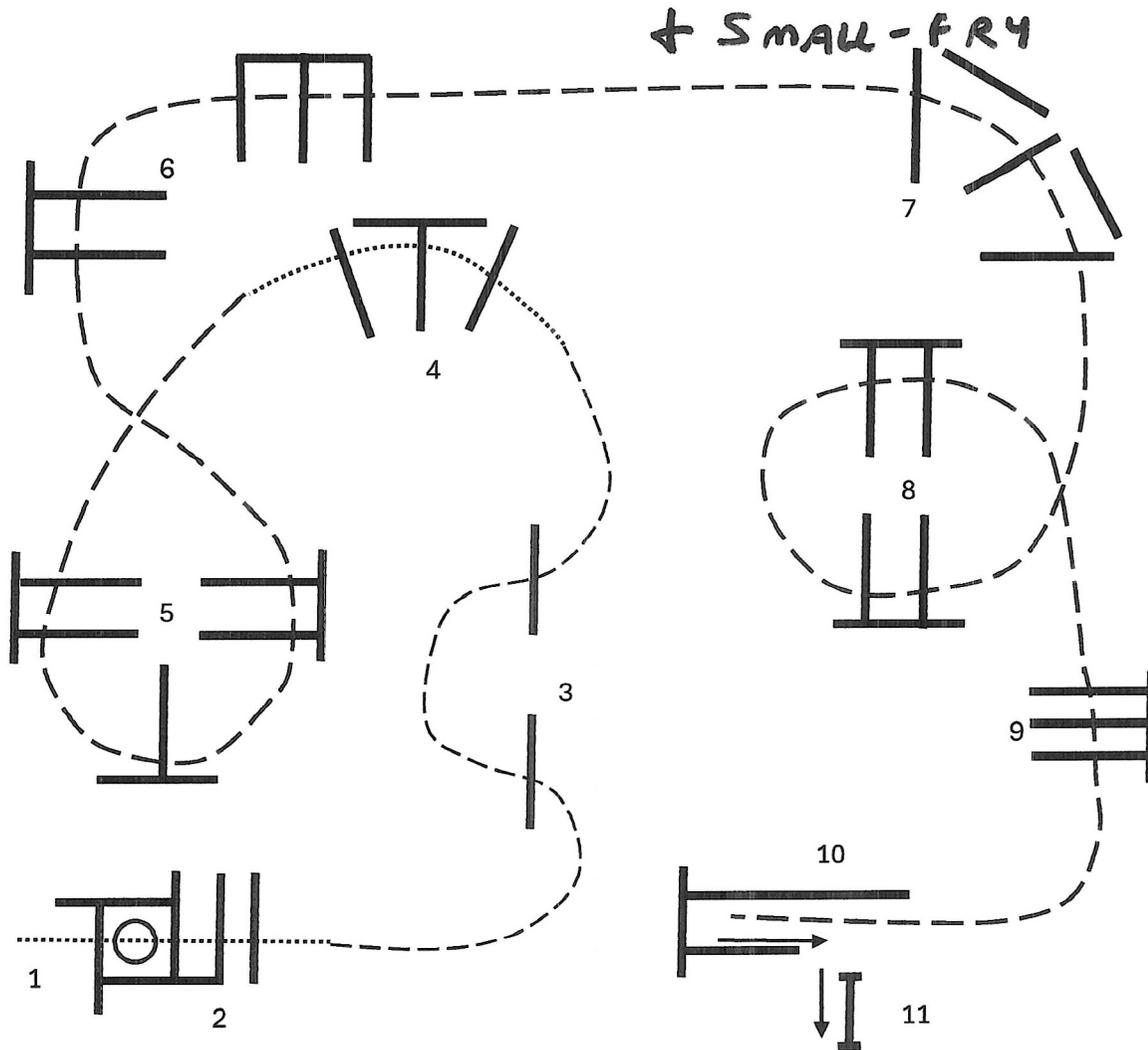


PATTERNS
THURSDAY
APRIL 2,
2026

Martinganza 2026

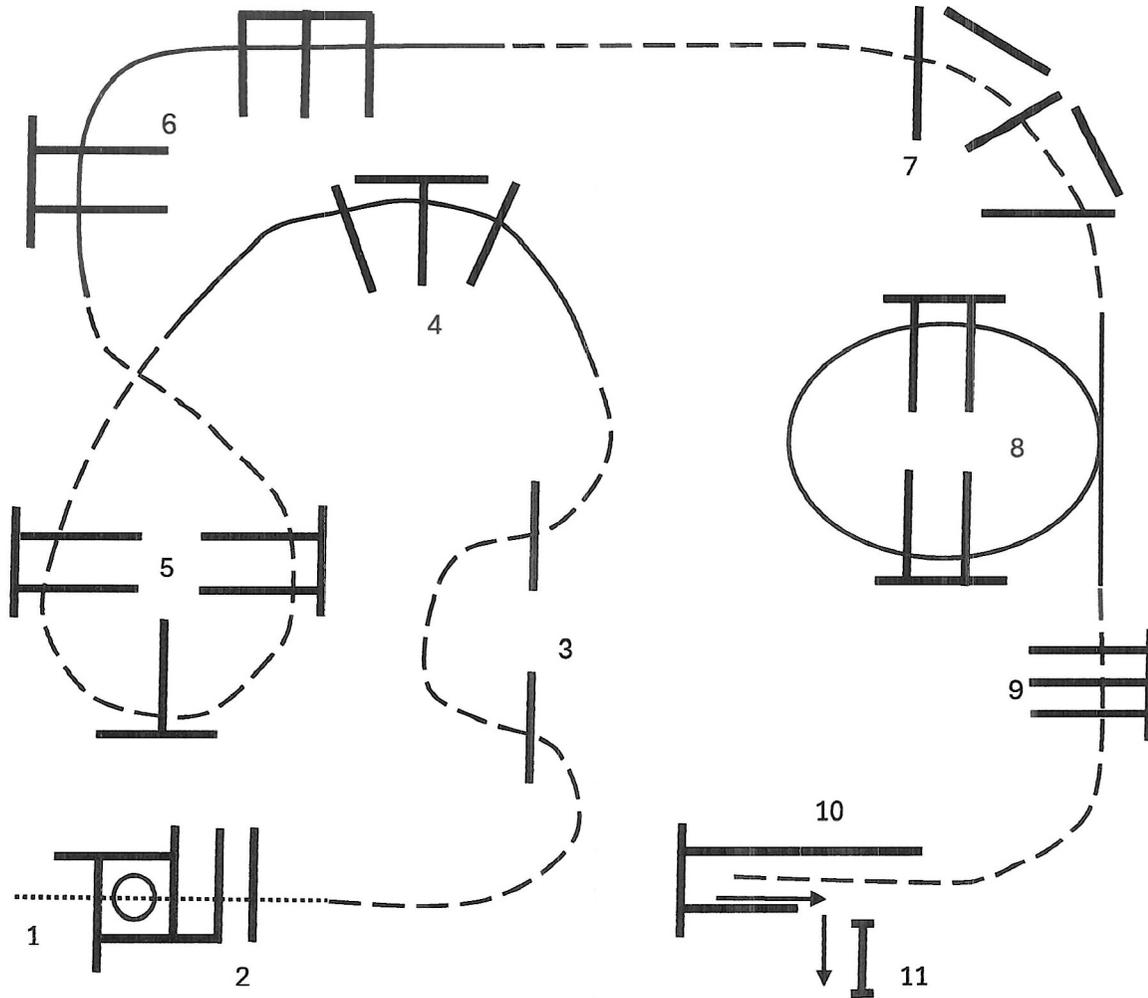
WT Trail Thursday 4-2-26



1. Walk into Box 360 Either Direction
2. Walk Over Poles
3. Jog Serpentine Over Poles
4. Walk Over Poles
5. Jog Over Poles
6. Jog Over Poles
7. Jog Over Poles
8. Jog Over Poles
9. Jog Over Poles and Into Chute
10. Back to Gate
11. Work R.H. Gate

Martinganza 2026

Trail Thursday 4-2-26

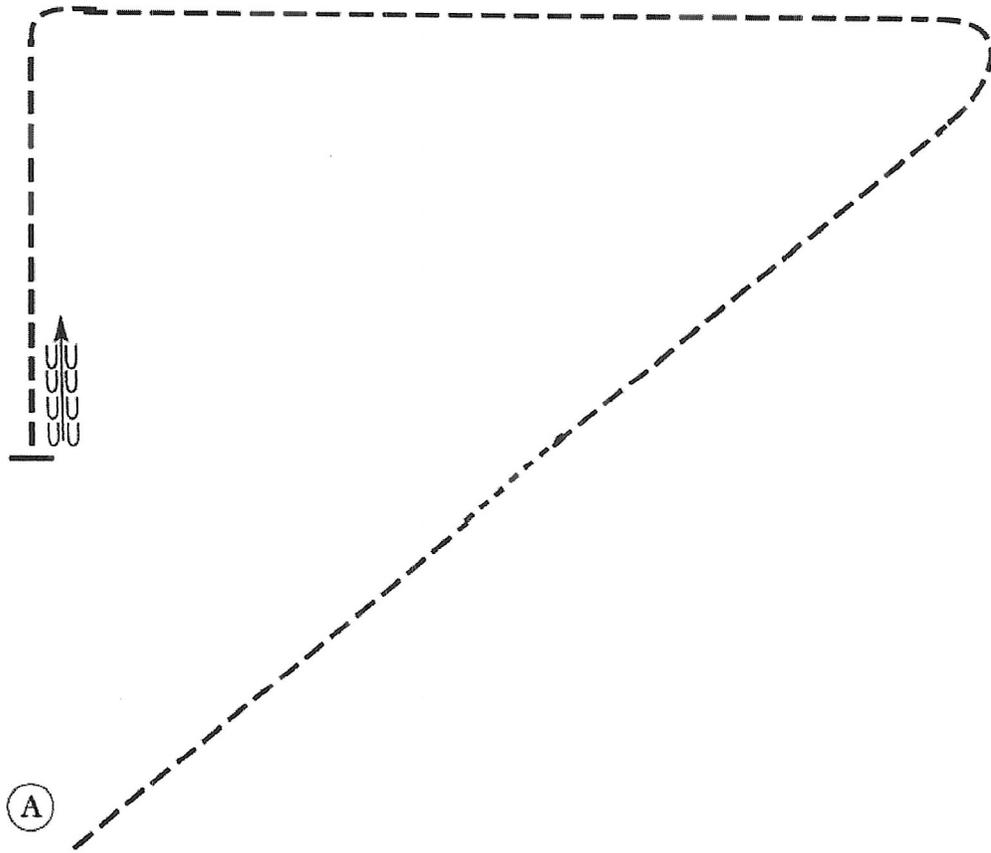


1. Walk into Box 360 Either Direction
2. Walk Over Poles
3. Jog Serpentine Over Poles
4. Lope Over Poles Left Lead
5. Jog Over Poles
6. Lope Over Poles Right Lead
7. Jog Over Poles
8. Lope Over Poles
9. Jog Over Poles and Into Chute
10. Back to Gate
11. Work R.H. Gate

Hunt Seat Equitation

THURSDAY

Walk/Trot + SMALL-FRY

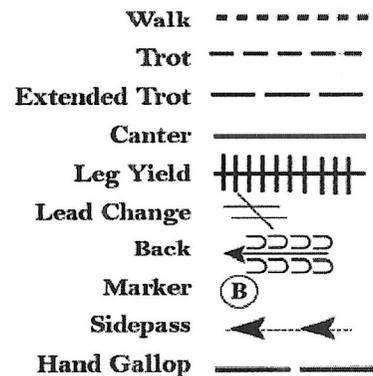


Be ready at A.

1. Trot Right Diagonal.
2. Walk 3 to 4 horse lengths.
3. Trot on the left diagonal to corner, change diagonals and trot to next corner.
4. At corner, perform a sitting trot halfway to A.
5. When halfway to A, stop and back.

Pattern is complete.

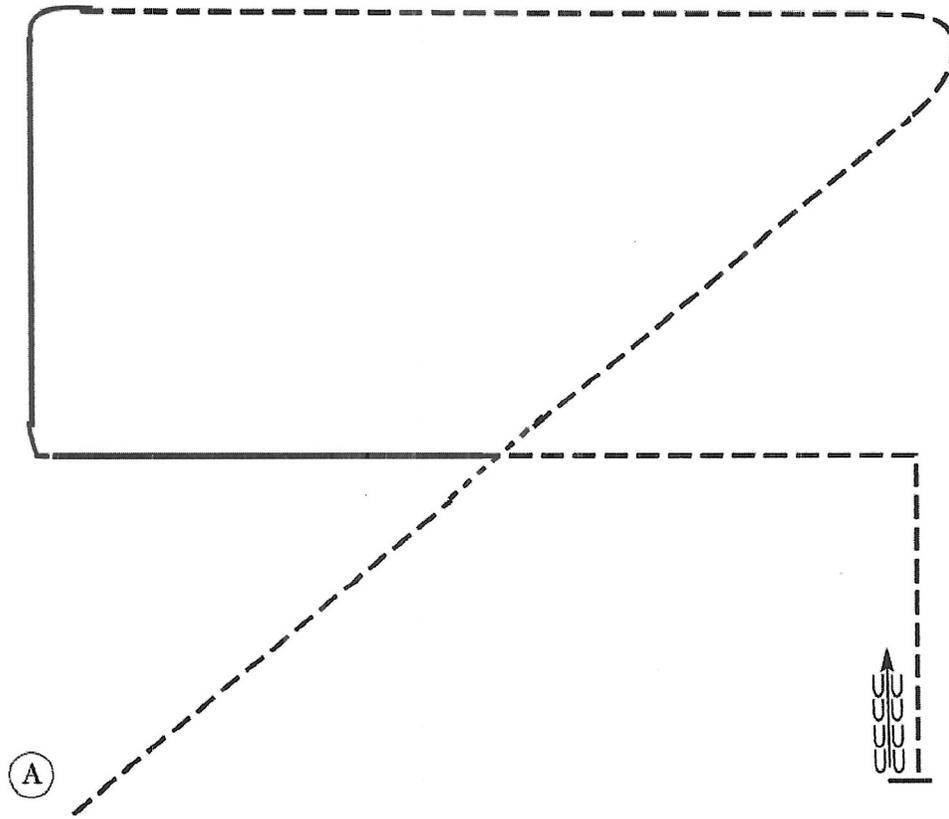
Trot to exit.



Hunt Seat Equitation

THURSDAY

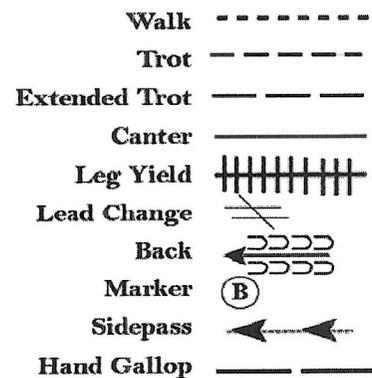
All Level 1/Novice / STOCKHORSE



Be ready at A.

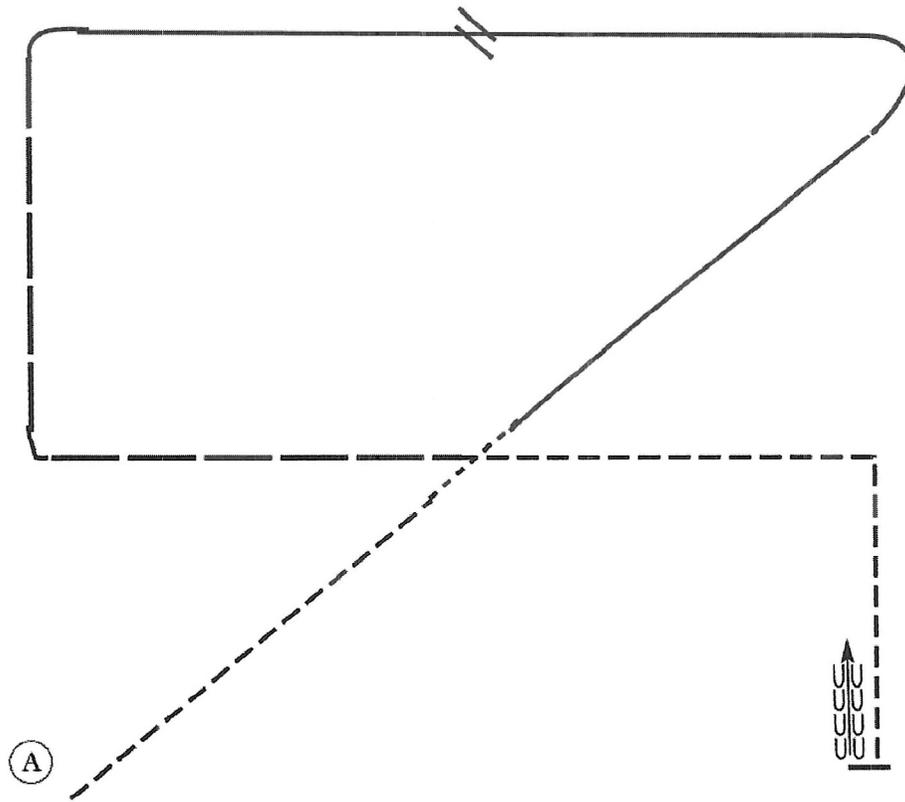
1. Trot Right Diagonal.
 2. Walk 3 to 4 horse lengths.
 3. Trot on the left diagonal to corner, change diagonals and trot to next corner.
 4. At corner, pick up the left lead canter and canter crossing over your line.
 5. Break to a sitting trot around corner until you are in line with A.
 6. Stop and Back.
- Pattern is complete.

Trot to exit.



Hunt Seat Equitation

THURSDAY All Youth/Amateur



Be ready at A.

1. Trot Right Diagonal.
 2. Walk 3 to 4 horse lengths.
 3. Canter on the right lead.
 4. Change leads and continue to corner.
 5. Hand gallop, crossing over your line.
 6. Break to a trot remaining in the 2-point position.
 7. Left diagonal after your corner until you are in line with A.
 8. Stop and back.
- Pattern is complete.

Trot to exit.

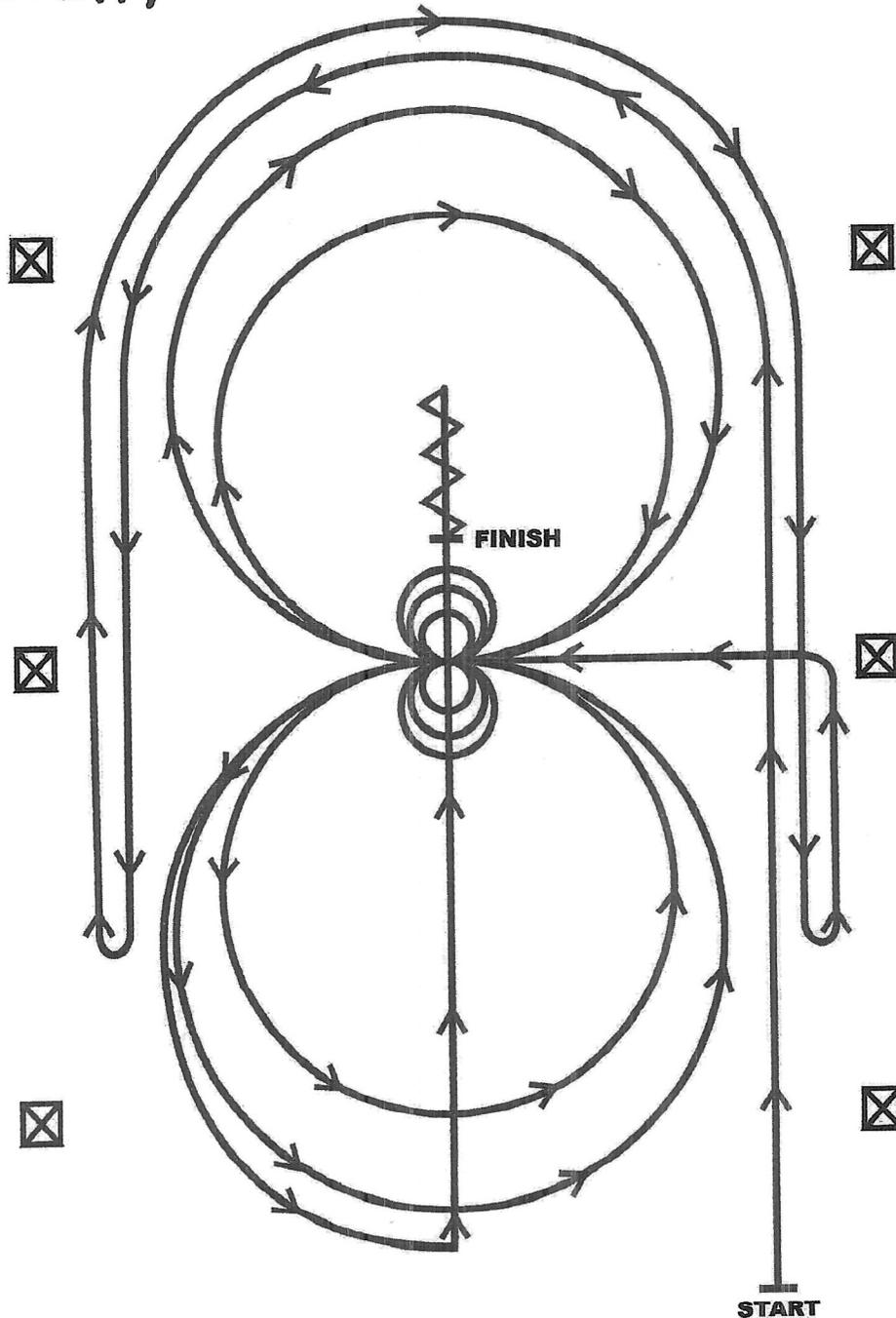
| | |
|---------------|-----------|
| Walk | ----- |
| Trot | - - - - - |
| Extended Trot | — — — — |
| Canter | ————— |
| Leg Yield | |
| Lead Change | — / — |
| Back | ← ← ← ← ← |
| Marker | ⊙ B |
| Sidepass | ← ← ← ← ← |
| Hand Gallop | — — — — |

REINING PATTERN B

All Level 1 / Novice

Approved only for Level I Youth & Amateur, Youth 13 & Under

THURSDAY

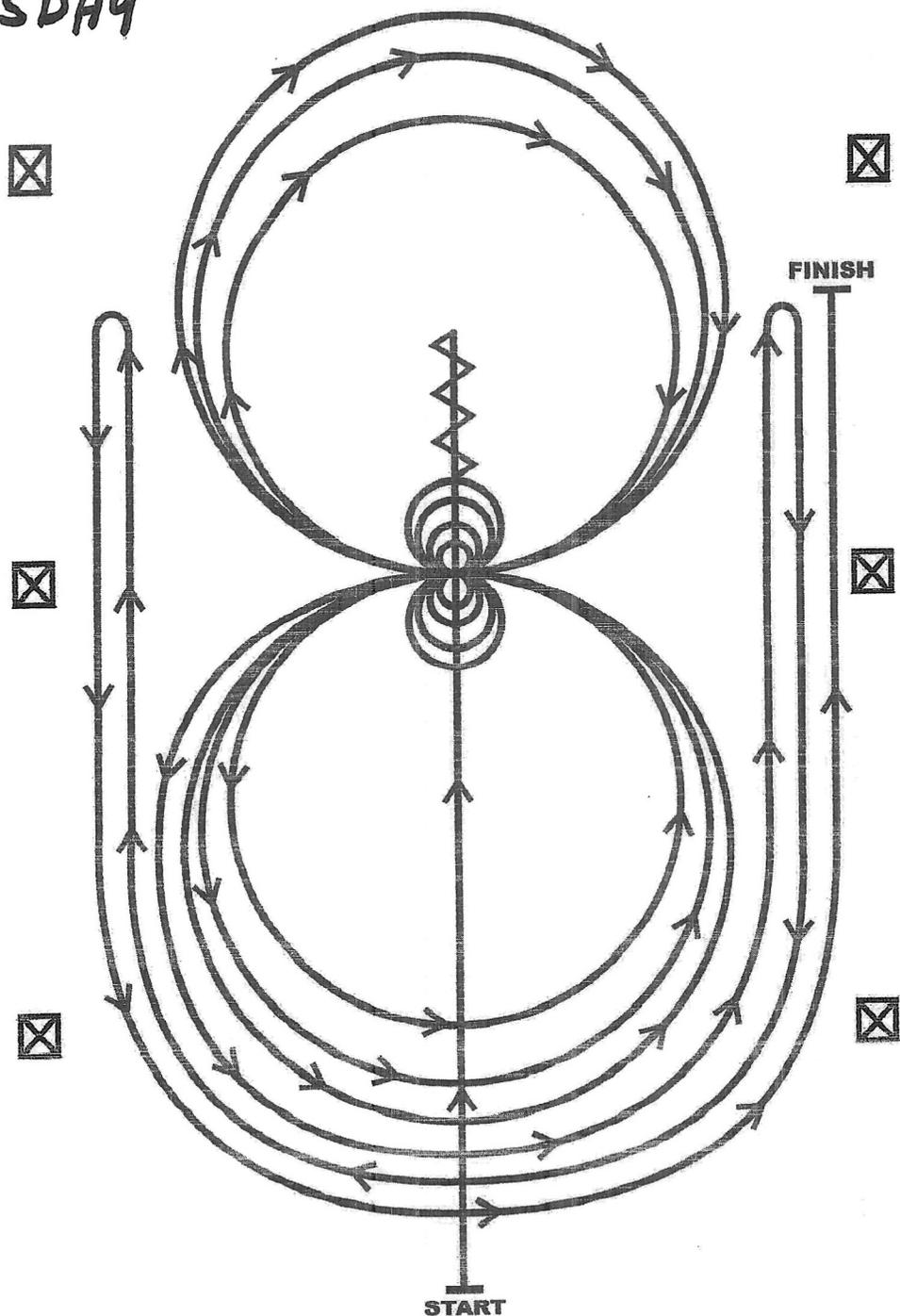


1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.
2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.
3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center
4. Complete three spins to the left. Hesitate.
5. Complete two circles to the right, one large fast and one small slow. Stop at center.
6. Complete three spins to the right. Hesitate.
7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop.
8. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

REINING PATTERN 12

Youth / Amateur / Open

THURSDAY



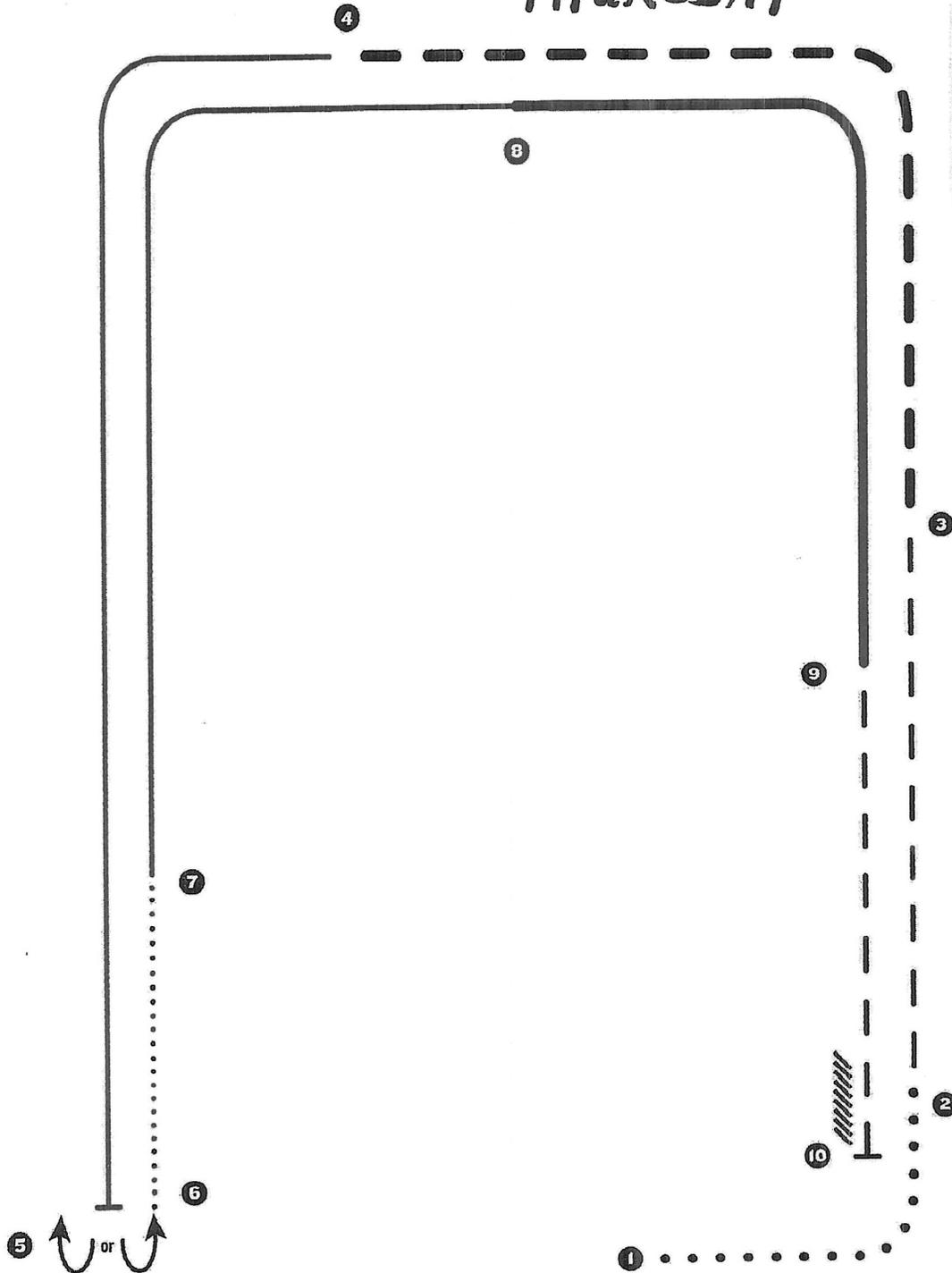
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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. Complete three circles to the right; the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. Begin a large 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

OPTIONAL VRH AND RHC RANCH RIDING PATTERN I

THURSDAY

LEGEND

- Walk
- Extended Walk
- - - Trot
- - - Extended Trot
- Lope
- Extended Lope
- ////// Back



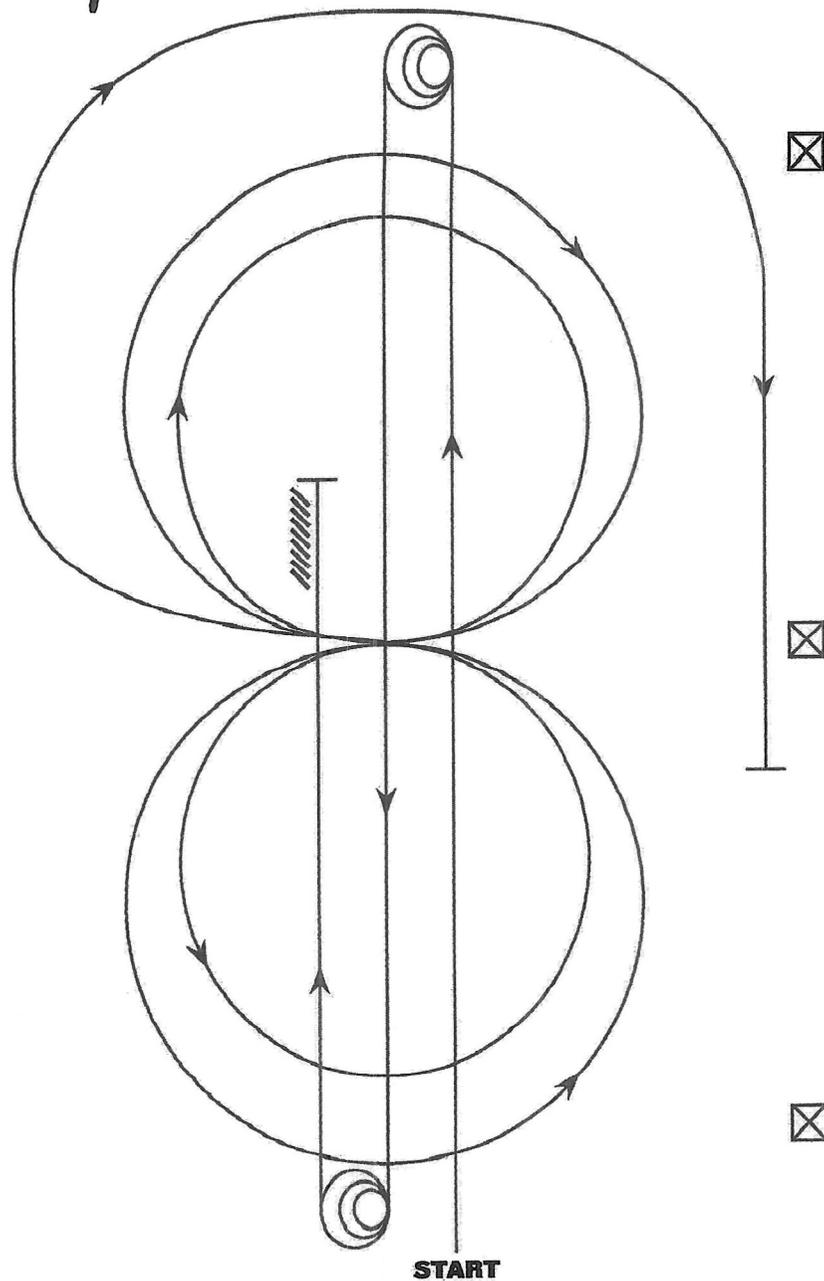
When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Extended Walk from 1 to 2 - 75 feet
2. Trot from 2 to 3 - 120 feet
3. Extended Trot from 3 to 4 - 240 feet
4. Lope from 4 to 5 - 150 feet
5. Stop at 5; reverse (either direction)
6. Walk from 6 to 7 - 30 feet
7. Lope from 7 to 8 - 150 feet
8. Extended Lope from 8 to 9 - 200 feet
9. Trot from 9 to 10 - 90 feet
10. Stop and Back at 10 - approximately one horse-length

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.

VRH AND RHC RANCH REINING PATTERN 4

THURSDAY



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.