



2024 MILE HIGH CLASSIC PATTERN BOOK

3/26

VRH Reining – VRH Pattern 3

AQHA & All Breed – 8

3/27

Cowhorse – 1

VRH Ranch Riding – 3

Ranch Riding – 2

3/28

Reining – 4

3/29

Western Riding L1 and Rookie – L1 Pattern 7

Western Riding All Others – Pattern 7

Ranch Riding – 8

3/31

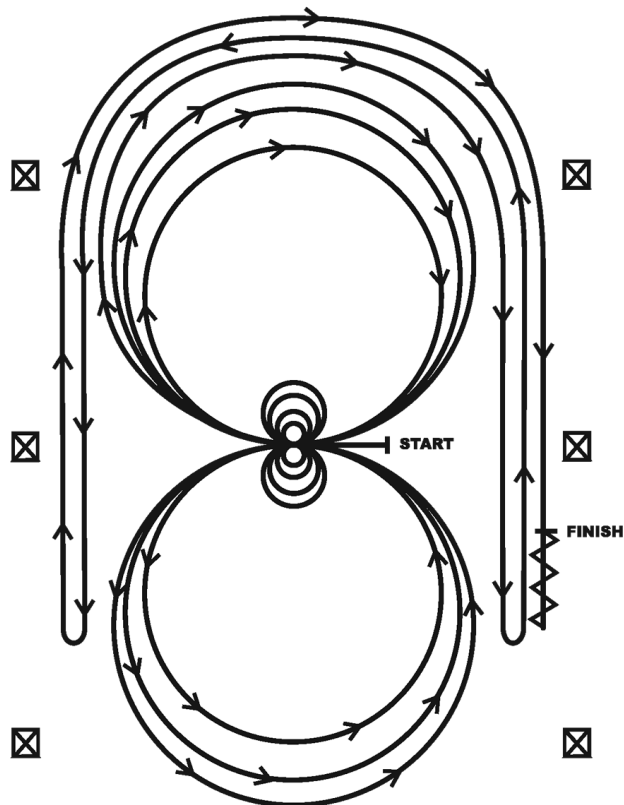
Western Riding L1 and Rookie – L1 Pattern 4

Western Riding All Others – Pattern 4

Mile High Classic

Reining 3/26 (All Breed, AHQA All)

REINING PATTERN 8



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

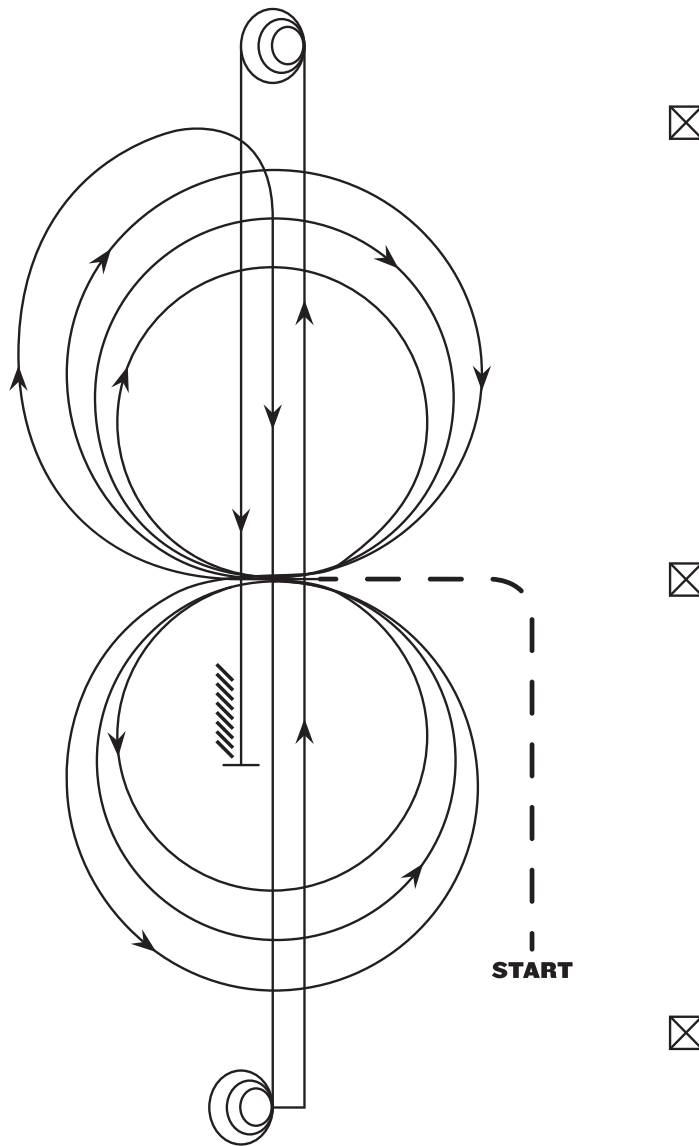
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 the previous circle 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern Provided by:

EZHorseshows

Mile High Classic

VRH Reining 3/26 All



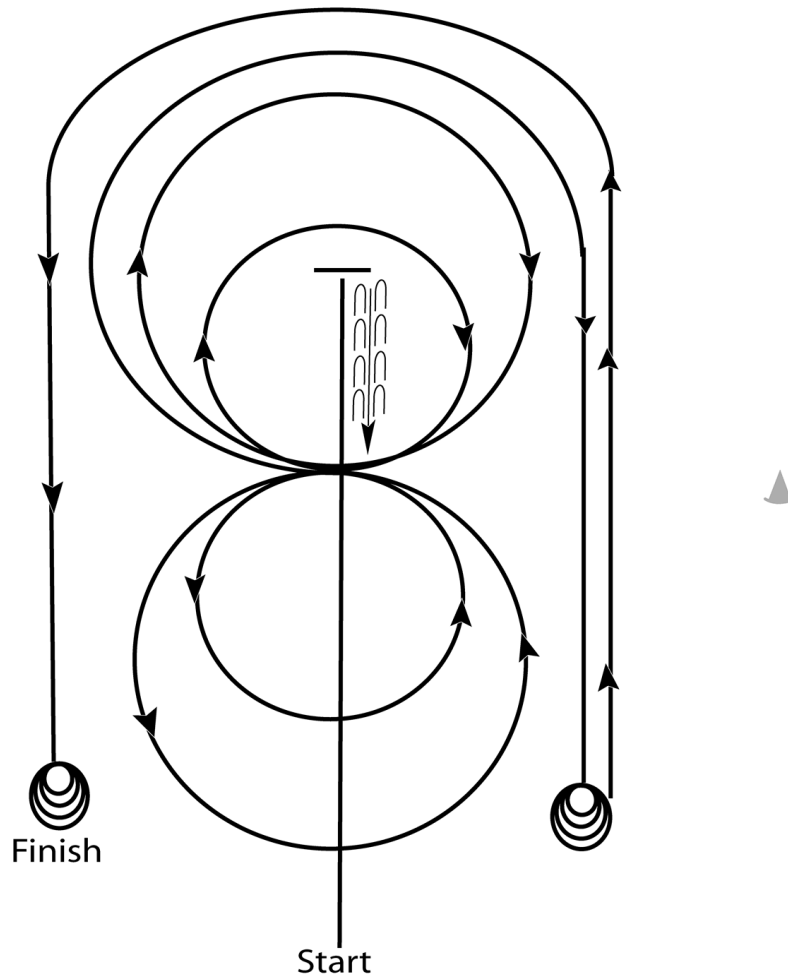
Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

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, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large 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 center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

Mile High Classic

Cowhorse 3/27 (Cowhorse All)



Pattern 1

1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn left.
3. Pickup right lead, big fast circle, small slow circle.
4. Change leads to left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 turns to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 turns to the left.
10. Hesitate to complete pattern.

Pattern Provided by:

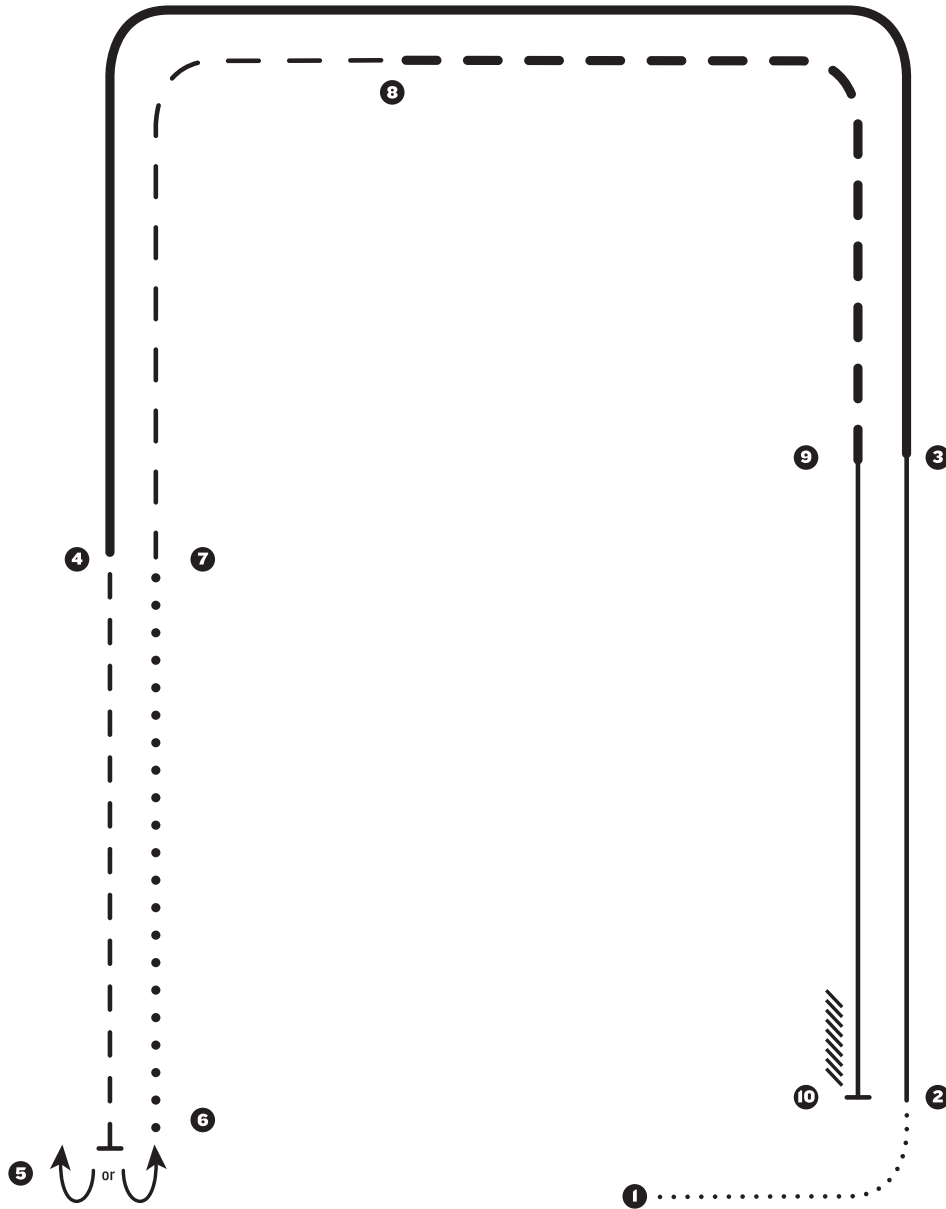
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Mile High Classic

VRH Ranch Riding 3/27 All

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back



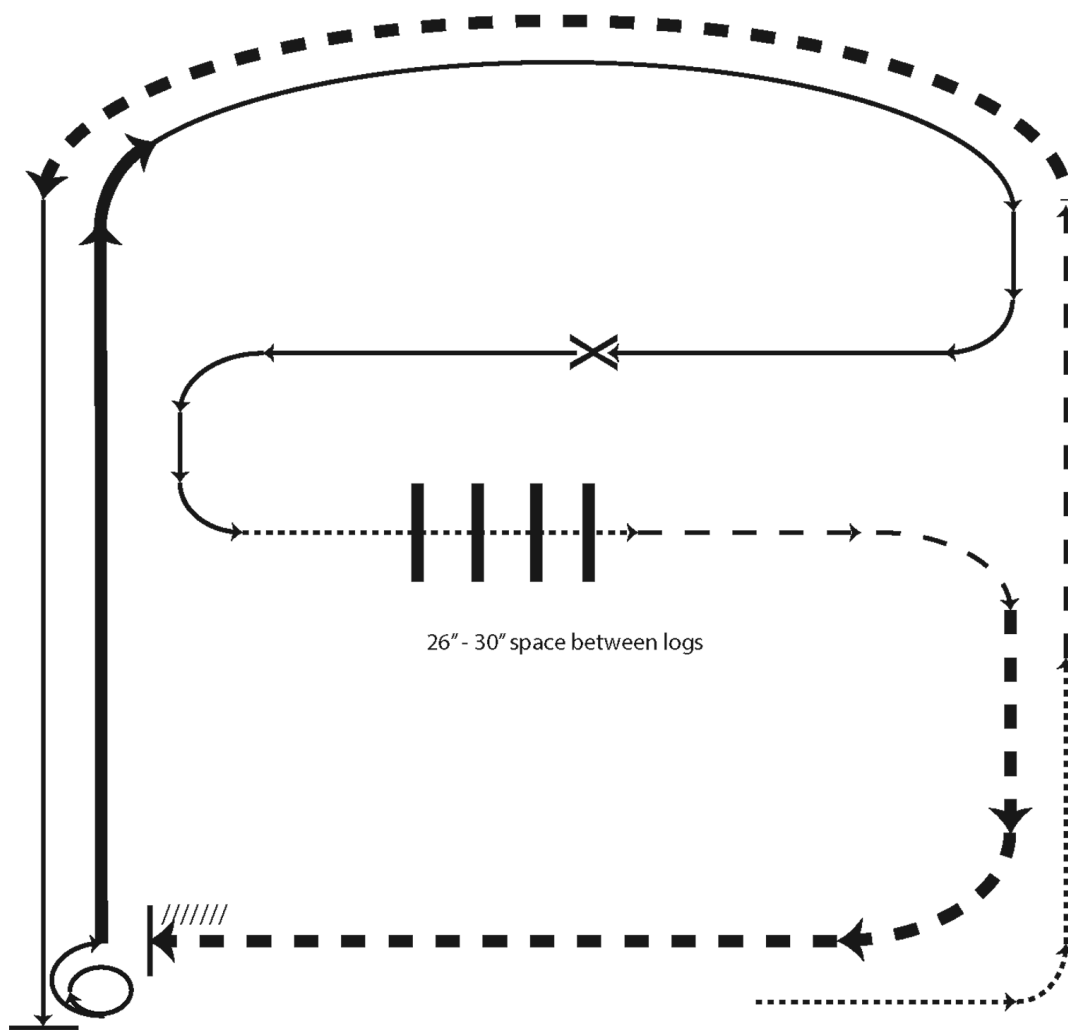
When establishing the course, the following distances are suggested. Patterns may begin in either direction and markers are optional.

1. Walk from 1 to 2 - 30 feet
2. Lope from 2 to 3 - 150 feet
3. Extended Lope from 3 to 4 - 200 feet
4. Trot from 4 to 5 - 120 feet
5. Stop at 5; reverse (either direction)
6. Extended Walk from 6 to 7 - 75 feet
7. Trot from 7 to 8 - 90 feet
8. Extended Trot from 8 to 9 - 240 feet
9. Lope from 9 to 10 - 150 feet
10. Stop and Back at 10 - approximately one horse length

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.

Mile High Classic

Ranch Riding 3/27 (Ranch Riding ALL)



- X Lead Change
- Walk
- - - Trot
- - - Ext Trot
- — — Lope
- — — Ext Lope
- //// //// Back

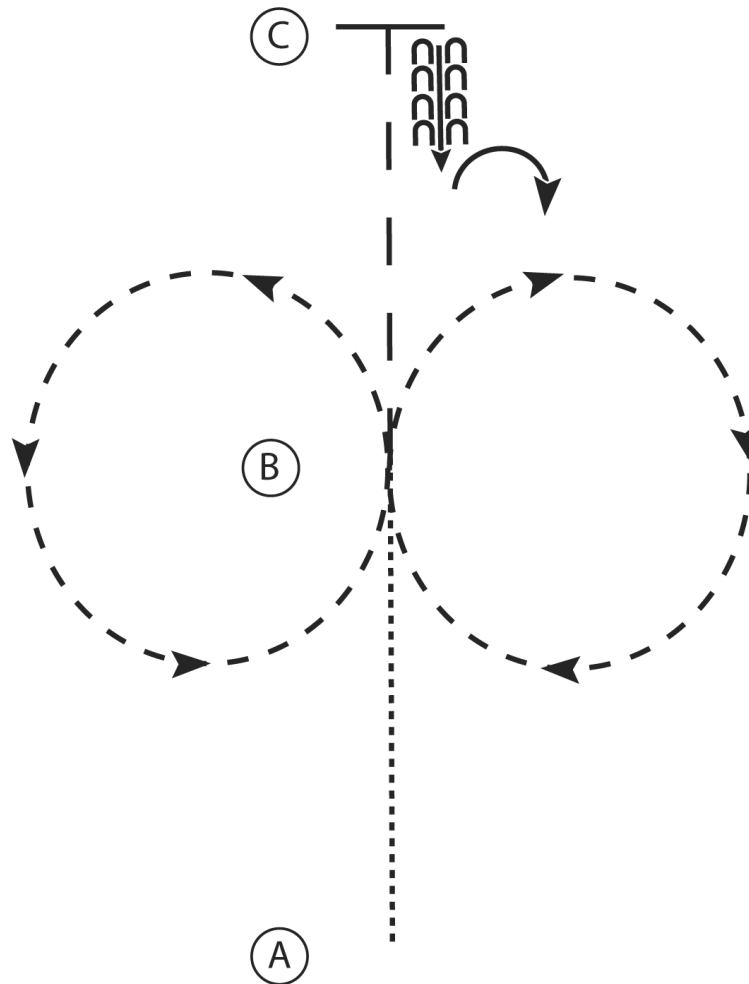
1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

Pattern Provided by:

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Mile High Classic

Hunt Seat Eq 3/28 (W/T)



1. Walk A to B
2. Sitting trot circle to the right
3. Posting trot circle to the left
4. At B extend the trot to C
5. Stop at C and back 4 steps
6. Perform a 90 degree turn to the right

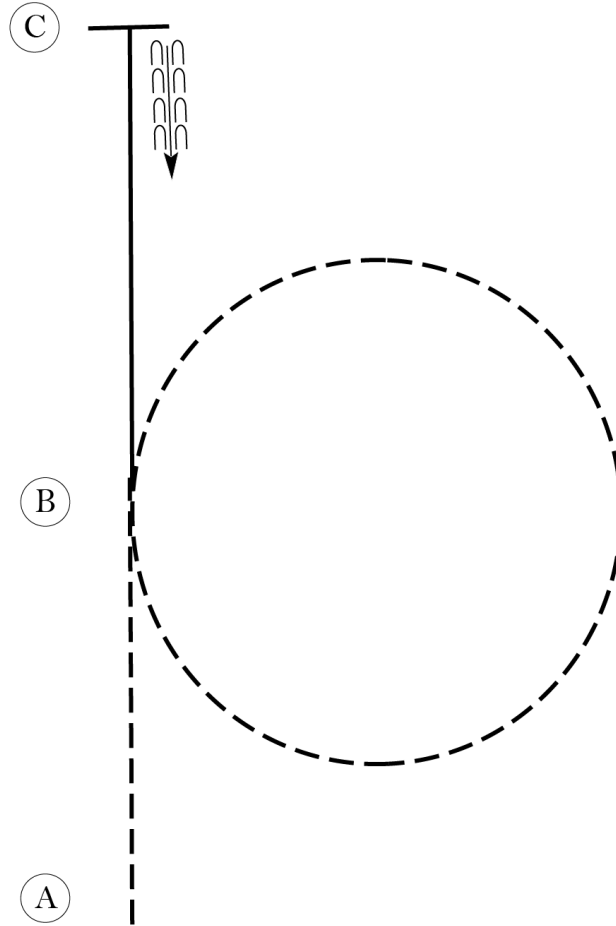
Walk
Trot	-----
Extended Trot	- - - - -
Canter	—————
Leg Yield	
Lead Change	↘
Back	← C C C C
Marker	⊙ B
Sidepass	← - - - - →

Pattern Provided by:

EZHorseshows

Mile High Classic

Hunt Seat Eq 3/28 (All Breed, All L1, All Rookie)



Be ready before A.

1. Sitting trot A to B.
2. At B, posting trot circle to the right on proper diagonal.
3. At B, canter on the left lead to C.
4. Stop at C and back approximately one horse length.

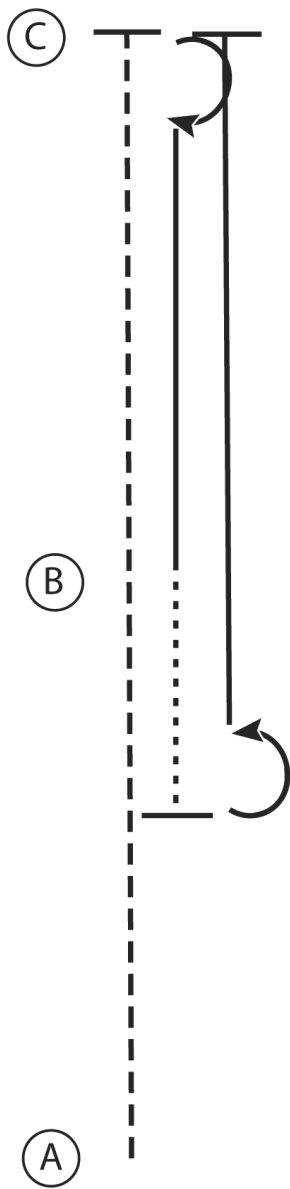
Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↙ ↘
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

Pattern Provided by:

EZHorseshows

Mile High Classic

Hunt Seat Eq 3/28 (Amt, Amt Select, Yth)



1. Posting trot right diagonal A to B
2. Posting trot left diagonal B to C
3. Stop at C and perform a 180 degree turn to the right on the hindquarter
4. Canter on the right lead C to B
5. At B walk towards A
6. When halfway to A stop and perform a 180 degree turn to the left on the hindquarter
7. Canter on the left lead to C
8. Stop at C

Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	——— ———
Back	←←←← ———
Marker	Ⓟ
Sidepass	←-----→

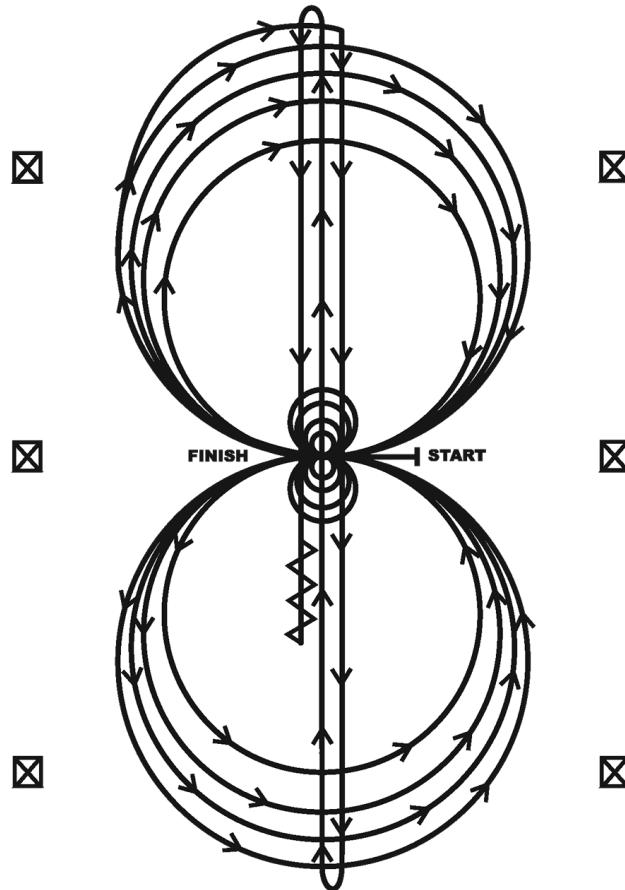
Pattern Provided by:

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Mile High Classic

Reining 3/28 (All)

REINING PATTERN 4



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.

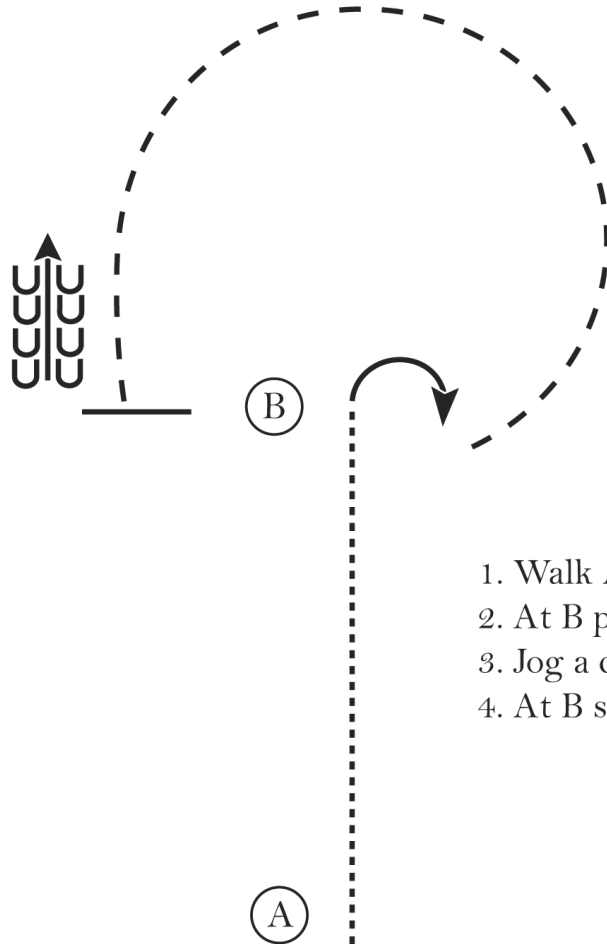
1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

Pattern Provided by:

EZHorseshows

Mile High Classic

Western Horsemanship 3/29 (W/T)



1. Walk A to B
2. At B perform a 90 degree turn to the right
3. Jog a circle around B
4. At B stop and back 4 steps

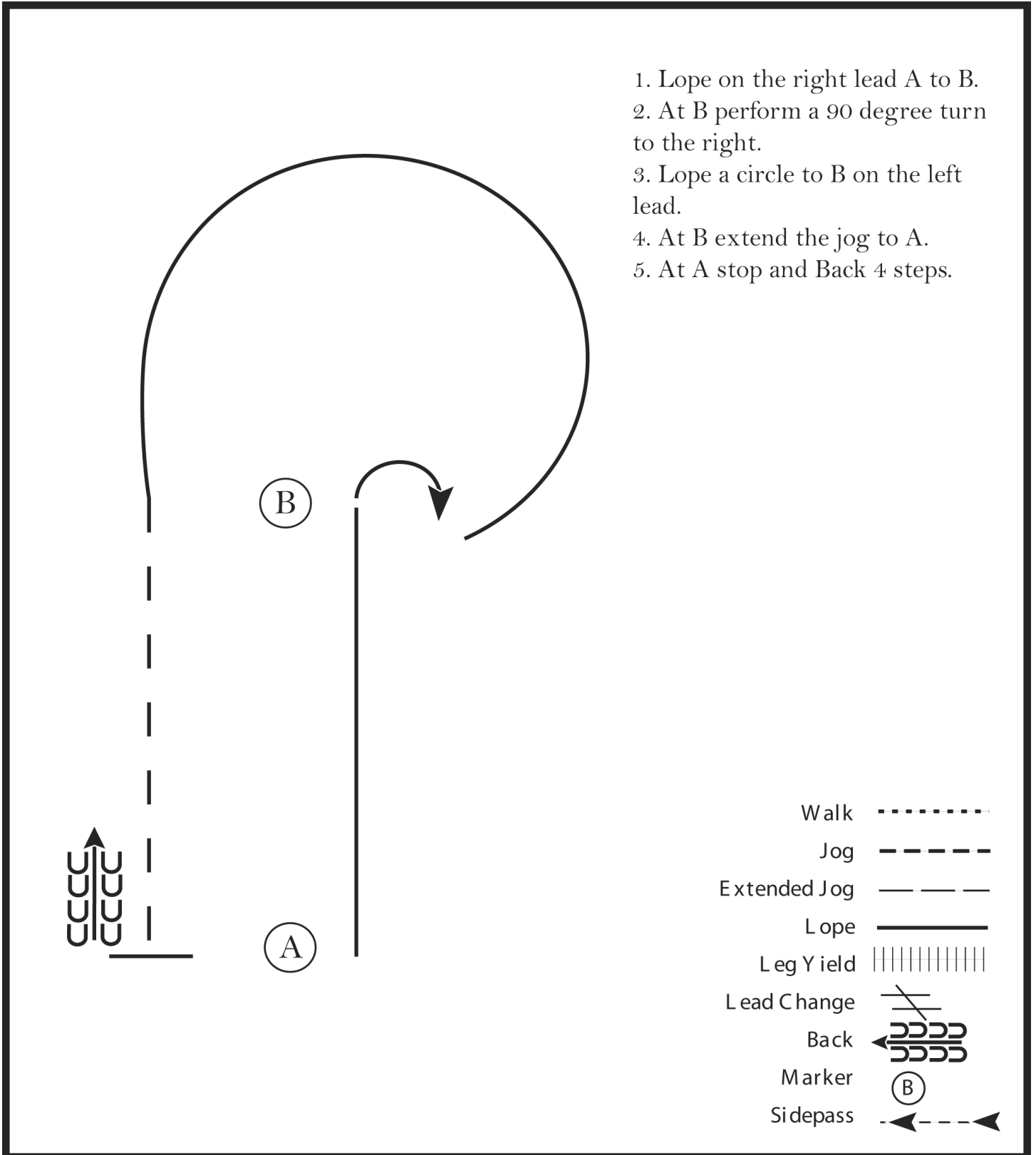
Walk
Jog	-----
Extended Jog	-----
Lope	————
Leg Yield	
Lead Change	—/—
Back	←←←← ←←←←
Marker	(B)
Sidepass	←←←←

Pattern Provided by:

EZHorseshows

Mile High Classic

Western Horsemanship 3/29 (All Breed, All L1, All Rookie)

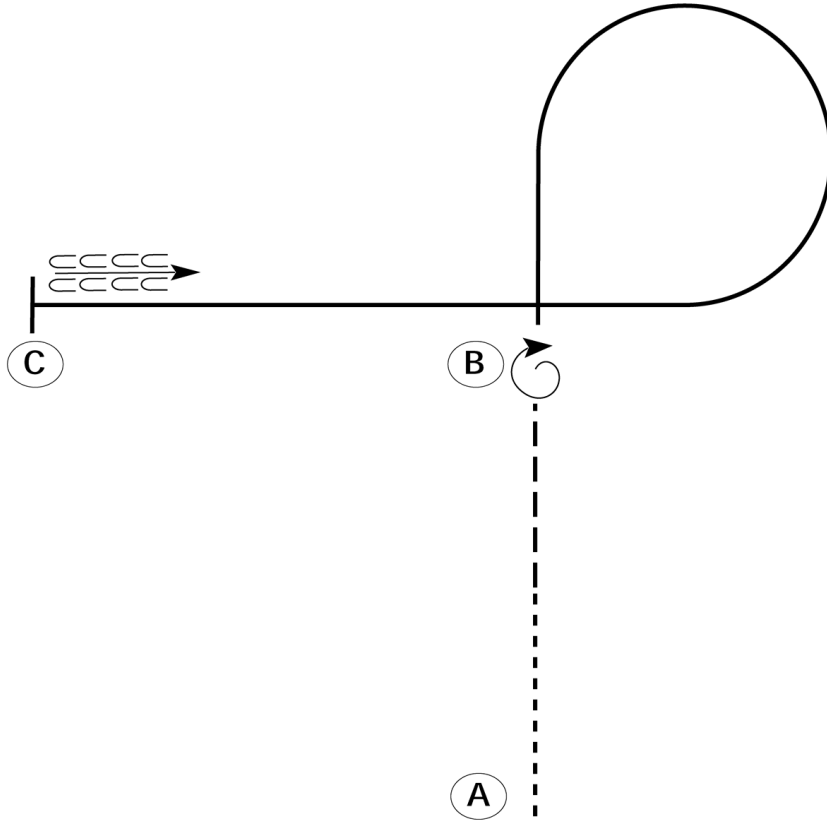


Pattern Provided by:

EZHorseshows

Mile High Classic

Western Horsemanship 3/29 (Amt, Amt Select, Yth)



Be ready at A.

1. Walk from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Stop at B and turn 360 degrees to the right.
4. Lope a circle to the right with speed.
5. Slow to a lope at B and continue to C.
6. Stop at C and back one horse length.

Retire to the rail or line up at a jog.

Walk -----

Jog - - - - -

Extended Jog - - - - -

Lope _____

Leg Yield |||||||

Lead Change

Back

Marker

Sidepass

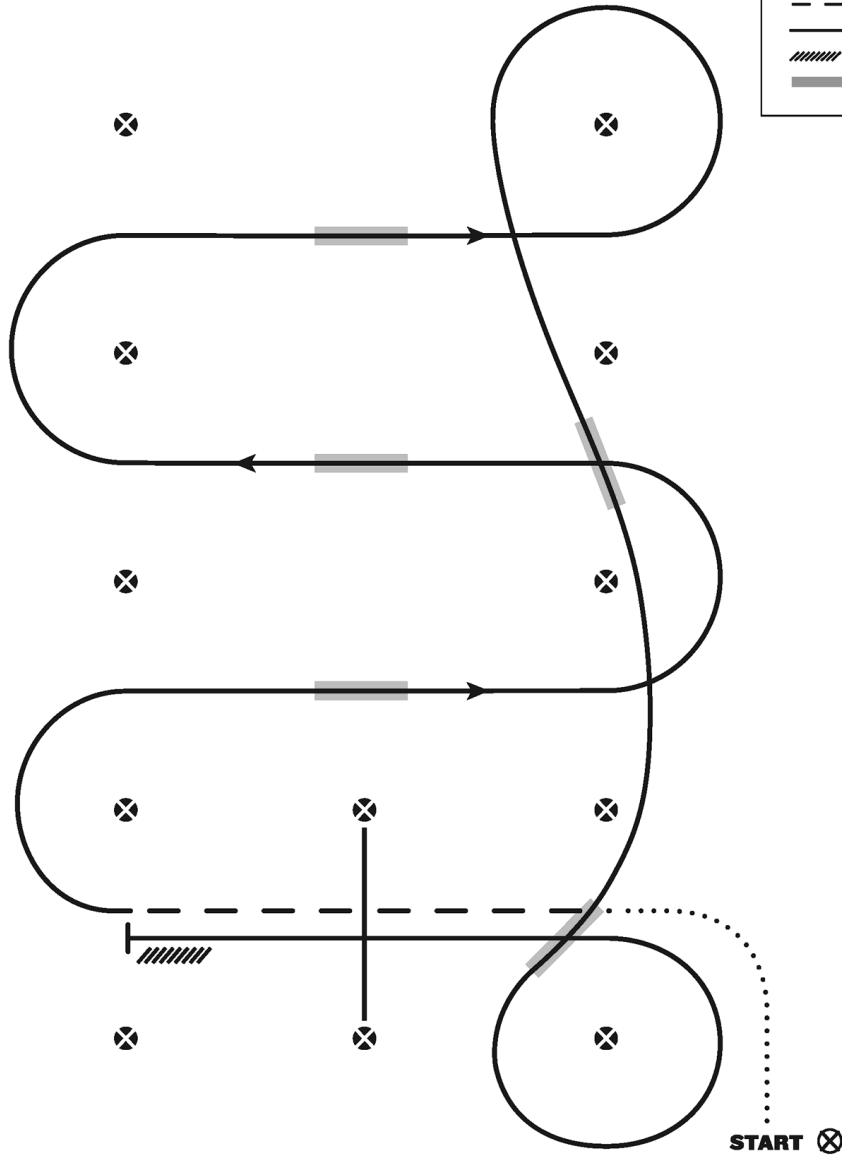
Pattern Provided by:

EZHorseshows

Mile High Classic

Western Riding 3/29 (All Breed, All L1, All Rookie,)

LEVEL I WESTERN RIDING PATTERN 7



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 right 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

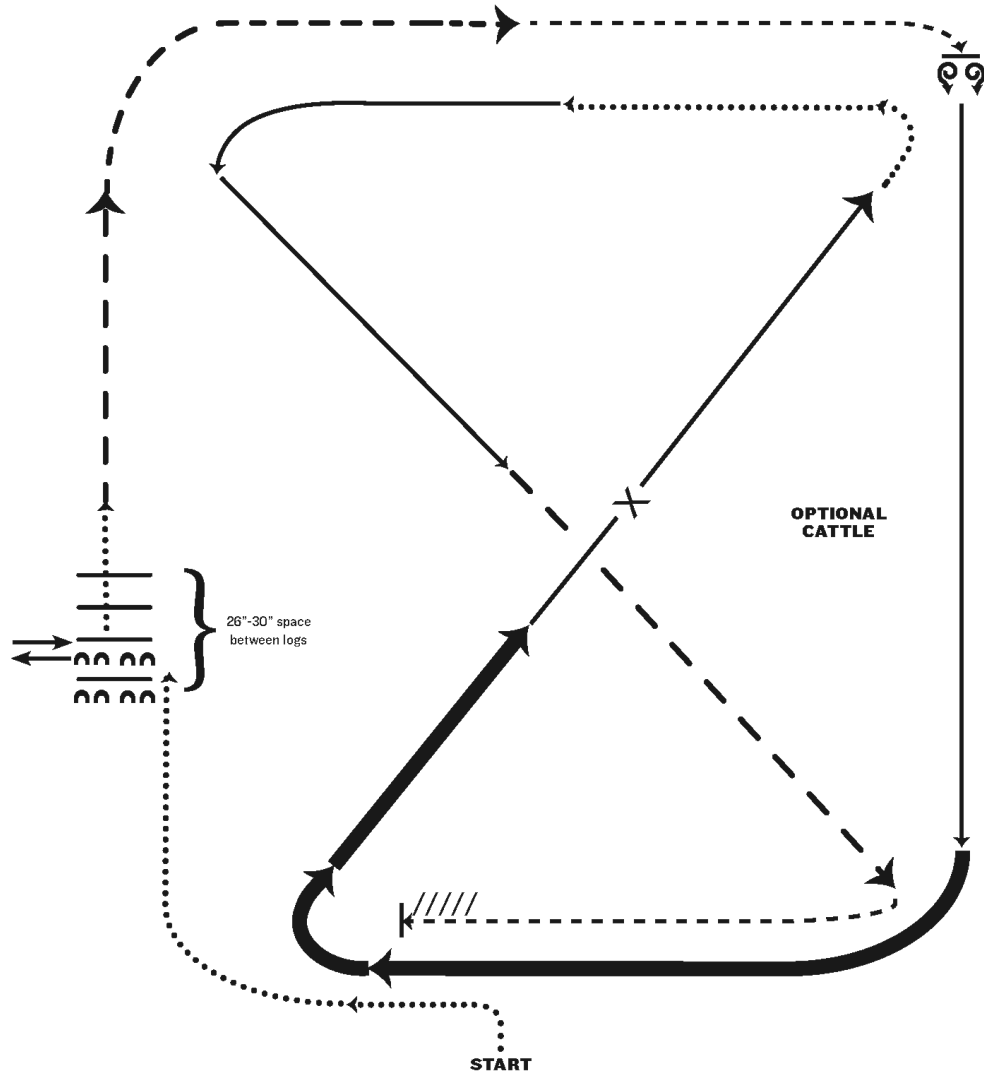
Revised 06-07-2021

Pattern Provided by:

EZHorseshows

Mile High Classic

Ranch Riding 3/29 (Ranch Riding ALL)



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk across logs
4. Extended trot
5. Trot
6. Stop, 360 degree turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope (right lead)
9. Collect lope, change leads (simple or flying)
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

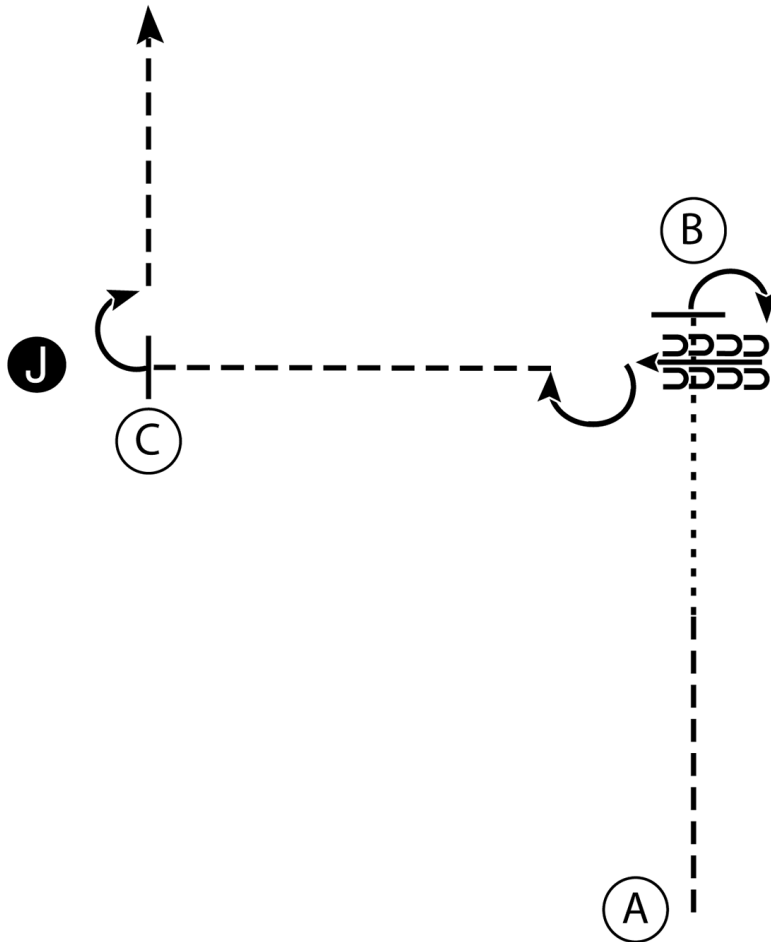
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Pattern Provided by:

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Mile High Classic

Showmanship 3/30 (Yth, Amt, Amt Select)



1. Trot from A half way to B.
2. Break to walk and walk to B.
3. Stop and perform a 90 degree turn.
4. Back four steps and perform a 180 degree turn.
5. Trot to C. Stop and set up for inspection.
6. When dismissed perform a 90 degree turn.
7. Trot to line-up.

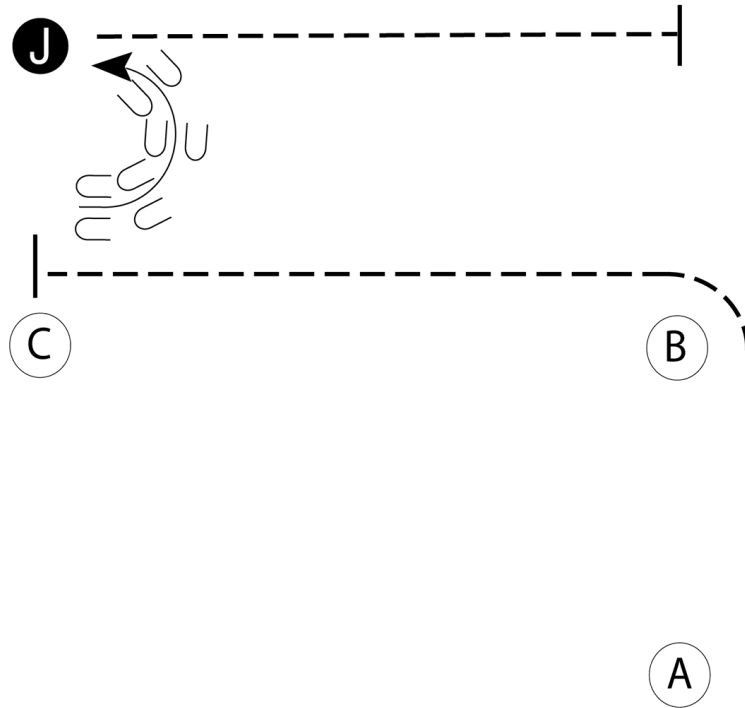
Walk
Trot	-----
Back	← ↖ ↗ ↘ ↙ ↘ ↗ ↖
Marker	Ⓟ
Judge	Ⓝ

Pattern Provided by:

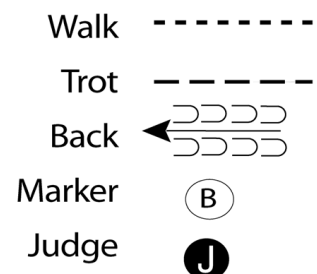
EZHorseshows

Mile High Classic

Showmanship 3/30 (All Breed, All L1, All Rookie)



1. Trot from A to C.
2. Stop at C.
3. Back a half-circle to the Judge.
4. Set up for inspection.
5. When dismissed trot until even with B.
6. Stop and wait to be dismissed.

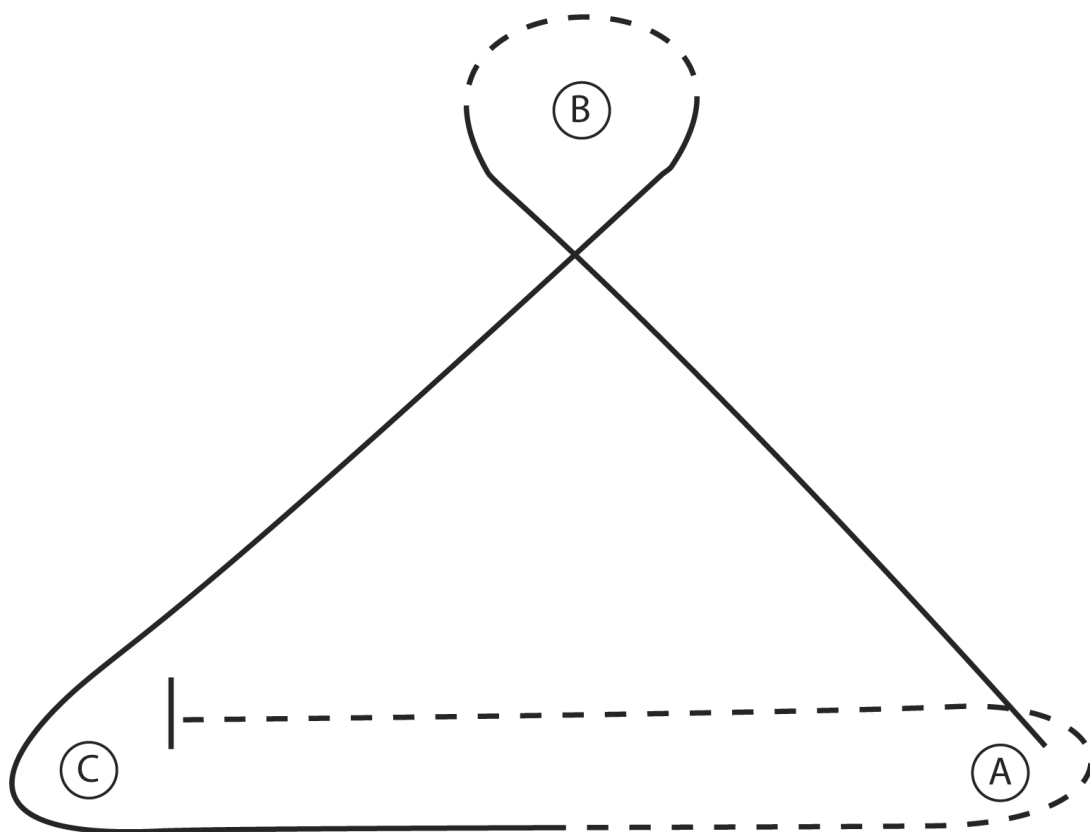


Pattern Provided by:

EZHorseshows

Mile High Classic

Hunt Seat Eq 3/30 (All Breed, All L1, All Rookie)



1. Canter on the right lead A to B
2. At B posting trot around B
3. At B canter on the left lead to and around C and continue towards A
4. Halfway to A posting trot on the right diagonal to and around A and continue towards C
5. Halfway to C sit the trot
6. Stop at C

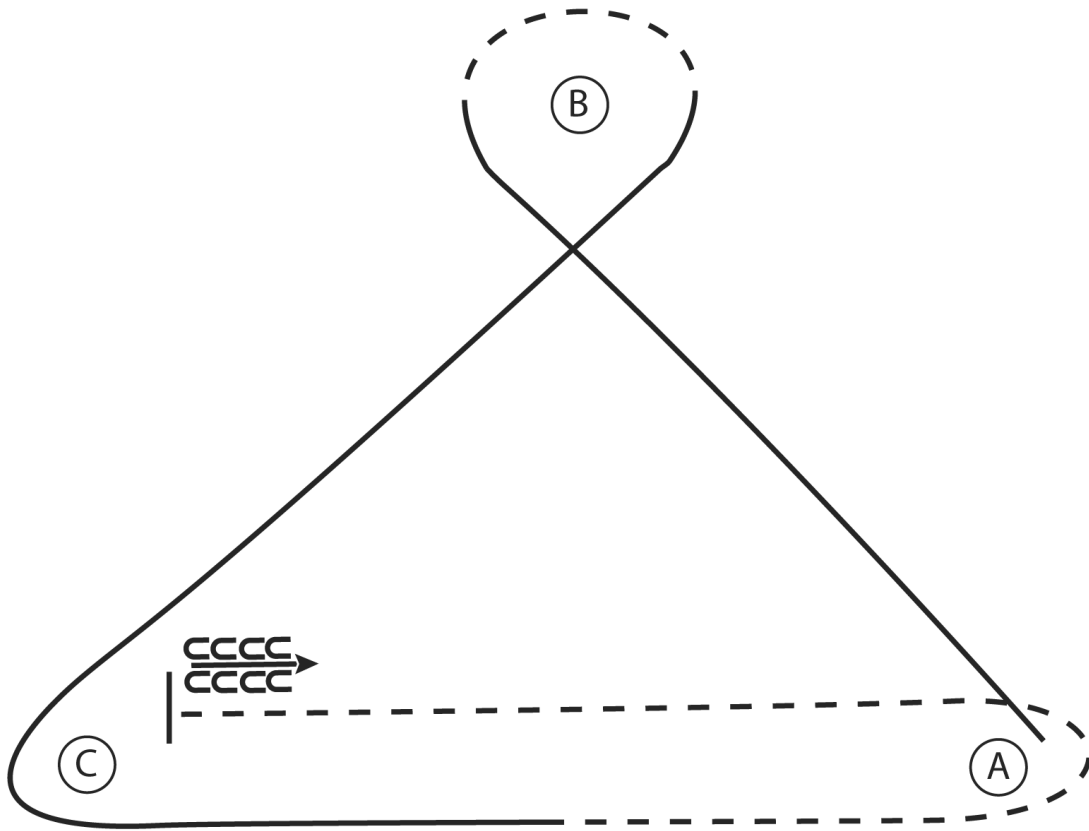
Walk
Trot	-----
Extended Trot	-----
Canter	—————
Leg Yield	
Lead Change	↘
Back	←←←←←
Marker	⊙
Sidepass	←←←←←

Pattern Provided by:

EZHorseshows

Mile High Classic

Hunt Seat Eq 3/30 (Yth, Amt, Amt Select)



1. Canter on the right lead A to B
2. At B posting trot around B
3. At B canter on the left lead to and around C and continue towards A
4. Halfway to A posting trot on the right diagonal to and around A and continue towards C
5. Halfway to C sit the trot
6. Stop at C and back 4 steps

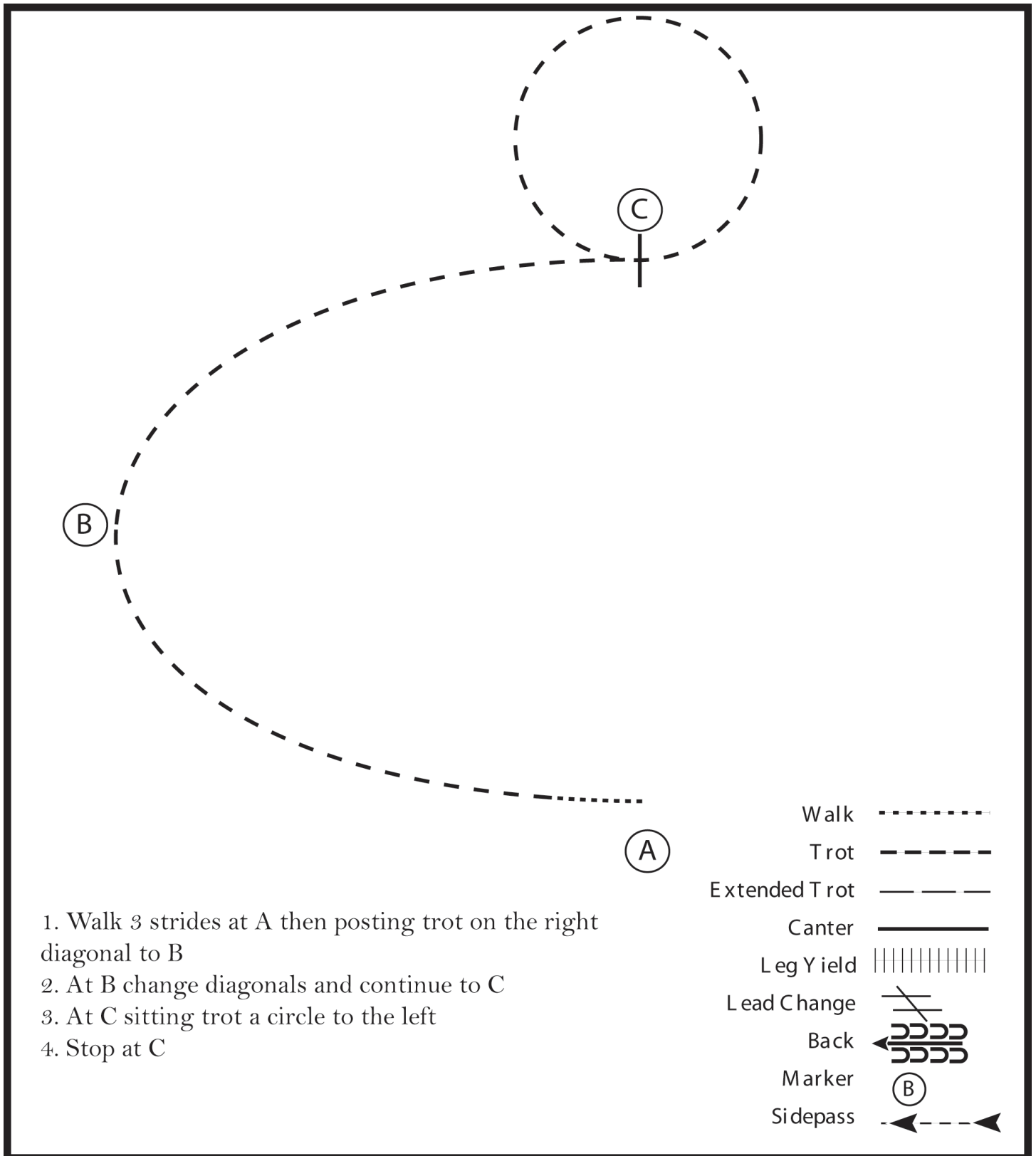
Walk
Trot	-----
Extended T rot	-----
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ←
Marker	Ⓚ
Sidepass	← ← ← ←

Pattern Provided by:

EZHorseshows

Mile High Classic

Hunt Seat Eq 3/30 (W/T)



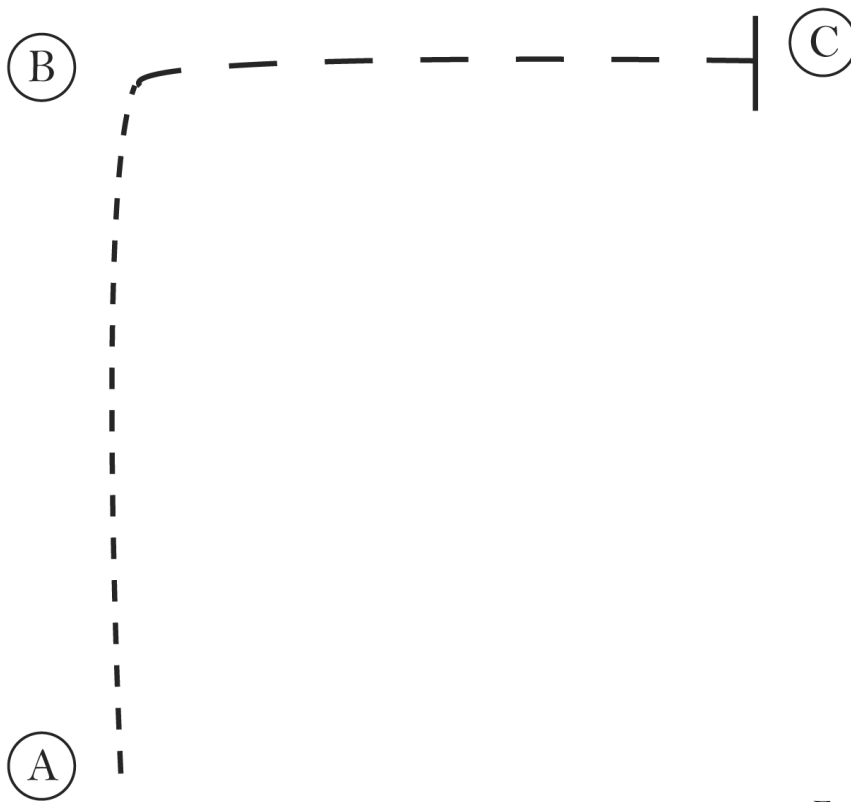
Pattern Provided by:

EZHorseshows

Mile High Classic

Western Horsemanship 3/31 (W/T)

1. Jog A to B
2. At B extend the jog to C
3. Stop at C



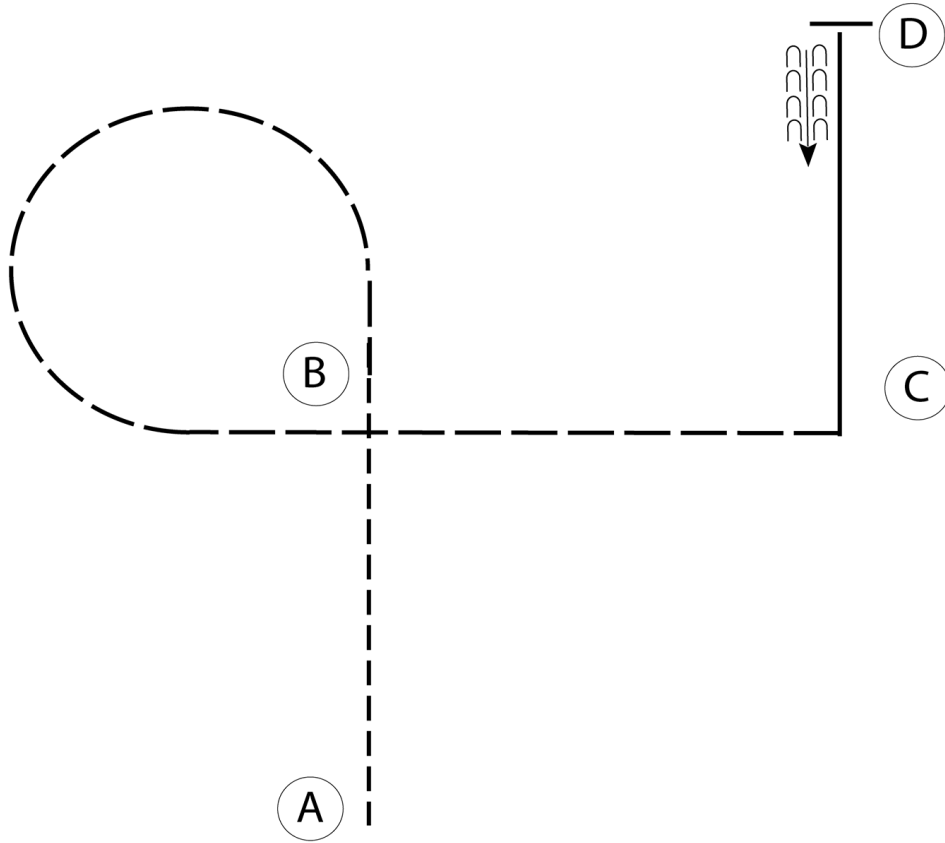
Walk
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←← ←←←←←
Marker	(B)
Sidepass	←←←←←

Pattern Provided by:

EZHorseshows

Mile High Classic

Western Horsemanship 3/31 (All Breed, All L1, All Rookie)



Be ready at A.

1. Jog to B.
2. At B, extend the jog in a circle around B.
3. Continue the extended jog toward C.
4. Turn a corner at C and lope on the left lead to D.
5. At D, stop and back approximately one horse length.

Follow the instructions of your ring steward.

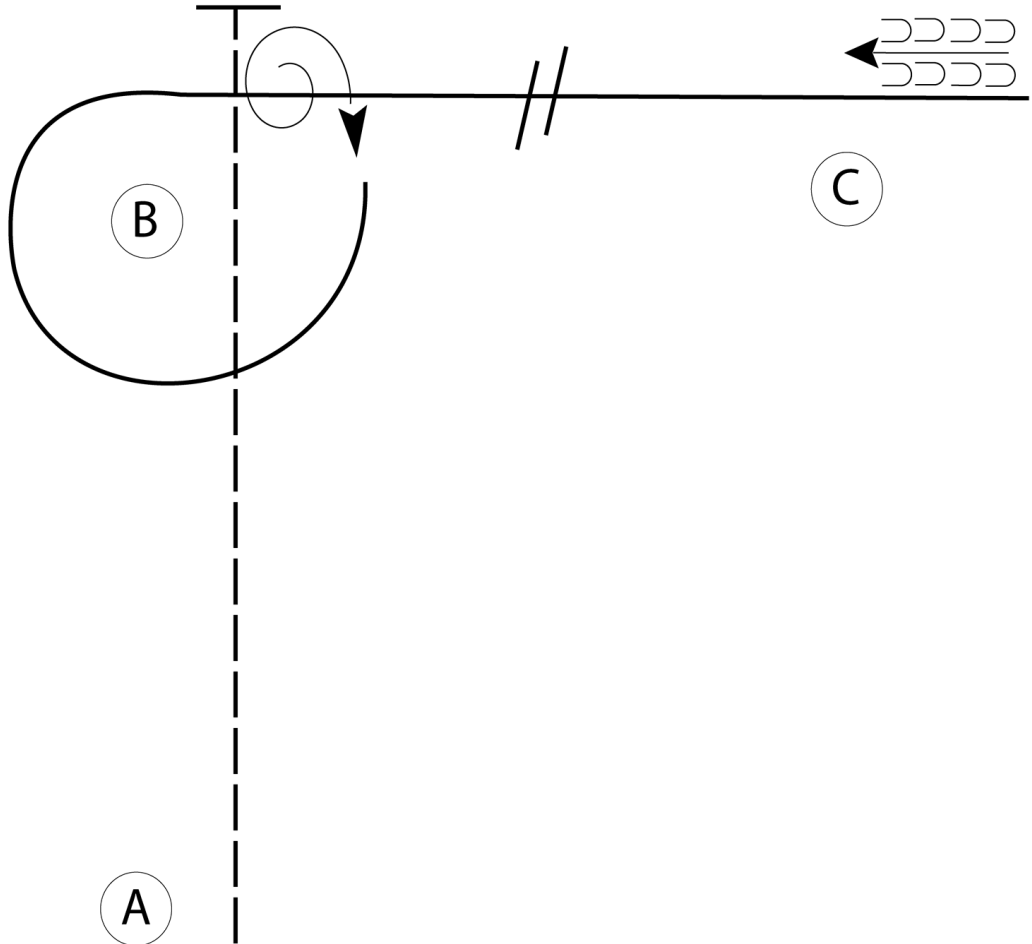
Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← ← ←
Marker	(B)
Sidepass	←-----→

Pattern Provided by:

EZHorseshows

Mile High Classic

Western Horsemanship 3/31 (Yth, Amt, Amt Select)



Be ready at A.

1. Perform an extended jog from A past B
2. Stop past B and perform a 540 degree turn to the right.
3. Lope on the right lead around B and continue towards C.
4. Half way between B and C perform a simple lead change.
5. Continue to lope past C and stop.
6. Back to C.

Follow the instructions of your ring steward.

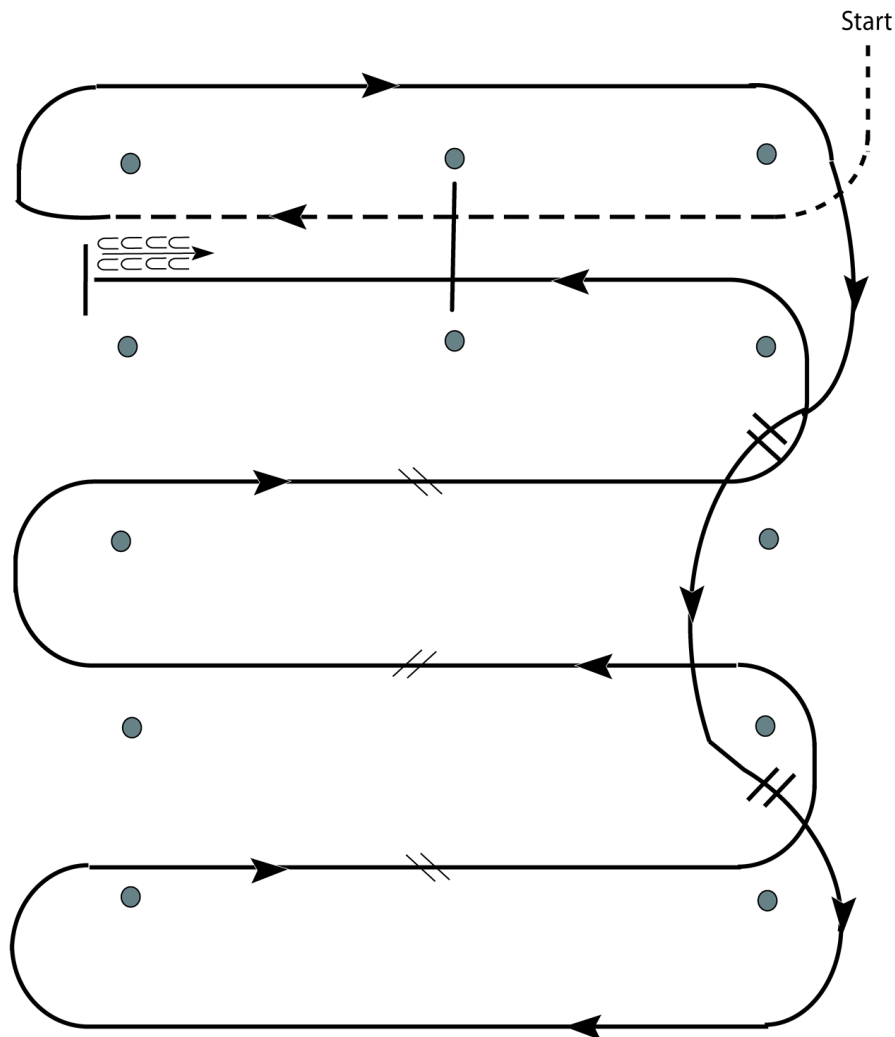
Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	— / —
Back	←←← ←←←
Marker	⊙ B
Sidepass	←-----→

Pattern Provided by:

EZHorseshows

Mile High Classic

Western Riding 3/31 (Western Riding all L1, Rookie)



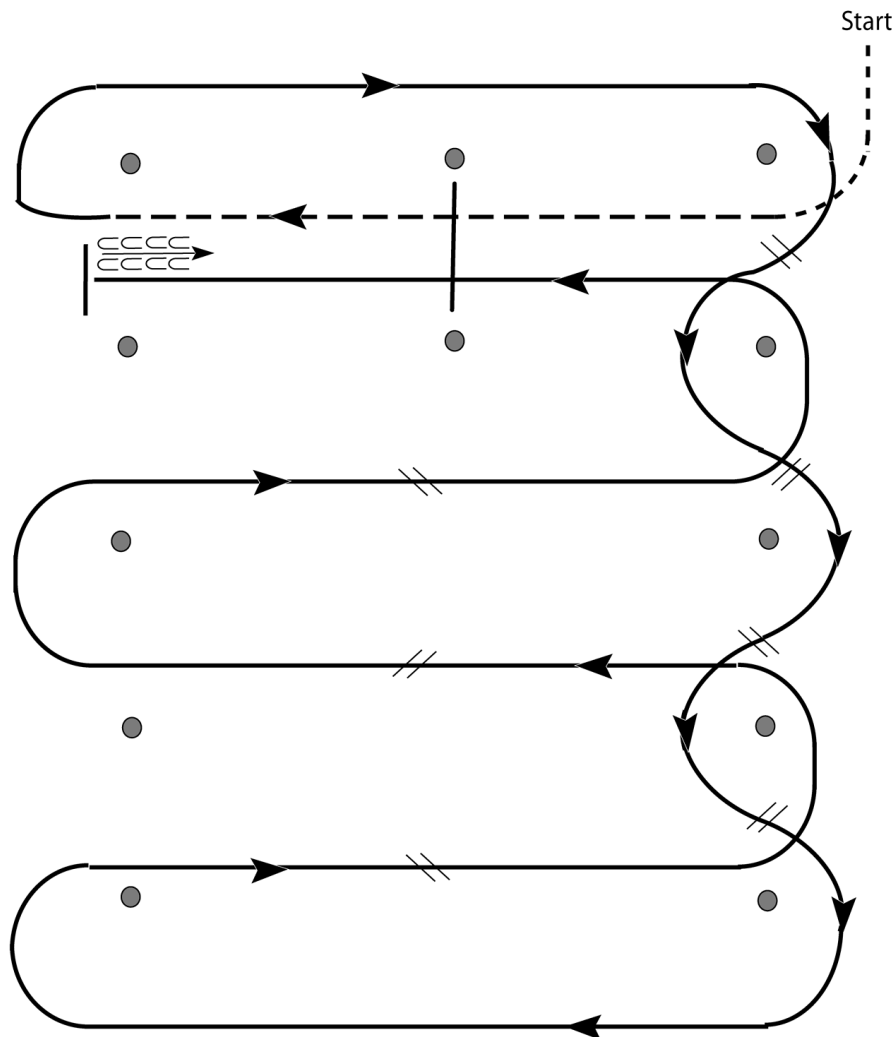
1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

Pattern Provided by:

EZHorseshows

Mile High Classic

Western Riding 3/31 (Western Riding Jr, Sr, Yth, Amt, Amt Select)



1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.

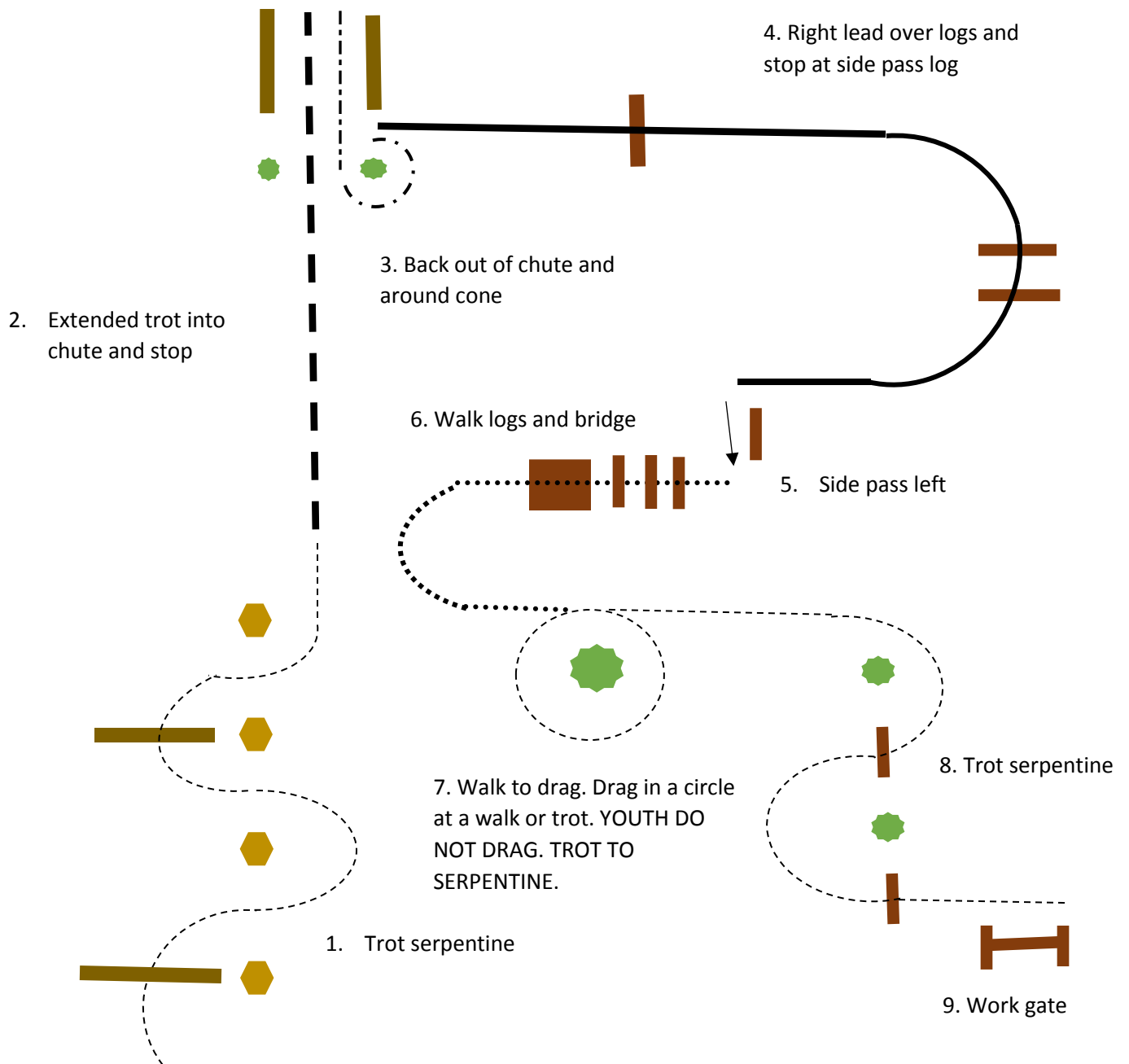
Pattern Provided by:

EZHorseshows

Ranch Trail Round 1

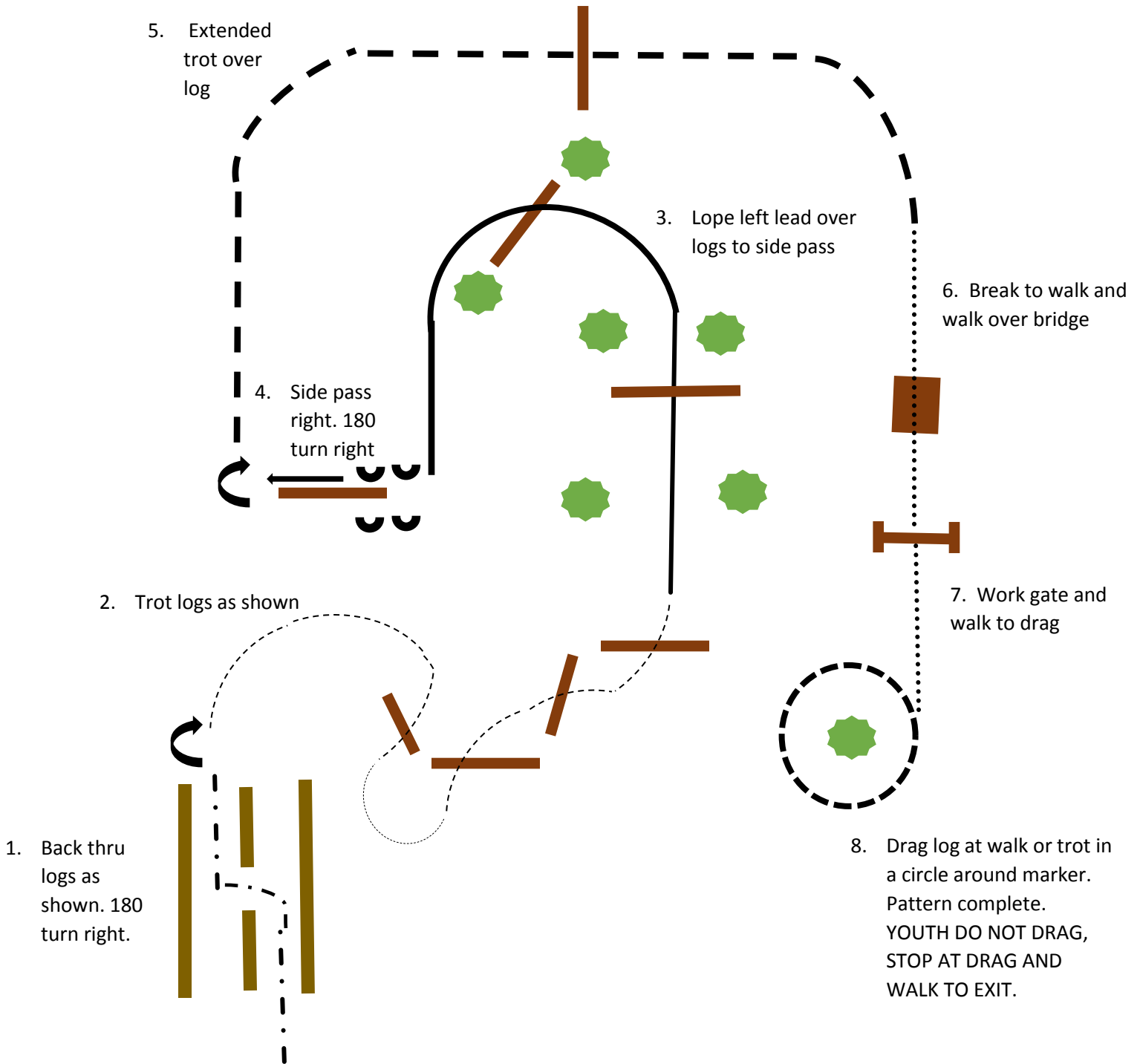
VRH Ranch Trail

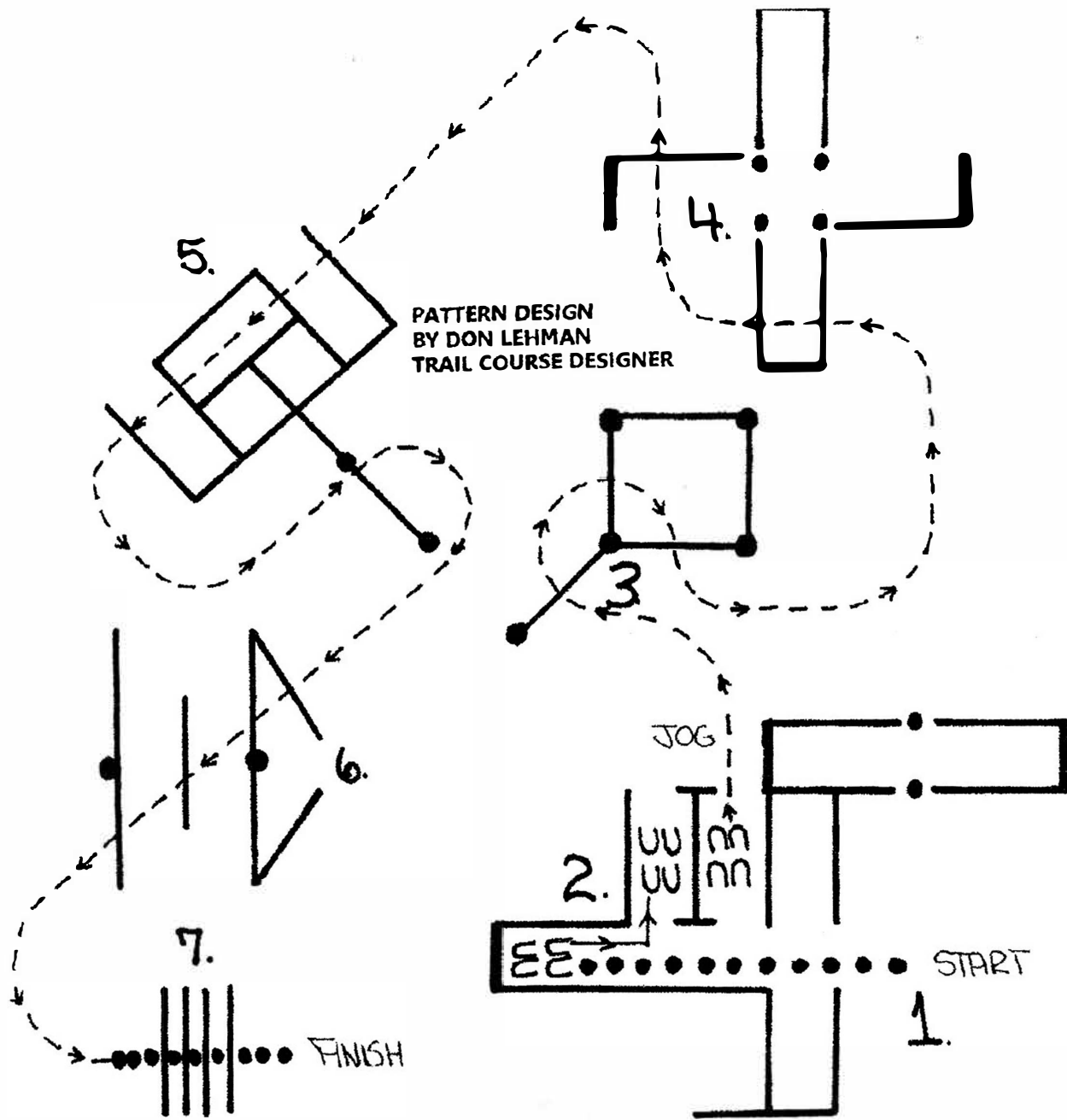
Note: The drawn description of the pattern is only intended for the general depiction of the pattern. Exhibitors should use the space to best exhibit their horses



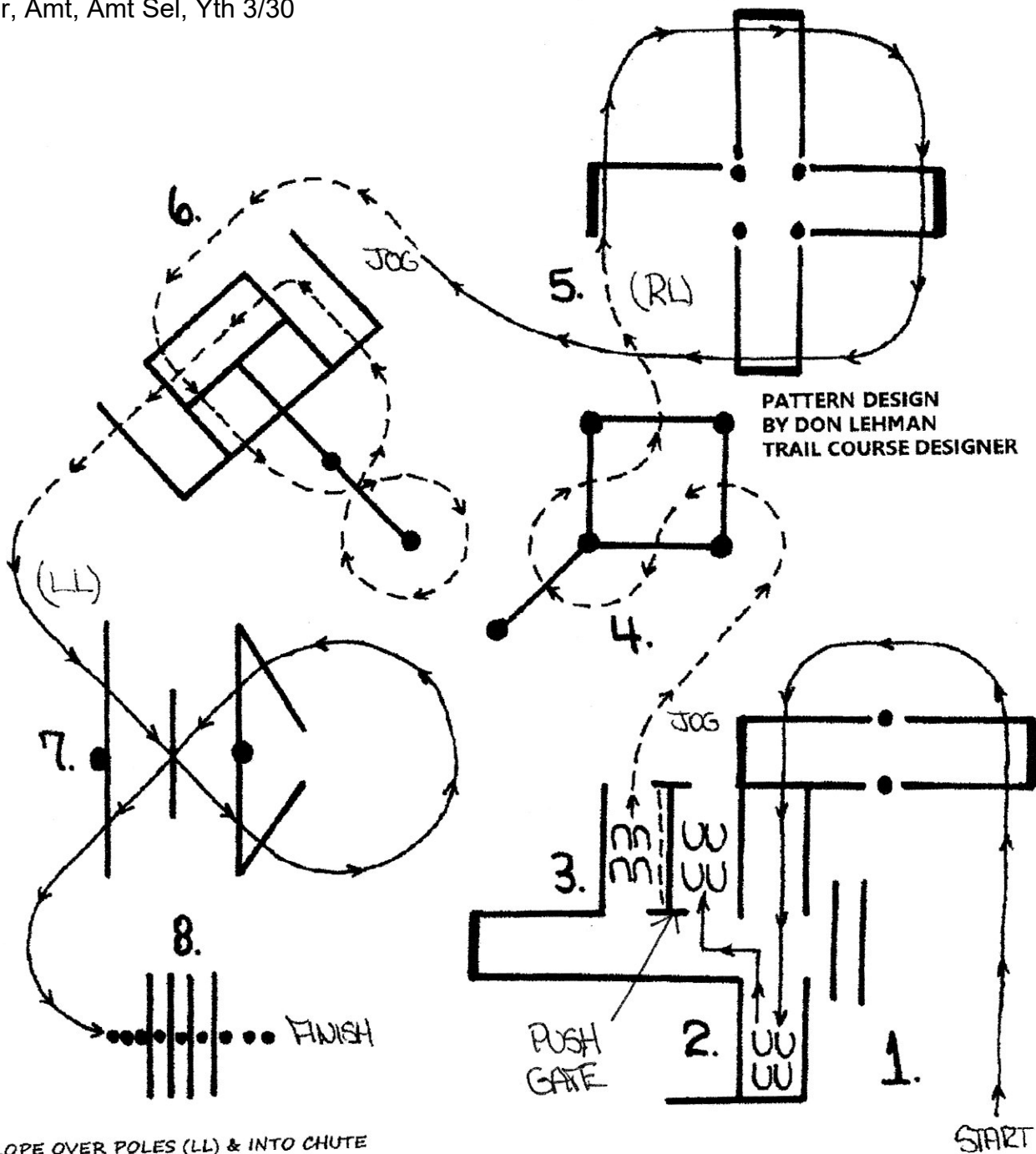
Ranch Trail Round 2

Note: The drawn description of the pattern is only intended for the general depiction of the pattern. Exhibitors should use the space to best exhibit their horses





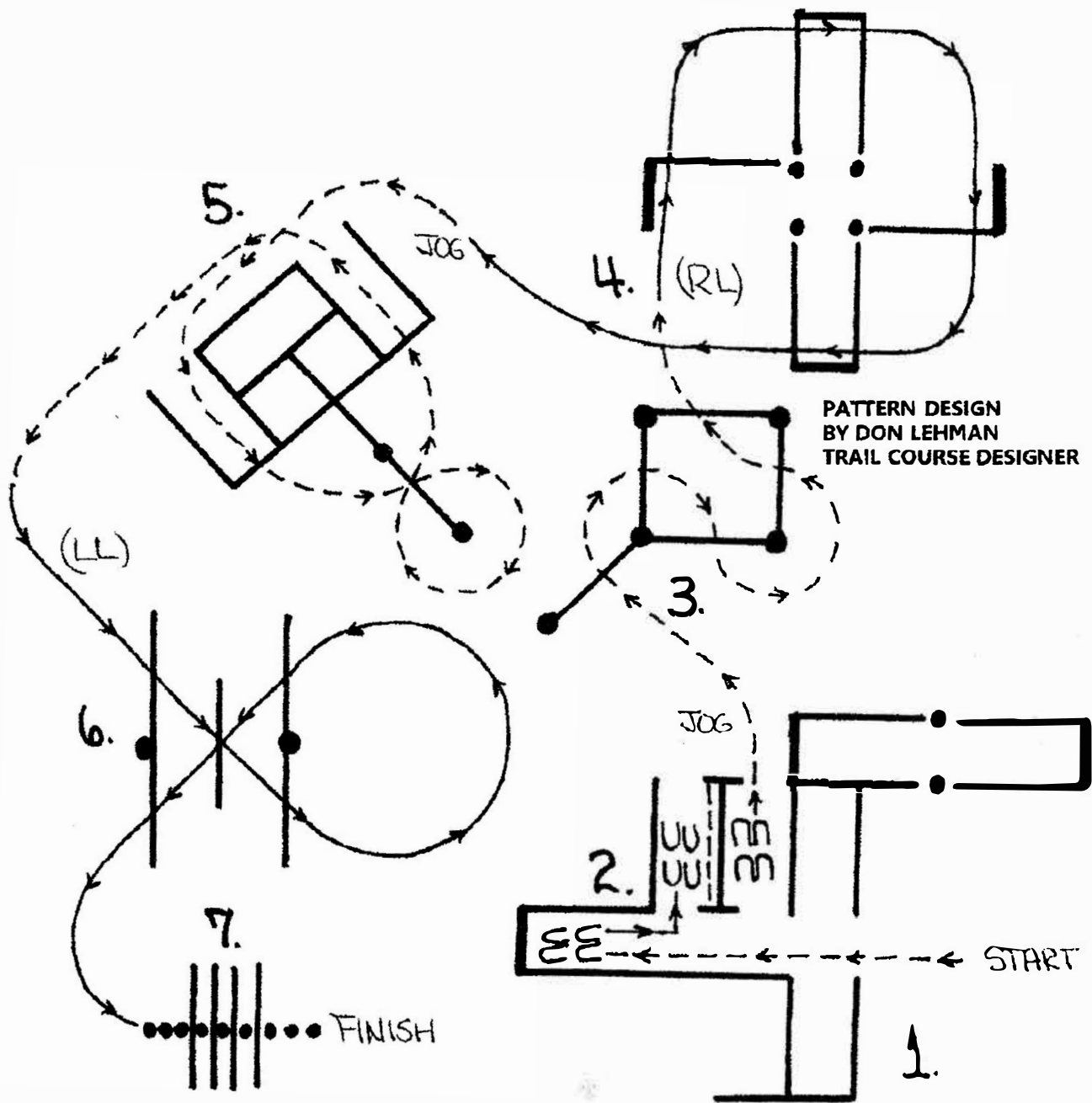
1. WALK INTO CHUTE & BACK TO GATE
2. GATE:(LH) RIDE THRU CLOSE
3. JOG THRU SERPENTINE & OVER 3 POLES
4. JOG OVER 3 POLES
5. JOG OVER 5 POLES & AROUND CONE
6. JOG OVER 4 ANGLE POLES
7. STOP & WALK OVER 4 POLES



PATTERN DESIGN
BY DON LEHMAN
TRAIL COURSE DESIGNER

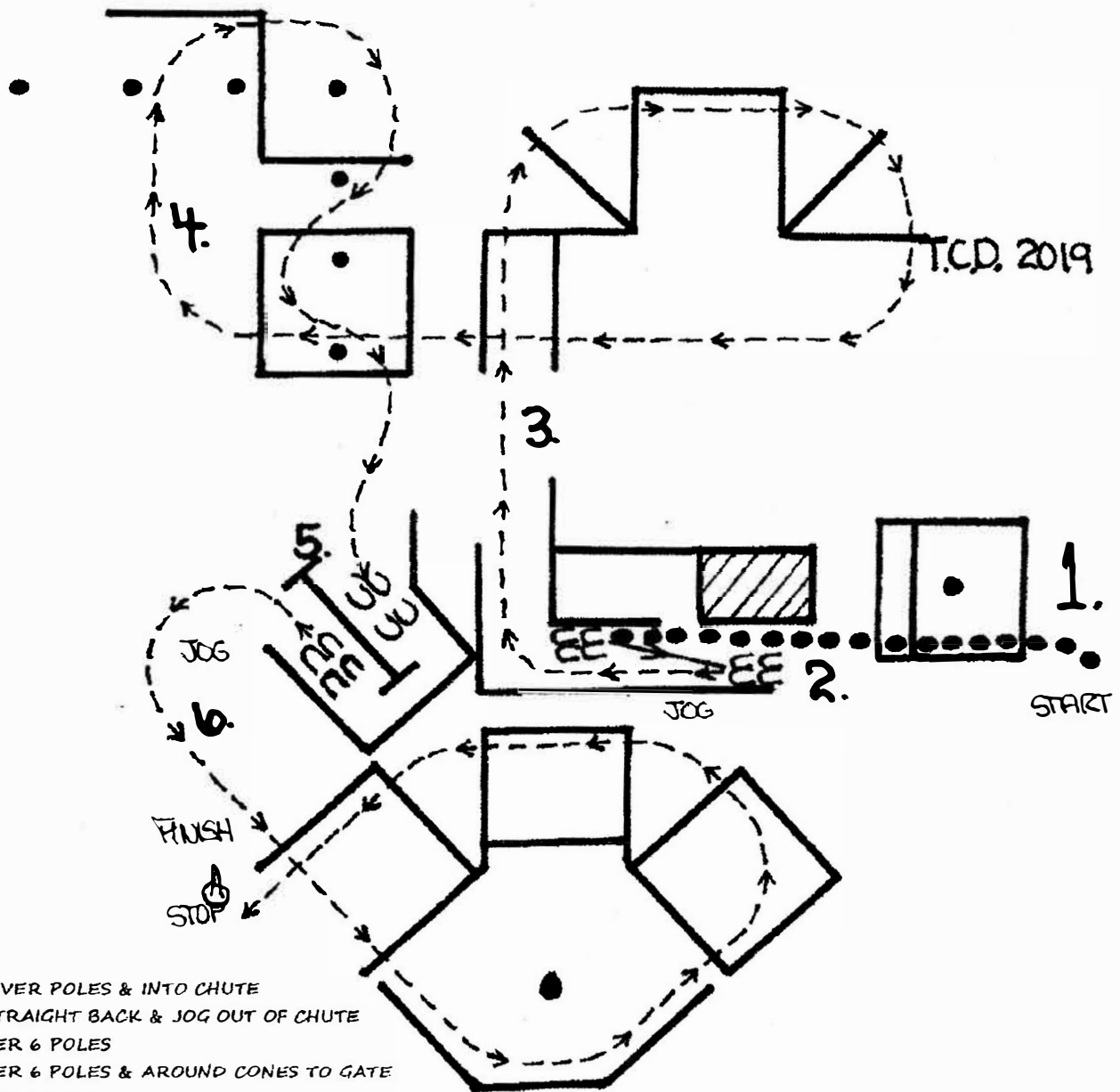
1. LOPE OVER POLES (LL) & INTO CHUTE
2. BACK CHUTE TO CHUTE TO GATE
3. GATE:(RH) PUSH RIDE THRU OVER POLE CLOSE
4. JOG THRU SERPENTINE & OVER POLES
5. LOPE OVER POLES (RL)
6. JOG OVER POLES & AROUND CONE
7. LOPE OVER POLES (LL)
8. STOP & WALK OVER POLES



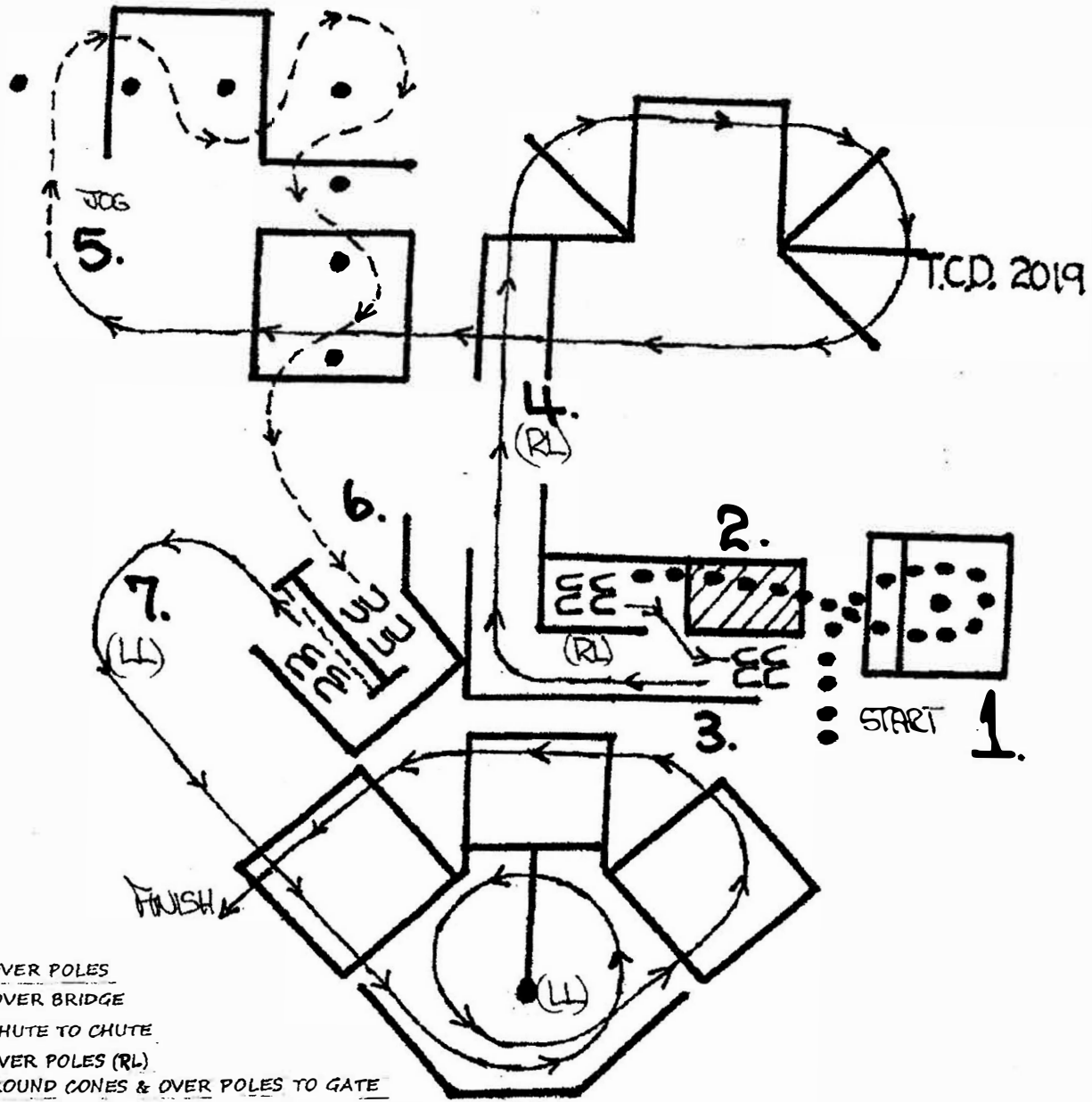


1. JOG INTO CHUTE & BACK TO GATE
2. GATE:(LH) RIDE THRU OVER POLE CLOSE
3. JOG THRU SERPENTINE & OVER POLES
4. LOPE OVER POLES (RL)
5. JOG OVER POLES & AROUND CONE
6. LOPE OVER POLES (LL)
7. STOP & WALK OVER POLES

Trail W/T 3/31

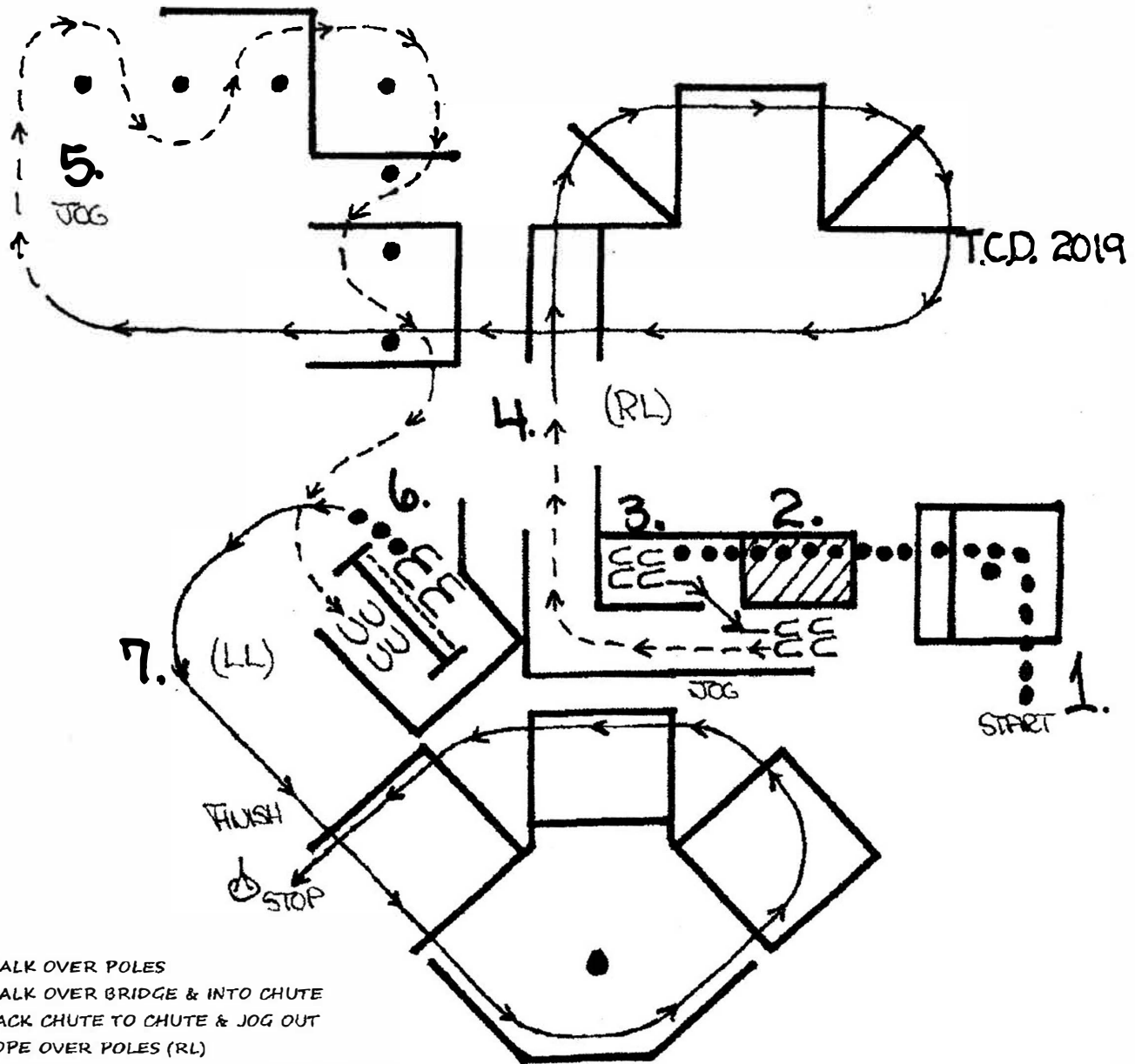


1. WALK OVER POLES & INTO CHUTE
2. BACK STRAIGHT BACK & JOG OUT OF CHUTE
3. JOG OVER 6 POLES
4. JOG OVER 6 POLES & AROUND CONES TO GATE
5. GATE:(RH) RIDE THRU CLOSE
6. JOG OVER 7 POLES THRU BOXES & STOPP AT CONE



- 1 WALK OVER POLES
- 2 WALK OVER BRIDGE
- 3 BACK CHUTE TO CHUTE
- 4 LOPE OVER POLES (RL)
- 5 JOG AROUND CONES & OVER POLES TO GATE
- 6 GATE: (RH) RIDE THRU OVER POLE CLOSE
- 7 LOPE OVER POLES (LL)

Trail Jr, L1 Open, L1 Amt, Rookie



1. WALK OVER POLES
2. WALK OVER BRIDGE & INTO CHUTE
3. BACK CHUTE TO CHUTE & JOG OUT
4. LOPE OVER POLES (RL)
5. JOG AROUND CONES & OVER POLES TO GATE
6. GATE:(LH) RIDE THRU OVER POLE CLOSE
7. LOPE OVER POLES (LL) & STOP AT CONE