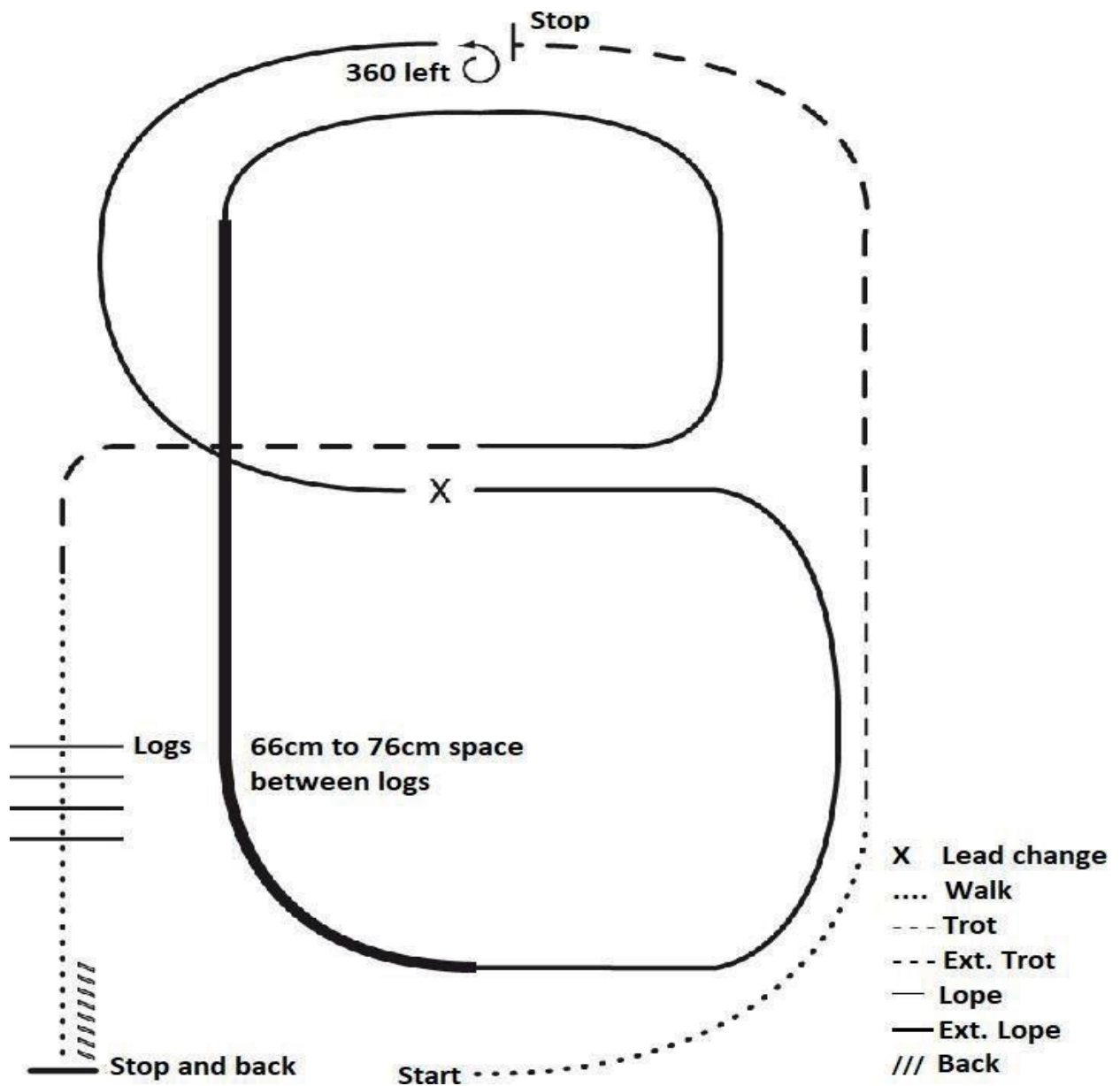


# RHAA SHOW PATTERNS

*All patterns and pattern descriptions are adopted from the AmQHA Rule Book*

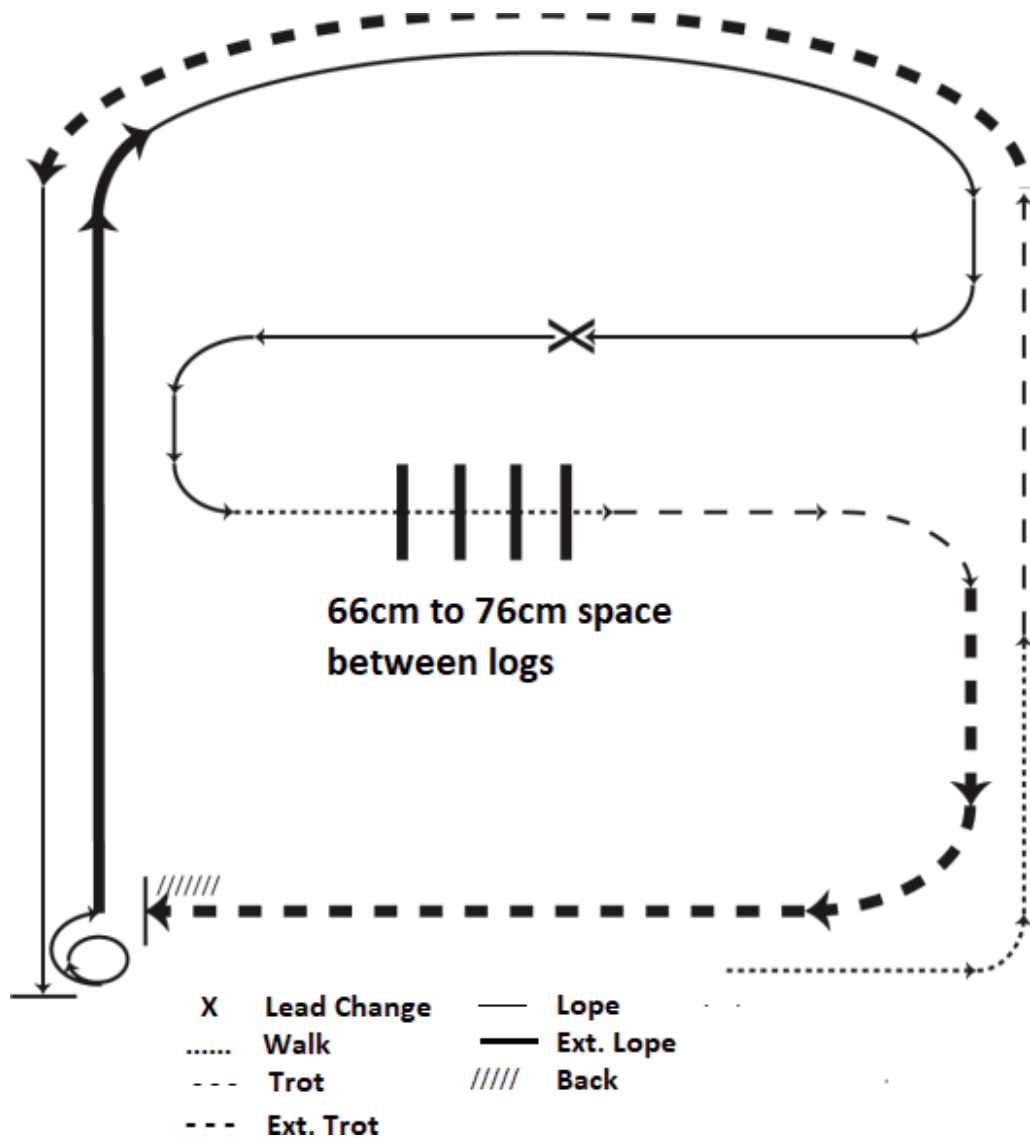


## RANCH RIDING PATTERN 1



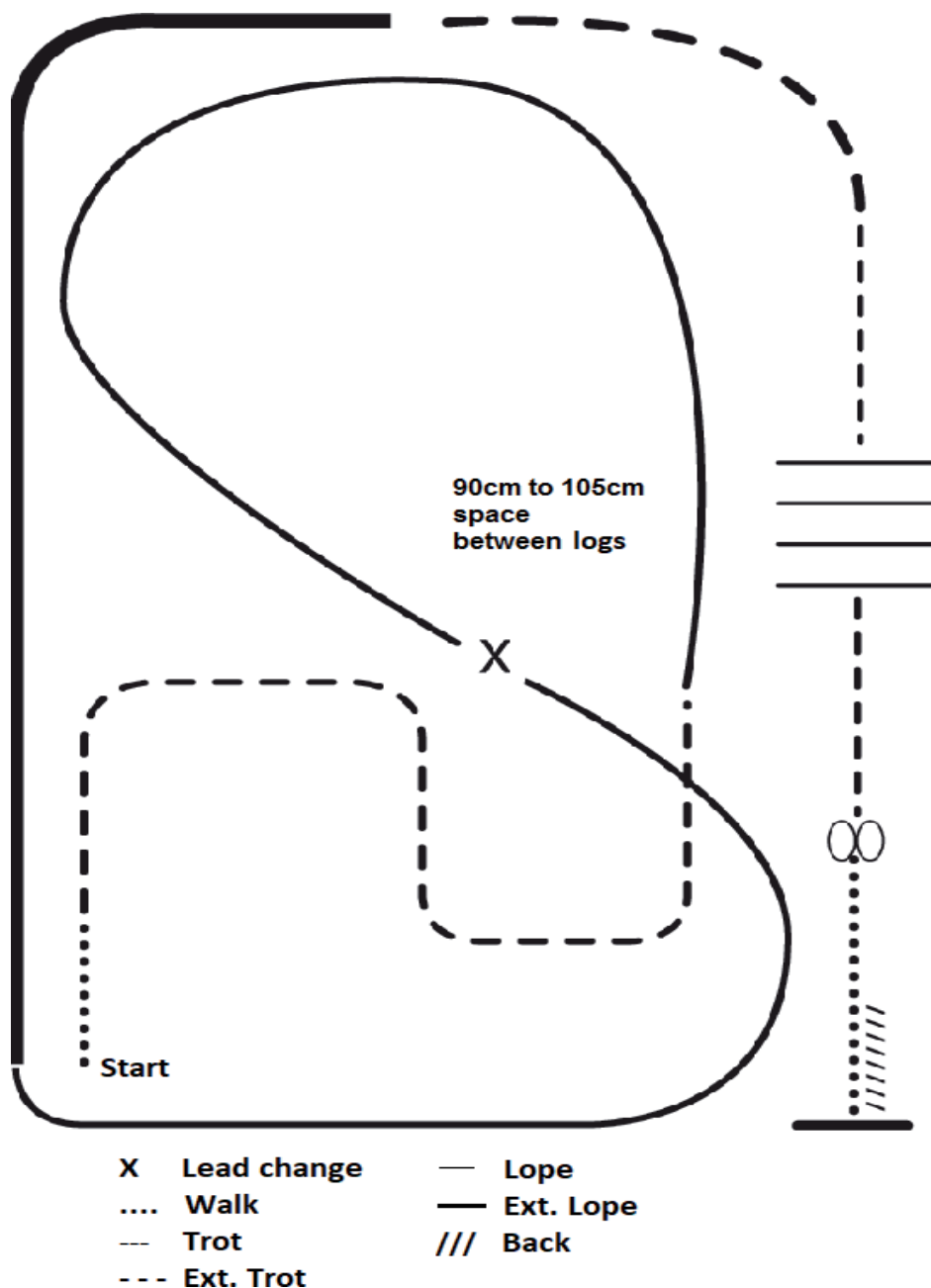
1. Walk
2. Trot
3. Extend the trot, at the top of arena, stop
4. 360° turn to the left
5. Left lead ½ circle, lope to centre
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to centre
10. Break down to an extended trot
11. Walk over logs
12. Stop and Back

## RANCH RIDING PATTERN 2



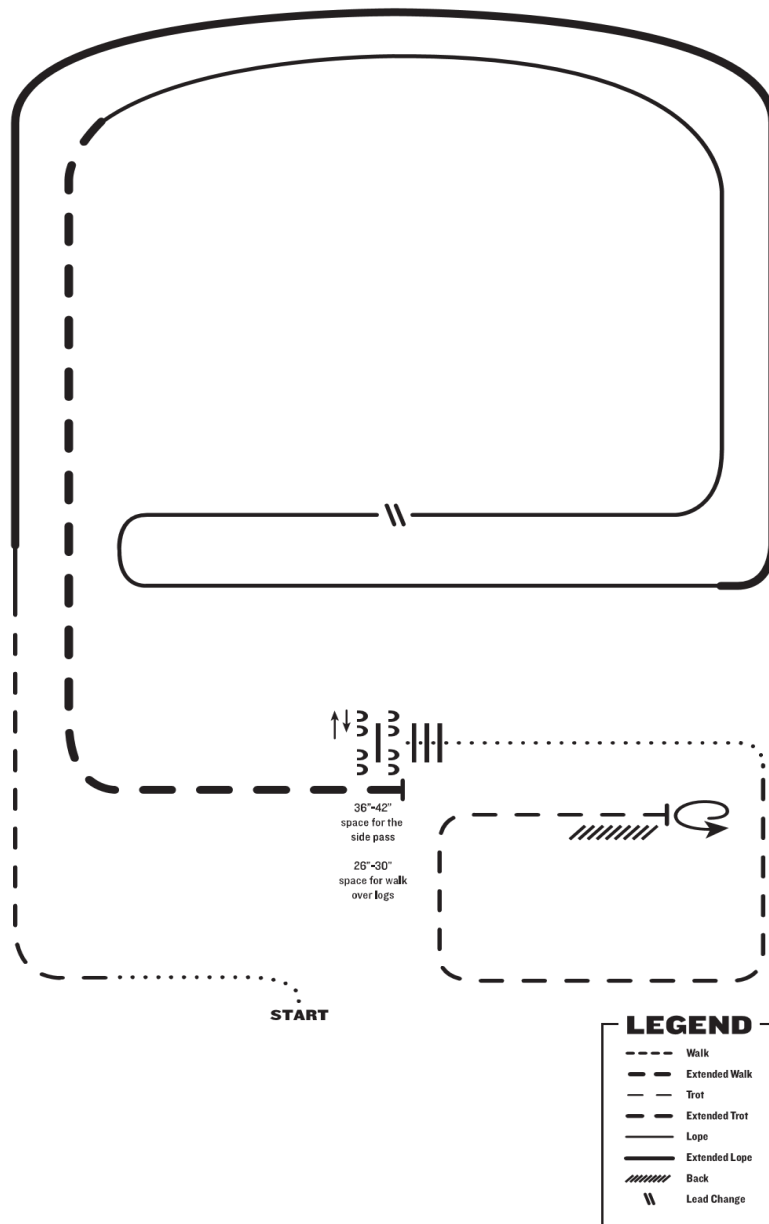
1. Walk
2. Trot
3. Extended Trot
4. Left lead lope
5. Stop. 1½ turn right
6. Extended lope
7. Collect to working lope, right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
- 12.** Extended trot
- 13.** Stop and back

## RANCH RIDING PATTERN 3



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on right lead around end of arena
6. Extend lope on the straight away and around corner to the centre of the arena
7. Extend trot around corner of arena
8. Collect to a trot
9. Trot over logs
10. Stop, perform 360° turn each direction (either direction first)
11. Walk, stop and back

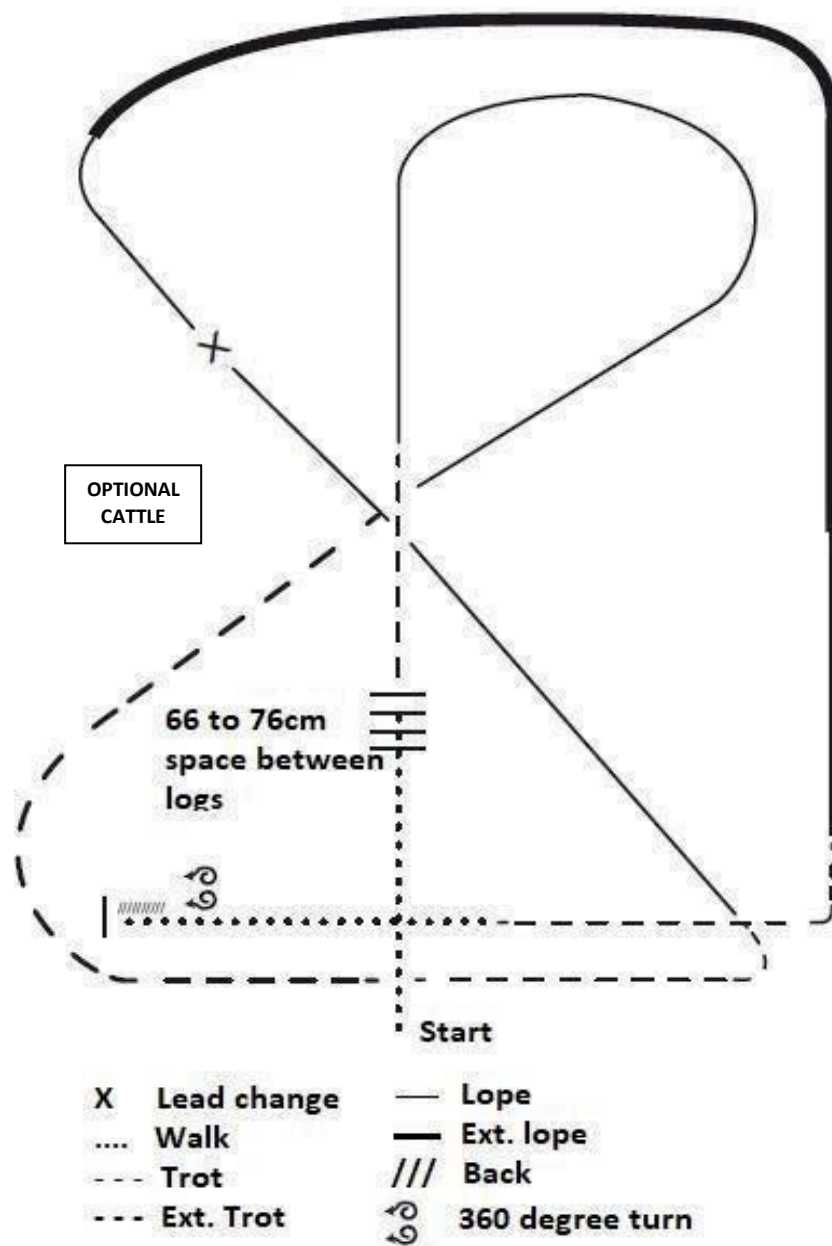
## RANCH RIDING PATTERN 4



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

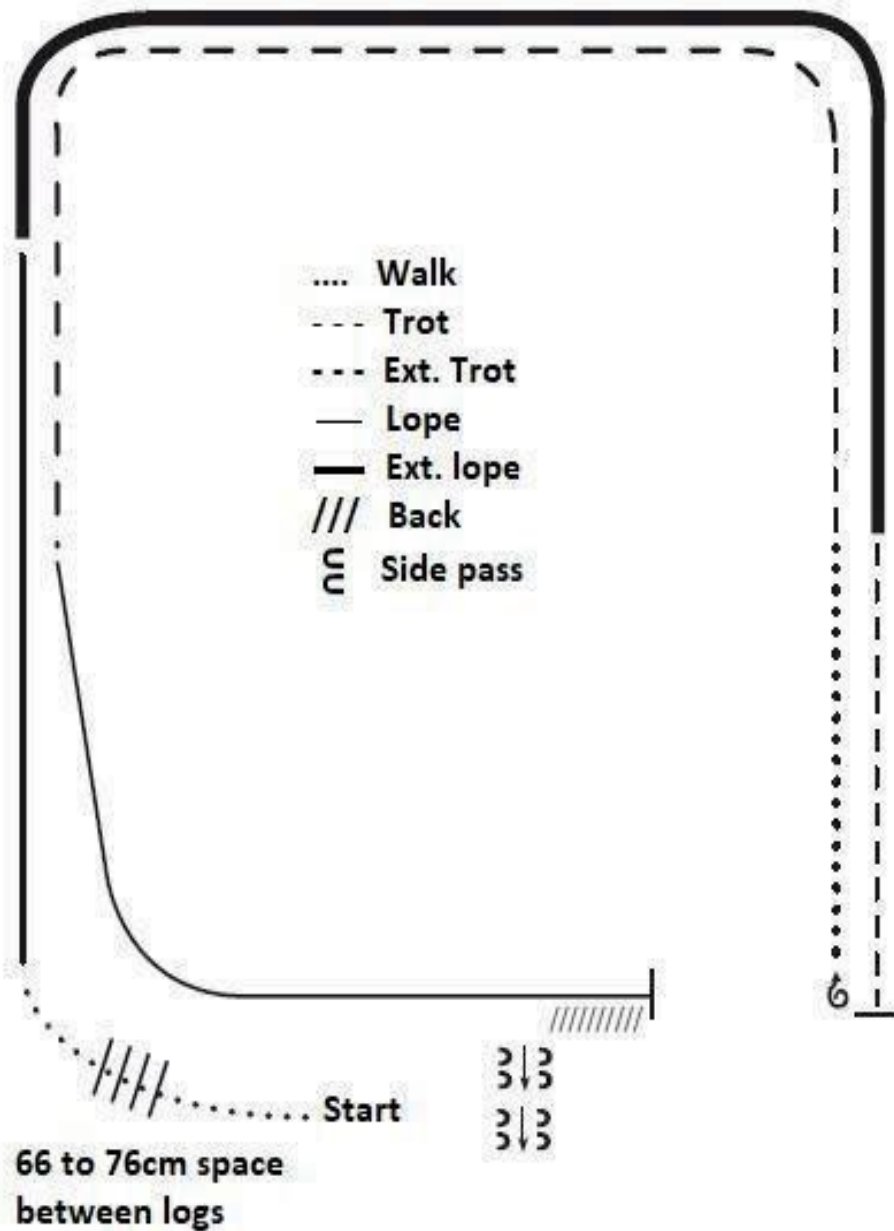
*Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.*

## RANCH RIDING PATTERN 5



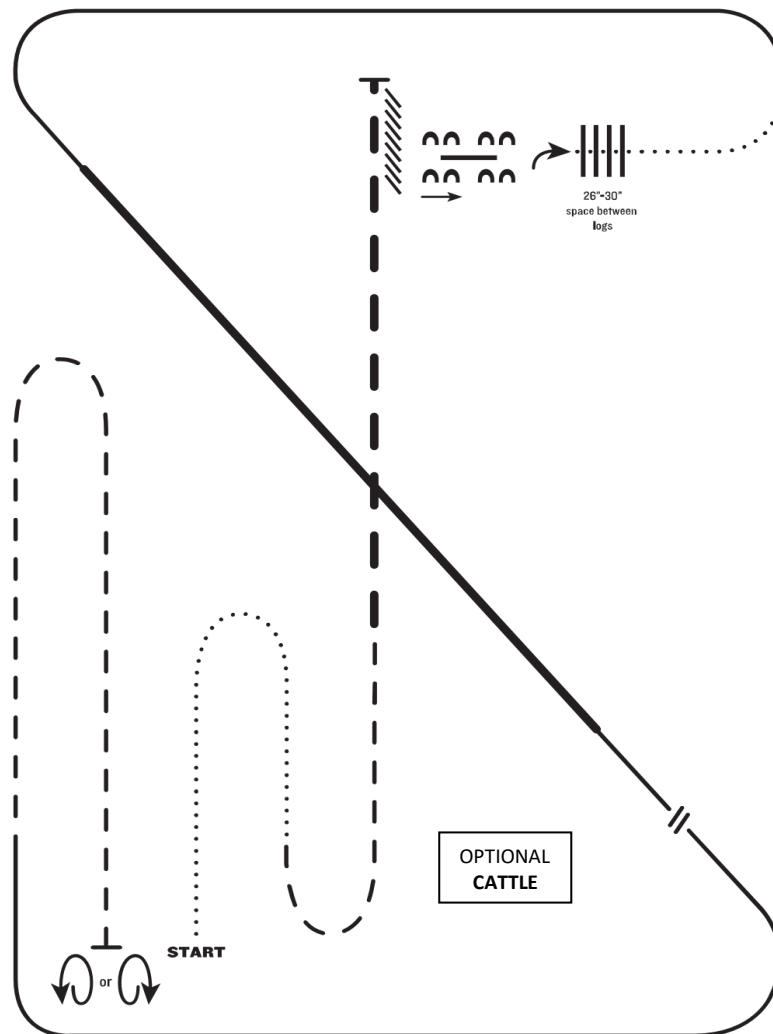
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction first) (L-R or R-L)

## RANCH RIDING PATTERN 6



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1½ turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

## RANCH RIDING PATTERN 7



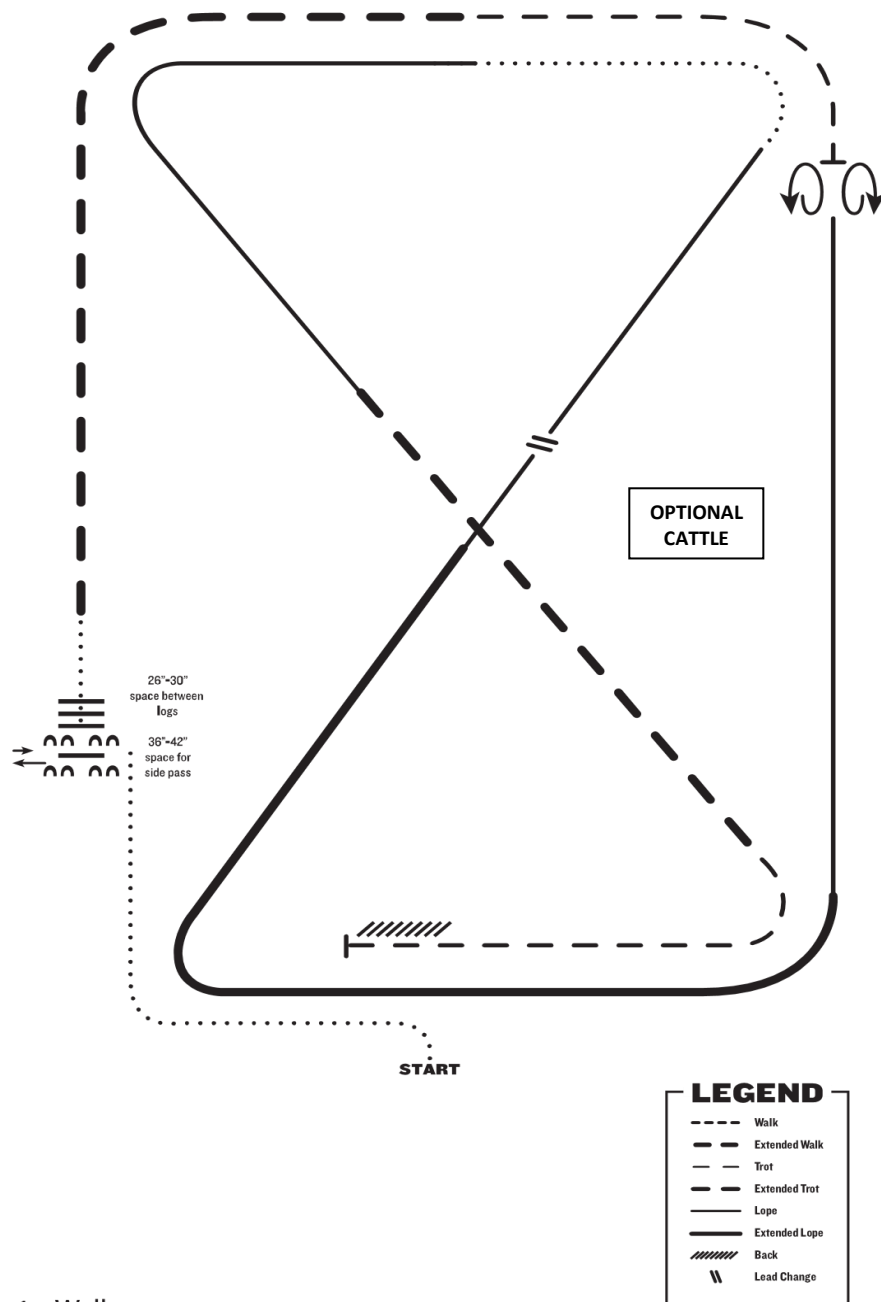
LEGEND	
----	Walk
- - - -	Extended Walk
- · - ·	Trot
- · - ·	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
∩	Lead Change

1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

*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.*



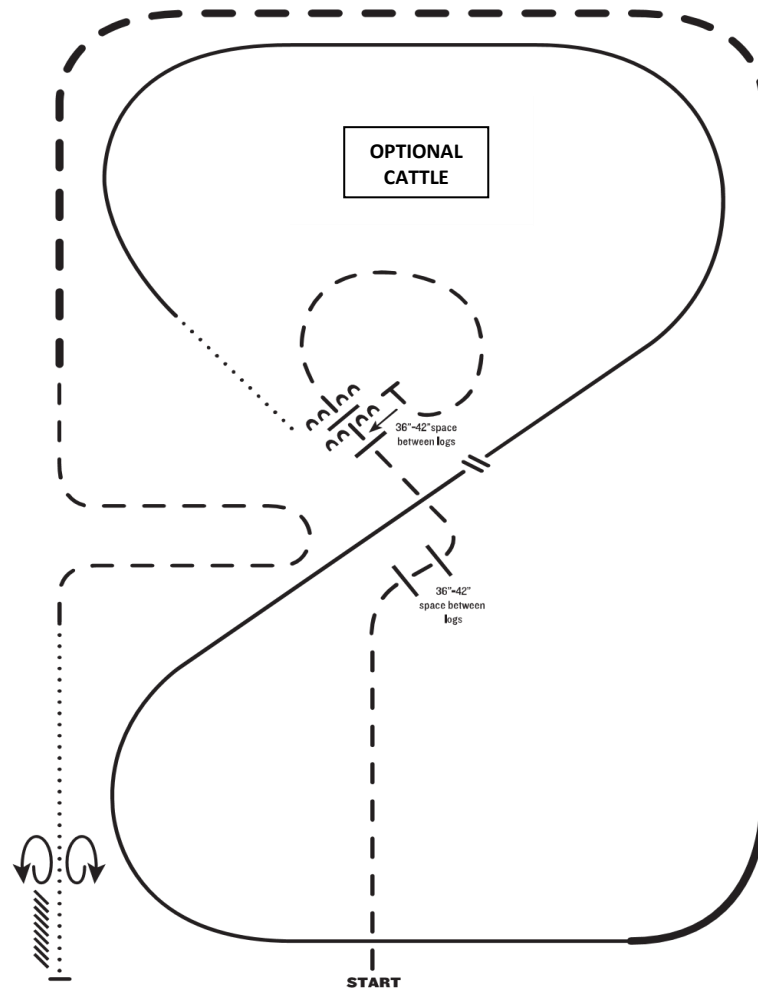
## RANCH RIDING PATTERN 8



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

*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 PATTERN 9

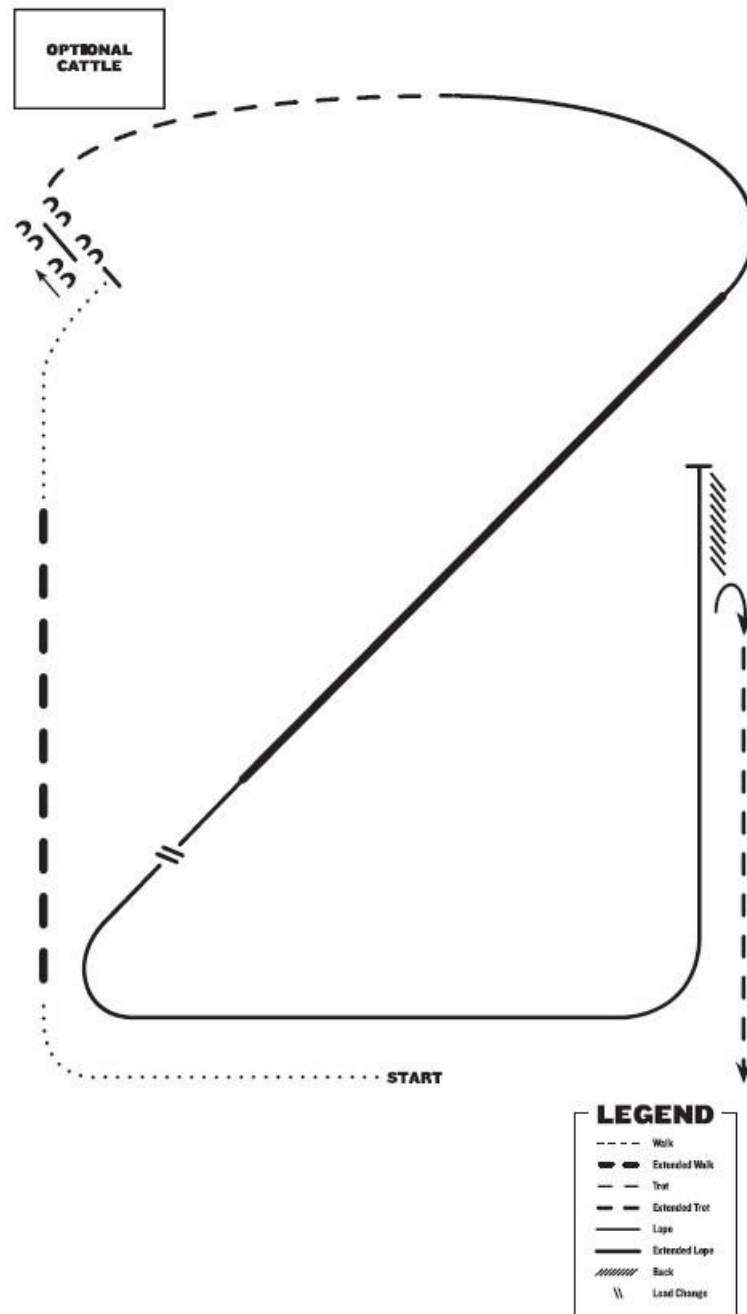


LEGEND	
----	Walk
- - - -	Extended Walk
- · - ·	Trot
- · - · - ·	Extended Trot
— · — ·	Lope
— · — · — ·	Extended Lope
////	Back
W	Lead Change

1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° turn each direction (either direction 1st) (L-R or R-L)

*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.*

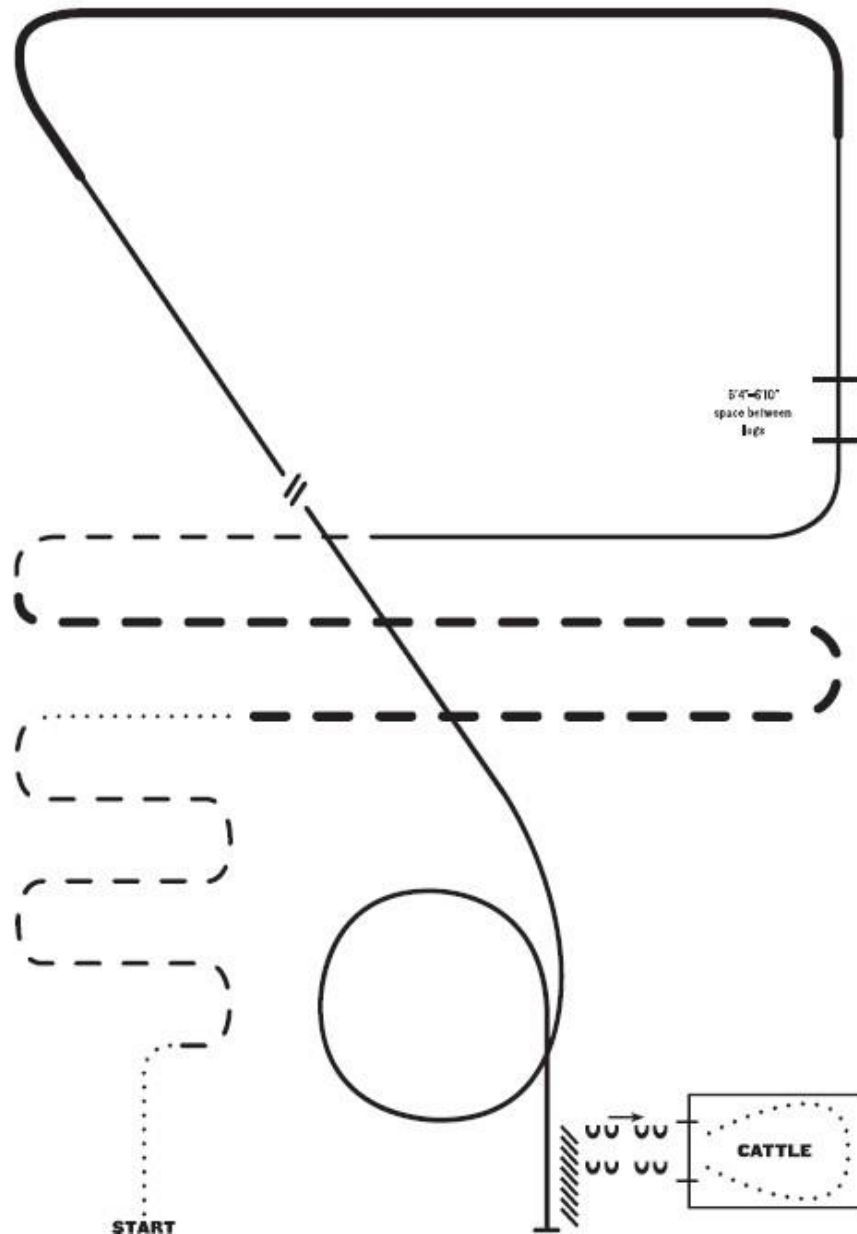
## RANCH RIDING PATTERN 10



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

*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 PATTERN 11

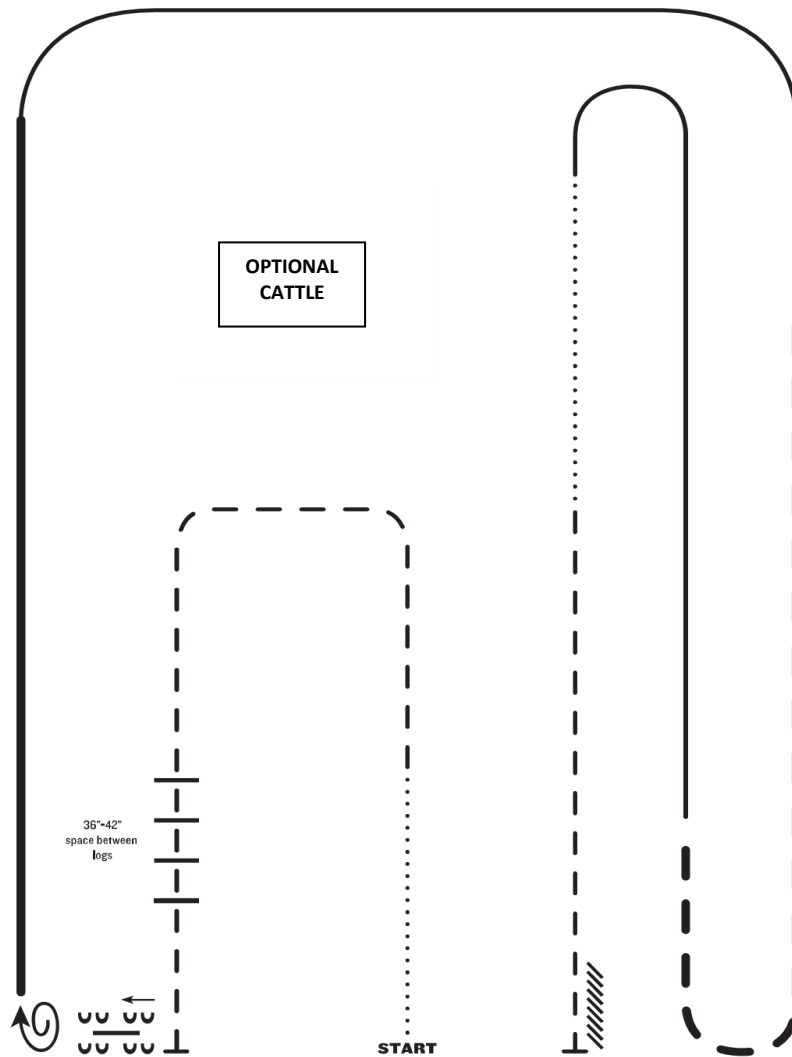


1. Walk
2. Trot serpentine
3. Walk
4. Extended trot
5. Trot
6. Lope left lead
7. Lope over logs
8. Extended lope left lead
9. Collect lope, change leads (simple or flying)
10. Lope right lead
11. Lope circle
12. Stop and back
13. Side pass to gate, left hand push into pen
14. Walk through cattle, right hand push out

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 PATTERN 12



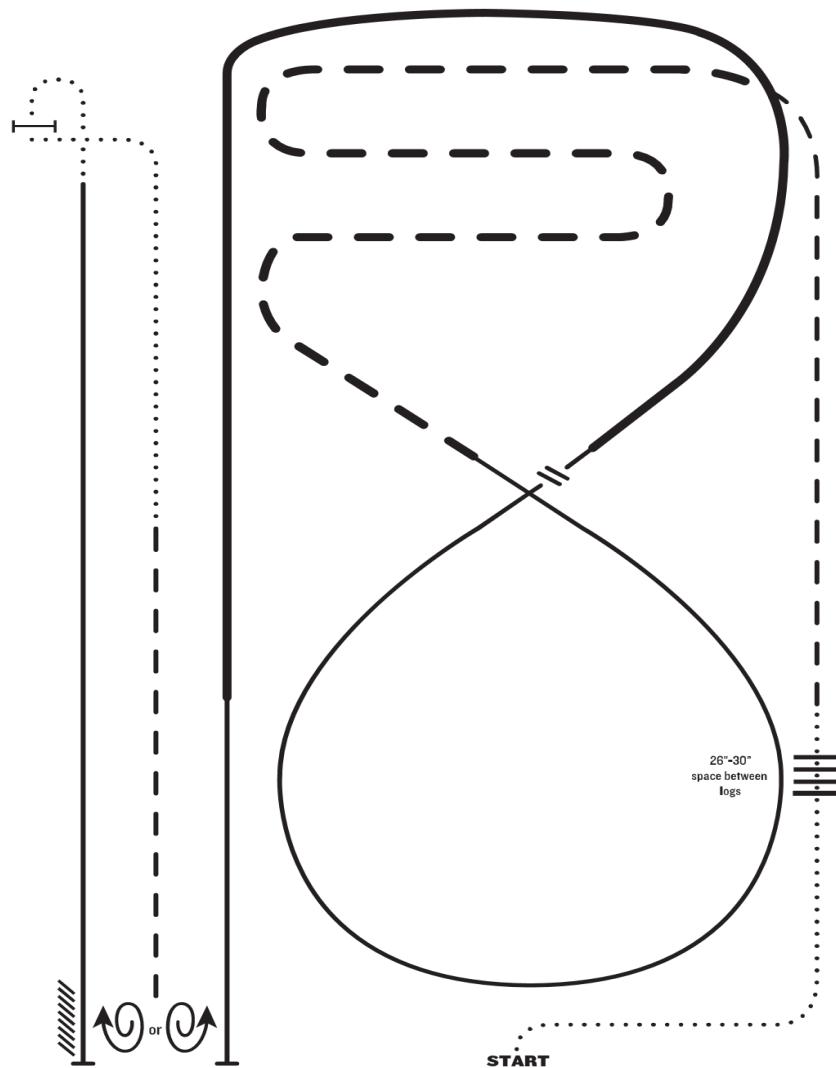
### LEGEND

----	Walk
- - - -	Extended Walk
- · - ·	Trot
- · - · - ·	Extended Trot
— · — ·	Lope
— · — · — ·	Extended Lope
////	Back
W	Lead Change

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

*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 PATTERN 13

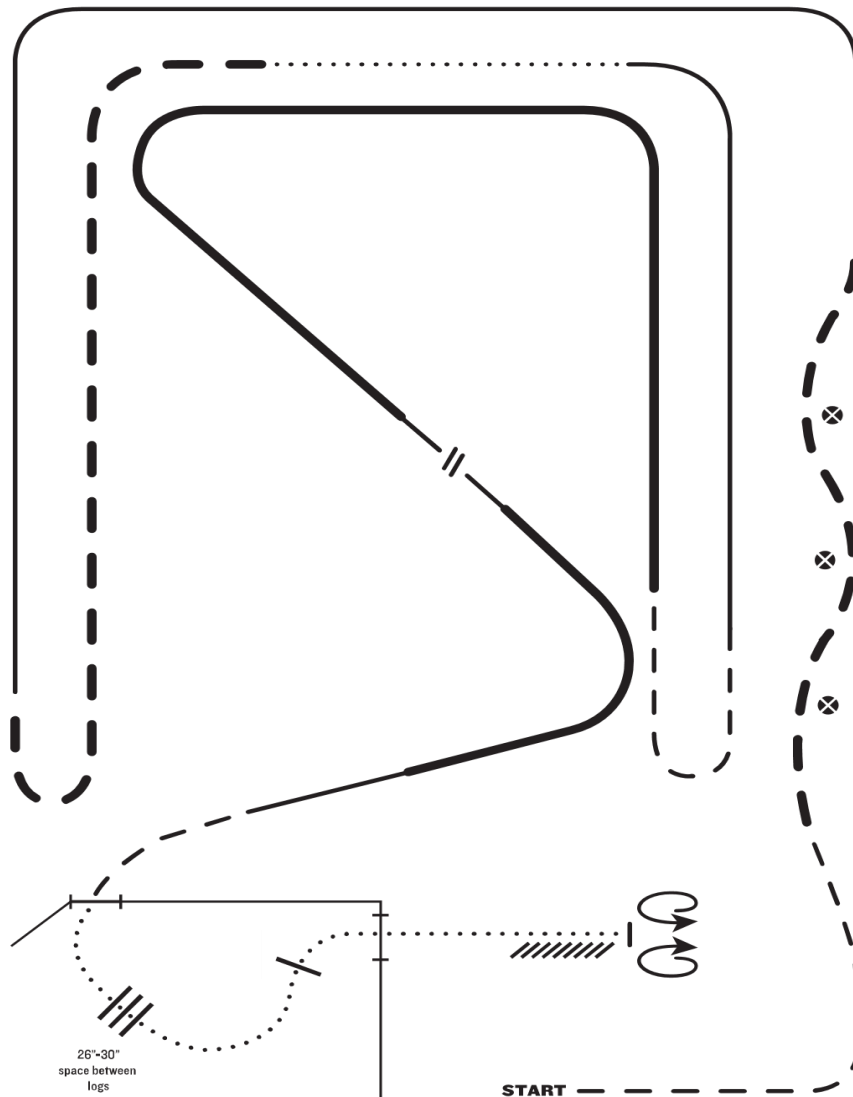


1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

LEGEND	
----	Walk
- - - -	Extended Walk
- . - .	Trot
- - - -	Extended Trot
— — — —	Lope
— — — —	Extended Lope
////	Back
W	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 PATTERN 14



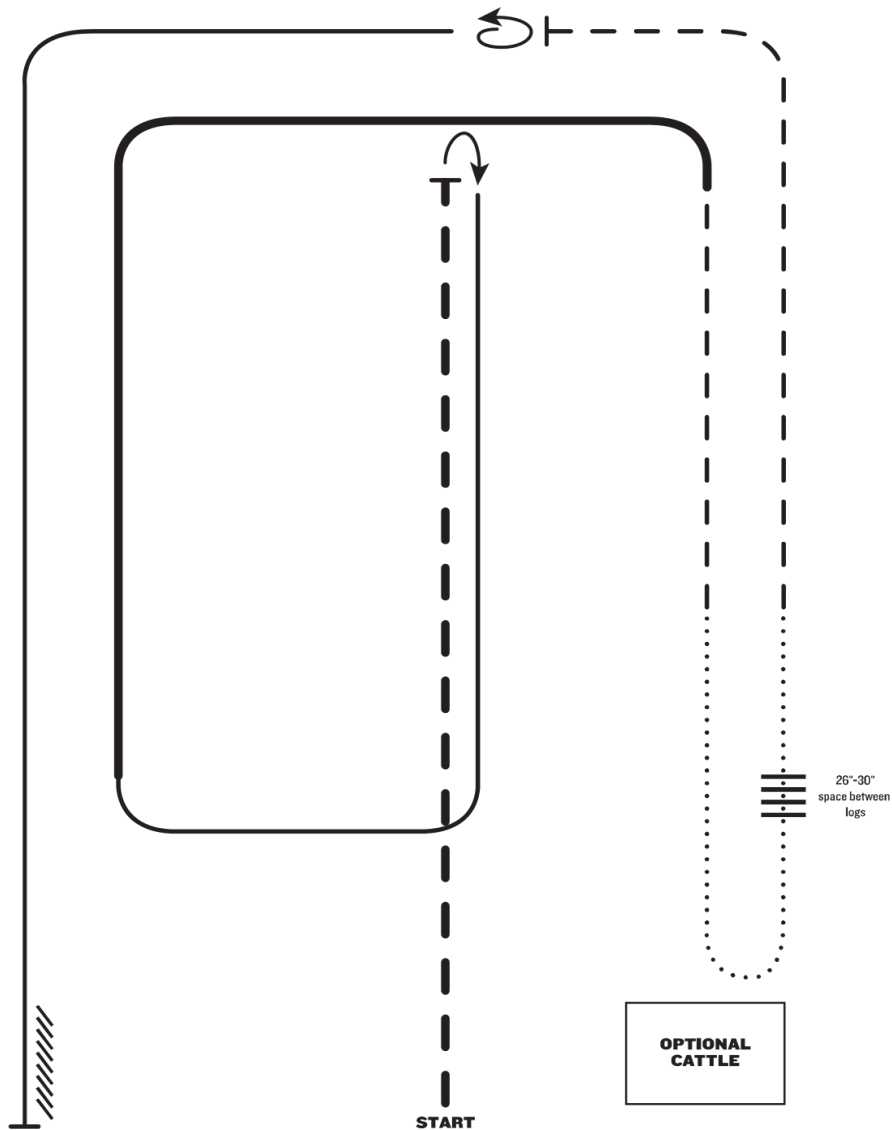
1. Trot
2. Extended trot
3. Lope left lead
4. Extended trot
5. Walk
6. Lope right lead
7. Trot
8. Extended lope left lead
9. Collect lope, change leads (simple or flying), extended lope right lead, collect lope
10. Trot
11. Left hand push gate into pen
12. Walk over logs
13. Right hand push gate out of pen
14. Walk
15. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
16. Back

### 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 PATTERN 15



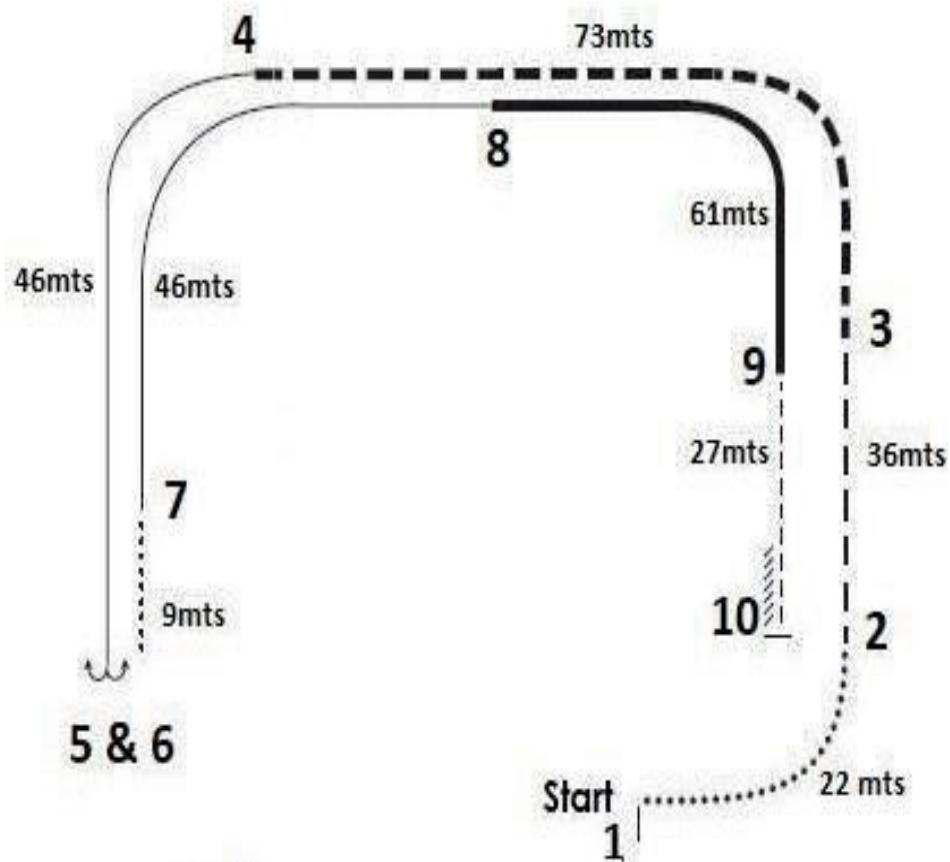
1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360° turn left
11. Lope left lead
12. Stop and back

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 PLEASURE PATTERN 1

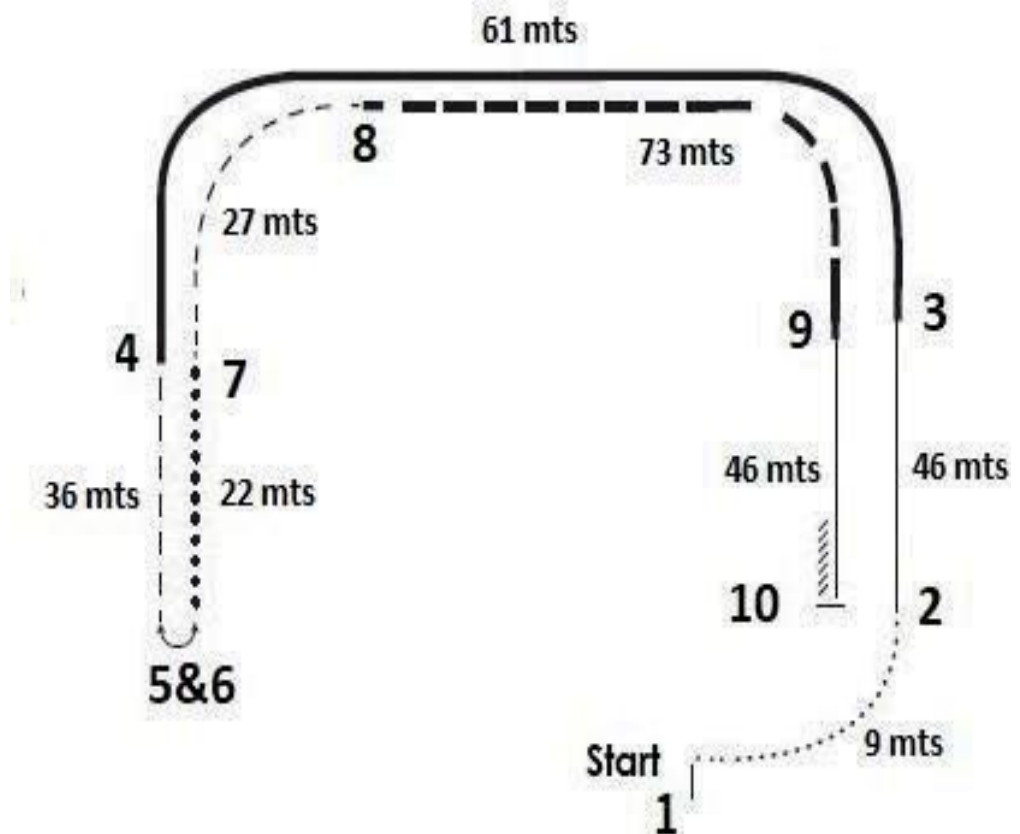


- ..... Walk
- .... Ext. Walk
- Trot
- Ext. Trot
- Lope
- Ext. Lope
- //// Back

The above distances are suggested, markers are optional

1. Extended walk from 1 to 2
2. Trot from 2 to 3
3. Extended trot from 3 to 4
4. Lope from 4 to 5
5. Stop at 5. reverse (either direction)
6. Walk from 6 to 7
7. Lope from 7 to 8
8. Extended lope from 8 to 9
9. Trot from 9 to 10
10. Stop at 10 and back approximately one (1) horse length

## RANCH PLEASURE PATTERN 2

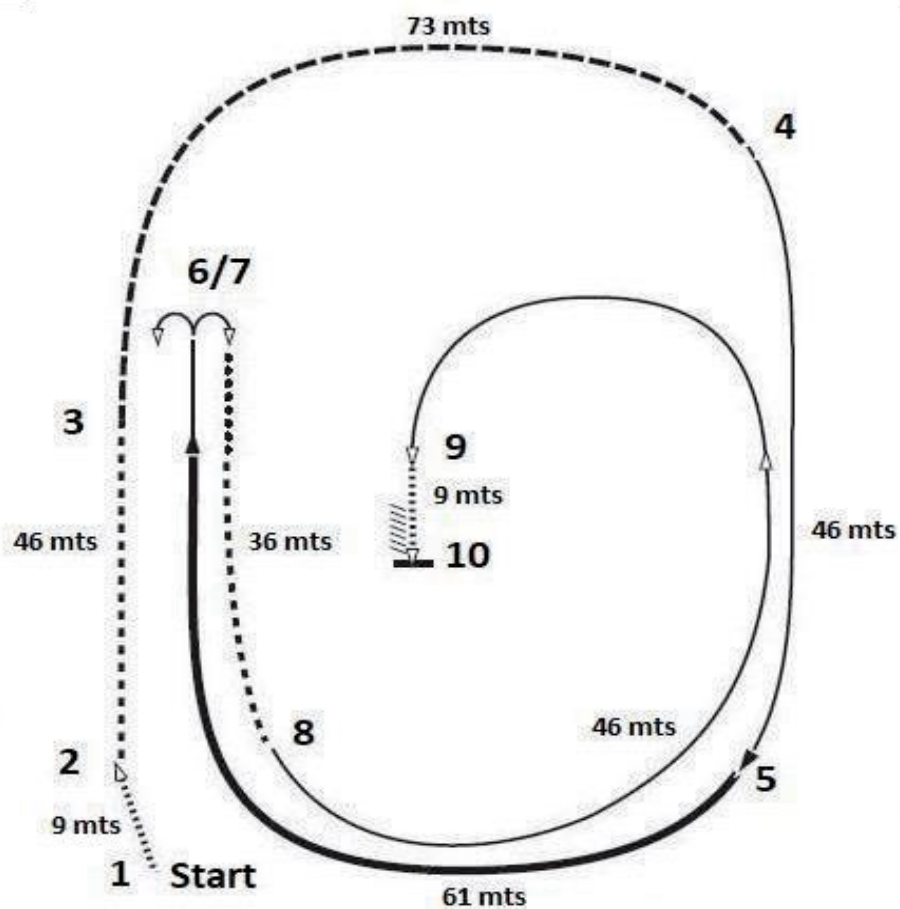


- ..... Walk
- .... Ext. Walk
- Trot
- Ext. Trot
- Lope
- Ext. Lope
- //// Back

The above distances are suggested and markers are optional

1. Walk from 1 to 2
2. Lope from 2 to 3
3. Extend lope from 3 to 4
4. Trot from 4 to 5
5. Stop at 5, reverse (either direction)
6. Extend walk from 6 to 7
7. Trot from 7 to 8
8. Extend trot from 8 to 9
9. Lope from 9 to 10
10. Stop at 10 and back approximately one (1) horse length

## RANCH PLEASURE PATTERN 3

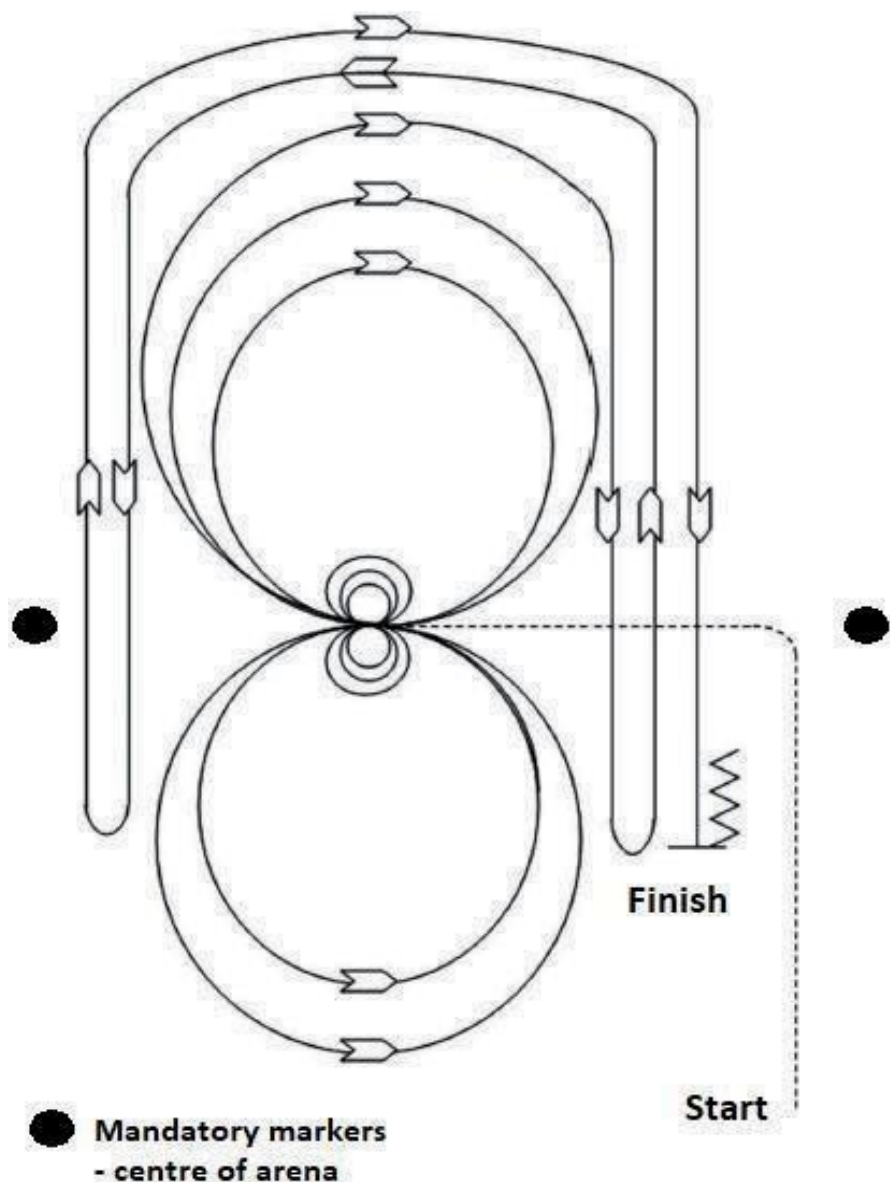


- ..... Walk
- .... Ext. Walk
- Trot
- Ext. Trot
- Lope
- Ext. Lope
- //// Back

The above measurements are suggested and markers are optional

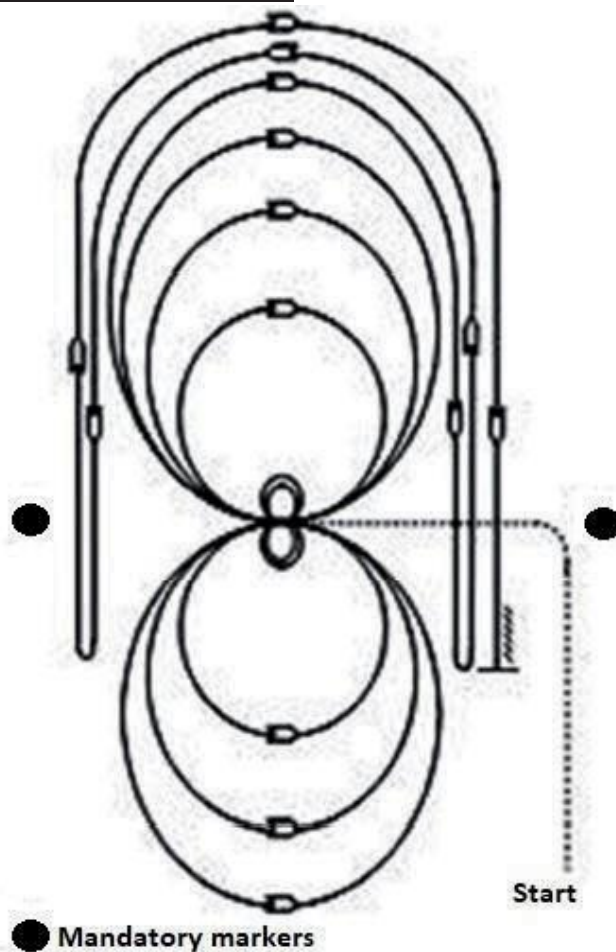
1. Walk from 1 to 2
2. Trot from 2 to 3
3. Extend trot from 3 to 4
4. Lope on right lead 4 to 5
5. Extend lope from 5 to 6 (collect lope before stopping)
6. Stop at 6 and reverse either direction
7. Trot from 7 to 8
8. Lope on left lead from 8 until even with 9, turn towards middle of arena and continue on left lead to 9
9. Walk from 9 to 10
10. Stop at 10 and back approximately one (1) horse length

## RANCH REINING PATTERN 1



- Ride pattern as follows: Trot to centre of arena and stop.
1. Complete three (3) spins in one direction. Hesitate
  2. Complete three (3) spins in the opposite direction. Hesitate
  3. Beginning on right lead, complete two (2) large fast circles to the right. Change leads at centre of arena
  4. Complete two (2) large fast circles to the left. Change leads at centre of arena
  5. Begin a large circle to the right but do not close this circle. Run down right side of arena past centre marker and do a left rollback at least 6 m from the wall, no hesitation
  6. Continue back around the previous circle but do not close this circle. Run down left side of arena past centre marker and do a right rollback at least 6 m from wall, no hesitation
  7. Continue back around previous circle, but do not close this circle. Run down right side of arena past centre marker and do a sliding stop at least 6 m from the wall. Back up at least 3 m. Hesitate to show completion of pattern

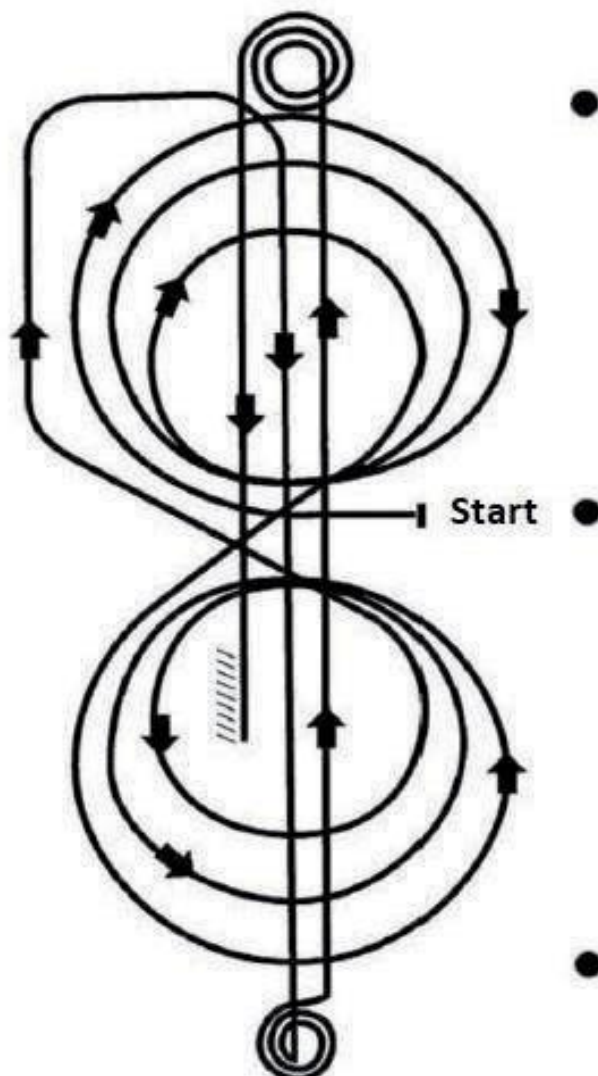
## RANCH REINING PATTERN 2



Ride pattern as follows: Trot to centre of arena and stop or walk before departure.

1. Beginning on right lead complete two (2) circles to the right, the first one large and fast, the second small and slow. Stop at centre
2. Complete four (4) spins to the right. Hesitate.
3. Beginning on left lead complete two (2) circles to the left, the first large and fast, the second small and slow. Stop at centre
4. Complete four (4) spins to the left. Hesitate
5. Beginning on right lead complete a large fast circle to the right and change leads at centre of arena. Complete a large fast circle to the left and change leads at centre of arena
6. Begin a large fast circle to the right, but do not close this circle. Run down right side of arena past centre marker and do a left rollback at least 6 m from wall
7. Continue back around previous circle but do not close this circle. Run down left side of arena past centre marker and do a right rollback at least 6 m from wall
8. Continue back around previous circle but do not close this circle. Run down right side of arena past centre marker and do a sliding stop at least 6 m from wall. Back up at least 3m. Hesitate to show completion of pattern.

### RANCH REINING PATTERN 3

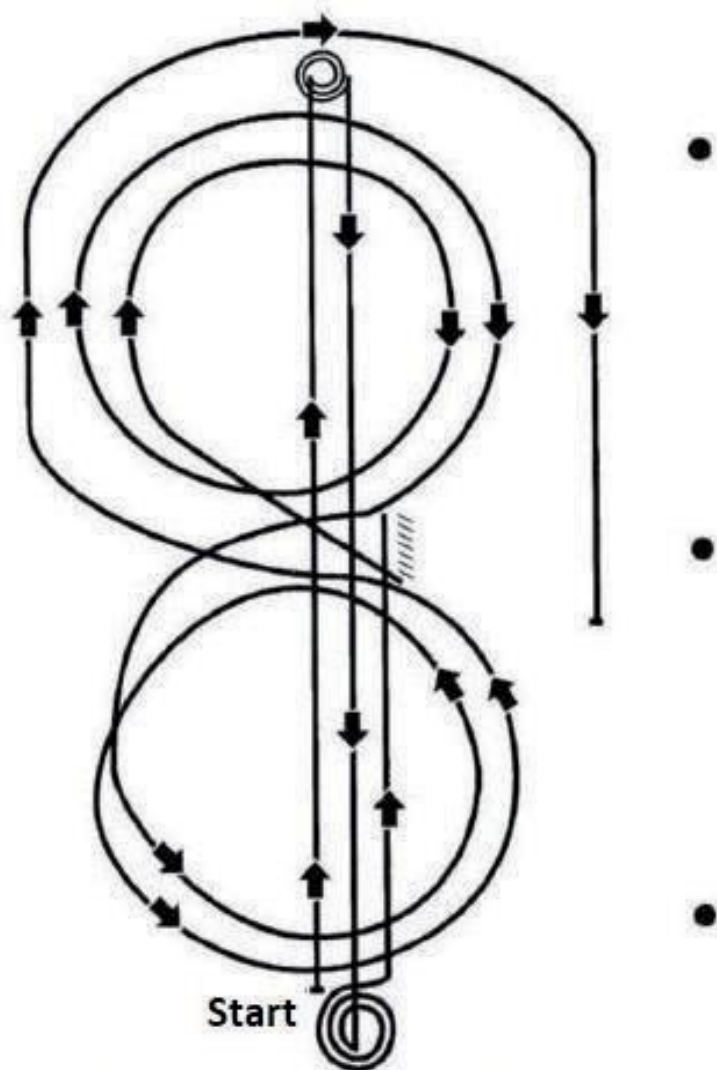


● **Mandatory Markers - centre and at least 15 metres from each end of arena**

Ride pattern as follows: Trot to centre of arena and stop or walk before departure. Start pattern facing toward the Judge.

1. Beginning on right lead, complete three (3) circles to the right – the first two large and fast. the third small and slow. Change leads at centre of arena
2. Complete three (3) circles to the left: the first two large and fast, the third small and slow. Change leads at centre of arena
3. Begin a large circle to the right, but do not close this circle. Run down centre of arena, past end marker, and do a sliding stop
4. Complete 3½ spins to the right
5. Run up centre of arena to the opposite end, past end marker, do a sliding stop
6. Complete 3½ spins to the left
7. Run back to middle of arena, past centre marker and do a sliding stop. Back up at least 3 m. Hesitate to show completion of pattern.

## RANCH REINING PATTERN 4



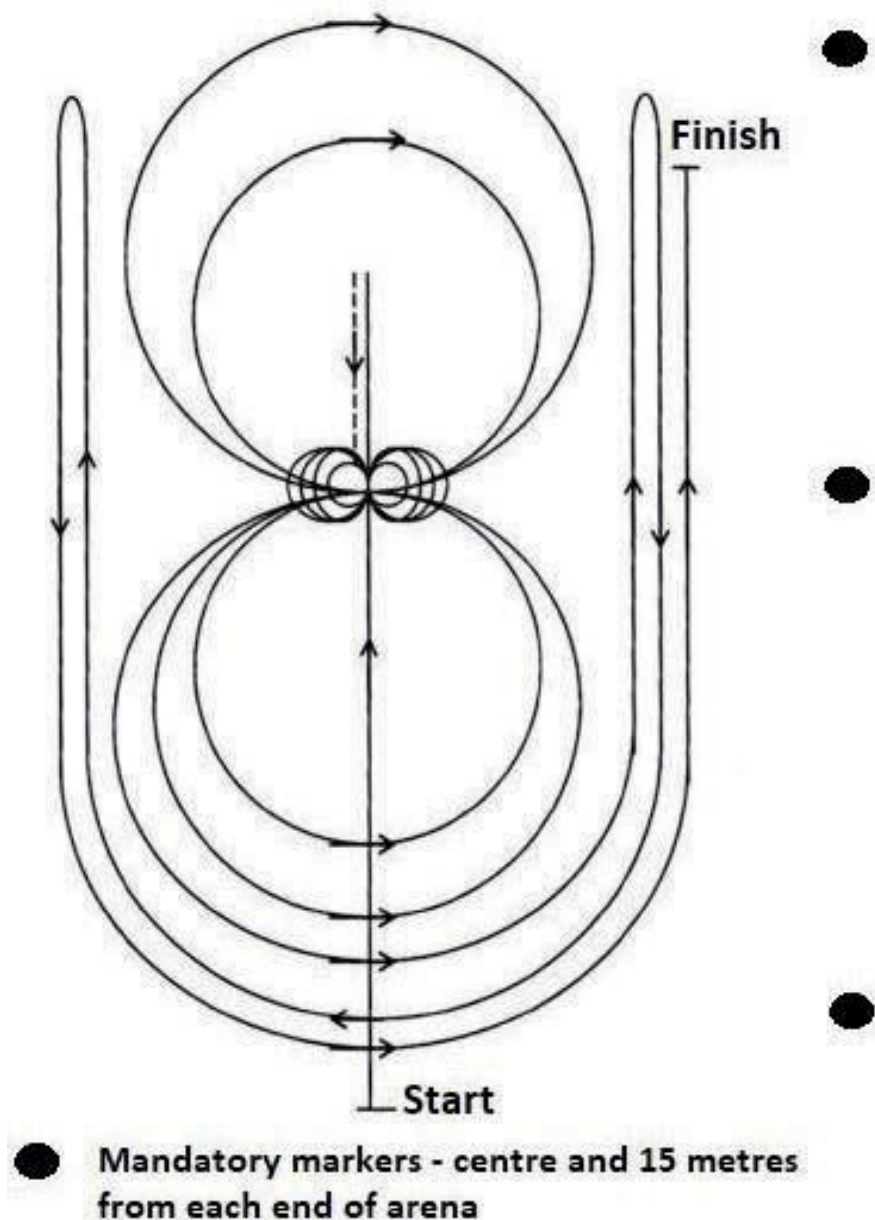
- **Mandatory markers - centre and at least 15 metres from each end of arena**

Ride pattern as follows:

1. Run up centre of arena past end marker and do a sliding stop
2. Complete 3½ spins to the left
3. Run down to opposite end of arena, past end marker and do a sliding stop
4. Complete 3½ spins to the right
5. Run past centre marker and do a sliding stop. Back at least 3 m. Complete ¼ turn to the left. Hesitate
6. Beginning on right lead, complete two (2) circles to the right – the first small and slow, the second large and fast. Change leads at centre of arena
7. Complete two (2) circles to the left – the first small and slow, the second large and fast. Change leads at centre of arena
8. Begin a large circle to the right, but do not close circle. Run down right side of arena past centre marker and do a sliding stop at least 6 m from the fence. Hesitate to show completion of pattern.



## RANCH REINING PATTERN 5

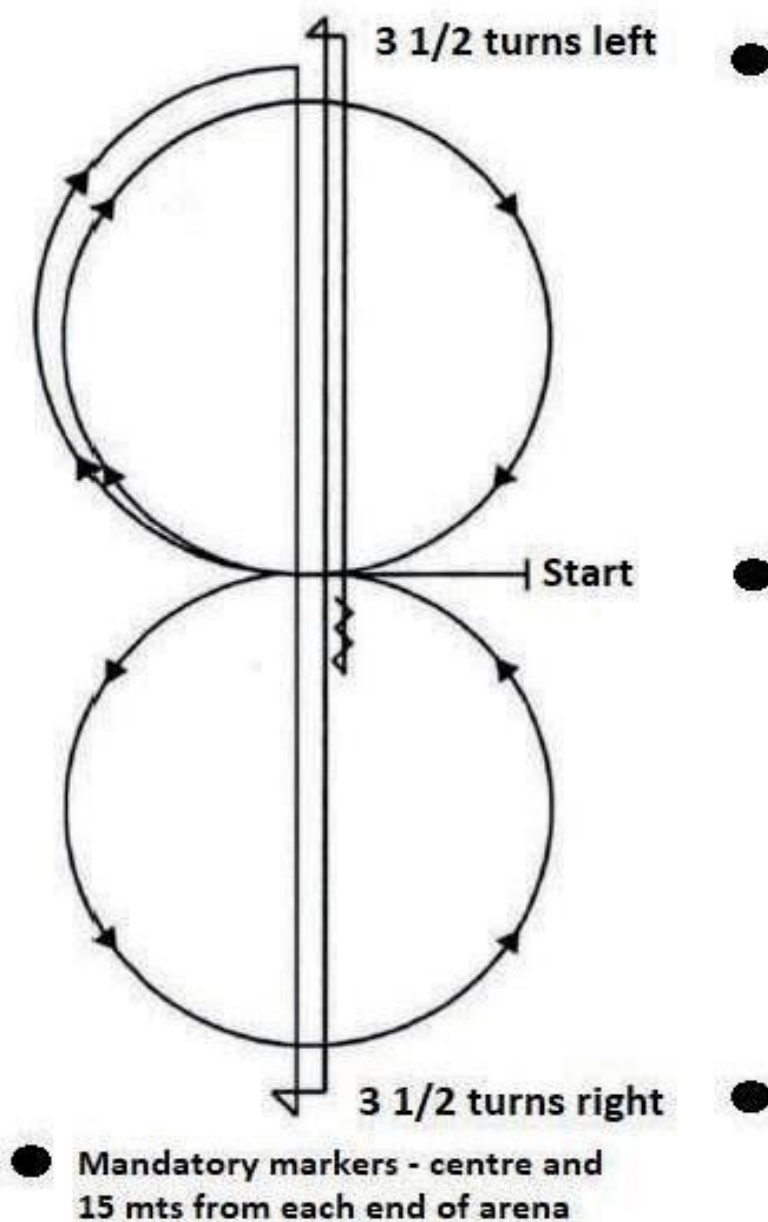


Ride pattern as follows:

1. Run past centre marker and do a sliding stop. Back to centre of arena or at least 3 m. Hesitate
2. Complete four (4) right spins. Hesitate
3. Complete 4¼ left spins. Hesitate. Horse to be facing left wall
4. Beginning on left lead, complete two (2) circles to the left – the first small and slow, the second large and fast Change leads at centre of arena
5. Complete two (2) circles to the right – the first small and slow, the second large and fast. Change leads at centre of arena
6. Begin a large circle to the left, but do not close circle. Run up left side of arena past centre marker and do a right rollback at least 6 m from wall
7. Continue back around the previous circle, but do not close circle. Run up left side of arena past centre marker and do a left rollback at least 6 m from wall
8. Continue back around previous circle but do not close circle. Run up right side of arena past centre marker, and do a sliding stop at least 6 m from wall. Hesitate to show completion of pattern



## RANCH REINING PATTERN 6

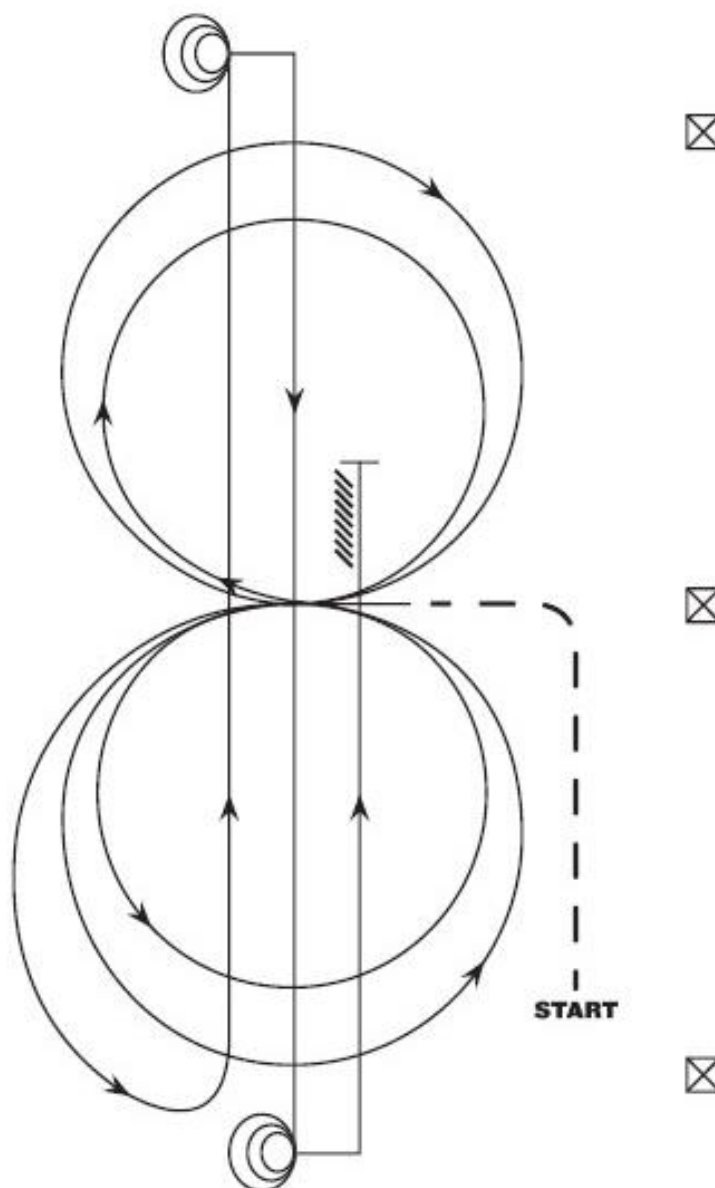


● **Mandatory markers - centre and 15 mts from each end of arena**

Ride pattern as follows: Trot to centre of arena and stop or walk before departure. Start pattern facing toward Judge.

1. Beginning on right lead, lope one (1) circle to the right. Change leads at centre of arena.
2. Complete one (1) circle to the left. Change leads at centre of arena.
3. Begin a circle to the right but do not close this circle. Run down centre of arena past end marker and do a sliding stop.
4. Complete 3½ spins to the right.
5. Run up to the other end of arena, past end marker and do a sliding stop.
6. Complete 3½ spins to the left.
7. Run past centre marker and do a sliding stop. Back at least 3 m. Hesitate to show completion of pattern.

## RANCH REINING PATTERN 7



**Mandatory Marker along Fence or Wall:** The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on left lead, complete two circles to the left - the first one large and fast, the second one small and slow. Change leads at center of arena.
2. Complete two circles to the right - the first one large and fast, the second one small and slow. Change leads at center of arena.
3. Begin a circle to the left, but do not close this circle. Continuing around the end of arena, run up the center, past end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down to other end of arena, past the end marker, and do a sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern

