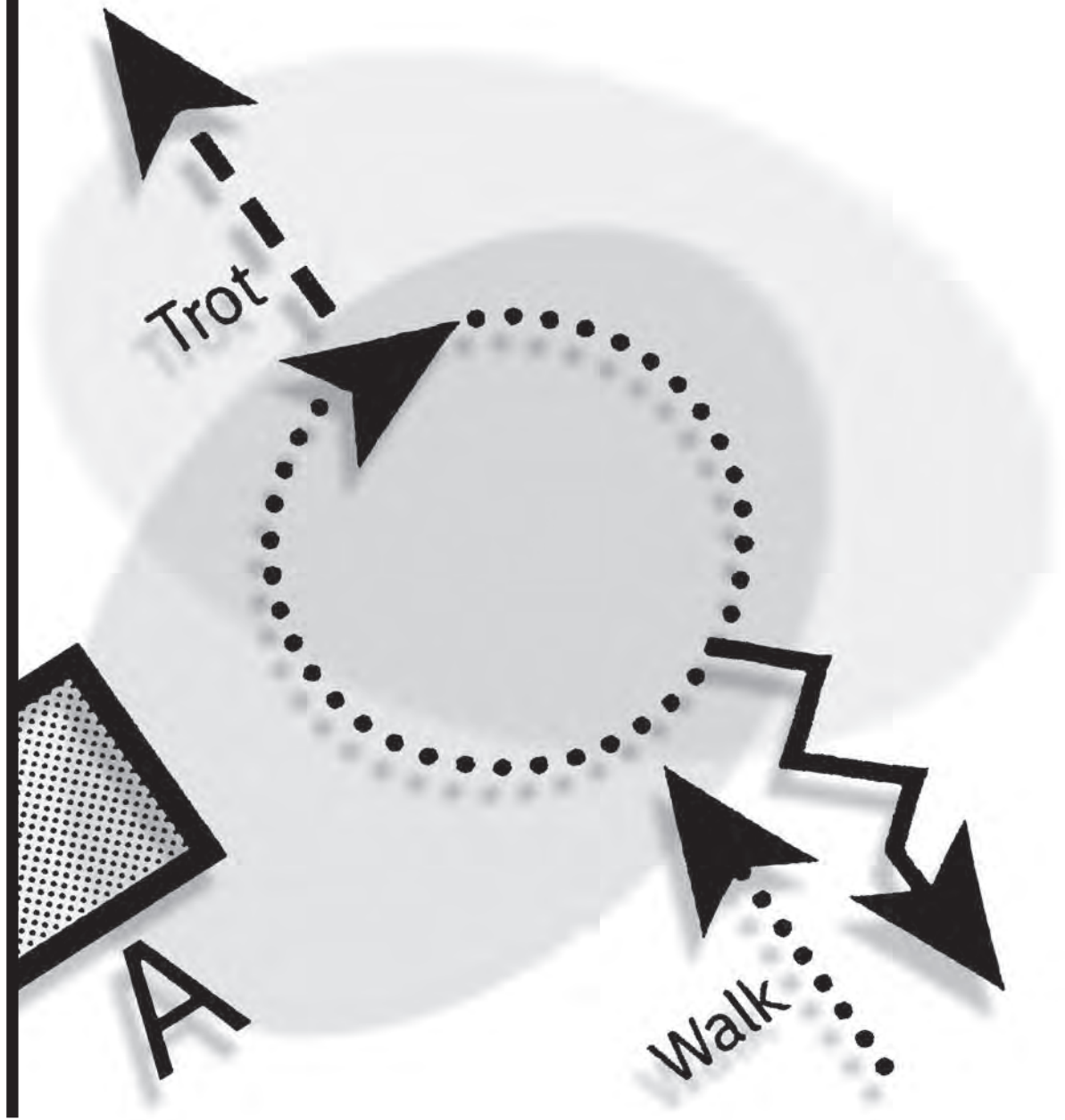


REGION 4 AHA

PATTERNS



2022 PLAY BOOK

These patterns current as of 05/27/2022 from AHA and NRHA

PATTERNS

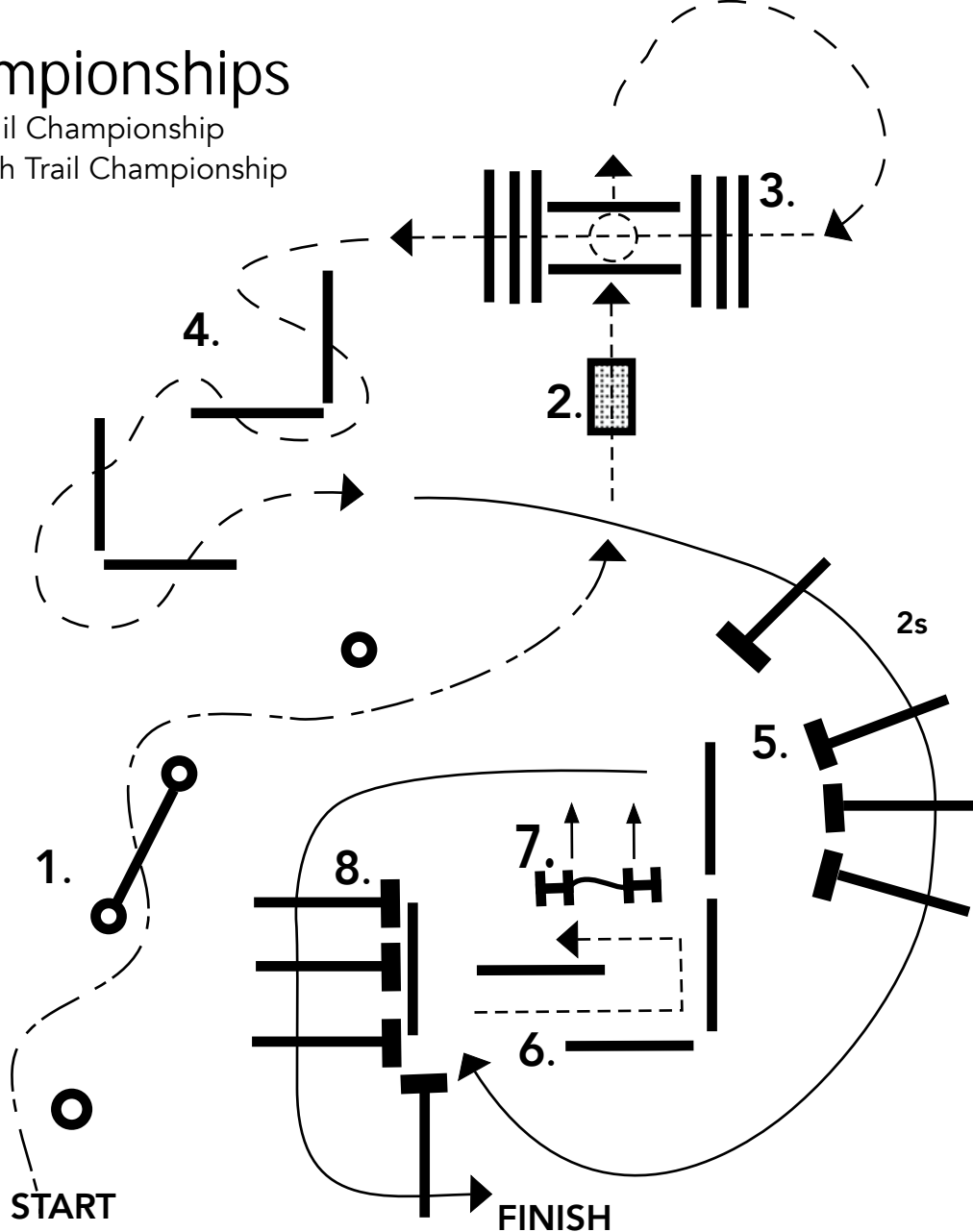
<u>Section</u>	<u>Class</u>	<u>Class Title</u>	<u>Judging Assignment</u>
HUNTER	b 537	REGION 4 Hunter Seat Equitation NTJ JTR 14 & Under <i>Pattern B</i>	DANIELS, DORAN, LAMBERT
HUNTER	gg 538	REGION 4 Hunter Seat Equitation NTJ JTR 15-18 <i>Pattern GG</i>	DANIELS, DORAN, LAMBERT
HUNTER	h 539	REGION 4 Hunter Seat Equitation NTJ AATR <i>Pattern H</i>	DANIELS, DORAN, LAMBERT
RANCH	8 532	REGION 4 Arabian Ranch Horse Riding JTR <i>Pattern #8</i>	HORA
RANCH	8 533	REGION 4 HA/AA Ranch Horse Riding JTR <i>Pattern #8</i>	HORA
RANCH	13 488	REGION 4 Arabian Ranch Horse Riding Open <i>Pattern #13</i>	HORA
RANCH	13 489	REGION 4 Arabian Ranch Horse Riding Junior Horse <i>Pattern #13</i>	HORA
RANCH	13 490	REGION 4 Arabian Ranch Horse Riding Futurity ★ <i>Pattern #13</i>	HORA
RANCH	13 491	REGION 4 HA/AA Ranch Horse Riding Open <i>Pattern #13</i>	HORA
RANCH	13 492	REGION 4 HA/AA Ranch Horse Riding Junior Horse <i>Pattern #13</i>	HORA
RANCH	13 493	REGION 4 HA/AA Ranch Horse Riding Futurity ★ <i>Pattern #13</i>	HORA
RANCH	15 528	REGION 4 Arabian Ranch Horse Riding AATR 19-49 <i>Pattern #15</i>	HORA
RANCH	15 529	REGION 4 HA/AA Ranch Horse Riding AATR 19-49 <i>Pattern #15</i>	HORA
RANCH	15 530	REGION 4 Arabian Ranch Horse Riding AATR 50 & Over <i>Pattern #15</i>	HORA
RANCH	15 531	REGION 4 HA/AA Ranch Horse Riding AATR 50 & Over <i>Pattern #15</i>	HORA
REINED COW	5 400	REGION 4 Arabian Limited Reined Cow Horse ATR <i>Pattern #5</i>	HORA
REINED COW	5 401	REGION 4 HA/AA Limited Reined Cow Horse ATR <i>Pattern #5</i>	HORA
REINED COW	8 402	REGION 4 Arabian Reined Cow Horse <i>Pattern #8 Lope away</i>	HORA
REINED COW	8 403	REGION 4 HA/AA Reined Cow Horse <i>Pattern #8 Lope away</i>	HORA
REINING	4 416	REGION 4 Arabian Reining AAOTR <i>Pattern #4</i>	HORA
REINING	4 417	REGION 4 Arabian Reining Horse Intermediate Non-Pro AATR #4	HORA
REINING	4 418	REGION 4 Arabian Reining Horse Limited Non-Pro AATR #4	HORA
REINING	4 419	REGION 4 Arabian Reining Horse Primetime Non-Pro AATR #4	HORA
REINING	4 420	REGION 4 Arabian Reining Horse Rookie Non-Pro AATR #4	HORA
REINING	4 423	REGION 4 Reining Seat Equitation JTR 14 & Under <i>Pattern #4</i>	HORA
REINING	4 479	REGION 4 HA/AA Reining Horse AAOTR \$\$ <i>Pattern #4</i>	HORA
REINING	4 480	REGION 4 HA/AA Reining Horse Intermediate Non-Pro AATR #4	HORA
REINING	4 481	REGION 4 HA/AA Reining Horse Limited Non-Pro AATR #4	HORA
REINING	4 482	REGION 4 HA/AA Reining Horse Primetime Non-Pro AATR #4	HORA
REINING	4 483	REGION 4 HA/AA Reining Horse Rookie Non-Pro AATR #4	HORA
REINING	5 425	REGION 4 Arabian Reining Futurity ★ <i>Pattern #5</i>	HORA
REINING	5 426	REGION 4 Arabian Reining Horse Junior Horse \$\$ <i>Pattern #5</i>	HORA
REINING	5 455	REGION 4 HA/AA Reining Horse Futurity ★ <i>Pattern #5</i>	HORA
REINING	5 456	REGION 4 HA/AA Reining Junior Horse \$\$ <i>Pattern #5</i>	HORA
REINING	7 477	REGION 4 Arabian Reining Horse JTR 18 & Under <i>Pattern #7</i>	HORA
REINING	7 478	REGION 4 HA/AA Reining Horse JTR 18 & Under <i>Pattern #7</i>	HORA
REINING	8 421	REGION 4 Reining Seat Equitation AATR <i>Pattern #8</i>	HORA
REINING	8 422	REGION 4 Reining Seat Equitation JTR 15-18 <i>Pattern #8</i>	HORA
REINING	10 511	REGION 4 Arabian Reining Horse <i>Pattern #10</i>	HORA
REINING	10 527	REGION 4 HA/AA Reining Horse <i>Pattern #10</i>	HORA
REINING	a 424	REGION 4 Short Stirrup Reining JTR 10 & Under <i>Pattern A</i>	HORA
SADD	c 453	REGION 4 Saddle Seat Equitation JTR 14 & Under <i>Pattern C</i>	LAMBERT, DANIELS, DORAN
SADD	l 452	REGION 4 Saddle Seat Equitation JTR 15-18 <i>Pattern L</i>	LAMBERT, DANIELS, DORAN
SHOW	b 445	REGION 4 Showmanship Walk/Trot 10 & Under <i>Pattern B</i>	DANIELS, DORAN, LAMBERT
SHOW	k 444	REGION 4 Showmanship JTH 14 & Under <i>Pattern K</i>	DANIELS, DORAN, LAMBERT
SHOW	r 442	REGION 4 Showmanship AATH 50 & Over <i>Pattern R</i>	DANIELS, DORAN, LAMBERT
SHOW	u 443	REGION 4 Showmanship JTH 15-18 <i>Pattern U</i>	DANIELS, DORAN, LAMBERT
SHOW	w 441	REGION 4 Showmanship AATH 19 – 49 <i>Pattern W</i>	DANIELS, DORAN, LAMBERT
HORSEMANSHIP	c 500	REGION 4 Western Horsemanship JTR 14 & Under <i>Pattern C</i>	DORAN, LAMBERT, DANIELS
HORSEMANSHIP	h 499	REGION 4 Western Horsemanship JTR 15-18 <i>Pattern H</i>	DORAN, LAMBERT, DANIELS
HORSEMANSHIP	t 578	REGION 4 Western Horsemanship AATR 50 & Over <i>Pattern T</i>	DORAN, LAMBERT, DANIELS
HORSEMANSHIP	v 579	REGION 4 Western Horsemanship AATR 19-49 <i>Pattern V</i>	DORAN, LAMBERT, DANIELS

Region IV Championships

Class 427 Arabian English Trail Championship

Class 428 Half Arabian English Trail Championship

GOOD LUCK!



1. Trot Serpentine
2. Walk over Bridge, walk into slot, 1 full turn - either way, walk out
3. Trot to Walk Overs, Break to walk and walk over logs.
4. Trot Serpentine with logs.
5. Canter Overs (RL)
6. Back
7. Left Hand Gate, Sidepass right.
8. Canter Overs (LL)

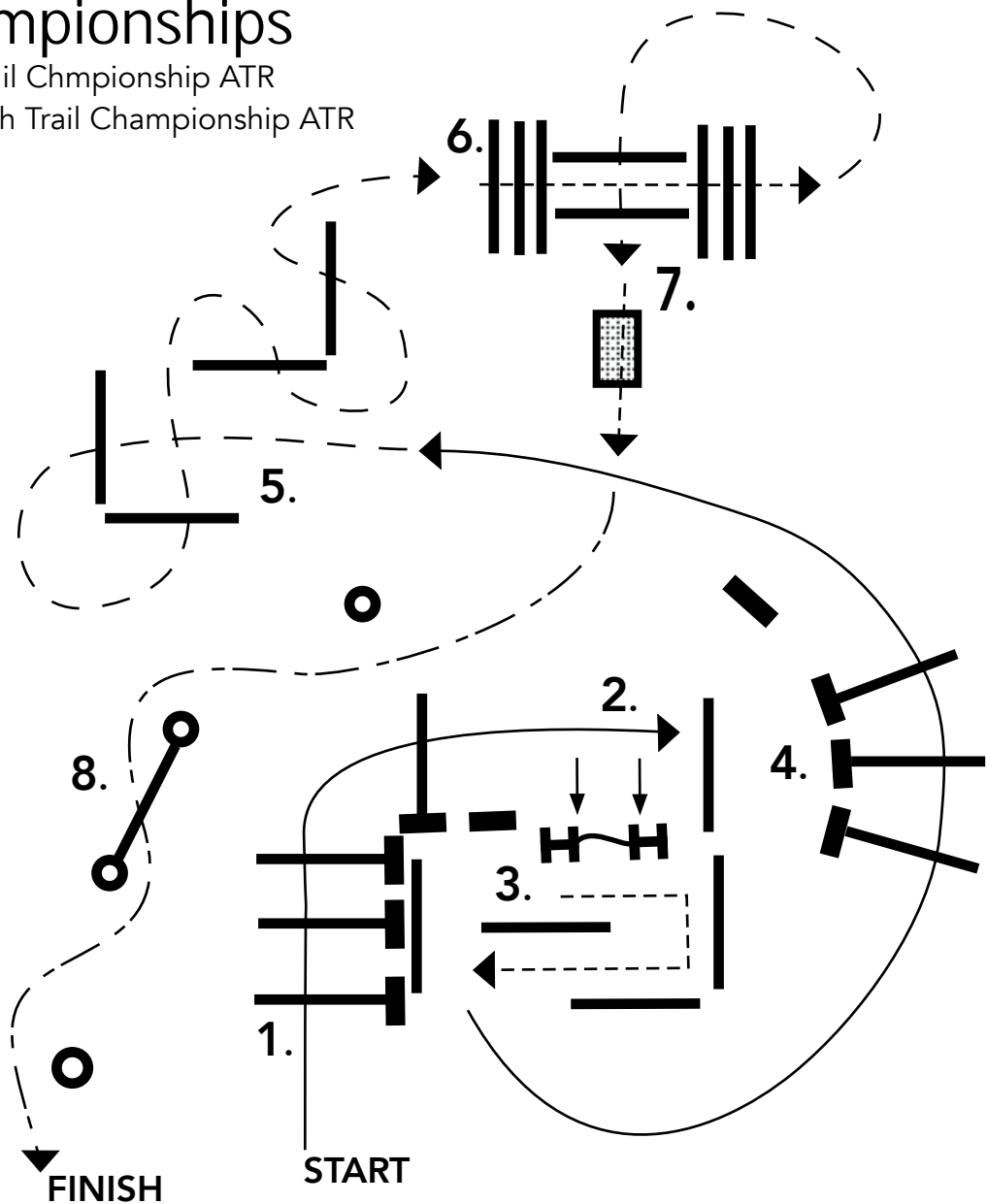


Region IV Championships

Class 429 Arabian English Trail Chmpionship ATR

Class 430 Half Arabian English Trail Championship ATR

GOOD LUCK!



1. Canter Overs (RL), Stop
2. Sidepass RIGHT, Right Hand Gate (Open, Pass Through, Close)
3. Back
4. Canter Overs (LL)
5. Trot Serpentine with poles
6. Walk/Overs
7. Trot Overs , Stop or Walk, Walk Over Bridge
8. Trot through Serpentine.

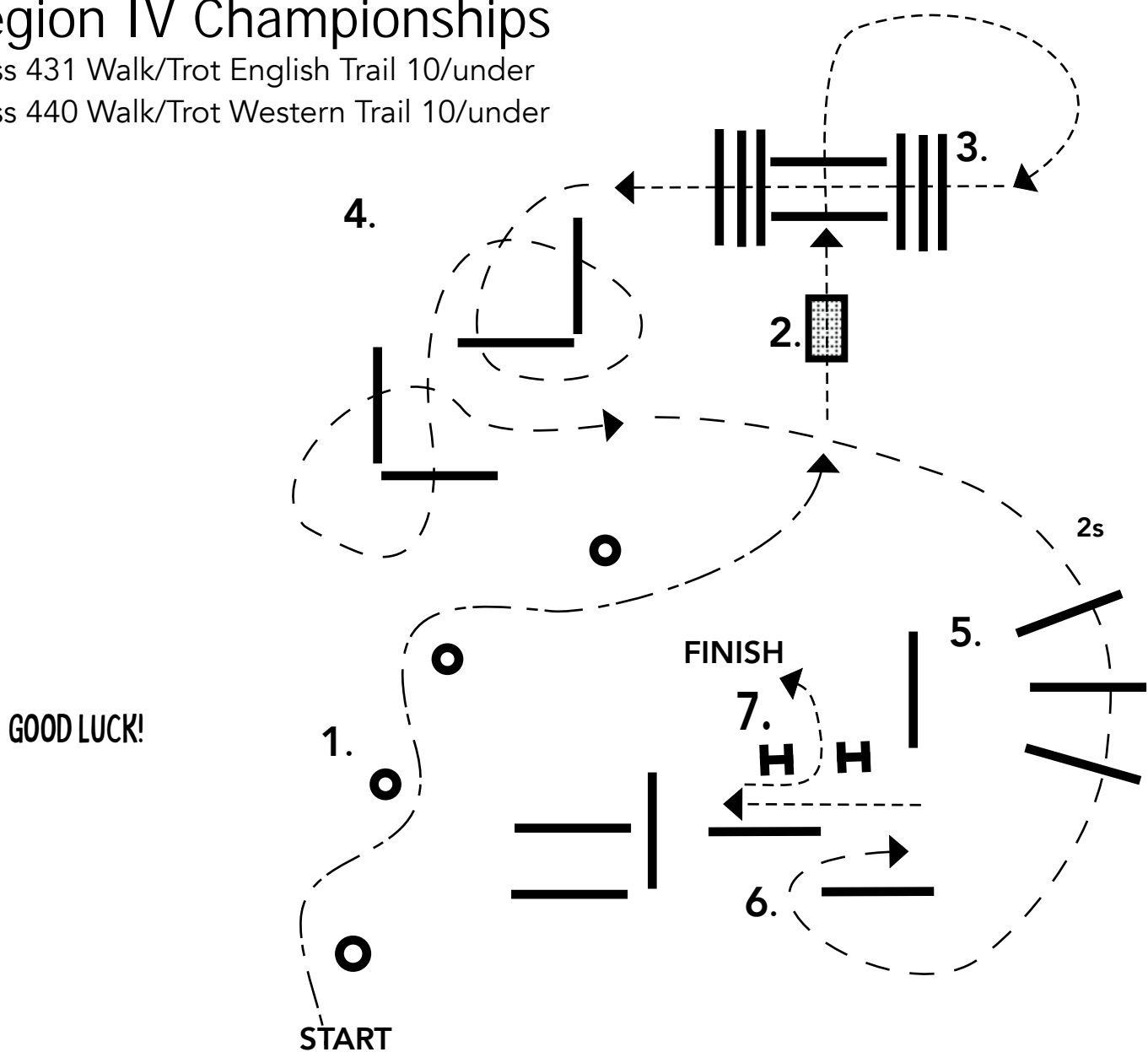


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Region IV Championships

Class 431 Walk/Trot English Trail 10/under

Class 440 Walk/Trot Western Trail 10/under



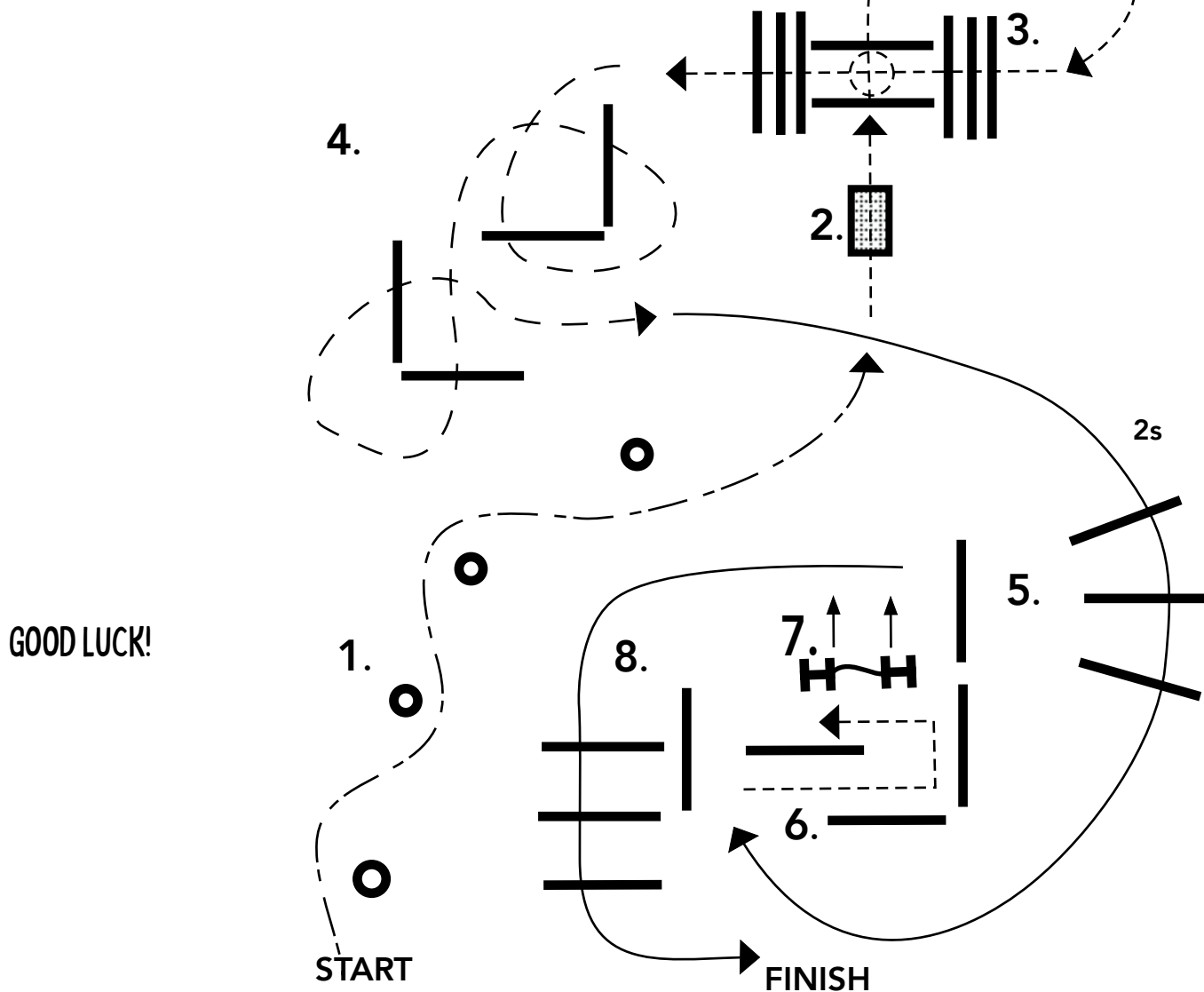
1. Extended Jog Serpentine
2. Walk over Bridge and poles. Continue walking.
3. Walk Overs, walk over logs.
4. Jog Serpentine with logs.
5. Jog Overs
6. Back
7. Walk through open Gate



Region IV Championships

Class 432 Arabian Western Trail Junior Horse Championship

Class 433 Half Arabian Western Trail Junior Hoese Championship



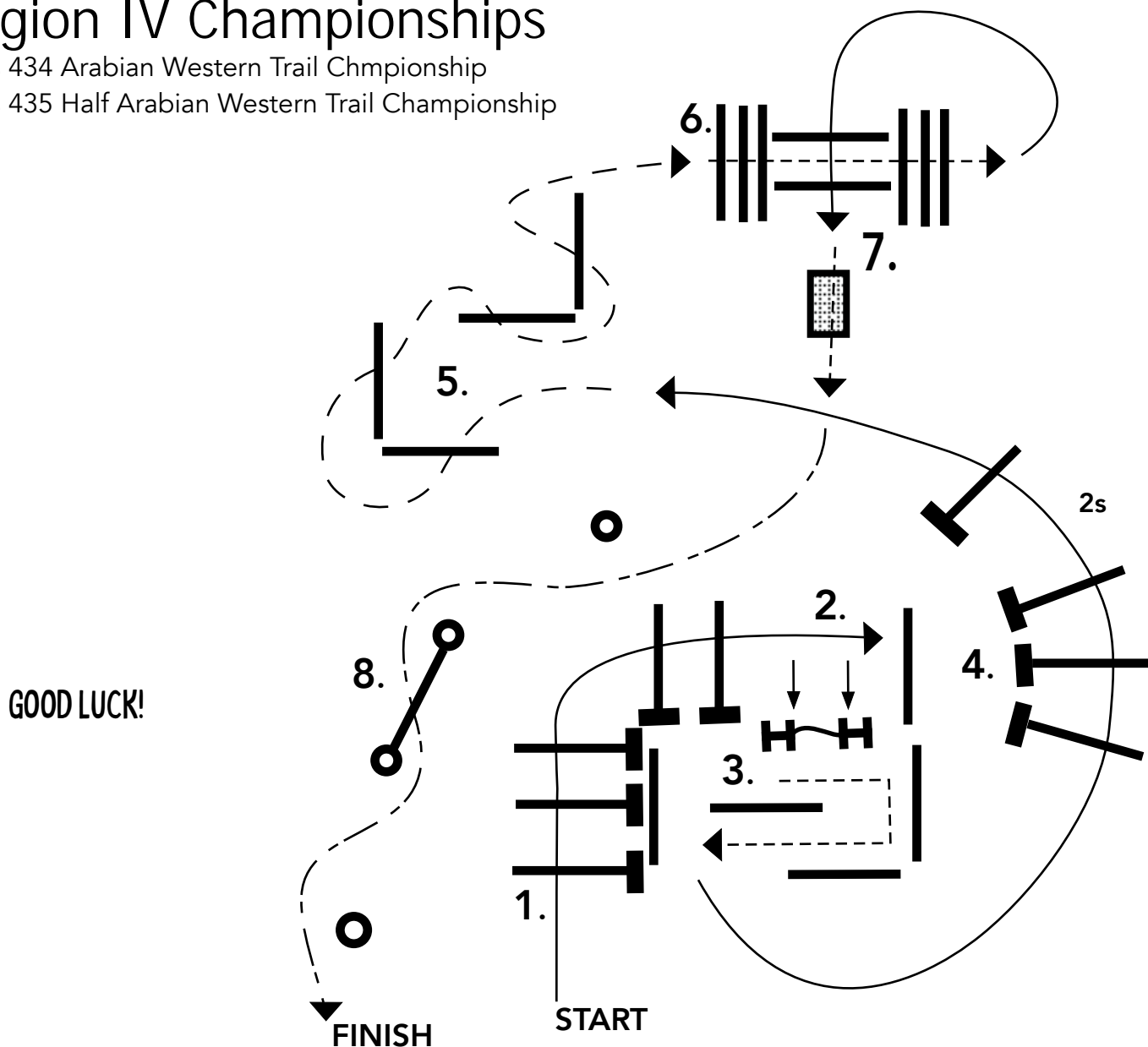
1. Extended Jog Serpentine
2. Walk over Bridge, Walk over poles, Continue walking
3. Walk Overs, walk over logs, 1 full turn - either way, walk over logs.
4. Jog Serpentine with logs.
5. Lope Overs (RL)
6. Back
7. Left Hand Gate, Sidepass right.
8. Lope Overs (LL)



Region IV Championships

Class 434 Arabian Western Trail Chmpionship

Class 435 Half Arabian Western Trail Championship



1. Lope Overs (RL)
2. Sidepass RIGHT, Right Hand Gate (Open, Pass Through, Close)
3. Back
4. Lope Overs (LL)
5. Jog Serpentine with poles
6. Walk/Overs
7. Lope Overs (LL), Stop or Walk, Walk Over Bridge
8. Extend Jog through Serpentine.



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Region IV Championships

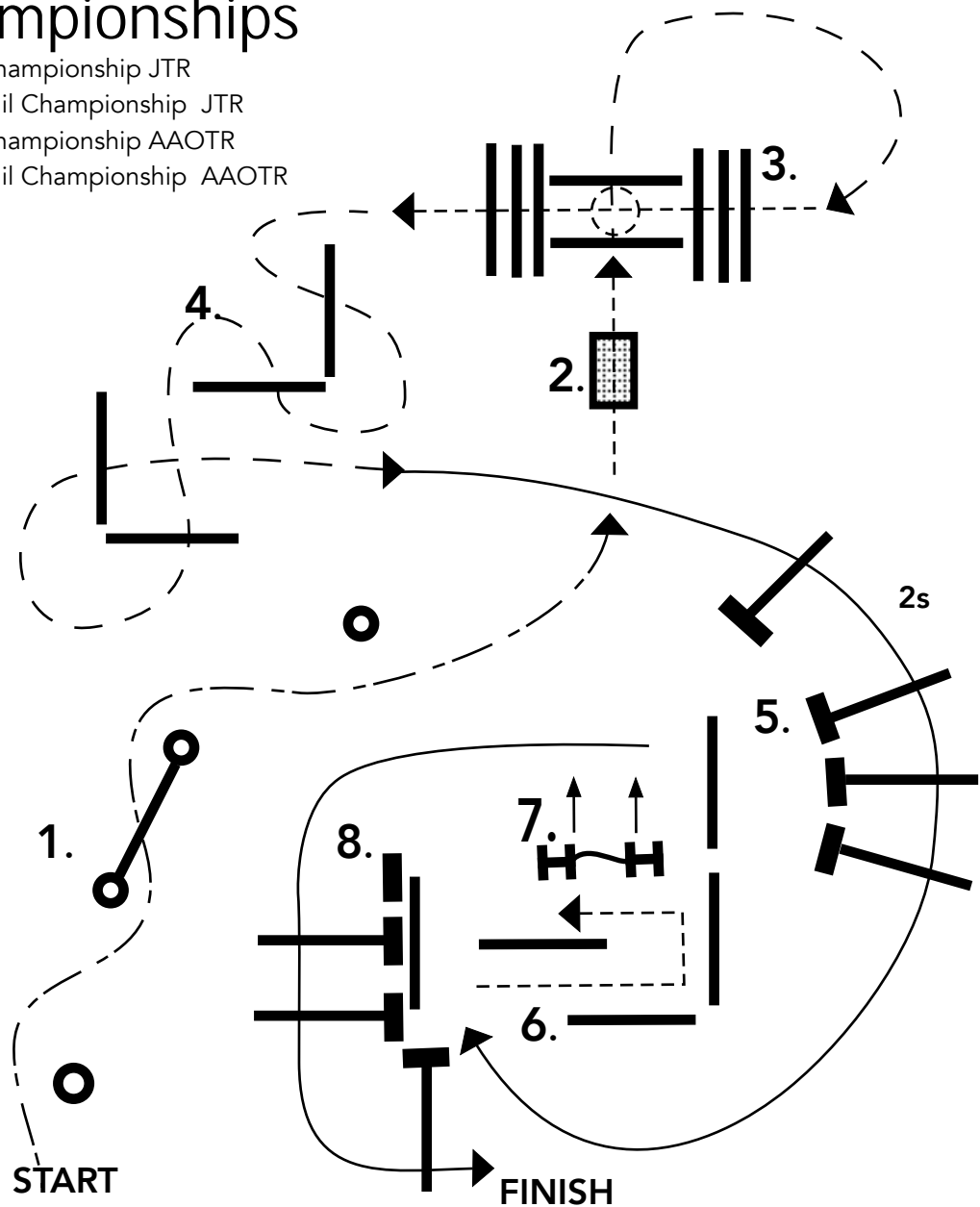
Class 436 Arabian Western Trail Championship JTR

Class 437 Half Arabian Western Trail Championship JTR

Class 438 Arabian Western Trail Championship AAOTR

Class 439 Half Arabian Western Trail Championship AAOTR

GOOD LUCK!



1. Extended Jog Serpentine
2. Walk over Bridge, Jog over Poles (2s),
3. Jog to Walk Overs, walk over logs, 1 full turn - either way, walk over logs.
4. Jog Serpentine with logs.
5. Lope Overs (RL)
6. Back
7. Left Hand Gate, Sidepass right.
8. Lope Overs (LL)



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Hunter/Jumping Seat

LEVEL 1 • PATTERN B • Tests 1,4,5

Sitting trot one half of the way to the centerpoint of the far end of the arena.

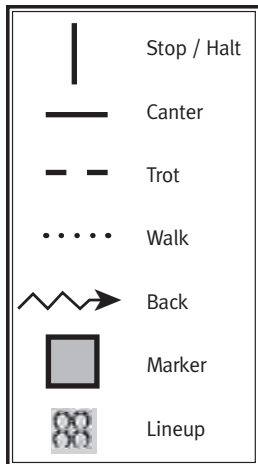
Post the second half on the left diagonal.

Canter a figure eight showing a simple change of lead.

Halt. Reverse and trot on the right diagonal to the corner of the arena. Halt.

Return to lineup or exit at a walk.

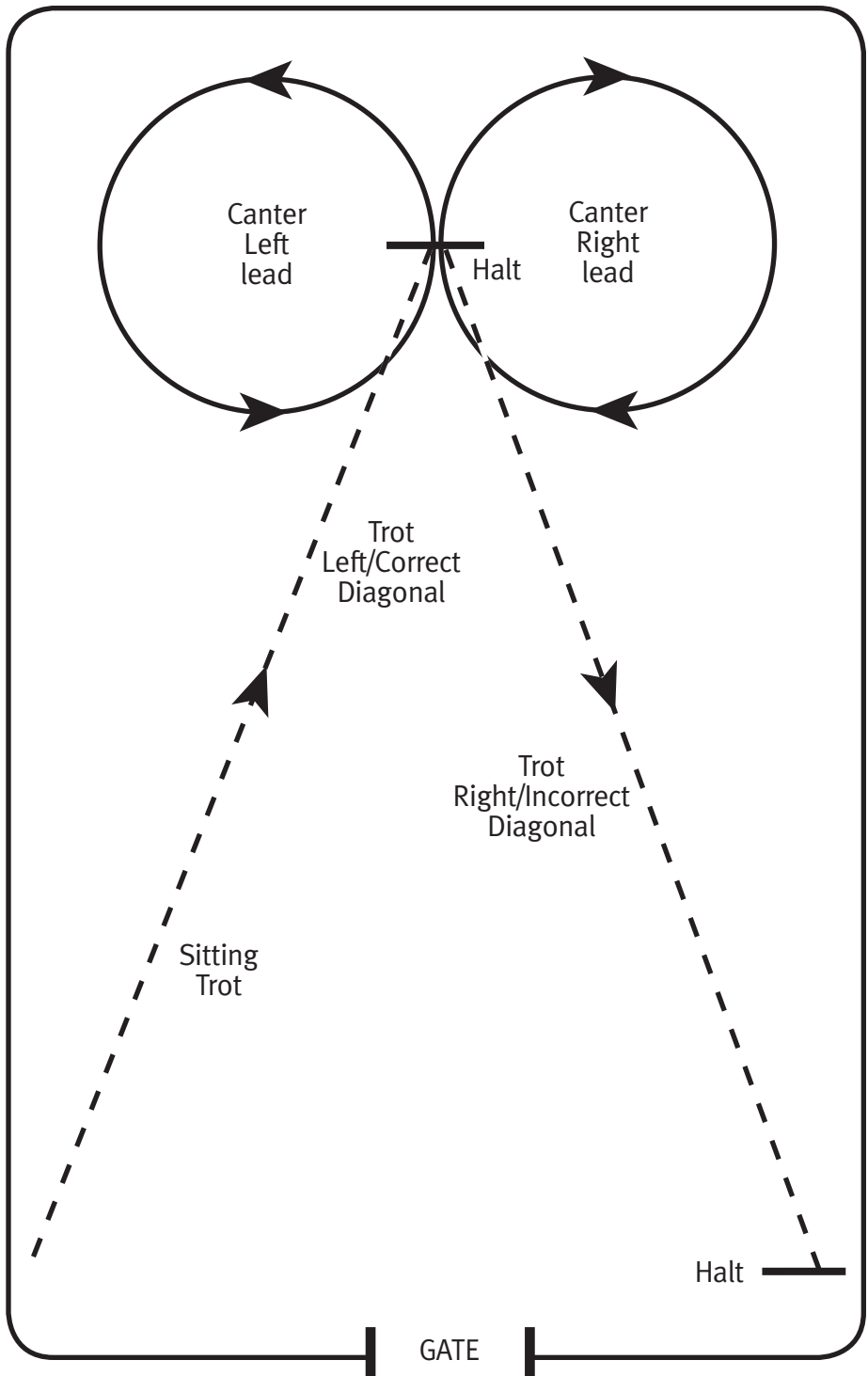
“Right” in this pattern is utilized to indicate left or right not correct or incorrect.



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 2 • PATTERN GG • Tests 1,2,5,14

Trot down the left rail at a sitting trot.

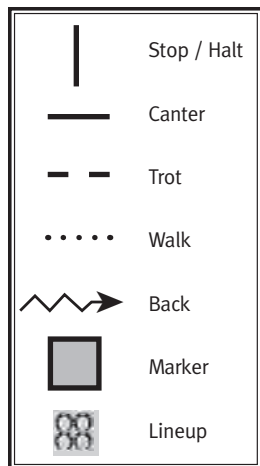
Execute a two loop serpentine at a posting trot.

Without stopping, continue into a canter and enter two, two loop serpentine at the canter, showing a simple or flying change of lead.

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.



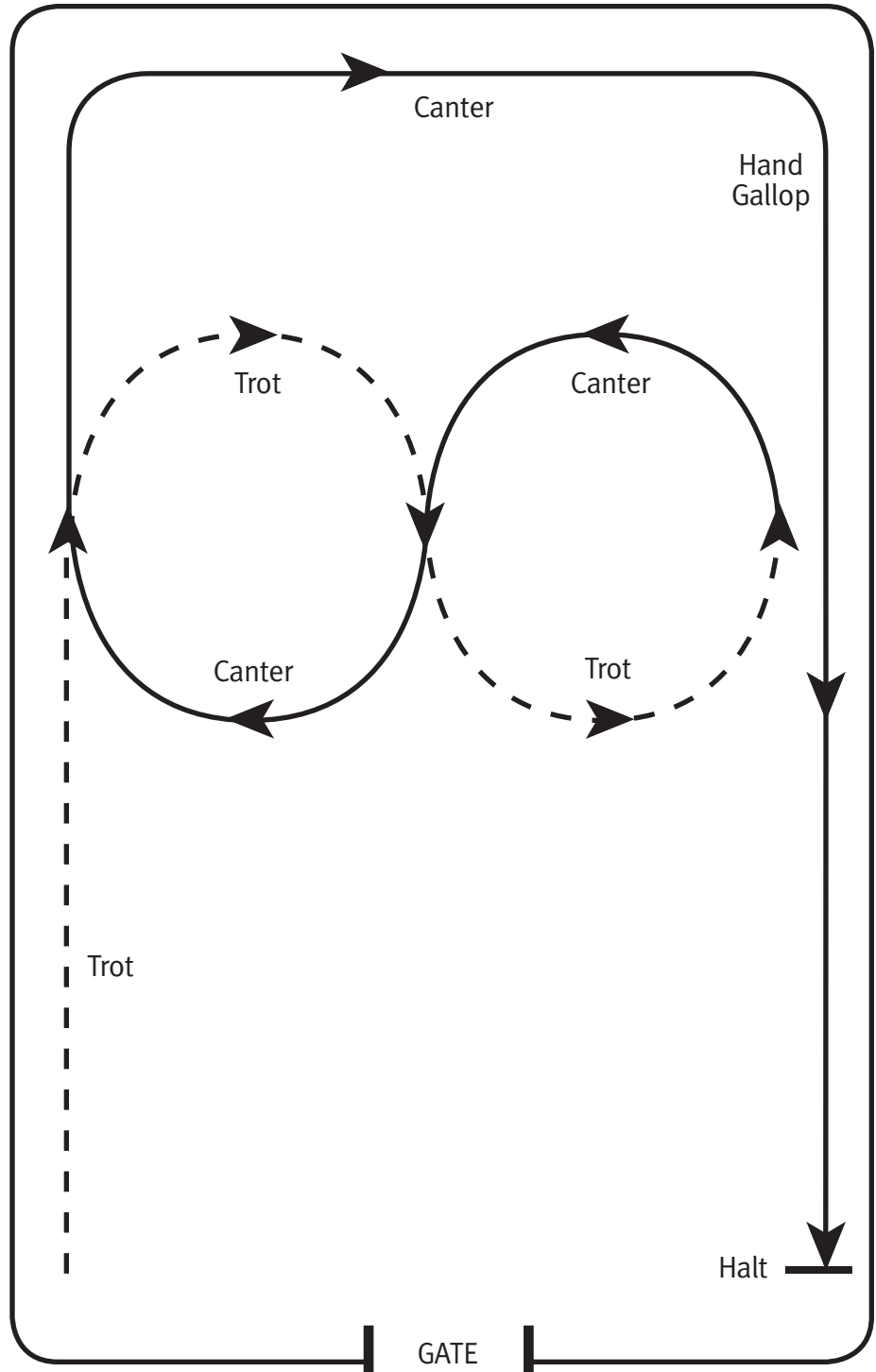
This pattern may only be used for:

- 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.



Hunter/Jumping Seat

LEVEL 1 • PATTERN H • Tests 1,5

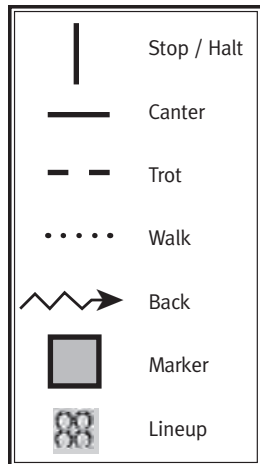
Enter the arena at the walk and turn left.

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.

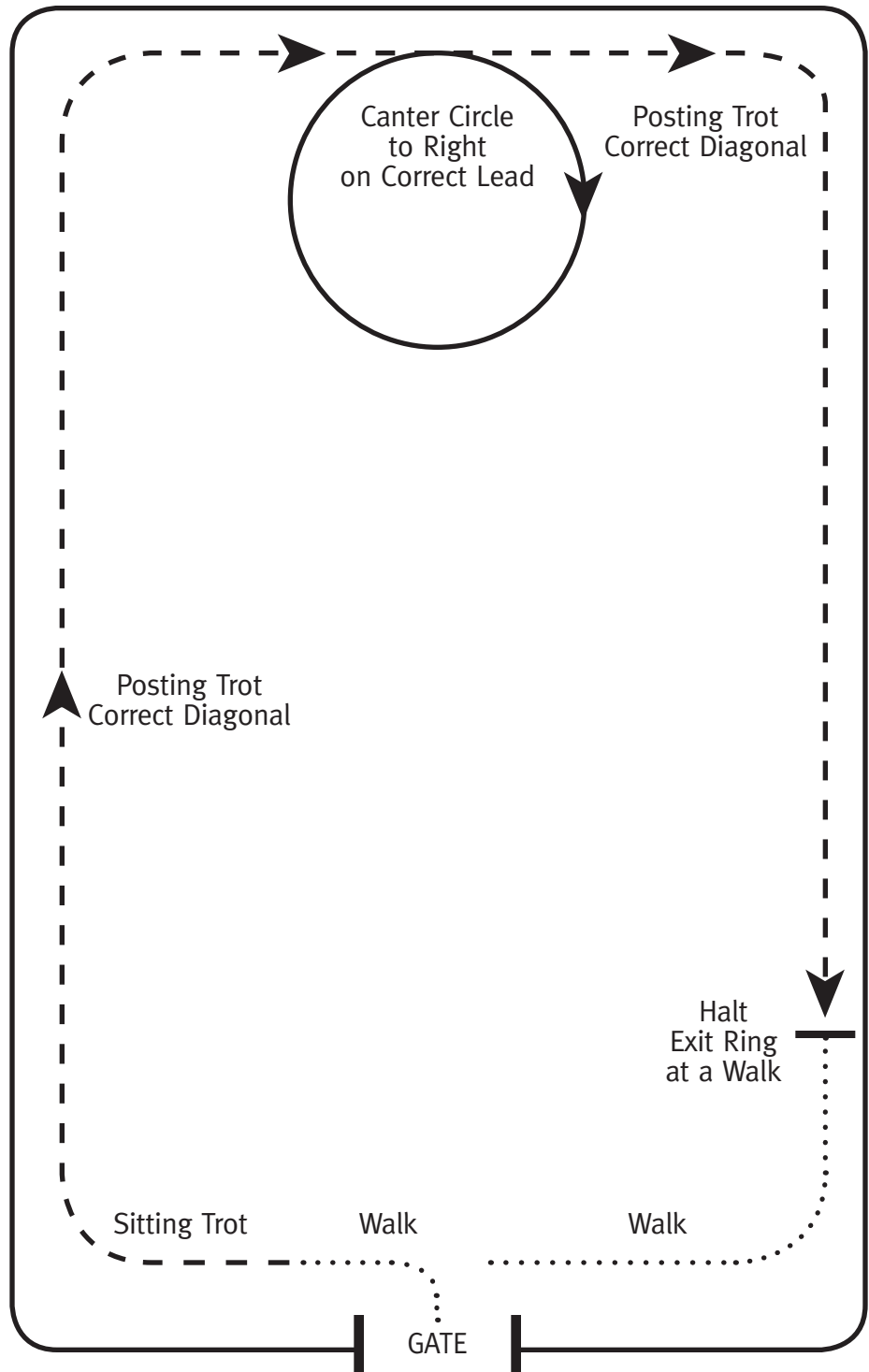
Return to the lineup or exit the arena at the walk.



This pattern may only be used for:

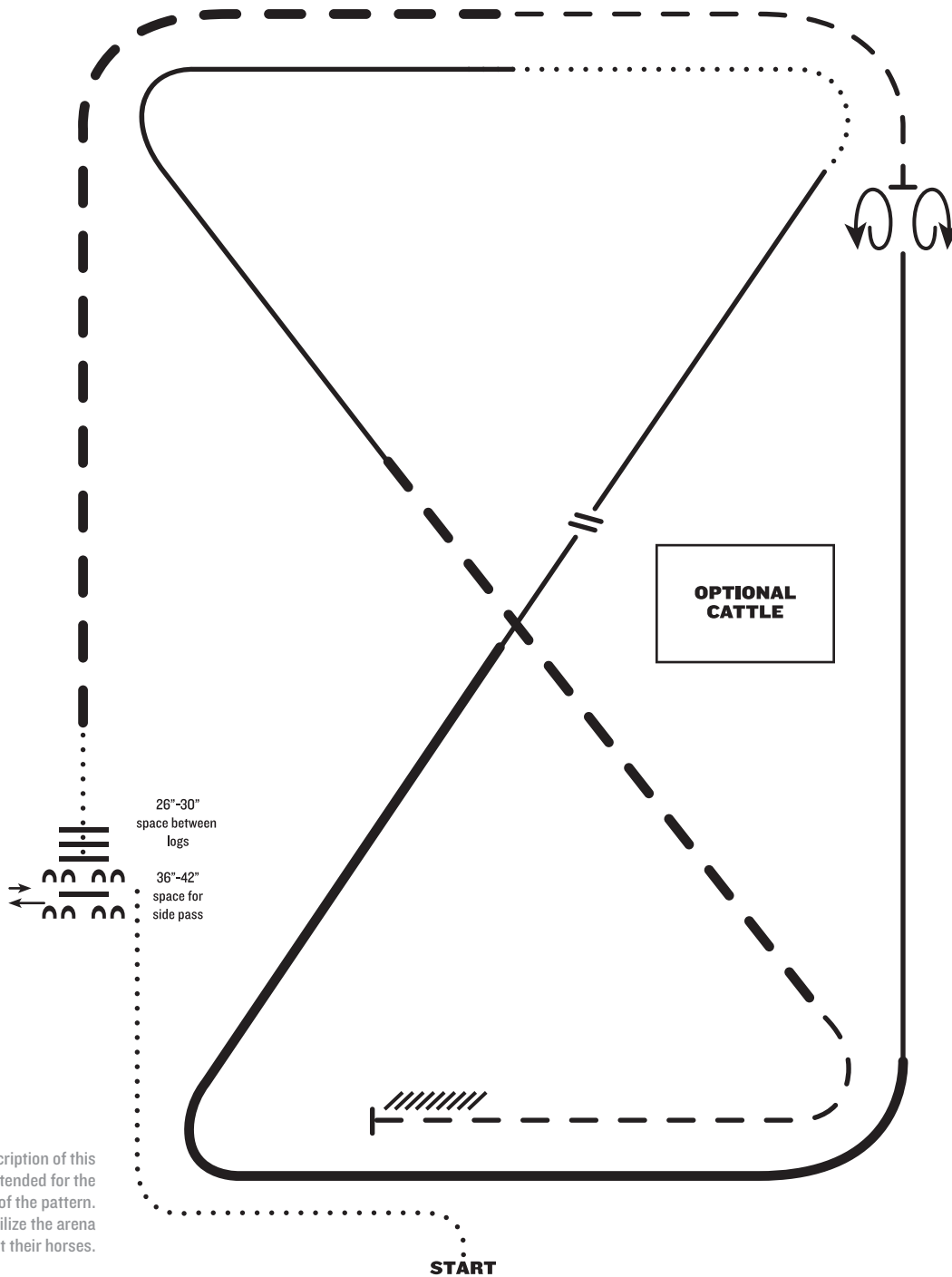
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



RANCH RIDING - PATTERN 8**LEGEND**

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



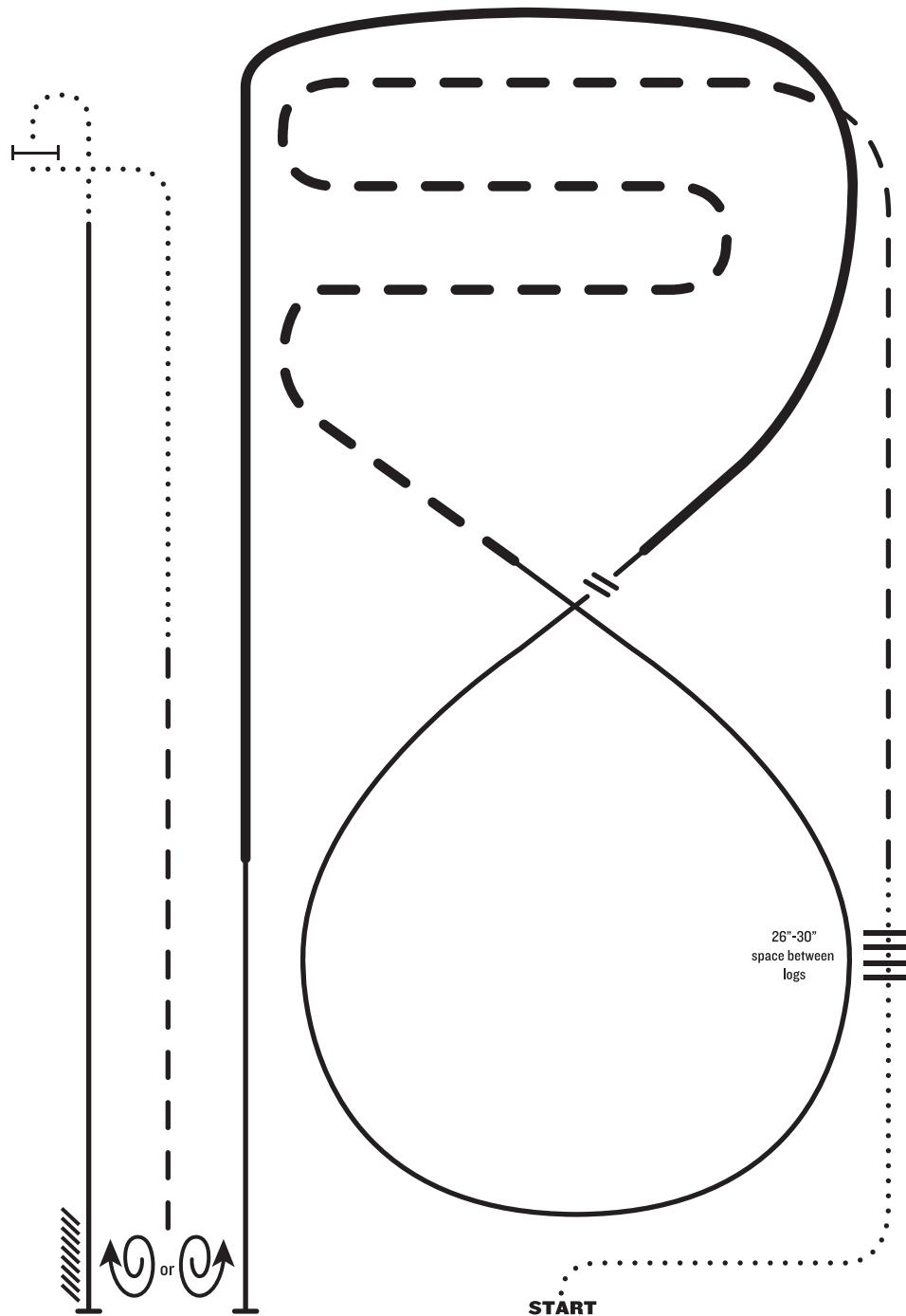
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

RANCH RIDING - PATTERN 13

LEGEND

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



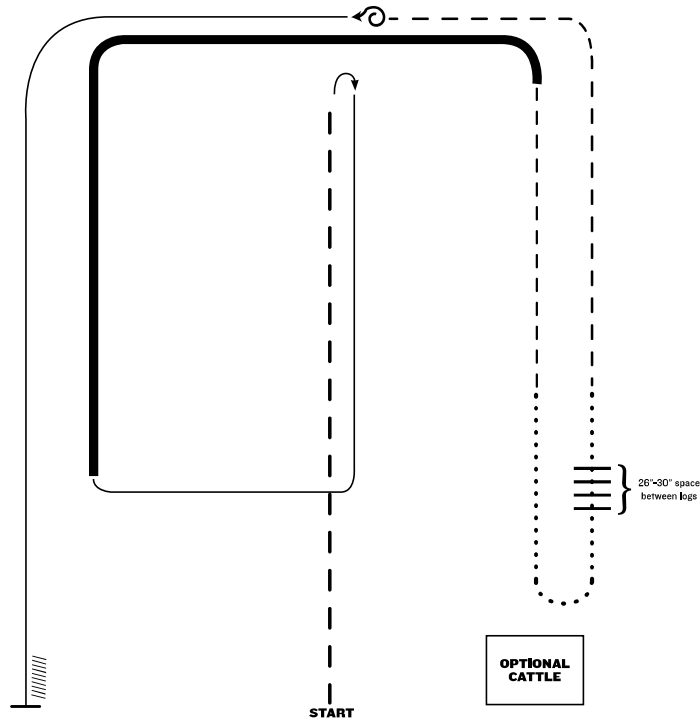
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

- | | |
|-----|--|
| 488 | REGION 4 Arabian Ranch Horse Riding Open Pattern #13 |
| 489 | REGION 4 Arabian Ranch Horse Riding Junior Horse Pattern #13 |
| 490 | REGION 4 Arabian Ranch Horse Riding Futurity ★ Pattern #13 |
| 491 | REGION 4 HA/AA Ranch Horse Riding Open Pattern #13 |
| 492 | REGION 4 HA/AA Ranch Horse Riding Junior Horse Pattern #13 |
| 493 | REGION 4 HA/AA Ranch Horse Riding Futurity ★ Pattern #13 |

- 528 REGION 4 Arabian Ranch Horse Riding AATR 19-49 Pattern #15
- 529 REGION 4 HA/AA Ranch Horse Riding AATR 19-49 Pattern #15
- 530 REGION 4 Arabian Ranch Horse Riding AATR 50 & Over Pattern #15
- 531 REGION 4 HA/AA Ranch Horse Riding AATR 50 & Over Pattern #15

RANCH RIDING - PATTERN 15



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

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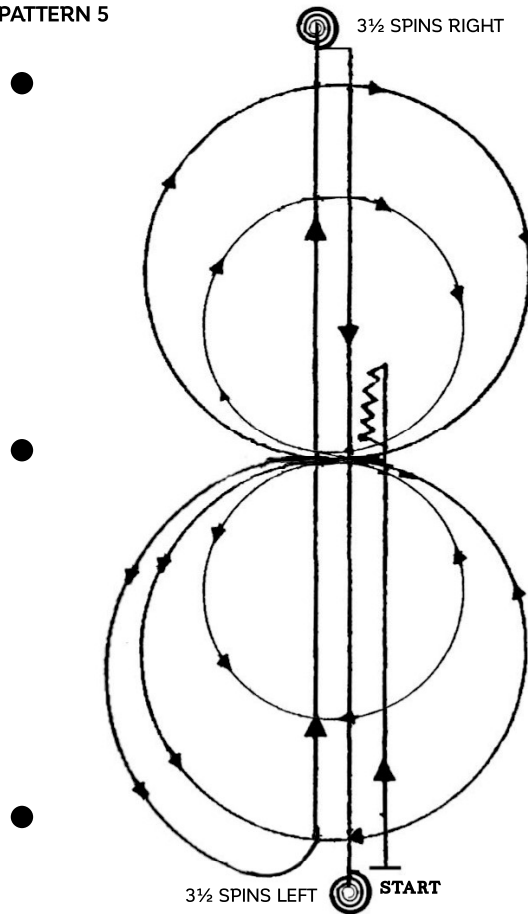
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Class Class Title

400 REGION 4 Arabian Limited Reined Cow Horse ATR Pattern #5

401 REGION 4 HA/AA Limited Reined Cow Horse ATR Pattern #5

PATTERN 5



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

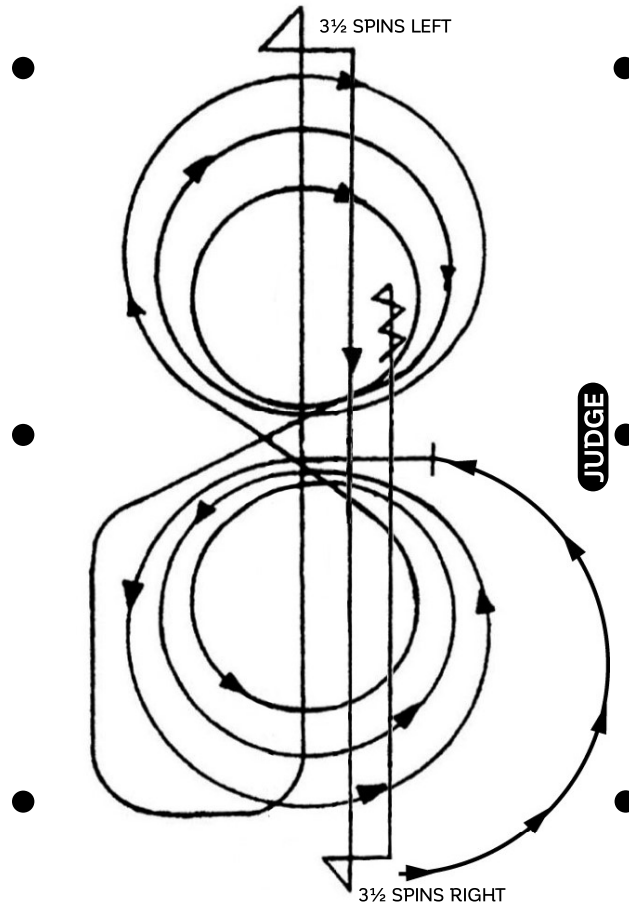
1. Start at end of arena. Run past center marker, stop, and back at least 10 feet.
2. 1/4 turn to left. Complete 2 circles to left. The first circle large and fast, the second circle small and slow Change leads at the center of the arena.
3. Complete 2 circles to the right. The first circle small and 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 1/2 spins to the right.
6. Rundown center of arena past end marker, execute a square sliding stop.
7. Complete 3 1/2 spins to the left. Hesitate to complete pattern.

Class Class Title

402 REGION 4 Arabian Reined Cow Horse Pattern #8 Lope away

403 REGION 4 HA/AA Reined Cow Horse Pattern #8 Lope away

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.

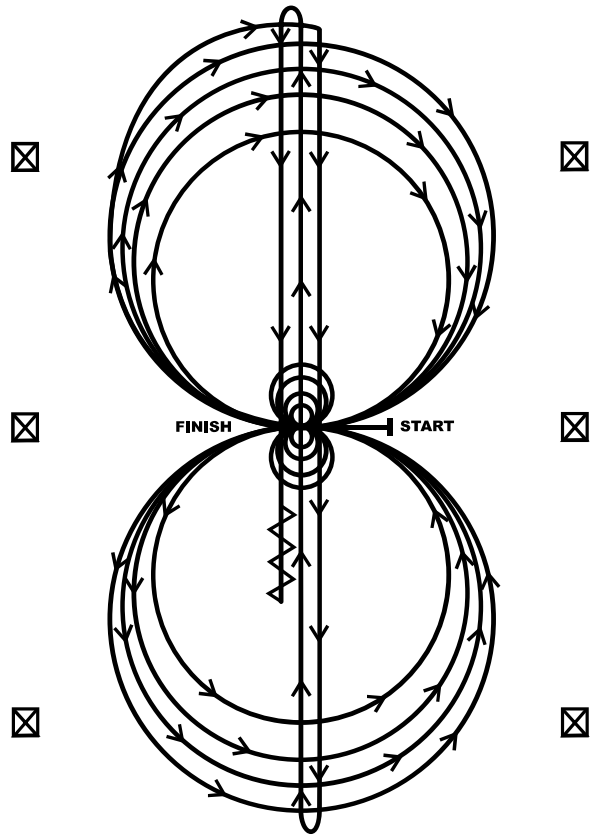
1. Beginning on the left lead complete 3 circles; 2 large, fast circles, then 1 small slow circle. Change leads to the right.
2. Complete 3 circles to the right, 2 large, fast circles, then 1 small slow circle. Change leads to left.
3. Continue around end of arena without breaking gait or changing leads,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

Pattern 4

Horses may walk or jog to the center of the 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 two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. 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.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

Pattern 4



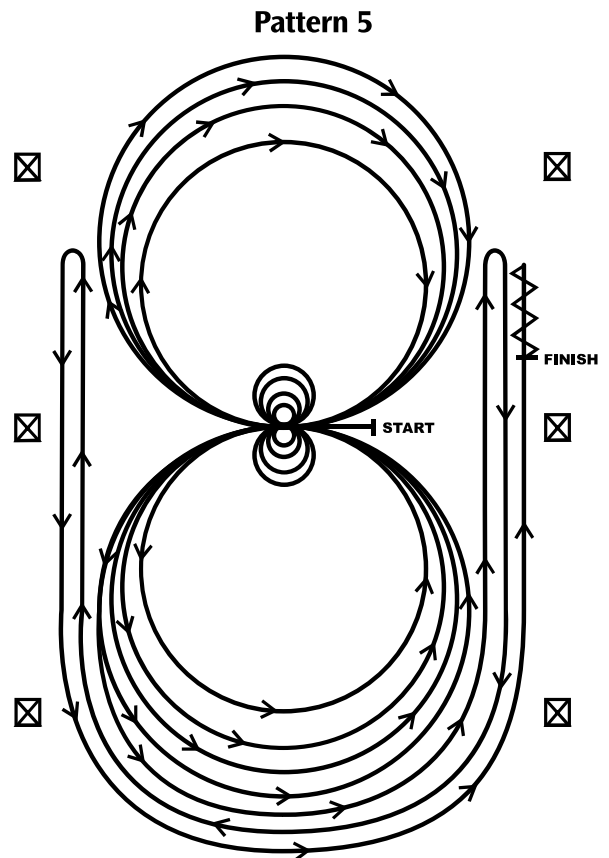
Class Class Title

- 416 REGION 4 Arabian Reining AAOTR Pattern #4**
- 417 REGION 4 Arabian Reining Horse Intermediate Non-Pro AATR #4**
- 418 REGION 4 Arabian Reining Horse Limited Non-Pro AATR #4**
- 419 REGION 4 Arabian Reining Horse Primetime Non-Pro AATR #4**
- 420 REGION 4 Arabian Reining Horse Rookie Non-Pro AATR #4**
- 423 REGION 4 Reining Seat Equitation JTR 14 & Under Pattern #4**
- 479 REGION 4 HA/AA Reining Horse AAOTR \$\$ Pattern #4**
- 480 REGION 4 HA/AA Reining Horse Intermediate Non-Pro AATR #4**
- 481 REGION 4 HA/AA Reining Horse Limited Non-Pro AATR #4**
- 482 REGION 4 HA/AA Reining Horse Primetime Non-Pro AATR #4**
- 483 REGION 4 HA/AA Reining Horse Rookie Non-Pro AATR #4**

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.

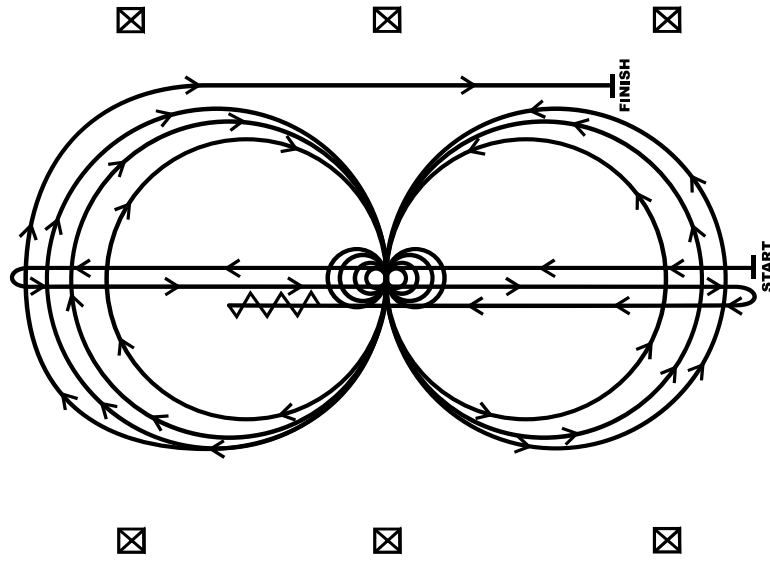
1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first 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.



Class Class Title

425	REGION 4 Arabian Reining Futurity ★ Pattern #5
426	REGION 4 Arabian Reining Horse Junior Horse \$\$ Pattern #5
455	REGION 4 HA/AA Reining Horse Futurity ★ Pattern # 5
456	REGION 4 HA/AA Reining Junior Horse \$\$ Pattern # 5

Pattern 7



Pattern 7

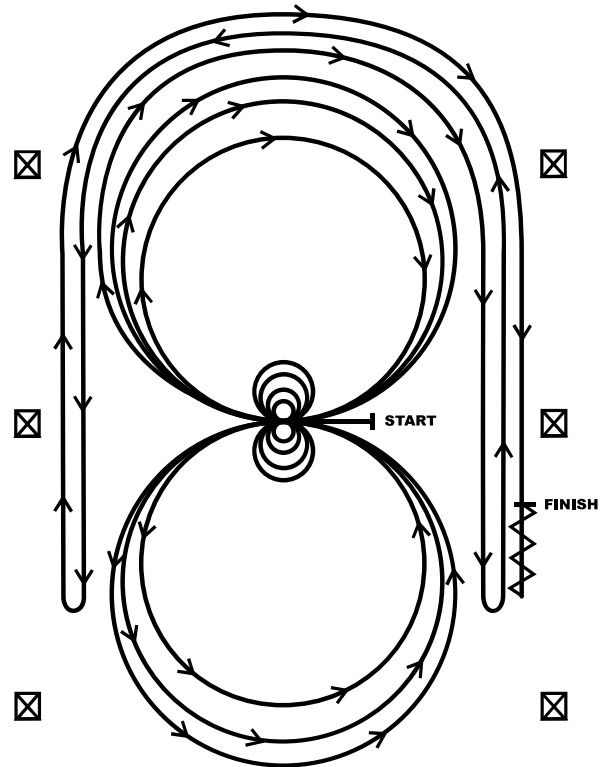
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 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.

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.

Pattern 8



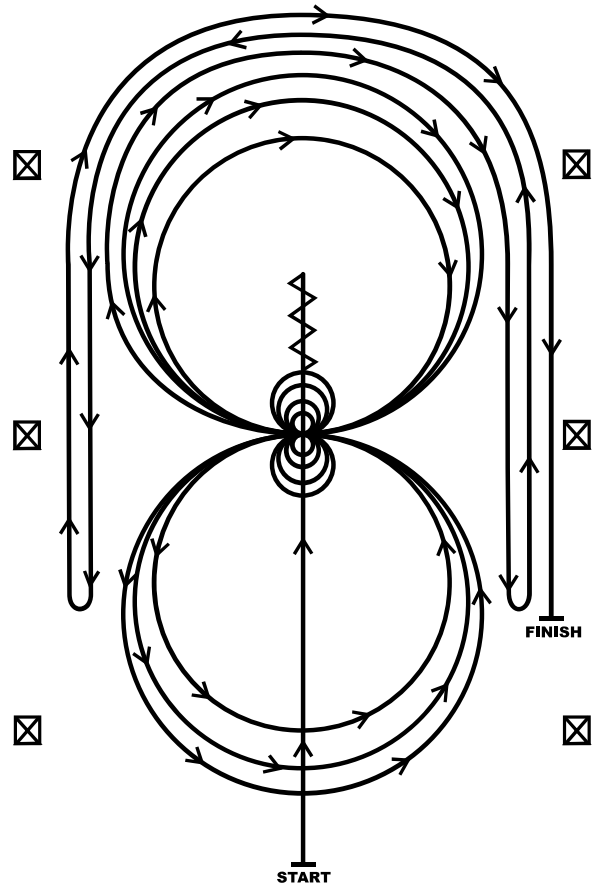
Class Class Title

421 REGION 4 Reining Seat Equitation AATR Pattern #8

422 REGION 4 Reining Seat Equitation JTR 15-18 Pattern #8

Pattern 10

1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. 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.
5. 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.
6. Begin a large circle to the right but do not close this circle. Run 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.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 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.

Pattern 10

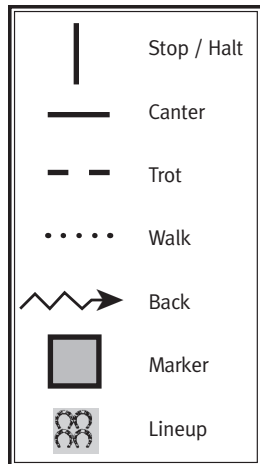
Saddle Seat

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.

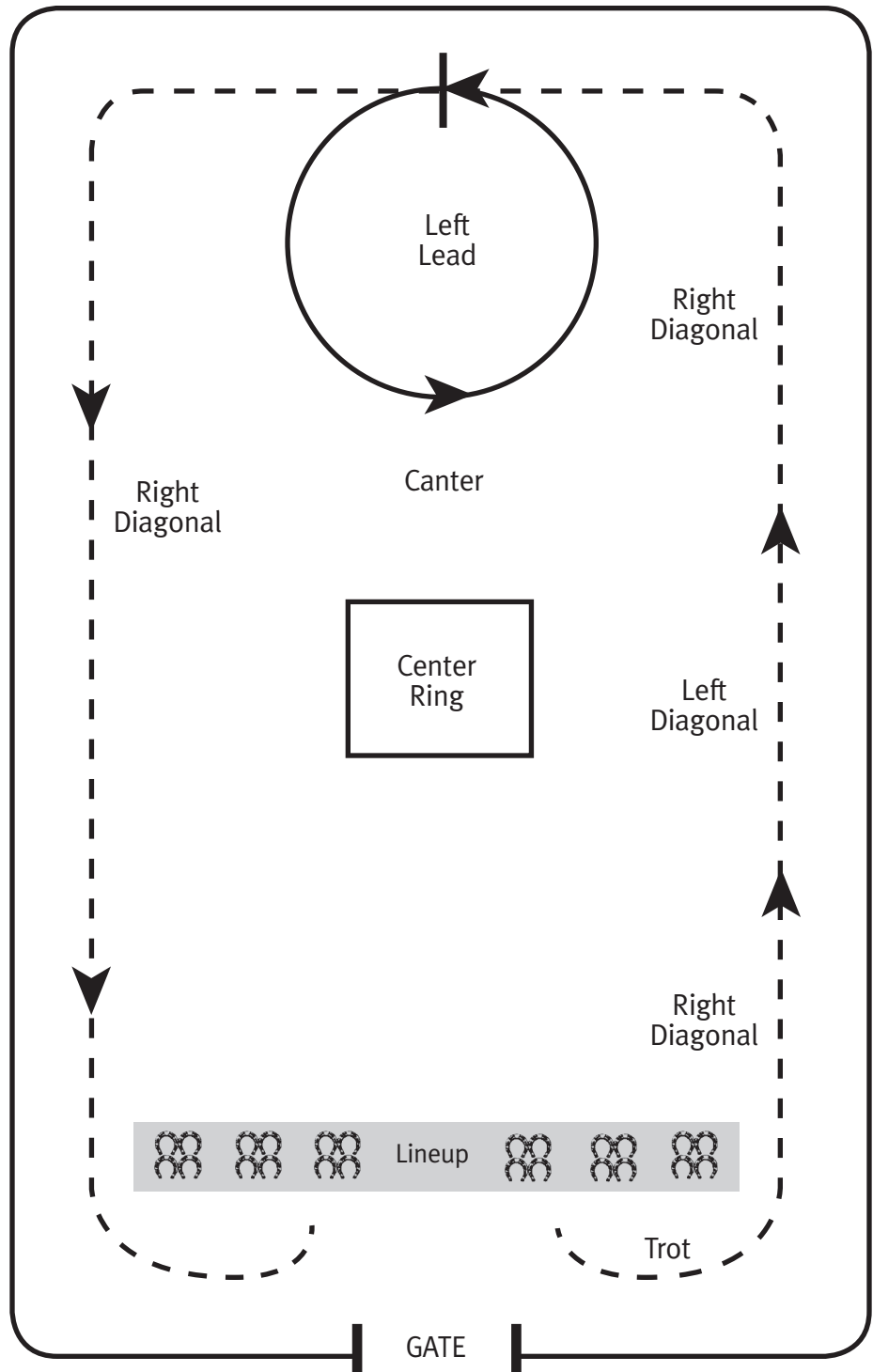
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



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.



Saddle Seat

LEVEL 1 • PATTERN L • Tests 2,3,6,10,11

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

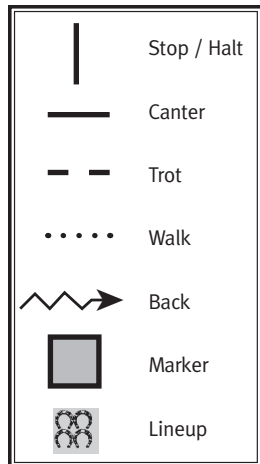
Canter a two loop serpentine to the opposite side of the ring.

Halt. Trot a circle on the correct diagonal. Halt.

Canter a circle on the correct lead. Halt.

Reverse and trot down the straightaway starting on the correct diagonal and show two diagonal changes.

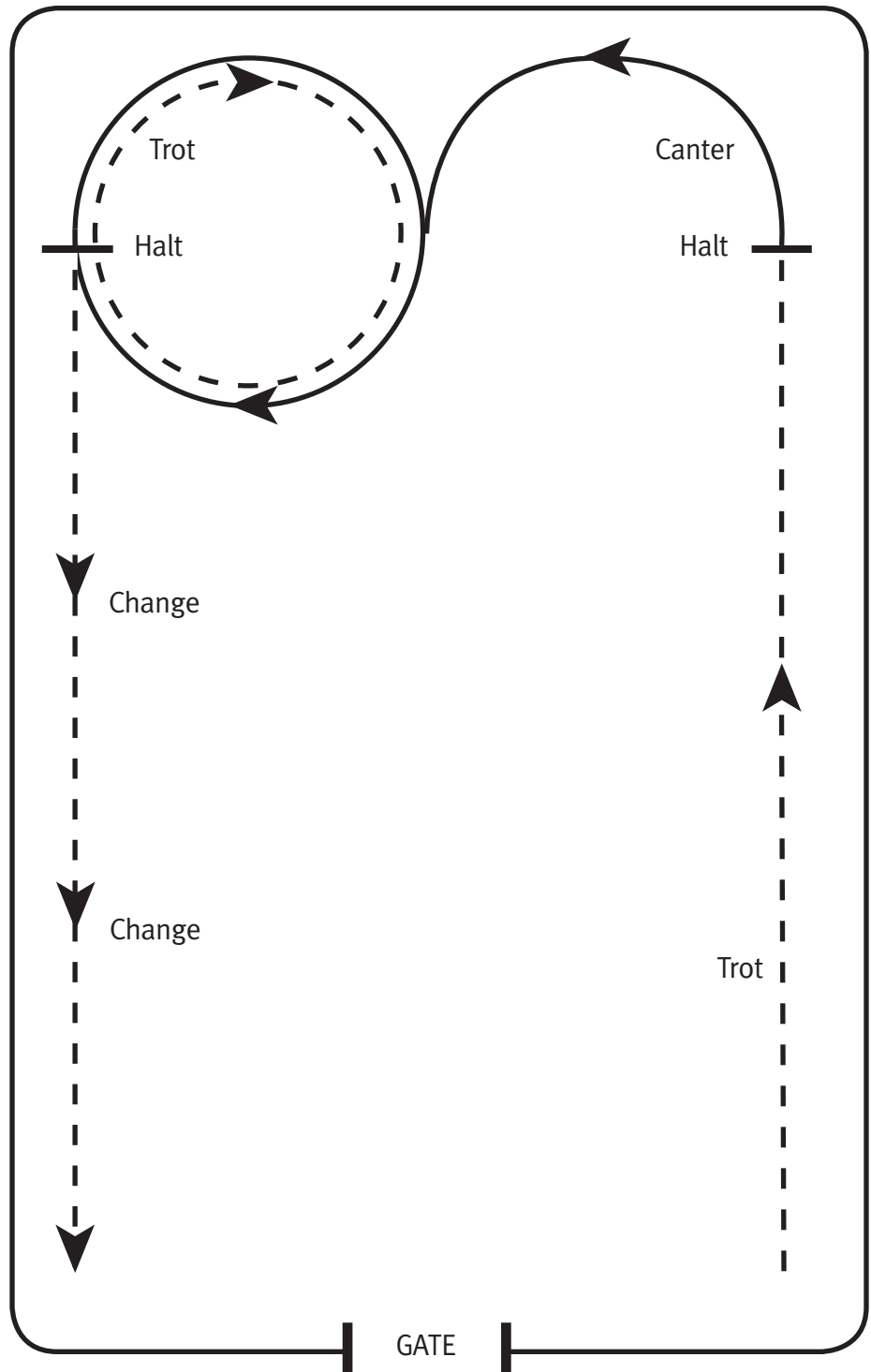
Exit arena at a walk.



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.



Showmanship

PATTERN B • 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 from marker A to marker B.

Trot from marker B to marker C.

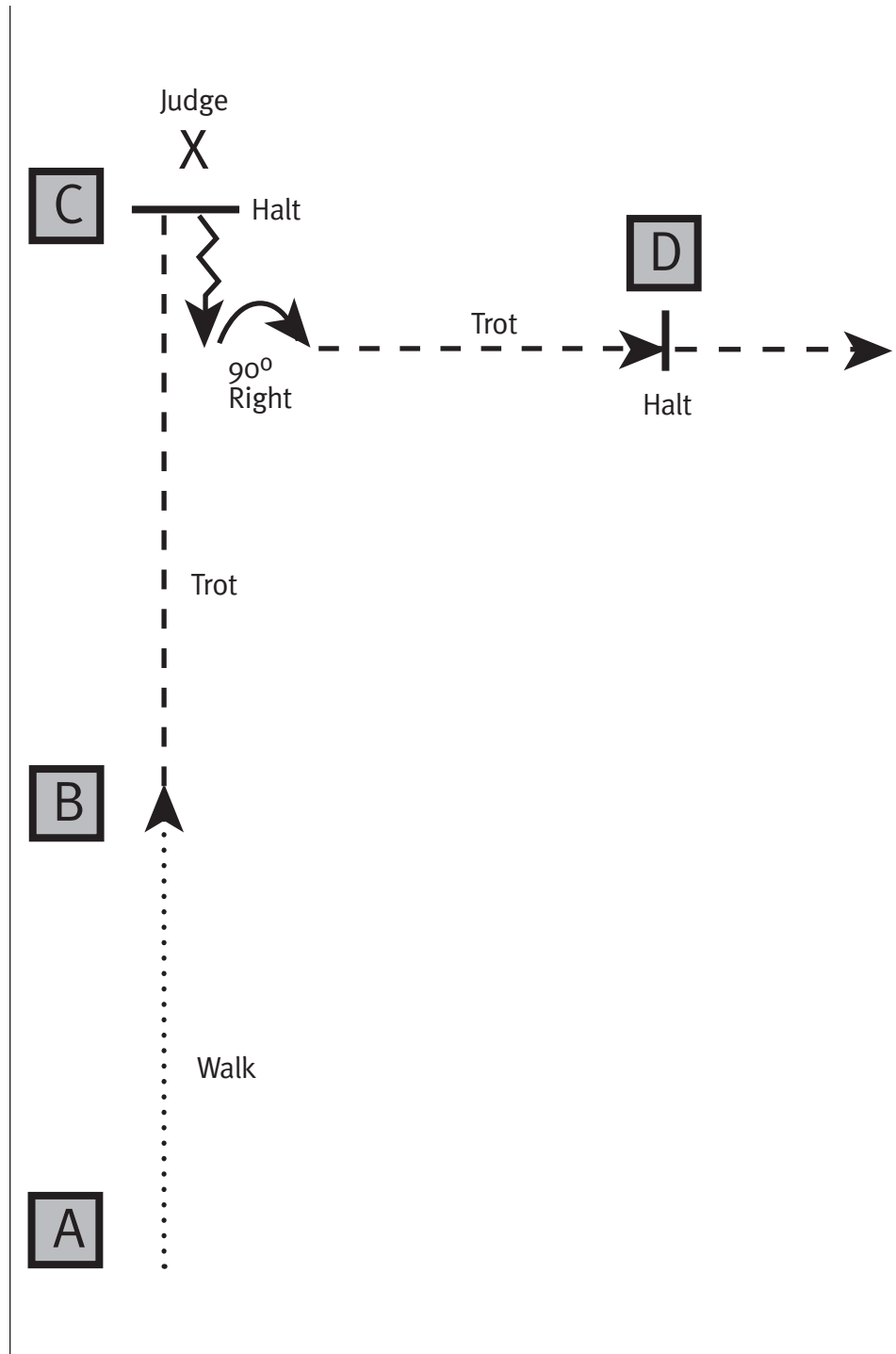
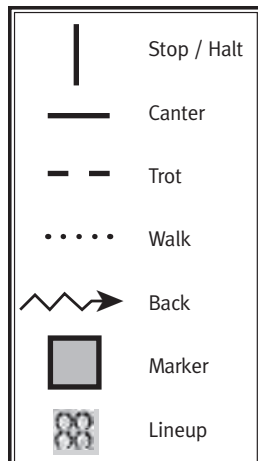
Stop at marker C and set up for inspection.

When dismissed, back four steps.

Perform a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup 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.

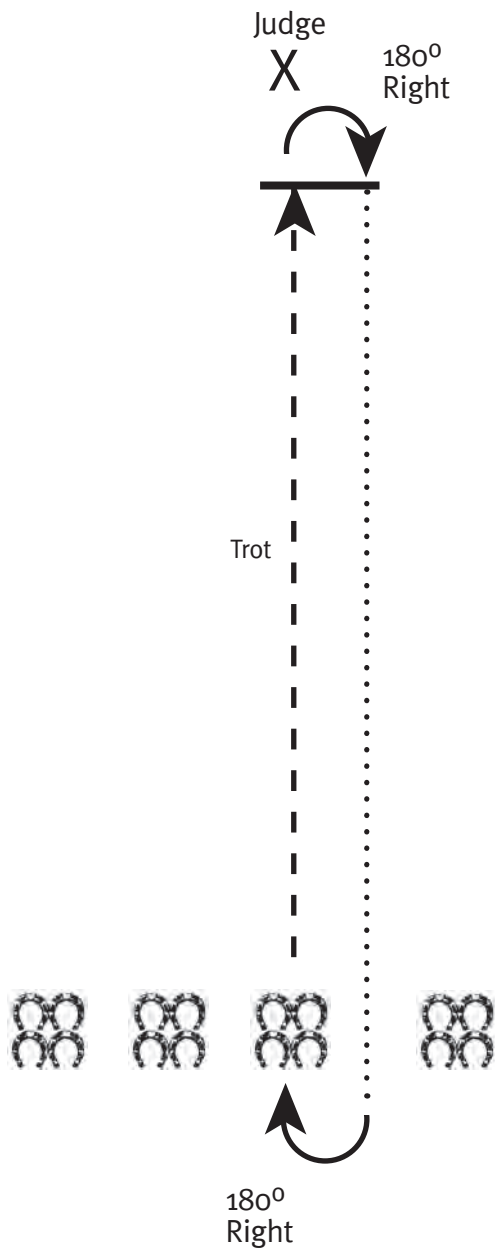


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

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



Line up at the direction of the ringmaster side by side and out from the rail.

Trot straight to the judge.

Stop and set up for inspection.

When directed, execute a 180-degree (1/2) turn on the haunches to the right.

Walk back through the line as drawn.

Stop.

Do a 180-degree (1/2) turn on the haunches to the right and return to the line.

Set up.

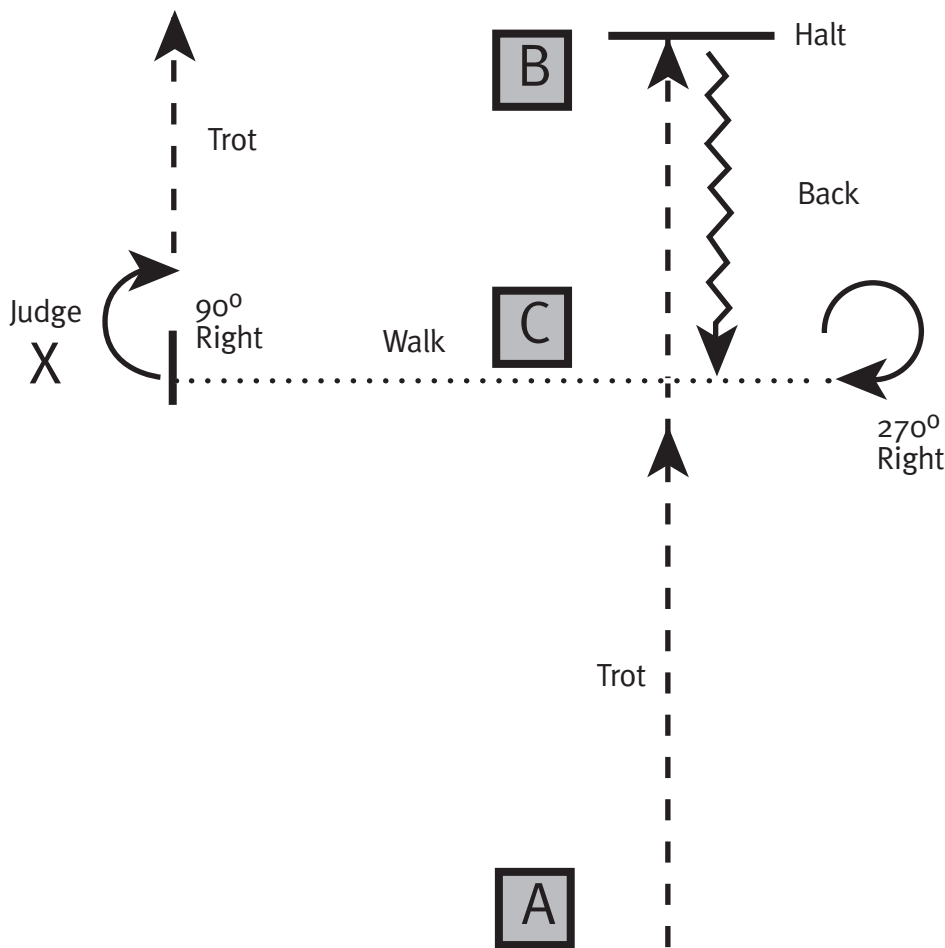
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

PATTERN R • 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 to marker B. Stop.

Back to marker C and perform a 270-degree turn.

Walk to judge. 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

Showmanship

PATTERN U • LEVEL 2

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

Be ready at marker A.

When acknowledged trot to marker B.

Stop.

Pivot 360-degrees.

Trot to marker C. Stop.

Pivot 180-degrees.

Back to judge. Stop and set up for inspection.

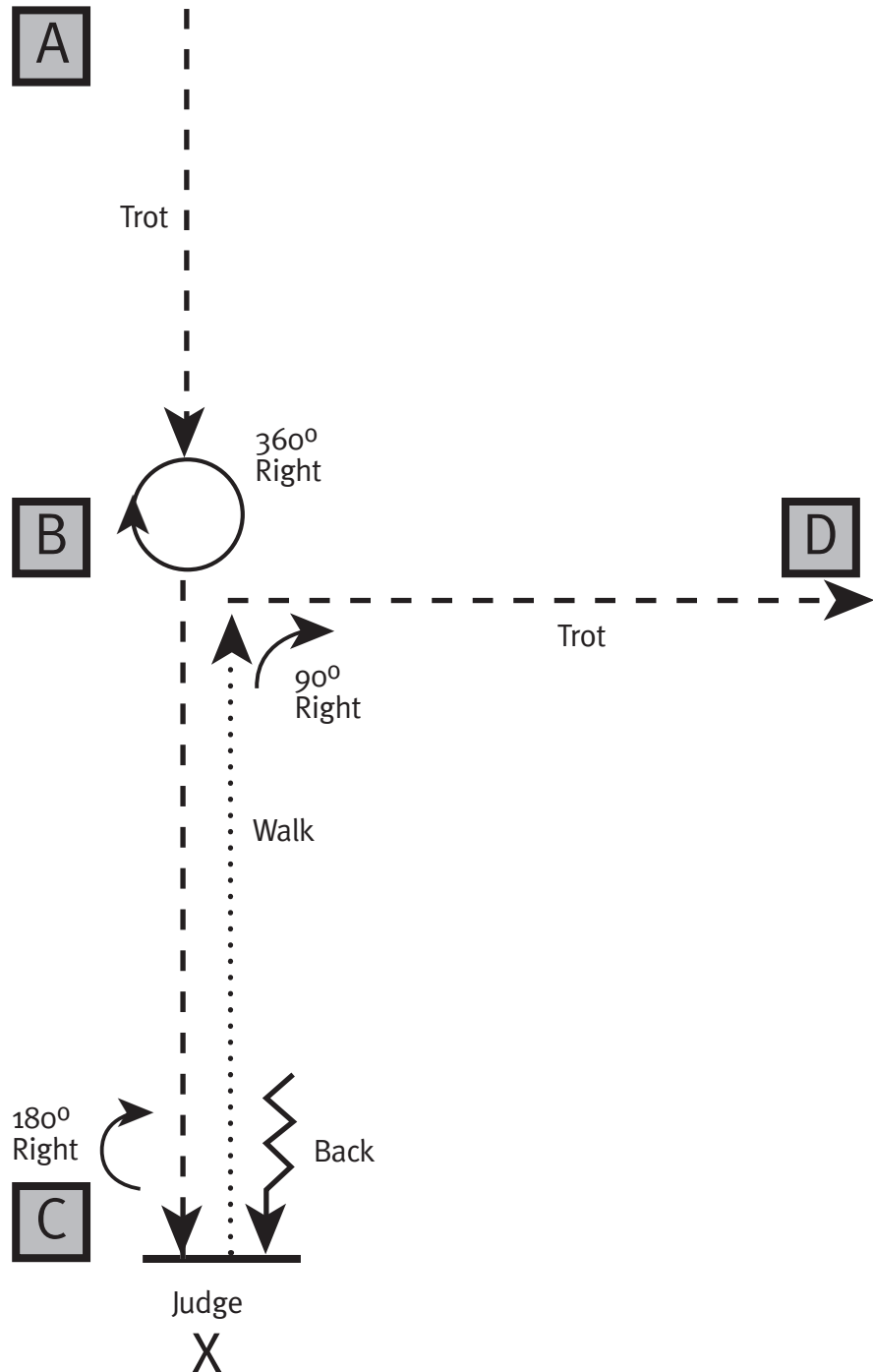
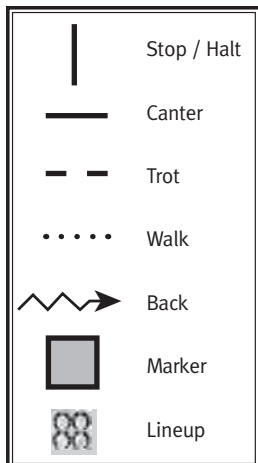
Walk to marker B. Stop.

Turn 90-degrees.

Trot to marker D.

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

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 W • LEVEL 2

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.

Walk to and past marker B.

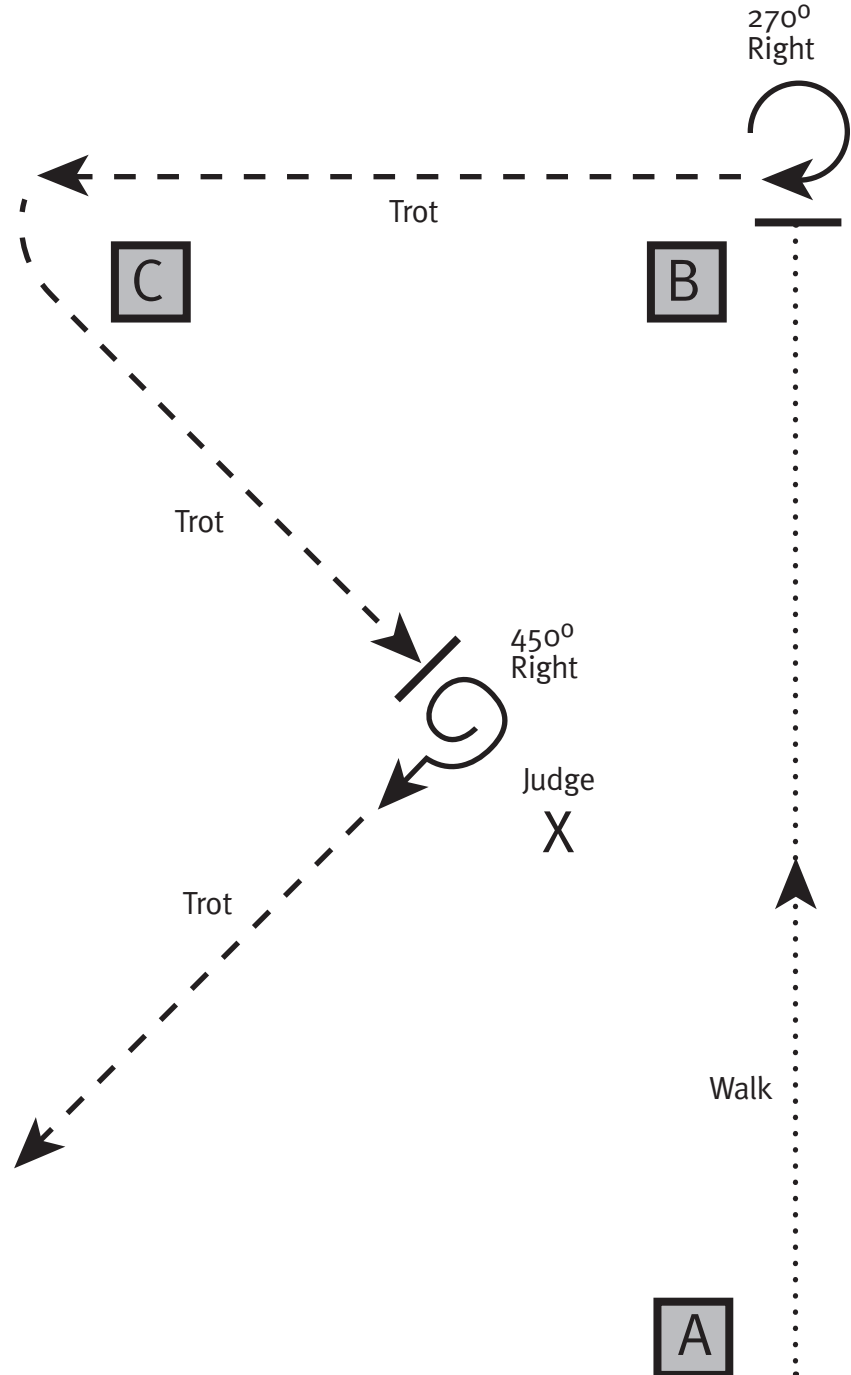
Turn 270-degrees.

Trot to and around marker C to judge.

Stop at judge and set up for inspection.

Turn approximately 450-degrees as shown.

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

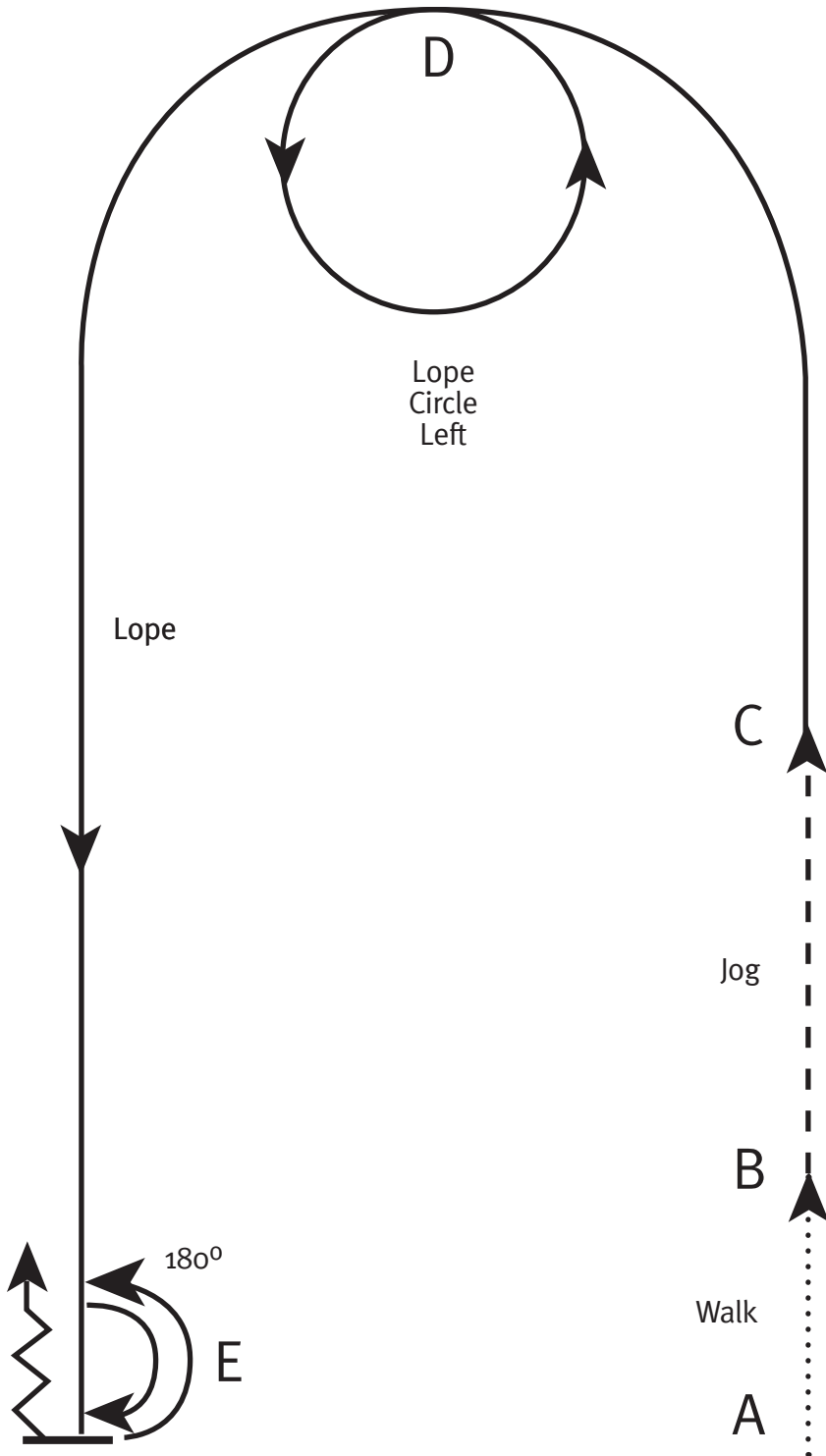


	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Western Horsemanship

LEVEL 1 • PATTERN C • 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.

Walk from marker A to marker B.

Jog to marker C.

Lope on the left lead to marker D.

Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on hindquarters to the left.

Execute a 180-degree turn on hindquarters to the right.

Back four steps.

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

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.

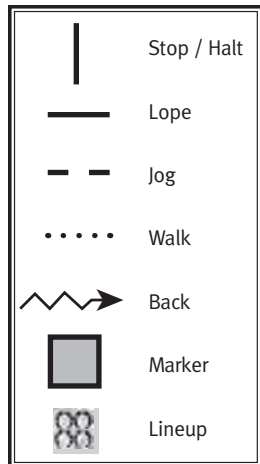
Execute 270-degree turn to the right.

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.

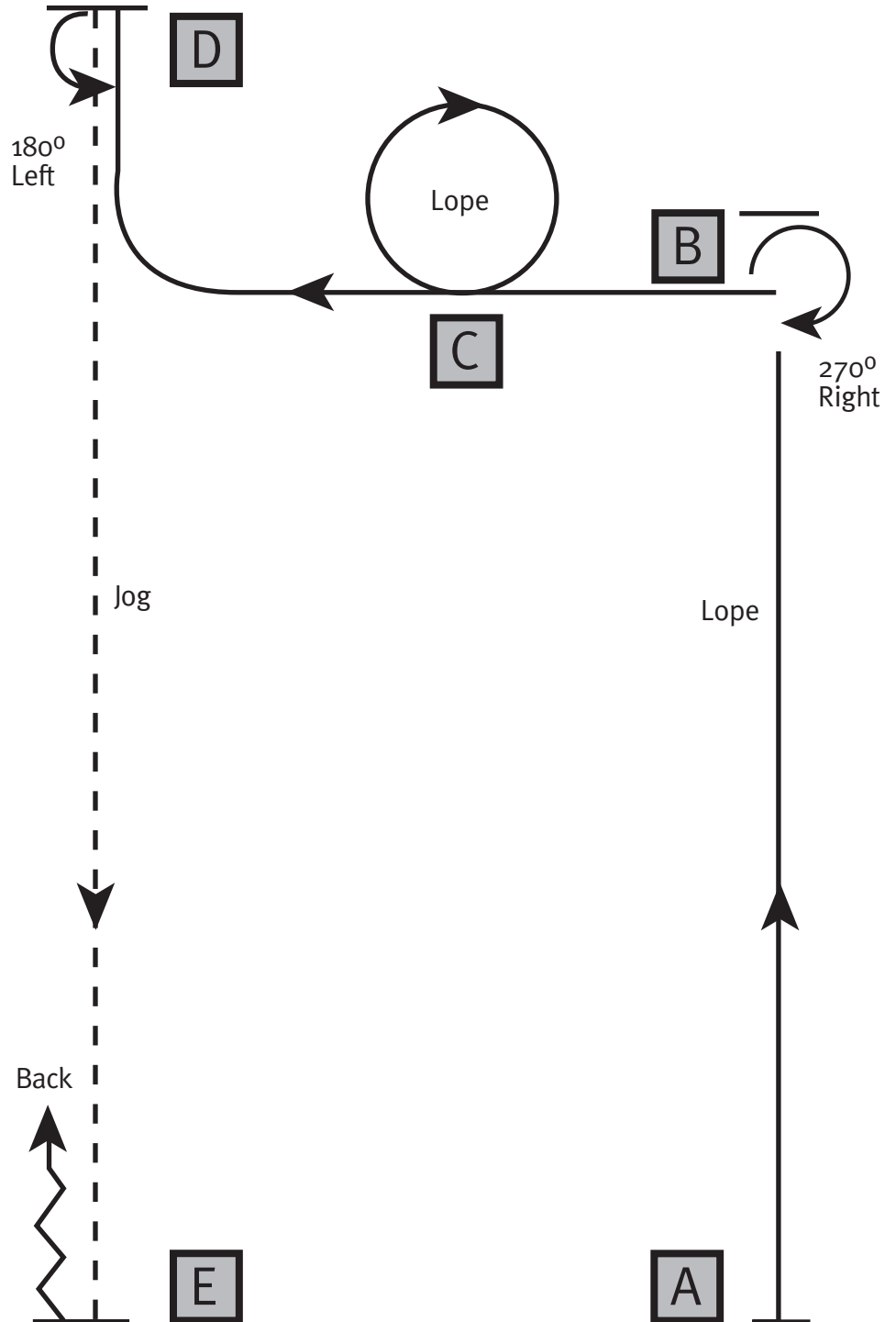
Return to line or exit at a jog.



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 T • Tests 1,2,3,4,6

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 middle.

Stop, 360-degree turn to the left on the haunches.

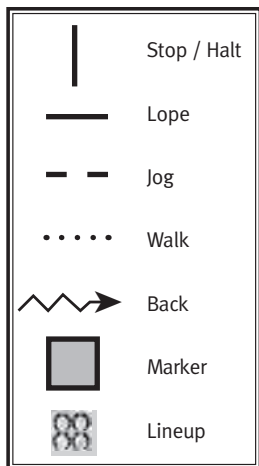
Lope a circle on the left lead.

Simple change of lead through walk or jog.

Lope right lead, break to jog.

Stop and back.

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.

