

Friday

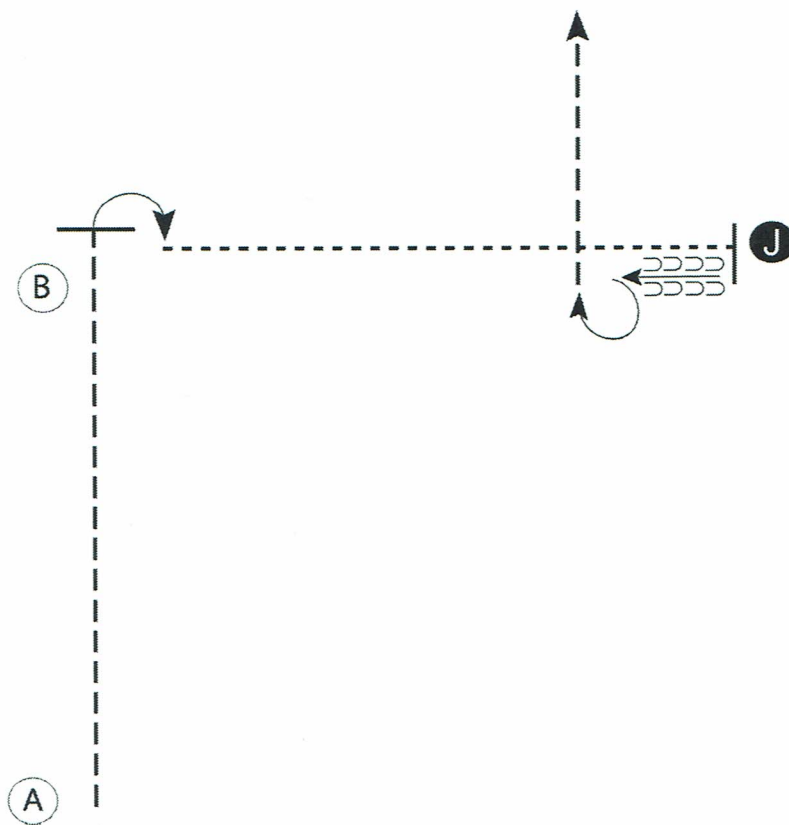
Fall Classic

All Breed/ Youth - Showmanship

Show Date: 09-09-2022

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1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

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

[S/1-14]

Pattern Provided by:

RMQHA

Friday

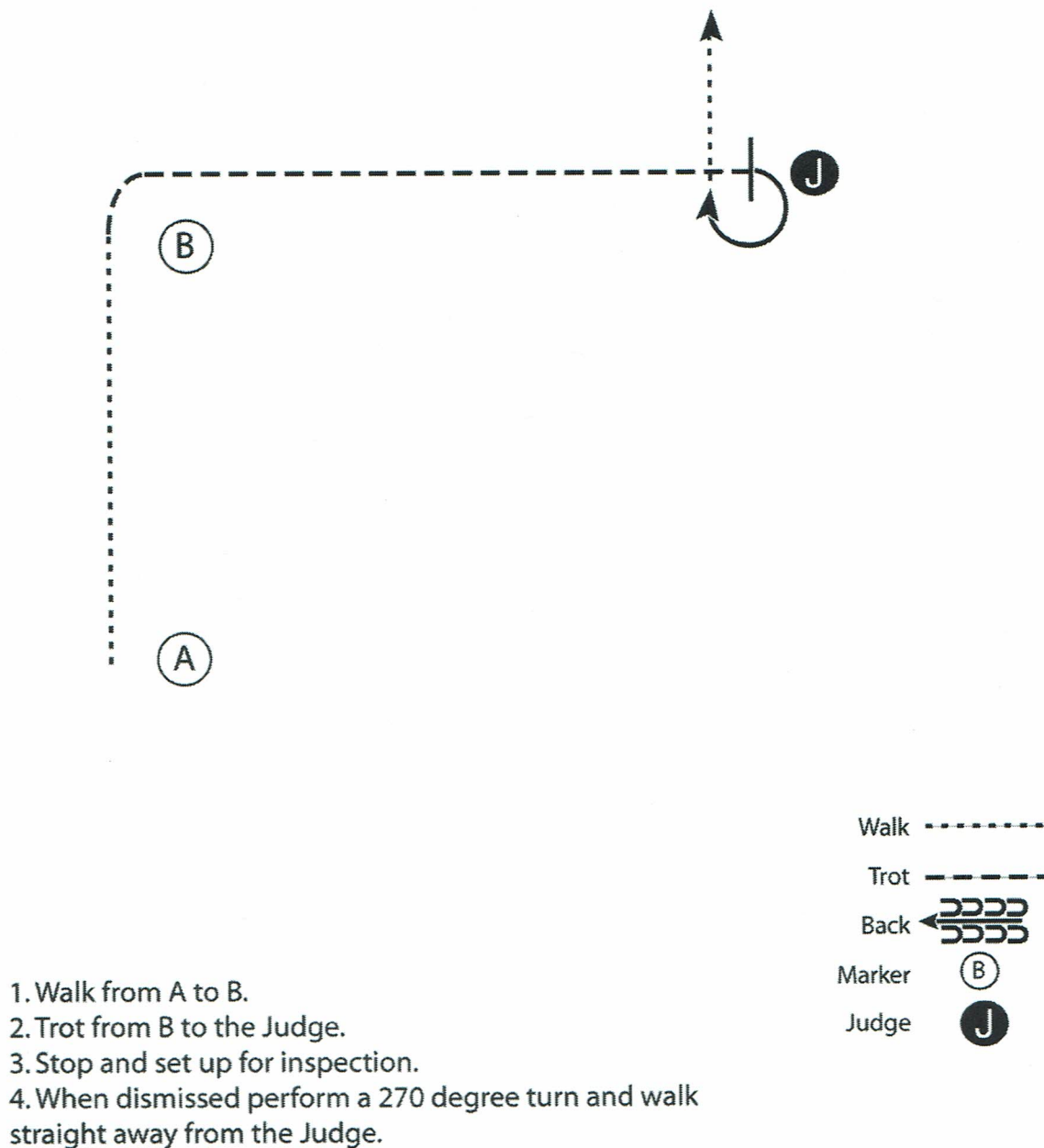
Fall Classic

All L1 & Rookie - Showmanship

Show Date: 09-09-2022

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[S/WT-2]

Pattern Provided by:

RMQHA

Friday

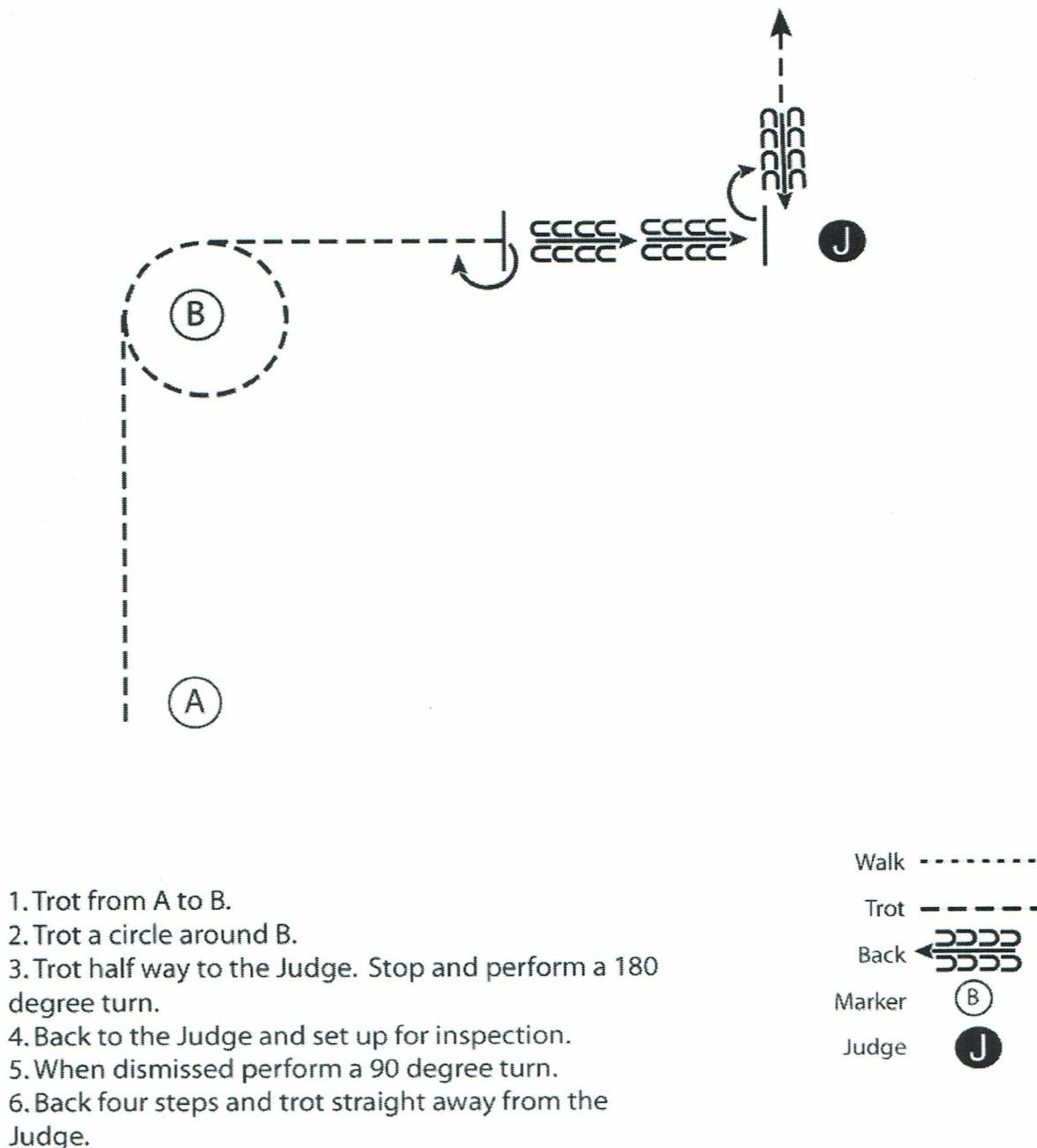
Fall Classic

Amateur/ Select ~~Showmanship~~

Show Date: 09-09-2022

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[S/3-15]

Pattern Provided by:

RMQHA

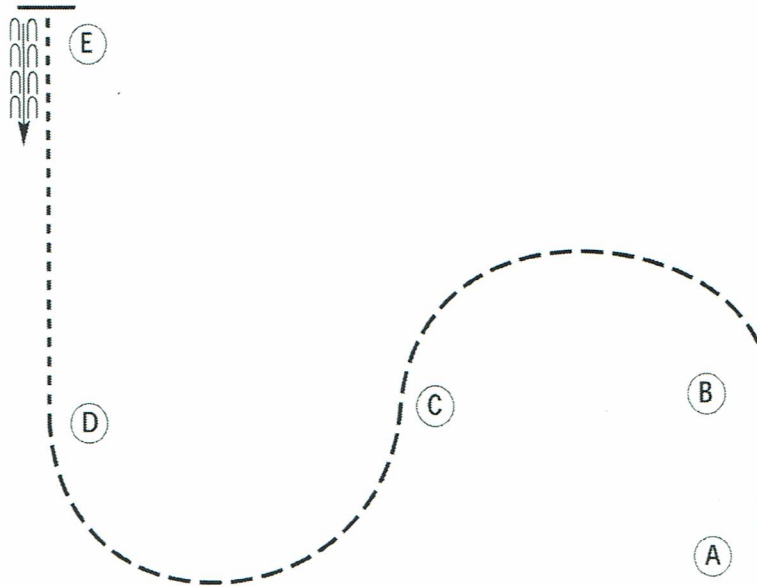
Fall Classic

Equitation (All Walk Trot)

Show Date: 09-09-2022

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Be ready at A.

1. Walk from A to B
2. At B posting trot on the right diagonal to C.
3. Change diagonals at C.
4. Posting trot on the left diagonal to D.
5. Walk from D to E.
6. Stop at E. Back approximately one horse length.
7. Follow the instructions of your ring steward.

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

[HSE/WT-16]

Pattern Provided by:

RMQHA

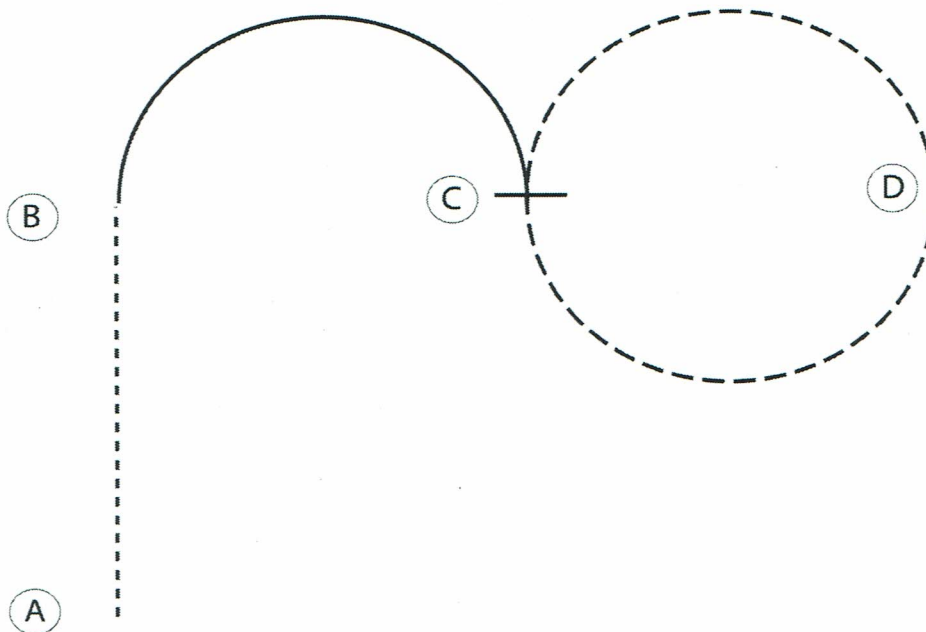
Fall Classic

Equitation (All Breed/ L1 & Rookie)

Show Date: 09-09-2022

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Be ready at A.

1. Walk from A to B.
2. At B, canter on the right lead in a half circle to C.
3. At C, posting trot to D.
4. Sitting trot from D to C.
5. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗↘
Back	←←←←
Marker	(B)
Sidepass	←←←←
Hand Gallop	-----

[HSE/1-16]

Pattern Provided by:

RMQHA

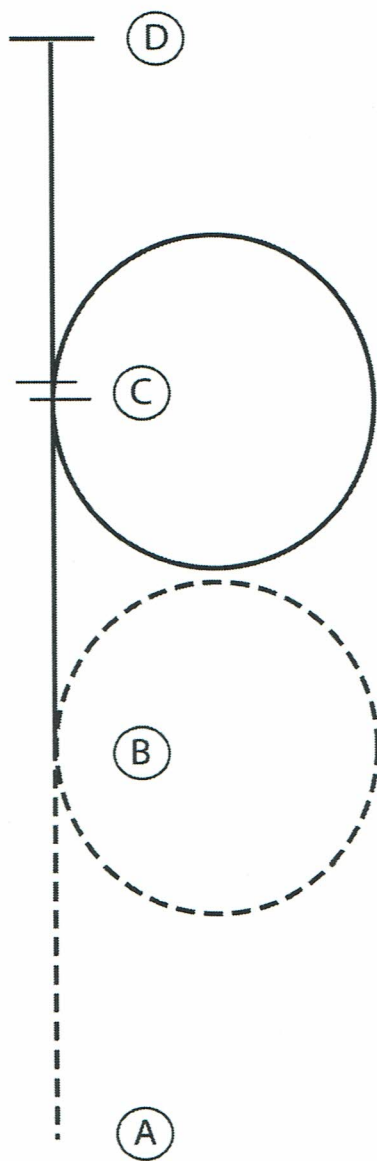
Fall Classic

Equitation (Youth/ Amateur/ Select)

Show Date: 09-09-2022

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1. Sitting trot A to B
2. At B posting trot circle to the right around B on the left diagonal
3. At B canter on the right lead to and in a circle around C
4. At C perform a simple lead change and continue to D
5. Stop at D

Walk
Trot	-----
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↗
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→

[HSE/2-17]

Pattern Provided by:

RMQHA

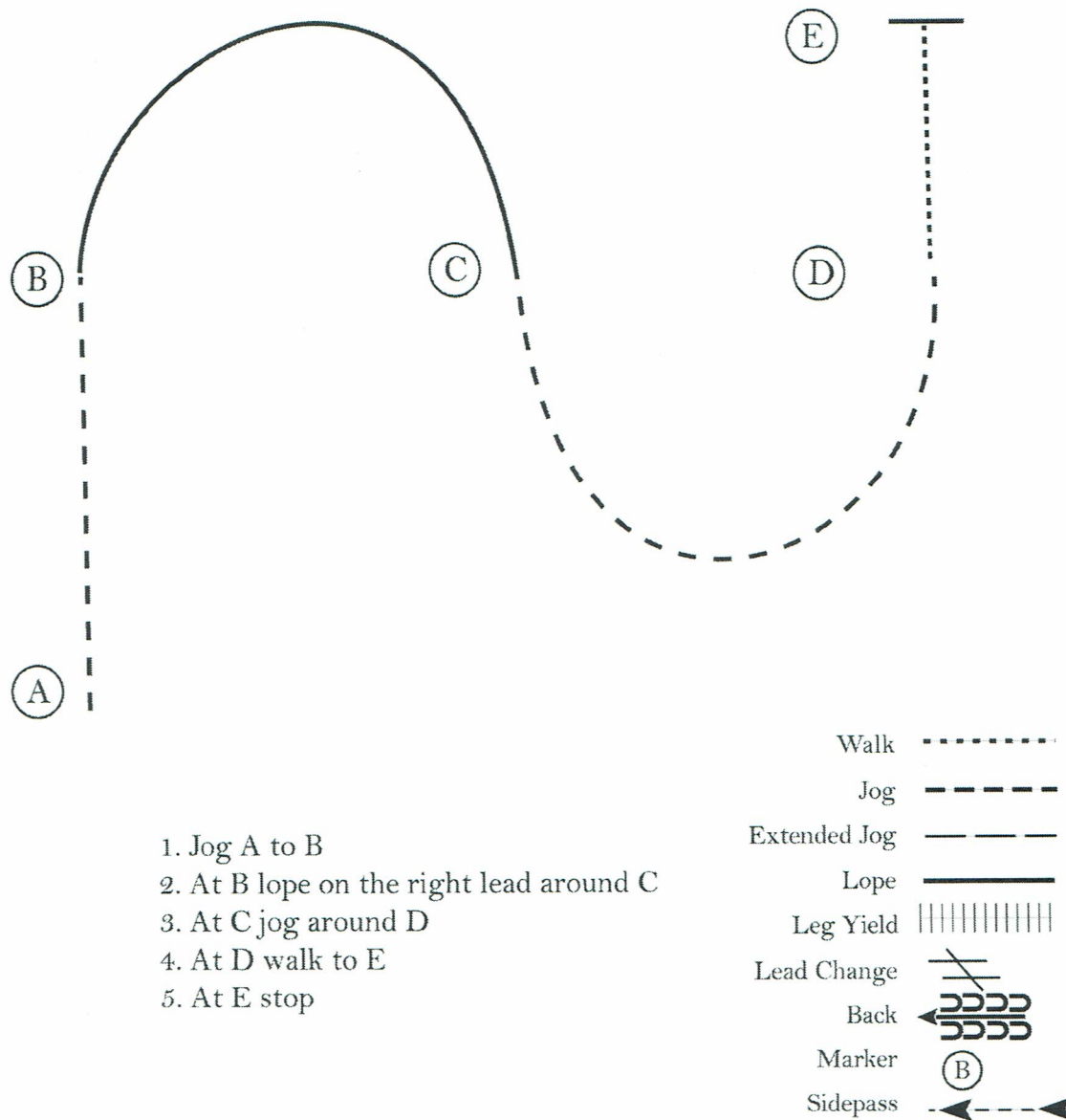
Fall Classic

Horsemanship (All Breed/ L1 & Rookie)

Show Date: 09-09-2022

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[WH/1-12]

Pattern Provided by:

RMQHA

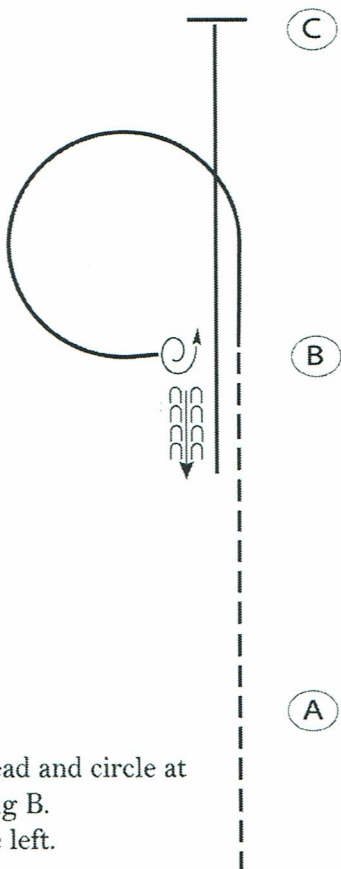
Fall Classic

Horsemanship (Youth/ Amateur/ Select)

Show Date: 09-09-2022

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Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1 1/4 turn to the left.
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

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

[WH/2-17]

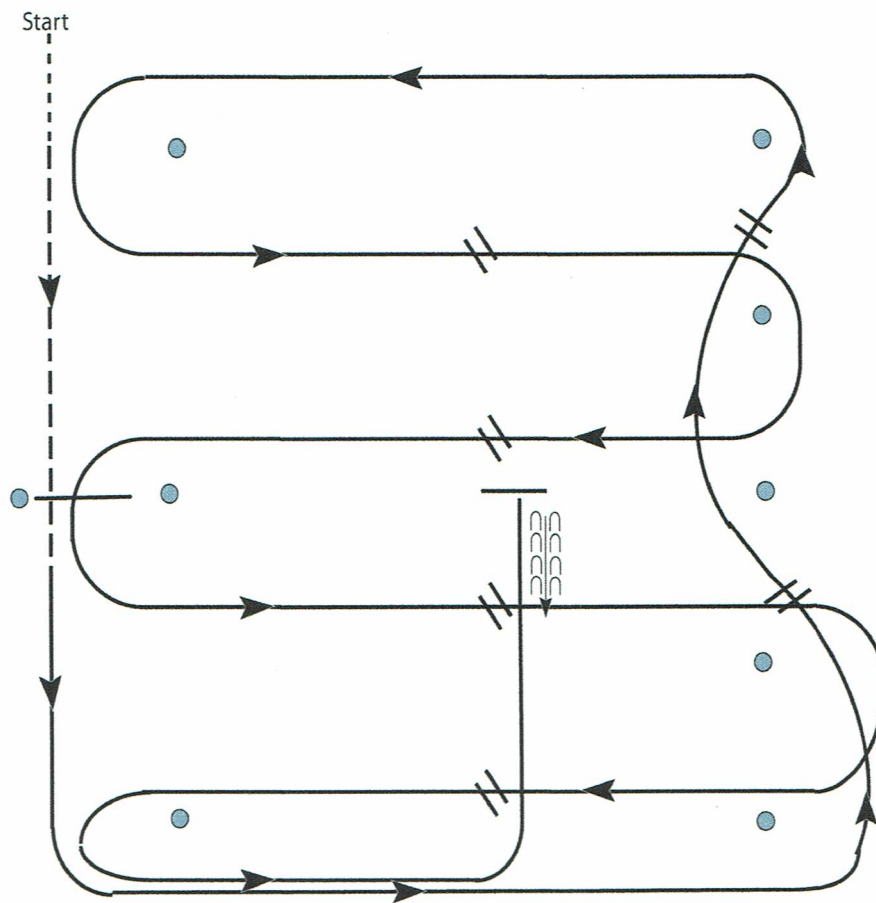
Pattern Provided by:

RMQHA

Fall Classic

Western Riding (All L1 & Rookie/ All Breed)

Show Date: 09-09-2022



1. Walk at least 15' & jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

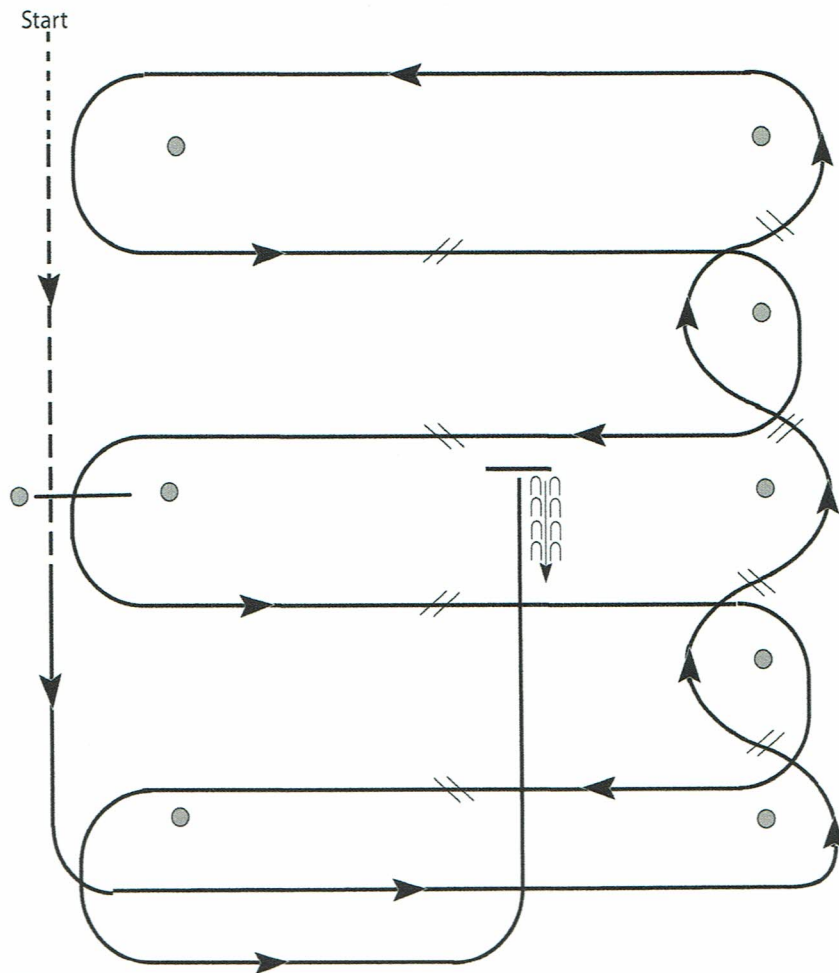
[WR/GP-1]

Pattern Provided by:
RMQHA

Fall Classic

Western Riding (Youth/ Amateur/ Select/ Open)

Show Date: 09-09-2022



1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of the 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 and back.

[WR/OP-1]

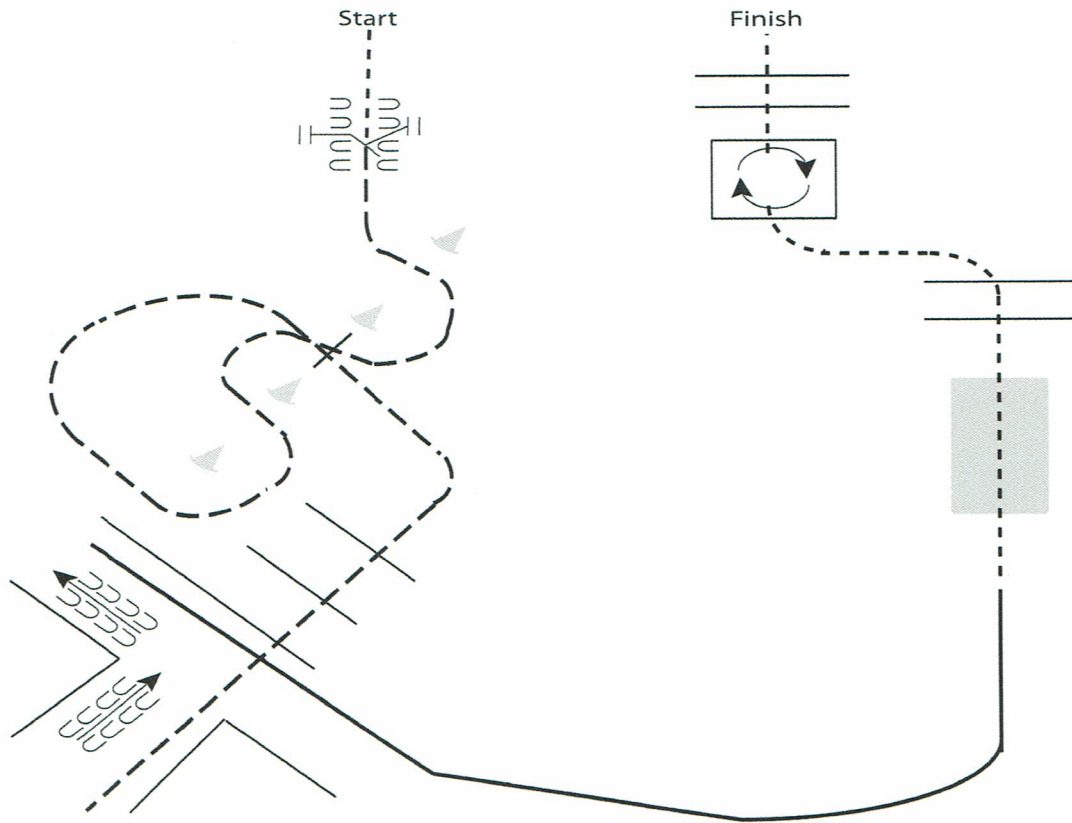
Pattern Provided by:

RMQHA

Fall Classic

Trail

Show Date: 09-10-2022



1. Walk to and work gate.
2. Jog through cones and into chute.
3. Back the L.
4. Lope on the left lead to bridge.
5. Walk over bridge and elevated poles.
6. Walk into box and perform a 360 degree turn to the right.
7. Walk out of box and over elevated poles to finish.

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

[T/1-4]

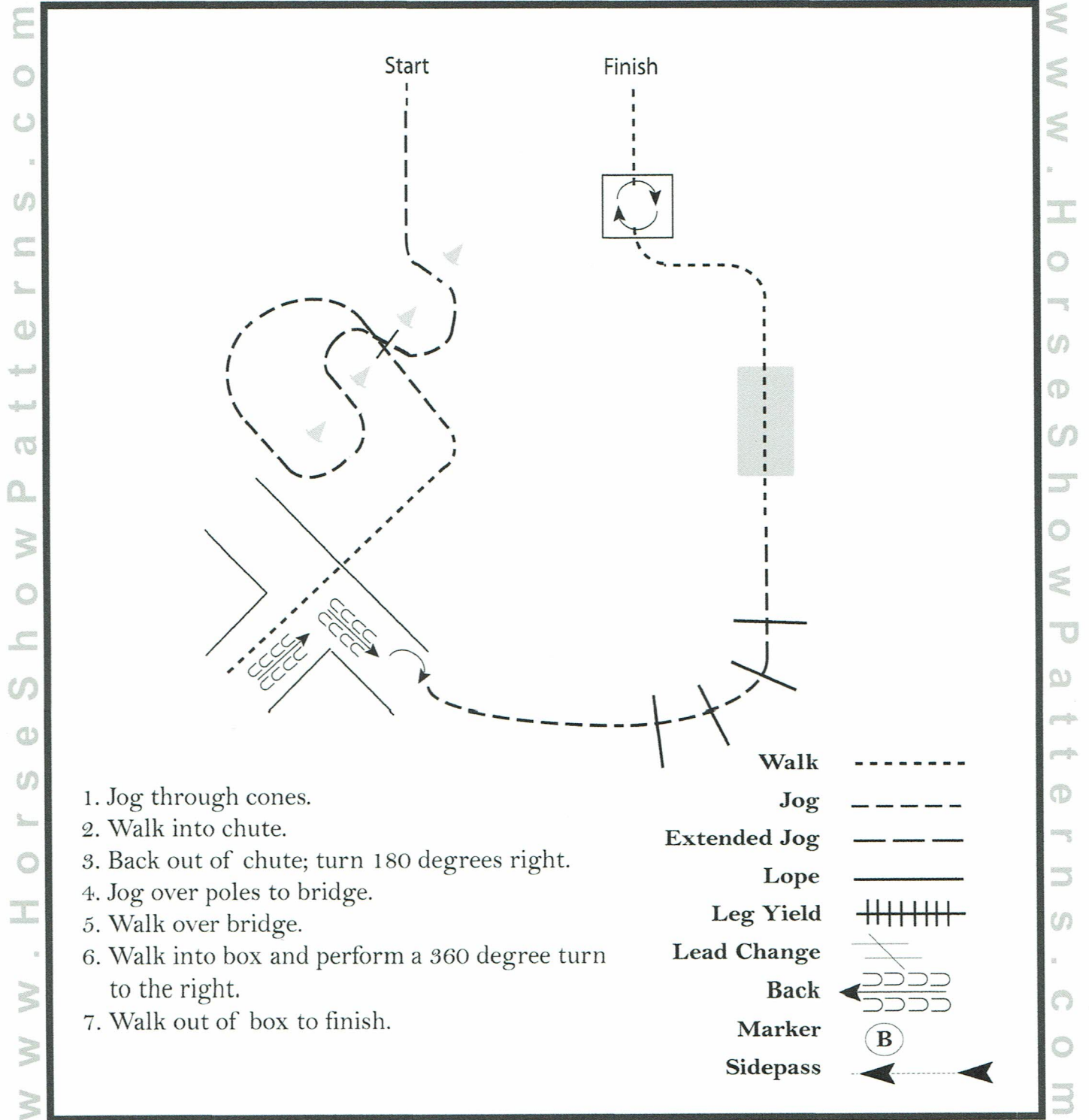
Pattern Provided by:

RMQHA

Fall Classic

Trail

Show Date: 09-10-2022



[T/WT-6]

Pattern Provided by:

RMQHA

Fall Classic

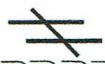
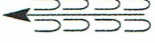

Ranch Riding (All)

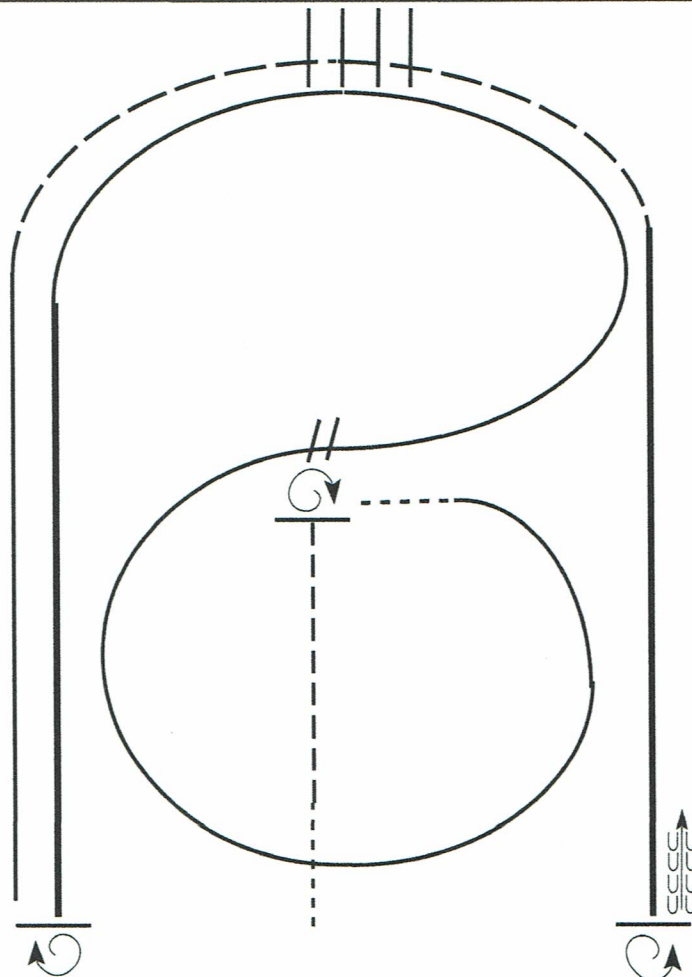
Show Date: 09-09-2022

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1. Walk
2. Jog
3. Stop, do a 1 1/4 turn to the right
4. Walk. Then, lope small circle on the right lead
5. Change leads, (simple or flying) lope left lead around end of the arena
6. Extend the lope on the left lead
7. Stop, do a 2 1/2 turns right
8. Lope straight on the right lead
9. Extend the jog around end of the arena across poles/logs
10. Extend the lope on right lead
11. Stop, do 2 turns left
12. Back

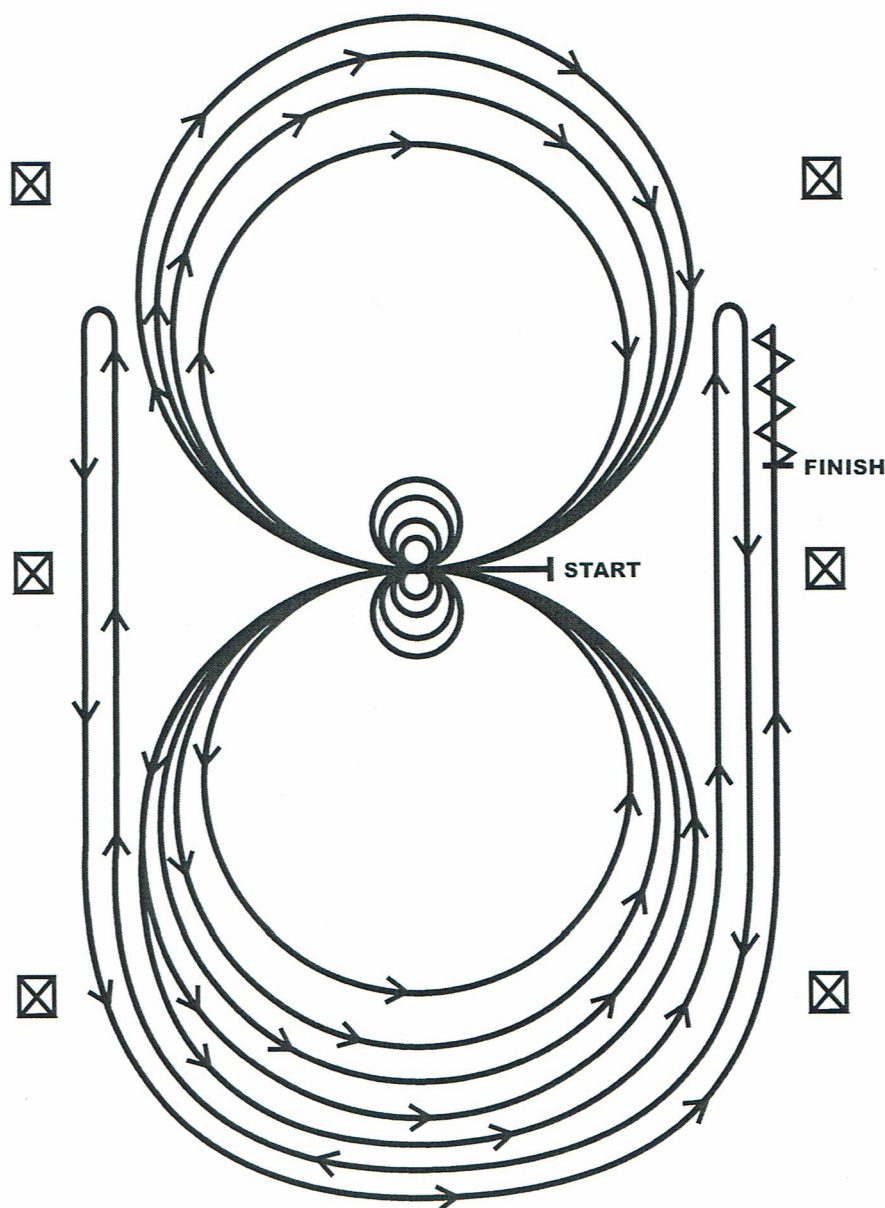
Walk	-----
Jog	-----
Extended Jog	-----
Lope	=====
Lead Change	
Back	
Marker	



[RR/6]

Pattern Provided by:
RMQHA

REINING PATTERN 5-Jr

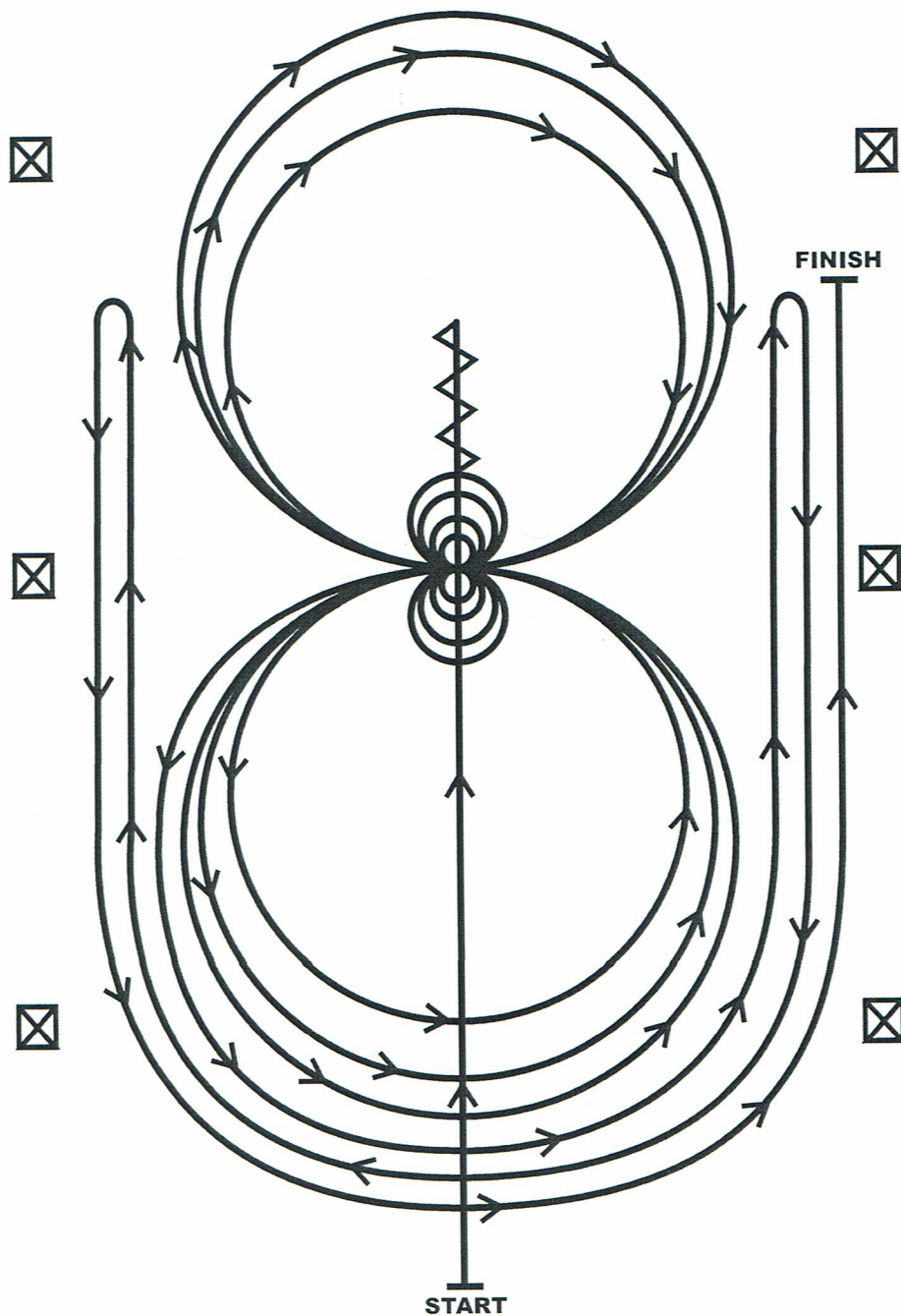


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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.
7. Continue 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.
8. 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 completion of the pattern.

Friday

REINING PATTERN 9-Sr

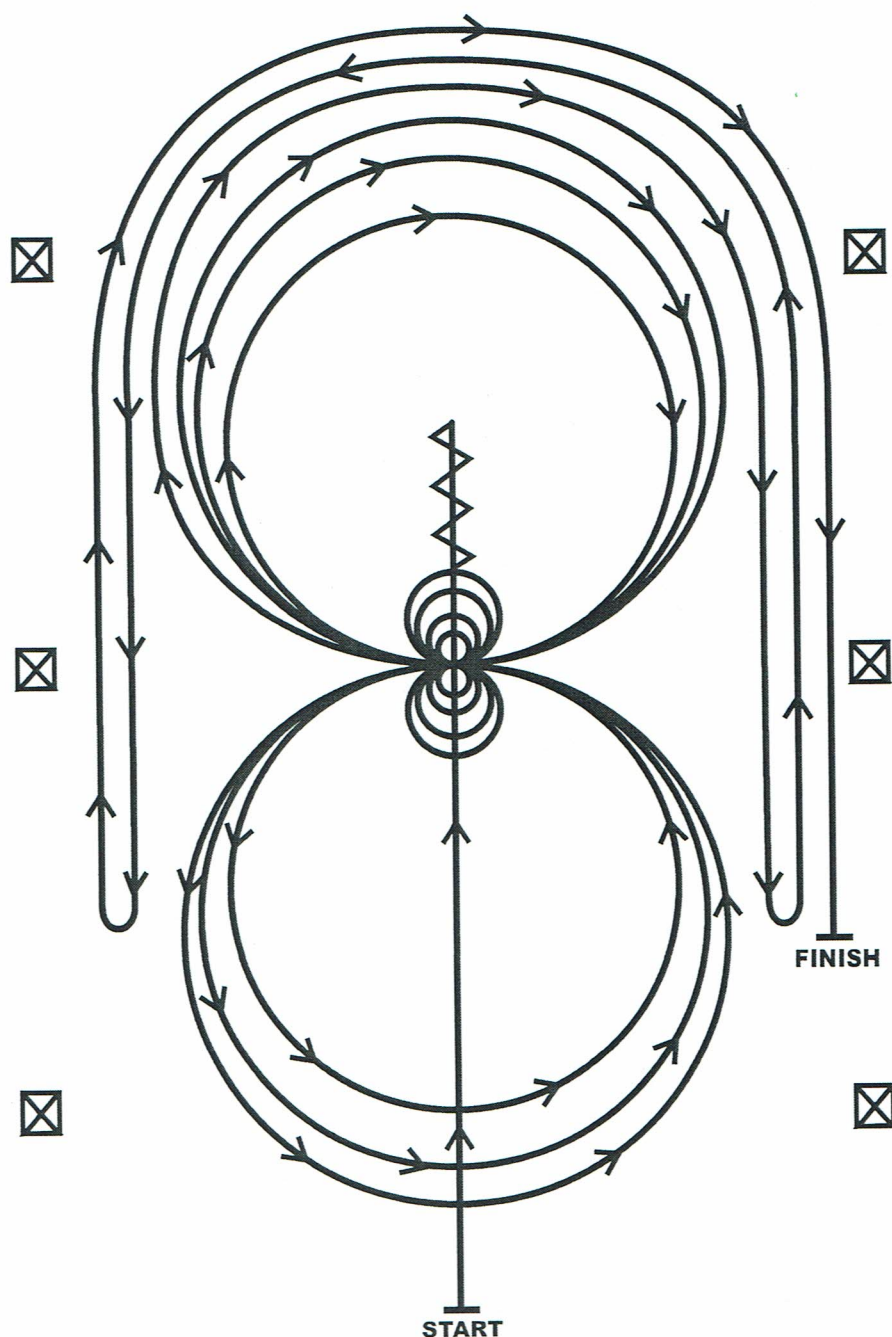


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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. 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.
6. 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.
7. Continue back around the 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.
8. Continue back around previous circle but do not close this circle. Run up 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.

Revised 01-2021

REINING PATTERN 10 - Youth/Amateur

Friday



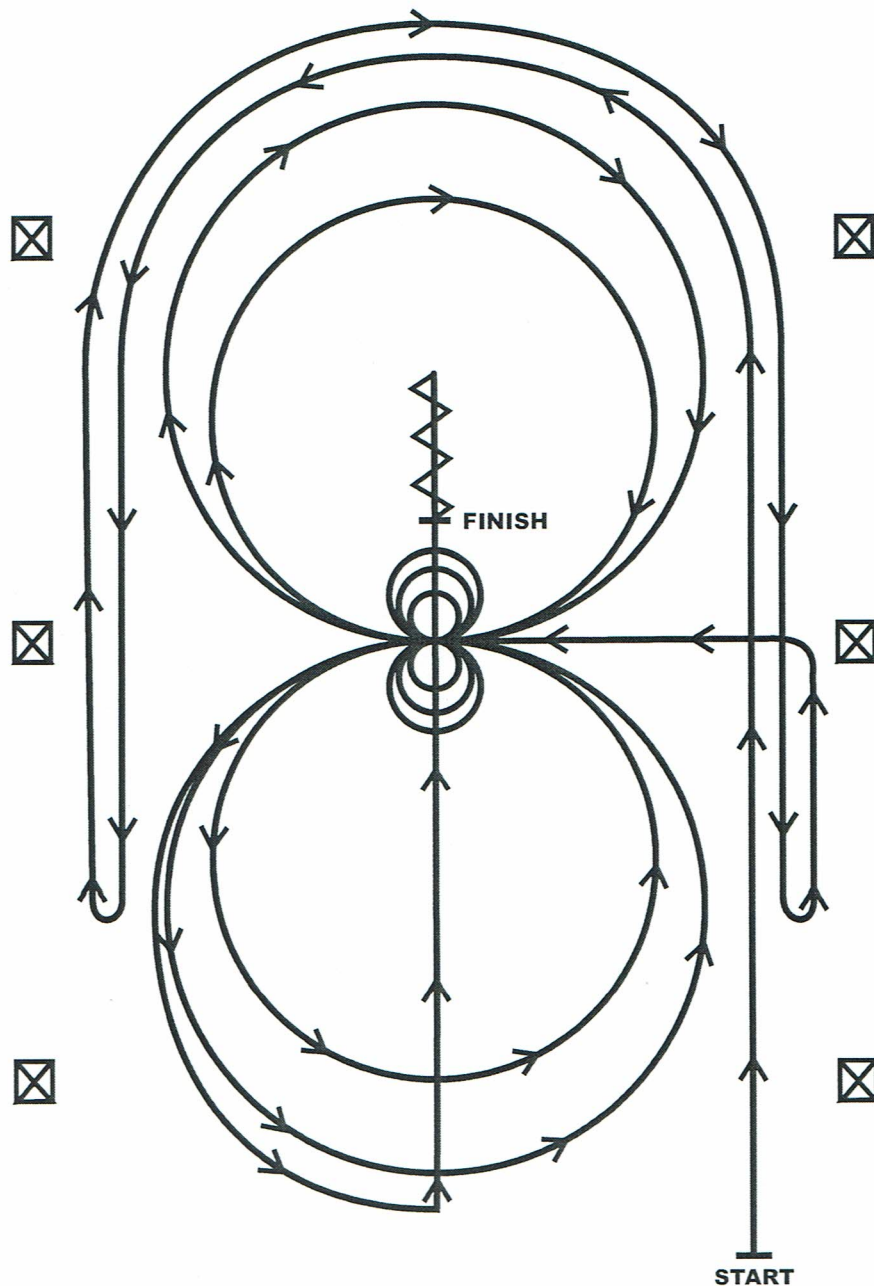
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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 circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. 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 rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Revised 01-2021

AI Breed

REINING PATTERN B

Approved only for Level I Youth & Amateur, Youth 13 & Under



1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.