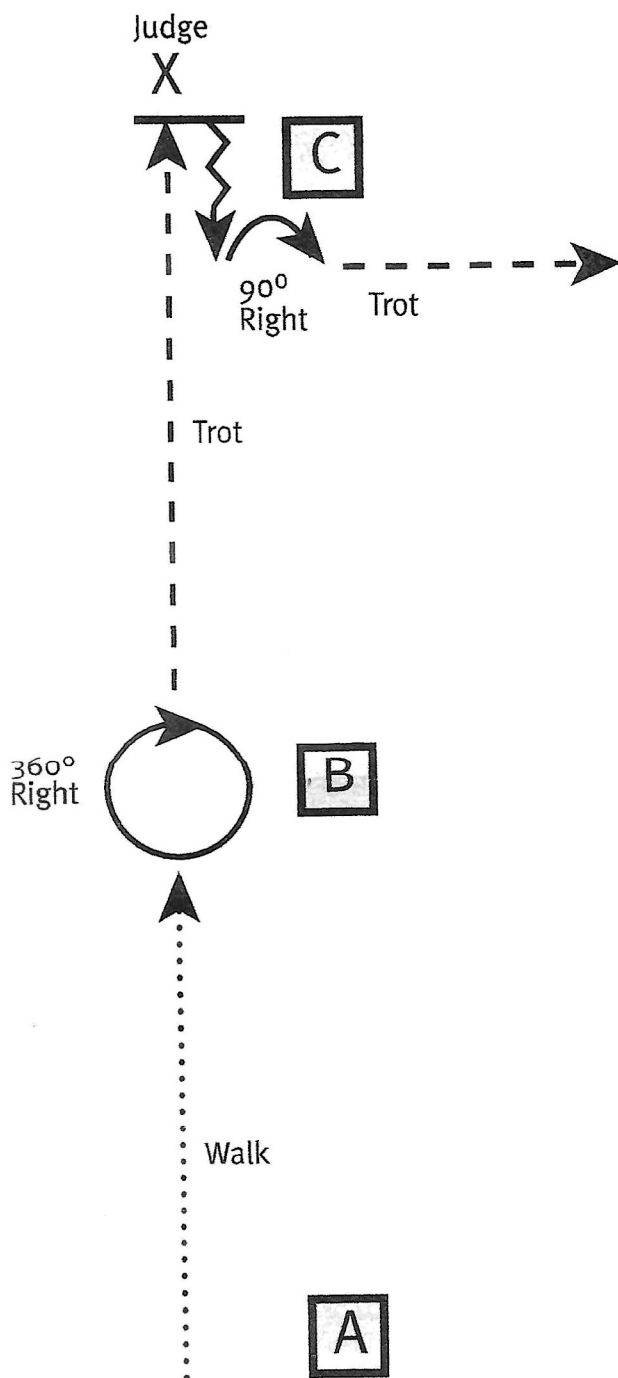


- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

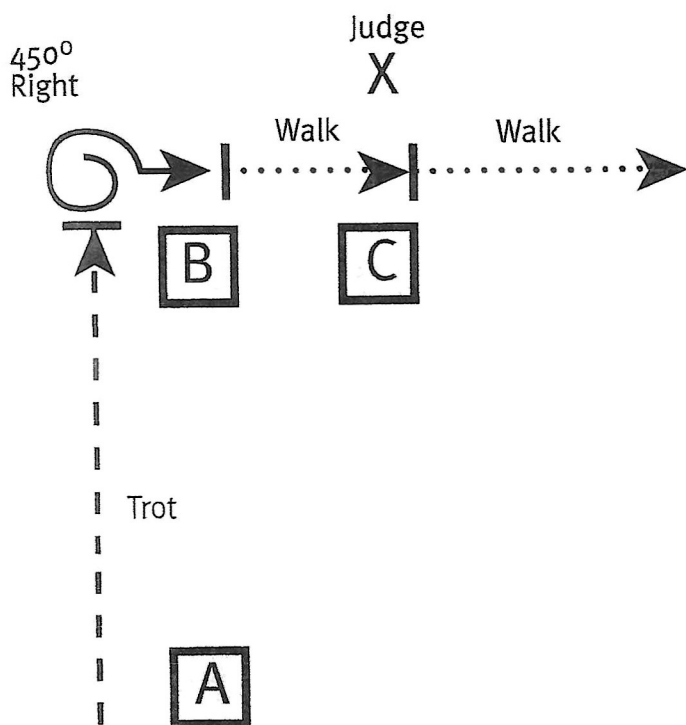
- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

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

1. Be ready at marker A. Trot past marker B, halt
2. Execute a 450-degree haunch turn
3. Walk to marker C, halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed walk into lineup or exit arena as directed

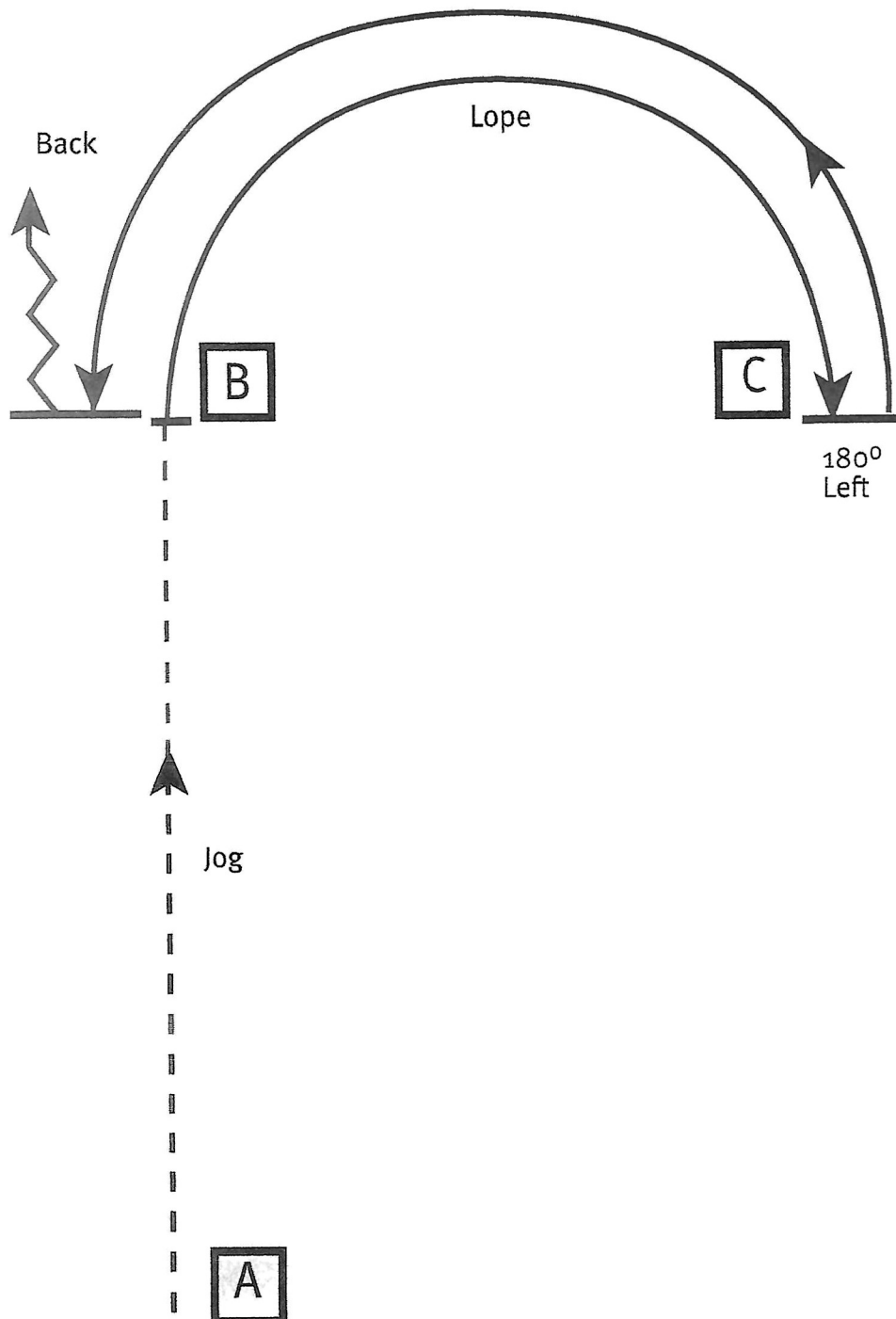


	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Western Horsemanship

LEVEL 1 • PATTERN E

*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.

Stop.

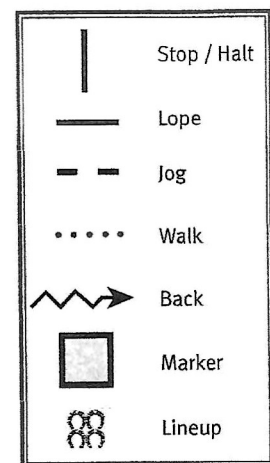
Turn 180-degrees on the haunches to the left.

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.

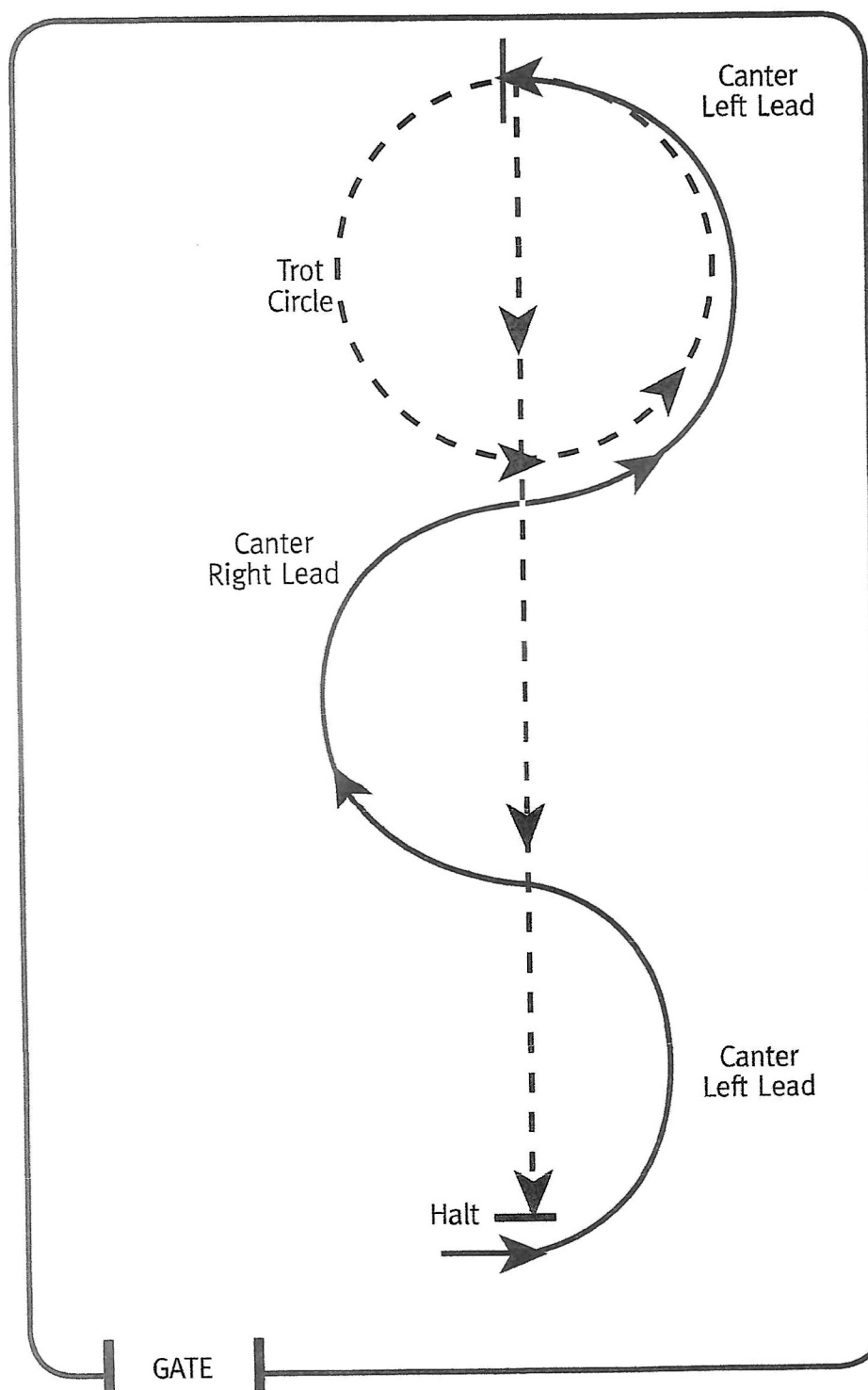


This pattern is appropriate to use for all age groups

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

Saddle Seat

LEVEL 2 • PATTERN H • Tests 2,6,11

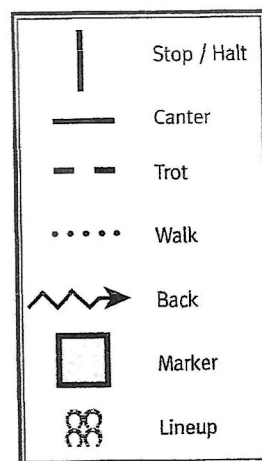


Execute three loop serpentine at canter.

Trot a circle on the correct diagonal.
Halt.

Turn and trot a line down the center of the serpentine. Change diagonals every four strides. Start on the left diagonal.

Halt at end of arena and return to lineup or exit 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.

Western Horsemanship

LEVEL 1 • PATTERN P

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 and stop.

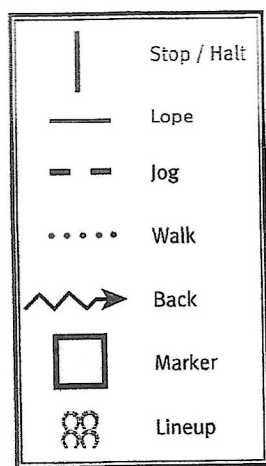
Execute a 360-degree turn on the hindquarters right.

Lope left lead to marker C and stop.

Execute a 360-degree turn on the hindquarters left.

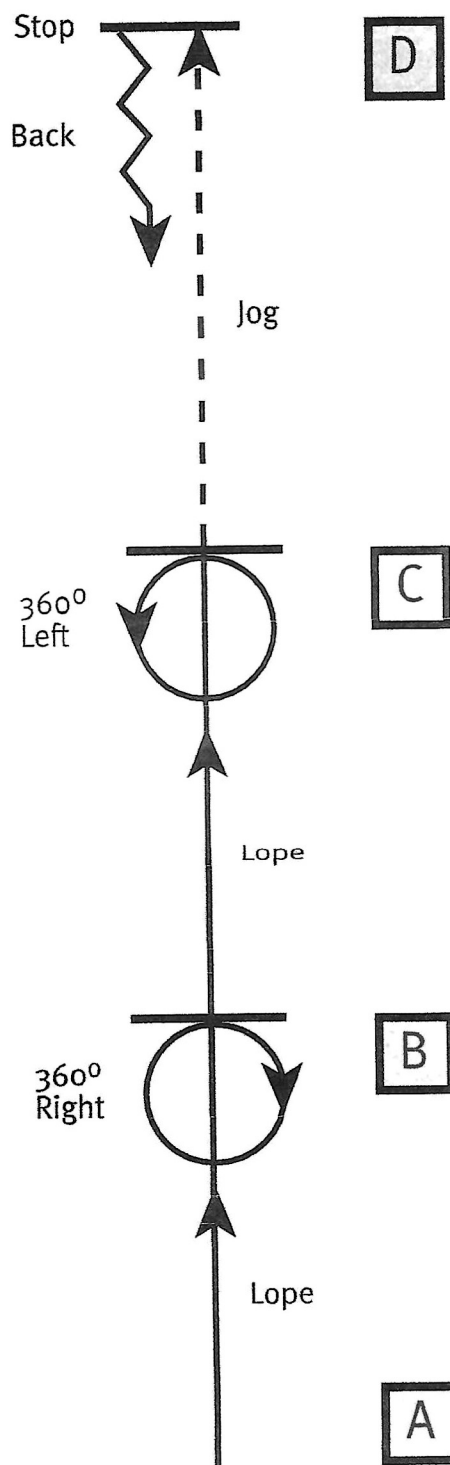
Jog to marker D and Stop. Back ten steps.

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

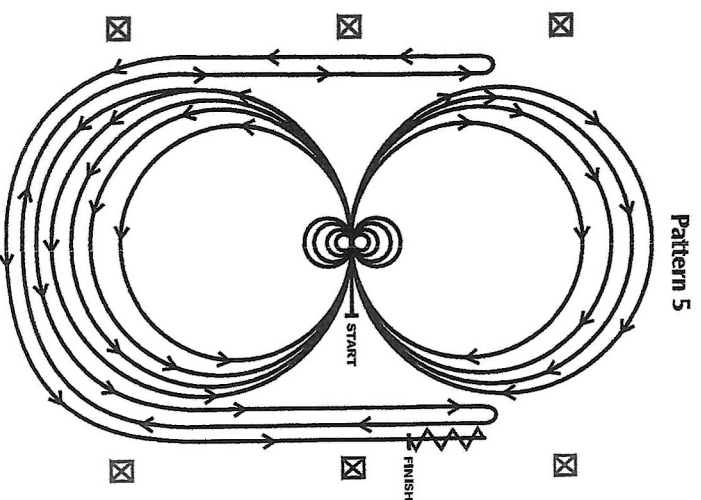


This pattern is appropriate to use for all age groups

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



Classes 107, 110, 111

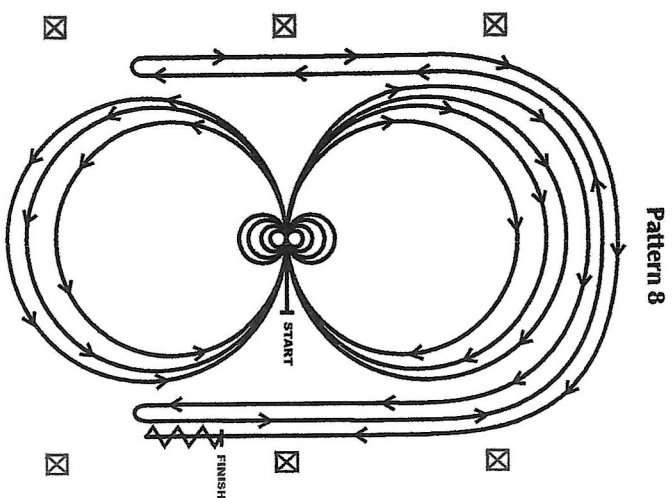


Pattern 5

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. 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.

Classes 108 + 109



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.

Hunter/Jumping Seat

LEVEL 1 • PATTERN H

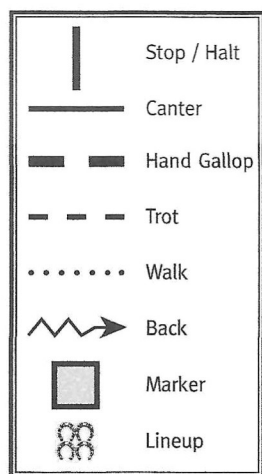
Walk to the starting point.

Pick up a sitting trot through turn and 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.

Canter in a circle to the right at the correct lead. Upon completing the circle transition to the posting trot.

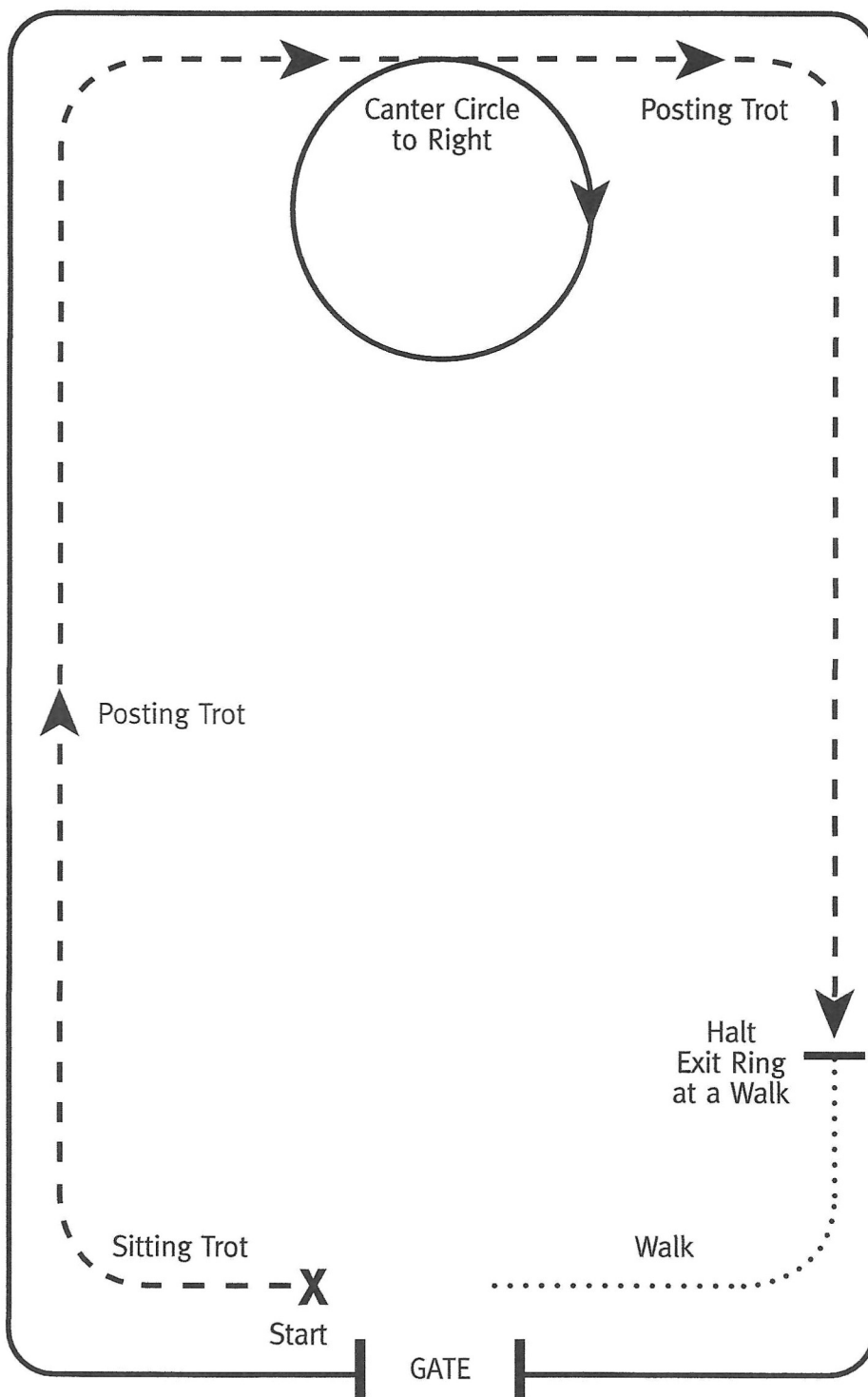
At the end of the straightaway halt.

Return to lineup or exit at a walk.



This pattern is appropriate for all ages.

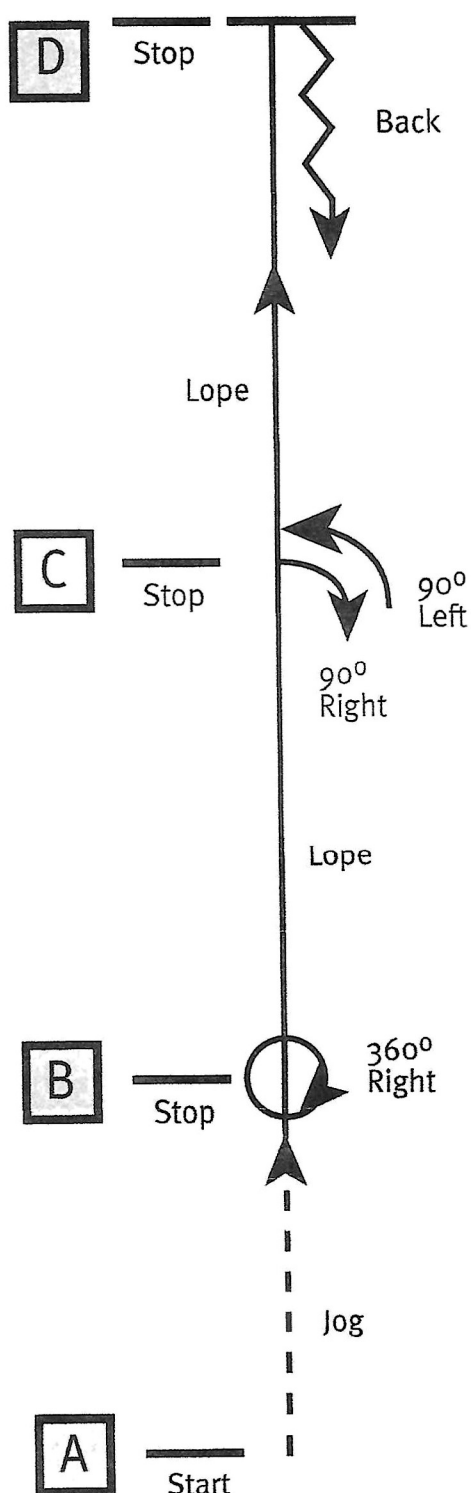
If used at a Regional or National Show, pattern may not be run from the lineup.



Western Horsemanship

LEVEL 1 • PATTERN G

*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

Make a 360-degree turn to the right on the hindquarters.

Lope right lead to marker C. Stop.

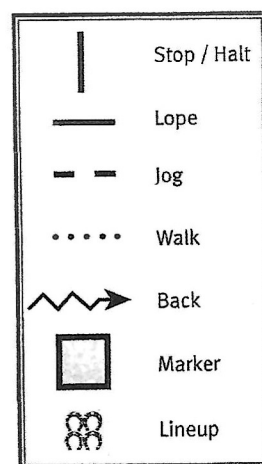
Make a 90-degree turn on hindquarters to the right.

Make a 90-degree turn on hindquarters to the left.

Lope left lead to marker D.

Stop at marker D and back five steps.

Return to lineup at the jog or exit the 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.