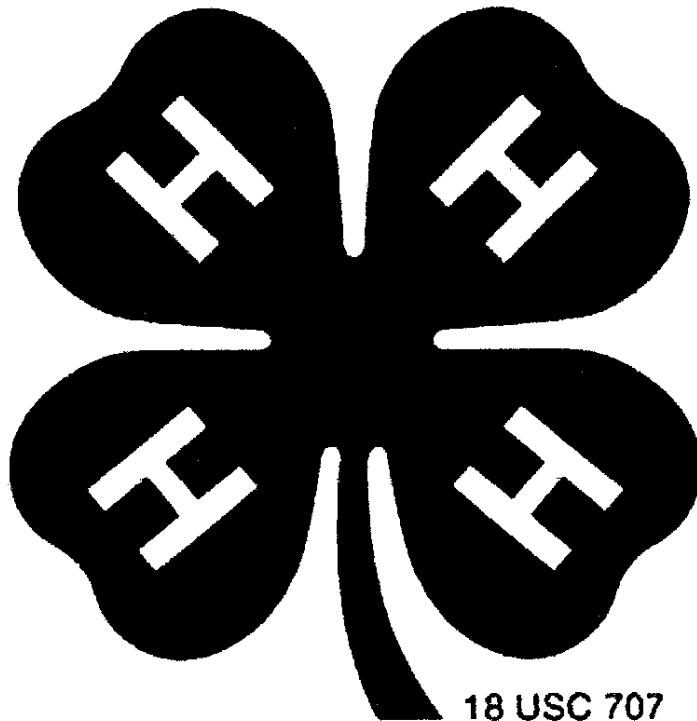


2026 Arkansas 4-H State Horse Show

Pattern Book



18 USC 707

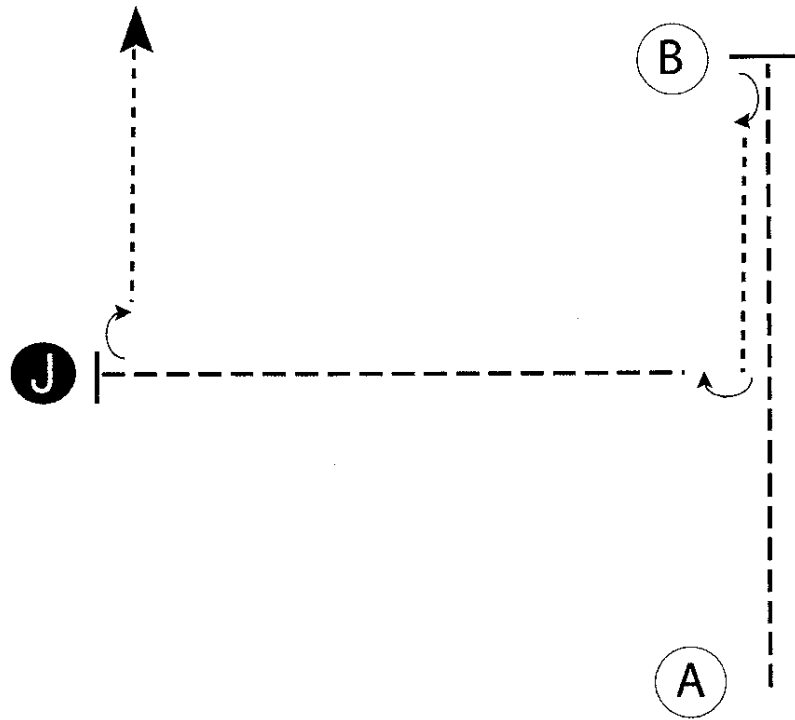
2026 Arkansas 4-H State Horse Show

Showmanship (Junior and Senior)

Show Date:

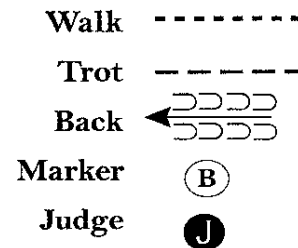
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Be ready at A.

1. Trot to B.
2. Stop at B.
3. Perform a 180 degree turn.
4. Walk until even with judge. Perform a 90 degree turn.
5. Trot to judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 90 degree turn.
8. Walk straight away from judge.



Follow the instructions of your ring steward.

[S/1-45]

Pattern Provided by:

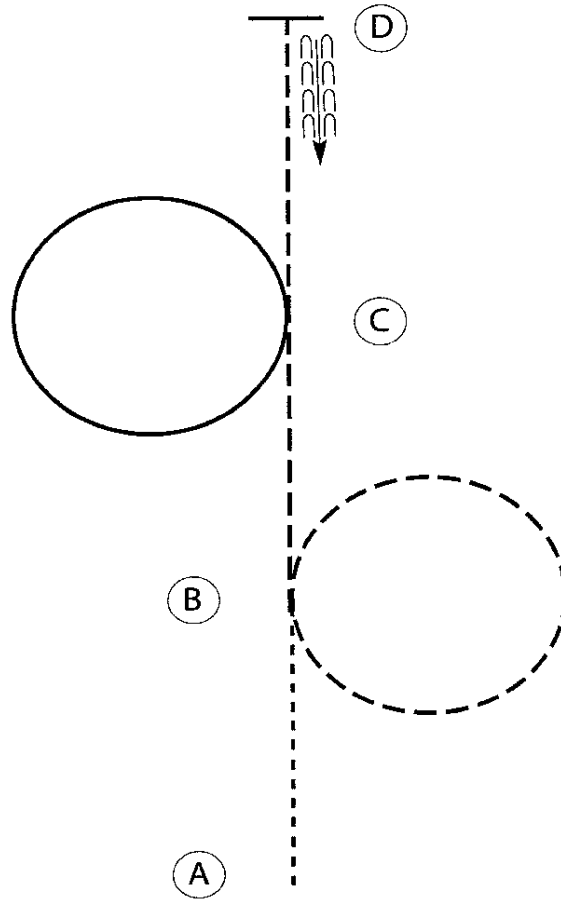
2026 Arkansas 4-H State Horse Show

Hunt Seat Equitation (All Age)

Show Date:

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Be ready at A.

1. Walk from A to B.
2. At B, posting trot circle to the right on proper diagonal.
3. Continue posting trot to C.
4. At C, canter a circle to the left on the left lead.
5. After returning to C, break to a sitting trot from C to D.
6. At D, stop and back approximately one horse length.

Follow the instructions of your ring steward.

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

[HSE/1-29]

Pattern Provided by:

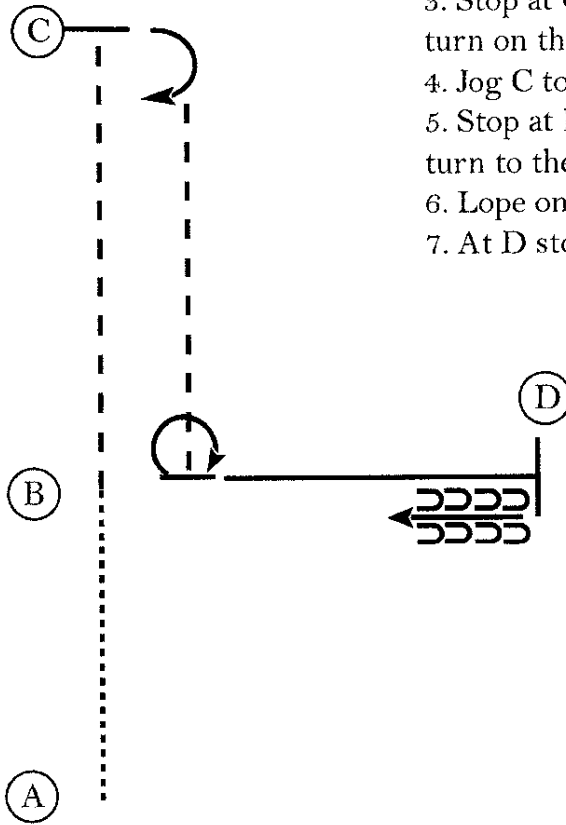
2026 Arkansas 4-H State Horse Show

Western Horsemanship (Junior and Senior)

Show Date:

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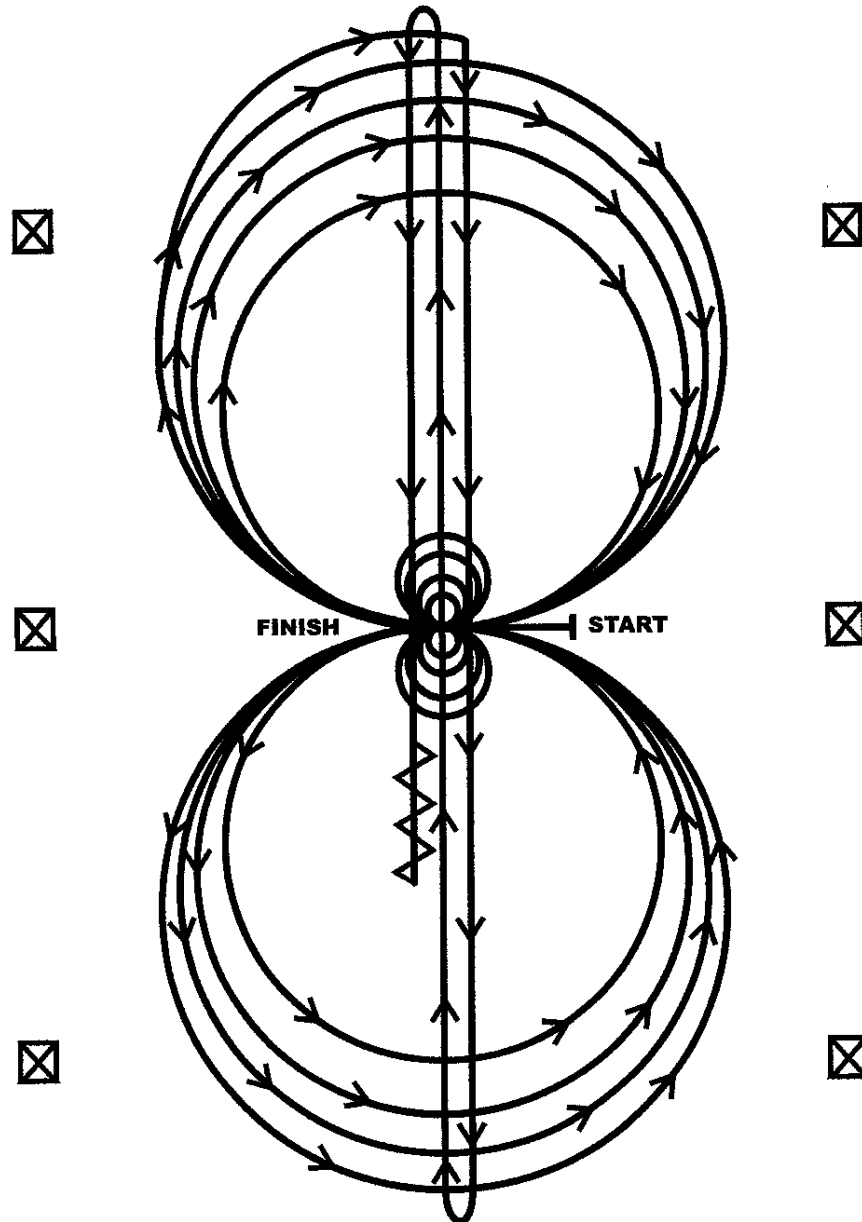
1. Walk A to B.
2. At B jog to C.
3. Stop at C and perform a 180 degree turn on the hindquarter to the right.
4. Jog C to B.
5. Stop at B and perform a 270 degree turn to the right on the hindquarter.
6. Lope on the left lead to D.
7. At D stop and back three steps.

Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	↙↘
Back	←←←
Marker	⊙
Sidepass	←→

[WH/1-13]

Pattern Provided by:

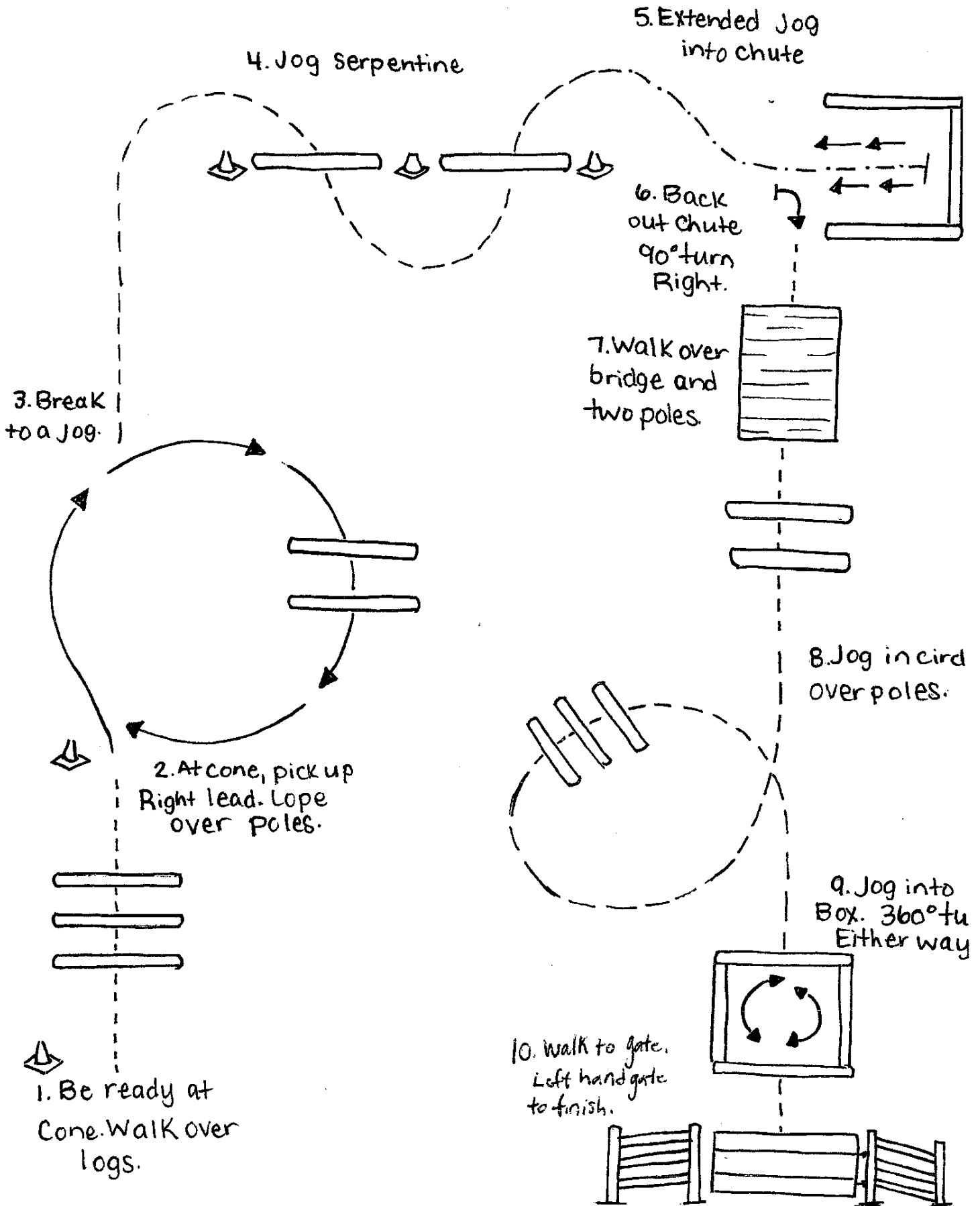
REINING PATTERN 4



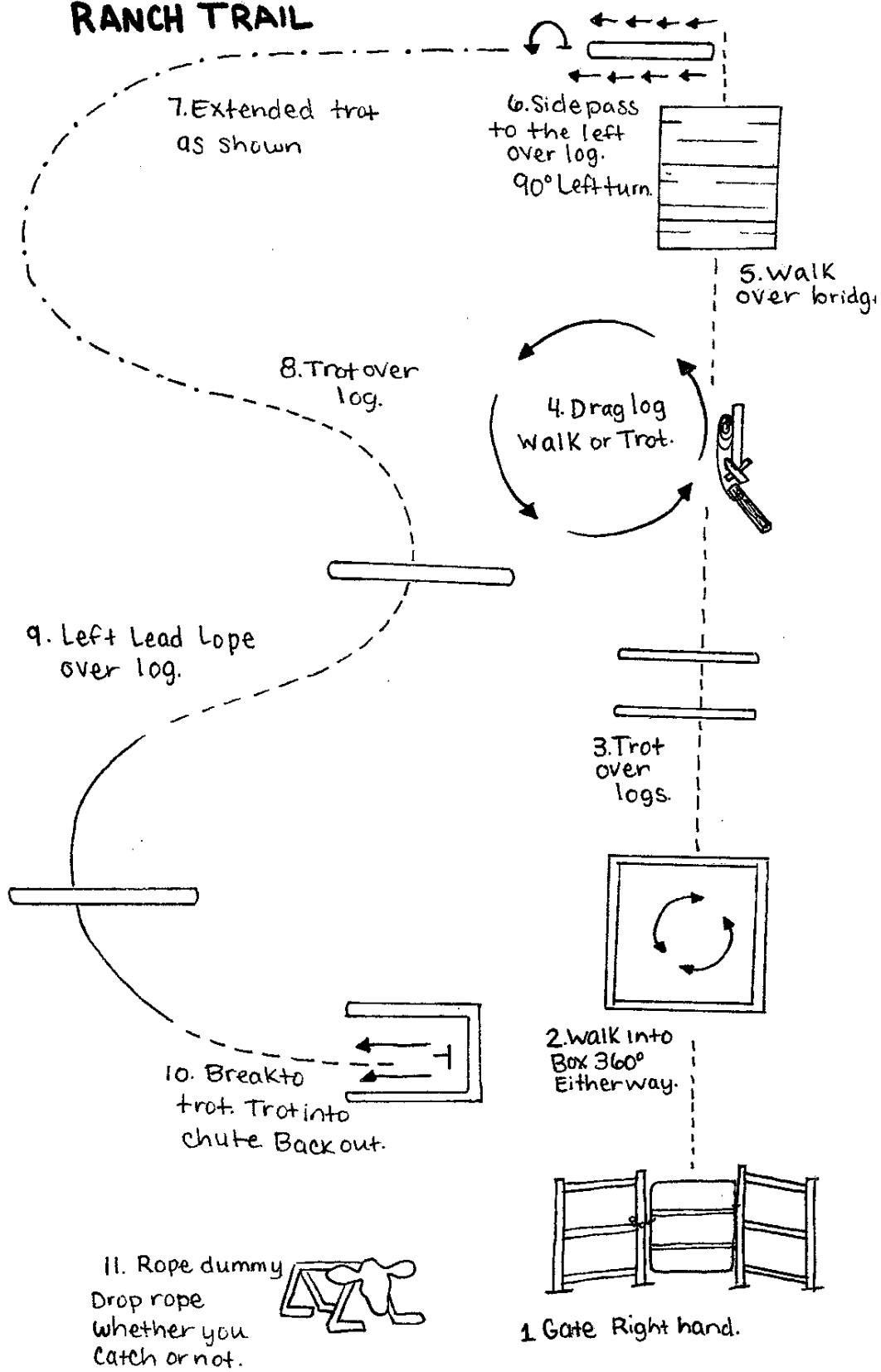
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. 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.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

TRAIL



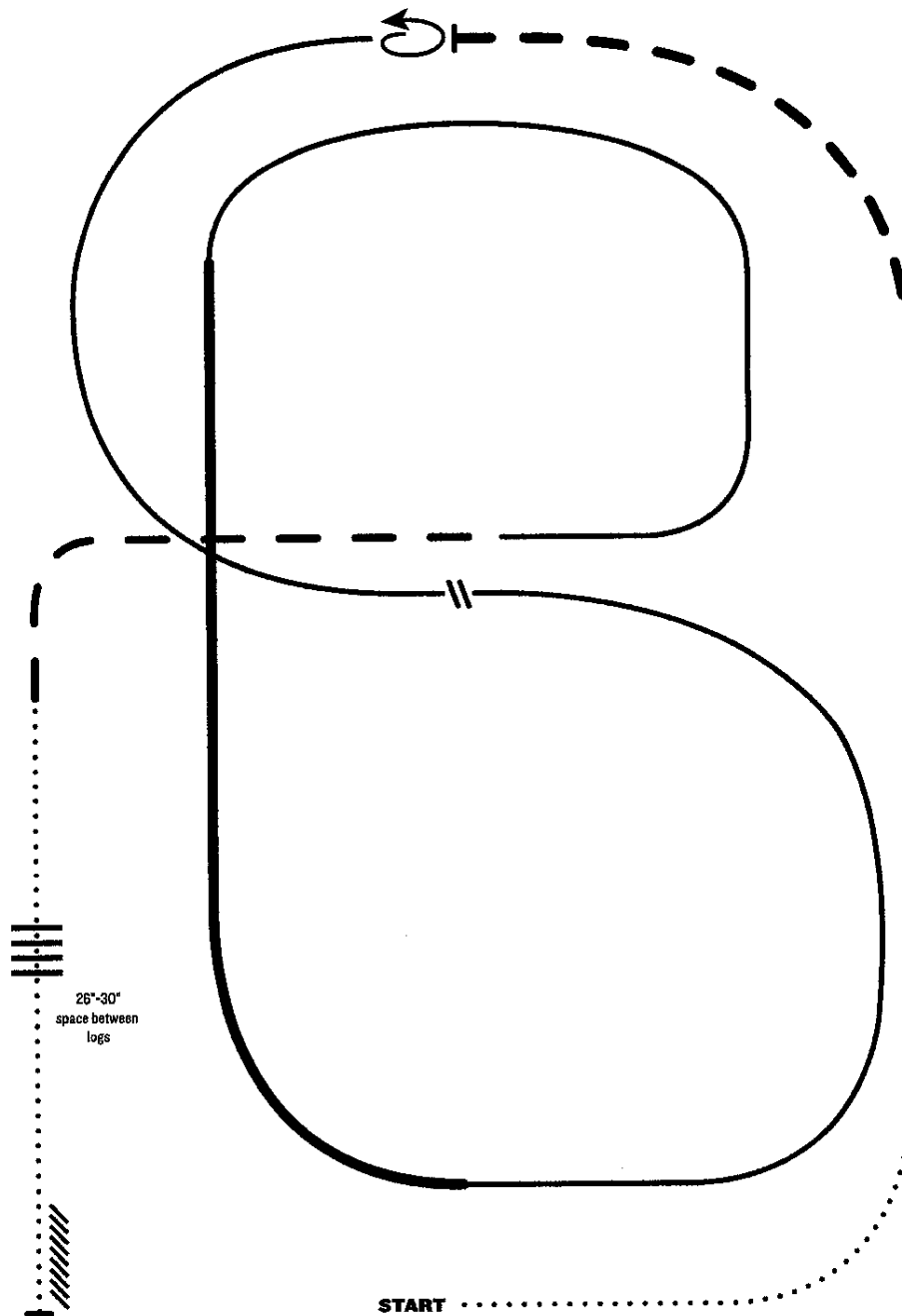
RANCH TRAIL



RANCH RIDING - PATTERN I

LEGEND

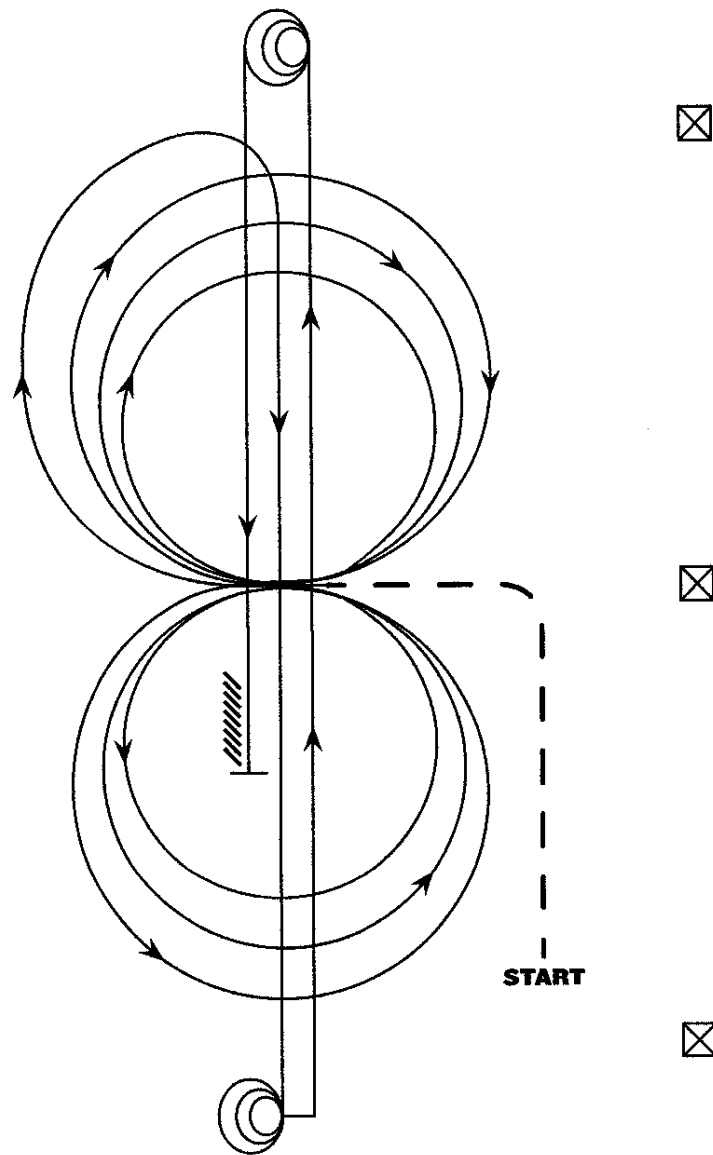
.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
//	Load Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
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 horsemanship.

VRH AND RHC RANCH REINING PATTERN 3



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.