

PATTERN BOOK

2026

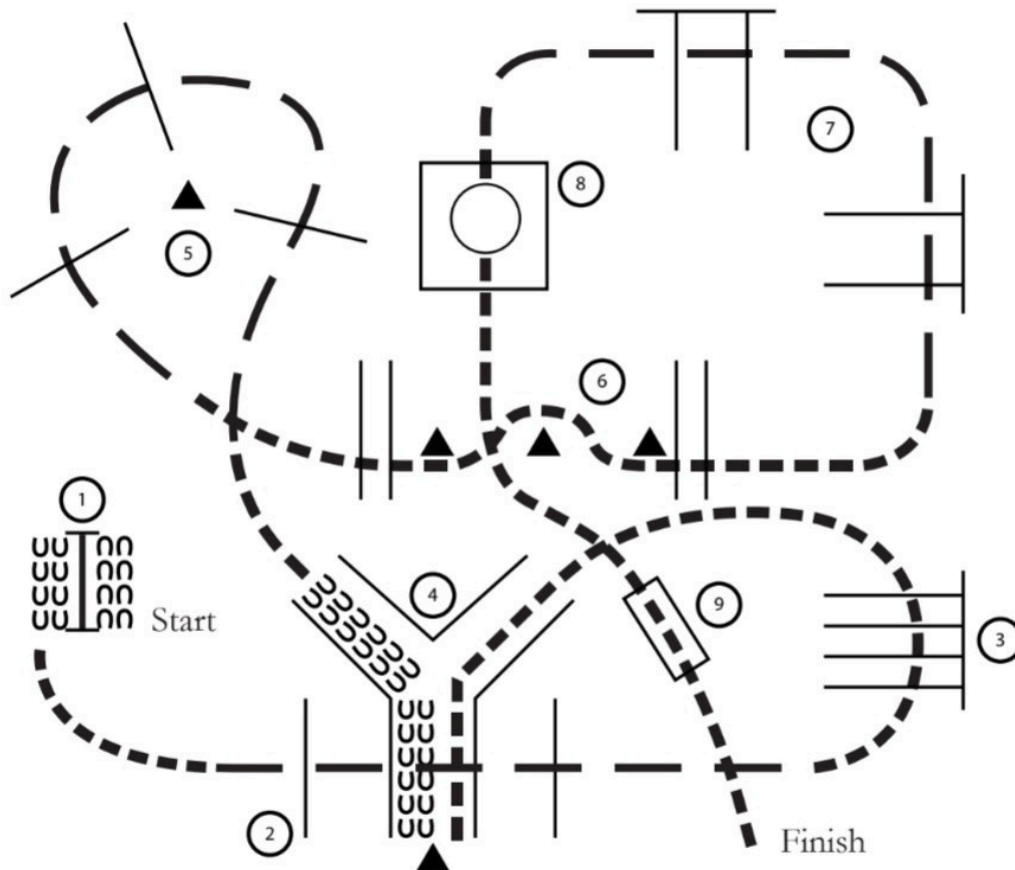
SUN CITY SUMMER UP



TRAIL IN HAND

All InHand Trail classes

Class
1



Be ready at the gate

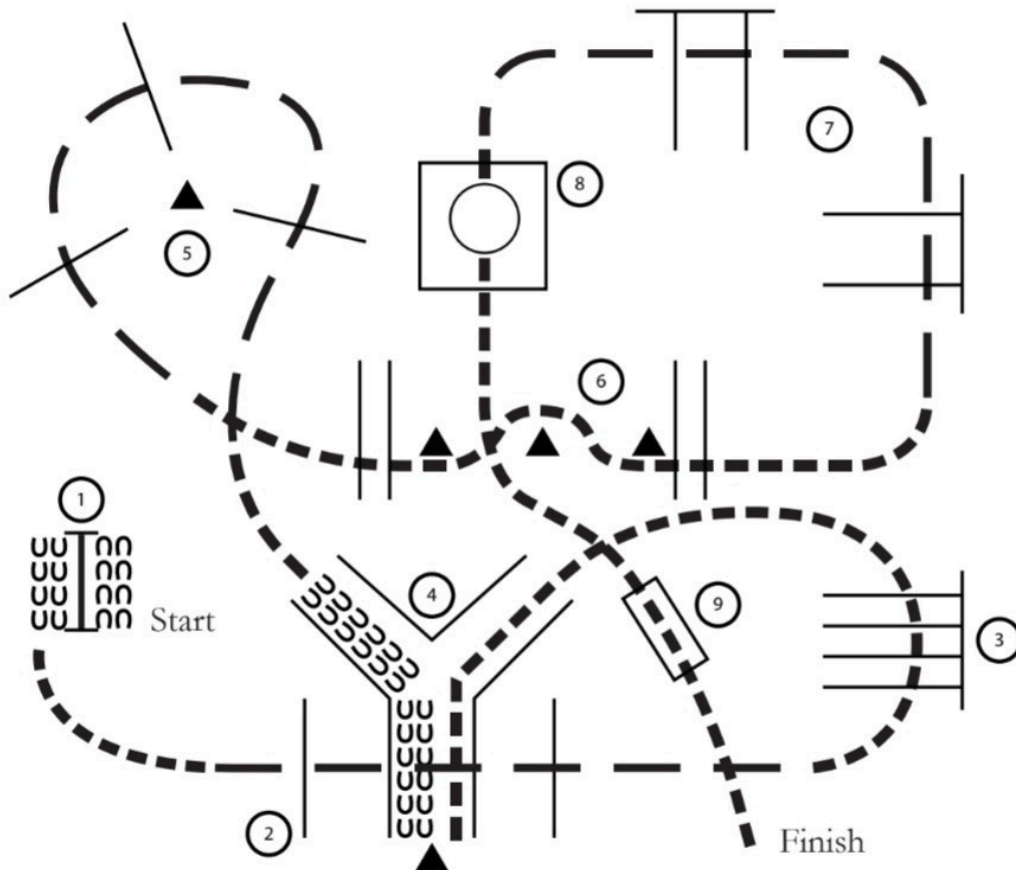
1. Work gate left hand, walk away from gate
2. Jog poles
3. Walk poles and into chute
4. Back chute and walk away
5. Jog poles as shown
6. Walk over poles and through cones as shown
7. Jog poles
8. Walk into box, turn 360° right
9. Walk to bridge, over bridge and to finish

WALK	-----
JOG	-----
LOPE	-----
BACK UP	U U U U U
TURN	○
CONE	▲

TRAIL

Walk & Trot

Class
2



Be ready at the gate

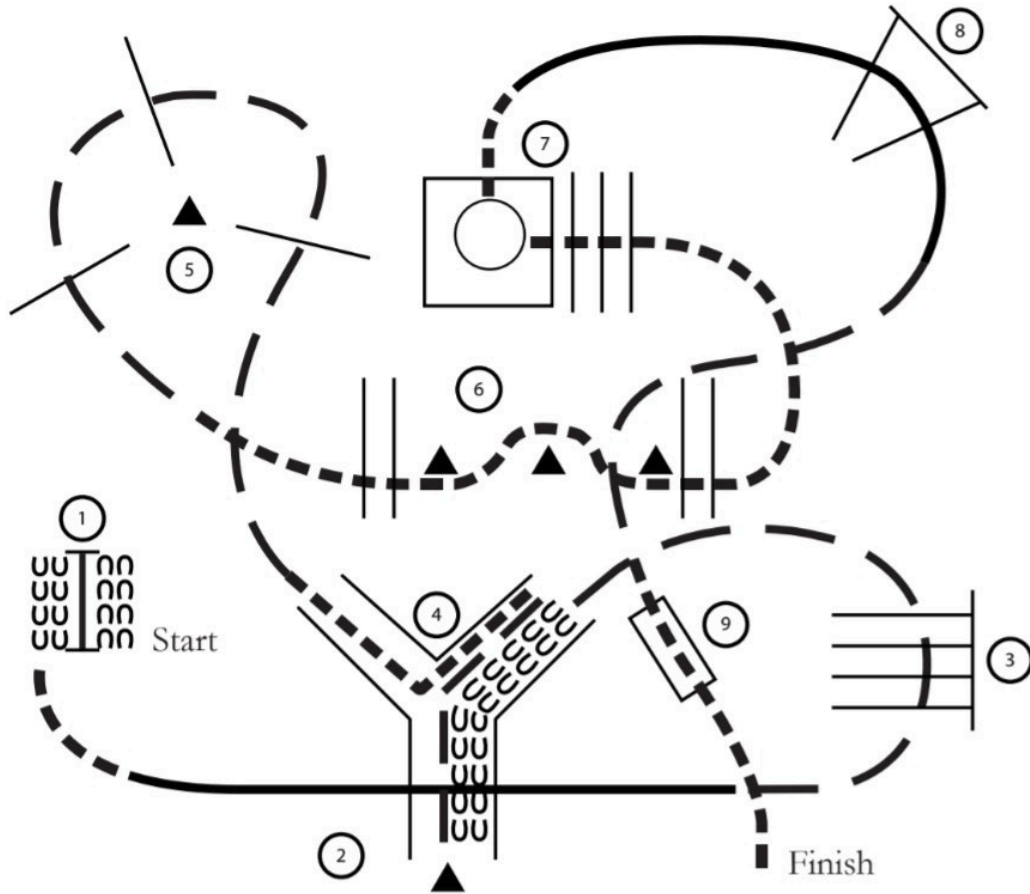
1. Work gate left hand, walk away from gate
2. Jog poles
3. Walk poles and into chute
4. Back chute and walk away
5. Jog poles as shown
6. Walk over poles and through cones as shown
7. Jog poles
8. Walk into box, turn 360° right
9. Walk to bridge, over bridge and to finish

WALK	-----
JOG	-----
LOPE	-----
BACK UP	⤿⤿⤿⤿⤿
TURN	○
CONE	▲

TRAIL

Open

Class
3



Be ready at the gate

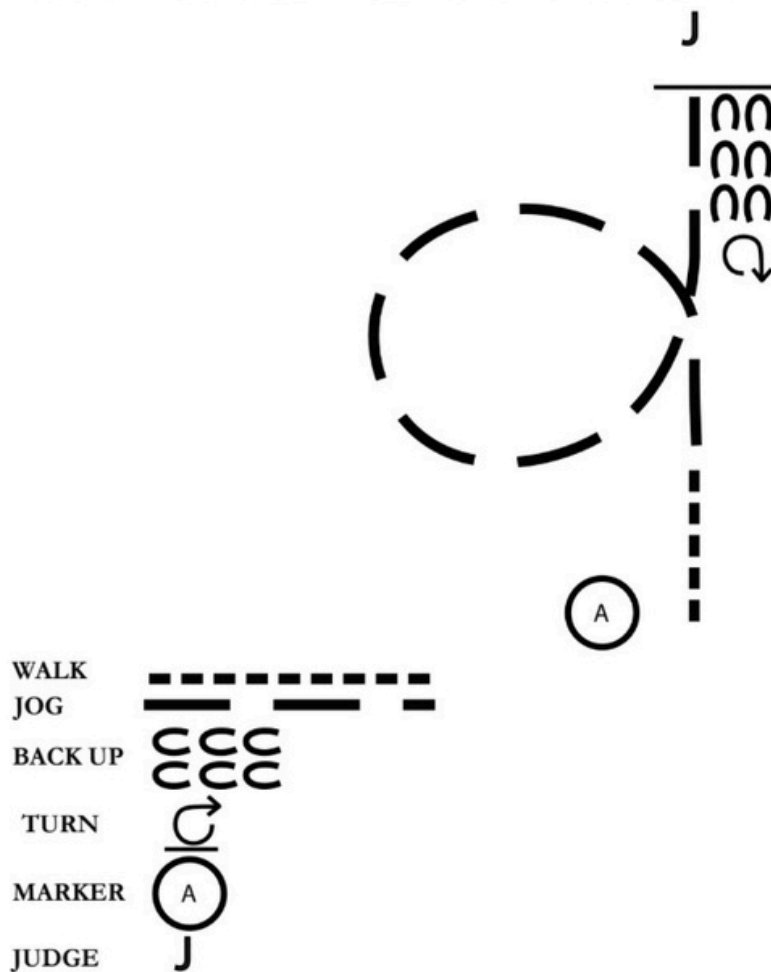
1. Work gate left hand, walk away from gate
2. Lope left lead over poles
3. Jog over poles and into chute
4. Back chute
5. Walk out of chute and jog poles
6. Walk over poles and through cones
7. Walk over poles and into box, turn 1/4 to the right, walk out
8. Lope poles right lead
9. Jog to bridge, break to walk, walk bridge to finish

WALK	-----
JOG	=====
LOPE	—————
BACK UP	CCCC
TURN	○
CONE	▲

SHOWMANSHIP

All Showmanship classes

Class
5

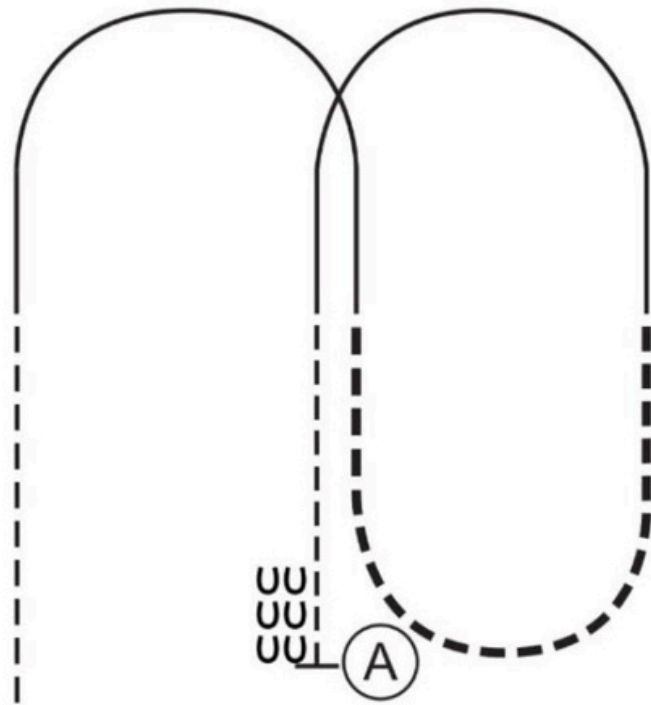


Be ready at A

1. Walk one horse-length
2. Trot a circle as shown, and trot to judge
3. Stop and set up for inspection
4. When dismissed, back up one horse length
5. Perform a 180 degrees turn and walk away

HUNT SEAT EQUITATION

Class
8



Free pattern provided by the Danish Quarter Horse Association

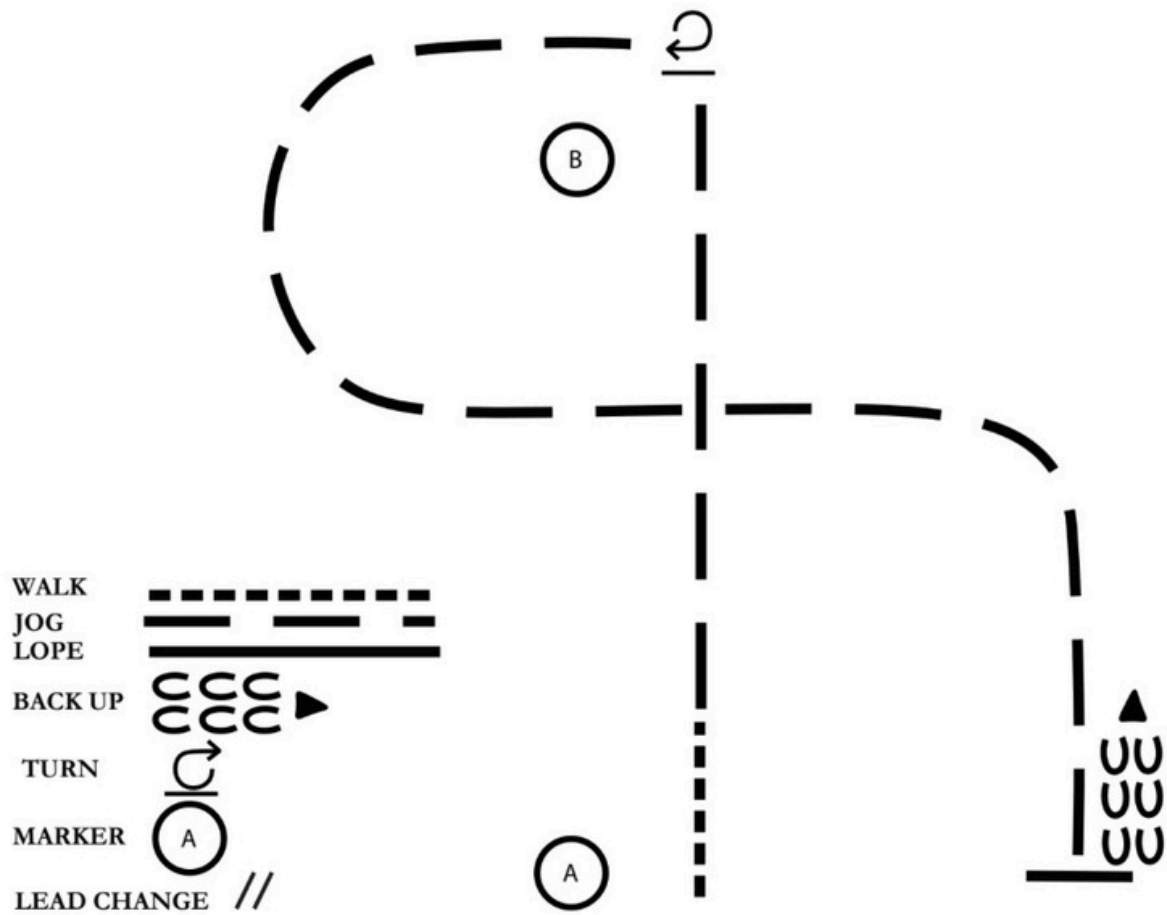
1. Start at trot left diagonal
2. Canter right lead
3. Sitting trot
4. Canter left lead
5. Trot right diagonal
6. Stop and back up 1 horselength
7. Exit at walk

WALK	-----
POSTING TROT	- - - - -
SITTING TROT	- - - - -
TWO POINT POSITION	- - - - -
CANTER	—————
BACK UP	ccc ccc
TURN	↻
MARKER	Ⓐ

WESTERN HORSEMANSHIP

Walk and Trot

Class 11



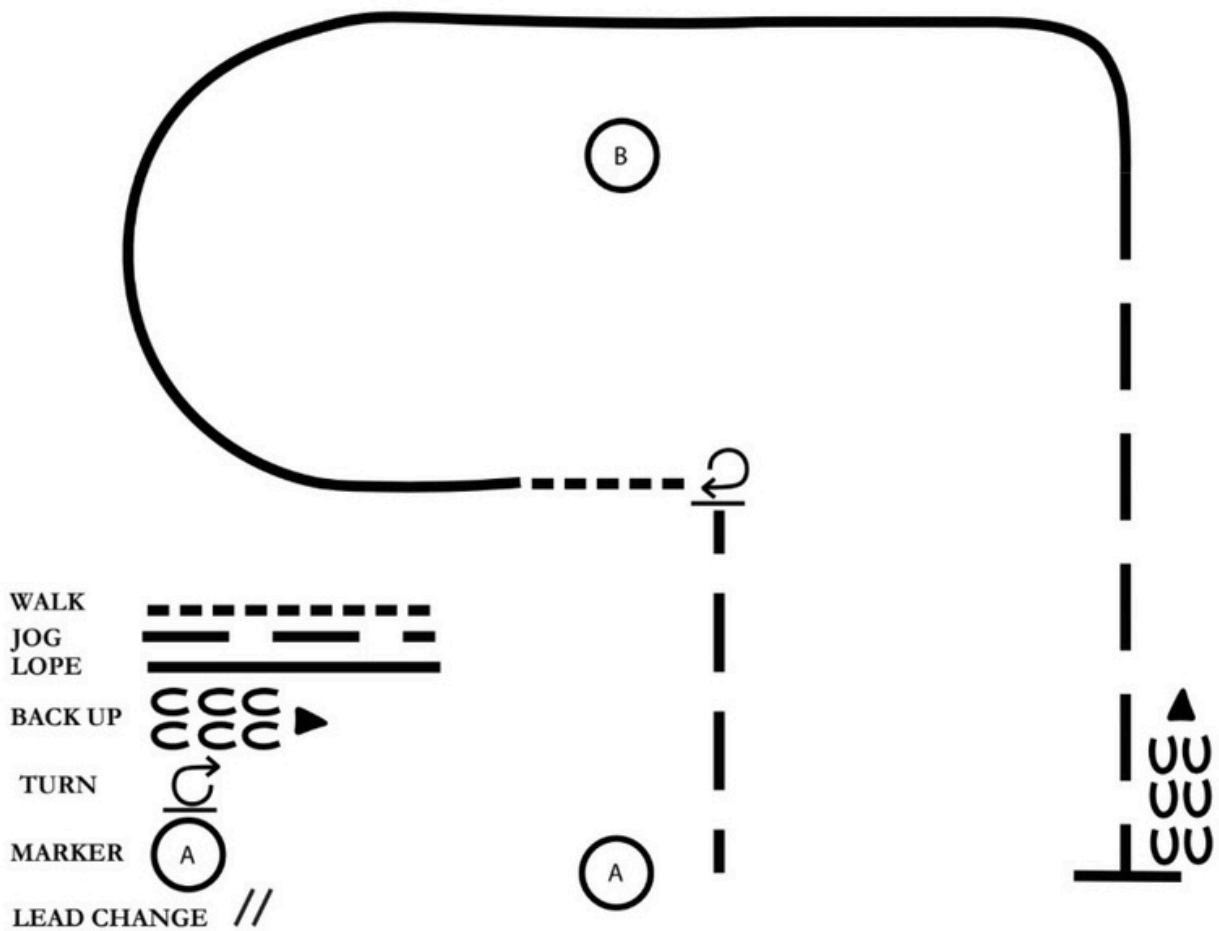
Be ready at A

1. Walk two horselengths
 2. Jog past B
 3. Perform a 270 degrees turn to the right
 4. Jog as shown
 5. Stop when even with A and back up
- Exit at jog

WESTERN HORSEMANSHIP

Non Pro & Open

Class 12



Be ready at A

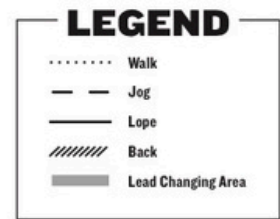
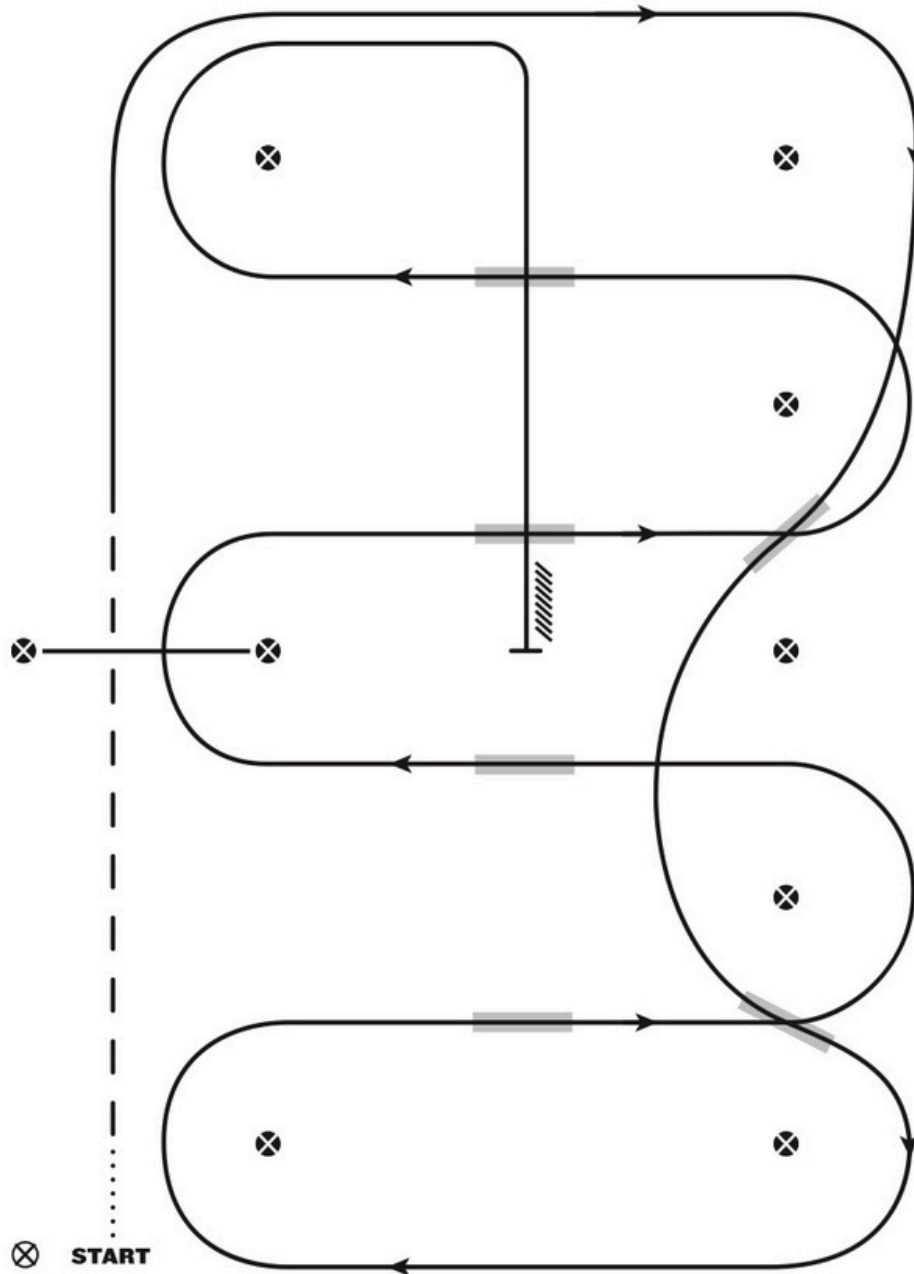
1. Jog halfway to B
 2. Stop and perform a 270 degrees turn to the right
 3. Walk two horse-lengths
 4. Lope on the right lead as shown
 5. Jog until even with A
 6. Stop and back up
- Exit at jog

WESTERN RIDING Walk & Trot

Class 13

The whole pattern is in walk & trot, please jog
where lope is indicated

LEVEL I WESTERN RIDING PATTERN 6

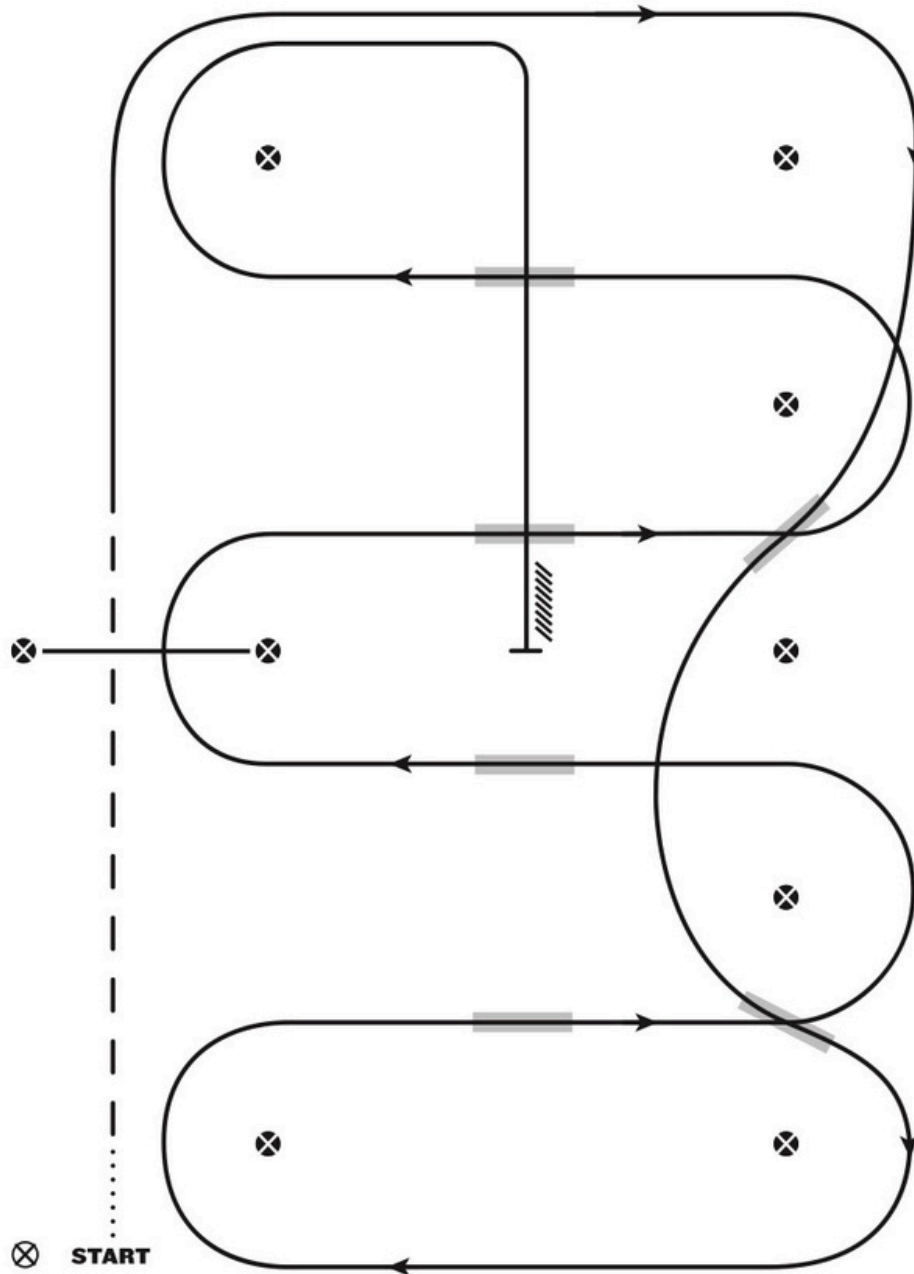


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
0. Lope up the center, stop & back

WESTERN RIDING OPEN

Class 14

LEVEL I WESTERN RIDING PATTERN 6



LEGEND

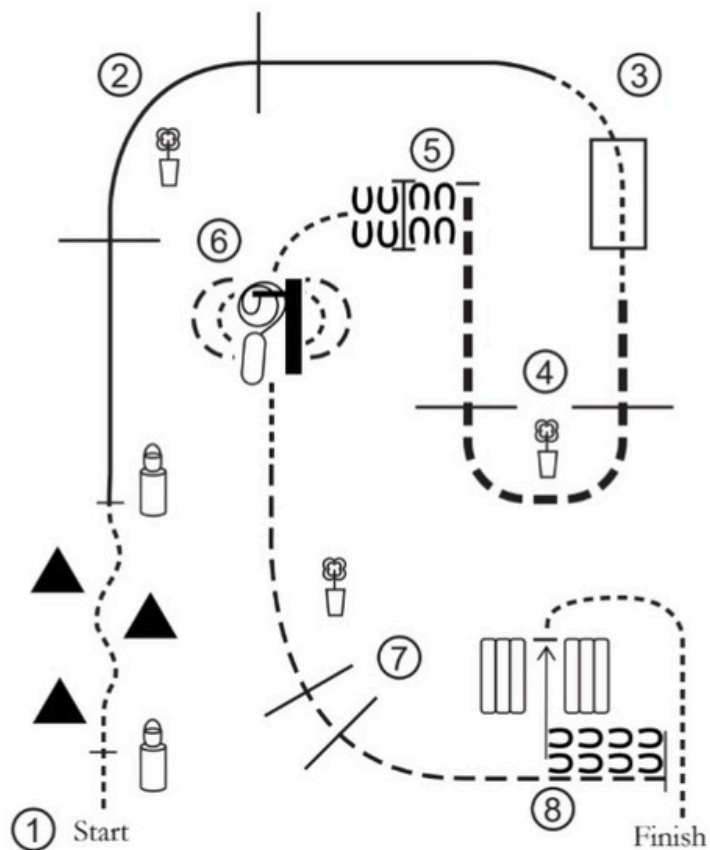
- Walk
- - - - - Jog
- Lope
- /////// Back
- Lead Changing Area

1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
0. Lope up the center, stop & back

RANCH TRAIL

Open

Class
15



Free pattern provided by Danish Quarter Horse Association

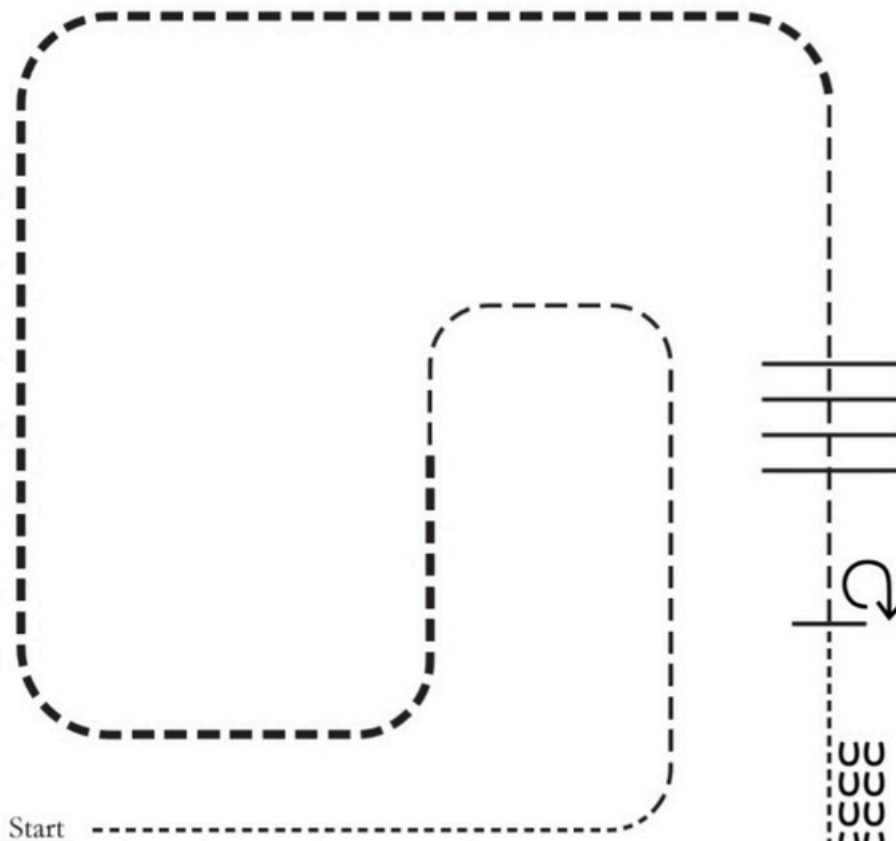
1. Pick up basket and place basket at barrel
2. Lope over poles
3. Walk bridge
4. Extended trot over poles
5. Work gate left hand
6. Drag log, walk or trot circle right
7. Trot poles
8. Stop and back up
9. Sidepass and walk out

WALK	-----
TROT	-----
EXTENDED TROT	-----
LOPE	—————
BACK UP	⊖⊖⊖⊖⊖
TURN	○
CONE	▲
SIDEPASS	→

RANCH RIDING

Walk and Trot

**Class
16**



Free pattern provided by Danish Quarter Horse Association

1. Walk
2. Trot
3. Extended trot
4. Trot poles
5. Stop and perform a 360° turn to the right
6. Walk
7. Back up

WALK	-----
TROT	- - - - -
EXTENDED TROT	▬▬▬▬▬
LOPE	
BACK UP	u u u u u
TURN	⤵
MARKER	Ⓐ

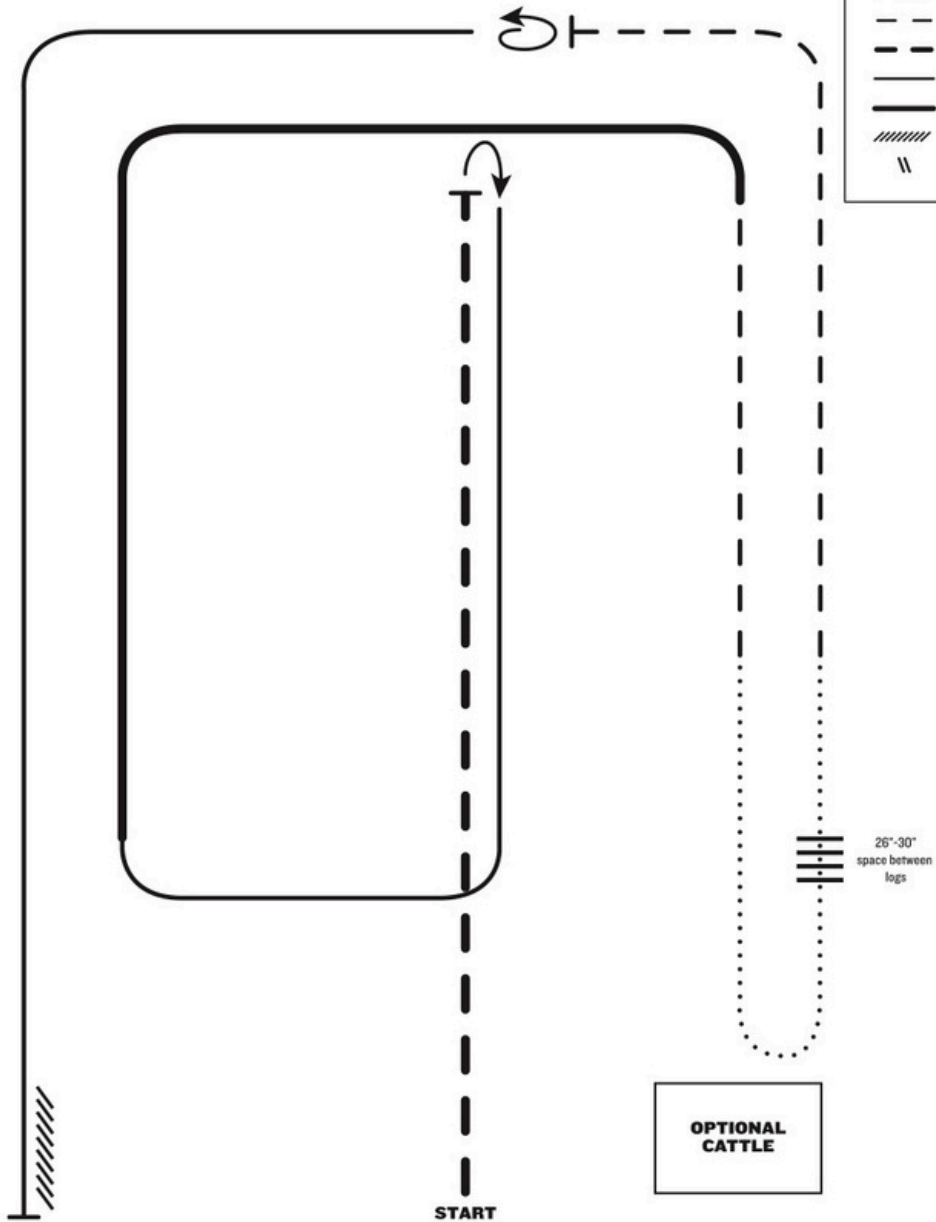
RANCH RIDING OPEN

Class
17

RANCH RIDING - PATTERN 15

LEGEND

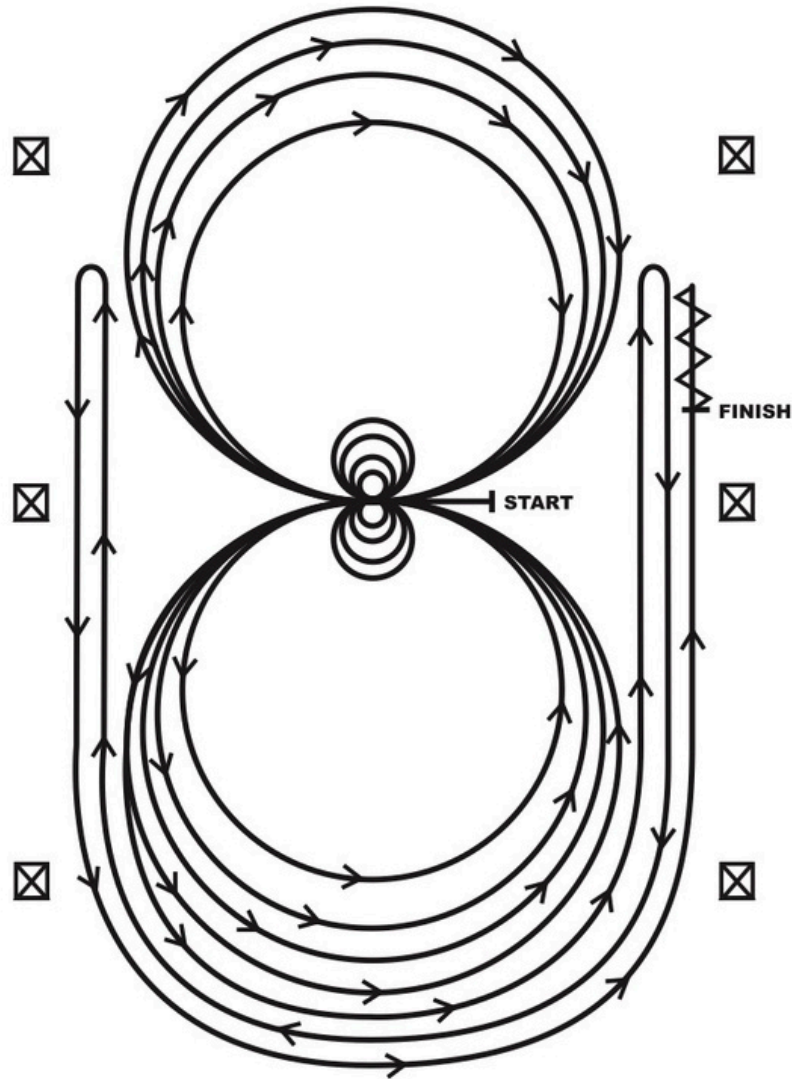
.....	Walk
.....	Extended Walk
- - - -	Trot
- - - -	Extended Trot
————	Lope
————	Extended Lope
//////	Back
\\	Lead Change



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° turn 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.

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.