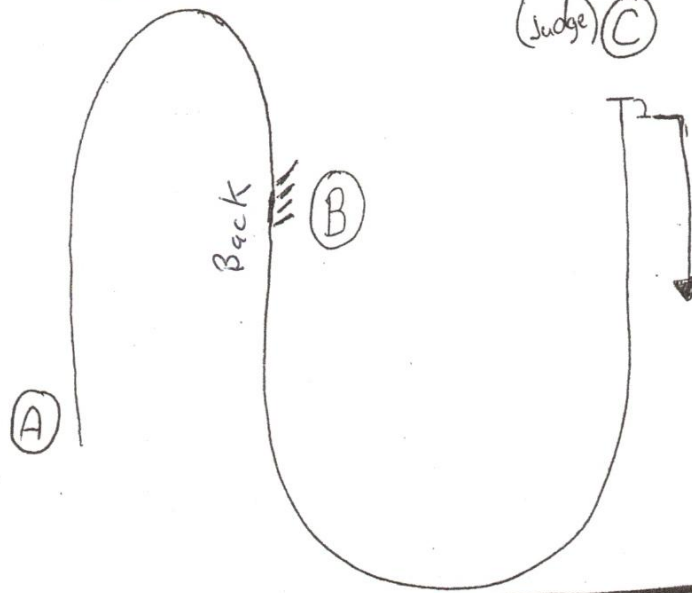


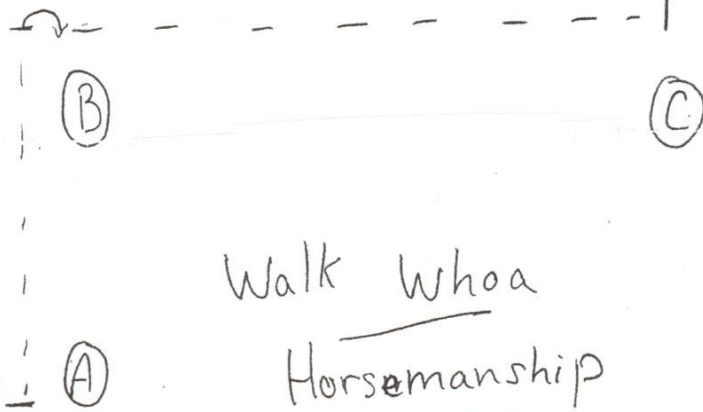
Sunday

Walk Whoa

Showmanship



Start at (A) walk up + around to (B) stop + back 3 steps then walk down + around to (C) judge stop + set up for inspection.
 When dismissed performs a 90° turn + exit arena

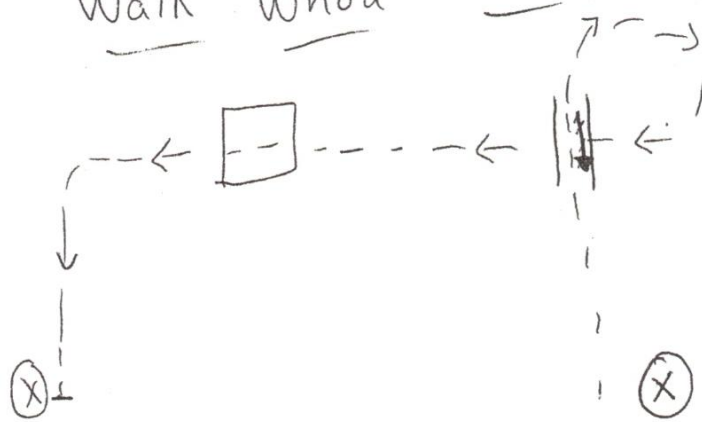


Start at (A), walk to (B), perform a 90° turn to the right, then walk to (C)

Walk Whoa
Horsemanship

Walk thru chute, stop + back 3 steps, walk thru + around over logs to box + over logs then around to (X)

Walk Whoa Trail



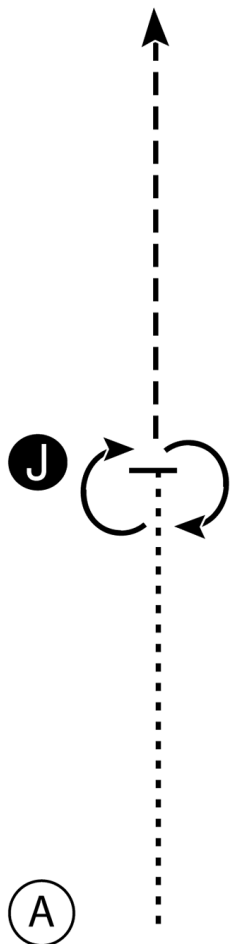
SCSHA Kingman

Showmanship (12&U)


Show Date: 06-14-2026

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. Walk from A to Judge.
2. Stop, perform a 180 degree turn and set up for inspection.
3. When dismissed perform a 180 degree turn.
4. Trot straight away from judge.
5. Follow instructions from ring steward.

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

[S/1-10]

Pattern Provided by:

Lily Cannon

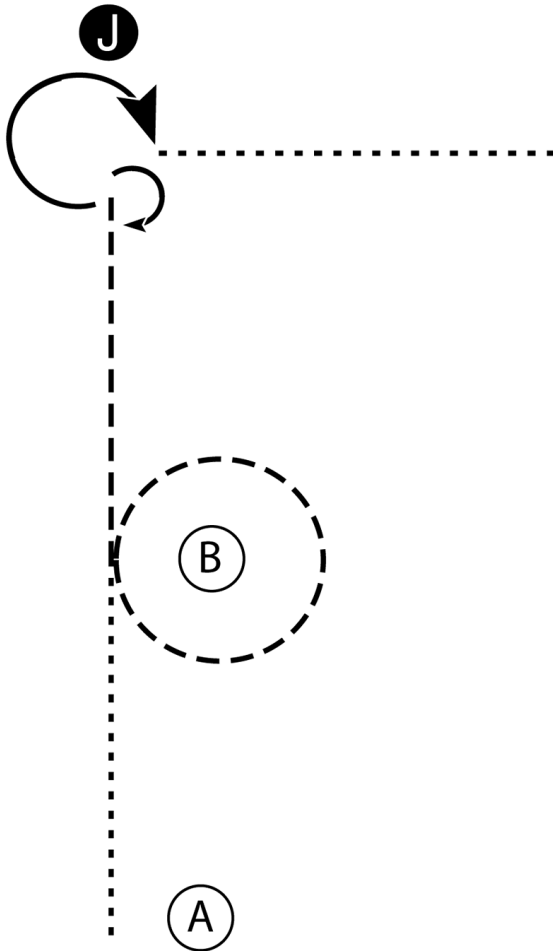
SCSHA Kingman

Showmanship (13-18, 19&O)


Show Date: 06-14-2026

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. Walk from A to B.
2. At B trot. Trot a circle around B and continue to the Judge.
3. Stop and perform a 180 degree turn. Set up for inspection.
4. When dismissed perform a 270 degree turn.
5. Walk straight away from the Judge.

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

[S/2-9]

Pattern Provided by:

Lily Cannon

Walk Whoa Equitation

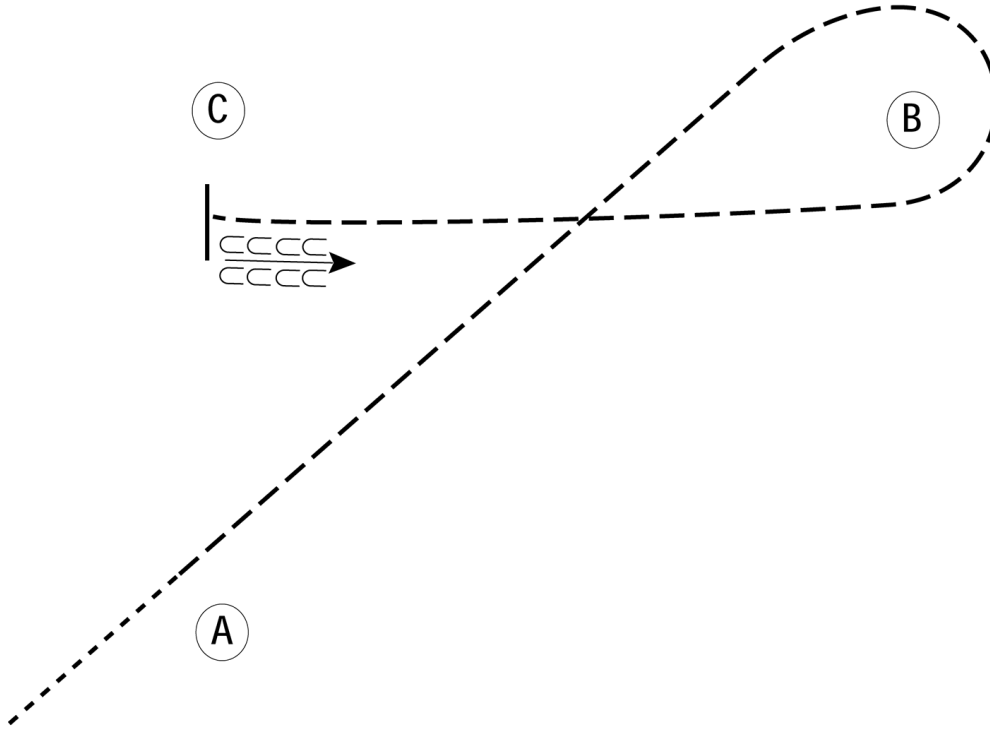


1. Start at cone A.
2. Walk to cone B.
3. Continue walking a circle around cone B to the right.
4. Stop at cone B.
5. Back 2 steps.

SCSHA Kingman

Walk Trot Equitation (All Ages)

Show Date: 06-14-2026



Be ready before A.

1. Walk to A.
2. Sitting trot from A to B.
3. Posting trot on the left diagonal around B and to C.
4. Stop at C. Back approximately one horse length.
5. Follow the instructions of your ring steward.

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

[HSE/WT-18]

Pattern Provided by:

Lily Cannon

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

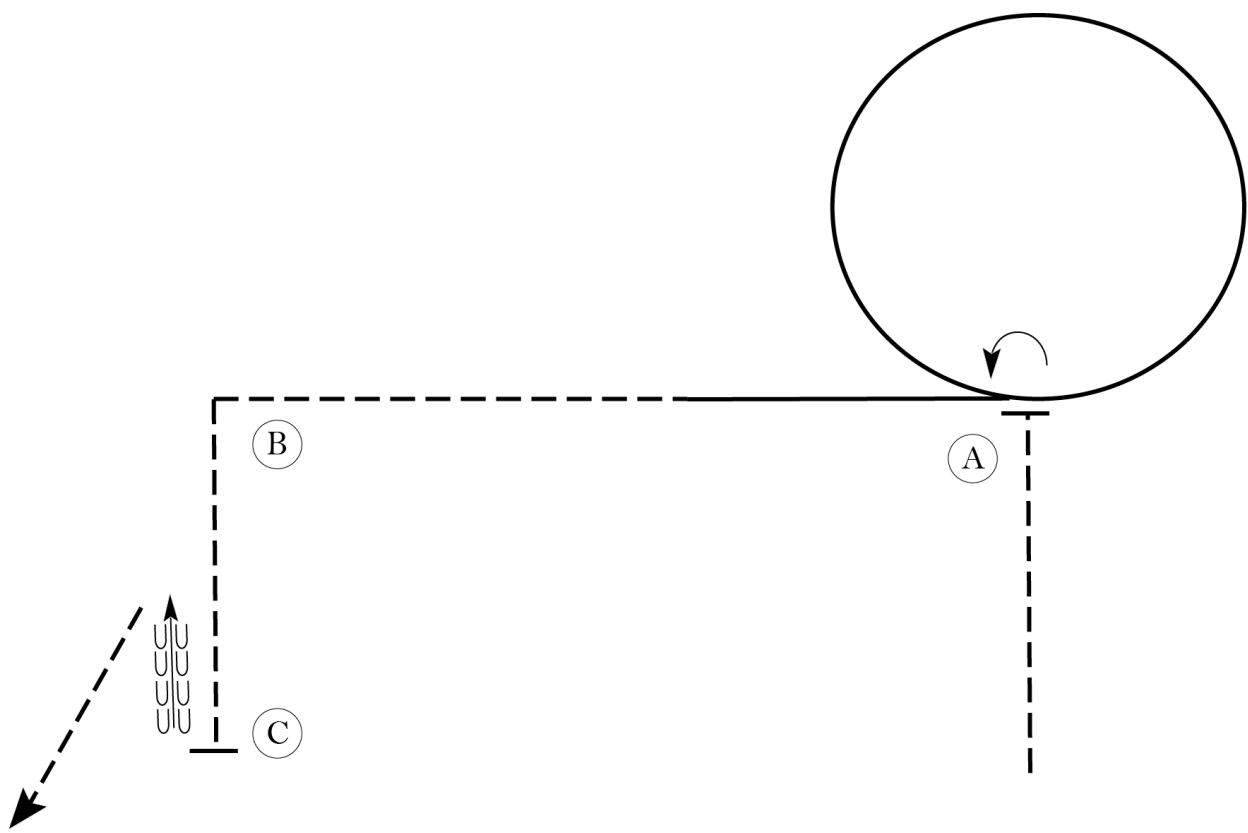
SCSHA Kingman

Equitation (All Ages)

Show Date: 06-14-2026

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 on the left diagonal past A.
2. Stop and perform a 90 degree turn on the forehand to the left.
3. Canter a large circle to the right on the right lead.
4. Halfway to B, break to a sitting trot.
5. As you pass B, pick up the right diagonal and continue to C.
6. Stop at C and back one horse length and exit at a trot.

Follow the instructions of your ring steward.

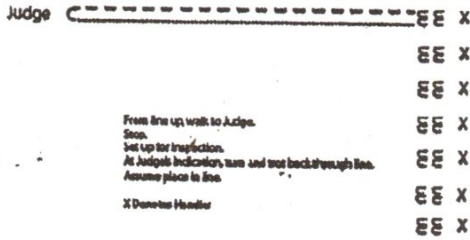
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/1-78]

Pattern Provided by:
Lily Cannon

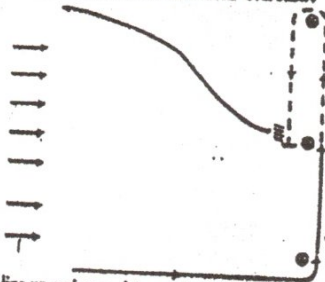
EWD Showmanship Pattern #1 (AQHA Pattern #1)

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.

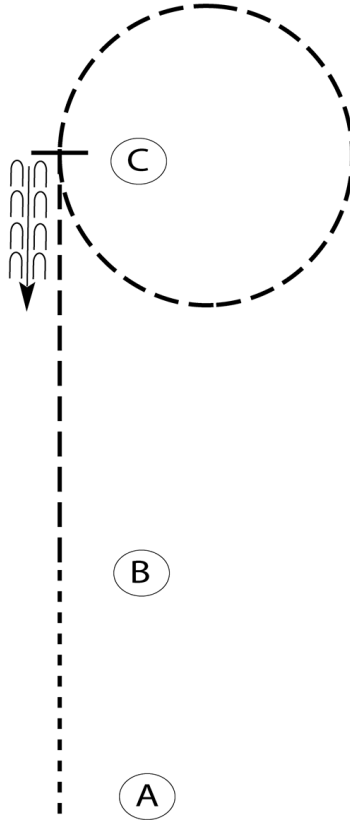
SCSHA Kingman

Walk Trot Horsemanship (12&U)

Show Date: 06-14-2026

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 from A to B.
2. Jog from B to C.
3. Even with C, jog a circle to the right.
4. Stop at C and back one horse length

Retire to the rail or line up at a jog.

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

[WH/WT-20]

Pattern Provided by:

Lily Cannon

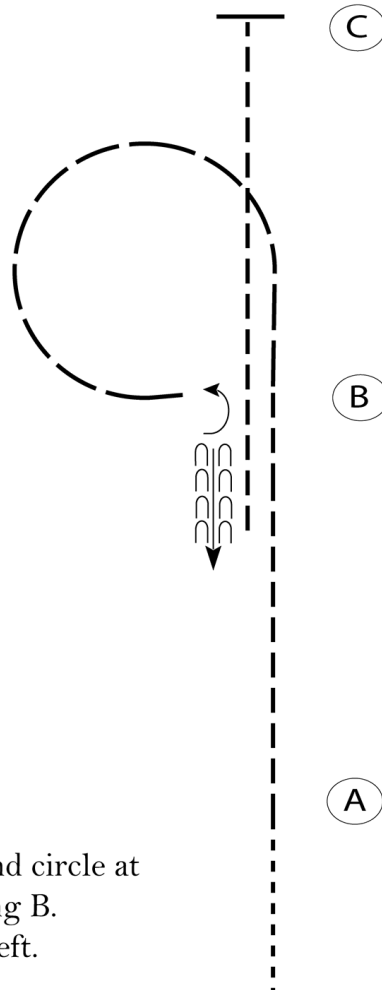
SCSHA Kingman

Walk Trot Horsemanship (13-18, 19&O)

Show Date: 06-14-2026

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



- Begin before A at a walk.
1. Jog from A to B.
 2. At B, extend the jog and circle at B as shown. Stop facing B.
 3. Turn 1/4 turn to the left.
 4. Back one horse length.
 5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

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

[WH/WT-17]

Pattern Provided by:
Lily Cannon

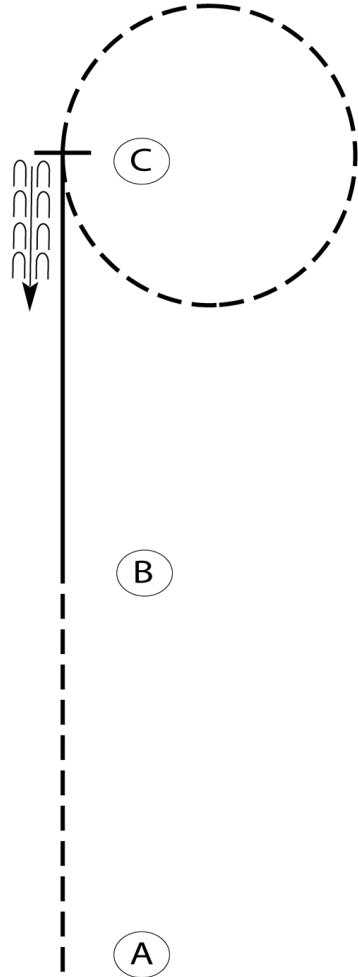
SCSHA Kingman

Horsemanship (12&U)

Show Date: 06-14-2026

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. Jog from A to B.
2. Lope on the right lead to C.
3. Even with C, break to a jog and circle to the right.
4. Stop at C and back one horse length

Retire to the rail or line up at a jog.

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

[WH/1-20]

Pattern Provided by:

Lily Cannon

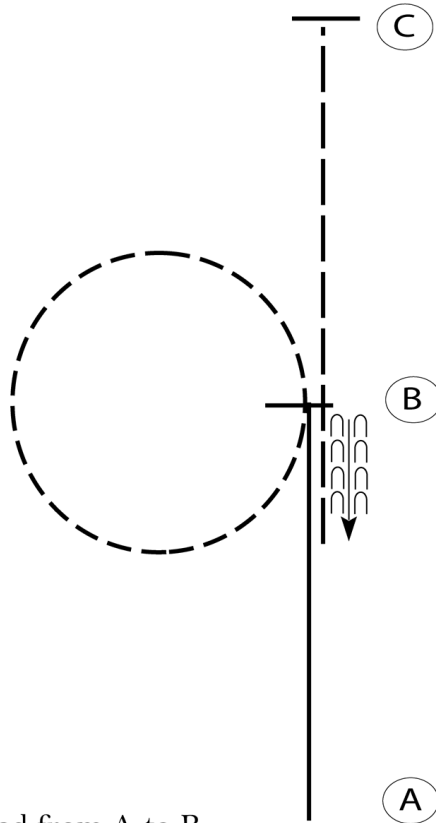
SCSHA Kingman

Horsemanship (13-18, 19&O)

Show Date: 06-14-2026

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 right lead from A to B.
2. Break to a jog at B and jog a circle to the left.
3. Stop at B.
4. Back one horse length at B.
5. Extend the jog to C.
6. Stop at C.

Follow the instructions of your ring steward.

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

[WH/2-18]

Pattern Provided by:

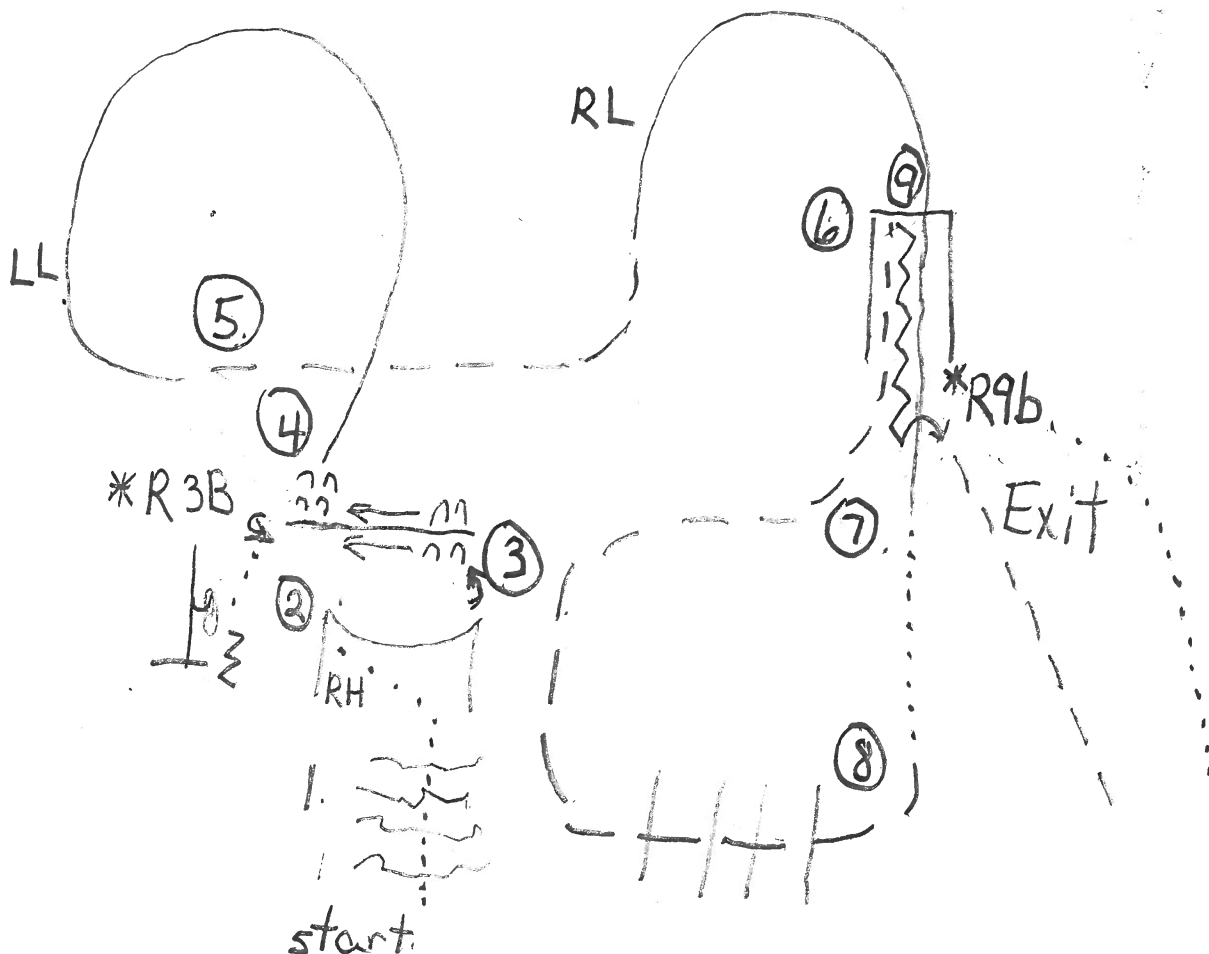
Lily Cannon

ALL TRAIL - Jun 14, 2026

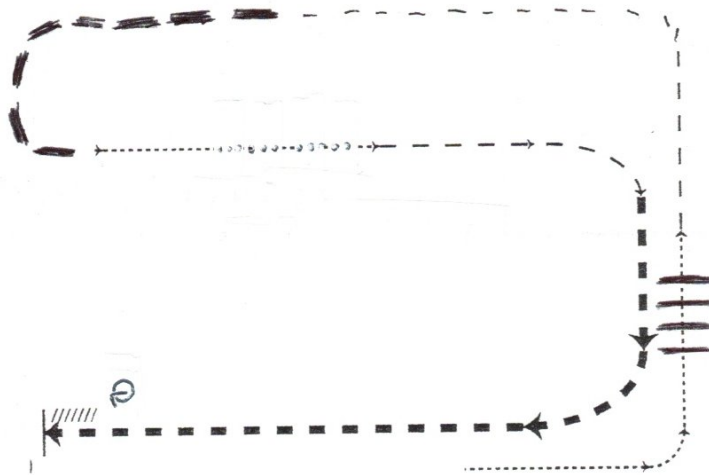
W/T & In-Hand: walk through gate, jog for lope

*R indicates a Ranch Class

1. Walk over limbs.
2. Walk to the gate, work with your right hand .
3. Finish gate, pivot left, step over the pole and sidepass left to the end.
*R3b: Walk to log drag, grab rope, back 5 steps pulling the log. Hang up rope. Pick up the Left Lead for the next step.
4. Step over the pole and pick up the Left Lead for 3/4 circle.
5. Drop to jog and continue across to pick up the right lead for 1/2 circle.
6. Continue Right Lead through chute.
7. Drop to a walk to cross bridge,
8. Pick up jog and continue over poles, around and into the chute.
9. Back out of the chute.
*R9b: Pivot, Dismount and Check 2 feet, Exit
10. Pivot right and Exit at a jog.



WALK TROT
RANCH RIDING - PATTERN 2a.



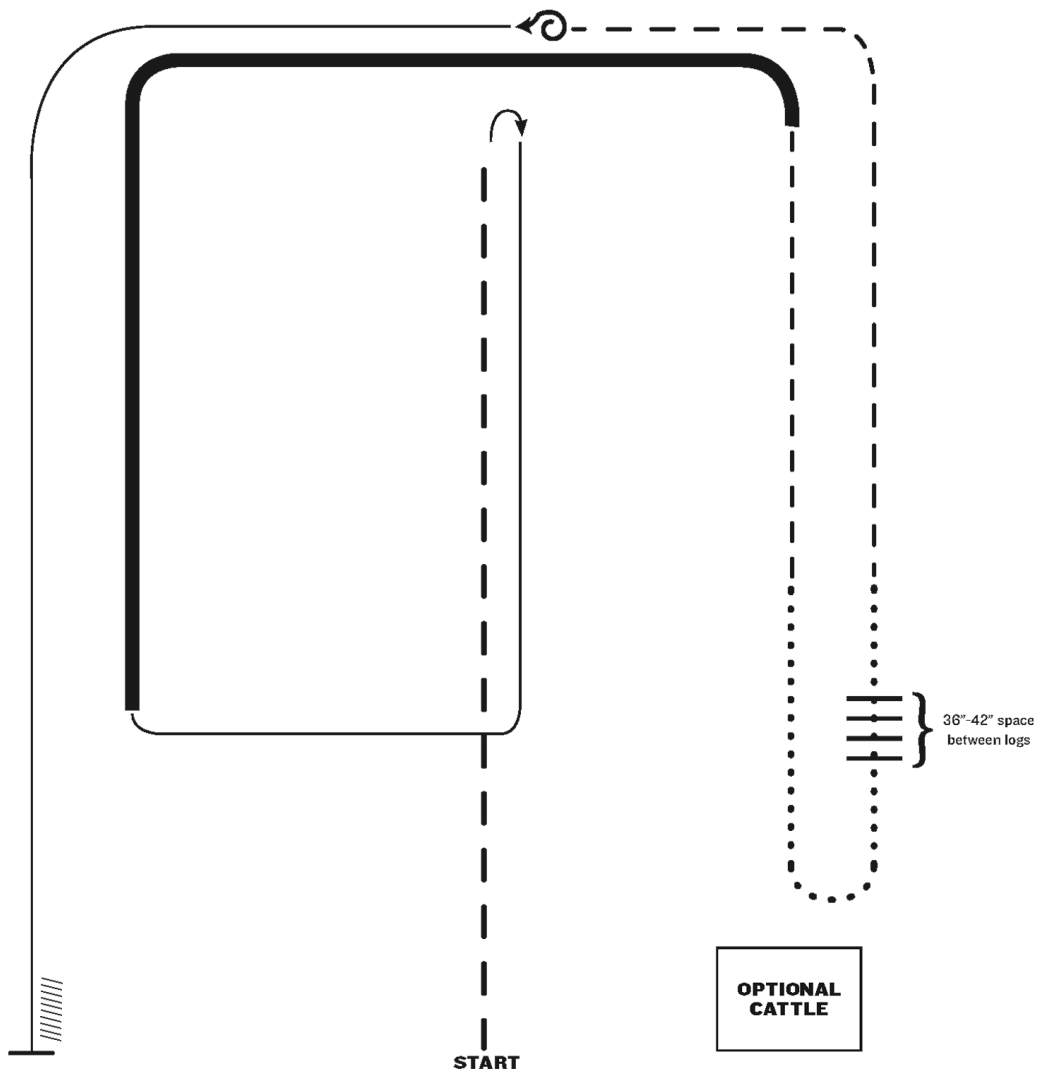
- X Lead Change
- • Walk
- - Trot
- - - Ext Trot
- — — Lope
- Ext Lope
- /////// Back

1. Walk
2. walk over logs
3. Trot
4. Extended trot
5. Walk
6. Trot
7. Extended trot
8. Stop and back
9. 360 Turn right

SCSHA Kingman

Ranch Pattern (All Ages)

Show Date: 06-14-2026



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and 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.

[RR/AQHA-15]

Pattern Provided by:

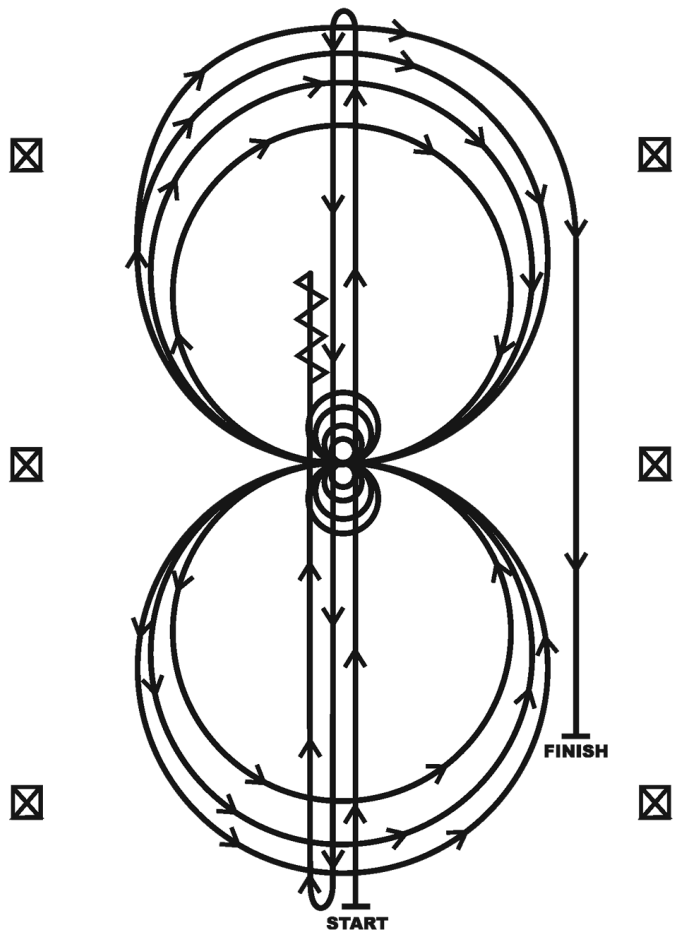
Lily Cannon

SCSHA Kingman

Reining (All Ages)

Show Date: 06-14-2026

REINING PATTERN 7



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 the 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 right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight 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.

[R/AQHAP-7]

Pattern Provided by:

Lily Cannon