

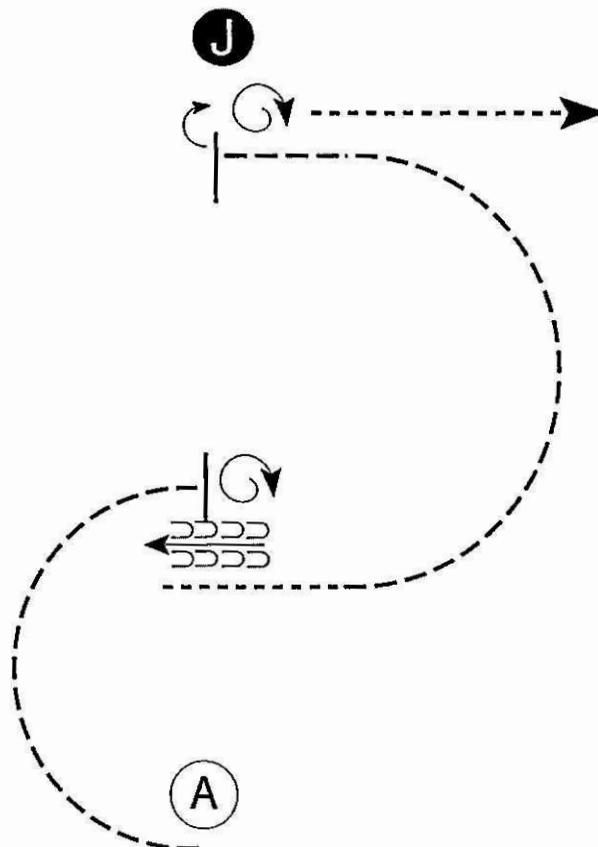
ILQHA LuckyRun

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

Show Date: 03-14-2026 North Side

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. Trot one half circle right.
2. Stop midline as shown and perform a 360 degree turn.
3. Back one horse length.
4. Walk two horse lengths.
5. Trot one half circle left.
6. Stop even with Judge and perform a 90 degree turn.
7. Set up for inspection.
8. Inspection.
9. When dismissed, perform a 450 degree turn.
10. Walk to exit.

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

[S/2]

Pattern Provided by:

ILQHA LuckyRun

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

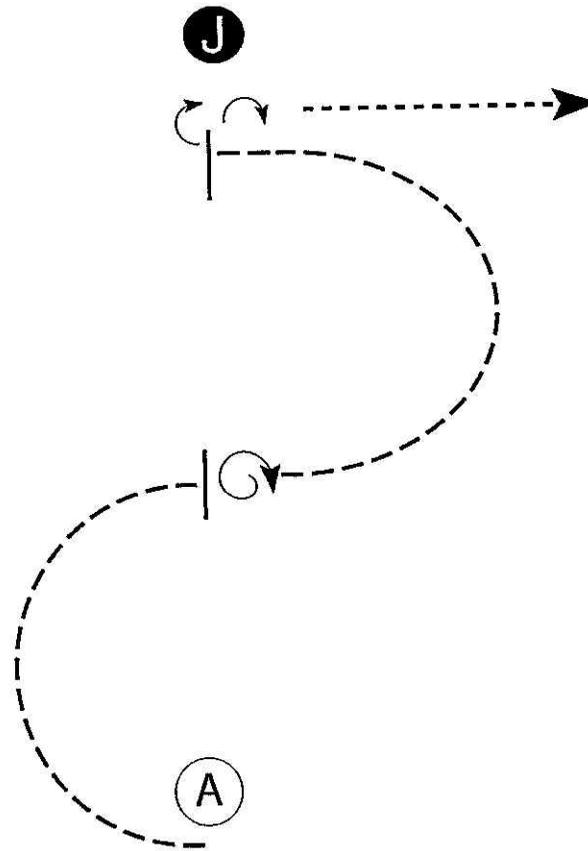
Show Date: 03-14-2026 North Side

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Be ready at A.

1. Trot one half circle right.
2. Stop midline as shown and perform a 360 degree turn.
3. Trot one half circle left.
4. Stop even with Judge and perform a 90 degree turn.
5. Set up for inspection.
6. Inspection.
7. When dismissed, perform a 90 degree turn.
8. Walk to exit.



Walk	-----
Trot	- - - - -
Back	←←←←←
Marker	Ⓟ
Judge	Ⓝ

[S/1]

Pattern Provided by:

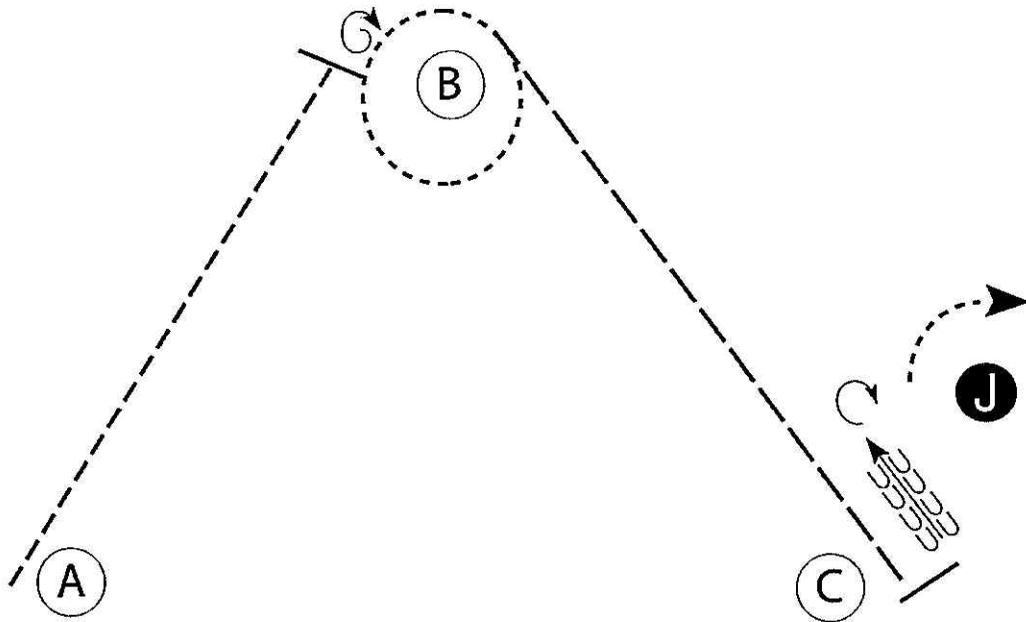
ILQHA LuckyRun

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

Show Date: 03-14-2026 South Side

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Be ready at A.

1. Trot from A toward B as shown.
2. Stop at B and perform a 360 degree turn.
3. Walk small circle around B.
4. Close circle and extend the trot to C.
5. At C, stop and back until even with Judge.
6. Perform an approximate 270 degree turn.
7. Set up.
8. Inspection.
9. When dismissed, walk to exit.

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

[S/4]

Pattern Provided by:

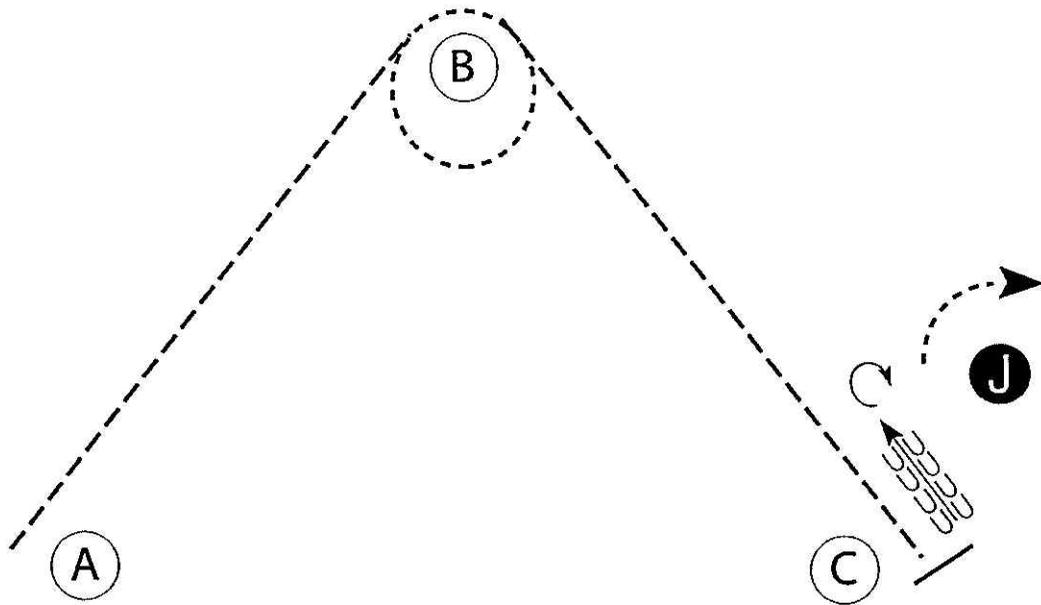
ILQHA LuckyRun

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

Show Date: 03-14-2026 South Side

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Be ready at A.

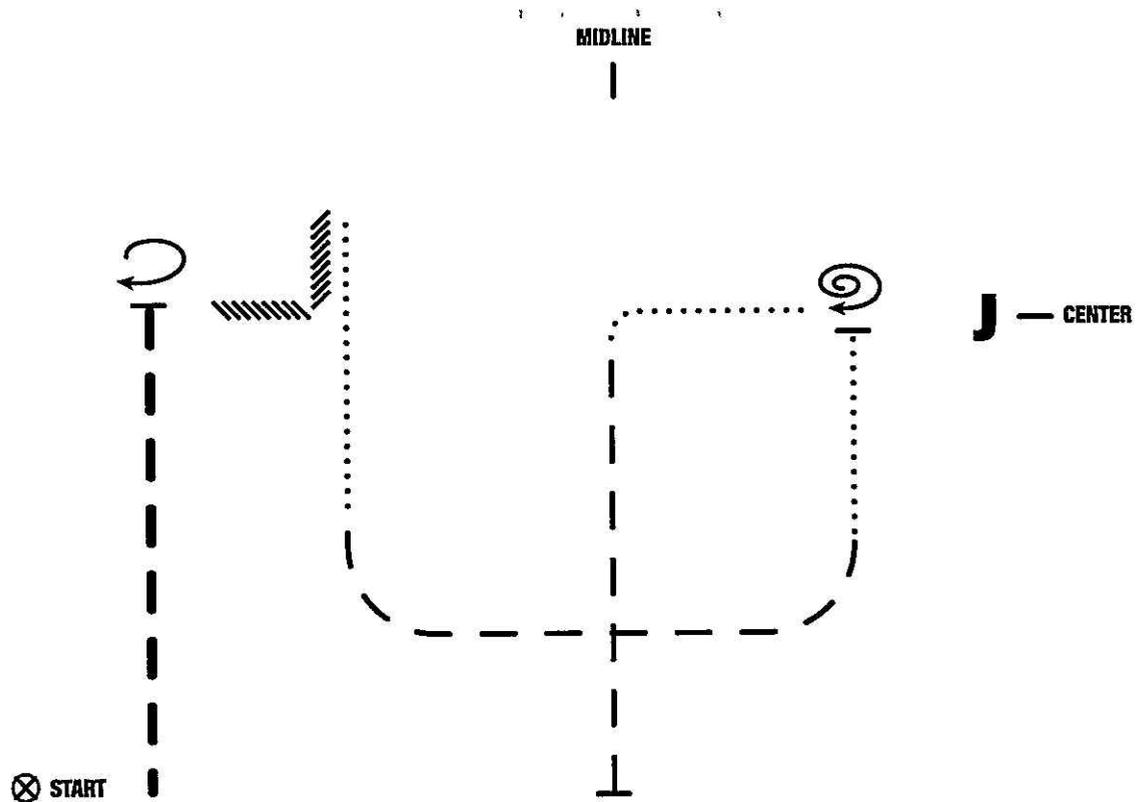
1. Trot from A to B.
2. Walk small circle around B.
3. Close circle and trot to C.
4. At C, stop and back until even with Judge.
5. Perform an approximate 270 degree turn.
6. Set up.
7. Inspection.
8. When dismissed, walk to exit.

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

[S/3]

Pattern Provided by:

LUCKY RUN SHOWMANSHIP SHOOT OUT



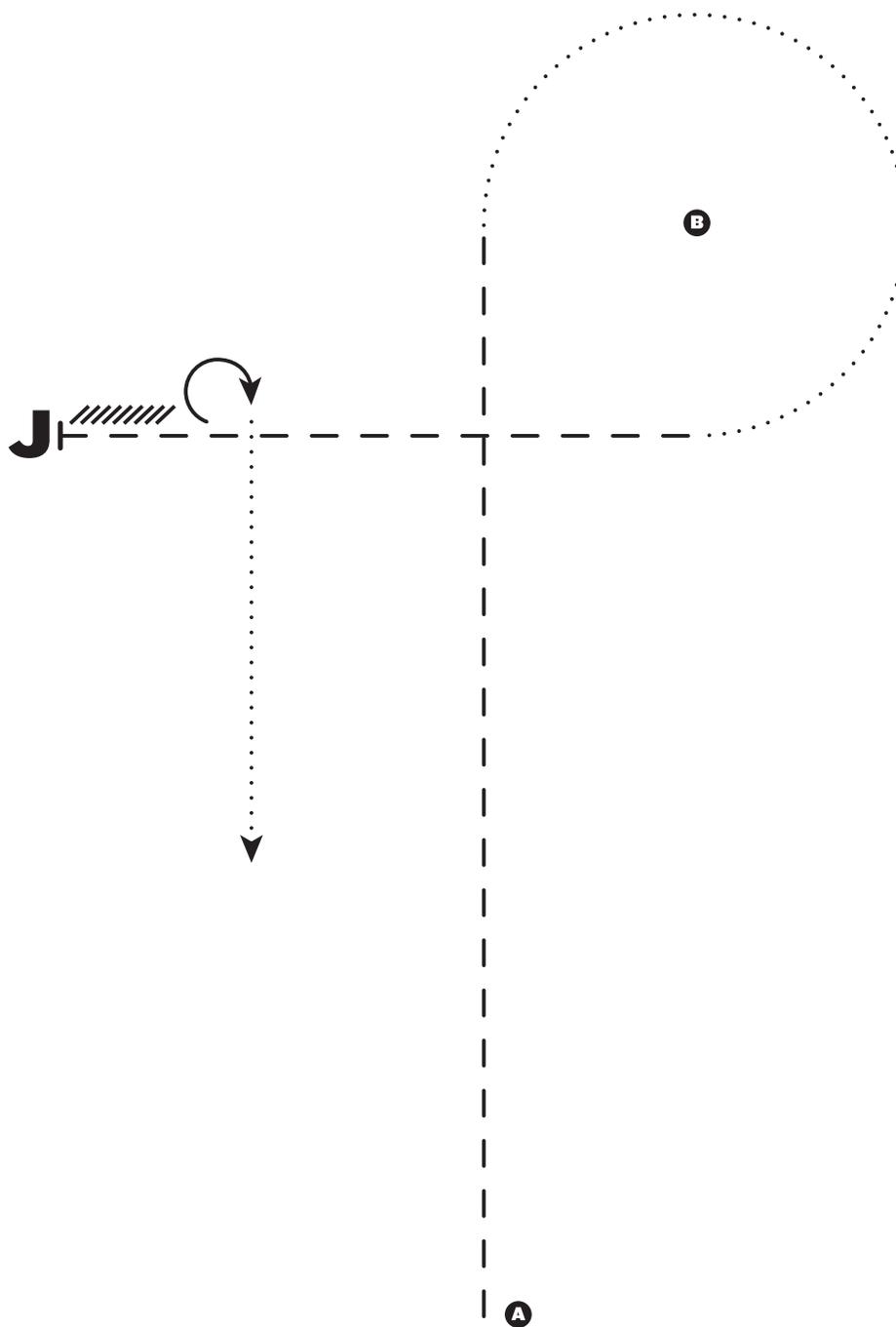
1. Extended trot, stop at center.
2. 270° (3/4) turn.
3. Back an L, approximately 1 horse length each leg.
4. Forward walk halfway down the initial line.
5. Trot path with two rounded corners. Forward walk until even with Judge, stop.
6. Set up.
7. Inspection.
8. When dismissed, 630° (1 3/4) turn.
9. Walk to midline and through a rounded corner.
10. Trot down the midline. Stop when even with start cone.
Pattern is complete.

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should use the space as needed to best exhibit their horses.

EWD AND SMALL FRY SHOWMANSHIP

LEGEND

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

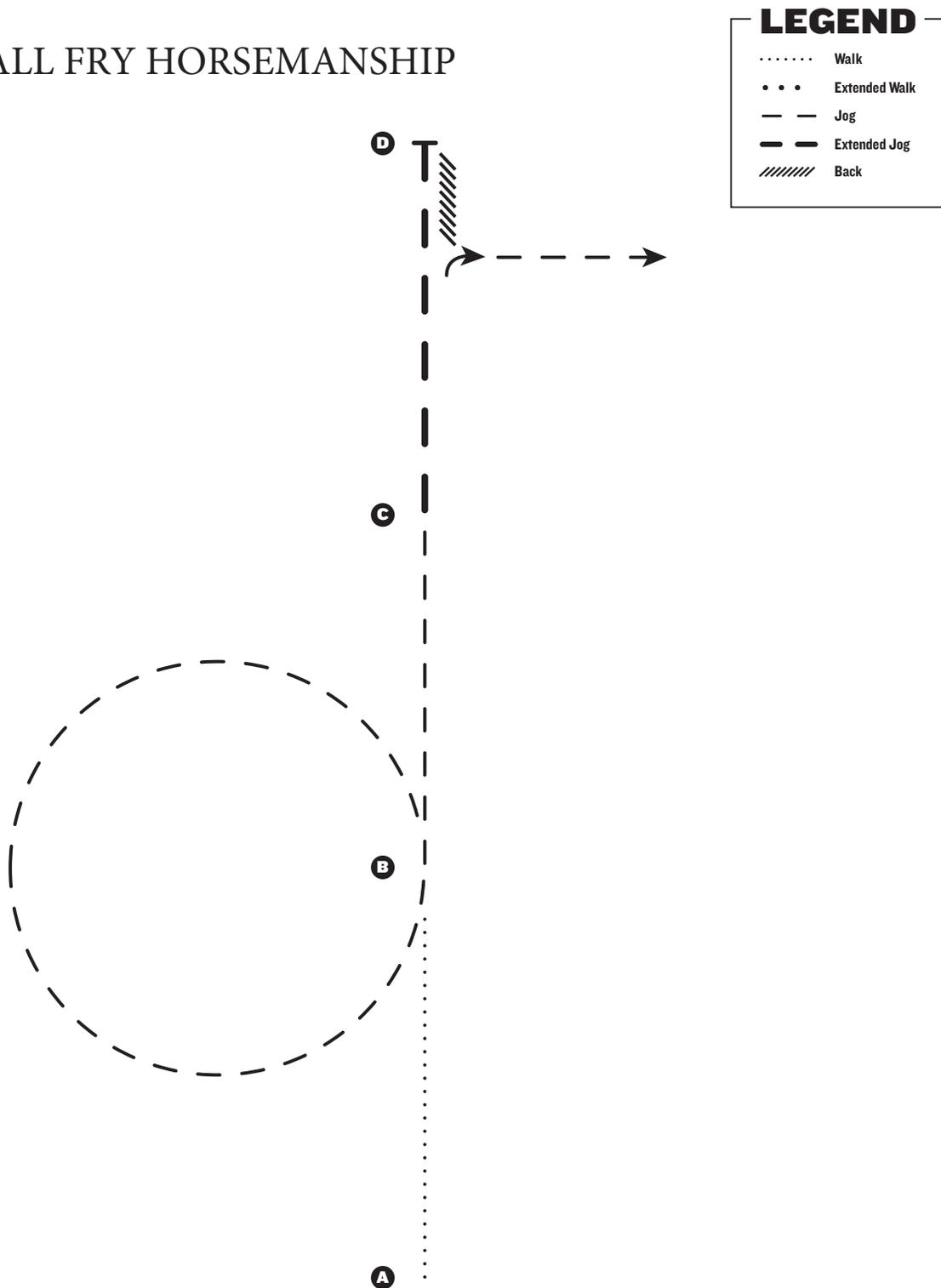


1. Be ready at A, trot from A to B
2. At B, walk and continue walking three quarters of a circle around B
3. When even with B, trot to judge
4. At judge, stop, set up
5. Inspection
6. When dismissed, back approximately one horse length
7. Perform a 270° turn and walk away, pattern is complete

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

EWD AND SMALL FRY HORSEMANSHIP

MARCH 14-15



1. Be ready at A, walk from A to B
2. At B, jog a circle to the left and continue jogging to C
3. At C, extended jog to D
4. At D, stop
5. Back approximately one horse length
6. Perform a 90° turn right and jog away, pattern is complete

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

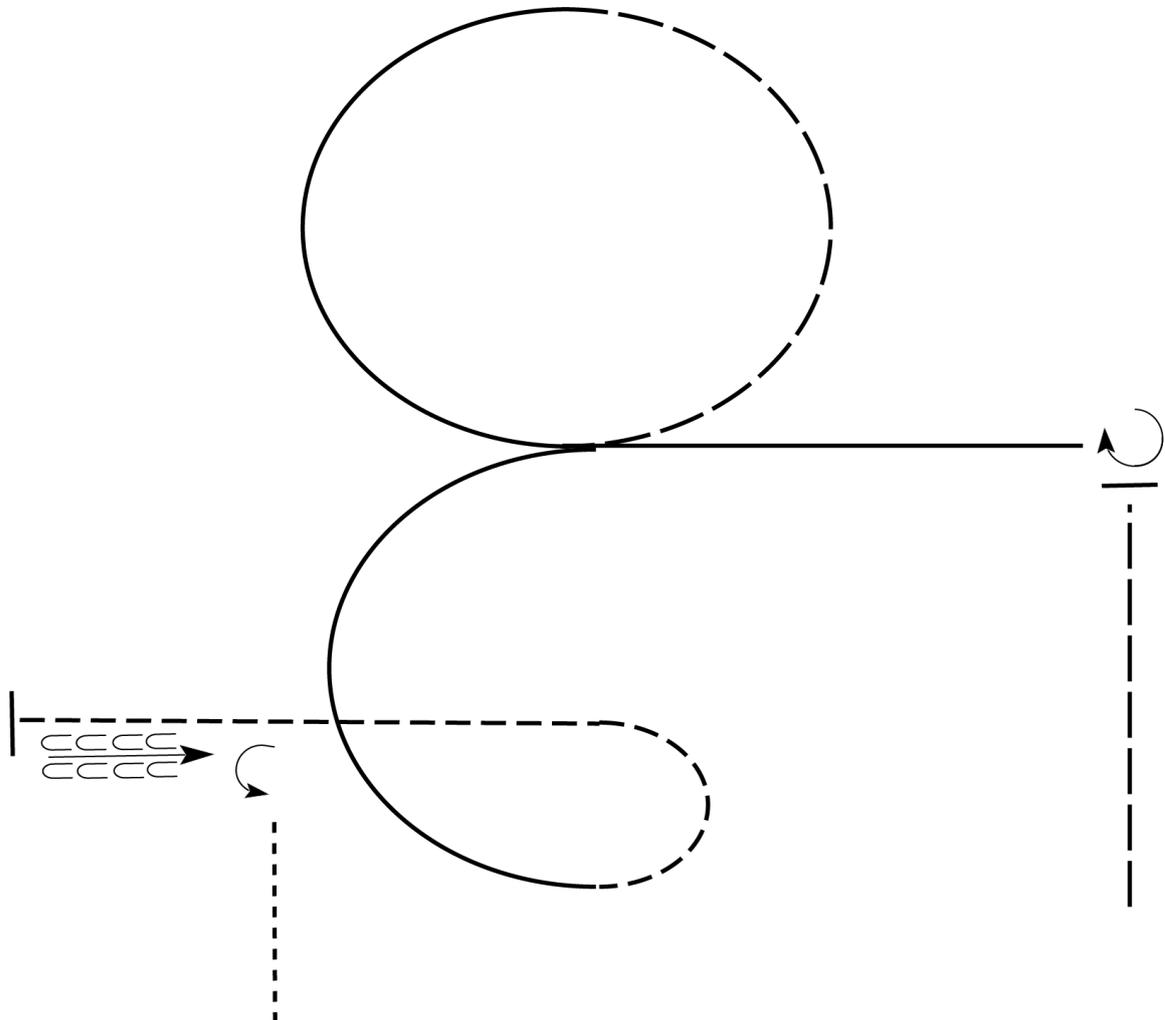
ILQHA LuckyRun

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

Show Date: 03-14-2026

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



1. Extend jog to midline of pattern.
2. Stop and perform a 270 degree turn right.
3. Lope right lead one half circle as shown.
4. Extended jog one half circle.
5. Lope left lead at midline one half circle left.
6. At midline, break to jog, small loop left as shown.
7. Stop and back.
8. Perform a 90 degree turn left.
9. Walk to exit.

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

[WH/1]

Pattern Provided by:

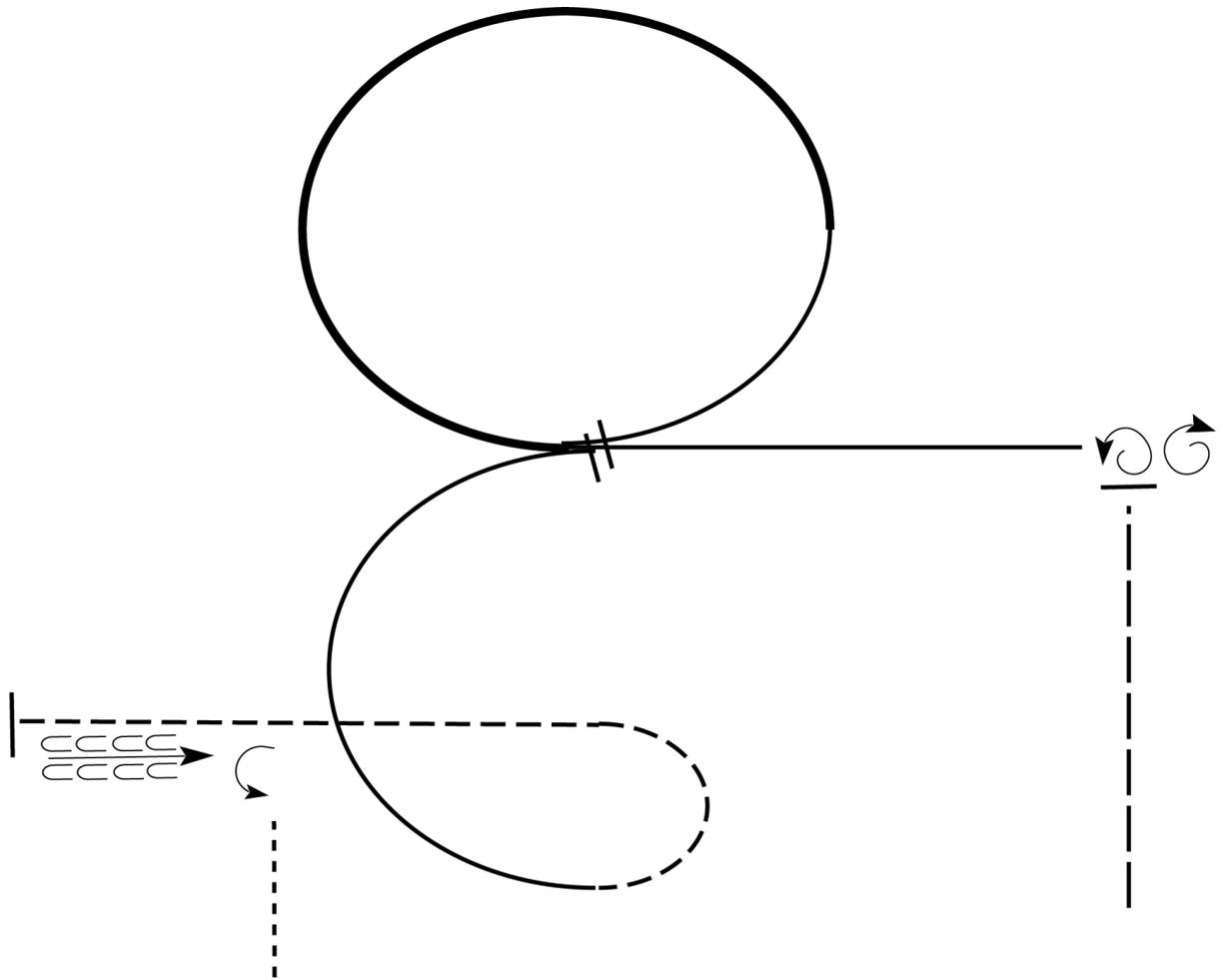
ILQHA LuckyRun

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

Show Date: 03-14-2026

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



1. Extend jog to midline of pattern.
2. Stop and perform a 360 degree turn right.
3. Perform a 450 degree turn left.
4. Lope right lead circle building speed at midline and collecting before center as shown.
5. Collect and change leads (simple or flying).
6. Lope left lead one half circle.
7. At midline, break to jog, small loop left as shown.
8. Stop and back.
9. Perform a 90 degree turn left.
10. Walk to exit.

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

[WH/2]

Pattern Provided by:

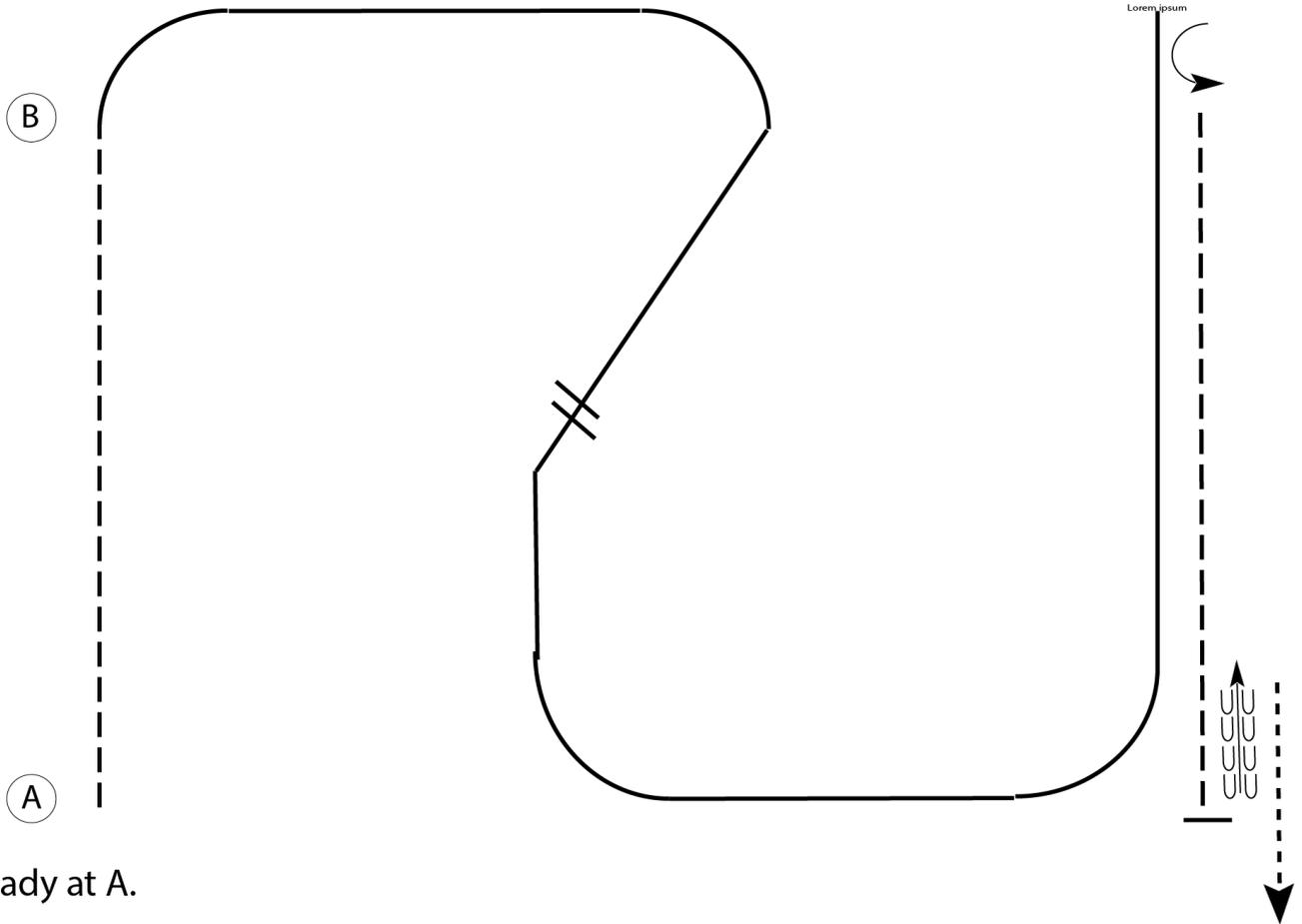
ILQHA LuckyRun

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

Show Date: 03-15-2026

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. Trot left diagonal from A to B.
2. Canter right lead as shown at B.
3. As shown, perform a simple lead change.
4. Canter left lead one half circle, continue and halt even with B.
5. Perform a 180 degree turn on forehand left.
6. Trot right diagonal and halt across from A.
7. Halt and back. Walk to exit.

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

[HSE/3]

Pattern Provided by:

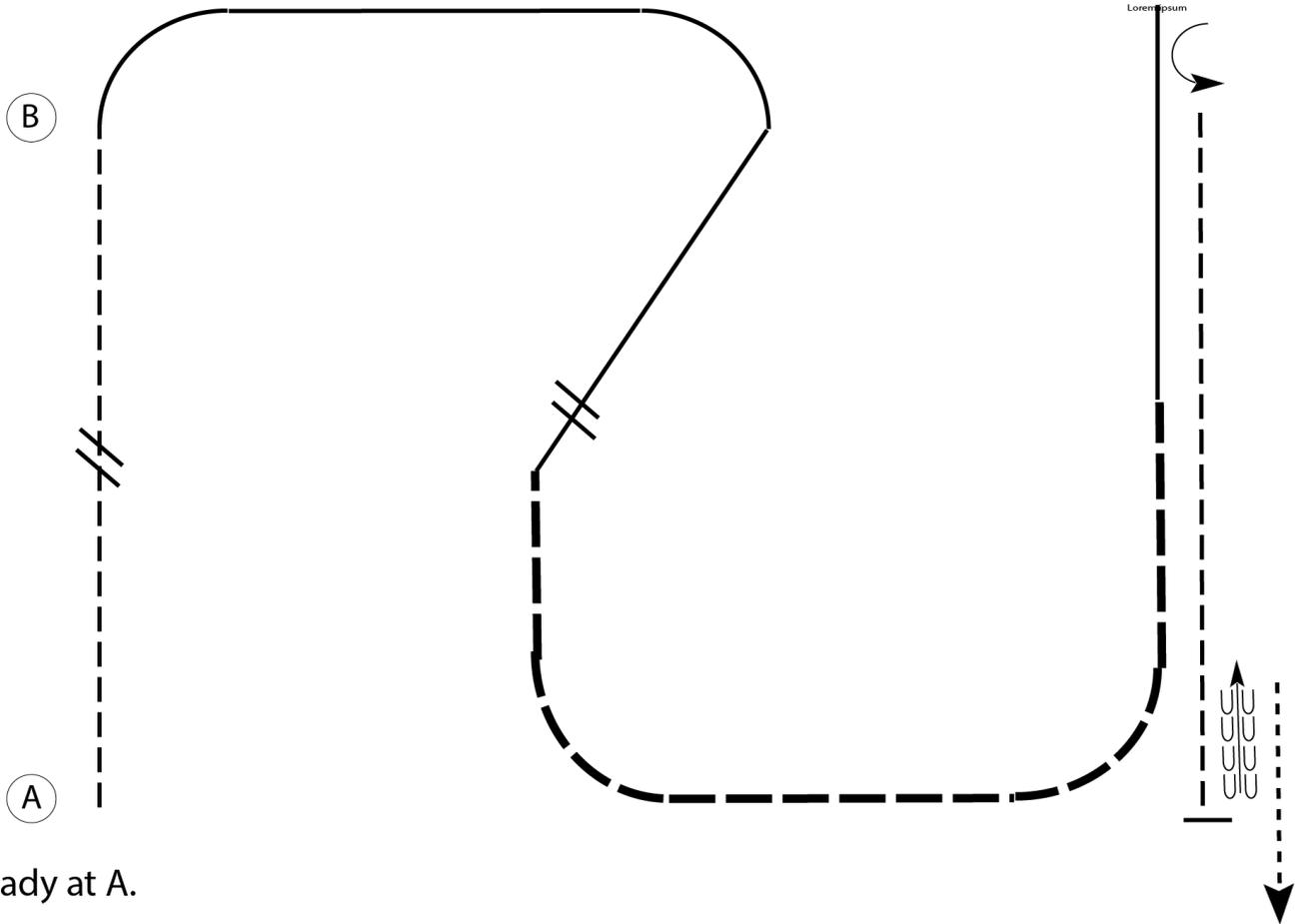
ILQHA LuckyRun

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

Show Date: 03-15-2026

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Be ready at A.

1. Trot left diagonal from A to B.
2. Halfway change to right diagonal to B.
3. Canter right lead at B as shown.
4. Change leads (simple or flying) as shown.
5. Hand gallop one half circle left lead.
6. Continue and collect canter halfway up the line. Halt when even with B
7. Perform a 180 degree turn on forehand left.
8. Trot 2 point position half the line.
9. Sit trot the remainder of line.
10. Halt across from A and back. Walk to exit.

Walk	-----
Trot	- - - - -
Extended Trot	—————
Canter	—————
Leg Yield	
Lead Change	///
Back	←←←
Marker	ⓑ
Sidepass	←←←
Hand Gallop	—————

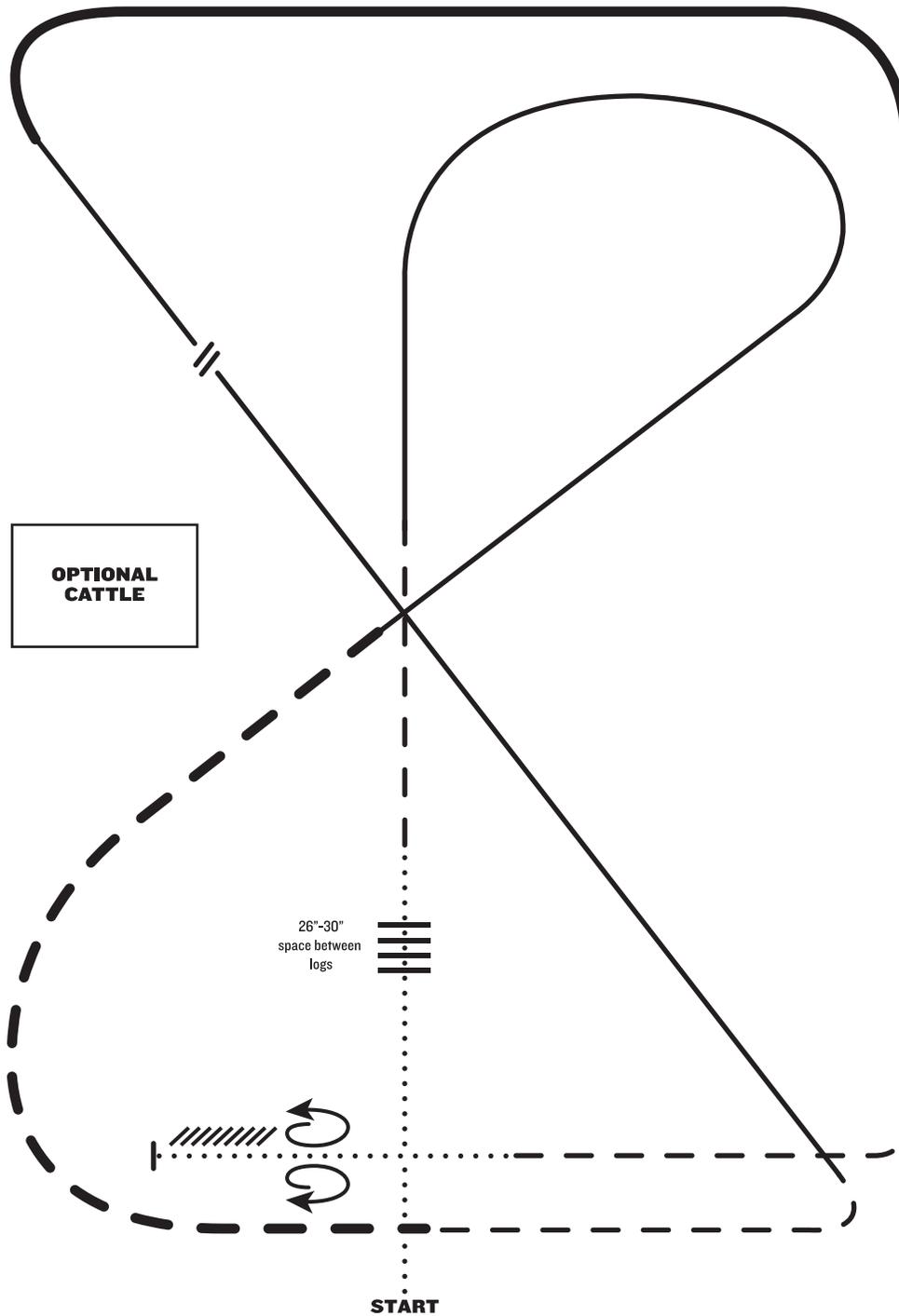
[HSE/4]

Pattern Provided by:

RANCH RIDING - PATTERN 5

LEGEND

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



**OPTIONAL
CATTLE**

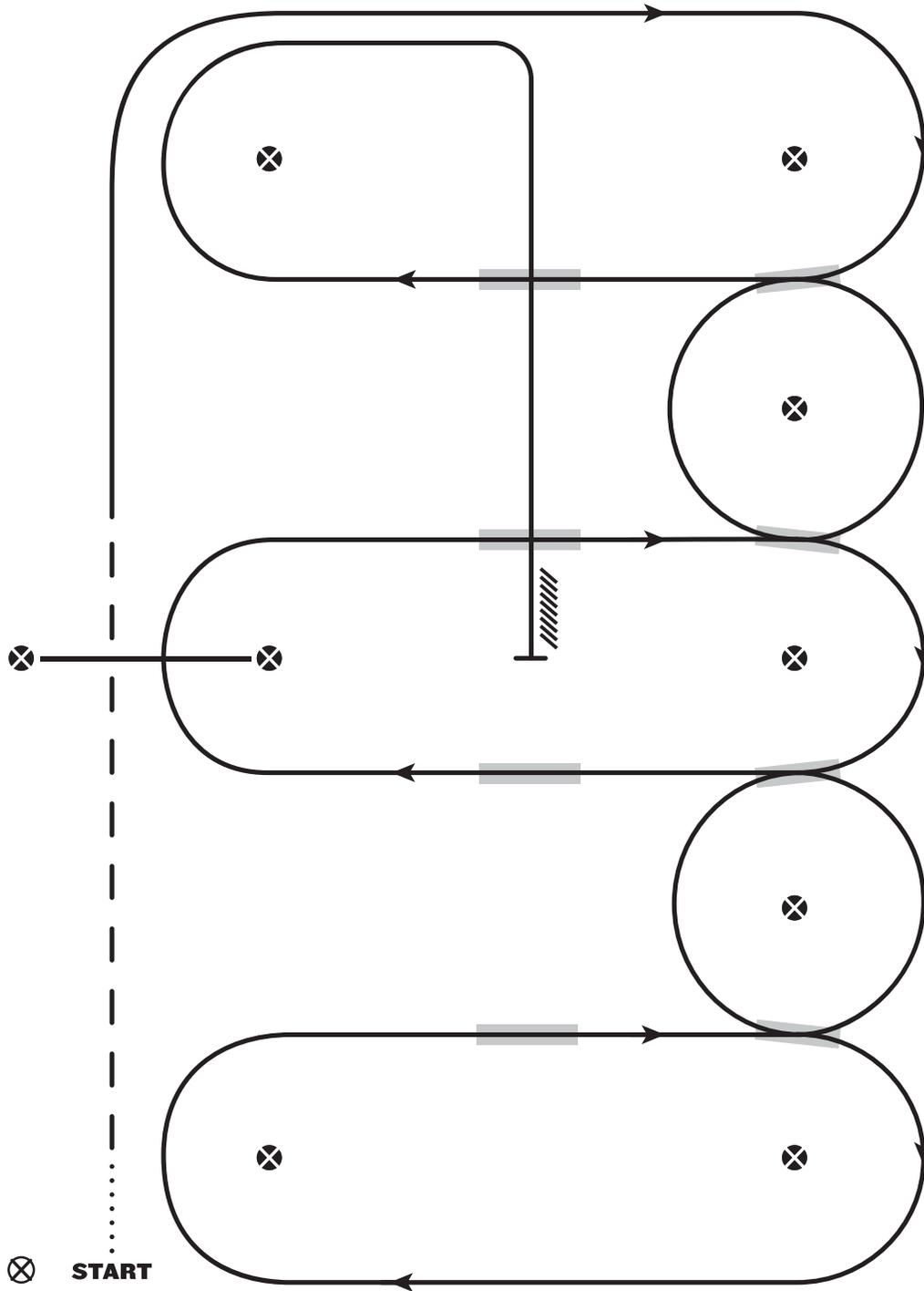
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

WESTERN RIDING - PATTERN 6

LEGEND

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

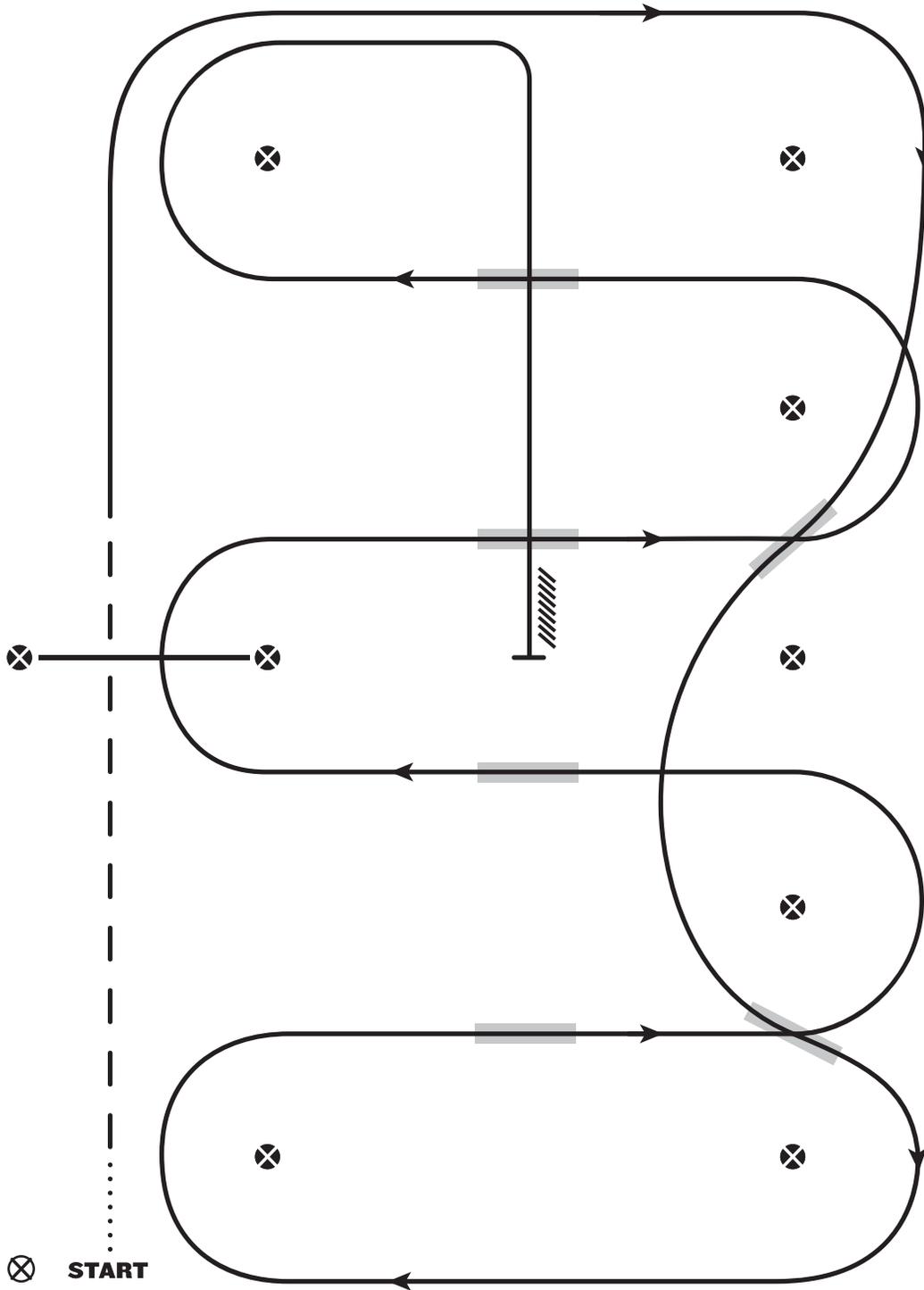


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

LEVEL I WESTERN RIDING PATTERN 6

LEGEND

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



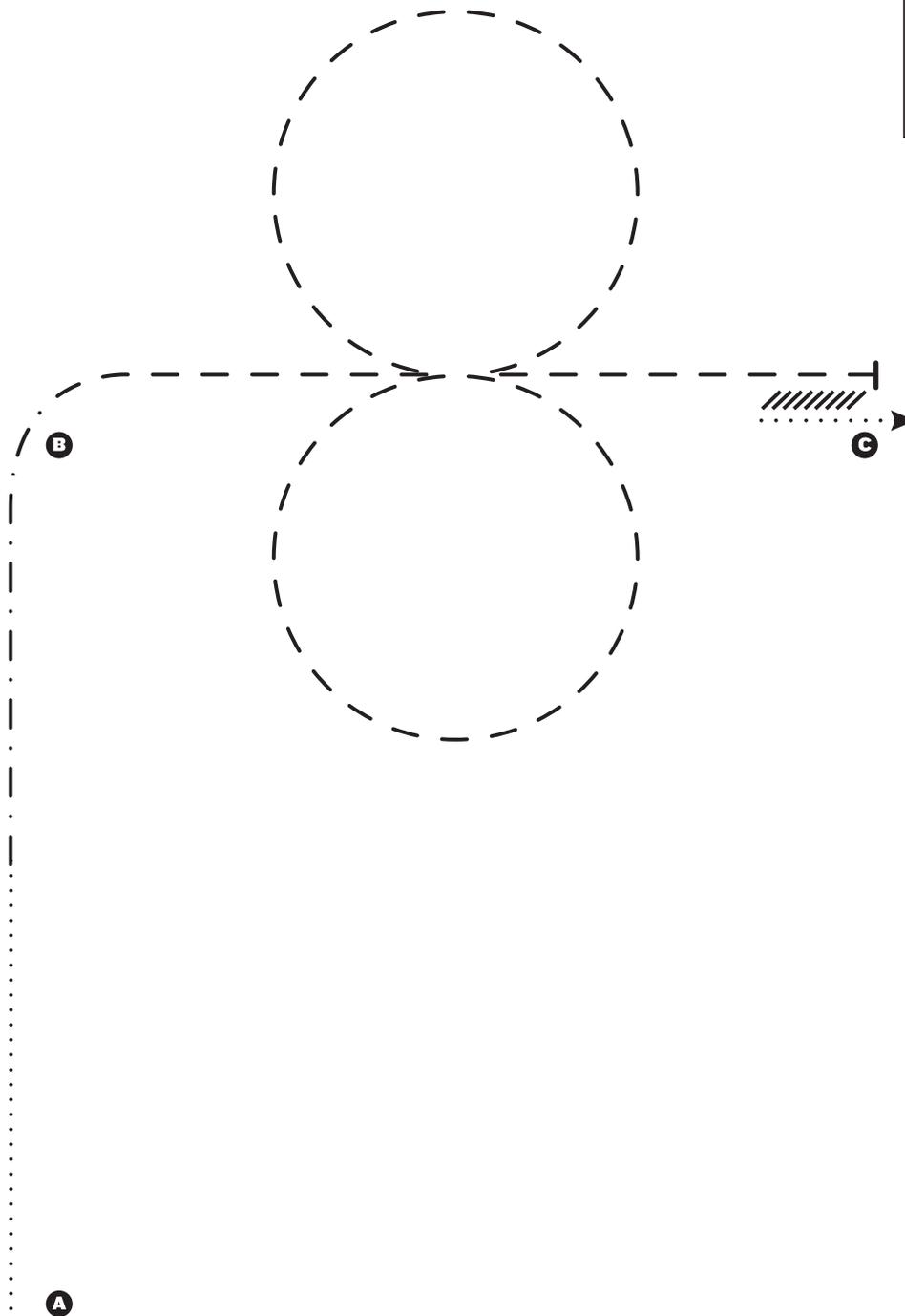
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

EWD and SMALL FRY EQUITATION

MARCH 14-15

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.