

Showmanship

PATTERN L • 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 to marker B.

Stop at marker B and back halfway to marker A.

Stop and perform a 270-degree turn.

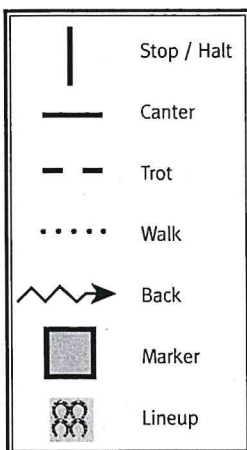
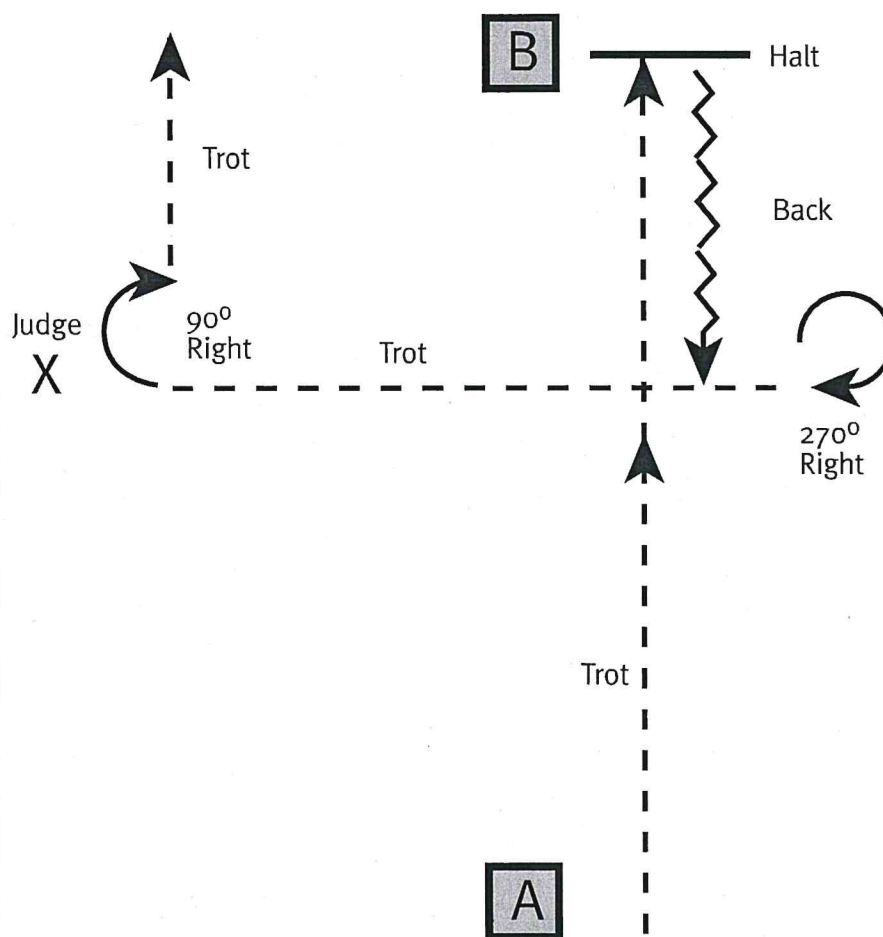
Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

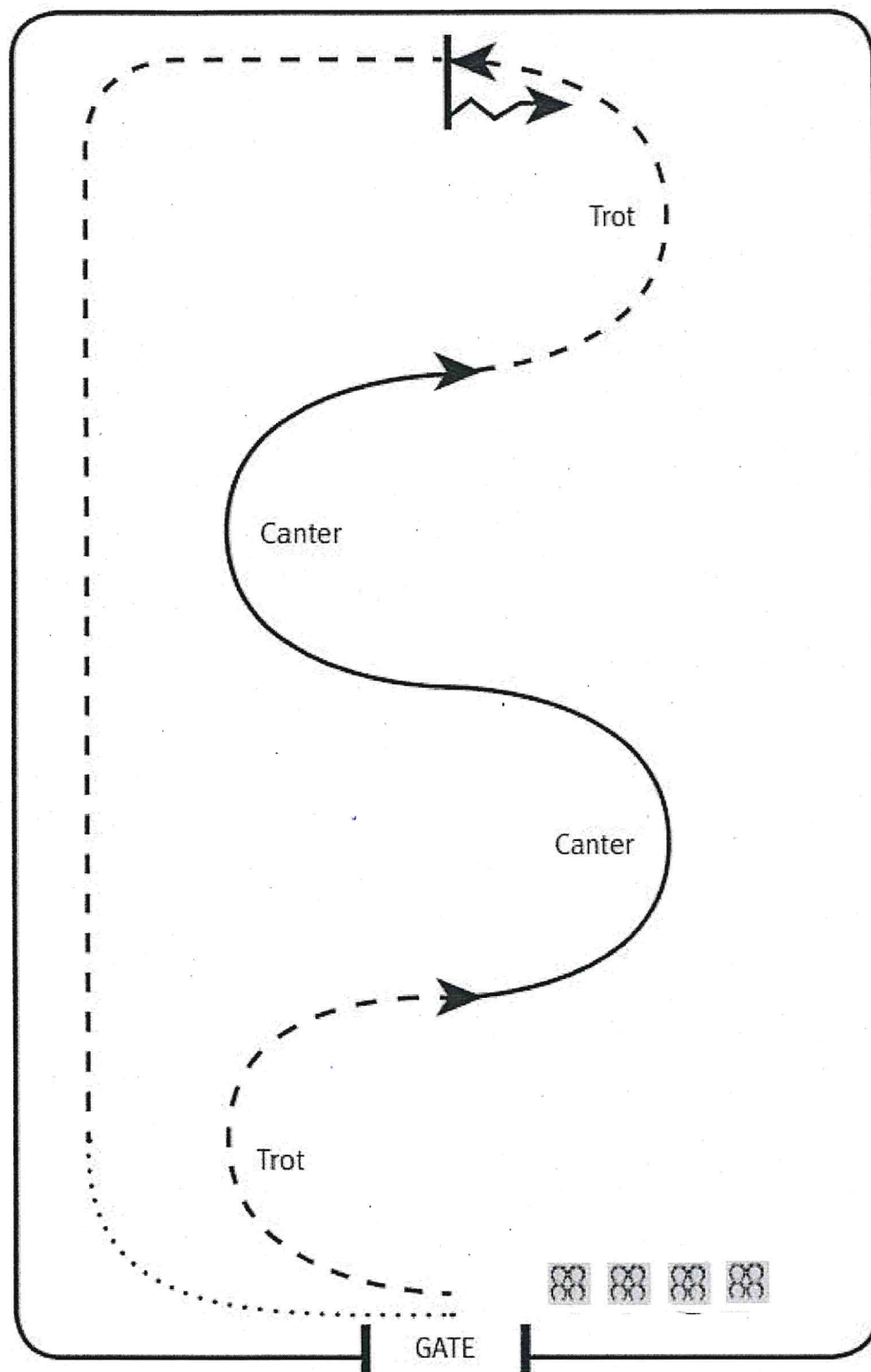
Return to the lineup at the trot as directed by the ringmaster or exit at the trot.

- ☐ **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.



Hunter/Jumping Seat

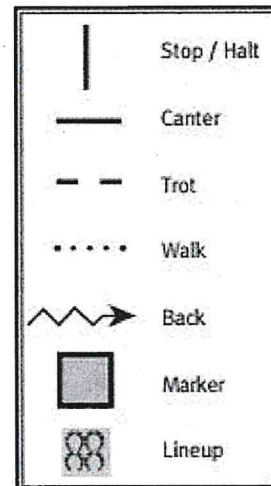
PATTERN BB • Tests 1,14



Execute a four loop serpentine: first loop at the sitting trot, second at a canter, third at a canter and fourth at the posting trot. Correct leads and diagonals, simple or flying lead changes.

Halt and back four steps.

Return to the line at the sitting trot



This pattern may only be used for:

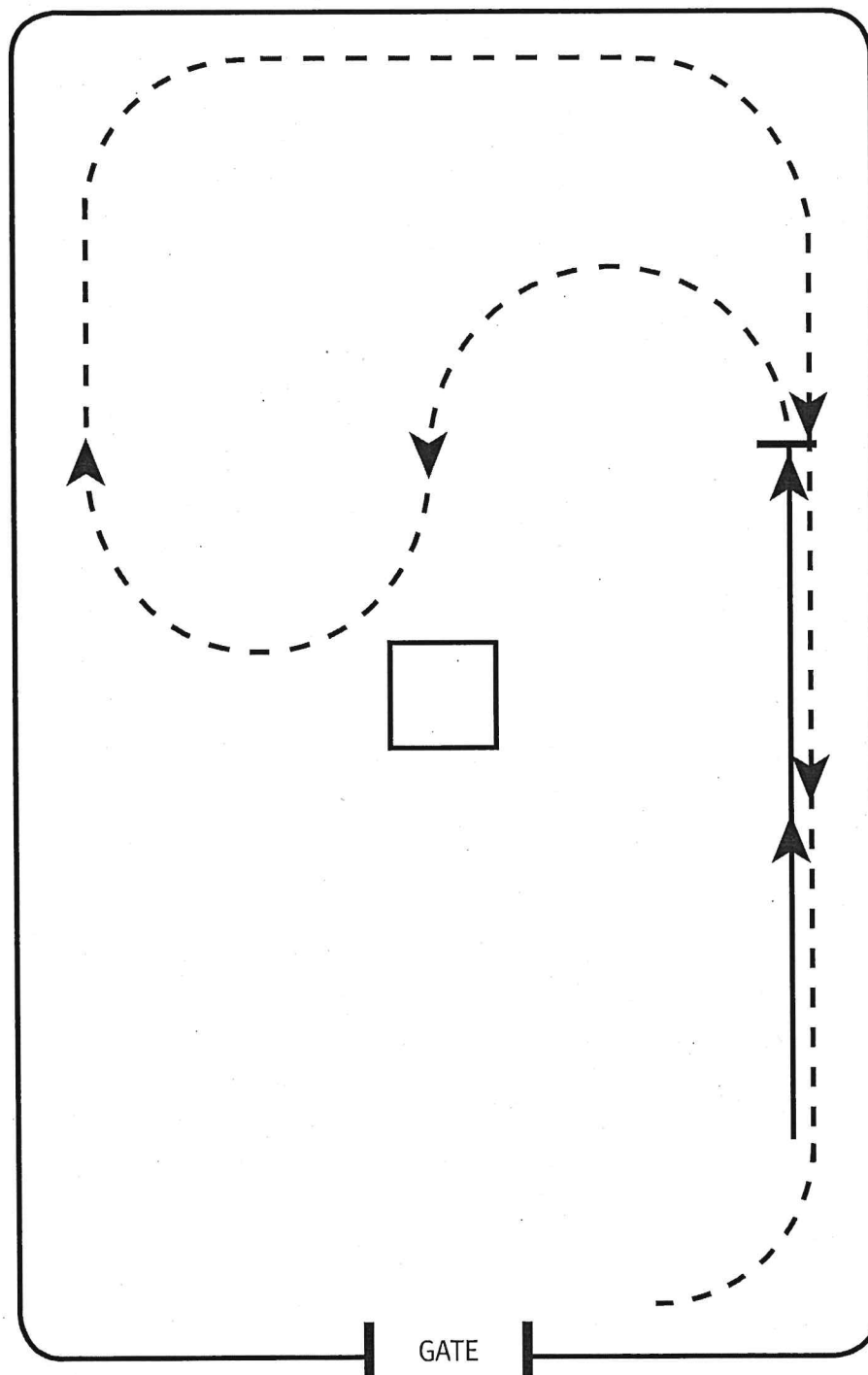
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

Show _____ Class _____
 Date _____ Judge _____

A H A

Saddle Seat

LEVEL 1 • PATTERN CC • Tests 3,6,7,13

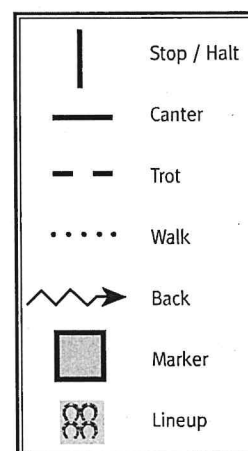


On the straightaway to the right, canter on the left lead $\frac{2}{3}$ of the way down the rail. Halt.

Trot a two loop serpentine across the width of the ring and continue to trot around the end of the ring.

Continue to trot the straightaway showing two changes of diagonal.

Exit the ring without stopping.



This pattern may only be used for:

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

*This pattern may **NOT** be used for:*

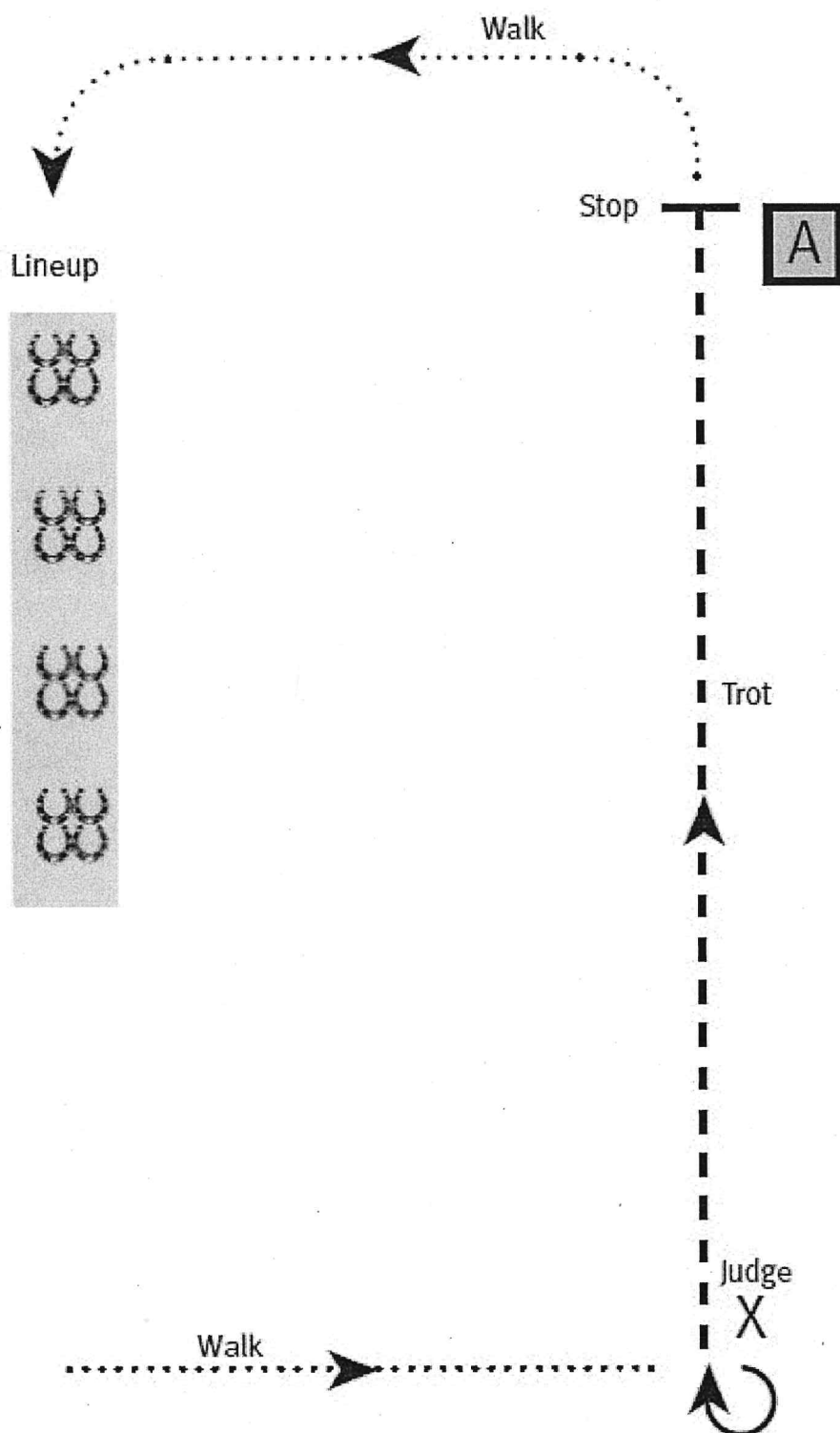
- 13 & Under

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



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.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

#198

Western Horsemanship

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.

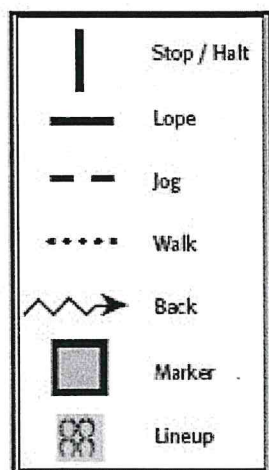
Stop.

Execute a $\frac{3}{4}$ turn on the hindquarters to the left.

Lope left lead to marker C.

Stop and back approximately ten feet.

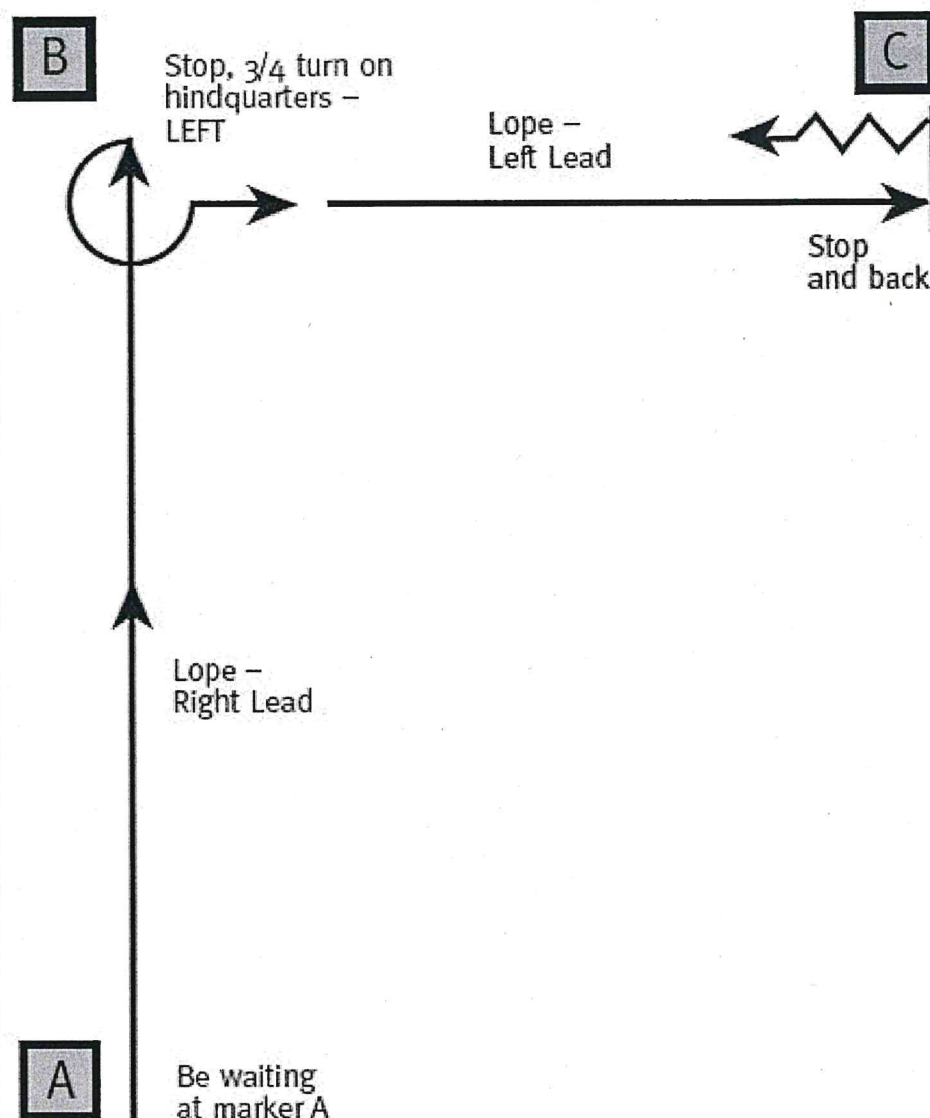
Return to lineup at the jog or exit arena at the jog.



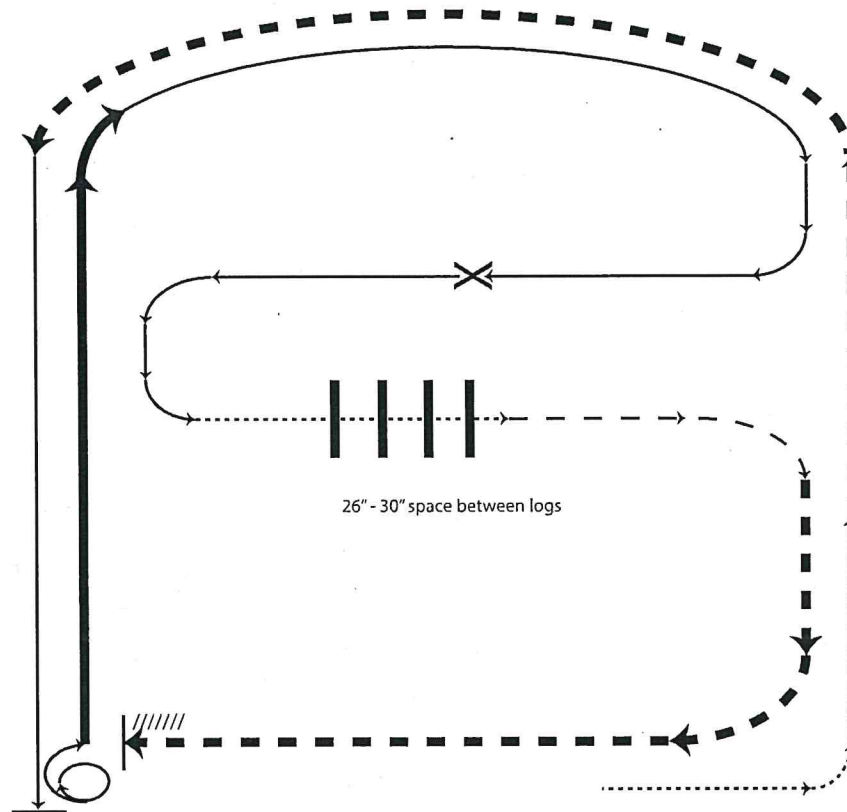
This pattern may only be used for:

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

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



RANCH RIDING – 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