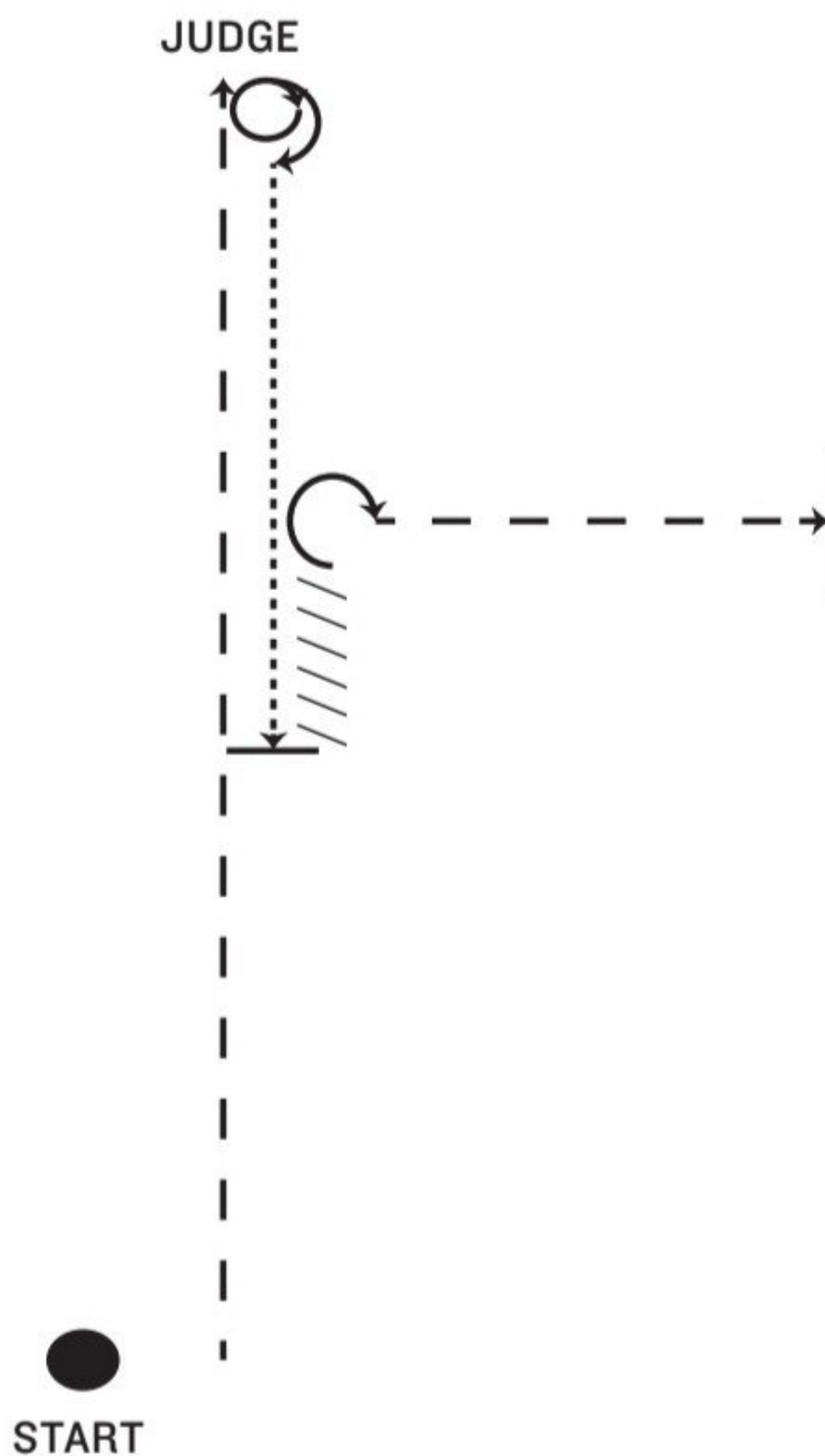


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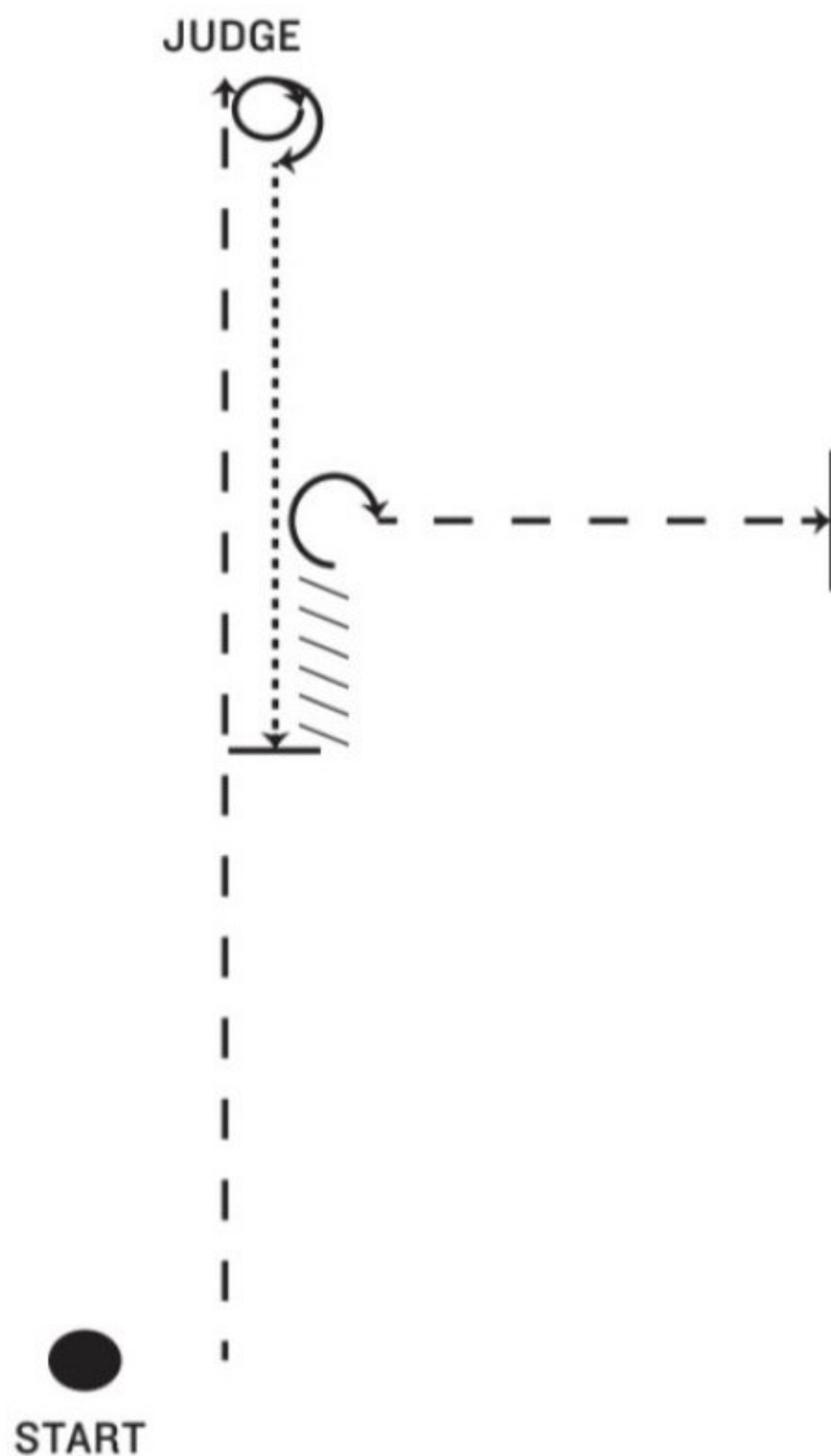
Showmanship, Classes 5 & 6



1. Trot to judge
2. Set up for full inspection
3. After inspection, execute 1 1/2 turns and walk half of line
4. Stop, back 2 horse lengths
5. 3/4 turn and trot
6. Halt and set-up. When set up is complete, exit at a walk or jog

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Showmanship, Class 7, 13 & U



1. Trot to judge
2. Set up for full inspection
3. After inspection, execute 1/2 turn and walk half of line
4. Stop, back 2 horse lengths
5. 3/4 turn and trot
6. Halt and set-up. When set up is complete, exit at a walk

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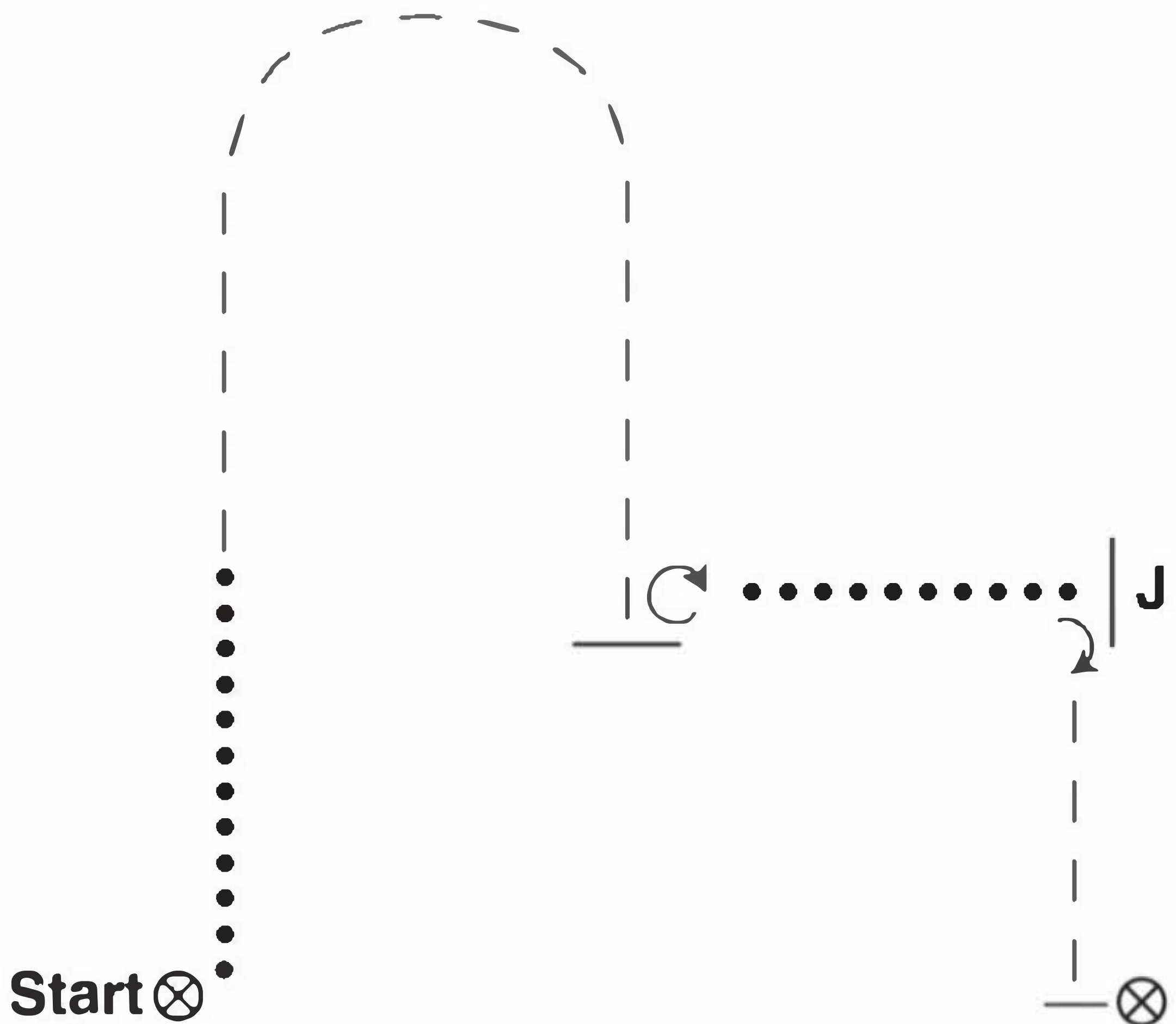
Peewee Showmanship, Class 8



1. Trot to judge
2. Set up for full inspection
3. After inspection, execute 1/2 turn and exit at a walk

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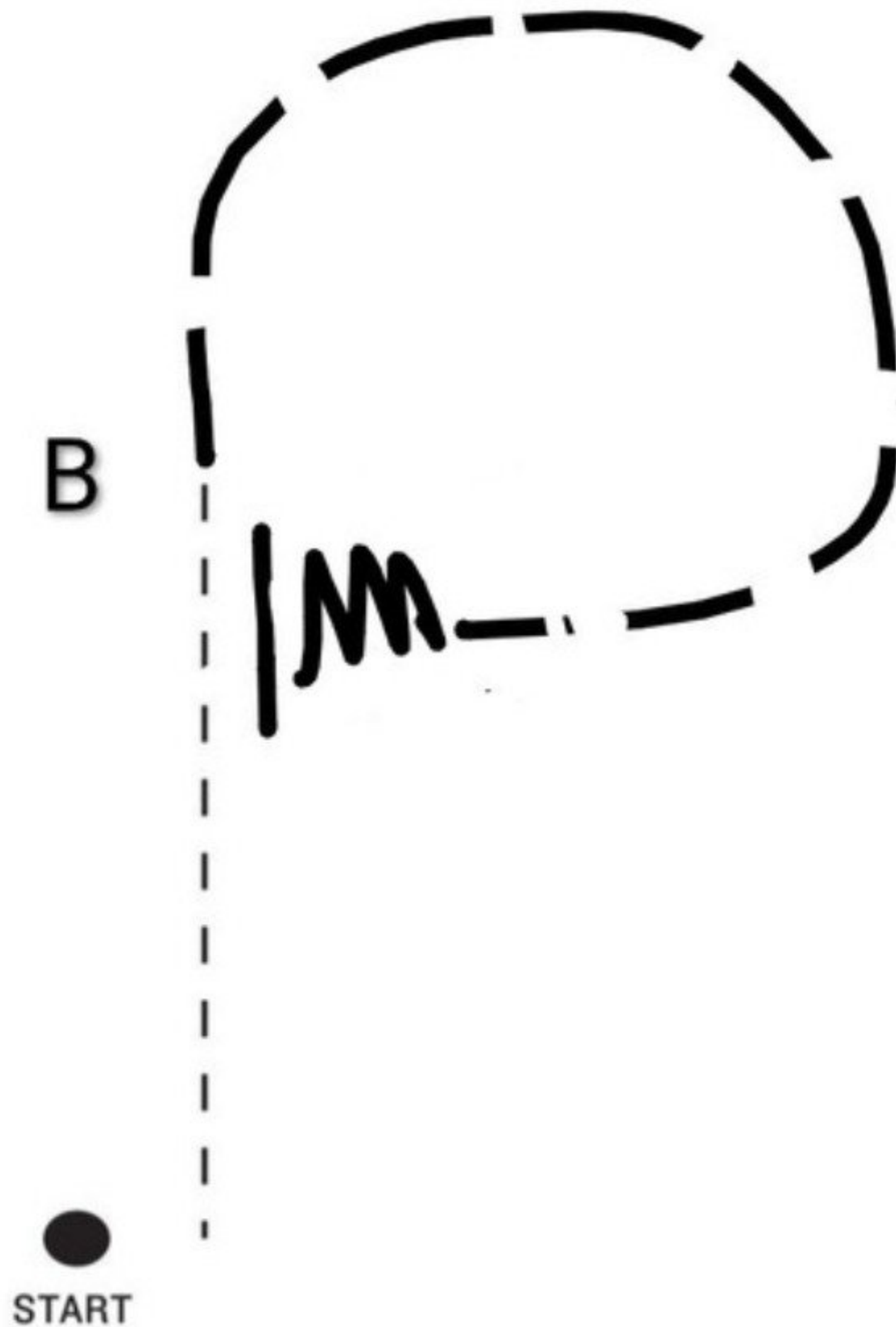
Jackpot Showmanship, Class 9



1. Walk 1/2 line
2. Trot around end and down line
3. Halt and execute a 3/4 turn
4. Walk to judge
5. Set up for inspection
6. After inspection, 1/4 turn and trot to marker, stop
7. Exit at a walk or trot

BWHA 6/21/26

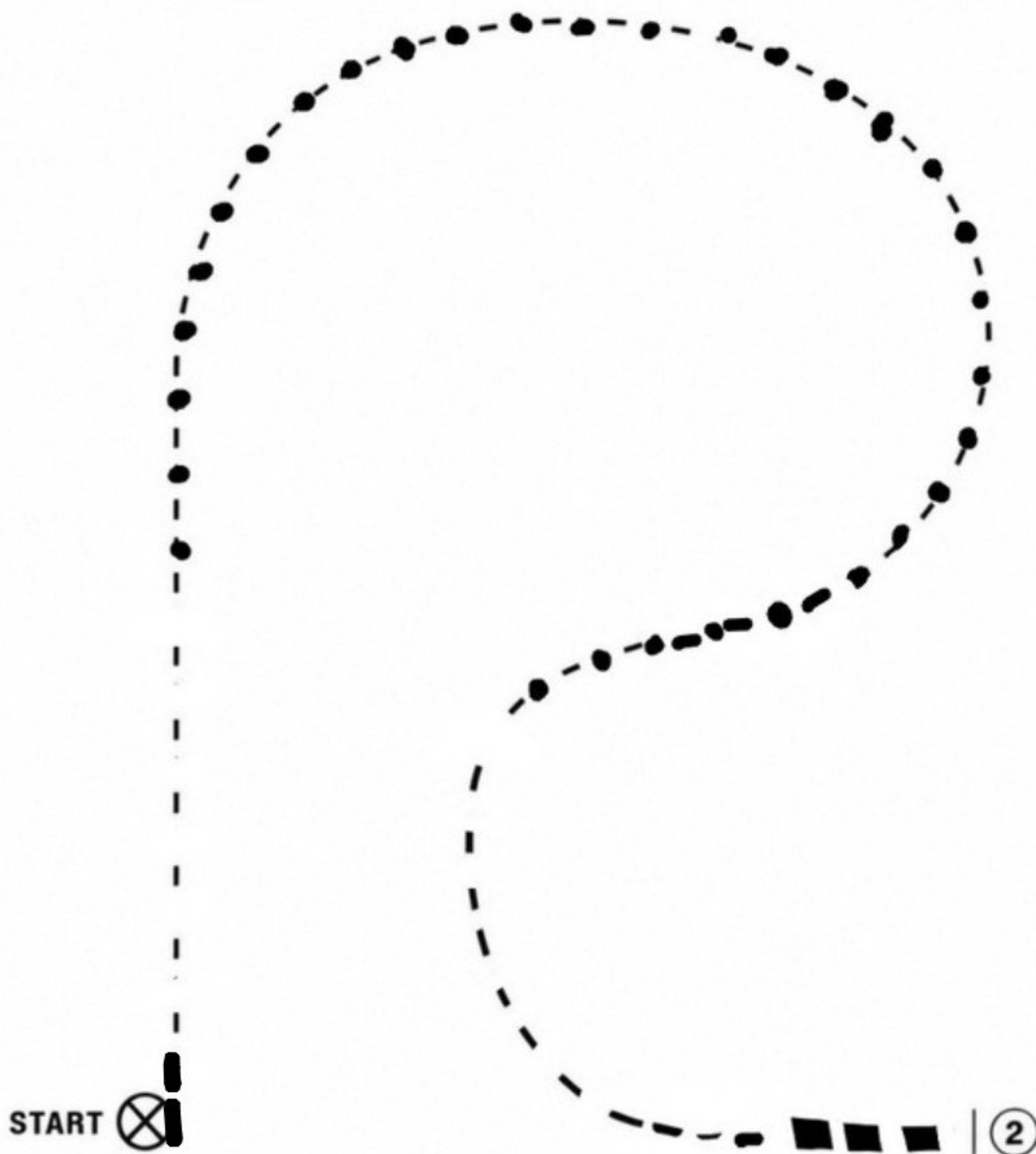
Peewee HMS / EQ, Class 14



1. Walk from A to B.
2. At B, jog or trot a circle to the right.
3. Stop and back 4 steps.
4. Exit at a walk.

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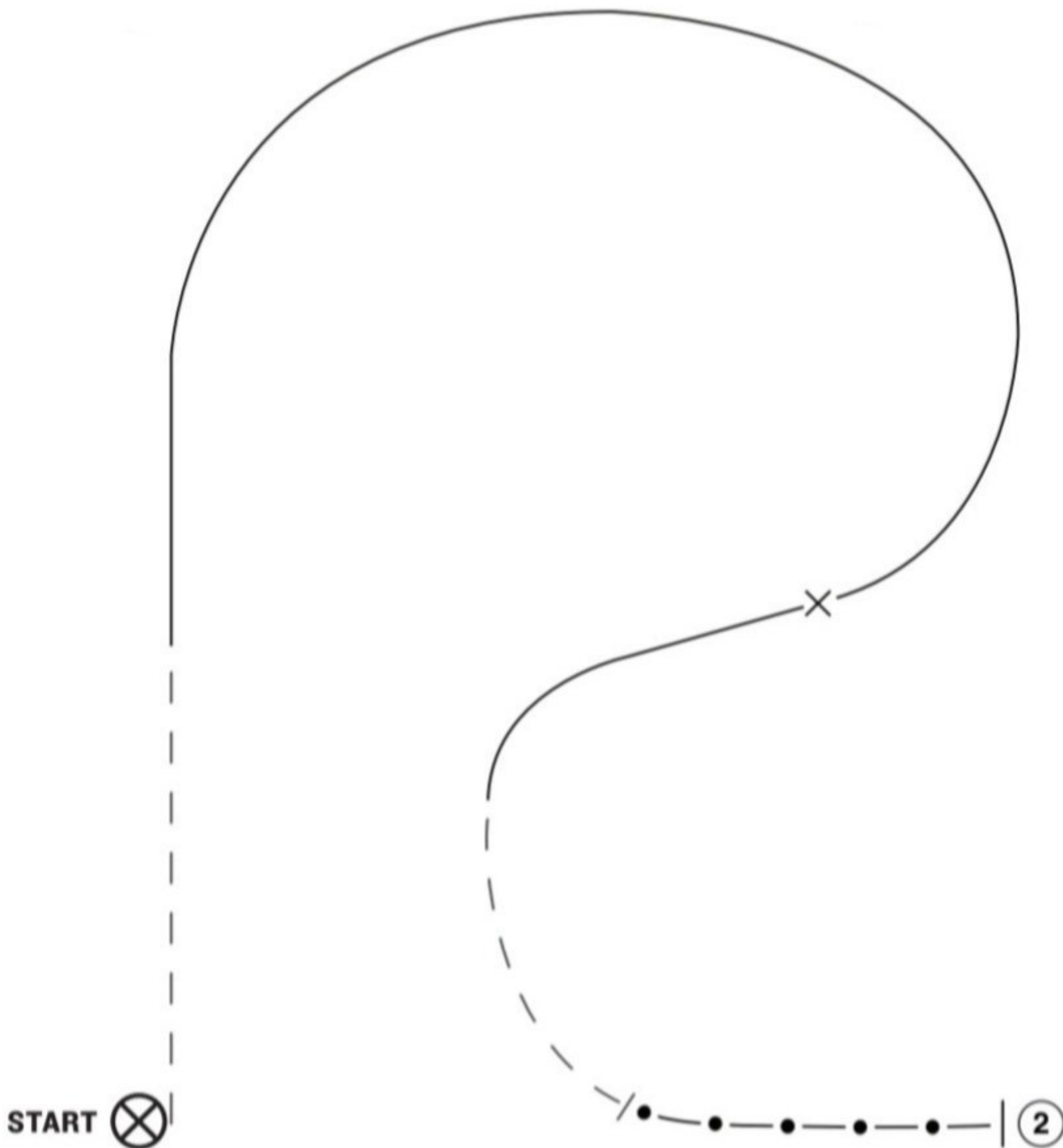
Equitation Classes 22 & 23



1. Posting trot from marker 1 on the left diagonal down the long side
2. Sitting trot around the end
3. Sitting trot 1/2 way to marker 2
4. Posting trot around the corner right diagonal
5. Walk to marker 2
6. Halt
7. Exit at a walk

BWHA 6/21/2026

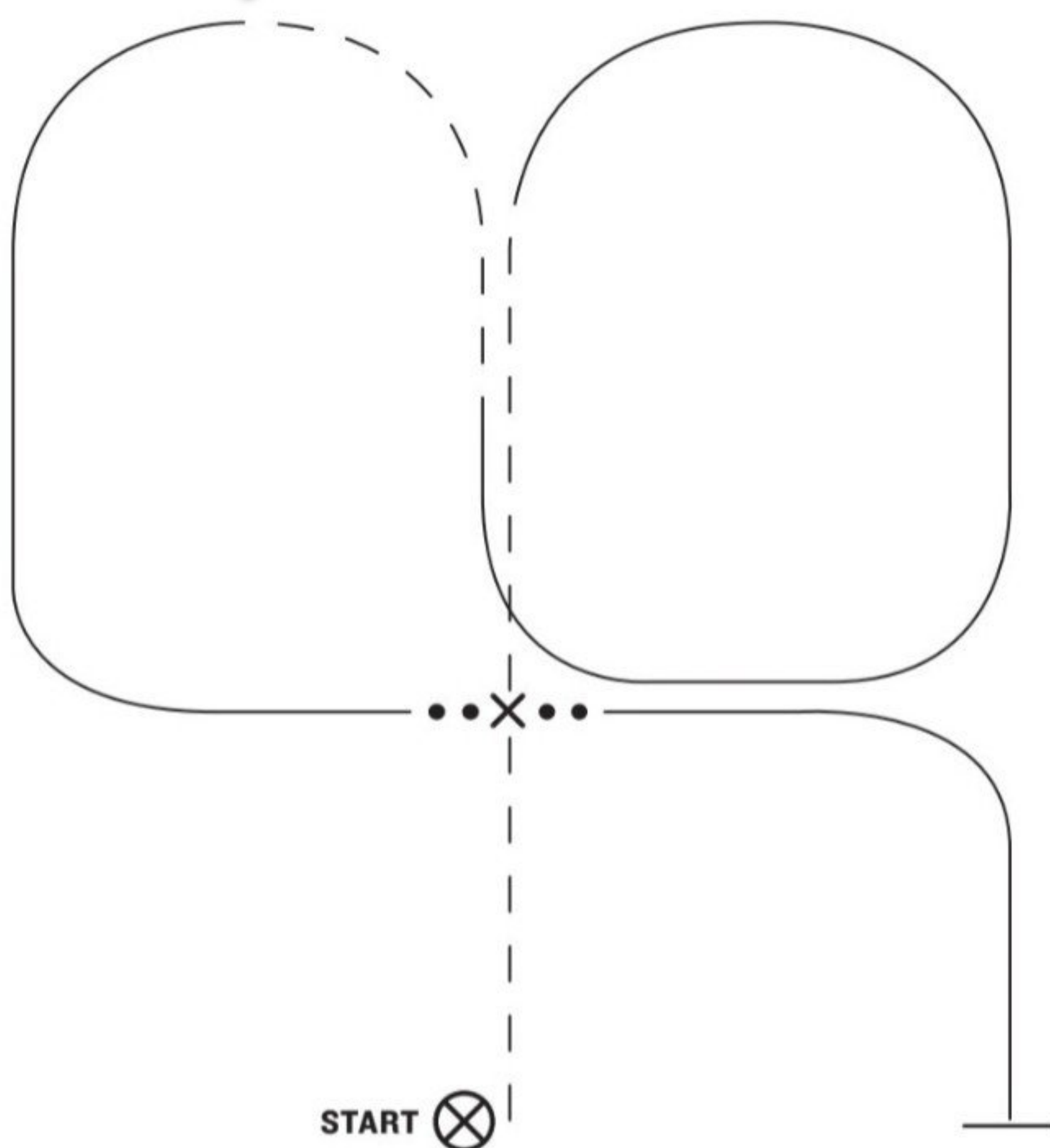
Equitation Classes 24, 25 & 26



1. Posting trot from marker 1 on the left diagonal down the long side
2. Right lead canter, canter around the end
3. Simple change of leads and canter 1/2 way to marker 2
4. Posting trot around the corner right diagonal
5. Sitting trot to marker 2
6. Halt
7. Exit at a walk or trot

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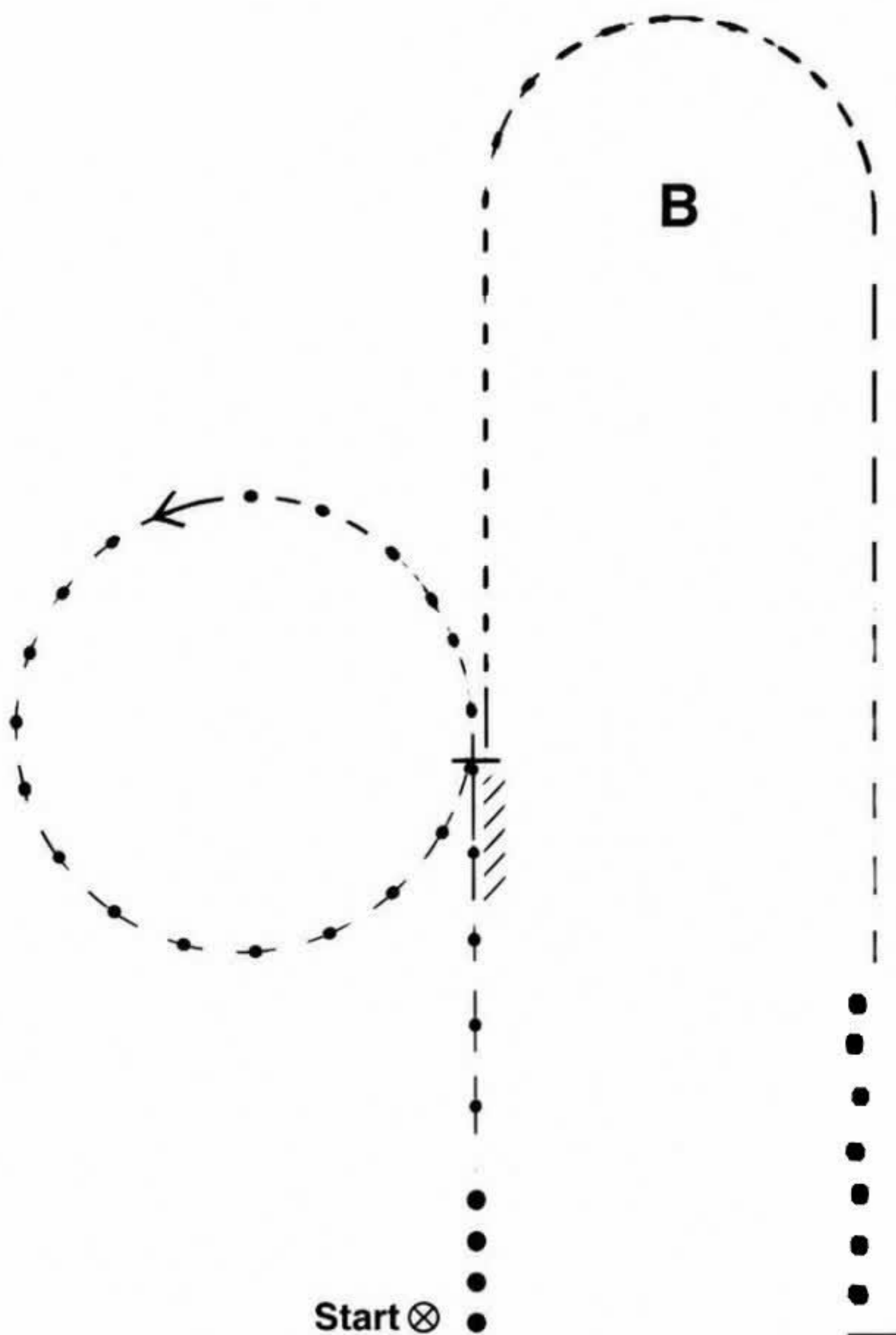
Equitation Jackpot, Class 27



1. Sitting trot 1/2 of line
2. Posting trot left diagonal, 1/2 of line
3. Canter on right lead
4. Trot, right diagonal
5. Canter, left lead
6. Change leads through a walk
7. Canter, right lead
8. Halt
9. Exit at a walk or trot

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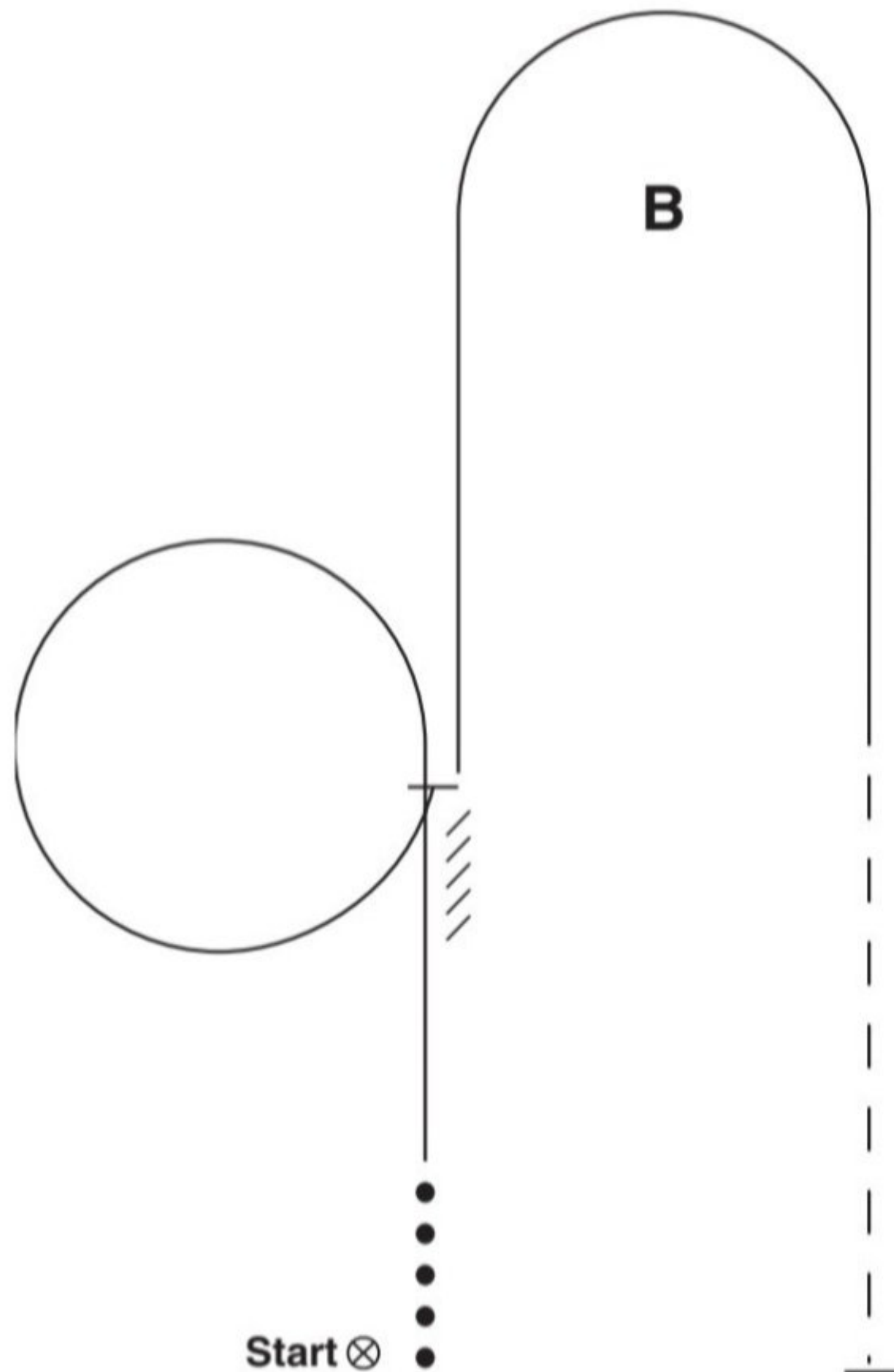
Horsemanship Classes 36 & 37



1. Walk two horse lengths
2. Extend the jog to the midpoint of arena and continue in a circle to the left
3. Close circle and stop and back one horse length
4. Regular jog to and around b
5. Break to a walk
6. Halt when even with A
7. Exit at a walk or jog

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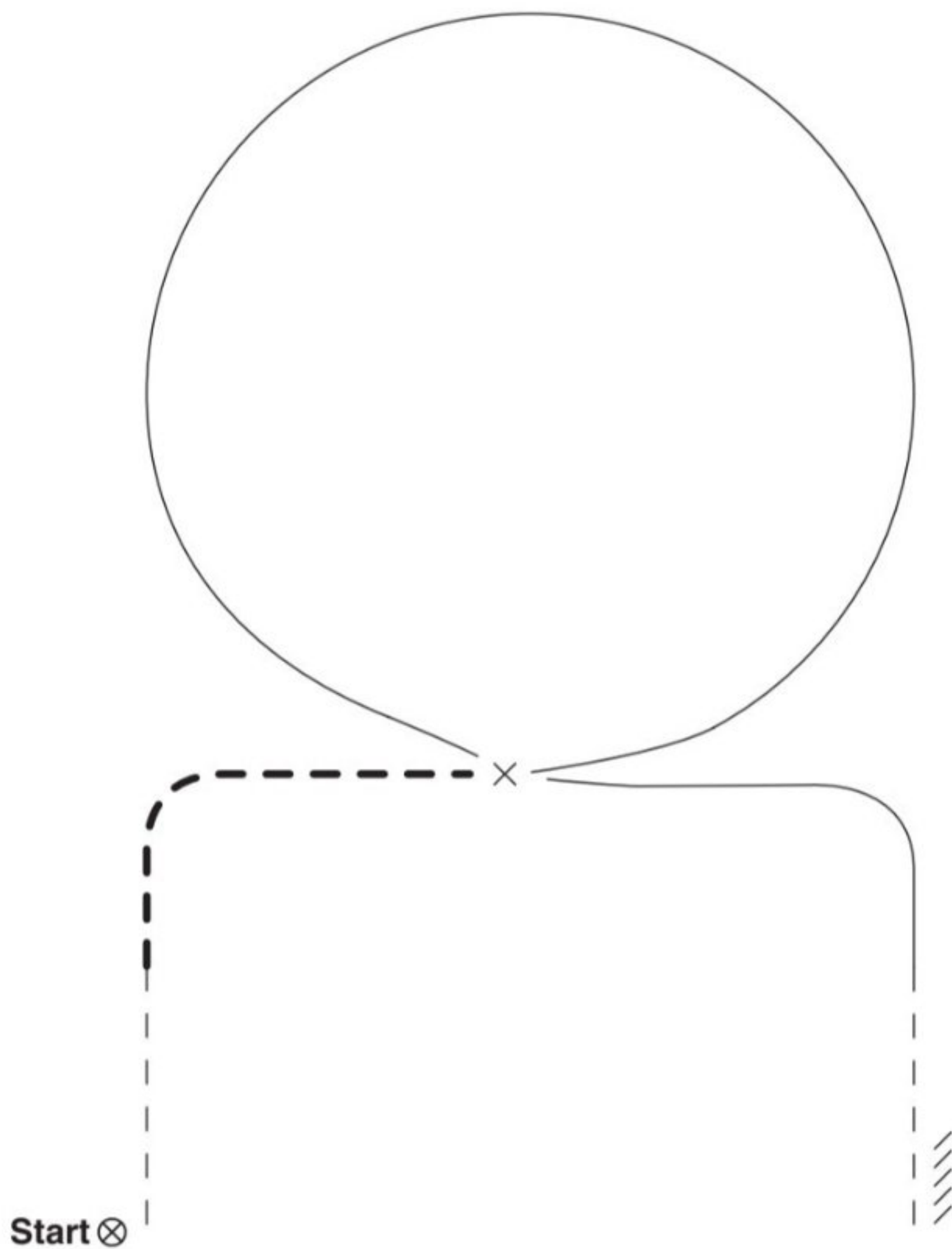
Horsemanship Classes 38, 39 & 40



1. Walk two horse lengths
2. Lope left lead to midpoint of arena, lope a cadenced circle to the left
3. Close circle and stop and back one horse length
4. Lope right lead to and around b
5. Break to jog
6. Halt when even with A
7. Exit at a walk or jog

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Jackpot Horsemanship, Class 41



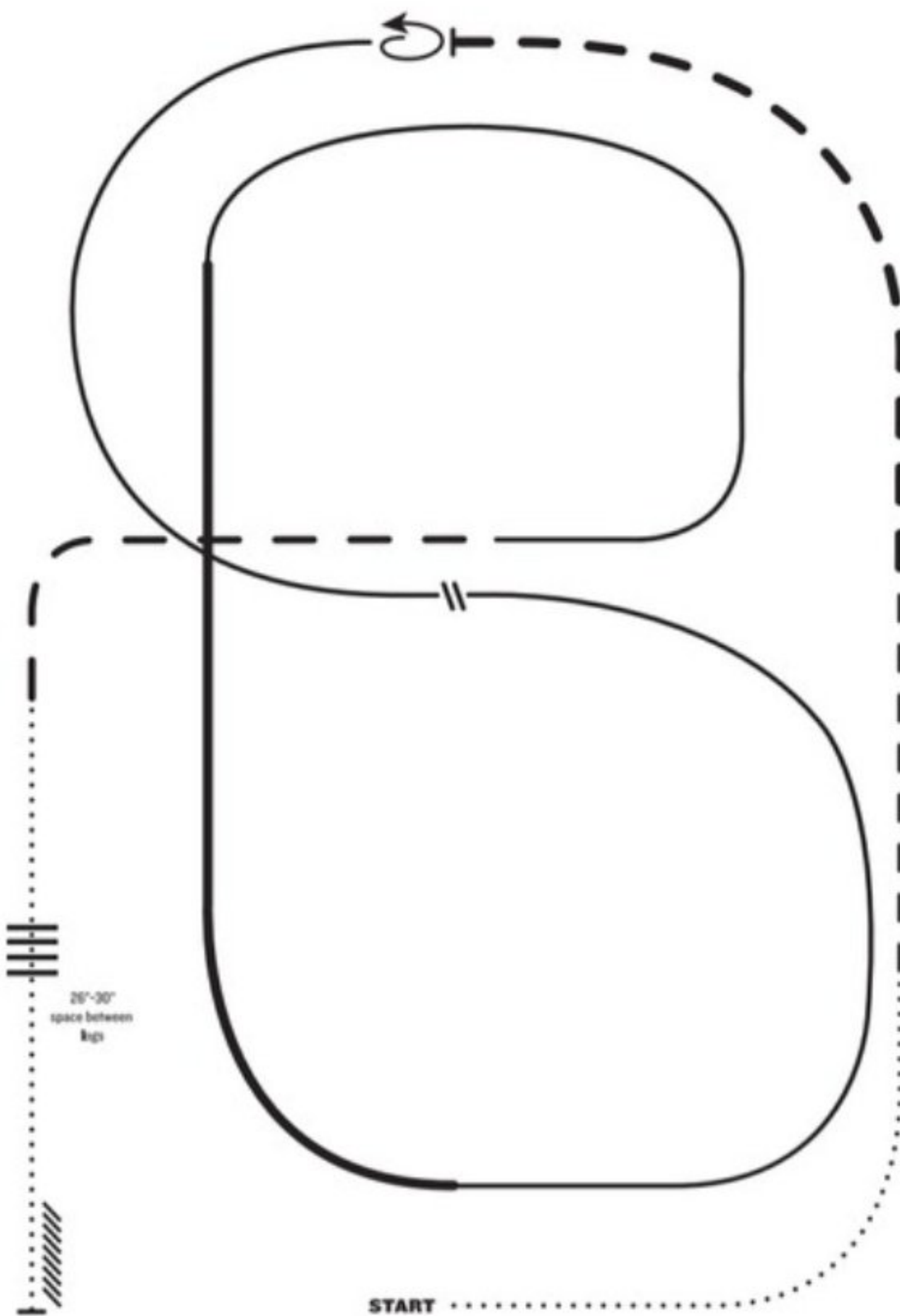
1. Jog 1/2 line; extend trot to middle
2. Stop
3. Lope a circle on the left lead
4. Change leads (simple or flying)
5. Lope right lead; break to jog
6. Stop and back
7. Exit at walk or jog

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Ranch Riding, Class 42

RANCH RIDING - PATTERN I

LEGEND	
.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
//	Lead Change



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn 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

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.