

OHSA 2026 VIRTUAL WORLD OPEN HORSE SHOW PATTERNS

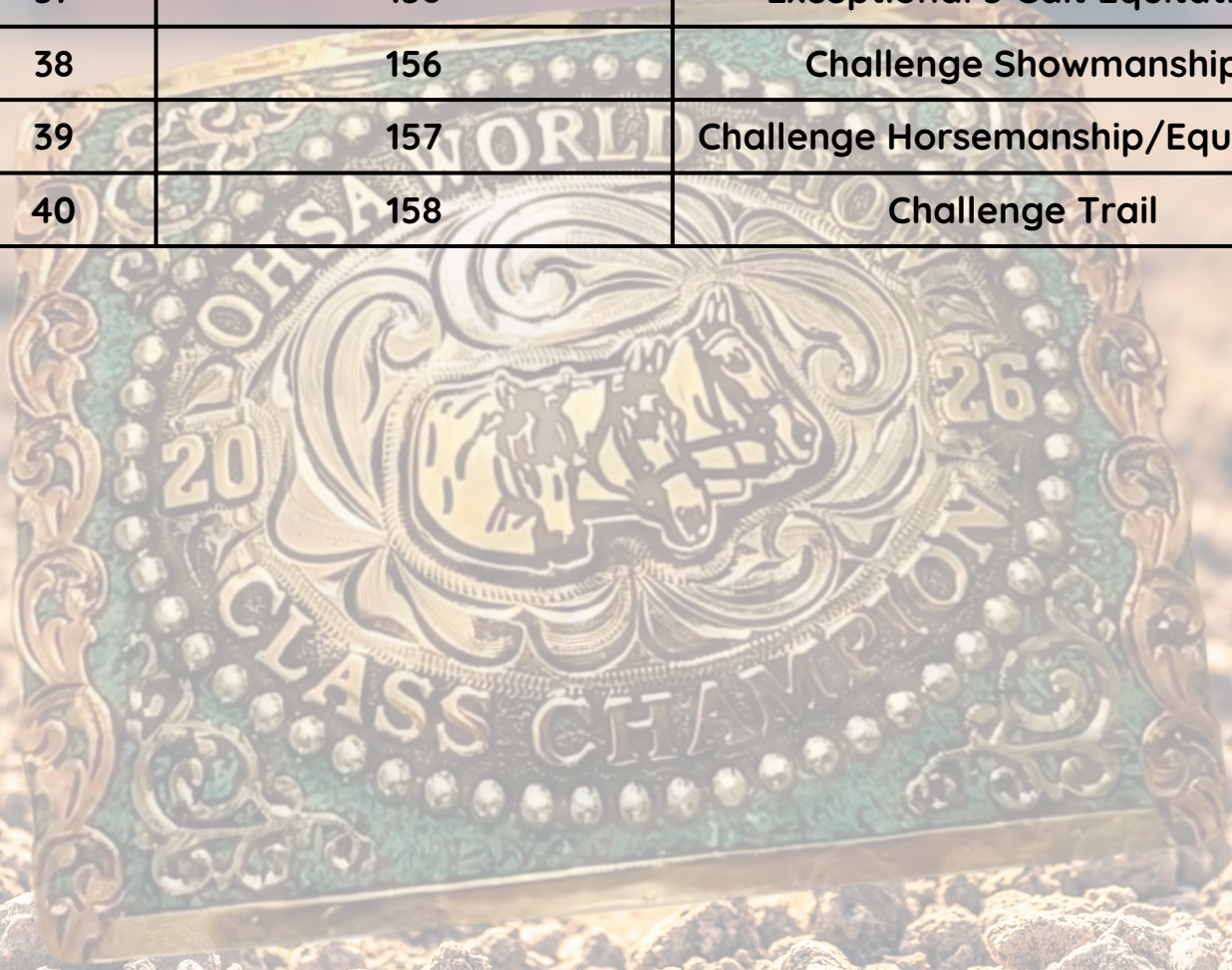
MAY 1 TO MAY 31, 2026



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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.

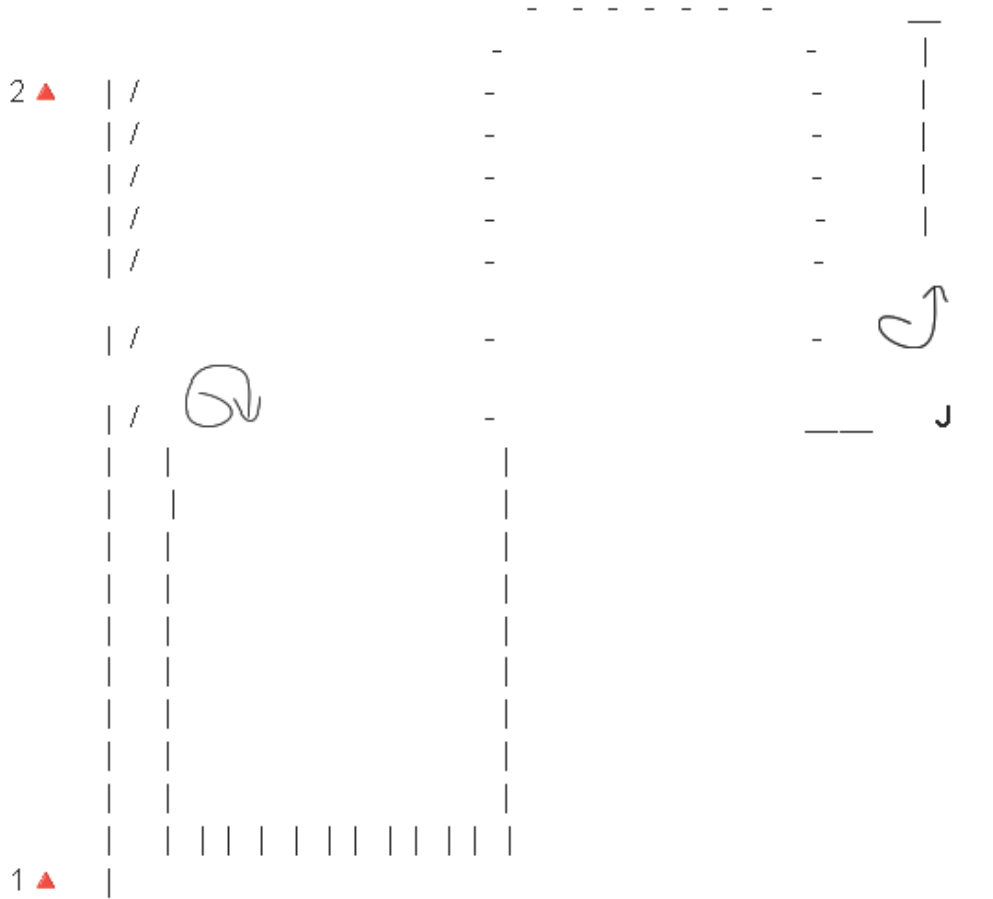
If you are a walk jog/trot rider and the pattern has a lope/canter included, you should follow any specific direction for walk jog/trot riders. If there are no specific instructions and the pattern includes lope or canter you should jog or trot wherever a lope or canter is called.

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

9 Adult , 18 Western, 38 Hunter , 67 Fine Horse,
84 Gaited, & 149 Shankless

OHSA World Show Adult Showmanship Pattern 2026
Class 9



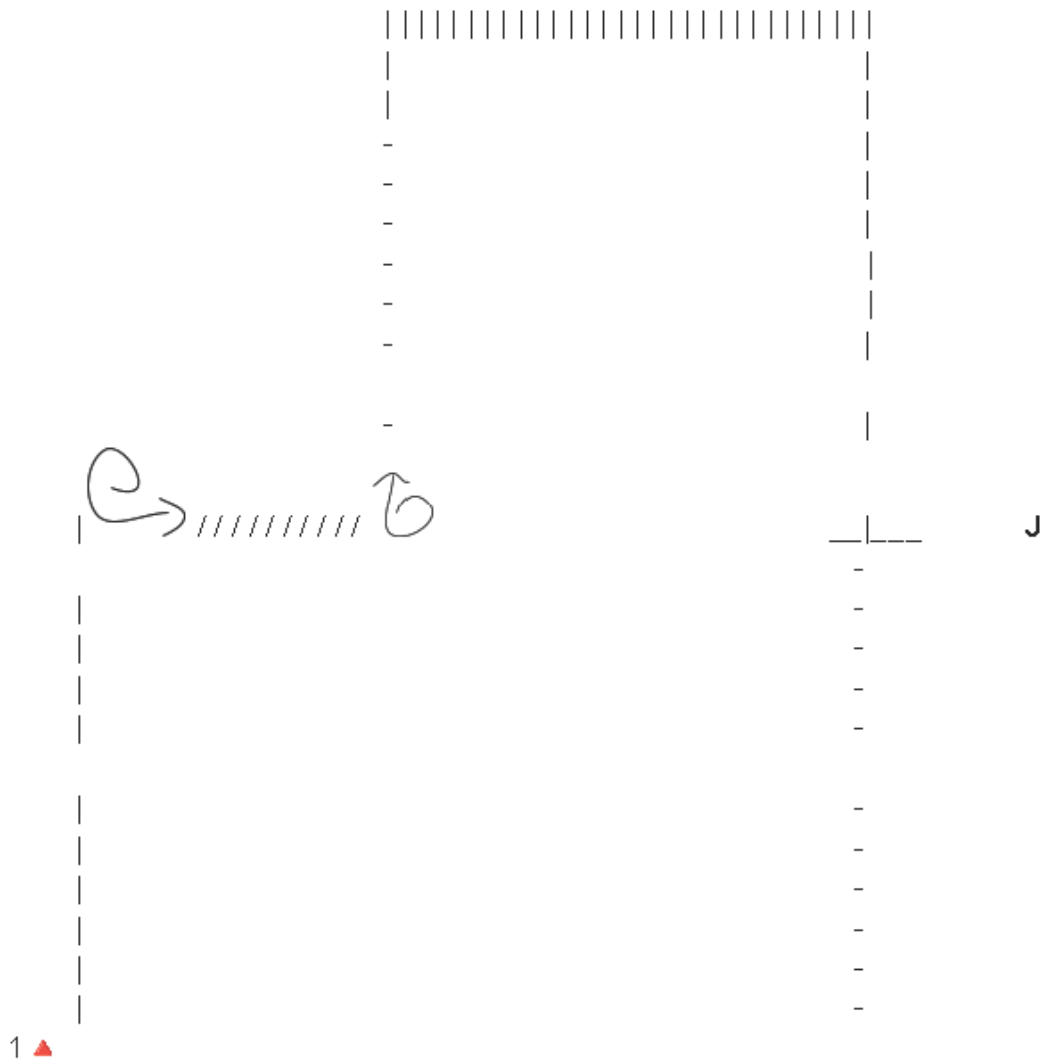
1. Be ready at cone 1
2. Extended trot to cone 2
3. Back until even with Judge
4. 1 1/2 turn (540 degree)
5. Trot 1/2 square
6. Extended walk 1/2 square
7. Stop with horse's shoulder even with judge
8. Set up, inspection
9. 180 degree turn
10. Trot until even with cone 2 and halt
11. Nod at judge to be dismissed

▲ : Cone
J: Judge
 | : trot
 / : Back up
 - : walk
 ___ : halt

Showmanship Classes

10 Youth, 60 ONLY, & 144 Non-Equine

OHSA World Show Youth Showmanship Pattern 2026
Class 10



1 ▲

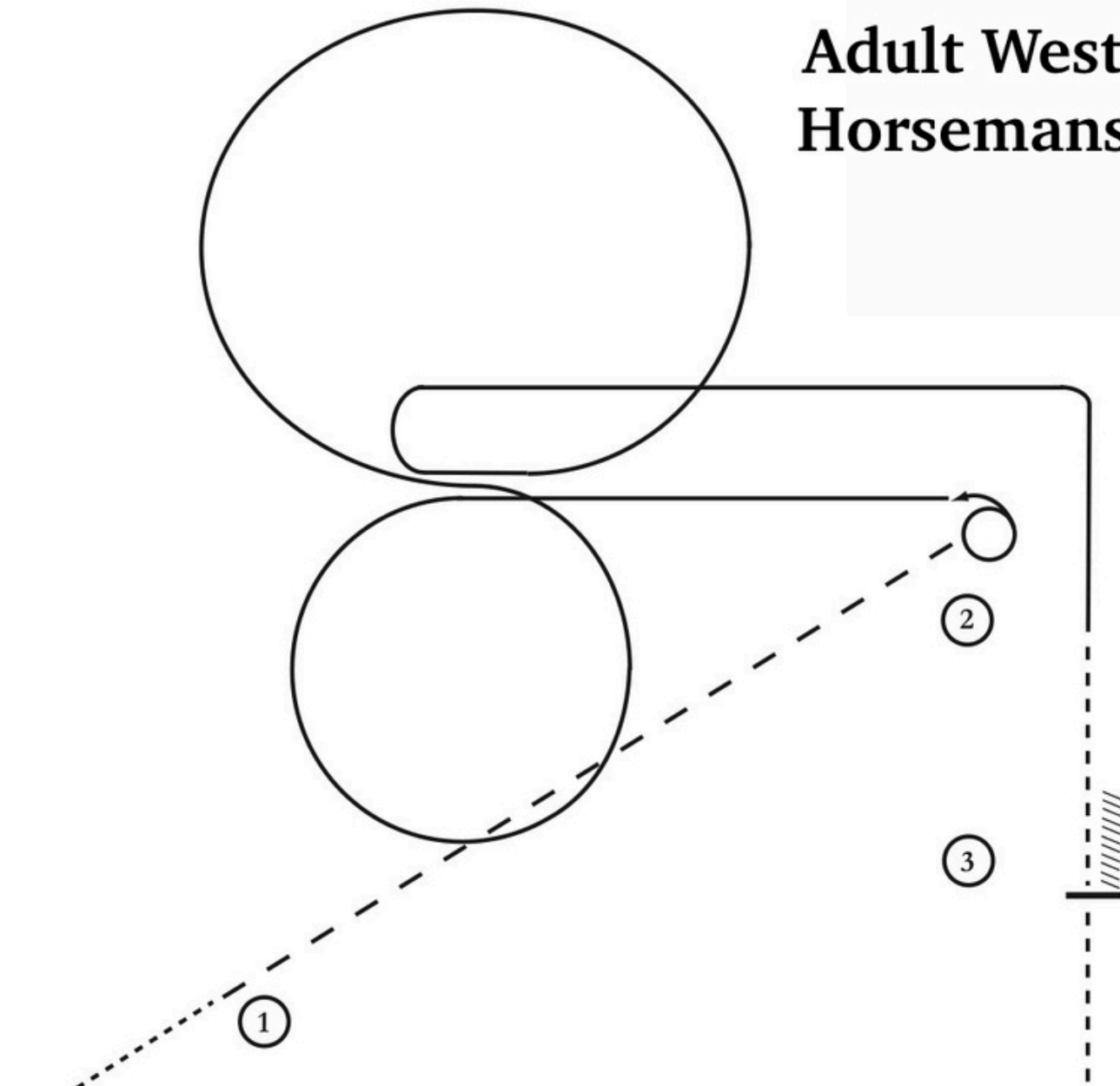
1. Start at cone 1, extended trot until horse's shoulder even with judge
2. 270 degree turn
3. Back one horse's length
4. 1 ¼ (450 degree) turn
5. Walk to corner, pick up trot before corner
6. Trot ½ square
7. Halt with horse's shoulder even with judge, set up for inspection
8. Extended walk until even with cone 1
9. Halt, nod at judge to be dismissed

- ▲ : Cone
- J: Judge
- | : trot
- / : Back up
- : walk
- ___ : halt

Class 21 Adult Western Horsemanship

Class 160 Bareback Equitation

Adult Western Horsemanship

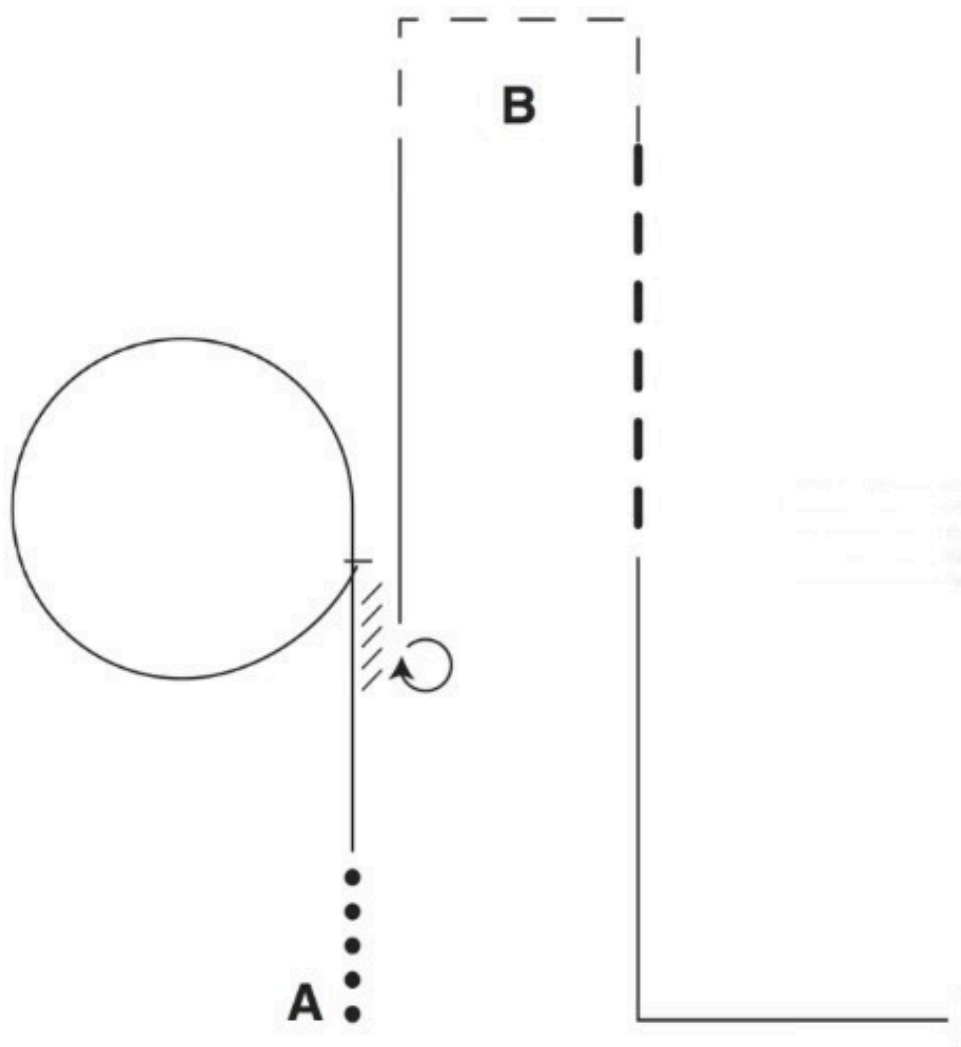


Start ⊗

1. Walk to marker 1.
2. Extended jog from marker 1 to marker 2.
3. Stop. Approximately 45° turn to the left.
4. Small, slow circle to the left.
5. Change leads, large fast circle to the right.
6. After completion of large fast circle, slow to lope and execute a U turn back towards marker 2.
7. Lope a square corner to marker 2.
8. Jog from marker 2 to 3.
9. Stop and back. Hesitate to show completion of pattern.
10. Exit at jog.

Class 22 Youth Western Horsemanship

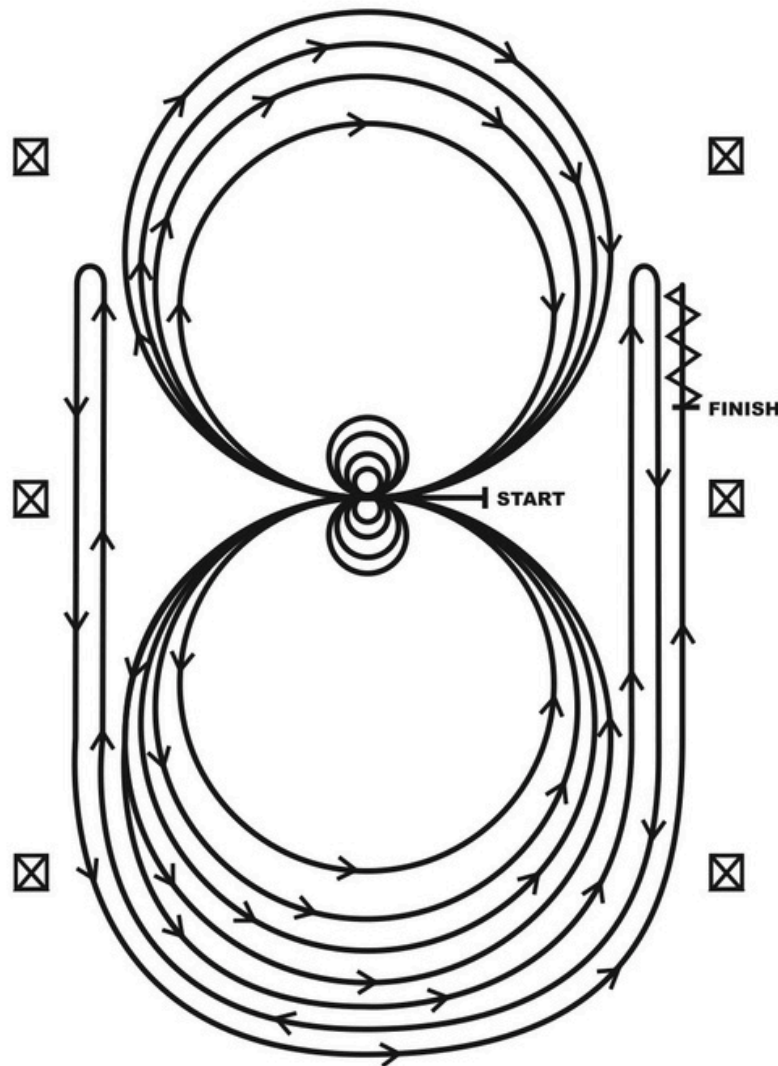
Youth Western Horsemanship



1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop, back one horse length
4. 360° Right
5. Right lead to B
6. At B break to jog, jog a square corner around B, continue jogging
7. Extend the jog to midpoint of arena
8. Lope a left lead, square corner stop
9. Exit at a walk or jog

Class 25 Reining

REINING PATTERN 5



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.

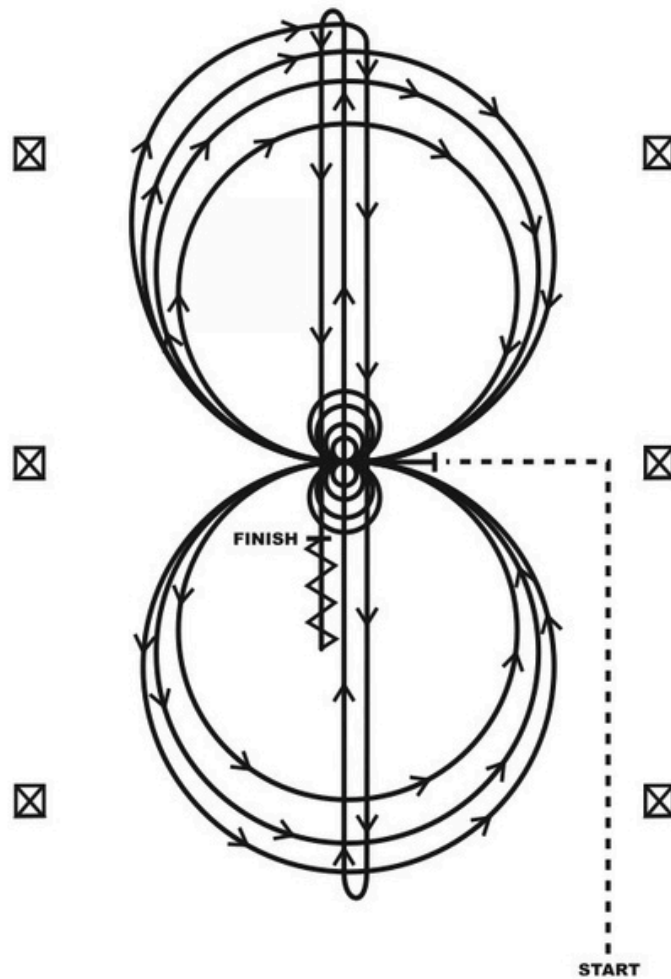
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first 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.

Class 26 Beginning Reining

Beginning

REINING

PATTERN 11

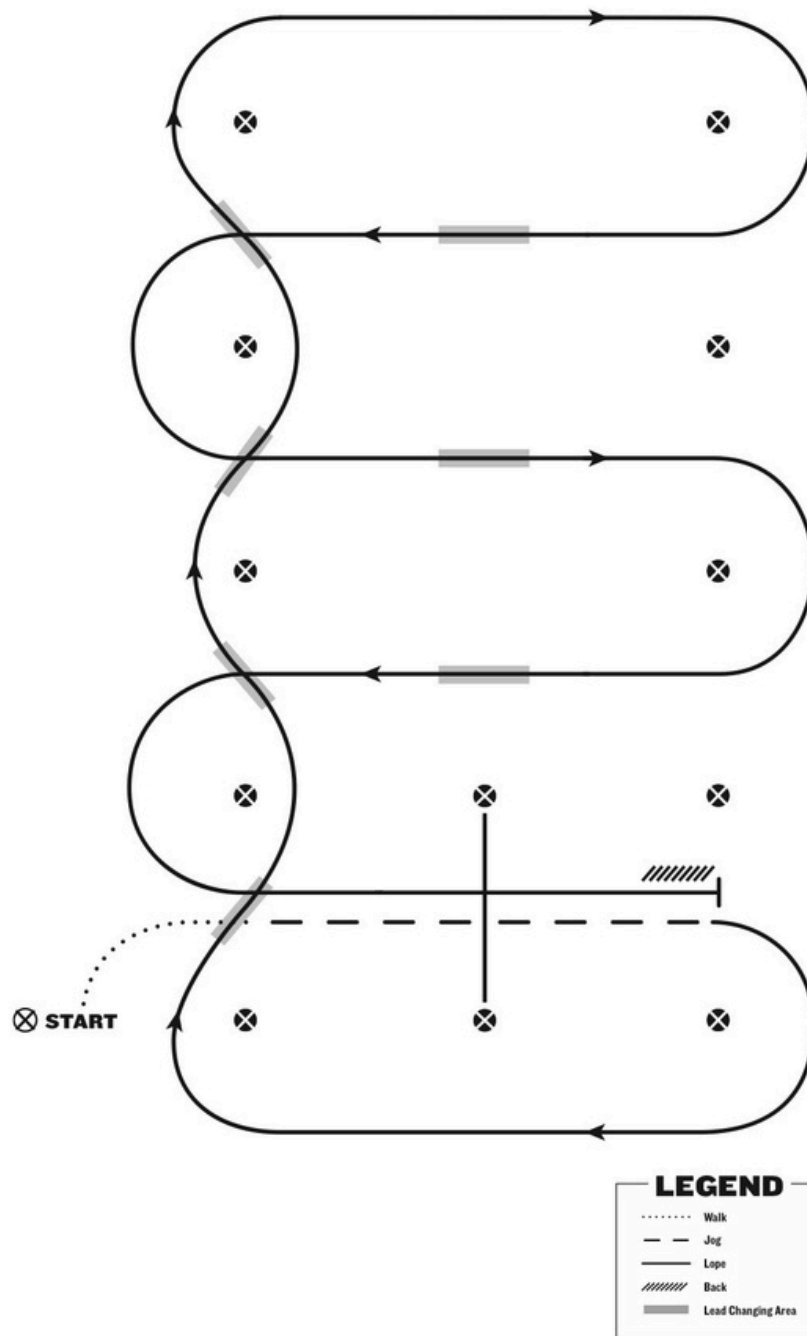


Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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.

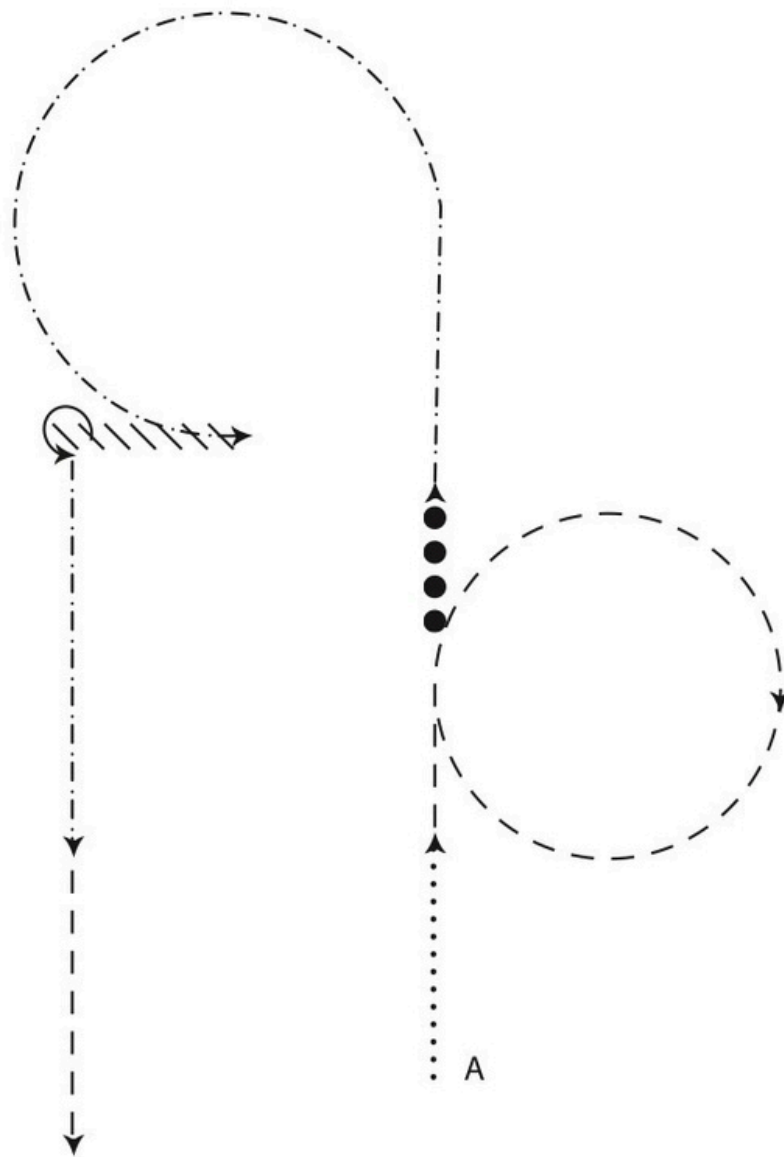
Class 28 Western Riding

WESTERN RIDING PATTERN 4



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope right lead
3. First line change
4. Second line change
5. Third line change
6. Fourth line change
7. First crossing change
8. Second crossing change
9. Third crossing change
10. Lope over log
11. Lope, stop & back

Class 3 1 Adult WJ Western Horsemanship



KEY

.....	Walk
●●●●●●	Extended Walk
-----	Jog
-.-.-.-.-	Extended Jog
///////	Back
—————	Lope
—————	Extended Lope
≈	Change Leads
WWWW	Side pass
A, B, C	Markers

INSTRUCTIONS

1. Begin at A. Walk.
2. Jog, then jog circle.
3. Extended walk.
4. Extended jog. Stop.
5. Back.
6. 270-degree haunch turn left.
7. Extended jog.
8. Jog to A. Pattern is complete. Exit the arena.

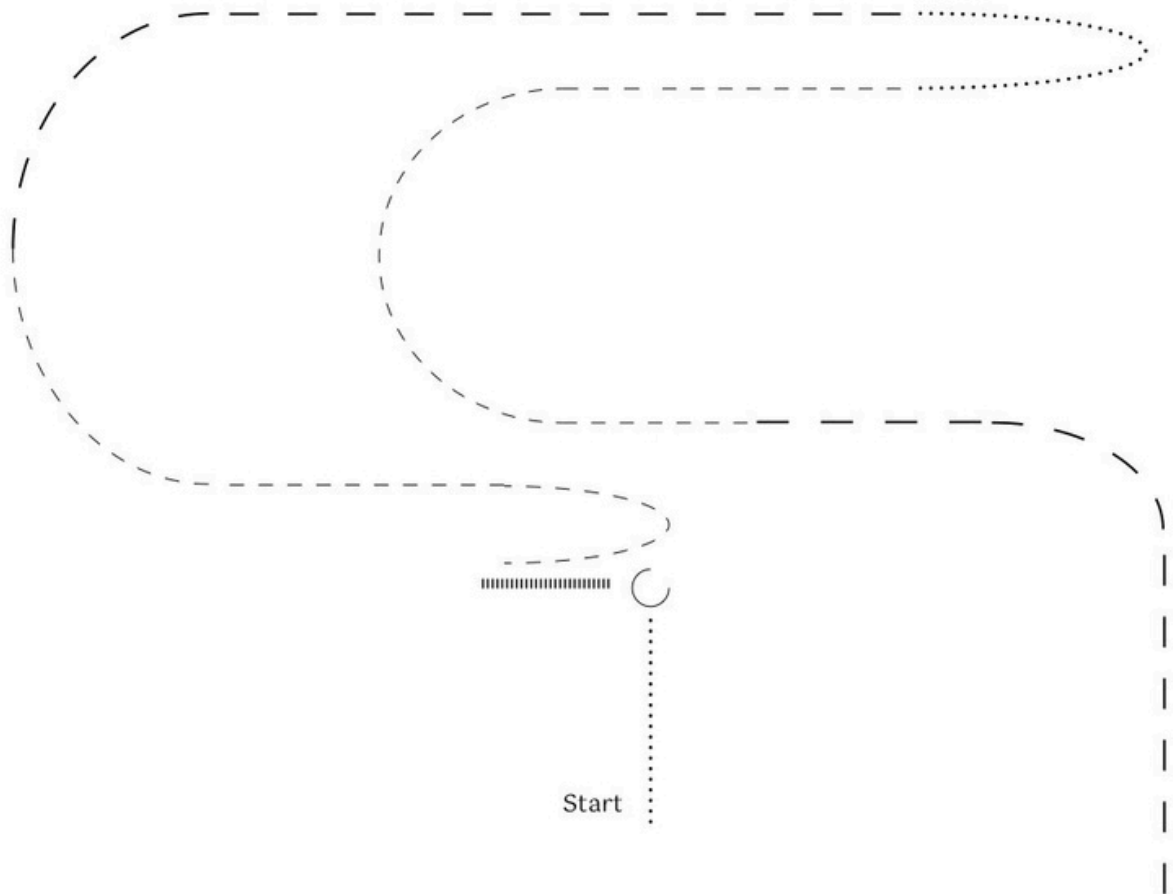
Class 32 Youth WJ Western Horsemanship

Class 62 ONLY WJ Western Horsemanship

Youth Walk / Jog Western Horsemanship

Instructions

1. Walk, stop
2. Execute $\frac{3}{4}$ turn left on the haunches
3. Back one horse length
4. Jog
5. Extended jog
6. Walk
7. Jog
8. Extended jog to exit



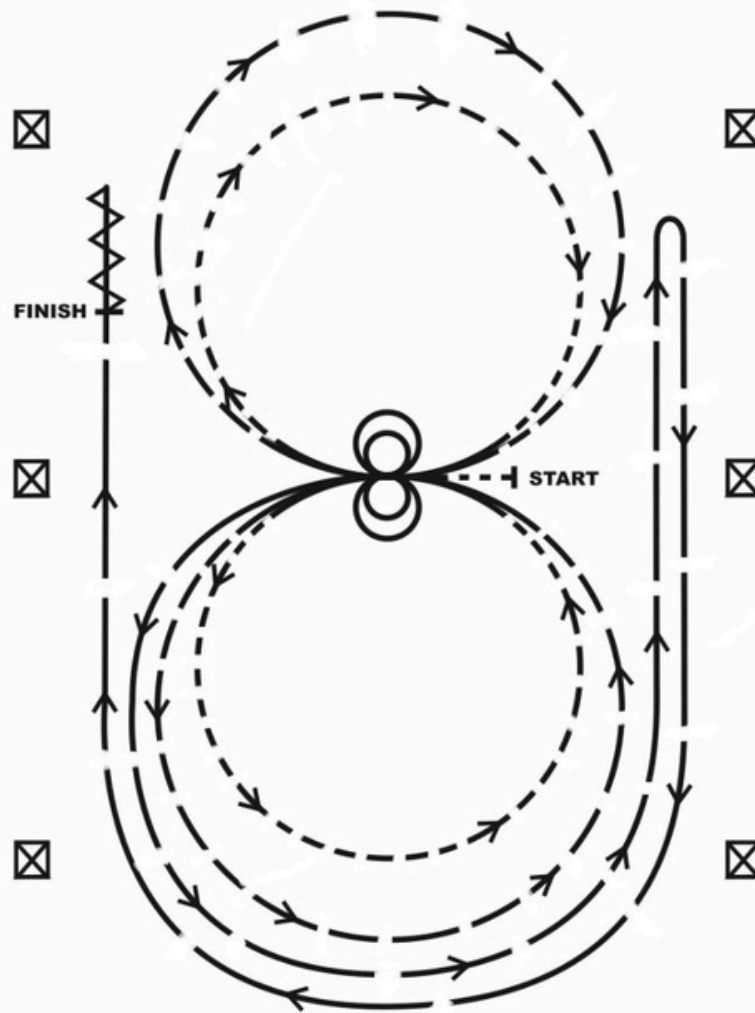
Walk

Jog - - - -

Ext Jog - - - - Back |||||

Class 35 WJ Reining

Walk / Jog REINING PATTERN



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 to the left, complete two circles to the left. First small circle at the walk. Next larger circle at the trot. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning to the right, complete two circles to the right. First small circle at the walk. Next larger circle at the jog. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning to the left, go around the end of the arena at the extended jog, down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena at the extended trot to the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

Class 42 Adult Hunt Seat Equitation

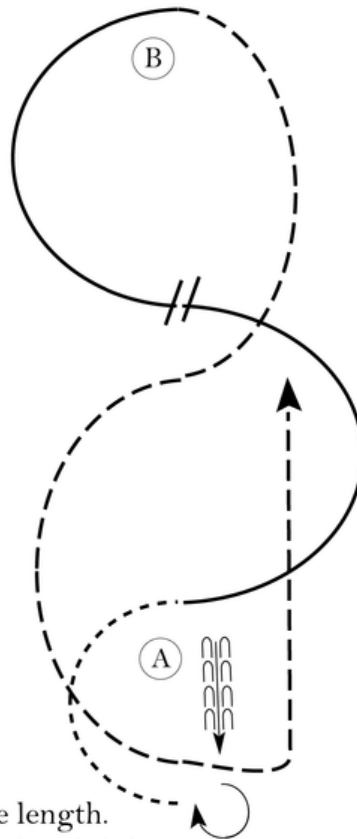
OHSA World 2026

Adult Hunt Seat Equitation (Class 42)

Show Date: 05/01/2026-05/31/2026

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. Back approximately one horse length.
2. Perform a 3/4 turn on the forehand right.
3. Walk around A.
4. Canter on the left lead in a half circle.
5. Change leads and canter on the right lead to B.
6. Break to a posting trot and trot a serpentine to A showing a change of diagonals in center.
7. At A, sitting trot around corner toward B.

Pattern is over once you have trotted past the center point of the pattern.

Follow the instructions of your ring steward.

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

[HSE/3-69]

Pattern Provided by:

OHSA

Class 43 Youth Hunt Seat Equitation

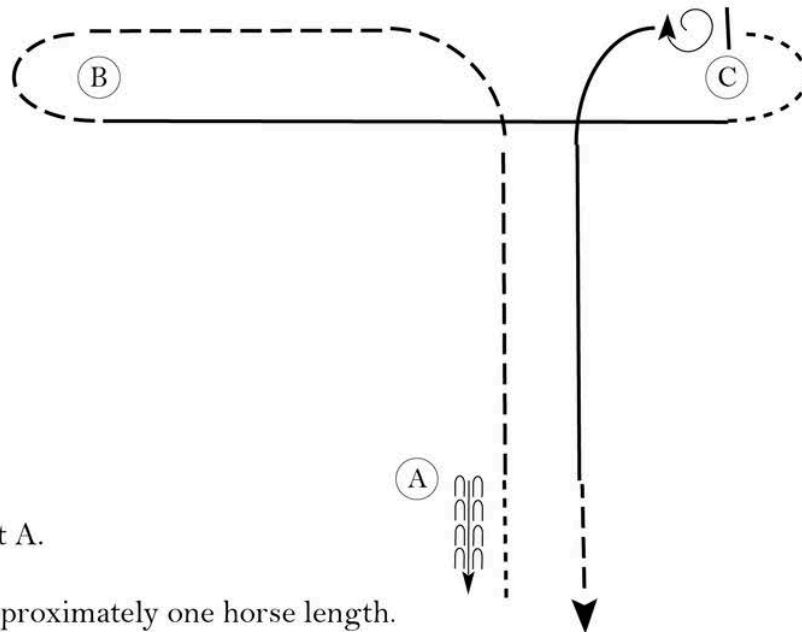
OHSA World 2026

Youth Hunt Seat Equitation (Class 43)

Show Date: 05/01/2026-05/31/2026

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Be ready at A.

1. Back approximately one horse length.
2. Walk to A.
3. Sitting trot to top of pattern.
4. Right diagonal trot to and around B.
5. Canter on the left lead to C.
6. Walk around C.
7. Stop at C and perform a full turn on the forehand to the right.
8. Canter on the right lead until even with A.
9. Break to a trot and trot to exit.

Follow the instructions of your ring steward.

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

[HSE/3-70]

Pattern Provided by:

OHSA

Class 54 Adult WT Hunt Seat Equitation

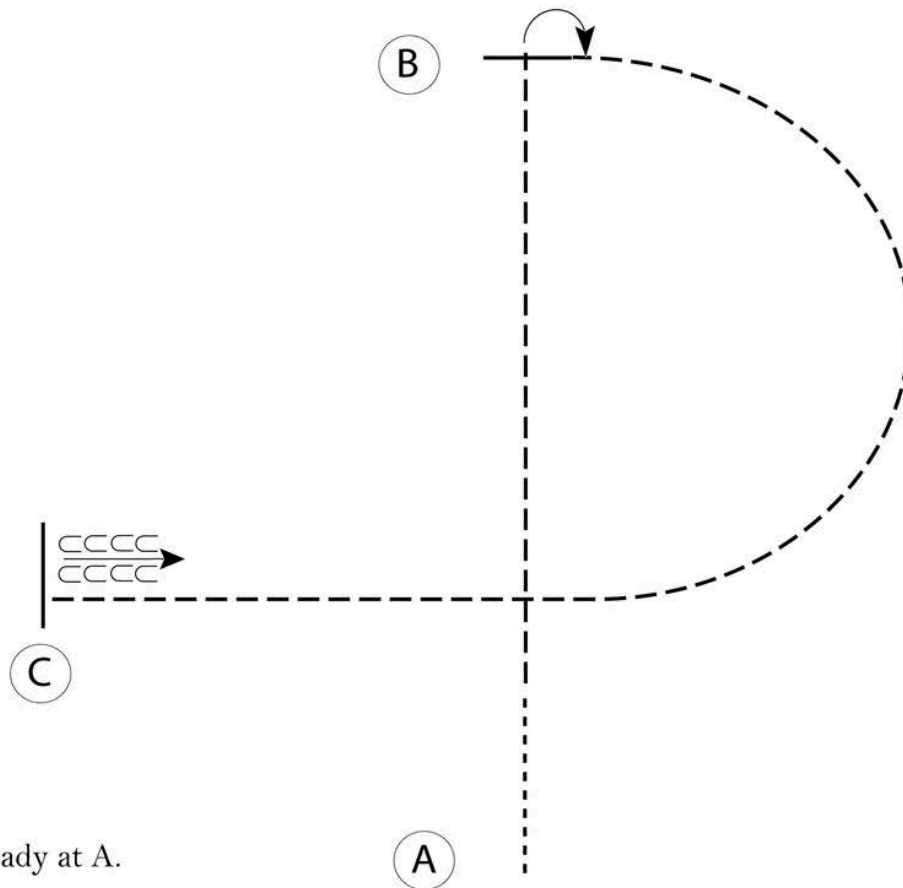
OHSA World 2026

Adult WT Hunt Seat Equitation (Class 54)

Show Date: 05/01/2026-05/31/2026

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. Walk from A until even with C.
2. Posting trot on the right diagonal to B.
3. At B, stop and perform a 90 degree turn on the forehand to the right.
4. Posting trot on the left diagonal from B to A.
5. At A stop 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	— — — — —

[HSE/WT-30]

Pattern Provided by:
OHSA

Class 55 Youth WT Hunt Seat Equitation

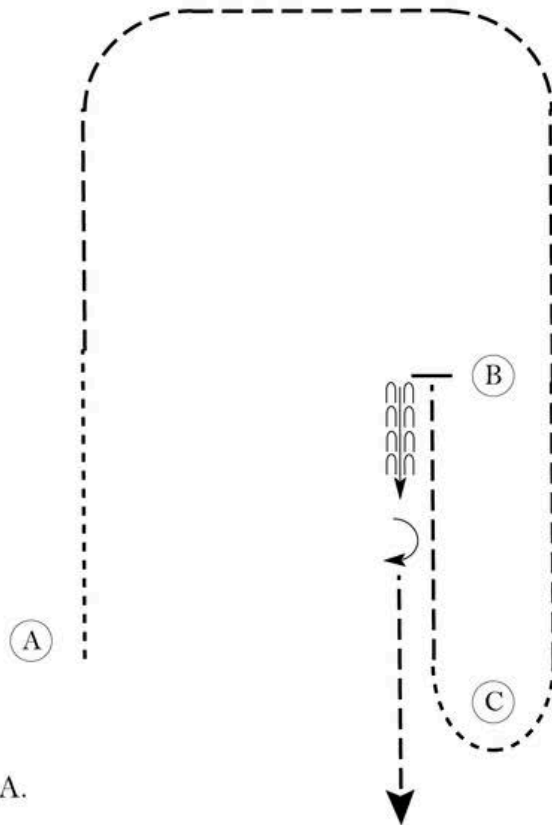
OHSA World 2026

Youth WT Hunt Seat Equitation (Class 55)

Show Date: 05/01/2026-05/31/2026

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Be ready at A.

1. Walk until even with B.
2. Trot on the left diagonal to B.
3. Sitting trot from B to C.
4. Walk around C.
5. Trot on the right diagonal to B.
6. Stop and back approximately one horse length.
7. Perform a 180 degree turn to the right on the hindquarters and trot to exit.

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

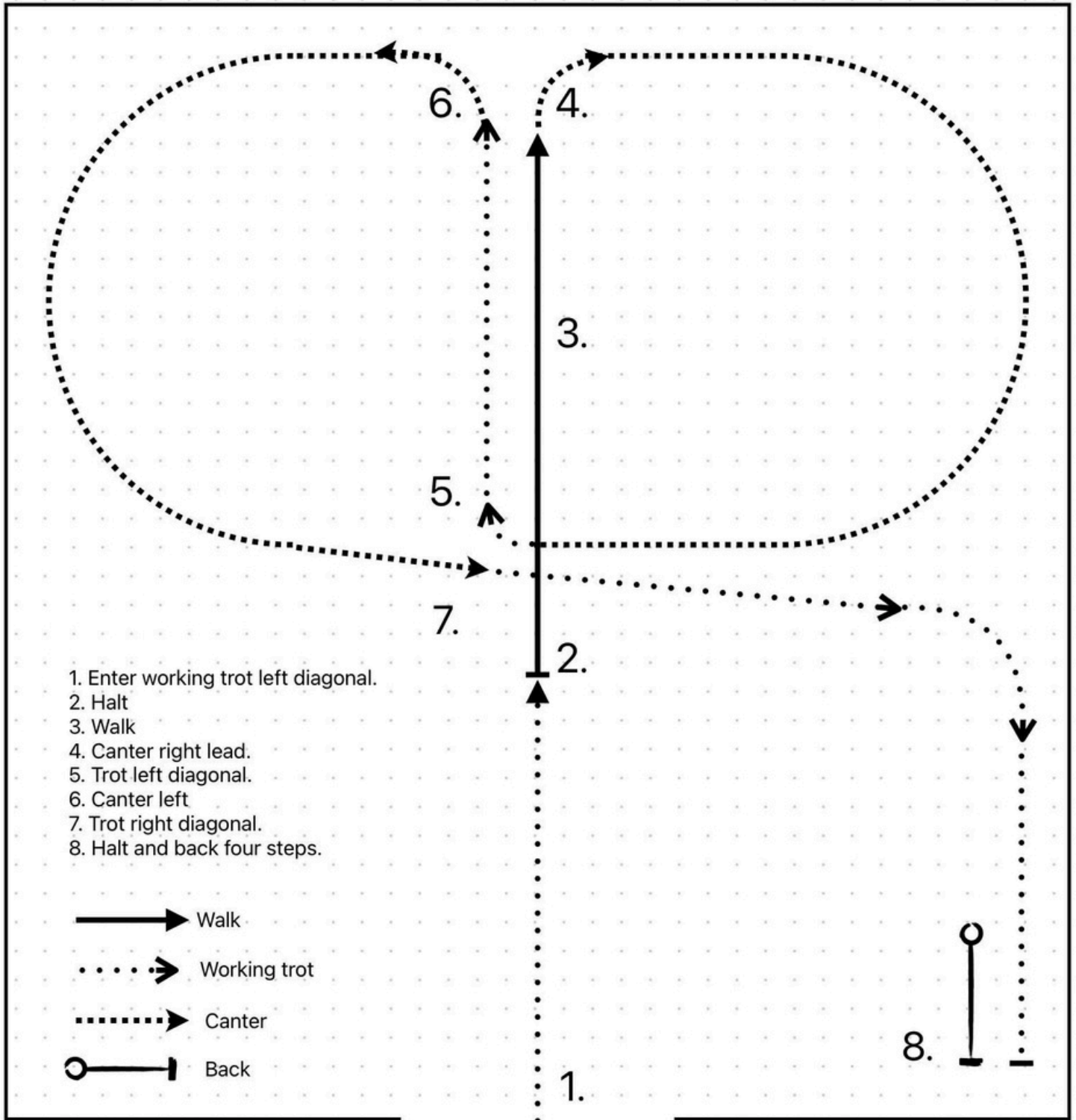
[HSE/WT-38]

Pattern Provided by:

OHSA

Class 69 Saddle Seat Equitation

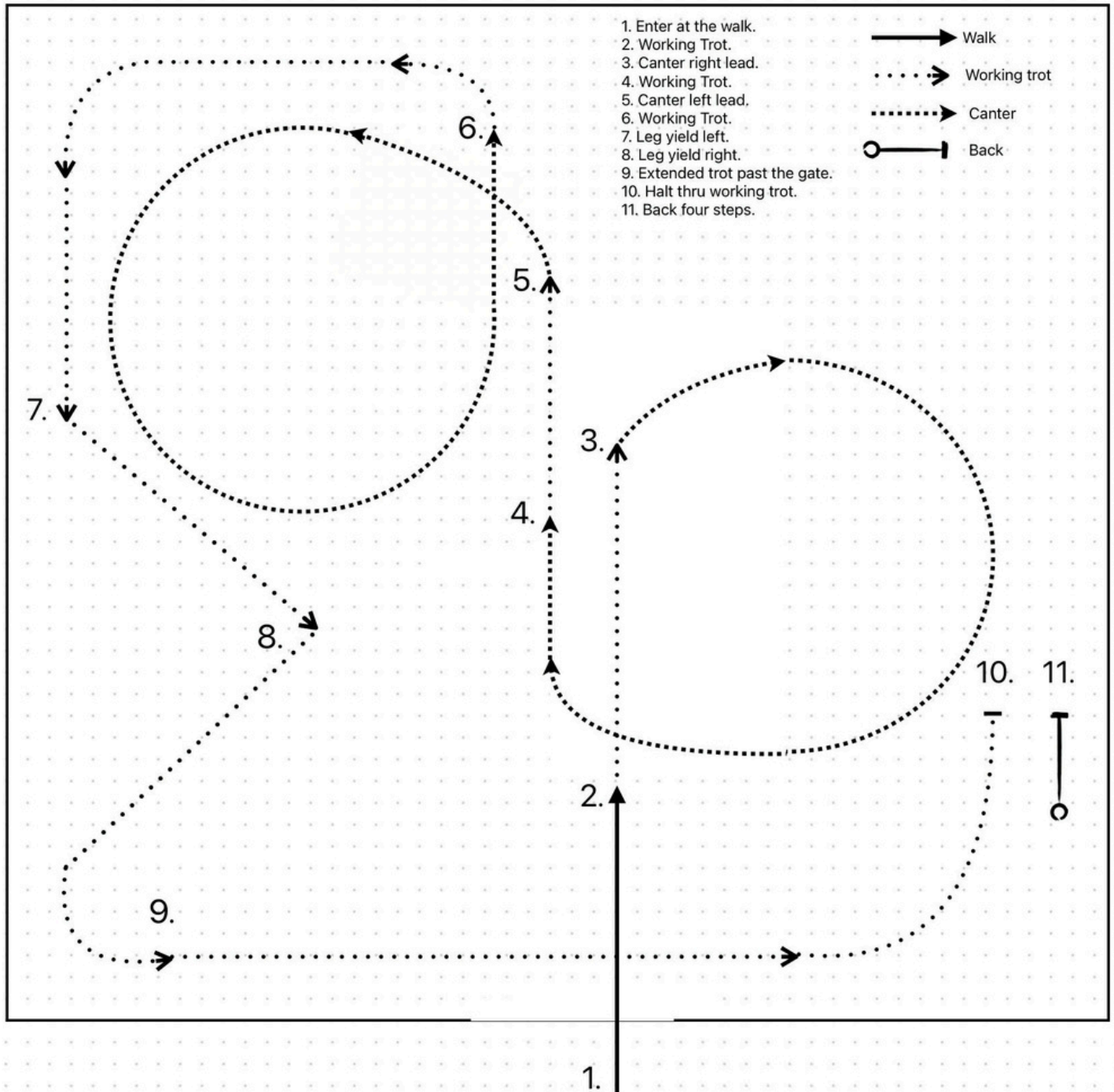
Saddle Seat Equitation



Class 75 Side Saddle Equitation

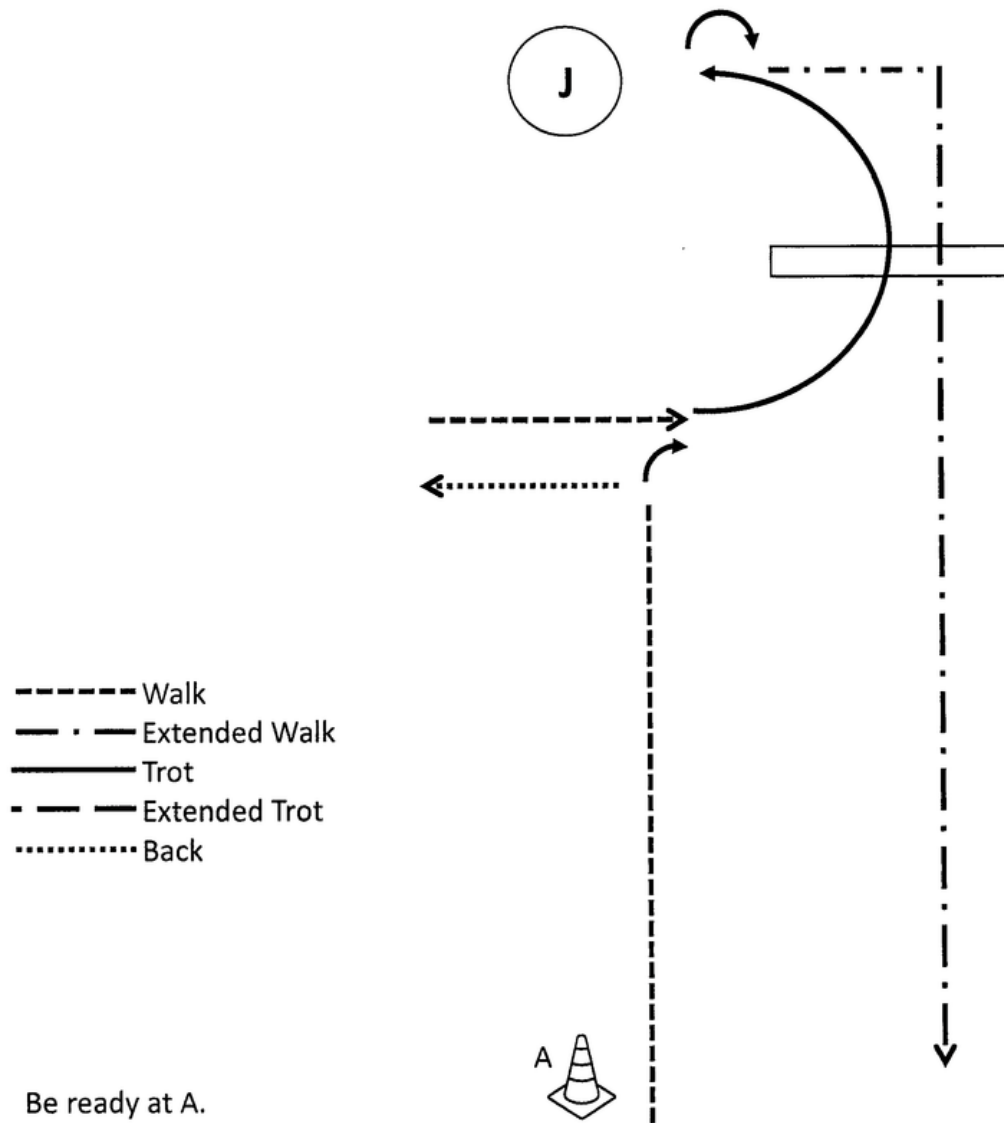
Class 86 Gaited Equitation

Side Saddle/Gaited



Class 93 Ranch Ground Handling

CLASS #93
Ranch Ground
Handling (Pattern)



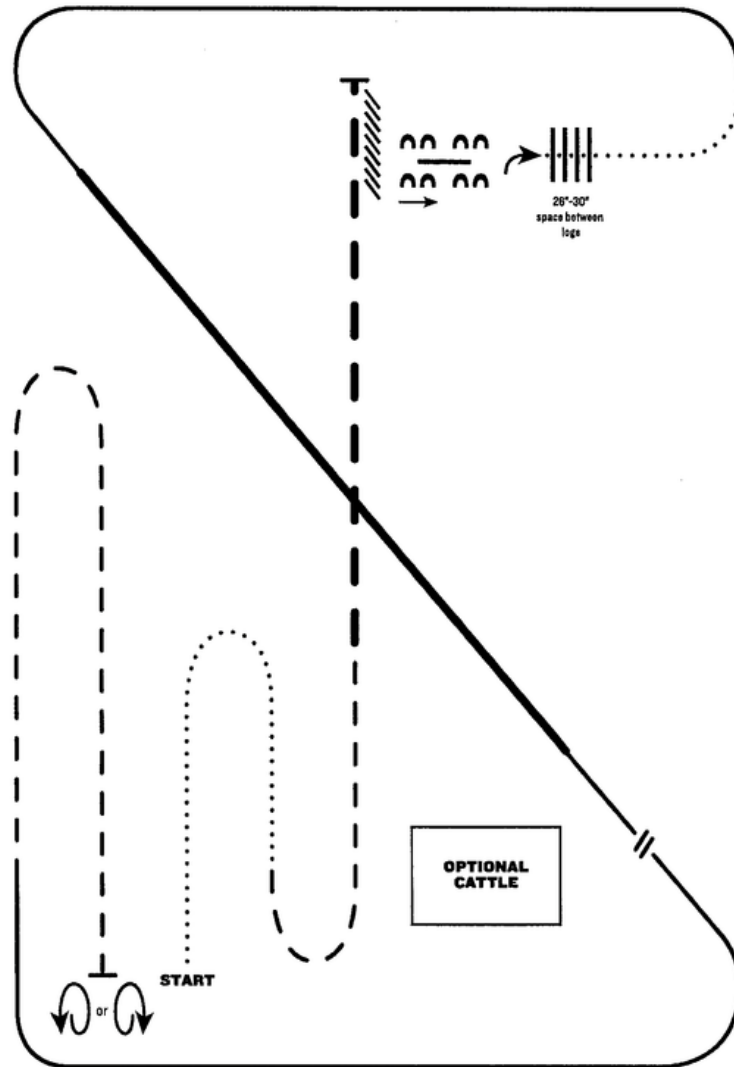
Be ready at A.

1. Walk half way to judge. Stop.
2. Perform $\frac{1}{4}$ turn to the right.
3. Back at least 8 steps.
4. Walk until even with the judge.
5. Trot as drawn to judge
6. Stop , set-up for inspection.
7. When dismissed, complete 180° turn to the right.
8. Extended walk creating a square corner, over pole, to the exit.

Class 96 Ranch Riding

RANCH RIDING - PATTERN 7

Class #96
Ranch Riding
(Pattern)



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

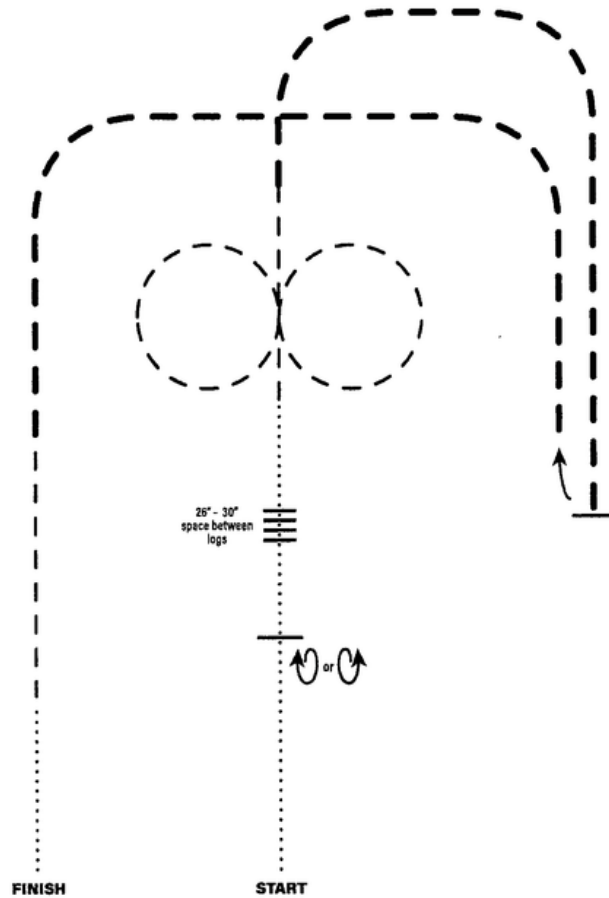
1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

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.

Class 97 WJ Ranch Riding

RANCH RIDING - PATTERN 3

Class #97
Walk Jog Ranch
Riding (Pattern)



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

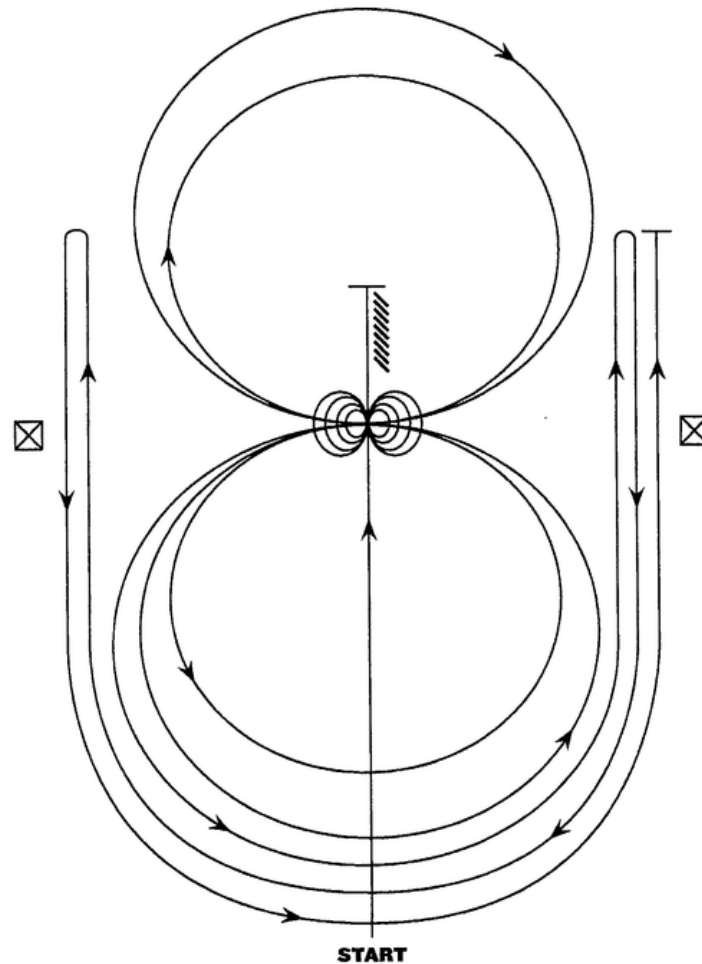
1. Walk
2. Stop, 360° turn either direction
3. Walk over logs
4. Trot a figure 8, either direction first
5. Extended trot, stop
6. 180° (1/2) turn right
7. Extended trot
8. Collect to a trot
9. Walk

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.

Class 98 Ranch Reining

RANCH REINING PATTERN 5

Class # 98
Ranch Reining
(Pattern)



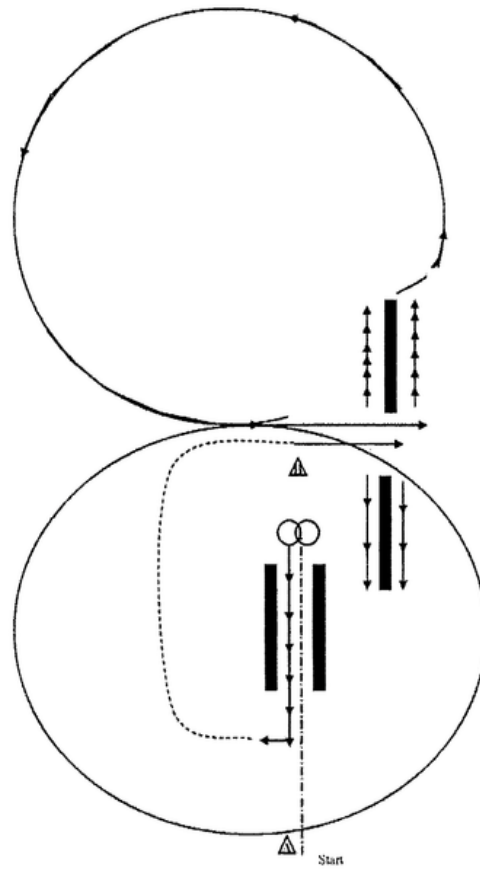
Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of 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 from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
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 from the wall or fence. Hesitate to show completion of pattern.

Class 99 Ranchmanship

Class # 99
Ranchmanship
(Pattern)



RANCHMANSHIP PATTERN #1

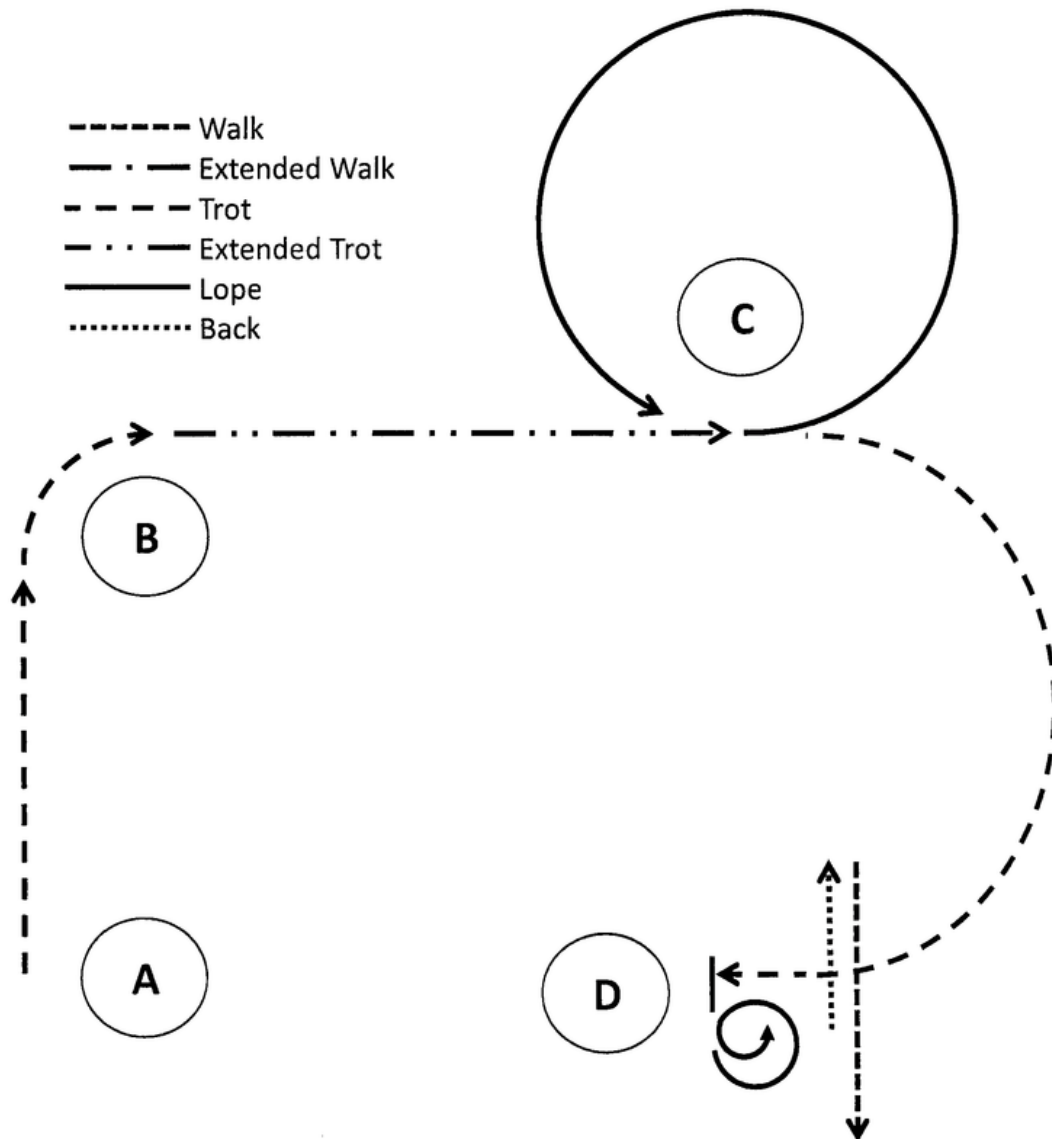
1. Extended trot from cone through chute; Stop.
2. One (1) spin left.
3. One (1) spin right.
4. Back through chute, 1/4 turn left.
5. Trot to cone.
6. At cone, walk to side pass pole.
7. Side pass left.
8. Lope left lead.
9. Change to right lead.
10. Lope right circle; Stop at side pass pole.
11. Side pass right.

Class 101 Ranch Horsemanship

CLASS #101
RANCH HORSEMANSHIP
(Pattern)

Be ready at A.

1. Trot to and around B.
2. Extended trot to C.
3. At C, Left Lead lope.
4. When back at C, break to trot.
5. Trot to D as drawn.
6. Stop, complete 1 1/4 turn to the left.
7. Back 5 steps.
8. Walk to exit.



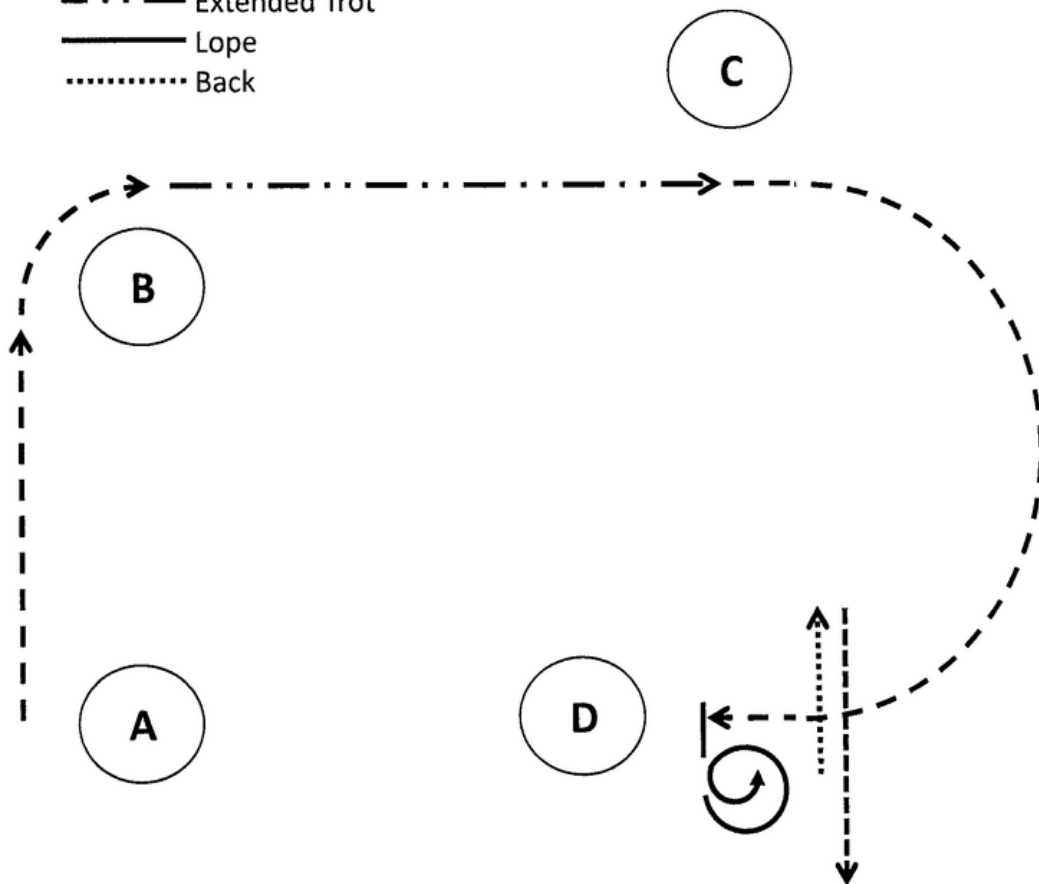
Class 102 WJ Ranch Horsemanship

CLASS # 102
WALK JOG
RANCH HORSEMANSHIP
(PATTERN)

Be ready at A.

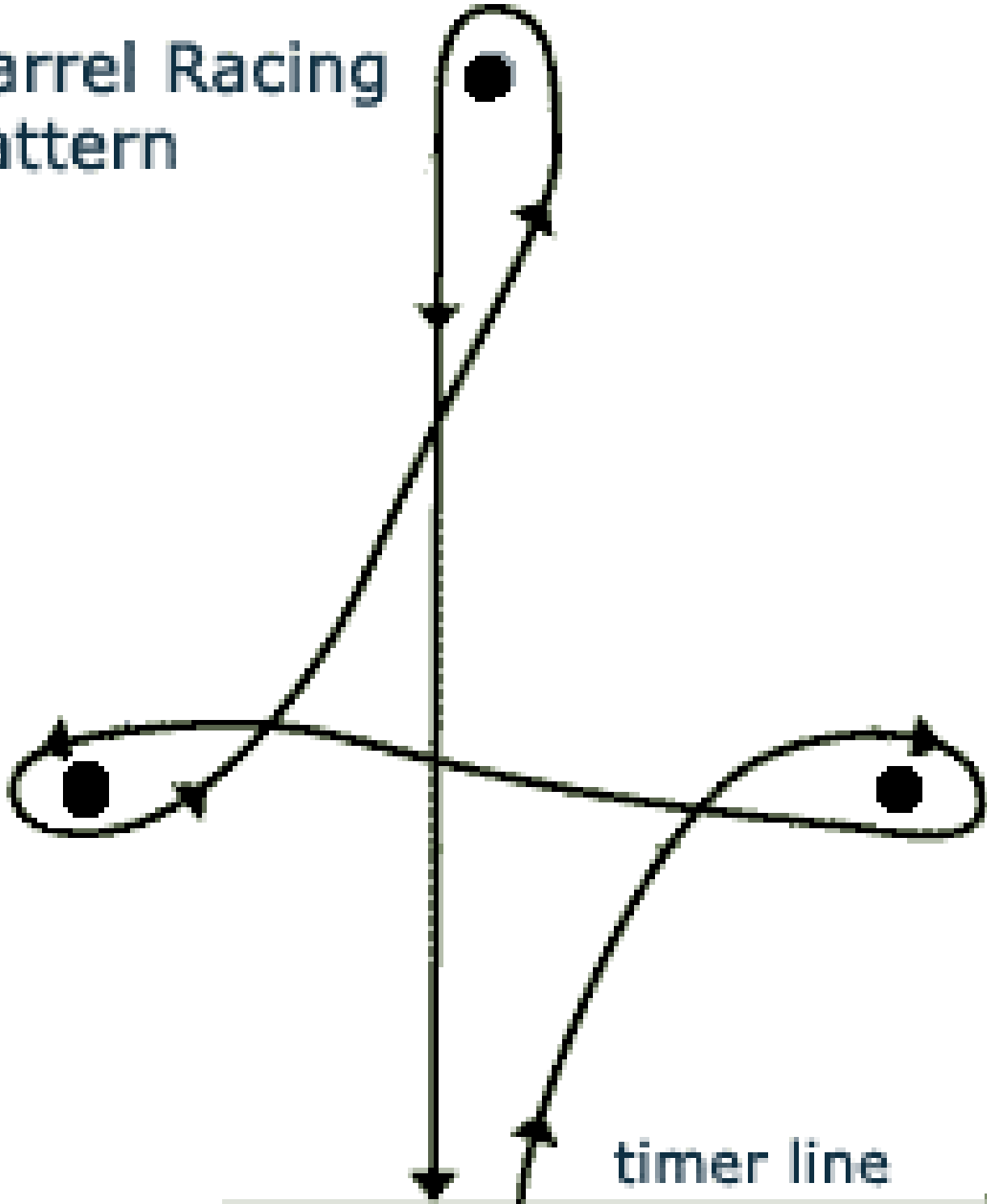
1. Trot to and around B.
2. Extended trot to C.
3. At C, trot.
4. Trot to D as drawn, in line with A.
5. Stop, complete 1 1/4 turn to the left.
6. Back 5 steps.
7. Walk to exit.

----- Walk
- . - Extended Walk
- - - Trot
- . . Extended Trot
———— Lope
..... Back

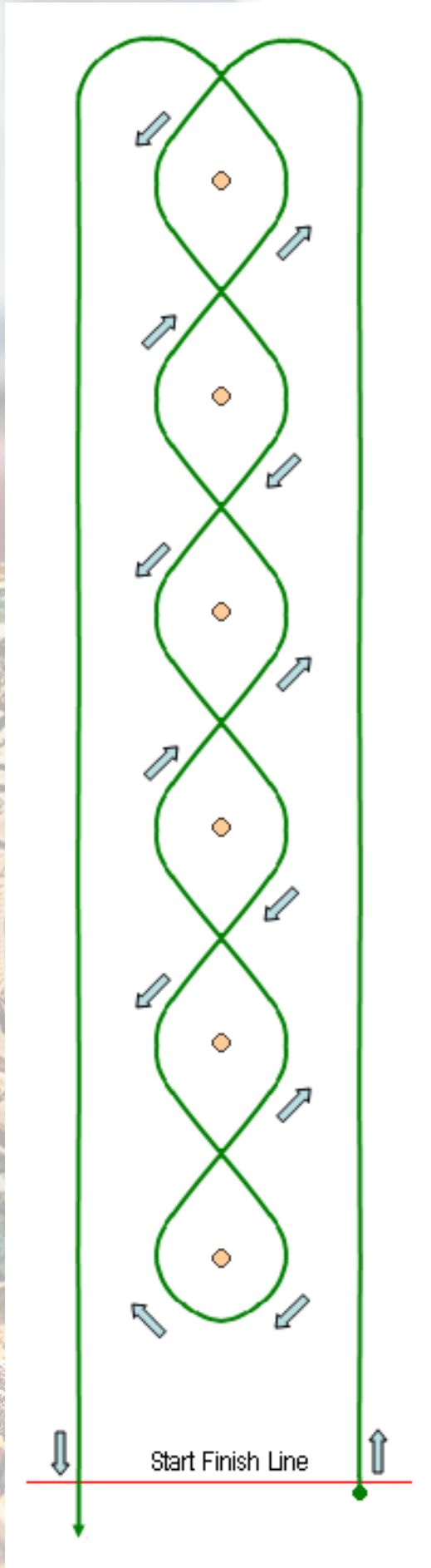


Class 105 Barrel Race

Barrel Racing
Pattern

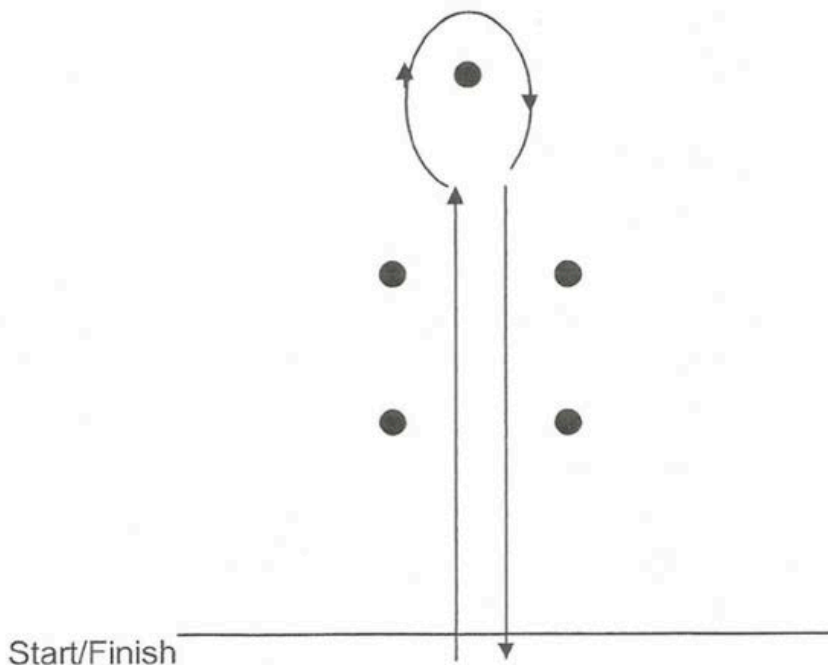
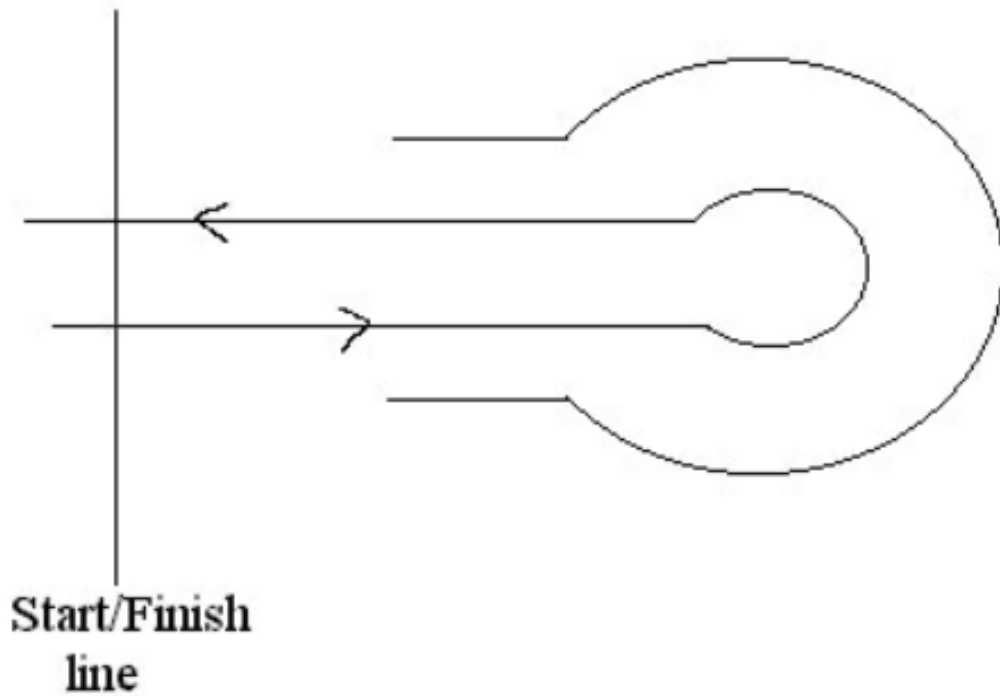


Class 106 Pole Bending

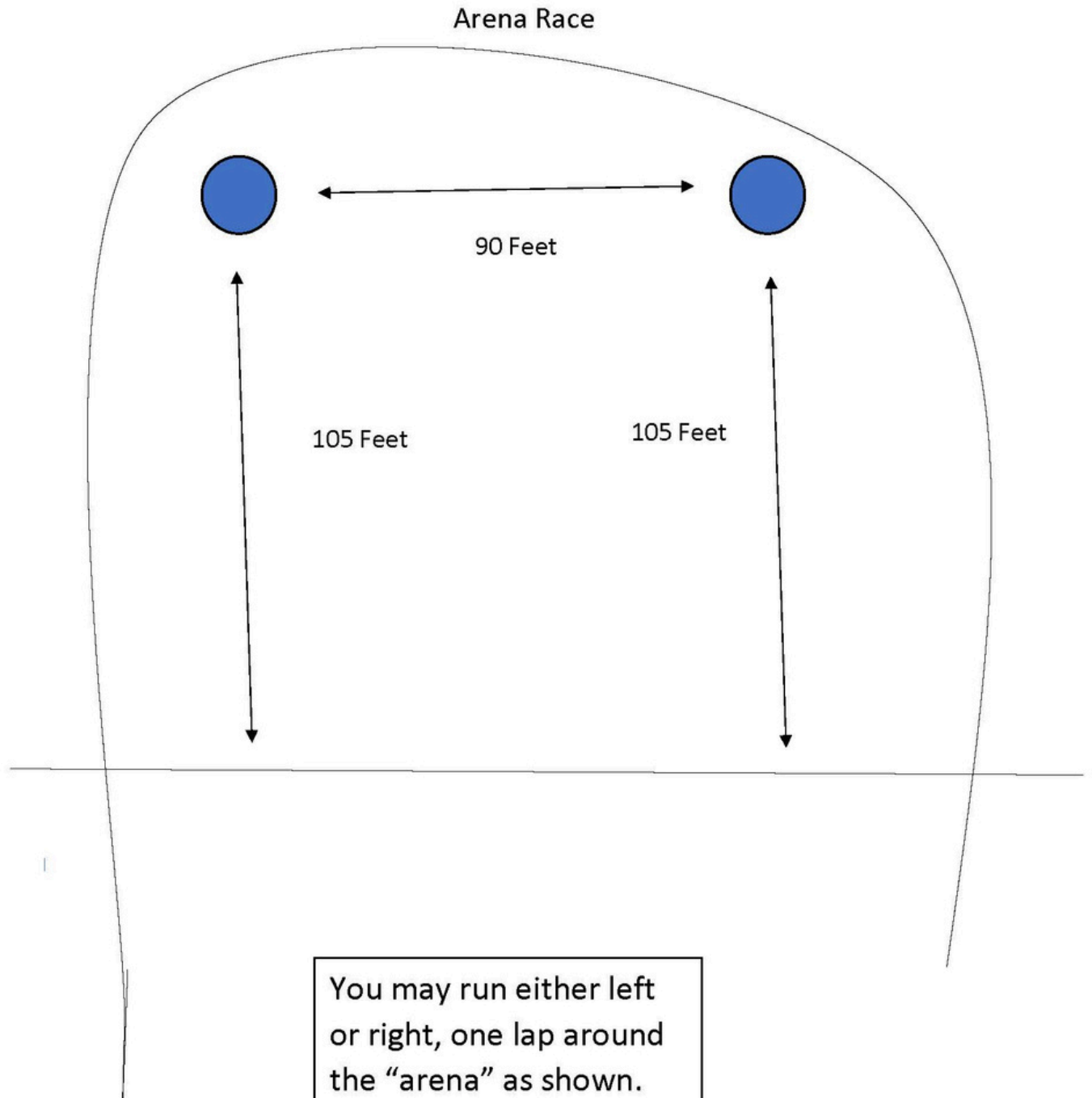


Class 107 Keyhole

you may use a chalk outline or a barrel or pole as shown in the below patterns



Class 108 Arena Race



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

Class 111 Dressage Equitation

Dressage Seat Equitation Classes Patterns

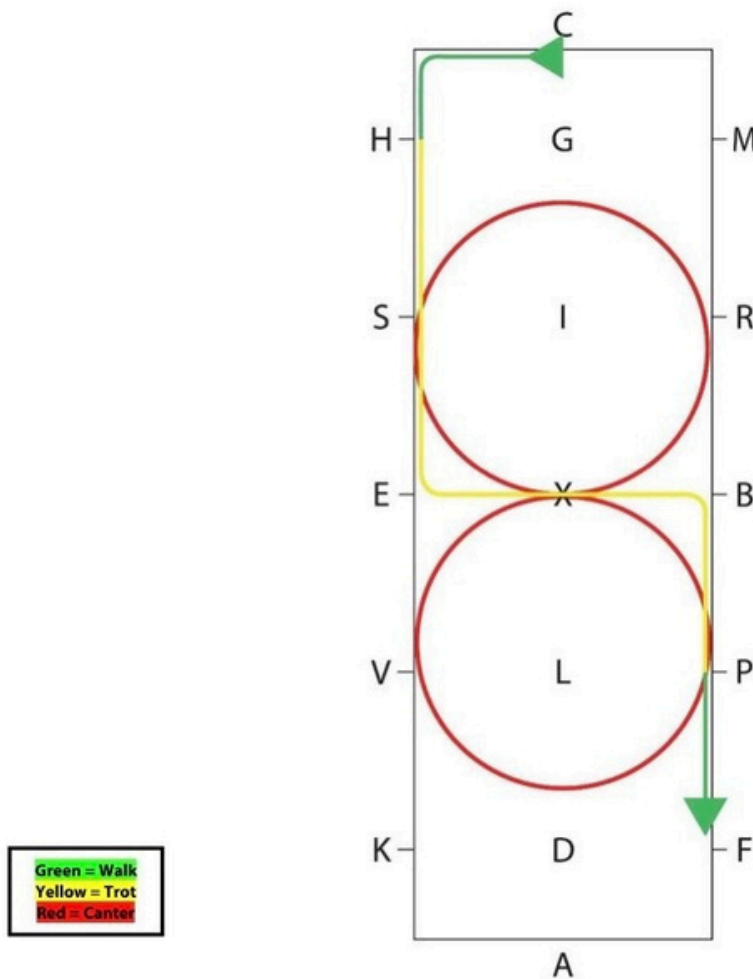
(offered at USEF-licensed/USDF-recognized dressage competitions)



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.



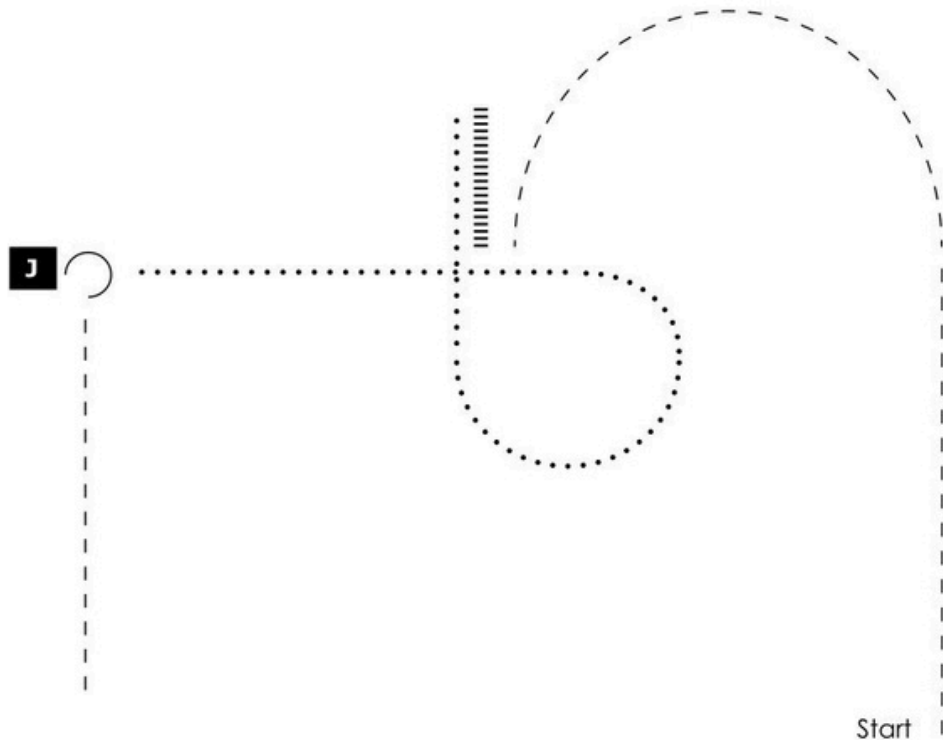
Effective 12/1/2022 – 11/30/2026

Class 132 Exceptional Showmanship

Exceptional Showmanship

Instructions

1. Trot
2. Stop, back
3. Walk
4. Stop, set up
5. Inspection
6. Execute $\frac{3}{4}$ turn
7. Trot to exit



Walk J

Trot - - - -

Back |||||

Judge

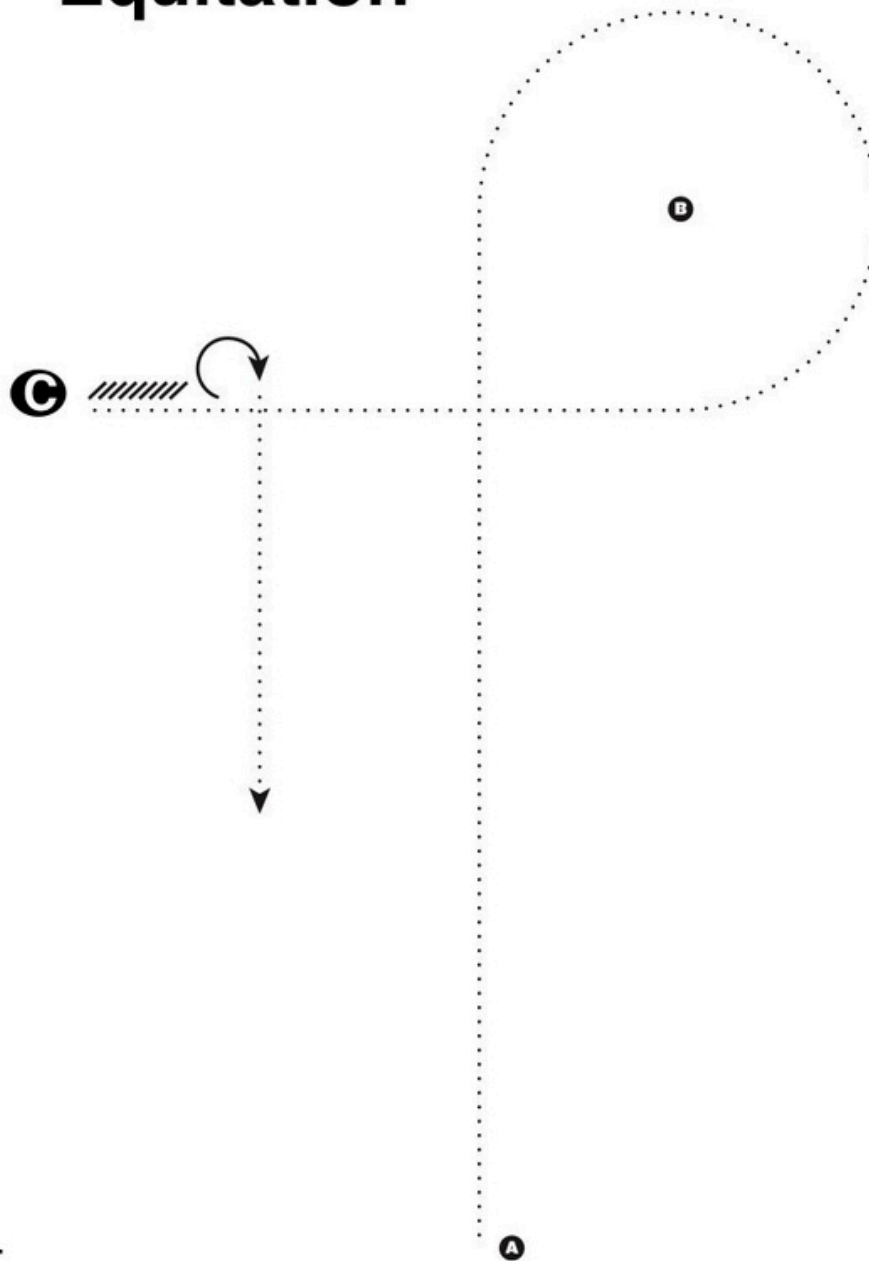
J

Class 136 Exceptional Walk Equitation

Exceptional Walk Only Equitation

LEGEND

- Walk
- Extended Walk
- ////// Back



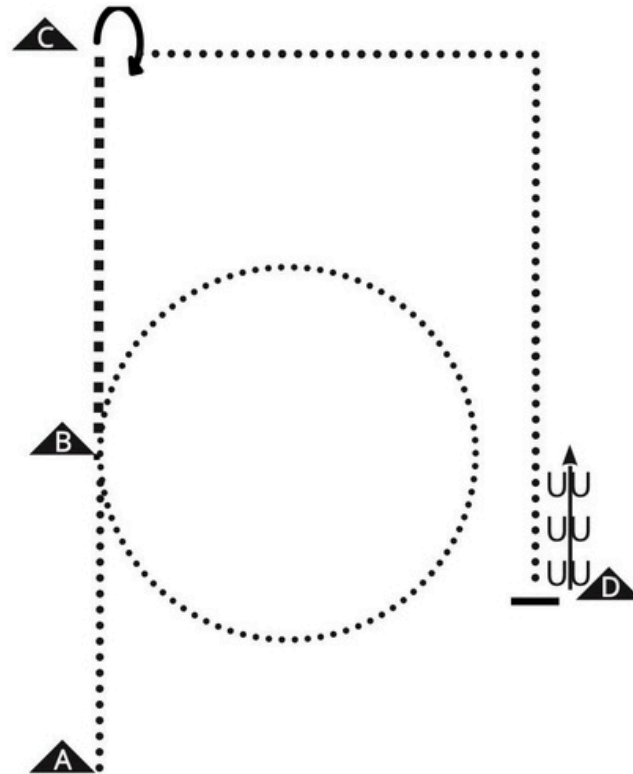
1. Start at A.
2. Walk to B.
3. Continue walking in a circle around B and to C.
4. Stop and back one horse length.
5. Perform a 270° turn to the right and walk away.

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

Class 137 Exceptional 2 Gait Equitation

Exceptional Equitation

Walk-Trot

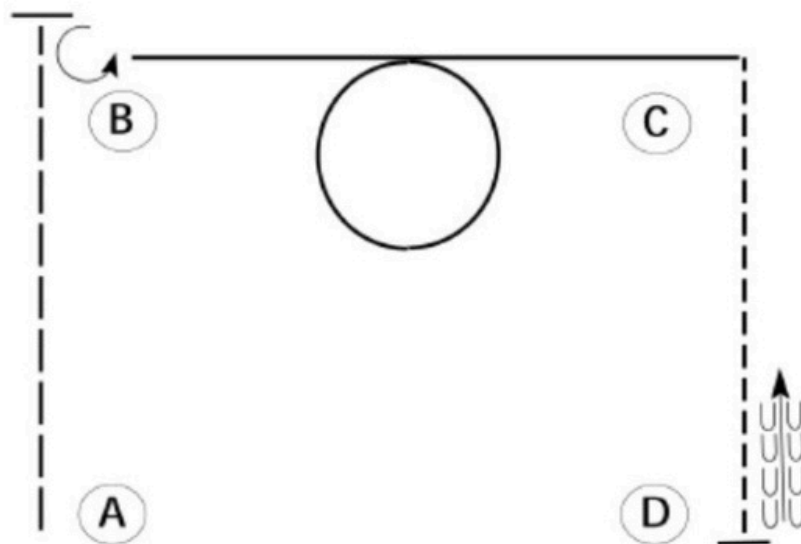


1. WALK FROM A TO B
2. PERFORM A CIRCLE AT B AT WALK
3. JOG FROM B TO C
4. STOP AT C
5. PERFORM A 90° TURN TO THE RIGHT
6. WALK CORNER AND CONTINUE TO WALK TO D
7. STOP
8. BACK UP APPROX. 1 HORSE LENGTH

.....	Walk
-----	Jog
- - - -	Extended Jog
————	Lope
=====	Extended Lope
///	Lead Change
←←←←←	Back
▲	Cone

Class 138 Exceptional 3 Gait Equitation

Exceptional Equitation WTL



Be ready at A.

1. Extended trot from A past B.
2. Stop past B and perform a 270 degree turn to the left.
3. Lope on the right lead halfway to C.
4. Perform a small, slow circle to the right.
5. Continue to lope past C.
6. Jog to D.
7. Stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

Class 156 Challenge Showmanship

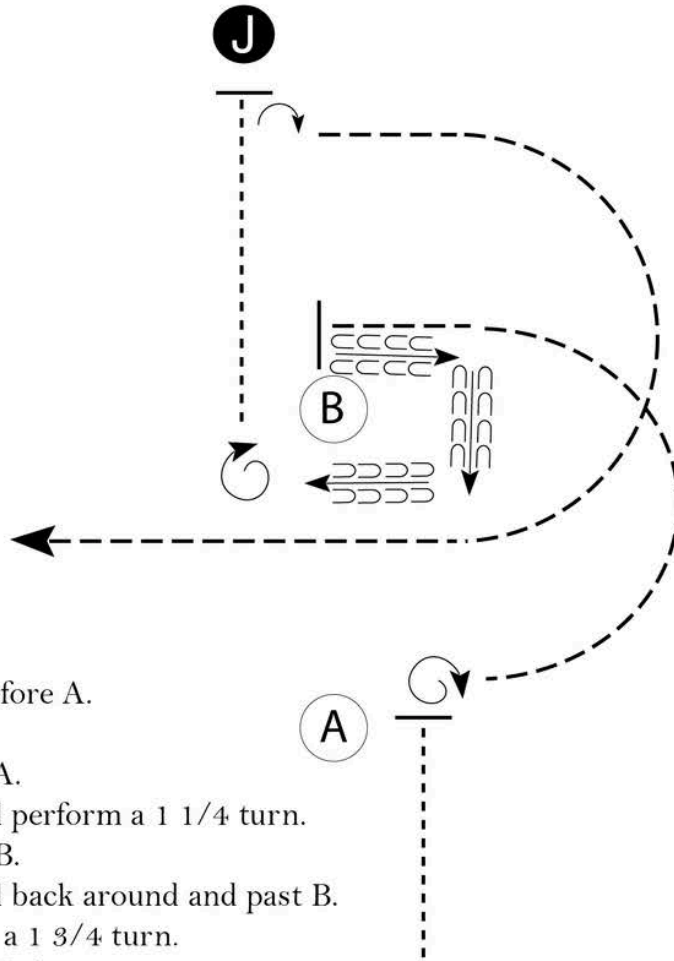
OHSA World 2026

Showmanship

Show Date: 05/01/2026-05/31/2026

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Be ready before A.

1. Walk to A.
2. Stop and perform a 1 1/4 turn.
3. Trot to B.
4. Stop and back around and past B.
5. Perform a 1 3/4 turn.
6. Walk to Judge.
7. Stop and set up for inspection.
8. When dismissed, perform a 1/4 turn.
9. Trot around B and to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- . - . - .
Back	←-----
Marker	ⓑ
Judge	ⓙ

[S/3-85]

Pattern Provided by:
OHSA

Class 157 Challenge Horsemanship/Equitation

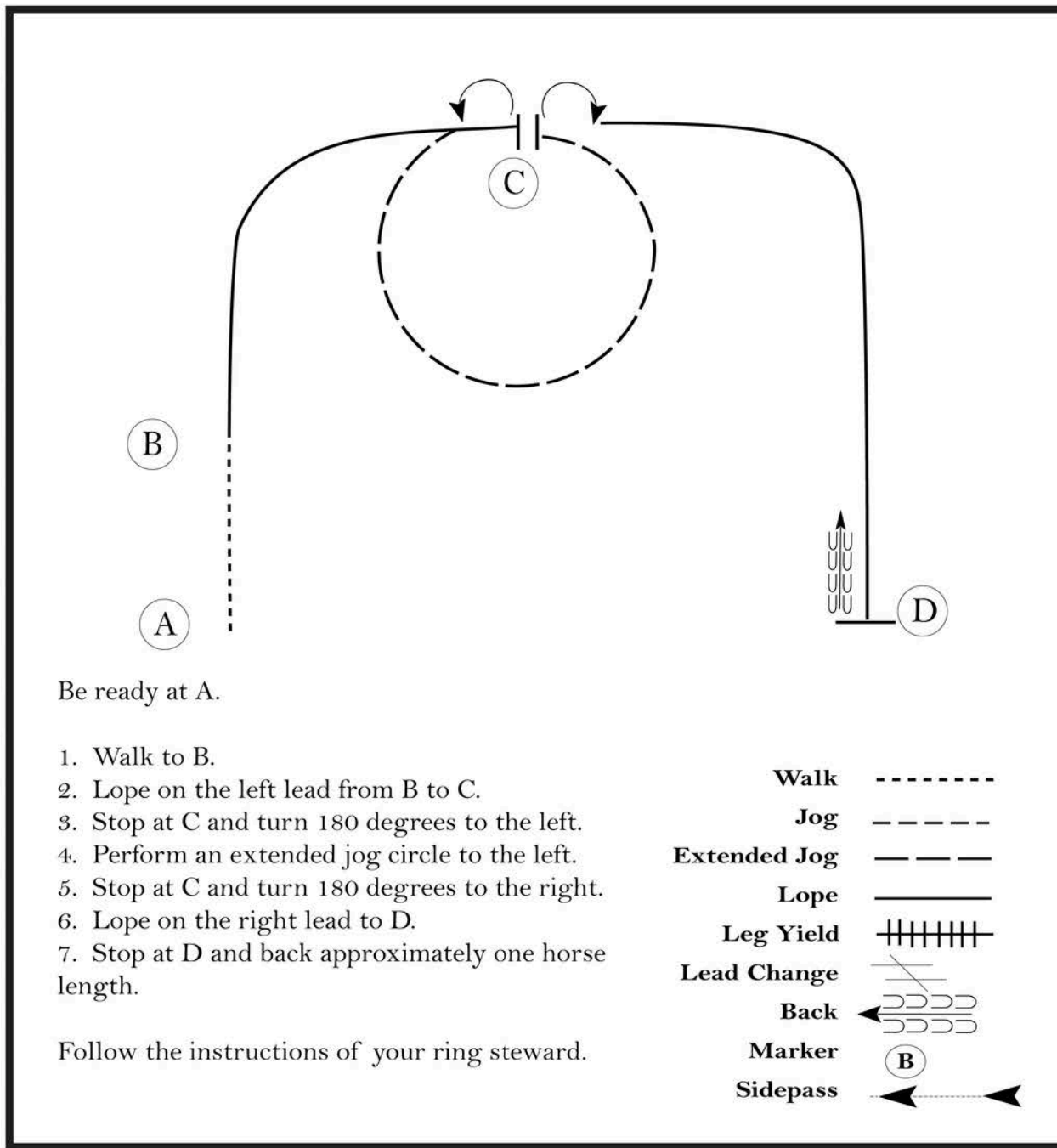
OHSA World 2026

Challenge Horsemanship/Equitation

Show Date: 05/01/2026-05/31/2026

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



Pattern Provided by:
OHSA

[WH/3-34]

Class 159 Challenge Trail

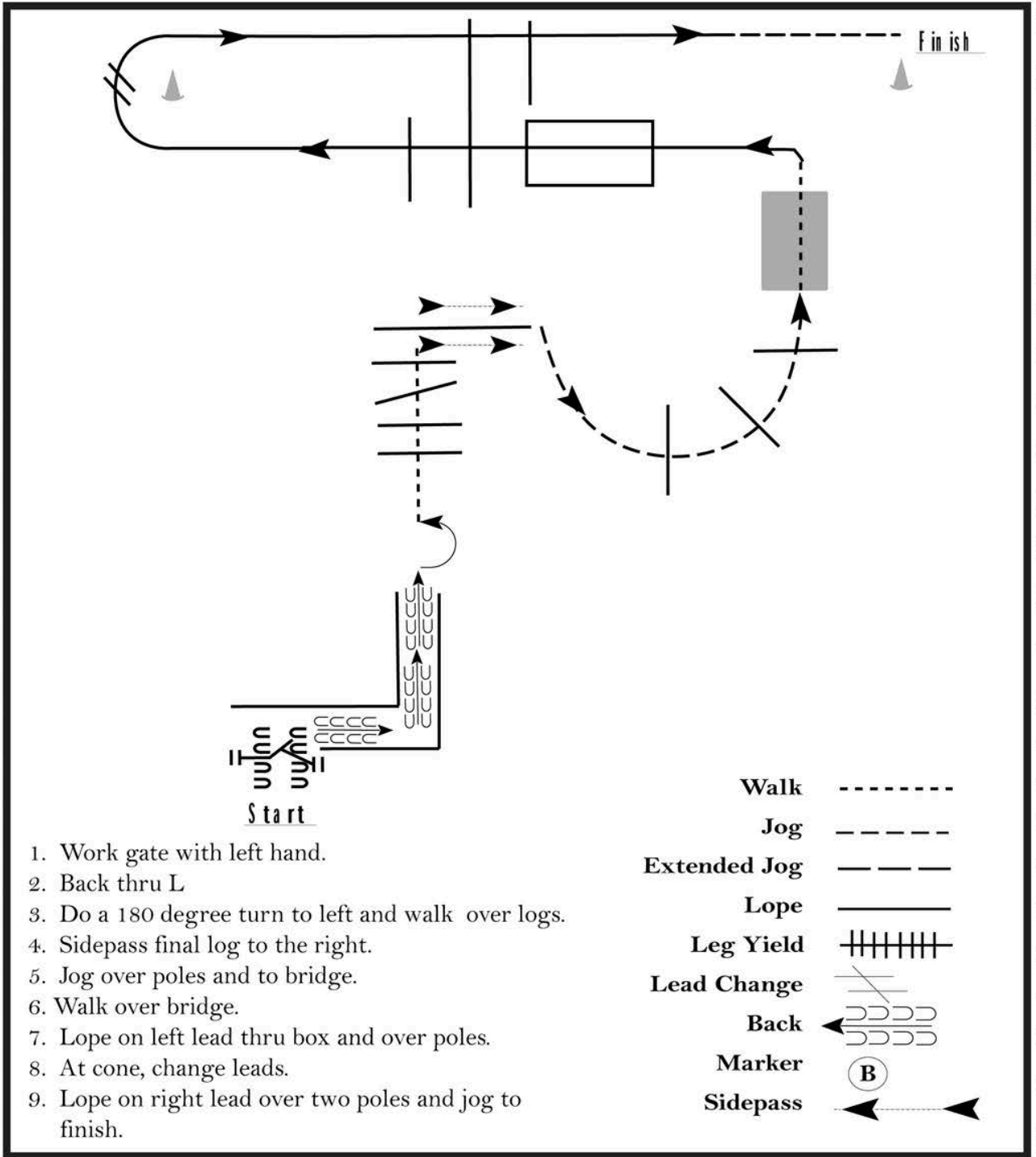
OHSA World 2026

Challenge Trail

Show Date: 05/01/2026-05/31/2026

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1. Work gate with left hand.
2. Back thru L
3. Do a 180 degree turn to left and walk over logs.
4. Sidepass final log to the right.
5. Jog over poles and to bridge.
6. Walk over bridge.
7. Lope on left lead thru box and over poles.
8. At cone, change leads.
9. Lope on right lead over two poles and jog to finish.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	///
Back	←←←
Marker	ⓑ
Sidepass	←←

[T/3-26]

Pattern Provided by:

OHSA