

NATIONAL OPEN HORSE SHOW ASSOCIATION

World Championship Show

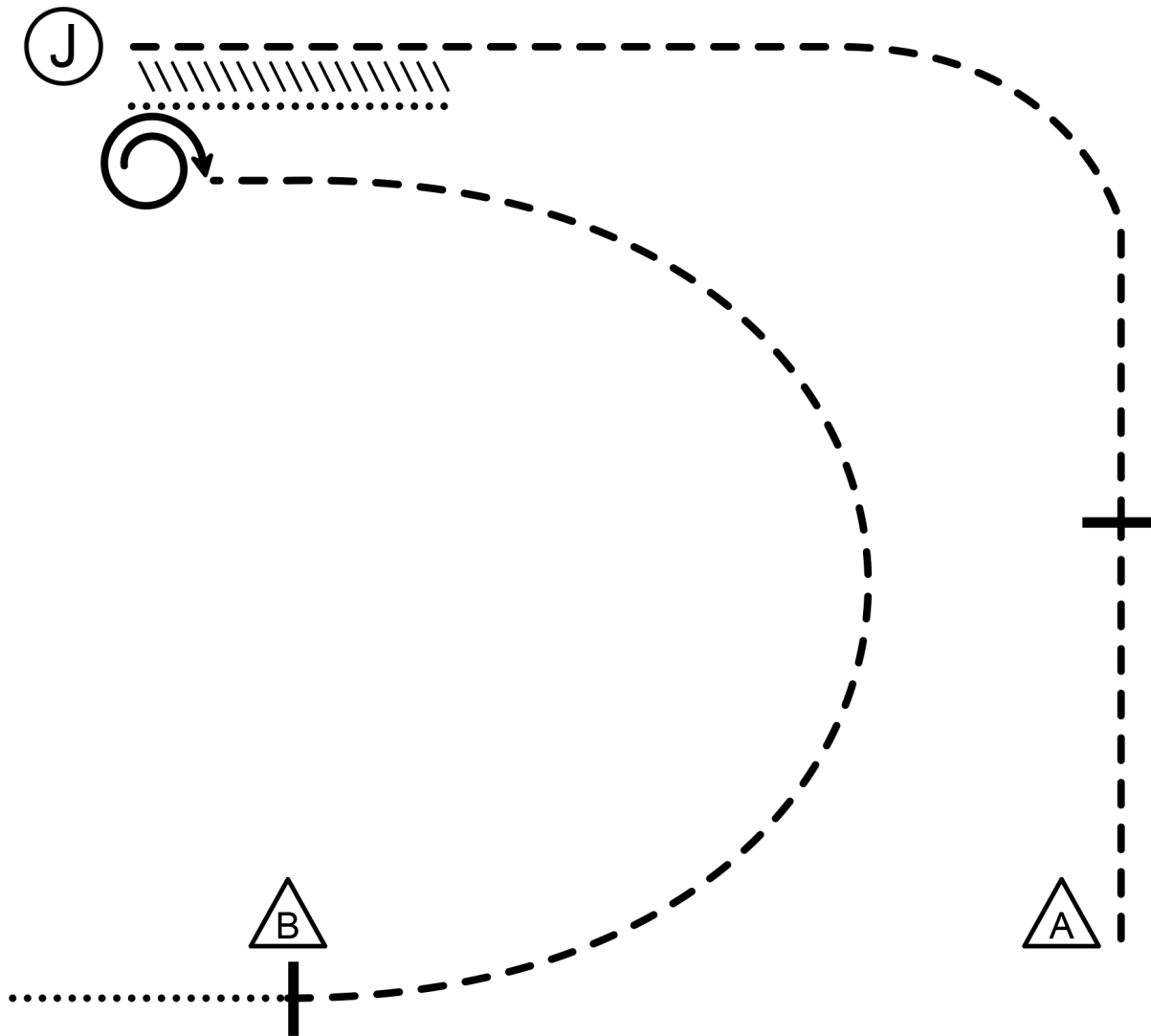
2026

PATTERNS



Showmanship

- 201. Showmanship 50 & Over
- 202. Showmanship 19-49
- 217. Showmanship 14-18
- 218. Showmanship 13 & Under



Be ready at A

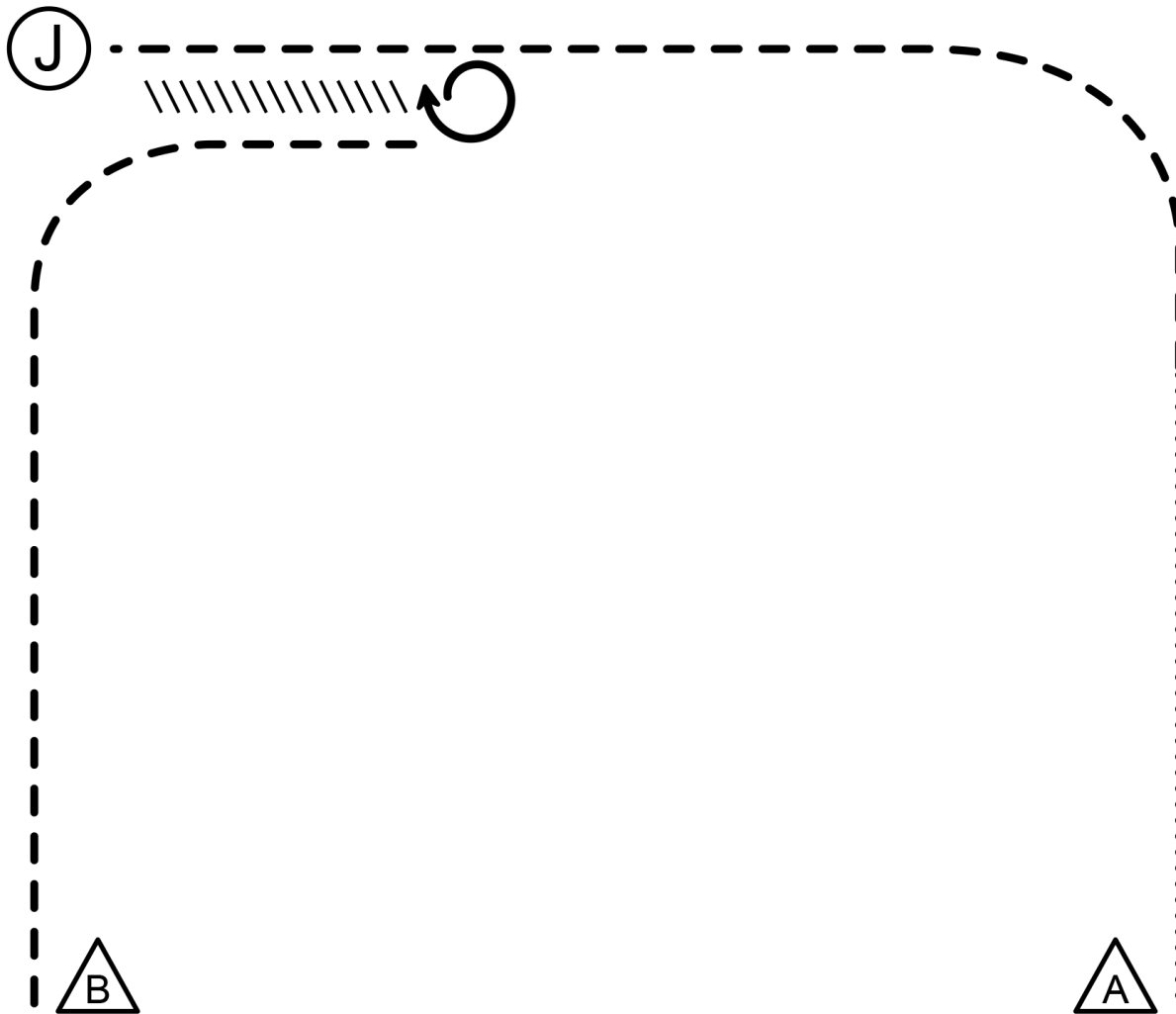
1. Start at A, trot, stop, hesitate, trot to judge
2. Back 2 horse lengths
3. Walk to judge, set up for inspection
4. Inspection
5. When dismissed, execute a 540° turn
6. Trot, stop, walk to exit



Showmanship

203. EWD Showmanship

215. Small Fry Showmanship 11 & Under

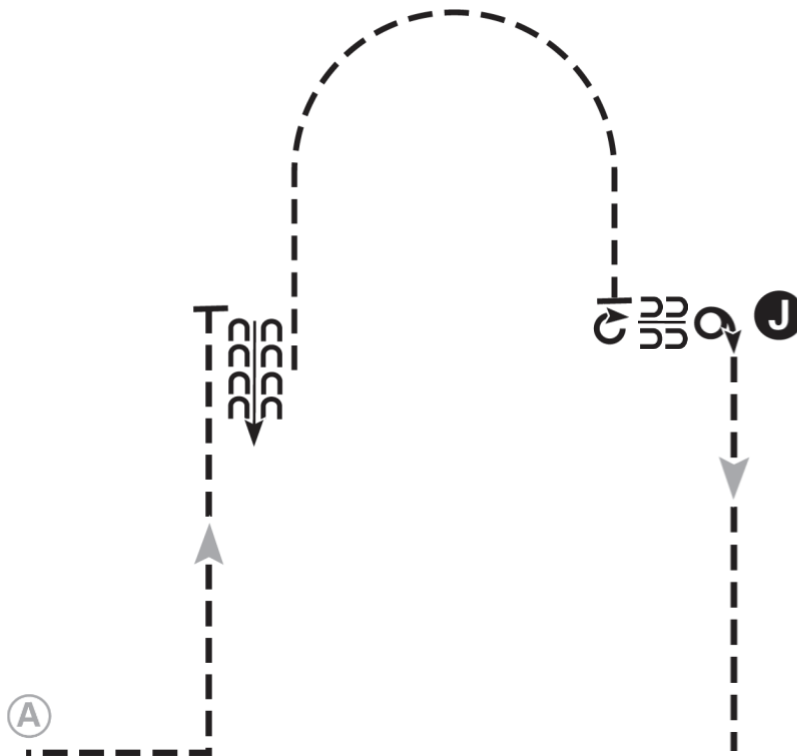


Be ready at A

1. Start at A, walk
2. Trot to judge
3. Stop, set up for inspection
4. Inspection
5. When dismissed, back two horse lengths
6. Execute a 360° turn
7. Trot to exit



NON PRO \$250 ADDED SHOWMANSHIP



Be ready at A.

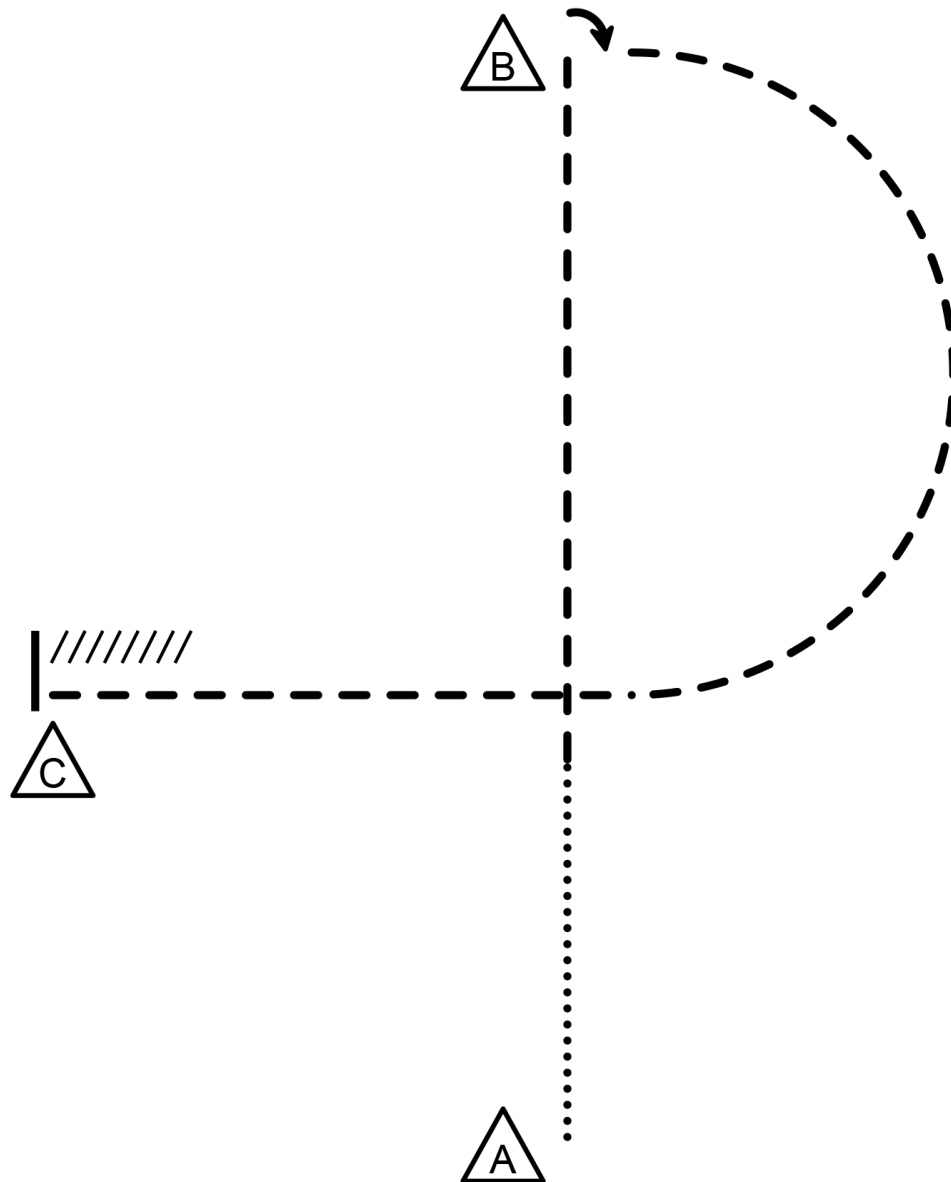
1. Trot a corner to the left until even with judge
2. Stop and back approximately one horse length
3. Trot a half circle until even with judge
4. Stop, 270° ($\frac{3}{4}$) turn
5. Set up
6. Inspection
7. When dismissed, 450° ($1\frac{1}{4}$) turn
8. Exit at a trot



English Equitation

404. EWD Walk Trot English Pleasure

405. Small Fry Walk Trot English Equitation 11 & Under



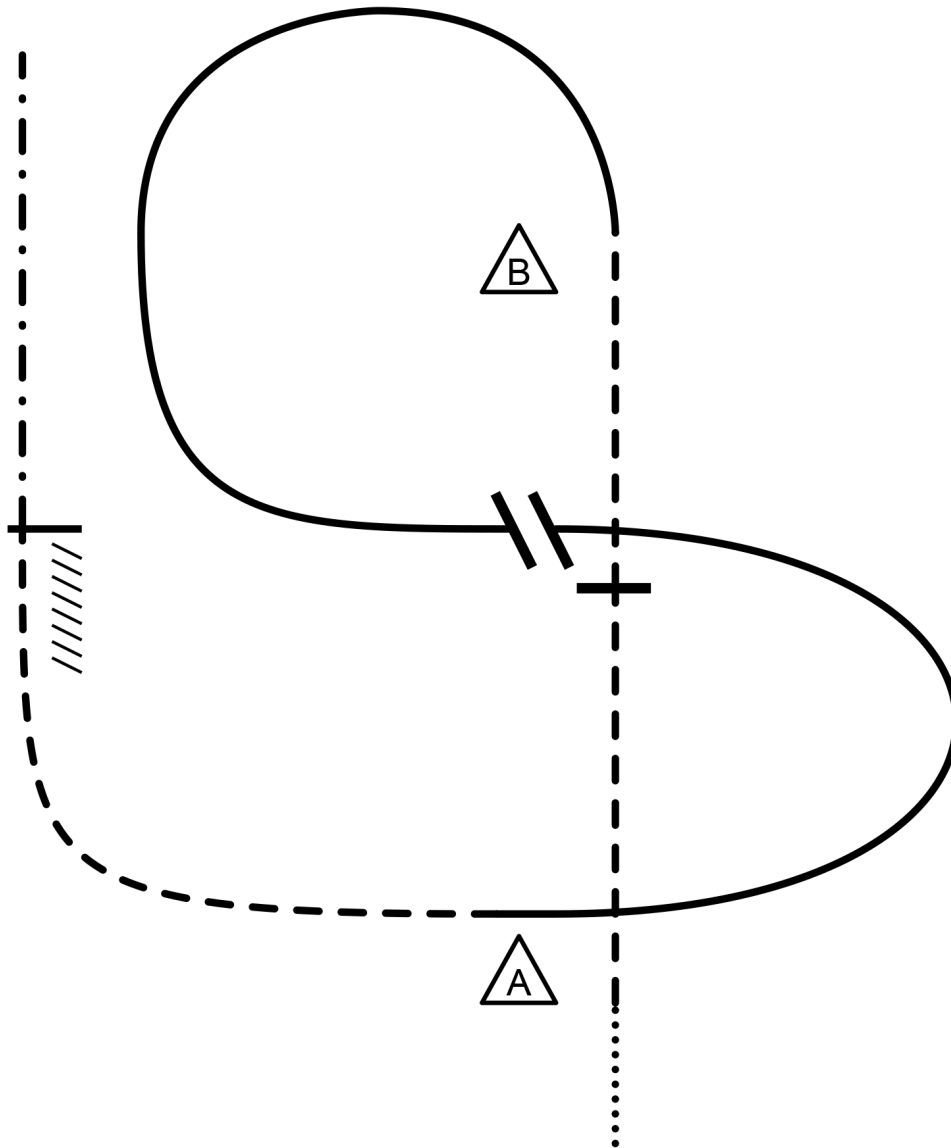
Be ready at A

1. Walk from A until even with C
2. Posting trot on the right diagonal to B
3. Stop at B and turn 90° right on the forehand
4. Posting trot on the left diagonal to C
5. Stop and back one horse length



English Equitation

- 408. Youth English Equitation 13 & Under
- 409. Youth English Equitation 14-18
- 410. English Equitation 19-49
- 411. English Equitation 50 & Over



Be ready before A

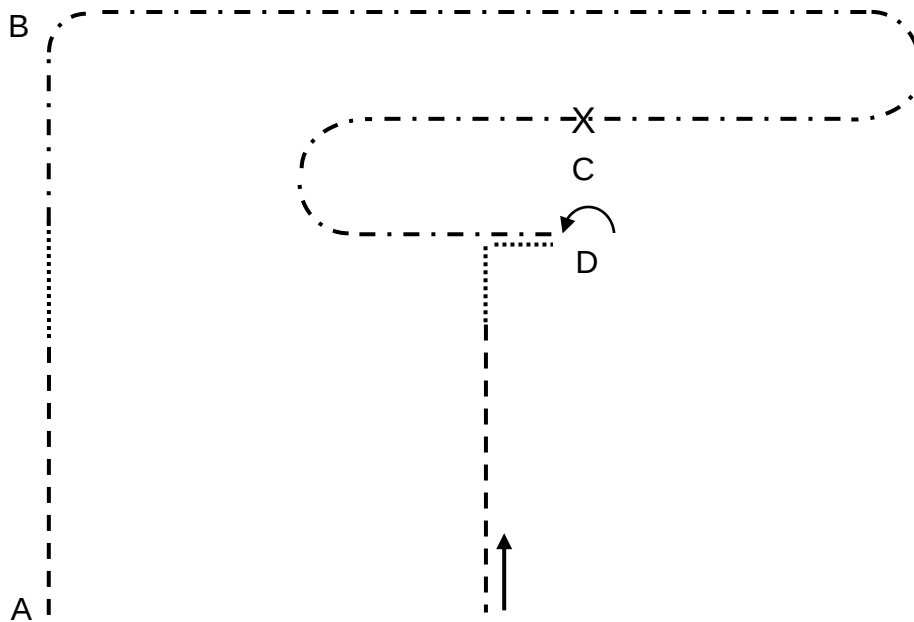
1. Walk to A, left diagonal trot halfway to B
2. Halt for 3 seconds, right diagonal trot to B
3. Left lead canter in circle to center of pattern
4. Change leads
5. Right lead canter in a half circle to A
6. Trot on left diagonal around corner and halfway down line
7. Halt and back approximately one horse length, sitting trot to exit



English Equitation

406. Youth Walk Trot Equitation 18 & Under

407. Walk Trot Equitation 19 & Over



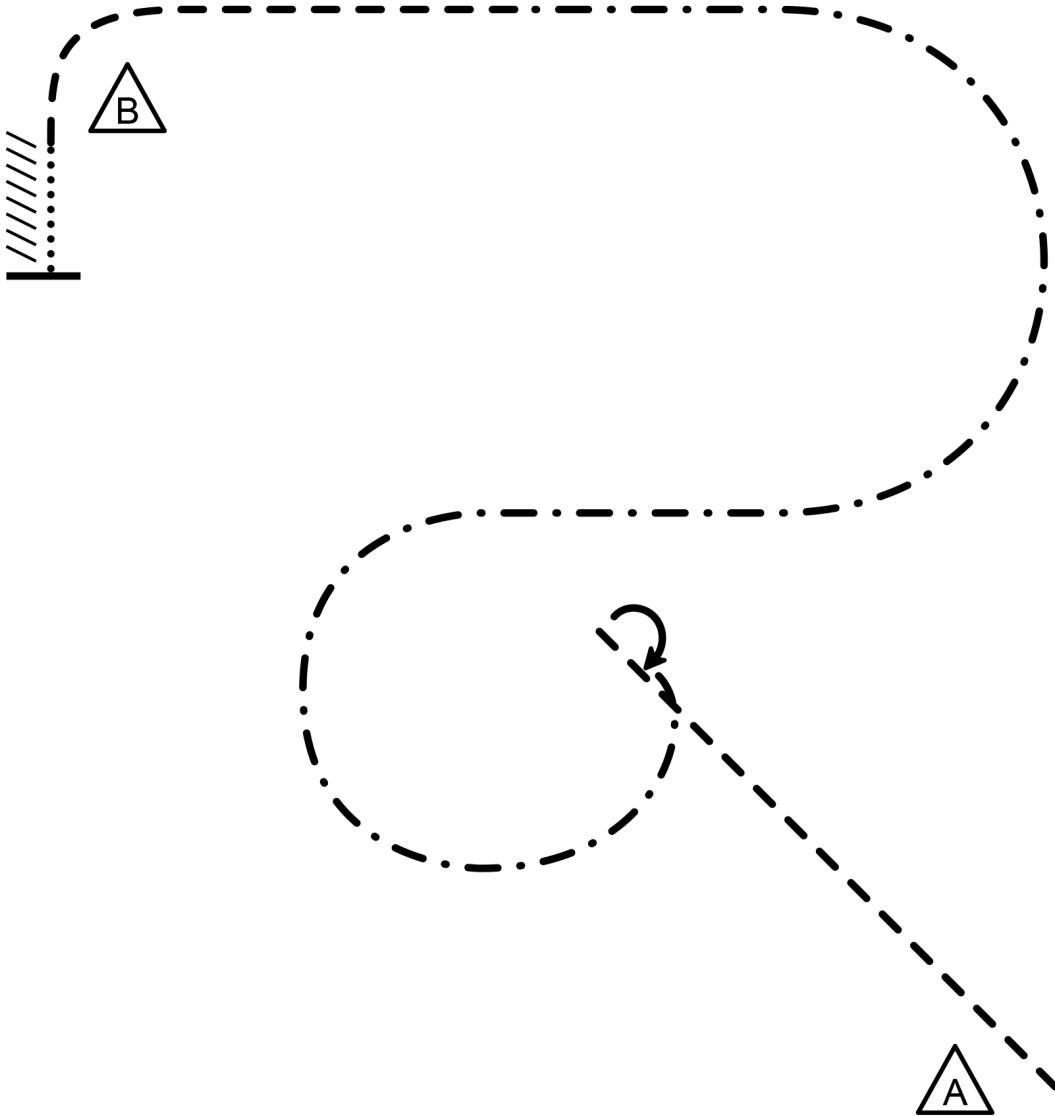
Begin at A

1. Sitting trot halfway
2. Break to walk
3. Posting trot left diagonal serpentine
4. Change diagonals at C
5. Continue posting trot to D
6. Stop, 180° turn to the left
7. Walk corner
8. Sitting trot
9. Stop in line with A, back



Horsemanship

- 323. Small Fry Walk Jog Western Horsemanship 11 & Under
- 324. EWD Walk Jog Western Horsemanship Independent
- 325. Youth Walk Jog Western Horsemanship 18 & Under
- 326. Walk Jog Western Horsemanship 19 & Over

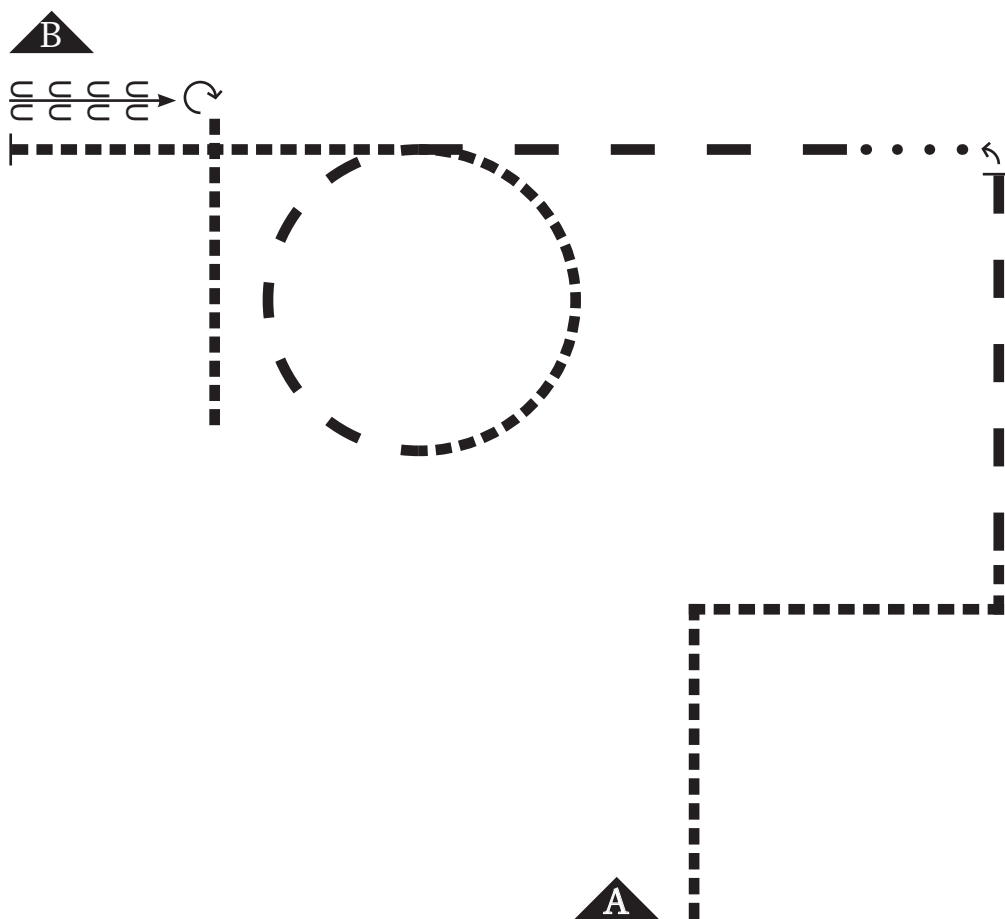


Be ready at A

1. Jog to center of pattern
2. Stop in center of pattern and perform a right rollback
3. Extended jog as shown
4. Break to a jog when 20 feet from B, jog around B
5. Break to the walk and walk one horse length
6. Stop and back approximately one horse length
7. Exit at a walk or jog



306. Non Pro Walk Jog \$250 Added Western Horsemanship



Begin at A.

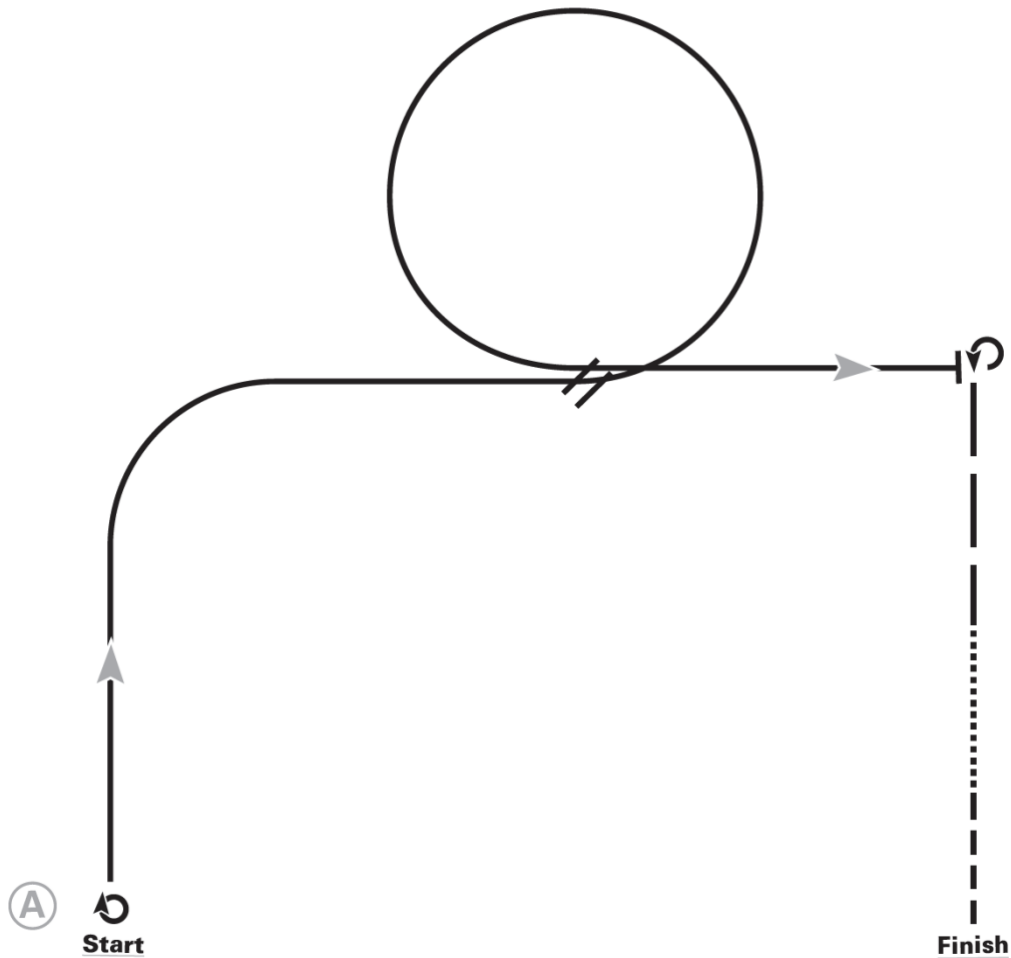
1. Jog as shown.
 2. Extended jog.
 3. Stop, 90° turn left.
 4. Walk approximately one horse length.
 5. Extended jog in straight line and half circle.
 6. Slow to jog for half circle and continue in a straight line.
 7. Stop at B and back.
 8. 270° turn right.
- Pattern is complete, exit at a jog.

.....	Walk
-----	Jog
- - - - -	Extended Jog
← ↶ ↷ ↸	Back
▲ A	Cone



WESTERN HORSEMANSHIP

301. Western Horsemanship 13 & Under
304. Western Horsemanship 50 & Over



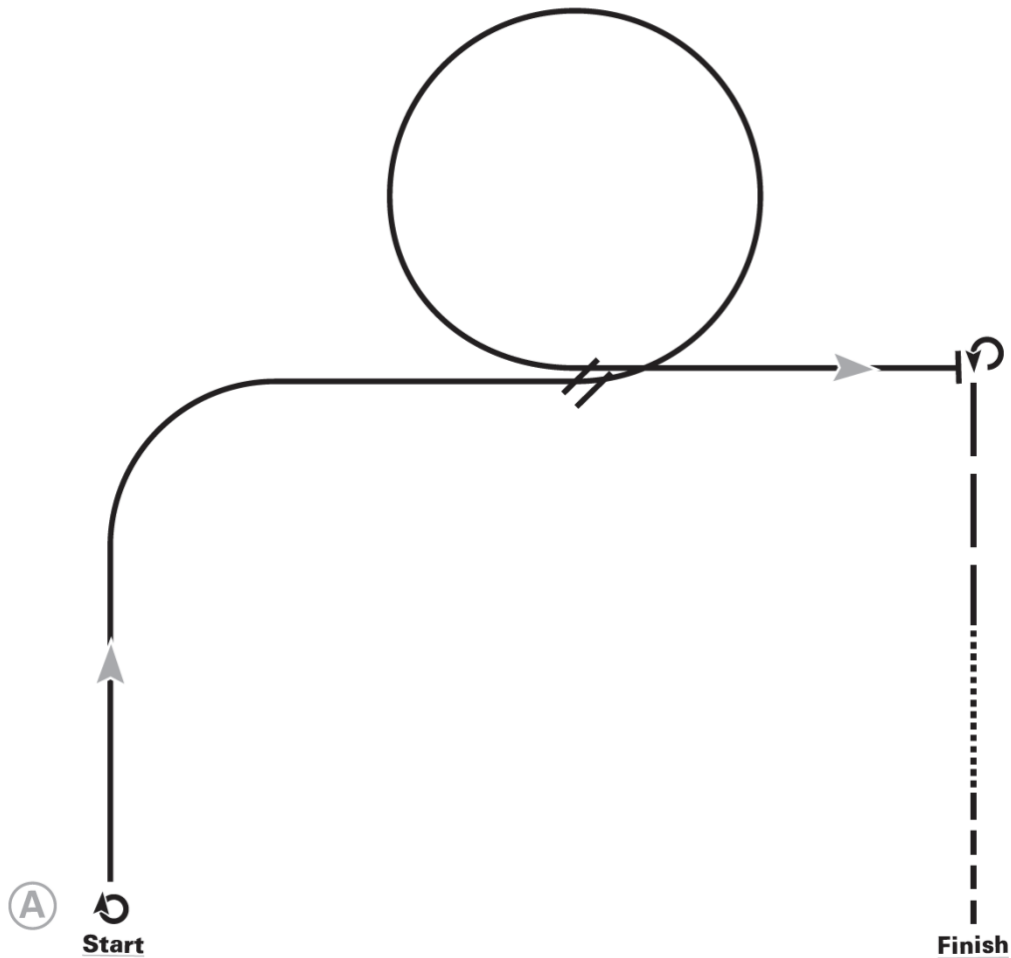
Be ready at A.

1. 360° (1) turn to the right
2. Right lead lope to center
3. Change leads
4. Left lead lope circle and as shown
5. 270° ($\frac{3}{4}$) turn to the left
6. Extended trot half way
7. Walk one horse length
8. Exit at a jog



WESTERN HORSEMANSHIP

302. Youth Horsemanship 14-18
303. Amateur Horsemanship 19-49



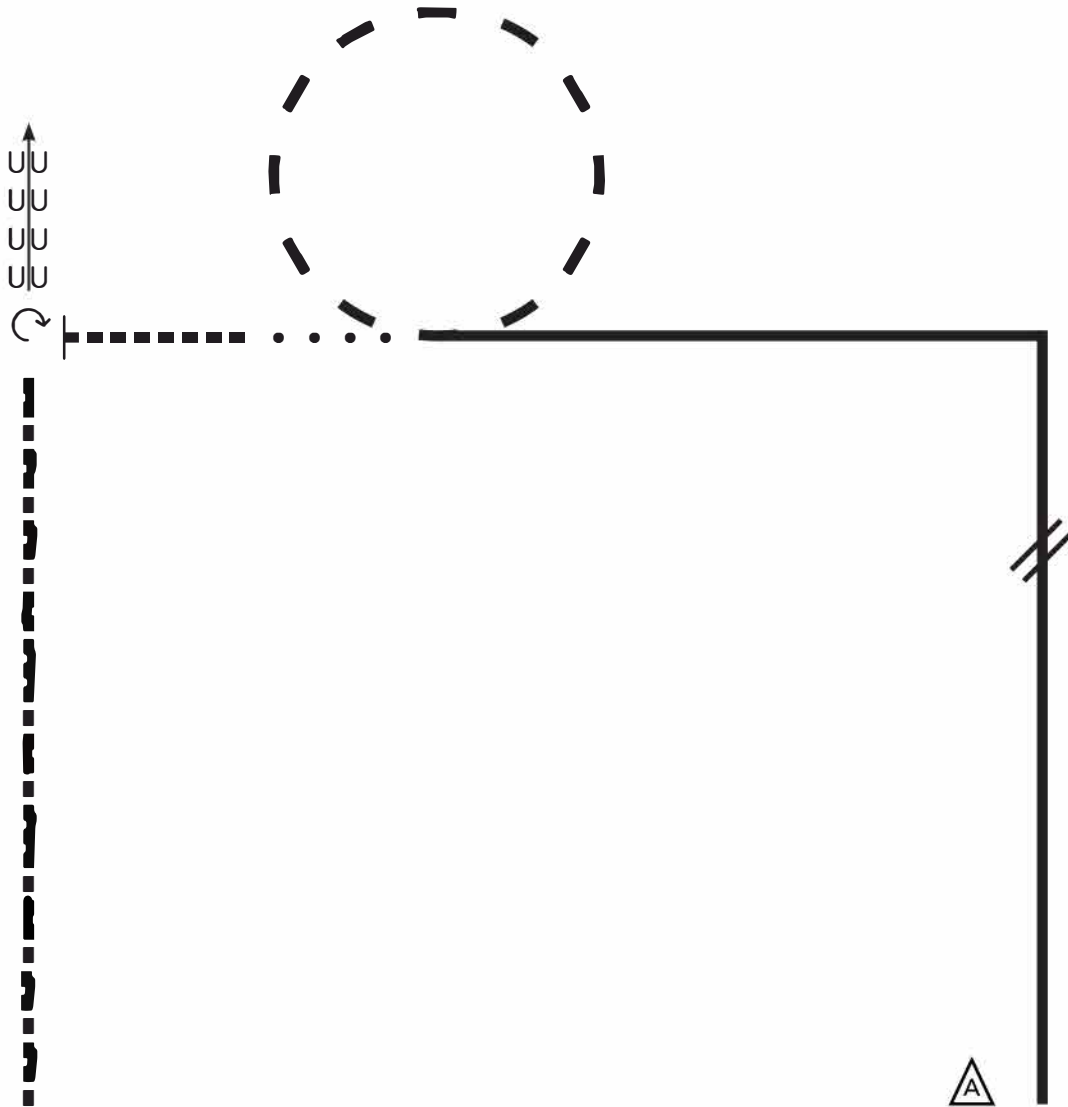
Be ready at A.

1. 360° (1) turn to the right
2. Right lead lope with increased speed to center
3. Collect, change leads
4. Left lead lope circle and as shown
5. 270° ($\frac{3}{4}$) turn to the left
6. Extended trot half way
7. Walk one horse length
8. Exit at a jog



Horsemanship

220 CINCH MEDAL HORSEMANSHIP PRELIM
305 NON PRO \$250 WESTERN HORSEMANSHIP



Be ready at A

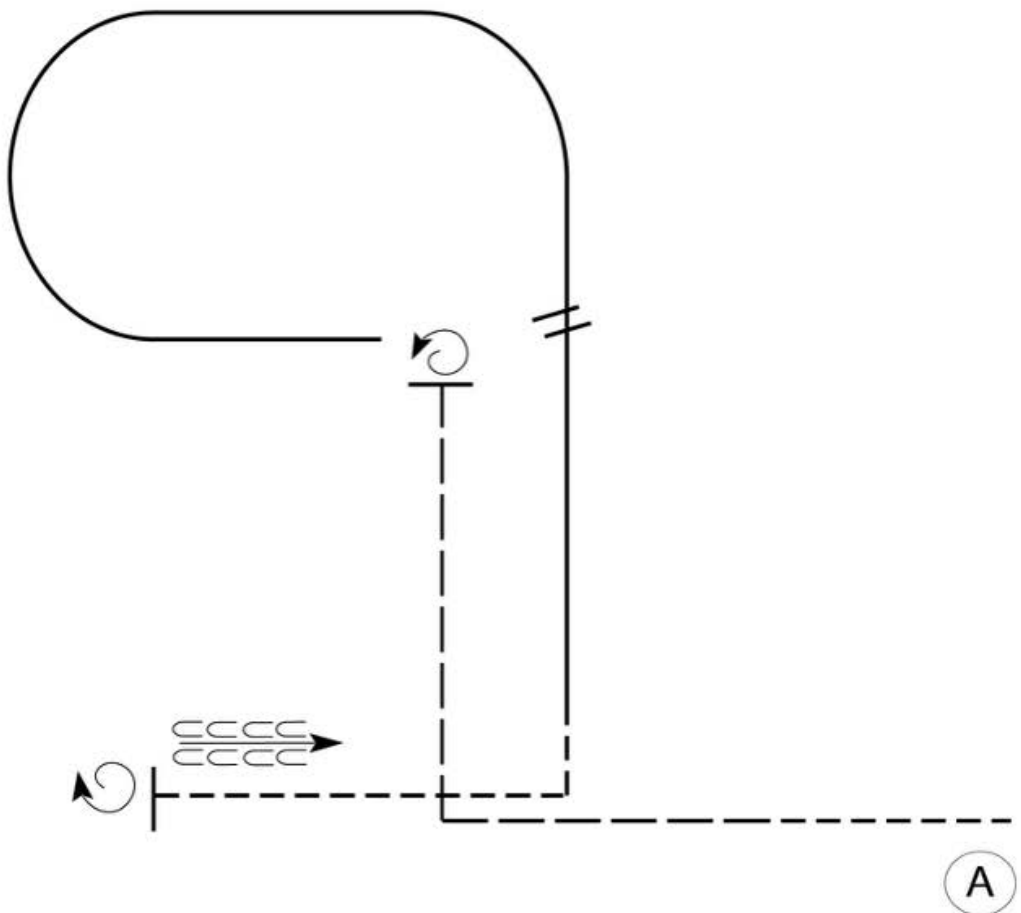
1. Lope right lead
2. Change leads
3. Lope left lead square corner
4. Extended jog circle right
5. Walk four steps
6. Jog
7. Stop and perform a 270° turn right
8. Back
9. Exit at extended jog

**Lead changes may be simple or flying*



Horsemanship

220 CINCH MEDAL HORSEMANSHIP FINALS



Be ready at A.

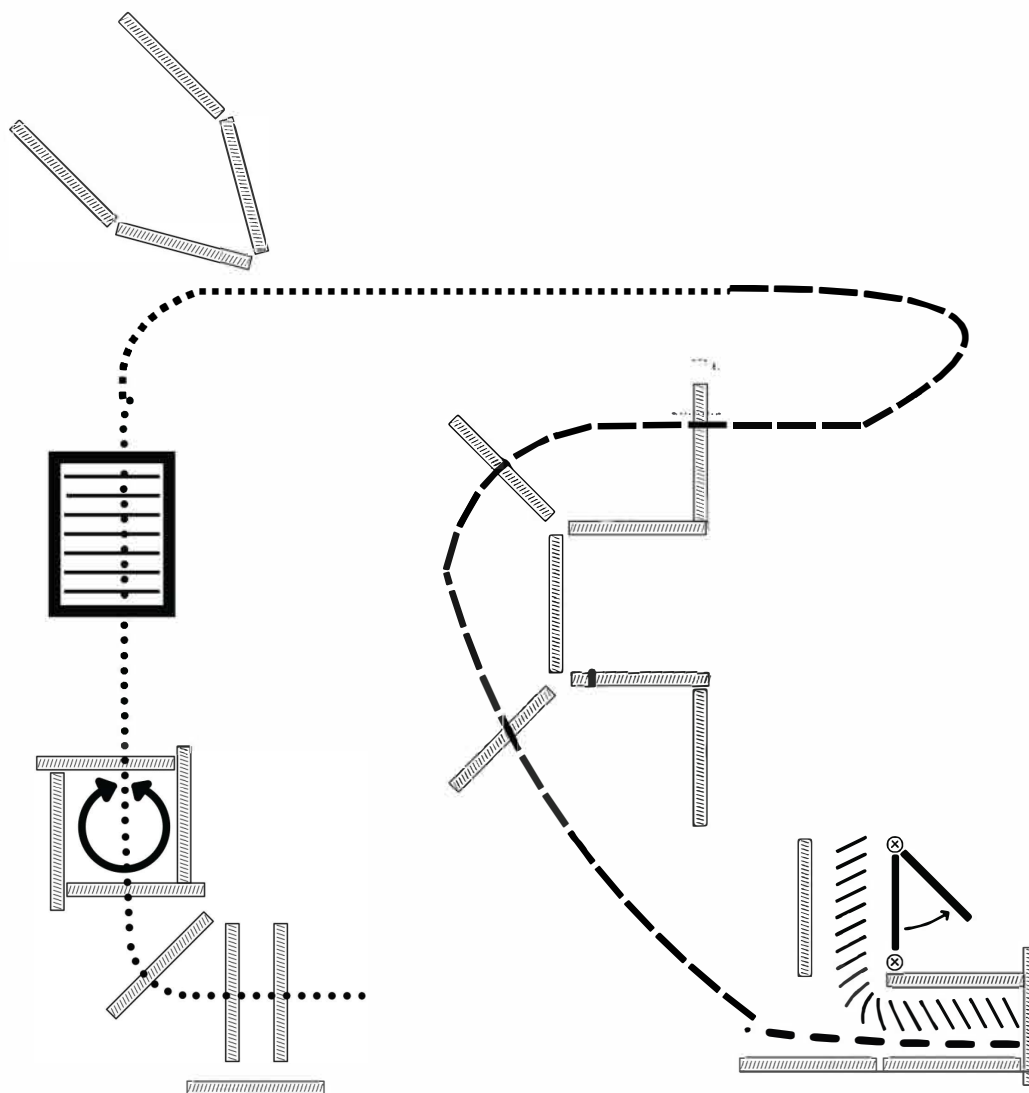
1. Jog halfway, extended jog halfway and to center.
2. Stop, perform a 1 1/4 turn left.
3. Right lead lope to center.
4. Change leads, continue on left lead.
5. Break to a jog.
6. Jog corner.
7. Stop, right turn.
8. Back, follow ring stewards direction to exit.

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



Trail

105. Yearling & 2 Year Old In Hand Trail



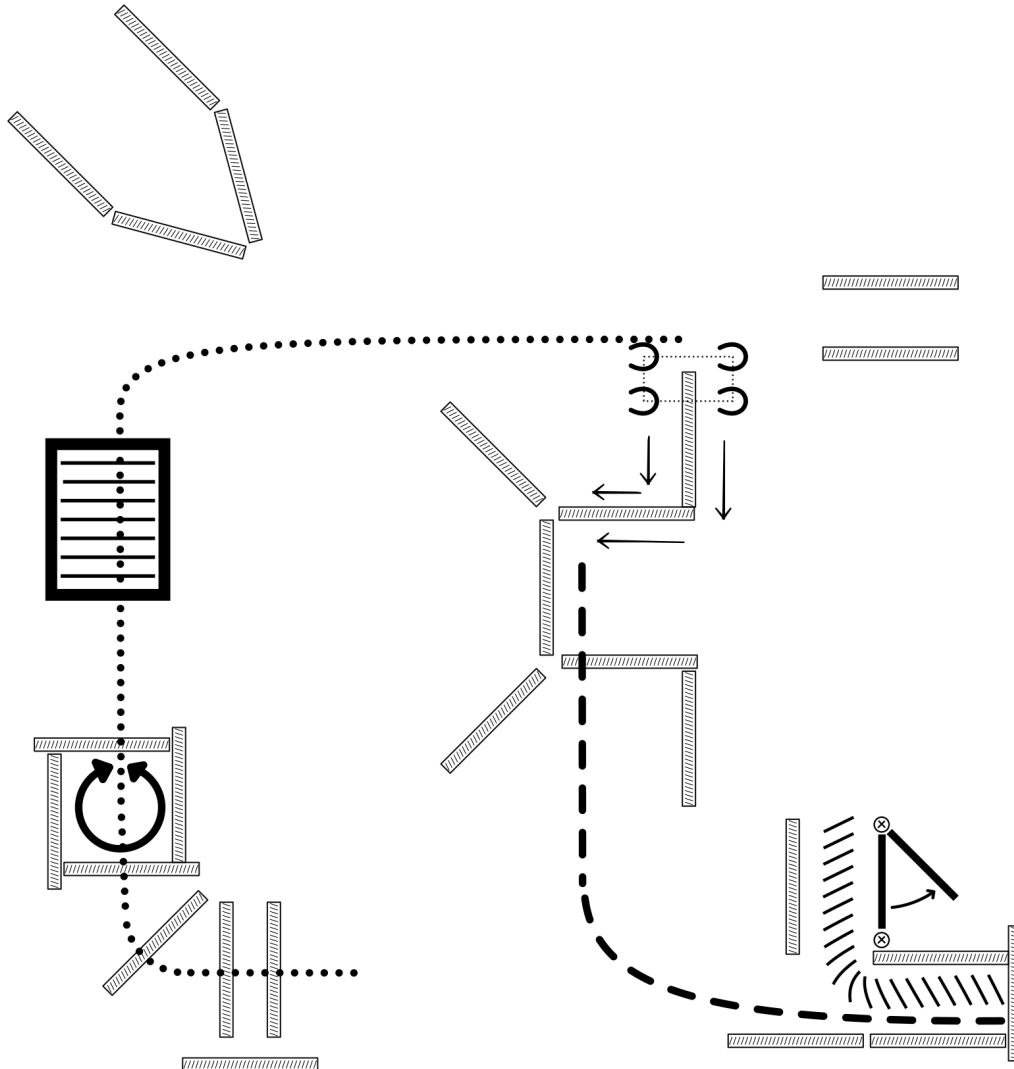
1. Walk over poles and into box
2. 360° either direction
3. Walk out of box and over bridge
4. Sidepass right L
5. Trot over poles
6. Trot into chute
7. Back L to gate
8. Left hand gate and exit



Trail

105. Walk Jog Trail 19 & Over

212. Youth Walk Jog Trail 18 & Under

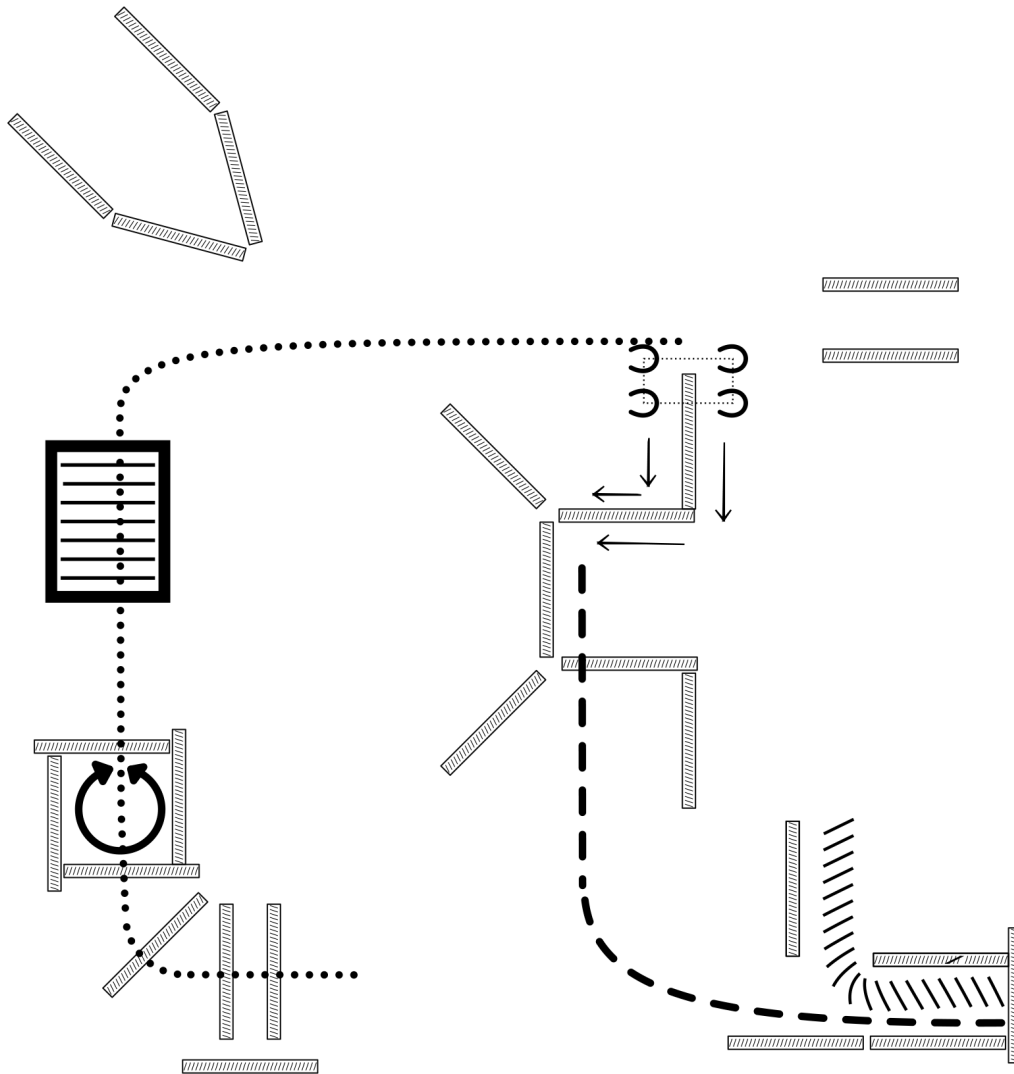


1. Walk over poles and into box
2. 360° either direction
3. Walk out of box and over bridge
4. Sidepass right L
5. Trot over poles
6. Trot into chute
7. Back L to gate
8. Left hand gate and exit



Trail

104. EWD Walk Jog Trail Independent
211. Small Fry Walk Jog Trail 11 & Under

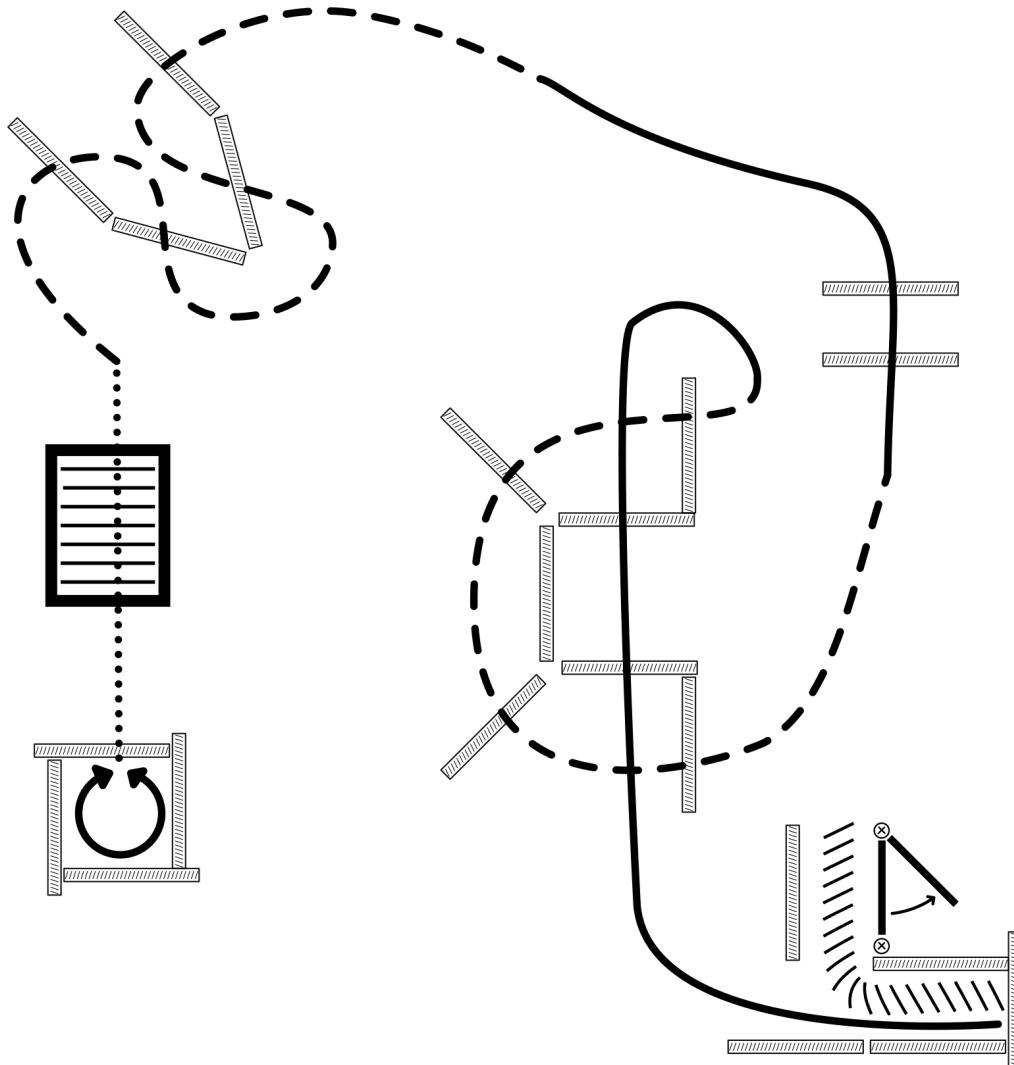


1. Walk over poles and into box
2. 360° either direction
3. Walk out of box and over bridge
4. Sidepass right L
5. Trot over poles
6. Trot into chute
7. Back L to gate



Trail

- 106. Youth Trail 13 & Under
- 107. Youth Trail 14-18
- 213. Trail 19-49
- 214. Trail 50 & Over



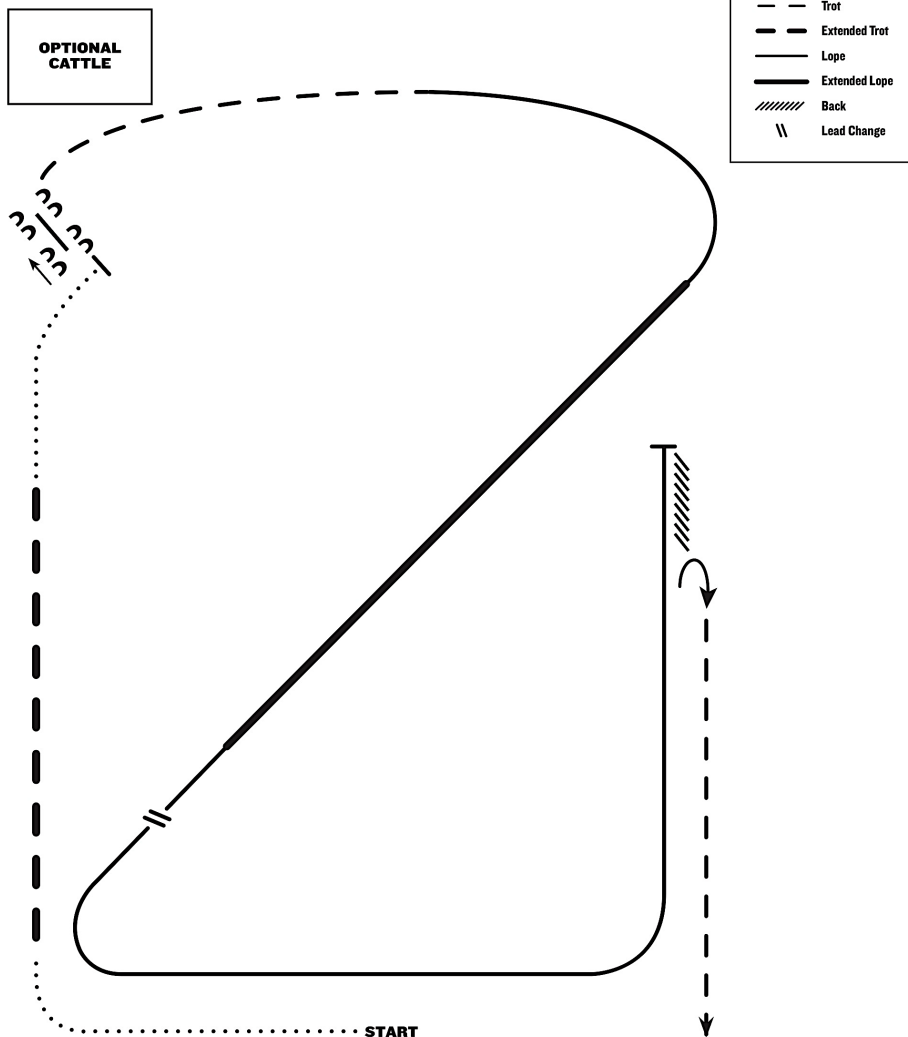
Be ready in box

1. 360° either direction
2. Walk out of box and over bridge
3. Trot serpentine over poles
4. Lope right lead over poles
5. Trot over poles
6. Lope left lead over poles and into chute
7. Back L to gate
8. Left hand gate and exit



101. Ranch Riding 19 & Over
316. Youth Ranch Riding

RANCH RIDING - PATTERN 10



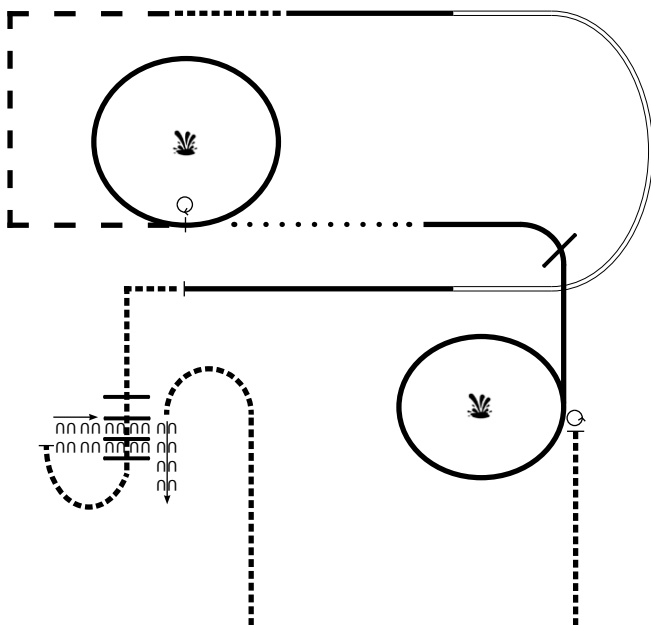
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

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.





\$250 Ranch Riding

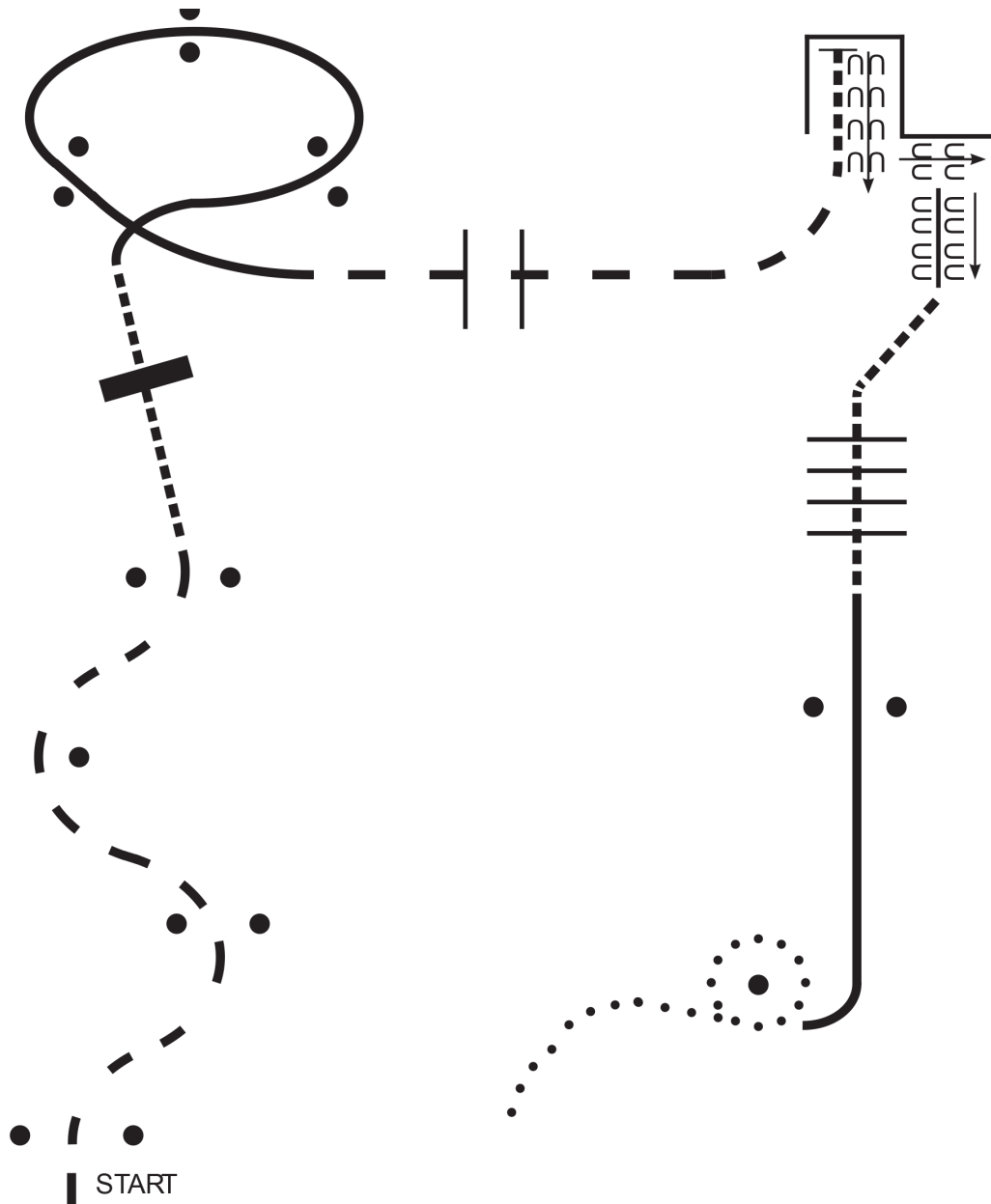


1. TROT STRAIGHT LINE
2. STOP. PERFORM A 360° TURN LEFT
3. LOPE LEFT LEAD CIRCLE
4. CONTINUE LOPING LEFT ARC OVER ONE LOG
5. WALK THREE HORSE LENGTHS
6. LOPE RIGHT LEAD CIRCLE
7. STOP. PERFORM A 360° TURN RIGHT
8. EXTENDED TROT TWO CORNERS THEN COLLECTING TROT
9. LOPE RIGHT LEAD, BUILD TO EXTENDED LOPE
10. COLLECT LOPE IN CENTER CONTINUING ON RIGHT LEAD
11. STOP AND STAND QUIETLY
12. TROT OVER FOUR LOGS
13. TROT ARC AND SIDEPASS LOG RIGHT
14. BACK
15. TROT U-TURN TO EXIT

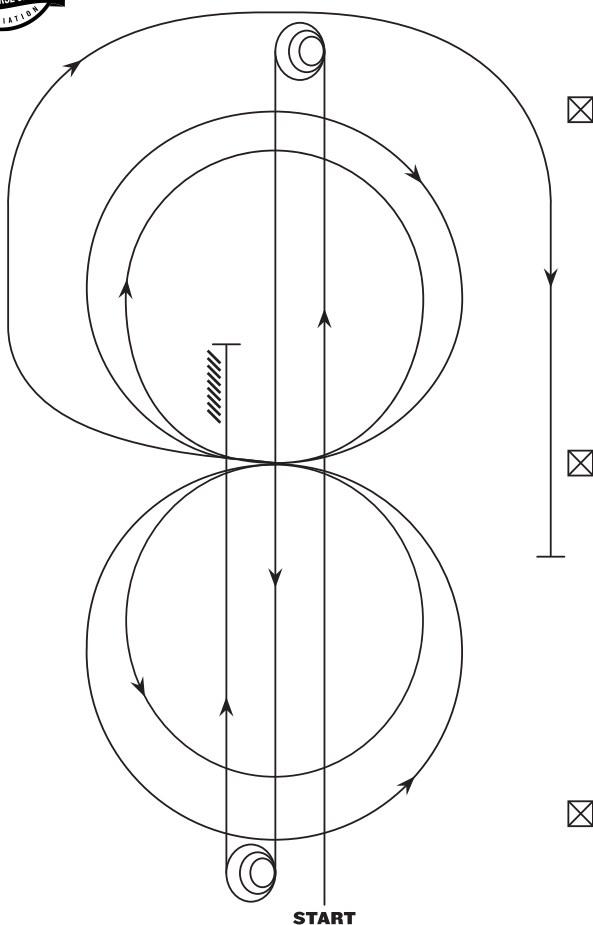
.....	Walk
· - · - ·	Extended Walk
-----	Trot
- - - - -	Extended Trot
=====	Lope
=====	Extended Lope
///	Change Lead
←←←←←	Back
▲	Cone

Ranch Trail

314. Youth Ranch Trail 18 & Under
315. Ranch Trail 19 & Over



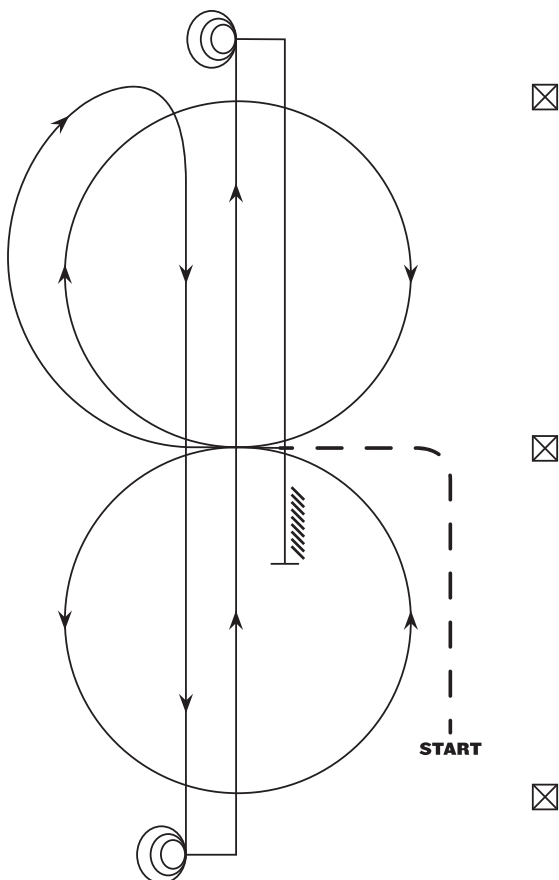
1. Extended trot through serpentine
2. Trot over the log
3. Lope Left Lead through the markers
4. Extended trot through the poles
5. Trot into the chute, back out through the L, sidepass left over pole
6. Trot through the poles
7. Lope right lead, lope through the markers to the pole
8. Pick up chaps and walk a circle around the pole and replace
9. Walk out



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right but do not close this circle. Run down the right side of the arena, past the center marker and do a sliding stop at least 20 feet from the fence. Hesitate to show completion of pattern.



Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena wall or fence the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, lope one circle to the right. Change leads at center of arena.
2. Complete one circle to the left. Change leads at center of arena.
3. Begin a circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up to other end of arena, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run past the center marker and do a sliding stop. Back at least 10 feet. Hesitate to show completion pattern.