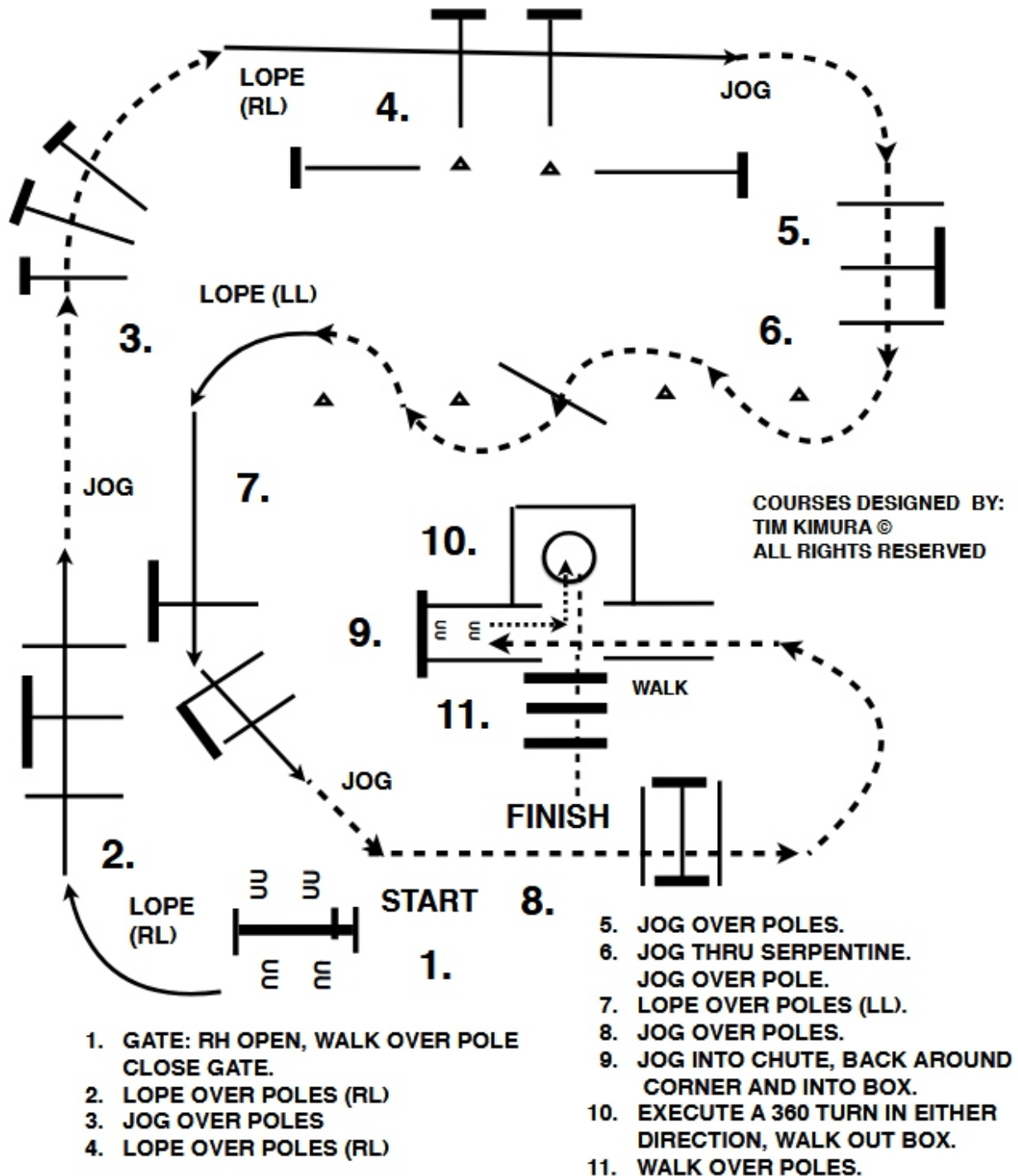
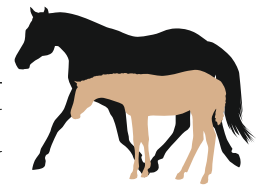


Trail FUTURITY (AQHA Junior & AQHA Youth)

2025 Regional FUTURITY

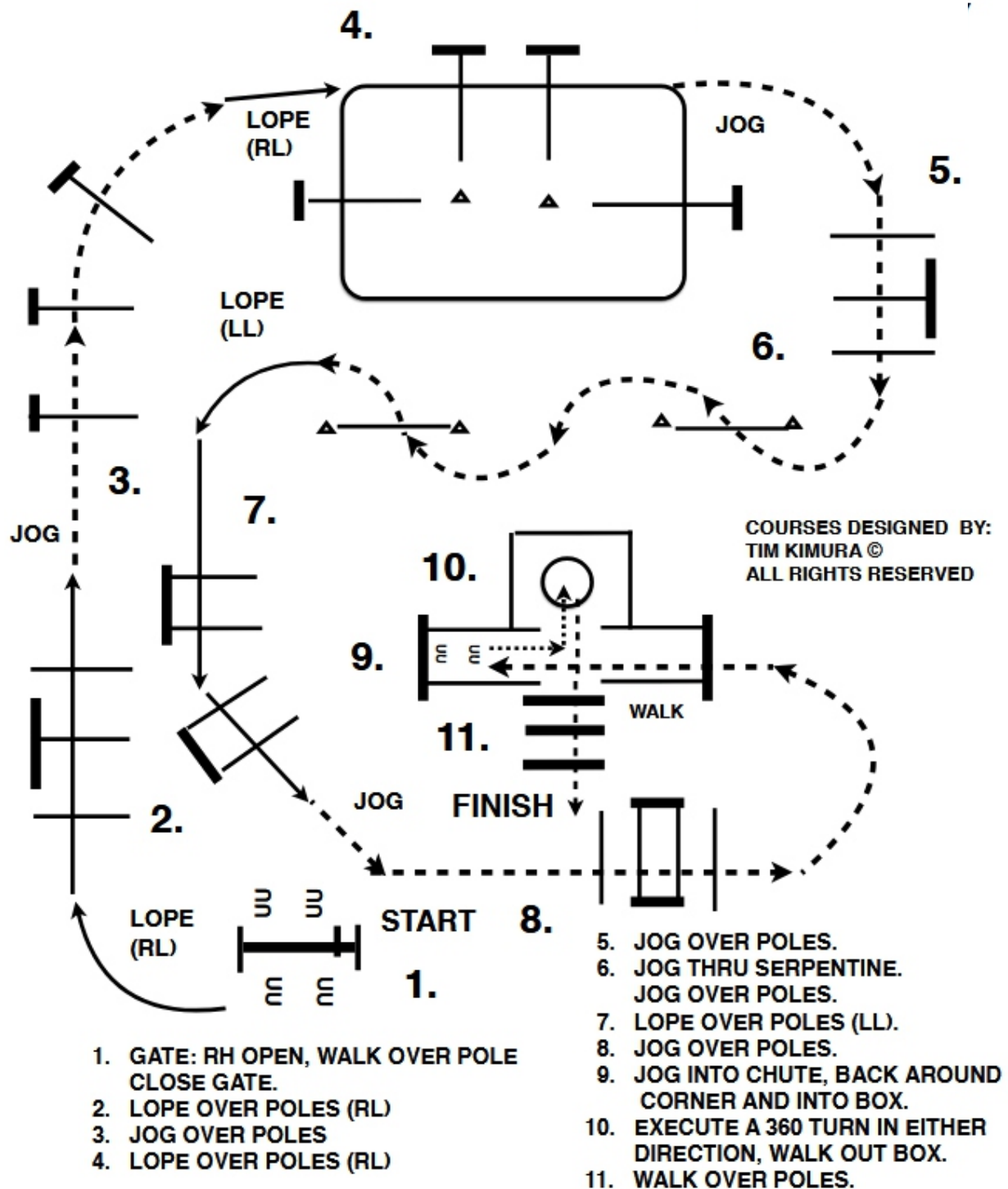


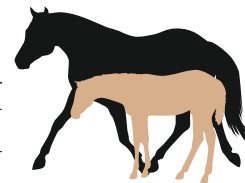


Trail MATURITY

(AQHA/NSBA Senior, AQHA/NSBA Amateur)

2025 Regional FUTURITY

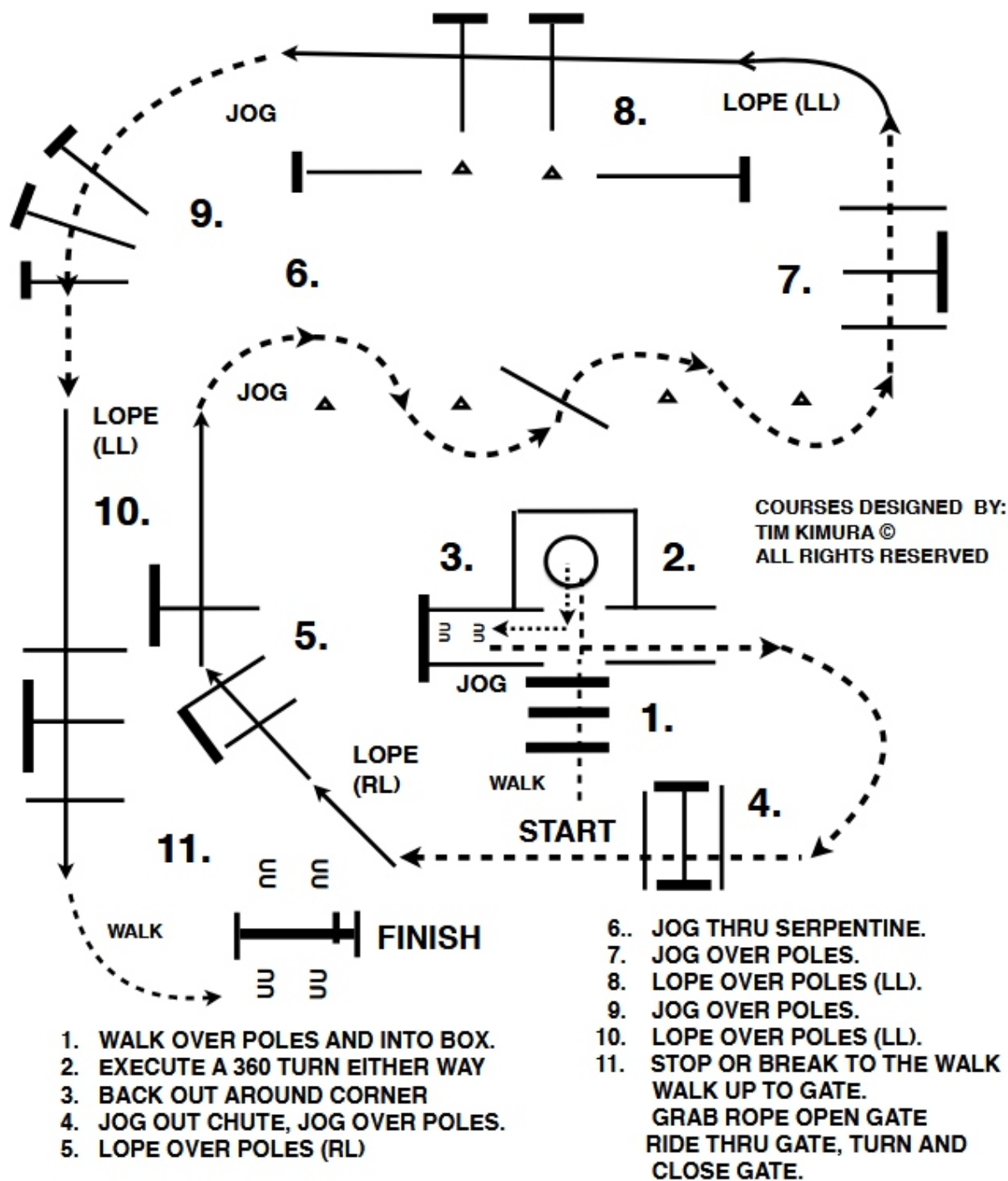


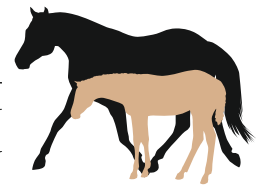


Trail

(AQHA Level 1 , AQHA Level 1 Amateur, AQHA Level 1 Youth, Rasseoffen)

2025 Regional FUTURITY



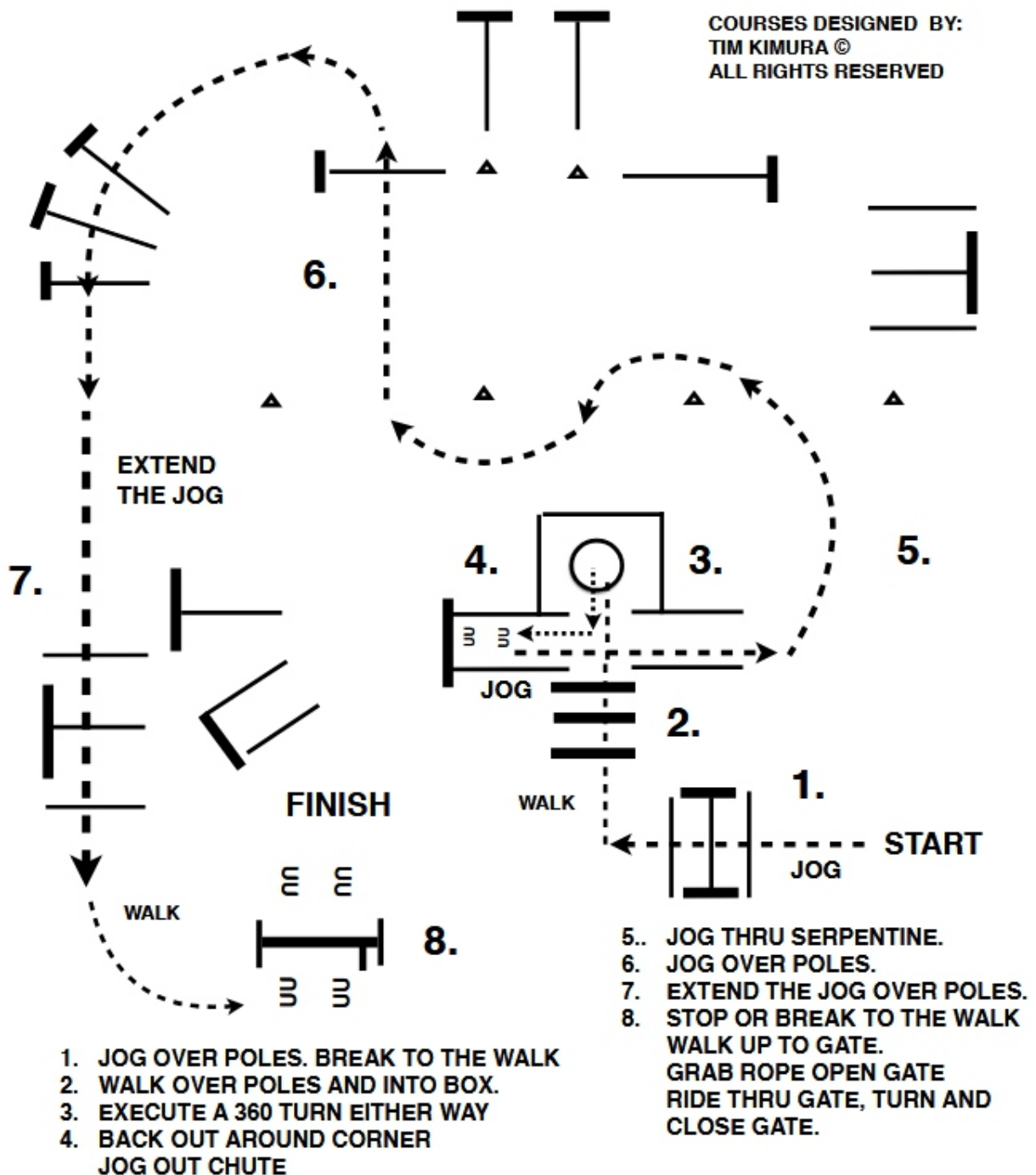


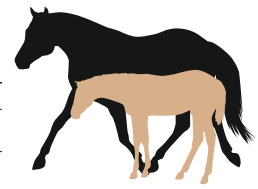
Trail In Hand 2&3 Yr. Old FUTURITY

(AQHA in Hand, Rasseoffen in Hand, Rasseoffen Walk-Trot)

2025 Regional FUTURITY

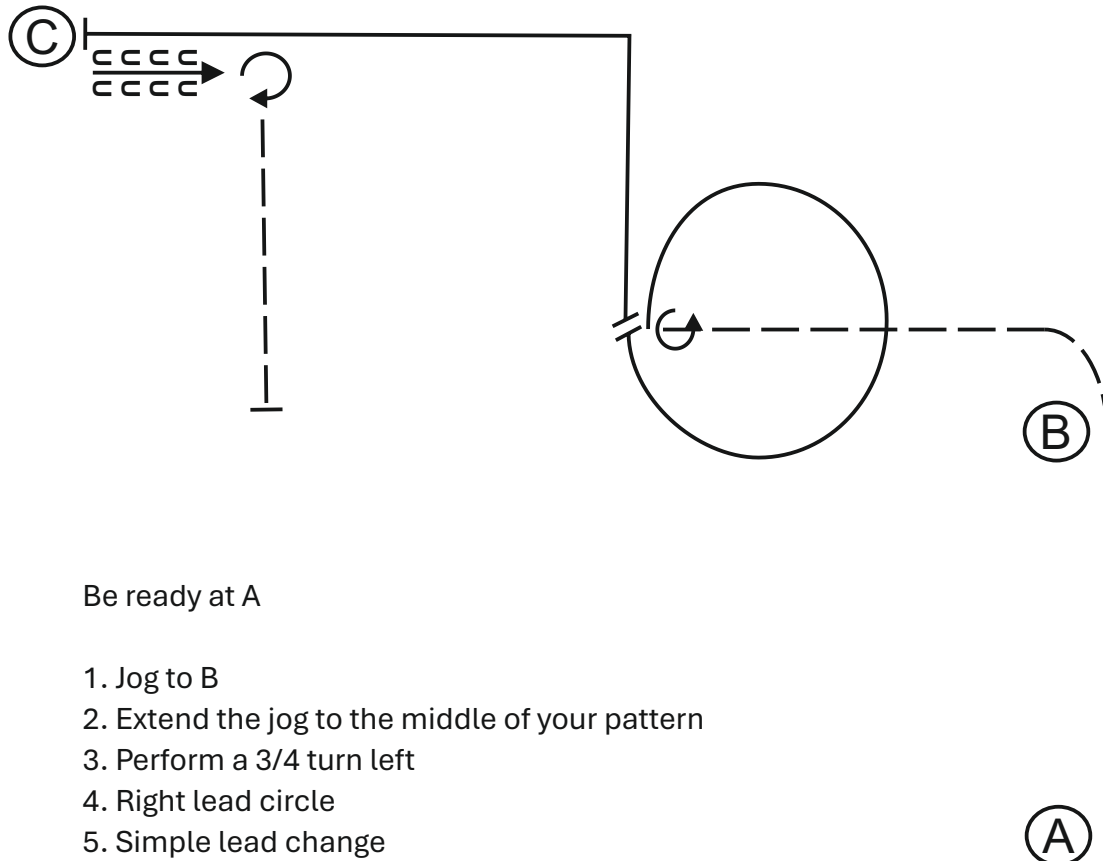
)





Western Horsemanship

(AQHA Level 1 Youth, AQHA Level 1 Amateur, Rasseoffen)

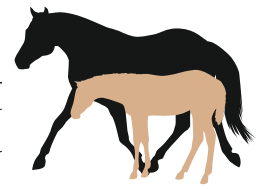


Be ready at A

1. Jog to B
2. Extend the jog to the middle of your pattern
3. Perform a 3/4 turn left
4. Right lead circle
5. Simple lead change
6. Left lead lope in a square corner to C
7. Stop and back
8. Perform a 3/4 turn right
9. Extend the trot until you are in line with B. Stop.

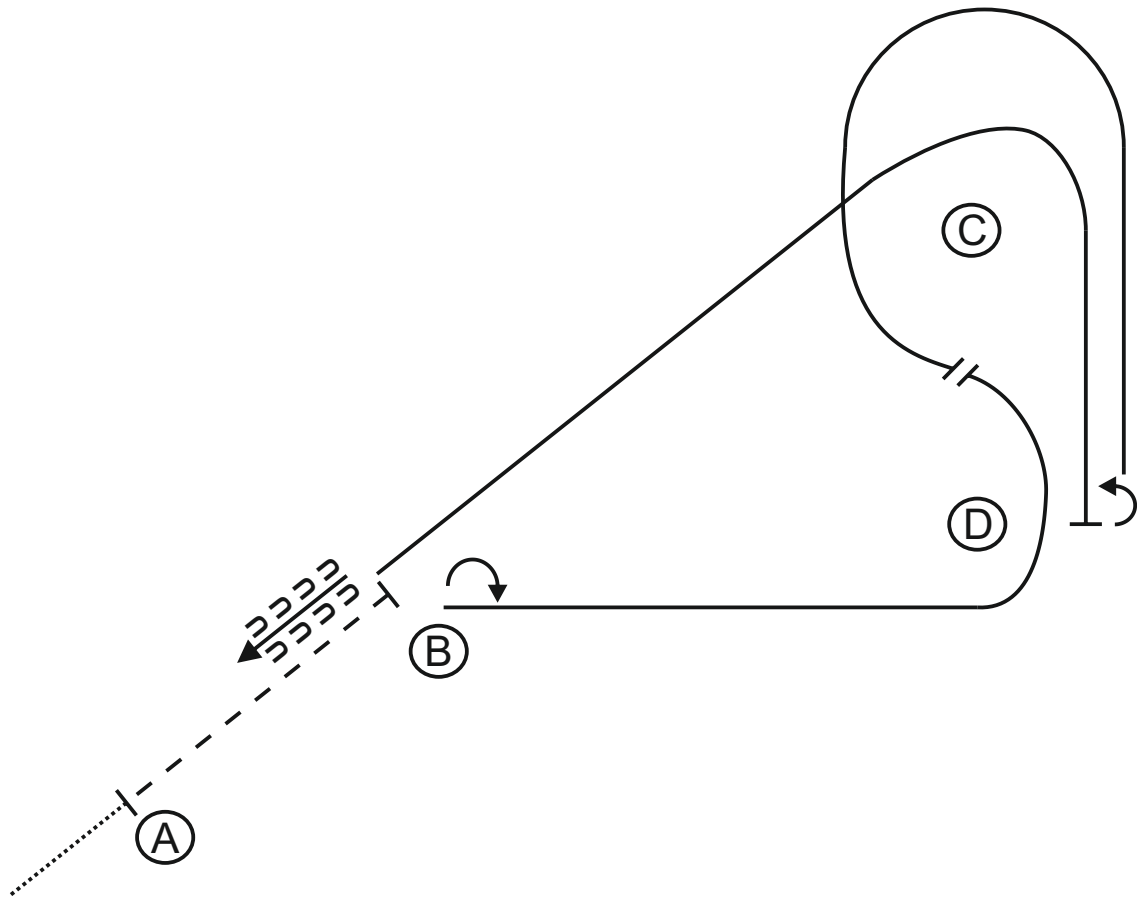
.....	Walk
-----	Jog
- - - - -	Extended Jog
=====	Lope
=====//=====	Lead Change
c c c c c c c c c c →	Back
Ⓐ	Marker

© by horseshowpatterns.com





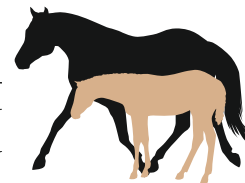
Western Horsemanship

(AQHA Youth, AQHA Amateur)



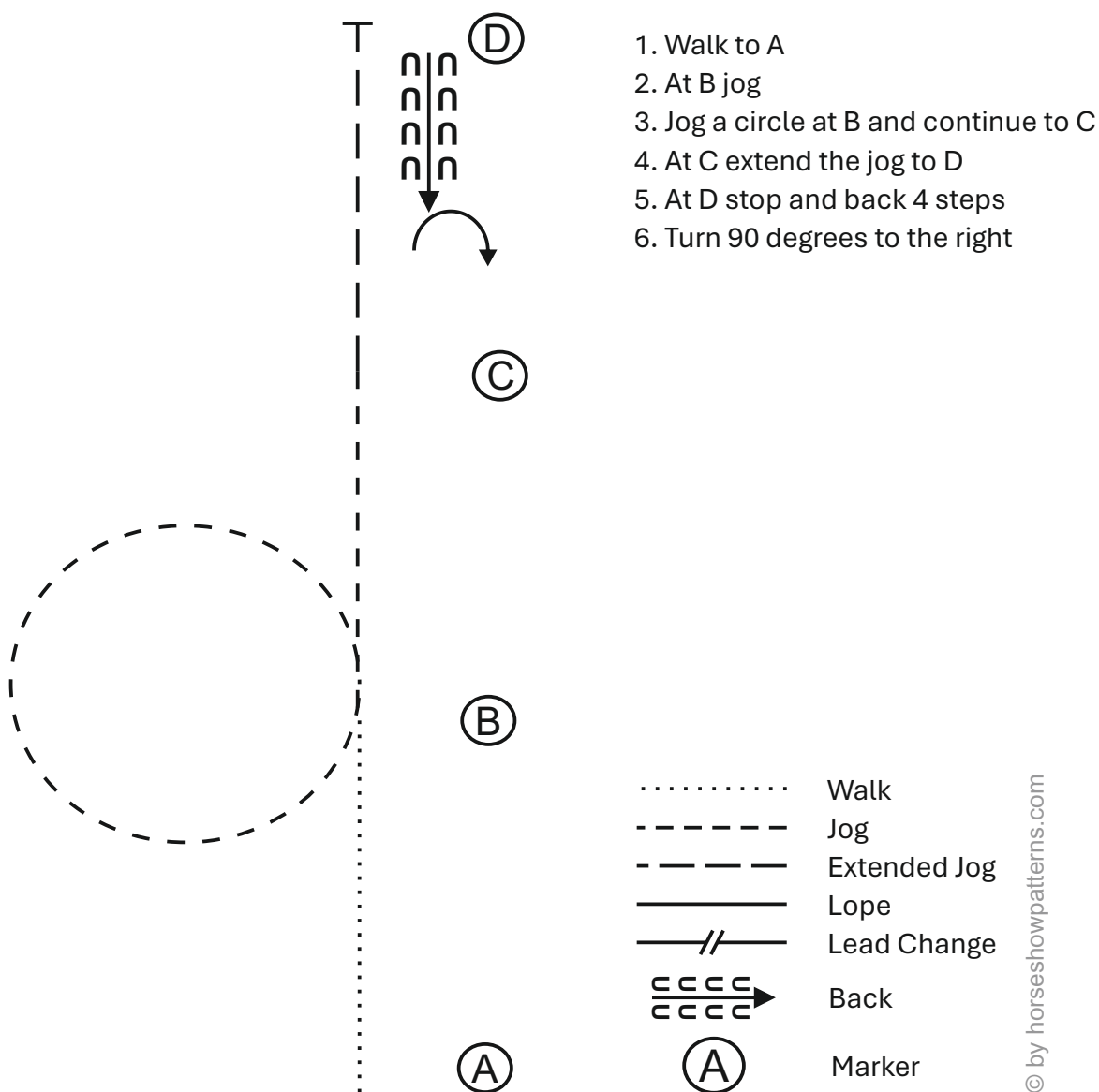
1. Walk to A
2. At A jog to B
3. Stop at B and back 4 steps
4. Lopec on the right lead around C to D
5. Stop at D and perform a 180 degree turn to the left
6. Lopec on the left lead around C, between C and D perform a lead change and continue around D to B
7. Stop at B and perform a 180 degree turn to the right

.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
=====	Lope
=====	Lead Change
	Back
	Marker

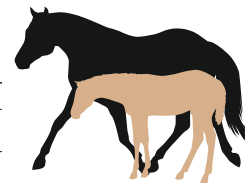


Western Horsemanship

(Rasseoffen Walk-Trot)

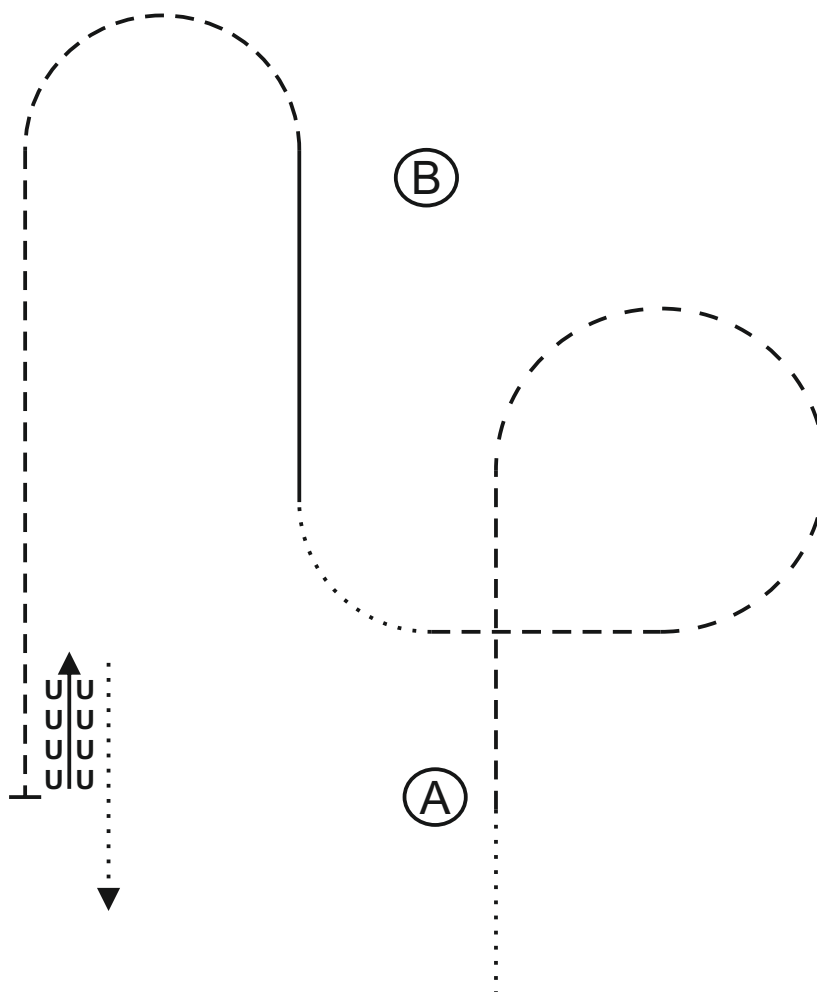


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Hunt Seat Equitation

(AQHA Level 1 Youth, AQHA Level 1 Amateur)



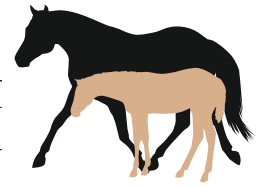
Be ready before A

1. Walk to A
2. Sitting trot halfway to B
3. Left diagonal trot in a 3/4 circle until even with A
4. Walk a quarter circle
5. Canter on the left lead to B
6. When even with B, trot on the right diagonal in a half circle and a straight line until even with A.
7. Halt when even with A and back approximately one horse length
8. Walk to exit

.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
=====	Lope
——//——	Lead Change
↵↵↵↵↵↵	Back
Ⓐ	Marker

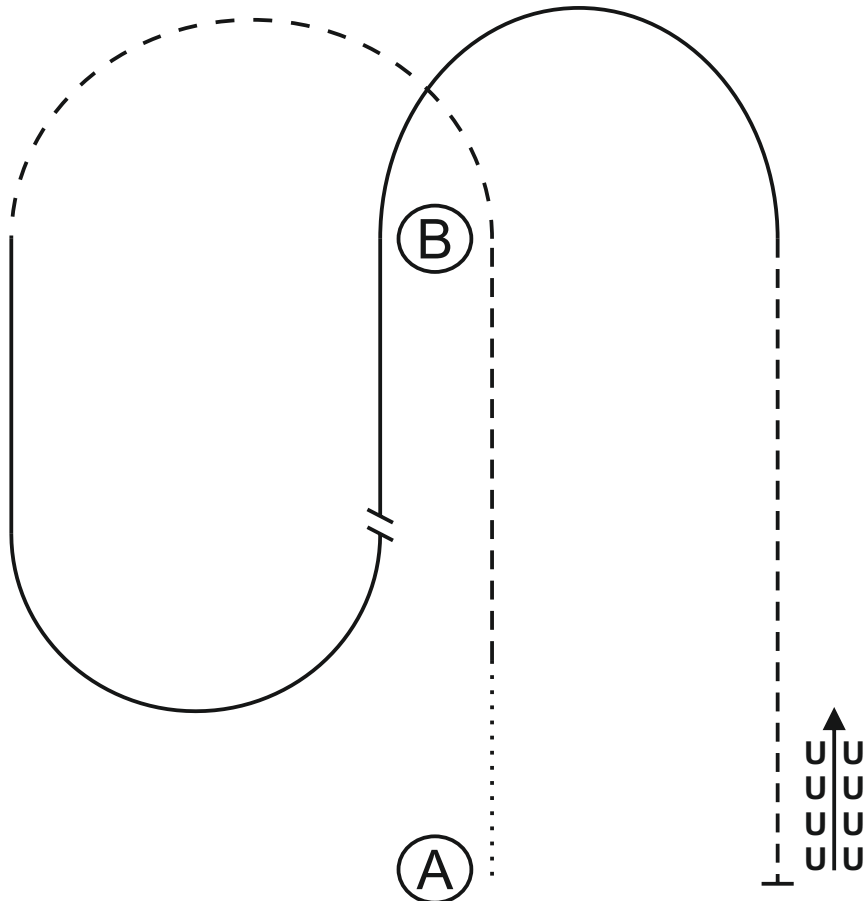
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Follow the instructions of your ring steward





Hunt Seat Equitation

(AQHA Youth, AQHA Amateur)



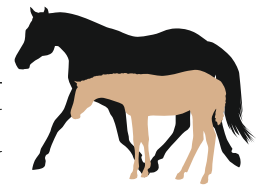
Be ready at A

1. Walk two horse lengths from A
2. Sitting trot to B
3. Posting trot half circle on the right diagonal until even with B
4. Canter a straight line and then a half circle on the left lead until halfway between A and B
5. Perform a simple lead change
6. Canter on the right lead to B and then in a half circle until even with B
7. Posting trot on the left diagonal until even with A
8. Stop and back approximately one horse length

.....	Walk
-----	Jog
- - - - -	Extended Jog
=====	Lope
=====//=====	Lead Change
	Back
	Marker

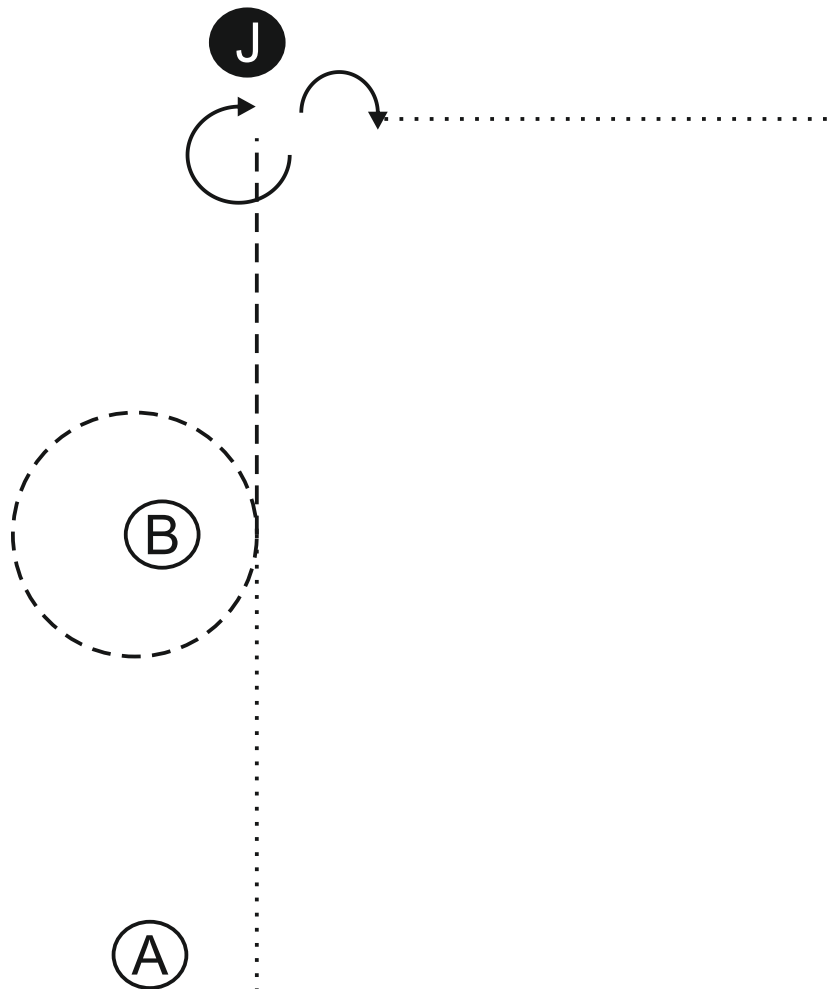
© by horseshowpatterns.com

Follow the instructions of your ring steward



Showmanship at Halter

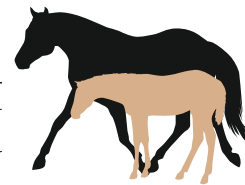
(AQHA Level 1 Youth, AQHA Level 1 Amateur, Rasseoffen)



Be ready at A

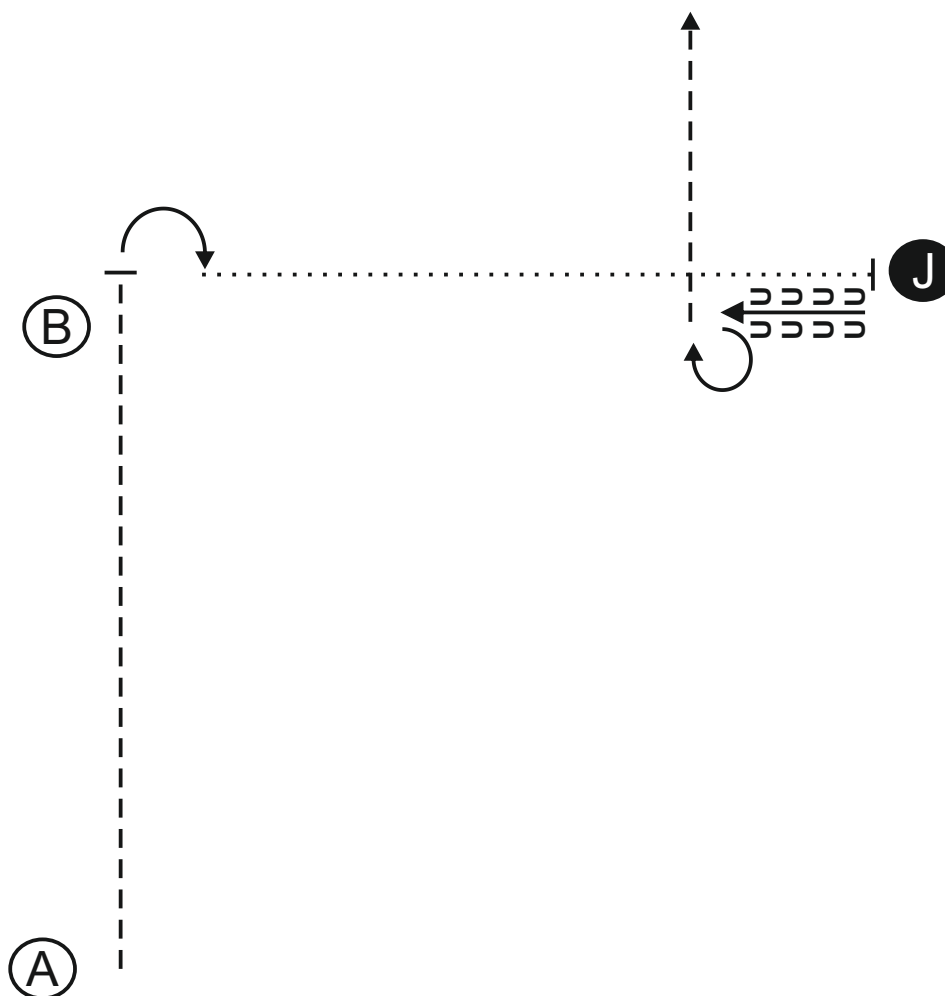
1. Walk from A to B
2. At B trot. Trot a circle around B and continue to the judge
3. Stop and perform a 360 degree turn. Set up for inspection
4. When dismissed perform a 90 degree turn
5. Walk straight away from the judge

.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
=====	Lope
——//——	Lead Change
	Back
Ⓐ	Marker



Showmanship at Halter

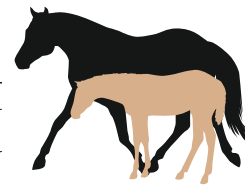
(AQHA Youth, AQHA Amateur)



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line up

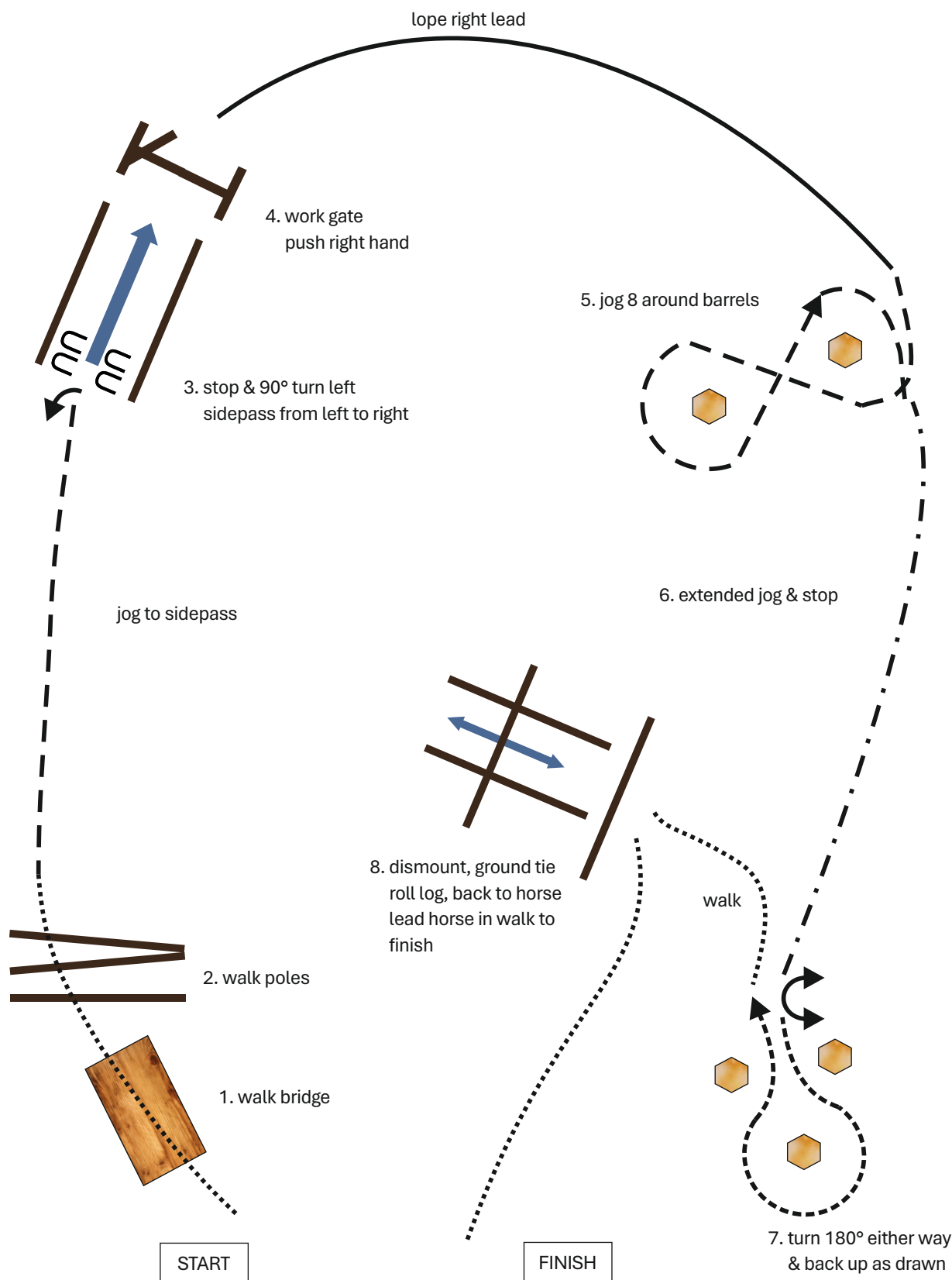
.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
—————	Lope
——//——	Lead Change
↵↵↵↵↵↵	Back
Ⓐ	Marker

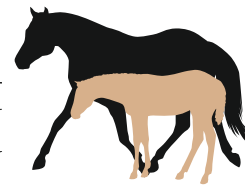
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Ranch Trail

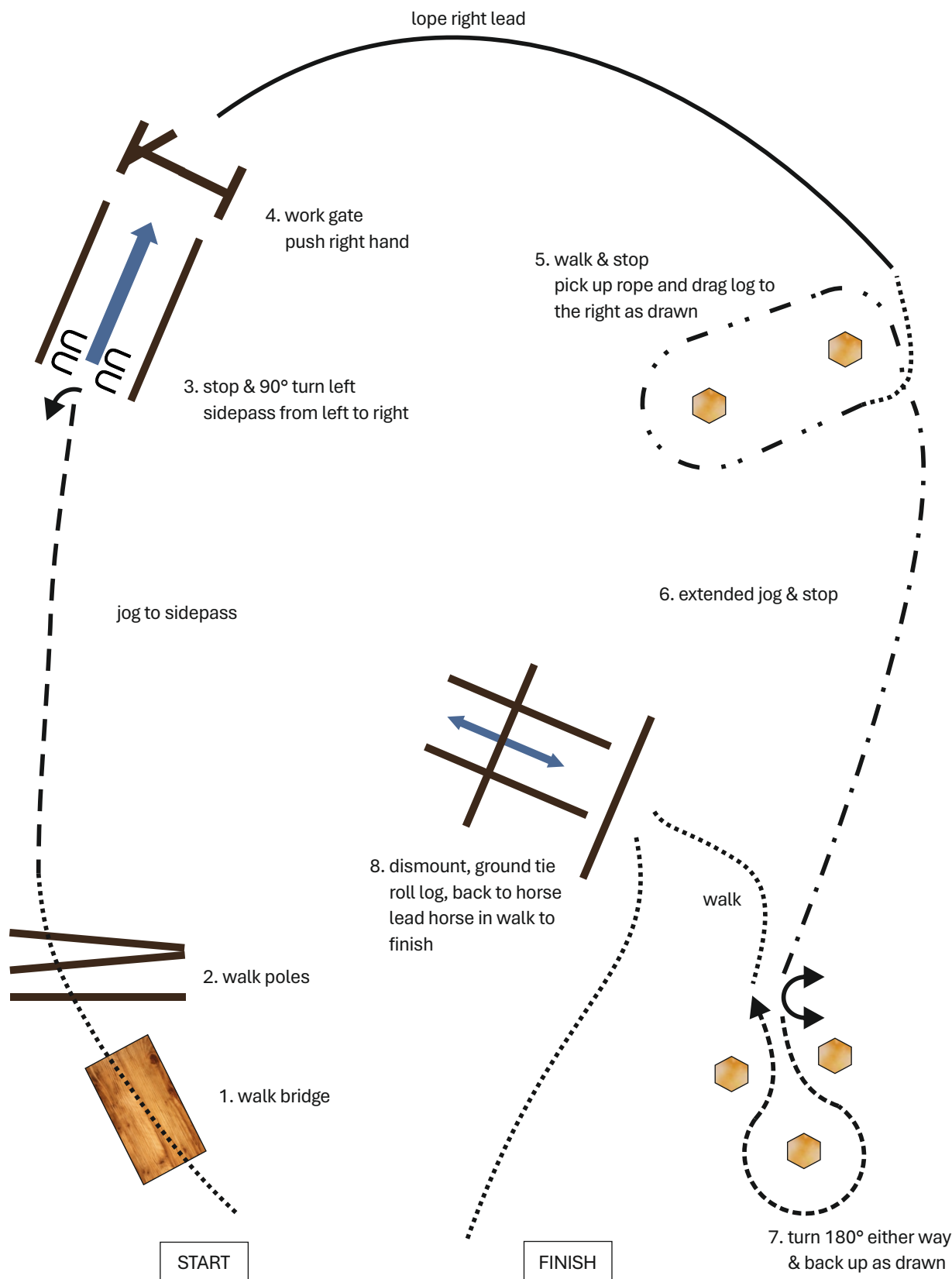
(Level 1 , Level 1 Amateur, Rasseoffen)

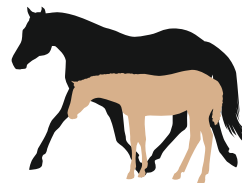




Ranch Trail FUTURITY & MATURITY

(all Non-Level 1 classes)

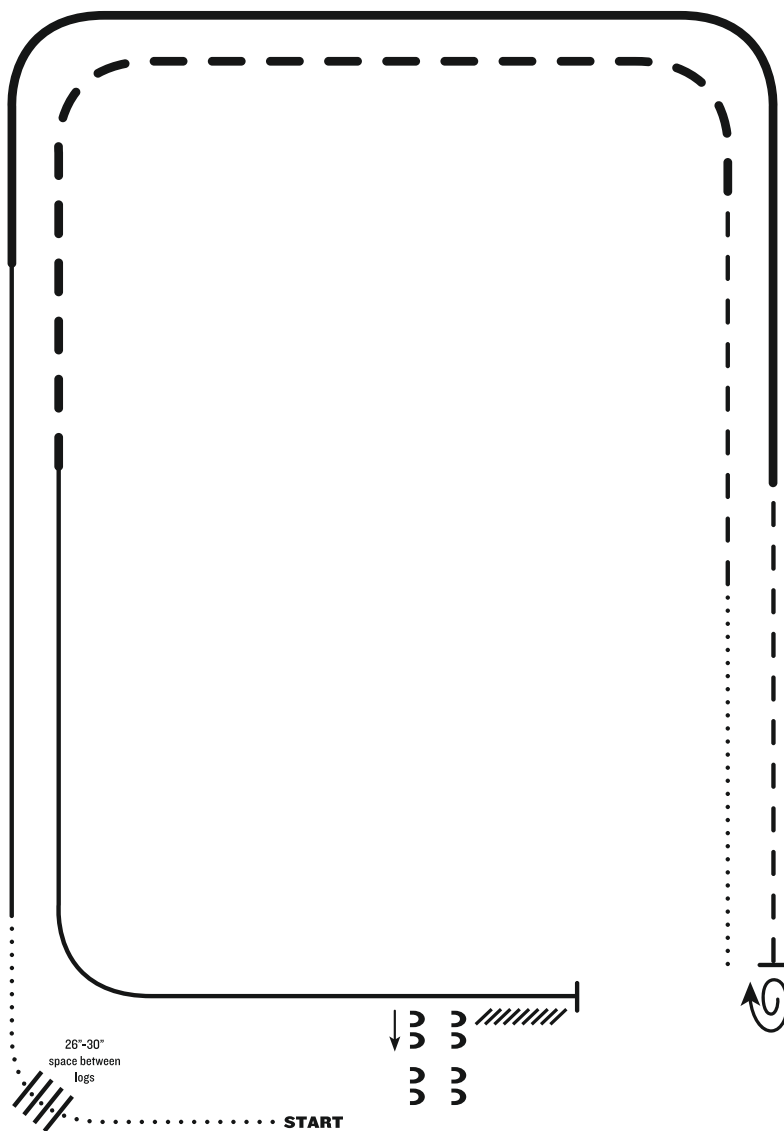




Ranch Riding FUTURITY

(all Ranch Riding classes Sunday)

RANCH RIDING PATTERN 6

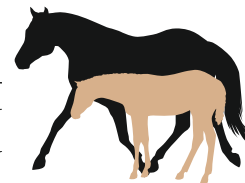


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

LEGEND

---	Walk
- - -	Extended Walk
- · -	Trot
- - -	Extended Trot
---	Lope
---	Extended Lope
////	Back
\\	Lead Change

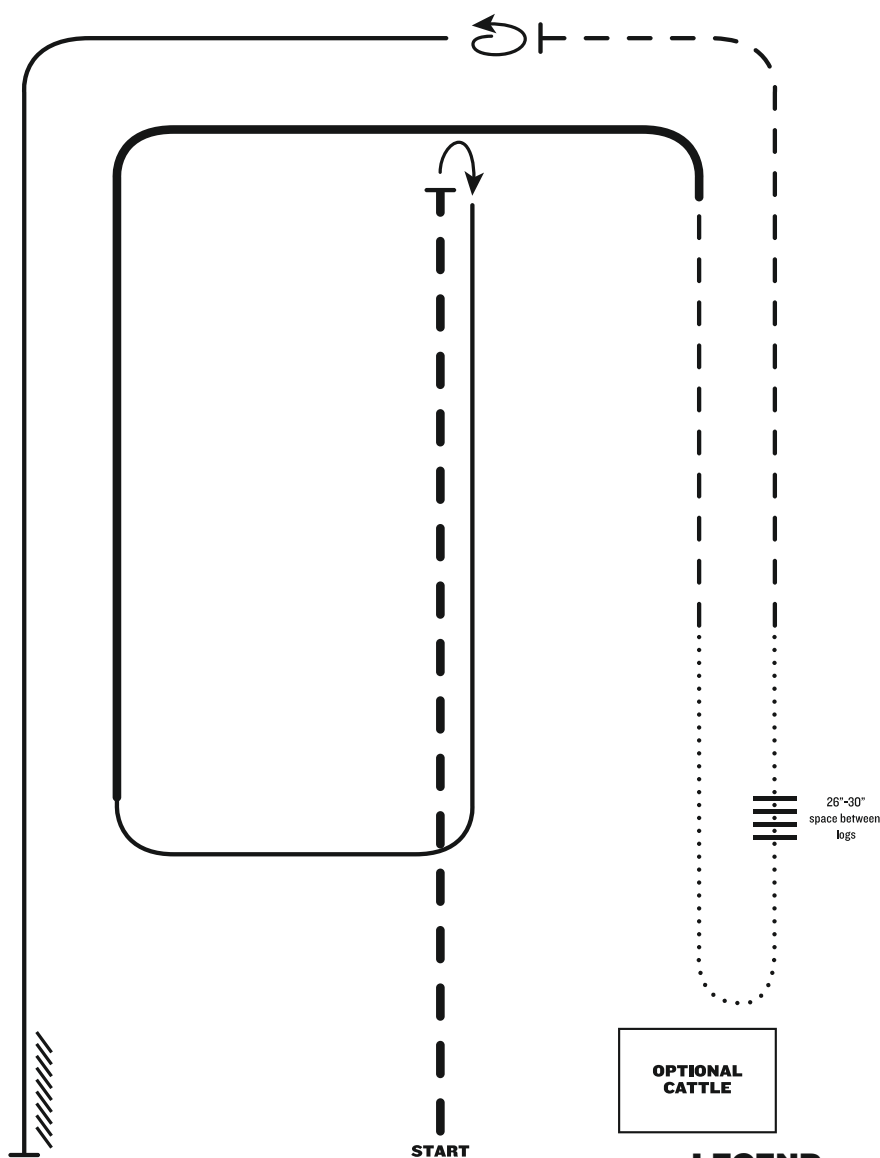
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



Ranch Riding MATURITY

(all Ranch Riding classes Friday)

RANCH RIDING PATTERN 15



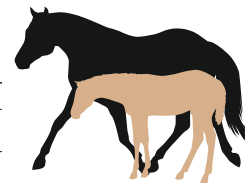
1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

**OPTIONAL
CATTLE**

LEGEND

- Walk
- - - Extended Walk
- - Trot
- - Extended Trot
- Lope
- Extended Lope
- //// Back
- \\ Lead Change

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.

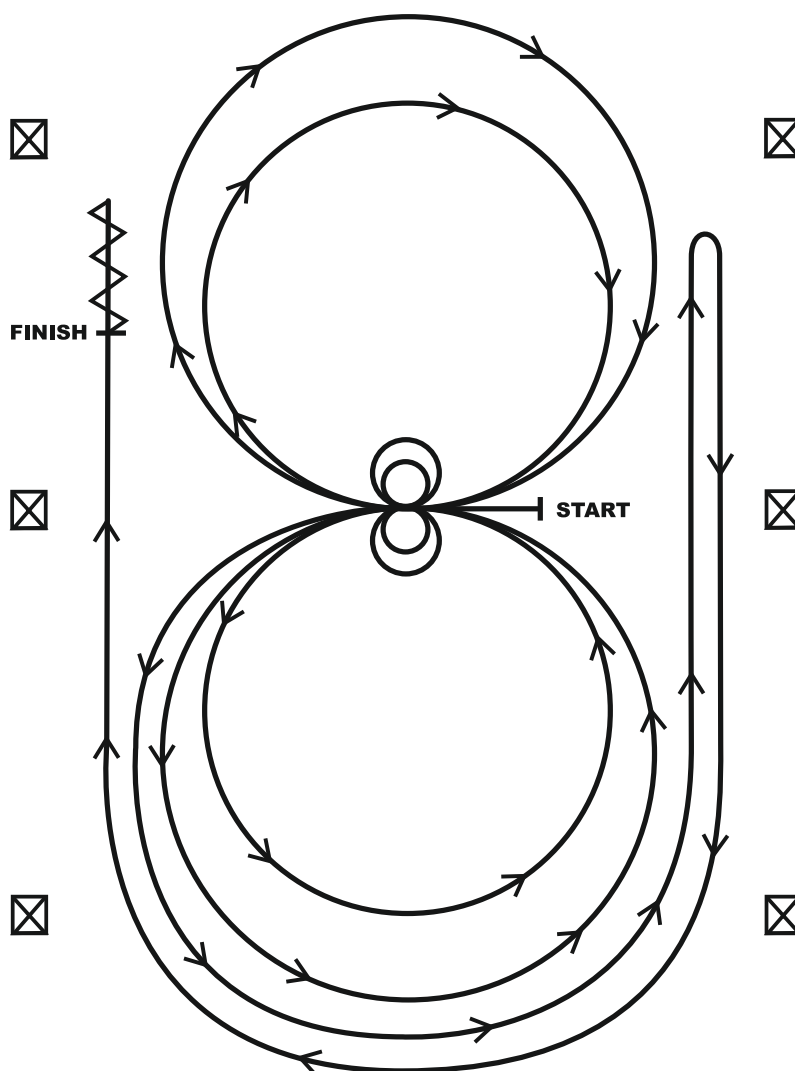


Reining FUTURITY

(Level 1, Level 1 Amateur, Level 1 Youth)

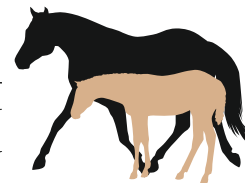
REINING PATTERN A

Approved only for Level 1 Youth & Amateur, Youth 13 & Under



Horses may walk or 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.

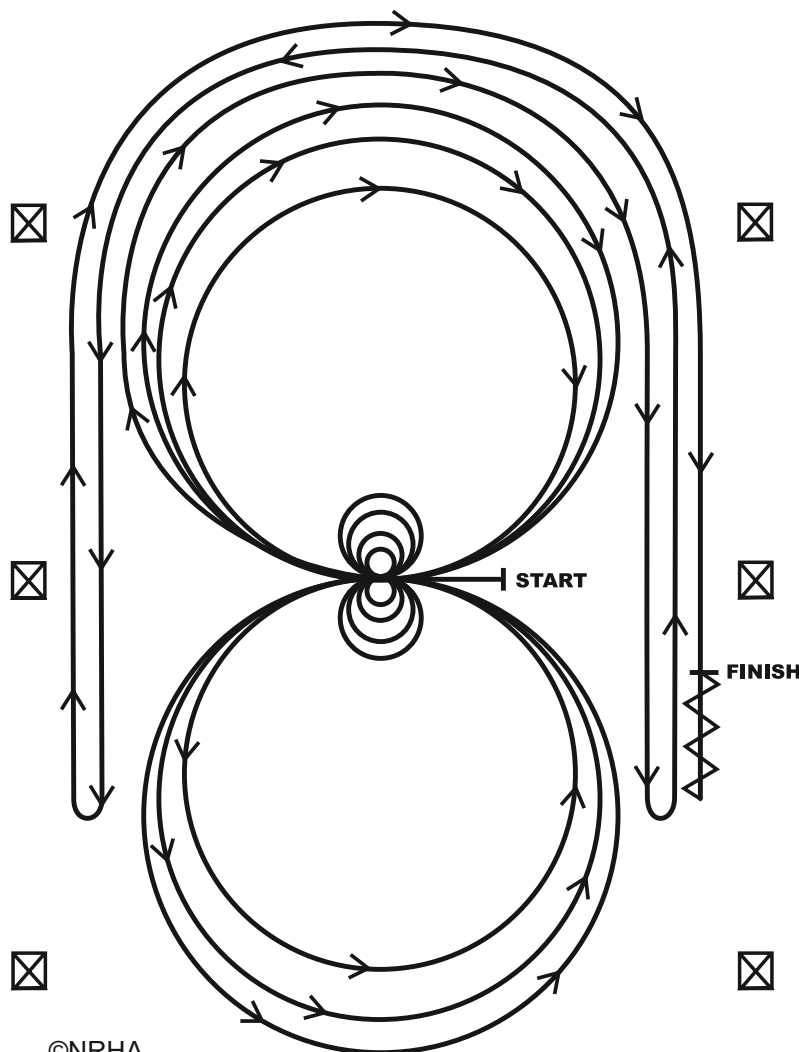
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.



Reining MATURITY

(all non Level 1 classes)

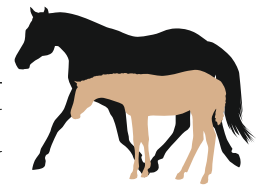
REINING PATTERN 14



©NRHA

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

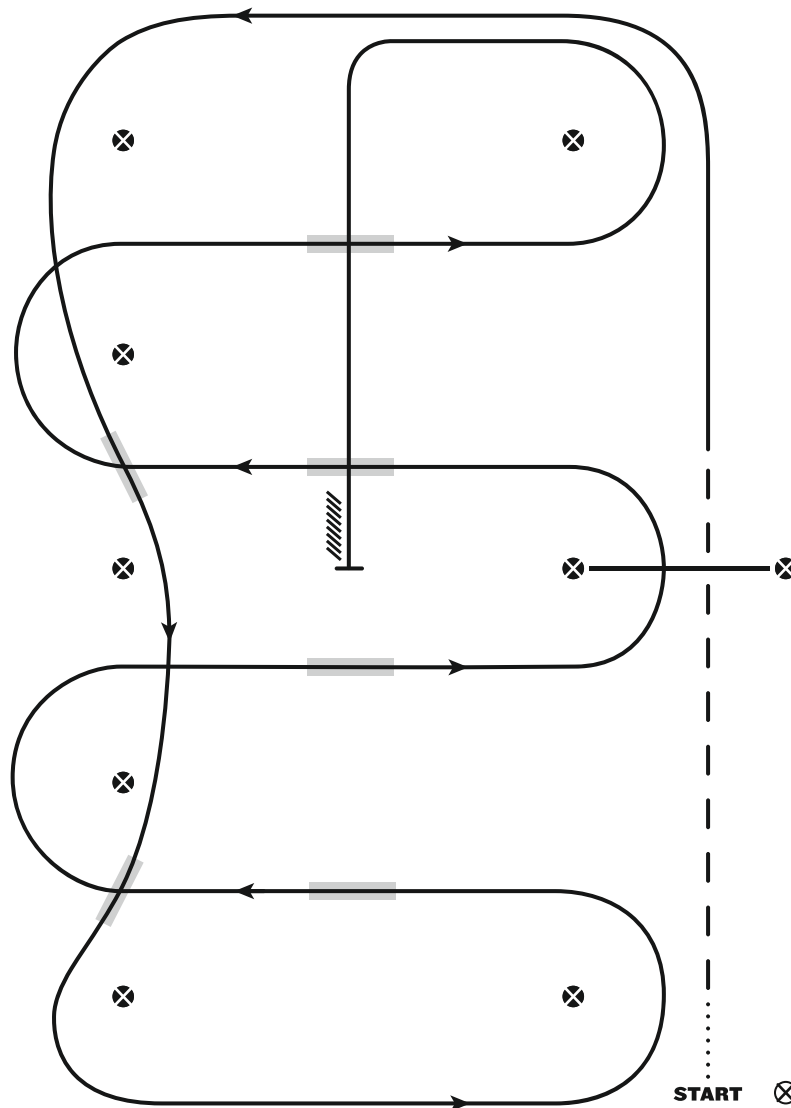
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to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



Western Riding FUTURITY

(all Level 1 classes + Rasseoffen)

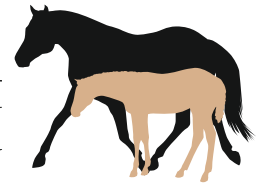
LEVEL 1 WESTERN RIDING PATTERN 1



1. Walk at least 15 feet from start cone to the first marker, 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. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

LEGEND

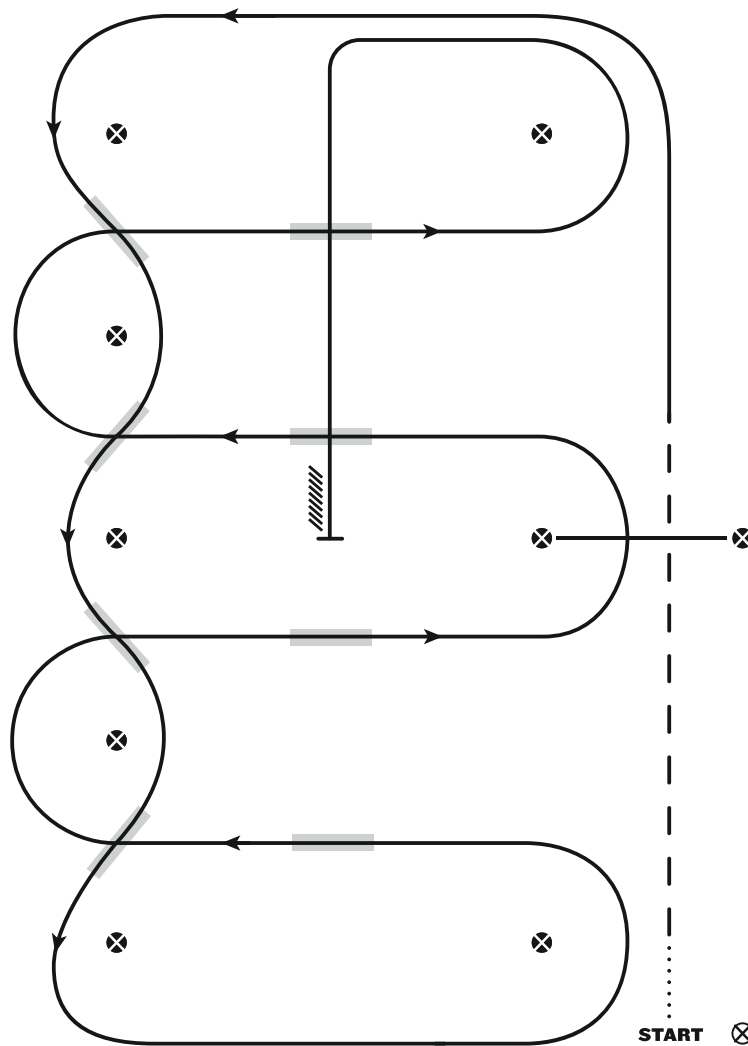
----	Walk
- - -	Jog
—	Lope
////	Back
■	Lead Changing Area



Western Riding MATURITY

(all non Level 1 classes)

WESTERN RIDING PATTERN 1



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of 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

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