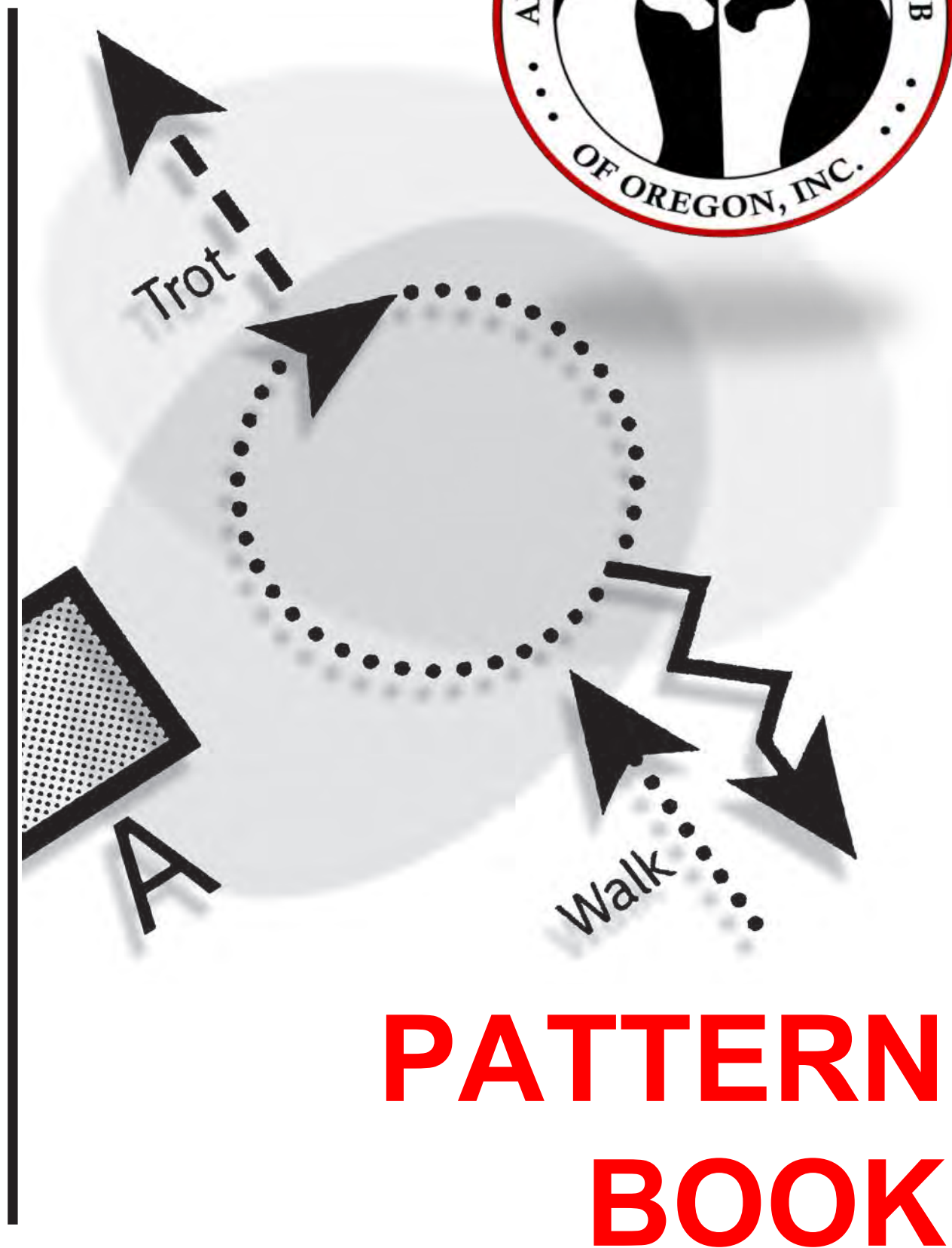


AHACO CONCURRENT SHOWS

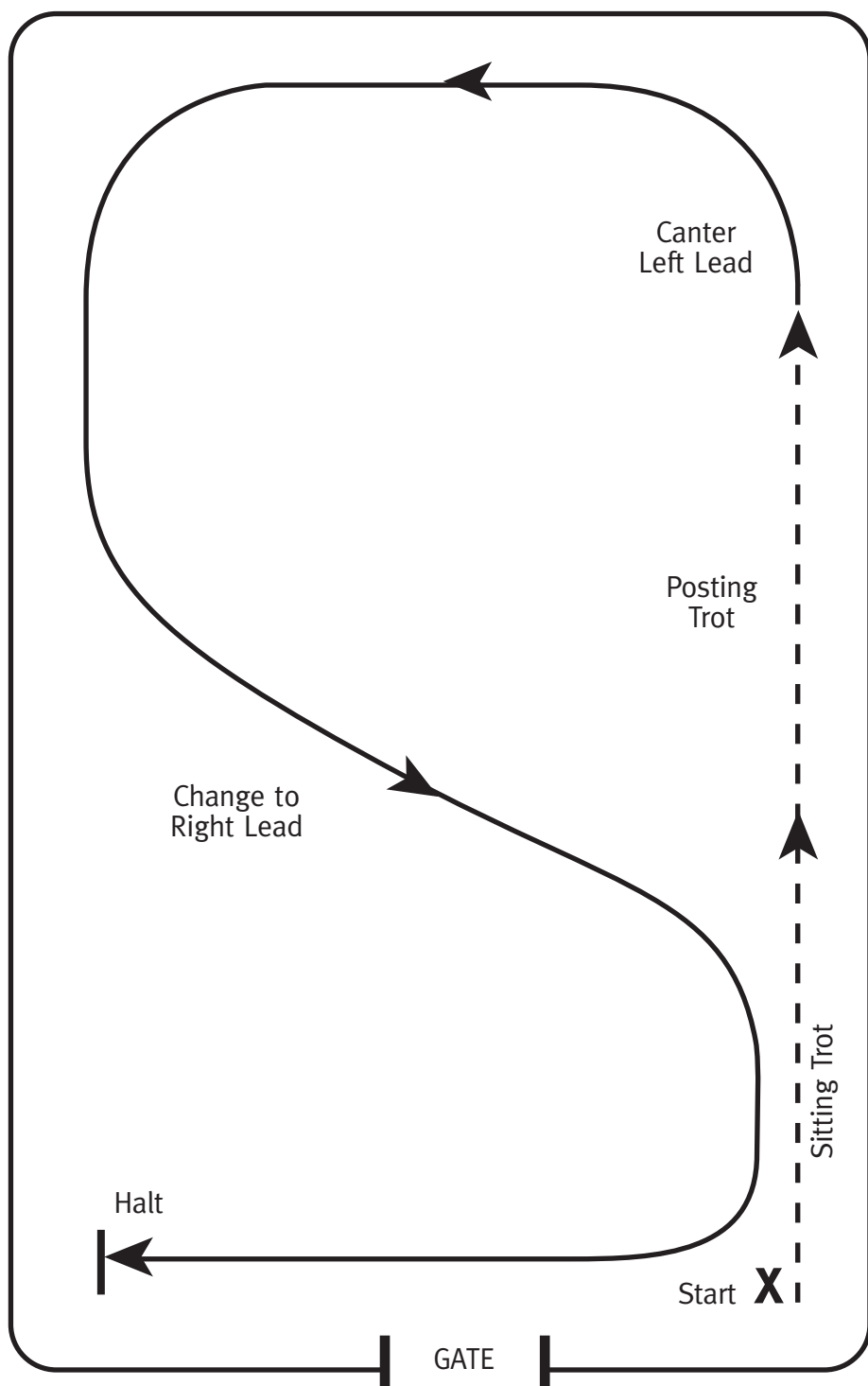


PATTERN BOOK

As of 03/13/2025. Does not include trail patterns

Hunter/Jumping Seat

LEVEL 1 • PATTERN P



Walk to the starting point.

Pick up sitting trot.

Continue at posting trot on the correct diagonal.

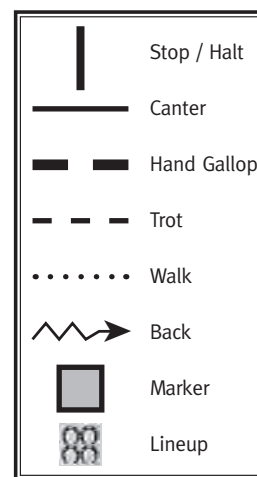
Pick up canter, correct lead.

Cut diagonally across arena and change lead (simple change).

Continue around end of arena.

Halt.

Return to lineup or exit at a walk.



This pattern is appropriate for all ages.

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

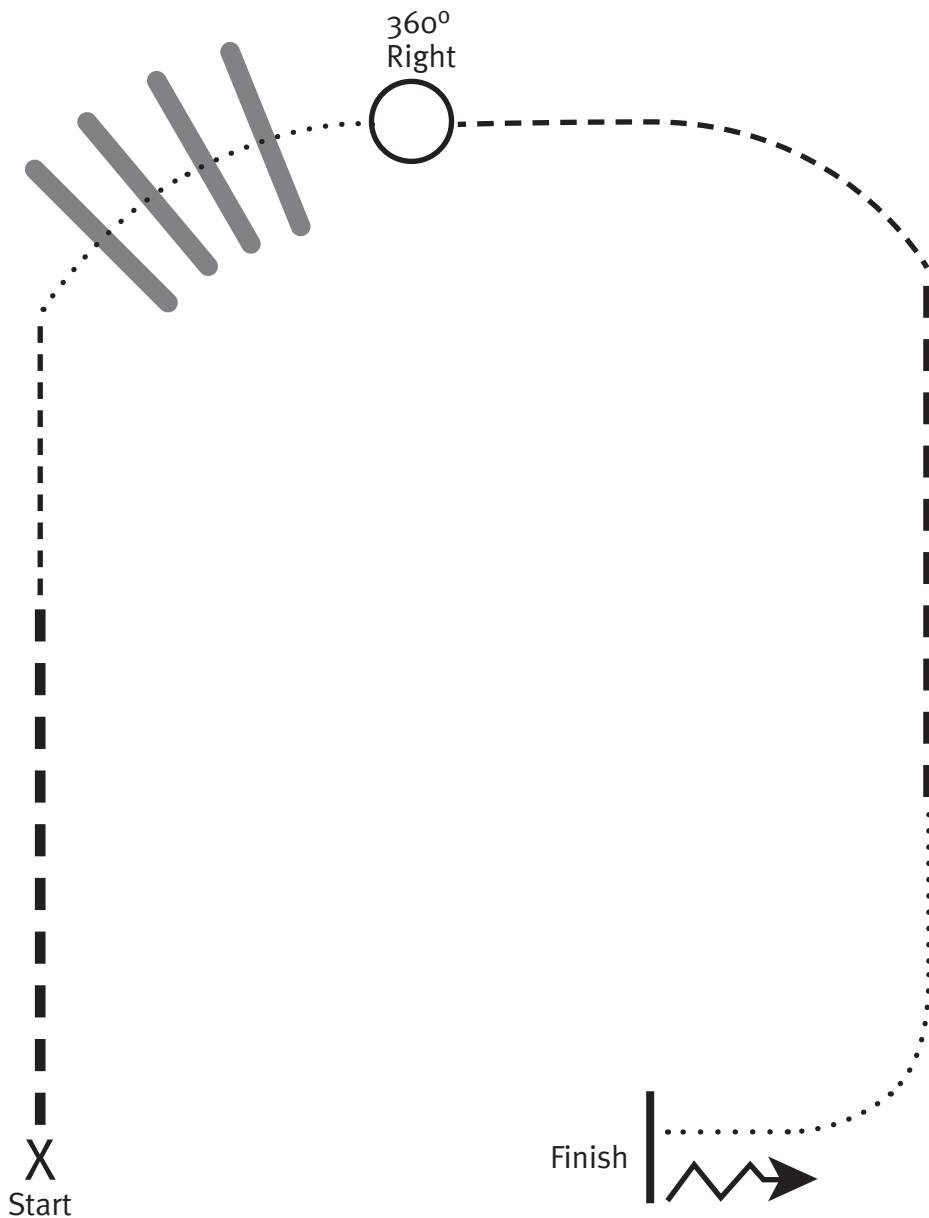
Ranch Riding

PATTERN 1

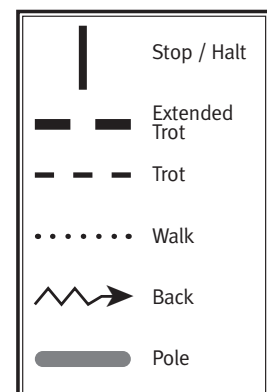
To be used for Walk/Trot 10 & Under and 11 & Over

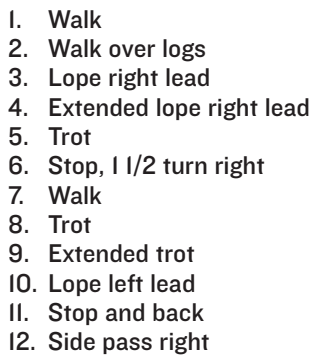
The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.



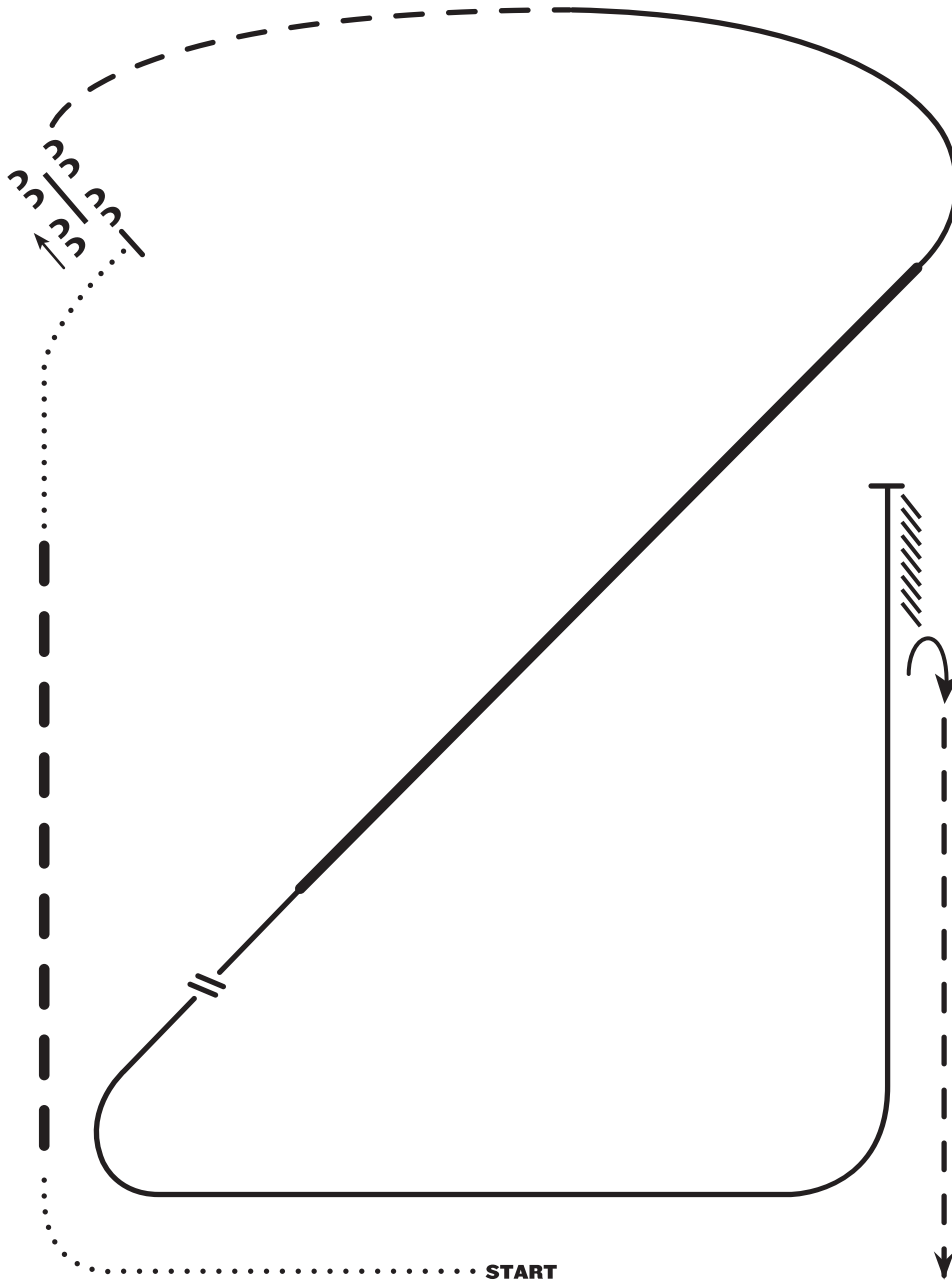
- Be ready at start.
- Extended trot.
- Trot.
- Walk.
- Walk over poles.
- Execute a 360-degree turn right.
- Trot.
- Extended trot.
- Walk.
- Stop.
- Back.
- Exit the arena at the walk.





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.

OPTIONAL
CATTLE



LEGEND

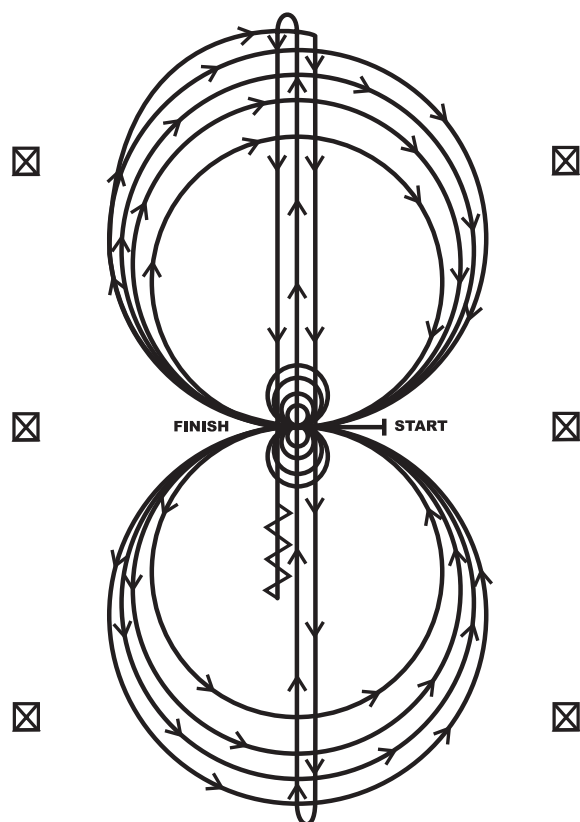
.....	Walk
...	Extended Walk
---	Trot
---	Extended Trot
—	Lope
—	Extended Lope
////	Back
//	Lead Change

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.

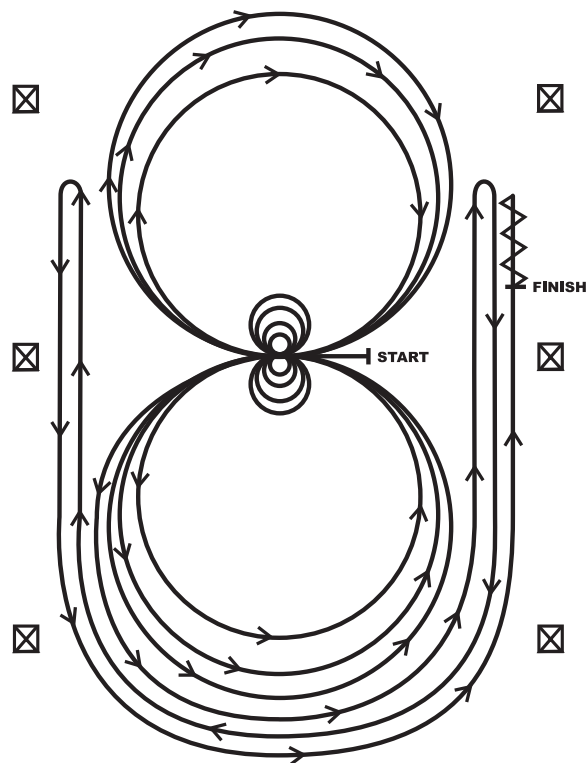
Pattern 4



Pattern 4

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.

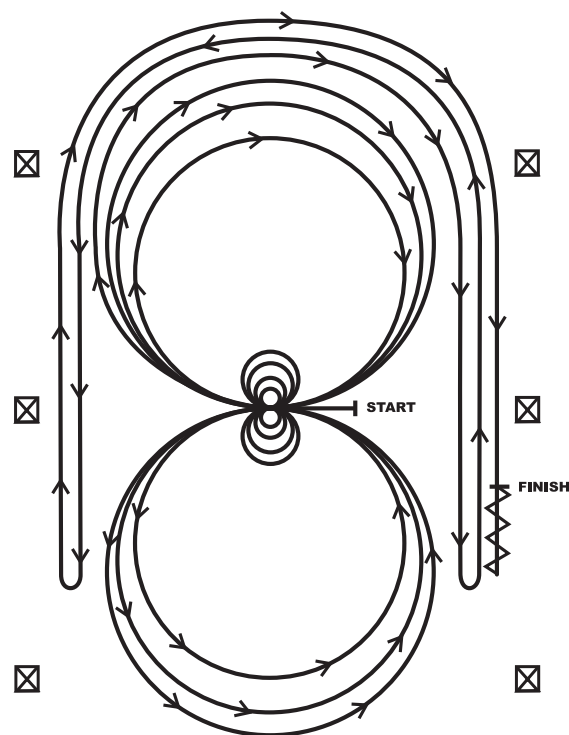
1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two 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 6

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

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.



Pattern 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.

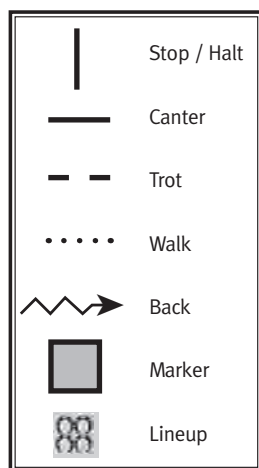
Saddle Seat

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.

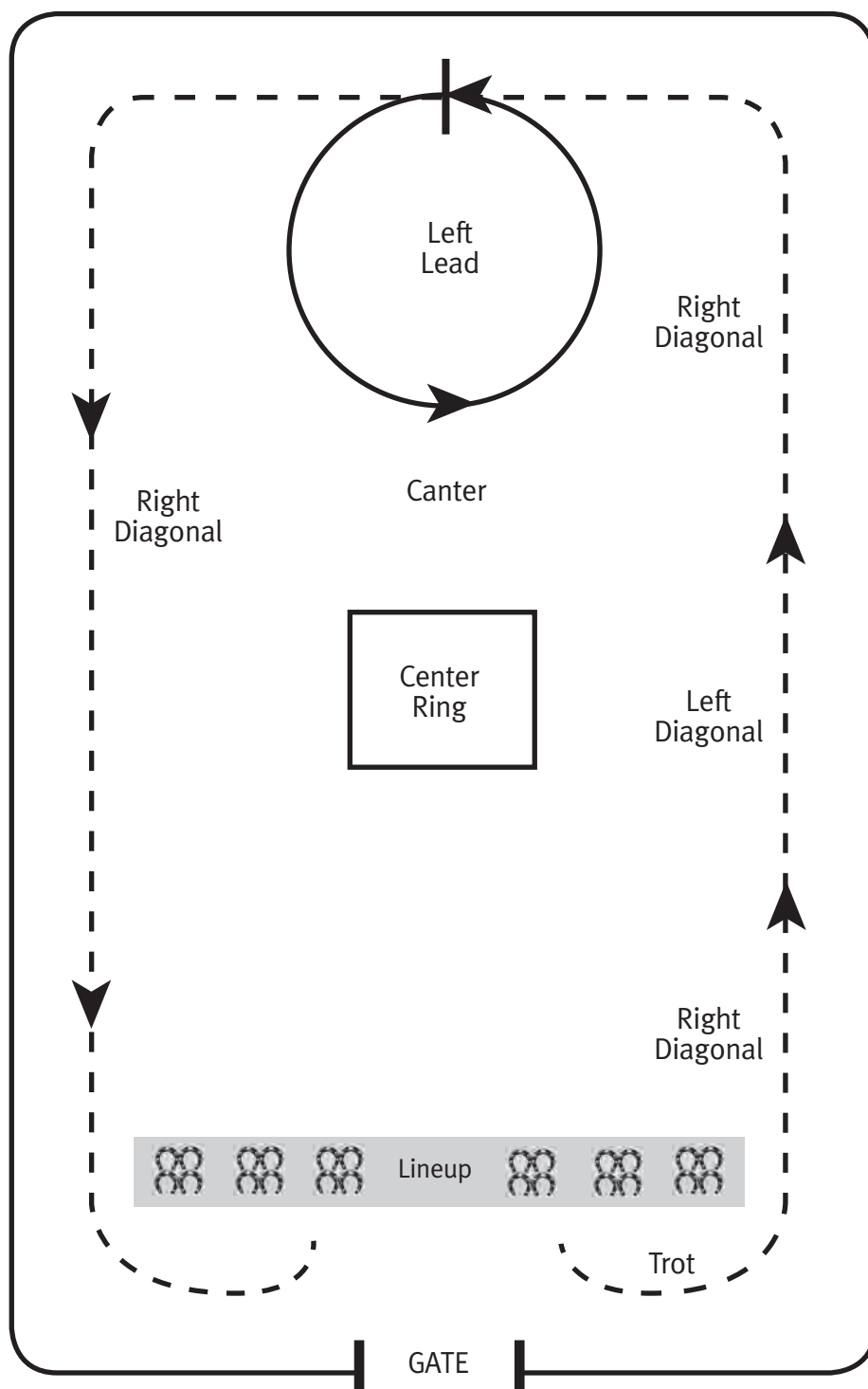
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



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.

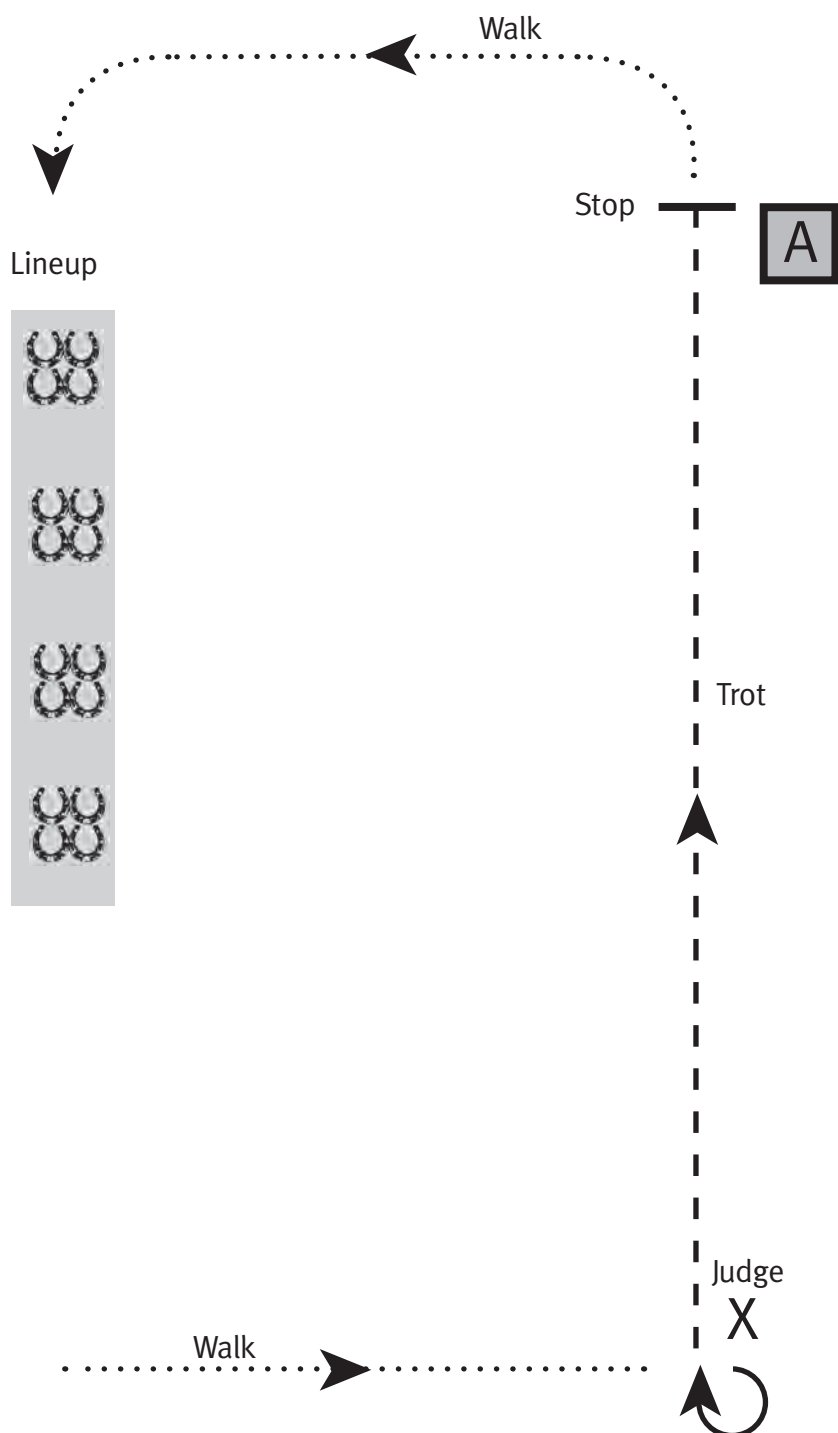


Showmanship

LEVEL 1 • PATTERN A

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.

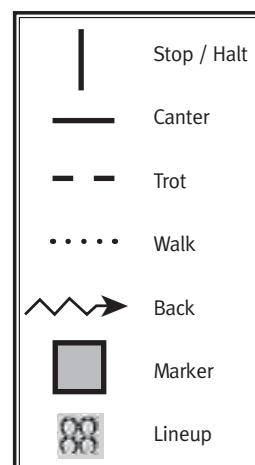


Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn.

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

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

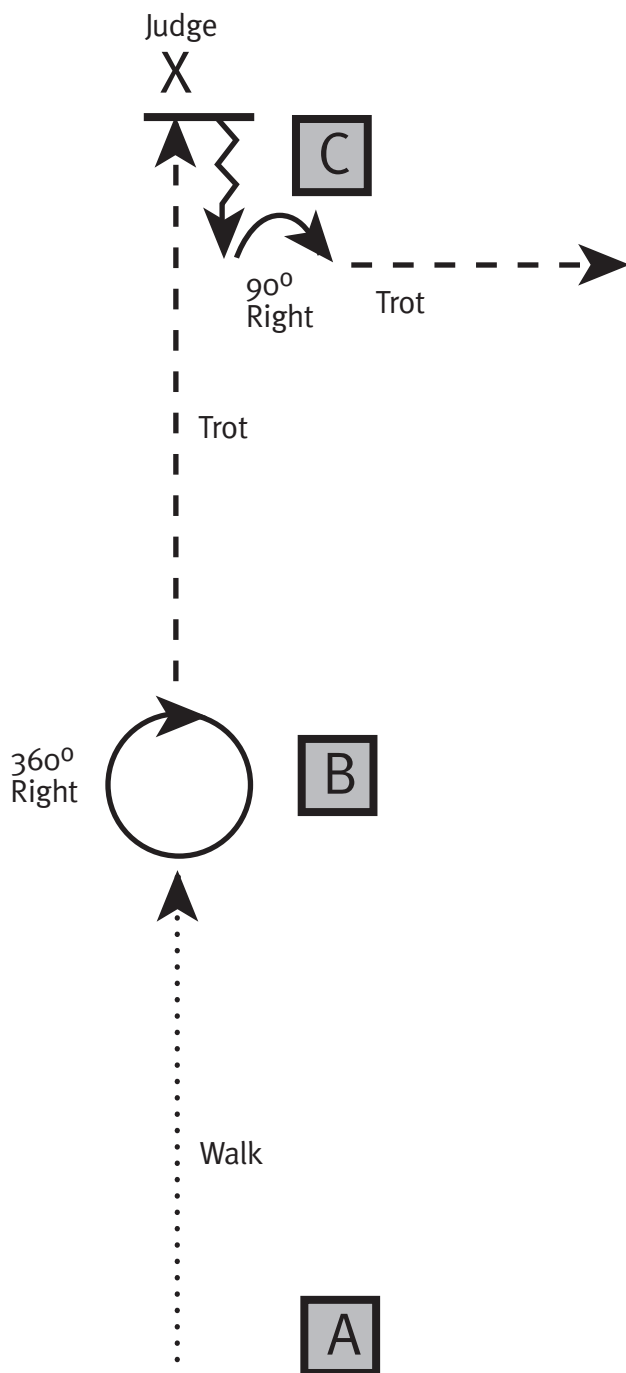


Showmanship

LEVEL 1 • PATTERN G

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 marker B. Stop.

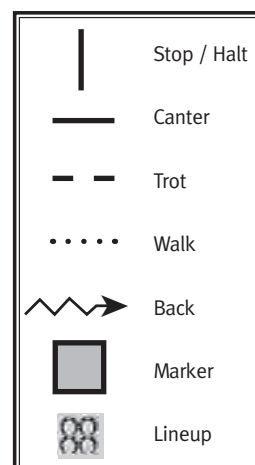
Perform a 360-degree haunch turn to the right. Stop.

Trot to marker C. Stop.

Set up for inspection.

After dismissal, back four steps.

Perform a 90-degree turn to the right and trot to lineup or exit as directed by the ringmaster.



Western Horsemanship

LEVEL 1 • PATTERN B

*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.

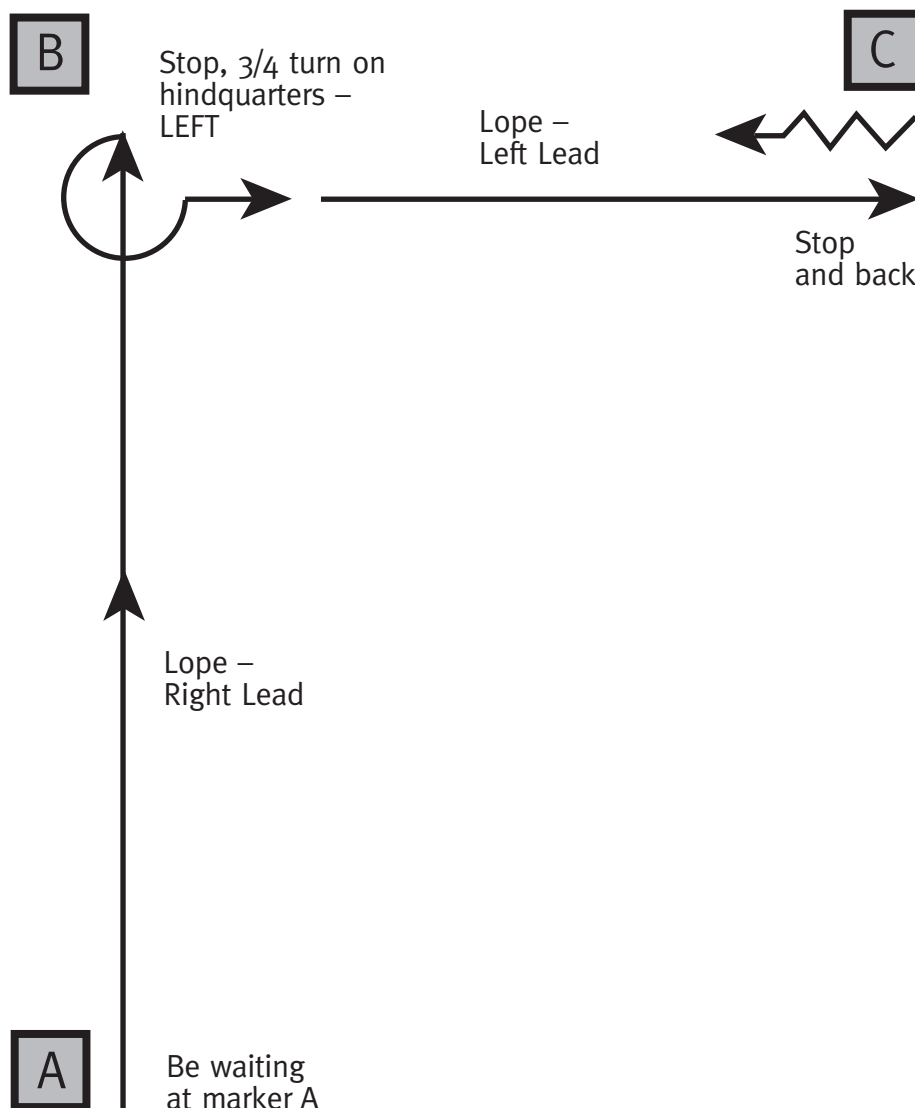
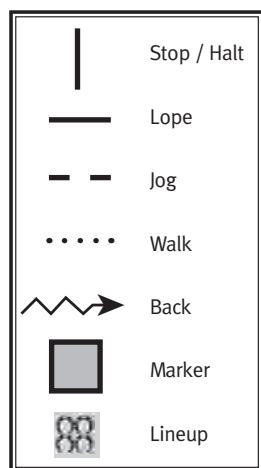
Lope right lead to marker B.
Stop.

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.



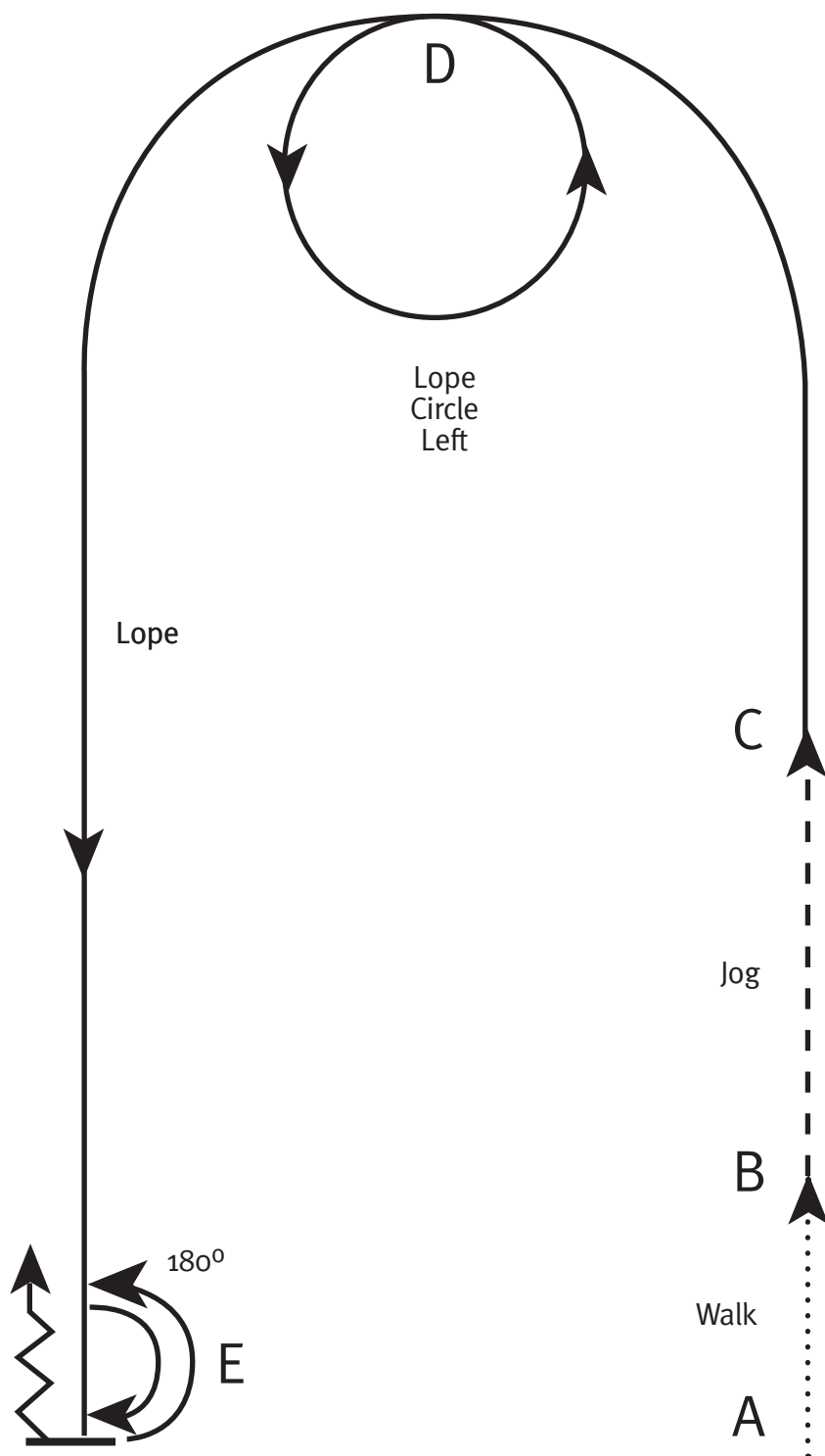
*This pattern is appropriate to use for
all age groups*

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

Western Horsemanship

LEVEL 1 • PATTERN C

*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.

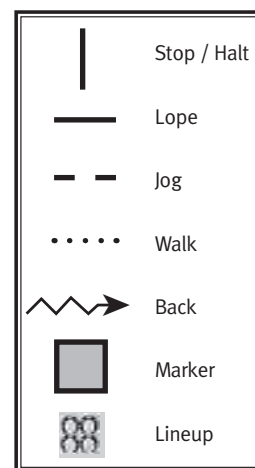
Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.

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.



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.