NSHA



V

NSHA V Open Breed

Buckle Series

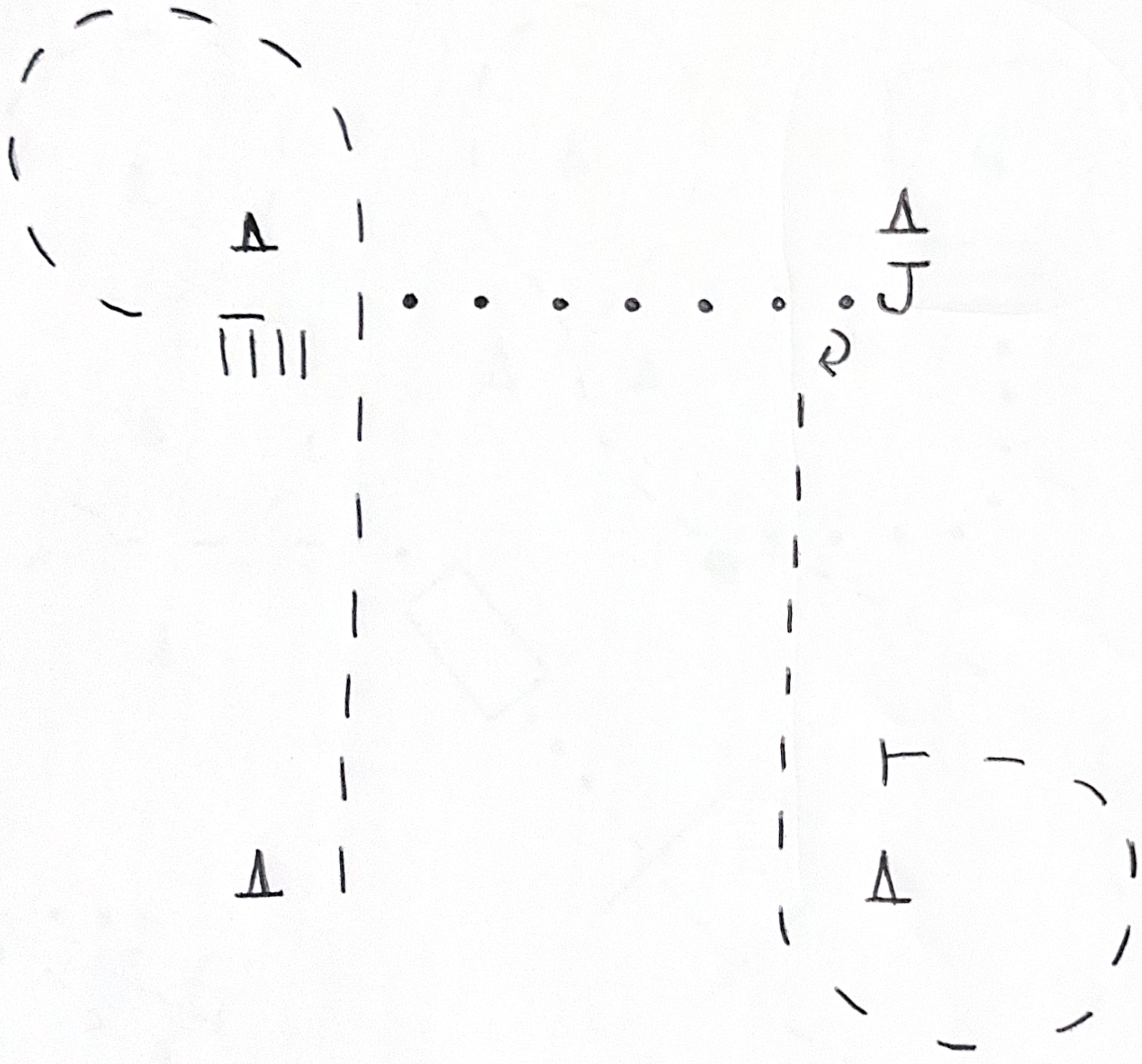
Pattern Book

October 17th 2026

Patterns may be amended by Judge and Show Manager

Nevada State Horseman's Association
October 17th 2026
ALL Showmanship

Class #8 #9 #10 #11



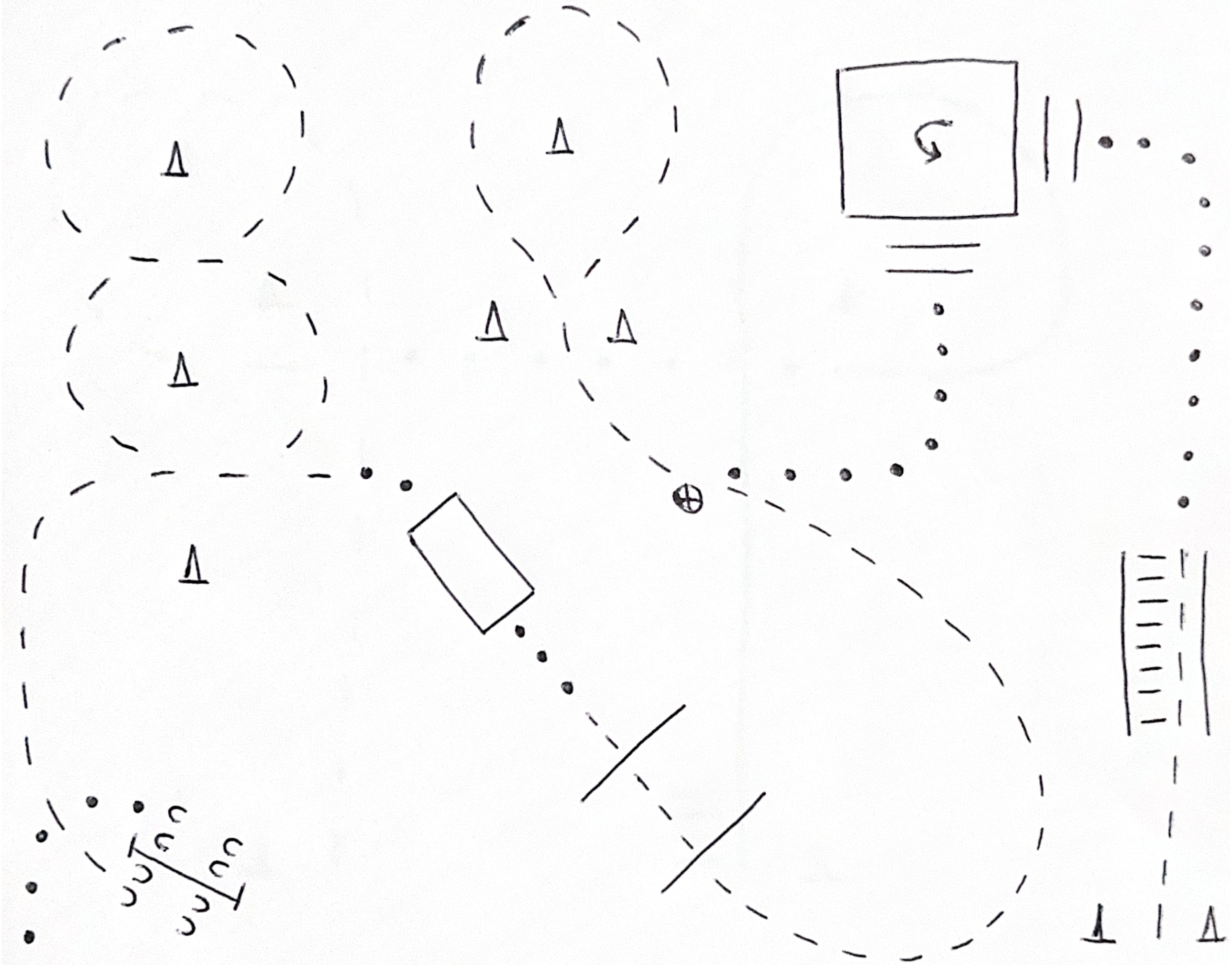
Be ready at cone A.

1. Trot to cone B.
2. Continue trotting a circle around cone B.
3. Stop, back one horse length
4. Walk to Judge, set up for inspection.
5. When excused, perform a 90* turn on the haunches.
6. Trot to cone D, continue trotting a circle around cone D.
7. Halt and wait to be excused.

Nevada State Horseman's Association

October 17th 2026

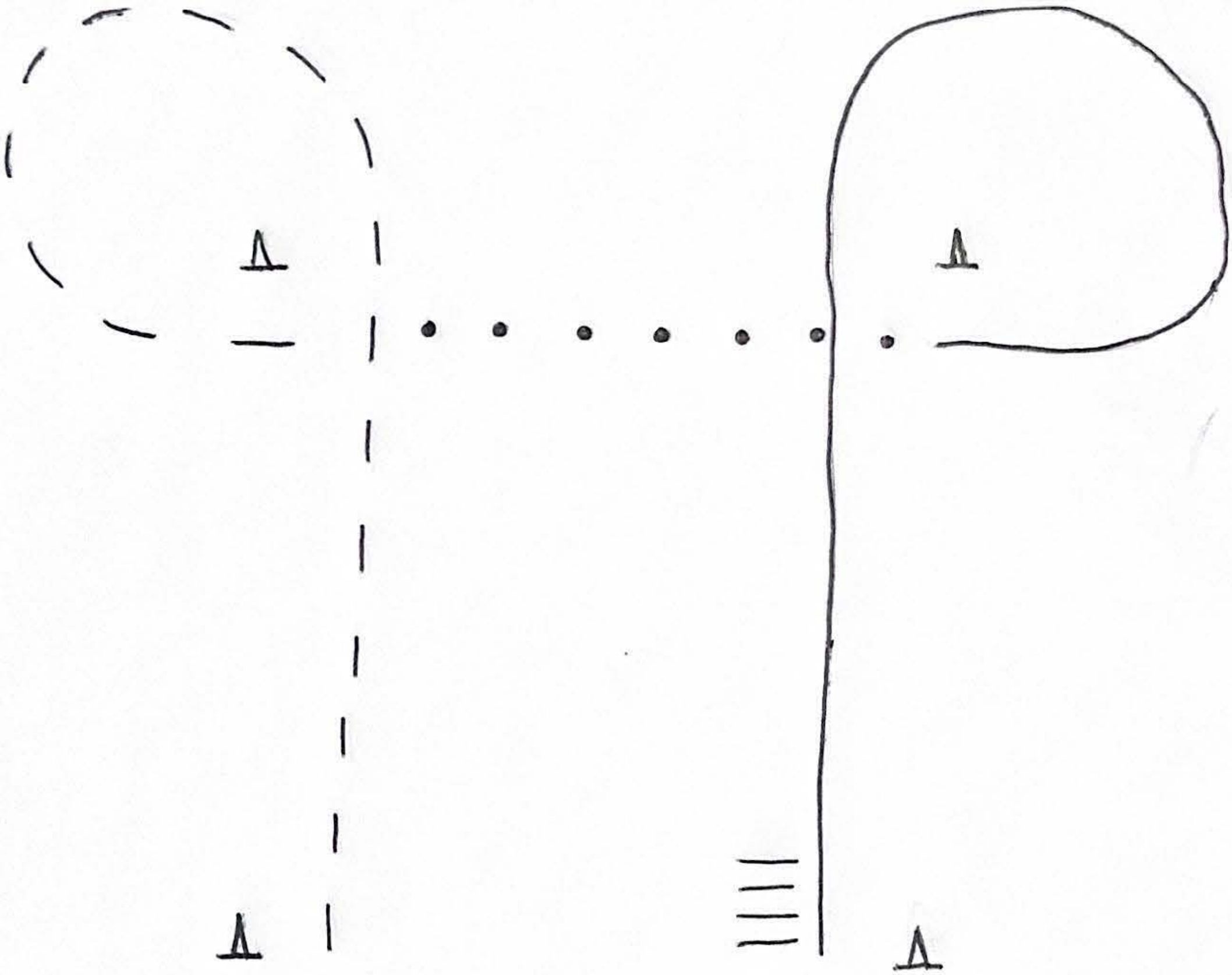
ALL In Hand Trail (Class #12, #13)



1. Jog into chute, and back chute.
2. Walk over poles and into box, turn 90* to the left, walk out of box over poles.
3. Walk to standard, jog through cones and around cone as shown.
4. Continue jogging over poles towards bridge.
5. Walk over the bridge.
6. Jog serpentine as shown.
7. Jog to gate, work gate left hand. (Leadliner's walk through an open gate.)
8. Walk to exit.

Nevada State Horseman's Association
October 17th 2026
ALL English Equitation

Class #23 #24 #25

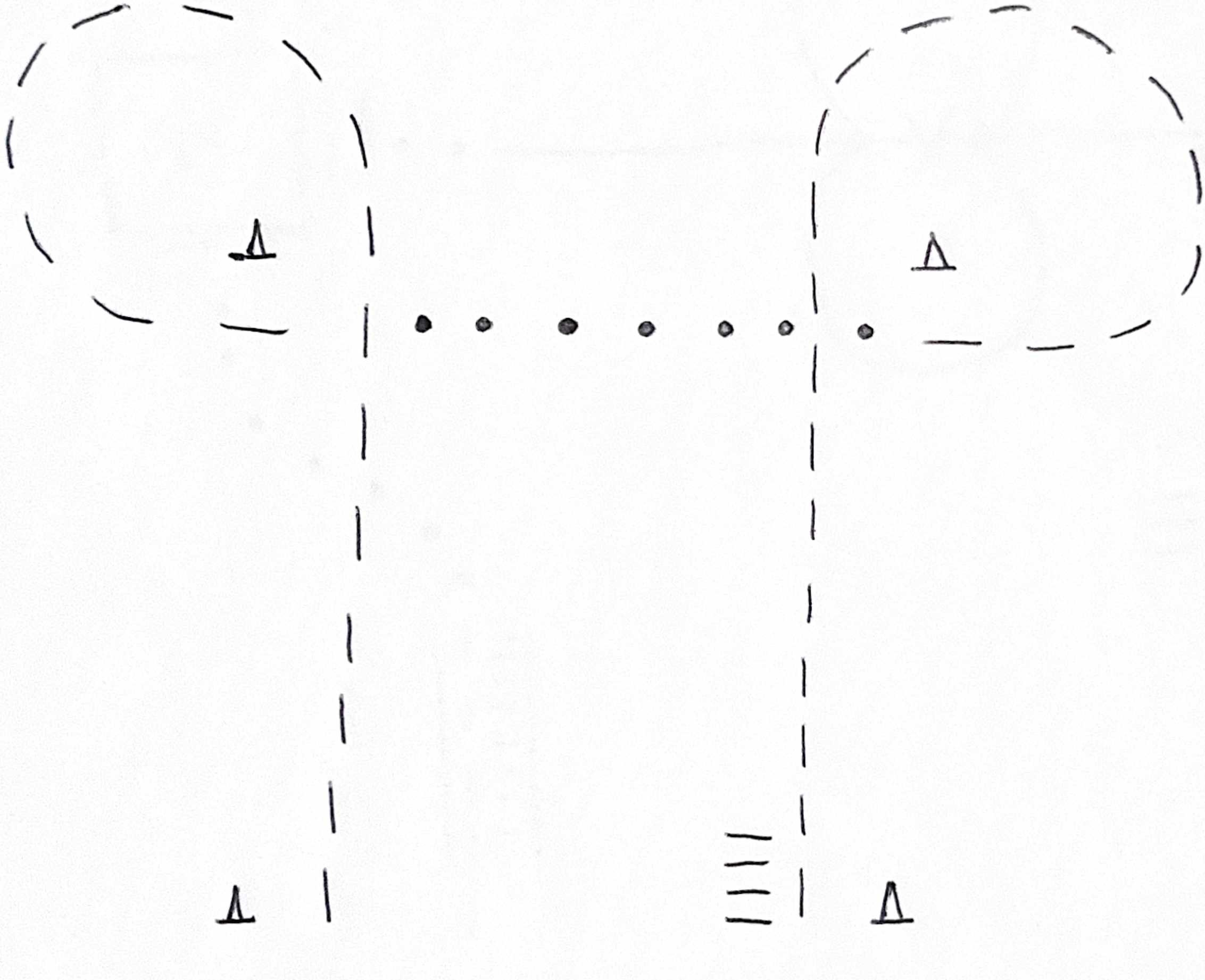


Be ready at cone A.

1. **Trot on the right diagonal to cone B.**
2. **Continue trotting a circle around cone B.**
3. **Walk from cone B to cone C.**
4. **Canter a circle on the left lead around cone C. Continue cantering to cone D.**
5. **At cone D, halt and back one horse length.**

Nevada State Horseman's Association
October 17th 2026
ALL Walk/Trot English Equitation

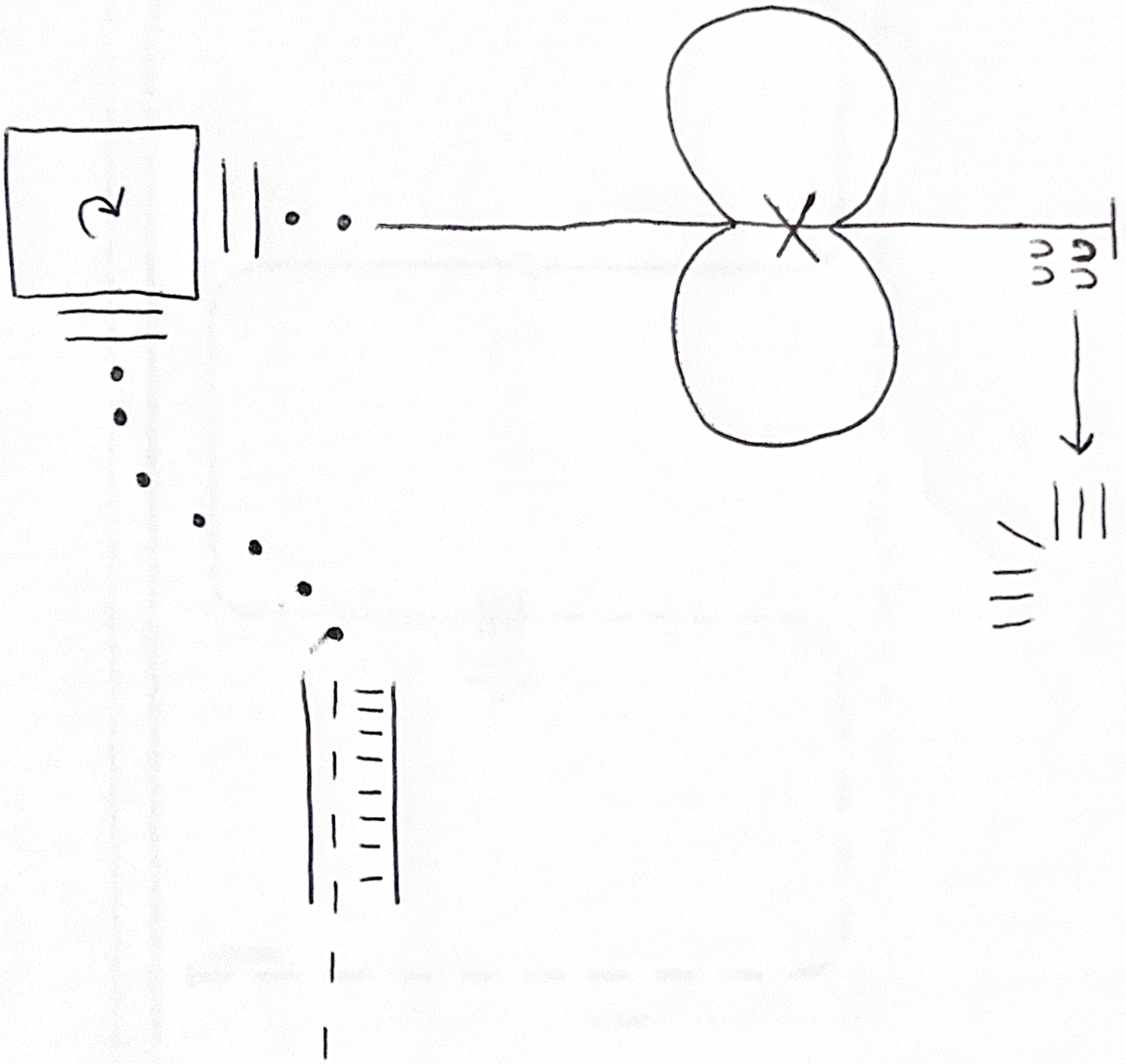
Class #26 #27 #28



Be ready at cone A.

1. Trot on the right diagonal to cone B.
2. Continue trotting a circle around cone B.
3. Walk from cone B to cone C.
4. Trot a circle around cone C. Continue trotting to cone D.
5. At cone D, halt and back one horse length.

Nevada State Horseman's Association
October 17th 2026
Working English Pleasure (Class #33)



Phase 2:

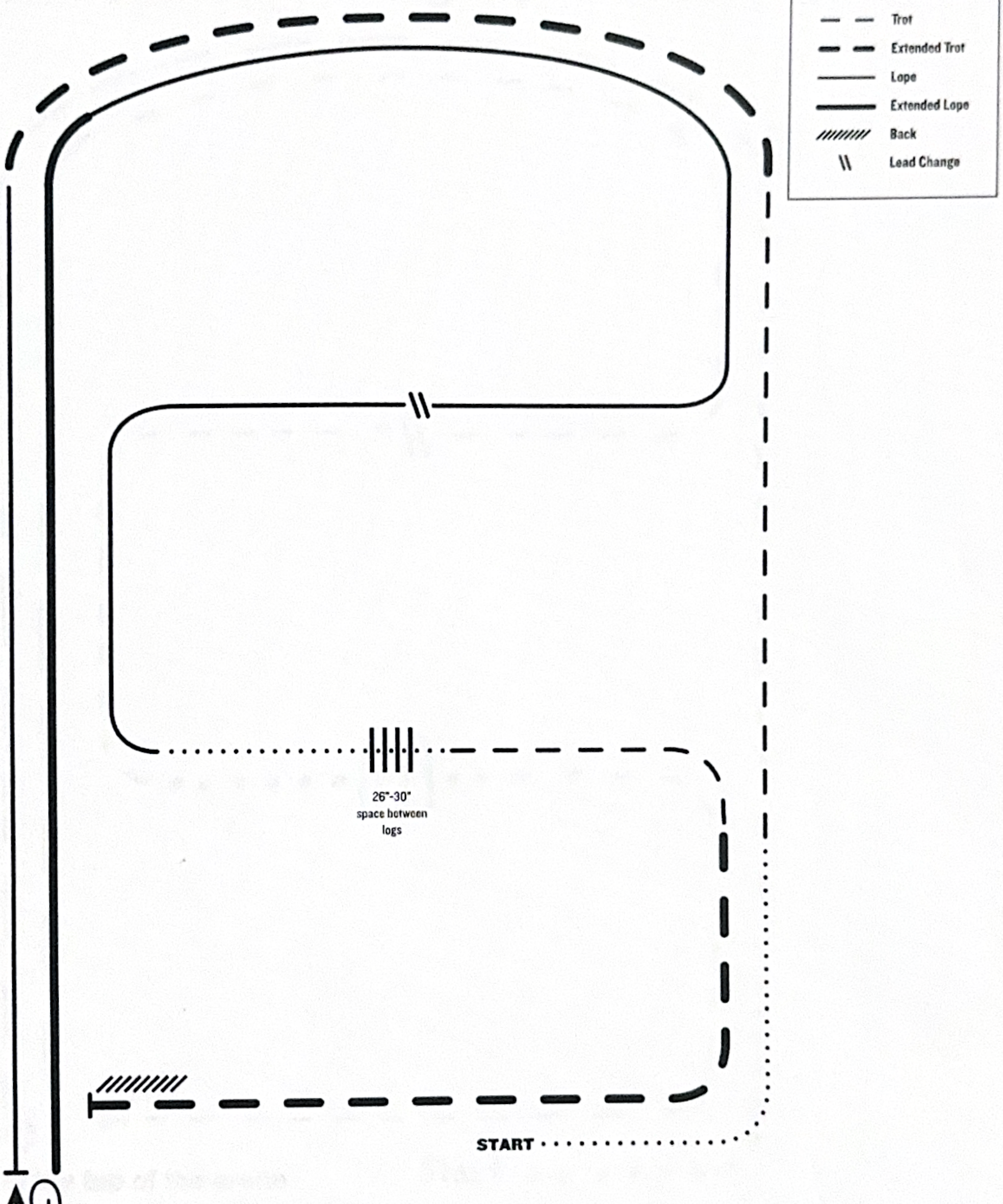
1. Trot into chute, back the chute.
2. Walk to and over poles and into box.
3. 90* turn to the right, walk out of box.

Phase 3:
Canter a figure eight, demonstrating two simple lead changes, perform a smooth collected stop from a hand gallop, sidepass to the right and back an imaginary "L."

Nevada State Horseman's Association
October 17th 2026

RANCH RIDING - PATTERN 2

Class #41

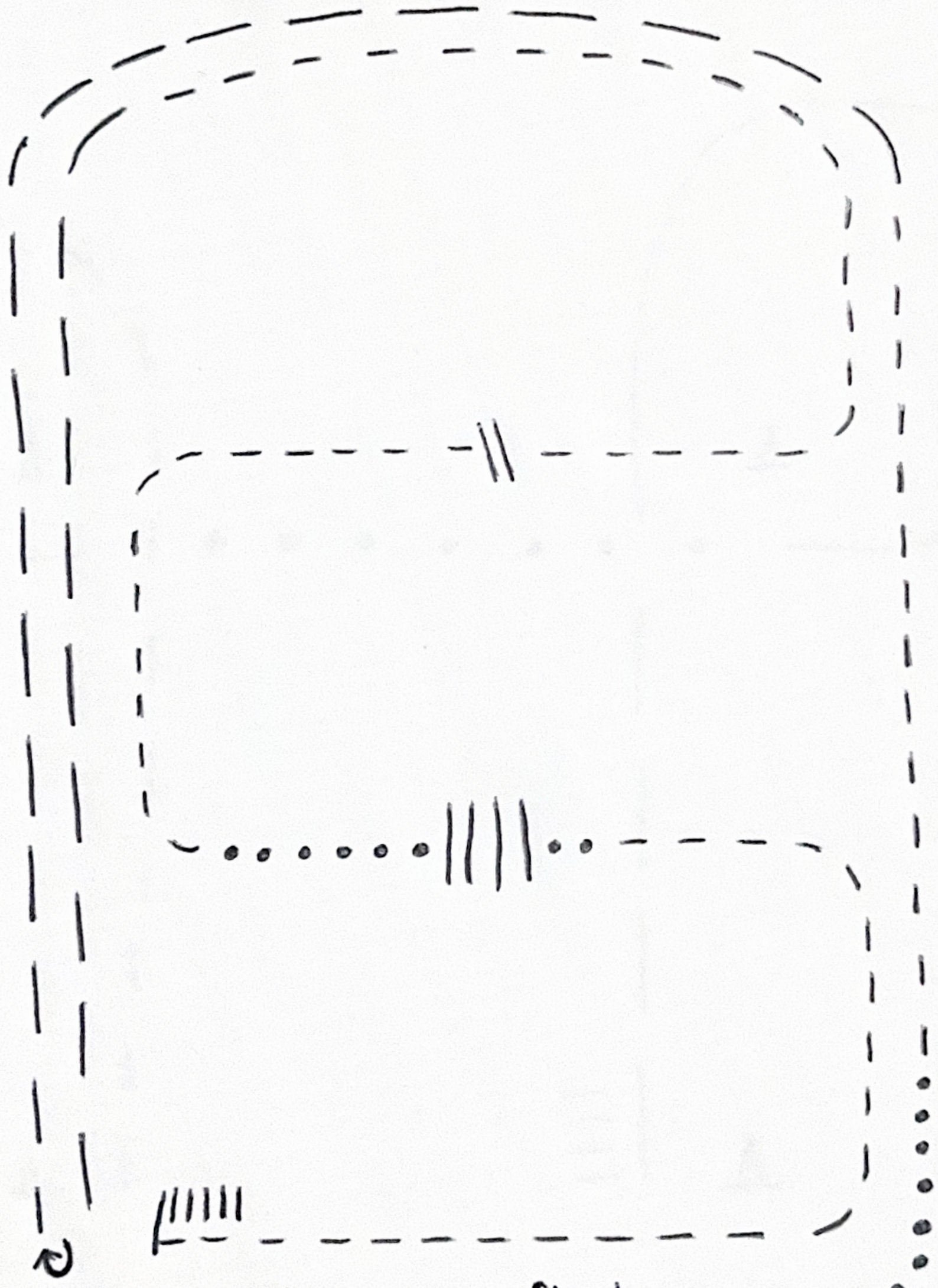


1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

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.

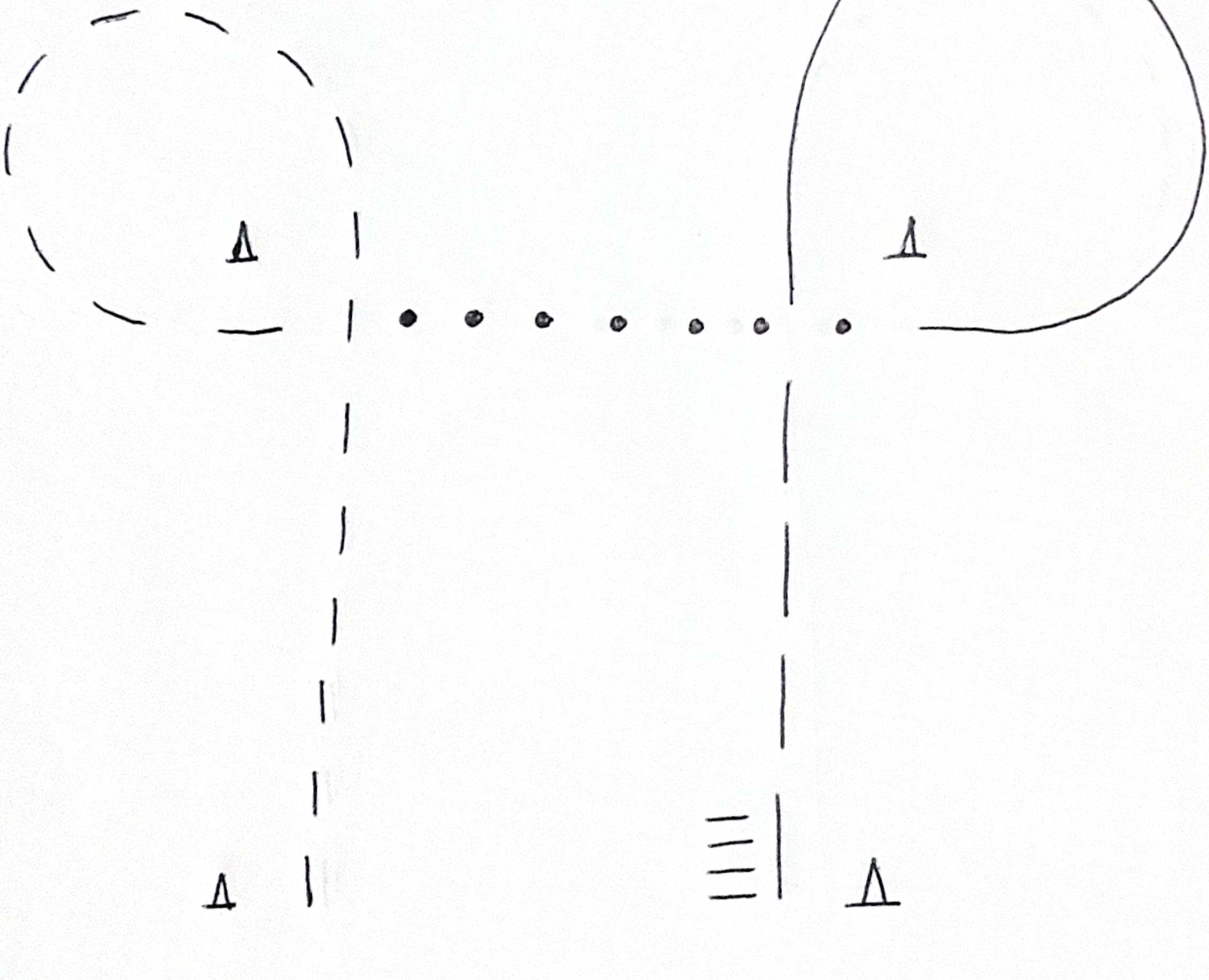
Revised 05-2021

Nevada State Horseman's Association
October 17th 2026
W/T Ranch Riding Open (Class #42)



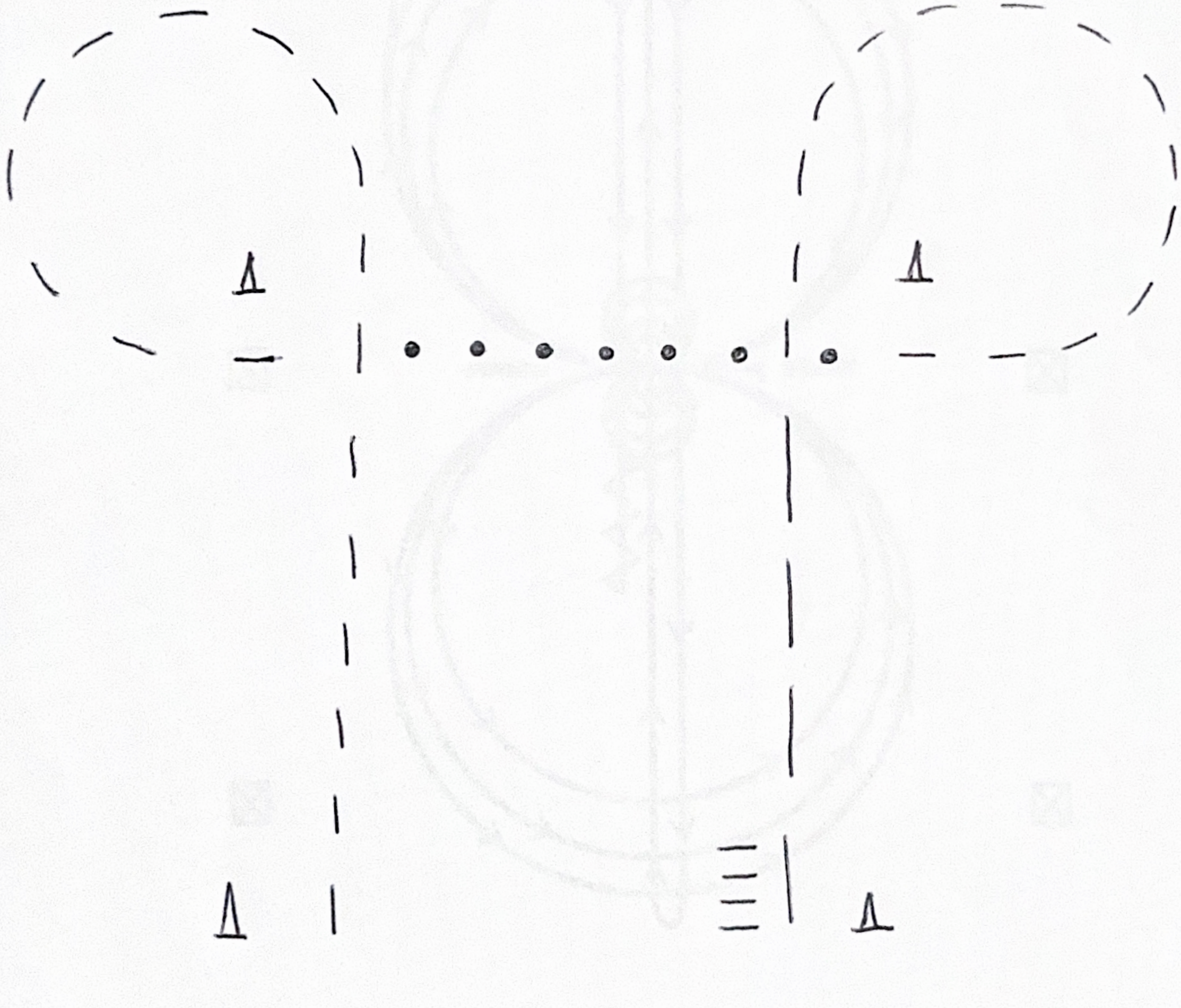
1. Walk
2. Trot
3. Extend the trot, at the top of the arena
4. Continue the extended trot down the arena
5. Stop, ½ turn right
6. Extend the trot
7. Collect the trot and start a circle to the right
8. Change directions
9. Continue the trot to the left
10. Walk over poles.
11. Trot to the right
12. Stop and back

Nevada State Horseman's Association
October 17th 2026
Ranch Horsemanship (Class #43)



1. Start at cone A.
2. Trot to cone B.
3. Continue trotting a circle around cone B.
4. Walk to cone C.
5. Lope a circle around cone C.
6. Extend the trot to cone D, halt and back.

Nevada State Horseman's Association
October 17th 2026
Walk/Trot Ranch Horsemanship (Class #44)

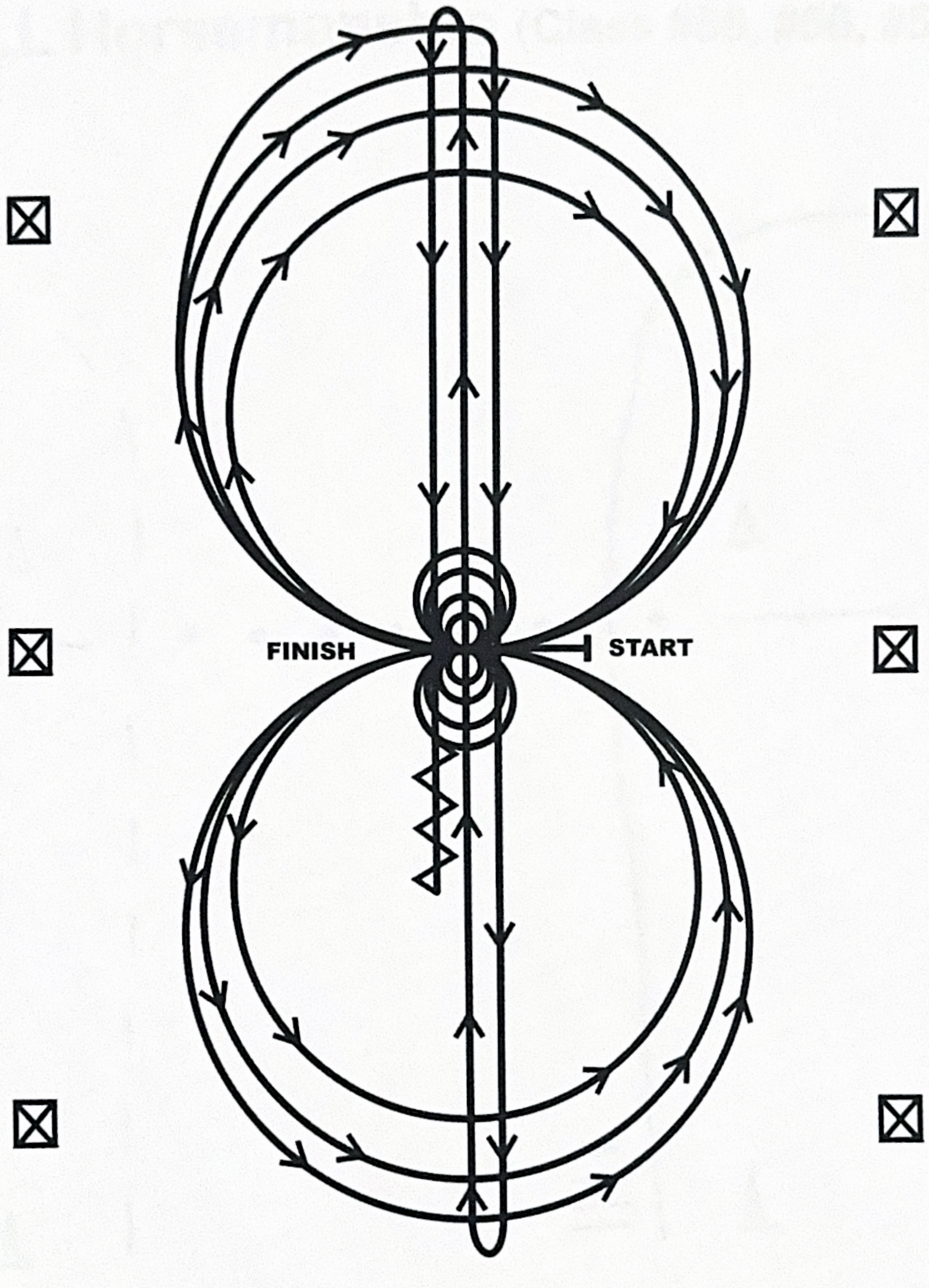


1. Start at cone A.
2. Trot to cone B.
3. Continue trotting a circle around cone B.
4. Walk to cone C.
5. Trot a circle around cone C.
6. Extend the trot to cone D, halt and back.

Nevada State Horseman's Association
October 17th 2026

REINING PATTERN 2

Class #45

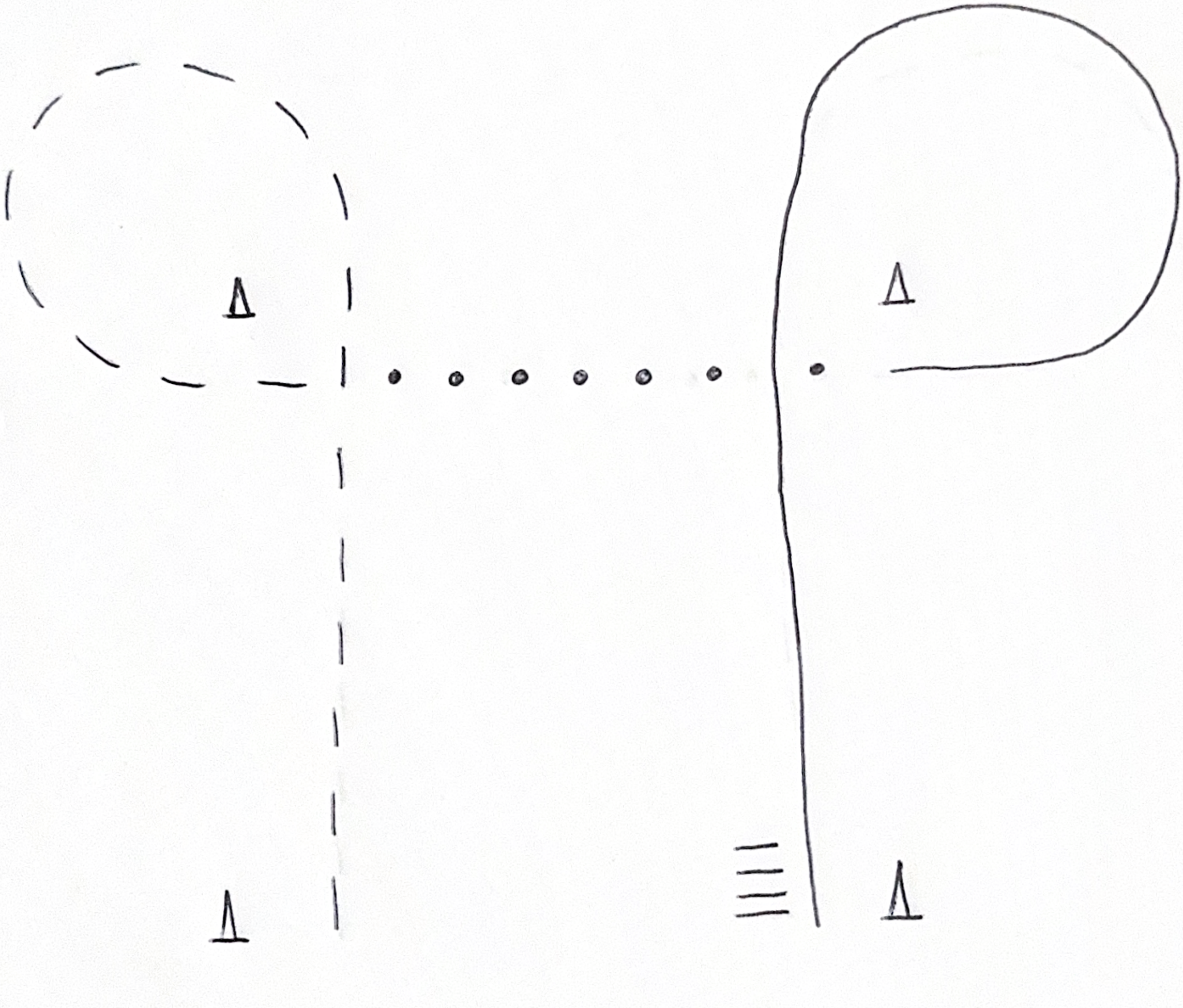


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the 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 (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

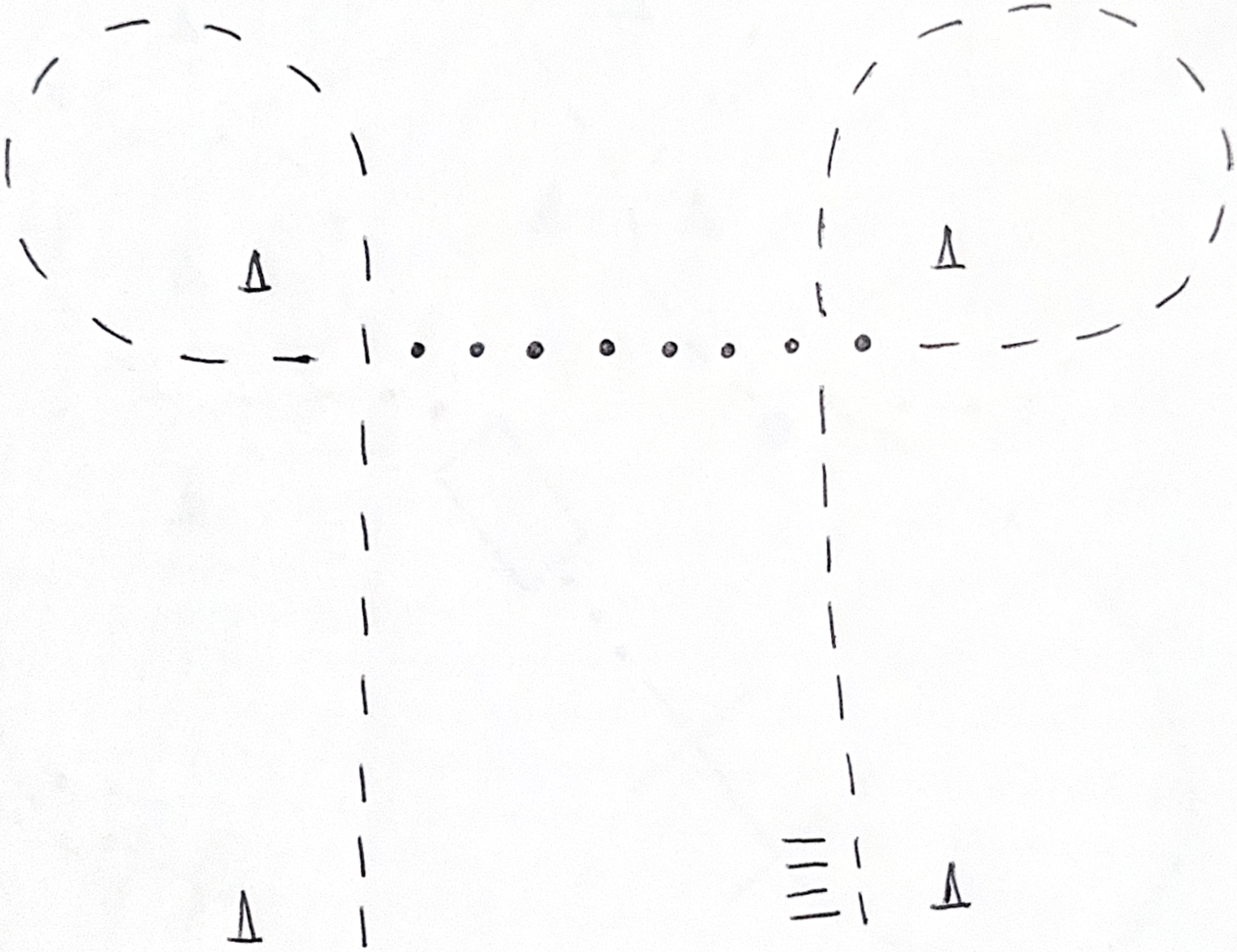
Revised 01-2021

Nevada State Horseman's Association
October 17th 2026
ALL Horsemanship (Class #55, #56, #57)



1. Start at cone A.
2. Jog to cone B.
3. Continue jogging a circle around cone B.
4. Walk to cone C.
5. Lope a circle around cone C.
6. Continue loping to cone D, halt and back.

Nevada State Horseman's Association
October 17th 2026
ALL Walk/Trot Horsemanship (Class #58, #59, #60)

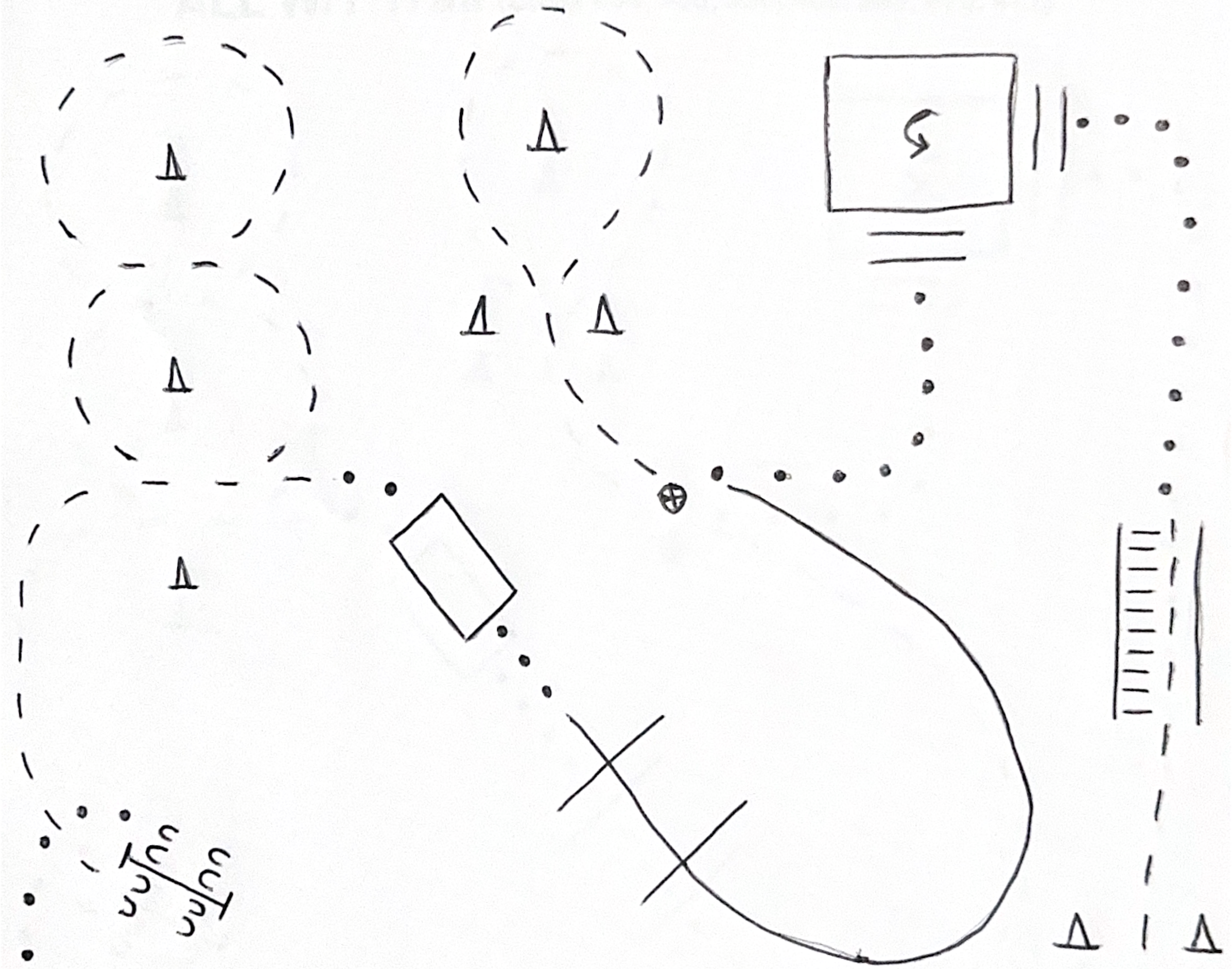


1. Start at cone A.
2. Jog to cone B.
3. Continue jogging a circle around cone B.
4. Walk to cone C.
5. Jog a circle around cone C.
6. Continue jogging to cone D, halt and back.

Nevada State Horseman's Association

October 17th 2026

ALL Trail (Class #29, #30, #31, #32, #61, #62, #63, #64)

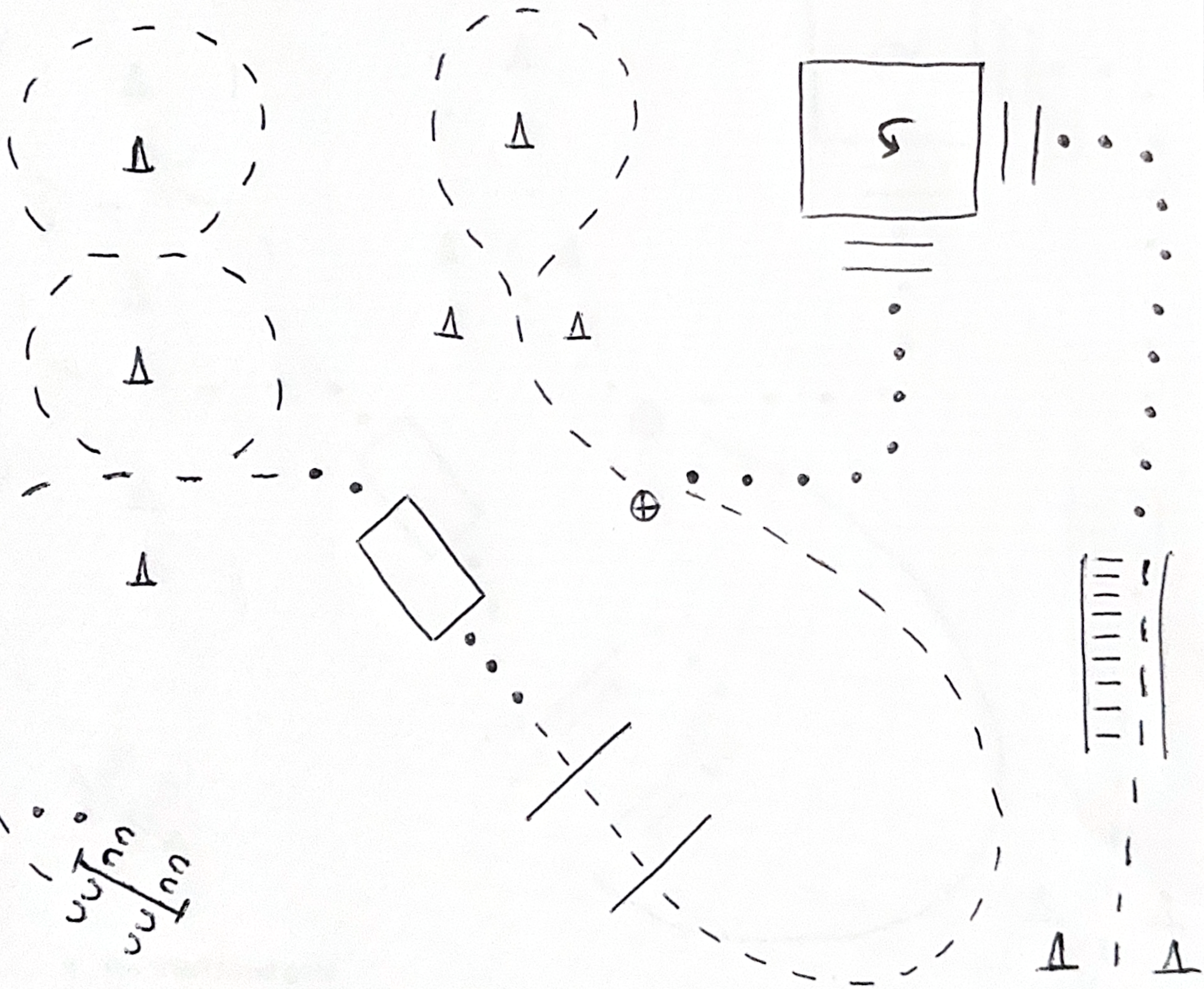


1. Jog into chute, and back chute.
2. Walk over poles and into box, turn 90* to the left, walk out of box over poles.
3. Walk to standard, jog through cones and around cone as shown.
4. Lope right lead over poles towards bridge.
5. Walk over the bridge.
6. Jog serpentine as shown.
7. Jog to gate, work gate left hand.
8. Walk to exit.

Nevada State Horseman's Association

October 17th 2026

ALL W/T Trail (Class #34, #35, #36, #68, #69, #70, #71)

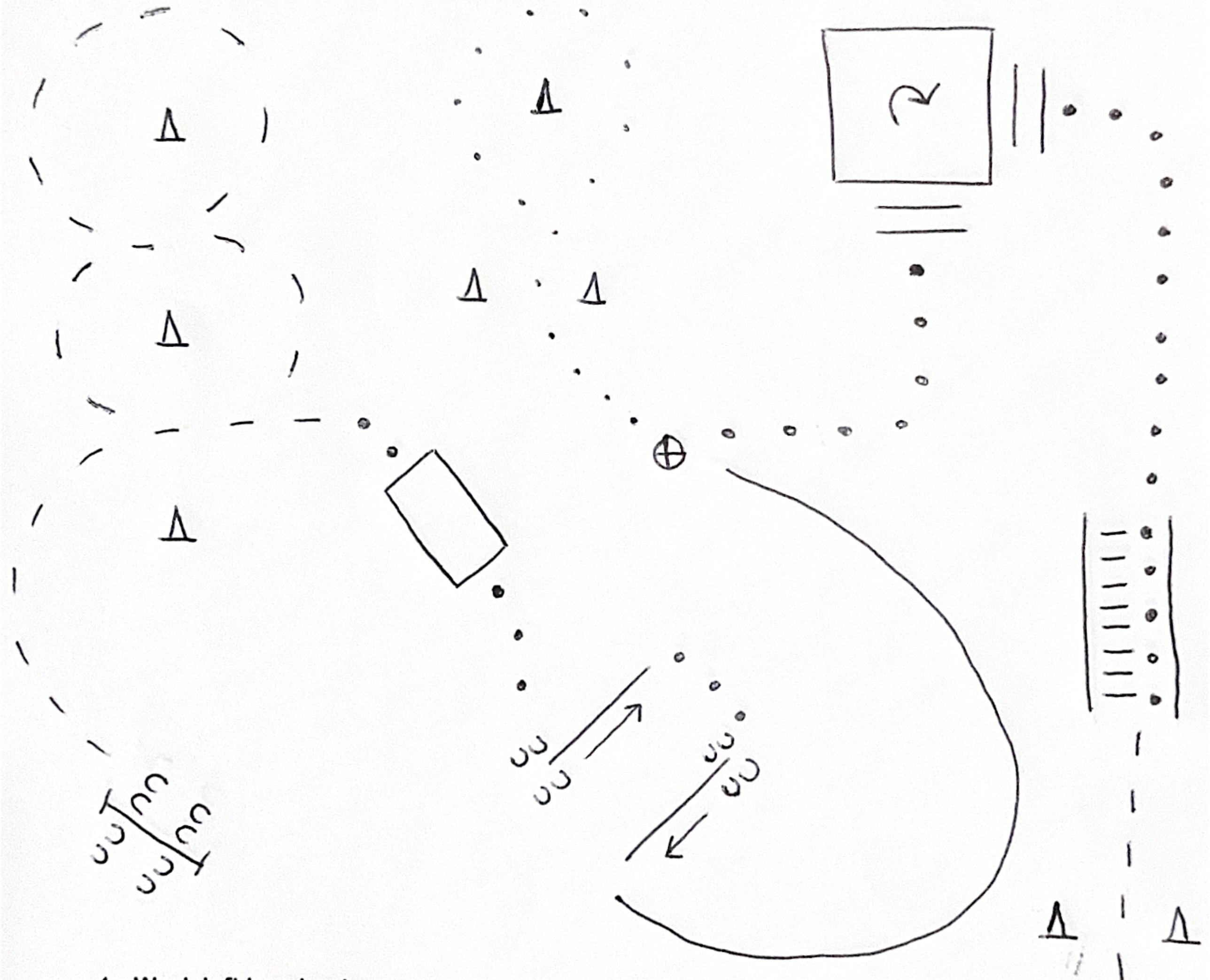


1. Jog into chute, and back chute.
2. Walk over poles and into box, turn 90* to the left, walk out of box over poles.
3. Walk to standard, jog through cones and around cone as shown.
4. Continue jogging over poles towards bridge.
5. Walk over the bridge.
6. Jog serpentine as shown.
7. Jog to gate, work gate left hand. (Leadliner's walk through an open gate.)
8. Walk to exit.

Nevada State Horseman's Association

October 17th 2026

Ranch Trail (Class #65)

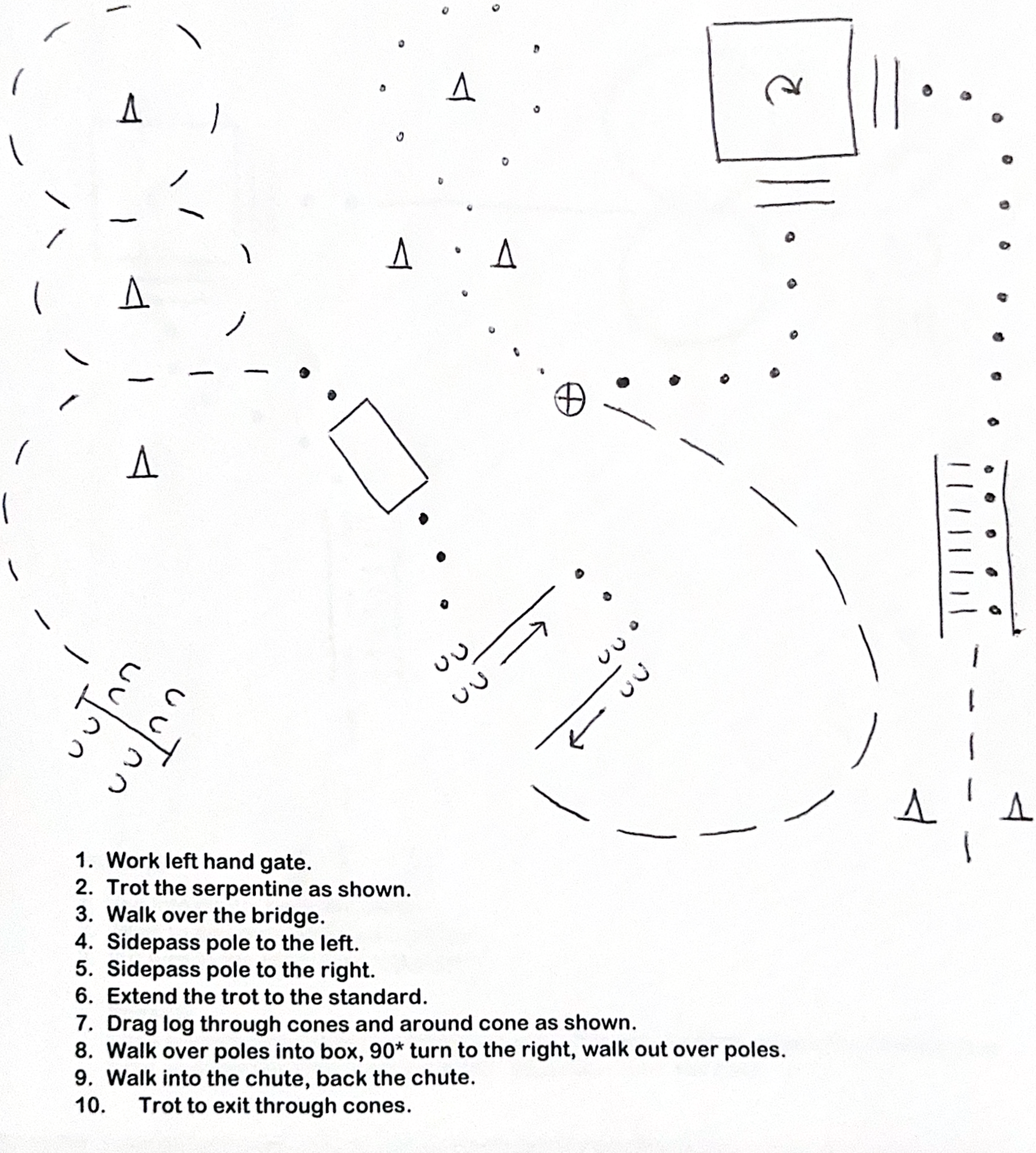


1. Work left hand gate.
2. Trot the serpentine as shown.
3. Walk over the bridge.
4. Sidepass pole to the left.
5. Sidepass pole to the right.
6. Lope left lead to the standard.
7. Drag log through cones and around cone as shown.
8. Walk over poles into box, 90* turn to the right, walk out over poles.
9. Walk into the chute, back the chute.
10. Trot to exit through cones.

Nevada State Horseman's Association

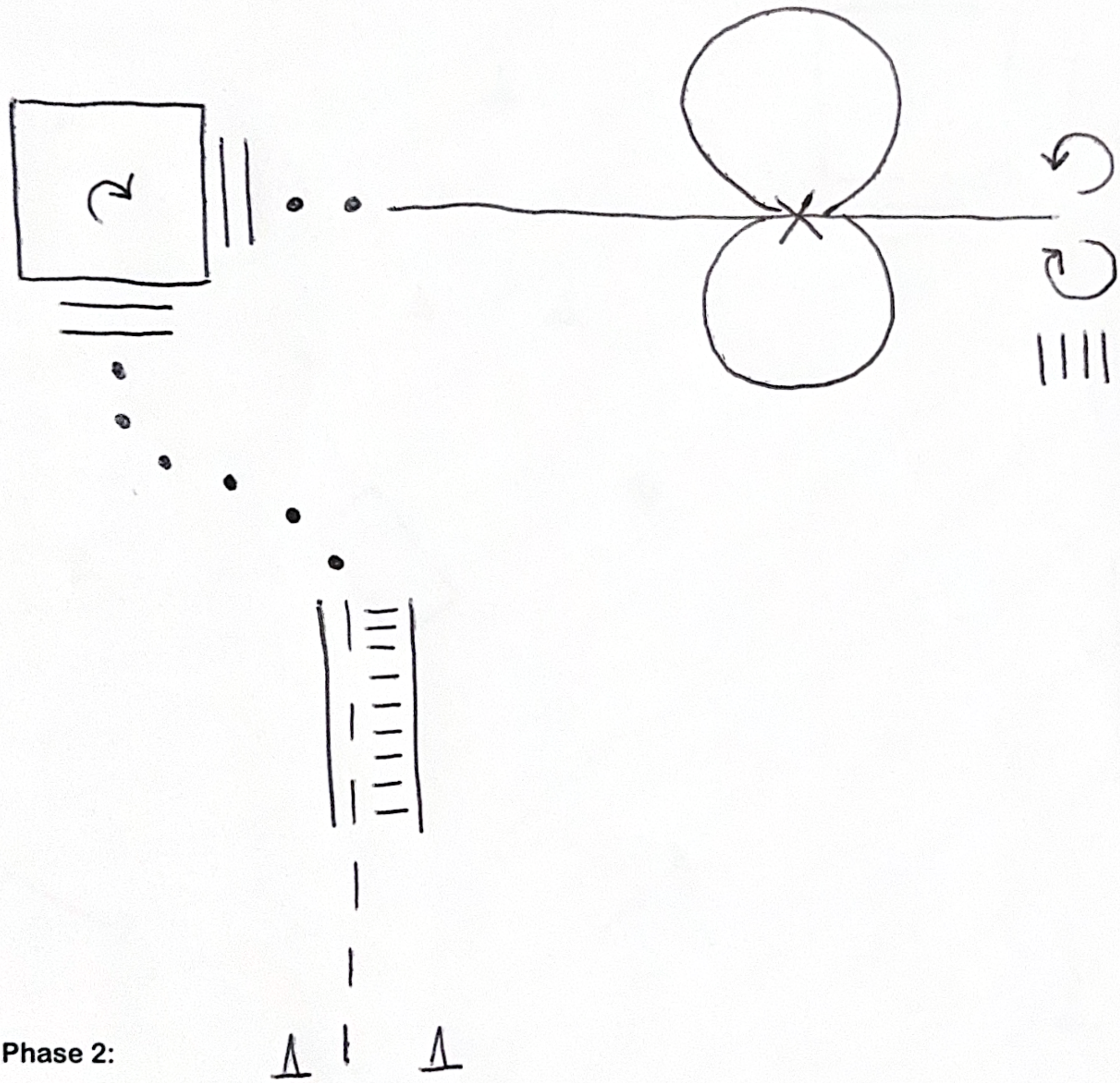
October 17th 2026

W/T Ranch Trail (Class #66)



1. Work left hand gate.
2. Trot the serpentine as shown.
3. Walk over the bridge.
4. Sidepass pole to the left.
5. Sidepass pole to the right.
6. Extend the trot to the standard.
7. Drag log through cones and around cone as shown.
8. Walk over poles into box, 90* turn to the right, walk out over poles.
9. Walk into the chute, back the chute.
10. Trot to exit through cones.

Nevada State Horseman's Association
October 17th 2026
Working Western Pleasure (Class #67)



Phase 2:

1. Jog into chute, back the chute.
2. Walk to and over poles and into box.
3. 90* turn to the right, walk out of box.

Phase 3:

Lope a figure eight, demonstrating two lead changes, perform a smooth collected stop from an extended lope, perform a 180* both directions and back.

Nevada State Horseman's Association
October 17th 2026
Trail Dimensions

