



OHSA

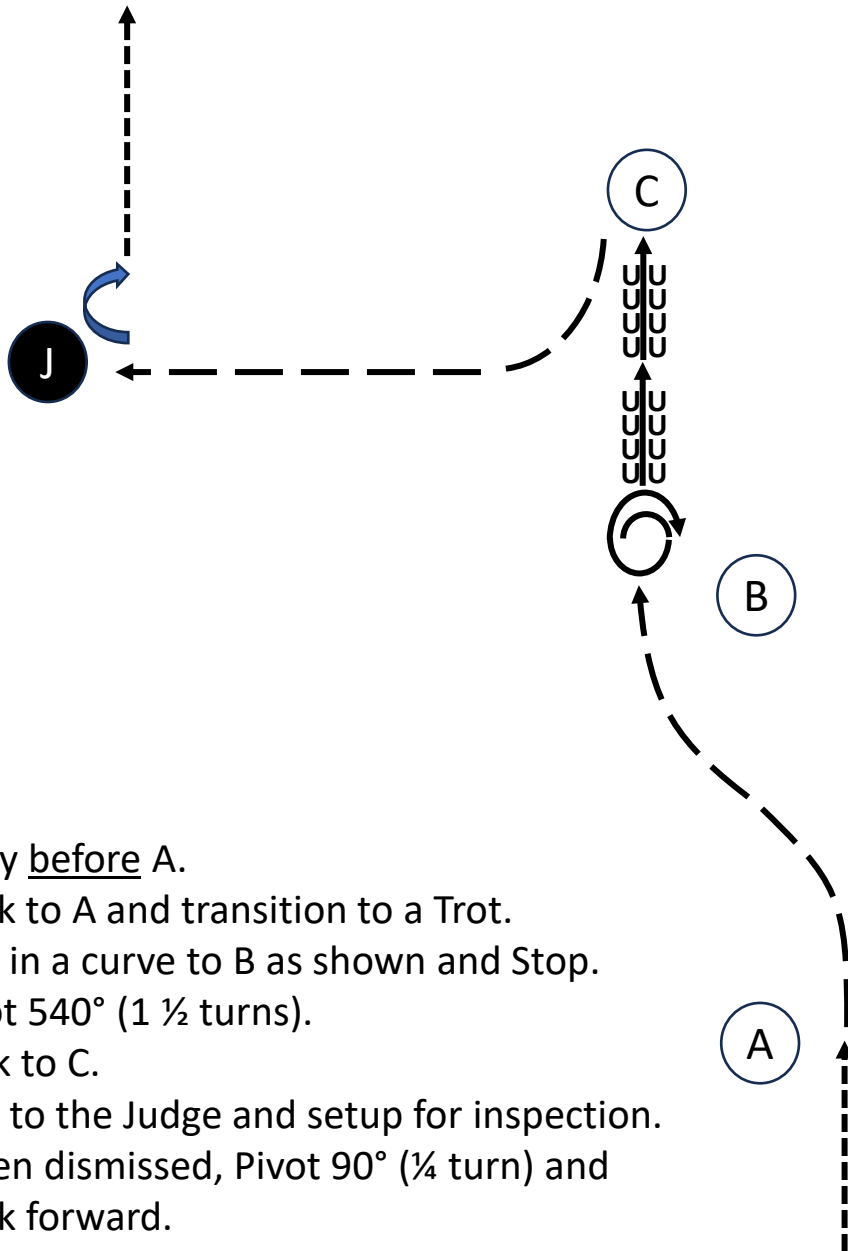
**April, 2024 Virtual
Show Patterns**

www.showohsa.com

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Showmanship Classes

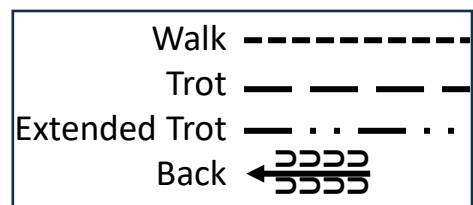
11, 12, 13, 118, 133, 144, and 164



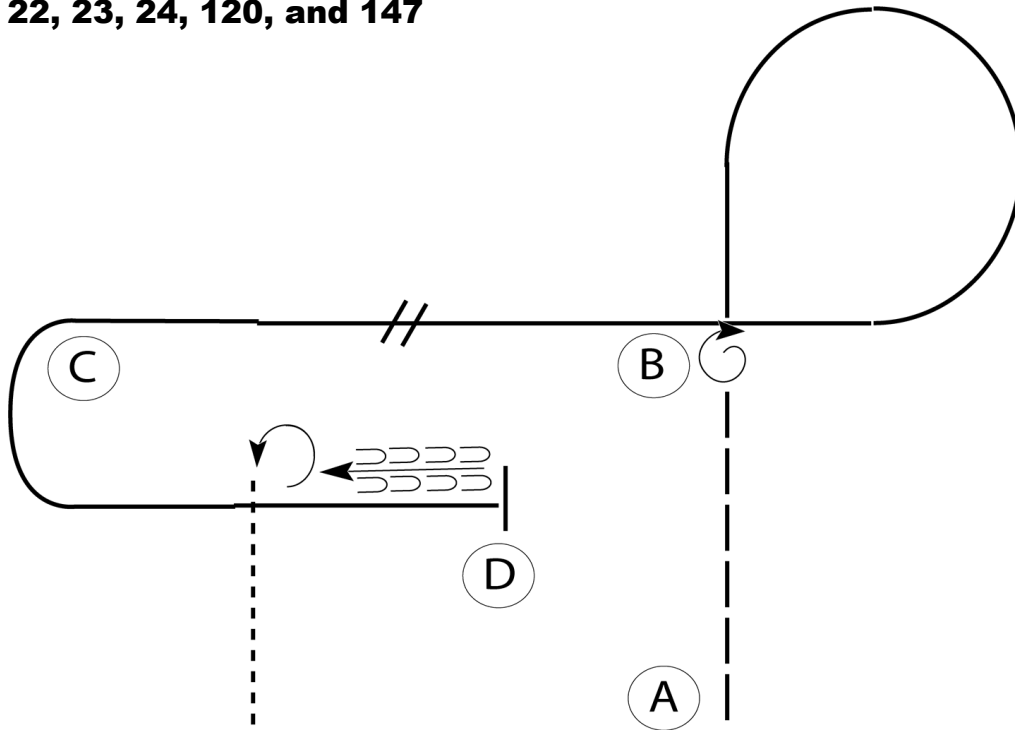
Be Ready before A.

1. Walk to A and transition to a Trot.
2. Trot in a curve to B as shown and Stop.
3. Pivot 540° (1 ½ turns).
4. Back to C.
5. Trot to the Judge and setup for inspection.
6. When dismissed, Pivot 90° (¼ turn) and Walk forward.

Exit pattern at a walk and follow the ring steward's instructions.



Western Horsemanship Classes 22, 23, 24, 120, and 147



Be ready at A.

1. Extend the jog from A to B.
2. Stop at B and complete 2 360 degree spins to the right.
3. Lope a large fast circle to the right.
4. At B, slow to a lope.
5. Halfway between B and C, change leads.
6. Lope on the left lead to D.
7. Stop at D and back approximately one horse length.
8. Spin 3/4 turn to the left and walk off.

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← — — — — — — — — —
Marker	(B)
Sidepass	← — — — — →

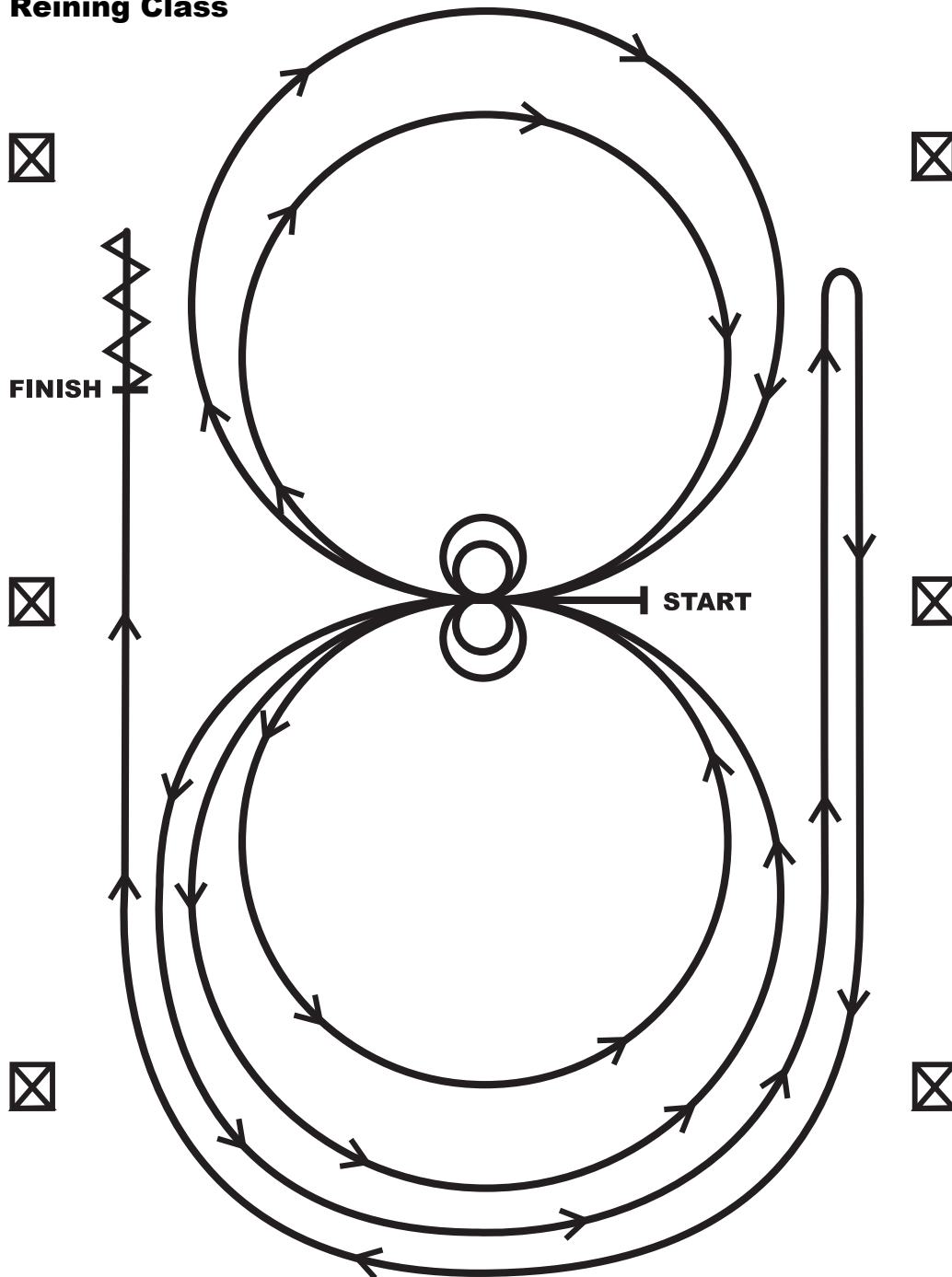
Follow the instructions of your ring steward.

REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under

Beginning Reining Class

27

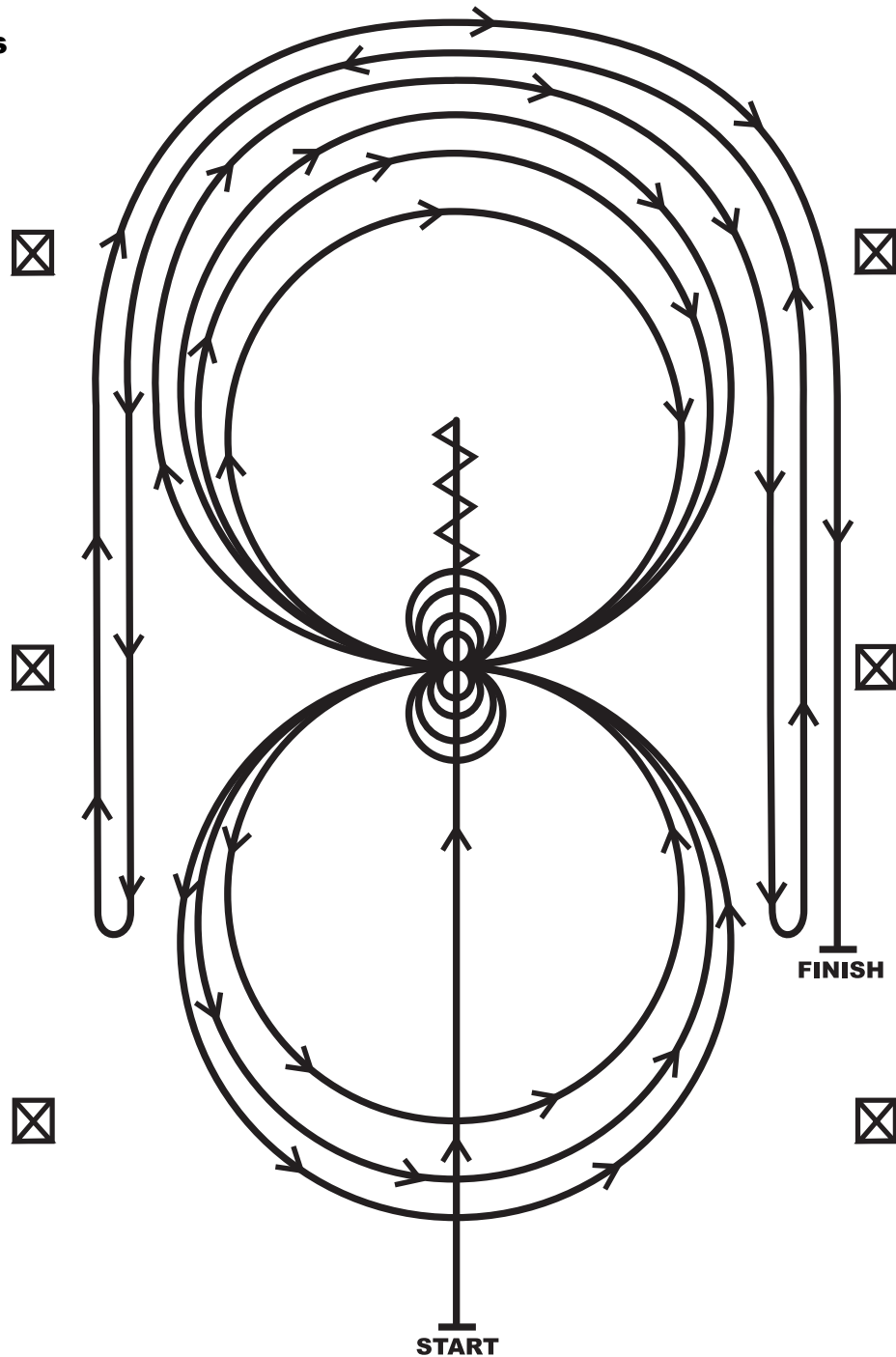


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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 PATTERN 10

Reining Class 28

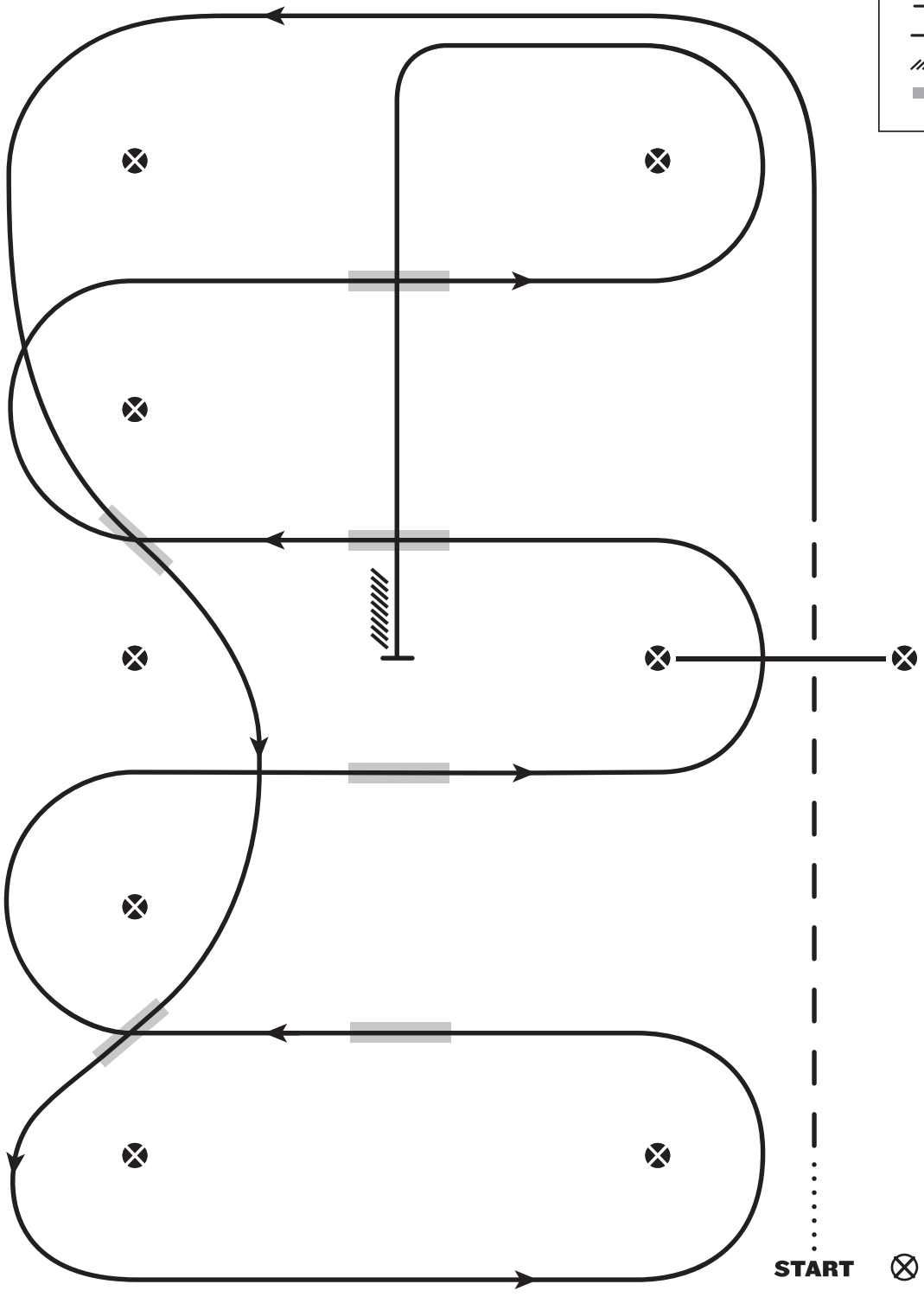


1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down 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.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down 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. Hesitate to demonstrate completion of the pattern.

LEVEL I WESTERN RIDING PATTERN 1

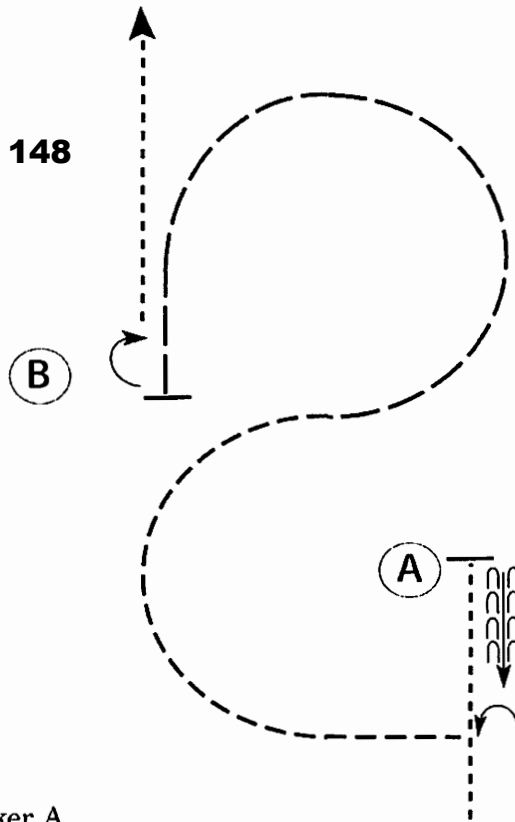
LEGEND

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



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

**WJ Western
Horsemanship
Classes
33, 34, 35, 135, 148**



Be ready before marker A.

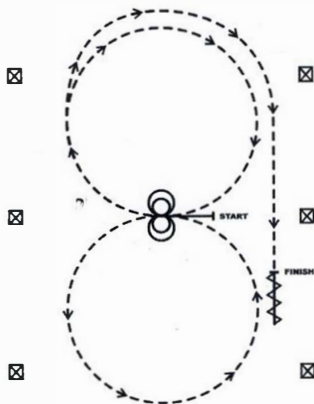
1. Walk to A.
2. Stop and back approximately one horse length.
3. Execute a 1/4 turn to the left and jog a half circle.
4. Extend the jog to B.
5. Stop at B and execute a 1/2 turn to the right.
6. Walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← 3333
Marker	⊙ B
Sidepass	← →

Walk Trot Reining Class 38

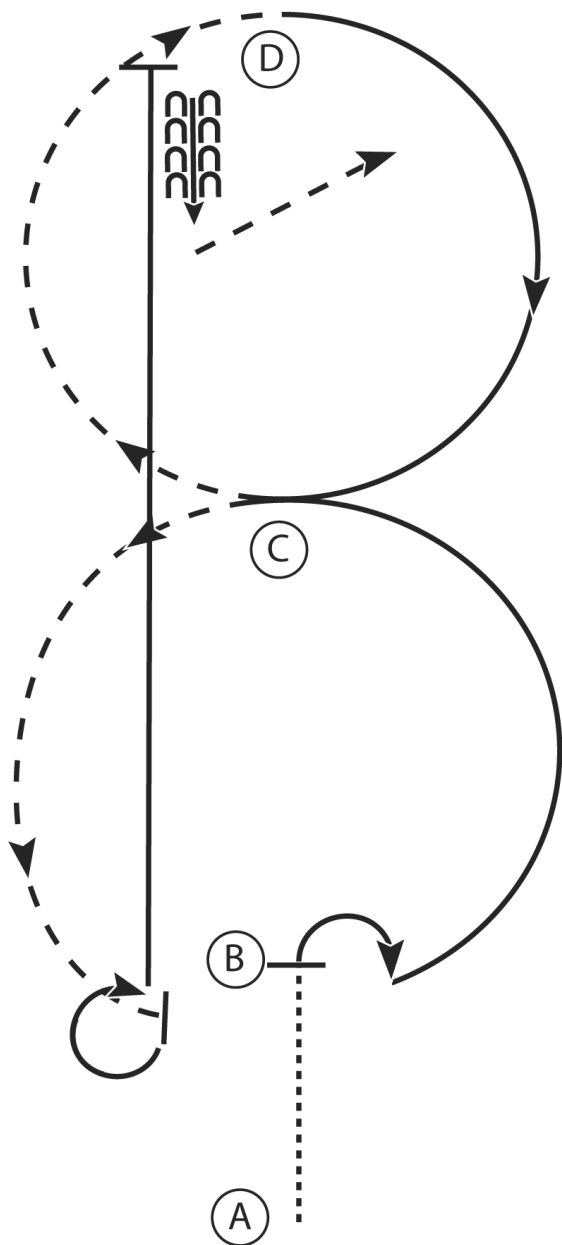
WALK, JOG, PARA-REINING #1



Horses may walk or trot 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. Complete two spins to the left. Hesitate.
2. Complete two spins to the right. Hesitate.
3. Trot once circle to the right, change directions at the center of the arena.
4. Complete one circle to the left, change directions at the center of the arena.
5. Begin a circle to the right but do not close this circle. Trot straight down the right side of the arena past the center marker, stop and back up at least 10 feet. Hesitate to demonstrate completion of the pattern.

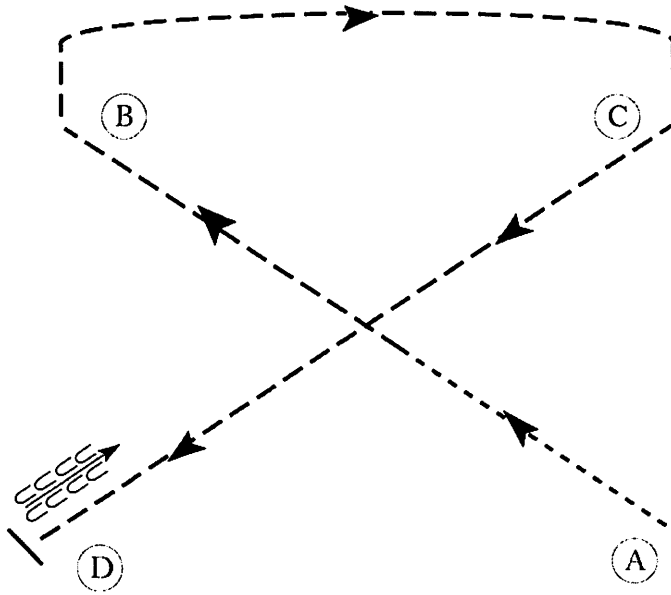
Hunt Seat Equitation Classes 43, 44, and 45



1. Walk A to B
2. At B stop and perform a 90 degree turn to the right
3. Canter on the left lead in a half circle to C
4. At C posting trot in a half circle to D on the correct diagonal
5. At D counter canter on the left lead in a half circle to C
6. At C posting trot half circle to just before B on the correct diagonal
7. Before B stop and perform a 270 degree turn to the right
8. Hand gallop to D
9. At D stop and back 4 steps
10. Sitting trot to exit

Walk
Trot	-----
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	——— /
Back	←←←←← ←←←←←
Marker	(B)
Sidepass	←-----←

WT Hunt Seat Equitation Classes 57, 58, 59, and 137



Be ready at A.

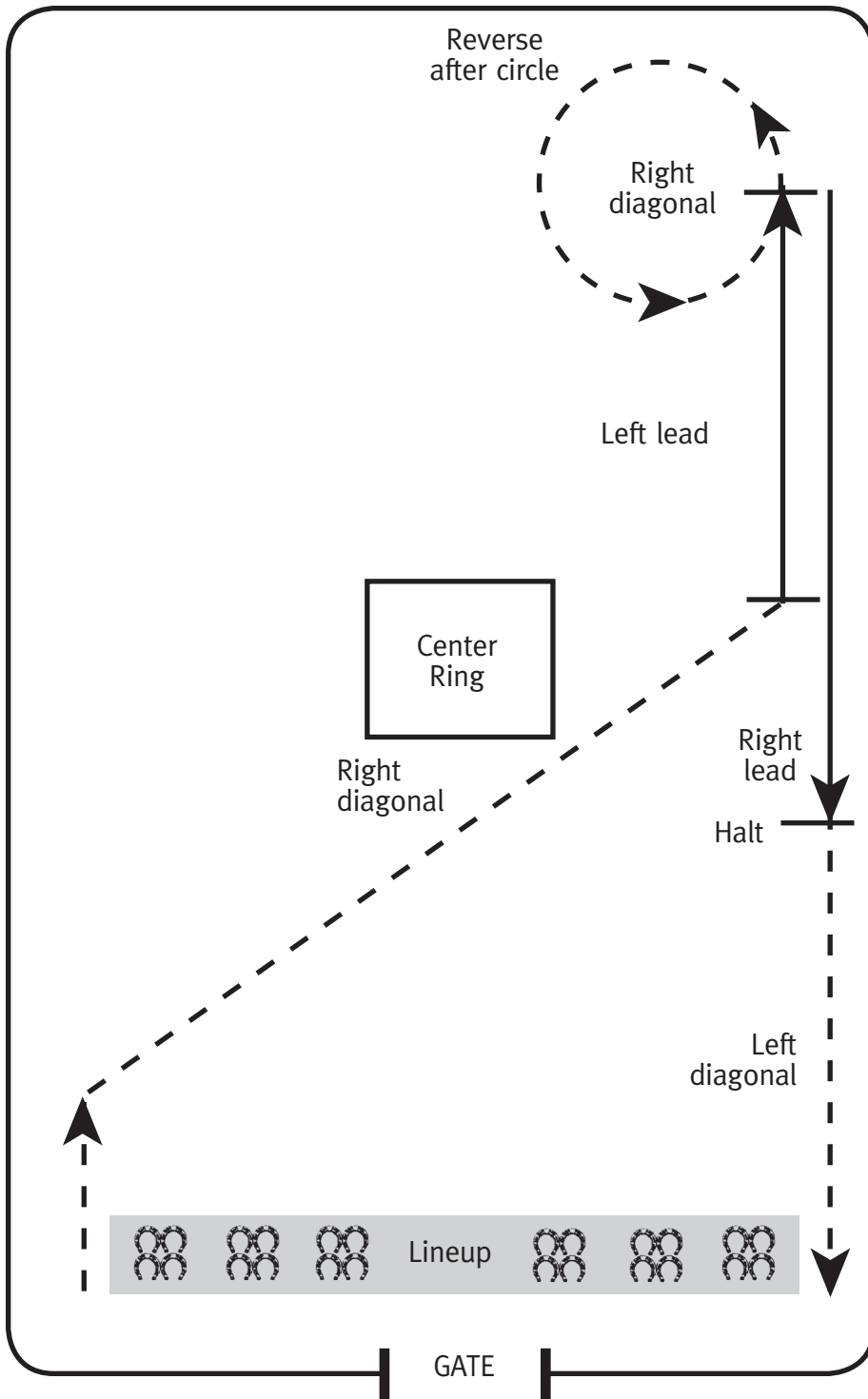
1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal to D.
5. Halt at D and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	=====
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	⊙ B
Sidepass	← ··· ··· ←
Hand Gallop	— — — —

Saddle Seat Equitation Class 80

**WT riders should trot where
canter is called for.**



From the beginning of the straightaway near the exit gate, trot a diagonal line on the right diagonal to the midpoint of the opposite straightaway. Halt.

Turn left so that you are parallel with the rail. Canter on the left lead to the three-quarter point on the straightaway. Halt.

Trot a circle on the right diagonal. Halt.

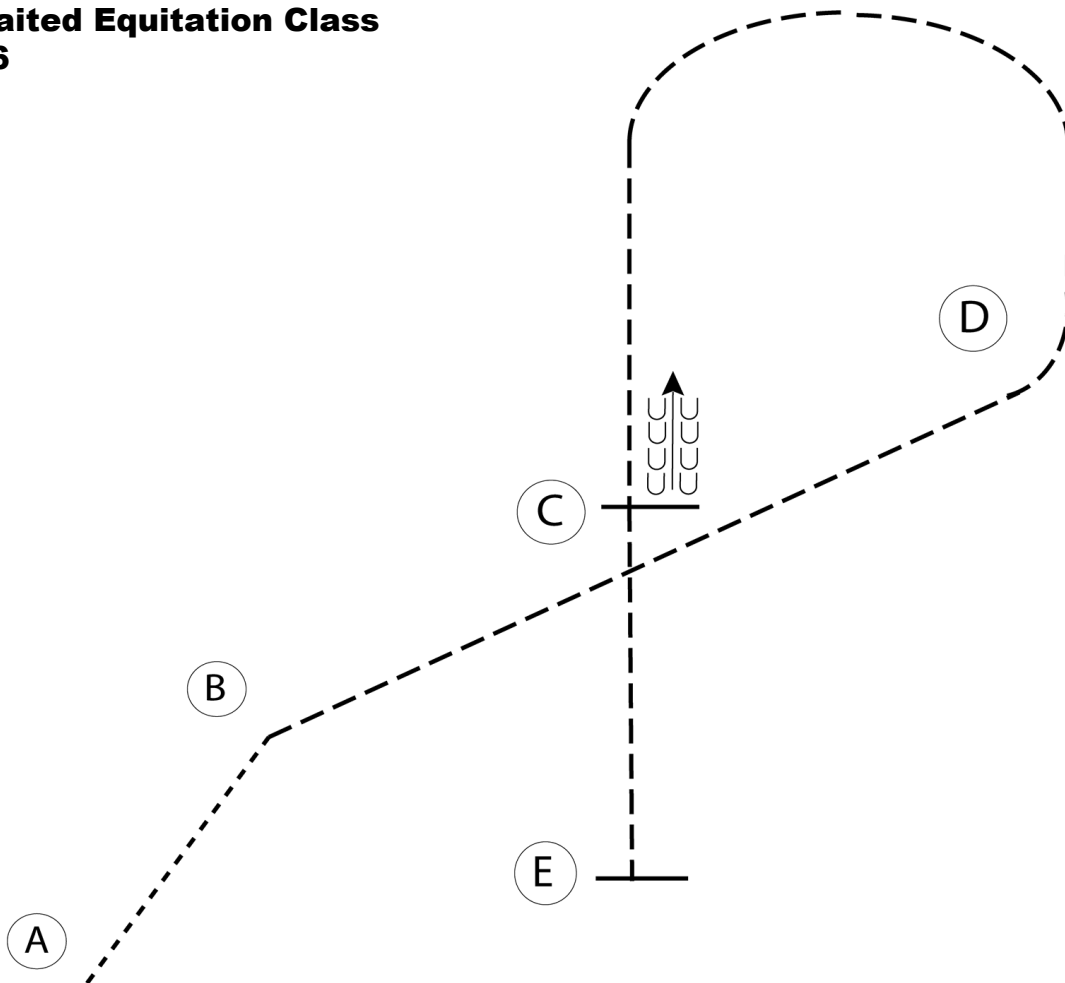
Reverse and canter on the right lead one-half the length of the straightaway. Halt.

Trot on the left diagonal the remainder of the straightaway. Return to the lineup without stopping.

—	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
~>	Back
■	Marker
⊞	Lineup

Gaited Equitation Class

86

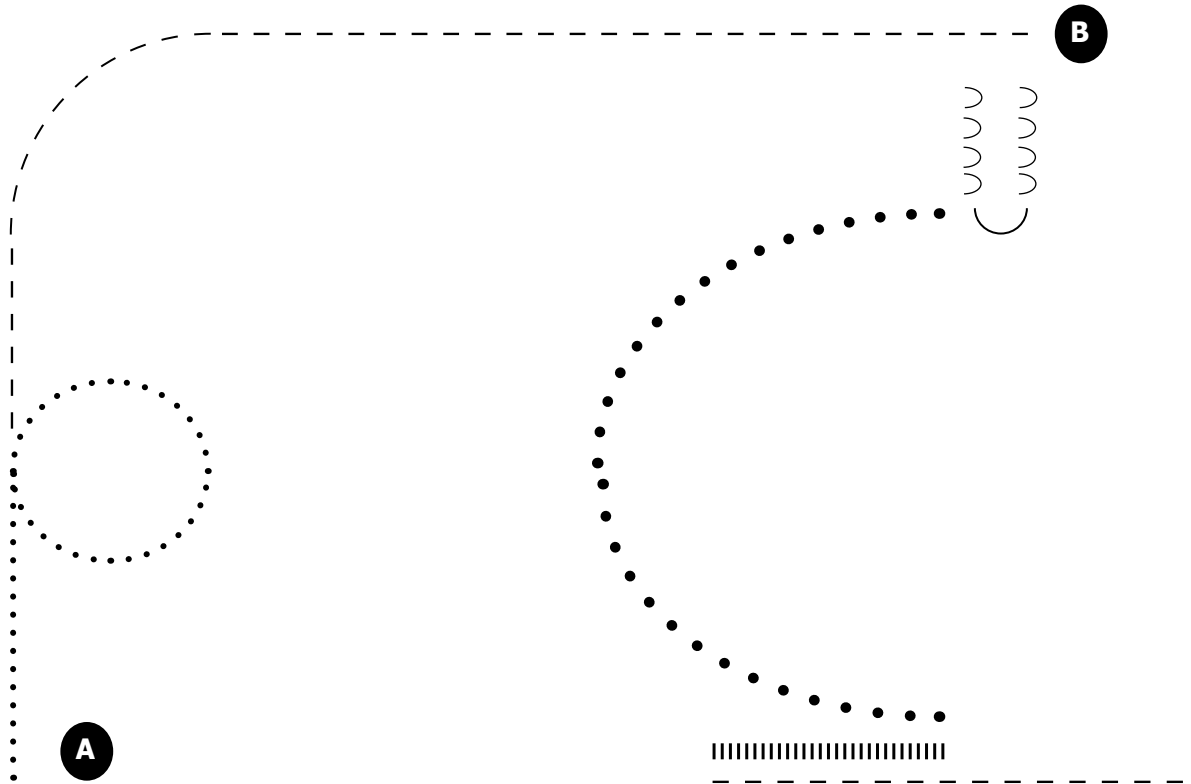


1. Walk from A to B
2. Jog from B to D
3. Jog around D to C
4. At C stop and back four steps
5. Jog from C to E
6. At E stop

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	— / —
Back	← — — — — — — — — —
Marker	(B)
Sidepass	← — — — — →

Ranch Ground Handling Class

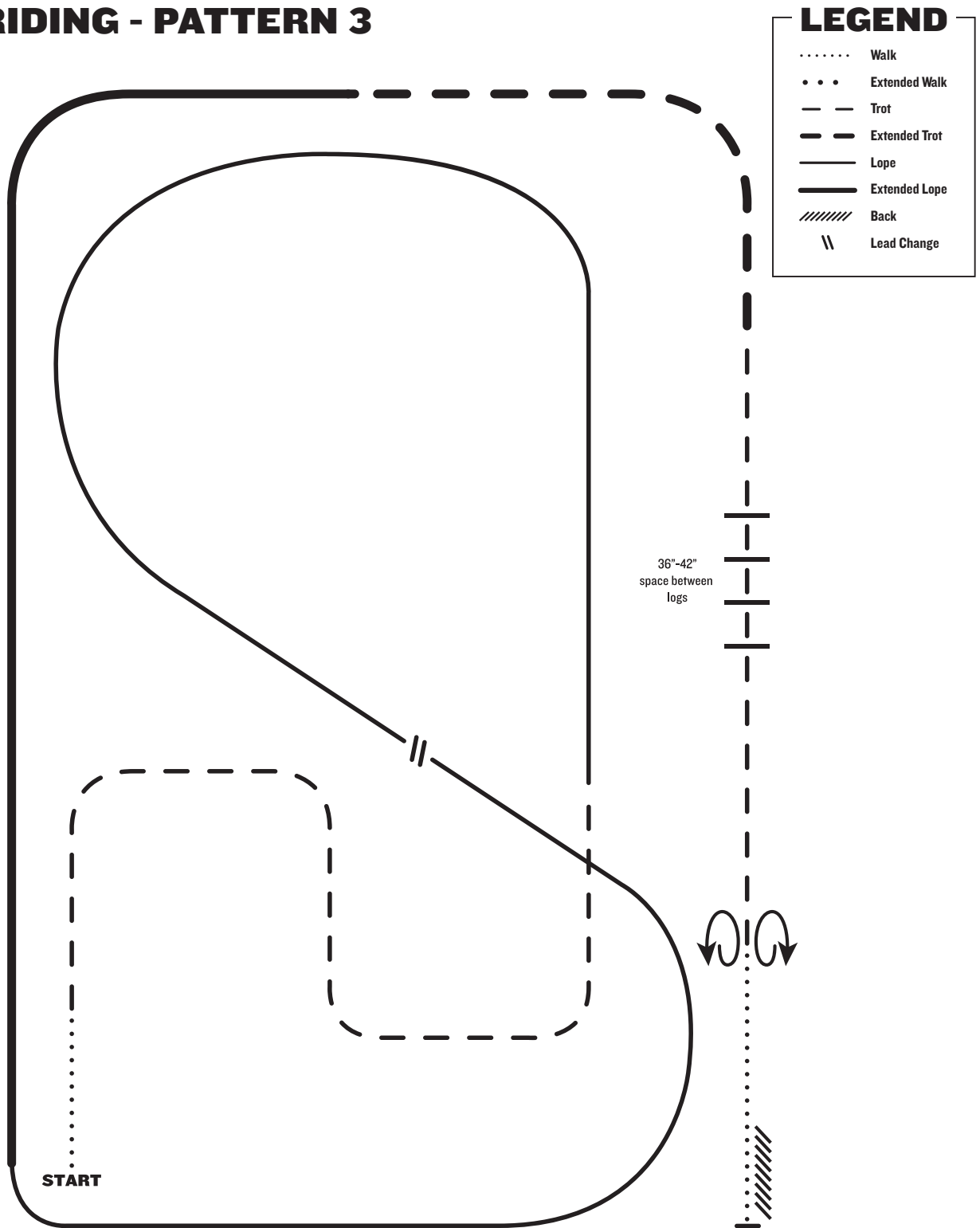
98



1. Start at A with horse on a long lead. Gather lead and walk forward
2. Walk small circle to the right.
3. Trot curve to B, stop.
4. Seniors(class 37) -Sidepass several strides
Juniors(class 36)-do not sidepass
5. Execute $\frac{1}{2}$ turn on the haunches
6. Extended walk half circle
7. Stop, back at least two horse lengths
8. Demonstrate lowering horse's head
9. Trot to exit

RANCH RIDING - PATTERN 3

Class 101

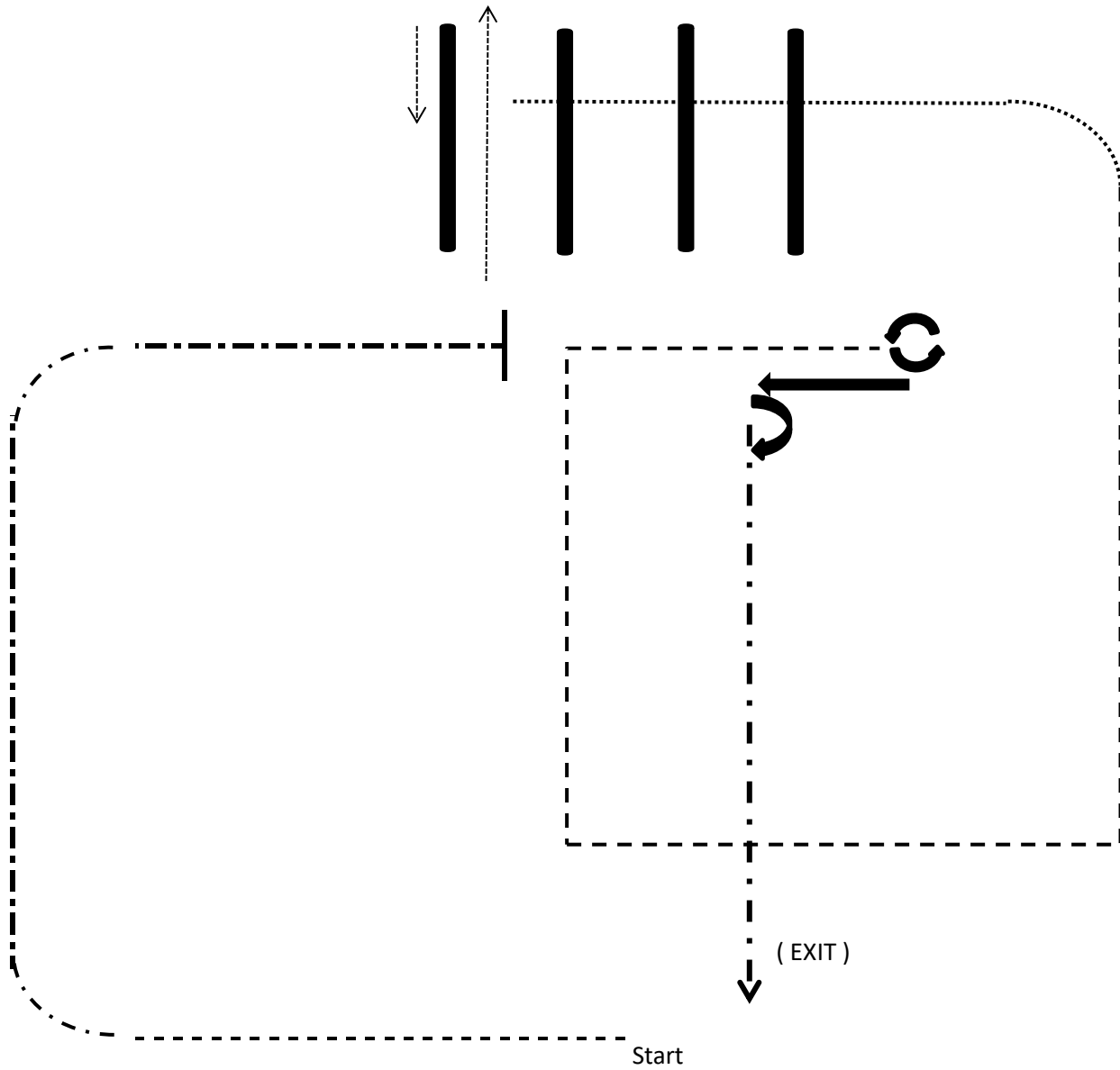


LEGEND	
.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
\\	Lead Change

- I. 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)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, 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.

Walk Jog Ranch Riding Class 102

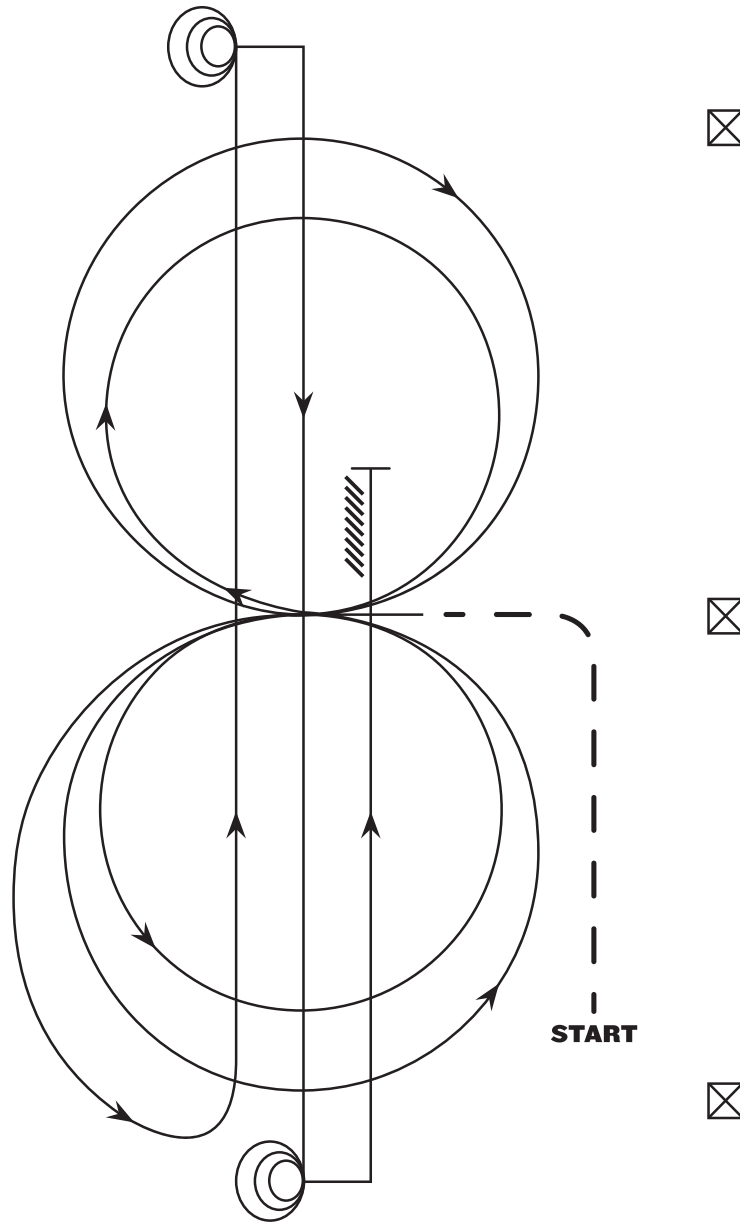


- 1 WALK
- 2 EXT TROT
- 3 STOP
- 4 Side Pass LEFT, over log , Side Pass RIGHT 1/2 way
- 5 WALK over LOGS
- 6 TROT SQUARE
- 7 STOP 360 LEFT
- 8 BACK 6 steps, 1/4 turn RIGHT
- 9 EXIT ARENA at an EXTENDED TROT

WALK	-----
TROT	-----
EXT TROT	-----

VRH AND RHC RANCH REINING PATTERN 7

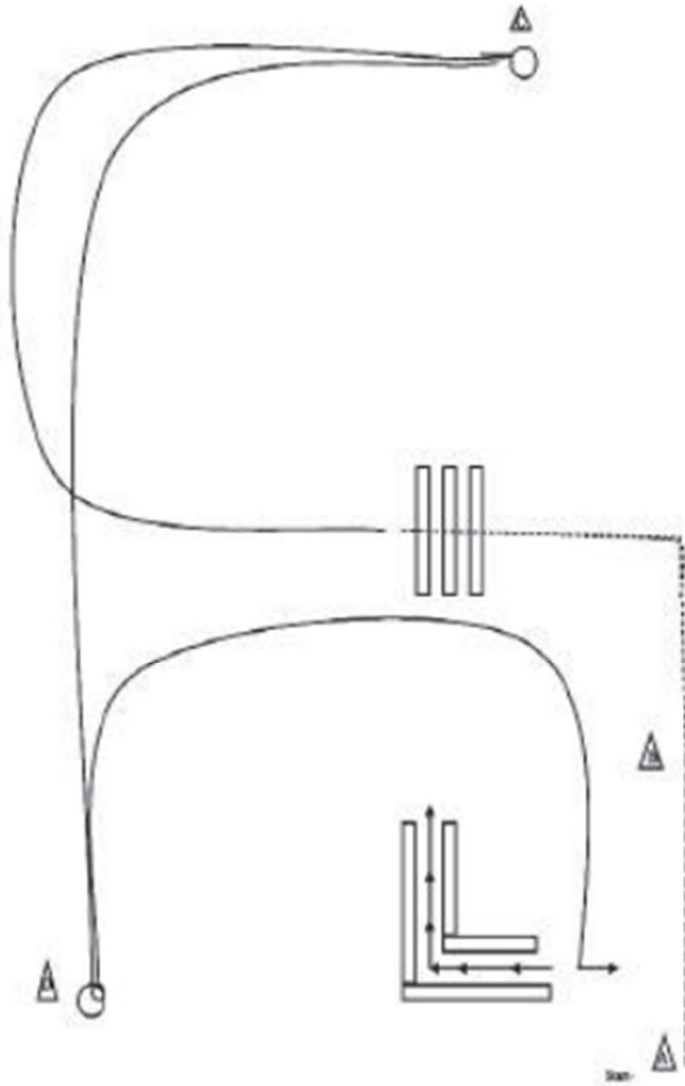
Class 103



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

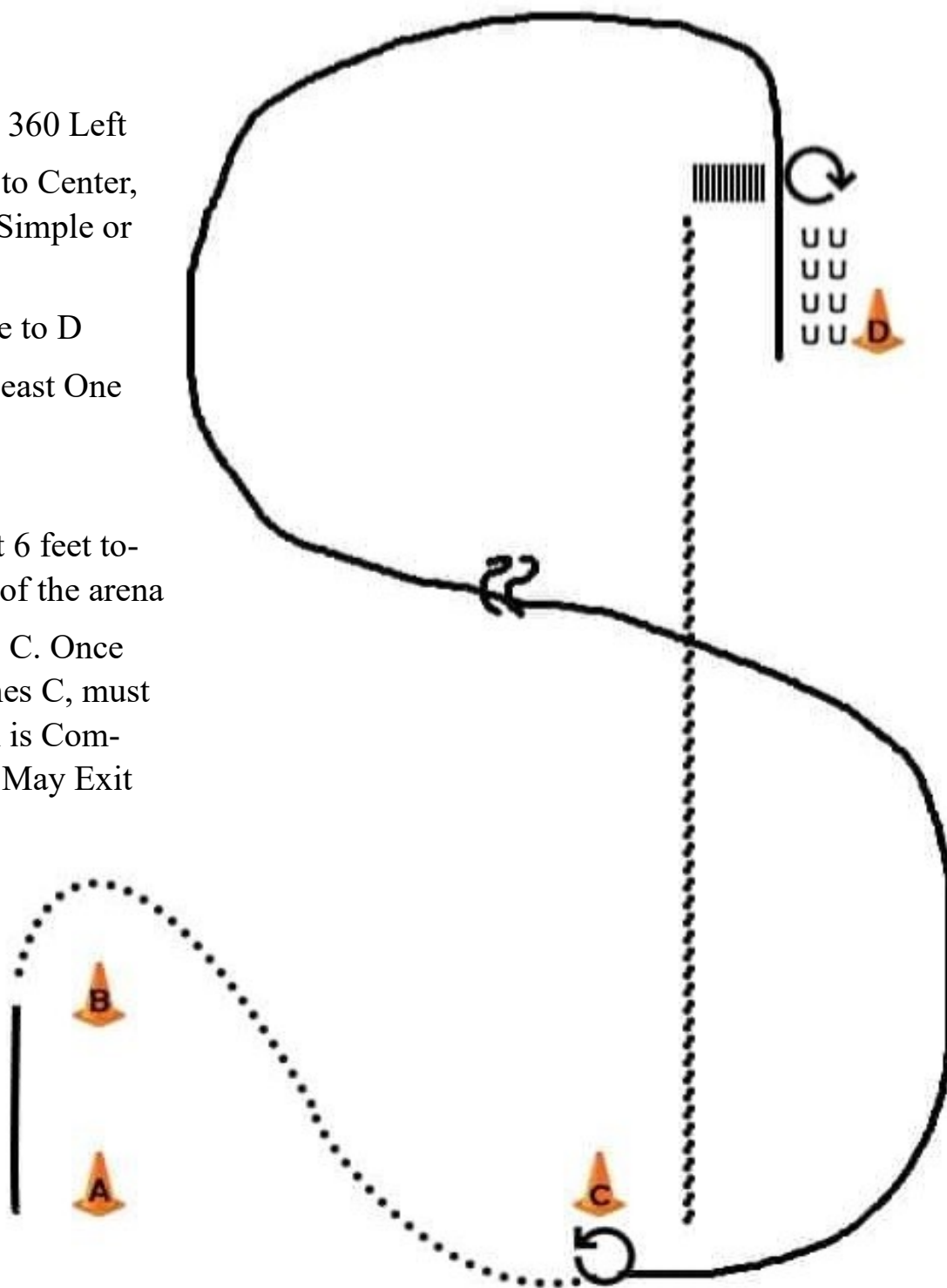


Ranchmanship Pattern #2

1. Walk A-B.
2. At cone trot to and over cross poles.
3. After poles are cleared Right lead lope. **WJ should Jog**
4. At Cone ;Stop.
5. 1½ spin left.
6. Left lead lope to cone; **WJ extend jog**
Stop.
7. 1½ spins right.
8. Lope right lead to chute; **WJ - jog**
Stop; 90° turn.
9. Back thru Chute.

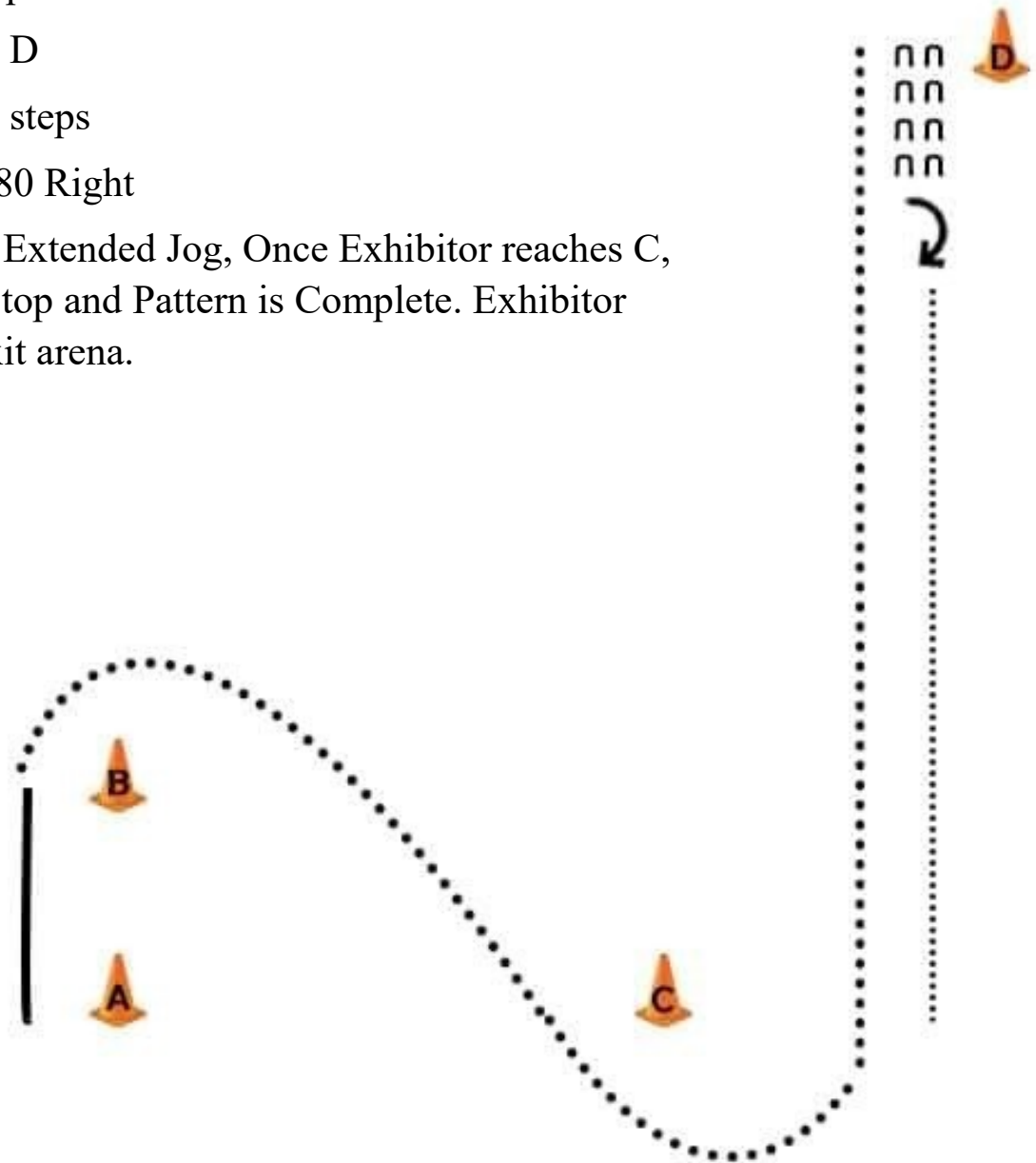
Ranch Horsemanship Class 106

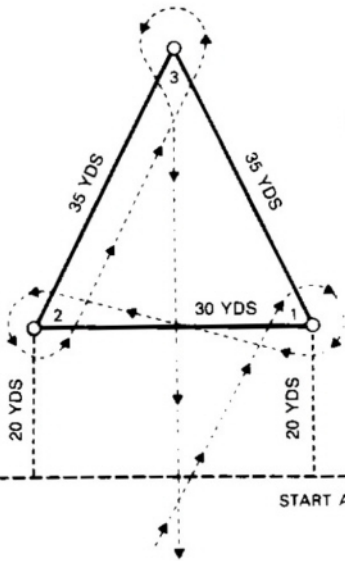
1. Walk A to B
2. At B Jog to C
3. At C Stop, Turn 360 Left
4. Left Lead Lope to Center, Change Leads (Simple or Flying)
5. Right Lead Lope to D
6. Stop, Back At Least One Horse Length
7. 360 Right Turn
8. Sidepass at least 6 feet toward the center of the arena
9. Extended Jog to C. Once Exhibitor Reaches C, must stop and Pattern is Complete. Exhibitor May Exit Arena



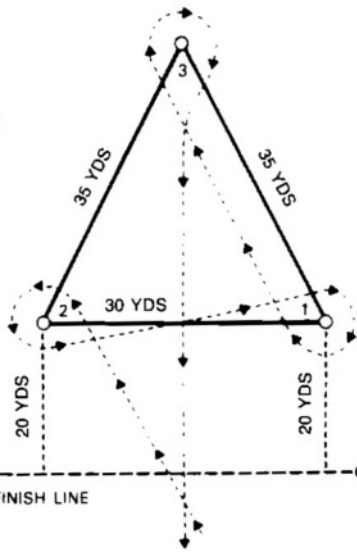
**Walk Jog Ranch Horsemanship Class
107**

1. Walk A to B
2. At B, Pick up Jog
3. Jog Serpentine around B and Past C to D
4. Stop at D
5. Back 4 steps
6. Turn 180 Right
7. Exit at Extended Jog, Once Exhibitor reaches C, Must Stop and Pattern is Complete. Exhibitor may exit arena.





OR

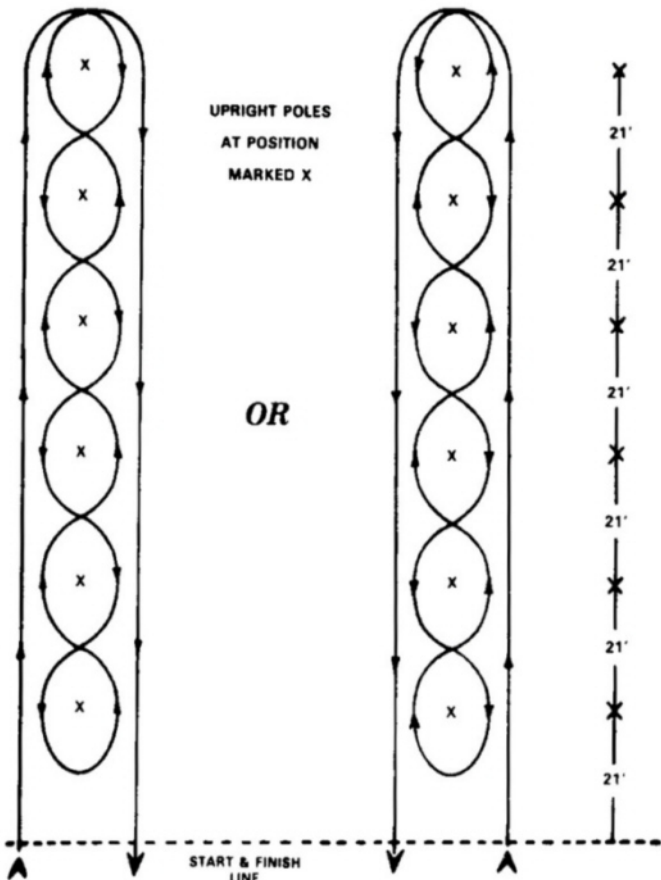


UPRIGHT POLES
AT POSITION
MARKED X

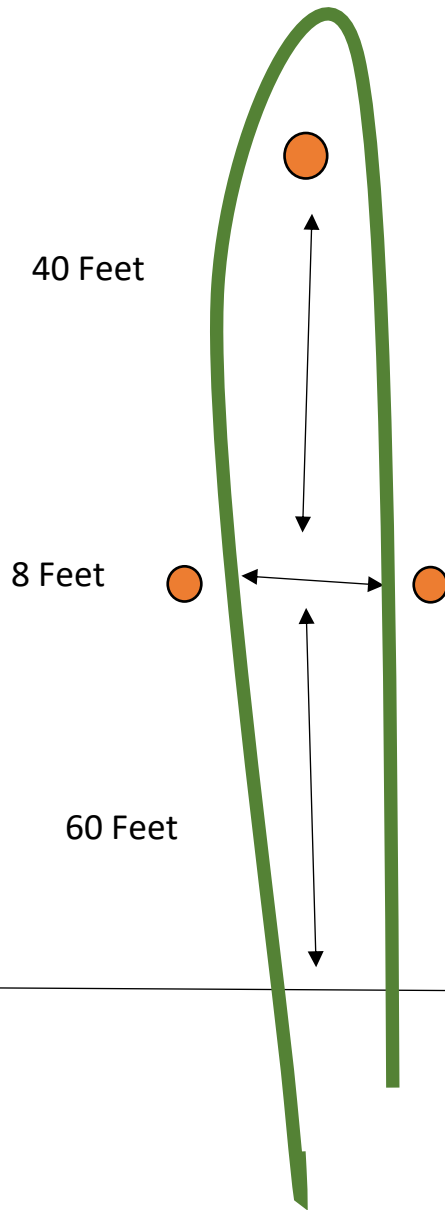
OR

X
21'
X
21'
X
21'
X
21'
X
21'
X
21'
X
21'

START & FINISH
LINE

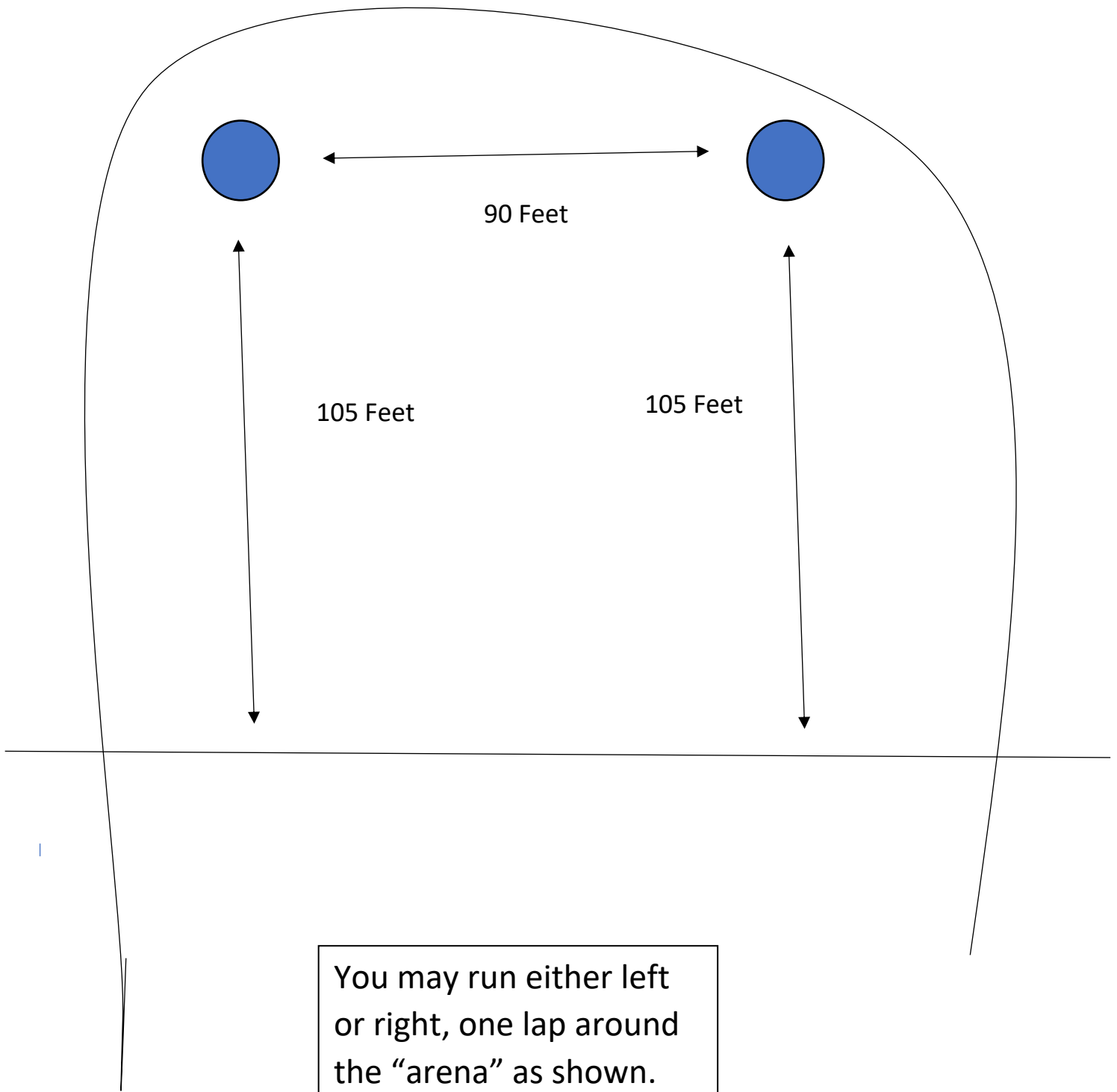


Keyhole Race

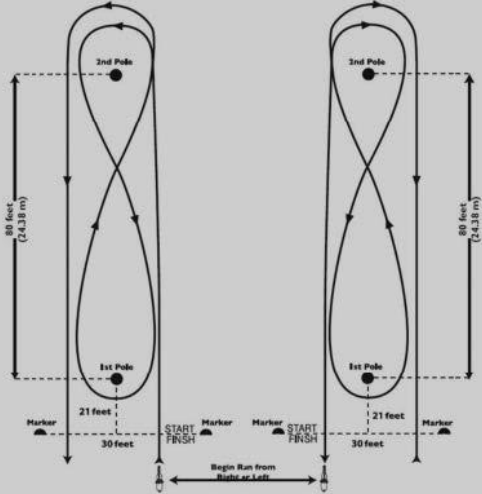


You may run either left or right, between the first 2 poles, then around the third pole as shown. See above for required measurements.

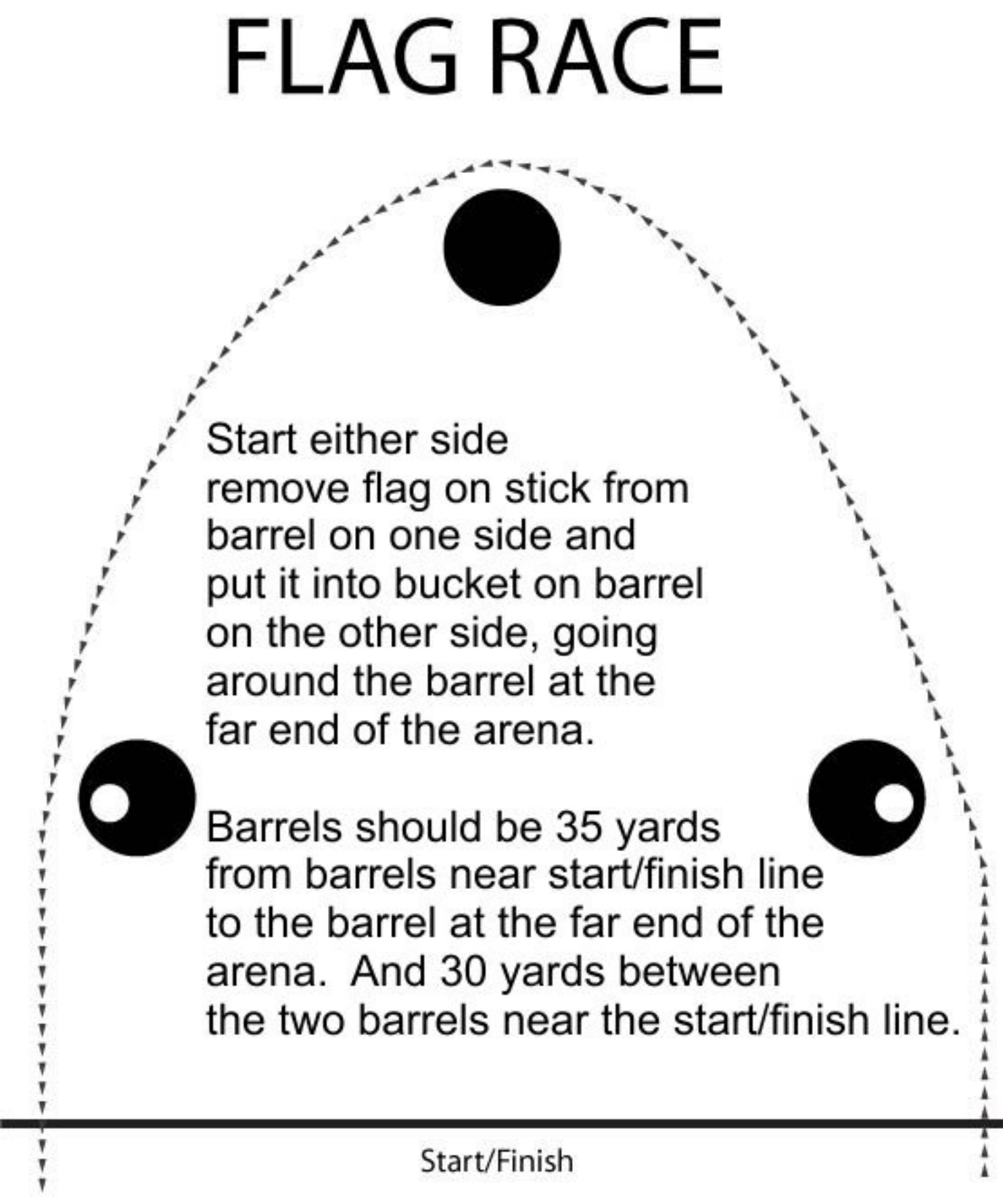
Arena Race



You may run either left or right, one lap around the "arena" as shown. See above for required measurements.



FLAG RACE

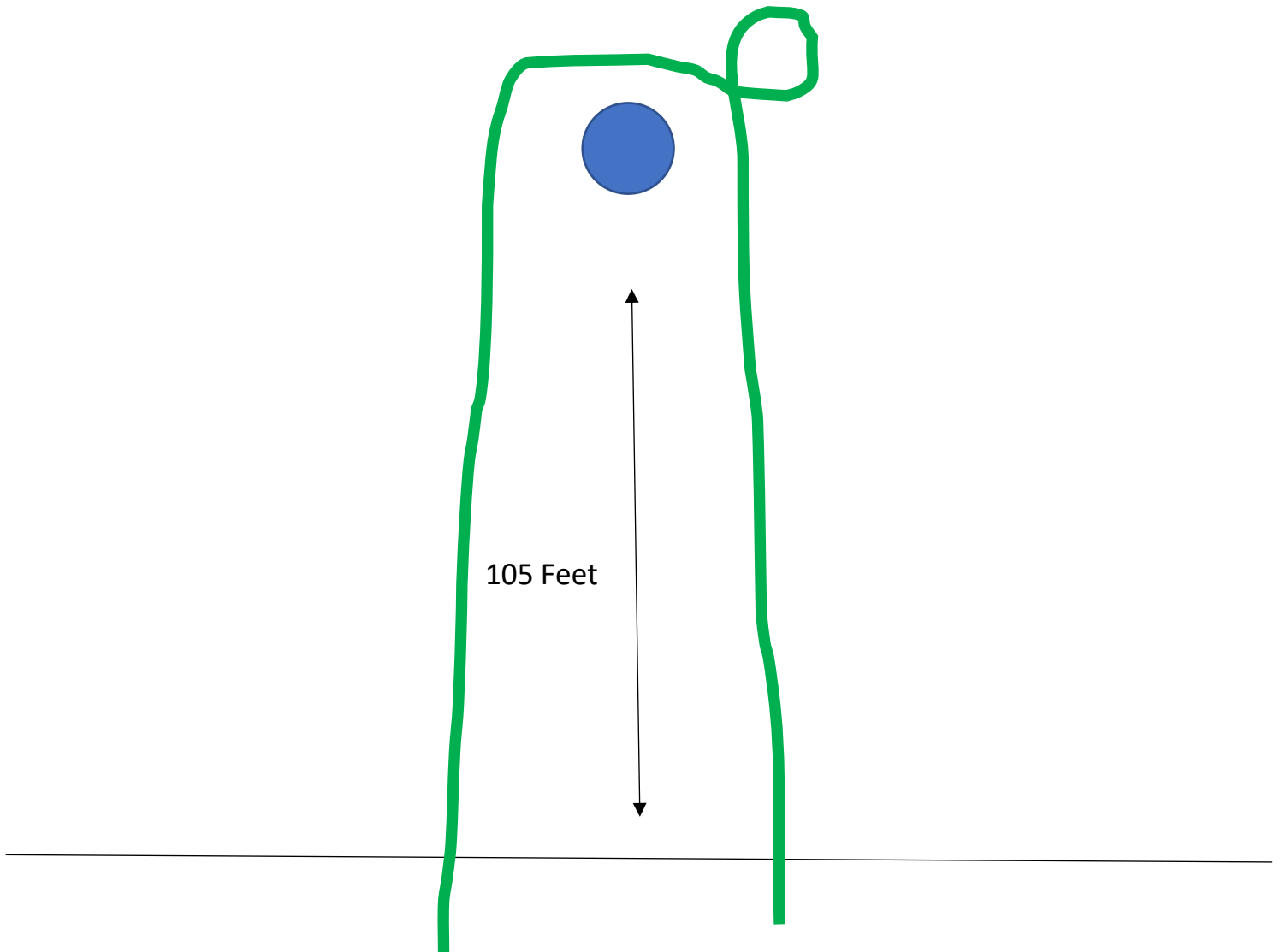


Start either side
remove flag on stick from
barrel on one side and
put it into bucket on barrel
on the other side, going
around the barrel at the
far end of the arena.

Barrels should be 35 yards
from barrels near start/finish line
to the barrel at the far end of the
arena. And 30 yards between
the two barrels near the start/finish line.

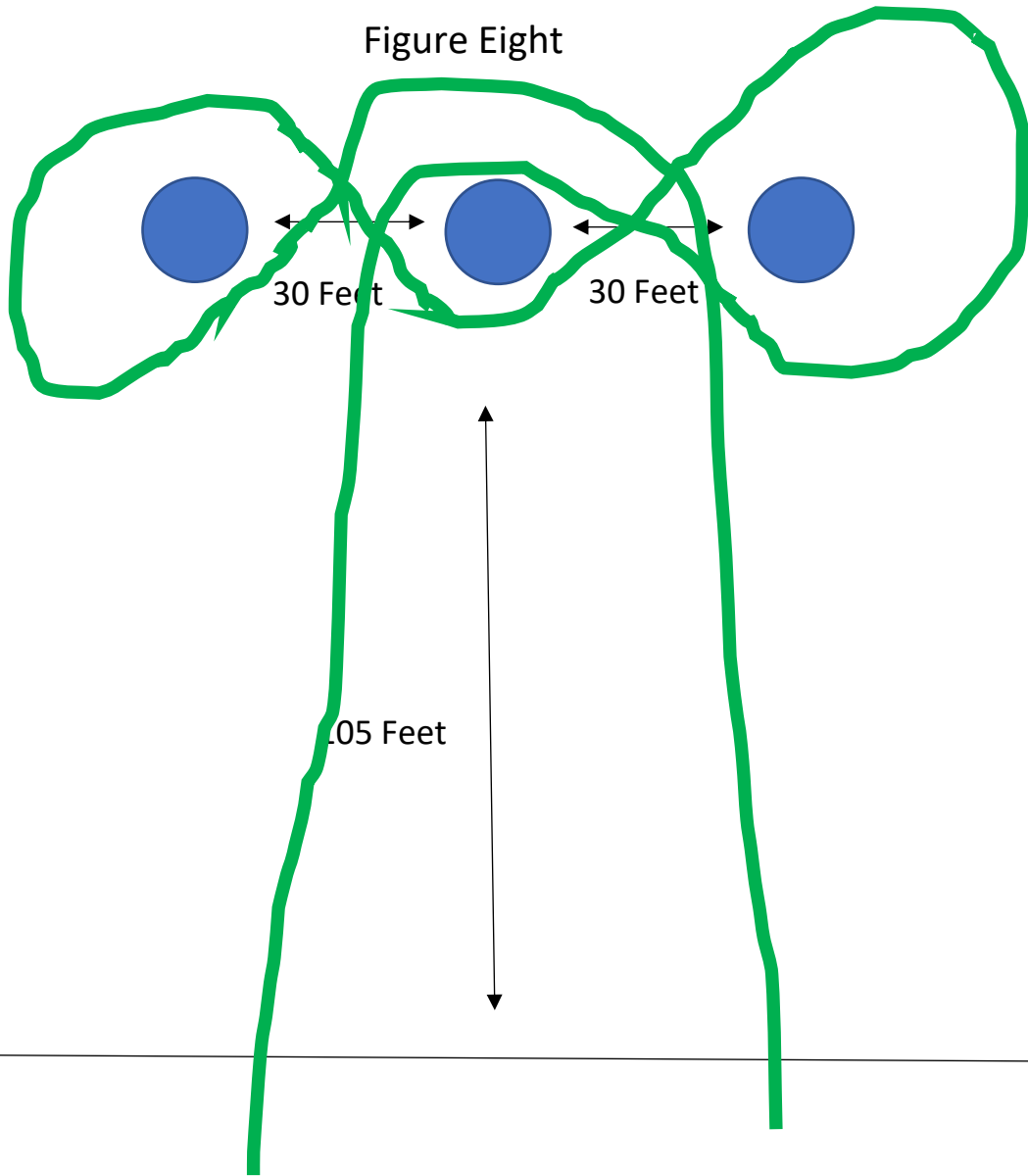
Start/Finish

Rollback



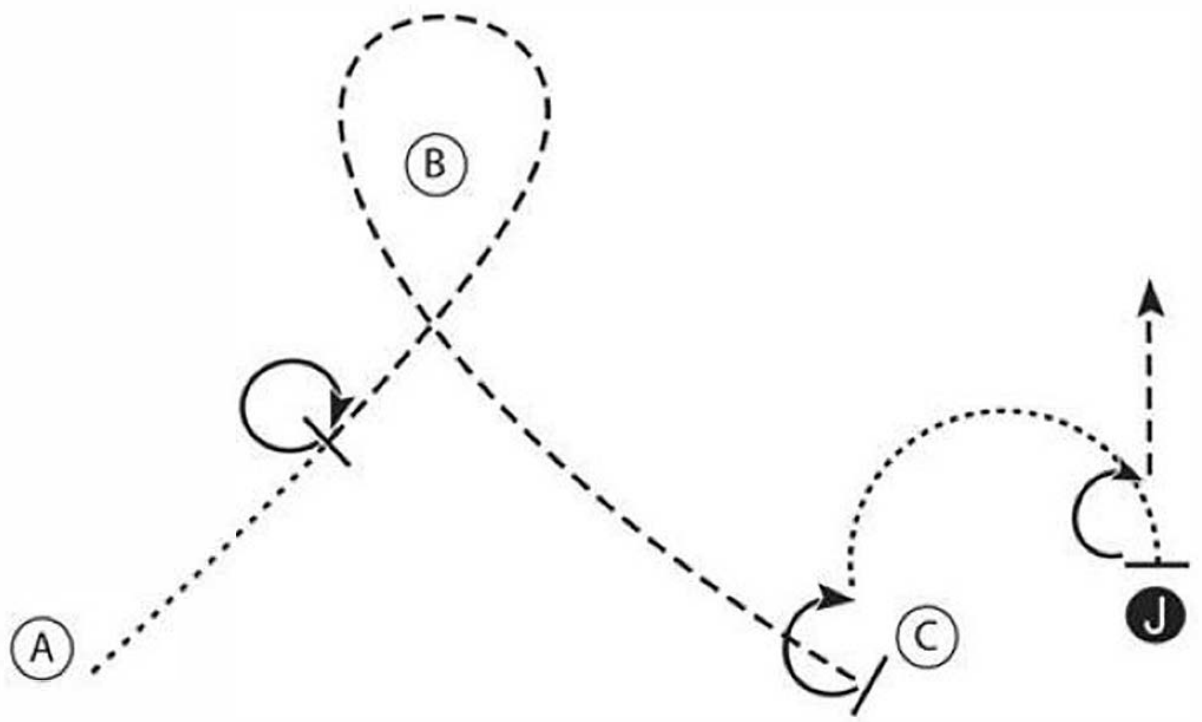
You may run either left or right. Then a reverse turn before completing the turn around the barrel. See above for required measurements.

Figure Eight




You may run either left or right. Run between an end barrel and the center barrel, go around barrels as drawn above. See above for required measurements.

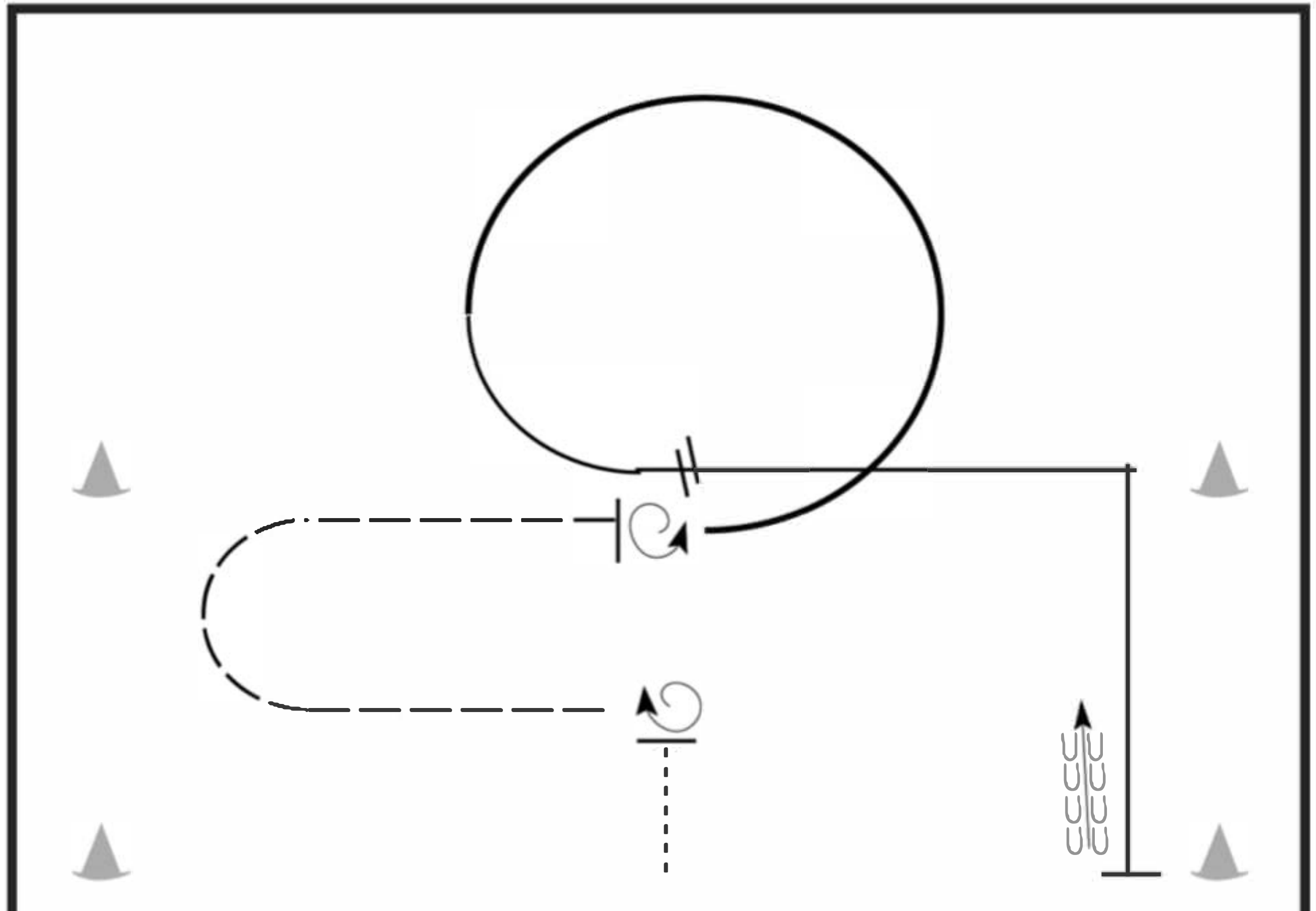
Challenge Showmanship Class 126



1. Walk A towards B
2. When halfway to B stop and perform a 360 degree turn
3. Trot to and around B and continue to C
4. At C stop and perform a 225 degree turn
5. Walk in a half circle to the judge
6. Stop and set up for inspection
7. When dismissed perform a 180 degree turn and trot straight away from the judge

Walk
 Trot - - - - -
 Back ← 
 Marker (B)
 Judge (J)

**Challenge Western Horsemanship
Class 127**



Be ready between the markers.

1. Walk two horse lengths.
2. Perform a 630 degree turn to the right.
3. Extend the trot to the center of the pattern and stop.
4. Perform a 360 degree turn to the left.
5. Lope a circle with speed.
6. Collect before changing leads, simple or flying.
7. Lope a square corner and continue to marker.
8. Stop and back. Pattern is complete. Exit at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

**Challenge Showmanship Class
128**

