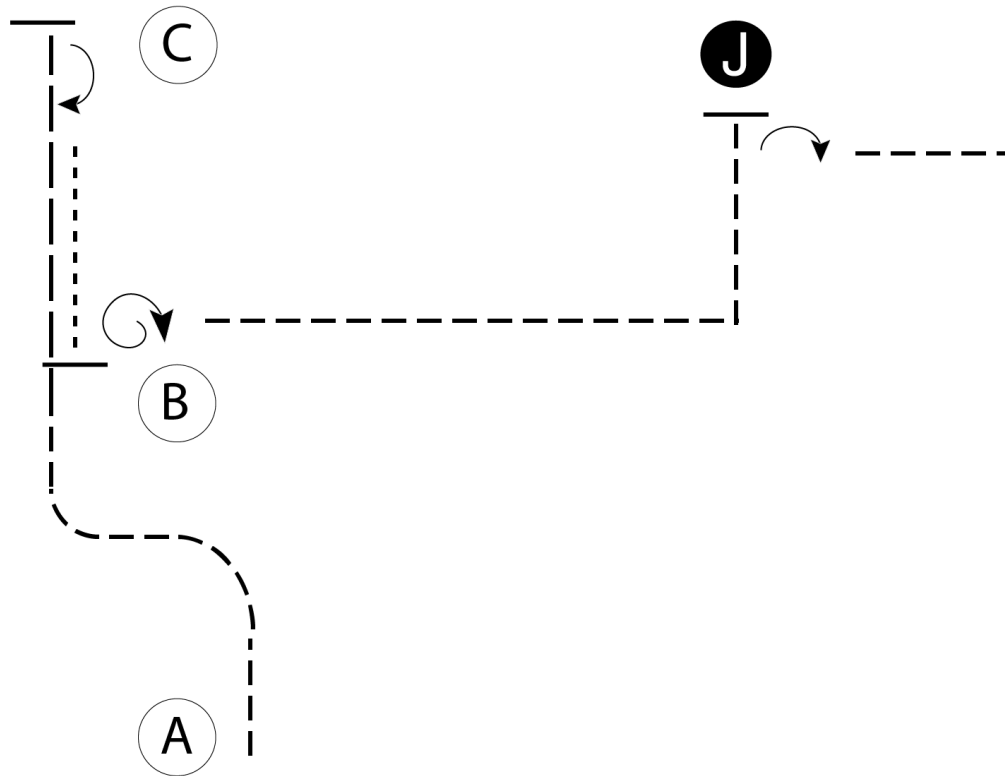


Zone One & INPHC

Showmanship - Youth, Amateur, Amateur W/T (walk & trot
= walk only, extended trot = extended walk)

Show Date: 08-11-2023



Be ready at A.

1. Trot from A until even with B. Then, extend the trot to C and stop.
2. Perform a 180 degree turn.
3. Walk with forward motion until just before B.
4. Perform a 270 degree turn.
5. Trot a square corner to Judge.
6. Set Up.
7. Inspection.
8. When dismissed, perform a 90 degree turn and pattern is complete.

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

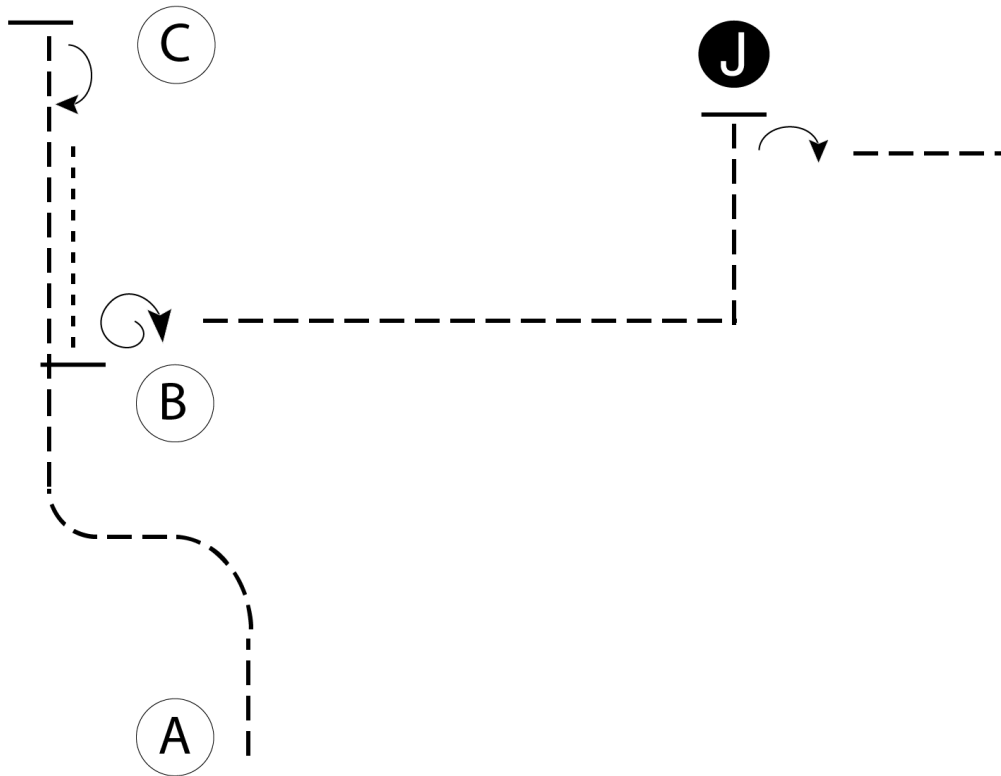
[S/3-121]

Pattern Provided by:

Zone One & INPHC

Showmanship - all Novice, 13 & under

Show Date: 08-11-2023



Be ready at A.

1. Trot from A until even with C and stop.
2. Perform a 180 degree turn.
3. Walk with forward motion until just before B.
4. Perform a 270 degree turn.
5. Trot a square corner to Judge.
6. Set Up.
7. Inspection.
8. When dismissed, perform a 90 degree turn and pattern is complete.

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

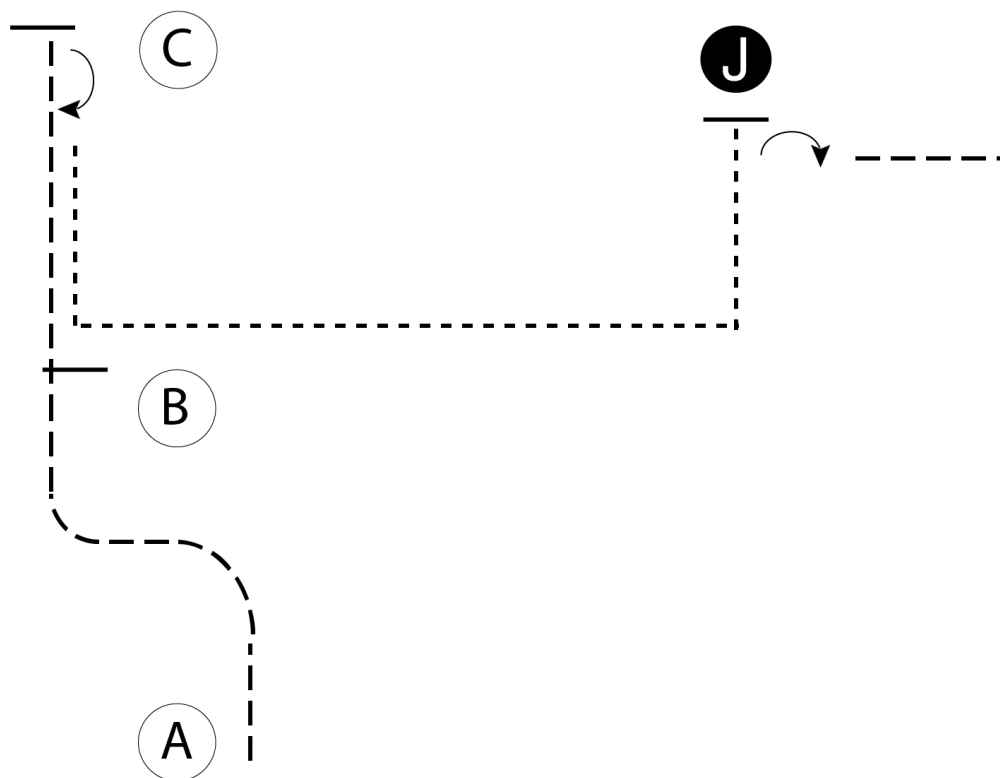
[S/2-121]

Pattern Provided by:

Zone One & INPHC


Showmanship - all Youth W/T

Show Date: 08-10-2023



Be ready at A.

1. Trot from A until even with C and stop.
2. Perform a 180 degree turn.
3. Walk with forward motion until just before B then walk two square corners to Judge and stop.
4. Set Up.
5. Inspection.
6. When dismissed, perform a 90 degree turn and pattern is complete.

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

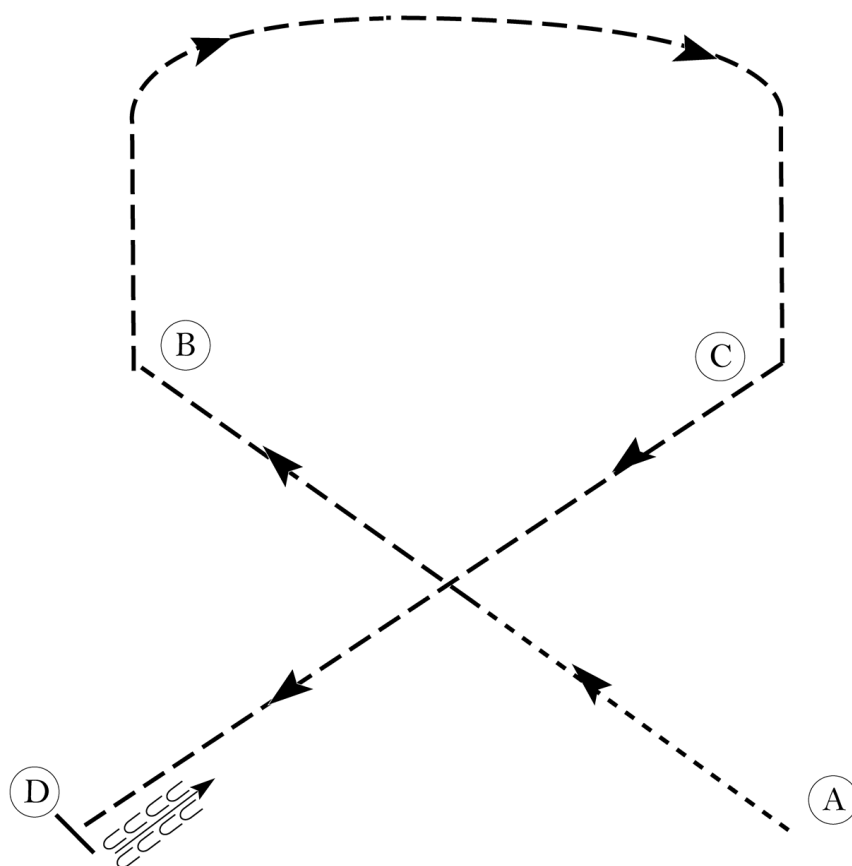
[S/WT-121]

Pattern Provided by:

Zone One

Hunt Seat Equitation - Walk / Trot

Show Date: 8-9-2023



Be ready at A.

1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal 1/2 way to D.
5. Sitting trot to D.
6. Halt at D and back approximately one horse length.

Exit at a sitting trot.

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

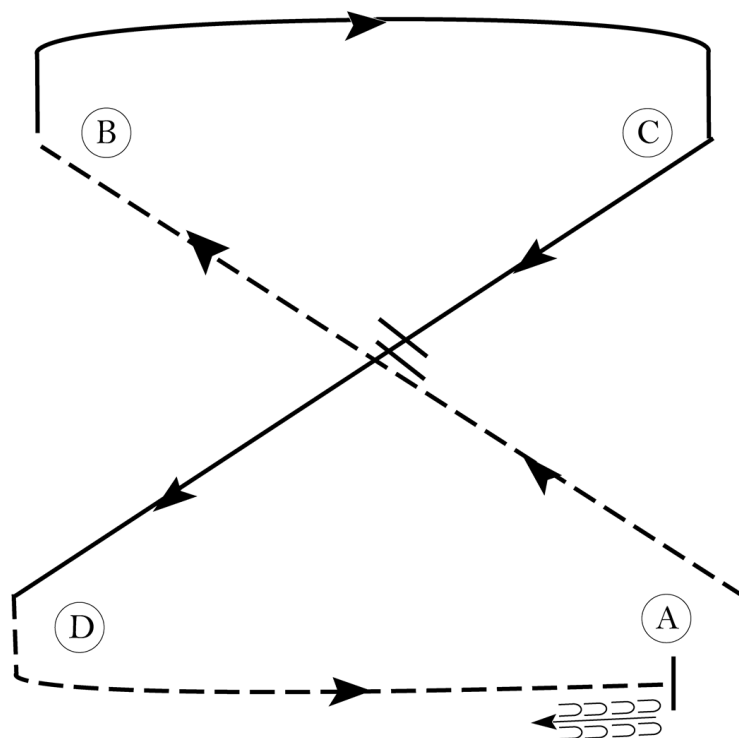
[HSE/WT-23]

Pattern Provided by:

Zone One

Hunt Seat Equitation - all Novice, 13 & under

Show Date: 8-9-2023



Be ready at A.

1. Posting trot on the left diagonal to B.
2. Canter on the right lead to and around C and 1/2 way to D.
3. Change leads and canter to D.
4. Posting trot on the right diagonal 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	(B)
Sidepass	←-----→
Hand Gallop	~~~~~

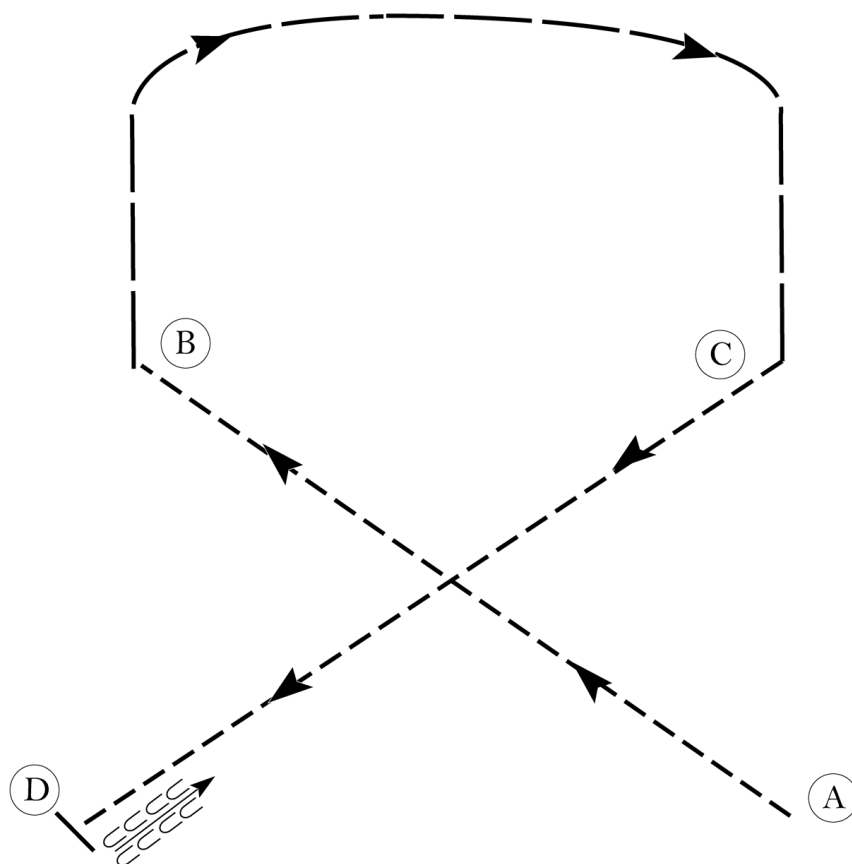
[HSE/2-24]

Pattern Provided by:

Zone One

Hunt Seat Equitation - Youth, Amateur

Show Date: 8-9-2023



Be ready at A.

1. Sitting trot 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Hand gallop right lead to C.
4. Posting trot on the right diagonal 1/2 way to D.
5. Sitting trot to D.
6. Halt at D and back approximately one horse length.

Exit at a sitting trot.

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

[HSE/2-23]

Pattern Provided by:

www.HorseShowPatterns.com

www.HorseShowPatterns.com

www.HorseShowPatterns.com



The diagram illustrates the footfall patterns for various horse gaits, represented by lines and arrows:

- Walk:** A dashed line with short horizontal dashes.
- Trot:** A line with long horizontal dashes.
- Extended Trot:** A line with long horizontal dashes, similar to Trot but slightly more spaced out.
- Canter:** A solid line with a series of short, vertical strokes.
- Leg Yield:** A solid line with a series of short, vertical strokes, similar to Canter.
- Lead Change:** A solid line with a series of short, vertical strokes, similar to Canter.
- Back:** A solid line with a series of short, vertical strokes, similar to Canter.
- Marker:** A solid line with a series of short, vertical strokes, similar to Canter.
- Sidepass:** A solid line with a series of short, vertical strokes, similar to Canter.
- Hand Gallop:** A solid line with a series of short, vertical strokes, similar to Canter.

The Judges

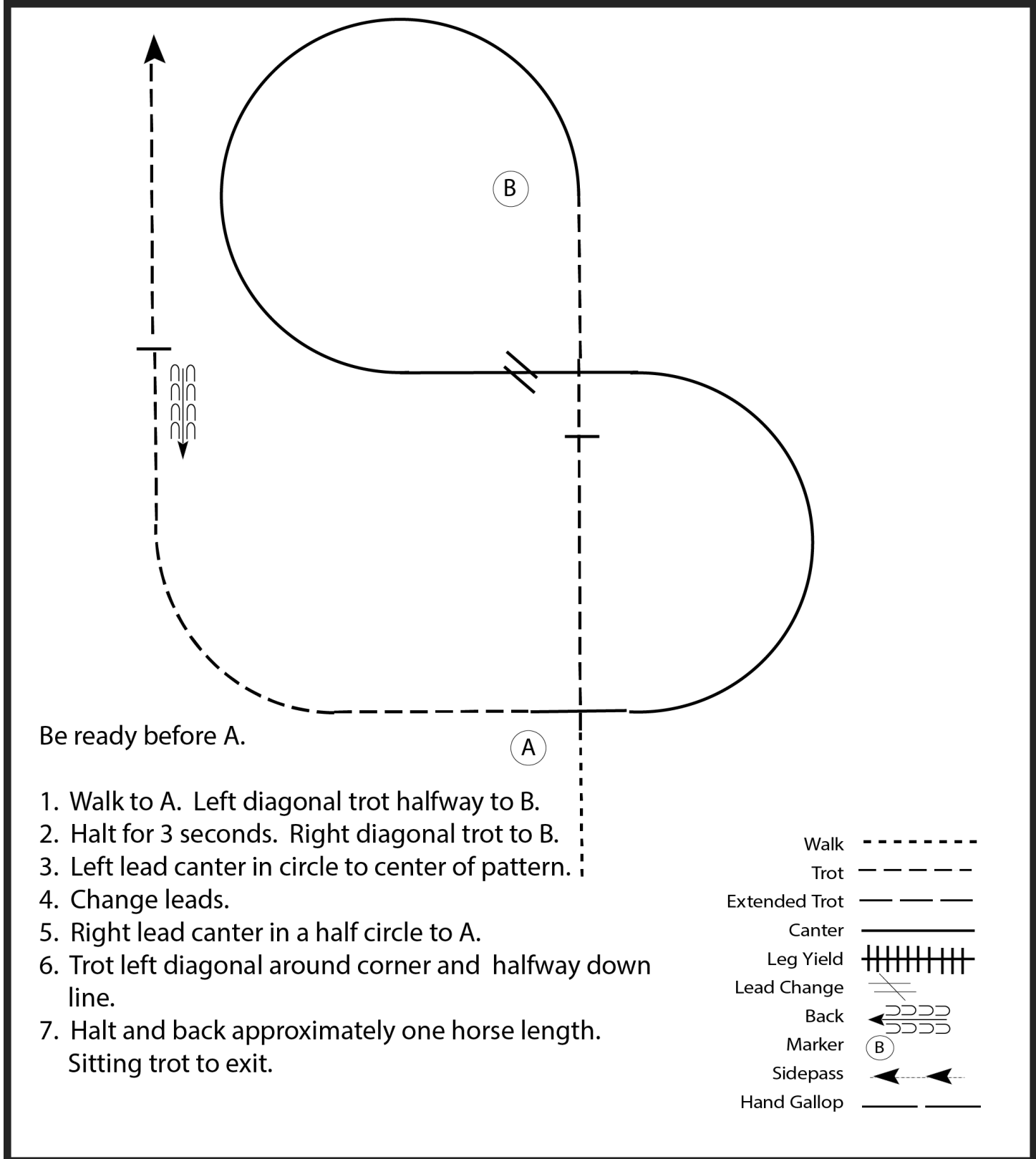
INPHC

Hunt Seat Eq. (Nov. Youth, Nov. Amateur, 13 & under)

Show Date: 08/09-13/2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com



[HSE/1-83]

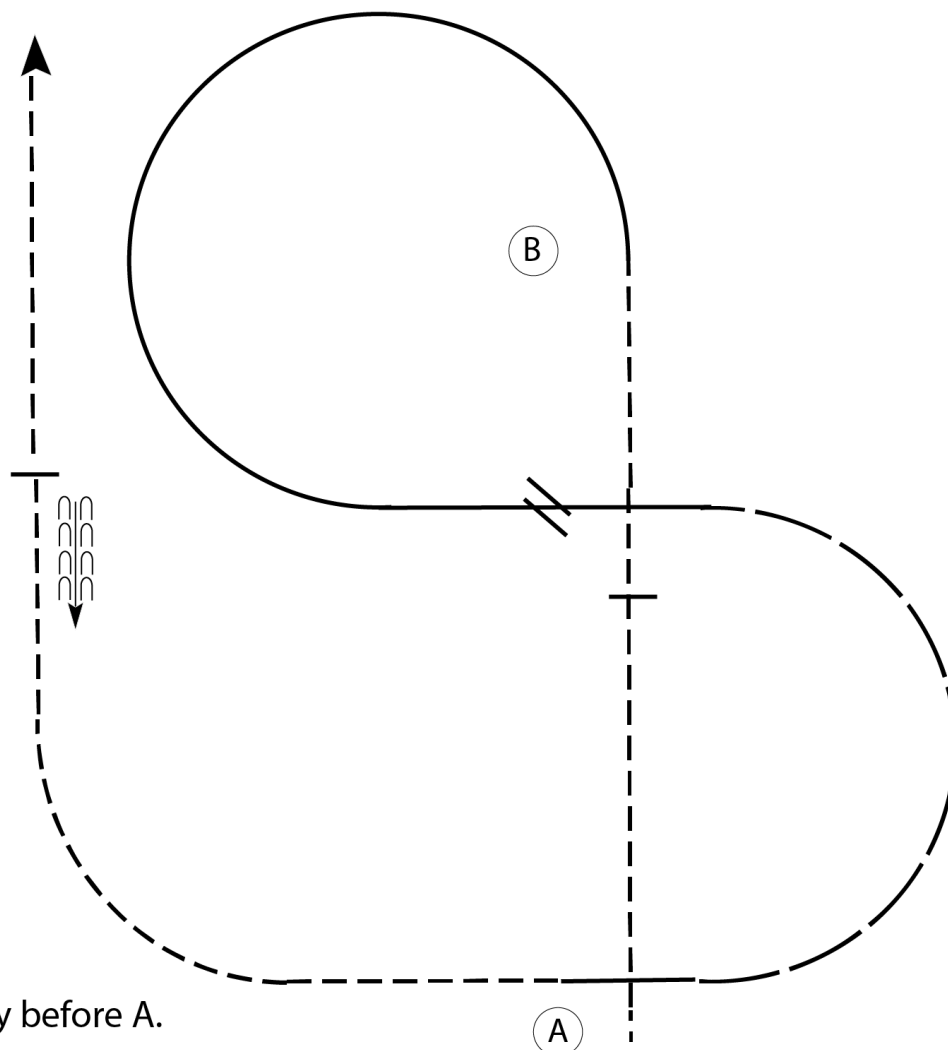
Pattern Provided by:

The Judges

INPHC

Hunt Seat Equitation (Youth, Amateur, Masters)

Show Date: 08/09-13/2023



Be ready before A.

1. Walk to A. Left diagonal trot halfway to B.
2. Halt for 3 seconds. Right diagonal trot to B.
3. Left lead canter in circle to center of pattern.
4. Change leads.
5. Right lead canter a few strides then hand gallop in half circle until even with A.
6. Demonstrate a sitting trot for 3-4 strides then trot in a 2 point position around corner and halfway down line.
7. Halt and back approximately one horse length. Sitting trot to exit.

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

[HSE/3-83]

Pattern Provided by:

The Judges

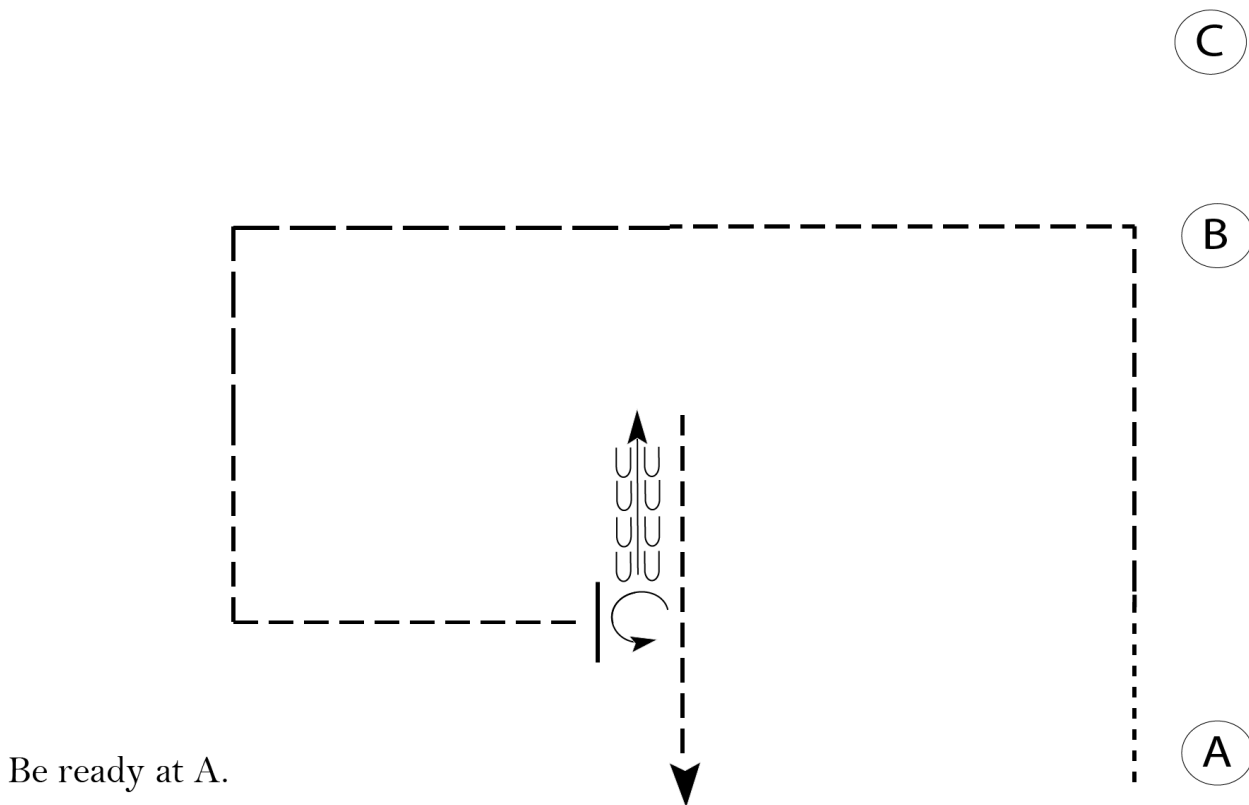
Zone 1 Paint Show

Horsemanship (All Walk Trot)

Show Date: 08-10-2023

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk approximately 2 horse lengths from A.
Jog to B and a square corner to center.
2. Extended jog thru first square corner. Slow to a jog midway and continue to jog through second corner.
3. Stop and perform a 270 degree turn to the left.
Back one horse length.
4. Pattern is complete. Exit at the jog.

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

[WH/WT-108]

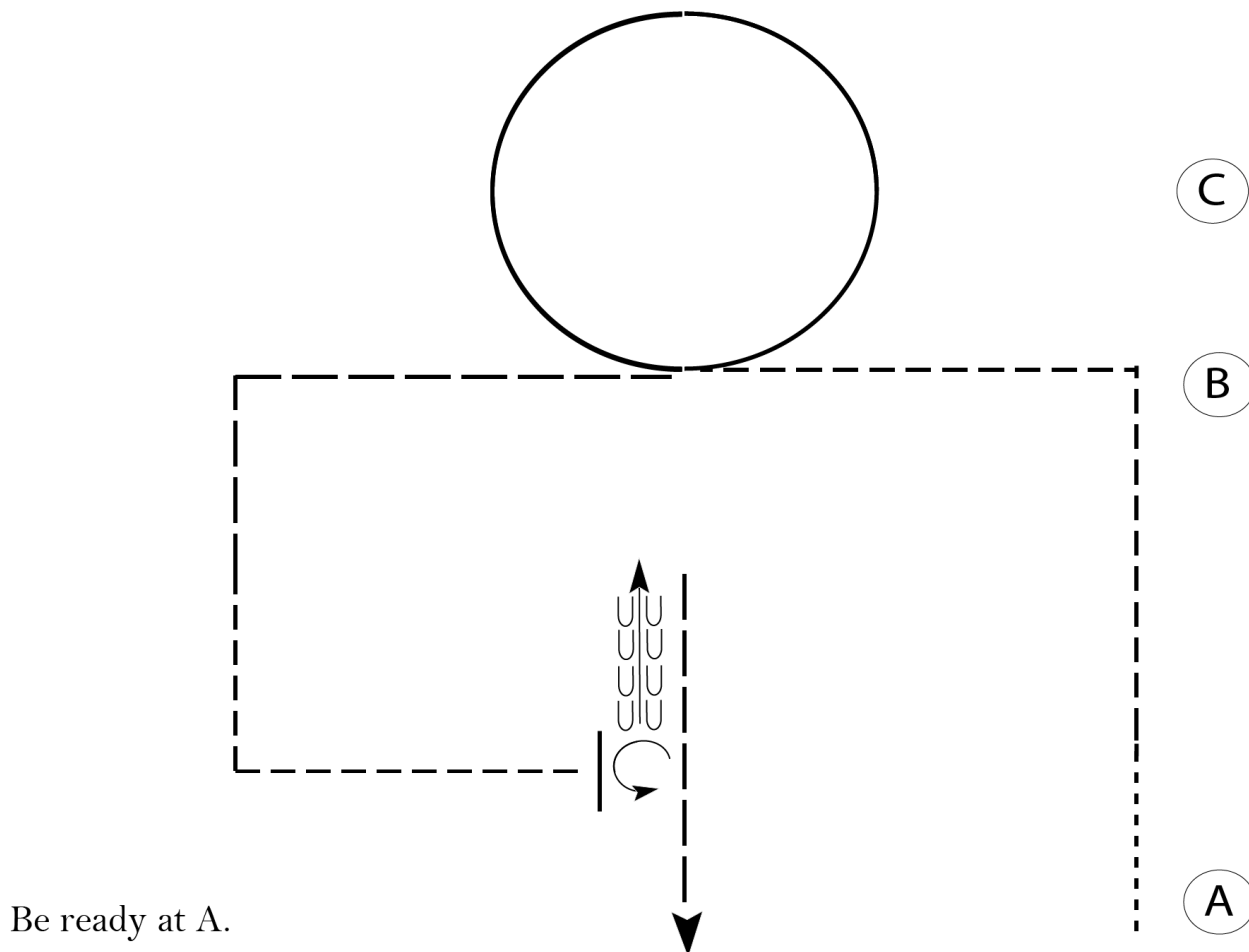
Pattern Provided by:

Judges

Zone 1 Paint Show

Horsemanship (Novice Youth & Amateur & 13 & Under)

Show Date: 08-10-2023



- Be ready at A.
1. Walk approximately 2 horse lengths from A.
Jog to B and a square corner to center.
 2. Lope a circle to the right.
 3. Extended jog thru first square corner. Slow to a jog midway and continue to jog through second corner.
 4. Stop and perform a 270 degree turn to the left.
Back one horse length.
 5. Pattern is complete. Exit at the extended jog.

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

[WH/1-108]

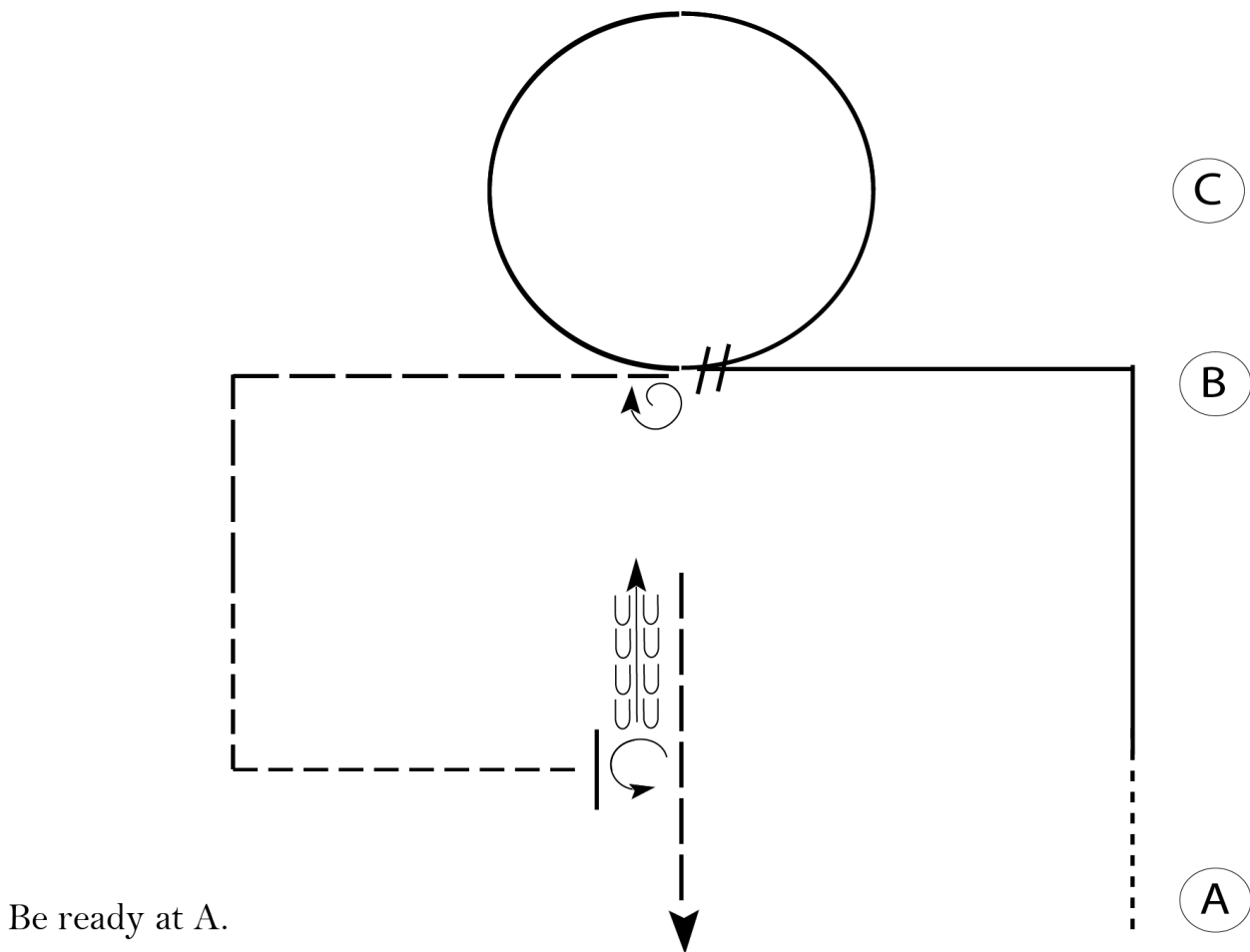
Pattern Provided by:

Judges

Zone 1 Paint Show

Horsemanship (Youth, Amateur & Masters)

Show Date: 08-10-2023



1. Walk approximately 2 horse lengths from A.
Lope on the left lead to B and lope a square corner
2. Perform a simple or flying lead change.
3. Lope a circle to the right.
4. Stop and perform a 360 degree turn to the right.
5. Extended jog thru first square corner. Slow to a jog midway and continue to jog through second corner.
6. Stop and perform a 270 degree turn to the left.
Back one horse length.
7. Pattern is complete. Exit at the extended jog.

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

[WH/2-108]

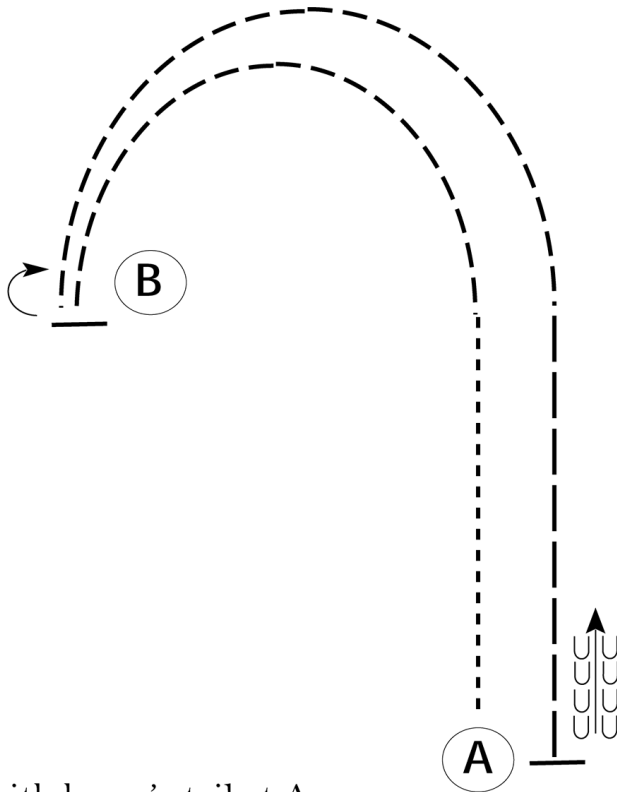
Pattern Provided by:

Judges

INPHC

Horsemanship - all W/T

Show Date: 08-12-2023



Be ready with horse's tail at A.

1. Walk until even with B.
2. Jog in a half circle to B.
3. Stop and perform a 180 degree turn to right.
4. Jog in a half circle until even with B.
5. Extend the jog to A.
6. Stop and back approximately 2 horse lengths.

Follow the instructions of your ring steward.

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

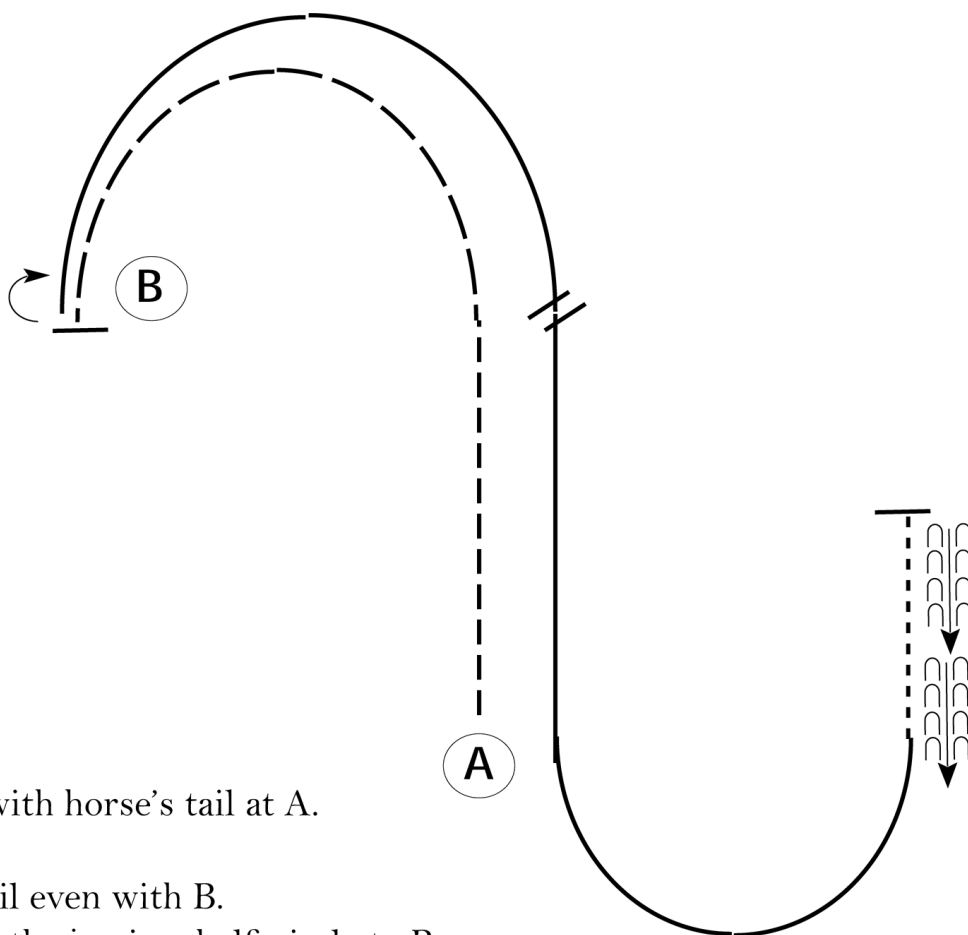
[WH/WT-87]

Pattern Provided by:

INPHC

Horsemanship - all Novice, 13 & under

Show Date: 08-12-2023



Be ready with horse's tail at A.

1. Jog until even with B.
2. Extend the jog in a half circle to B.
3. Stop and perform a 180 degree turn to right.
4. Lope on the right lead in a half circle until even with B.
5. Perform a simple lead change.
6. Lope on the left lead to A and in a half circle until even with A.
7. Walk approximately 2 horse lengths.
8. Stop and back approximately 2 horse lengths.

Walk -----

Jog - - - - -

Extended Jog - - - - -

Lope | | | | |

Lead Change //

Back ← C C C C C

Marker (B)

Follow the instructions of your ring steward.

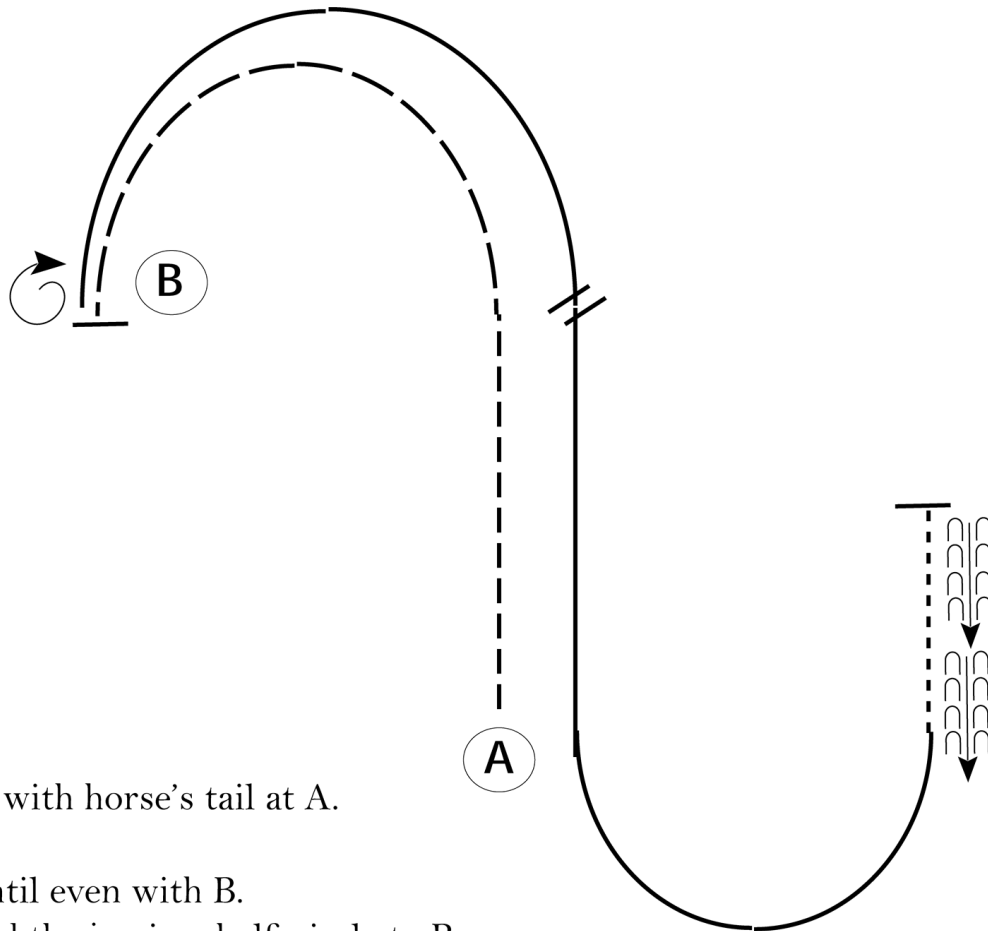
[WH/2-87]

Pattern Provided by:

INPHC

Horsemanship - Youth, Amateur

Show Date: 08-12-2023



Be ready with horse's tail at A.

1. Jog until even with B.
2. Extend the jog in a half circle to B.
3. Stop and perform a 1 1/2 turn to right.
4. Lope on the right lead in a half circle until even with B.
5. Perform a lead change.
6. Lope on the left lead to A and in a half circle until even with A.
7. Walk approximately 2 horse lengths.
8. Stop and back approximately 2 horse lengths.

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

Follow the instructions of your ring steward.

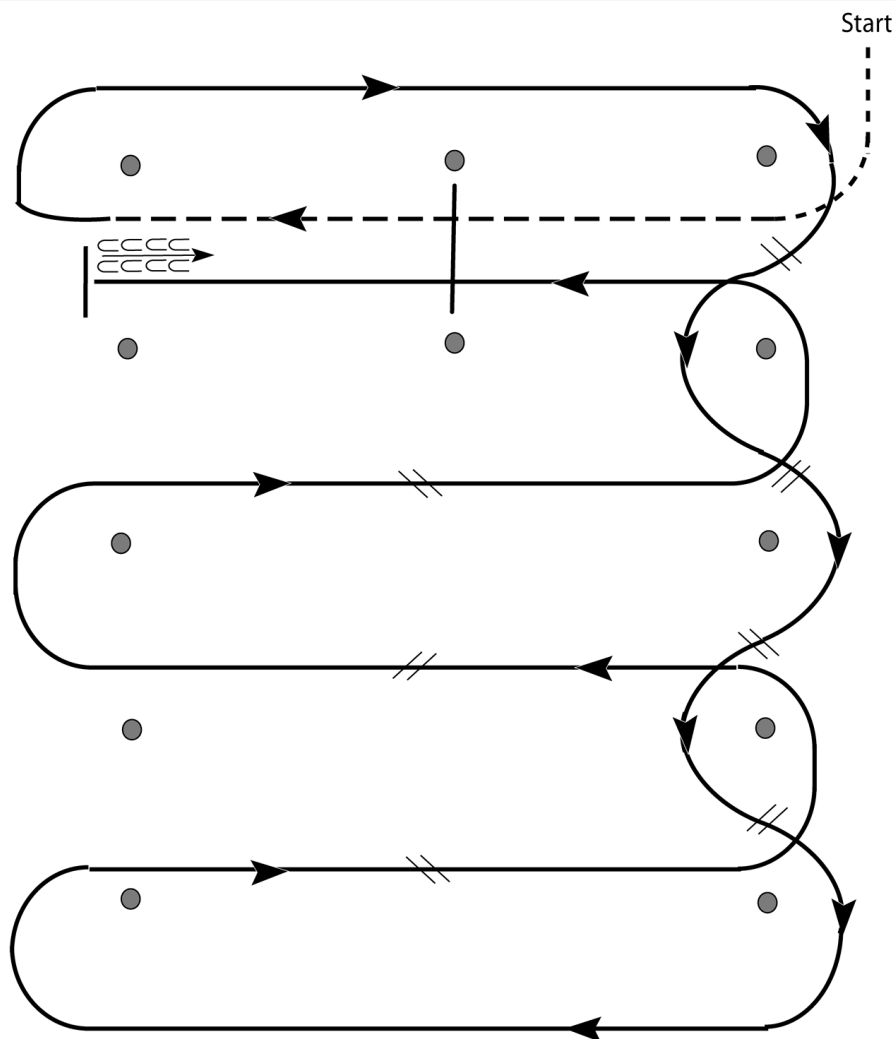
Pattern Provided by:

[WH/3-87]

Zone One Western Riding

Youth - Amateur - Jr. - Sr.

Show Date: 08-10-2023



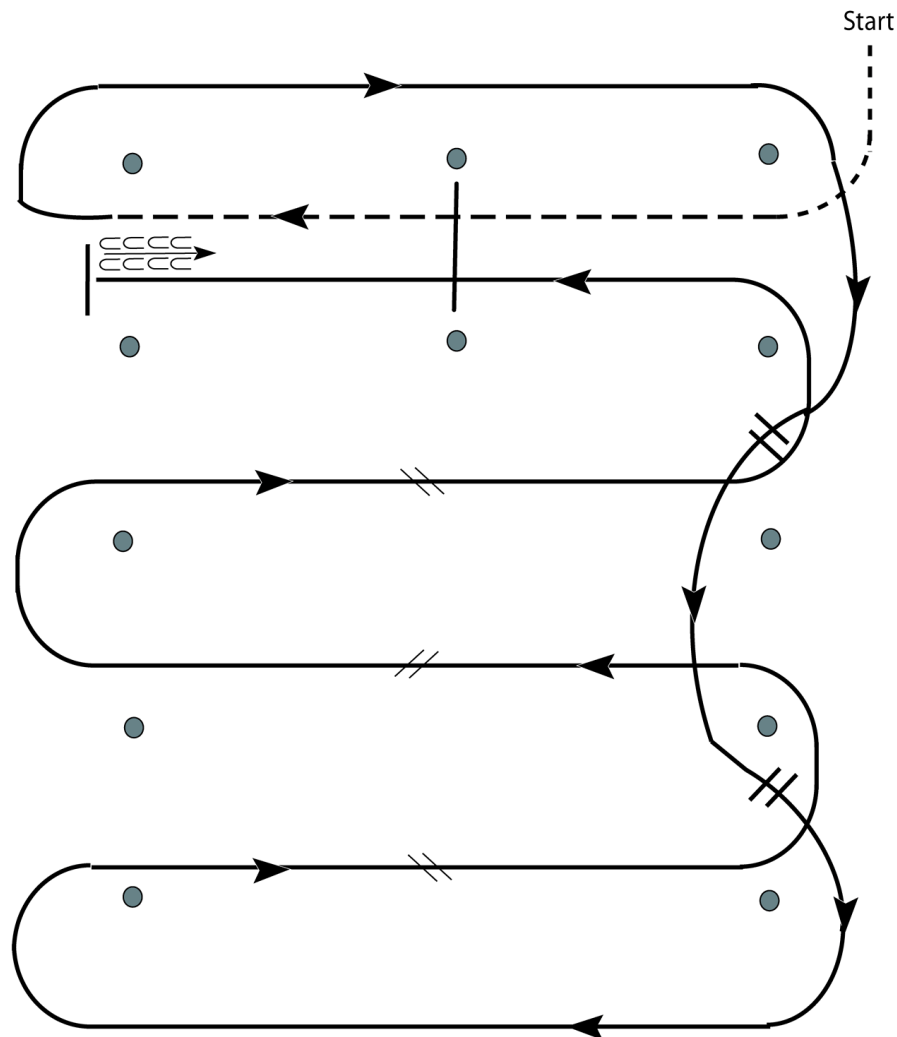
1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

[WR/OP-4]

Pattern Provided by:

Zone One Western Riding

Green - Novice
Show Date: 08-10-2023



1. Walk, transition to jog, jog over log.
2. Transition to right 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. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

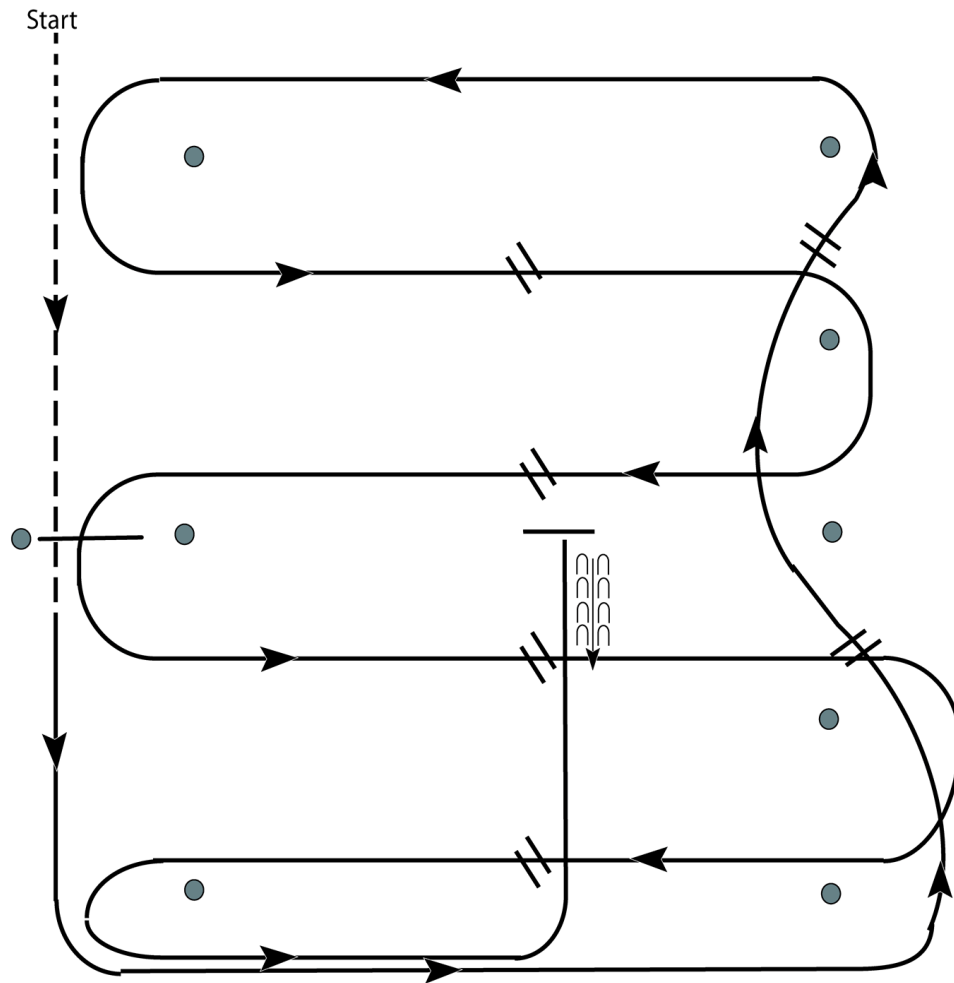
[WR/GP-4]

Pattern Provided by:

INPHC Western Riding

Green - Novice

Show Date: 08-10-2023



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.

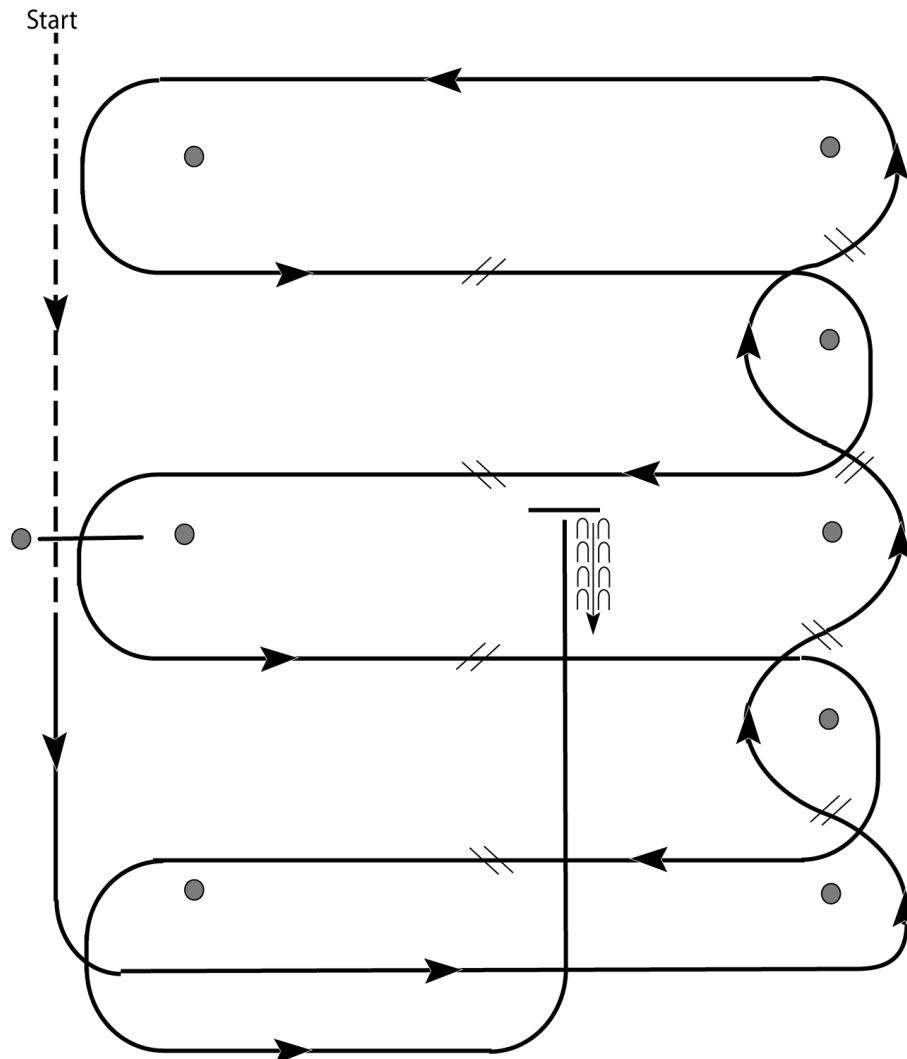
[WR/GP-1]

Pattern Provided by:

INPHC Western Riding

Youth - Amateur - Jr. - Sr.

Show Date: 08-12-2023



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]

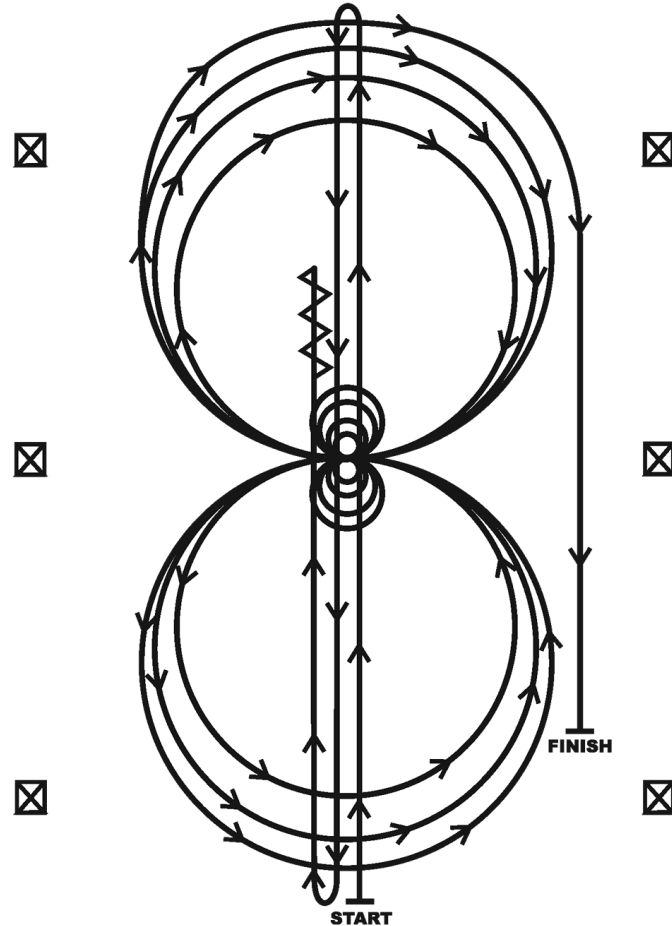
Pattern Provided by:

Zone One

Reining - all classes

Show Date: 08-10-2023

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]

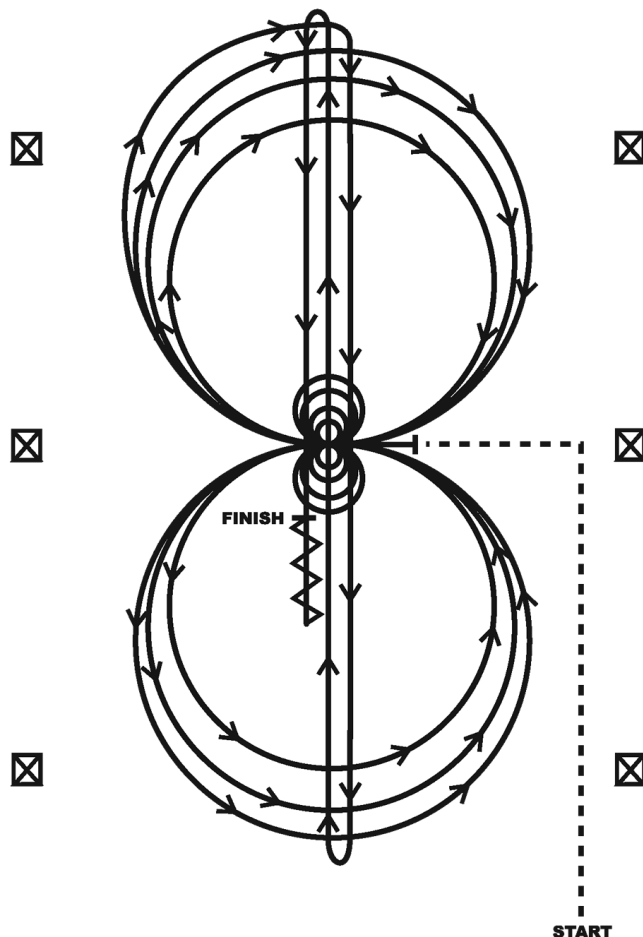
Pattern Provided by:

INPHC

Reining - all classes

Show Date: 08-12-2023

REINING PATTERN 11



Horses must 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. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead 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.
4. 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. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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-11]

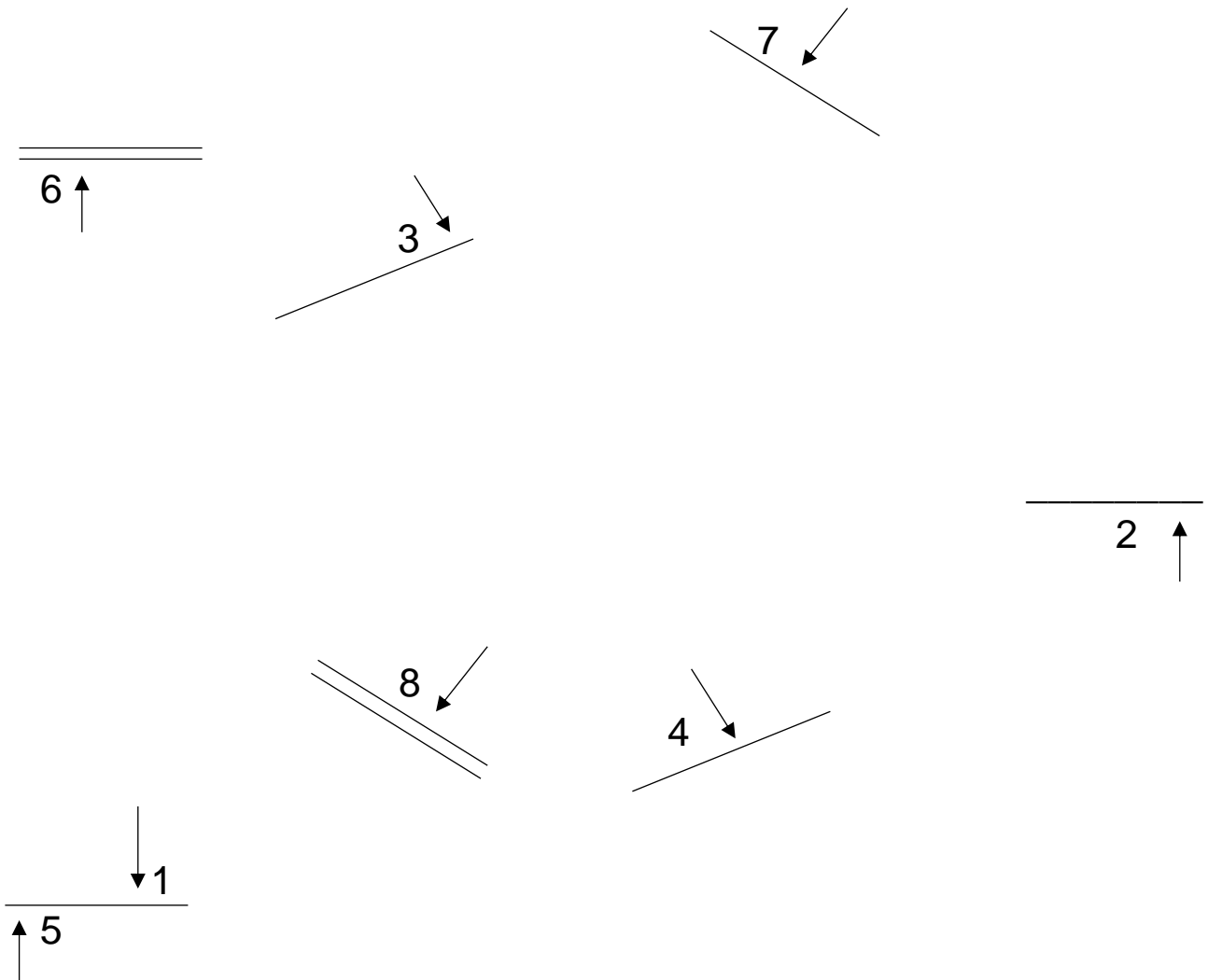
Pattern Provided by:

Zone One & INPHC

Aug. 9 & 10, 2023

All Working Hunter

set at minimum height 2'6"

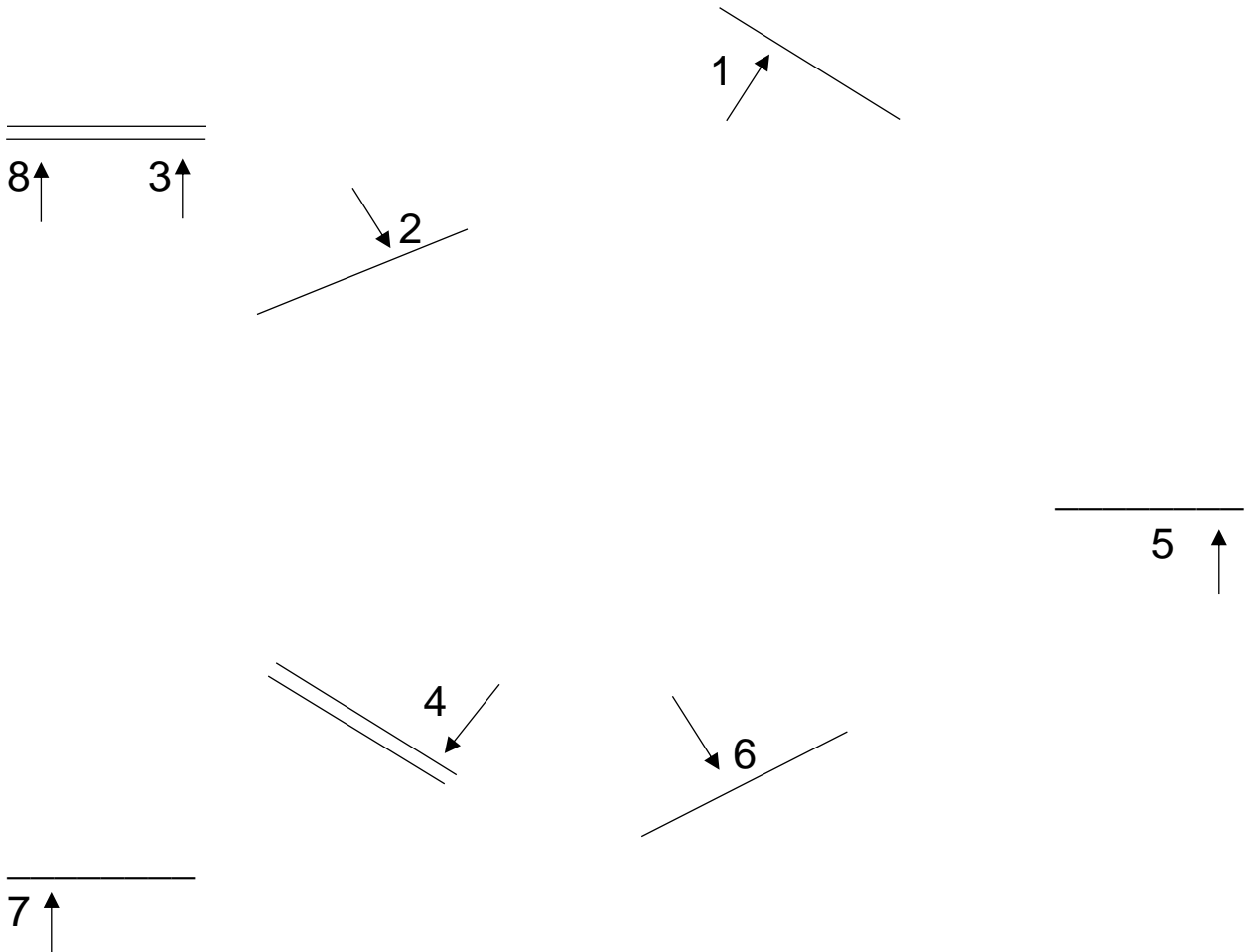


Zone One & INPHC

Aug. 9 & 10, 2023

All Jumping

Jump-Off Fences 1,2,4,5,6,8
set at minimum height 3'

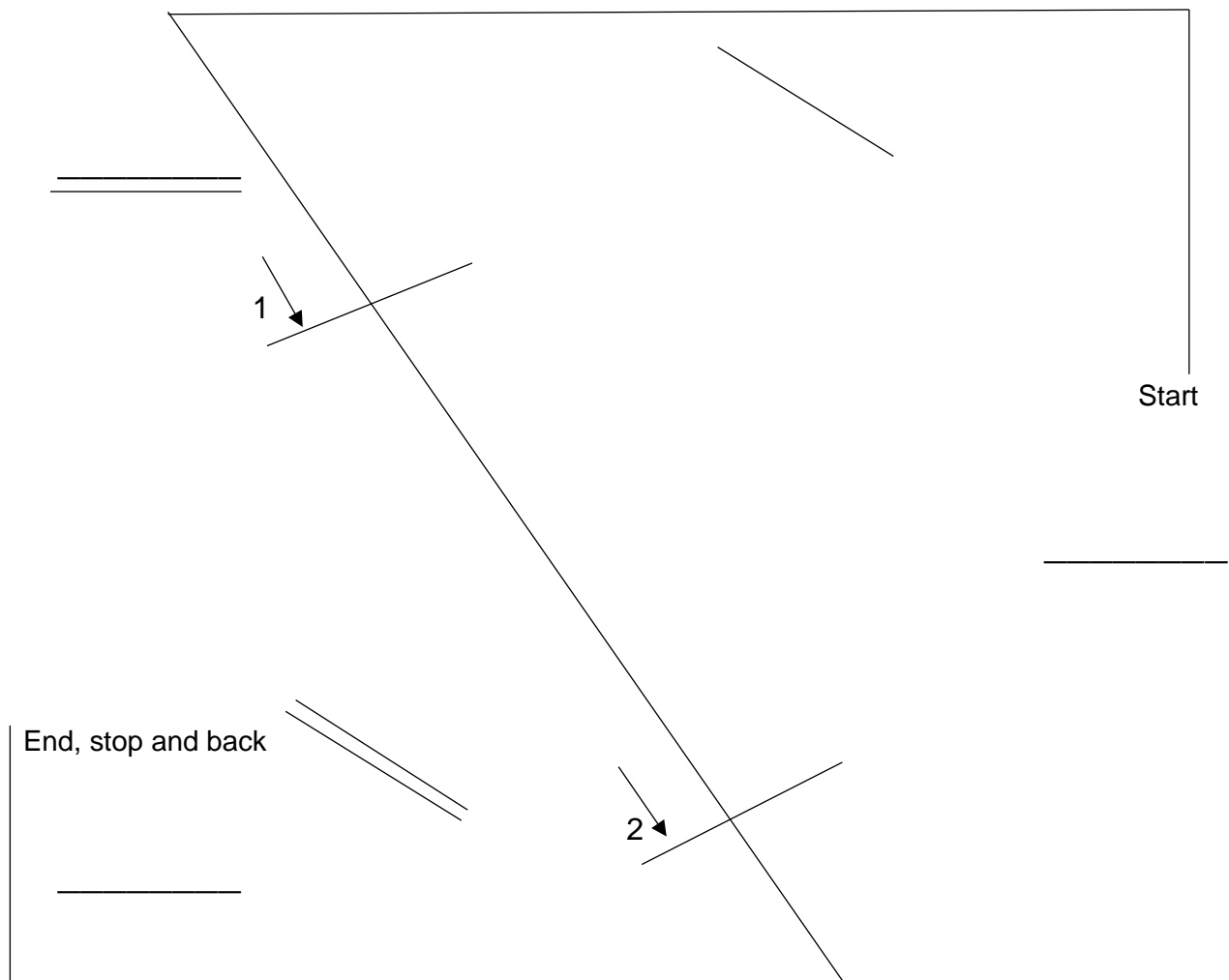


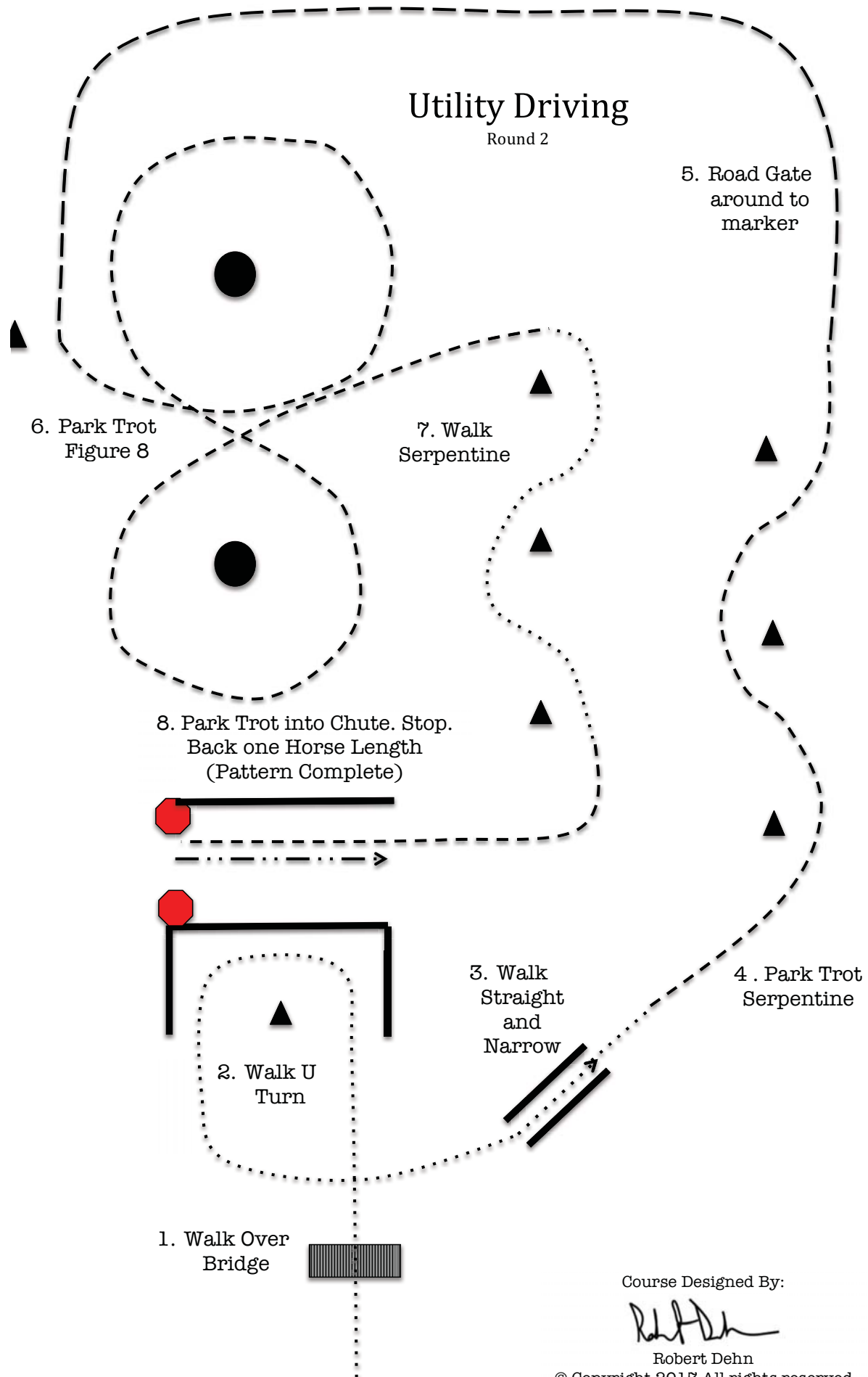
Zone One & INPHC

Aug. 9 & 10, 2023

All Hunter Hack

set at 2'6"

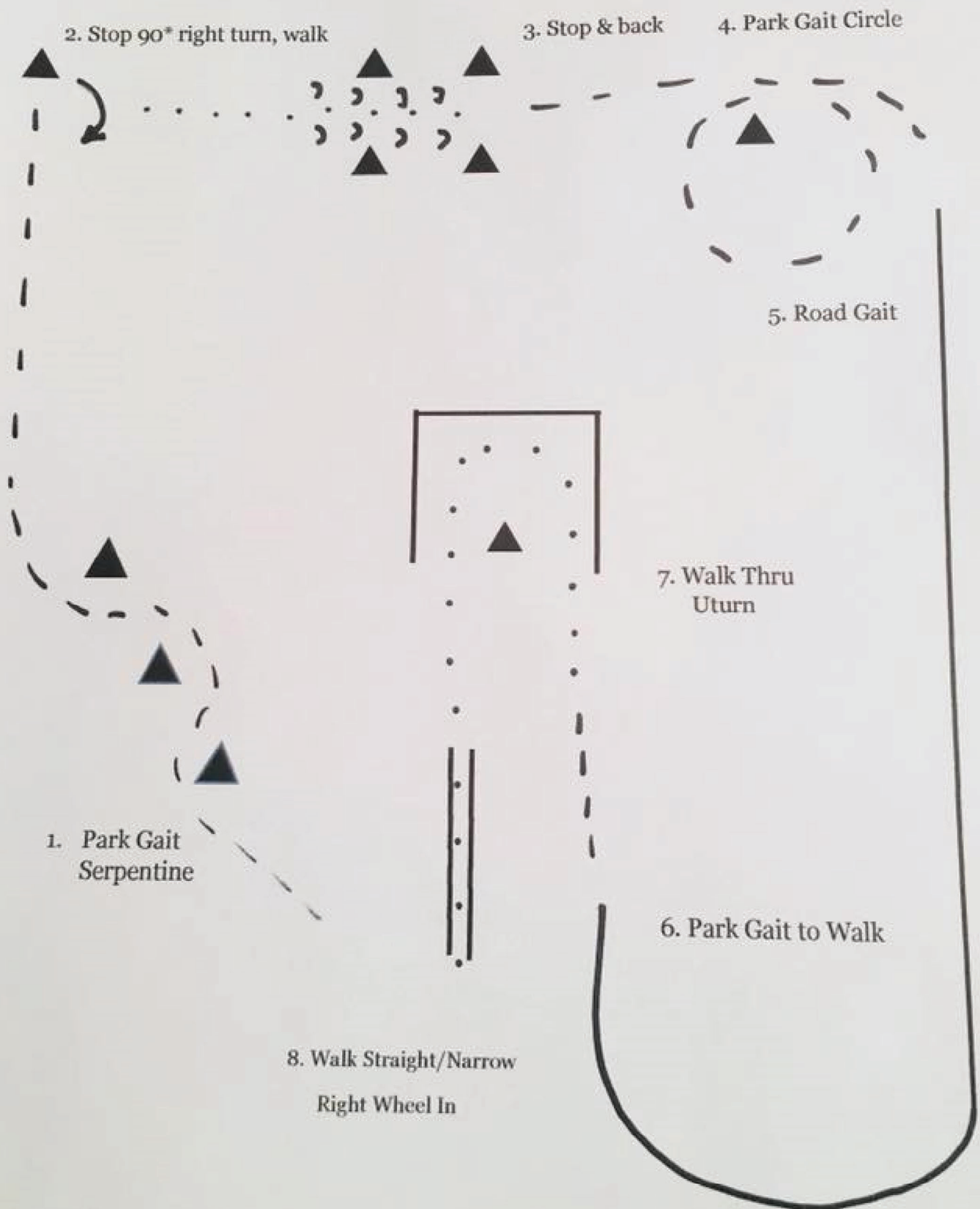




Course Designed By:

Robert Dehn

INPHC Utility Driving 8-13-23



Ranch Pleasure

Classes 113, 115, 117, 119, 121

Zone One = pattern 4 (Aug. 9, 2023)

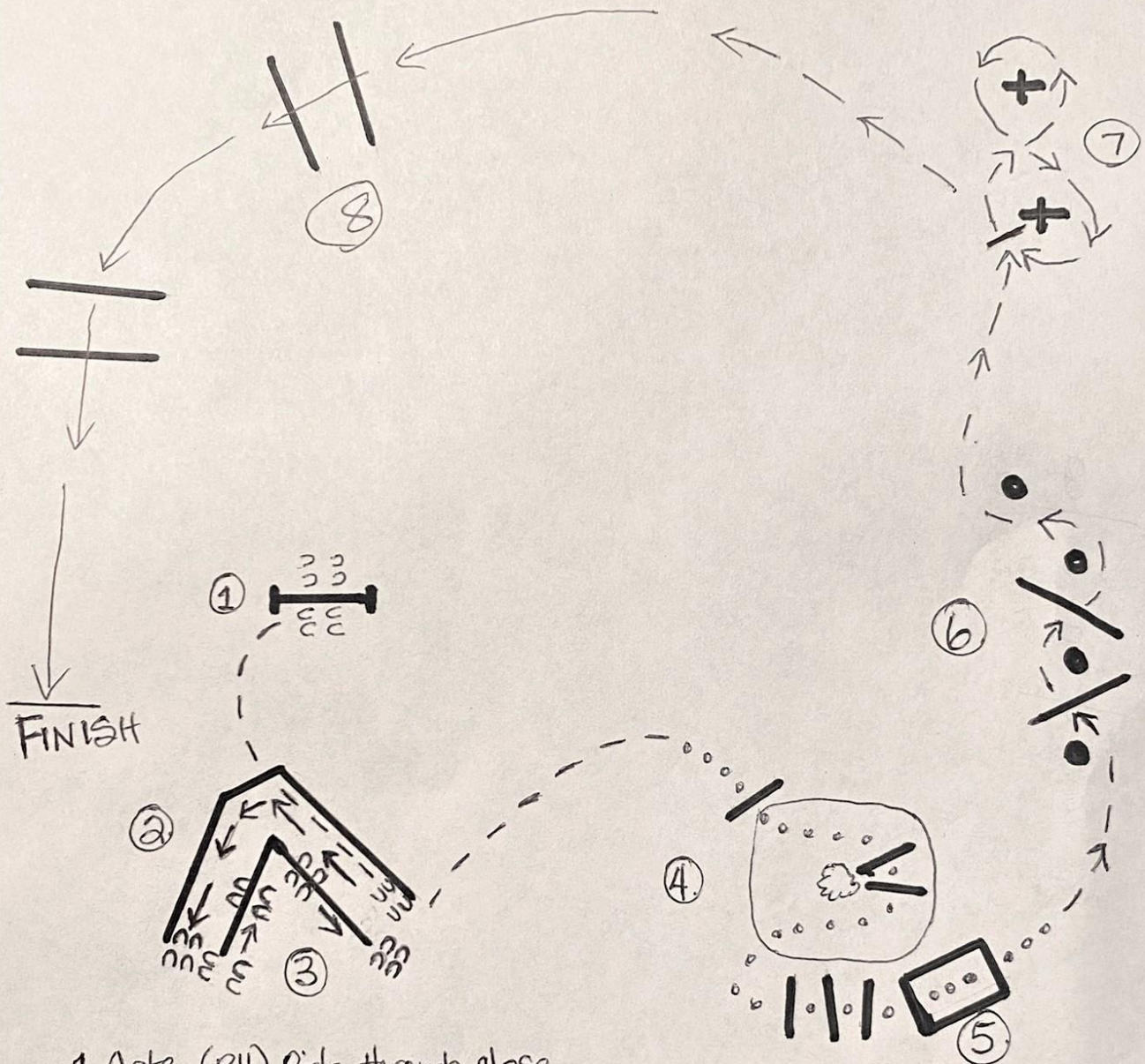
Trot- 120 feet
Extended Walk- 75 feet
Lope- 150 feet
Extended Trot- 240 feet
Stop and Reverse
Lope- 150 feet
Extended Lope- 200 feet
Ordinary Walk- 30 feet
Trot- 90 feet
Stop and Back

INPHC = pattern 3 (Aug. 10, 2023)

Ordinary Walk- 30 feet
Lope- 150 feet
Extended Trot- 240 feet
Trot- 120 feet
Stop and Reverse
Trot- 90 feet
Lope- 150 feet
Extended Lope- 200 feet
Extended Walk- 75 feet
Stop and Back

Zone One Ranch Trail

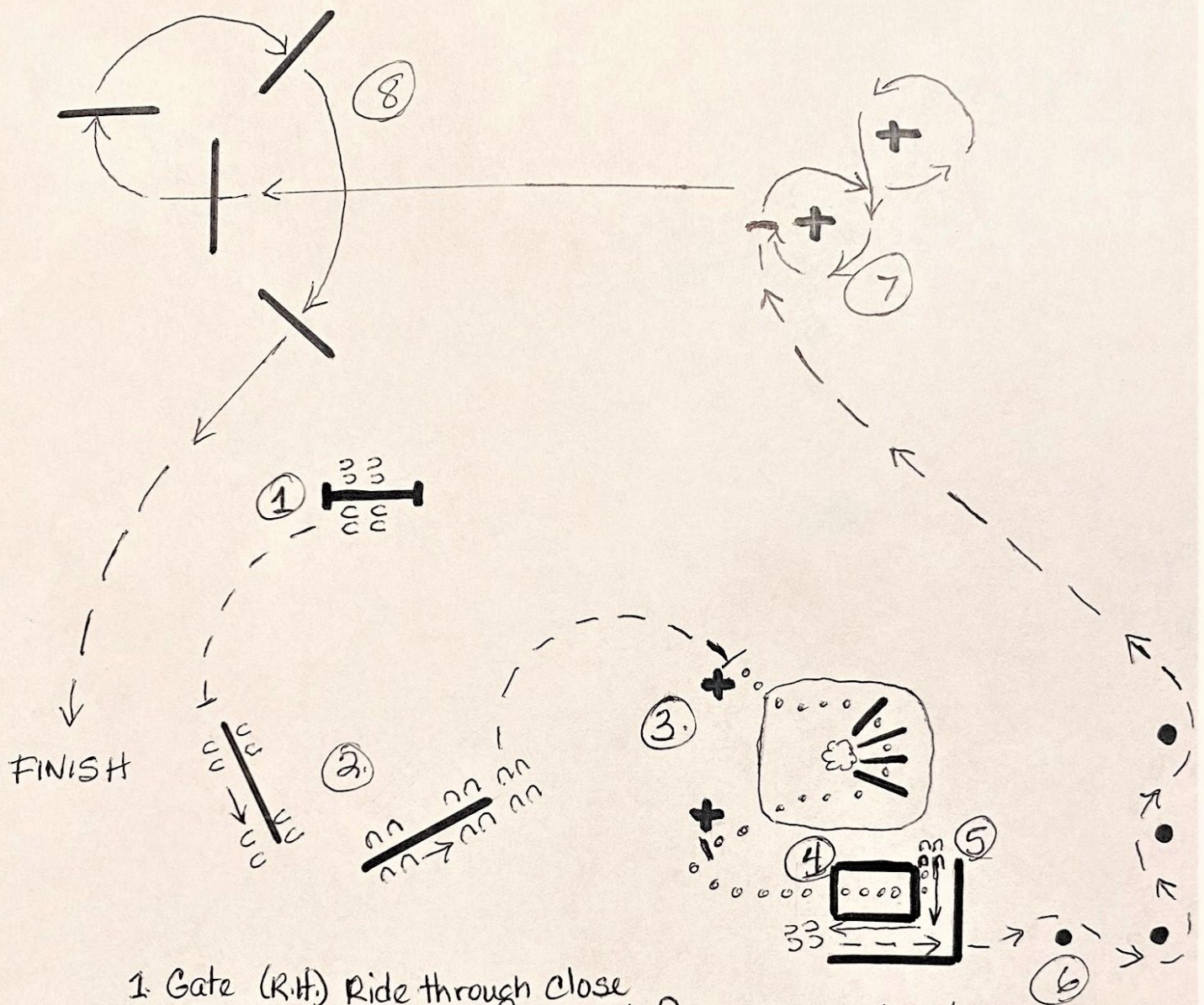
8-9-23 all classes



1. Gate (RH) Ride through close.
2. Trot into chute and back through V.
3. Pivot to the left and sidepass the V. to the right
4. Trot to bank, walk over pole, down bank over poles, then ~~up~~ up bank and over poles
5. walk over bridge
6. Trot through poles and over poles
7. Trot to drag. Drag log in a figure 8
- * Novice Amateur and youth do not drag — continue trotting and trot a figure 8 around the markers.
8. Extended trot away from the drag, then lope on the left lead to and over the poles to finish.

INPHC Ranch Trail

8-10-23 all classes



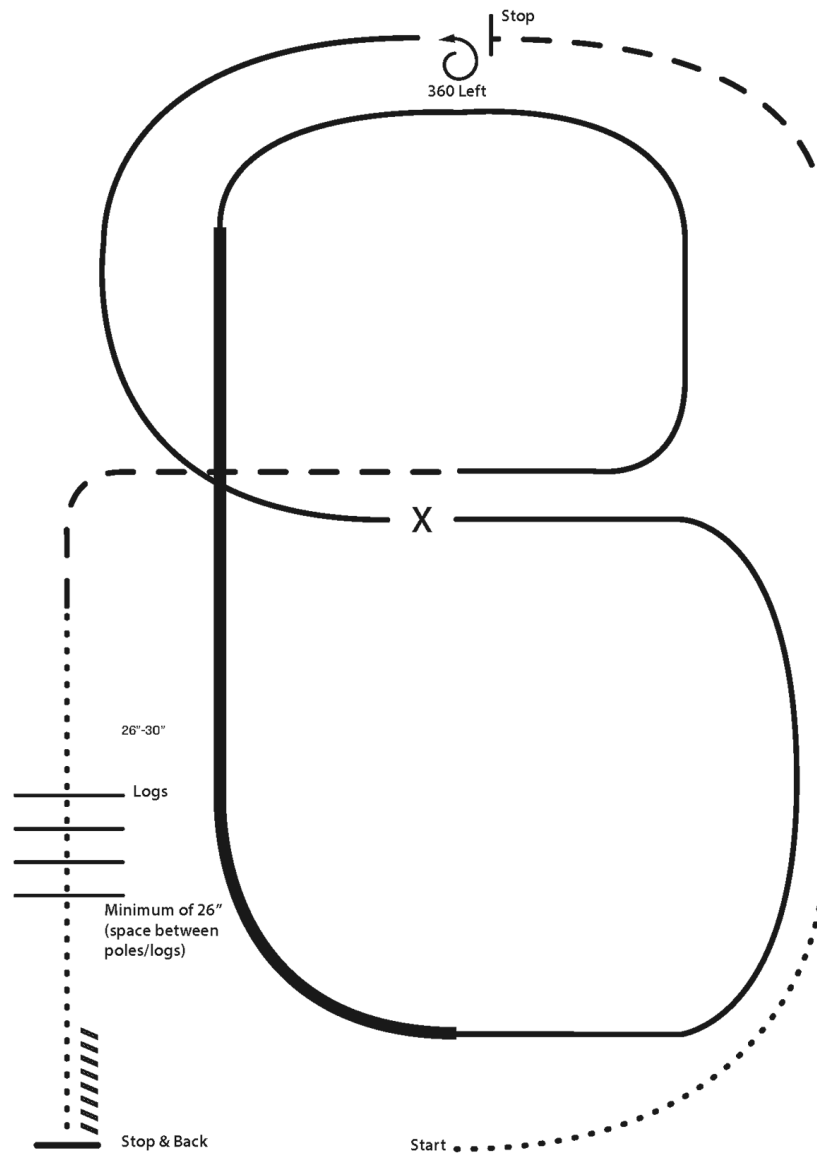
1. Gate (R.H.) Ride through close
2. Trot to pole, sidepass to the left, turn around and sidepass and pole to the right.
3. Trot to slicker, pick up slicker, walk down bank and over poles, walk up bank and replace slicker.
4. Walk over bridge
5. Walk off bridge and turn into chute - back the L
6. Trot out of chute and around cones.
7. Extended trot to the drag. Drag the log in a figure 8.
* Novice Amateur and youth do not drag - slow to a normal trot and trot a figure 8 around the markers.
8. Lope on the right lead over the poles. Extended trot to the finish.

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INPHC

Ranch Riding - all classes

Show Date: 08-10-2023



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

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

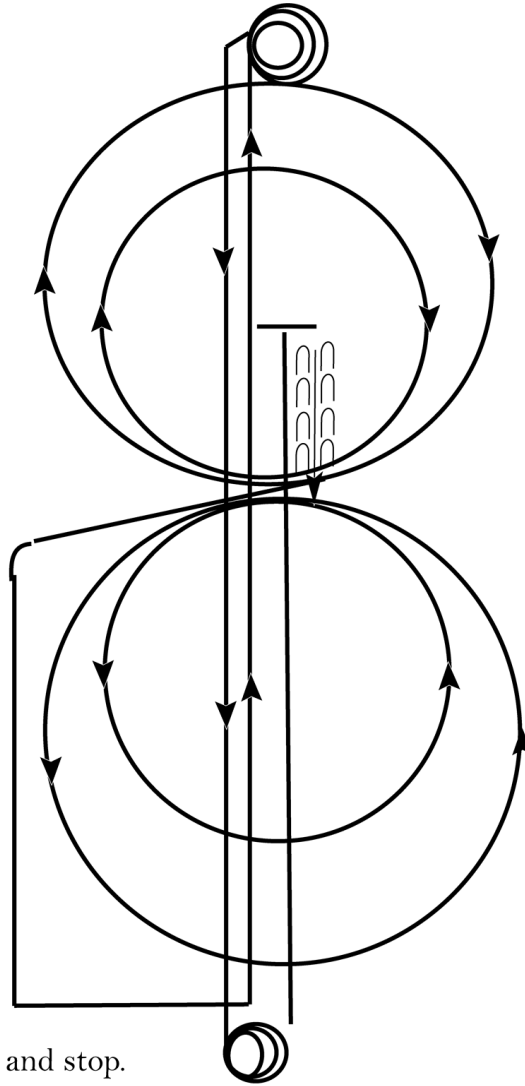
[RR/AQHA-1]

Pattern Provided by:

Zone One

Ranch Reining - all classes

Show Date: 08-9-2023



Pattern 5

1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete 1/4 turn to the left.
5. Complete 2 circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around the end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete 3 1/2 spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete 3 1/2 spins to the left.
11. Hesitate to complete pattern.

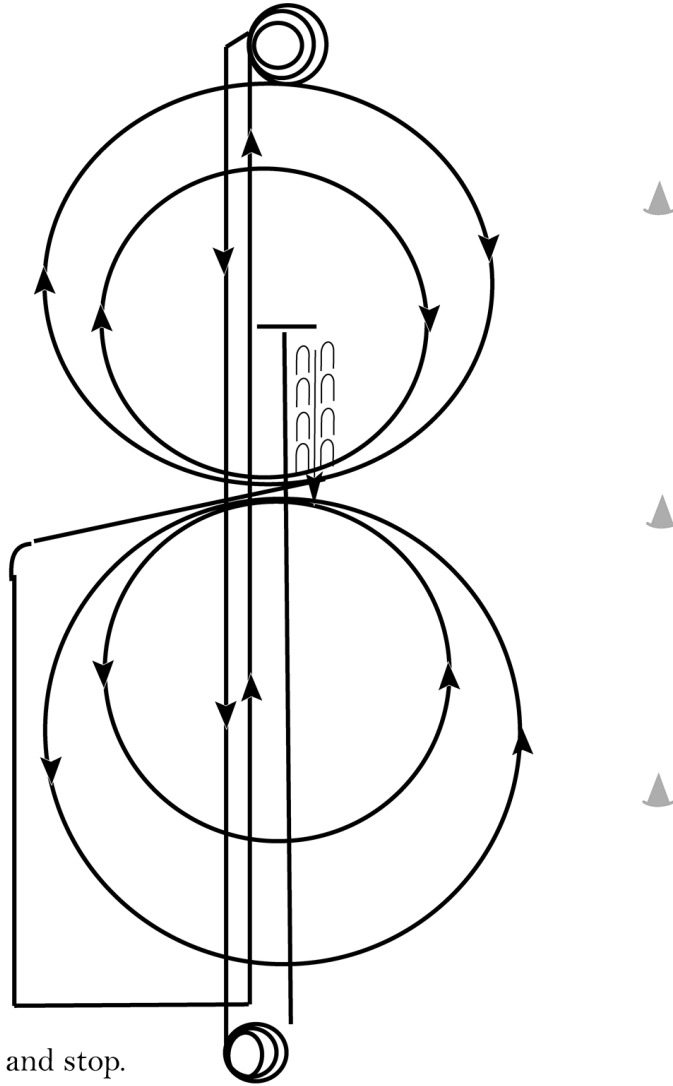
[NRCHAWC/5]

Pattern Provided by:

Zone One

Ranch Reining - all classes

Show Date: 08-9-2023



Pattern 5

1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete 1/4 turn to the left.
5. Complete 2 circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around the end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete 3 1/2 spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete 3 1/2 spins to the left.
11. Hesitate to complete pattern.

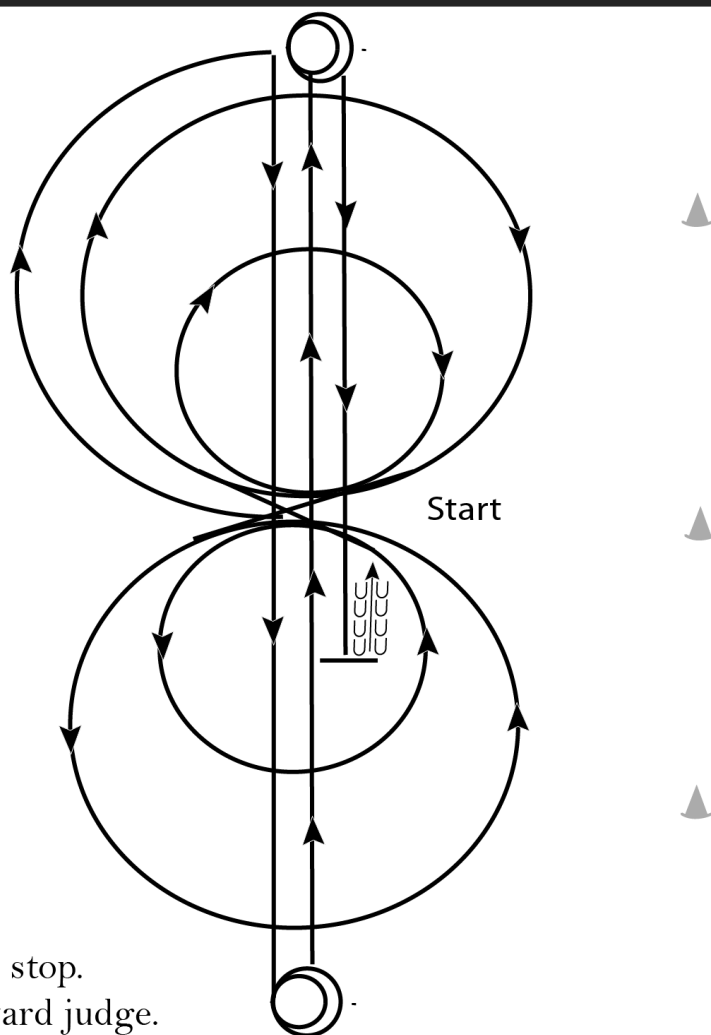
[NRCHAWC/5]

Pattern Provided by:

INPHC

Ranch Reining - all classes

Show Date: 08-10-2023



Pattern 12

Trot to center of arena, stop.

Start pattern facing toward judge.

1. Beginning on the right lead, complete 2 circles to the right; the first circle large and fast and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the left, the first circle large and fast and the second small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker and execute a square sliding stop.
8. Back at least 10 feet.
9. Hesitate to complete pattern.

[NRCHAWC/12]

Pattern Provided by: