

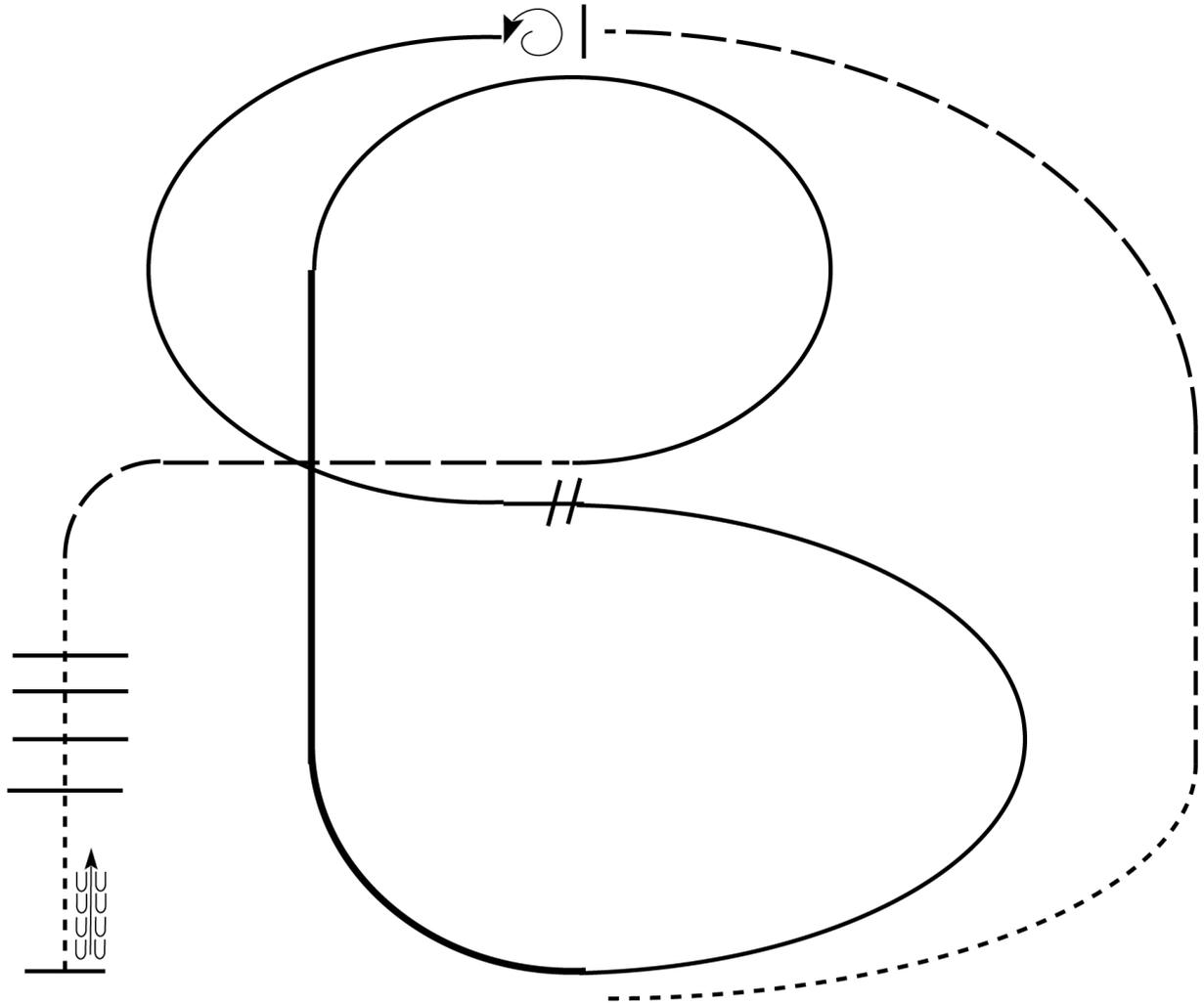
First Run WCWR

klass 4

Show Date: 04-18-2025

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:
Marcus Bäcklund

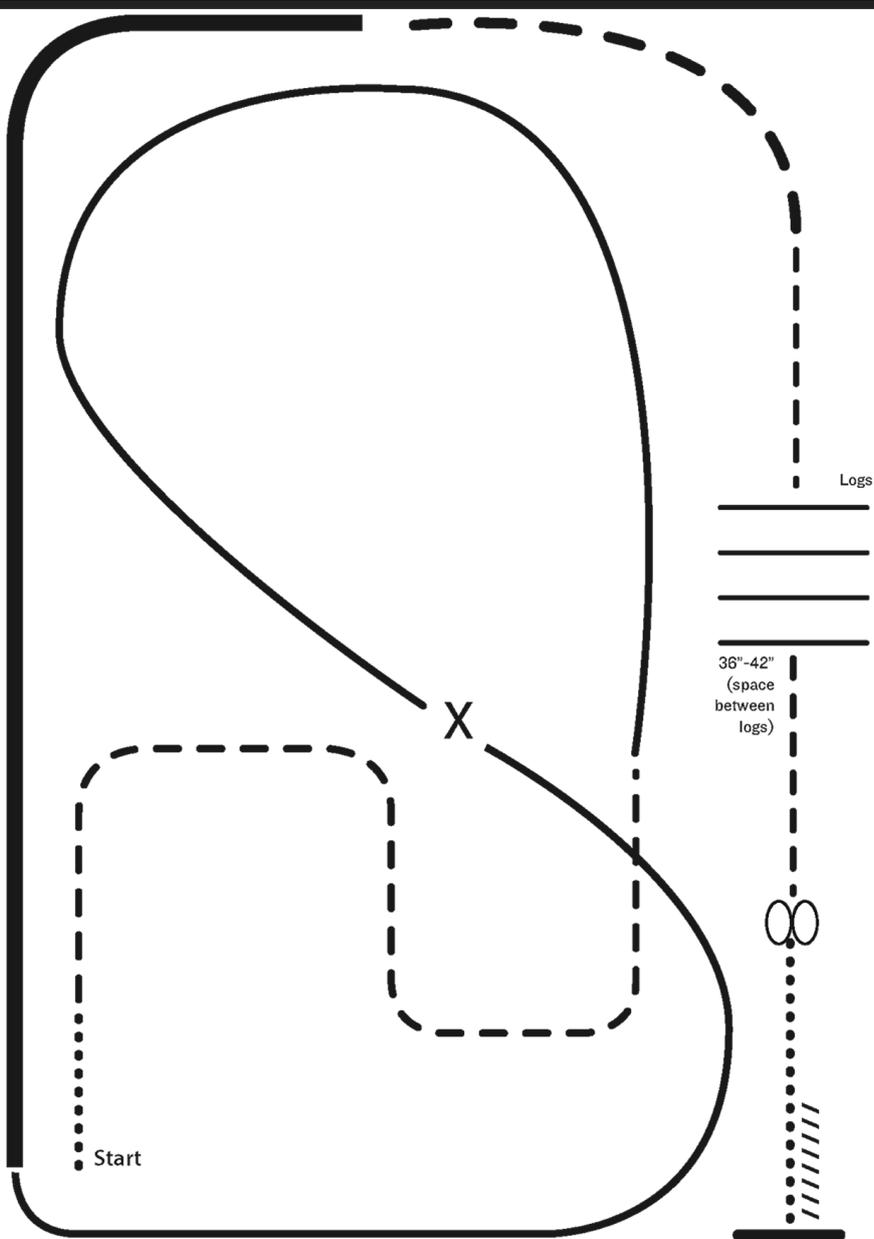
First Run WCWR

class 13 Ranch Riding C (C)

Show Date: 04-18-2025

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

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the 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 and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

[RR/AQHA-3]

Pattern Provided by:
Marcus Bäcklund

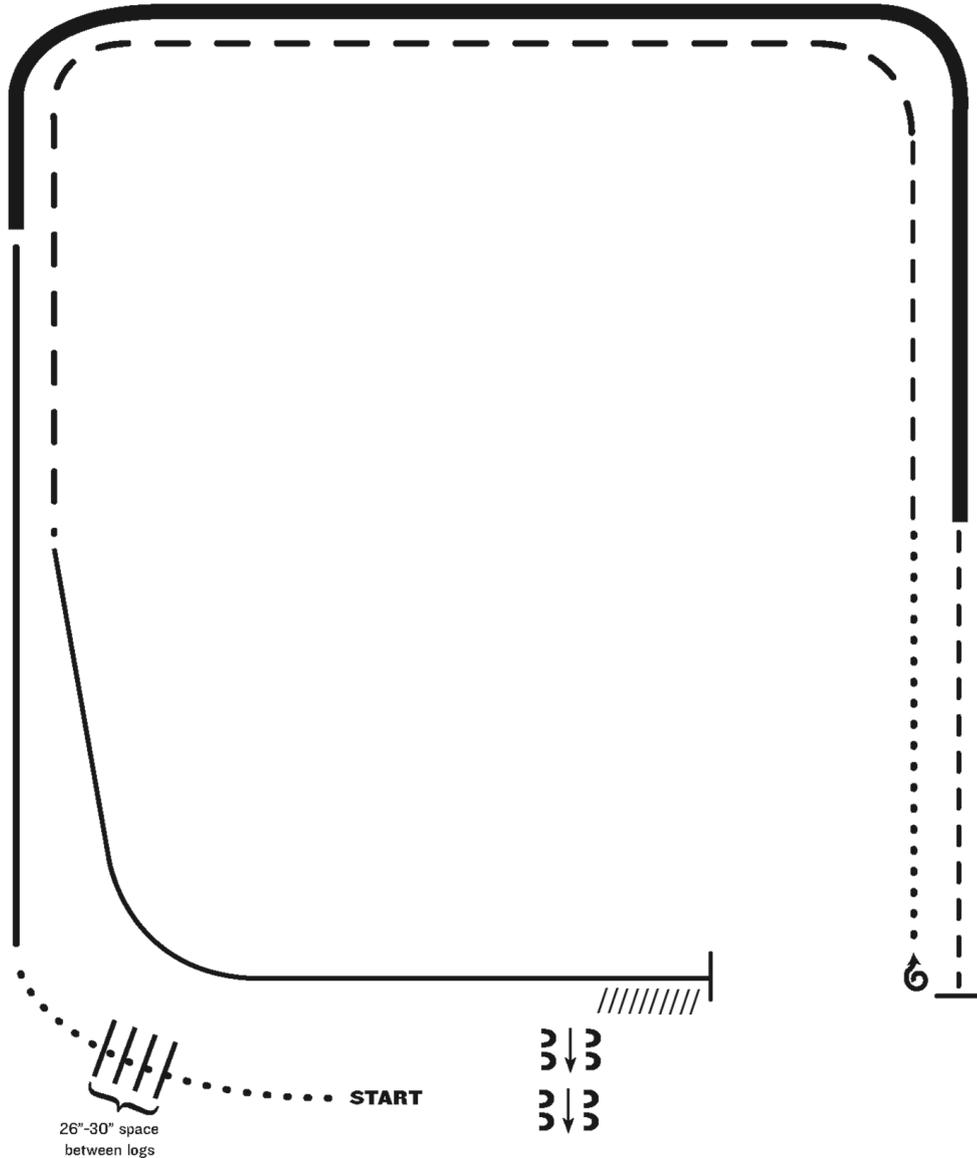
First Run WCWR

class 14 Ranch Riding D (D)

Show Date: 04-18-2025

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1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and Back
12. Side pass right

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-6]

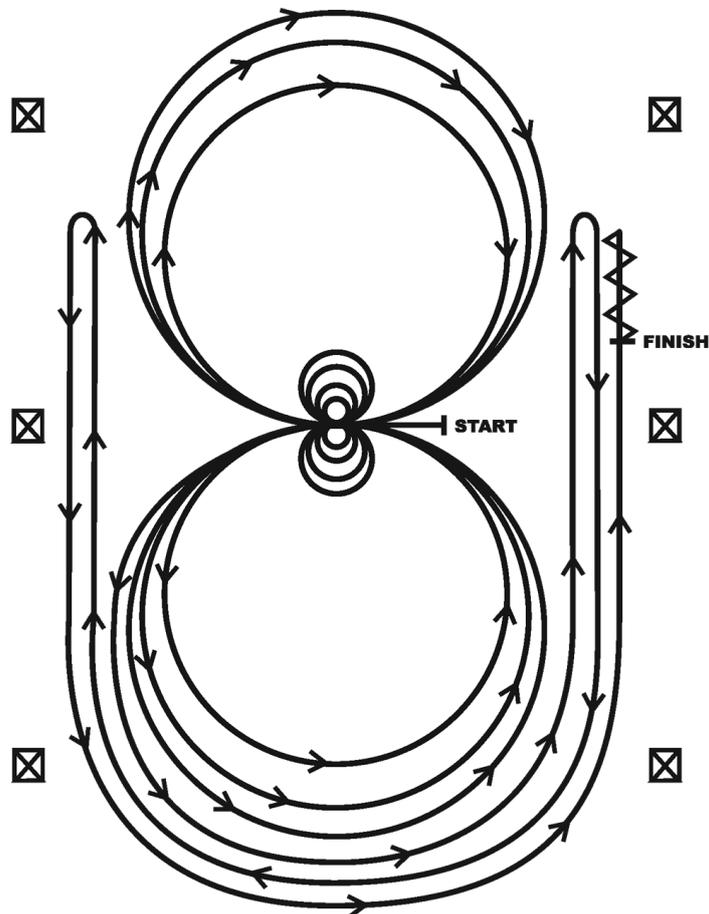
Pattern Provided by:
Marcus Bäcklund

First Run WCWR

Klass 15 Reining C (C)

Show Date: 04-18-2025

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:

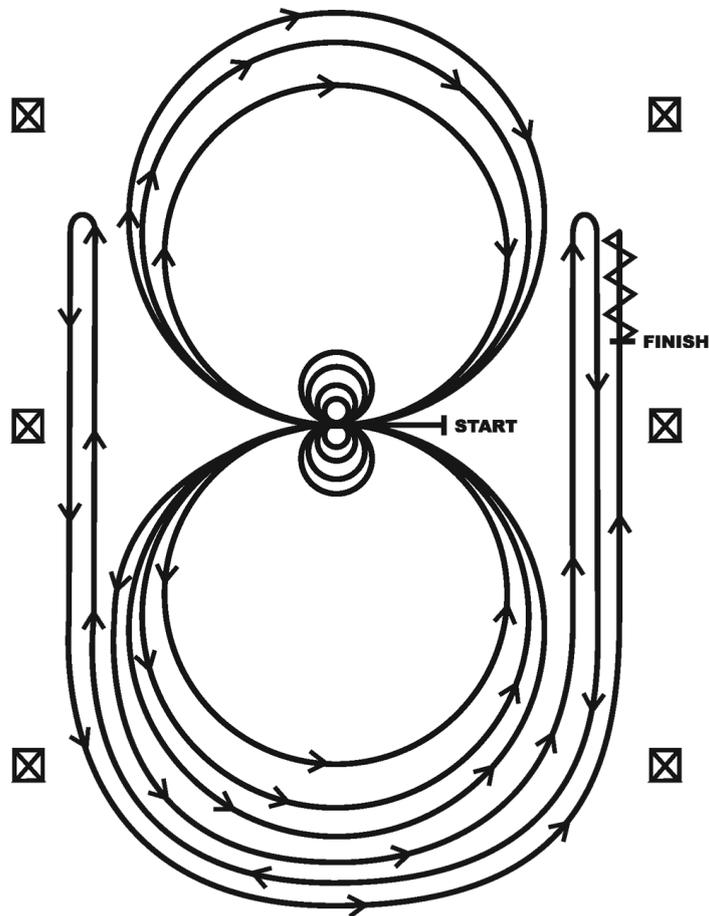
Marcus Bäcklund

First Run WCWR

klass 16 Reining D (D)

Show Date: 04-18-2025

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:

Marcus Bäcklund

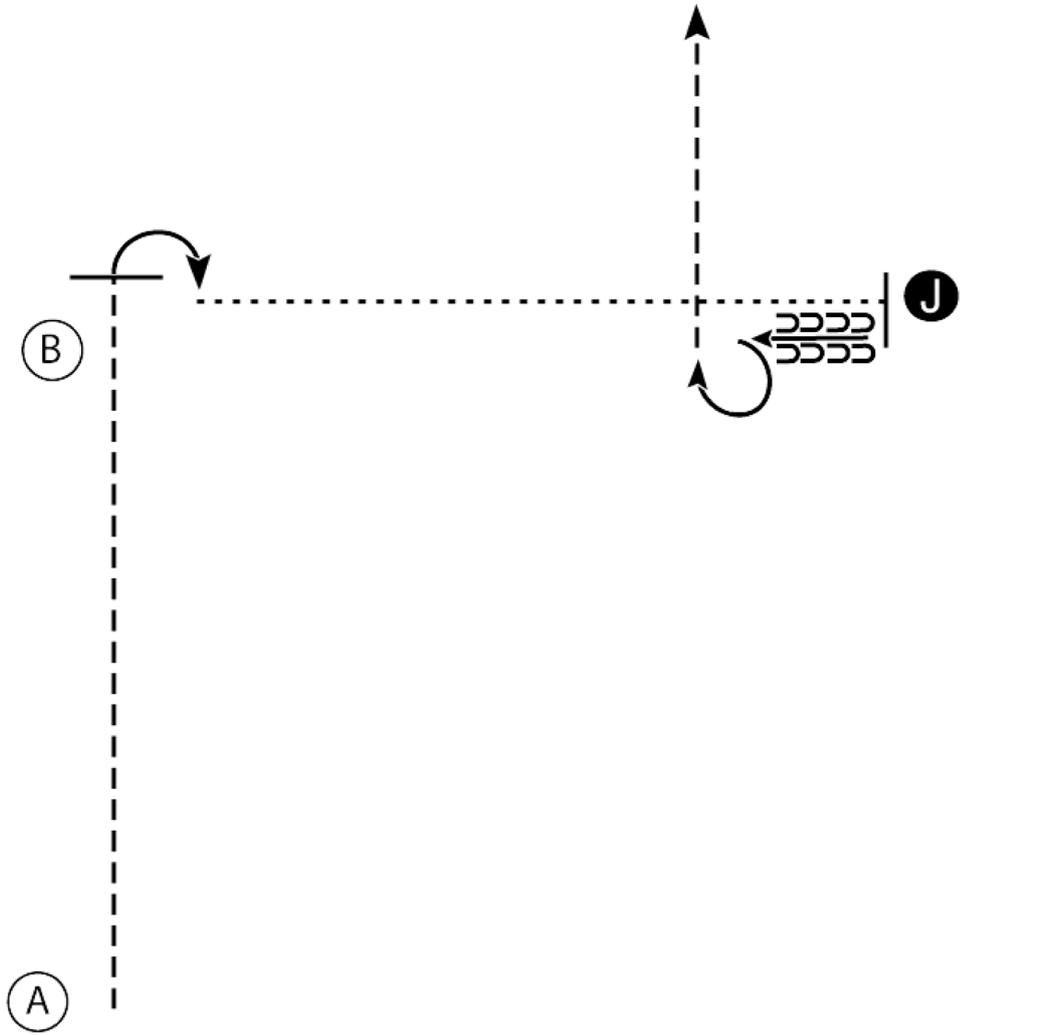
First Run WCWR

klass 12 Showmanship at hand C (C)

Show Date: 04-18-2025

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. Begin at A. Trot from A past B
2. Stop and perform a 90 degree turn
3. Walk to the Judge, stop and set up for inspection
4. When dismissed back one horse length and perform a 270 degree turn
5. Trot to the line-up

Walk
Trot - - - - -
Back ← [curved arrows]
Marker (B)
Judge (J)

[S/WT-3]

Pattern Provided by:
Marcus Bäcklund



PATTERN CLASS SCORE SHEET

Showmanship

Horsemanship

Equitation

Show: _____

Date: _____

Judge: _____

Class: _____

HSP Pattern #SMS/Walk Trot-3

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
		Trot	90°	Walk & Set Up	Inspect.	Back	270°	Trot								100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
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																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

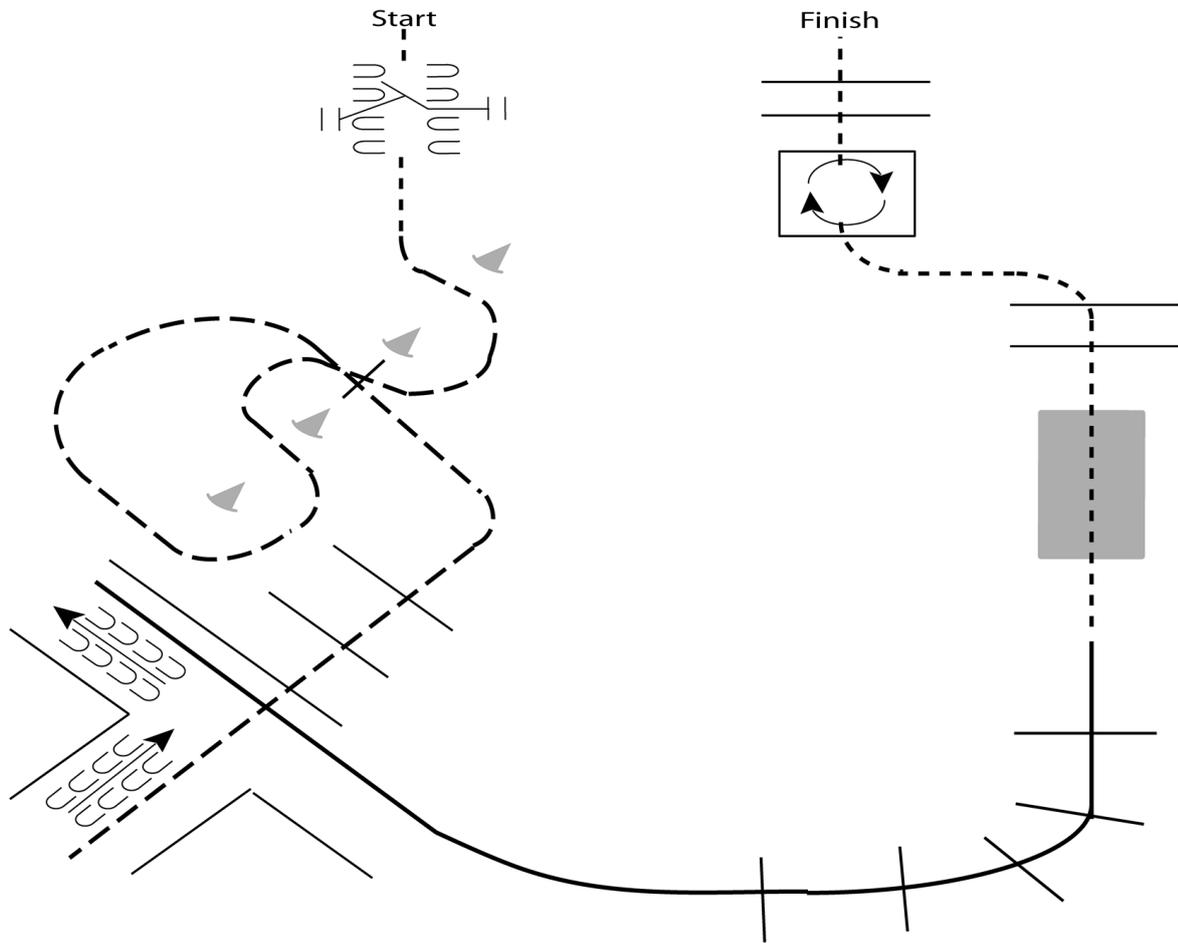
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____

First Run WCWR

class 7 Trail D (D)

Show Date: 04-18-2025



1. Walk to and work gate.
2. Jog through cones, over pole and into chute.
3. Back the L.
4. Lope on the left lead over poles to bridge.
5. Walk over bridge and elevated poles.
6. Walk into box and perform a 360 degree turn to the right.
7. Walk out of box and over elevated poles to finish.

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

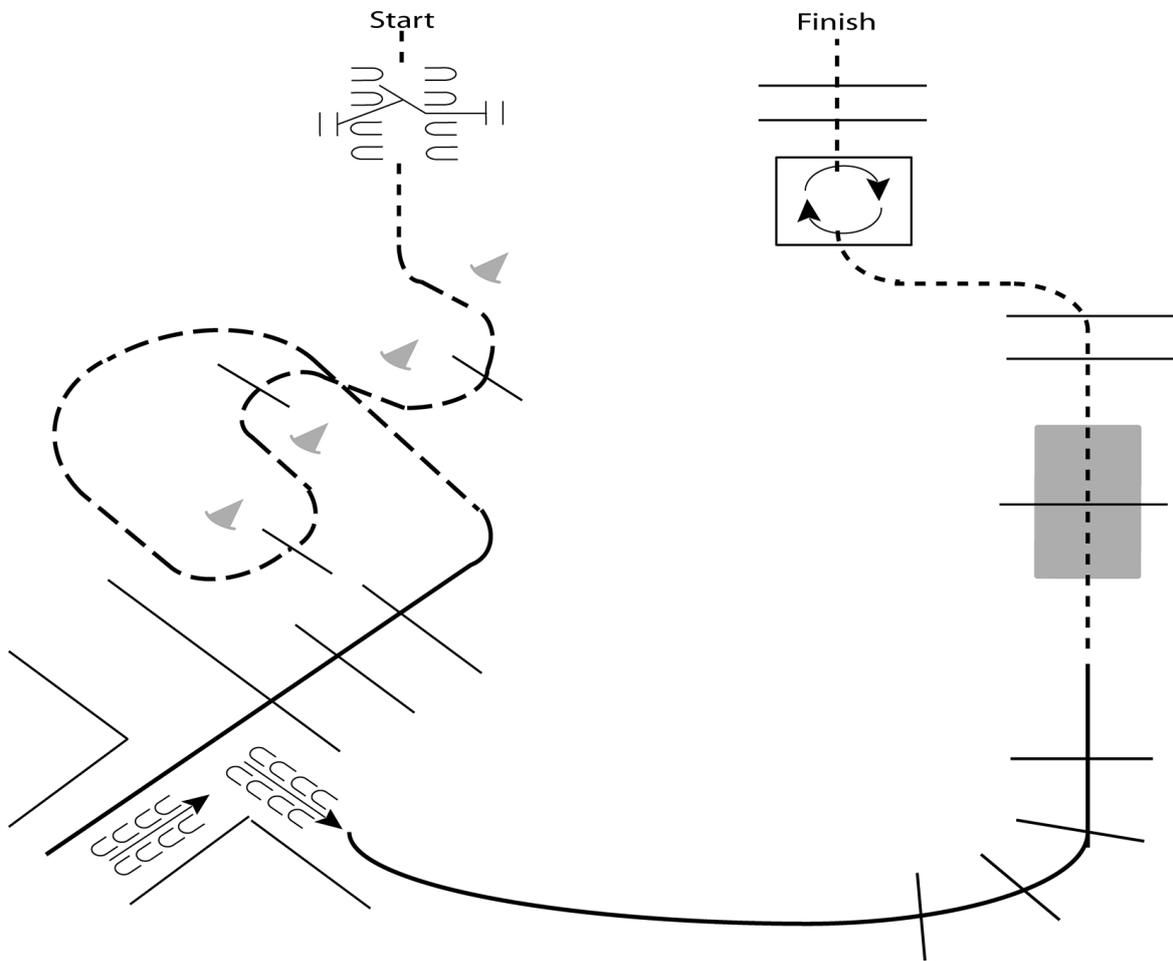
[T/2-4]

Pattern Provided by:
Marcus Bäcklund

First Run WCWR

class 6 trail C (C)

Show Date: 04-18-2025



1. Walk to and work gate
2. Jog through cones and over elevated poles
3. Lope on the right lead over the poles and into the chute
4. Back out of chute
5. Lope on the left lead over poles to bridge
6. Walk over bridge and elevated poles
7. Walk into box and perform a 360 degree turn to the right
8. Walk out of box and over elevated poles

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

[T/3-1]

Pattern Provided by:

Marcus Bäcklund

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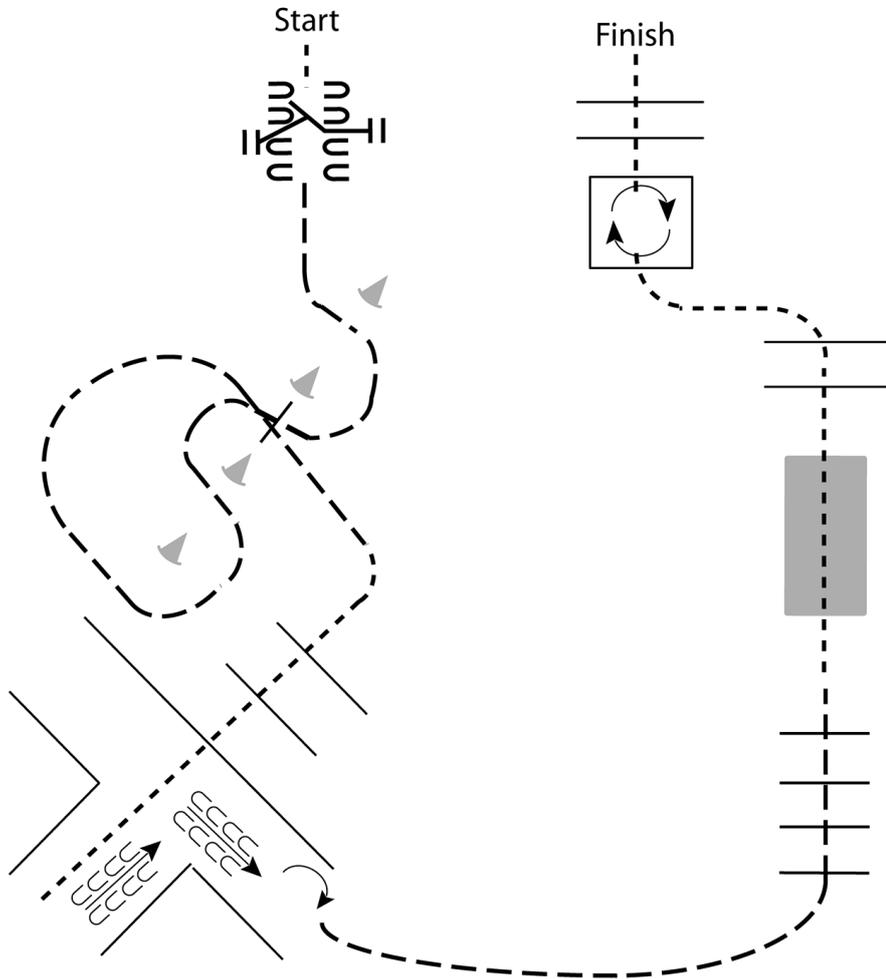
First Run WCWR

class 5 trail in hand / pay and ride

Show Date: 04-18-2025

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 and work gate.
2. Jog through cones.
3. Walk over poles into chute.
4. Back out of chute; turn 180 degrees right.
5. Jog over poles to bridge.
6. Walk over bridge and poles.
7. Walk into box and perform a 360 degree turn to the right.
8. Walk out of box and over poles.

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

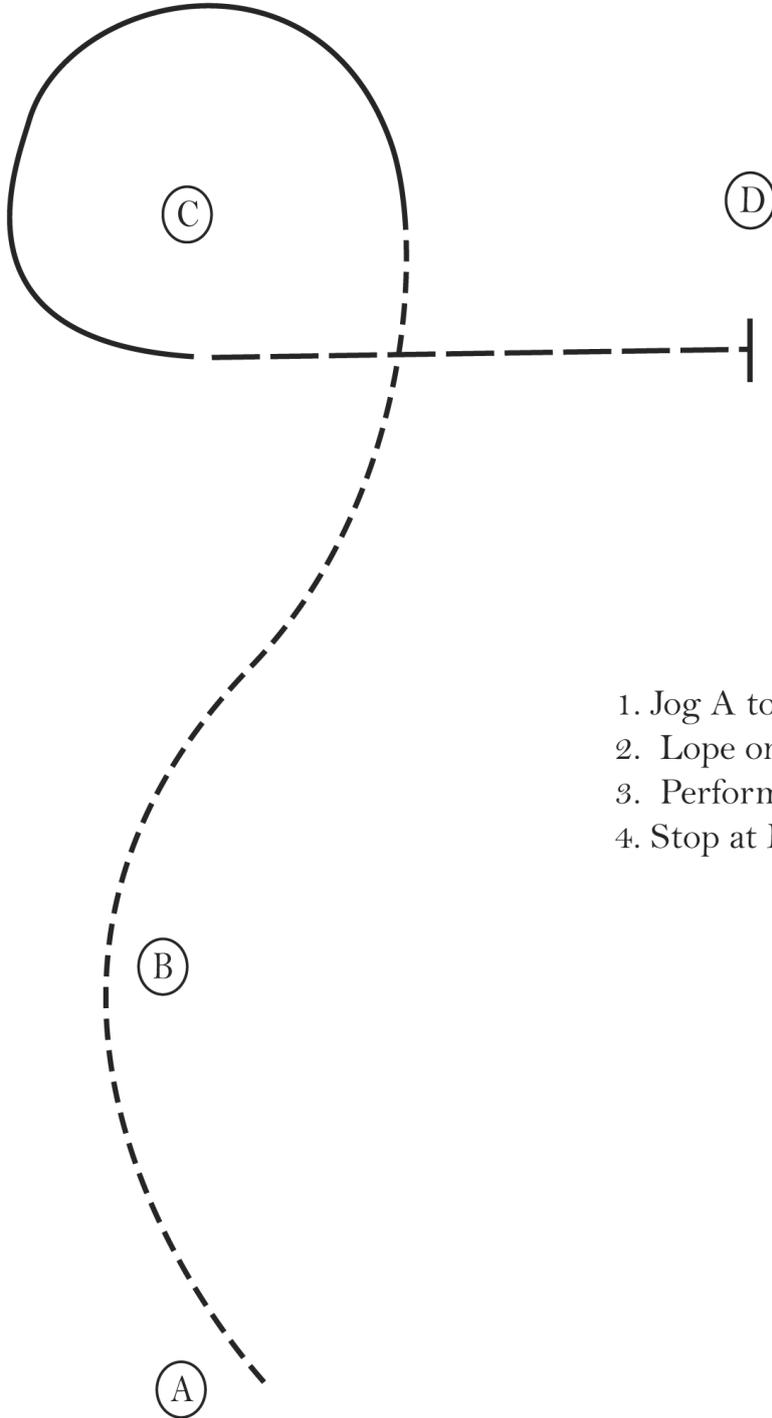
[TWT-2]

Pattern Provided by:
Marcus Bäcklund

First Run WCWR

class 10 Western Horsemanship D (D)

Show Date: 04-18-2025



1. Jog A to C
2. Lope on the left lead around C
3. Perform an extended jog from C to D
4. Stop at D

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

[WH/1-4]

Pattern Provided by:
Marcus Bäcklund



PATTERN CLASS SCORE SHEET

Showmanship

Show: _____

Horsemanship

Date: _____

Equitation

Judge: _____

Class: _____

HSP Pattern #HMS/Level I-4

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
	Maneuver Description	Jog	LL Lope	Ext. Jog	Stop											100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
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																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____

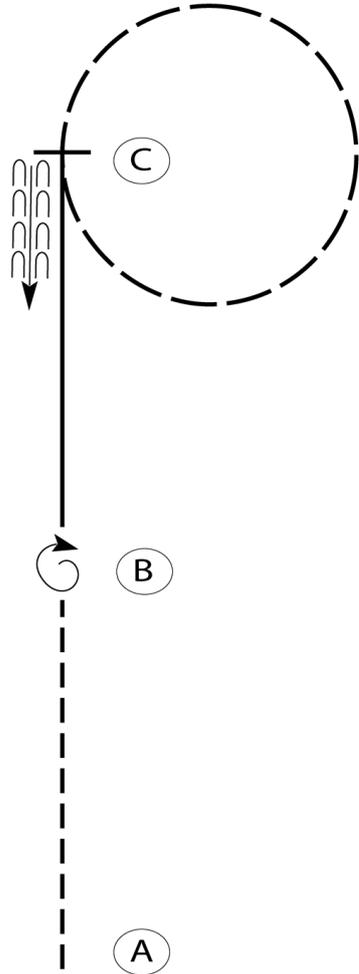
First Run WCWR

class 9 Western Horsemanship C (C)

Show Date: 04-18-2025

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 from A to B.
2. Stop at B and perform a 360 degree turn to the right.
3. Lope on the right lead to C.
4. Even with C, break to an extended jog and circle to the right.
5. Stop at C and back one horse length

Retire to the rail or line up at a jog.

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

[WH/2-20]

Pattern Provided by:
Marcus Bäcklund



PATTERN CLASS SCORE SHEET

Showmanship

Show: _____

Horsemanship

Date: _____

Equitation

Judge: _____

Class: _____

HSP Pattern #HMS/Level II-20

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
	Maneuver Description	Jog	360° R	RL Lope	Ext. Jog	Stop & Back										100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
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																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
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																83			65.5			
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																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____

First Run WCWR

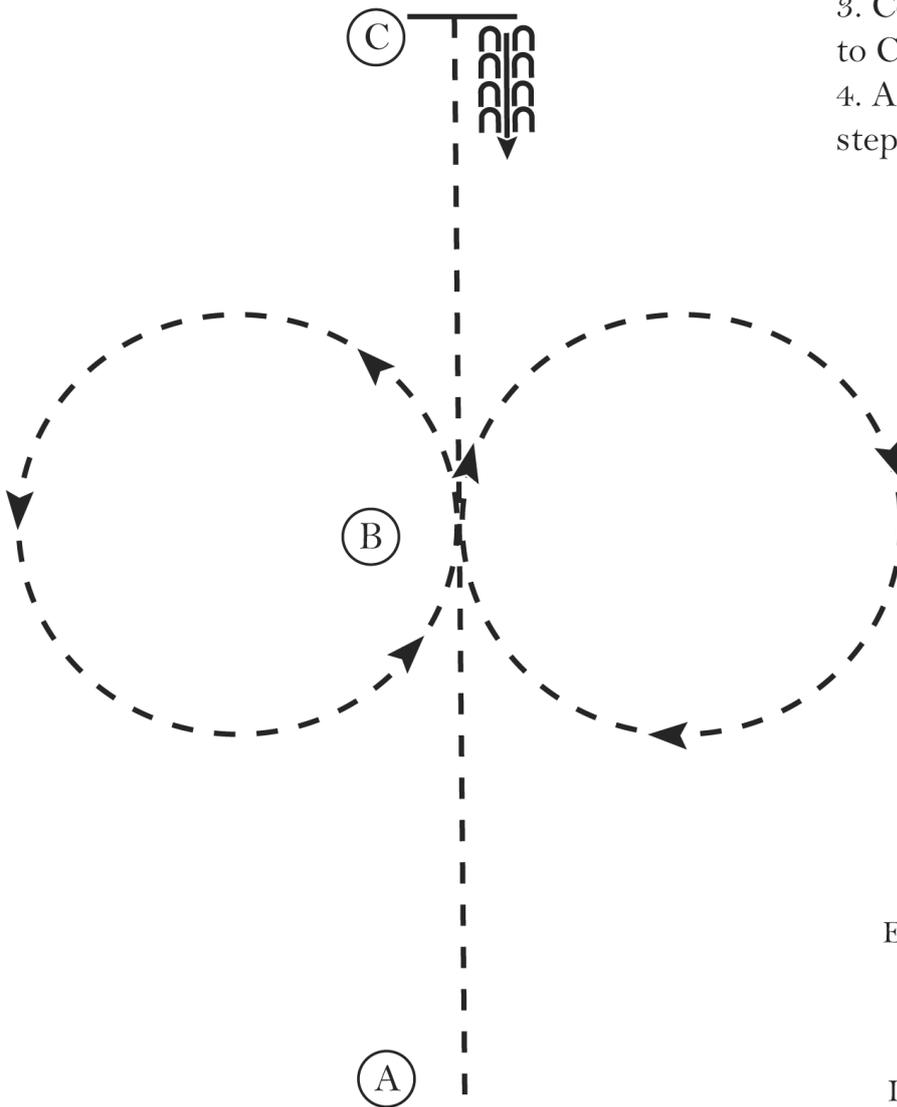
Klass 8 Western Horsemanship pay and ride (Pay and ride)

Show Date: 04-18-2025

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 A to B
2. At B perform a figure eight, beginning to the right
3. Continue the jog from B to C
4. At C stop and back 4 steps



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

[WH/WT-5]

Pattern Provided by:
Marcus Bäcklund



PATTERN CLASS SCORE SHEET

Showmanship

Show: _____

Horsemanship

Date: _____

Equitation

Judge: _____

Class: _____

HSP Pattern #HMS/Walk Trot-5

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
	Maneuver Description	Jog	Figure 8	Jog	Stop & Back											100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: _____