



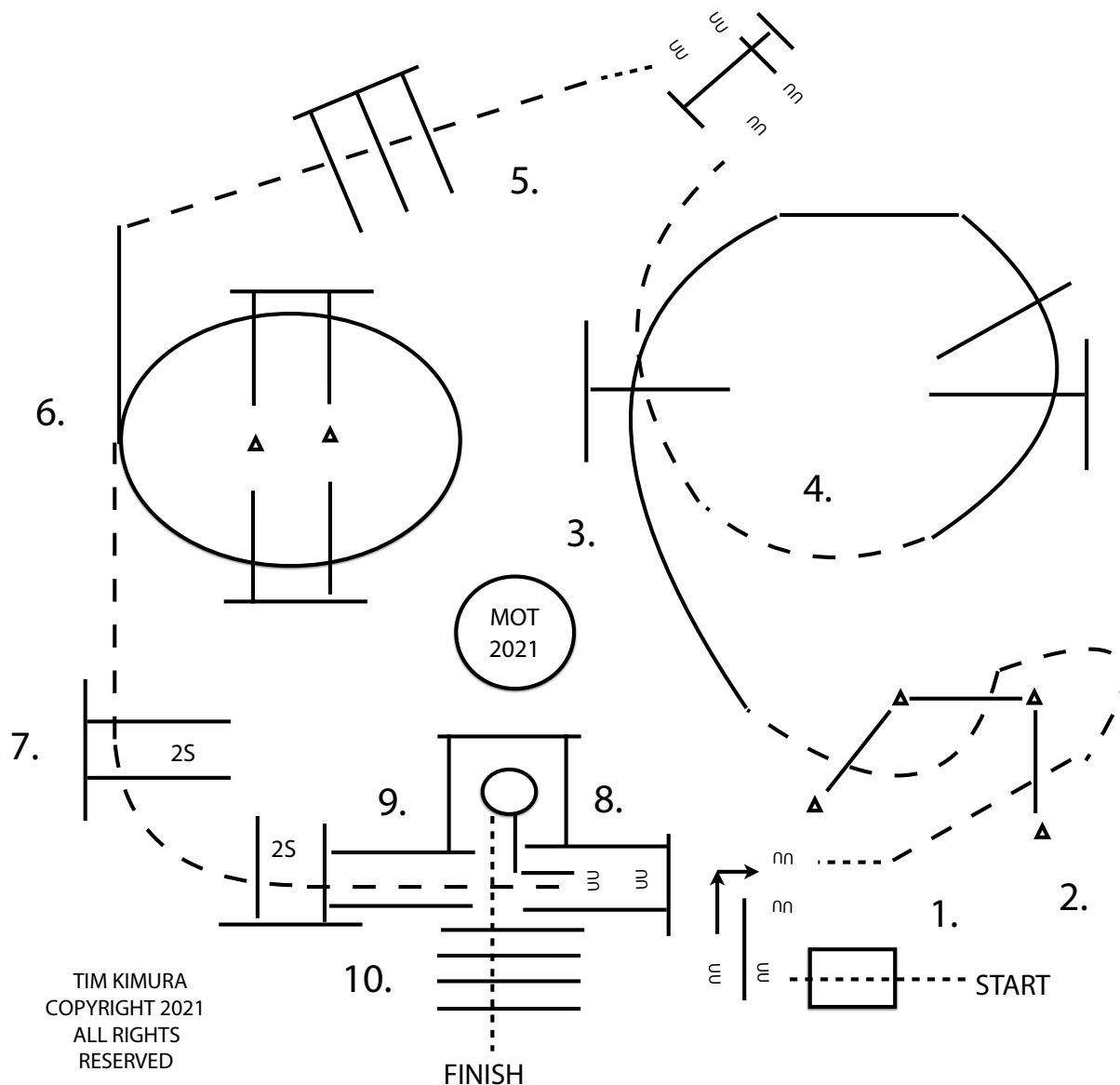
Patternbook

SQHA

Patternbook designed by



socialhorse

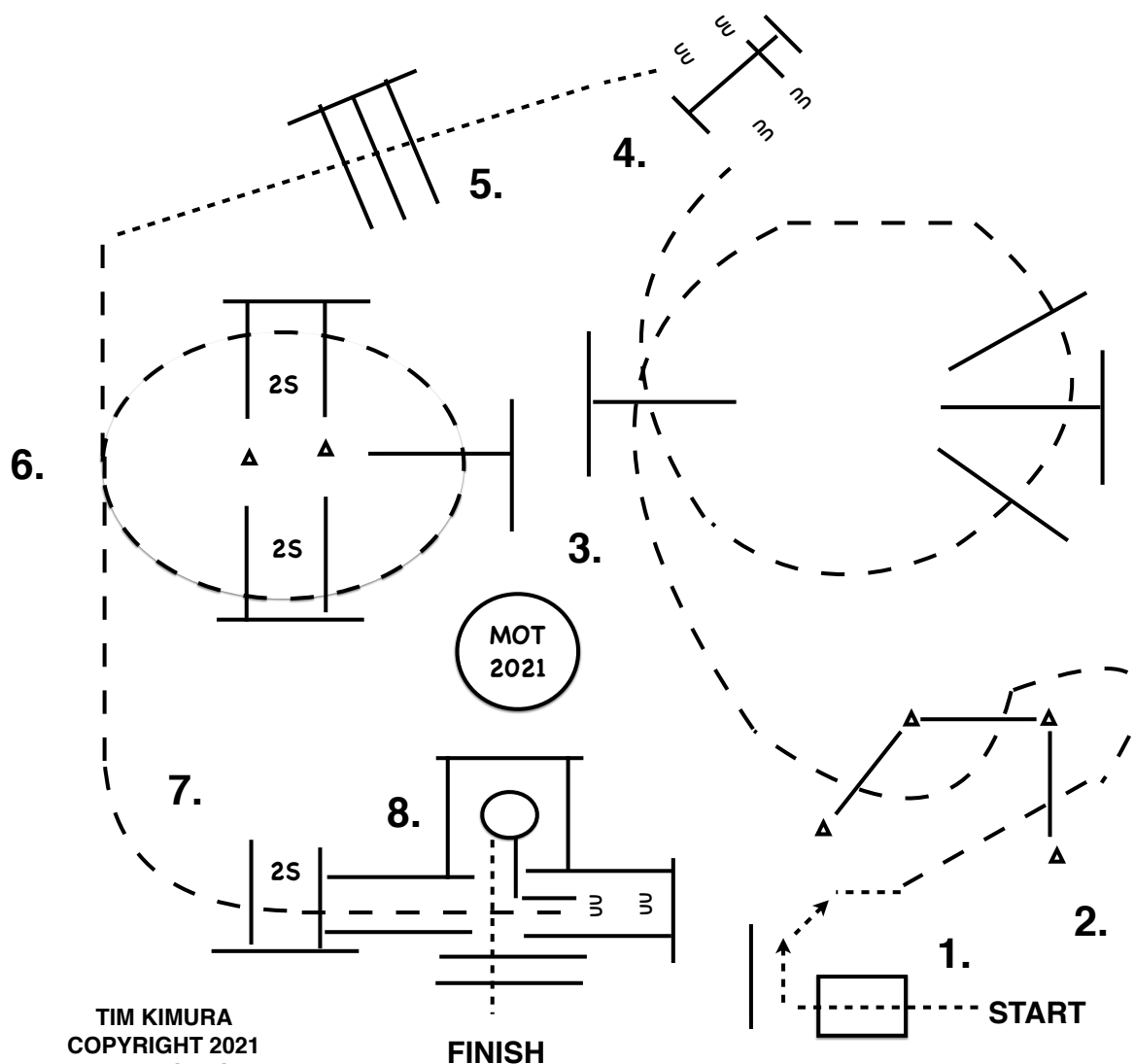


1. WALK OVER BRIDGE, WALK HALF WAY ONTO POLE, SIDE PASS RIGHT.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES, JOG AROUND CONES.
3. LOPE OVER POLES (RIGHT LEAD).
4. JOG OVER POLE, JOG UP TO GATE, WORK GATE LEFT HAND.
5. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. JOG OVER POLES, JOG INTO CHUTE.
8. BACK AROUND CORNER, BACK INTO BOX.
9. EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX.
10. WALK OVER POLES.

Pattern sponsored by



SQHA Futurity 2020
Trail in Hand 2&3 year old



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FINISH

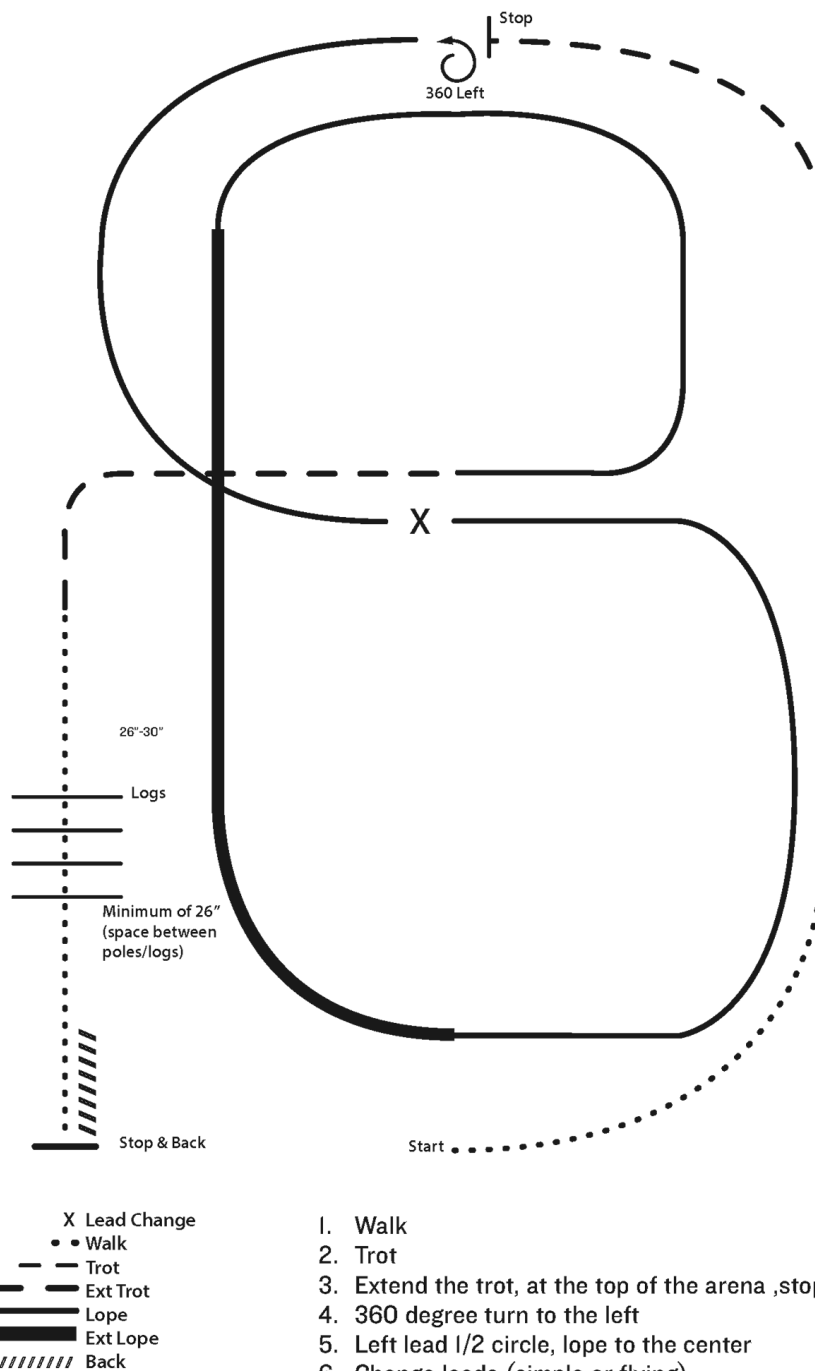
1. WALK OVER BRIDGE, TURN RIGHT AS YOU WALK OFF BRIDGE.
2. JOG OVER POLES, JOG AROUND CONES.
3. JOG OVER POLES, JOG UP TO GATE.
4. WORK GATE WITH YOUR LEFT HAND.
5. WALK OVER POLES.
6. JOG OVER POLES.
7. JOG OVER POLES, JOG INTO CHUTE, STOP AND BACK INTO BOX.
8. EXECUTE A 360 TURN RIGHT, WALK OUT BOX, WALK OVER POLES.

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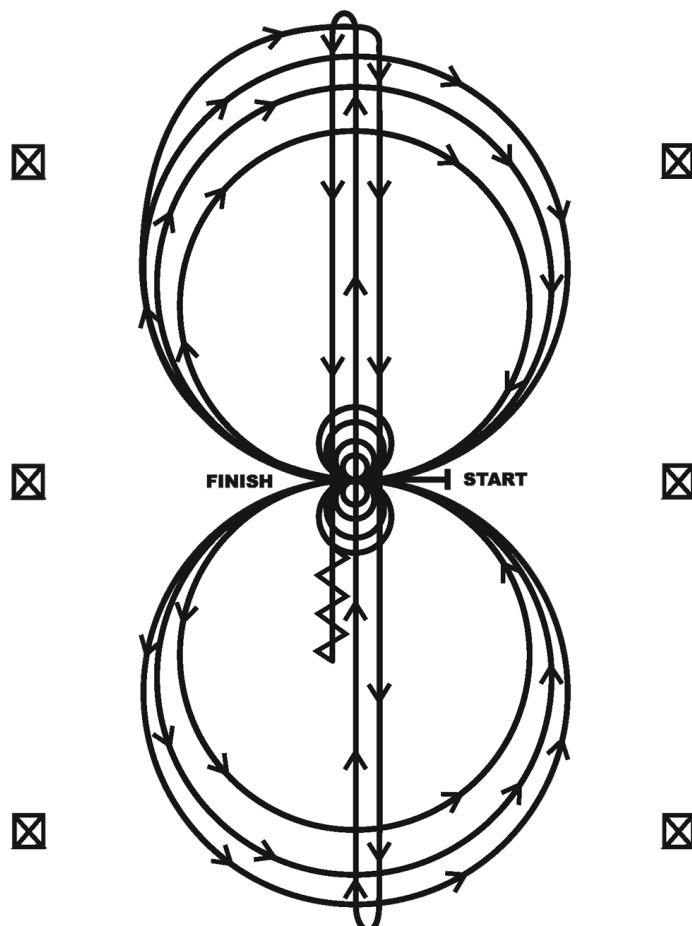


Pattern provided by: Tim Kimura

SQHA Futurity 2020
Ranch Riding



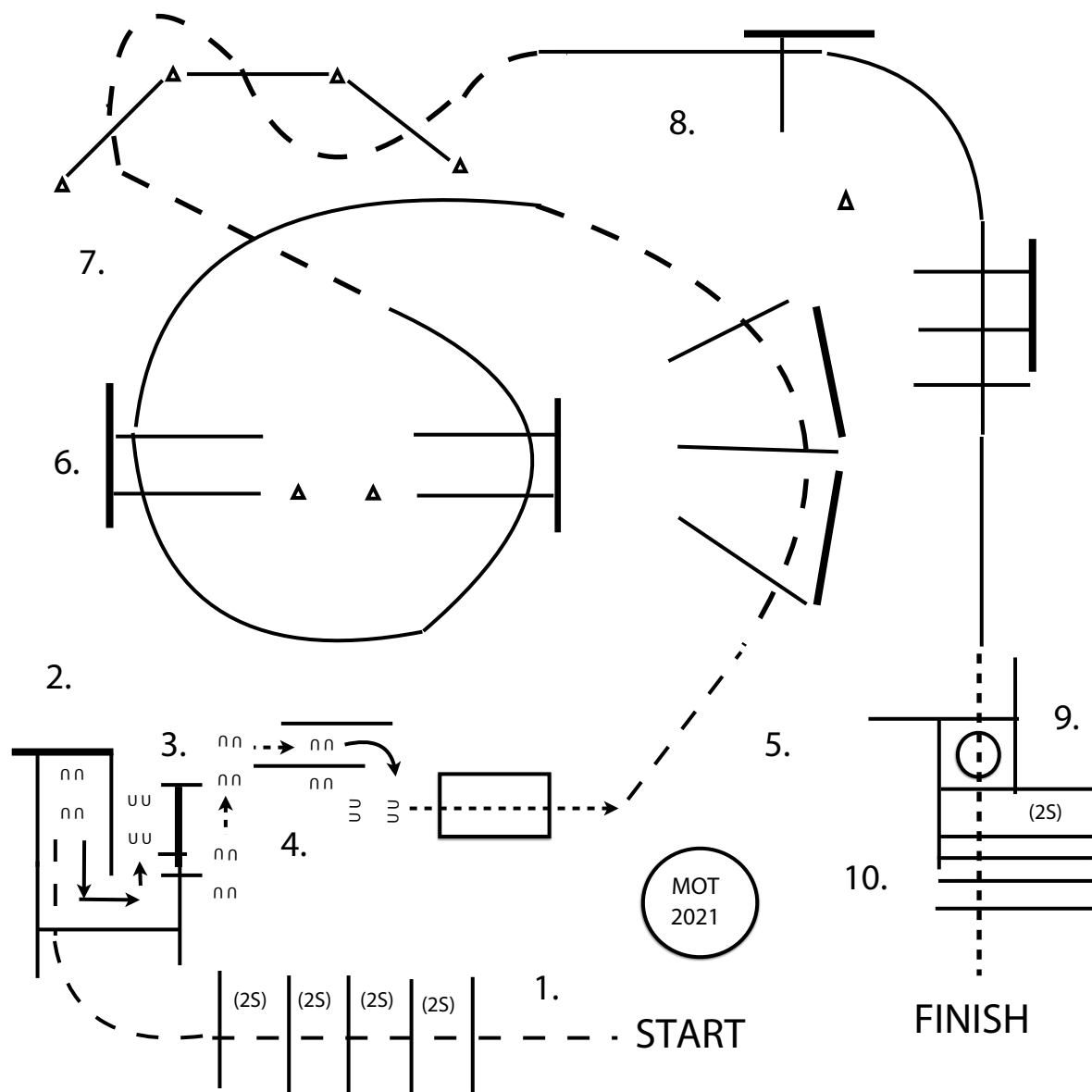
1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back



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 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.
2. 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.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

SQHA Futurity 2021
Trail 4-6 year old



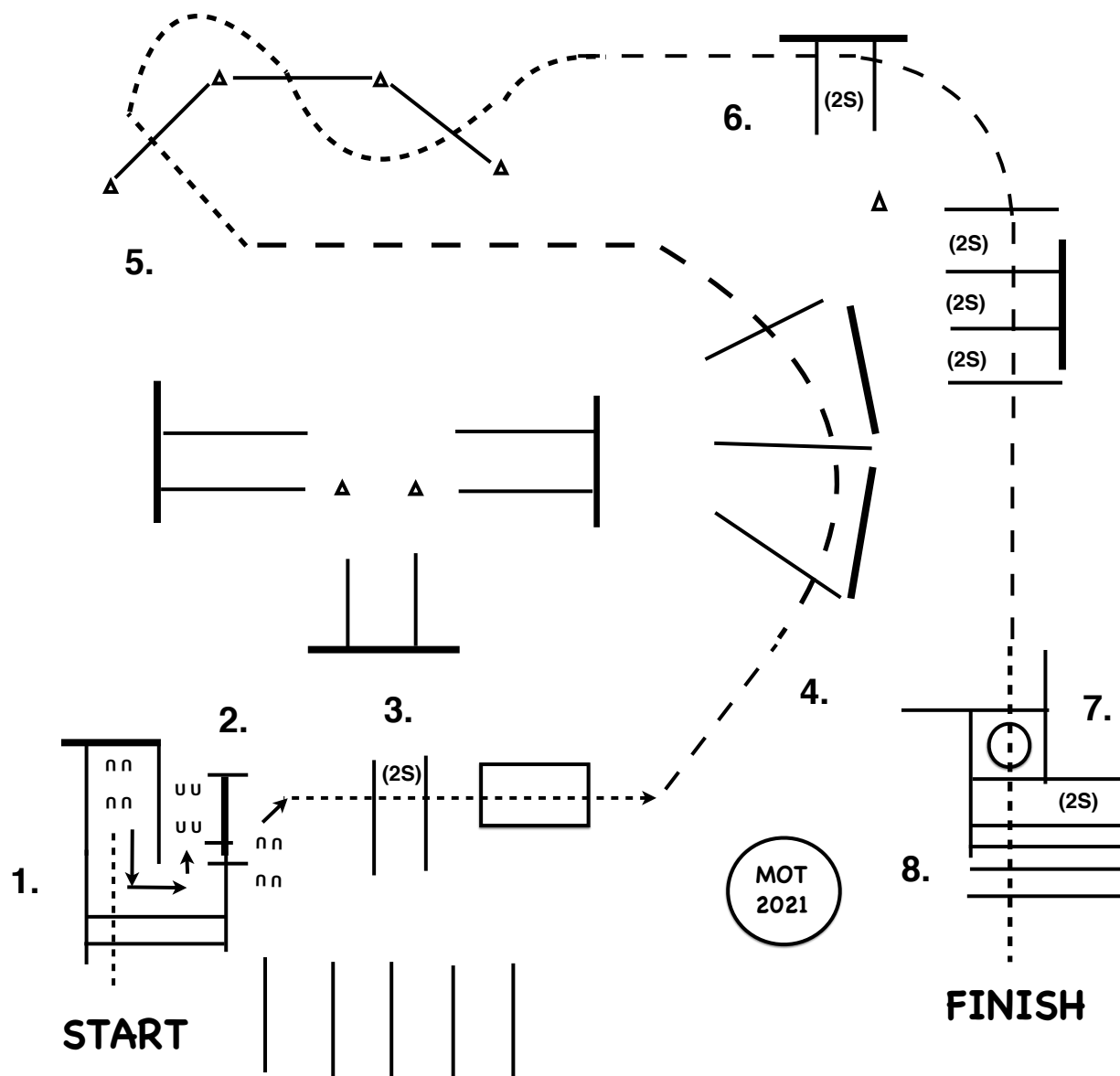
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- | | |
|---|--|
| 1. JOG OVER POLES, JOG INTO CHUTE. | 7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES. |
| 2. BACK A U-TURN BETWEEN POLES. | 8. LOPE OVER POLES (RIGHT LEAD). |
| 3. WORK GATE LEFT HAND. | 9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, THEN WALK OUT BOX. |
| 4. WALK UP TO POLE, SIDE PASS RIGHT AND WALK OVER BRIDGE. | 10. WALK OVER POLES. |
| 5. JOG OVER POLES. | |
| 6. LOPE OVER POLES (LEFT LEAD). | |

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SQHA Futurity 2021

Trail in Hand 2&3 year old



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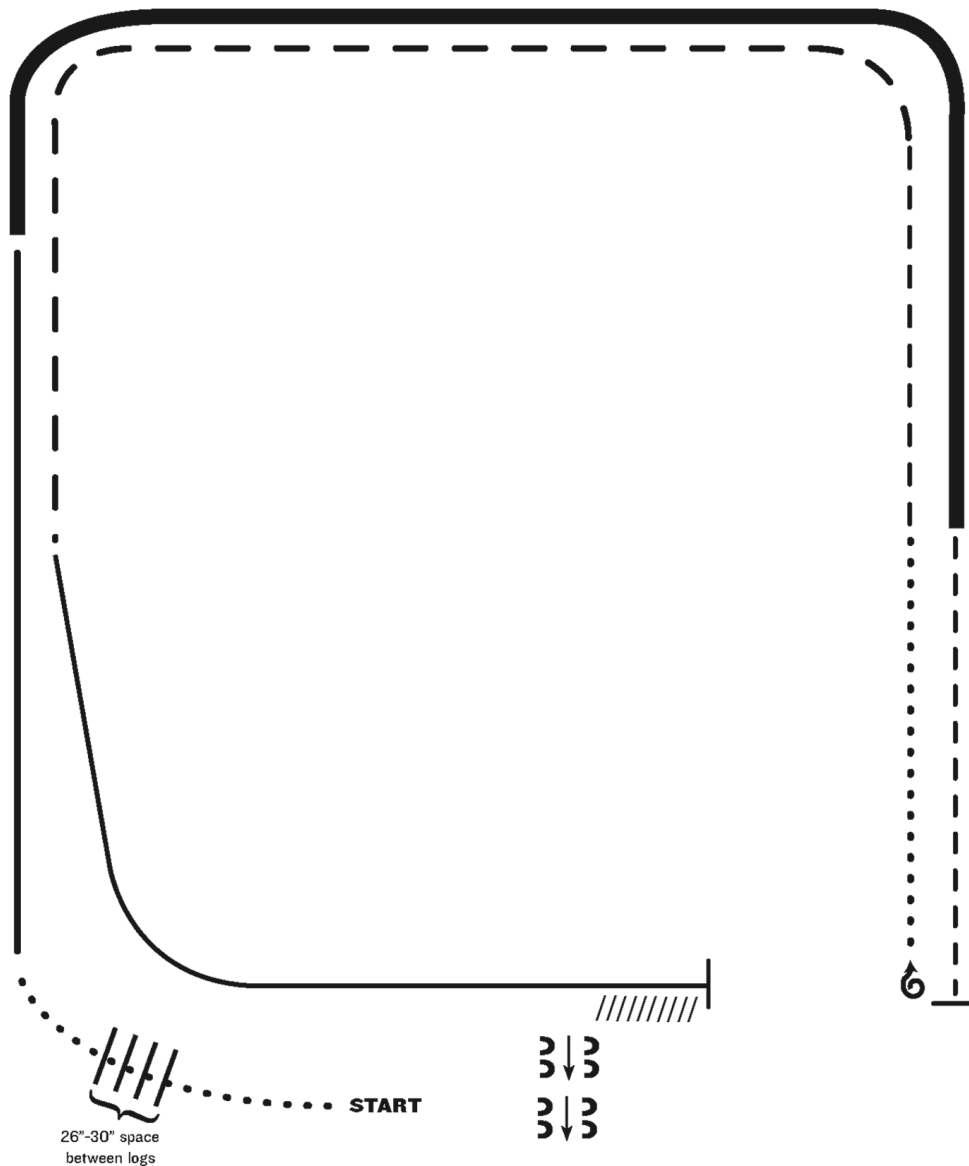
1. WALK OVER POLES, WALK INTO CHUTE. BACK A U-TURN BETWEEN POLES.
2. WORK GATE LEFT HAND.
3. WALK OVER POLES AND WALK OVER BRIDGE.
4. JOG OVER POLES.
5. BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT, THEN WALK OUT BOX.
8. WALK OVER POLES.

Pattern sponsored by



Pattern provided by: Tim Kimura

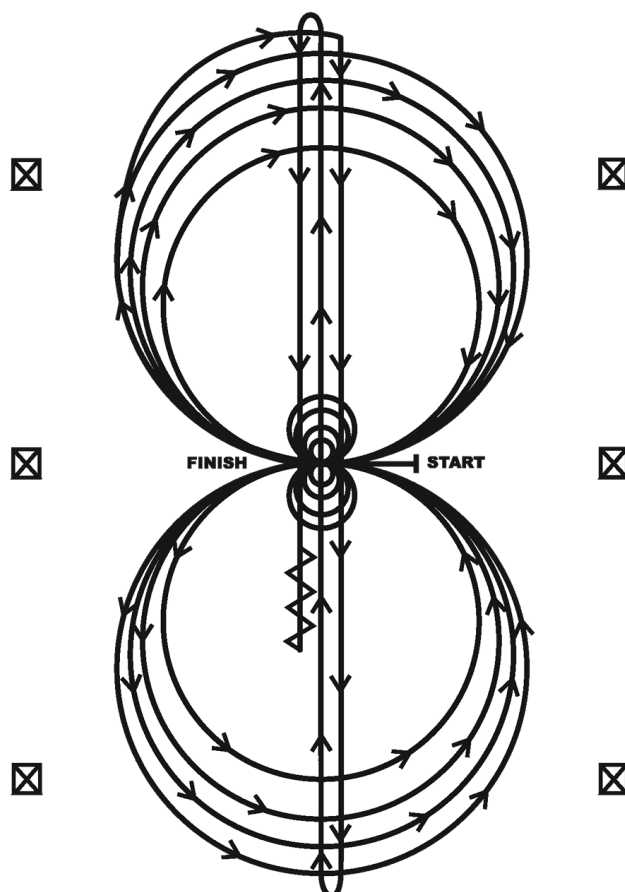
SQHA Futurity 2021
Ranch Riding



1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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.

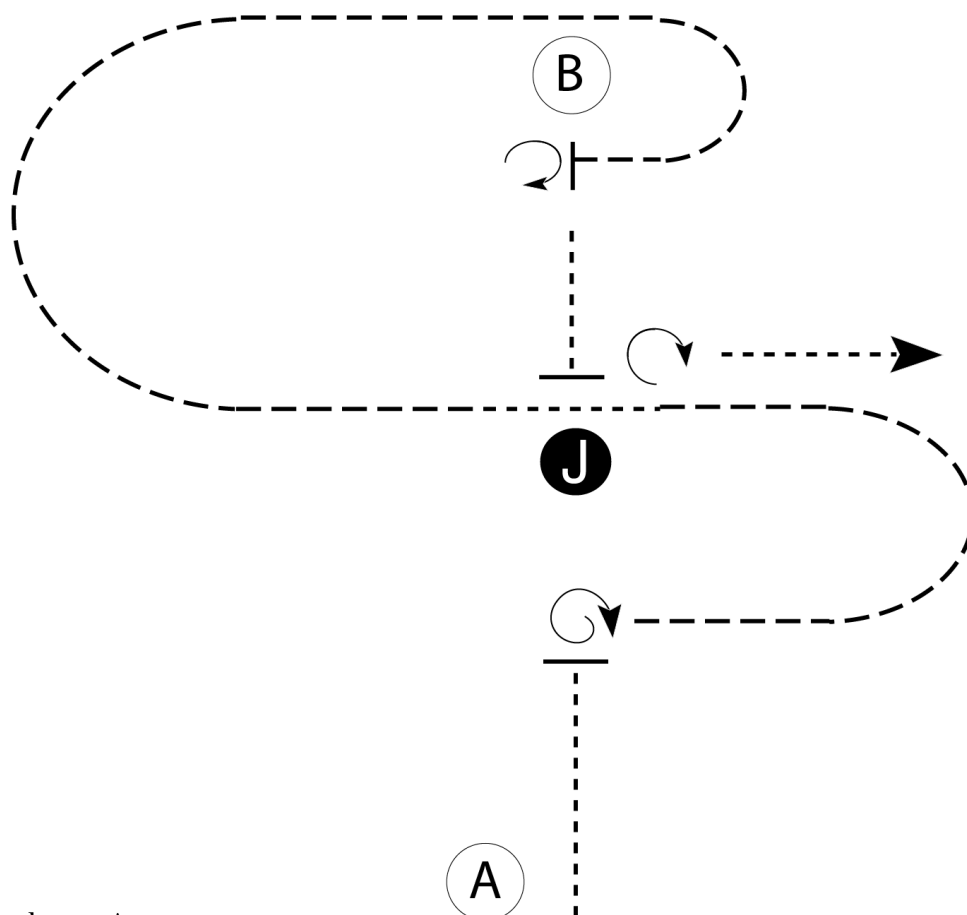
REINING PATTERN 4



Horses may walk or jog to the center of the 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 right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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.

**AQHA Amateur L1
 Showmanship at Halter**



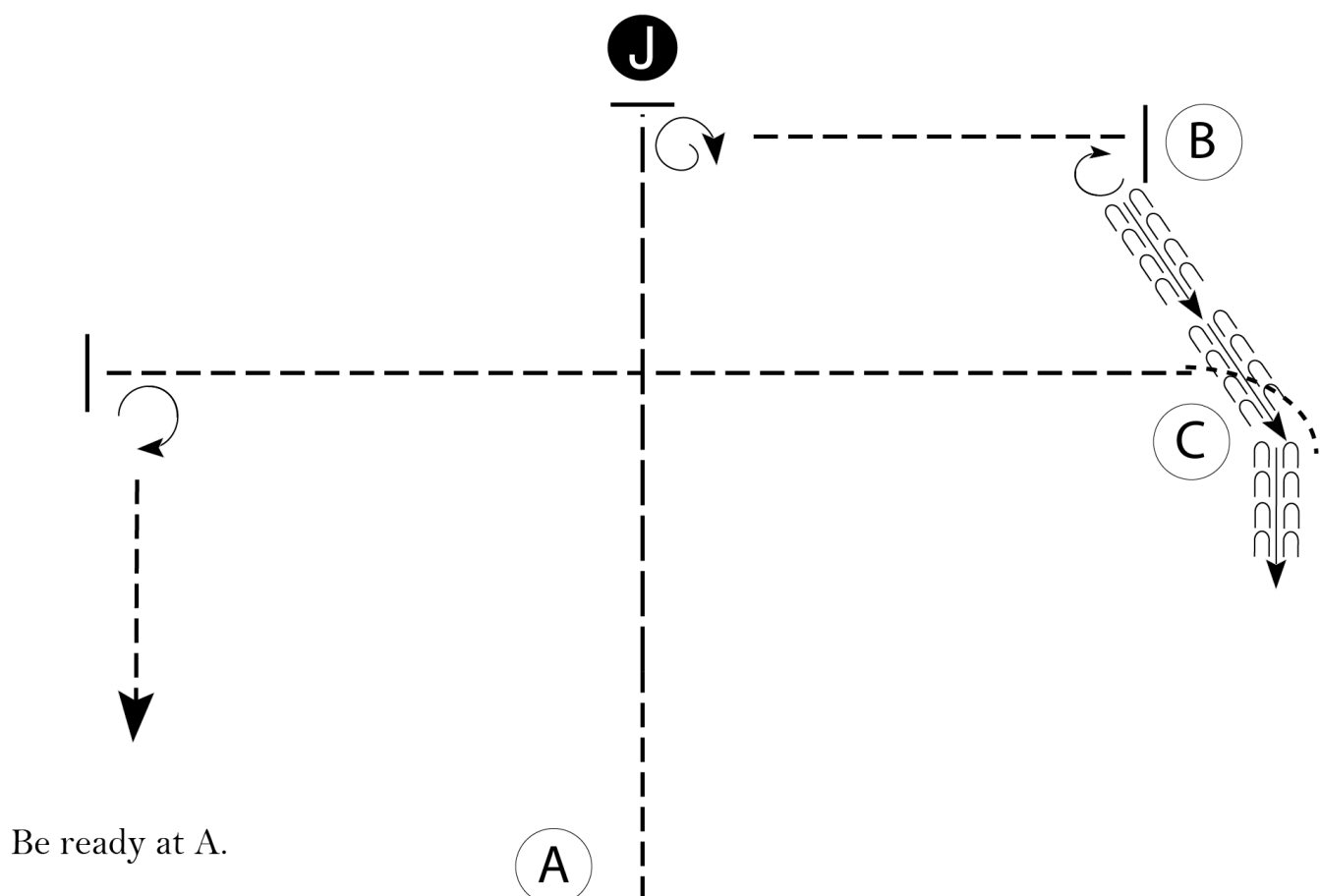
Be ready at A.

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. Trot in a half circle to B.
4. Trot around B as shown.
5. Stop at B and perform a 270 degree turn.
6. Walk to Judge, stop and set up for inspection.
7. When dismissed, perform a 270 degree turn.
8. Exit at a walk as shown.

Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

Follow the instructions of your ring steward.

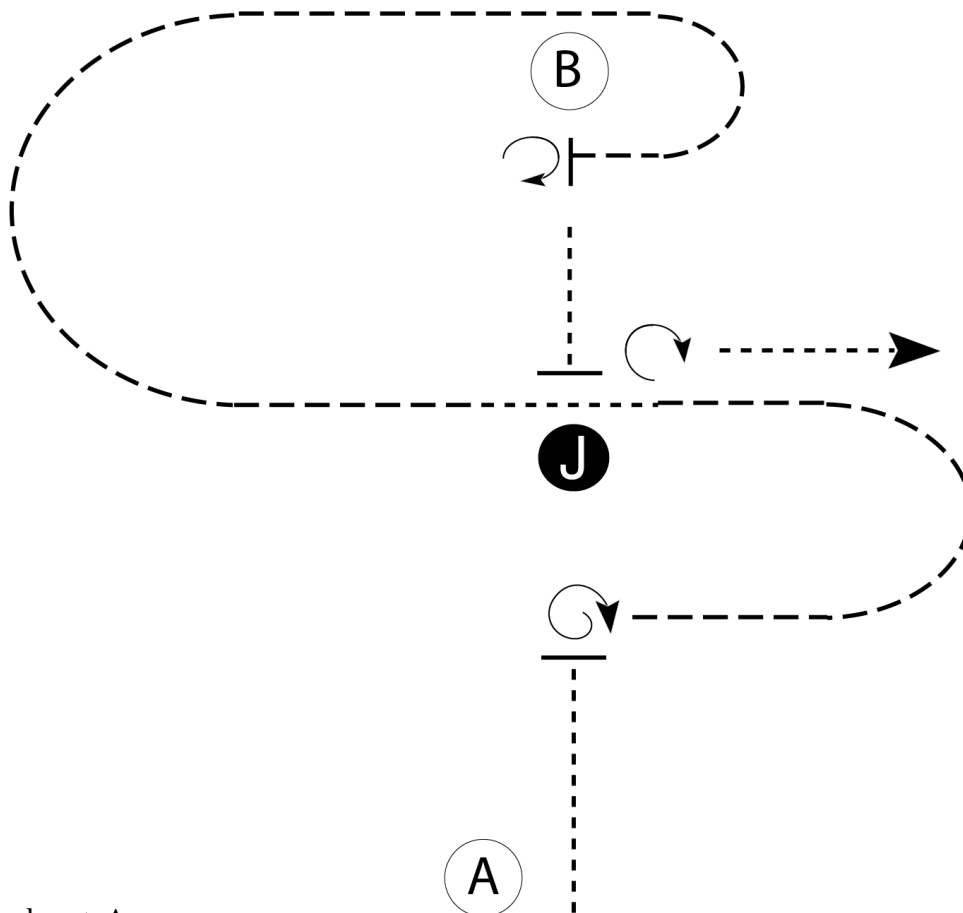
**AQHA Amateur
 Showmanship at Halter**



1. Begin at a trot for several strides then build to an extended trot to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a $1\frac{1}{4}$ turn and trot to B.
4. Perform a $\frac{3}{4}$ turn then back past C as shown.
5. Walk to and around C. When even with C, trot a straight line past the center line of the pattern and stop.
6. Perform a 270 degree turn and trot to exit.

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

**AQHA Youth
Showmanship at Halter**

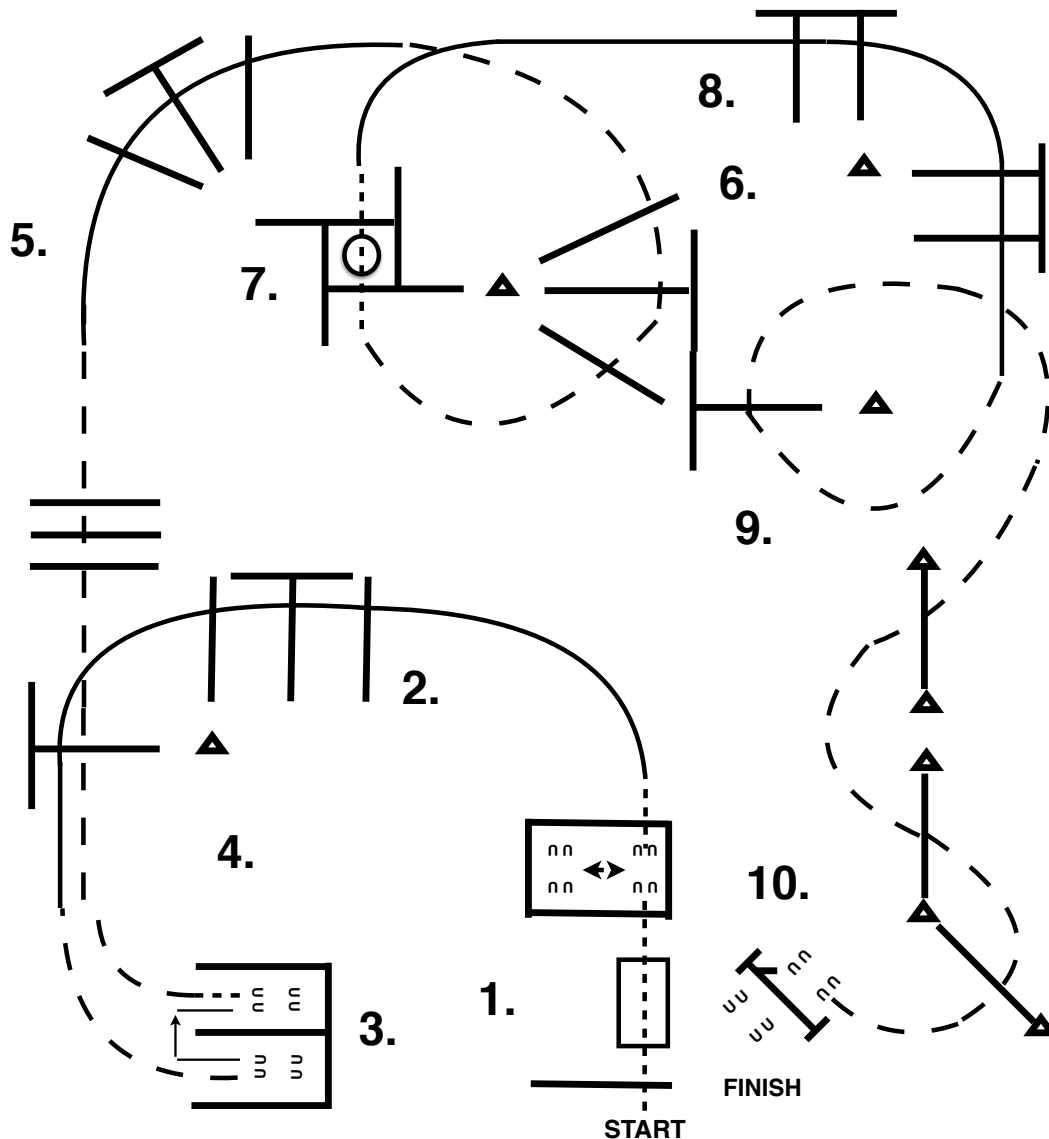


Be ready at A.

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. Trot in a half circle to B.
4. Trot around B as shown.
5. Stop at B and perform a 270 degree turn.
6. Walk to Judge, stop and set up for inspection.
7. When dismissed, perform a 270 degree turn.
8. Exit at a walk as shown.

Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

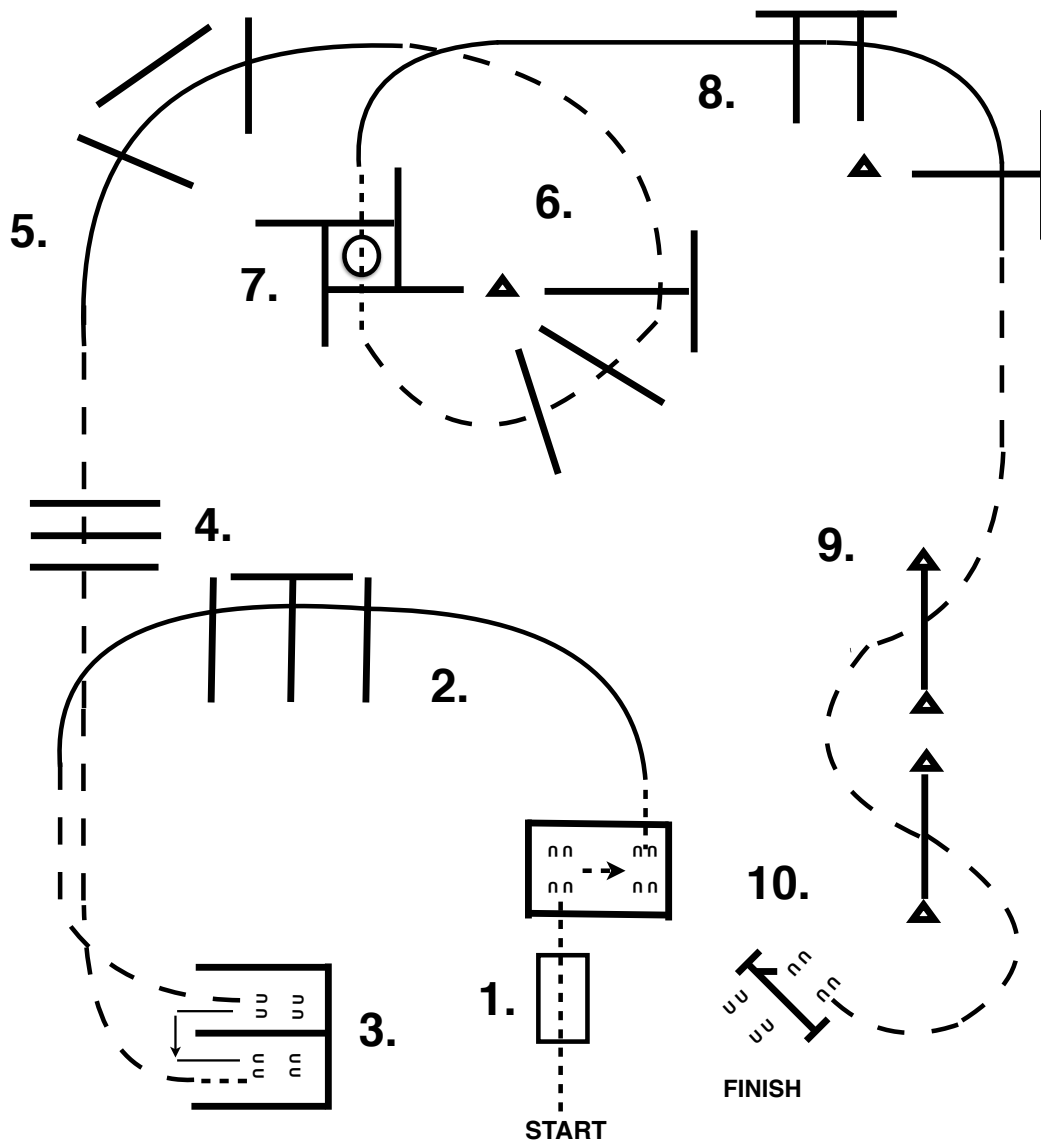
Follow the instructions of your ring steward.



1. WALK OVER POLE, WALK OVER BRIDGE, WALK INTO BOX, SIDE PASS LEFT THEN BACK TO THE RIGHT, WALK OUT BOX.
2. LOPE OVER POLES (LEFT LEAD).
3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. JOG OVER POLE, JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
10. WORK GATE LEFT HAND.

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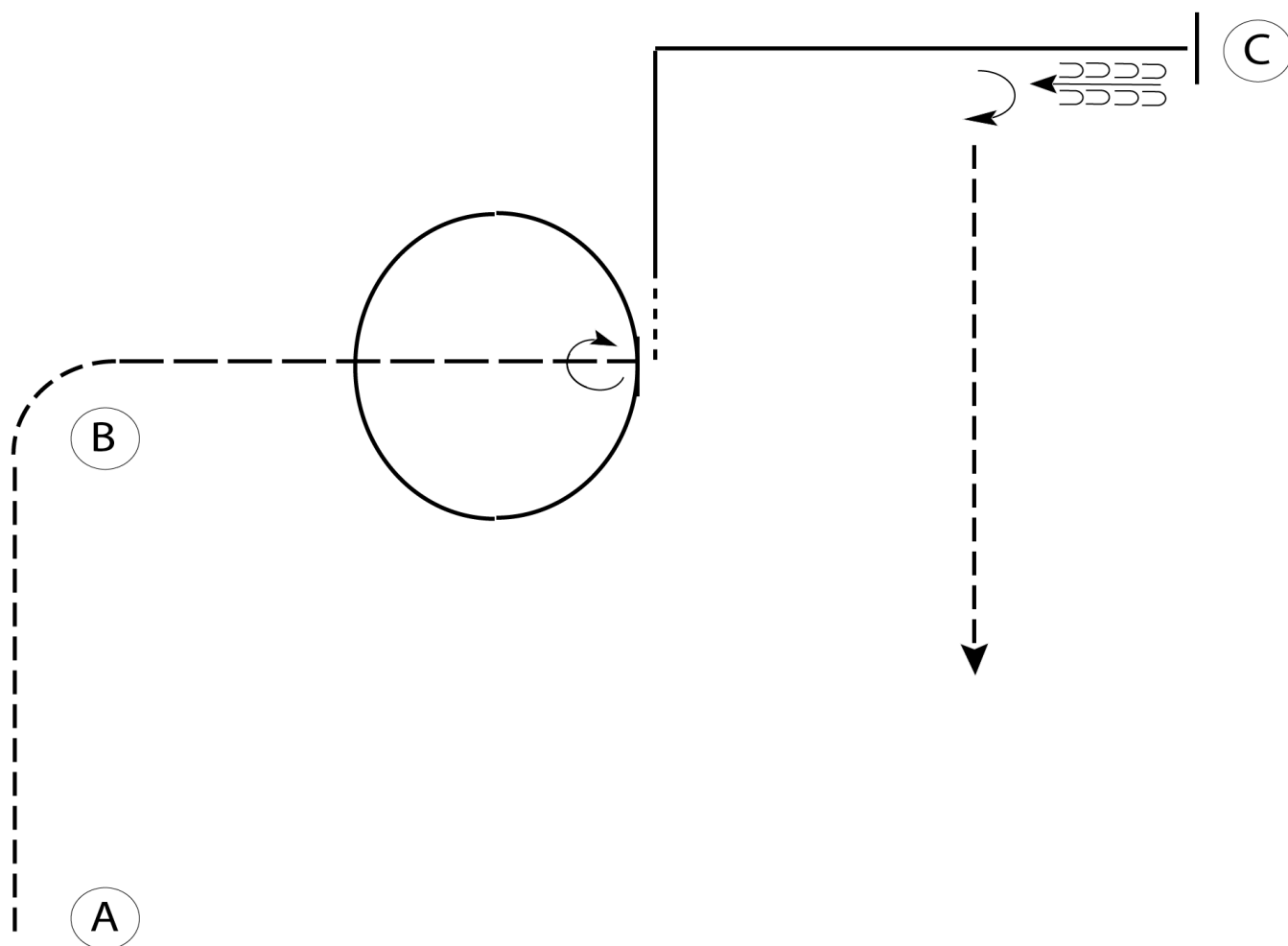


1. WALK OVER BRIDGE, WALK INTO BOX, SIDE PASS TO THE RIGHT, WALK OUT BOX.
2. LOPE OVER POLES (LEFT LEAD).
3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. JOG OVER POLE, JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
10. WORK GATE LEFT HAND.

Pattern sponsored by



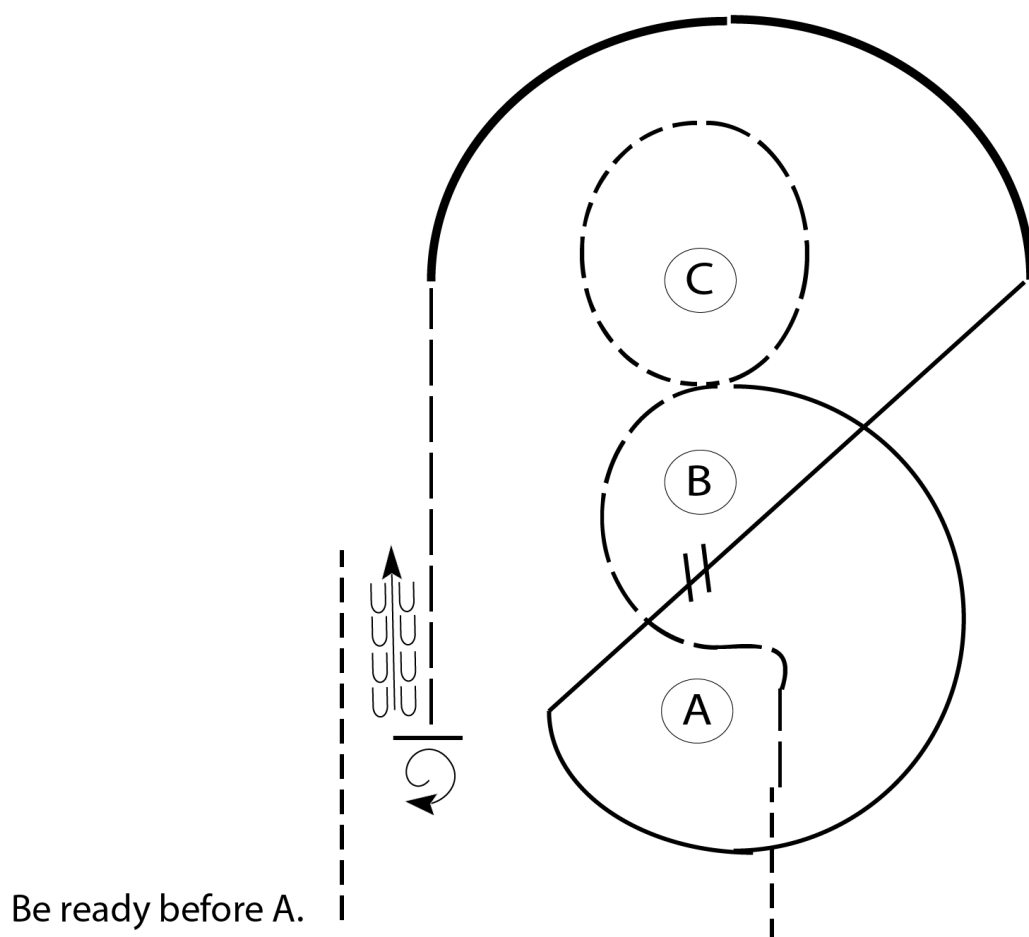
AQHA Amateur L1
Western Horsemanship



Be ready at A.

1. Jog to and around B.
2. Extend the jog to the middle of your pattern.
3. Perform a 3/4 turn right.
4. Perform a small left lead lope circle.
5. Break to a walk and walk approximately 2 horse lengths.
6. Lope on the right lead and lope a square corner to C.
7. Stop and back.
8. Perform a 1/4 turn right.
9. Jog to exit.

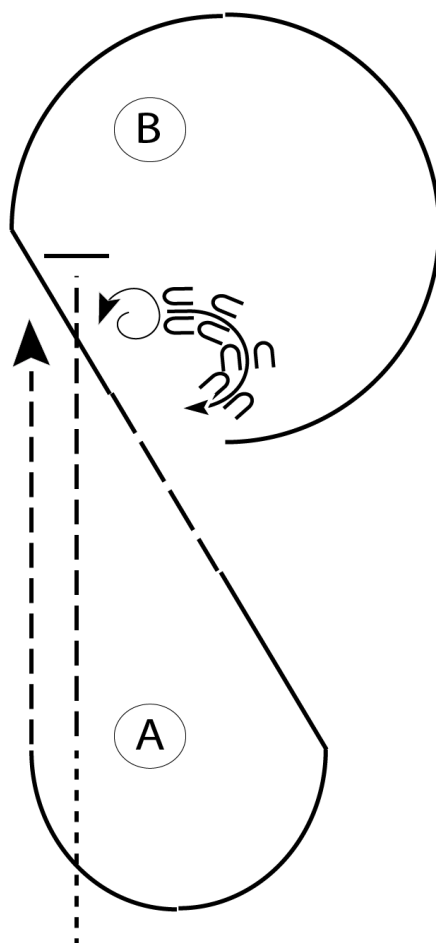
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)



Be ready before A.

1. Begin at a jog and build to an extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, slow to a jog and jog a half circle.
3. Right lead lope around A as shown.
4. Change leads between A and B.
5. Lope left lead then extend the lope in a half circle around C.
6. When even with C, extend the jog until even with A and stop.
7. Perform a full turn right then back approximately one horse length.
8. Jog to exit.

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



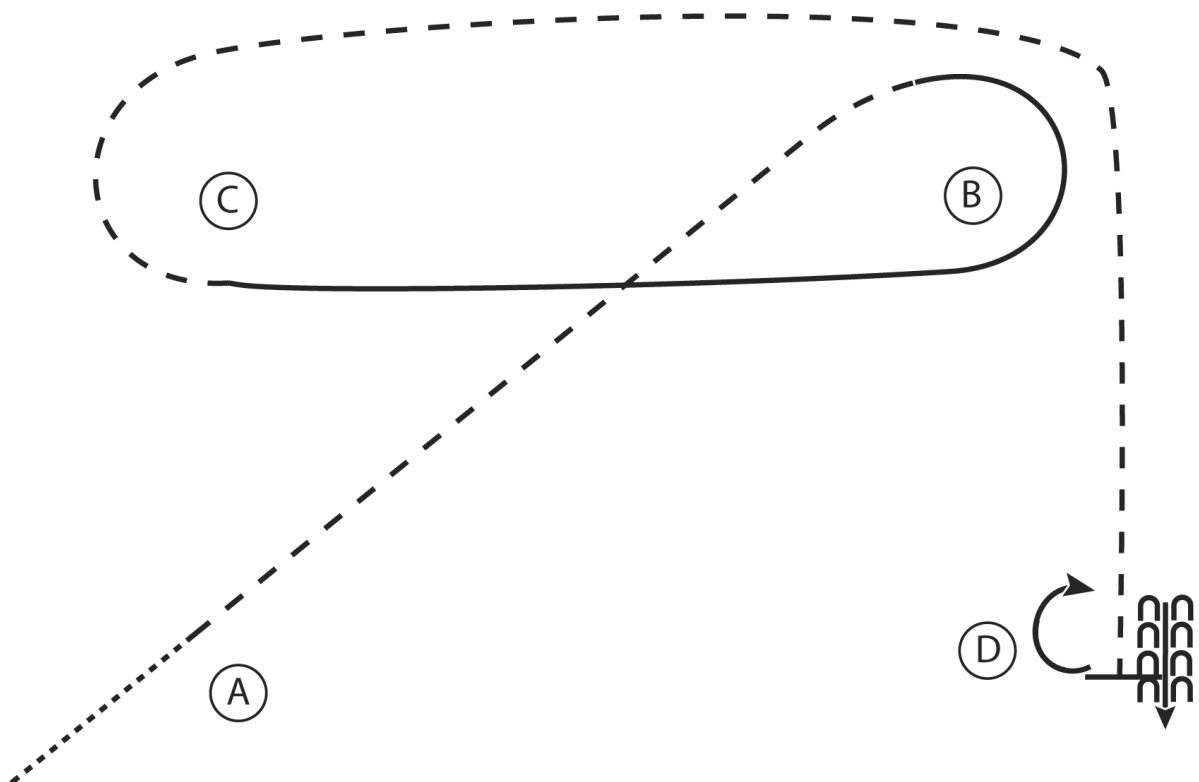
Be ready before A.

1. Walk to A.
2. Jog 2/3 of the way to B.
3. Stop and perform a 1 1/4 turn left.
4. Back a half circle to center of pattern.
5. Lope on the left lead to and around B and toward center of pattern.
6. Break to an extended jog through middle of pattern.
7. Lope on the right lead around A as shown.
8. Break to a jog at A and jog to exit.

Follow the instructions of your ring steward.

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

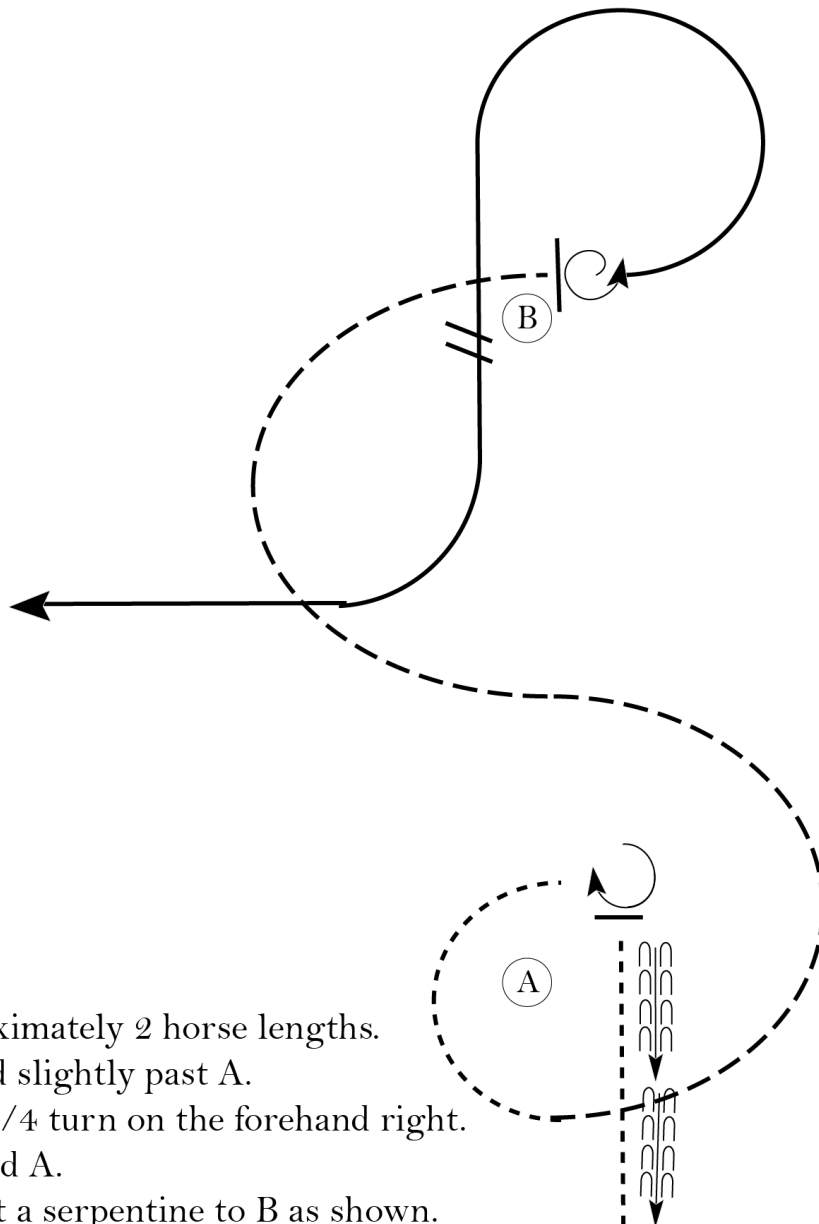
AQHA Amateur L1
Hunt Seat Equitation



1. Walk to A
2. Sitting trot to B
3. At B canter on the right lead around B to C
4. At C posting trot around C and B to D
5. At D stop and perform a 180 degree turn to the right on the hindquarters
6. Back 4 steps

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

**AQHA Amateur
Hunt Seat Equitation**



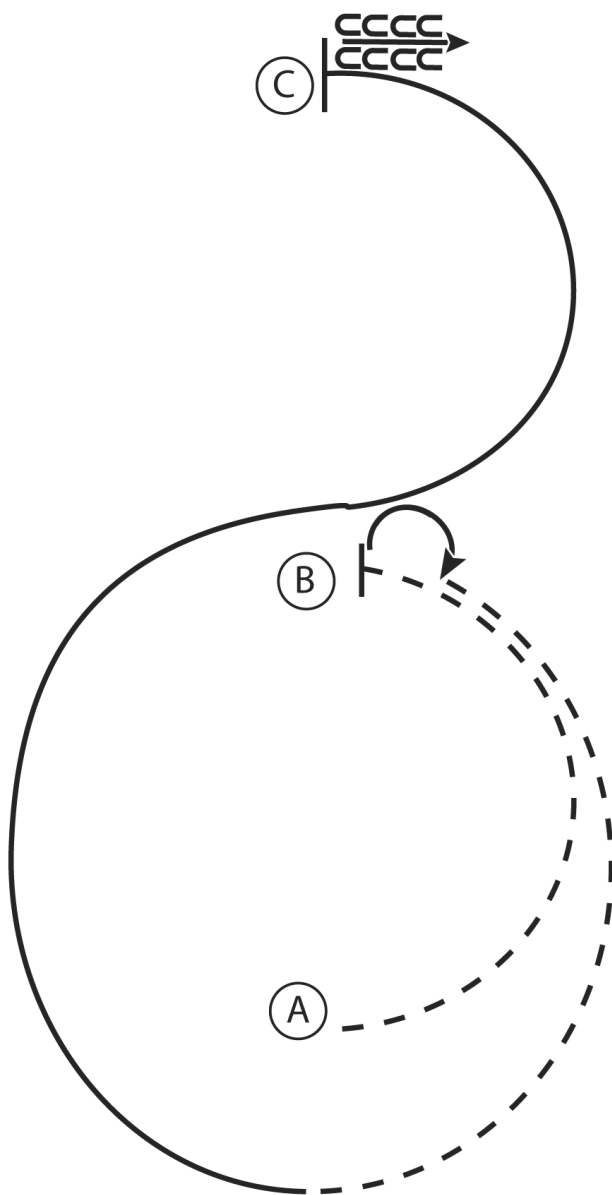
Be ready at A.

1. Back approximately 2 horse lengths.
2. Walk to and slightly past A.
3. Perform a 3/4 turn on the forehand right.
4. Walk around A.
5. Posting trot a serpentine to B as shown.
6. Halt at B. Perform a full turn on the forehand left.
7. Canter on the left lead in a circle to B.
8. Change leads at B and canter on the right lead to exit as shown.

Follow the instructions of your ring steward.

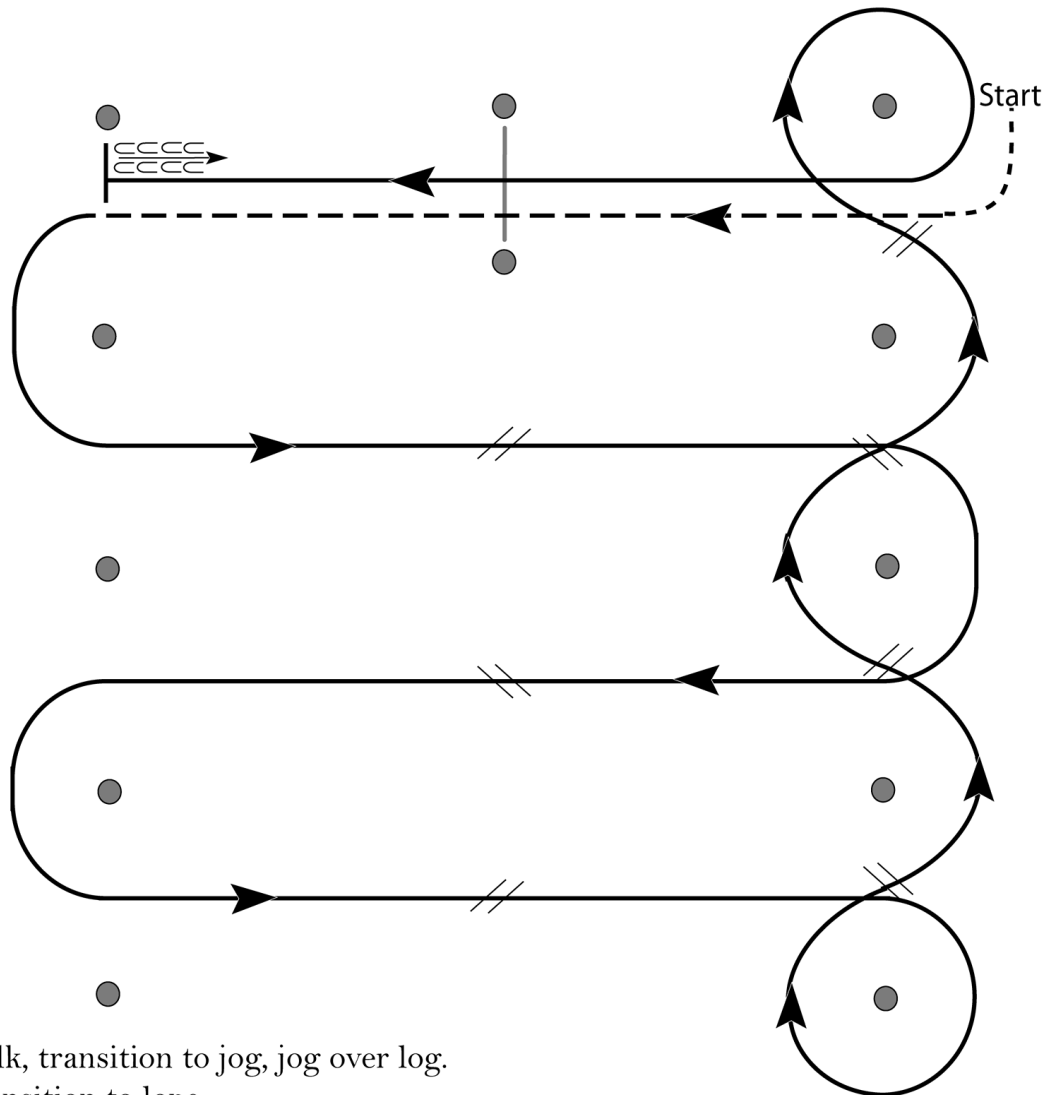
Walk	-----
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	↘ ↙
Back	← ← ← ←
Marker	(B)
Sidepass	← — — — →
Hand Gallop	—— ———

**AQHA Youth
 Hunt Seat Equitation**

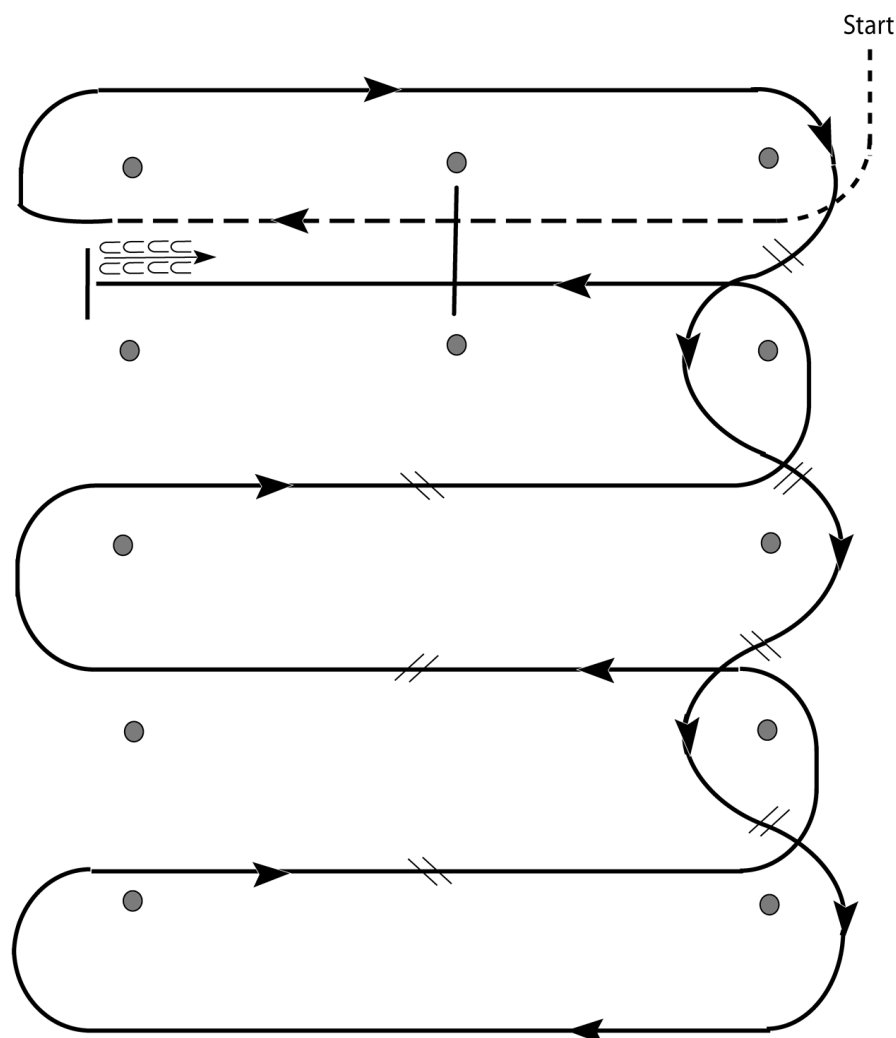


1. Posting trot half circle A to B
2. At B stop and perform a 180 degree turn to the right on the forehand
3. Posting trot half circle B to A
4. At A canter a half circle to B on the left lead
5. At B maintain the left lead in a half circle to C
6. At C stop and back 4 steps

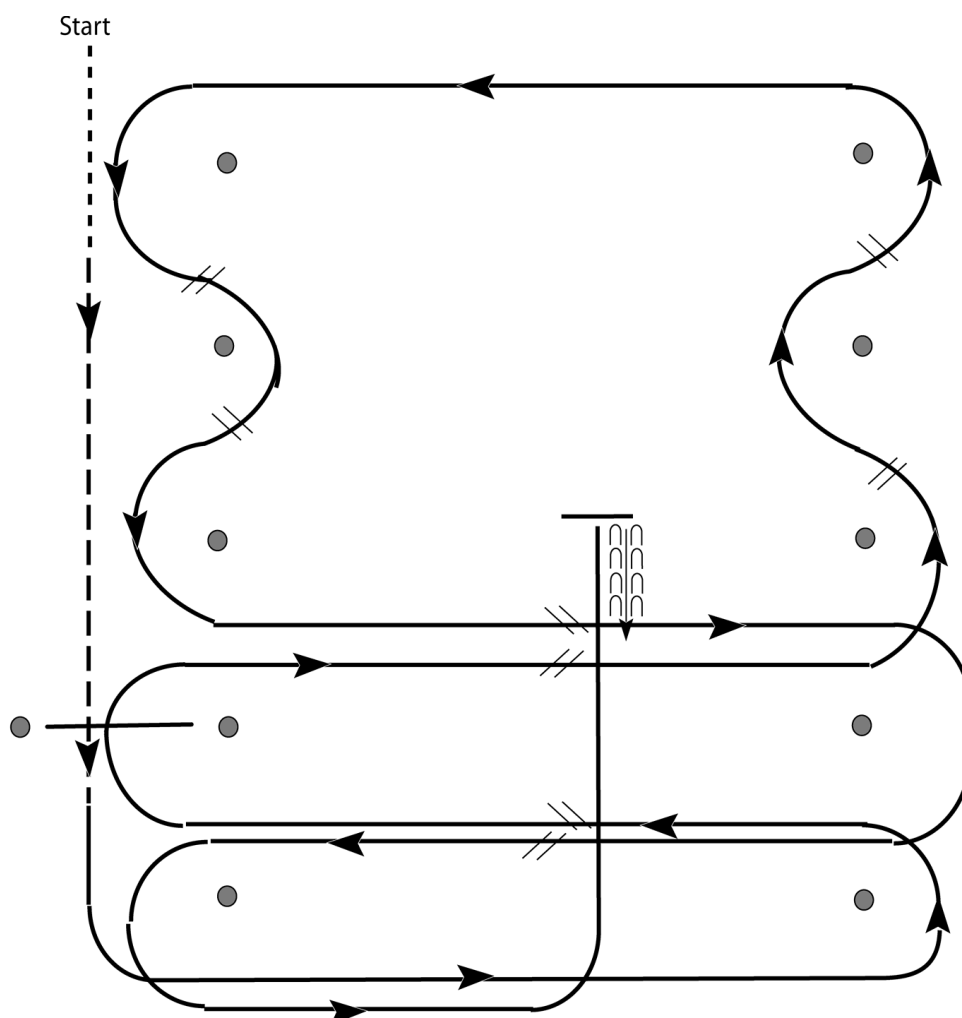
Walk
Trot	- - - - -
Extended Trot	— — — —
Canter	—————
Leg Yield	
Lead Change	
Back	
Marker	(B)
Sidepass	-<----->-



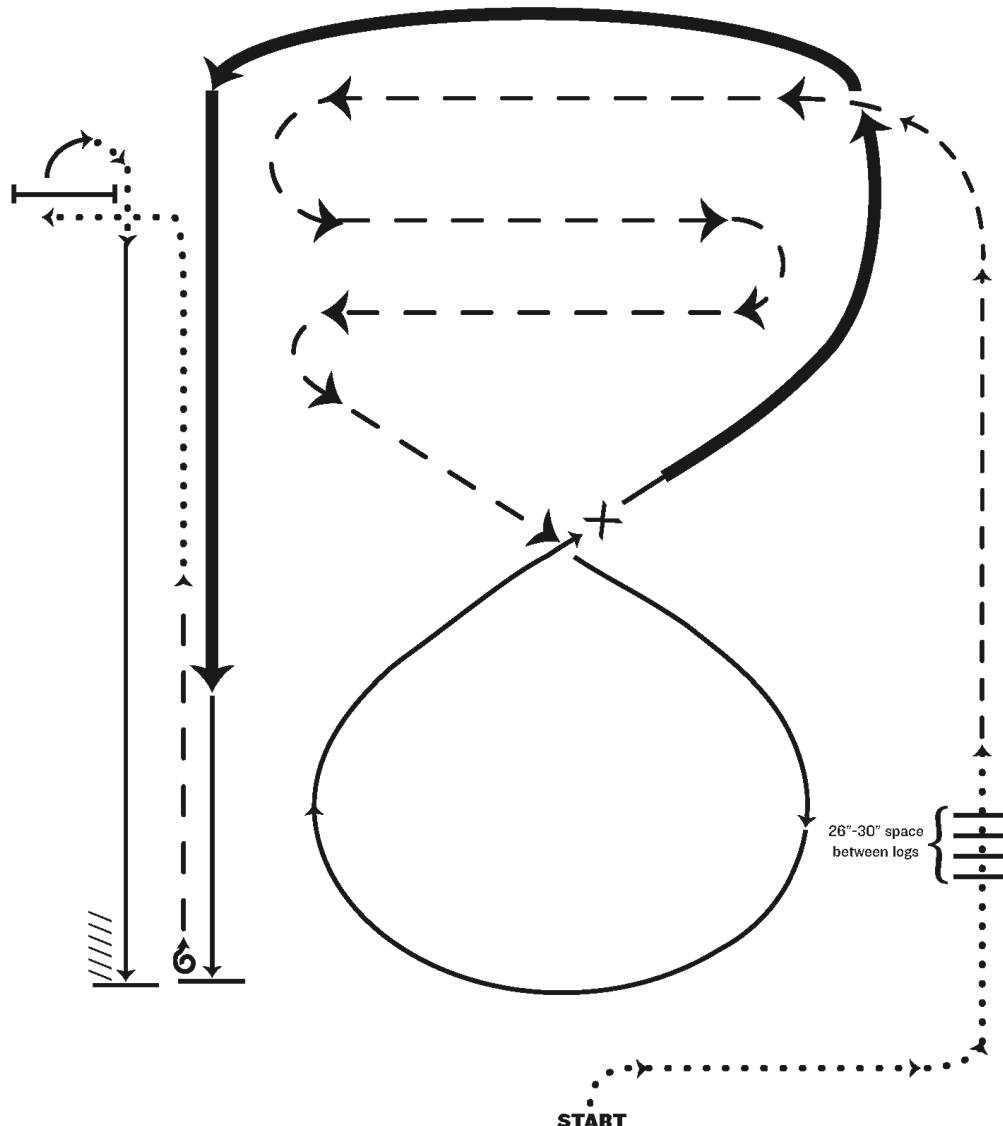
1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.



1. Walk, transition to jog, jog over log.
2. Transition to right.
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 and back.



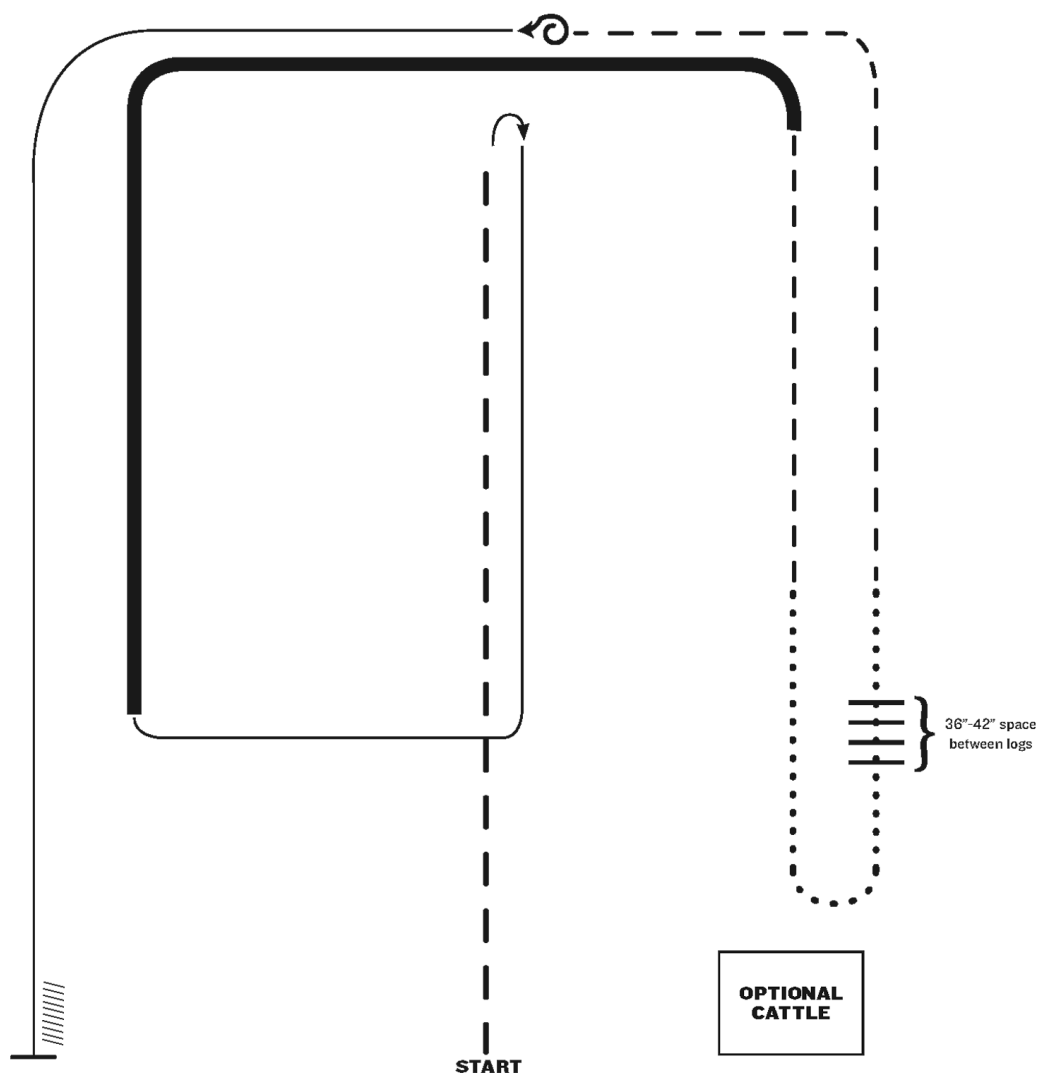
1. Walk, transition to jog, jog over log.
2. Transition to left.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. 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.

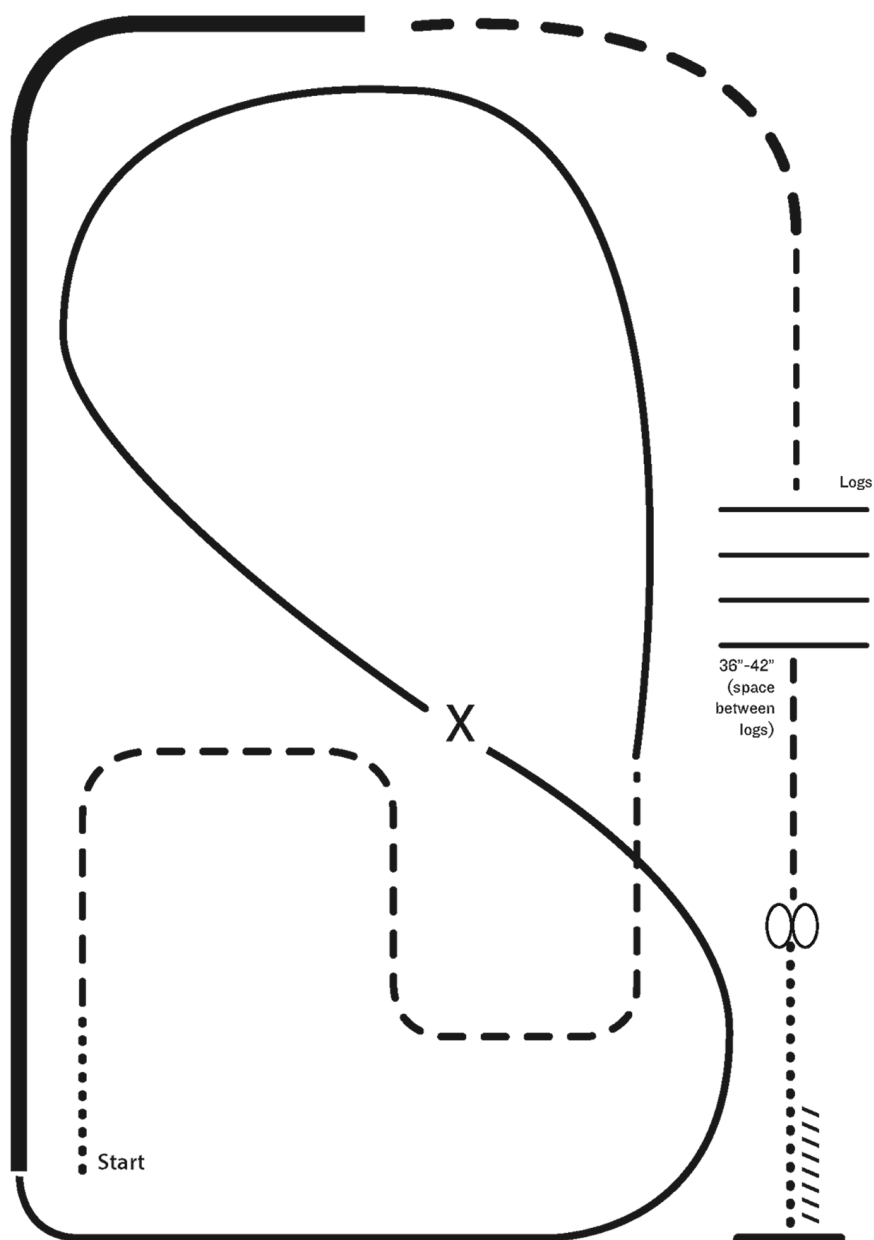
AQHA Amateur L1
Ranch Riding



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.

AQHA Amateur
Ranch Riding



X Lead Change

• • Walk

— Trot

— Ext trot

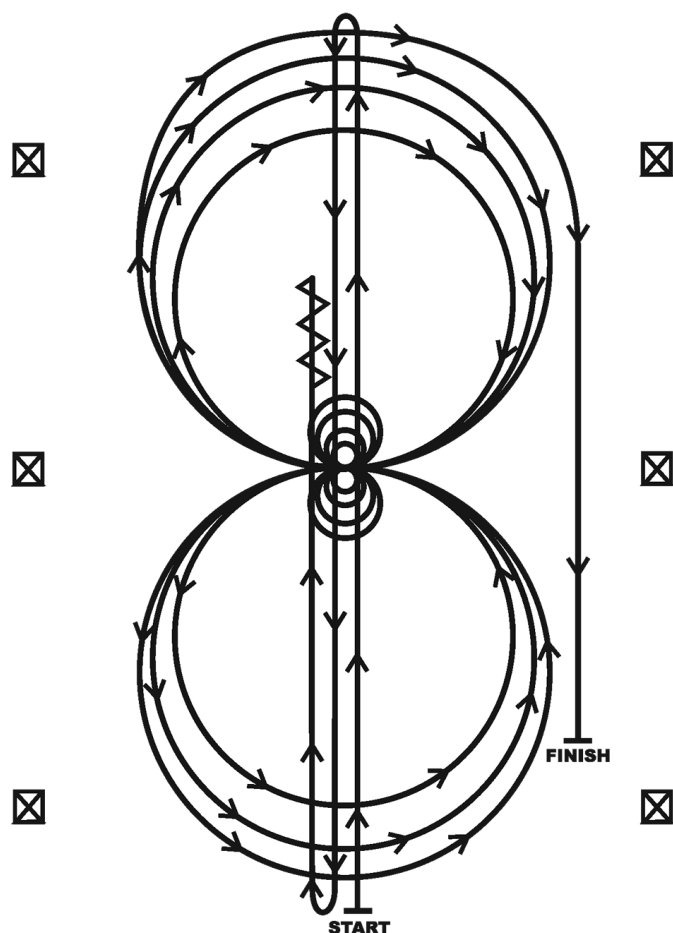
— Lope

— 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

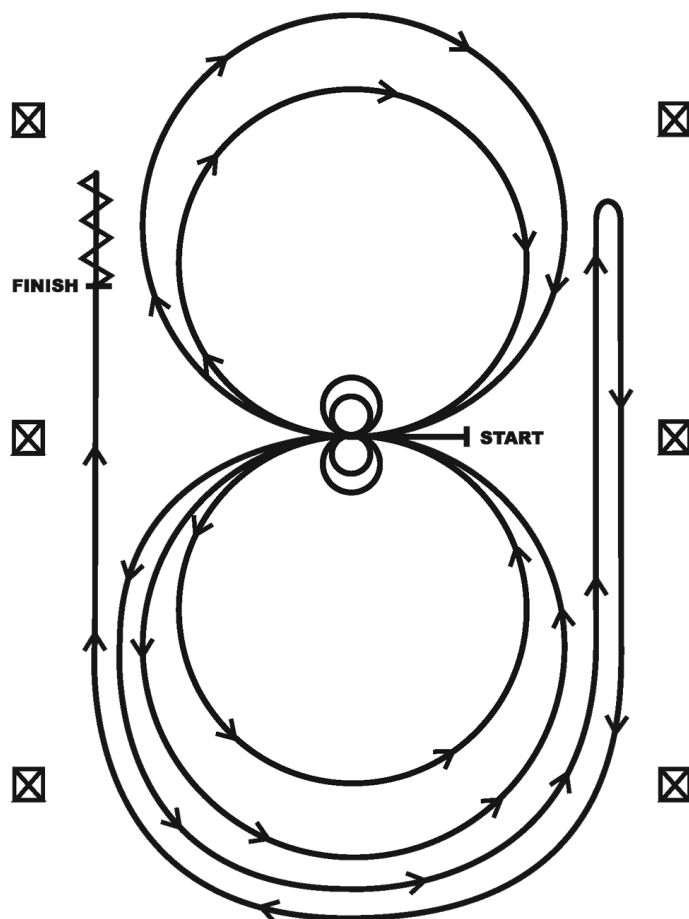
REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. 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.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.

REINING PATTERN A

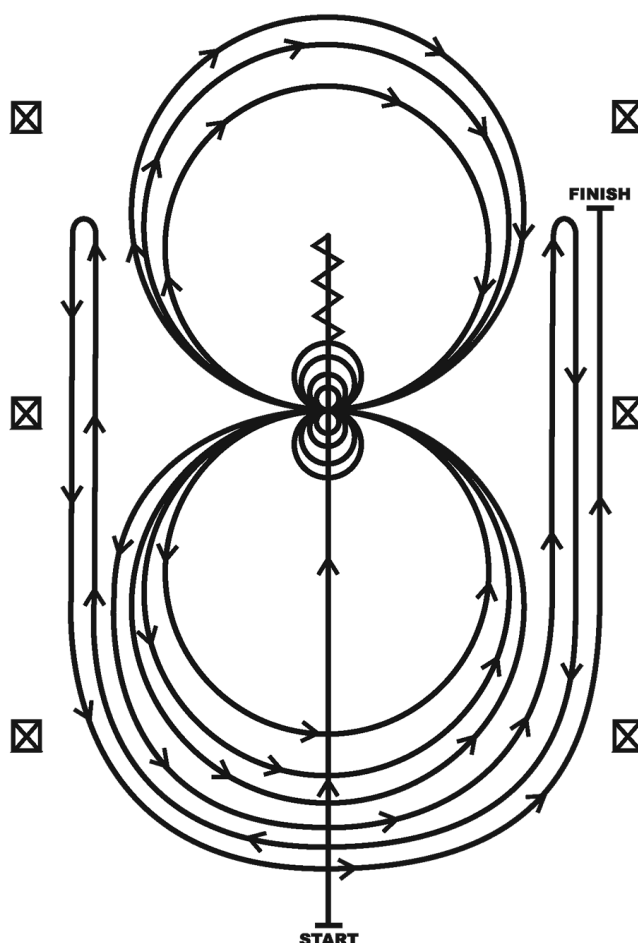
Approved only for Level I Youth & Amateur, Youth I3 & Under



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.

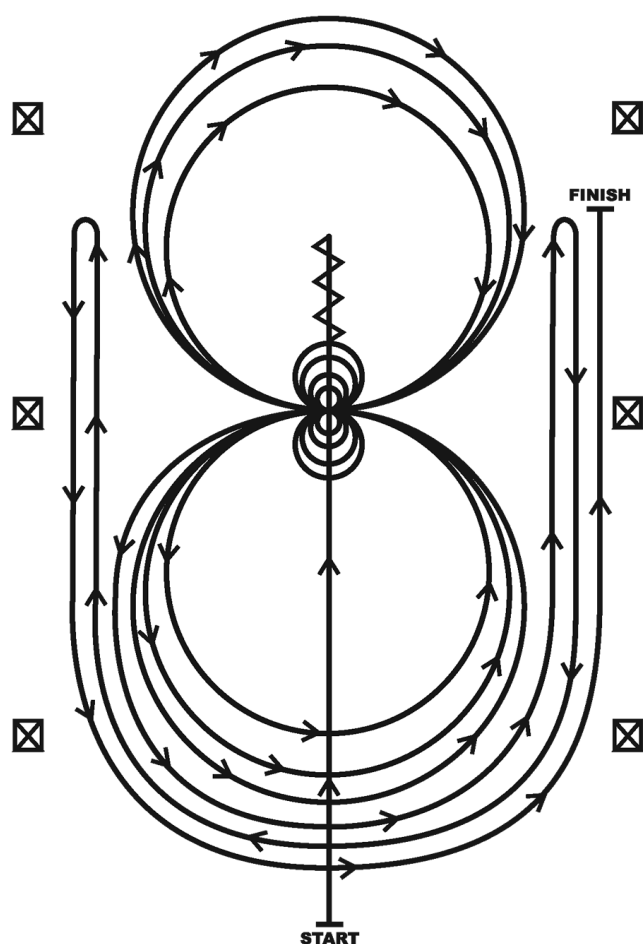
1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
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.

REINING PATTERN 9



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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. 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.
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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the 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 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. Hesitate to demonstrate completion of the pattern.

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, complete 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 do 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.