

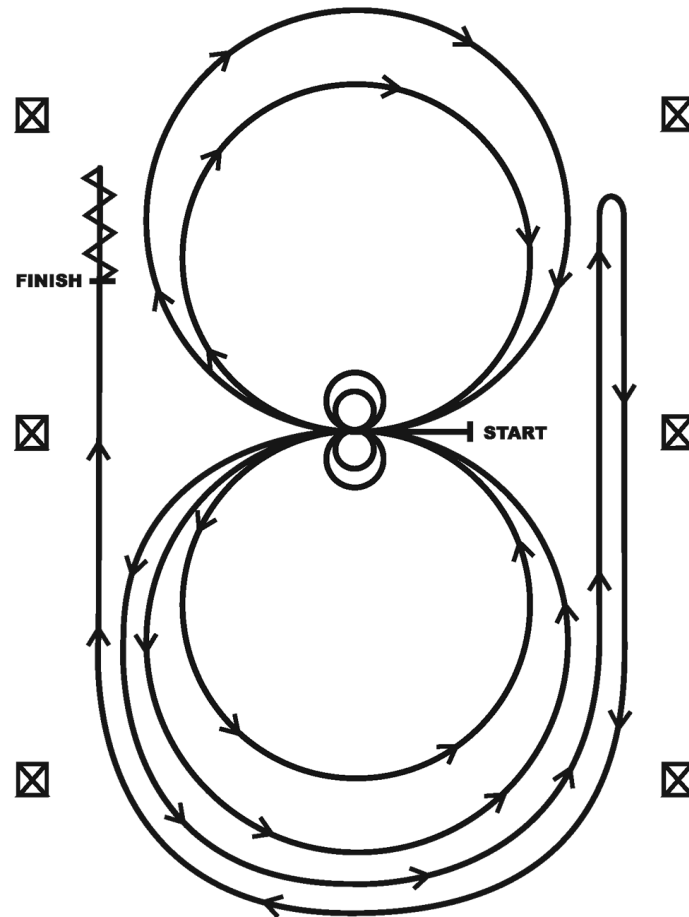
APHA Zone 10

Green & 18 & under Ranch Reining

Show Date: 07-31-2026

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:

Judges

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[RR/5]

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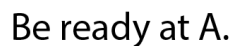
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Show Date: 07-31-2026



1. Begin at a trot for 2 - 3 strides then build to an extended trot.
2. Walk around the corner then trot to center line and stop.
3. Set up and present horse (do not cross sides).
4. Perform a 1 3/4 turn then trot until horse's hip is even with Judge.
5. Perform a 1/4 turn and back approximately 2 horse lengths.
6. Trot to Judge and set up.
7. Inspection.
8. When dismissed, turn 1/4 turn and trot to exit.

Judge

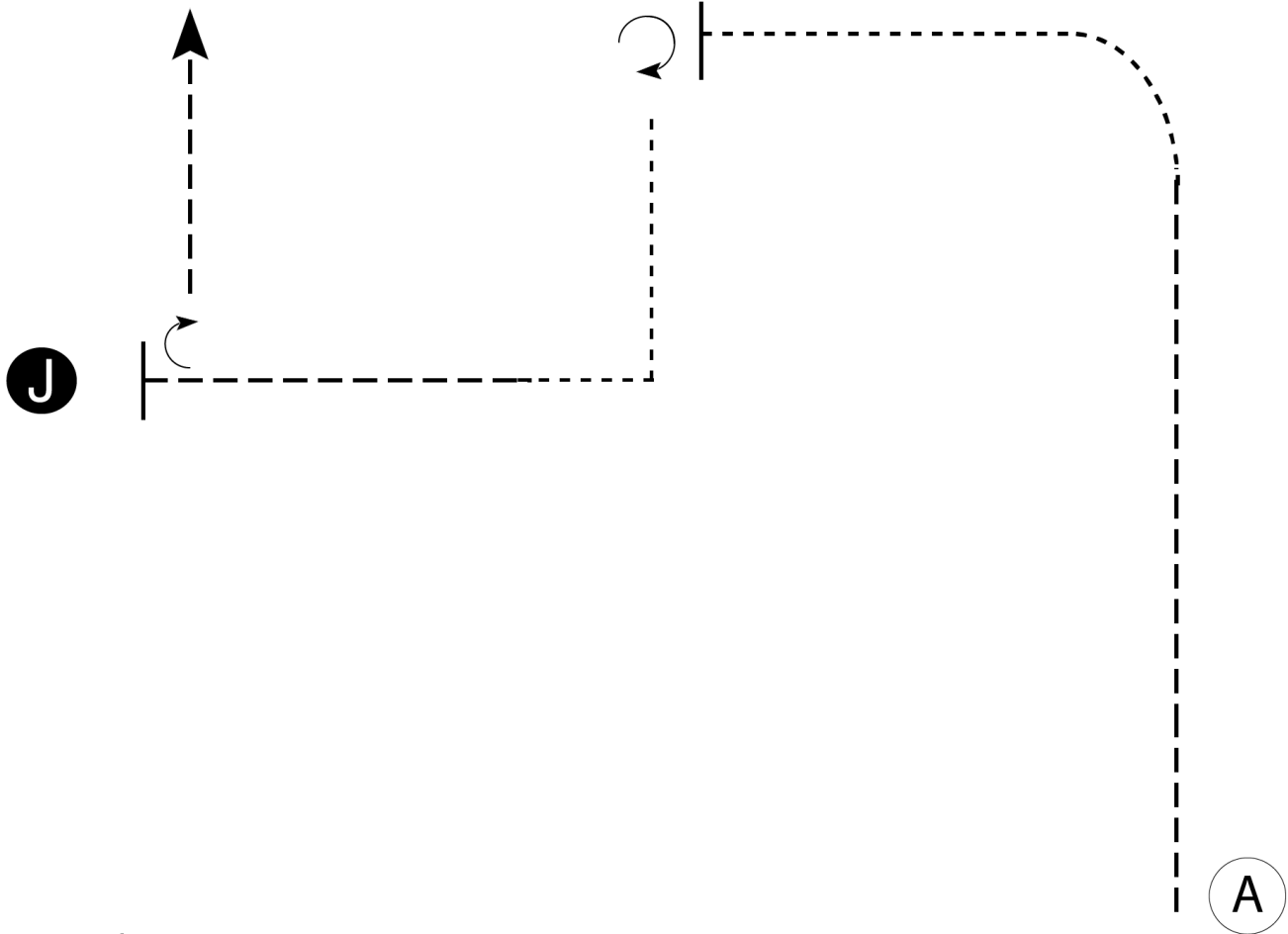
[S/3-99]

Judges

APHA Zone 10

W/T Youth Showmanship

Show Date: 07-31-2026



Be ready at A.

1. Trot from A in a straight line.
2. Walk around the corner to the center line and stop.
3. Perform a 3/4 turn.
4. Walk a square corner then trot to Judge.
5. Stop and set up.
6. Inspection.
7. When dismissed, turn 1/4 turn and trot to exit.

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

[S/WT-99]

Pattern Provided by:

Judges

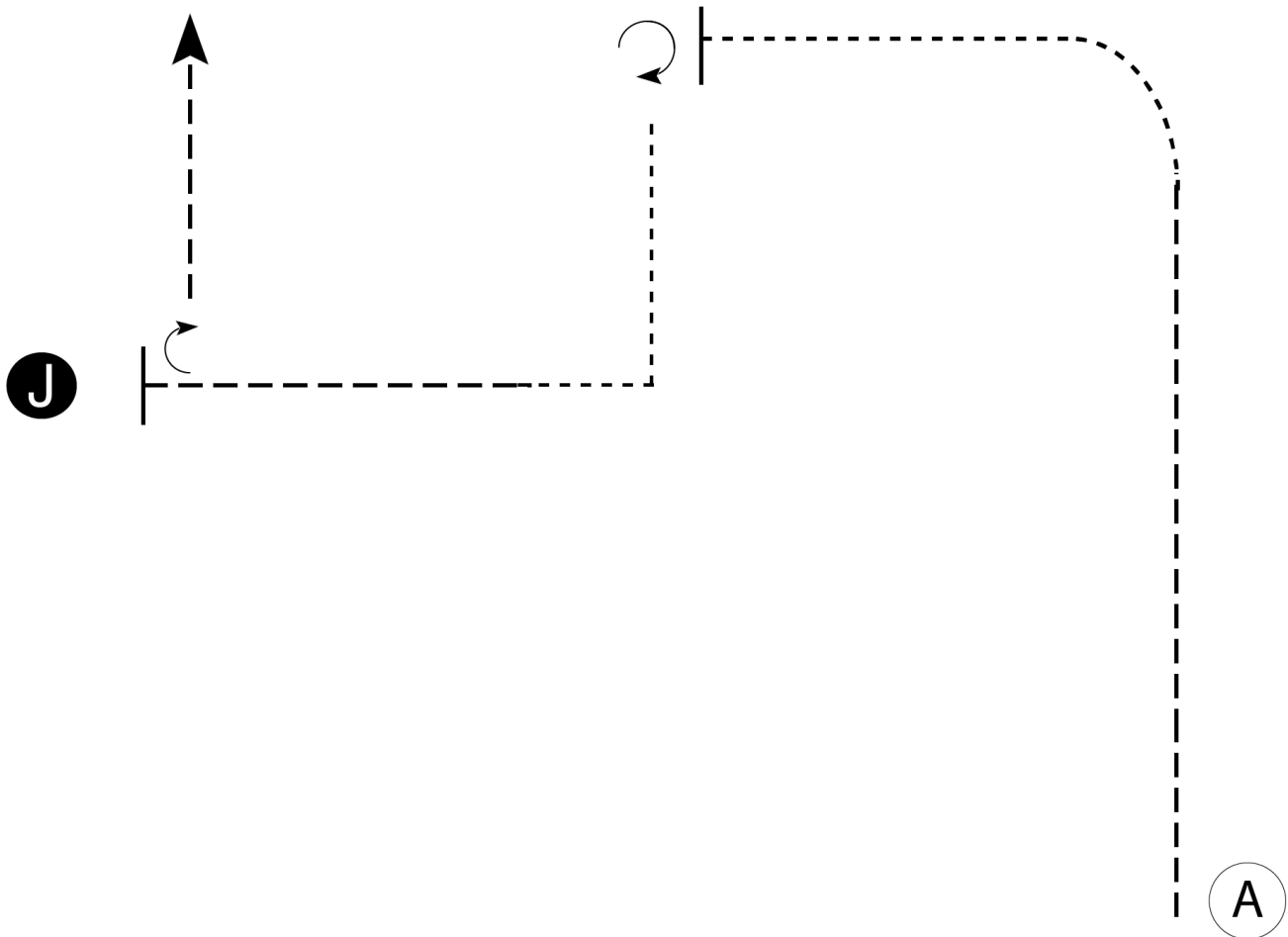
APHA Zone 10

W/T Am Showmanship (*Extended Walk where pattern requires trot)

Show Date: 07-31-2026

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Be ready at A.

1. Trot from A in a straight line.
2. Walk around the corner to the center line and stop.
3. Perform a 3/4 turn.
4. Walk a square corner then trot to Judge.
5. Stop and set up.
6. Inspection.
7. When dismissed, turn 1/4 turn and trot to exit.

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

[S/WT-99]

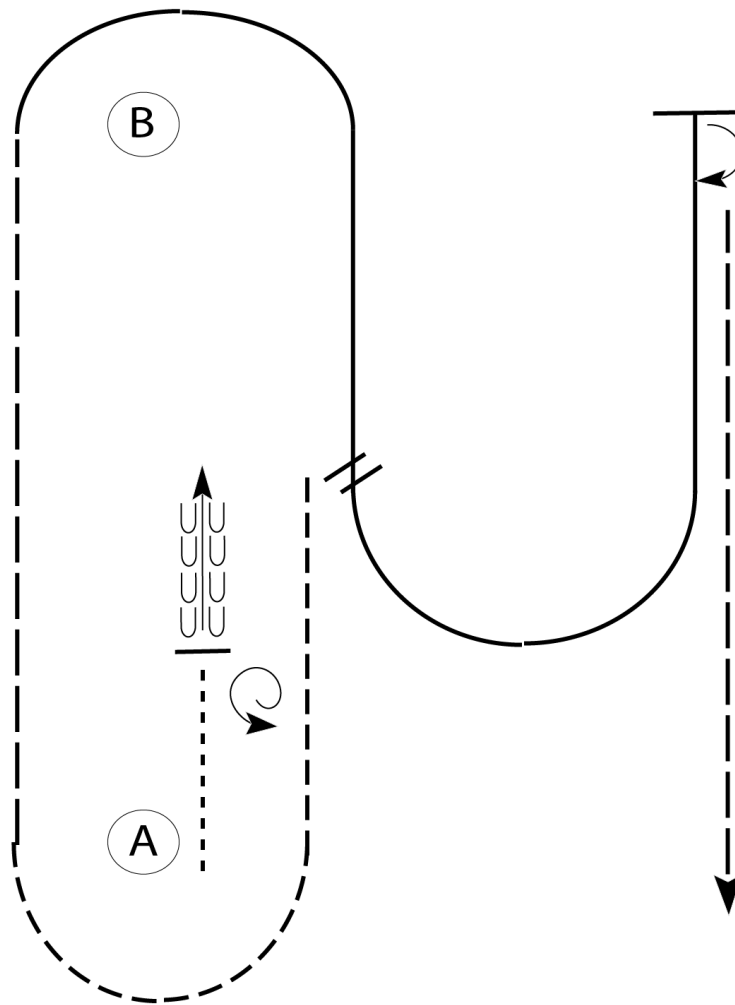
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APHA Zone 10

Horsemanship

Show Date: 07-31-2026



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Change leads and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and extend the jog to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	//
Back	←
Marker	ⓑ

[WH/3-118]

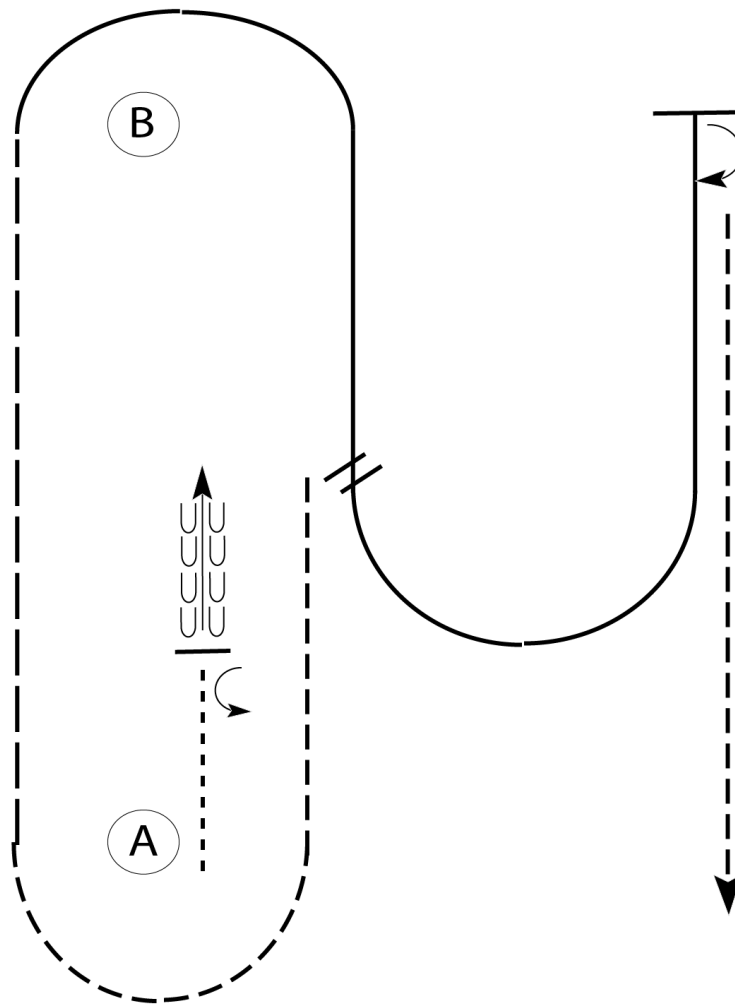
Pattern Provided by:

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APHA Zone 10

Novice Horsemanship

Show Date: 07-31-2026



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	-----
Back	←-----
Marker	(B)

[WH/1-118]

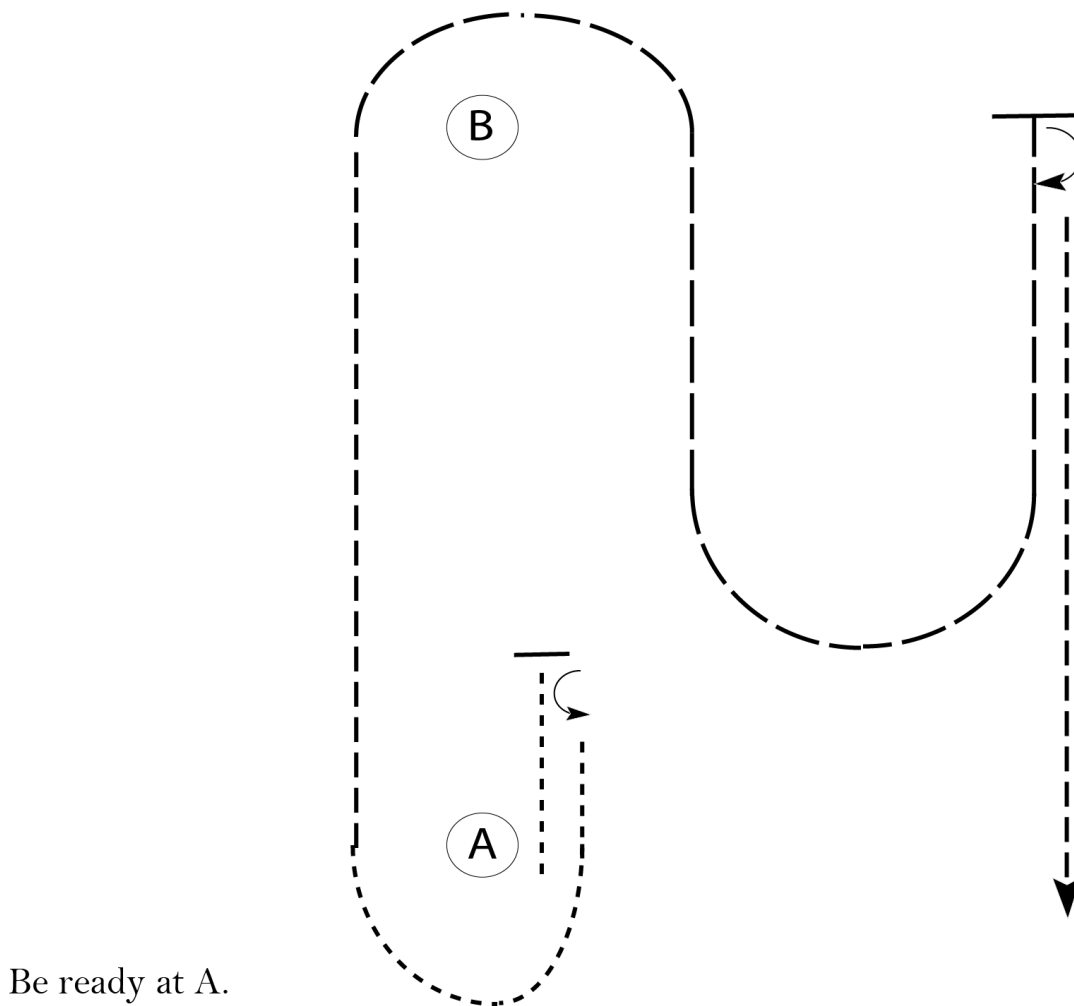
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APHA Zone 10

W/T Horsemanship

Show Date: 07-31-2026



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Walk to and around A.
3. Jog to B.
4. Extend the jog as shown until even with B.
until even with B.
5. Stop and perform a 180 degree turn to the
right and jog to finish.

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

[WH/WT-118]

Pattern Provided by:

Judges

APHA Zone 10

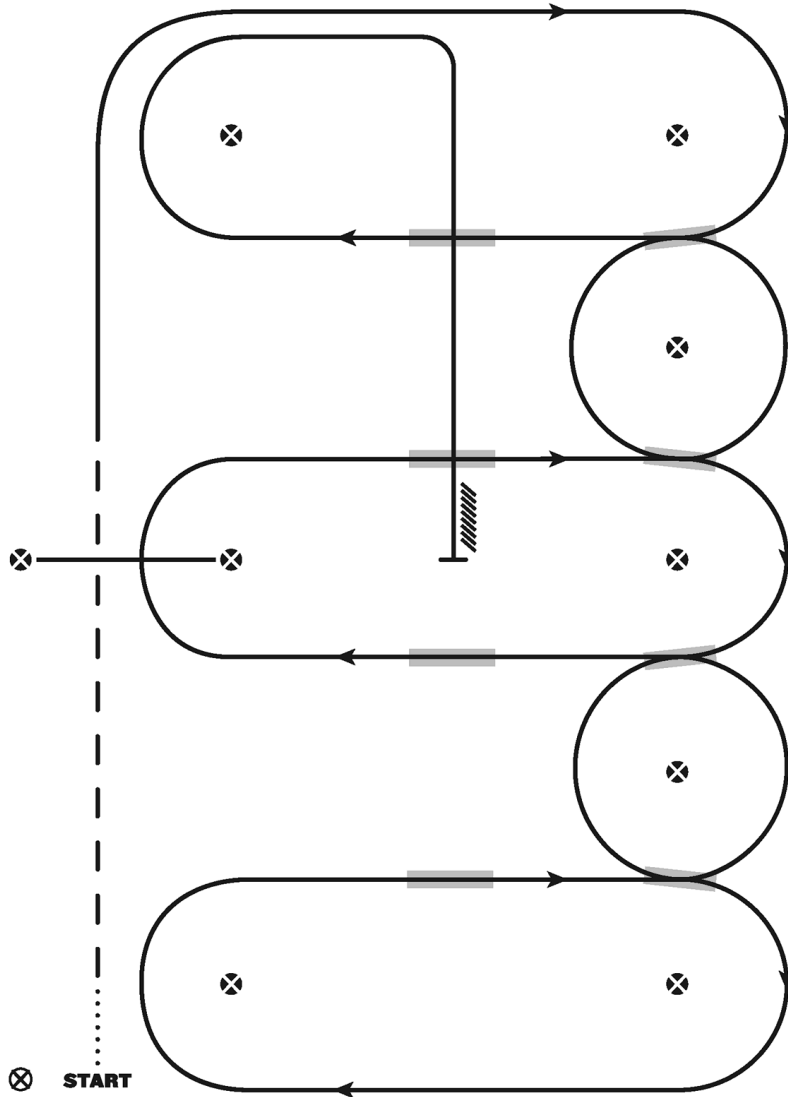
Western Riding

Show Date: 07-31-2026

WESTERN RIDING - PATTERN 6

LEGEND

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



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of 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 & back

Revised 06-07-2021

[WR/OP-6]

Pattern Provided by:

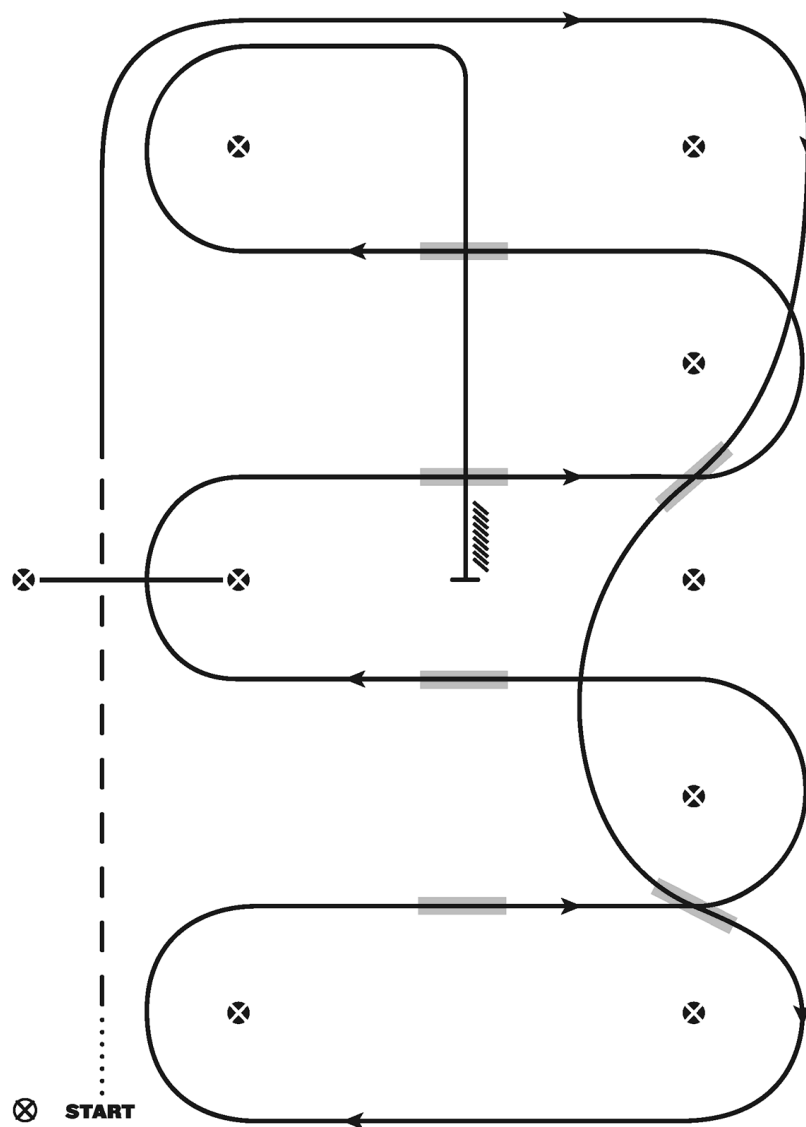
Judges

APHA Zone 10

Green Western Riding

Show Date: 07-31-2026

LEVEL I WESTERN RIDING PATTERN 6



LEGEND

- Walk
- - - - - Jog
- Lope
- /////// Back
- Load Changing Area

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the 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 & back

Revised 06-07-2021

[WR/GP-6]

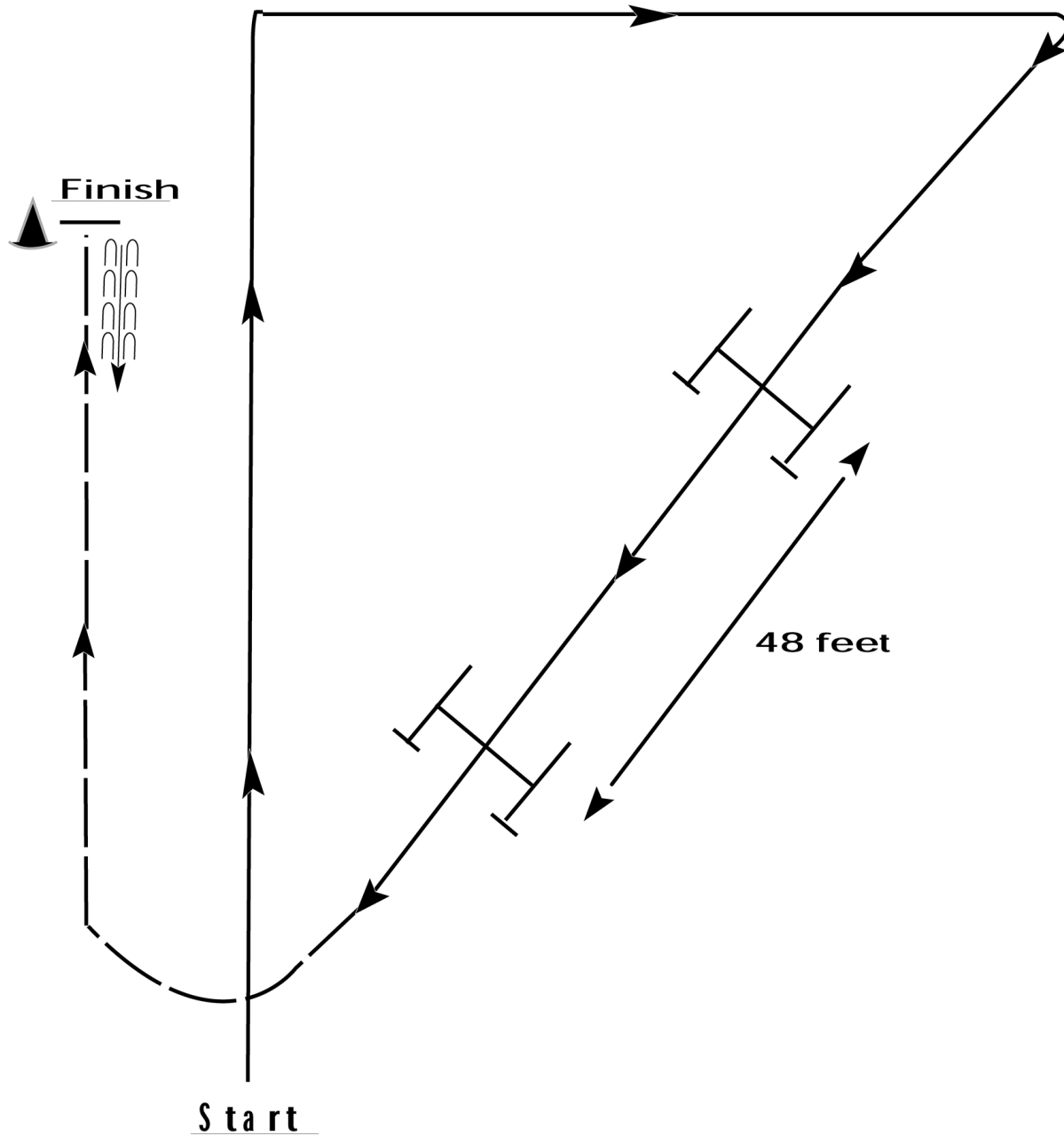
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APHA Zone 10

Hunter Hack

Show Date: 07-31-2026



Canter
Back
Hand Gallop
Marker

1. Fences are set approximately 48 feet apart.
2. After 2nd fence, hand gallop to marker. Stop and back approximately one horse length..
3. Drop your reins to signify completion.

[HH/48-16]

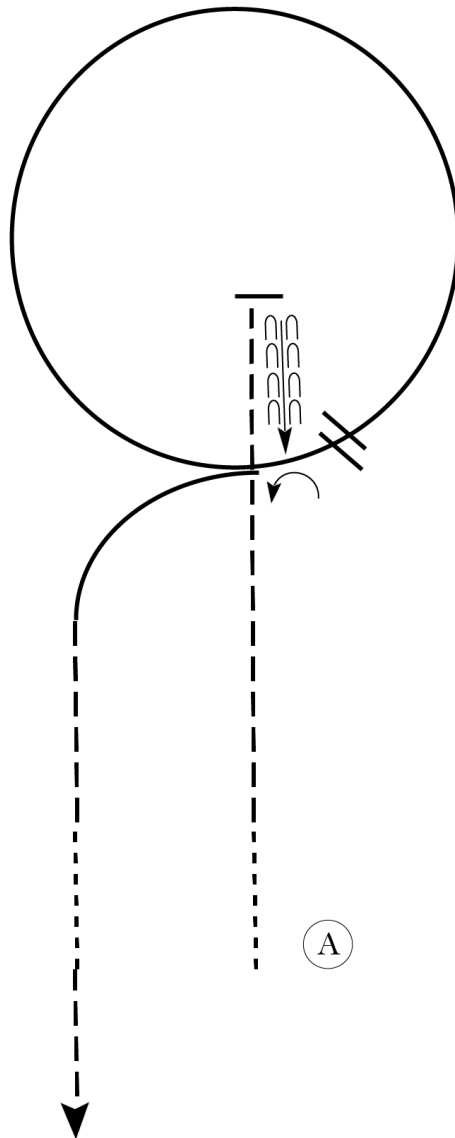
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APHA Zone 10

Hunt Seat Equitation

Show Date: 07-31-2026



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Perform a simple or flying lead change.
6. Canter on the left lead.
7. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/2-82]

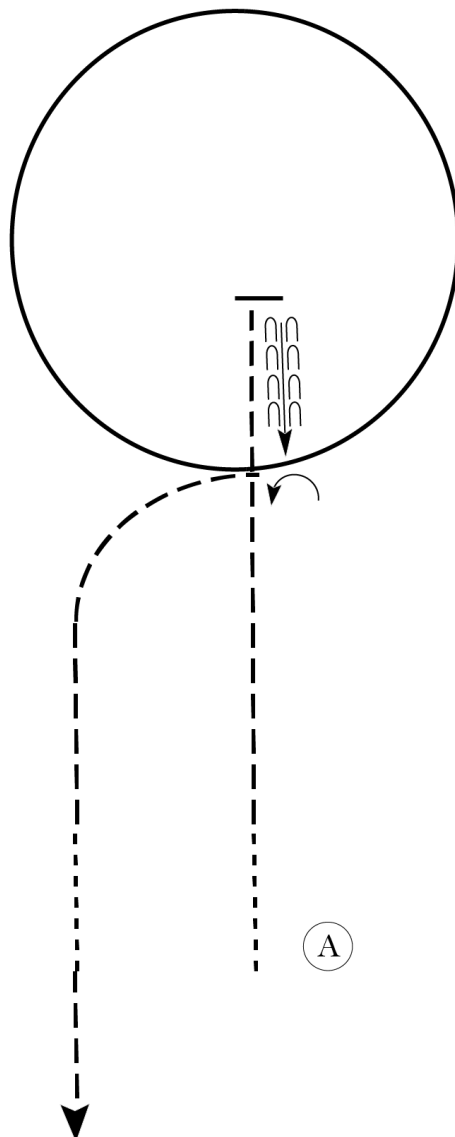
Pattern Provided by:

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APHA Zone 10

Novice Hunt Seat Equitation

Show Date: 07-31-2026



Be ready at A.

1. Walk two horse lengths then posting trot on the left diagonal past the center of the arena.
2. Stop and back approximately two horse lengths.
3. Perform a 90 degree turn on the forehand to the left.
4. Canter a circle on the right lead.
5. Posting trot on the right diagonal then walk two horse lengths. Pattern is complete, exit at a sitting trot.

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

[HSE/1-82]

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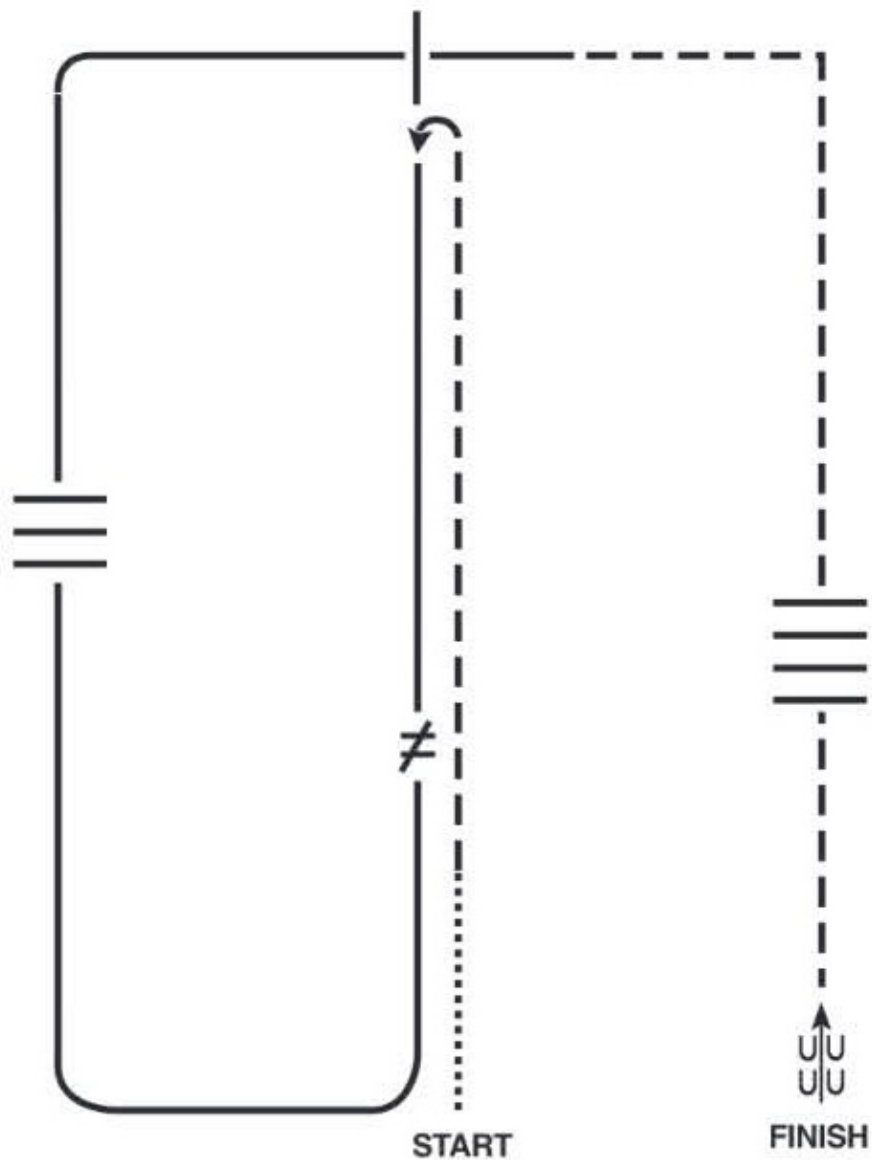
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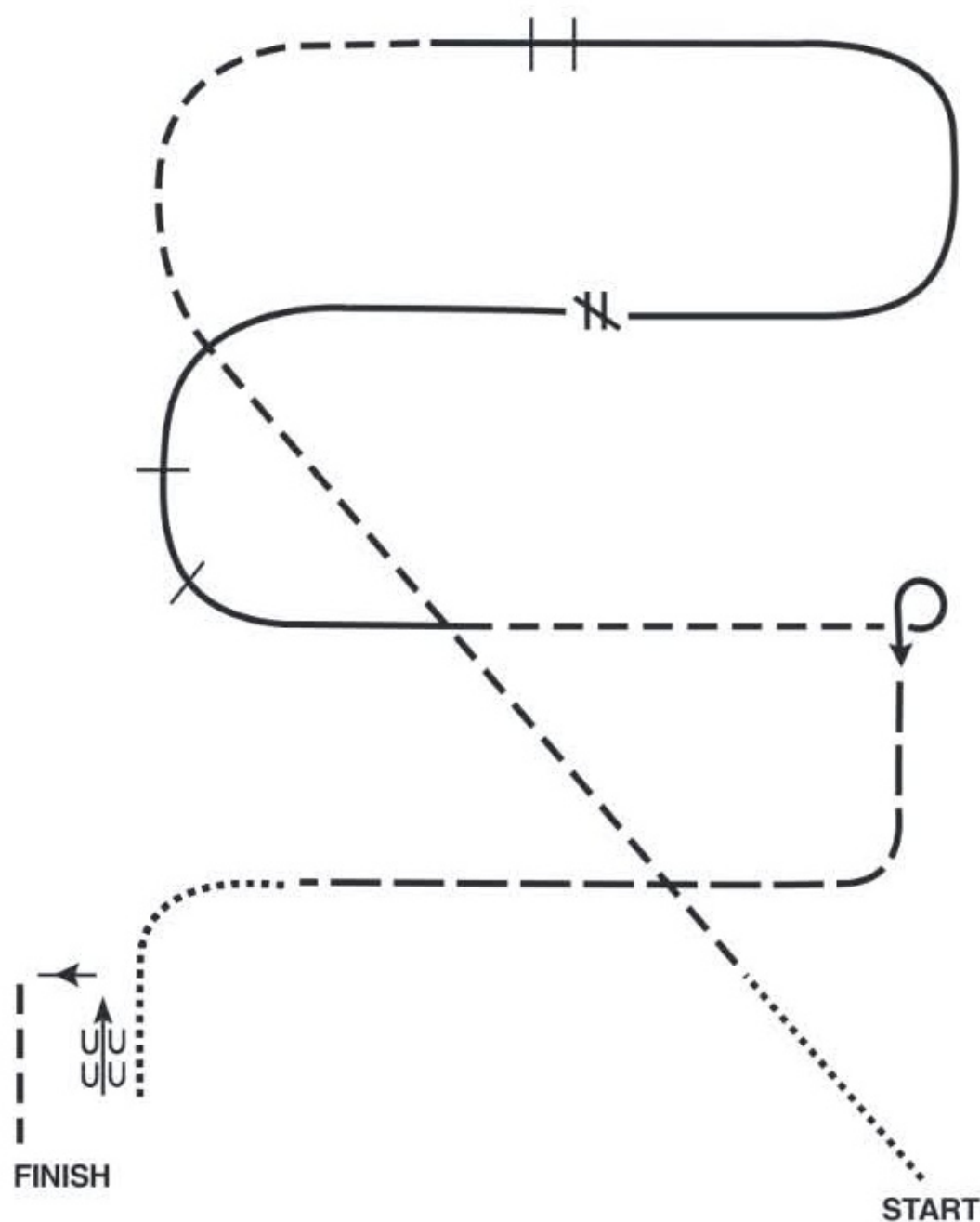
English Versatility - Pattern 2



1. Forward Walk From Gate
2. Trot Right Diagonal
3. Halt 180 Forehand turn right
4. Canter Left Lead
5. Change Leads Simple or Flying
6. Right Lead around end and over three rails
7. Right lead around end and over one rail
8. Trot Left Diagonal
9. Trot Four Rails
10. Forward sitting trot
11. Stop and back

Walk	
Jog/Trot	-----
Lope/Canter	=====
Extended Trot	=====
Leg Yield	
Change Lead	≠
Gate	⌌ ⌌ ⌌
Back	← ← ←
Judge	ⓐ
Marker	○
Sidepass	← ← ←

Western Versatility - Pattern 2



- | | |
|-----------------------------------|------------------------------|
| 1. Walk | 8. Stop 270 Left |
| 2. Jog Diagonal Line | 9. Extend Jog |
| 3. Right lead Over Two Poles | 10. Walk |
| 4. Lead Change (Simple or Flying) | 11. Stop Back |
| 5. Left Lead | 12. Sidepass Right Over Pole |
| 6. Lope Over Two Poles | 13. Jog to Exit |
| 7. Jog | |

Walk	
Jog/Trot	-----
Lope/Canter	=====
Extended Trot	=====
Change Lead	≠
Back	←←←←←
Sidepass	←←←←←