

# OHSA Virtual World Show May, 2024



## Pattern Book

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# Pattern Notes

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

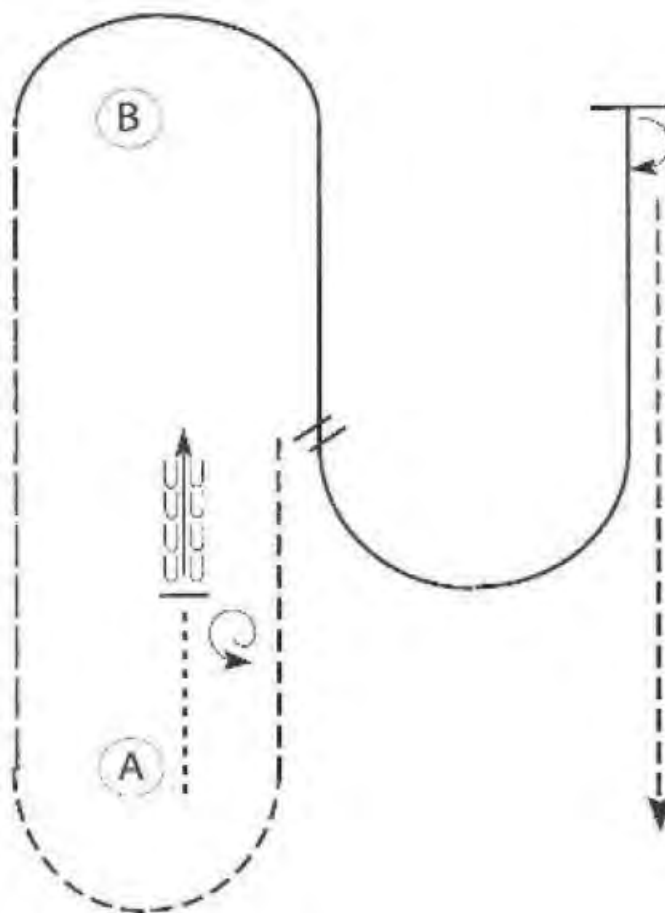
**Cones (or similar marker) MUST be used if  
there are cones/markers in the pattern.**

**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 rides 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.**

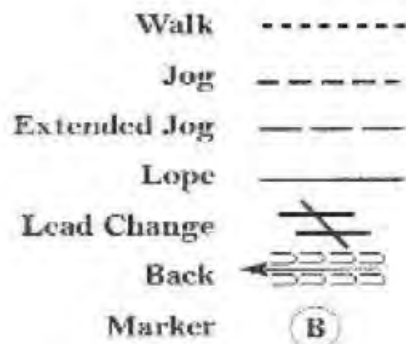


**Western  
Horsemanship  
Classes - 21, 22,  
116, 134, and 143**

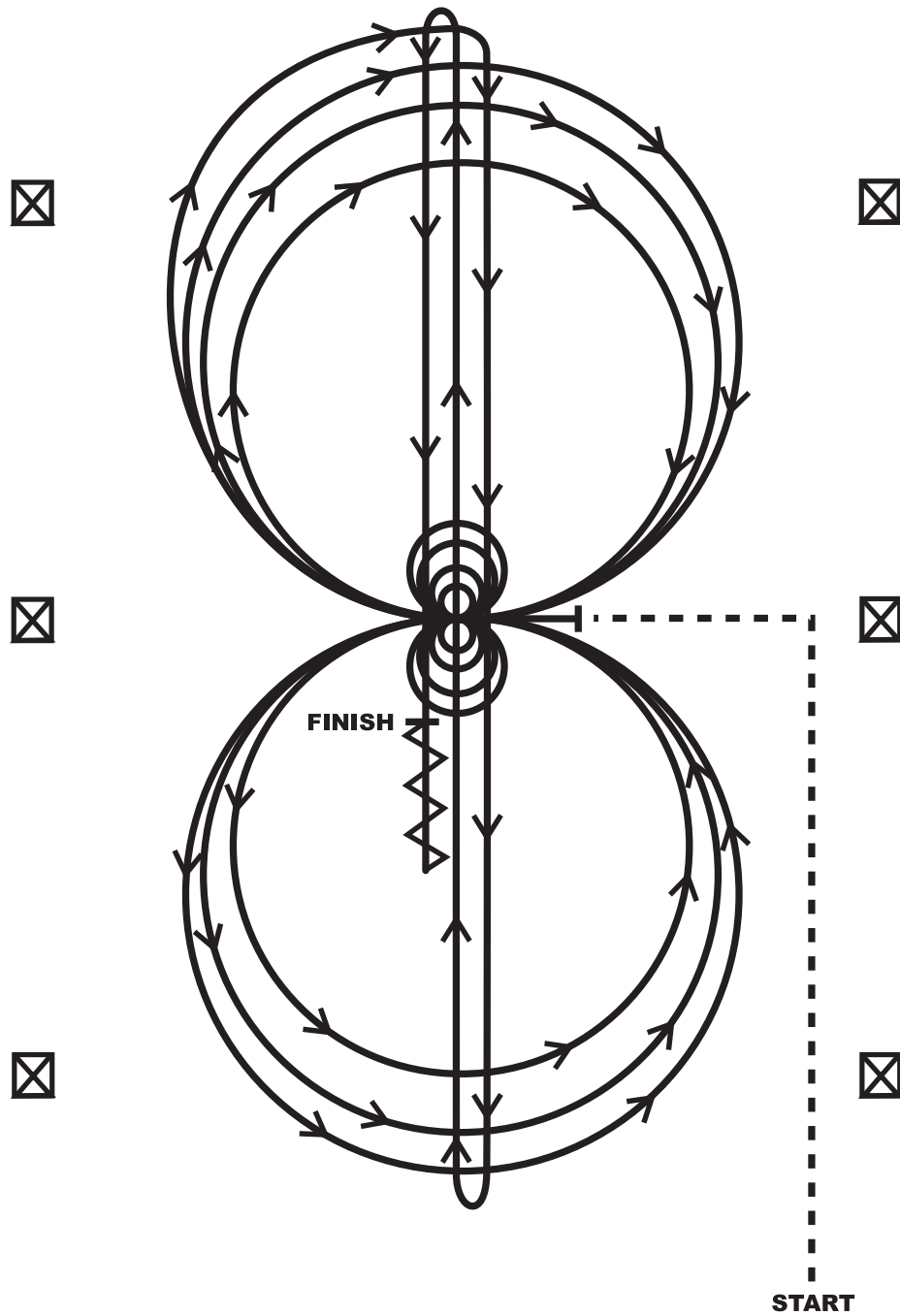


Be ready at A.

1. Walk approximately two horse lengths forward.  
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

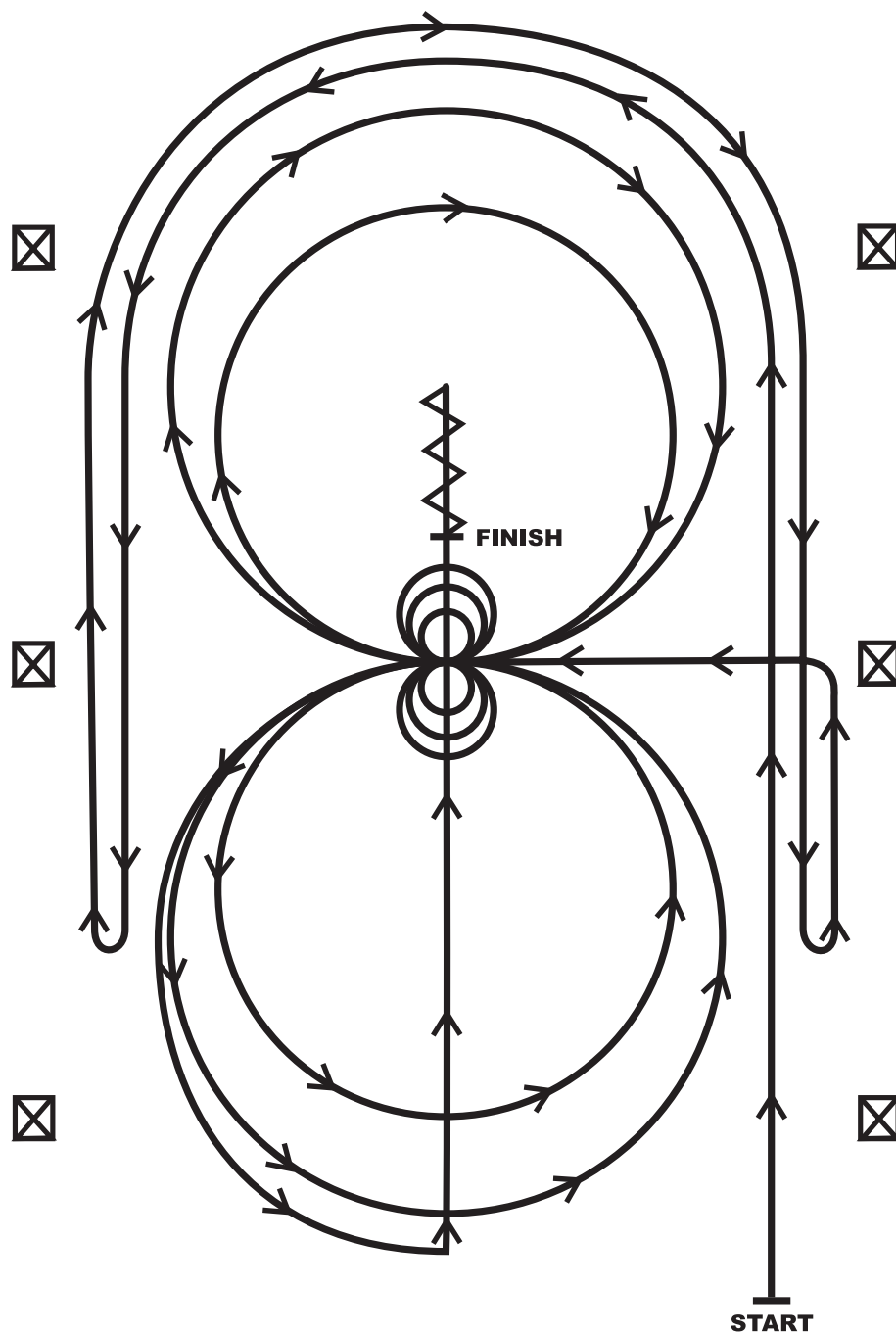






Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. 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.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. 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 to demonstrate completion of the pattern.

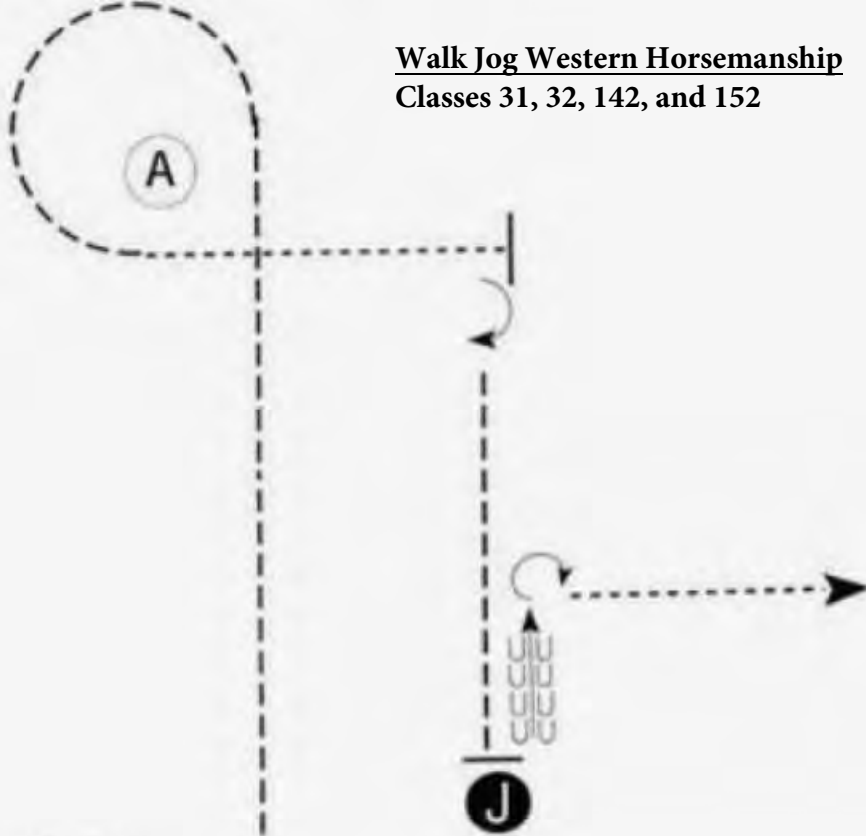


1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.





Walk Jog Western Horsemanship  
Classes 31, 32, 142, and 152



Be ready even with judge.

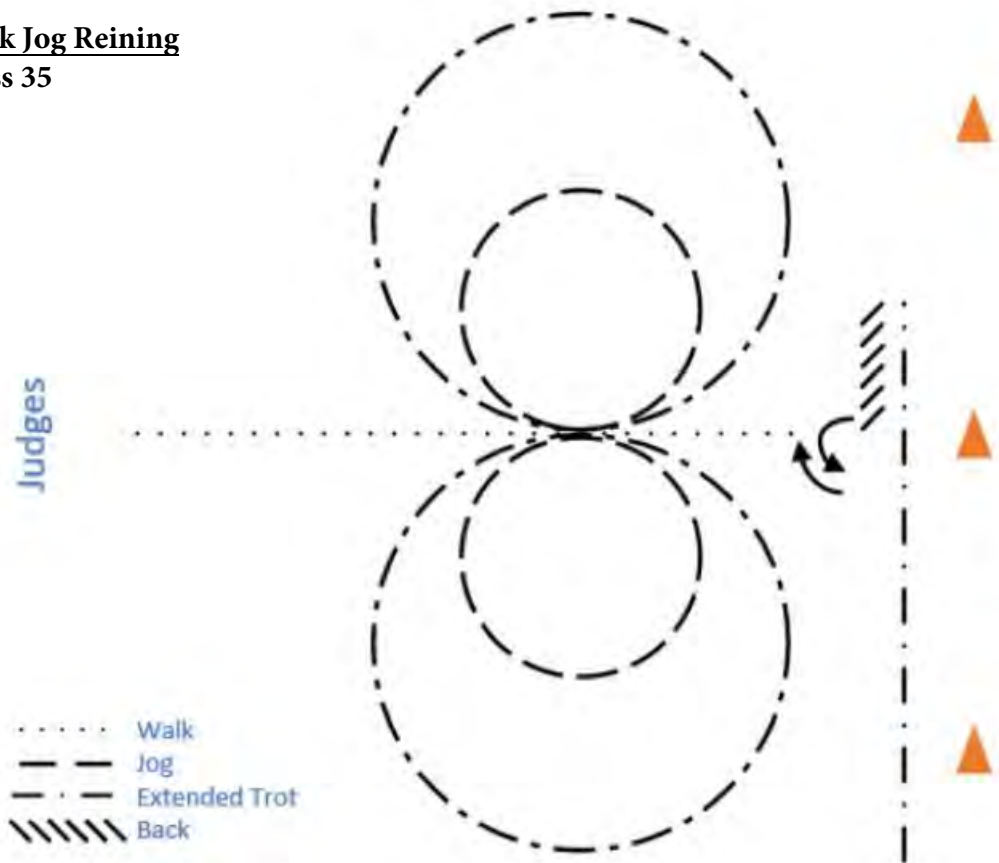
1. Trot to and around A.
2. Walk from A until even with judge.
3. Stop and perform a 90 degree turn.
4. Trot to judge.
5. Stop and set up for inspection.
6. When dismissed, back approximately 2 horse lengths.
7. Perform a 270 degree turn.
8. Walk straight away from judge.

Follow the instructions of your ring steward.

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

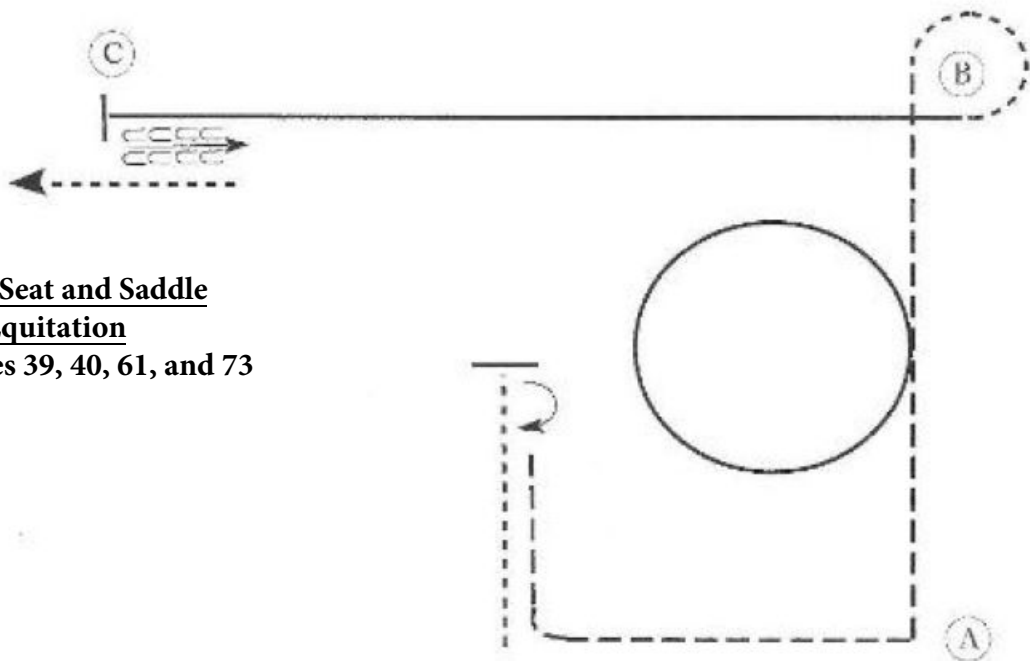
## Walk Jog Reining

### Class 35



1. Be ready at first cone, off the fence
2. Extended trot past center, stop, back to center
3. Spin 180 to left, then 90 to right, walk to center
4. Jog small circle to right, then extended trot large circle to right
5. Jog small circle to left, then extended trot large circle to left





**Hunt Seat and Saddle**

**Seat Equitation**

**Classes 39, 40, 61, and 73**

Be ready halfway between B and C and even with A.

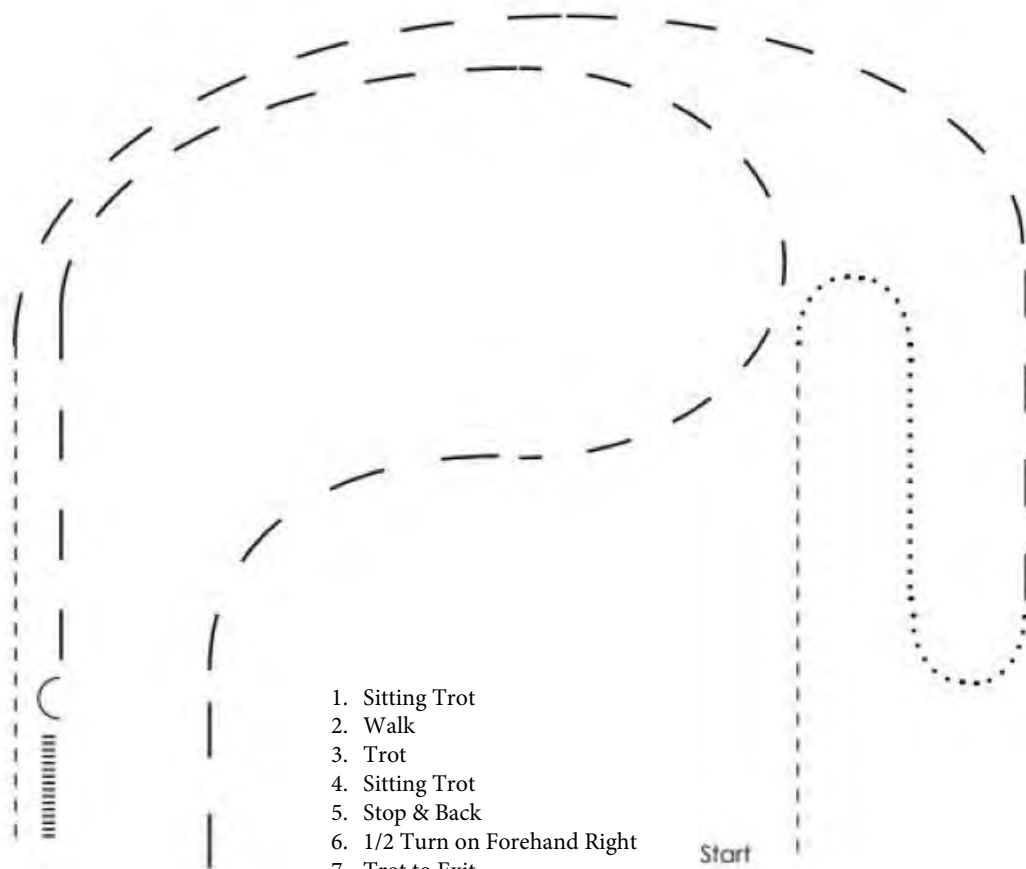
1. Walk to center of pattern.
2. Halt and perform a 180 degree turn on the forchard to the right.
3. Posting trot on the right diagonal toward A and halfway to B.
4. Canter a circle to the left halfway between A and B.
5. Posting trot on the left diagonal to B.
6. Walk around B.
7. Canter on the right lead to C.
8. Halt and back approximately one horse length.

Pattern is over once you have backed. Walk off and follow the instructions of your ring steward.

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

WT Hunt Seat and Gaited Equitation

Classes 51, 52, 67, and 155



Walk .....

Sitting Trot - - - - -

Trot - - - - -

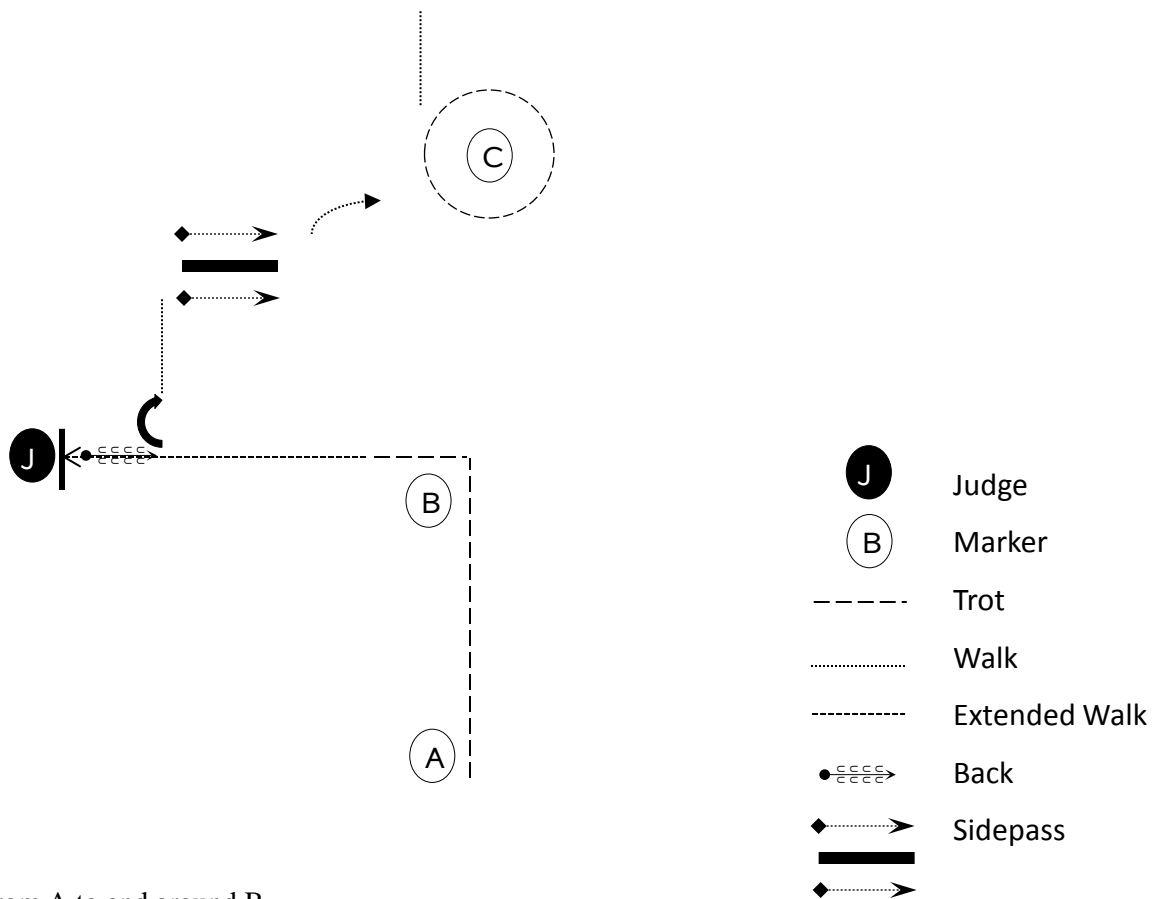
Back |||||





# Ground Handling

## Class 80



1. Trot from A to and around B.
2. After trotting around B, break to an extended walk to the Judge.
3. Stop and square horse.
4. When acknowledged, back 1 horse length while handler remains stationary.
5. Collect your lead. Move to the offside and perform a 90 degree turn on the forehand.
6. Return to the near side and walk forward to log.
7. Sidepass the log.
8. Walk to C. At C, send the horse in a small circle at the trot (clockwise) while you remain stationary.
9. After completing the circle, collect your lead and walk to exit.

*Exhibitors may be reminded that they may switch hands on their lead. They may also use their lead to help guide and encourage their horses as necessary.*

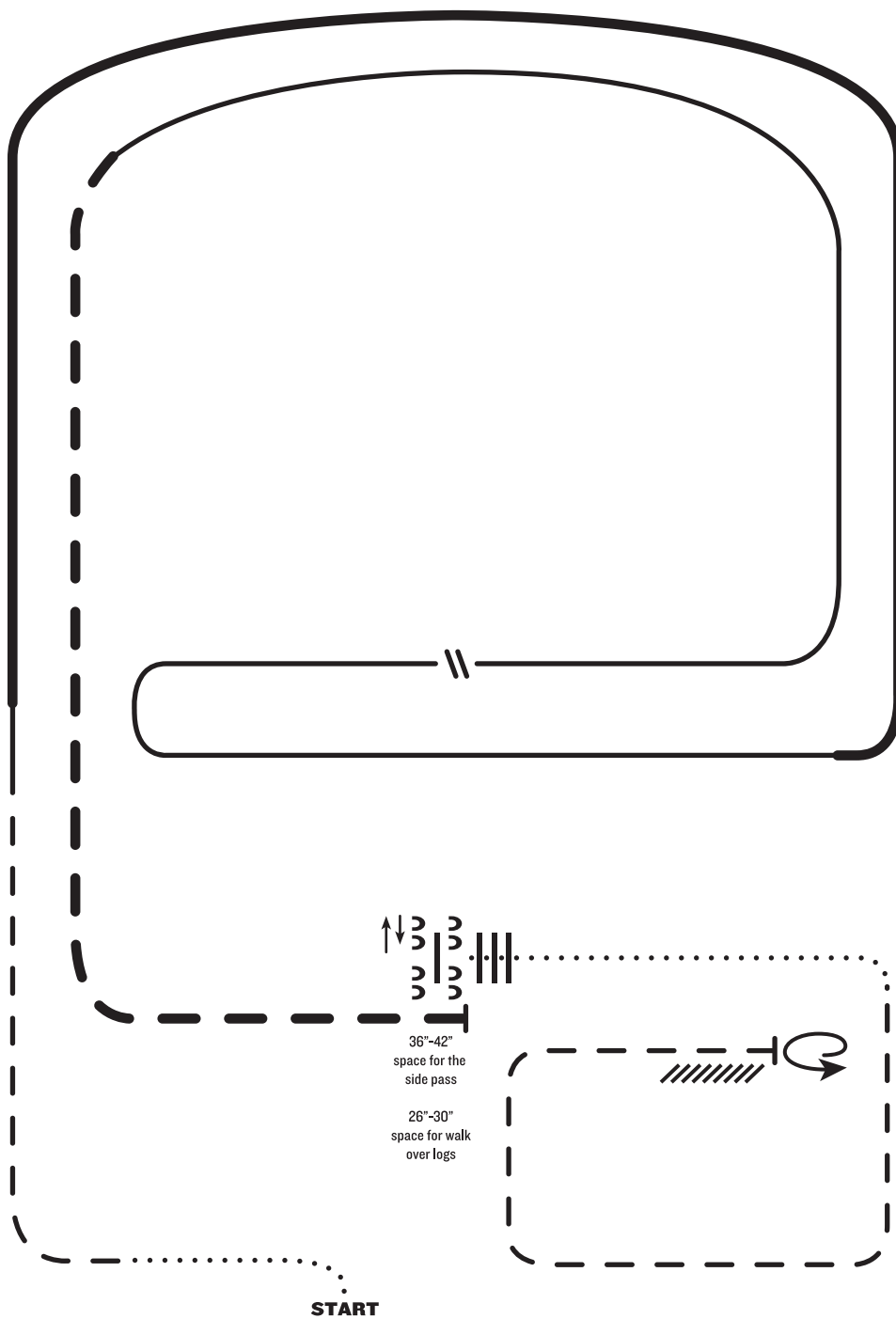


# RANCH RIDING - PATTERN 4

## Ranch Riding Class 83

### LEGEND

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



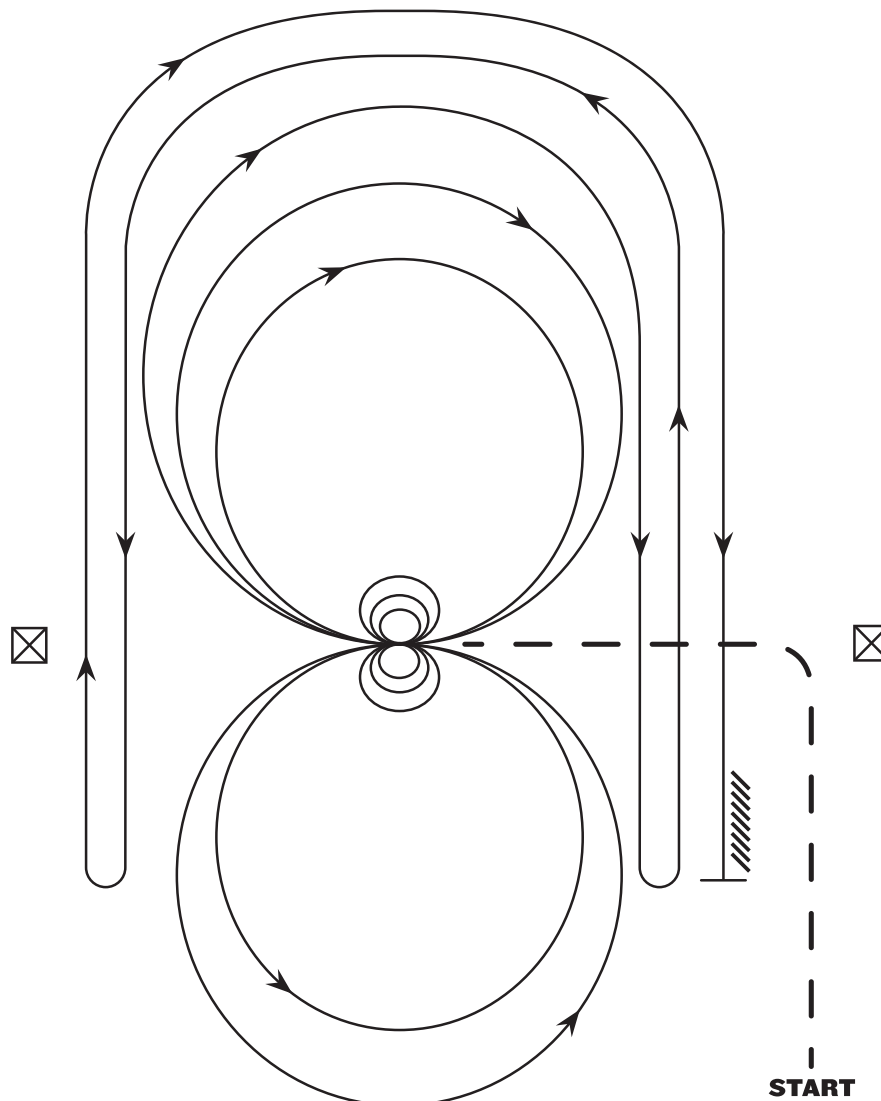
1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

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 Reining  
Class 85

**RANCH REINING PATTERN I**



**Mandatory Markers along Fence or Wall:** The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

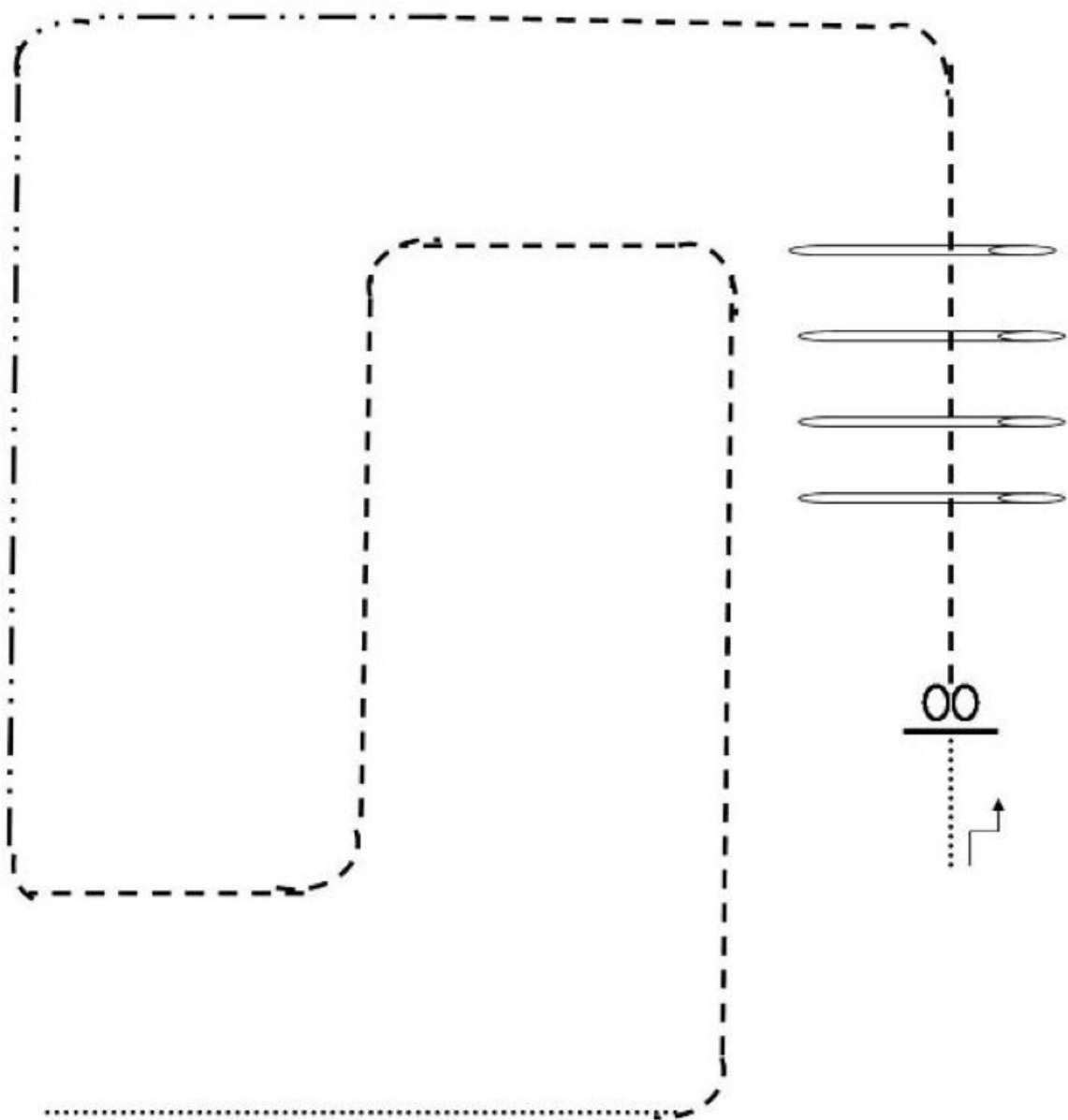
1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin 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 roll back at least 20 feet from the wall or fence, no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
7. 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 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.





- |                    |                    |          |           |
|--------------------|--------------------|----------|-----------|
| 1. WALK            | 6. TROT over RAILS | WALK     | .....     |
| 2. TROT            | 7. STOP            | TROT     | - - - - - |
| 3. TROT SERPENTINE | 8. 360 both ways   | EXT TROT | - · · -   |
| 4. EXT TROT        | 9. WALK            |          |           |
| 5. TROT            | 10. STOP and BACK  |          |           |

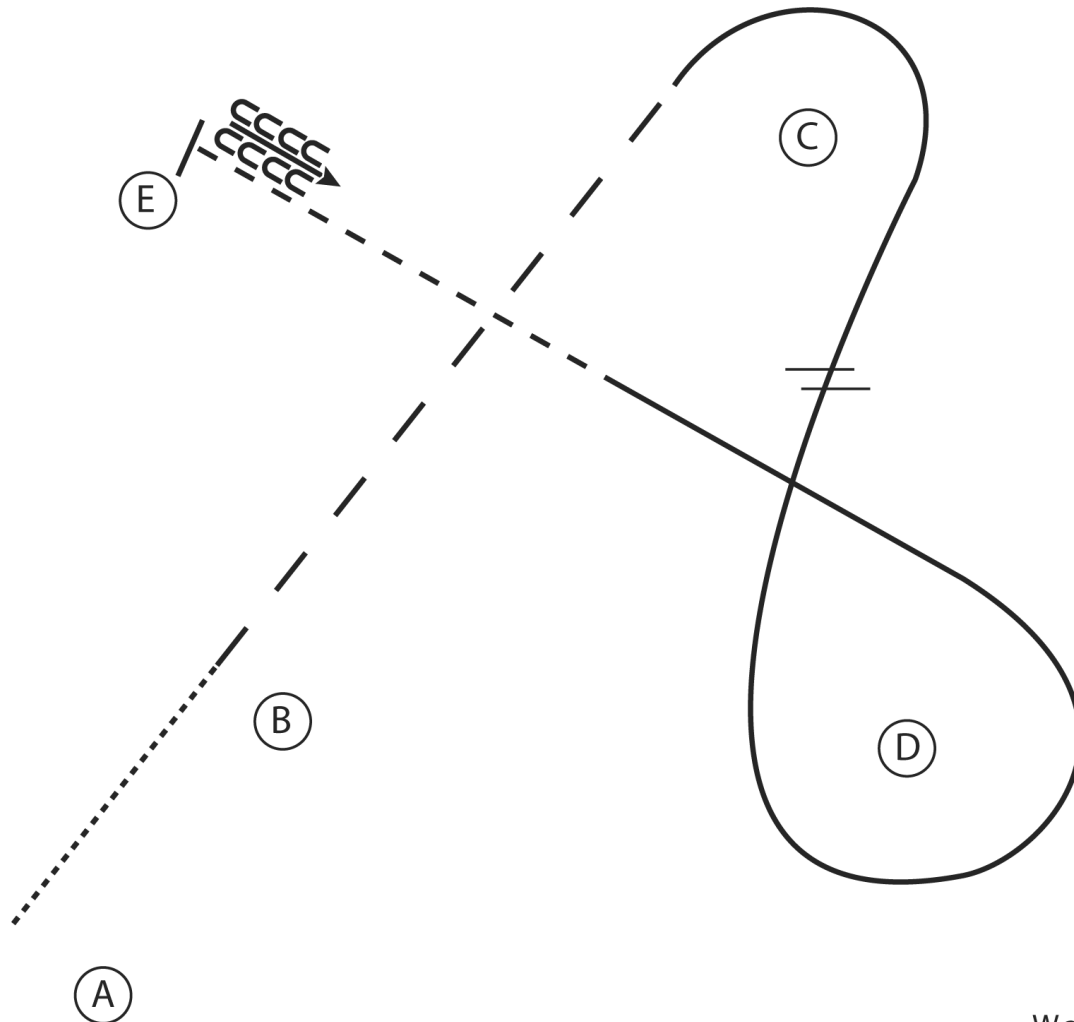
WJ Ranchmanship - Class 87



ENTER

# Ranch Horsemanship

## Class 88

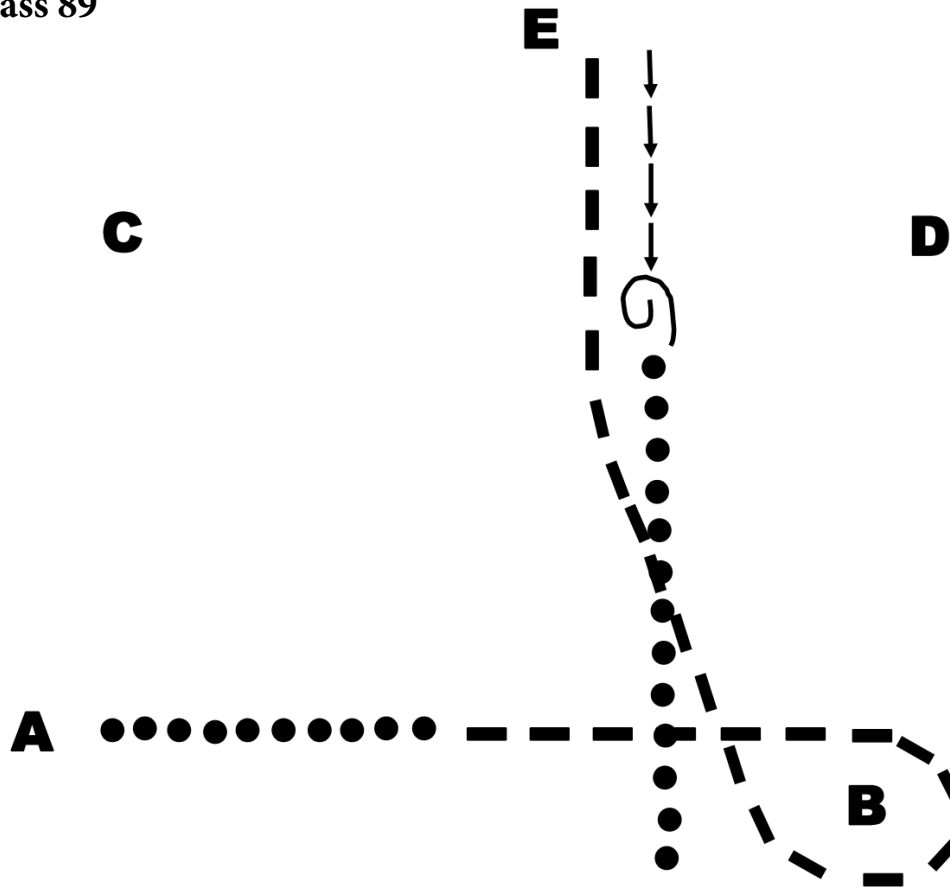


1. Walk A to B.
2. At B, extend the trot to C.
3. At C lope a circle around C on the right lead.
4. Between C and D perform a simple lead change.
5. Lope a circle around D.
6. Break to the trot between D and E
7. At E stop and back 4 steps

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

WJ Ranch Horsemanship

Class 89

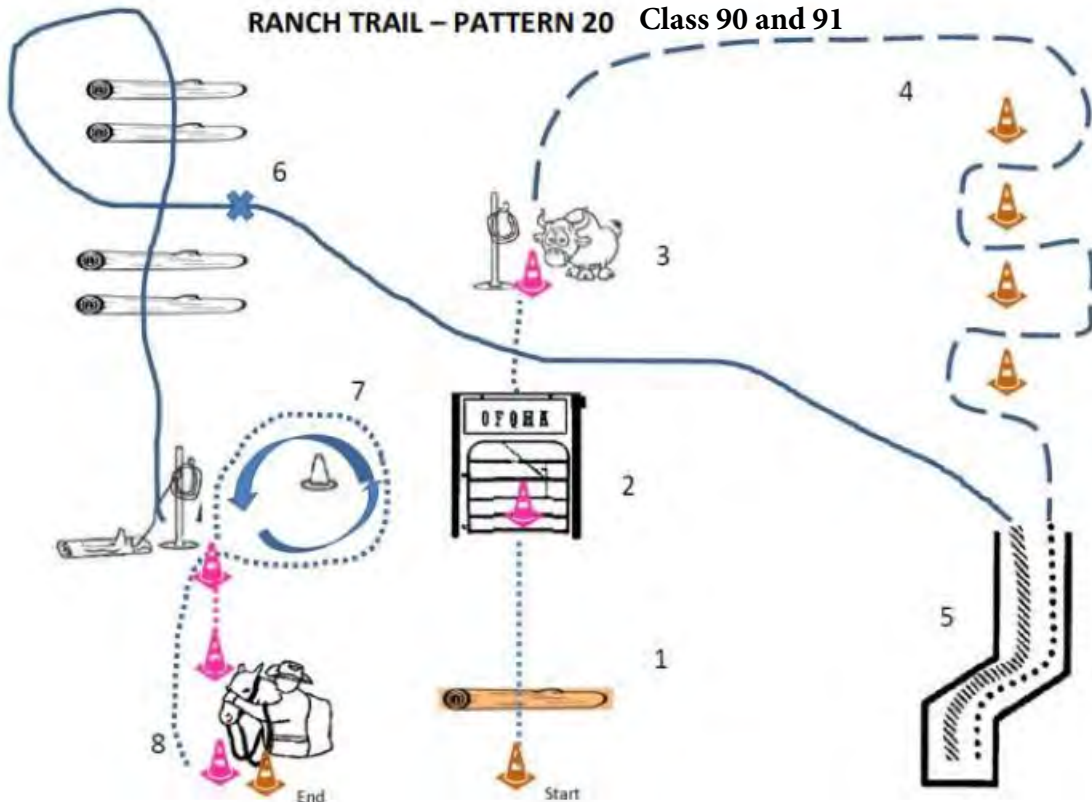


1. Walk 1/2 way between cone A and B.
2. Trot Around cone B to cone E.
3. Stop. Back 4 steps
4. Do a 180° turn.
5. Walk out to exit.

**WALK** ● ● ●  
**TROT** — — —  
**BACK** → →

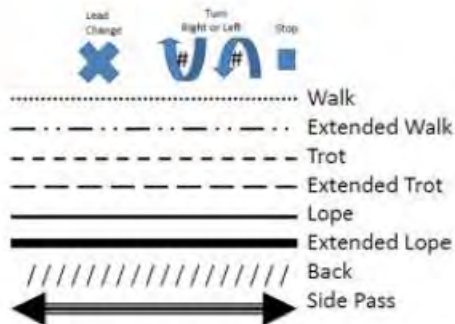


# RANCH TRAIL – PATTERN 20 Class 90 and 91



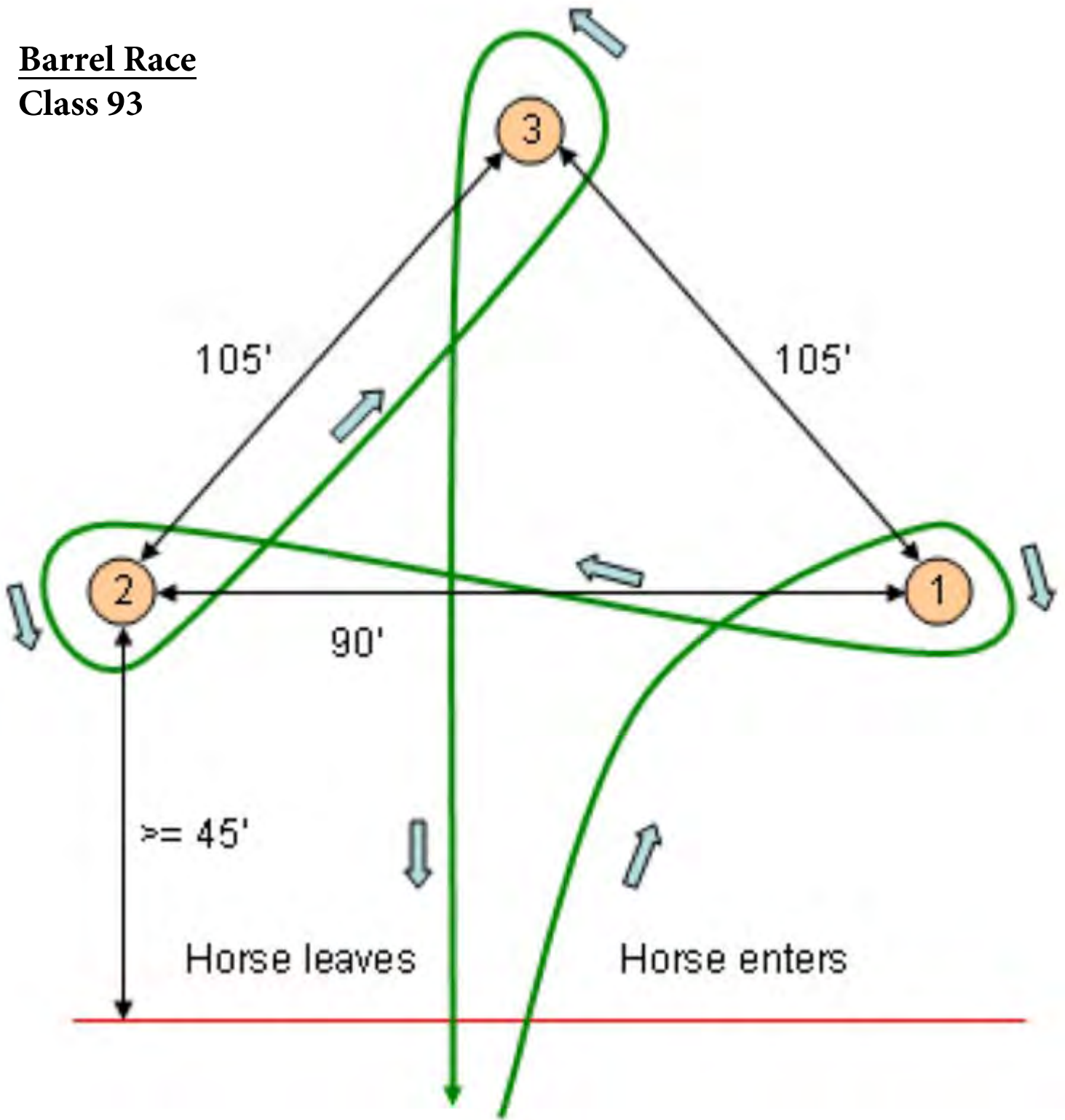
**WJ/2 gait riders should jog where lope is called for.**

1. Step over large log, walk to gate
2. Work Gate with Right hand **YOUTH gate will be unlatched, walk through gate holding gate, close gate, latch is not required.**
3. Walk to Steer/ attempt to Rope (2 Attempts) **YOUTH swing rope, no throw needed**
4. Extended trot through cones to Chute
5. Walk into Chute/ Back out of Chute
6. Lope Left Lead across to poles / Change lead at poles / Right lead lope over poles to Log Drag
7. Drag Log around Cone/ Return Log **YOUTH Drag cone to cone**
8. Walk to Cone/ Dismount

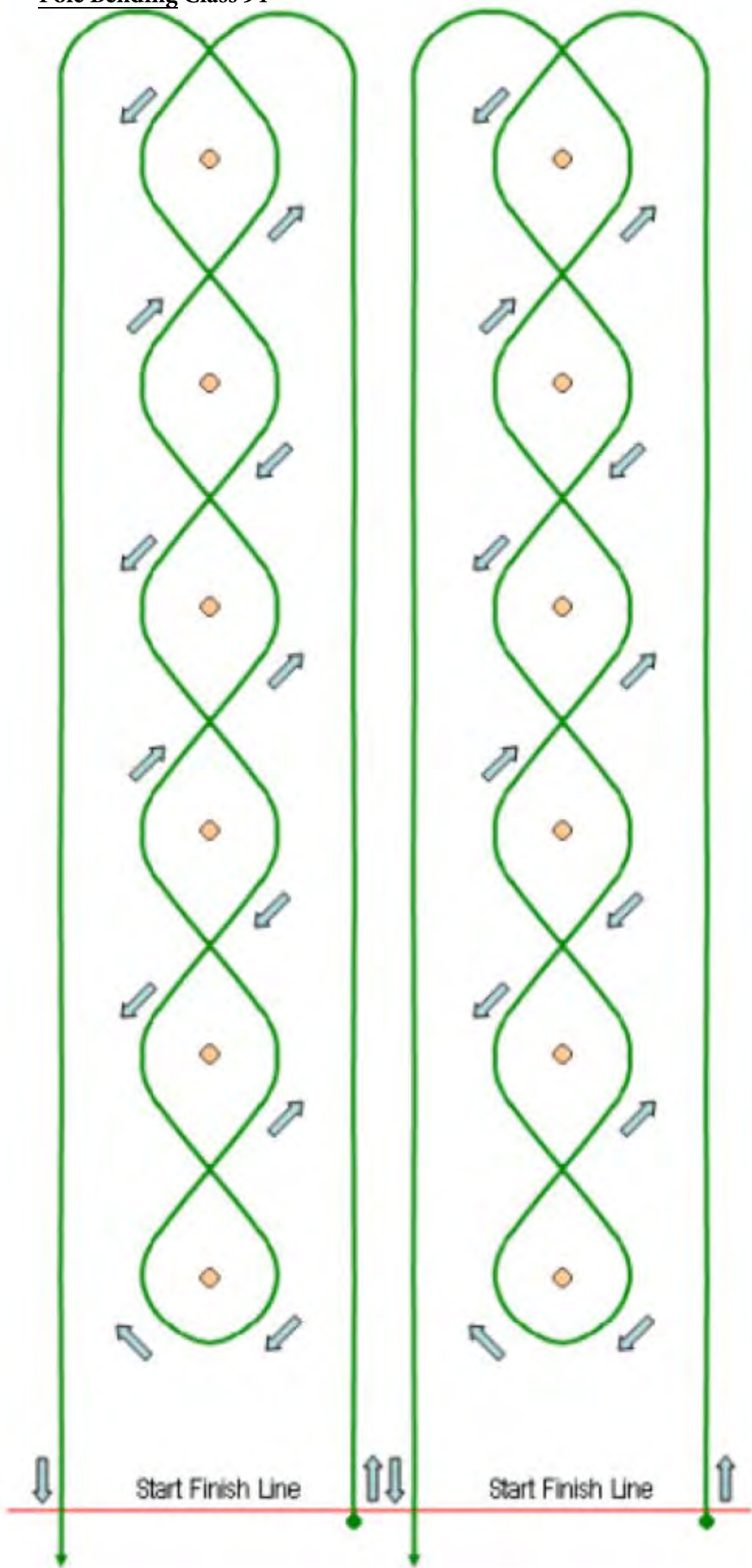


Walk/Trot class will replace Lope with Extended Trot

Barrel Race  
Class 93

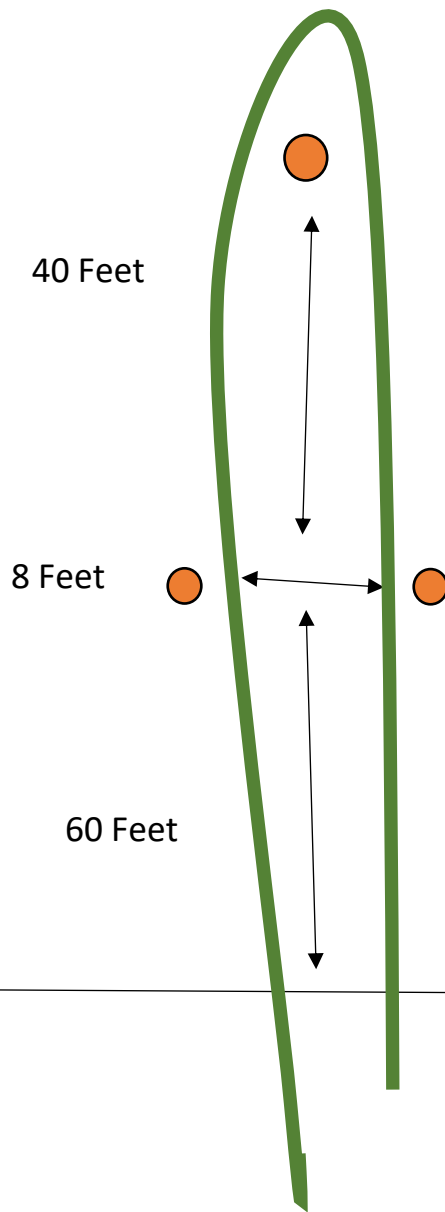


Pole Bending Class 94



Keyhole  
Class 95

Keyhole Race



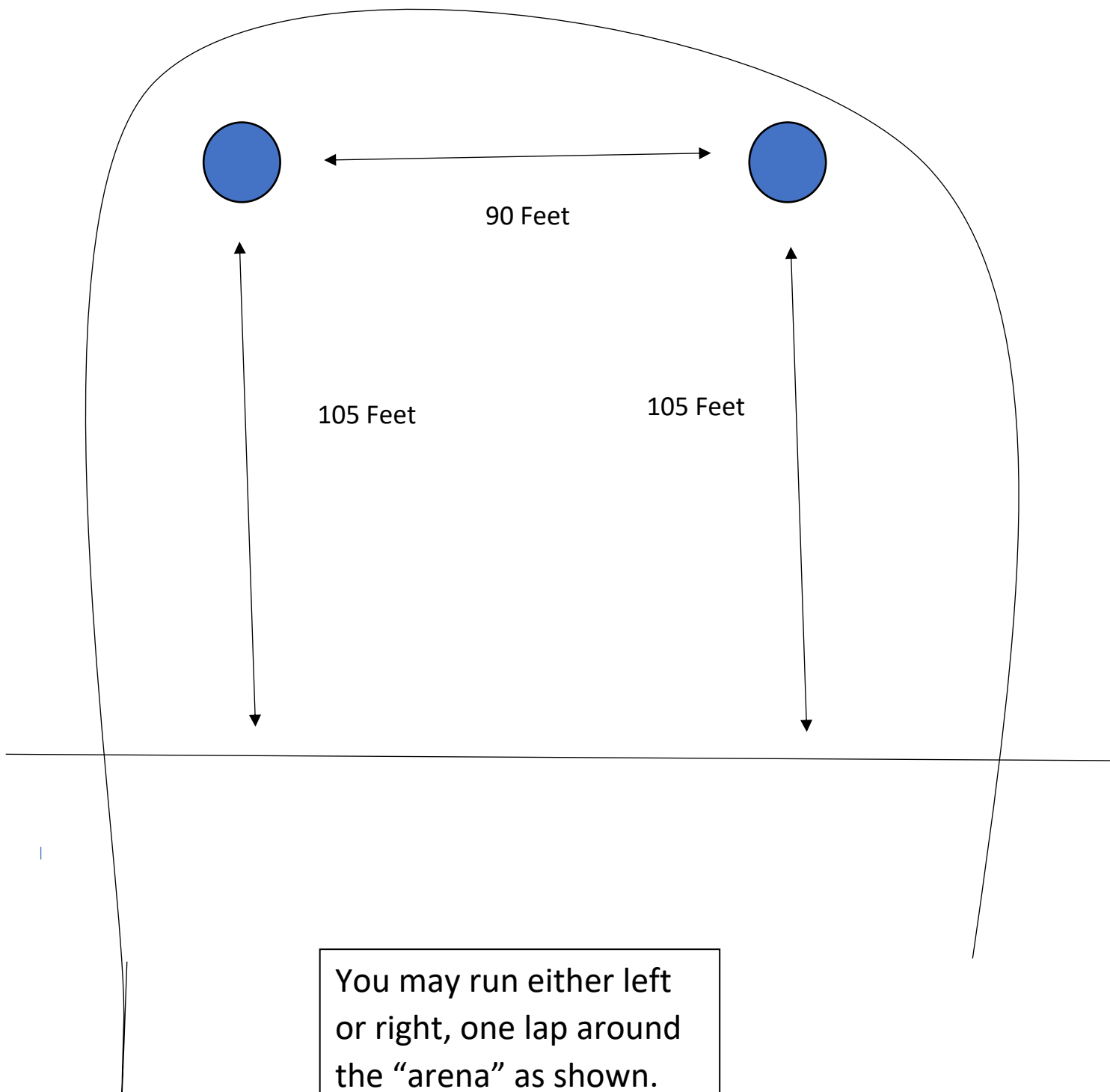
You may run either left or right, between the first 2 poles, then around the third pole as shown. See above for required measurements.



# Arena Race

## Class 96

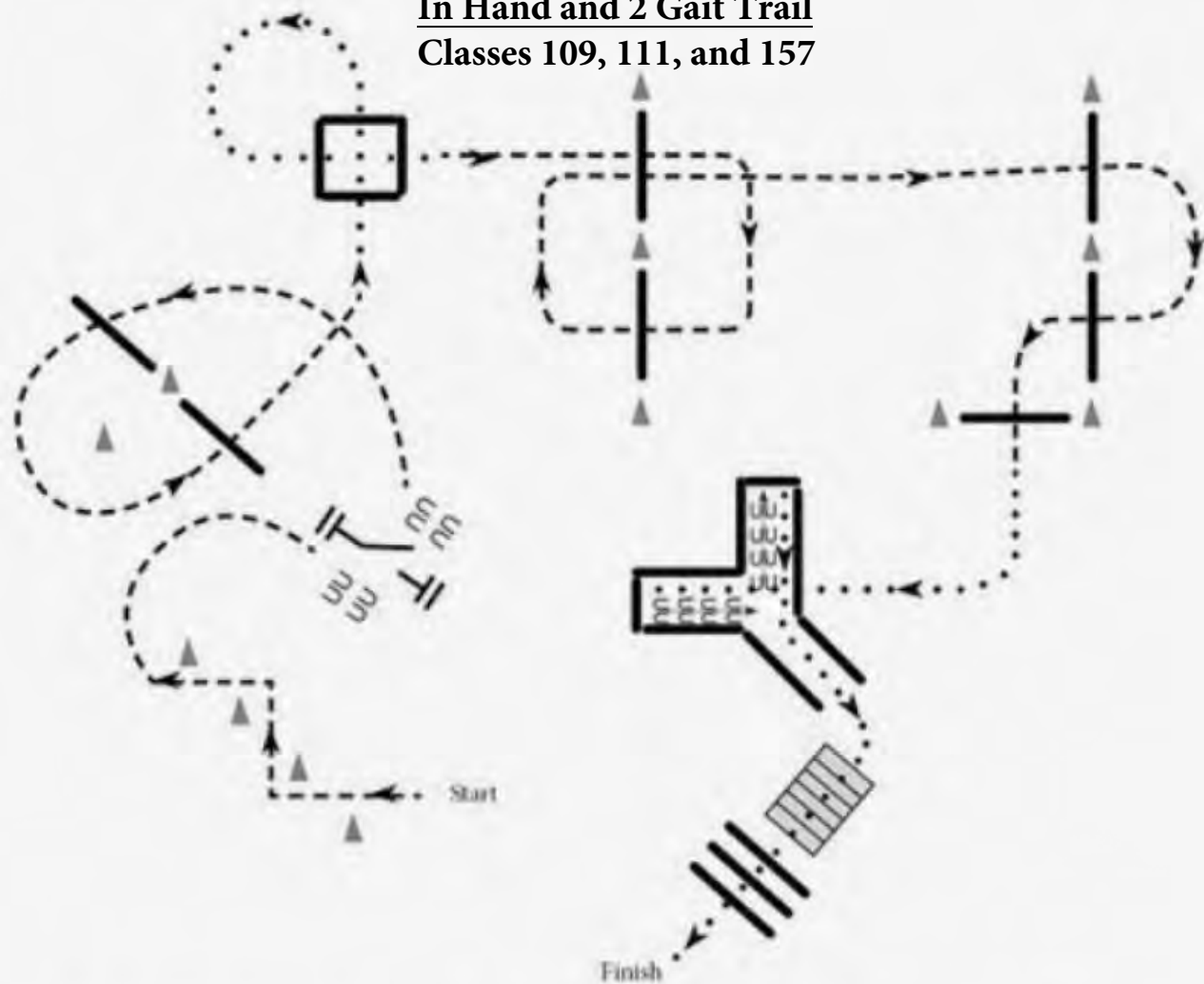
### Arena Race



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



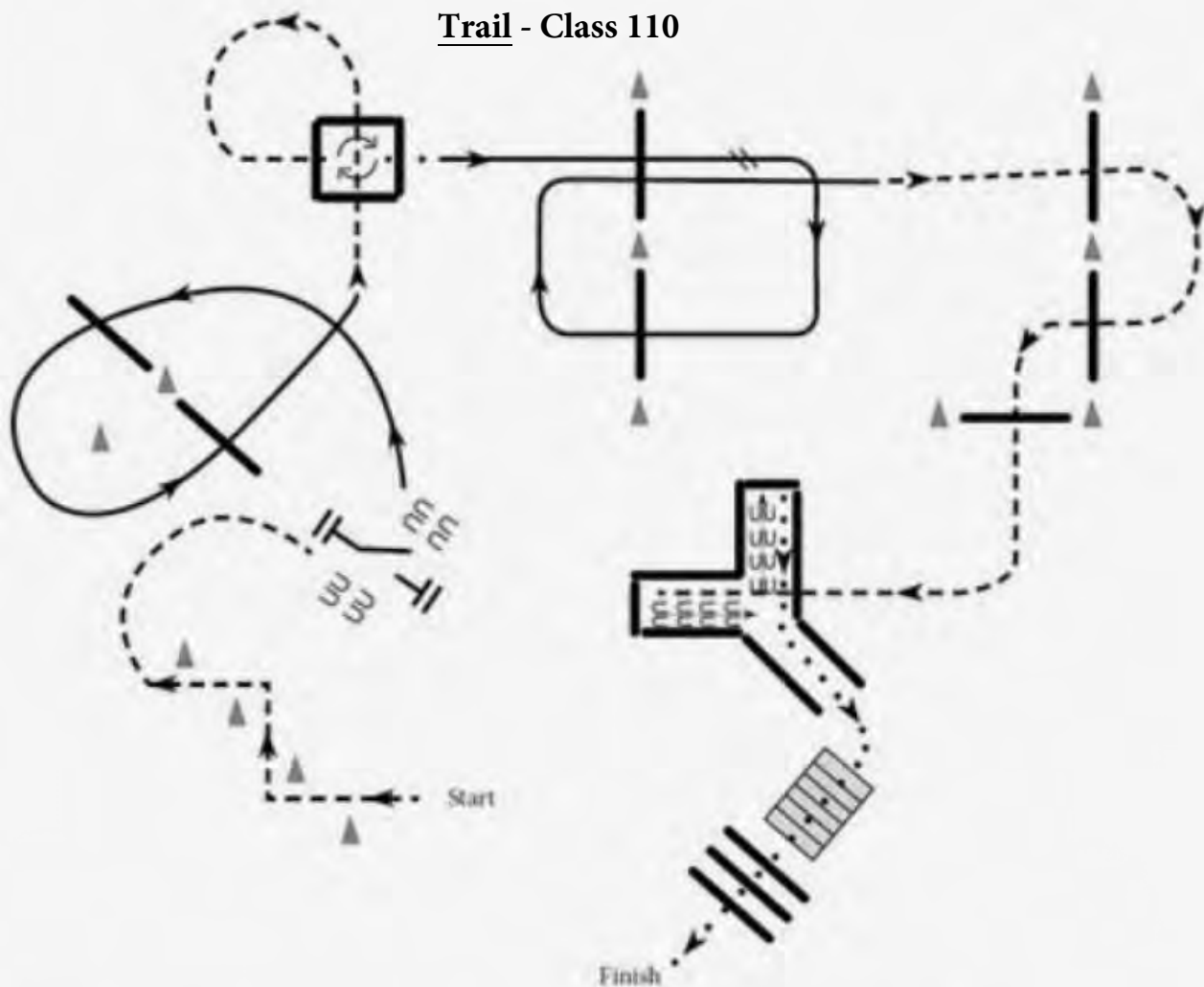
In Hand and 2 Gait Trail  
Classes 109, 111, and 157



- 1) Jog thru serpentine as shown.
- 2a) Stop and work gate with left hand.  
(IN-HAND TRAIL ONLY)
- 2b) Continue jogging around gate.  
(W/T ONLY)
- 3) Jog over poles as shown.

- 4) Walk thru box twice as shown.
- 5) Jog over poles as shown.
- 6) Walk into chute.
- 7) Back L.
- 8) Walk out of chute and over bridge.
- 9) Walk over poles to finish.

## Trail - Class 110



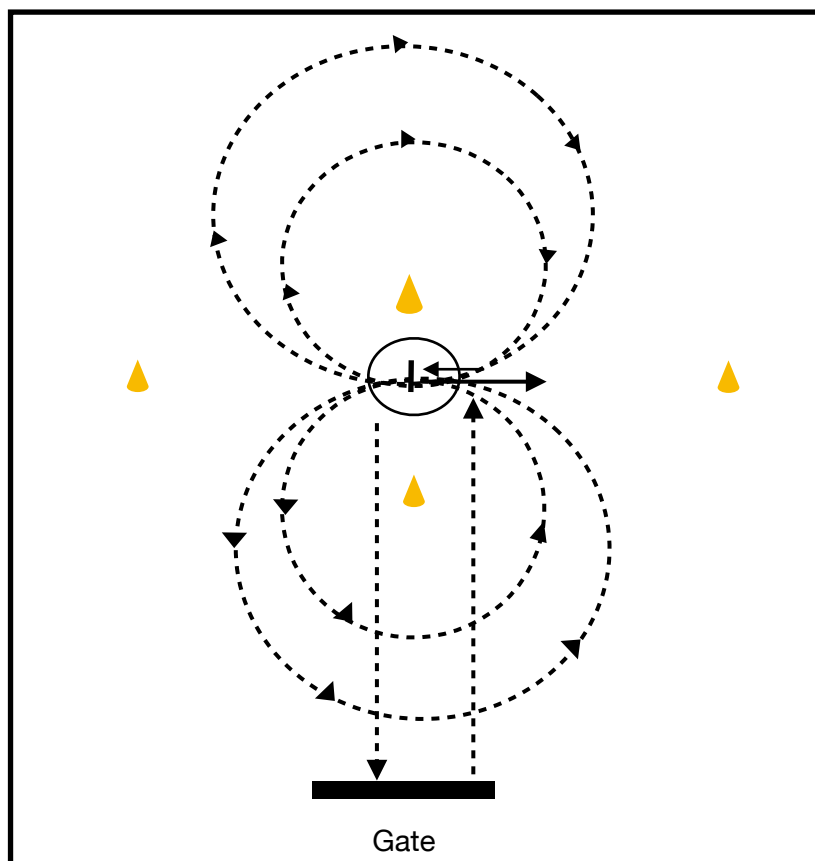
- 1) Jog thru serpentine as shown.
- 2) Stop and work gate with left hand.
- 3) Lope left lead over poles as shown.
- 4) Jog thru box and into box.
- 5) Turn 360 degrees to the right and walk out.
- 6) Lope left lead over pole; change leads.
- 7) Lope over poles on right lead.
- 8) Jog over poles and into chute.
- 9) Back L.
- 10) Walk out of chute and over bridge.
- 11) Walk over poles to finish.



Liberty  
Class 119

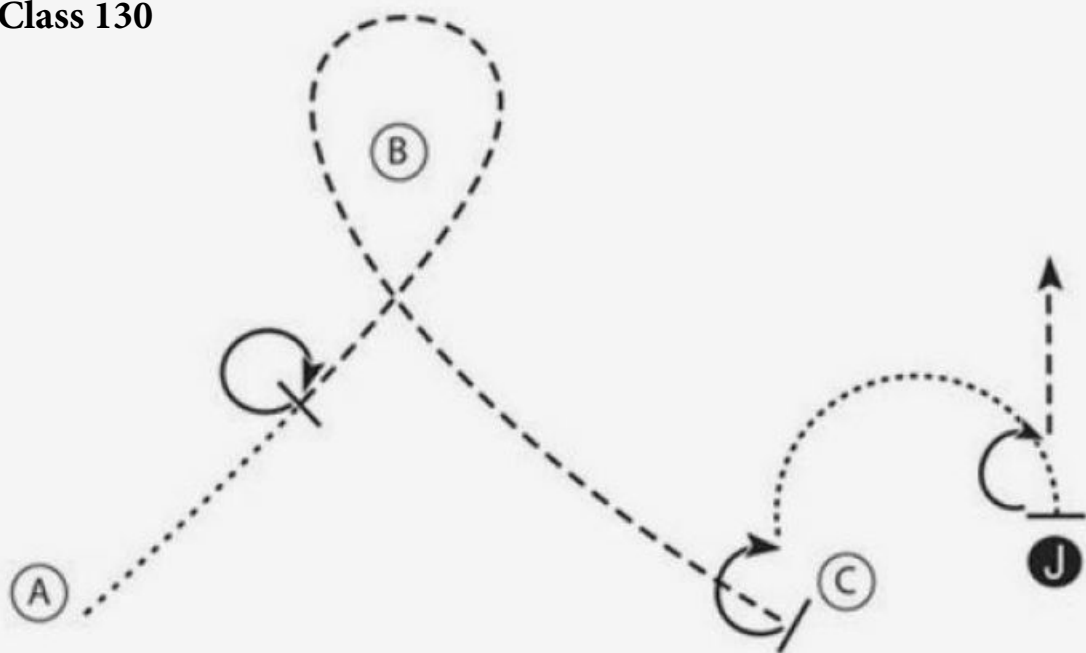
1. Trot to center with horse traveling at right shoulder.
2. Turn left to face judges.
3. Stop at center.
4. Back 4 steps.
5. Trot 1 small circle to the right with horse traveling at right shoulder.
6. Change direction at center
7. Trot 1 small circle to the left with horse traveling at right shoulder.
8. Trot horse 1 small circle around handler to the left.
9. Trot horse 1 large circle around handler to the left.
10. Stop at center.
11. Demonstrate a stop cue and walk 1 ½ circles around horse either direction.
12. Trot horse 1 small circle around handler to the right.
13. Trot horse 1 large circle around handler to the right.
14. Stop at center.

Exit arena



# Challenge Showmanship

Class 130

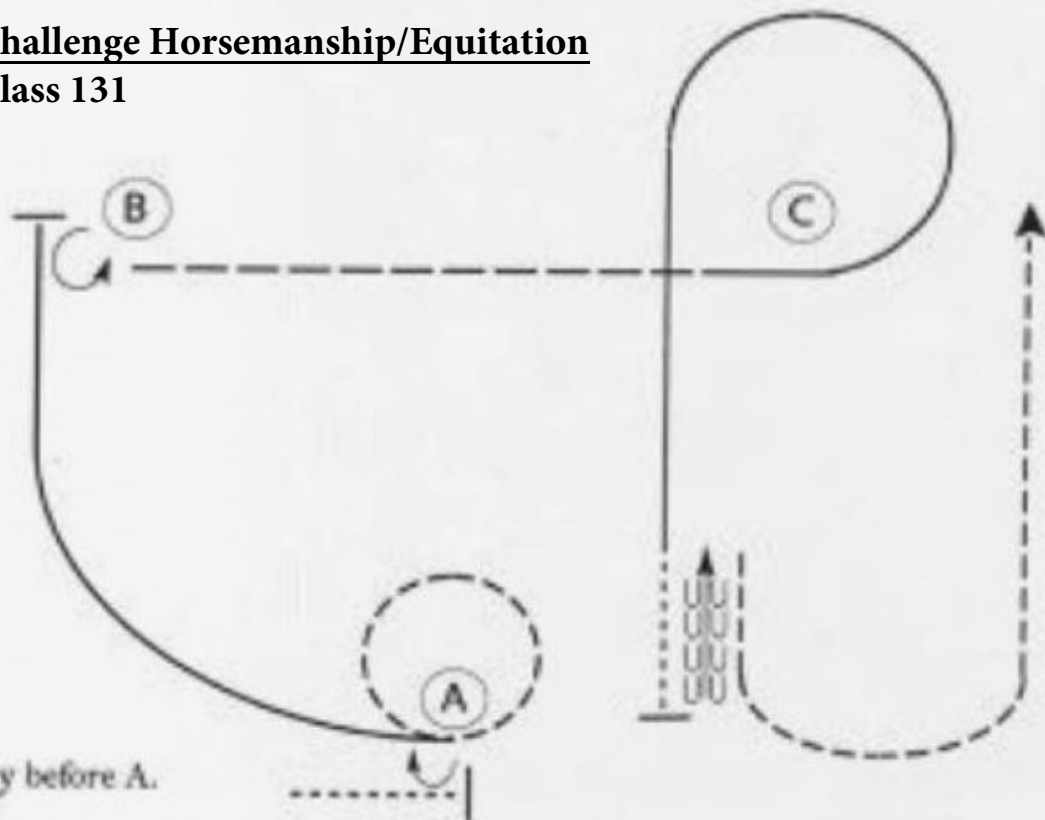


1. Walk A towards B
2. When halfway to B stop and perform a 360 degree turn
3. Trot to and around B and continue to C
4. At C stop and perform a 225 degree turn
5. Walk in a half circle to the judge
6. Stop and set up for inspection
7. When dismissed perform a 180 degree turn and trot straight away from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

Walk	.....
Trot	-----
Back	← ⏏ ⏏ ⏏ ⏏ ⏏
Marker	⊙ (B)
Judge	● (J)

# Challenge Horsemanship/Equitation

## Class 131



Be ready before A.

1. Walk to A. Stop and perform a 1/2 turn right.
2. Jog a circle around A.
3. Lope on the right lead from A to B.
4. Stop at B and perform a 5/8 turn left.
5. Extend the jog from B to C.
6. Pick up the left lead lope prior to C. Lope around C as shown.
7. Break to a walk for two strides prior to A.
8. Walk until even with A. Stop and back approximately one horse length.
9. Jog out.

Follow the instructions of your ring steward.

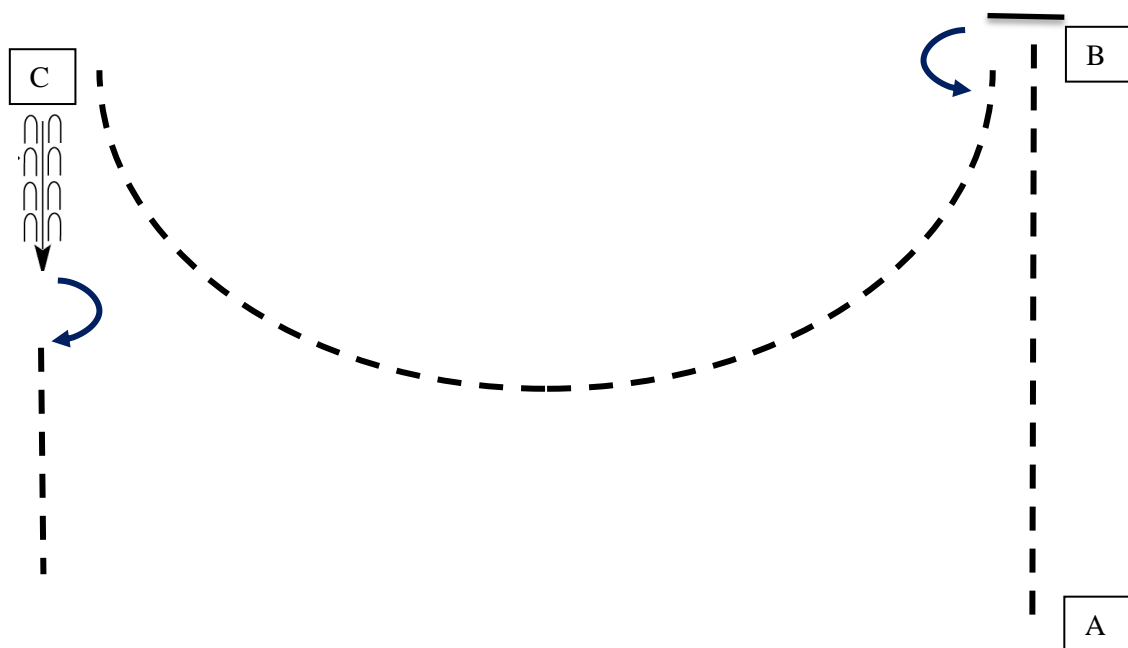
Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	—————
Lead Change	
Back	
Marker	(B)





# Exceptional Walk Equitation

## Class 141



Be ready at A.

1. Walk to B.
2. Stop and perform a 180 degree turn to the left.
3. Walk a half circle to C.
4. Stop at C.
5. Back one horse length.
6. Perform 180 turn to the right.
7. Walk off.

