

# ELEMENTA GOES WEST

SEPTEMBER 15-20, 2025



P A T T E R N S  
S H O W 1 & 2  
A R E O N L I N E

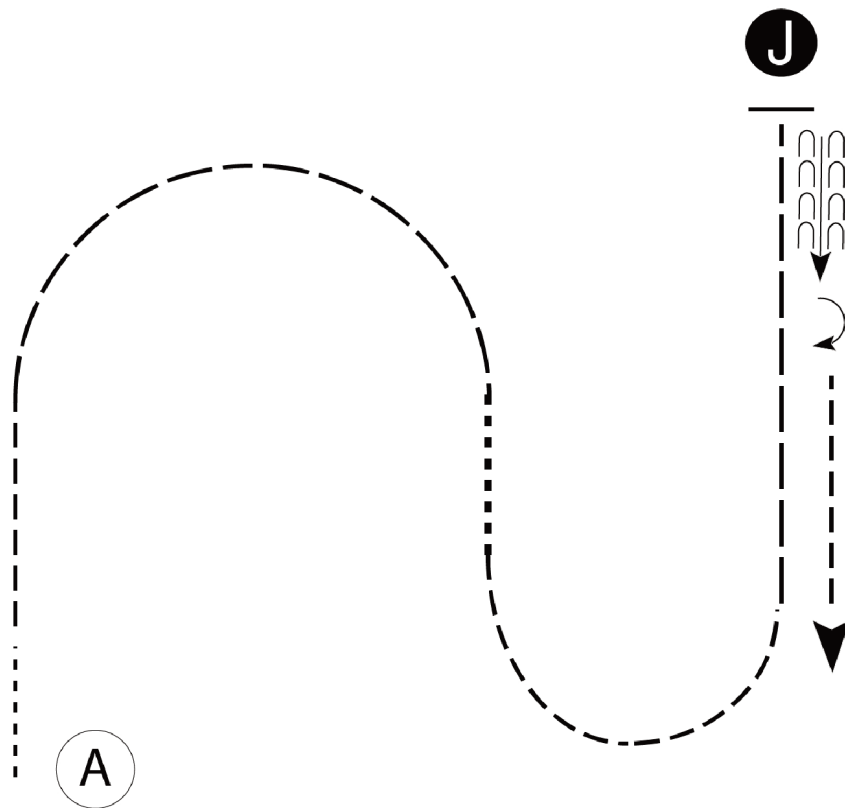
AMERICAN  
QUARTER  
HORSE  
ASSOCIATION

AMERICAN  
PAINT  
HORSE  
ASSOCIATION

NSBA  
INTERNATIONAL



## Showmanship (All Level 1)



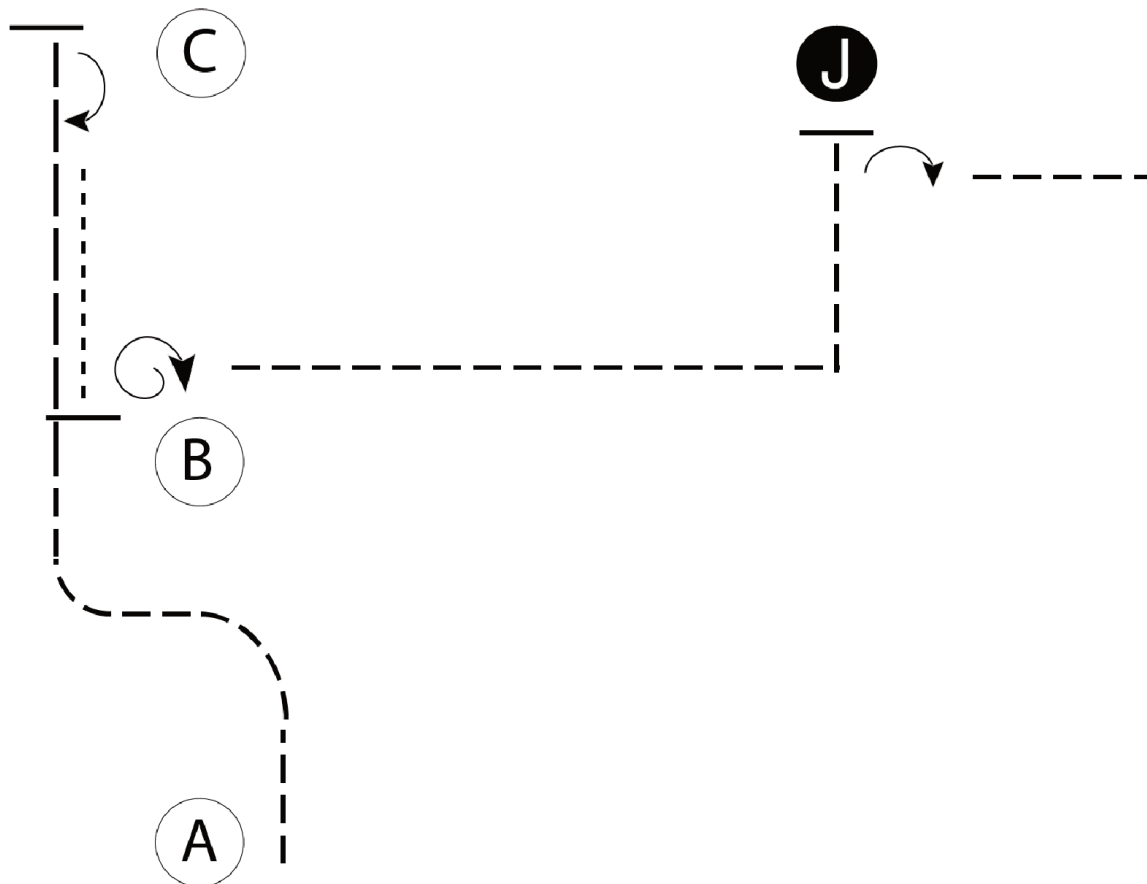
Be ready at A.

1. Walk FORWARD two horse lengths then trot.
2. Extended trot half circle.
3. Walk FORWARD one horse length.
4. Trot in a half circle.
5. Extended trot to Judge and stop.
6. Set up.
7. Inspection.
8. When dismissed, back approximately two horse lengths.
9. Perform a 180 degree turn and trot to exit.

Walk	-----
Trot	- - - - -
Back	← 3 3 3 3 3
Marker	ⓑ
Judge	ⓐ





## Showmanship (Youth - Amateur)



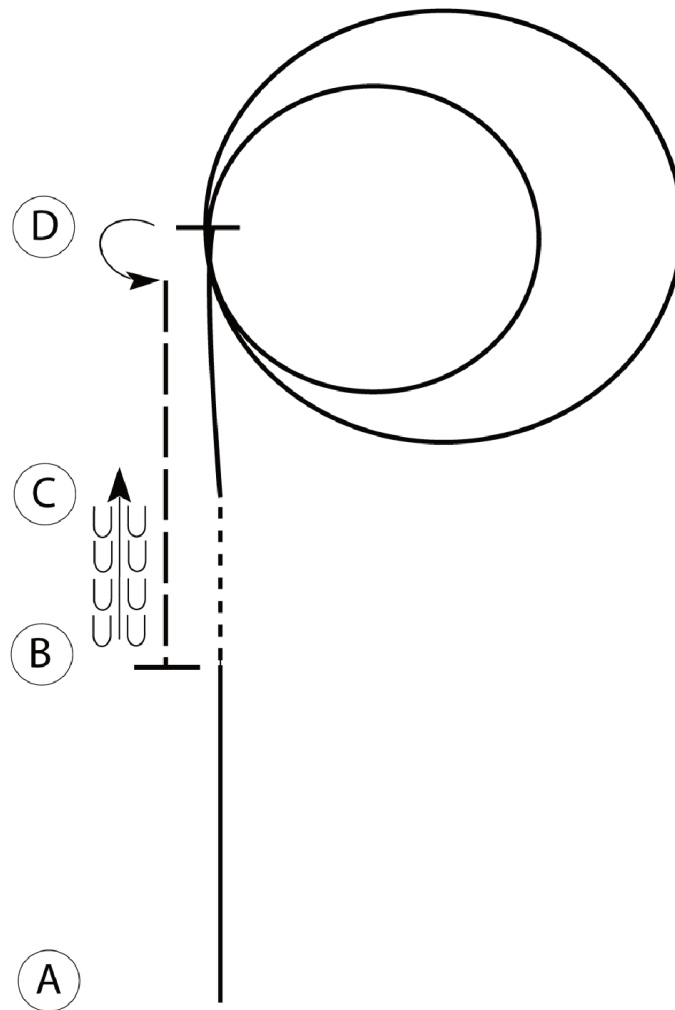
**Be ready at A.**

1. Trot from A until even with B. Then, extend the trot to C and stop.
2. Perform a 180 degree turn.
3. Walk with forward motion until just before B.
4. Perform a 270 degree turn.
5. Trot a square corner to Judge.
6. Set Up.
7. Inspection.
8. When dismissed, perform a 90 degree turn and pattern is complete.

Walk	-----
Trot	- - - - -
Back	← 3333
Marker	(B)
Judge	(J)

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

## Western Horsemanship (Youth - Amateur)



**Be ready at A.**

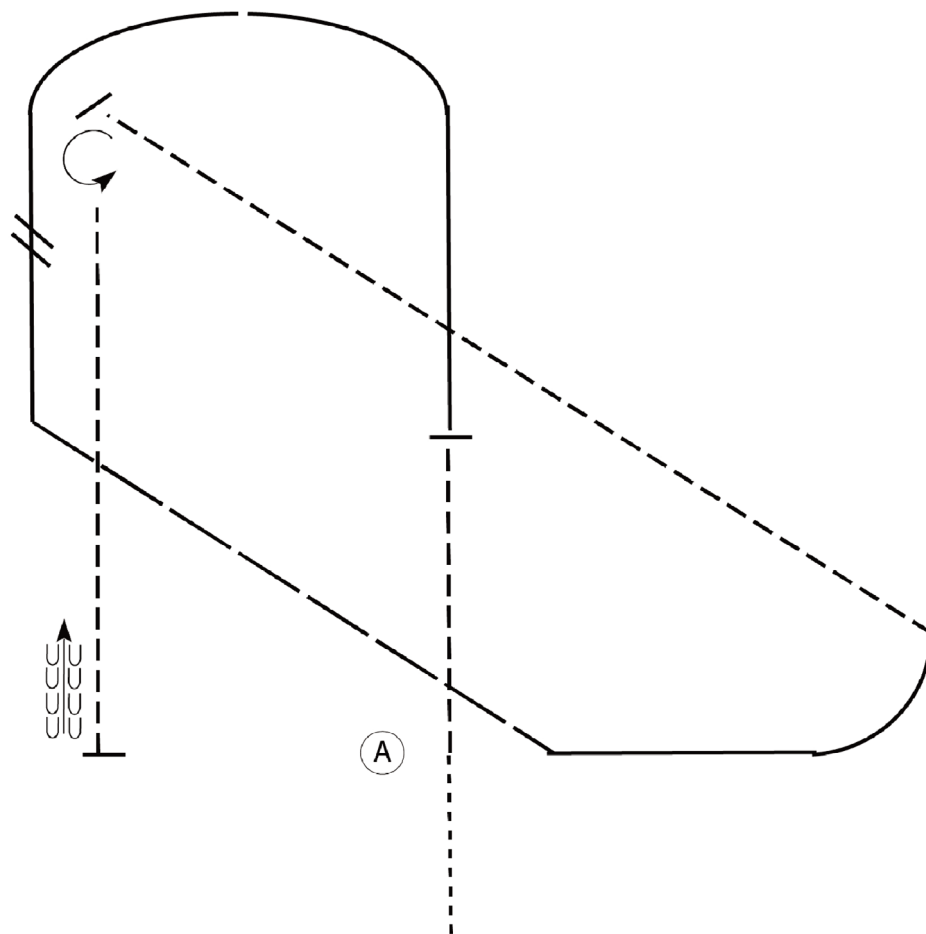
1. Lope on the left lead to B.
2. Walk B to C.
3. Lope on the right lead to D.
4. Lope a large fast circle to the right.
5. Lope a small slow circle to the right.
6. Stop at D and perform a 180 degree spin to the left.
7. Extend the jog to B.
8. Stop at B and back to C.

**Follow the instructions of your ring steward.**

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

- 
- Diagram illustrating the footfall patterns for various horse gaits:
- Walk:** Represented by a single dashed line.
  - Trot:** Represented by two dashed lines.
  - Extended Trot:** Represented by two solid lines.
  - Canter:** Represented by a single solid line.
  - Leg Yield:** Represented by a series of vertical lines.
  - Lead Change:** Represented by a series of diagonal lines.
  - Back:** Represented by a series of horizontal lines with arrows pointing left.
  - Marker:** Represented by a circle containing the letter 'B'.
  - Sidepass:** Represented by a series of horizontal lines with arrows pointing left.
  - Hand Gallop:** Represented by a series of horizontal lines.

## Hunt Seat Equitation (Youth - Amateur)

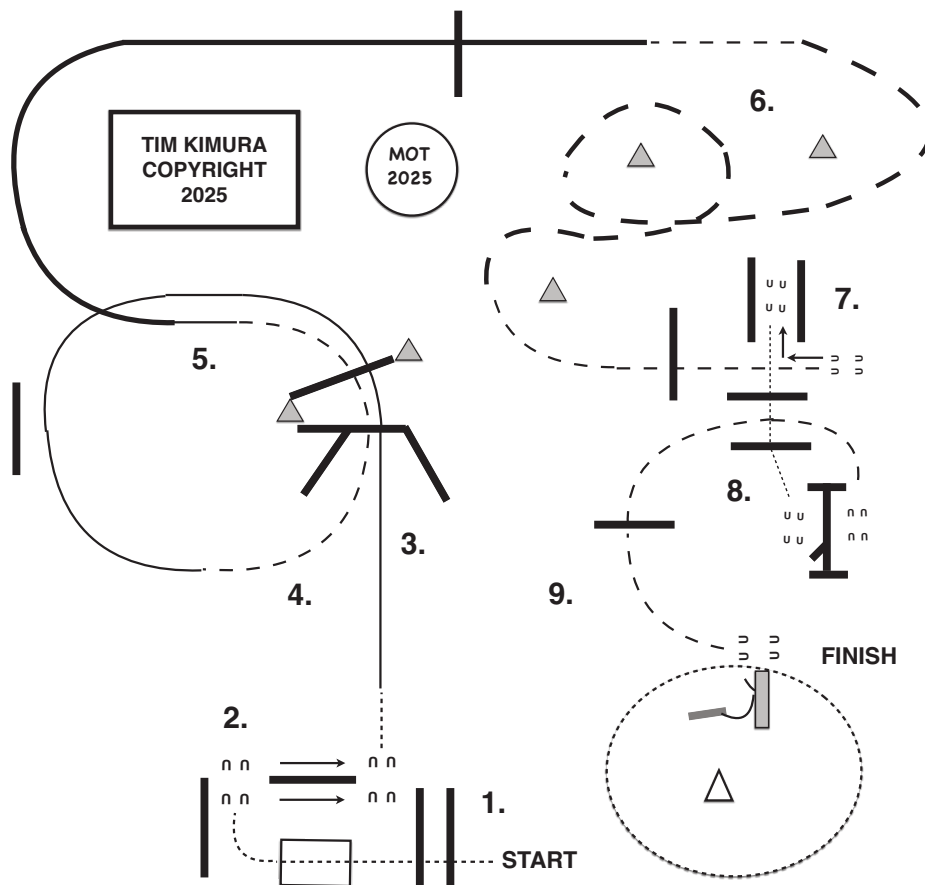


**Be ready before A.**

1. Walk to A. Left diagonal trot then halt for 3 seconds.
2. Right lead counter canter in half circle.
3. Change leads.
4. Left lead straight then hand gallop on diagonal.
5. Left lead canter around corner.
6. Right diagonal trot half the line then 2 point the trot.
7. Halt and perform a forehand turn left to change direction.  
Sitting trot until even with A.
8. Halt and back approximately 2 horse lengths.

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

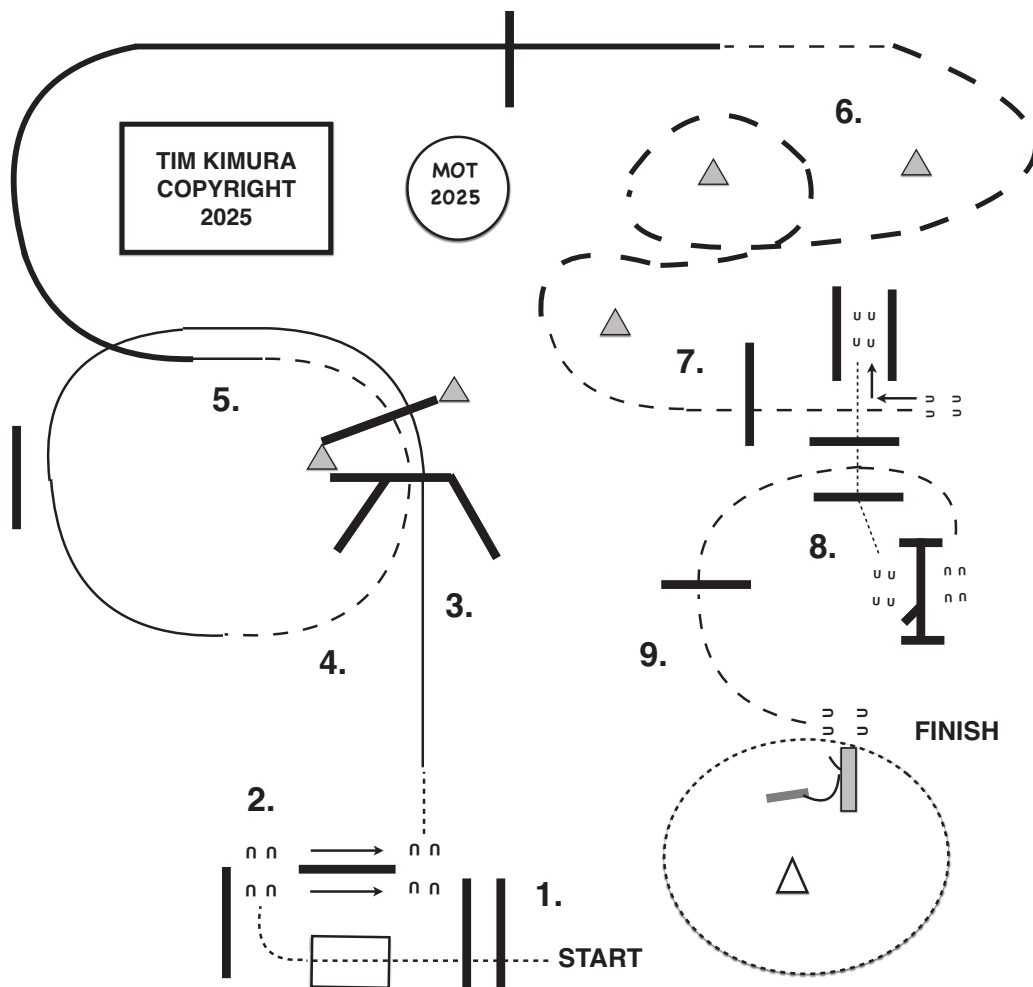
**AQHA | NSBA | APHA | IRHA  
Ranch Trail (Open - Amateur - Youth)**



1. Walk over logs, walk over bridge, turn right and stop.
2. Side pass right over log, walk forward.
3. Lope over 2 logs left lead.
4. Break to the trot, trot over 2 logs.
5. Lope right lead, then move up to the extended lope and lope over log.
6. Break to the trot, then move up to the extended trot, trot around cones.
7. Collect the trot, trot over log, trot in stop beyond the chute, back around logs.
8. Walk out chute, walk over logs, walk up to gate, work gate left hand.
9. You may walk forward, then trot between logs, trot over logs up to drag.  
Work drag, walk or trot. (Youth Trail carry object, trot around marker and return to hook.)

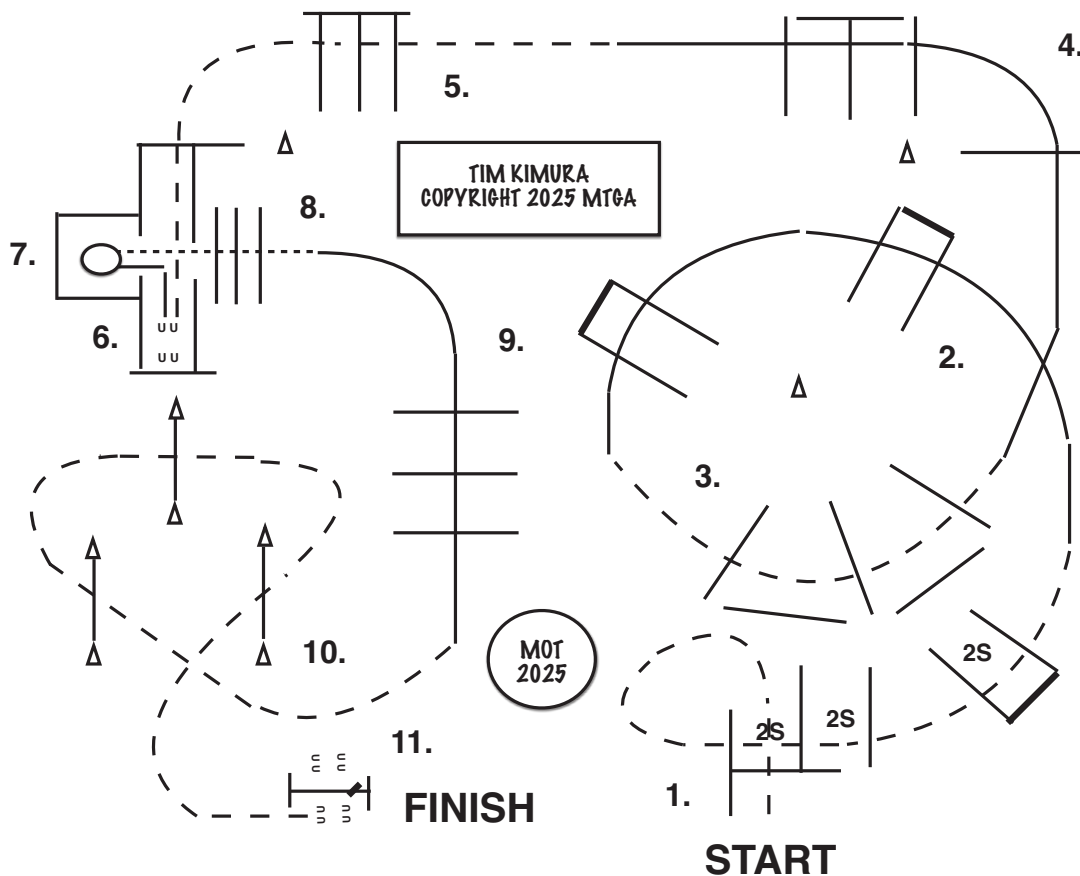


**AQHA | NSBA | APHA | IRHA  
Ranch Trail  
(L1 Open - L1 Novice/Amateur - L1 Novice/ Youth)**



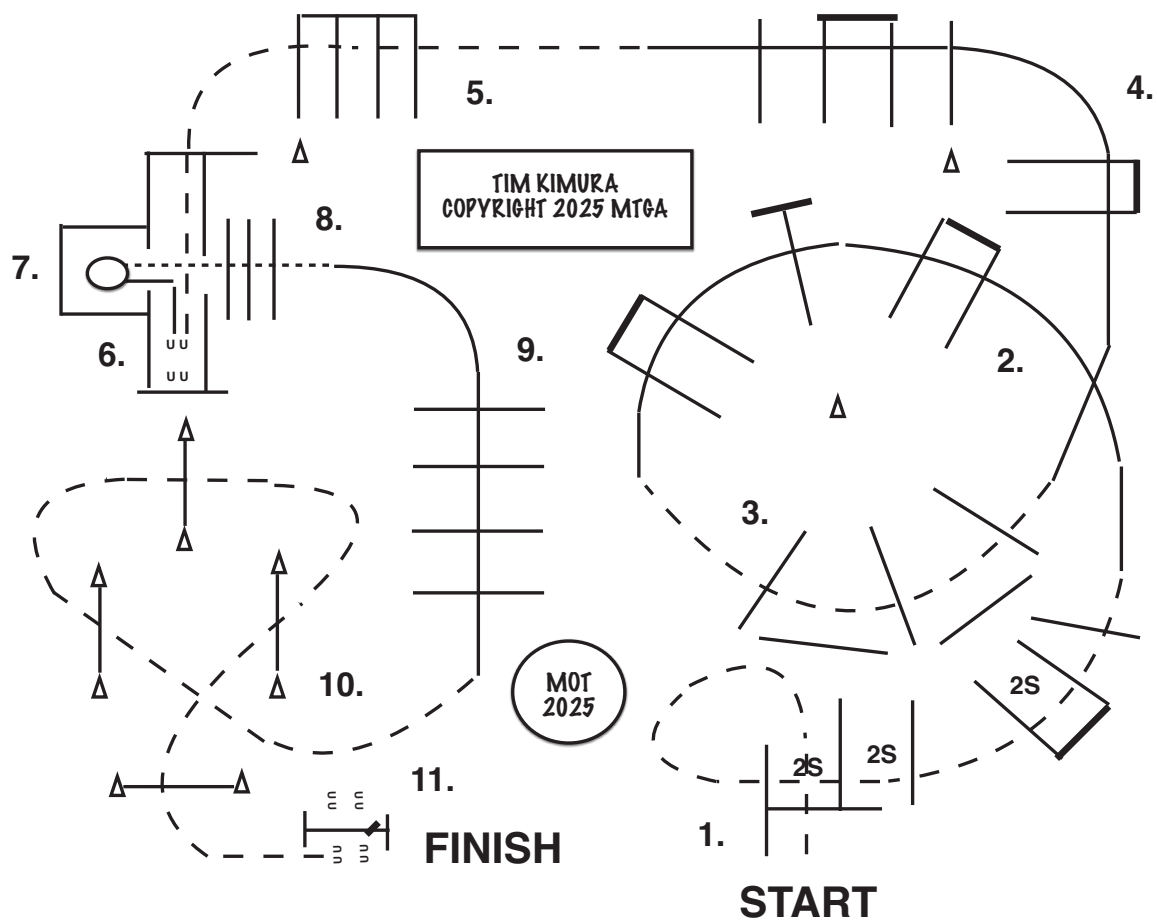
1. Walk over logs, walk over bridge, turn right and stop.
2. Side pass right over log, walk forward.
3. Lope over 2 logs left lead.
4. Break to the trot, trot over 2 logs.
5. Lope right lead, then move up to the extended lope and lope over log.
6. Break to the trot, then move up to the extended trot, trot around cones.
7. Collect the trot, trot over log, trot in stop beyond the chute, back around logs.
8. Walk out chute, walk over logs, walk up to gate, work gate left hand.
9. You may walk forward, then trot between logs, trot over logs up to drag.  
Work drag, walk or trot. (L1 Youth Trail and L1 Nov/Amateur carry object, trot around marker and return to hook.)

**AQHA | NSBA | APHA  
Green Trail  
(L1 Amateur - L1 Youth)**



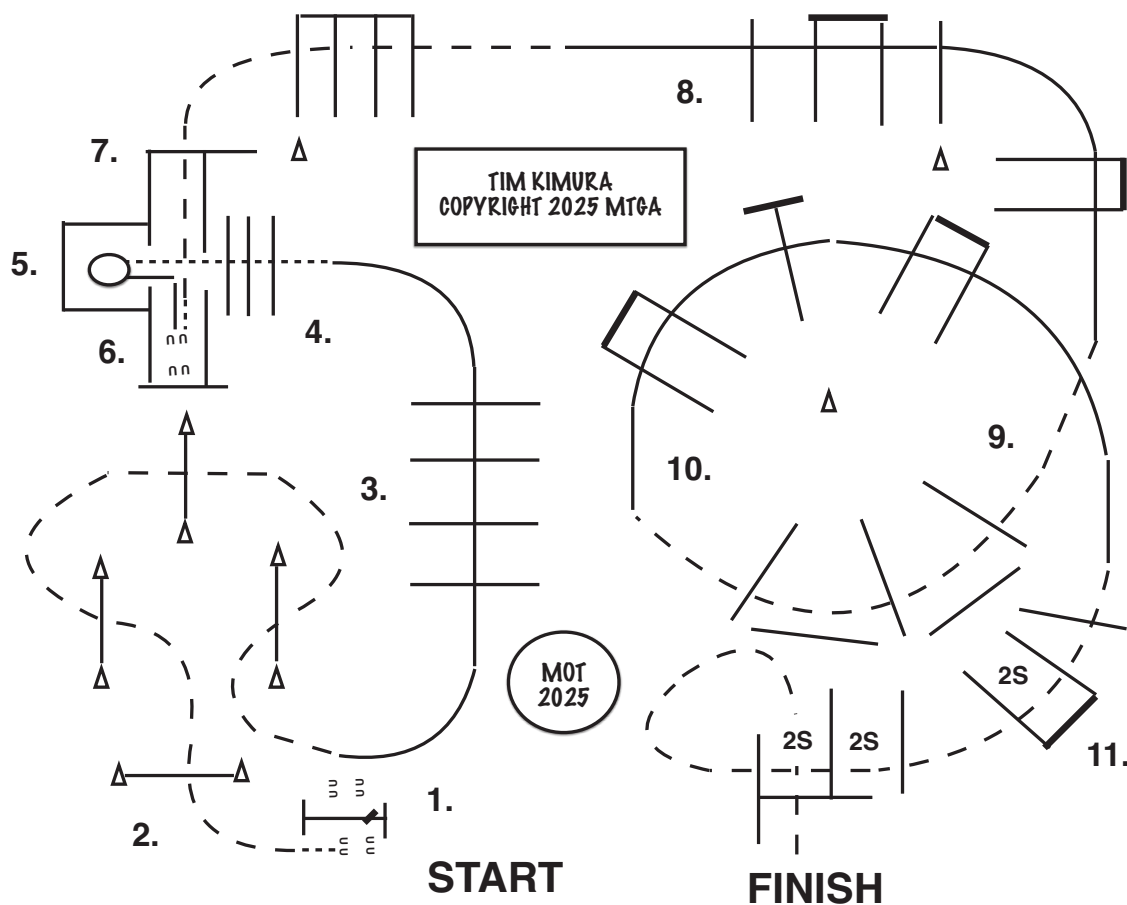
1. Jog over poles.
2. Lope over poles (left lead).
3. Break to the jog, jog over poles.
4. Lope over poles (left lead).
5. Break to the jog, jog over poles, jog into chute.
6. Back around corner, back into box.
7. Execute a 360 turn either way.
8. Walk out box, walk over poles.
9. Lope over poles (right lead).
10. Jog over poles, jog around cones, jog up to gate.
11. Work gate left hand.

**AQHA | NSBA | APHA  
Trail  
(Amateur - Youth)**



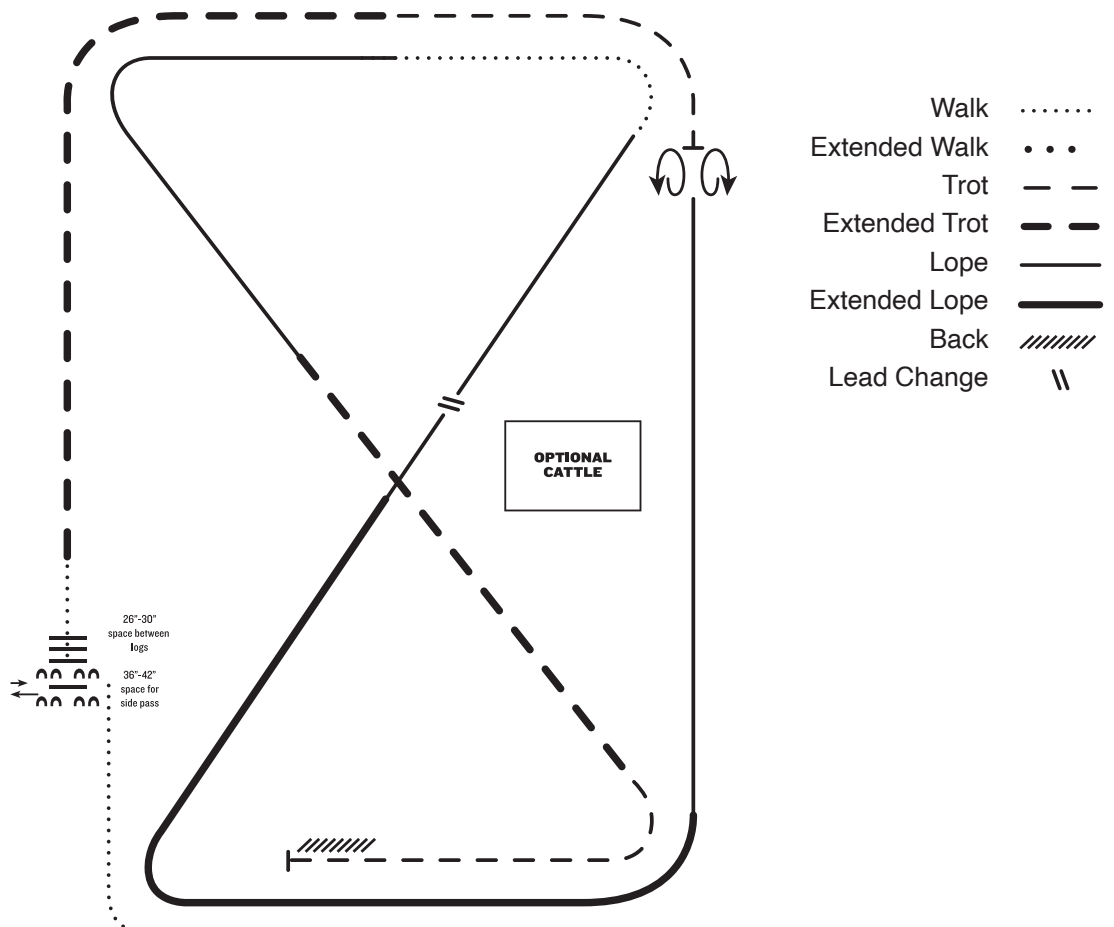
1. Jog over poles.
2. Lope over poles (left lead).
3. Break to the jog, jog over poles.
4. Lope over poles (left lead).
5. Break to the jog, jog over poles, jog into chute.
6. Back around corner, back into box.
7. Execute a 360 turn either way.
8. Walk out box, walk over poles.
9. Lope over poles (right lead).
10. Jog over poles, jog around cones, jog up to gate.
11. Work gate left hand.

**AQHA | NSBA | APHA  
Trail  
(Open)**



1. Work gate right hand.
2. You may walk forward, then jog through serpentine, jog over poles.
3. Lope over poles (left lead).
4. Stop or break to the walk, walk over poles, walk into box.
5. Execute a 360 turn either way.
6. Back out box, back around the corner between poles.
7. You may walk forward, then jog out chute, jog over poles.
8. Lope over poles (right lead).
9. Break to the jog, jog over poles.
10. Lope over poles (right lead).
11. Break to the jog, jog over poles.

## AQHA Ranch Riding (Open - Amateur - Youth) PATTERN 8

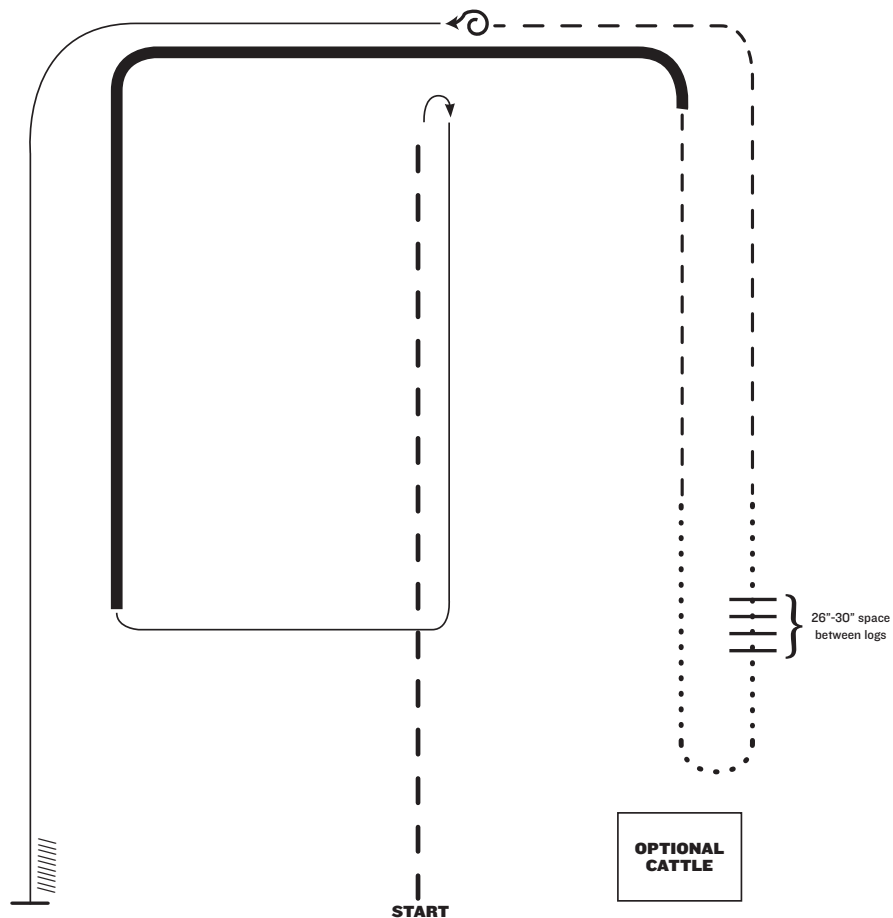


1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.



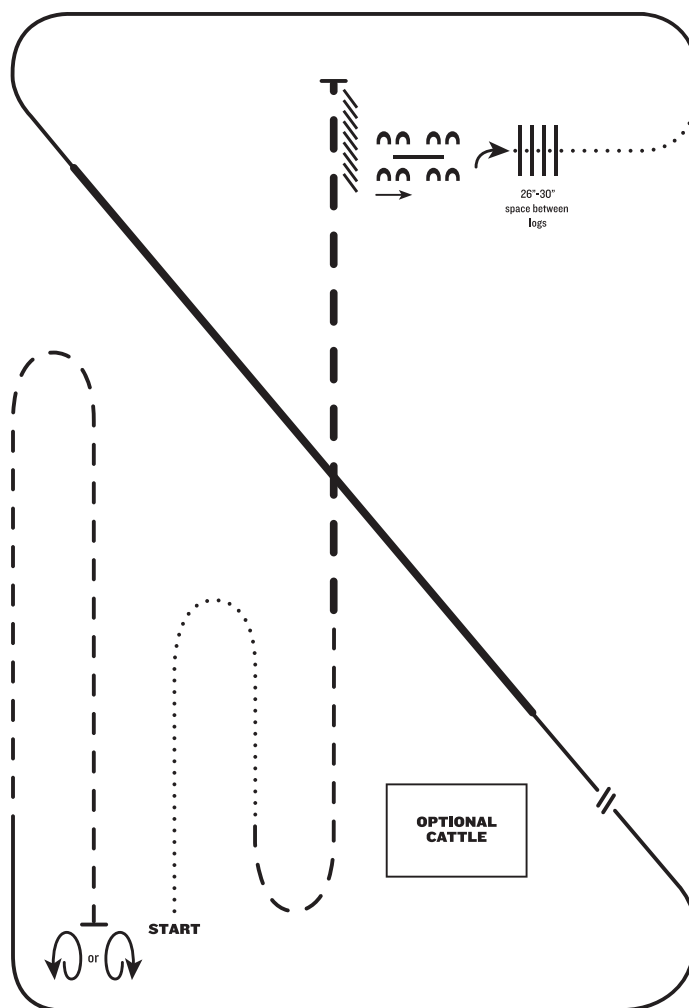
**APHA I IRHA Ranch Riding  
(Open)  
PATTERN 15**



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
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.

## APHA I IRHA Ranch Riding (Non Pro) PATTERN 7

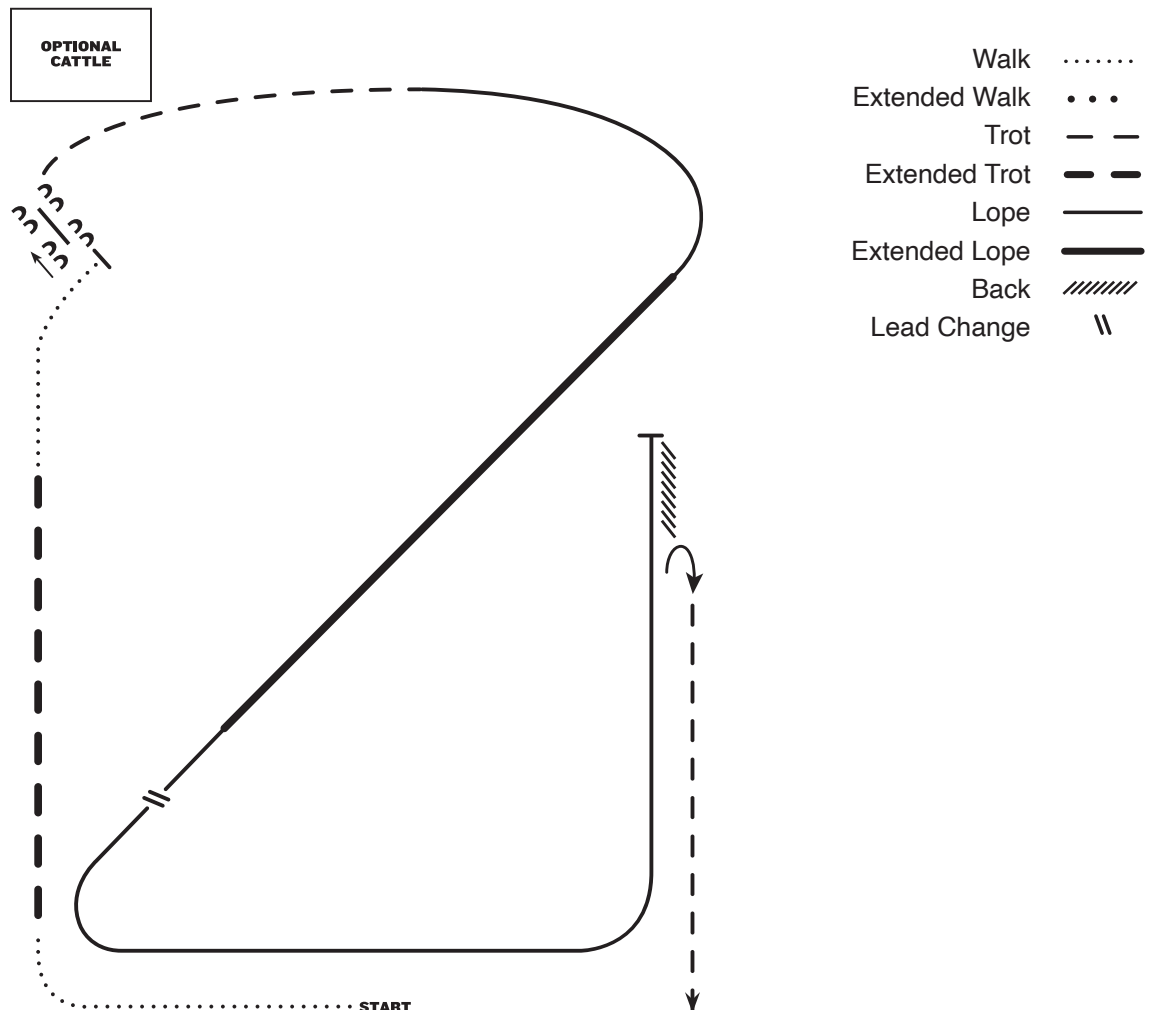


Walk	.....
Extended Walk	...
Trot	- -
Extended Trot	- - -
Lope	— — —
Extended Lope	— — — —
Back	////
Lead Change	\\

1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

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.

## AQHA I APHA Ranch Riding (ALL L1 - GREEN/NOVICE) PATTERN 10

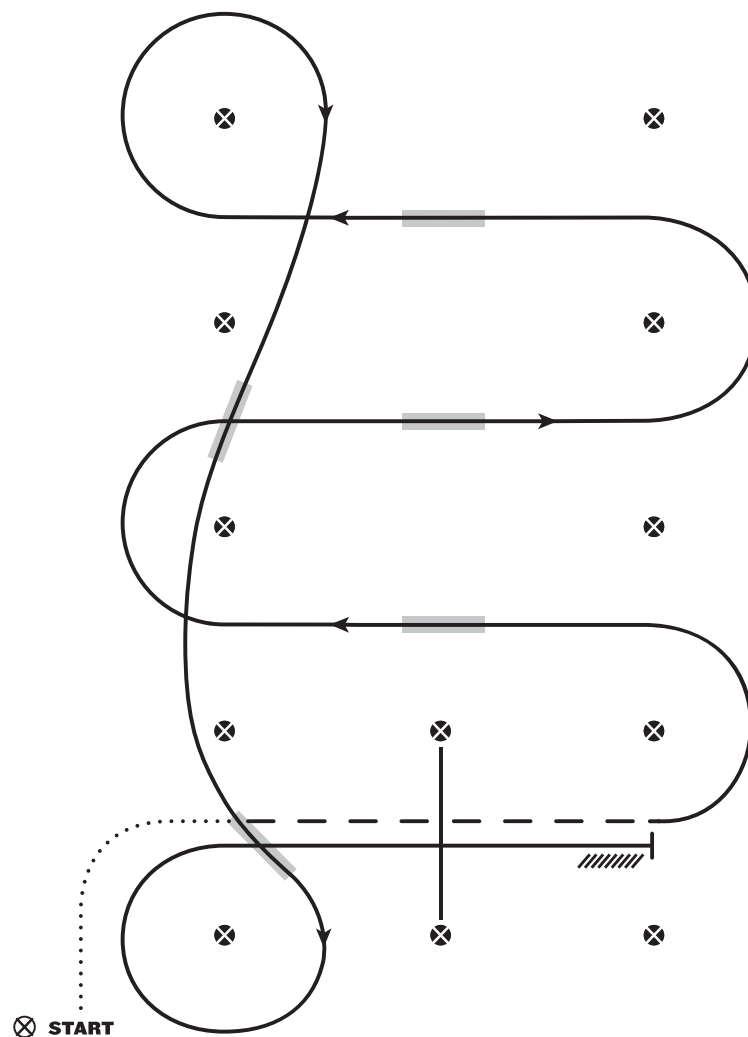


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.

Walk .....  
Jog — —  
Lope ———  
Back //////////////  
g Area ██████████

**AQHA+NSBA+APHA Western Riding  
(All L1 - Green - Novice)  
LEVEL 1 PATTERN 2**

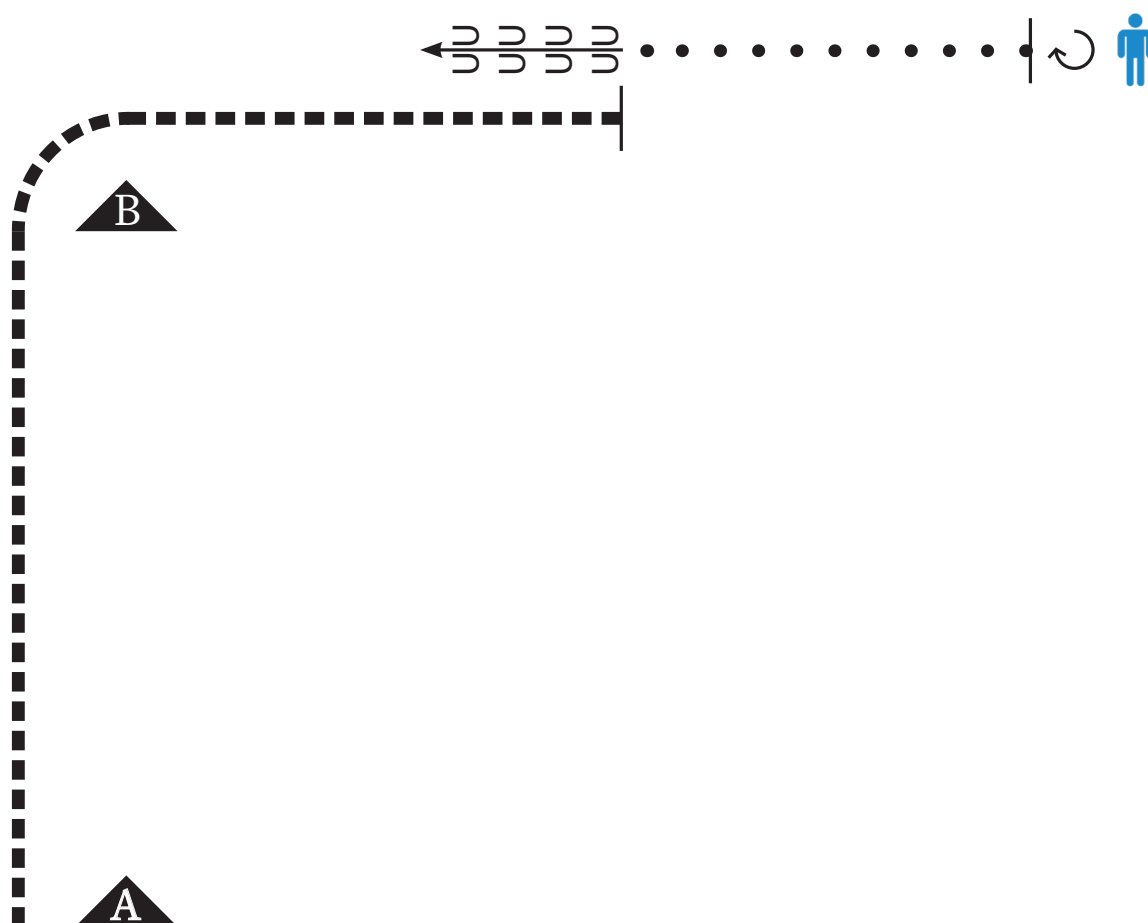


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop & back



Walk	.....
Jog	— —
Lope	————
Back	///////
Lead Changing Area	■



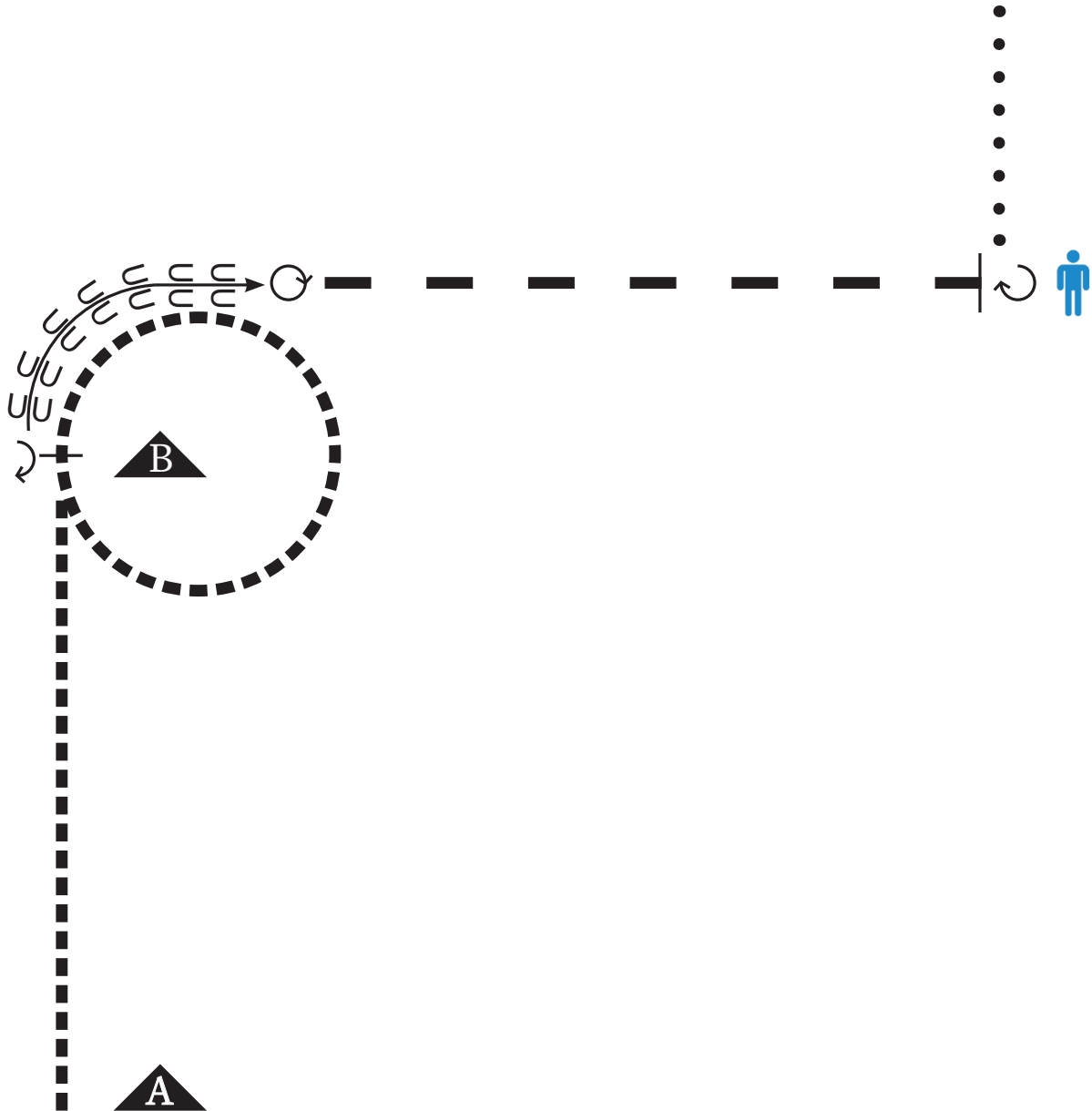
## Showmanship (Novice)





1. Trot to and around B.
2. Stop and back one horse length.
3. Walk to the judge.
4. Stop and set up.
5. Inspection.
6. When dismissed perform a 270° turn.
7. Exit at a walk.

Walk	.....
Trot	-----
Extended Trot	- - -
Judge	
Back	← ↩ ↩ ↩
Cone	

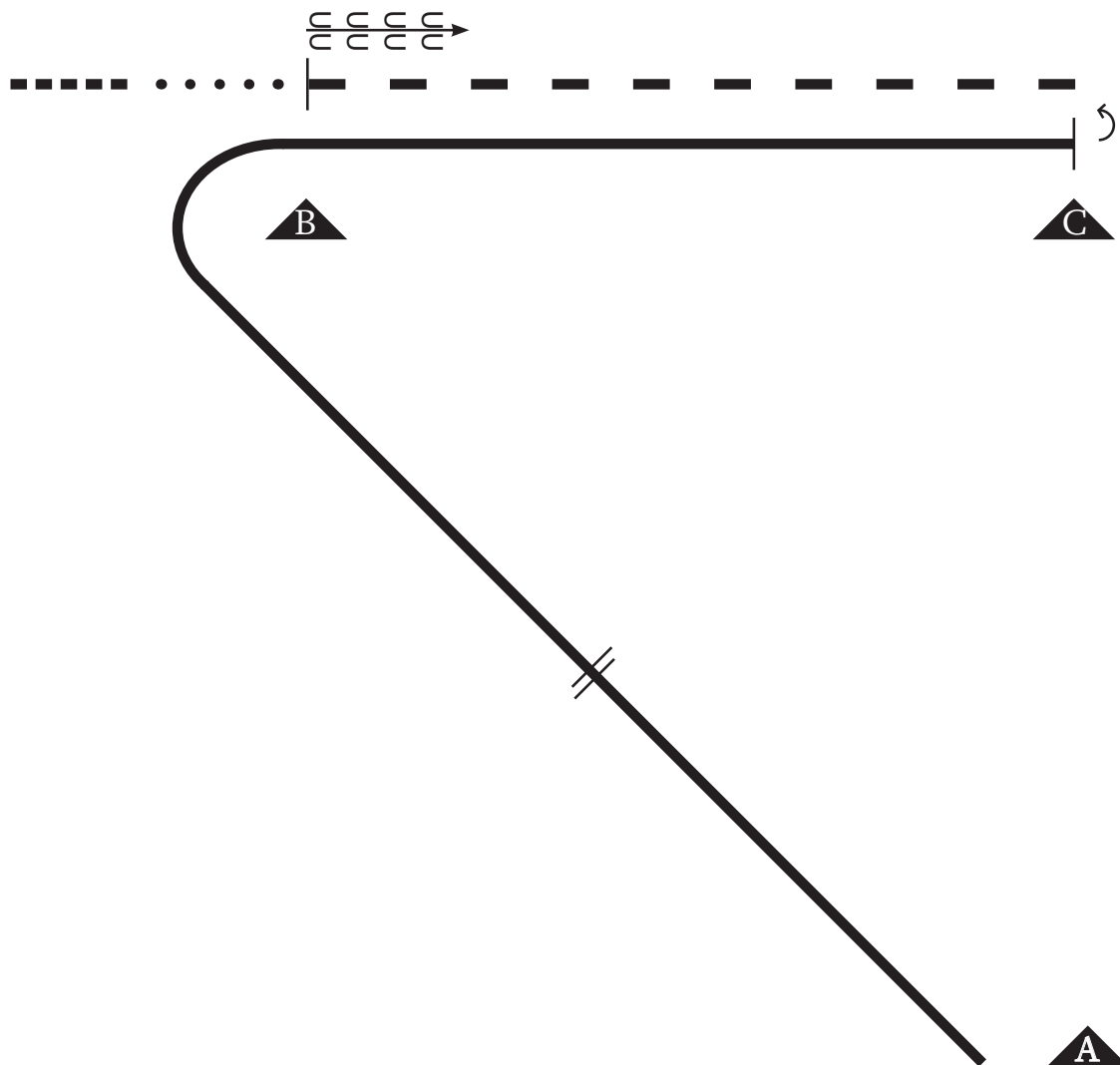
## Showmanship (Youth - Amateur)



1. Trot to and around B in a circle.
2. Stop and perform a 180° turn.
3. Back around B.
4. Stop. Perform a 540° turn.
5. Extended trot to judge.
6. Stop and set up.
7. Inspection.
8. When dismissed perform a 270° turn.
9. Exit at a walk.

Walk	.....
Trot	-----
Extended Trot	- - -
Judge	
Back	← 3 3 3 3
Cone	

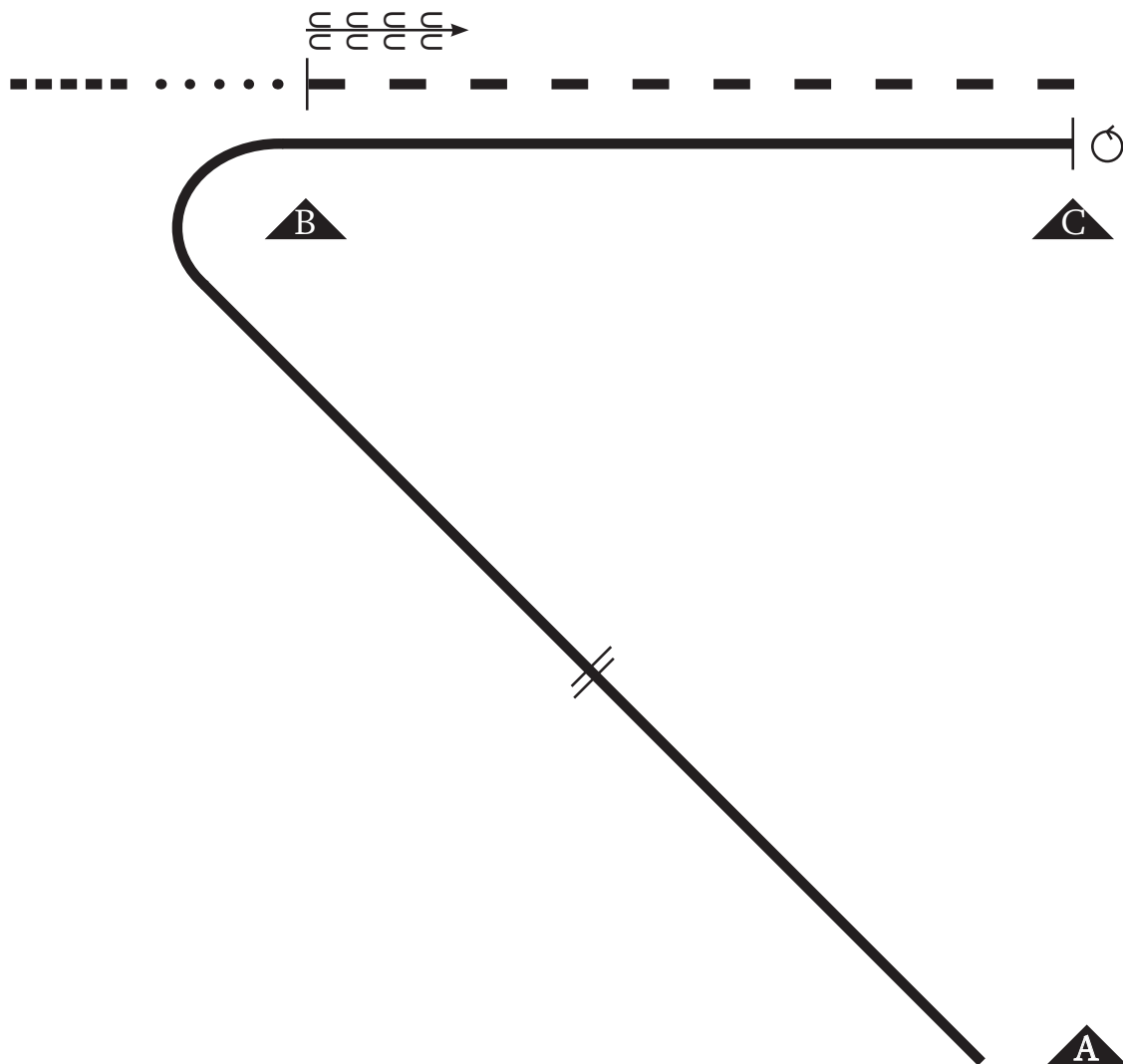
## Horsemanship (Novice)



1. Lope left lead.
2. Change lead halfway between A and B.
3. Lope right lead with speed around B and continue to C.
4. Stop and perform a 180° turn to the left.
5. Extended jog to B.
6. Stop and back.
7. Walk five steps.
8. Exit at jog.

Walk	.....
Jog	-----
Extended Jog	- - -
Lope	————
Lead Change	////
Back	← 3 3 3 3
Cone	▲ A

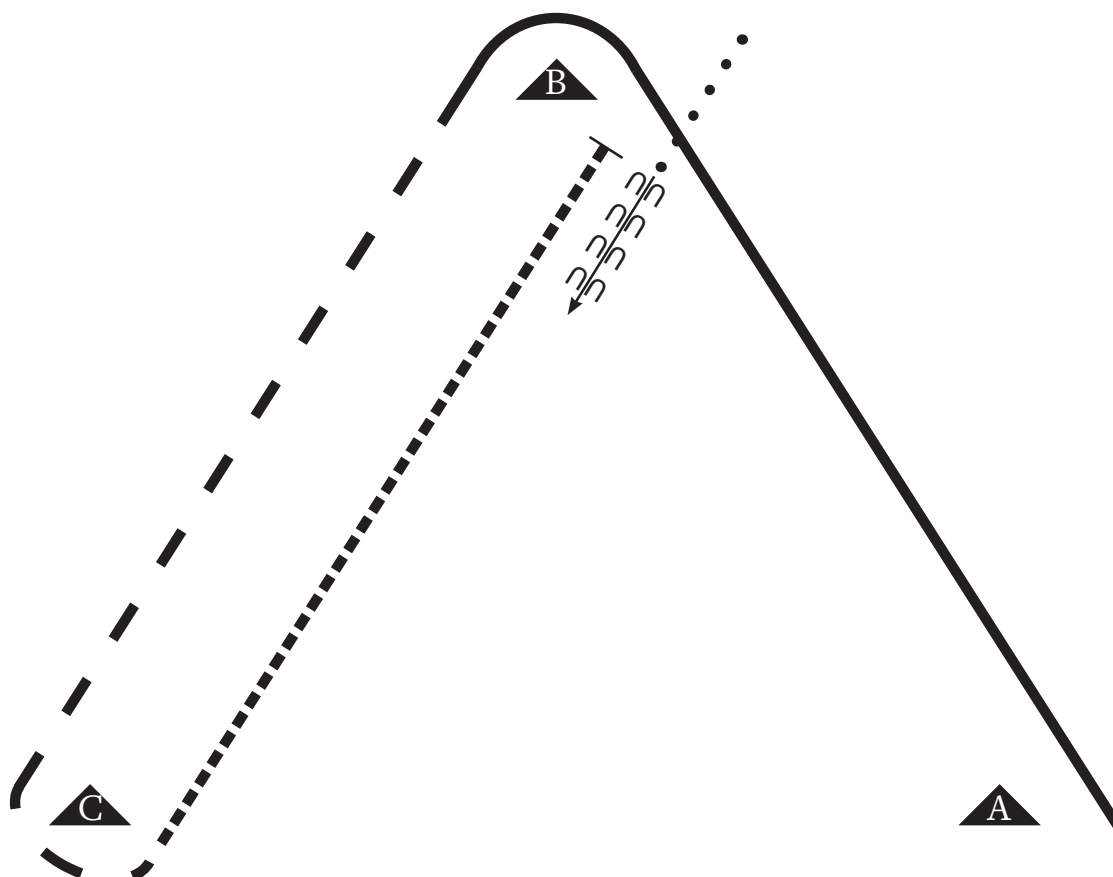
## Horsemanship (Youth - Amateur)



1. Lope right lead as shown.
2. Change lead halfway between A and B.
3. Lope left lead with speed around B and continue to C.
4. Stop and perform a 540° turn to the left.
5. Extended jog to B.
6. Stop and back.
7. Walk five steps.
8. Exit at jog.

- Walk .....  
 Jog .....  
 Extended Jog - - -  
 Lope \_\_\_\_\_  
 Extended Lope = = =  
 Lead Change //  
 Back ← 3 3 3 3  
 Cone ▲ A

## Equitation (Novice)



## Be ready at A

1. Canter left lead to and around B.
2. Break to the trot on the right diagonal to and around C.
3. Sitting trot to B.
4. Stop and back.
5. Exit at the walk.

Walk . . . . .

Sitting Trot - - - - -

Trot — — —

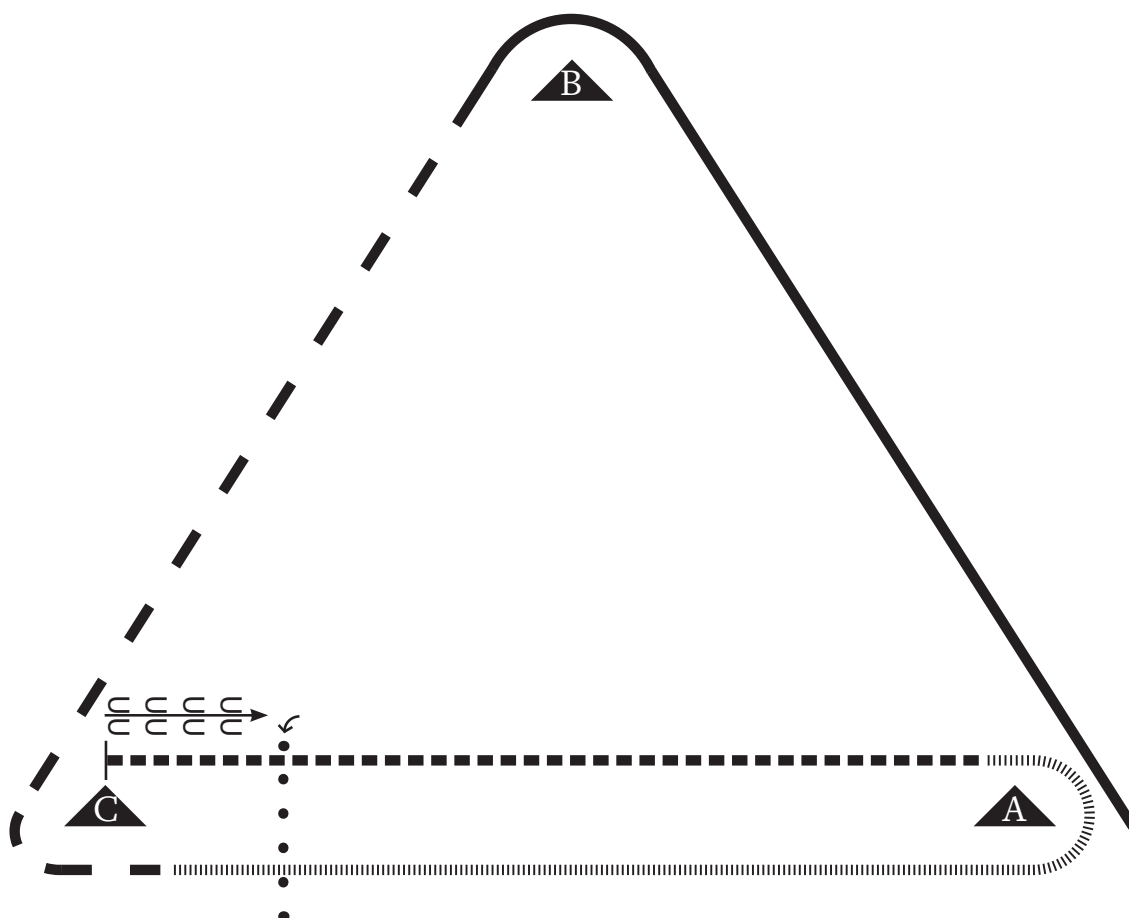
Canter —————

Back ← — — —

Cone ▲ A




## Equitation (Youth - Amateur)

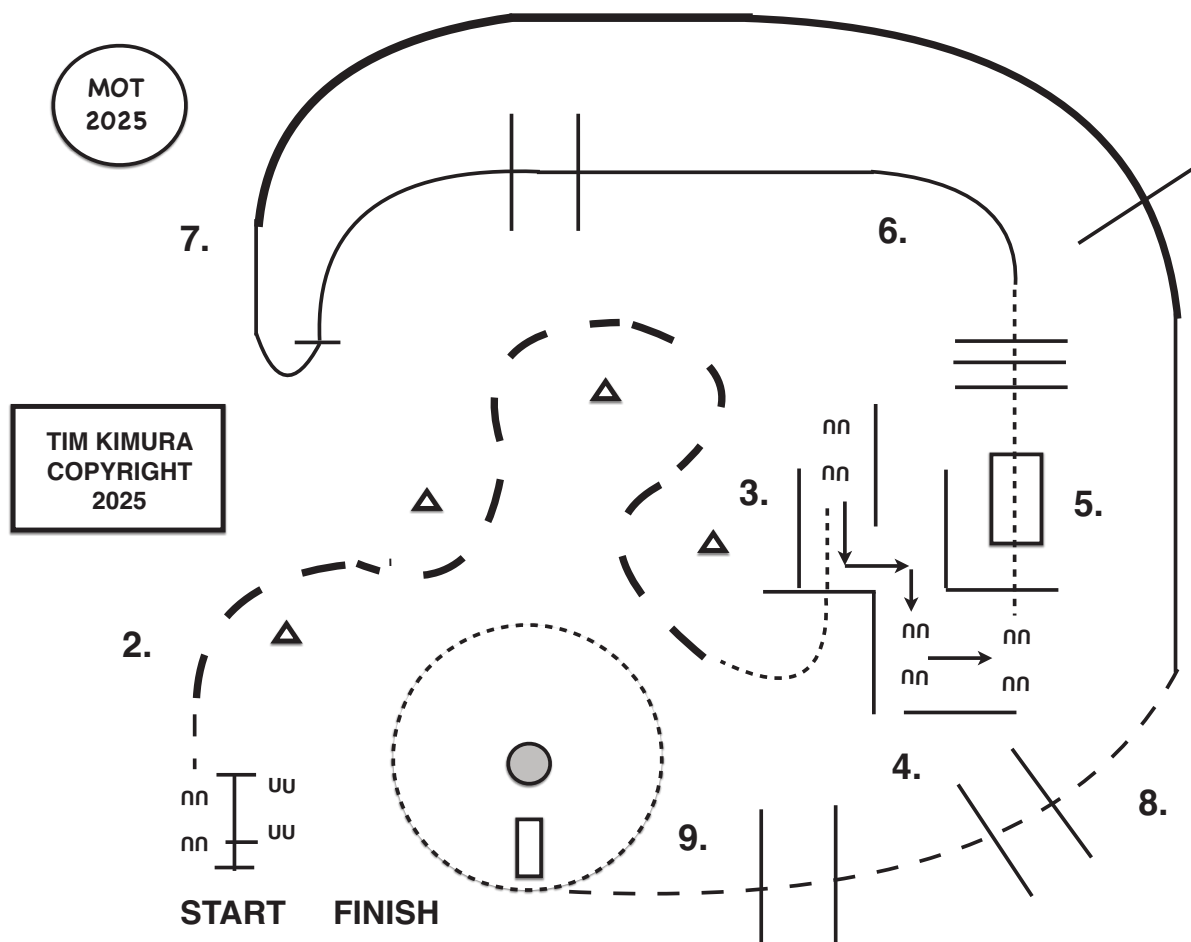


## Be ready at A

1. **Canter right lead to and around B.**
2. **Break to the trot on the right diagonal to and around C.**
3. **Two point at the trot to and around A.**
4. **Sitting trot to C.**
5. **Stop and back.**
6. **Perform a 90° turn left on the forehand.**
7. **Exit at the walk.**

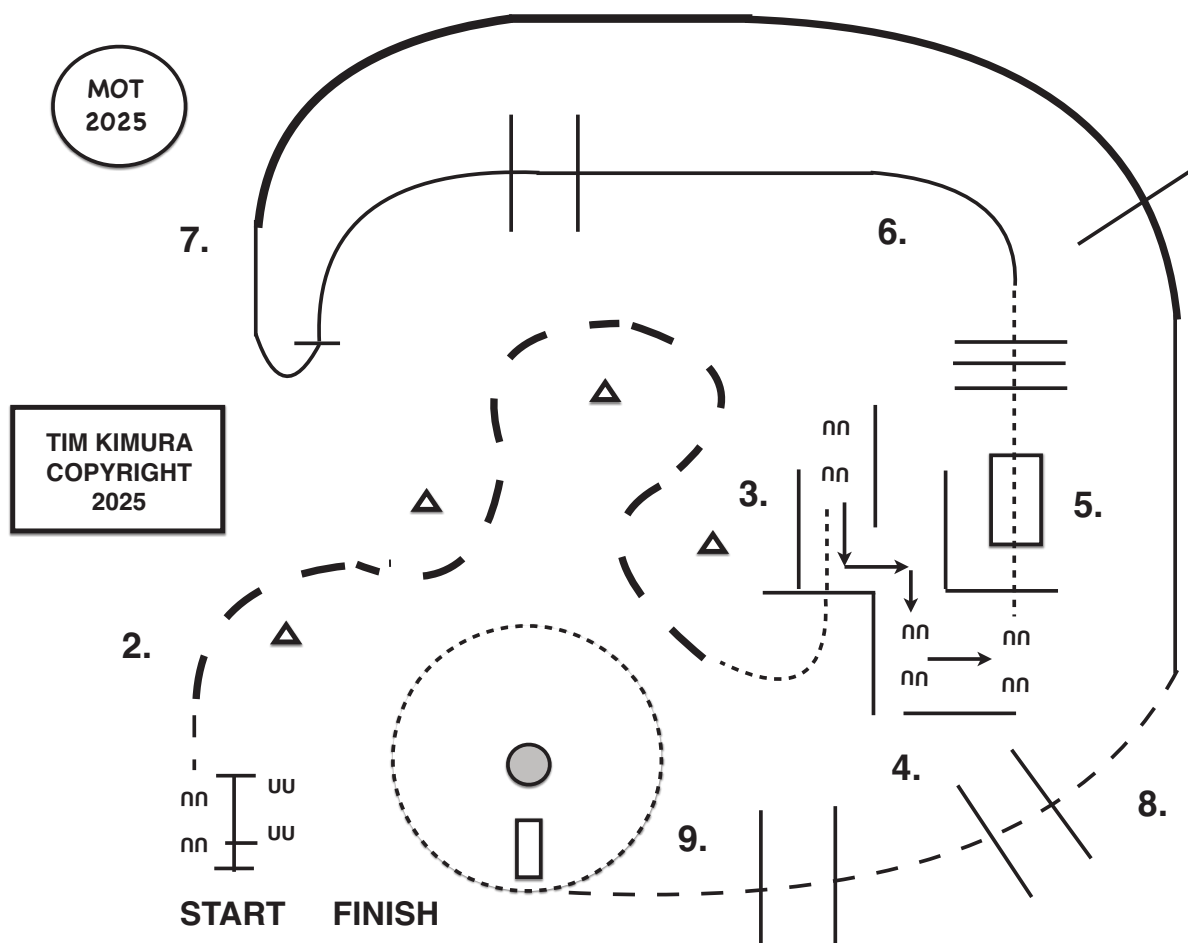
Walk	• • • • •
Sitting Trot	■ ■ ■ ■ ■
Trot	■   ■   ■
2 Point Trot	
Canter	—————
Back	← — — — —
Cone	

**AQHA | NSBA | APHA | IRHA  
Ranch Trail  
(L1 Open - L1/Novice Amateur - L1/Novice Youth)**



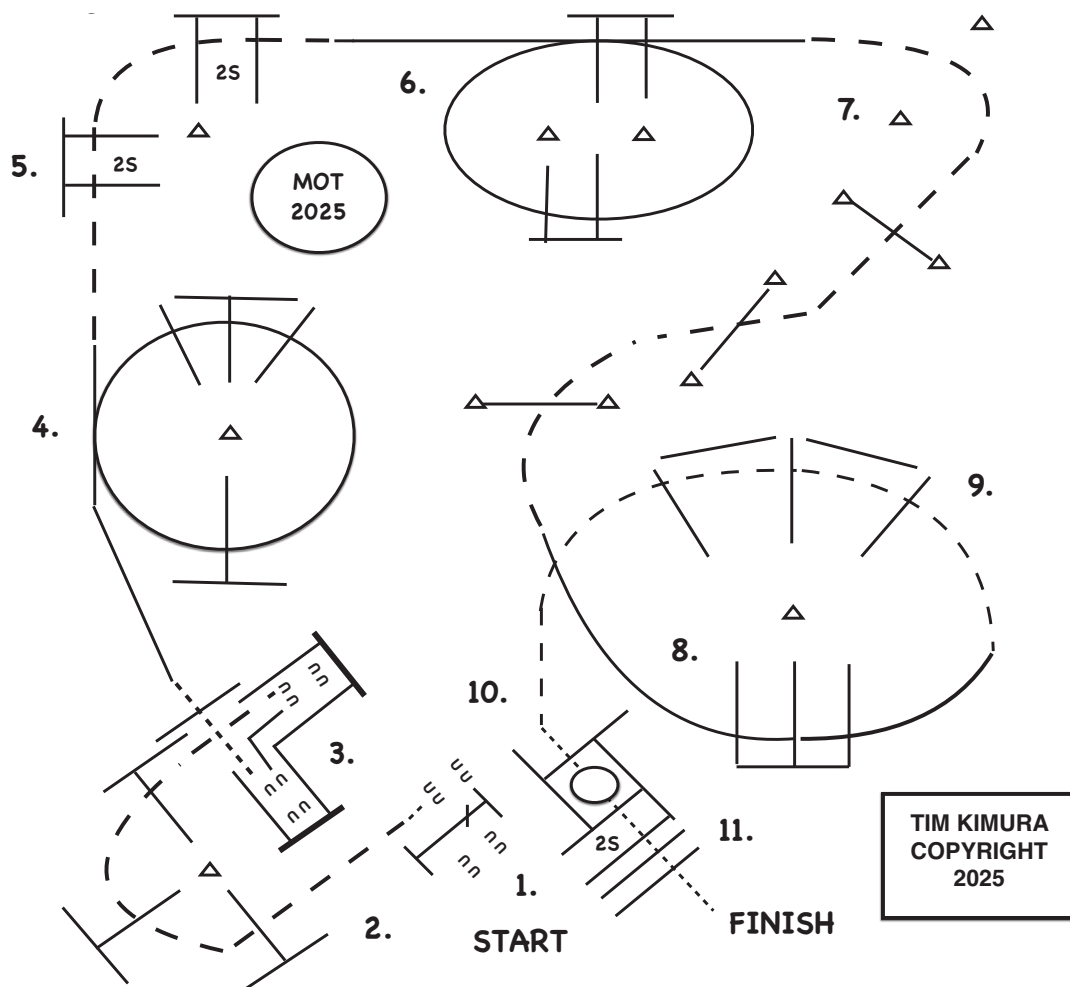
1. Work gate right hand.
  2. Trot then move up to the extend trot, trot around cones.
  3. Break to the walk, walk over pole, stop in chute, back chute to chute between logs.
  4. Side pass right between logs.
  5. Walk over logs and walk over bridge.
  6. Lope over logs left lead, lope around turn, stop and roll back right.
  7. Lope right lead, then move up to the extended lope and lope over log, after loping over log, collect the lope for a few strides then
  8. Break to the trot, trot over logs, trot up to drag.
  9. Work drag, walk or trot around marker.
- L1 Youth & L1/Nov Amateur Trail: carry object and trot around marker, return object.

**AQHA | NSBA | APHA | IRHA  
Ranch Trail  
(Open - Amateur - Youth)**



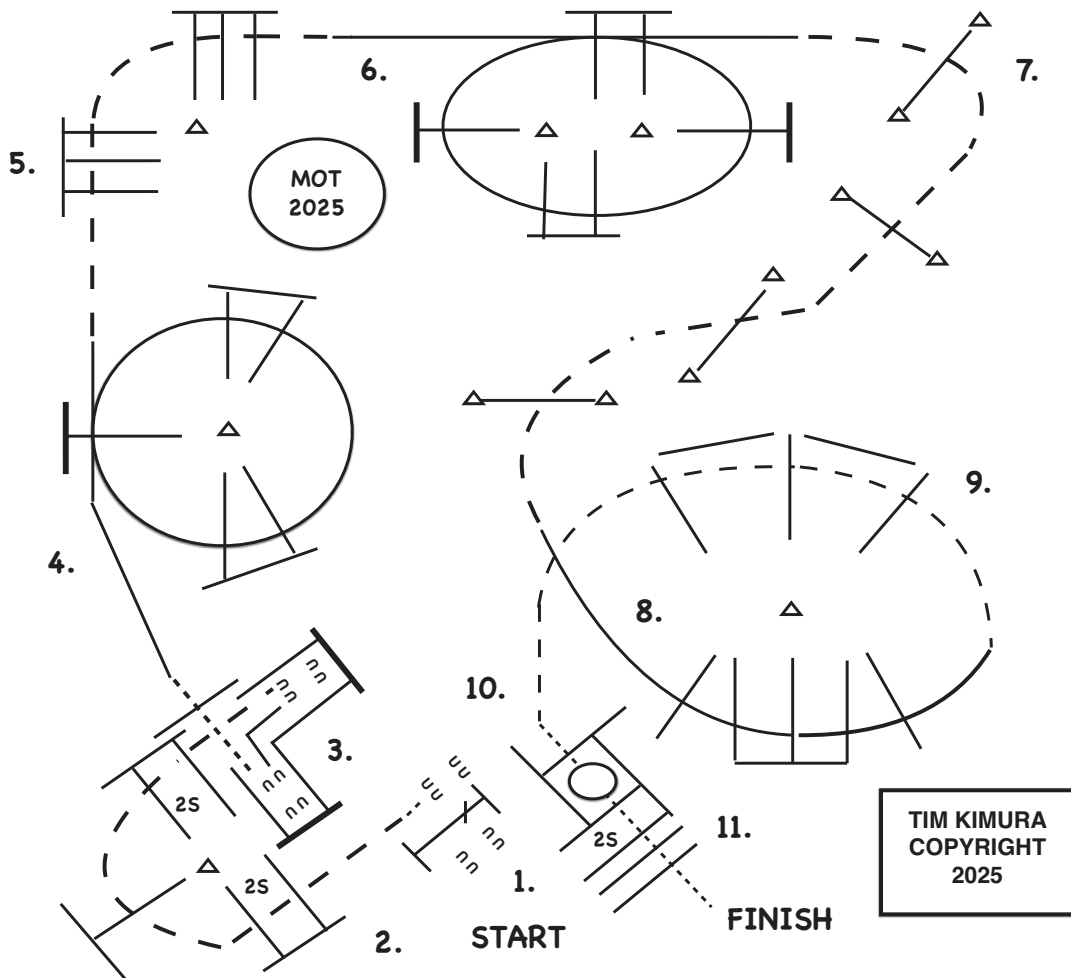
1. Work gate right hand.
  2. Trot then move up to the extend trot, trot around cones.
  3. Break to the walk, walk over pole, stop in chute, back chute to chute between logs.
  4. Side pass right between logs.
  5. Walk over logs and walk over bridge.
  6. Lope over logs left lead, lope around turn, stop and roll back right.
  7. Lope right lead, then move up to the extended lope and lope over log, after loping over log, collect the lope for a few strides then...
  8. Break to the trot, trot over logs, trot up to drag.
  9. Work drag, walk or trot around marker.
- Youth Trail: carry object and trot around marker, return object.

**AQHA | NSBA | APHA  
Trail  
(Green Trail - L1 Youth - L1 Amateur)**



1. Work gate left hand.
2. You may walk forward, then jog over poles, jog into chute.
3. Back between poles, walk out chute, walk over pole.
4. Lope over poles (right lead).
5. Break to the jog, jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, jog through serpentine, jog over poles.
8. Lope over poles (left lead).
9. Break to the jog, jog over poles.
10. Stop or break to the walk, walk into box, execute a 360 turn either way, walk out box.
11. Walk over poles.

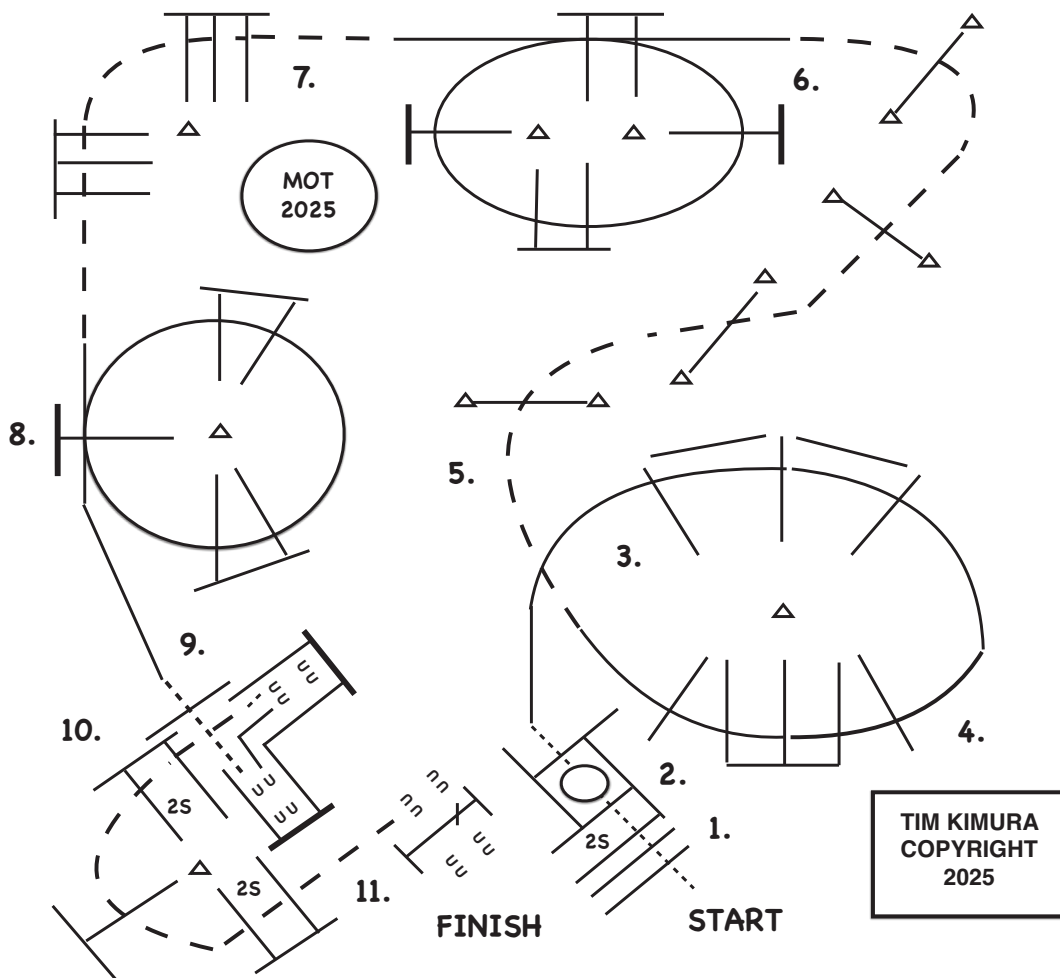
**AQHA | NSBA | APHA  
Trail  
(Amateur - Non Pro - Youth)**



1. Work gate left hand.
2. You may walk forward, then jog over poles, jog into chute.
3. Back between poles, walk out chute, walk over pole.
4. Lope over poles (right lead).
5. Break to the jog, jog over poles.
6. Lope over poles (right lead).
7. Break to the jog, jog through serpentine, jog over poles.
8. Lope over poles (left lead).
9. Break to the jog, jog over poles.
10. Stop or break to the walk, walk into box, execute a 360 turn either way, walk out box.
11. Walk over poles.

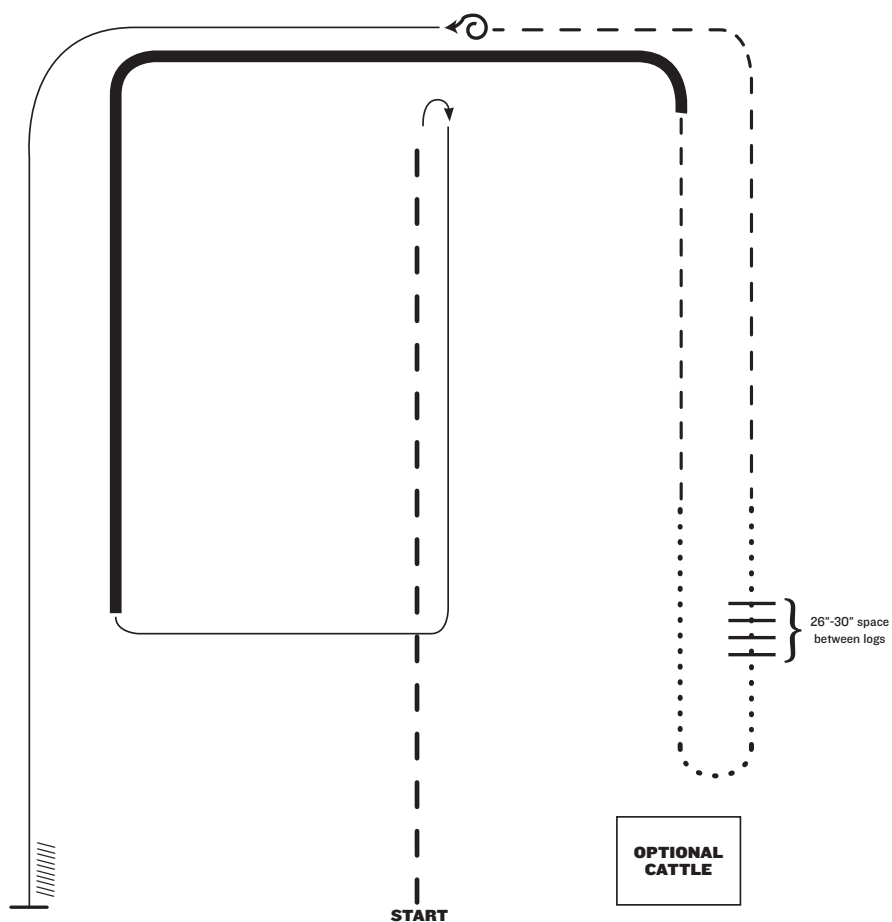


**AQHA | NSBA | APHA  
Trail  
(Open)**



1. Walk over poles, walk into box.
2. Execute a 360 turn either way, walk out box.
3. Lope over poles (right lead).
4. Lope over poles (right lead).
5. Break to the jog, jog through serpentine, jog over poles.
6. Lope over poles (left lead).
7. Break to the jog, jog over poles.
8. Lope over poles (left lead).
9. Stop or break to the walk, walk into box, walk over pole and into chute, back around the corner.
10. You may walk forward, and jog over poles and jog up to gate.
11. Work gate right hand.

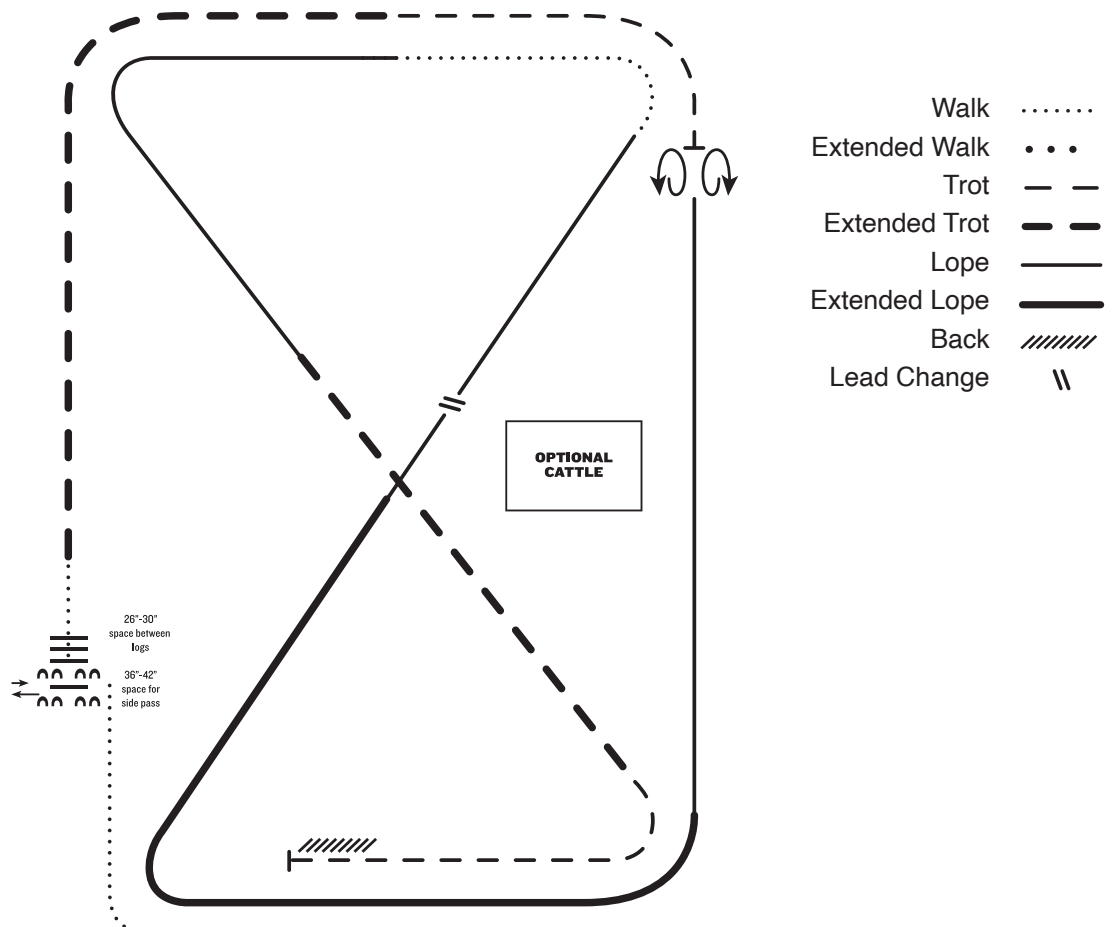
**AQHA  
(Open)  
PATTERN 15**



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
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.

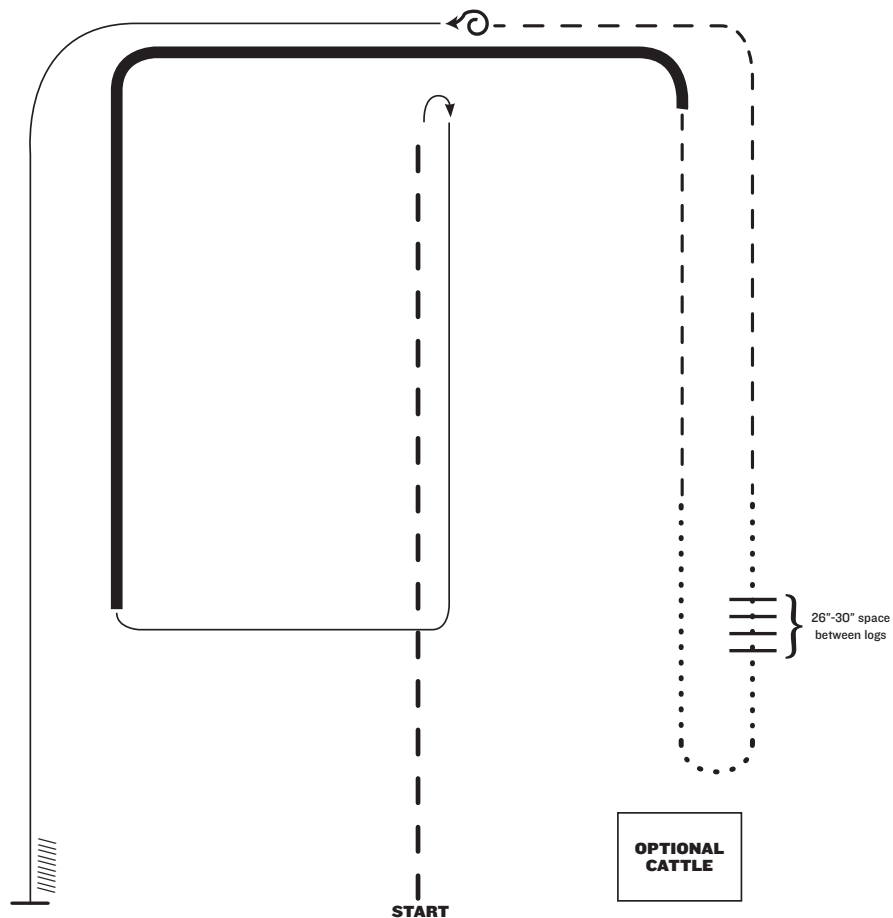
## APHA I IRHA Ranch Riding (Open) PATTERN 8



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. 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.

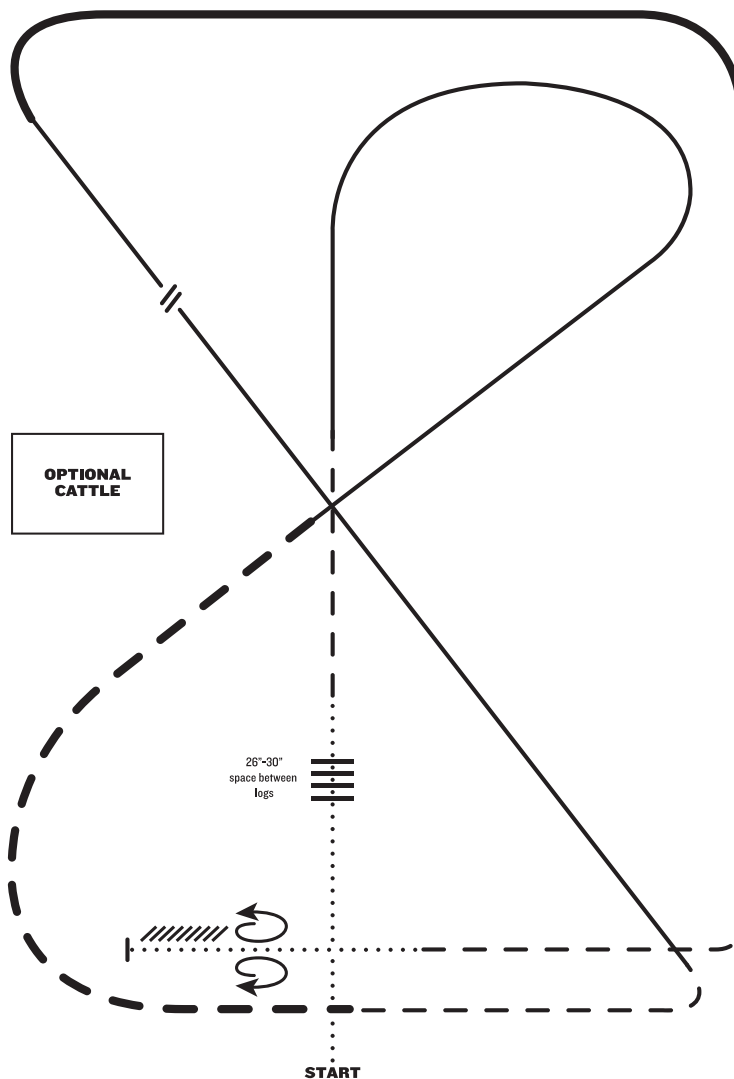
## AQHA Ranch Riding (Amateur - Youth) PATTERN 15



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
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.

## APHA I IRHA Ranch Riding (Non Pro) PATTERN 5

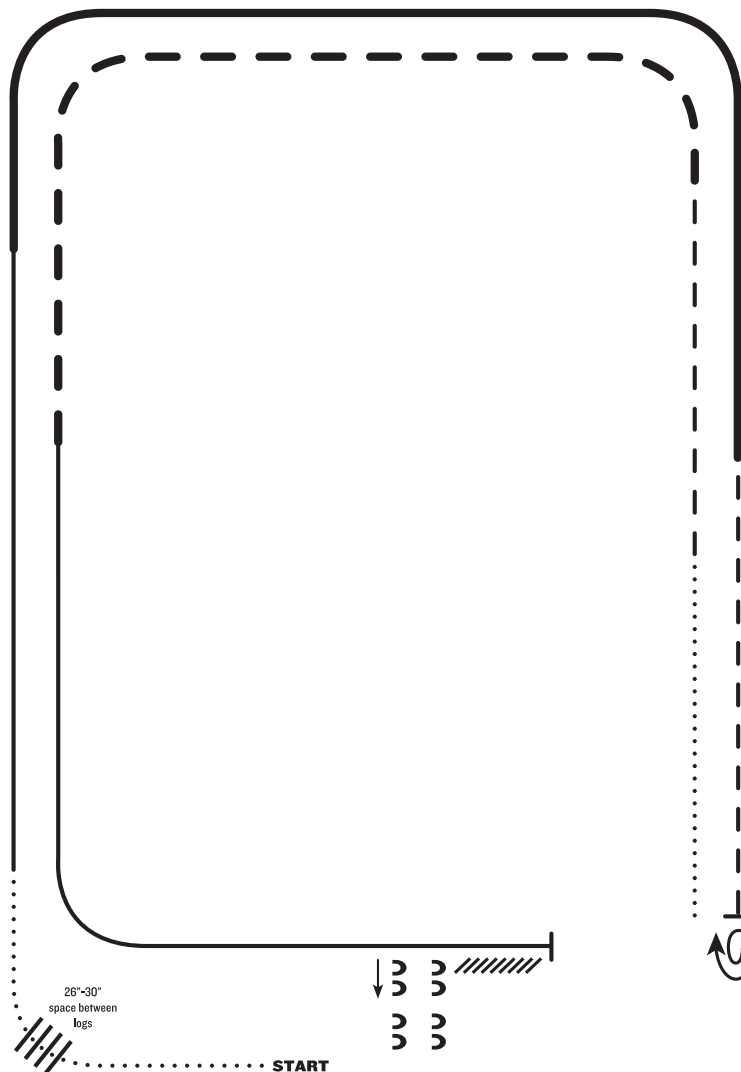


Walk	.....
Extended Walk	...
Trot	- -
Extended Trot	- -
Lope	—
Extended Lope	—
Back	////
Lead Change	\\

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. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° 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.

**AQHA I APHA Ranch Riding  
(All L1 - Green/Novice)  
PATTERN 6**

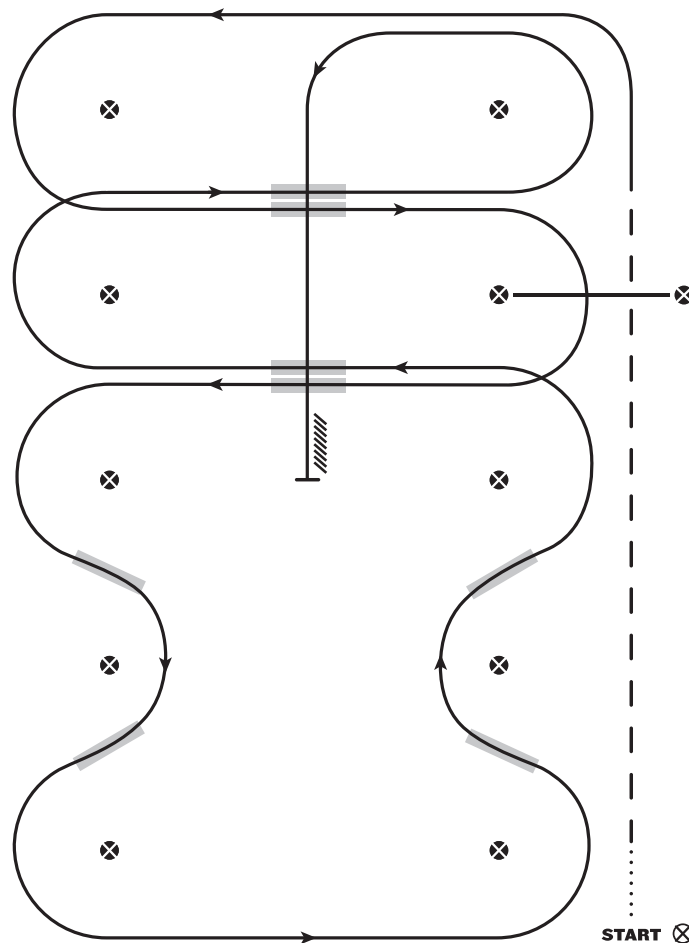


Walk	.....
Extended Walk	...
Trot	- -
Extended Trot	- -
Lope	—
Extended Lope	—
Back	////
Lead Change	\\

1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn 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.

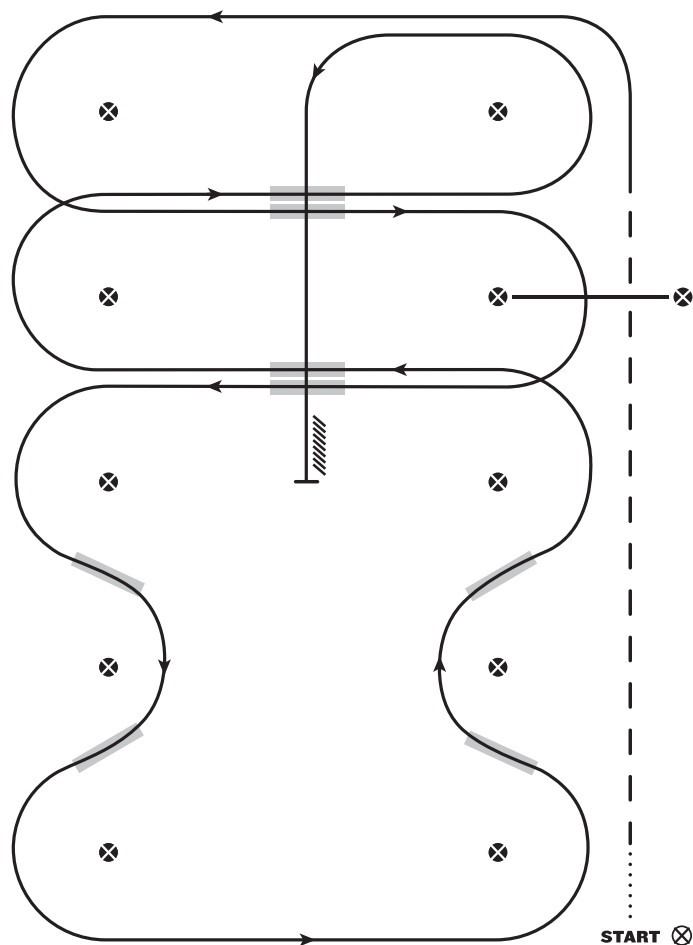
**AQHA | NSBA | APHA Western Riding  
(Open)  
PATTERN 3**



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead
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 & back

Walk	.....
Jog	- - -
Lope	————
Back	////////
Lead Changing Area	■

**AQHA | NSBA | APHA Western Riding  
(Amateur - Youth)  
PATTERN 3**

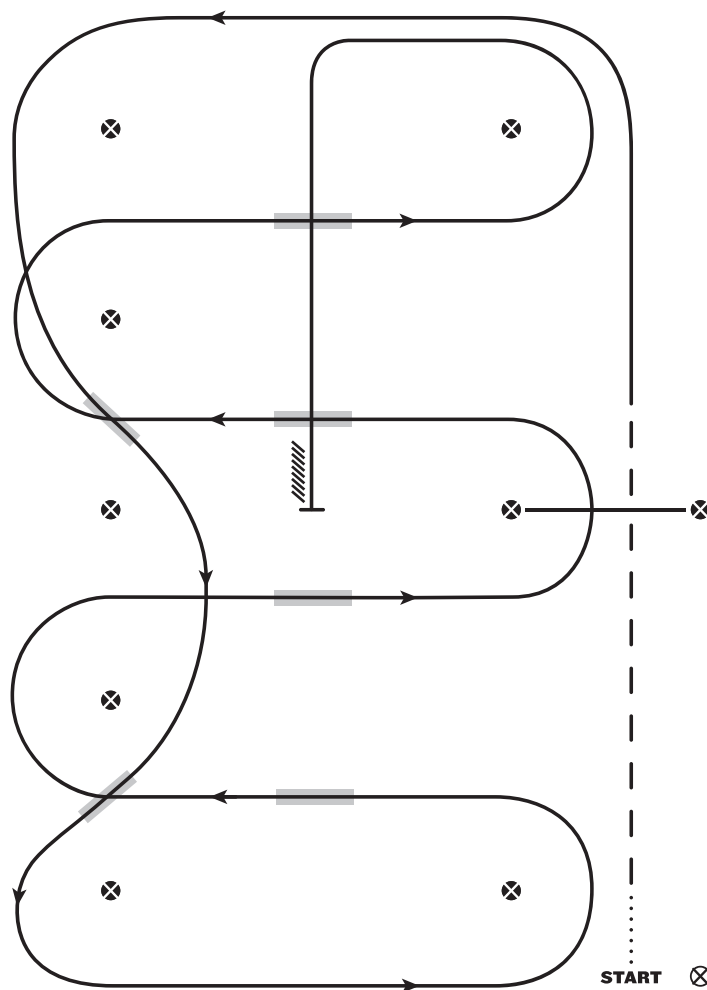


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Lope over log
5. Second crossing change
6. First line change
7. Second line change
8. Third line change
9. Fourth line change
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back

Walk	.....
Jog	- -
Lope	— —
Back	////
Lead Changing Area	■



**AQHA | NSBA | APHA Western Riding  
(All L1 - Green - Novice)  
LEVEL 1 PATTERN 1**



1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope left lead & lope around end.
3. First line change.
4. Second line change, lope around the end of arena.
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop & back.

Walk	.....
Jog	- - -
Lope	————
Back	///////
Lead Changing Area	————