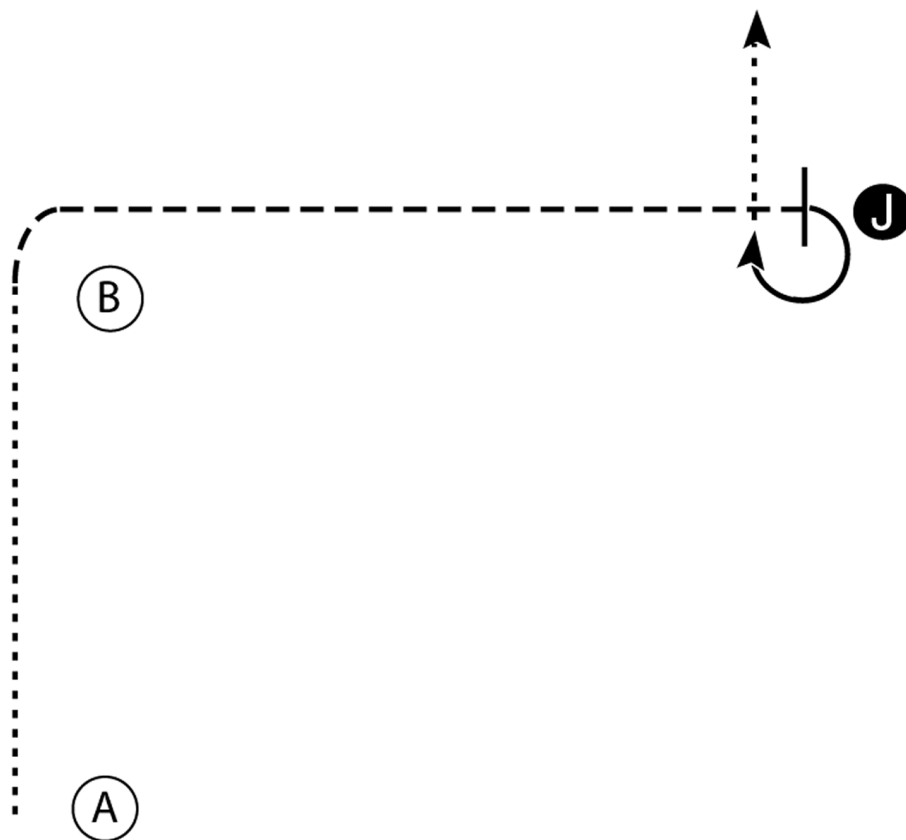


Western Cup Ruitershoeve


Showmanship (Beginners)

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. Walk from A to B.
2. Trot from B to the Judge.
3. Stop and set up for inspection.
4. When dismissed perform a 270 degree turn and walk straight away from the Judge.

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

[S/WT-2]

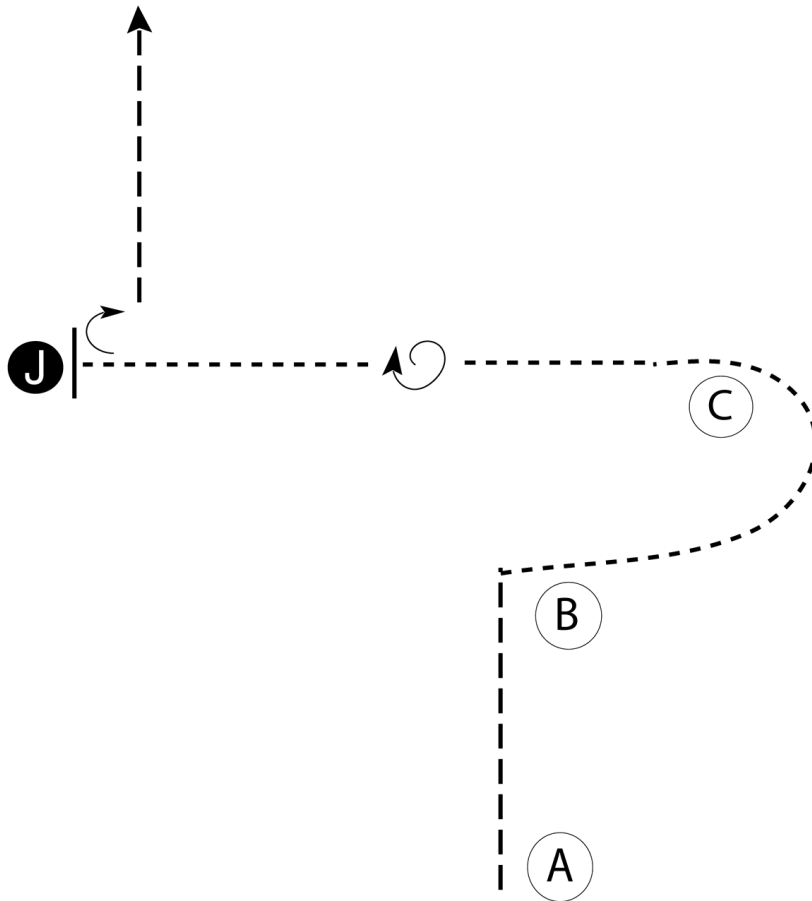
Pattern Provided by:

BQHA

Western Cup Ruitershoeve

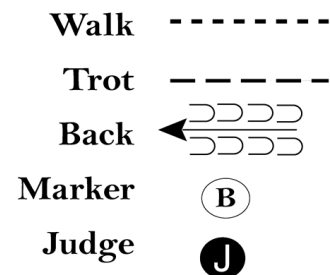
Showmanship

(novice youth / novice amateur)



Be ready at A.

1. Trot to B.
2. Walk from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.



[S/1-21]

Pattern Provided by:

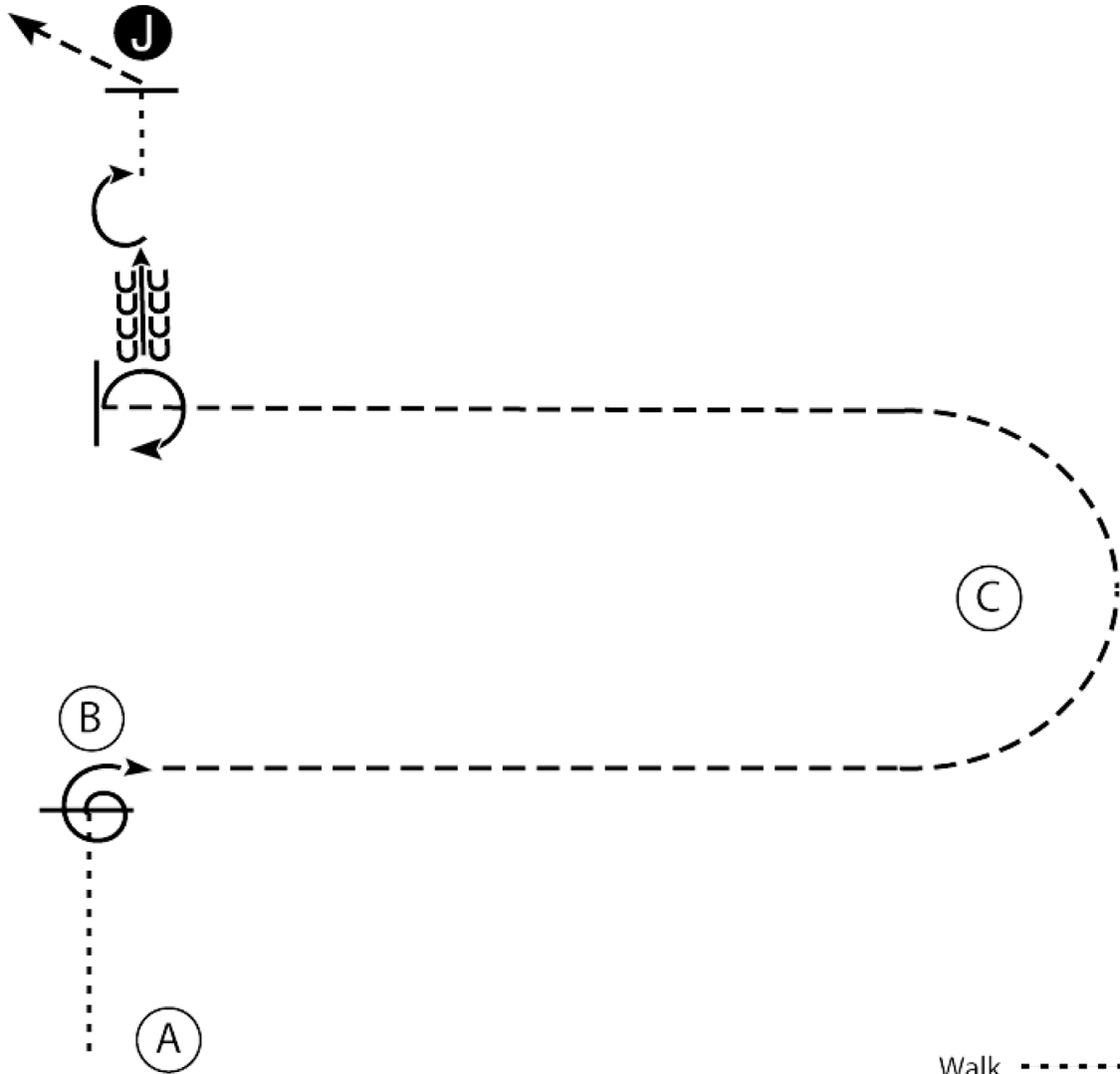
BQHA

Western Cup Ruitershoeve

Showmanship (Youth & Amateur)

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. Walk from A to B. At B stop.
2. Perform a 450 degree turn and trot around C.
3. Stop when even with B. Perform a 270 degree turn and back 5 steps.
4. Perform a 180 degree turn. Walk to the Judge and set up for inspection.
5. When dismissed trot to the line-up.

- Walk (dotted line)
- Trot - - - - - (dashed line)
- Back ← ← ← ← ← (backwards arrows)
- Marker (B) (circle with B)
- Judge (J) (circle with J)

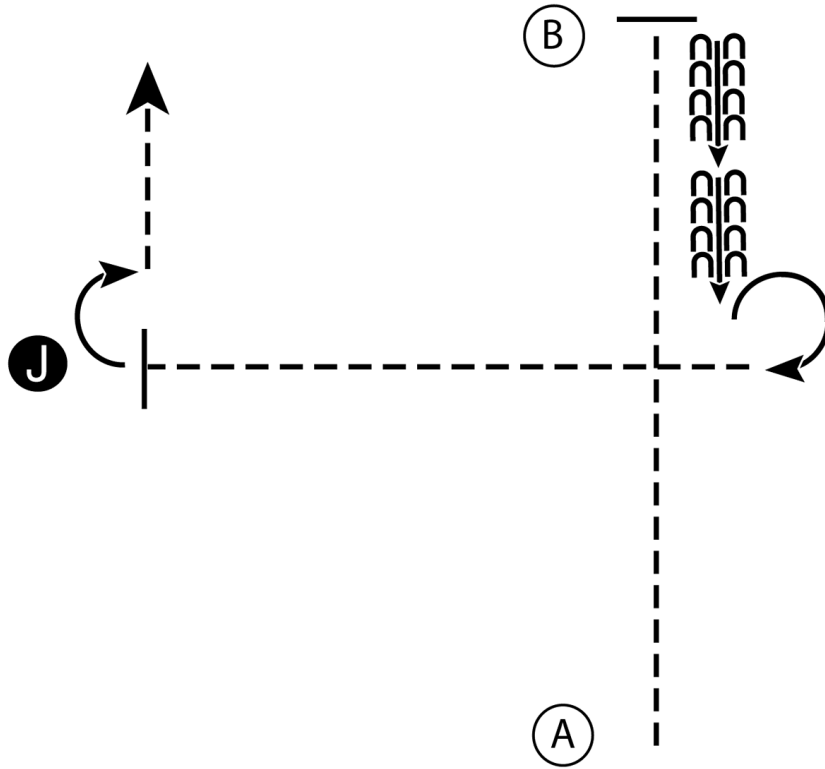
[S/3-4]

Pattern Provided by:

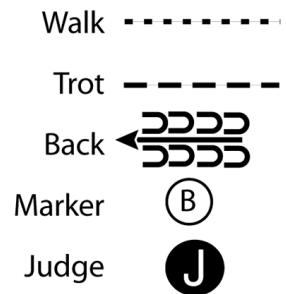
BQHA

Western Cup Ruitershoeve

Showmanship (Open)



1. Trot A to B
2. Stop at B and back halfway to A
3. Stop and perform a 270 degree turn
4. Trot to judge and set up for inspection
5. When dismissed perform a 90 degree turn and trot away from judge



[S/2-3]

Pattern Provided by:

BQHA

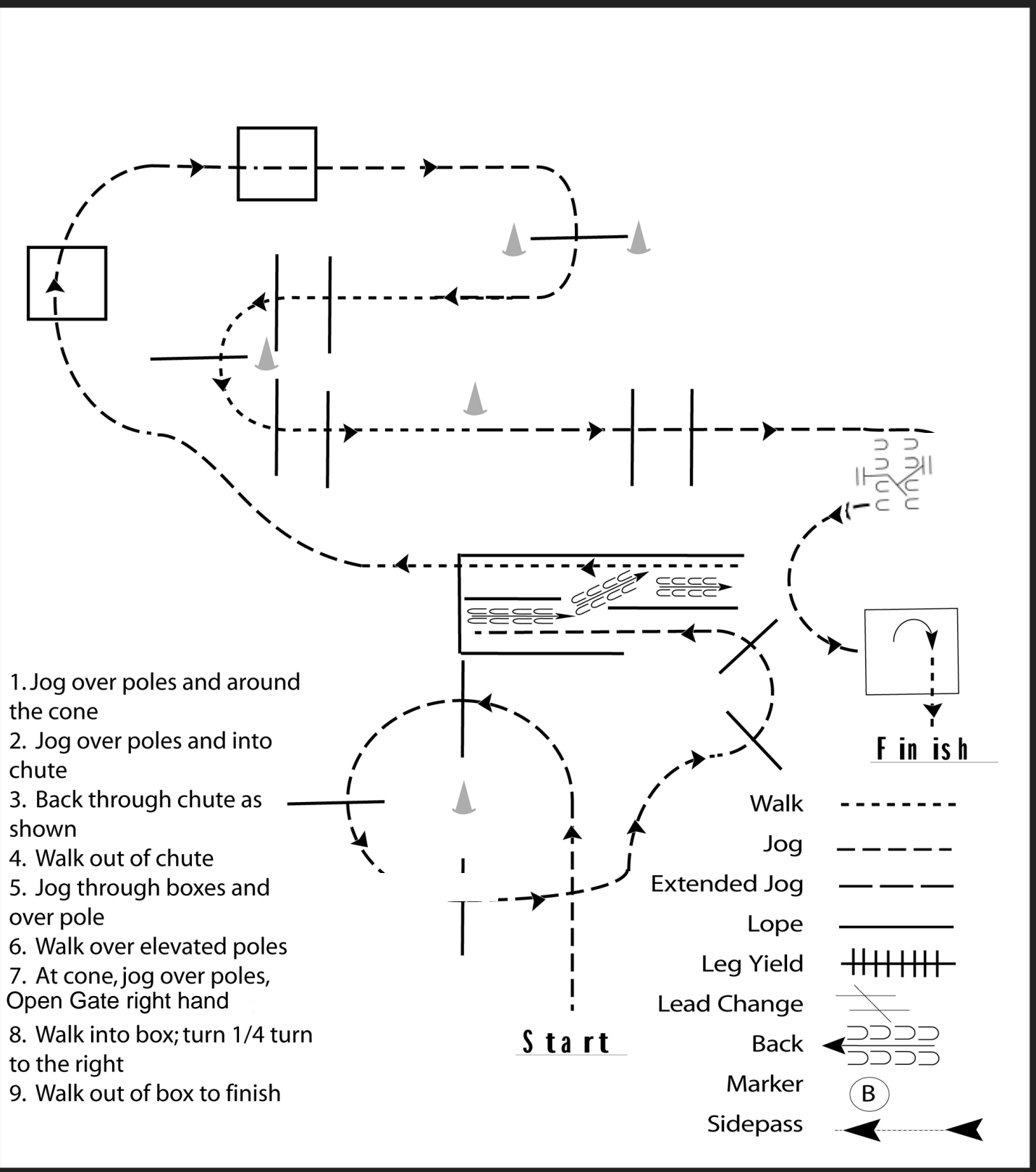
Western Cup Ruitershoeve

Trail in hand (open)

Trail (Walk & Jog)

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. Jog over poles and around the cone
2. Jog over poles and into chute
3. Back through chute as shown
4. Walk out of chute
5. Jog through boxes and over pole
6. Walk over elevated poles
7. At cone, jog over poles, Open Gate right hand
8. Walk into box; turn 1/4 turn to the right
9. Walk out of box to finish

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↗ ↘
Back	←←← ←←←
Marker	(B)
Sidepass	←-----←

[T/WT-10]

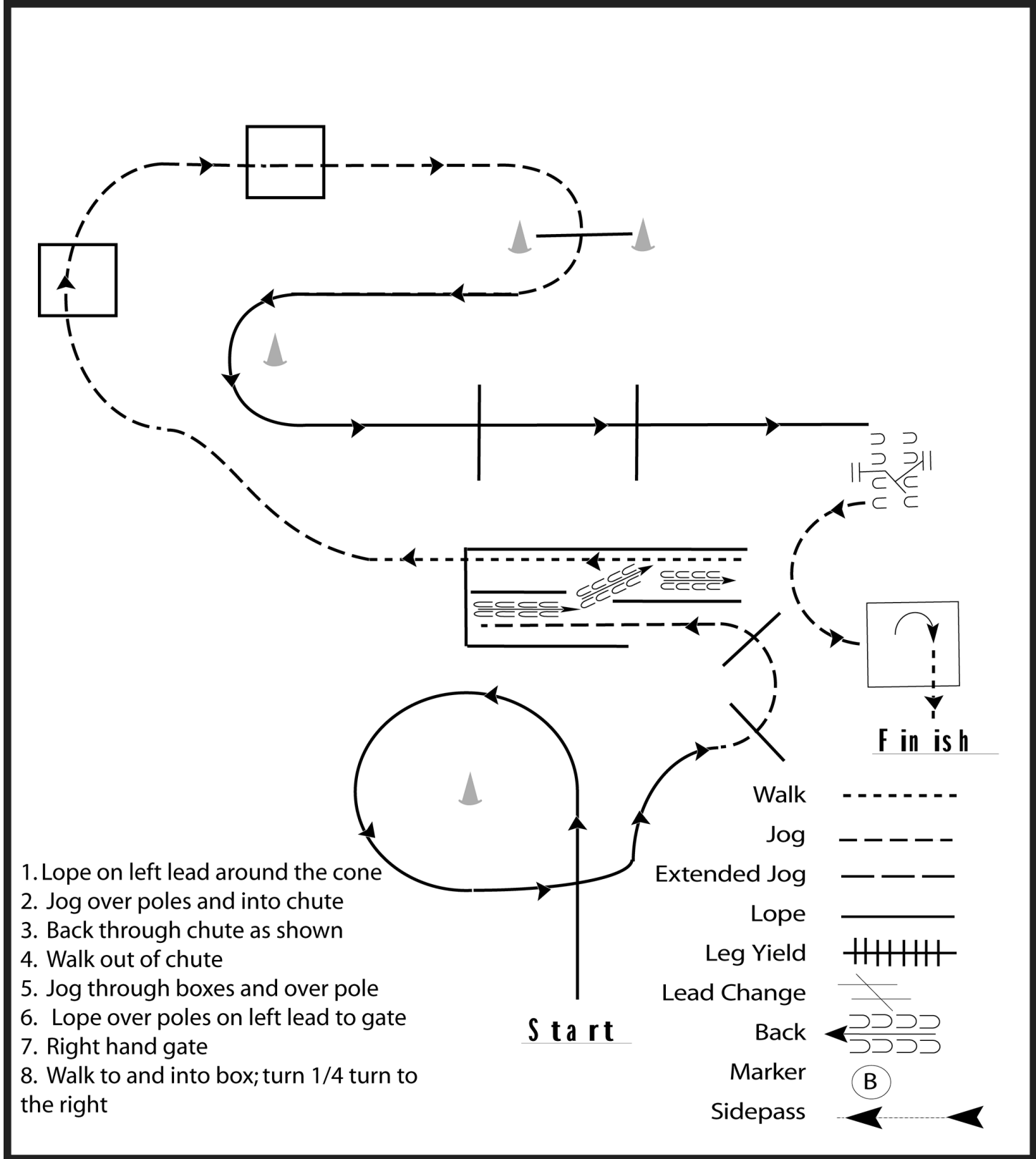
Pattern Provided by:
BQHA

Western Cup Ruitershoeve

Trail (Beginners / Green horse Open/
Novice youth/ novice amateur)

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Lope on left lead around the cone
2. Jog over poles and into chute
3. Back through chute as shown
4. Walk out of chute
5. Jog through boxes and over pole
6. Lope over poles on left lead to gate
7. Right hand gate
8. Walk to and into box; turn 1/4 turn to the right

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	=====
Leg Yield	
Lead Change	↘
Back	←←←←← ←←←←←
Marker	(B)
Sidepass	←-----←

[T/1-10]

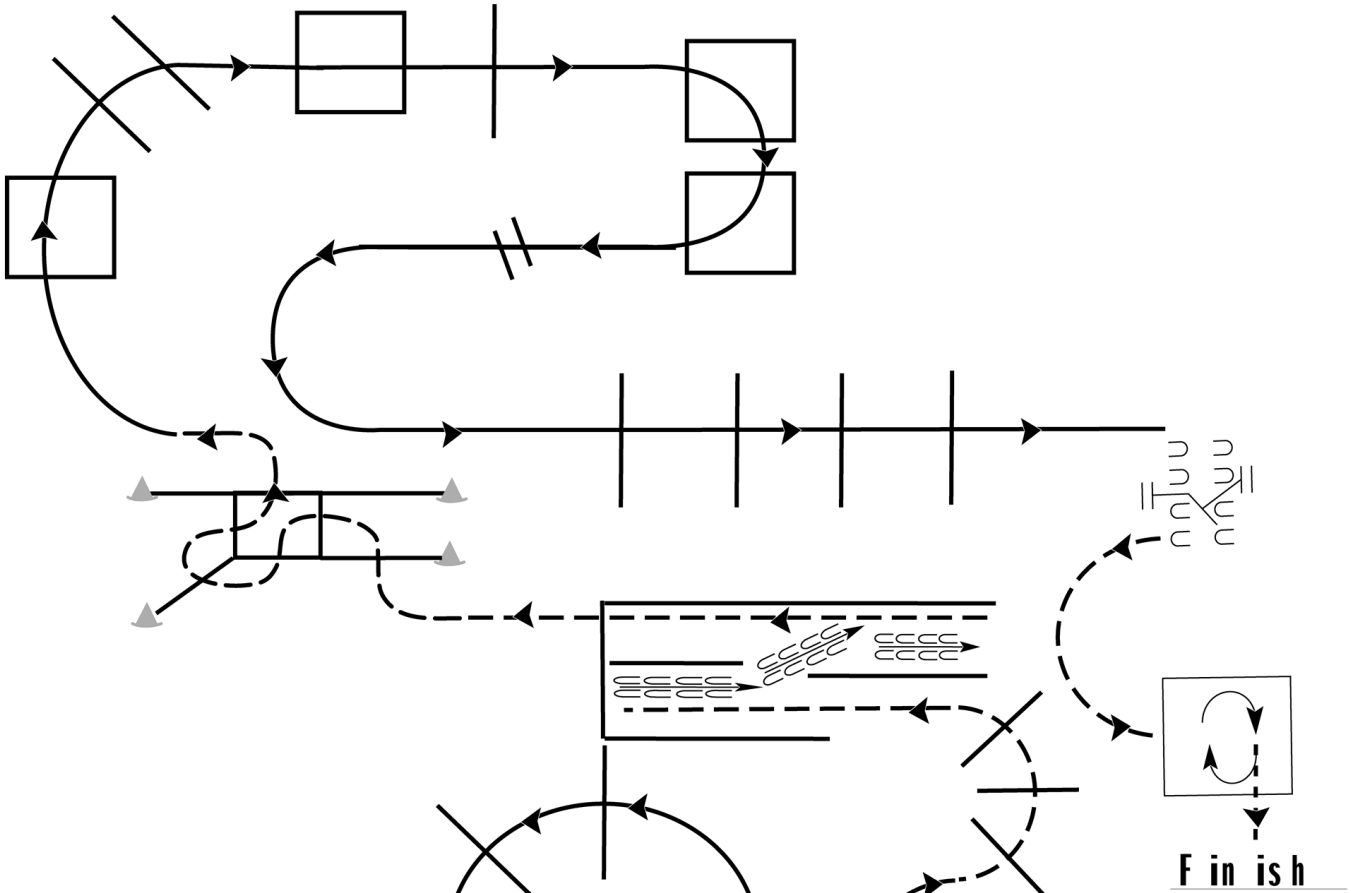
Pattern Provided by:
BQHA

Western Cup Ruitershoeve

Trail (Youth & Amateur & Open)

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www.HorseShowPatterns.com



1. Lope on left lead over poles
2. Jog over poles and into chute
3. Back through chute as shown
4. Trot out of chute and over poles
5. Lope on the right lead over poles
6. Perform a flying lead change and lope over poles on left lead to gate
7. Right hand gate
8. Walk to and into box; turn 1 1/4 turn to the right
9. Walk out of box to finish

Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	///
Back	⤴⤴⤴
Marker	Ⓚ
Sidepass	⤴-----

[T/3-8]

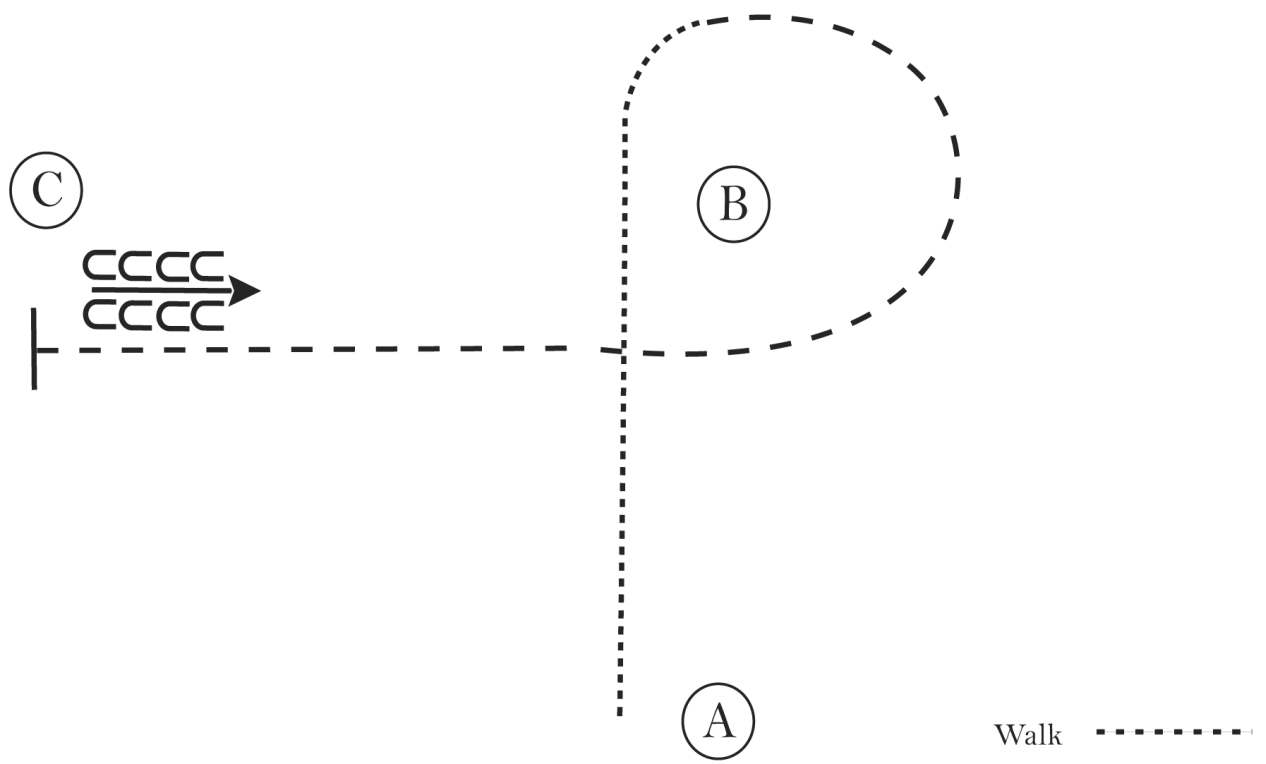
Pattern Provided by:
BQHA

Western Cup Ruitershoeve

Western Horsemanship (W&J)

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. Walk A to B
2. Jog a circle at B.
3. Continue the jog to C.
4. At C stop and back 4 steps.

- Walk
- Jog
- Extended Jog
- Lope
- Leg Yield
- Lead Change
- Back
- Marker
- Sidepass

[WH/1-6]

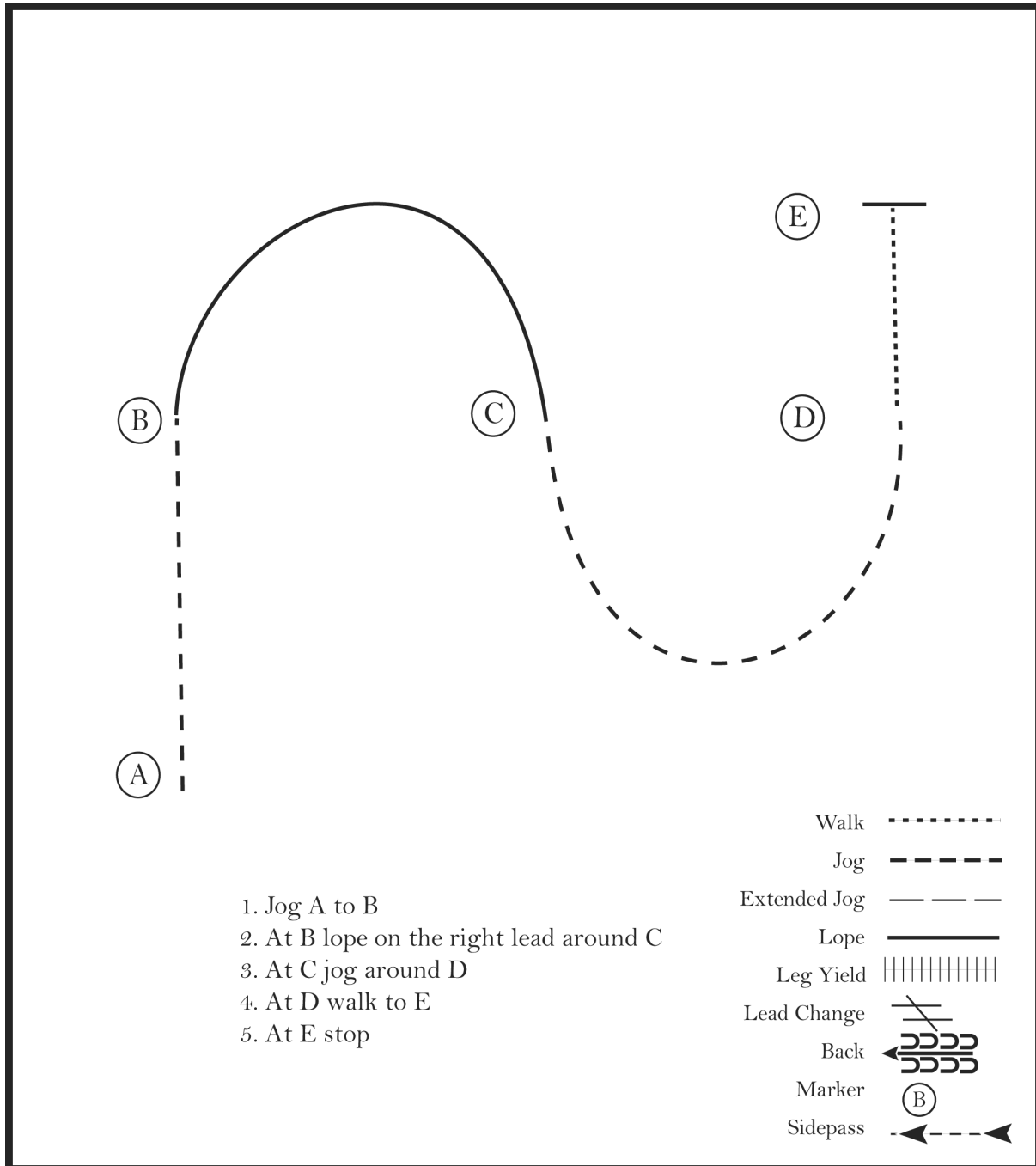
Pattern Provided by:

BQHA

Western Cup Ruitershoeve

Horsemanship

(Beginners / Novice Youth / Novice Amateur)

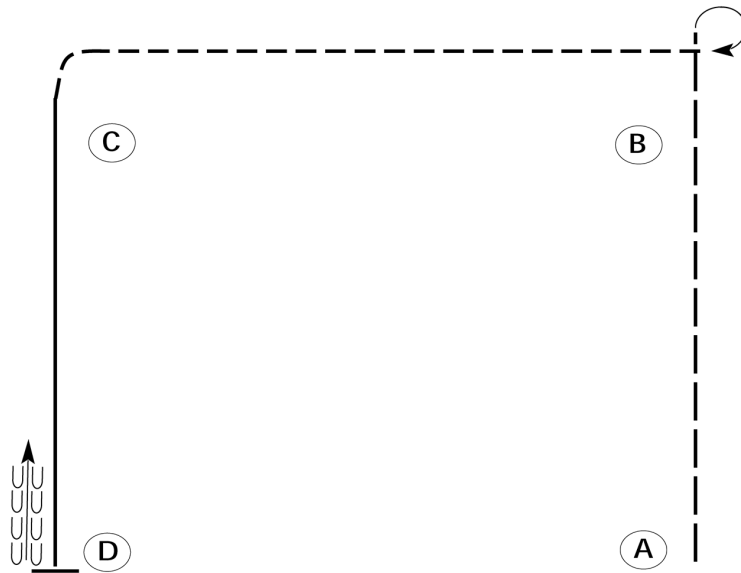


Pattern Provided by:

BQHA

Western Cup Ruitershoeve

Horsemanship (Youth / Amateur)



Be ready at A.

1. Extended jog from A to B.
2. Stop past B and execute a 270 degree turn to the right.
3. Jog from B around C.
4. Lope on the left lead from C to D.
5. Stop at D and back one horse length.

Please exit at a jog.

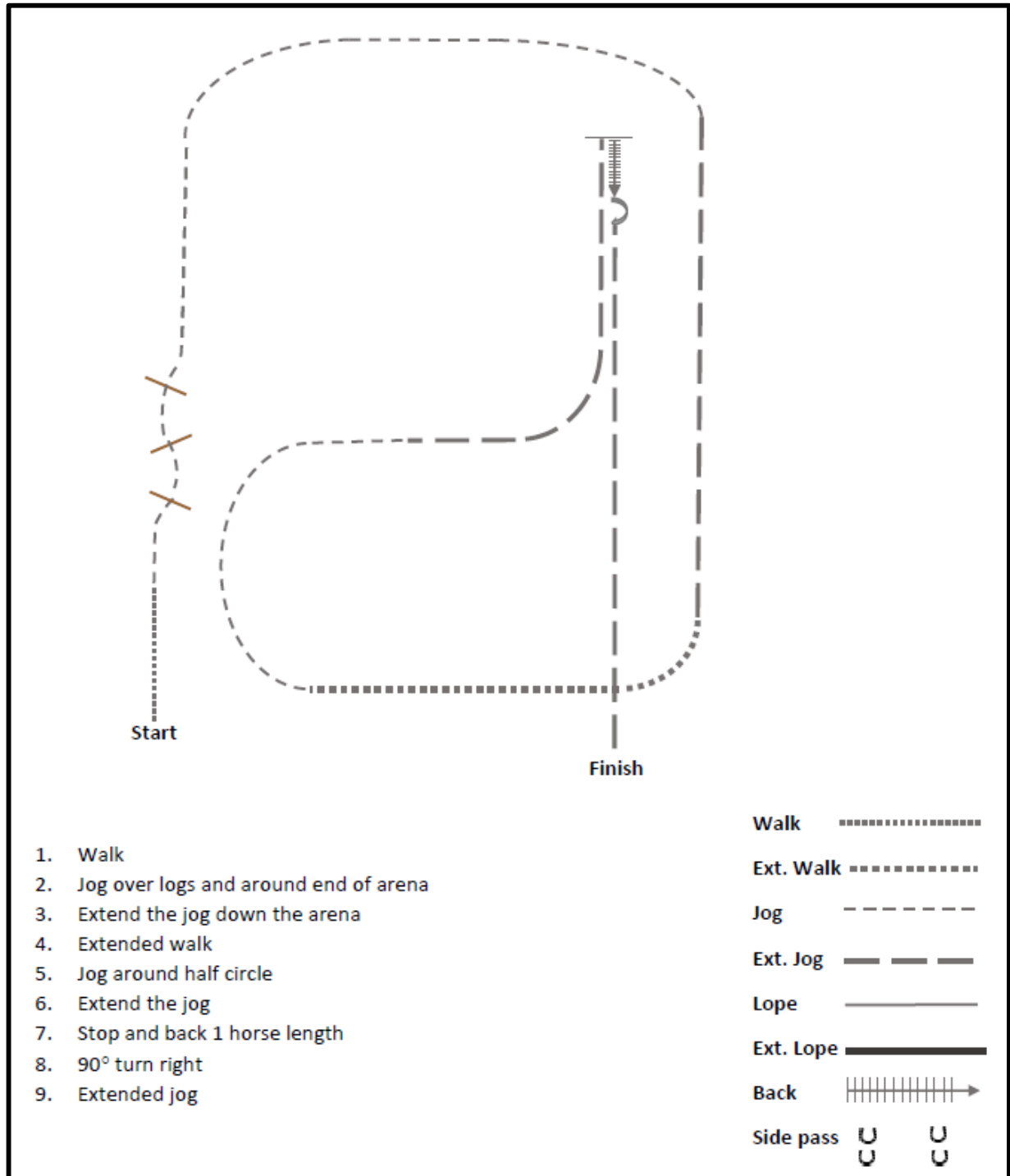
Walk	-----
Jog	-----
Extended Jog	— — —
Lope	————
Leg Yield	
Lead Change	↘
Back	← 3 3 3
Marker	⊙ B
Sidepass	← — — — ←

Pattern Provided by:

BQHA

Western Cup Ruitershoeve

Ranch Riding (W&J)



Pattern Provided by:

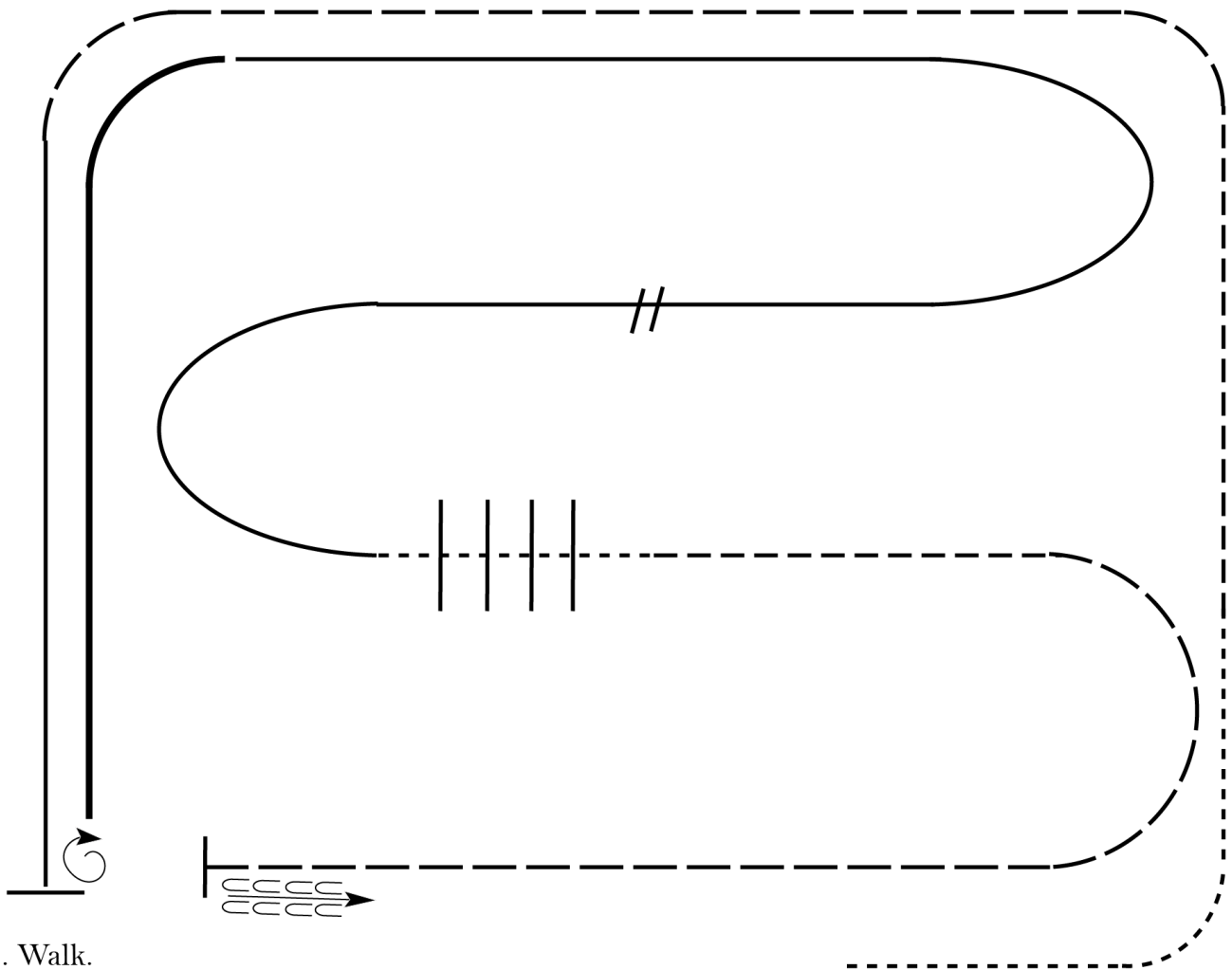
BQHA

Western Cup Ruitershoeve


Ranch Riding (Beginners)

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www.HorseShowPatterns.com



1. Walk.
2. Trot
3. Extended trot.
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	/
Back	← 
Marker	ⓑ

[RR/2]

Pattern Provided by:

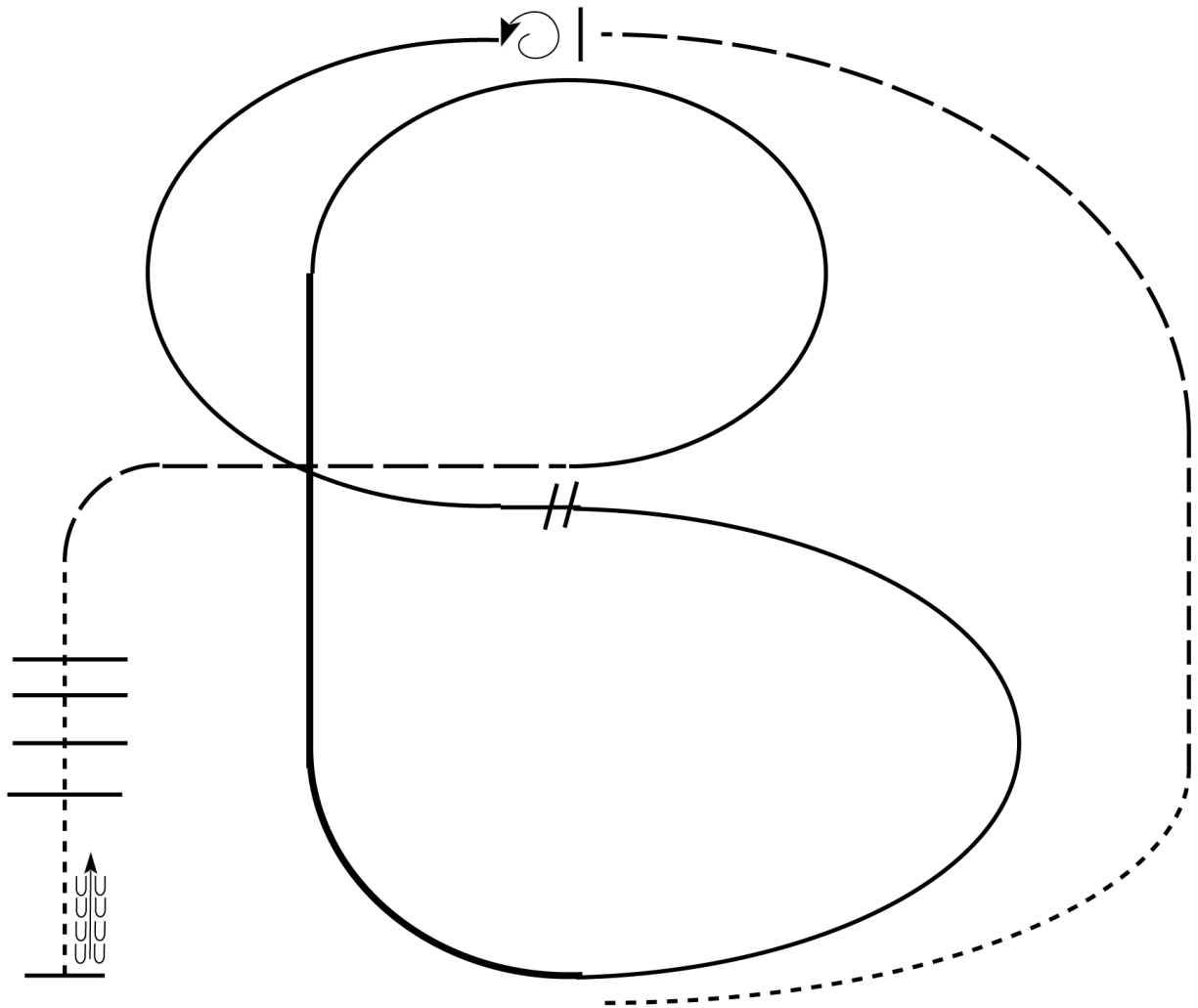
BQHA

Western Cup Ruitershoeve

Ranch Riding (Novice Youth/ Novice Amateur)

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. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the 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 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 poles.
12. Stop and back

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

[RR/1]

Pattern Provided by:

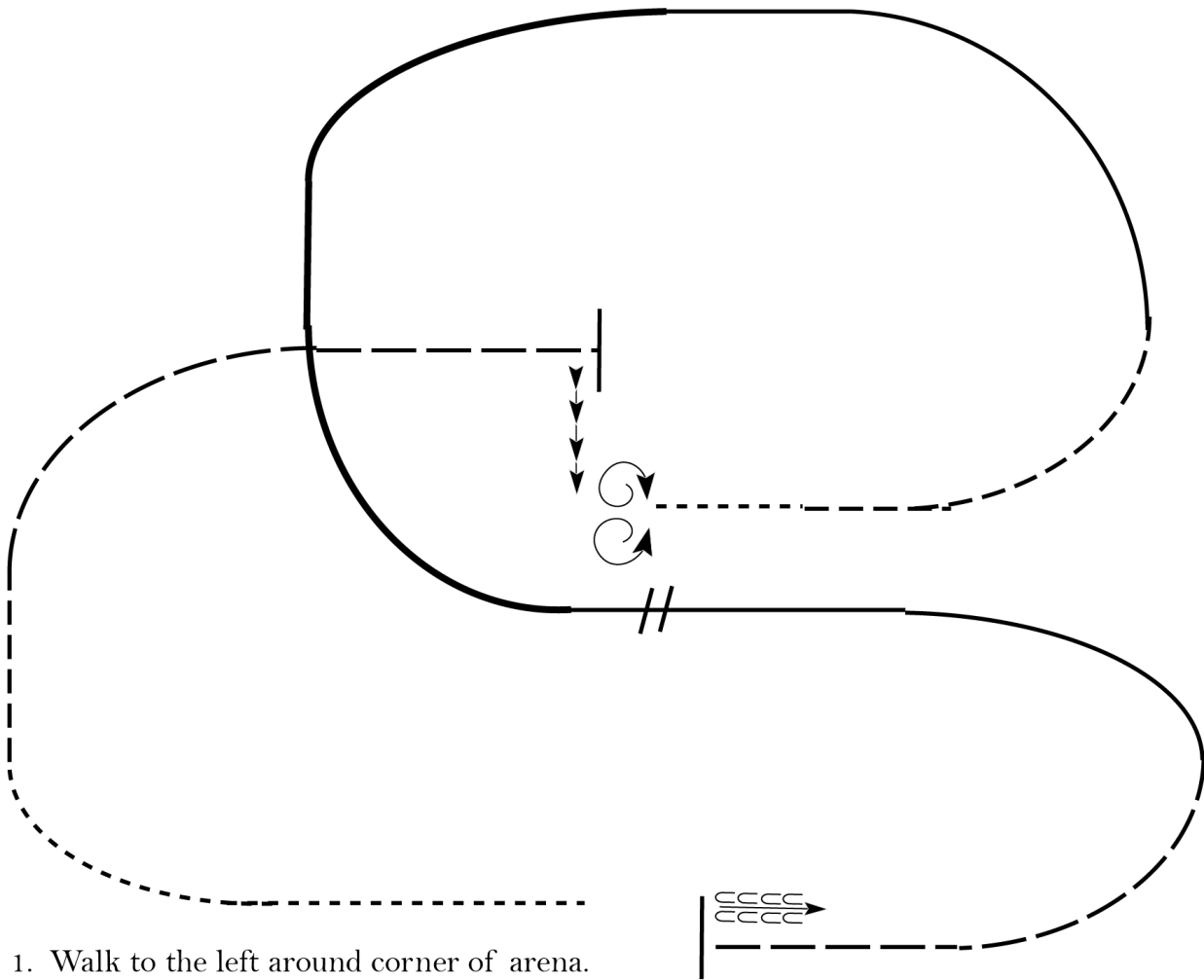
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Western Cup Ruitershoeve

Ranch Riding (Youth/ Amateur)

www.HorseShowPatterns.com

www.HorseShowPatterns.com



1. Walk to the left around corner of arena.
2. Trot
3. Extend alongside of the arena and around the corner to center.
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk.
7. Trot.
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
12. Extend trot
13. Stop and back

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

[RR/3]

Pattern Provided by:

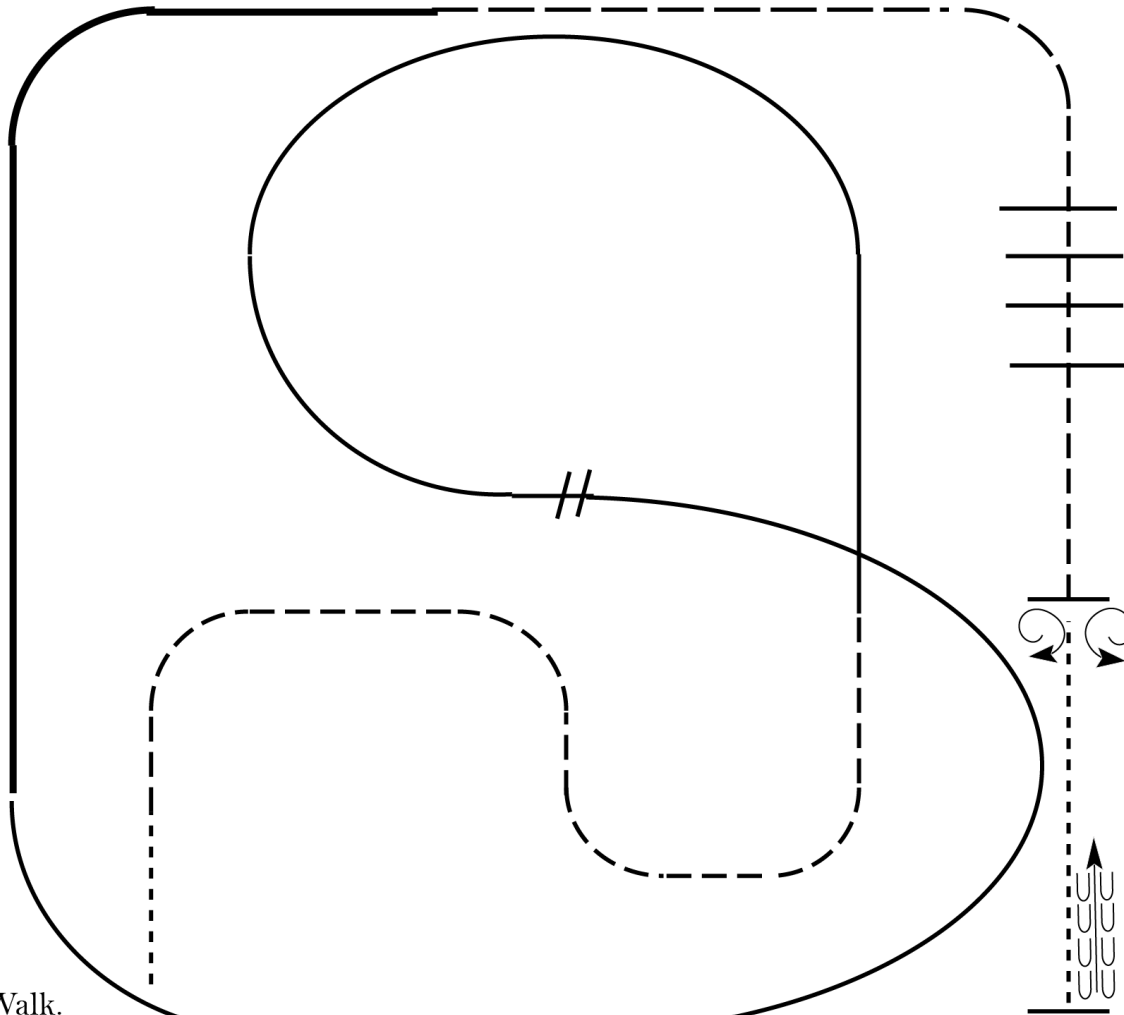
BQHA

Western Cup Ruitershoeve

Ranch Riding (Open)

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www.HorseShowPatterns.com



1. Walk.
2. Trot serpentine
3. Lope left lead around end of arena and then diagonally across arena.
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena.
6. Extend lope on the straight away around corner to center of arena.
7. Extend trot around corner of arena
8. Collect to a trot
9. Trot over poles
10. Stop do a 360 turn each direction (either direction 1st)
11. Walk, stop and back.

Walk	-----
Jog	- - - - -
Extended Jog	-----
Lope	
Lead Change	//
Back	←←←←←
Marker	Ⓚ

[RR/4]

Pattern Provided by:

BQHA

Western Cup Ruitershoeve

Ranch Trail (W&J)

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4. pick up jacket and walk around cone

5. Extend the trot to the marker.

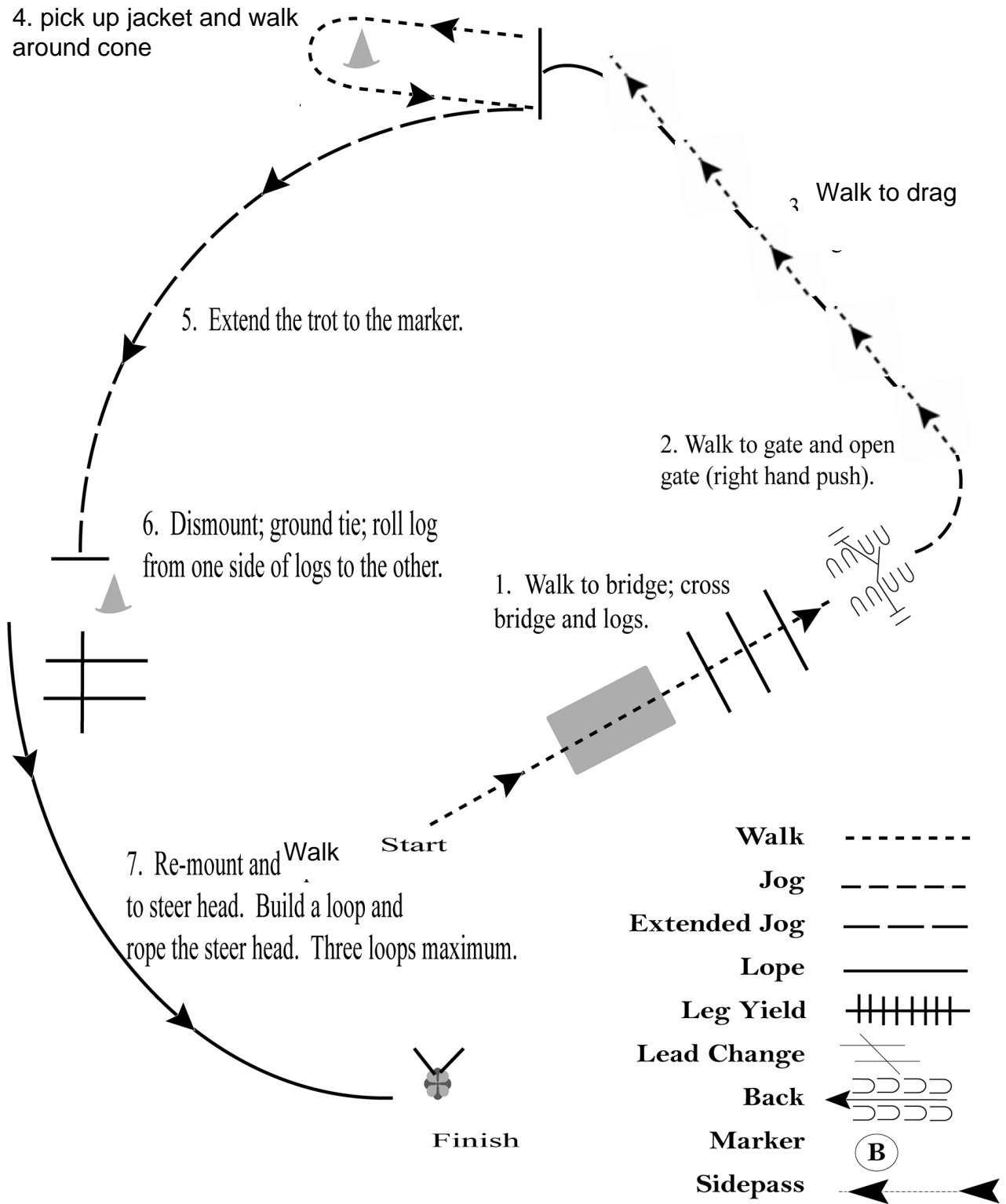
6. Dismount; ground tie; roll log from one side of logs to the other.

7. Re-mount and Walk to steer head. Build a loop and rope the steer head. Three loops maximum.

1. Walk to bridge; cross bridge and logs.

2. Walk to gate and open gate (right hand push).

3. Walk to drag



[RT/4]

Pattern Provided by:

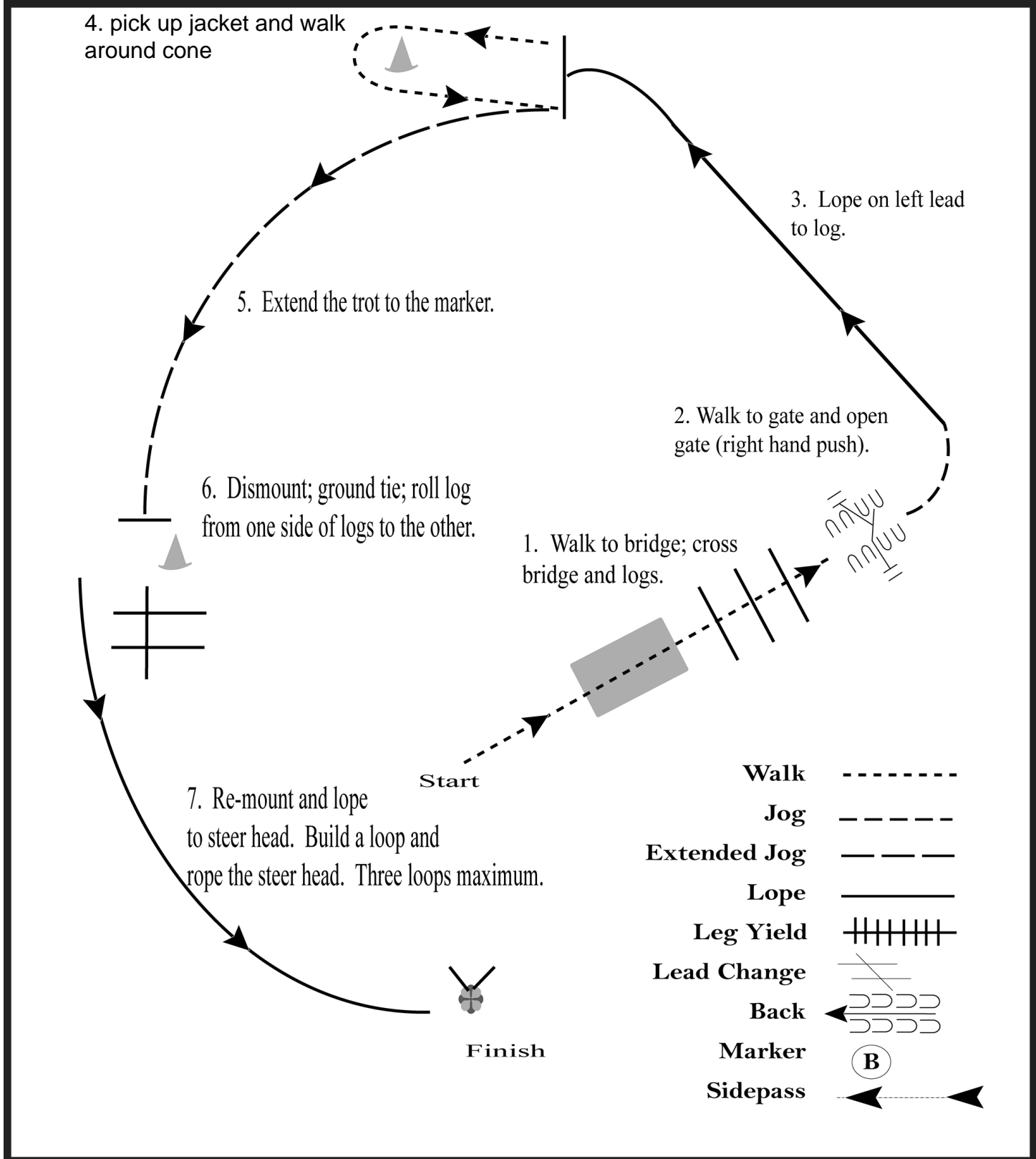
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Western Cup Ruitershoeve

Ranch Trail (Beginners / Novice Youth / Youth)

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[RT/4]

Pattern Provided by:

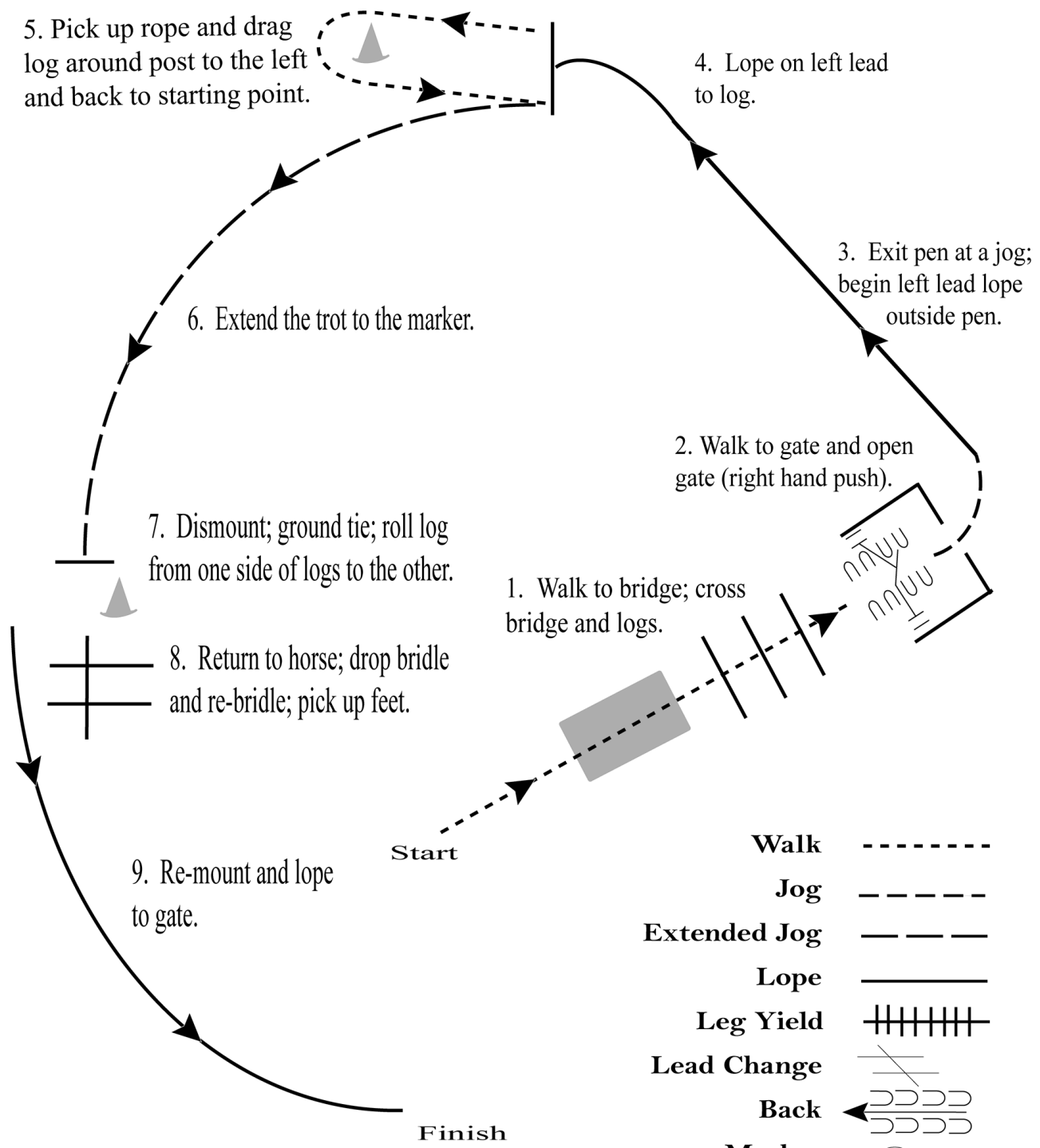
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Western Cup Ruitershoeve

Ranch Trail (Novice Amateur)

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Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	///
Back	←←←
Marker	ⓑ
Sidepass	←- - - -→

[RT/5]

Pattern Provided by:
BQHA

Western Cup Ruitershoeve

Ranch Trail (Amateur / Open)

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www.HorseShowPatterns.com

1. Lope on the right lead over logs.

3. Jog to back thru.
Back around cones.


2. Pick up rope and drag log around post to the left and back to starting point.

6. Walk to and rope the dummy.
Leave area at a walk.

5. Open and close pen gate.

4. Jog to pen. Enter pen, dismount, and pick up all 4 of your horse's feet.

Start

- Walk - - - - -
- Jog - - - - -
- Extended Jog - - - - -
- Lope ————
- Log Drag 

[RT/1]

Pattern Provided by:

BQHA