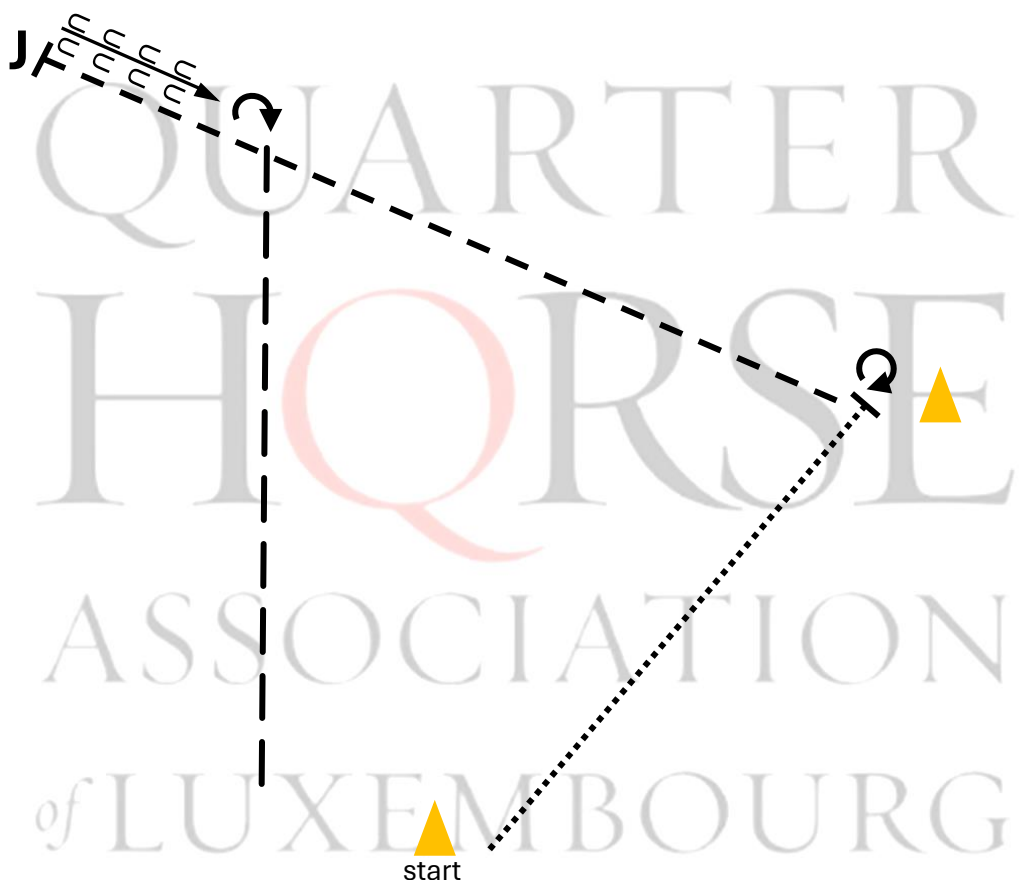
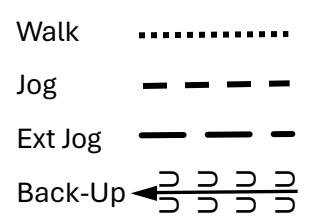


Luxembourg International Championship 2024
 Showmanship At Halter
 All-Breed



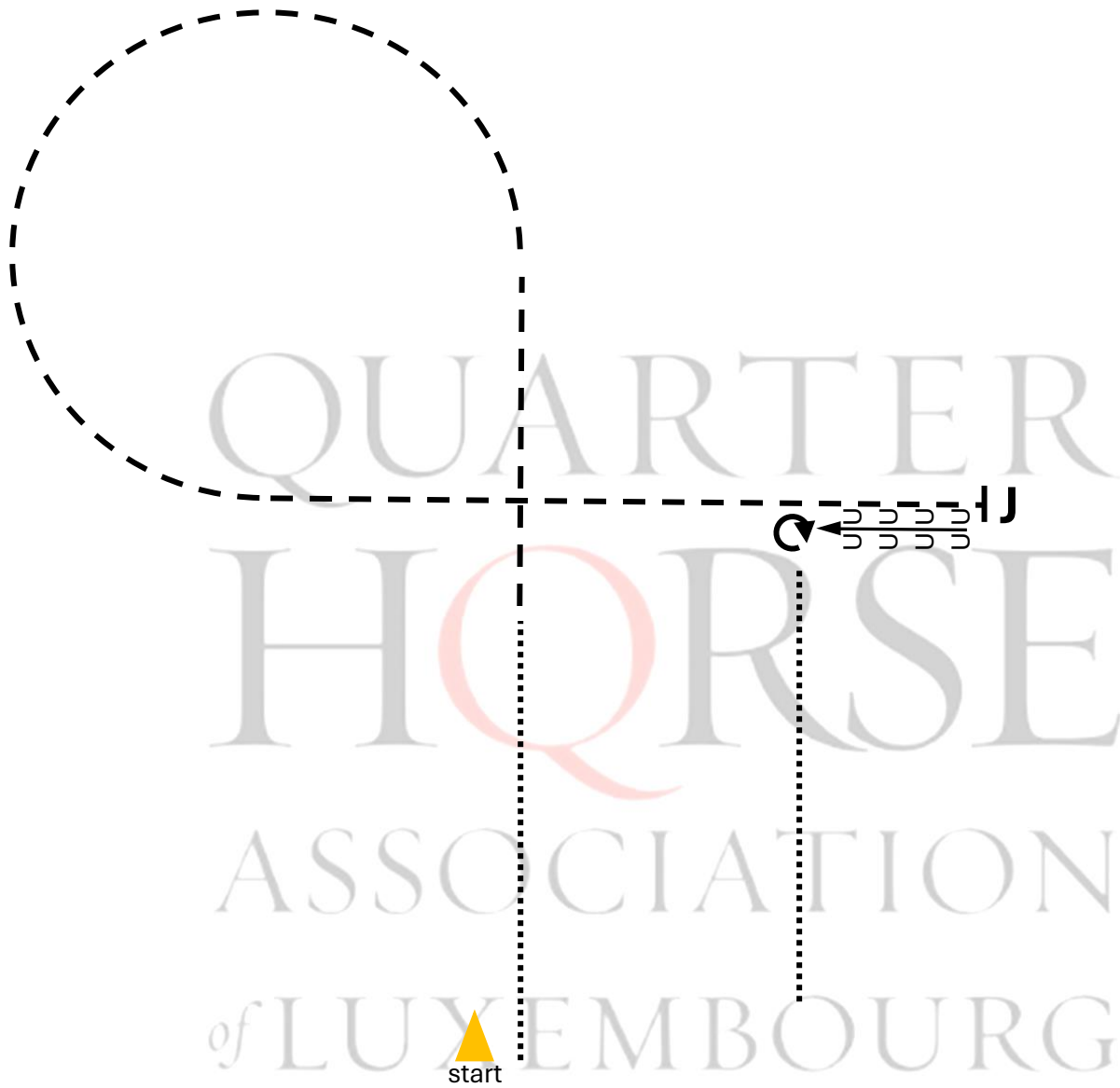
1. Walk at cone
2. Stop and perform a 270° turn
3. Trot to Judge, stop
4. Set-up and inspection
5. When dismissed, back-up
6. Perform a 90° turn
7. Extended jog to exit



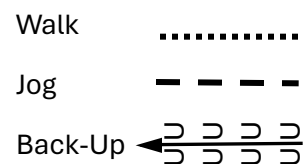
Luxembourg International Championship 2024

Showmanship At Halter

L1(Novice) Amateur , L1 (Novice) Youth



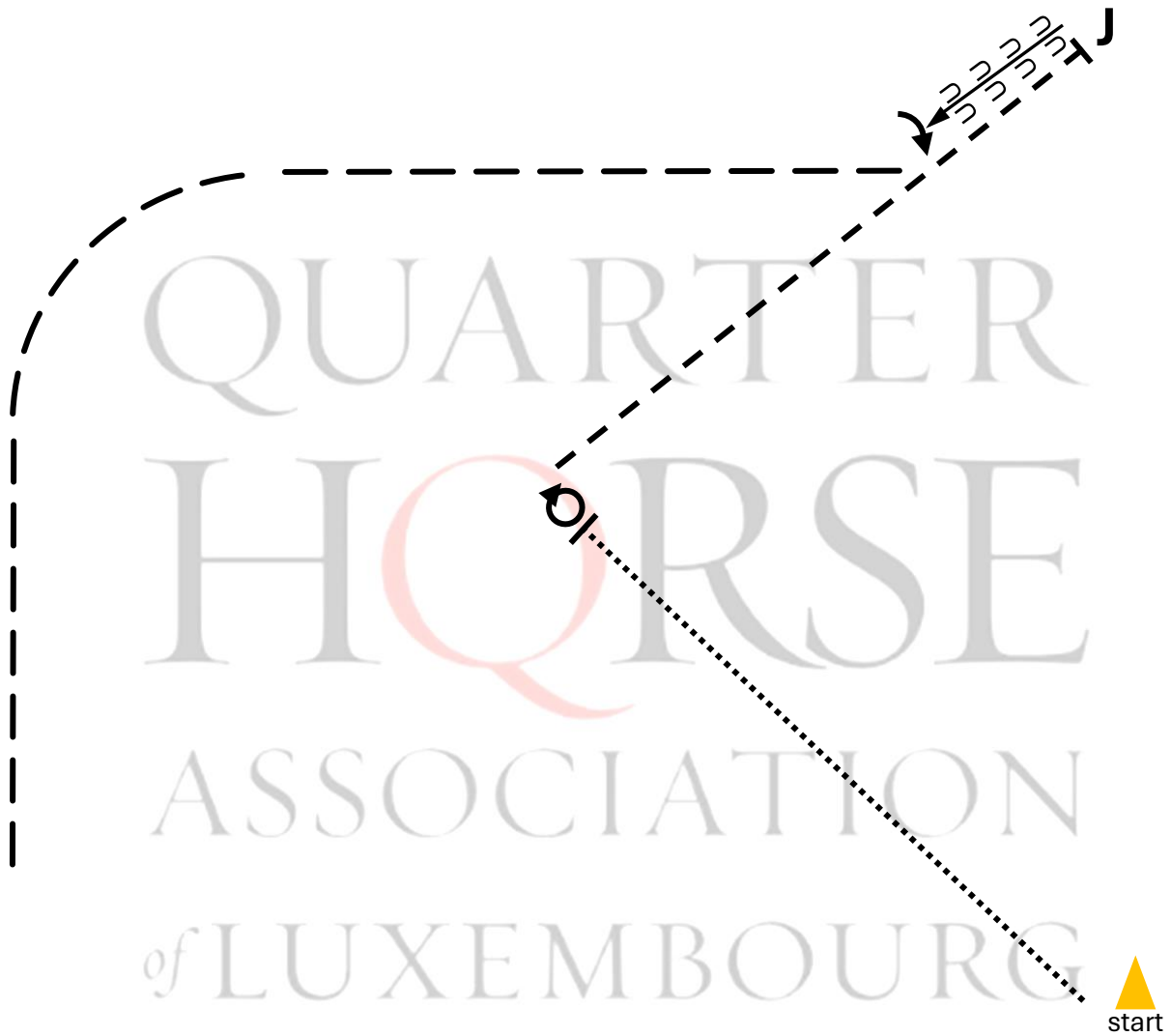
1. Walk at cone
2. Jog , circle to the left
3. Stop at the judge
4. Set-up and inspection
5. When dismissed, back-up
6. Perform a 90° turn
7. Walk to exit



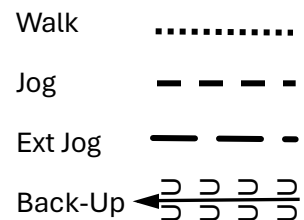
Luxembourg International Championship 2024

Showmanship At Halter

Amateur , Youth



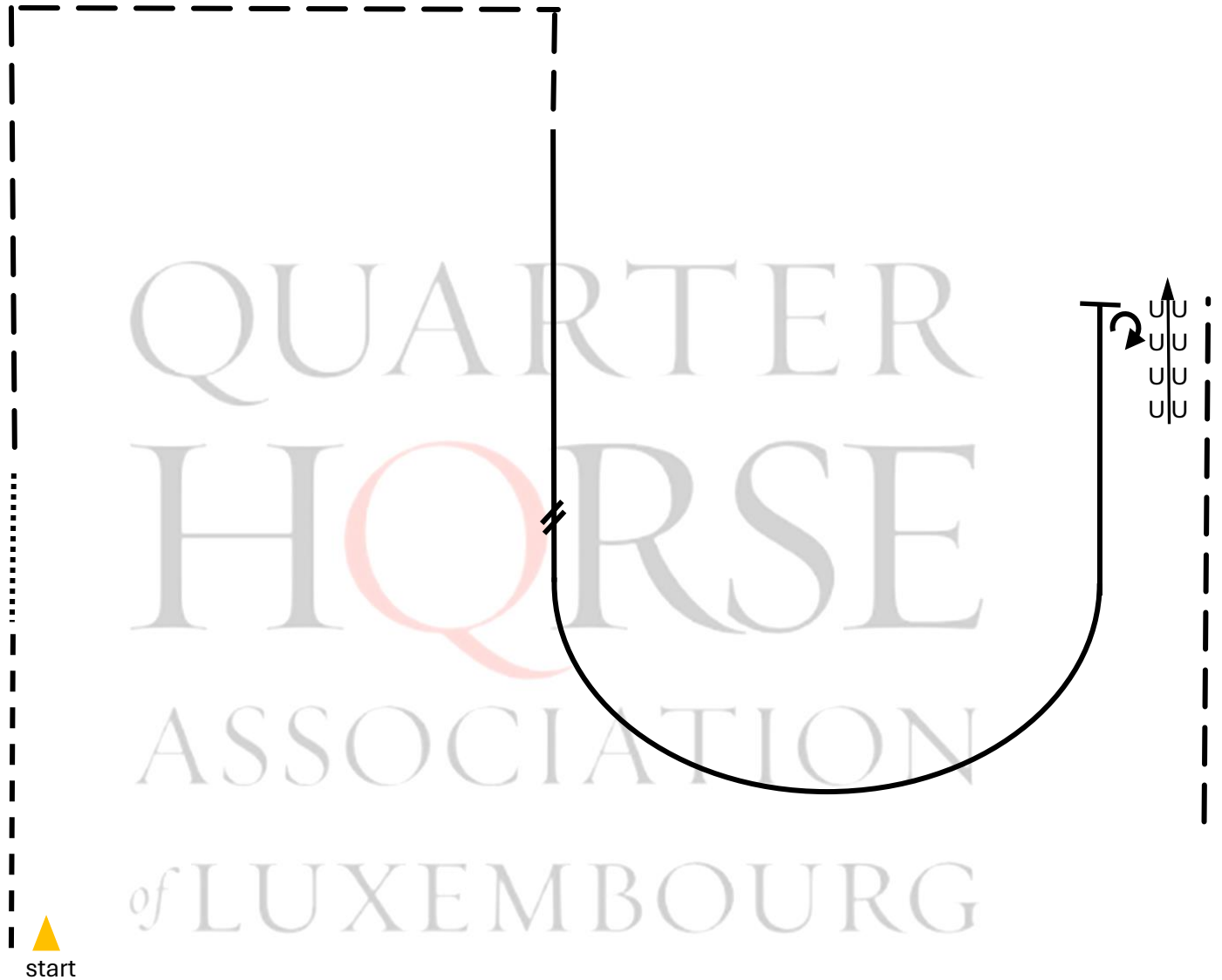
1. Walk at cone
2. Stop, perform a 450 ° turn
3. Jog, stop at the judge
4. Set-up and inspection
5. When dismissed, back-up
6. Perform a 270° turn
7. Extended jog, around the corner
8. Extended jog to exit



Luxembourg International Championship 2024

Western Horsemanship

Amateur , Youth



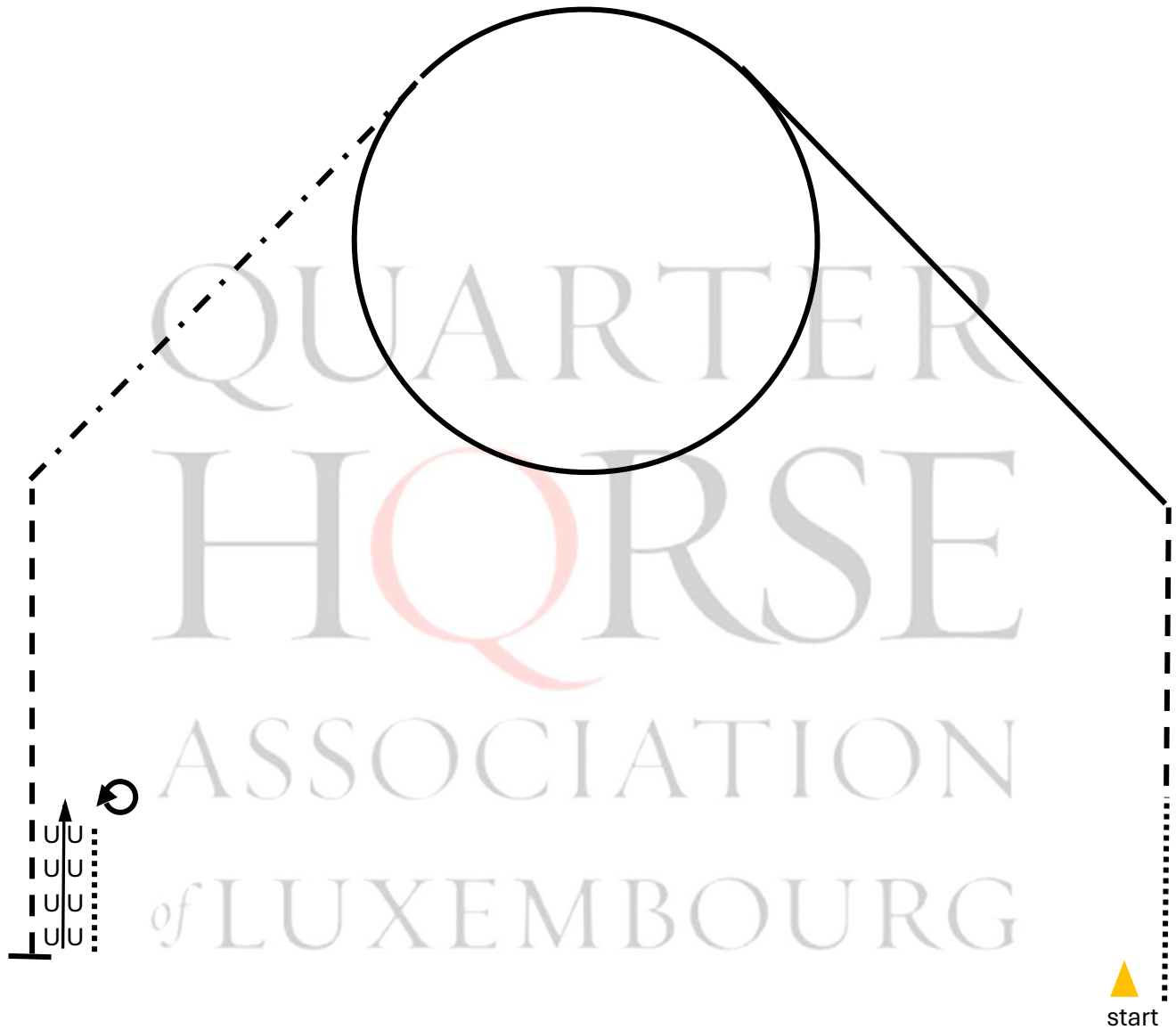
1. Jog from start. Break to walk
2. Extended jog two square corners
3. Lope right lead
4. Perform a simple lead change and lope corner
5. Stop, perform a 180° turn to the right
6. Back up approximately one horse length
7. Extended Jog to exit



Luxembourg International Championship 2024

Hunt Seat Equitation

All-Breed



1. Walk from start one horse length
2. Trot, right diagonal
3. Canter left lead, canter a circle left lead
4. Break to sitting trot
5. Trot left diagonal
6. Stop, and back up
7. Perform a 360° left forehand turn
8. Walk to exit

Walk

Trot - - - - -

Sitting trot - . - . .

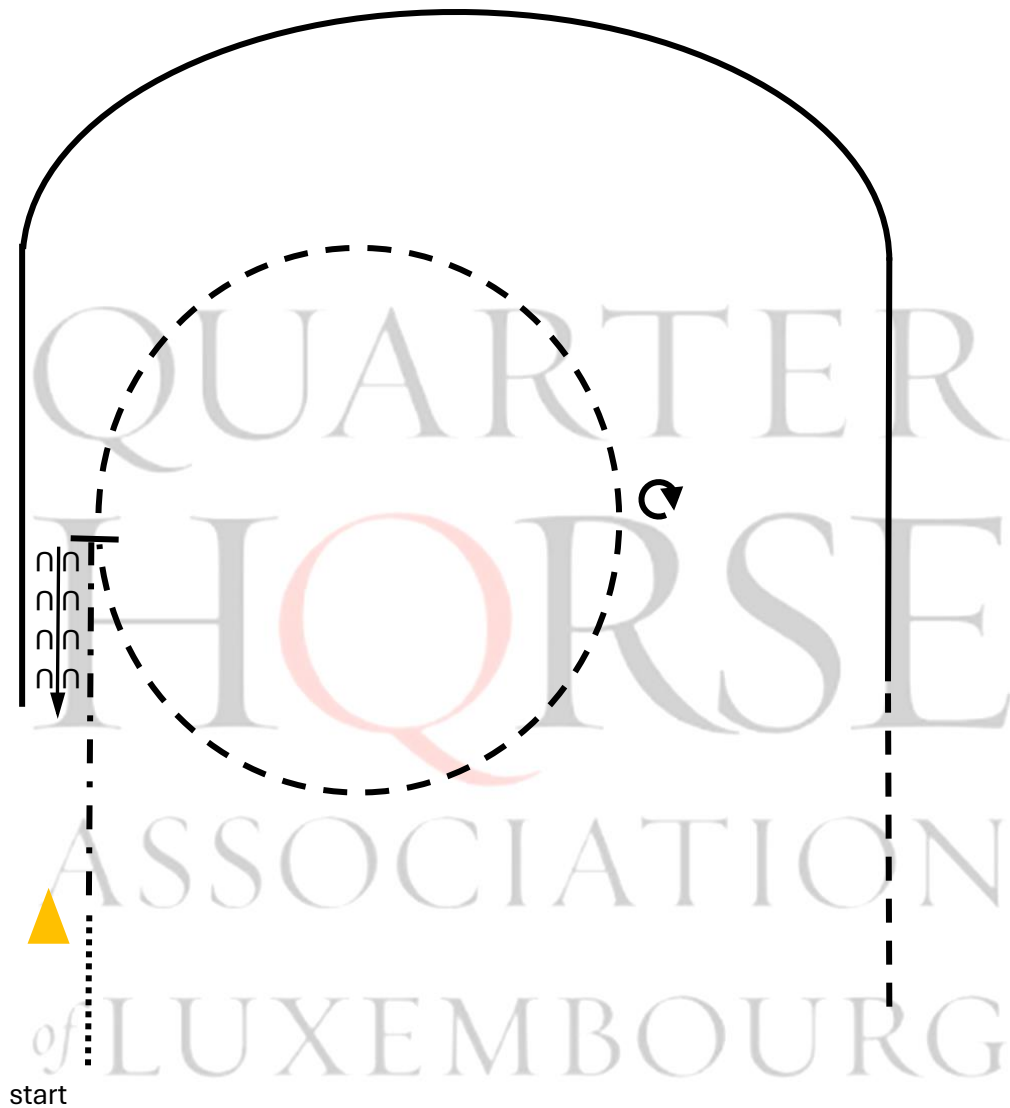
Lope ————

Back-Up ← 

Luxembourg International Championship 2024

Hunt Seat Equitation

L1(Novice) Amateur , L1 (Novice)Youth



1. Walk to cone
2. Sitting Trot
3. Posting trot circle to the left
4. Stop
5. Back Up
6. Canter , right lead
7. Back to trot , and posting trot to exit

Walk

Trot - - - - -

Sitting trot - . - . .

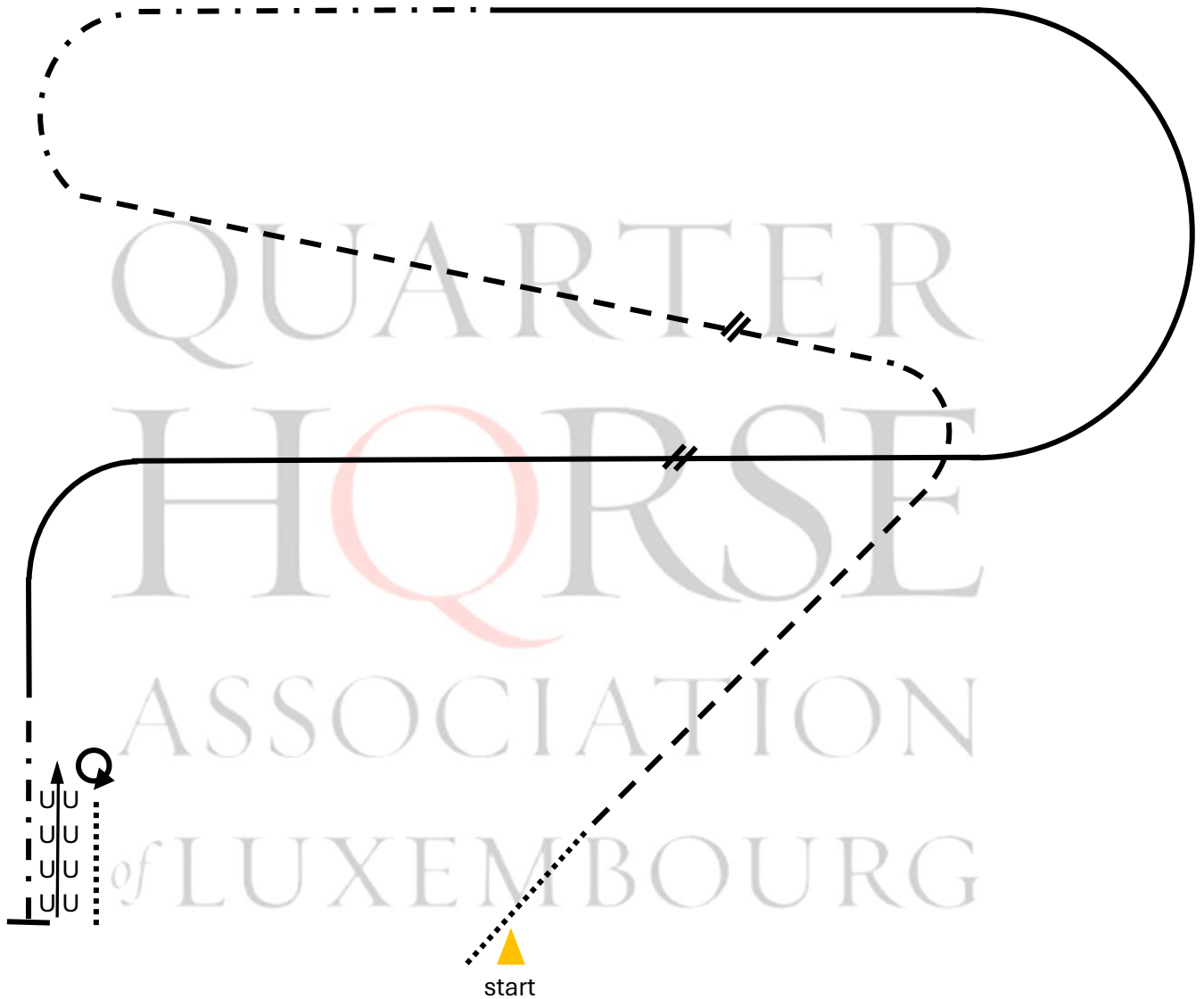
Lope ———

Back-Up ←

Luxembourg International Championship 2024

Hunt Seat Equitation

Amateur , Youth



1. Walk from start one horse length
2. Trot, right diagonal,
3. Around corner, change diagonals
4. Sitting Trot , around corner
5. Canter right lead
6. Perform a simple lead change, continue canter around corner
7. Break to sitting trot, stop
8. Back up 4 steps, perform a 360° right forehand turn
9. Walk to exit

Walk

Trot - - - - -

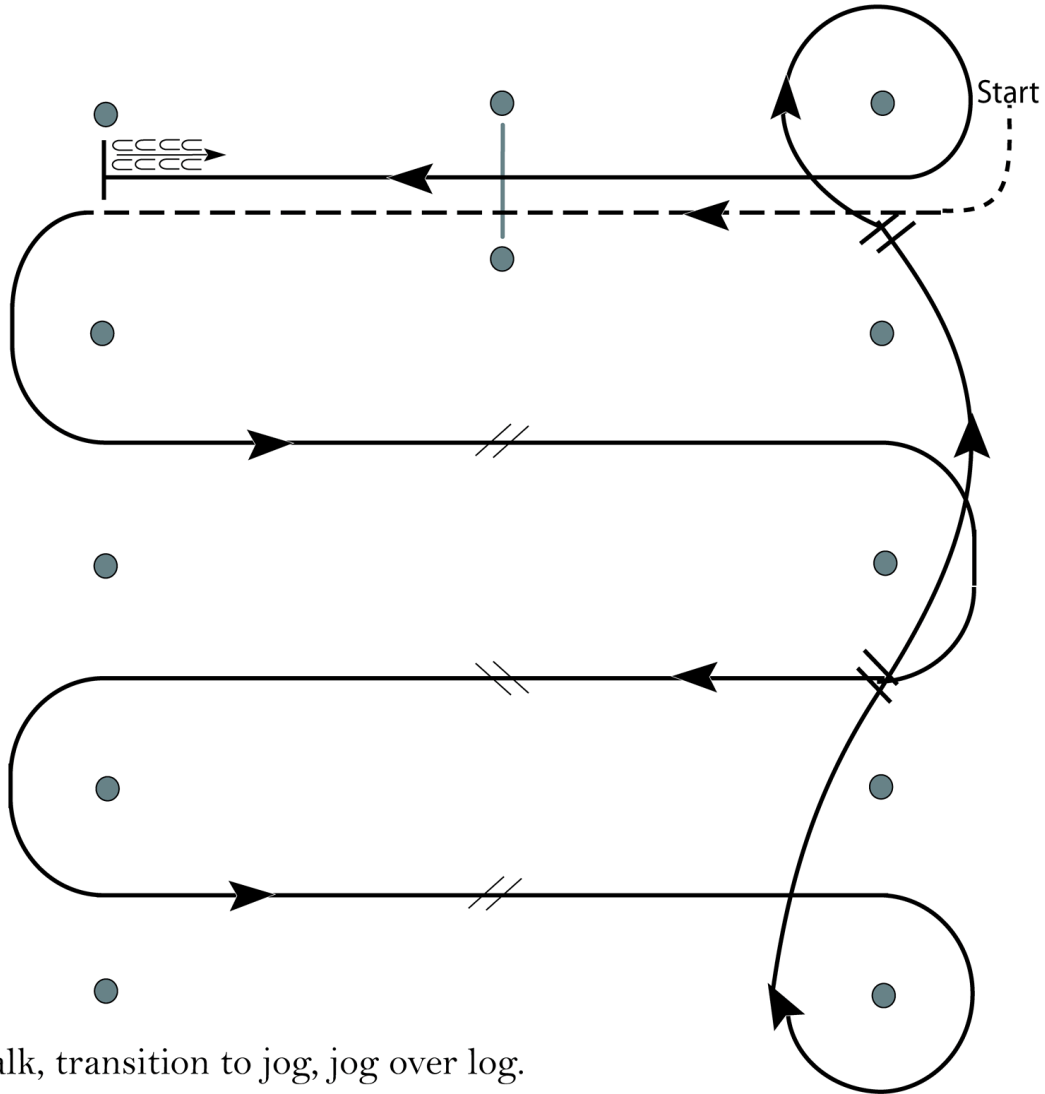
Sitting trot - . - . .

Lope ————

Back-Up ← 

Western Riding (All-breed, L1 Open, L1 Amateur, L1 Youth)

Show Date:



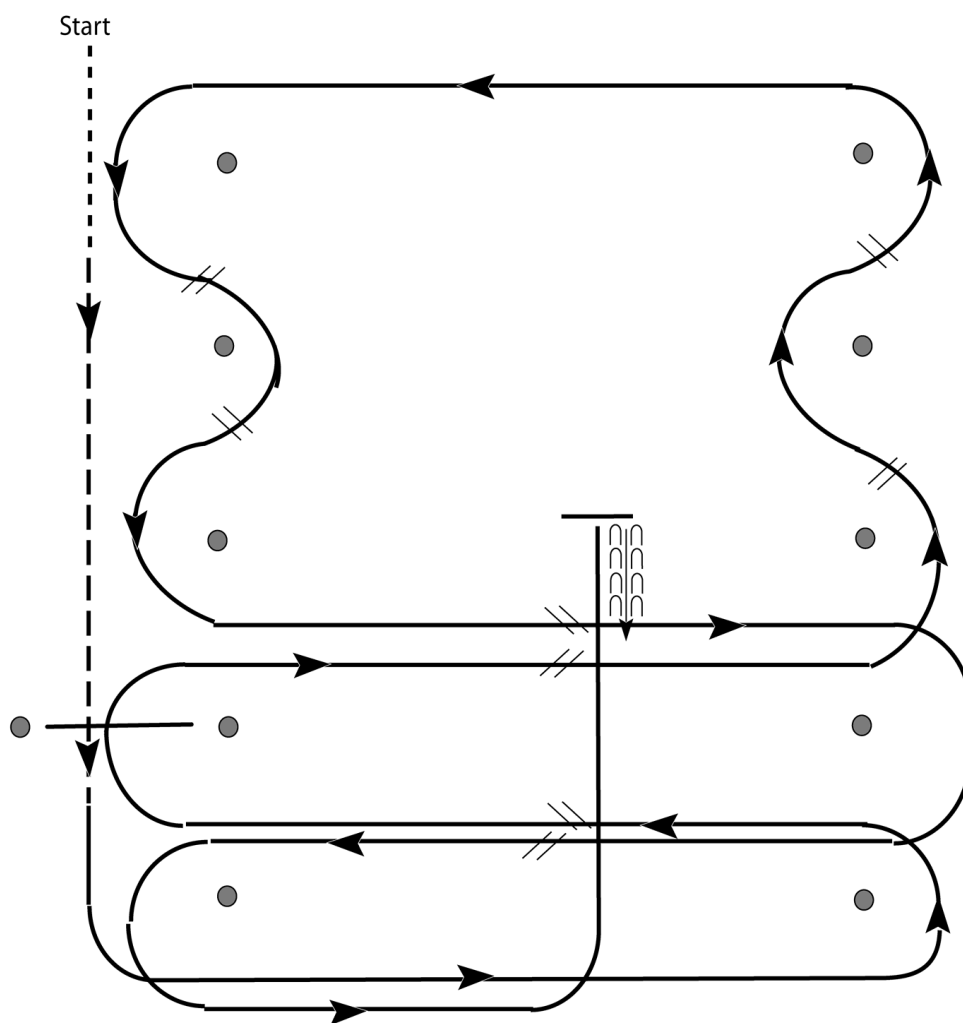
1. Walk, transition to jog, jog over log.
2. Transition to left lead lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.

[WR/GP-2]

Pattern Provided by:

Western Riding (Open Amateur, Youth)

Show Date:



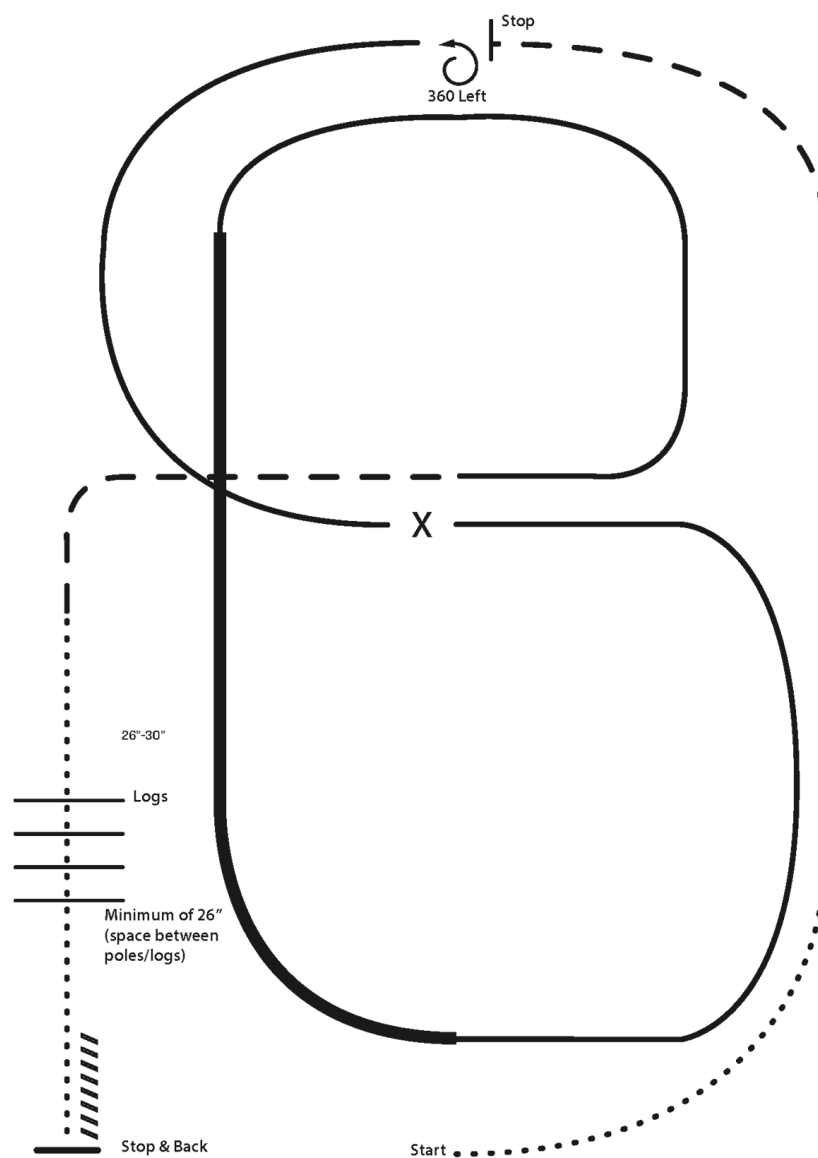
1. Walk, transition to jog, jog over log.
2. Transition to left.
3. First crossing change.
4. Lope over log.
5. Second crossing change.
6. First line change.
7. Second line change.
8. Third line change.
9. Fourth line change.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center,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

[WR/OP-3]

Pattern Provided by:

Ranch Riding (All-Breed, L1 Open)

Show Date:



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- /////// Back

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 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

[RR/AQHA-1]

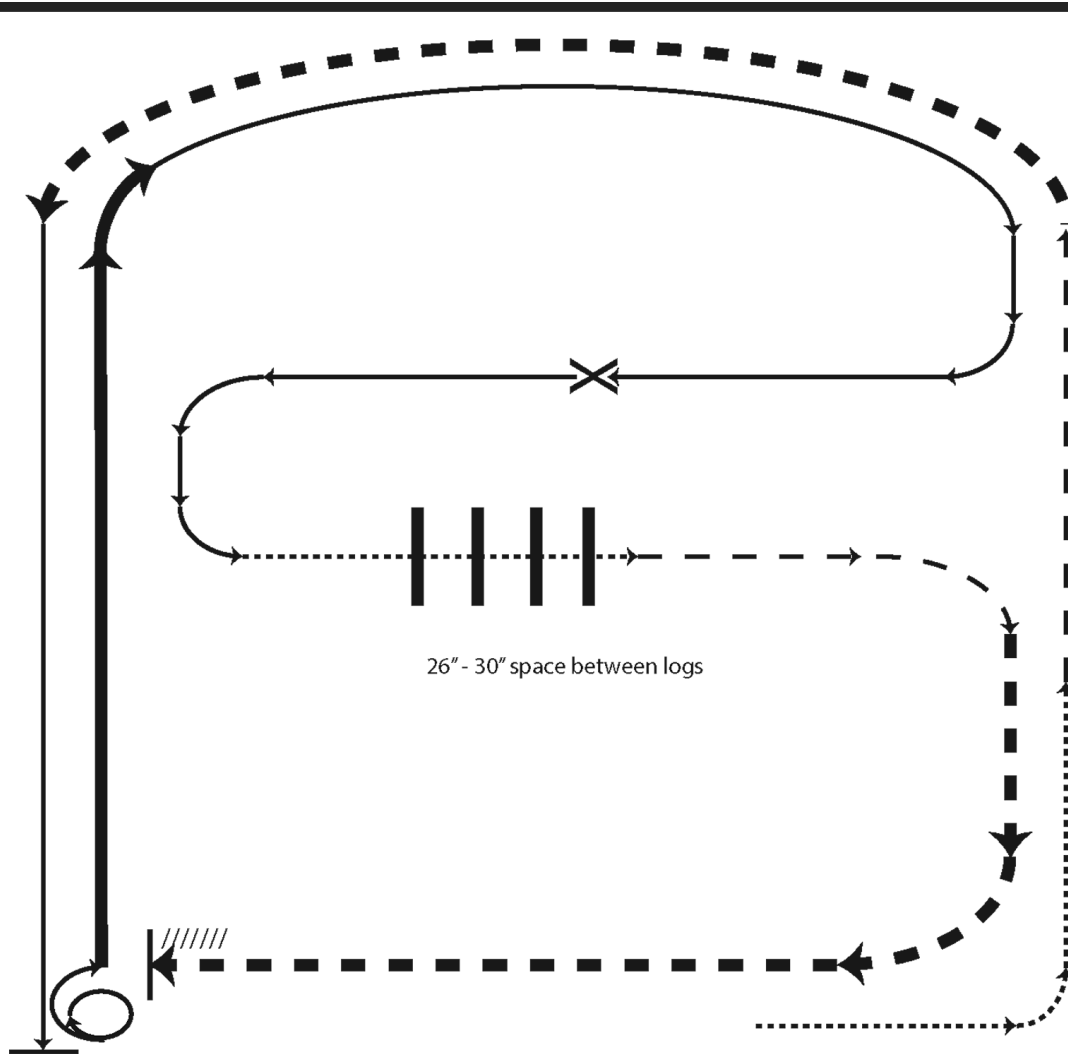
Pattern Provided by:

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

Ranch Riding (L1 Amateur, L1 Youth)

Show Date:



- X Lead Change
- Walk
- - - Trot
- . - . Ext Trot
- ==== Lope
- ==== Ext Lope
- /////// Back

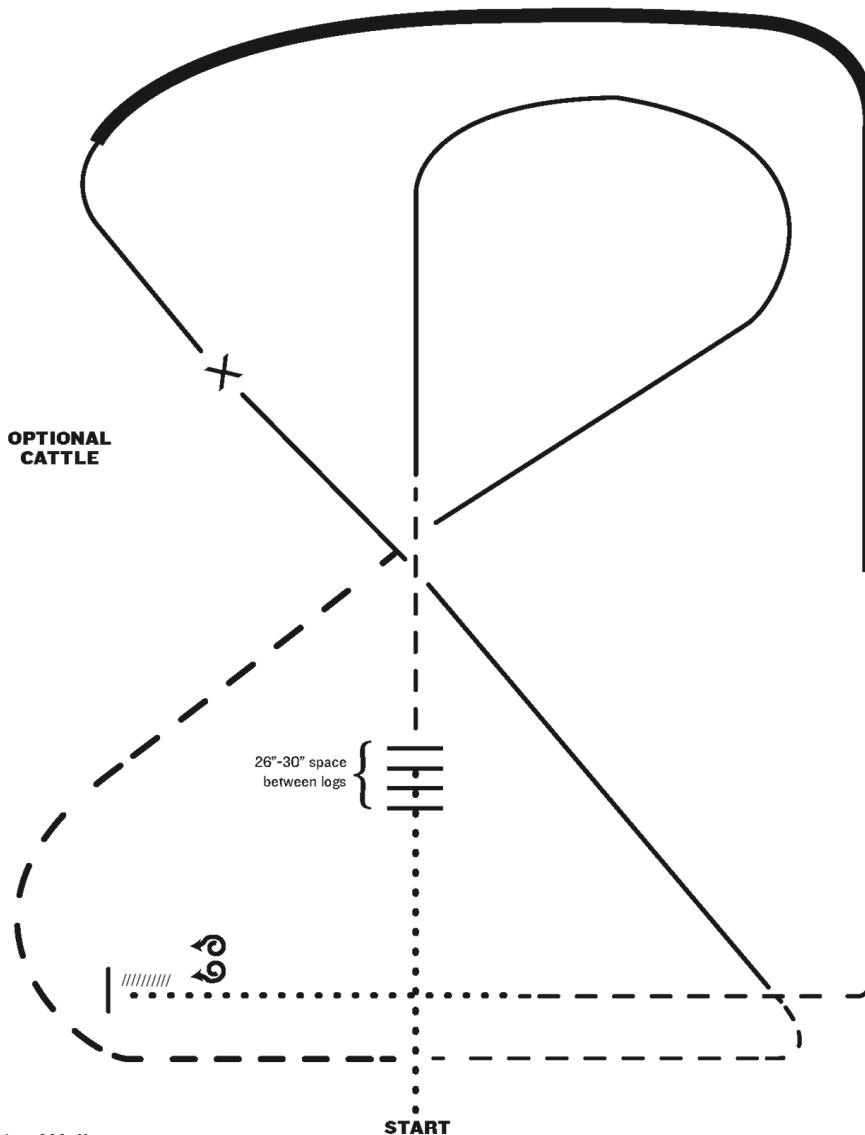
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

[RR/AQHA-2]

Pattern Provided by:

Ranch Riding (Amateur, Youth)

Show Date:



1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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-5]

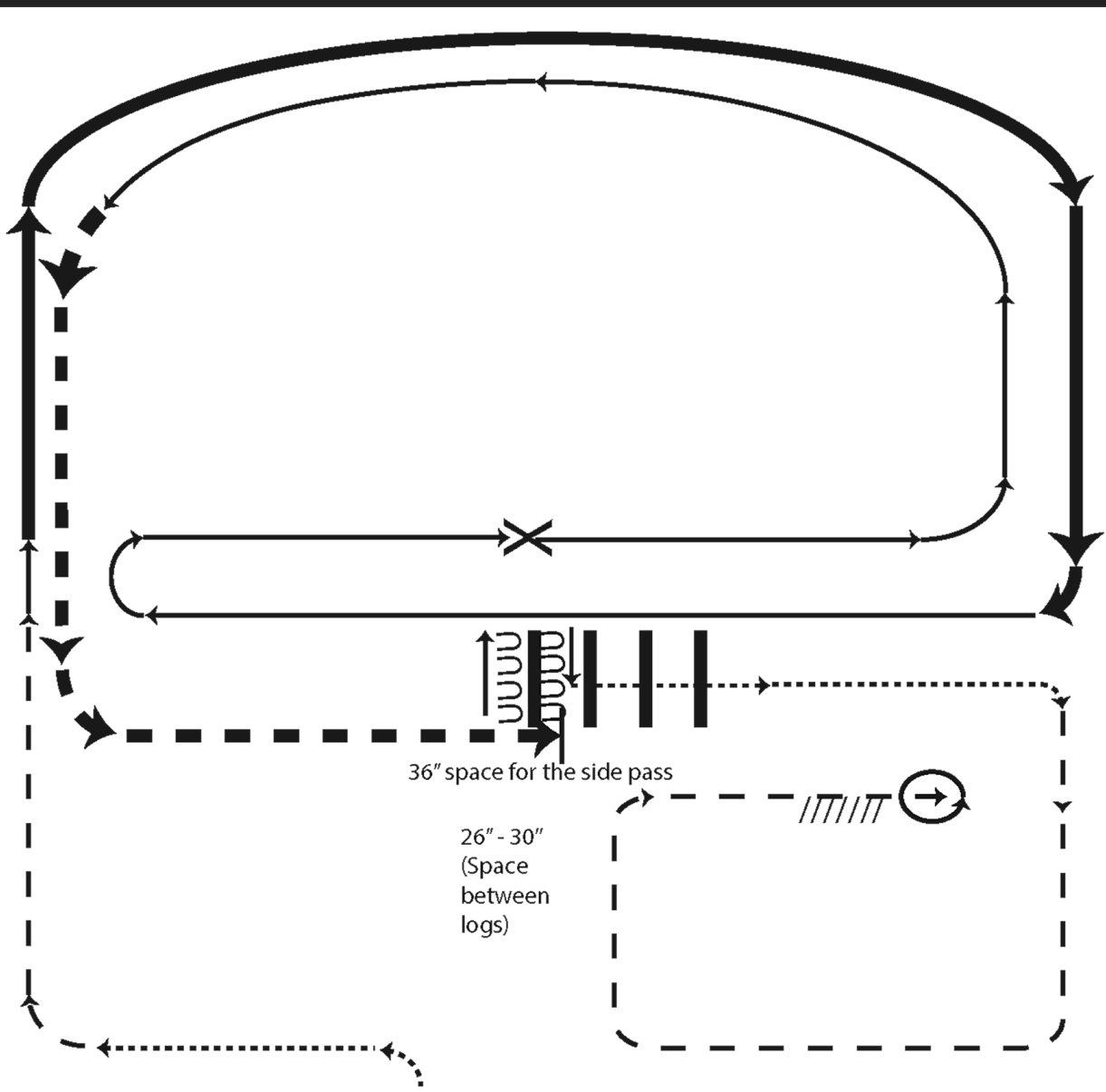
Pattern Provided by:

Ranch Riding (Open)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



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

[RR/AQHA-4]

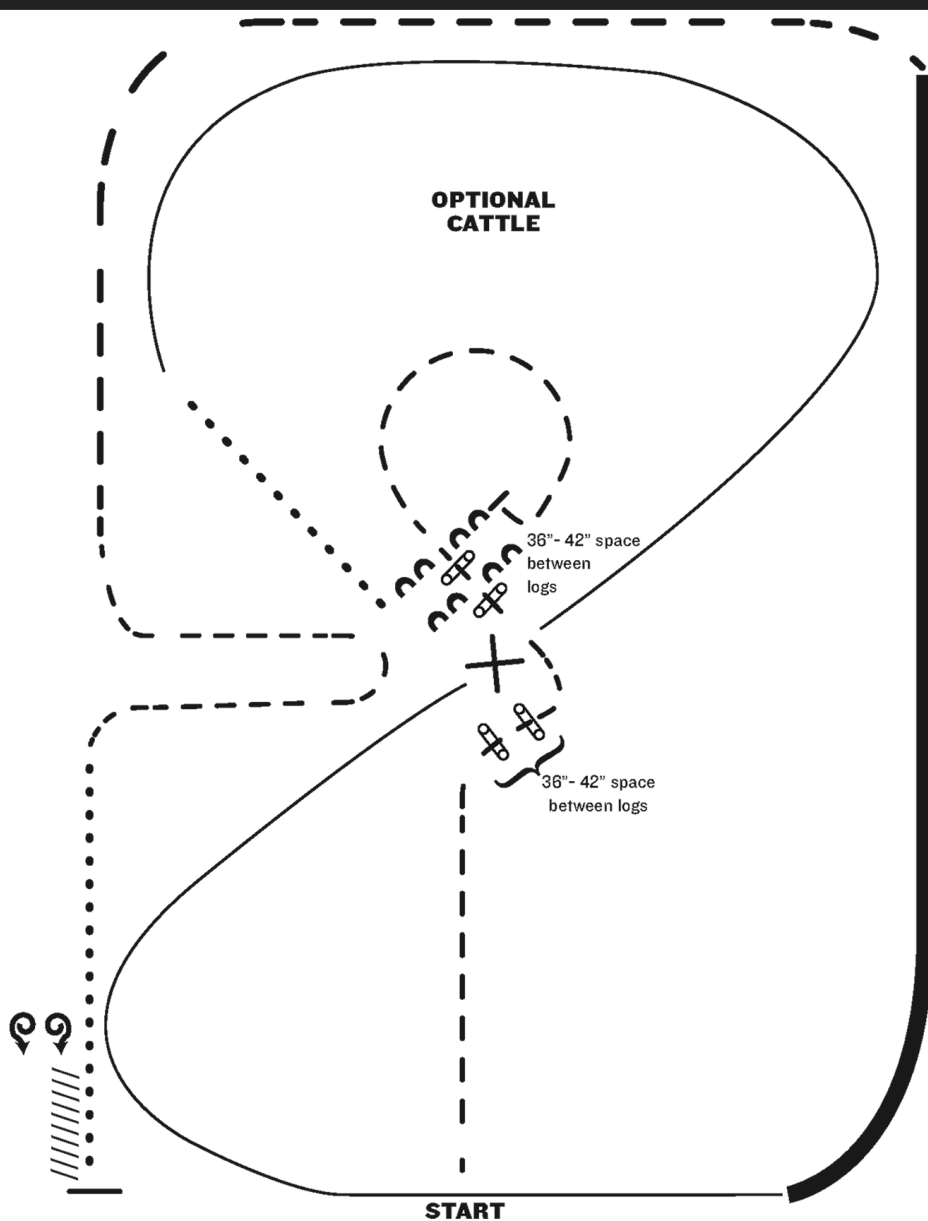
Pattern Provided by:

Ranch Riding (Trophy)

Show Date:

www.HorseShowPatterns.com

www.HorseShowPatterns.com



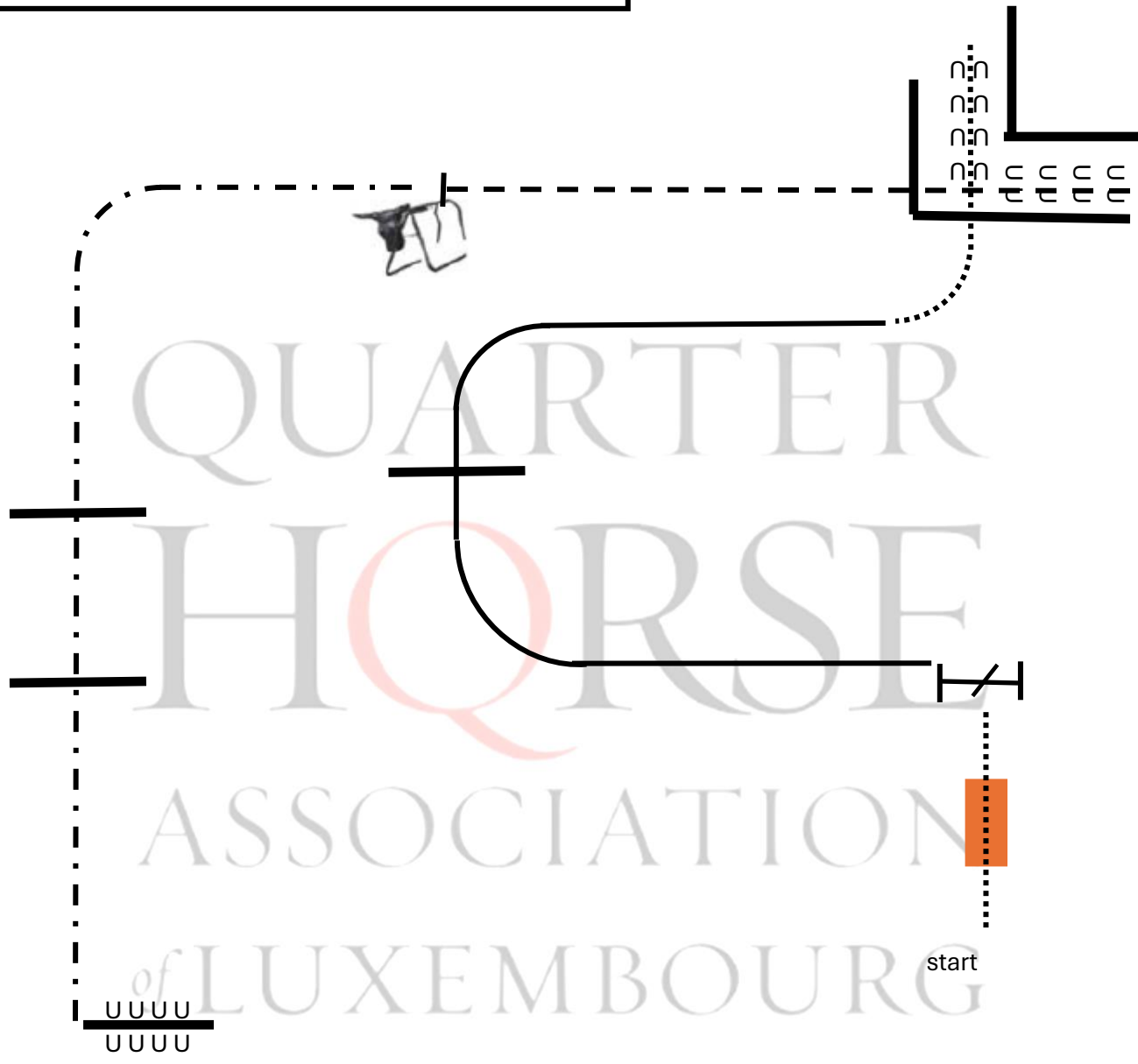
1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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-9]

Pattern Provided by:

Luxembourg International Championship 2024
 Ranch Trail
 All-Breed, L1 Youth, L1 Amateur



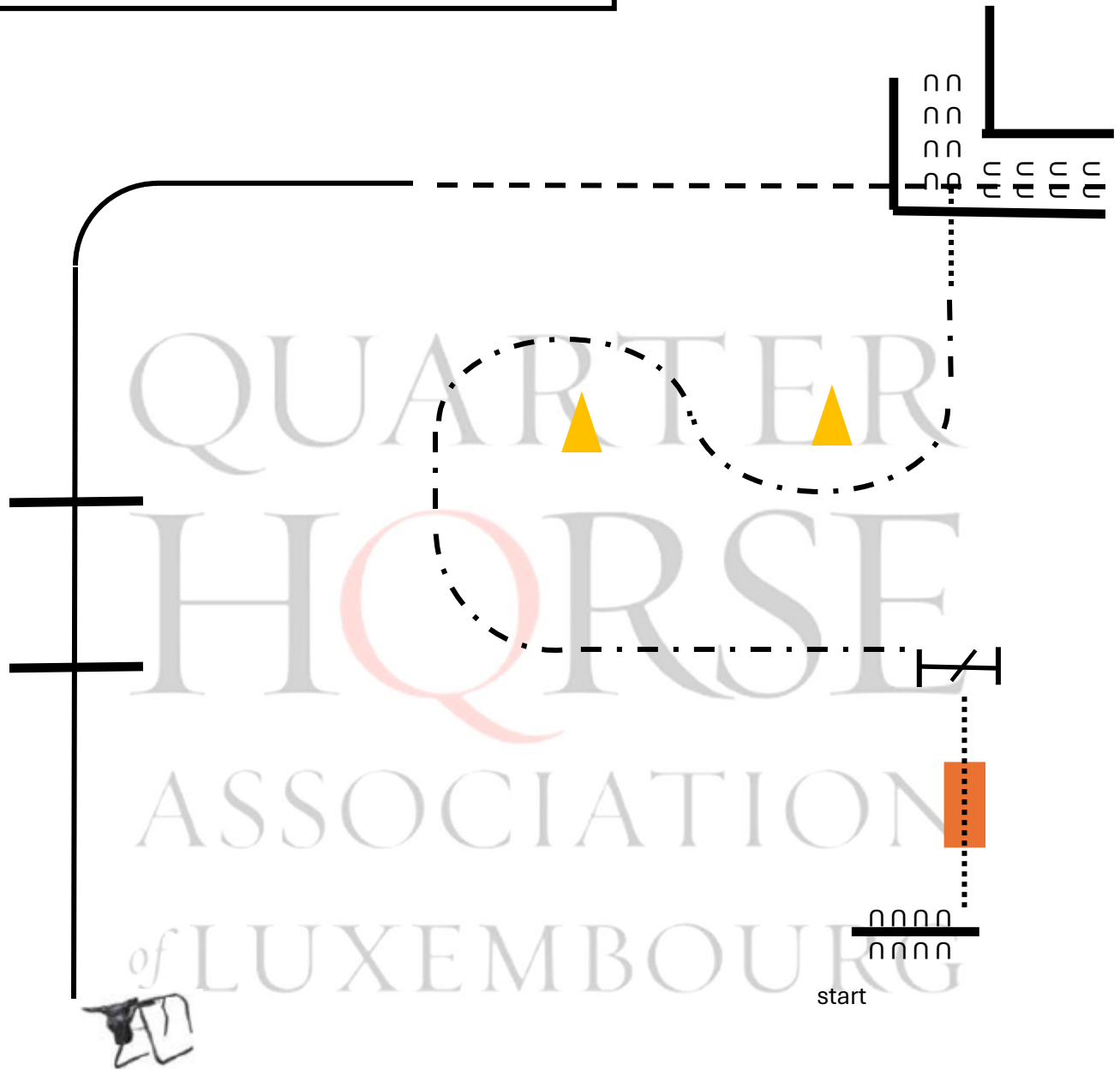
1. Walk over bridge
2. Work gate
3. Lope right lead over pole and around corner
4. Break to walk and walk over pole
5. Back up L , jog out
6. Stop, rope dummy 1 time
7. Extended jog over poles, stop
8. Sidepass over pole

Walk
Trot	- - - -
Ext trot	- . - . -
Lope	————
Back-Up	⤴ ⤴ ⤴ ⤴

Luxembourg International Championship 2024

Ranch Trail

Youth

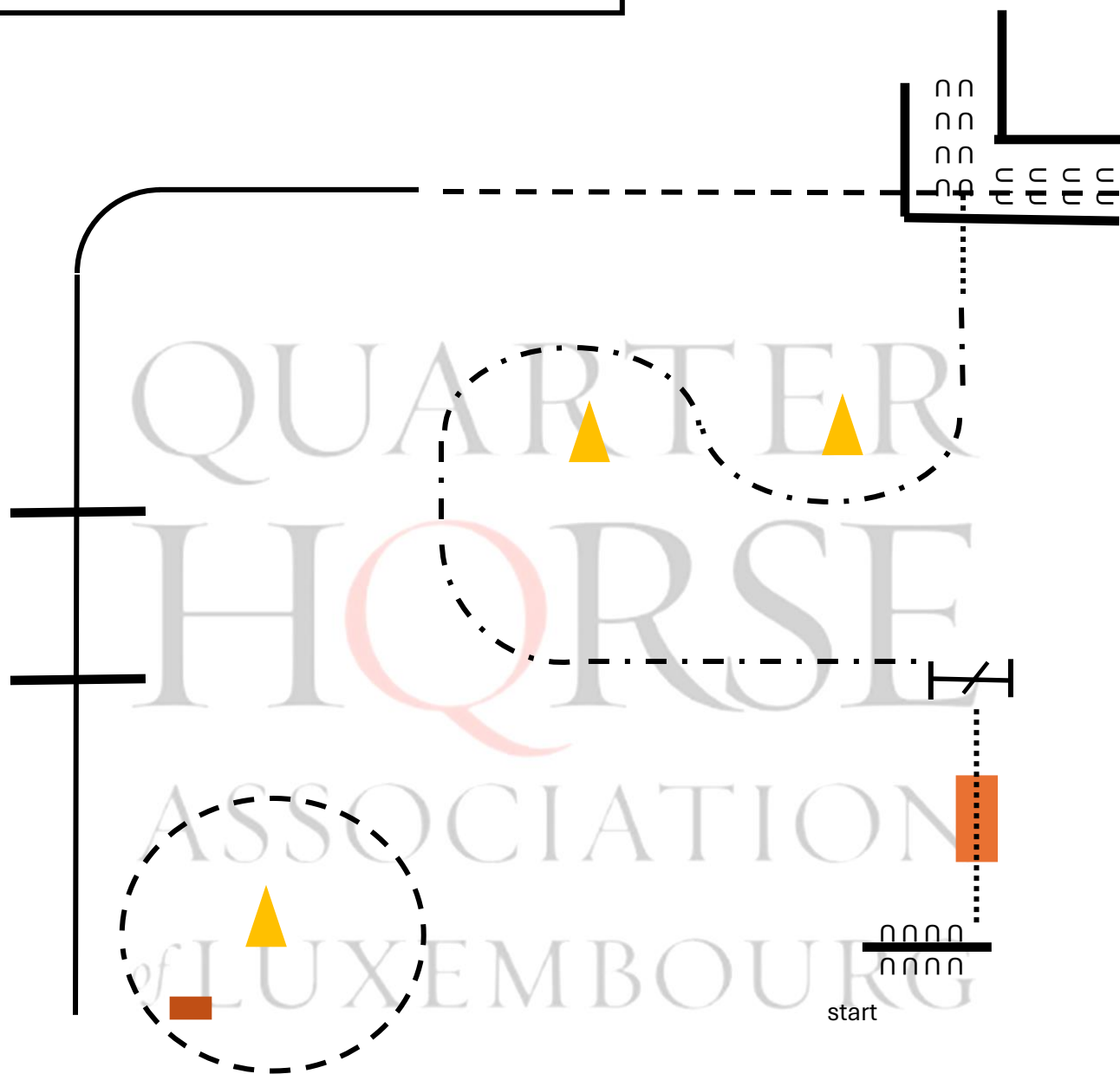


1. Sidepass over pole to the left
2. Walk over bridge
3. Work gate, left hand
4. Extended trot around the cone
5. Break to walk and walk over pole
6. Back up L , jog out
7. Lope Left Lead over poles
8. Stop, rope dummy 1 time

Walk
Trot	- - - -
Ext trot	- . - . -
Lope	————
Back-Up	⏏ ⏏ ⏏ ⏏

Luxembourg International Championship 2024

Ranch Trail
Amateur



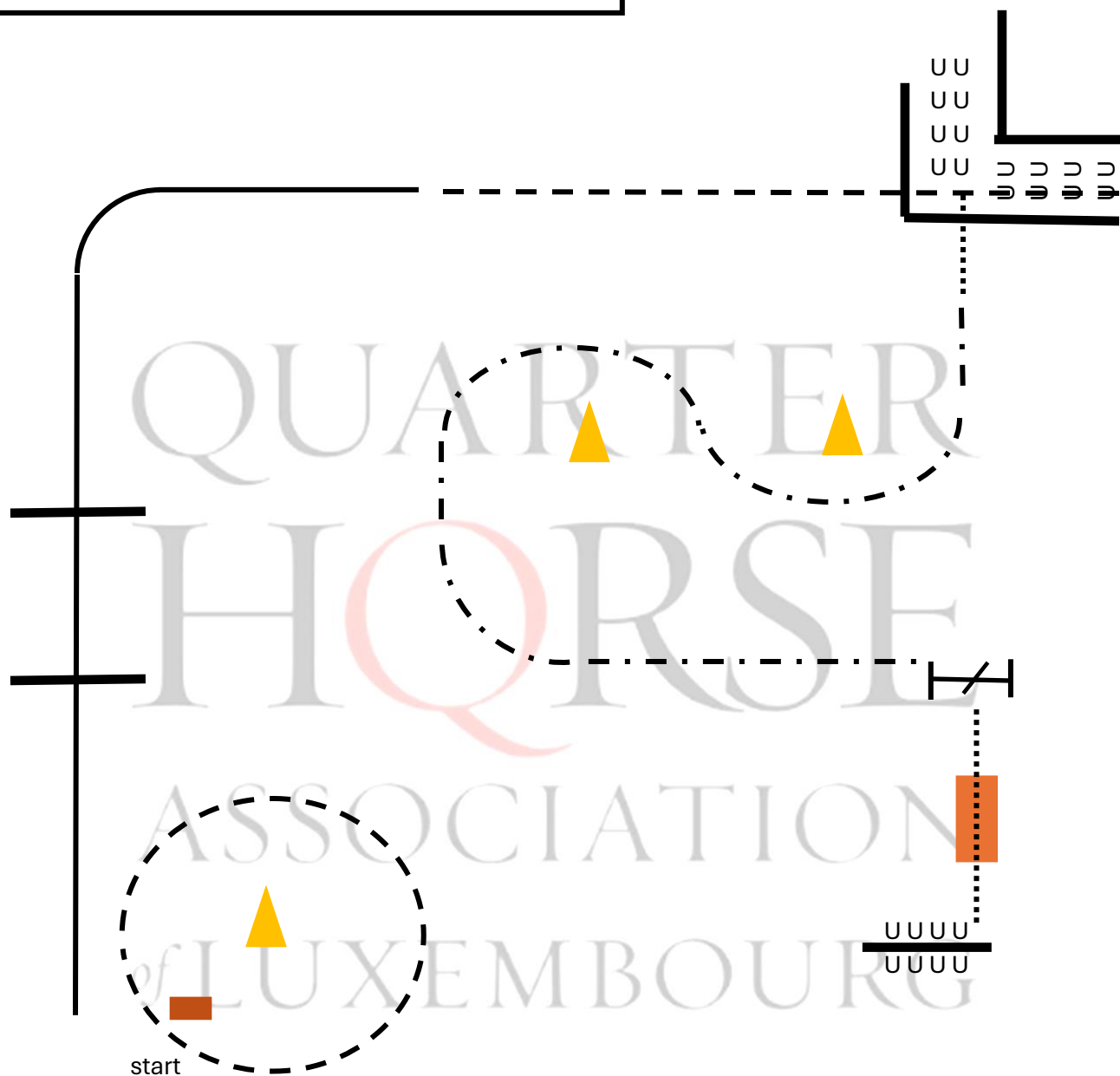
1. Sidepass over pole to the left
2. Walk over bridge
3. Work gate, left hand
4. Extended trot around the cone
5. Break to walk and walk over pole
6. Back up L , jog out
7. Lope Left Lead over poles
8. Stop, work the drag

Walk
Trot	- - - -
Ext trot	- . - . -
Lope	————
Back-Up	u u u u

Luxembourg International Championship 2024

Ranch Trail

Open



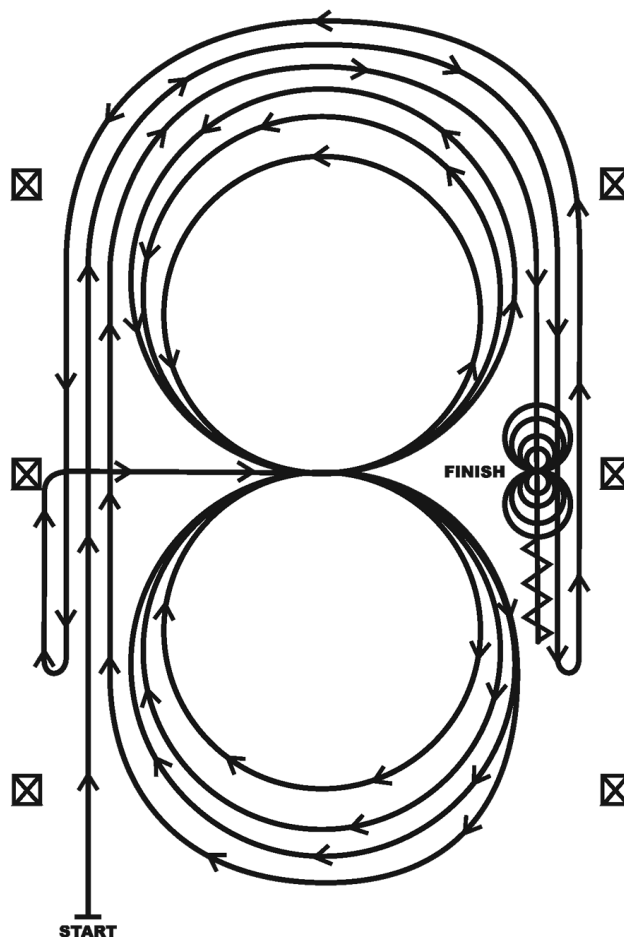
1. Work drag, walk or trot around cone
2. Lope right lead over poles
3. Break to trot, trot over log, stop
4. Back-up L , Walk out
5. Extended Trot around cones
6. Stop, work gate
7. Walk over bridge
8. Sidepas over pole to the right

Walk
Trot	- - - -
Ext trot	- . - . -
Lope	————
Back-Up	↵ ↵ ↵ ↵

Reining (Open)

Show Date:

REINING PATTERN 3



1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up 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 completion of the pattern.

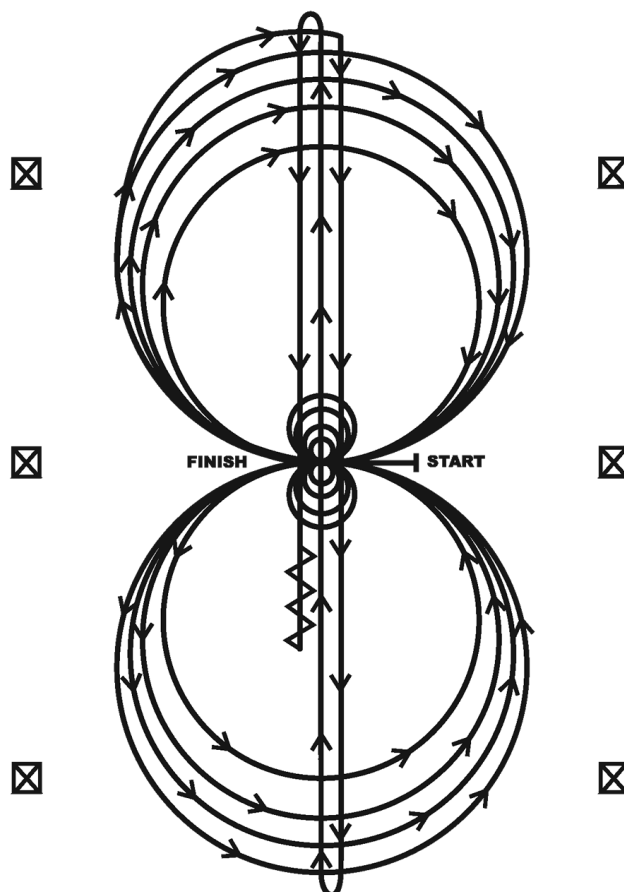
[R/AQHAP-3]

Pattern Provided by:

Reining (Amateur)

Show Date:

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.

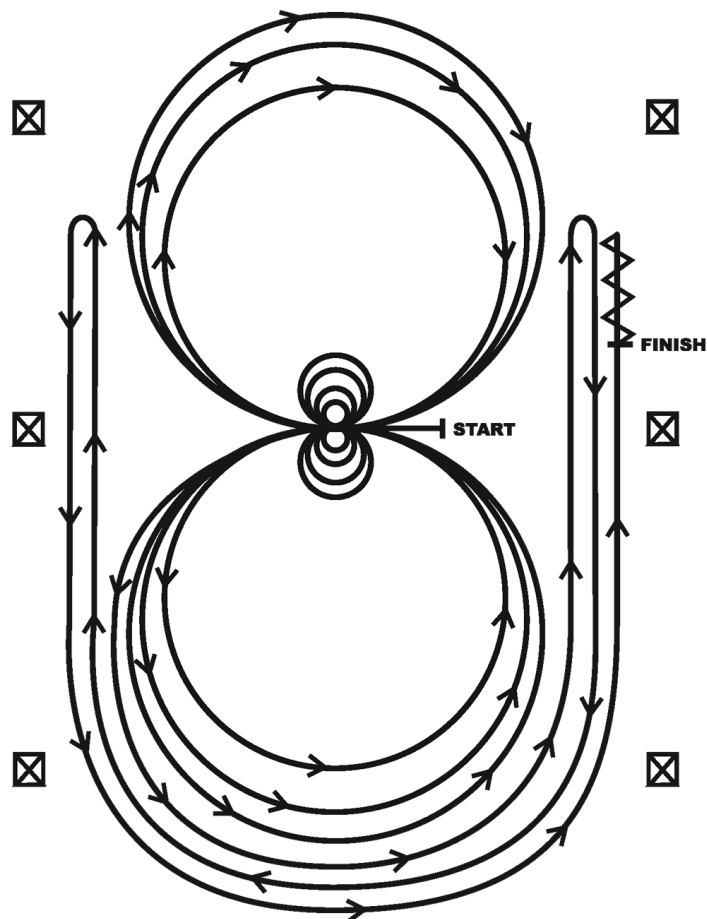
[R/AQHAP-4]

Pattern Provided by:

Reining (All-Breed , Youth)

Show Date:

REINING PATTERN 6



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. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. 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. Change leads at the center of the arena.
4. 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. 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.
6. Continue back 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.
7. 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 the completion of the pattern.

[R/AQHAP-6]

Pattern Provided by: