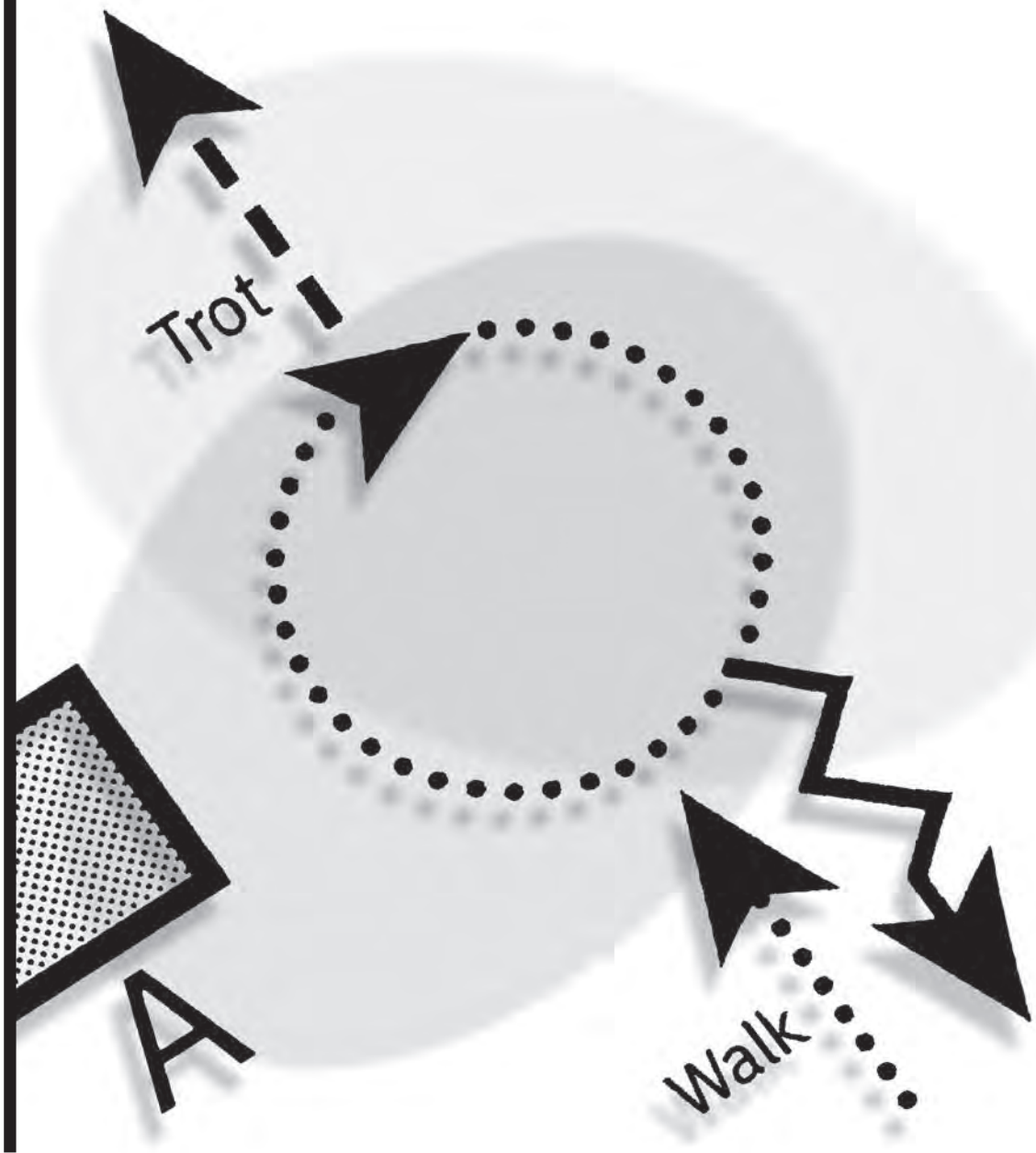


REGION 4 AHA

# PATTERNS



## 2021 PLAY BOOK

*These patterns downloaded 5/16/2021 from AHA and NRHA  
Working Cow Patterns from NRCHA downloaded 6/14/2021*

# Western Horsemanship

## LEVEL 1 • PATTERN B • 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 marker A.

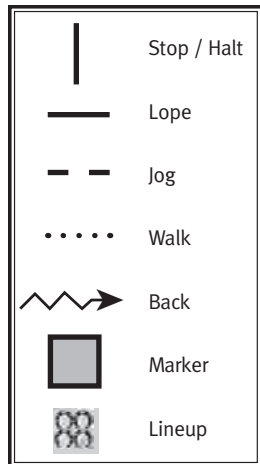
Lope right lead to marker B.  
Stop.

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

Lope left lead to marker C.

Stop and back approximately ten feet.

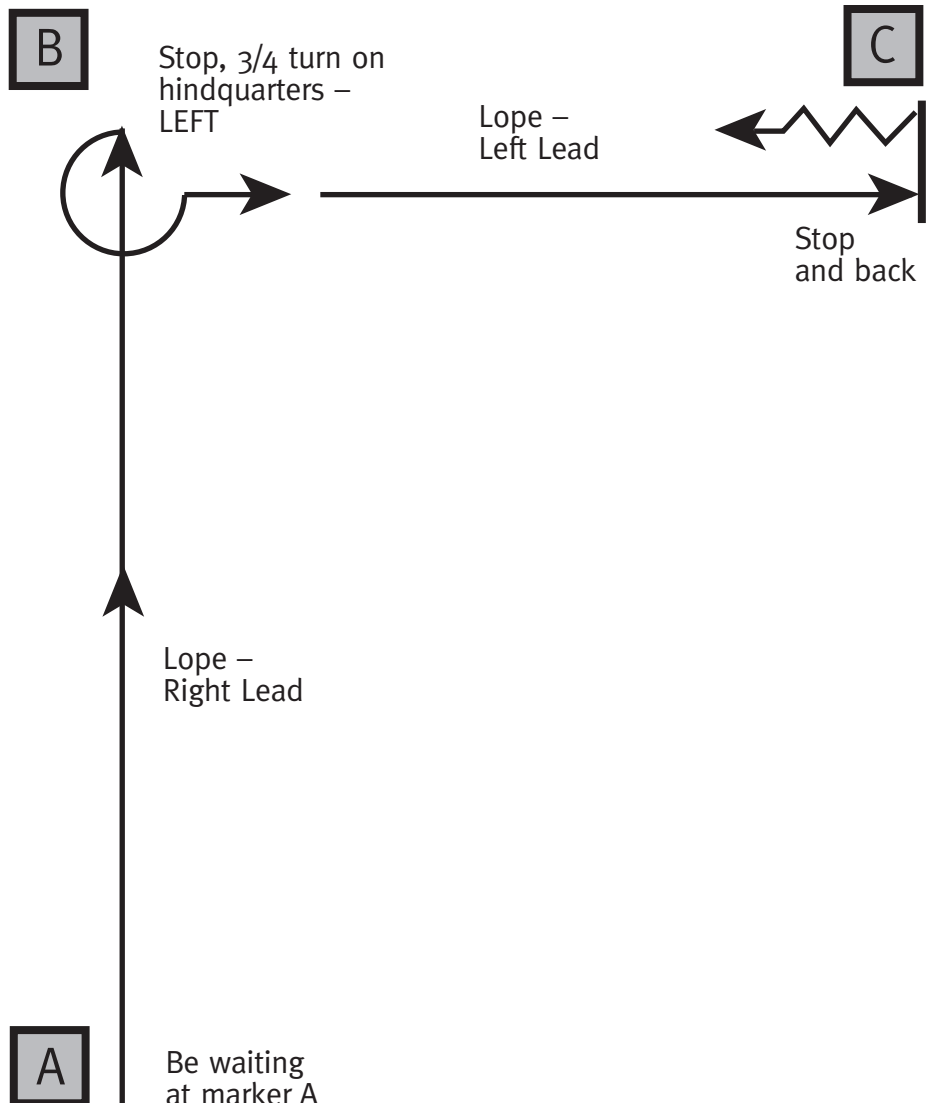
Return to lineup at the jog or exit arena at the jog.



*This pattern may only be used for:*

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

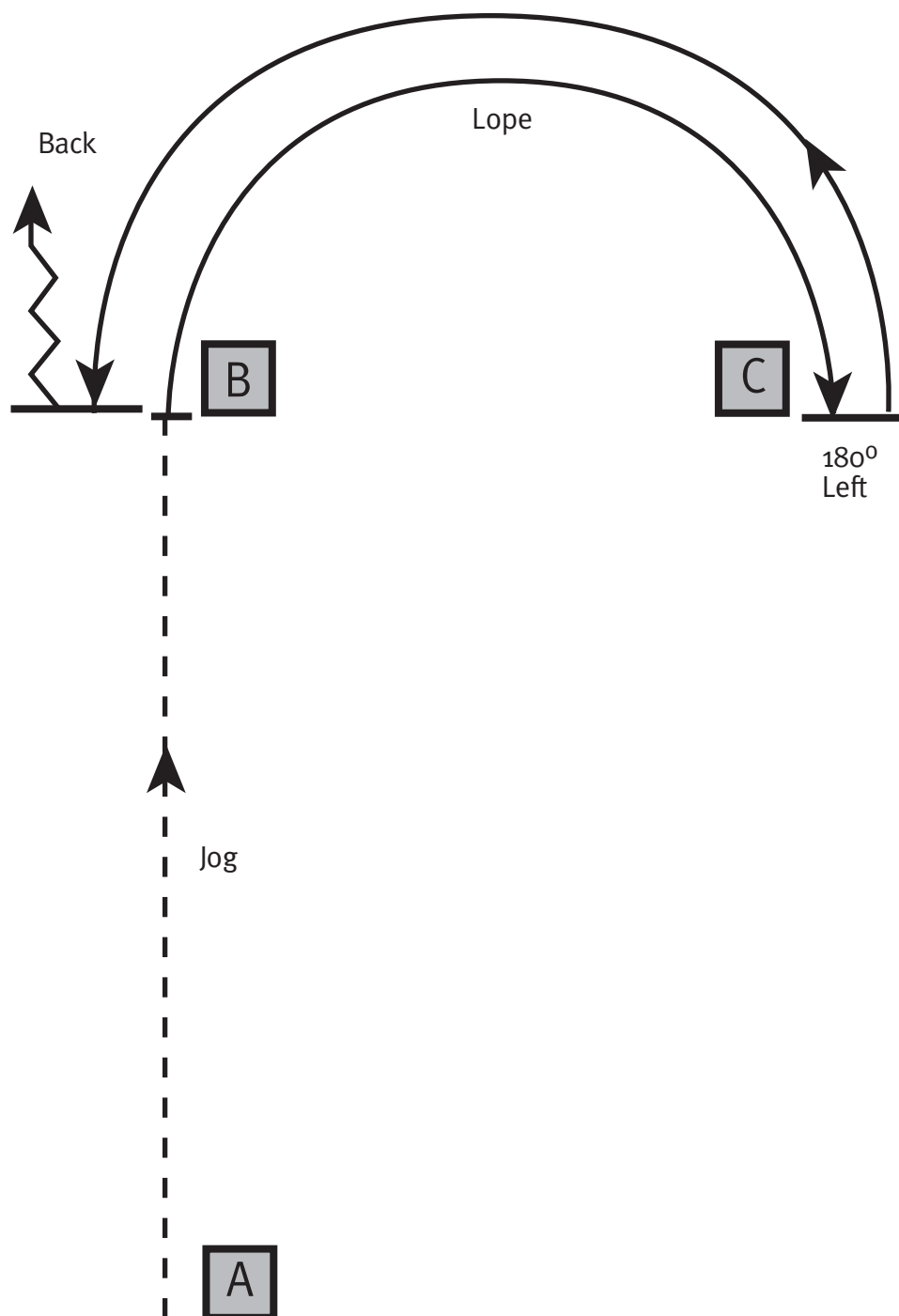
*If used at a Regional or National Show, pattern may not be run from the lineup.*



# Western Horsemanship

## LEVEL 1 • PATTERN E • 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 marker A.

Jog to marker B. Stop.

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

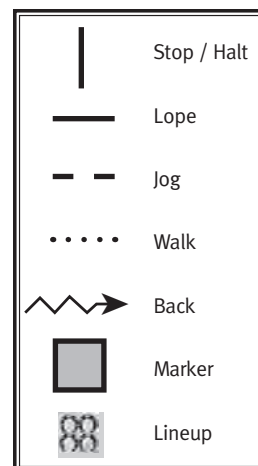
Turn 180-degrees on the haunches to the left.

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 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 F • Tests 1,2,3,4

*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.

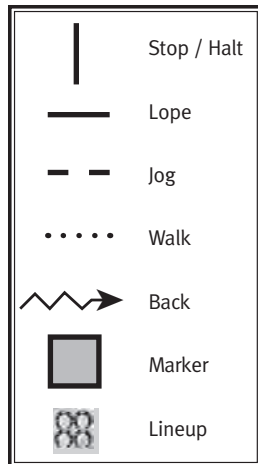
Continue out of the circle at a lope and simple change (walk or jog) to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

Stop and back ten feet.

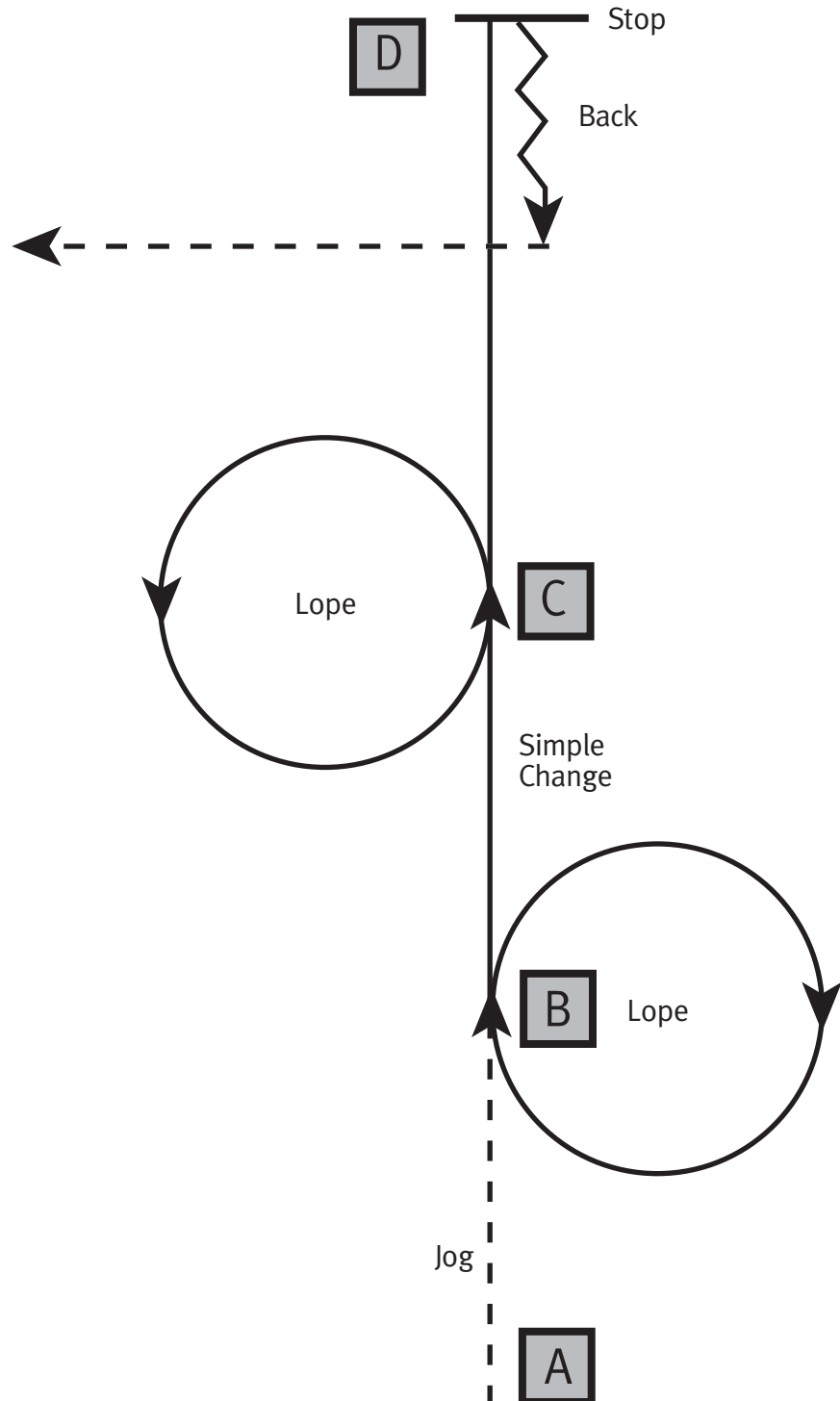
Return to the lineup at the jog or exit the arena at the jog.



*This pattern 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 2 • PATTERN K • 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 marker A.

Pick up the left lead and lope to marker B.

Stop and pivot 360-degrees on hindquarters right.

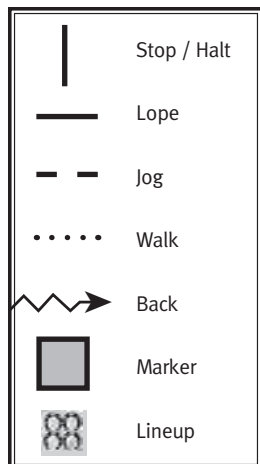
Pick up right lead, lope a circle to right and lope to marker C.

Stop and pivot 360-degrees on hindquarters left.

Pick up left lead, lope circle to the left and lope to marker D.

Stop at marker D and back approximately ten feet.

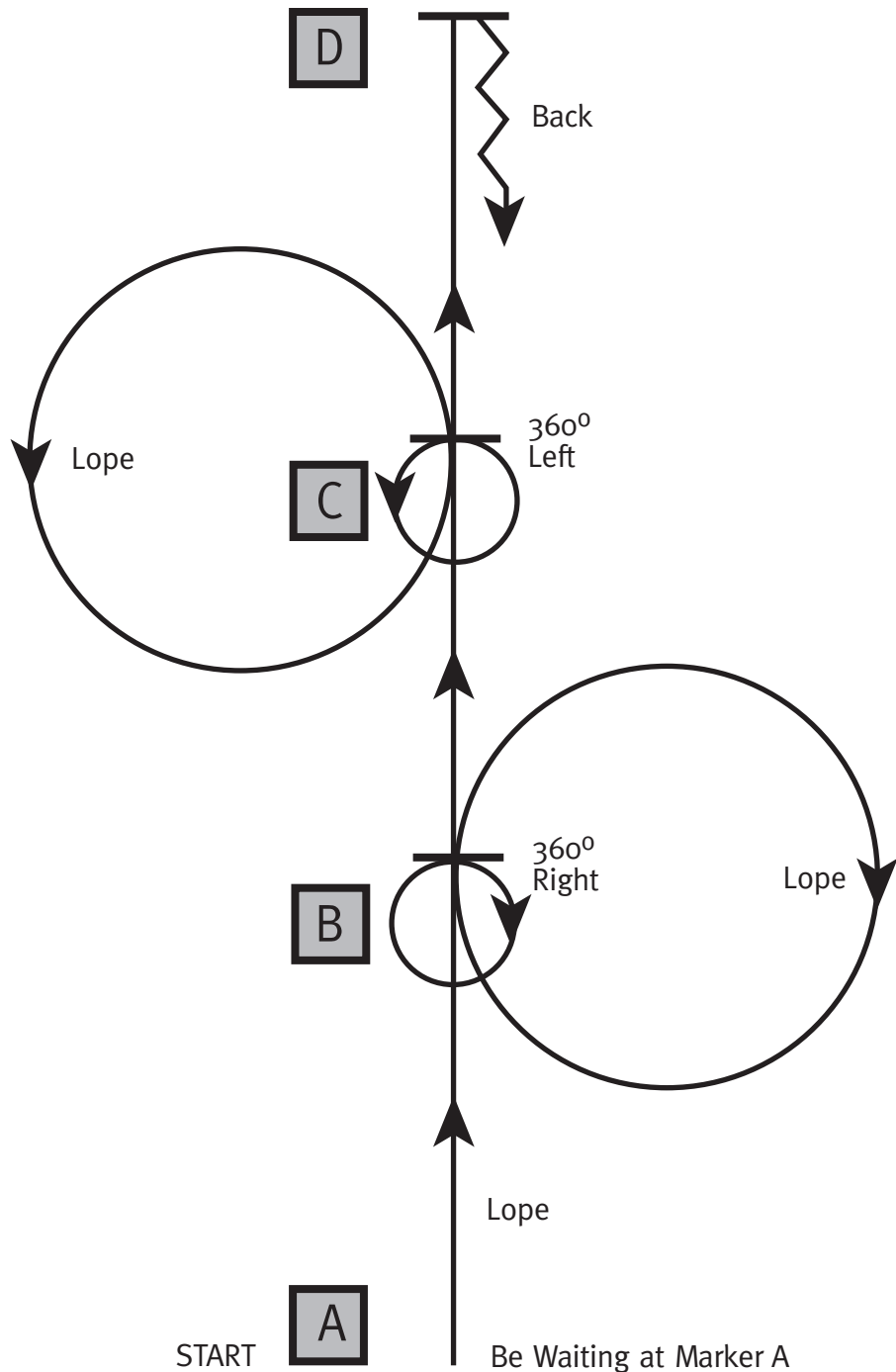
Return to the lineup at the jog or exit arena at the jog.



*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 • Tests 1,5

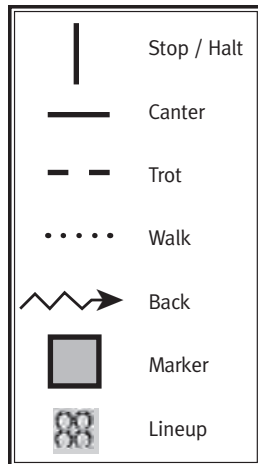
Enter the arena at the walk and turn left.

Pick up a sitting trot 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.

Transition into the canter in a circle to the right on the correct lead. Upon completing the circle transition to the posting trot on the correct diagonal down the rail.

At the end of the straightaway halt.

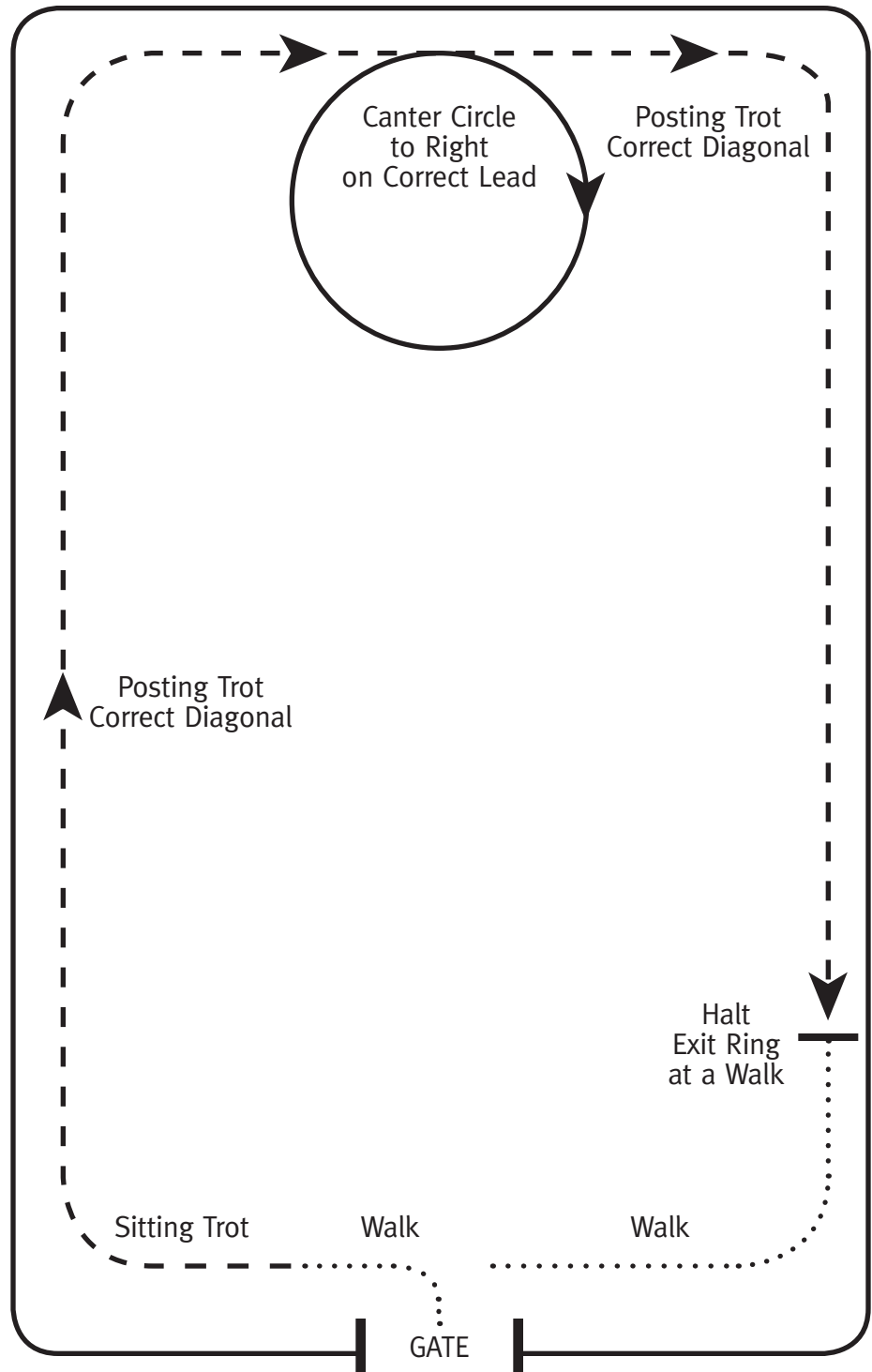
Return to the lineup or exit the arena at the walk.



*This pattern may only be used for:*

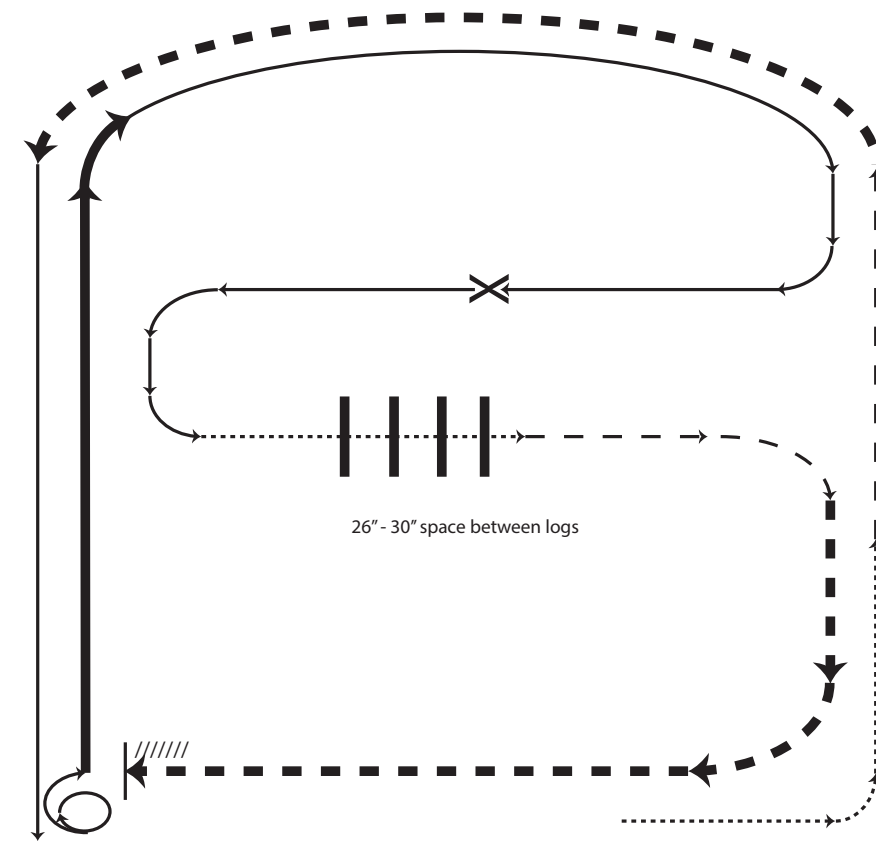
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



62

518 REGION 4 Arabian Ranch Horse Riding AATR 19-49 Pattern #2  
 519 REGION 4 HA/AA Ranch Horse Riding AATR 19-49 Pattern #2  
 520 REGION 4 Arabian Ranch Horse Riding AATR 50 & Over Pattern #2  
 521 REGION 4 HA/AA Ranch Horse Riding AATR 50 & Over Pattern #2  
 522 REGION 4 Arabian Ranch Horse Riding JTR Pattern #2  
 523 REGION 4 HA/AA Ranch Horse Riding JTR Pattern #2



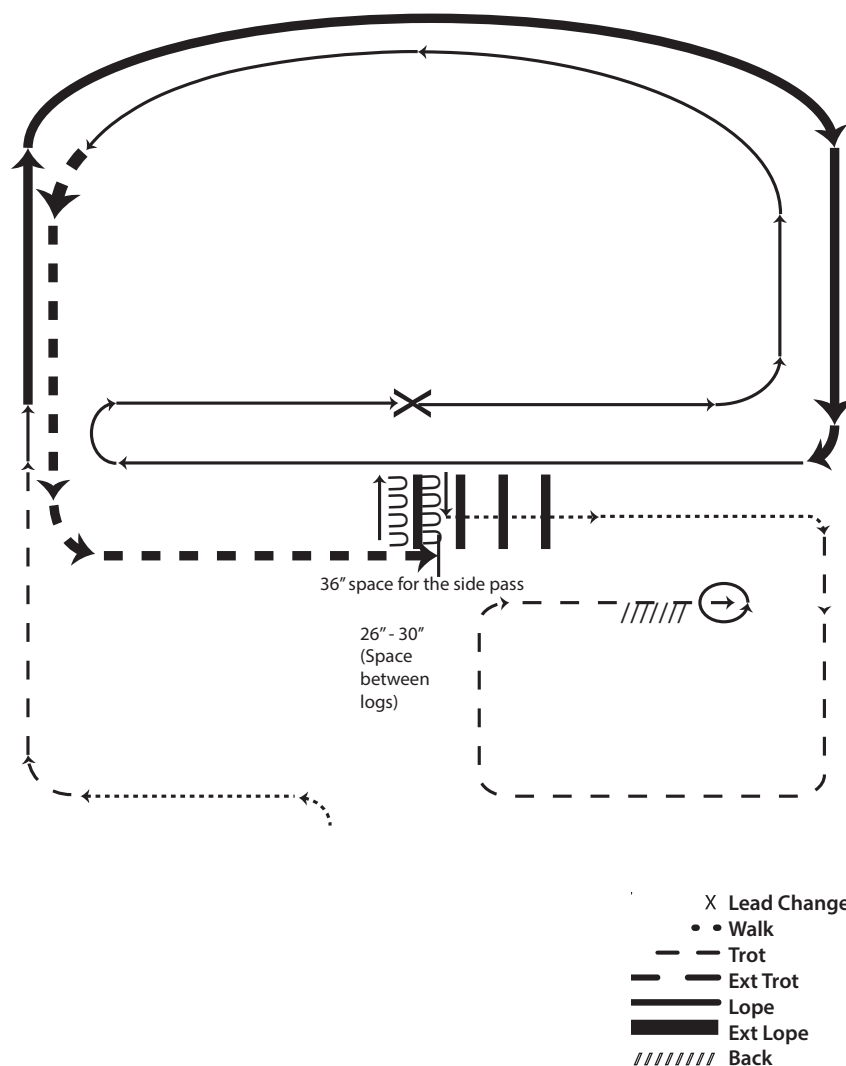
X Lead Change  
 • • Walk  
 - - Trot  
 - - Ext Trot  
 = = Lope  
 = = Ext Lope  
 // // // // Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

## RANCH RIDING – PATTERN 2



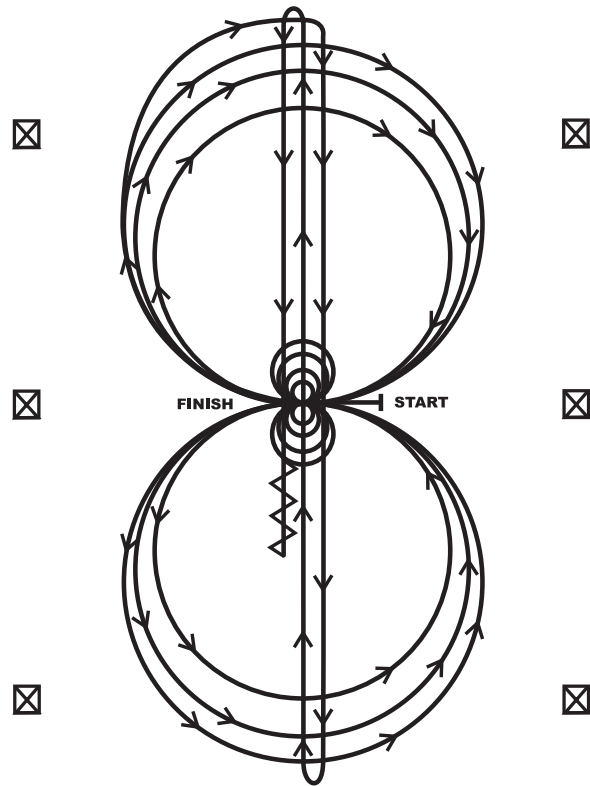
- 486 REGION 4 Arabian Ranch Horse Riding Open Pattern #4  
 487 REGION 4 HA/AA Ranch Horse Riding Open Pattern #4



1. Walk
2. Trot
3. Extended lope-right lead
4. Lope-right lead
5. Change leads(simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, back

## RANCH RIDING - PATTERN 4

## Pattern 2



## Pattern 2

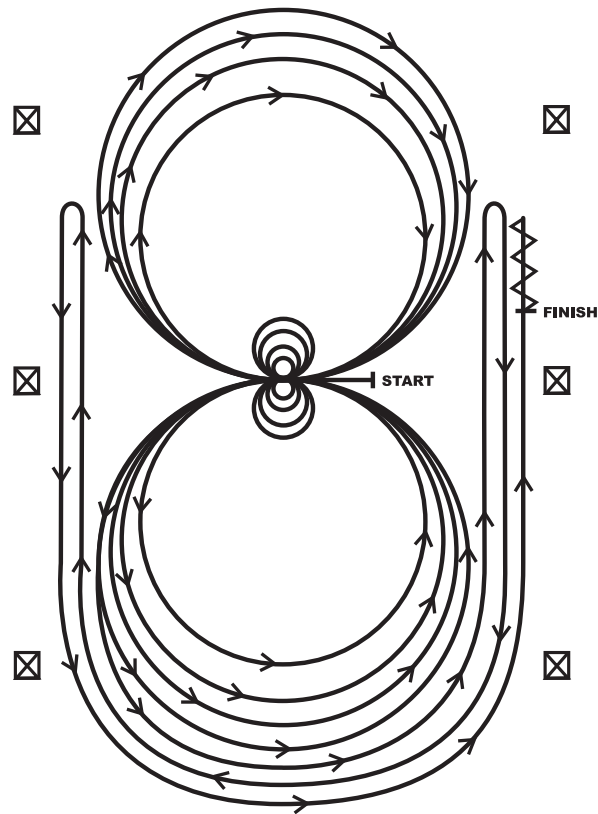
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the 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.

400 REGION 4 Arabian Reining AAOTR Pattern #2  
 400.1 REGION 4 Arabian Reining Horse Intermediate Non-Pro AATR  
 400.2 REGION 4 Arabian Reining Horse Limited Non-Pro AATR  
 400.3 REGION 4 Arabian Reining Horse Primetime Non-Pro AATR  
 400.4 REGION 4 Arabian Reining Horse Rookie Non-Pro AATR

481 REGION 4 HA/AA Reining Horse AAOTR \$\$ Pattern #2  
 481.1 REGION 4 HA/AA Reining Horse Intermediate Non-Pro AATR  
 481.2 REGION 4 HA/AA Reining Horse Limited Non-Pro AATR  
 481.3 REGION 4 HA/AA Reining Horse Primetime Non-Pro AATR  
 481.4 REGION 4 HA/AA Reining Horse Rookie Non-Pro AATR

### Pattern 5



### 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 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.

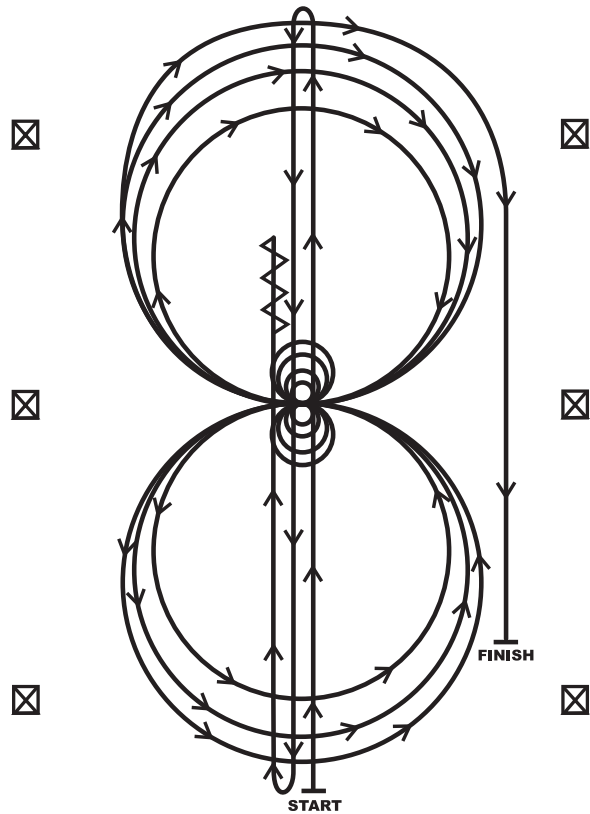
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.

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.

406 REGION 4 Arabian Reining Horse Junior Horse \$\$ Pattern #5  
405 REGION 4 Arabian Reining Futurity ★ Pattern #5

458 REGION 4 HA/AA Reining Junior Horse \$\$ Pattern # 5  
457 REGION 4 HA/AA Reining Horse Futurity ★Pattern # 5

### Pattern 7



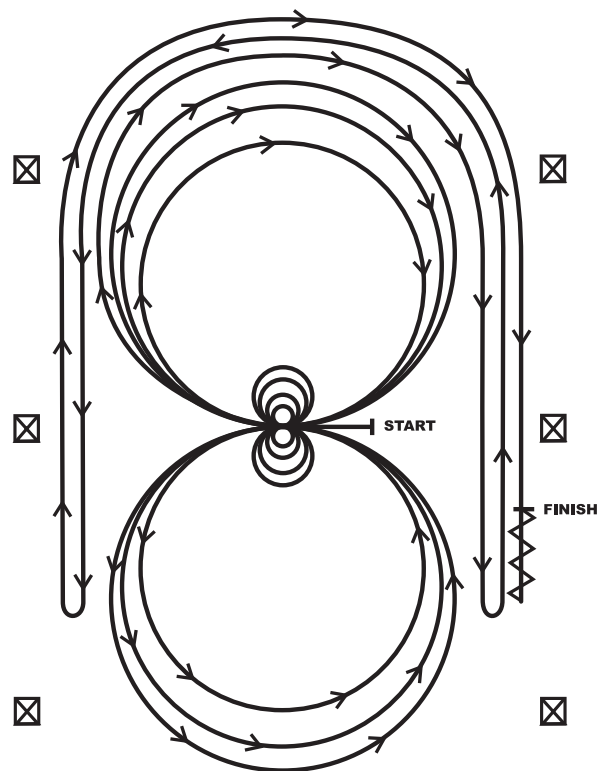
### Pattern 7

1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. 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.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.

501 REGION 4 Arabian Reining Horse Pattern # 7

517 REGION 4 HA/AA Reining Horse Pattern # 7

### Pattern 8



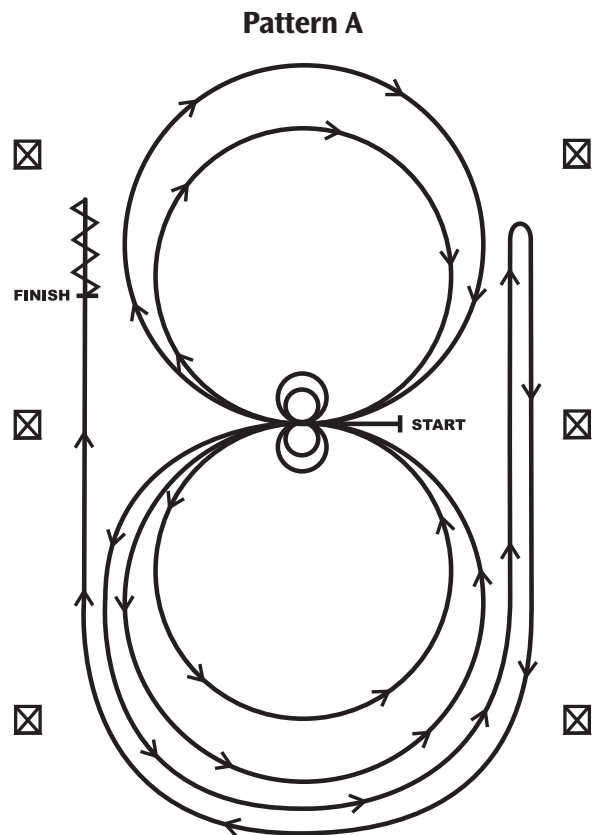
### Pattern 8

Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of 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 circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run straight down 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 the previous circle but do not close this circle. Run down 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 the previous circle but do not close this circle. Run down 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.

479 REGION 4 Arabian Reining Horse JTR 18 & Under Pattern #8

480 REGION 4 HA/AA Reining Horse JTR 18 & Under Pattern #8



### Pattern A

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

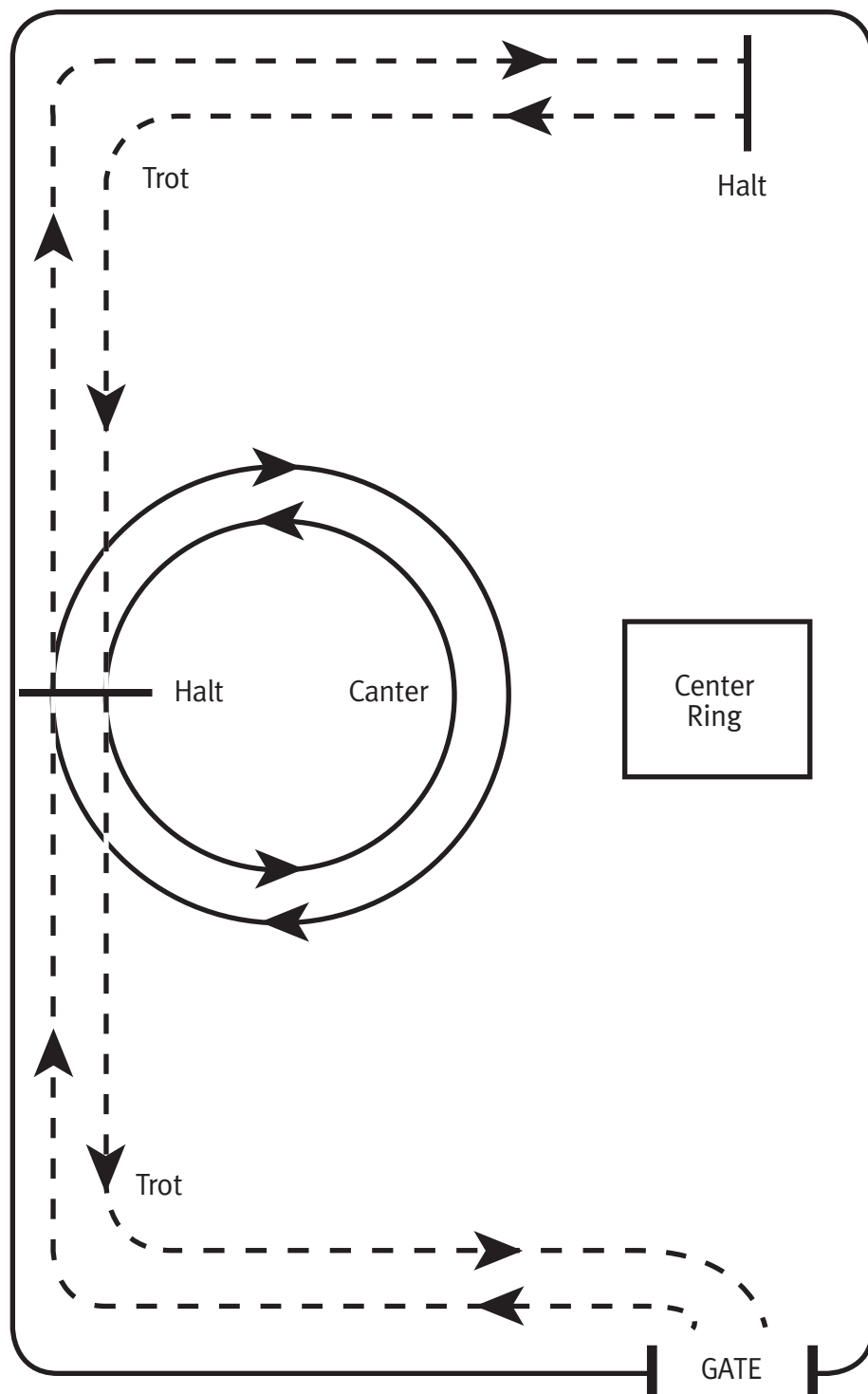
Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

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*.

# Saddle Seat

## LEVEL 1 • PATTERN B • Tests 3,10



Enter the arena to the left at a trot on the correct diagonal. Continue to the center of the straightaway. Halt.

Canter one circle to the right on the correct lead. Halt.

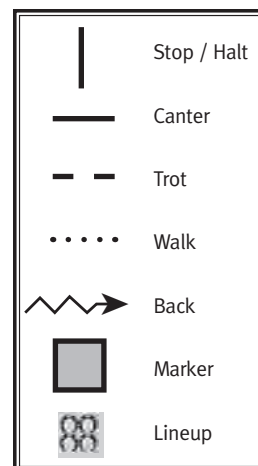
Trot on correct diagonal to the far end of the arena. Halt.

Reverse direction.

Trot on the correct diagonal to the center of the straightaway. Halt.

Canter one circle to the left on the correct lead. Halt.

Exit at a trot on correct diagonal.



*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.*

# Saddle Seat

## LEVEL 2 • PATTERN X • Tests 3,7,13

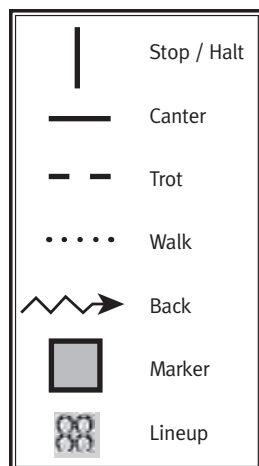
Enter the ring at a trot. Turn right and trot down the right rail to the first quarter (1/4) point.

Continue to trot and execute a two (2) loop serpentine across the width of the arena, demonstrating one change of diagonal. Continue to trot down the left rail to the midpoint of arena. Halt.

Turn and canter on the left lead a diagonal line to the midpoint of the far end. Halt.

Turn and canter on the right lead a diagonal line to the midpoint of the right wall. Halt.

Exit ring at a trot on the correct diagonal.



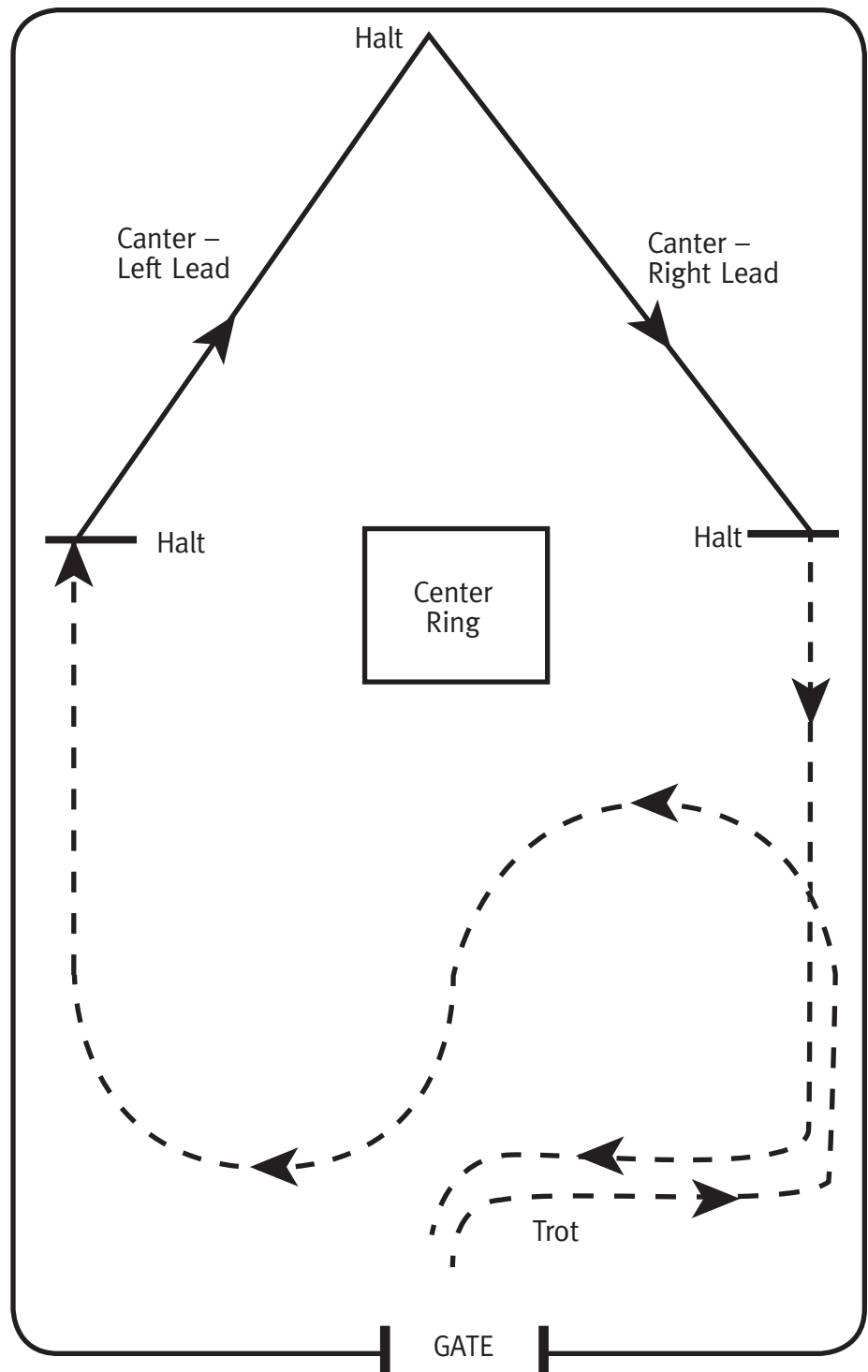
*This pattern may only be used for:*

- 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.*



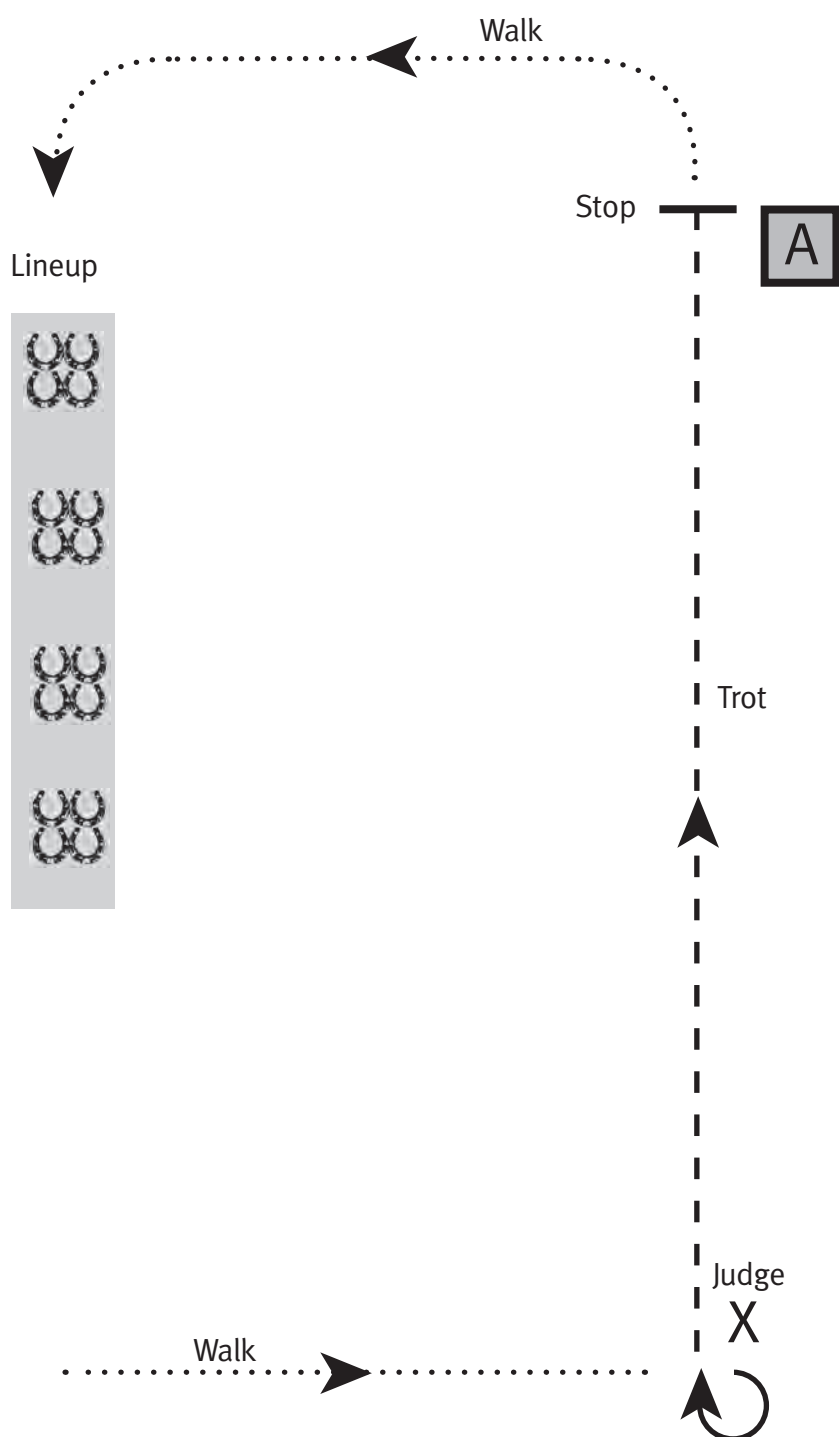


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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 A • LEVEL 1

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



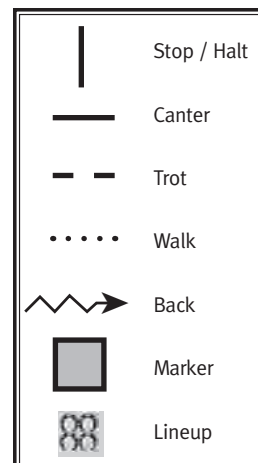
Walk to the judge and set up.

When excused, make a 3/4 turn.

Trot a straight line as drawn in the pattern and stop beside marker A.

Stop.

Walk back to lineup at the direction of the ringmaster or exit at the walk.

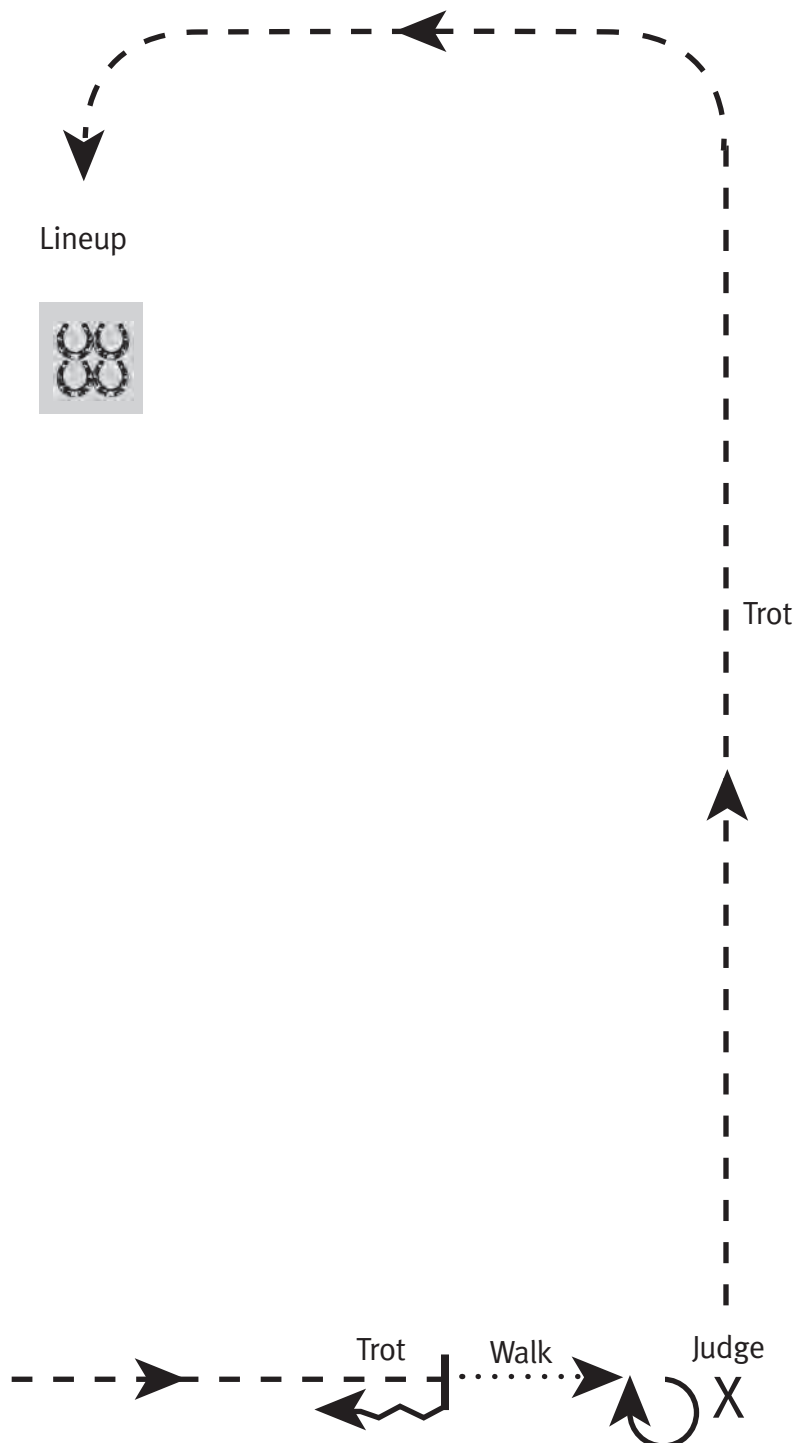


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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 C • LEVEL 1

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



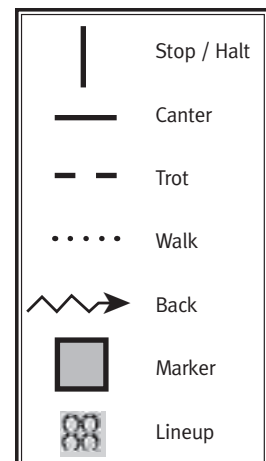
Trot  $\frac{3}{4}$  way to the judge.

Stop and back four steps.

Walk to the judge and set up.

When excused, perform a  $\frac{3}{4}$  turn to the right and trot straight away from the judge.

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

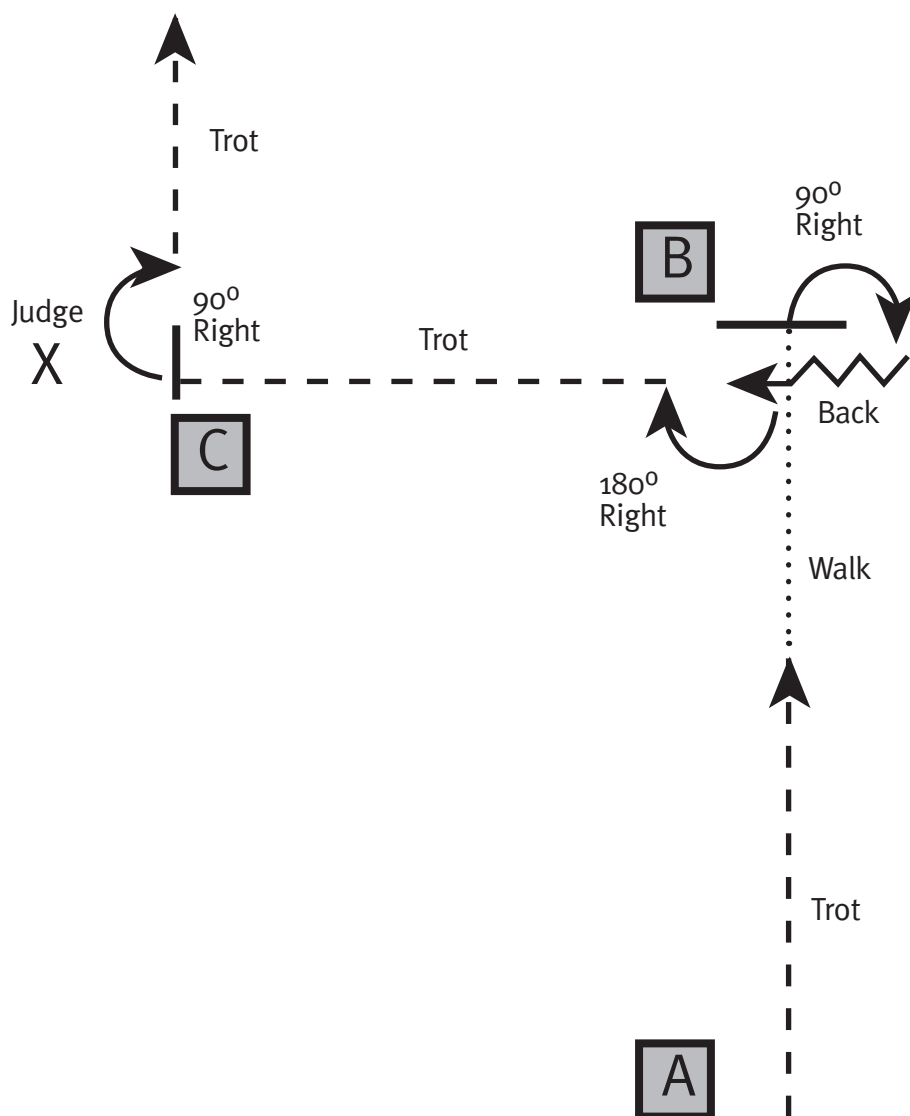


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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 P • LEVEL 2

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



Be ready at marker A.

Trot from marker A halfway to marker B.

Break to walk and walk to marker B.

Stop and perform a 90-degree turn.

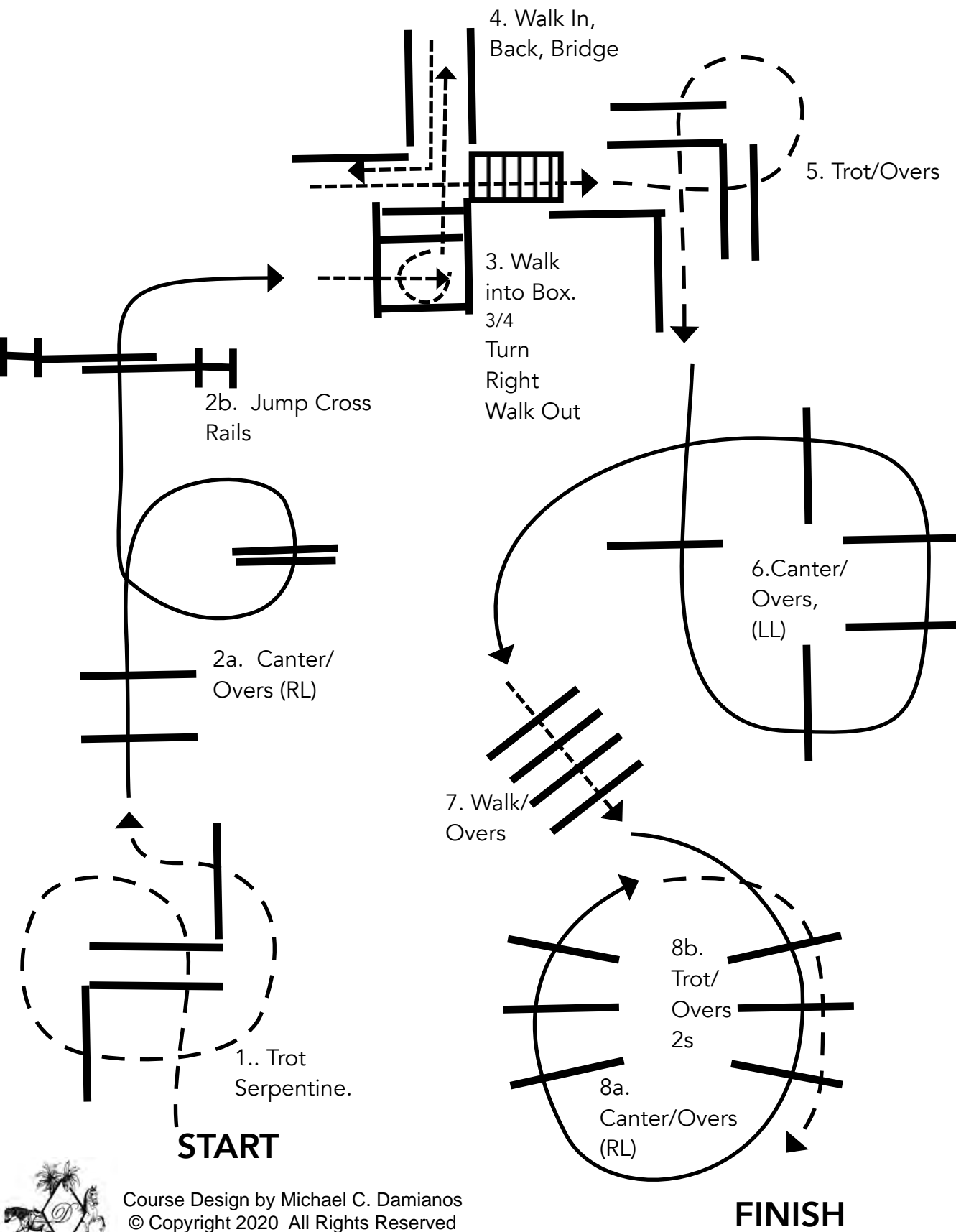
Back four steps and perform a 180-degree turn.

Trot to marker C. Stop. Set up for inspection.

When dismissed, perform a 90-degree turn and trot to the lineup as directed by the ringmaster or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

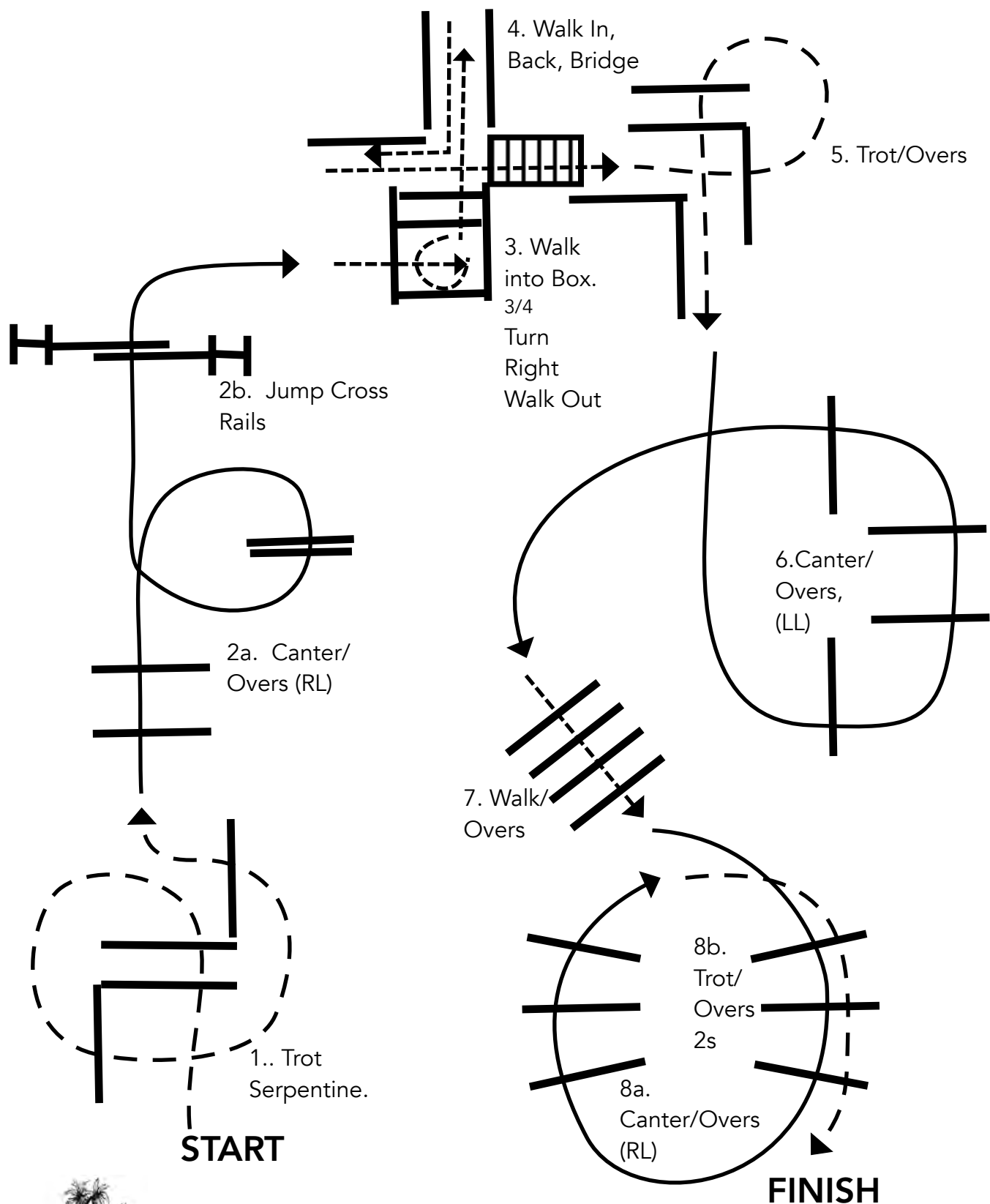
2021 Region IV Championships  
Class 407 Region IV Arabian English Trail Open  
Class 408 Region IV Half Arabian English Trail Open



# 2021 Region IV Championships

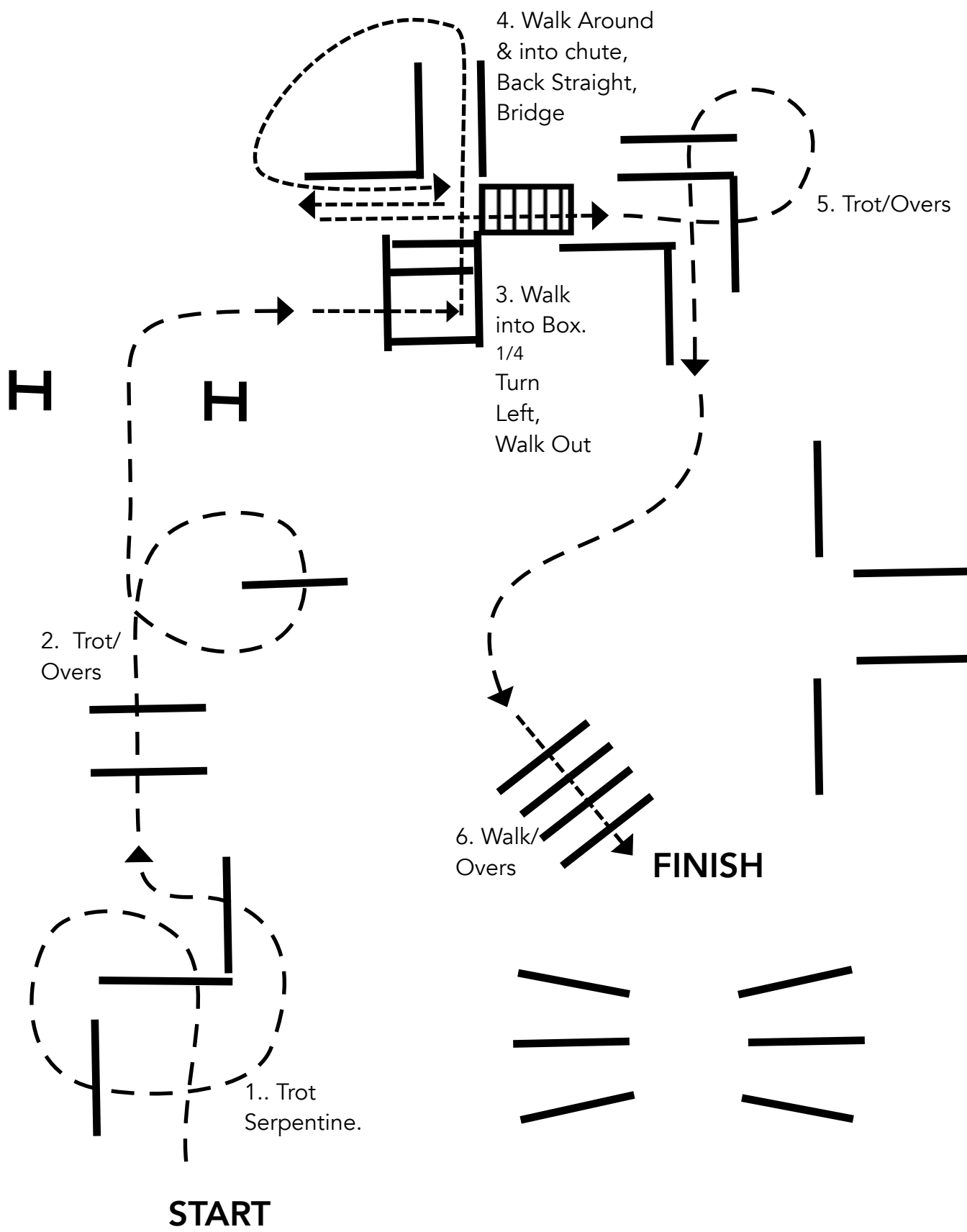
Class 409 Region IV Arabian English Trail ATR

Class 410 Region IV Half Arabian English Trail ATR



# 2021 Region IV Championships

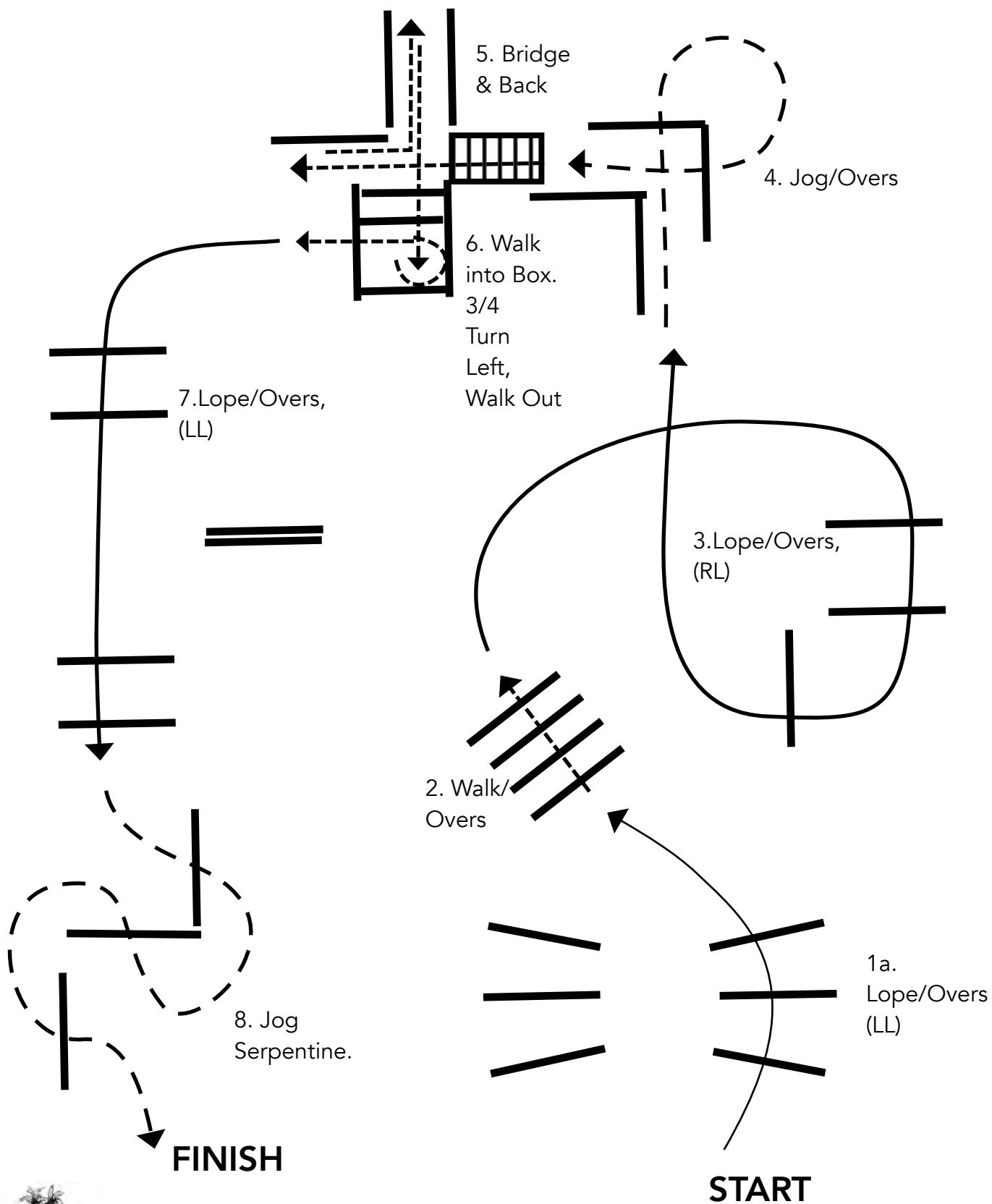
Class 411 Region IV A/HA/AA English Trail Walk/Trot 10/Under



# 2021 Region IV Championships

Class 412 Region IV Arabian Western Trail Junior Horse

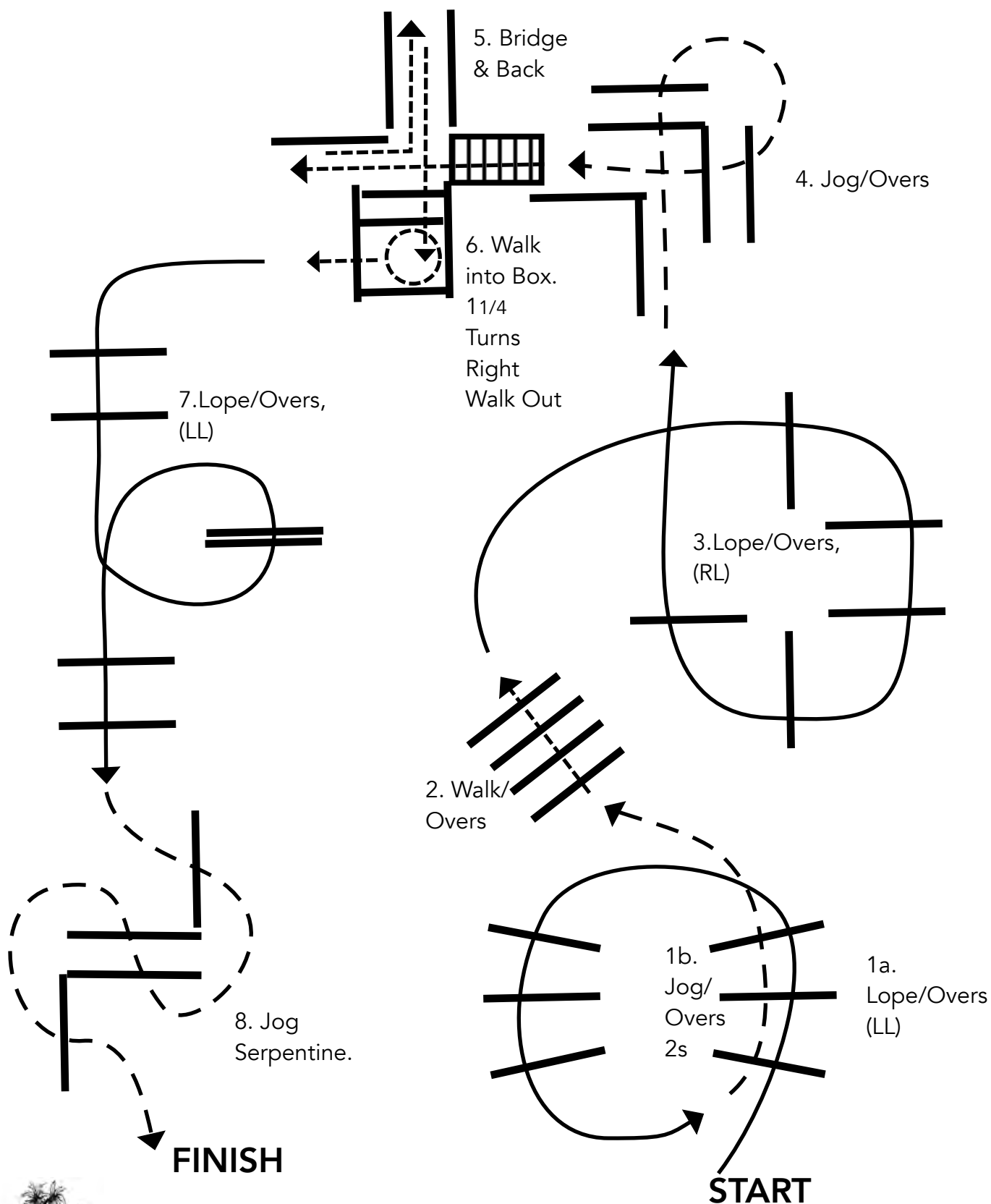
Class 413 Region IV Half Arabian Western Trail Junior Horse



# 2021 Region IV Championships

Class 414 Region IV Arabian Western Trail

Class 415 Region IV Half Arabian Western Trail





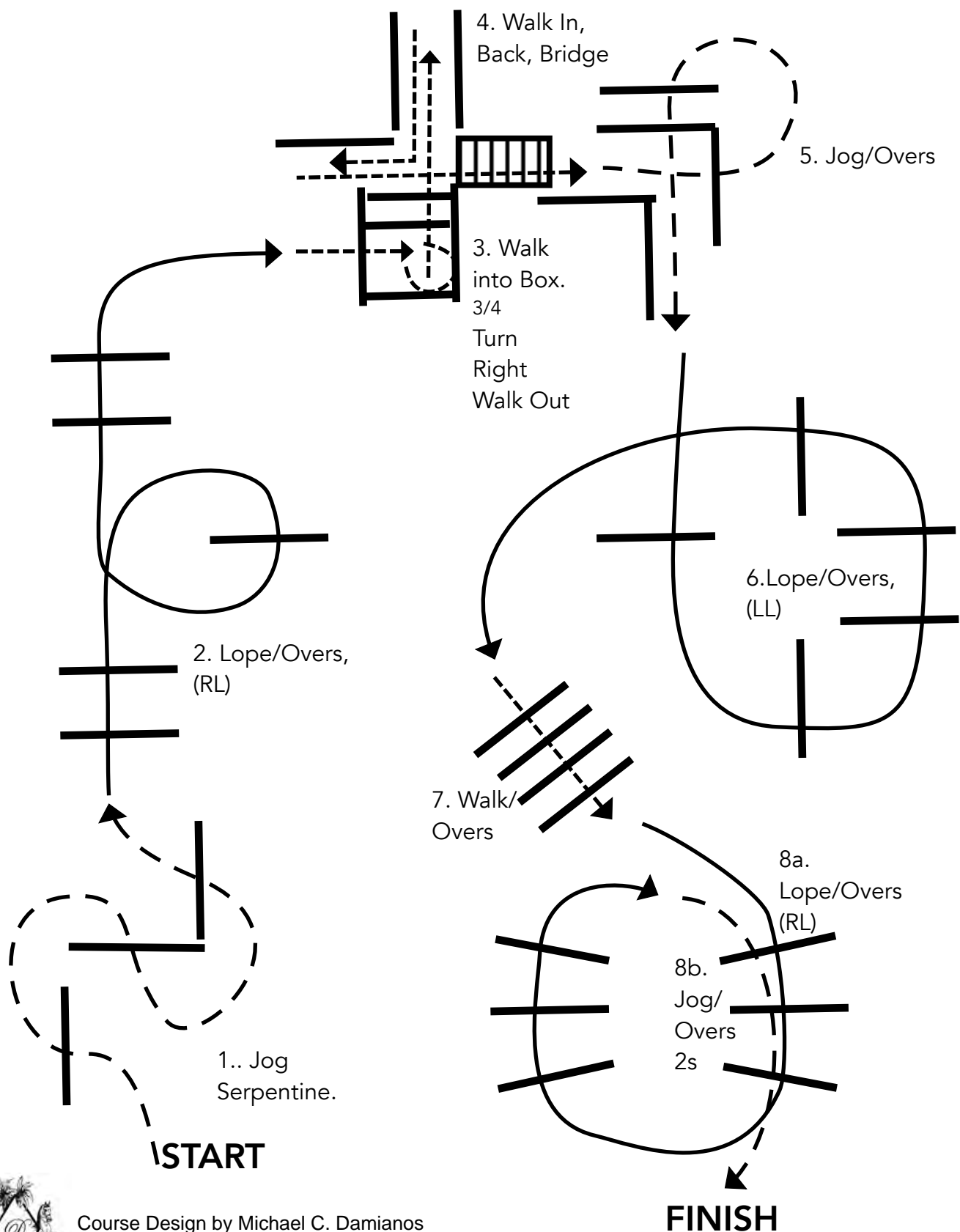
# 2021 Region IV Championships

Class 416 Region IV Arabian Western Trail - JTR

Class 417 Region IV Half Arabian Western Trail - JTR

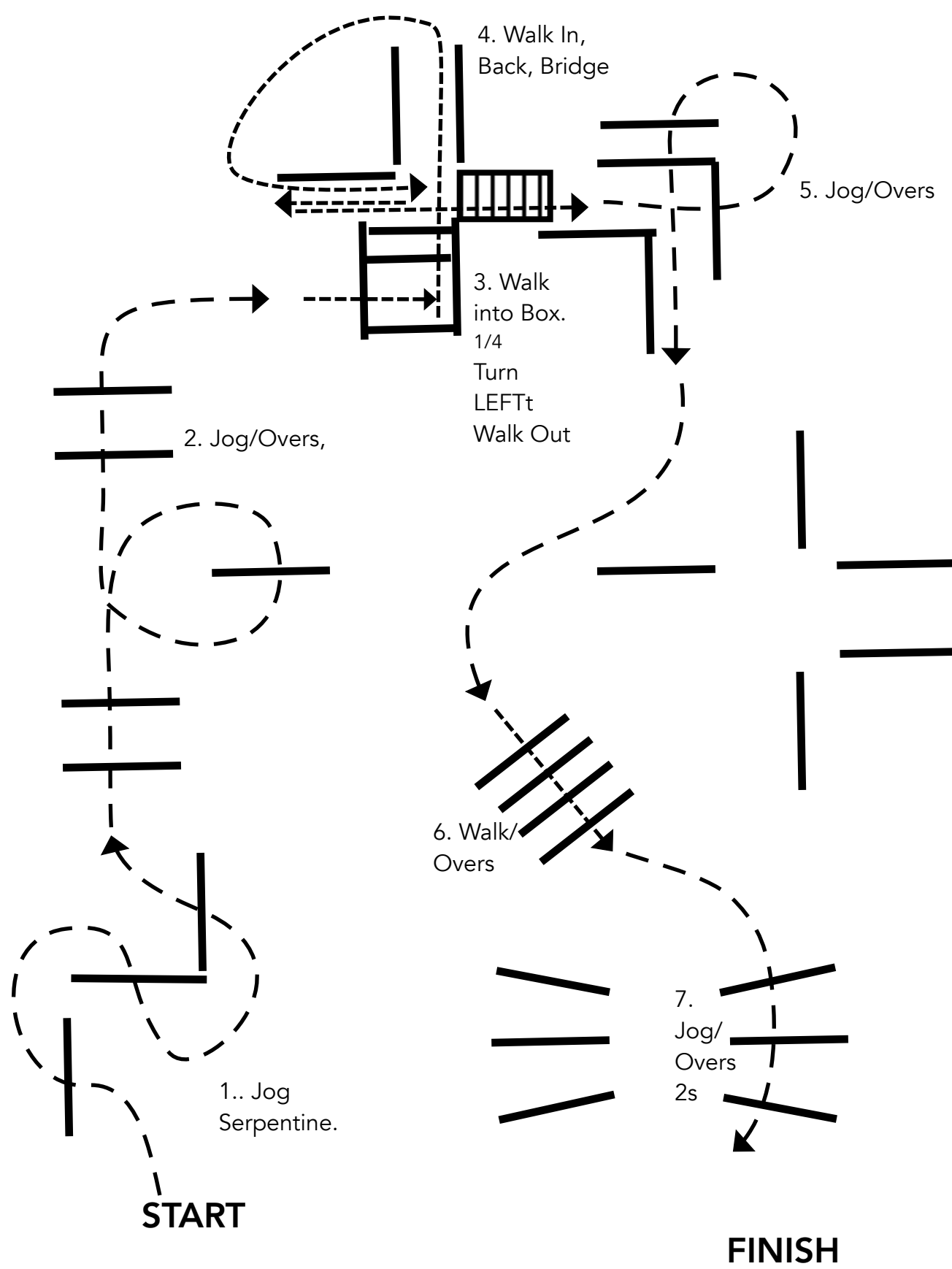
Class 418 Region IV Arabian Western Trail - AAOTR

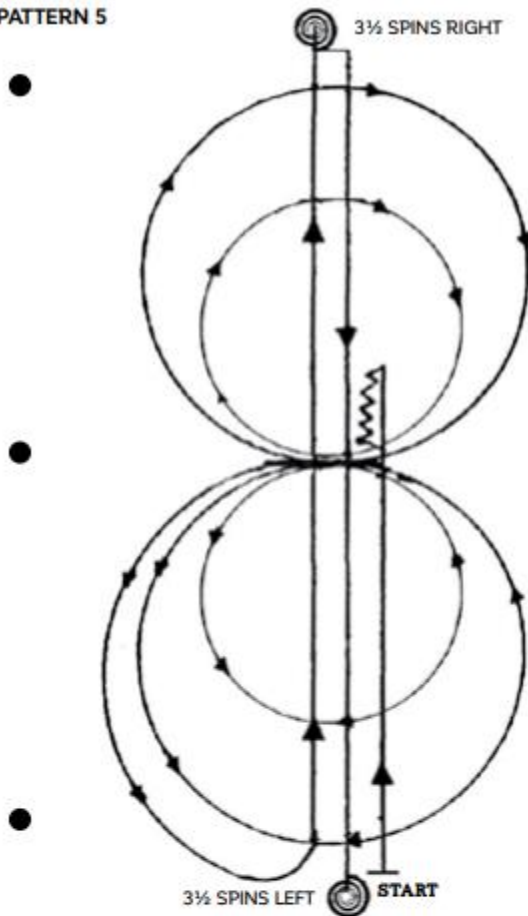
Class 419 Region IV Half Arabian Western Trail - AAOTR



# 2021 Region IV Championships

Class 420 Region IV A/HA.AA Western Trail Walk Trot



**PATTERN 5**

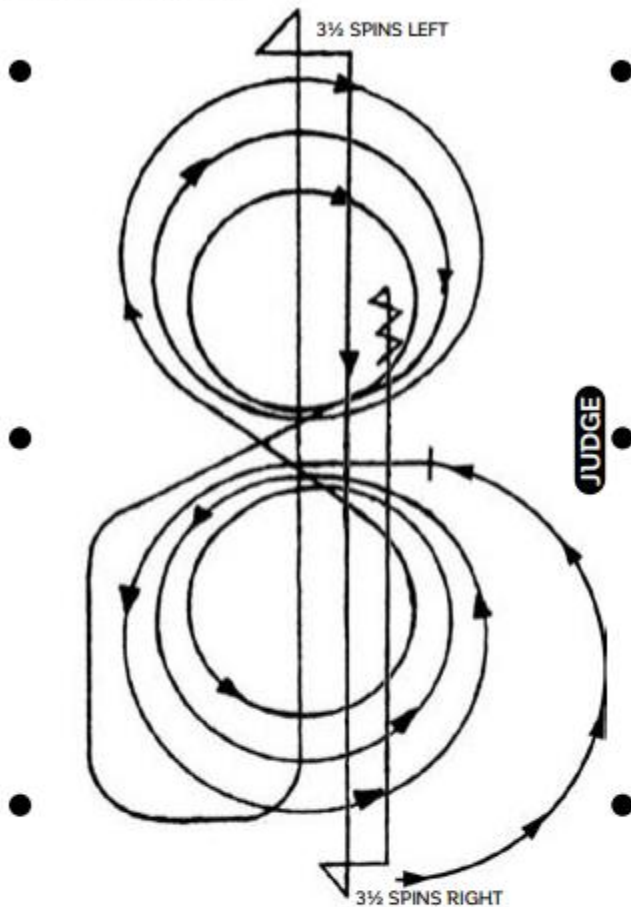
This pattern works best when the exhibitor and cattle enter from the same end of arena.

1. Start at end of arena. Run past center marker, stop, and back at least 10 feet.
2.  $\frac{1}{4}$  turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
4. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, execute a square sliding stop.
5. Complete  $3\frac{1}{2}$  spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete  $3\frac{1}{2}$  spins to the left. Hesitate to complete pattern.

423 REGION 4 Arabian Reined Cow Horse Pattern #8 Lope Away Vrabec

424 REGION 4 HA/AA Reined Cow Horse Pattern #8 Lope Away Vrabec

**PATTERN 8-LOPE AWAY**



Begin on left lead. At the center, without stopping or breaking gait, begin pattern facing away from the judge. Refer to rule 20.6.

1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker come to square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker come to square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker come to square sliding stop.
8. Back up at least 10 feet. Hesitate to complete pattern.