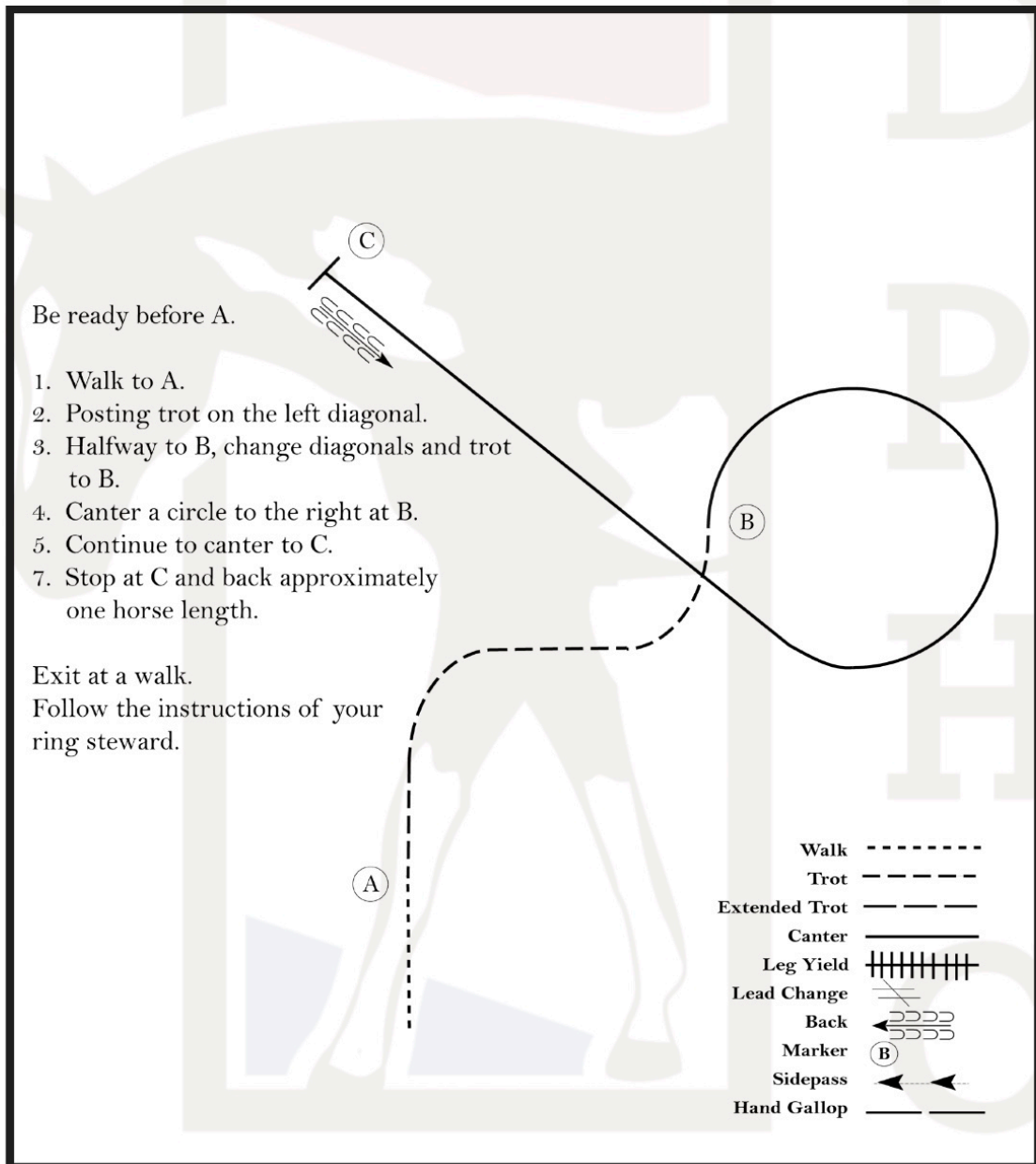


Paint The Summer Show 2026

Hunt Seat Equitation (Youth)

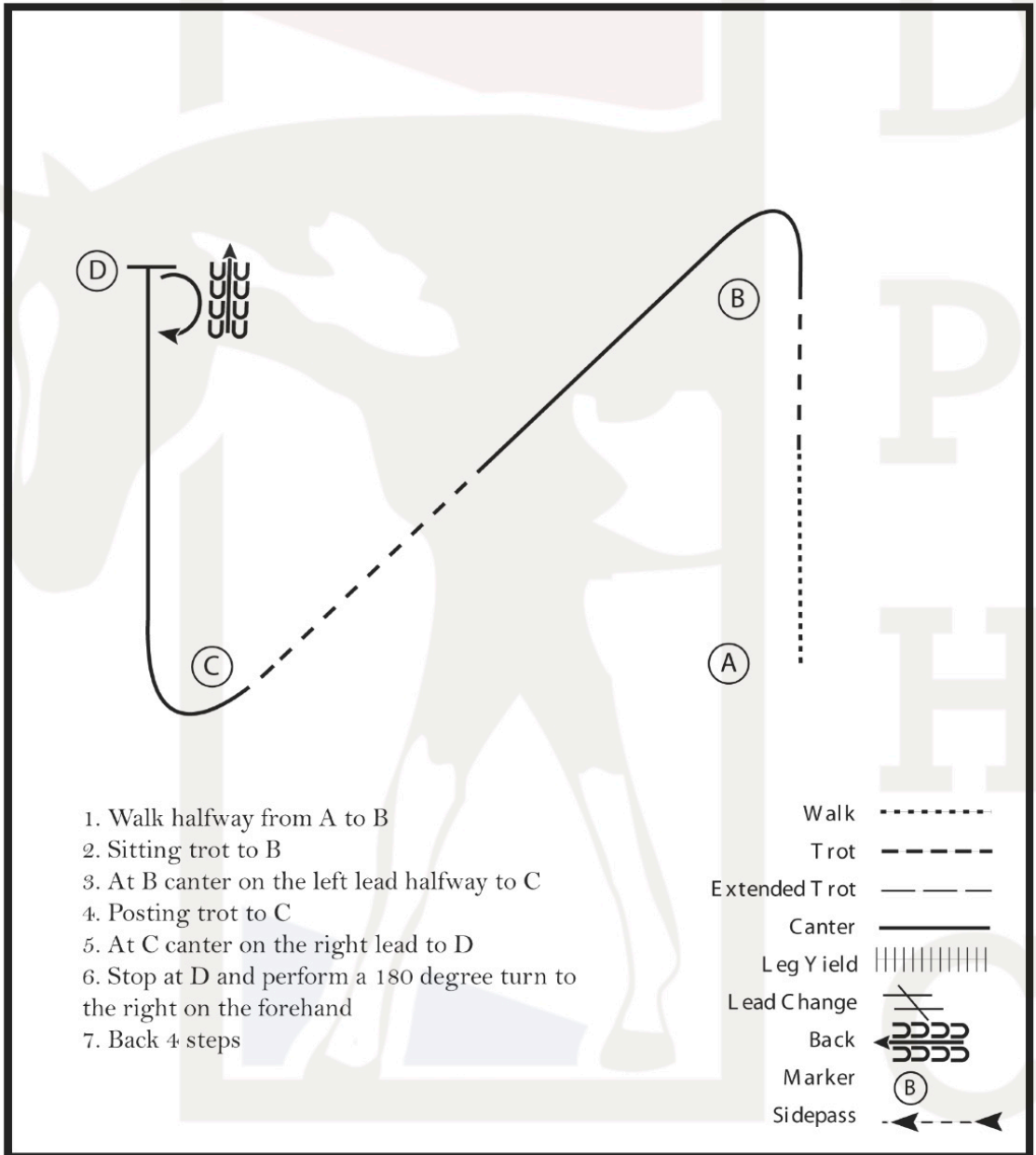


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Hunt Seat Equitation (Novice)

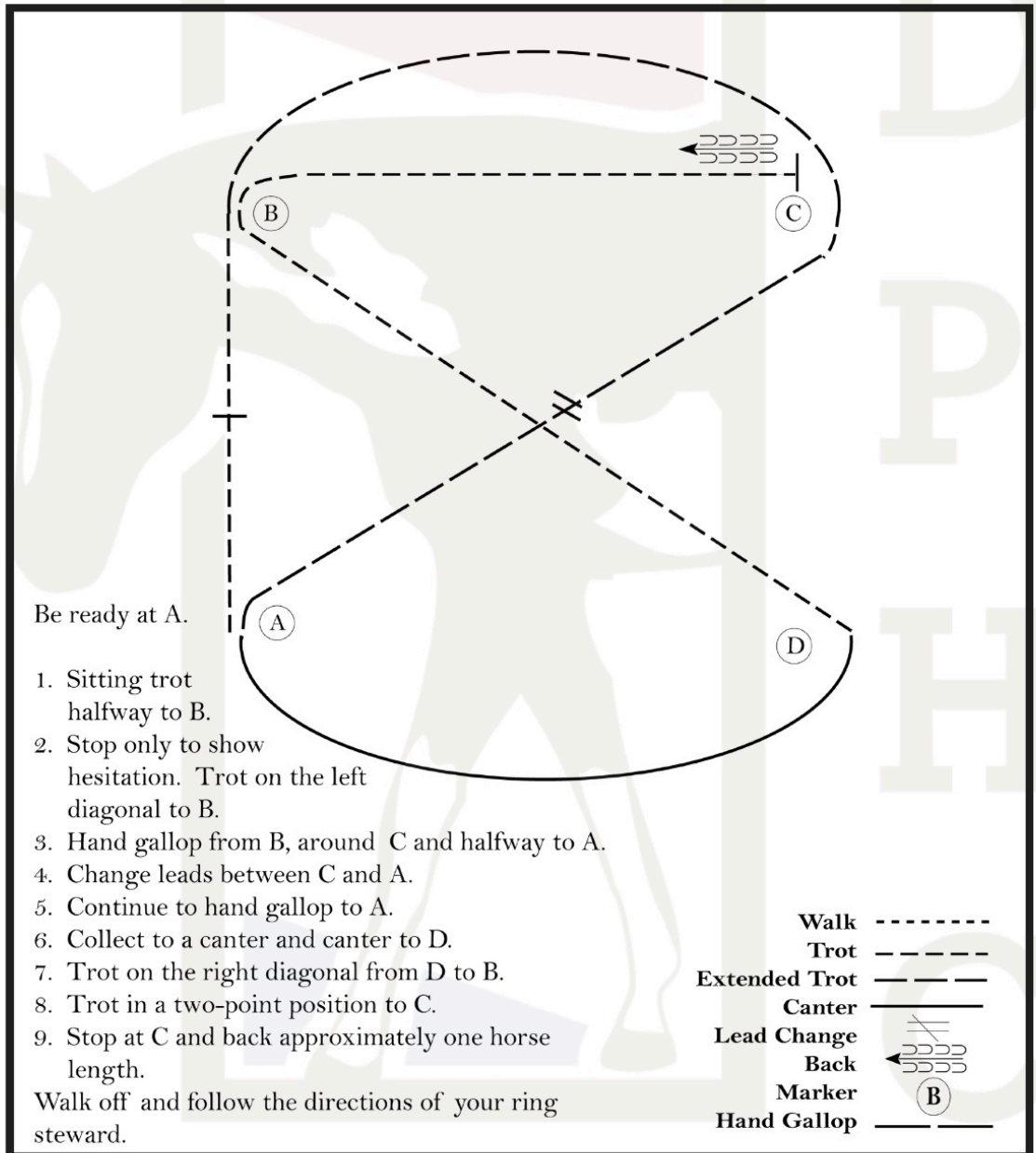


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Hunt Seat Equitation (Amateur)

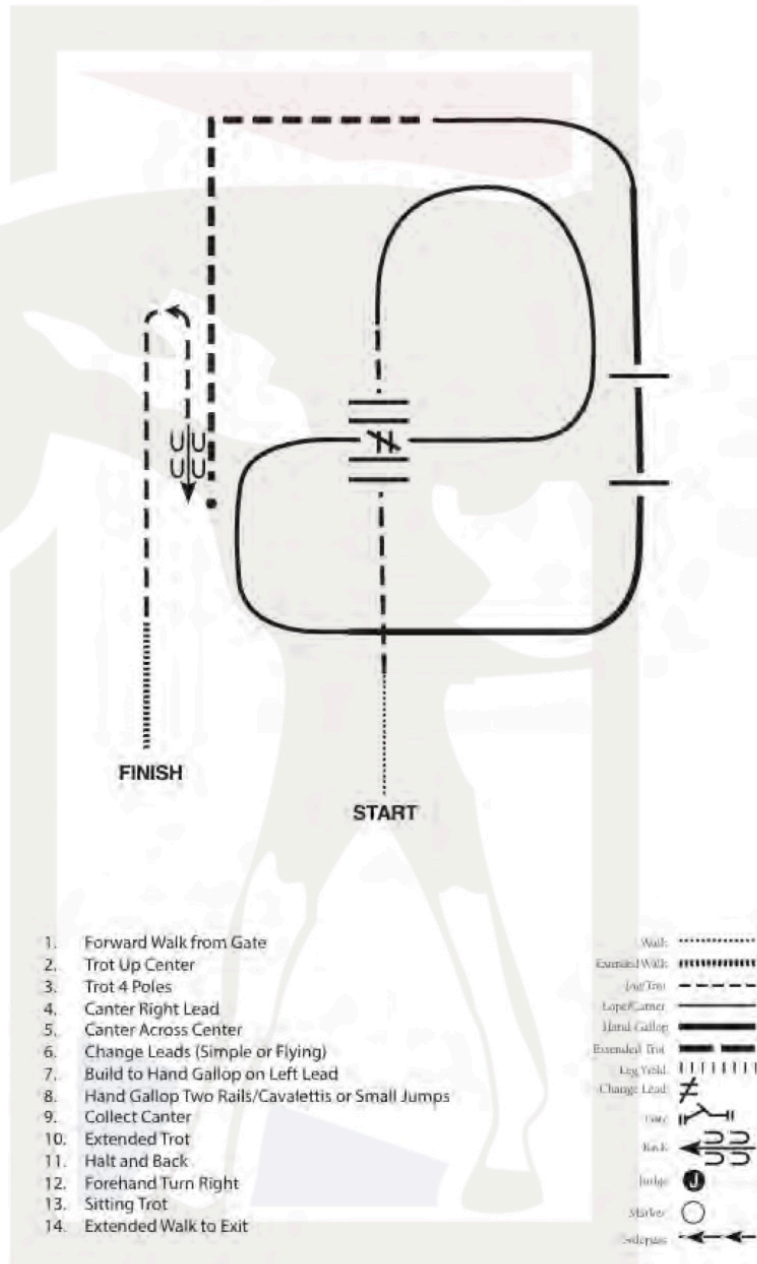


Pattern Provided by:

DPHC

Paint The Summer Show 2026

English Versatility

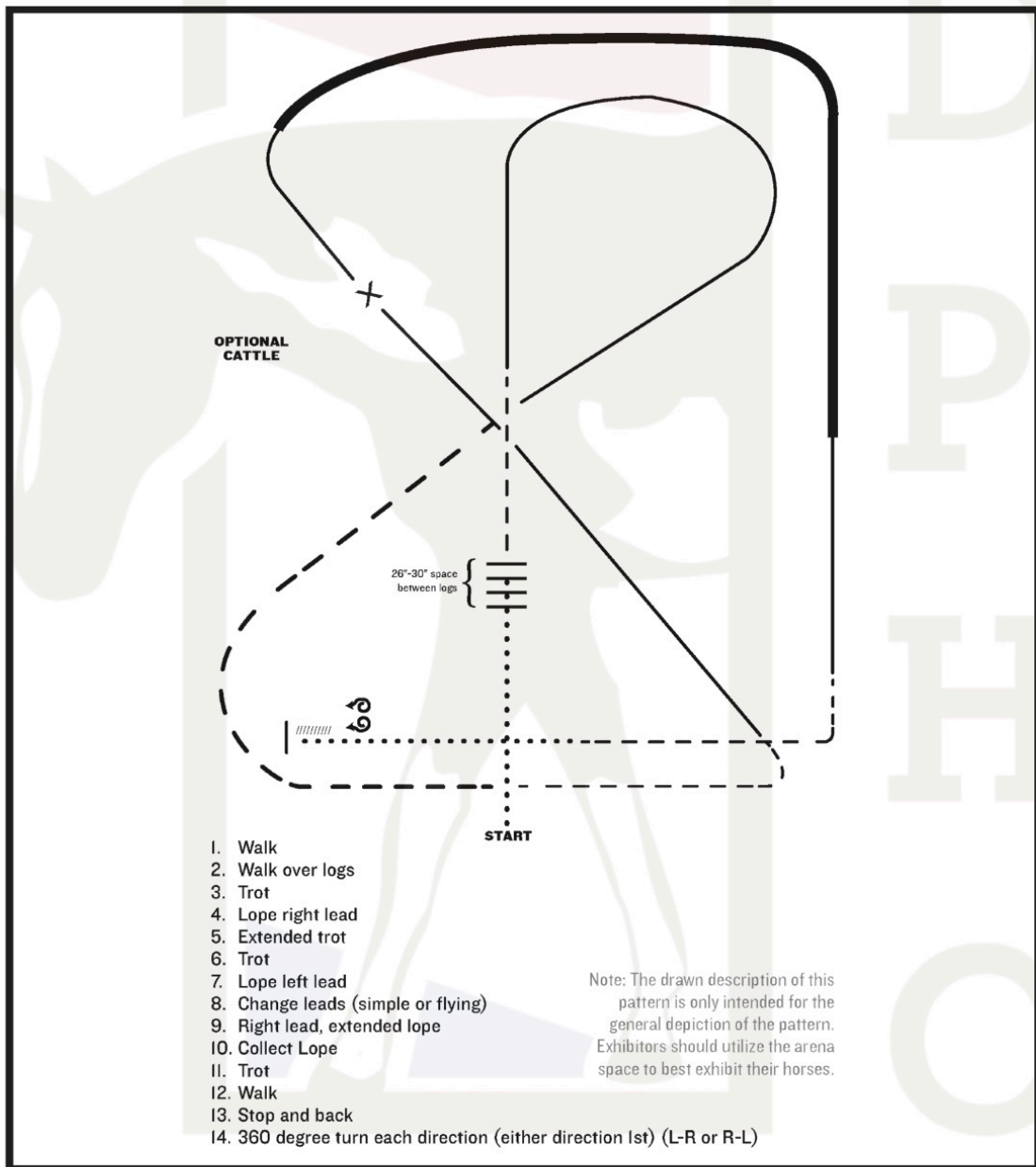


Pattern Provided by:

DPHC

Paint The Summer Show 2026

A Ranch Riding All Ages (Amateur)

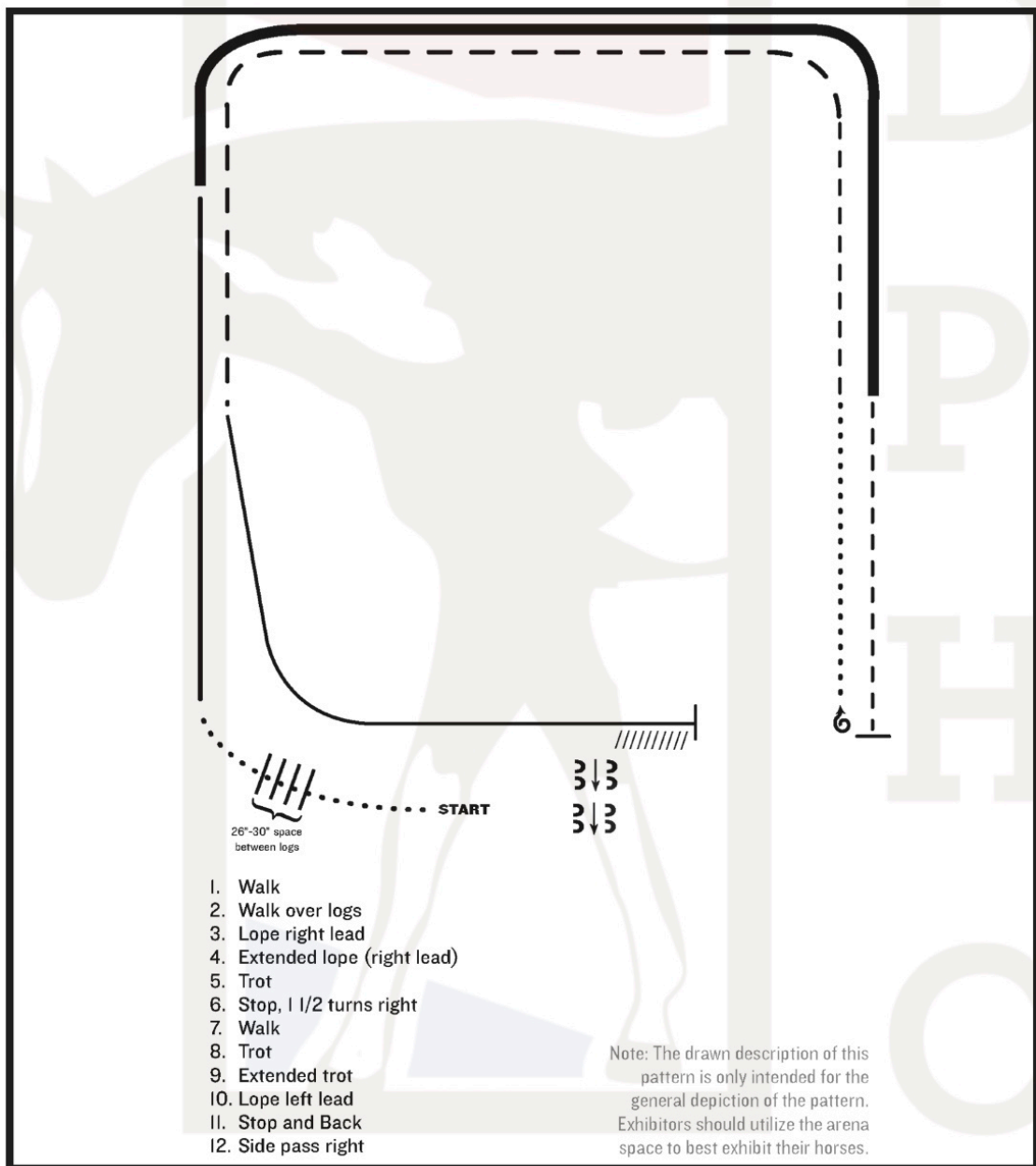


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Ranch Riding (Youth/Novice Amateur)

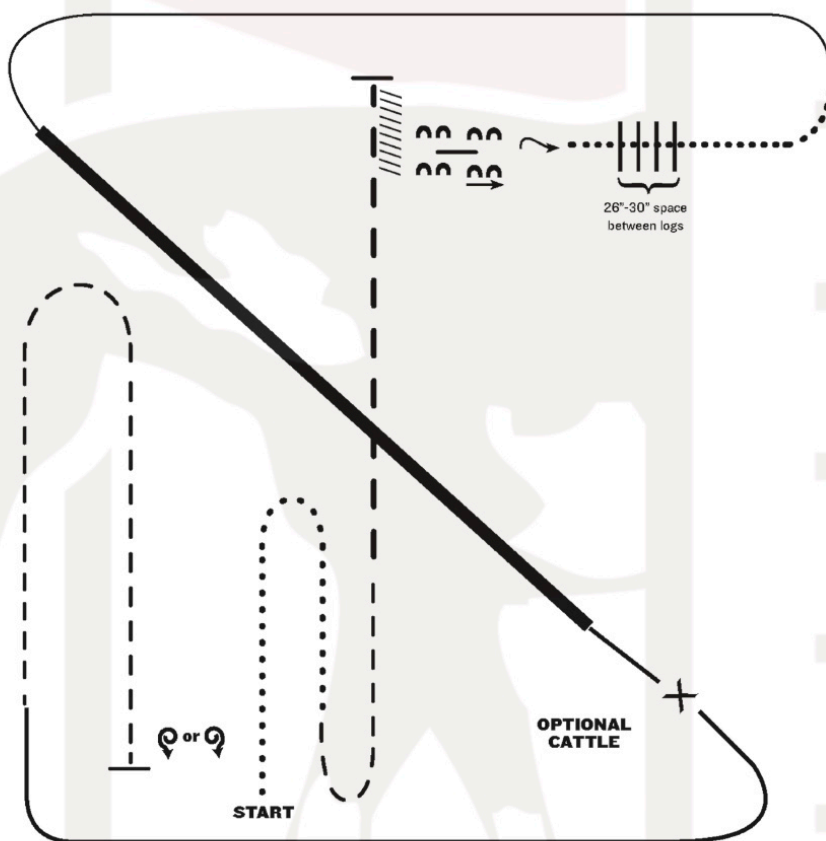


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Ranch Riding (Open)



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

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.

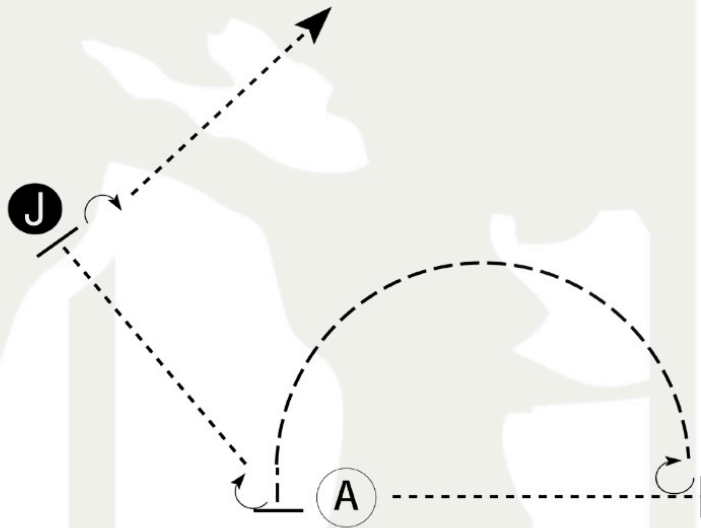
[RR/AQHA-7]

Pattern Provided by:

DPHC

Paint The Summer Show 2026

Showmanship (Amateur)



Be ready with your horse's tail to A.

1. When acknowledged, walk approximately 2 horse lengths.
2. Stop and perform a 270 degree turn.
3. Trot a half circle back to A.
4. Stop and perform a turn until you are straight in line with Judge.
5. Walk to judge. Stop and set up for inspection.
6. When dismissed, perform a 90 degree turn.
7. Walk straight away from judge.

Walk	-----
Trot	- - - - -
Back	← 3333
Marker	ⓑ
Judge	ⓐ

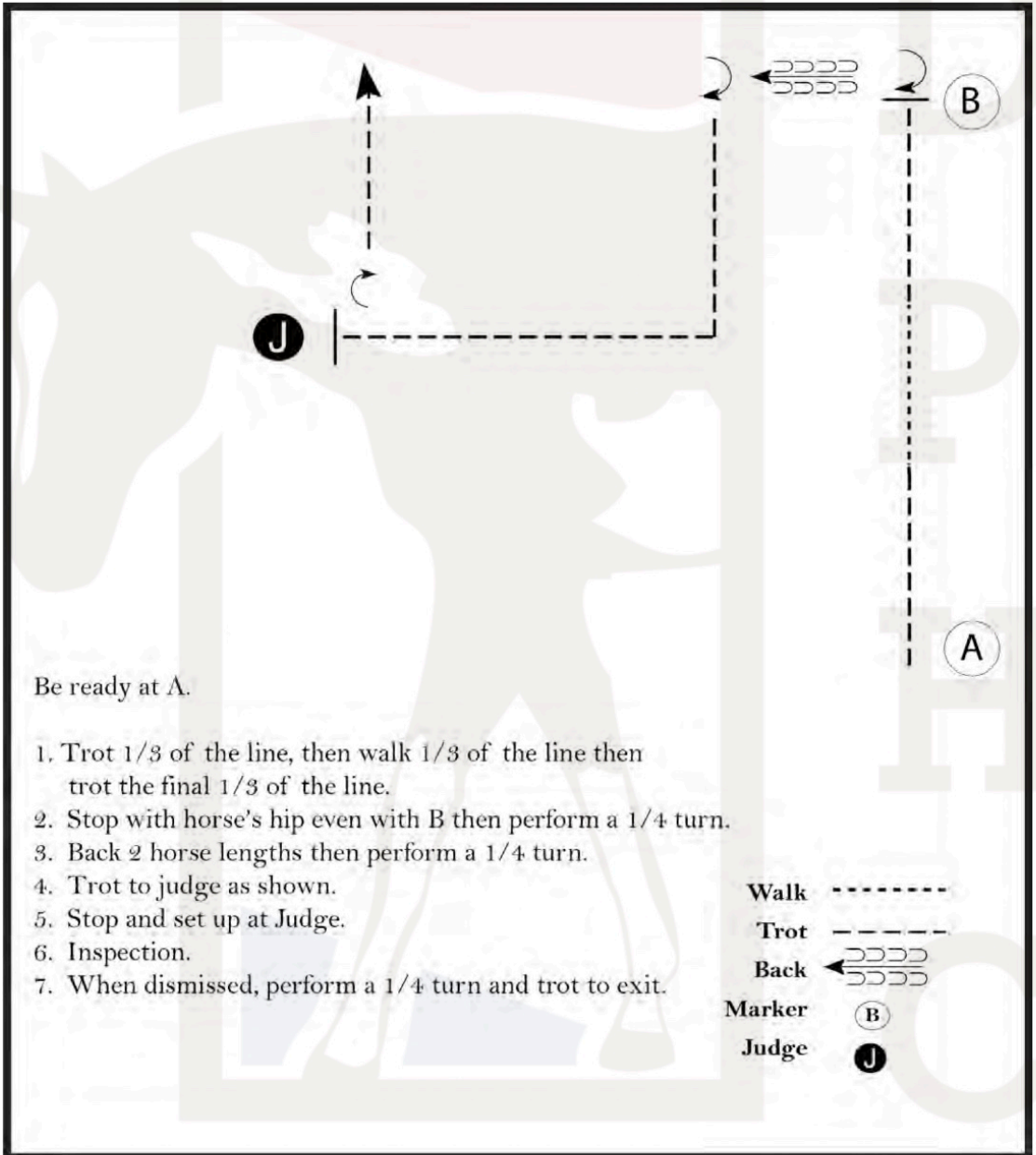
Follow the instructions of your ring steward.

Pattern Provided by:

DPHC

Paint The Summer Show 2026

Showmanship (Novice Amateur)

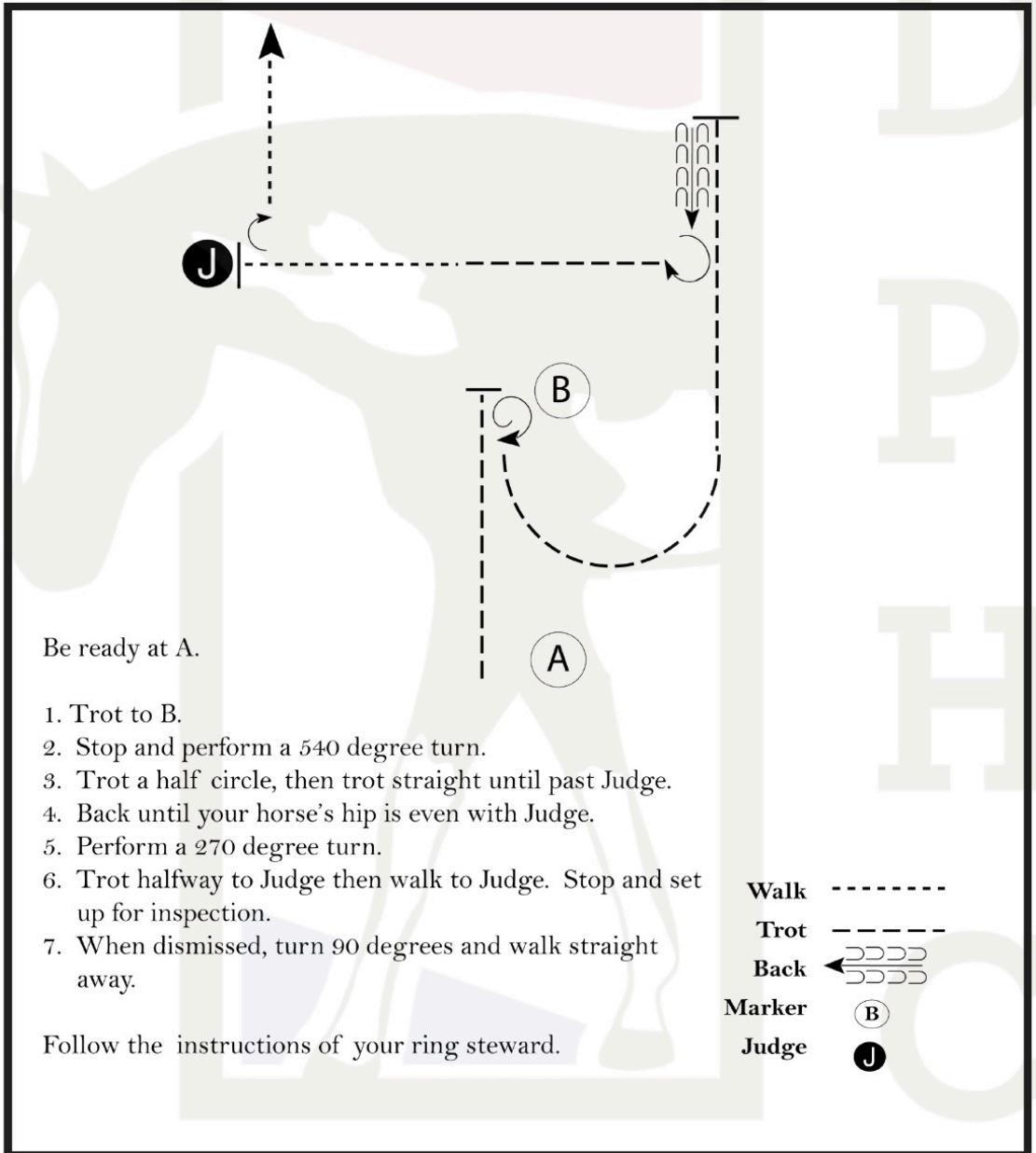


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Showmanship Youth (DPHC/APHA)

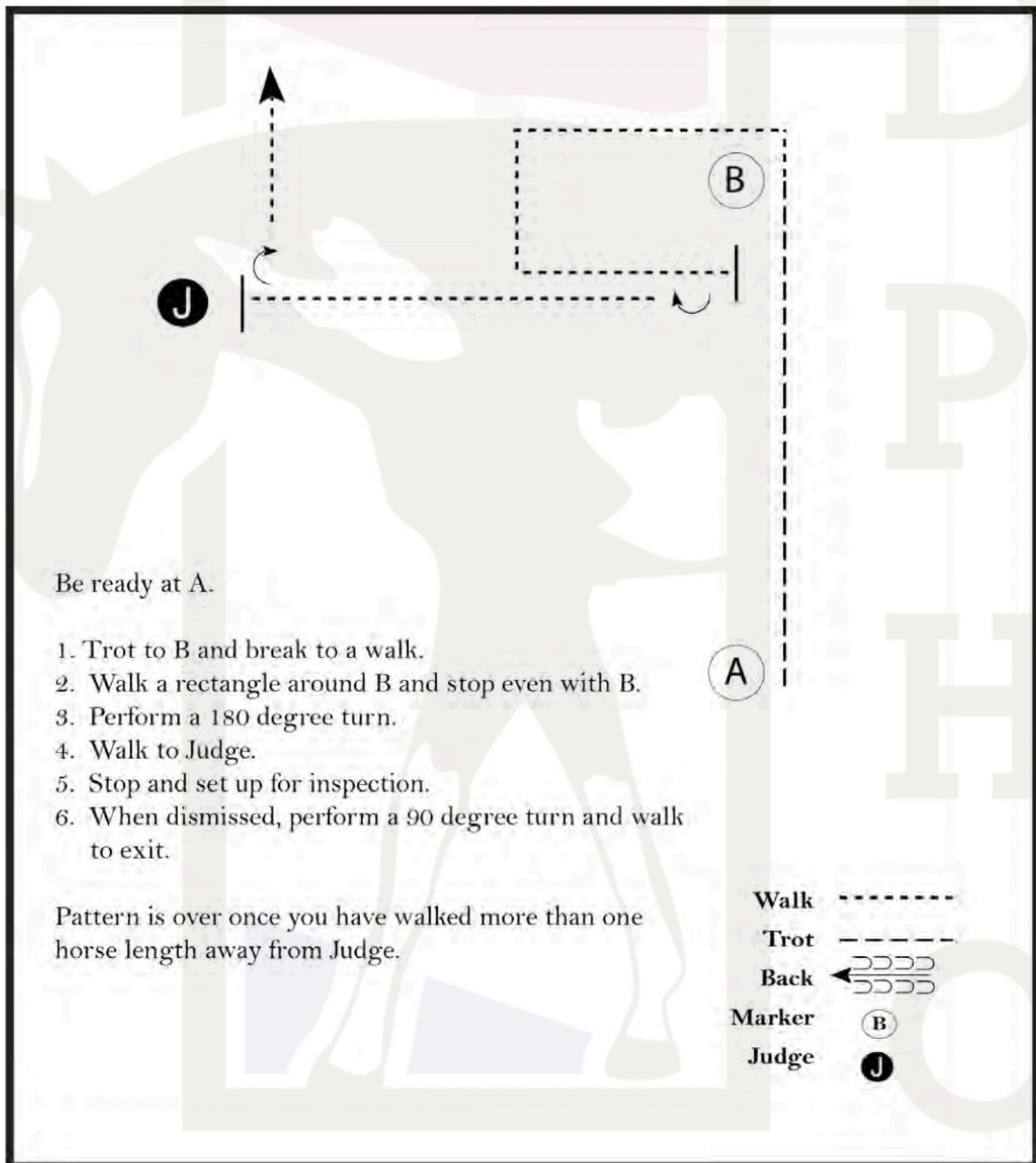


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Showmanship (Walk/Trot)

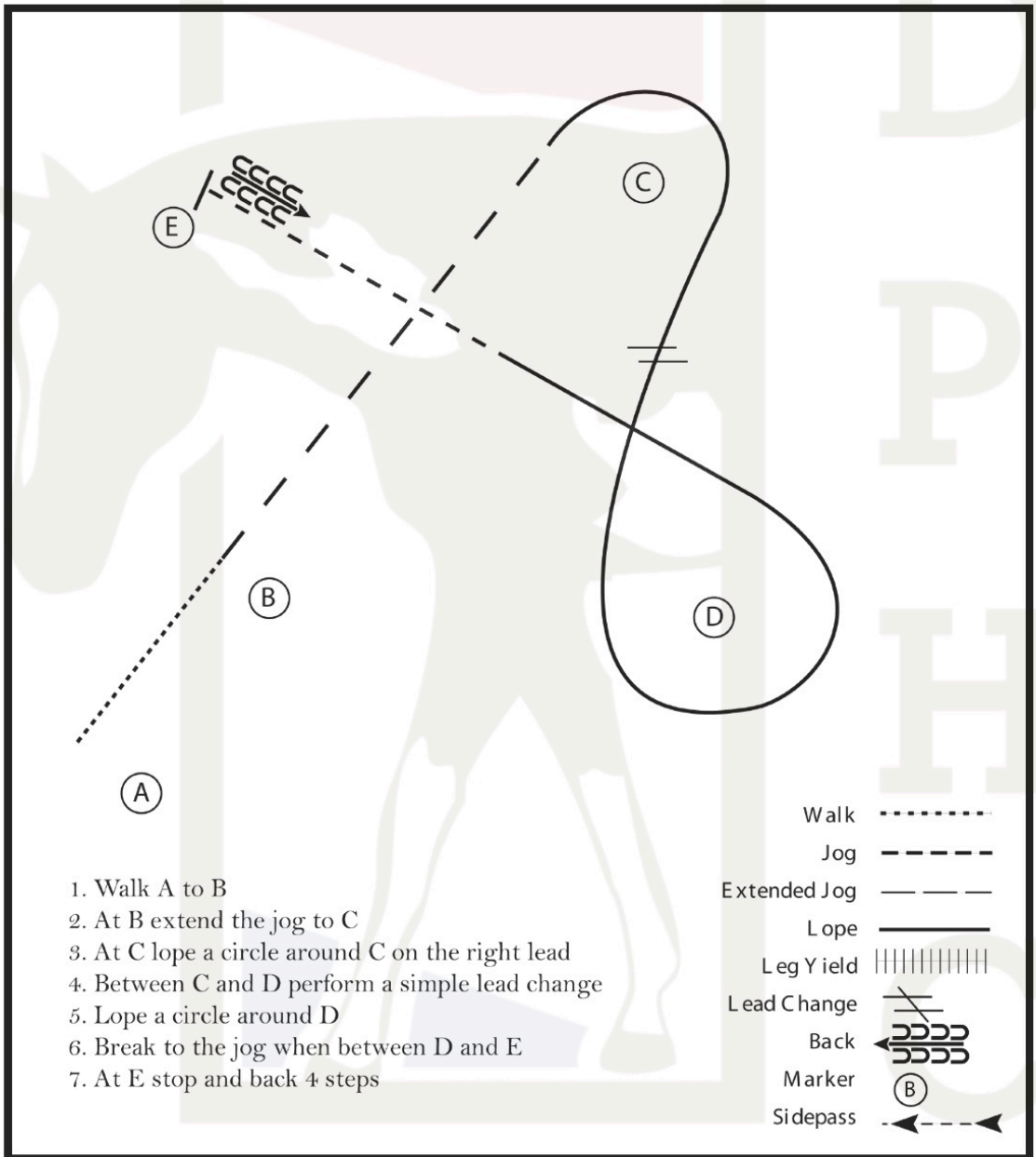


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Horsemanship (Youth)



Pattern Provided by:

DPHC

Paint The Summer Show 2026

Horsemanship (Novice Amateur)

Be ready at A.

1. Jog to B.
2. Lope a circle to the right on the right lead.
3. Continue the lope toward C and lope a square corner.
4. Halfway to C, break to an extended jog to C.
5. Stop at C and back approximately one horse length.

Follow the instructions of your ring steward.

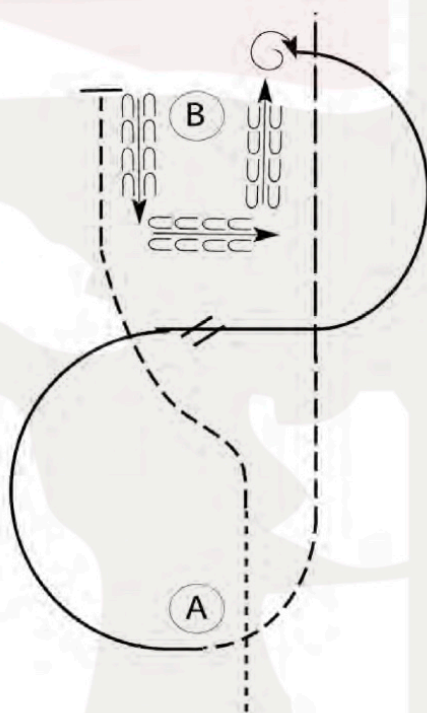
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Pattern Provided by:

DPHC

Paint The Summer Show 2026

Horsemanship (All Breed)



Be ready before A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B as shown.
3. Stop at B and back around B as shown.
4. Perform a $1 \frac{3}{4}$ turn to the right.
5. Lope a half circle on the right lead to center of pattern.
6. Change leads and lope a half circle to A.
7. Jog from A halfway to B.
8. Extend the jog to and past B.

Pattern is over once you have passed B.

Follow the instructions of your ring steward.

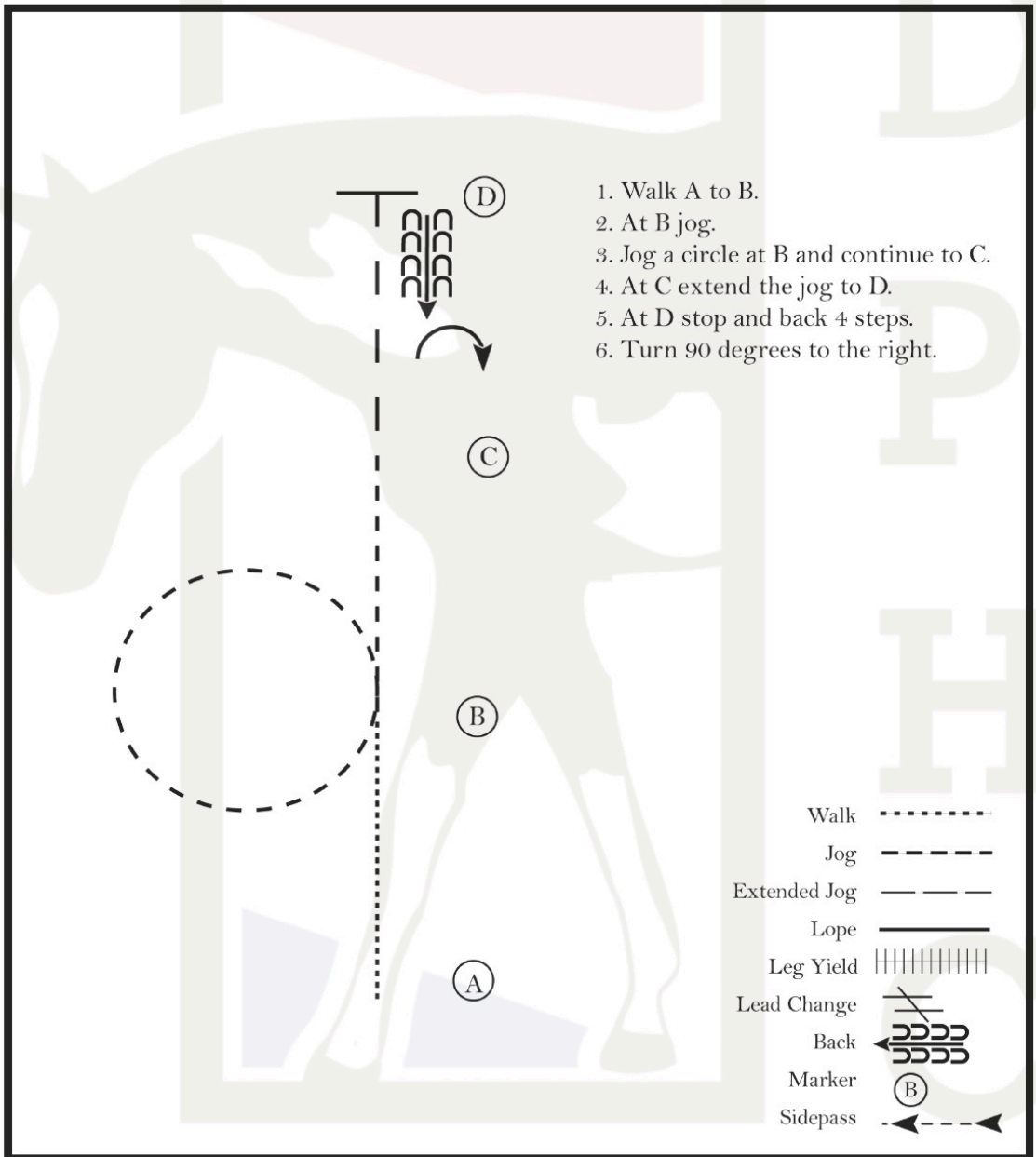
Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	(B)

Pattern Provided by:

DPHC

Paint The Summer Show 2026

Horsemanship (Walk/Trot)

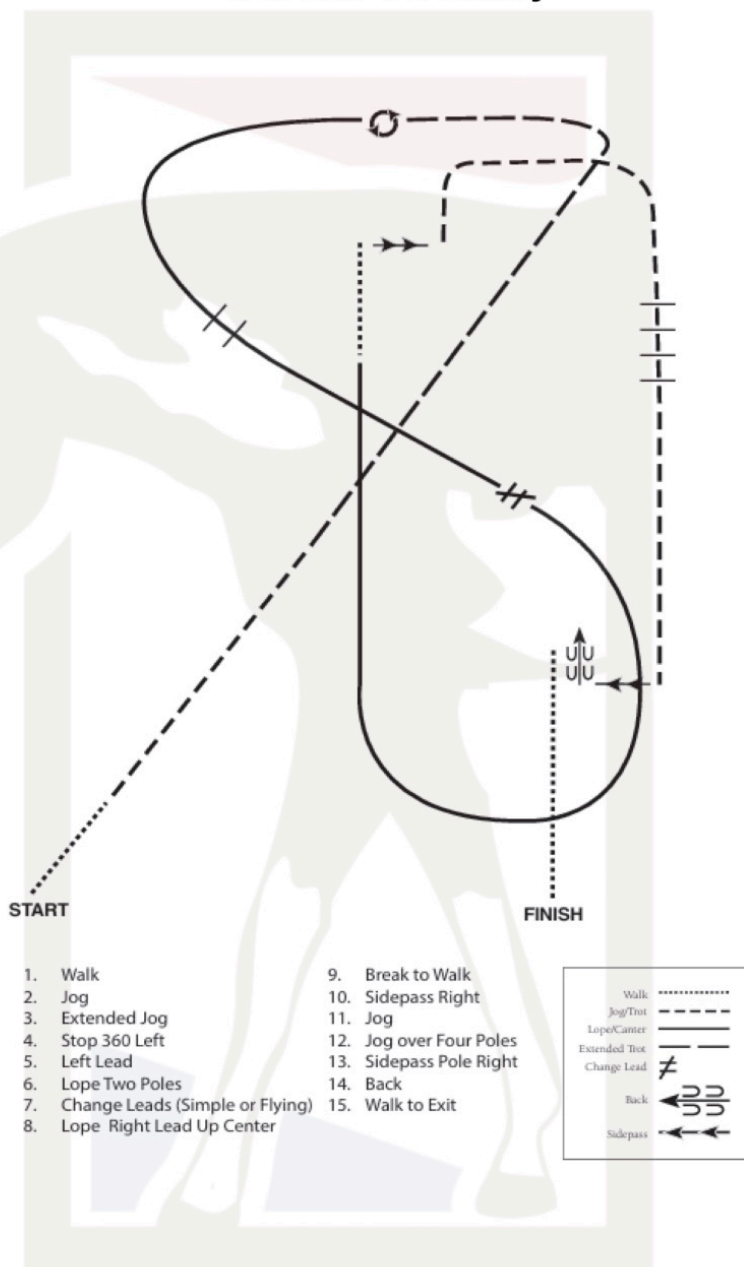


Pattern Provided by:

DPHC

Paint The Summer Show 2026

Western Versatility



Pattern Provided by:

DPHC

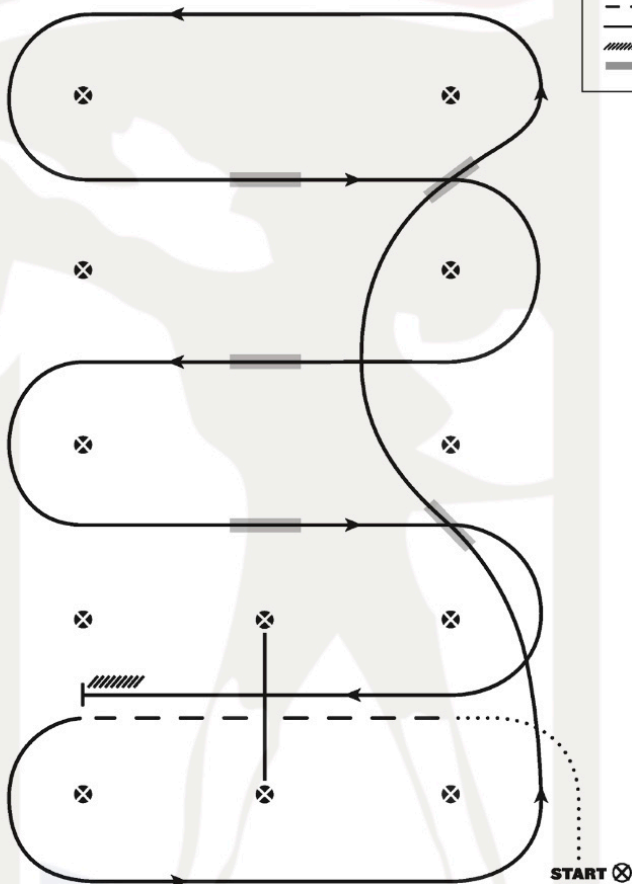
Paint The Summer Show 2026

Western Riding (Green)

LEVEL I WESTERN RIDING PATTERN 9

LEGEND

.....	Walk
---	Jog
—	Lope
////	Back
■	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back

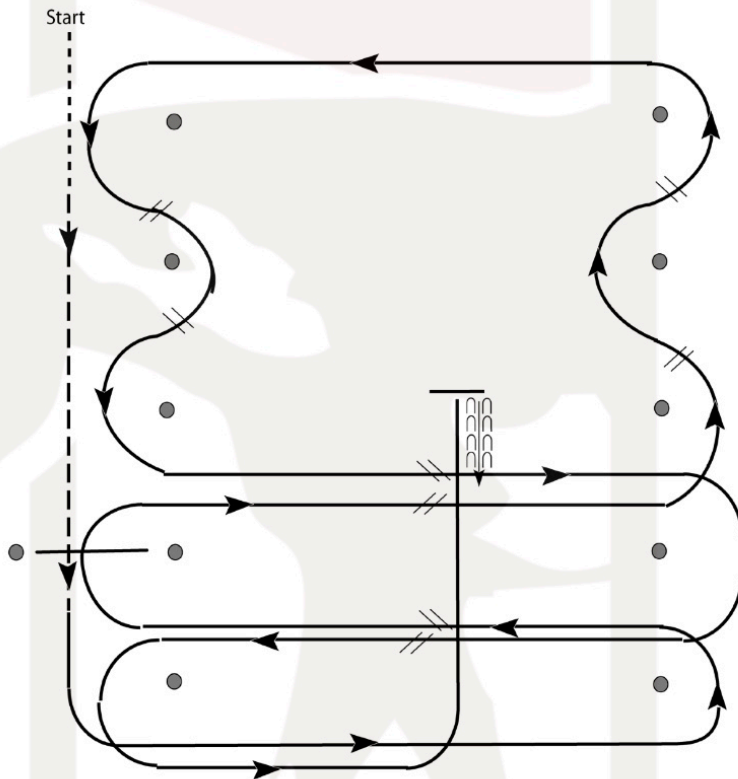
Revised 06-07-2021

Pattern Provided by:

DPHC

Paint The Summer Show 2026

Western Riding (Amateur)

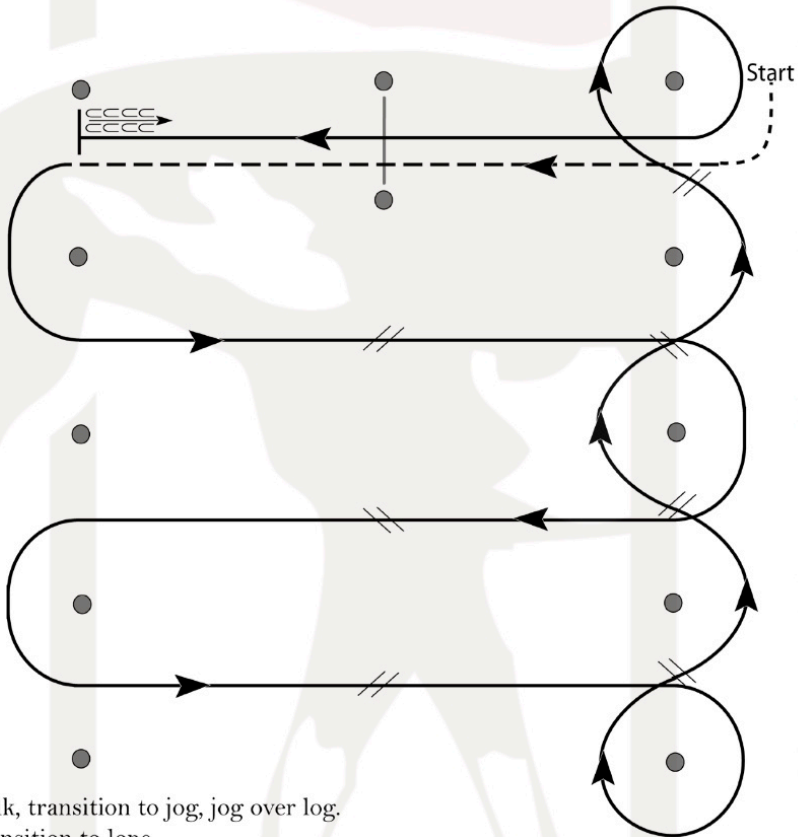


1. Walk, transition to jog, jog over log.
2. Transition to left.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

Pattern Provided by:

DPHC

Western Riding (Open)



1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

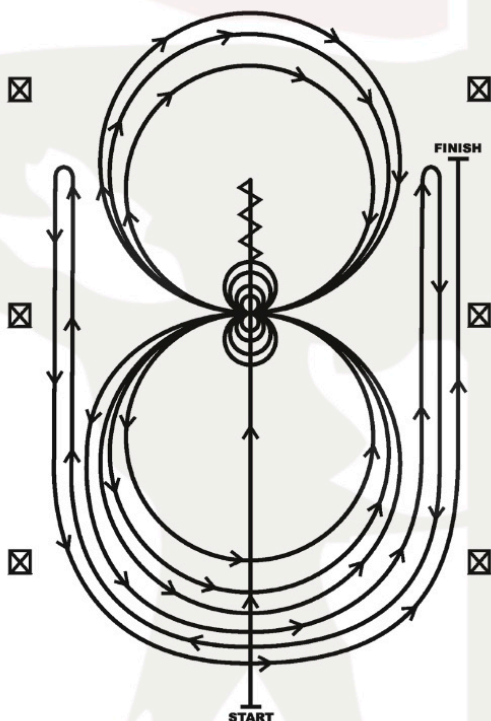
Pattern Provided by:

DPHC

Paint The Summer Show 2026

Rening (Open)

REINING PATTERN 9



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of 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 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 up the left 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.
8. Continue back around previous circle but do not close this circle. Run up 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. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-9]

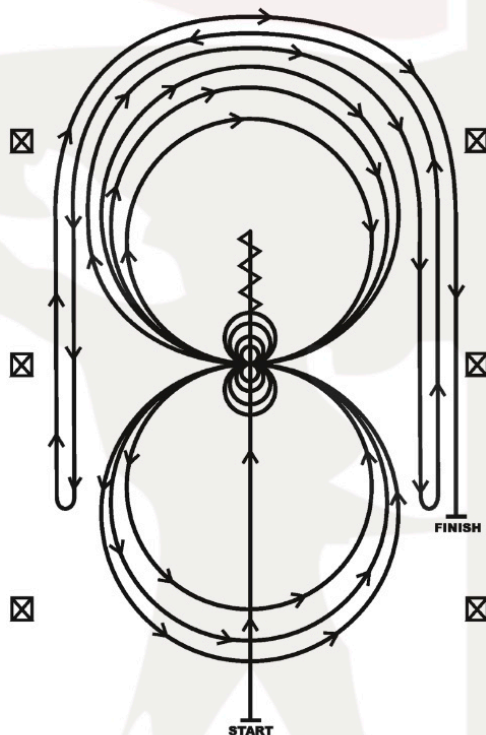
Pattern Provided by:

DPHC

Paint The Summer Show 2026

Reining (Amateur)

REINING PATTERN 10



1. 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.
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 right lead, complete three circles to the right: 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 left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. 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 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 left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. 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 twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

[R/AQHAP-10]

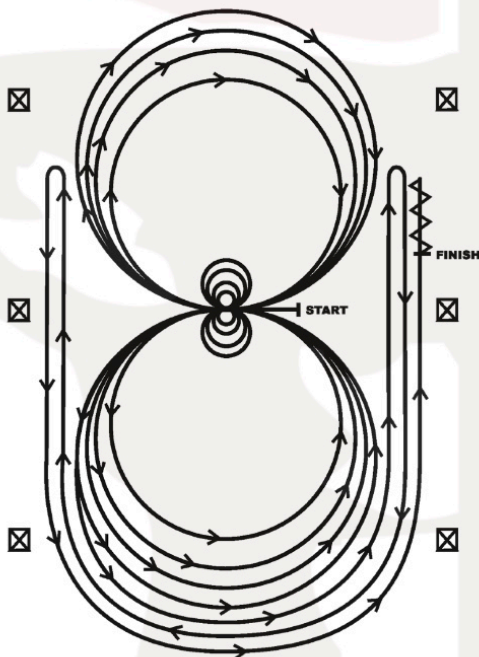
Pattern Provided by:

DPHC

Paint The Summer Show 2026

Reining (Novice Amateur/Youth)

REINING PATTERN 5



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

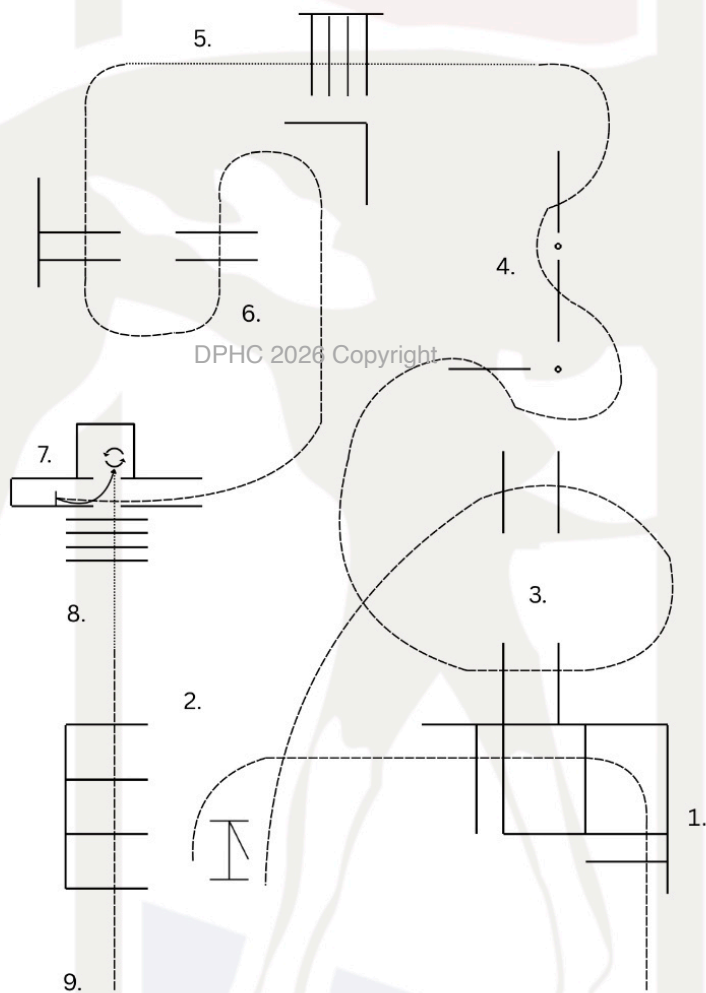
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first 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 right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left 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.
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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

[R/AQHAP-5]

Pattern Provided by:

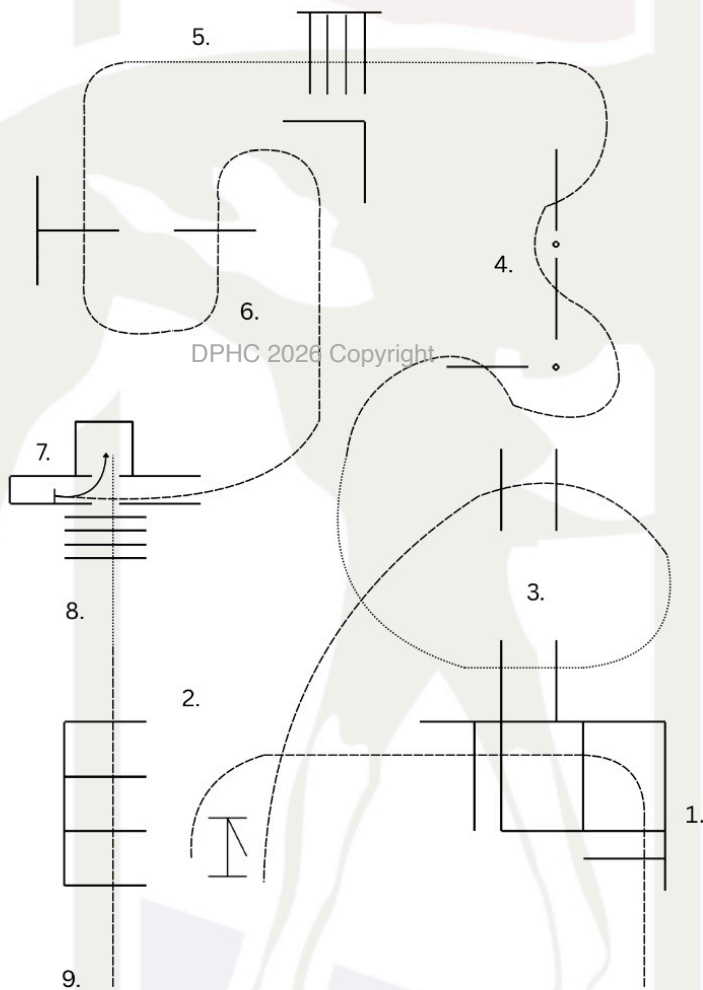
DPHC

Friday 1: 3yo In-Hand Trail



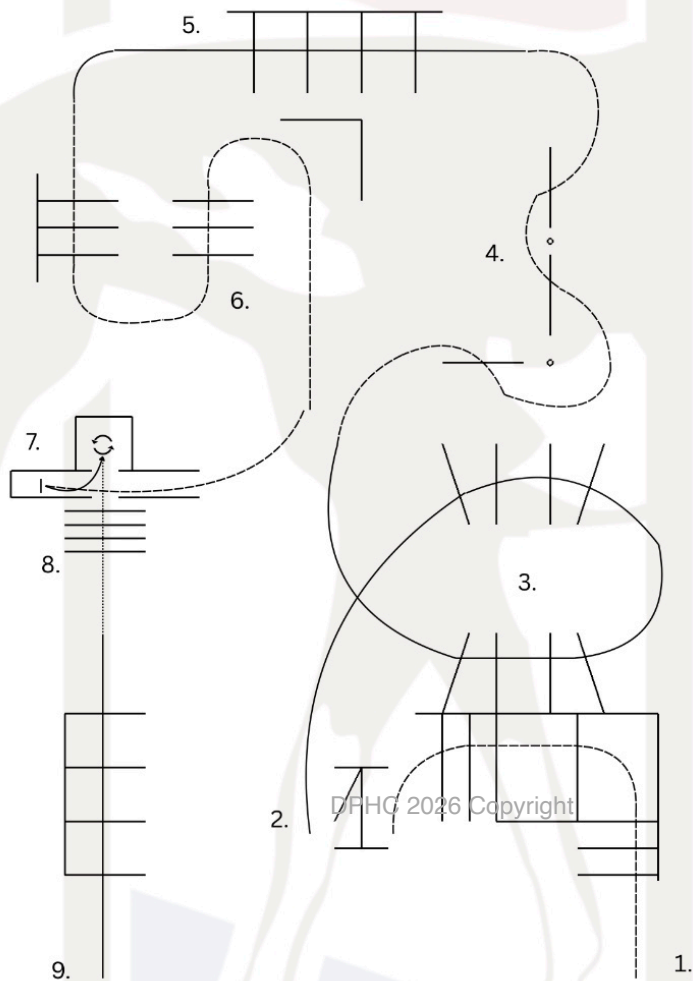
1. Jog through boxes and over logs.
2. Work gate with left hand.
3. From gate, jog over poles in a circle.
4. Jog serpentine.
5. Walk over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Turn right in box, walk out over poles.
9. Jog over poles.

Friday 2: 2yo In-Hand Trail



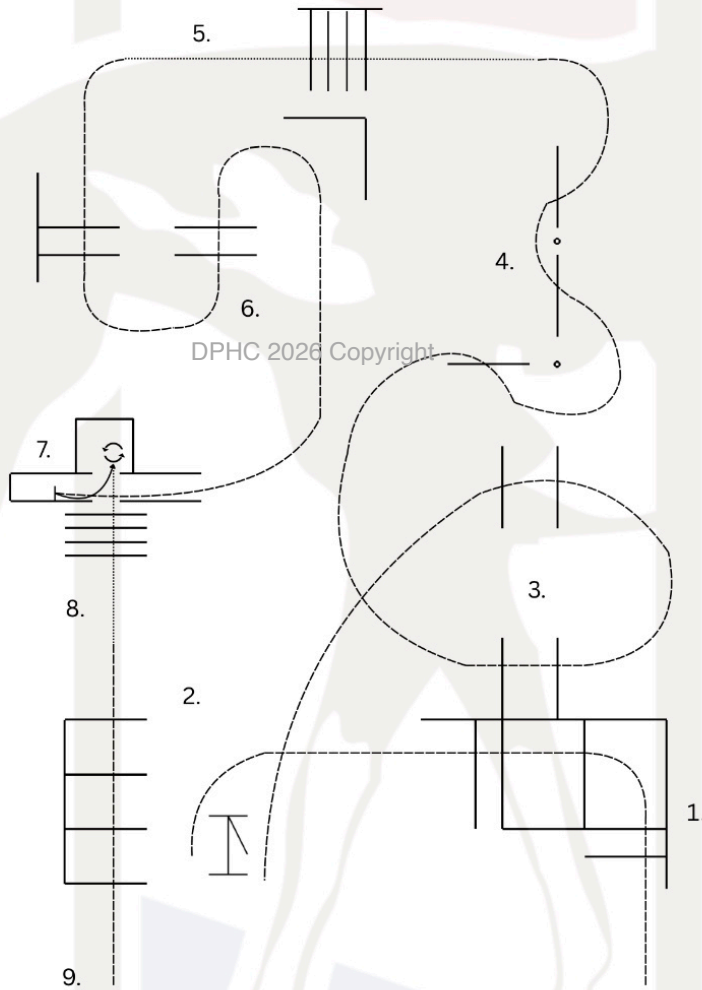
1. Jog through boxes and over logs.
2. Work gate with left hand.
3. From gate, jog then walk over poles.
4. Jog serpentine.
5. Walk over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Walk out over poles.
9. Jog over poles.

Sunday 2: A. Trail



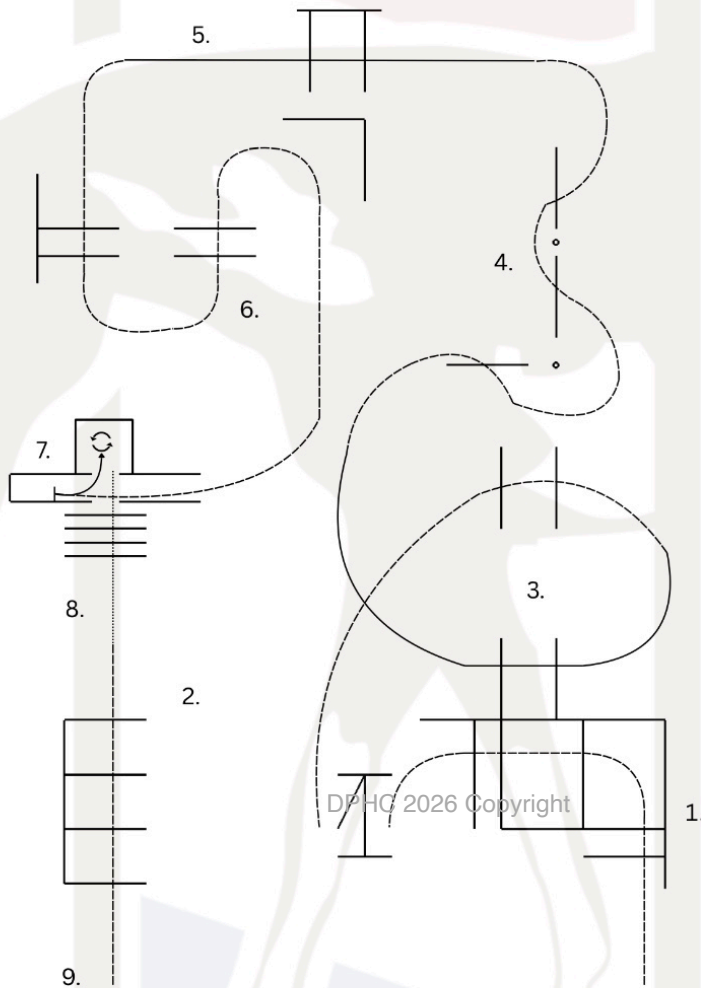
1. Jog through boxes and over logs.
2. Work gate with right hand.
3. From gate, lope right lead over lope over circle.
4. Jog serpentine.
5. Lope left lead over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Turn **either** way in box, walk out over poles.
9. Lope right lead.

Friday 4: Walk-Trot Trail



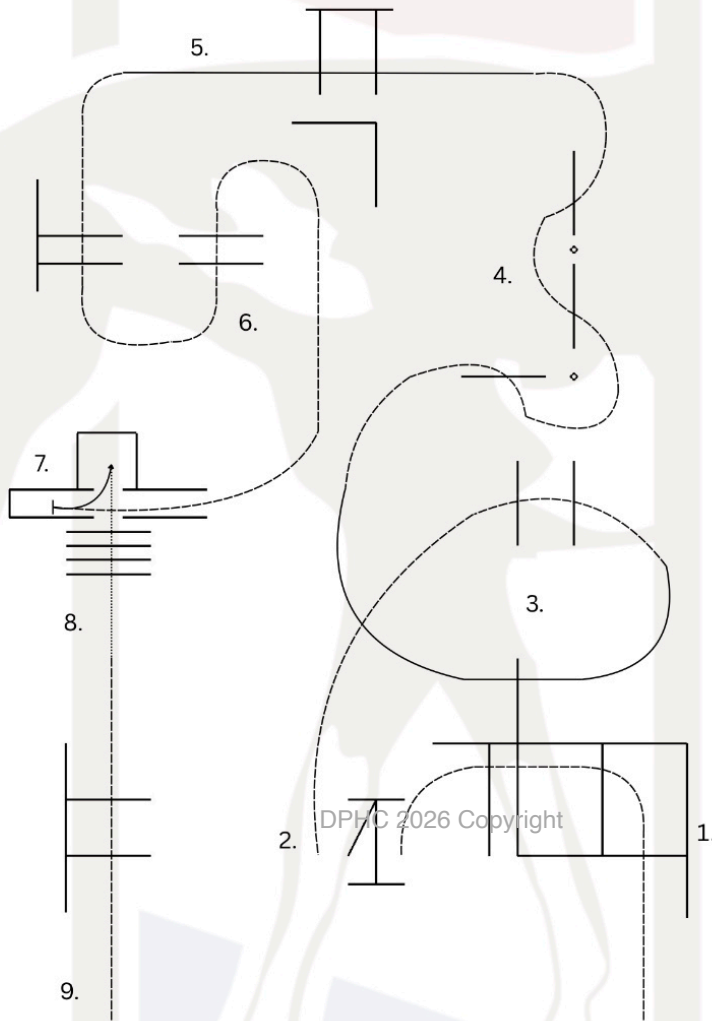
1. Jog through boxes and over logs.
2. Work gate with left hand.
3. From gate, jog over poles in a circle.
4. Jog serpentine.
5. Walk over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Turn **either** way in box, walk out over poles.
9. Jog over poles.

Saturday 1: Jr. Trail



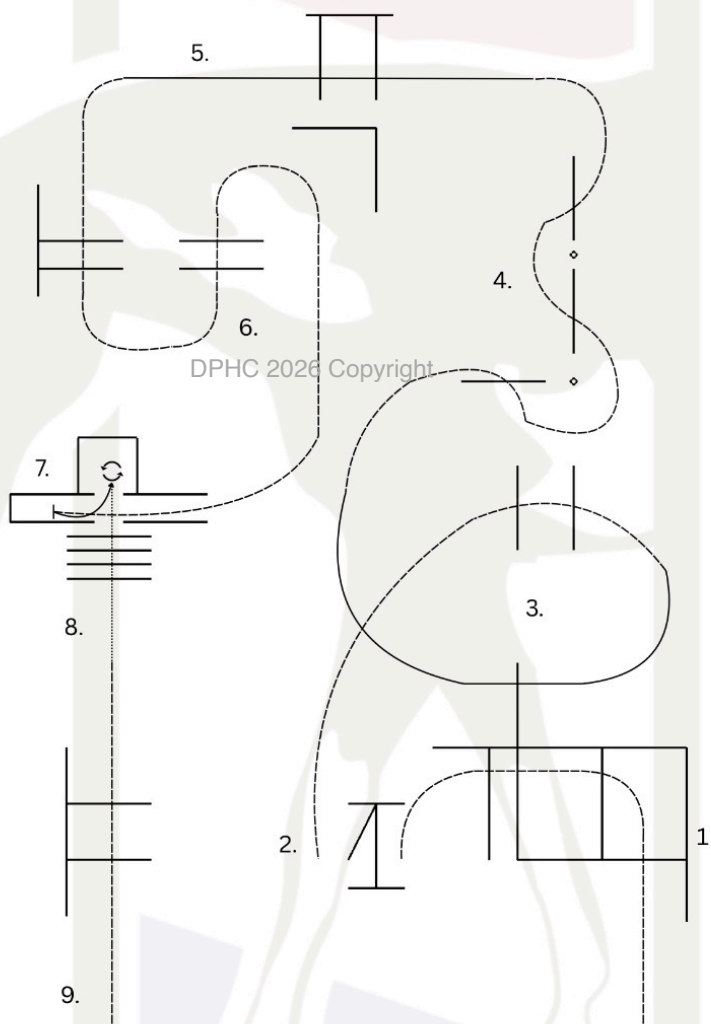
1. Jog through boxes and over logs.
2. Work gate with right hand.
3. From gate, jog over poles and lope right lead.
4. Jog serpentine.
5. Lope left lead over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Turn **either** way in box, walk out over poles.
9. Jog over poles.

Saturday 2: NA.



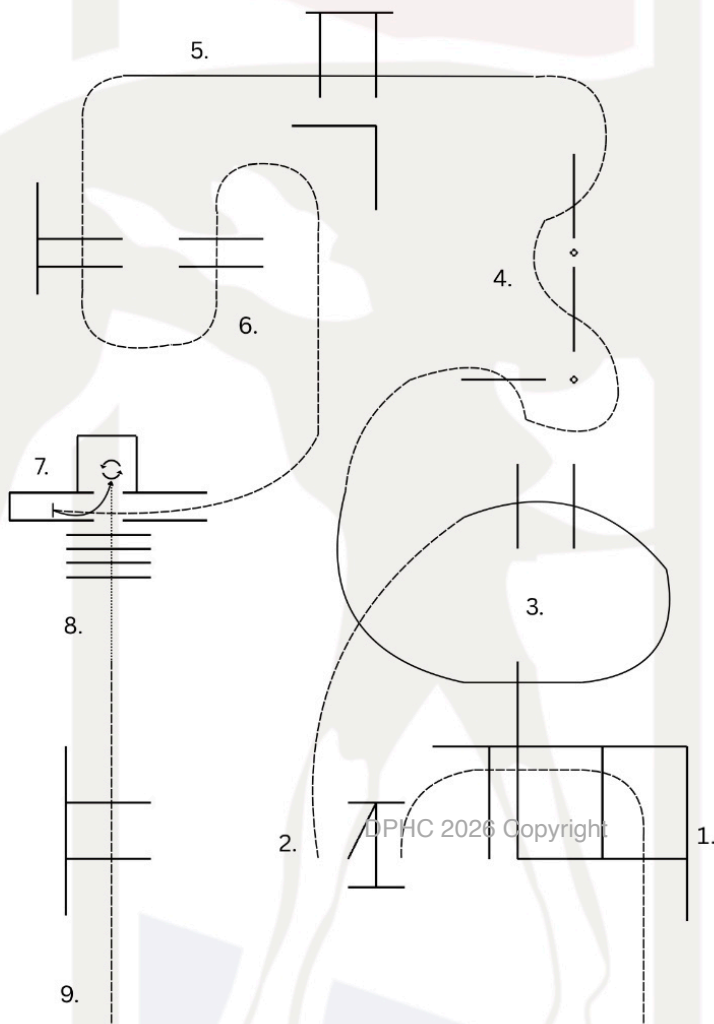
1. Jog through boxes and over logs.
2. Work gate with right hand.
3. From gate, jog over two poles, lope right lead following pole.
4. Jog serpentine.
5. Lope left lead over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Walk out over poles.
9. Jog over poles.

Saturday 3: Y Trail



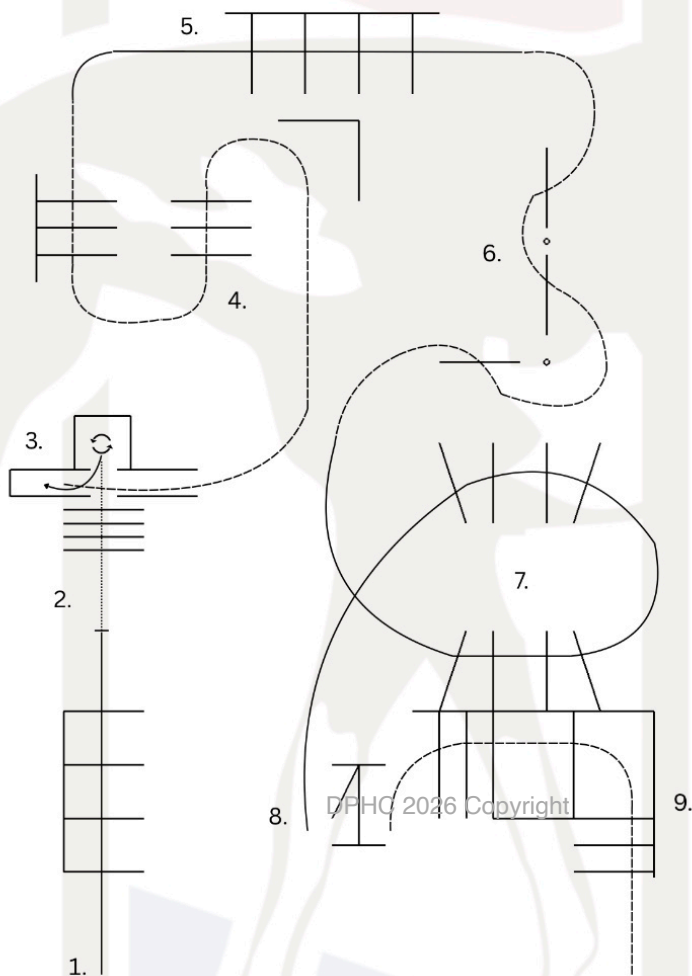
1. Jog through boxes and over logs.
2. Work gate with right hand.
3. From gate, jog over two poles, lope right lead following pole.
4. Jog serpentine.
5. Lope left lead over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Turn **either** way in box, walk out over poles.
9. Jog over poles.

Saturday 4: Green Trail



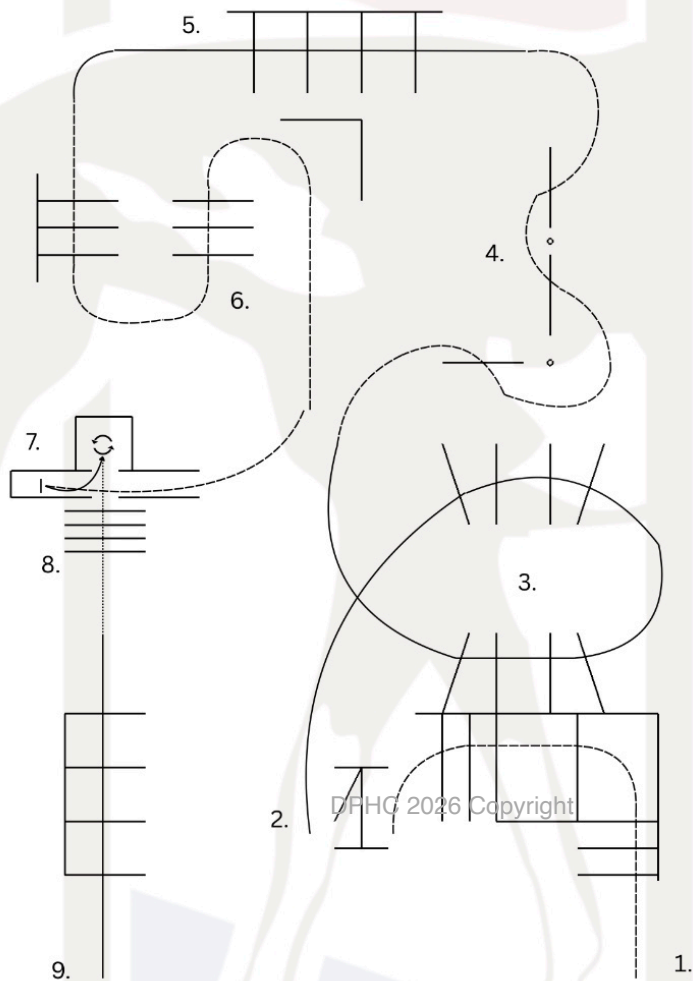
1. Jog through boxes and over logs.
2. Work gate with right hand.
3. From gate, jog, lope right lead in circle over poles.
4. Jog serpentine.
5. Lope left lead over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Turn **either** way in box, walk out over poles.
9. Jog over poles.

Sunday 1: Sr. Trail



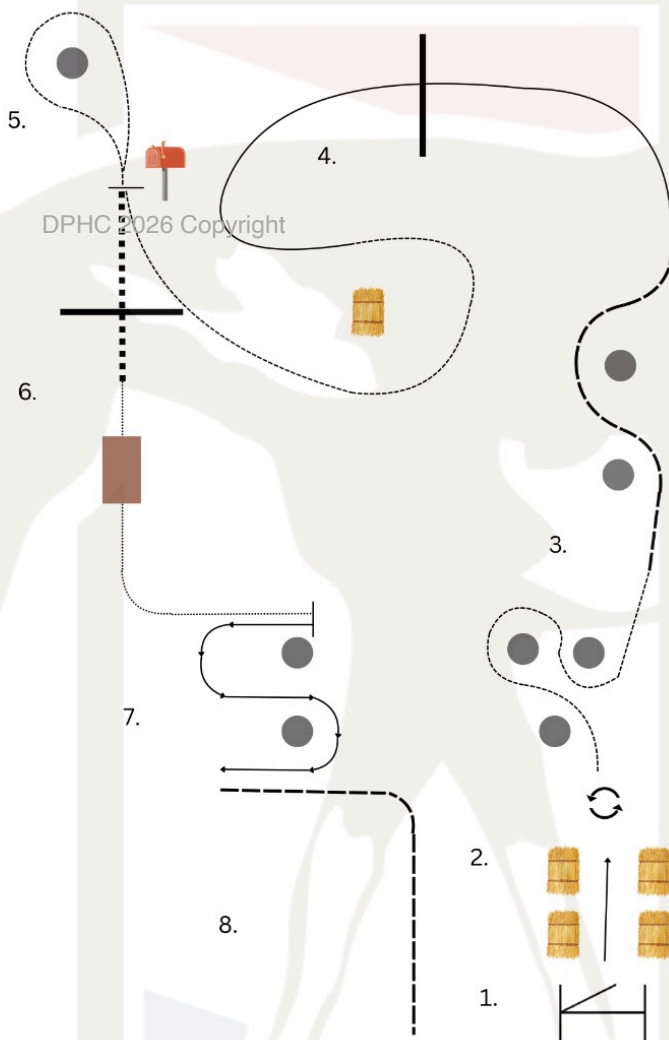
1. **Left lead** over poles.
2. Stop, walk over poles into square .
3. Turn 360 degrees **either** way, back into the shoot.
4. Jog poles as shown.
5. Lope right lead over poles.
6. Jog serpentine.
7. Left Lope circle, stop at gate.
8. Work gate with left hand.
9. Jog away from gate through trot obstacle.

Sunday 2: A. Trail



1. Jog through boxes and over logs.
2. Work gate with right hand.
3. From gate, lope right lead over lope over circle.
4. Jog serpentine.
5. Lope left lead over poles.
6. Jog over poles as shown into shoot.
7. Back into box.
8. Turn **either** way in box, walk out over poles.
9. Lope right lead.

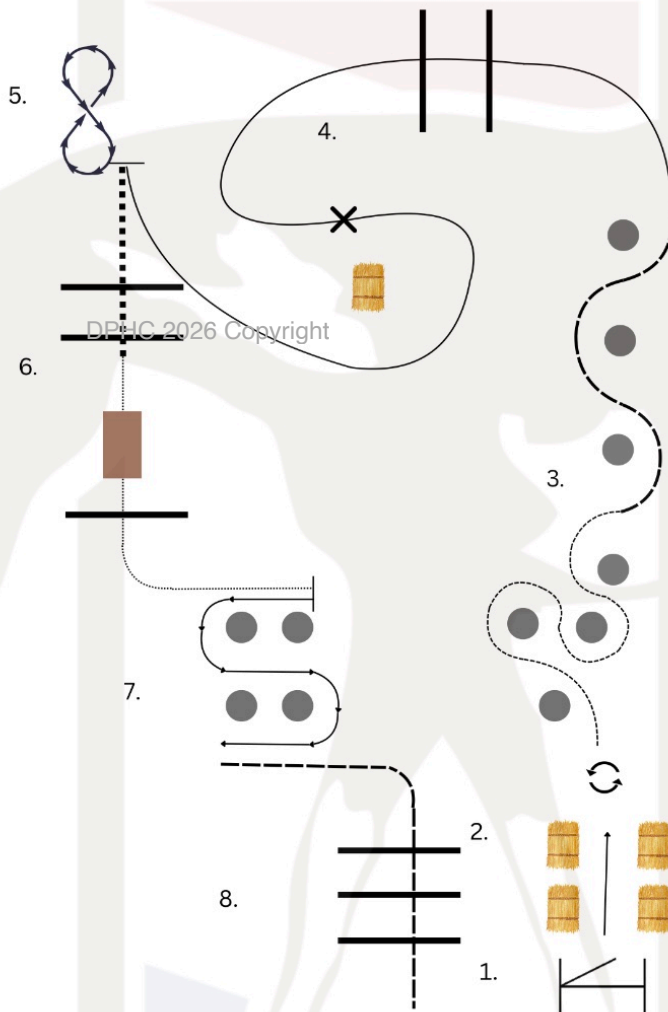
Friday 1: Non-pro/Youth



1. Work gate with left hand.
2. Sidepass through tunnel to right , turn $\frac{3}{4}$ to the left.
3. Trot through serpentine, extend trot after 4th marker.
4. Lope left lead over pole break to trot.
5. Stop, pick up mail, jog in circle, drop off mail.
6. Extended walk over pole, regular walk over bridge.
7. Stop, back through obstacles in serpentine.
8. Extended trot.

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

Friday 2: RT Open/All Ages



1. Work gate with left hand.
2. Sidepass through tunnel to right, turn $\frac{3}{4}$ to the left.
3. Trot through serpentine, extend trot after 4th marker.
4. Lope left lead over two poles, change leads (simple or flying).
5. Stop, drag pole in figure 8 as shown.
6. Extended walk over two poles, regular walk over bridge and pole.
7. Stop, back through obstacles in serpentine.
8. Extended trot out over poles.

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