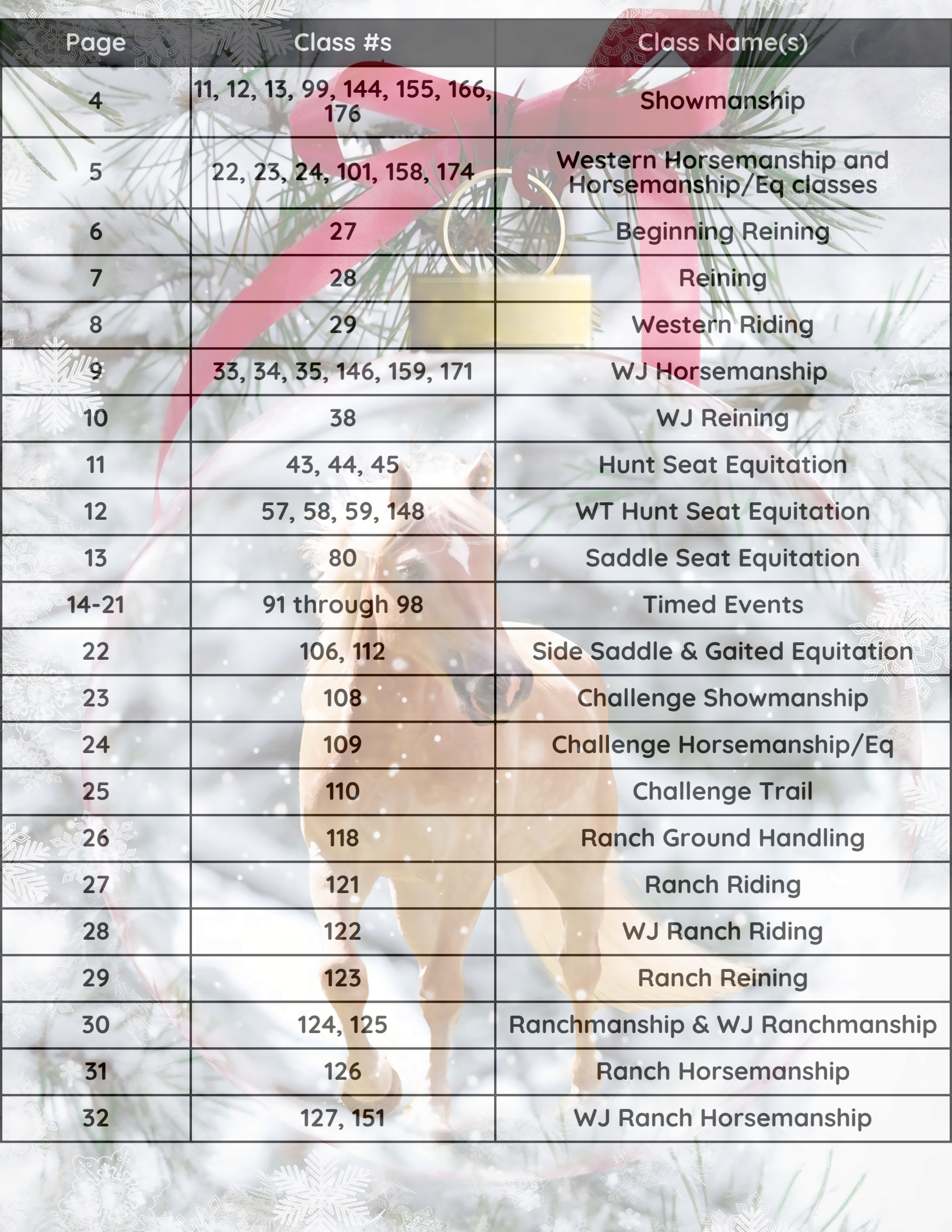




**OHSA
December, 2024
Virtual Show
Patterns**

www.showohsa.com



Pattern Notes

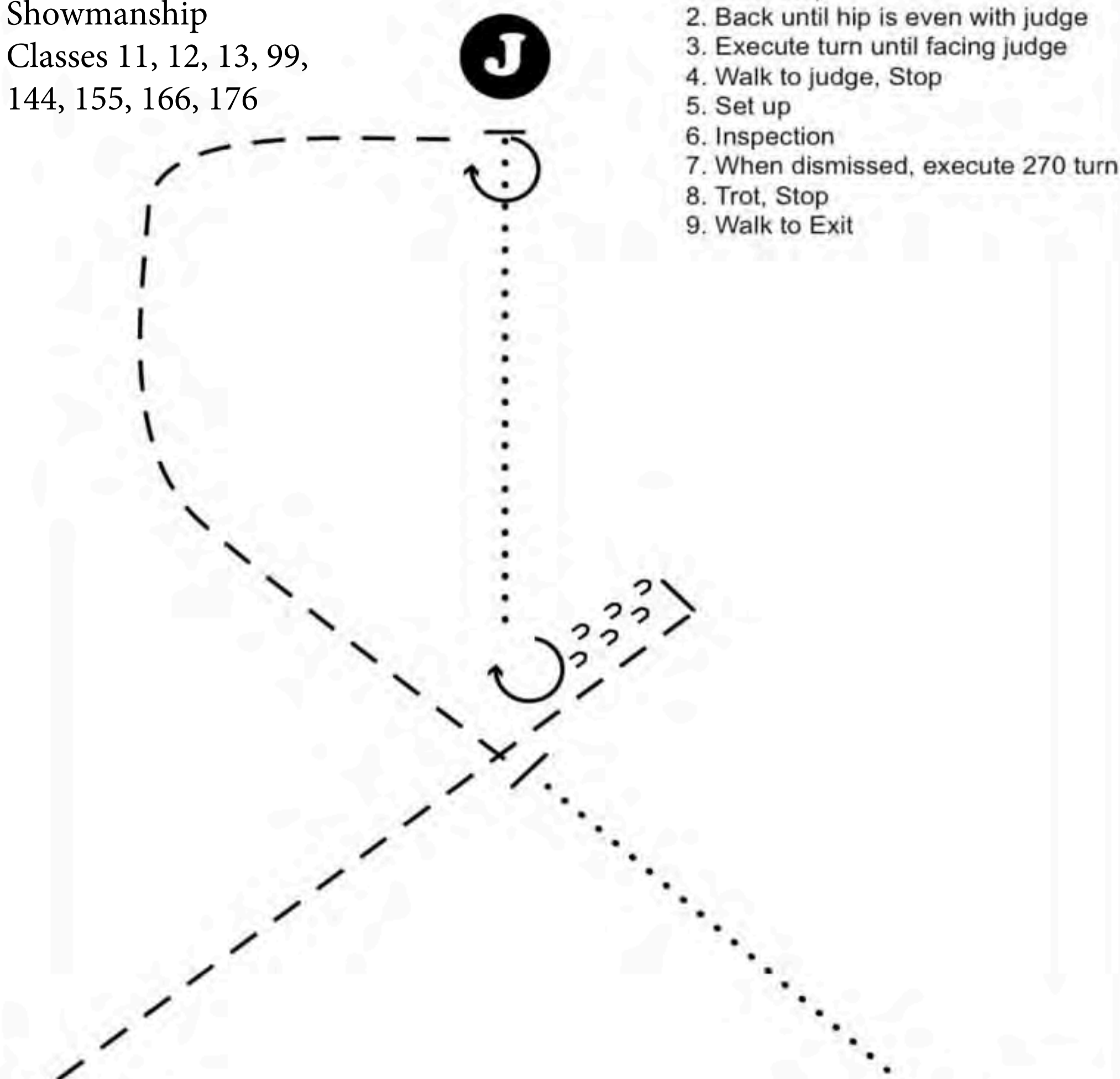
All patterns should be ridden as written. Drawn pattern is for **visual** support only.

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.

Showmanship
 Classes 11, 12, 13, 99,
 144, 155, 166, 176

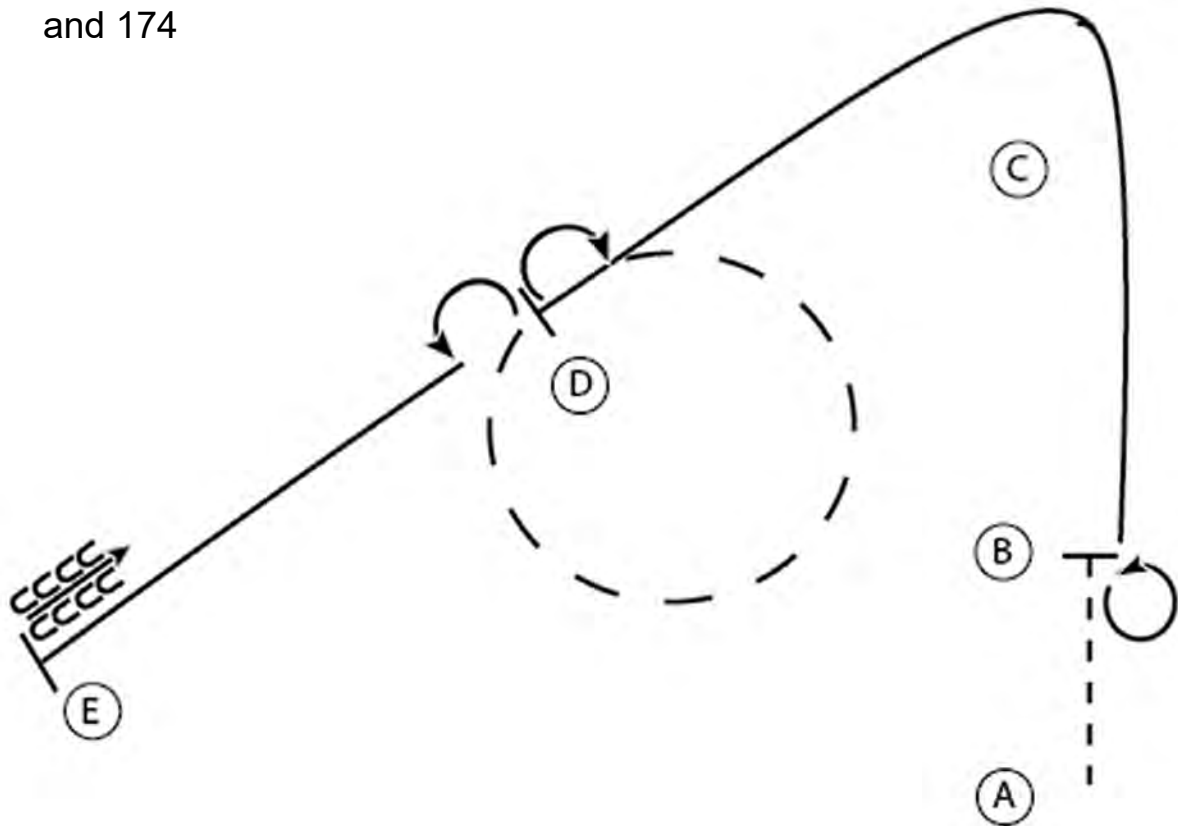


1. Trot, Stop
2. Back until hip is even with judge
3. Execute turn until facing judge
4. Walk to judge, Stop
5. Set up
6. Inspection
7. When dismissed, execute 270 turn
8. Trot, Stop
9. Walk to Exit

Start

- Walk
- Trot - - -
- Back C C C C
- Marker ○
- Judge ● J

Western Horsemanship
 Classes 22, 23, 24, 101, 158,
 and 174

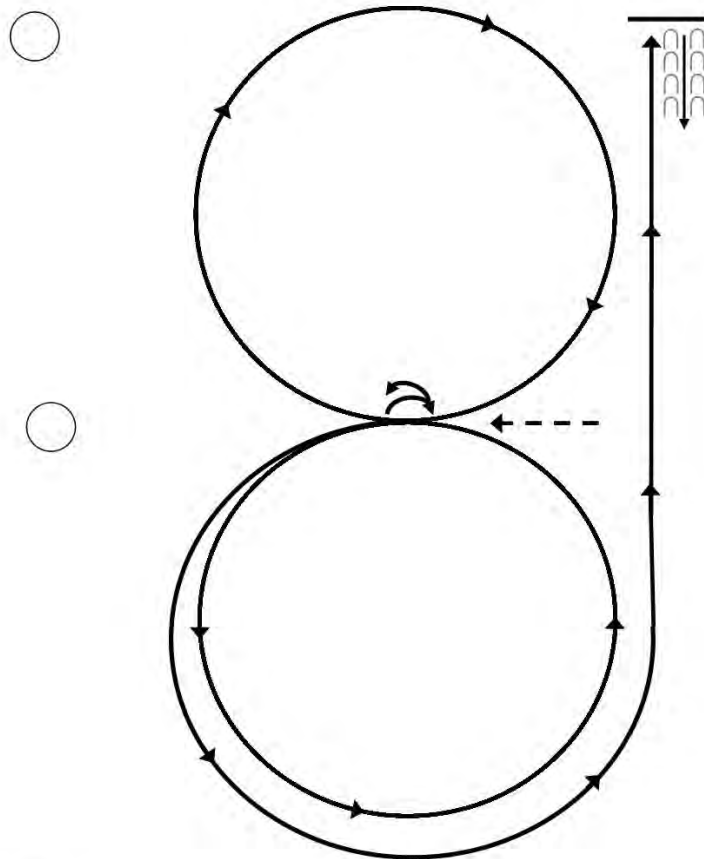


1. Jog A to B
2. Stop at B and perform a 360 degree turn to the left on the forehand.
3. Counter canter on the right lead around C to D
4. Stop at D and perform a 180 degree spin to the right on the hindquarter.
5. Extend the jog in a circle around D
6. Stop D and perform a 180 degree spin to the left on the hindquarter.
7. Lope on the left lead to E
8. Stop at E and back 4 steps

Walk	-----
Jog	- - - - -
Extended Jog	_____
Lope	—————
Leg Yield	
Lead Change	↙ ↘
Back	←←←← →→→→
Marker	(B)
Sidepass	←-----→

Beginning Reining

Class 27

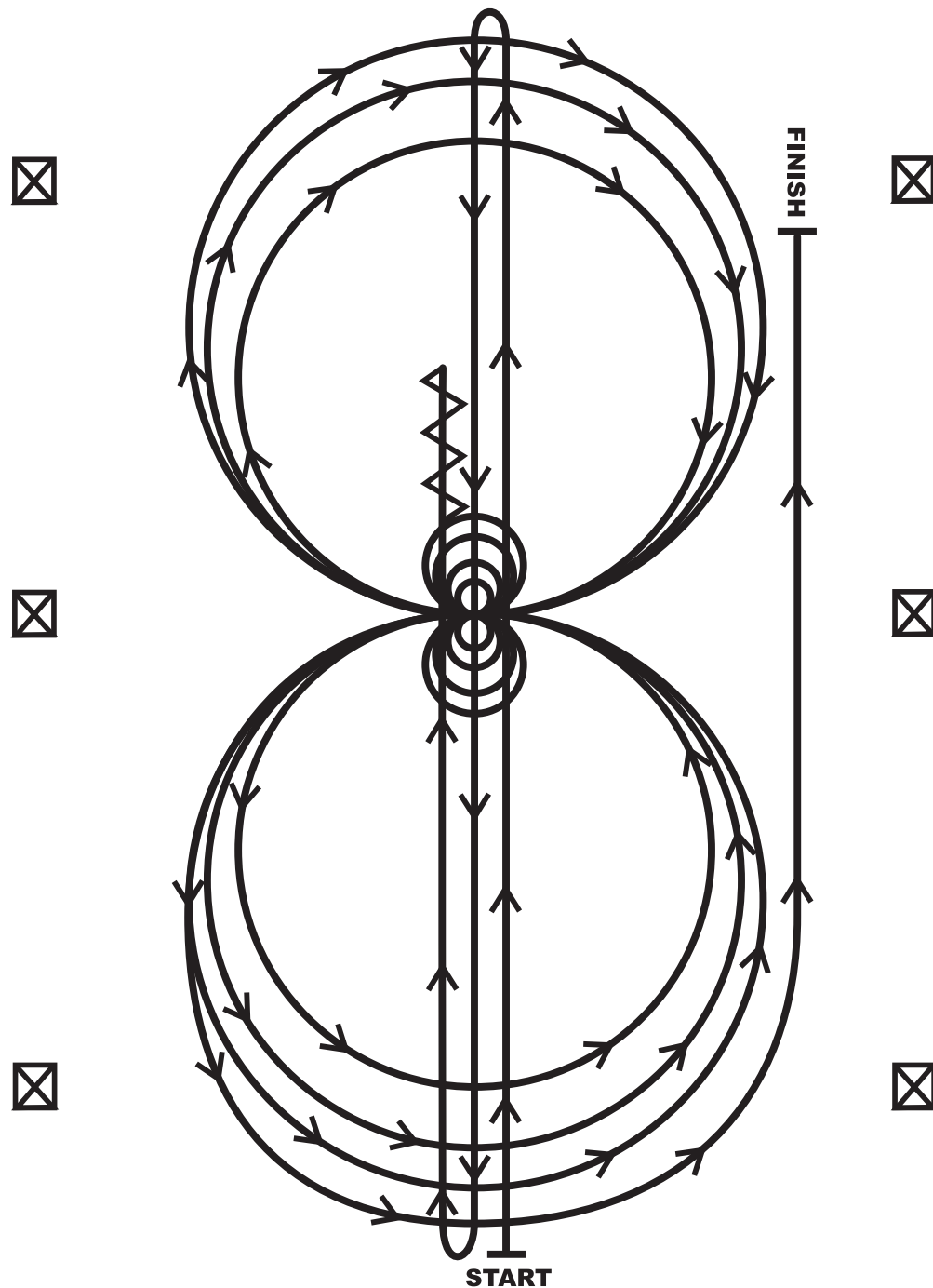


Pattern begins in center of arena:
Walk or jog to center, stop.

1. Lope 1 circle to left.
2. Stop
3. 1/2 spin left , 1/2 spin right
4. Lope 1 circle to right.
5. lead change.
6. Lope around end of arena, run to end
7. Stop, Back

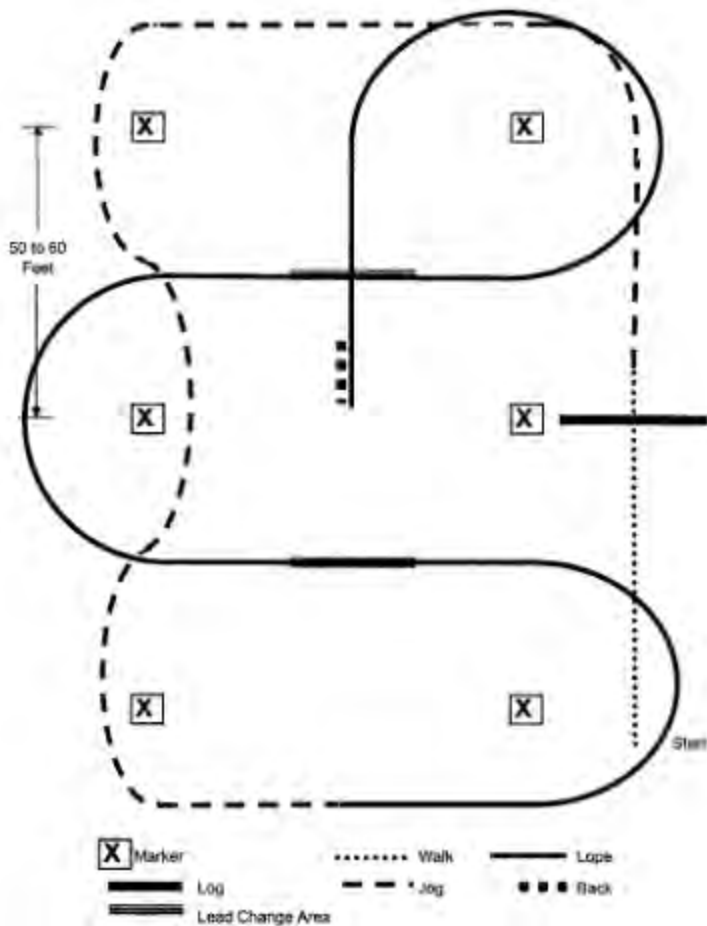
REINING PATTERN I

Reining
Class 28



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 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 left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

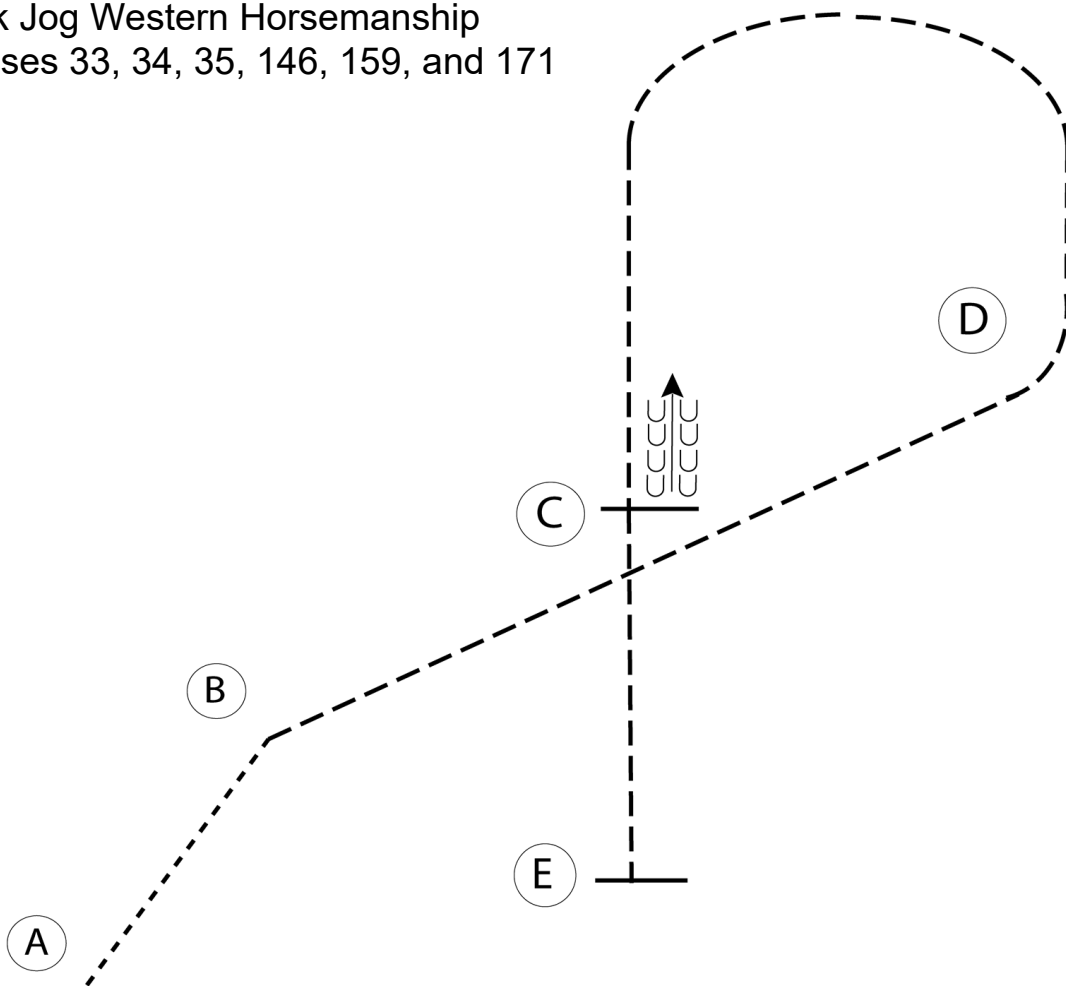
Western Riding Pattern #1



1. Begin at the first cone. Walk over the log.
2. Pick up a jog, jog around the end.
3. Weave through the cones at the jog.
4. Pick up the lope at the middle of the end.
5. Do two crossing changes.
6. Circle the last cone, lope down the centerline.
7. Stop and back at least one horse's length.

Walk Jog Western Horsemanship

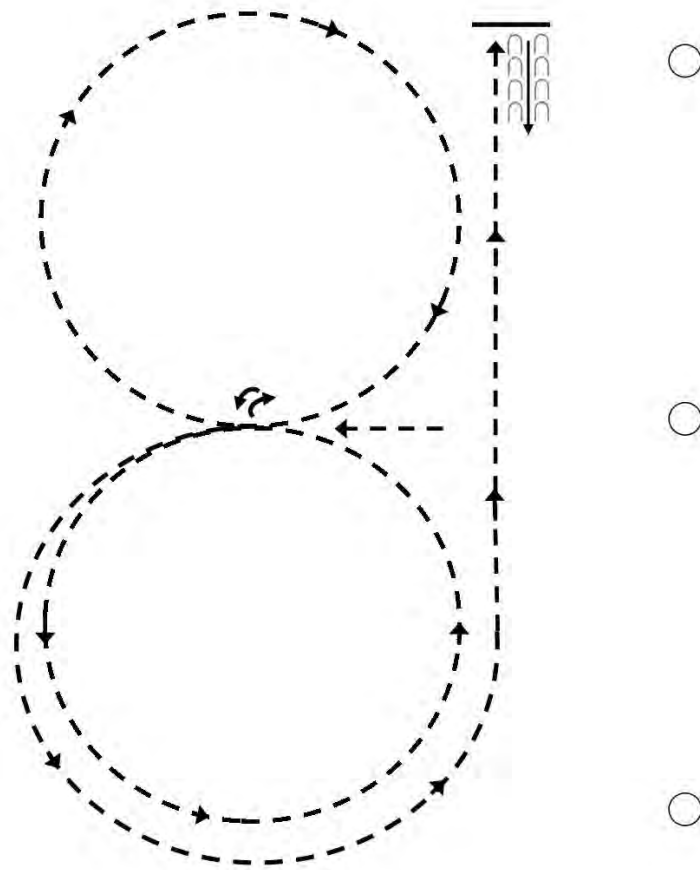
Classes 33, 34, 35, 146, 159, and 171



1. Walk from A to B
2. Jog from B to D
3. Jog around D to C
4. At C stop and back four steps
5. Jog from C to E
6. At E stop

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

Reining Walk-Trot Pattern 3

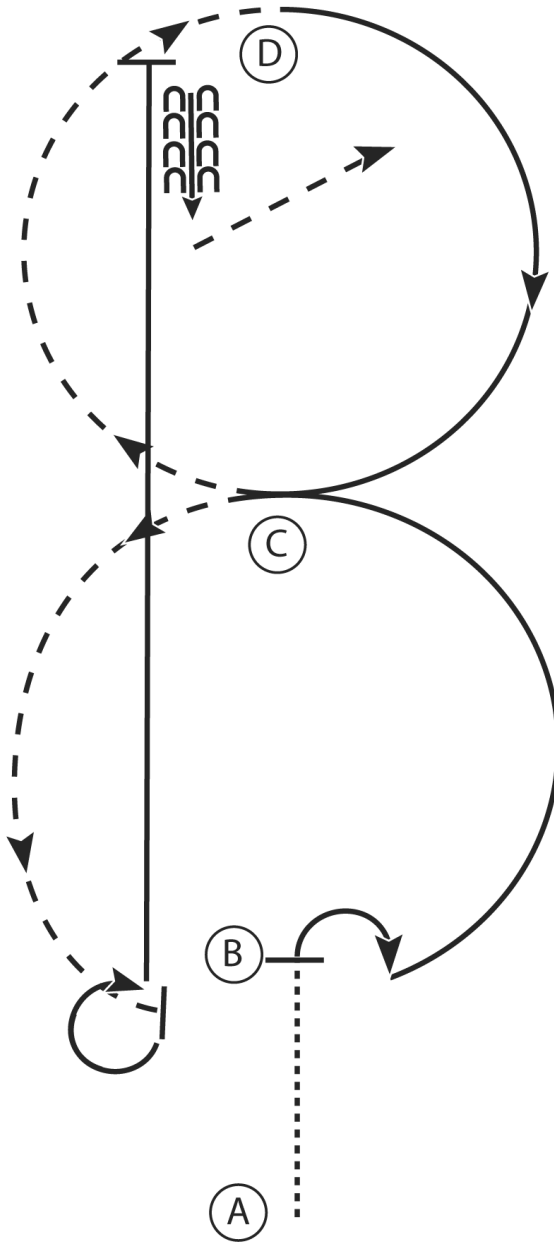


Pattern begins in center of arena:
Walk or jog to center, stop.

1. Jog 1 circle to left.
2. Stop
3. 1/4 spin left , 1/4 spin right
4. Jog 1 circle to right.
5. Jog to left and around end of arena.
6. Stop, Back

Hunt Seat Equitation

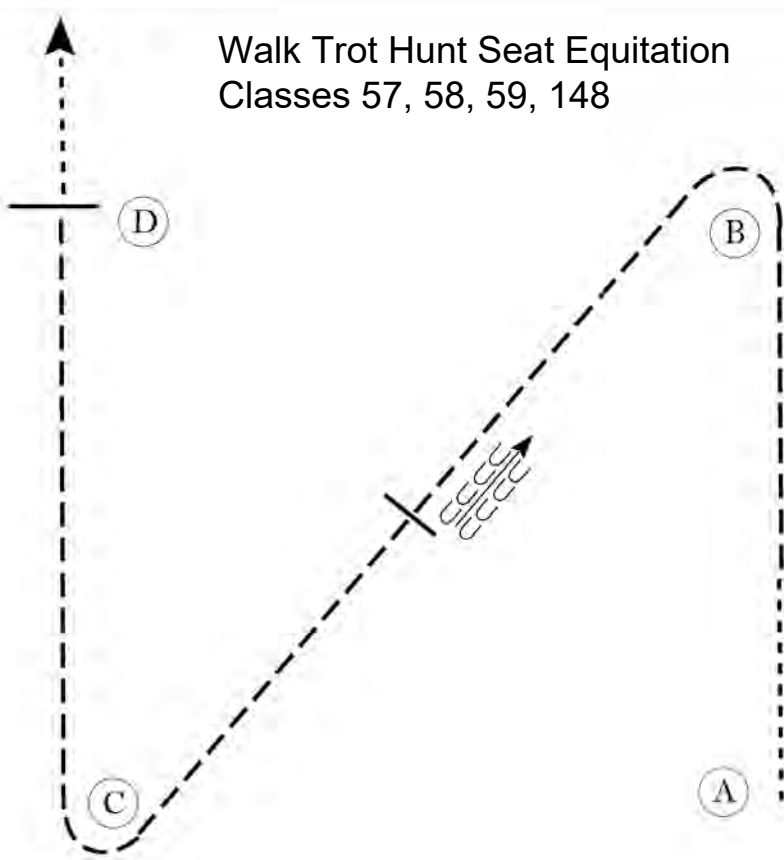
Classes 43, 44, and 45



1. Walk A to B
2. At B stop and perform a 90 degree turn to the right
3. Canter on the left lead in a half circle to C
4. At C posting trot in a half circle to D on the correct diagonal
5. At D counter canter on the left lead in a half circle to C
6. At C posting trot half circle to just before B on the correct diagonal
7. Before B stop and perform a 270 degree turn to the right
8. Hand gallop to D
9. At D stop and back 4 steps
10. Sitting trot to exit

Walk
Trot	-----
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	———/
Back	←←←←← ←←←←←
Marker	(B)
Sidepass	←-----←

Walk Trot Hunt Seat Equitation Classes 57, 58, 59, 148



Be ready at A.

1. Walk approximately two horse lengths from A.
2. Trot to B.
3. At B, trot around B to middle.
4. Stop at middle and back one horse length.
5. Trot to C.
6. At C, trot around C to D.
7. Stop at D.
8. Exit at a walk.

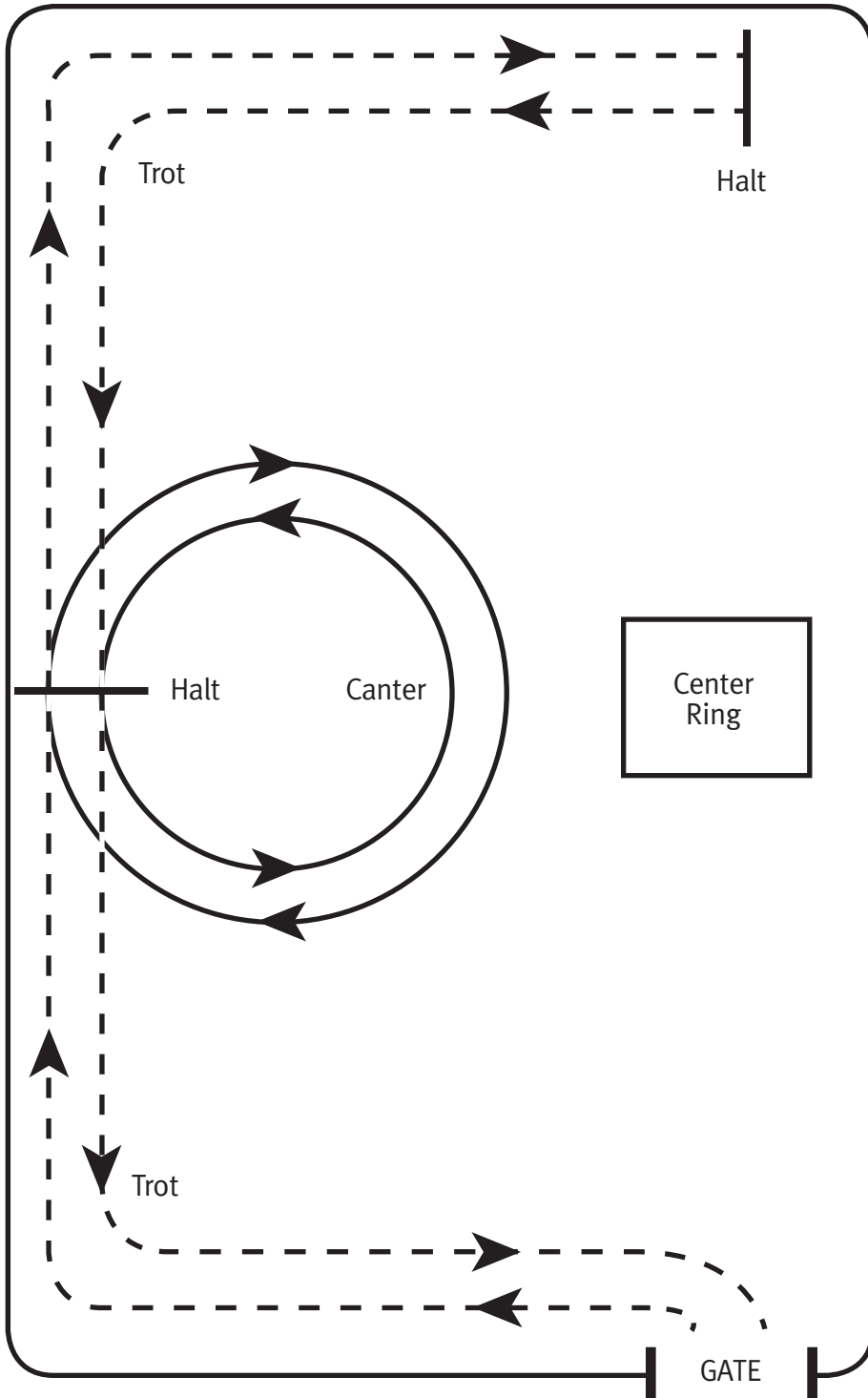
Follow the directions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Lead Change	
Back	
Marker	(B)
Hand Gallop	-----

Saddle Seat Equitation

Class 80

w/t riders trot where canter is called for



Enter the arena to the left at a trot on the correct diagonal. Continue to the center of the straightaway. Halt.

Canter one circle to the right on the correct lead. Halt.

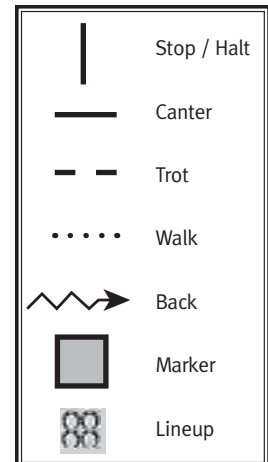
Trot on correct diagonal to the far end of the arena. Halt.

Reverse direction.

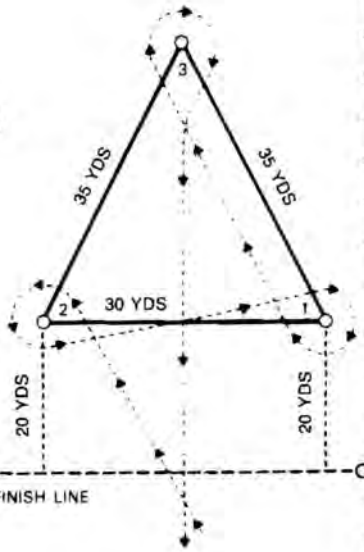
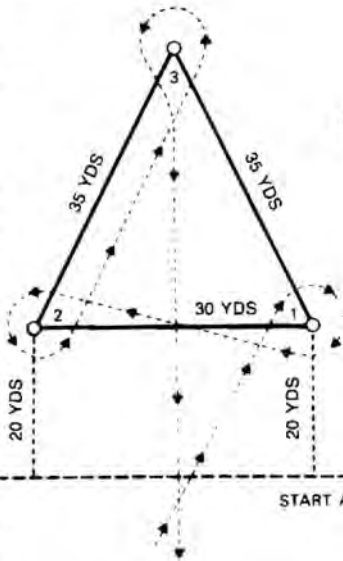
Trot on the correct diagonal to the center of the straightaway. Halt.

Canter one circle to the left on the correct lead. Halt.

Exit at a trot on correct diagonal.



OR



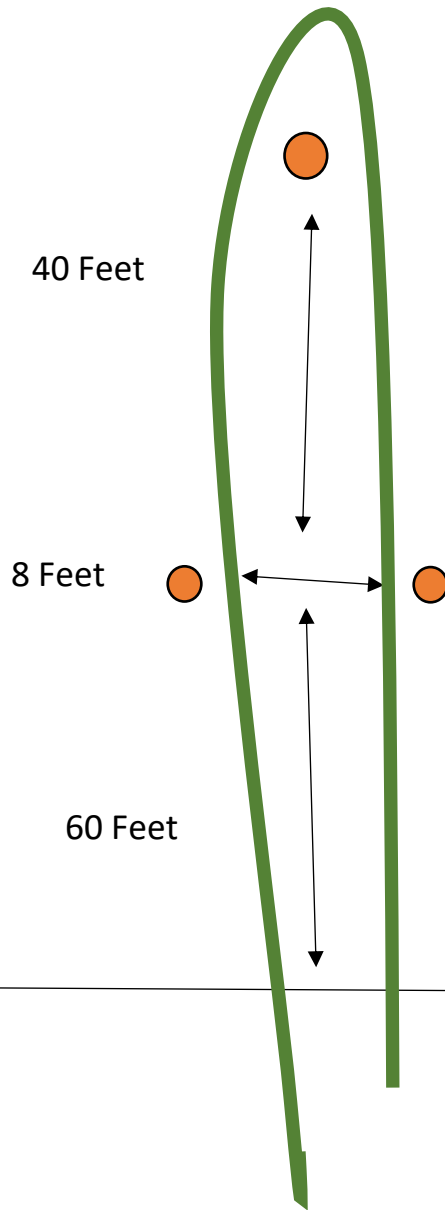
UPRIGHT POLES
AT POSITION
MARKED X

OR



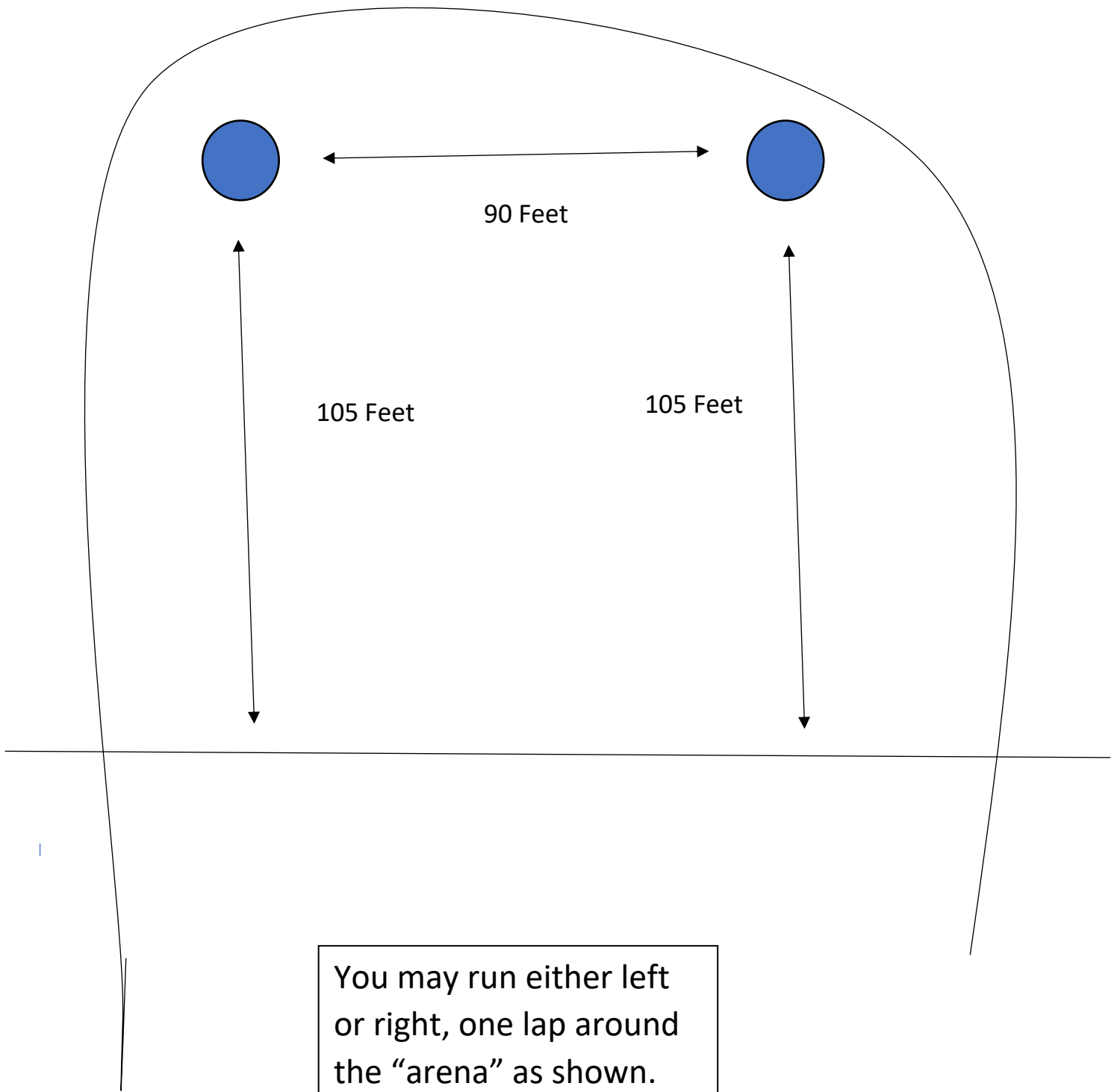
START & FINISH
LINE

Keyhole Race

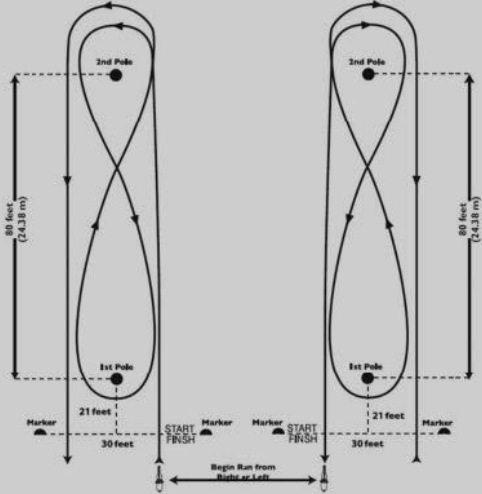


You may run either left or right, between the first 2 poles, then around the third pole as shown. See above for required measurements.

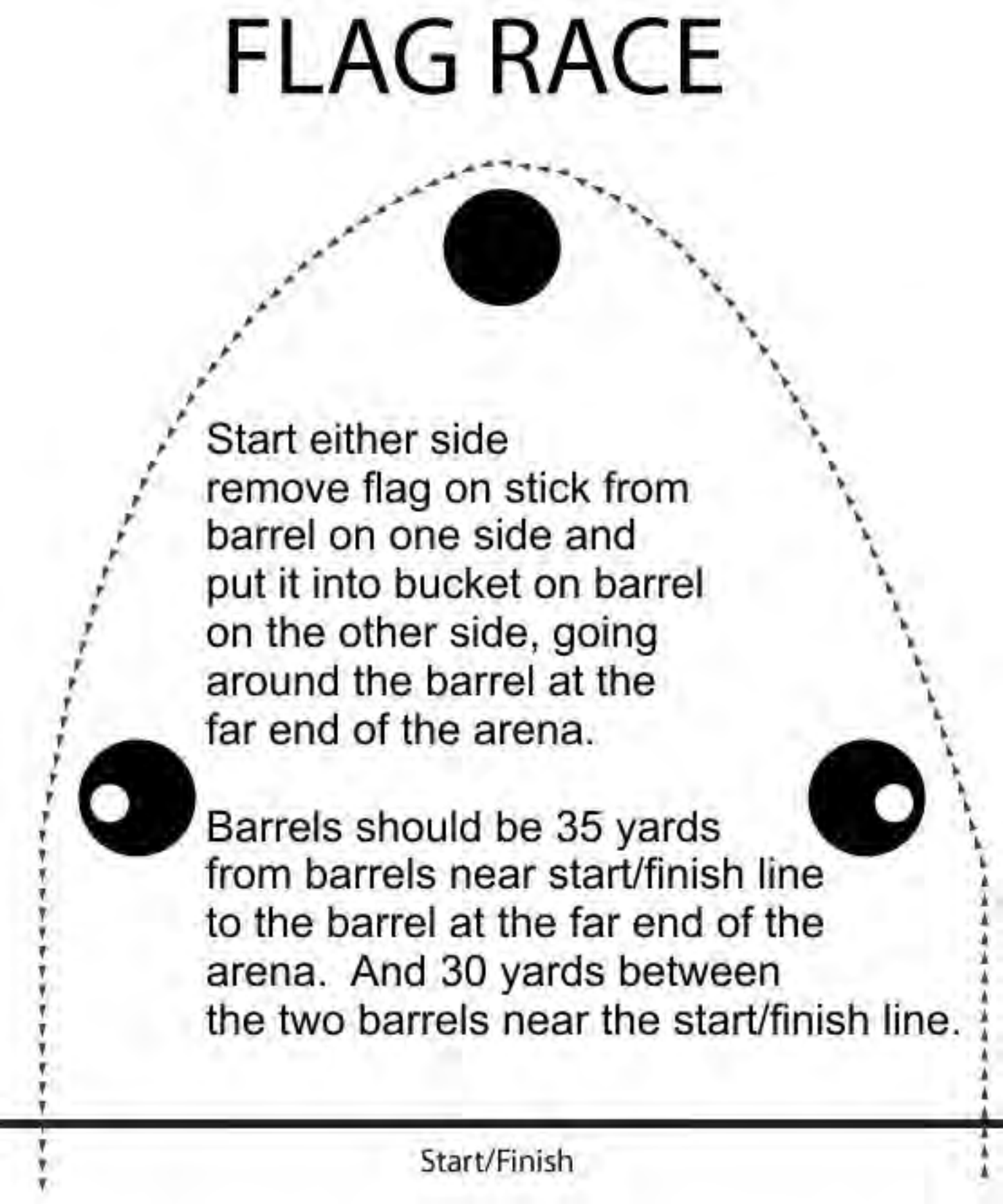
Arena Race



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



FLAG RACE

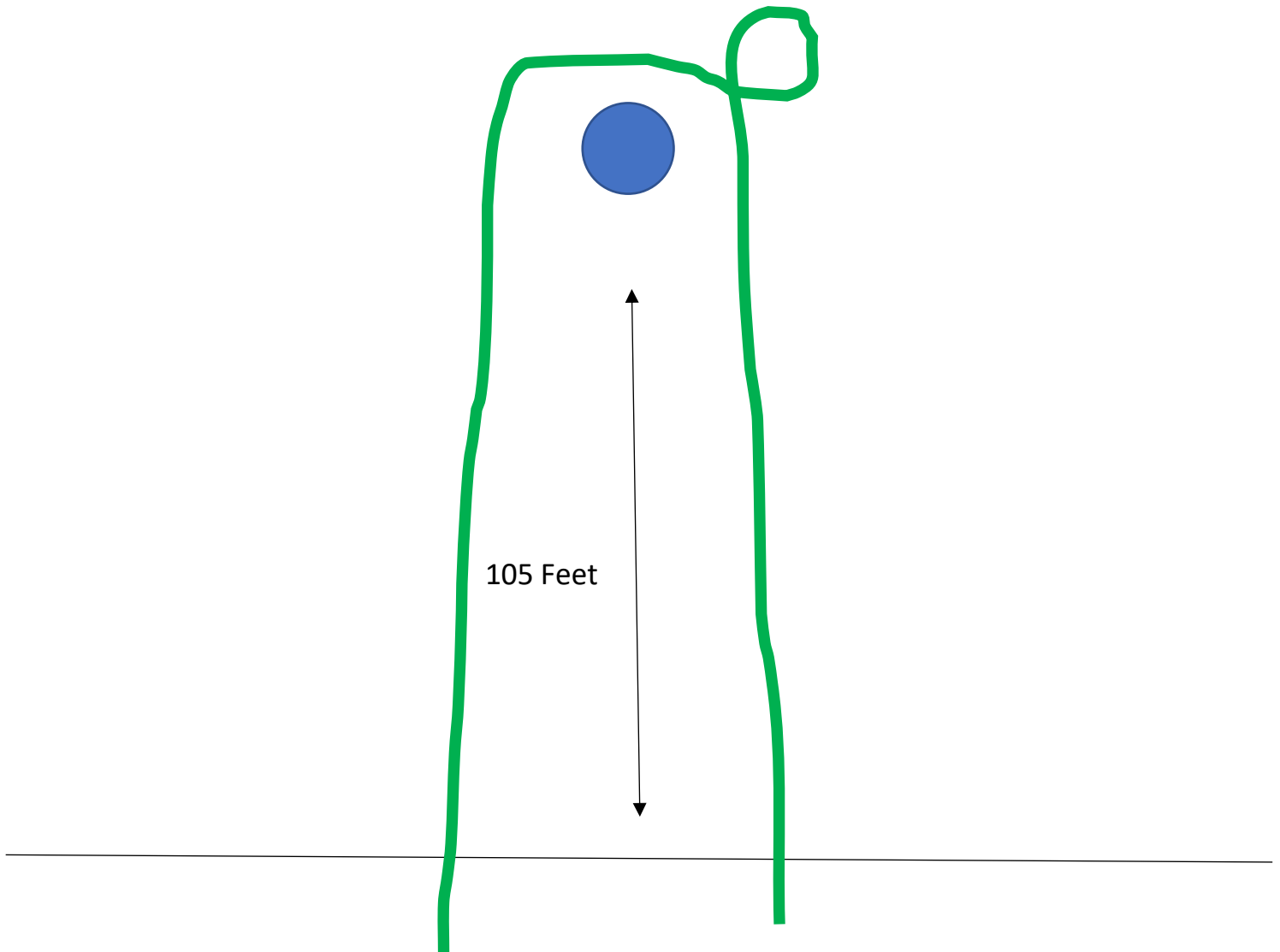


Start either side
remove flag on stick from
barrel on one side and
put it into bucket on barrel
on the other side, going
around the barrel at the
far end of the arena.

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.

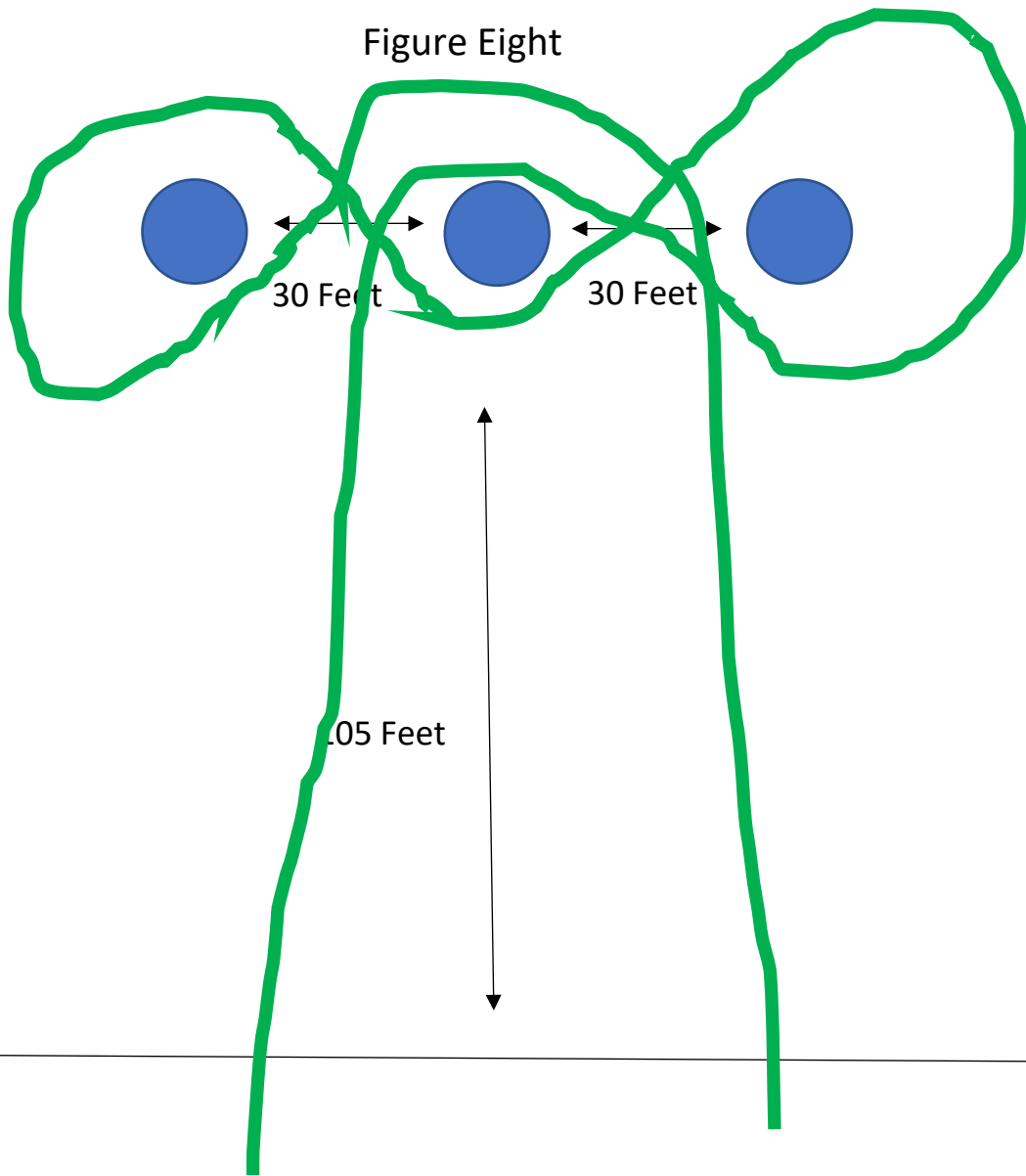
Start/Finish

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

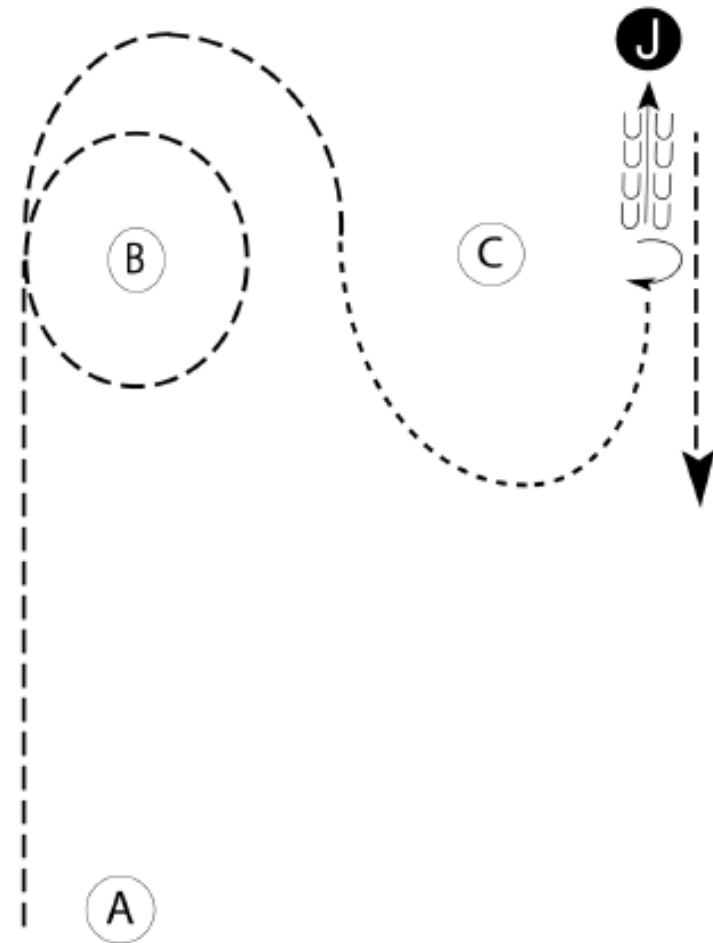


You may run either left or right. Run between an end barrel and the center barrel, go around barrels as drawn above. See above for required measurements.

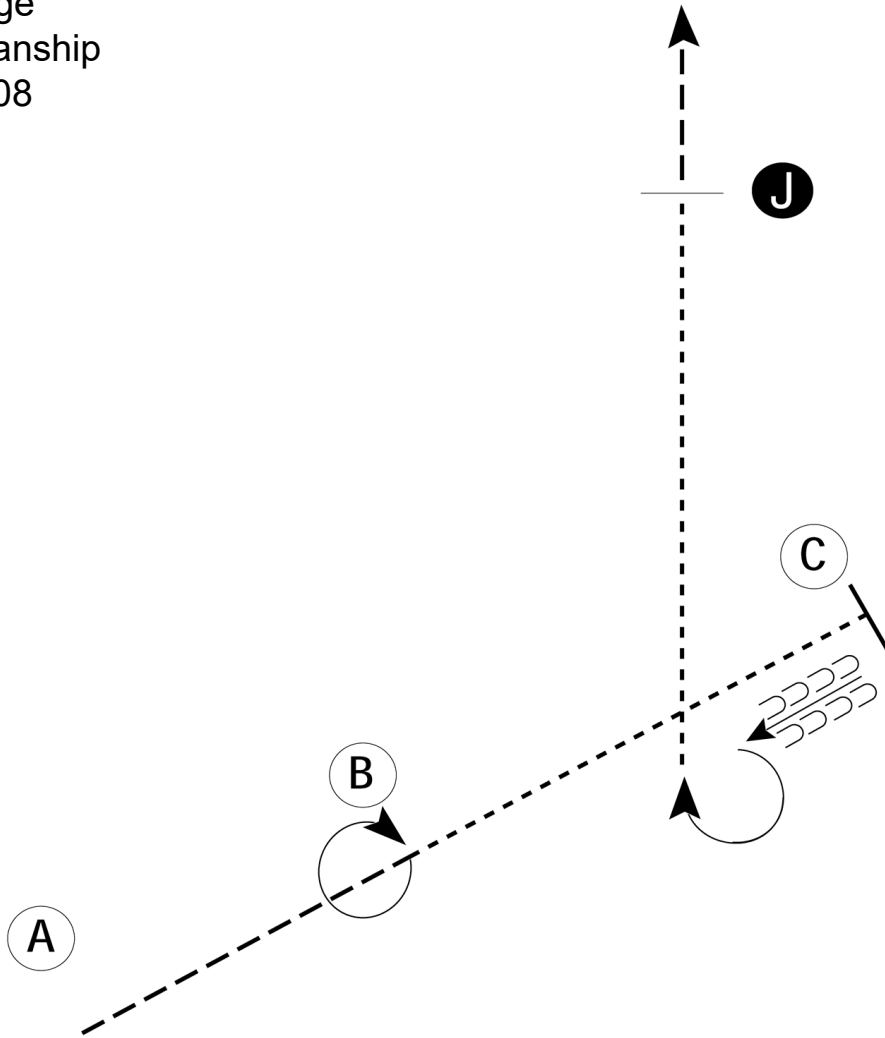
Gaited Equitation and Side Saddle Equitation

Classes 106, 112 non-gaited side saddle riders should jog/trot where gait is called.

1. Trot or show gait from A to B.
2. Trot or show gait a circle around B and continue until between B & C.
3. Between B & C walk until even with and stop at C.
4. Perform a 180° turn on the forehand and back to the judge.
5. Set up for inspection. When dismissed, trot or show gait straight away from the judge and follow directions from your ring steward.



Challenge
Showmanship
Class 108



Be ready at A.

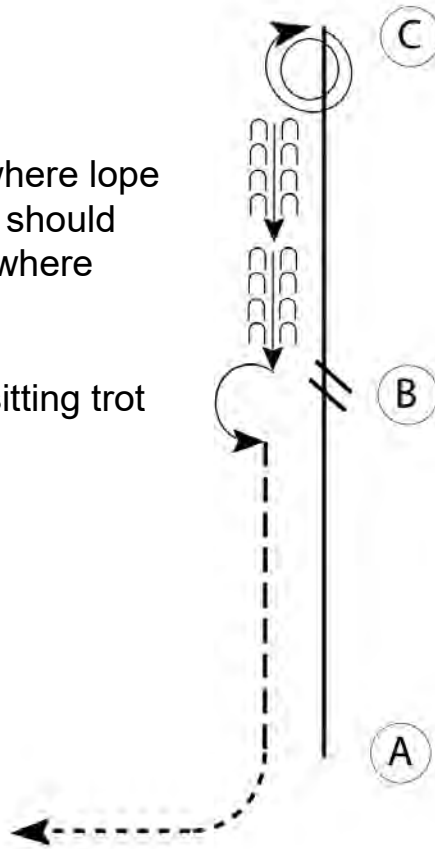
1. Trot from A to B.
2. Stop and perform a 360 degree turn.
3. Walk to C. Stop and back five steps.
4. Perform a 300 degree turn.
5. Walk until even with the Judge. Stop and set up for inspection.
6. When dismissed trot to the line-up.

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

Challenge Horsemanship/Equitation Class 109

English riders canter where lope is called; Gaited riders should show gait or third gait where lope is called.

English riders should sitting trot where jog is called



Be ready at A.

1. Lope on the left lead to B.
2. Perform a flying lead change at B.
3. Lope on the right lead to C.
4. Stop at C and perform two 360 degree spins to the right on the hindquarter.
5. Back to B.
6. Turn 180 degrees to the left on the forehand.
7. Jog to A.
8. Walk at A and turn the corner to the right.

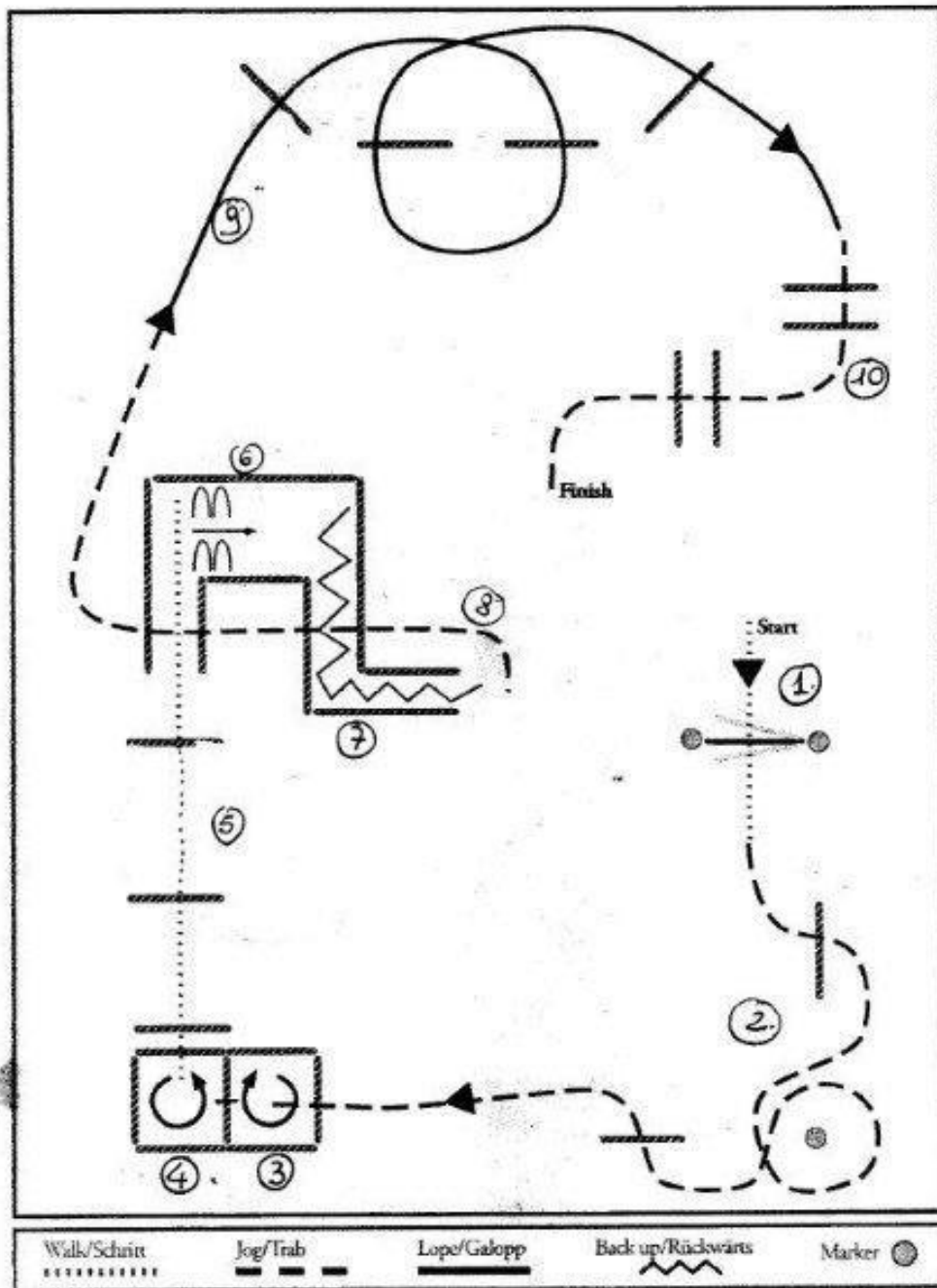
Follow the instructions of your ring steward.

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

Challenge Trail

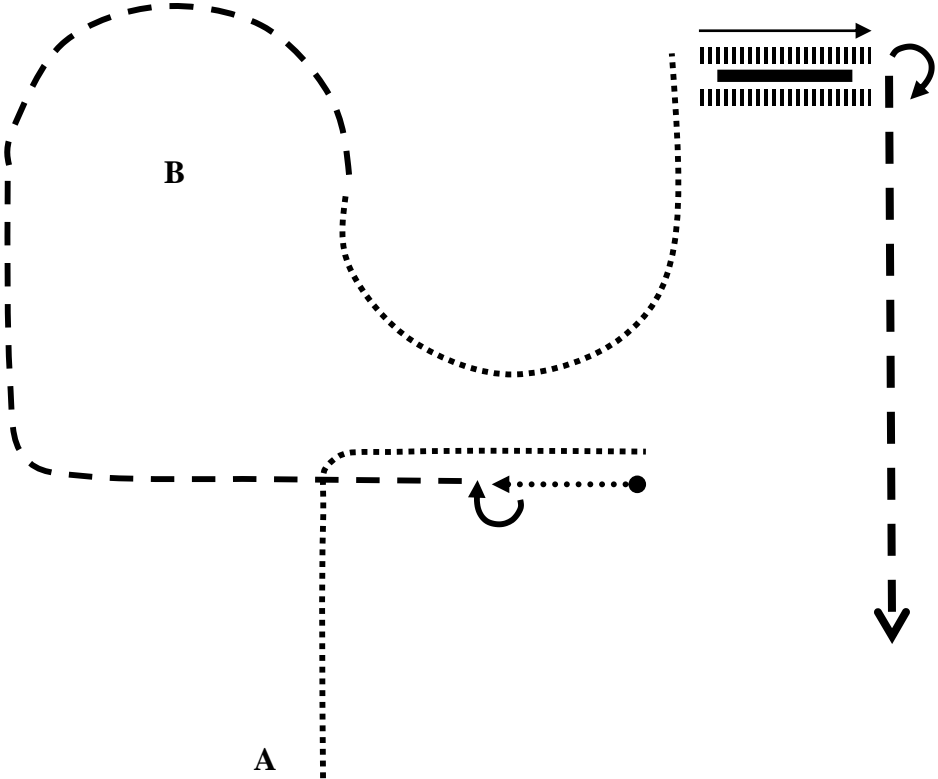
Class 110

1. Work left handed gate.
2. Jog over poles and around cone as shown. Jog into box.
3. Do a 360 degree turn to the right in first box.
4. Walk into second box and do a 270 degree turn to the left.
5. Walk out of box, over raised poles and into chute.
6. Side pass to the right.
7. Back the L.
8. Trot over poles.
9. Lope on right lead over poles.
10. Break to trot and trot over poles to exit.



Ranch Ground Handling

Class 118



Be ready and waiting at A, exhibitors should be standing at a distance from their horse at the end of their lead.

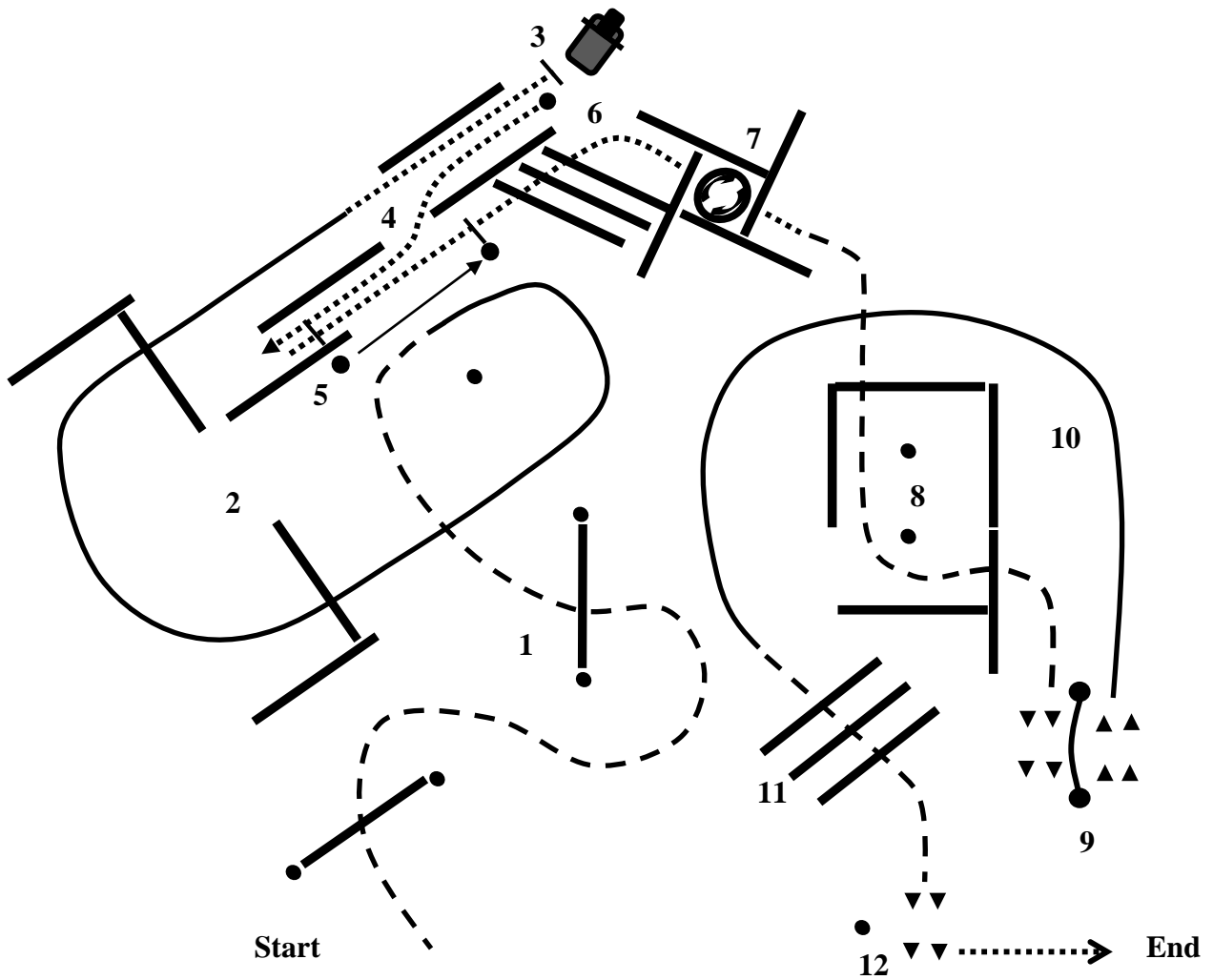
1. When acknowledged by the judge gather your lead and walk forward and to the right
2. Stop and move to the right side (off side), from the right side of your horse back a horse length
3. While still on the right side demonstrate a 180-degree turn on the forehand, pushing the hips away from you, and return to the left side
4. Trot to and around B
5. Break to walk, walk to pole
6. Stop and side pass right, over pole
7. Turn 180-degrees on the haunches from the left side
8. Extended trot to exit on loose lead

The pattern drawing is only a general description, exhibitors should utilize the arena space to best show their horses.

Walk
Trot	- - - - -
Back	●.....→
Side Pass	

North Carolina State 4-H Horse Show

91. Ranch Horse Trail



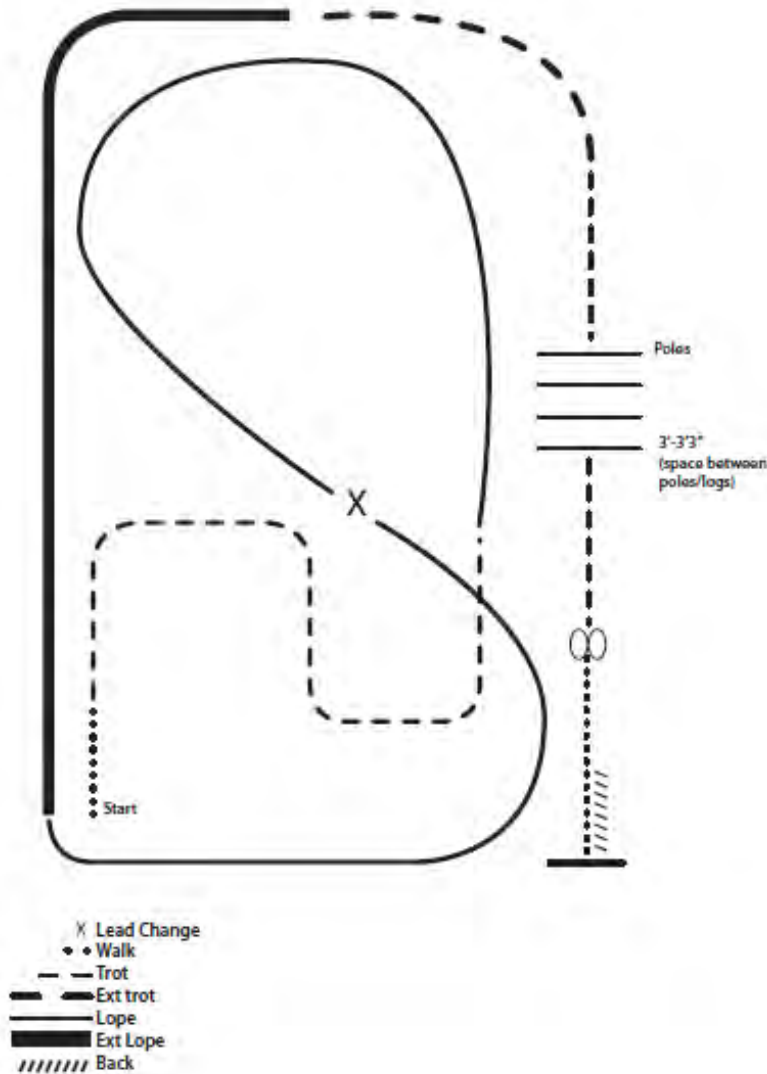
1. Jog over poles, weaving through cones
2. Lope right lead over poles
3. Halt or break to walk, walk to and attempt to rope steer
4. Back through opening
5. Dally off and drag log to standard
6. Walk over poles
7. Walk into box, turn 360-degrees in either direction, walk out of box
8. Jog over poles and to gate
9. Work left-handed gate
10. Lope left lead
11. Break to jog, jog over poles
12. Stop at cone and dismount, ground tie, pick up each front foot individually, either first, lead out at a walk to exit

Walk
Jog	- - - - -
Lope	—————
Back	●.....→
Side Pass	

HCH

North Carolina State 4-H Horse Show

127. Ranch Riding Class (AQHA Pattern 4)



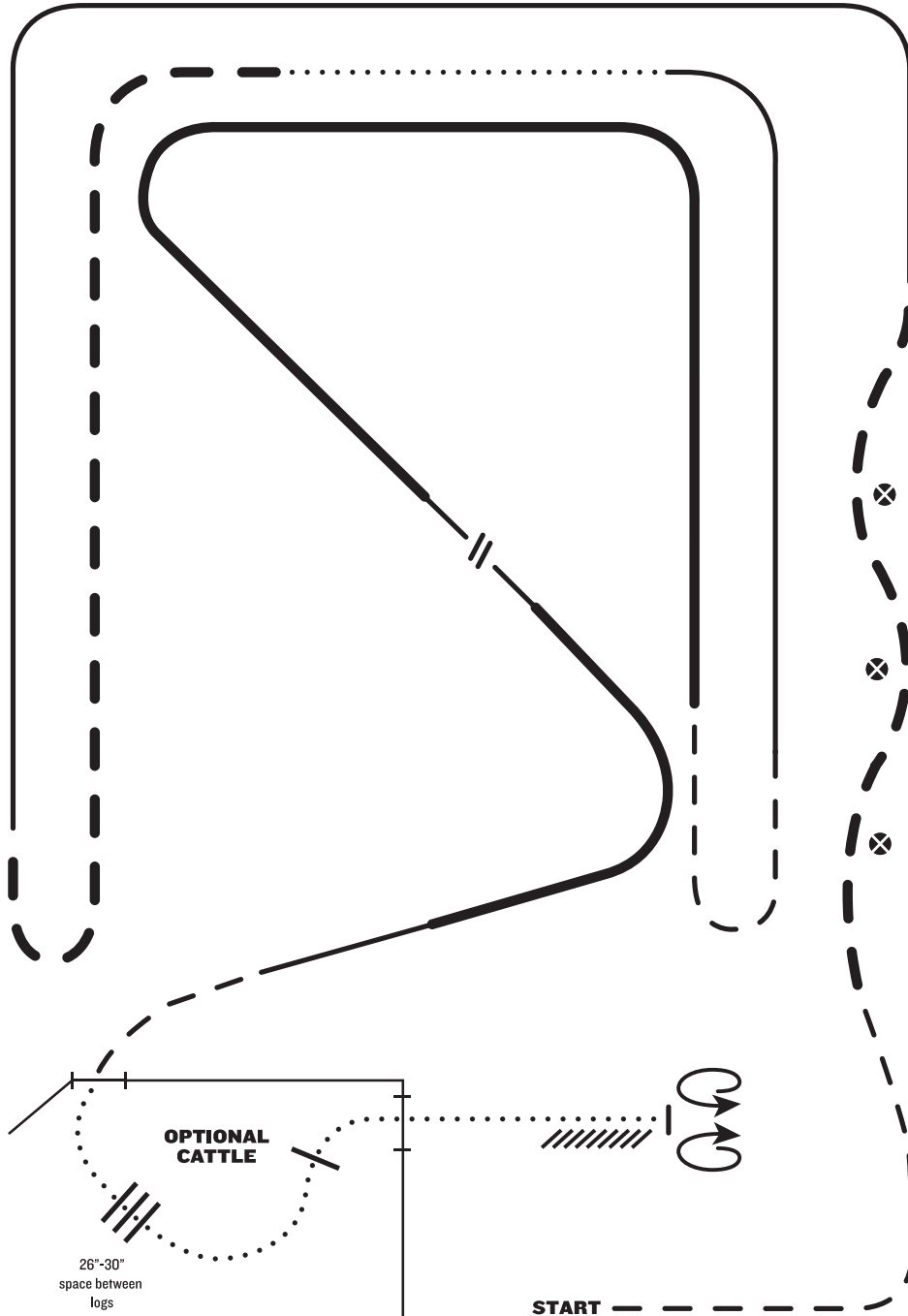
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

RANCH RIDING - PATTERN 14

Class 121

LEGEND

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



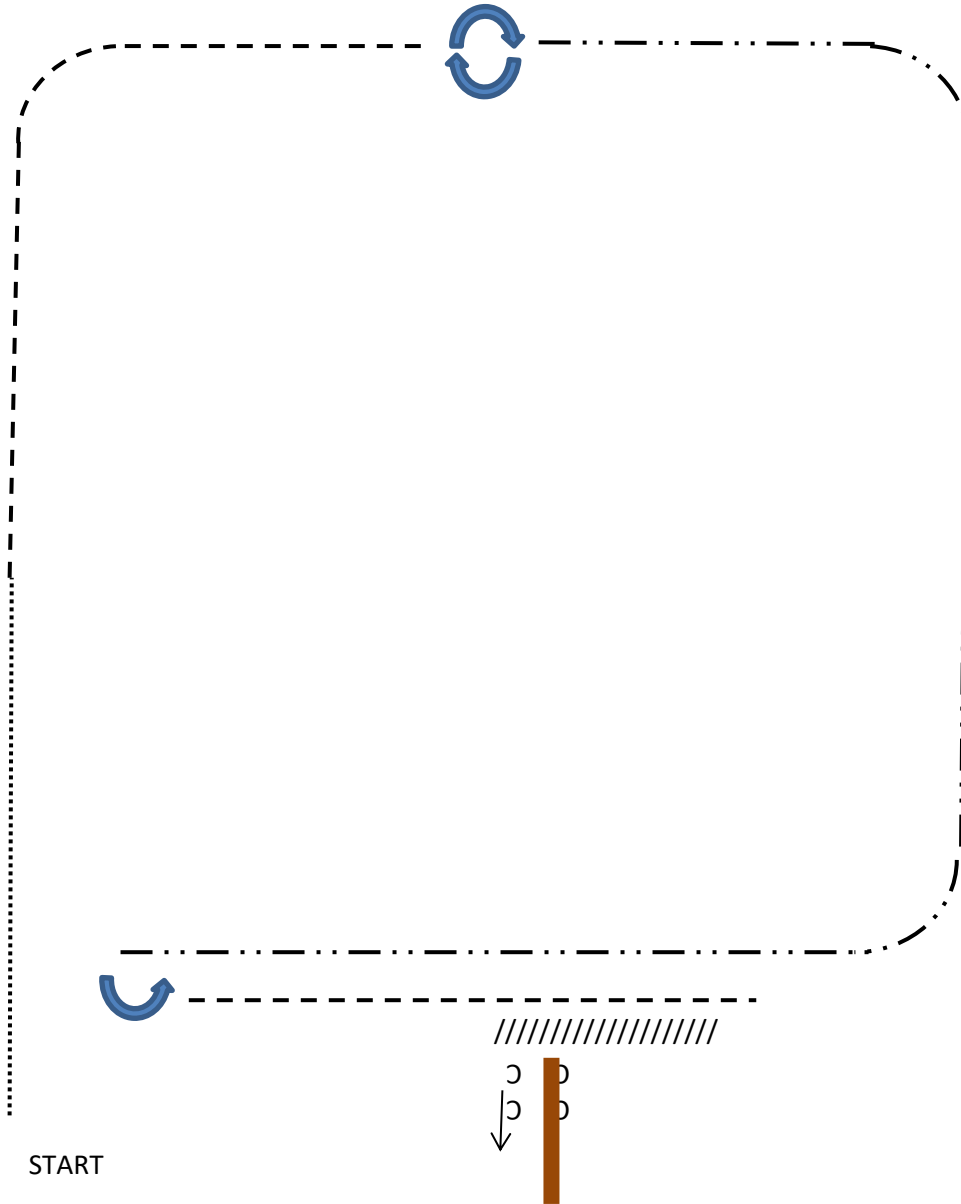
1. Trot
2. Extended trot
3. Lope left lead
4. Extended trot
5. Walk
6. Lope right lead
7. Trot
8. Extended lope left lead
9. Collect lope, change leads (simple or flying), extended lope right lead, collect lope
10. Trot
11. Left hand push gate into pen
12. Walk over logs
13. Right hand push gate out of pen
14. Walk
15. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
16. 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.



RANCH RIDING
Pattern # 3
WALK TROT

Class 122



START

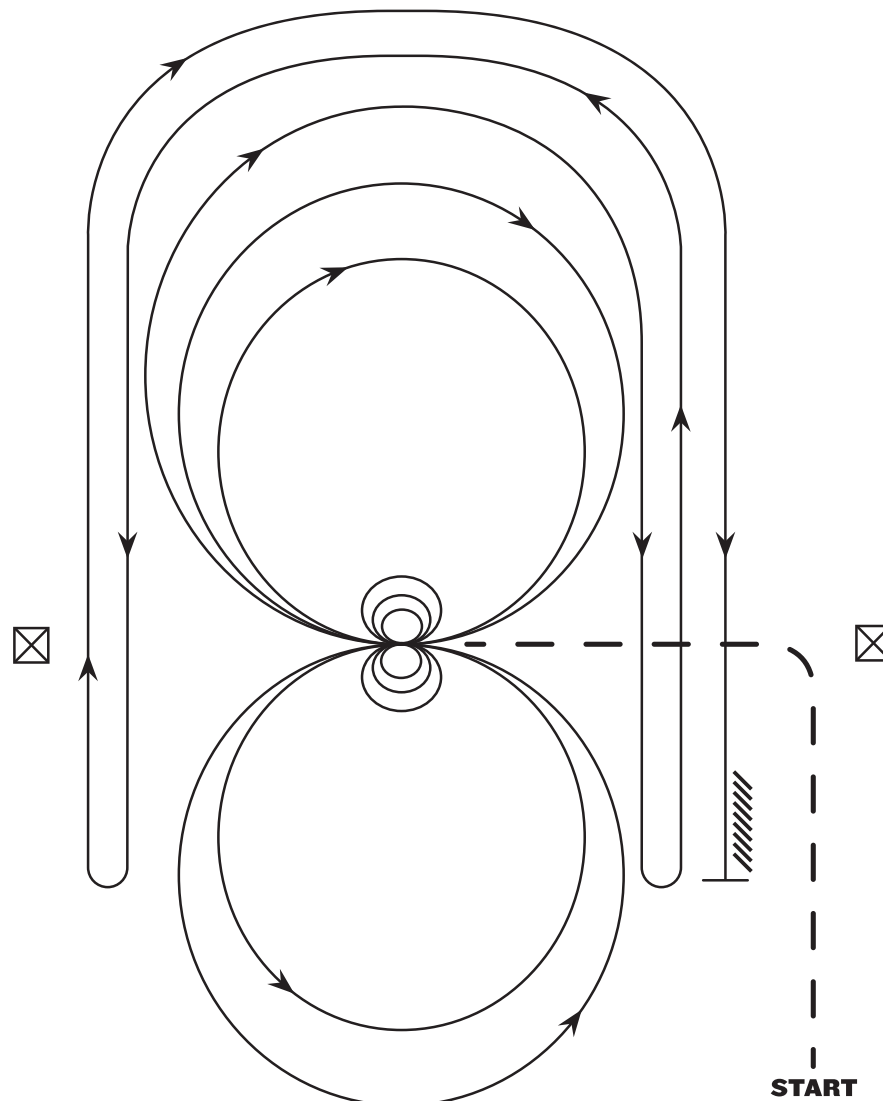
USE ONLY 1/2 of Arena

- | | |
|------------------|--------------------------|
| 1. Walk | 5. Stop, 180 Left |
| 2. Trot | 6. Trot, past center |
| 3. 360 Right | 7. Stop & Back to center |
| 4. Extended Trot | 8. Side Pass Rail Right |

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

VRH AND RHC RANCH REINING PATTERN I

Class 123



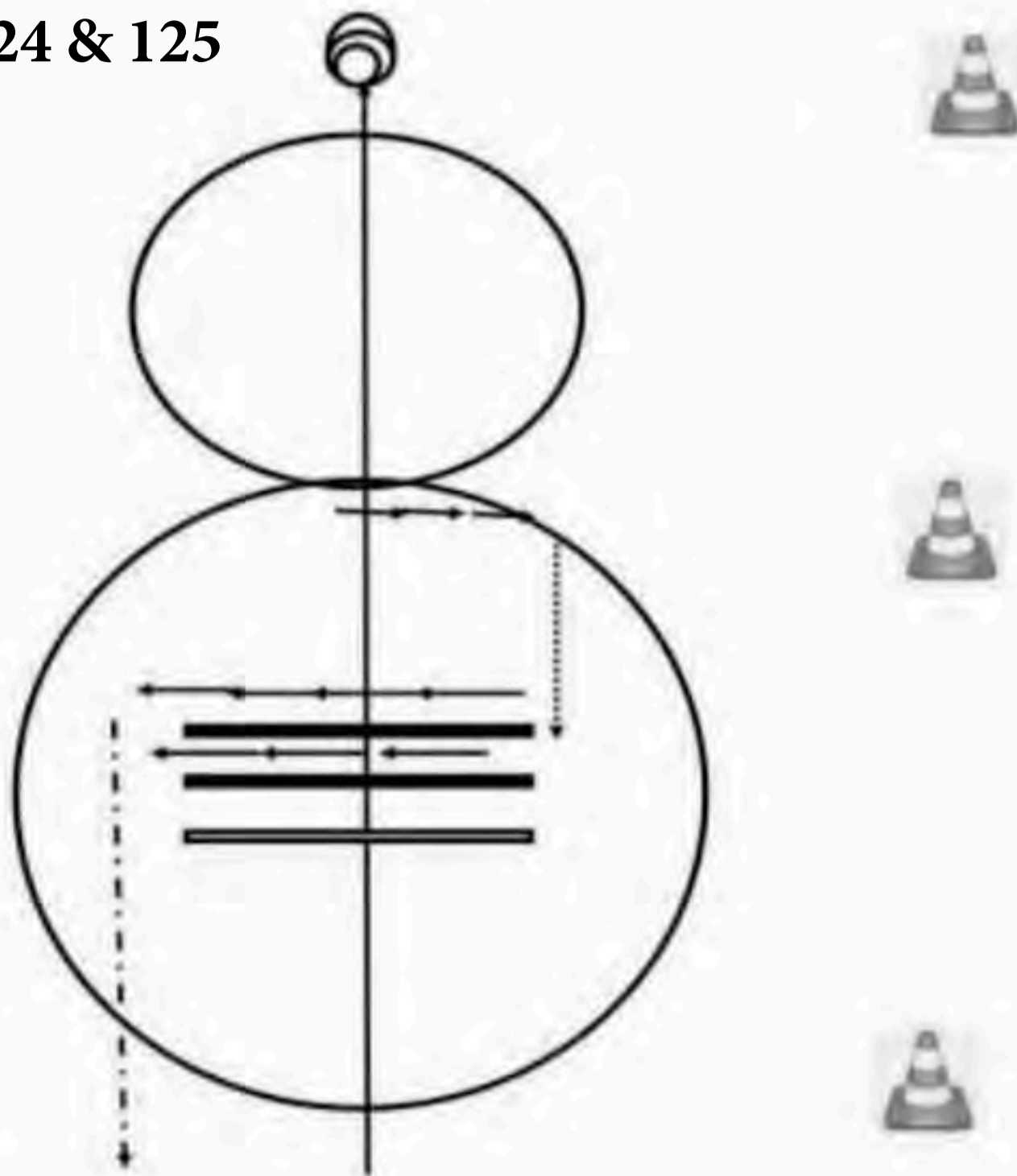
Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

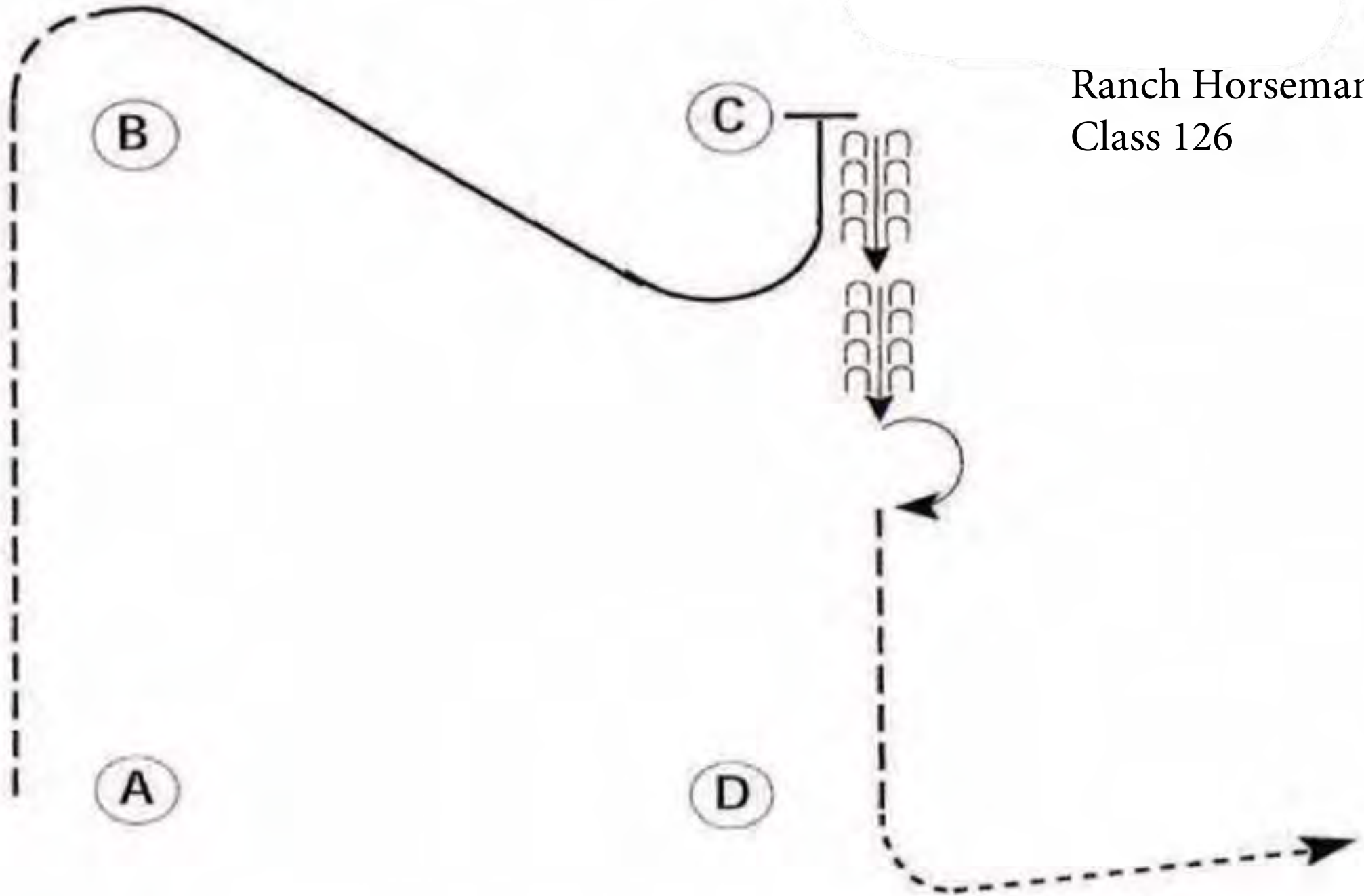
1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin 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 left roll back at least 20 feet from the wall or fence, no hesitation.
6. 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, no hesitation.
7. Continue back around previous circle, 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 wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

RANCHMANSHIP PATTERN #5

Class 124 & 125



1. Left lead lope down center of arena over poles past the end marker; stop. WT riders should trot
2. 3 1/2 spins left.
3. Lope Right lead to center of pen, Turn right lope small slow circle change to left lead. WT riders should trot
4. Lope large fast circle stop in center of pen. WT riders extended trot
5. Back 6-8 feet 90 turn left.
6. Walk to the first pole exhibitor comes to and side passes to the right.
7. Exit at trot to end of arena.



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — —
Lope	—————
Leg Yield	
Lead Change	—
Back	← C C C C C C C C C C
Marker	(B)

Walk Jog Ranch Horsemanship
Classes 127 and 151

1. Walk A to B
2. At B, Pick up Jog
3. Jog Serpentine around B and Past C to D
4. Stop at D
5. Back 4 steps
6. Turn 180 Right
7. Exit at Extended Jog, Once Exhibitor reaches C, Must Stop and Pattern is Complete. Exhibitor may exit arena.

