

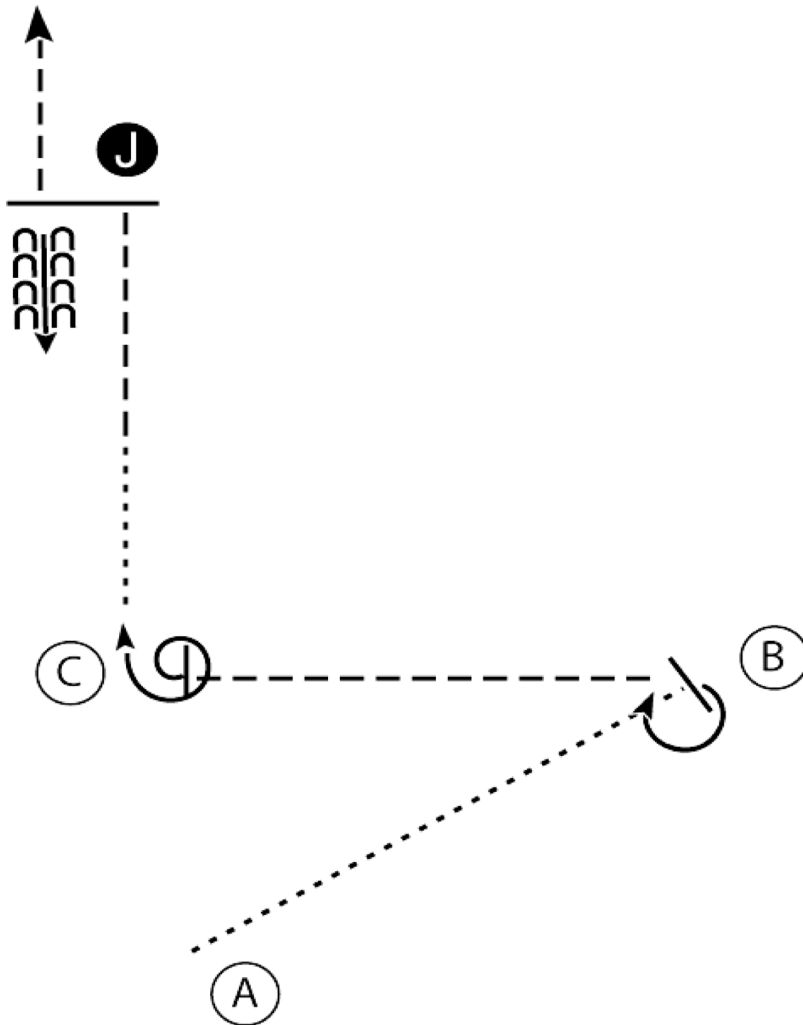
CPPA Open Show- BCSC

Ranch Ground Handling

Show Date: 04-18-2026

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1. Walk from A to B.
2. Stop and perform a 225 degree turn.
3. Trot to C.
4. Stop and perform a 450 degree turn.
5. Walk half way to the Judge. Trot to the Judge.
6. Stop and set up for inspection.
7. When dismissed back four steps and trot to line-up.

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

[S/3-8]

Pattern Provided by:

CPPA

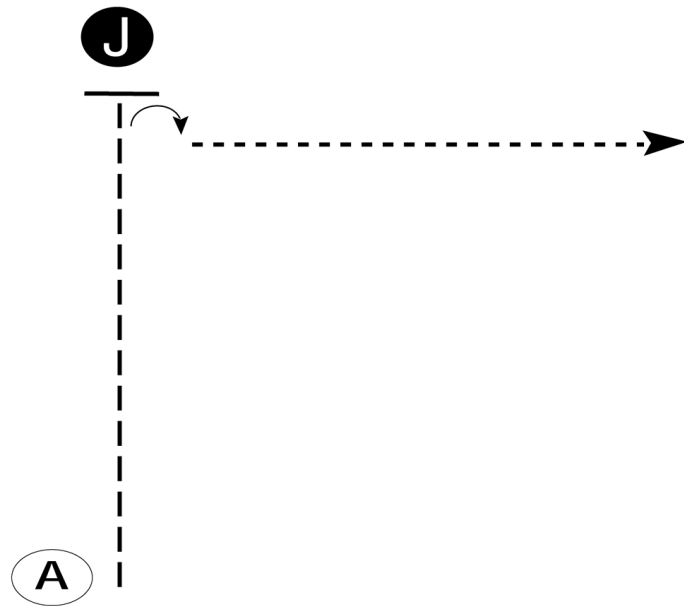
CPPA Open Show- BCSC

Showmanship 12 & Under

Show Date: 04-18-2026

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



Be ready at A.

1. Trot from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Walk away from judge.
5. Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	←
Marker	Ⓟ
Judge	Ⓝ

[S/WT-14]

Pattern Provided by:

CPPA

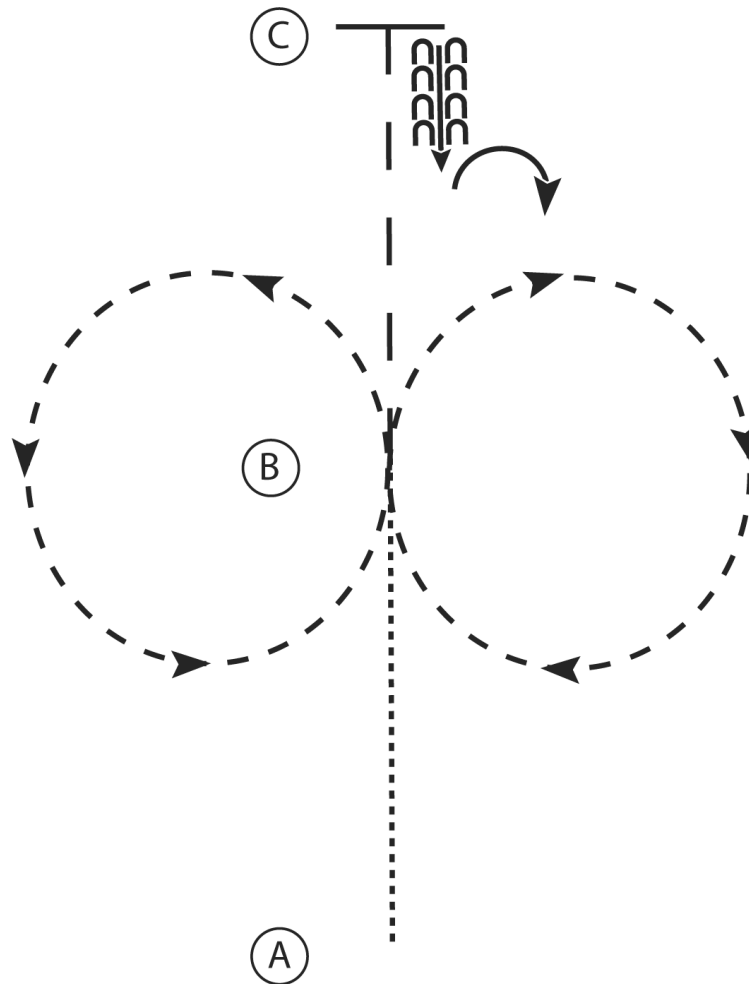
CPPA Open Show- BCSC

Walk/ Trot Hunt Seat Equitation

Show Date: 04-18-2026

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. Sitting trot circle to the right
3. Posting trot circle to the left
4. At B extend the trot to C
5. Stop at C and back 4 steps
6. Perform a 90 degree turn to the right

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	—/—
Back	←←←←
Marker	(B)
Sidepass	←-----→

[HSE/WT-1]

Pattern Provided by:

CPPA

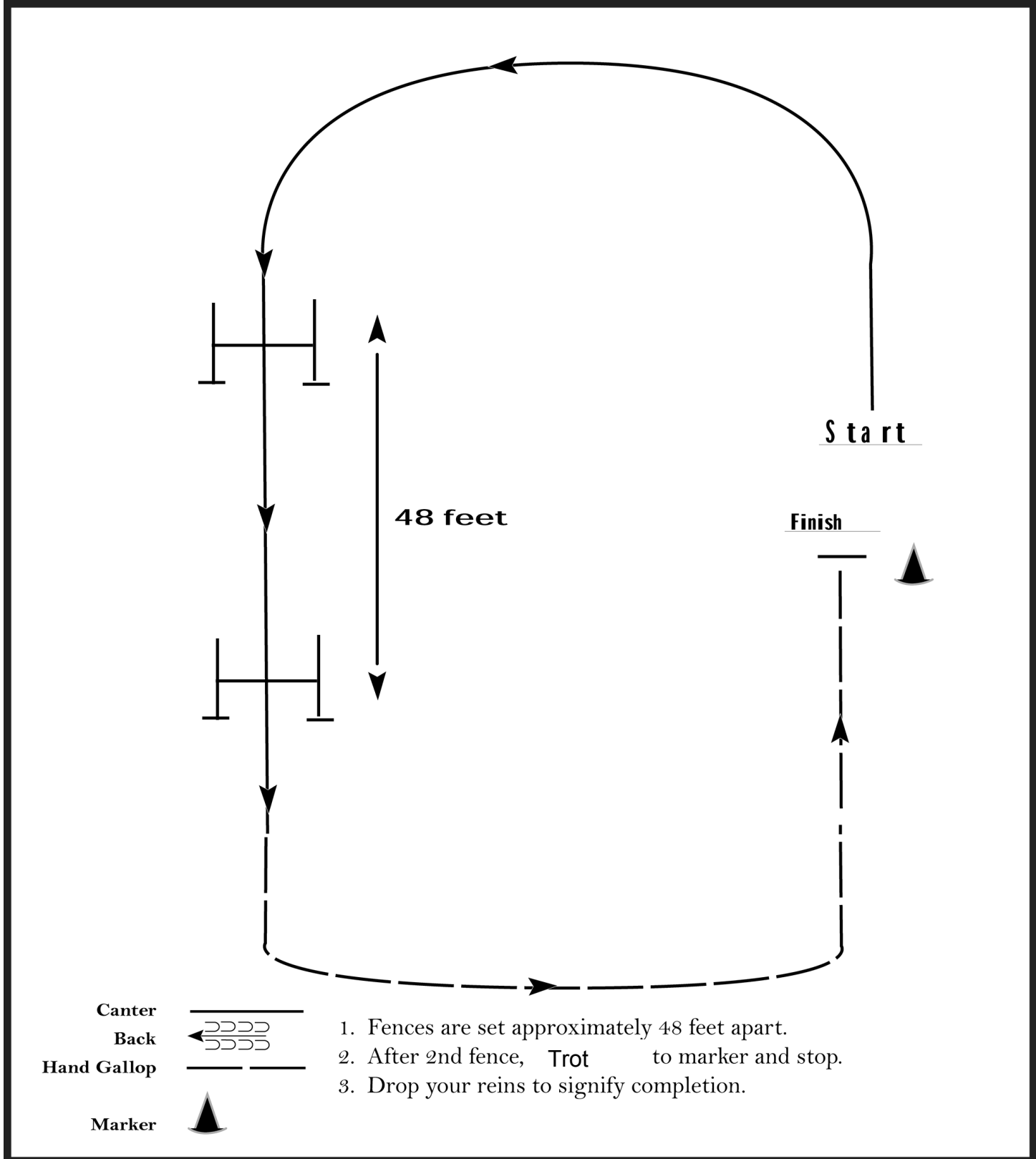
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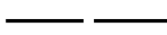

Walk/ Trot Hunter Hack

Show Date: 04-18-2026

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Canter 
Back 
Hand Gallop 
Marker 

1. Fences are set approximately 48 feet apart.
2. After 2nd fence, Trot to marker and stop.
3. Drop your reins to signify completion.

[HH/48-3]

Pattern Provided by:
CPPA

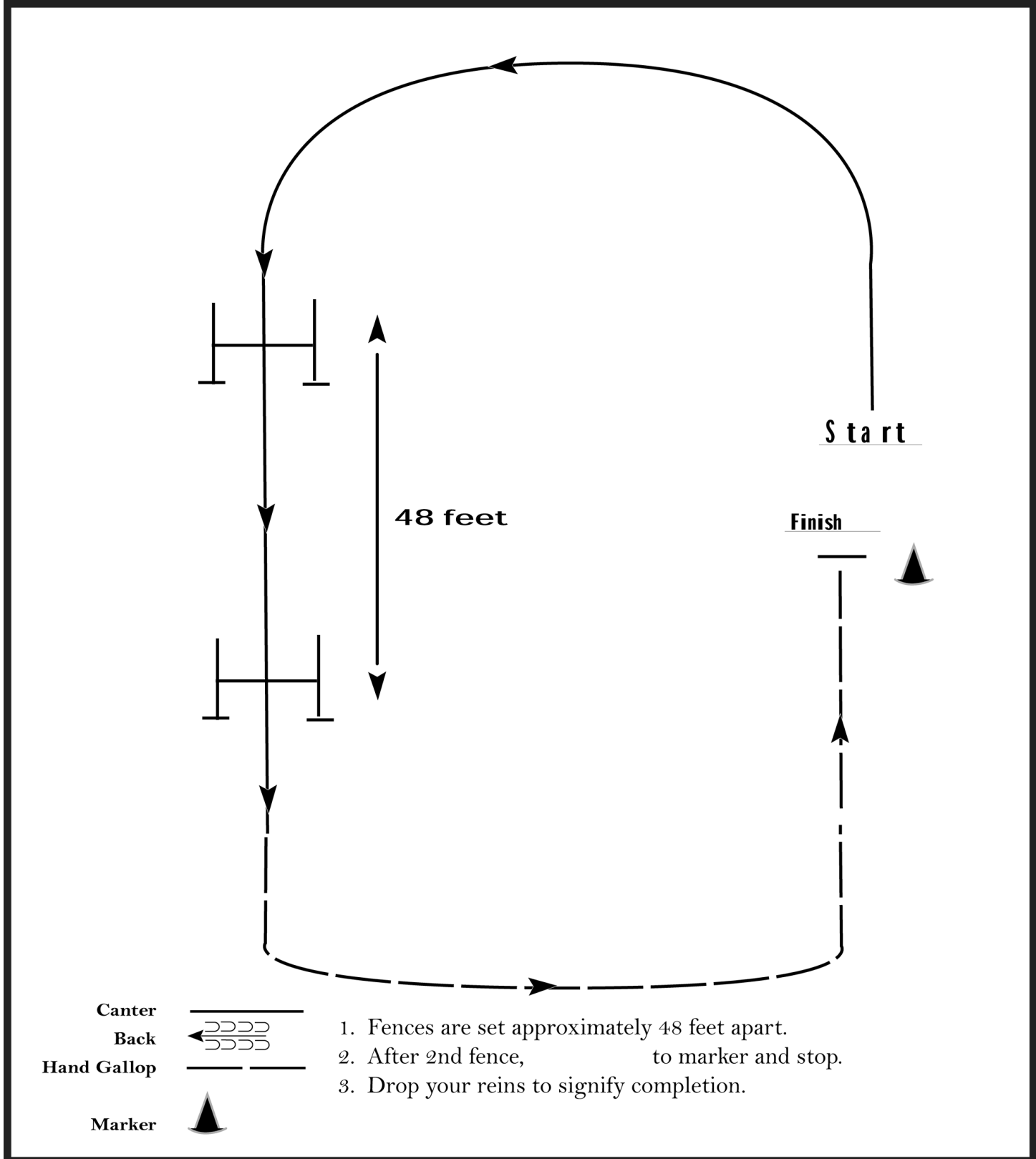
CPPA Open Show- BCSC

Hunter Hack

Show Date: 04-18-2026

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



[HH/48-3]

Pattern Provided by:
CPPA

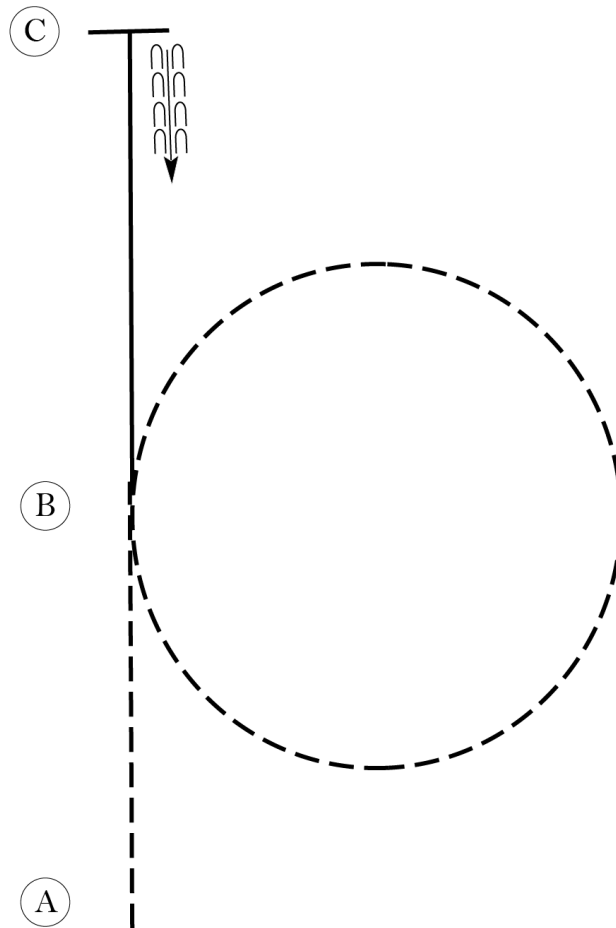
CPPA Open Show- BCSC

English Equitation ALL Ages

Show Date: 04-18-2026

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



Be ready before A.

1. Sitting trot A to B.
2. At B, posting trot circle to the right on proper diagonal.
3. At B, canter on the left lead to C.
4. Stop at C and back approximately one horse length.

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

[HSE/1-2]

Pattern Provided by:

CPPA

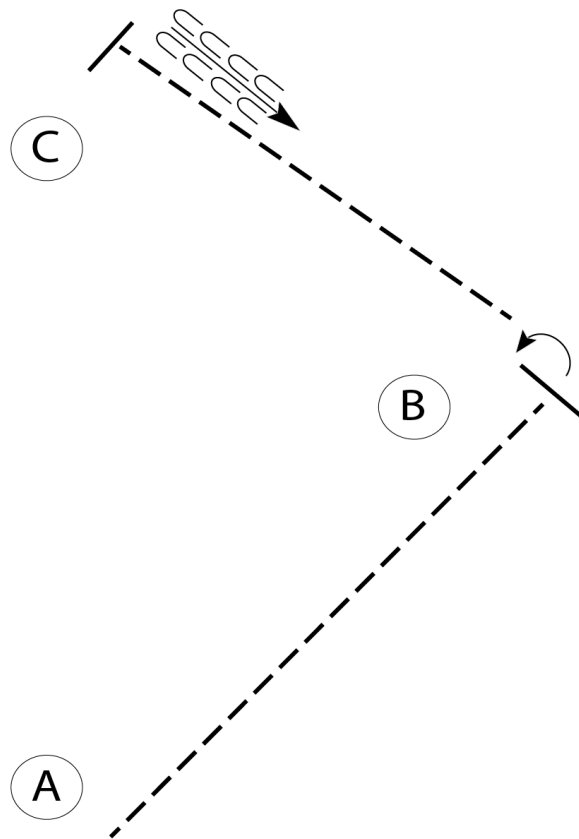
CPPA Open Show- BCSC

WJ Western Horsemanship All Ages

Show Date: 04-18-2026

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



Be ready at A.

1. Jog A to B.
2. At B, stop and perform a 90 degree turn to the left.
3. Jog B to C.
4. Stop at C and back 4 steps.

Follow the instructions of your ring steward.

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

[WH/WT-8]

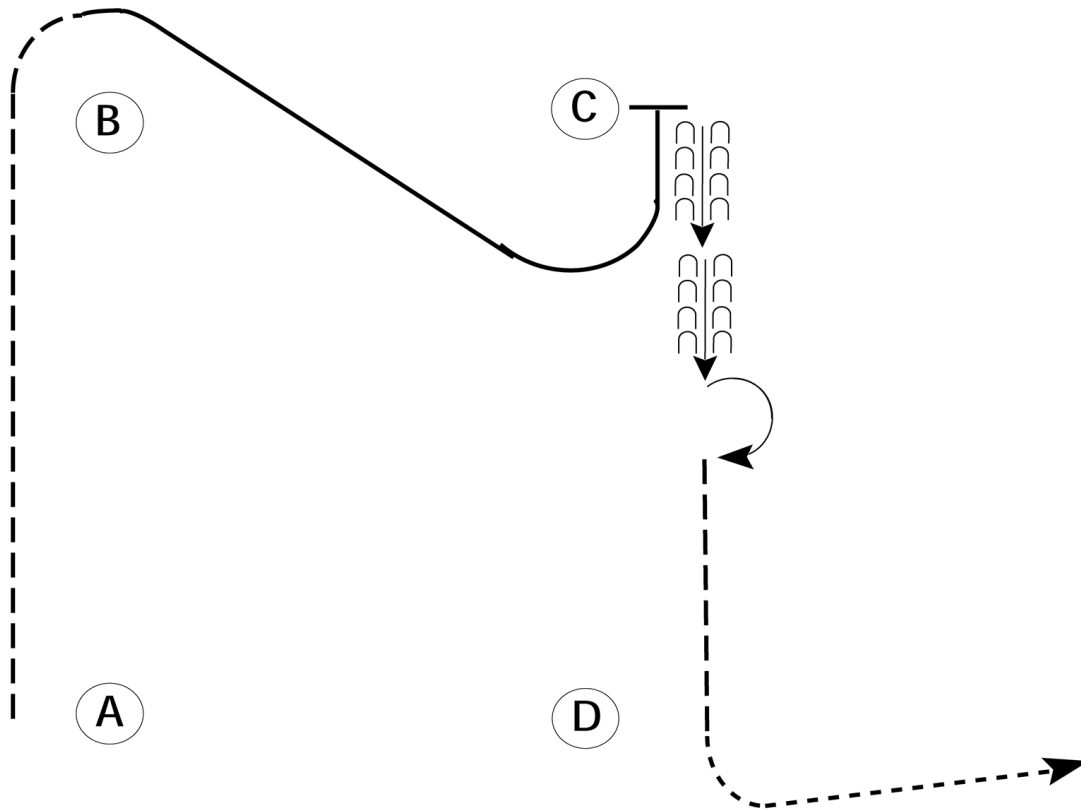
Pattern Provided by:

CPPA

CPPA Open Show- BCSC

Western Horsemanship All Ages

Show Date: 04-18-2026



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

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

[WH/1-52]

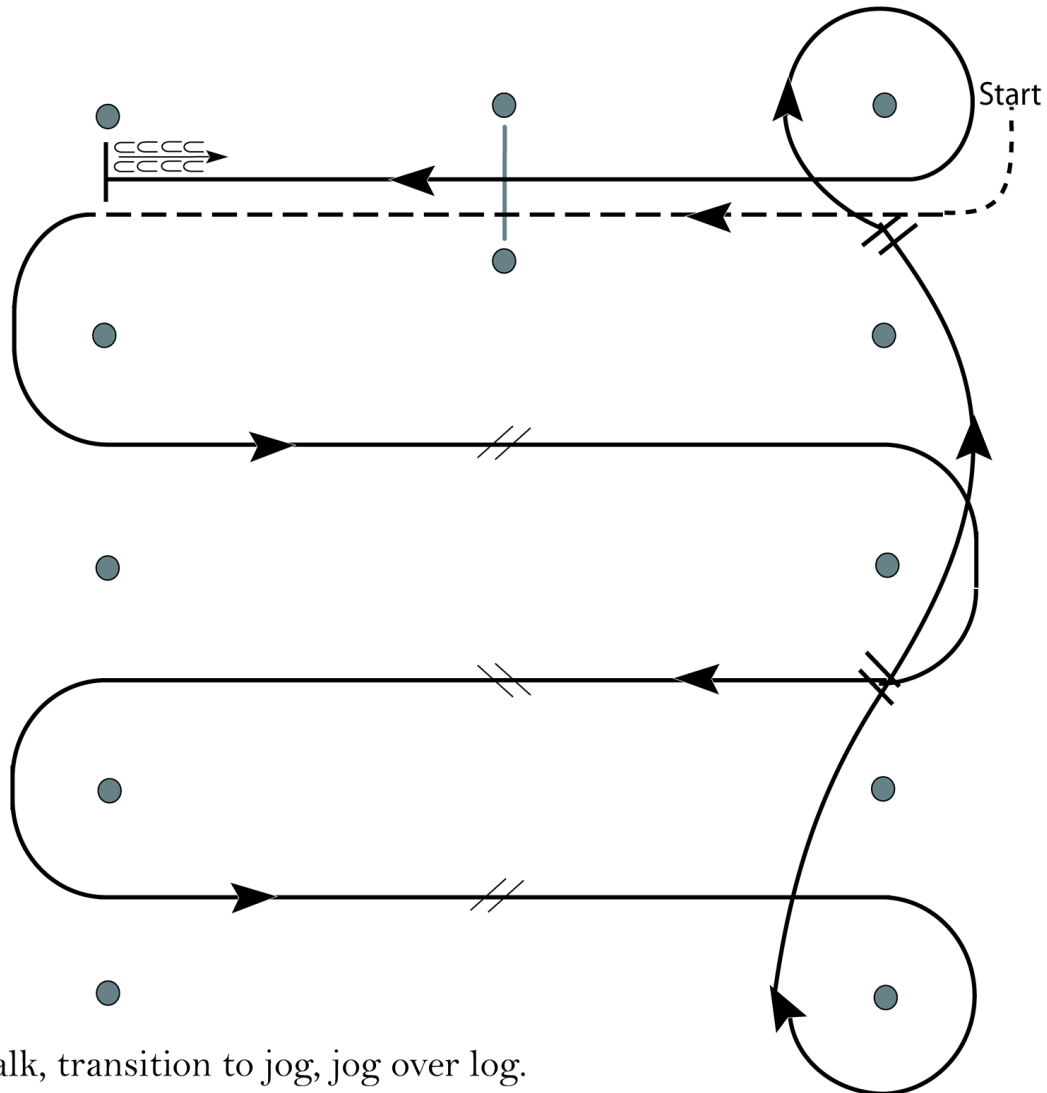
Pattern Provided by:

CPPA

CPPA Open Show- BCSC

Western Riding (All Ages)

Show Date: 04-18-2026



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

[WR/GP-2]

Pattern Provided by:

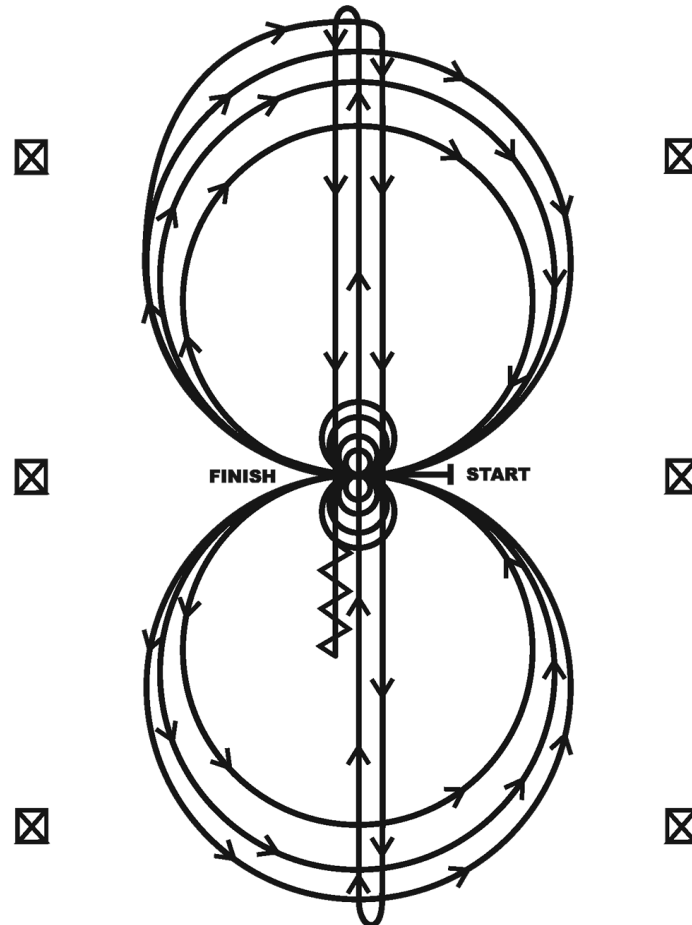
CPPA

CPPA Open Show- BCSC

Reining

Show Date: 04-18-2026

REINING PATTERN 2



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 right lead, 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.
2. 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.
3. 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.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. 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.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-2]

Pattern Provided by:

CPPA

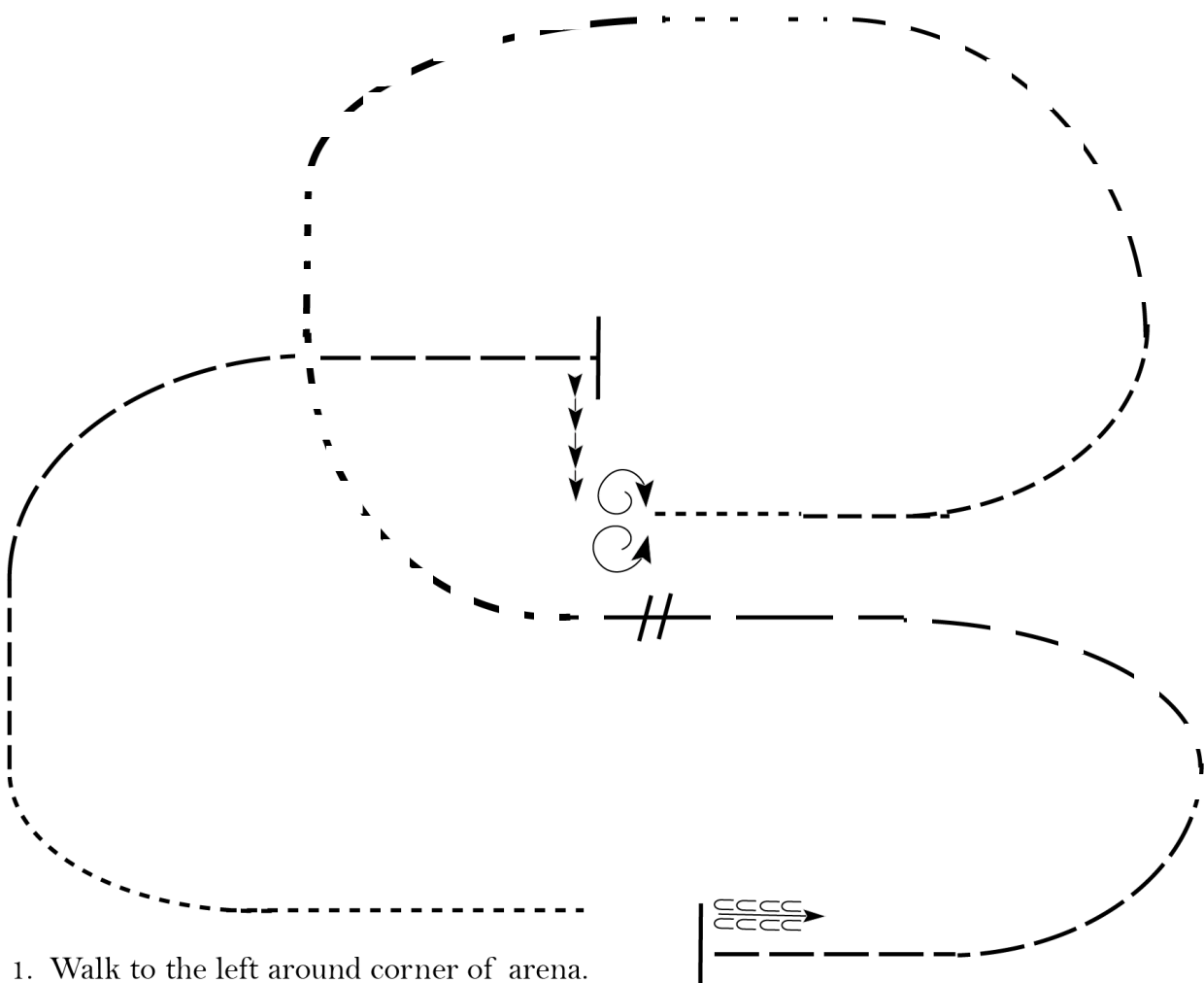
CPPA Open Show- BCSC

Walk Trot Ranch Riding

Show Date: 04-18-2026

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 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. At Center . Extend the Trot
9. Stop and Back

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

[RR/3]

Pattern Provided by:
CPPA

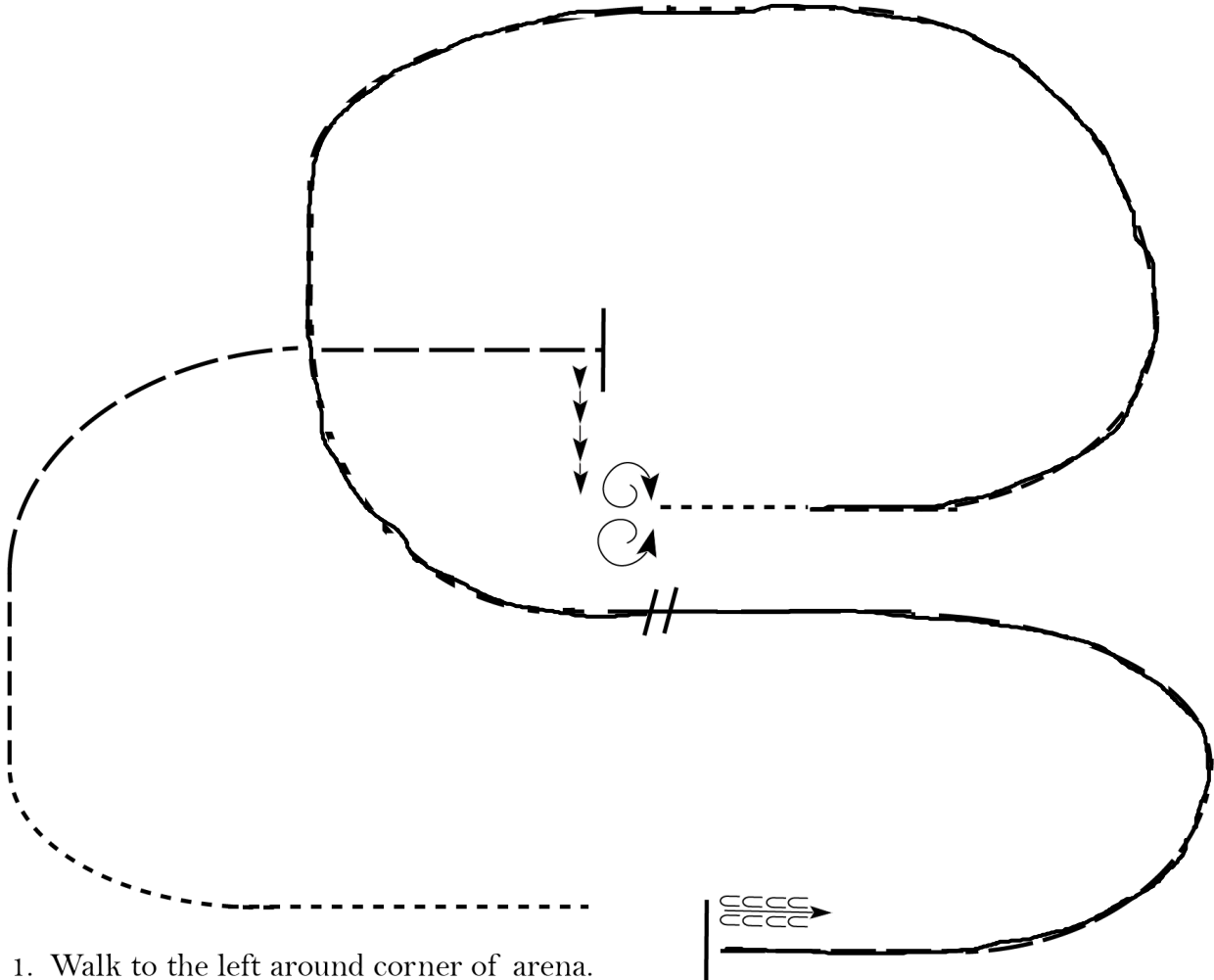
CPPA Open Show- BCSC

Ranch Riding

Show Date: 04-18-2026

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



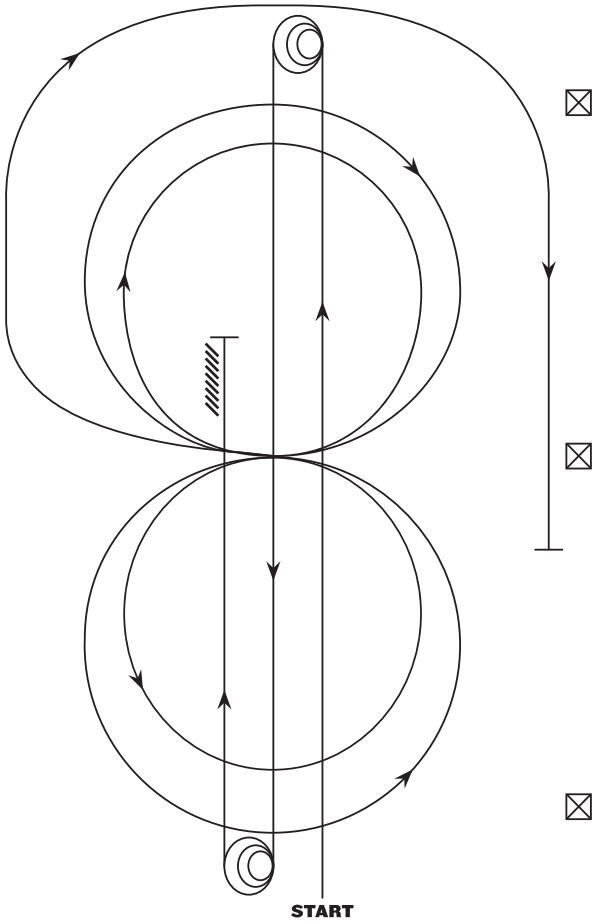
1. Walk to the left around corner of arena.
2. Trot
3. Extend alongside of the arena and around the corner to center.
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk.
7. Trot.
8. *Lope left Lead*
9. *Extend the Lope*
10. *Change Leas (simple or Flying)*
11. *Collect to the Lope*
12. *Extended Trot*
13. *Stop and Back*

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

[RR/3]

Pattern Provided by:
CPPA

Walk/ Trot RANCH REINING

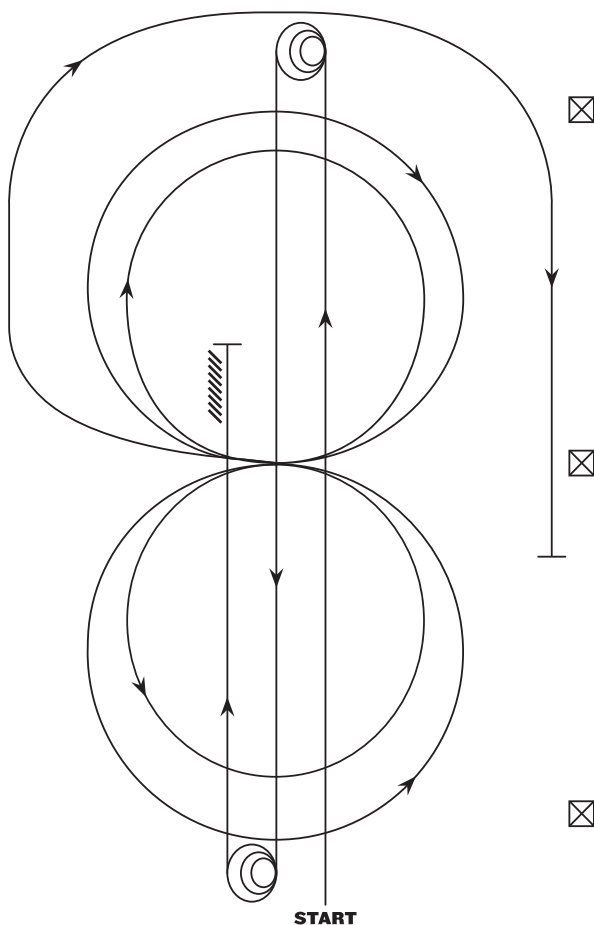


Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Trot Up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Trot 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. Trot past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning trot, complete two circles to the right - the first one small and slow, the second one large and fast. Change Direction at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change Direction at center of arena.
8. Begin a large circle to the right but do not close this circle. Trot 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.

RANCH REINING PATTERN 4



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.