

A misty autumn scene with trees and a horse. The background is a soft-focus landscape with several trees, some with yellowing leaves, and a horse standing in the distance. The overall atmosphere is serene and slightly hazy.

**OHSA**  
**November, 2024**  
**Virtual Show**  
**Patterns**

**[www.showohsa.com](http://www.showohsa.com)**



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# Pattern Notes

**All patterns should be ridden as written. Drawn pattern is for visual support only.**

**Cones (or similar marker) MUST be used if there are cones/markers in the pattern.**

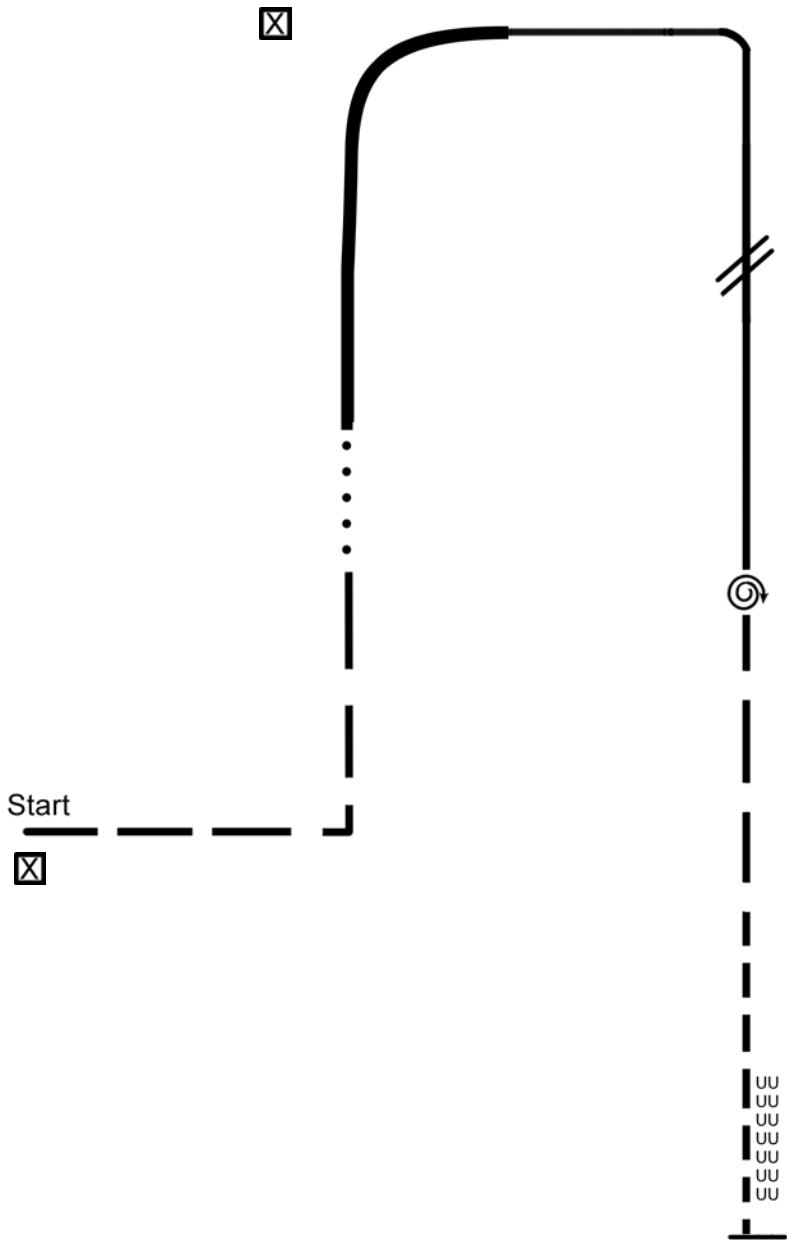
**If you are a walk jog/trot rider and the pattern has a lope/canter included, you should follow any specific direction for walk jog/trot riders. If there are no specific instructions and the pattern includes lope or canter you should jog or trot wherever a lope or canter is called.**

**Similarly, for gaited riders that show in saddle seat, side saddle, ranch horse, trail, unbridled, challenge, bareback, exceptional, and ONLY, should perform their second gait when jog or trot is called, and their third gait when lope or canter is called for.**



# Horsemanship

Classes 22, 23, 24, 101,  
158, 174

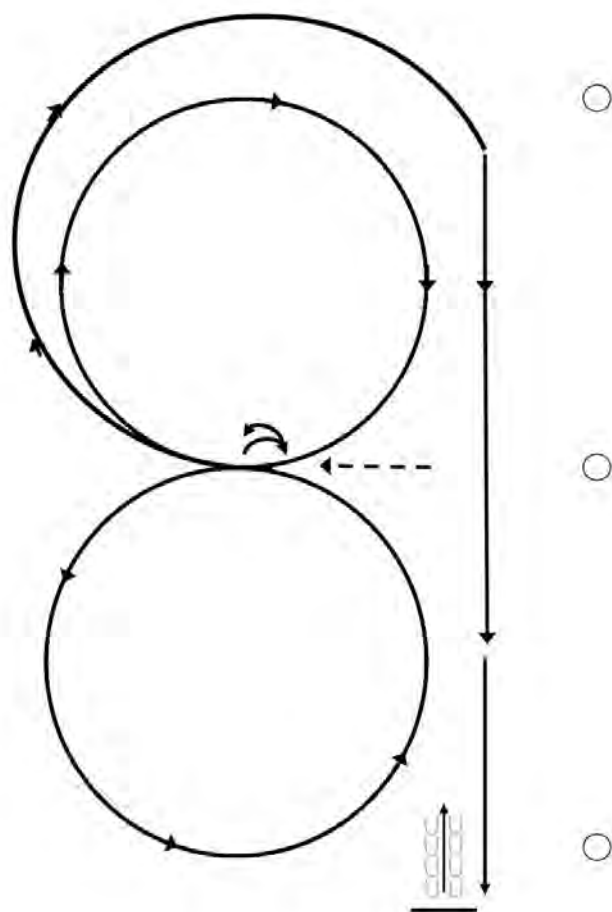


1. Drop Stirrups, extended trot square turn
2. Walk & pick up stirrups,
3. Lope with speed right lead
4. Lope right lead
5. Change leads, lope left lead, stop
6. Two turns right
7. Extended trot, then jog
8. Stop and back



# Beginning Reining

## Class 27

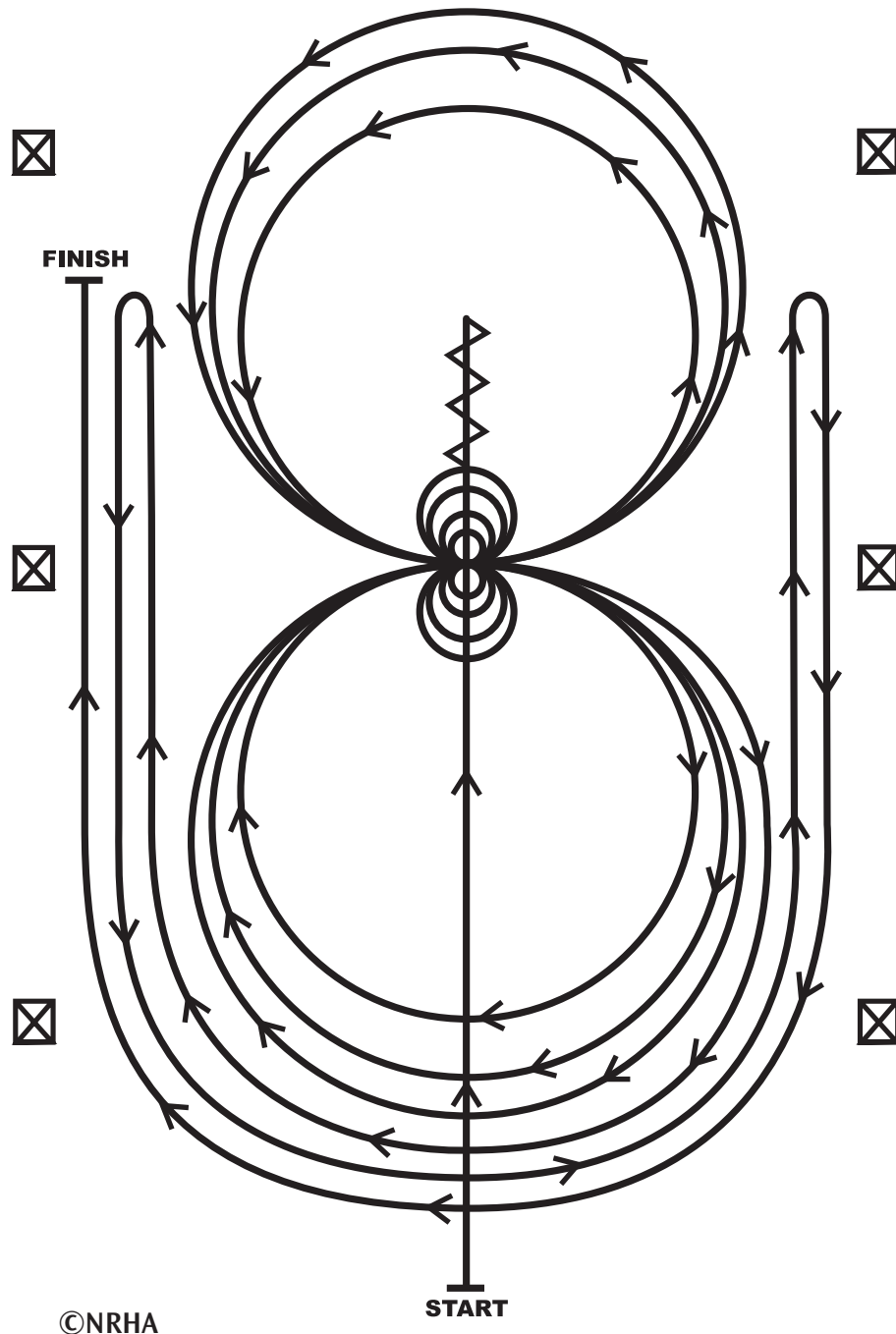


Pattern begins in center of arena: Walk or jog to center, stop.

1. 1/2 spin right, 1/2 spin left
2. Lope 1 circle to Right,
3. Lead change.
4. Lope 1 circle to Left,
5. Lead change.
6. Lope 1/2 circle to right.
7. Turn and run down past end marker
8. Stop and Back

# REINING PATTERN 16

Class 28



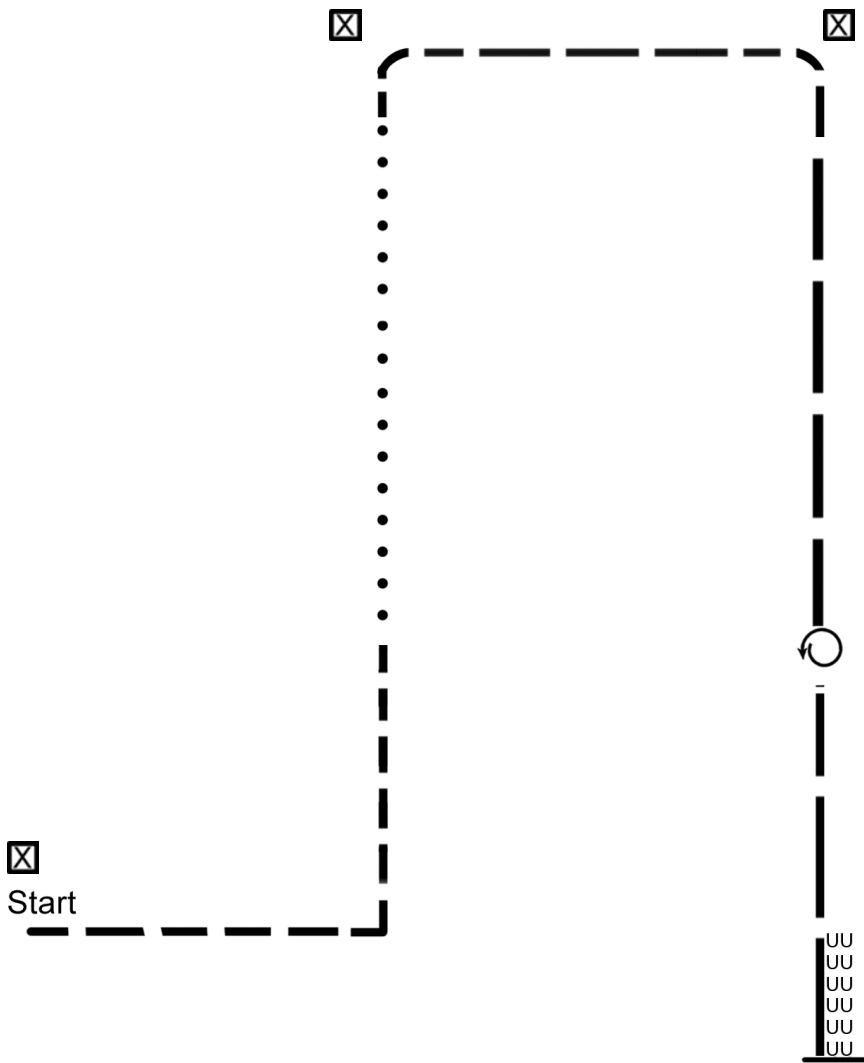
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the left. Hesitate.
3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.
4. Beginning on the right lead, 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. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large circle to the right 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 20 feet (6 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 and past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.
8. 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 sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.





# W/J Horsemanship

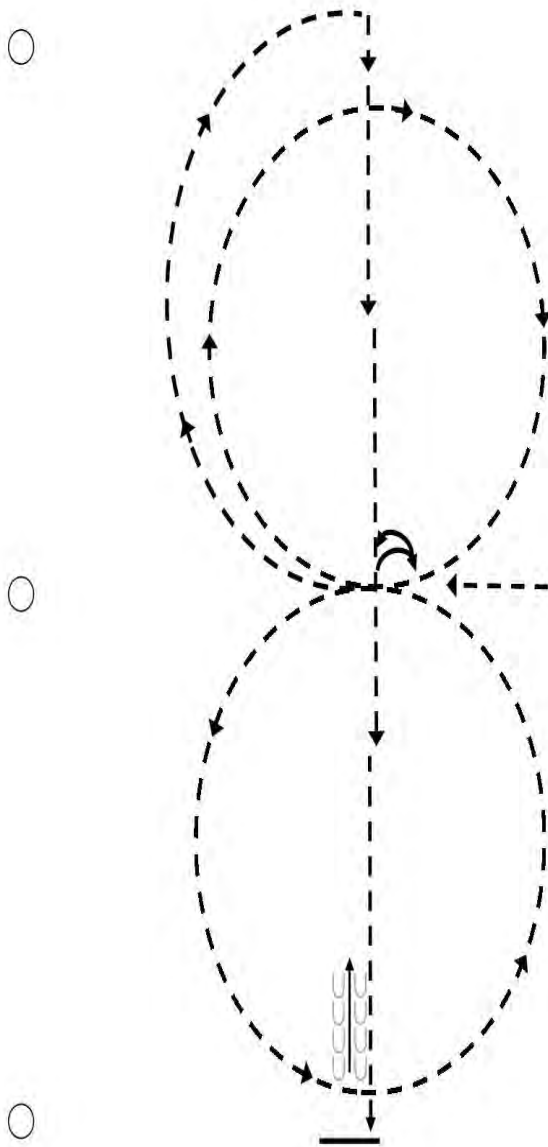
Classes 33, 34, 35,  
146, 159, 171



1. Drop stirrups, jog square turn
2. Walk
3. Jog square turns
4. Extended trot and stop
5. 1 turn left
6. Extended trot
7. Stop and back

# W/J Reining Class 38

## Pattern 2



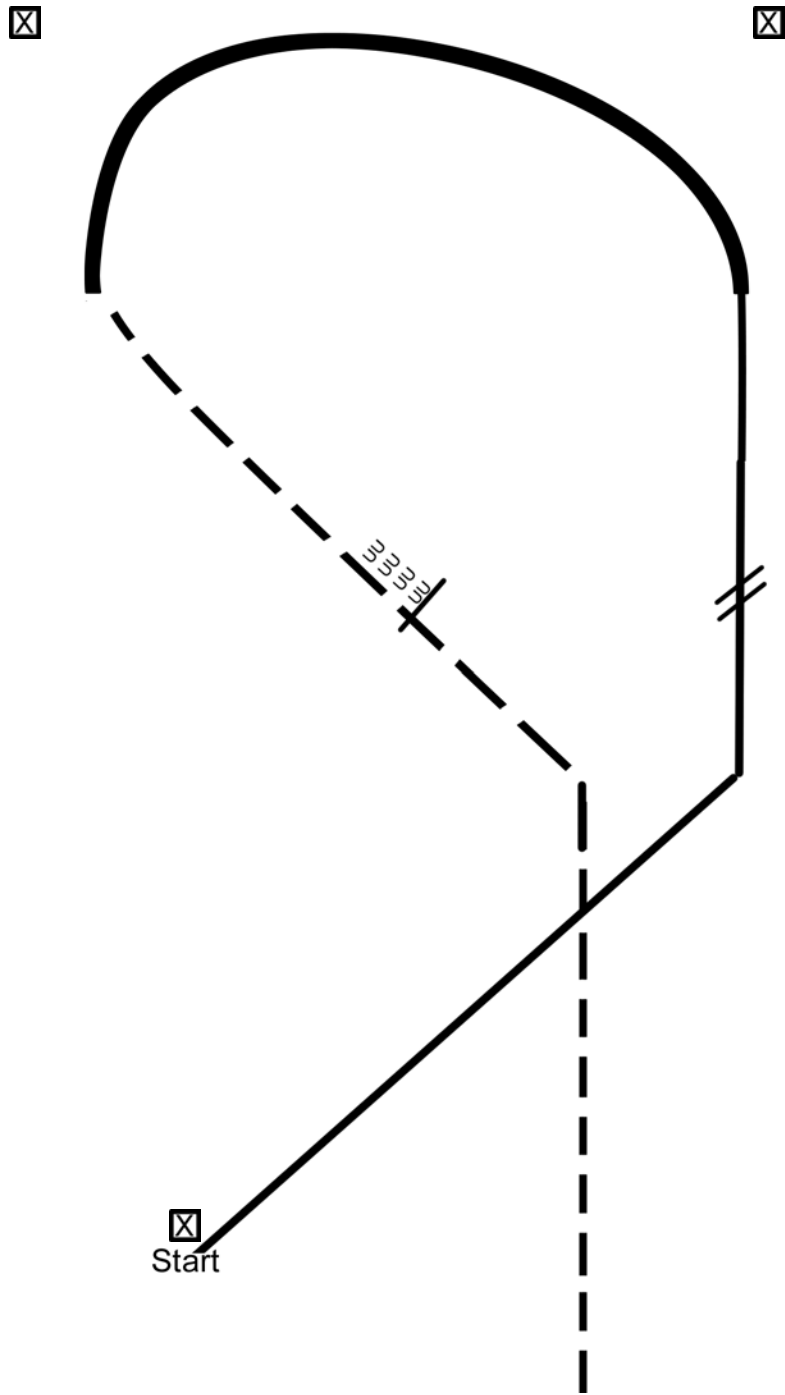
Pattern begins in center of arena:  
Walk or jog to center, stop.

1. 1/4 spin right, 1/4 spin left
2. Jog 1 circle to Right.
3. Jog 1 circle to Left.
4. Jog 1/2 circle to right.
5. Turn and extend trot down center
6. Stop at end marker
7. Back



# Hunt Seat Equitation

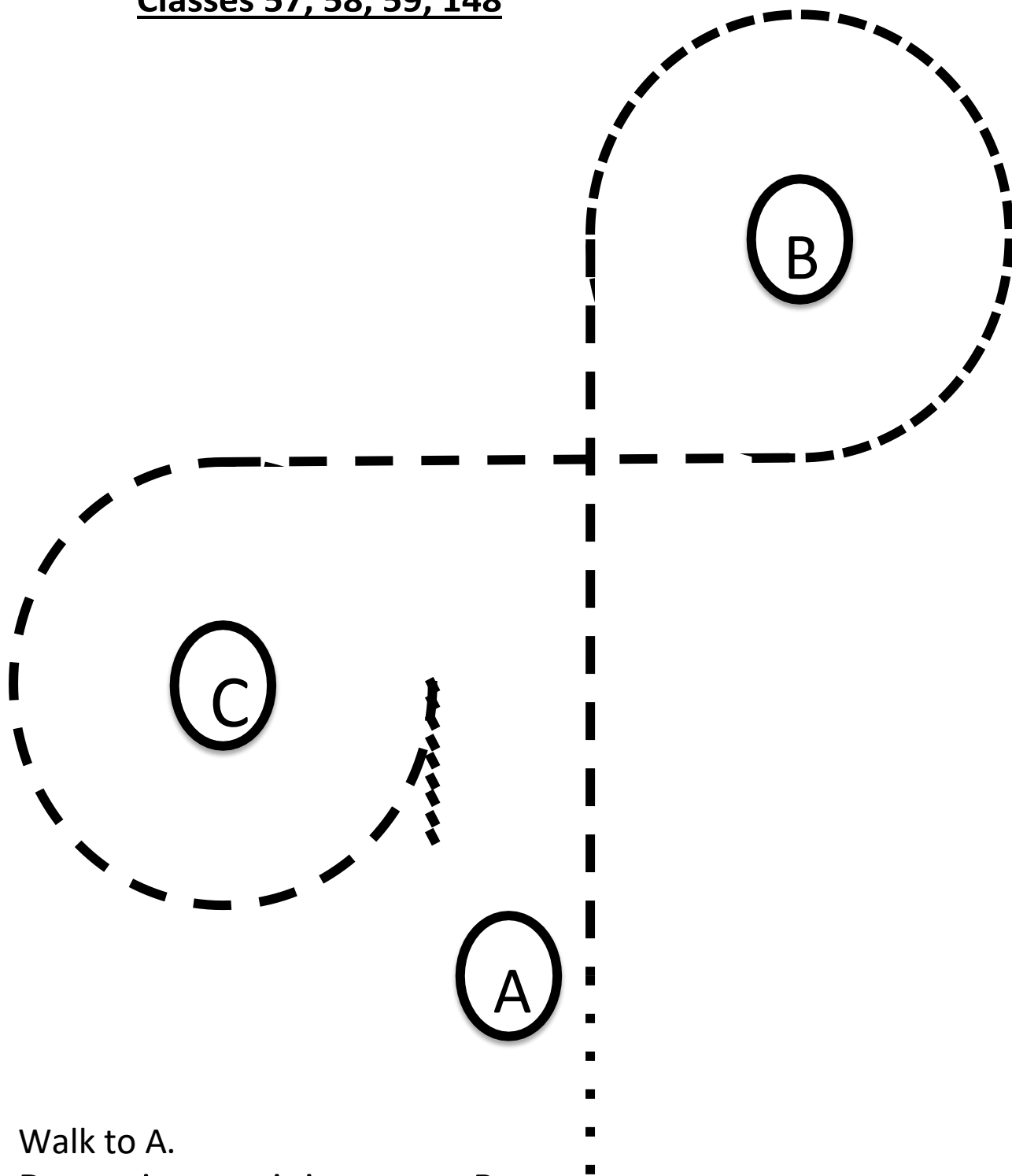
Classes 43, 44, 45



1. Right lead canter
2. Change leads
3. Canter left lead
4. Hand gallop
5. Posting trot right diagonal
6. Stop and back
7. Drop stirrups and trot left diagonal

WT English Equitation

Classes 57, 58, 59, 148

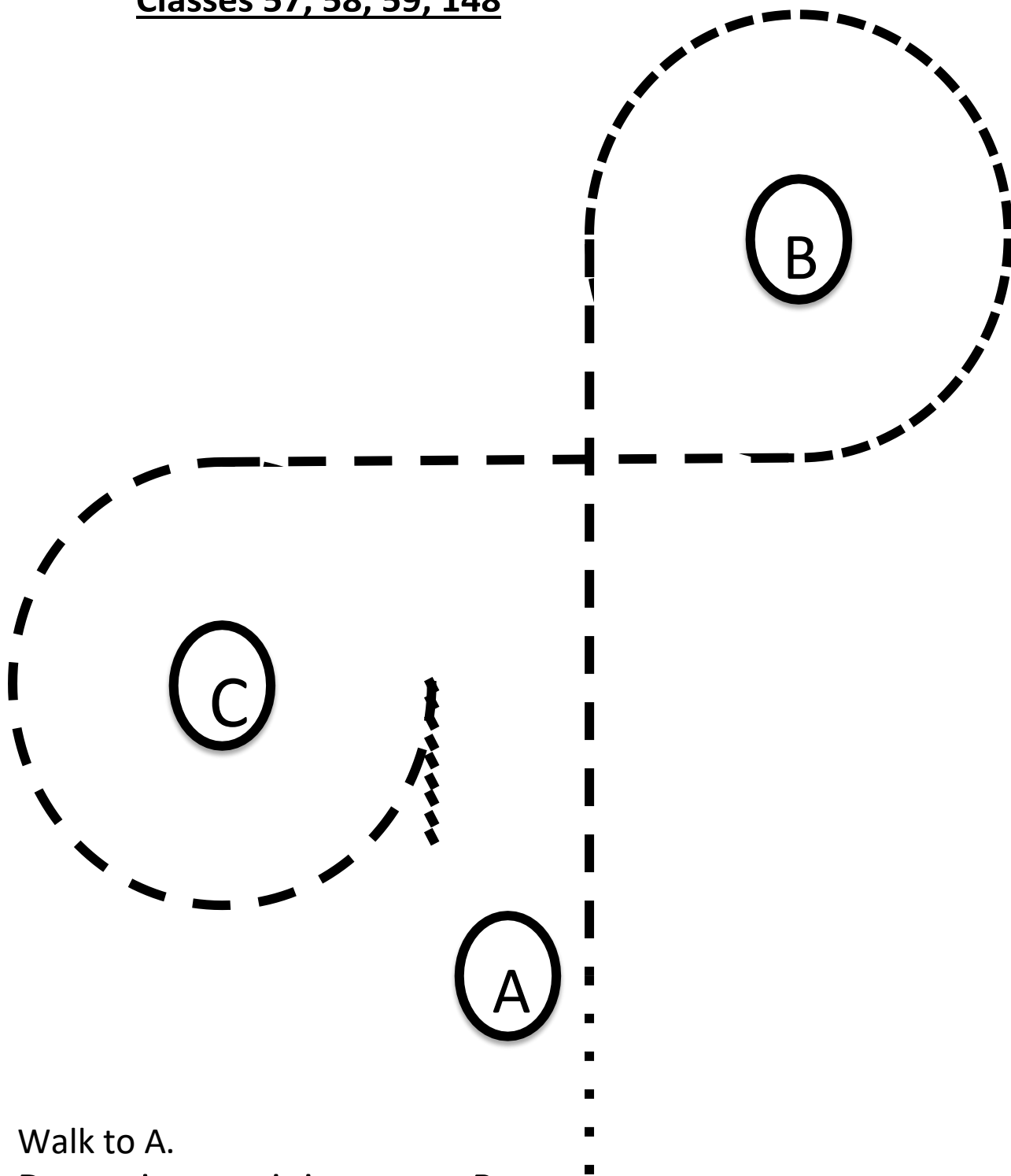


1. Walk to A.
2. Drop stirrups, sitting trot to B.
3. Posting trot  $\frac{3}{4}$  circle, centered on B.
4. Continue to C, change diagonals when even with A.
5. Trot  $\frac{3}{4}$  circle, centered on C.
6. Stop; back one horse length.



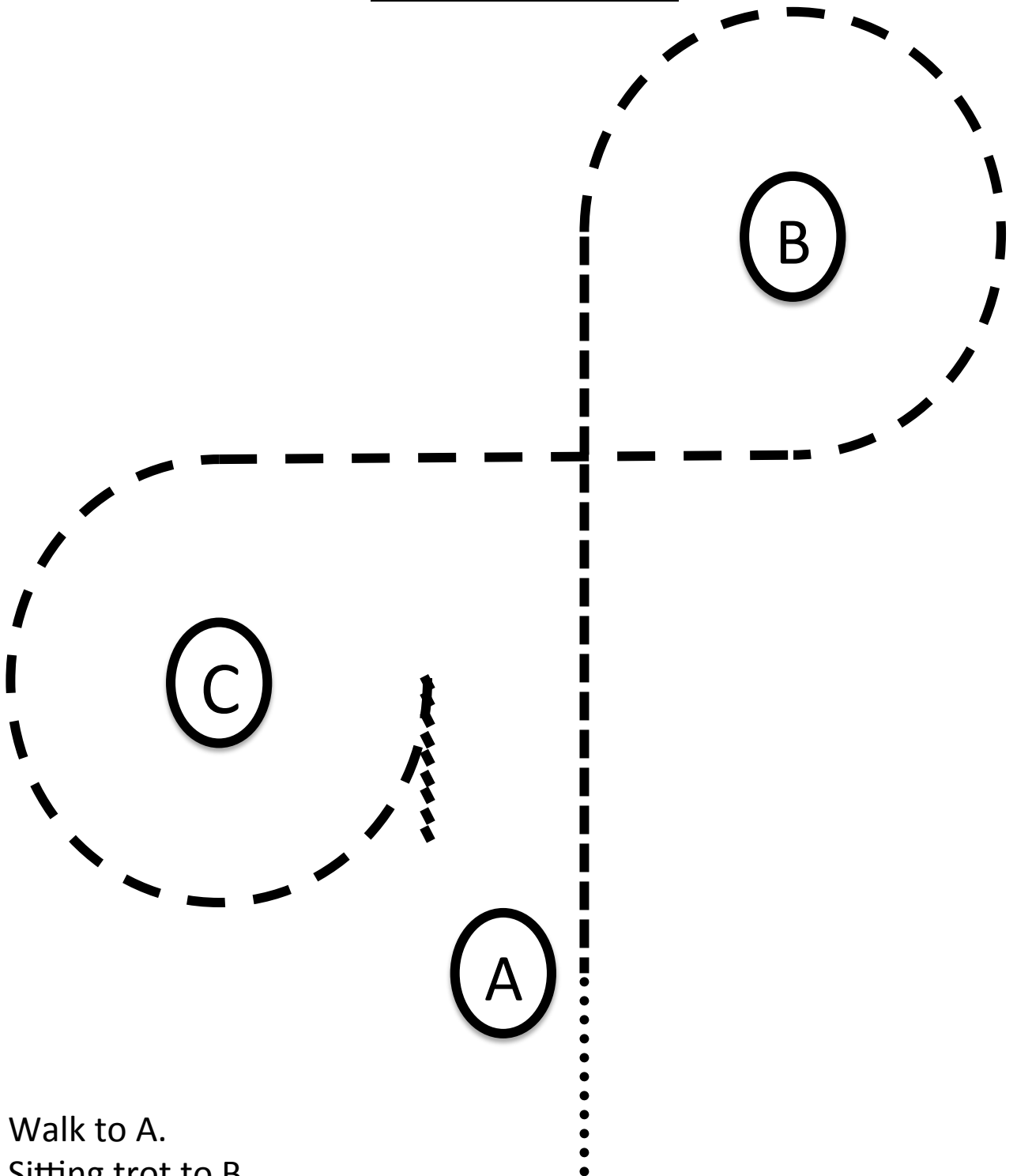
WT English Equitation

Classes 57, 58, 59, 148



1. Walk to A.
2. Drop stirrups, sitting trot to B.
3. Posting trot  $\frac{3}{4}$  circle, centered on B.
4. Continue to C, change diagonals when even with A.
5. Trot  $\frac{3}{4}$  circle, centered on C.
6. Stop; back one horse length.

English Equitation  
Pattern 1 Walk Trot

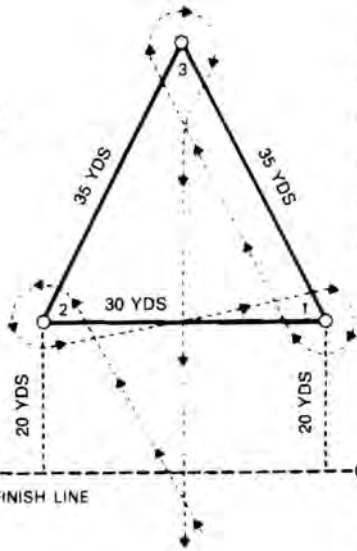
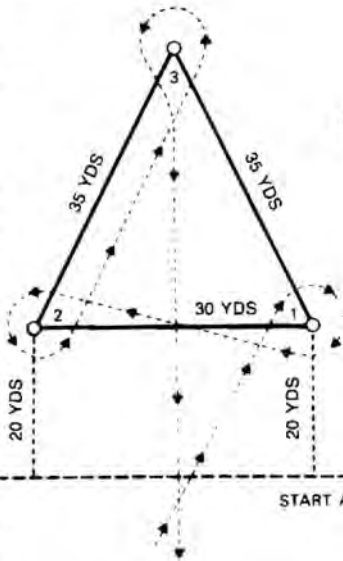


1. Walk to A.
2. Sitting trot to B.
3. Posting trot  $\frac{3}{4}$  circle, centered on B.
4. Continue to C, change diagonals when even with A.
5. Trot  $\frac{3}{4}$  circle, centered on C.
6. Stop; back one horse length.





OR

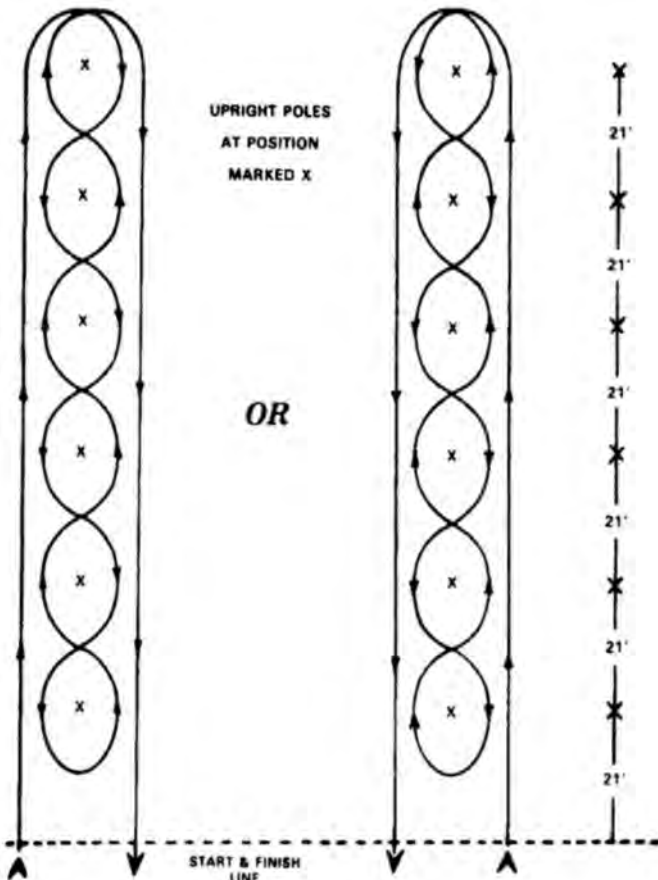


UPRIGHT POLES  
AT POSITION  
MARKED X

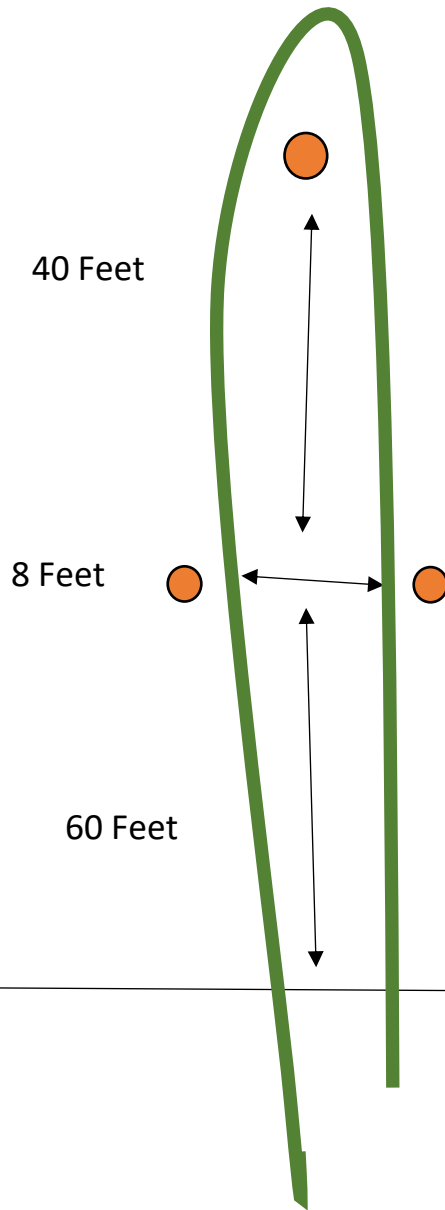
*OR*

X  
21'  
X  
21'  
X  
21'  
X  
21'  
X  
21'  
X  
21'  
X  
21'

START & FINISH  
LINE



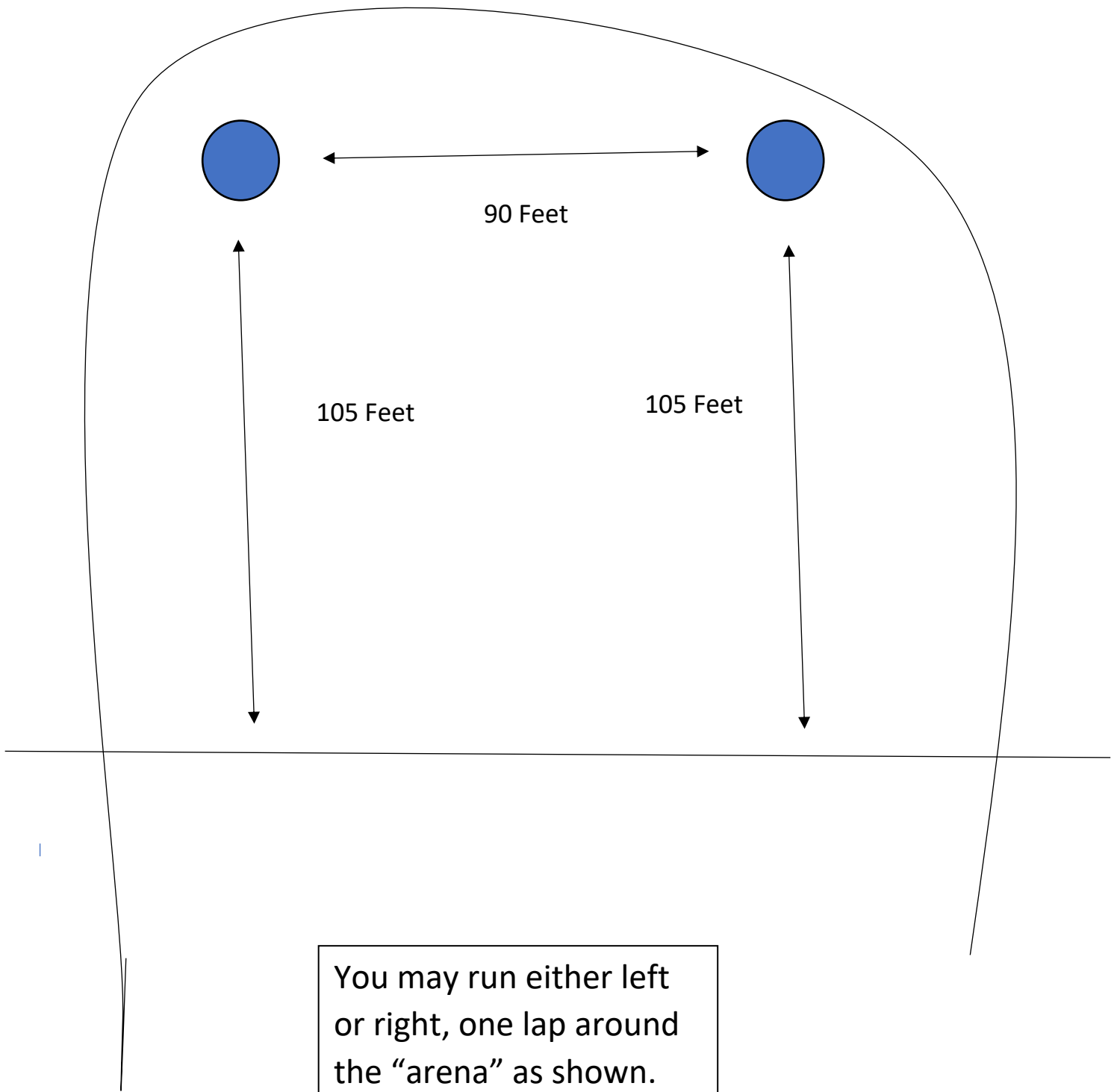
# Keyhole Race



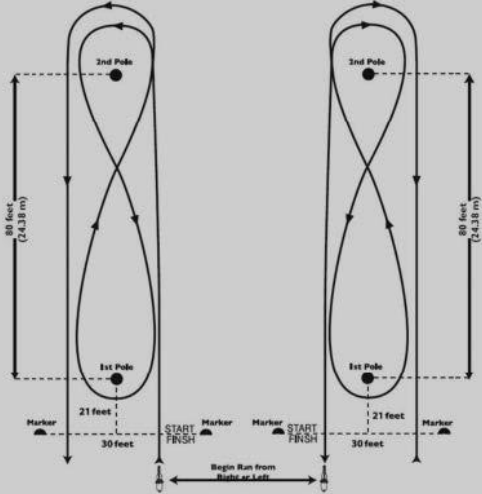
You may run either left or right, between the first 2 poles, then around the third pole as shown. See above for required measurements.



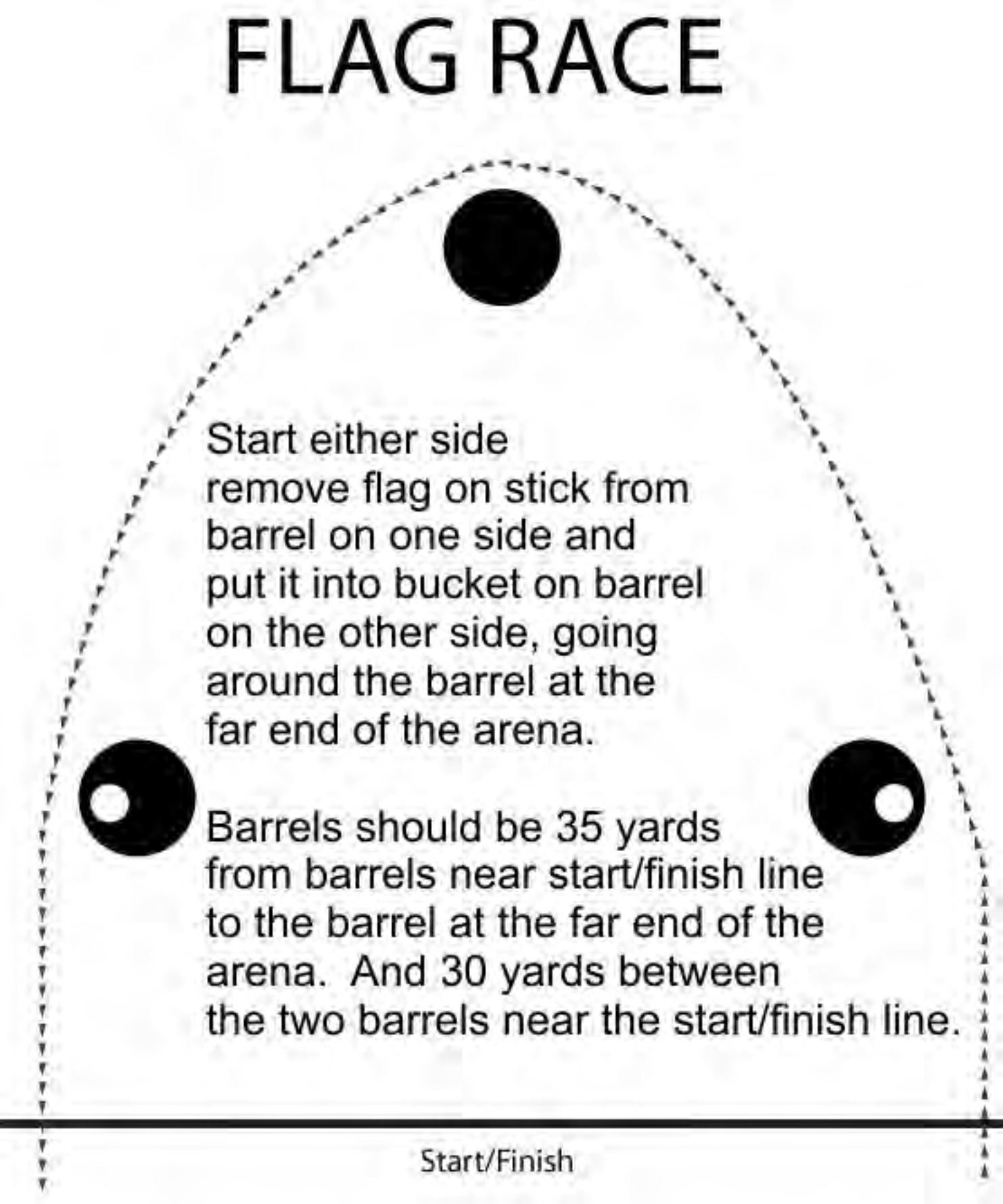
# Arena Race



You may run either left or right, one lap around the "arena" as shown. See above for required measurements.



# FLAG RACE

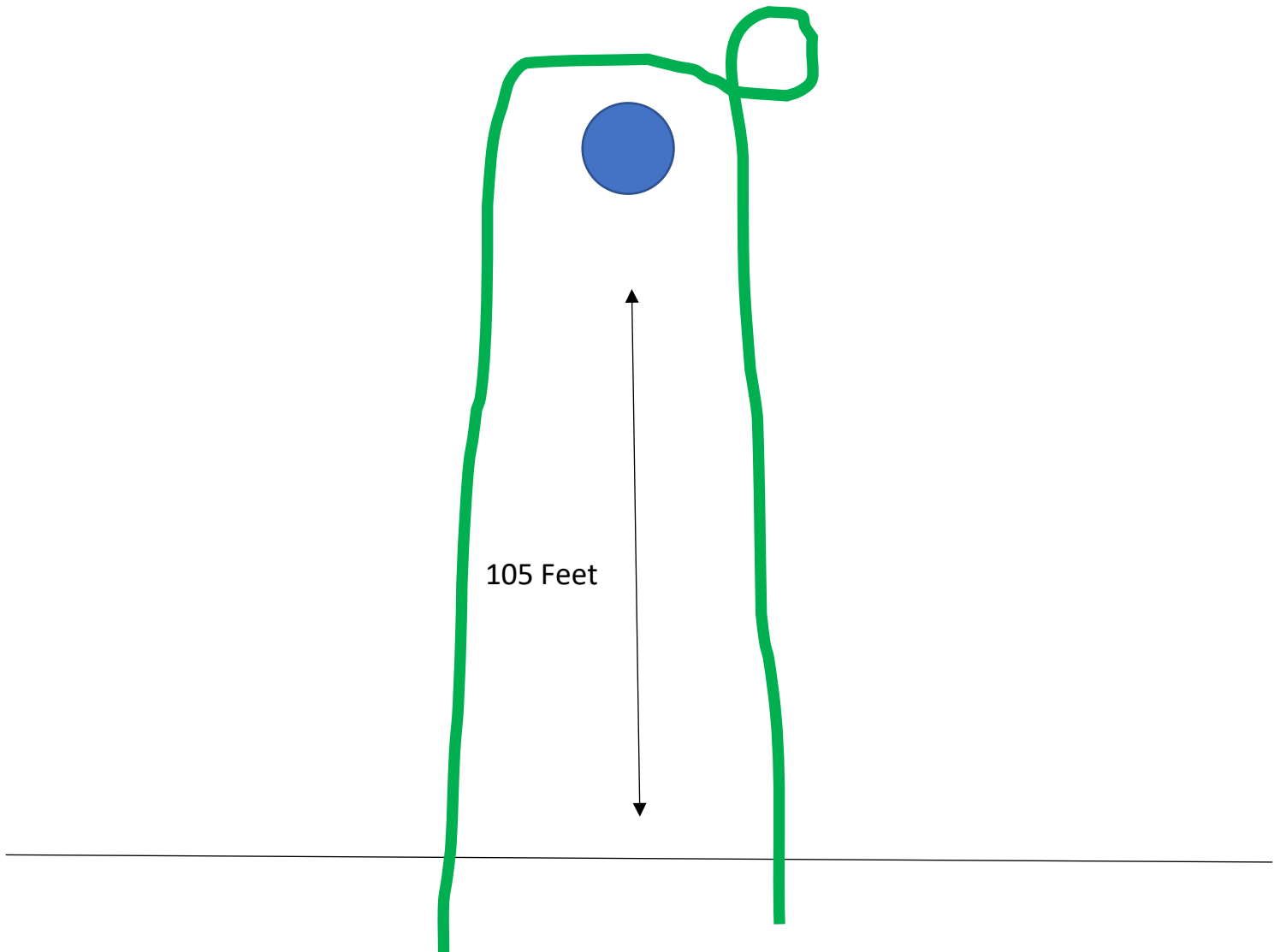


Start either side  
remove flag on stick from  
barrel on one side and  
put it into bucket on barrel  
on the other side, going  
around the barrel at the  
far end of the arena.

Barrels should be 35 yards  
from barrels near start/finish line  
to the barrel at the far end of the  
arena. And 30 yards between  
the two barrels near the start/finish line.

Start/Finish

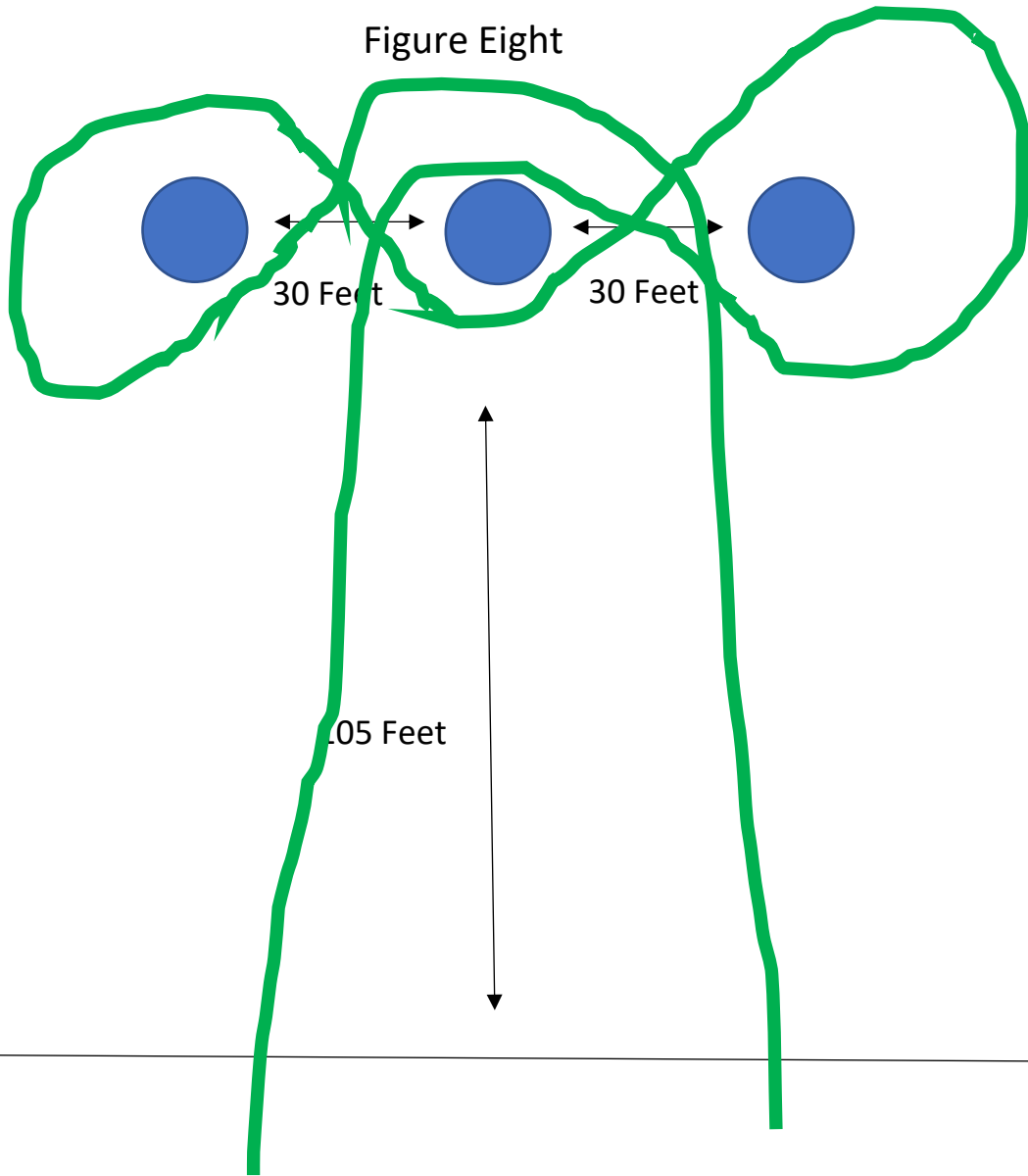
Rollback



You may run either left or right. Then a reverse turn before completing the turn around the barrel. See above for required measurements.



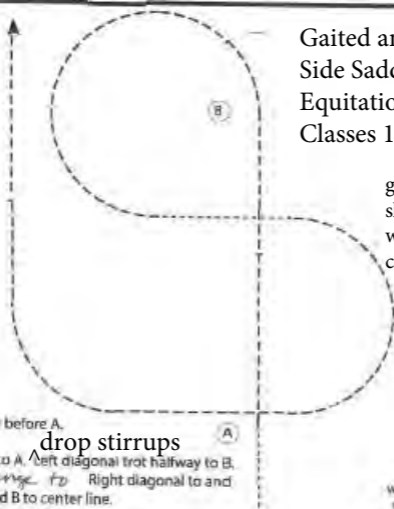
Figure Eight



You may run either left or right. Run between an end barrel and the center barrel, go around barrels as drawn above. See above for required measurements.

# Gaited and Side Saddle Equitation Classes 106, 112

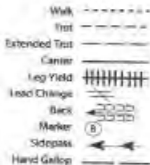
gaited riders should gait where trot is called



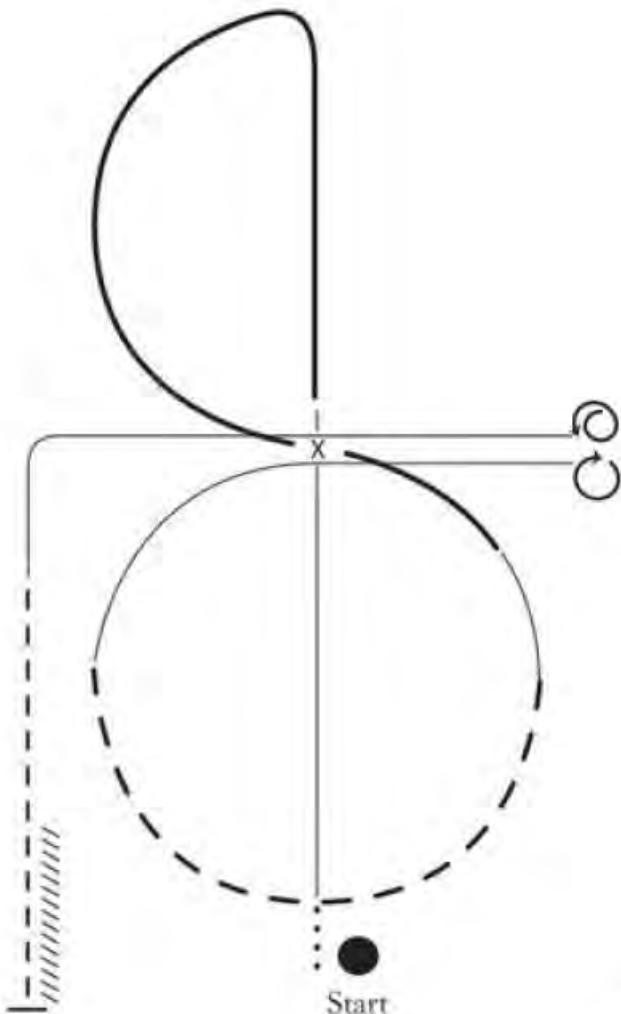
Be ready before A.

drop stirrups

1. Walk to A, left diagonal trot halfway to B.
2. *Change to* Right diagonal to and around B to center line.
3. Walk 3-4 strides.
4. Trot on left diagonal in half circle to A
5. Sitting trot around corner and halfway down line.
6. Sitting trot to exit.





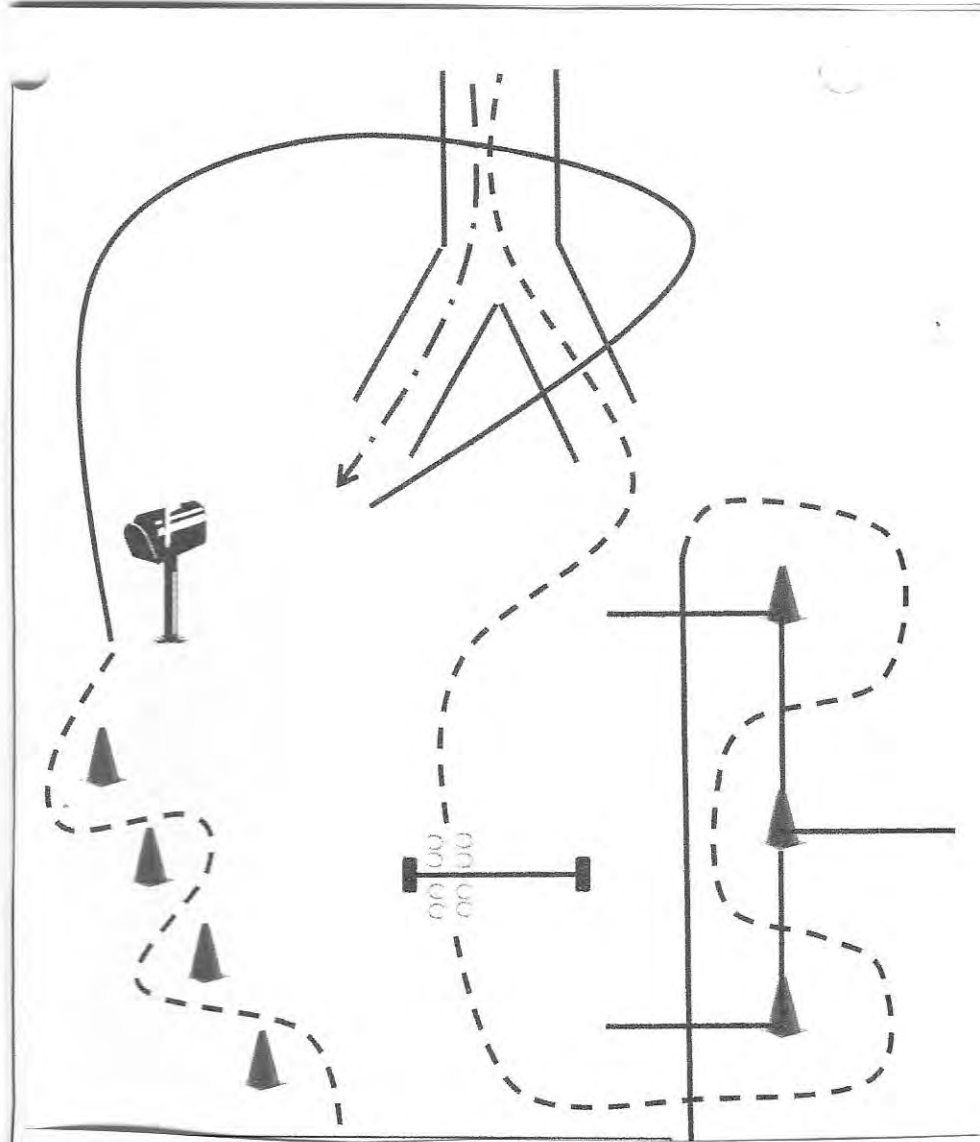


1. Walk 15 feet
2. Right lead lope, change leads
3. Left lead building into a lope with speed
4. Change leads, collect to a lope
5. Extended trot
6. Lope right lead, stop
7. 360 right, 1 1/2 left
8. Lope left lead
9. Jog, stop and back
10. Exit at a walk or jog

- X** Lead Change
- • Walk
  - - Trot
  - - Ext Trot
  - — Lope
  - — Ext Lope
  - ////// Back

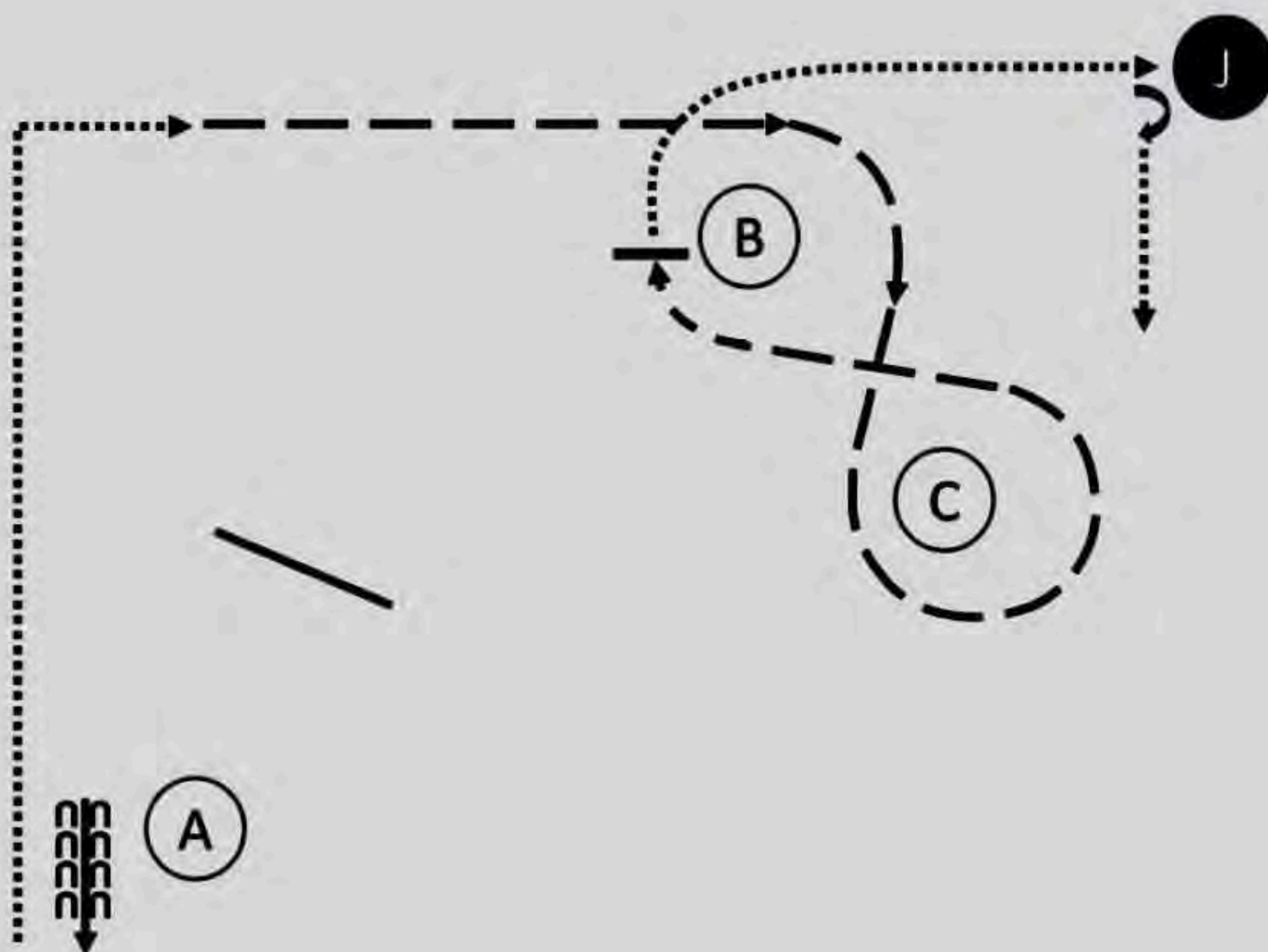


Challenge Trail  
Class 110



XXXXXXXXXXXXXXXXXXXX  
XXXXXXXXXXXXXXXXXXXX

1. Canter/lope over poles
2. Trot/jog around and weave poles
3. Trot/jog to gate
4. Work gate to the right
5. Trot/jog into the Y chute
6. Back out the opposite side of the Y
7. Canter/lope over poles to mailbox
8. Remove mail, show judge, replace Trot/jog thru flower boxes
9. Exit ring at trot/jog



**Be Ready A.**

- 1. Back two horse lengths.**
  - 2. Walk forward until just past B and turn a right hand square corner.**
  - 3. Transition to a trot and trot a Figure 8 around B and C stopping beside B.**
  - 4. Step away from the horse to the end of the lead while horse remains still.**
  - 5. Gather your lead, walk to Judge and set up for inspection.**
  - 6. When dismissed, Pivot 90° (¼ turn) on haunches and walk forward.**
- Exit pattern at a walk and follow the ring steward's instructions.**







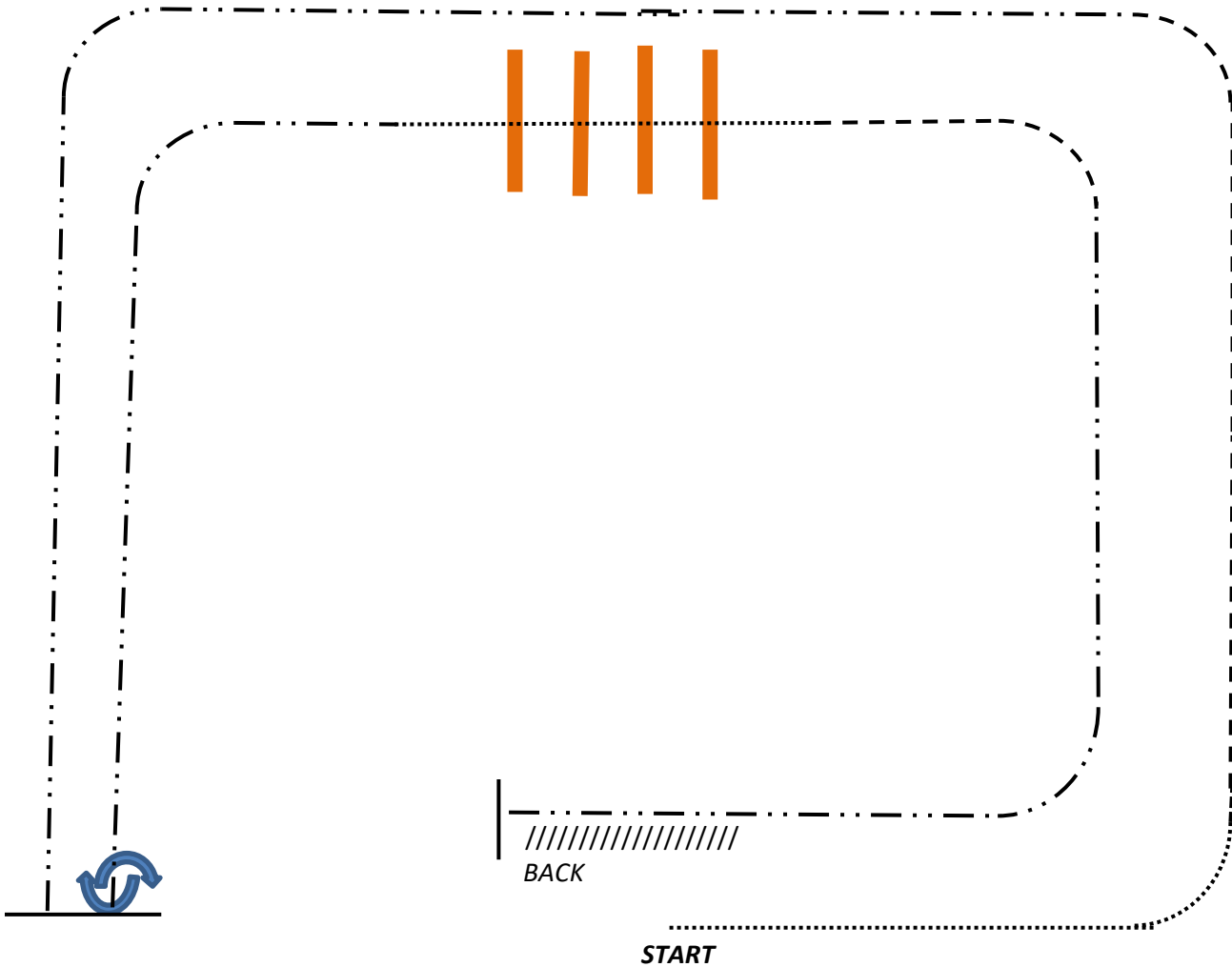
**RANCH RIDING**

**WALK TROT**

**Pattern # 2**

**Class 122**

WALK	-----
TROT	-----
EXT TROT	-----



1. WALK

2. TROT 1/2 way up the ARENA

3. TURN LEFT EXT. TROT Thru Center of Area and down the other side

4. STOP

5. 11/2 SPINS RIGHT

6.. EXT. TROT

7. WALK over RAILS

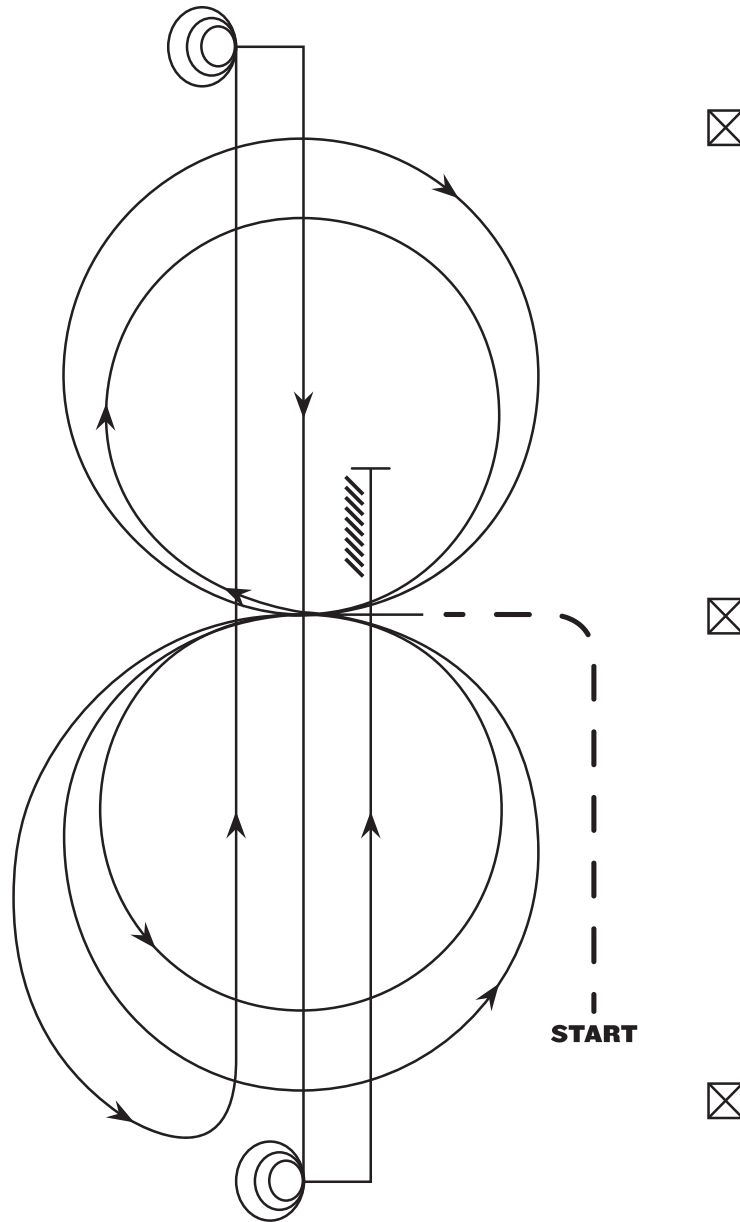
8 . TROT

9. EXT TROT

10. STOP / BACK 1 horse length

# VRH AND RHC RANCH REINING PATTERN 7

Class 123



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

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

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern





## Ranch Horsemanship

Classes 126 & 127 - WJ riders extended trot where lope is called.

Be ready at A.

1. When acknowledged, walk to B.
2. Trot from B to C.
3. Stop at C and perform a 360° turn to the left.
4. Lope left lead to D.
5. At D, perform a lead change & continue loping to E.
6. At E, stop and back one horse length.

