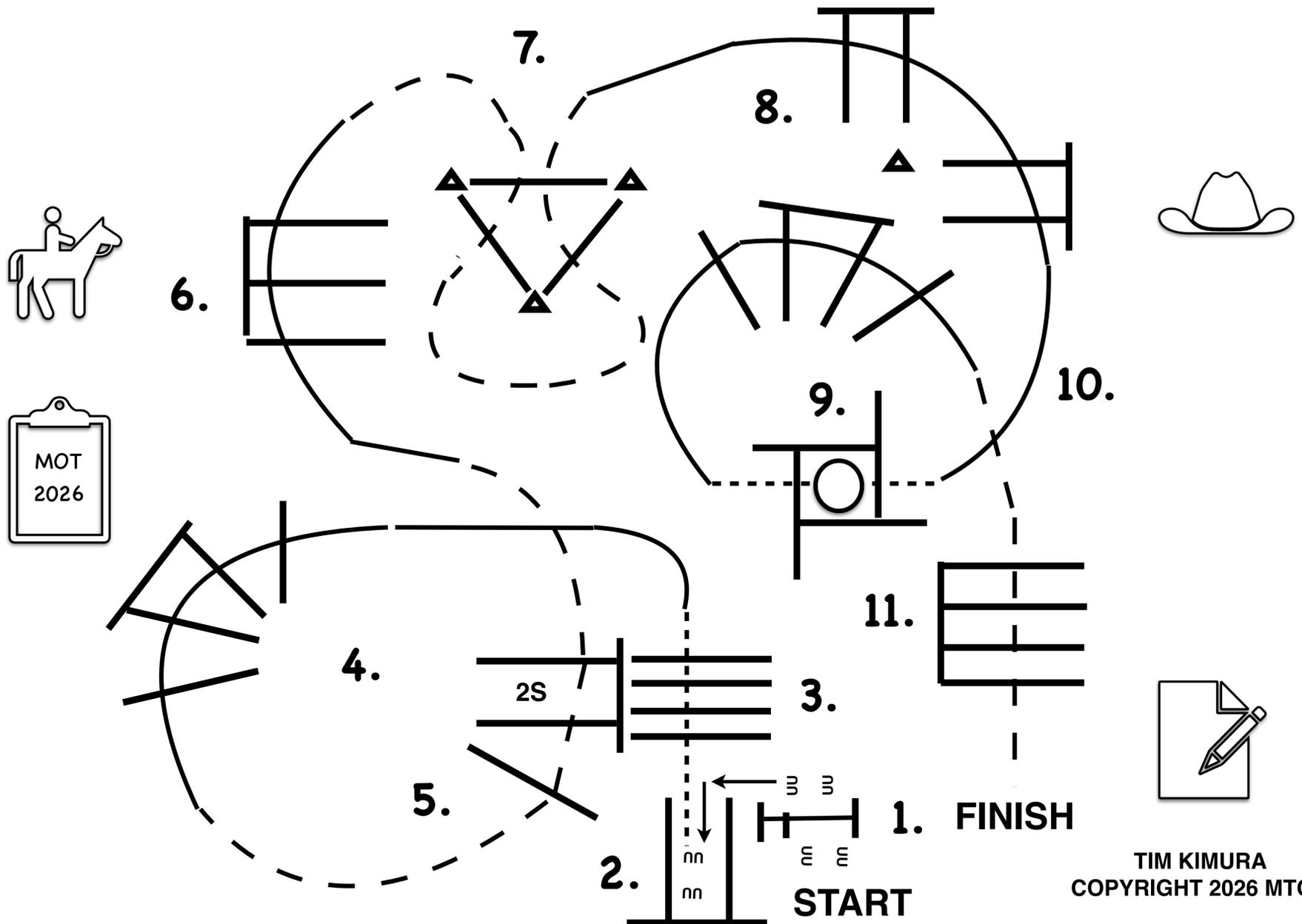


ILQHA LUCKY RUN
FRIDAY

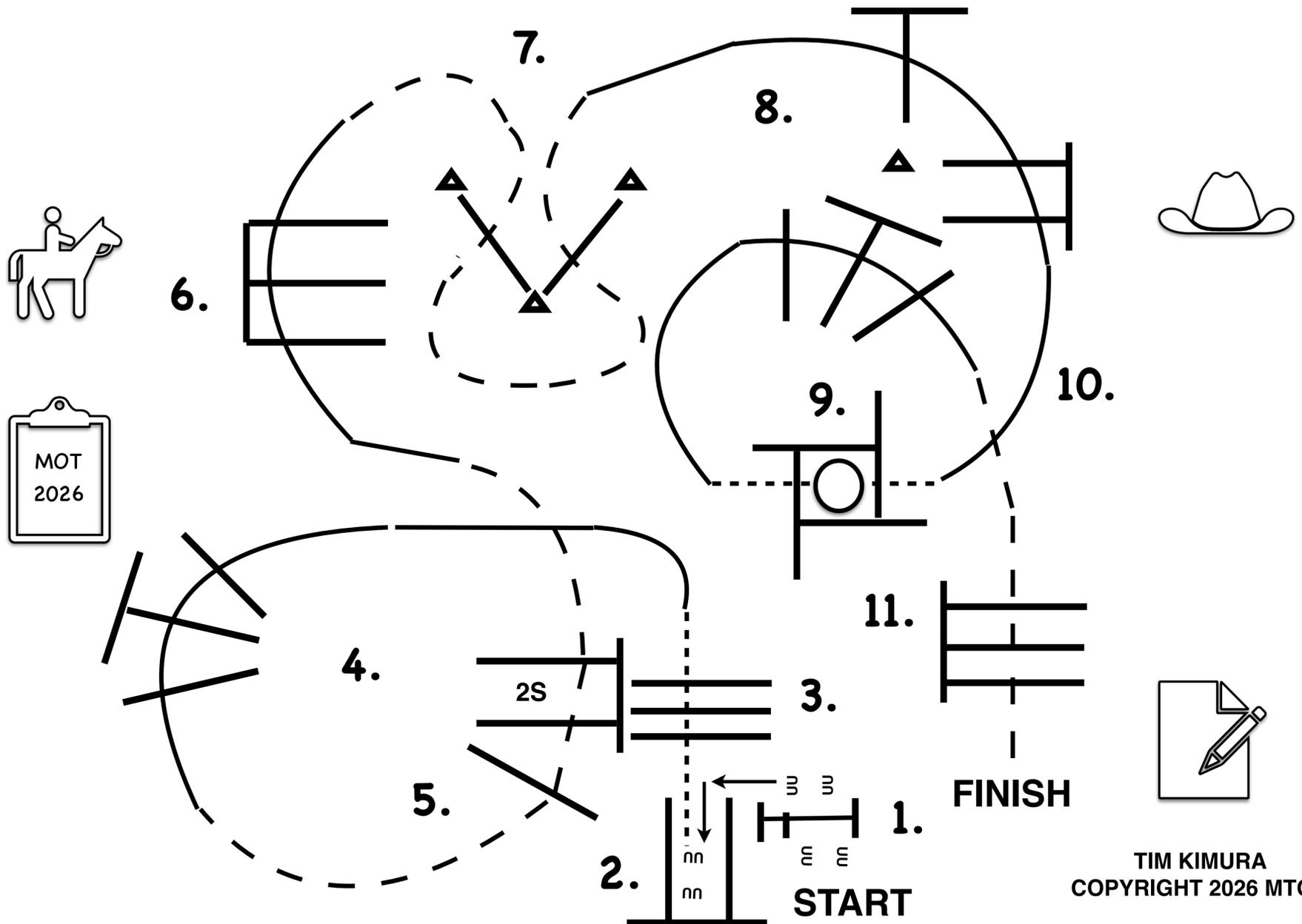
JUNIOR & AMATEUR
SELECT & SENIOR



1. WORK GATE (RIGHT HAND).
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT CHUTE, WALK OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG THROUGH TRIANGLE.
8. LOPE OVER POLES (RIGHT LEAD).
9. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLE.
10. LOPE OVER POLES (RIGHT LEAD).
11. BREAK TO THE JOG, JOG OVER POLES.
PATTERN COMPLETE AFTER LAST POLE.

ILQHA LUCKY RUN
FRIDAY

ALL BREED - LEVEL 1 OPEN
LEVEL 1 AM - LEVEL 1 YOUTH
YOUTH 13 UNDER, 14-18

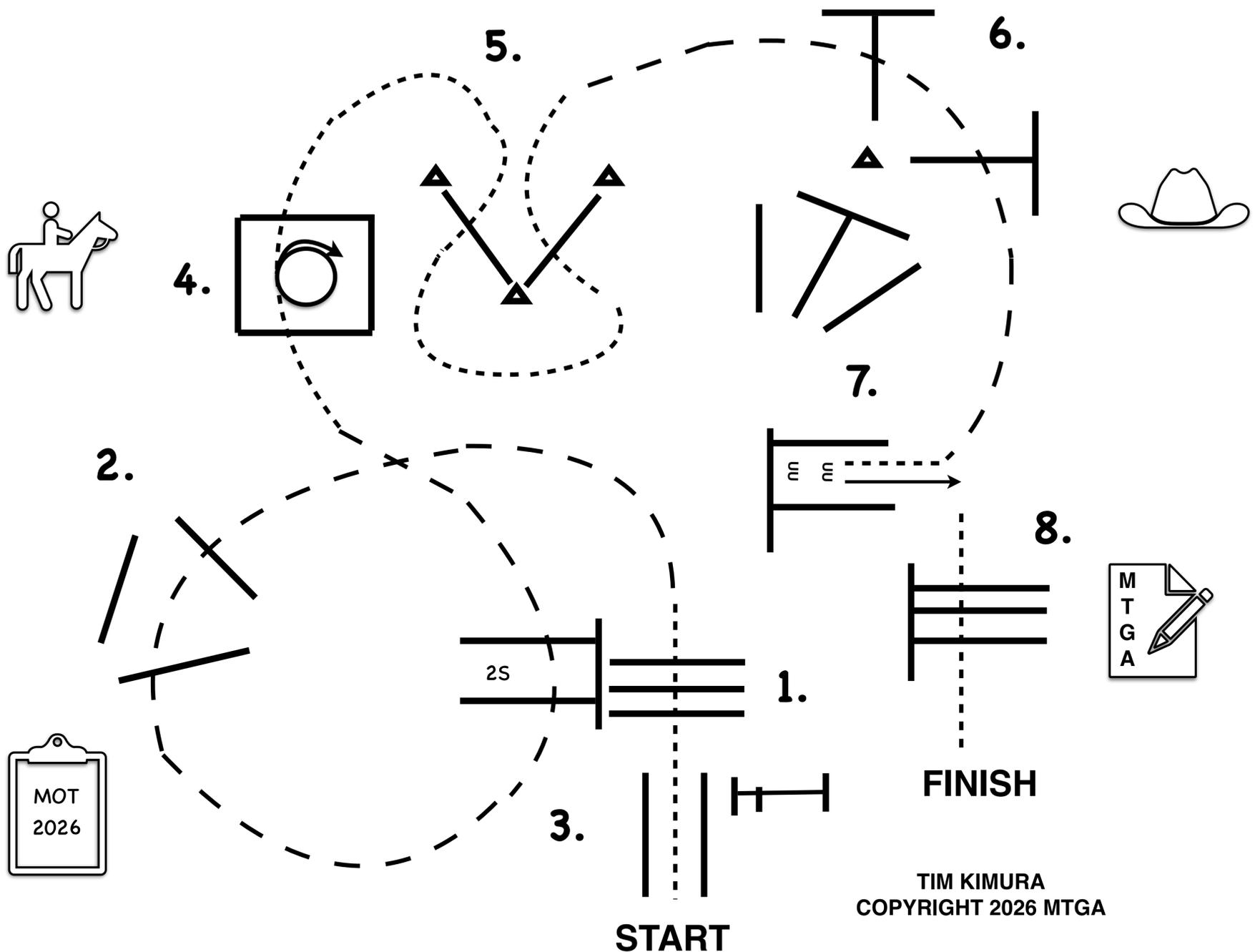


1. WORK GATE (RIGHT HAND).
2. BACK AROUND CORNER, BACK BETWEEN POLES.
3. WALK OUT CHUTE, WALK OVER POLES.
4. LOPE OVER POLES (LEFT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG THROUGH TRIANGLE.
8. LOPE OVER POLES (RIGHT LEAD).
9. STOP OR BREAK TO THE WALK, WALK OVER POLE, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, WALK OUT BOX, WALK OVER POLE.
10. LOPE OVER POLES (RIGHT LEAD).
11. BREAK TO THE JOG, JOG OVER POLES.
PATTERN COMPLETE AFTER LAST POLE.

TIM KIMURA
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ILQHA LUCKY RUN
FRIDAY

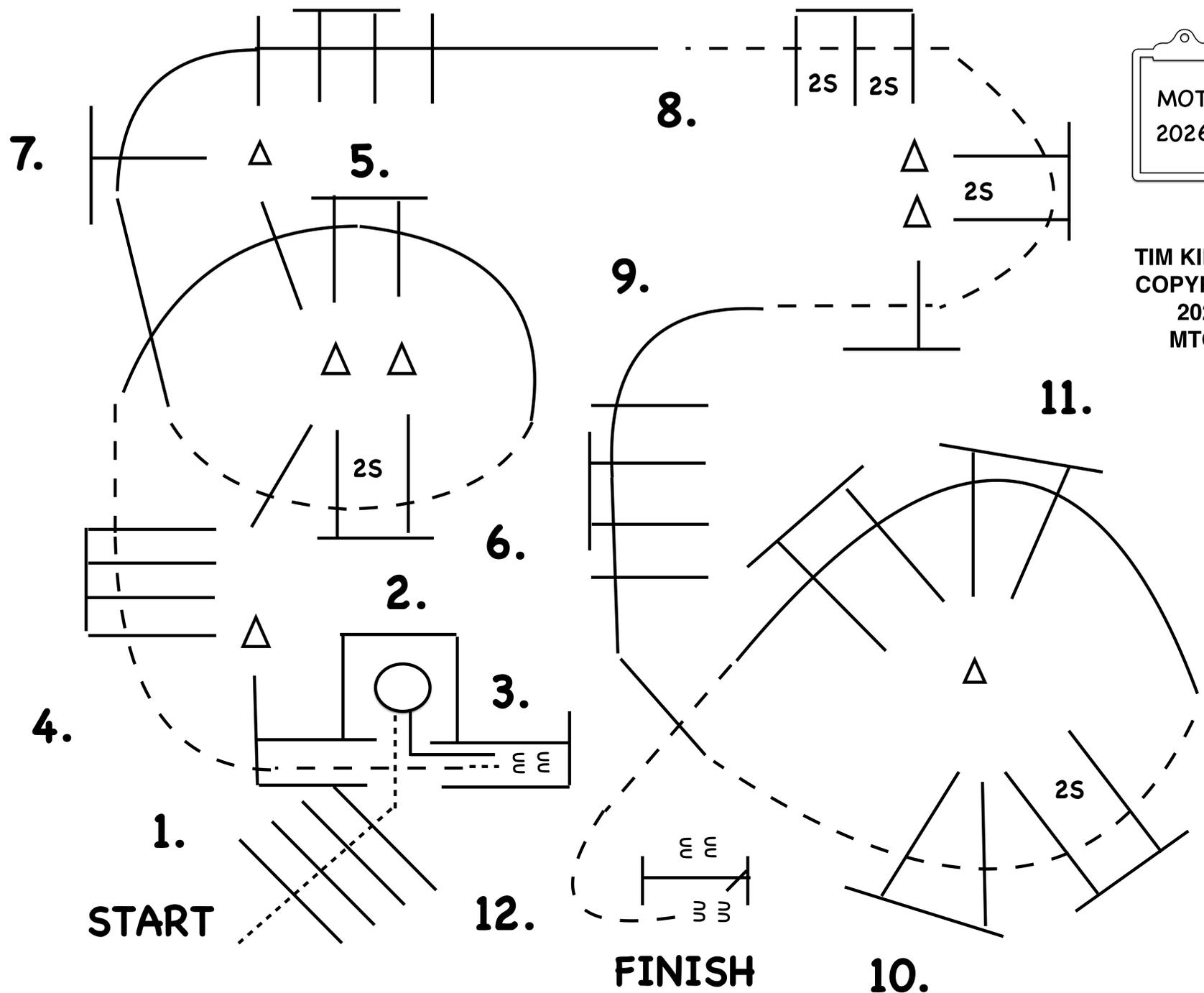
EWD SUPPORTED
EWD INDEPENDENT
ILQHA SMALL FRY



1. WALK THROUGH CHUTE, WALK OVER POLES.
2. JOG OVER POLES.
3. JOG OVER POLES.
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT, WALK OUT BOX.
5. WALK THROUGH SERPENTINE, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO CHUTE, BACK STRAIGHT.
8. TURN EITHER WAY, WALK OVER POLES.

ILQHA LUCKY RUN
SUNDAY

JUNIOR & AMATEUR
SELECT & SENIOR

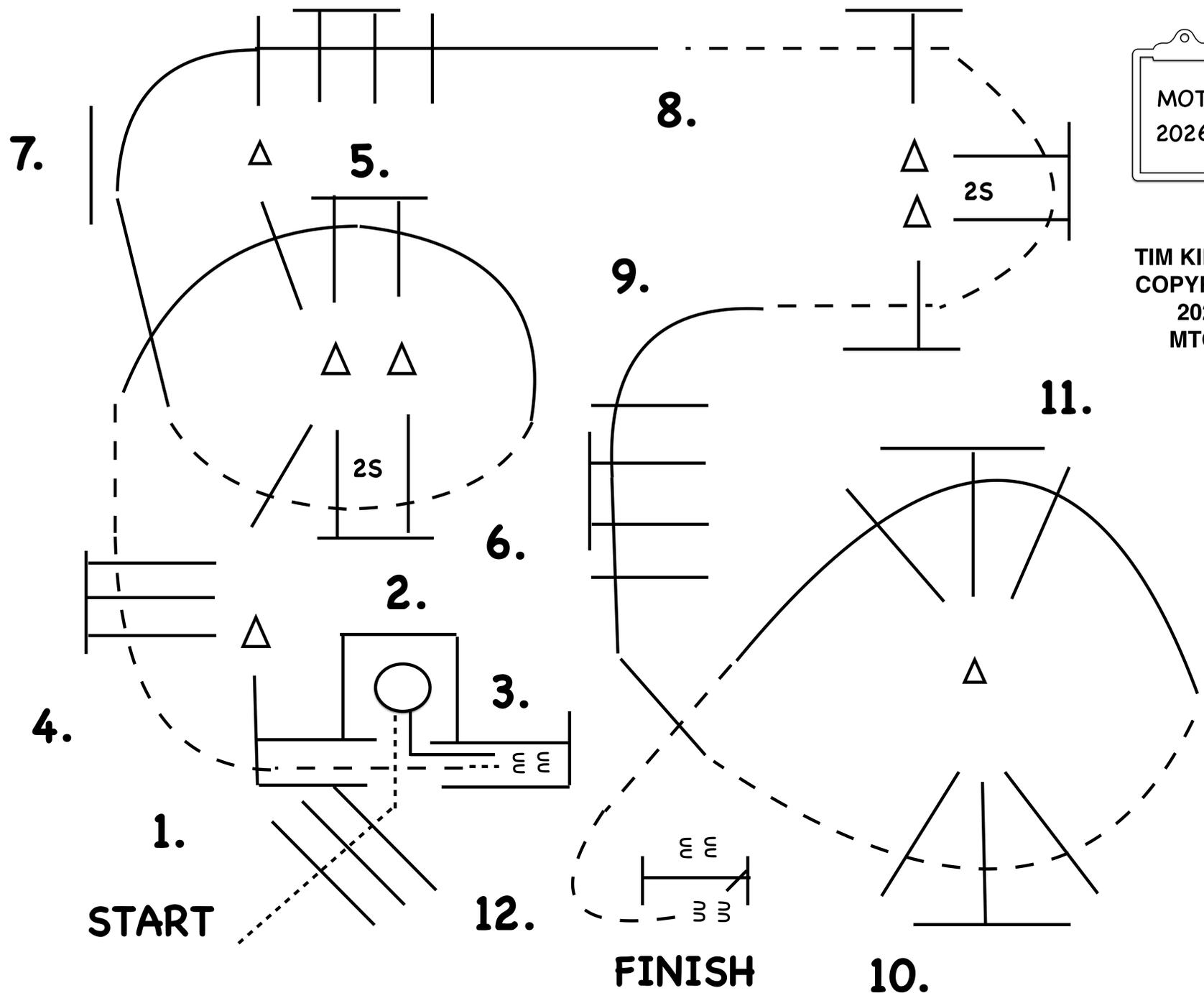


TIM KIMURA
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2026
MTGA

1. Walk over poles, walk into box.
2. Execute a 360 turn either way.
3. Back out box, back around corner, back between poles.
4. You may walk forward, then jog out chute, jog over poles.
5. Lope over poles (Right Lead).
6. Break to the jog, jog over poles.
7. Lope over poles (Right Lead).
8. Break to the jog, jog over poles.
9. Lope over poles (Left Lead).
10. Break to the jog, jog over poles.
11. Lope over poles (Left Lead).
12. Break to the jog, jog up to gate, work gate left hand.

ILQHA LUCKY RUN
SUNDAY

ALL BREED - LEVEL 1 OPEN
LEVEL 1 AM - LEVEL 1 YOUTH
YOUTH 13 UNDER, 14-18

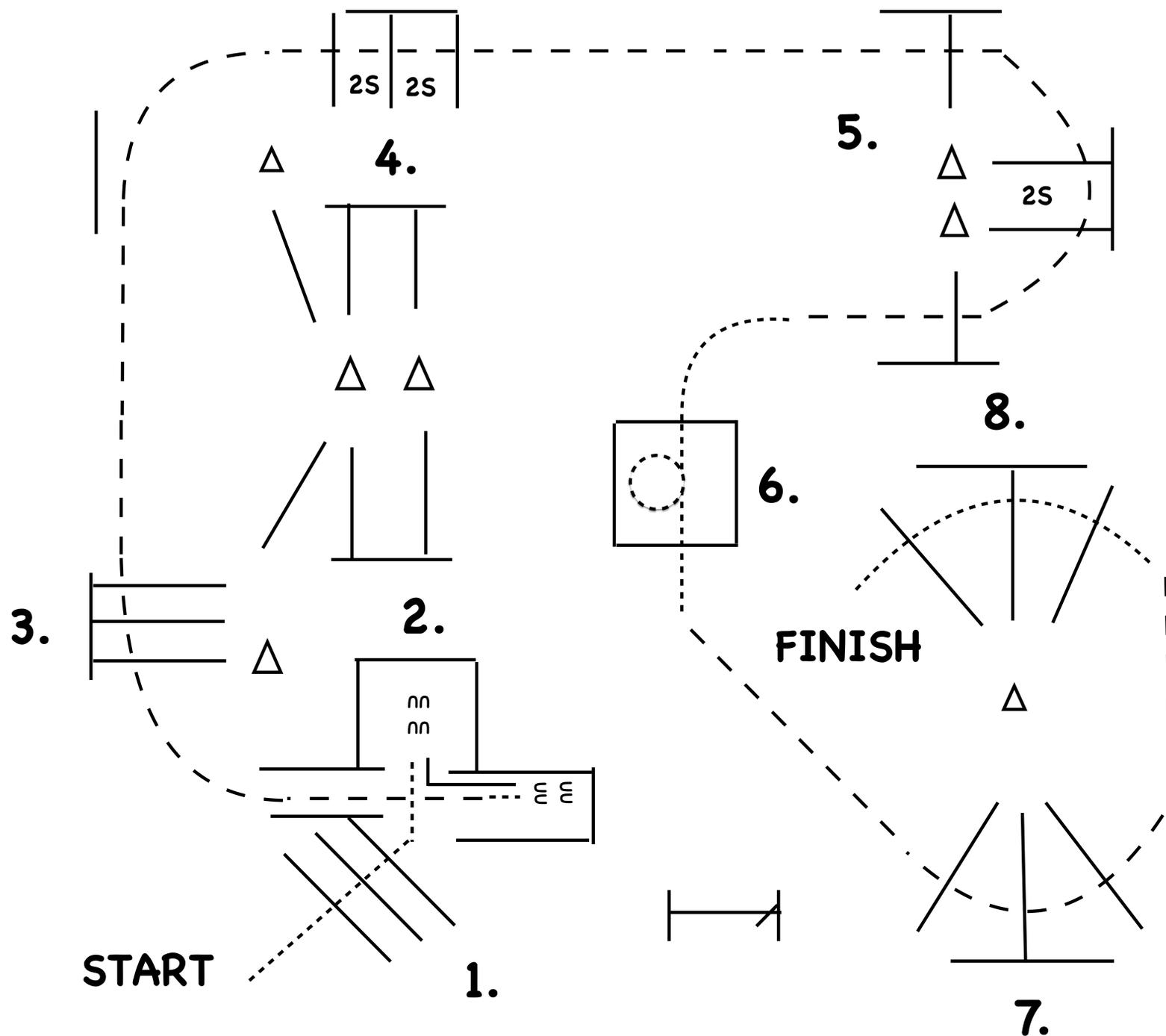


TIM KIMURA
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1. Walk over poles, walk into box.
2. Execute a 360 turn either way.
3. Back out box, back around corner, back between poles.
4. You may walk forward, then jog out chute, jog over poles.
5. Lope over poles (Right Lead).
6. Break to the jog, jog over poles.
7. Lope over poles (Right Lead).
8. Break to the jog, jog over poles.
9. Lope over poles (Left Lead).
10. Break to the jog, jog over poles.
11. Lope over poles (Left Lead).
12. Break to the jog, jog up to gate, work gate left hand.

ILQHA LUCKY RUN
SUNDAY

EWD SUPPORTED
EWD INDEPENDENT
ILQHA SMALL FRY



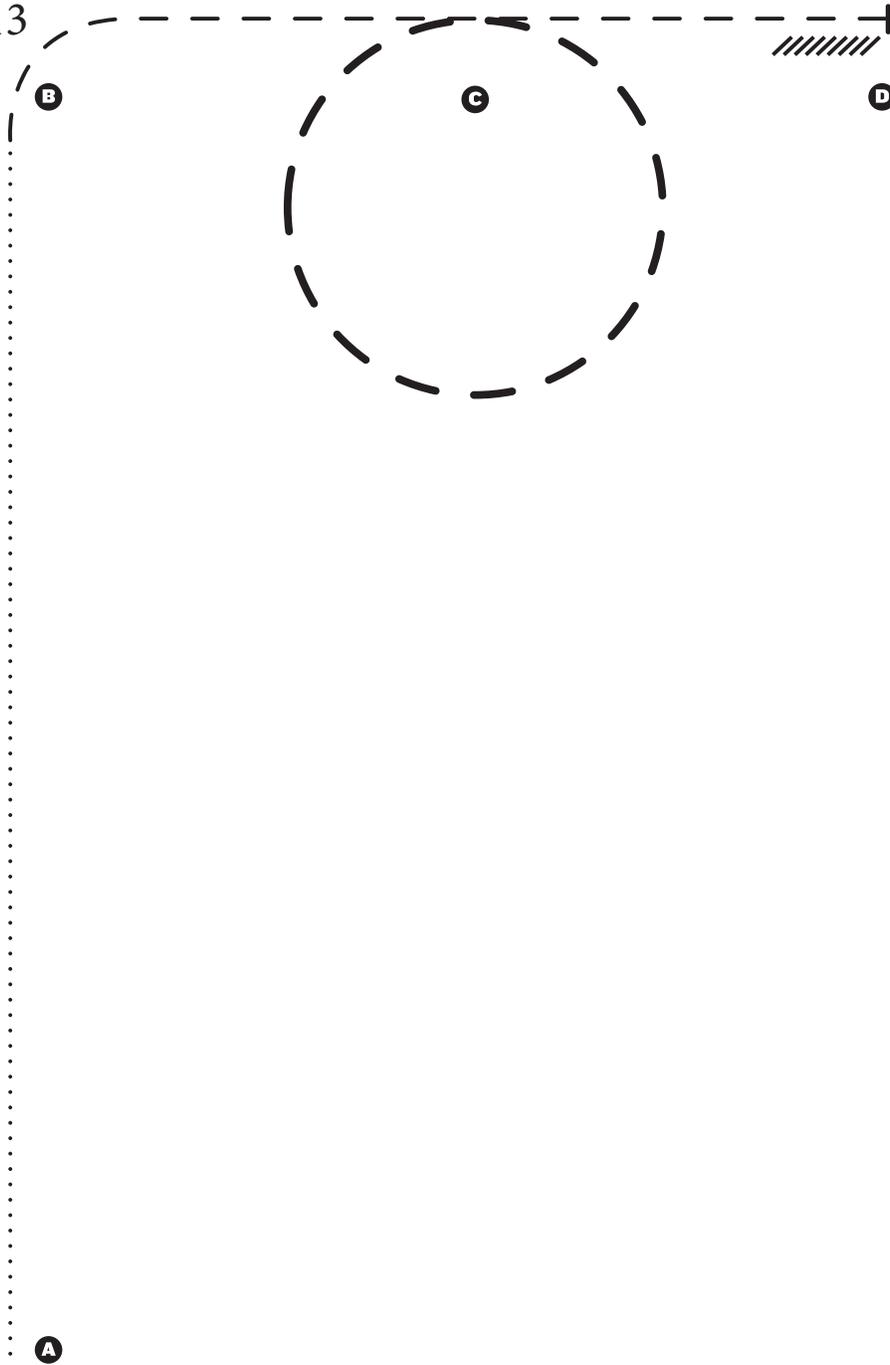
TIM KIMURA
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2026
MTGA

1. Walk over poles, walk into box.
2. Back out box, back around corner, back between poles.
3. You may walk forward, then jog out chute, jog over poles.
4. Jog over poles.
5. Jog over poles.
6. Stop or break to the walk, walk into box, execute a 360 turn RIGHT, walk out box.
7. Jog over poles.
8. Stop or break to the walk, Walk over poles.

LUCKY RUN

EWD AND SMALL FRY HORSEMANSHIP

MARCH 12-13



LEGEND	
.....	Walk
.....	Extended Walk
-----	Jog
-----	Extended Jog
///////	Back

1. Be ready at A, walk from A to B
2. At B, jog and continue to C
3. At C, extended jog a circle to the right
4. Close circle, slow to a jog, continue jogging to D
5. At D, stop
6. Back approximately one horse length, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

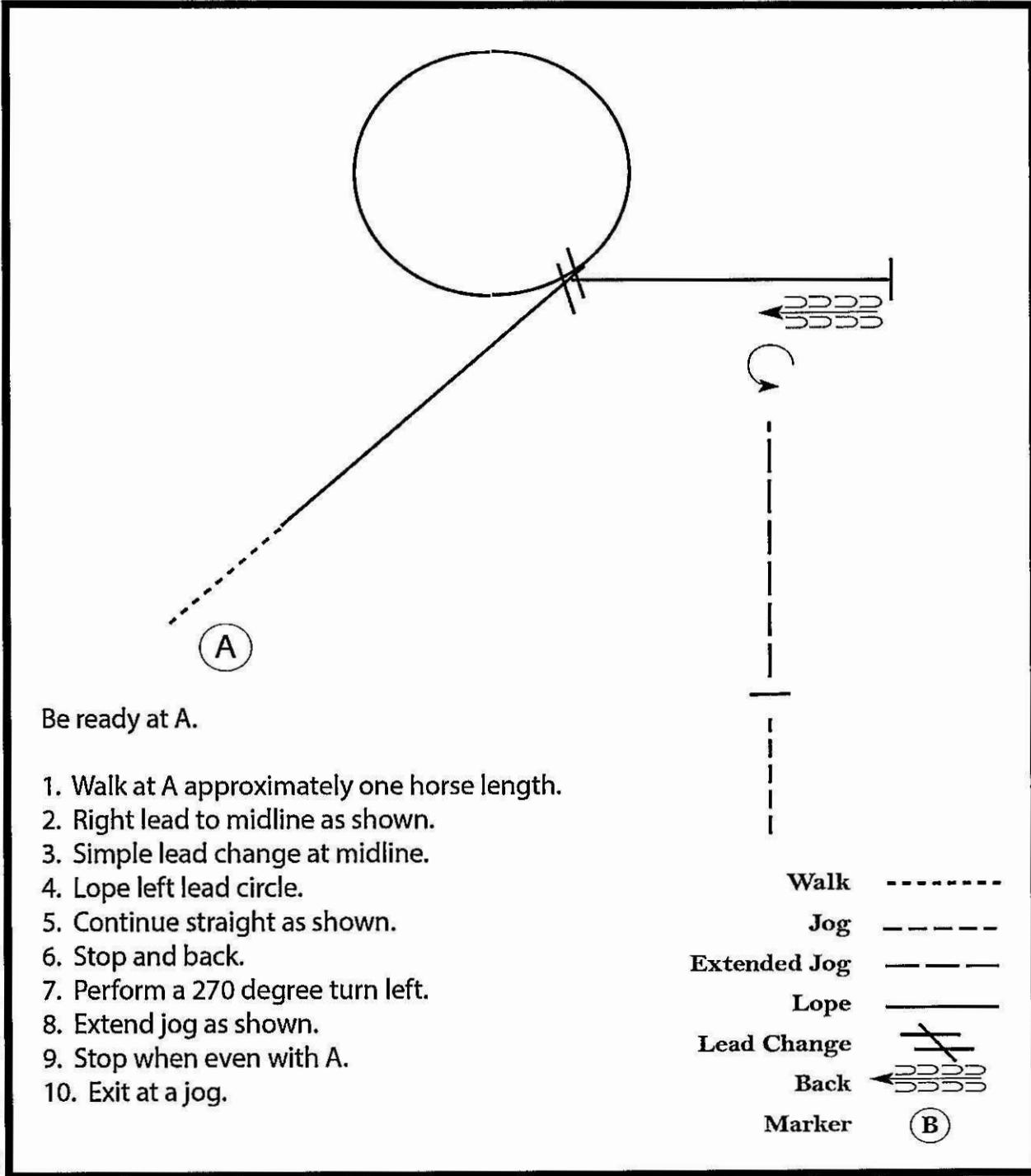
ILQHA LuckyRun

Horsemanship (All Breed, Level 1 Horse, Level 1 Yth, Am, Yth 13)

Show Date: 03-12-2026

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www.HorseShowPatterns.com



Be ready at A.

1. Walk at A approximately one horse length.
2. Right lead to midline as shown.
3. Simple lead change at midline.
4. Lope left lead circle.
5. Continue straight as shown.
6. Stop and back.
7. Perform a 270 degree turn left.
8. Extend jog as shown.
9. Stop when even with A.
10. Exit at a jog.

Walk	-----
Jog	- - - - -
Extended Jog	—————
Lope	
Lead Change	///
Back	←←←←←
Marker	⊙

[WH/3]

Pattern Provided by:

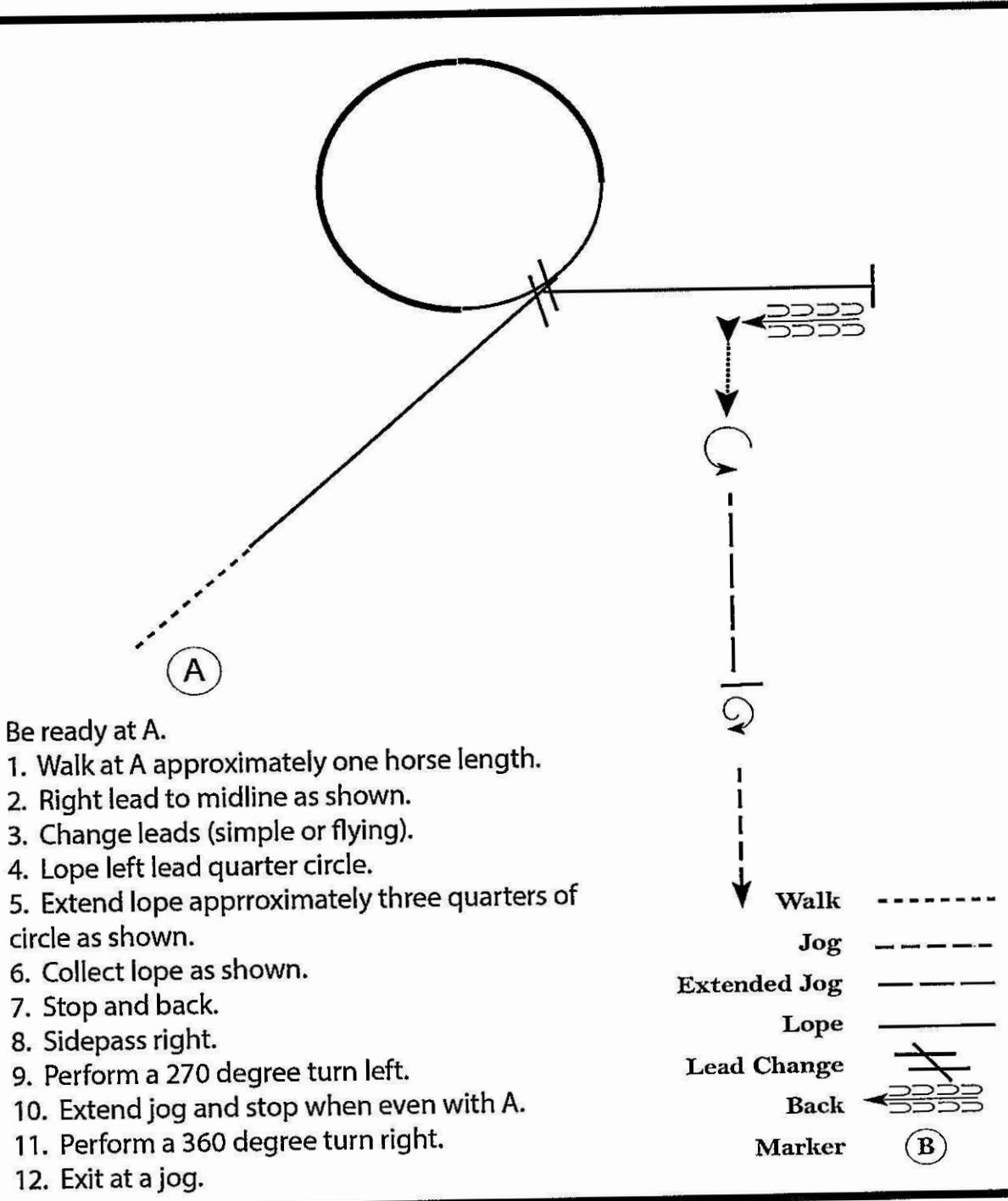
ILQHA LuckyRun

Horsemanship (Amateur, Select Amateur, Yth 14-18)

Show Date: 03-12-2026

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

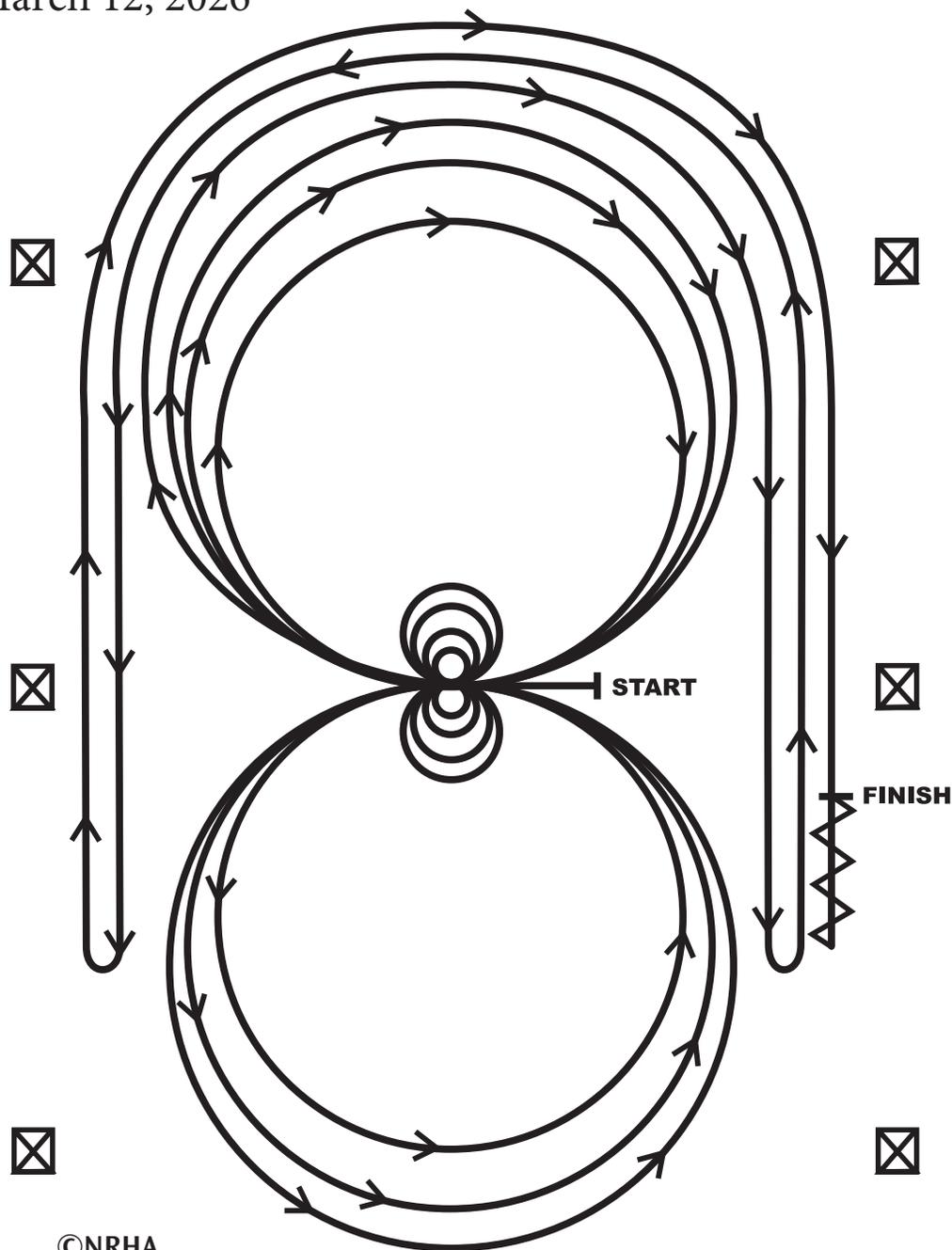


[WH/4]

Pattern Provided by:

REINING PATTERN 14

Thursday March 12, 2026



©NRHA

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.

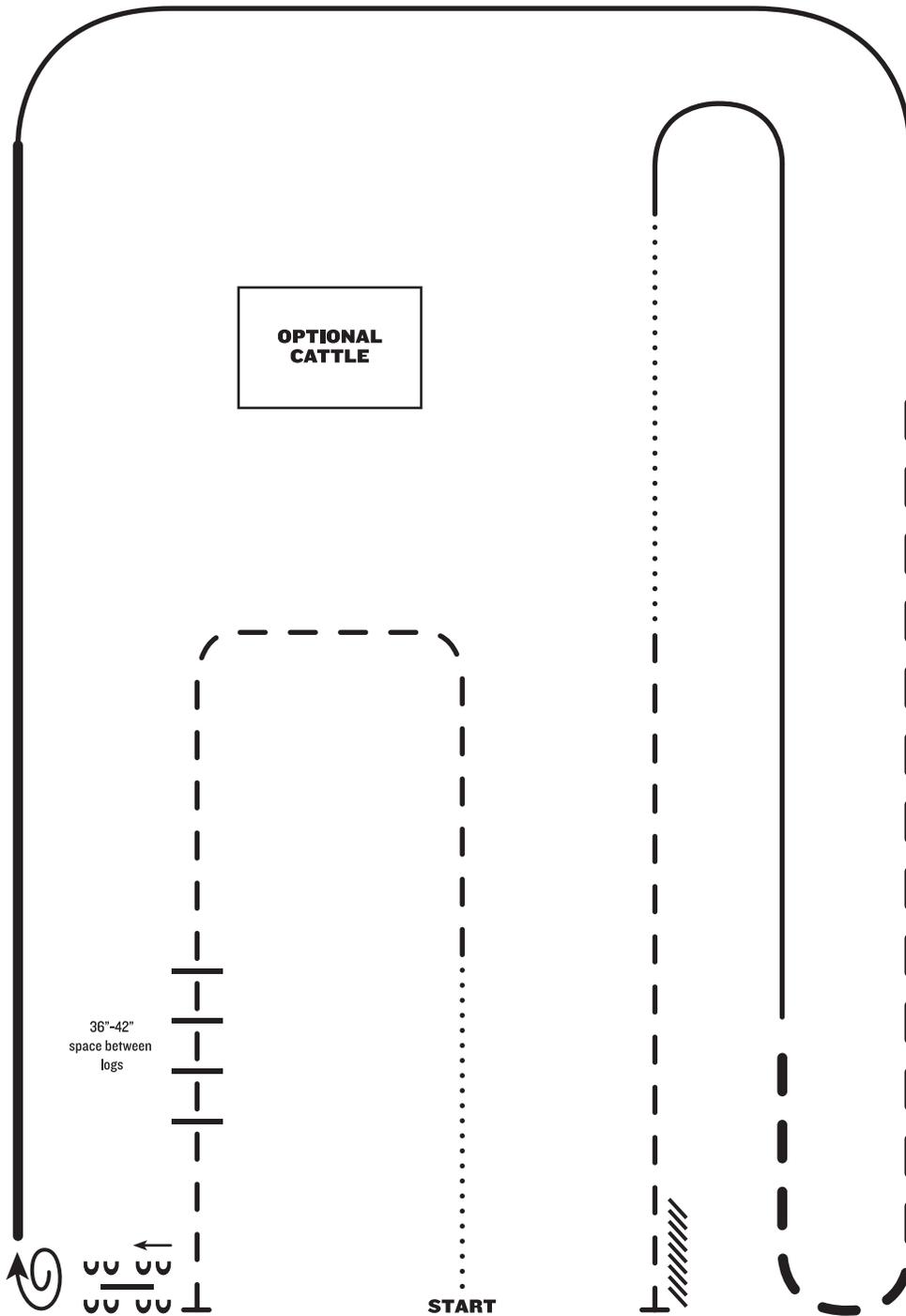
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up the right 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.
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 right 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.

RANCH RIDING - PATTERN 12

Thursday, March 12, 2026

LEGEND

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



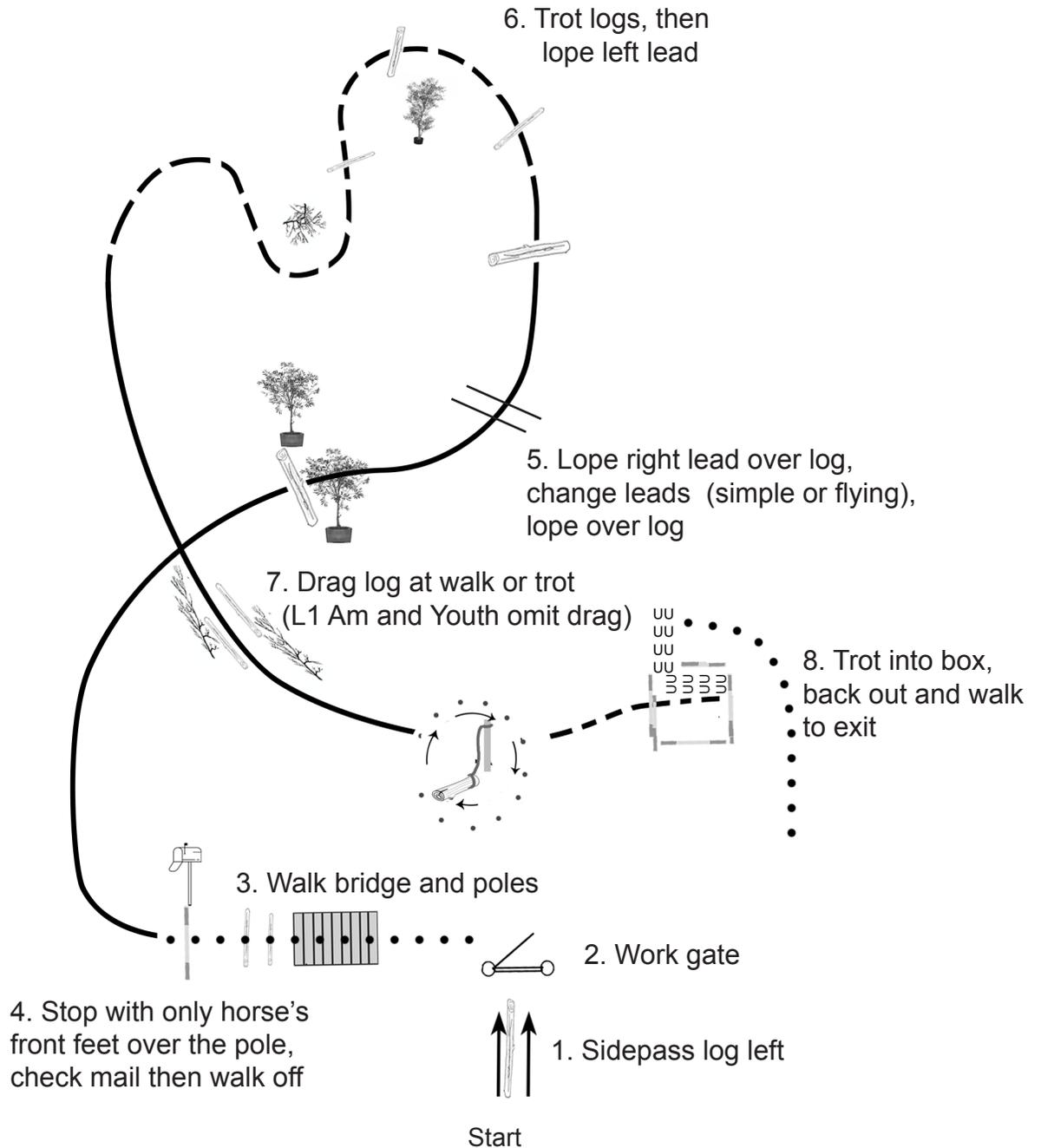
1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

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.

Lucky Run

All Ranch Trail

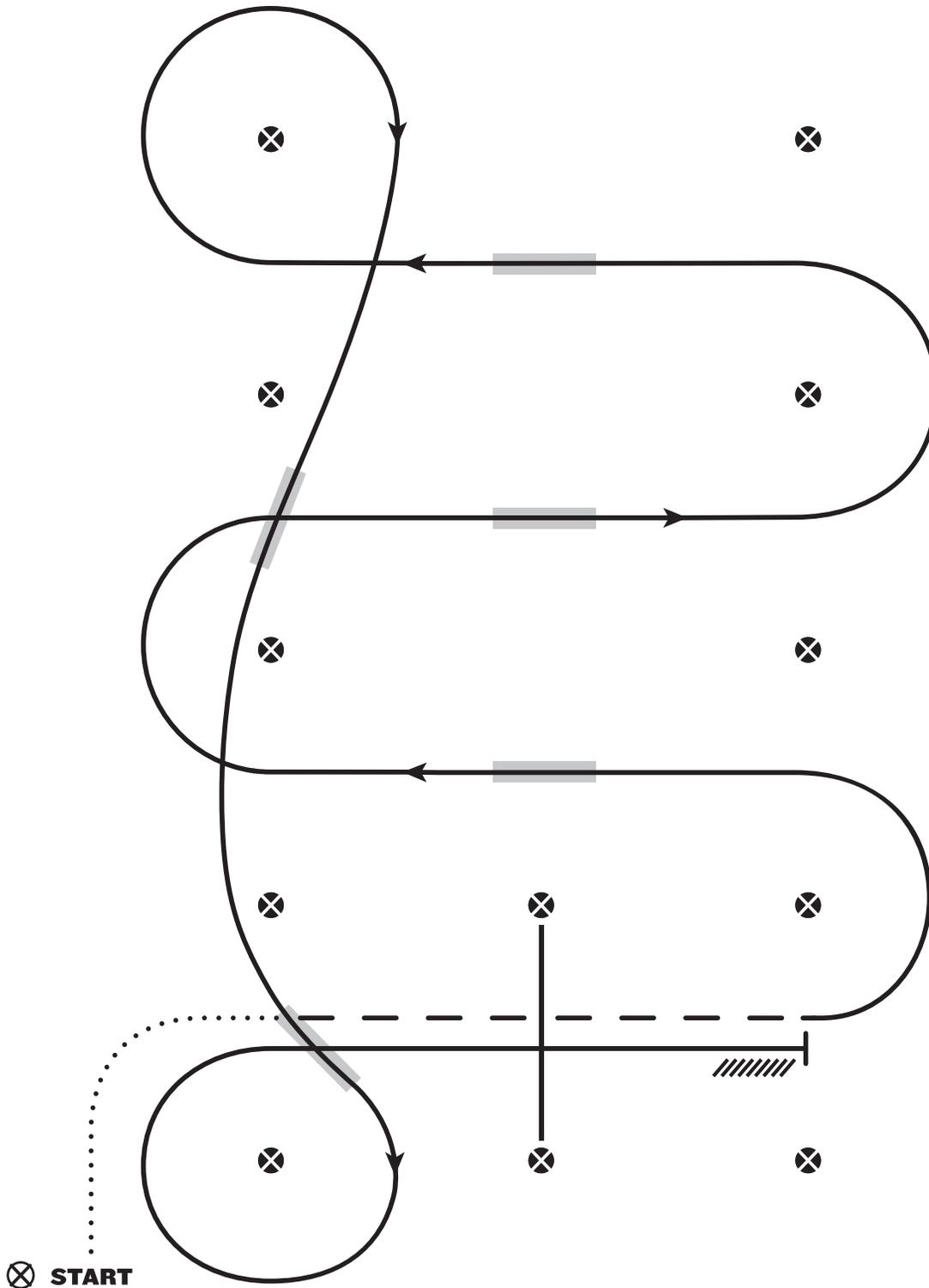
Thursday, March 12, 2026



LEVEL 1 WESTERN RIDING PATTERN 2

LEGEND

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

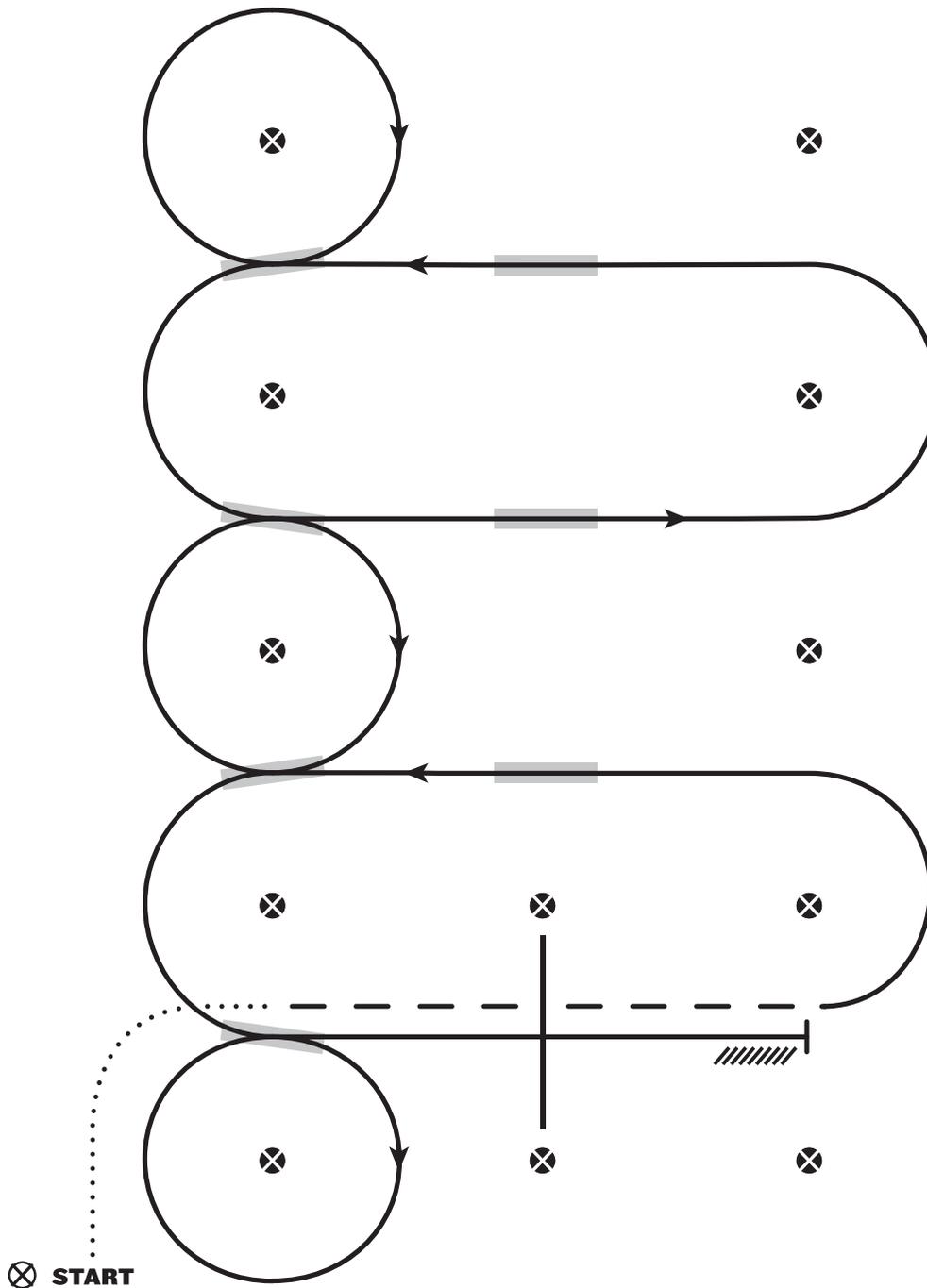


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change & circle
8. Lope over log
9. Stop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

WESTERN RIDING - PATTERN 2

LEGEND

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

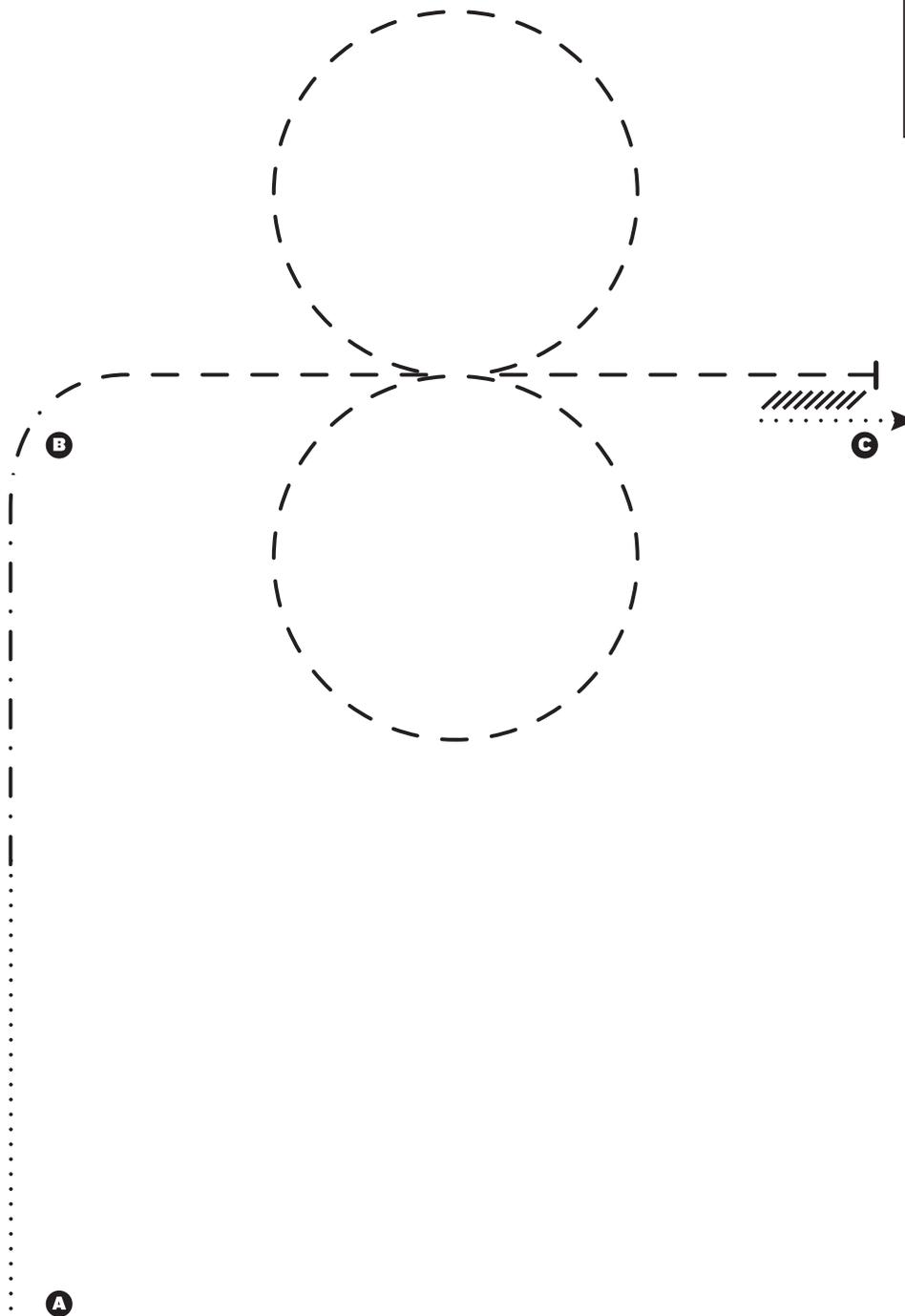


1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line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

LUCKY RUN
EWD and SMALL FRY EQUITATION
MARCH 12-13

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
- . - .	Sitting Trot
//////	Back



1. Be ready at A, walk approximately two horse lengths toward B
2. Sitting trot to B
3. At B, posting trot left diagonal toward C
4. Trot a circle to the right
5. "Close circle, change diagonals and trot a circle to the left, continue trotting to C At C, halt
6. Back approximately one horse length, walk forward over tracks, pattern is complete"

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

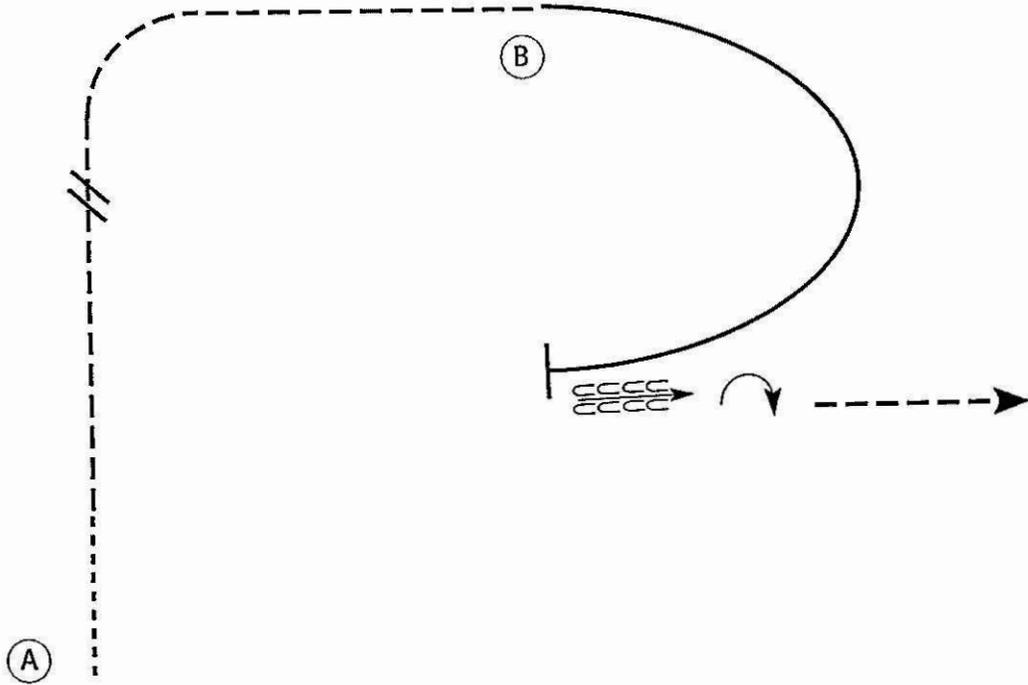
ILQHA LuckyRun

Equitation (All Breed, Level 1 Horse, Level 1 Yth, Am, Yth 13)

Show Date: 03-13-2026

www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately one horse length.
2. Posting trot right diagonal.
3. Change diagonals to left diagonal as shown.
4. Turn corner to the right.
5. At B, canter right lead one half circle.
6. Halt when even with B and back one horse length.
7. Perform a 180 degree turn on the forehand right.
8. Sit trot to exit.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←-----→
Hand Gallop	-----

[HSE/1]

Pattern Provided by:

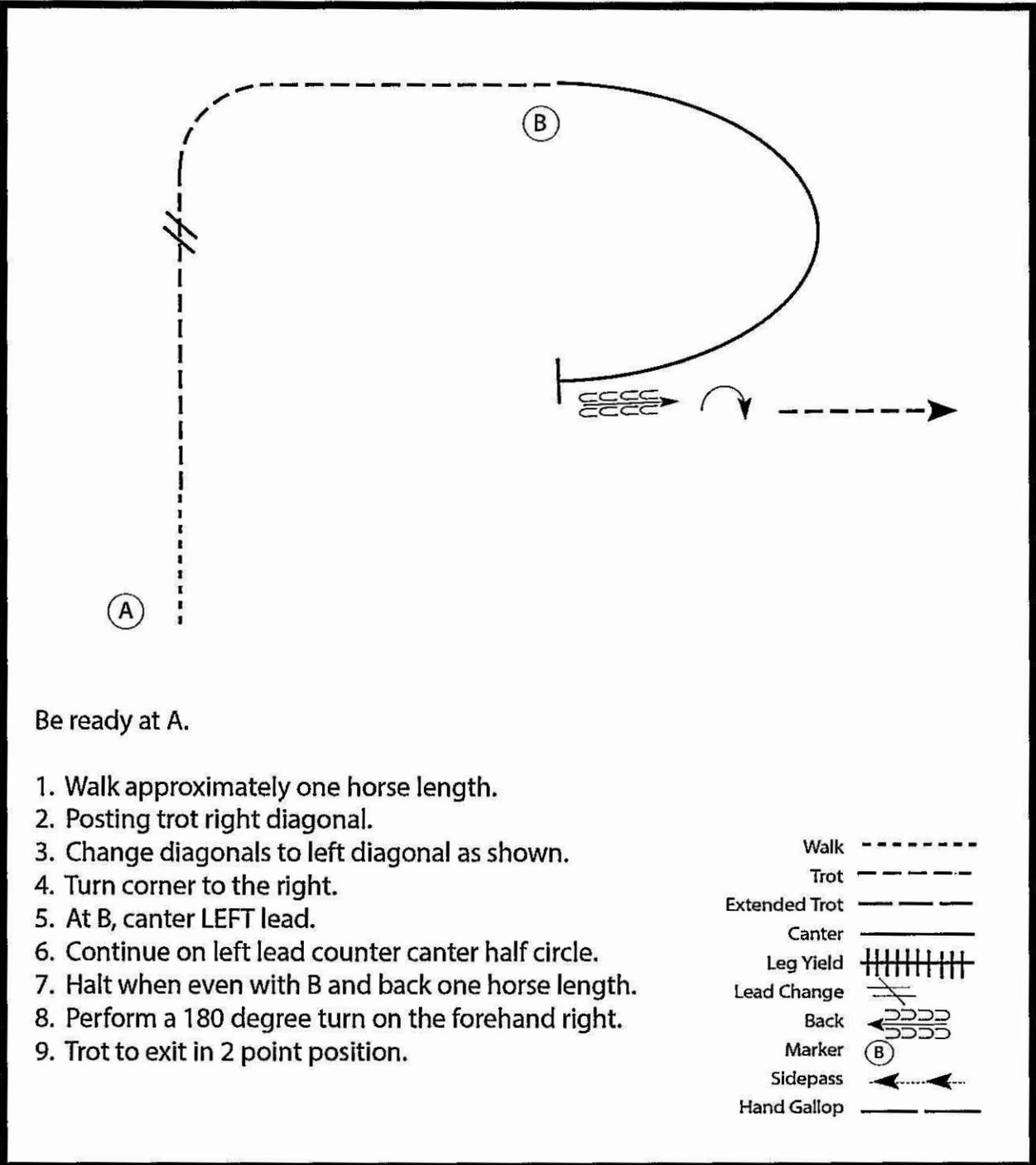
ILQHA LuckyRun

Equitation (Amateur, Select Amateur, Yth 14-18)

Show Date: 03-13-2026

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. Walk approximately one horse length.
2. Posting trot right diagonal.
3. Change diagonals to left diagonal as shown.
4. Turn corner to the right.
5. At B, canter LEFT lead.
6. Continue on left lead counter canter half circle.
7. Halt when even with B and back one horse length.
8. Perform a 180 degree turn on the forehand right.
9. Trot to exit in 2 point position.

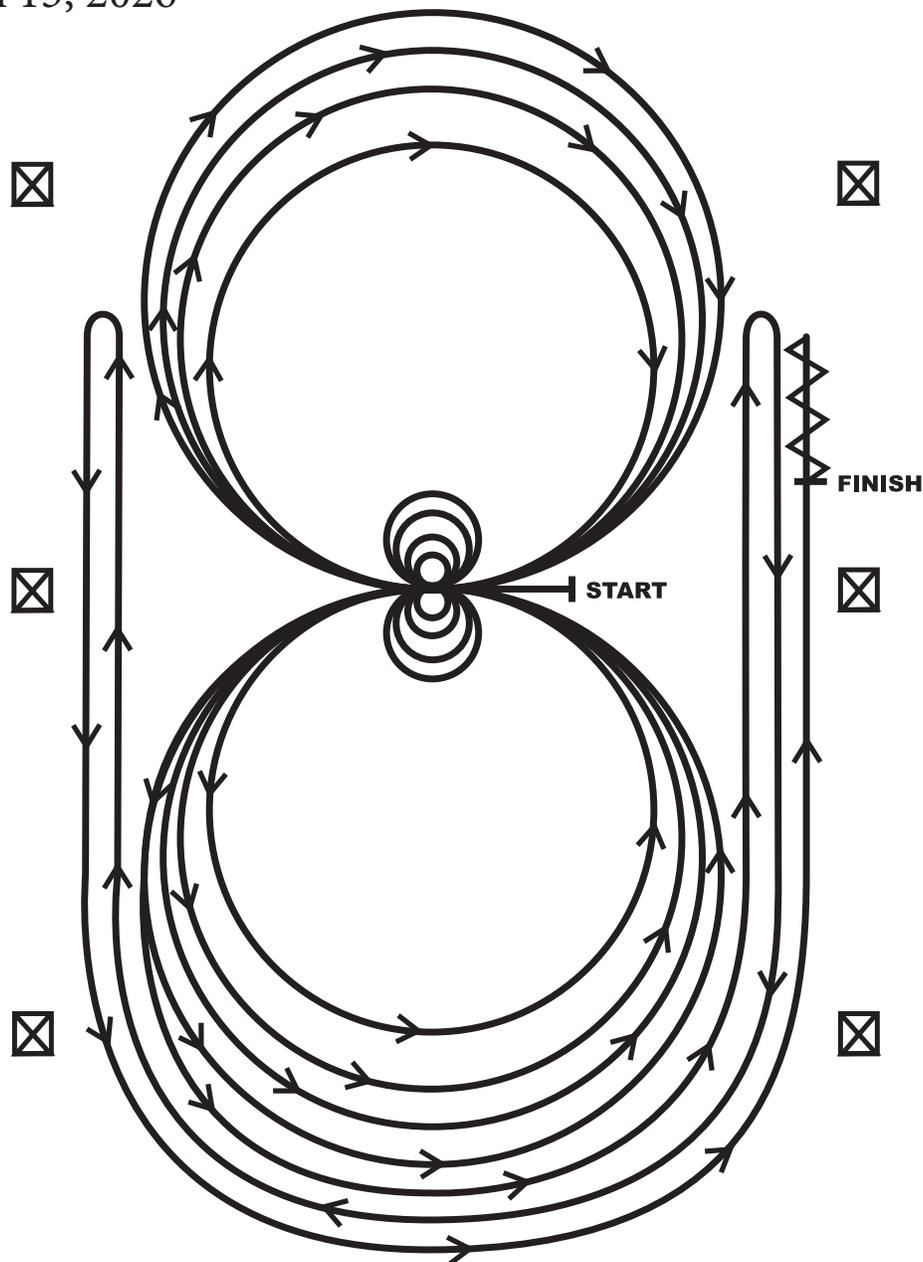
Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	
Back	←←←←←
Marker	Ⓚ
Sidepass	←←←←←
Hand Gallop	-----

[HSE/2]

Pattern Provided by:

REINING PATTERN 5

Friday March 13, 2026

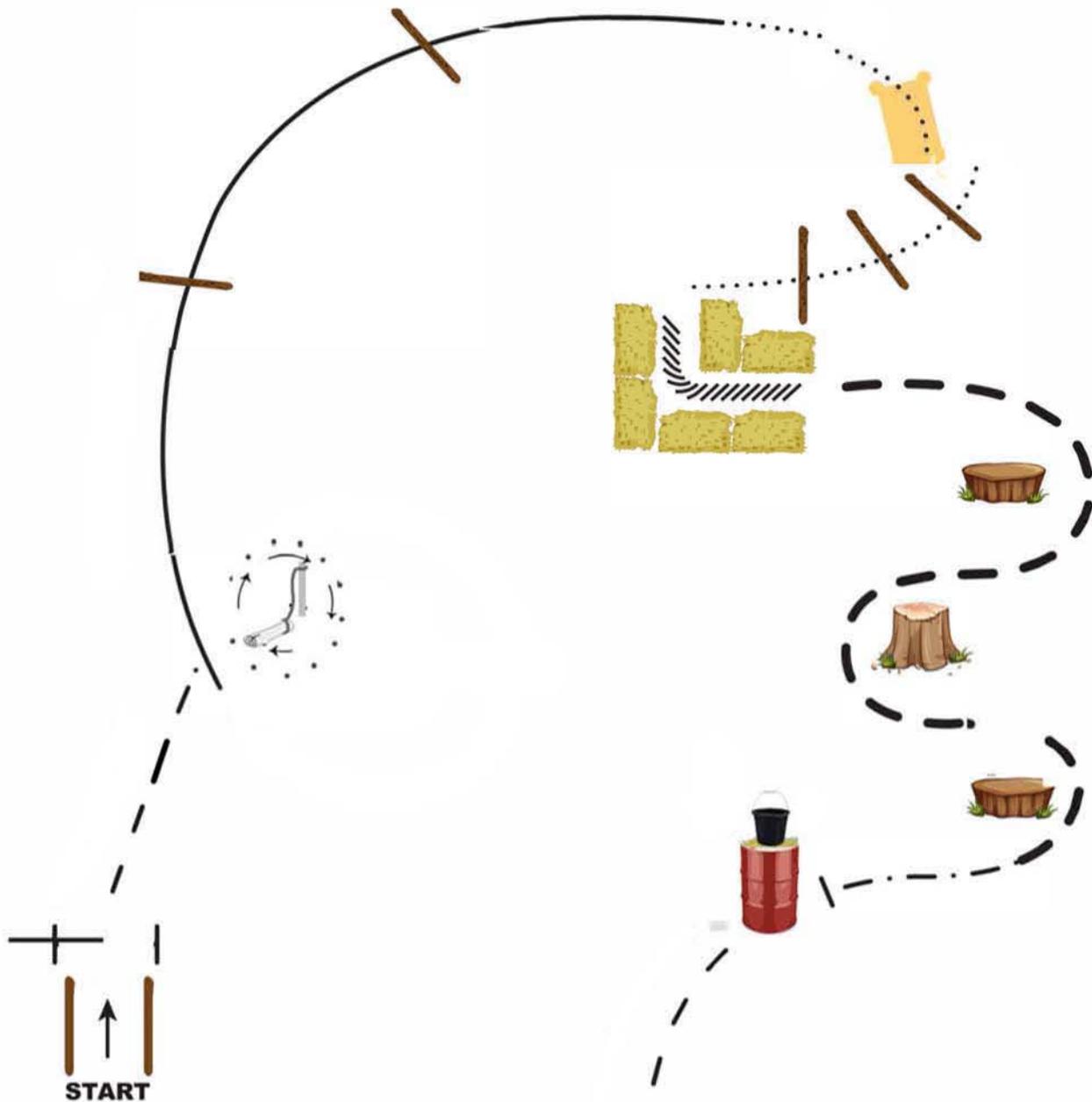


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous 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.
7. Continue 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.
8. 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 completion of the pattern.

Ranch Trail

Friday



1. Sidepass to gate.
2. Ride through gate.
3. Trot to Log Drag. Drag log at walk or trot (Youth omit drag)
4. Lope right lead over logs.
5. Walk over bridge and logs.
6. Continue walk to bales (or logs), back "L"
7. Serpentine extended trot through stumps.
8. Collect trot. Stop at barrel. Pick up bucket and replace bucket. Trot to exit

ILQHA LuckyRun

Showmanship (All Breed, Level 1 Horse, Level 1 Yth, Am, Yth 13)

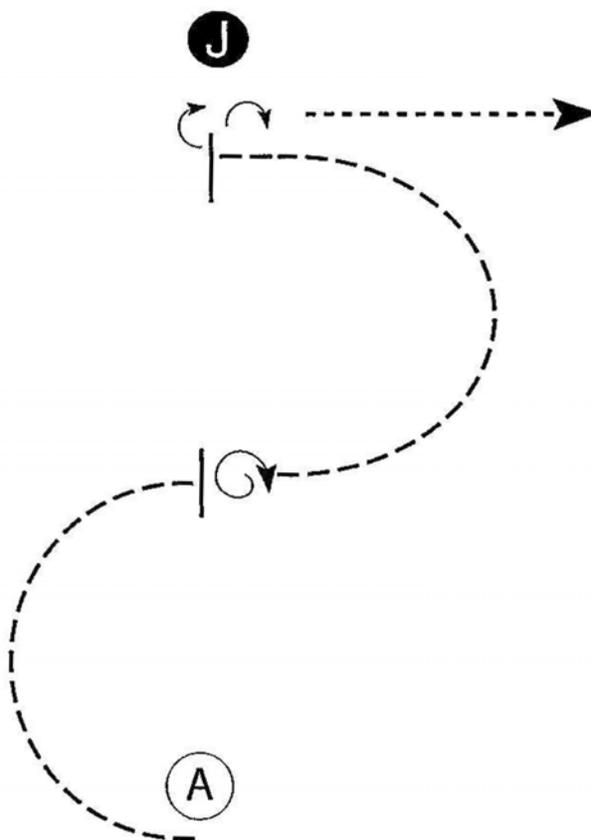
Show Date: 03-14-2026

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. Trot one half circle right.
2. Stop midline as shown and perform a 360 degree turn.
3. Trot one half circle left.
4. Stop even with Judge and perform a 90 degree turn.
5. Set up for inspection.
6. Inspection.
7. When dismissed, perform a 90 degree turn.
8. Walk to exit.



Walk	-----
Trot	- - - - -
Back	← ⊃ ⊃ ⊃ ⊃ ⊃
Marker	⊙ B
Judge	● J

[S/1]

Pattern Provided by:

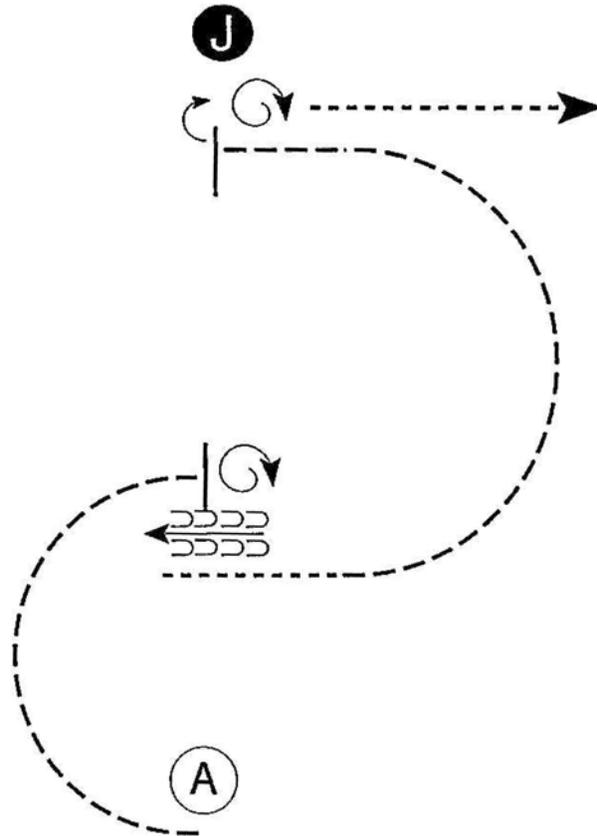
ILQHA LuckyRun

Showmanship (Amateur, Select Amateur, Yth 14-18)

Show Date: 03-14-2026

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. Trot one half circle right.
2. Stop midline as shown and perform a 360 degree turn.
3. Back one horse length.
4. Walk two horse lengths.
5. Trot one half circle left.
6. Stop even with Judge and perform a 90 degree turn.
7. Set up for inspection.
8. Inspection.
9. When dismissed, perform a 450 degree turn.
10. Walk to exit.

Walk	-----
Trot	- - - - -
Back	← ← ← ← ←
Marker	Ⓟ
Judge	Ⓝ

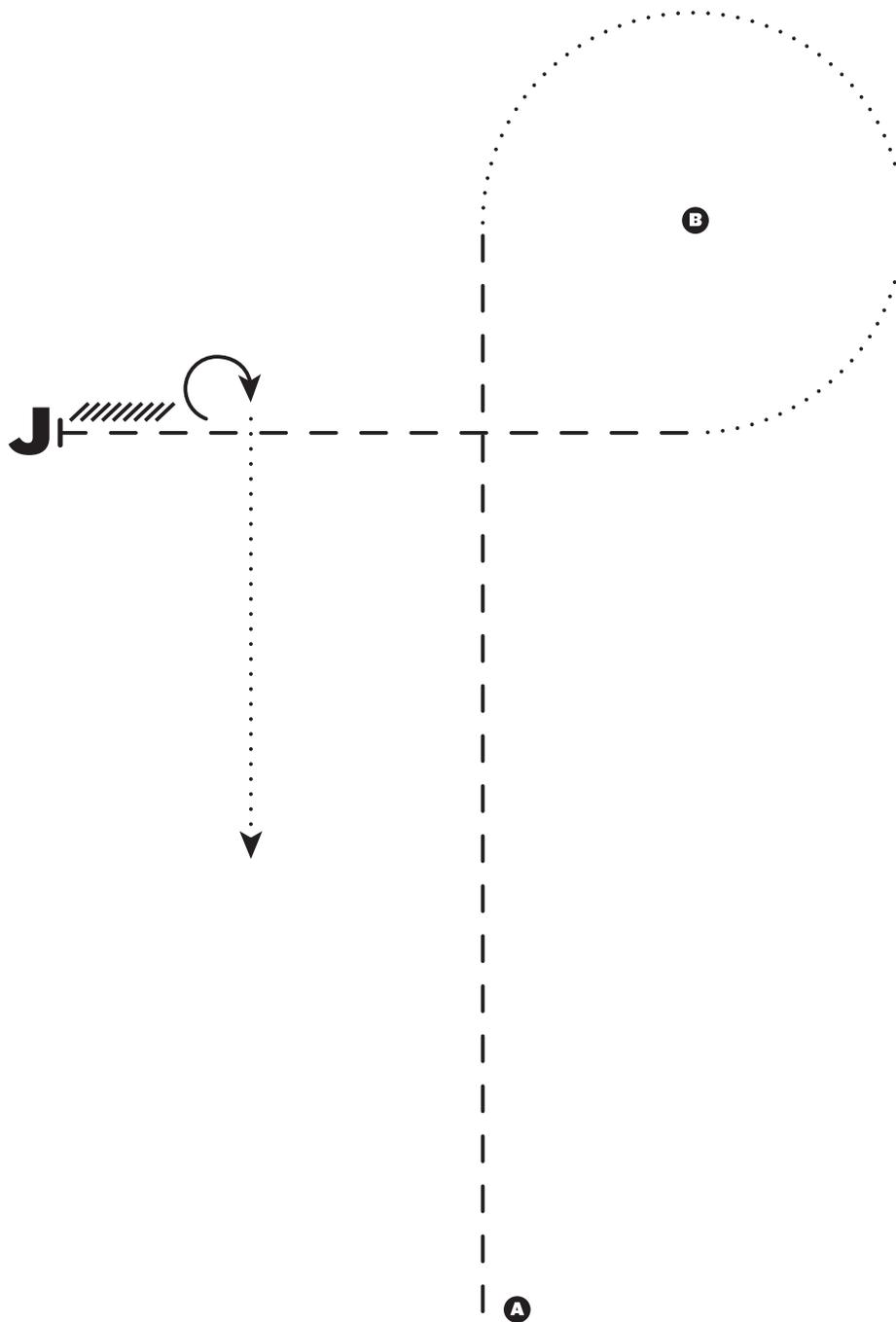
[S/2]

Pattern Provided by:

EWD AND SMALL FRY SHOWMANSHIP

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
//////	Back



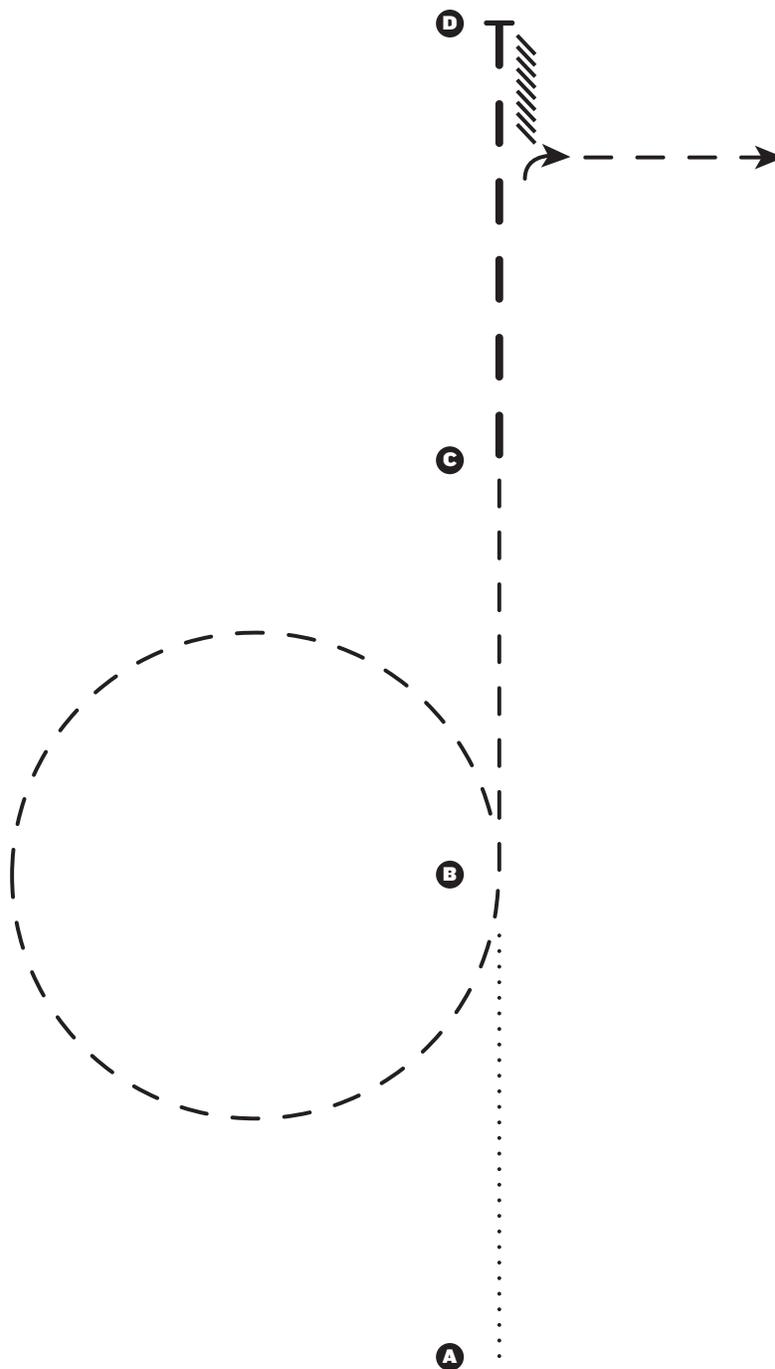
1. Be ready at A, trot from A to B
2. At B, walk and continue walking three quarters of a circle around B
3. When even with B, trot to judge
4. At judge, stop, set up
5. Inspection
6. When dismissed, back approximately one horse length
7. Perform a 270° turn and walk away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

EWD AND SMALL FRY HORSEMANSHIP

MARCH 14-15

LEGEND	
.....	Walk
....	Extended Walk
- - -	Jog
- - - -	Extended Jog
////	Back



1. Be ready at A, walk from A to B
2. At B, jog a circle to the left and continue jogging to C
3. At C, extended jog to D
4. At D, stop
5. Back approximately one horse length
6. Perform a 90° turn right and jog away, pattern is complete

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.

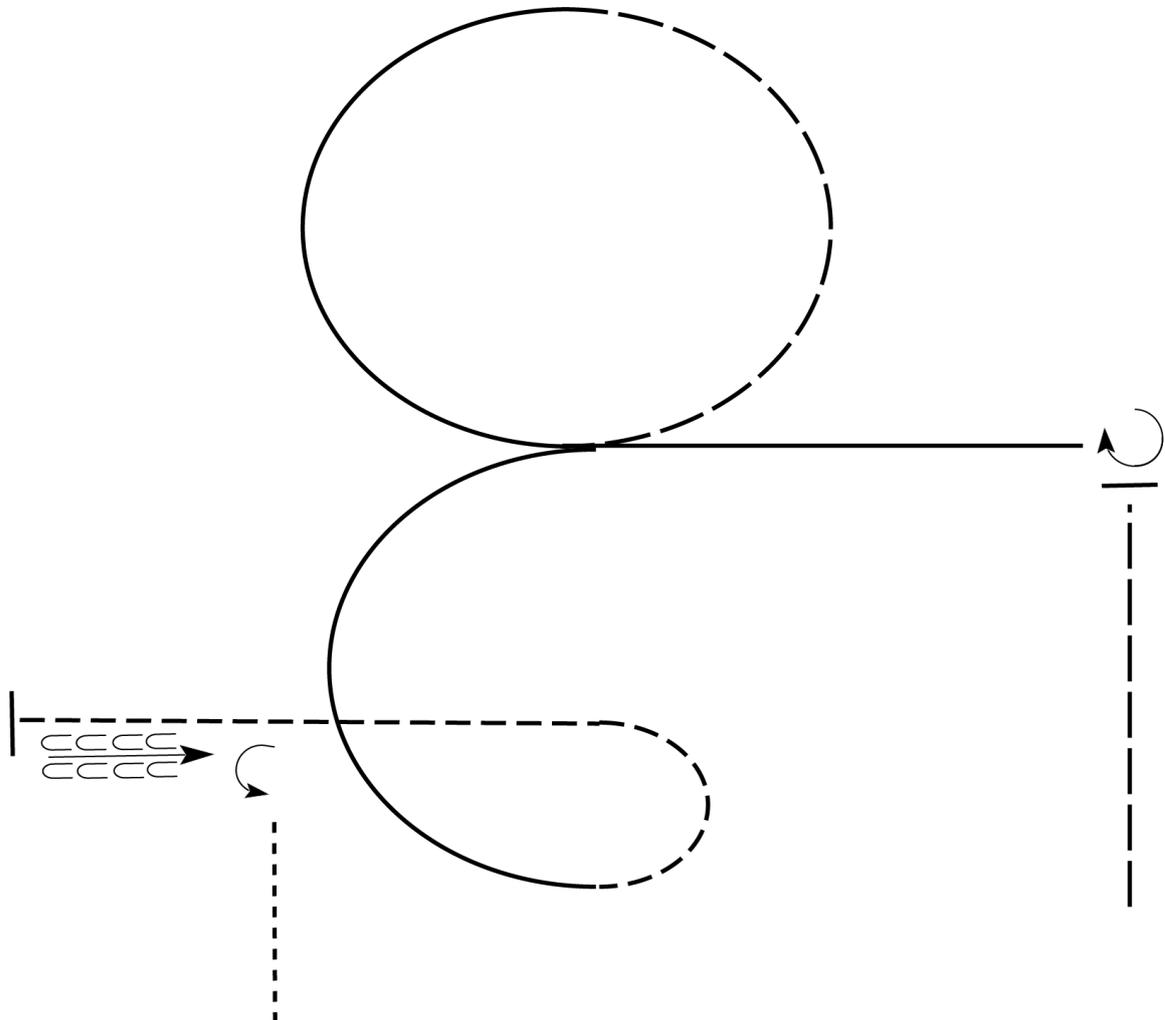
ILQHA LuckyRun

Horsemanship (All Breed, Level 1 Horse, Level 1 Yth, Am, Yth 13)

Show Date: 03-14-2026

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. Extend jog to midline of pattern.
2. Stop and perform a 270 degree turn right.
3. Lope right lead one half circle as shown.
4. Extended jog one half circle.
5. Lope left lead at midline one half circle left.
6. At midline, break to jog, small loop left as shown.
7. Stop and back.
8. Perform a 90 degree turn left.
9. Walk to exit.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	
Back	
Marker	ⓑ

[WH/1]

Pattern Provided by:

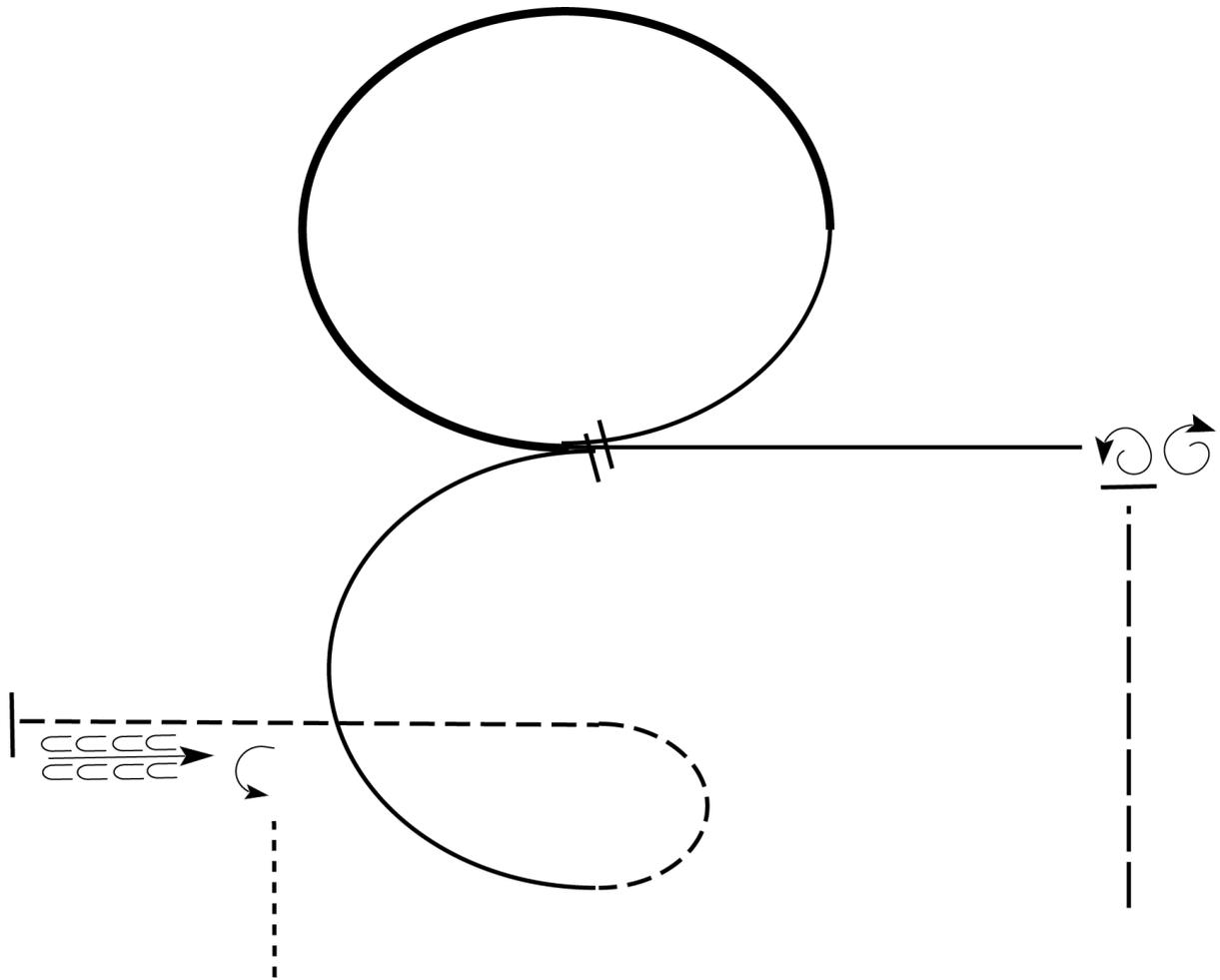
ILQHA LuckyRun

Horsemanship (Amateur, Select Amateur, Yth 14-18)

Show Date: 03-14-2026

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. Extend jog to midline of pattern.
2. Stop and perform a 360 degree turn right.
3. Perform a 450 degree turn left.
4. Lope right lead circle building speed at midline and collecting before center as shown.
5. Collect and change leads (simple or flying).
6. Lope left lead one half circle.
7. At midline, break to jog, small loop left as shown.
8. Stop and back.
9. Perform a 90 degree turn left.
10. Walk to exit.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	⌘
Back	← ← ← ← ←
Marker	Ⓚ

[WH/2]

Pattern Provided by:

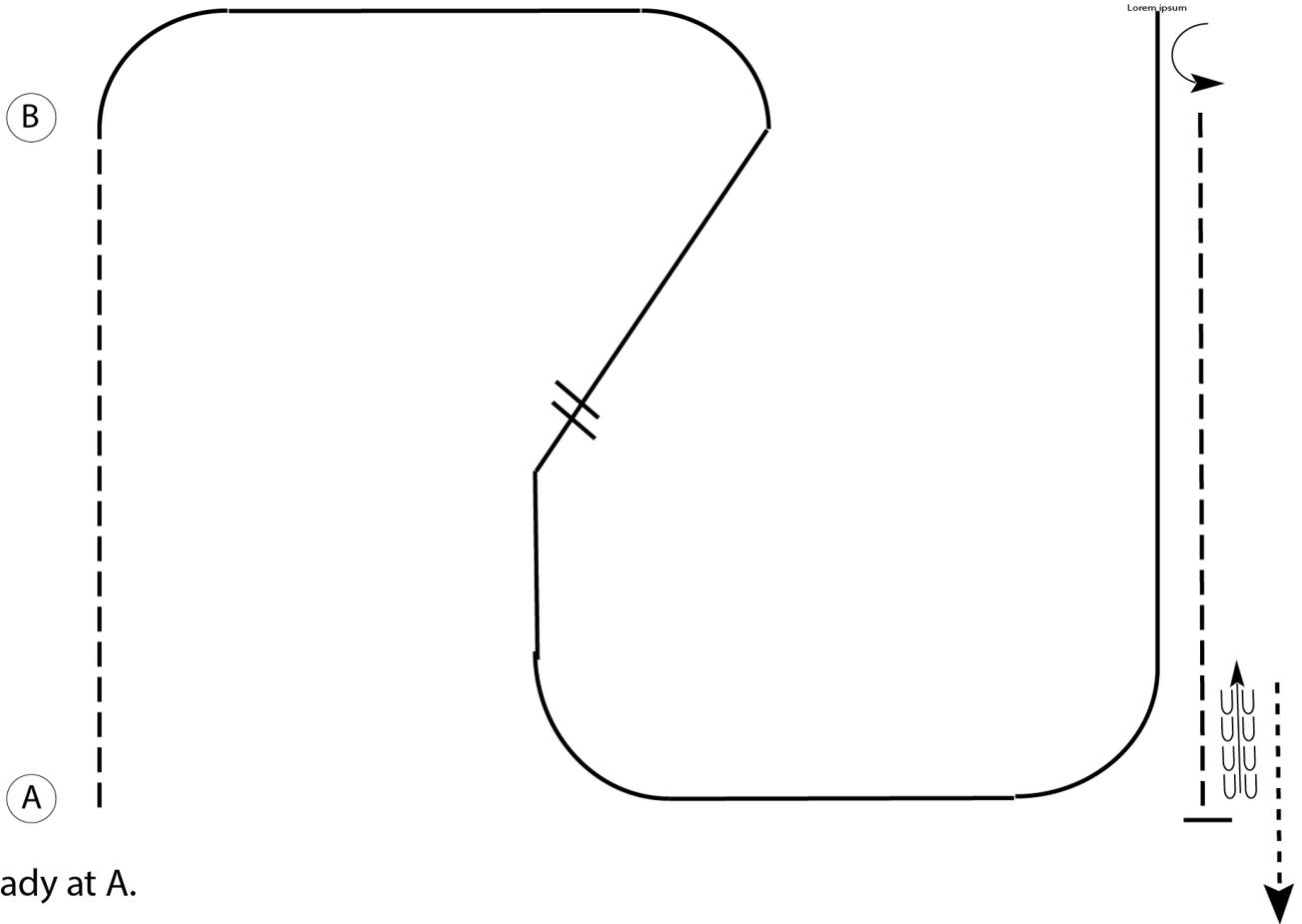
ILQHA LuckyRun

Equitation (All Breed, Level 1 Horse, Level 1 Yth, Am, Yth 13)

Show Date: 03-15-2026

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. Trot left diagonal from A to B.
2. Canter right lead as shown at B.
3. As shown, perform a simple lead change.
4. Canter left lead one half circle, continue and halt even with B.
5. Perform a 180 degree turn on forehand left.
6. Trot right diagonal and halt across from A.
7. Halt and back. Walk to exit.

Walk	-----
Trot	- - - - -
Extended Trot	-----
Canter	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	⊙
Sidepass	←-----→
Hand Gallop	-----

[HSE/3]

Pattern Provided by:

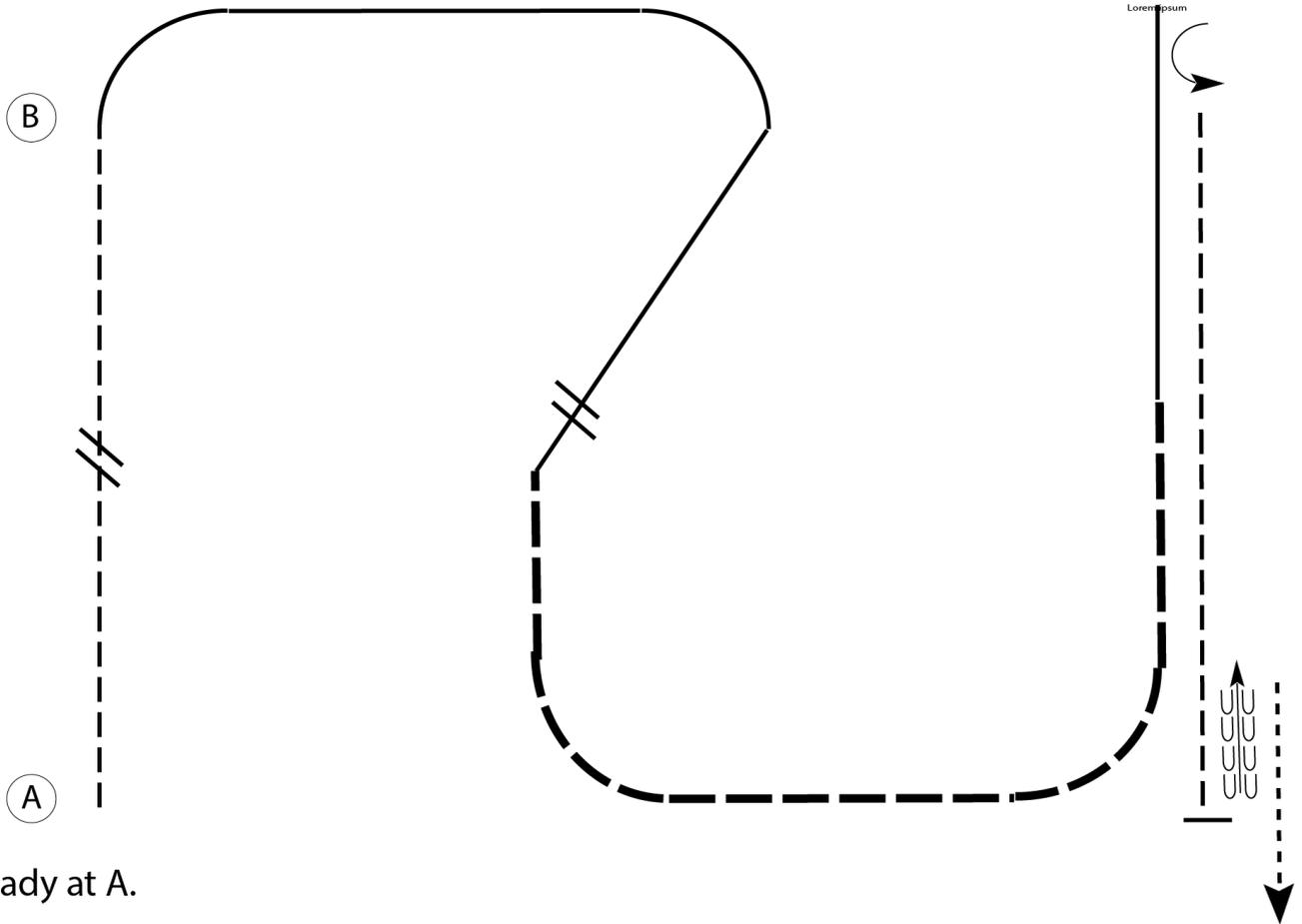
ILQHA LuckyRun

Equitation (Amateur, Select Amateur, Yth 14-18)

Show Date: 03-15-2026

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Be ready at A.

1. Trot left diagonal from A to B.
2. Halfway change to right diagonal to B.
3. Canter right lead at B as shown.
4. Change leads (simple or flying) as shown.
5. Hand gallop one half circle left lead.
6. Continue and collect canter halfway up the line. Halt when even with B
7. Perform a 180 degree turn on forehand left.
8. Trot 2 point position half the line.
9. Sit trot the remainder of line.
10. Halt across from A and back. Walk to exit.

Walk	-----
Trot	- - - - -
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	ⓑ
Sidepass	←- - - -→
Hand Gallop	—————

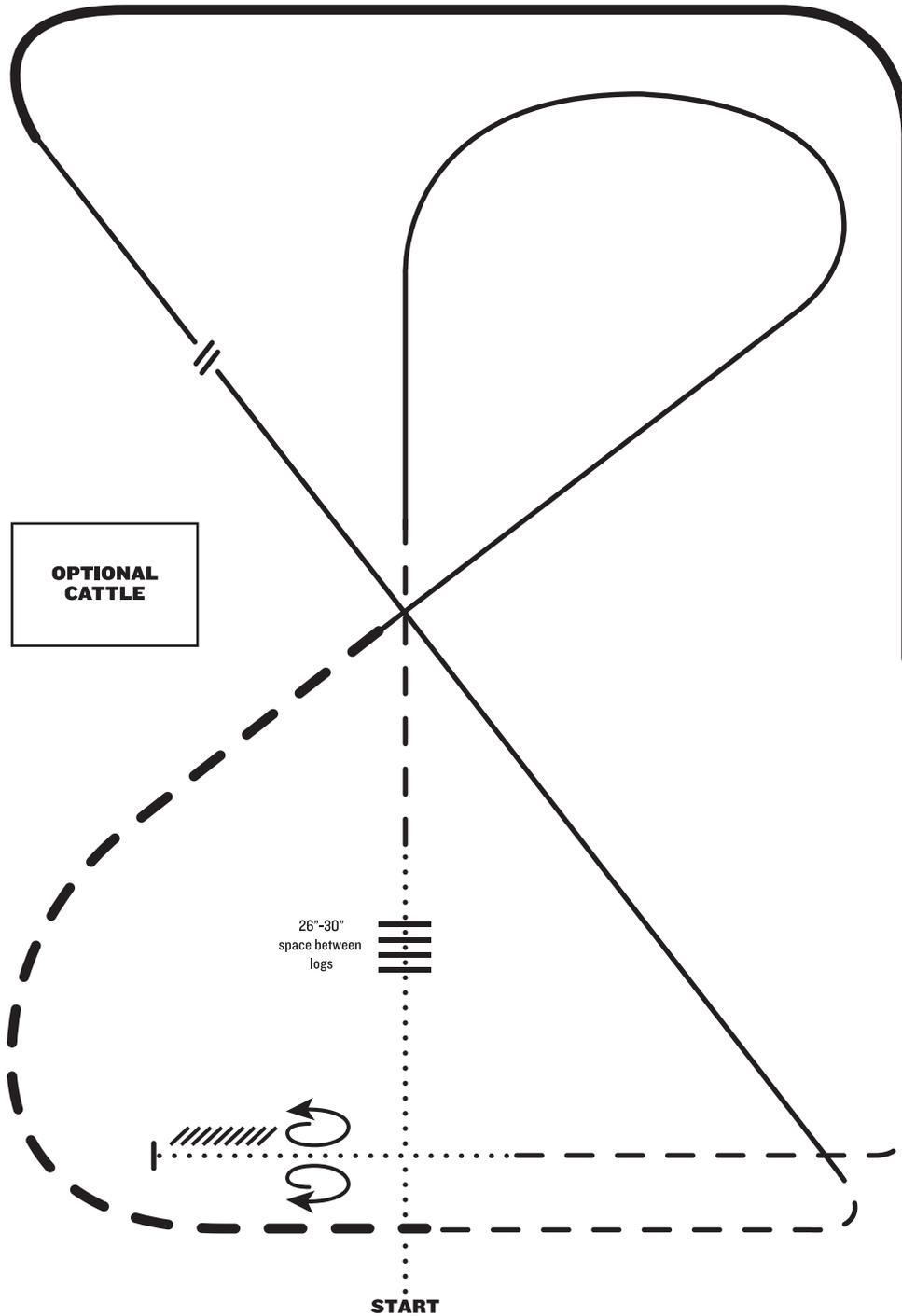
[HSE/4]

Pattern Provided by:

RANCH RIDING - PATTERN 5

LEGEND

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



**OPTIONAL
CATTLE**

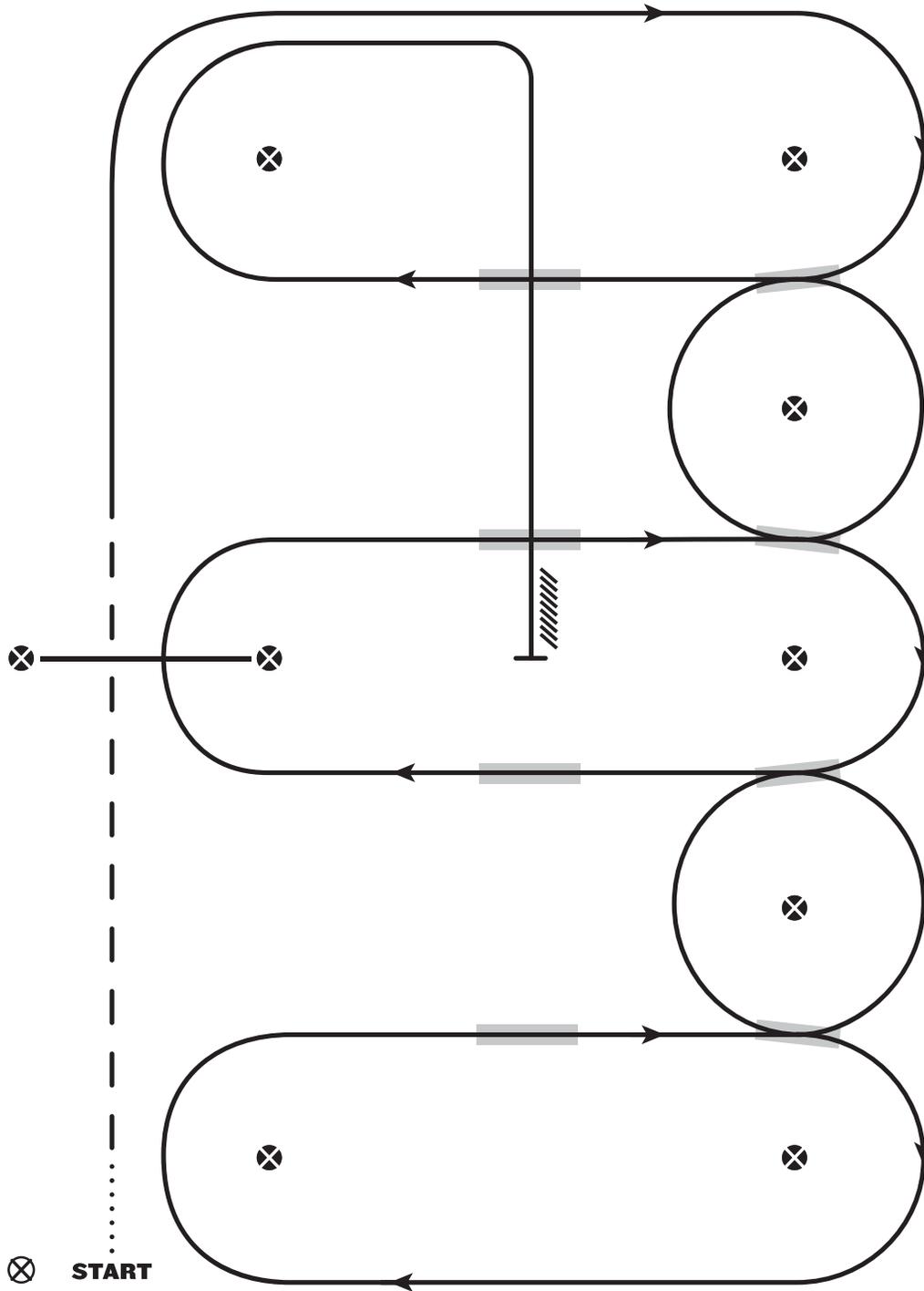
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Extended lope right lead
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction 1st) (L-R or R-L)

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.

WESTERN RIDING - PATTERN 6

LEGEND

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

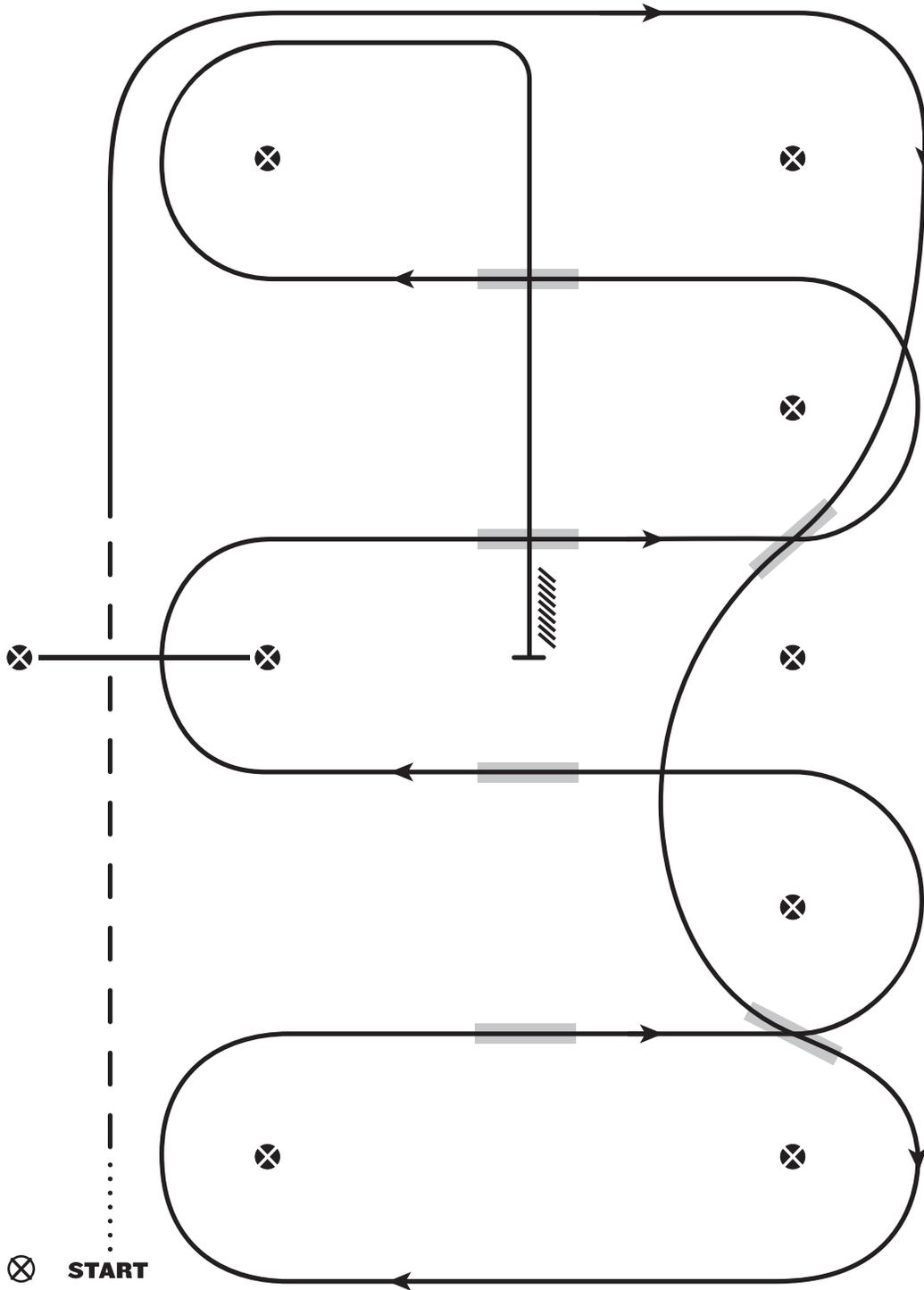


1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing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

LEVEL I WESTERN RIDING PATTERN 6

LEGEND

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



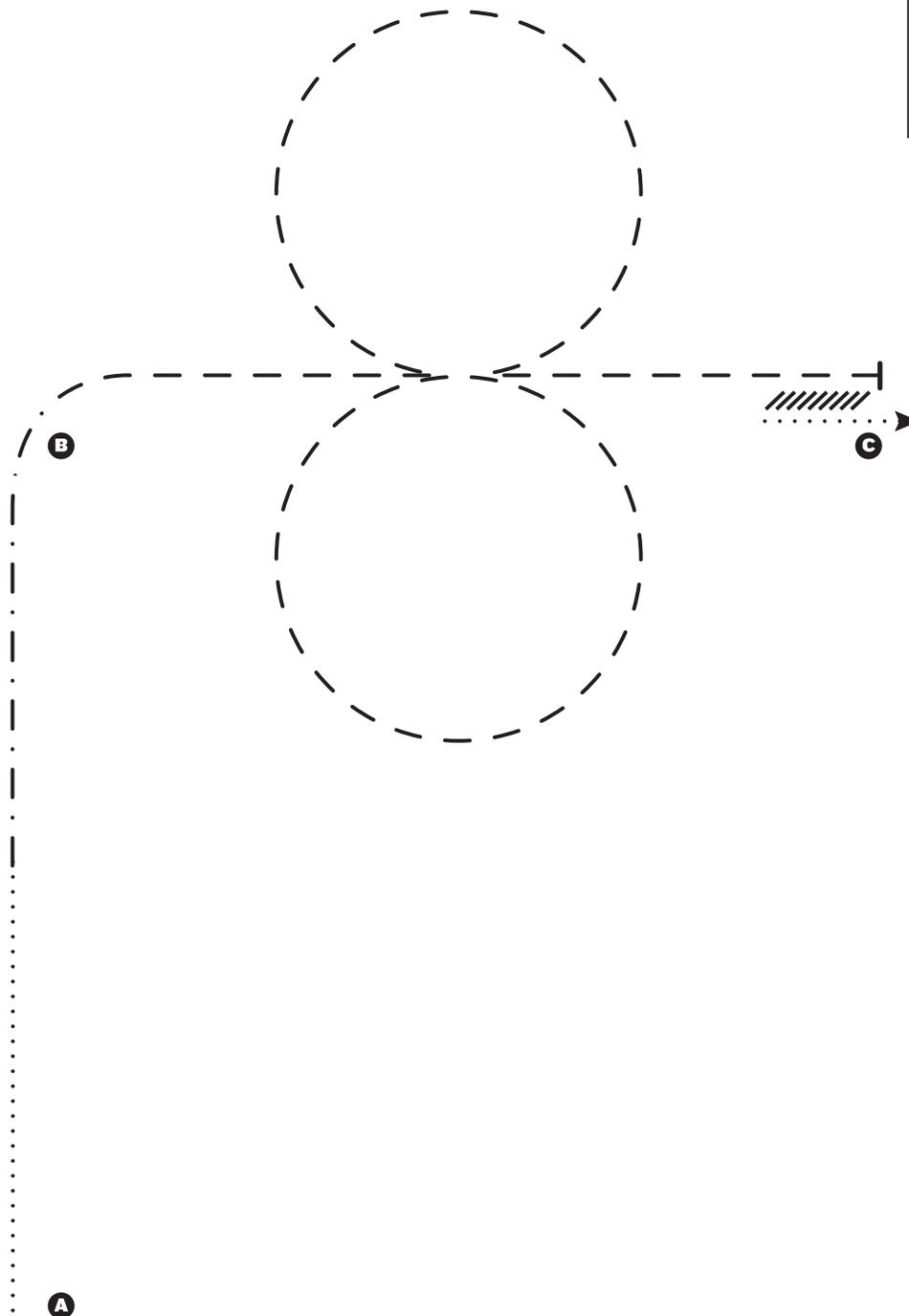
1. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to the lope right lead & lope around end
3. First line change
4. Second line change, lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing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

EWD and SMALL FRY EQUITATION

MARCH 14-15

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
- . - .	Sitting Trot
//////	Back



1. Be ready at A, walk approximately two horse lengths toward B
2. Sitting trot to B
3. At B, posting trot left diagonal toward C
4. Trot a circle to the right
5. "Close circle, change diagonals and trot a circle to the left, continue trotting to C At C, halt
6. Back approximately one horse length, walk forward over tracks, pattern is complete"

Note: Cones should be set in a manner that is the most appropriate for the class, arena and maneuvers.