

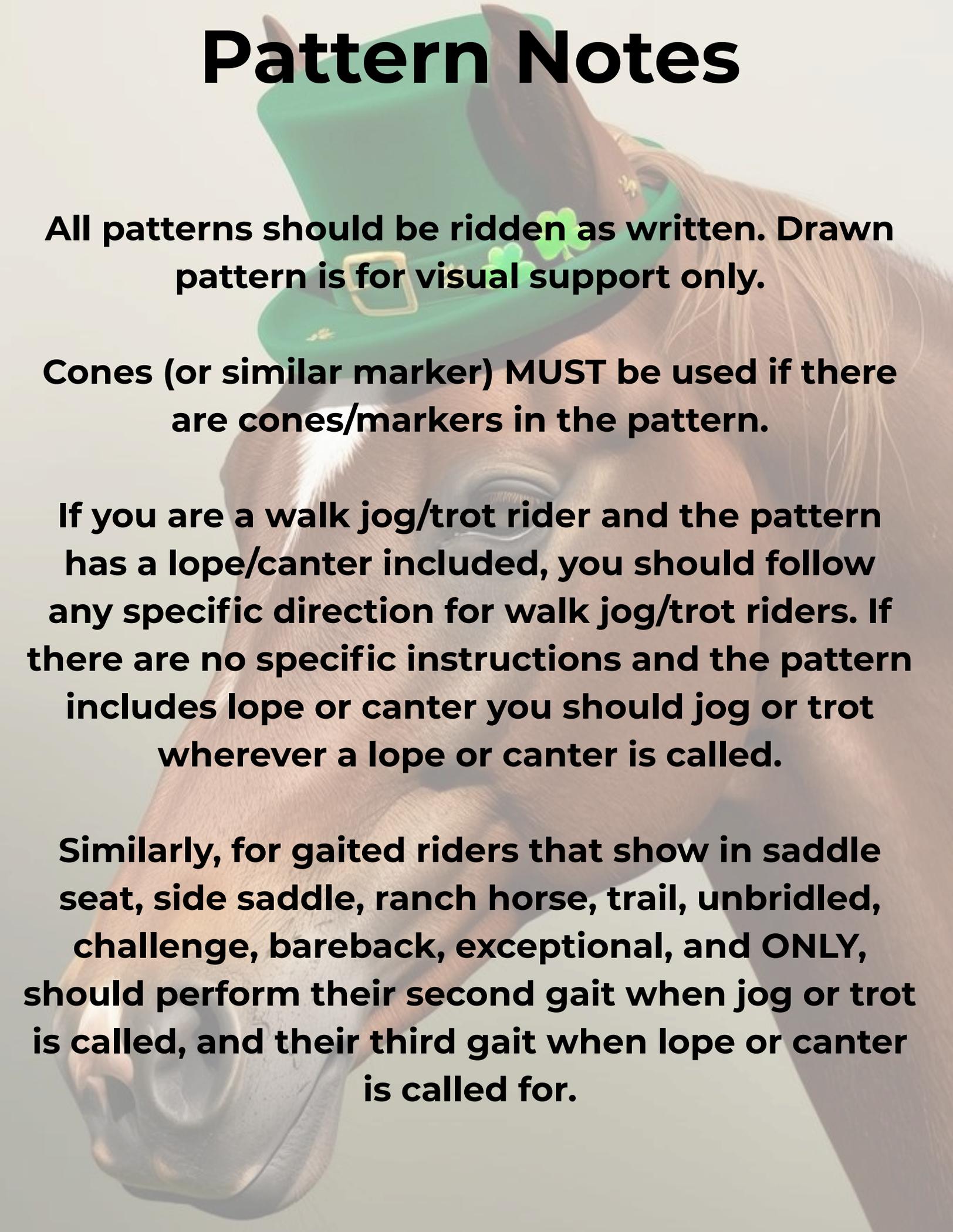


**OHSA
March, 2026
Virtual Show
Patterns**

www.showohsa.com

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Pattern Notes



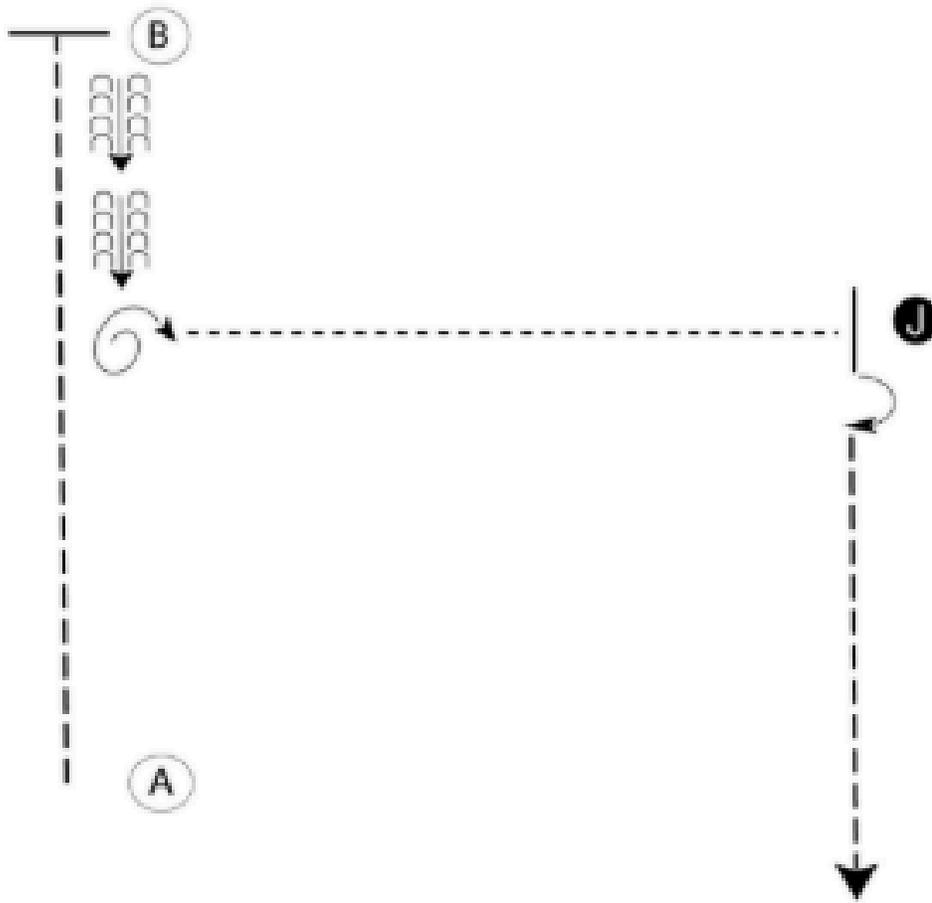
All patterns should be ridden as written. Drawn pattern is for visual support only.

Cones (or similar marker) MUST be used if there are cones/markers in the pattern.

If you are a walk jog/trot rider and the pattern has a lope/canter included, you should follow any specific direction for walk jog/trot riders. If there are no specific instructions and the pattern includes lope or canter you should jog or trot wherever a lope or canter is called.

Similarly, for gaited riders that show in saddle seat, side saddle, ranch horse, trail, unbridled, challenge, bareback, exceptional, and ONLY, should perform their second gait when jog or trot is called, and their third gait when lope or canter is called for.

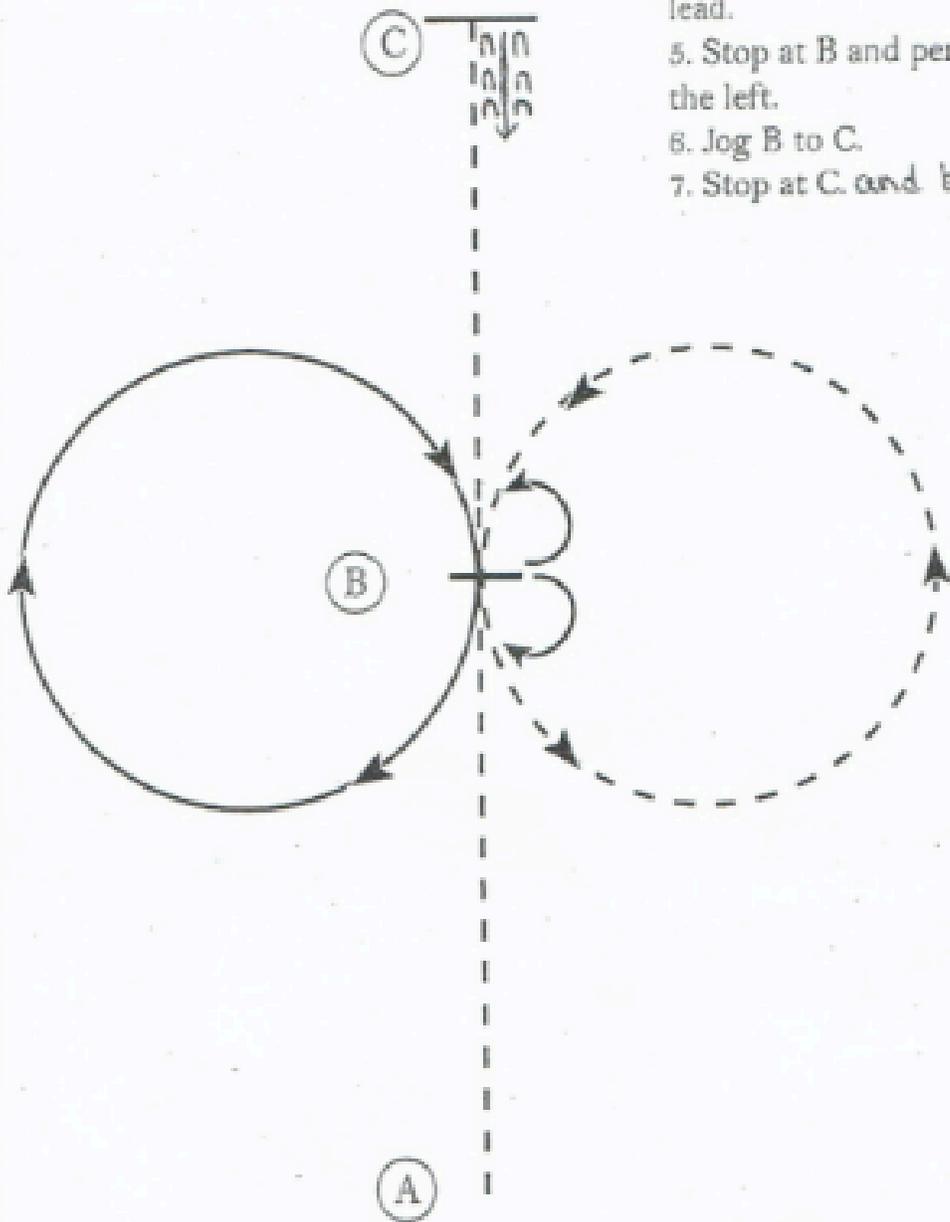
- Showmanship Classes 7, 8, 9, 16, 39, 74, 101, 124, 140, 195



1. Begin at A. Trot to B and stop.
2. Back until even with judge.
3. Perform a 450 degree turn. Walk to judge.
4. Stop, set up, inspection.
5. When dismissed, perform a 90 degree turn.
6. Trot to the line up or follow the directions of the ring steward.



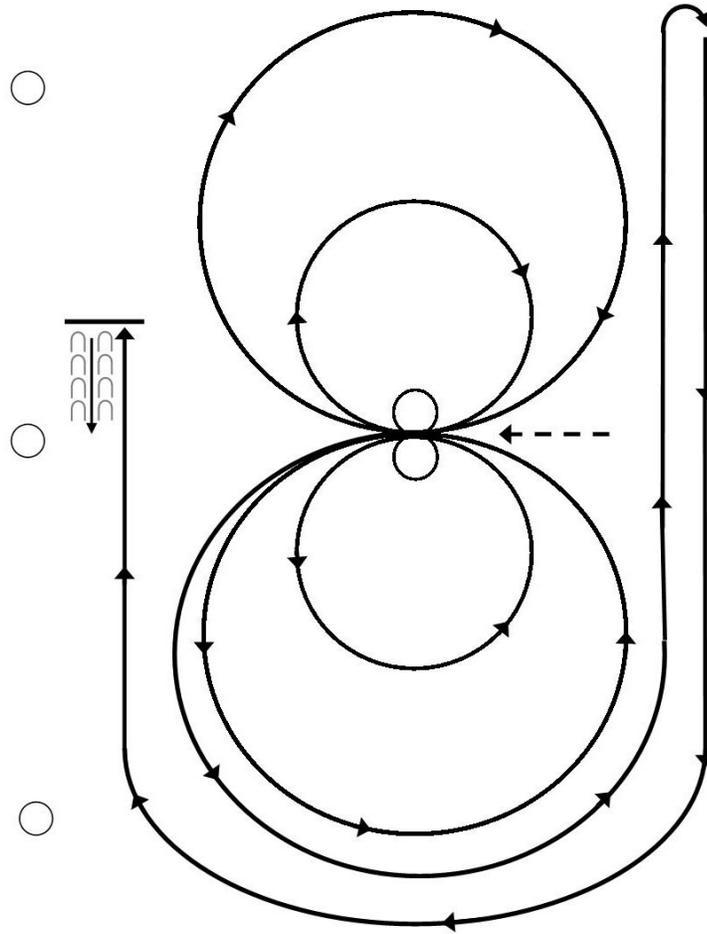
1. Jog A to B.
2. Stop at B and perform a 180 degree turn to the right on the hindquarters.
3. Jog a circle to the left.
4. At B lope a circle to the right on the right lead.
5. Stop at B and perform a 180 degree turn to the left.
6. Jog B to C.
7. Stop at C and back one horse length.



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

Class 25

Reining Intermediate Pattern 3

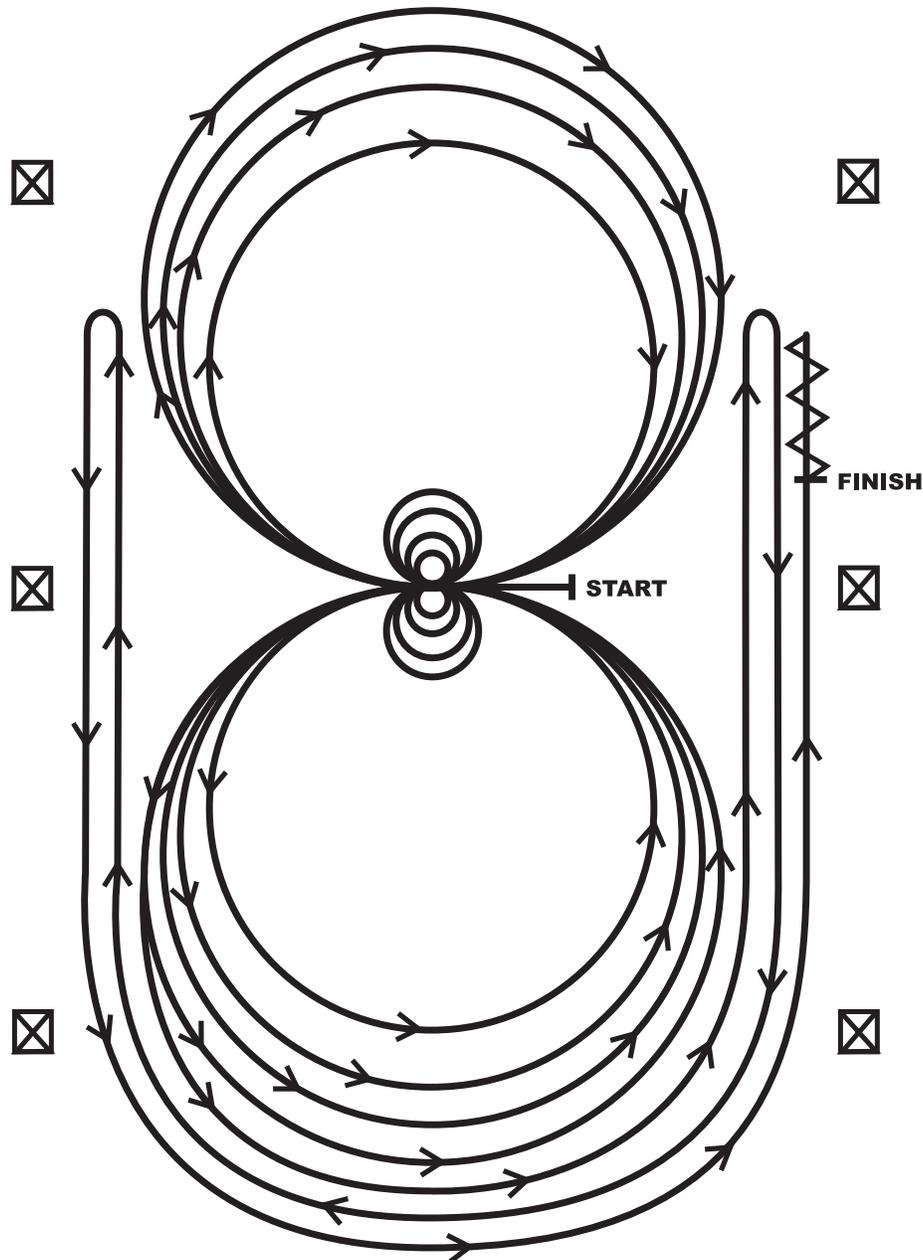


Pattern begins in center of arena: Walk or jog to center, stop.

1. Lope 2 circles to right, 1 small slow, 1 large fast.
2. Stop
3. 1 spin right, 1 spin left
4. Lope 2 circles to left, 1 small slow, 1 large fast.
5. Lope around end of arena, run past end marker
6. Rollback right, lope around end of arena
7. Run past center marker
8. Stop, Back to center.

REINING PATTERN 5

Class 26

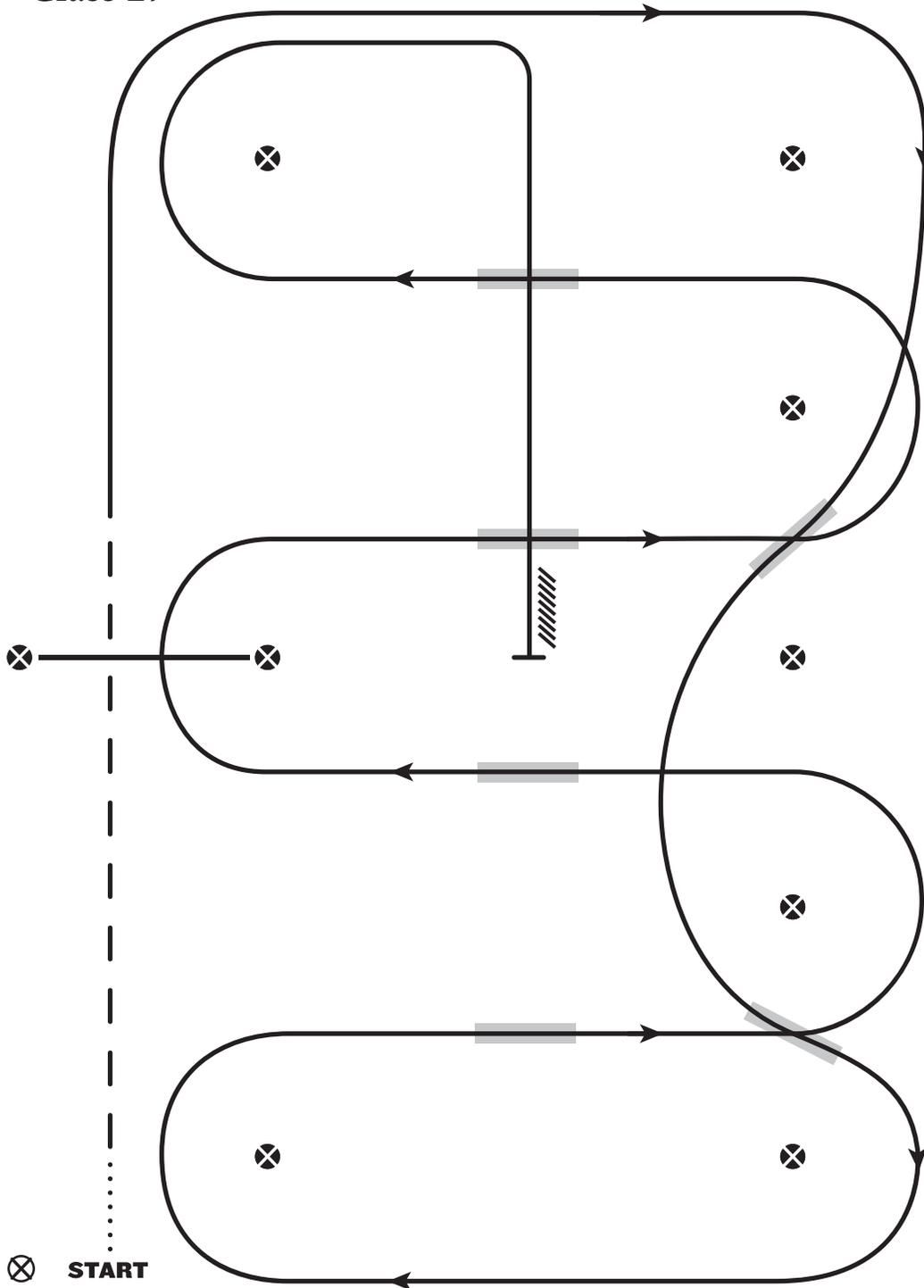
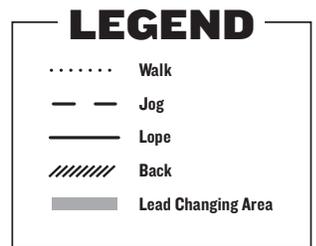


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

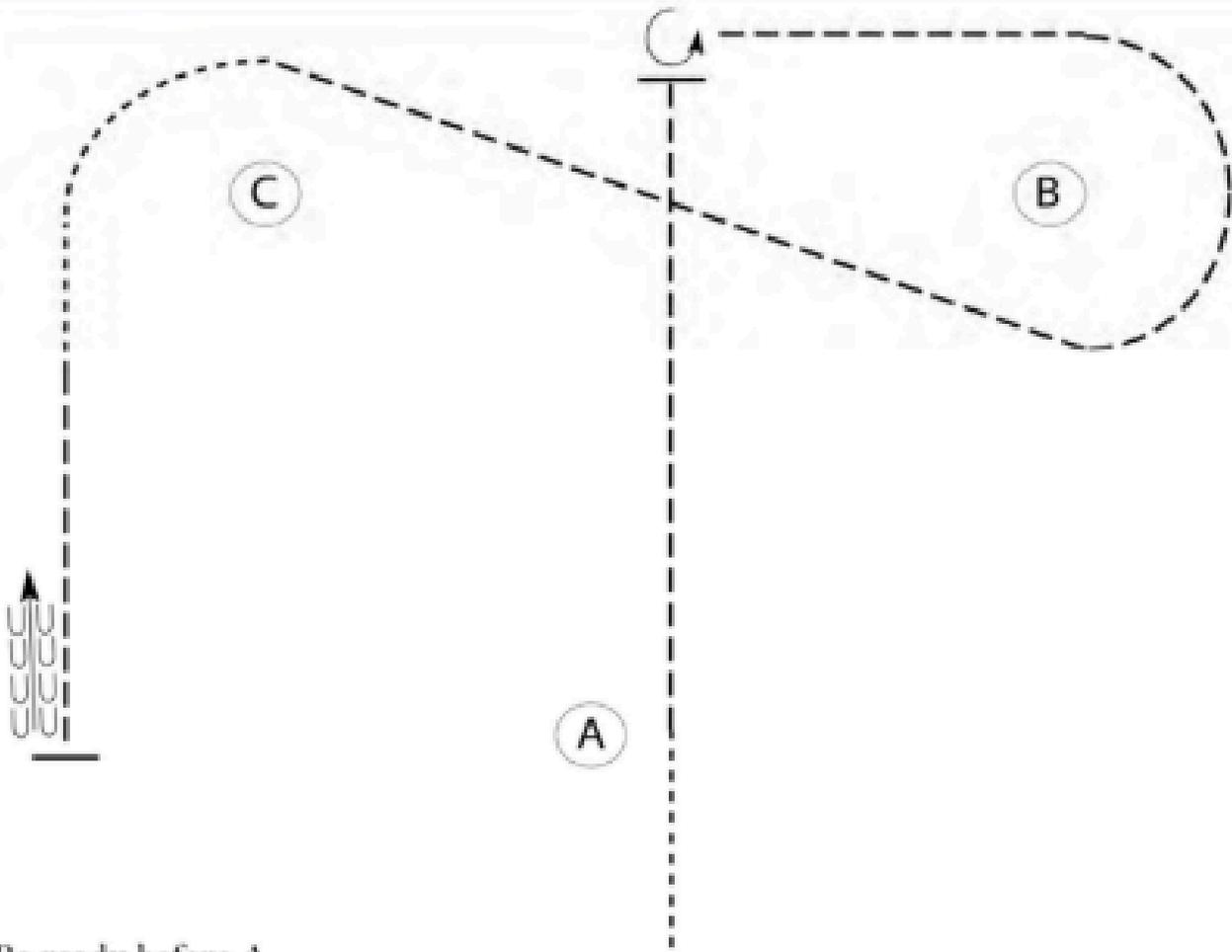
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right 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 around previous circle but do not close this circle. Run up the left 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.
8. 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 completion of the pattern.

LEVEL I WESTERN RIDING PATTERN 6

Class 27



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right 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



Be ready before A.

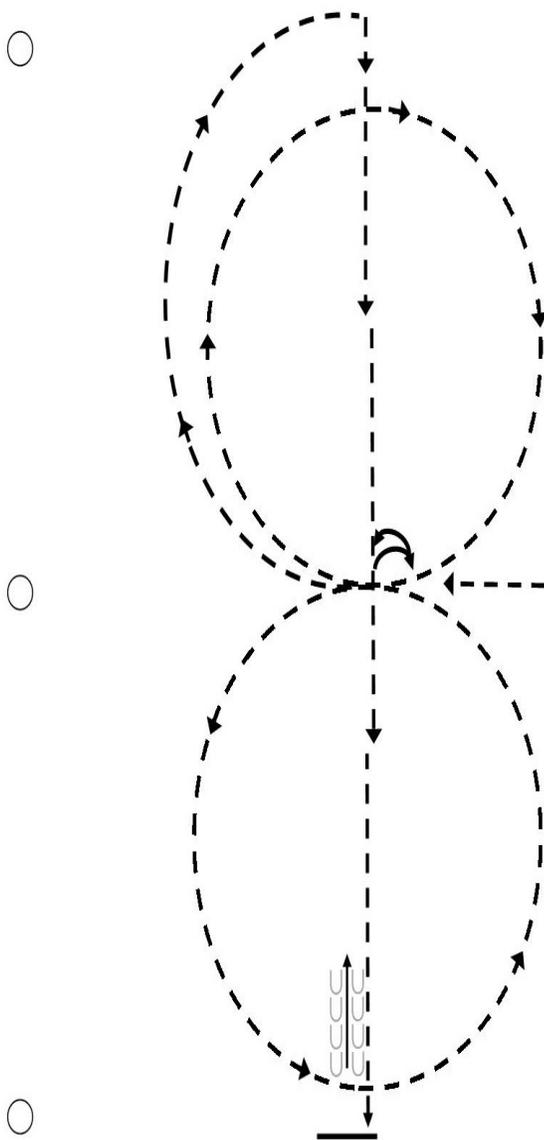
1. Walk to A.
2. Jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Jog to and around B.
5. Continue the jog to C.
6. Break to walk and walk around and past C.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Walk
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	ⓑ

Follow the instructions of your ring steward.

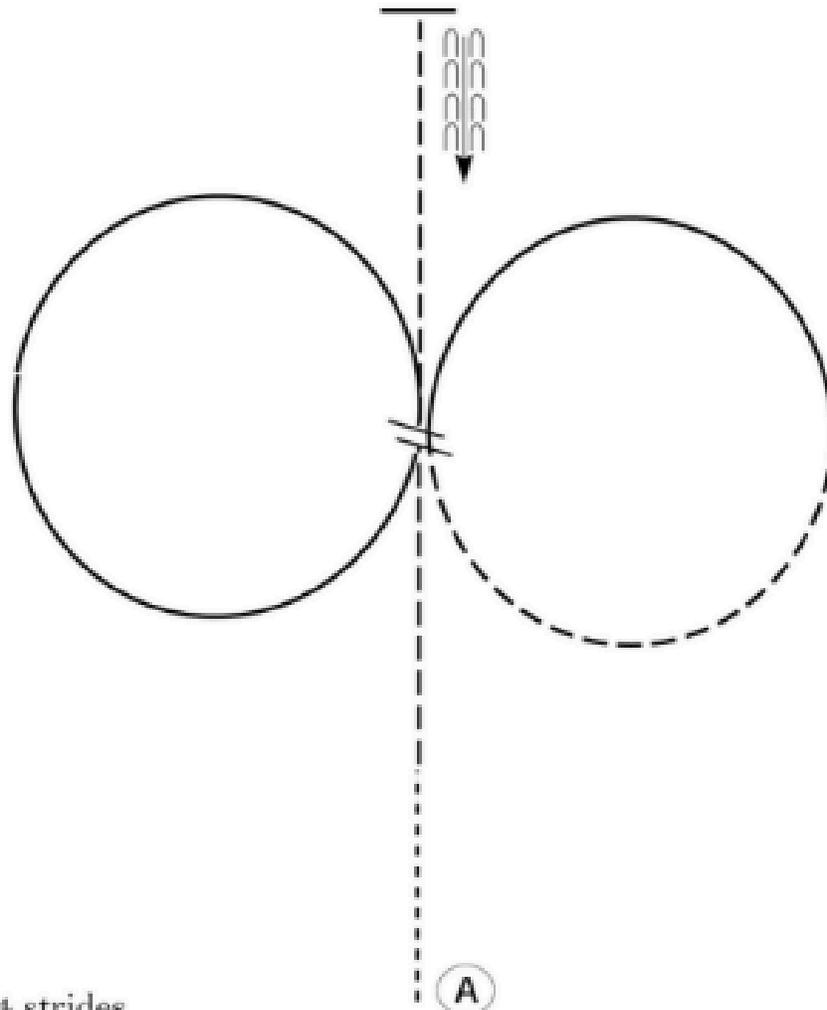
Reining Walk-Trot Pattern 2

Class 39



Pattern begins in center of arena:
Walk or jog to center, stop.

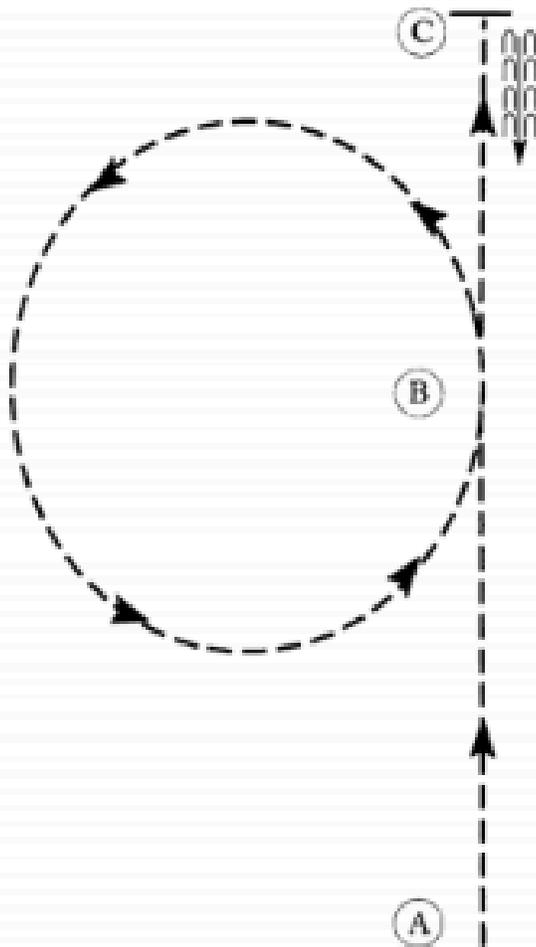
1. 1/4 spin right, 1/4 spin left
2. Jog 1 circle to Right.
3. Jog 1 circle to Left.
4. Jog 1/2 circle to right.
5. Turn and extend trot down center
6. Stop at end marker
7. Back



Be ready at A.

1. Walk for 3-4 strides.
 2. Posting trot on the right diagonal for 6 strides.
 3. Canter a circle to the left.
 4. Change leads at the center.
 5. Canter a half circle to the right.
 6. Close the circle at a posting trot.
 7. When at the center, sitting trot in a straight line for 6-8 strides.
 8. Halt and back approximately one horse length.
- Follow the instructions of your ring steward.

Walk	-----
Trot	-----
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	/
Back	←←←
Marker	⊙
Sidepass	←→
Hand Gallop	-----



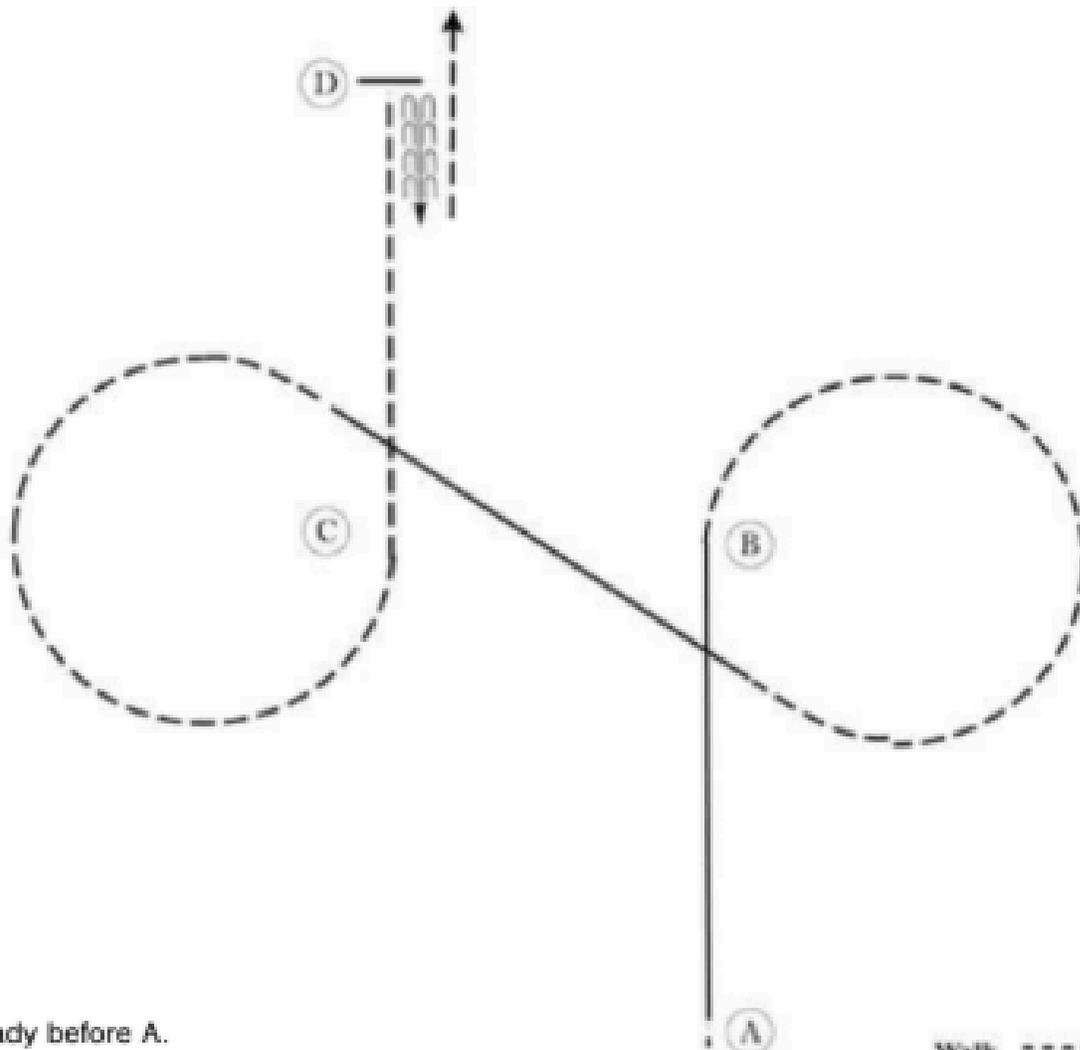
1. Posting trot on the left diagonal from A to B.
2. At B posting trot a circle to the left on the right diagonal.
3. Trotting in 2 point to C
4. Stop at C and back approximately one horse length.

Exit at a ~~sitting trot~~ posting trot as directed by ring steward.

NOTE: Gaited entries do their intermediate gait instead of a trot as directed in diagram.

Walk
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	↙ ↘
Back	← 0000 0000
Marker	Ⓚ
Sidepass	↔
Hand Gallop	— — — — —

Saddle Seat Equitation Class 76



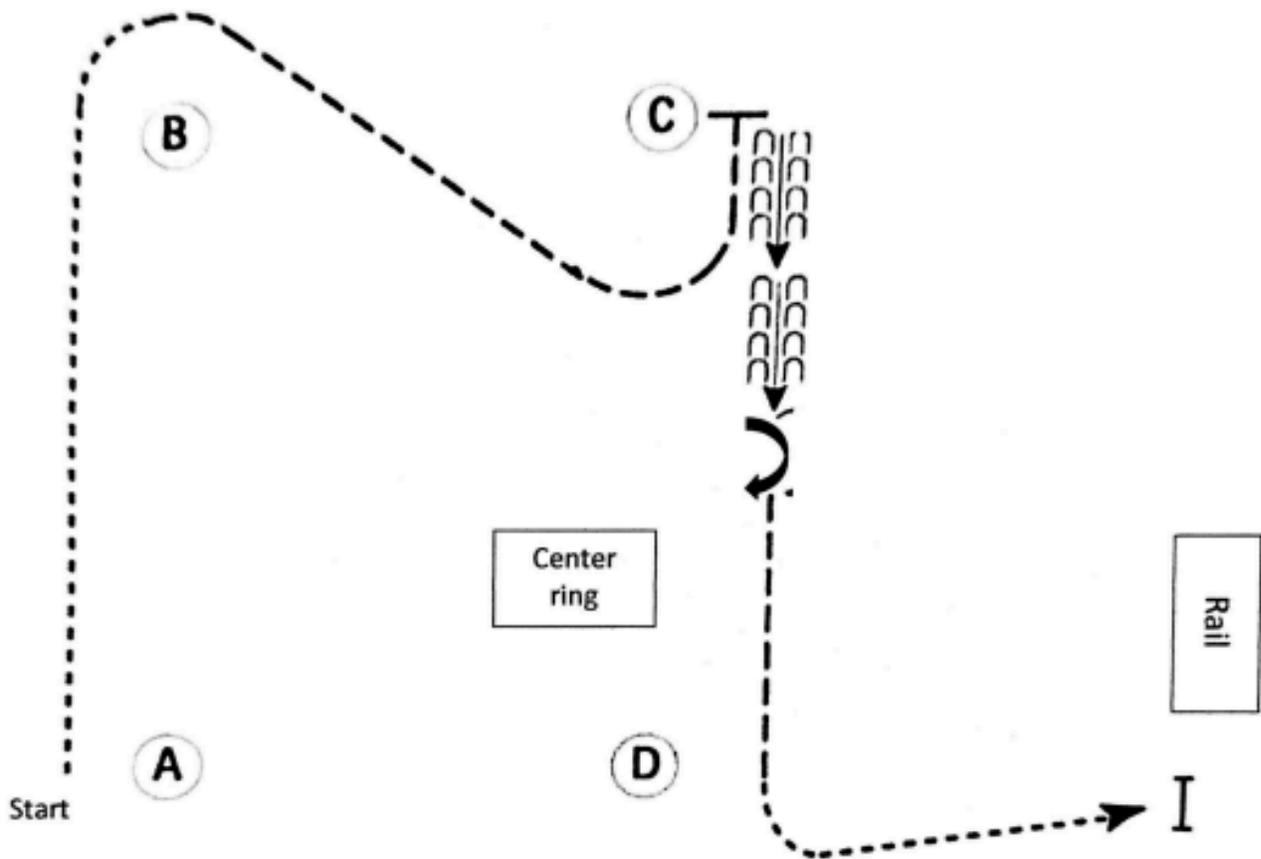
Be ready before A.

1. Walk to A.
2. Canter on the right lead to B.
3. Posting trot a circle to the right on the left diagonal.
4. When even with B, canter on the left lead to C.
5. At C, posting trot circle to the left on the right diagonal.
6. Sitting trot from C to D.
7. Stop at D and back approximately one horse length.

Exit at a sitting trot.

Follow the instructions of your ring steward.

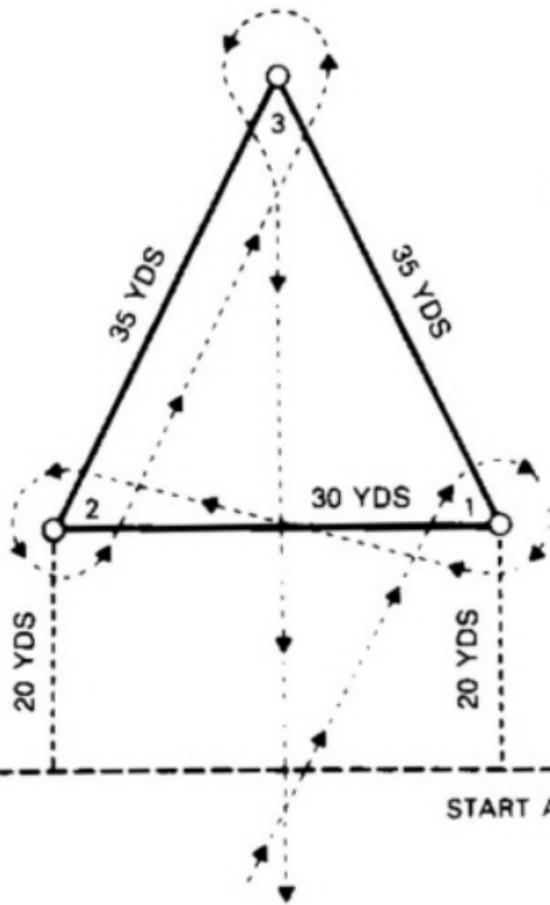
Walk
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← 2222 3333
Marker	(B)
Sidepass	← ← ←
Hand Gallop	—————



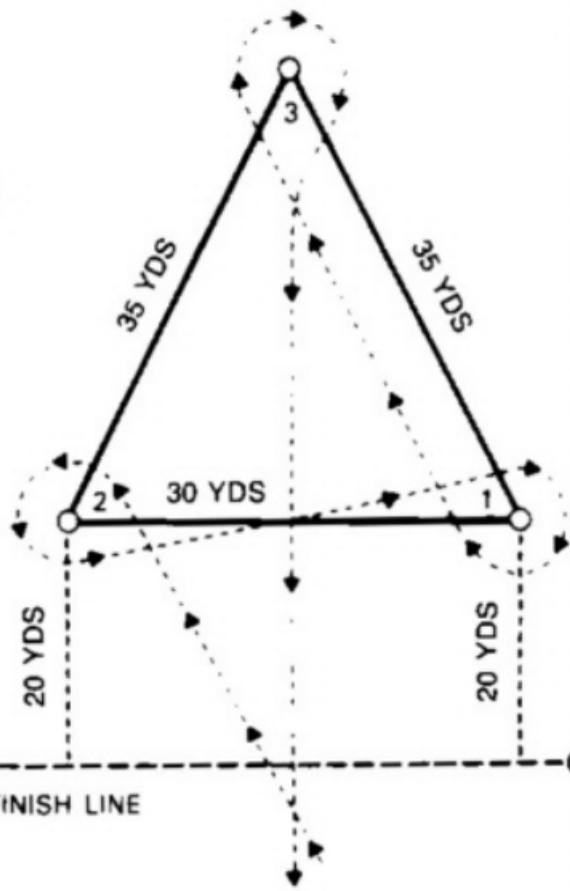
I
Instructions:

1. Be ready at A. Running walk to B.
2. At B, flat walk. Flat walk around B and to C. Halt.
3. Back 2 horse lengths.
4. Perform a 180 turn to the right.
5. Flat walk to D; continue flat walk left to the rail. Halt. Exit or line up as directed.

LEGEND	
-----	Running walk
—————	Flat walk
⊥	Halt
c c c c c ↑	Back
↪	180 right turn

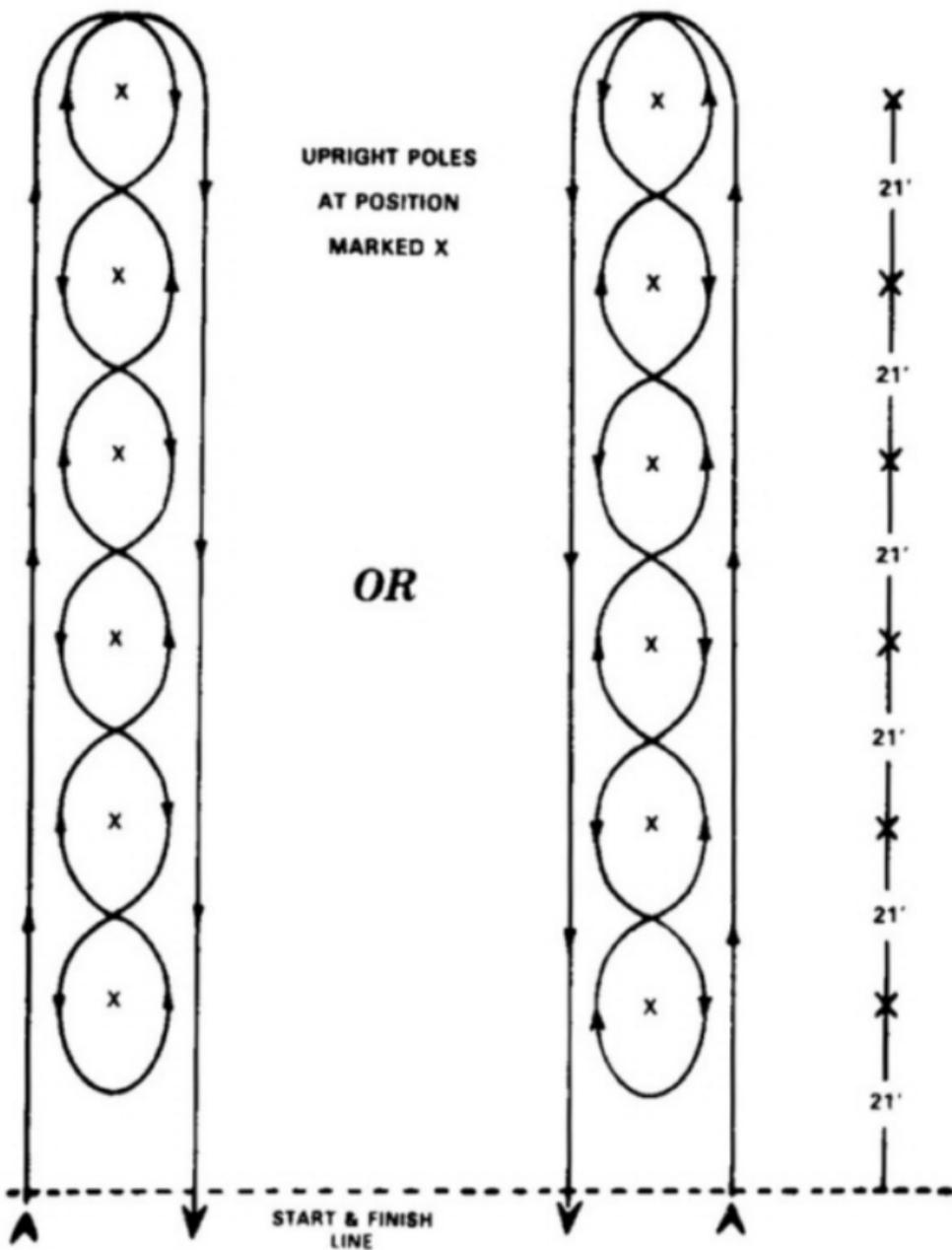


OR

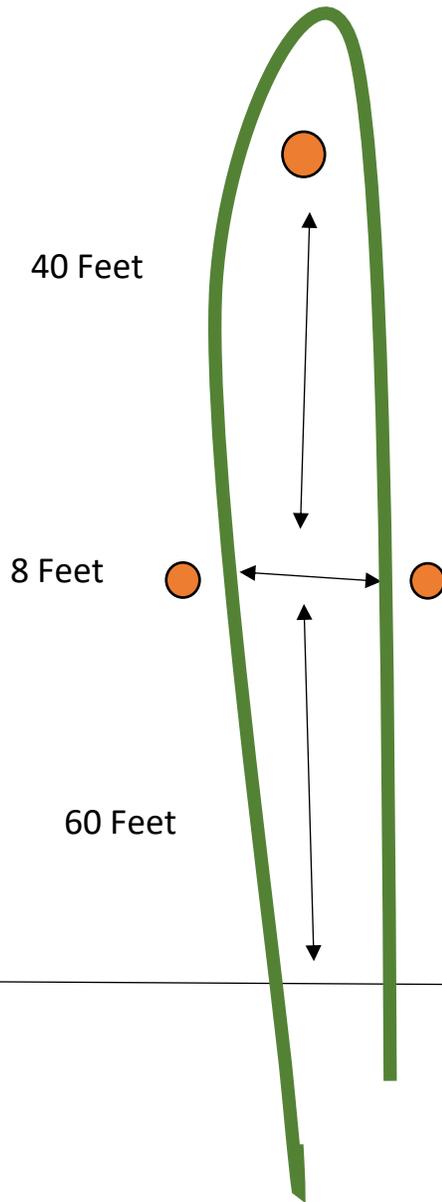


UPRIGHT POLES
AT POSITION
MARKED X

OR

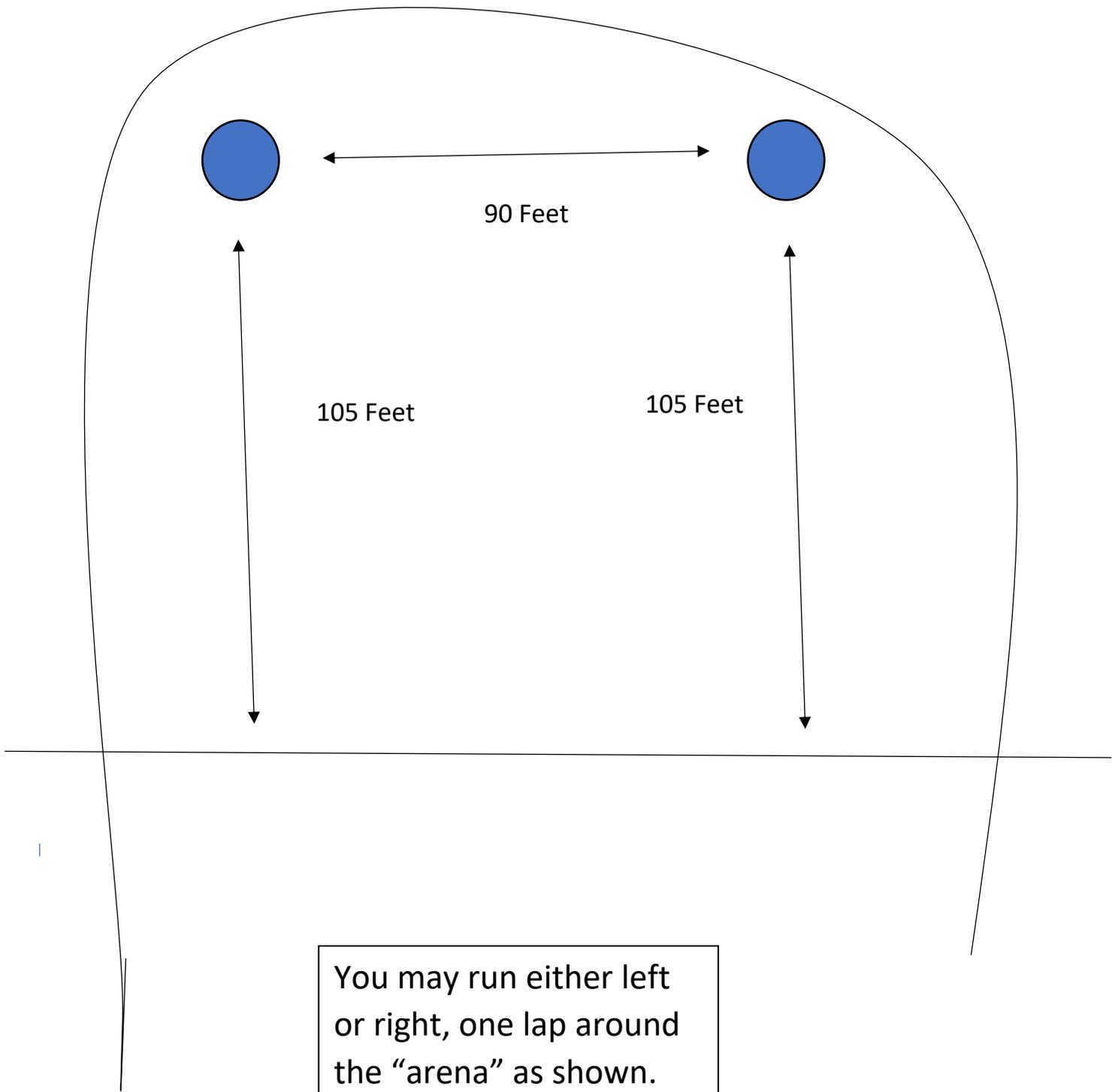


Keyhole Race

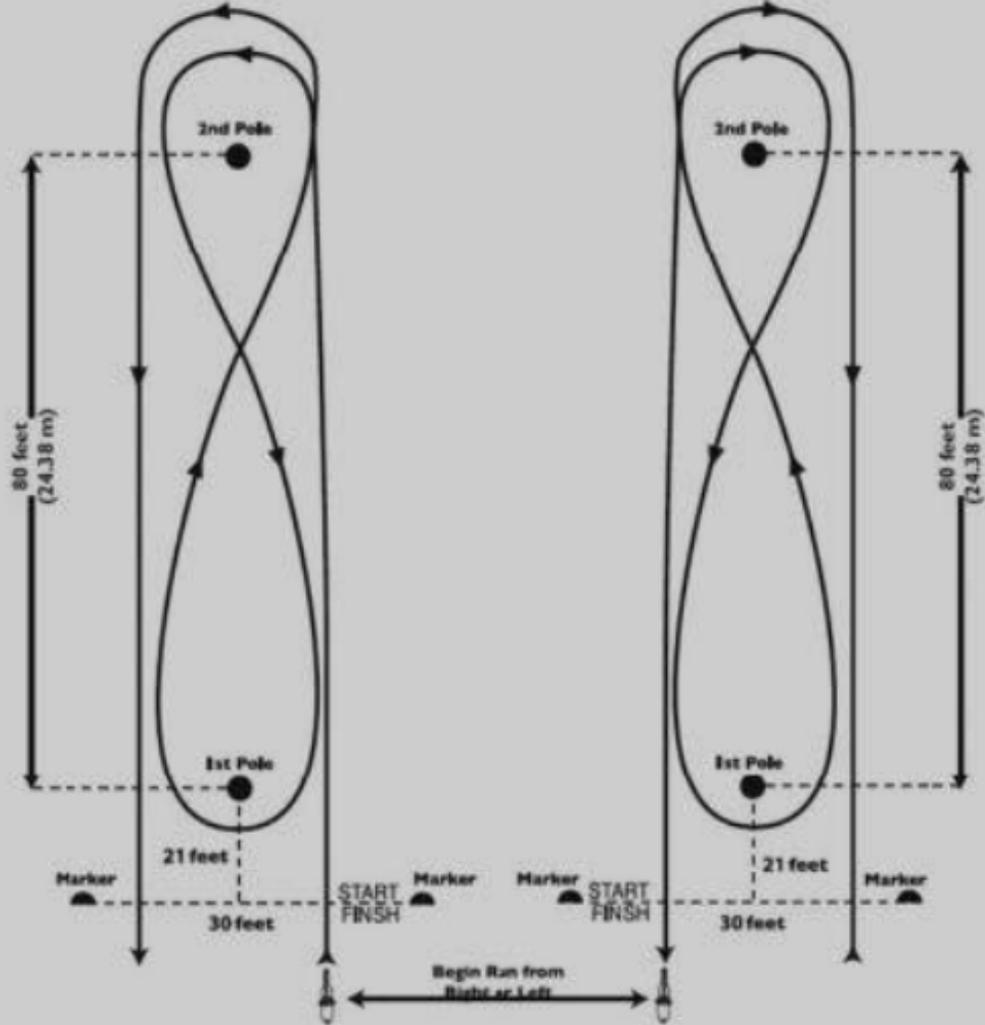


You may run either left or right, between the first 2 poles, then around the third pole as shown. See above for required measurements.

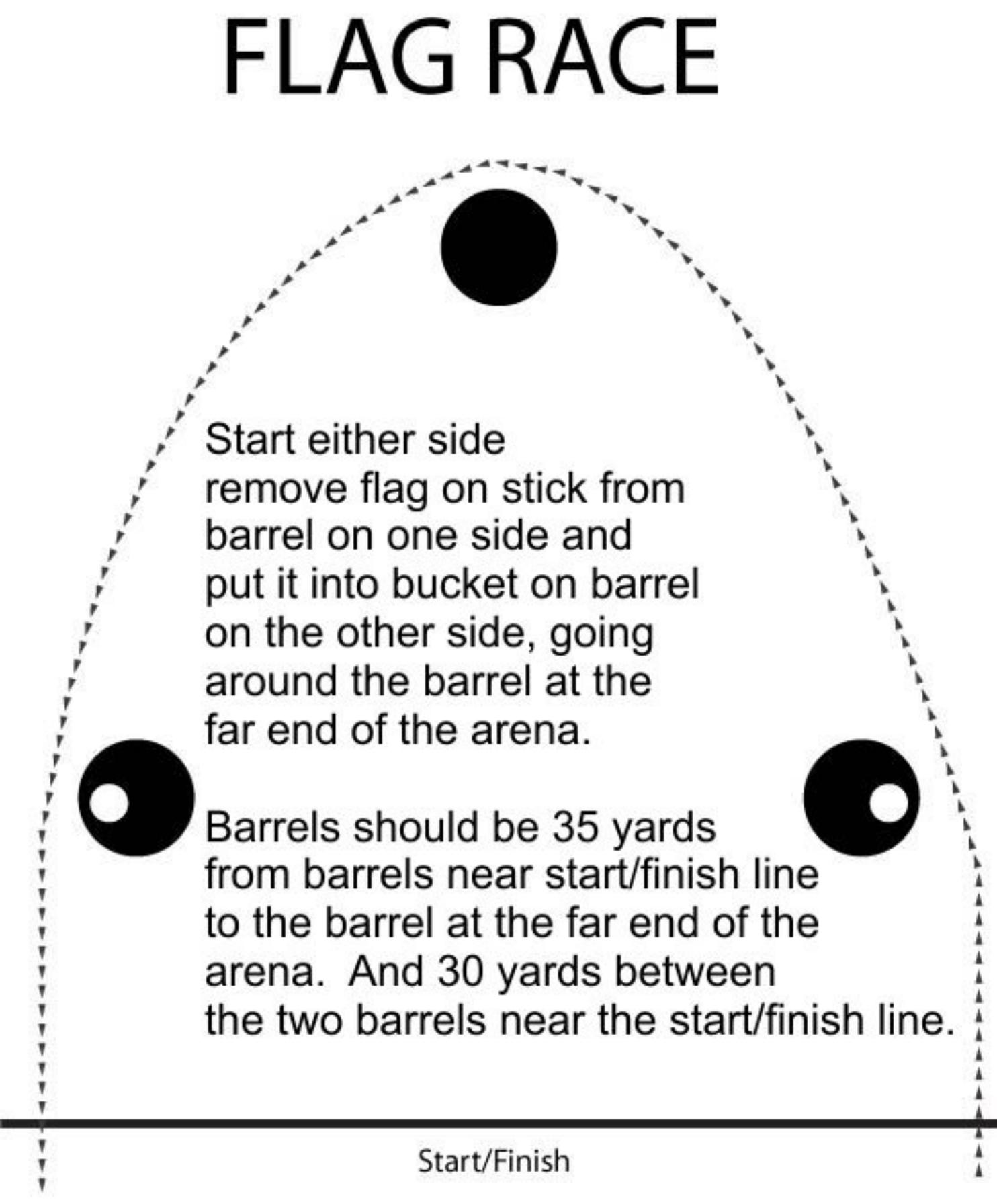
Arena Race



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



FLAG RACE

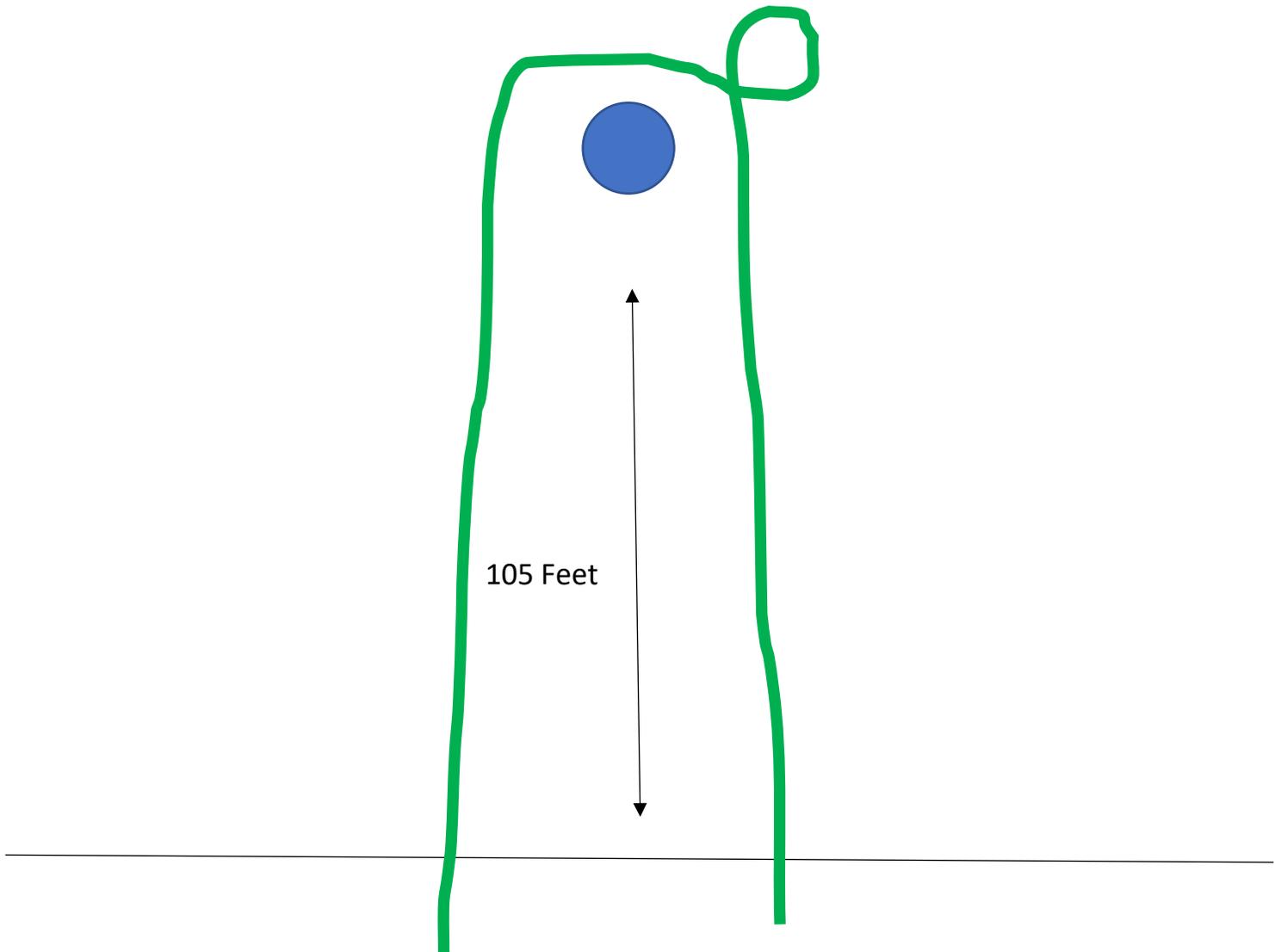


Start either side
remove flag on stick from
barrel on one side and
put it into bucket on barrel
on the other side, going
around the barrel at the
far end of the arena.

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.

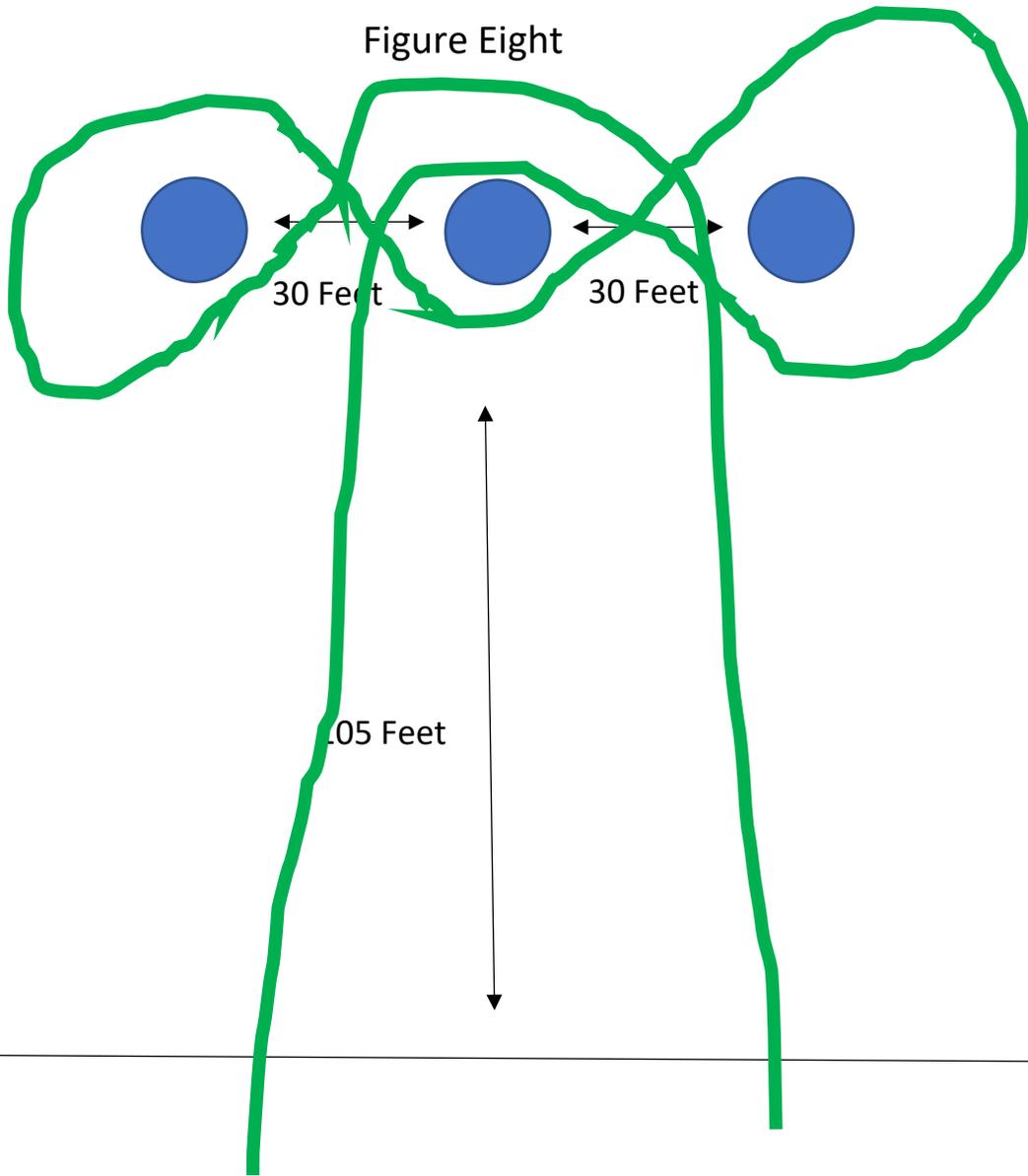
Start/Finish

Rollback



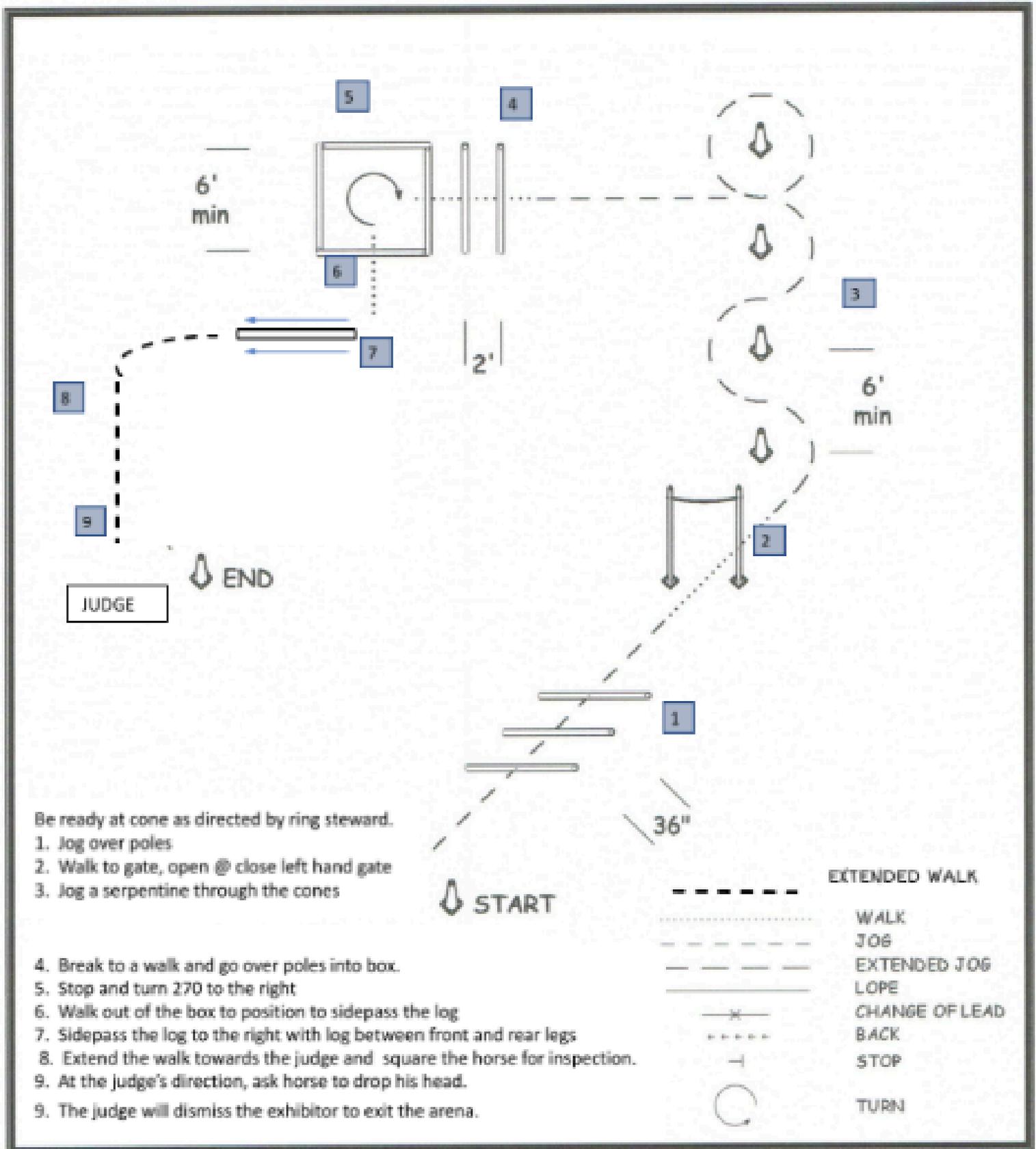
You may run either left or right. Then a reverse turn before completing the turn around the barrel. See above for required measurements.

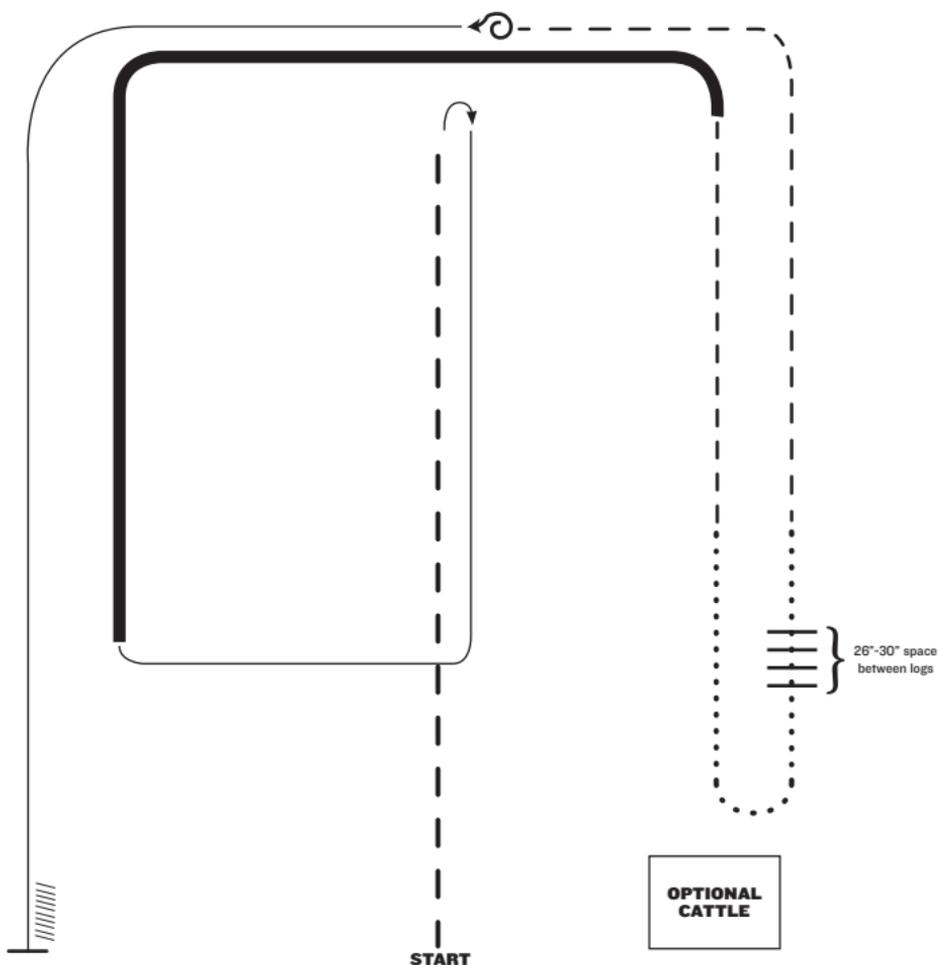
Figure Eight



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.

Ground Handling Class 111





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 left
11. Lope left lead
12. Stop and back

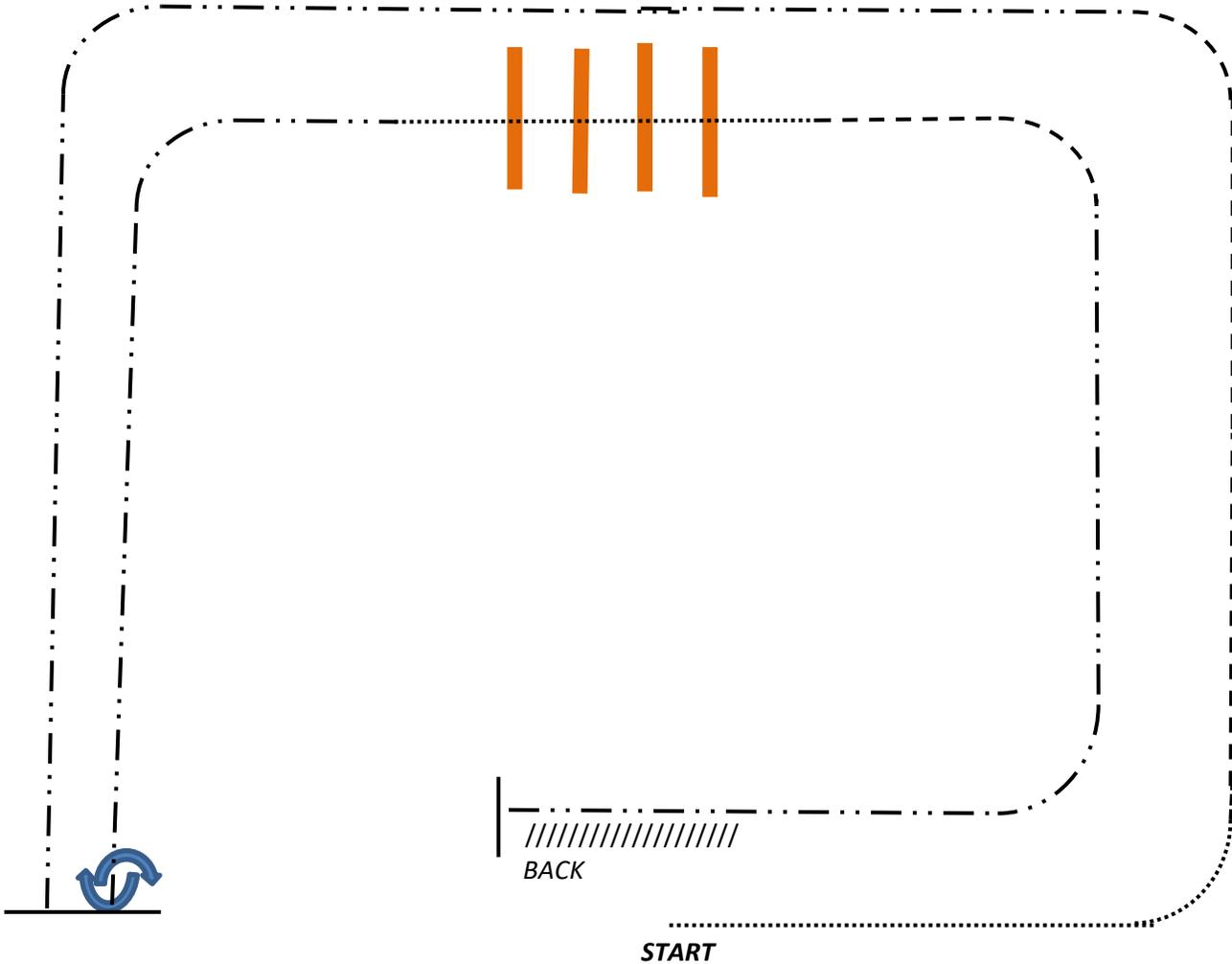
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



RANCH RIDING
WALK TROT
Pattern # 2

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

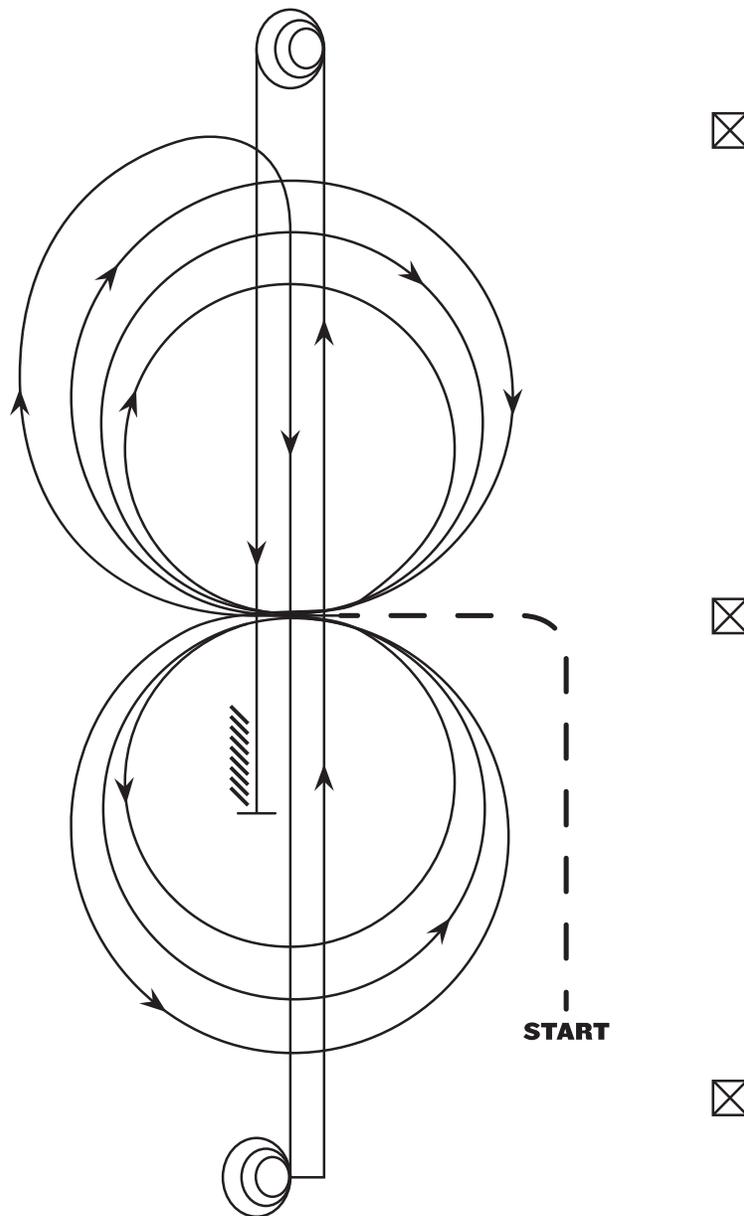
Class 115



1. WALK
2. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT Thru Center of Area and down the other side
4. STOP
5. 1 1/2 SPINS RIGHT
6. EXT. TROT
7. WALK over RAILS
8. TROT
9. EXT TROT
10. STOP / BACK 1 horse length

VRH AND RHC RANCH REINING PATTERN 3

Class 116

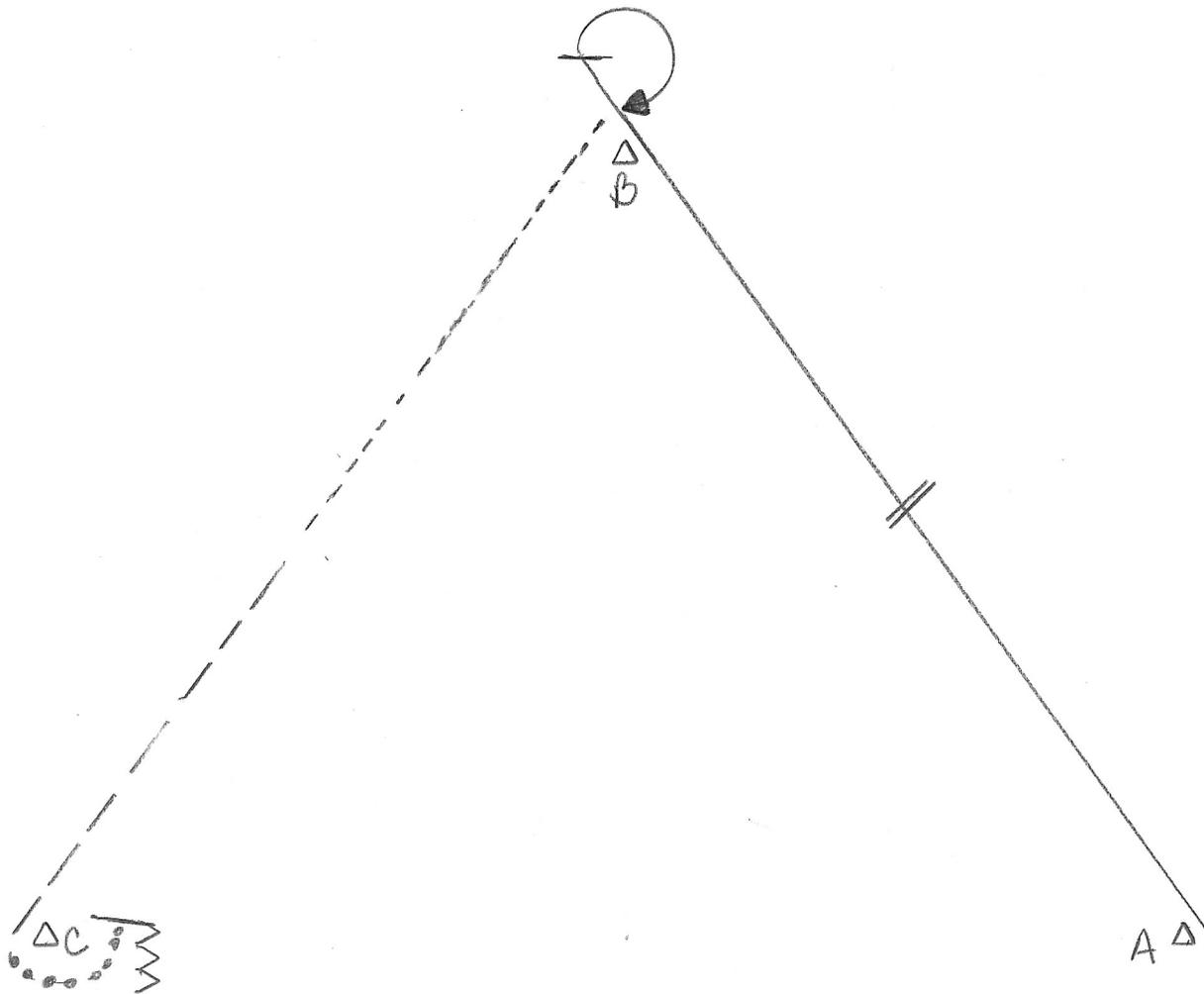


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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

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

Ranch Horsemanship Class 119



Be ready at A

1. Lope on left lead towards B
2. Halfway between A and B perform simple lead change
3. Lope past B. Stop and perform 225° turn to the right
4. Jog towards C
5. Halfway between B and C extend the jog
6. At C walk around C
7. At C stop and back approximately one horse length

Walk •••••

Jog - - - - -

Extended Jog - - - - -

Lope _____

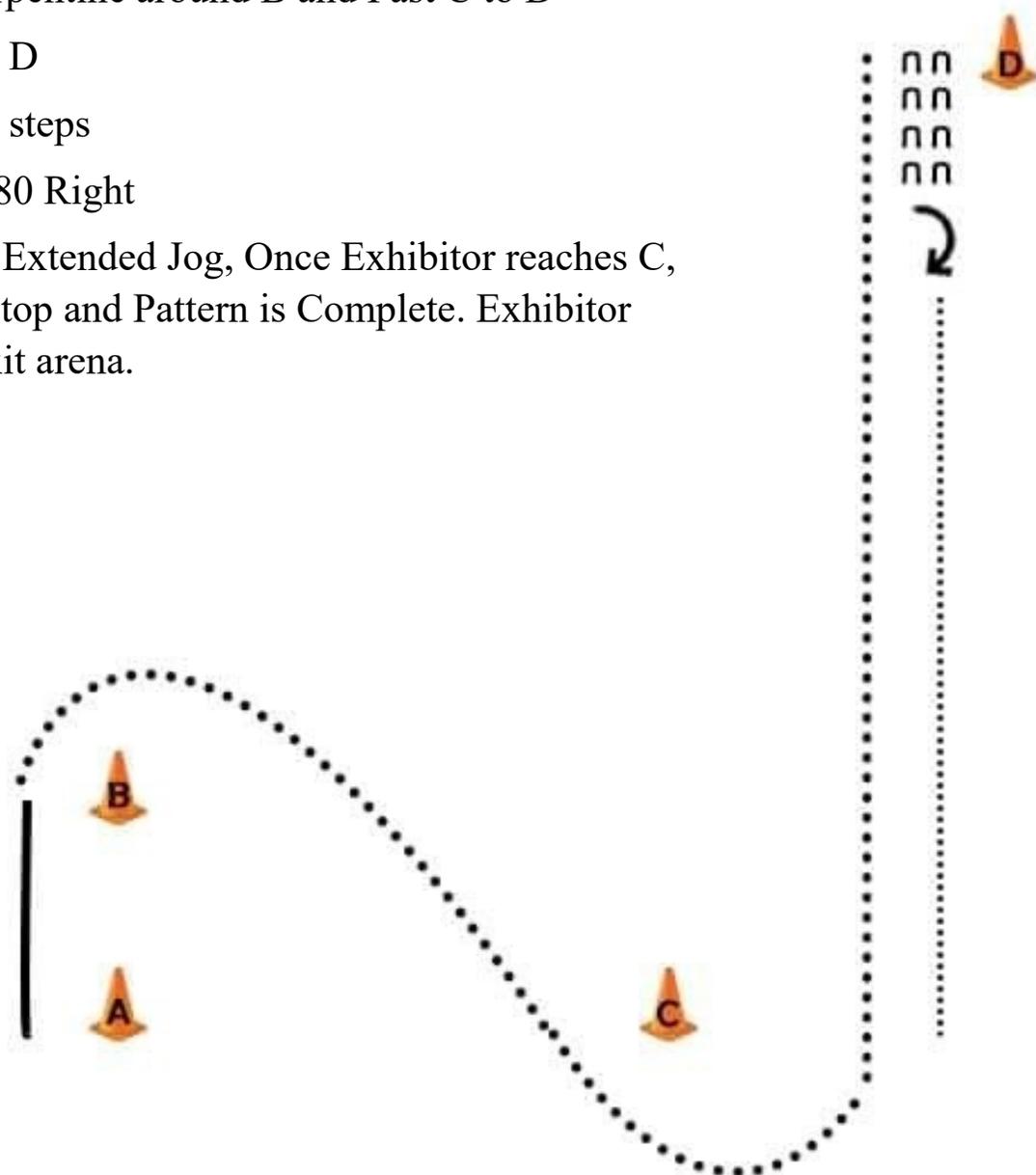
Back ^^^

Ranch Horsemanship

10 & Under Walk Trot

Class 120

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.



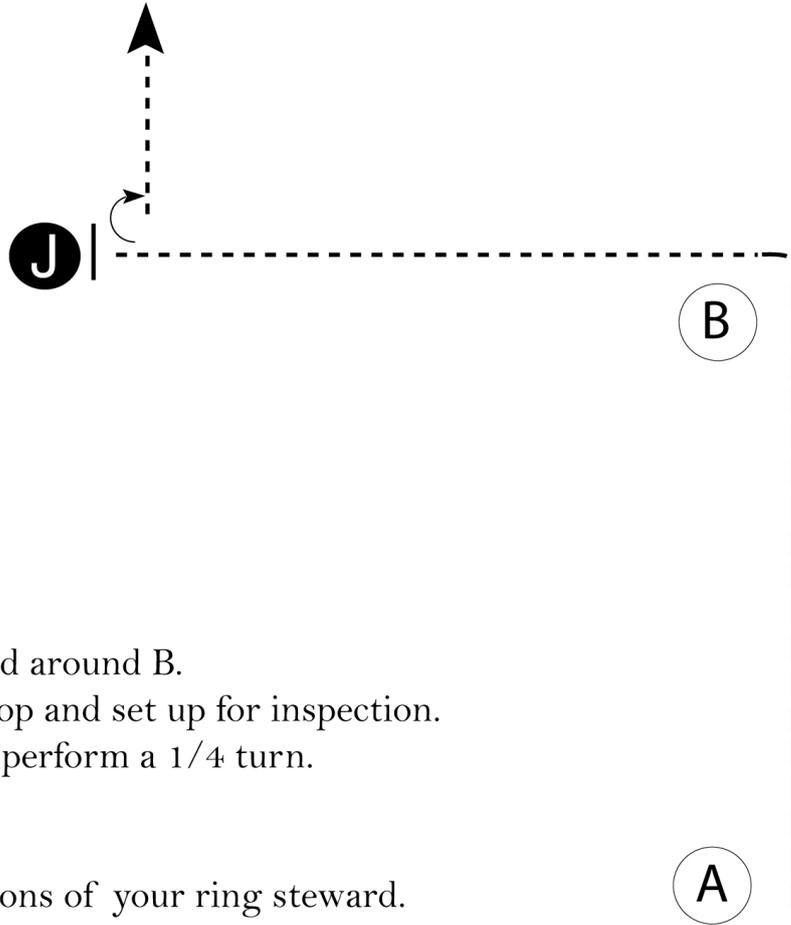
OHSA March 2026

Exceptional, Walk, Leadline, Green Showmanship (151, 163, 171, 179, 18)

Show Date: 03-01-2026

w w w . H o r s e S h o w P a t t e r n s . c o m

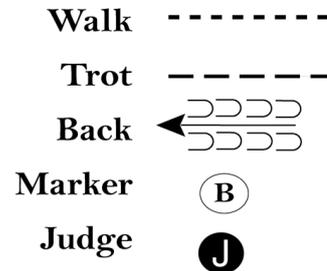
w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Trot from A to and around B.
2. Walk to Judge, stop and set up for inspection.
3. When dismissed, perform a 1/4 turn.
4. Exit at a walk.

Follow the instructions of your ring steward.



[S/WT-38]

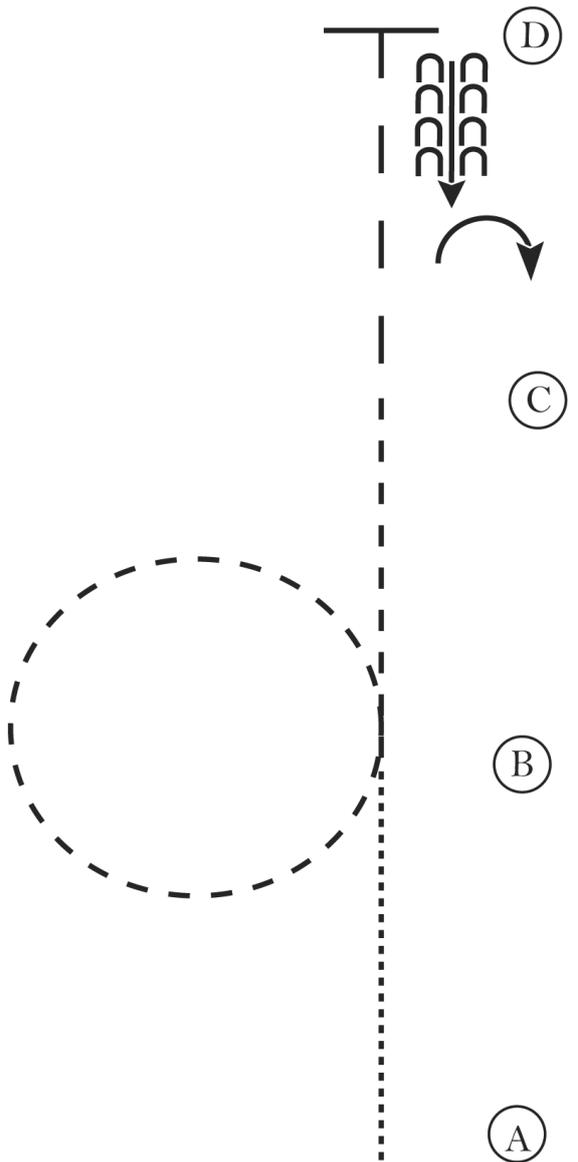
Pattern Provided by:

OHSA

OHSA March 2026

Green Horsemanship/Equitation (Class 181)

Show Date: 03-01-2026



1. Walk A to B.
2. At B jog.
3. Jog a circle at B and continue to C.
4. At C extend the jog to D.
5. At D stop and back 4 steps.
6. Turn 90 degrees to the right.

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	↙ ↘
Back	←←←←
Marker	(B)
Sidepass	←- - - ->

[WH/WT-11]

Pattern Provided by:

OHSA

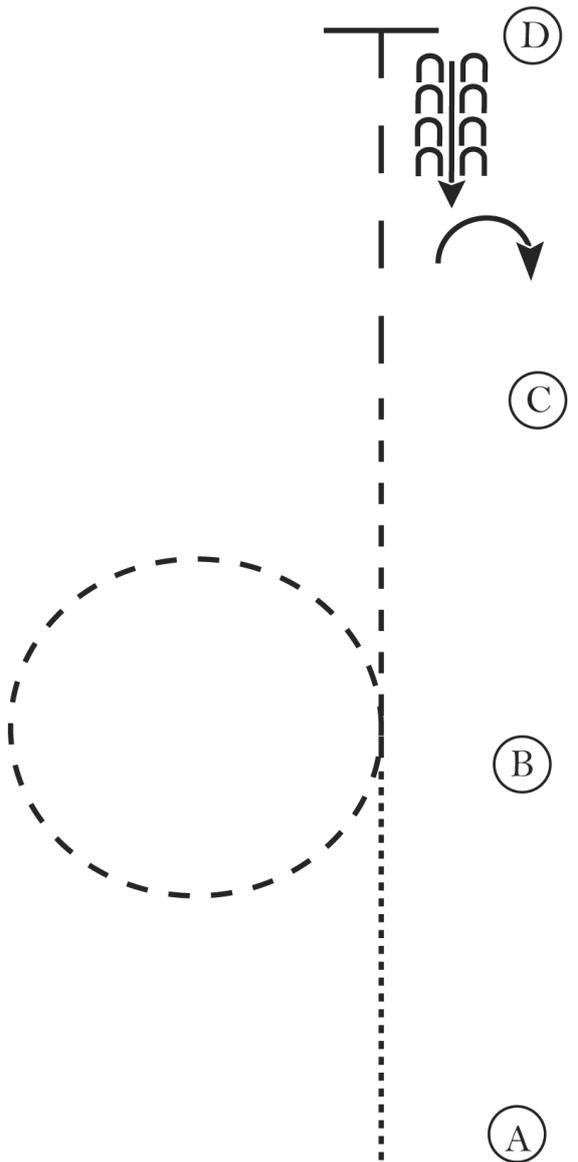
w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m

OHSA March 2026

Green Horsemanship/Equitation (Class 181)

Show Date: 03-01-2026



1. Walk A to B.
2. At B jog.
3. Jog a circle at B and continue to C.
4. At C extend the jog to D.
5. At D stop and back 4 steps.
6. Turn 90 degrees to the right.

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

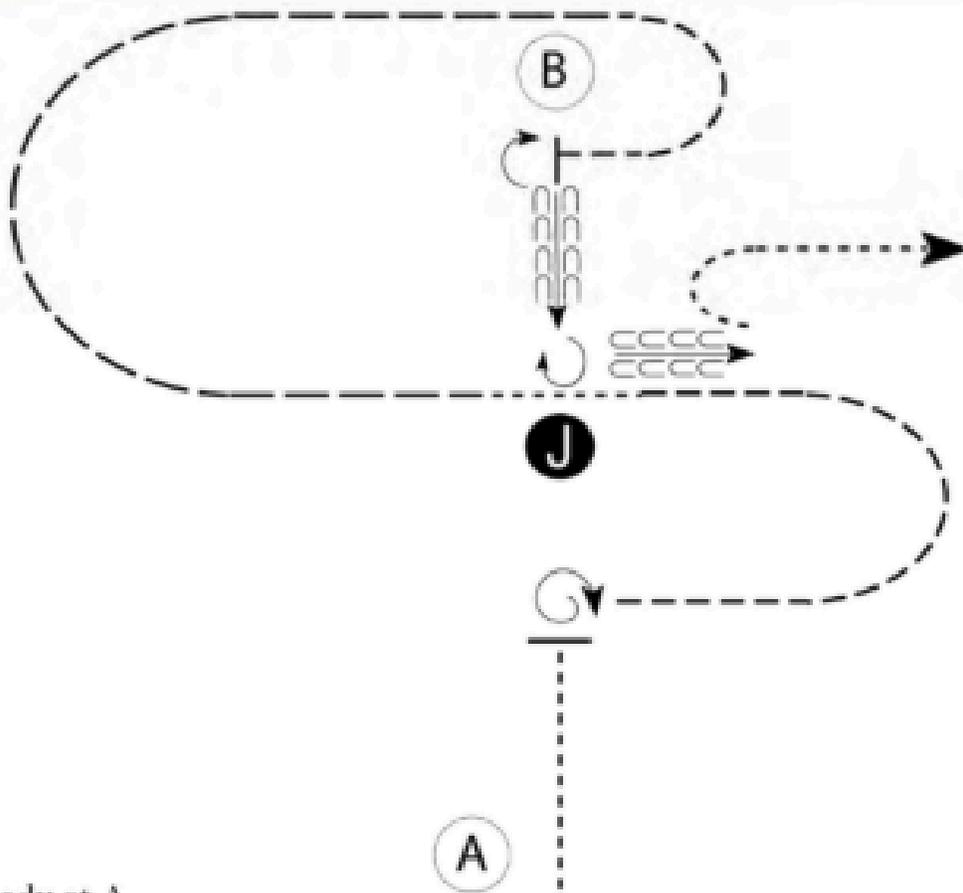
[WH/WT-11]

Pattern Provided by:

OHSA

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



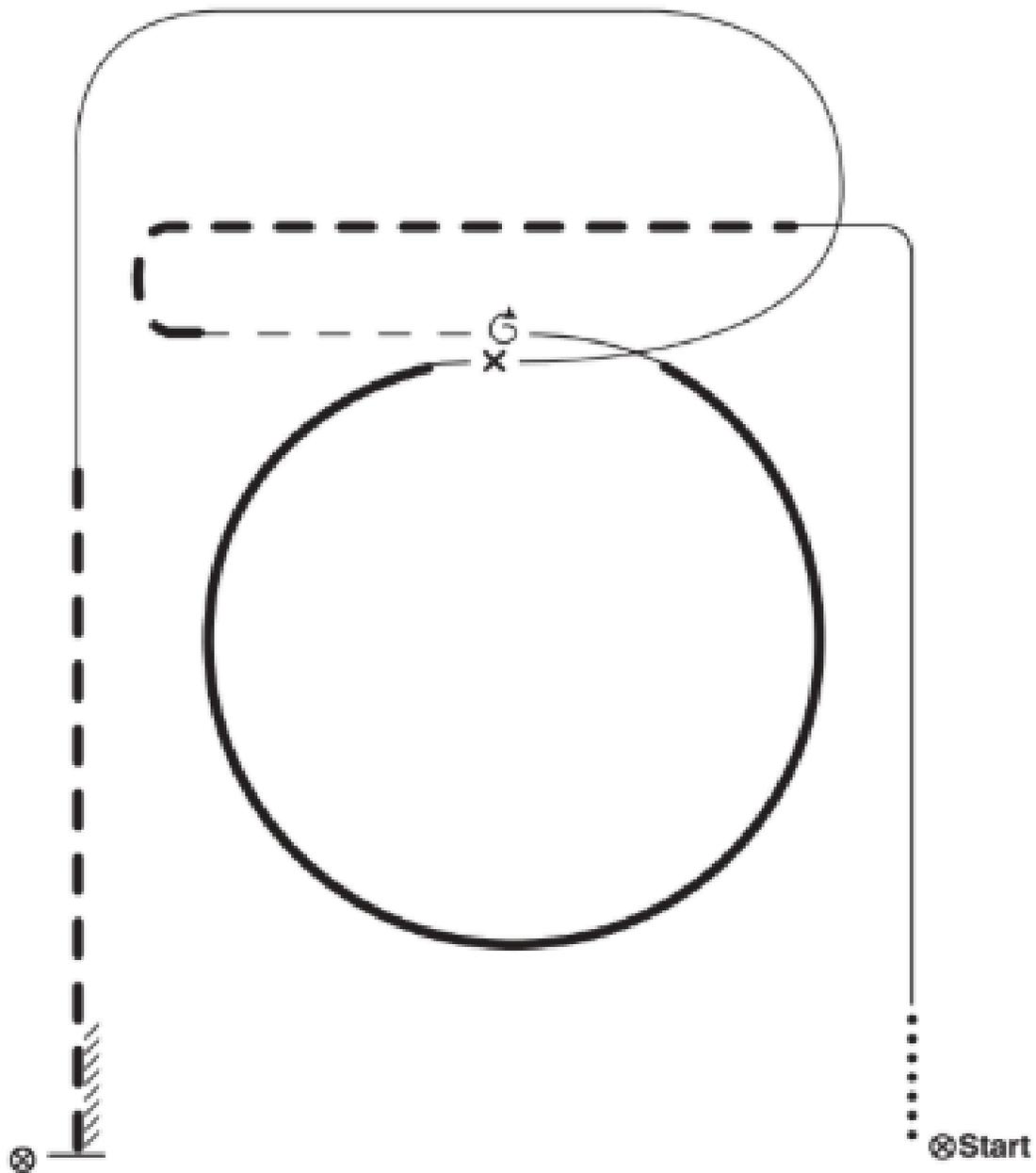
Be ready at A.

1. Walk halfway to Judge, stop and perform a 450 degree turn.
2. Trot a half circle. Break to a walk and walk at least two horse lengths in front of judge.
3. Extended trot in a half circle to B.
4. Trot around B as shown.
5. Stop at B and perform a 90 degree turn.
6. Back to Judge, stop and set up for inspection.
7. When dismissed, perform a 270 degree turn.
8. Back two horse lengths and exit at a walk as shown.

Walk	-----
Trot	- - - - -
Back	← ○○○○ ○○○○
Marker	○ B
Judge	● J

Follow the instructions of your ring steward.

Challenge Equitation Class 190



- i. Walk with a purpose
2. Left lead lope, square corner slightly past red line
3. Extended trot across arena and loop back toward the red line
4. Jog to the center, stop
5. 360 turn right
6. Right lead lope a large circle with speed, collect
7. Change leads
8. Lope left around the end of the arena
9. Break to an extended trot
10. Stop and back
- ii. Exit at walk or trot

Challenge Trail Class 191

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

