

LEVEL 2 • PATTERN U • Tests 1,2,3,8,10

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

Be ready at in-gate.

Lope on right lead.

Lope circle around marker A on right lead.

At marker B, stop and drop stirrups.
 Extended jog around to the left of marker C.

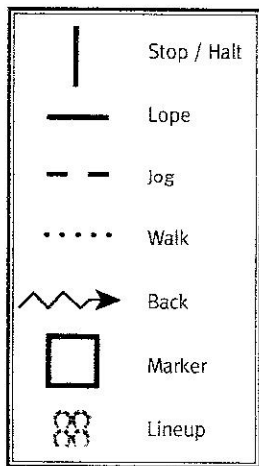
At marker C, stop and pick up stirrups.

Pick up a lope on the left lead.

Lope a circle around marker D on the left lead.

Stop and back about ten feet.

Return to lineup at the jog or exit arena at the jog.



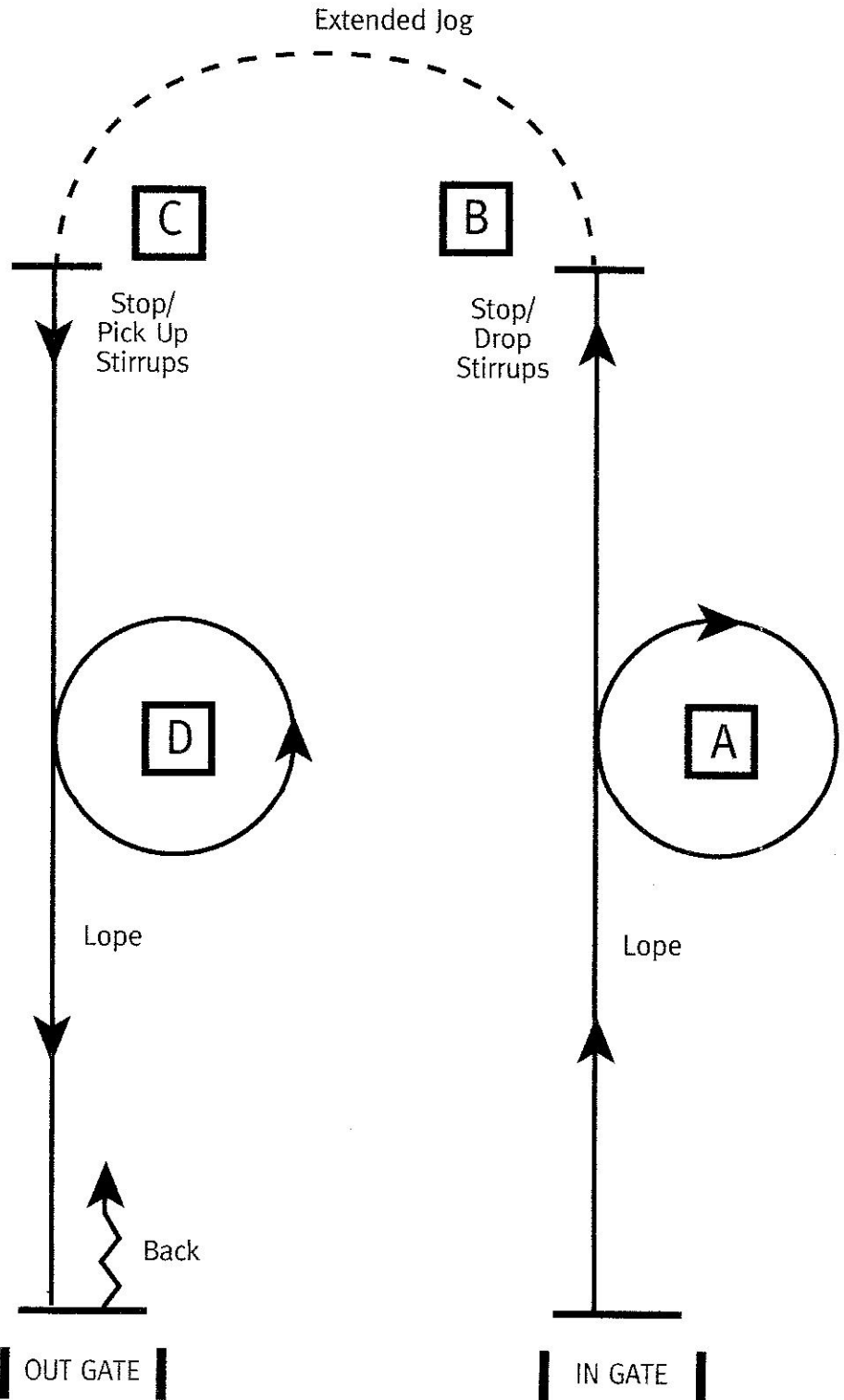
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

- 13 & Under

If used at a Regional or National Show,
 pattern may not be run from the lineup.



LEVEL 2 • PATTERN DD

Walk to the starting point.

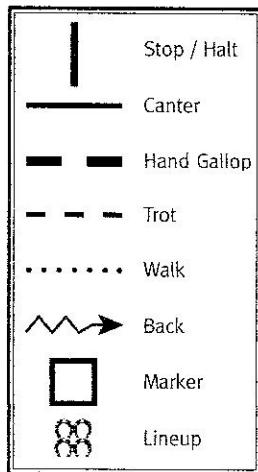
Trot a three-loop serpentine.

Halt. Drop stirrups and canter on the correct lead around the end of the arena and down the straight away.

Halt and back approx. ten feet.

Pick up stirrups.

Return to lineup or exit at a walk.



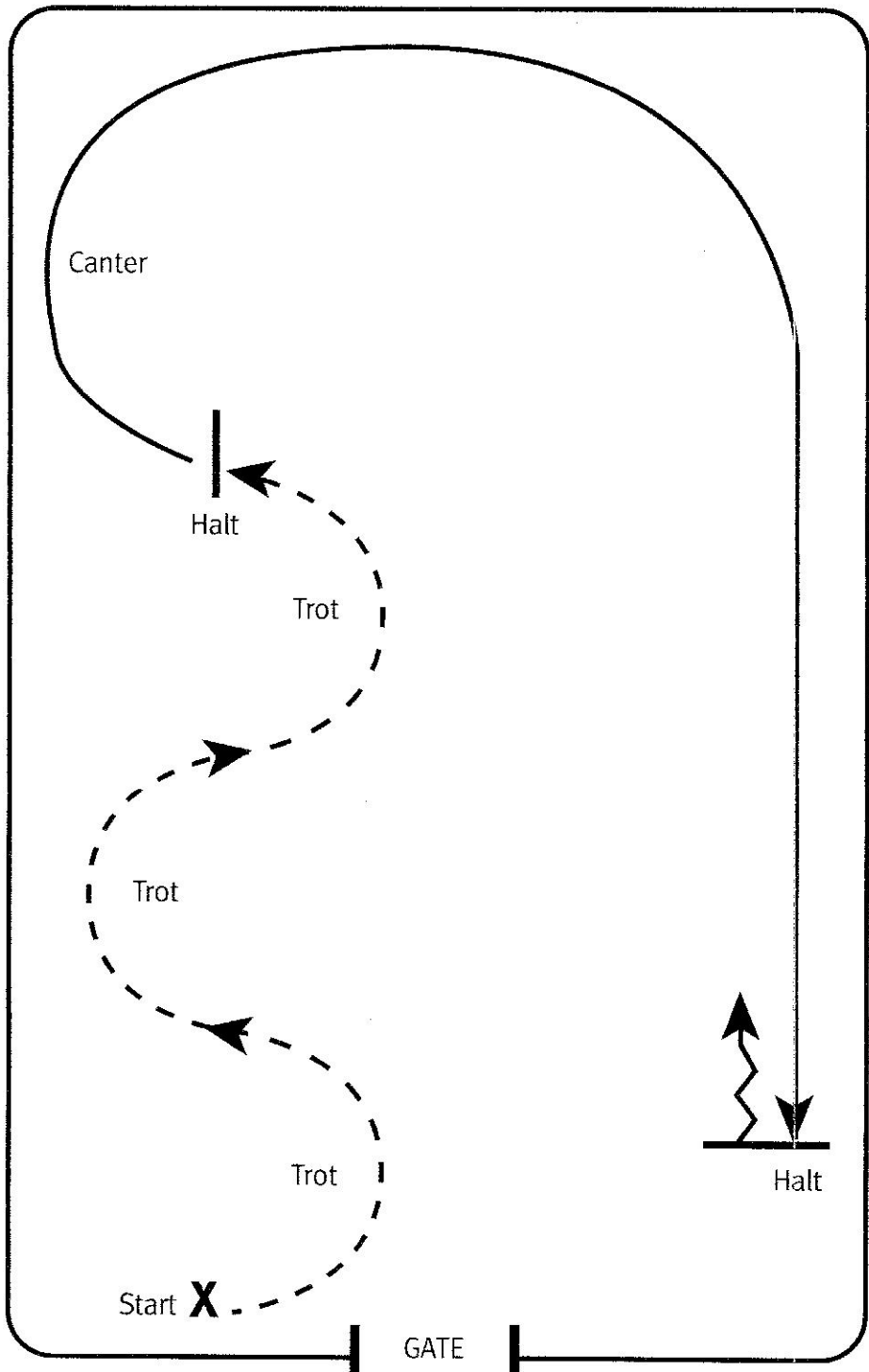
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

This pattern may **NOT** be used for:

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.





LEVEL 2 • PATTERN Q • Tests 3,7,11

Enter the ring at a trot and turn right.

Execute a four loop serpentine. Canter the first loop on the left lead.

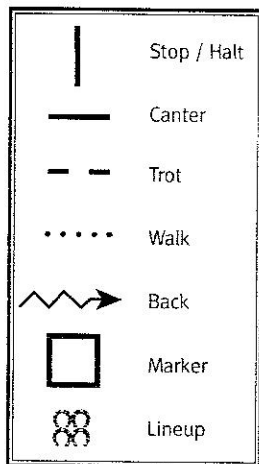
Trot the second loop on the left diagonal.

Trot the third loop on the right diagonal.

Canter the fourth loop on the right lead. Halt.

Turn right and trot on the left diagonal down the rail.

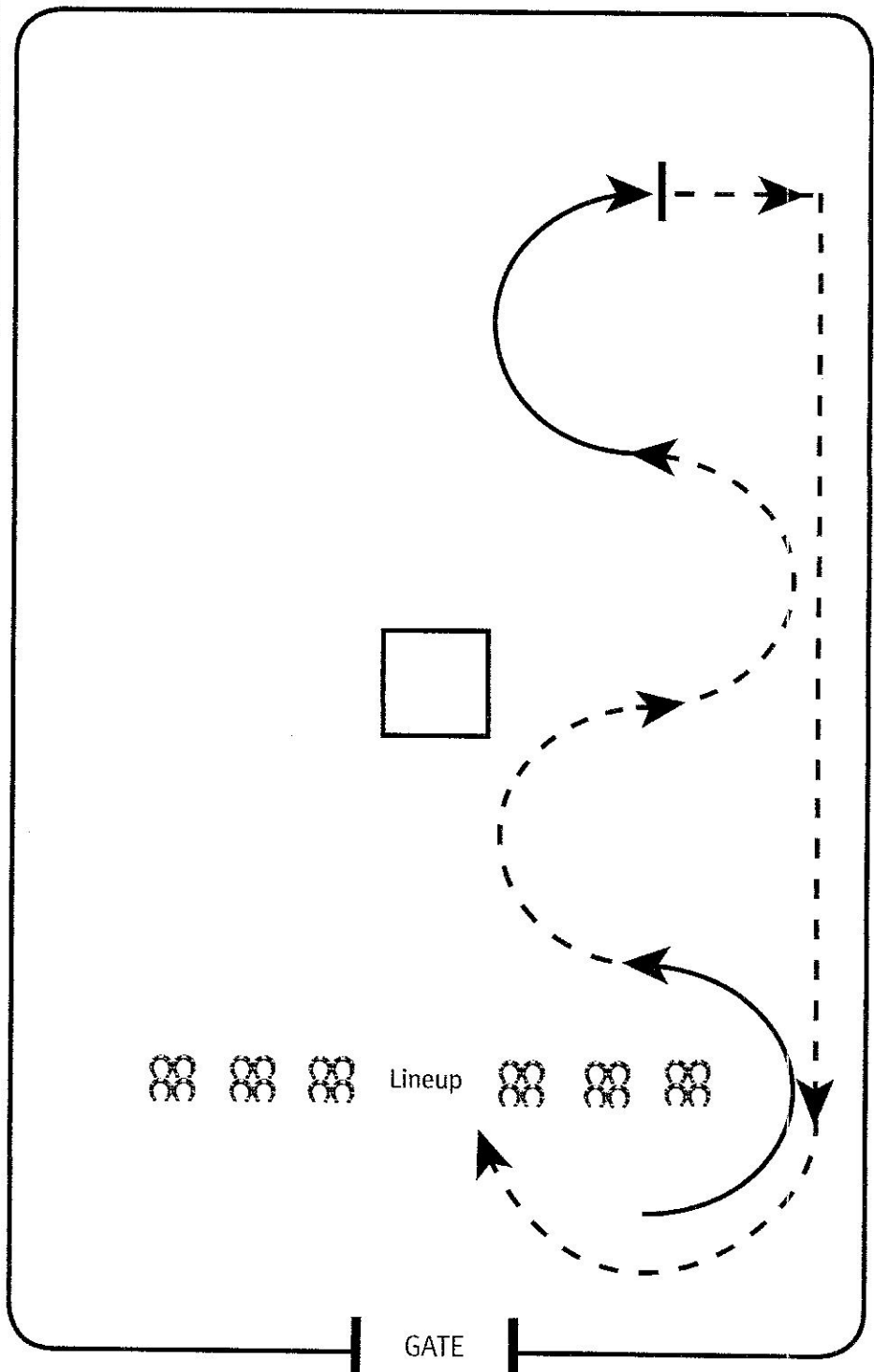
Return to the lineup or exit the ring at the trot.



This pattern may only be used for:

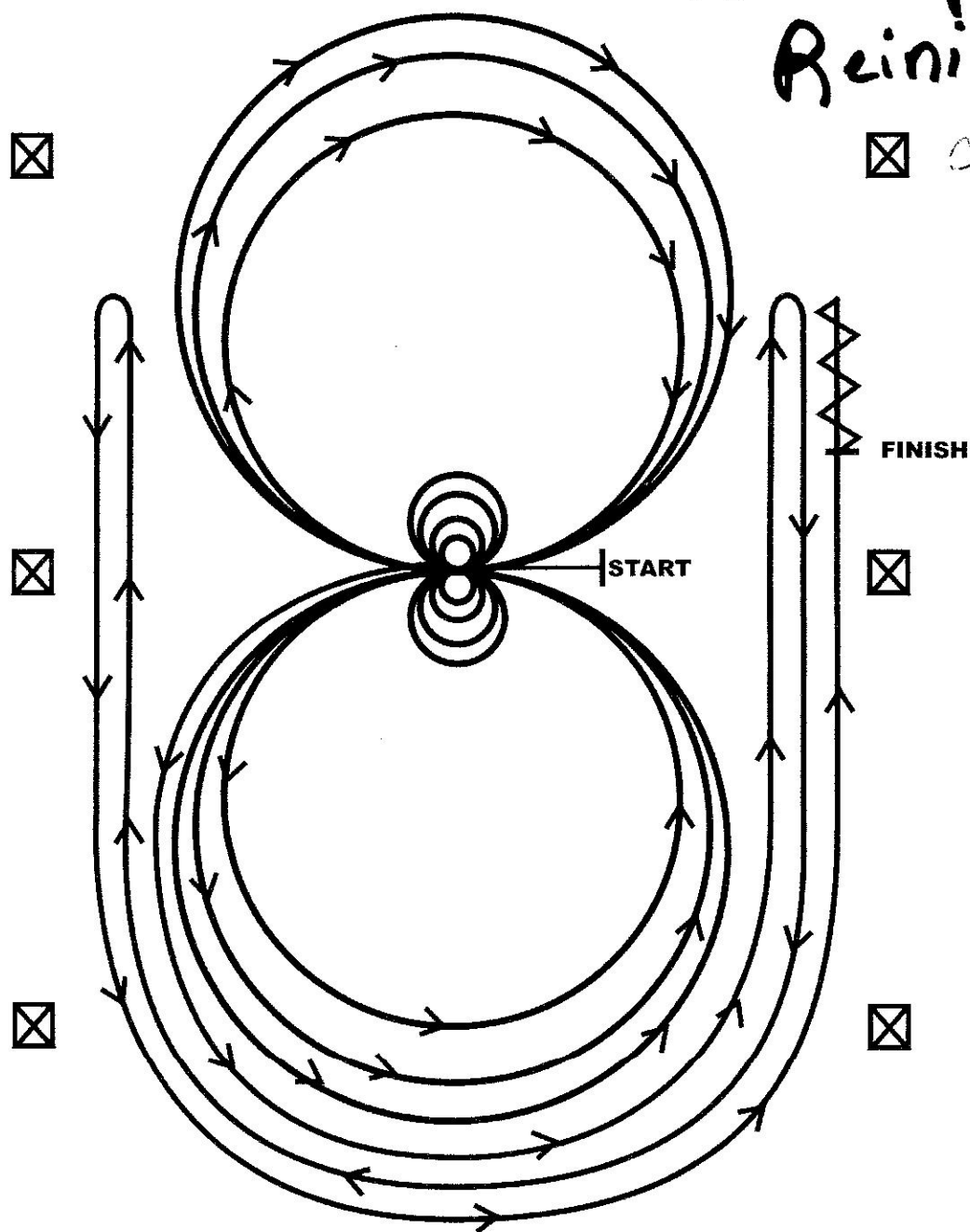
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

If used at a Regional or National Show, pattern may not be run from the lineup.



REINING PATTERN 13

All Open
Reining



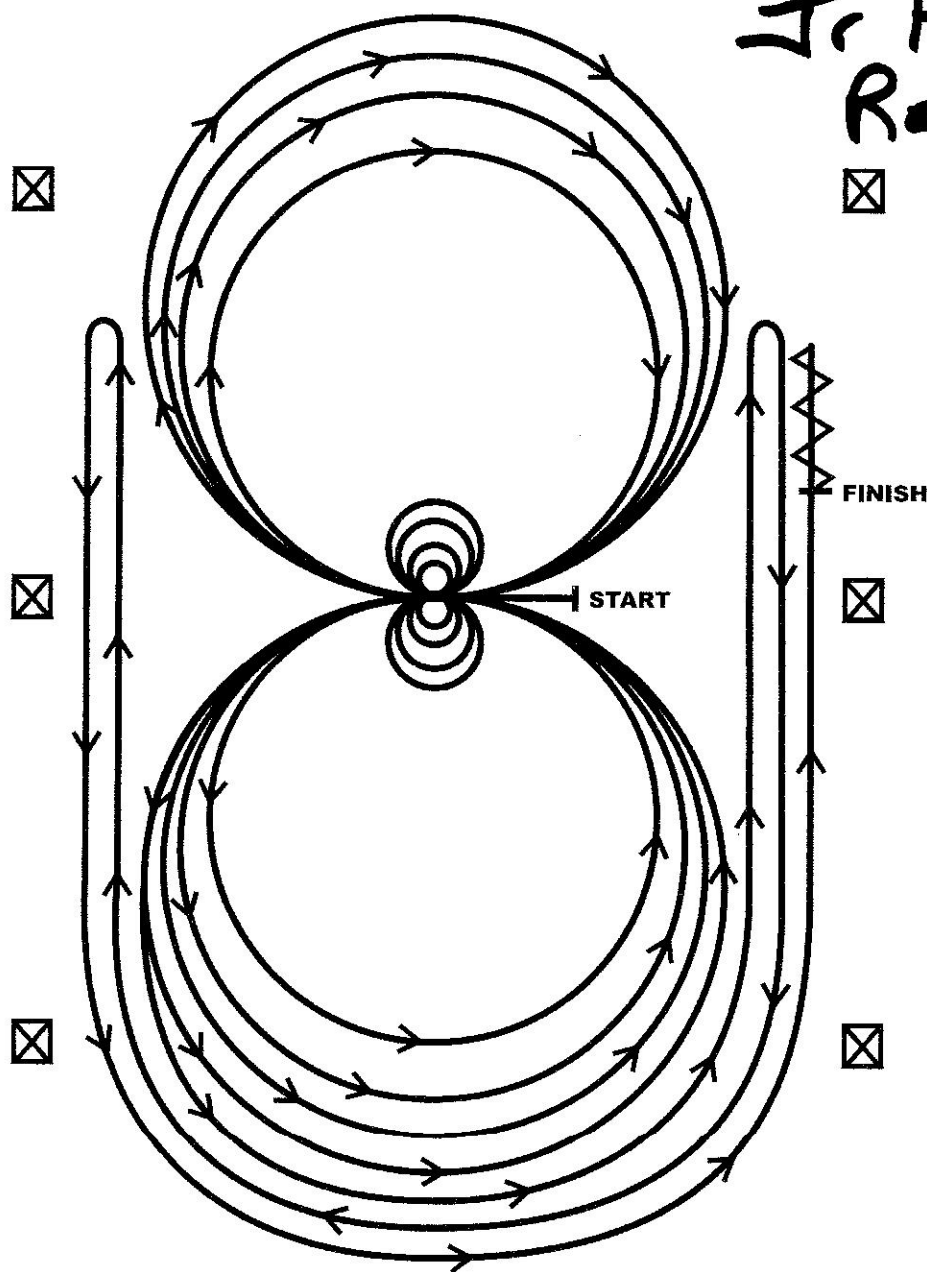
Class #1 & 122
#3 & 121
T-1

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 two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
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.
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 20 feet (6 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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

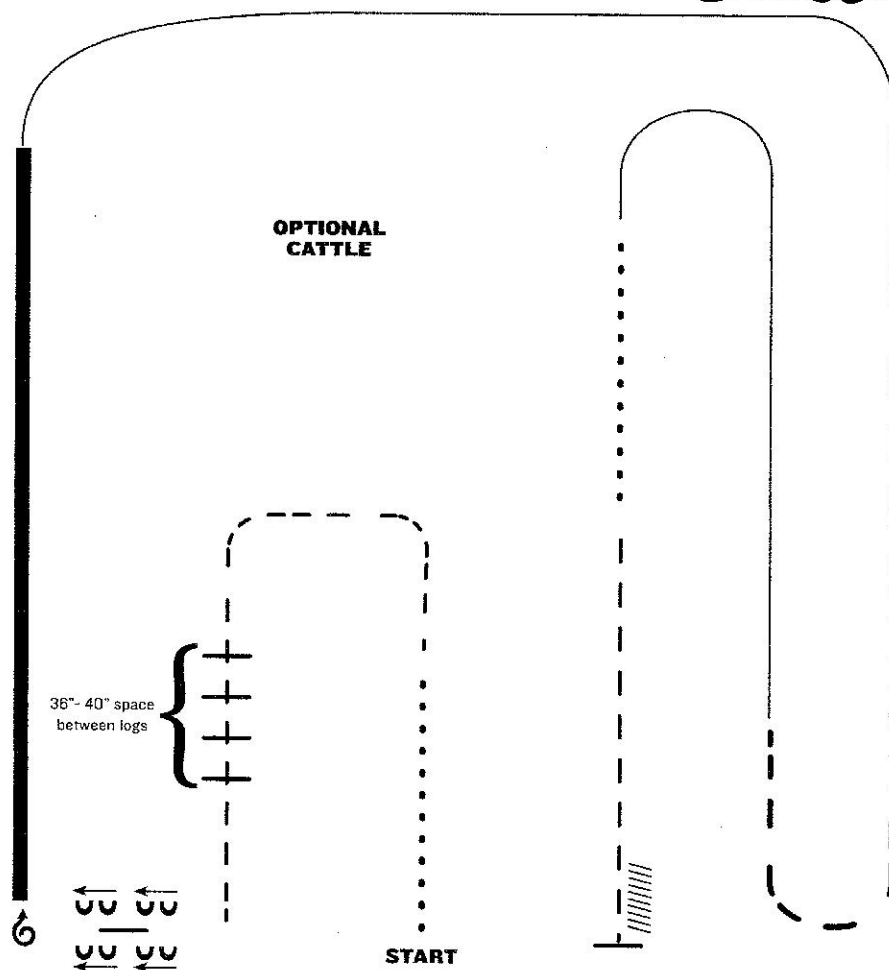
REINING PATTERN 5

All ATR +
 Jr Horse
 Reining



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.

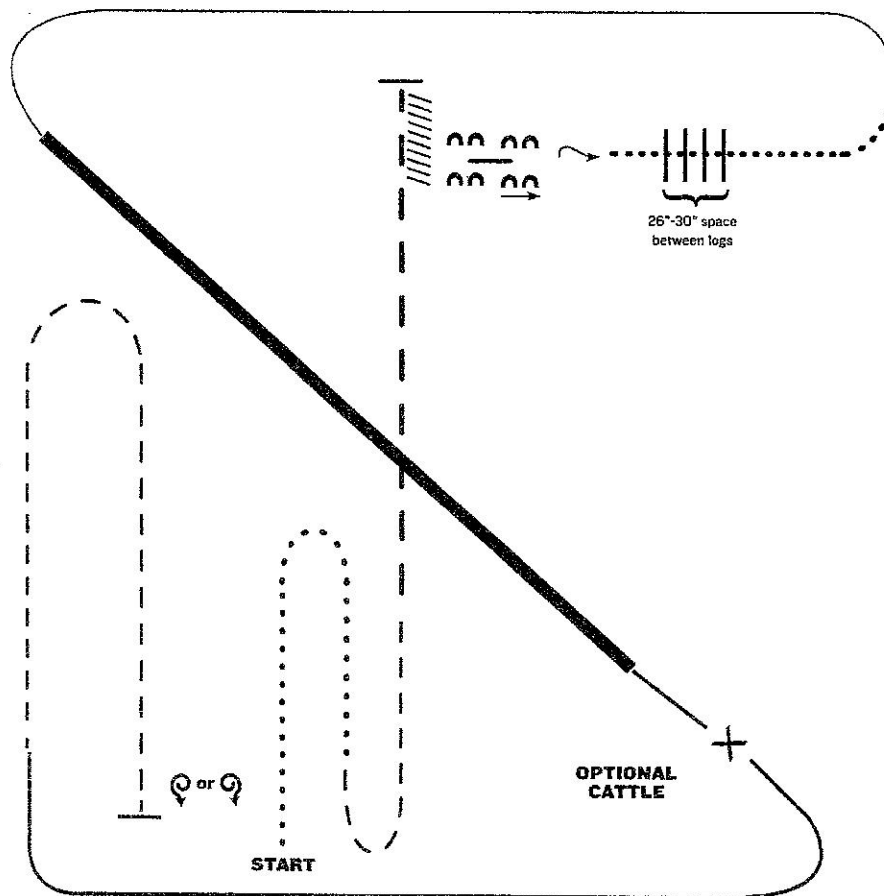


1. Walk
2. Trot
3. Trot logs
4. Side pass right
5. 1 1/2 turns right
6. Extended lope (right lead)
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

Note: If a rider is competing in a class that has a time limit, the rider should make the pattern as fast as possible while still maintaining the required gait and lead.

All Open Classes

T-12, 127, 128



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

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.

Show
Date

63 - ATH

Class
Judge

A H A

- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

LEVEL 2 • PATTERN Q

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

Trot from marker A to marker B.

Stop and perform a 270-degree turn.

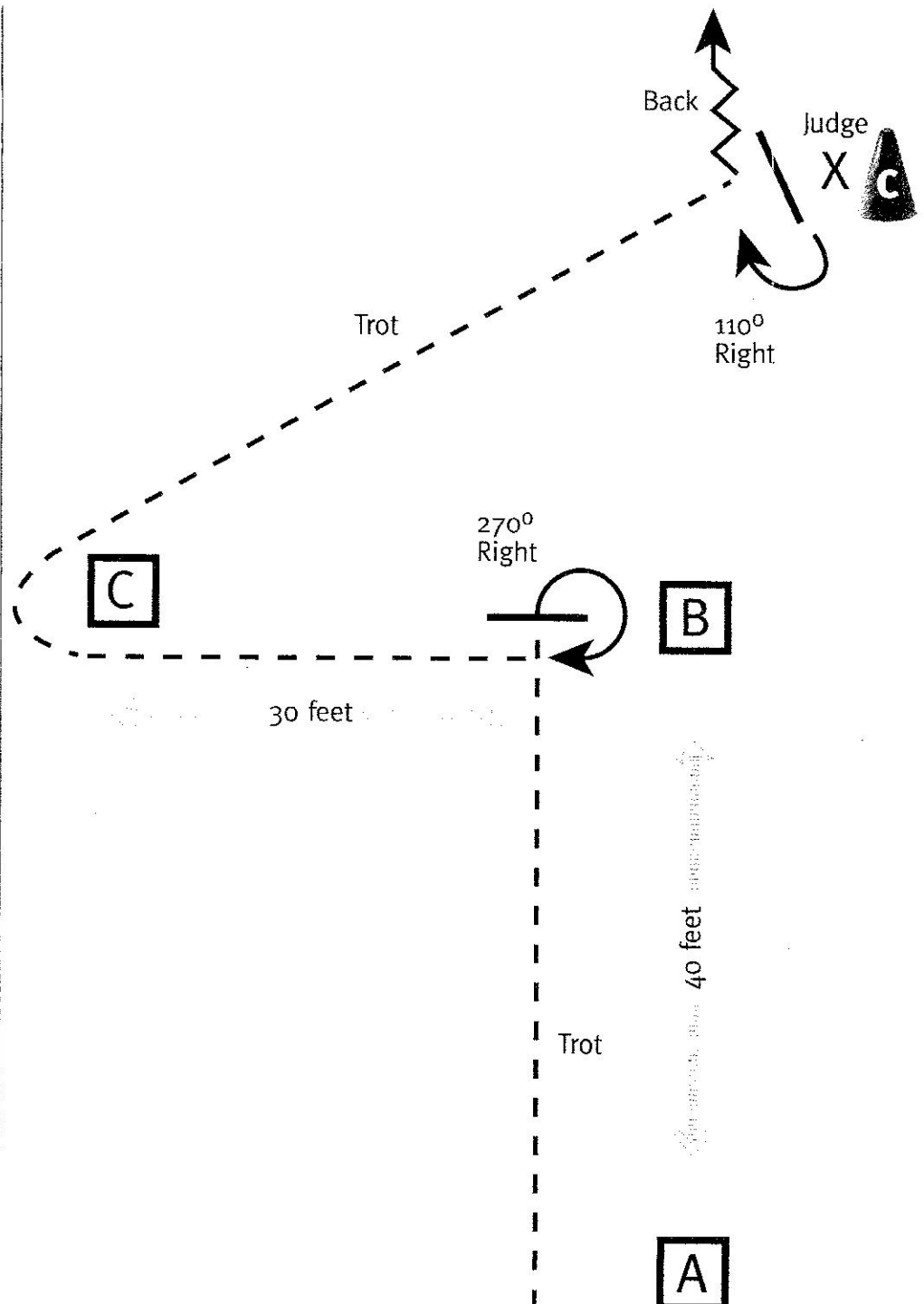
Trot from marker B, around marker C, to the Judge.

Stop and set up for inspection.

When dismissed, perform a 110-degree turn.

Back six steps.

Return to lineup at the trot or exit as directed by the ringmaster.



	Stop / Halt
—	Canter
- -	Trot
....	Walk
~>	Back
□	Marker
⊗	Lineup

- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

LEVEL 2 • PATTERN S

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

Be ready at marker A.

Start at marker A and back five steps.

Walk half circle around marker A.

Trot and lengthen stride at the trot to and around marker B.

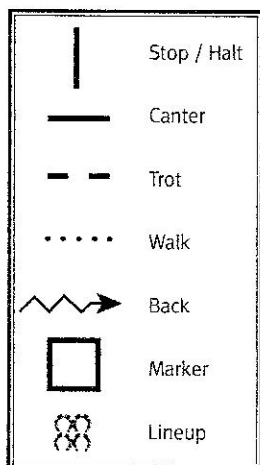
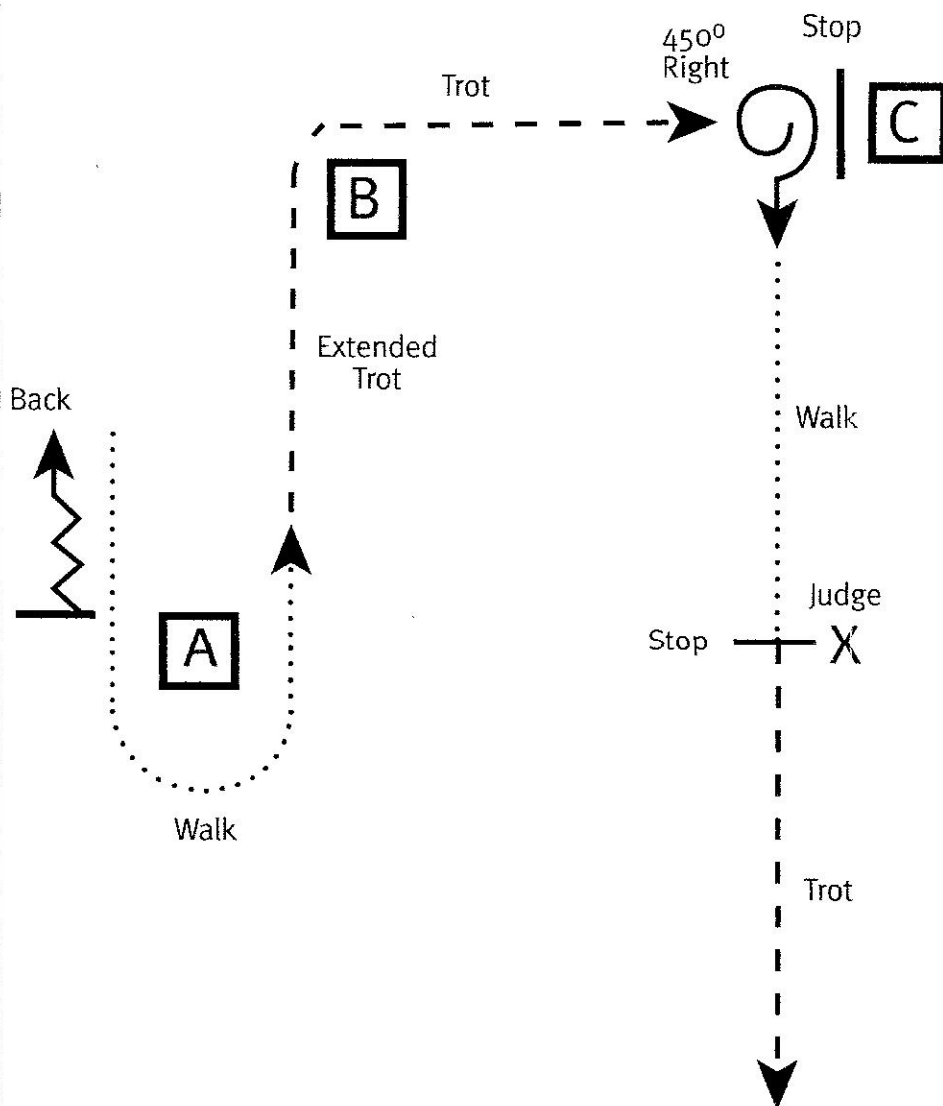
Return to trot directly to marker C.

Stop with hips lined up with Judge.

Perform a 450-degree turn and walk to Judge and set up for inspection.

Trot straight away from the judge when excused.

Return to lineup at the trot or exit as directed by the ringmaster.



Show _____

Class _____

Date _____

Judge _____

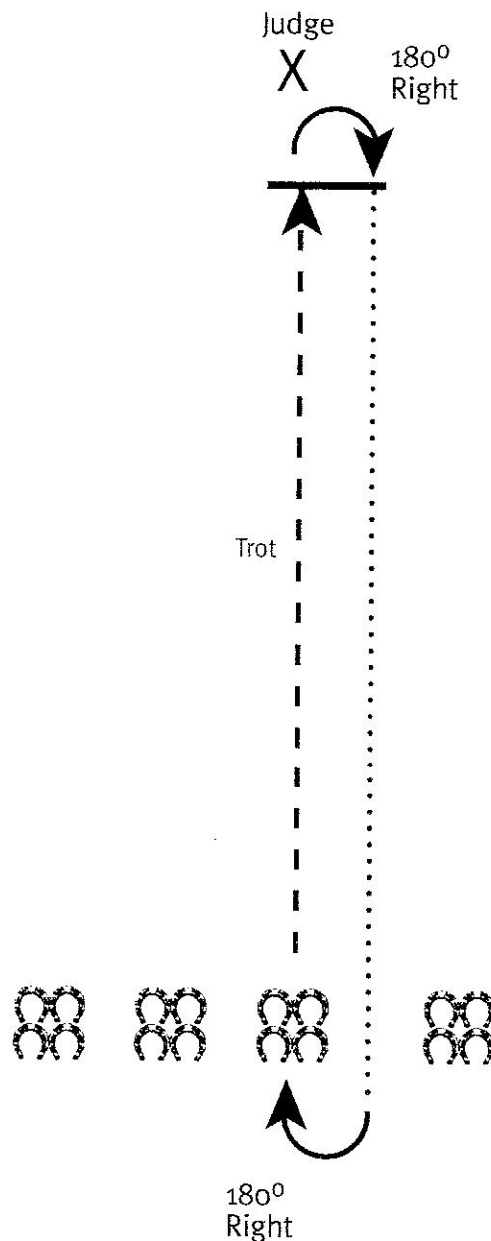
ALL ACTS Classes

A H A

- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

PATTERN K • LEVEL 2

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing



Line up at the direction of the ringmaster side by side and out from the rail.

Trot straight to the judge.

Stop and set up for inspection.

When directed, execute a 180-degree (1/2) turn on the haunches to the right.

Walk back through the line as drawn.

Stop.

Do a 180-degree (1/2) turn on the haunches to the right and return to the line.

Set up.

