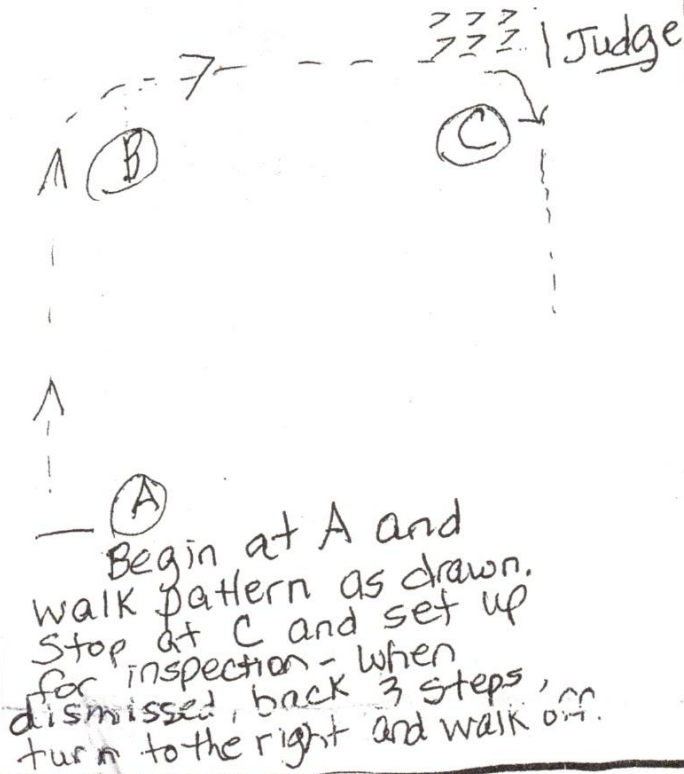
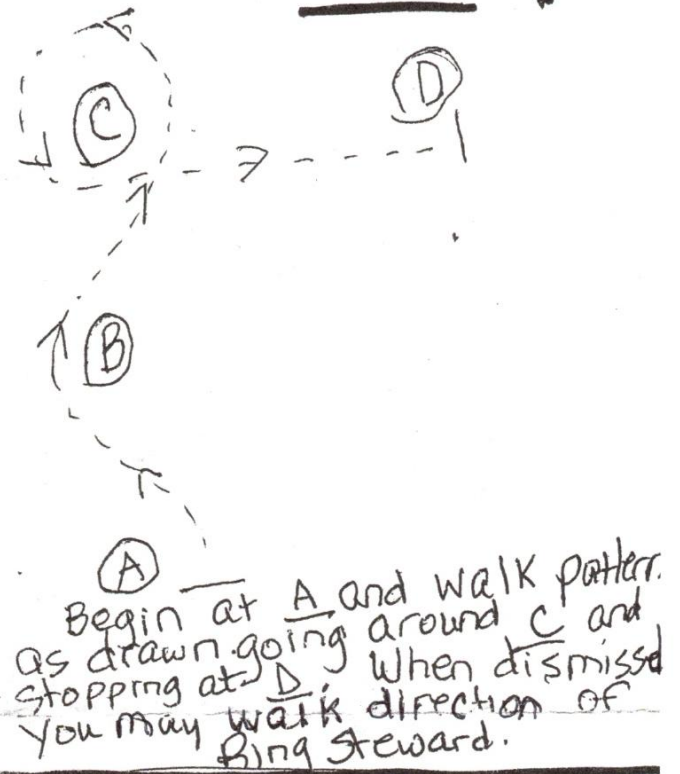


Walk Whoa - Saturday

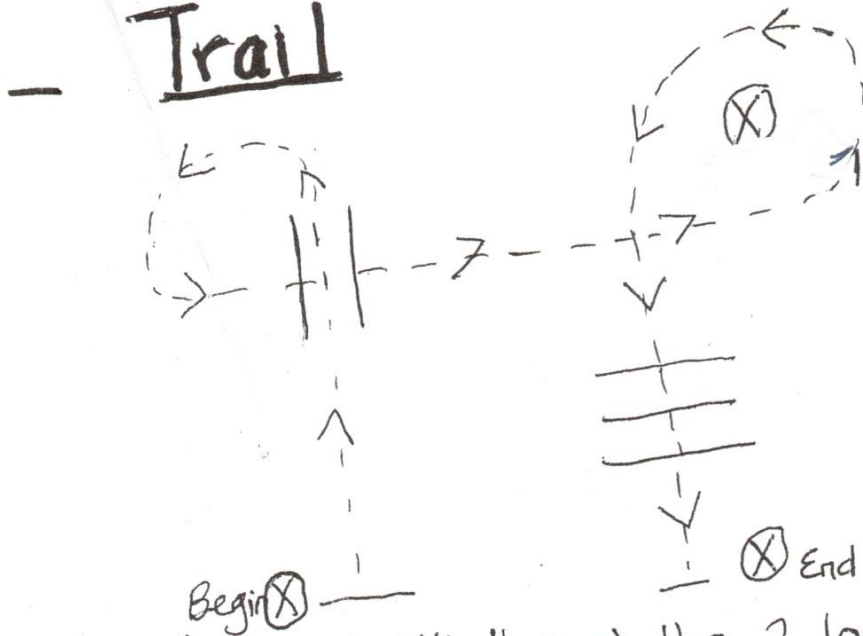
Showmanship



Horsemanship



Trail

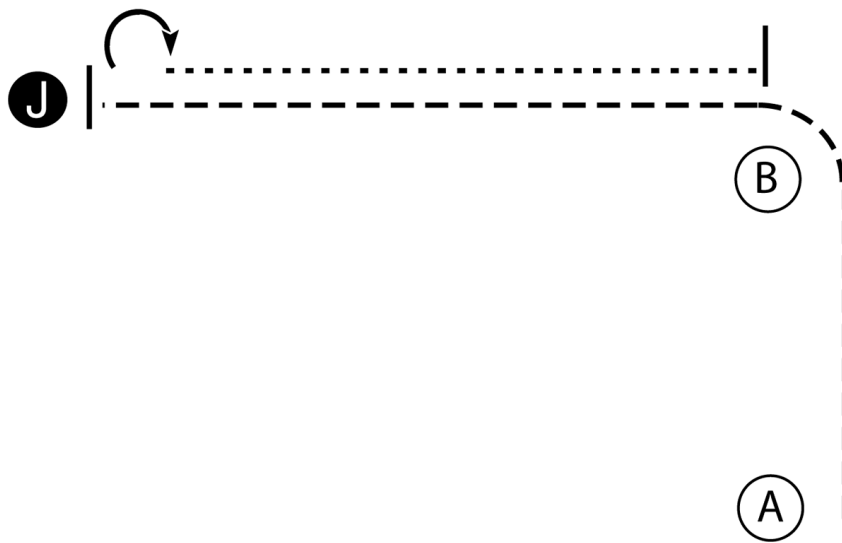


At 1st cone walk through the 2 logs then turning a left hand circle going across the logs, around the cone across the logs to last cone and stop. Then you may ~~exit~~ go back to line up.

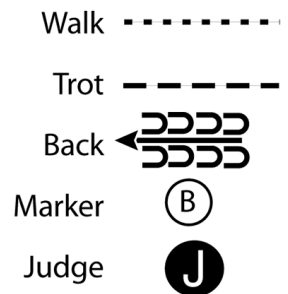
Kingman

Showmanship (All Ages)

Show Date: 06-13-2026



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



[S/1-7]

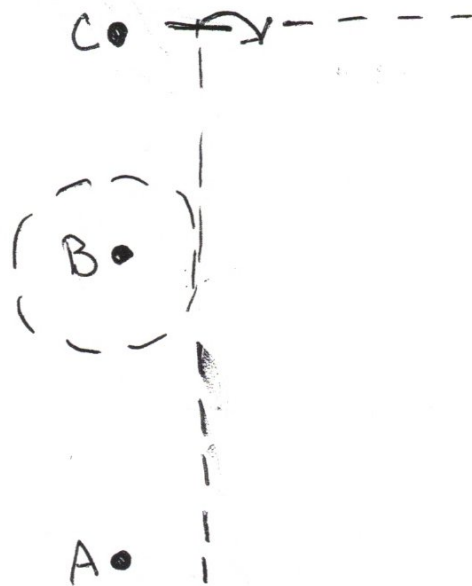
Pattern Provided by:

Kelli Laurinec

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

Walk Whoa Equitation



1. Start at cone A.
2. Walk to cone B.
3. Continue walking a circle to the left around cone B.
4. Close your circle and continue walking to cone C.
5. At cone C, stop.
6. Turn 90° to the right.
7. Walk straight away to exit the pattern.

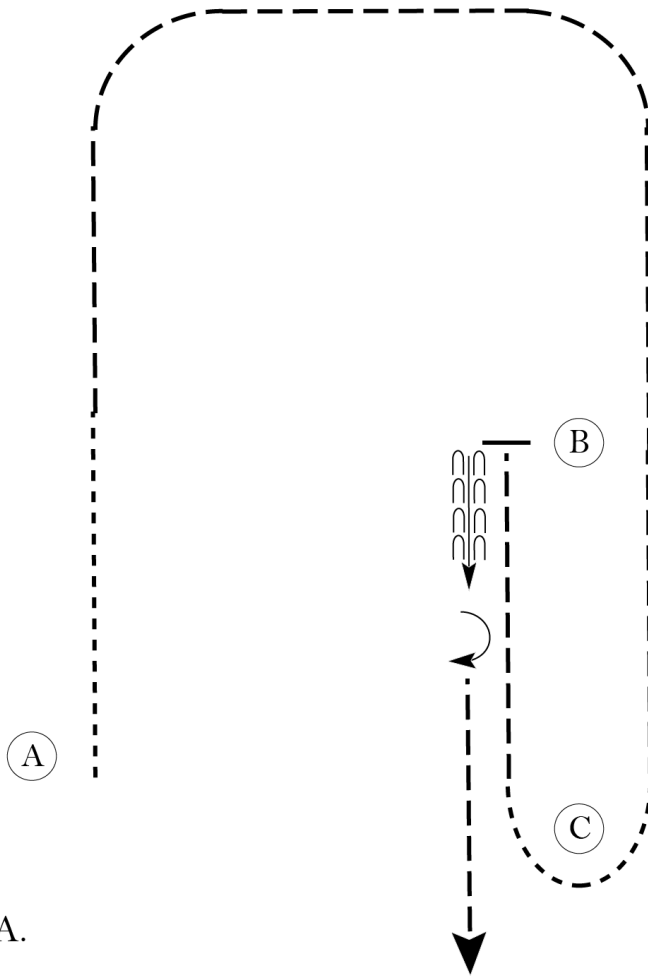
Kingman

Walk Trot Equitation (All Ages)

Show Date: 06-13-2026

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Be ready at A.

1. Walk until even with B.
2. Trot on the left diagonal to B.
3. Sitting trot from B to C.
4. Walk around C.
5. Trot on the right diagonal to B.
6. Stop and back approximately one horse length.
7. Perform a 180 degree turn to the right on the hindquarters and trot to exit.

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

[HSE/WT-38]

Pattern Provided by:

Kelli Laurinec

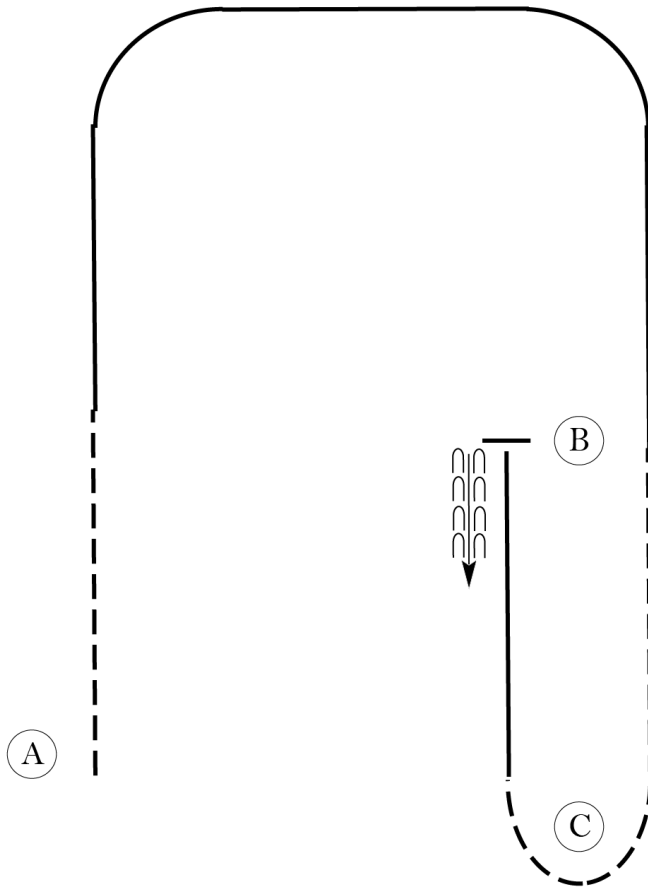
Kingman

Equitation (All Ages)

Show Date: 06-13-2026

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. Trot on the left diagonal.
2. Canter on the right lead to B.
3. Sitting trot to and around C.
4. Canter left lead to B.
5. Stop and back.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙ B
Sidepass	← — — — — →
Hand Gallop	— — — — —

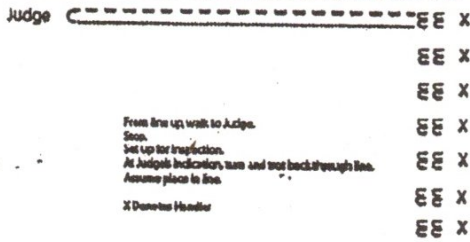
[HSE/1-107]

Pattern Provided by:

Kelli Laurinec

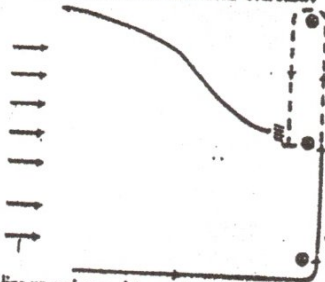
EWD Showmanship Pattern #1 (AQHA Pattern #1)

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

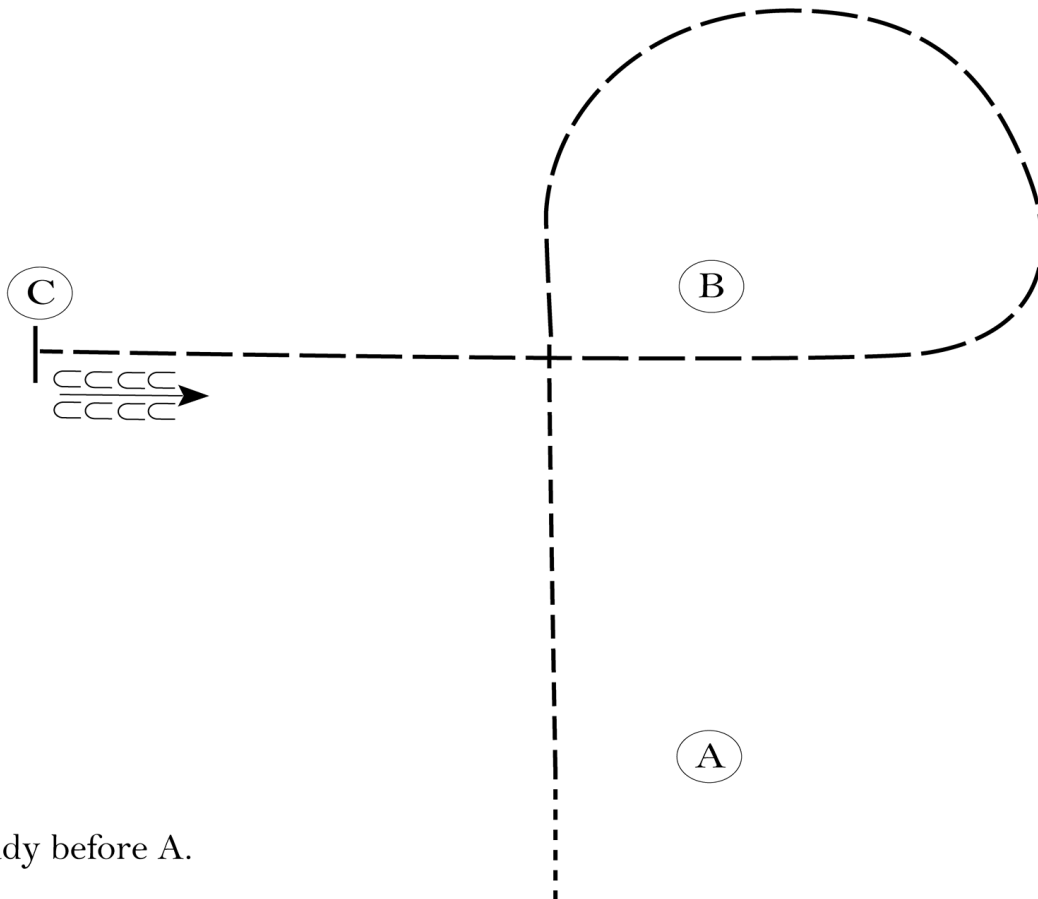


1. Enter arena and walk through open gate.
2. Walk over three poles on the ground.
3. Walk to marker 1 (this can be a cone or labeled marker), pick up a jog and jog to marker 2. Stop and back two steps.
4. Walk to a barrel, circle it to the right and continue walking.
5. Walk through chute and exit arena. 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.

Kingman

Walk Trot Horsemanship (All Ages)

Show Date: 06-13-2026



Be ready before A.

1. Walk to A.
2. Jog from A to B.
3. Extend the jog around B and to C.
4. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

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

[WH/WT-36]

Pattern Provided by:

Kelli Laurinec

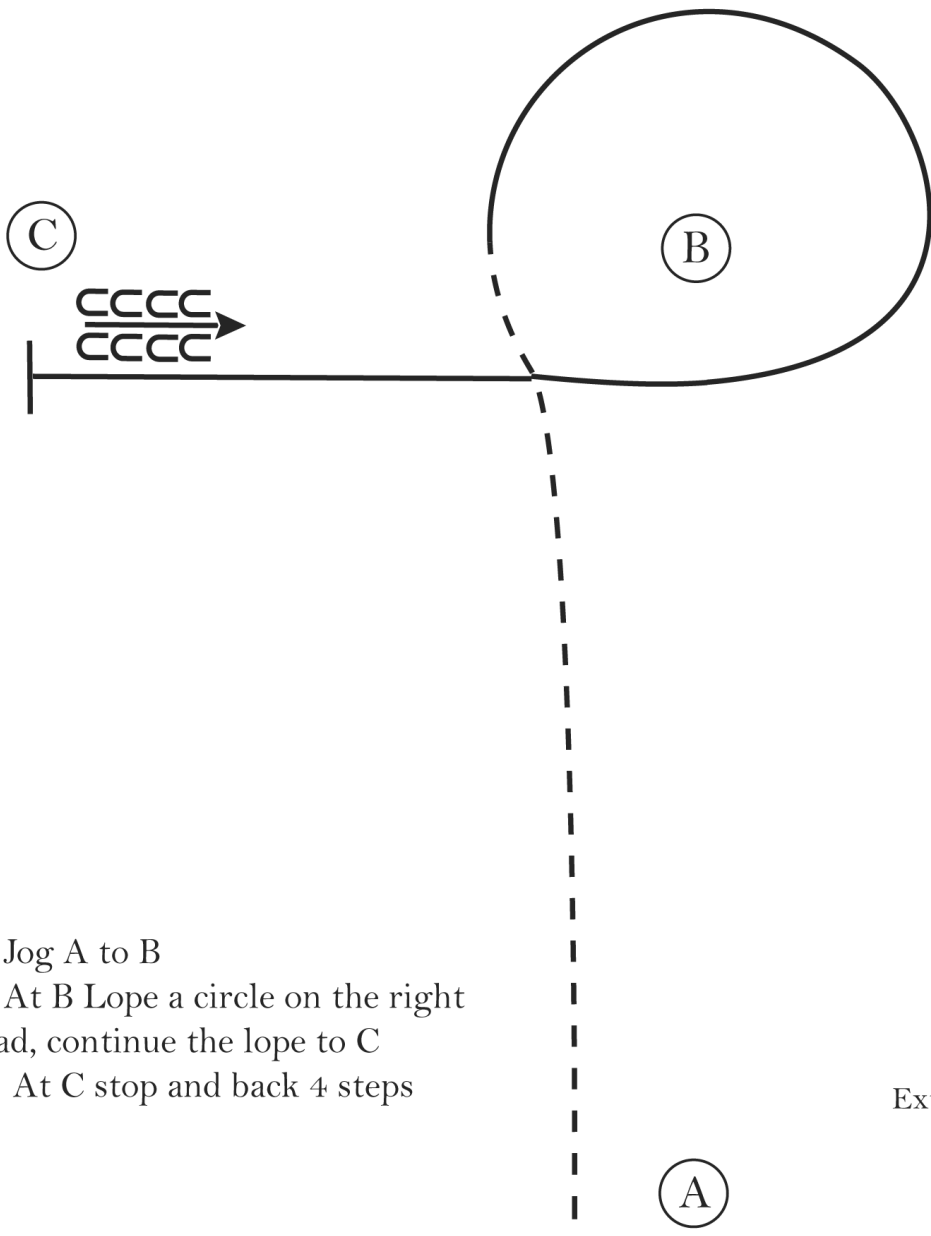
Kingman

Horsemanship (12&U)

Show Date: 06-13-2026

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. Jog A to B
2. At B Lope a circle on the right lead, continue the lope to C
4. At C stop and back 4 steps

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↙ ↘
Back	← C C C C
Marker	⊙ B
Sidepass	← - - - -

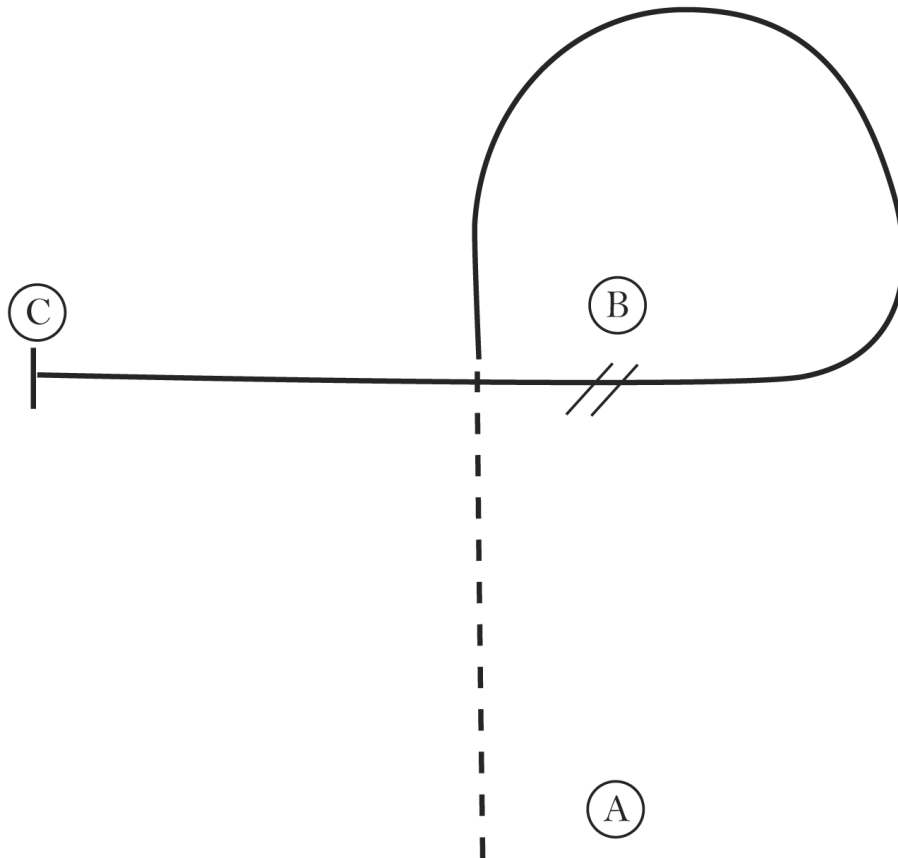
[WH/1-7]

Pattern Provided by:
Kelli Laurinec

Kingman

Horsemanship (13-18, 19&O)

Show Date: 06-13-2026



1. Jog A to B
2. At B lope a circle around B on the right lead
3. Perform a flying lead change at B
4. Continue at the lope on the left lead to C
5. Stop at C

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

[WH/1-5]

Pattern Provided by:

Kelli Laurinec

Kingman

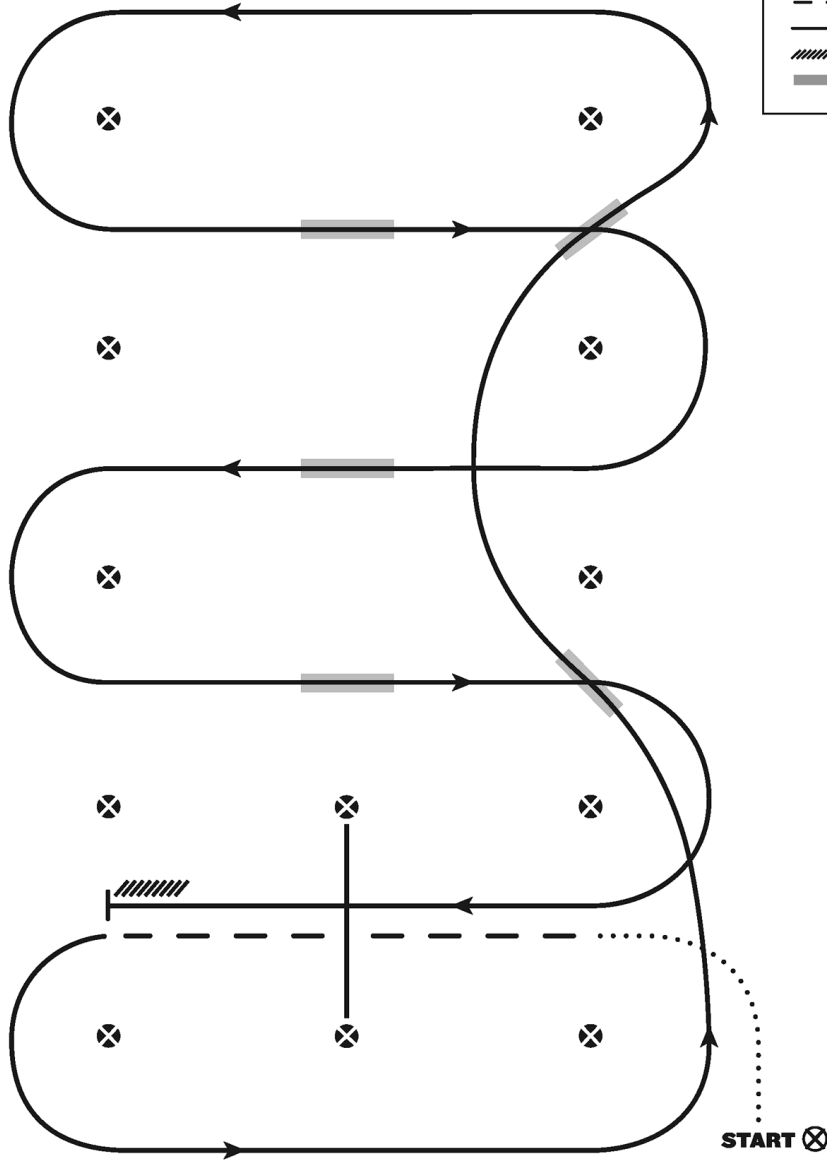
Western Riding (All Ages)

Show Date: 06-13-2026

LEVEL I WESTERN RIDING PATTERN 9

LEGEND

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



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left 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. Third crossing change
8. Lope over log
9. Lope, stop & back

Revised 06-07-2021

[WR/GP-9]

Pattern Provided by:

Kelli Laurinec

w w w . H o r s e S h o w P a t t e r n s . c o m

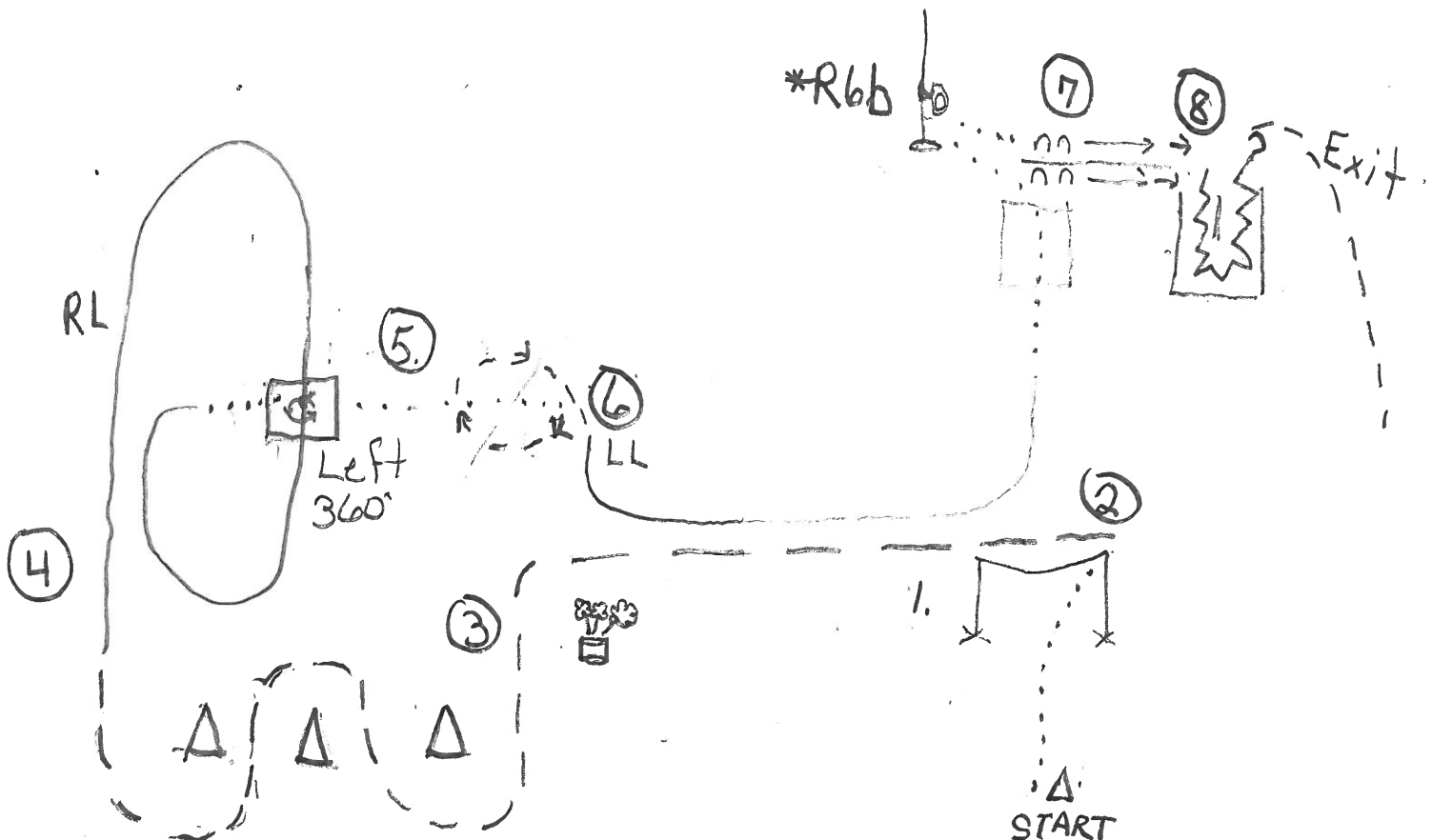
w w w . H o r s e S h o w P a t t e r n s . c o m

ALL TRAIL - Jun 13, 2026

W/T & In-Hand: walk through gate, jog for lope

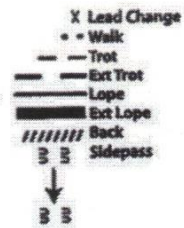
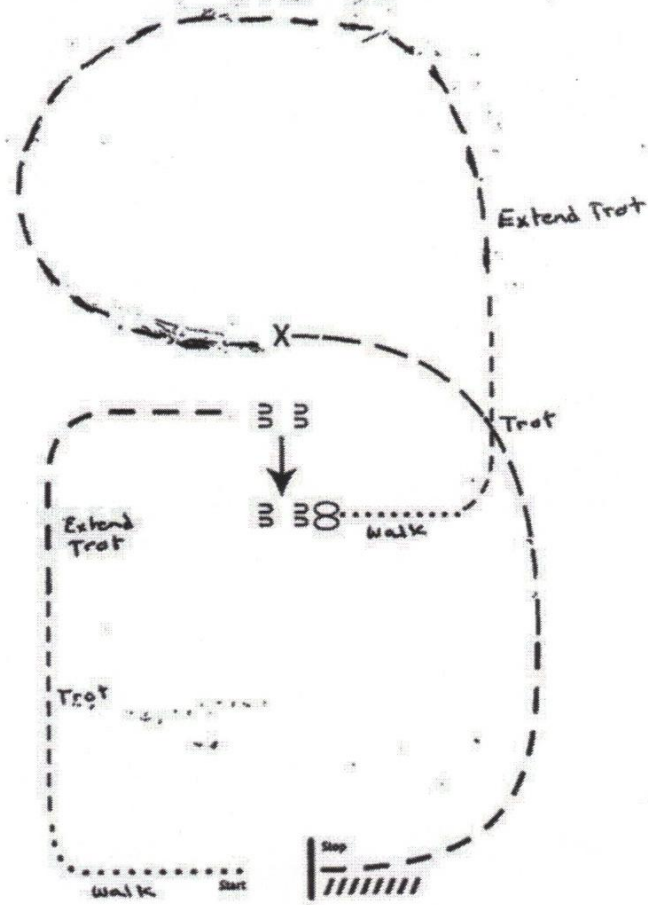
*R indicates a Ranch Class

1. Start at the cone then walk to work a Left Hand gate.
2. Extended jog around flower pot.
3. Drop to a collected jog to complete serpentine.
*R3b: Continue extended jog through serpentine.
4. Lope a right lead through the box and continue to lope a loop back to the box, drop to a walk to enter the box. Do a left 360.
5. Walk out of the box across the middle of the X. Pick up a jog and continue around the spoke.
6. Finish the spoke then pick up the Left Lead to the bridge. Break to a walk and cross the bridge.
*R6b: Walk to the log drag and grab the rope to drag the log around the pole at a jog. Return to the bridge.
7. Step front feet over the log and sidepass right.
8. Finish sidepass and complete back through obstacle, pivot left and exit at a jog.



Ranch Riding

Walk/Trot



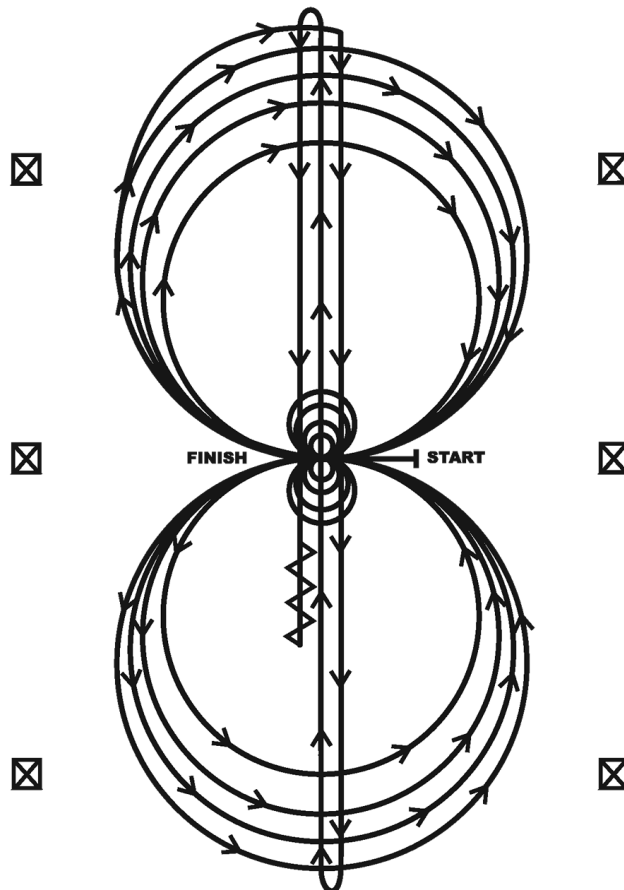
1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Extend Trot
9. Stop and Back

Kingman

Reining (All Ages)

Show Date: 06-13-2026

REINING PATTERN 4



Horses may walk or jog to the center of the 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 right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

[R/AQHAP-4]

Pattern Provided by:

Kelli Laurinec