



2025 Area North Patterns

Speed Division

Speed Ground Handling - Classes #24 and #25

Stake Race - Classes #28 and #29

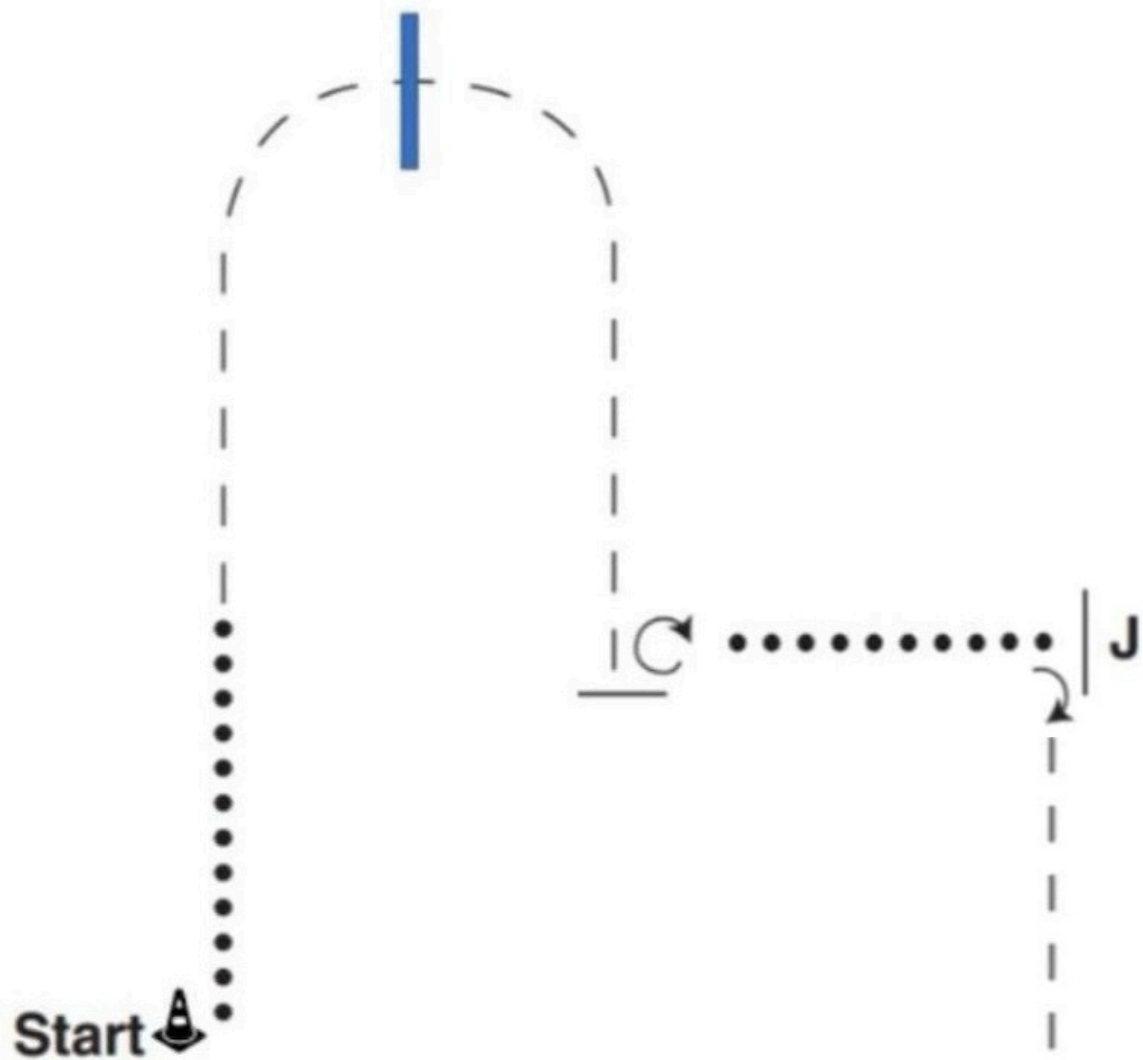
Pole Bending - Classes #30 and #31

Barrel Race - Classes #32 and #33

Keyhole Race - Classes #26 and #27

Jr. Speed Ground Handling

Class #24

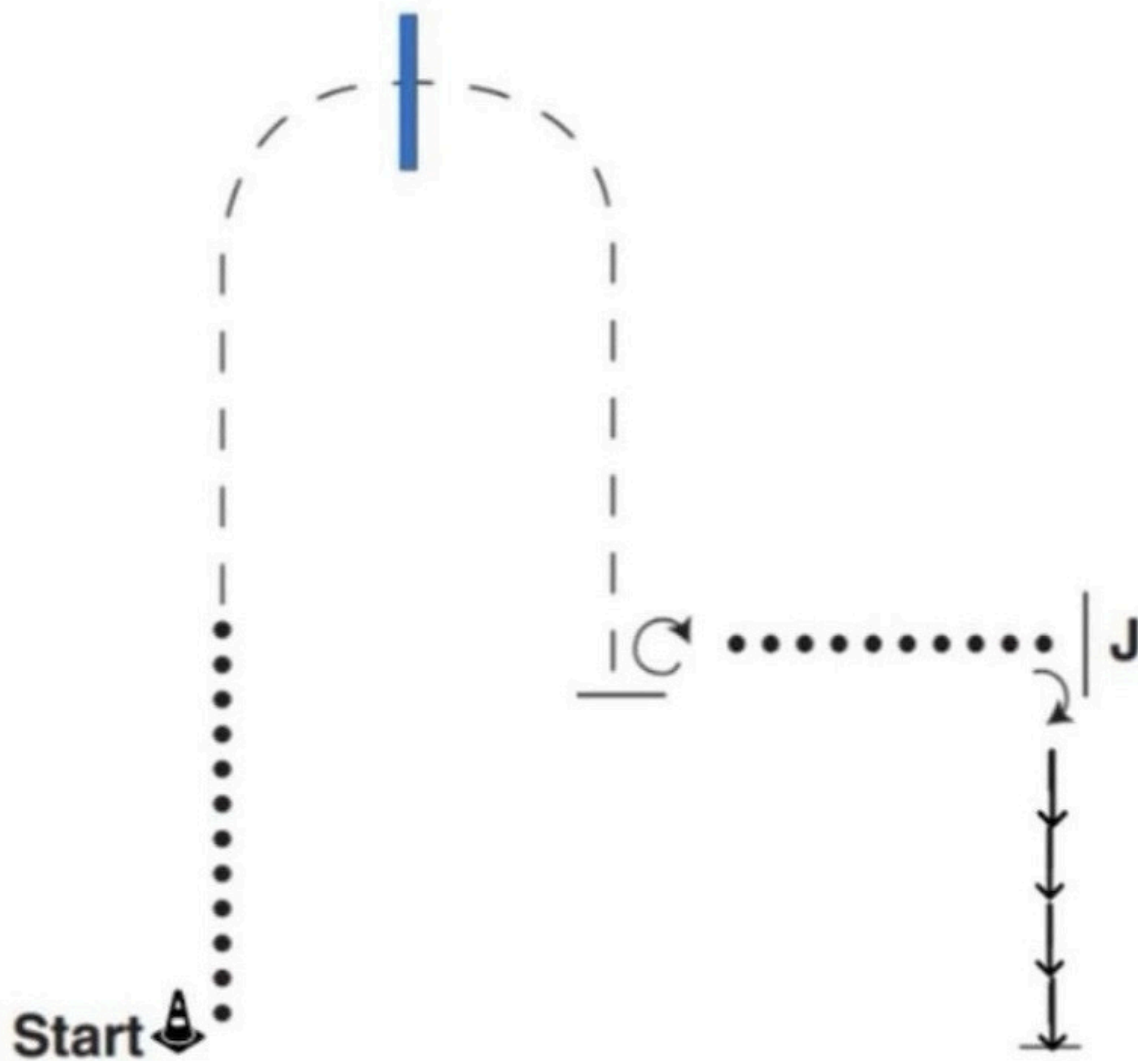


Be ready at Start Cone

1. Walk until even with Judge
2. Trot around end, over pole, until in line with Judge
3. Halt and perform a 270 degree turn
4. Walk to Judge and set up for inspection
5. When dismissed, perform 90 degree turn
6. Trot to exit

Sr. Speed Ground Handling

Class #25

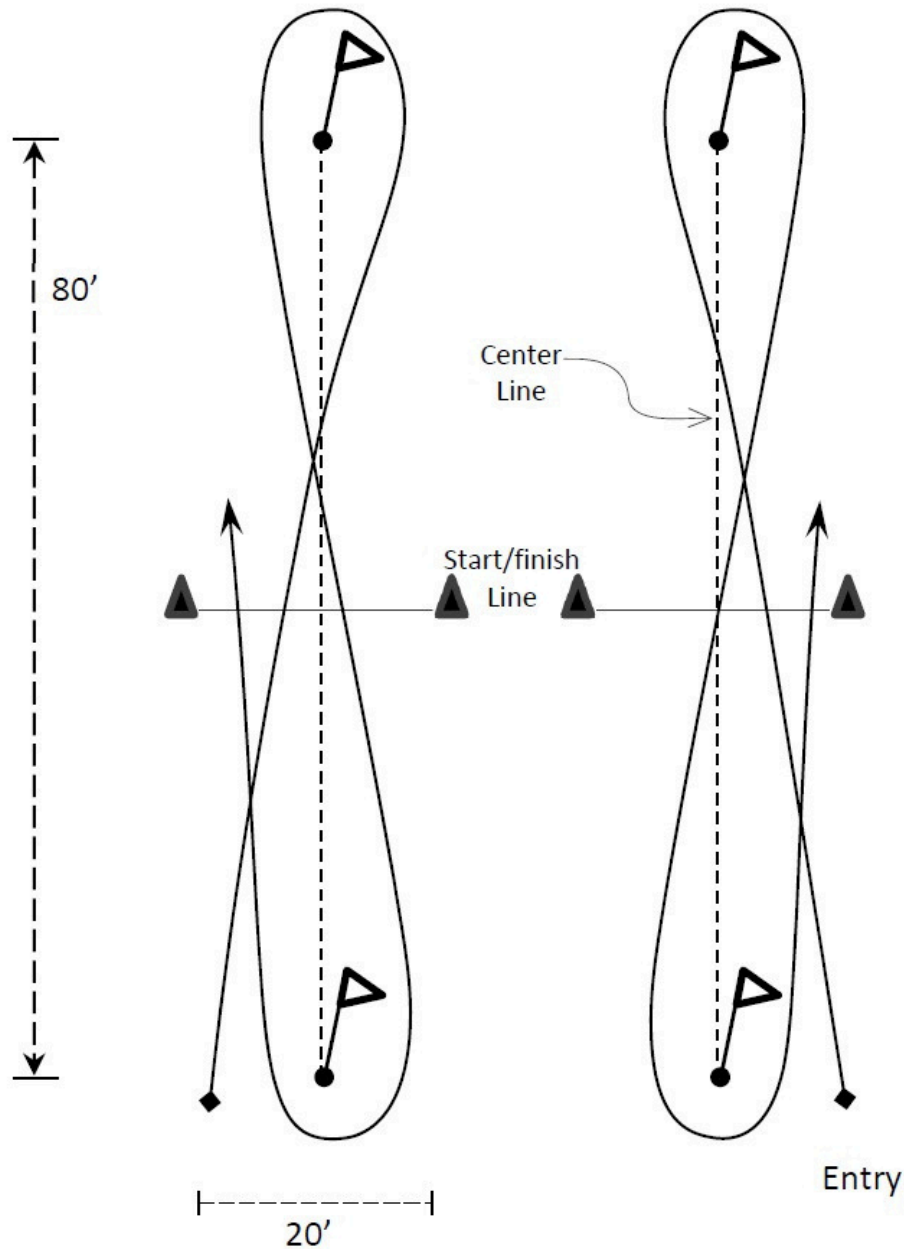


Be ready at Start Cone

1. Walk until even with Judge
2. Trot around end, over pole, until in line with Judge
3. Halt and perform a 270 degree turn
4. Walk to Judge and set up for inspection
5. When dismissed, perform 90 degree turn
6. Extended trot to exit

Speed Division Stake Race

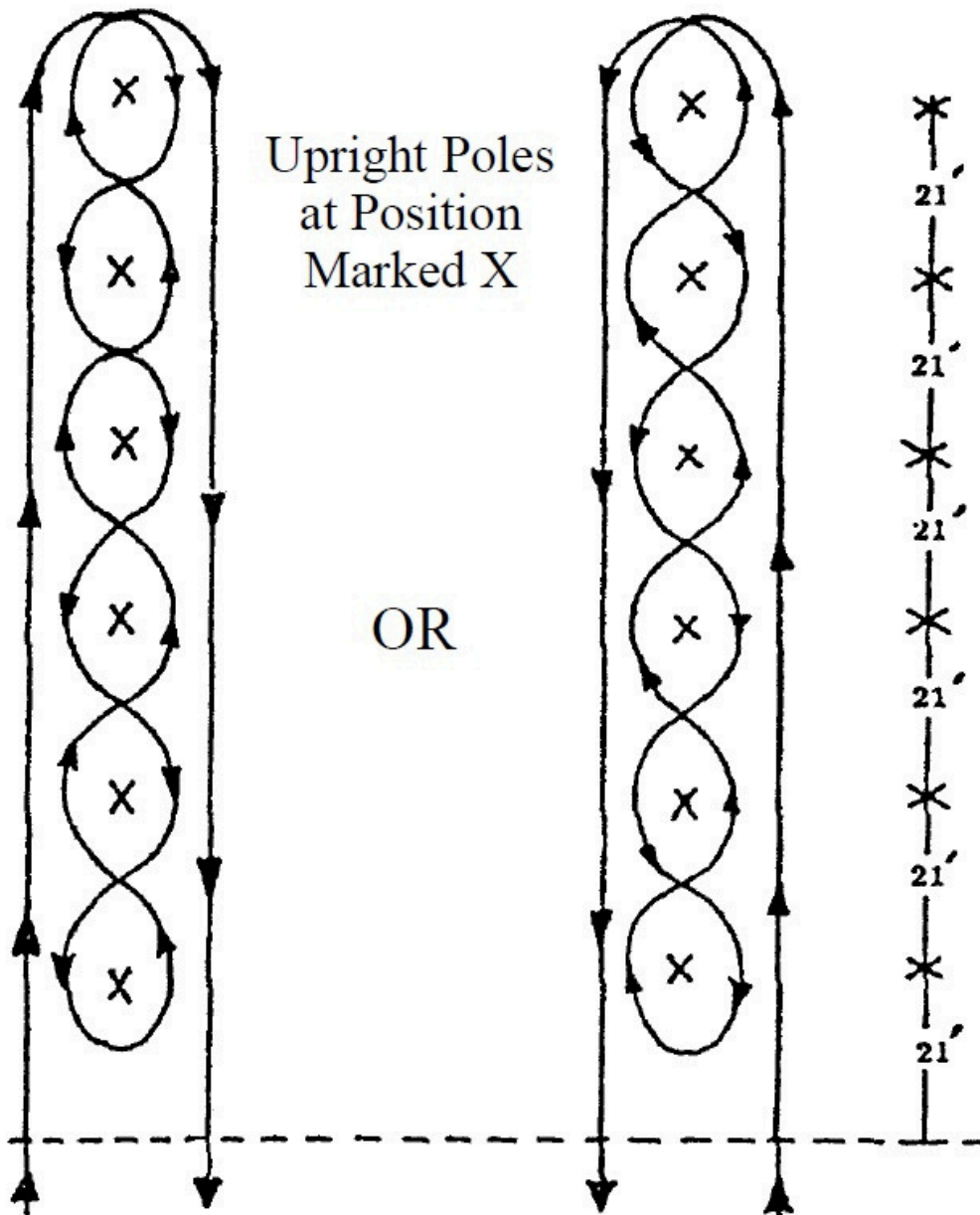
Classes #28 and #29



The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the start line and will be stopped when the horse's nose passes over the finish line. Start by crossing the start line between start/finish markers. Contestant must cross center line (dotted) when going to first end pole. At the first pole, the contestant may go right or left. Between the first turn and second turn, the horse must cross center line (dotted). The second turn MUST be opposite the first turn. Finish by crossing or not crossing center (dotted) line between start/finish markers.

Speed Division Pole Bending

Classes #30 and #31

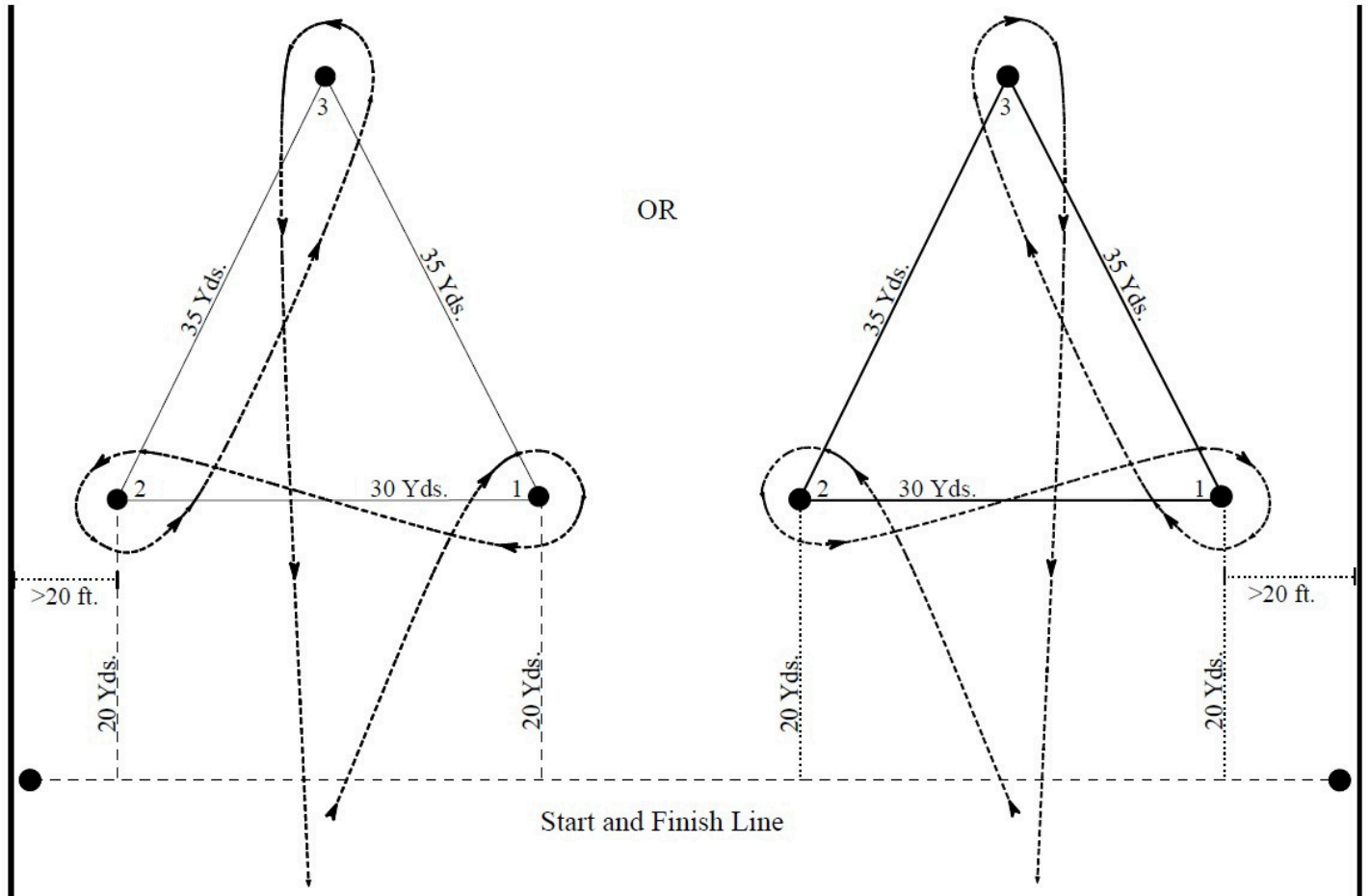


A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

Speed Division Barrel Race

Classes #32 and #33

ACCEPTABLE BARREL RACE PATTERNS

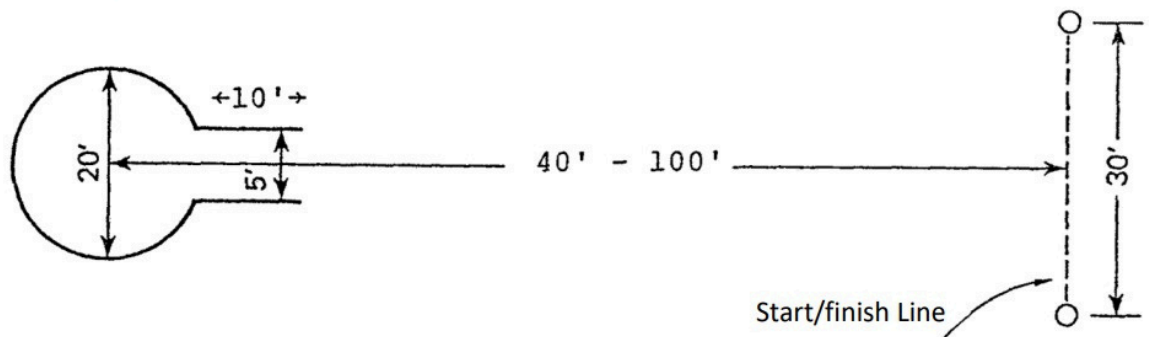


Speed Division

Keyhole Race

Classes #26 and #27

Time starts as the contestant crosses the start-finish line, which should be designated by markers. Contestant shall proceed through the five-foot entrance, turn right or left in the circle, return through the entrance and cross the start-finish line between markers. Time stops as the contestant crosses the start-finish line.



Hunter Division

Working Hunter - Classes #45 and #48

Equitation Over Fences - Classes #46 and #49

Handy Hunter - Classes #47 and #50

Hunter Hack - Class #44

Jr. Hunter Showmanship - Class #37

Sr. Hunter Showmanship - Class #38

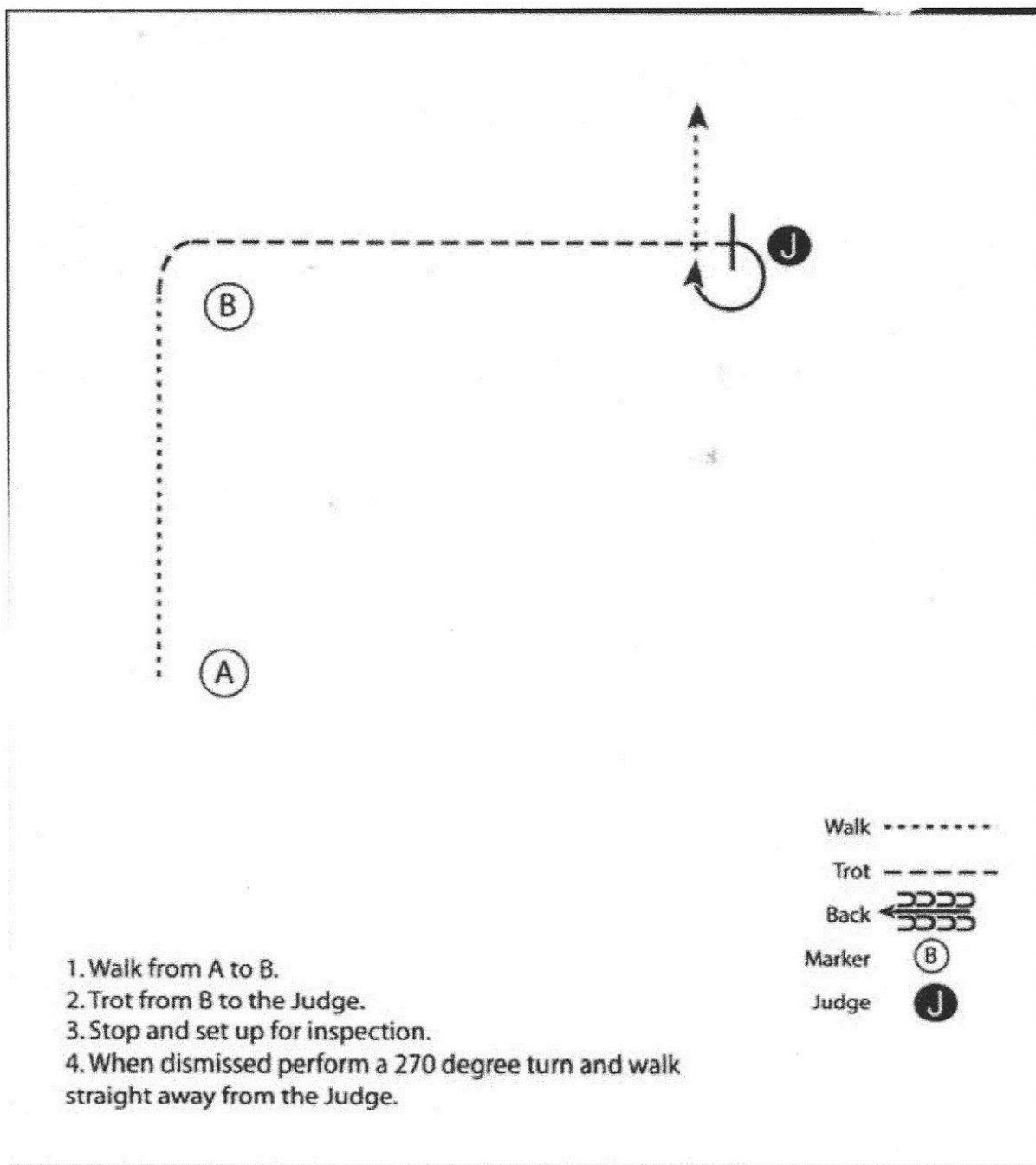
Walk/Trot Hunt Seat Equitation - Class #91

Jr. Hunt Seat Equitation - Class #42

Sr. Hunt Seat Equitation - Class #43

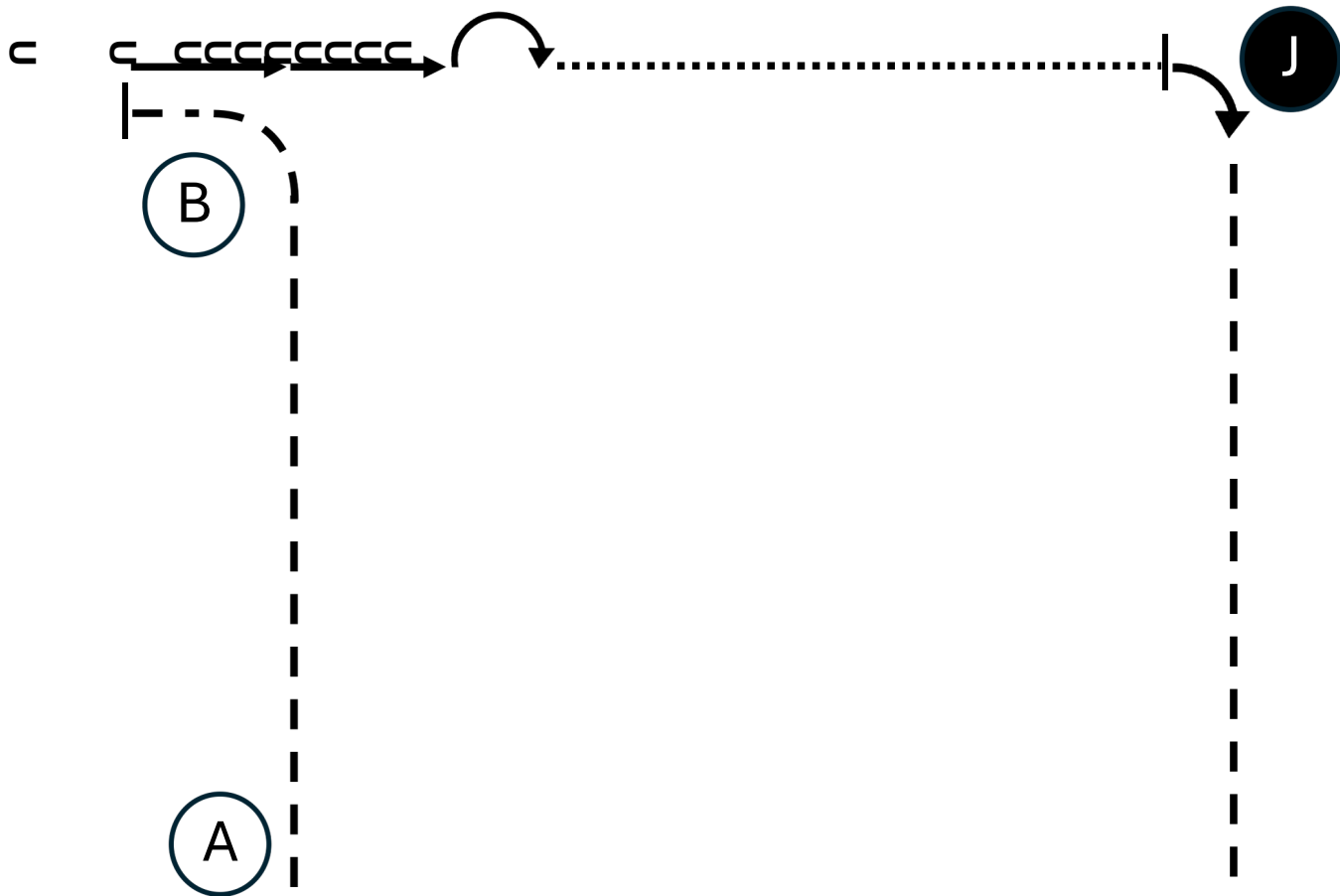
Jr Hunter Showmanship

Class #37

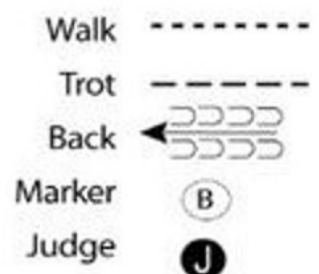


Sr. Hunter Showmanship

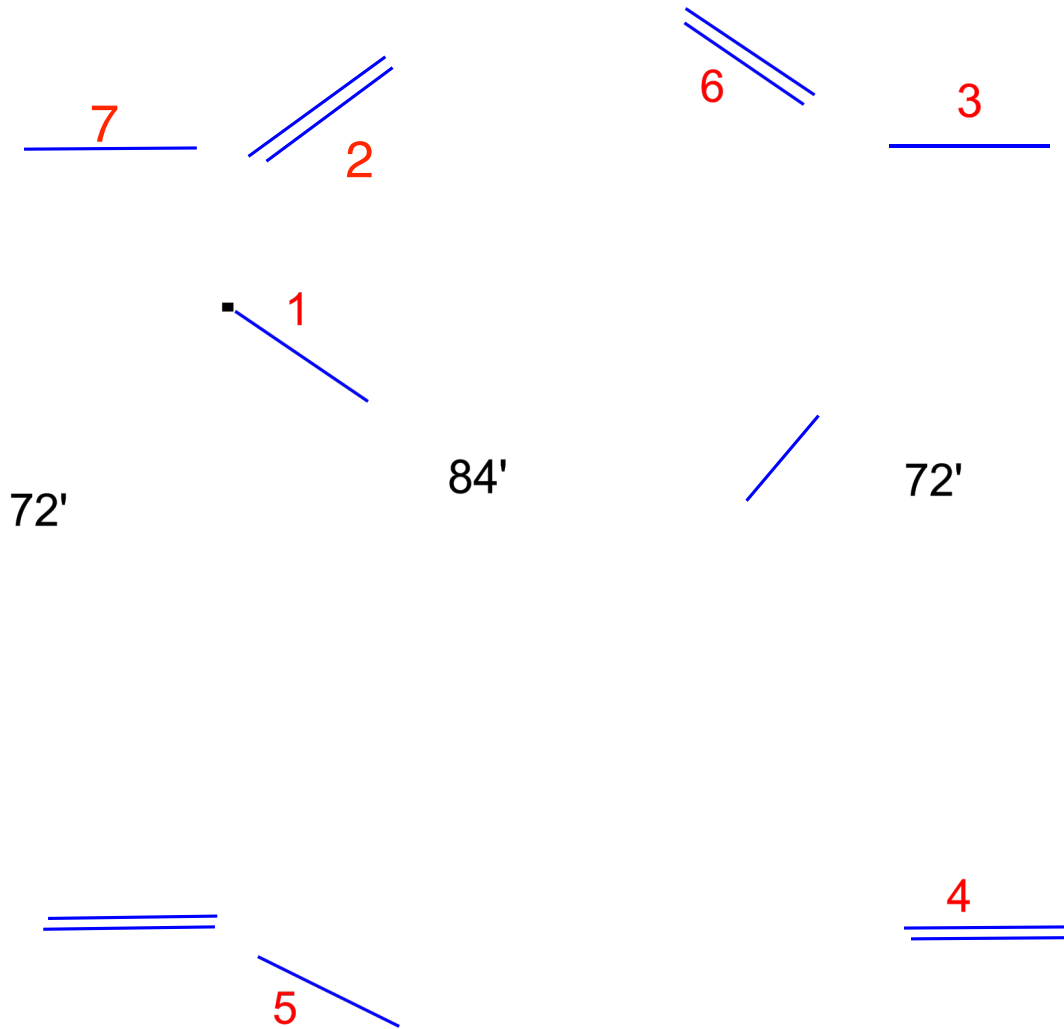
Class #38



1. Begin at A. Trot to and around B and stop.
2. Back approximately 2 horse lengths.
3. Perform a 180° turn.
4. Walk to Judge and stop.
5. Setup for inspection.
6. When dismissed, perform a 90° turn.
7. Trot until even with A. Follow the directions of the ring steward.



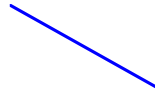
Working Hunter Classes #45 & #48



****All horses will preform a courtesy circle at a trot at the end of their trip.**

**Jr & Sr Hunt Seat
Equitation over Fences
Classes #46 & #49**

6



7



5

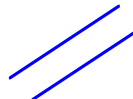
8

1



2

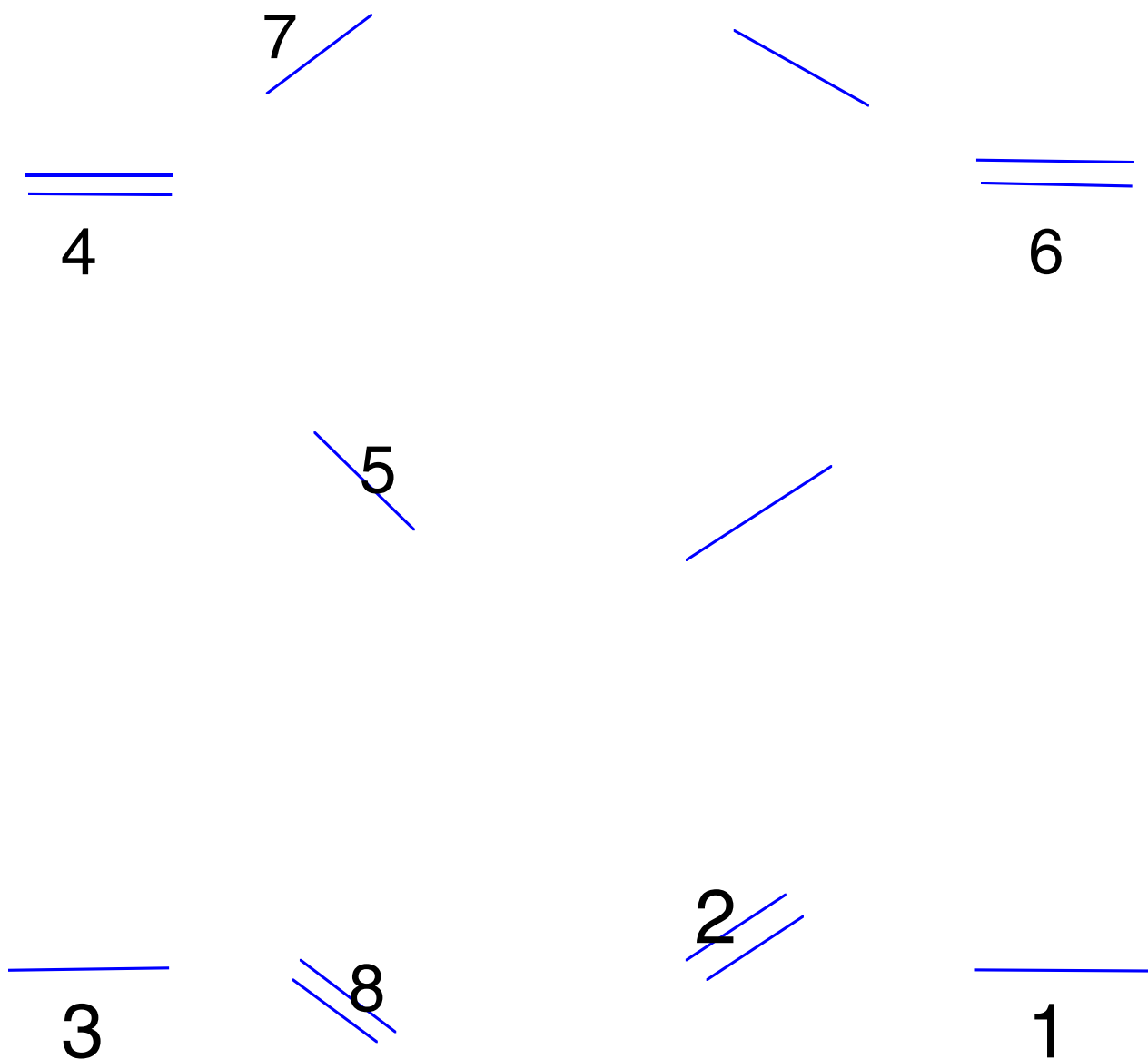
3



4

Handy Hunter

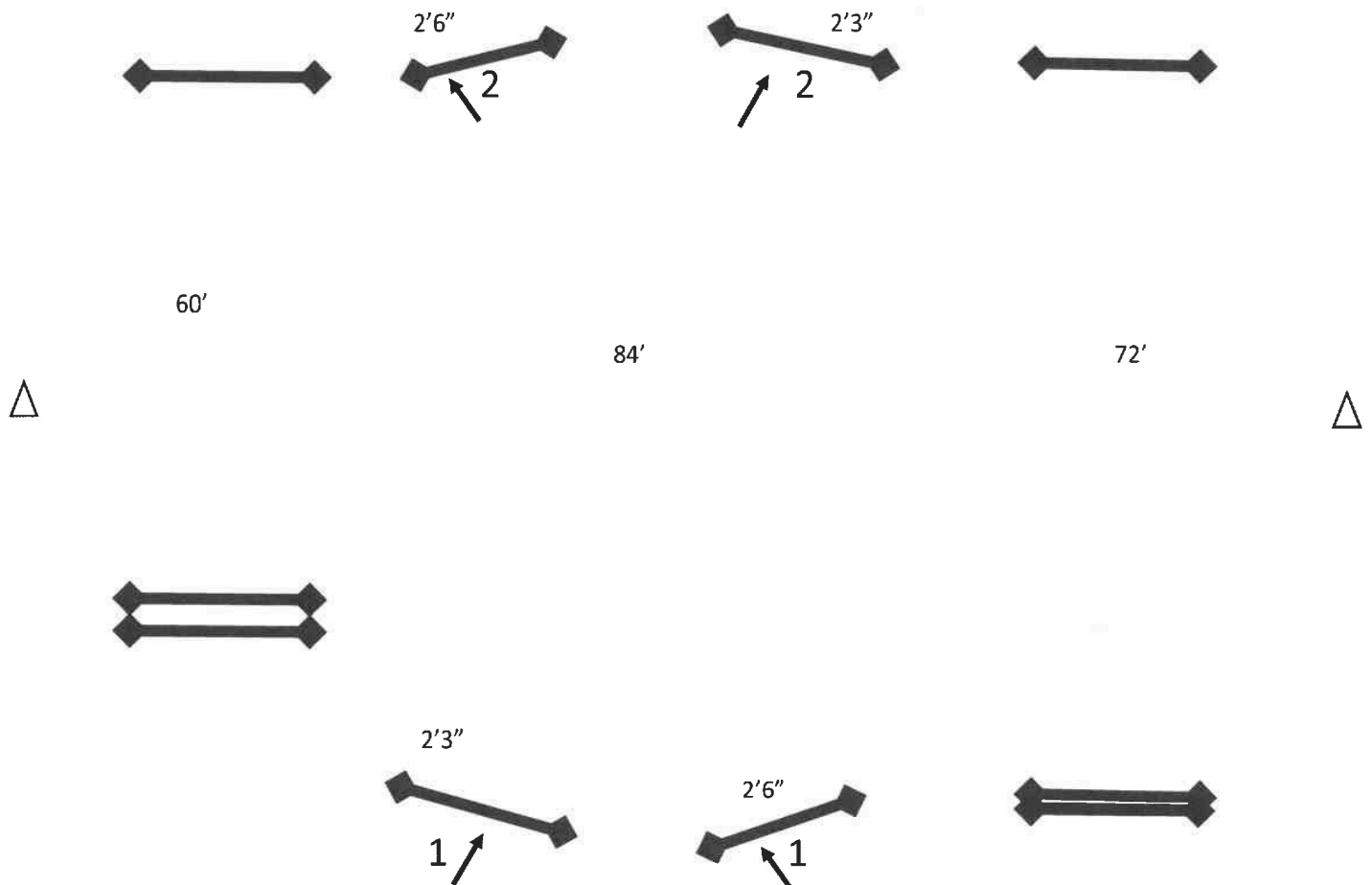
Classes #47 & #50



****All horses will preform a courtesy circle at a trot at the end of their trip.**

Hunter Hack

Class # 44



Rider will choose to jumper EITHER the 2'3" line or the 2'6" line.

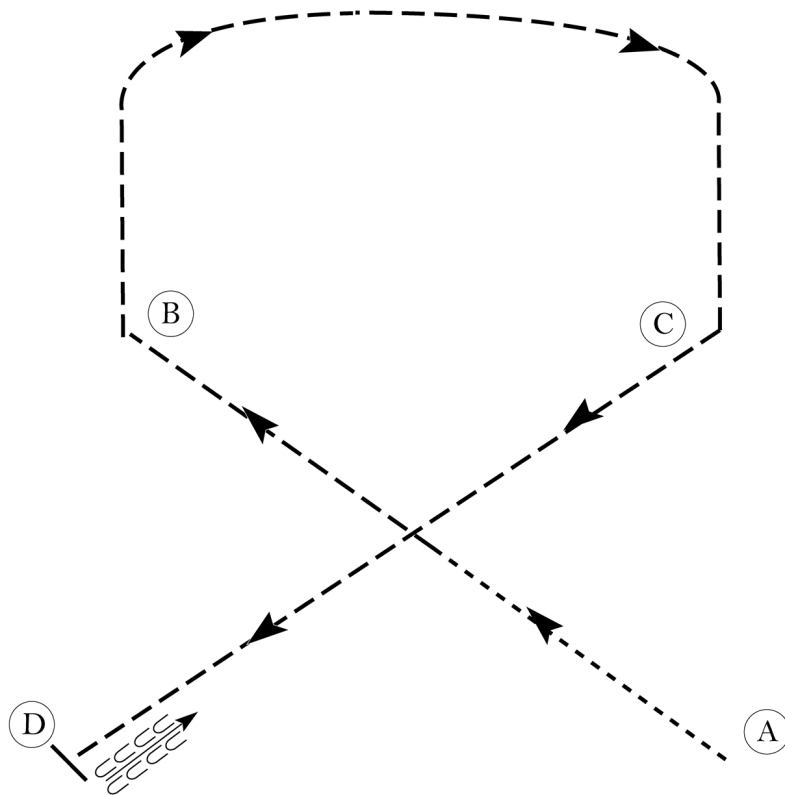
Canter both jumps and continue around the end of the arena. Halt at the appropriate cone, Back 5 steps, loosen reins to signify completion.

Walk to exit

Area North 4-H Horse Show

W/T Hunter Equitation

Class #91



Be ready at A.

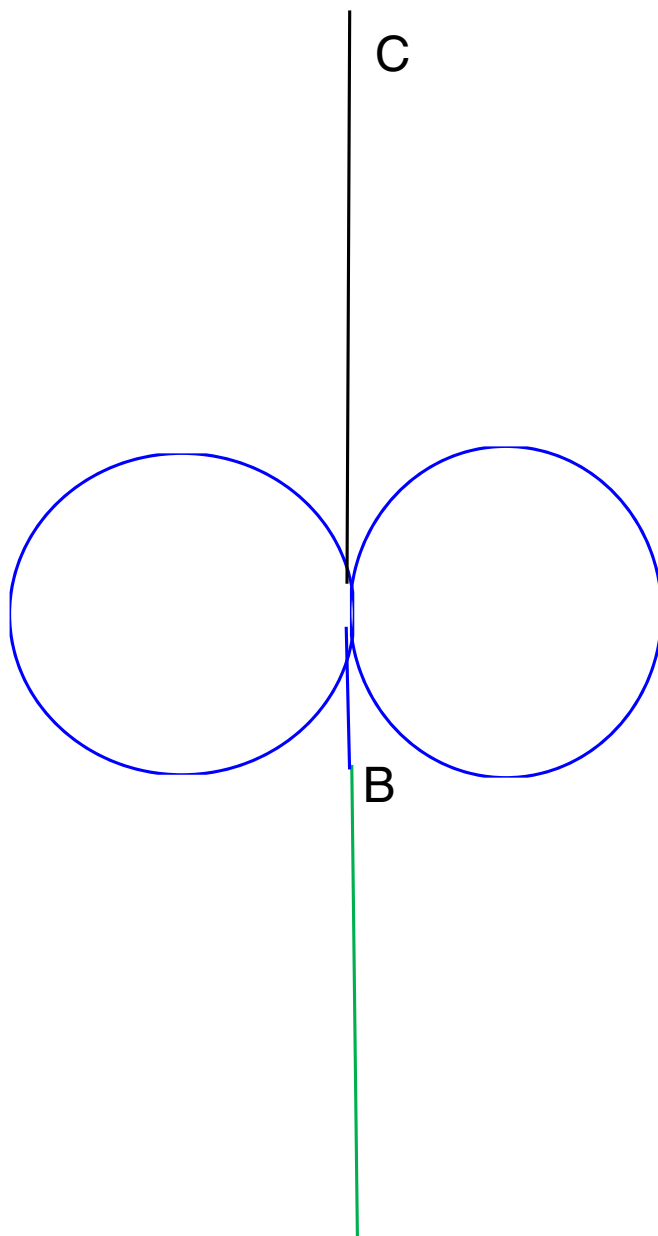
1. Walk 1/2 way to B.
2. Posting trot on the left diagonal to B.
3. Sitting trot to C.
4. Posting trot on the right diagonal 1/2 way to D.
5. Sitting trot to D.
6. Halt at D and back approximately one horse length.

Exit at a sitting trot.

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

Jr Hunt Seat Equitation

Class #42

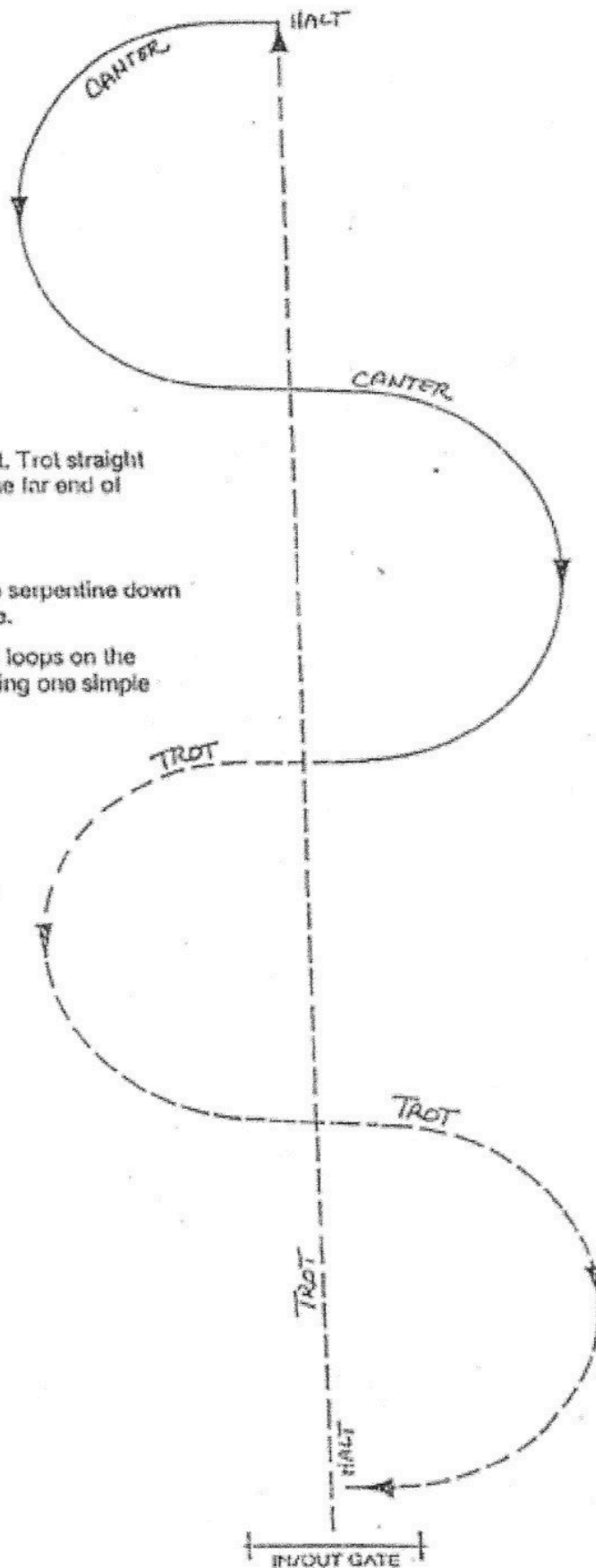


- 1) At 'A', sit trot to 'B'
- 2) At 'B' begin rising trot
- 3) Perform a figure 8 at the rising trot, changing diagonals when changing direction
- 4) At completion of figure 8, canter to 'C' on lead of choice
- 5) Halt at 'C'.
- 6) Back 4 steps

Sr Hunt Seat Equitation

Class #43

- Enter the arena at a trot. Trot straight down the center line to the far end of arena. Halt.
- Turn 90 degrees left.
- Execute a four (4) loop serpentine down the center line to the gate.
- Canter the first two (2) loops on the correct lead, demonstrating one simple change of lead. Halt.
- Trot the last two (2) loops on the correct diagonal, demonstrating one change of diagonal.
- Halt momentarily (no more than two seconds). Exit the ring.



Western Division

Jr. Western Showmanship - Class #4

Sr. Western Showmanship - Class #5

Walk/Jog Western Horsemanship - Class #93

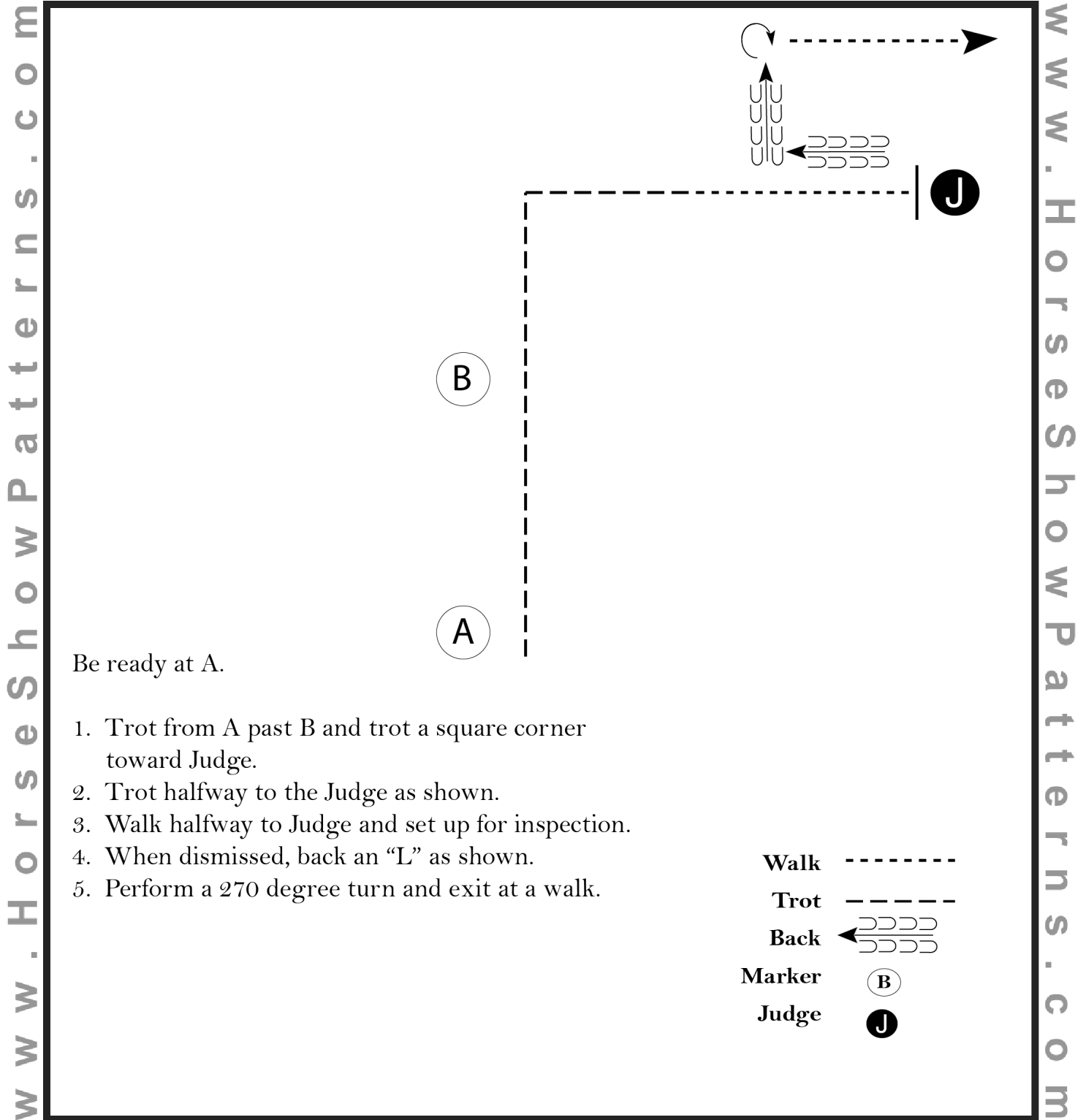
Jr. Western Horsemanship - Class #9

Sr. Western Horsemanship - Class #10

Area North Horse Show

#4 Jr Western Showmanship

Show Date: 05-03-2025



[S/1-106]

Pattern Provided by:
Jennifer Sawyer, Judge

Area North Horse Show

#5 Sr Western Showmanship

Show Date: 05-03-2025

www.HorseShowPatterns.com

www.HorseShowPatterns.com

Be ready at A.

1. Trot from A to B.
2. Trot a circle around B.
3. At B, stop, set up, and hesitate.
4. Trot halfway to the Judge as shown.
5. Walk halfway to Judge.
6. Perform a 360 degree turn and set up for inspection.
7. When dismissed, back approximately one horse length.
8. Exit at a walk as shown.

Walk -----
Trot - - - - -
Back ← 360° turn
Marker (B)
Judge (J)

Pattern Provided by:

Jennifer Sawyer, Judge

[S/2-92]

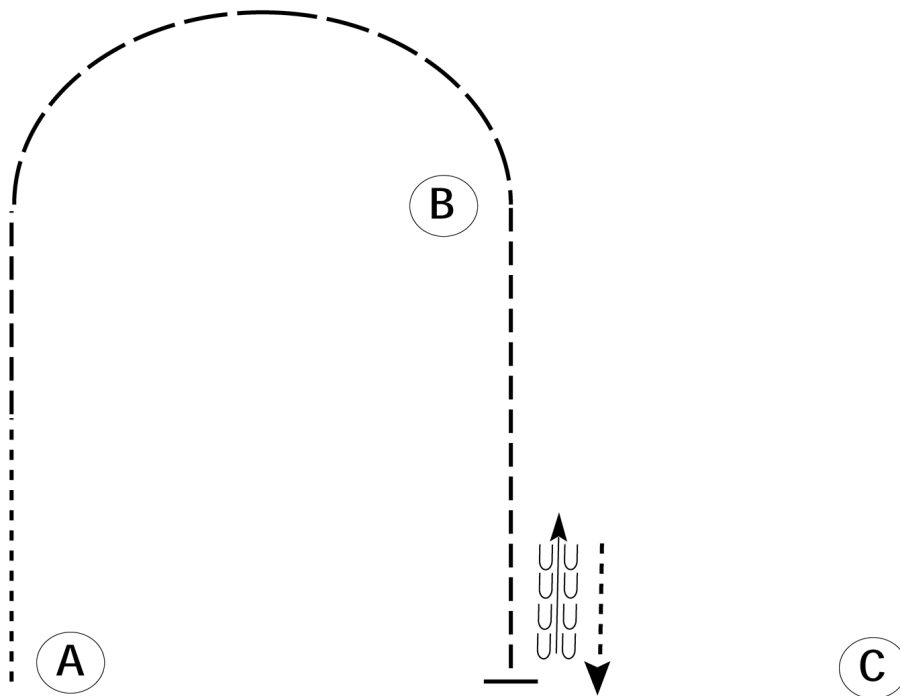
Area North Horse Show

#93 W/J Western Horsemanship

Show Date: 05-03-2025

www.HorseShowPatterns.com

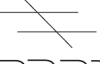

www.HorseShowPatterns.com



Be ready at A.

1. Walk from A to center of pattern.
2. Jog until even with B.
3. Extended jog a half circle to B.
4. Jog from B until even with C.
5. Stop when even with C and back approximately one horse length.
6. Walk straight away.

Follow the directions of your ring steward.

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

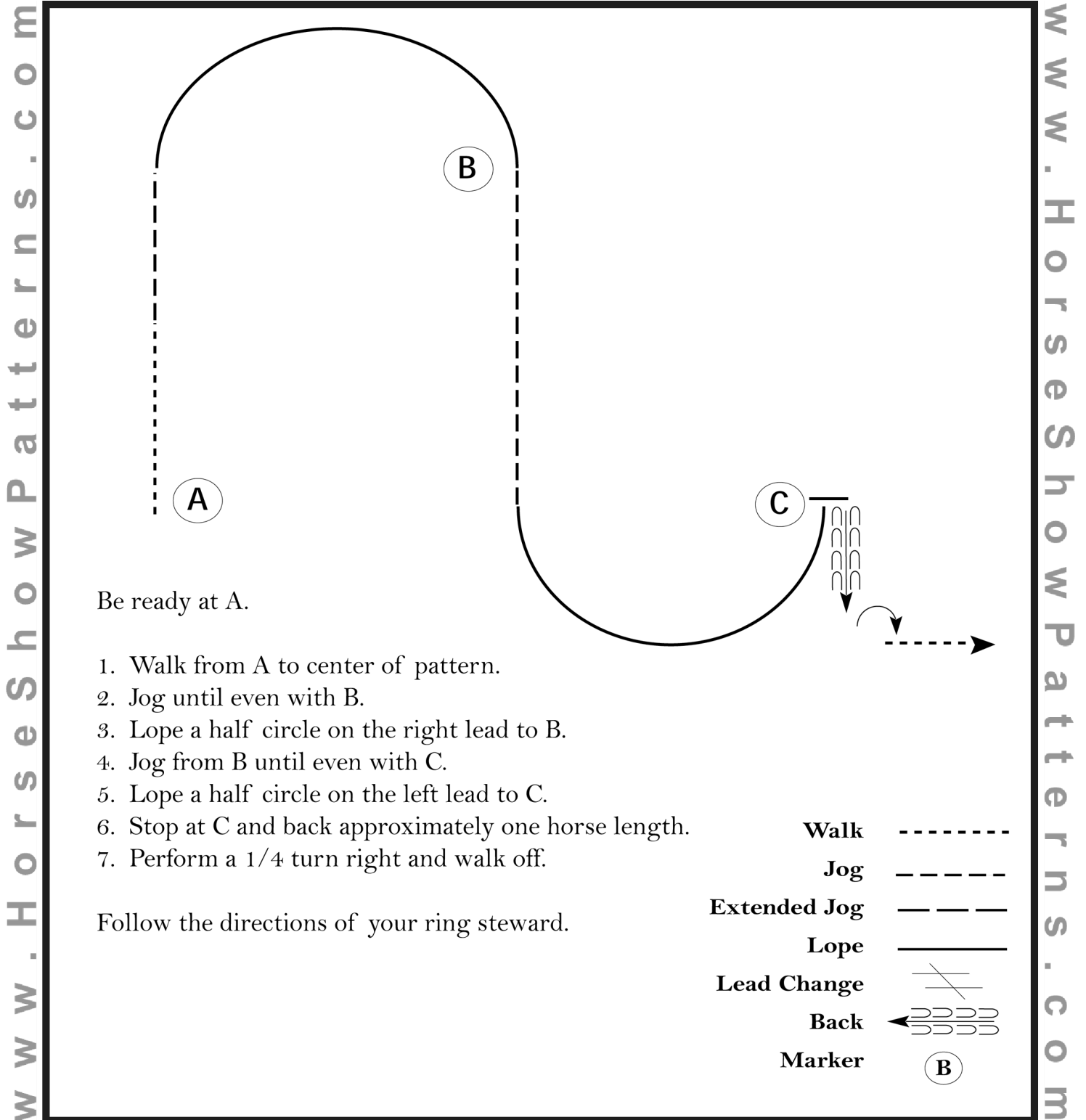
[WH/WT-80]

Pattern Provided by:
Jennifer Sawyer, Judge

Area North Horse Show

#9 Jr Western Horsemanship

Show Date: 05-03-2025



[WH/1-80]

Pattern Provided by:
Jennifer Sawyer, Judge

www.HorsereshowPatterns.com

Be ready at A.

1. Walk from A to center of pattern.
2. Jog until even with B.
3. Lope a half circle on the right lead to and around B.
4. Perform a simple lead change in the center of the pattern.
5. Lope a half circle on the left lead to C.
6. Stop at C and back approximately one horse length.
7. Perform a 1/4 turn right and walk off.

Follow the directions of your ring steward.

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

[WH/2-80]

©2025 HorseShowPatterns.com. All Rights Reserved.

Trail

Jr. Western Trail - Class #11

Sr. Western Trail - Class #12

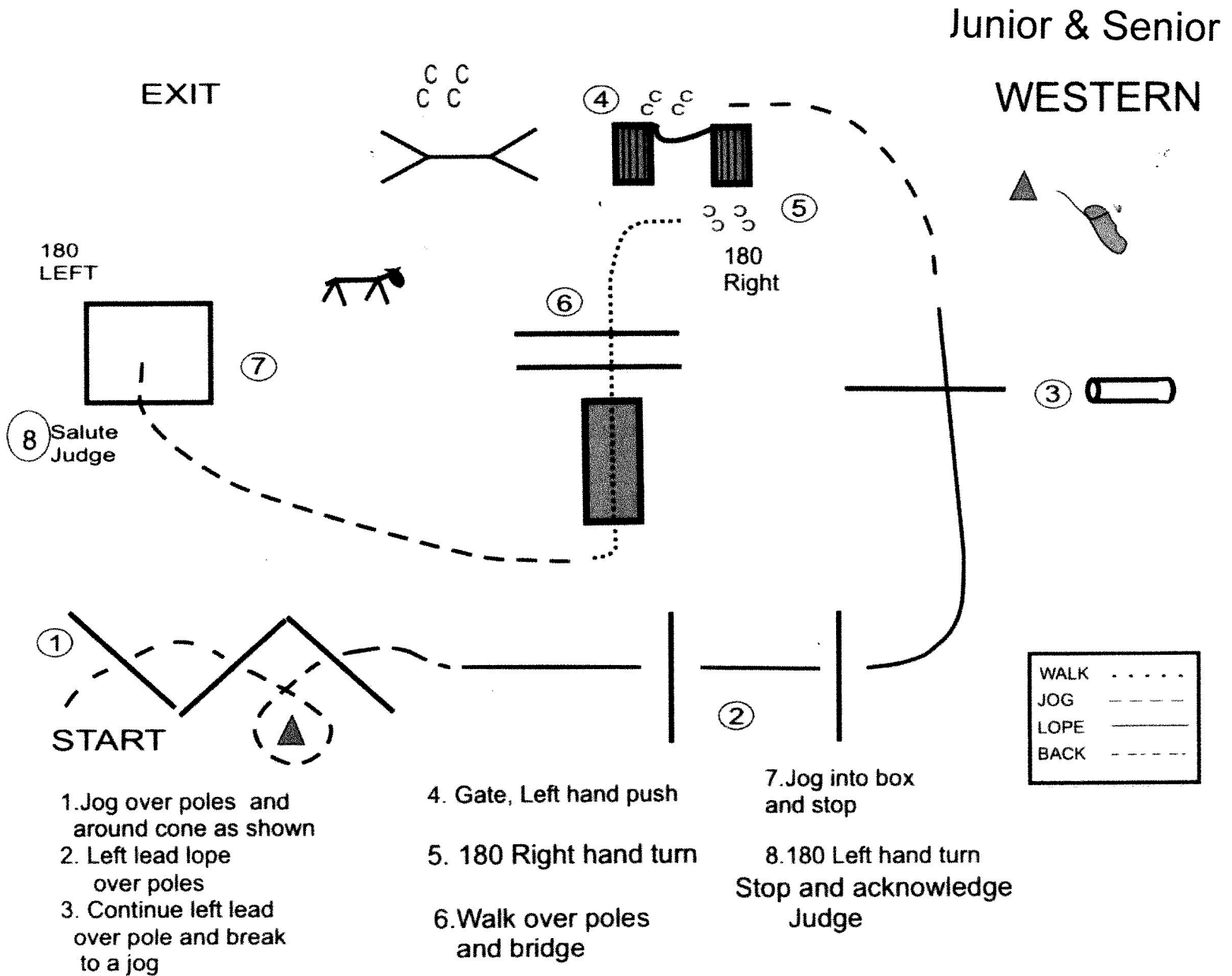
Walk/Jog Western Trail - Class #94

Jr. Ranch Trail - Class #17

Sr. Ranch Trail - Class #18

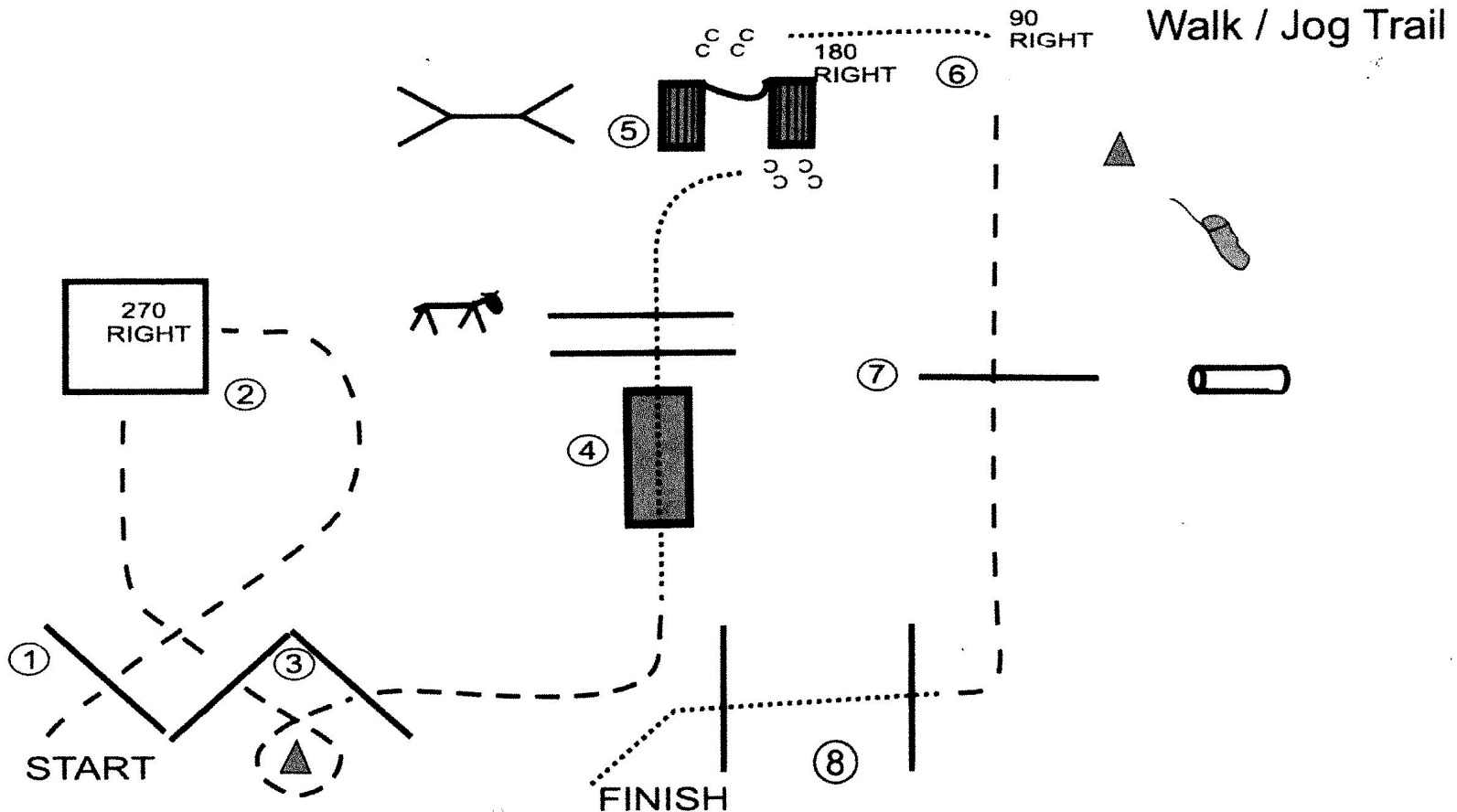
Walk/Jog Ranch Trail - Class #96

Jr. & Sr. Western Trail Classes #11 & #12



Walk/Jog Western Trail

Class #94

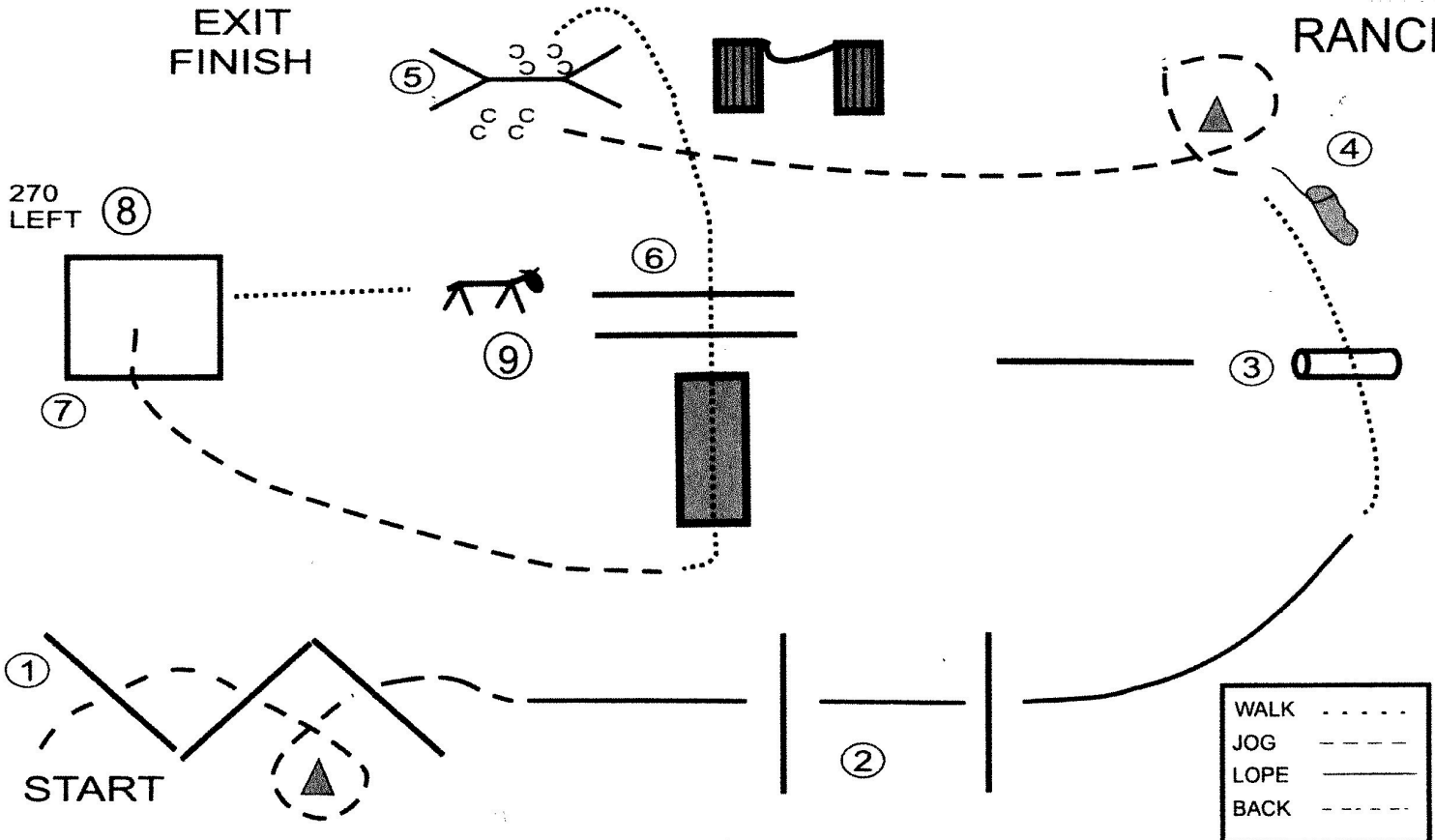


1. Jog over pole and into box and stop
2. 270 right, walk out of box and pick up jog
3. Jog over poles and around cone as shown
4. Walk over ridge and poles
5. Left hand push gate and 180 to right
6. Stop and complete 90 turn to the right
7. Jog over pole
8. Break to walk and walk over poles
Stop and acknowledge judge to Finish

Jr. & Sr. Ranch Trail Classes #17 & #18

EXIT
FINISH

Junior & Senior
RANCH



1. Jog over poles and around cone as show
2. Left lead lope over poles
3. Walk over log

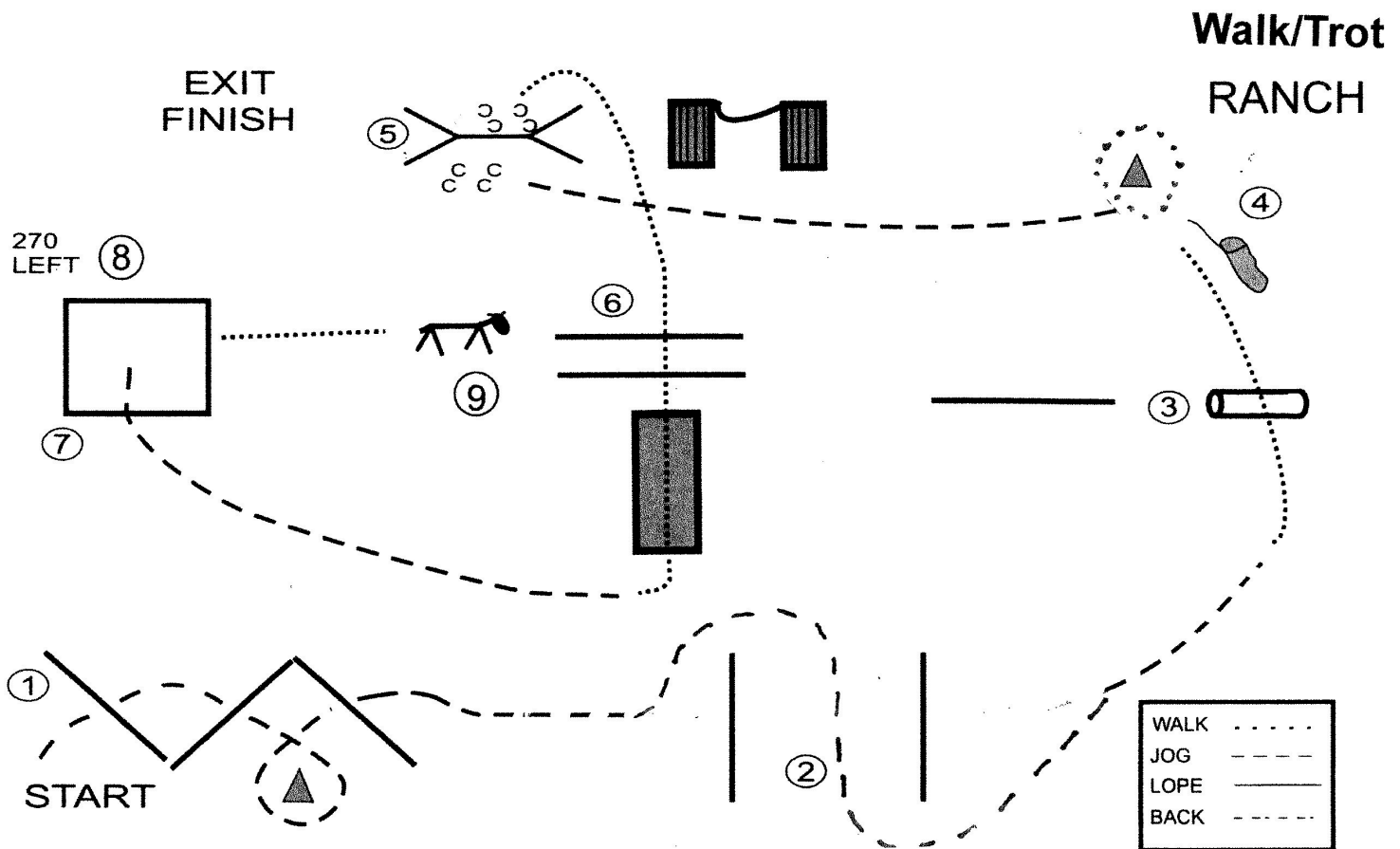
4. Pick up log, drag in clockwise circle at a jog (Juniors may walk or jog)
5. Extend jog to right hand push gate

6. Walk to poles and over bridge
7. Jog into box and stop
8. Complete 270 left hand turn

9. Walk out of box stop and rope cow
10. Dismount and collect rope

Walk/Jog Ranch Trail

Class #96



- 1.Trot over poles and around cone as shown
- 2.Continue at a trot through poles as shown
- 3.Walk over log
- 4.Pick up drag and drag log in clockwise circle at a walk
- 5.Extended trot to right hand push gate
- 6.Walk to poles and over bridge
- 7.Trot into box and stop
- 8.Complete a 270 left hand turn
- 9.Walk out of box stop and rope steer
- 10.Dismount and collect rope.

Ranch Division

Ranch Ground Handling - Classes #13 and #14

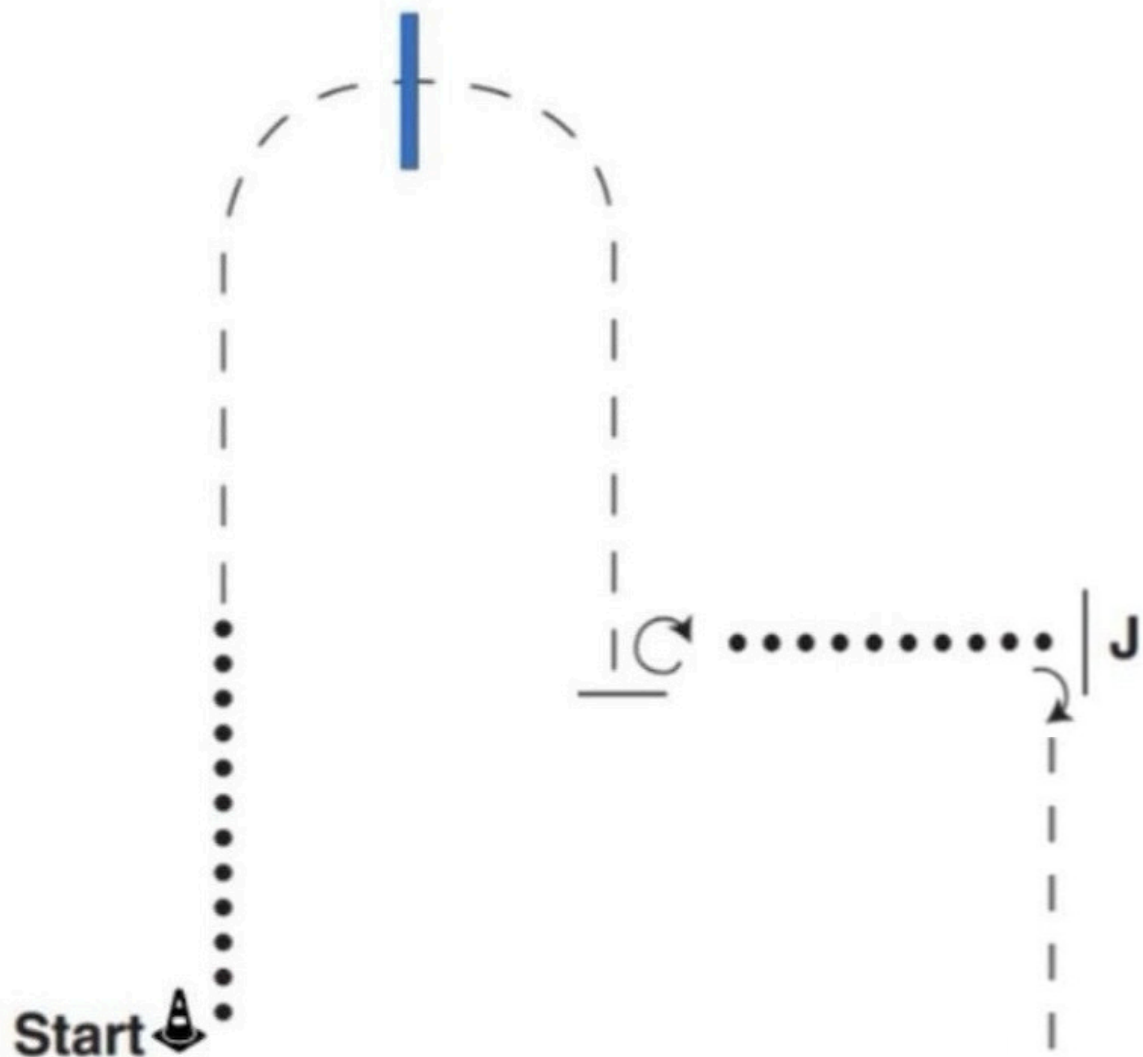
Ranch Riding - Classes #15 and #16

Walk/Jog Ranch Riding - Class #95

Ranch Reining - Class #19

Jr. Ranch Ground Handling

Class #13

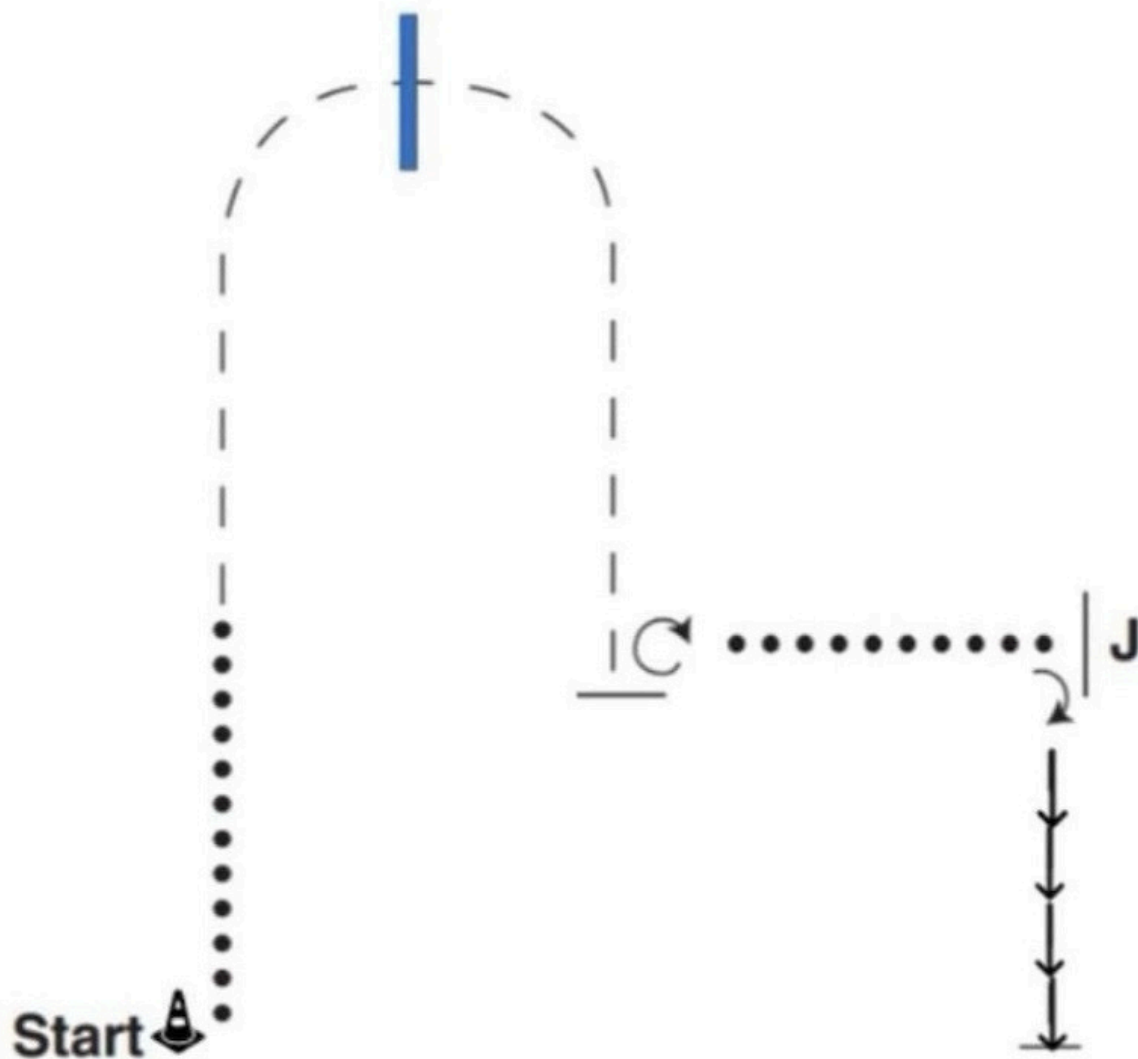


Be ready at Start Cone

1. Walk until even with Judge
2. Trot around end, over pole, until in line with Judge
3. Halt and perform a 270 degree turn
4. Walk to Judge and set up for inspection
5. When dismissed, perform 90 degree turn
6. Trot to exit

Sr. Ranch Ground Handling

Class #14



Be ready at Start Cone

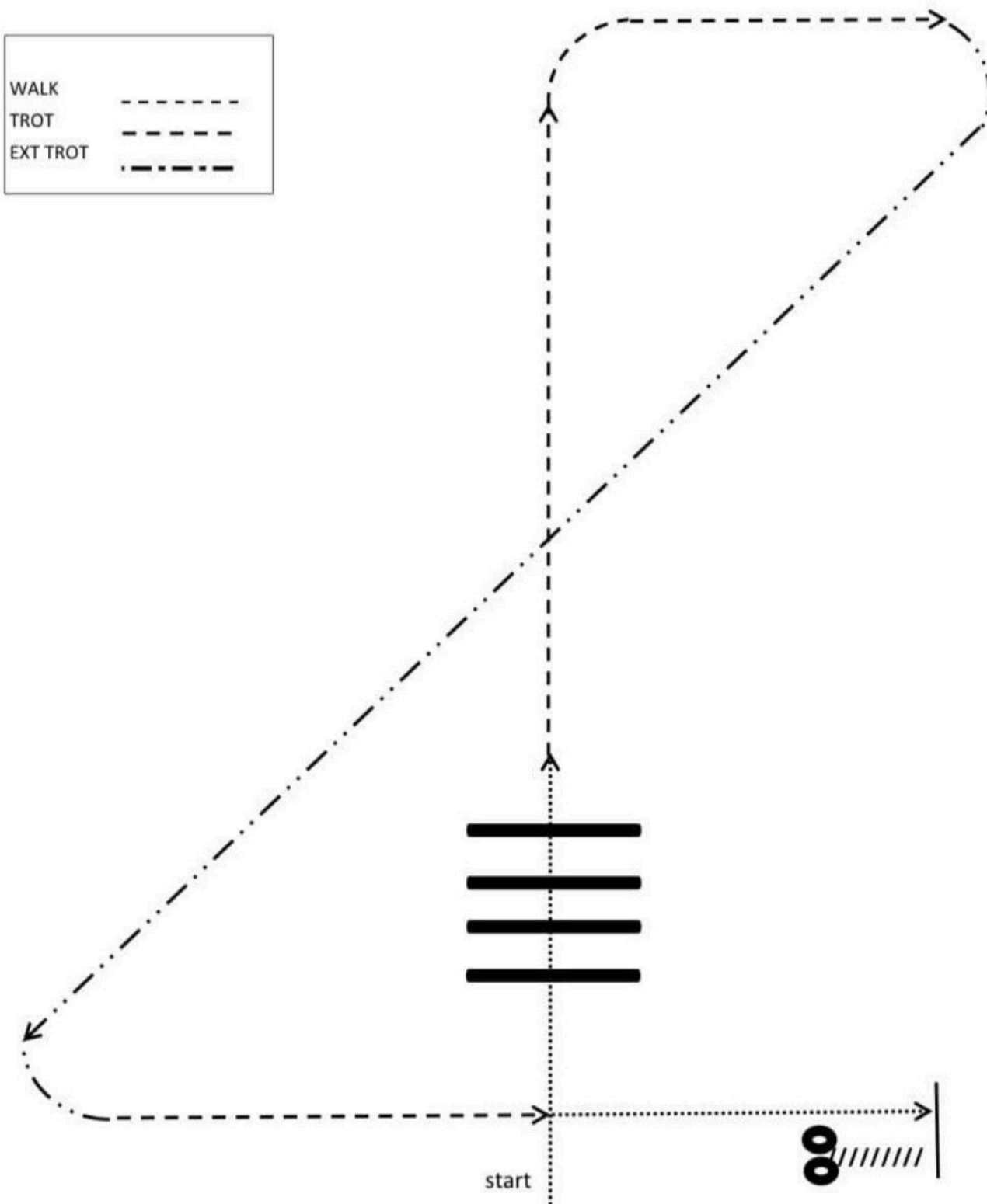
1. Walk until even with Judge
2. Trot around end, over pole, until in line with Judge
3. Halt and perform a 270 degree turn
4. Walk to Judge and set up for inspection
5. When dismissed, perform 90 degree turn
6. Extended trot to exit

Walk/Jog Ranch Riding Class #95

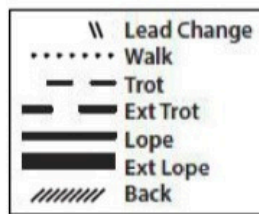
USE ONLY 1/2 OF THE ARENA

- | | |
|--------------------|-------------------------------------|
| 1. WALK | 5. TROT |
| 2. WALK over RAILS | 6. WALK |
| 3. TROT | 7. STOP & BACK |
| 4. EXTENDED TROT | 8. 360 both ways (either way 1st) |

WALK	----
TROT	----
EXT TROT	- . - . - .



RANCH RIDING PATTERN #5



OPTIONAL CATTLE

26" - 30" space
between logs

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)

Mandatory Markers:

Mandatory Markers:

The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows:

Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
 2. Complete 3 spins in the opposite direction. Hesitate.
 3. Beginning on right lead, complete two large fast circles to the right, change leads.
 4. Complete two large fast circles to the left, change leads at center of arena.
 5. 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 left roll back at least 20 feet from the wall or fence, no hesitation.
 6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right roll back at least 20 feet from the wall or fence, no hesitation.
 7. Continue back around previous circle 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 wall or fence. Back up at least 10 feet.
-

Hesitate to show completion of pattern.