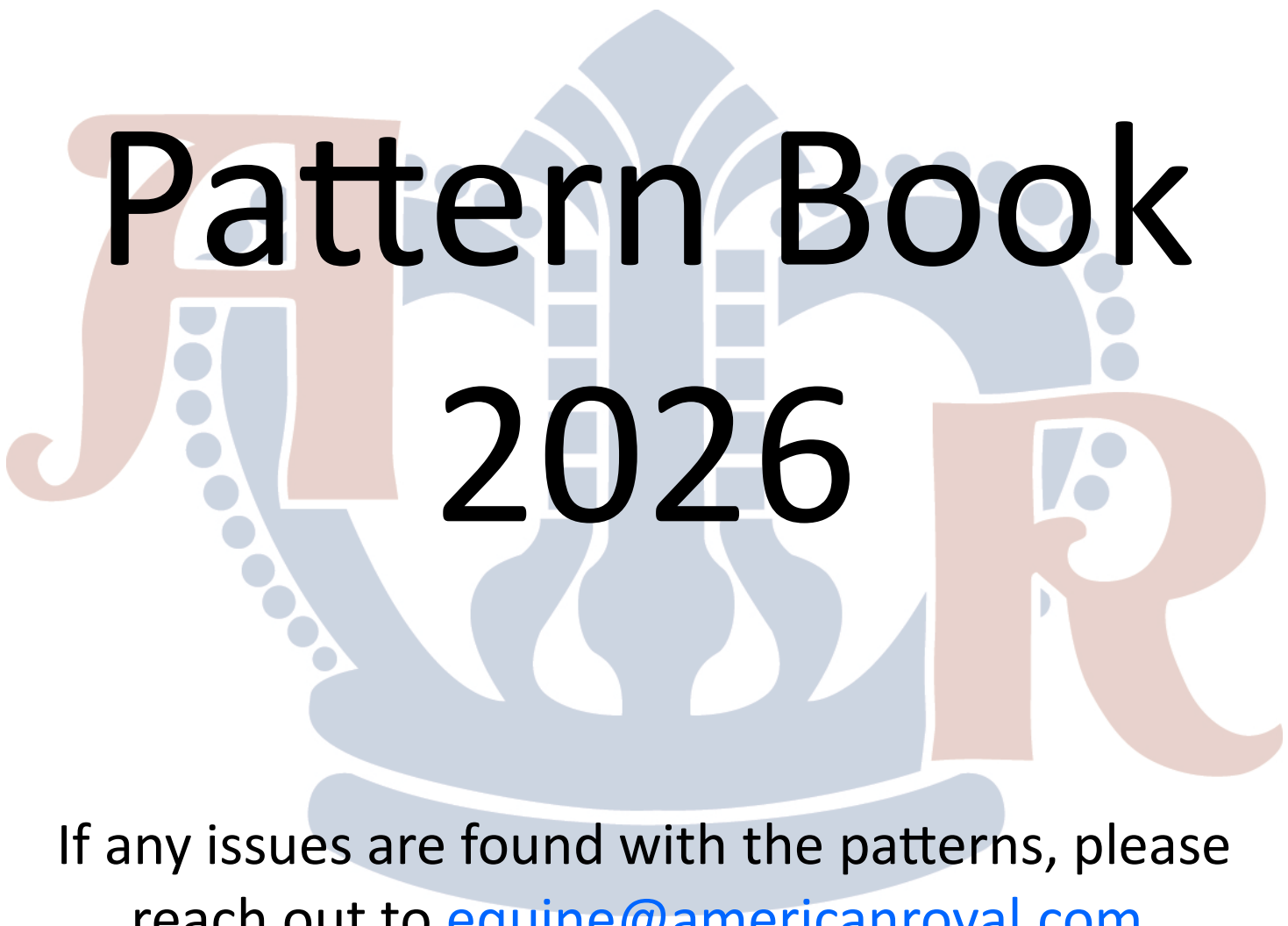




Pattern Book 2026

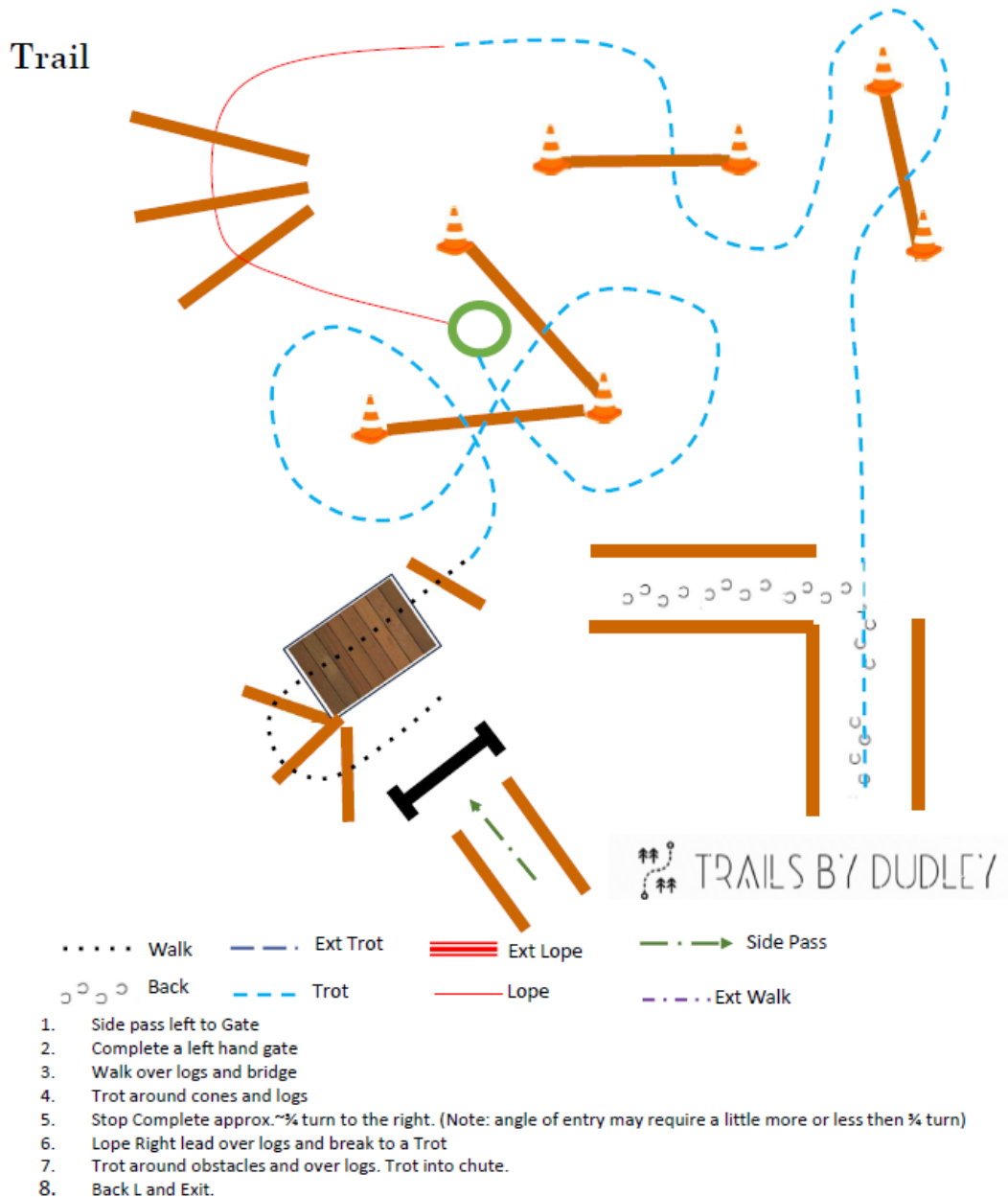
If any issues are found with the patterns, please reach out to equine@americanroyal.com.

All novice classes are Walk/Trot. Anything marked as a canter/lope, should be performed as a trot/ jog.
All walk whoa class should be preformed at a walk.

Trail

1. Trail 9-13
5. Trail Walk Whoa Walk Only
6. Trail (Novice) 9-13 W/T
7. Trail (Novice) 14-18 W/T
8. Trail (Novice) 19 & Over W/T
9. Trail (Novice) 40 & Over W/T

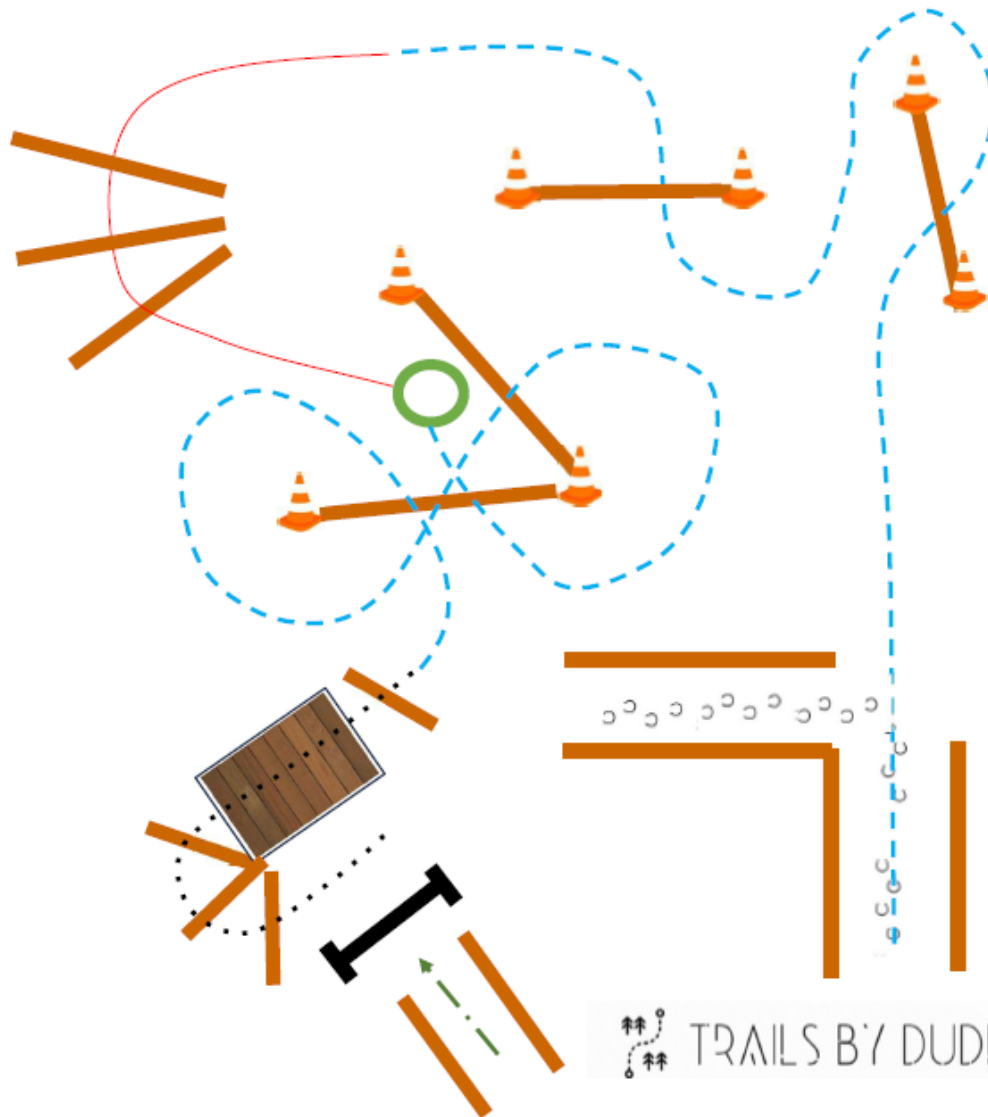
novice classes are Walk/Trot. Walk Whoa will walk through an open chute, gate, and L. Anything marked as a canter/lope, should be performed as a trot/jog.



Trail

- 2. Trail 14-18
- 3. Trail 19 & Over
- 4. Trail 40 & Over

Trail



- | | | | |
|------------|--------------|---------------|----------------|
| Walk | --- Ext Trot | ==== Ext Lope | --- Side Pass |
| o o o Back | - - - Trot | — Lope | - - - Ext Walk |

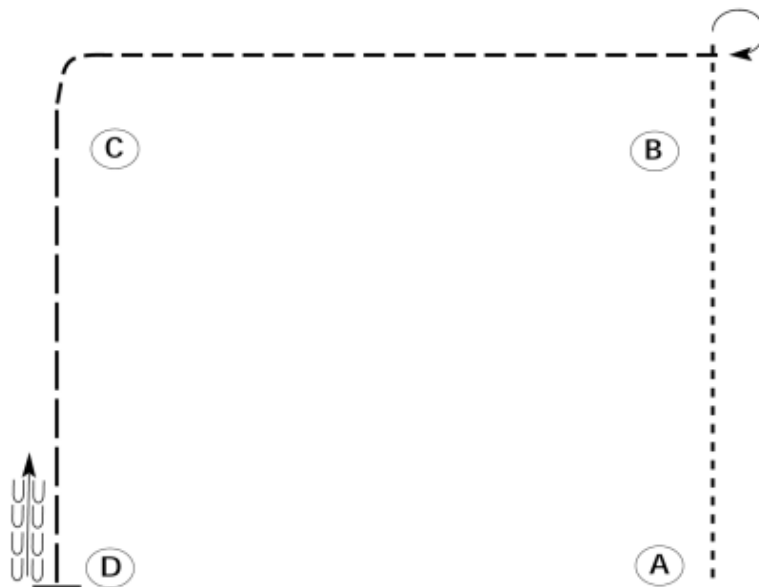
1. Side pass left to Gate
2. Complete a left hand gate
3. Walk over logs and bridge
4. Trot around cones and logs
5. Stop Complete approx. 1/4 turn to the right. (Note: angle of entry may require a little more or less than 1/4 turn)
6. Lope Right lead over logs and break to a Trot
7. Trot around obstacles and over logs. Trot into chute.
8. Back L and Exit.

Horsemanship

10. Warm Up – Western W/T 18 & Under

11. Warm Up – Western W/T 19 & Over

16. Western Horsemanship Walk Whoa Walk Only



Be ready at A.

1. Walk from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Extend the jog from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

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

Horsemanship

12. Western Horsemanship 9-13

17. Western Horsemanship (Nov) 9-13 W/T

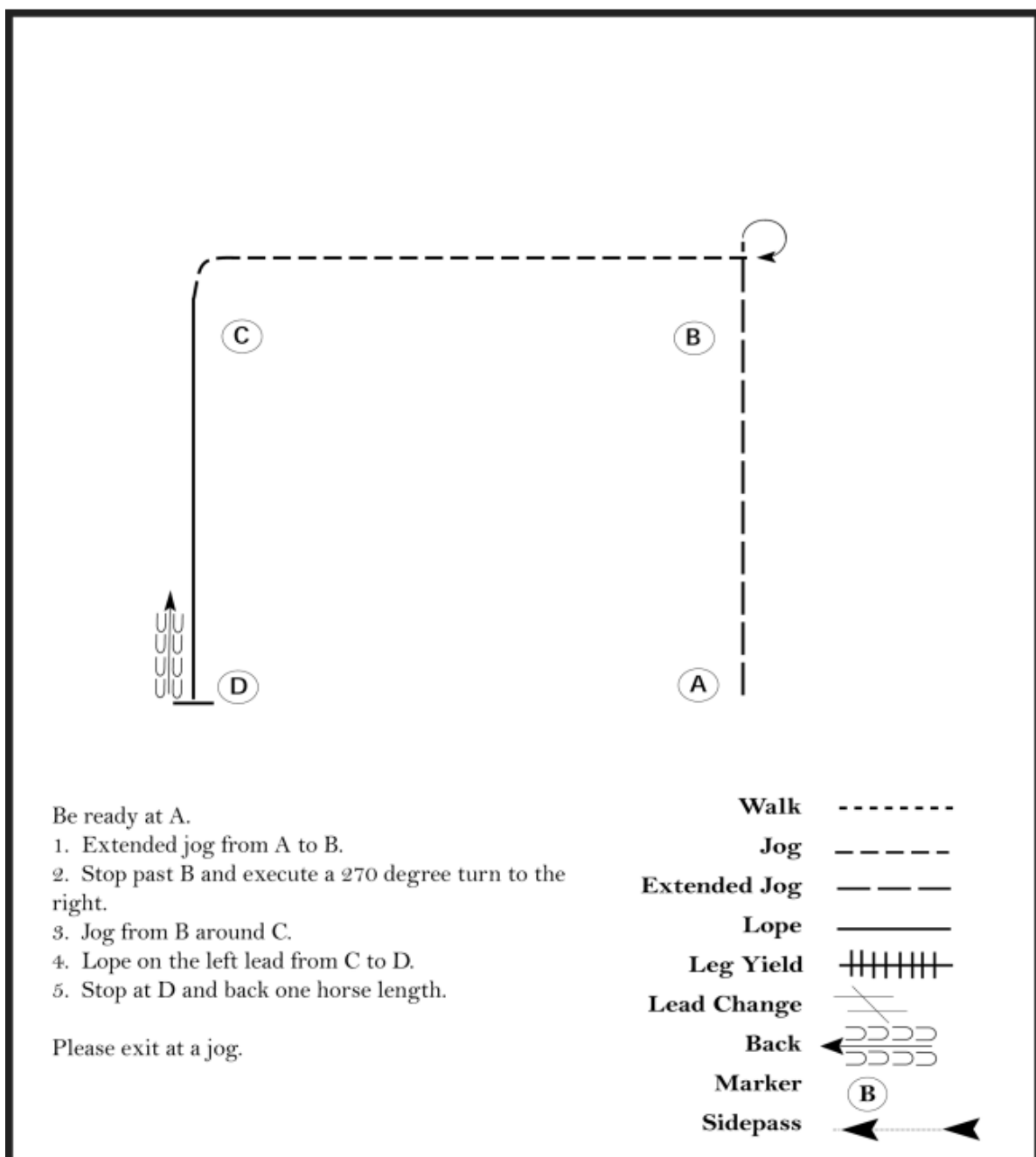
18. Western Horsemanship (Nov) 14-18 W/T

19. Western Horsemanship (Nov) 19 & Over W/T

20. Western Horsemanship (Nov) 40 & Over W/T

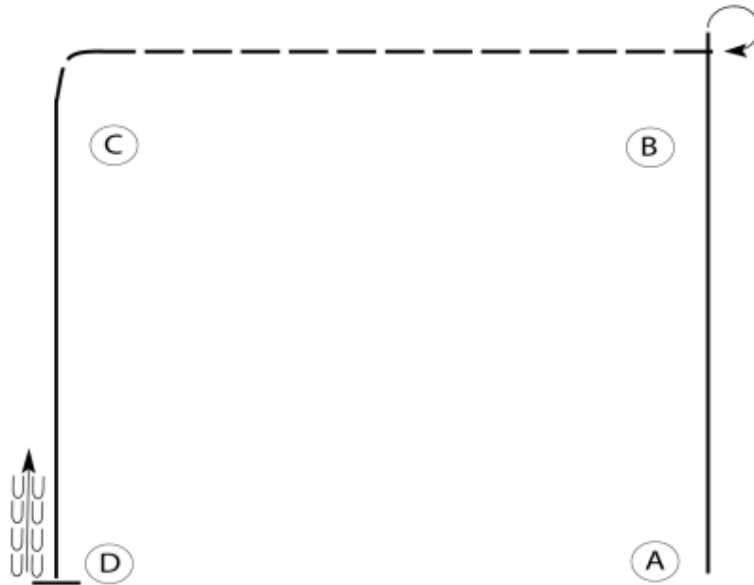
novice classes are Walk/Trot.

Anything marked as a canter/lope, should be performed as a trot/jog.



Horsemanship

13. Western Horsemanship 14-18
 14. Western Horsemanship 19 & Over
 15. Western Horsemanship 40 & Over



Be ready at A.

1. Lope on the right lead from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Extended jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	← 2222
Marker	(B)
Sidepass	←-----→

Showmanship

65. Showmanship 9-13

69. Showmanship Walk Whoa Walk Only

70. Showmanship (Nov) 9-13 W/T

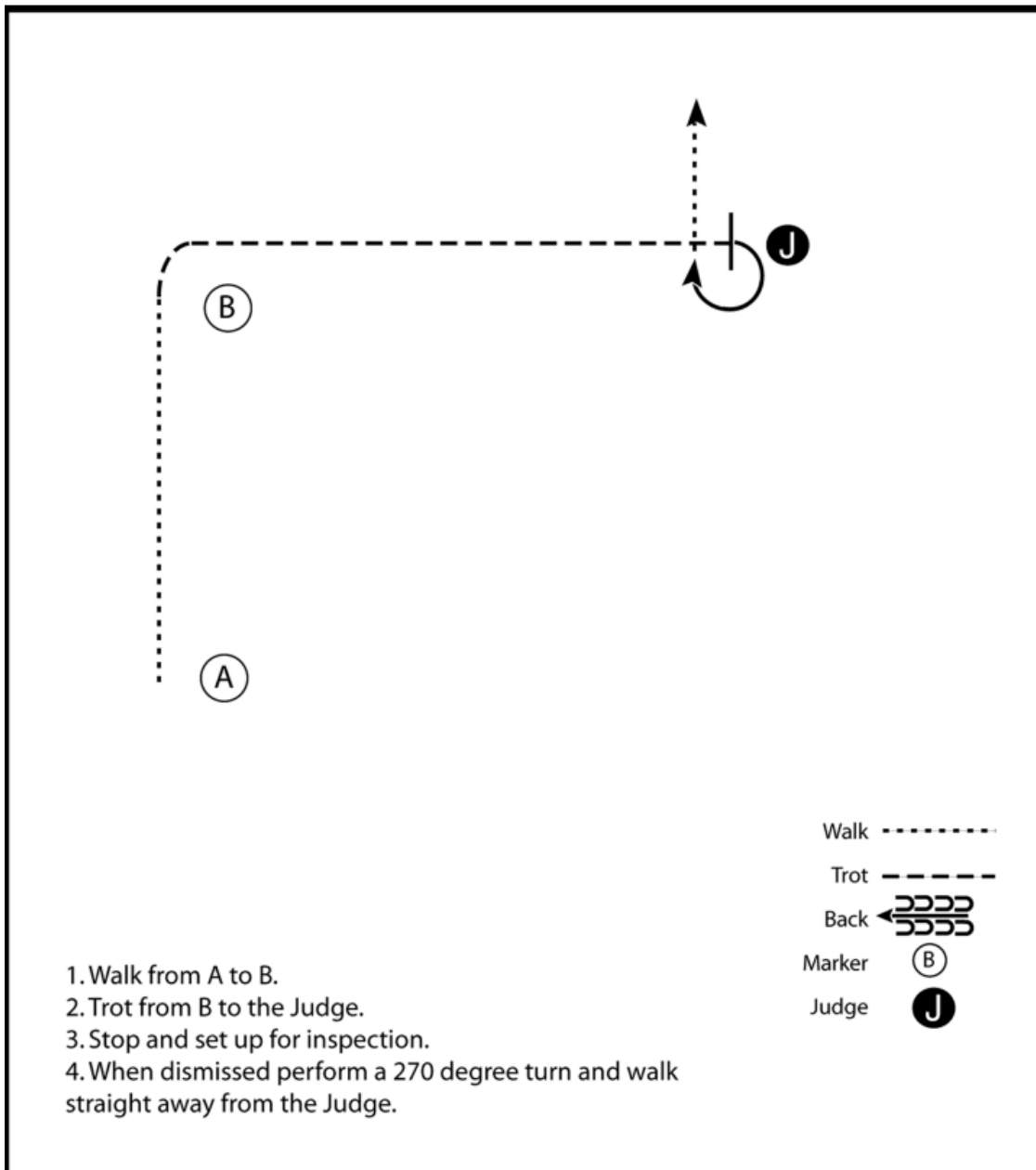
71. Showmanship (Nov) 14-18 W/T

72. Showmanship (Nov) 19 & Over Walk Only

73. Showmanship (Nov) 40 & Over Walk Only

novice classes are Walk/Trot.

Anything marked as a canter/lope, should be performed as a trot/jog.

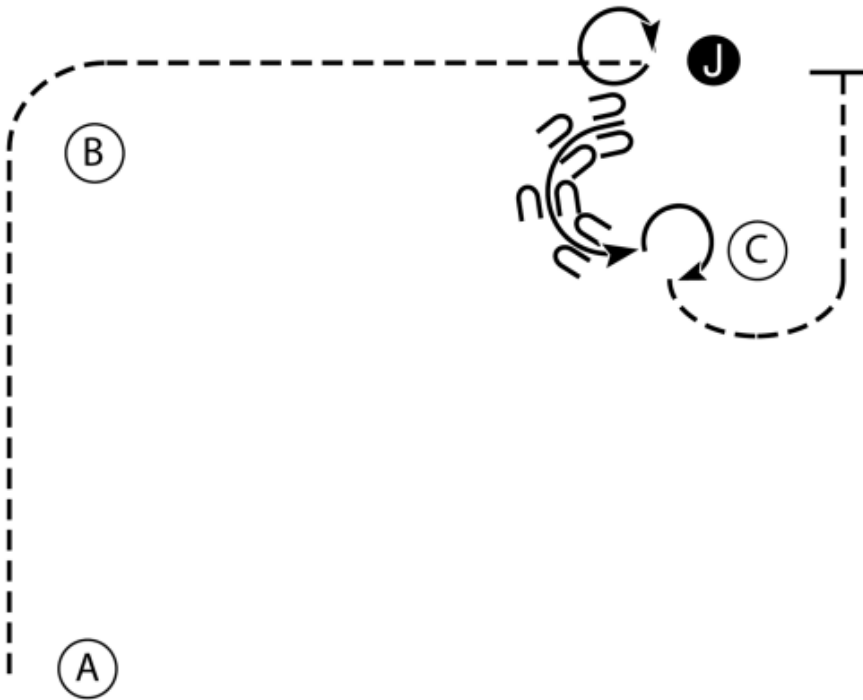


Showmanship

66. Showmanship 14-18

67. Showmanship 19 & Over

68. Showmanship 40 & Over



1. Trot from A to the Judge.
2. Stop and perform a 360 degree turn.
3. Set up for inspection.
4. When dismissed back a half circle to C.
5. Perform a 270 degree turn and trot until even with the Judge.
6. Stop and wait for instructions from the ring steward.

Walk

Trot

Back

Marker (B)

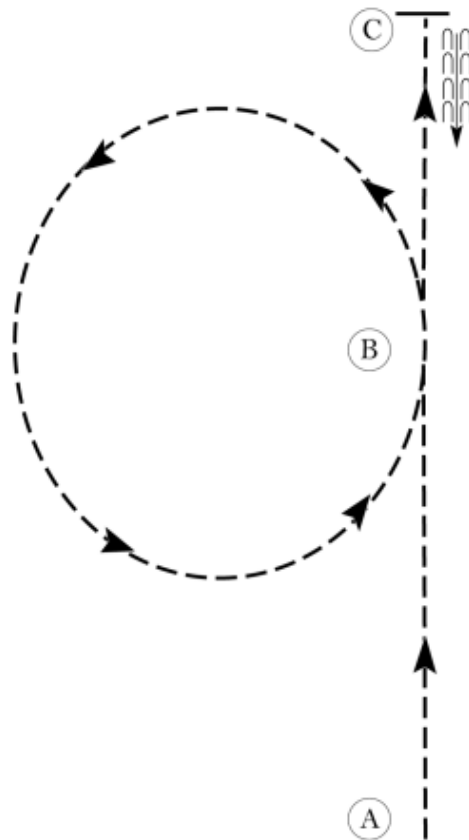
Judge **J**

Hunt Seat Equitation

74. Warm Up – English W/T 18 & Under

75. Warm Up – English W/T 19 & Over

80. Hunt Seat Equitation Walk Whoa Walk Only



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. Sitting trot to C.
4. Stop at C and back approximately one horse length.

Exit at a sitting trot.

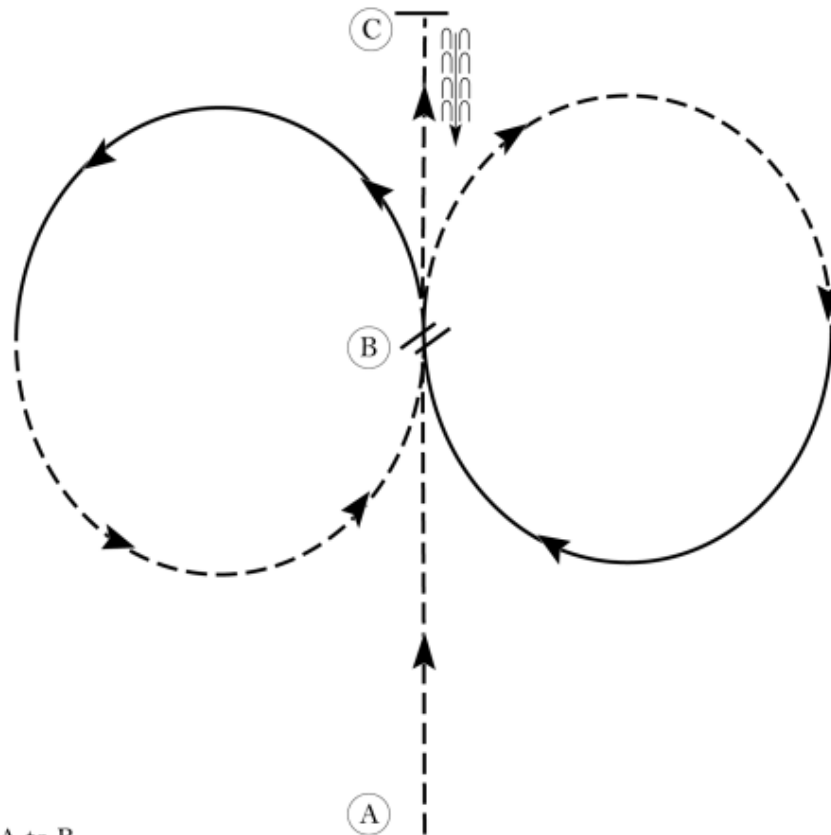
Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	— — — —
Leg Yield	
Lead Change	↖ ↗
Back	← ← ← ←
Marker	(B)
Sidepass	← — — — →
Hand Gallop	— — — —

Hunt Seat Equitation

77. Hunt Seat Equitation 14-18

78. Hunt Seat Equitation 19 & Over

79. Hunt Seat Equitation 40 & Over



1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B.
4. Change leads at B and canter on the left lead in a half circle.
5. Posting trot on the right diagonal back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

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

Hunt Seat Equitation

76. Hunt Seat Equitation 9-13

81. Hunt Seat Equitation (Nov) 9-13 W/T

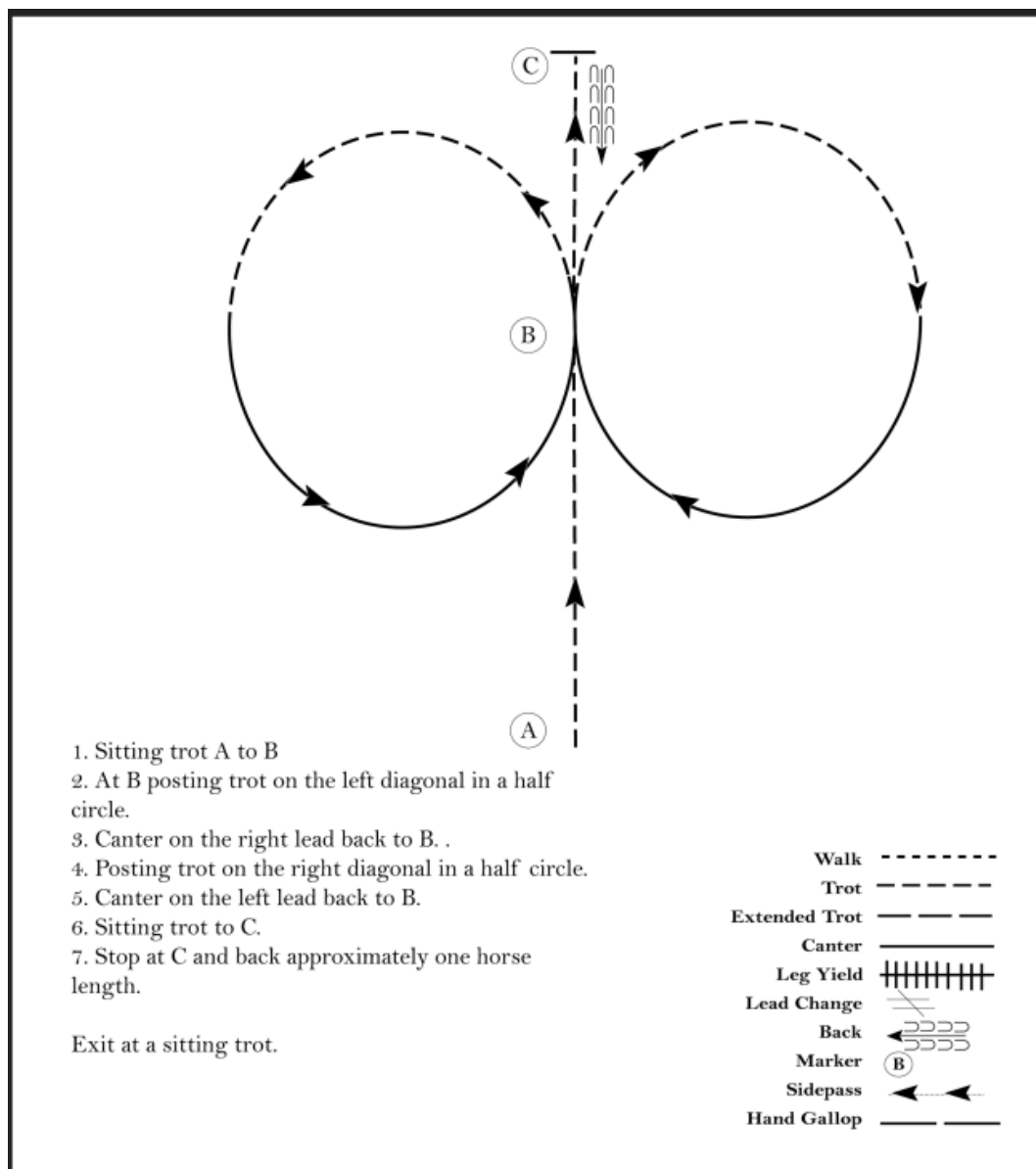
82. Hunt Seat Equitation (Nov) 14-18 W/T

83. Hunt Seat Equitation (N) 19 & Over W/T

84. Hunt Seat Equitation (N) 40 & Over W/T

novice classes are Walk/Trot.

Anything marked as a canter/lope, should be performed as a trot/jog.



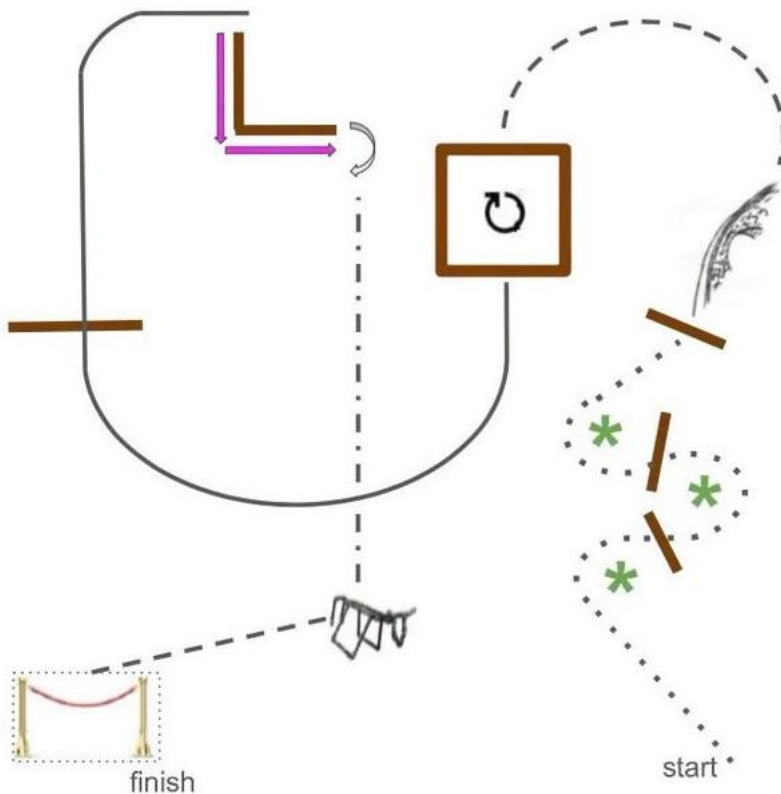
Ranch Trail

44. Ranch Trail 9-13

45. Ranch Trail 14-18

46. Ranch Trail 19 & Over

47. Ranch Trail 40 & Over



1. Walk through obstacles and over bridge.
2. Trot into box.
3. 360* turn either way.
4. Right lead lope out of box, over pole to sidepass.
5. Sidepass L right.
6. 180* Turn right. Extended trot to dummy.
7. Attempt to rope.
8. Trot to gate. Work gate left hand push.

- Walk
- Trot
- . - . Extended trot
- Lope
- > Sidepass

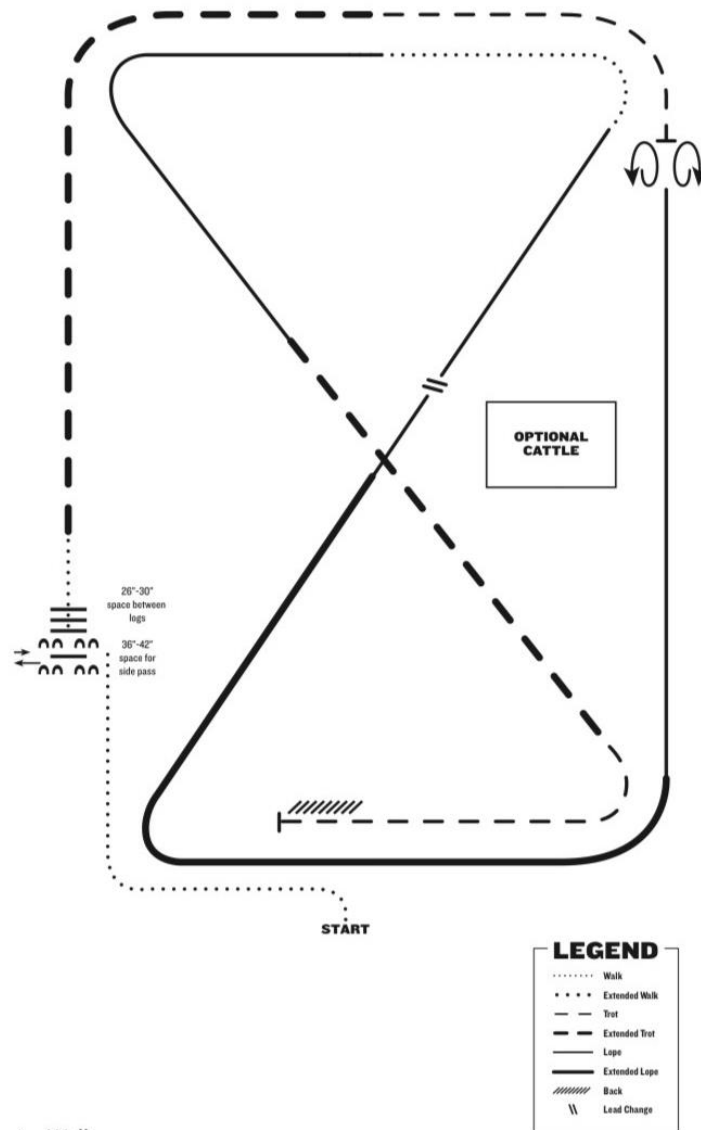
Ranch Riding

49. Ranch Riding 9-13

50. Ranch Riding 14-18

51. Ranch Riding 19 & Over

52. Ranch Riding 40 & Over



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

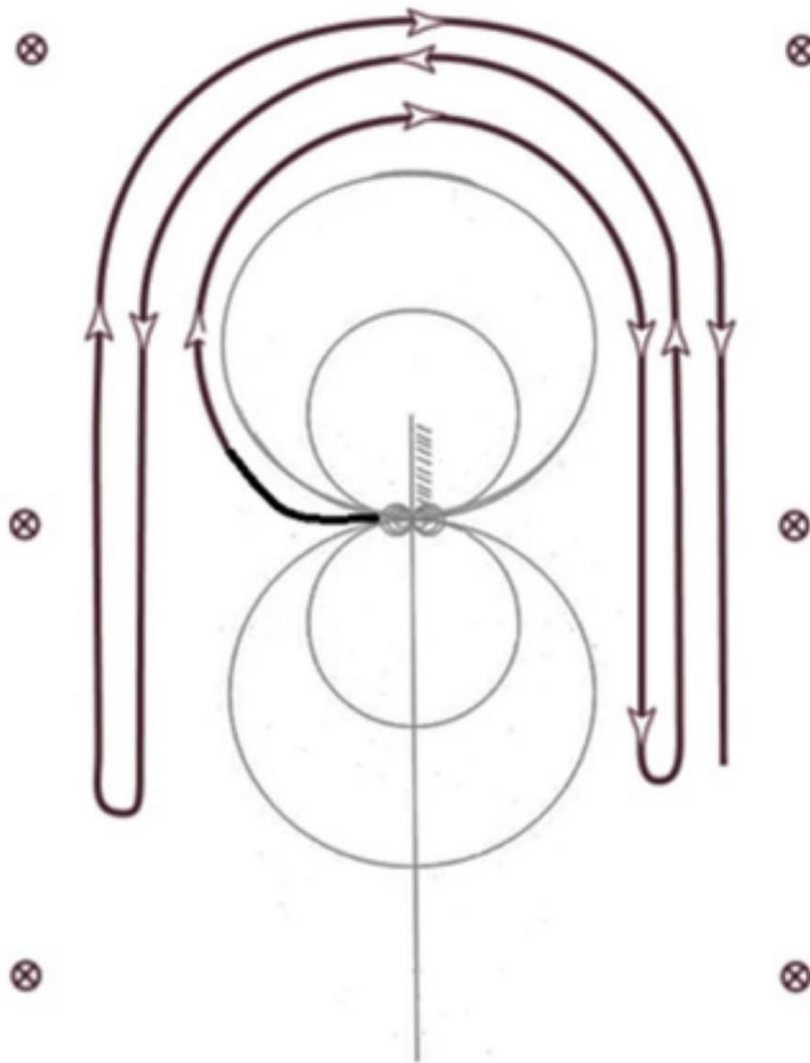
Ranch Reining

53. Ranch Reining 9-13

54. Ranch Reining 14-18

55. Ranch Reining 19 & Over

56. Ranch Reining 40 & Over



RANCH REINING PATTERN # 6

1. Run in past middle marker. Stop.
2. Back 8-10 feet to center of arena.
3. Perform three (3) spins to the right.
4. Perform $3\frac{1}{4}$ spins to the left.
5. Beginning on the right lead, lope circles, first large fast, second small slow; change leads to the left.
6. First circle small slow; second circle large fast; change leads.
7. Run down and stop. Roll back to the left.
8. Run down and stop. Roll back to the right.
9. Run down and stop. Hesitate to show completion.