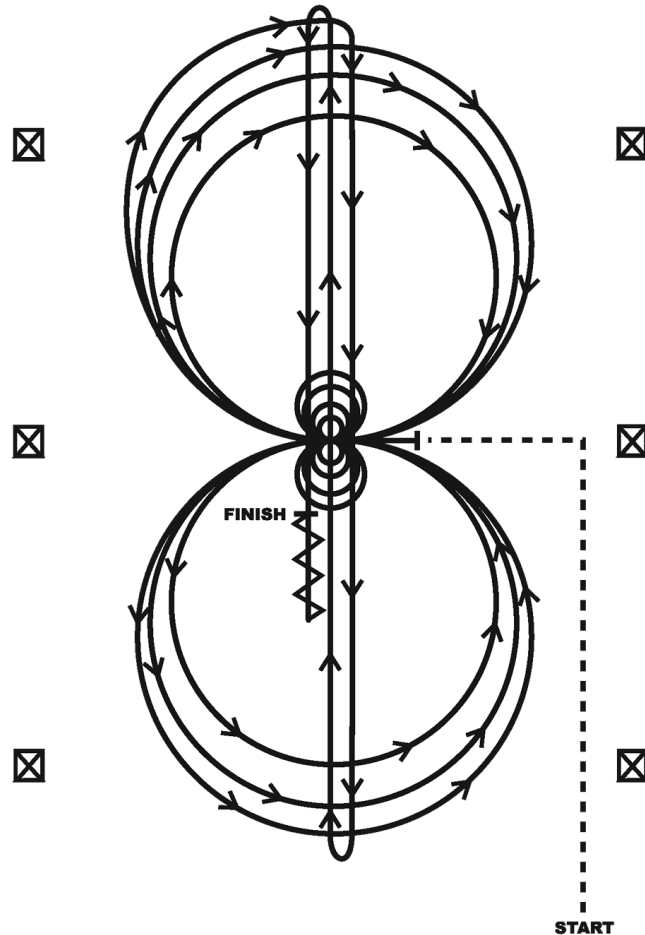


Mile High Classic

Tuesday All Breed Reining, all regular AQHA Reining (Pattern 11)

Show Date: 03/28-4/2

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.

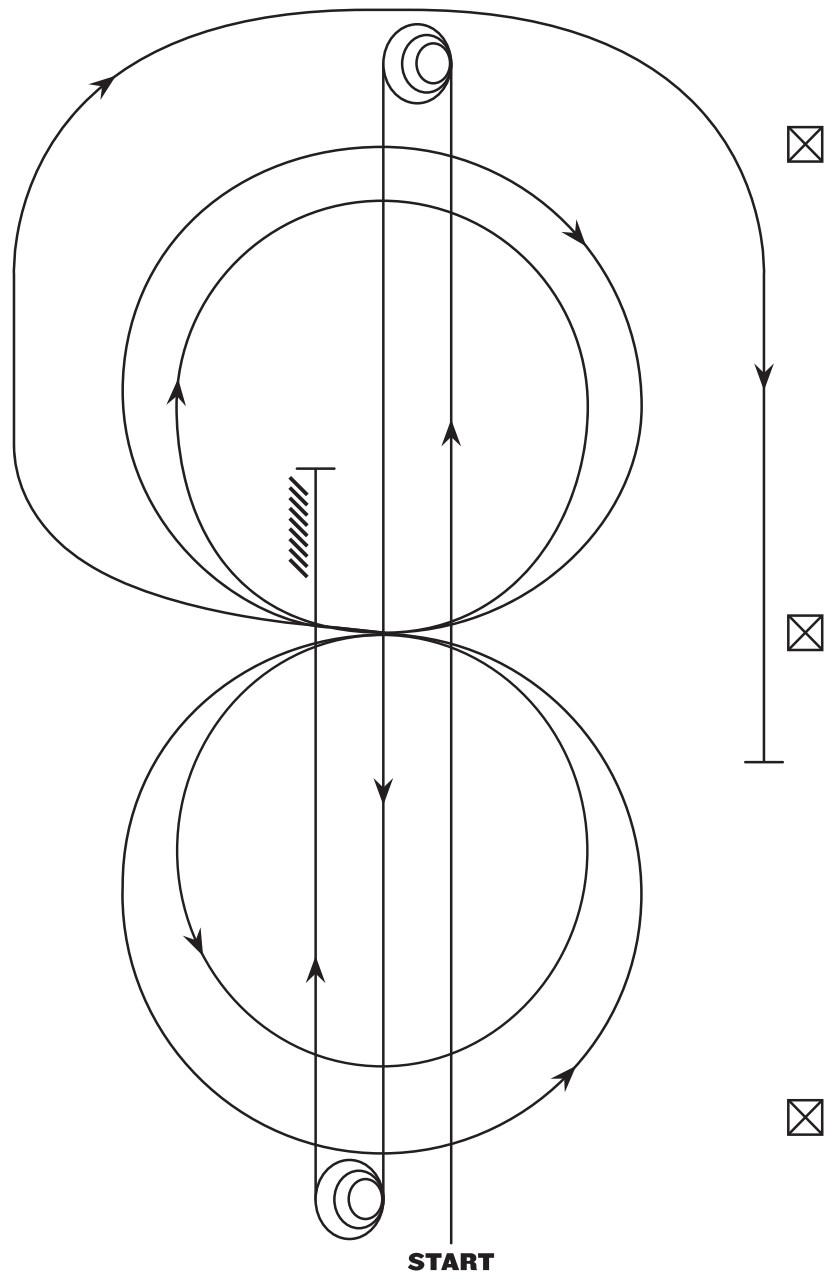
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to 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.

[R/AQHAP-11]

Pattern Provided by:

EZHorseshows

VRH AND RHC RANCH REINING PATTERN 4

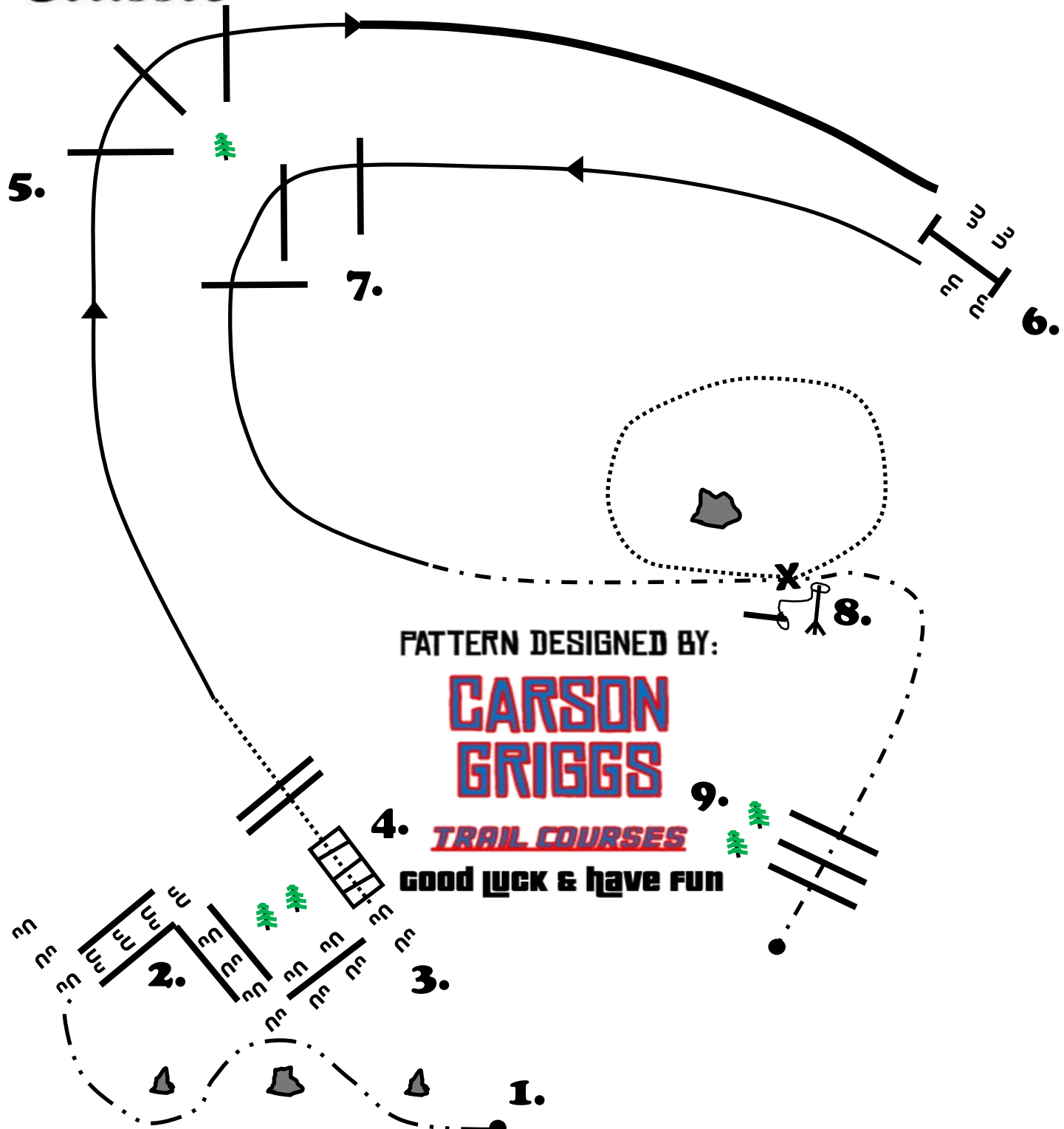


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

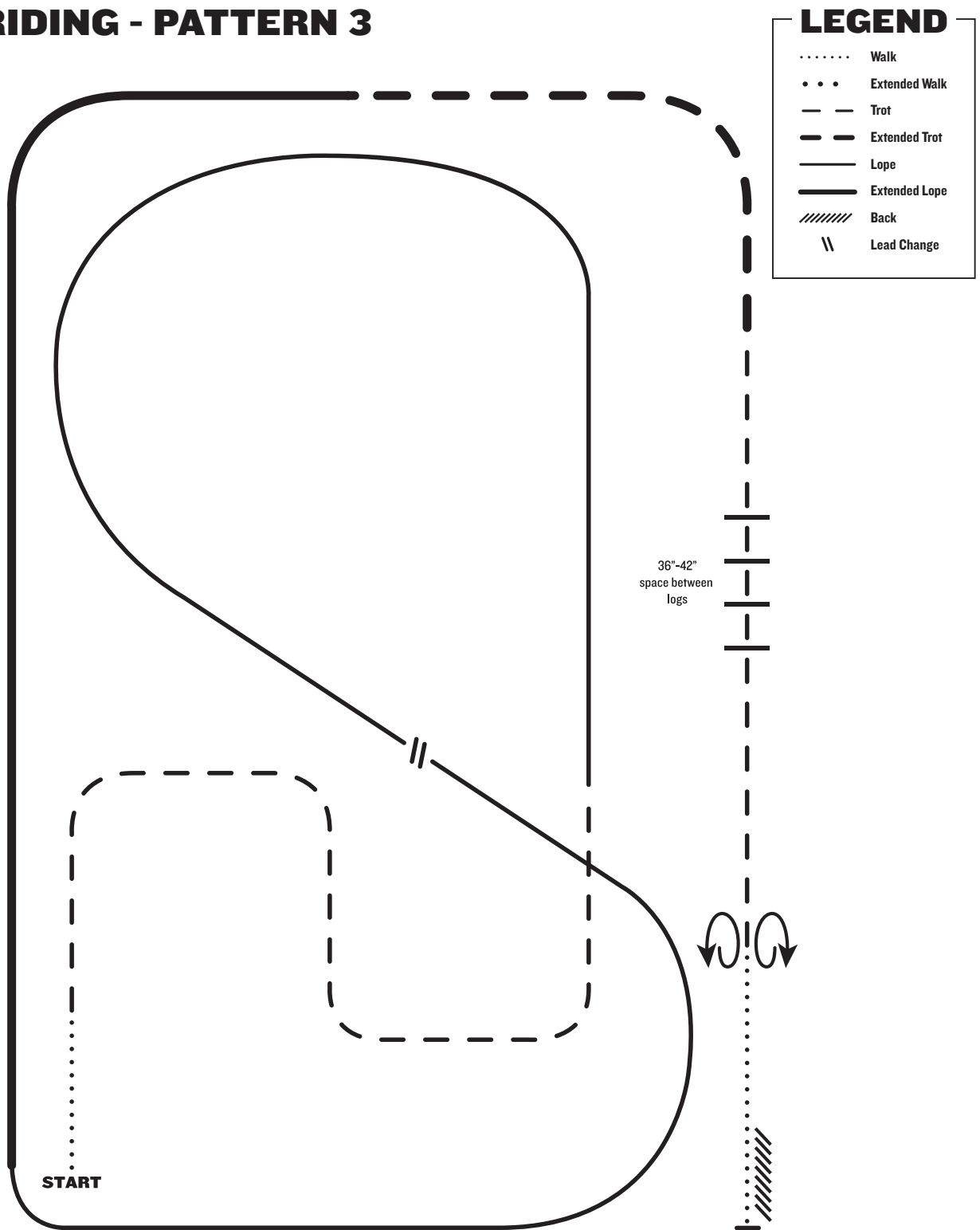
1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. 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 sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.

RANCH TRAIL ROUND 1



- | | |
|---|--|
| <ol style="list-style-type: none"> 1. EXTENDED JOG THRU ROCKS 2. BACK AS SHOWN 3. SIDEPASS RIGHT TO BRIDGE 4. WALK OVER BRIDGE AND LOGS 5. LOPE BIG FAN RIGHT LEAD, THEN EXTENDED LOPE UP TO GATE 6. OPEN SOLID GATE RIGHT HAND | <ol style="list-style-type: none"> 7. LOPE LEFT LEAD OVER BIG FAN 8. DRAG LOG AT WALK OR JOG (YOUTH CHECK MAILBOX) 9. JOG OVER LOGS TO FINISH |
|---|--|

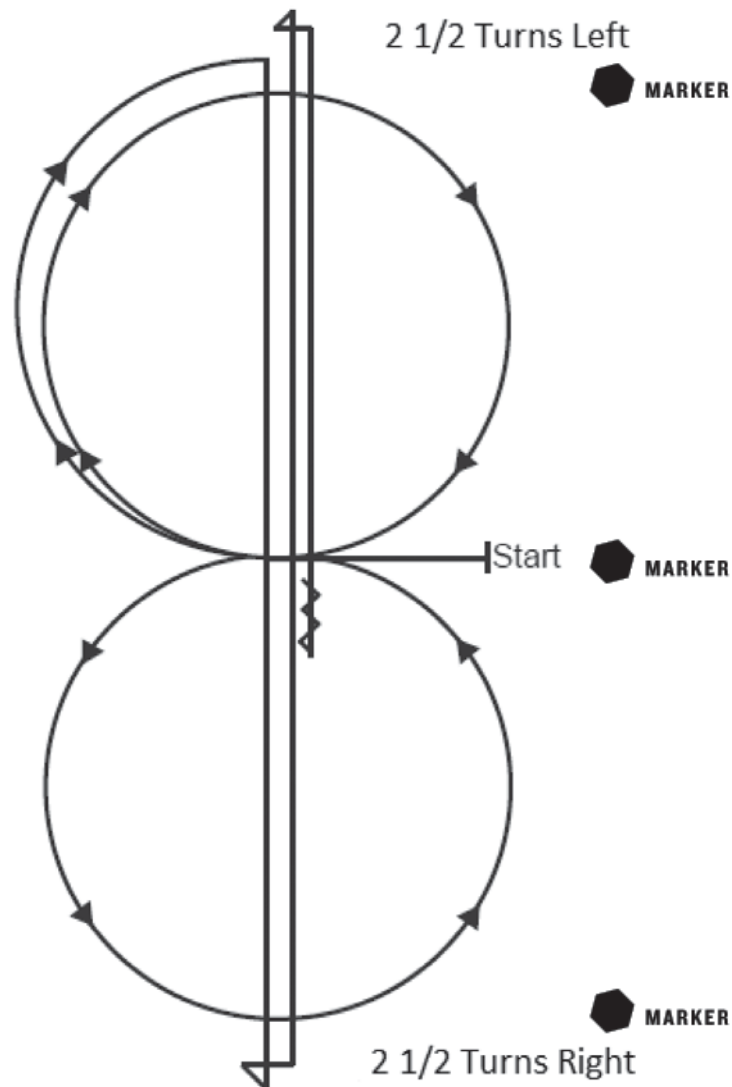
RANCH RIDING - PATTERN 3



- I. 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)
5. Lope 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, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, 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.

WORKING COW HORSE PATTERN 6



Trot to center of arena, stop. Start pattern facing towards judge.

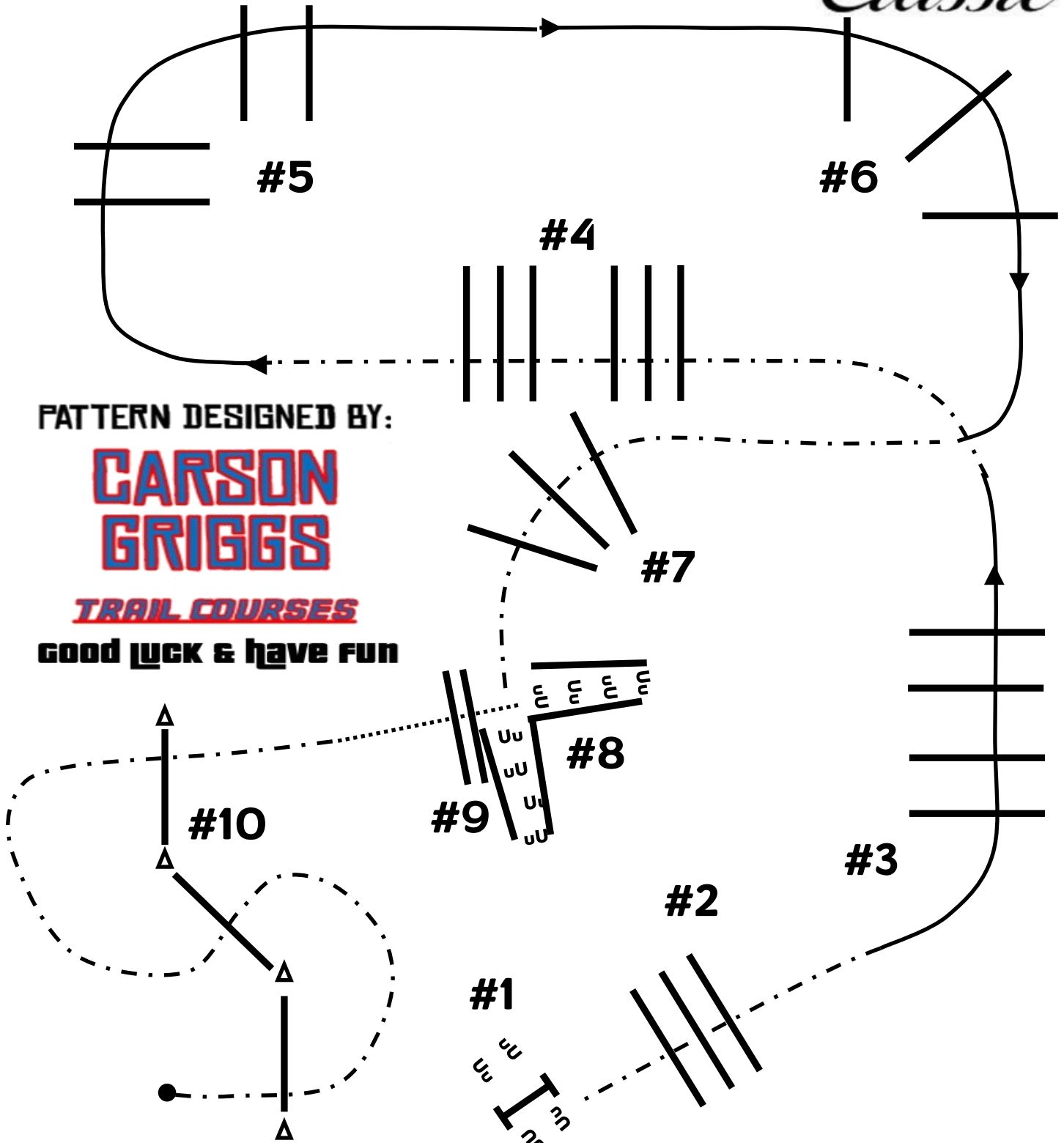
1. Beginning on the right lead lope one circle to the right. Change leads at the center of arena.
2. Complete one circle to the left. Change leads at the center of arena.
3. Continue to top of arena and run down center of arena past the end marker and come to a sliding stop.
4. Complete 2 1/2 spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete 2 1/2 spins to the left.
7. Run past the center marker, stop, and back at least 10 feet. Hesitate to complete pattern.

Pattern 6

- | | |
|-----------------|----------------------|
| 1. Right circle | 4. 2 1/2 right spins |
| 2. Left circle | 5. Stop |
| 3. Stop | 6. 2 1/2 left spins |
| | 7. Stop and back up |

This pattern may be used as a lope-in pattern; refer to SHW505.2.

TRAIL ROUND 1



PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. OPEN LEFT HANDED GATE

2. JOG OVER POLES

3. LEFT LEAD LOPE OVERS

4. JOG obstacle #4

5. LOPE RIGHT LEAD CORNER POLES

6. CONTINUE RIGHT LEAD LOPE OVER BIG FAN

7. JOG OVER 2ND BIG FAN

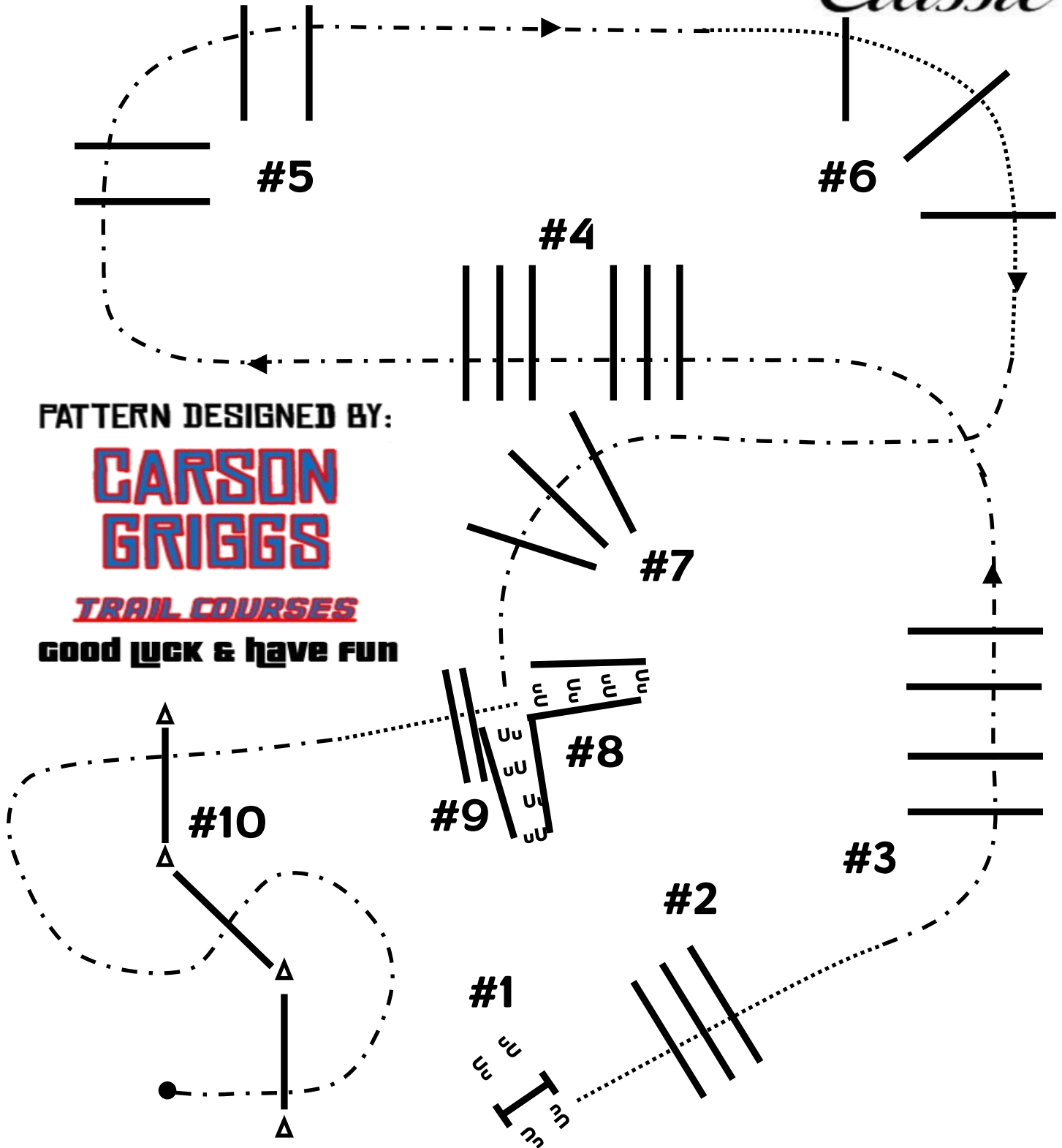
8. JOG INTO "ANGLED L" CHUTE, BACK AS SHOWN

9. WALK OVER POLES

10. JOG SERPENTINE AS PICTURED ON PATTERN

ALL WALK-JOG TRAIL CLASSES

TRAIL ROUND 1



PATTERN DESIGNED BY:

**CARSON
GRIGGS**

TRAIL COURSES

Good luck & have fun

1. OPEN LEFT HANDED GATE
2. WALK OVER POLES
3. JOG OVER LOGS AS SHOWN
4. JOG OBSTACLE #4
5. CONTINUE THE JOG OVER CORNER POLES

6. WALK OVER BIG FAN
7. JOG OVER FAN POLES
8. JOG INTO "ANGLED L" CHUTE, BACK AS SHOWN
9. WALK OVER POLES
10. JOG SERPENTINE AS PICTURED ON PATTERN

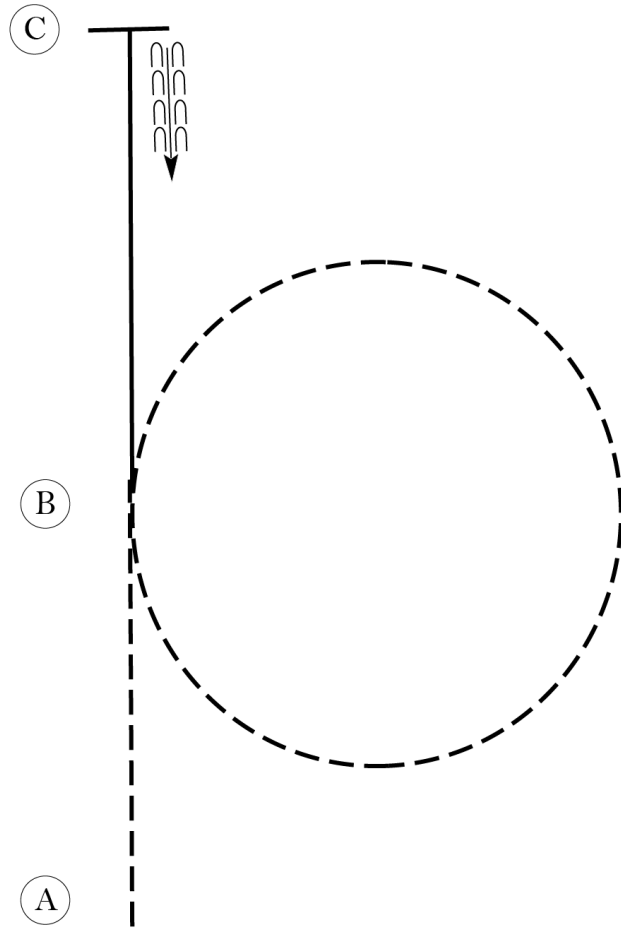
Mile High Classic

Thursday Equitation L1 Classes

Show Date: 03/28-4/2

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 before A.

1. Sitting trot A to B.
2. At B, posting trot circle to the right on proper diagonal.
3. At B, canter on the left lead to C.
4. Stop at C and back approximately one horse length.

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

[HSE/1-2]

Pattern Provided by:

EZHorseshows

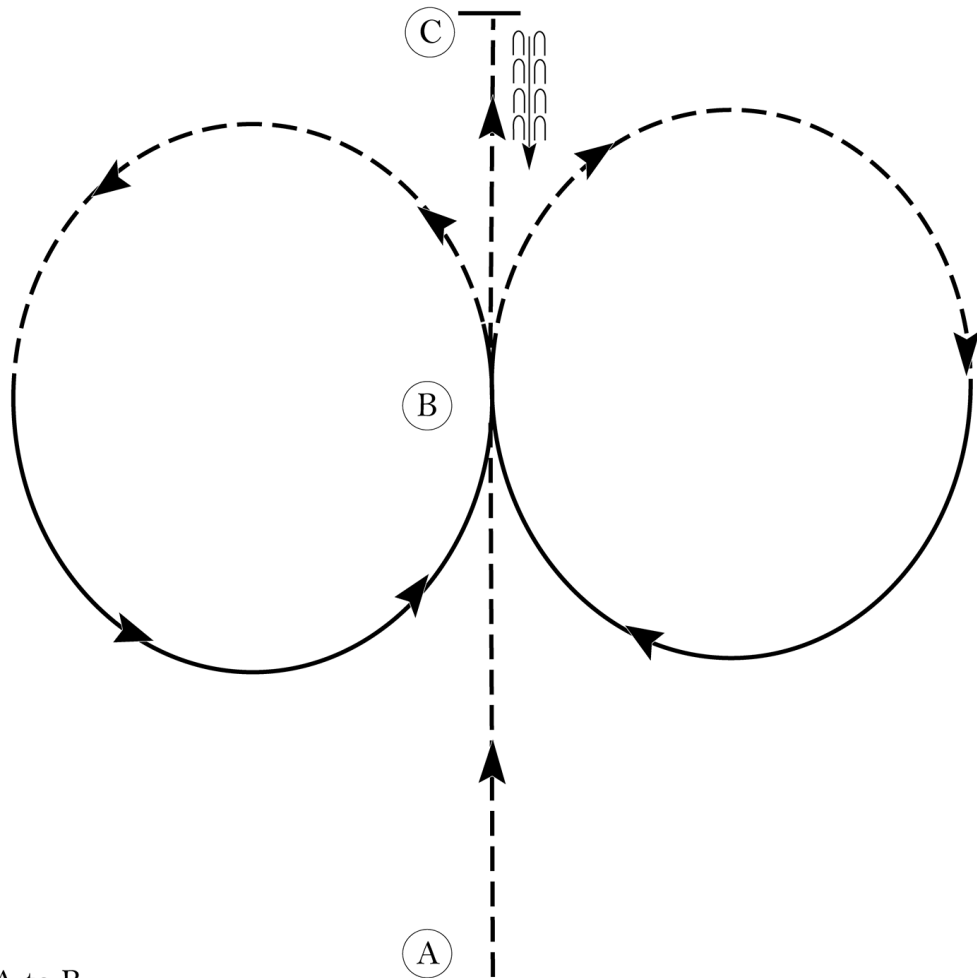
Mile High Classic

Thurs Equitation Yth, Amt, Sel

Show Date: 03/28-4/2

www.HorseShowPatterns.com

www.HorseShowPatterns.com



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. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead 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	Ⓚ
Sidepass	← - - - - ←
Hand Gallop	—————

[HSE/2-21]

Pattern Provided by:

EZHorseshows

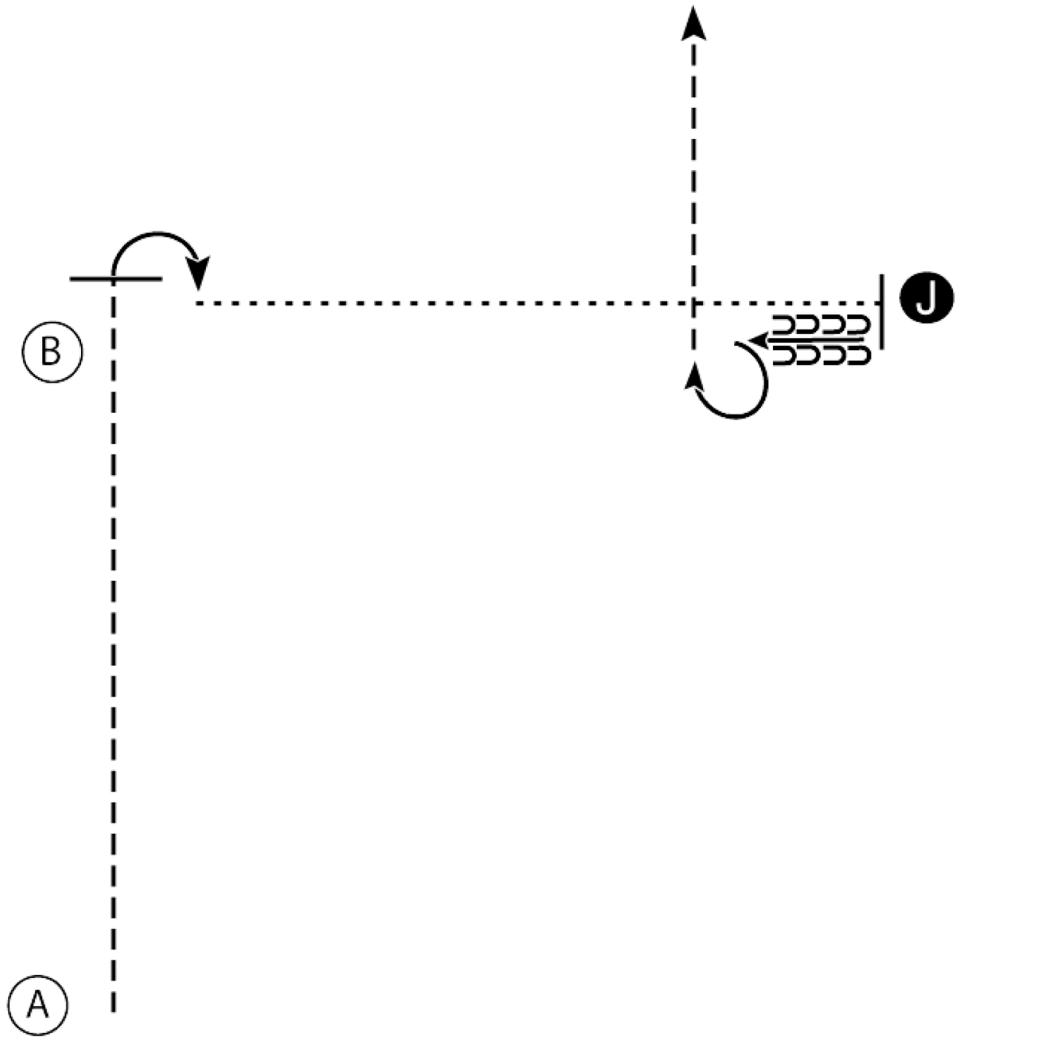
Mile High Classic

Friday WT Showmanship

Show Date: 03/28-4/2

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



1. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

Walk
Trot - - - - -
Back ← [arrows]
Marker (B)
Judge (J)

[S/WT-3]

Pattern Provided by:
EZHorseshows

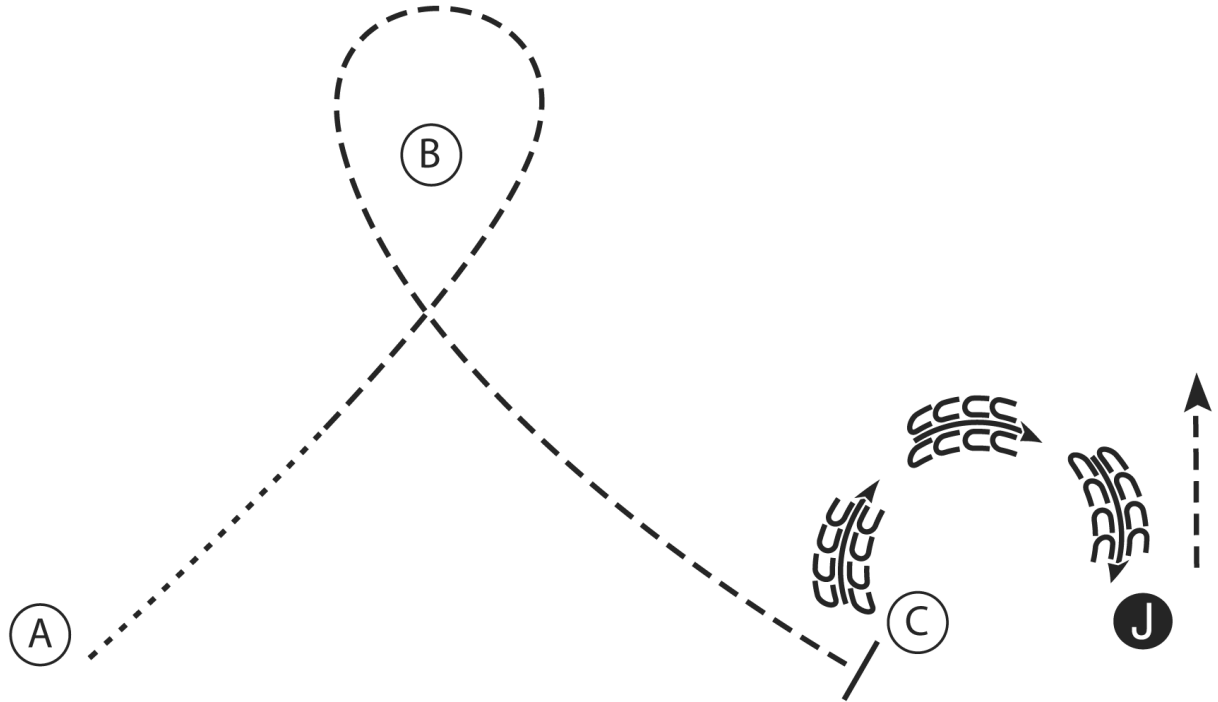
Mile High Classic

Friday Showmanship Yth, Amt, Select

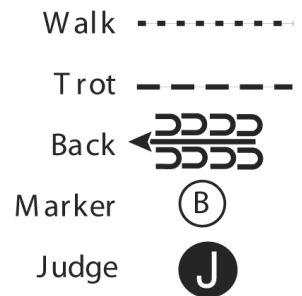
Show Date: 03/28-4/2

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



1. Walk halfway from A to B
2. Trot to and around B and continue to C
3. Stop at C and back in a half circle to the judge
4. Stop and set up for inspection
5. When dismissed trot straight away from the judge



[S/2-2]

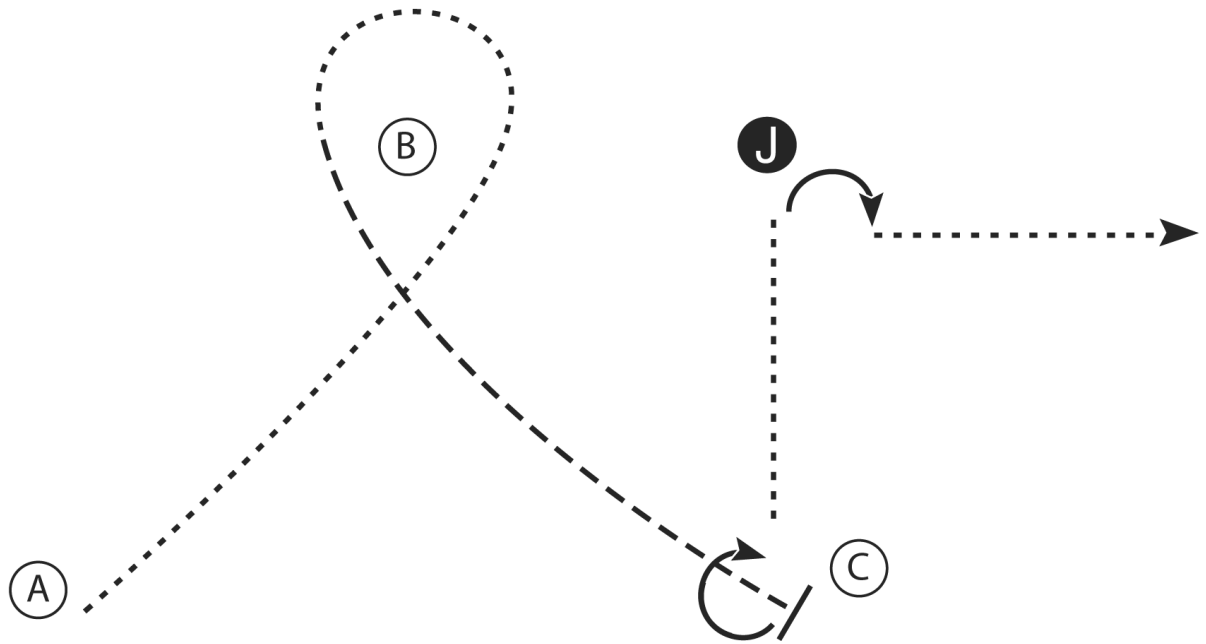
Pattern Provided by:

EZHorseshows

Mile High Classic

Friday Showmanship L1 Yth, L1 Amt

Show Date: 03/28-4/2



1. Walk A to and around B
2. At B trot to C
3. Stop at C and perform a 225 degree turn
4. Walk to the judge and set up for inspection
5. When dismissed perform a 90 degree turn and walk straight away from the judge

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

[S/1-1]

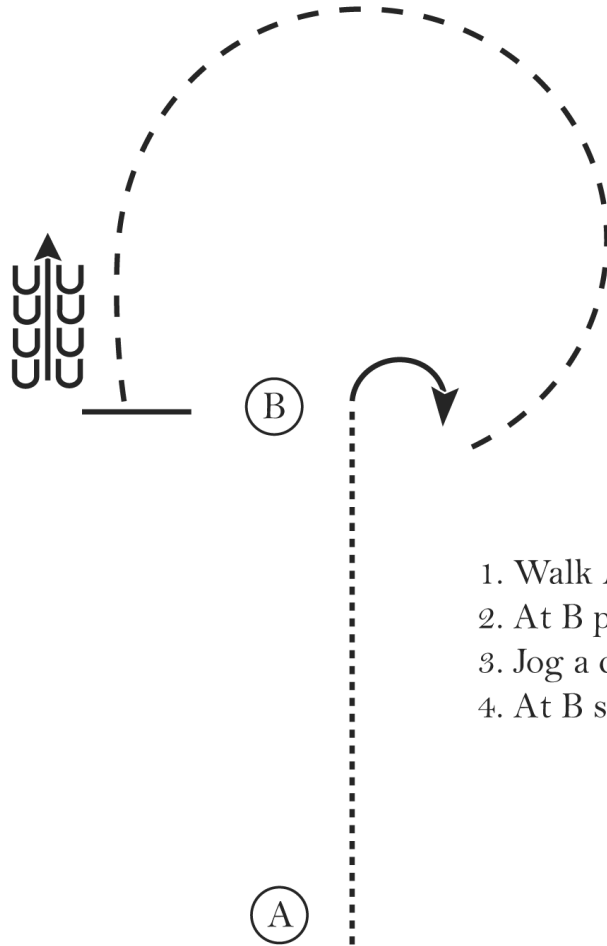
Pattern Provided by:

EZHorseshows

Mile High Classic

Friday Horsemanship WT

Show Date: 03/28-4/2



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

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

[WH/WT-7]

Pattern Provided by:

EZHorseshows

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

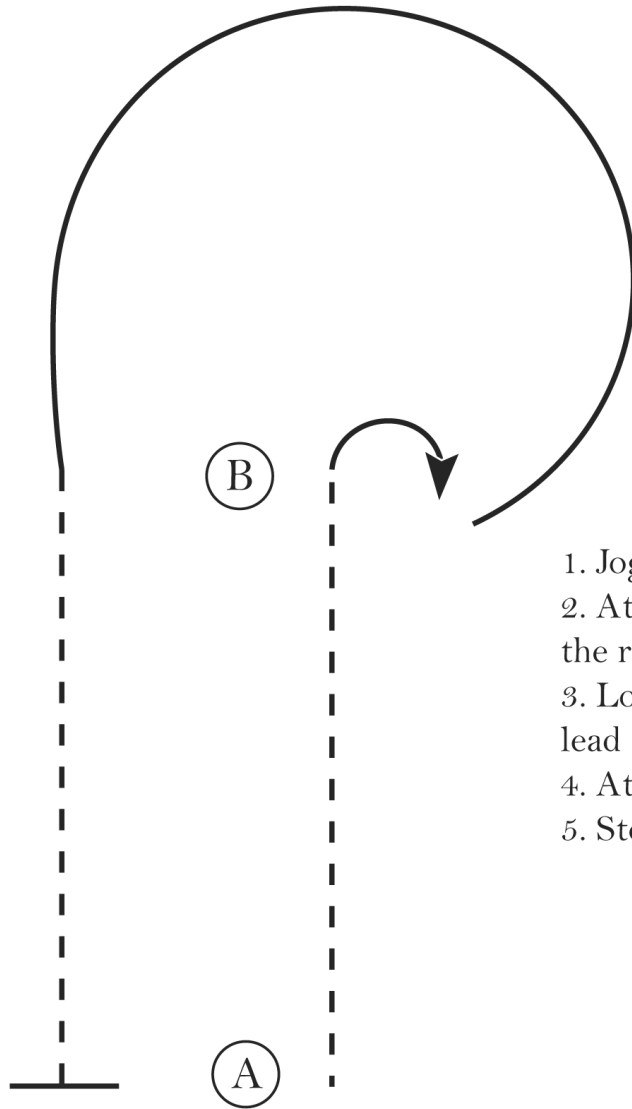
Mile High Classic

Friday Horsemanship L1 Yth, L1 Amt

Show Date: 03/28-4/2

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



1. Jog A to B
2. At B perform a 90 degree turn to the right
3. Lope a circle around B on the left lead
4. At B jog to A
5. Stop at A.

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

[WH/1-14]

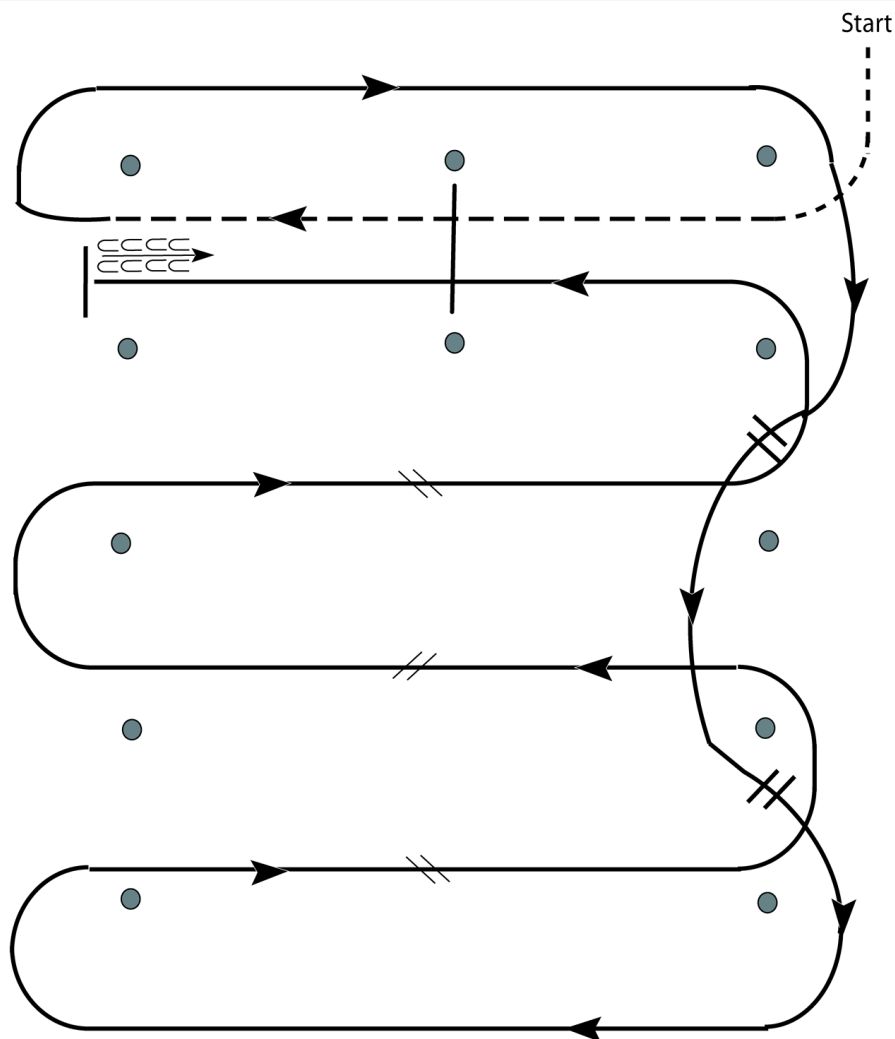
Pattern Provided by:

EZHorseshows

Mile High Classic

Friday Western Riding All L1 (L1 Pattern 4)

Show Date: 03/28-4/2



1. Walk, transition to jog, jog over log.
2. Transition to right 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. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

[WR/GP-4]

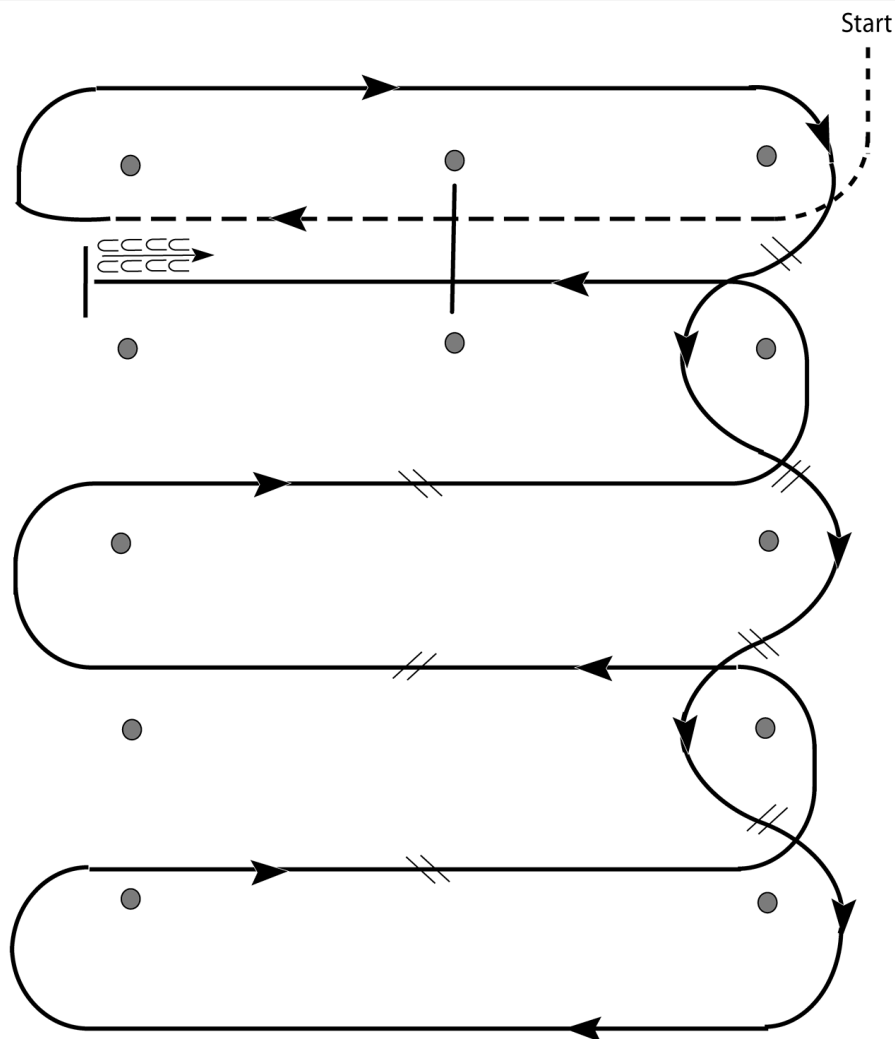
Pattern Provided by:

EZHorseshows

Mile High Classic

Friday Western Riding (Pattern 4)

Show Date: 03/28-4/2



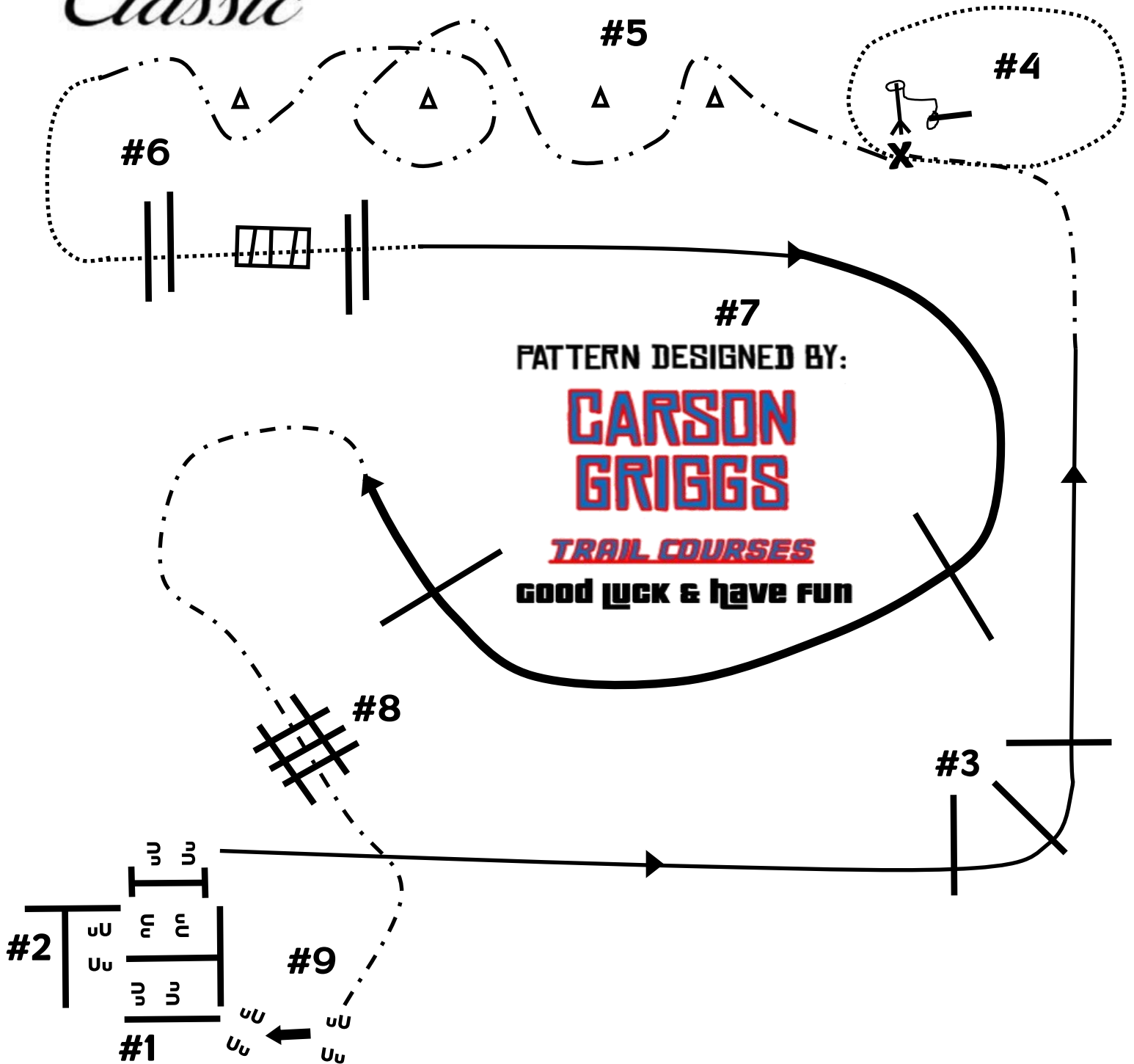
1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

[WR/OP-4]

Pattern Provided by:

EZHorseshows

RANCH TRAIL ROUND 2

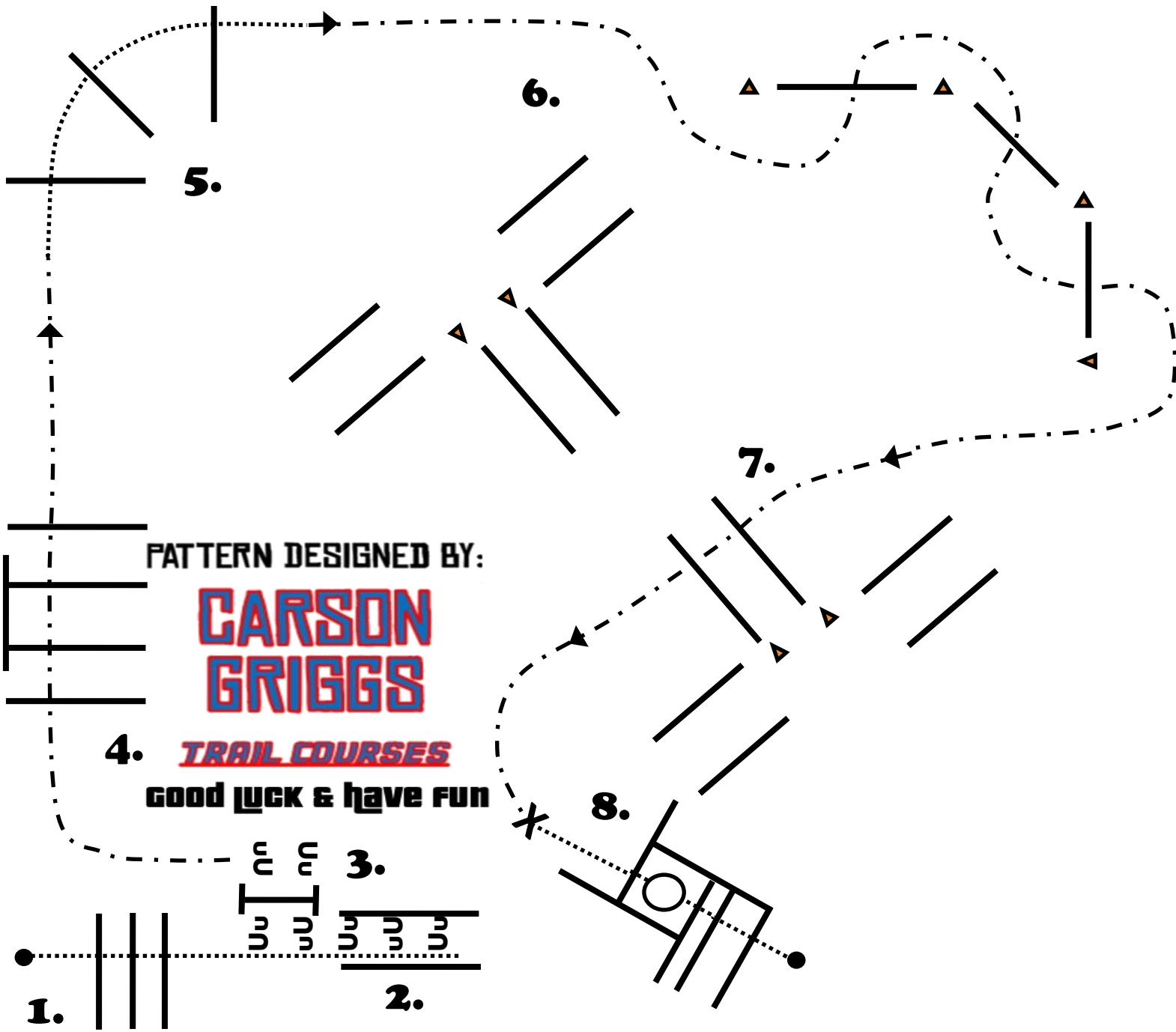


1. BACK UP TO GATE TO GATE
2. OPEN SOLID GATE RIGHT HAND
3. LOPE BIG FAN LEFT LEAD THEN JOG
4. DRAG LOG IN CIRCLE AT WALK OR JOG (YOUTH CHECK MAILBOX)
5. EXTENDED JOG THRU CONES AS SHOWN

6. WALK OVER BRIDGE AND LOGS
7. LOPE RIGHT LEAD, THEN EXTENDED LOPE OVER LOGS
8. JOG OVER RAILROAD TRACK
9. SIDEPASS RIGHT TO POST

ALL WALK-JOG TRAIL ROUND 2

TRAIL CLASSES



PATTERN DESIGNED BY:

**CARSON
GRIGGS**

4. TRAIL COURSES

GOOD LUCK & HAVE FUN

1. WALK OVER POLES INTO CHUTE

2. BACK UP TO GATE

3. OPEN GATE LEFT HAND

4. JOG OVER POLES

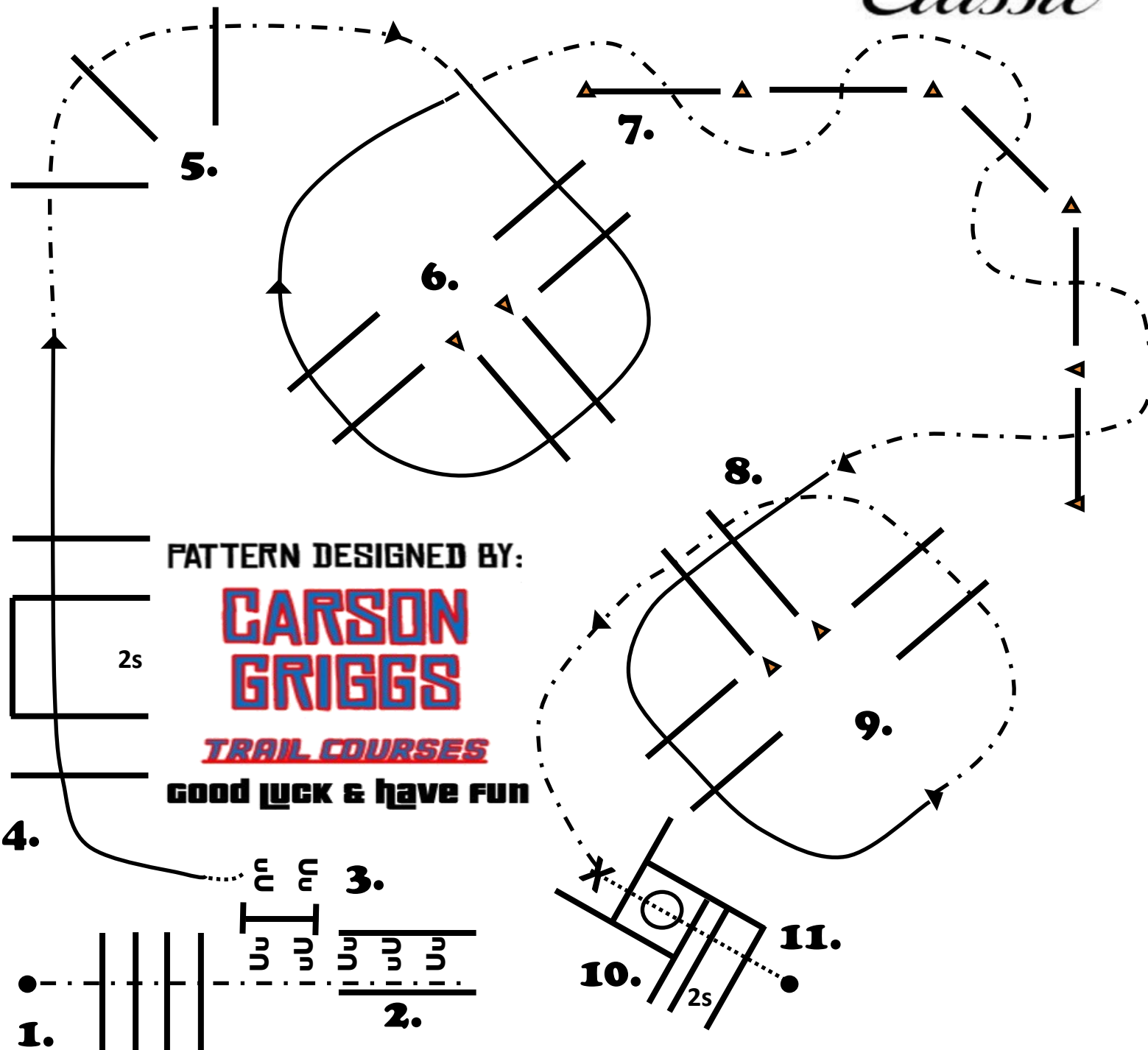
5. WALK BIG FAN

6. JOG SERPENTINE

7. CONTINUE JOG OVER 2 POLES

**8. STOP! WALK INTO BOX 360 TURN EITHER WAY
WALK OUT TO FINISH**

TRAIL ROUND 2



PATTERN DESIGNED BY:

CARSON GRIGGS

TRAIL COURSES

GOOD LUCK & HAVE FUN

1. JOG OVER POLES INTO CHUTE
2. BACK UP TO GATE
3. OPEN GATE LEFT HAND
(YOU MAY WALK A FEW STEPS AWAY FROM GATE)
4. LOPE 4 POLES RIGHT LEAD
5. JOG BIG FAN
6. LOPE 3/4 WHEEL RIGHT LEAD
7. JOG SERPENTINE
8. LOPE LEFT LEAD FIRST 4 POLES
9. JOG NEXT 4 POLES
10. STOP OR BREAK TO WALK INTO BOX, SPIN 360 DEGREES EITHER DIRECTION
11. WALK OUT OVER 3 POLES TO FINISH

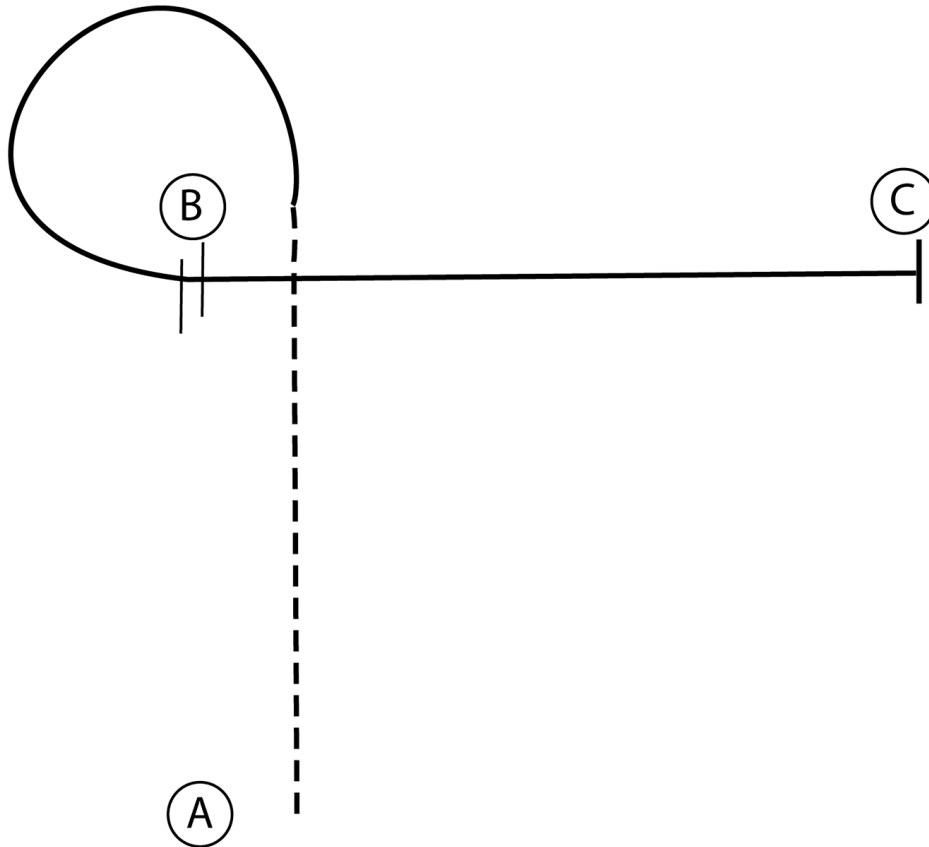
Mile High Classic

Saturday Equitation Yth, Amt, Sel

Show Date: 03/28-4/2

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



1. Posting trot A to B on the right diagonal
2. At B canter on the right lead around B
3. At B perform a simple lead change and continue to C
4. Stop at C

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

[HSE/2-14]

Pattern Provided by:

EZHorseshows

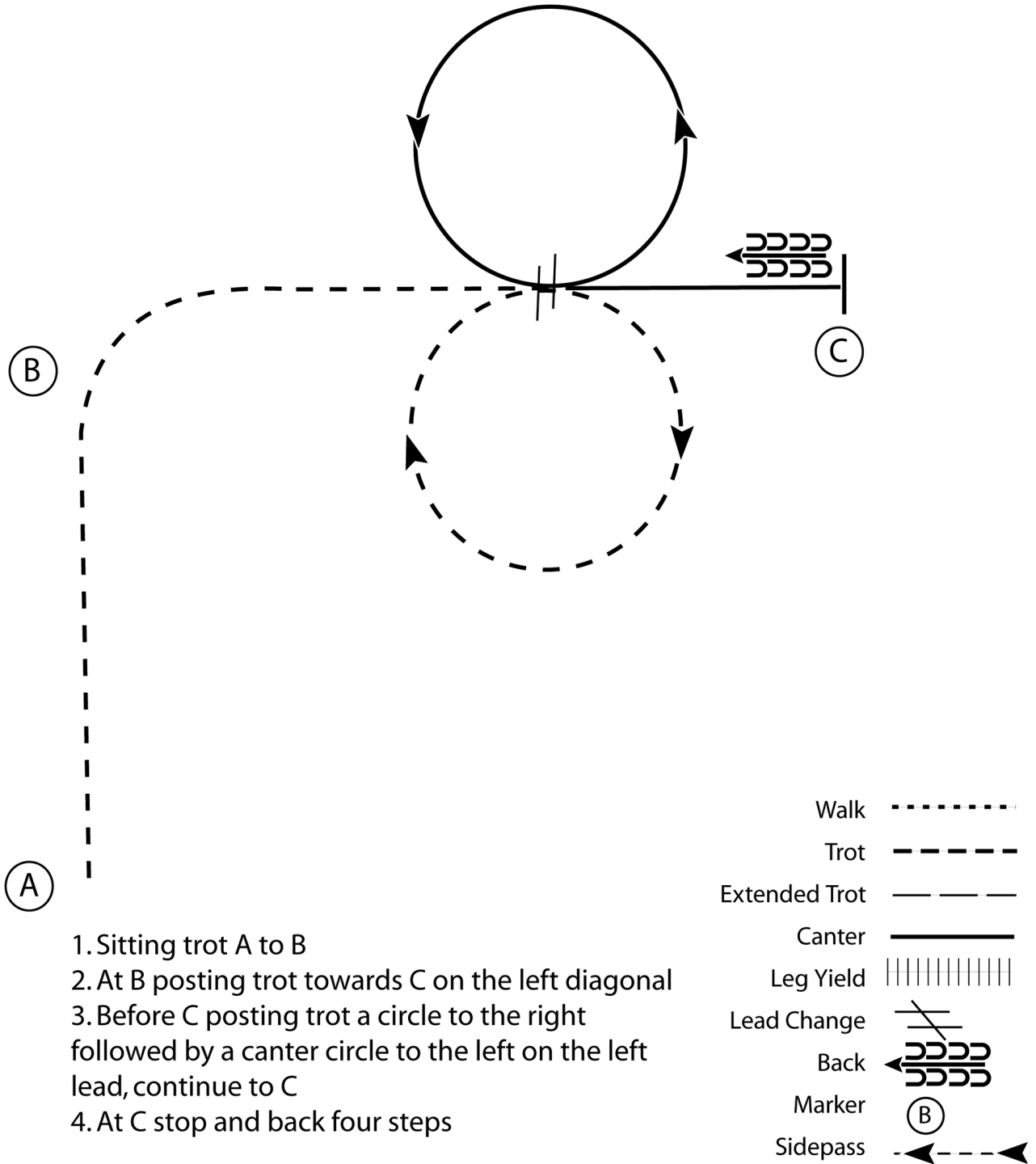
Mile High Classic

Saturday Equitation L1 Yth, Amt

Show Date: 03/28-4/2

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



[HSE/1-10]

Pattern Provided by:

EZHorseshows

Mile High Classic

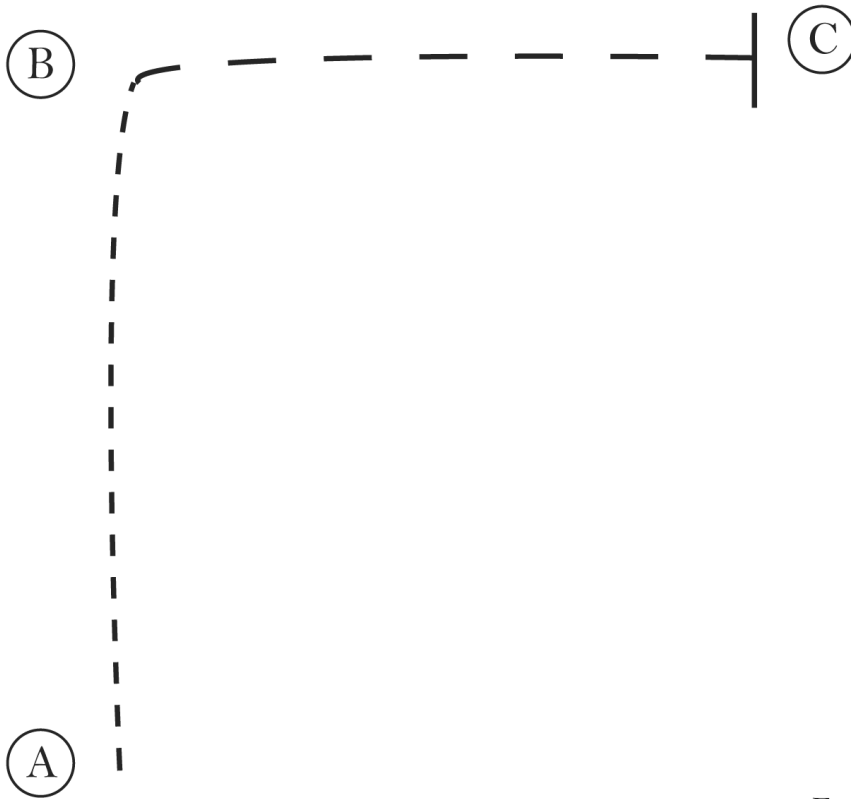
Sunday WT Horsemanship

Show Date: 03/28-4/2

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

1. Jog A to B
2. At B extend the jog to C
3. Stop at C



- Walk (dotted line)
- Jog - - - - - (dashed line)
- Extended Jog - - - - - (long dashed line)
- Lope _____ (solid line)
- Leg Yield ||||| (vertical bars)
- Lead Change / (diagonal line)
- Back ←←←←← (left-pointing arrows)
- Marker (B) (circle with B)
- Sidepass ←←←←← (dashed left-pointing arrows)

[WH/WT-1]

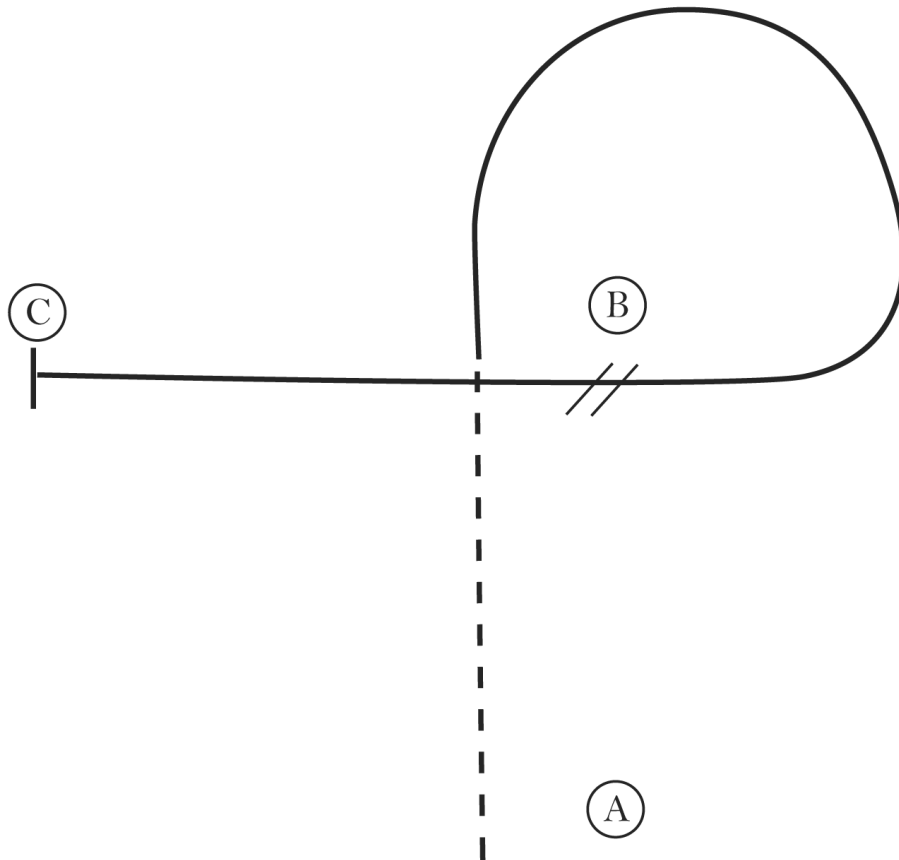
Pattern Provided by:

EZHorseshows

Mile High Classic

Sunday Level 1 Horsemanship Yth, Amt, Select

Show Date: 03/28-4/2



1. Jog A to B
2. At B lope a circle around B on the right lead
3. Perform a flying lead change at B
4. Continue at the lope on the left lead to C
5. Stop at C

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

[WH/1-5]

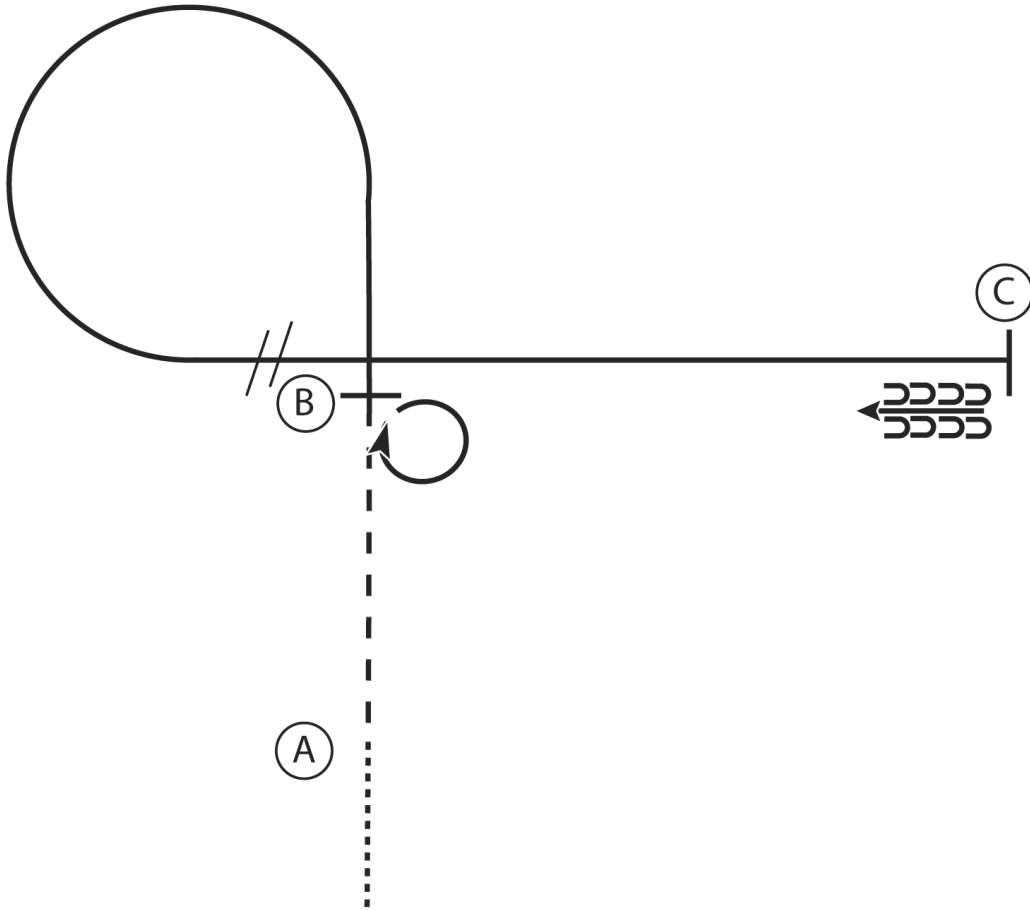
Pattern Provided by:

EZHorseshows

Mile High Classic

Sunday Horsemanship Yth, Amt, Select

Show Date: 03/28-4/2



1. Walk to A
2. At A jog to B
3. Stop at B and perform a 360 degree turn to the right
4. Lope a circle to the left
5. At B perform a lead change and continue to C
6. At C stop and back 5 steps

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

[WH/2-10]

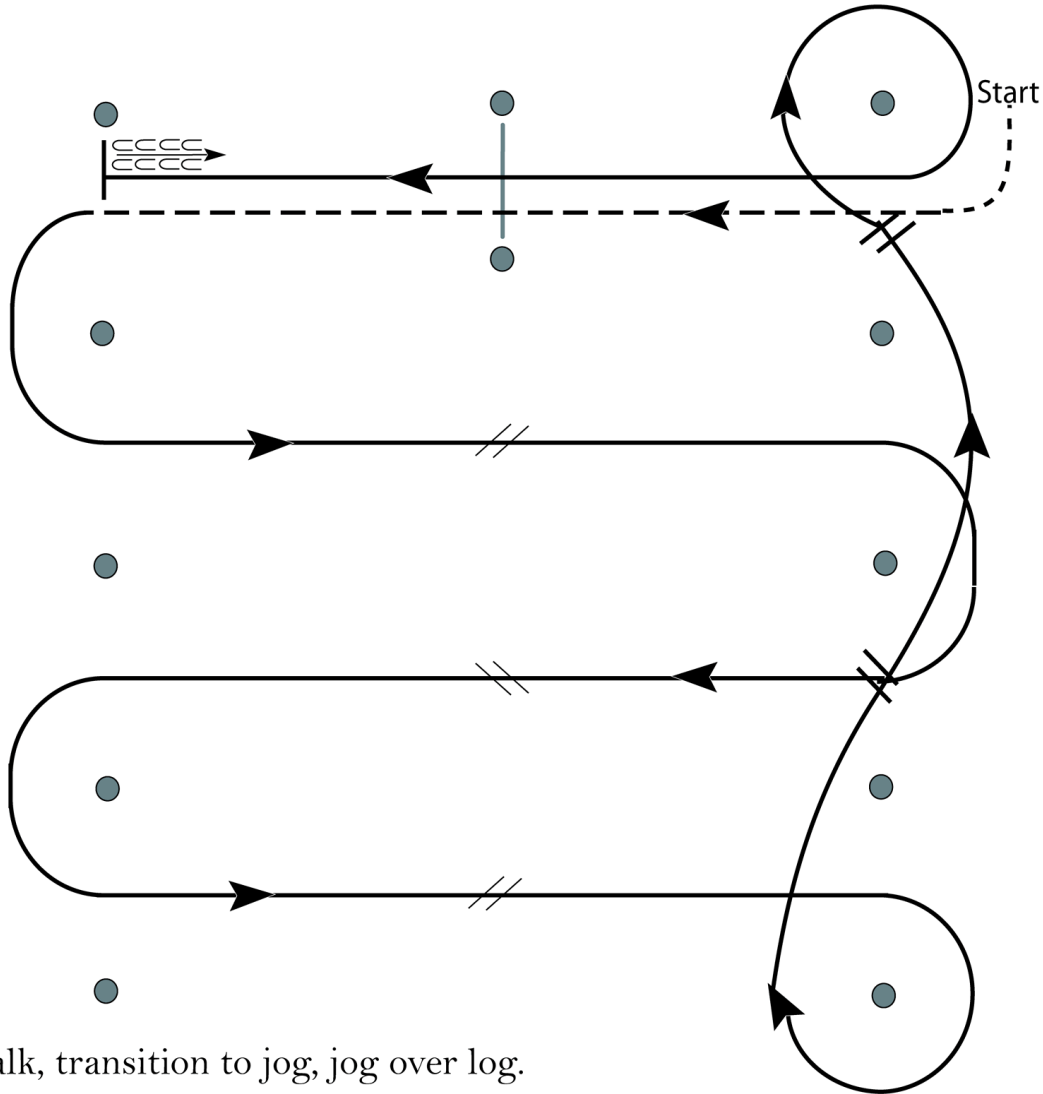
Pattern Provided by:

EZHorseshows

Mile High Classic

Sunday L1 Western Riding (L1 Pattern 2)

Show Date: 03/28-4/2



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

[WR/GP-2]

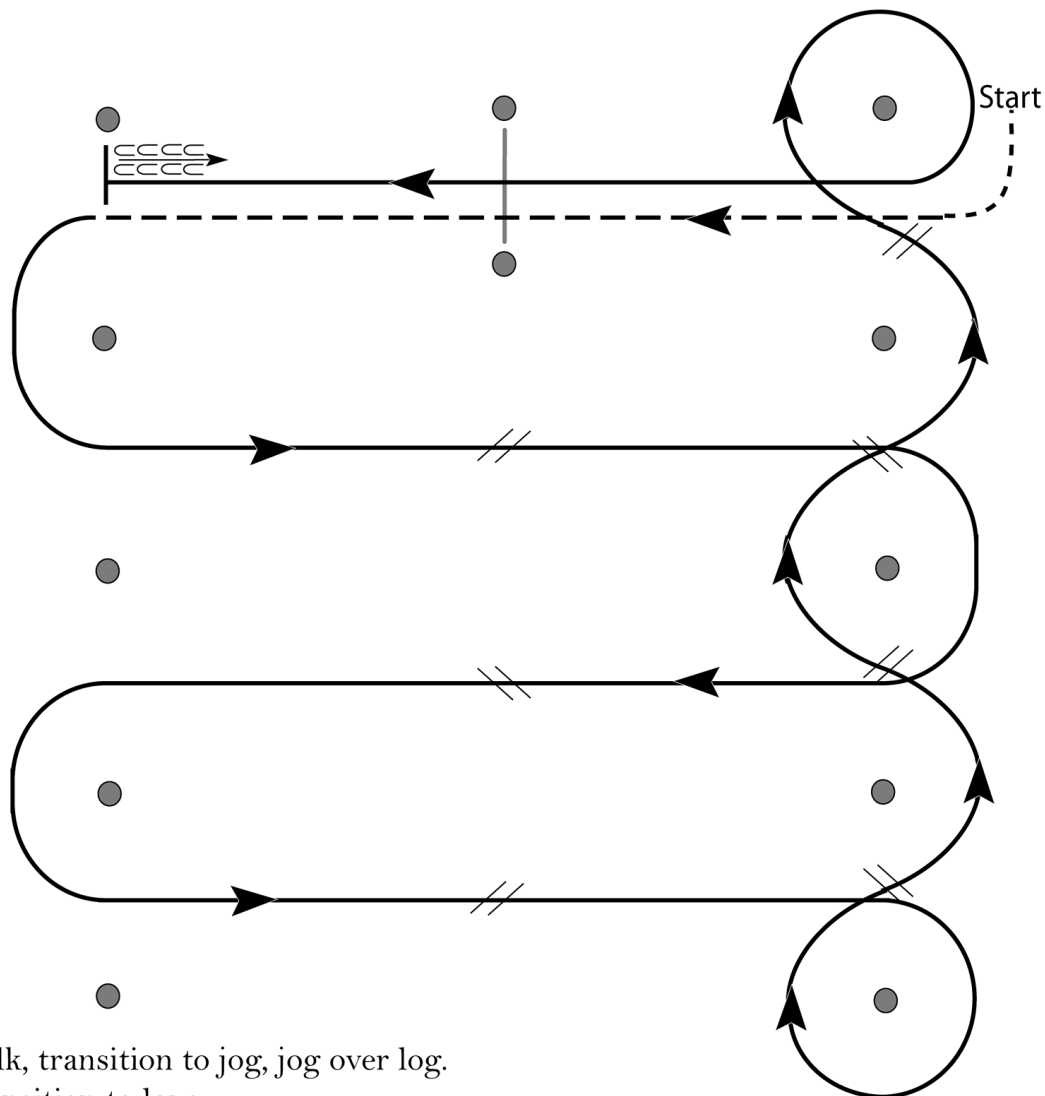
Pattern Provided by:

EZHorseshows

Mile High Classic

Sunday Western Riding (Pattern 2)

Show Date: 03/28-4/2



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.

[WR/OP-2]

Pattern Provided by:

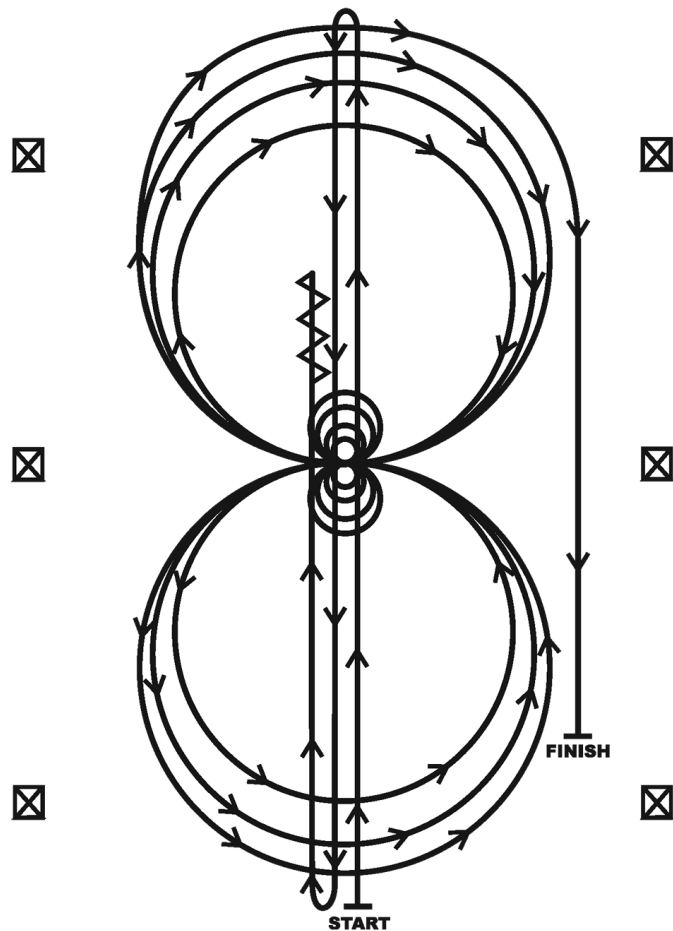
EZHorseshows

Mile High Classic

Sunday Reining All (Pattern 7)

Show Date: 03/28-4/2

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.

[R/AQHAP-7]

Pattern Provided by:

EZHorseshows