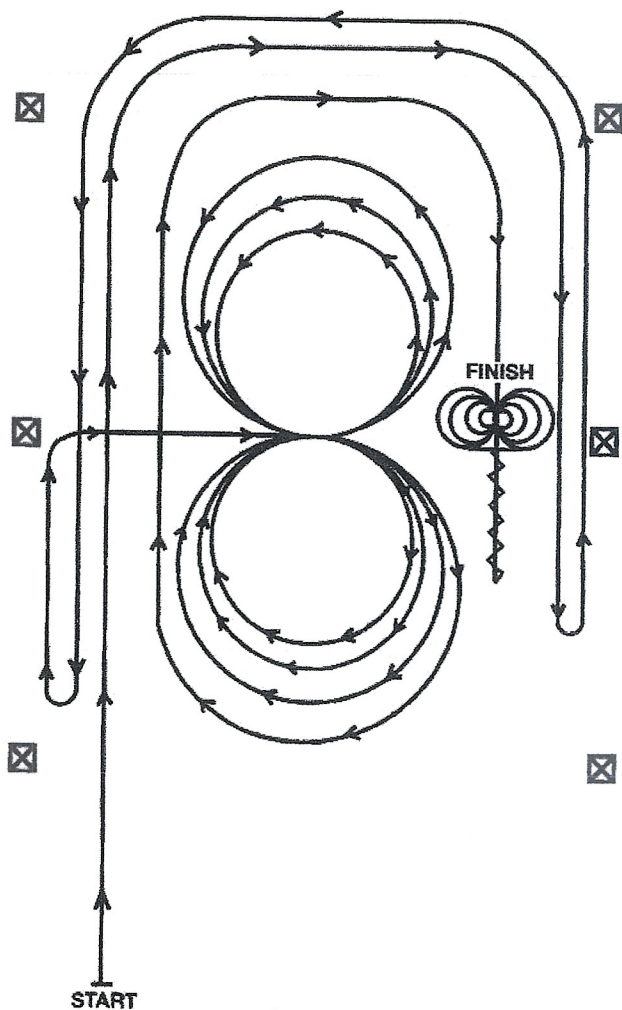


# PATTERN

## 3



All Reining Classes  
#1-7

# PATTERN

## 3

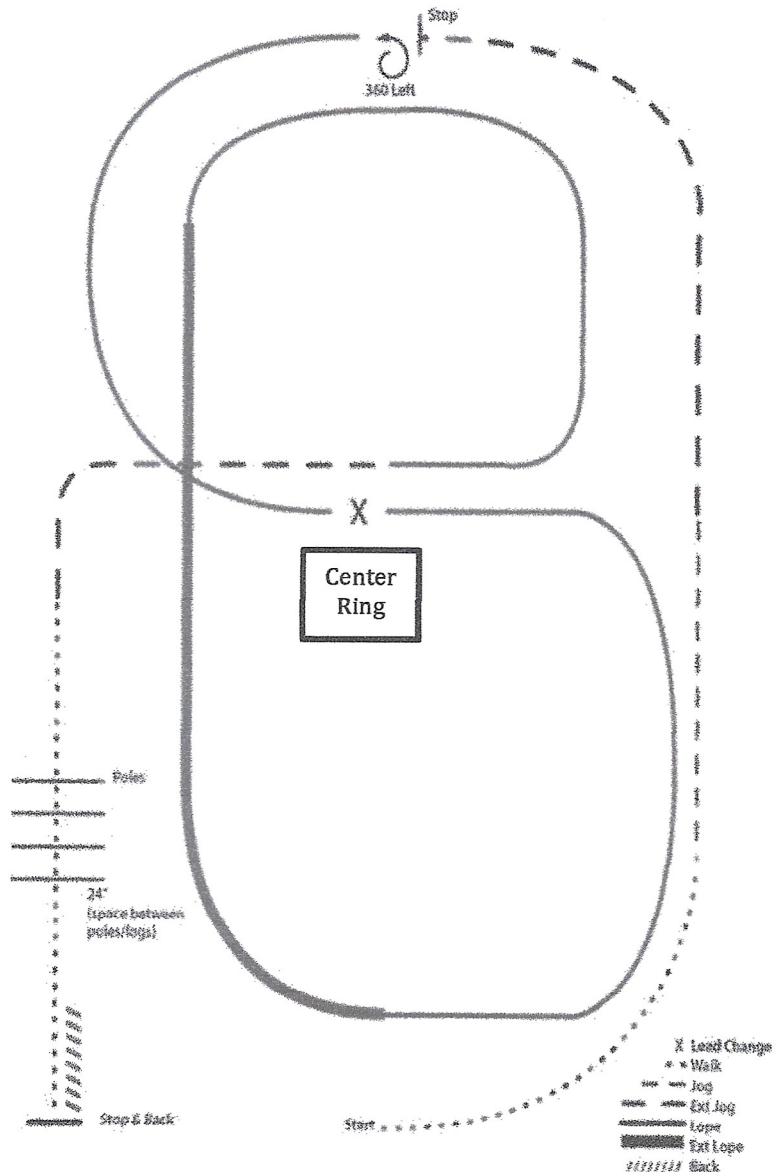
1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback – no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback – no hesitation.
3. Continue up the left side of the arena to the center marker. AT the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Rider must dismount and drop bridle to the designated judge.

# RANCH PLEASURE – PATTERN 1

All Ranch Riding classes #9-14

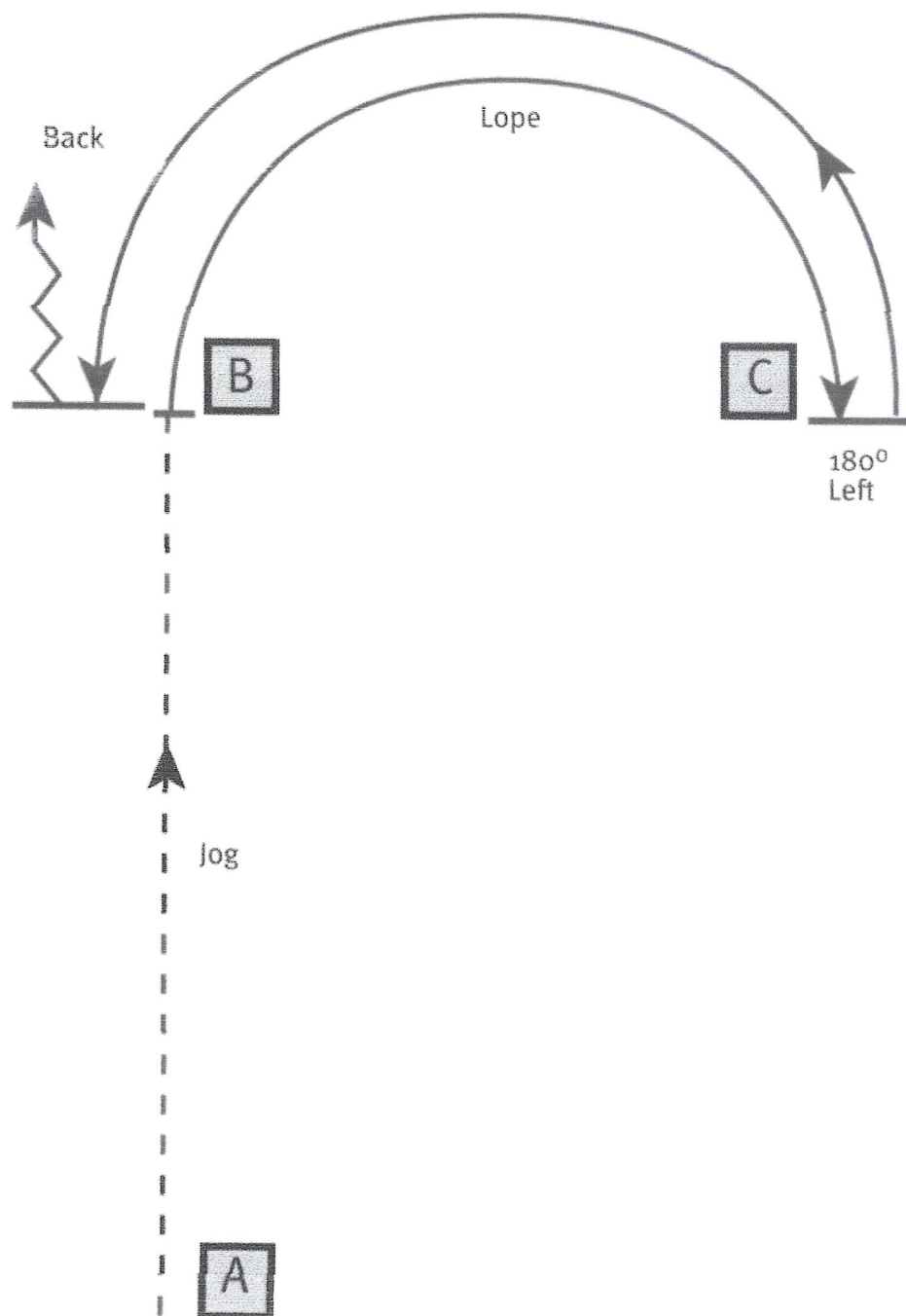
1. Walk
2. Jog
3. Extend the jog ,at the top of the arena ,stop
4. 360 turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to a jog
11. Walk over poles
12. Stop and back



## Western Horsemanship

## LEVEL 1 • PATTERN E

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 marker A.

Jog to marker B. Stop.

Lope a semi-circle on the right lead to marker C.

Stop.

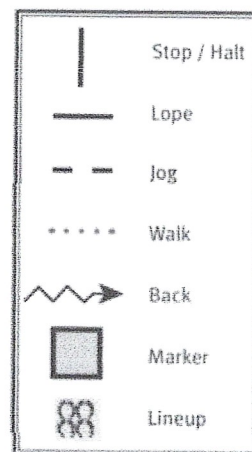
Turn 180-degrees on the haunches to the left.

Lope a semi-circle on the left lead to marker B.

Stop.

Back approximately five steps.

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



This pattern is appropriate to use for all age groups

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



# #85 - Showmanship ATH

Show \_\_\_\_\_ Class \_\_\_\_\_  
Date \_\_\_\_\_ Judge \_\_\_\_\_

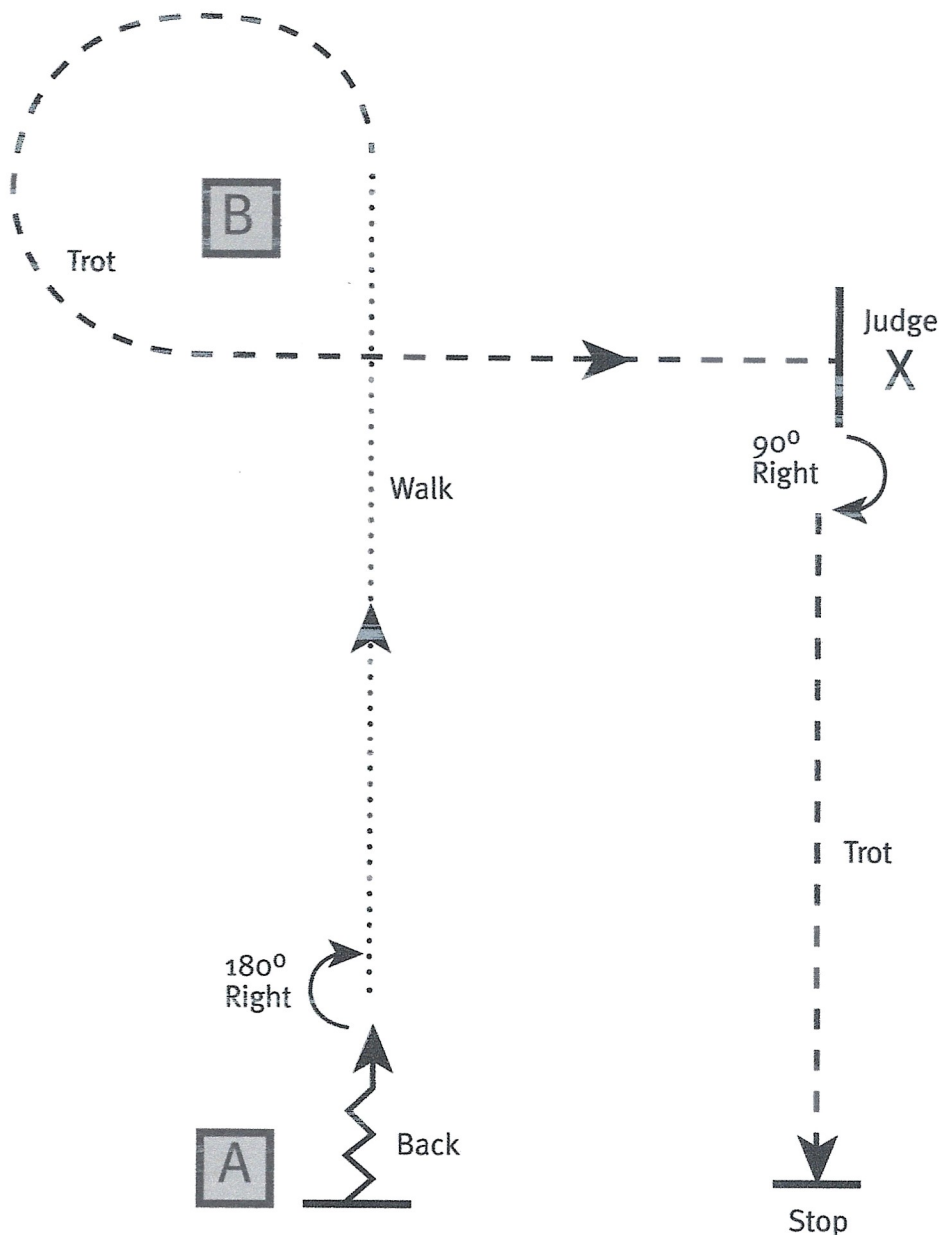
A H A

- ☐ **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.

## Showmanship

### LEVEL 1 • PATTERN J

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



1. Be ready at marker A. Back four steps
2. Perform a 180-degree turn
3. Walk to marker B
4. At marker B trot around marker to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed perform a 90-degree turn
8. Trot until even with marker A and halt

Return to lineup at a trot or exit arena as directed

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup



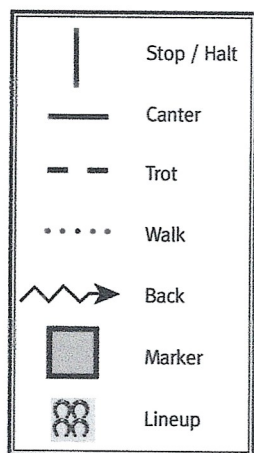
## Saddle Seat

### LEVEL 1 • PATTERN C • Tests 6,10

From the lineup, trot down the right hand straightaway showing two changes of diagonal. Begin on the right diagonal. Continue trotting to the center of the end. Halt.

Canter a circle on the left lead. Halt.

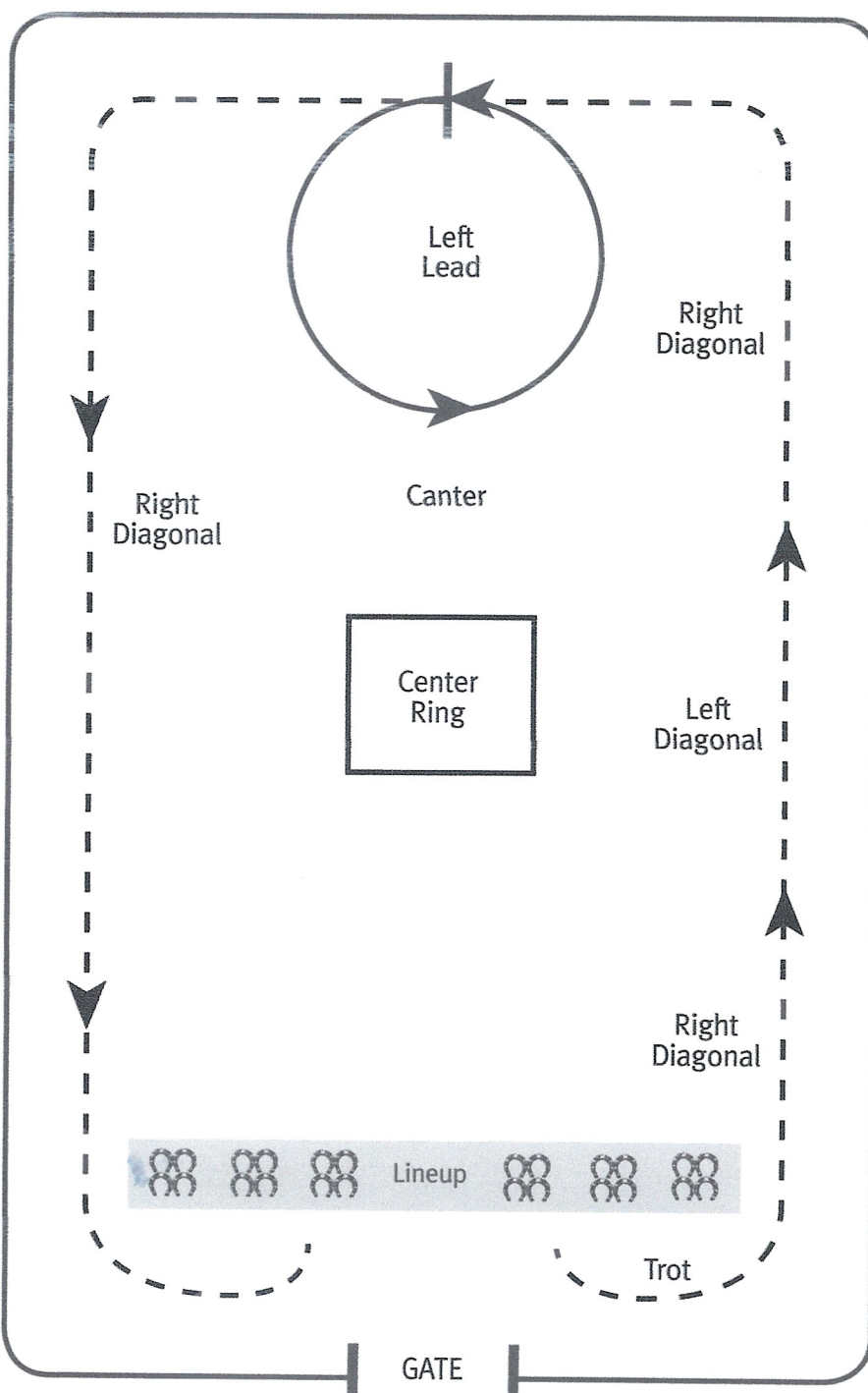
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



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.



# Hunter/Jumping Seat

## LEVEL 1 • PATTERN U

Walk to the starting point.

Trot left diagonal from A.

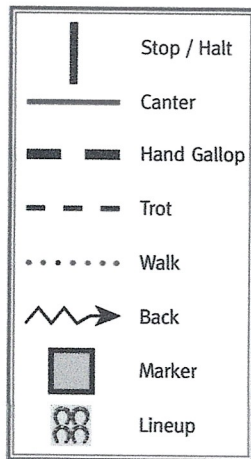
Canter on the correct lead from B to C.  
Continue to canter a right circle.

Transition to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

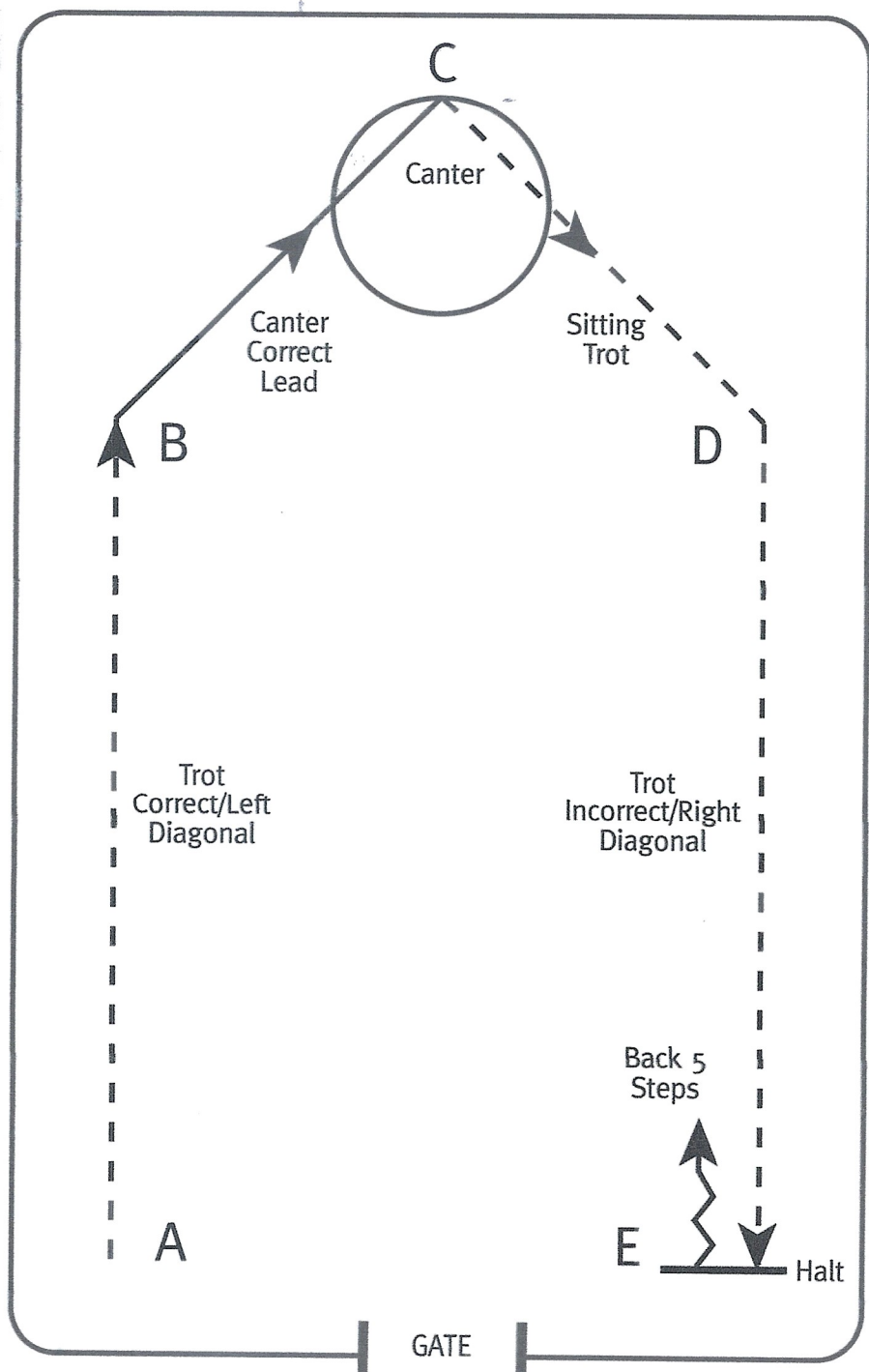
Halt and back five steps.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

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



# Western Horsemanship

## LEVEL 1 • PATTERN B

JTR

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 marker A.

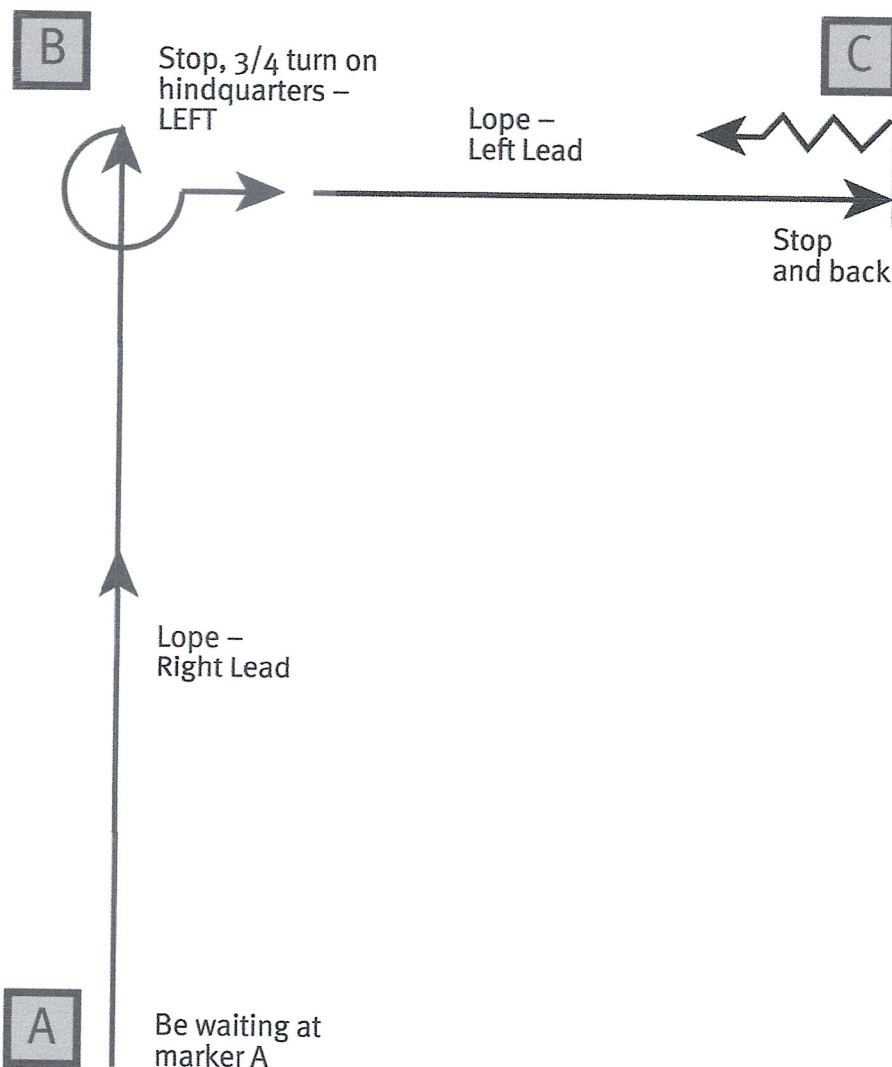
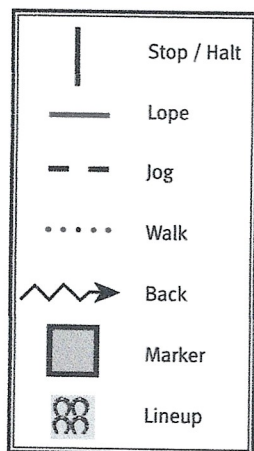
Lope right lead to marker B.  
Stop.

Execute a 3/4 turn on the hindquarters to the left.

Lope left lead to marker C.

Stop and back approximately ten feet.

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



This pattern is appropriate to use for all age groups

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

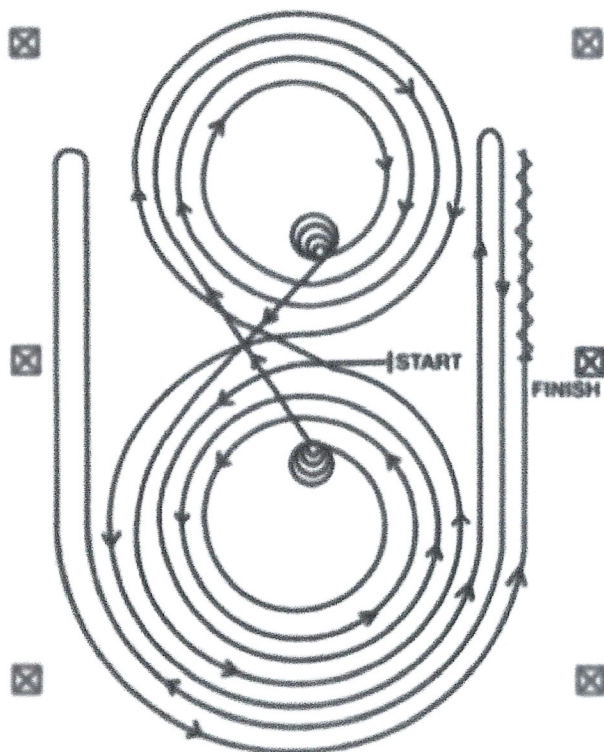


# All Reining Championship Classes

## 154 - 158

### PATTERN

5



### PATTERN

5

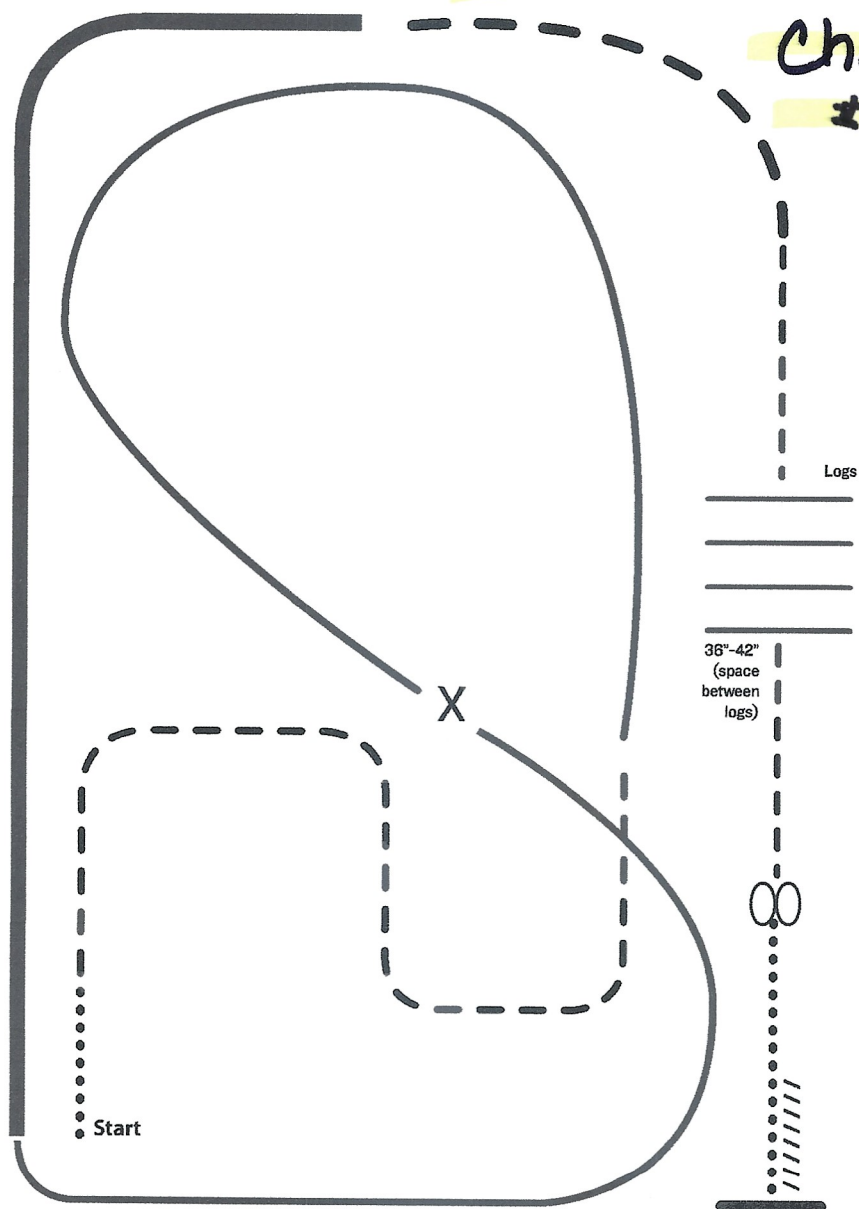
Horses may walk or trot to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

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.

Rider must dismount and drop bridle to the designated judge.

# RANCH RIDING - PATTERN 3

All Ranch Riding  
Champ classes  
#159-164



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

- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

## Hunter/Jumping Seat

### LEVEL 1 • PATTERN H

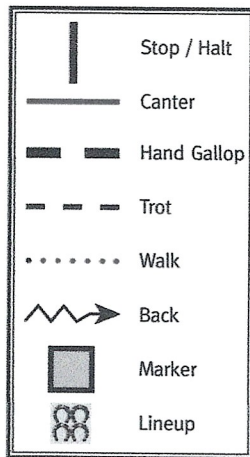
Walk to the starting point.

Pick up a sitting trot through turn and down the rail. At the half way point move into the posting trot on the correct diagonal. Continue to the center of the end of the arena.

Canter in a circle to the right at the correct lead. Upon completing the circle transition to the posting trot.

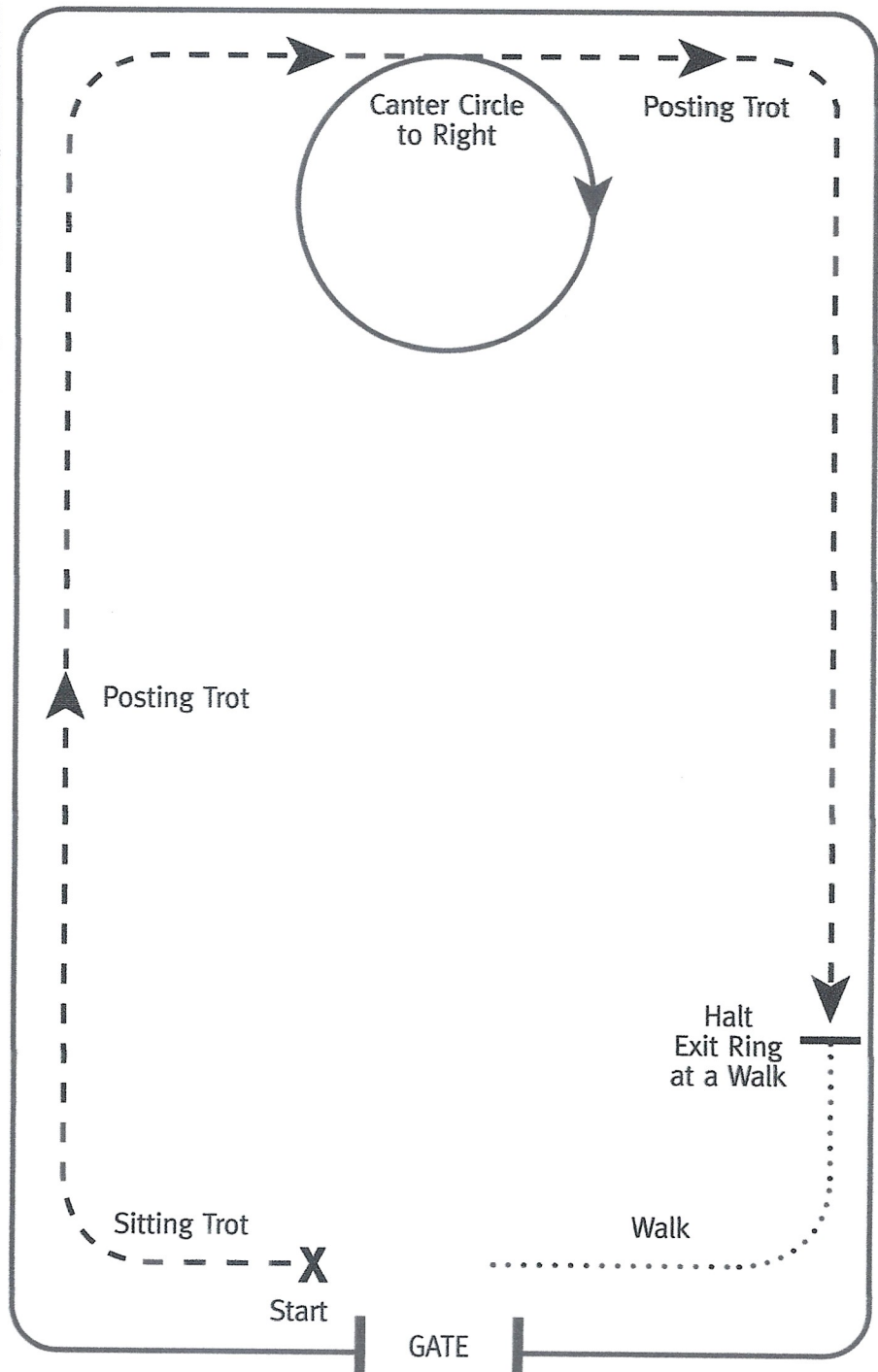
At the end of the straightaway halt.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

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





# #187 - Showmanship 10 & under

Show \_\_\_\_\_ Class \_\_\_\_\_  
Date \_\_\_\_\_ Judge \_\_\_\_\_

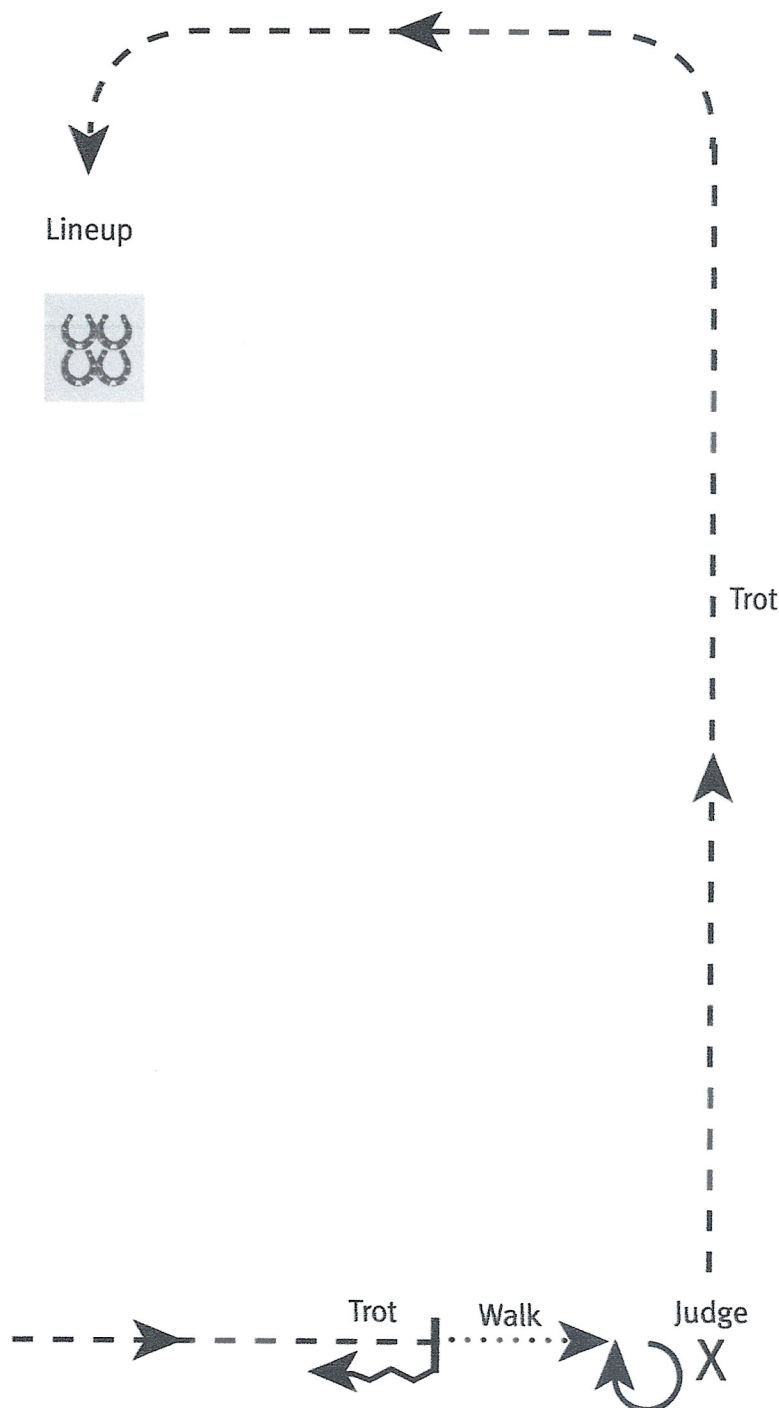
A H A

- ☐ **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.

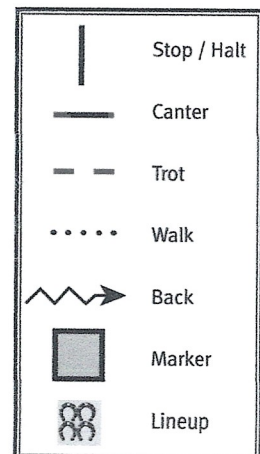
## Showmanship

### LEVEL 1 • PATTERN C

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



1. Trot 3/4 of the way to judge, halt
2. Back four steps
3. Walk to judge and set up for inspection
4. Presentation of horse
5. When excused execute a 270-degree turn
6. Trot a straight away from judge
7. Return to lineup at a trot or exit arena as directed



# Western Horsemanship

## LEVEL 1 • PATTERN F

*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 marker A.

Jog from marker A to marker B.

Lope a circle on the right lead.

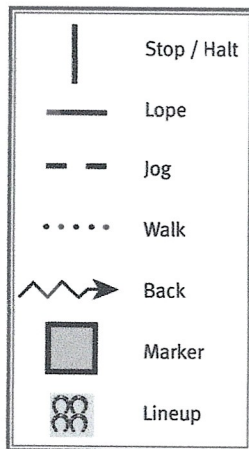
Continue out of the circle at a lope and change to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

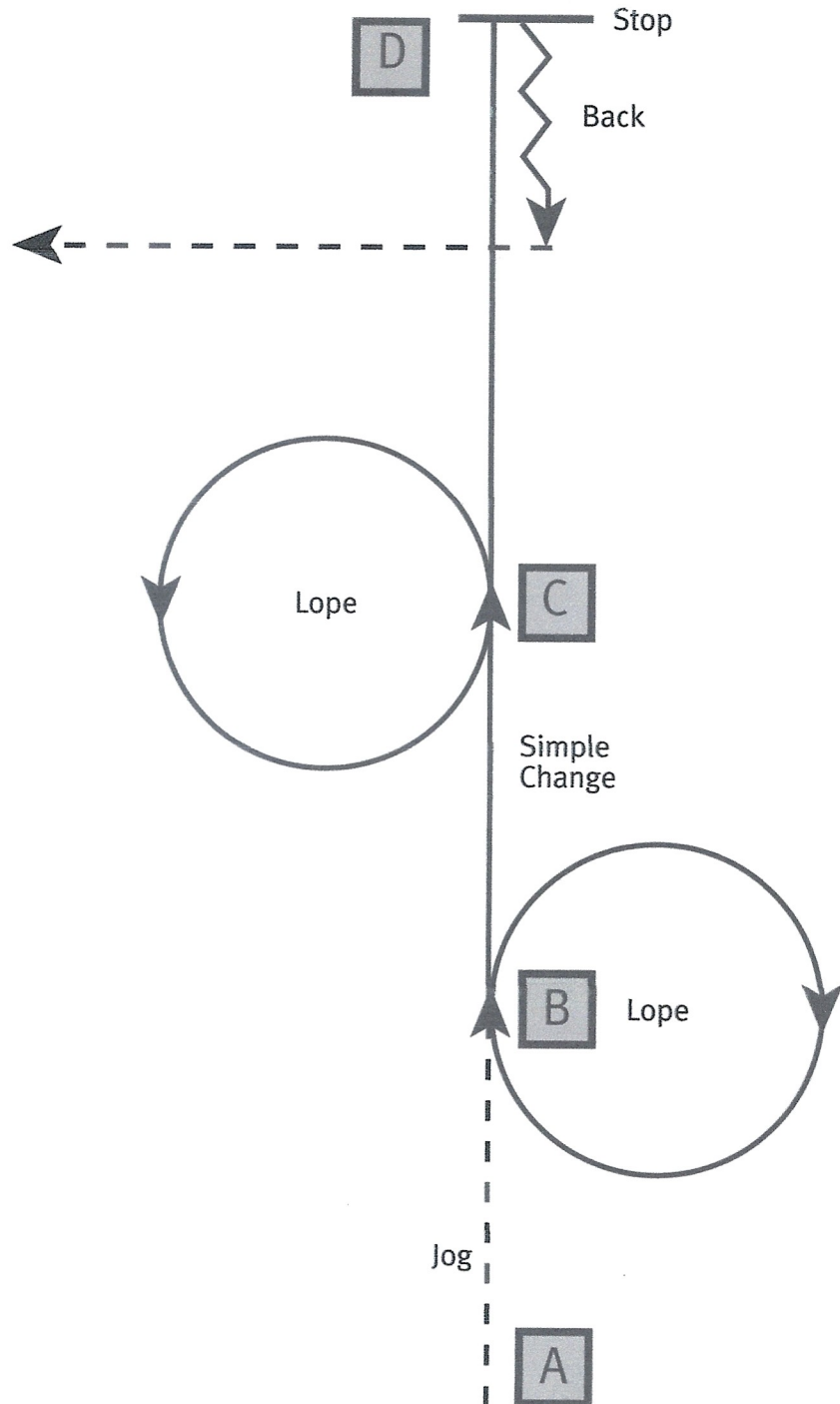
Stop and back ten feet.

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



*This pattern is appropriate to use for all age groups*

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

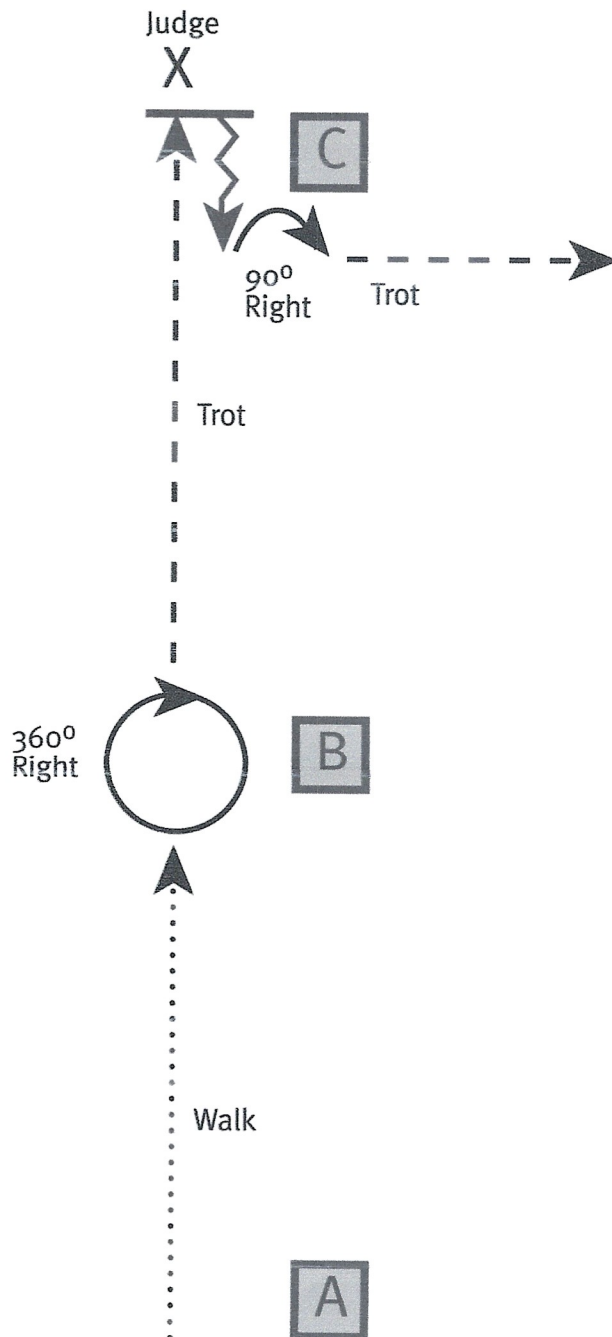


- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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.

# Showmanship

## LEVEL 1 • PATTERN G

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

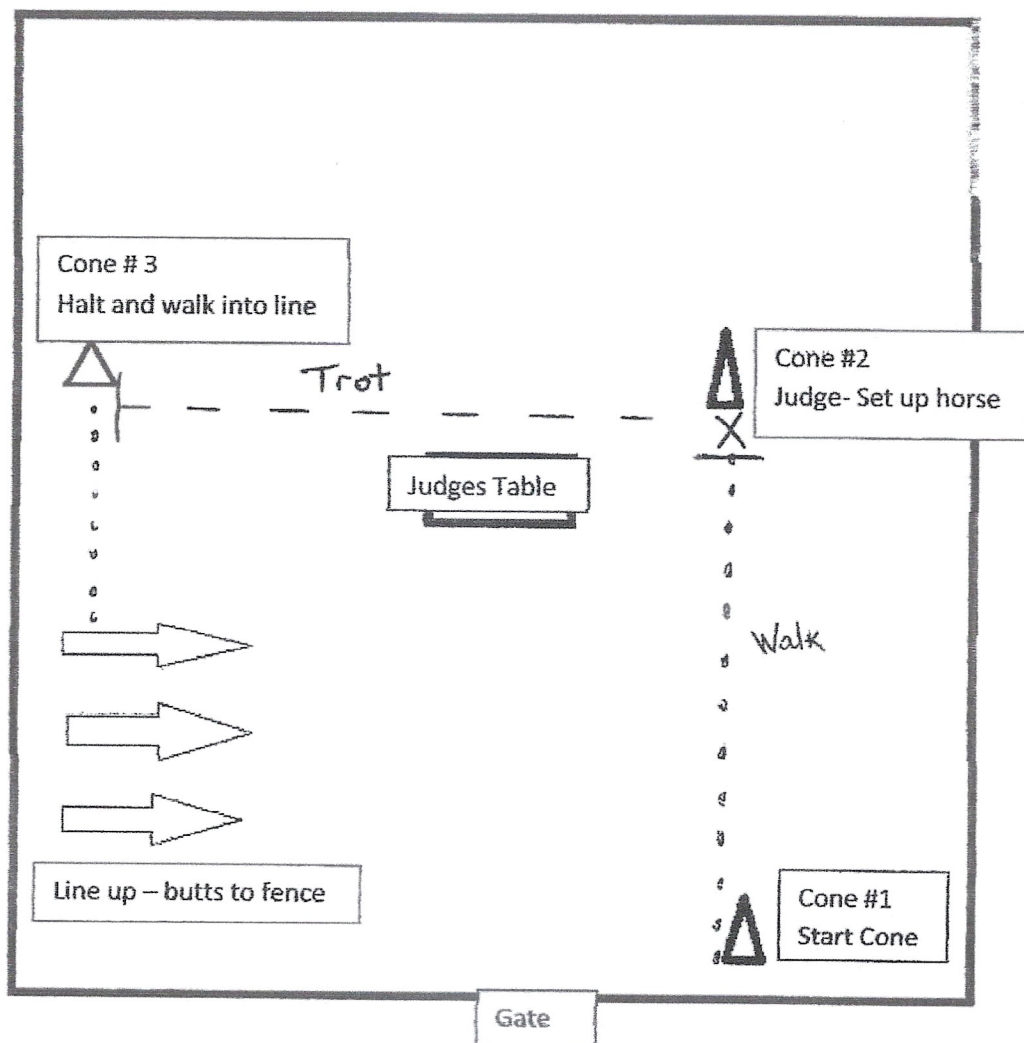


1. Be ready at marker A. Walk to marker B and halt
2. Execute a 360-degree turn to the right, halt
3. Trot to marker C, halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed back four steps
7. Perform a 90-degree turn
8. Trot to lineup or exit as directed

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup



## ACTS – Showmanship Pattern - ALL



1. Be 'on deck' at start cone #1 as the horse in front of you trots over to wall.
2. Walk straight to Judge and set up at cone #2.
3. Trot straight to fence/wall.
4. Halt at cone #3 and look back at Judge. Pattern done.
5. Walk into line.
6. Line up – butts to fence/wall.