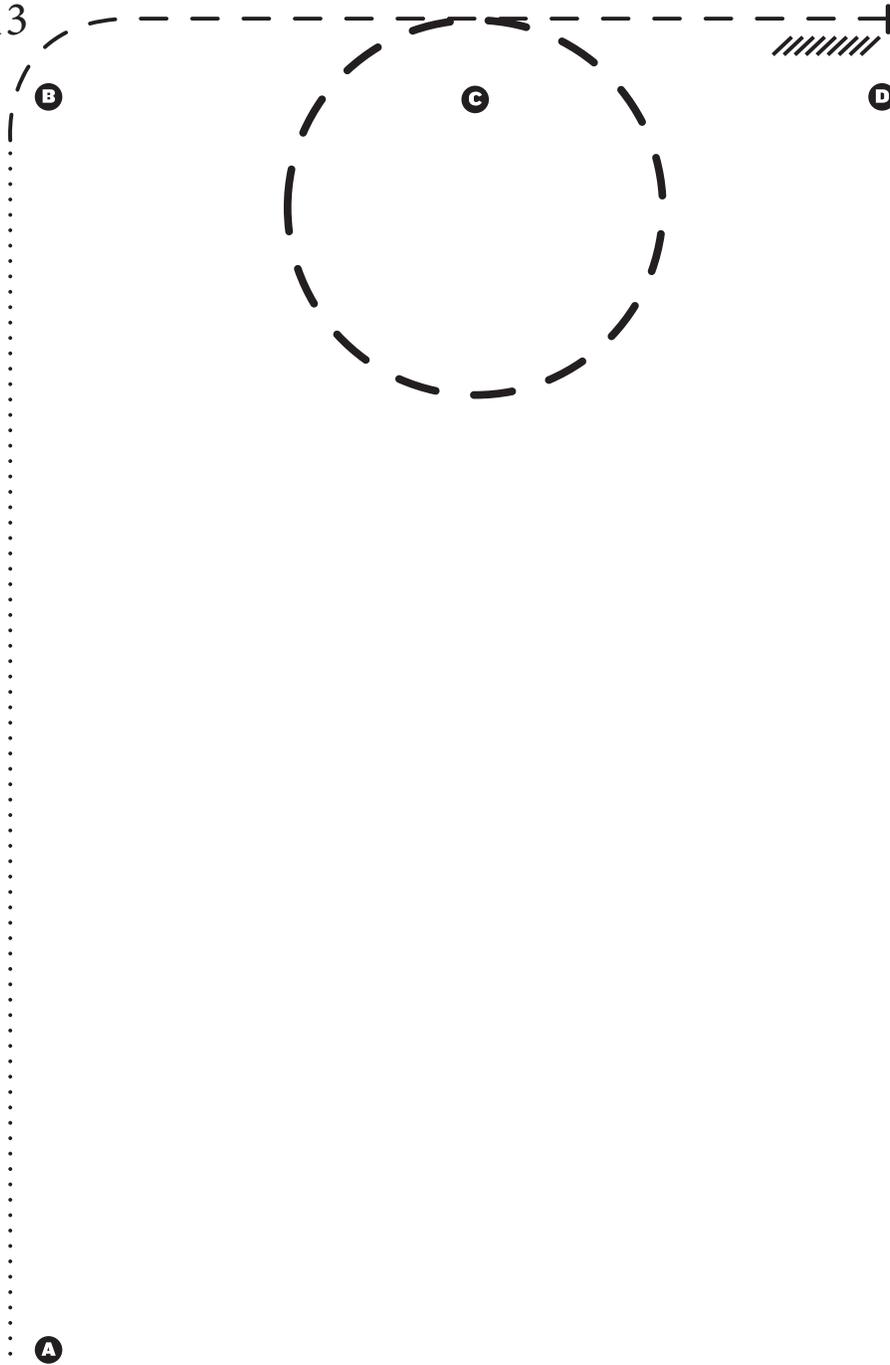


# LUCKY RUN

## EWD AND SMALL FRY HORSEMANSHIP

MARCH 12-13



LEGEND	
.....	Walk
.....	Extended Walk
-----	Jog
-----	Extended Jog
///////	Back

1. Be ready at A, walk from A to B
2. At B, jog and continue to C
3. At C, extended jog a circle to the right
4. Close circle, slow to a jog, continue jogging to D
5. At D, stop
6. Back approximately one horse length, pattern is complete

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

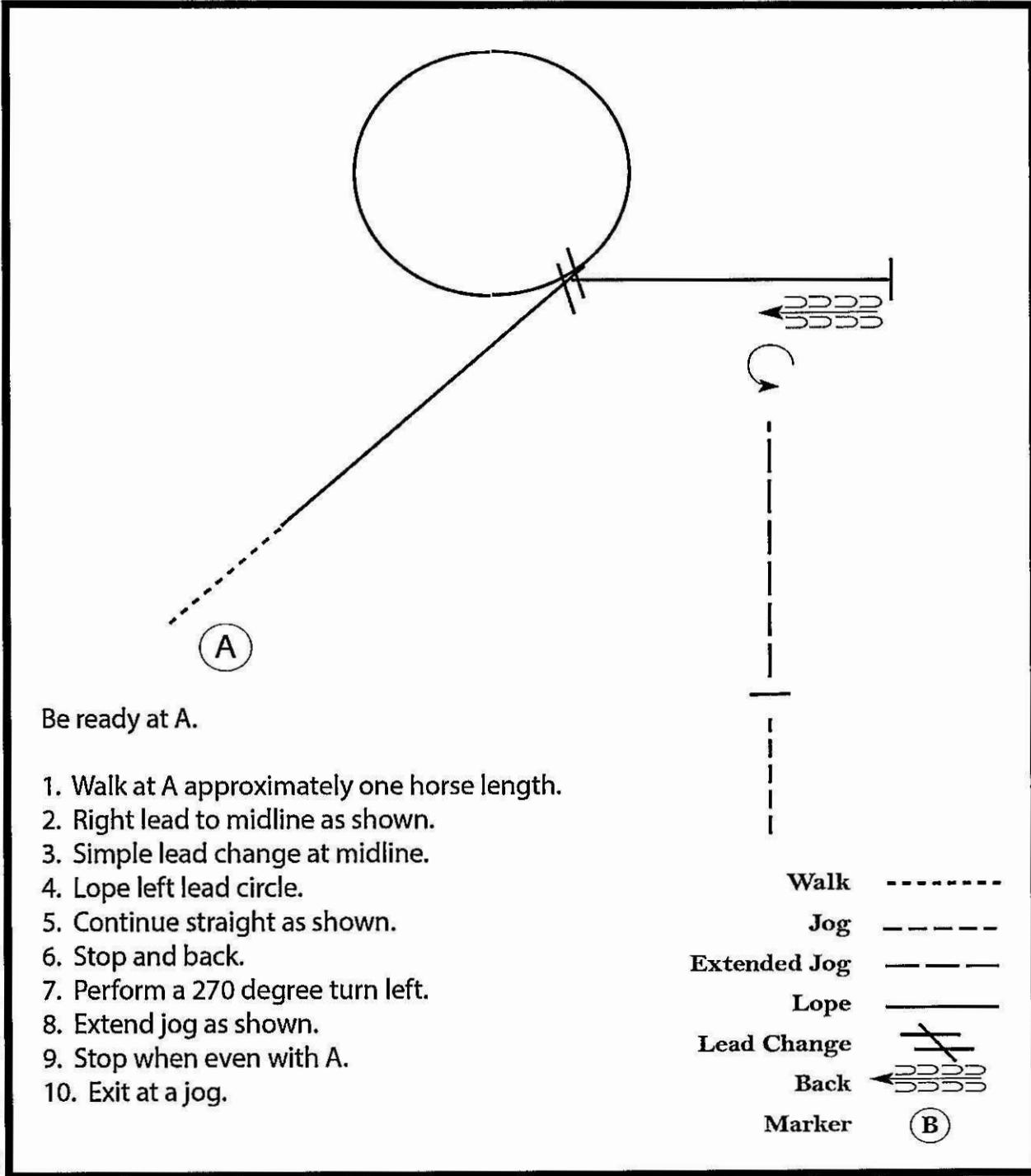
# ILQHA LuckyRun

Horsemanship (All Breed, Level 1 Horse, Level 1 Yth, Am, Yth 13)

Show Date: 03-12-2026

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Be ready at A.

1. Walk at A approximately one horse length.
2. Right lead to midline as shown.
3. Simple lead change at midline.
4. Lope left lead circle.
5. Continue straight as shown.
6. Stop and back.
7. Perform a 270 degree turn left.
8. Extend jog as shown.
9. Stop when even with A.
10. Exit at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	— — — — —
Lope	
Lead Change	⌘
Back	←
Marker	⊙

[WH/3]

Pattern Provided by:

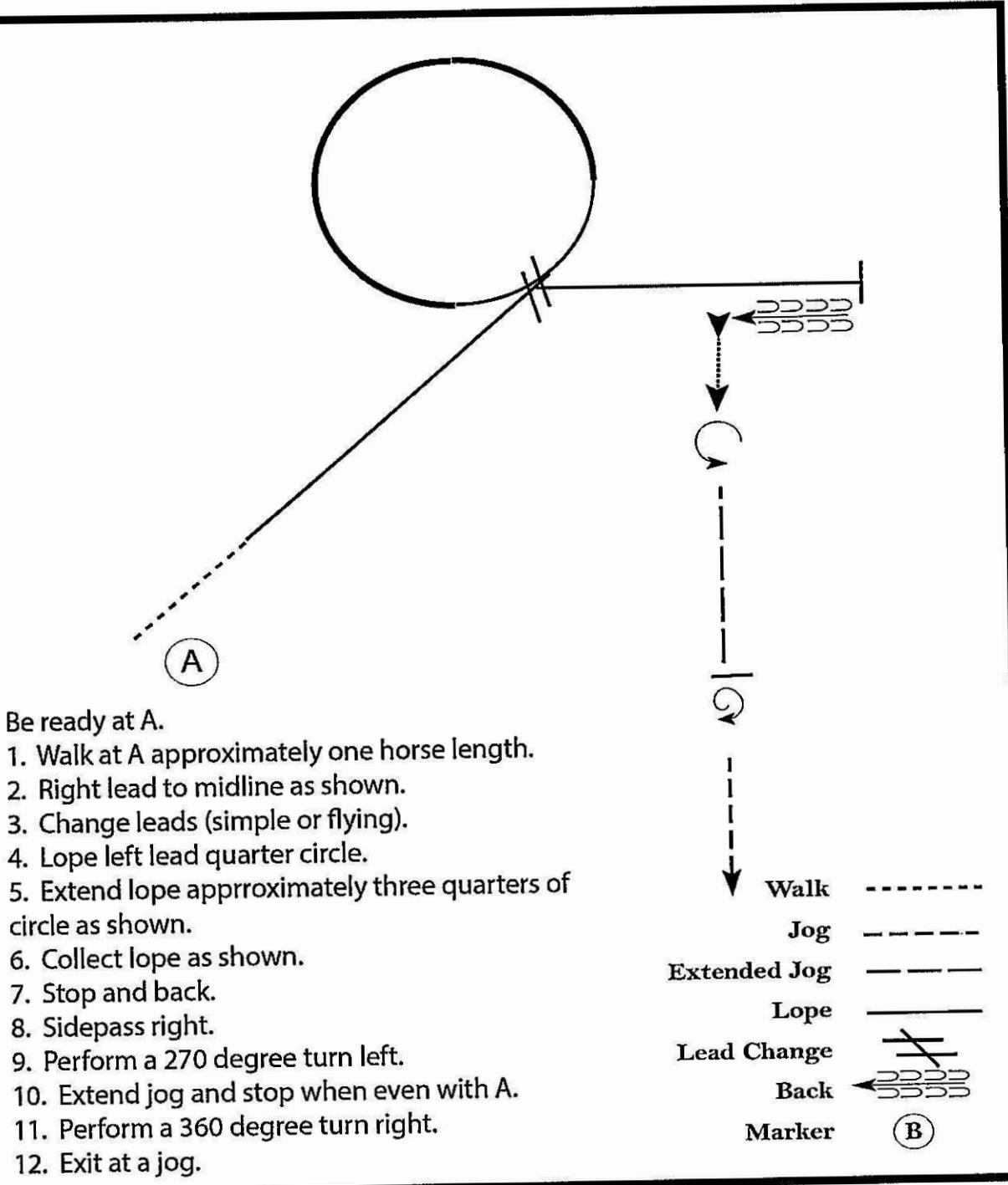
# ILQHA LuckyRun

Horsemanship (Amateur, Select Amateur, Yth 14-18)

Show Date: 03-12-2026

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 at A approximately one horse length.
  2. Right lead to midline as shown.
  3. Change leads (simple or flying).
  4. Lope left lead quarter circle.
  5. Extend lope approximately three quarters of circle as shown.
  6. Collect lope as shown.
  7. Stop and back.
  8. Sidepass right.
  9. Perform a 270 degree turn left.
  10. Extend jog and stop when even with A.
  11. Perform a 360 degree turn right.
  12. Exit at a jog.

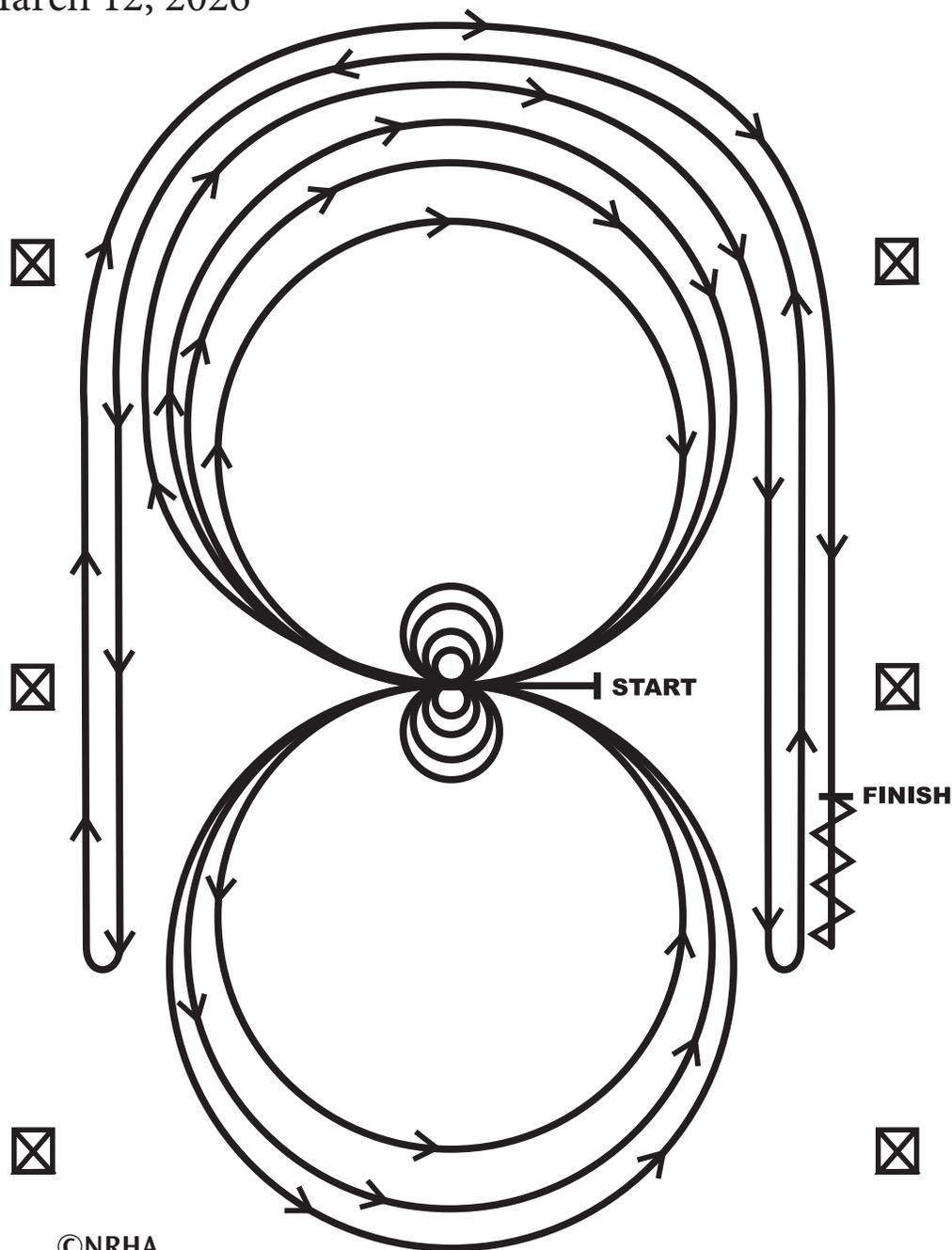
Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	⋈
Back	←←←←←
Marker	⊙ B

[WH/4]

Pattern Provided by:

# REINING PATTERN 14

Thursday March 12, 2026



©NRHA

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.

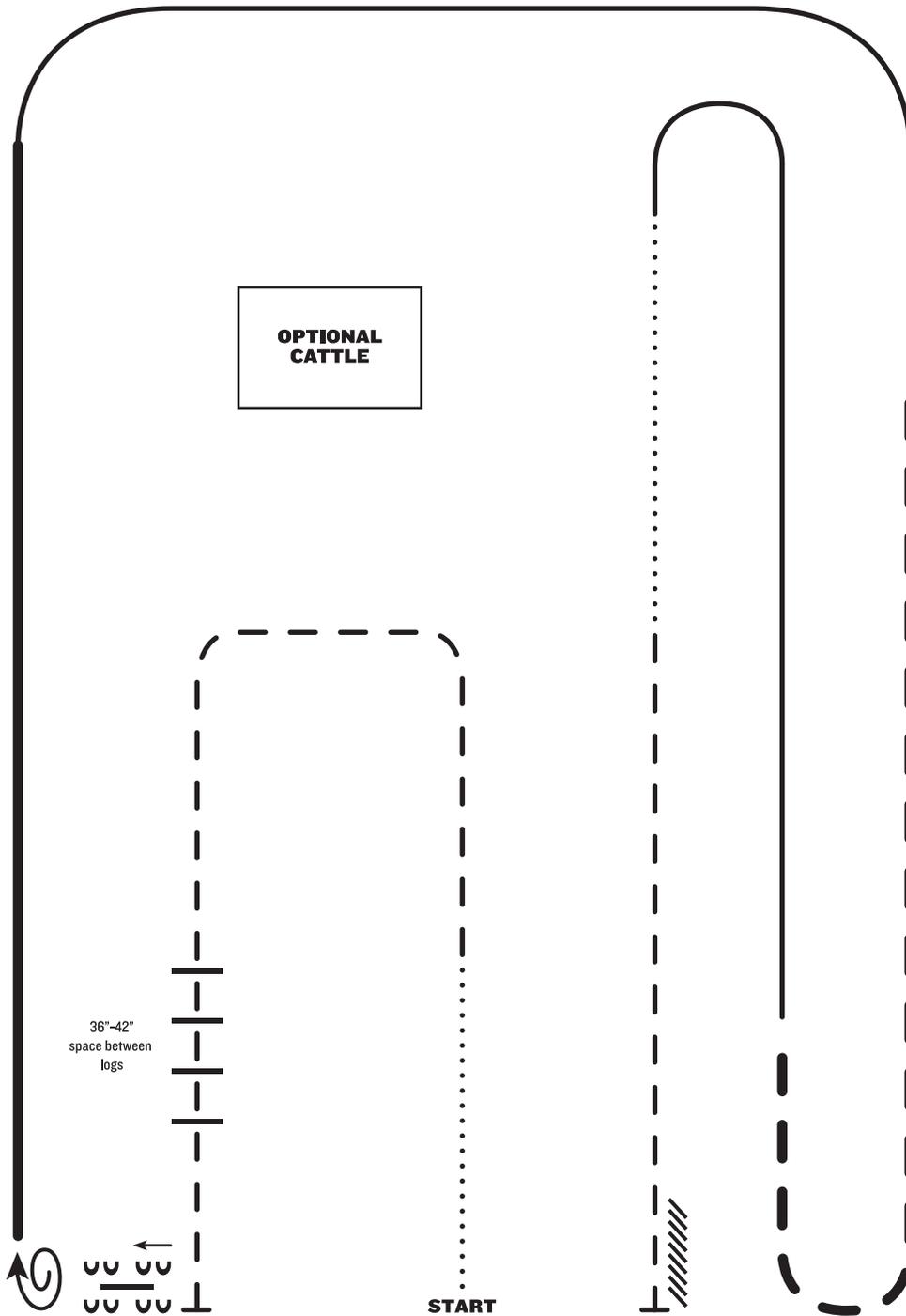
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up the right 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.
6. Continue back around previous circle but do not close this circle. Run up the left 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 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 the completion of the pattern.

# RANCH RIDING - PATTERN 12

Thursday, March 12, 2026

## LEGEND

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



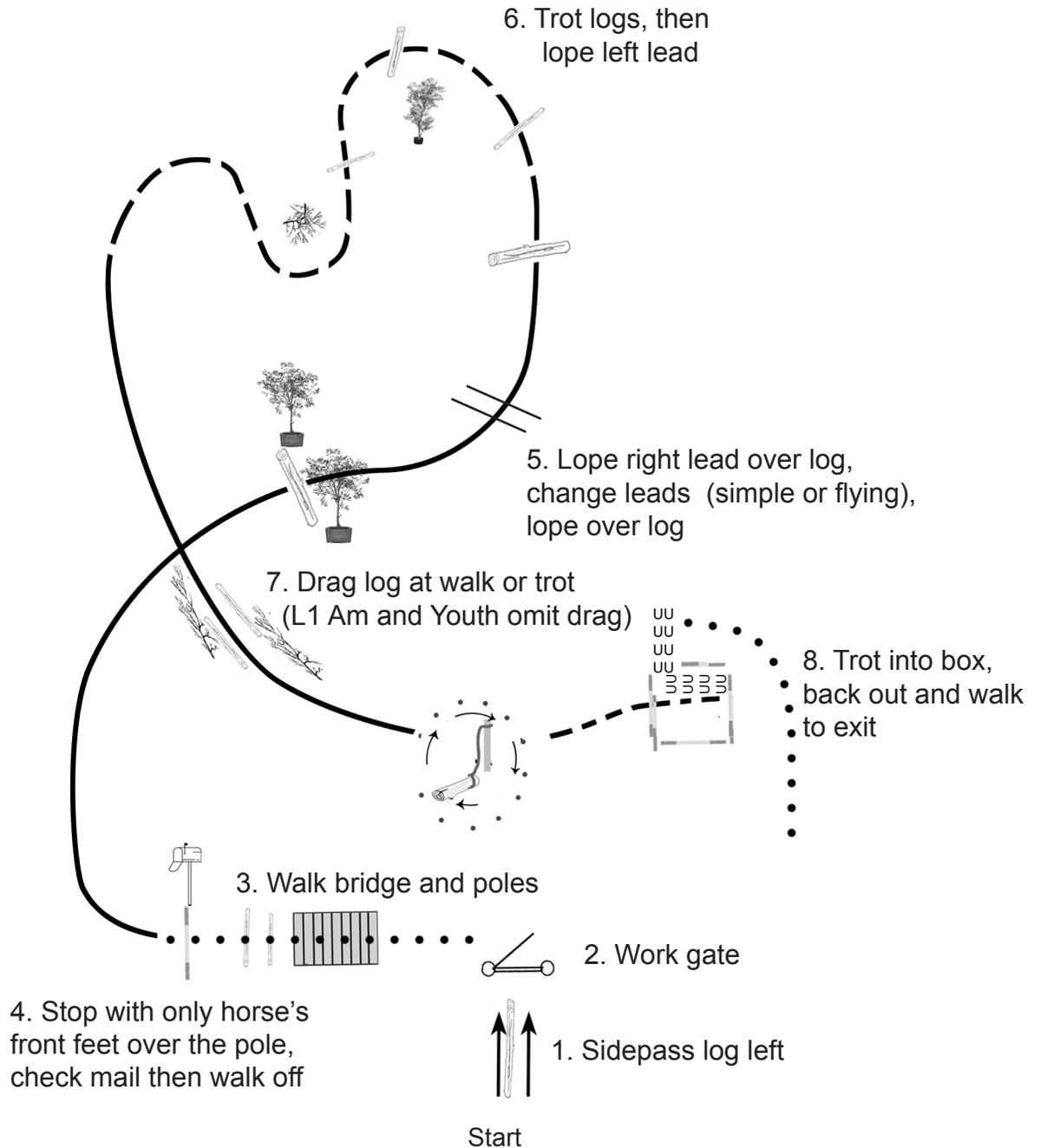
1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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.

# Lucky Run

## All Ranch Trail

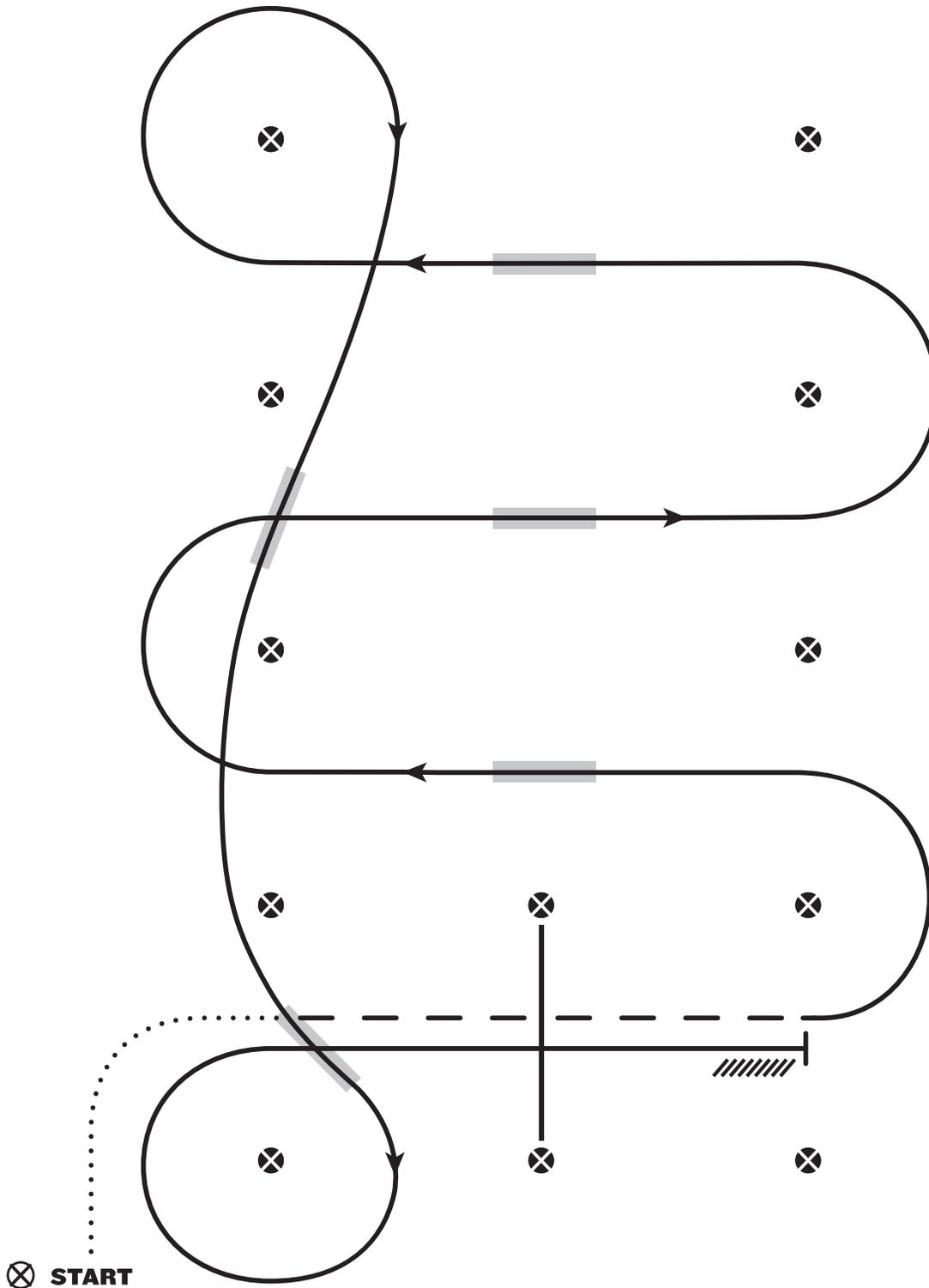
Thursday, March 12, 2026



# LEVEL 1 WESTERN RIDING PATTERN 2

## LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

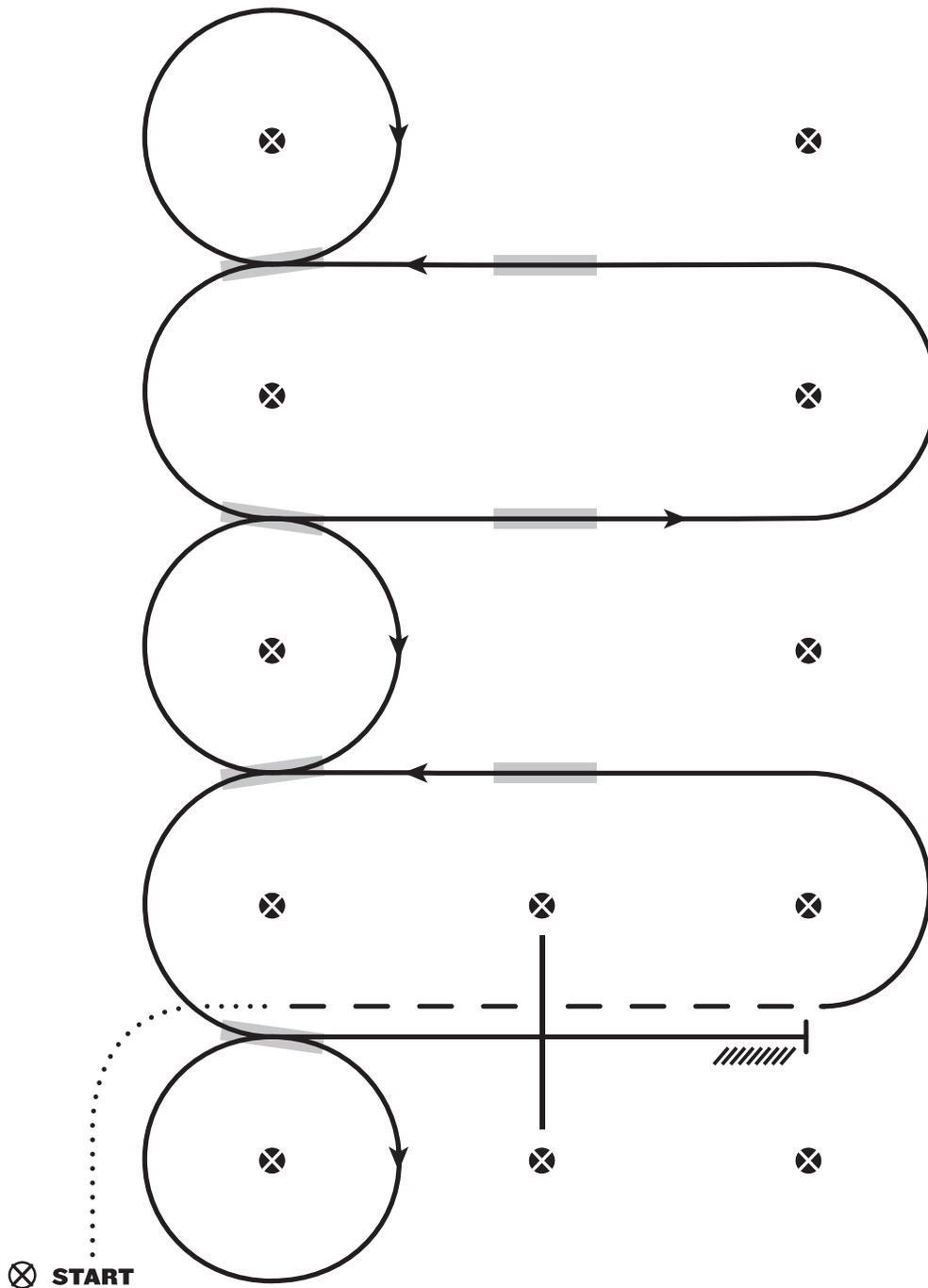


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop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

# WESTERN RIDING - PATTERN 2

## LEGEND

.....	Walk
- - -	Jog
————	Lope
//////	Back
■	Lead Changing Area

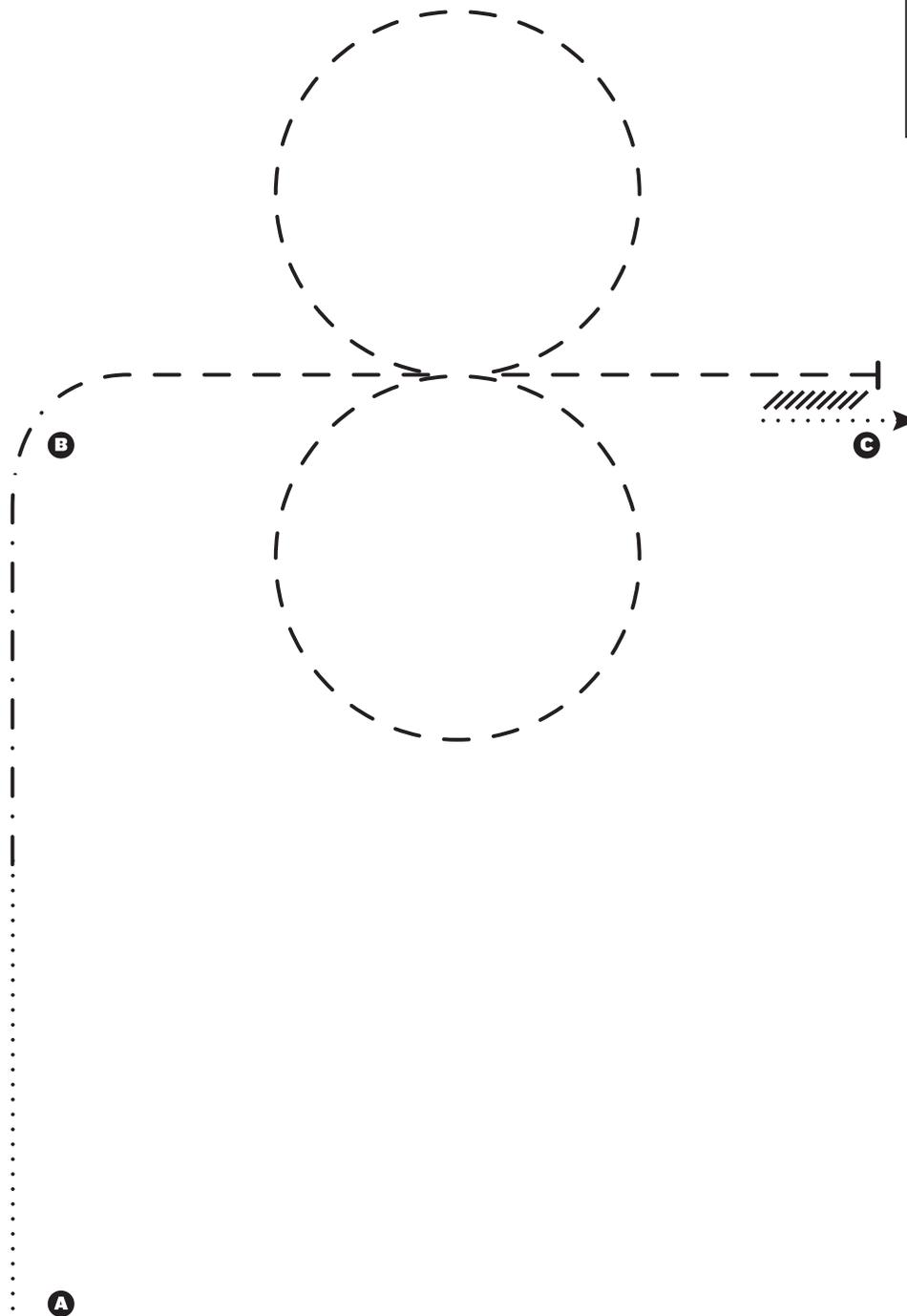


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line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

LUCKY RUN  
EWD and SMALL FRY EQUITATION  
MARCH 12-13

**LEGEND**

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
- . - .	Sitting Trot
//////	Back



1. Be ready at A, walk approximately two horse lengths toward B
2. Sitting trot to B
3. At B, posting trot left diagonal toward C
4. Trot a circle to the right
5. "Close circle, change diagonals and trot a circle to the left, continue trotting to C At C, halt
6. Back approximately one horse length, walk forward over tracks, pattern is complete"

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

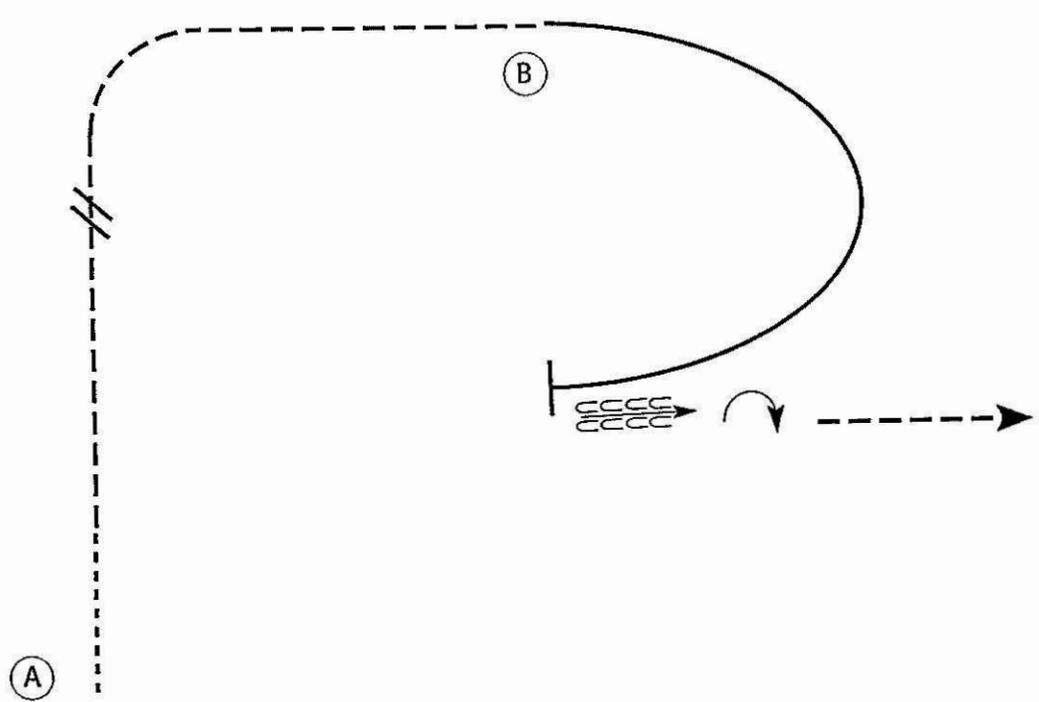
# ILQHA LuckyRun

Equitation (All Breed, Level 1 Horse, Level 1 Yth, Am, Yth 13)

Show Date: 03-13-2026

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www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately one horse length.
2. Posting trot right diagonal.
3. Change diagonals to left diagonal as shown.
4. Turn corner to the right.
5. At B, canter right lead one half circle.
6. Halt when even with B and back one horse length.
7. Perform a 180 degree turn on the forehand right.
8. Sit trot to exit.

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

[HSE/1]

Pattern Provided by:

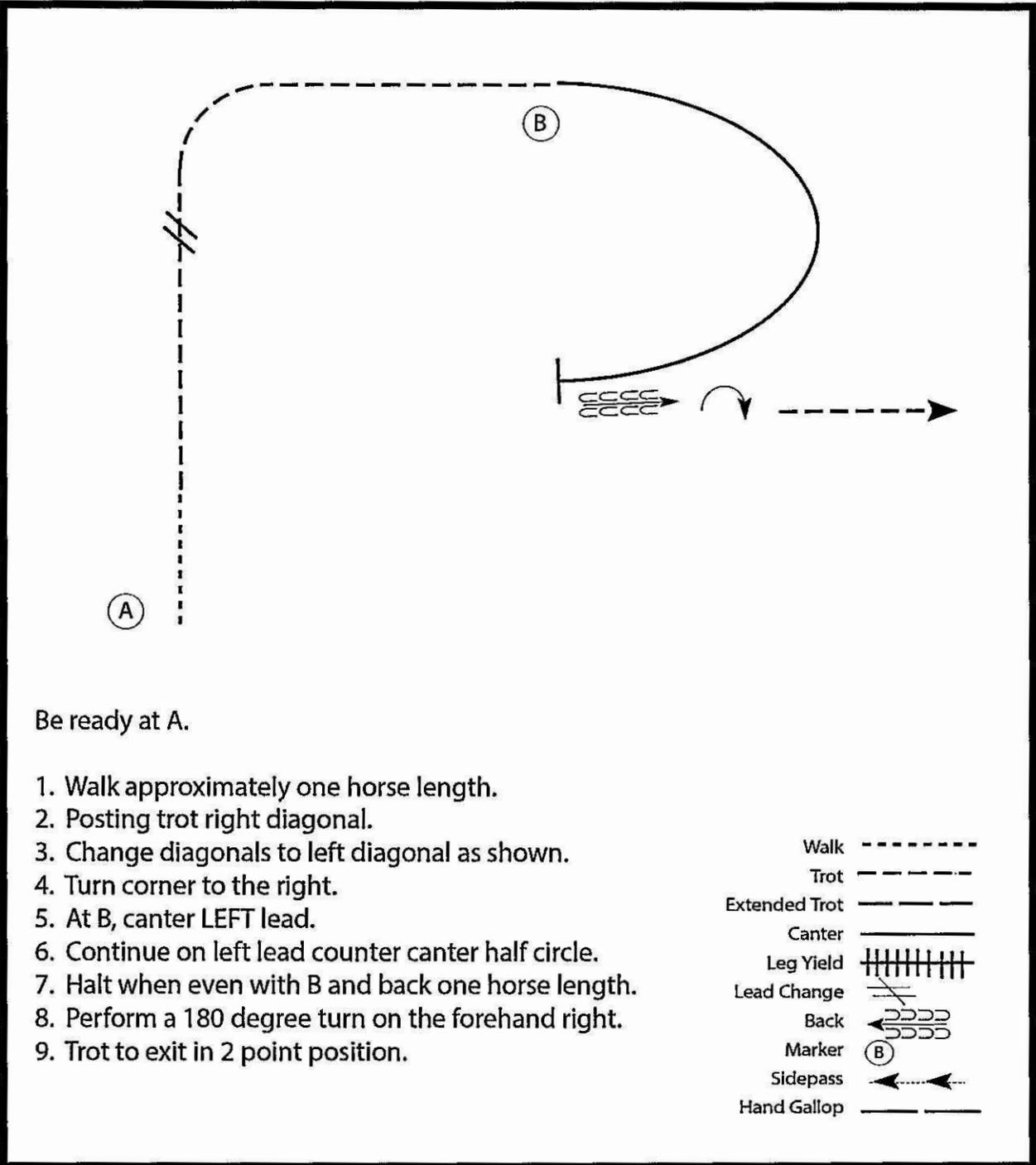
# ILQHA LuckyRun

Equitation (Amateur, Select Amateur, Yth 14-18)

Show Date: 03-13-2026

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 approximately one horse length.
2. Posting trot right diagonal.
3. Change diagonals to left diagonal as shown.
4. Turn corner to the right.
5. At B, canter LEFT lead.
6. Continue on left lead counter canter half circle.
7. Halt when even with B and back one horse length.
8. Perform a 180 degree turn on the forehand right.
9. Trot to exit in 2 point position.

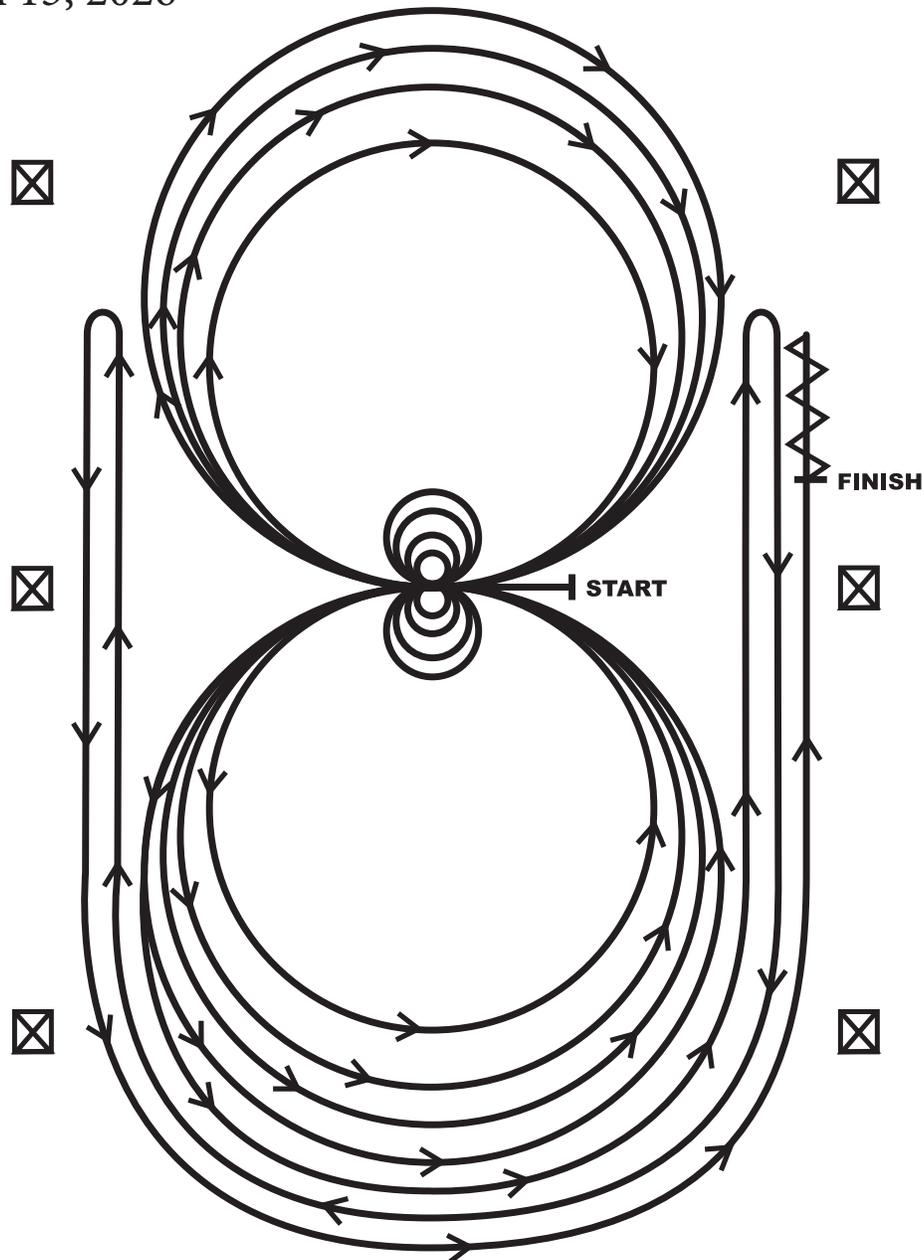
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	-----

[HSE/2]

Pattern Provided by:

# REINING PATTERN 5

Friday March 13, 2026



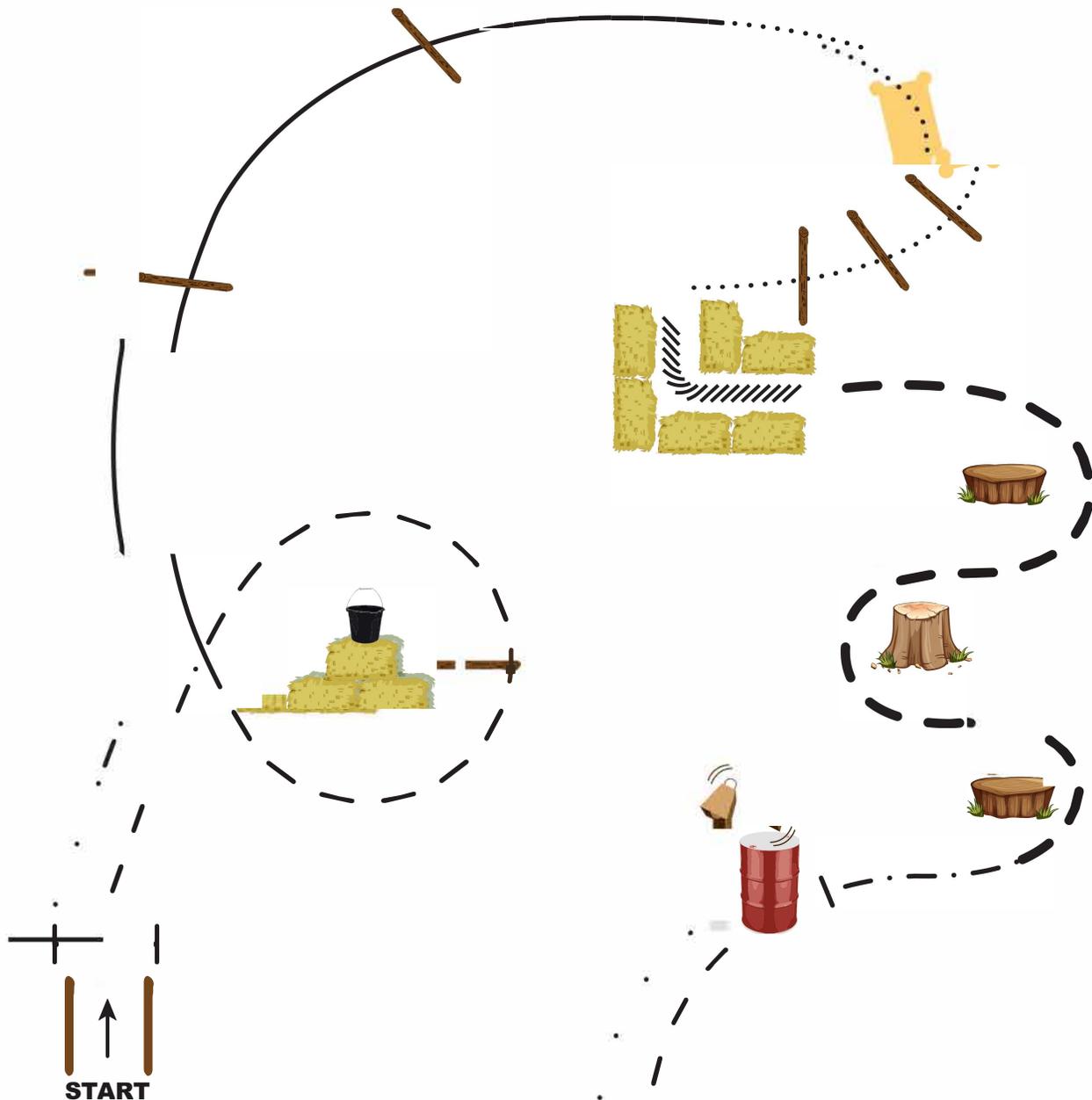
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.



# RANCH TRAIL

Friday March 13, 2026



1. Sidepass to gate.
2. Ride through gate.
3. Walk or trot to bale stack. Pick up bucket. Trot circle over log, return to bale stack and replace bucket.
4. Lope right lead over logs.
5. Walk over bridge and logs.
6. Continue walk to bales (or logs), back "L".
7. Serpentine extended trot through stumps.
8. Collect trot. Stop at barrel. Ring cow bell. Walk or trot to exit.