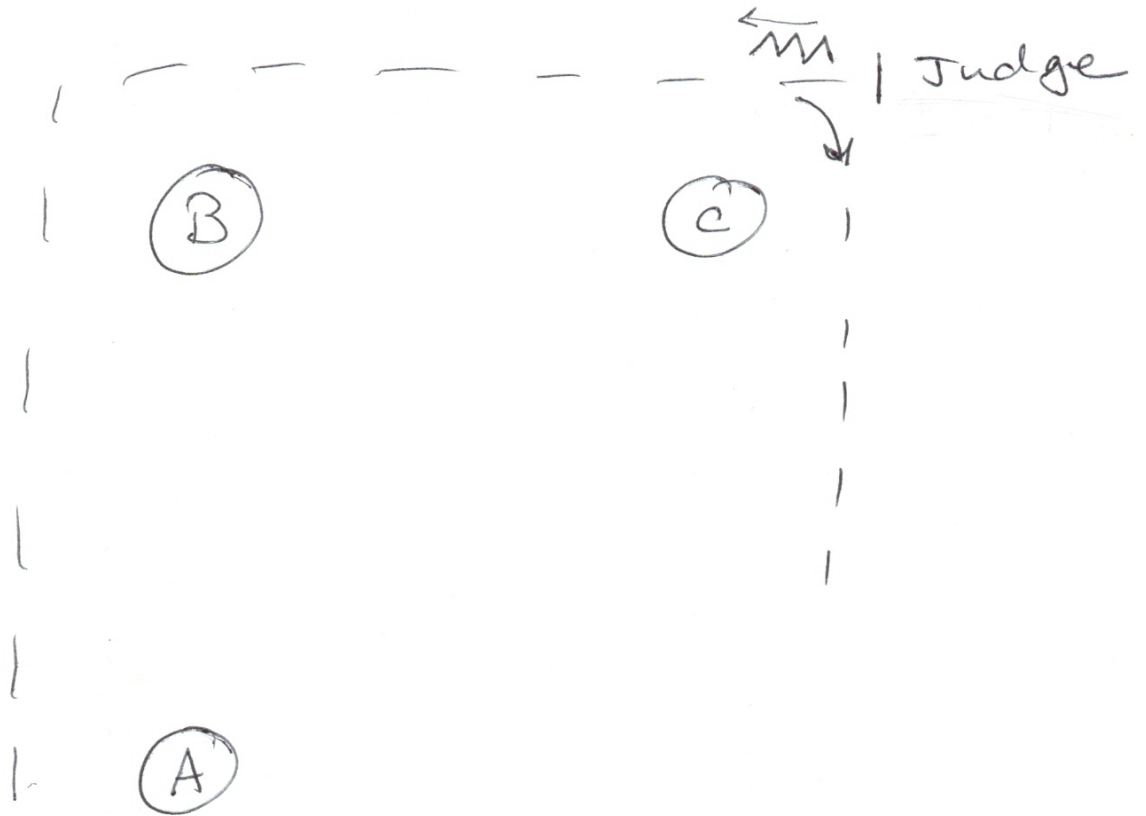


Walk Whoa Showmanship



Begin at A.

Walk pattern as drawn.

Stop at C. and set up for inspection.

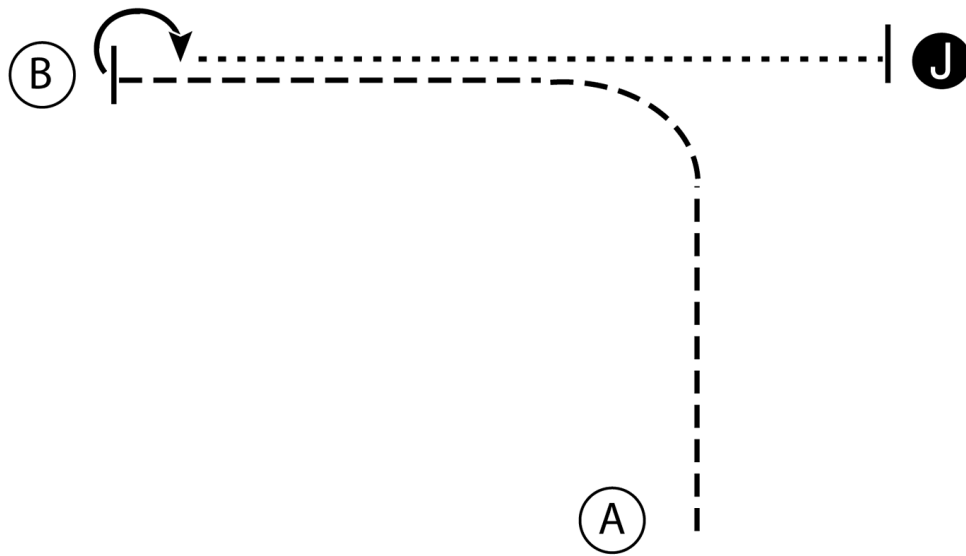
When dismissed, back 3 steps.

Turn to the right and walk off.

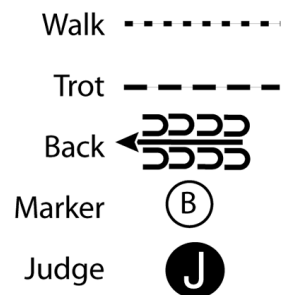
SCSHA- Sunday

Showmanship (12&U, Practice Judged)

Show Date: 05-24-2026



1. Trot from A to B.
2. Stop and perform a 180 degree turn.
3. Walk to Judge and set up for inspection.
4. When dismissed follow instructions of ring steward.



[S/1-11]

Pattern Provided by:
Morgan Clinesmith

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

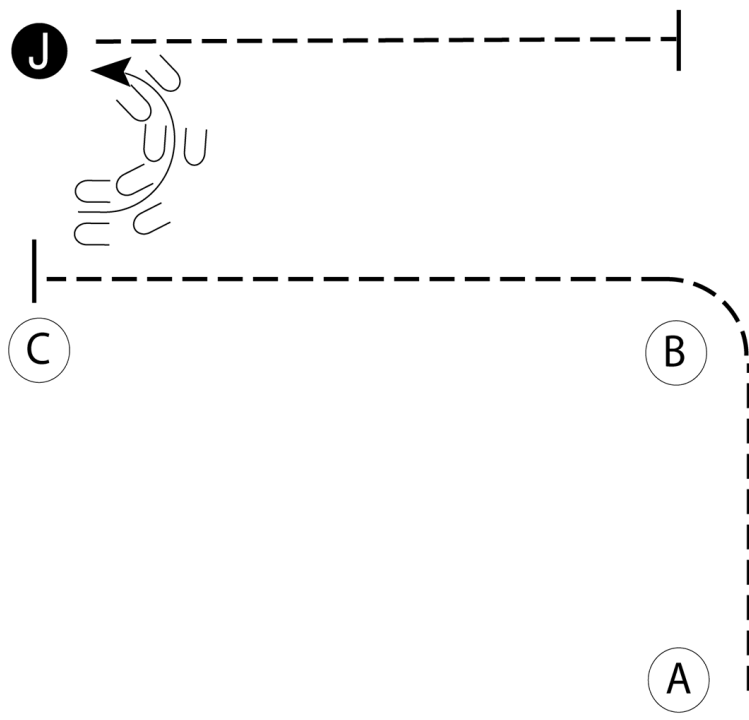
SCSHA- Sunday

Showmanship (13-18, 19&O)

Show Date: 05-24-2026

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. Trot from A to C.
2. Stop at C.
3. Back a half-circle to the Judge.
4. Set up for inspection.
5. When dismissed trot until even with B.
6. Stop and wait to be dismissed.

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

[S/2-10]

Pattern Provided by:
Morgan Clinesmith

Walk Whoa Equitation



1. Start at cone A.
2. Walk to cone B.
3. Continue walking a circle around cone B to the right.
4. Stop at cone B.
5. Back 2 steps.

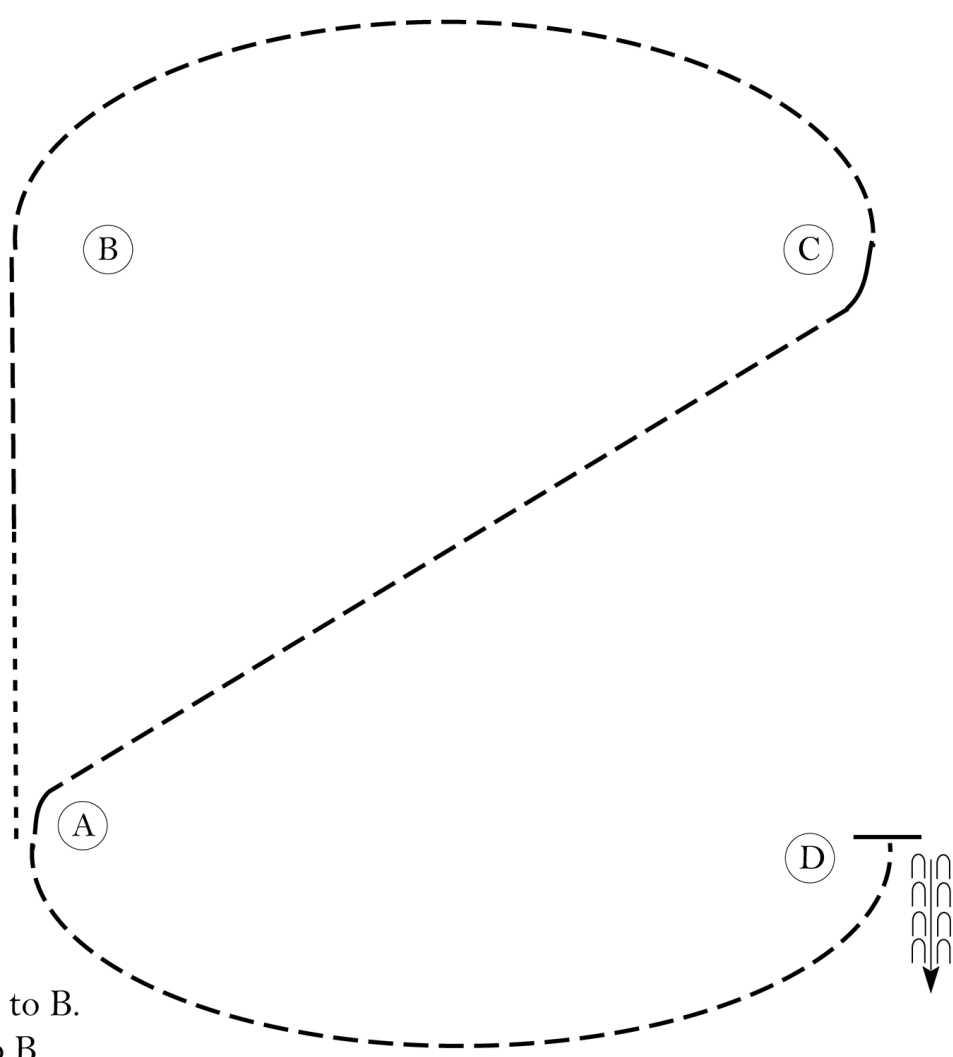
SCSHA- Sunday

Walk Trot Hunt Seat Equitation (All Ages)

Show Date: 05-24-2026

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 halfway to B.
2. Sitting trot to B.
3. Trot on the left diagonal from B, to and around C, and halfway to A.
4. Change diagonals halfway to A.
5. Trot on the right diagonal around A and to D.
6. Stop at D and back approximately one horse length.

Walk off and follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Lead Change	↖ ↗
Back	← c c c c
Marker	(B)
Hand Gallop	—————

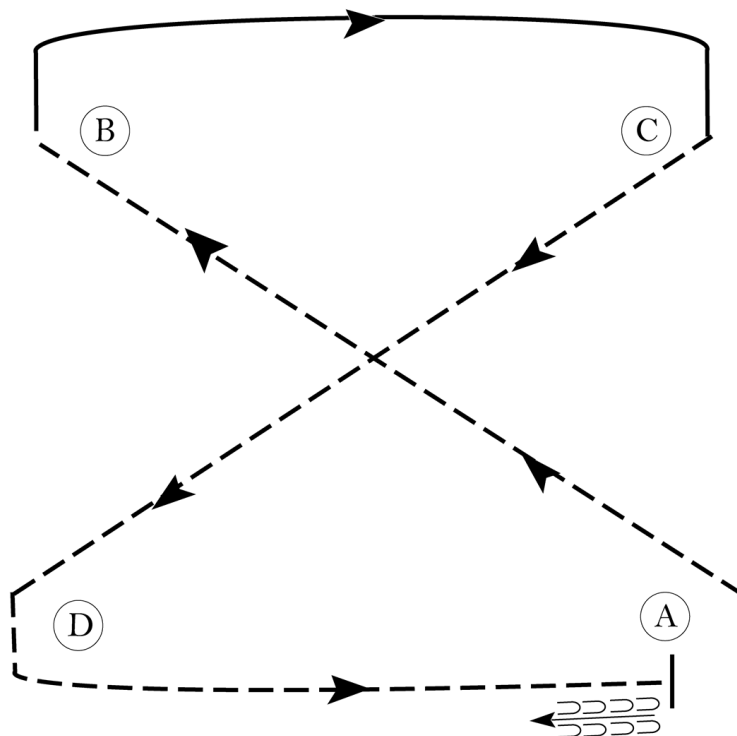
[HSE/WT-52]

Pattern Provided by:
Morgan Clinesmith

SCSHA- Sunday

Hunt Seat Equitation (All Ages)

Show Date: 05-24-2026



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C.
3. Posting trot on the right diagonal to D.
4. Sitting trot to A.
5. Halt at A and back approximately one horse length.

Exit at a sitting trot.

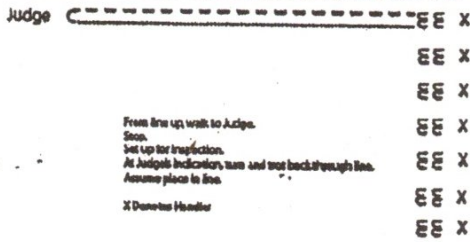
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	←←←←← ←←←←←
Marker	Ⓚ
Sidepass	← - - - - ←
Hand Gallop	— — — — —

[HSE/1-24]

Pattern Provided by:
Morgan Clinesmith

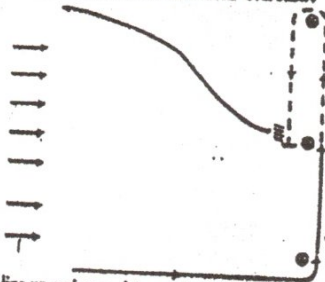
EWD Showmanship Pattern #1 (AQHA Pattern #1)

EQUESTRIANS WITH DISABILITIES SHOWMANSHIP PATTERN I



EWD Horsemanship Pattern (AQHA Pattern)

EQUESTRIANS WITH DISABILITIES WALK/JOG WESTERN HORSEMANSHIP PATTERN



Walk from line up and around 1st marker to 2nd marker. Take up the jog and continue around 3rd marker back to 2nd marker. Stop. Back four steps. Walk back and line up.

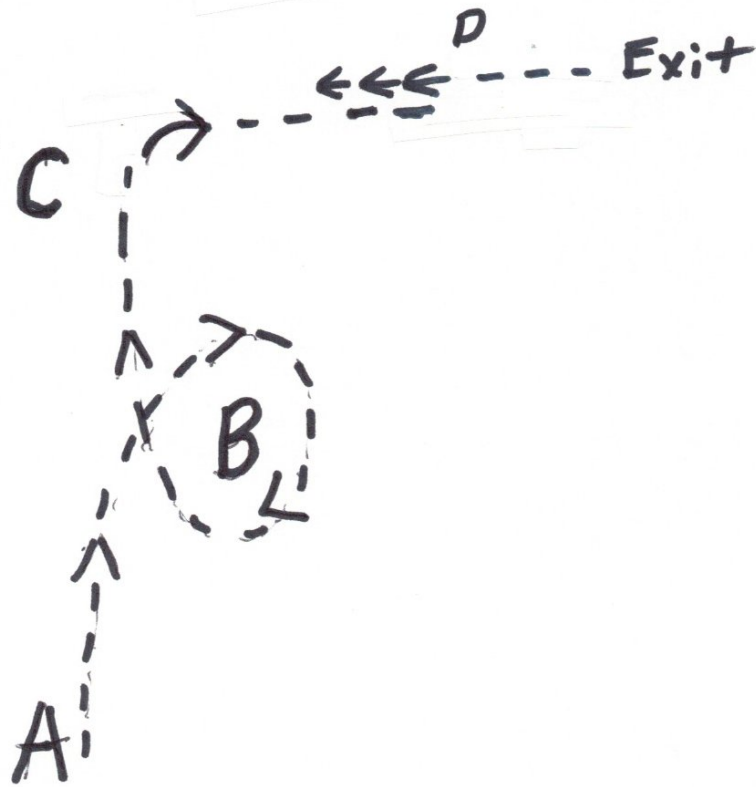
EWD Trail Pattern #1 (AQHA Pattern #1)

EQUESTRIANS WITH DISABILITIES WALK/JOG TRAIL PATTERN I



1. Enter arena and walk through open gate.
2. Walk over three poles on the ground.
3. Walk to marker 1 (this can be a cone or labeled marker), pick up a jog and jog to marker 2. Stop and back two steps.
4. Walk to a barrel, circle it to the right and continue walking.
5. Walk through chute and exit arena. The chute can be made up of poles, cones, sawhorses, road barricades or similar objects placed in two parallel lines through which the exhibitor walks.

Walk Whoa Horsemanship

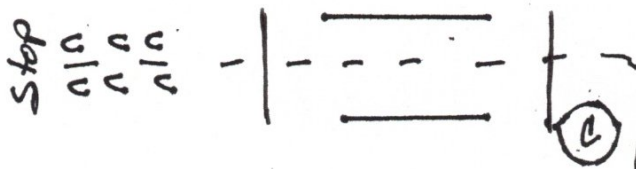


Begin at A and walk pattern as drawn
Stopping at C then do a 90° to
the right **A + D Back 2 steps**

Then Exit

6

WALK/WHO A TRAIL



WALK through CONES A.B.C

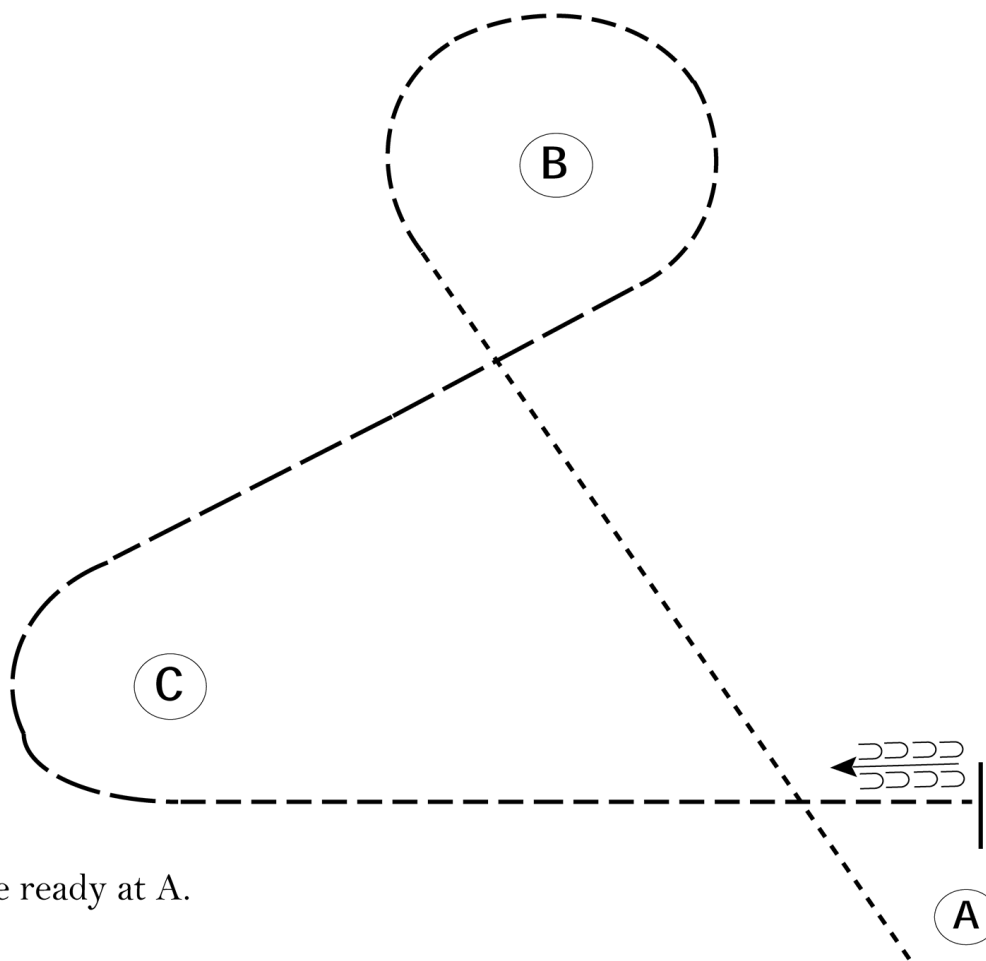
At cone C make left turn. -
Walk over pole
Pass through chute -
Walk over pole - Stop
Back three steps.



SCSHA- Sunday

Walk Trot Horsemanship (All Ages)

Show Date: 05-24-2026



Be ready at A.

1. Walk to B.
2. At B, jog a circle around B.
3. Extend the jog from B to and around C.
4. At C, slow to the jog and jog to A.
5. At A, stop and back approximately one horse length.

Follow the instructions of the ring steward.

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

[WH/WT-55]

Pattern Provided by:
Morgan Clinesmith

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

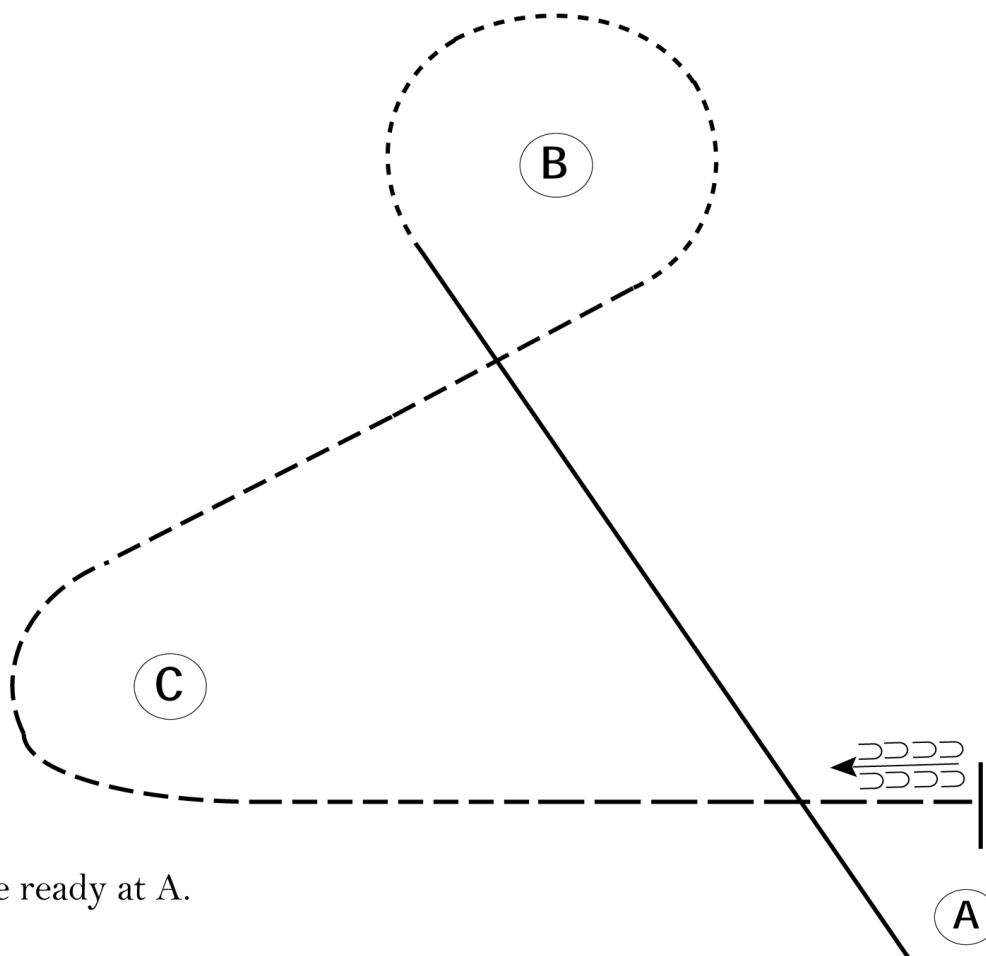
SCSHA- Sunday

Horsemanship (12&U, Practice Judged (PJ) 12&U)

Show Date: 05-24-2026

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. Lope on the left lead to B.
2. At B, break to the walk and walk around B.
3. Jog from B to and around C.
4. Halfway to A, extend the jog to A.
5. At A, stop and back approximately one horse length.

Follow the instructions of the ring steward.

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

[WH/1-55]

Pattern Provided by:
Morgan Clinesmith

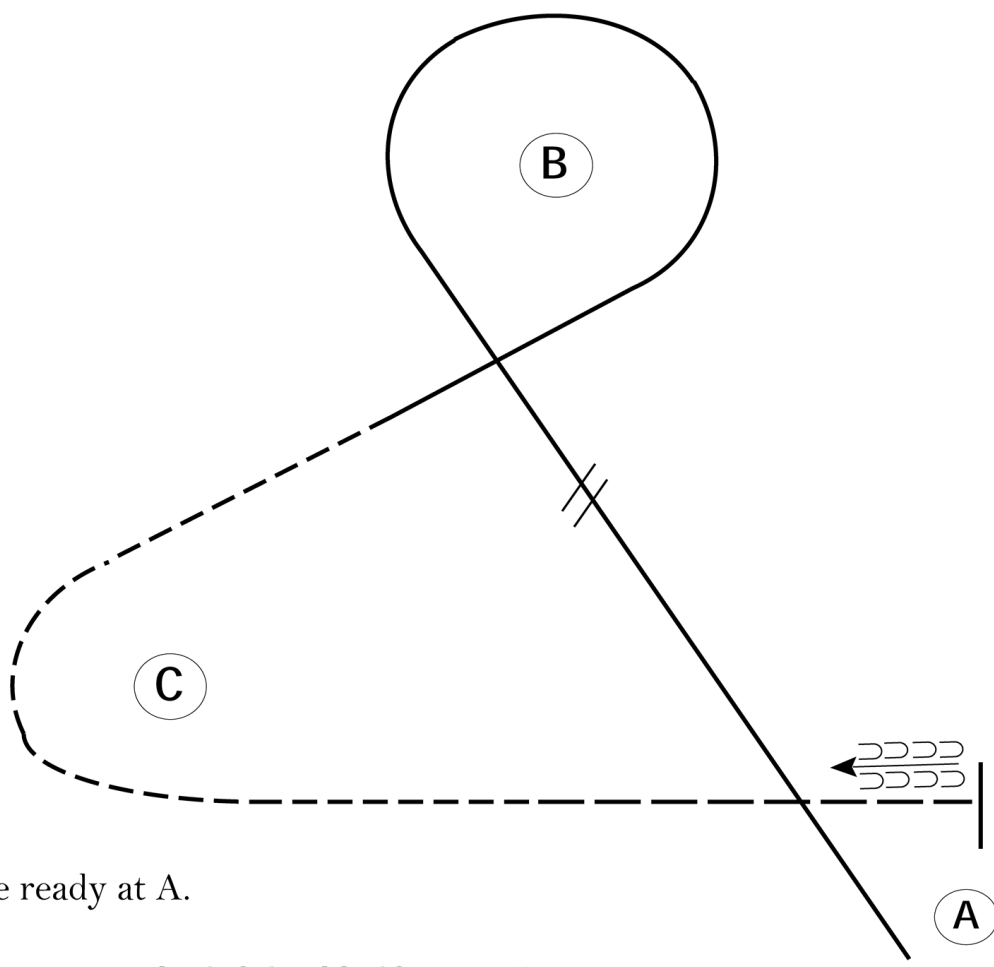
SCSHA- Sunday

Horsemanship (13-18, 19&O, PJ 13+, Simple or flying lead change)

Show Date: 05-24-2026

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. Lope on the left lead halfway to B.
2. Perform a flying lead change and continue on right lead around B.
3. Halfway to C break to the jog
4. Jog around C.
5. Halfway to A, extend the jog to A.
6. At A, stop and back approximately one horse length.

Follow the instructions of the ring steward.

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

[WH/3-55]

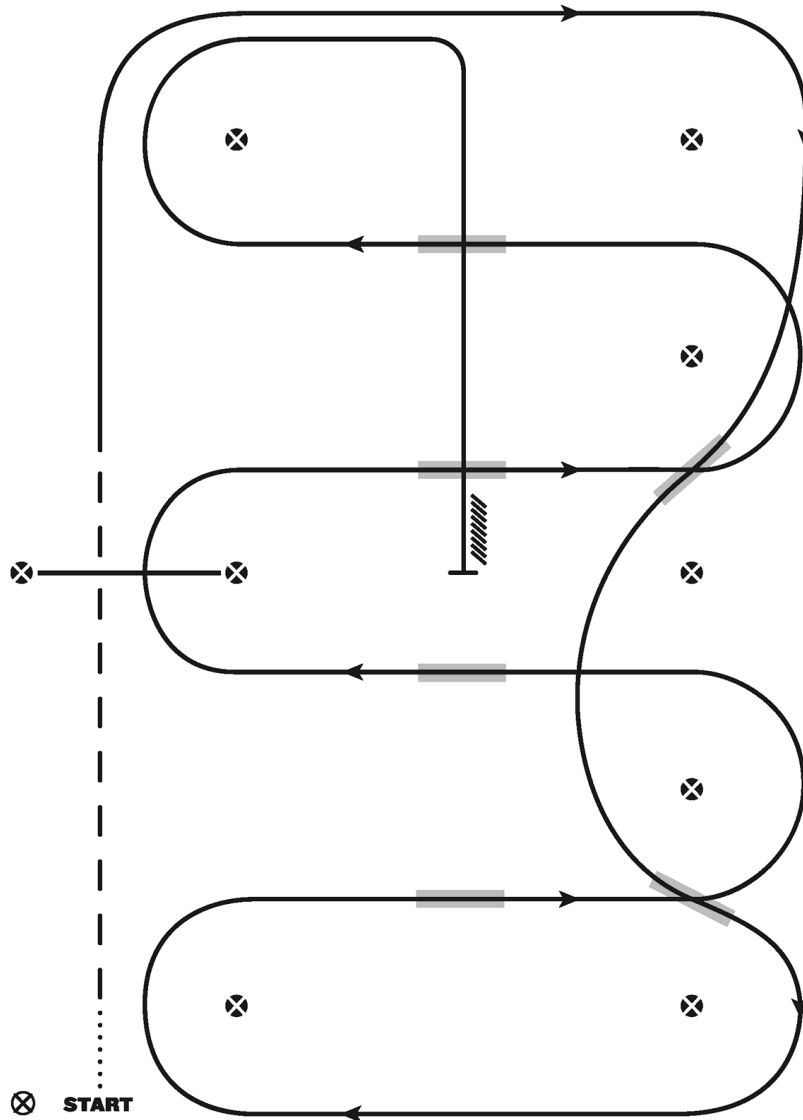
Pattern Provided by:
Morgan Clinesmith

SCSHA- Sunday

Western Riding

Show Date: 05-24-2026

LEVEL I 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, 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]

Pattern Provided by:
Morgan Clinesmith

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

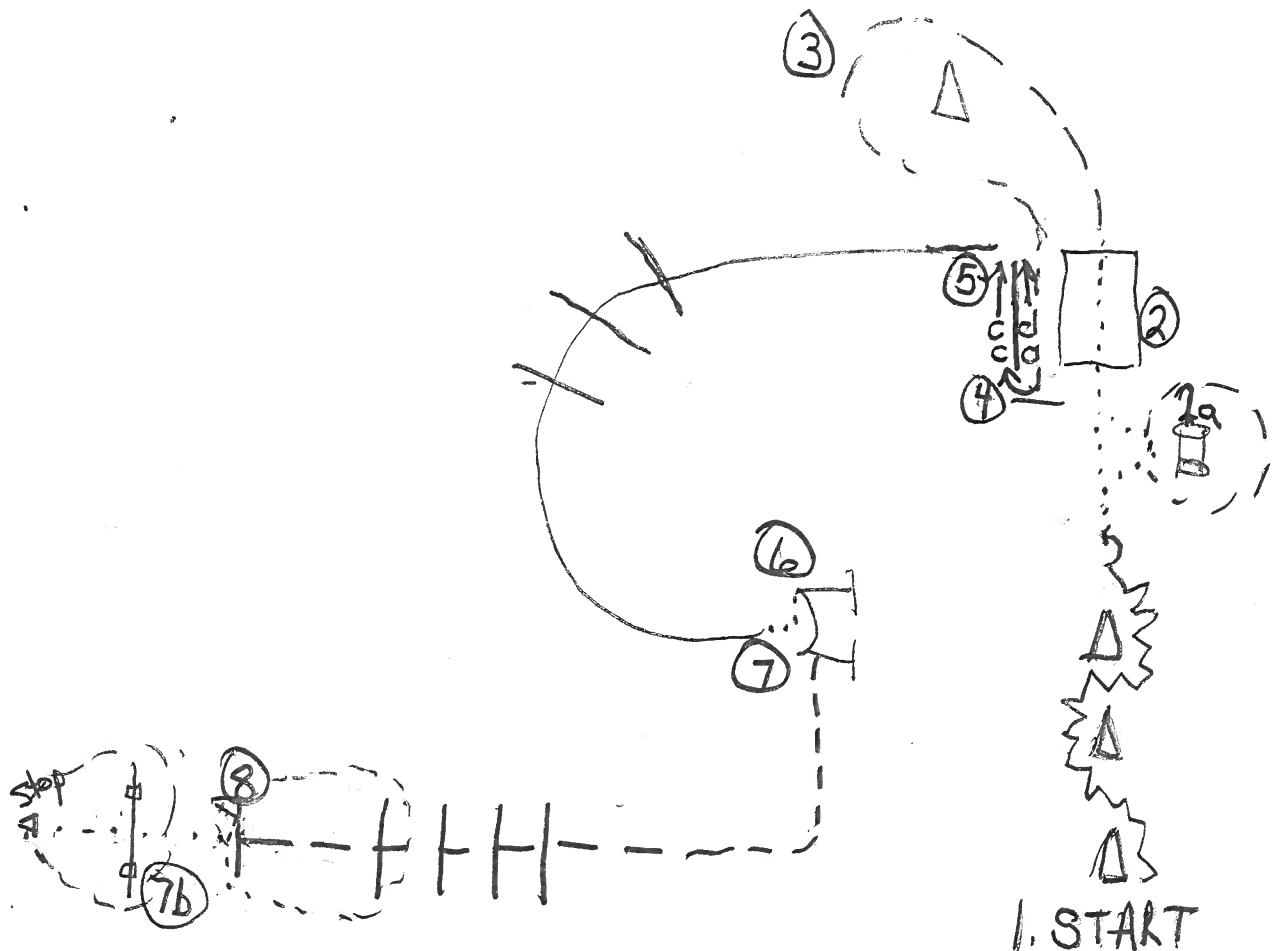
All Trail

May 24, 2026

W/T replace lope with jog, walk around gate

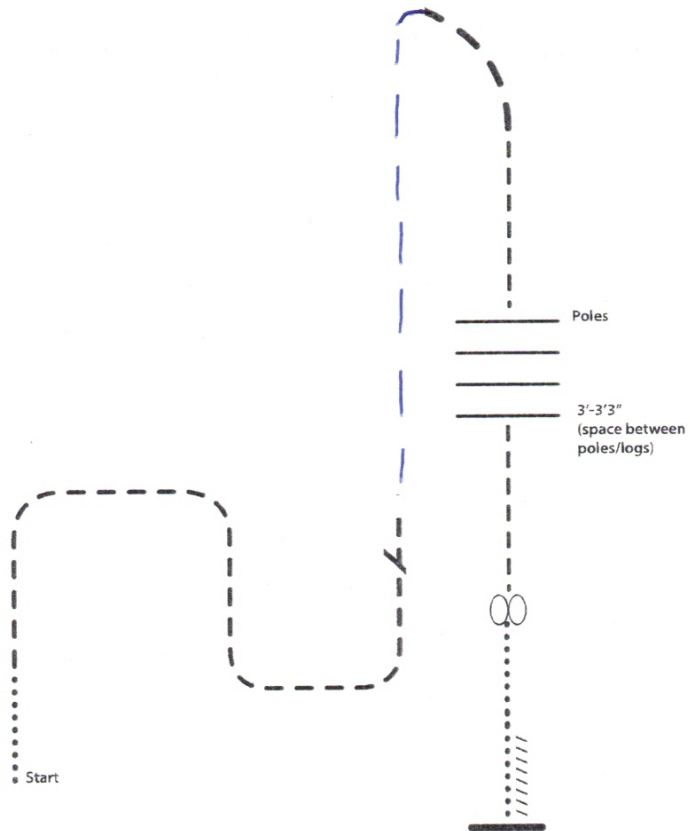
*Designates Ranch Obstacle

1. Back thru cones, pivot left.
2. Walk over the bridge.
- 2a*Ranch log drag. Pick up rope, jog around the barrel, either direction.
3. Trot around the cone and into the chute.
4. Stop, pivot right, sidepass right.
5. Pick up left lead over logs to the gate.
6. Walk to work the right hand gate.
7. Trot corner and over 4 logs.
- 7b. *Ranch, break to walk and continue over the raised obstacle.
Stop, ground tie, Exit (Fix the walk over if necessary.)
8. Stop, ground tie, Exit



walk trot

RANCH RIDING - PATTERN 4



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

1. Walk
2. Trot serpentine
3. Extend trot around corner of the arena
4. Collect to a trot
5. Trot over poles
6. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Walk, stop and back

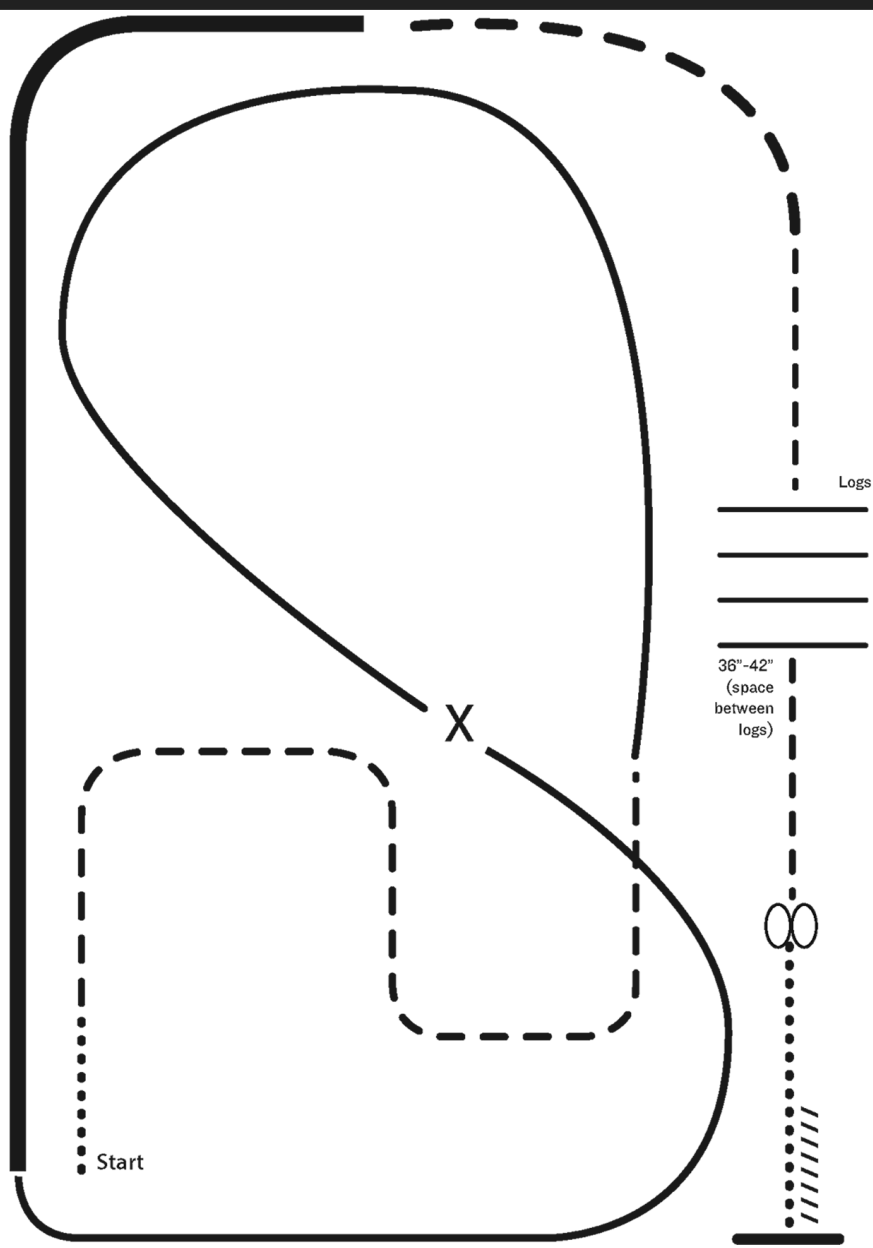
SCSHA- Sunday

Ranch Riding (All Ages)

Show Date: 05-24-2026

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- X Lead Change
- Walk
- - - Trot
- — — Ext trot
- Lope
- Ext Lope
- /////// Back

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 logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

[RR/AQHA-3]

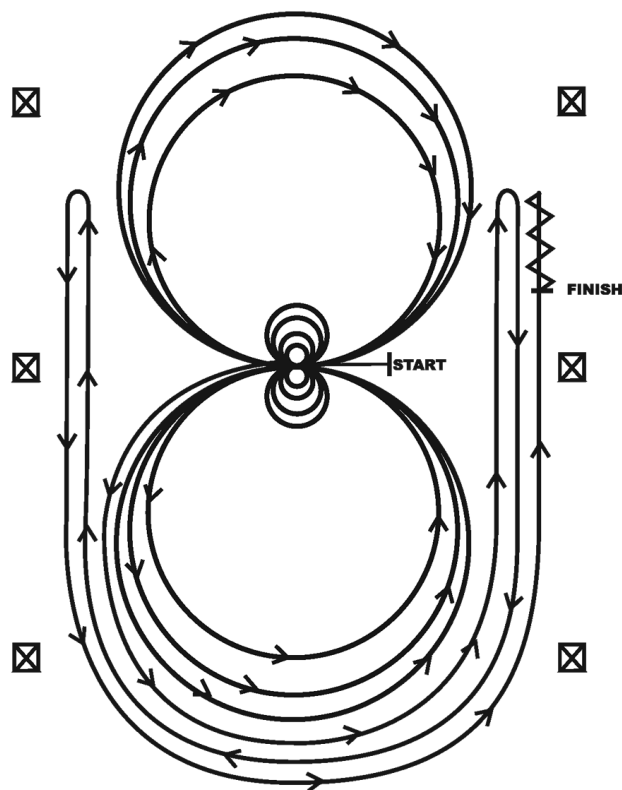
Pattern Provided by:
Morgan Clinesmith

SCSHA- Sunday

Reining (All Ages)

Show Date: 05-24-2026

REINING PATTERN 13



- 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 two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
 3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
 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.
 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 20 feet (6meters) 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 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 right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

[R/AQHAP-13]

Pattern Provided by:

Morgan Clinesmith