

QCABHA Horse Show Patterns

August 3, 2025

Mississippi Valley Fairgrounds

Patterns will be posted near the gate at the horse show.

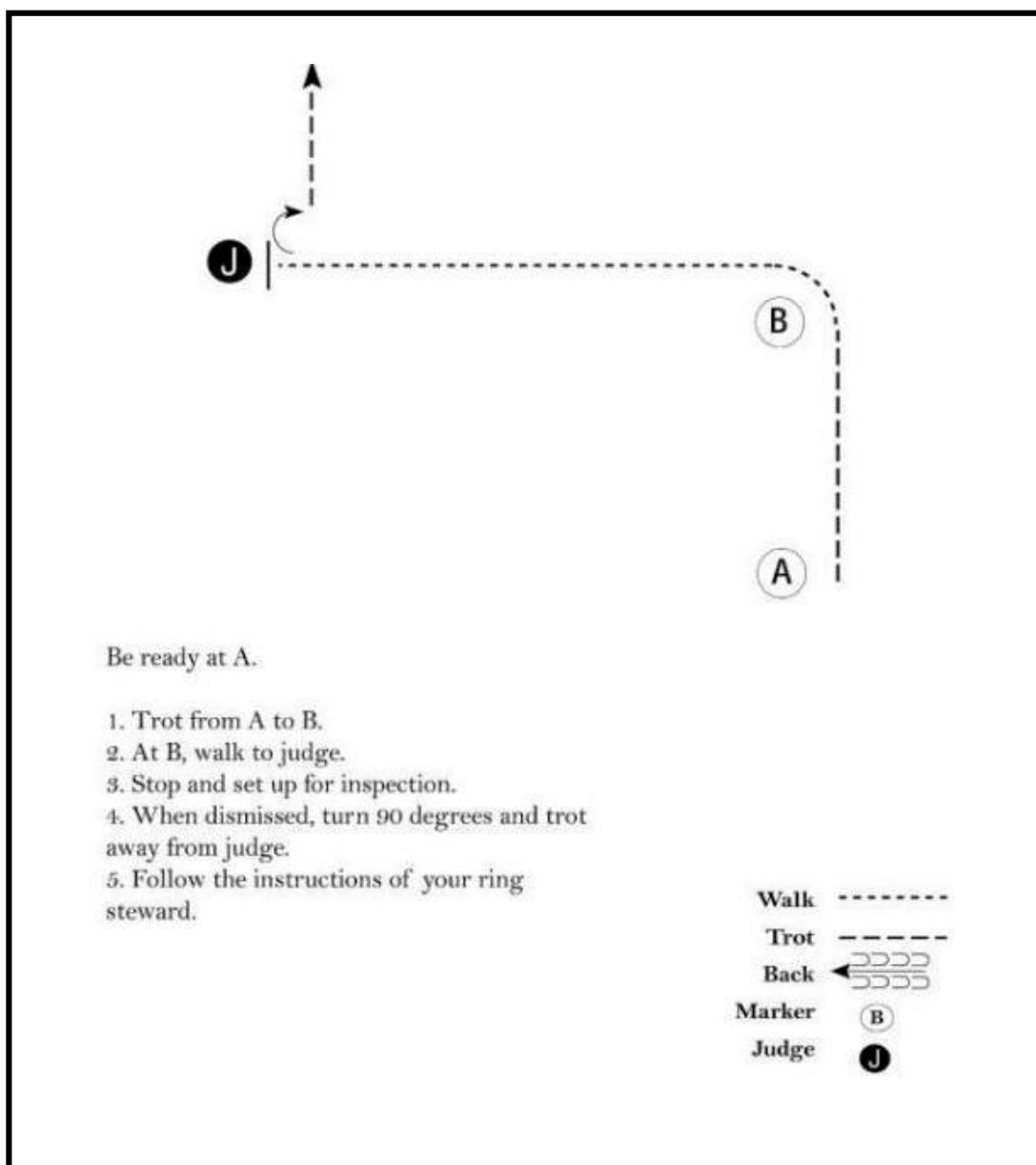
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5 Pee-Wee Youth Showmanship

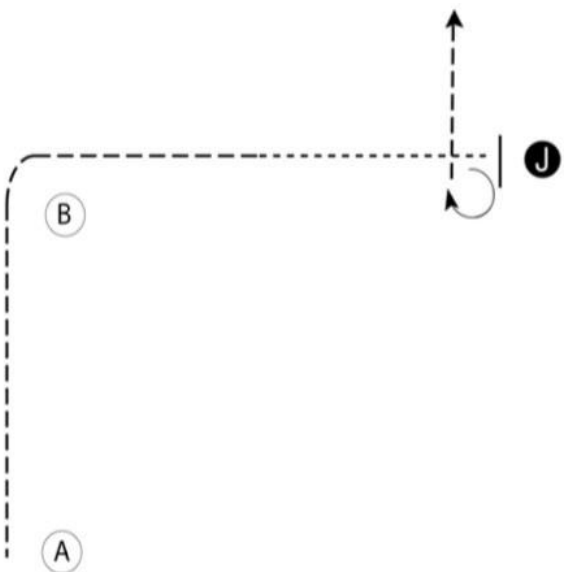
CLASS 5 PEE-WEE YOUTH SHOWMANSHIP



Division 71 QCABHA Show
August 3, 2025
Pattern provided by: Ann Kaska

6 Youth Showmanship


CLASS 6 YOUTH SHOWMANSHIP



Be ready at A.

1. Trot from A around B and half way to the Judge.
2. Break to the walk.
3. Walk to the Judge and set up for inspection.
4. When dismissed, perform a 270 degree turn and trot straight away from the Judge.

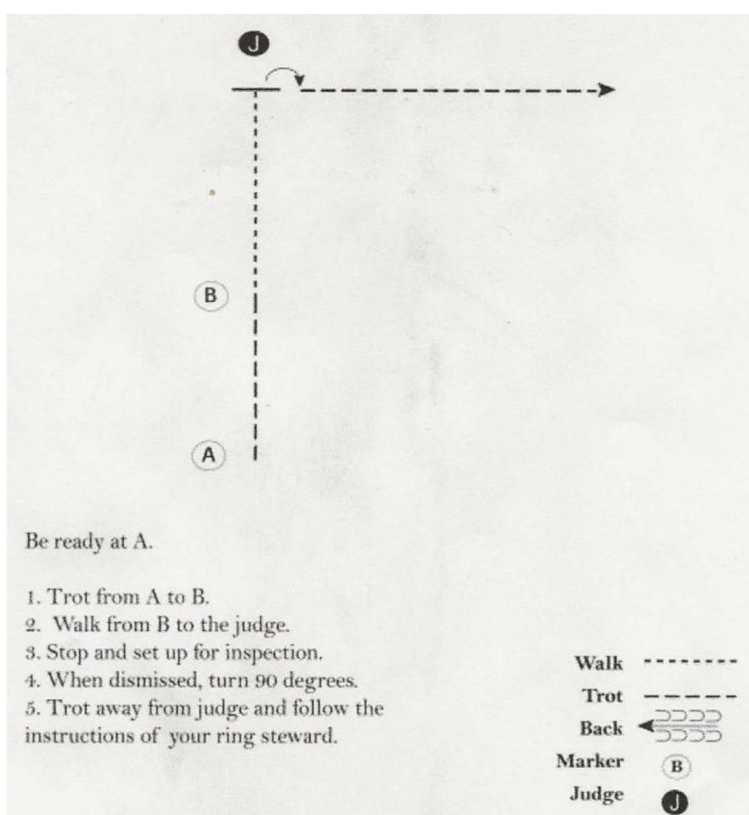
Follow the instructions of your ring steward.

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

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Pattern provided by: Ann Kaska

7 Novice Showmanship

CLASS 7 NOVICE SHOWMANSHIP



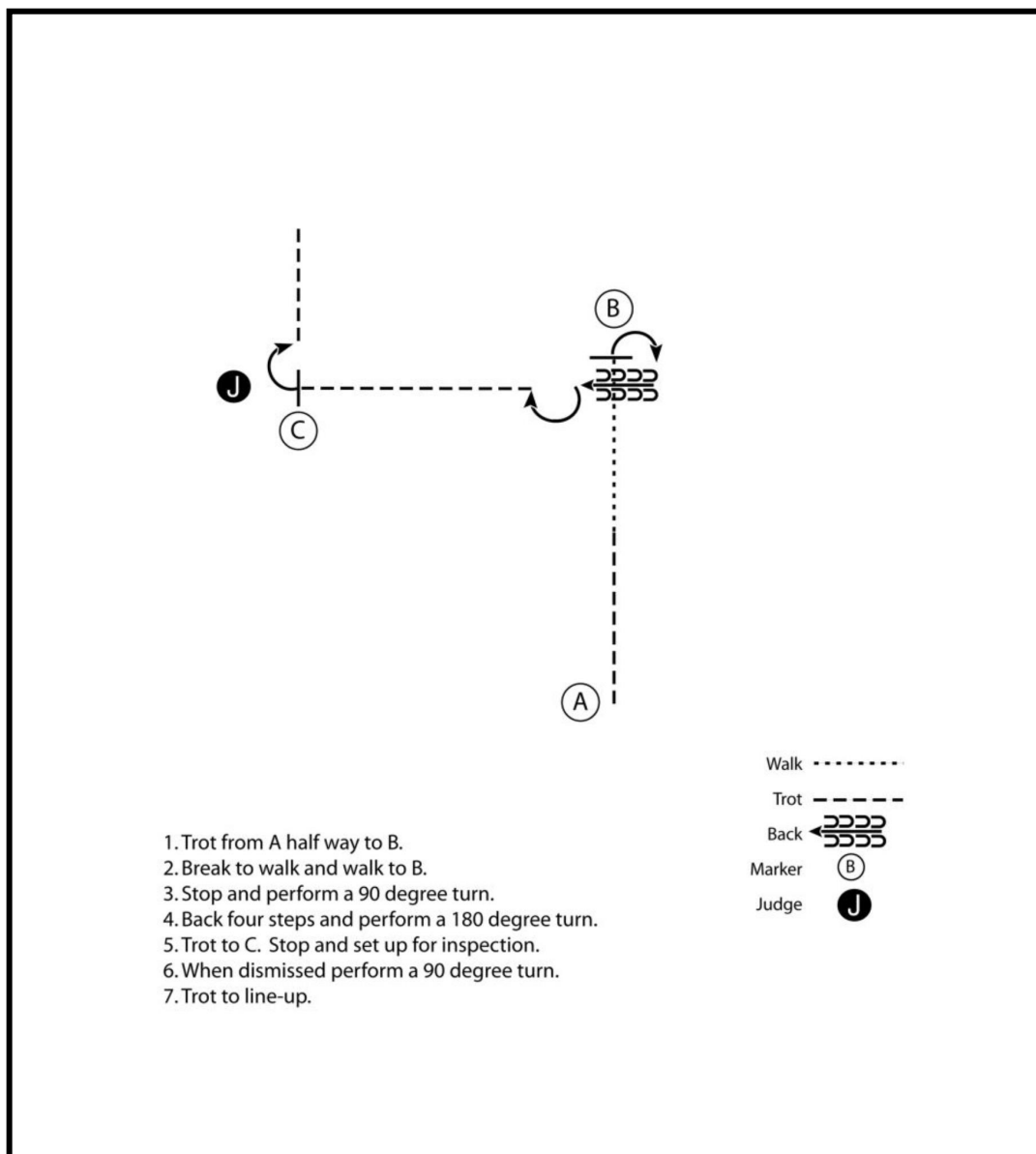
Division 71 QCABHA Show

August 3, 2025

Pattern provided by: Ann Kaska

8 Open Showmanship

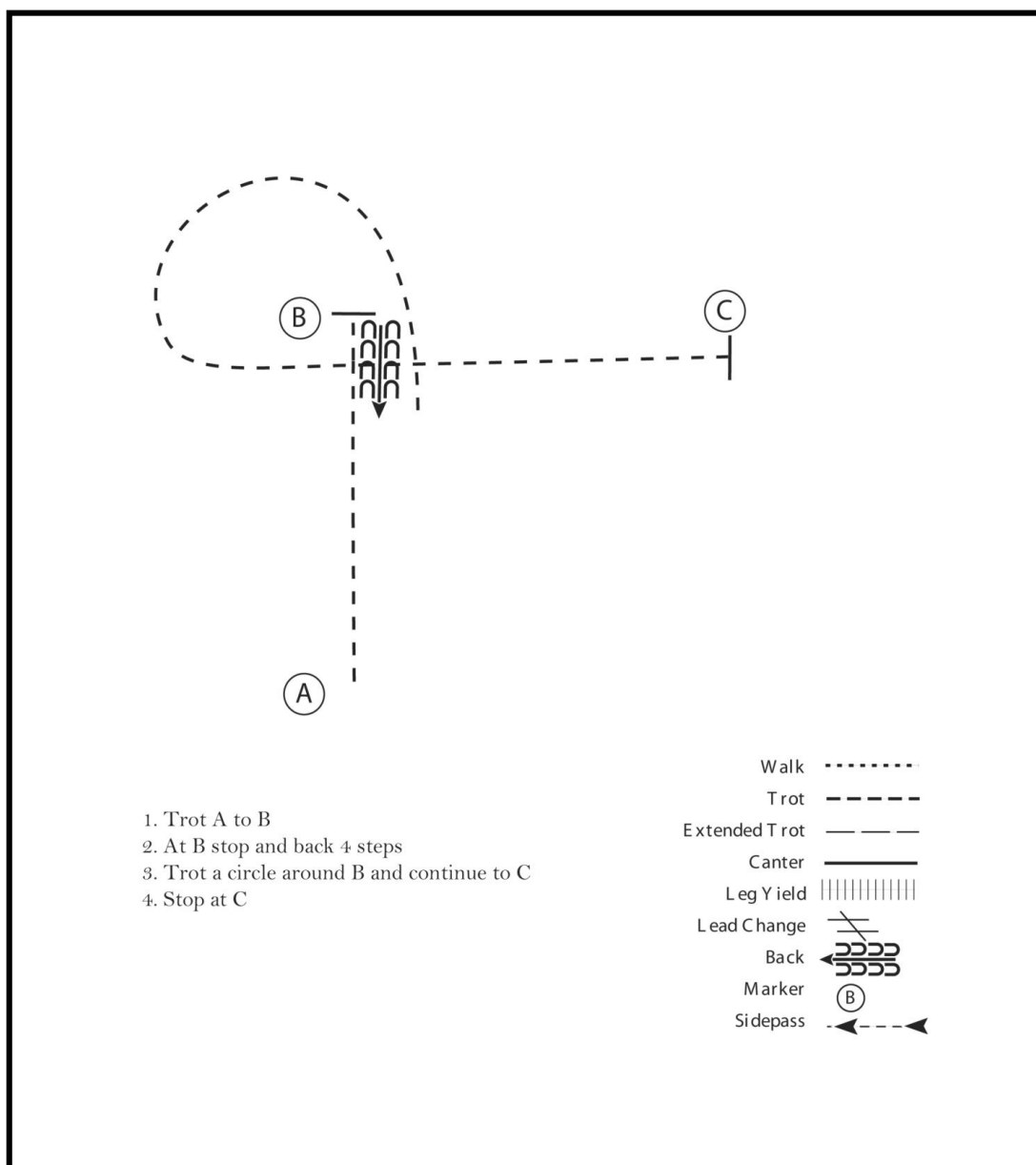
CLASS 8 OPEN SHOWMANSHIP



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Pattern provided by: Ann Kaska

18 English Equitation Walk/Trot

CLASS 18 ENGLISH EQUITATION WALK TROT



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August 3, 2025
Pattern provided by: Ann Kaska

19 English Equitation Walk/Trot/Canter

CLASS 19 ENGLISH EQUITATION WALK/TROT/CANTER

1. Sitting trot A to B.
2. At B, posting trot to C.
~~3. At C, canter around to D.~~
4. At D, posting trot to E.
5. Stop at E and back 6 steps.
6. Perform a 90 degree turn left and walk off.

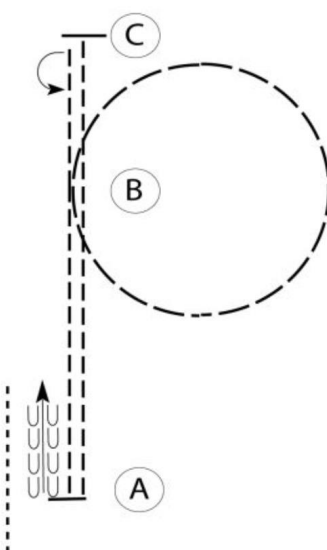
Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	↗
Back	←←←←←
Marker	(B)
Sidepass	←←←←←
Hand Gallop	=====

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30 Western Horsemanship Walk/Trot

CLASS 30 WESTERN HORSEMANSHIP WALK/TROT



Be ready at A.

1. Jog from A to C.
2. Stop at C and perform a 180 degree turn to the left.
3. Jog to B.
4. Extended jog circle to the left.
5. Jog from B to A.
6. Stop at A and back approximately one horse length.
7. Walk to A and exit at a walk.

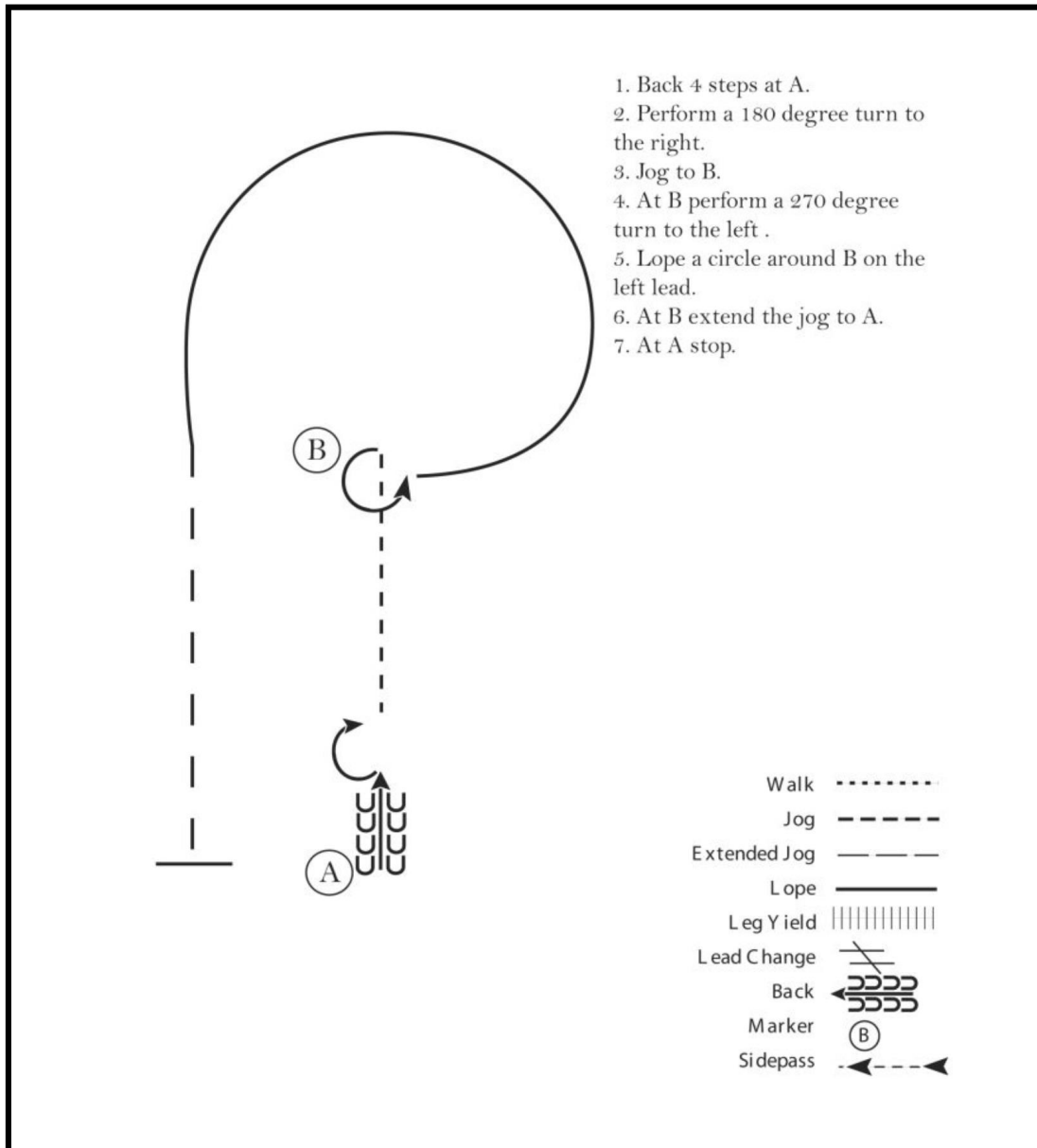
Follow the instructions of your ring steward.

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

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Pattern provided by: Ann Kaska

31 Western Horsemanship Walk/Trot/Lope

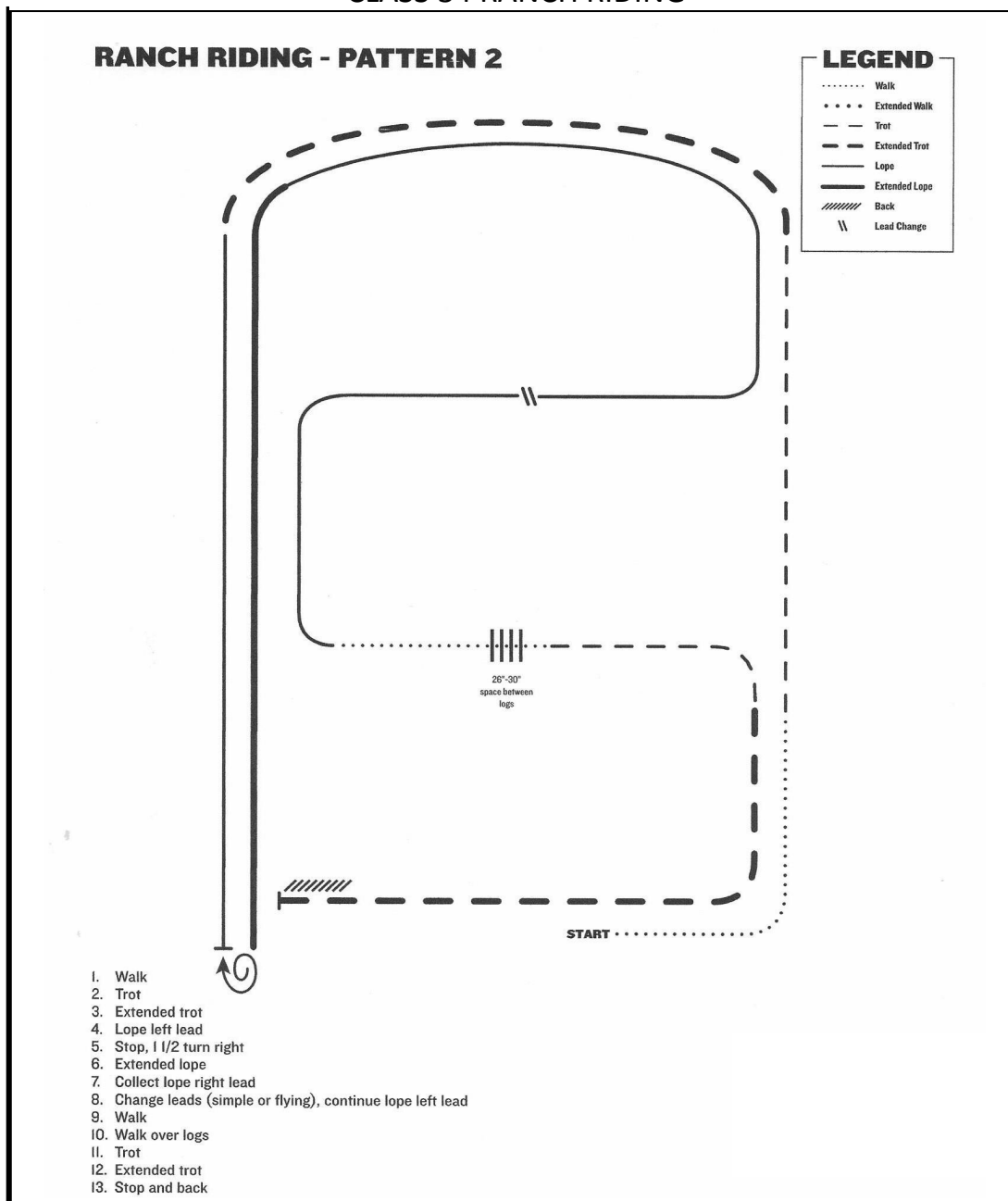
CLASS 31 WESTERN HORSEMANSHIP WALK/TROT/LOPE



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Pattern provided by: Ann Kaska

34 Ranch Riding

CLASS 34 RANCH RIDING



Division 71 QCABHA Show

August 3, 2025

Pattern provided by: Ann Kaska

35 Fun class

Musical “chairs”

Similar to the musical chairs game most of us played as children, riders on horseback in an arena ride around while the music plays.

When the music stops, the riders must return, on their horses, to a safe zone (aka “chair”).

Safe zones can be set up with:

- cones
- barrels
- bending poles
- people
- other as needed

There will be one safe zone short for the number of riders in the game.

The odd rider left standing without a safe zone, is out.

Each time a rider is out, a safe zone is removed and music starts again.

Repeat till only one rider is left.

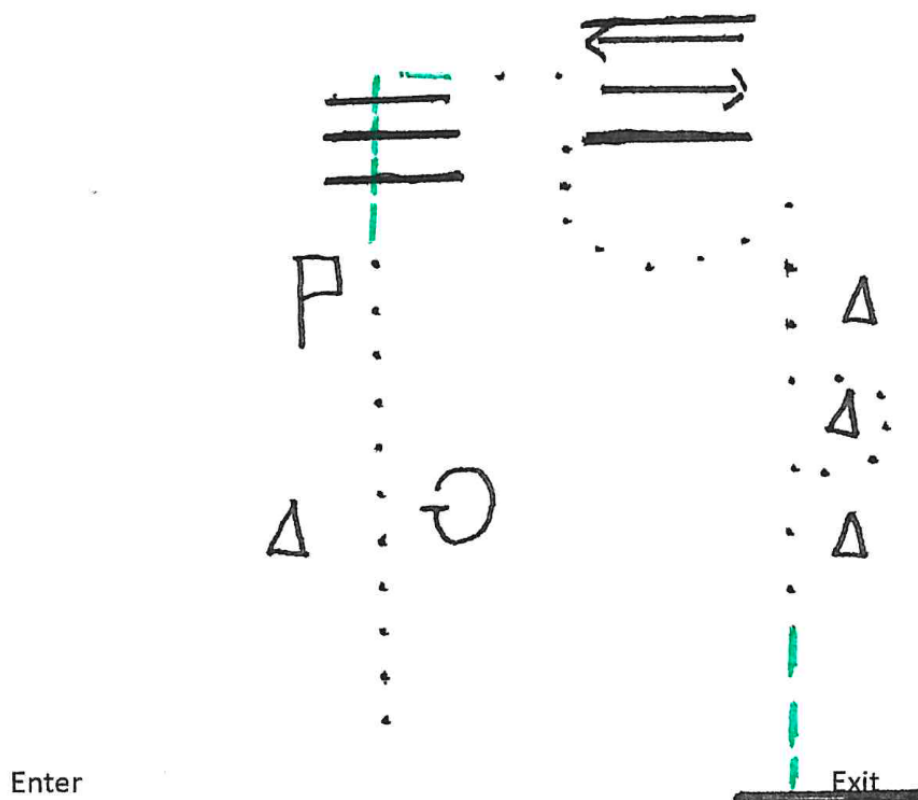
The last rider is winner.

If you ride past a safe zone, you must continue in the same direction to the next safe zone.

Riders are disqualified if they:

- attempt to go backward the a prior safe zone
- break gait, ex. if game is announced as a trot, rider is disqualified for cantering/loping or walking

36 In-Hand Trail



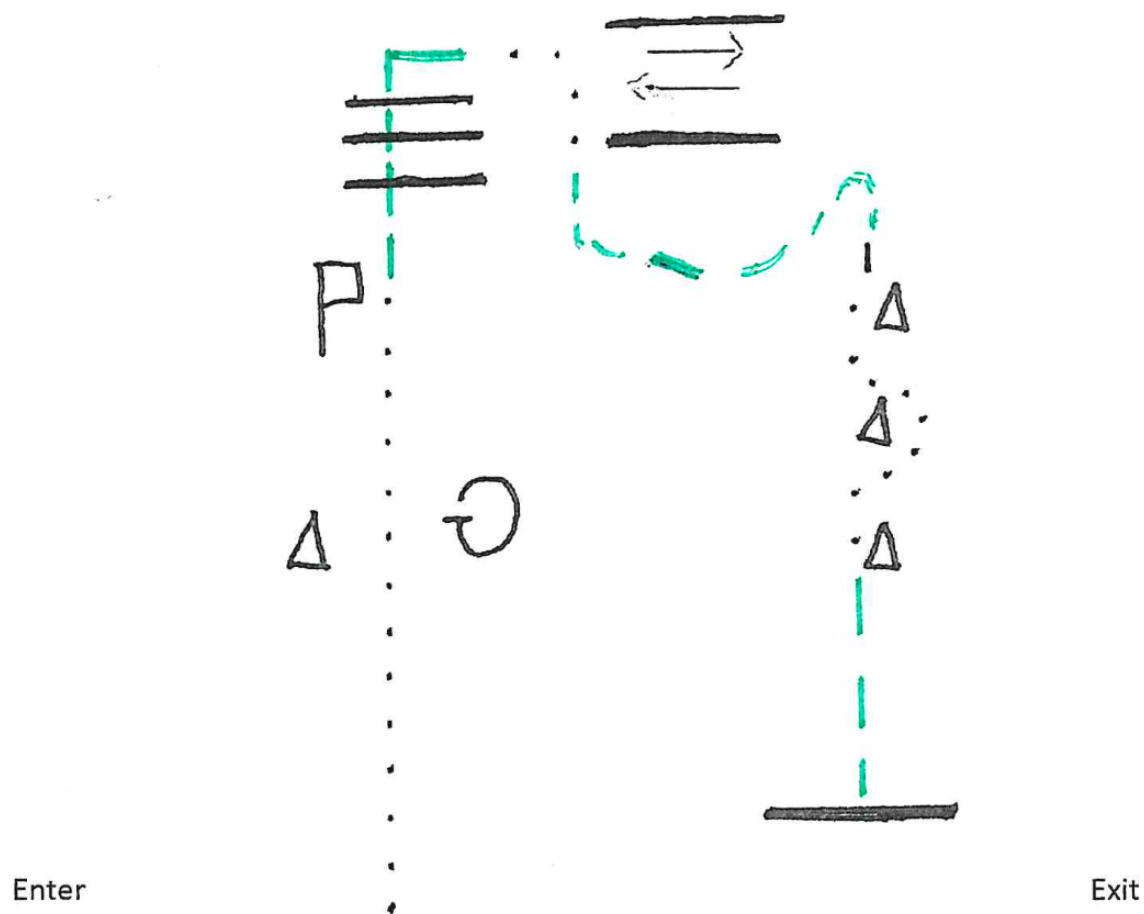
1. Walk to cone pivot to the right
2. Show mail to judge & return mail to mailbox
3. Trot over the poles
4. Walk into the chute; back out; semi-circle & continue to cones
5. Enter the cones & do 180 degrees around the center cone
6. Trot to exit, stop & salute judge

Walk
Trot - - - - -

Pivot

Forward
Back

37 Youth Trail



1. Walk to cone pivot to the right
2. Show mail to judge & return mail to mailbox
3. Trot over the poles
4. Walk into the chute; back out
5. Semi- circle & continue to cones at a trot
6. Prior to the cones break down to walk, enter the cones & do 180 degrees around the center cone at a walk
7. Trot to exit, stop & salute judge

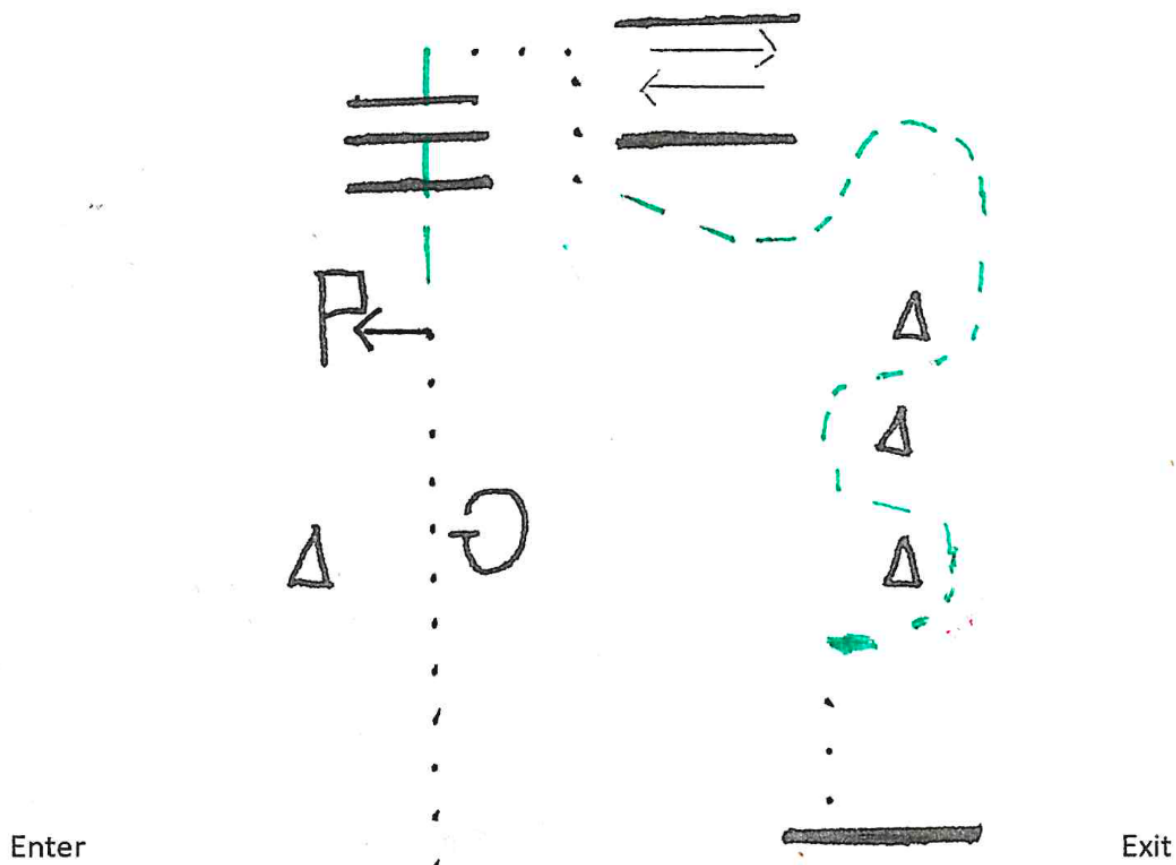
Walk
Trot ---

Pivot

Forward


Back


38 Novice Trail



1. Walk to cone; pivot to the right
2. Side pass to mailbox; show mail to judge & return mail to mailbox
3. Trot over the poles
4. Walk into the chute; back out
5. Semi- circle & continue to cones at a trot
6. Weave through cones at a trot
7. Walk to exit; stop & salute judge

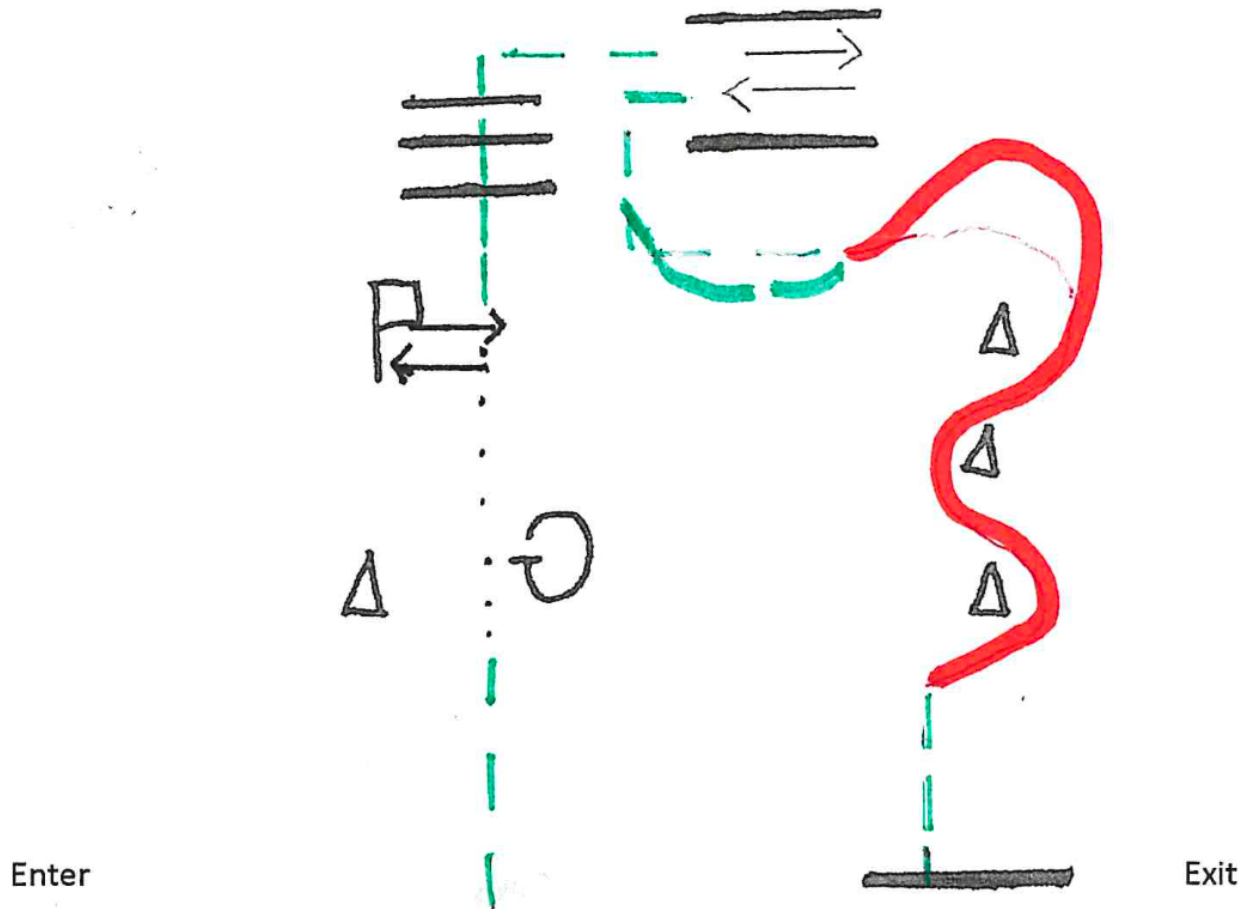
Walk
Trot

Pivot 

Side pass 

Forward _____
Back ← _____

39 Open Trail



1. Enter at a trot; prior to the cone break to walk
2. At cone pivot 360 to the right
3. Side pass to mail box; show mail to judge & return mail; side pass away from mailbox
4. Trot over the poles
5. Walk into the chute; back out
6. Semi-circle & exit at trot
7. Break into lope; weave through cones at a lope, lead change optional
8. After cones break into trot
9. Trot to exit; stop & salute judge: exit

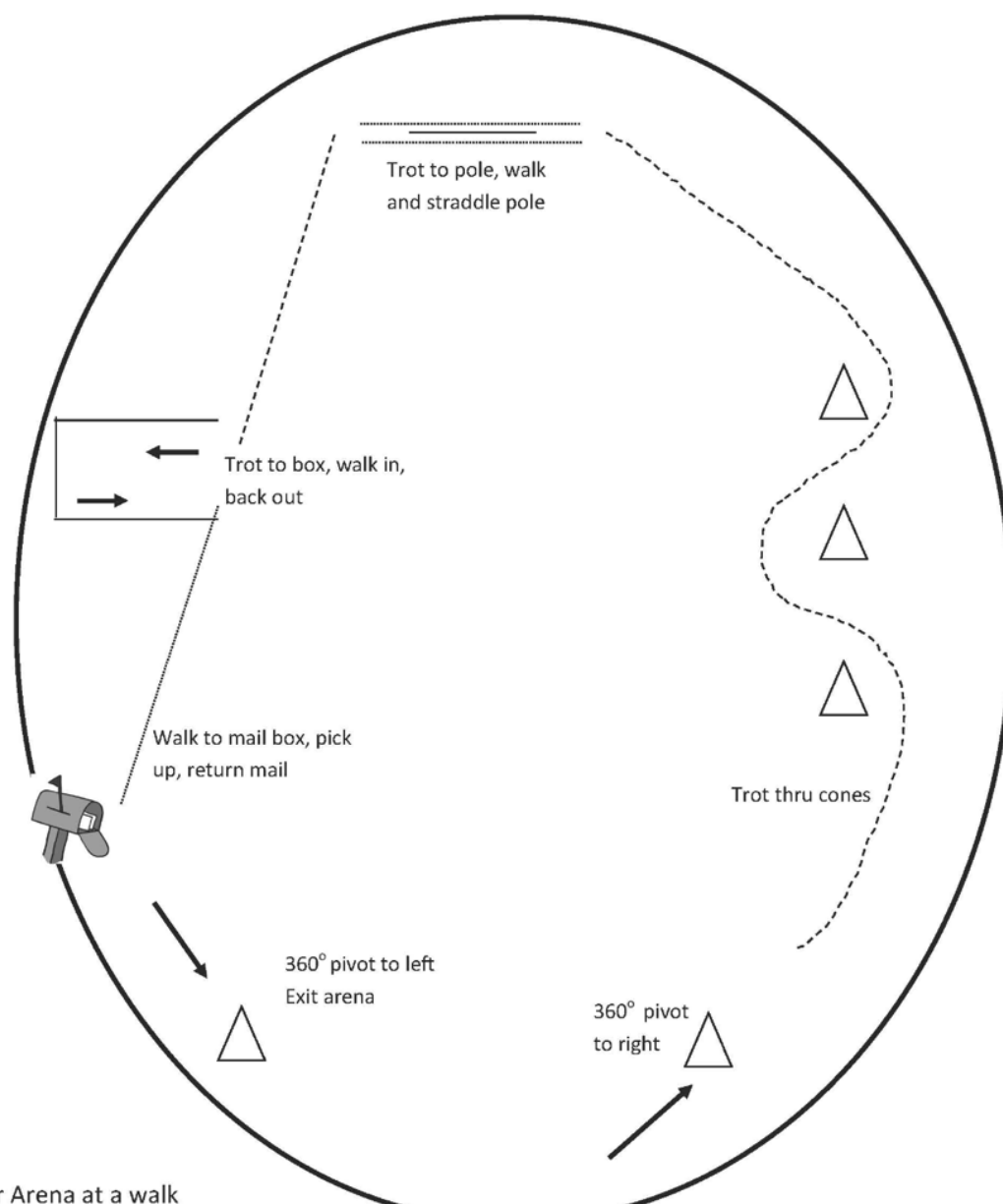
Walk
Trot ----

Pivot
Side pass
Side pass

Forward
Back

41 Open Obstacle Driving

Obstacle Driving



1. Enter Arena at a walk
2. Walk to first cone, perform 360° to right
3. Trot thru cones
4. Trot to pole, walk while straddling pole
5. Trot to box, walk in, back out
6. Walk to mail box, pick up/return mail
7. 360° to left
8. Walk out of arena

42 Open Cone Driving

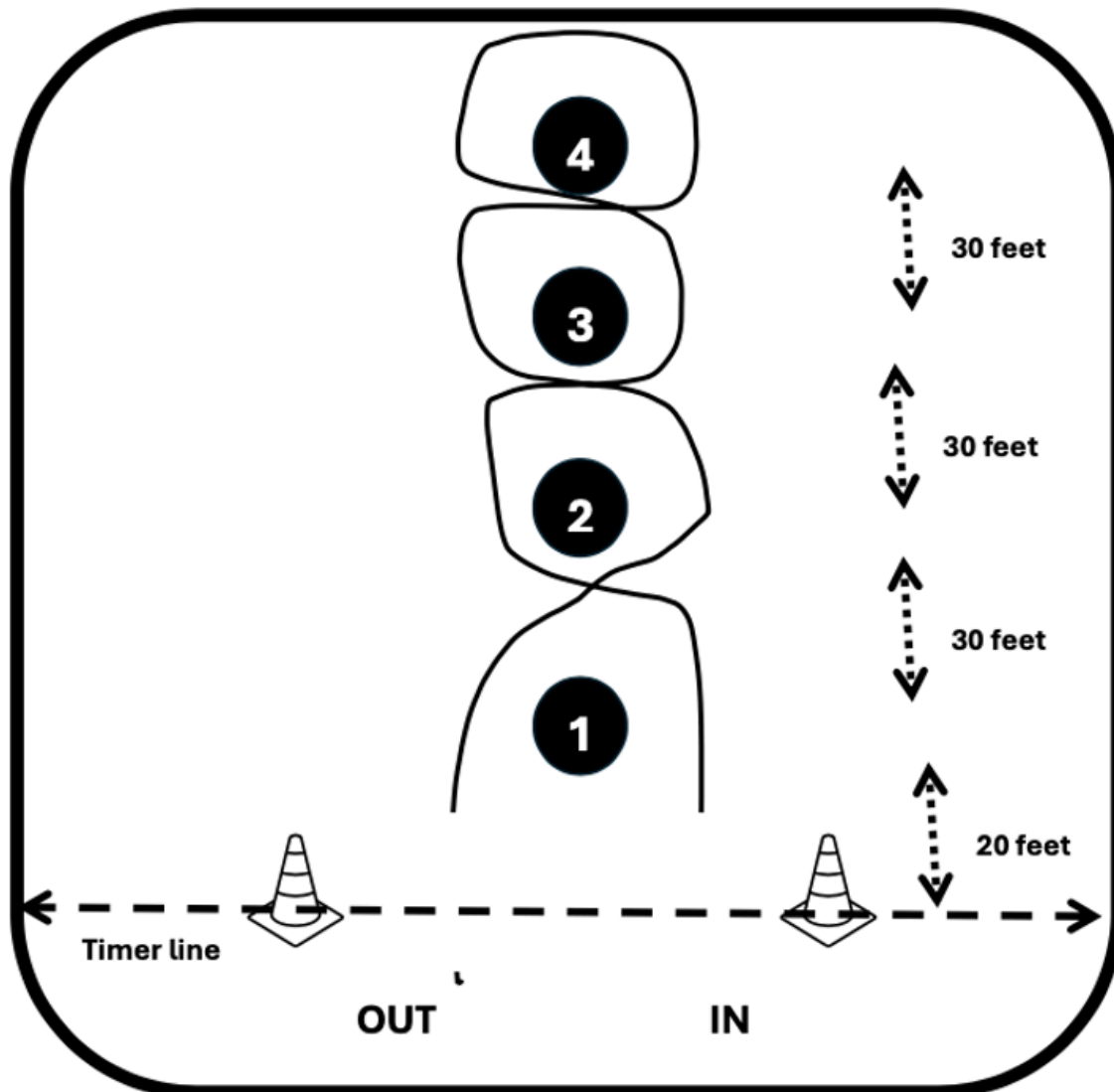
42 Open Cones Driving

Four Cones will be set up in a pattern similar to pole bending pattern, with possible additional space between them - at least 30 feet and first cone should be at least 20 feet from timer.

The knocking down of a single cone adds 5 seconds to the time.
Can result in disqualification:

- Doing cones out of order or going dramatically off course
- Knocking down more than one cone

Diagram is drawn running pattern to the right. May run to the left.



43 Open Driving Barrels

43 Open Barrels Driving (will use cones)

Cones will be set up in a triangular pattern with the first two cones at least 20 feet from the timer. Cones A and B shall be at least twenty feet apart, and a distance of 35 feet from C.

**Knocking down a cone will add a 5 second penalty.
Knocking down more than one may be a disqualification.
Off course will be an disqualification.**

Participants will be timed as they follow a clover-leaf barrel racing pattern.

Diagram is drawn running pattern to the right. May run to the left.

