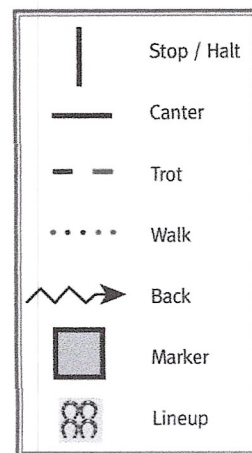


- # Showmanship
- ## LEVEL 1 • PATTERN C

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



Show Utah Valley
Date 5/15-17/25

Class 209 35 Showmanship ATH
Judge Thompson

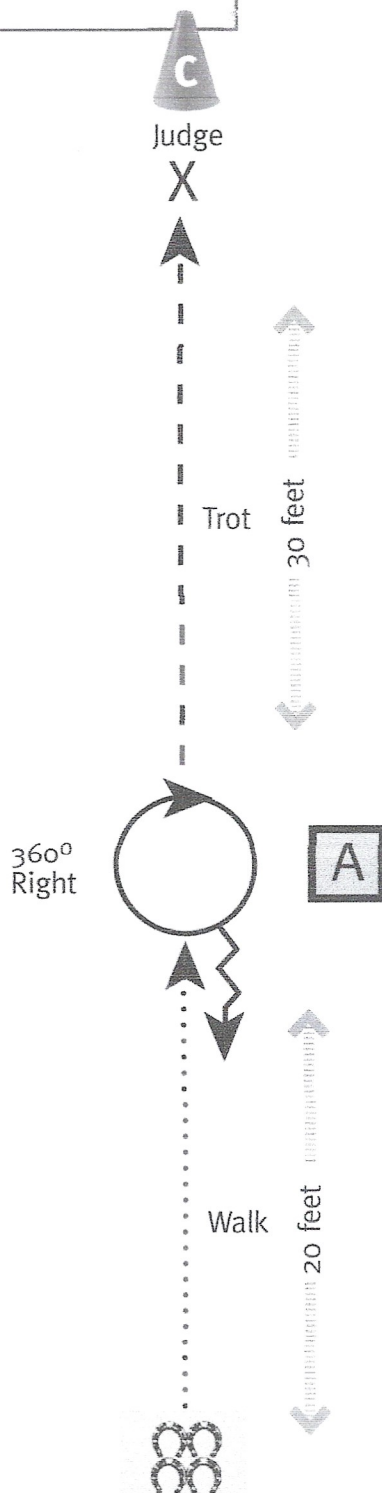
A H A

- ☐ **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 E

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



Line up at direction of ringmaster — can be head to tail or side by side.

Walk to marker A.

At marker A, execute a 360-degree turn.

Back four steps.

Trot to judge.

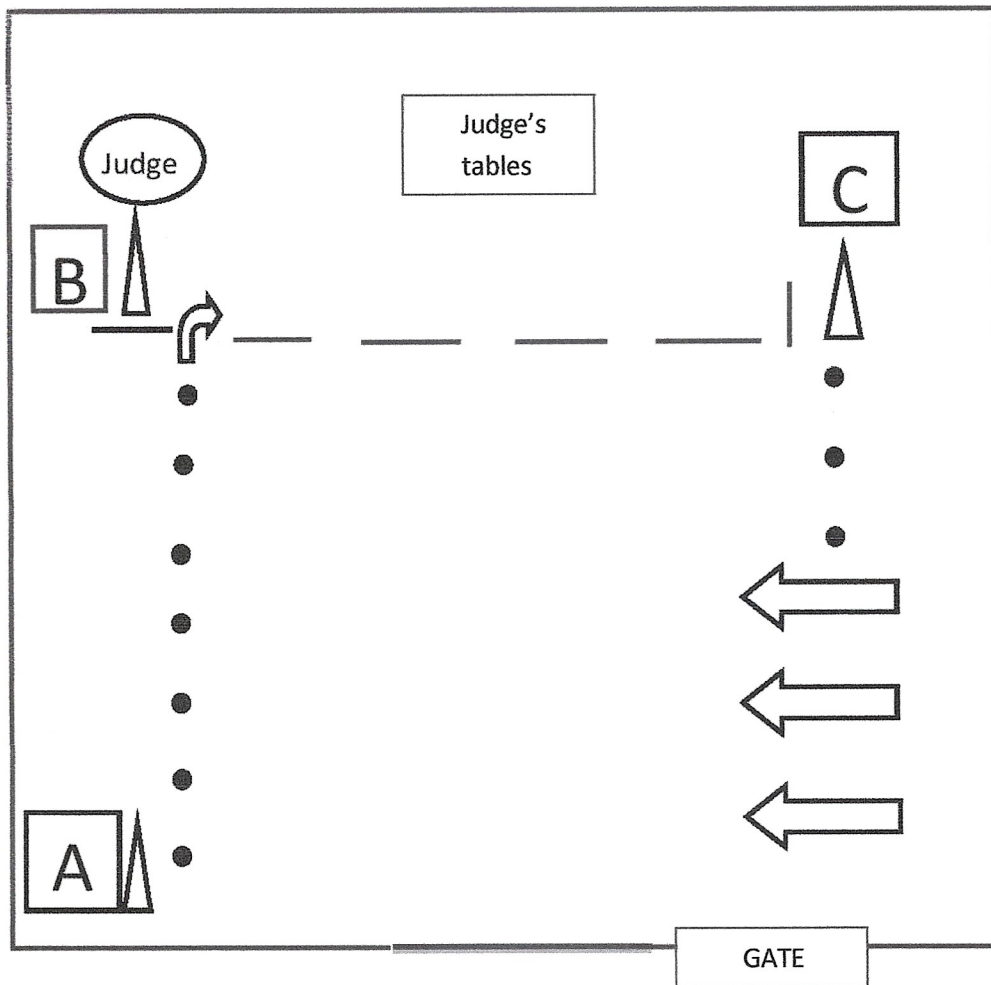
Stop. Set up for inspection.

When dismissed return to lineup at the trot or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

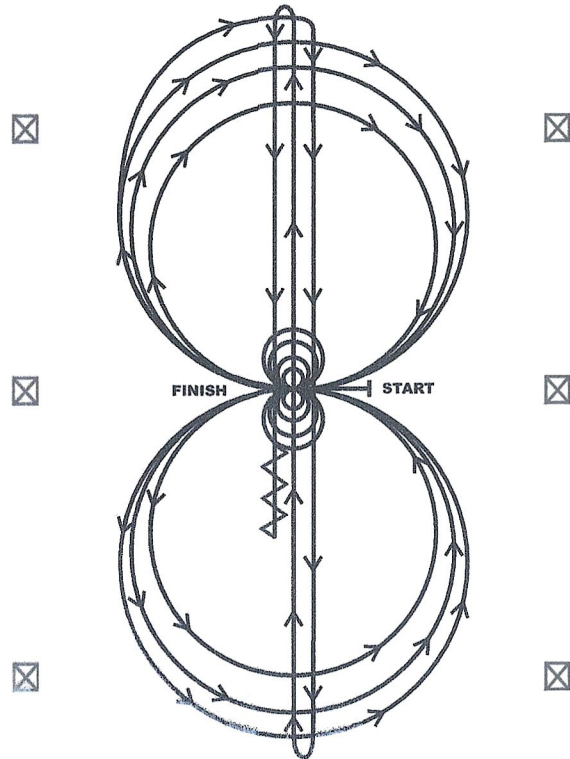
For ALL ACTS classes

ACTS Showmanship Pattern



1. Start at cone A
2. Walk to Cone B and set up for inspection
3. After inspection perform a 90 ° and trot to Cone C. Halt.
4. Walk into line up with tail facing the rail

Pattern 2



Utah Valley

5/15/25

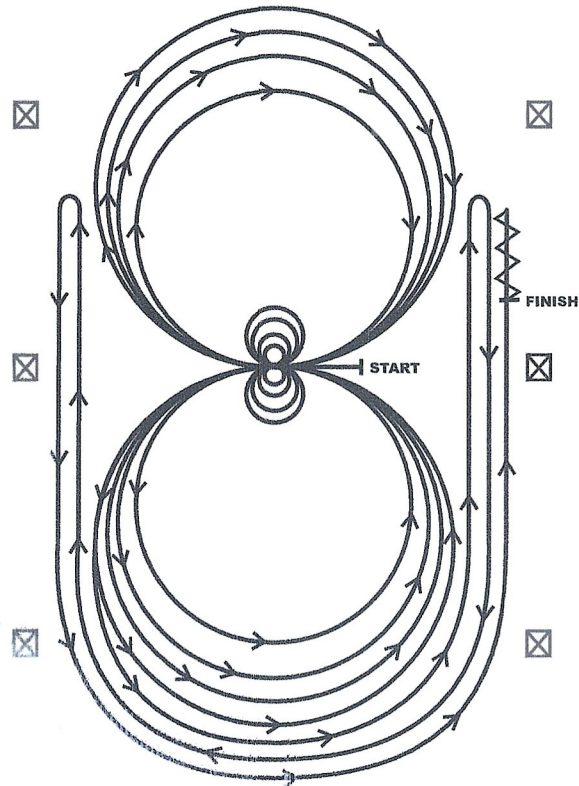
All Reining Classes 1-7

Pattern 2

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) 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.

Pattern 5



Utah Valley

5/16/25

All Reining CHAMPIONSHIP Classes 153-158

Pattern 5

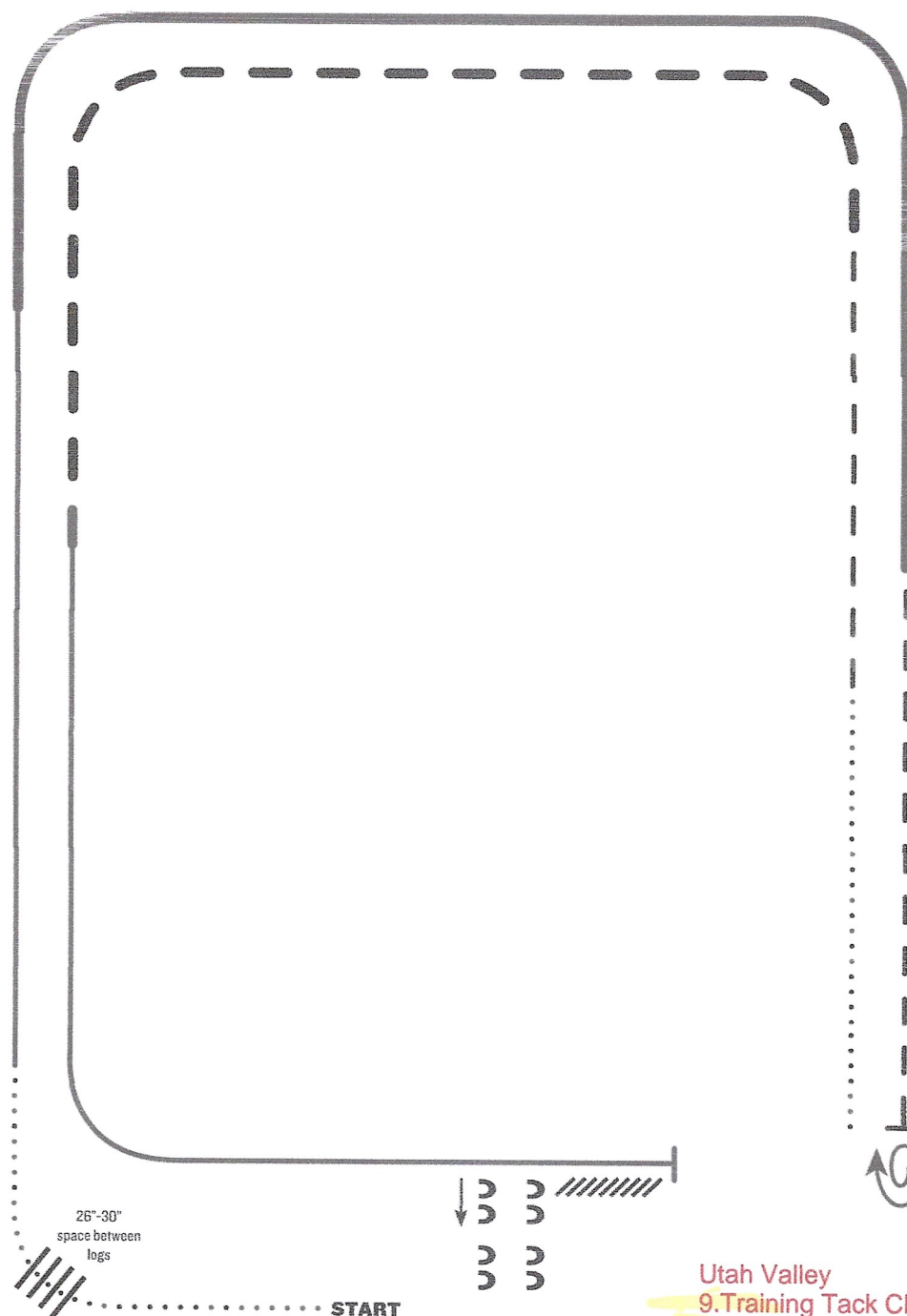
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing 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.

RANCH RIDING - PATTERN 6

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
—	Lope
—	Extended Lope
////	Back
\\	Lead Change



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

Utah Valley

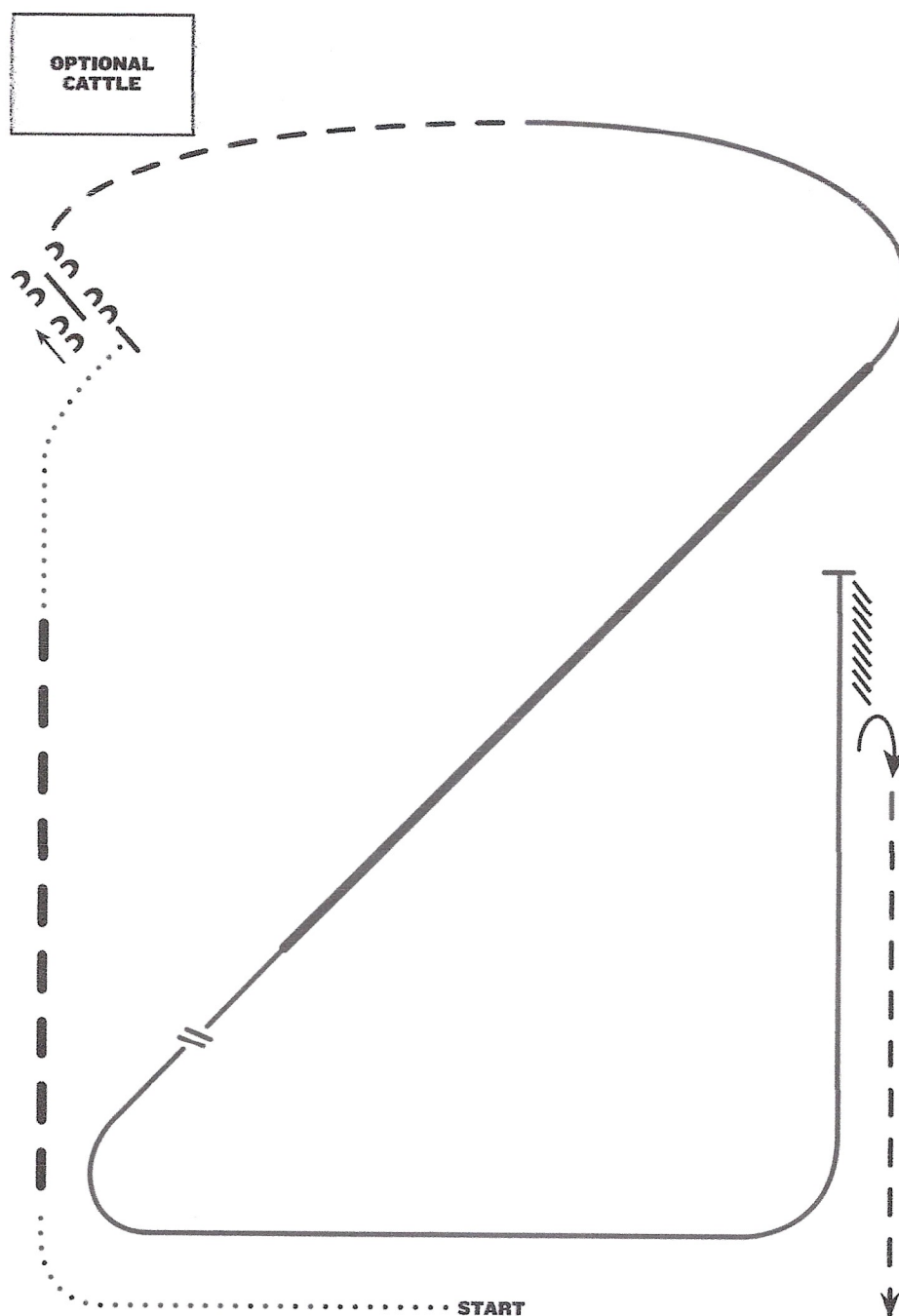
9. Training Tack Class Open Ranch Riding
10. HA/AA Ranch Riding Open
11. Arabian Ranch Riding Open
12. HA/AA Ranch Riding ATR
13. Arabian Ranch Riding ATR
14. Arabian Ranch Riding JTR

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.

RANCH RIDING - PATTERN 10

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
- - -	Lope
- - -	Extended Lope
////	Back
//	Lead Change



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

Utah Valley

159. Training Tack RR Open

160. HA/AA Ranch Horse ATR Champ

161. Arabian Ranch Horse Open

162. HA/AA Ranch Horse Open Champ

163. Arabian Ranch Horse ATR

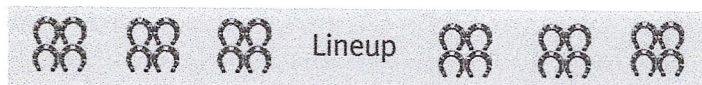
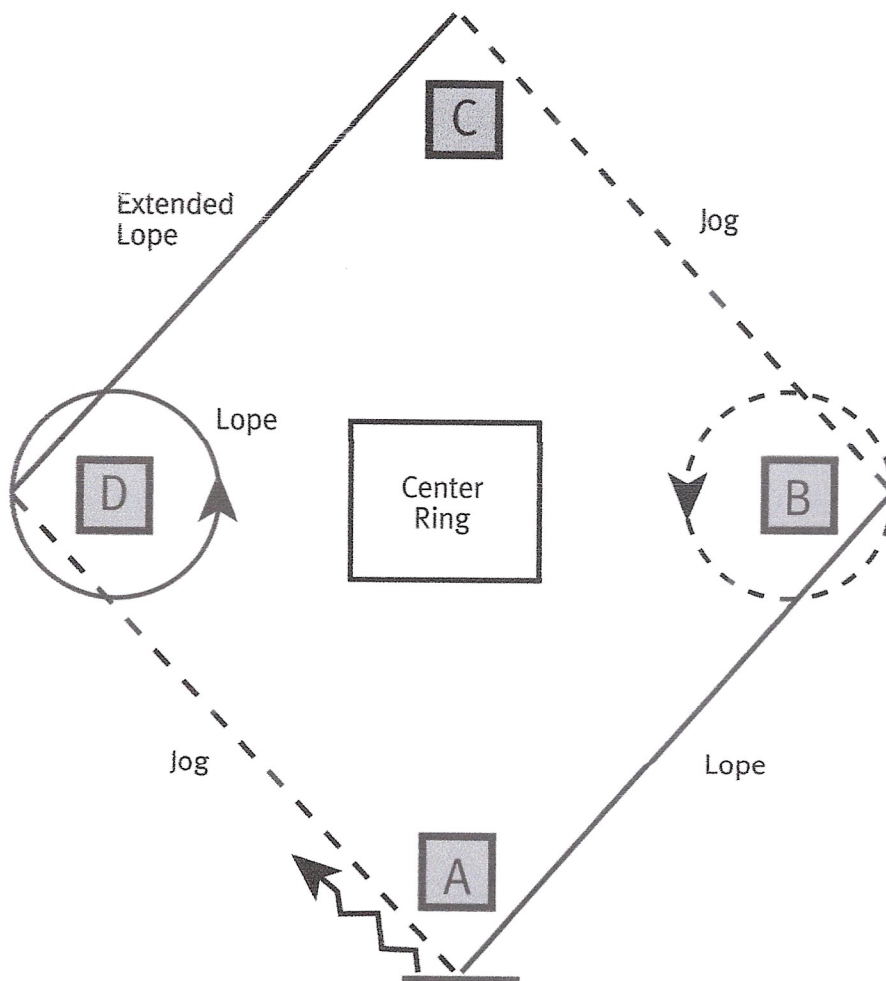
164. Arabian Ranch Horse JTR

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.

Western Horsemanship

LEVEL 3 • PATTERN NN

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.



OUT GATE

IN GATE

Be ready at marker A.

Lope right lead to marker B and stop.

At marker B, drop stirrups and jog a circle to the left.

After closing circle, continue at jog to marker C and stop.

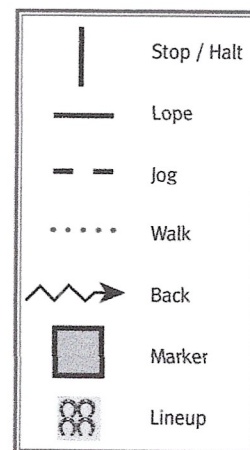
Pick up stirrups and then execute the extended lope on left lead to marker D.

Return to a lope and execute a circle to the left.

Upon completion of circle, drop down to jog and jog to marker A and stop.

Back seven steps at marker A.

Return to the 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:

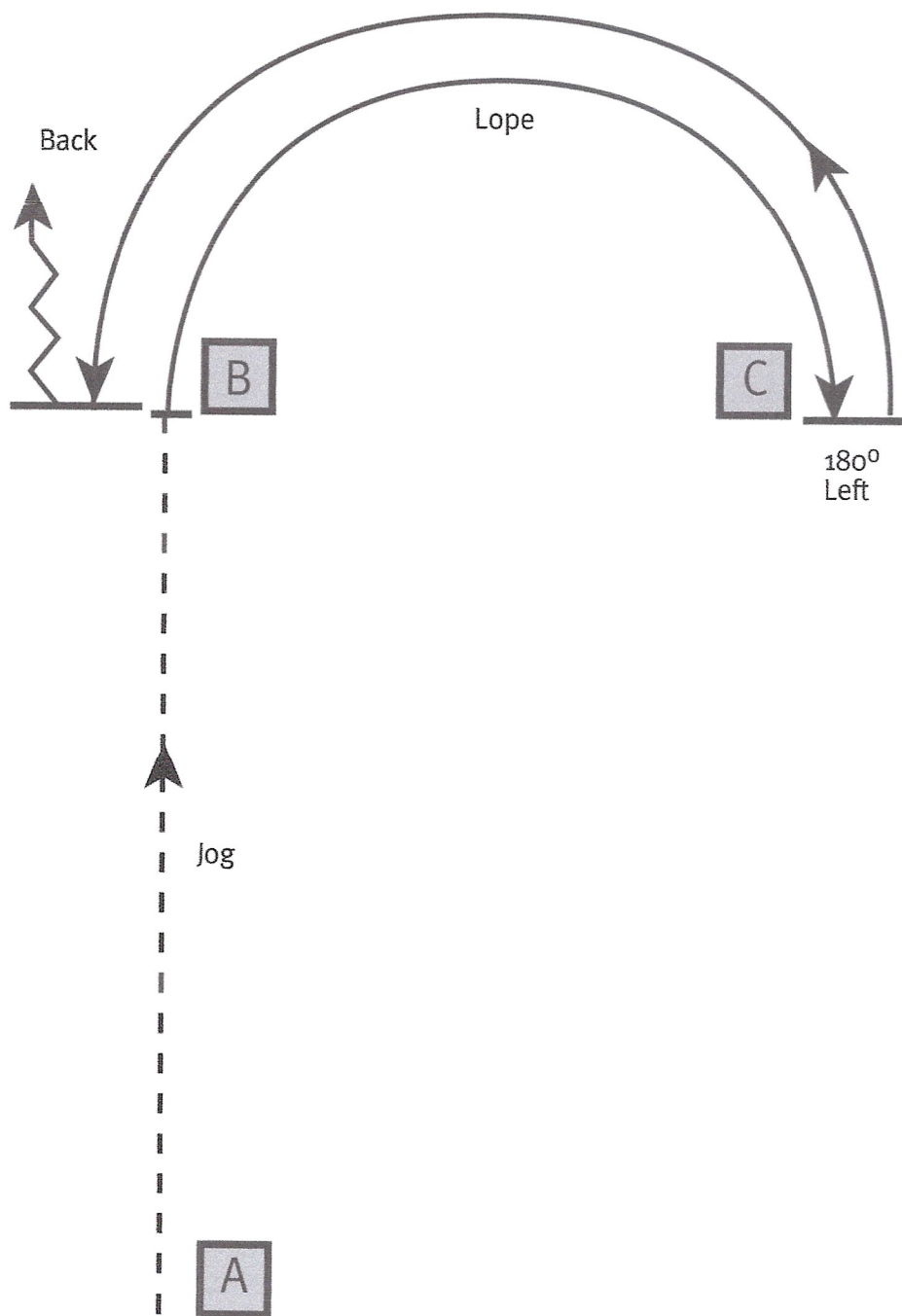
- 13 & Under
- 14 & Under

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

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.

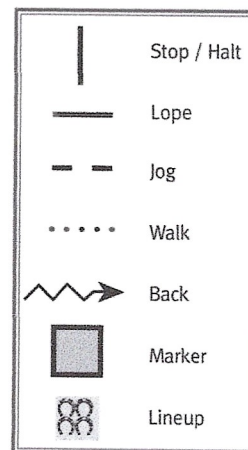
Turn 180-degrees on the haunches to the left.

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.

Hunter/Jumping Seat

LEVEL 1 • PATTERN Q

Walk to the starting point.

Canter left lead and cut across arena.

Change lead (simple change) in center of arena and continue cantering on right lead diagonally across arena. Continue around end of arena.

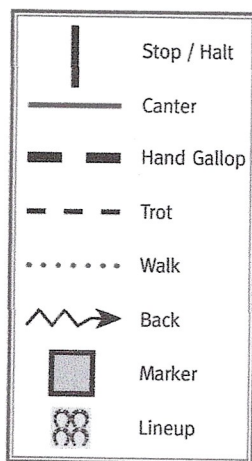
Cut across center of arena and perform a lead change (simple change).

Continue around arena to gate end.

Transition to sitting trot and trot a circle.

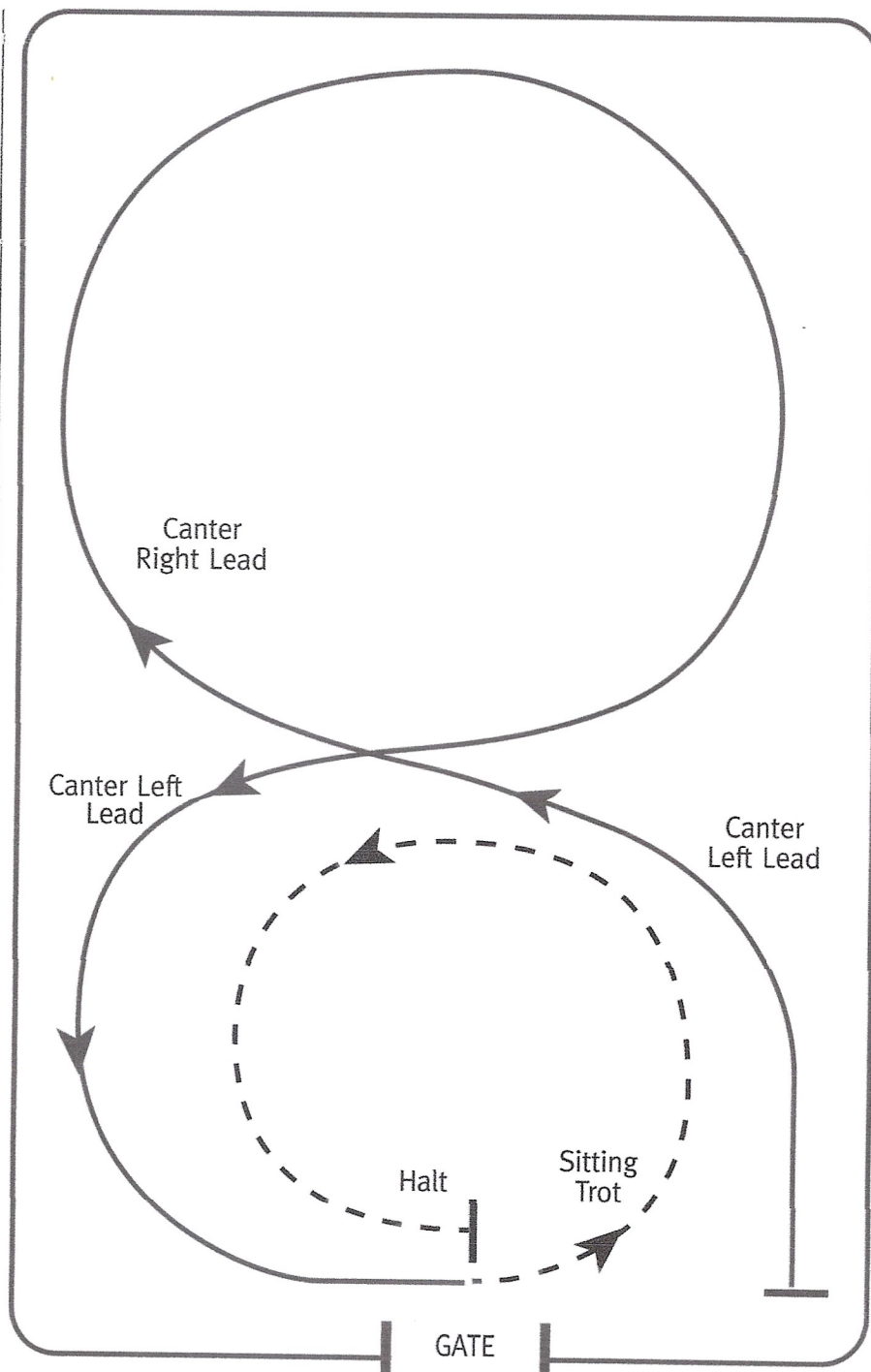
Halt.

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.



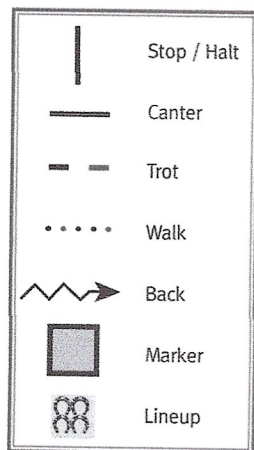
Saddle Seat

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.

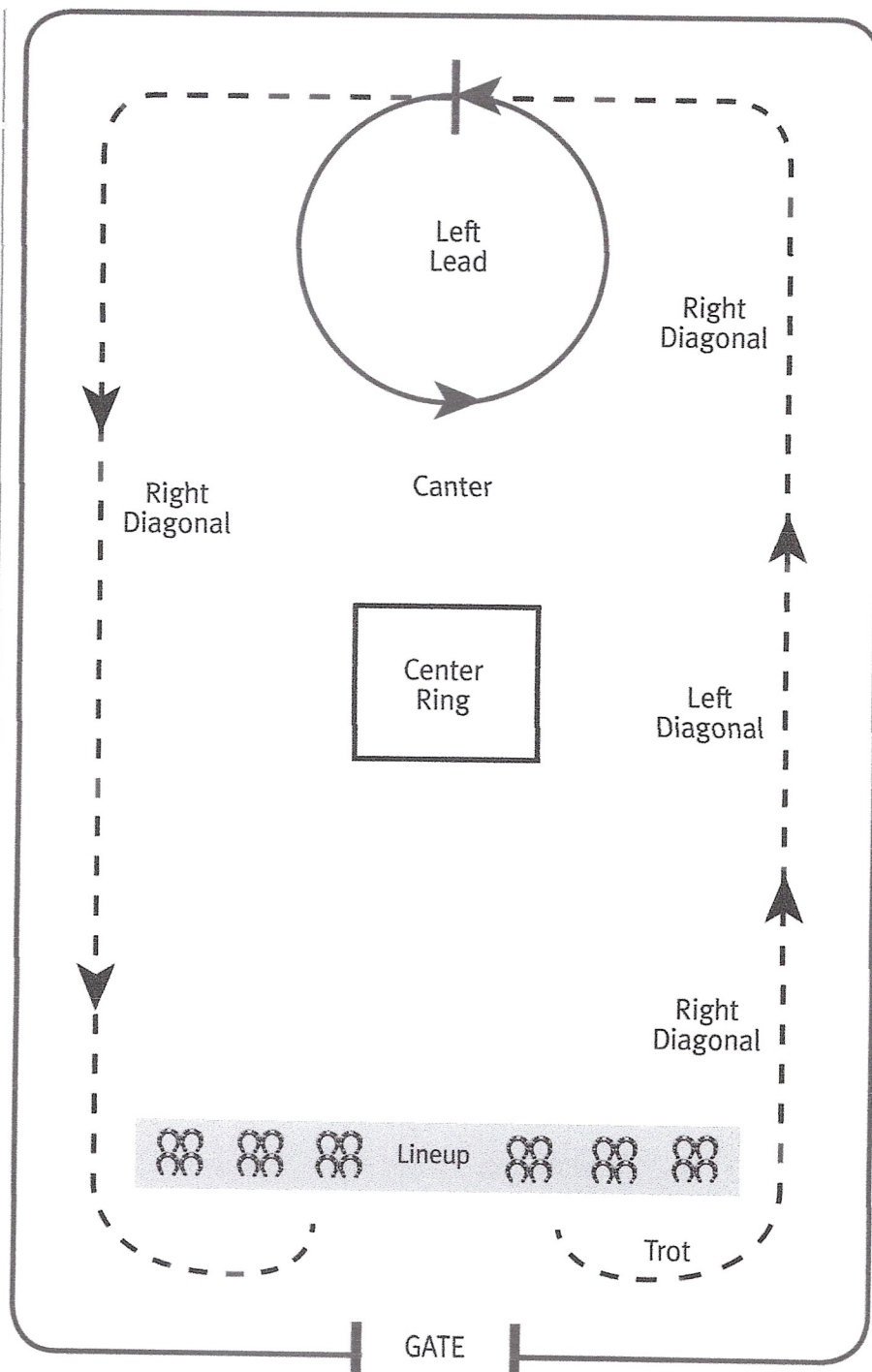
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



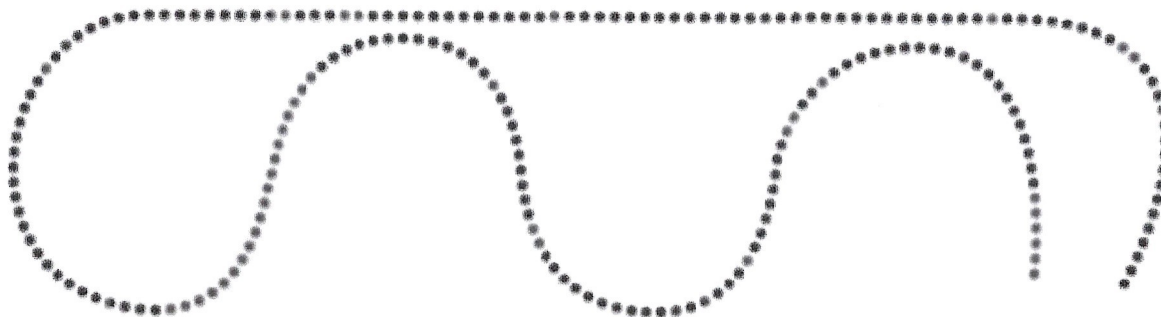
This pattern may only be used for:

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

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



UPHA Serpentine



Trot a serpentine consisting of four half circles (changing diagonals) to the opposite end of the ring.
Return down either rail at a show trot.