

ALL
A/H/A

Showmanship

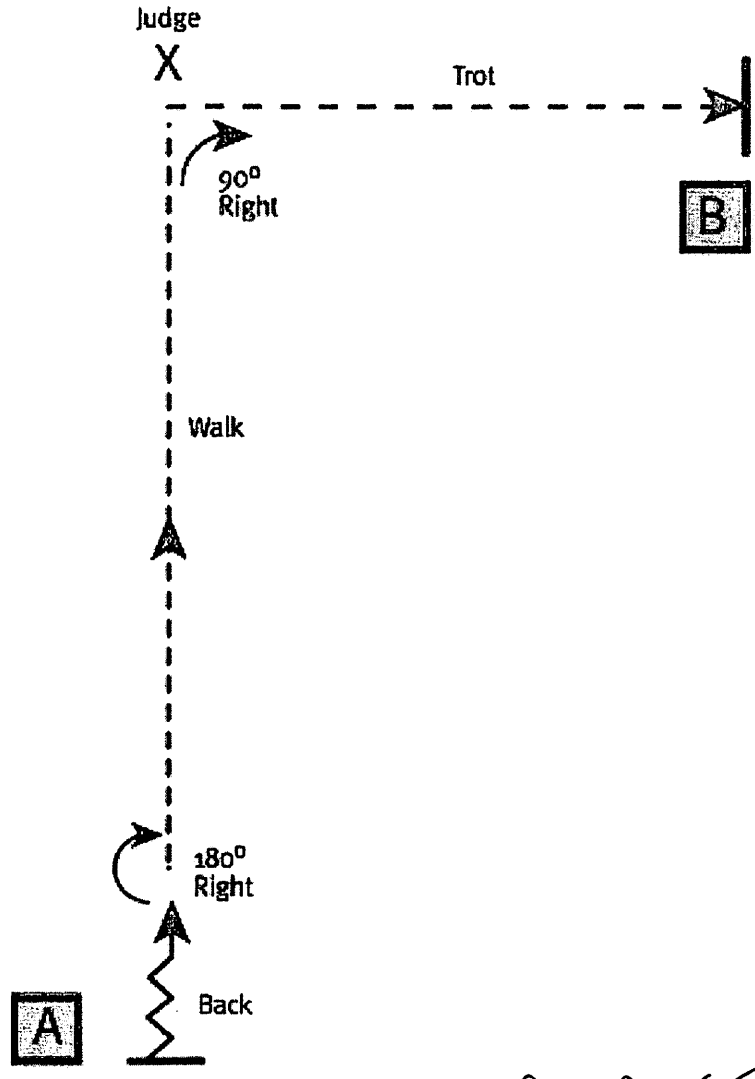
PATTERN H • LEVEL 1

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.

102.

- Be ready at marker A.
- Back four steps at marker A.
- Perform a 180-degree turn.
- Walk to the judge and set up for inspection.
- When dismissed perform a 90-degree turn and trot to marker B.
- Stop at marker B.
- Return to lineup as directed by the ringmaster or exit at the trot.



	Stop / Halt
	Center
	Trot
	Walk
	Back
	Marker
	Lineup

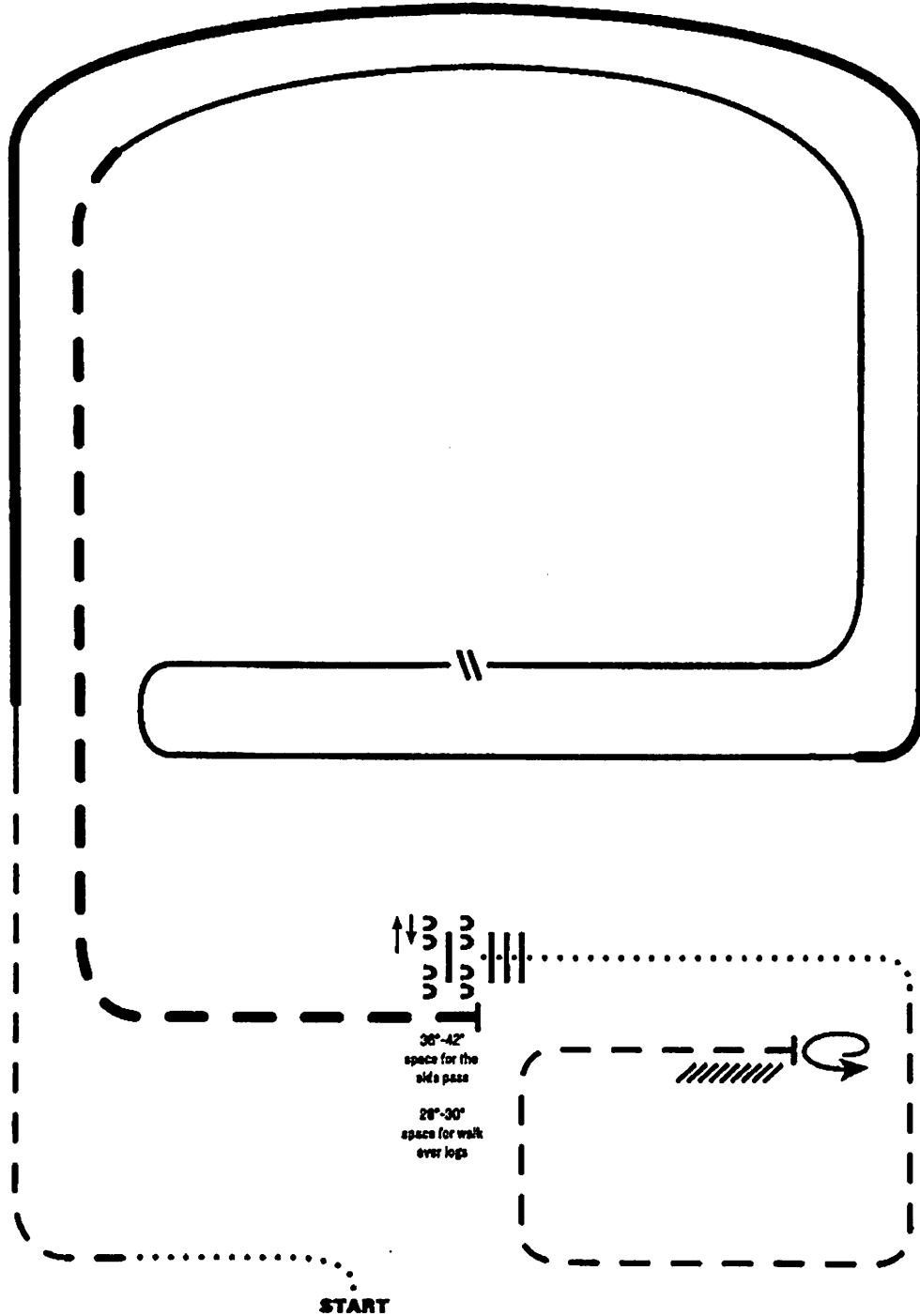
CLASSES
101
102
103
103a

RANCH RIDING - PATTERN 4

#180
#181

LEGEND

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



1. Walk
2. Trot
3. Extended lope right lead
4. Lope right lead
5. Change leads (simple or flying)
6. Lope left lead
7. Extended trot
8. Stop, side pass left, side pass right, 1/2 way
9. Walk over logs
10. Walk
11. Trot square
12. Stop, 360° turn left, and back

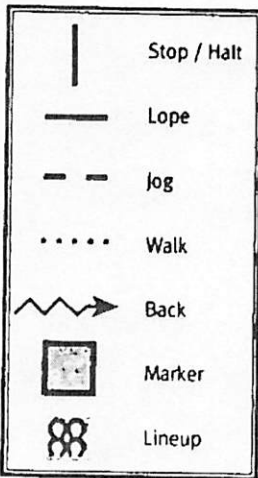
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Western Horsemanship

LEVEL 2 • PATTERN CC • Tests 1,2,3,6,8,10

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.



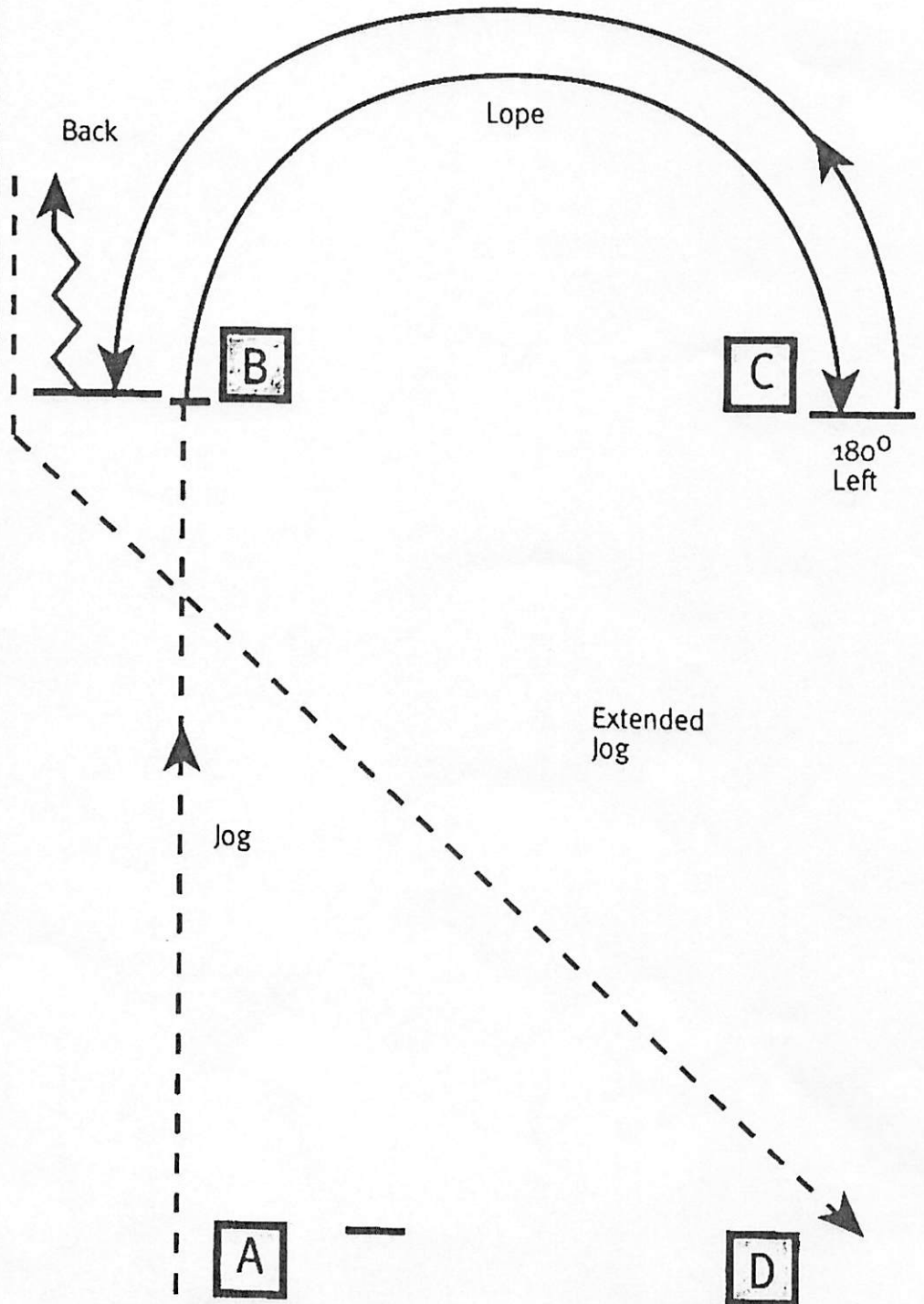
This pattern may only be used for:

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

This pattern may NOT be used for:

- 13 & Under

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

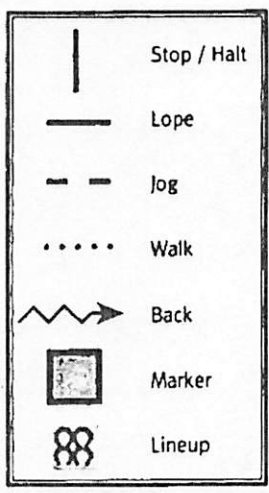


Western Horsemanship

LEVEL 2 • PATTERN GG • Tests 1,2,3,4,8,10

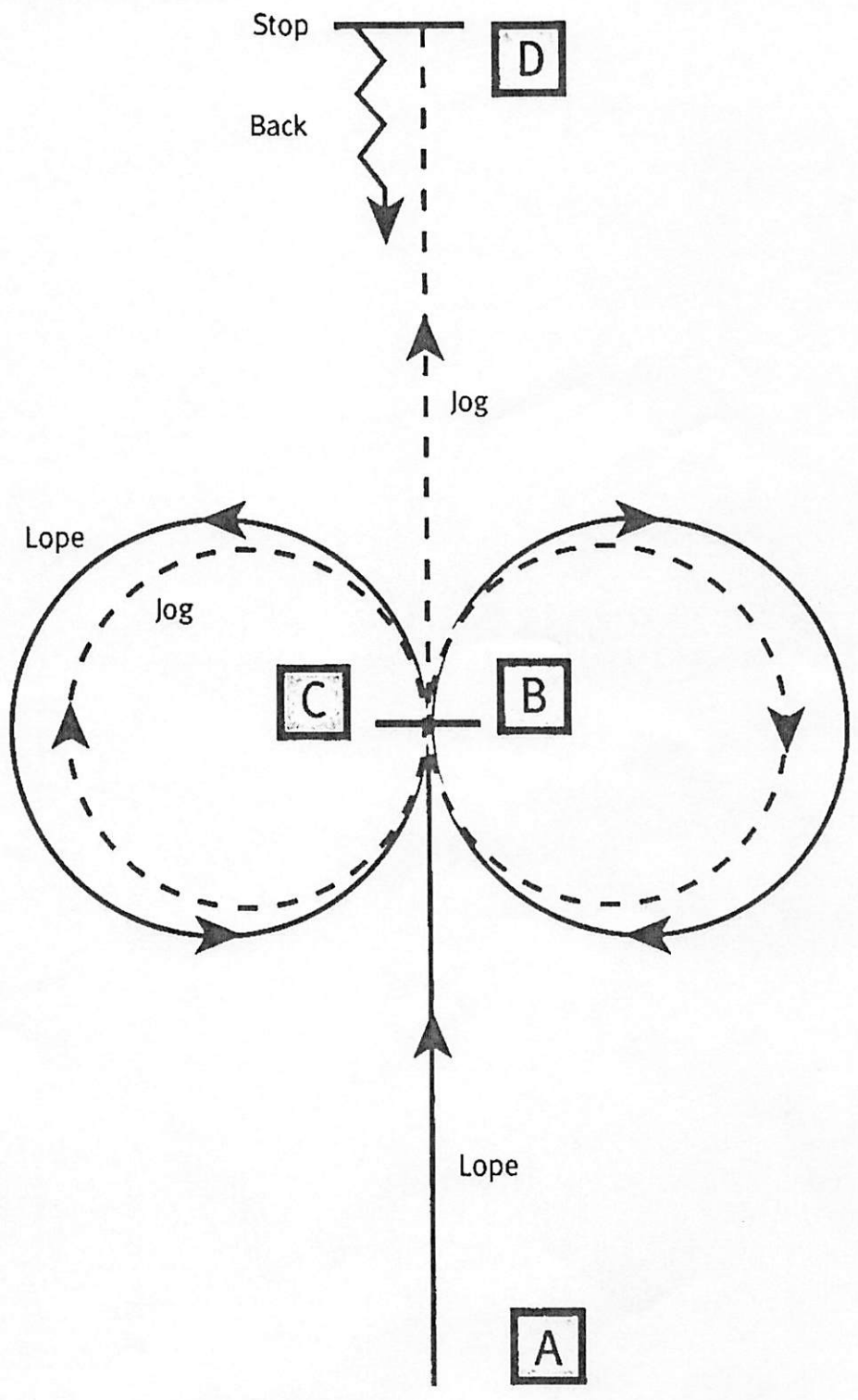
The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena to best exhibit their horses.

- Be ready at marker A.
- Lope on the left lead to marker B.
- Continue at the lope and lope a figure eight beginning to the left, demonstrating a simple change of lead (walk or jog). Stop.
- Drop your stirrups and jog a figure eight beginning to the left. Extend the jog to marker D. Stop.
- Pick up stirrups. Back ten feet.
- 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

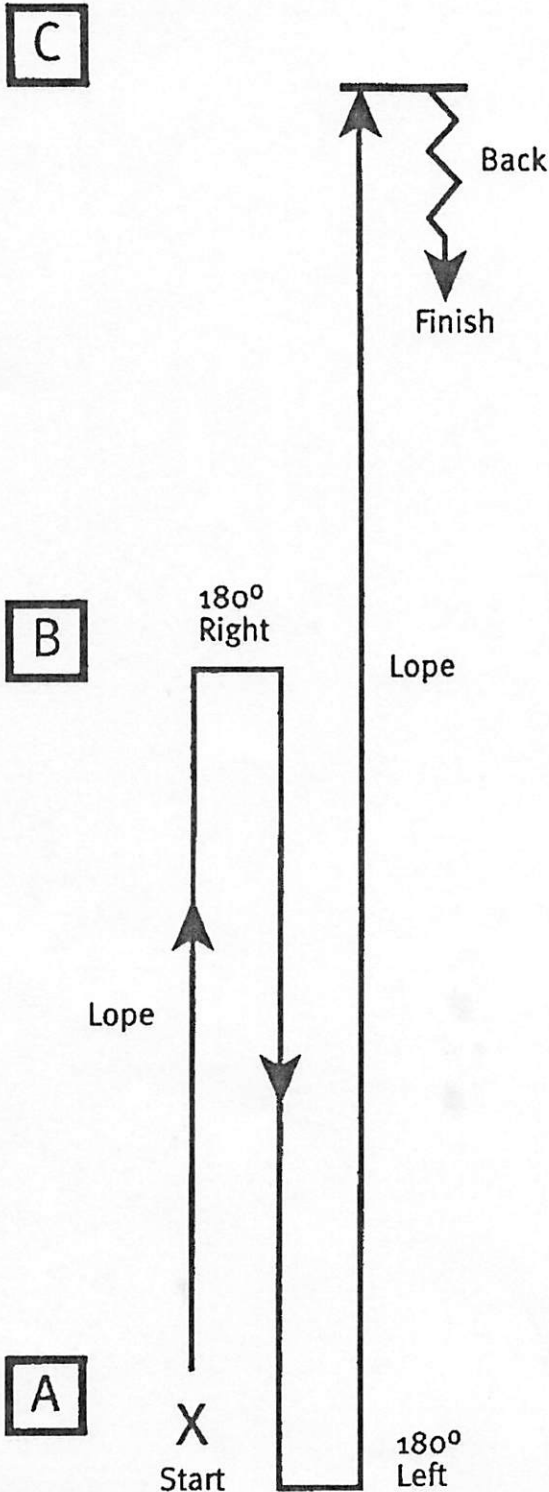
If used at a Regional or National Show, pattern may not be run from the lineup.



Western Horsemanship

LEVEL 1 • PATTERN A

*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.

Starting at Marker A, lope left lead to Marker B. Stop.

At Marker B, turn 180-degrees on hindquarters right.

Lope right lead to Marker A.

Stop at Marker A, and turn 180-degrees on hindquarters left.

Lope left lead to Marker C.

Stop at Marker C and back approximately ten feet.

After completing pattern, jog to far end of arena and form a new line or exit arena at the jog.

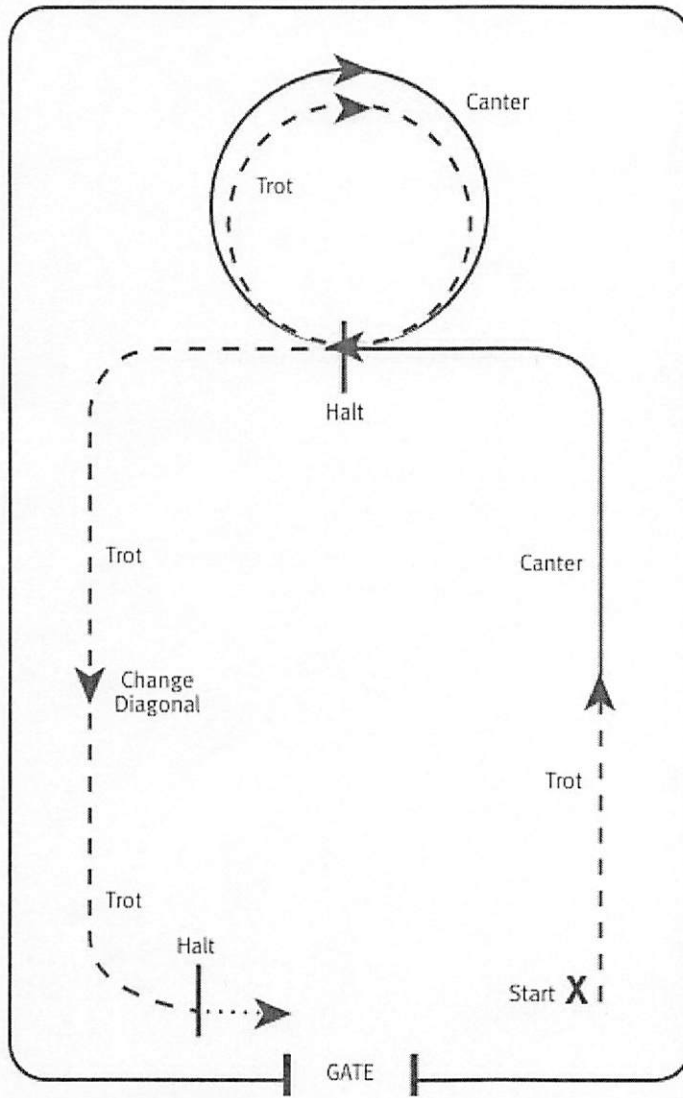
	Stop / Halt
—	Lope
- -	Jog
.....	Walk
~ ~ ~ ~ ~	Back
□	Marker
∞ ∞	Lineup

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.

Hunter/Jumping Seat

LEVEL 3 • PATTERN SS



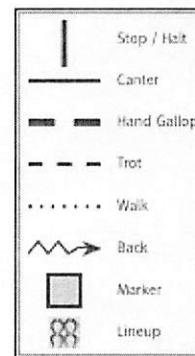
Walk to the starting point.

Drop stirrups and pick up the trot on the correct diagonal.

Approximately one third down the rail, pick up the canter on the correct lead and proceed to the middle of the arena. Halt. Pick up stirrups.

Canter one circle to the right on the correct lead. Transition to a trot and trot a circle to the right on the correct diagonal. Continue trotting, change diagonals at the end of the second circle and continue down the rail demonstrating an additional change in diagonal. 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:

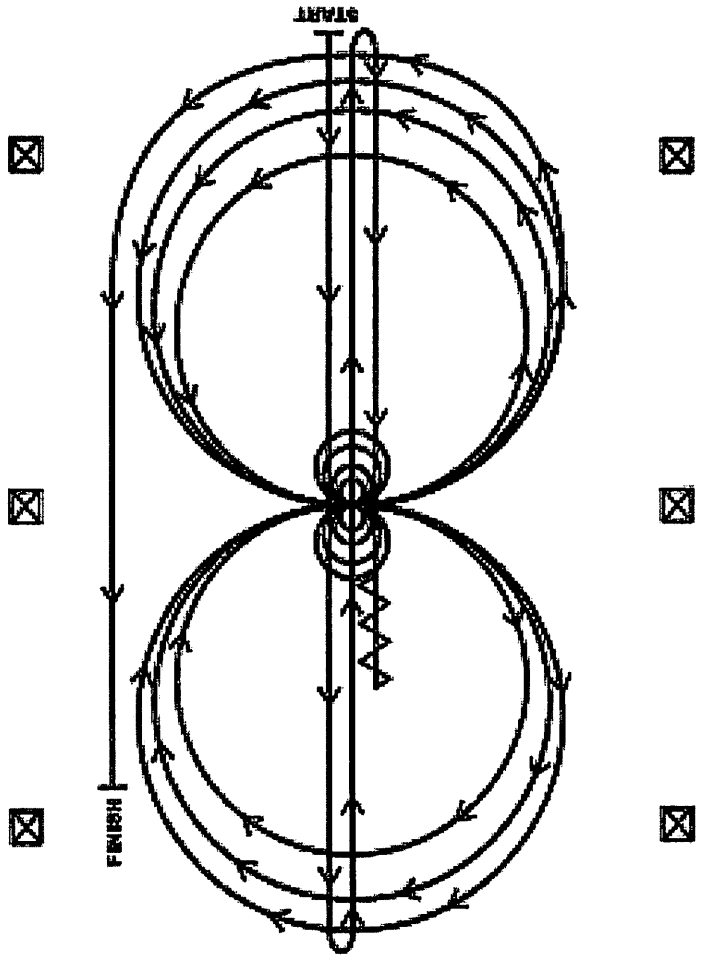
- 13 & Under
- 14 & Under

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

175. HSE Jackpot

All with Reins

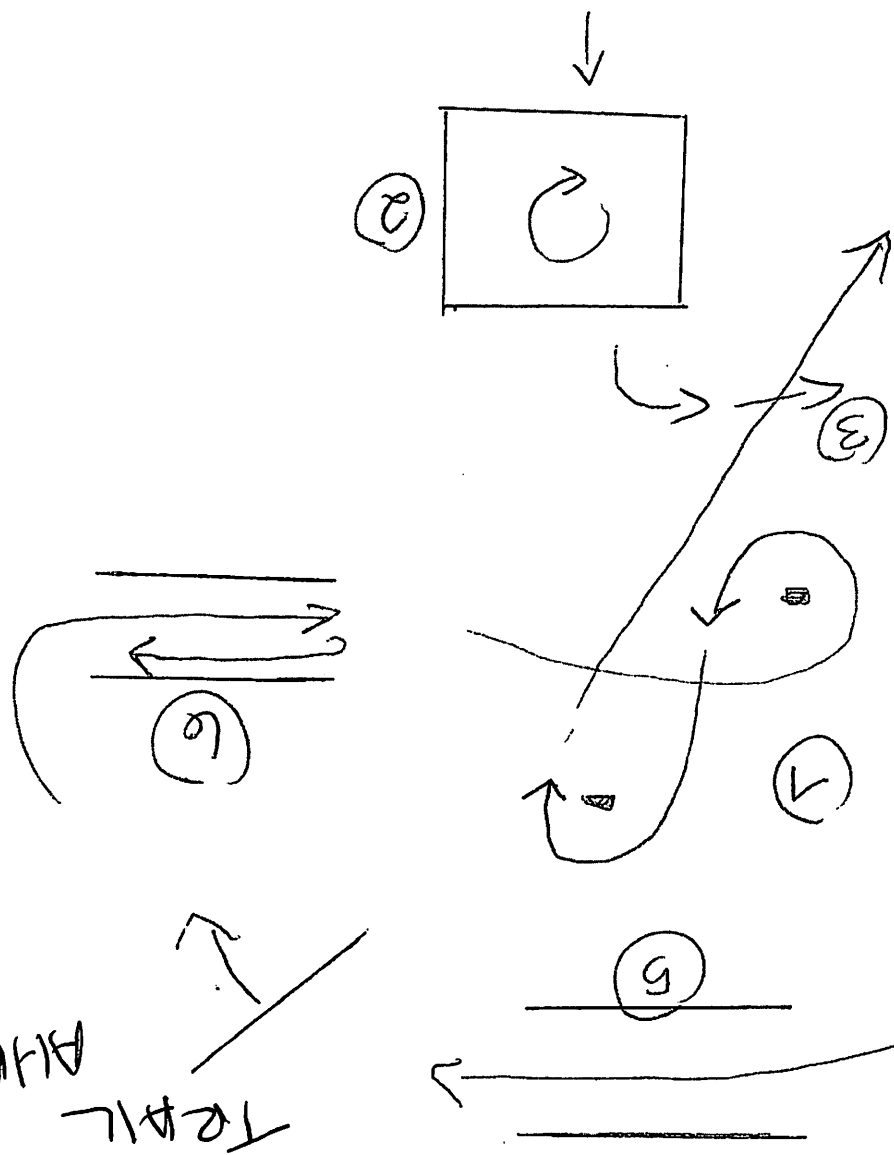
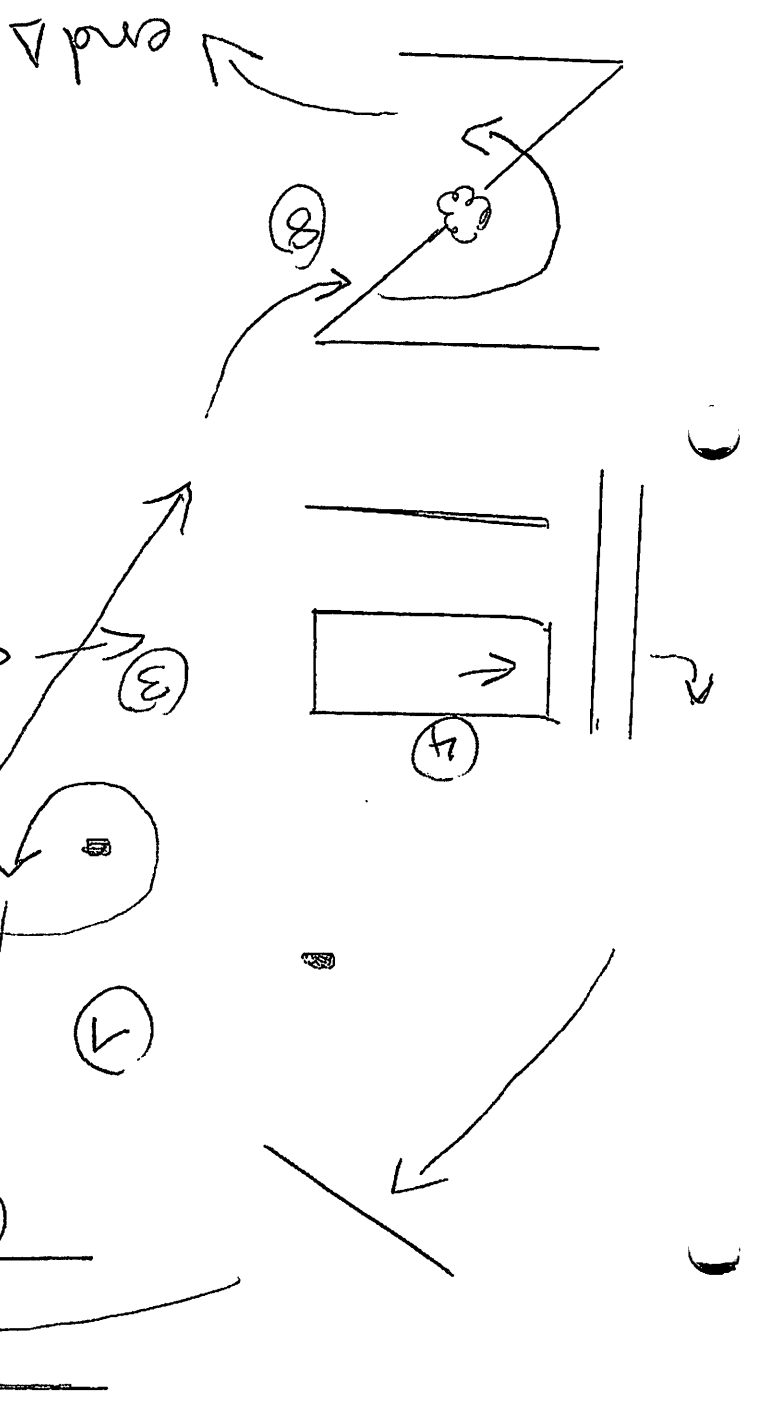
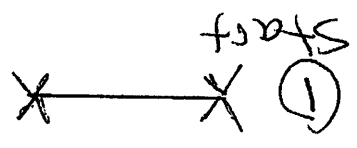
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten 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 left lead, 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.



CLASSES

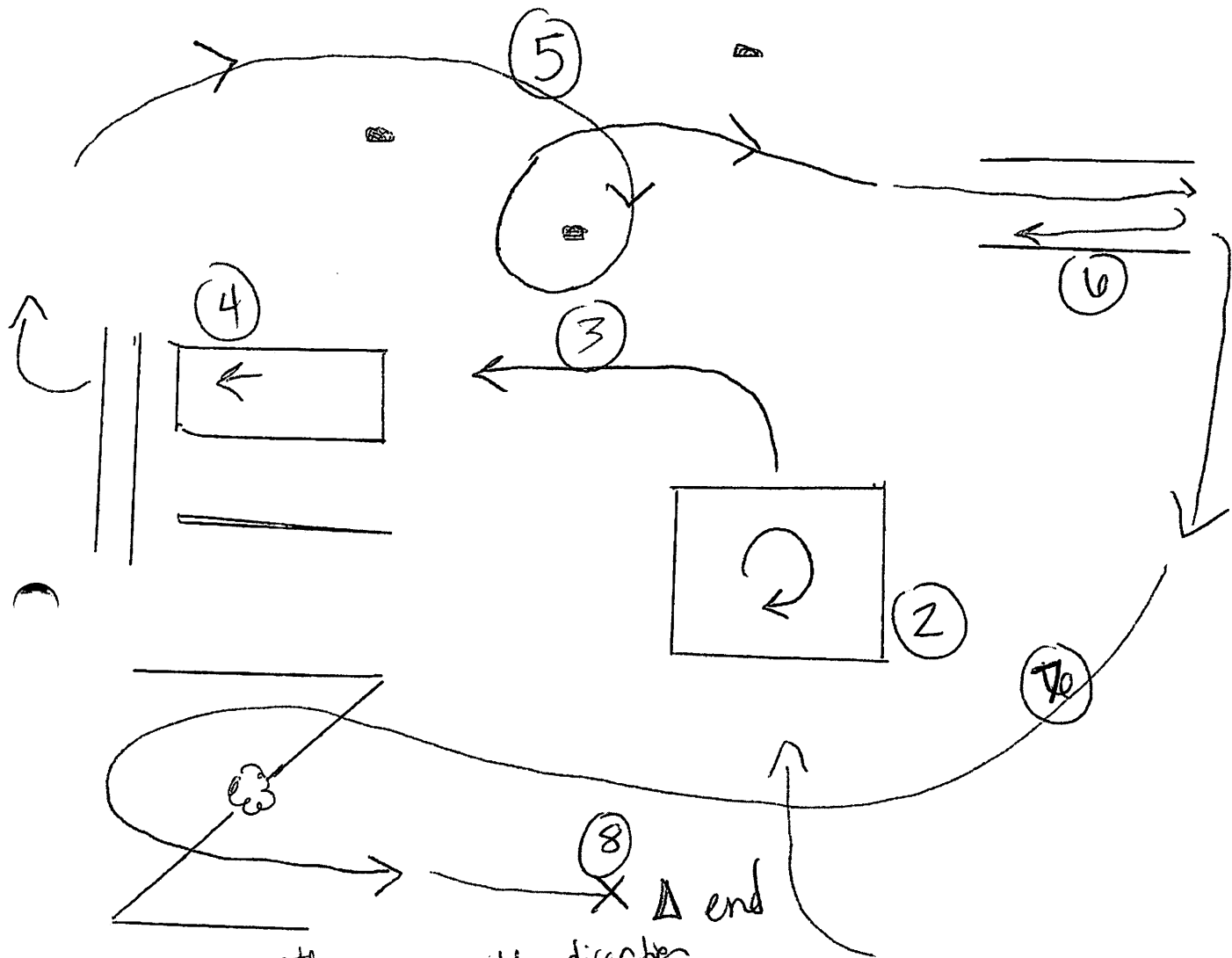
190	191	192	193
ALL	1h-Hand	Trail	AHA Snow

1. Right hand push gate
2. Walk into box, 360 Right
3. Walk out of box, feet to bridge
4. Walk over bridge and 2 poles
5. Feet over and between poles
6. Feet into chute, back, walk out
7. Feet over
8. Walk poles out @ curve



TRAIL
AHA

TRAIL
AHA



1. Walk thru gate
2. Jog into box, 360° turn either direction
3. Walk out of box to bridge
4. Walk over bridge and poles
5. Jog cones in to chute, halt
6. Back chute
7. jog poles
8. halt

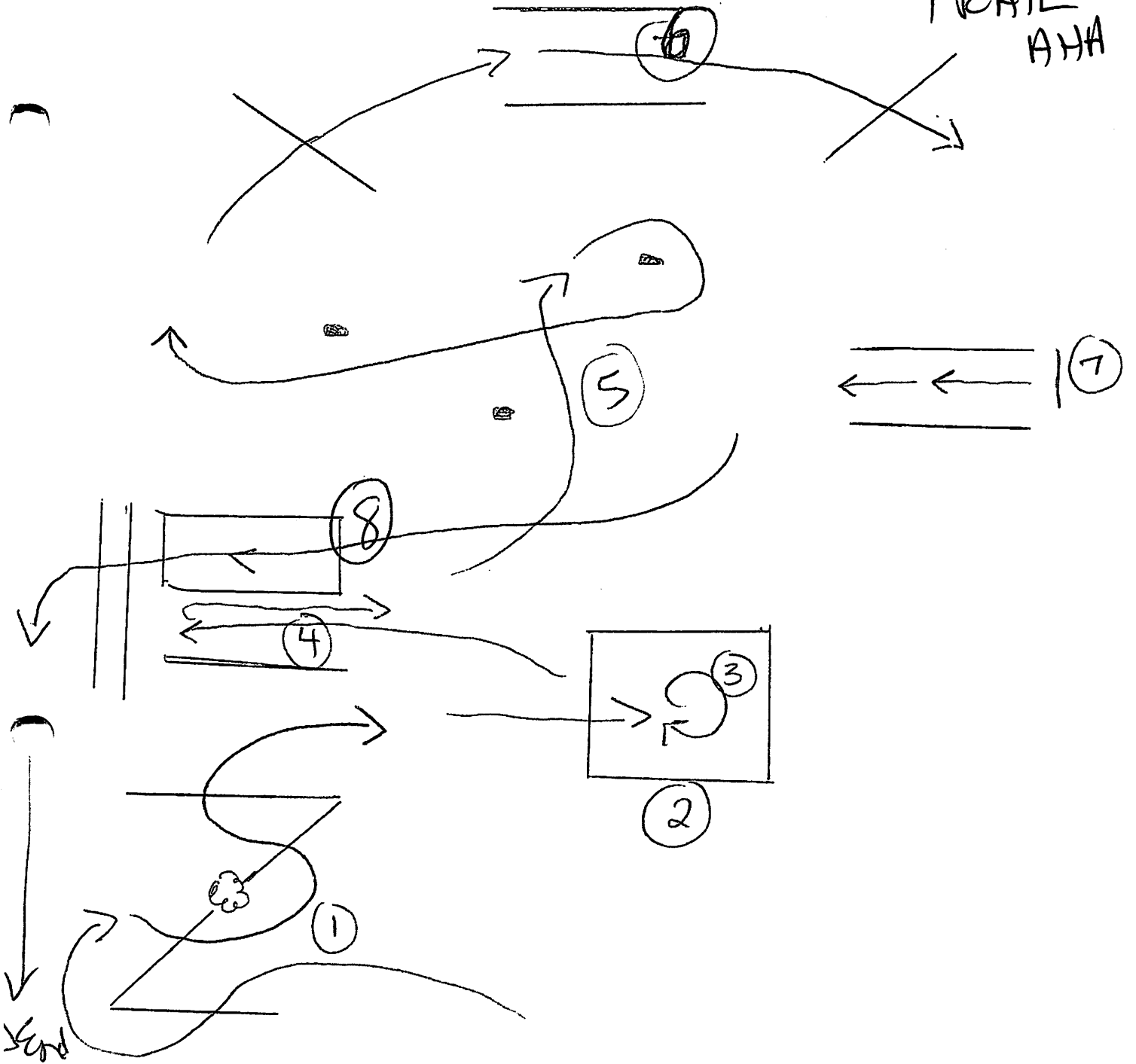
① ~~X~~ ← ~~X~~
Start Walk thru

CLASSES

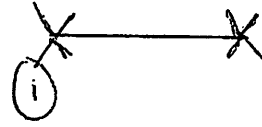
194
195

Walk
Trot
AHA
Shaw

TRAIL
AHA



1. jog poles
2. jog into box, halt △ Start
3. 360° turn Right
4. Walk out into chute, back out
5. Jog away
6. Lope right hand over through poles
7. halt, side pass right between pole
8. Jog to Kurd
9. walk over Kurd + poles



C LASSES

196	200	
197	201	AHA
198	202	W/T/C
199	203	classes
	204	
	205	

