OHSA
November, 2026
Virtual Show
Patterns



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Page #	Class Number	Class Name
4	6, 15, 34, 65, 84, 112, 133, 153, 180, 187, 204, 210	Showmanship
5	7, 16, 35, 66, 85, 113, 134	Premier Showmanship
6	19, 136, 182, 206, 213	Western Horsemanship
7	20, 137	Premier Western Horsemanship
8	23	Beginning Reining
9	24	Reining
10	25	Western Riding
11	27, 115, 215	WJ Western Horsemanship
12	28, 116	Premier WJ Western Horsemanship
13	31	WJ Reining
14	38, 189, 217	Hunt Seat Equitation
15	39	Premier Hunt Seat Equitation
16	44, 121, 219	WT Hunt Seat Equitation
17	45, 122	Premier WT Hunt Seat Equitation
18	56	Dressage Equitation
19	57	Premier Dressage Equitation
20	68, 87, 221	Fine Horse & Gaited Equitation
21	69, 88	Premier Fine Horse & Gaited Equitation
24	96	Ground Handling
25	97	Premier Ground Handling
26	100, 226	Ranch Riding
27	101, 129, 229	WJ Ranch Riding
28	102	Ranch Reining
29	103	Ranchmanship
30	104	WJ Ranchmanship
31	105, 227	Ranch Horsemanship
32	106	Premier Ranch Horsemanship
33	107, 127, 230	WJ Ranch Horsemanship
34	108, 128	Premier WJ Ranch Horsemanship
35 to 42	143 through 150	Timed Events
43	152, 164, 172, 193	Exceptional, Walk & Leadline & Non-Equine Showmanship
44	198	Challenge Showmanship
45	199	Challenge Horsemanship/Equitation
46	200	Challenge Trail

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.

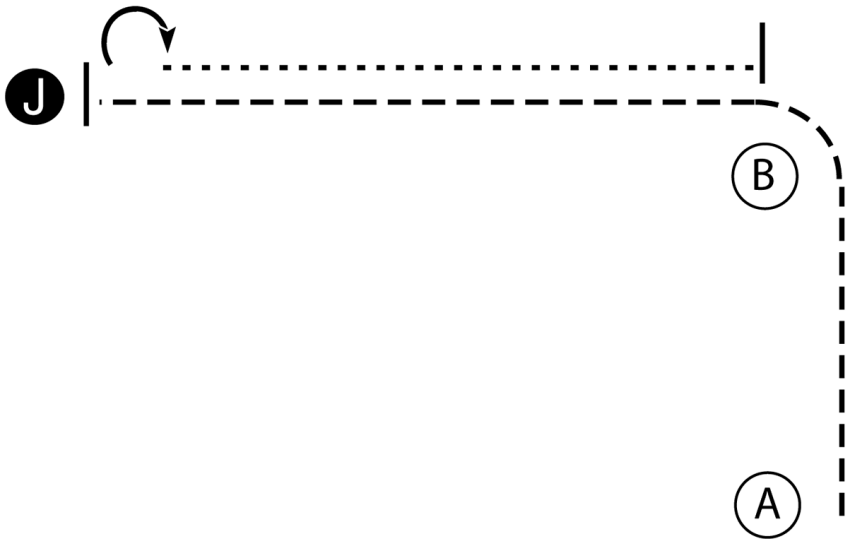
Similarly, for gaited riders that show in saddle seat, side saddle, ranch horse, trail, unbridled, challenge, bareback, exceptional, and ONLY, should perform their second gait when jog or trot is called, and their third gait when lope or canter is called for.

OHSA November 2026

Showmanship (6, 15, 34, 65, 84, 112, 133, 153, 180, 187, 204, 210)

Show Date: 11-01-2026

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Walk

Trot

Back

Marker B

Judge J

1. Trot from A to the Judge.
2. Stop and set up for inspection.
3. When dismissed perform a 180 degree turn.
4. Walk to B, stop and wait for instructions from the ring steward.

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[S/1-7]

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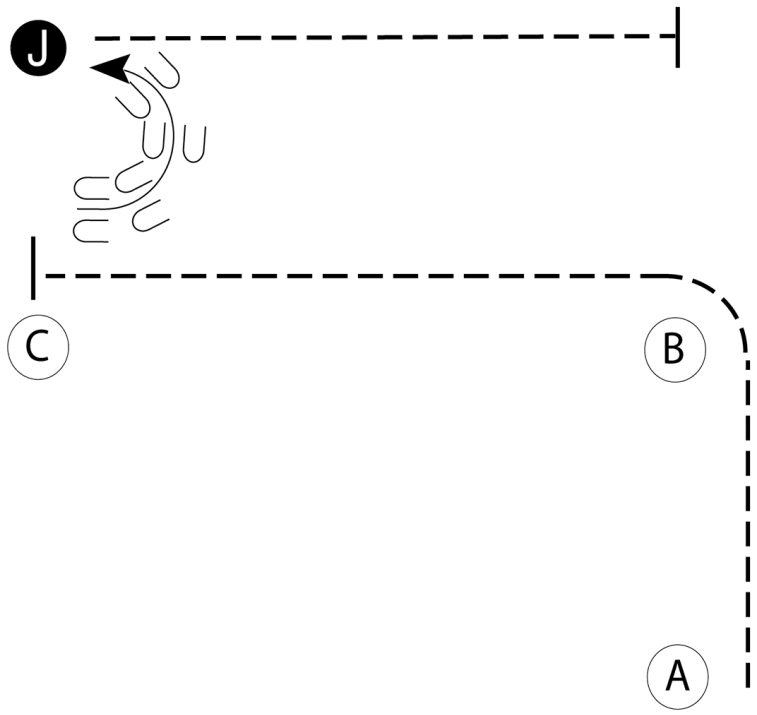
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OHSA November 2026

Premier Showmanship (7, 16, 35, 66, 85, 113, 134)

Show Date: 11-01-2026

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1. Trot from A to C.
2. Stop at C.
3. Back a half-circle to the Judge.
4. Set up for inspection.
5. When dismissed trot until even with B.
6. Stop and wait to be dismissed.

Walk
Trot
Back
Marker B
Judge J

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[S/2-10]

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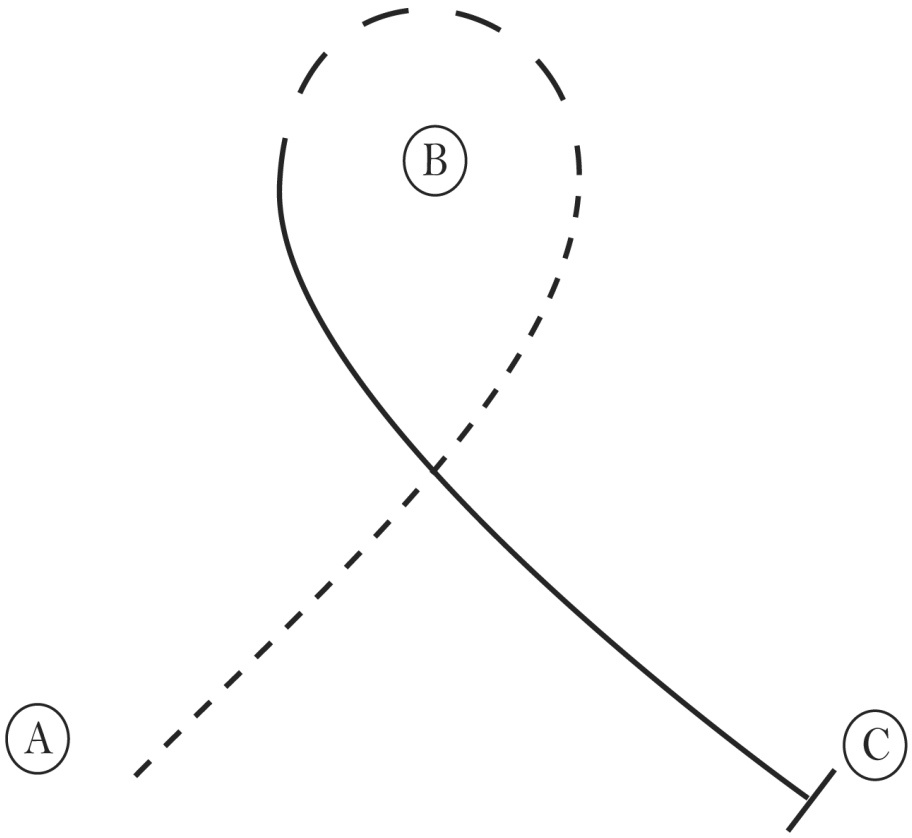
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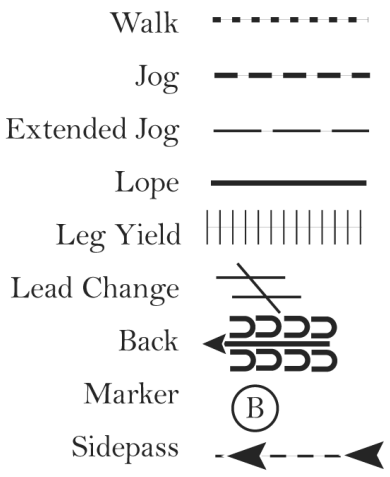
Western Horsemanship (19, 136, 182, 206, 213)

Show Date: 11-01-2026

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1. Jog A to B
2. At B extend the jog
3. Extended jog around B
4. At B lope on the right lead to C
5. Stop at C



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[WH/1-3]

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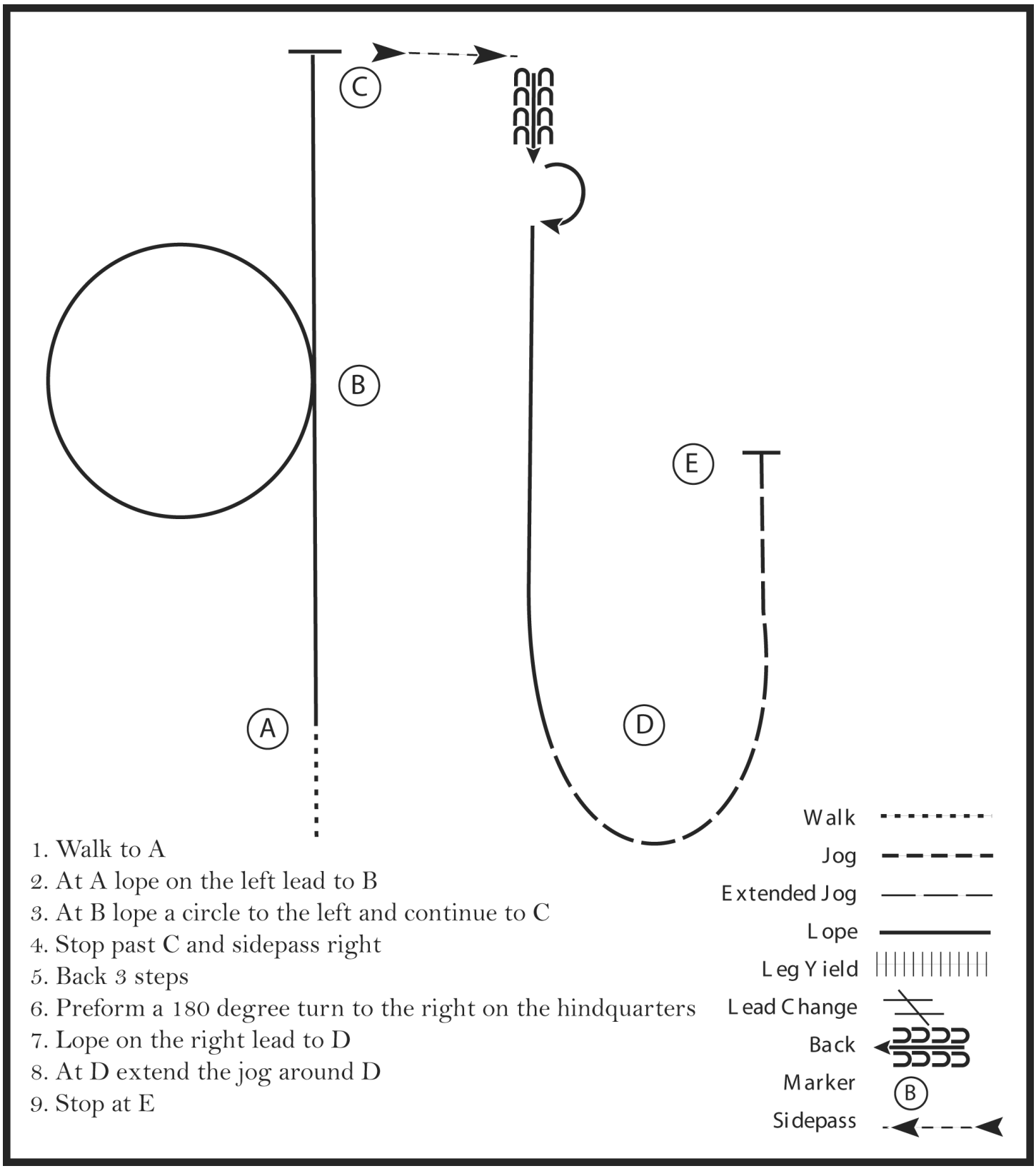
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OHSA November 2026

Premier Western Horsemanship (20, 137)

Show Date: 11-01-2026



1. Walk to A
2. At A lope on the left lead to B
3. At B lope a circle to the left and continue to C
4. Stop past C and sidepass right
5. Back 3 steps
6. Preform a 180 degree turn to the right on the hindquarters
7. Lope on the right lead to D
8. At D extend the jog around D
9. Stop at E

[WH/3-26]

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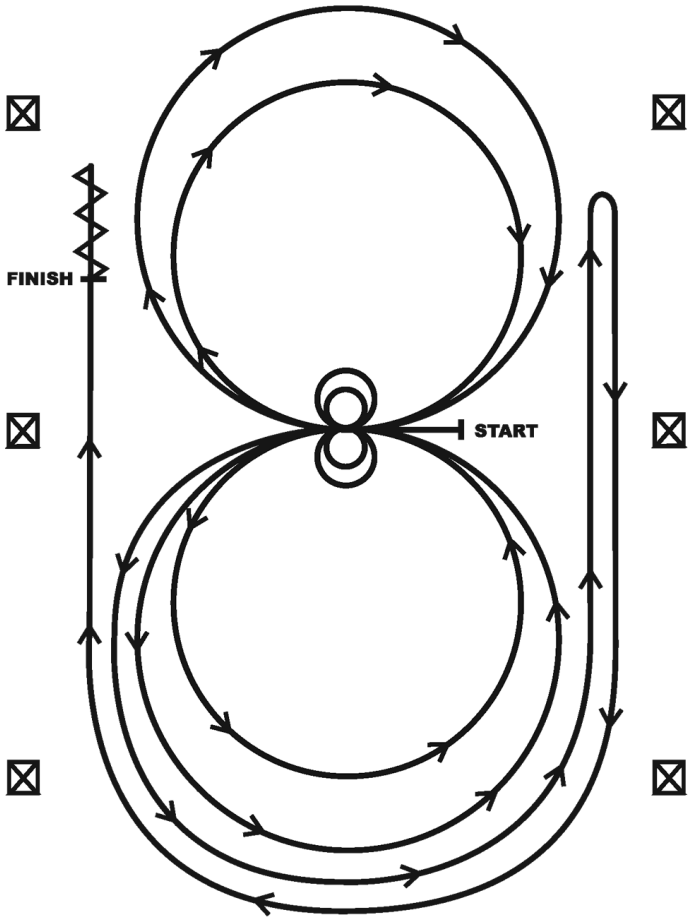
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Beginning Reining (23)

Show Date: 11-01-2026

REINING PATTERN A
Approved only for Level I Youth & Amateur, Youth I3 & Under



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.

I. 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. See the Judges' Guide for a summary of other allowances made in the Handbook.

[R/AQHAP-A]

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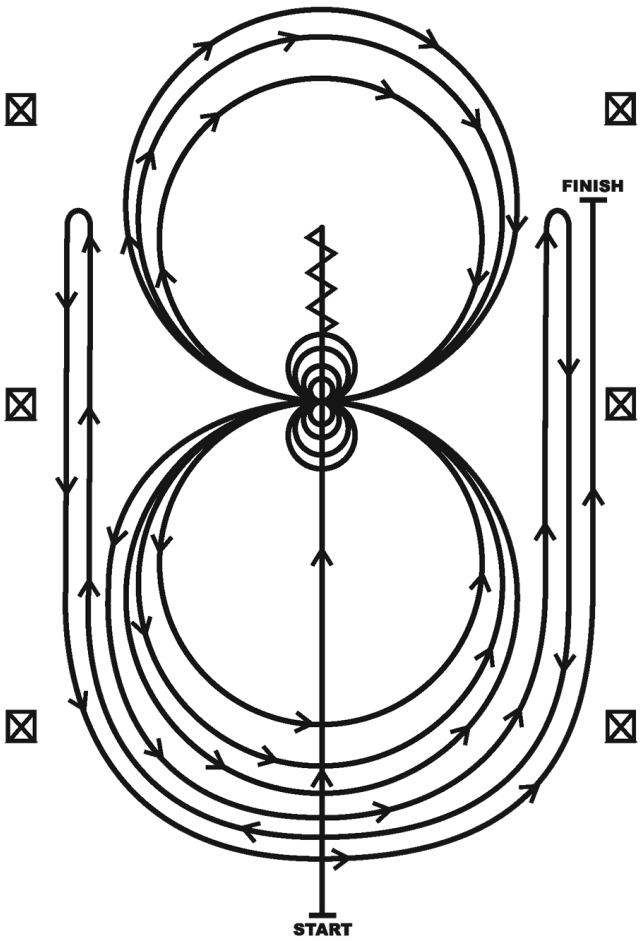
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OHSA November 2026

Reining (24)

Show Date: 11-01-2026

REINING PATTERN 12



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 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 left lead, compete three circles to the left: 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 right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but to not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

[R/AQHAP-12]

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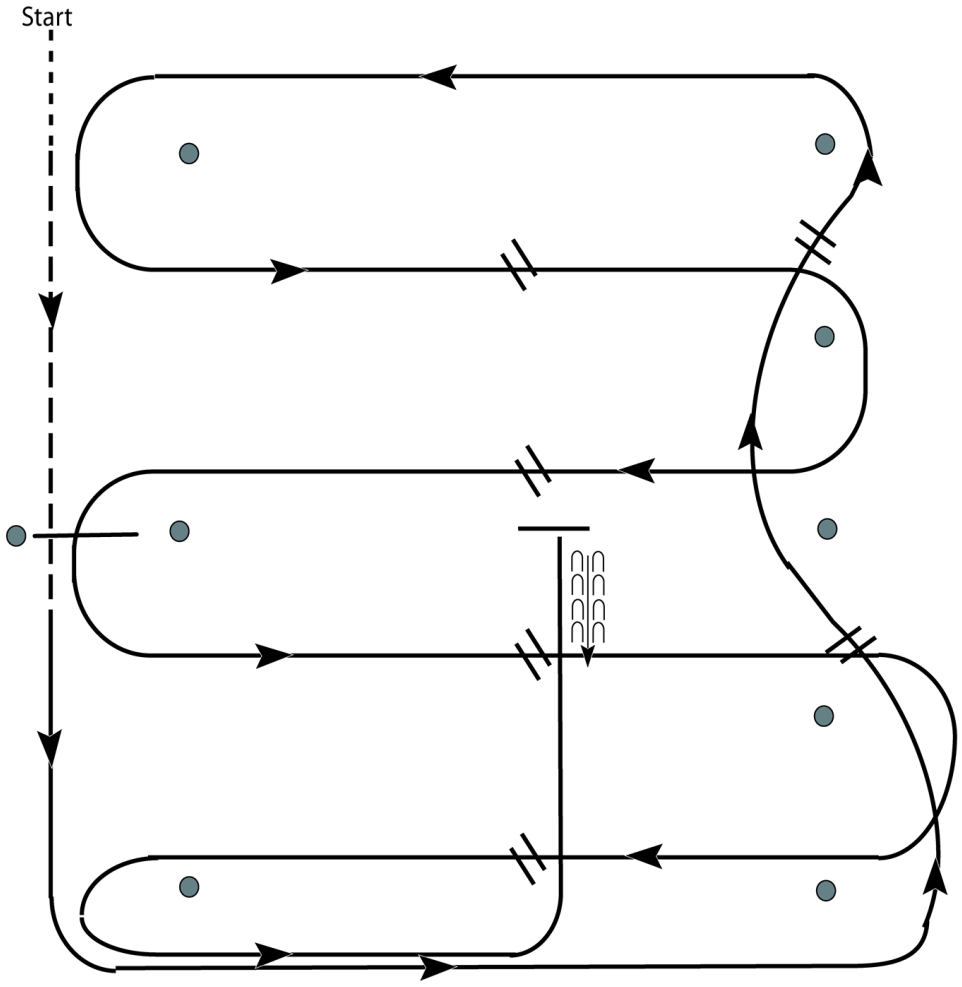
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OHSA November 2026

Western Riding (25)

Show Date: 11-01-2026



1. Walk at least 15' & jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change. Lope around 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 and back.

[WR/GP-1]

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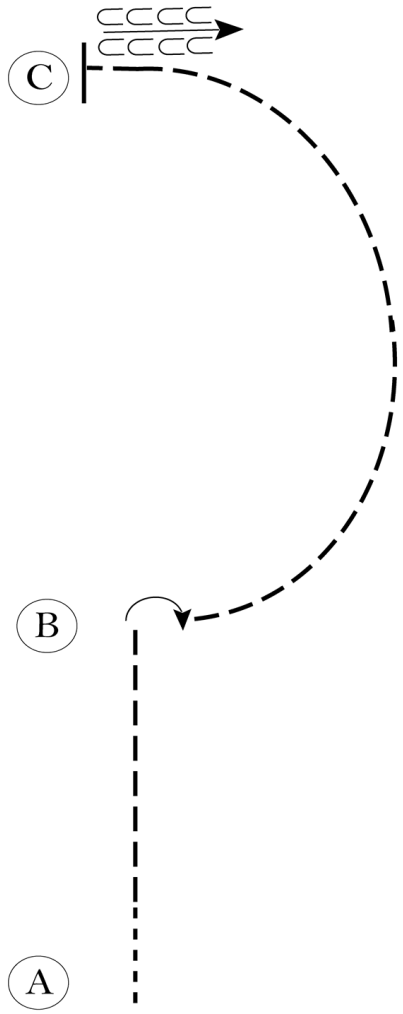
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OHSA November 2026

WJ Western Horsemanship (27, 115, 215)

Show Date: 11-01-2026

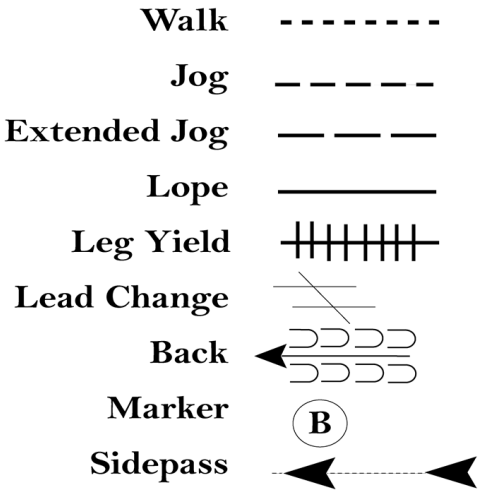
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Be ready at A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B.
3. Turn 1/4 turn to the right.
4. Jog in a half circle to C.
5. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.



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[WH/WT-59]

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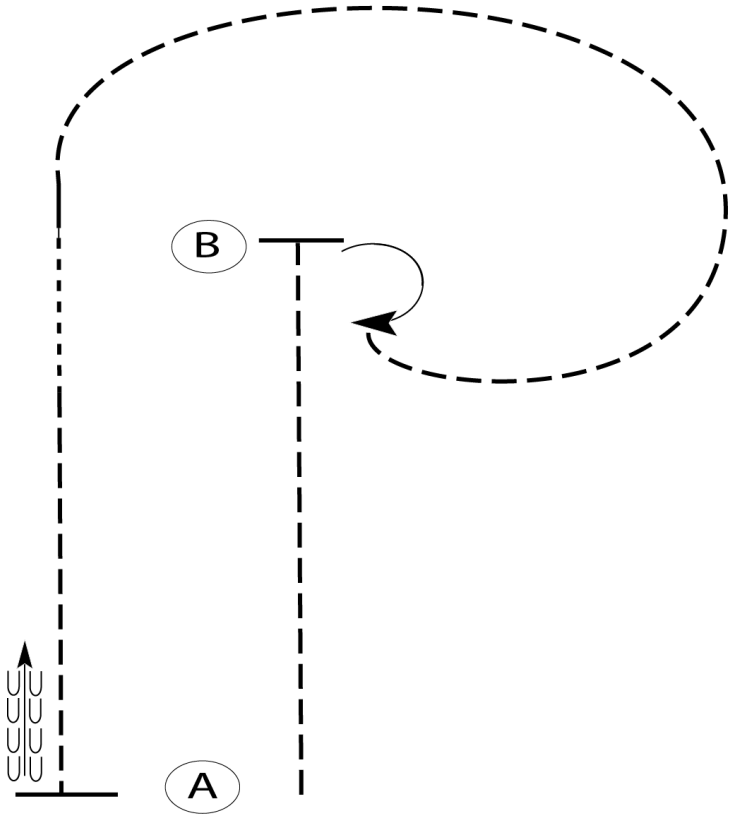
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Premier WJ Western Horsemanship (28, 116)

Show Date: 11-01-2026

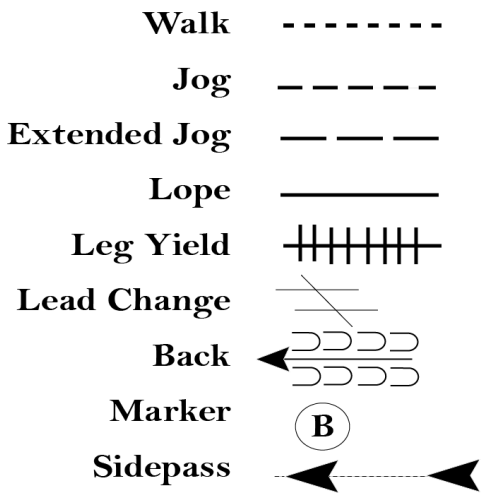
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Be ready at A.

1. Jog to B.
2. Turn 180 degrees to the right.
3. Jog back around to B.
4. At B, break to the walk.
5. Walk approximately 10 feet.
6. Jog to A.
7. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.



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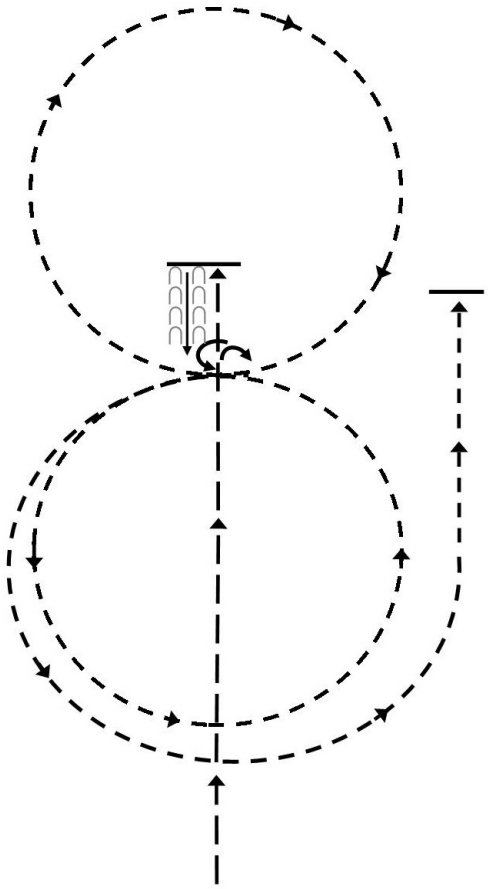
[WH/WT-43]

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Reining Walk-Trot Pattern 4
Class 31



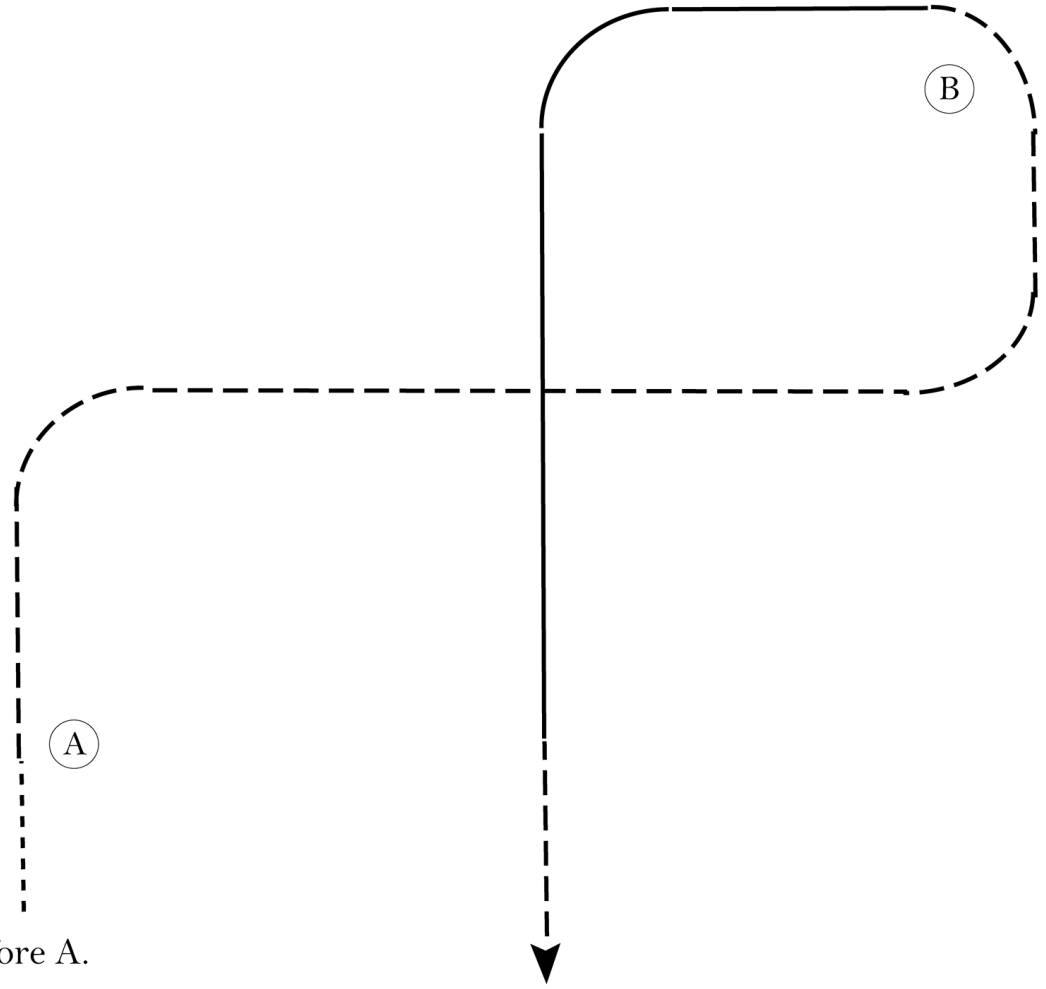
1. Extended trot down center of arena, past center marker
2. Stop, back to center.
3. 1/4 spin right, 1/2 spin left.
4. Jog 1 circle to left.
5. Jog 1 circle to right.
6. Jog circle to left.
7. Do not close circle, continue around end of arena.
8. Stop even with center marker.

OHSA November 2026

Hunt Seat Equitation (38, 189, 217)

Show Date: 11-01-2026

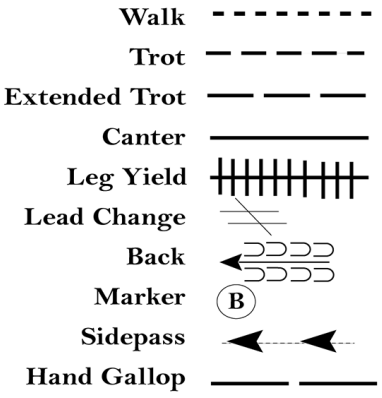
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Be ready before A.

1. Walk to A.
2. Posting trot on the left diagnoal to center of pattern.
3. Change diagonals at center. Trot on the right diagonal to B.
4. Canter on the left lead through center of pattern until even with A.
5. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.



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[HSE/1-66]

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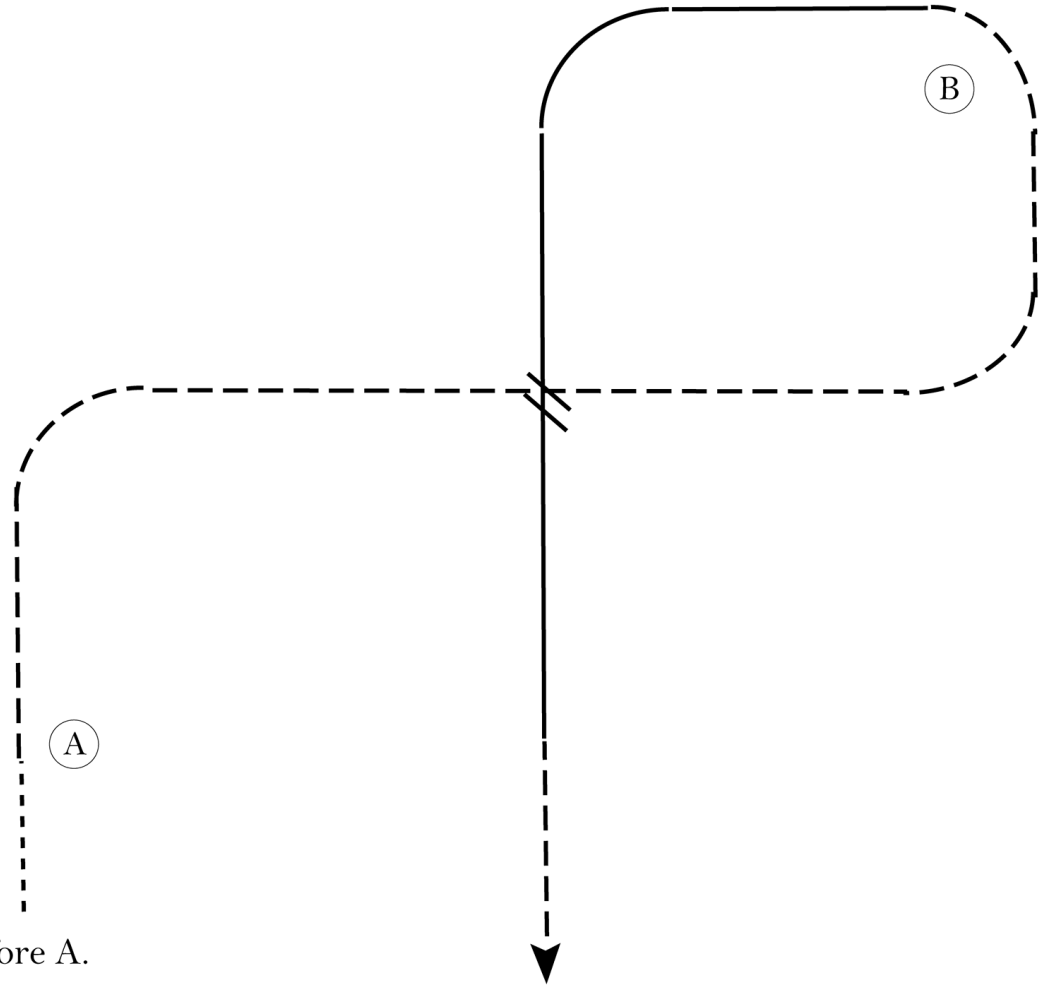
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OHSA November 2026

Premier Hunt Seat Equitation (39)

Show Date: 11-01-2026

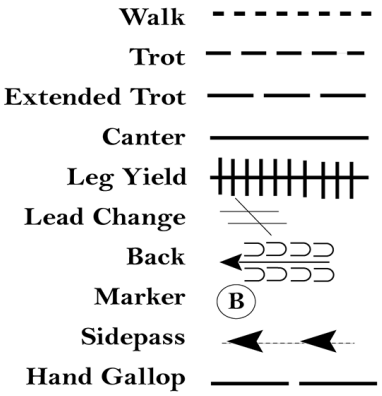
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Be ready before A.

1. Walk to A.
2. Posting trot on the left diagnoal to center of pattern.
3. Change diagonals at center. Trot on the right diagonal to B.
4. Canter on the left lead to center of pattern.
5. Change leads at center. Canter on right lead until even with A.
6. Sitting trot when even with A. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.



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[HSE/2-66]

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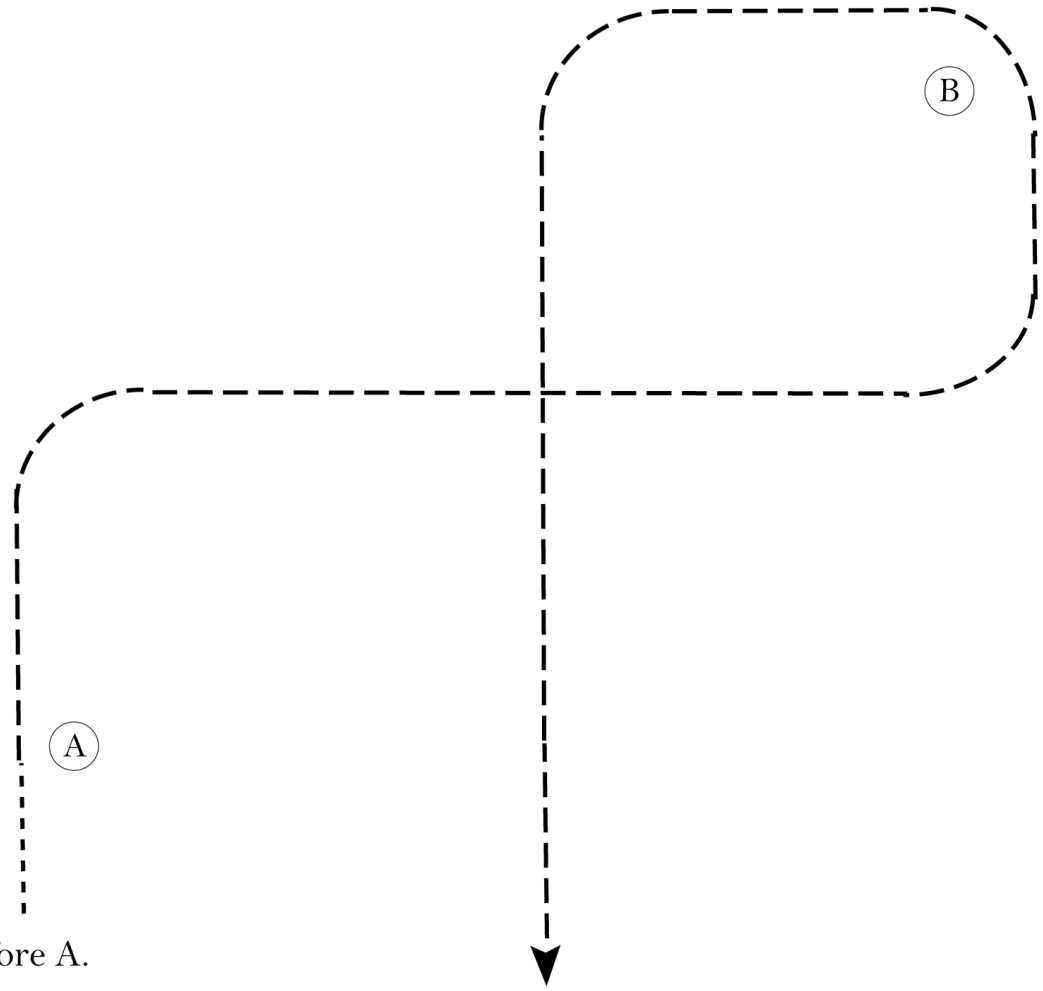
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WT Hunt Seat Equitation (44, 121, 219)

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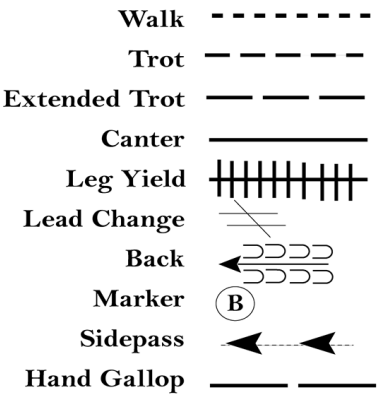
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Be ready before A.

1. Walk to A.
2. Posting trot on the left diagnoal to center of pattern.
3. Change diagonals at center. Trot on the right diagonal to and around B and to center of pattern.
4. At center of pattern, sitting trot until even with A.
5. Pattern is over after trotting 3 strides past A.

Follow the instructions of your ring steward.



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[HSE/WT-66]

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Premier WT Hunt Seat Equitation (45, 122)

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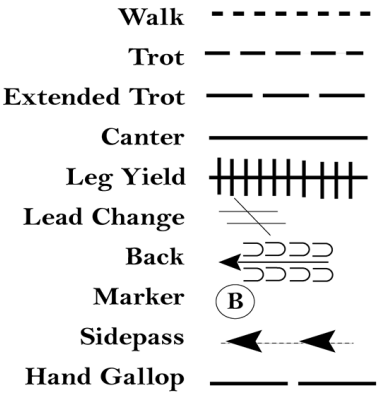
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Be ready at A.

1. When acknowledged, back approximately one horse length.
2. Walk to A.
3. Trot on the right diagonal until even with B.
4. Change diagonals and trot to and past B.
5. Pattern is over once you have passed B.

Follow the instructions of your ring steward.



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[HSE/WT-65]

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Class 56

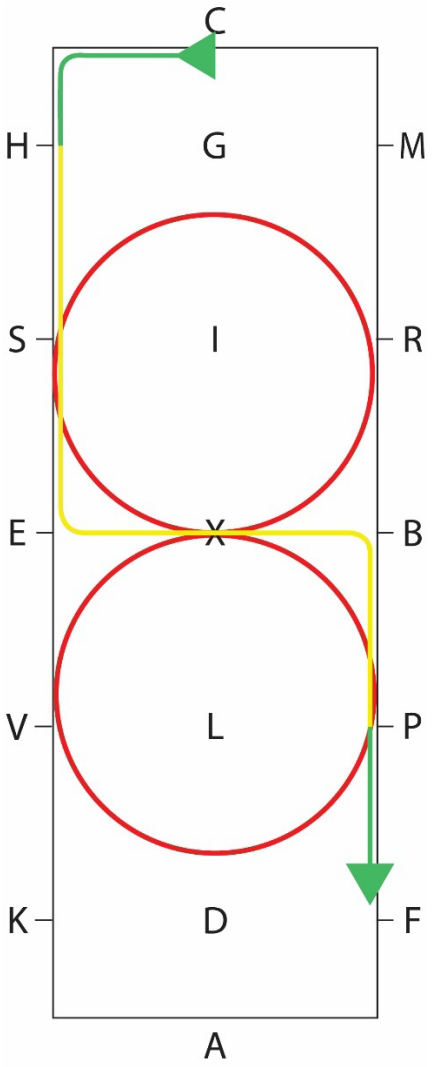
Dressage Seat Equitation Classes Patterns

(offered at USEF-licensed/USDF-recognized dressage competitions)

MEDIUM - *Approximate Ride Time: 0:42.*

All trot work may be ridden sitting or rising, unless stated by the judge.

Judging begins at C in medium walk, tracking left.	
C	Track left
H	Working trot.
E	Turn left.
X	Left lead canter. Canter 20m circle left
Crossing over X	Change of lead through trot. Canter 20m circle right.
Crossing over X	Working trot.
B	Turn right.
P	Walk. Leave arena in walk.



Green = Walk
Yellow = Trot
Red = Canter

Effective 12/1/2022 – 11/30/2026

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Class 57

Premier

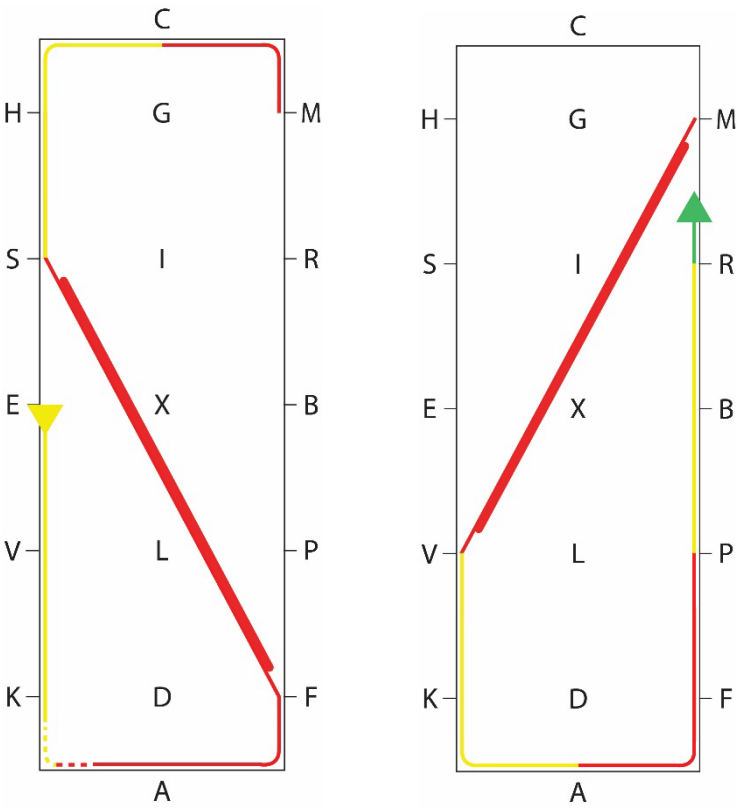
Dressage Seat Equitation Classes Patterns

(offered at USEF-licensed/USDF-recognized dressage competitions)

HARD - *Approximate Ride Time: 1:08.*

All trot work to be ridden sitting.

Judging begins at E in working trot, tracking left.	
E	Working trot, tracking left.
Between K and A	Transition to left lead canter.
F to S	Change rein, lengthened canter.
Before S	Transition to working canter.
S	Working trot.
H **C**	Working trot sitting. Working canter right lead.
M - V	Change rein, lengthened canter.
Before V	Transition to working canter.
V	Working trot.
K **A**	Working trot sitting. Working canter left lead.
P	Working trot.
R	Medium walk. Pattern ends. Exit arena at walk.



Green = Walk
Yellow = Trot
Red = Canter

(image is divided into parts 1 and 2)

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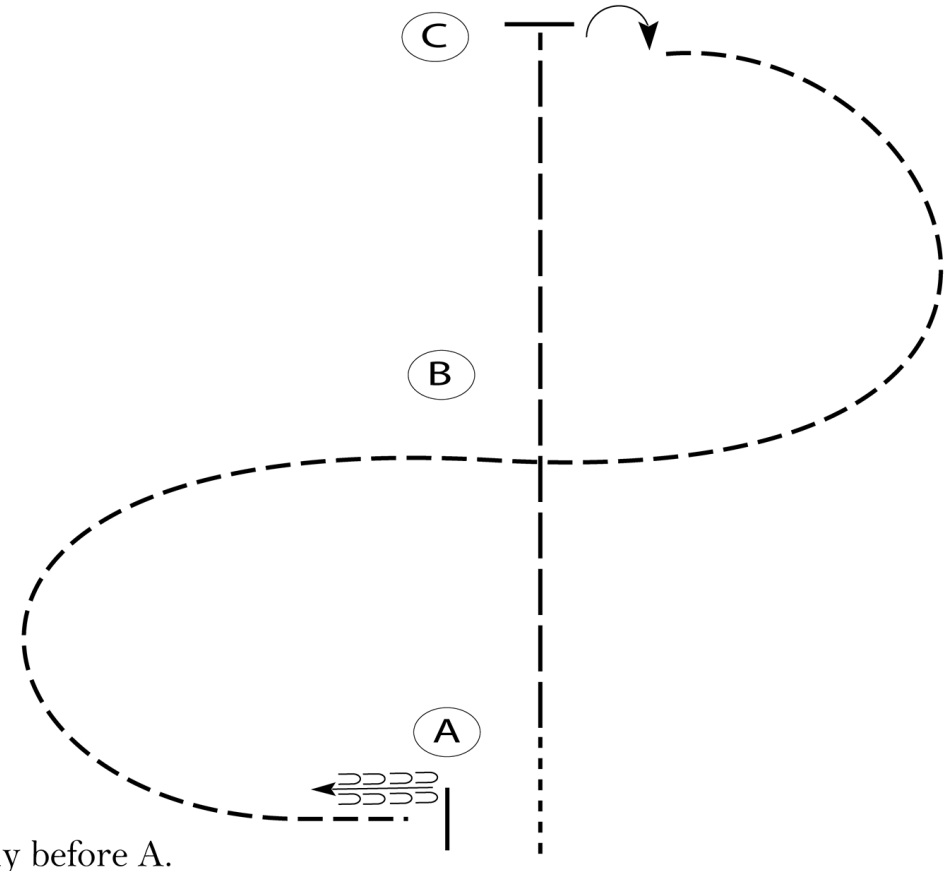
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OHSA November 2026

Fine Horse & Gaited Equitation (68, 87, 221)

Show Date: 11-01-2026

www.HorseShowPatterns.com



Be ready before A.

1. Flat or show walk to A.
2. Perform a running walk or pleasure gait from A to C.
3. Stop at C and turn 90 degrees to the right.
4. Running walk or pleasure gait in a half circle to B.
5. Continue at a running walk or pleasure gait in a half circle to A.
6. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

Walk - - - - - - - -

Running Walk/ Pleasure Gait _ _ _ _ _

Back

Marker B

www.HorseShowPatterns.com

[NT/H-E-4]

Pattern Provided by:

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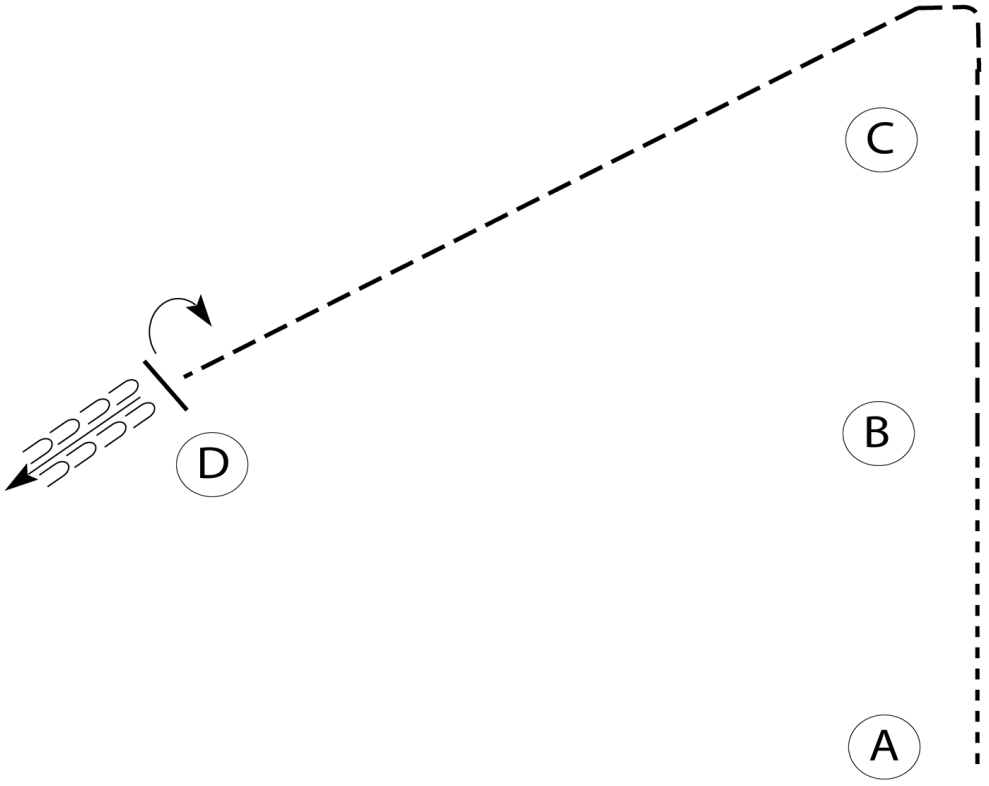
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OHSA November 2026

Premier Fine Horse & Gaited Equitation (69, 88)

Show Date: 11-01-2026

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Be ready at A.

1. Flat or show walk from A to B.
2. At B, running walk or pleasure gait around C to D.
3. At D, perform a 180 degree turn to the right.
4. Back 4 steps.

Follow the instructions of your ring steward.

Walk --------

Running Walk/ Pleasure Gait – – – – –

Back

Marker B

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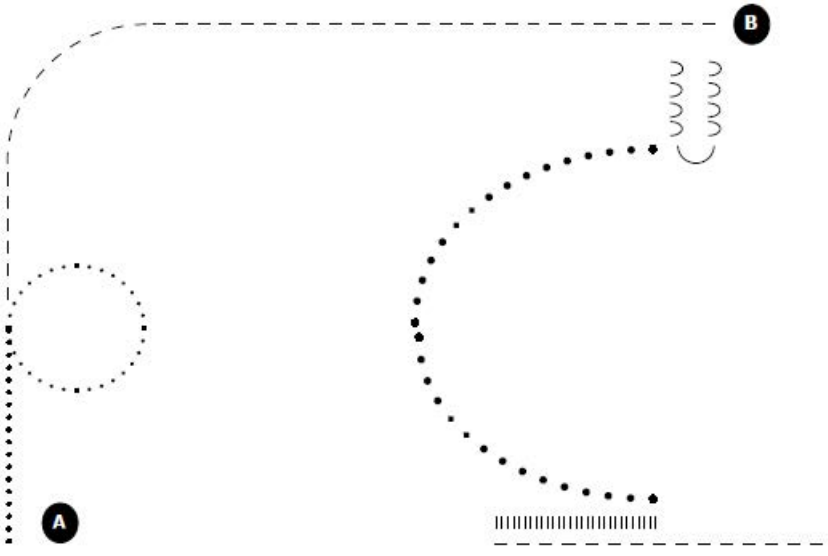
[NT/H-E-3]

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Class 96

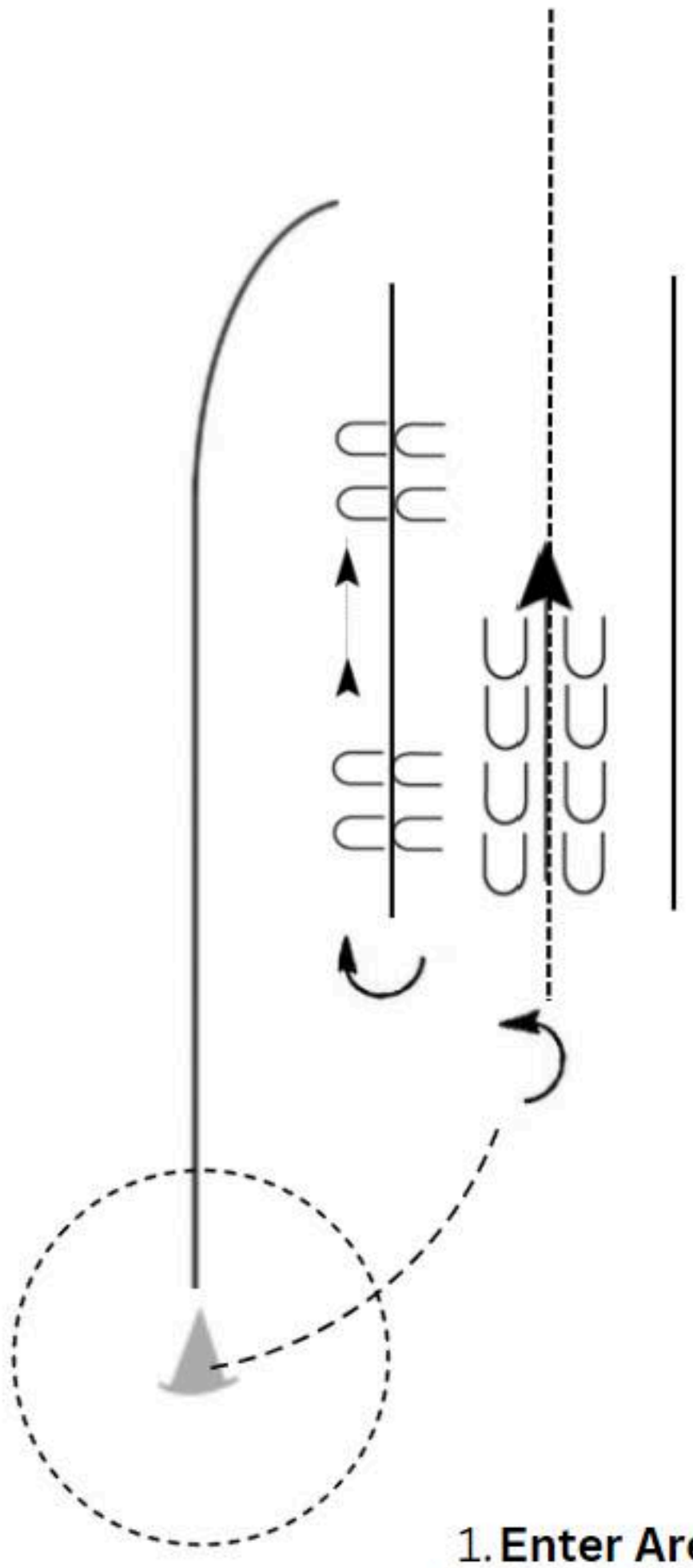


1. Start at A with horse on a long lead. Gather lead and walk forward
2. Walk small circle to the right.
3. Trot curve to B, stop.
4. Seniors(class 37) -Sidepass several strides
   Juniors(class 36)-do not sidepass
5. Execute ½ turn on the haunches
6. Extended walk half circle
7. Stop, back at least two horse lengths
8. Demonstrate lowering horse's head
9. Trot to exit

[redacted]

Premier Open Ranch Ground Handling
Class 97

[redacted]



Walk ——————

Trot - - - - - - - -

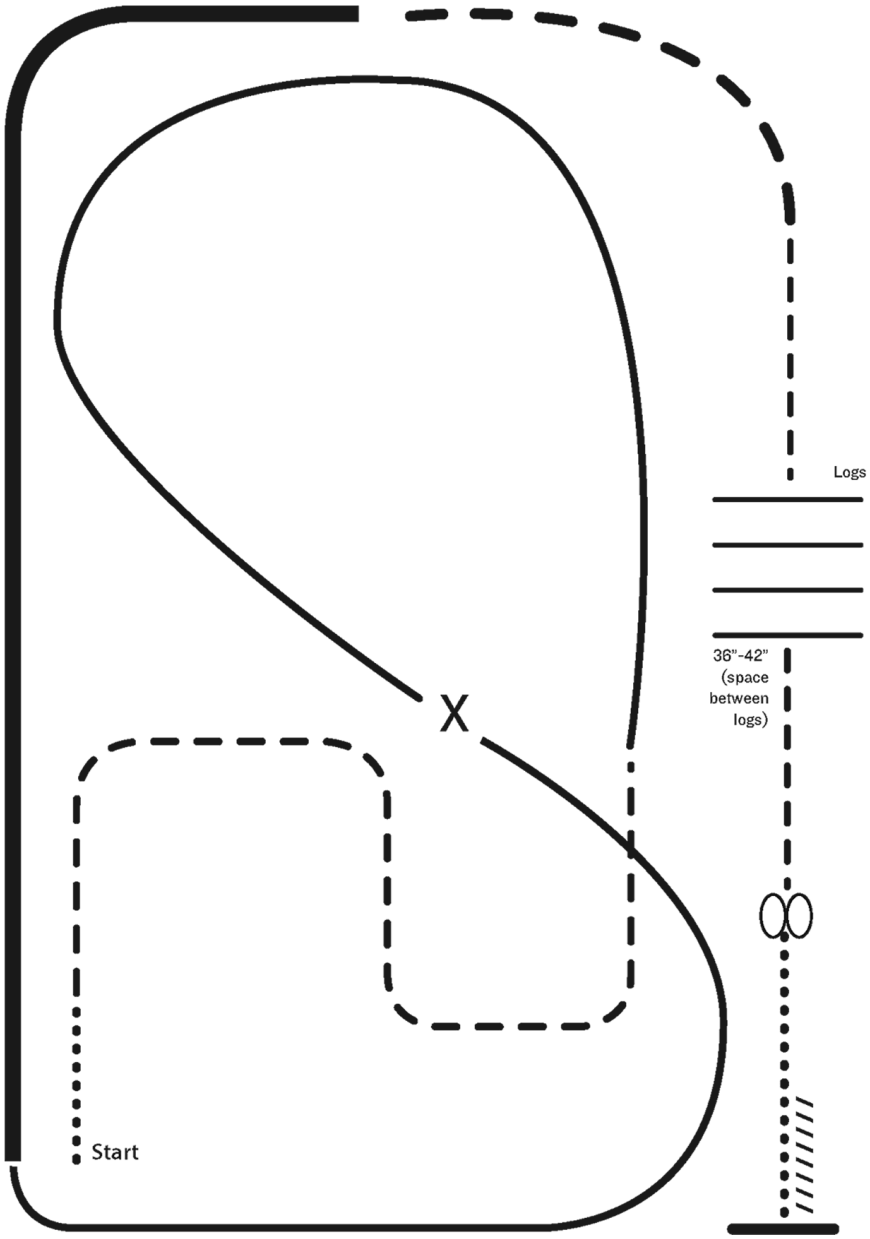
1. **Enter Arena At A Trot**
2. **Trot through Chute**
3. **90 Degree Push Turn**
4. **Side Pass Right**
5. **Walk On Loose Lead To Cone**
6. **Longe Counter Clockwise At A Trot 1 Circle**
7. **Trot To Chute**
8. **180 Degree Pull Turn**
9. **Back Through Chute**
10. **Exit Arena**

OHSA November 2026

Ranch Riding (100, 226)

Show Date: 11-01-2026

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X Lead Change
Walk
Trot
Ext trot
Lope
Ext Lope
Back

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 the 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, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

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[RR/AQHA-3]

Pattern Provided by:

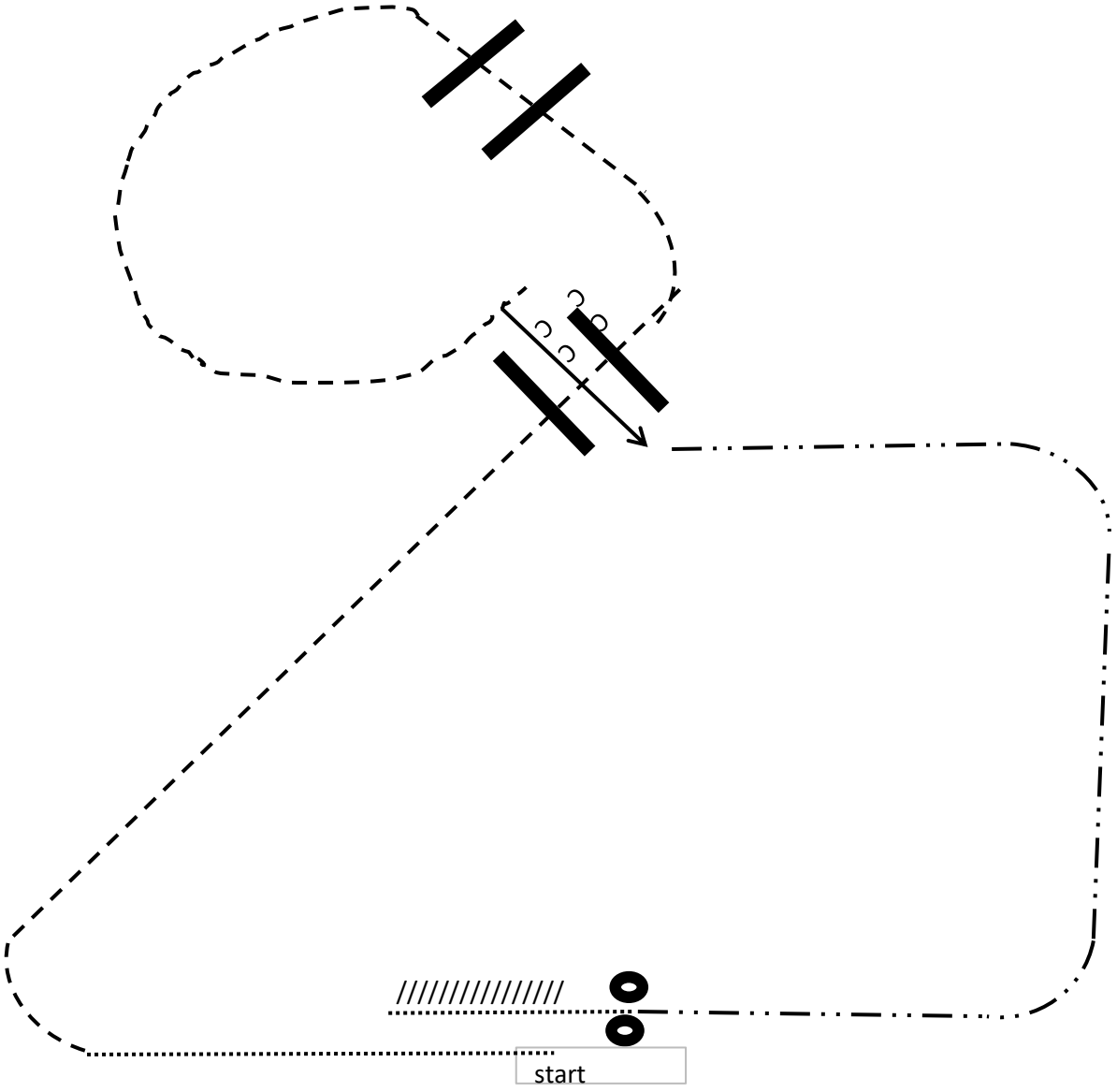
OHSA

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RANCH RIDING Walk Trot

Pattern # 7

Classes
101, 129,229

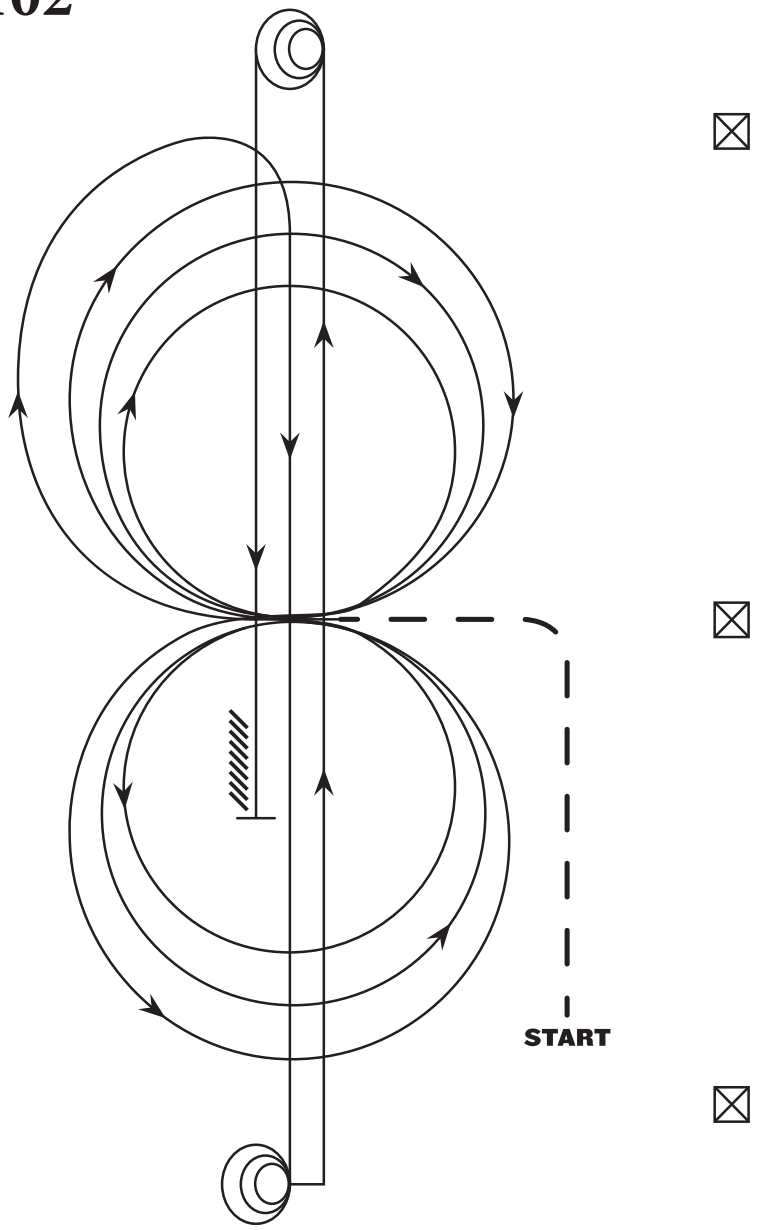


1 **WALK**
2 **TROT**
3 **TROT over 4 RAILS**
4 **SIDEPASS RIGHT**
5 **EXTENDED TROT**
6 **WALK**
7 **STOP & BACK**
8 **360 each way**

WALK
TROT
EXT TROT

VRH AND RHC RANCH REINING PATTERN 3

Class 102

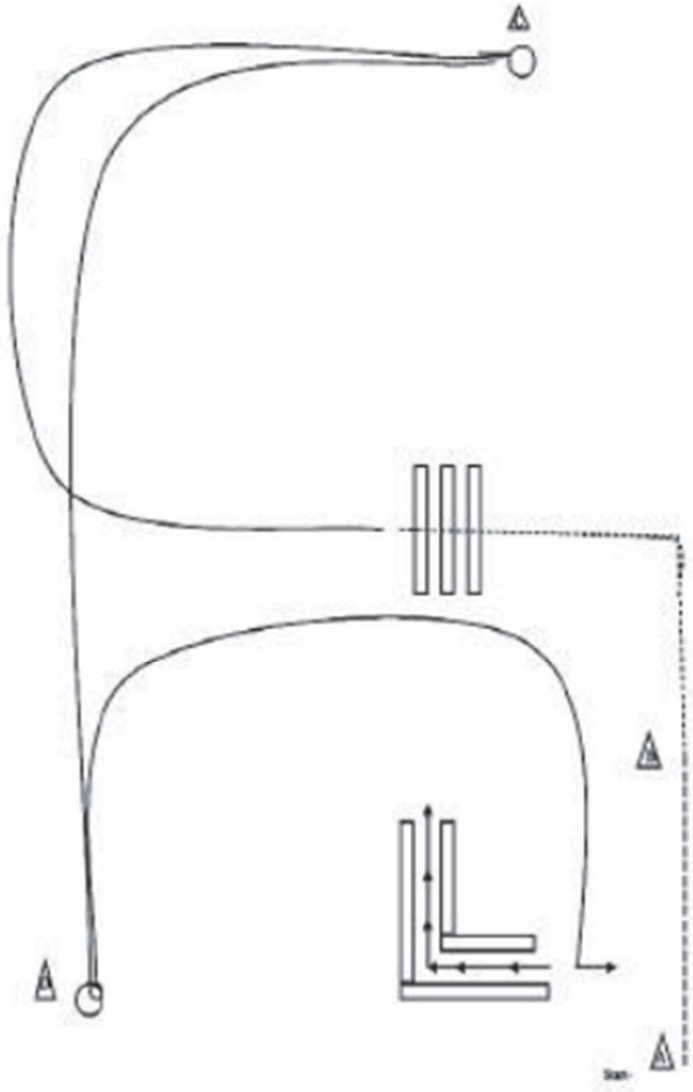


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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.

American Ranch Horse Association



Ranchmanship Pattern #2

Class 103 & 104

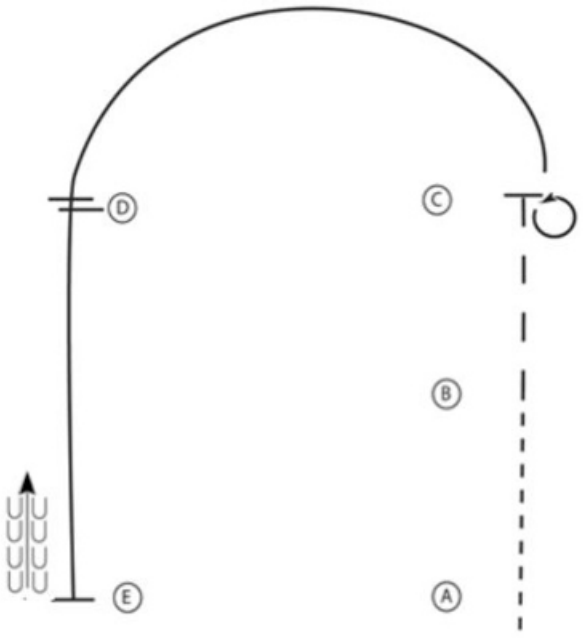
1. Walk A-B.
2. At cone trot to and over cross poles.
3. After poles are cleared Right lead lope.
4. At Cone ;Stop.
5. 1½ spin left.
6. Left lead lope to cone; Stop.
7. 1½ spins right.
8. Lope right lead to chute; Stop; 90° turn.
9. Back thru Chute.

WJ Riders should jog where lope is called for.

Ranch Horsemanship - Class 105, 227

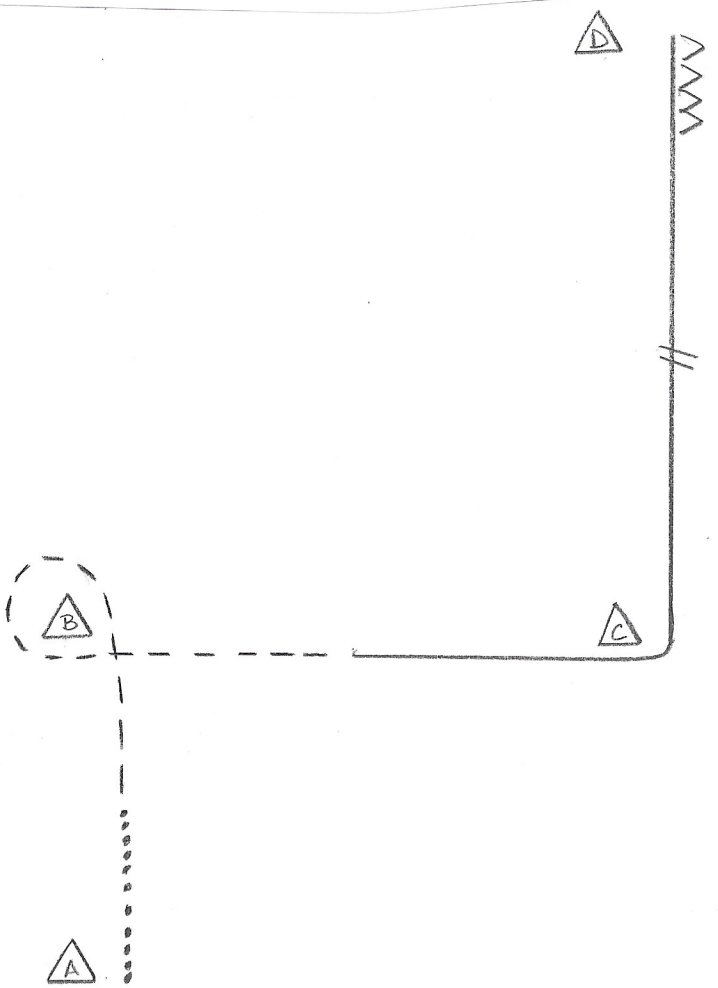
Be ready at A.

1. When acknowledged, walk to B.
2. Trot from B to C.
3. Stop at C and perform a 360˚ turn to the left.
4. Lope left lead to D.
5. At D, perform a lead change & continue loping to E.
6. At E, stop and back one horse length.



Premier Ranch Horsemanship

Class 108, 128



Walk ....

Jog — — — —

Lope _____

Back ΛΛΛΛ

Be ready at A

Walk toward B

Halfway between A and B jog

Jog around B and towards C

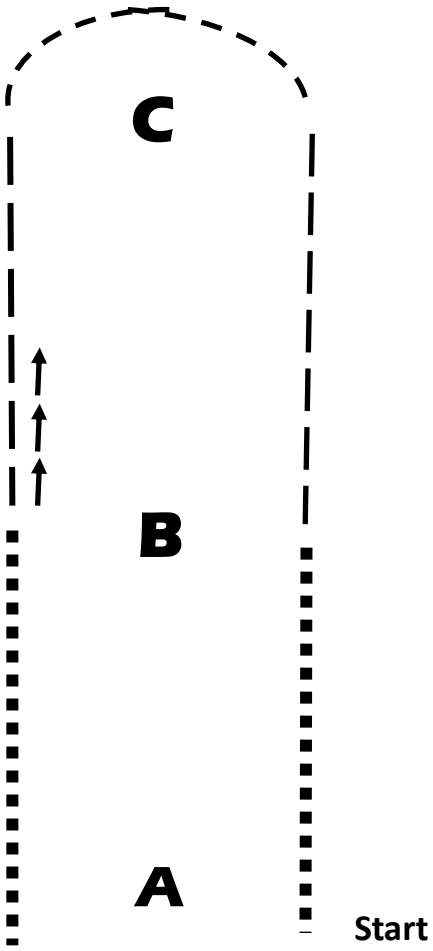
Halfway between B and C lope left lead

Continue past C and towards D

Complete simple lead change halfway between C and D

At D stop and back 4 steps

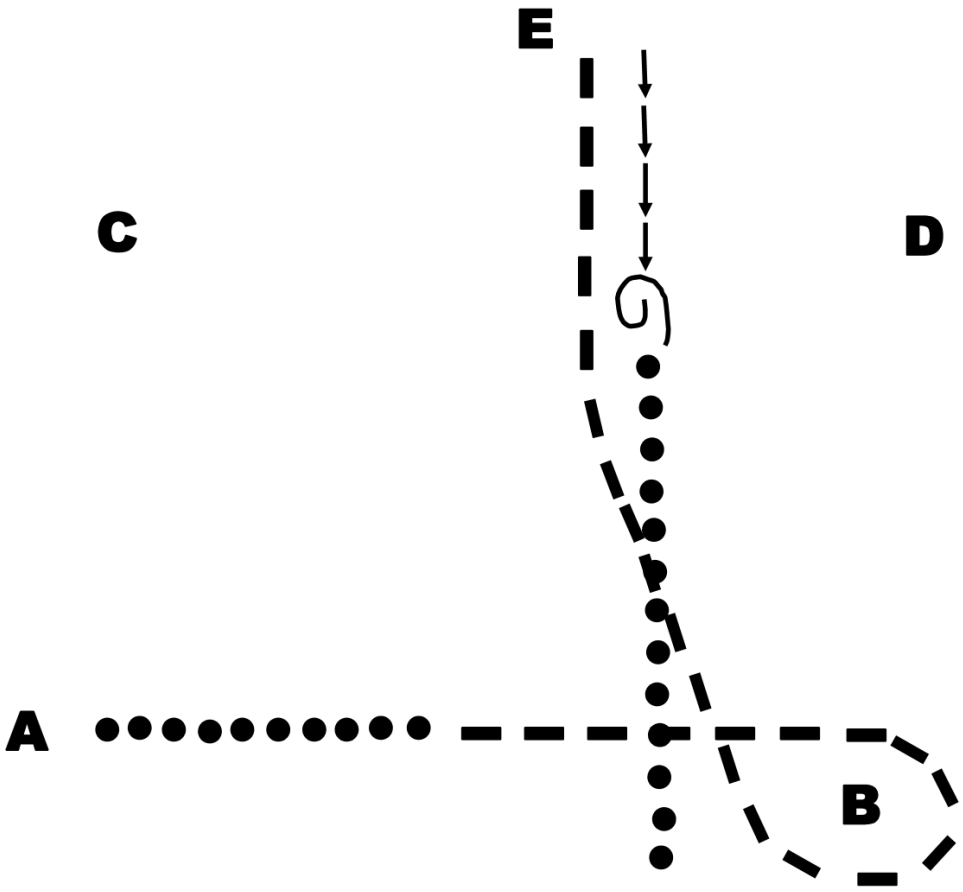
WJ Ranch Horsemanship
Classes 107, 127, 230



1. Walk from A to B.
2. At B trot around C to B; Stop.
3. Back 3 steps.
4. Walk to A; Stop.
5. Exit arena.

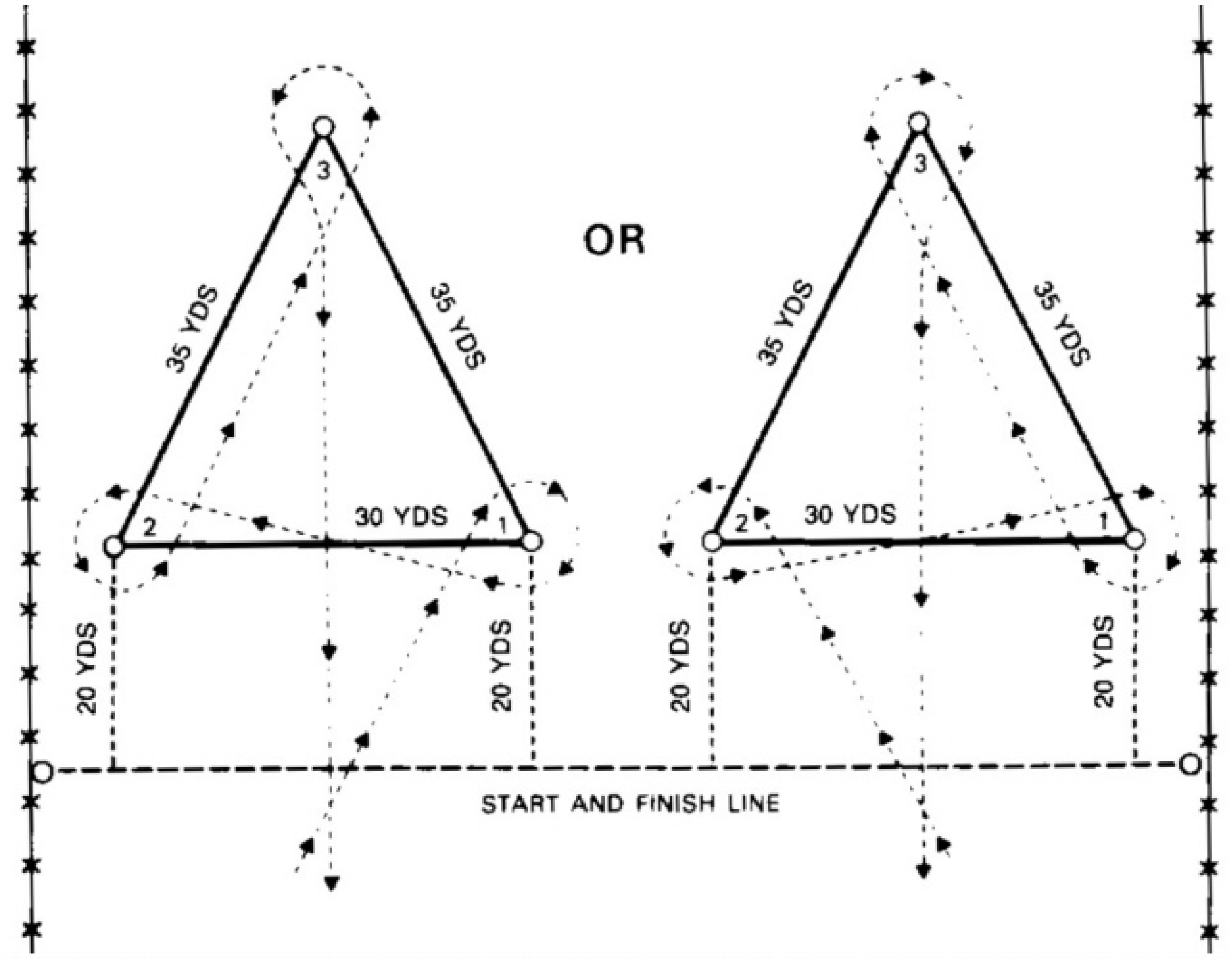
Premier WJ Ranch Horsemanship - Classes 108, 128

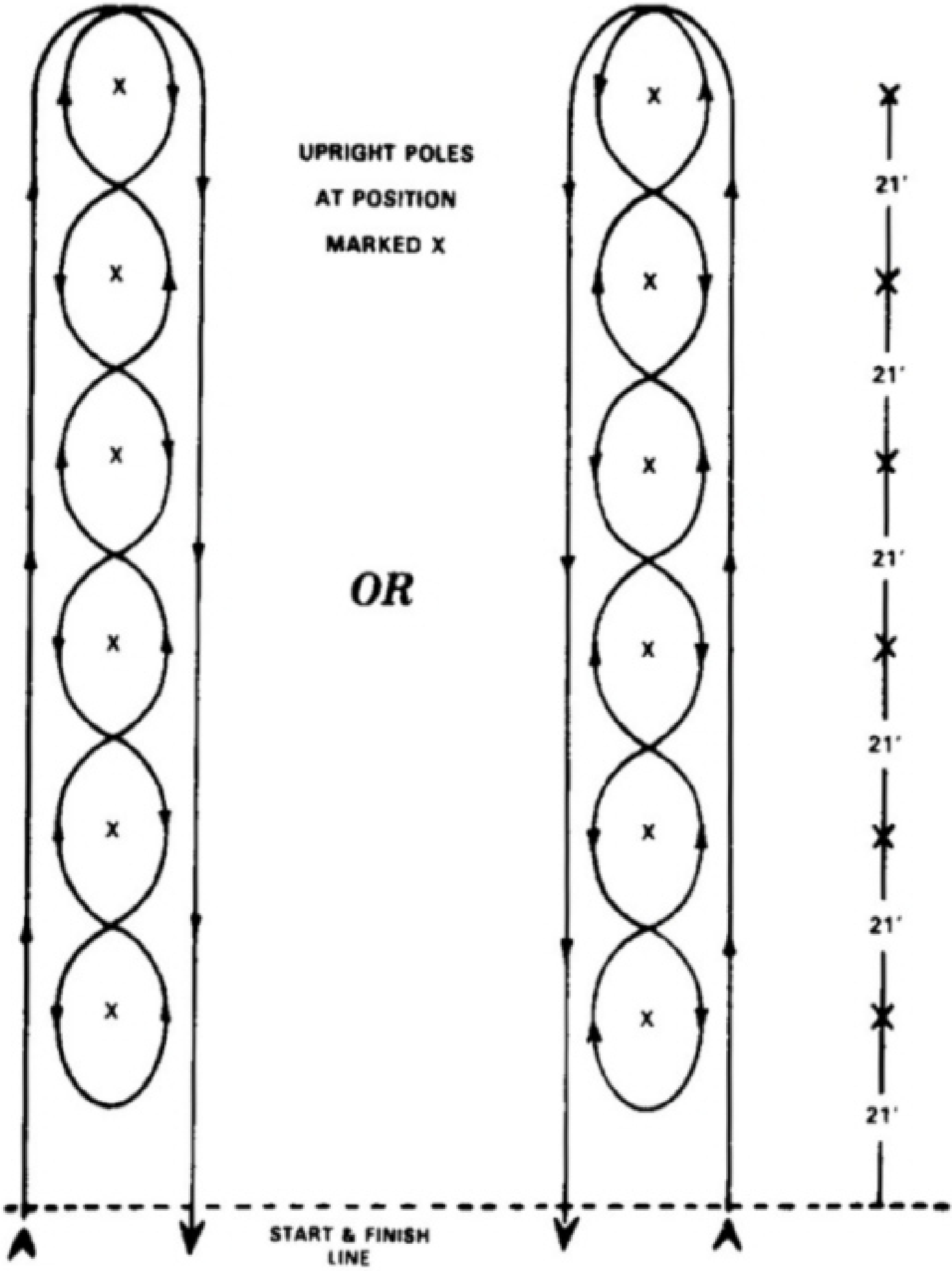
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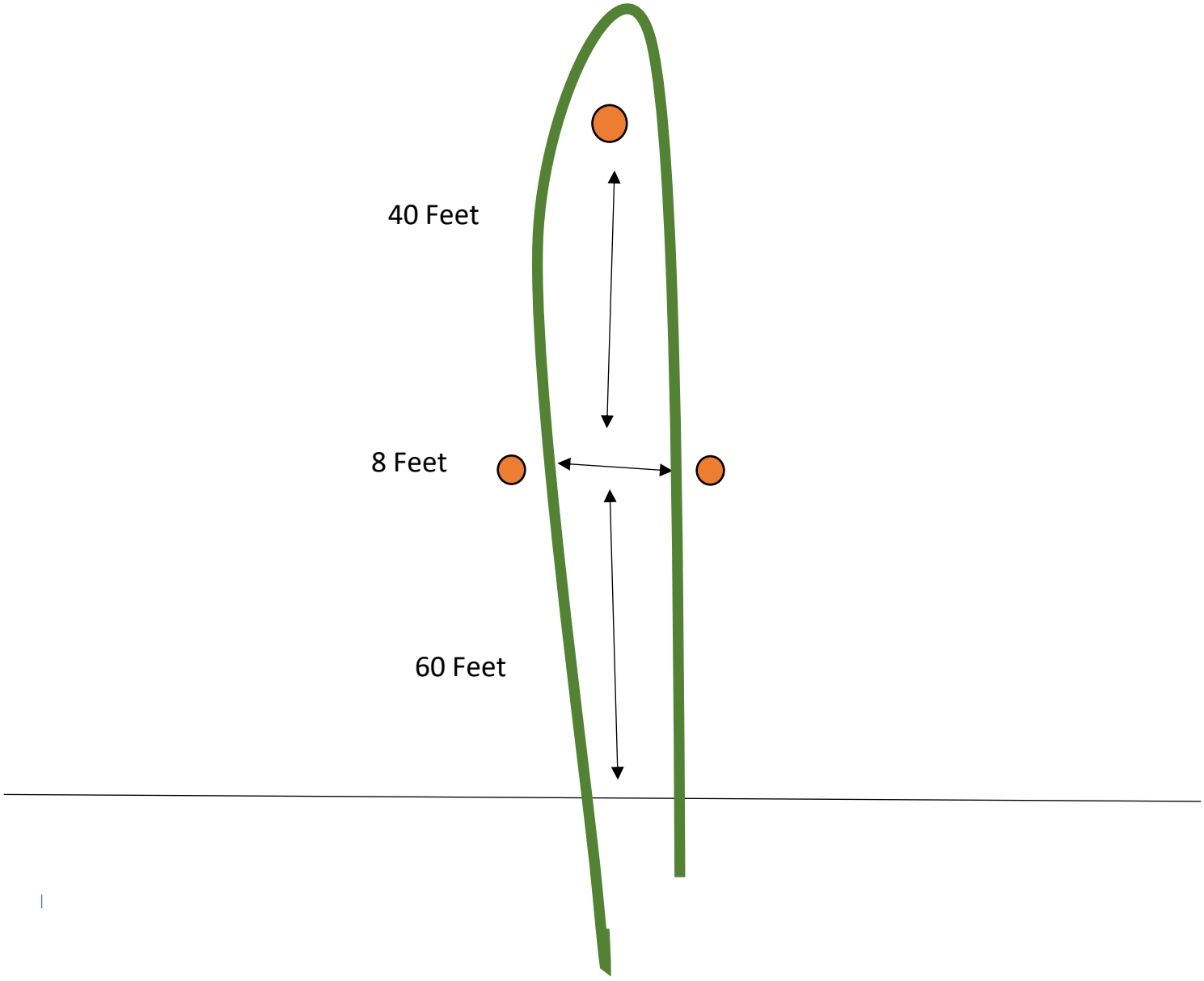
1. Walk 1/2 way between cone A and B.
2. Trot Around cone B to cone E.
3. Stop. Back 4 steps
4. Do a 180° turn.
5. Walk out to exit.

WALK ●●●
TROT ▬ ▬ ▬
BACK → →


OR
3
2
1
35 YDS
35 YDS
30 YDS
20 YDS
20 YDS
START AND FINISH LINE
3
2
1
35 YDS
35 YDS
30 YDS
20 YDS
20 YDS

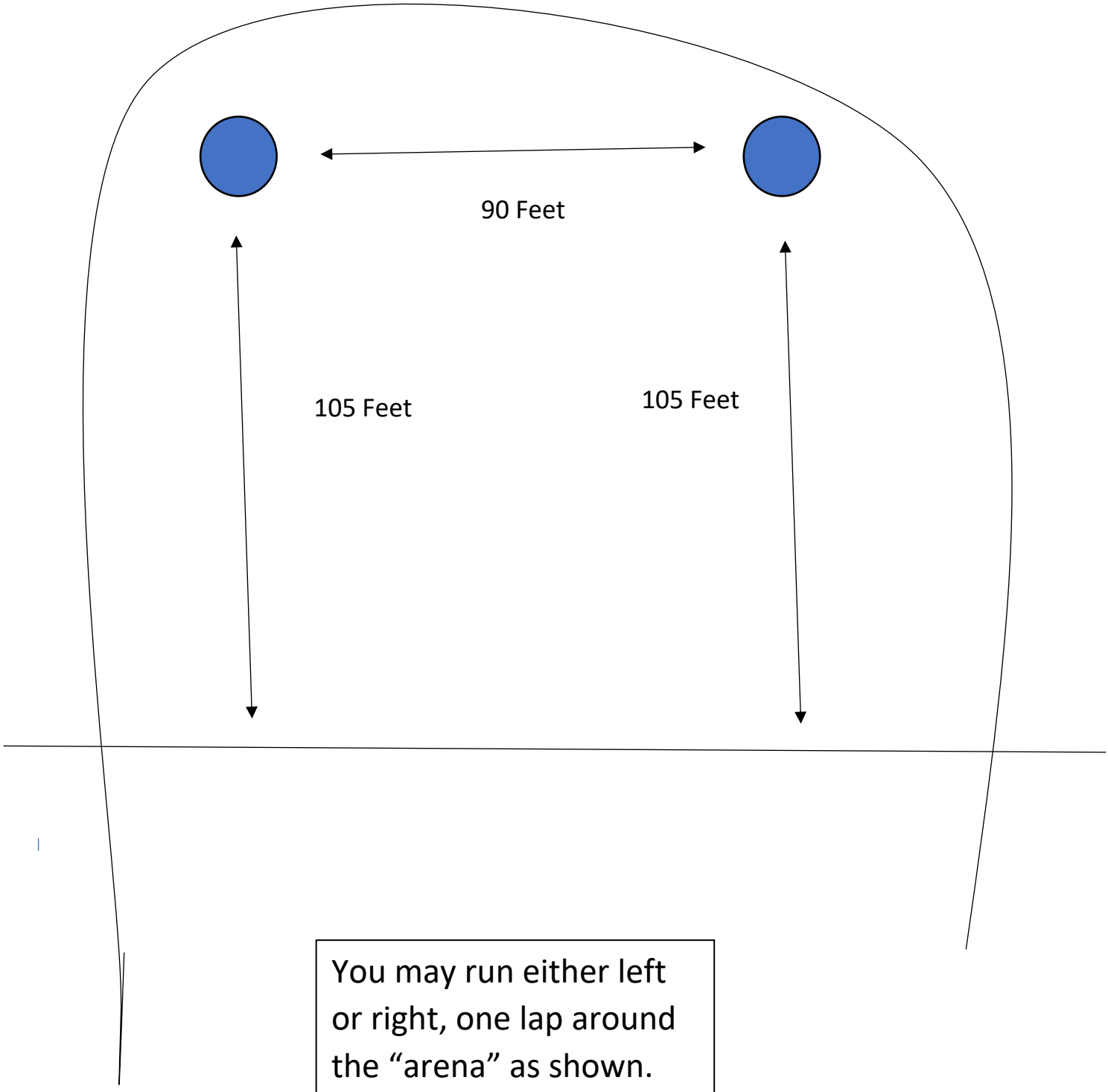

UPRIGHT POLES
AT POSITION
MARKED X
OR
21'
21'
21'
21'
21'
21'
START & FINISH
LINE

Keyhole Race

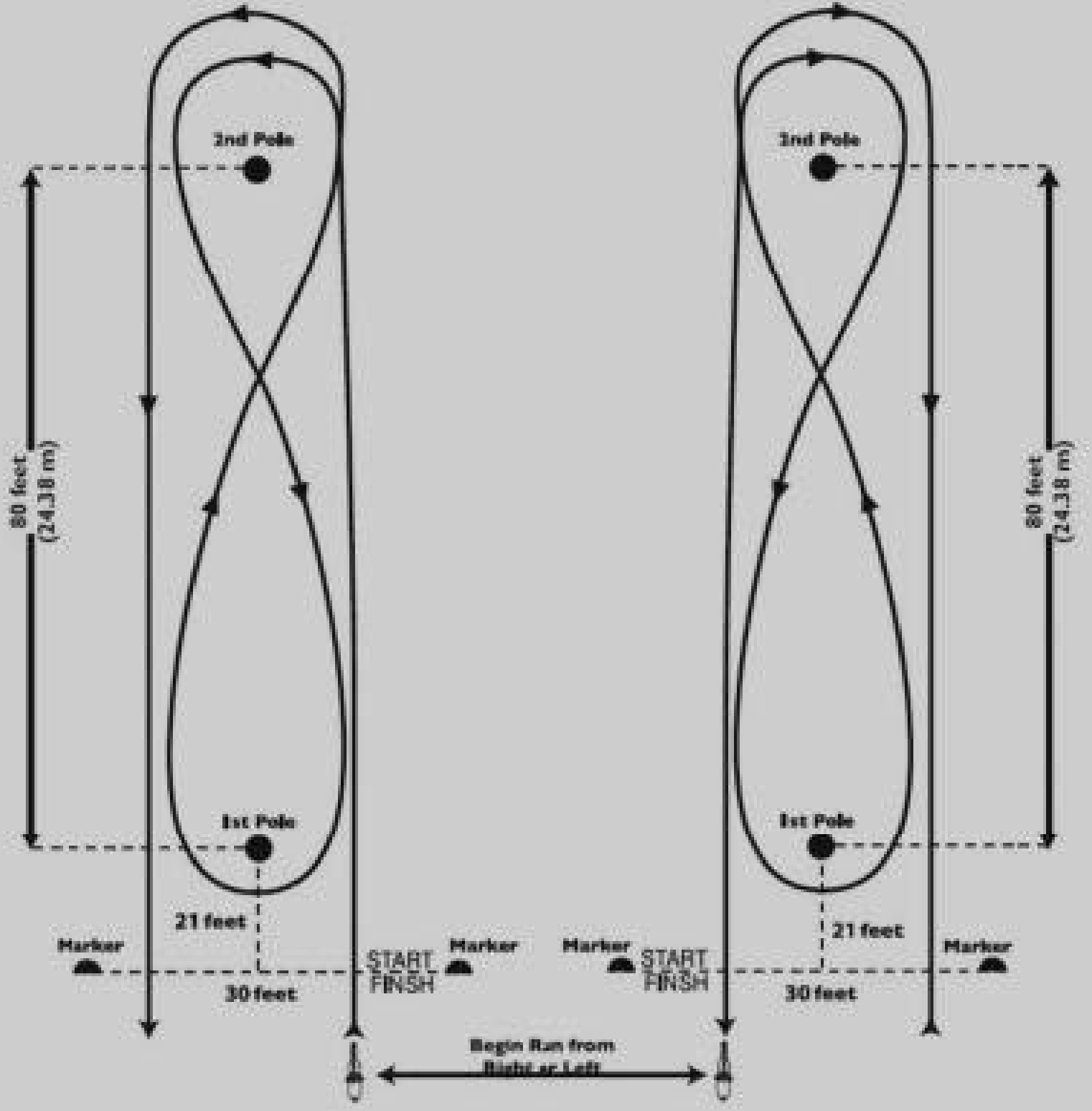


You may run either left or right, between the first 2 poles, then around the third pole as shown. See above for required measurements.

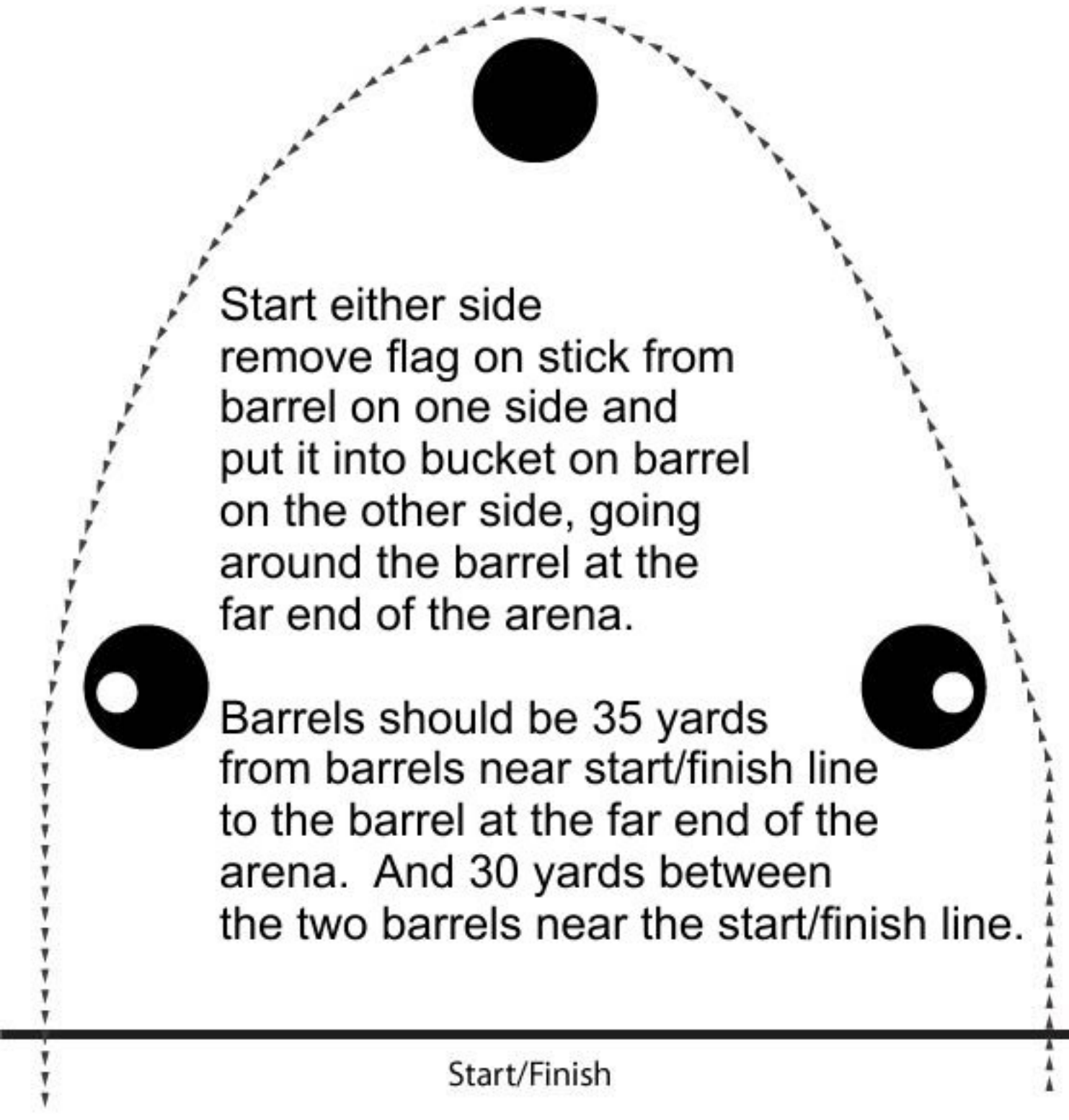
Arena Race



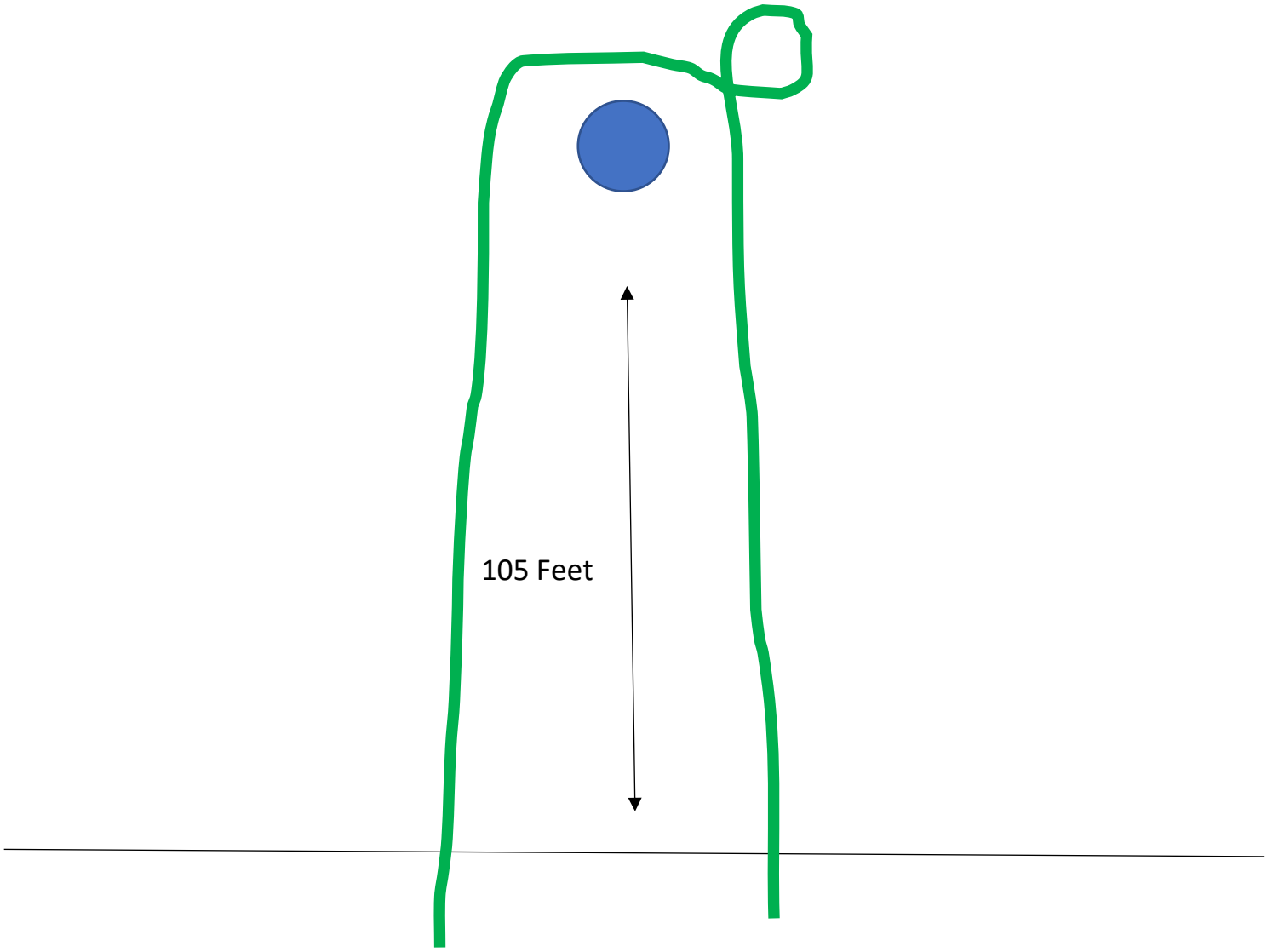
You may run either left or right, one lap around the “arena” as shown. See above for required measurements.


2nd Pole
2nd Pole
80 feet
(24.38 m)
80 feet
(24.38 m)
1st Pole
1st Pole
21 feet
21 feet
Marker
Marker
Marker
Marker
START
FINISH
START
FINISH
30 feet
30 feet
Begin Run from
Right or Left

FLAG RACE

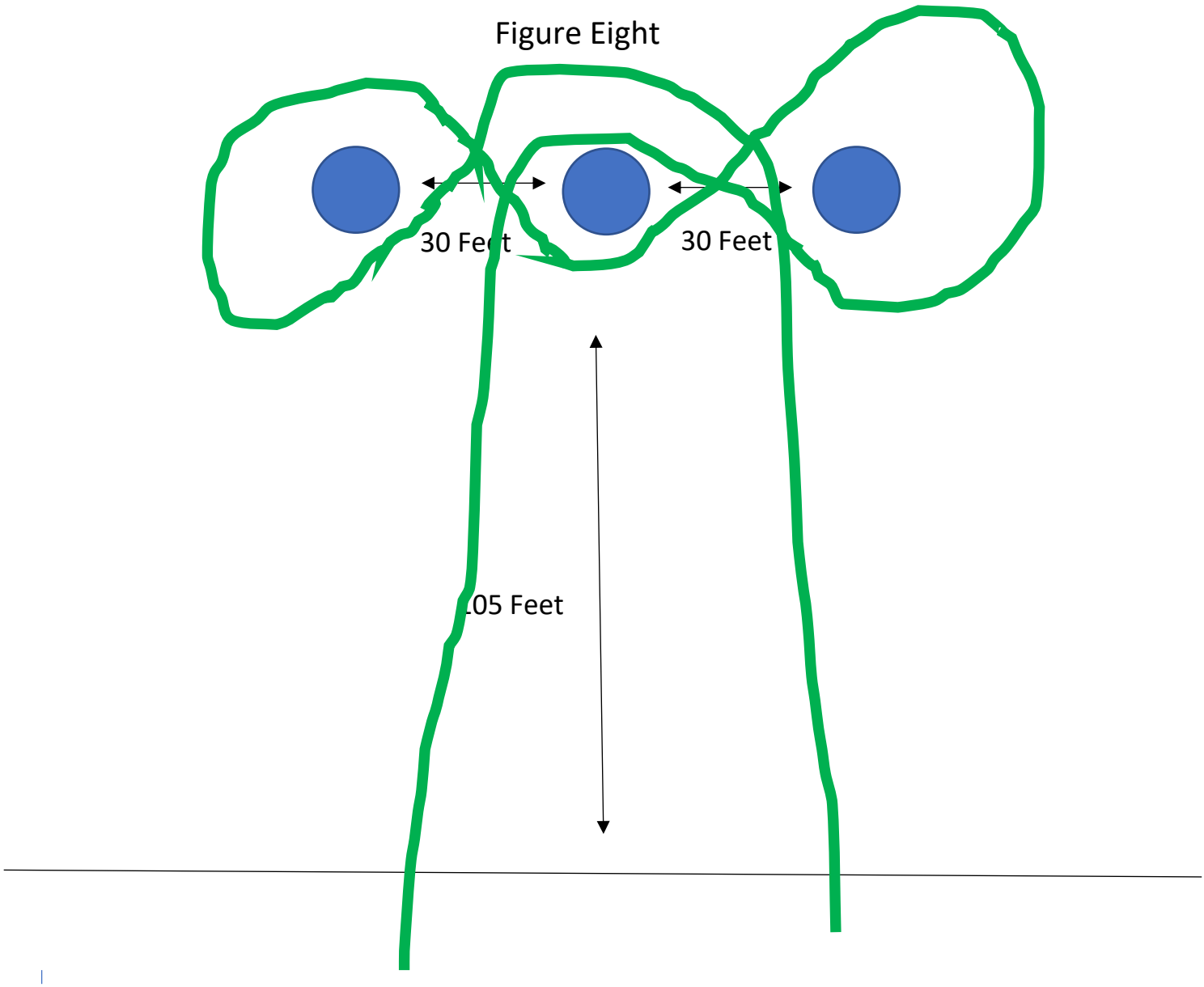

Start either side
remove flag on stick from
barrel on one side and
put it into bucket on barrel
on the other side, going
around the barrel at the
far end of the arena.
Barrels should be 35 yards
from barrels near start/finish line
to the barrel at the far end of the
arena. And 30 yards between
the two 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



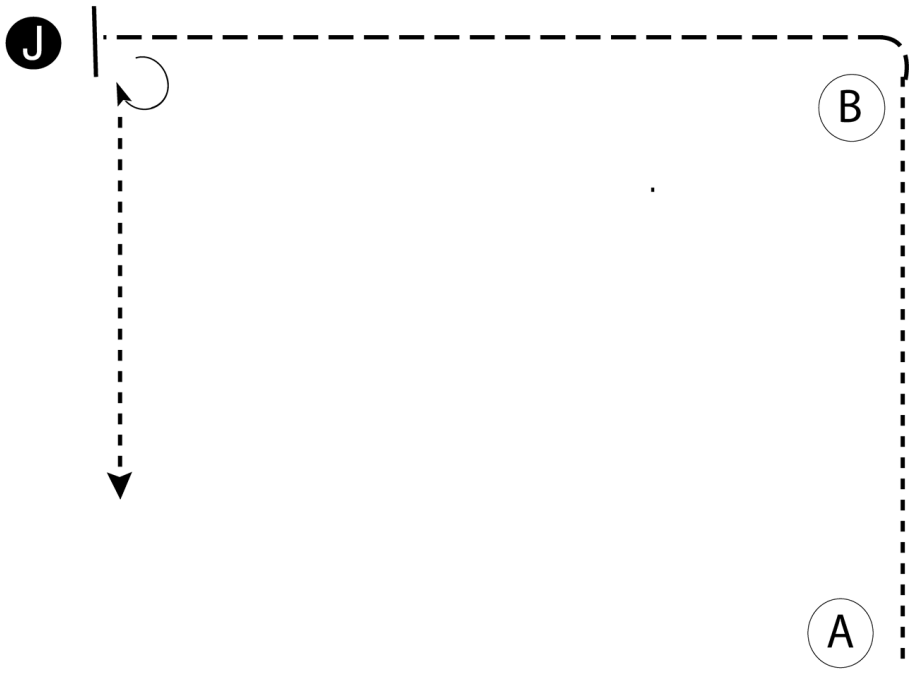
You may run either left or right. Run between an end barrel and the center barrel, go around barrels as drawn above. See above for required measurements.

OHSA November 2026

Exceptional, Walk, Leadline Showmanship (152, 164, 172, 193)

Show Date: 11-01-2026

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This is a WALK ONLY pattern

Be ready at A.

1. Walk to B.
2. Trot around B and to judge.
3. Stop and set up for inspection.
4. When dismissed, turn 270 degrees and walk straight off.

Walk

Walk

Trot

Back

Marker B

Judge J

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[S/WT-23]

Pattern Provided by:

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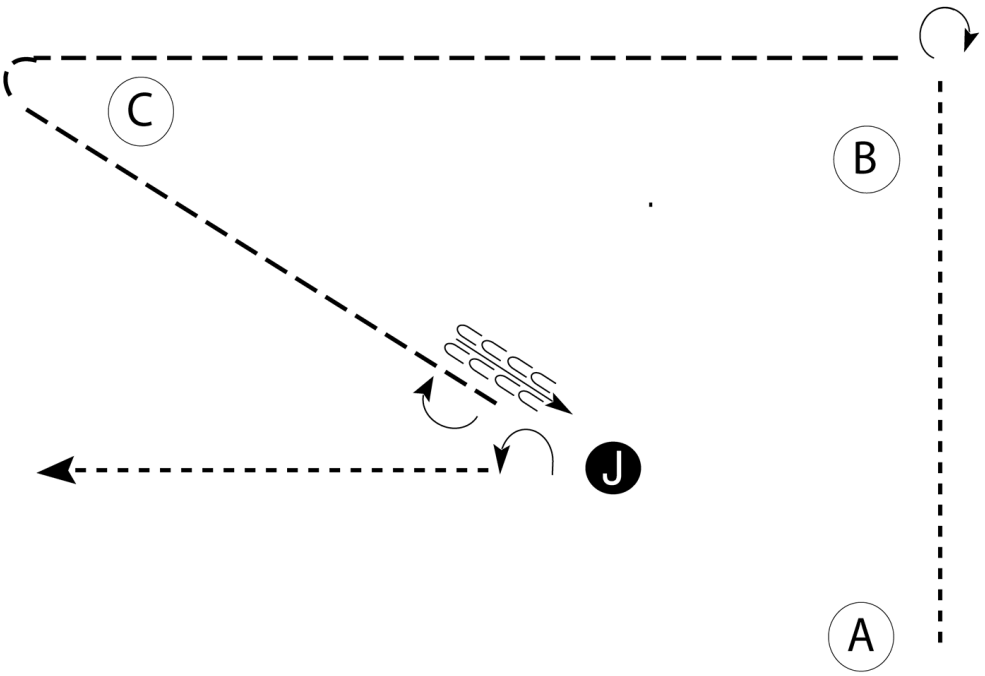
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OHSA November 2026

Challenge Showmanship (198)

Show Date: 11-01-2026

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Be ready at A.

1. Walk to and past B.
2. Turn 270 degrees.
3. Trot to and around C.
4. When 2 horse lengths from the judge, stop.
5. Turn 180 degrees.
6. Back to judge and set up for inspection.
7. When dismissed, perform a 90 degree pull turn (left) and exit at a walk.

Walk
Trot
Back
Marker B
Judge J

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[S/3-25]

Pattern Provided by:

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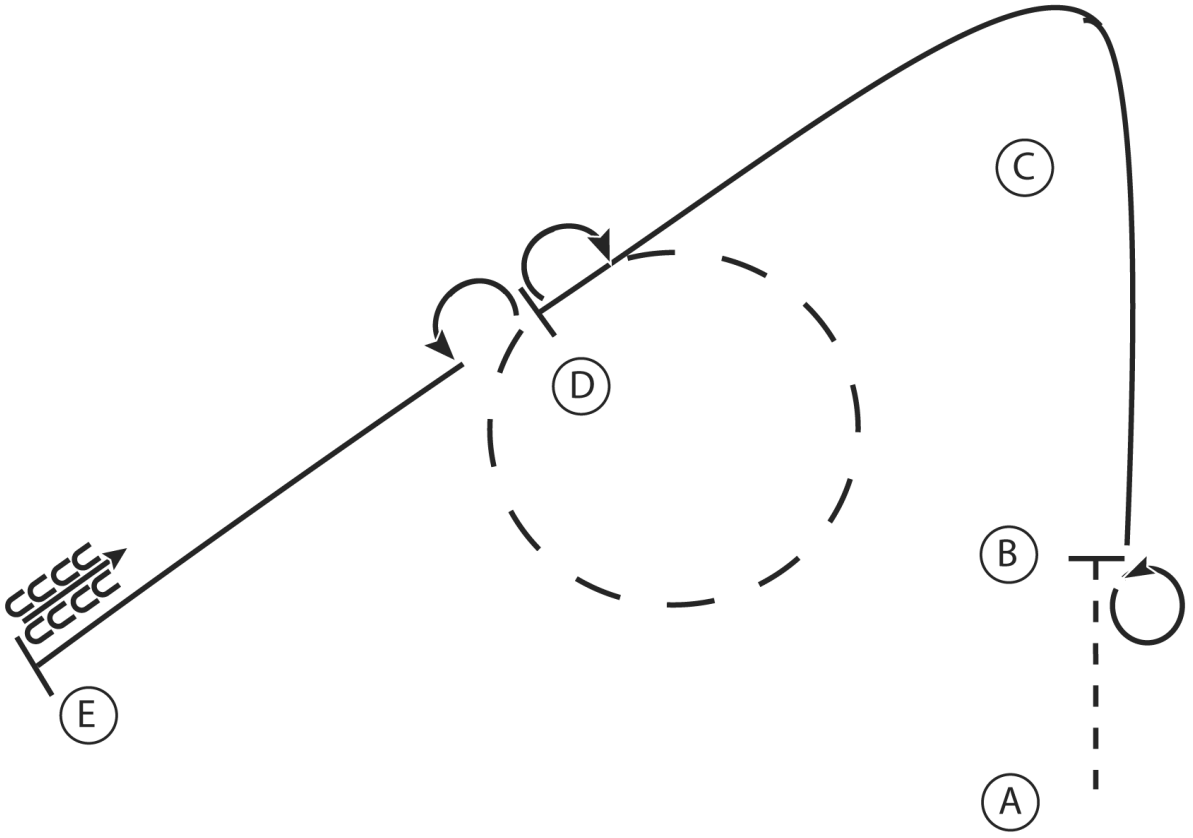
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OHSA November 2026

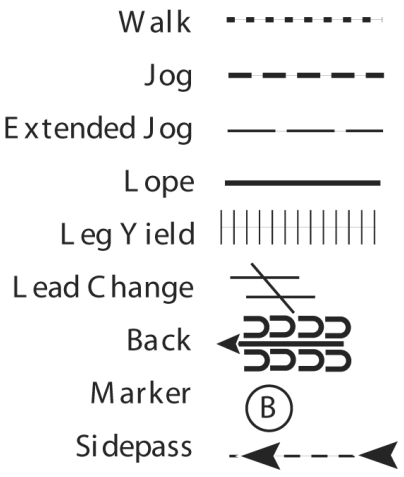
Challenge Horsemanship/Equitation (199)

Show Date: 11-01-2026

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1. Jog A to B
2. Stop at B and perform a 360 degree turn to the left
3. Lope on the right lead around C to D
4. Stop at D and perform a 180 degree turn to the right
5. Extend the jog in a circle around D
6. Stop D and perform a 180 degree turn to the left
7. Lope on the left lead to E
8. Stop at E and back 4 steps



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[WH/3-16]

Pattern Provided by:

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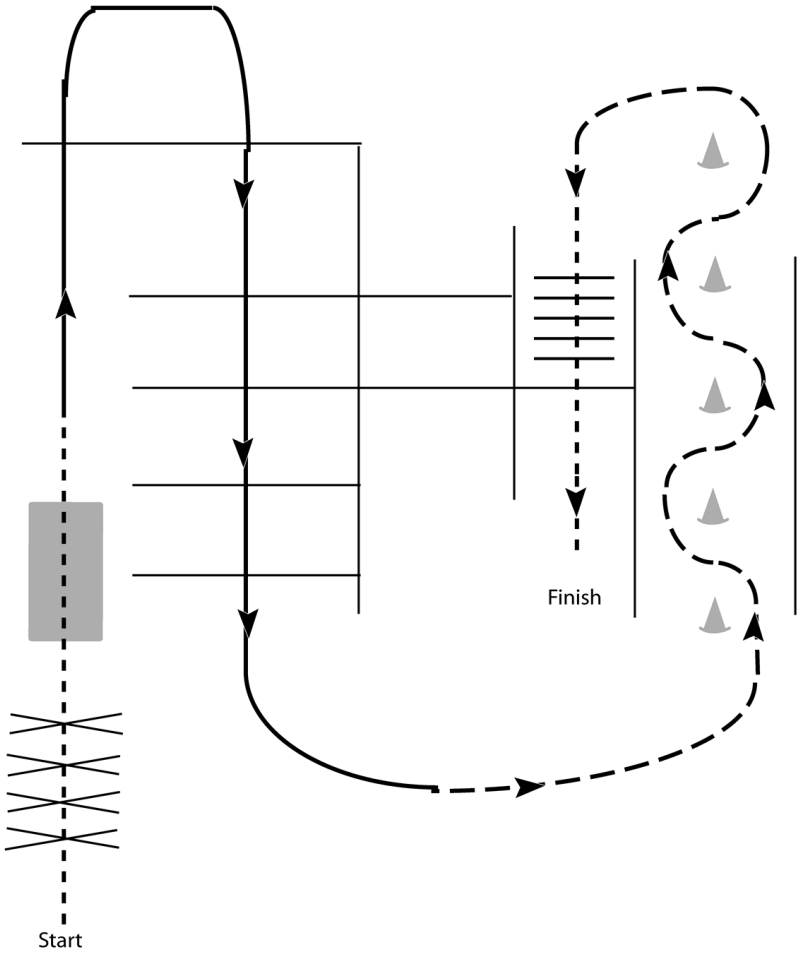
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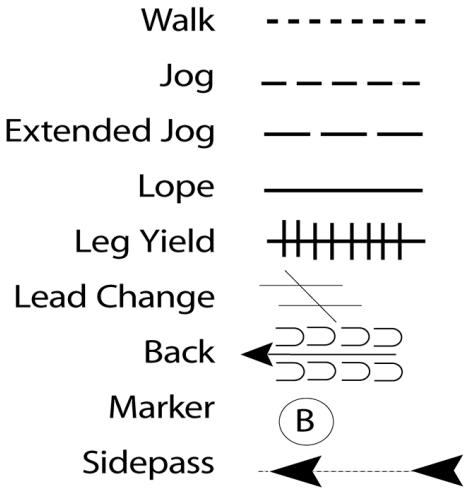
Challenge Trail (200)

Show Date: 11-01-2026

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1. Walk over poles
2. Walk over bridge
3. Lope on the right lead through poles
4. Jog through serpentine
5. Walk over elevated poles to finish



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[T/1-3]

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