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# PATTERNS

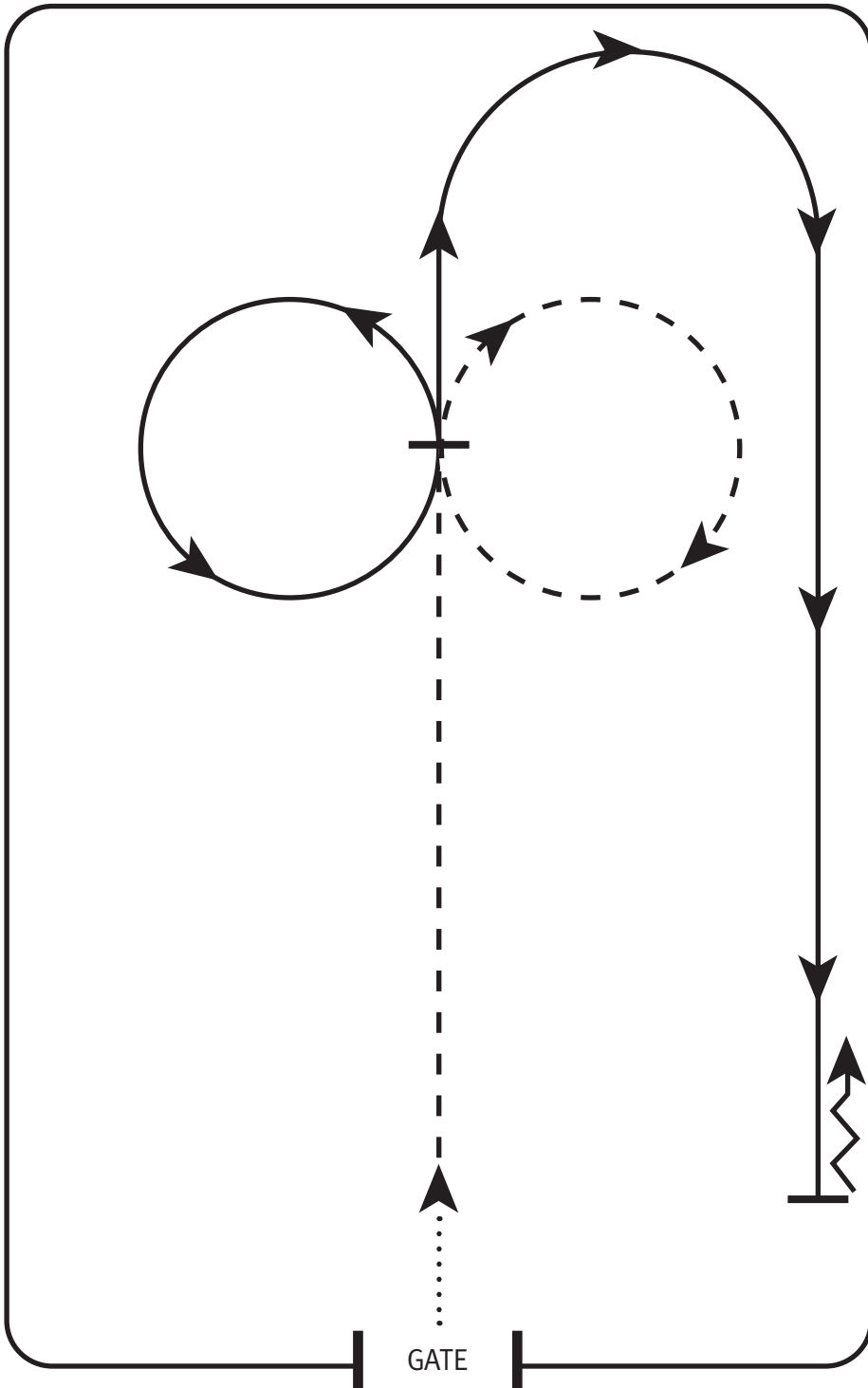
**AHACO 70th Annual Arabian Horse Shows  
April 17 - 19, 2026**

**Pattern**

108	Hunter Seat Equitation Not to Jump ATR	L1 Pattern A	Bradley, Butler
121	Hunter Seat Equitation NTJ AHA® Medal JTR 18 & Under	L1 Pattern A	Bradley, Butler
109	Saddle Seat Equitation JTR 18 & Under	n/a	Bradley, Butler
117	Saddle Seat Equitation AHA® Medal JTR 18 & Under	L1 Pattern G	Bradley, Butler
103	A/HA/AA Showmanship Walk/Trot 10 & Under	L1 Pattern E	Bradley, Butler
101	Showmanship JTH 18 & Under	L2 Pattern L	Bradley, Butler
102	Showmanship AATH 19 & Over	L1 Pattern G	Bradley, Butler
135	Western Horsemanship AHA® Medal 18 & Under	L2 Pattern CC	Bradley, Butler
111	Western Horsemanship ATR	L3 Pattern PP	Bradley, Butler
154	Arabian Ranch Horse Riding ATR	Pattern 1	Bradley, Butler
155	HA/AA Ranch Horse Riding ATR	Pattern 1	Bradley, Butler
153	HA/AA Ranch Horse Riding Junior Horse	Pattern 6	Bradley, Butler
156	Arabian Ranch Horse Riding Junior Horse	Pattern 6	Bradley, Butler
262	Arabian Ranch Horse Riding Championship	Pattern 10	Bradley, Moffitt
263	HA/AA Ranch Horse Riding Championship	Pattern 10	Bradley, Moffitt
264	Arabian Ranch Horse Riding ATR Nifty \$50 Championship	Pattern 10	Bradley, Moffitt
265	HA/AA Ranch Horse Riding ATR Nifty \$50 Championship	Pattern 10	Bradley, Moffitt
151	HA/AA Ranch Horse Riding	Pattern 12	Bradley, Butler
152	Arabian Ranch Horse Riding	Pattern 12	Bradley, Butler
157	A/HA/AA Ranch Horse Riding Horse Walk/Trot 10 & Under	Pattern 1	Bradley, Butler
158	A/HA/AA Ranch Horse Riding Horse Walk/Trot 11 & Over	Pattern 1	Bradley, Butler
127	HA/AA Reining Horse ATR	Pattern 6	Bradley, Butler
128	Arabian Reining Horse ATR	Pattern 6	Bradley, Butler
141	Reining Seat Equitation ATR	Pattern 6	Bradley, Butler
142	AHA Reining Seat Medal JTR 18 & Under	Pattern 6	Bradley, Butler
125	HA/AA Reining Horse	Pattern 8	Bradley, Butler
126	Arabian Reining Horse	Pattern 8	Bradley, Butler
143	Arabian Reining Horse Championship	Pattern 13	Bradley, Butler
144	HA/AA Reining Horse Championship	Pattern 13	Bradley, Butler
221	Arabian VRH Ranch Horse Trail		Bradley, Butler
222	HA/AA VRH Ranch Horse Trail		Bradley, Butler
223	Arabian VRH Ranch Horse Trail ATR		Bradley, Butler
224	HA/AA VRH Ranch Horse Trail ATR		Bradley, Butler
268	Arabian Western Trail Horse		Bradley, Moffitt
269	HA/AA Western Trail Horse		Bradley, Moffitt
270	Arabian Western Trail Horse ATR		Bradley, Moffitt
271	HA/AA Western Trail Horse ATR		Bradley, Moffitt
272	Arabian Western Trail Horse Limit Horse		Bradley, Moffitt
273	HA/AA Western Trail Horse Limit Horse		Bradley, Moffitt
274	Arabian Western Trail Horse Junior Horse		Bradley, Moffitt
275	HA/AA Western Trail Horse Junior Horse		Bradley, Moffitt
276	A/HA/AA Western Trail Horse Walk/Trot 10 & Under		Bradley, Moffitt
277	A/HA/AA Western Trail Horse Walk/Trot 11 & Over		Bradley, Moffitt
278	Arabian In-Hand Trail Eng/West 1 Year & Over		Bradley, Moffitt
279	HA/AA In-Hand Trail Eng/West 1 Year & Over		Bradley, Moffitt
280	Arabian English Trail Horse		Bradley, Moffitt
281	HA/AA English Trail Horse		Bradley, Moffitt
282	Arabian English Trail Horse ATR		Bradley, Moffitt
283	HA/AA English Trail Horse ATR		Bradley, Moffitt

# Hunter/Jumping Seat

## LEVEL 1 • PATTERN A



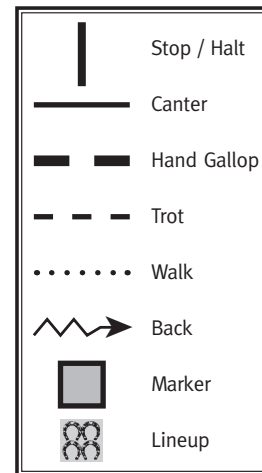
Walk to the starting point.

Trot down the center of the arena on the left diagonal. Continue into a circle to the right at the trot.

Transition to the canter and demonstrate a circle to the left. Halt.

Canter on the right lead around the top of the arena and down the straightaway. Halt. 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.*



# Saddle Seat

**LEVEL 1 • PATTERN G • Tests 2,6,10**

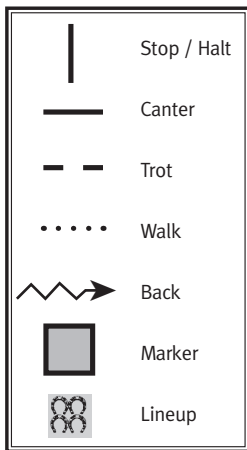
Trot down the rail to the center of the turn. Halt.\*

Canter one circle on the correct lead.  
 Halt. Reverse.

Trot one circle on the correct diagonal.

Continue trotting and trot down the rail showing one change of diagonal at the midpoint of the rail.

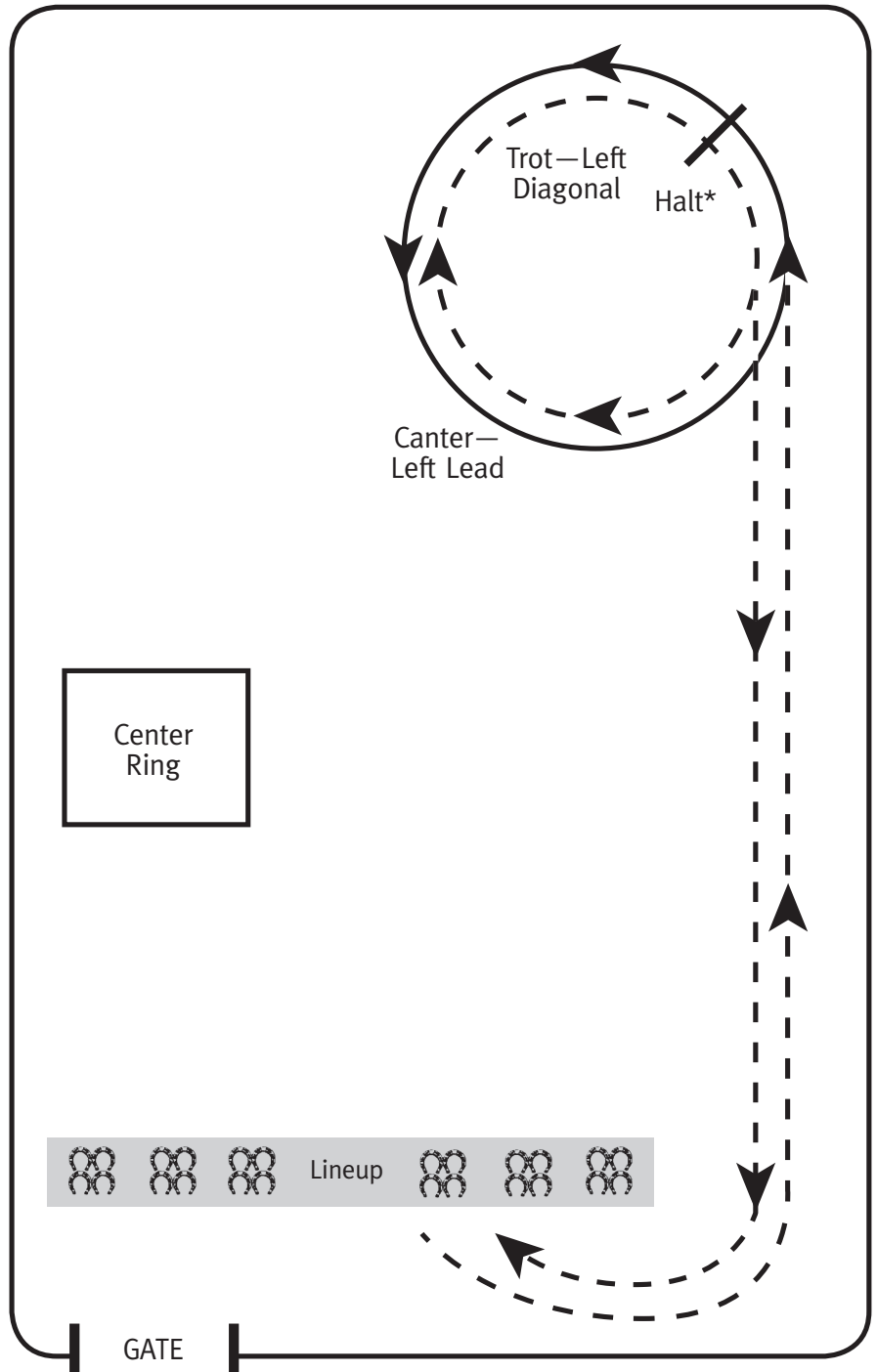
Return to the lineup or exit arena at a trot.



*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.*



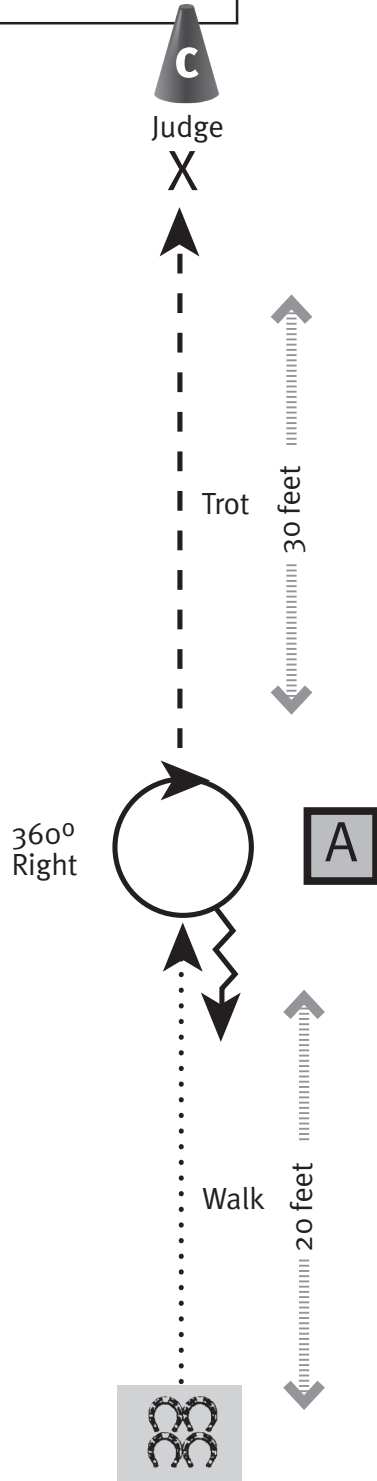
A H A

- ❑ **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

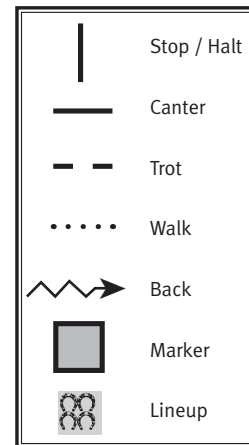
## LEVEL 1 • PATTERN E

*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

1. Walk to marker A, halt
2. Execute a 360-degree turn
3. Back four steps
4. Trot to judge and halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed return to lineup at trot or exit as directed



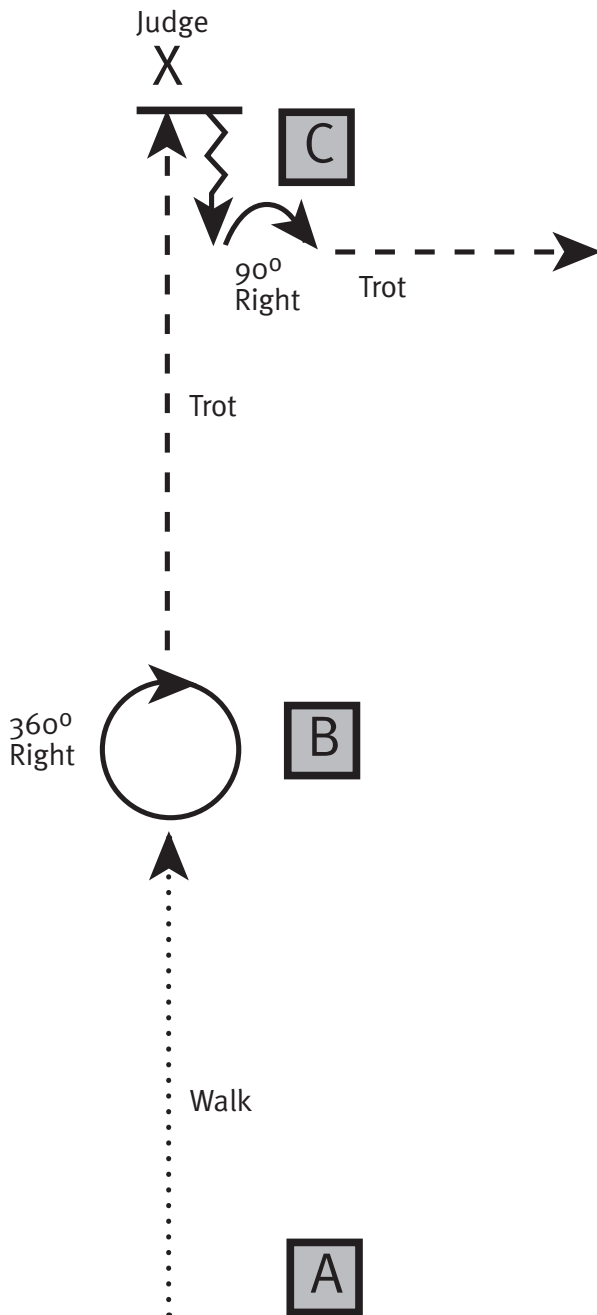
A H A

- ❑ **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 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

A H A

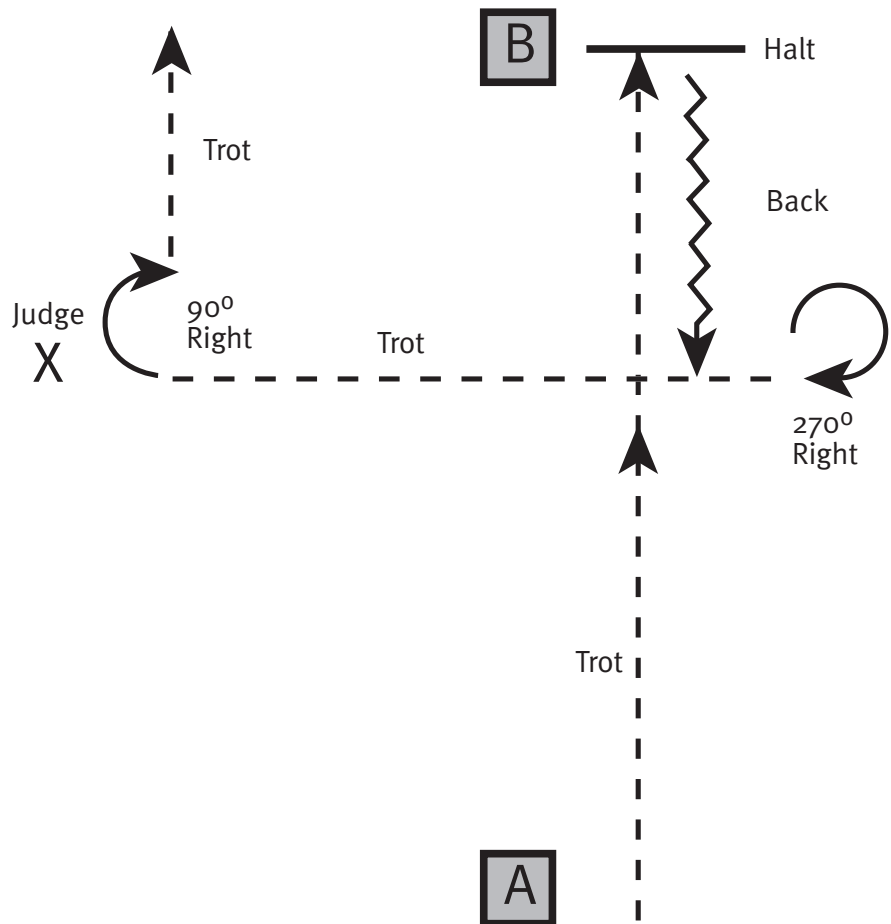
# Showmanship

## LEVEL 2 • PATTERN L

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

1. Be ready at marker A. Trot from marker A to marker B, halt
2. Back 1/2 way to marker A, halt
3. Execute a 270-degree turn
4. Trot to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed perform a 90-degree turn
8. Trot away and return to lineup at a trot or exit arena as directed

- 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.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

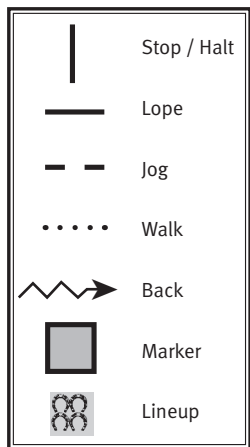
A H A

# Western Horsemanship

## LEVEL 2 • PATTERN CC

*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. Drop stirrups.
- Jog to marker B. Stop. Pickup stirrups.
- 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.
- Execute the extended jog across the diagonal to marker D. Stop at D.
- Return to the lineup at the jog or exit the arena at the jog.



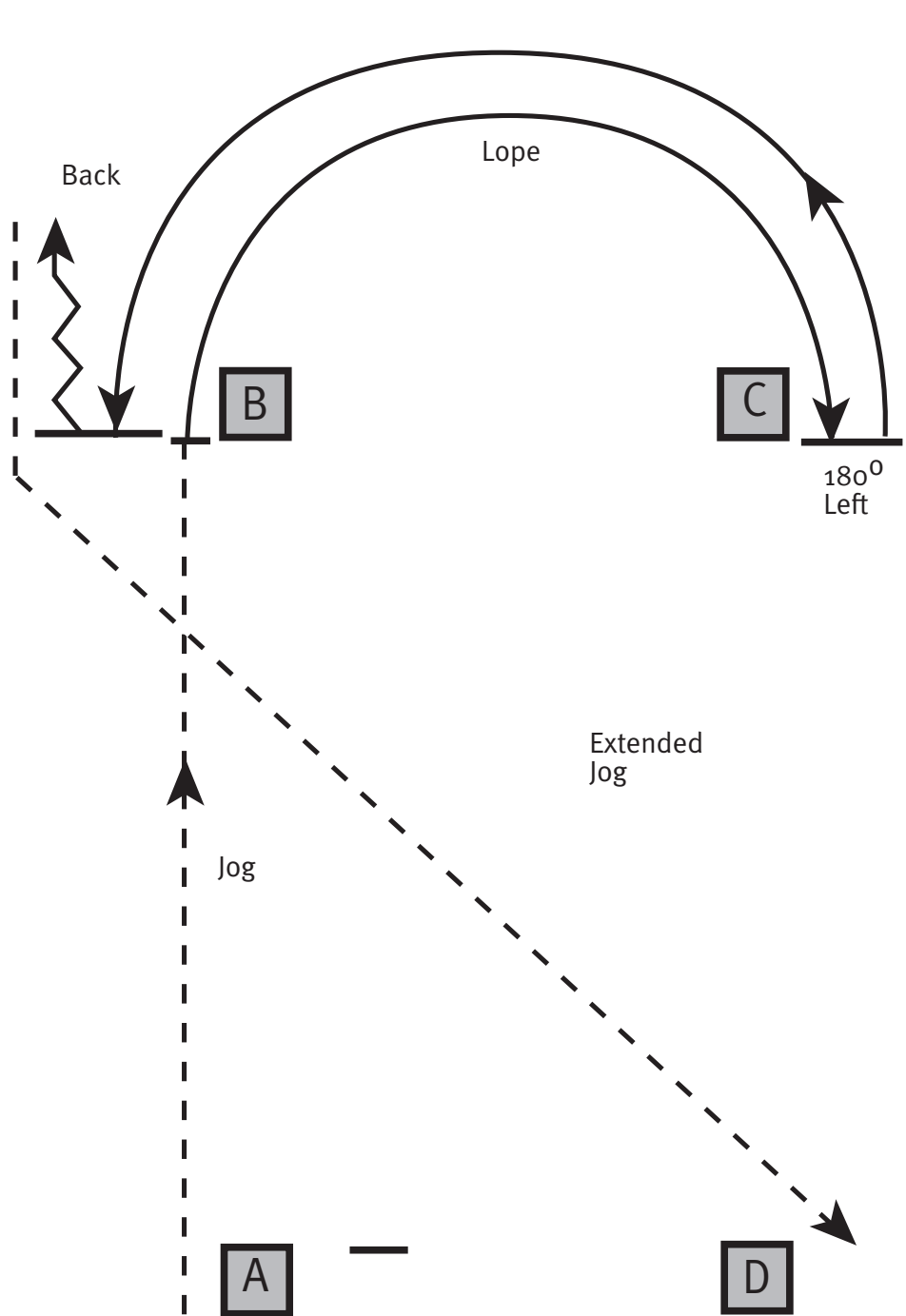
*This pattern may only be used for:*

- 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.*



A H A

# Western Horsemanship

## LEVEL 3 • PATTERN PP

*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. Extended jog corners. Stop.

360-degree turn to the right on the haunches, lope corners on correct leads.

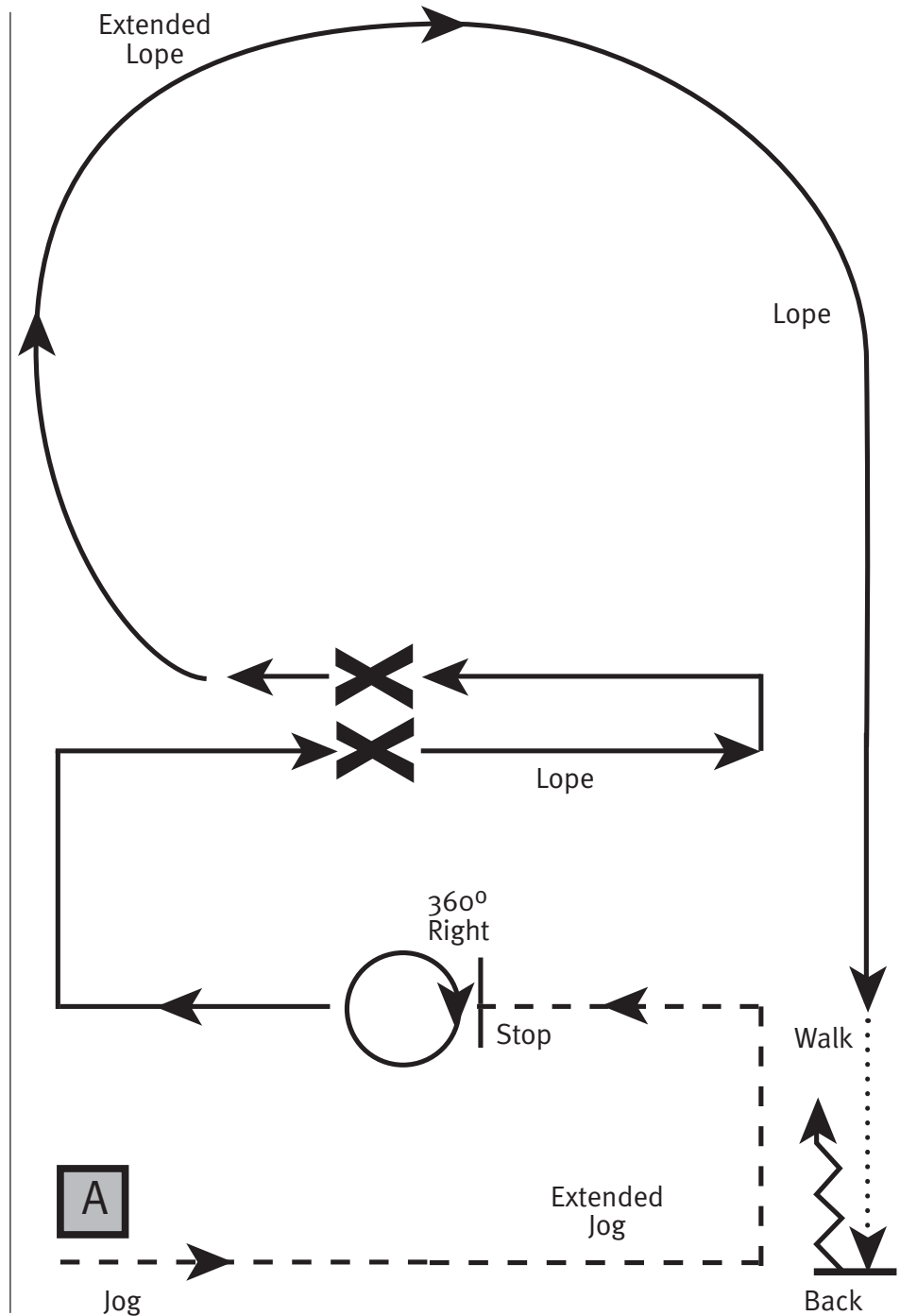
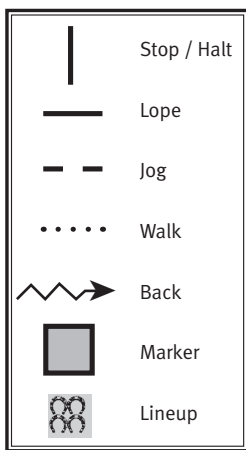
Change of leads

Execute Lope turn, change lead

Extended lope, return to lope at start of straightaway.

Transition to walk without losing forward motion. Stop and back approximately ten feet.

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

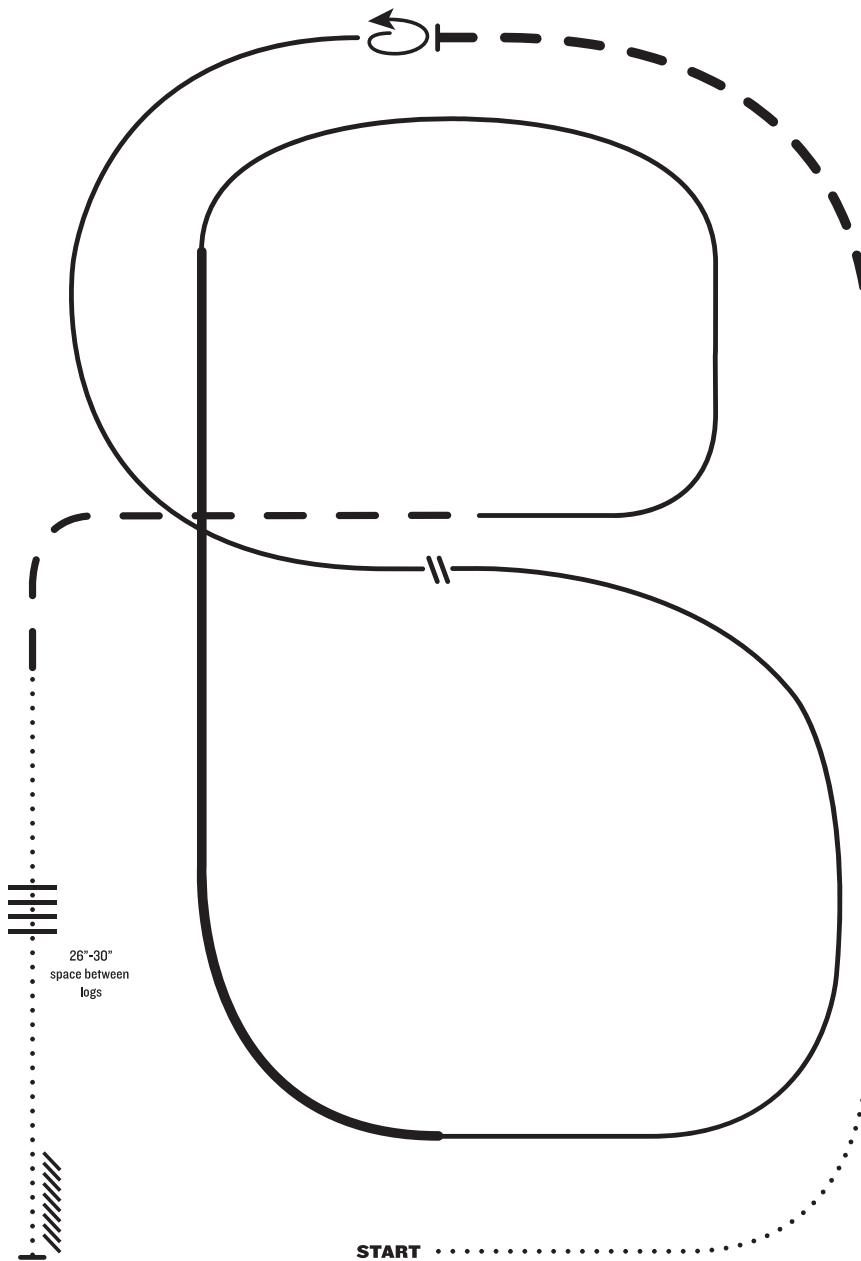


*This pattern is appropriate to use for all age groups*

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

**LEGEND**

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



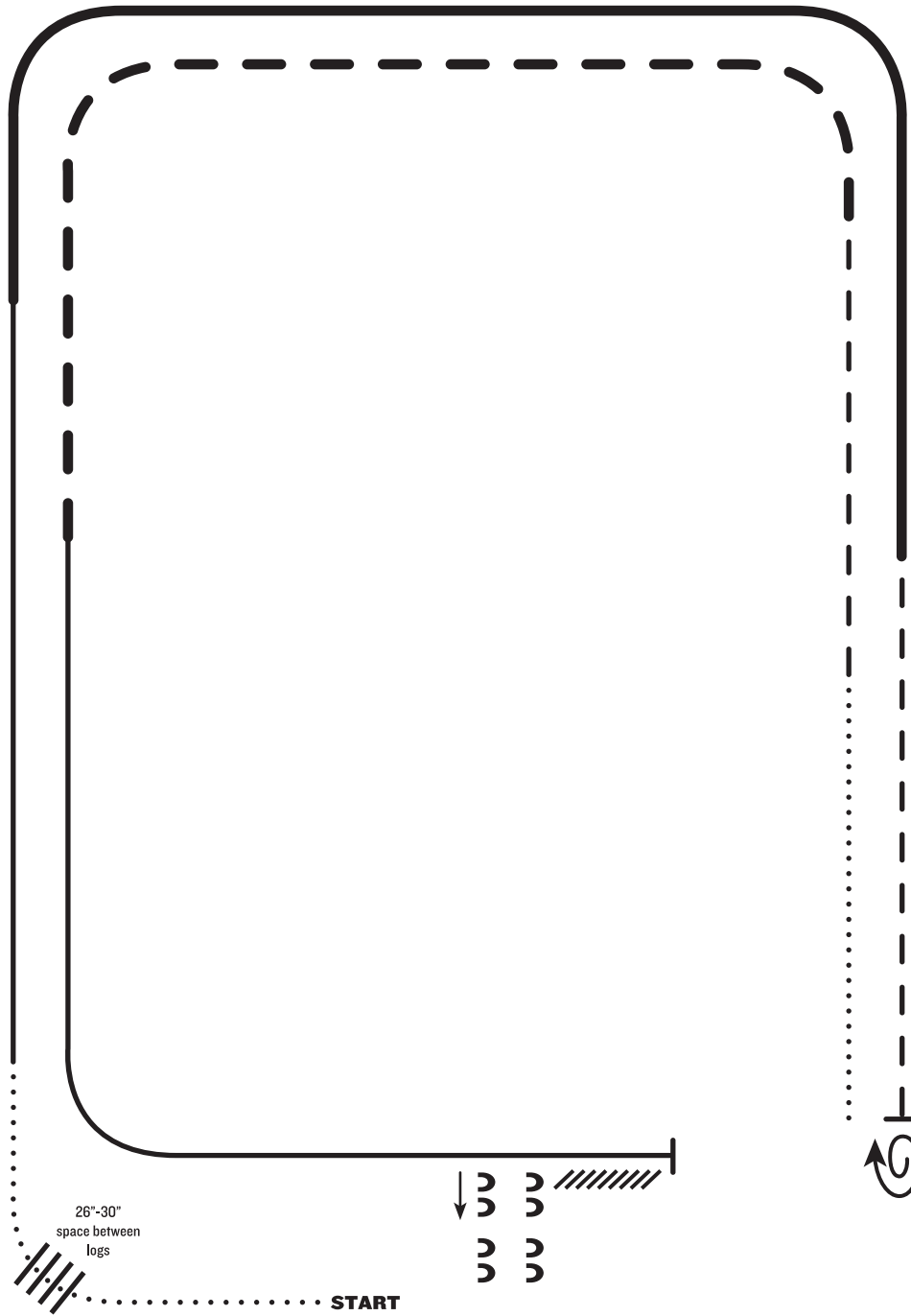
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
12. Stop and back

**RANCH RIDING - PATTERN I**

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.

**LEGEND**

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

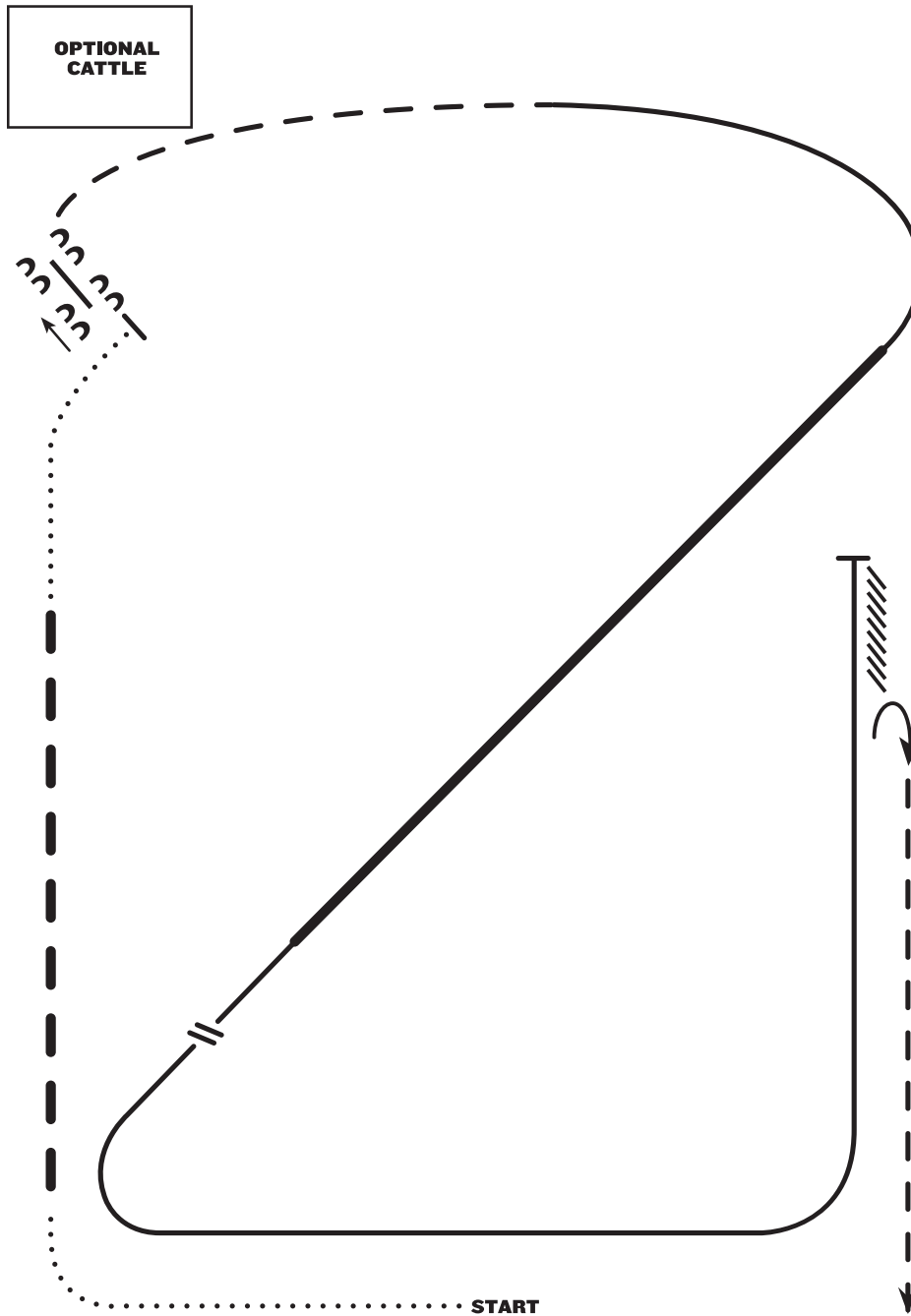


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

**RANCH RIDING - PATTERN 6**

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.

<b>LEGEND</b>	
.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change



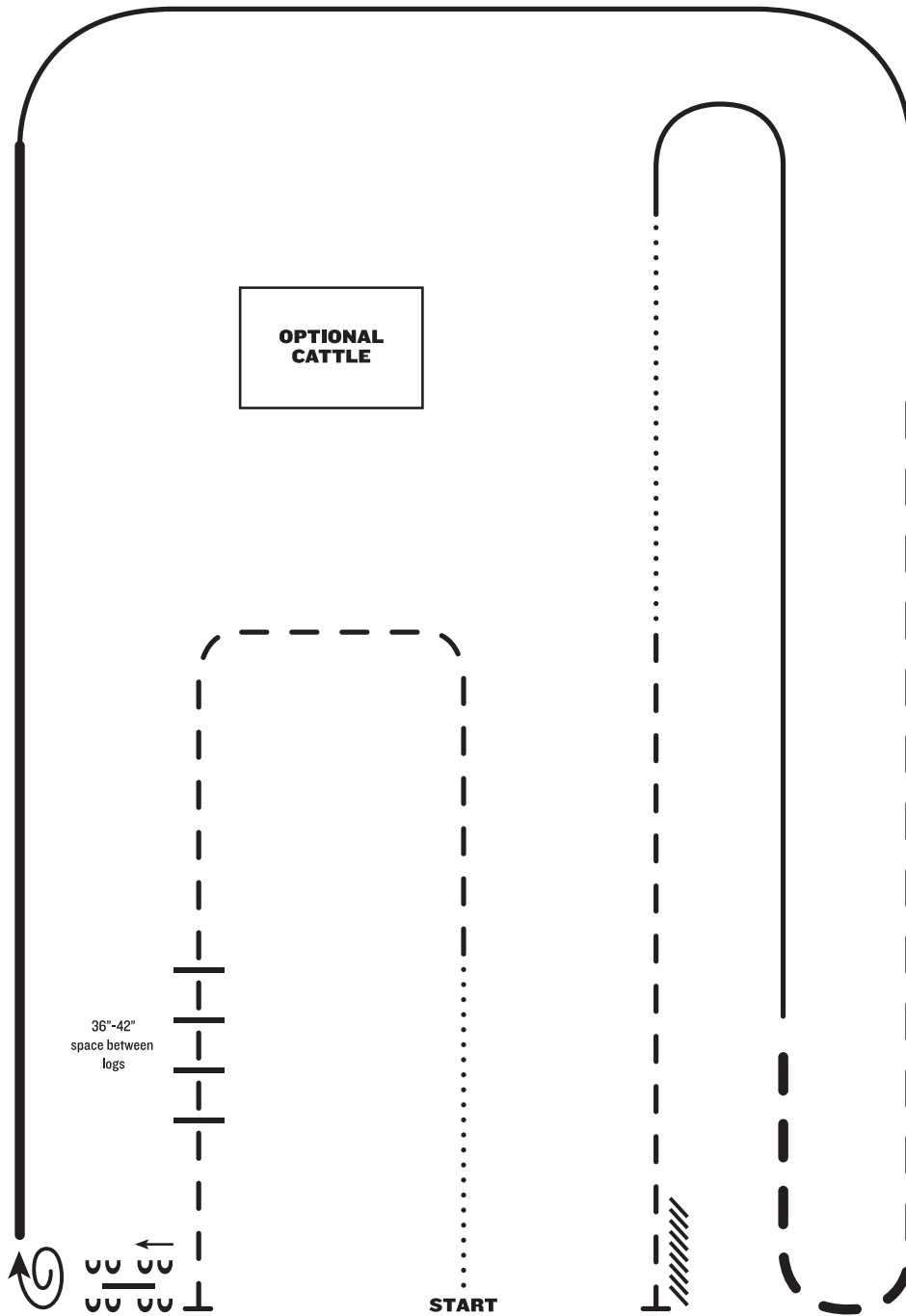
1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

## RANCH RIDING - PATTERN 10

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.

**LEGEND**

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



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

**RANCH RIDING - PATTERN 12**

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.

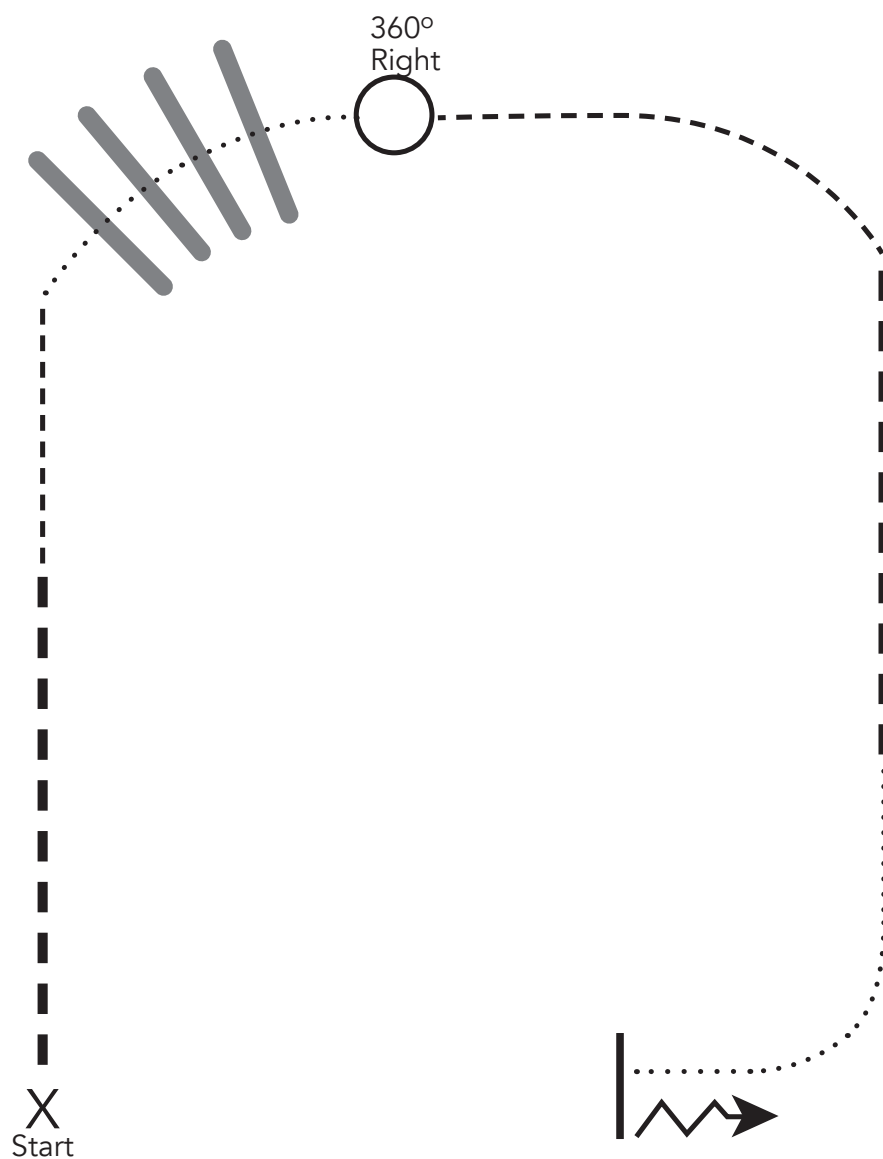


# RANCH RIDING WALK/TROT PATTERN

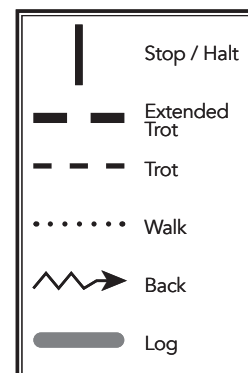
## PATTERN 1

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.

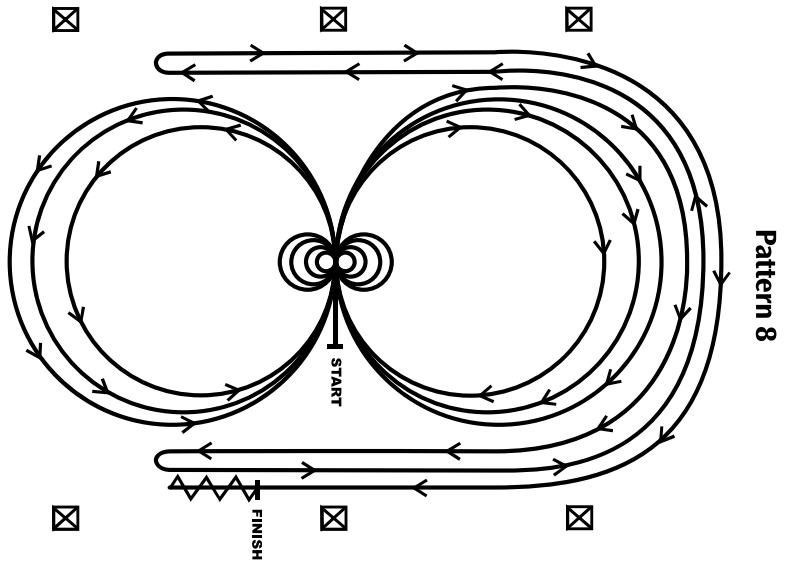


1. Extended trot.
2. Trot.
3. Walk.
4. Walk over poles.
5. Execute a 360-degree turn right.
6. Trot.
7. Extended trot.
8. Walk.
9. Stop.
10. Back.





## REINING - PATTERN 8



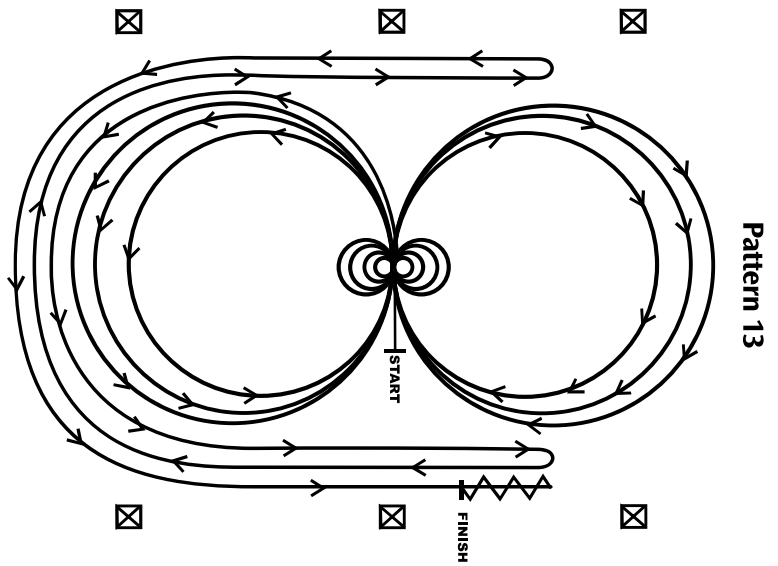
Pattern 8

### Pattern 8

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 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.

## REINING - PATTERN 13



Pattern 13

### Pattern 13

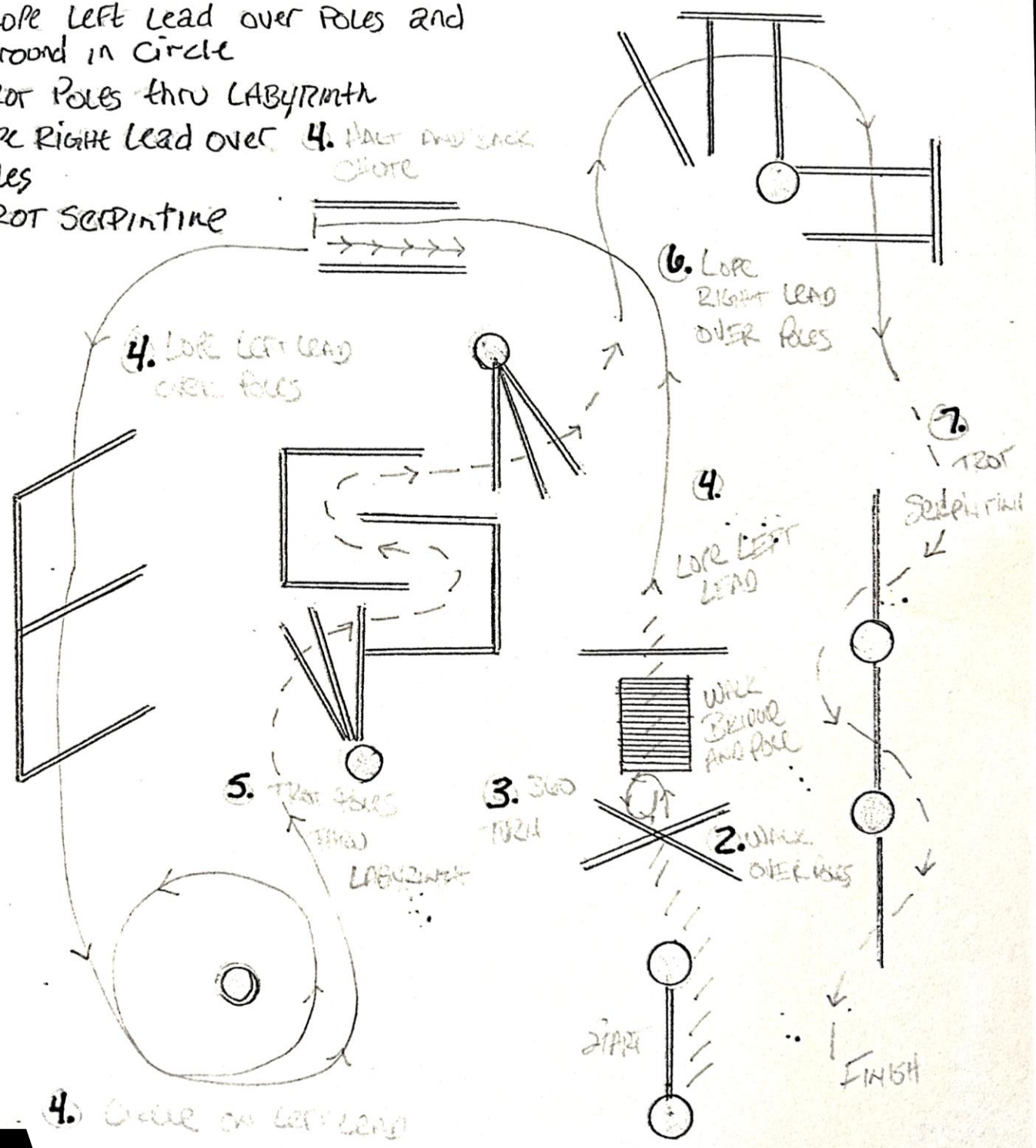
Horses may walk or jog to the center of the arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing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

1. Gate left hand push
2. Walk over poles
3. 360° TURN in box and walk over Bridge and pole
4. Lope left L. into chute Halt and Back Lope LEFT Lead over poles and around in circle

Class 268, 269

5. TROT POLES thru LABYRINTH
6. LOPE RIGHT LEAD over POLES
7. TROT SERPENTINE

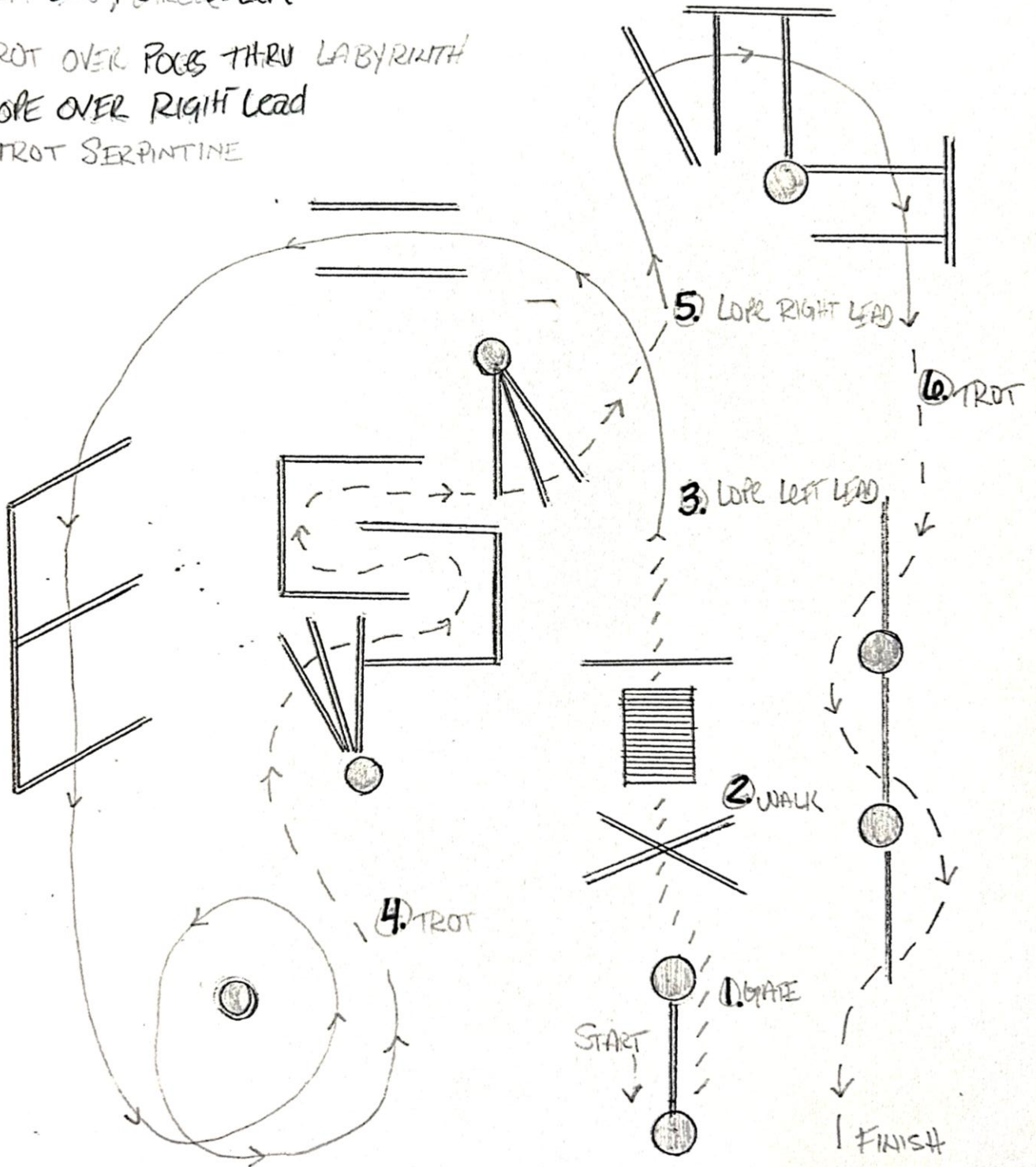


**A** 268, 269

1. LEFT HAND PUSH
2. WALK OVER POLES AND BRIDGE
3. LOPE THRU CHUTE and over Poles  
LEFT LEAD, CIRCLE LEFT

CLASS 270, 271  
274, 275

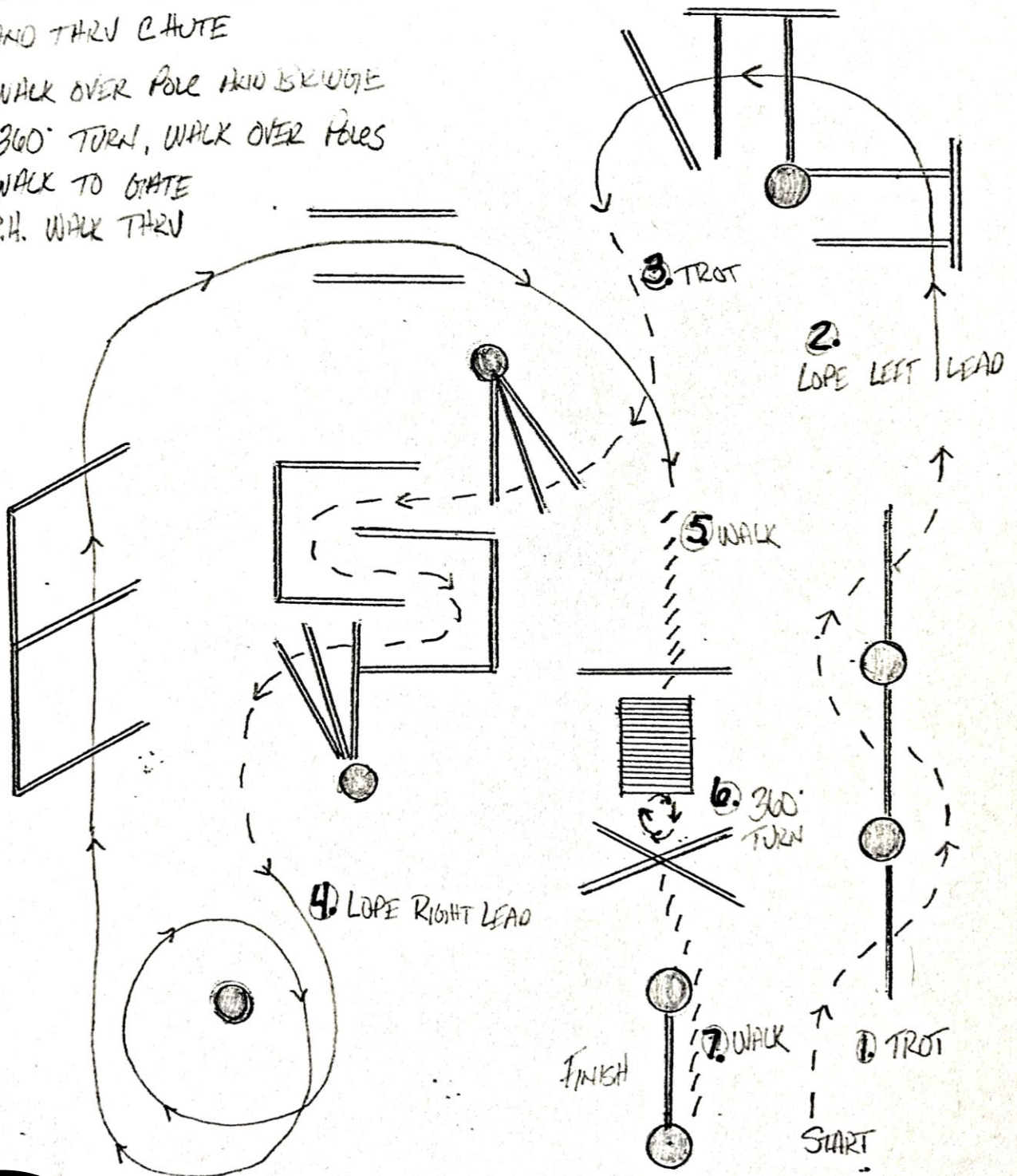
4. TROT OVER POLES THRU LABYRINTH
5. LOPE OVER RIGHT LEAD
6. TROT SERPENTINE



**B**

**270, 271, 274, 275**

1. TROT SERPENTINE
2. LOPE OVER LEFT LEAD
3. TROT OVER POLES THRU LABYRINTH
4. LOPE RIGHT LEAD CIRCLE OVER POLES AND THRU GATE
5. WALK OVER POLE AND BRIDGE
6. 360° TURN, WALK OVER POLES
7. WALK TO GATE R.H. WALK THRU

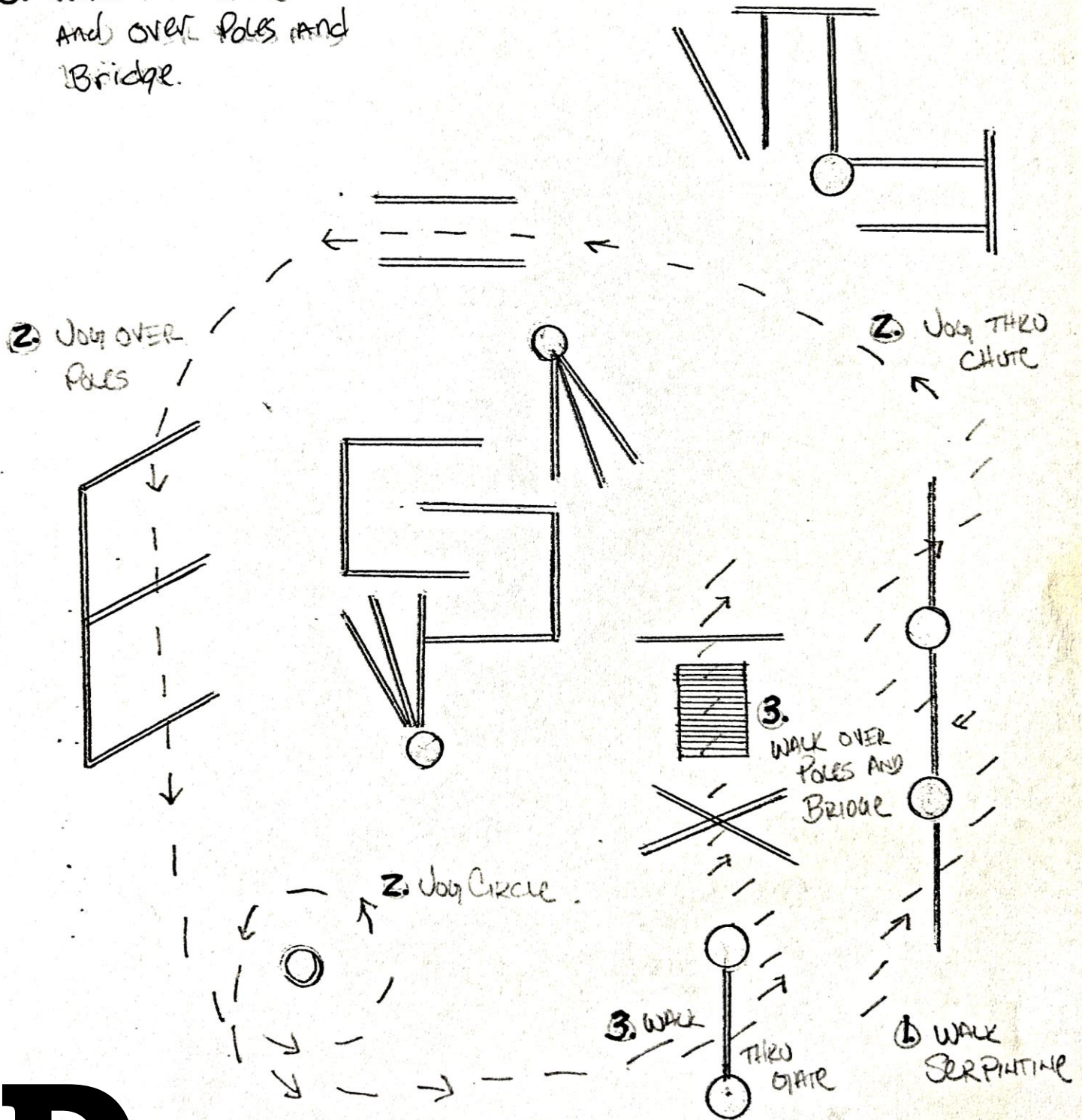


**C**

**272, 273**

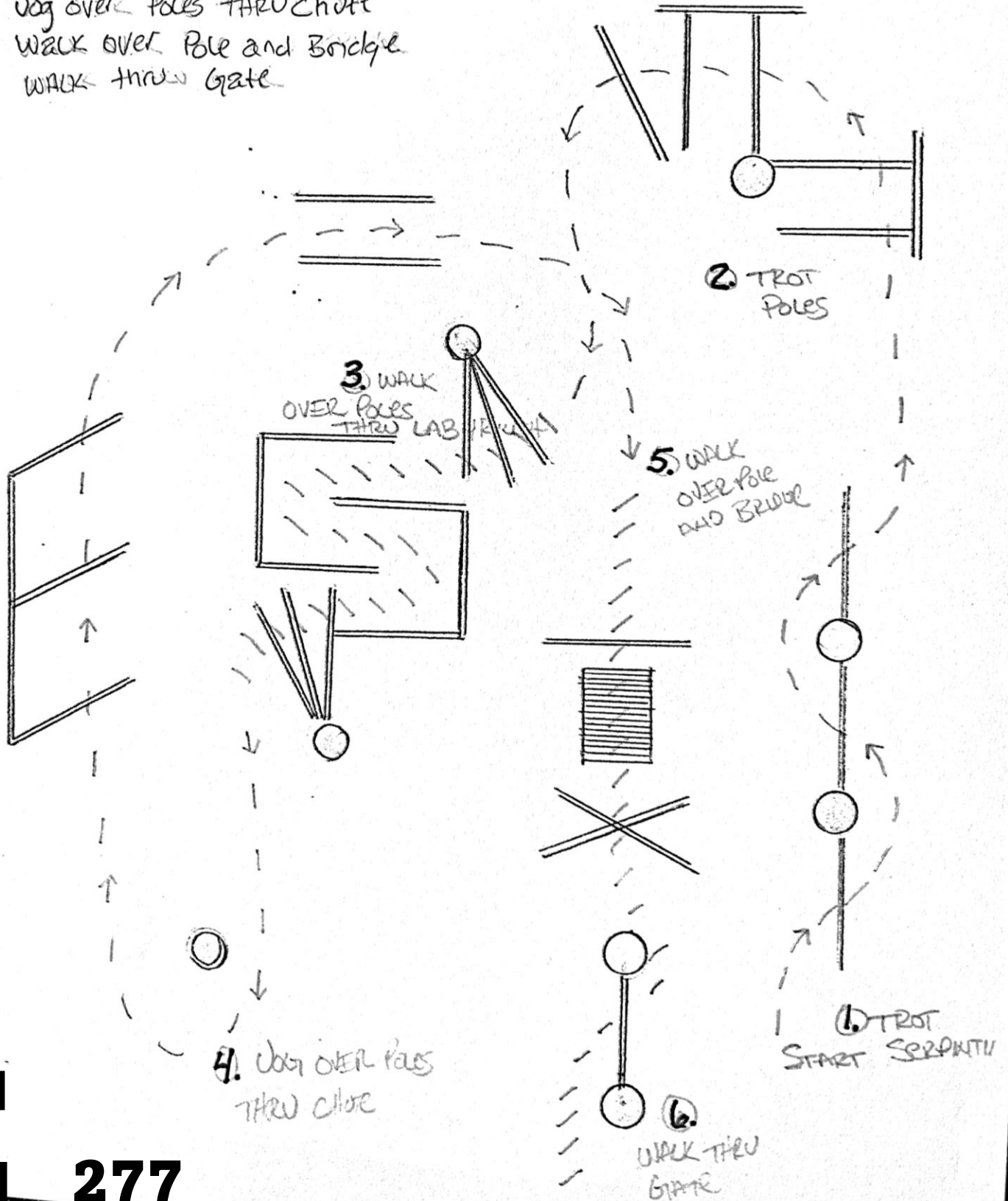
1. WALK SERPENTINE
2. Jog THRU CHUTE  
AND OVER POLES  
AND AROUND Circle
3. WALK THRU GATE  
AND OVER POLES AND  
BRIDGE.

Class 276  
278, 279



**D** 276, 278, 279

1. TROT SERPENTINE
2. TROT DBL PARALLEL
3. WALK POLES AND THRU LABYRINTH
4. JAG OVER POLES THRU CHUTE
5. WALK OVER POLE AND BRIDGE
6. WALK THRU GATE



1. Extend Trot over Poles  
into chute.

2. Back L.

3. Lope out RL over pole  
into Box, Stop.

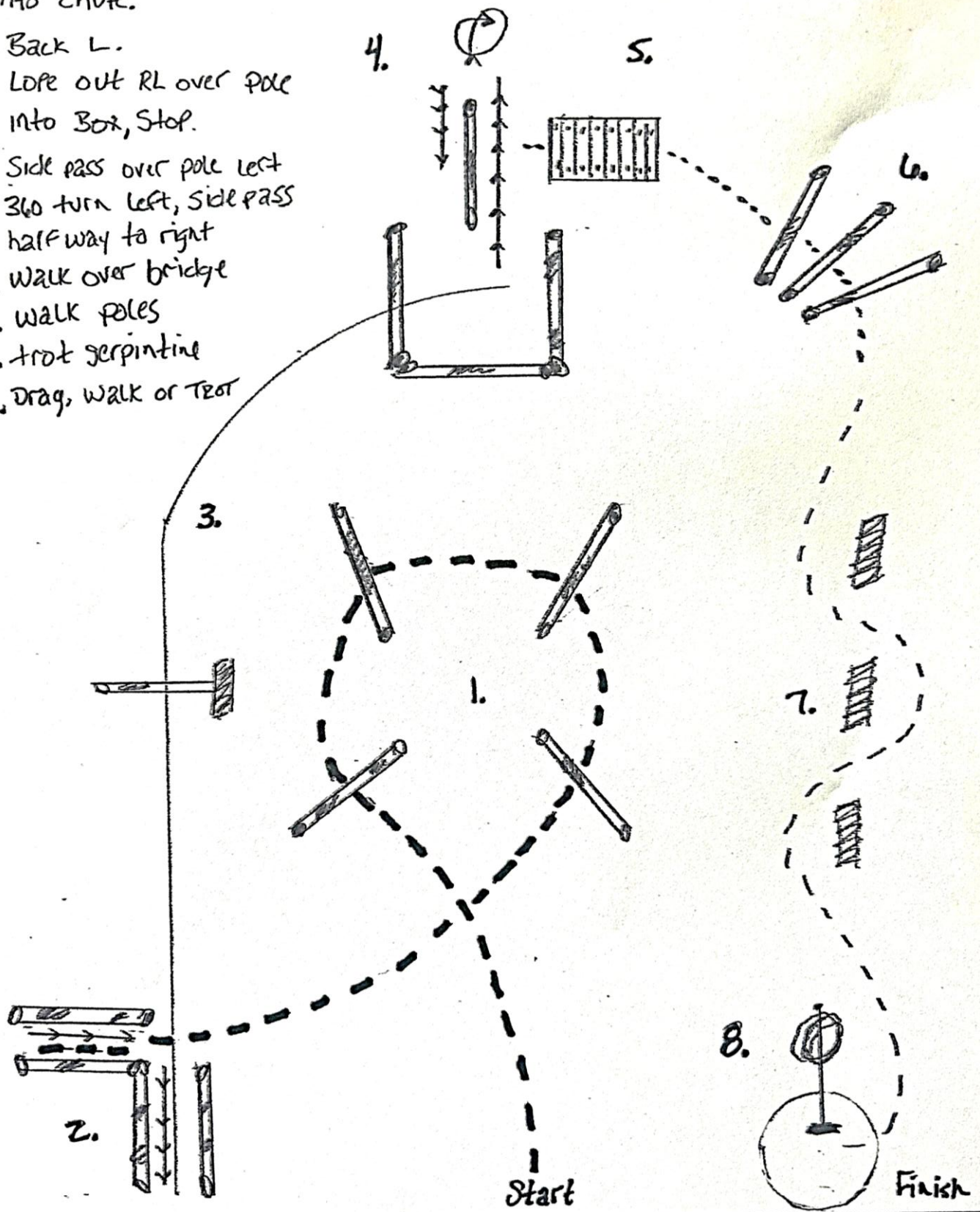
4. Side pass over pole left  
360 turn left, Side pass  
half way to right

5. Walk over bridge

6. Walk poles

7. Trot serpentine

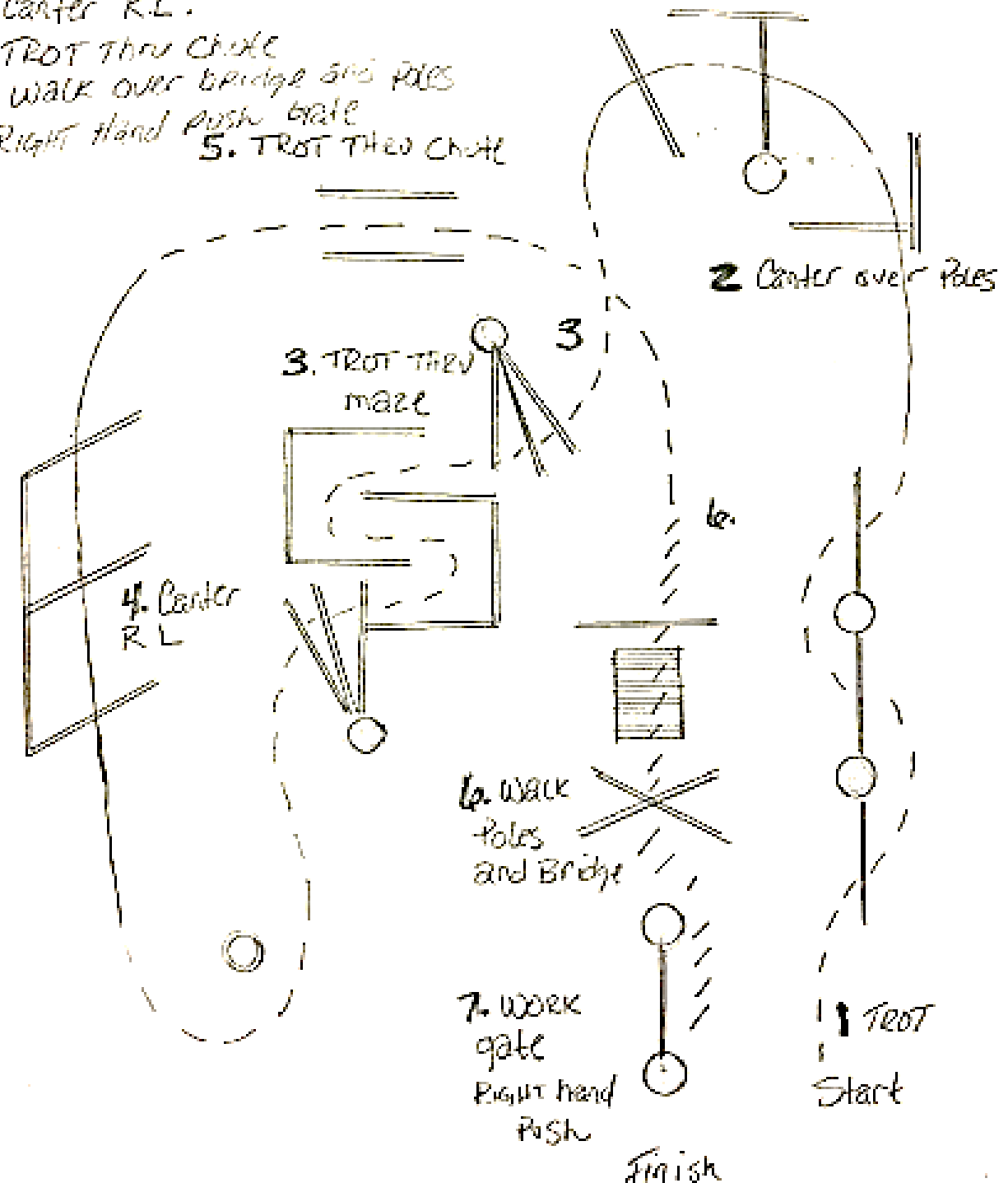
8. Drag, walk or Trot



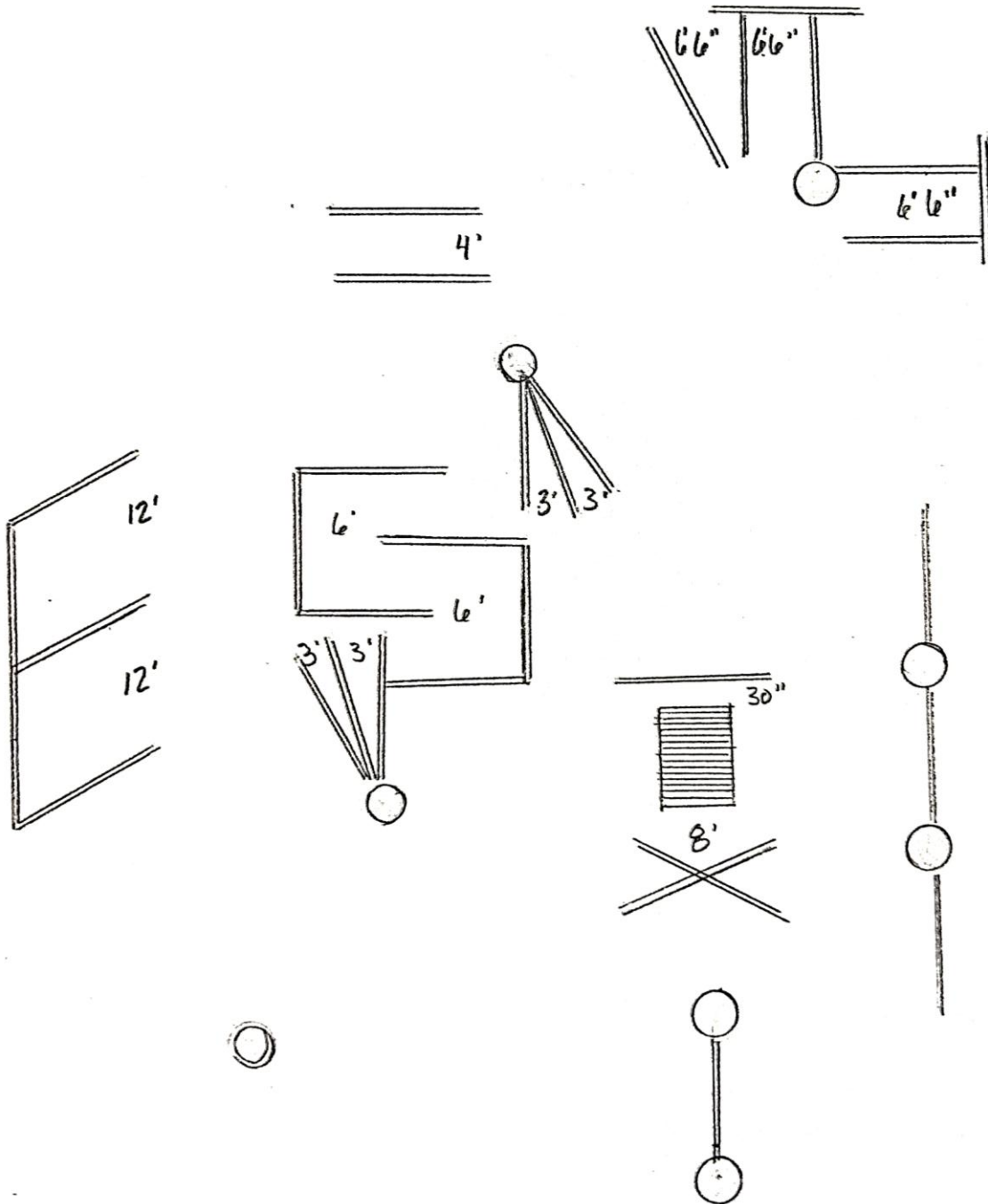
**F** VHR RANCH HORSE TRAIL Class 221, 222, 223, 224  
**221, 222, 223, 224**

1. Trot Serpentine
2. Canter L.L. over poles
3. Trot over poles and thru maze
4. Canter R.L.
5. Trot thru chute
6. Walk over bridge and poles
7. Right hand push gate

280 open 282 ATR  
 281 open 283 ATR

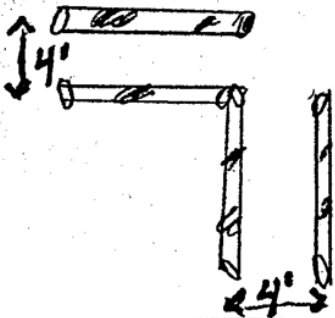
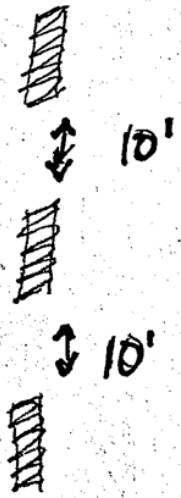
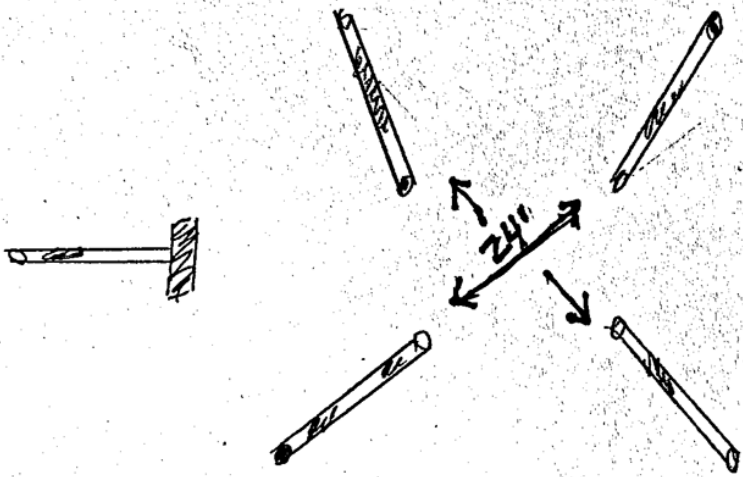
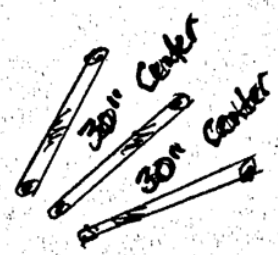
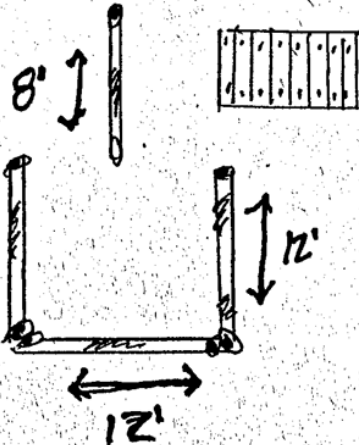


# G 280, 281, 282, 283



**A-E base**

223  
224



# F base