

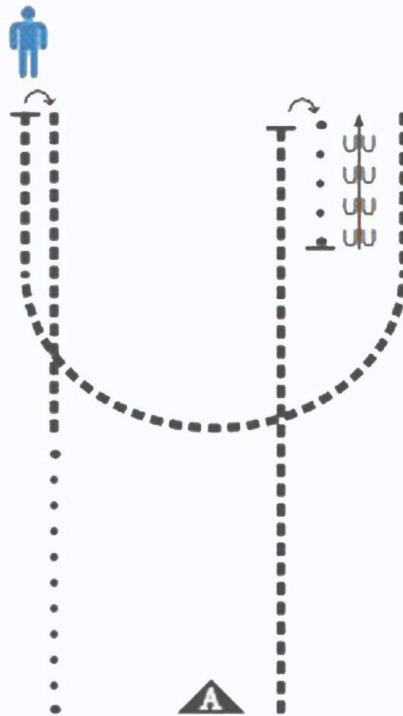


# Pattern Book 2025

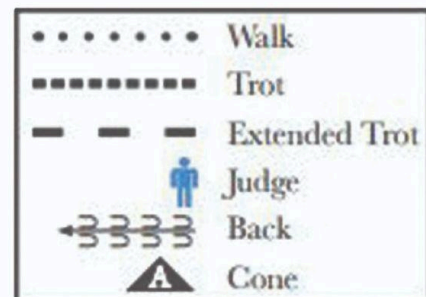
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## Showmanship Class 12, 13, 14, 15, 16, 17

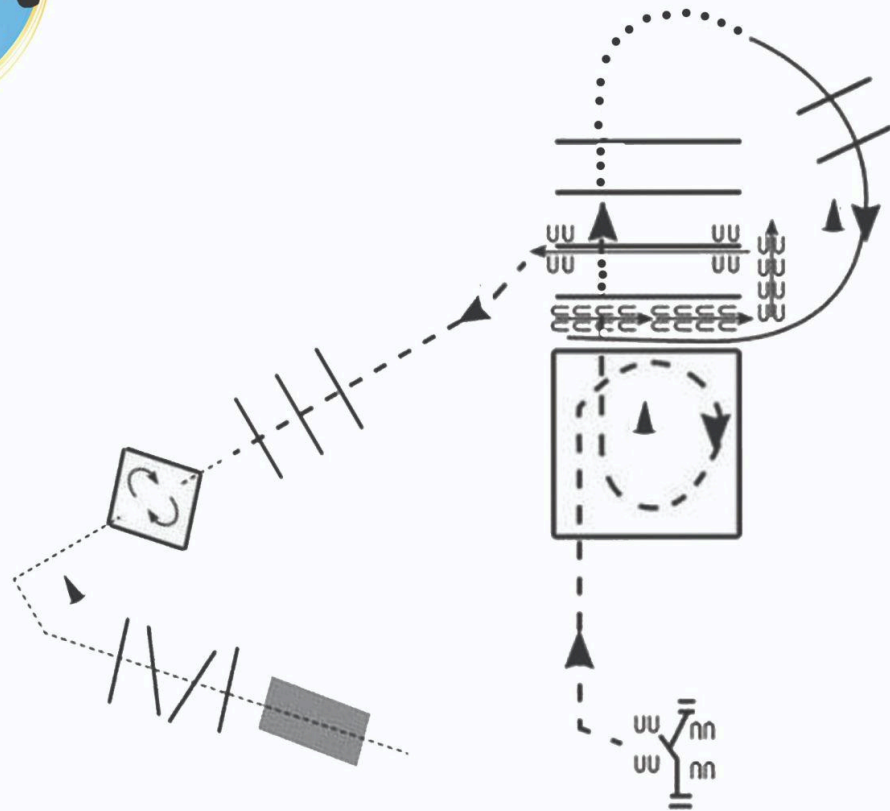


1. Trot
2. Stop. Perform a 180 degree turn
3. Walk 4 - 5 steps.
4. Stop. Back 4 -5 steps.
5. Trot 1/2 circle to judge.
6. Stop and set up.
7. Inspection.
8. Perform a 180 degree turn.
9. Trot. Once past the arc, walk to exit.





## Trail Class 18, 19, 20, 21, 22, 23, 24

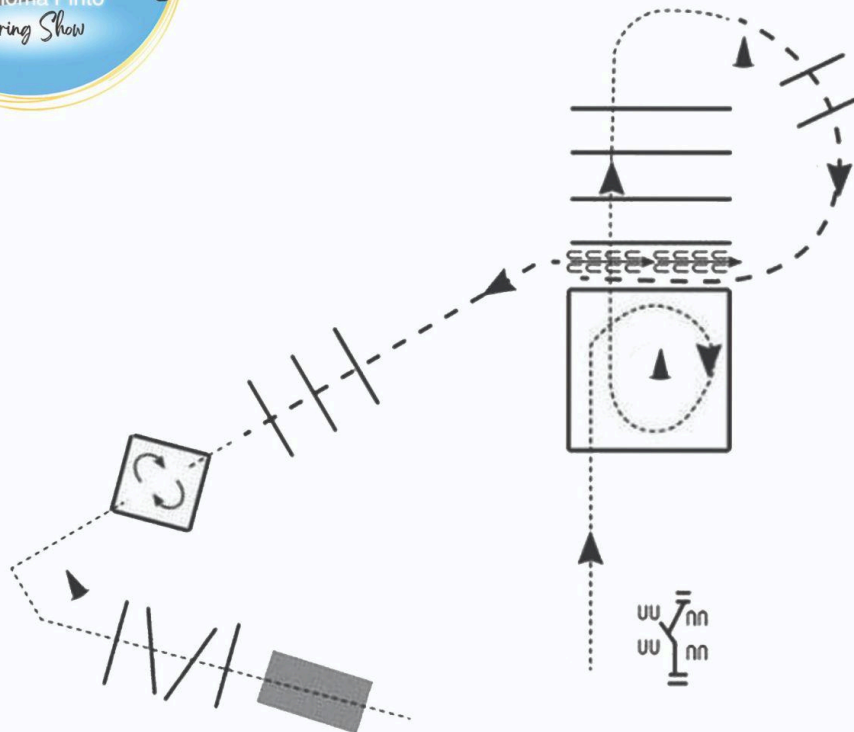


1. Work gate, turn right.
2. Walk into box, around cone and over poles.
3. Lope right lead over poles, into alley, stop.
4. Back out of alley in an L shape. Sidepass right over log.
5. Trot over poles as drawn.
6. Walk to and into box. Perform a full turn to the right and walk out of box to poles.
7. Walk over poles and continue over bridge. Pattern complete.

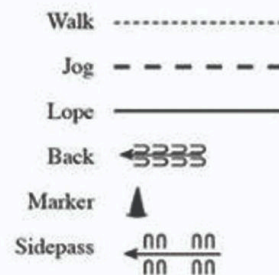
Walk	-----
Jog	- - - - -
Lope	—————
Back	←3333
Marker	▲
Sidepass	← nn nn nn nn



## Trail W/T Class 25, 26, 27, 28, 29

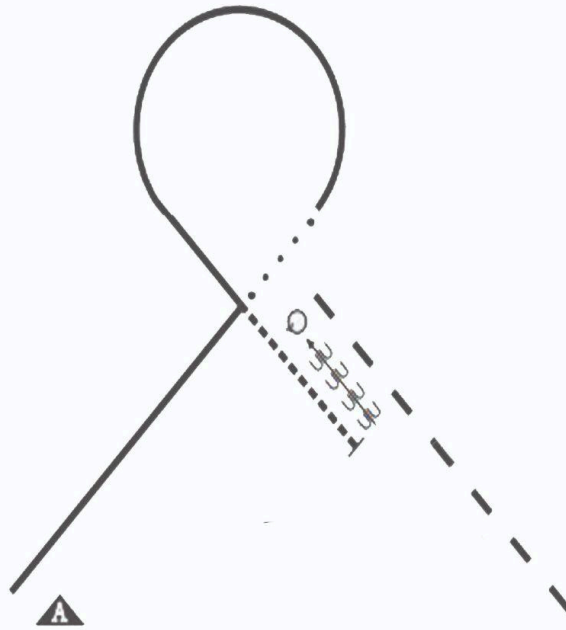


1. Work gate, turn right.
2. Walk into box, around cone and over poles.
3. Trot, over poles, into alley, stop.
4. Back straight out of alley.
5. Trot out of alley, over poles as drawn.
6. Walk to and into box. Perform a full turn to the right and walk out of box to poles.
7. Walk over poles and continue over bridge. Pattern complete.





# Horsemanship, Mulemanship, Donkeymanship Class 44, 45, 46, 47



1. Lope right lead.
2. Walk.
3. Lope left lead.
4. Jog.
5. Stop and back.
6. Perform a 360 degree turn left.
7. Extended jog to exit.

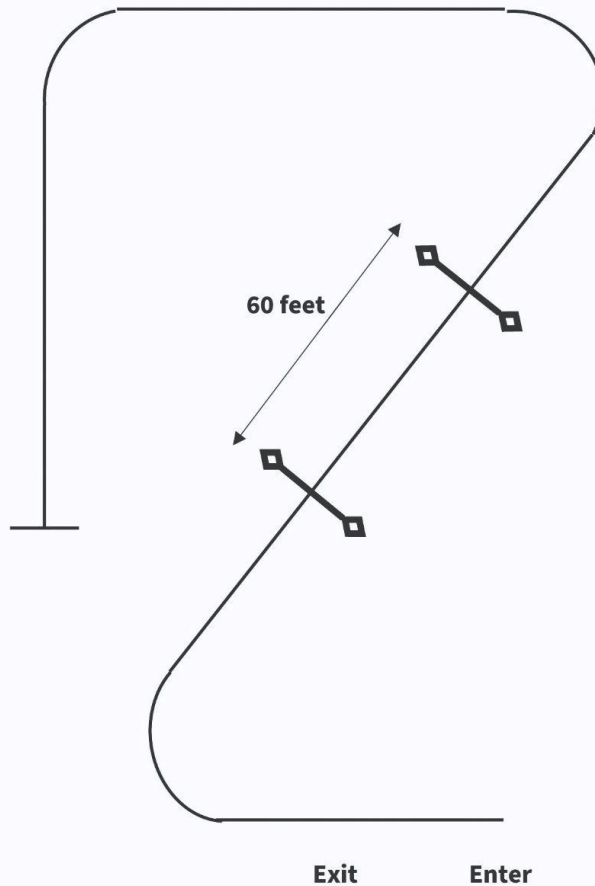
.....	Walk
.....	Jog
- - - -	Extended Jog
————	Lope
=====	Extended Lope
////	Lead Change
←←←←	Back
▲	Cone





## Hunter Hack - Class 53 & 54

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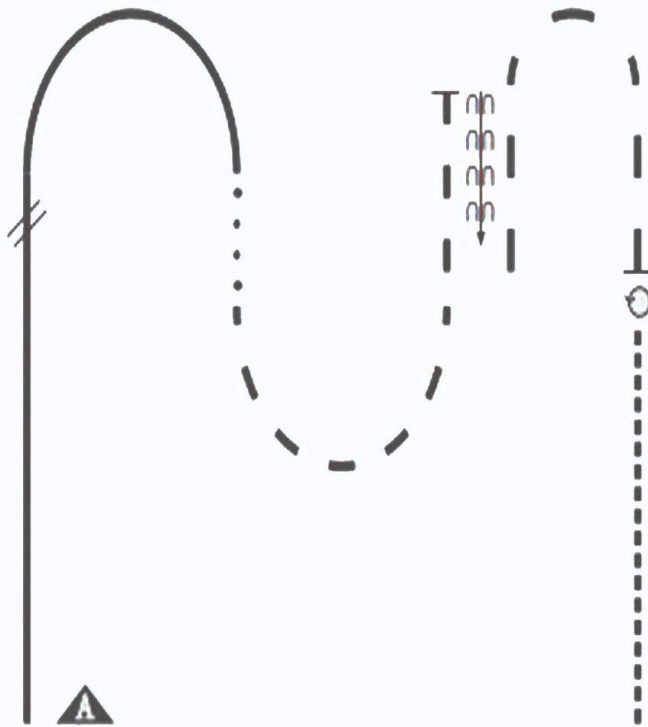


1. Fences are set approximately 60 feet apart.
2. After second fence, hand gallop around end and down side.
3. Halt.
4. Drop your reins to signify completion.





## English Equitation Class 67, 68, 69, 70



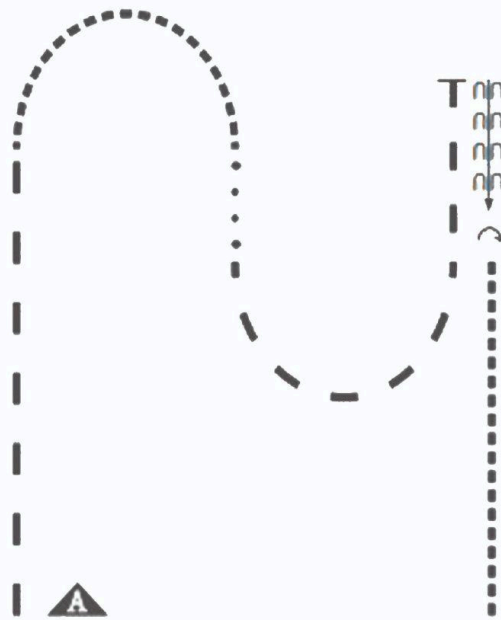
1. Canter left lead.
2. Change leads.
3. Canter right lead.
4. Walk 4 to 5 setps.
5. Posting trot right diagonal.
6. Stop and back.
7. Posting trot left diagonal.
8. Stop, performa a 360 degree turn left on forehand.
9. Exit at a sitting trot.

.....	Walk
-----	Sitting Trot
- - - - -	Trot
	Two Point
=====	Canter
=====	Hand Gallop
///	Change Lead
← 3 3 3 3	Back
▲	Cone





# English Equitation Class 71, 72, 73

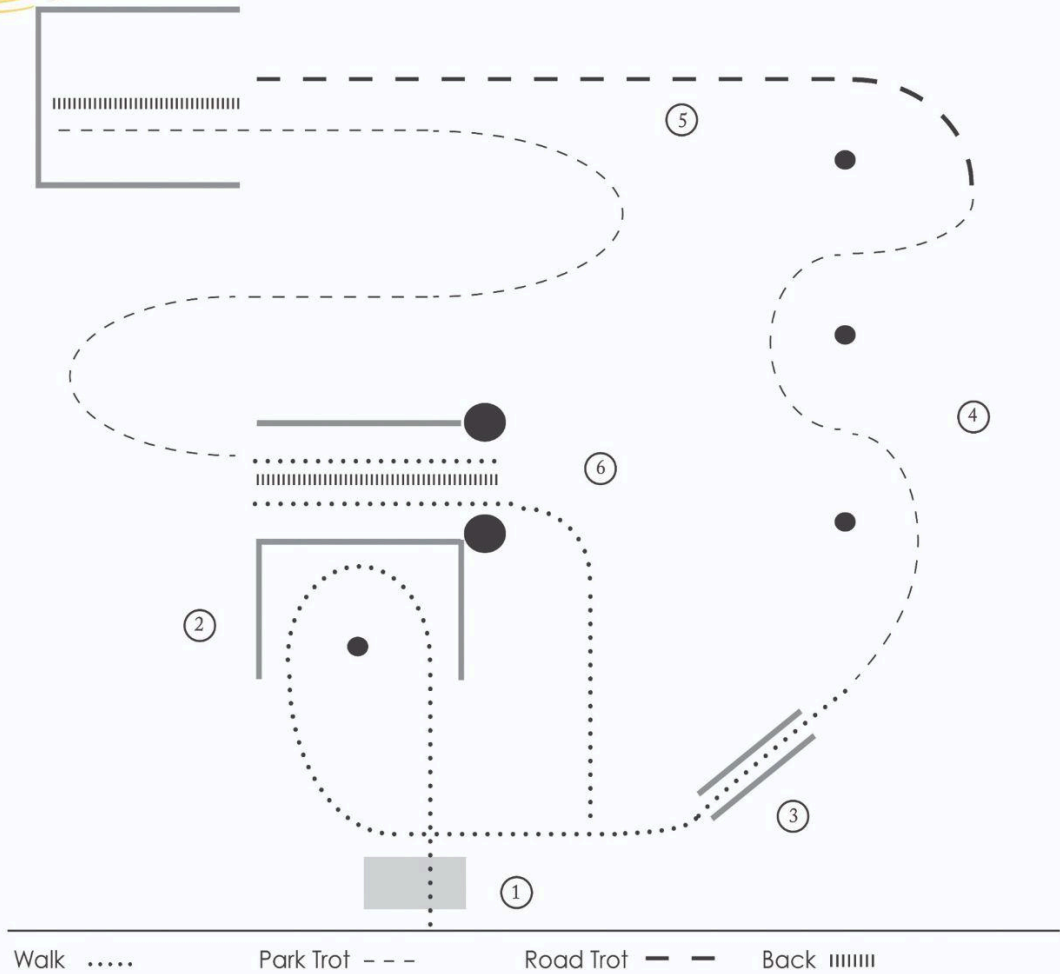


1. Posting trot left diagonal.
2. Sitting trot.
3. Walk 4 to 5 setps.
4. Posting trot right diagonal.
5. Stop and back.
6. Posting trot left diagonal.
7. Stop, performa a 180 degree turn right on forehand.
9. Exit at a sitting trot.

.....	Walk
-----	Sitting Trot
- - - - -	Trot
.....	Two Point
—————	Canter
=====	Hand Gallop
////	Change Lead
← 3 3 3 3	Back
▲	Cone



## Obstacle Driving Class 74, 75, 76

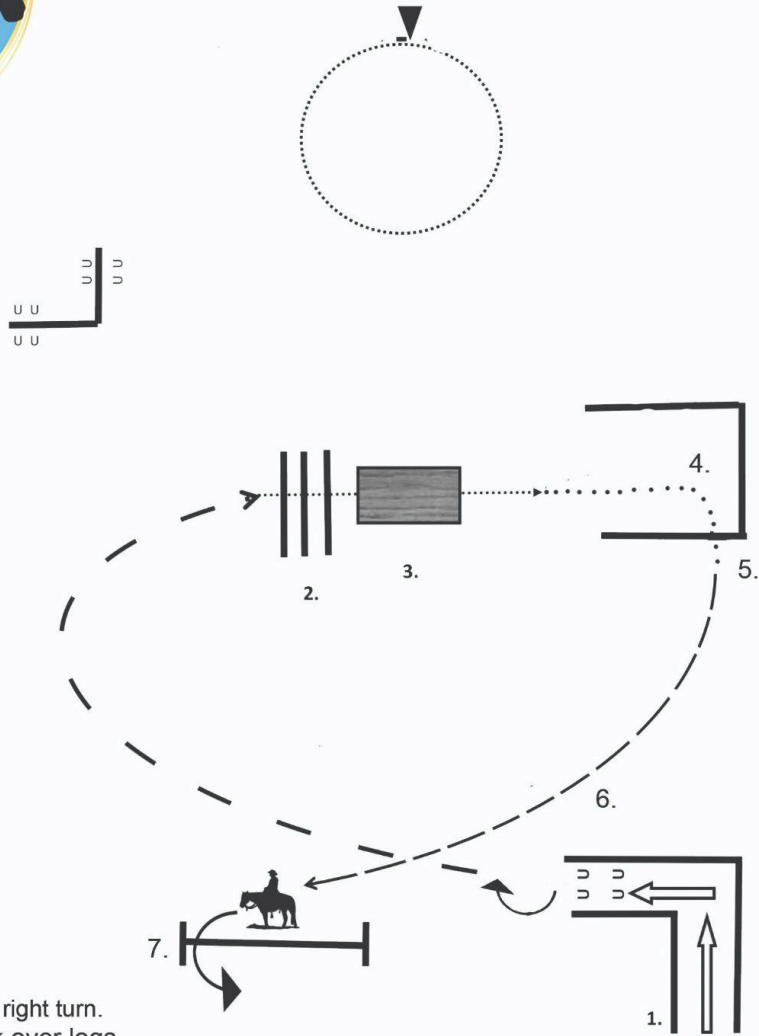


### Instructions

1. Walk over simulated water.
2. Walk through U.
3. Walk through straight and narrows, either wheel.
4. Park trot through serpentine.
5. Road trot to box, pivot, back until wheels touch back pole
6. Park trot, walk into chute, stop, back horse length, walk to exit.



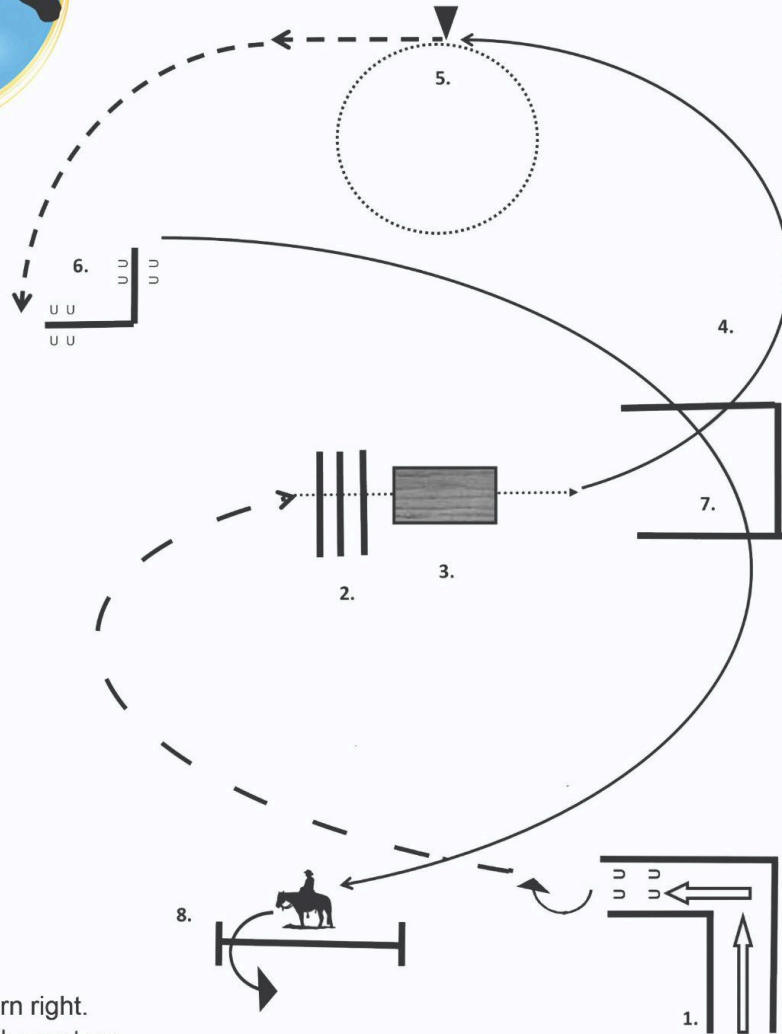
## 2 & Under In Hand Ranch Fundamentals Class 86, 87, 88



1. Back L, then 180 right turn.
2. Trot to logs, walk over logs.
3. Walk over bridge
4. Walk into chute. Stop for 5 seconds. .
5. Walk out of box as drawn.
6. Trot to gate.
7. Work Gate.



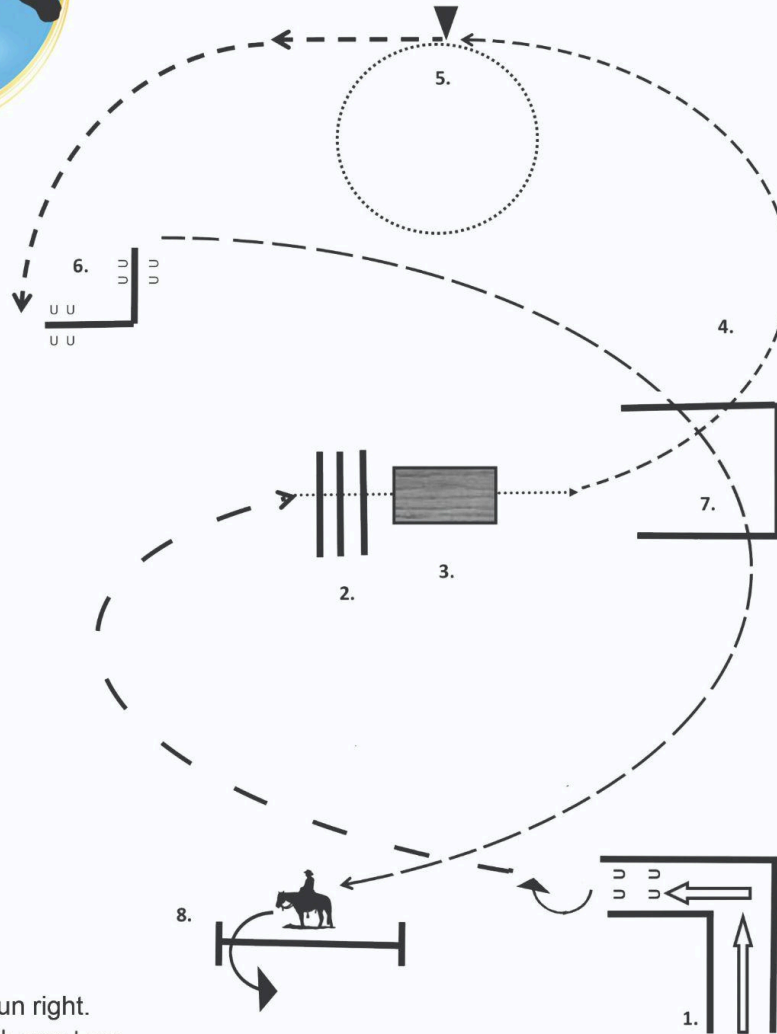
# Ranch Trail Class 89, 90, 91, 92, 93, 94



1. Back L. 180 turn right.
2. Ext. Trot , Walk over Logs
3. Walk over bridge
4. Lope Left Lead Lope Through Box to log drag.
5. Drag log in a circle to the left. Return log to original position. Youth No log drag go right to #6.
6. Trot to side pass, Side pass L.
7. Lope Right Lead through Box to Gate
8. Work gate



## Ranch Trail W/T Class 95, 96, 97

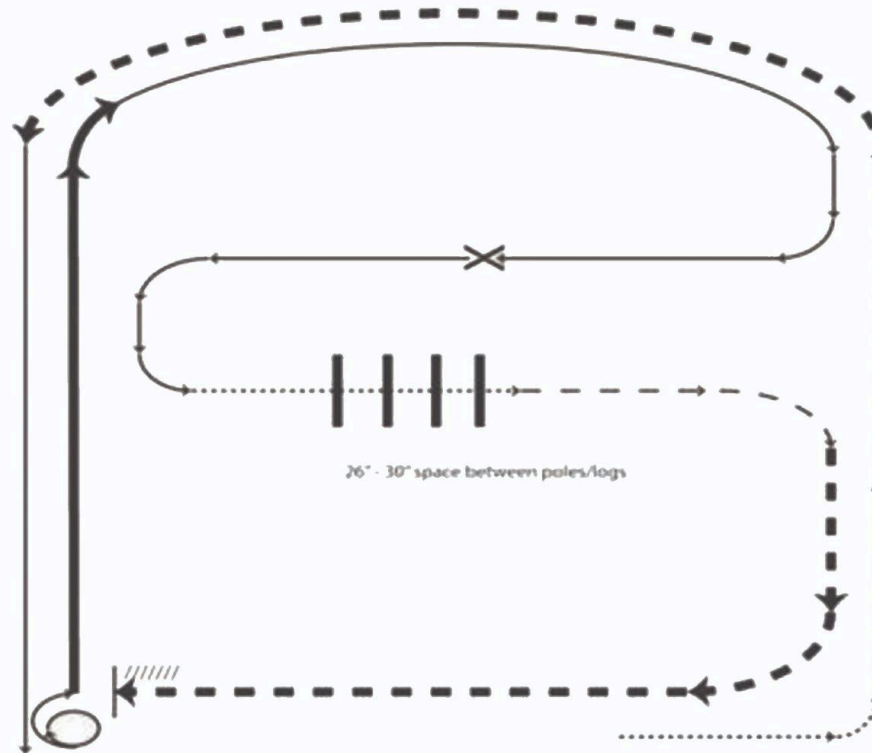


1. Back L. 180 turn right.
2. Ext. Trot , Walk over Logs
3. Walk over bridge
4. Trot through box to log drag.
5. Drag log in a circle to the left. Return log to original position. Youth No log drag. Go to #6.
6. Trot to side pass, Side pass L.
7. Extended Trot through box to gate.
8. Work gate



Ranch Riding Class 108, 109, 110, 111,  
112, 113, 114

## Ranch Riding - Pattern 2



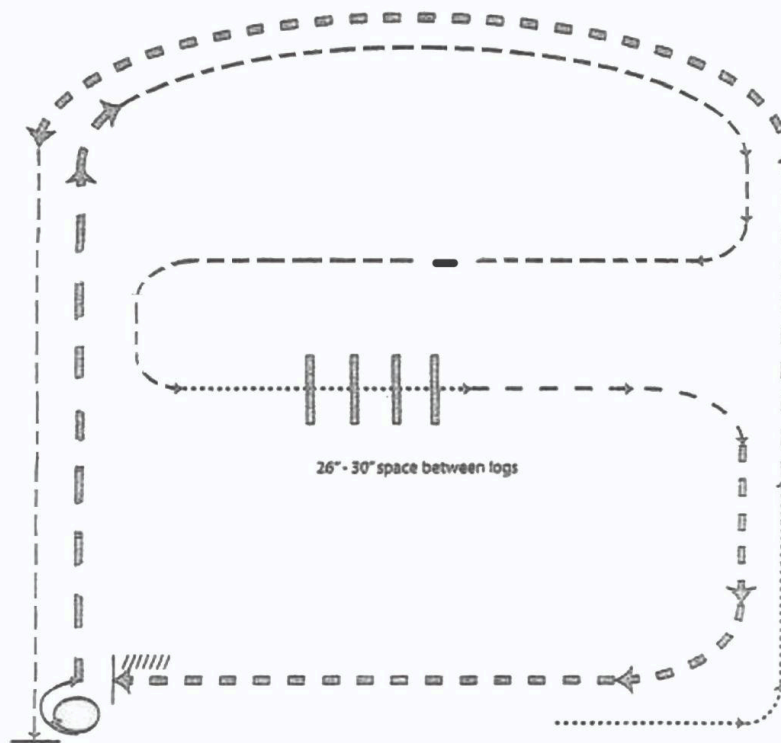
### RANCH RIDING -- PATTERN #2

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, one and one-half (1 1/2) turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back



## Ranch Riding Class 115, 116, 117

### Ranch Riding - Pattern 17 Walk/Trot



#### RANCH RIDING -- P A T T E R N # 1 7

1. Walk
2. Trot
3. Extend the trot
4. Trot
5. Stop, 1 1/2 turn right
6. Extend the trot
7. Trot
8. Walk
9. Walk over logs
10. Trot
11. Extend the trot
12. Stop and back

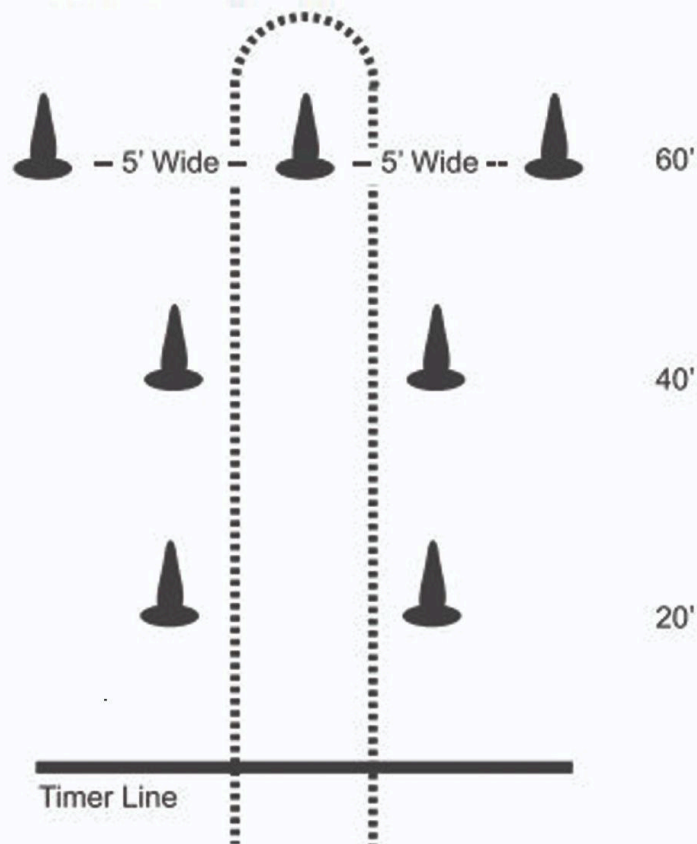




## Pylon Alley Class 126, 127, 128

### 198 Pylon Alley

- A. An alley with the following dimensions is set up with pylons (traffic cones) 21' feet from timer line, 5' feet wide, 21' feet between side cones and end set of cones, 5' feet between the 3 cones set at the end with the center cone placed in the center of the alley.
- B. Contestant is allowed a 45' foot running start as described in General Gymkhana rules.
- C. Knocking over any cone or stepping across the center cone results in disqualification.
- D. Timer starts as the animal's nose crosses the timer line and stops as the animal's nose crosses on the return.
- E. In the event of a tie, there will be a run off or flip of a coin if both contestants agree.



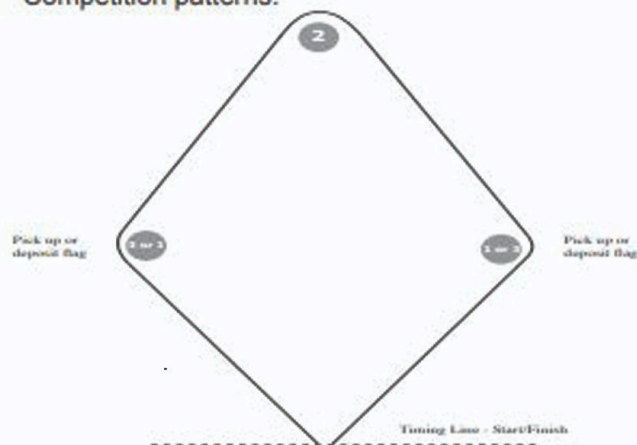


## PtHA Flags Class 138, 139, 140, 141, 142

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### O4. Flag Race Competition

- A. Management should allow ample room between the barrels and any side fences. Measurements are made to the center of the base of the barrel. A five gallon bucket 3/4 full of sand or other suitable material, shall be placed on the barrels as a depository for the 18" flags.
- B. The rider shall have the option of riding the pattern, either to the left or right, after crossing the timing line.
- C. Penalties – Knocking over the bucket holding the flags without knocking it off the barrel incurs a five-second penalty.
- D. Causes for disqualification.
  - 1. Failure to pick up the flag on the first pass.
  - 2. Failure to place the flag in the bucket on the first pass.
  - 3. Touching any part of the Pinto's body with the flag or stick.
  - 4. Dropping the flag.
  - 5. Knocking over any of the barrels, or knocking the bucket off the barrel.
- G. Course – Three barrels shall be placed to form an isosceles triangle. The distances shall conform to the Cloverleaf Competition patterns.



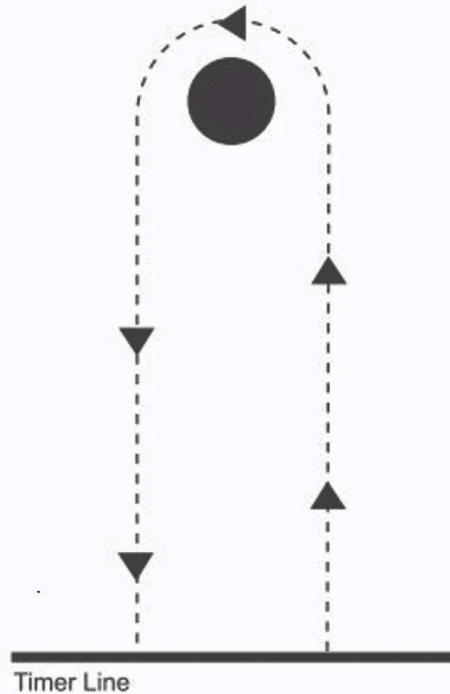


## NASMDA Flags Class 143, 144, 145

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### 200 Flag Race

- A. The Flag Race is a timed event. Contestants will be allowed a 45' foot running start before the starting line as described in the General Gymkhana Rules.
- B. A barrel is set at the far end of the arena at least 18 feet from the end of the arena.
- C. A can or bucket filled with sand or dirt of approximately five gallon size will be set on top of the barrel. A flag secured to a stick approximately 15" inches long is set in the can or bucket.
- D. Contestant must circle barrel, pick up the flag and carry it across the finish line.
- E. Striking the animal with the flag, failure to circle the barrel or carry the flag across the finish line will result in disqualification. Timer starts as animal's nose crosses the starting line and stops as the animal's nose crosses the finish line.
- F. In the event of a tie, there will be a runoff or flip of the coin if both contestants agree.





## Key Hole Class 146, 147, 148, 149, 150

### 197 Keyhole Race

- A. Keyhole is drawn on the ground with white lime in the following dimensions:
1. Lane: 4' foot wide and 8 feet long
  2. Circle: 20' feet in diameter
  3. Center of circle to be 150' feet from timing line.
  4. The back of the circle should be at least 30' feet from the end of the arena.
- B. Contestant is allowed a 45' foot running start as described in General Gymkhana rules.
- C. Contestant enters lane, turns animal around in the keyhole circle, and races back down the lane to the finish line.
- D. Stepping on or out of any of the lines results in disqualification.
- E. Timer starts as the animal's nose crosses the starting line and stops as animal's nose crosses it on the return.
- F. It is the show management's responsibility to see that the keyhole line is clearly visible at all times.

