

# Showmanship

## PATTERN B • 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.

Be ready at marker A.

Walk from marker A to marker B.

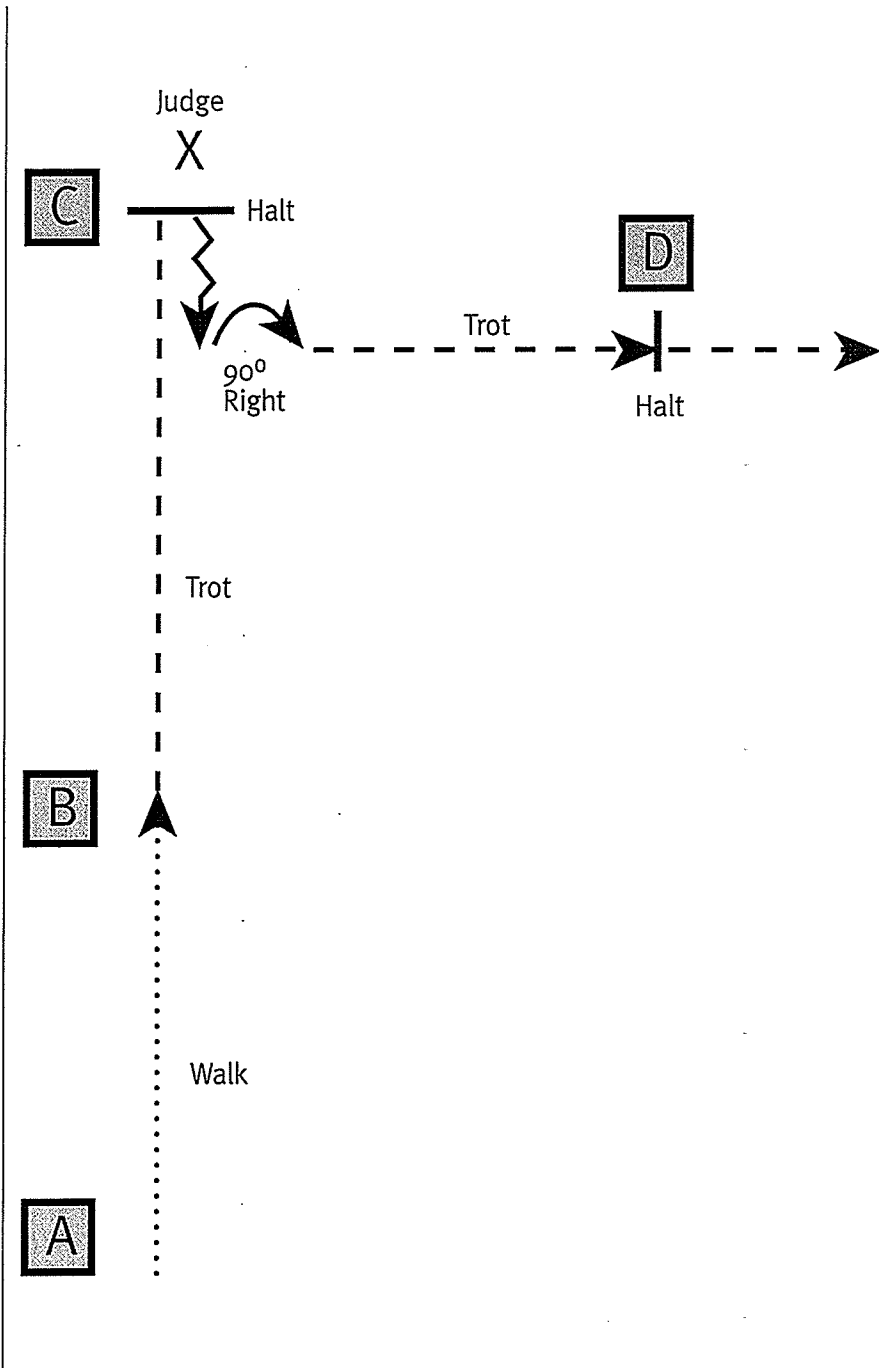
Trot from marker B to marker C.

Stop at marker C and set up for inspection.

When dismissed, back four steps.

Perform a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup as directed by the ringmaster or exit at the trot.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

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- 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 from marker A to marker B.

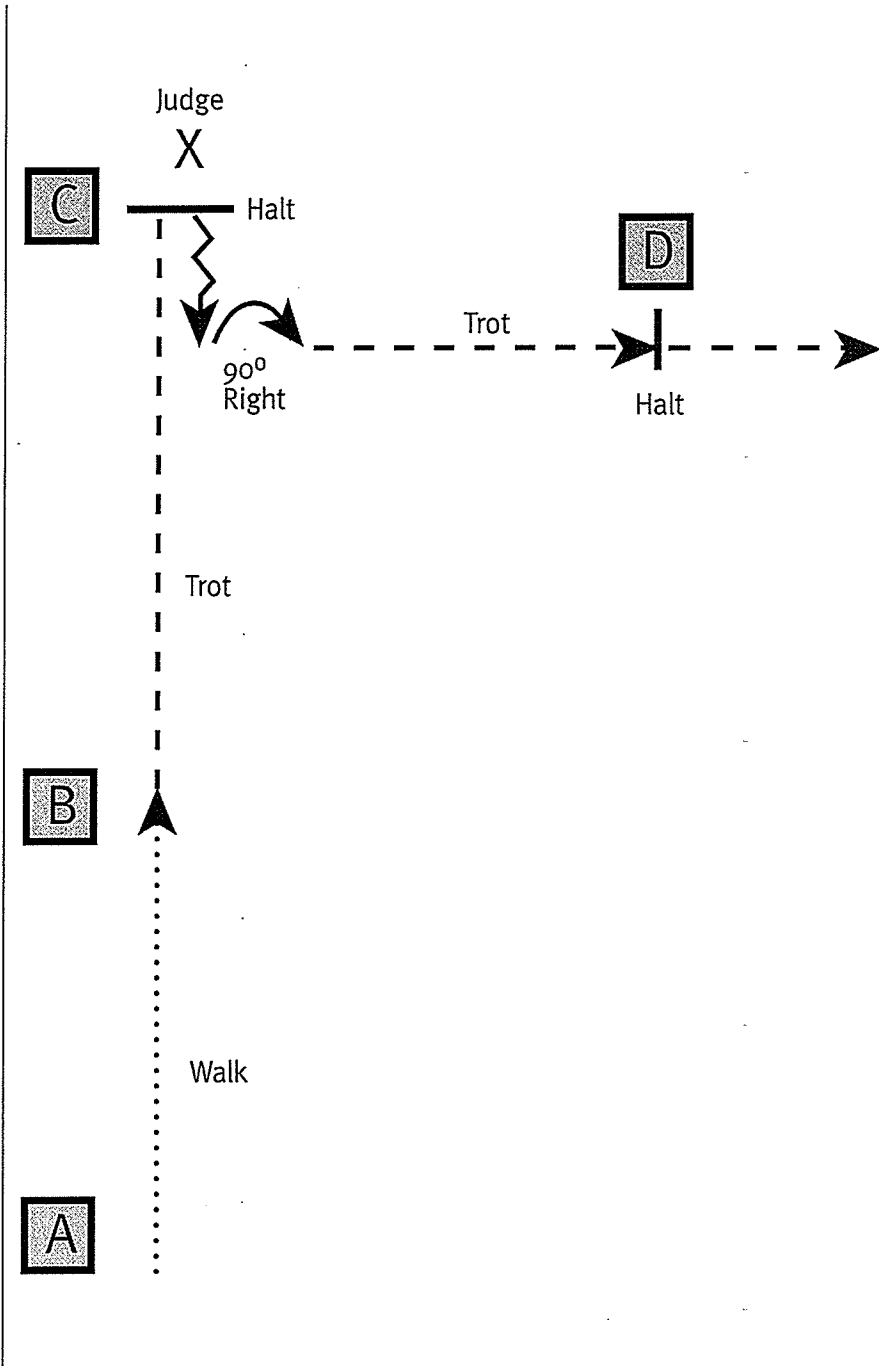
Trot from marker B to marker C.

Stop at marker C and set up for inspection.

When dismissed, back four steps.

Perform a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup as directed by the ringmaster or exit at the trot.



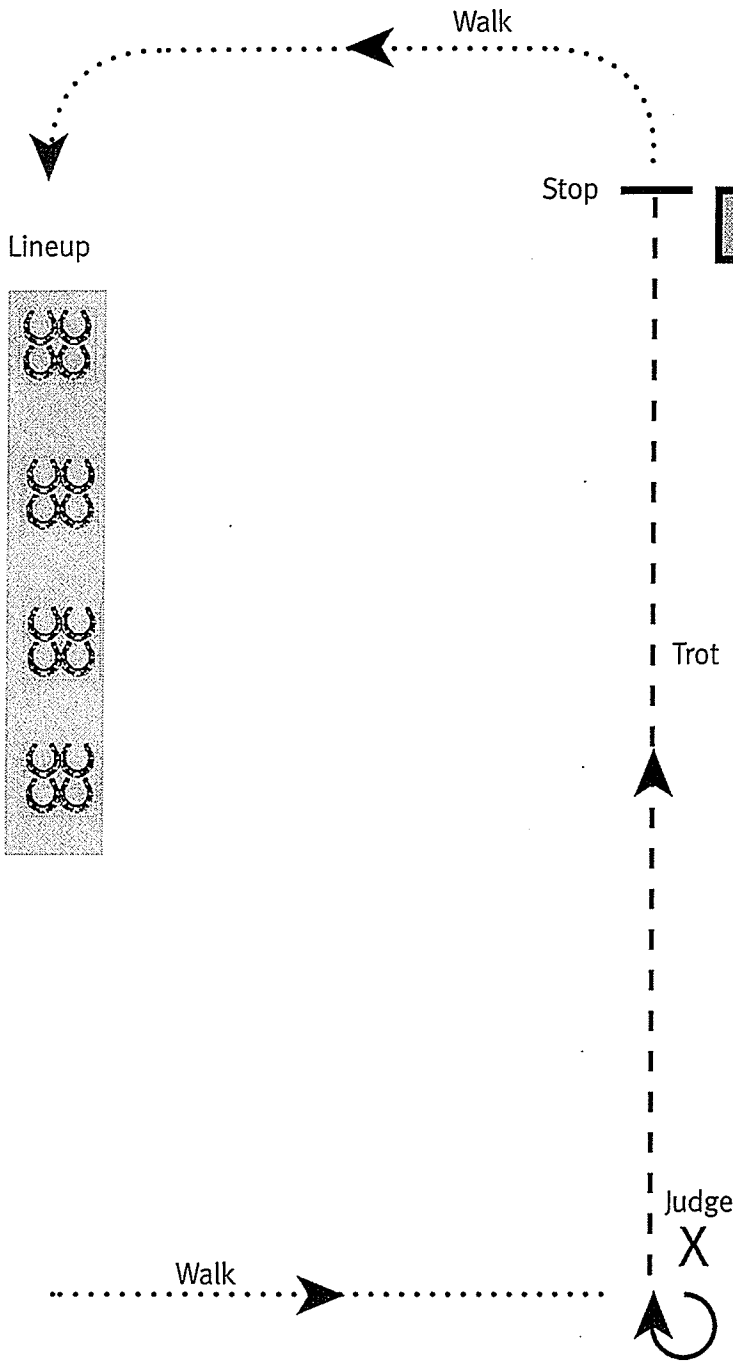
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- 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

## PATTERN A • LEVEL 1

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



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

# Western Horsemanship

## LEVEL 1 • 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.

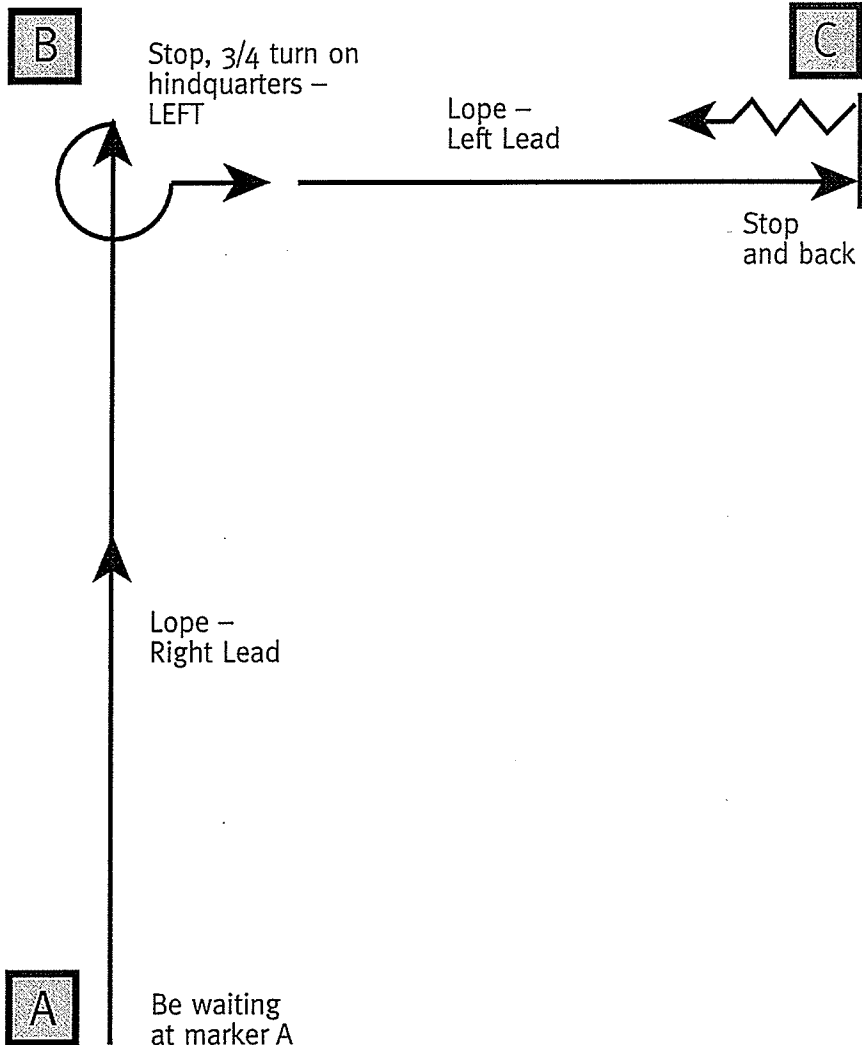
Lope right lead to marker B.  
Stop.

Execute a 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.



	Stop / Halt
—	Lope
- -	Jog
.....	Walk
↔	Back
■	Marker
🐎	Lineup

This pattern may only be used for:

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

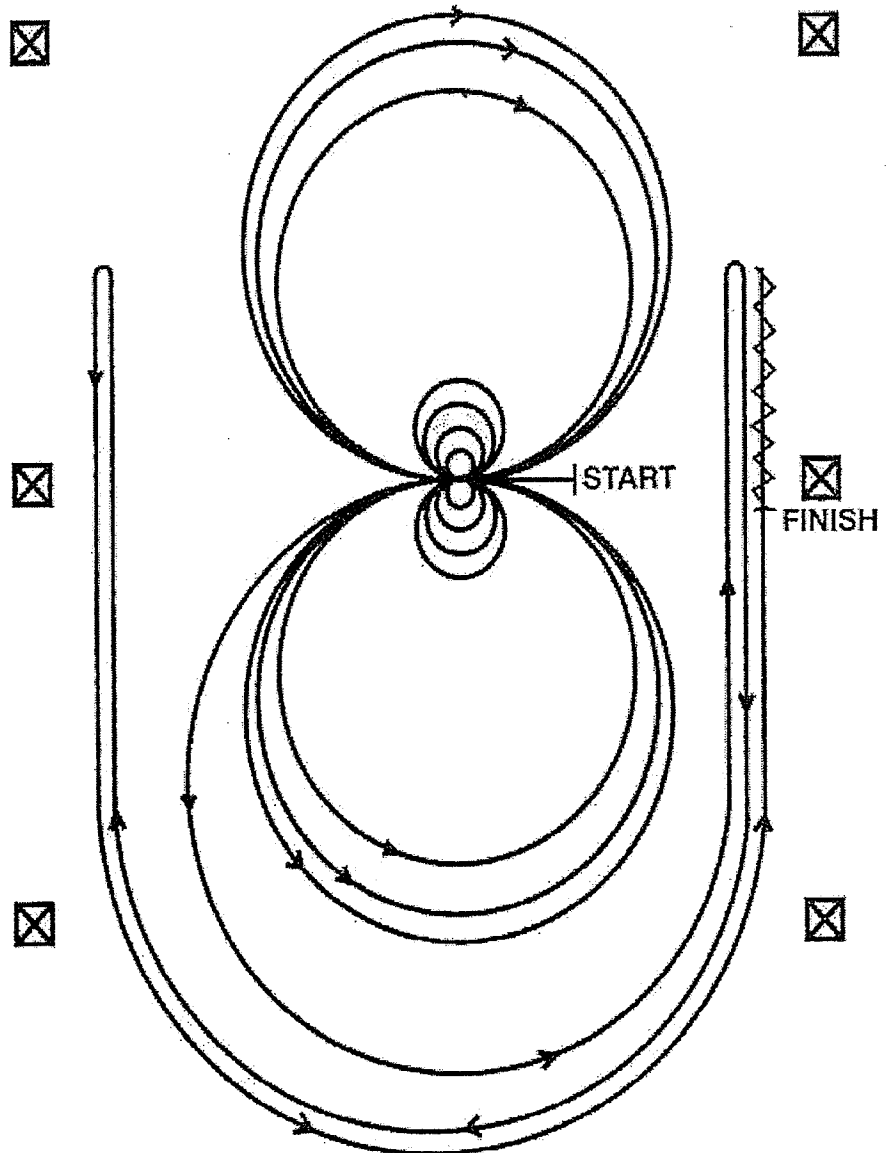
If used at a Regional or National Show, pattern may not be run from the lineup.

# Reining Seat

## PATTERN 6

Horses may walk or jog to the center of arena. 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 fast 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.



# Western Horsemanship

## LEVEL 1 • PATTERN F • Tests 1,2,3,4

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 from marker A to marker B.

Lope a circle on the right lead.

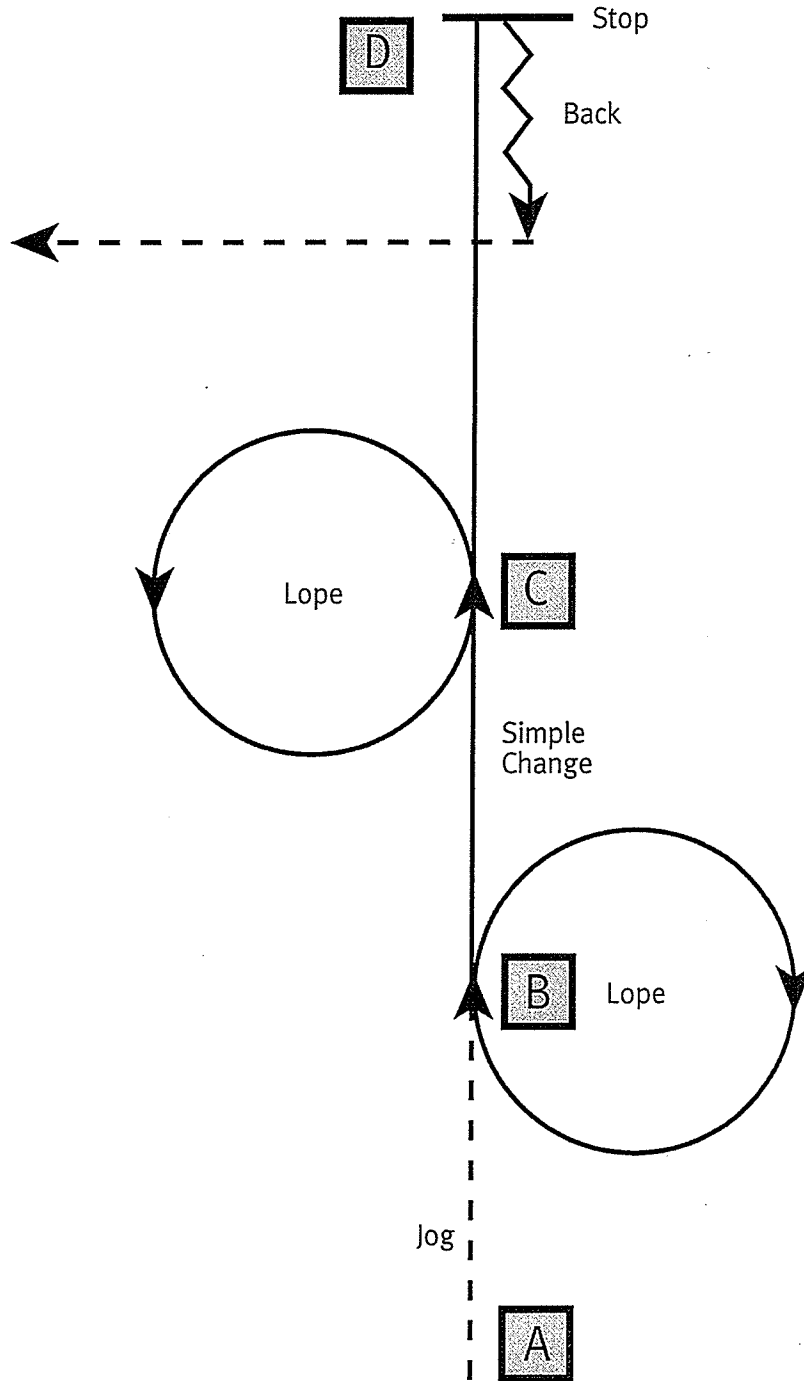
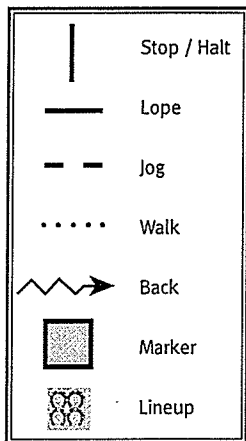
Continue out of the circle at a lope and simple change (walk or jog) to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

Stop and back ten feet.

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



This pattern may only be used for:

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- 18 & Under
- 19 & Over

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

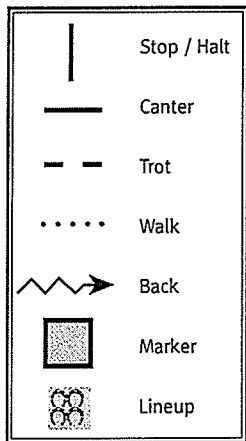
# Saddle Seat

## 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.

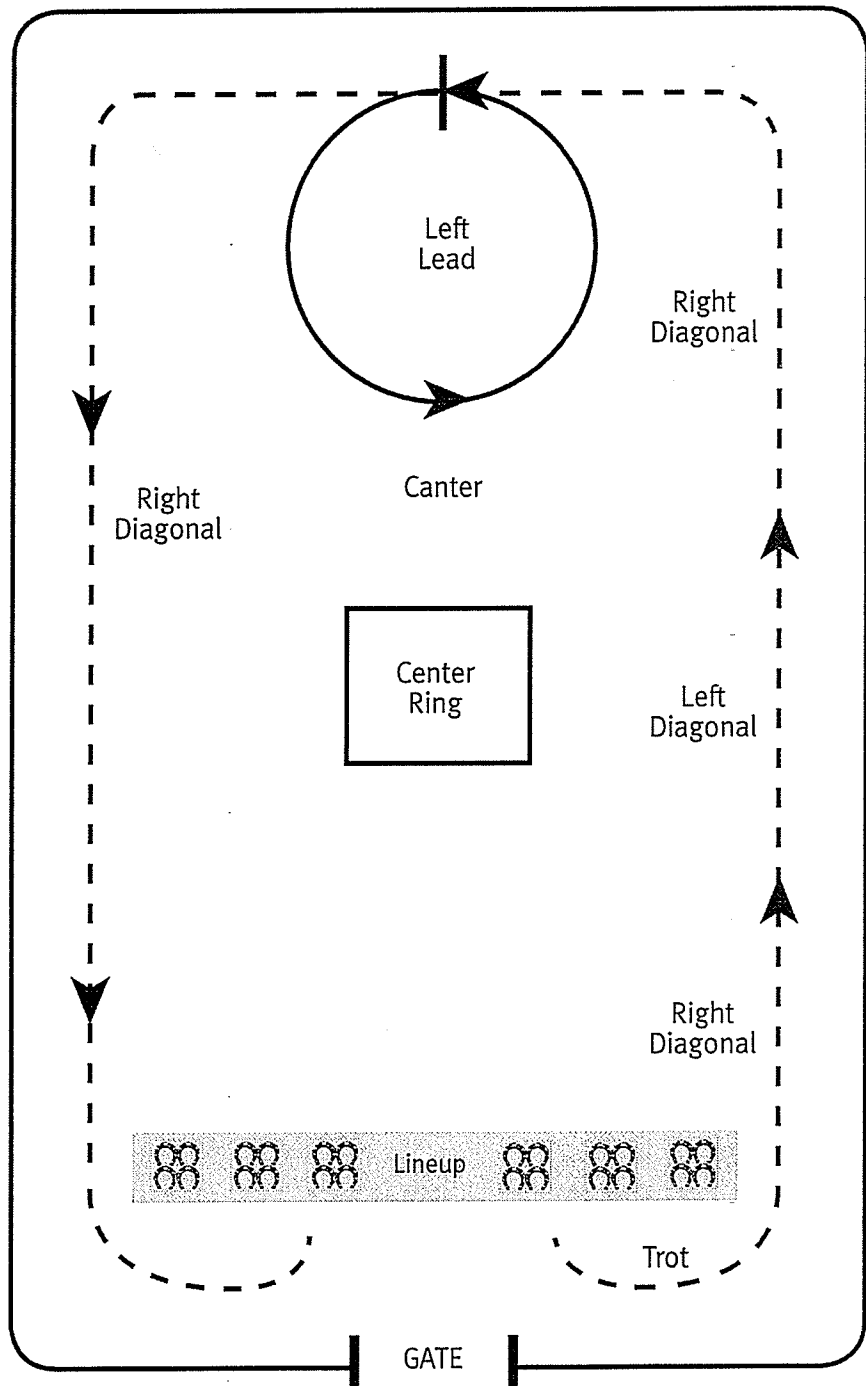
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



This pattern may only be used for:

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

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



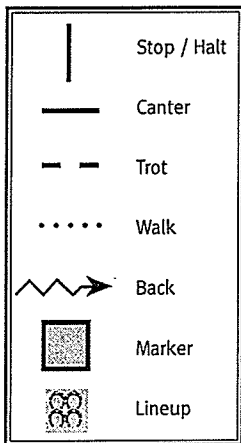
# Hunter/Jumping Seat

LEVEL 1 • PATTERN D • Tests 1,2,5

Enter arena at a walk and turn to the right. Hand gallop down rail on the correct lead.

Halt at end.

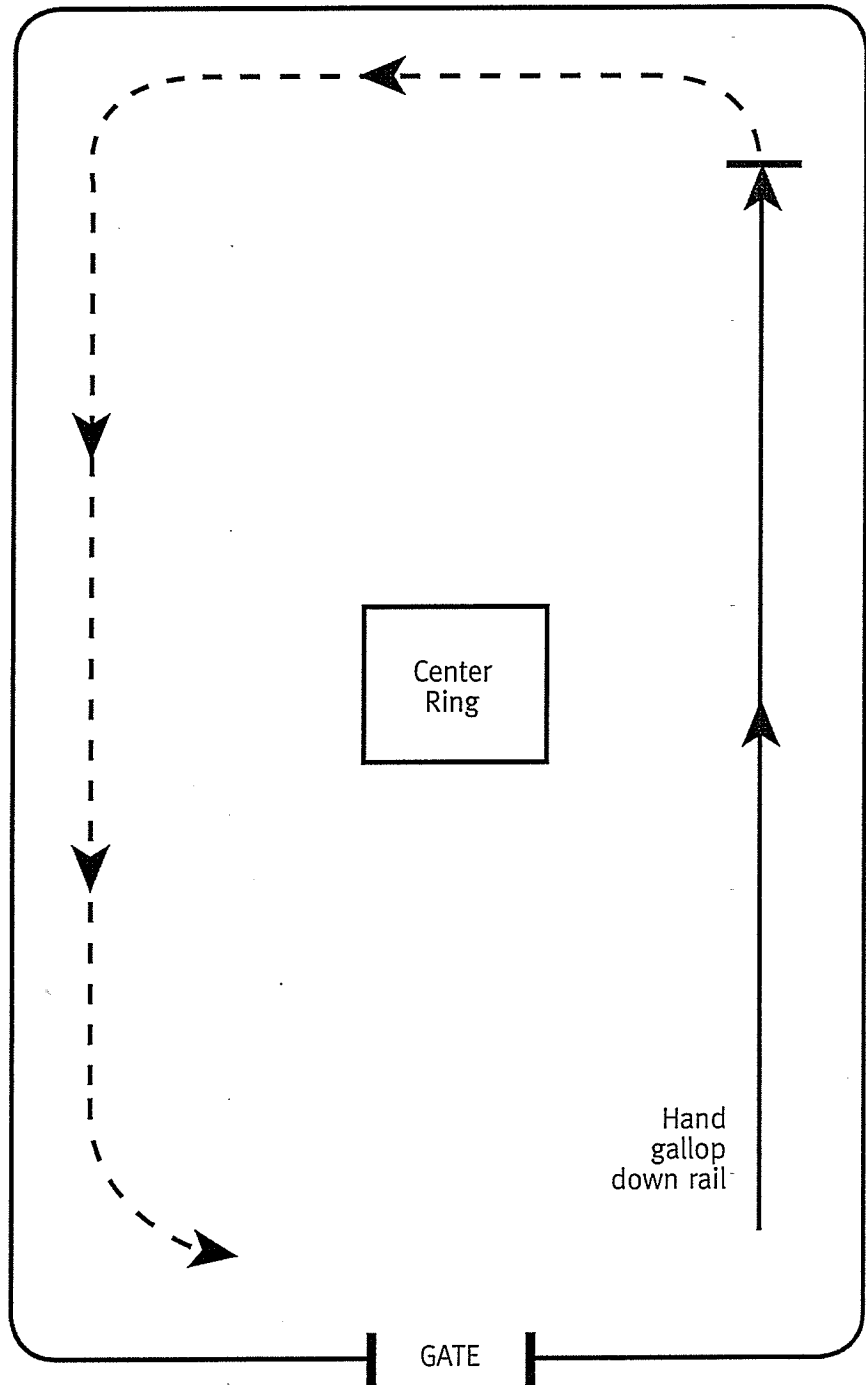
Trot around end of ring beginning on the correct diagonal and execute two changes of diagonal to the gate end. Line up or exit at a walk.



This pattern may only be used for:

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

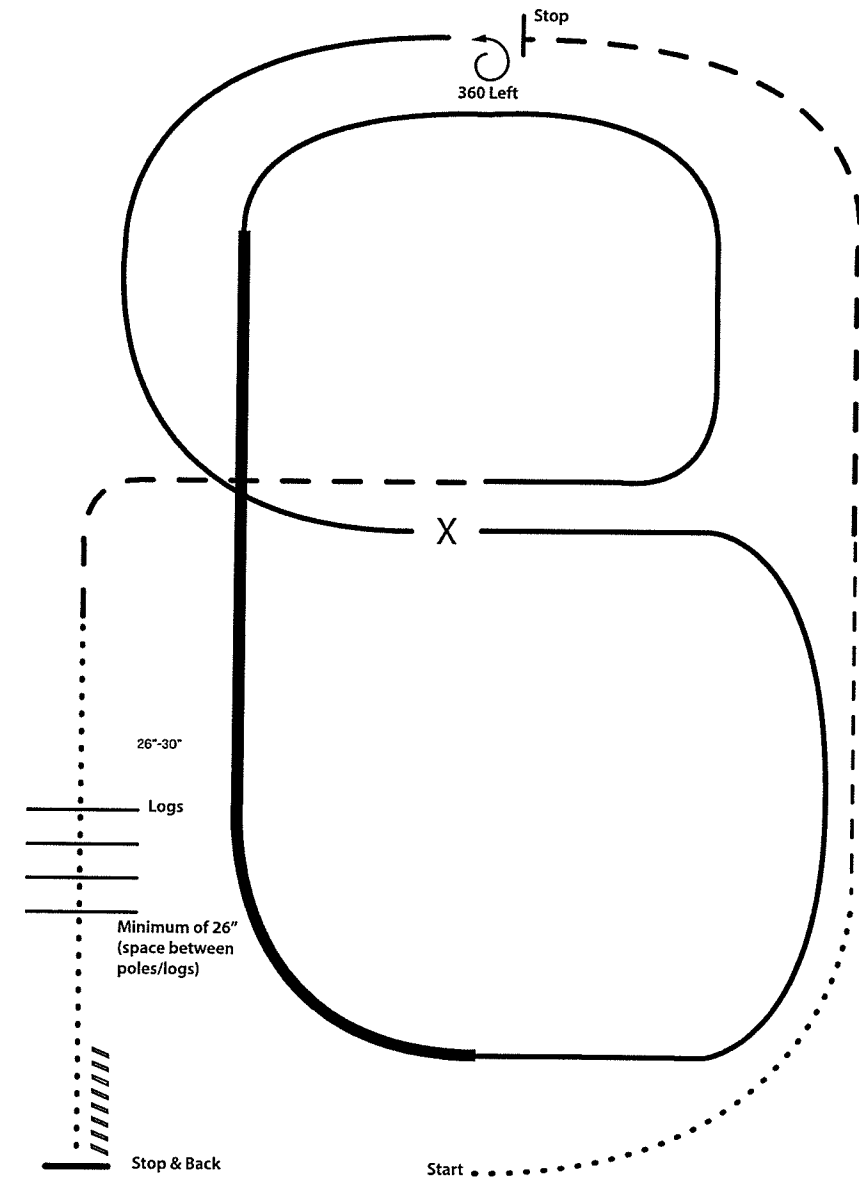
If used at a Regional or National Show, pattern may not be run from the lineup.





# RANCH RIDING - PATTERN I

Purebred & Half Arabian  
Open



- X Lead Change
- Walk
- - Trot
- - - Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the 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

# Western Horsemanship

## LEVEL 1 • PATTERN B • Tests 1,2,3,6

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Be ready at marker A.

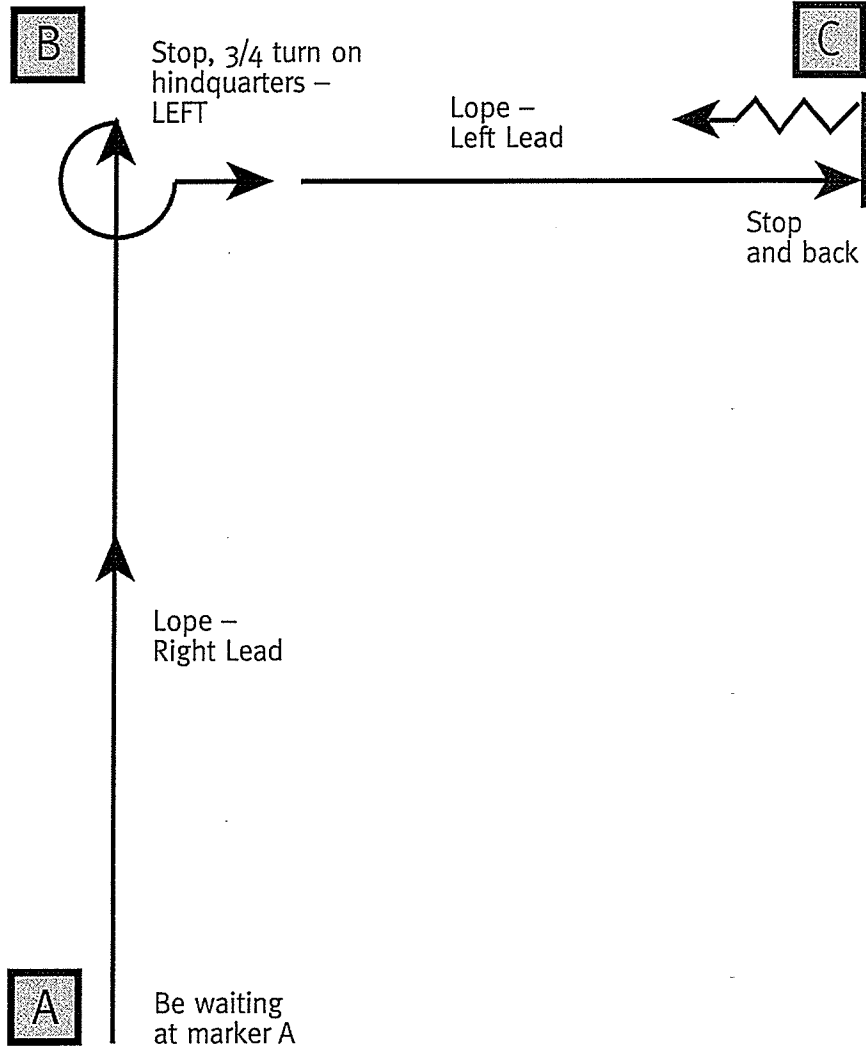
Lope right lead to marker B.  
Stop.

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.



	Stop / Halt
—	Lope
- -	Jog
.....	Walk
↔	Back
■	Marker
⊞	Lineup

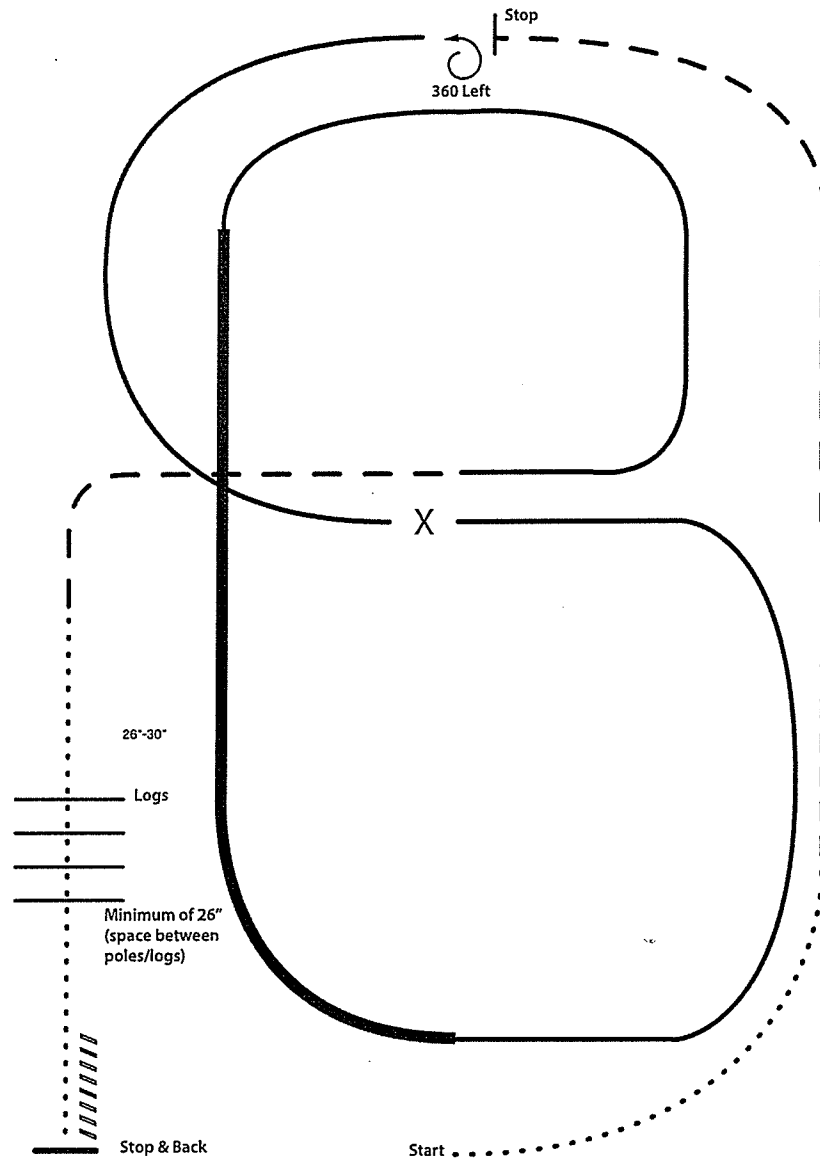
This pattern may only be used for:

- 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 I

Classes 120, 153



- X Lead Change
- Walk
- - Trot
- - - Ext Trot
- Lope
- Ext Lope
- //// Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena ,stop
4. 360 degree turn to the 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