

Show Autumn Classic Class _____
 Date 9/22 + 23 Judge Hilliard

Thurs Morn
 & Fri Eve

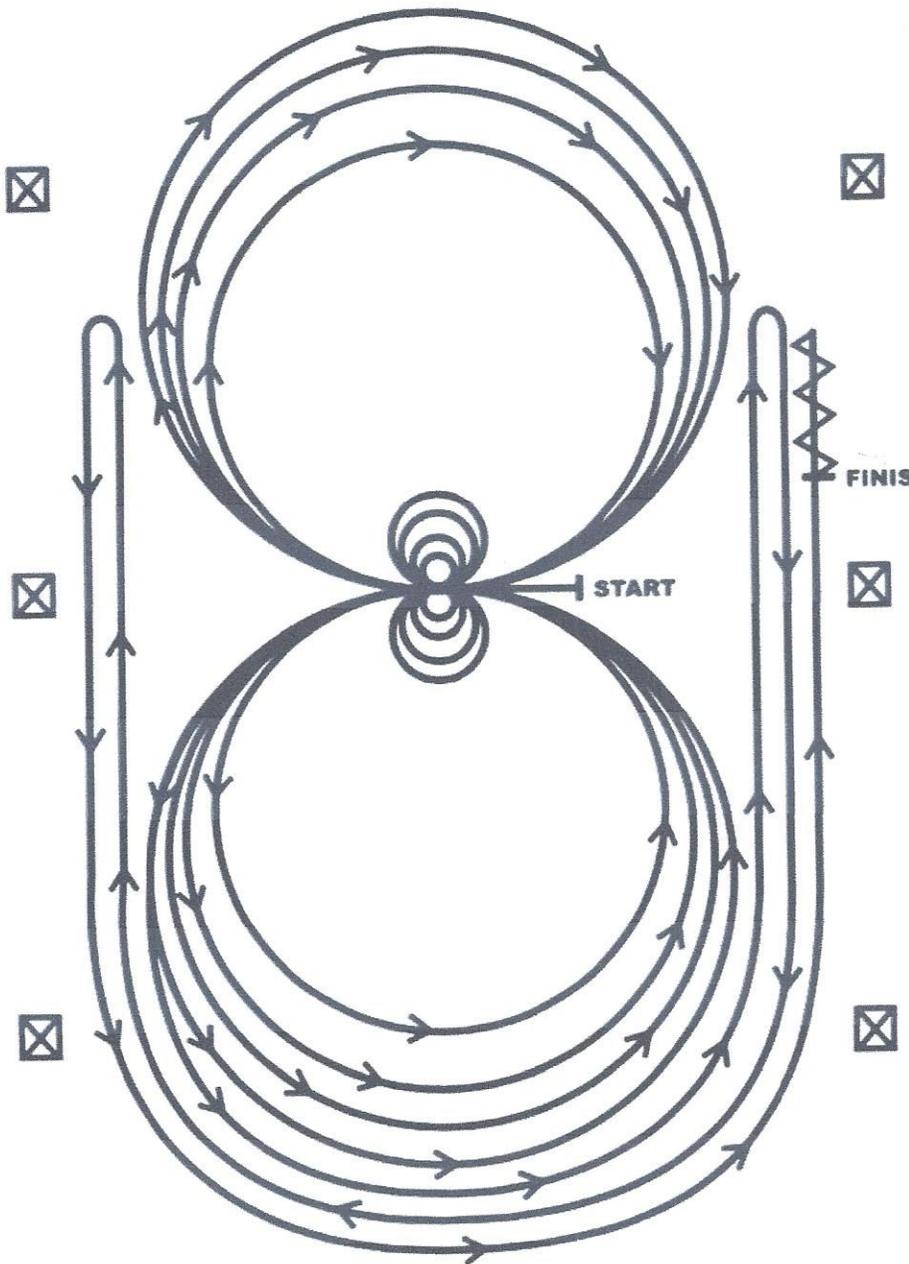
A H A

T-1, #2 HA Jr, #4 PB ATR, #5 PB Jr, #6 HA ATR

#130 + 131
 HA + PB Open Champs

Reining Seat

PATTERN 5



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 eight)
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.

Reining Seat

PATTERN 6

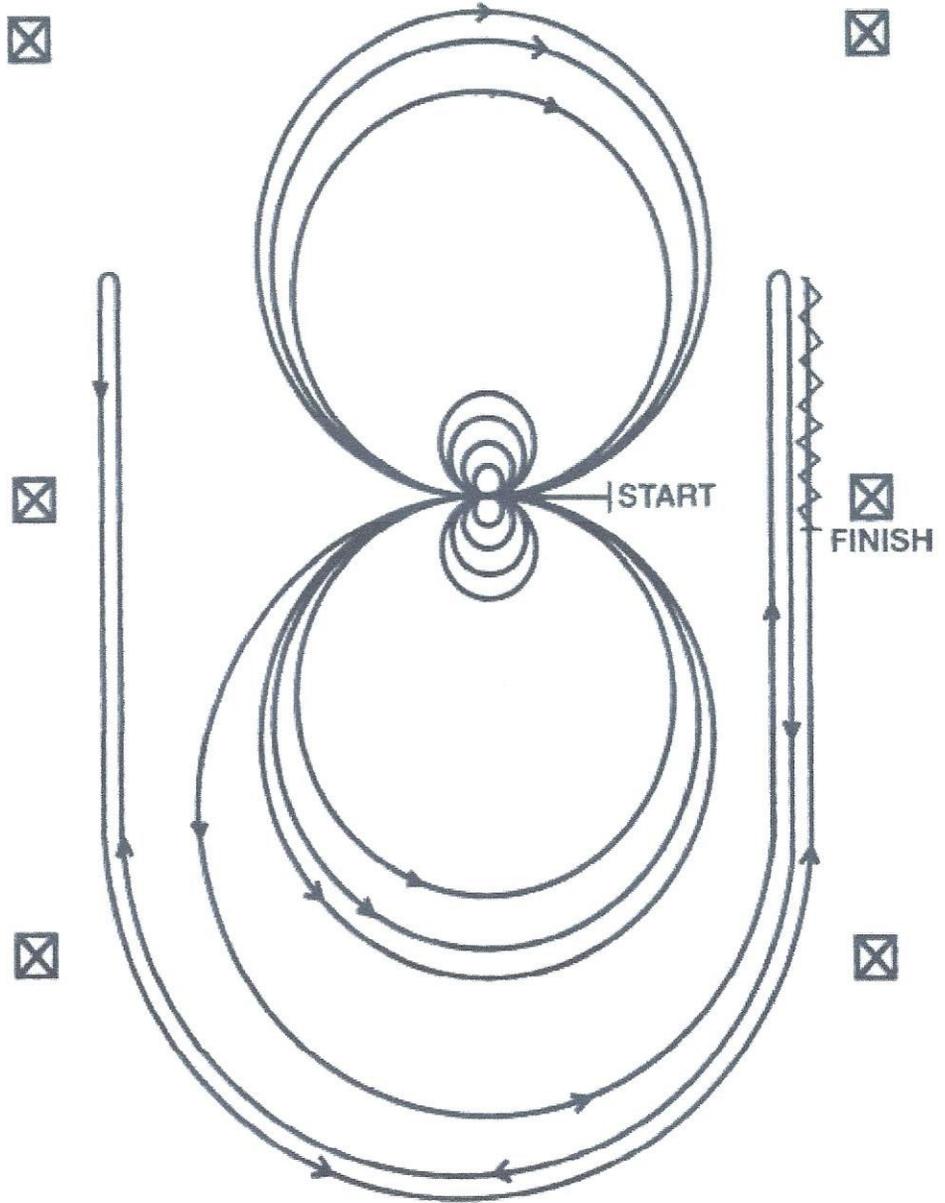
Classes
 #1 #3
 PB Open! HA Open!

Thurs Mon
 & Fri Eve

T-11 #132 #133 #134
 eq ATR Champs

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. 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 fast 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.



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Date 9/22+23 Judge Hilliard

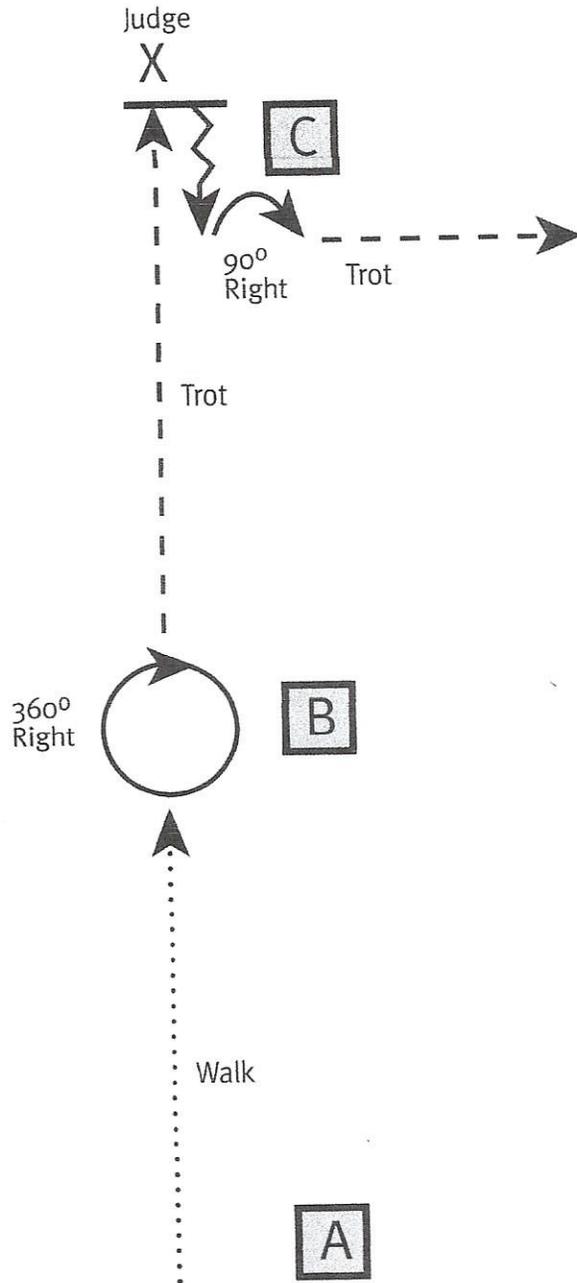
A H A

- ❑ **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

PATTERN G • LEVEL 1

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



- Be ready at marker A.
- Walk to marker B. Stop.
- Perform a 360-degree (1) haunch turn to the right. Stop.
- Trot to marker C. Stop.
- Set up for inspection.
- After dismissal, back four steps.
- Perform a 90-degree turn to the right and trot into the completion line as directed by the ringmaster or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Saddle Seat

LEVEL 2 • PATTERN E • Tests 3,6,11

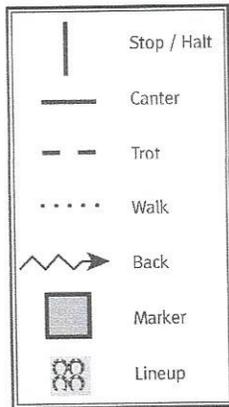
Enter the ring to the right at a trot.
Trot down the rail showing one change
of diagonal. Begin on the left/incorrect
diagonal.

Halt at the end of the rail.

Canter on the left lead to the midpoint
of the turn and continue cantering
executing a two loop serpentine down
the center line. Halt.

Trot to the rail on the left diagonal.
Halt.

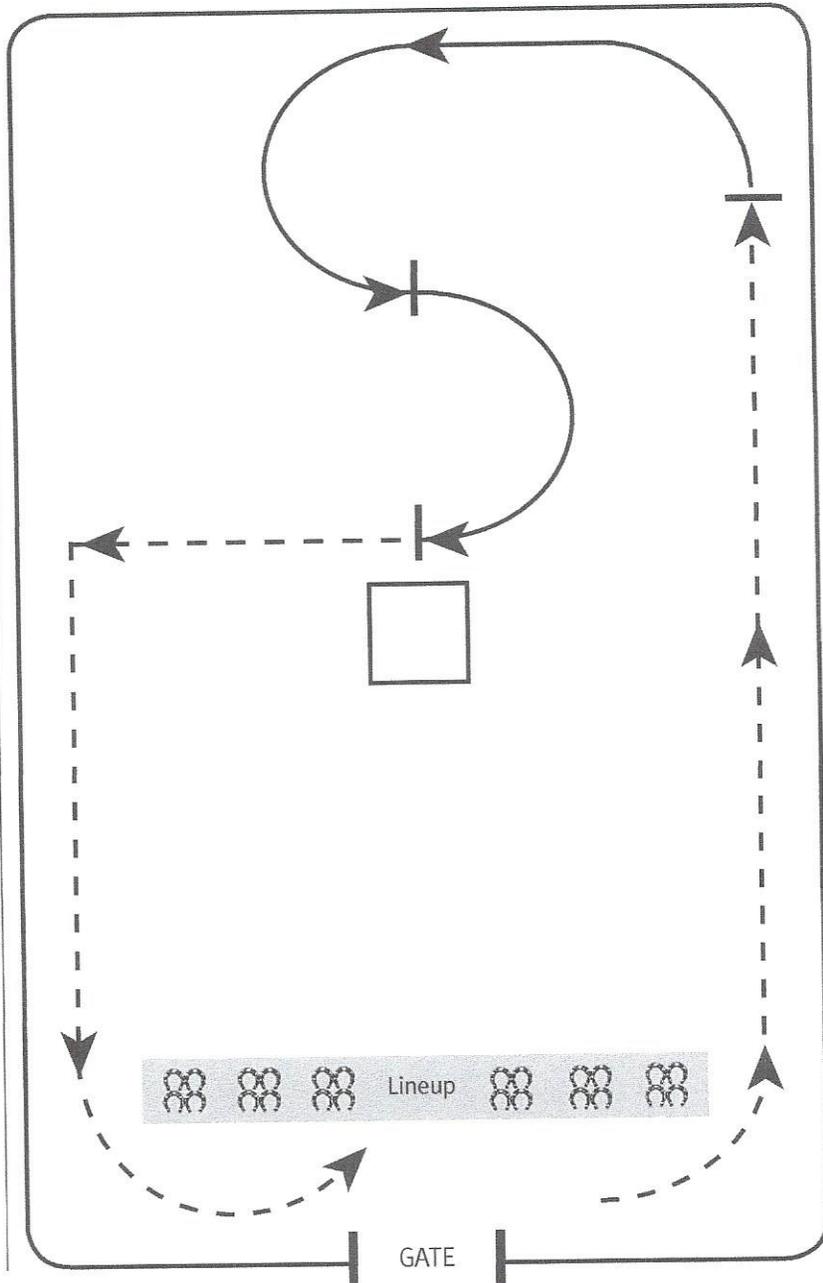
Turn left. Trot down the rail on the right
diagonal and return to the lineup or
exit the ring at the trot.



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.



#116 - Medal 18 & under

Fri afternoon

A H A

Show Autumn Class _____
Date Fri afternoon Judge _____

Hunter/Jumping Seat

LEVEL 1 • PATTERN K • Tests 1,2,5

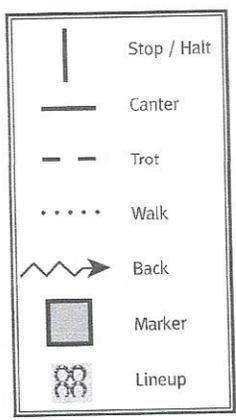
Trot down the left rail at a sitting trot.

Without stopping, execute a figure eight — two half circles at the posting trot. Close up figure eight by executing two half circles at the canter showing a simple lead change.

Continue cantering around the end of the arena.

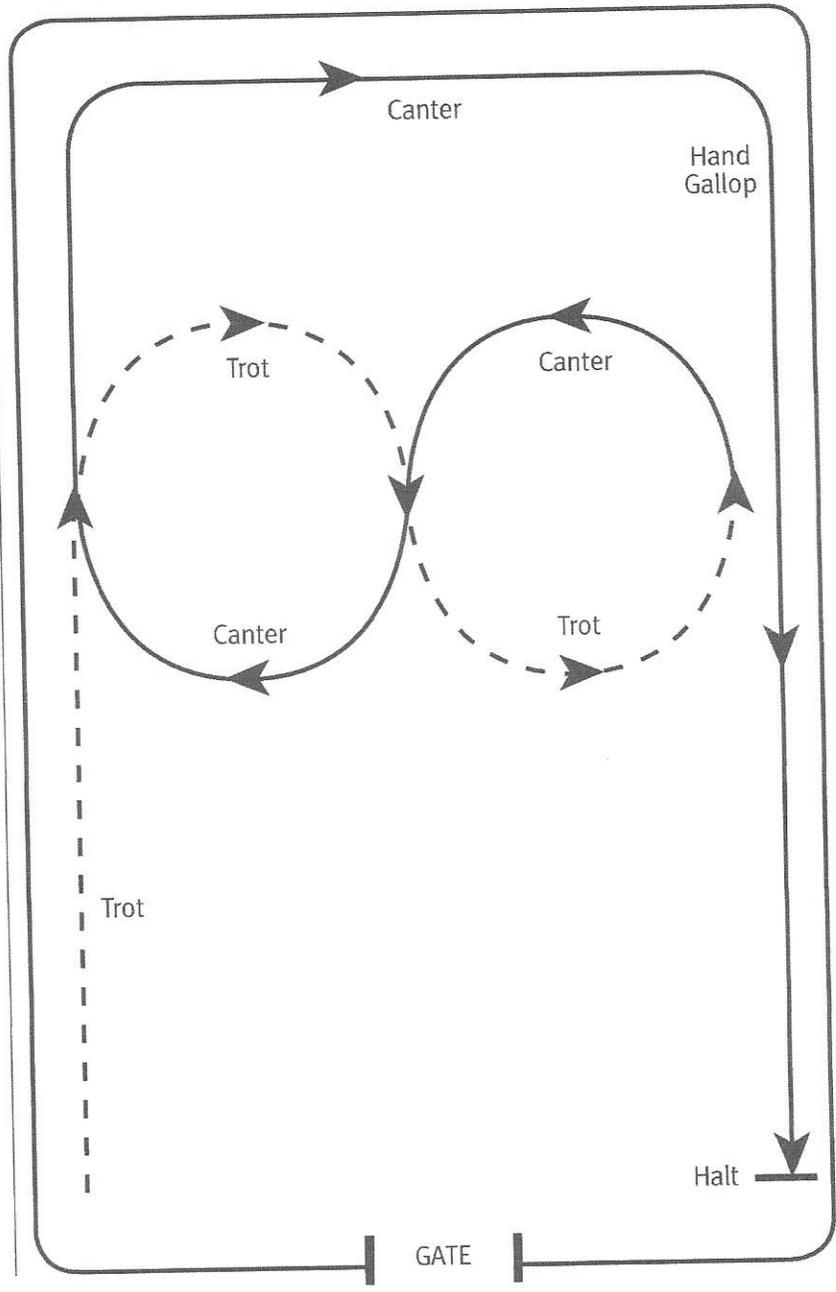
Show a hand gallop down the side of the arena. Halt.

Return to lineup or exit at a walk.



- 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.





Western Horsemanship

LEVEL 1 • PATTERN H • Tests 1,2,3,6

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 A.

Lope on the left lead to B and stop.

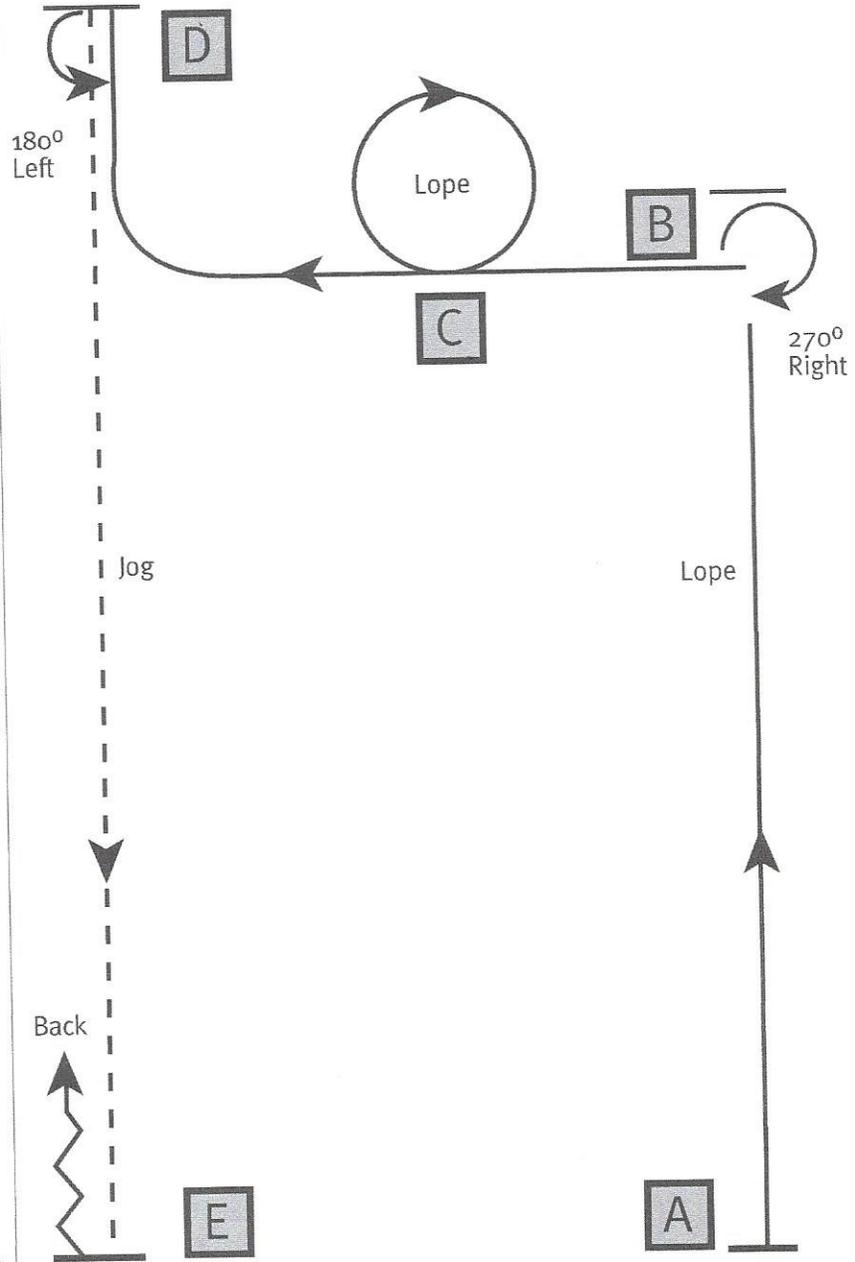
Execute 270-degree turn to the right.

Lope on the right lead to C, continuing at the lope, make a small circle continuing to D and stop.

Execute a 180-degree turn to the left.

Jog to E. Stop and back ten feet.

Return to line or exit at a jog.



	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

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.

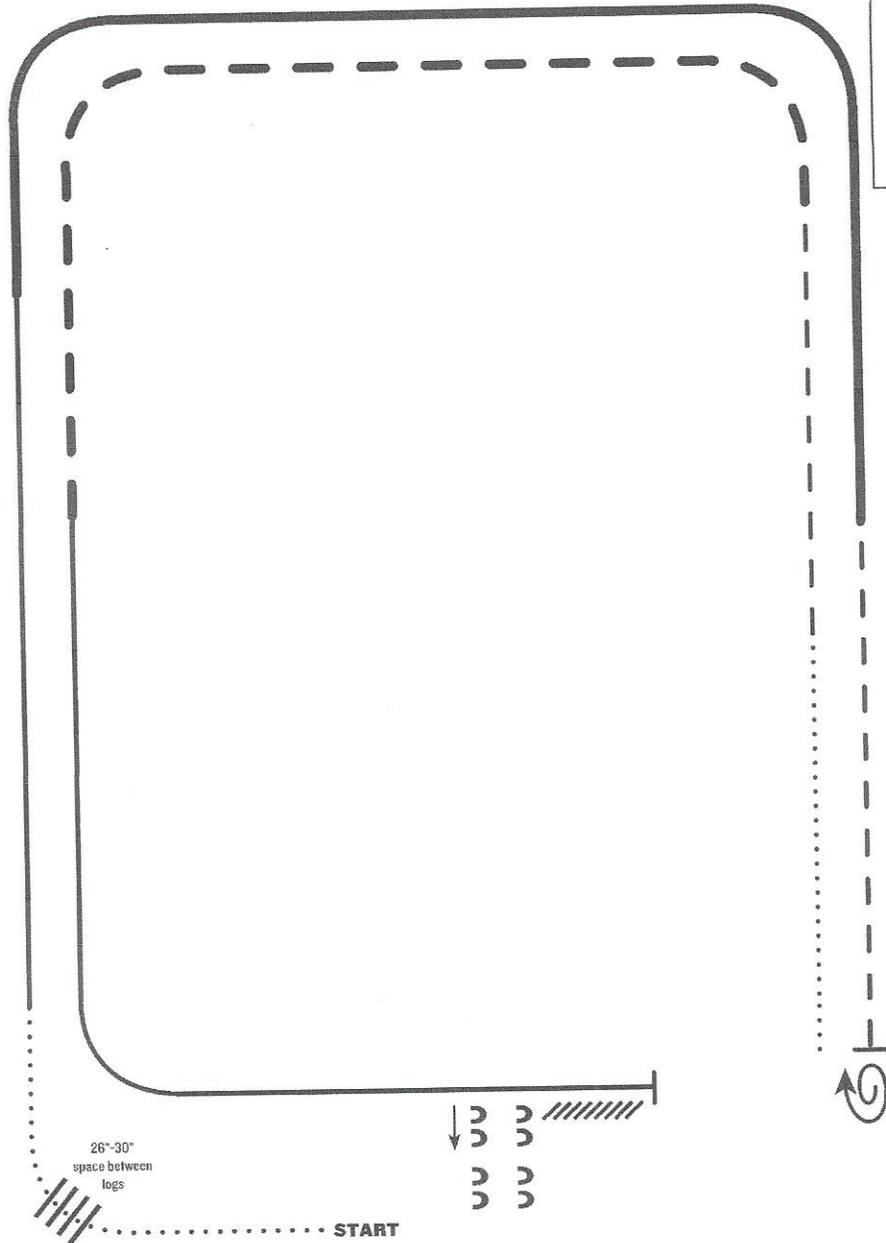
All ranch riding classes

Fri
Eve

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

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.

ALL ACTS Showmanship

Sat morn
+ Sat afternoon

Show _____ Class _____
Date _____ Judge _____

Showmanship

PATTERN H • LEVEL 1

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.

Be ready at marker A.

Back four steps at marker A.

Perform a 180-degree turn.

Walk to the judge and set up for inspection.

When dismissed perform a 90-degree turn and trot to marker B.

Stop at marker B.

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

