

MARCH 21-22, 2026



Co-sponsored by:



FUZZY COLORS PAINT-O-RAMA



PATTERN BOOK

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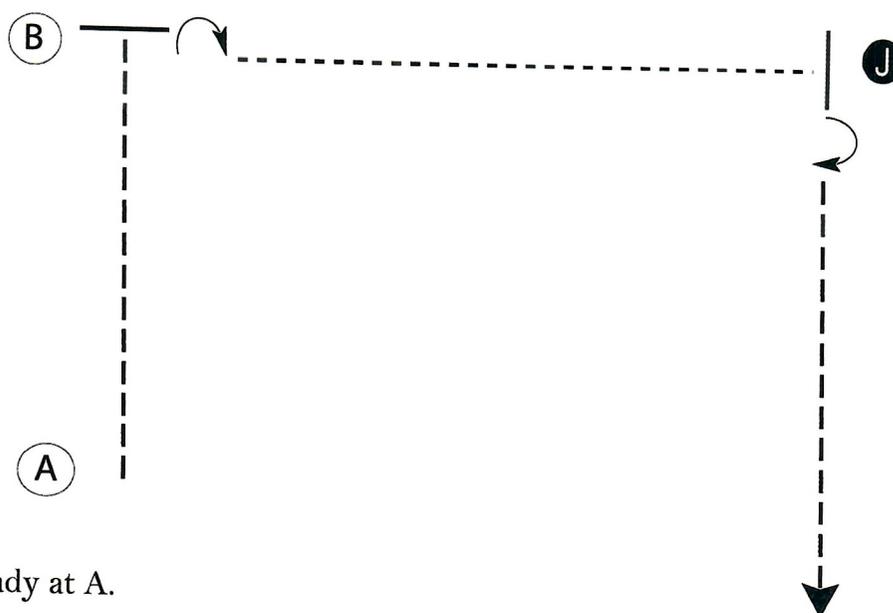
Fuzzy Colors - Nebraska Paint Horse Club

Showmanship (Yth WT, Leadline, AB WT, Am WT walk only)

Show Date: 03/21-22/2026

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Be ready at A.

1. Trot to B and stop.
2. Perform a 90 degree turn. Walk to judge.
3. Stop, set up, inspection.
4. When dismissed, perform a 90 degree turn.
5. Trot to the line up or follow the directions of the ring steward.

- Walk ······
- Trot - - - - -
- Back ← ————
- Marker (B)
- Judge (J)

CLASSES 49, 51, 52, 53

Pattern Provided by:

[S/WT-29]

Judge(s)

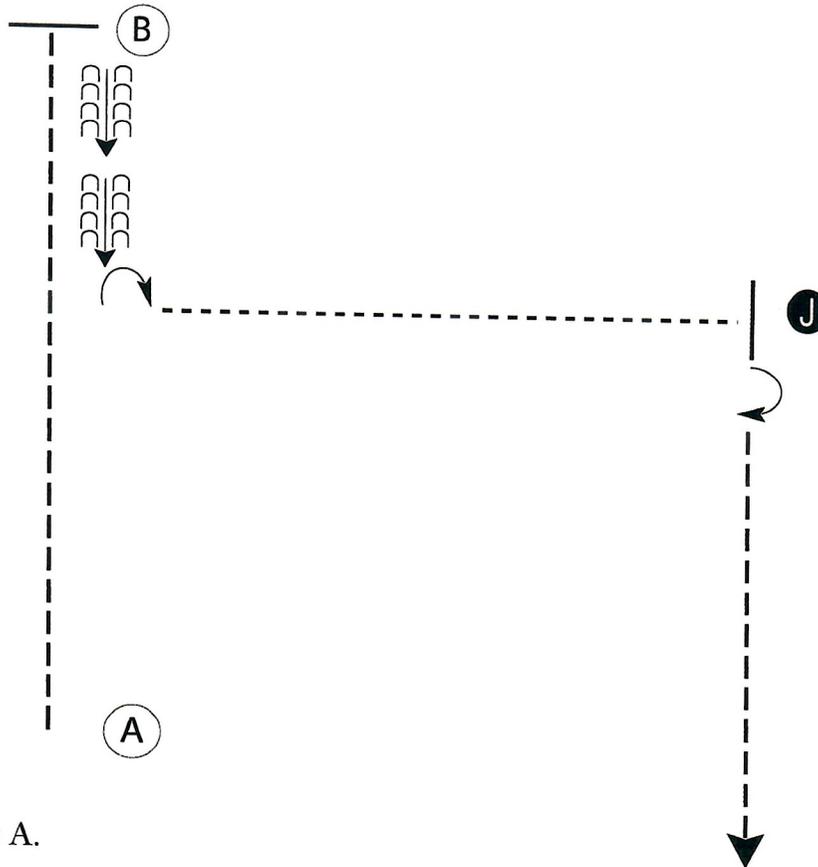
Fuzzy Colors - Nebraska Paint Horse Club

Showmanship (Nov Ama, Nov Yth)

Show Date: 03/21-22/2026

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Be ready at A.

1. Trot to B and stop.
2. Back until even with judge.
3. Perform a 90 degree turn. Walk to judge.
4. Stop, set up, inspection.
5. When dismissed, perform a 90 degree turn.
6. Trot to the line up or follow the directions of the ring steward.

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

CLASSES 54, 57

Pattern Provided by:

[S/1-29]

Judge(s)

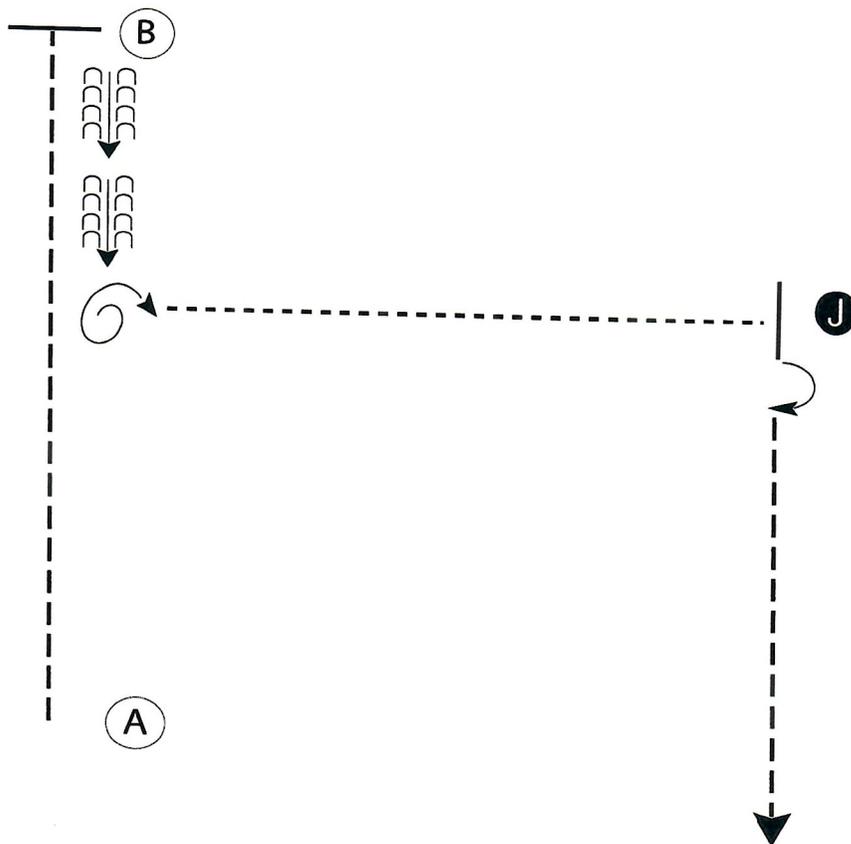
Fuzzy Colors - Nebraska Paint Horse Club

Showmanship (Yth13&U, Yth18&U, Ama, Masters, All Breed)

Show Date: 03/21-22/2026

www.HorseShowPatterns.com

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1. Begin at A. Trot to B and stop.
2. Back until even with judge.
3. Perform a 450 degree turn. Walk to judge.
4. Stop, set up, inspection.
5. When dismissed, perform a 90 degree turn.
6. Trot to the line up or follow the directions of the ring steward.

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

CLASSES 50, 55, 56, 58, 59

Pattern Provided by:

[S/2-29]

Judge(s)

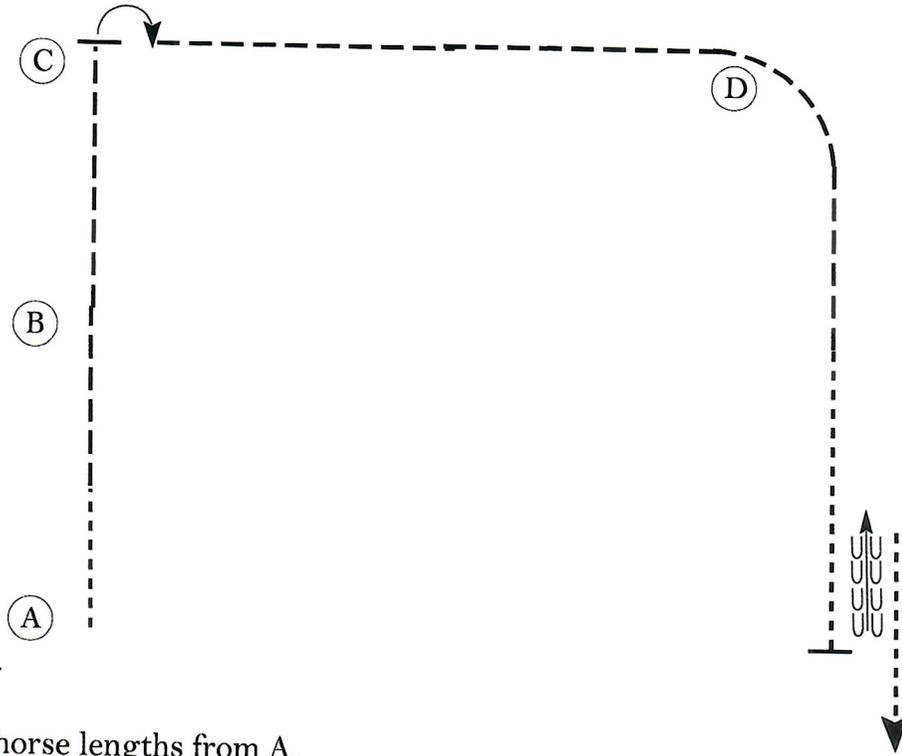
Fuzzy Colors - Nebraska Paint Horse Club

Hunt Seat Equitation (Yth WT, Am WT, AB WT)

Show Date: 03/21-22/2026

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Be ready at A.

1. Walk two horse lengths from A.
2. Posting trot on the right diagonal to C.
3. Stop at C and perform a 90 degree turn on the hindquarters to the right.
4. Trot on the left diagonal to and around D.
5. When even with B, begin to walk.
6. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

CLASSES 67, 79, 84

[HSE/WT-44]

Pattern Provided by:
Judge(s)

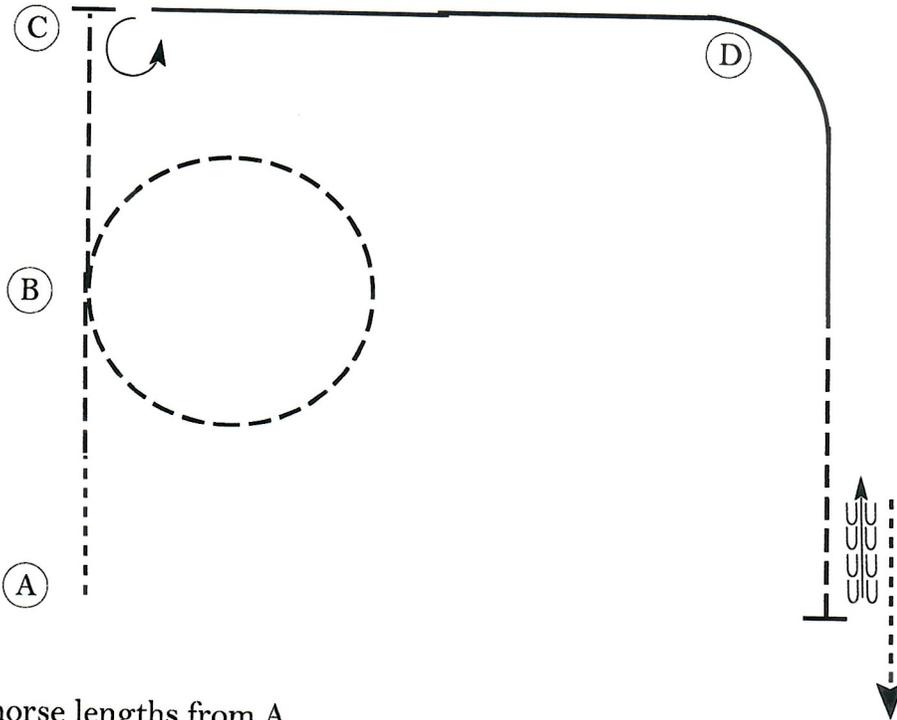
Fuzzy Colors - Nebraska Paint Horse Club

Hunt Seat Equitation (Y13&U, Y18&U, Ama, Masters, All Breed)

Show Date: 03/21-22/2026

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Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 270 degree turn on the hindquarters to the left.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

CLASSES 80, 82, 83, 86, 87

[HSE/2-44]

Pattern Provided by:

Judge(s)

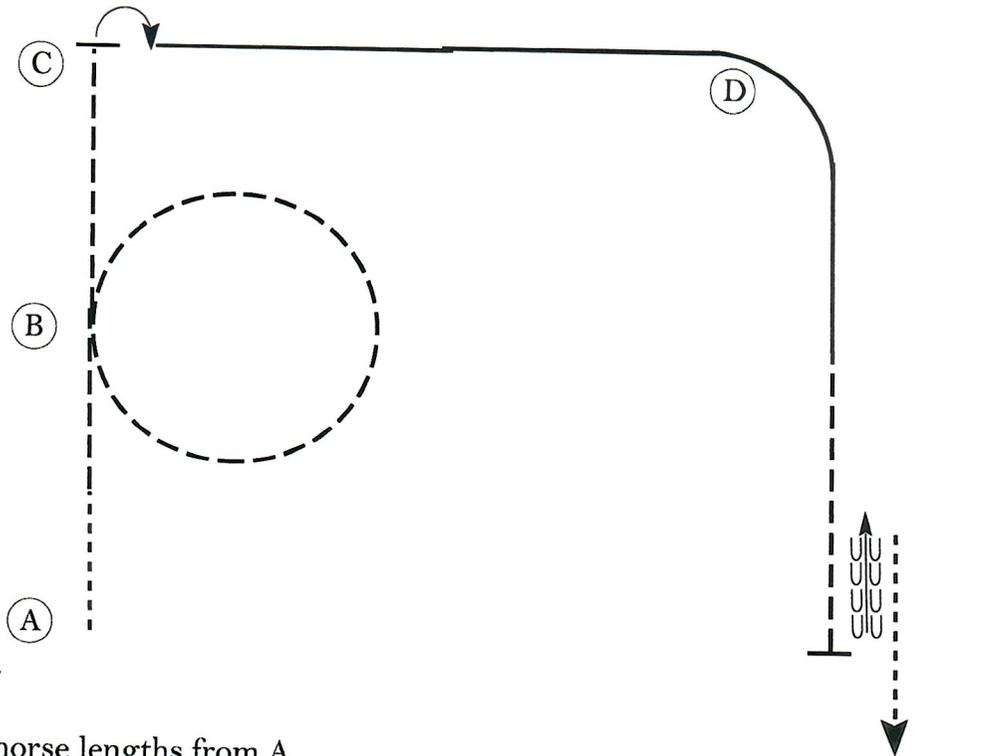
Fuzzy Colors - Nebraska Paint Horse Club

Hunt Seat Equitation (Nov Ama, Nov Yth)

Show Date: 03/21-22/2026

www.HorseShowPatterns.com

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Be ready at A.

1. Walk two horse lengths from A.
2. Sitting trot to B.
3. At B, trot a circle to the right on the left diagonal.
4. Continue trot to C.
5. Stop at C and perform a 90 degree turn on the hindquarters to the right.
6. Canter on the right lead to and around D.
7. When even with B, begin a posting trot on the right diagonal.
8. Stop when even with A and back approximately one horse length.

Walk away from D and follow the instructions of your ring steward.

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

CLASSES 81, 85

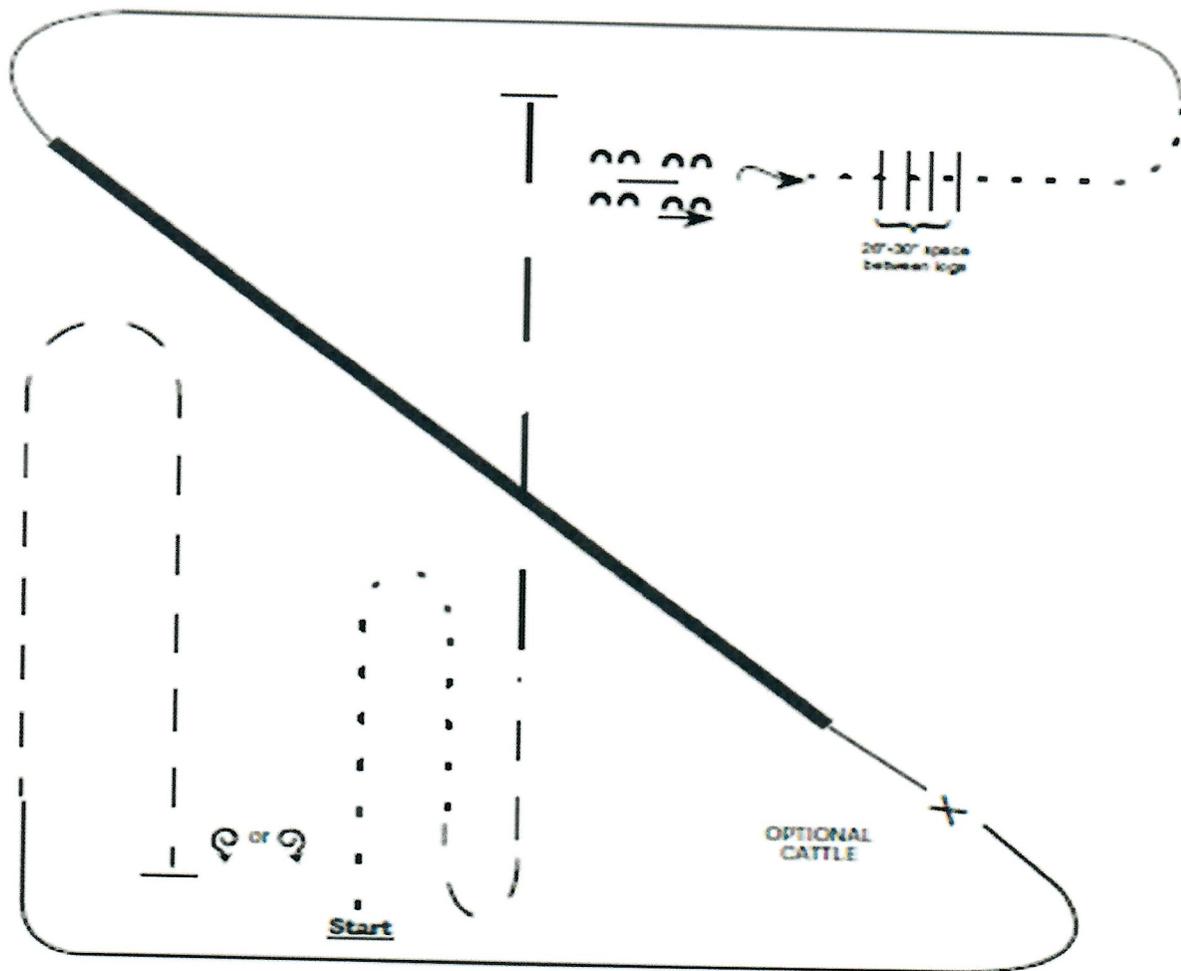
Pattern Provided by:

Judge(s)

[HSE/1-44]

RANCH RIDING – PATTERN #7

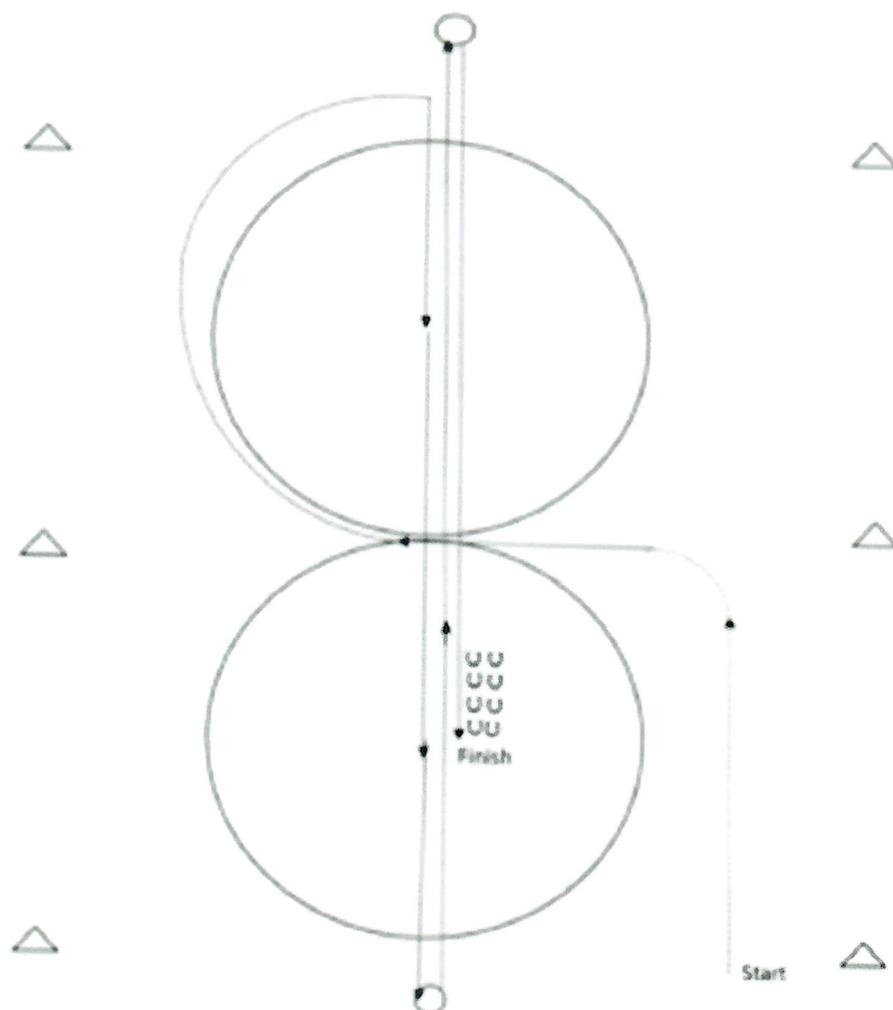
CLASSES 95, 96, 97, 98, 99



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
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 degree turn either direction

RANCH REINING – PATTERN #1

CLASSES 100, 101, 102, 103

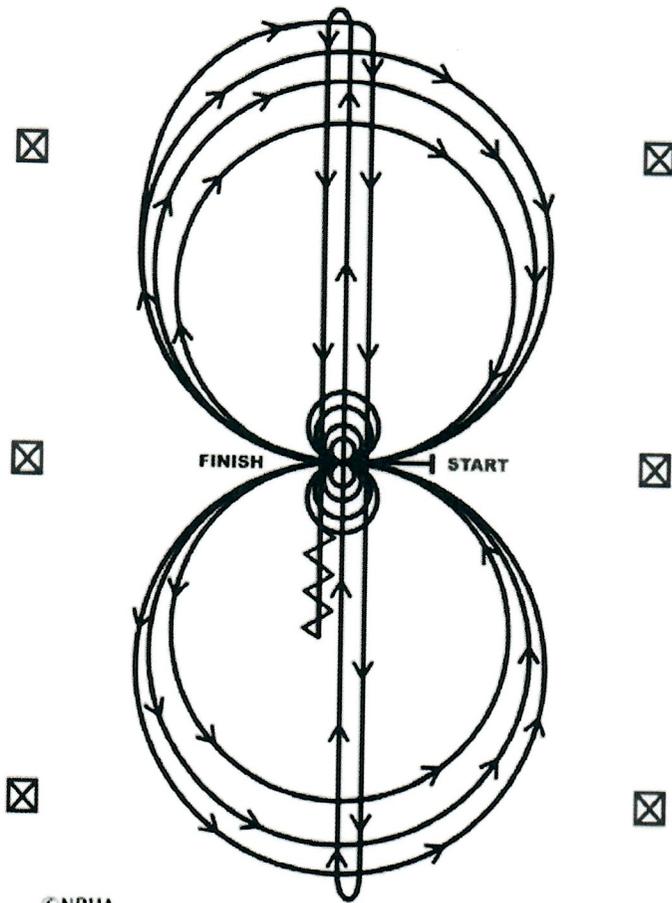


Trot to center of Arena, Stop. Start pattern facing towards Judge.

1. Beginning on the right lead Lope one circle to the right, Change Leads to the left.
2. Complete one circle to the left, Change leads to the right and go to the top of arena.
3. Run down center of arena past the end marker and come to stop.
4. Complete 1 ½ spins to right
5. Run to the other end of the arena, past the end marker and come to a stop.
6. Complete 1 ½ spins to the left.
7. Run past the center marker, stop, back 10 feet.
8. Hesitate to complete pattern.

REINING PATTERN #2

CLASSES 104, 105, 106, 107



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Horses may walk or jog to the center of the 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 right lead, complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback- no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback- no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3m). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.

RANCH PLEASURE – PATTERN #3

CLASSES 108, 109, 110, 111, 112

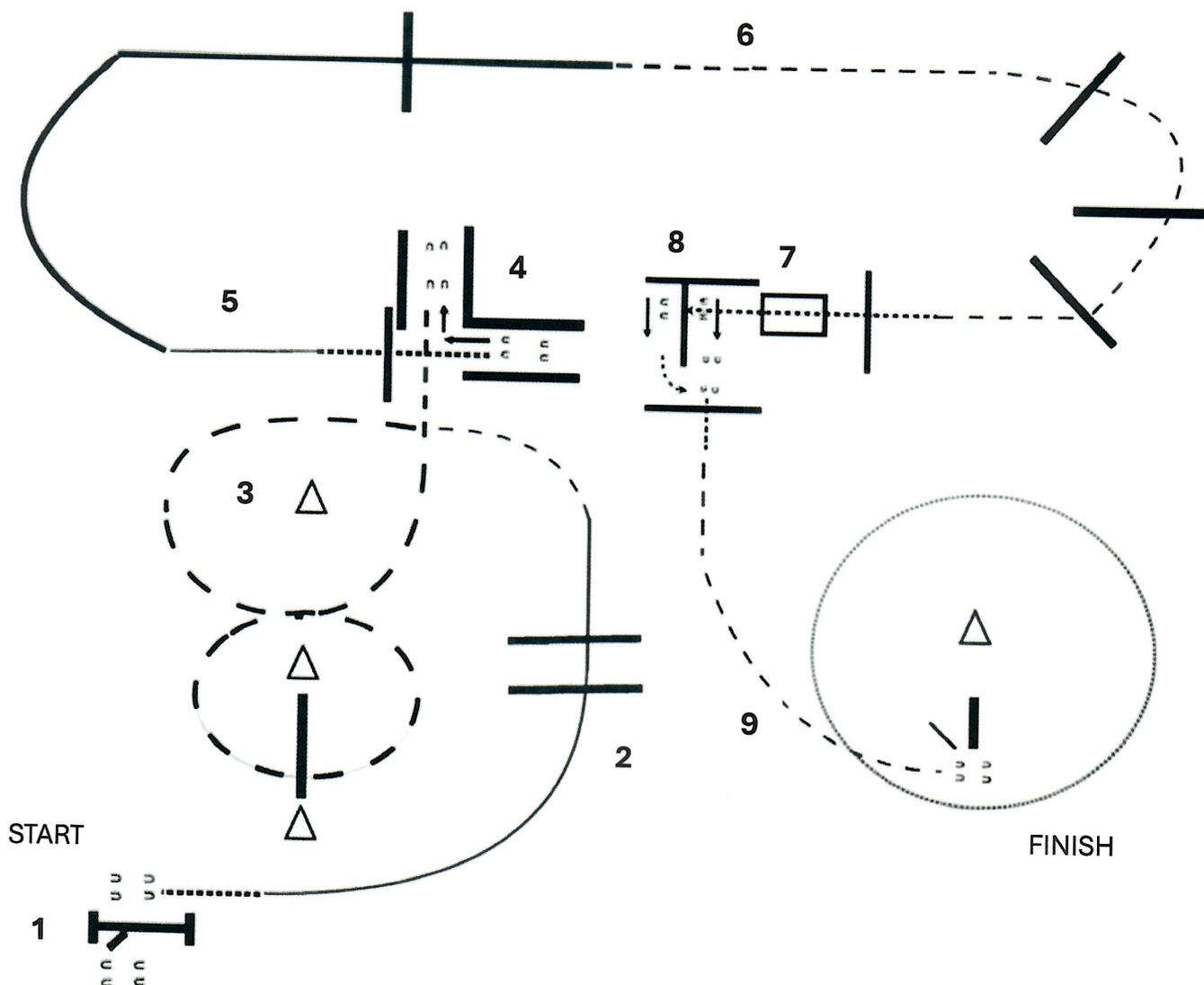
PATTERN 3

- Ordinary Walk- 30 feet
- Lope- 150 feet
- Extended Trot- 240 feet
- Trot- 120 feet
- Stop and Reverse (either direction)
- Trot- 90 feet
- Lope- 150 feet
- Extended Lope- 200 feet
- Extended Walk- 75 feet
- Stop and Back

ALL RANCH TRAIL

(Walk-Trot exhibitors will trot where it calls for a lope or extended lope)

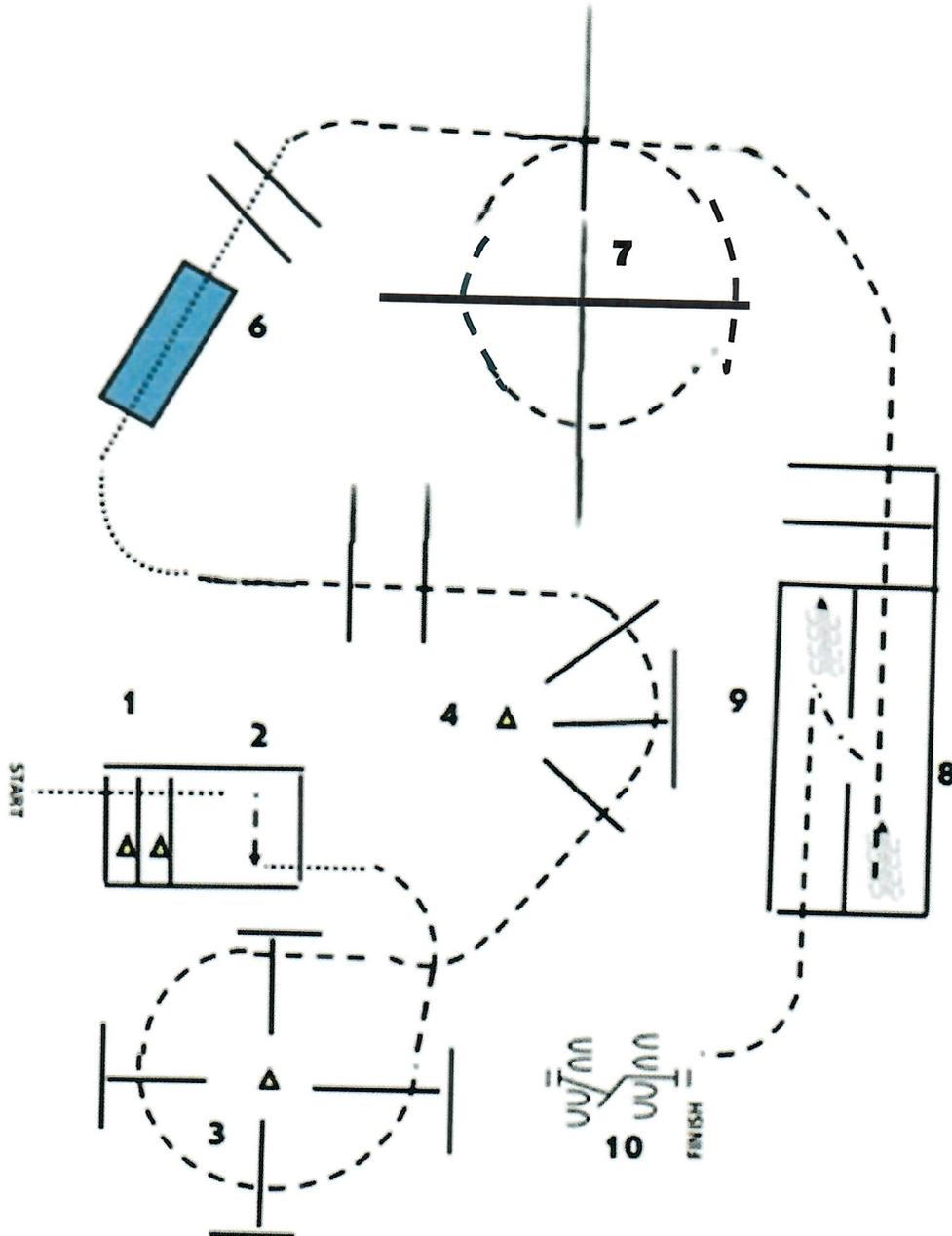
CLASSES 113, 114, 115, 116, 117



1. Start at gate, work gate left hand.
2. Walk away from gate then lope right lead over logs.
3. Break to a trot, then extend the trot around markers and over log.
4. Collect the trot and trot into chute. Stop, back around corner. Walk out over log.
5. Lope left lead then extend the lope over log staying in the left lead.
6. Break to a trot and trot over logs.
7. Break to a walk and walk over log, bridge and step over the next log.
8. Sidepass right over log and around corner. Walk over log.
9. Trot to drag and work drag at a walk or trot (YOUTH – pick up the object, trot around cone and return object).
10. Exit the arena at a walk.

SUNDAY PATTERNS

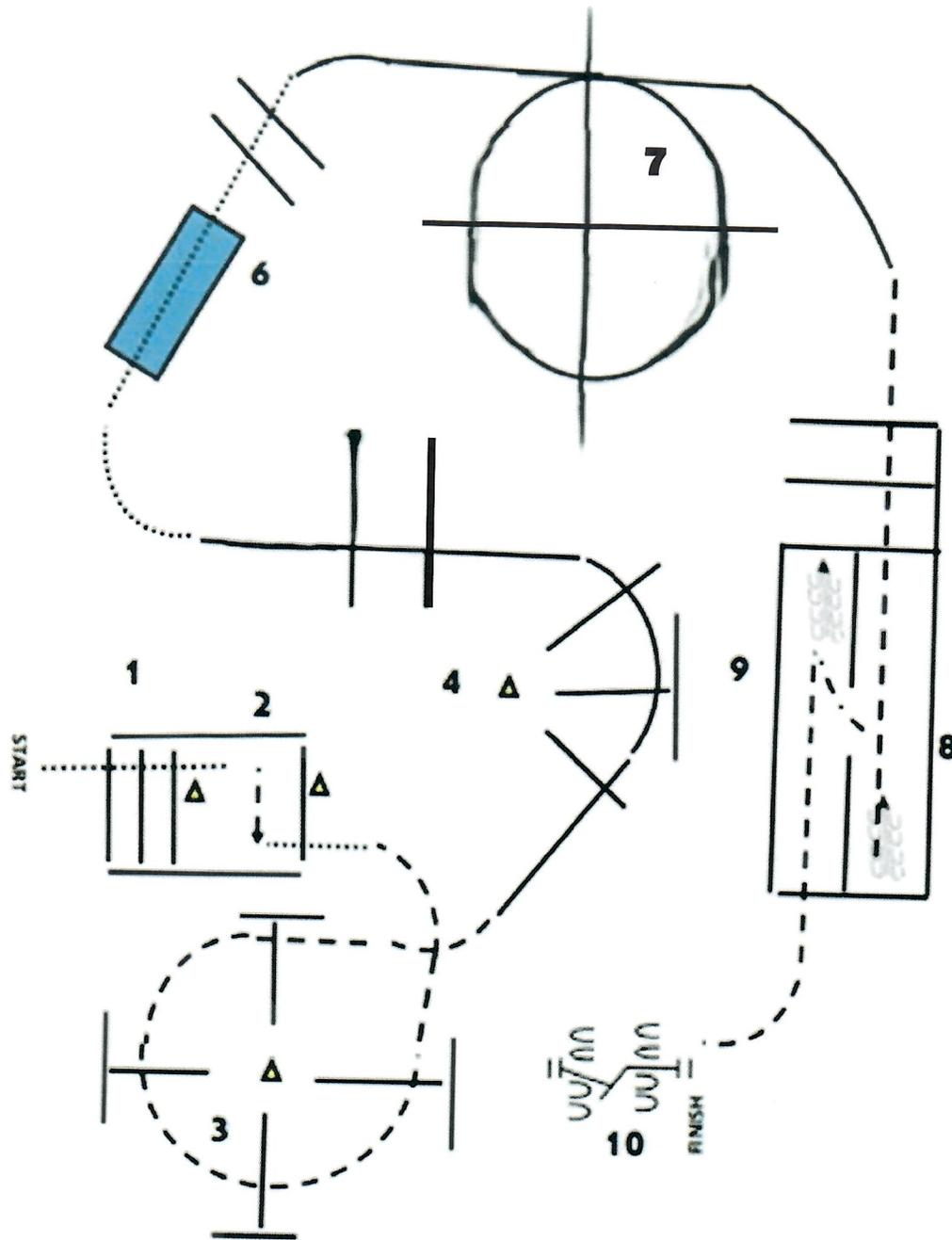
TRAIL – ALL WALK-TROT & IN-HAND
CLASSES 122, 123, 125, 126, 127, 128



1. Walk over poles into box.
2. Sidepass right and walk out of box.
3. Trot poles.
4. Continue to trot over poles.
5. Continue to trot over poles.
6. Break to walk or stop and walk over bridge and poles.
7. Trot around pin wheel.
8. Continue to trot over poles into chute.
9. Back through opening then jog out to gate.
10. Left hand push gate. Exit the arena.

ALL TRAIL BUT WALK-TROT OR IN-HAND

CLASSES 124, 129, 130, 131, 132, 133, 134, 135, 136



1. Walk over poles
2. Sidepass right and walk out of box
3. Trot poles
4. Left lead lope over poles
5. Continue left lead lope over poles
6. Break to walk or stop and walk over bridge and poles
7. Right lead lope around pin wheel
8. Break to jog over poles into chute
9. Back through opening then jog out to gate
10. Left hand push gate. Exit arena.

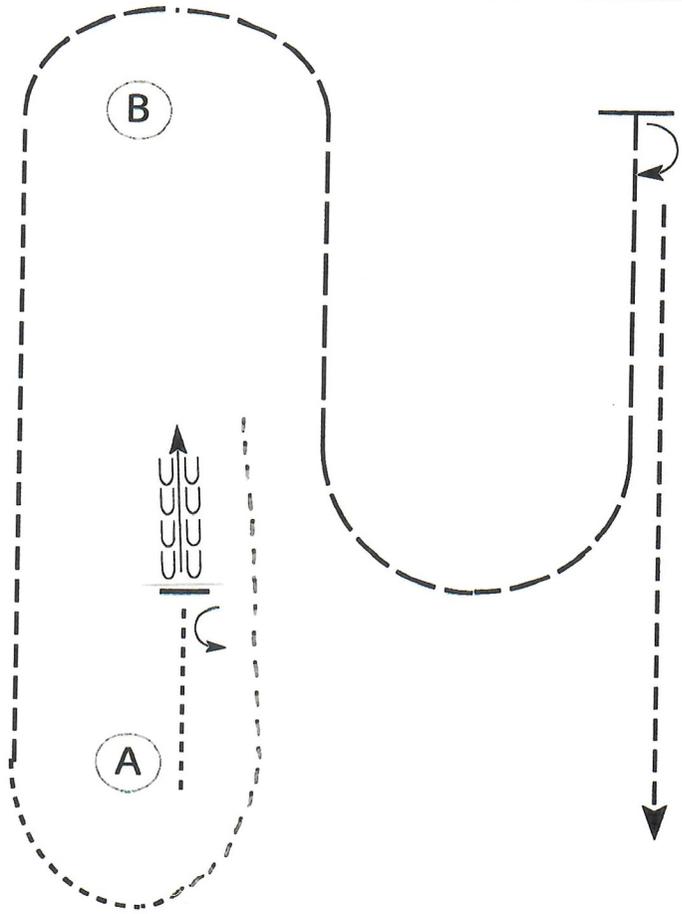
Fuzzy Colors - Nebraska Paint Horse Club

Western Horsemanship (Yth WT, Ama WT, AB WT)

Show Date: 03/21-22/2026

www.HorseShowPatterns.com

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Be ready at A.

1. Walk approximately two horse lengths forward. Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then walk to and around A.
3. Jog to B.
4. Extend the jog as shown around B and until even with B.
5. Stop and perform a 180 turn to the right and jog to finish.

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

CLASSES 142, 153, 158

[WH/WT-118]

Pattern Provided by:
Judge(s)

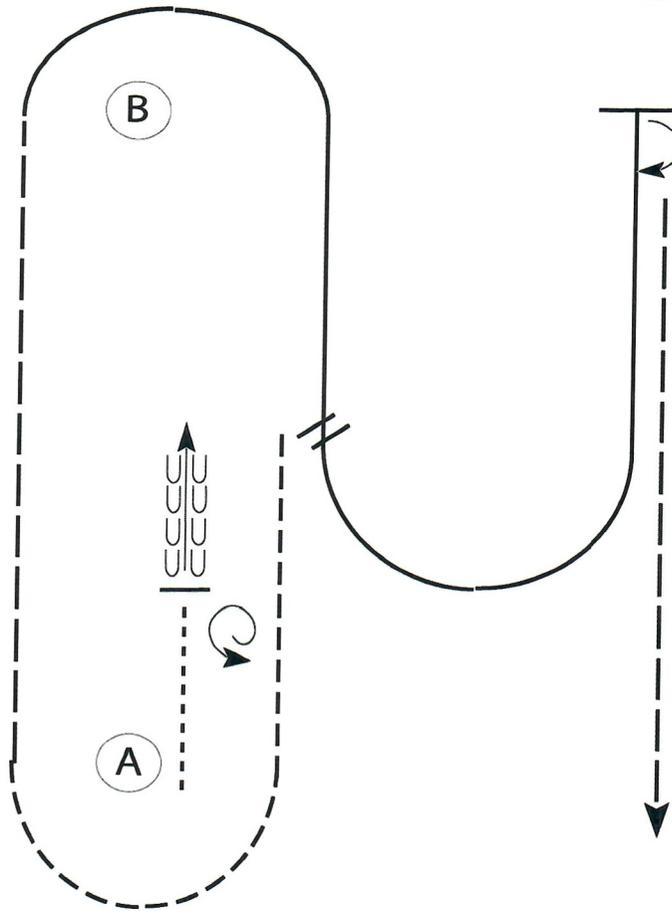
Fuzzy Colors - Nebraska Paint Horse Club

Western Horsemanship (Yth13&U, Yth18&U, Ama, Masters, All Breed)

Show Date: 03/21-22/2026

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www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Change leads and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and extend the jog to finish.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope _____
- Lead Change 
- Back 
- Marker 

CLASSES 154, 156, 157, 160, 161

[WH/3-118]

Pattern Provided by:

Judge(s)

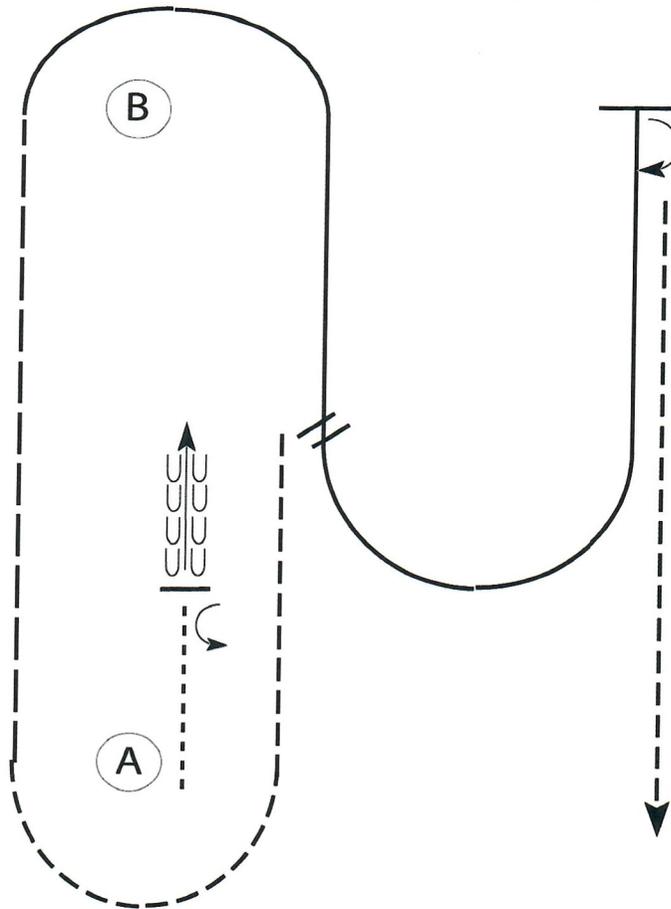
Fuzzy Colors - Nebraska Paint Horse Club

Western Horsemanship (Nov Ama, Nov Yth)

Show Date: 03/21-22/2026

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www.HorseShowPatterns.com



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Back approximately two horse lengths then jog to and around A.
3. Extend the jog to B.
4. Right lead lope around B and halfway to A.
5. Perform a simple lead change and lope a half circle until even with B.
6. Stop and perform a 180 degree turn to the right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	
Lead Change	↘ ↙
Back	← ← ← ← ← ← ← ←
Marker	⊙ B

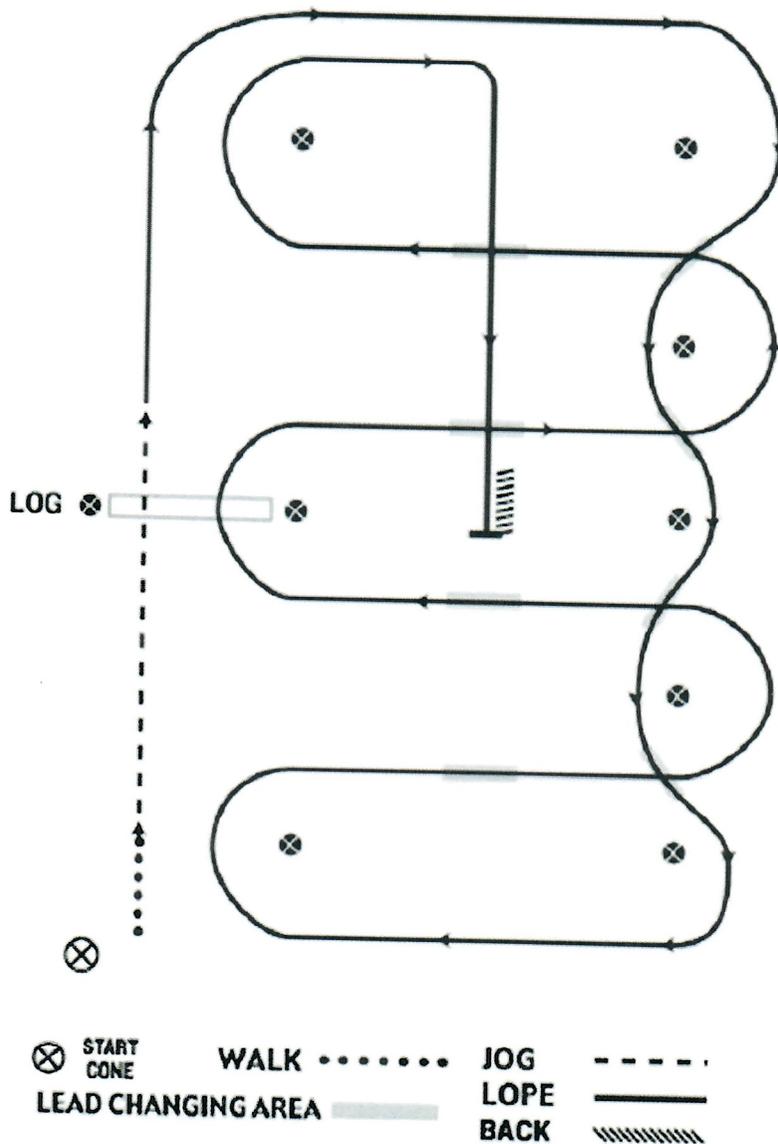
CLASSES 155, 159

[WH/1-118]

Pattern Provided by:
Judge(s)

WESTERN RIDING PATTERN #6

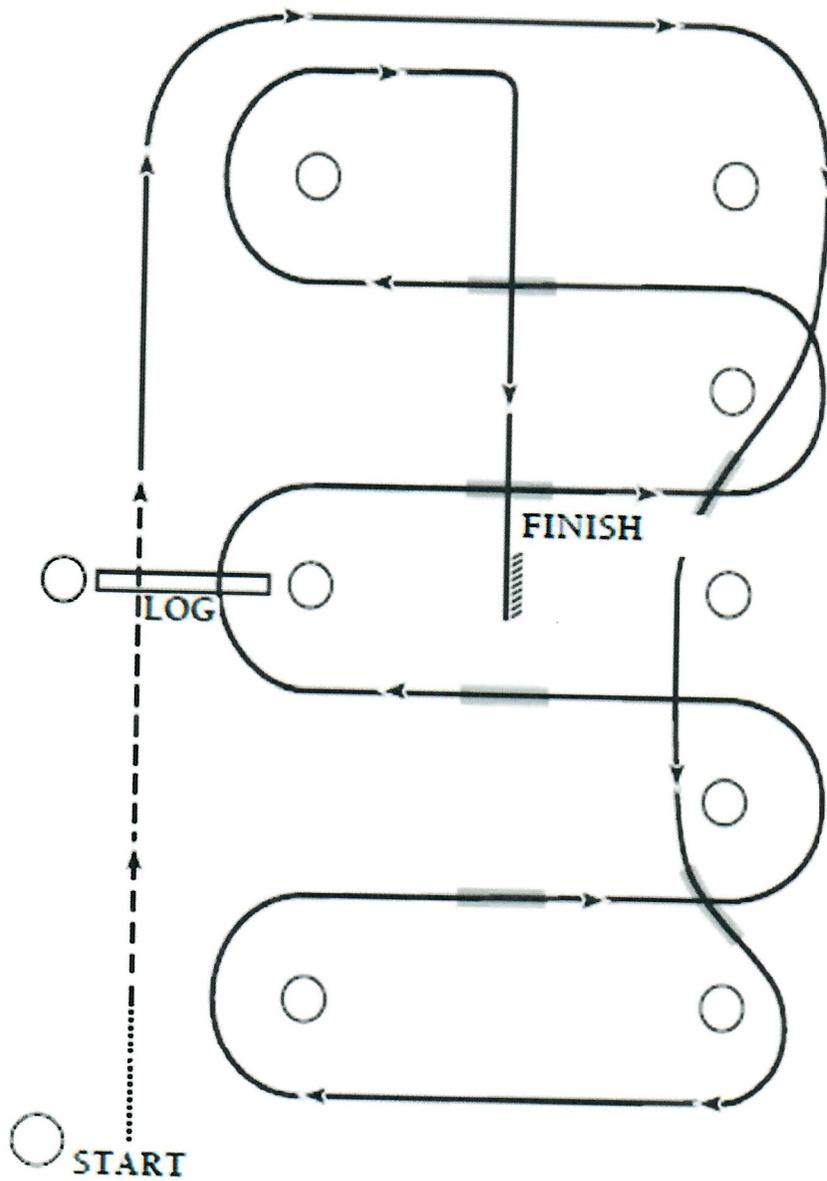
CLASSES 162, 163, 165, 166, 167



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log
2. Transition to 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

GREEN WESTERN RIDING – PATTERN #6

Class 164



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change, lope around 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 and back.