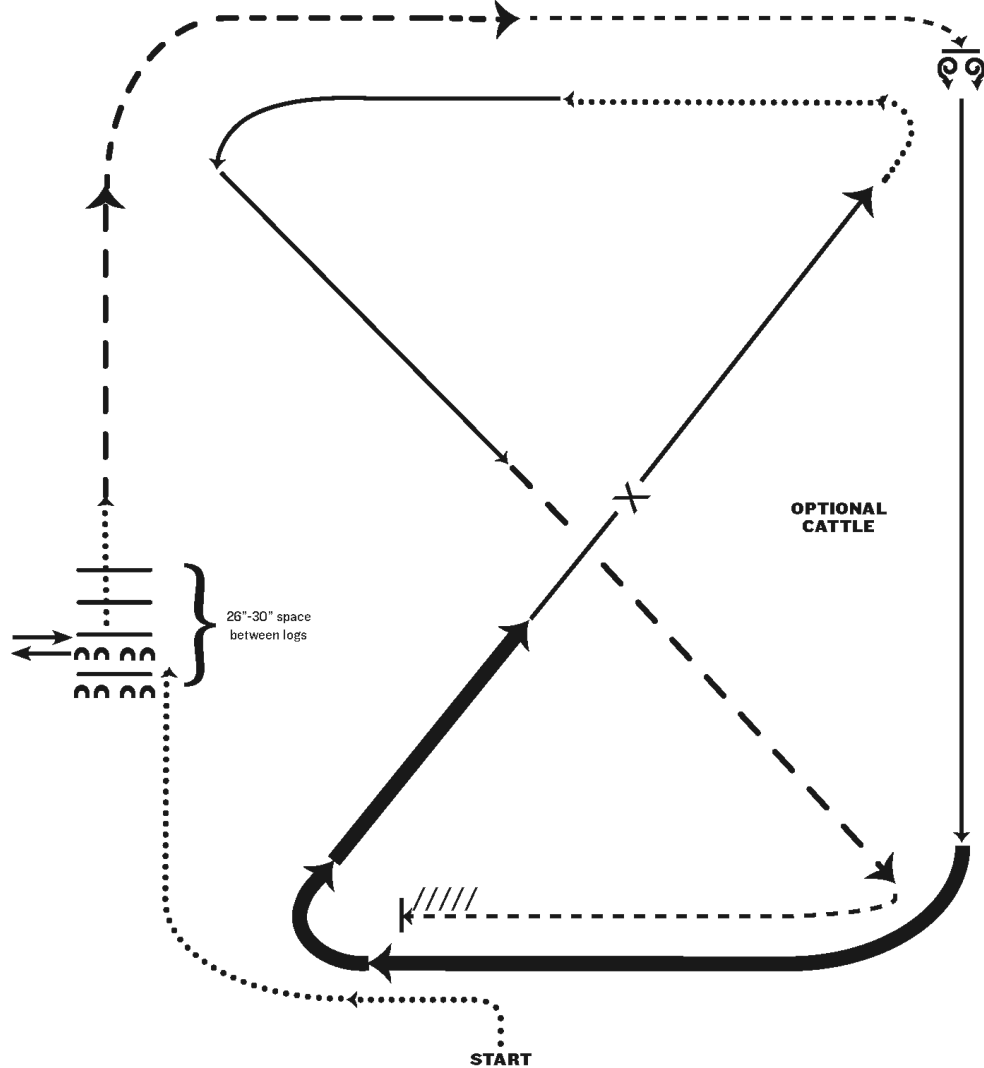
[WR/GP-2]

Pattern Provided by:

# NPHA

## RANCH RIDING (OPEN STAKES)

Show Date: MAY 15 TO 19 2024



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree 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)
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.

[RR/AQHA-8]

Pattern Provided by:

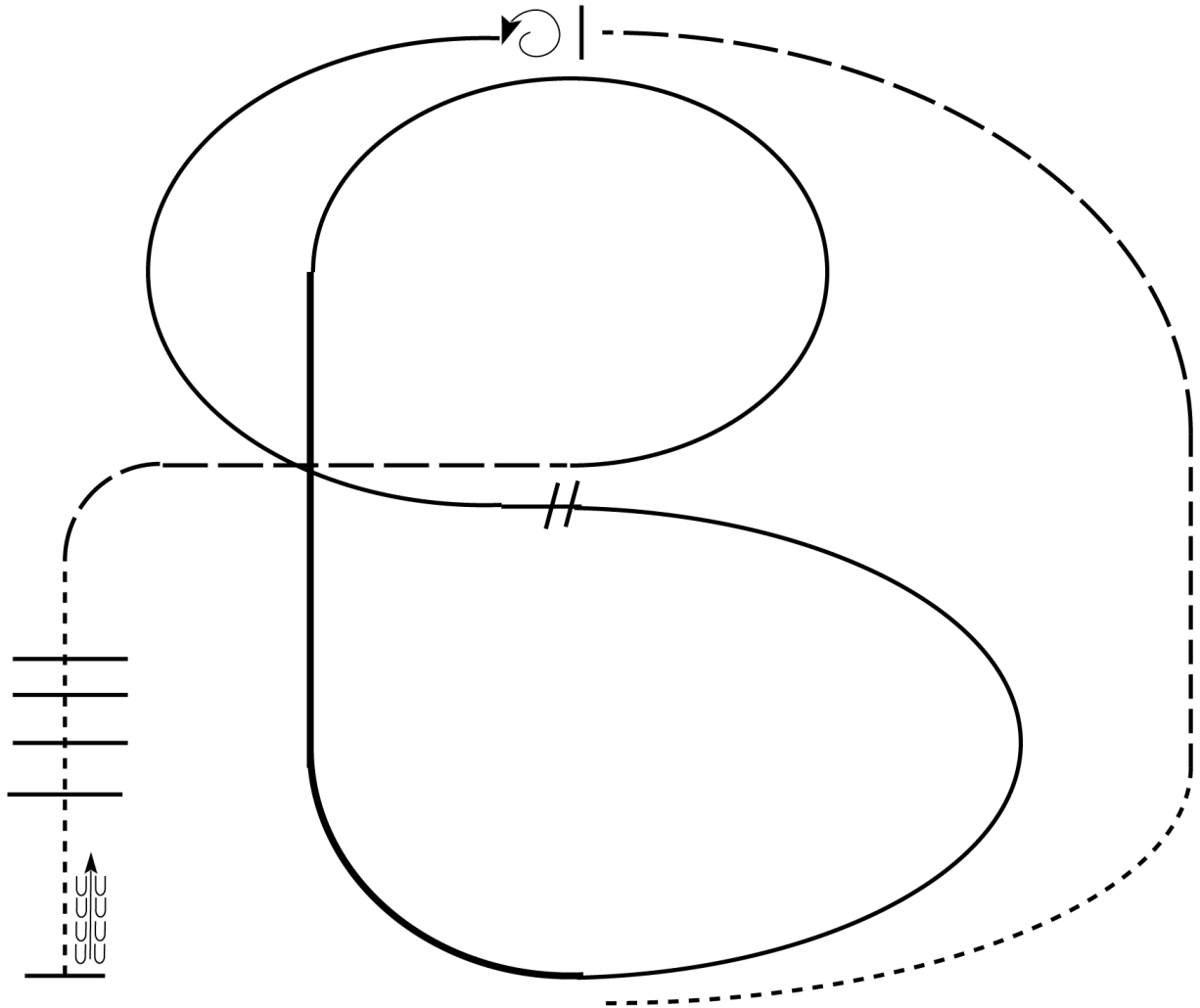
# NPHA

## RANCH RIDING (ALL CLASSES OTHER THAN OOPEN STAKES)

Show Date: MAY 15 TO 19 2024

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

<b>Walk</b>	-----
<b>Jog</b>	- - - - -
<b>Extended Jog</b>	- - - - -
<b>Lope</b>	
<b>Lead Change</b>	
<b>Back</b>	← ← ← ← ←
<b>Marker</b>	(B)

[RR/1]

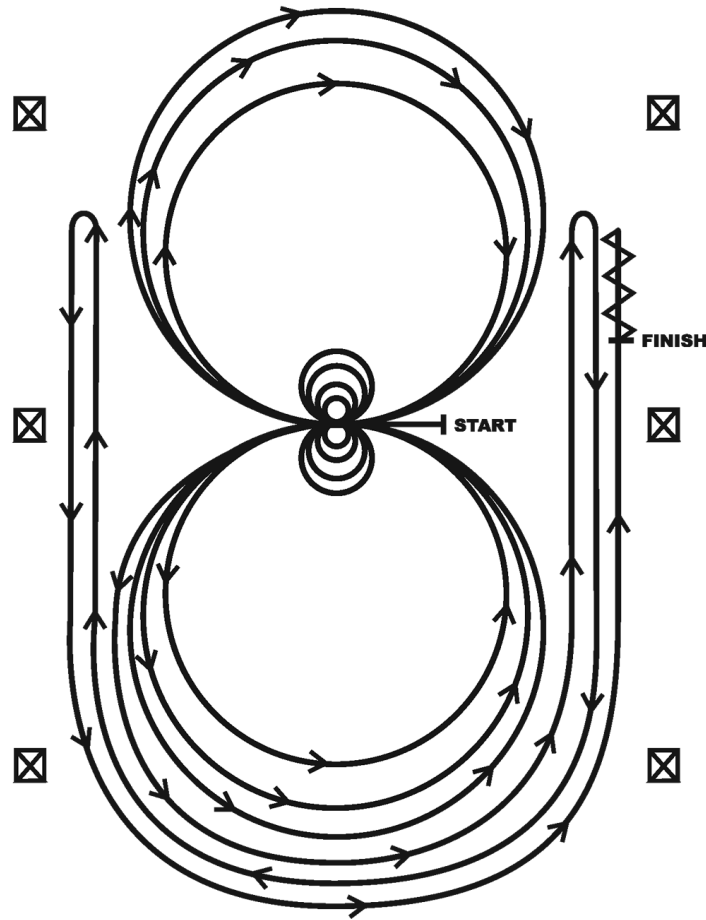
Pattern Provided by:

# NPHA

## REINING (OPEN, AMATEUR, YOUTH, SELECT)

Show Date: MAY 15 TO 19 2024

### REINING PATTERN 6



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

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-6]

Pattern Provided by:

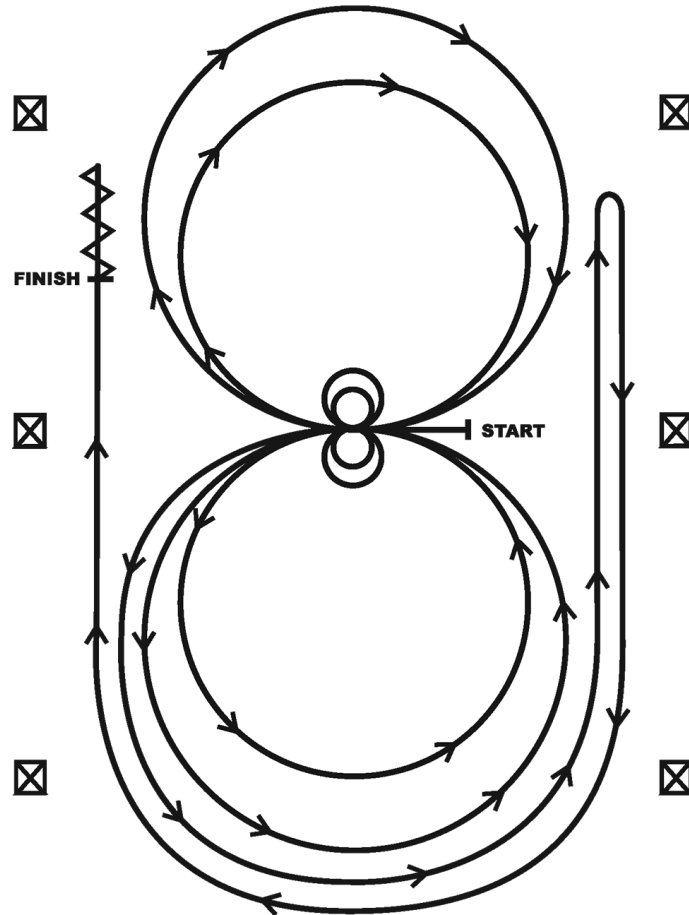
# NPHA

## REINING (GREEN HORSE)

Show Date: MAY 15 TO 19 2024

### REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & 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. See the Judges' Guide for a summary of other allowances made in the Handbook.

[R/AQHAP-A]

Pattern Provided by:

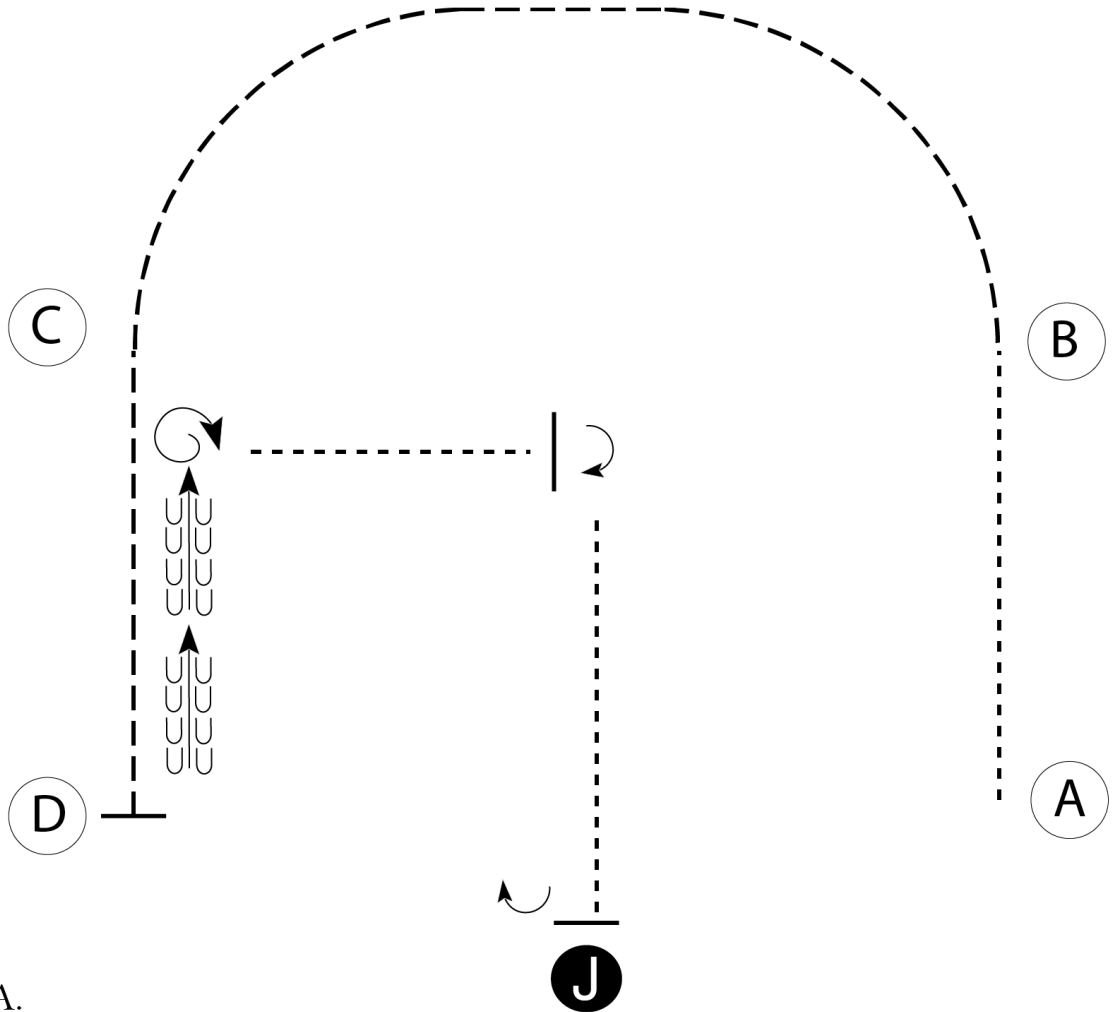
# NPHA

## SHOWMANSHIP (AMATEUR, SELECT, SENIOR YOUTH)

Show Date: MAY 15 TO 19 2024

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 to B then trot in an arc from B to C. Continue the trot from C to D.
2. Stop and back eight to ten feet.
3. Perform a 270 degree turn, then walk, and stop.
4. Perform a 90 degree turn and walk to Judge and stop.
5. Set up for inspection.
6. When dismissed, perform a 90 degree turn and trot to exit.
7. Pattern is complete.

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

[S/1-96]

Pattern Provided by:

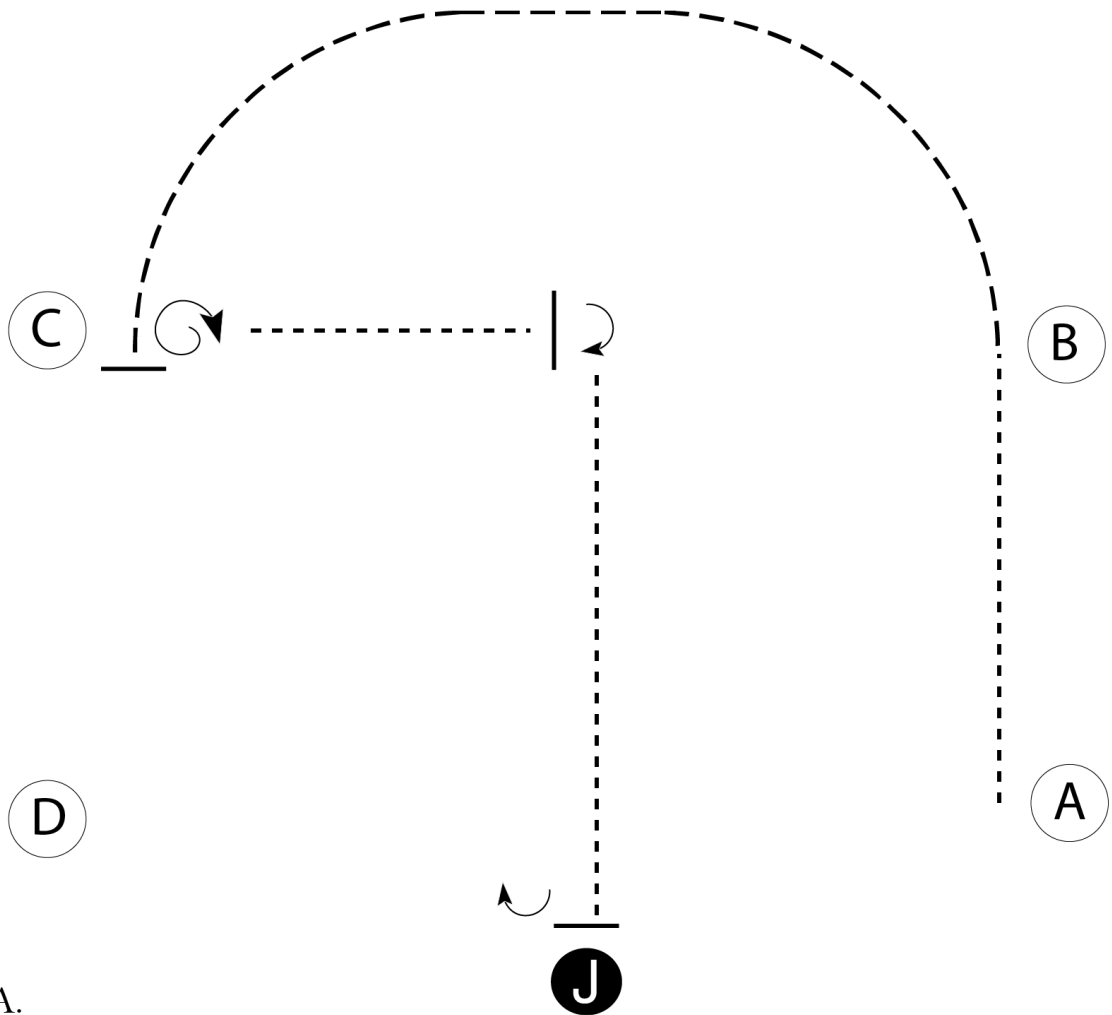
# NPHA

CHAMPIONSHIP (NOVICE YOUTH, JUNIOR YOUTH, EWD, NOVICE AMATEUR)

Show Date: MAY 15 TO 19 2024

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 to B then trot in an arc from B to C.
2. Stop and perform a 270 degree turn, then walk, and stop.
3. Perform a 90 degree turn and walk to Judge and stop.
4. Set up for inspection.
5. When dismissed, perform a 90 degree turn and trot to exit.
6. Pattern is complete.

Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

[S/WT-96]

Pattern Provided by:



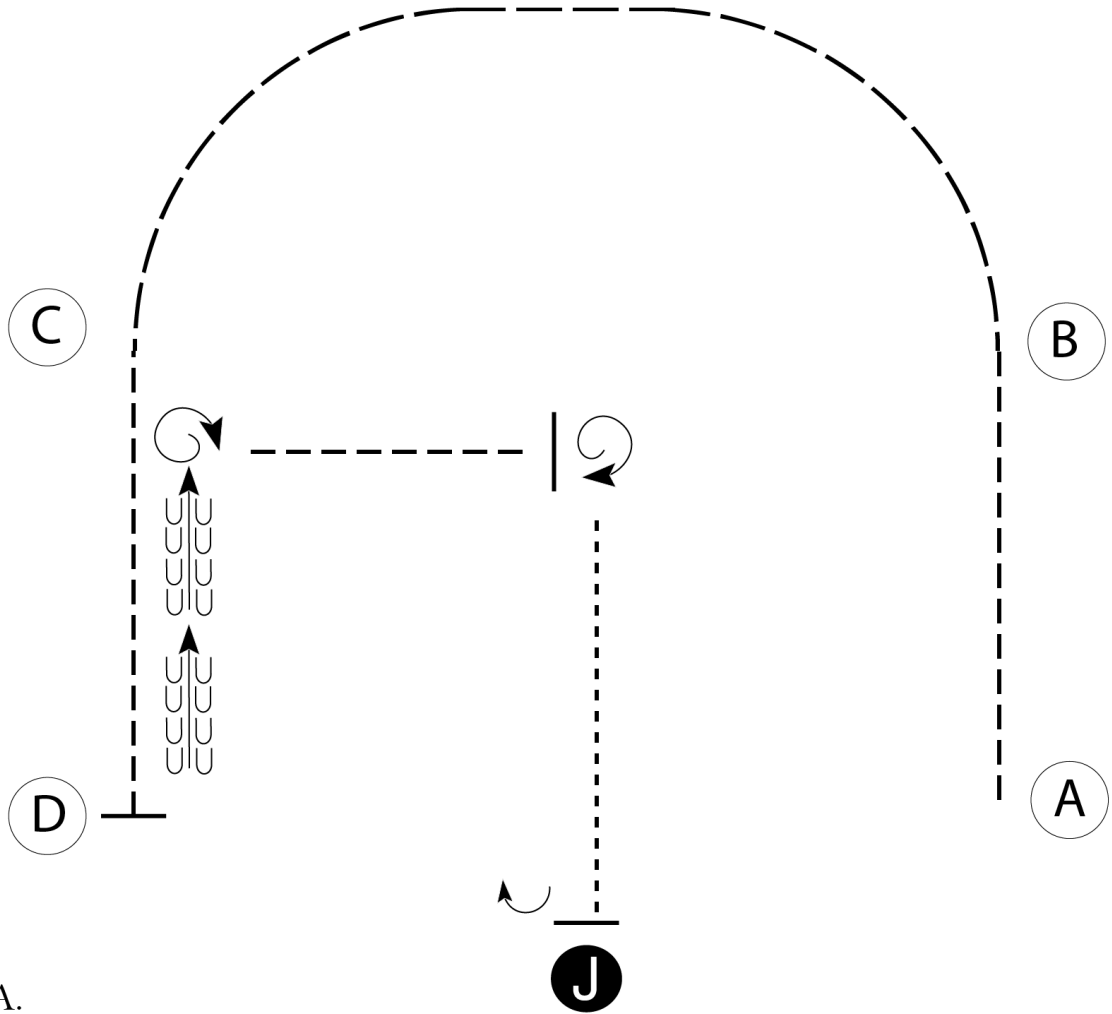
# NPHA

## SHOWMANSHIP (OPEN)

Show Date: MAY 15 TO 19 2024

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 from A to B then extend the trot in an arc from B to C. Trot from C to D.
2. Stop and back eight to ten feet.
3. Perform a 630 degree turn, then trot, and stop.
4. Perform a 450 degree turn and walk to Judge and stop.
5. Set up for inspection.
6. When dismissed, perform a 90 degree turn and trot to exit.
7. Pattern is complete.

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

[S/3-96]

Pattern Provided by:

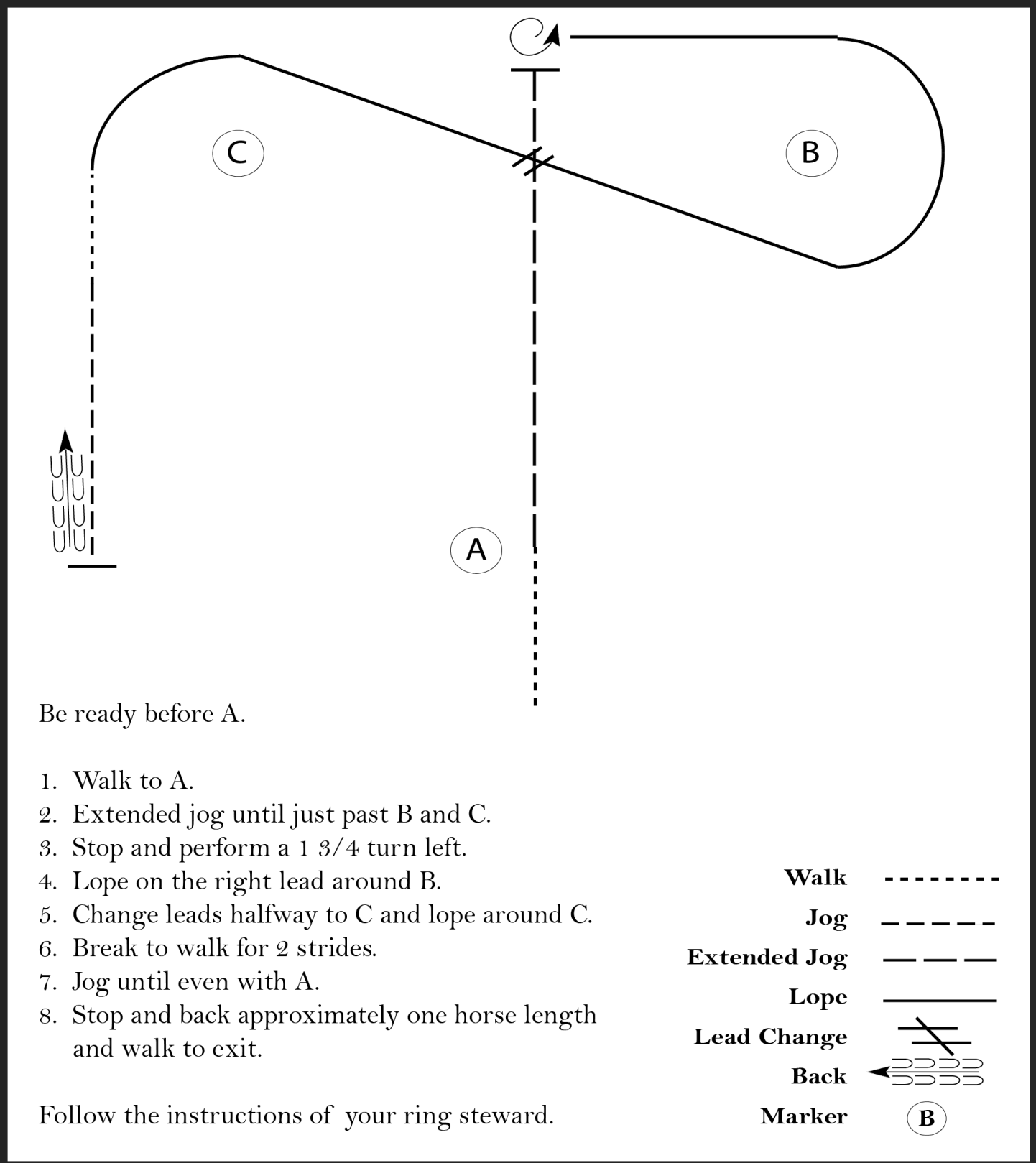
# NPHA

## WESTERN HORSEMANSHIP (OPEN)

Show Date: MAY 15 TO 19 2024

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 before A.

1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 1 3/4 turn left.
4. Lope on the right lead around B.
5. Change leads halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	⌘
Back	←
Marker	ⓑ

[WH/3-91]

Pattern Provided by:

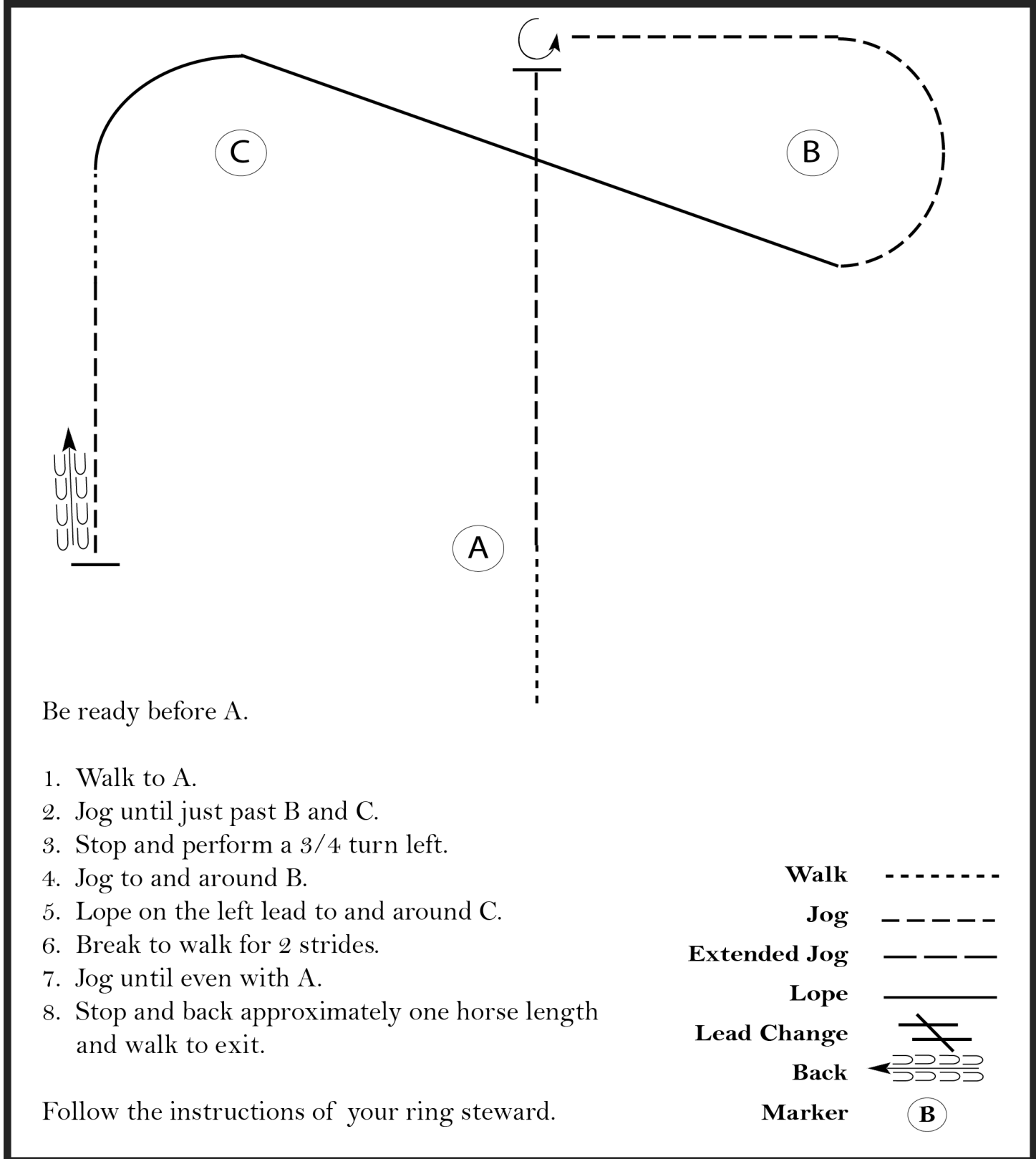
# NPHA

WESTERN HORSEMANSHIP (JNR YOUTH, NOVICE YOUTH, NOVICE AMATEUR)

Show Date: MAY 15 TO 19 2024

www.HorseShowPatterns.com


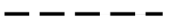





www.HorseShowPatterns.com



Be ready before A.

1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Lope on the left lead to and around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.

- Walk 
- Jog 
- Extended Jog 
- Lope 
- Lead Change 
- Back 
- Marker 

[WH/1-91]

Pattern Provided by:

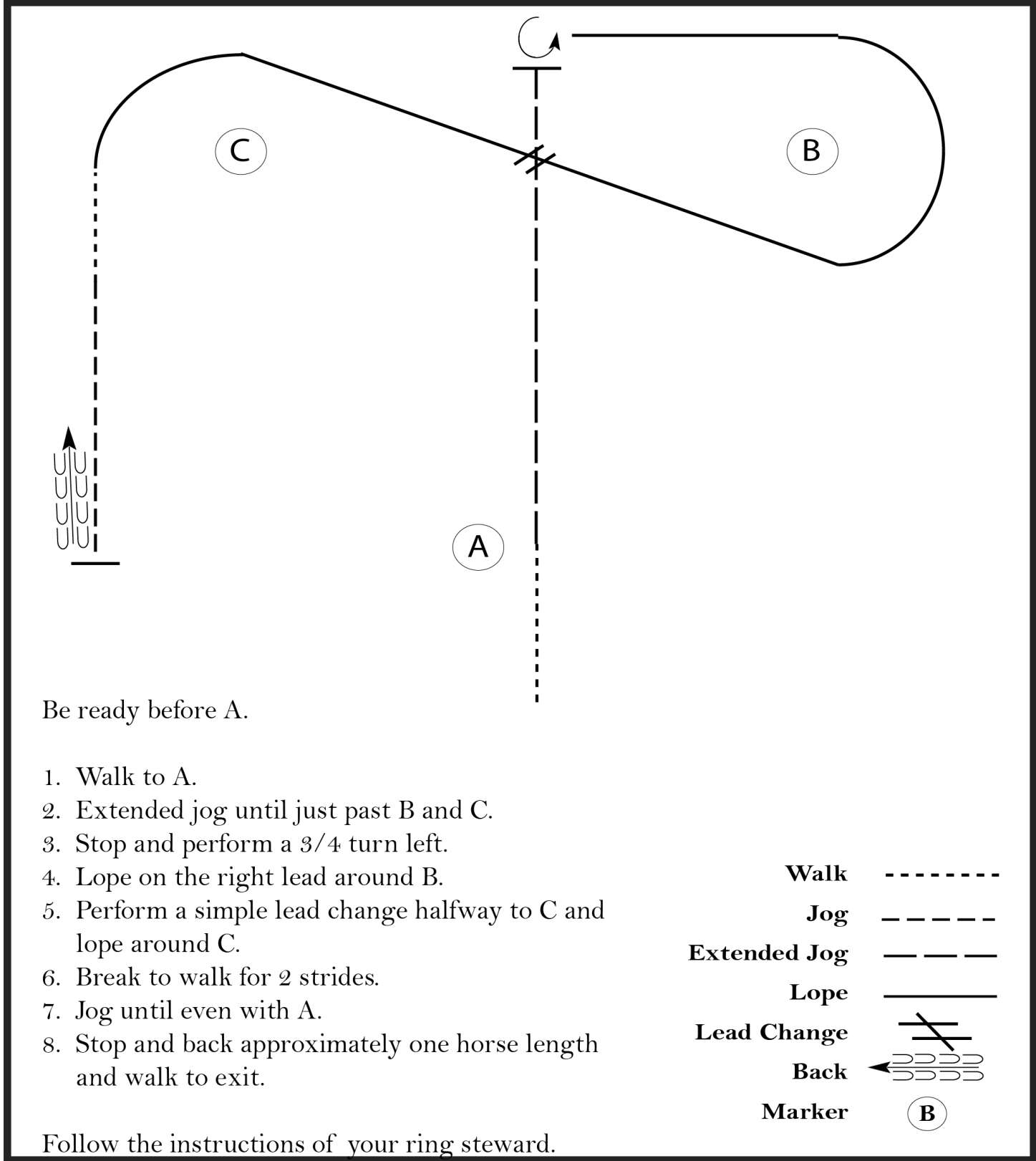
# NPHA

## WESTERN HORSEMANSHIP (AMATEUR, SENIOR YOUTH, SELECT)

Show Date: MAY 15 TO 19 2024

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 before A.

1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Lope on the right lead around B.
5. Perform a simple lead change halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	⌘
Back	←
Marker	⊙

Follow the instructions of your ring steward.

[WH/2-91]

Pattern Provided by:

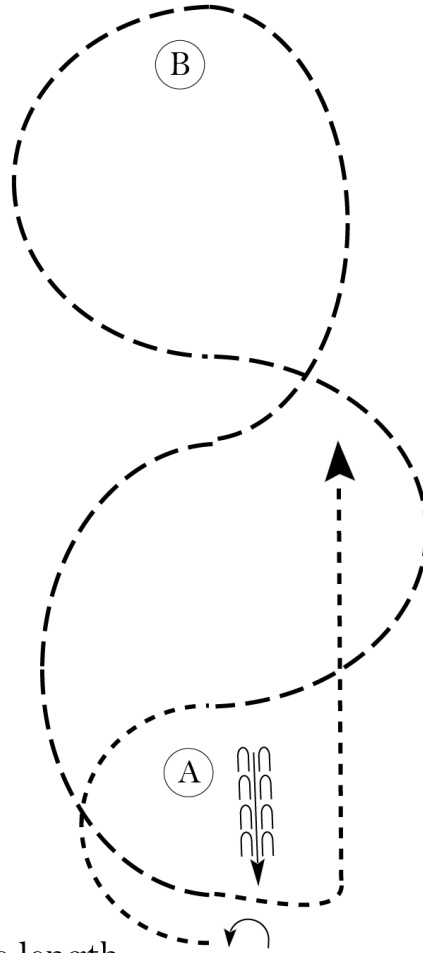
# NPHA

## HUNT SEAT EQUITATION (EWD & YOUTH 5 - 10YRS)

Show Date: MAY 15 TO 19 2024

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. Back approximately one horse length.
2. Perform a 1/4 turn on the forehand left.
3. Walk around A.
4. Trot on the right diagonal in a half circle.
5. Sitting trot in a half circle to B.
6. Posting trot a serpentine to A showing a change of diagonals in center.
7. At A, walk around corner toward B.

Pattern is over once you have walked past the center point of the pattern.

Follow the instructions of your ring steward.

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

[HSE/WT-69]

Pattern Provided by:



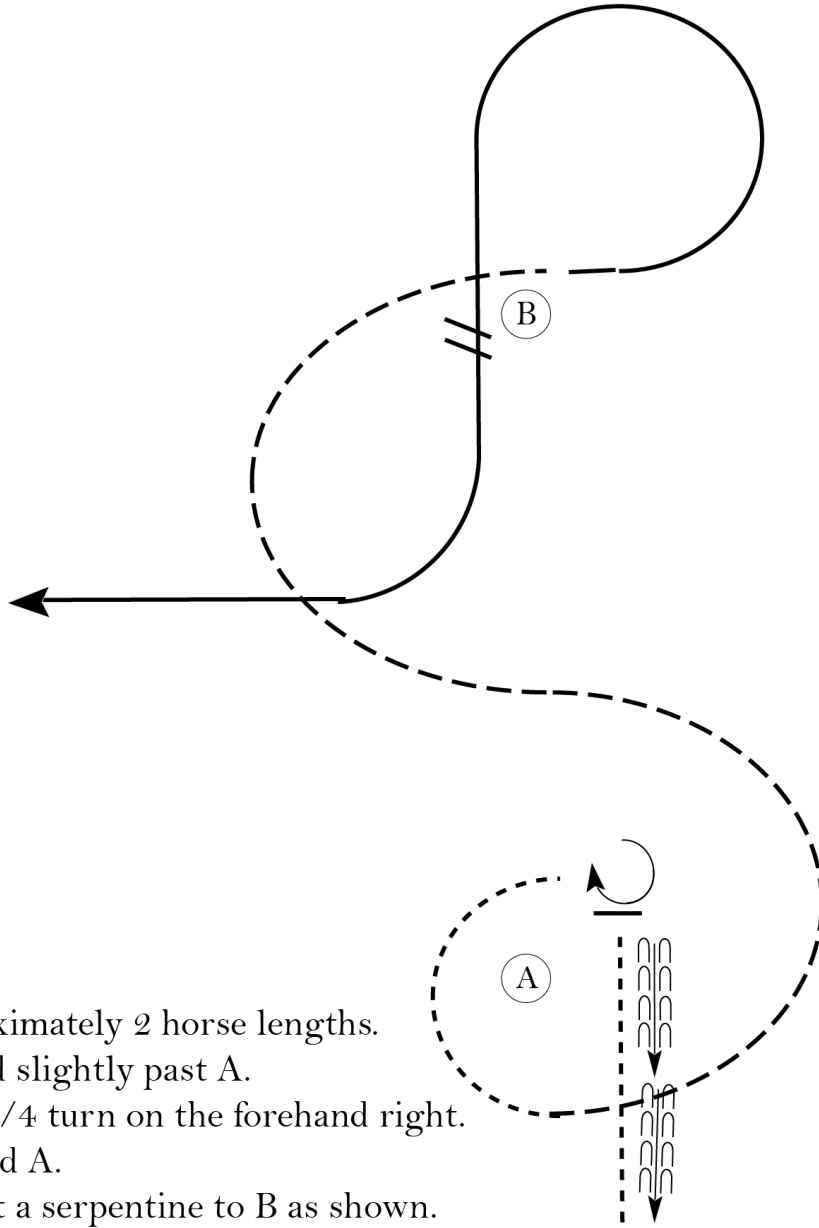
# NPHA

## HUNT SEAT EQUITATION (AMATEUR, SELECT, SENIOR YOUTH)

Show Date: MAY 15 TO 19 2024

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. Back approximately 2 horse lengths.
2. Walk to and slightly past A.
3. Perform a 3/4 turn on the forehand right.
4. Walk around A.
5. Posting trot a serpentine to B as shown.
6. Canter on the left lead in a circle to B.
7. Change leads at B and canter on the right lead to exit as shown.

Follow the instructions of your ring steward.

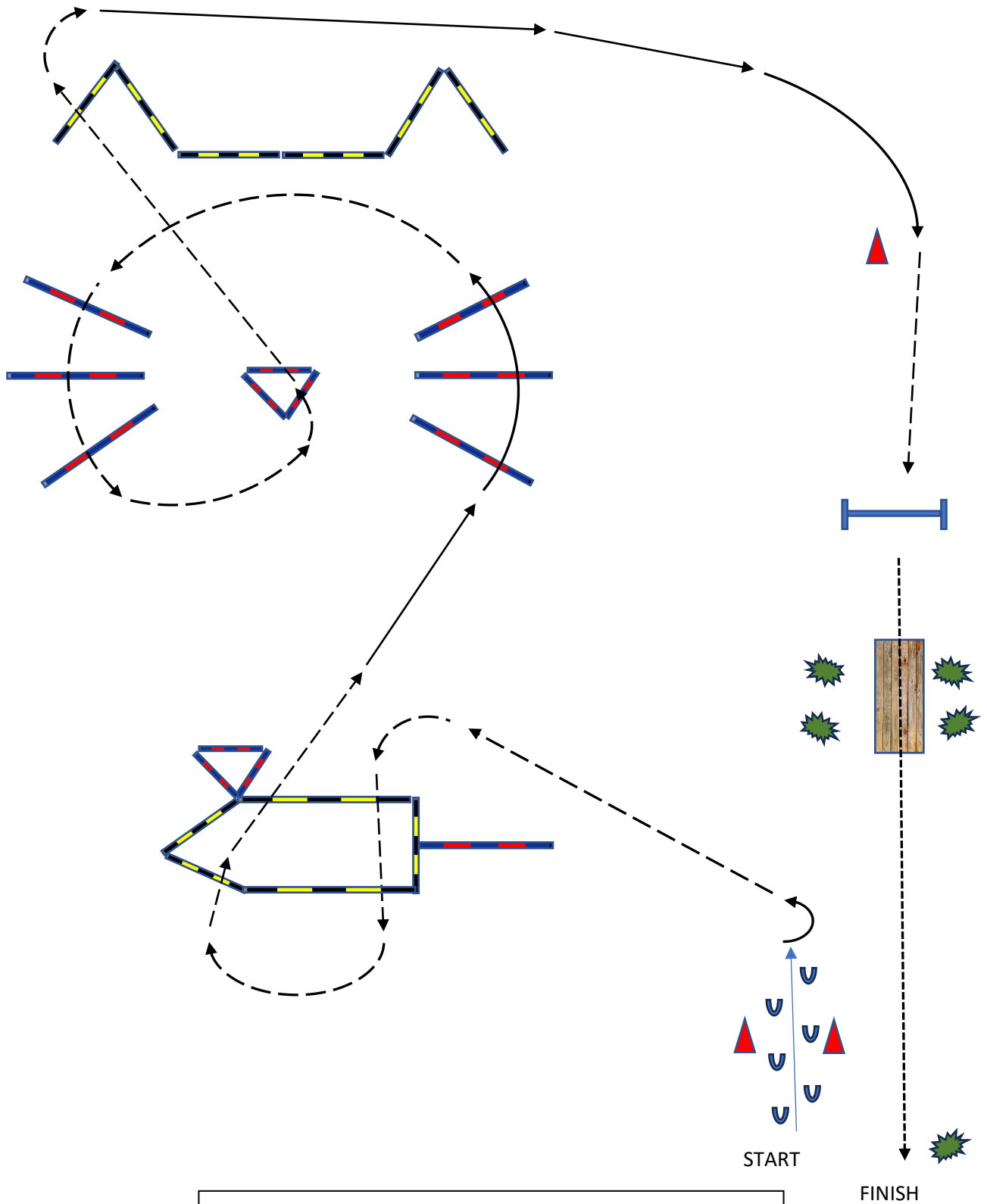
Walk	.....
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ←
Marker	ⓑ
Sidepass	← - - - - →
Hand Gallop	—————

[HSE/2-68]

Pattern Provided by:

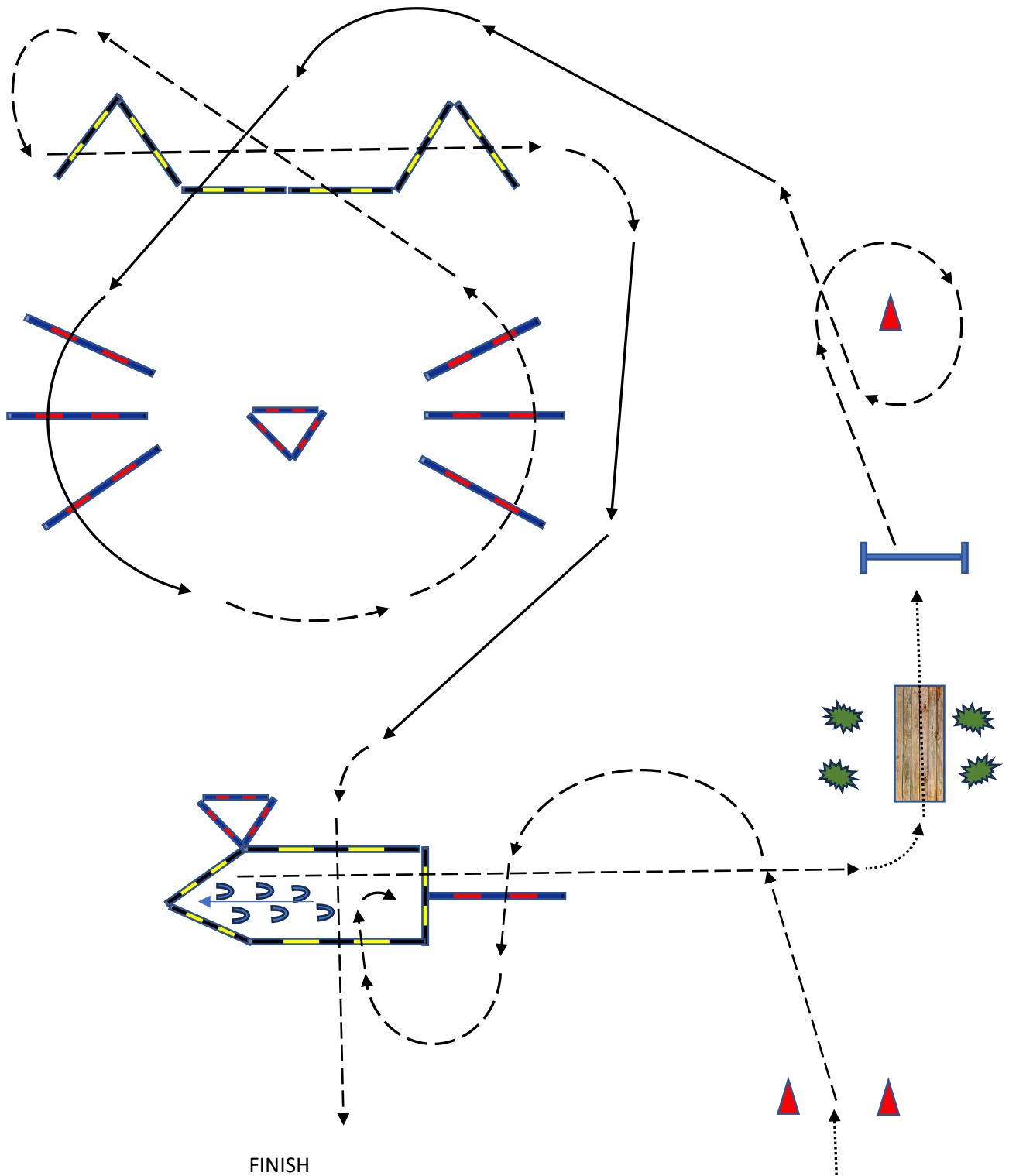






- AMATEUR JUNIOR, AMATEUR SENIOR, SENIOR YOUTH, SELECT**
1. Back through cones, 180 turn left
  2. Jog through mouse
  3. Left lead cats whiskers poles
  4. Jog cats whiskers, nose & ear poles
  5. Right lead lope
  6. Break to jog at cone, jog to gate
  7. Negotiate gate
  8. Walk over bridge to finish

Note Drawing is not to scale



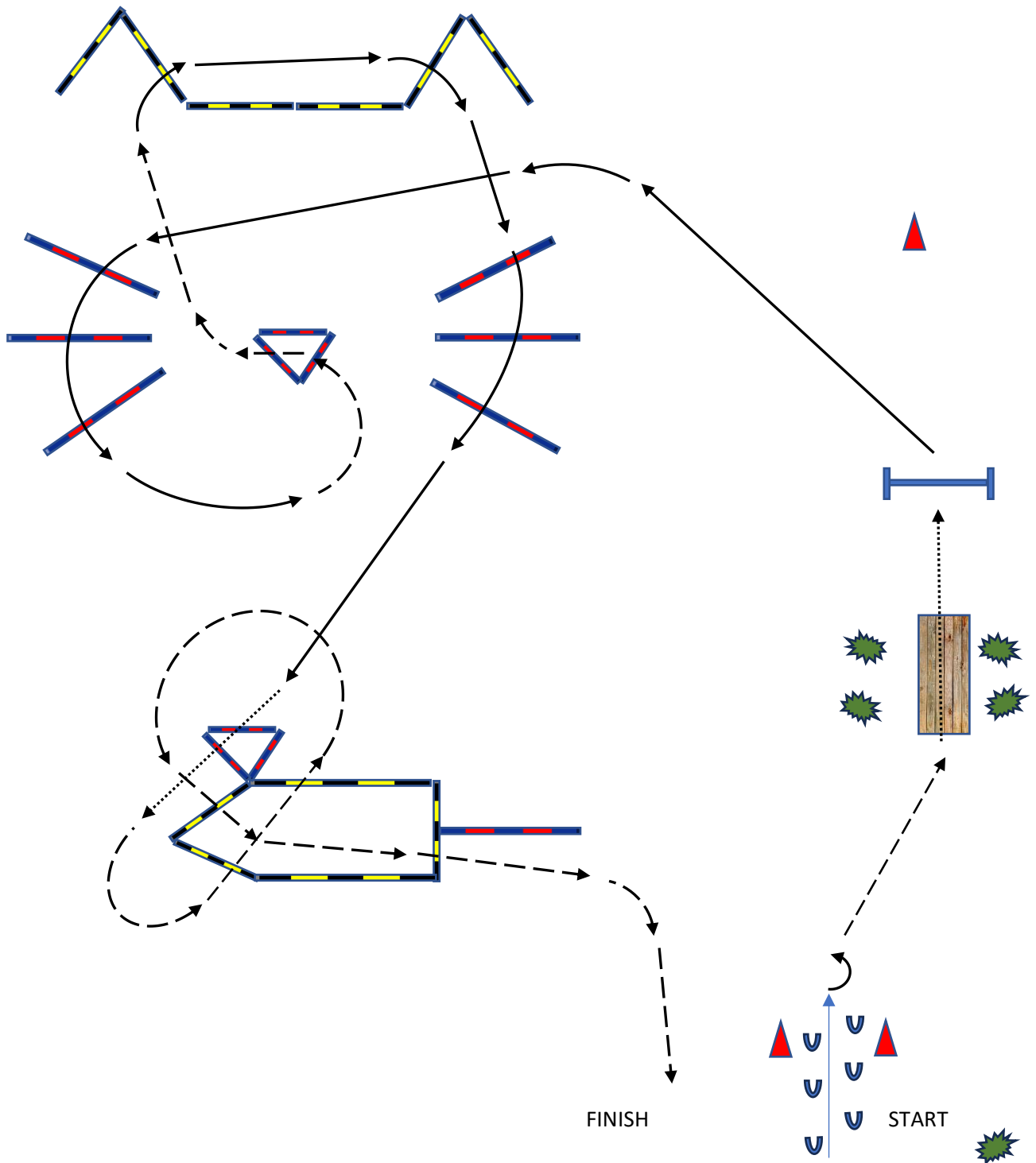
FINISH

START

**GREEN HORSE, 2YO RIDDEN, NOVICE HORSE, 3YO, NOVICE YOUTH, JUNIOR YOUTH, NOVICE AMATEUR TRAIL**

1. Walk to cones then jog into mouse
2. 90 right & back
3. Jog out to bridge
4. Walk bridge
5. Negotiate gate
6. Jog cone then Left lead lope cats whiskers poles
7. Jog cats whiskers & ears poles
8. Right lead lope
9. Jog through mouse

Note Drawing is not to scale



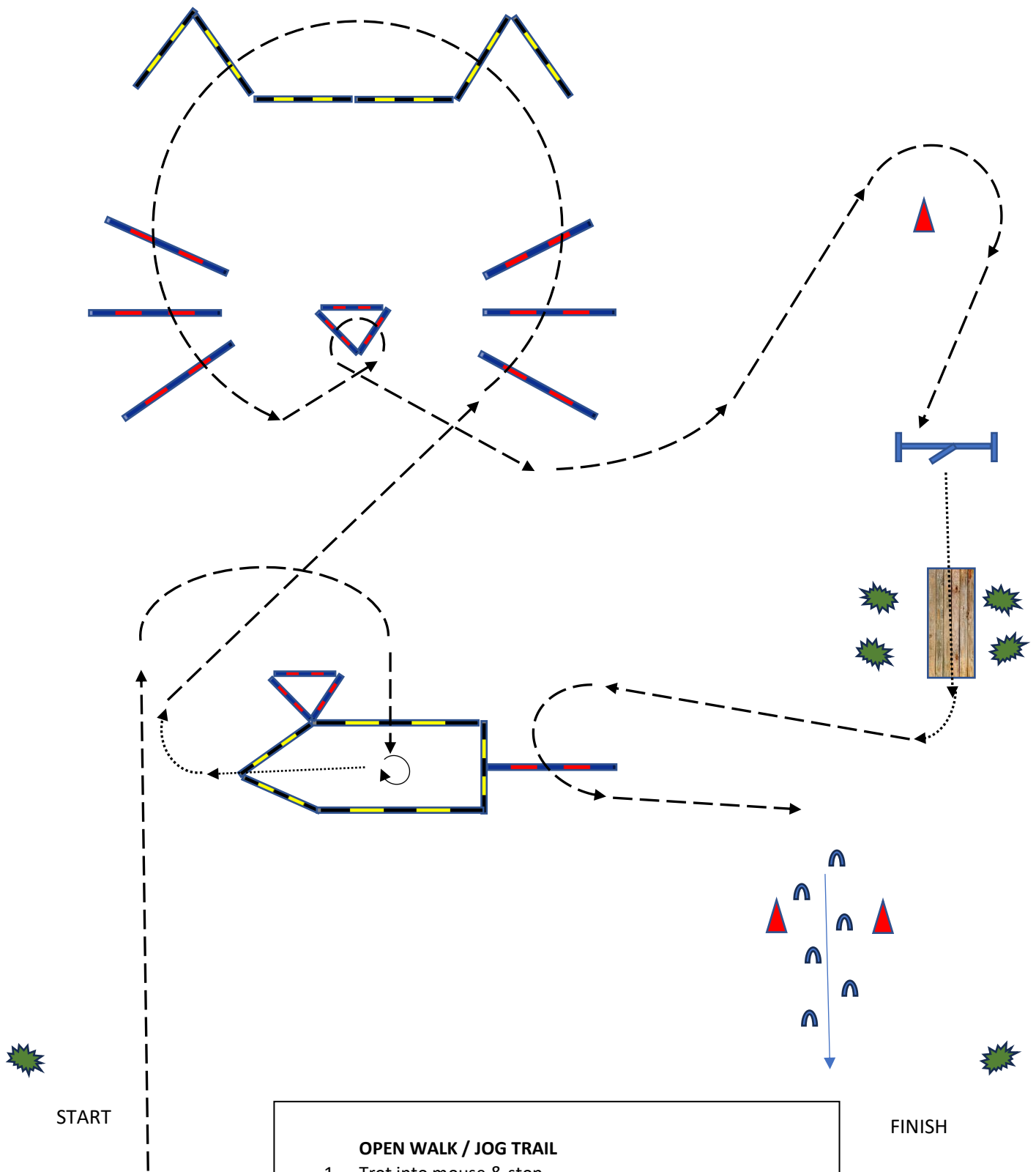
FINISH

START

**OPEN TRAIL STAKES**

1. Back through cones
2. 180 turn left and jog to bridge
3. Walk over bridge
4. Negotiate gate
5. Left lead lope cats whiskers poles
6. Jog through nose
7. Right lead lope cats whiskers poles
8. Walk through mouse ear
9. Jog through mouse

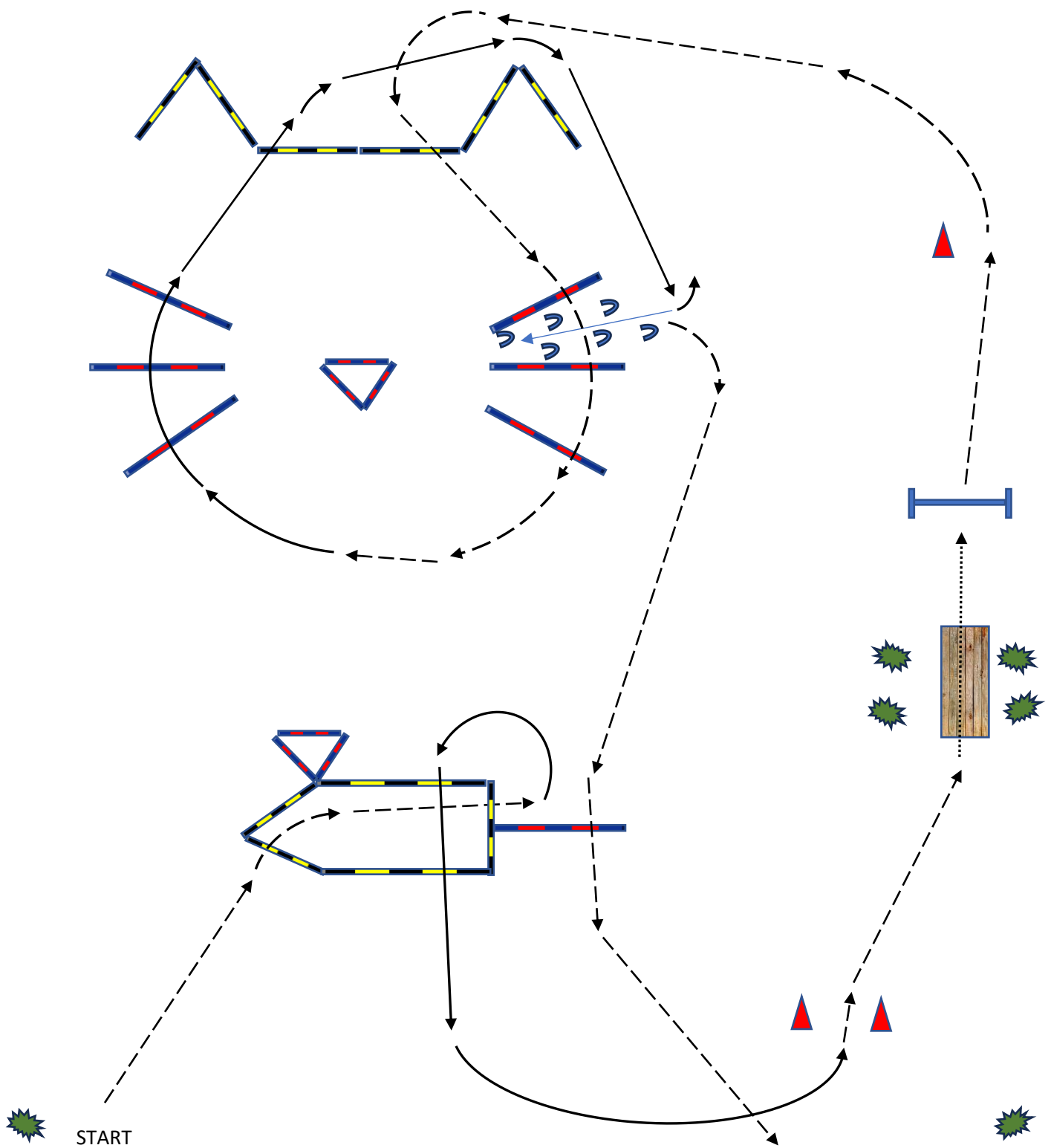
Note Drawing is not to scale



Note Drawing is not to scale

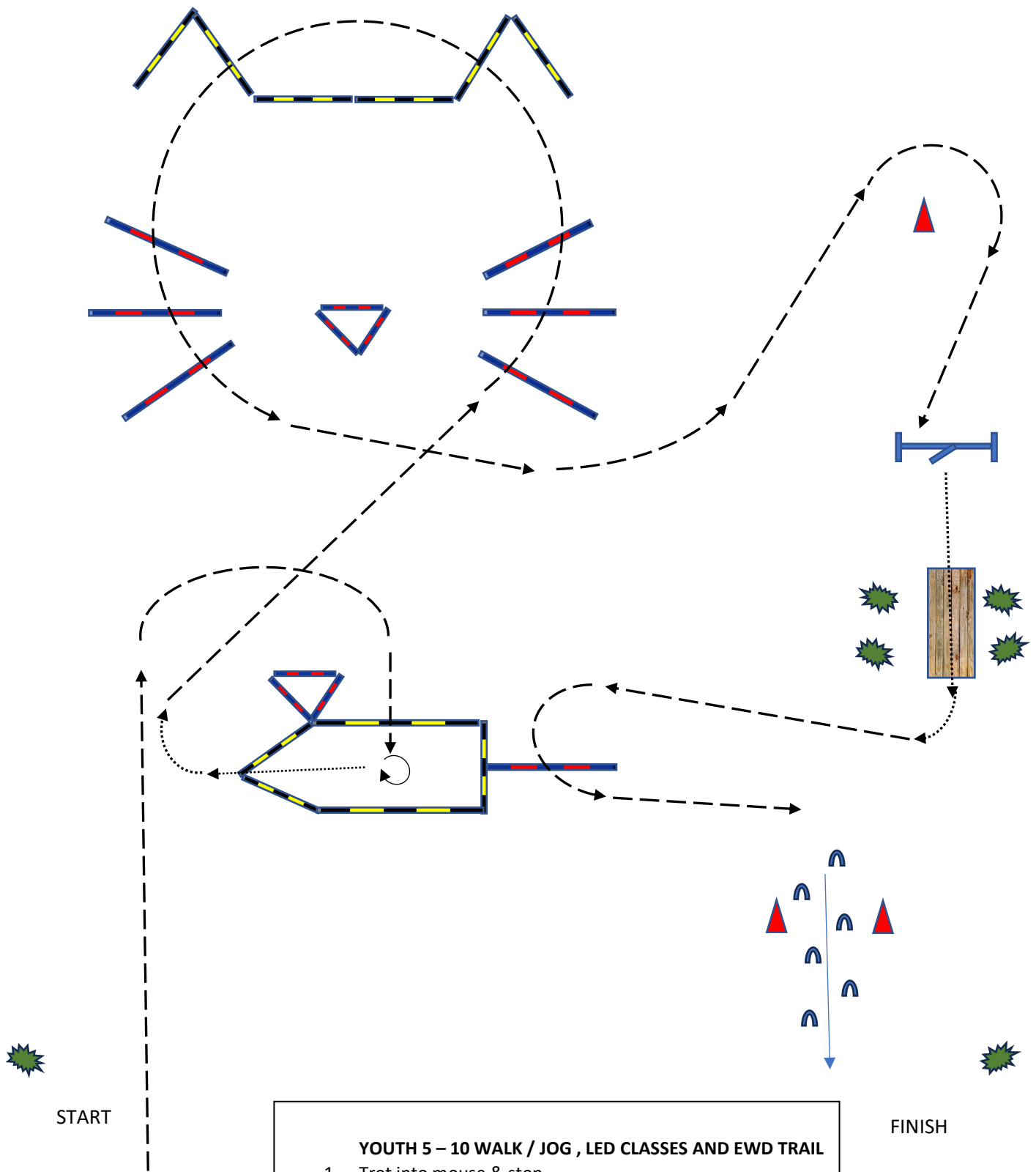
**OPEN WALK / JOG TRAIL**

1. Trot into mouse & stop
2. 1 ¼ turn right and walk out
3. Trot around cat
4. Trot through cats nose around cone to gate
5. Left hand gate
6. Walk over bridge
7. Trot over mouse tail and back out through cones



Note Drawing is not to scale

- SENIOR HORSE & JUNIOR HORSE TRAIL**
1. Jog through mouse
  2. Left lead lope through mouse to cones
  3. Break to jog at cones, jog to bridge
  4. Walk over bridge
  5. Negotiate gate
  6. Jog the cats whiskers
  7. Right lead lope cats whiskers
  8. Stop, 90 left and back
  9. Jog out and over mouse tail to finish



START

FINISH

Note Drawing is not to scale

- YOUTH 5 – 10 WALK / JOG , LED CLASSES AND EWD TRAIL**
1. Trot into mouse & stop
  2. 1 ¼ turn right and walk out
  3. Trot around cat and cone to gate
  4. Left hand gate (EWD simulate gate)
  5. Walk over bridge
  6. Trot over mouse tail and back out through cones