

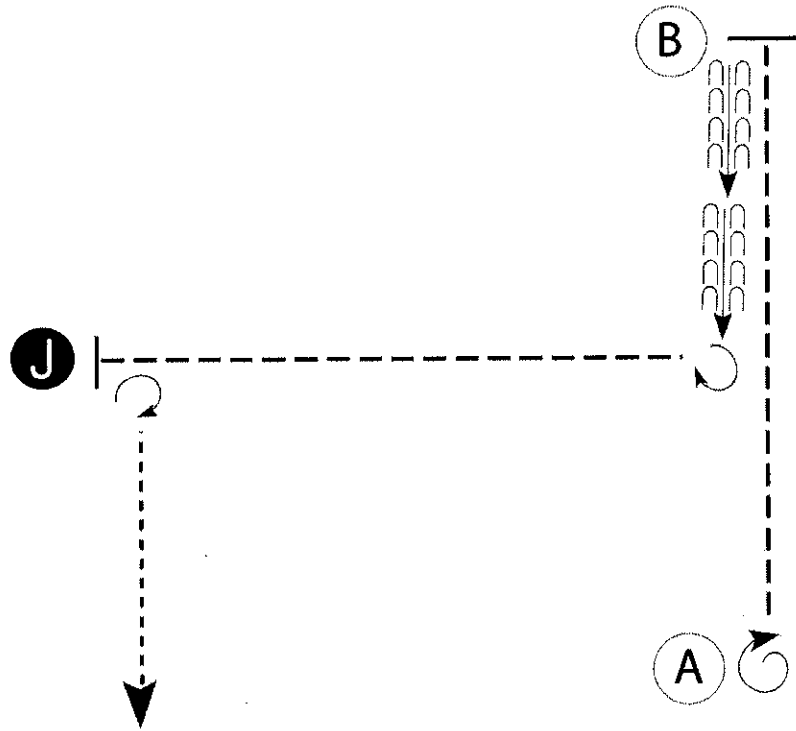
OIHA State Meet

Western Showmanship

Show Date:

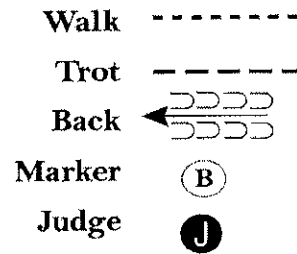
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. When acknowledged, perform a 360 degree turn.
2. Trot to B.
3. Stop at B and back.
4. Perform a 270 degree turn.
5. Trot to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 270 degree turn.
8. Walk straight away from judge.



Follow the instructions of your ring steward.

[S/3-45]

Pattern Provided by:
OIHA

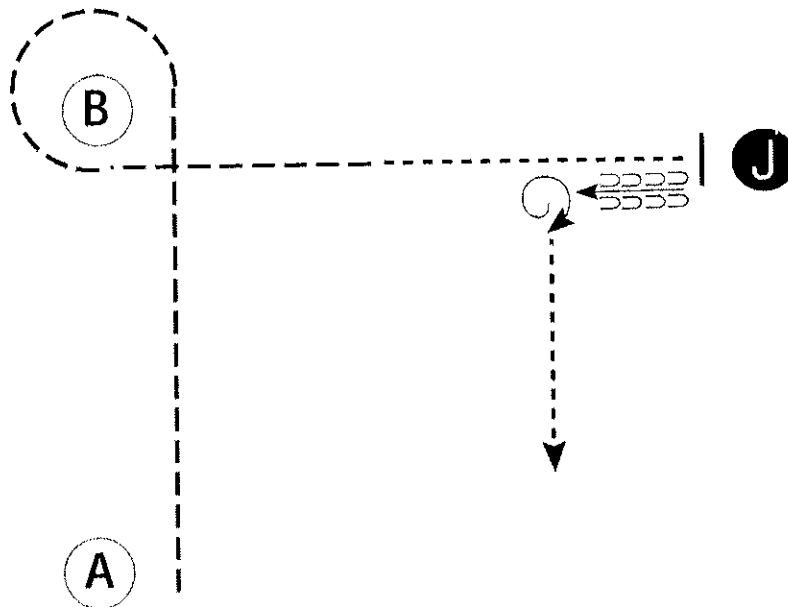
OIHA State Meet

Hunt Seat Showmanship

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Trot from A to B.
2. Trot a tight circle around B.
3. Continue to trot halfway to judge.
4. Break to a walk and walk to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately one horse length.
7. Perform a 1 1/4 turn and walk away.

Follow the directions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← — — — —
Marker	ⓑ
Judge	ⓐ

[S/3-56]

Pattern Provided by:

OIHA

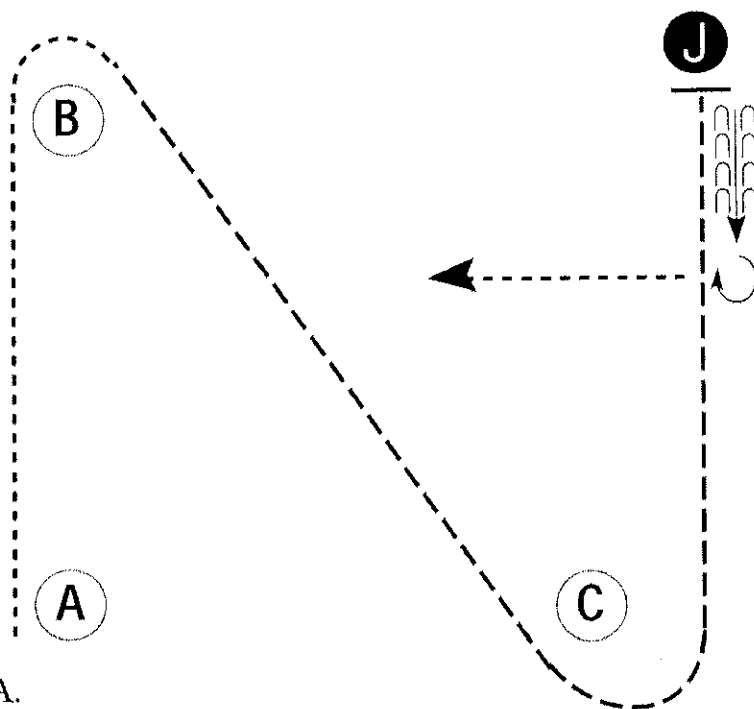
OIHA State Meet

Saddle Seat Showmanship

Show Date:

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 to and around B.
2. Trot to and around C and to judge.
3. Stop and set up for inspection.
4. When dismissed, back approximately one horse length.
5. Perform a 270 degree turn.

Walk straight away and follow the instructions of your ring steward.

Walk
Trot	-----
Back	←————
Marker	⊙
Judge	●

[S/3-62]

Pattern Provided by:
OIHA

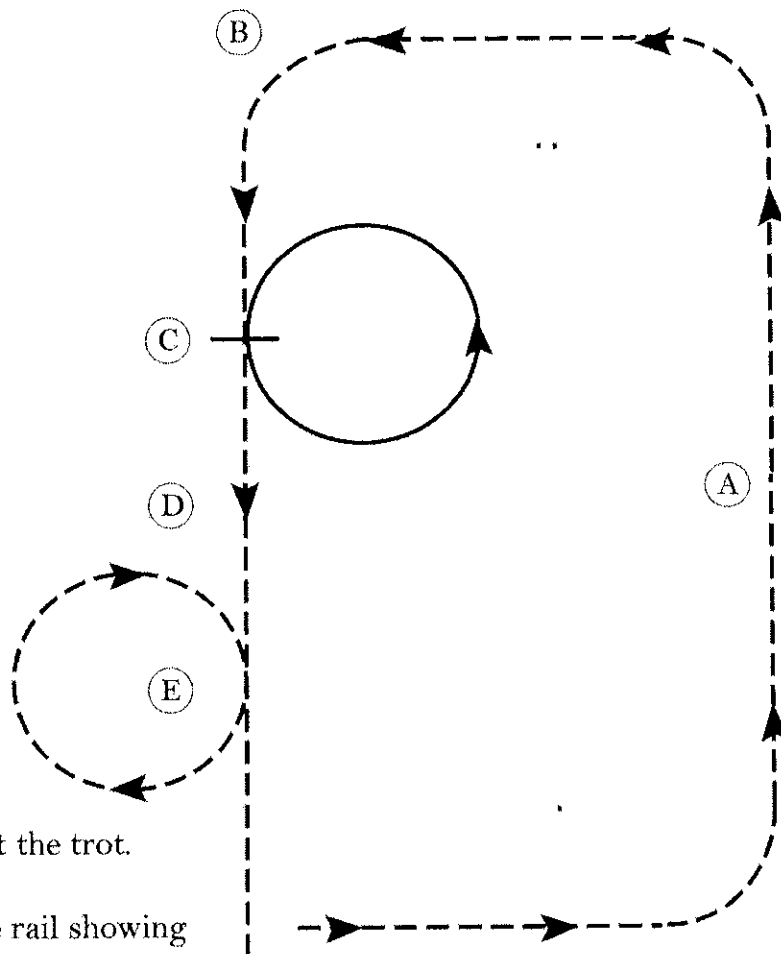
OIHA State Meet

Saddle Seat Pattern

Show Date:

www.HorseShowPatterns.com

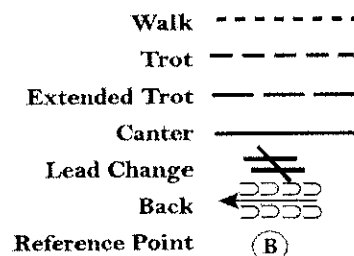
www.HorseShowPatterns.com



Enter the arena to the right at the trot.

1. Trot to the right along the rail showing one diagonal change at the midpoint (A).
2. Proceed around the curve to the midpoint of the straightaway (B).
3. Make a left turn and continue 1/4 of the way down the center line (C). Stop briefly.
4. Canter a circle in a counter clockwise direction.
5. Go directly into the trot (right diagonal) and show one diagonal change at the center (D).
6. Continue the trot to a point 3/4 of the way down the center line (E).
7. Trot a circle to the right and exit.

The workout has been completed - Thank You.



[SSE/6]

Pattern Provided by:

OIHA

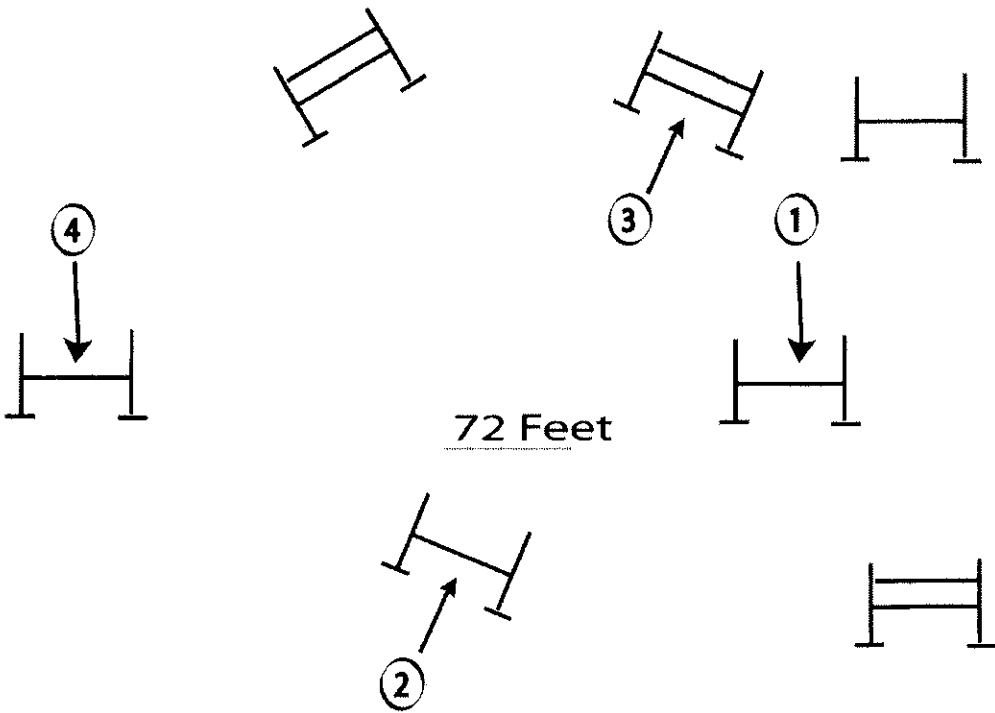
OIHA State Meet

Equitation Over Fences

Show Date:

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



[WH/WT-13]

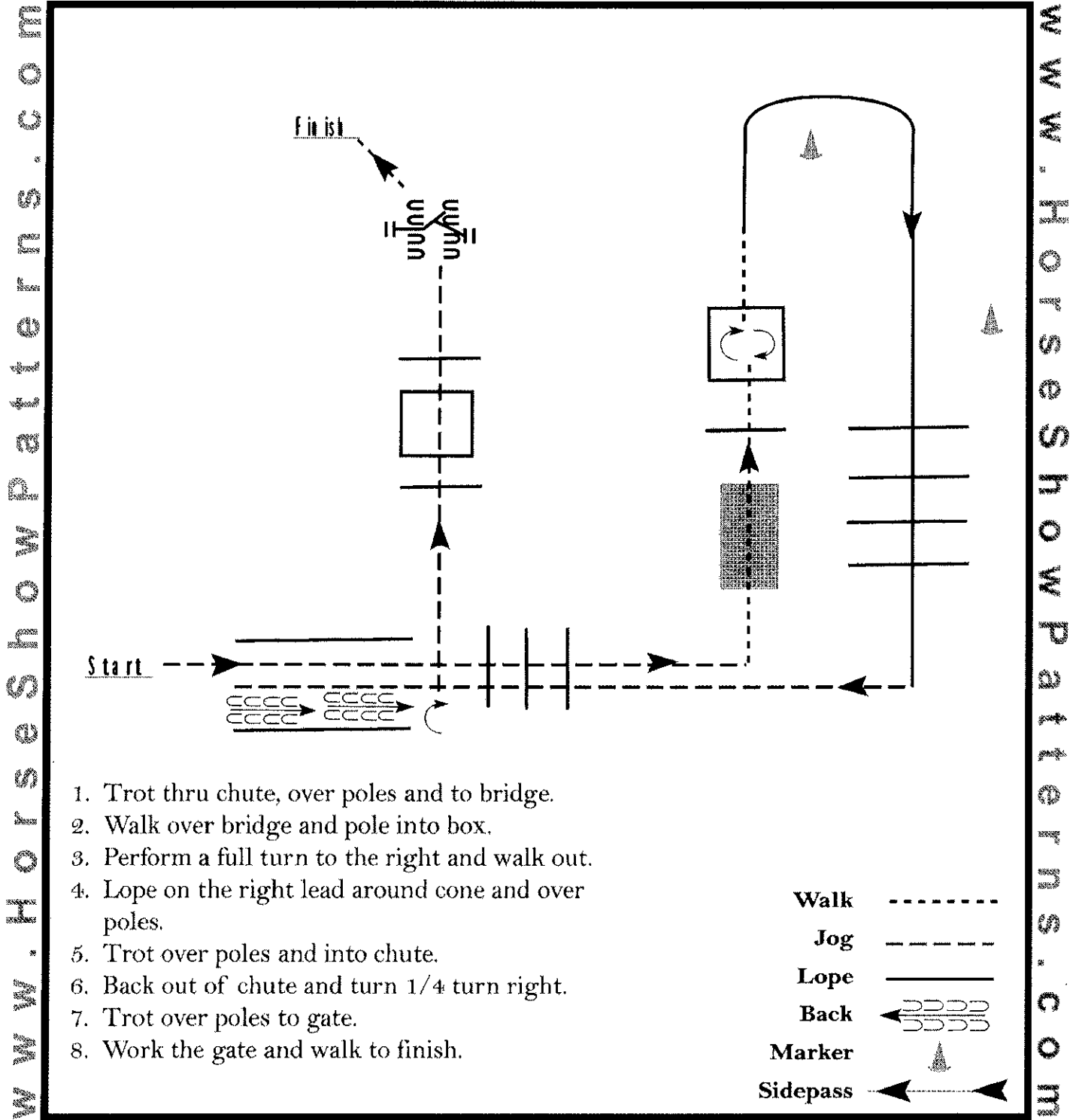
Pattern Provided by:

OIHA

OIHA State Meet

Trail

Show Date:



1. Trot thru chute, over poles and to bridge.
2. Walk over bridge and pole into box.
3. Perform a full turn to the right and walk out.
4. Lope on the right lead around cone and over poles.
5. Trot over poles and into chute.
6. Back out of chute and turn 1/4 turn right.
7. Trot over poles to gate.
8. Work the gate and walk to finish.

Walk
Jog	-----
Lope	————
Back	←←←←←
Marker	▲
Sidepass	←——→

[T/3-40]

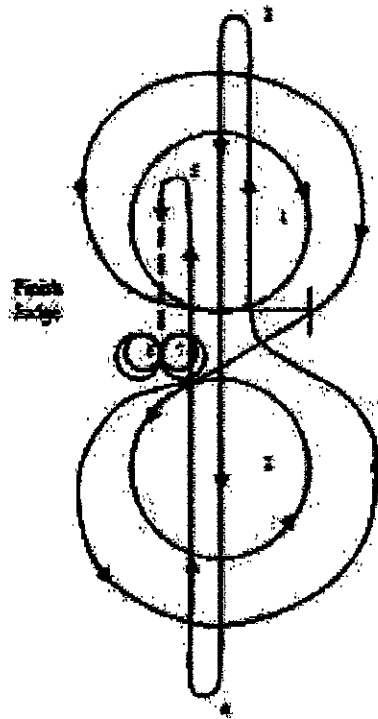
Pattern Provided by:

OIHA

OIHA

REINING PATTERNS

Pattern B



Recommended
marker on wall
90° to 90° between
markers



Ride Pattern B as follows:

Maneuver 1

Begin at the center of the arena. Complete two circles to the right at a lope, the first circle small and slow, the second large and fast. Do a flying lead change.

Maneuver 2

Complete two circles to the left at a lope, the first circle small and slow, the second large and fast. Do a flying lead change at the center of the arena.

Maneuver 3

Run to the far end of the arena past the end marker, stop, and do a left rollback - no hesitation.

Maneuver 4

Run to the opposite end of the arena past the end marker, stop, and do a right rollback - no hesitation.

Maneuver 5

Run past the center of the arena and do a sliding stop. Back to the center of the arena - Halt.

Maneuver 6

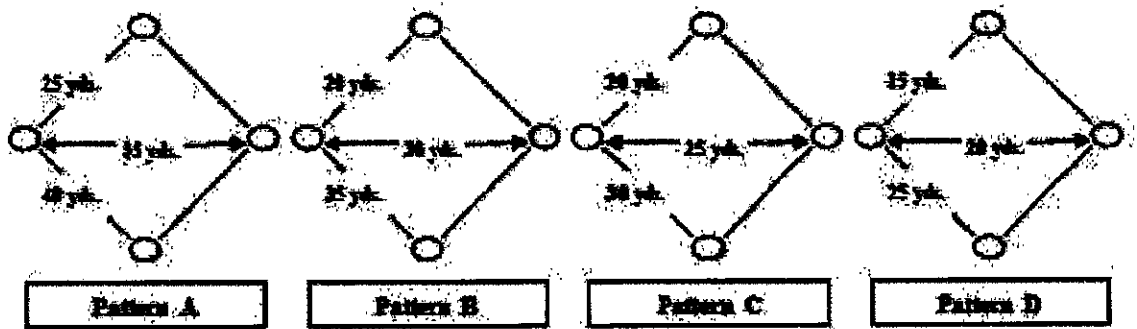
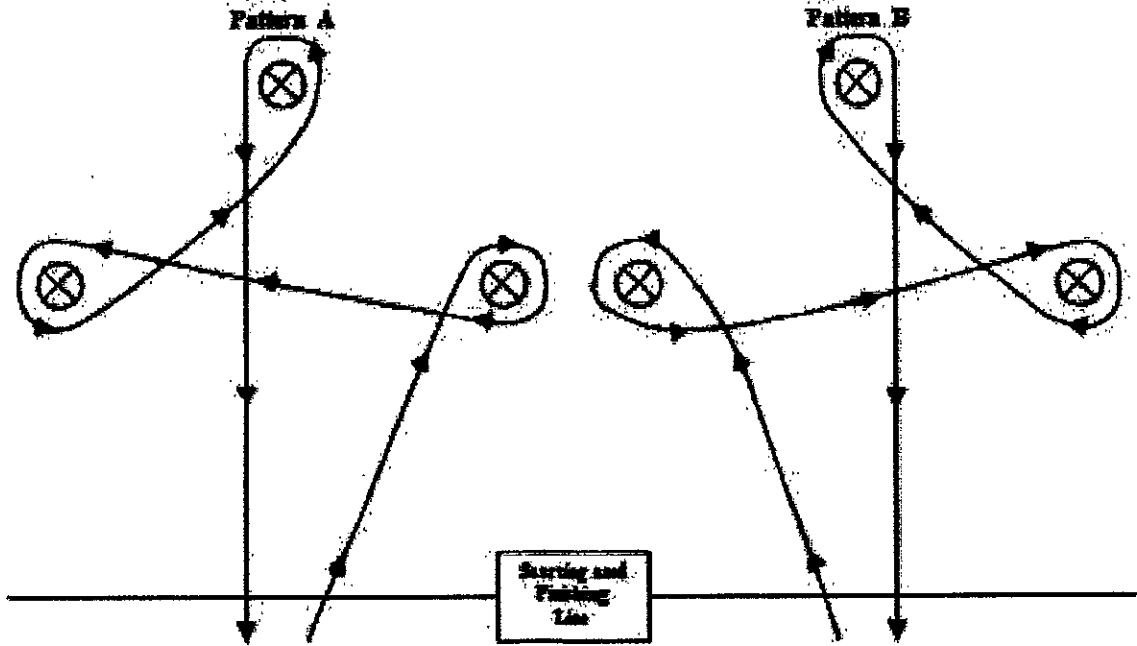
Complete two spins to the right.

Maneuver 7

Complete two spins to the left. Then exit the arena.

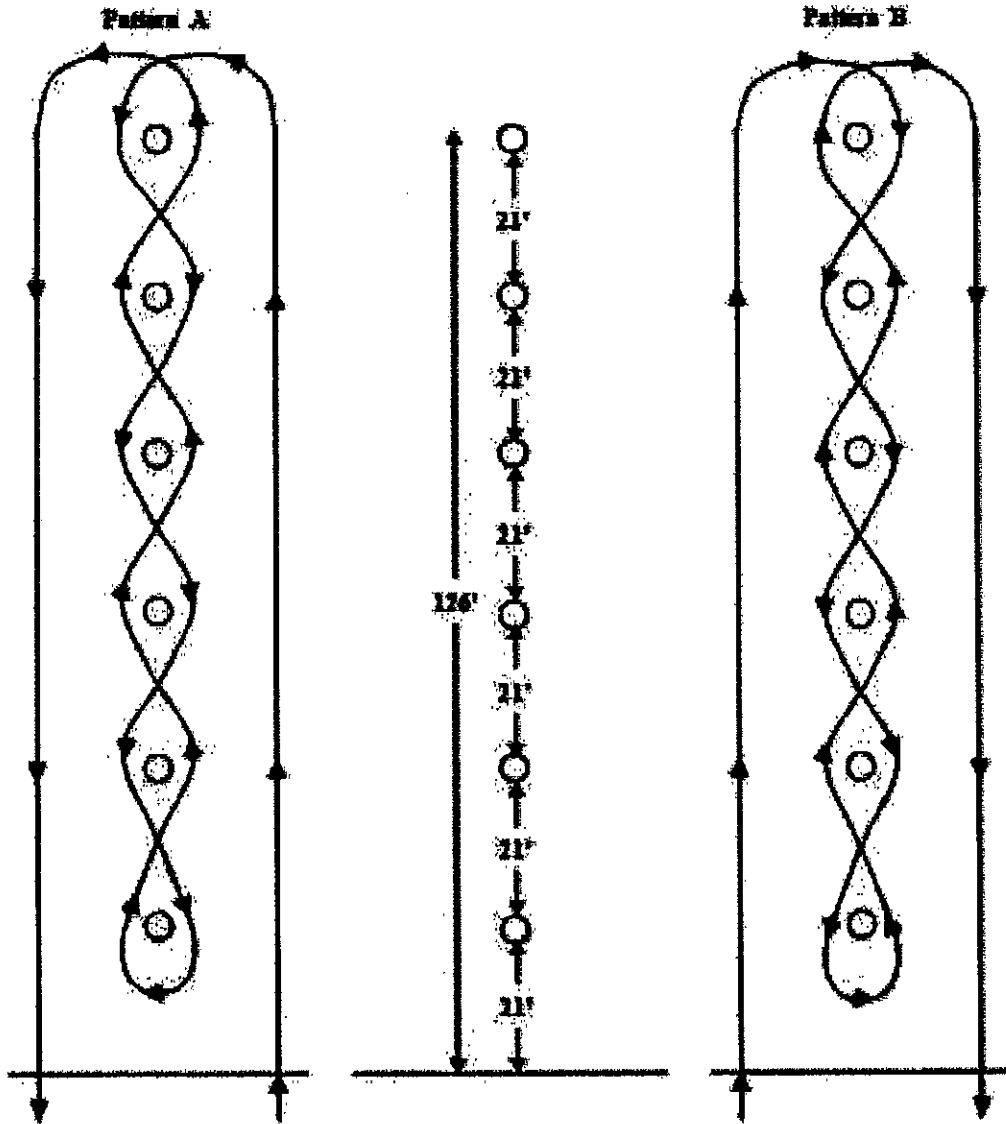
OIHA

Barrel Racing Patterns



OIHA

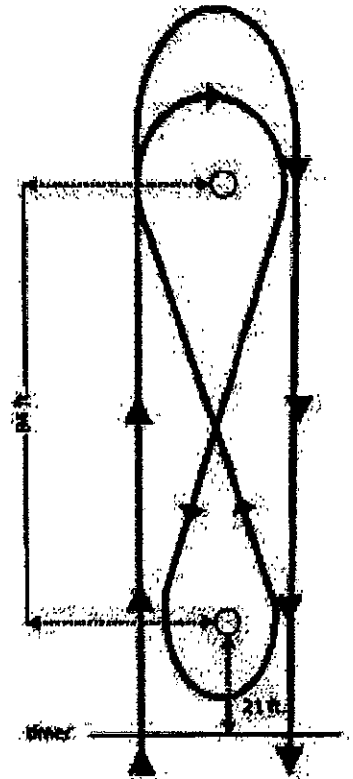
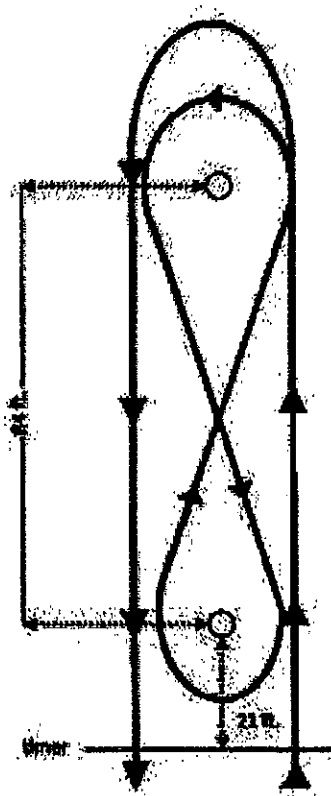
Pole Bending Patterns



OIHA

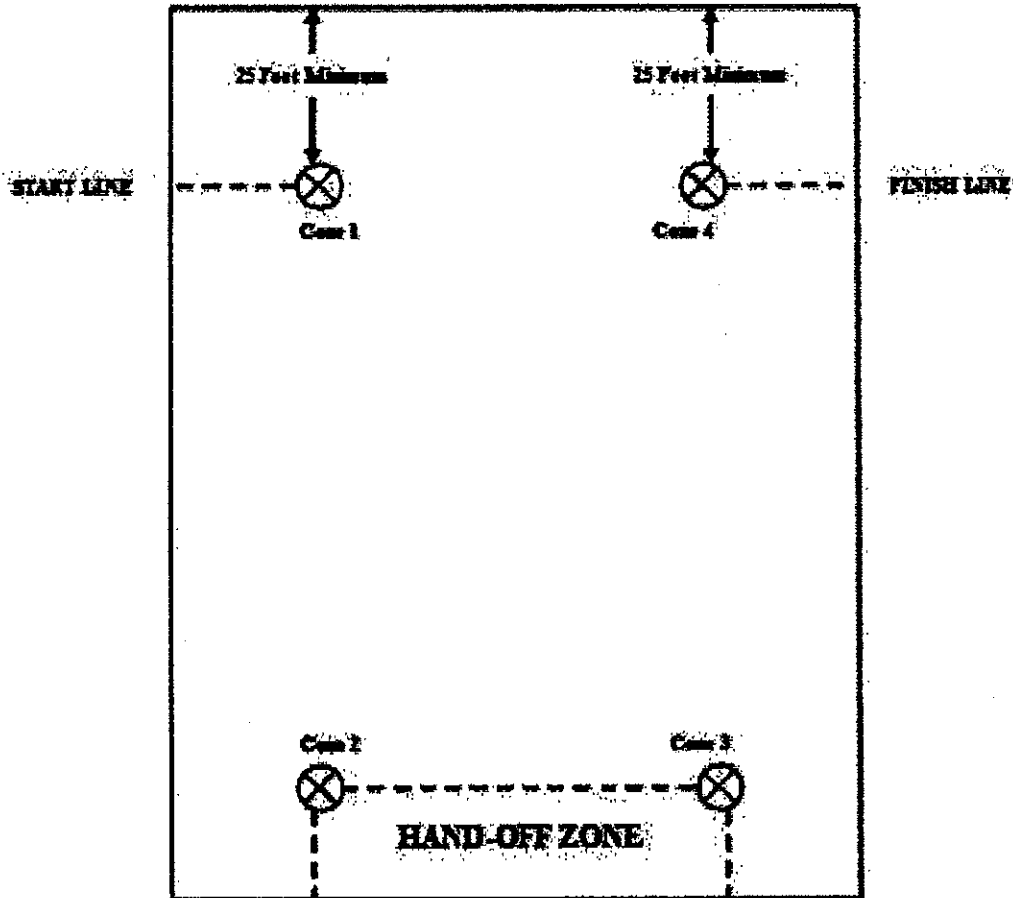
STAKES RACE

1. Two (2) poles are to be used.
2. The horse & rider run down the right or left side of the poles to the second pole making either a right or left-hand turn. Exhibitor shall then run to the first pole and make a turn in the opposite direction. Exhibitors then run back to the second pole and repeat first turn then run straight back to start/finish line.
3. Exhibitor shall not cross between two poles before making the first turn or after third turn.
4. Poles knocked over are a disqualification.
5. Failure to do a correct pattern is a disqualification.



OIHA

Two Person Relay Pattern



All cones are to be set a minimum of 15 feet off the wall or fence except for the start/finish end which must be set at a minimum of 25 feet off the wall or fence.