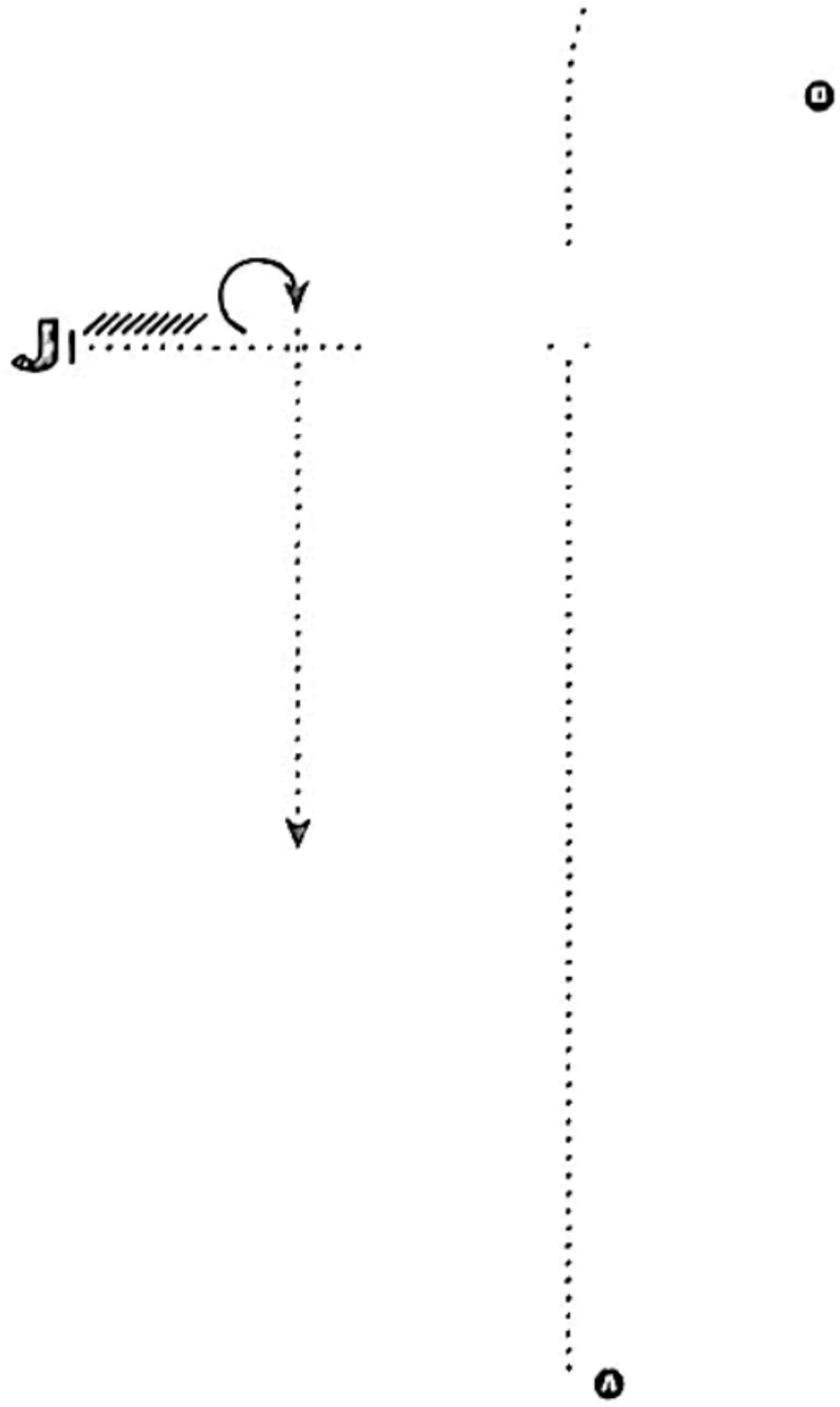
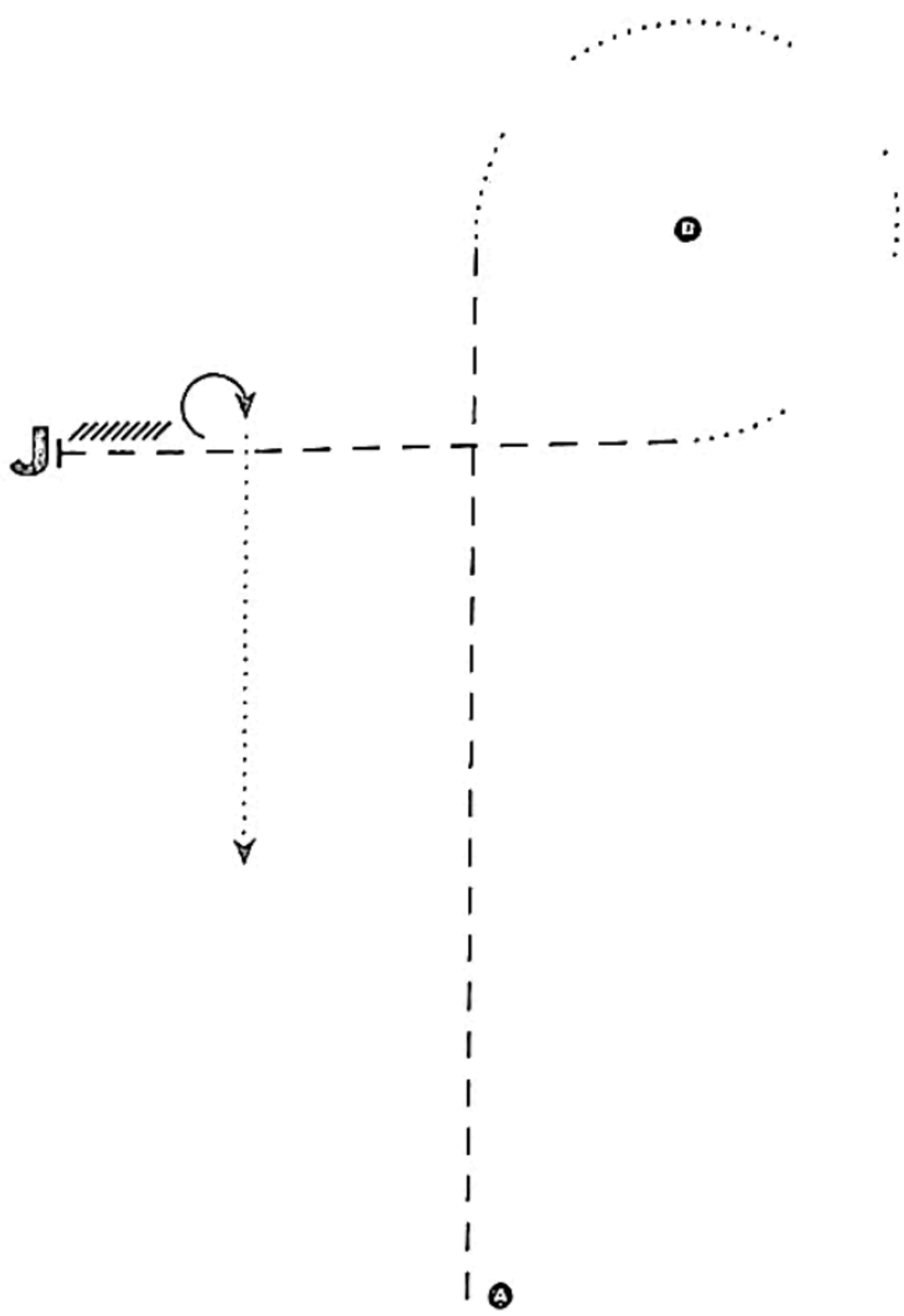
2026 Showmanship Pattern
C & D Level

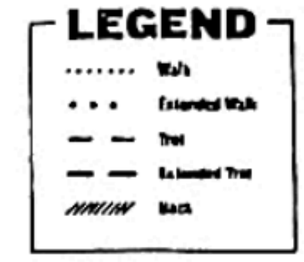


1. Be ready at A, walk from A to B
2. At B, continue walking three quarters of a circle around B
3. Continue walking to judge
4. At judge, stop, set up
5. Inspection
6. When dismissed, back approximately one horse length
7. Perform a 270° turn and walk away, pattern is complete

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

2026 Showmanship Pattern
A & B Level





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.

2026 Exceptional Trail Pattern Levels A,B,C,D and In hand Trail

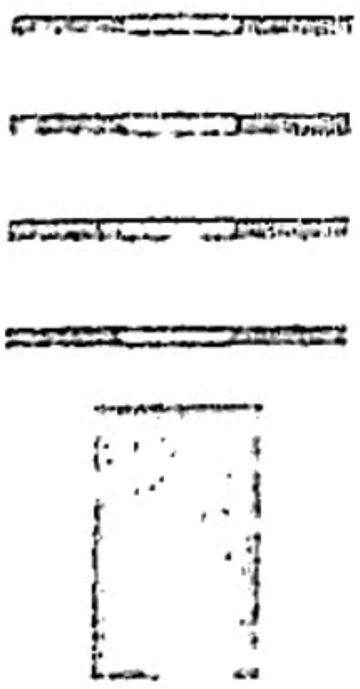
Exceptional

2026 Trail Pattern

3. A LEVEL LOPE OVER POLES
   B LEVEL TROT OVER POLES
   C, D AND E LEVEL WALK OVER POLES

2. A & B LEVEL TROT Serpentine
   C, D, E LEVEL WALK Serpentine

4. ALL LEVELS WALK INTO BOX
   270 TURN RIGHT



5. ALL LEVELS WALK
   INTO CHUTE
   BACK THROUGH L

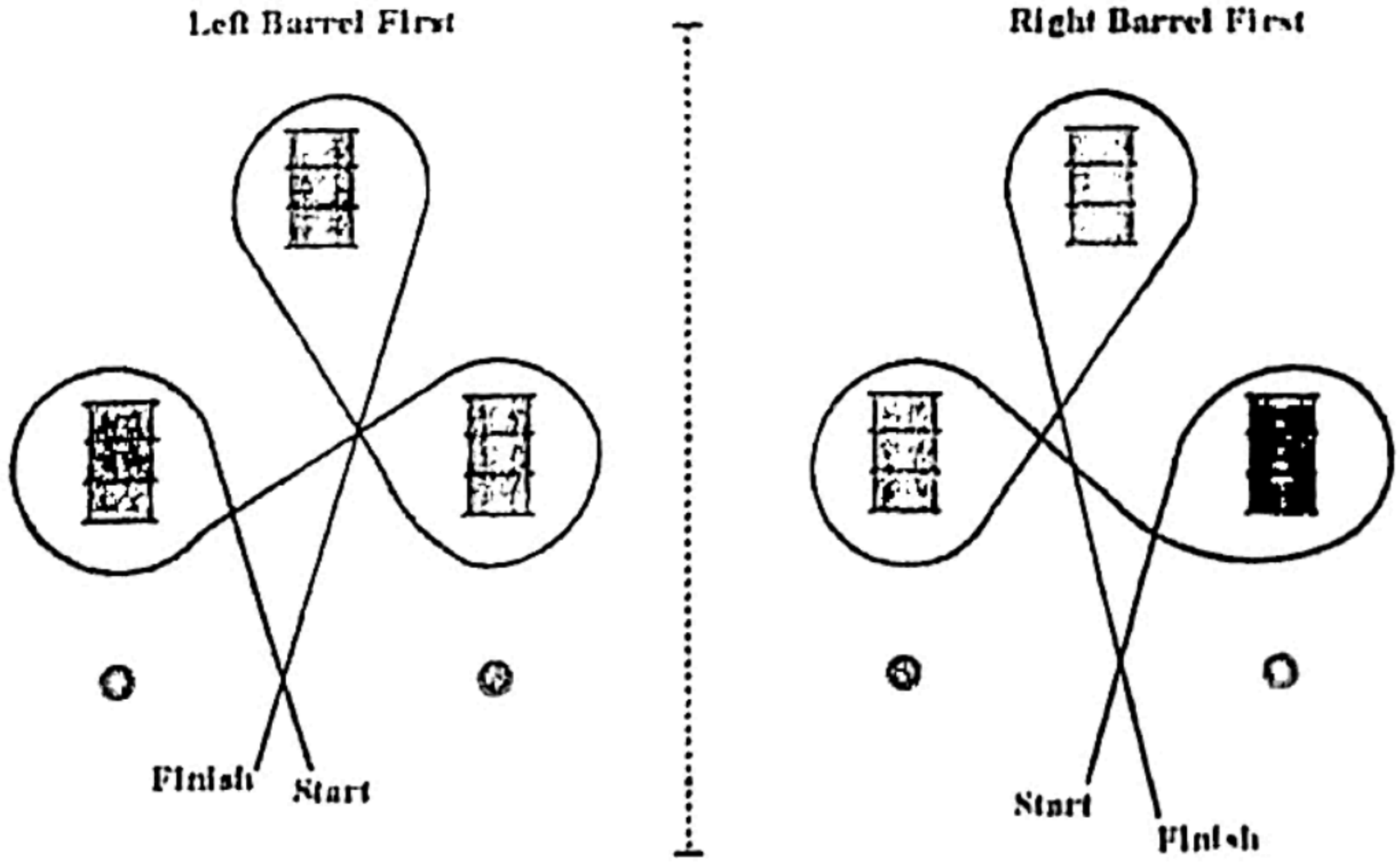
1. ALL LEVELS
   WALK OVER BRIDGE
   AND POLES

6. ALL LEVELS WORK GATE
   RIGHT OR LEFT.
   WALK TO EXIT

Classes 538, 539, 540, 541

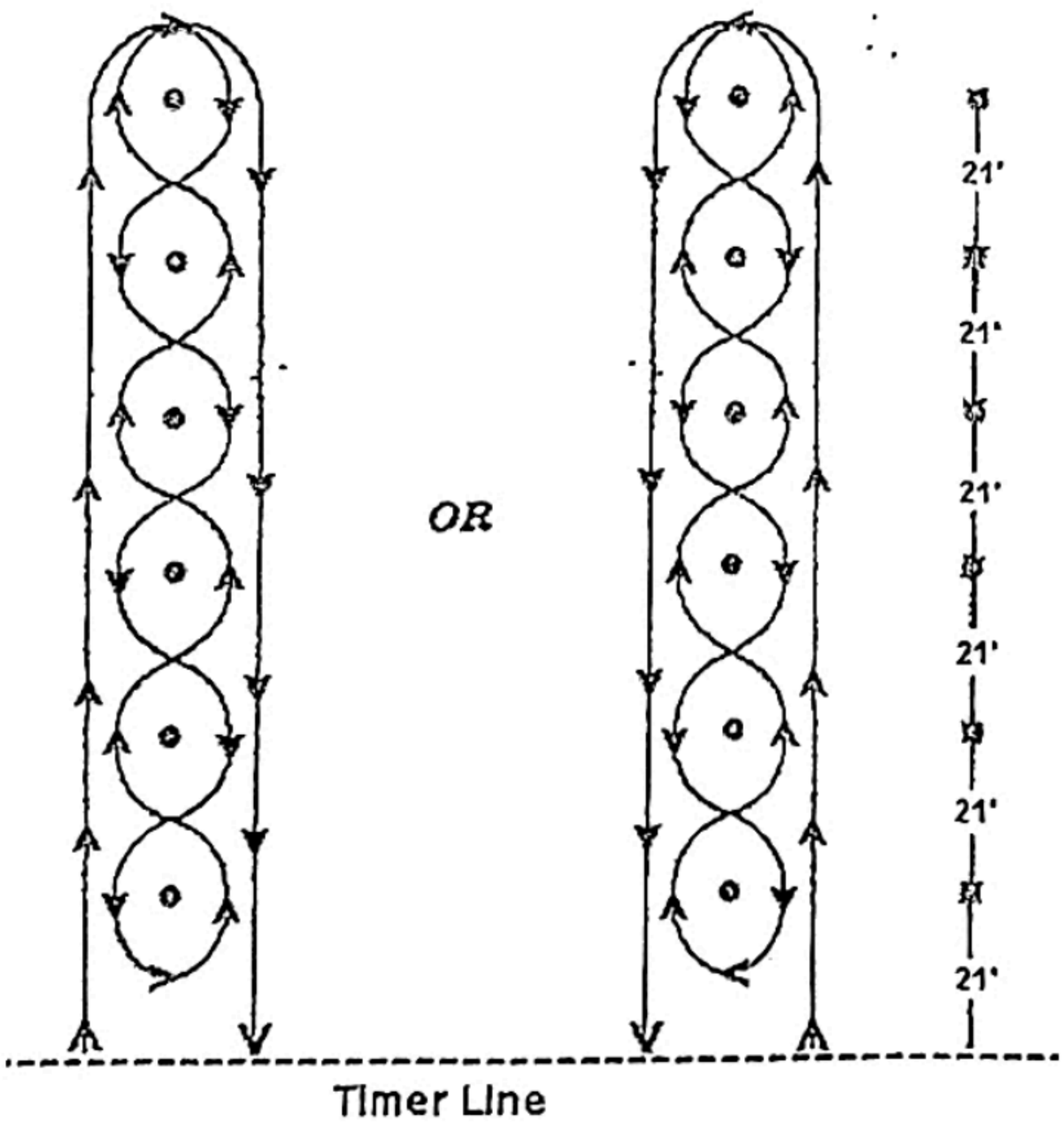
Barrel Racing

An exciting race against the clock in which exhibitors follow a course consisting of three barrels in a triangular "cloverleaf" pattern. Riders choose to circle either the right or left barrel first, race to the opposite barrel and complete the course after circling the third barrel and racing down the center of the three barrels to stop the timer. Knocking over a barrel carries a five-second penalty.



Pole Bending

Classes 542, 543, 544, 545

Pole Bending

A timed event in which the speed and agility of the horse are tested as horse and rider twice weave through a course of six poles spaced 21 feet apart, twice circling end poles before turning and racing to the finish line. The pattern must be followed exactly. A five-second penalty is added for each pole knocked down.