

PATTERN BOOK

Judge: Debby Cameron



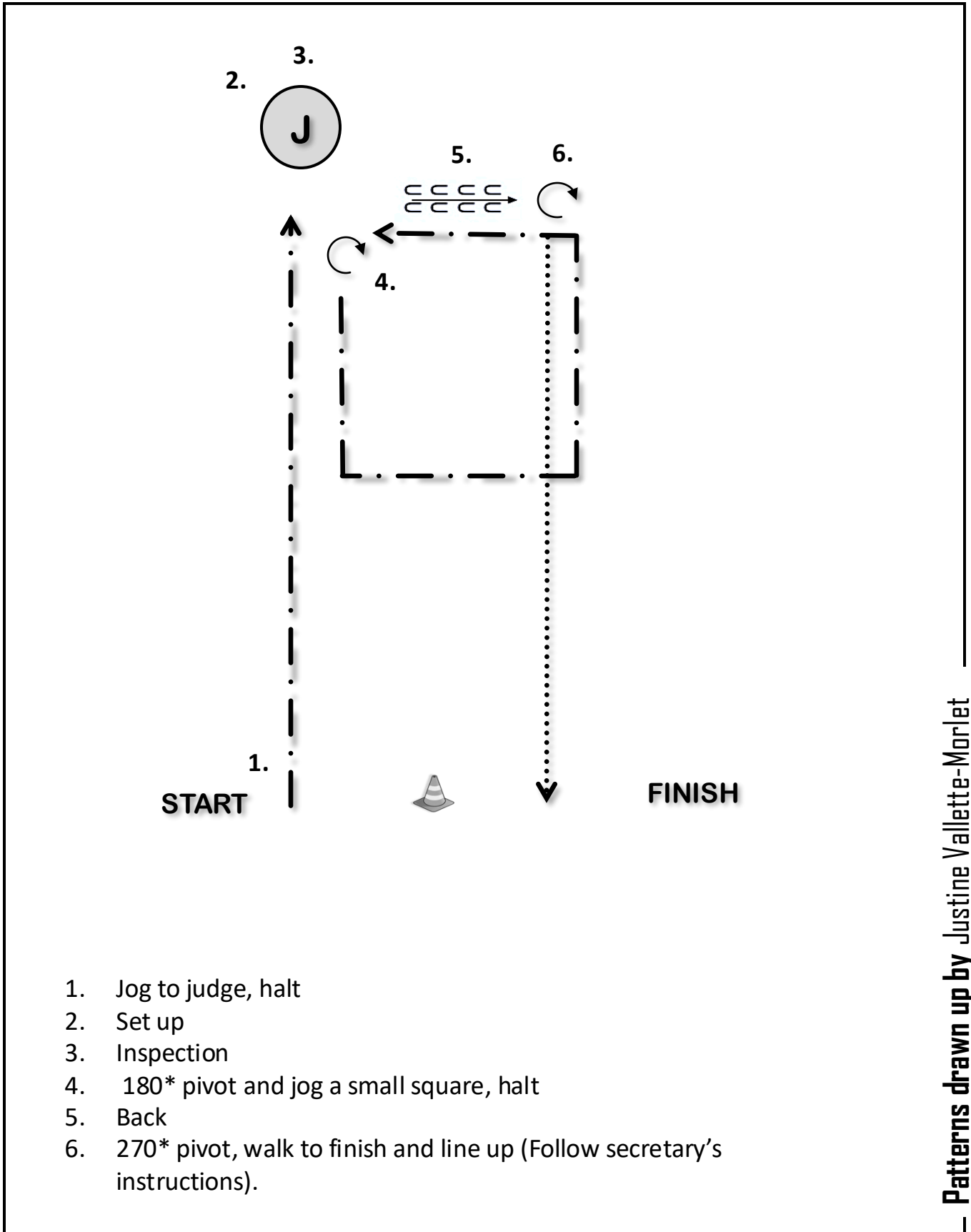
AA Judge: Lorelei Payne &
Debby Cameron
Date: 01st - 02nd March 2025
Venue: Cobbitty Grounds



AQHA AA judge: Lorelei Payne & Debby
Cameron
Date: 01st & 02nd March 2025
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SHOWMANSHIP

All classes



1. Jog to judge, halt
2. Set up
3. Inspection
4. 180* pivot and jog a small square, halt
5. Back
6. 270* pivot, walk to finish and line up (Follow secretary's instructions).

Patterns drawn up by Justine Vallette-Morlet

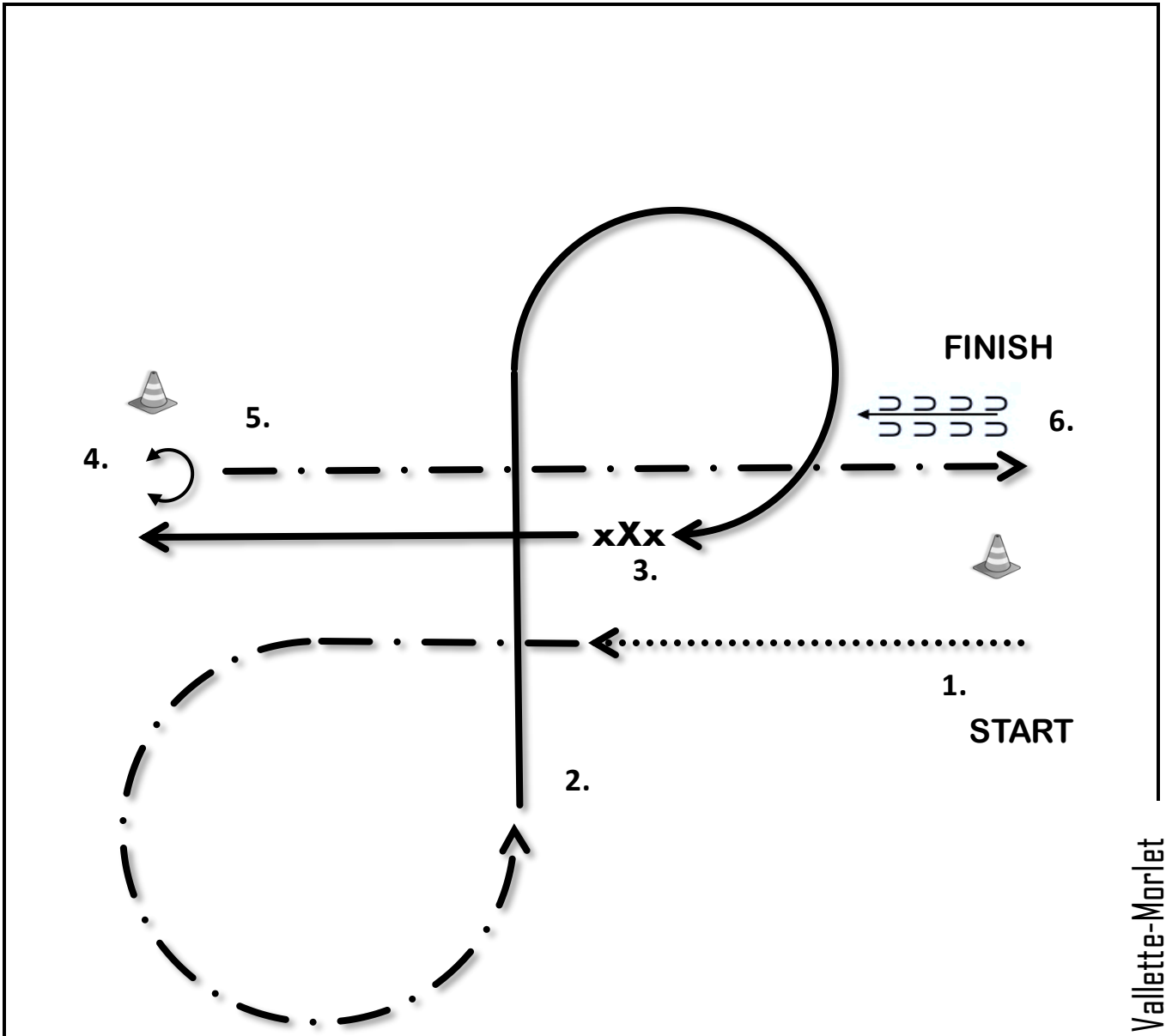
Walk→	Jog/Trot	· - · →	Extend Jog/Trot	- - →	Sitting trot	- · · →	Lope/Canter	→
Lead Change	xXx	Backup	←←←←	Marker	🚧	Pole	———	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕	Judge	Ⓜ	Barrel	🚫	Bridge	▤



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HUNT SEAT EQUITATION

Junior Youth / Select Amateur / Amateur / Senior Youth / Novice Amateur



1. Walk once midway between markers, trot (RD)
2. Canter (RL)
3. Change leads (simple of flying), canter (LL), halt
4. 180* turn (either way)
5. Trot (LD), halt
6. Back to finish.

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Lead Change	xXx	Backup	←←←←	Marker	🚧	Pole	———	Extend Lope/Galop	→
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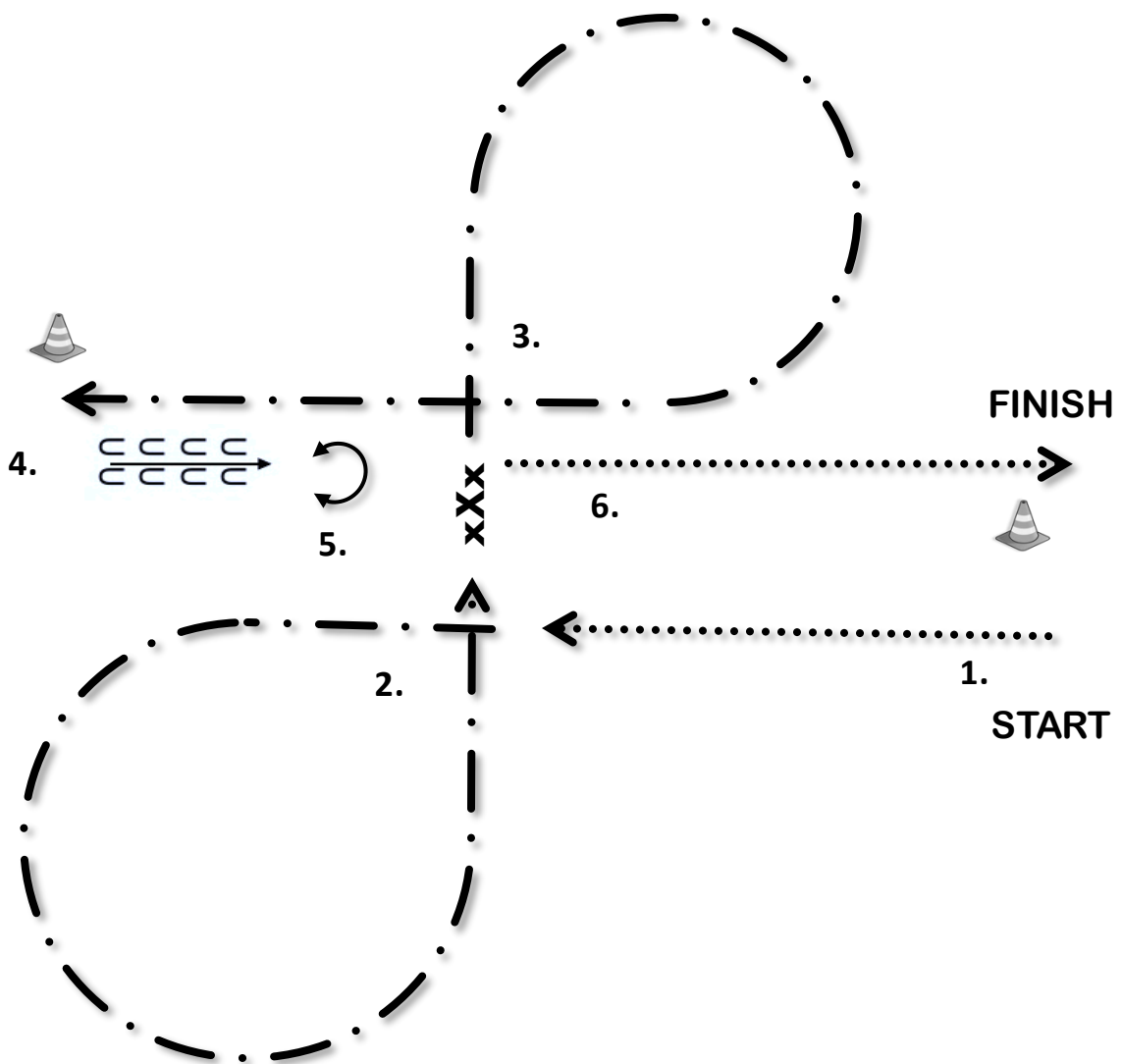
Patterns Jvm2025



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HUNT SEAT EQUITATION

Beginner / Youth Walk-Trot / EWD Walk-Trot



1. Walk
2. Once midway between markers, trot (RD)
3. Change diagonals, trot (LD), halt at marker
4. Back 1 horse length
5. 180* turn (either way)
6. Walk to marker to finish.

Walk→	Jog/Trot	· - · →	Extend Jog/Trot	- - →	Sitting trot	- · · →	Lope/Canter	→
Lead Change	xXx	Backup	←←←←	Marker	🚧	Pole	xxx	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕ ⊖	Judge	Ⓜ	Barrel	🚫	Bridge	▨▨▨▨

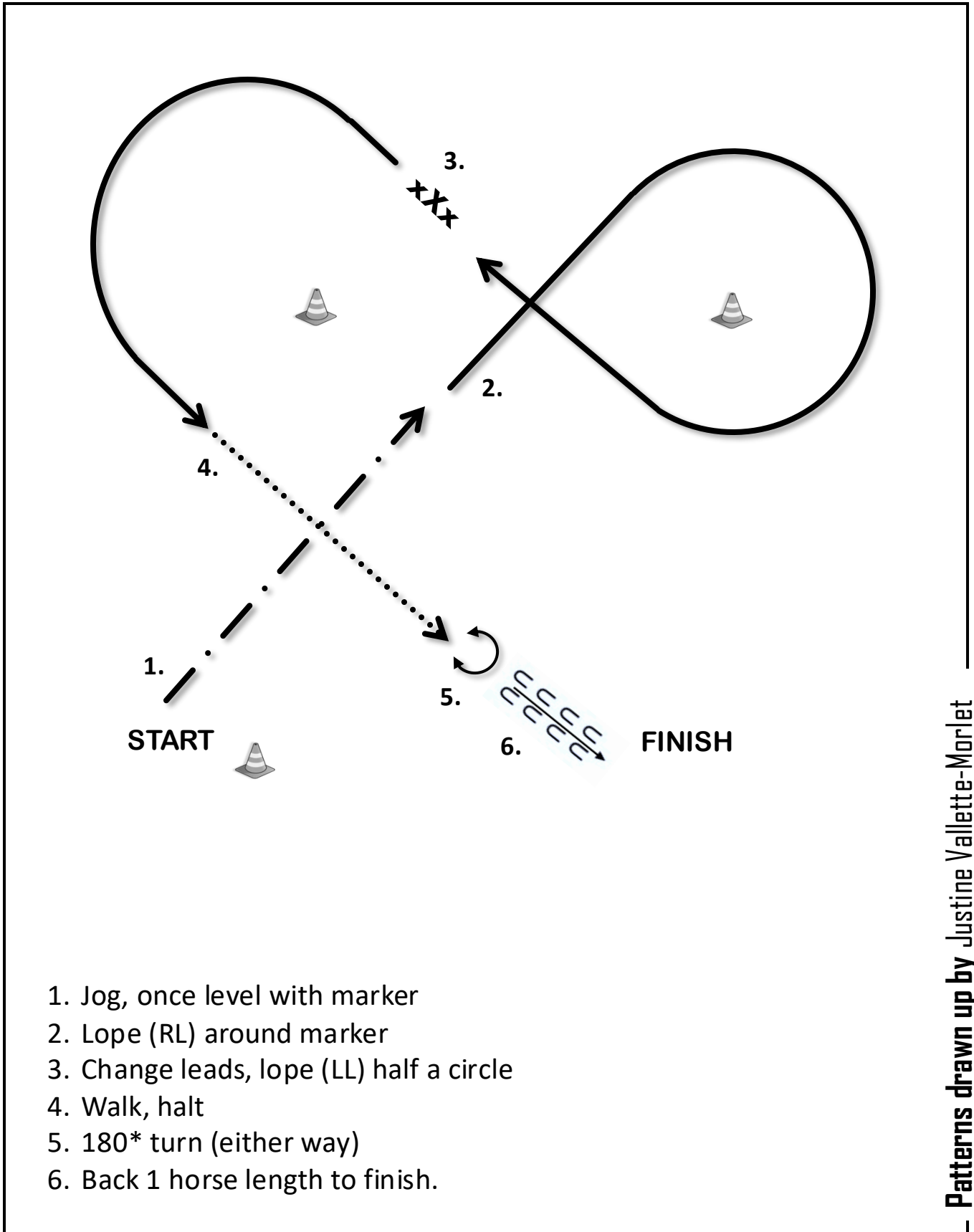
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HORSEMANSHIP

OPEN / Novice Amateur / Junior Youth / Amateur / Select Amateur / Senior Youth



1. Jog, once level with marker
2. Lope (RL) around marker
3. Change leads, lope (LL) half a circle
4. Walk, halt
5. 180* turn (either way)
6. Back 1 horse length to finish.

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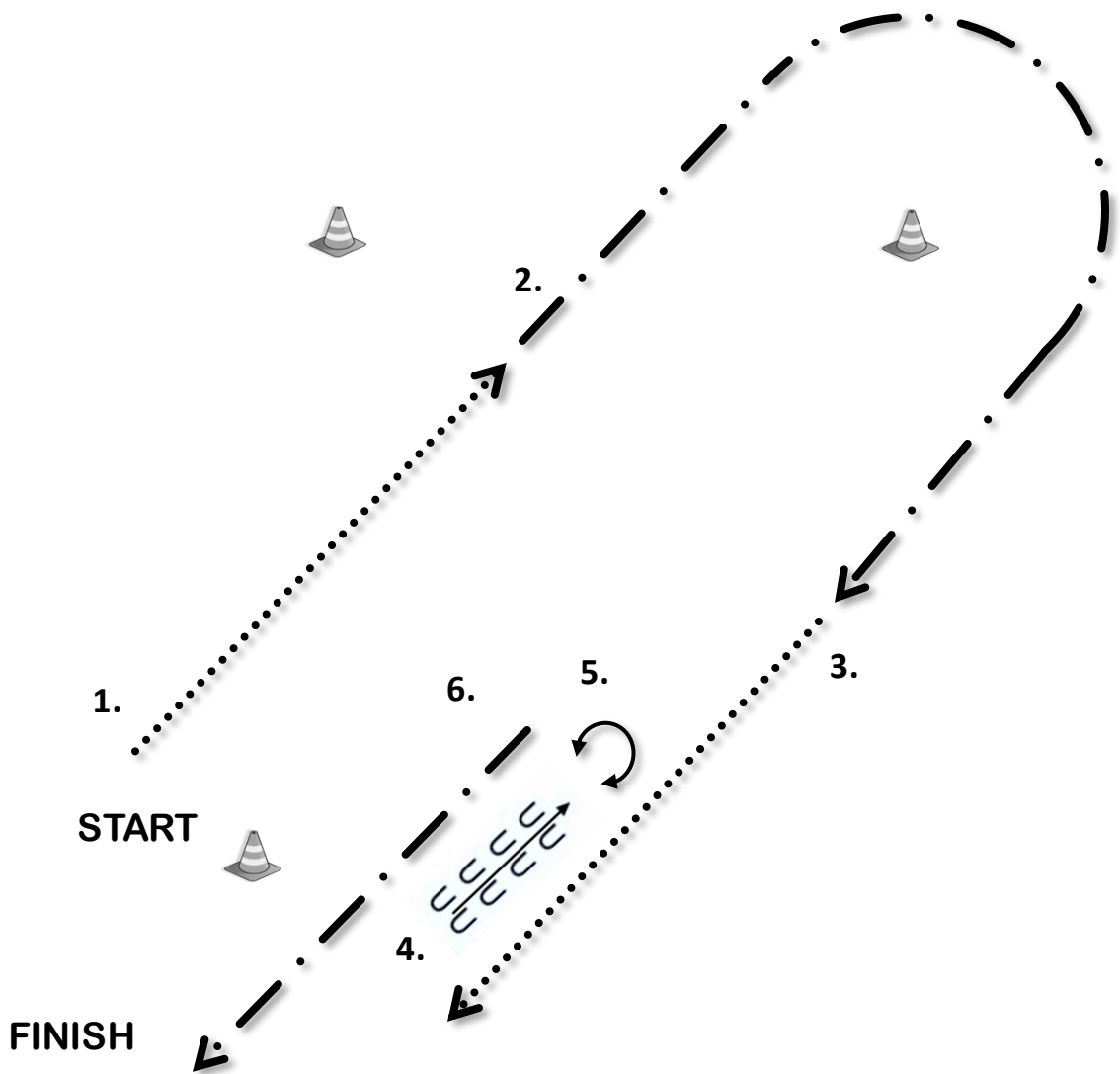
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Lead Change	xXx	Backup	← 3333	Marker	🚧	Pole	▬▬▬	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕ ⊖	Judge	Ⓜ	Barrel	🚫	Bridge	▤▤▤▤



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HORSEMANSHIP

Beginner Walk-Jog / Youth Walk-Jog / EWD Walk-Jog



1. Walk
2. Jog
3. Walk, halt at marker
4. Back 1 horse length
5. 360* turn (either way)
6. Jog out to finish.

Patterns drawn up by Justine Vallette-Morlet

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Lead Change	xXx	Backup	←←←←	Marker	🚧	Pole	———	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕	Judge	Ⓜ	Barrel	🚫	Bridge	▤



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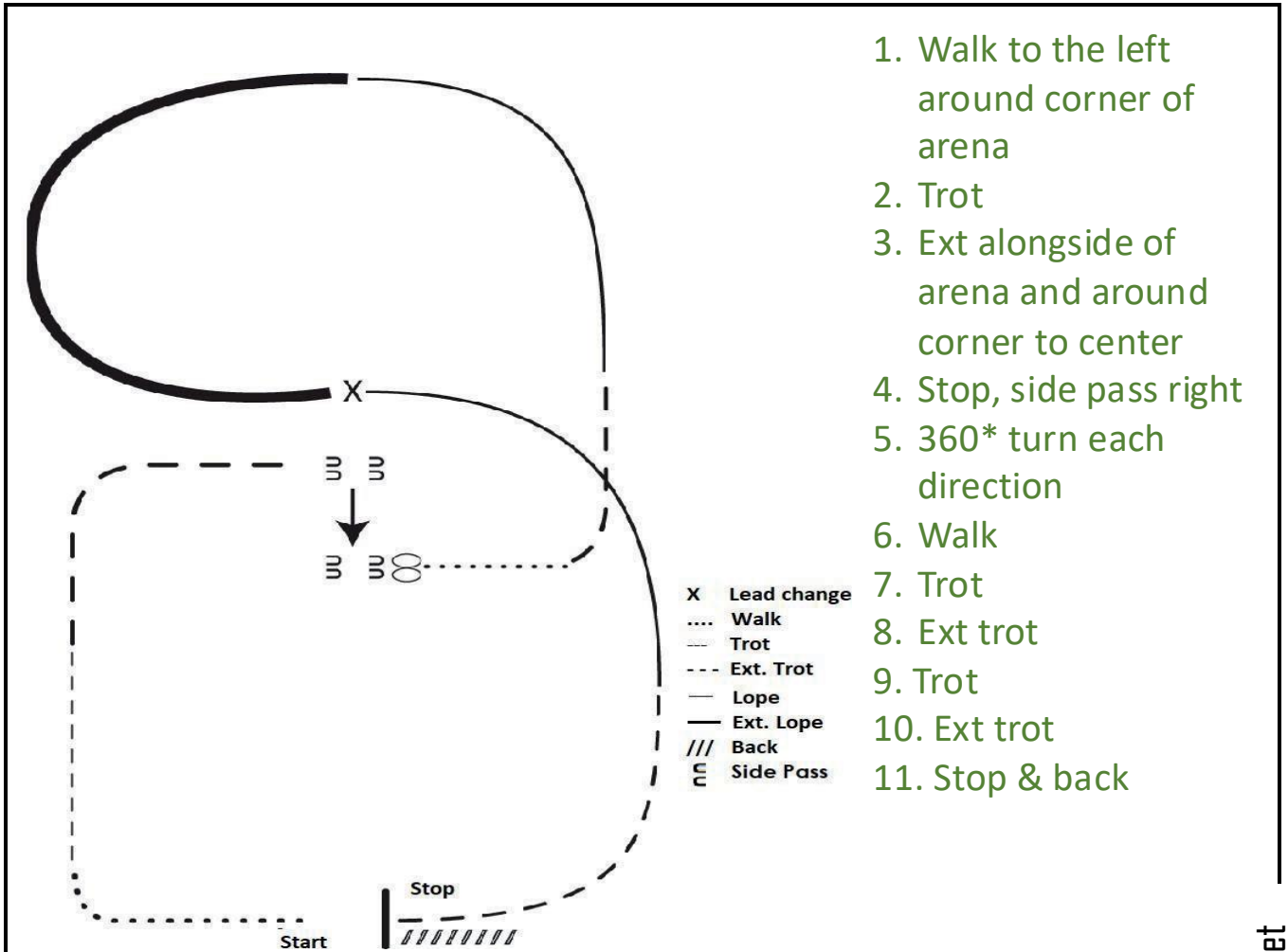
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RANCH RIDING

[AQHA Pattern 3]

All classes

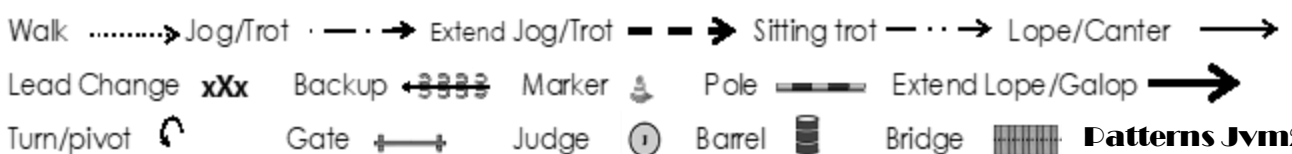
(except *Beginner class* please replace **Lope with trot/Ext. Lope with Extend Trot**)



1. Walk to the left around corner of arena
2. Trot
3. Ext alongside of arena and around corner to center
4. Stop, side pass right
5. 360* turn each direction
6. Walk
7. Trot
8. Ext trot
9. Trot
10. Ext trot
11. Stop & back

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to centre
4. Stop, side pass right
5. 360° turn each direction (either way first)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

Patterns drawn up by Justine Vallette-Morlet





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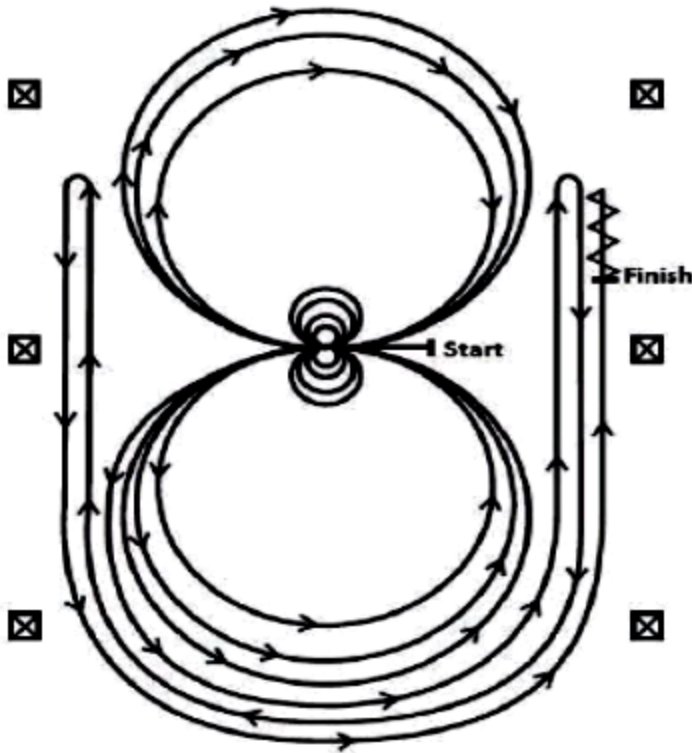
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REINING

All classes.

[AQHA Pattern #6]

(except *Beginner class* please replace **Lope with Jog**)



Horses may walk or jog to centre of arena. Horses must walk or stop prior to starting pattern. Begin at the centre of the arena facing the left wall.

1. Complete four (4) spins to the right. Hesitate
2. Complete four (4) spins to the left. Hesitate
3. Beginning on left lead, complete three (3) circles to the left: the first two large and fast, the third small and slow. Change leads at the centre of the arena
4. Complete three (3) circles to the right: the first two large and fast, the third small and slow. Change leads at the centre of the arena
5. Begin a large circle to the left but do not close this circle Run up right side of arena past centre marker and do a right rollback at least 6 m from the wall – no hesitation
6. Continue back around previous circle but do not close this circle. Run up left side of arena past the centre marker and do a left rollback at least 3 m from the wall – no hesitation
7. Continue back around the previous circle but do not close this circle. Run up the right side of the arena past the centre marker and do a sliding stop at least 3 m from the wall. Back up at least 3 m. Hesitate to demonstrate the completion of the pattern

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Lead Change	xXx	Backup	←←←←	Marker	⚙	Pole	▬▬▬	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕	Judge	Ⓜ	Barrel	▬▬▬	Bridge	▬▬▬▬▬

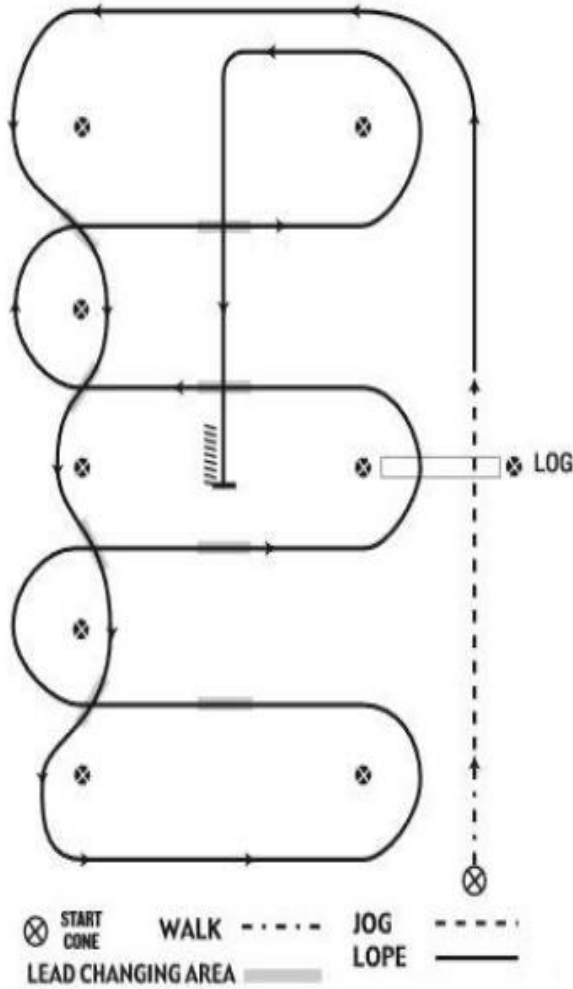


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WESTERN RIDING

All classes

[AQHA Pattern 1]



1. Walk at least 4.5m from start cone to first marker.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change. Lope around 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 & Back.

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Lead Change	xXx	Backup	←←←←	Marker	⚓	Pole	▬▬▬	Extend Lope/Galop	→
Turn/pivot	↻	Gate	⊕	Judge	Ⓜ	Barrel	▩	Bridge	▩▩▩