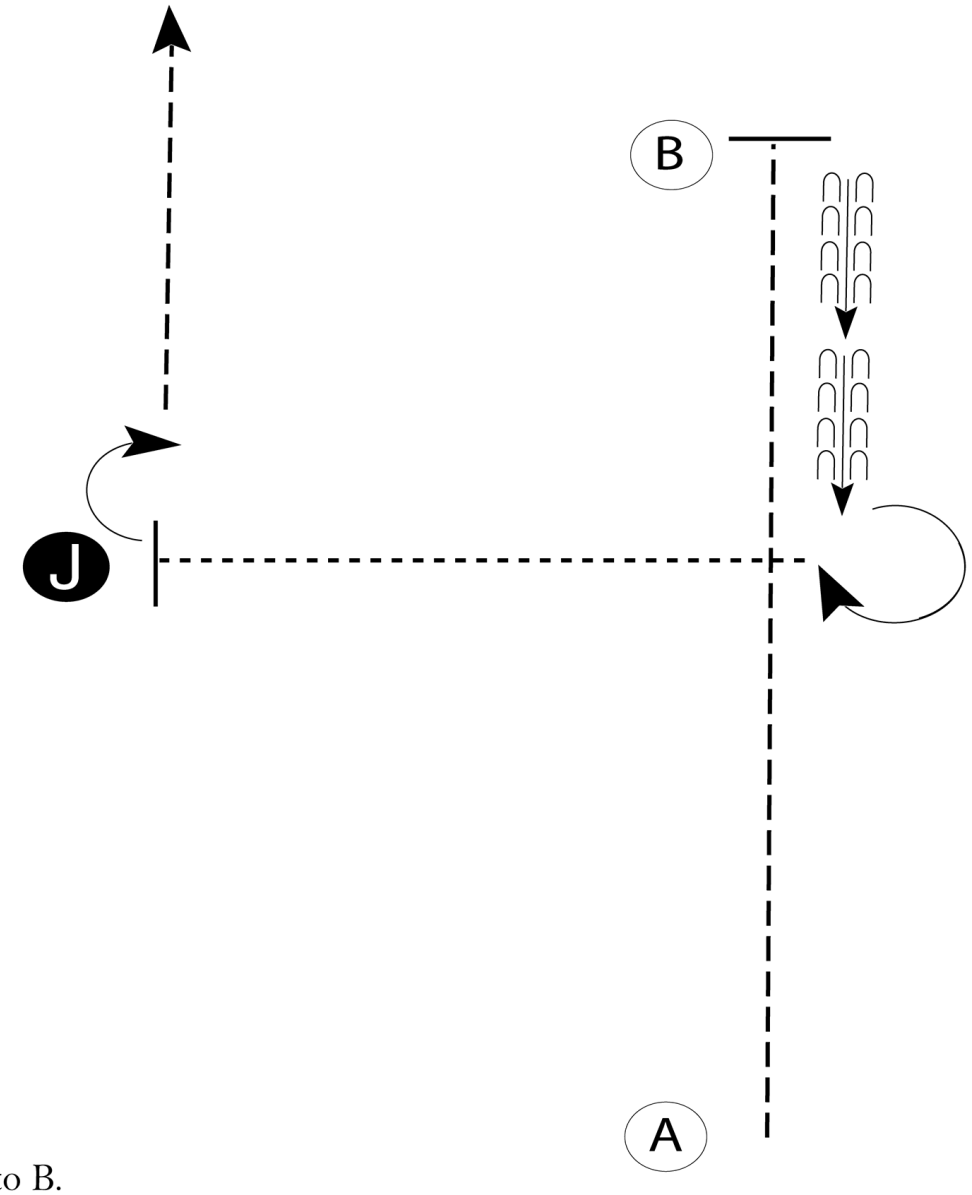
Alabama Ranch Horse Challenge

Showmanship

Show Date: 04-25-2026

www.HorseShowPatterns.com



1. Trot A to B.
2. Stop at B.
3. Back halfway to A.
4. Perform a 270 degree turn .
5. Walk to the judge, stop and set up for inspection.
6. When dismissed, perform a 90 degree turn and trot away from judge.

Follow the instructions of your ring steward.

Walk
Trot
Back
Marker B
Judge J

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[S/WT-1]

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Show Management

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Alabama Ranch Horse Challenge

All Rening

Show Date: 04-25-2026

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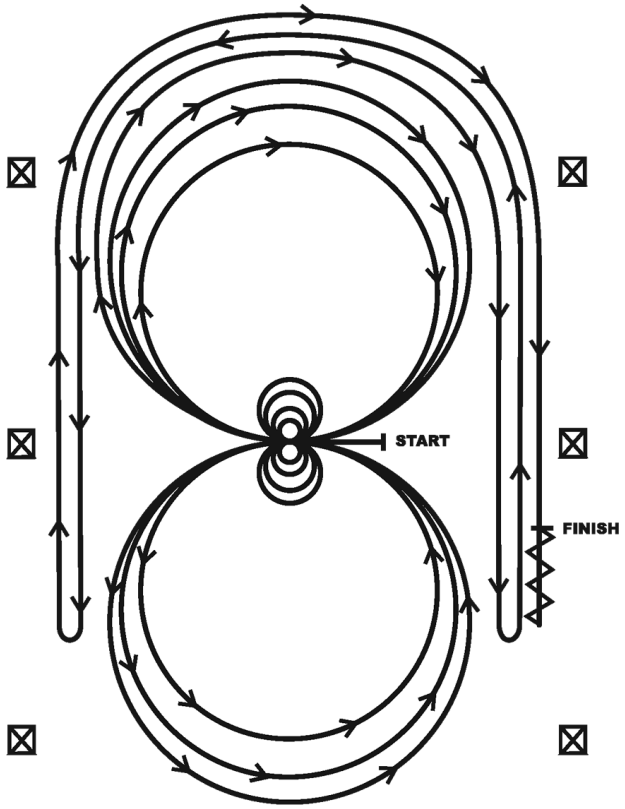
REINING PATTERN 8



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down the left side of the arena past the center maker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

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[R/AQHAP-8]

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Alabama Ranch Horse Challenge

Small Fry Horsemanship

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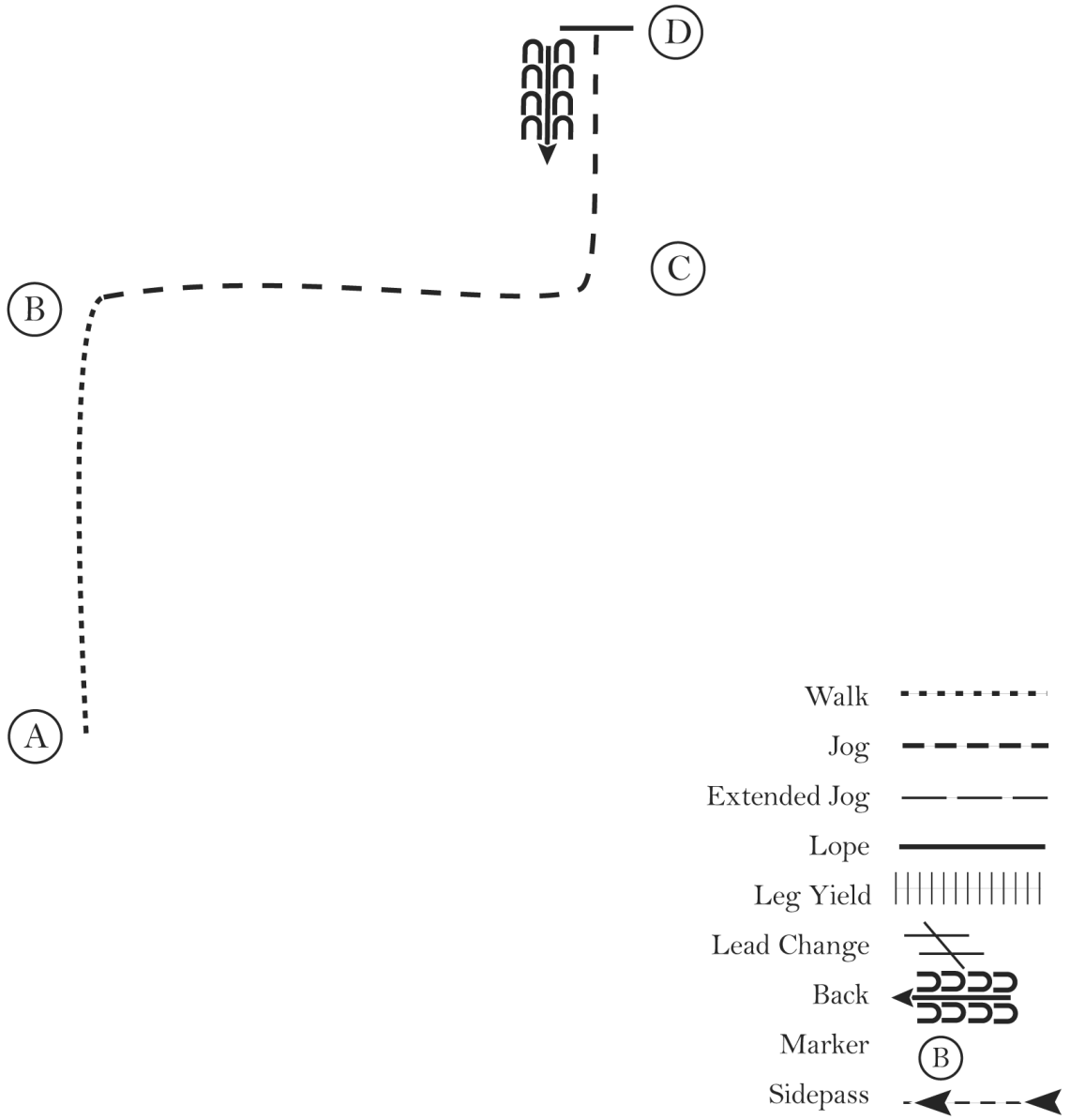
1. Walk A to B
2. At B jog to D
3. At D stop and back 4 steps.



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[WH/WT-2]

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Alabama Ranch Horse Challenge

All Horsemanship except Small Fry

Show Date: 04-25-2026

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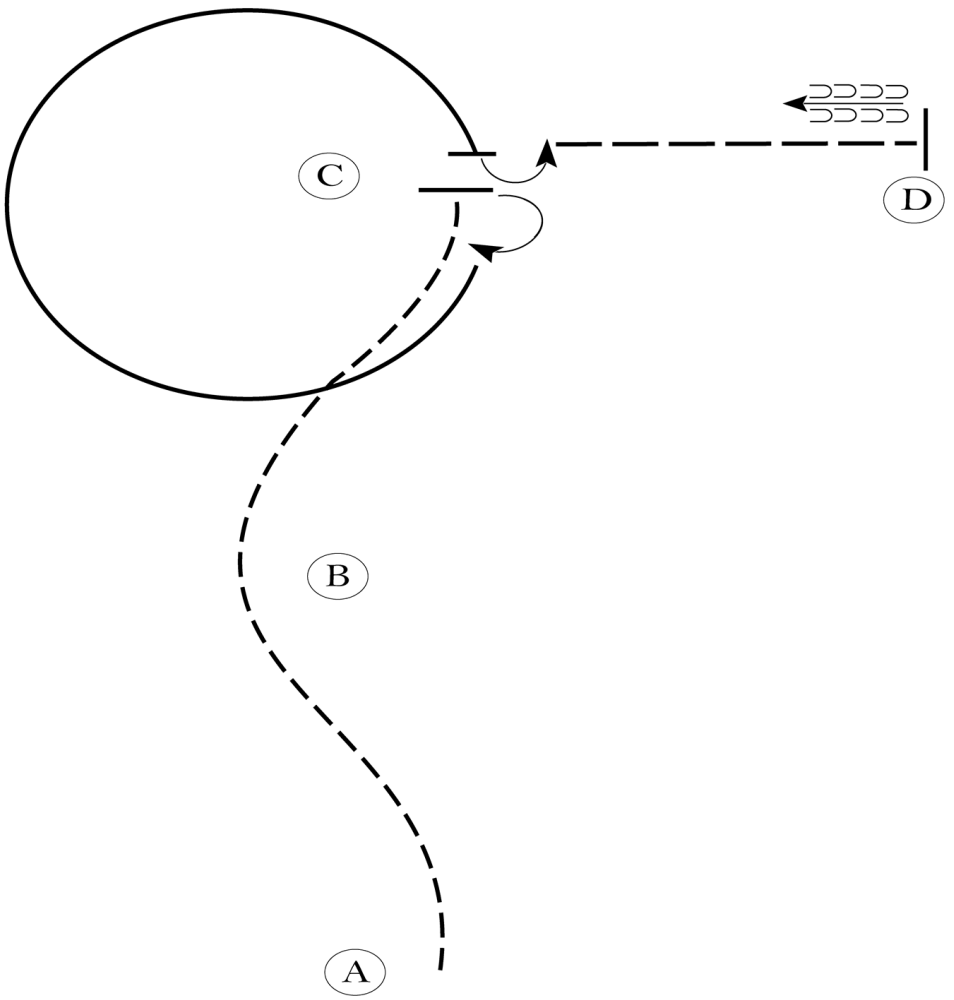
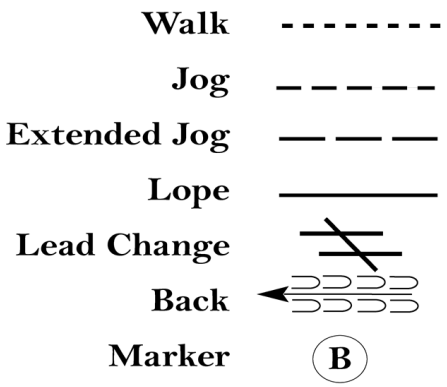


1. Jog A to C.
2. Stop at C and perform a 180 degree turn to the right
3. Lope a circle around C on the right lead.
4. Stop at C and perform a 90 degree turn to the left.
5. Extended jog to D.
6. Stop at D and back approximately one horse length.
7. Walk forward 4 steps then exit

Follow the instructions of your ring steward.



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[WH/1-1]

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Alabama Ranch Horse Challenge

All Ranch Riding

Show Date: 04-25-2026

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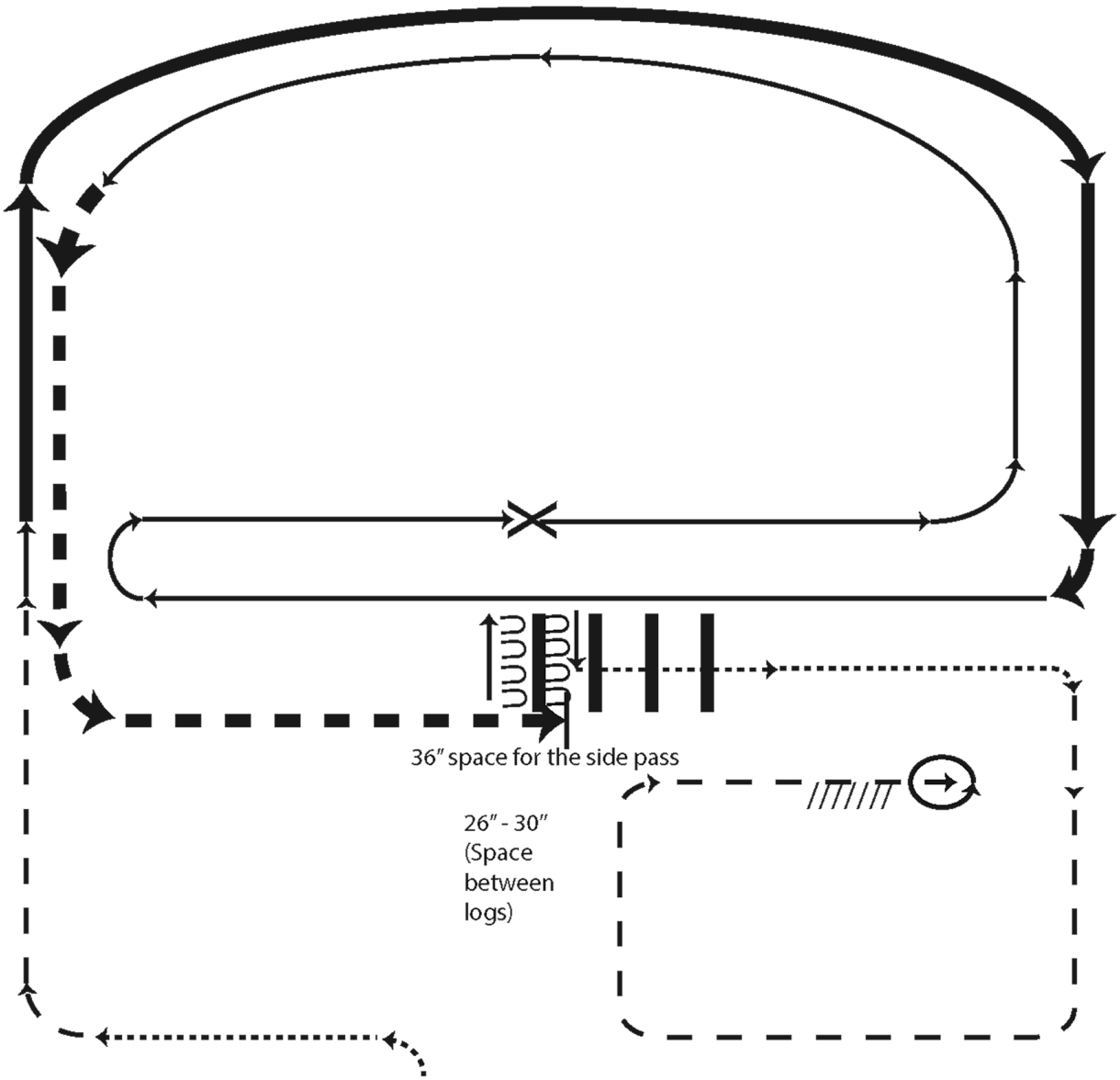

1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads(simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

X Lead Change
Walk
Trot
Ext Trot
Lope
Ext Lope
Back

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[RR/AQHA-4]

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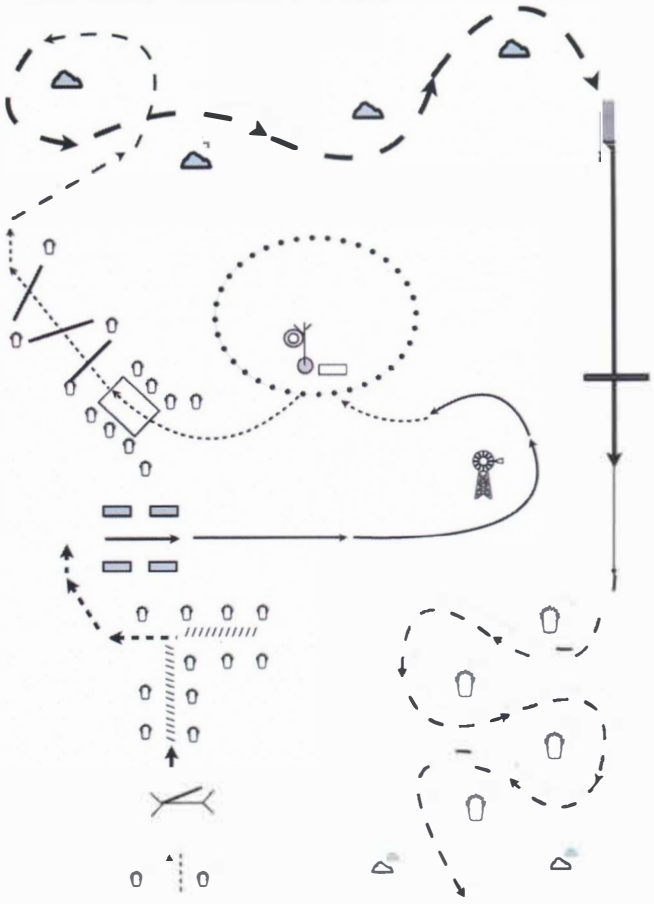
Ranch Trail
ALL RANCH TRAIL - EXCEPT JACKPOT



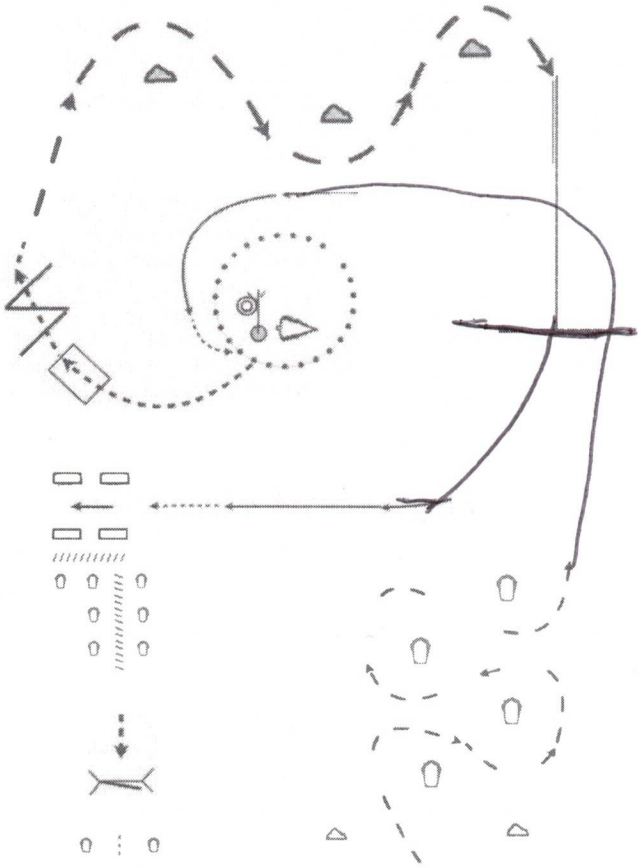
SMALL FRY
WILL TROT
WHERE IT
STATES LOPE

1. Start between the objects. Walk. Work gate.
2. Back an "L" between the objects.
3. Extended walk. Sidepass between objects.
4. Lope left lead around object. Walk.
5. Stop. Drag object around the upright to the right at a walk or trot.
6. Walk over bridge and logs.
7. Trot partially around first object, moving into extended trot serpentine through objects.
8. Lope right lead, moving into extended lope over log, may briefly collect.
9. Trot serpentine through objects and between rocks.
   Pattern is complete when rider has cleared objects.

Unless specifically directed, riders should negotiate obstacles and choose the path between obstacles that allows them to best exhibit their horses.

Open Ranch Trail Stakes

JACKPOT RANCH TRAIL CLASS



1. Start between objects. Trot serpentine.
2. Lope left lead over log and around upright post. Walk.
3. Drag trough to the left at walk or trot.
4. Extended walk over bridge and logs.
5. Extended trot through objects.
6. Lope right lead over log and toward objects. Walk.
7. Sidepass between objects
8. Back an "L" between objects.
9. Extended walk. Work gate. Exit at a walk between objects.
   Pattern is complete when rider has cleared objects

Unless specifically directed, riders should negotiate obstacles and choose the path between obstacles that allows them to best exhibit their horses.