

# Saddle Seat

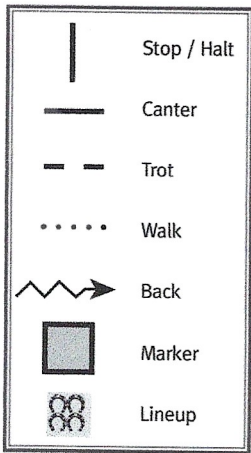
LEVEL 1 • PATTERN C • Tests 6,10

**Class # 79 - Saddleseat**  
**Equit. Medal 18+u**

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.

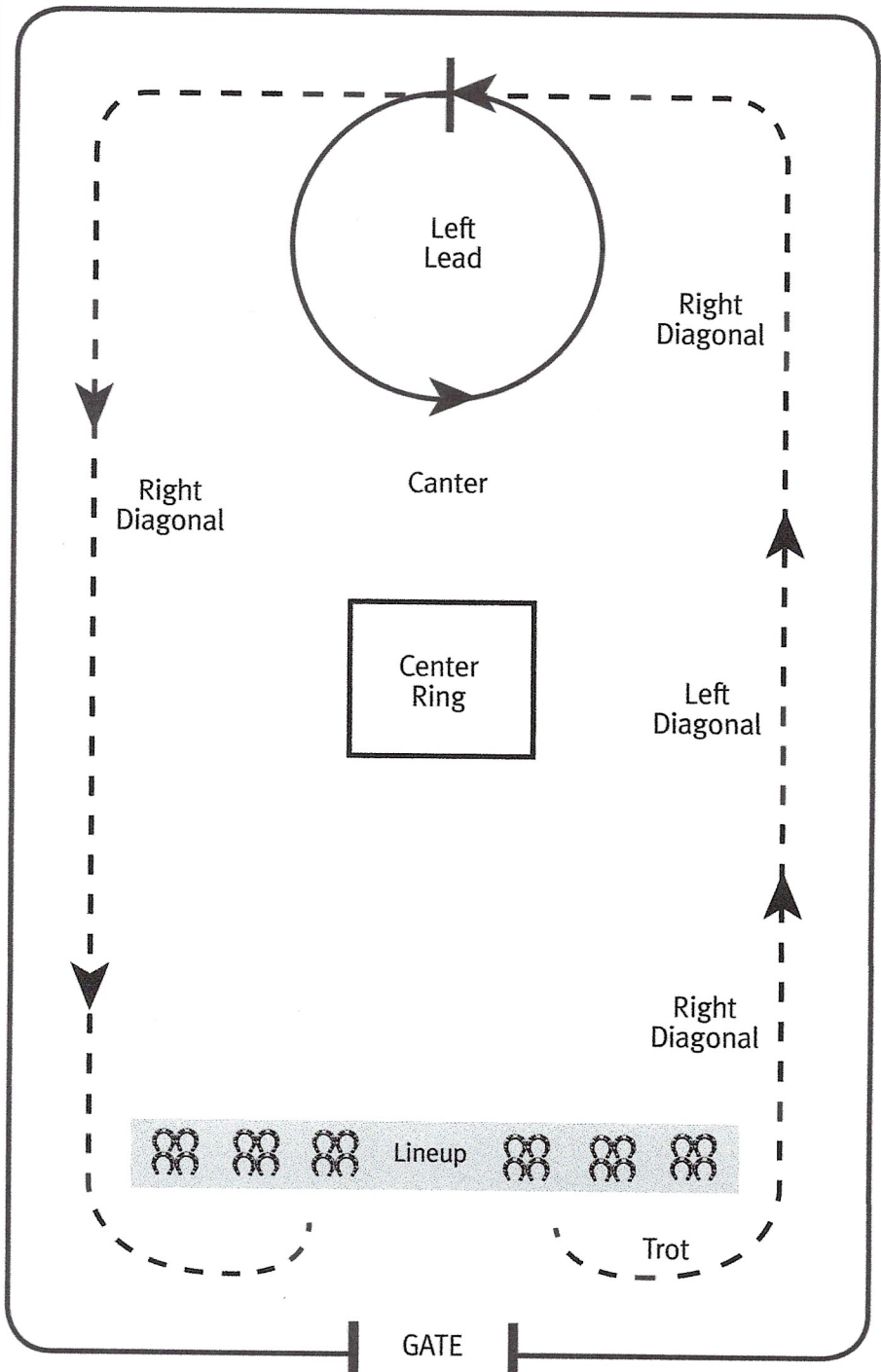
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



*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 H

Class # 118 - Hunt Seat Equit.  
 ATR

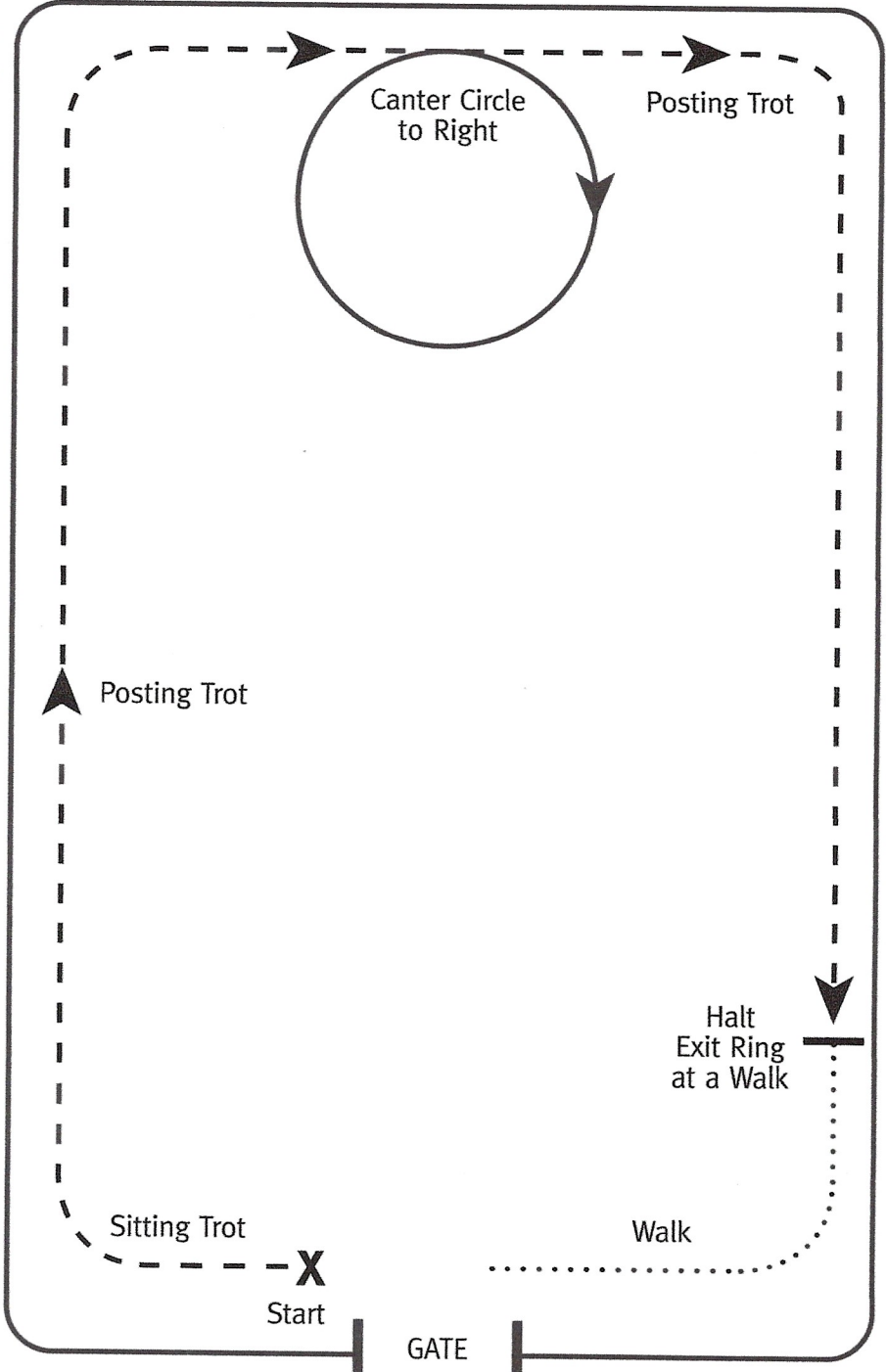
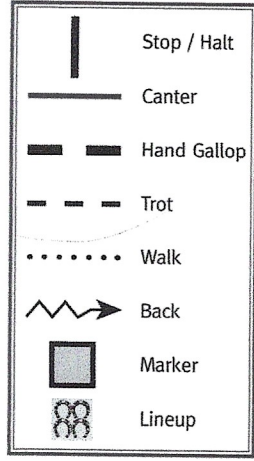
Walk to the starting point.

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.

**Class #124 - West. Equit. Medal**  
**18 tu**

# 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.

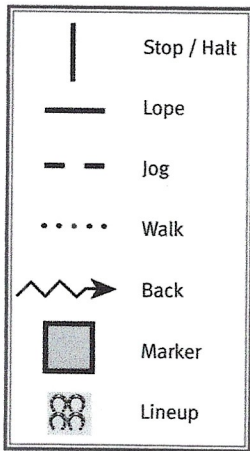
Continue out of the circle at a lope and change to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

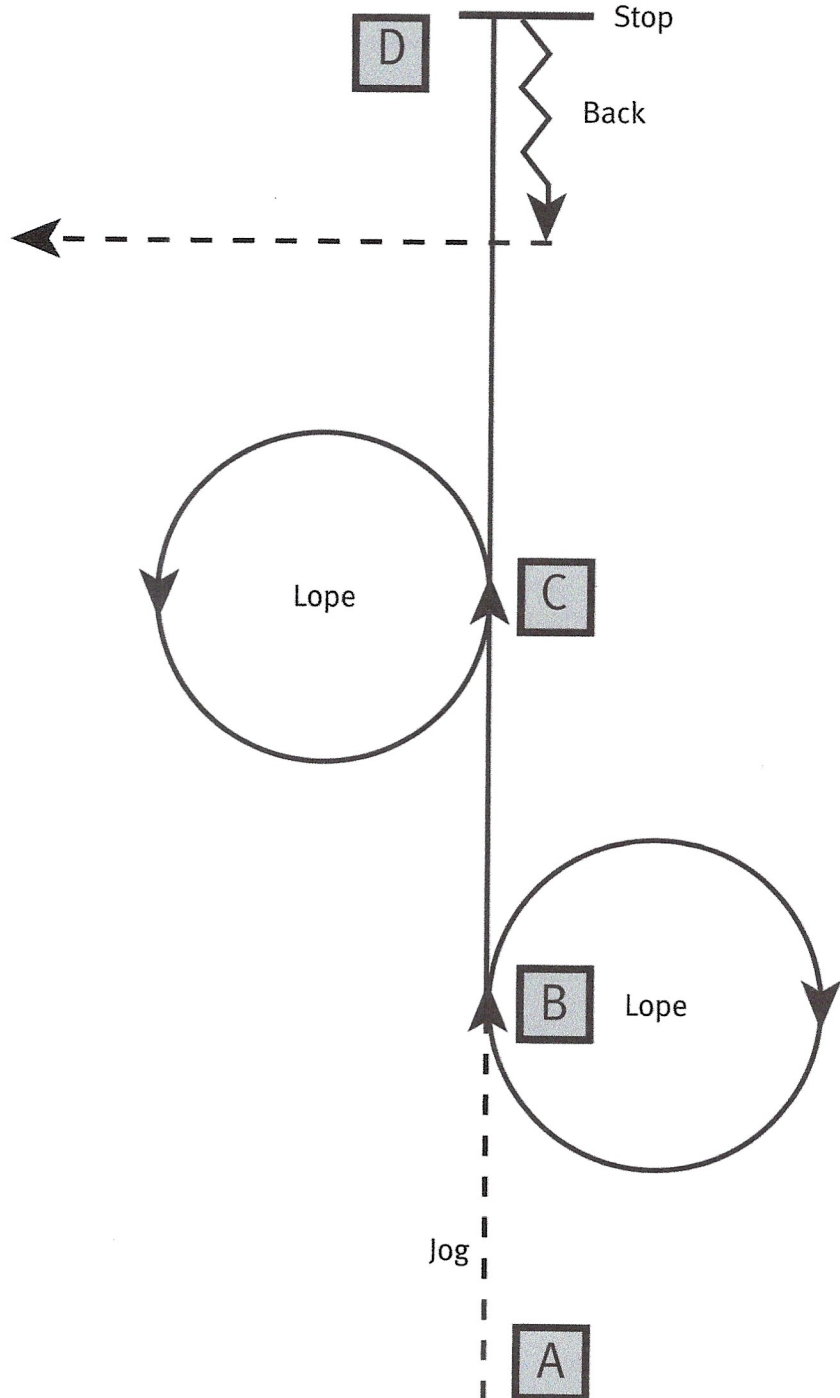
Stop and back ten feet.

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.



# Hunter/Jumping Seat

## LEVEL 1 • PATTERN U

*Class # 159 - Hunt Seat Equit.  
Medal 18+u*

Walk to the starting point.

Trot left diagonal from A.

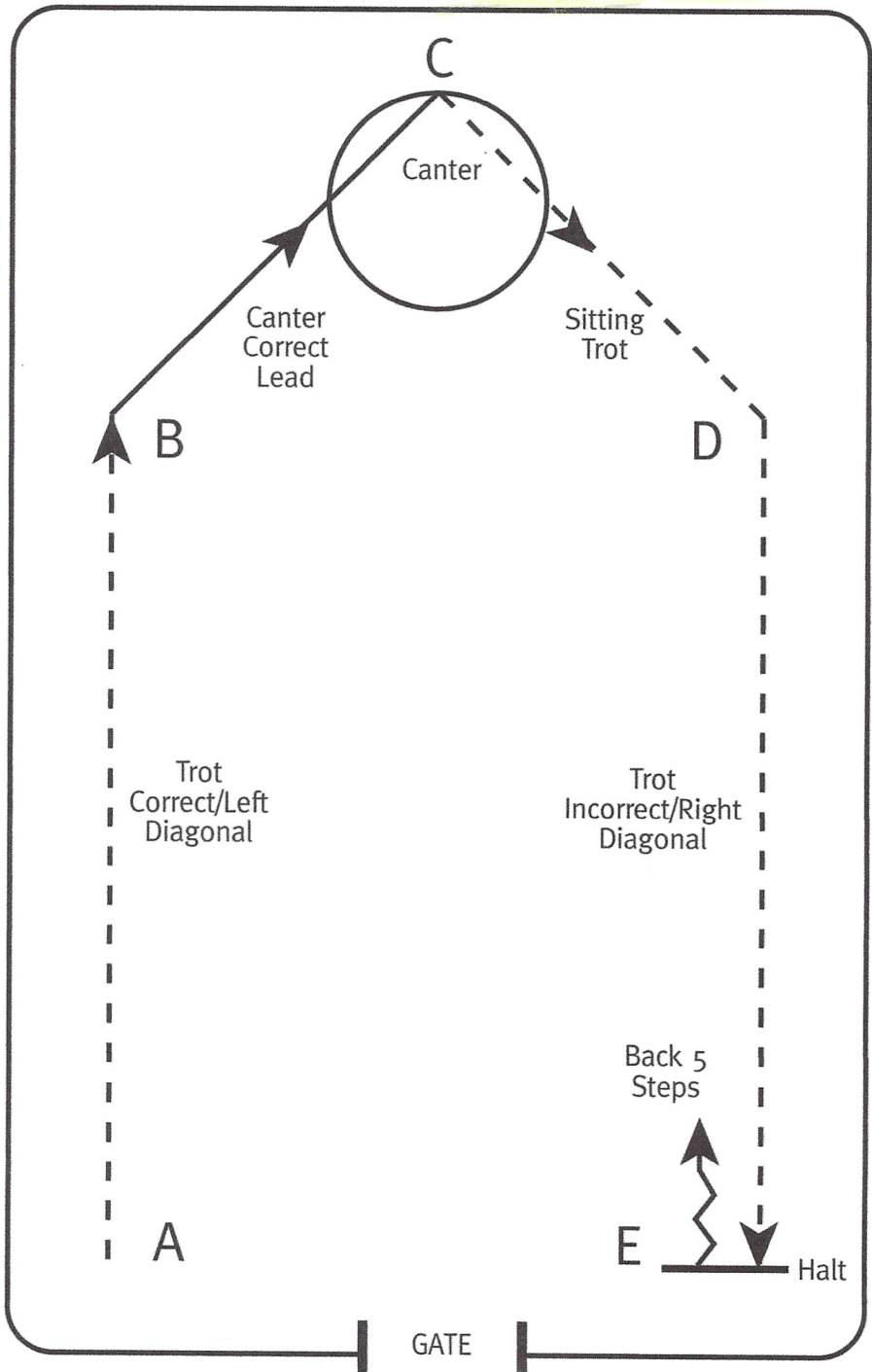
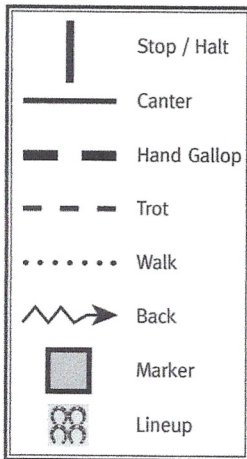
Canter on the correct lead from B to C.  
Continue to canter a right circle.

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.*



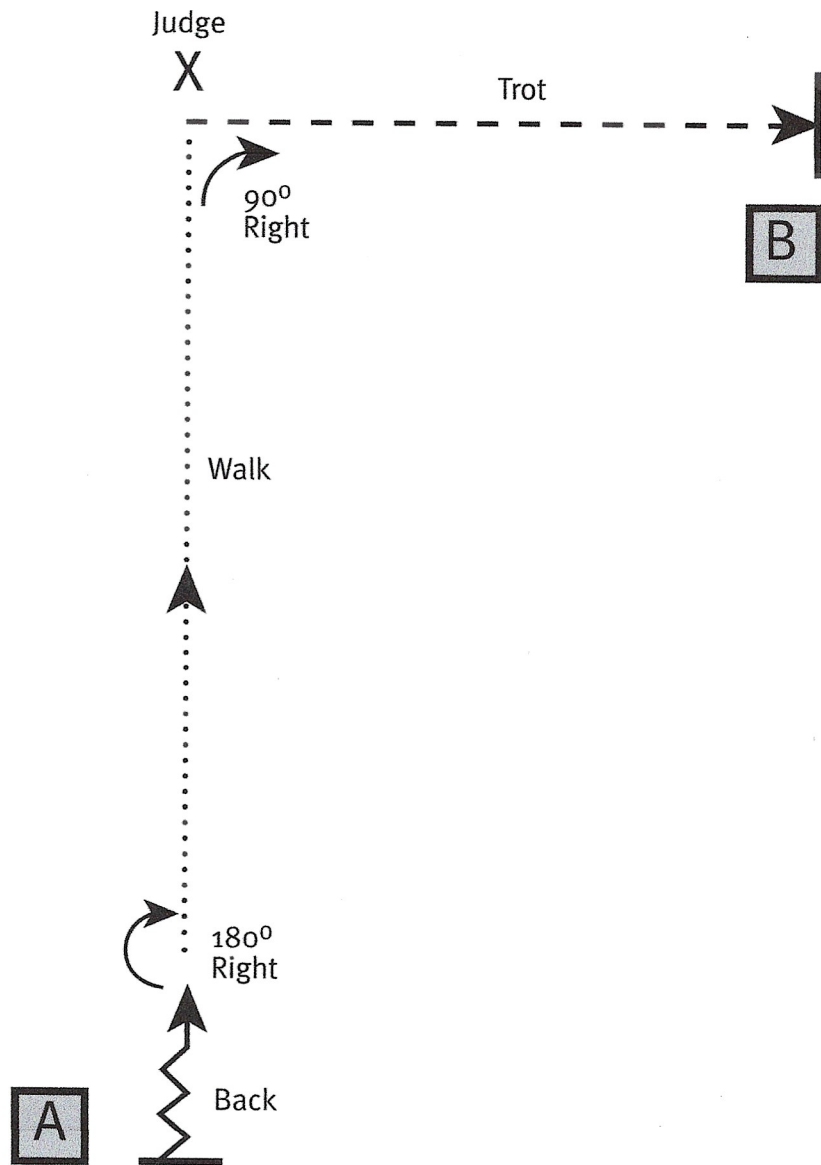
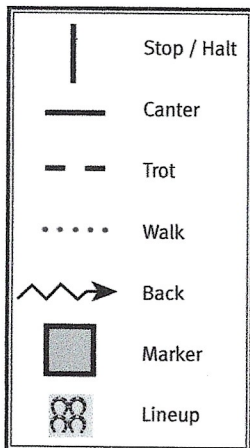
# Showmanship

## LEVEL 1 • PATTERN H

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

- 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.

1. Be ready at marker A. Back four steps
2. Perform a 180-degree turn
3. Walk to judge and halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed perform a 90-degree turn
7. Trot to marker B and halt
8. Return to lineup at a trot or exit arena as directed



**Class # 177 - AHA - 10+ under**

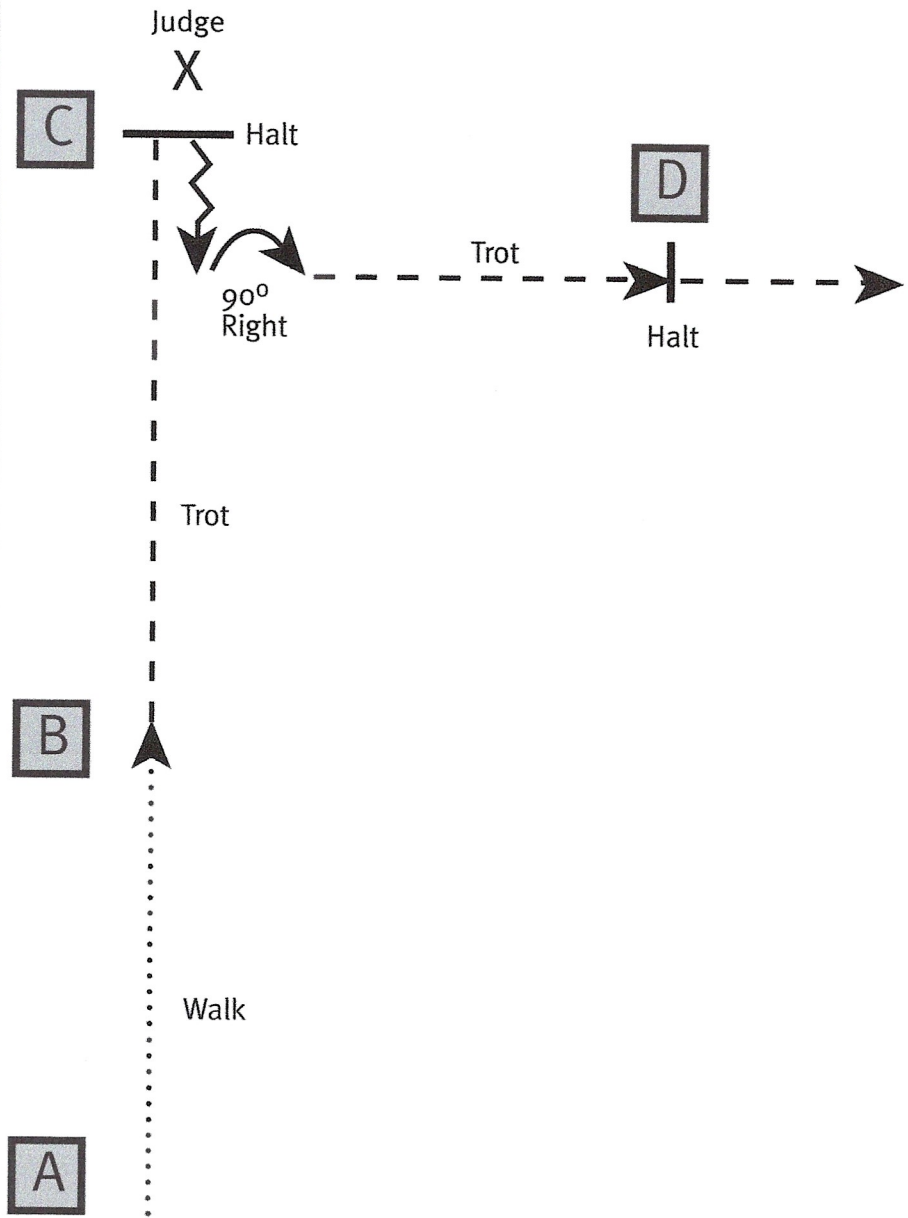
# Showmanship

## LEVEL 1 • PATTERN B

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

- 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.

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



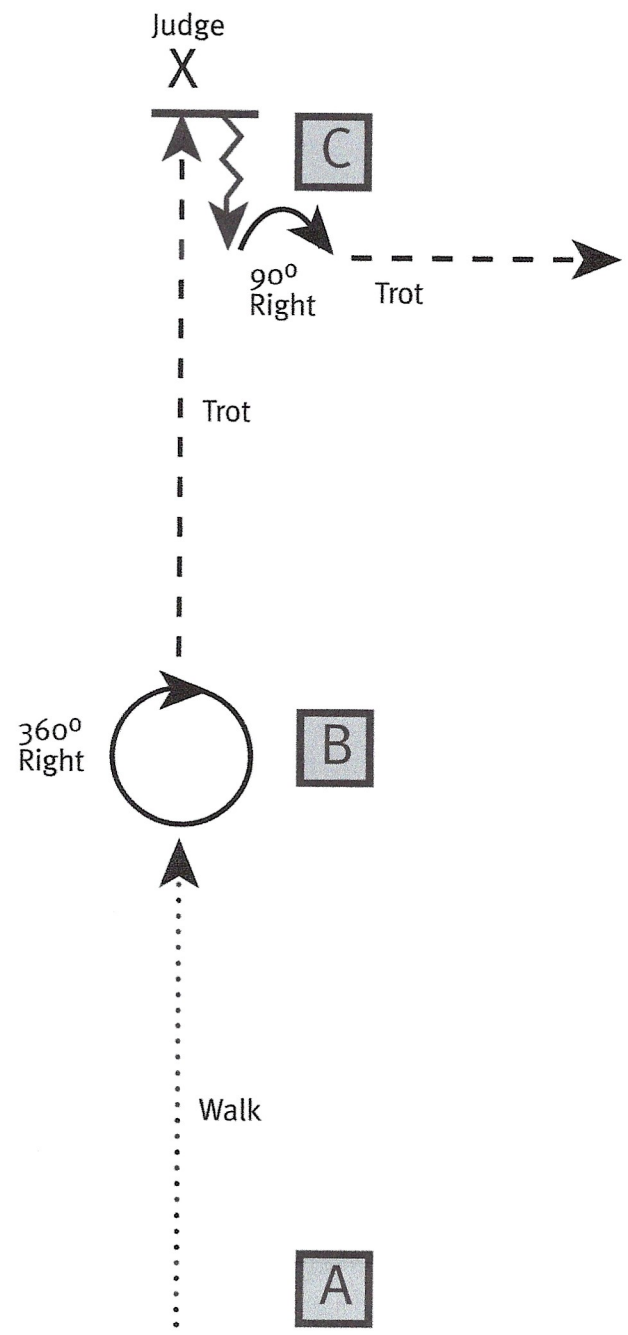
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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.

# Showmanship

## LEVEL 1 • PATTERN G

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

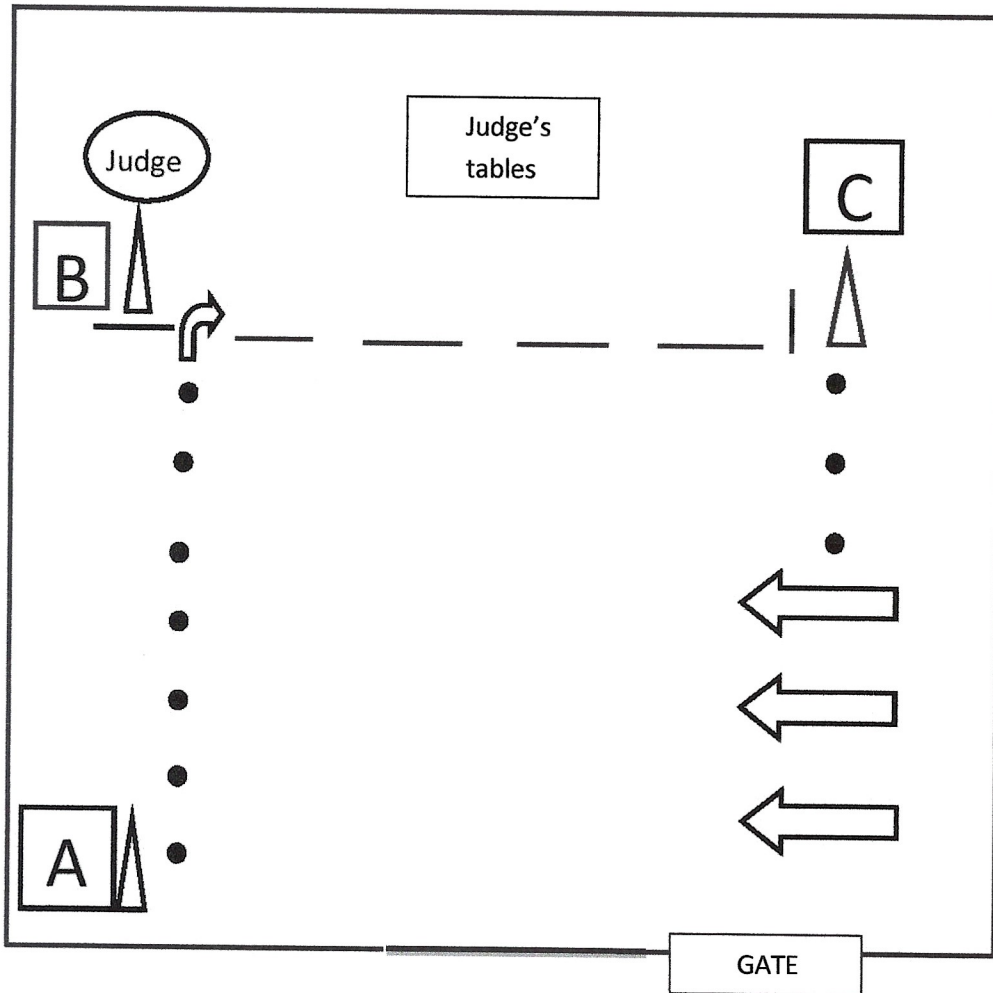


1. Be ready at marker A. Walk to marker B and halt
2. Execute a 360-degree turn to the right, halt
3. Trot to marker C, halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed back four steps
7. Perform a 90-degree turn
8. Trot to lineup or exit as directed

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

# For ALL ACTS classes

## ACTS Showmanship Pattern

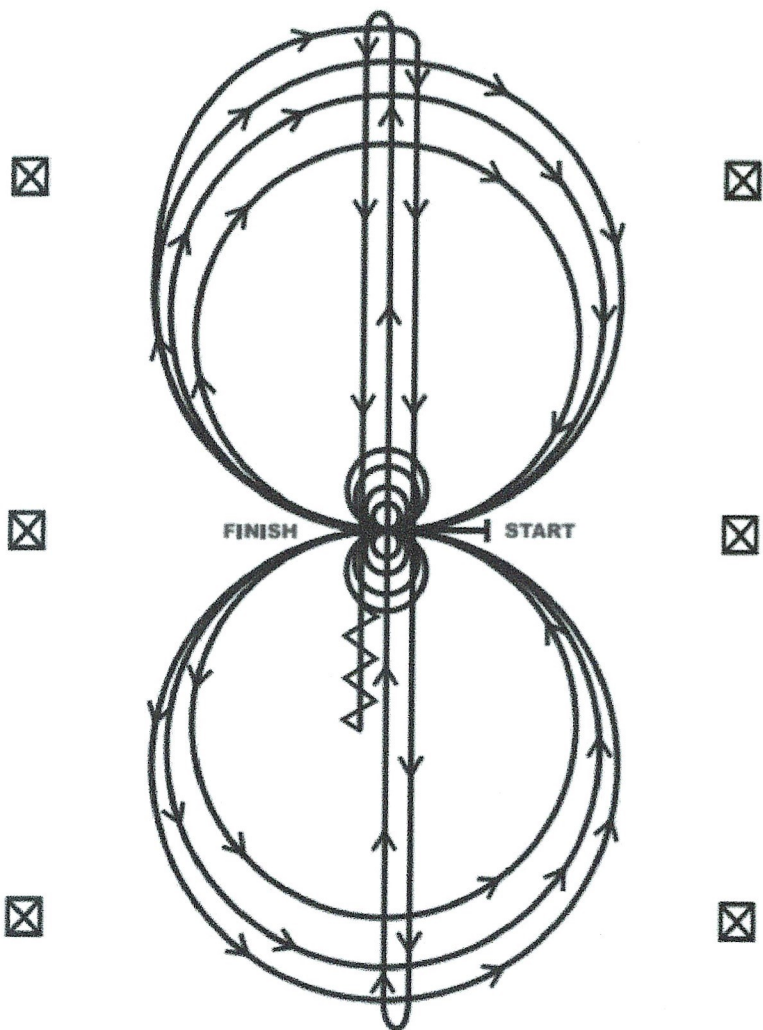


1. Start at cone A
2. Walk to Cone B and set up for inspection
3. After inspection perform a 90° and trot to Cone C. Halt.
4. Walk into line up with tail facing the rail

All Open  
Non-Champ

Class #s 1, 2, 4

### Pattern 2



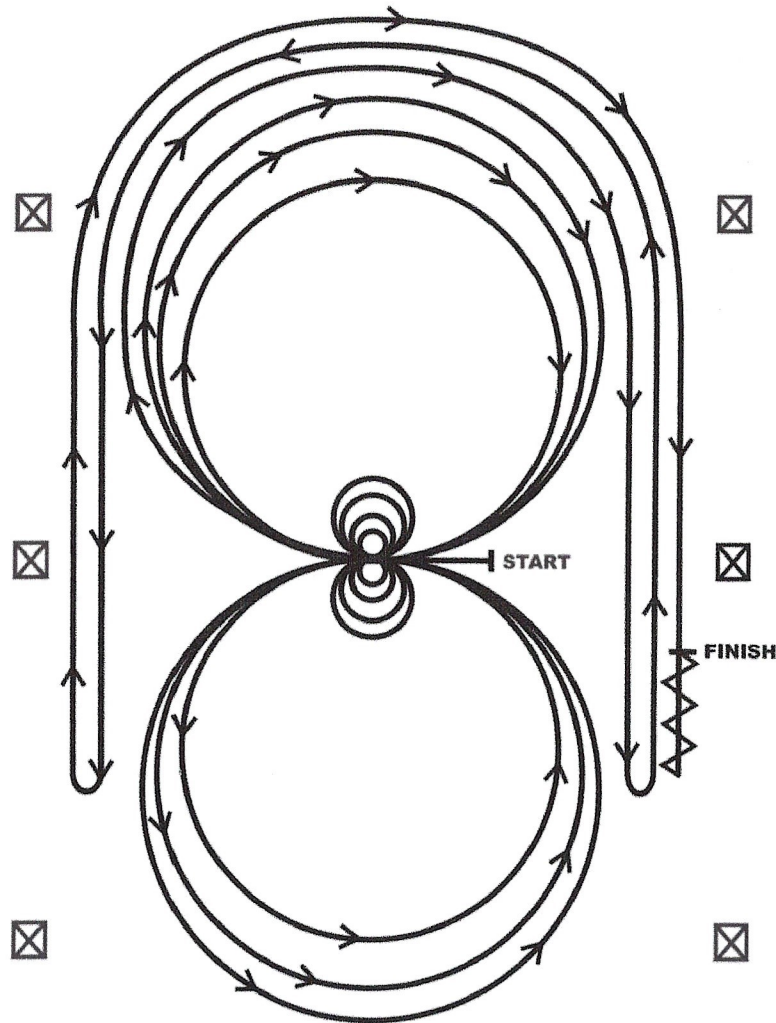
### Pattern 2

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.

All Open Champs  
Class #s 87, 88, 90

Pattern 14



Pattern 14

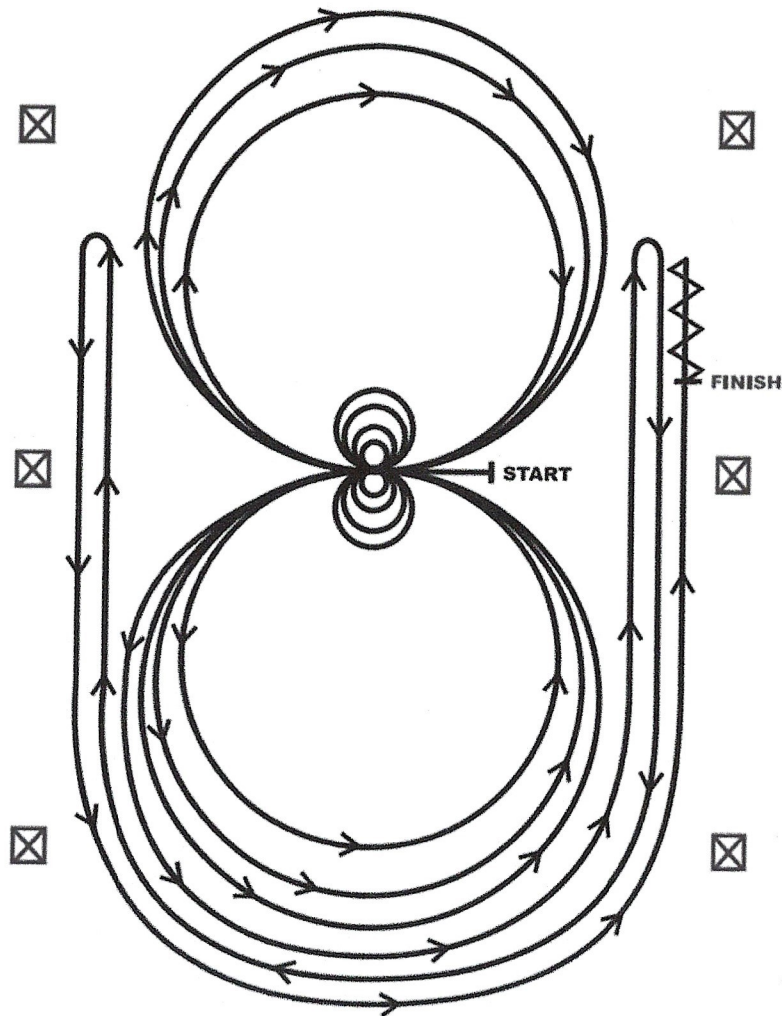
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing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

1. 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 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 at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up 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 previous circle but do not close this circle. Run up 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 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 the completion of the pattern.

All ATR - Classes 5, 6, 7

Non-Champ

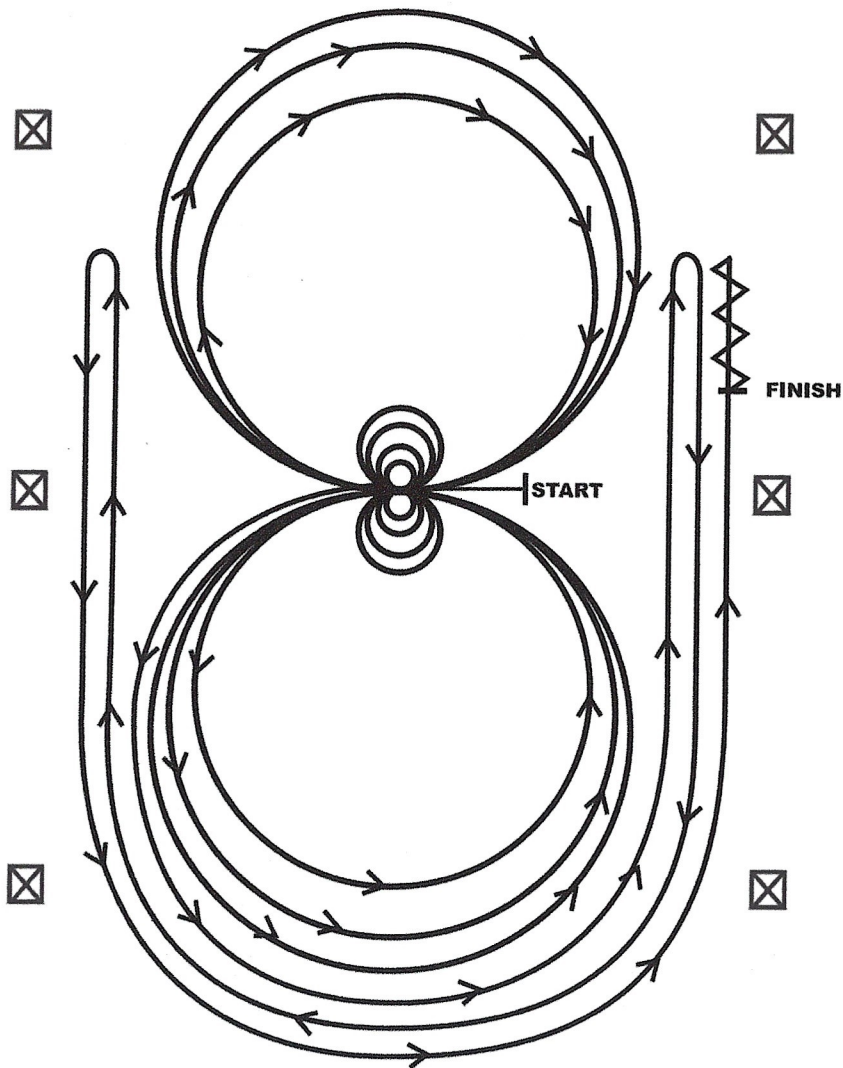
### Pattern 6



### Pattern 6

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. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. 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. Change leads at the center of the arena.
4. 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.
5. Begin a large 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.
6. Continue back 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.
7. 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 the completion of the pattern.

**Pattern 13****Pattern 13**

Horses may walk or jog to the center of the 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 two circles to the left: the first circle large and fast; the second 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 two circles to the right: the first being large and fast; the second 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 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.

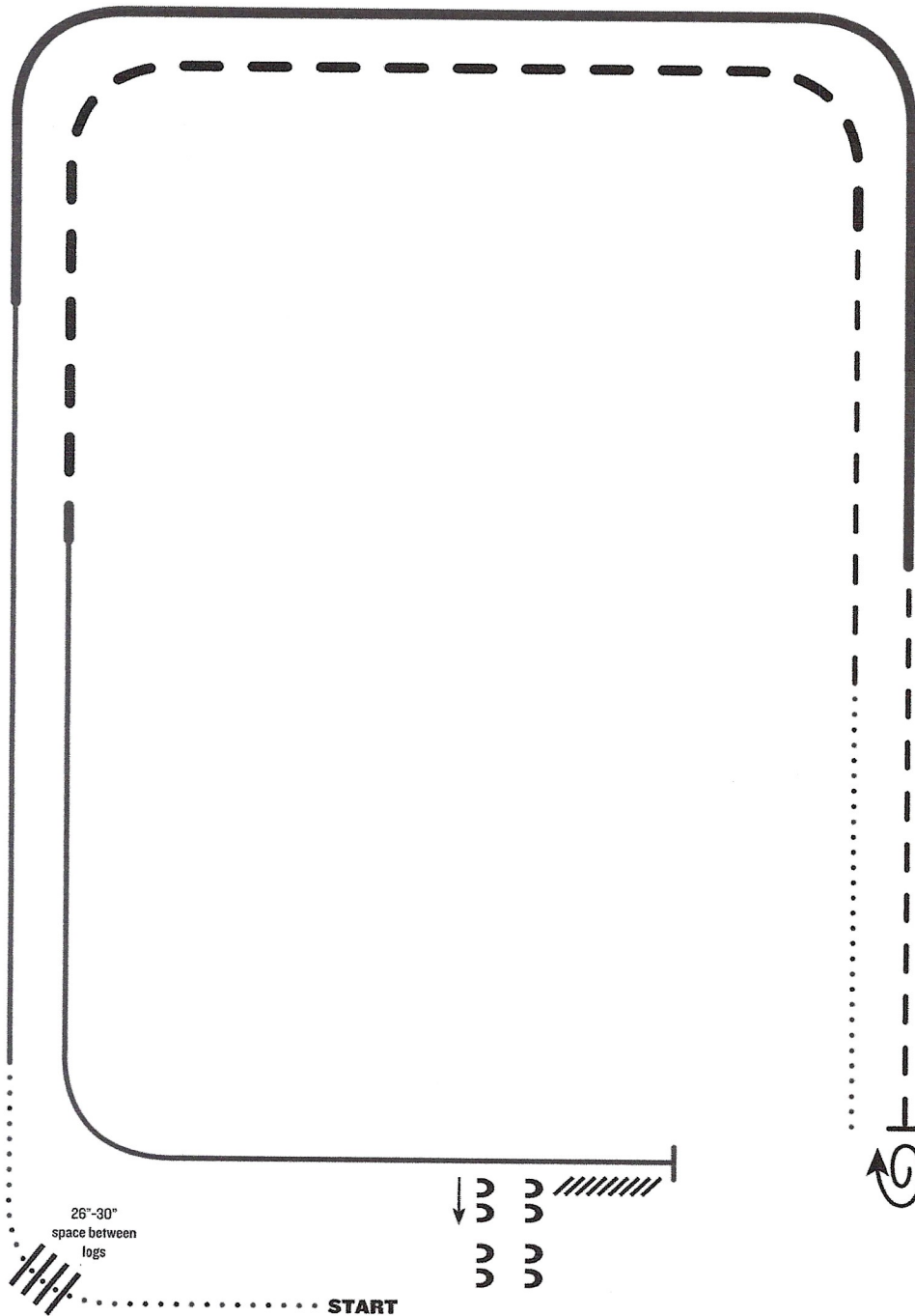
Classes # 95, 96, 97, 98, 99, 100, 102

# RANCH RIDING - PATTERN 6

All Ranch Champs

## LEGEND

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



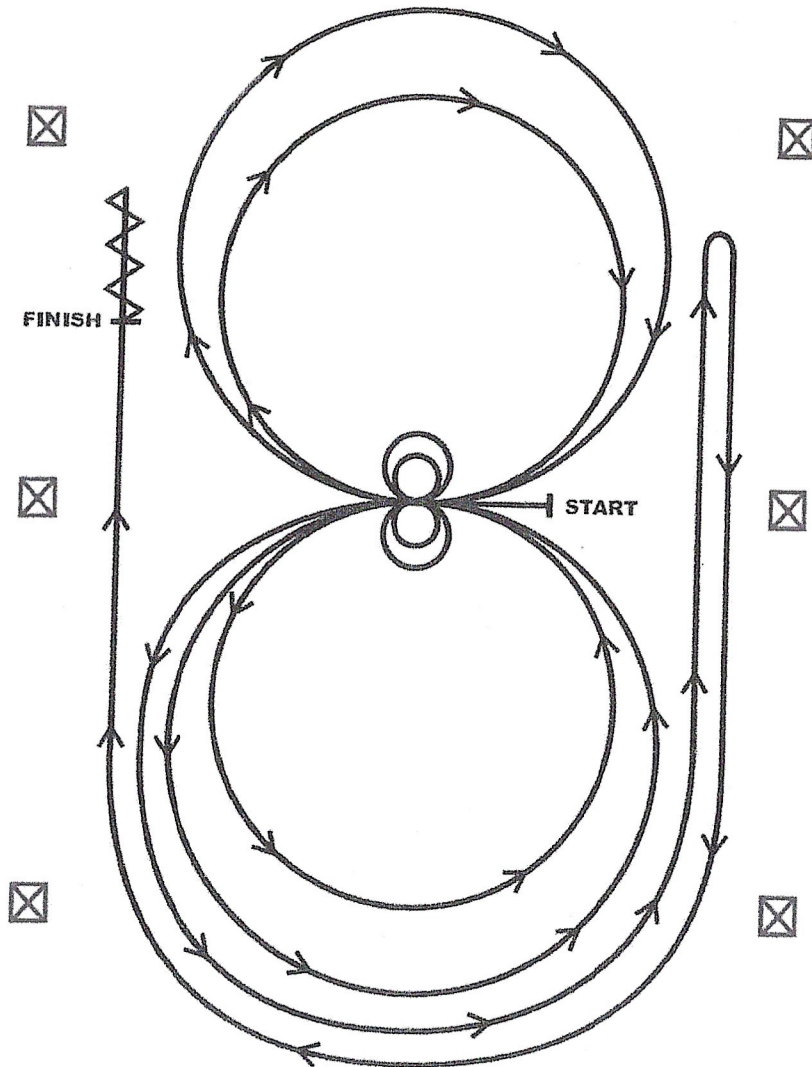
1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

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.

# Class # 3

# All Breed - Short Stirrup Reining w/T-10+u

### Pattern A



### Pattern A

To be used for the Youth 10 & Under Short Stirrup and Para-Reining only.

Horses may walk or jog to the center of the 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 the 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. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.



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

A H A

# Ranch Riding

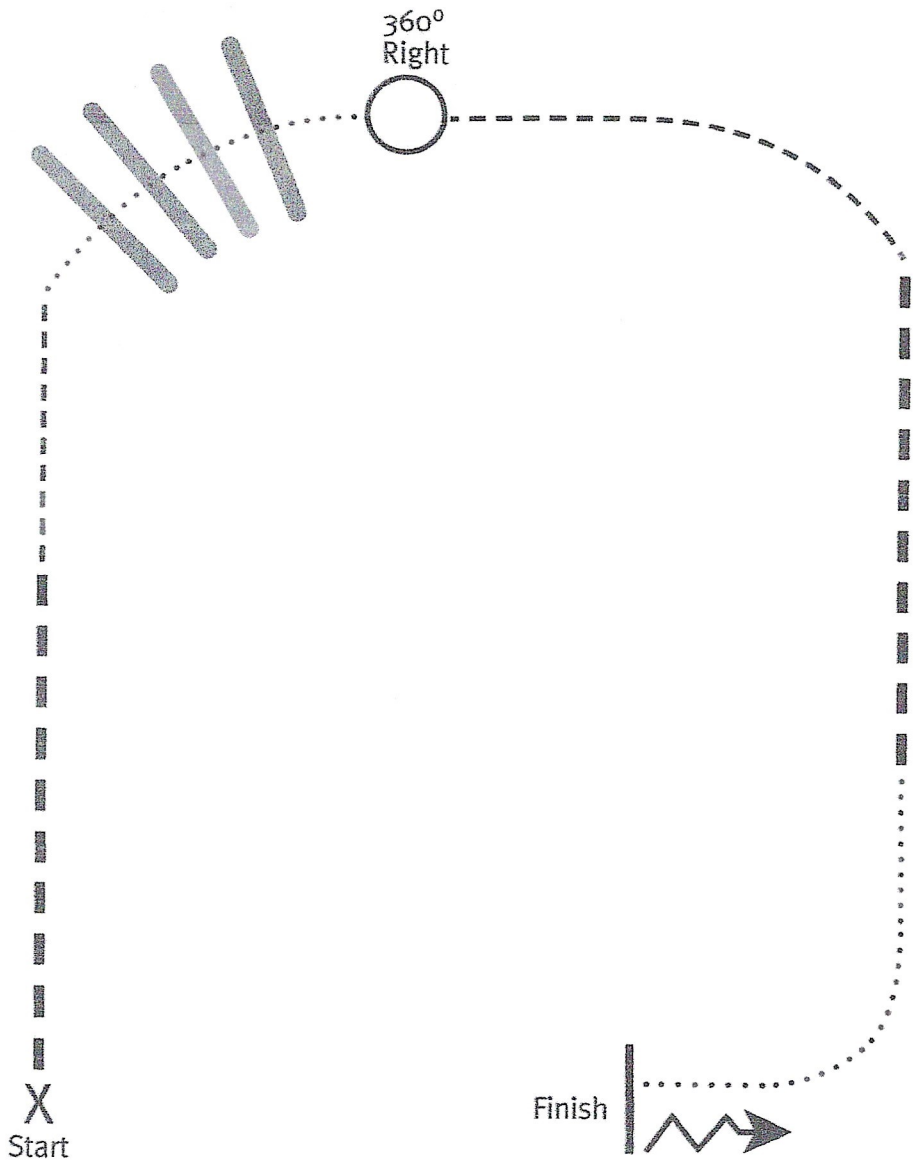
**Class #14 - All Breed -  
 W/T 10 & under**

## PATTERN 1

To be used for Walk/Trot 10 & Under and 11 & Over

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 start.
- Extended trot.
- Trot.
- Walk.
- Walk over poles.
- Execute a 360-degree turn right.
- Trot.
- Extended trot.
- Walk.
- Stop.
- Back.
- Exit the arena at the walk.

	Stop / Halt
	Extended Trot
	Trot
	Walk
	Back
	Pole

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

A H A

# Ranch Riding

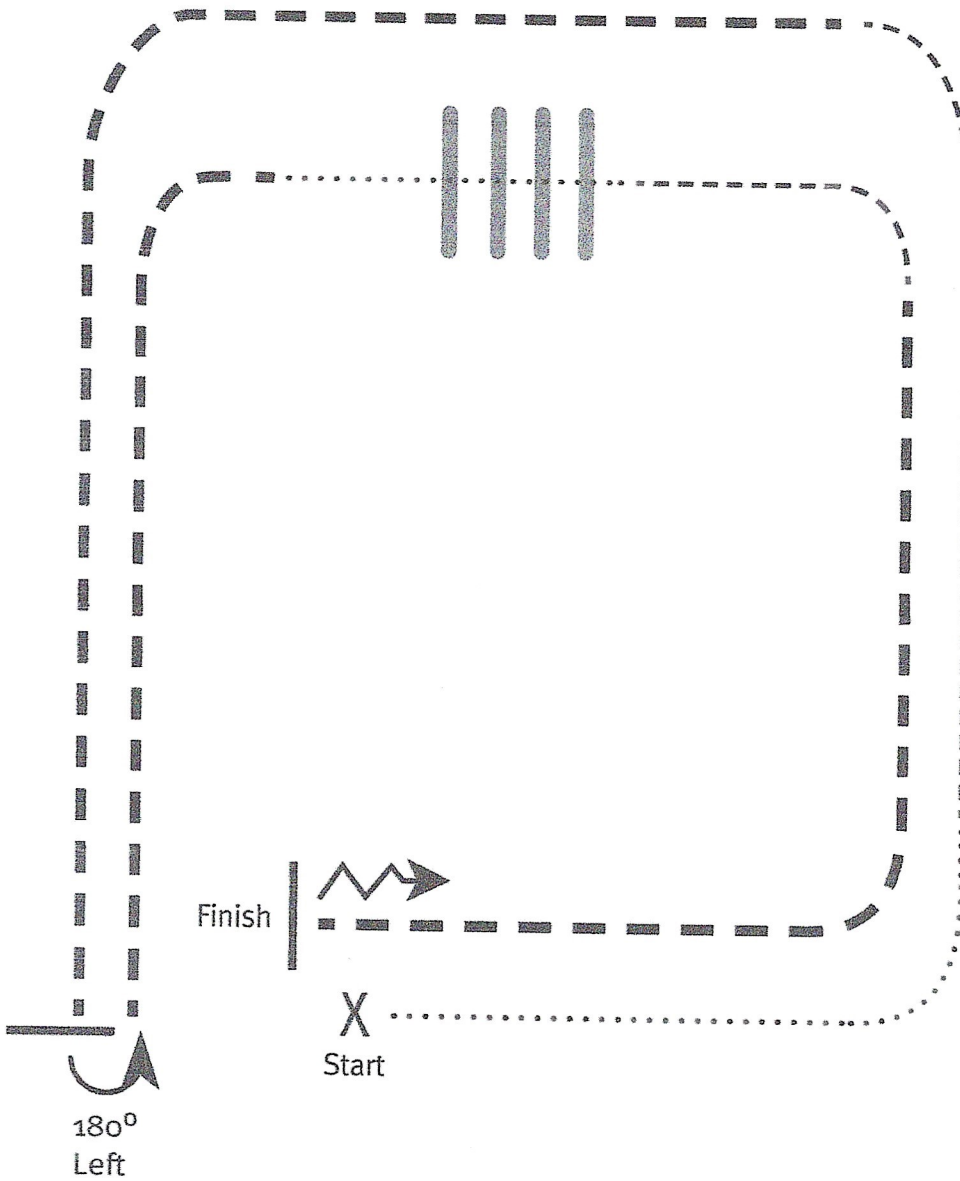
**Class 101** All Breed -  
 W/T - 10+ under  
 CHAMF

## PATTERN 4

To be used for Walk/Trot 10 & Under and 11 & Over

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 start.
- Walk.
- Trot.
- Extended trot through the center and down other side of arena.
- Stop.
- Make 1/2 turn to the left (inside track).
- Extended trot.
- Walk over poles.
- Trot.
- Extended trot.
- Stop. Back one horse length.
- Exit the arena at the walk.

