



## CLASS PATTERNS

### EQUITATION

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<b>019</b>		<b>Dressage Seat Equitation AHA Medal JTR 18 &amp; Under</b>
148	\$18	Hunter Seat Equitation Not to Jump AHA® Medal JTR <b>Pattern B</b>
181	\$18	Reining Seat AHA® Medal JTR 18 & Under <b>Pattern 6</b>
118	\$18	Saddle Seat AHA® Medal JTR 18 & Under <b>Pattern F</b>

### SHOWMANSHIP

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138	\$18	Showmanship AATH 19 & Over <b>Pattern E</b>
140	\$18	Showmanship JTR 13 & Under <b>Pattern C</b>
139	\$18	Showmanship JTR 14-18 <b>Pattern E</b>
141	\$18	Showmanship Walk/Trot 10 & Under <b>Pattern C</b>

### WESTERN HORSEMANSHIP All Classes Pattern C

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155	\$18	Western Horsemanship AATR 19 & Over
170	\$18	Western Horsemanship AHA® Medal JTR 18 & Under
165	\$18	Western Horsemanship JTR 13 & Under
160	\$18	Western Horsemanship JTR 14-18

### RANCH HORSE Pattern 2

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100	\$18	Arabian Ranch Horse Riding
102	\$18	Arabian Ranch Horse Riding ATR
101	\$18	HA/AA Ranch Horse Riding
103	\$18	HA/AA Ranch Horse Riding ATR

### REINING

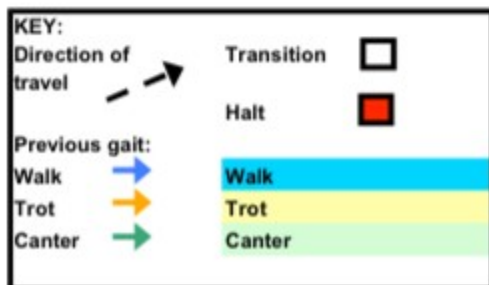
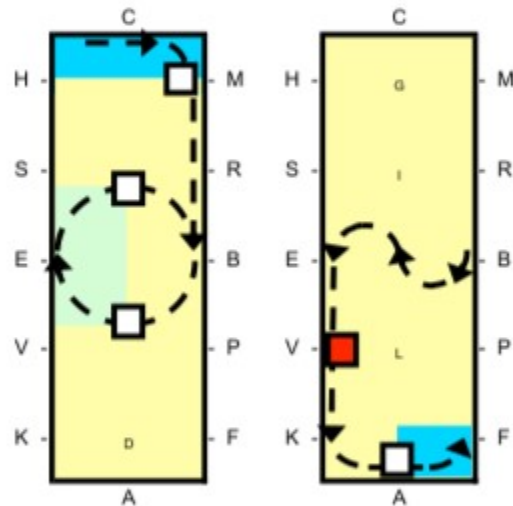
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182	\$18	Arabian Reining Horse <b>Pattern 6</b>
183	\$18	HA/AA Reining Horse <b>Pattern 8</b>
184	\$18	Arabian Reining Horse <b>Pattern 8</b>
185	\$18	HA/AA Reining Horse <b>Pattern 6</b>

## USEF Dressage Seat Equitation Individual Workouts

### Medium - Suitable for Semi-Finals and Finals No. 5:

- C Medium walk tracking right
- M Working trot
- B 20 m circle right
- Crossing centerline for the first time, working canter right lead
- Crossing centerline for the second time, working trot
- B Change direction through the circle (two  $\frac{1}{2}$  circles)
- E Straight ahead
- V Halt three seconds, proceed working trot
- A Medium walk.



# Hunter/Jumping Seat

## LEVEL 1 • PATTERN B • Tests 1,4,5

Sitting trot one half of the way to the centerpoint of the far end of the arena.

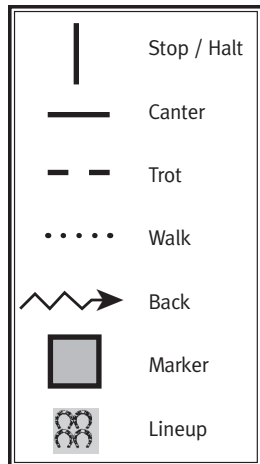
Post the second half on the left diagonal.

Canter a figure eight showing a simple change of lead.

Halt. Reverse and trot on the right diagonal to the corner of the arena. Halt.

Return to lineup or exit at a walk.

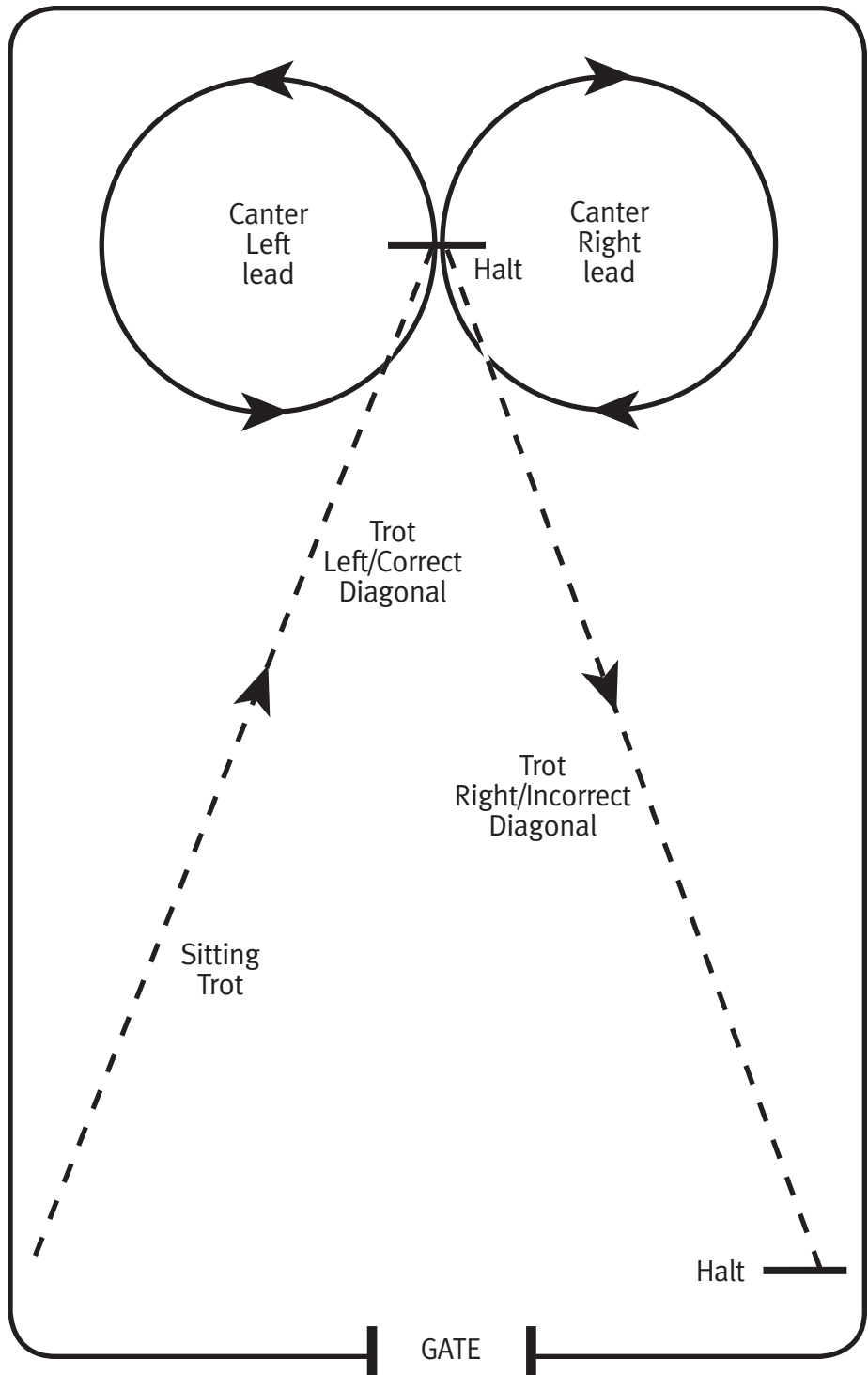
*“Right” in this pattern is utilized to indicate left or right not correct or incorrect.*



*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.*



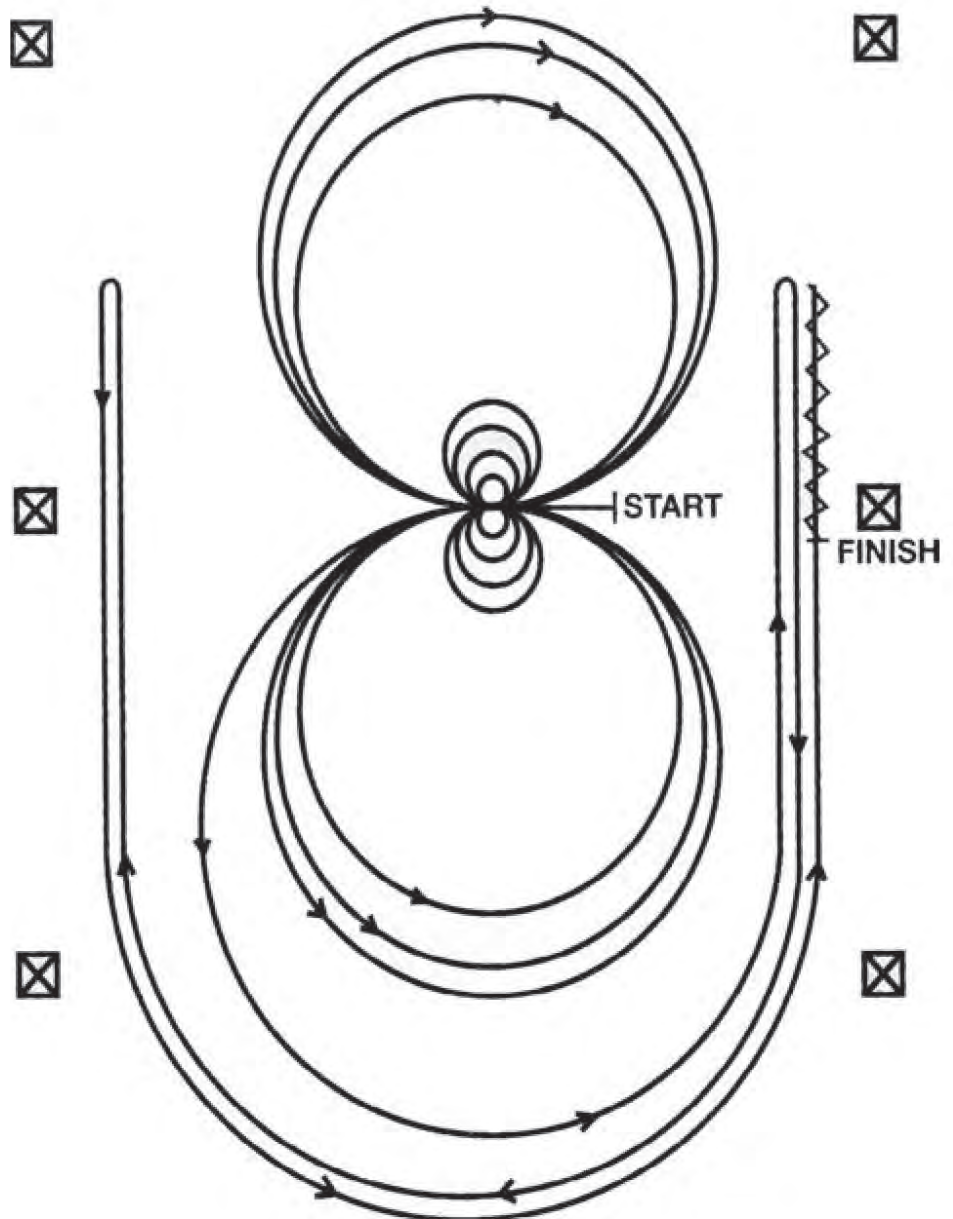
# Reining Seat

## PATTERN 6

181 AHA MEDAL  
 182 ARABIAN OPEN  
 185 HA/AA ATR

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.



# Saddle Seat

## LEVEL 2 • PATTERN E • Tests 3,6,11

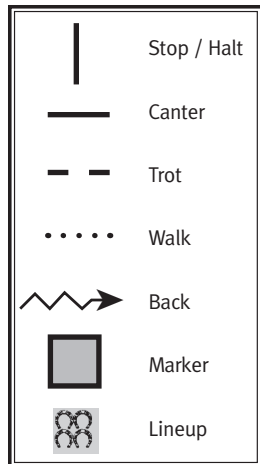
Enter the ring to the right at a trot.  
 Trot down the rail showing one change of diagonal. Begin on the left/incorrect diagonal.

Halt at the end of the rail.

Canter on the left lead to the midpoint of the turn and continue cantering executing a two loop serpentine down the center line. Halt.

Trot to the rail on the left diagonal.  
 Halt.

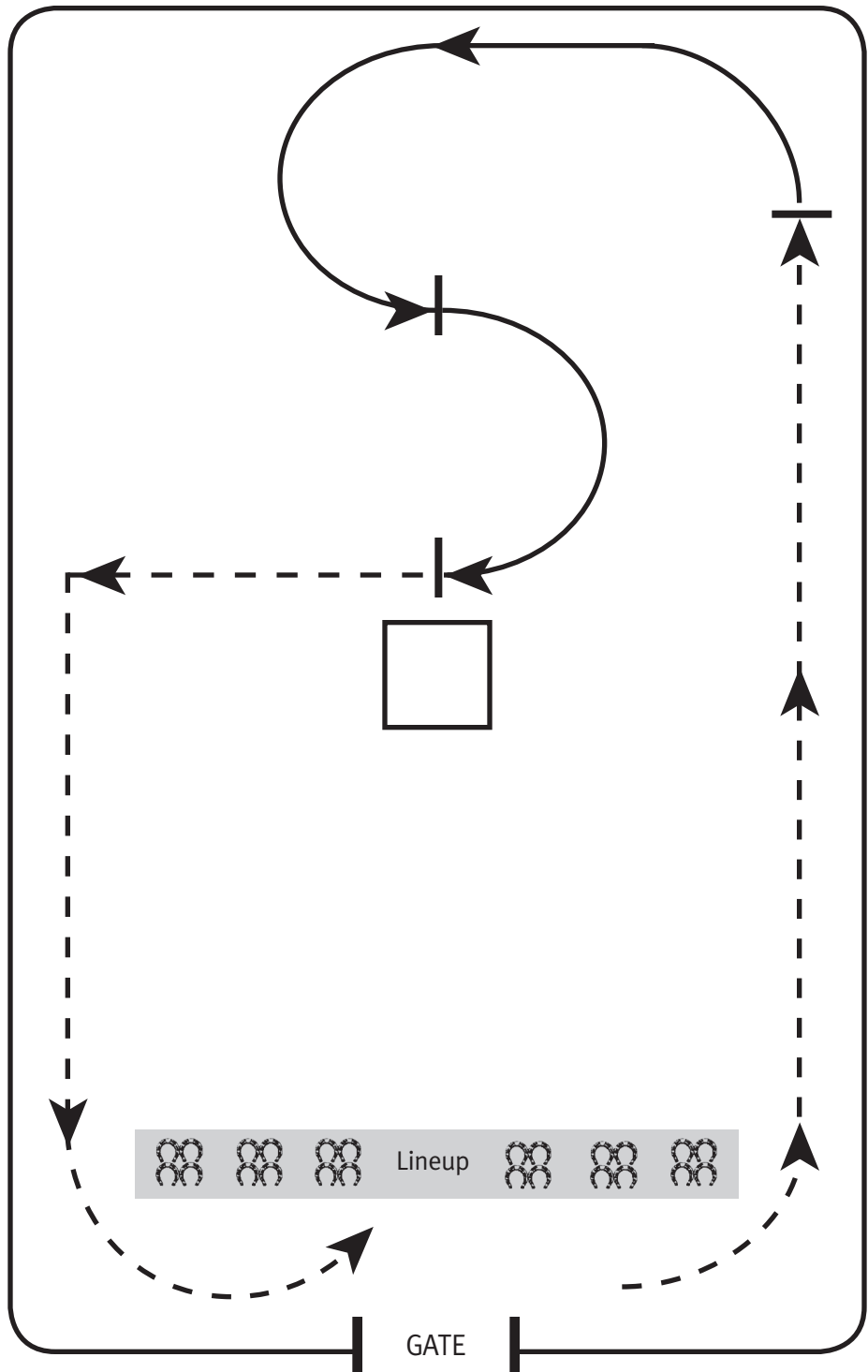
Turn left. Trot down the rail on the right diagonal and return to the lineup or exit the ring at the trot.



*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.*

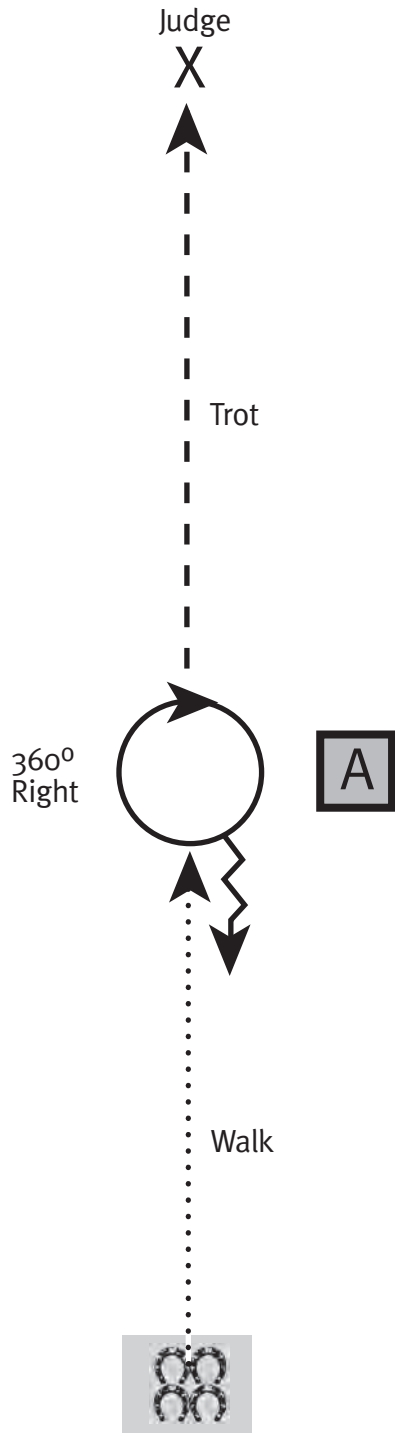


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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 E • LEVEL 1

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



Line up at direction of ringmaster — can be head to tail or side by side.

Walk to marker A.

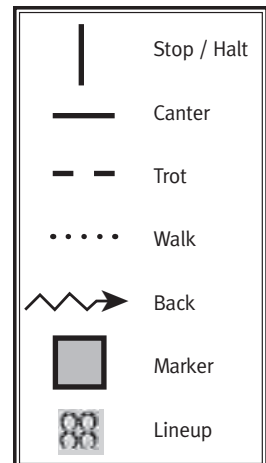
At marker A, execute a 360-degree turn.

Back four steps.

Trot to judge.

Set up for inspection.

When dismissed return to the lineup at the trot or exit at the trot.

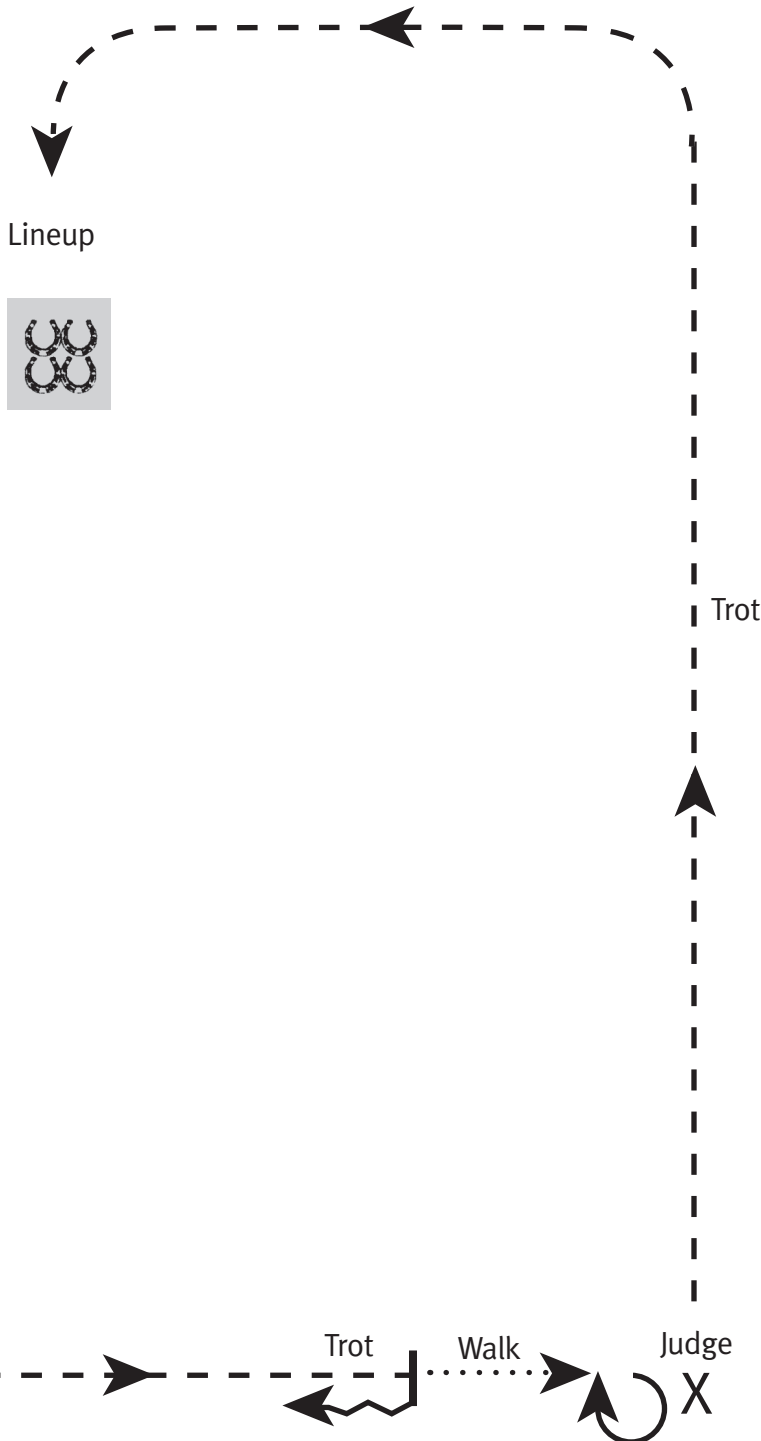


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

# Showmanship

## PATTERN C • LEVEL 1

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



Trot 3/4 way to the judge.

Stop and back four steps.

Walk to the judge and set up.

When excused, perform a 3/4 turn to the right and trot straight away from the judge.

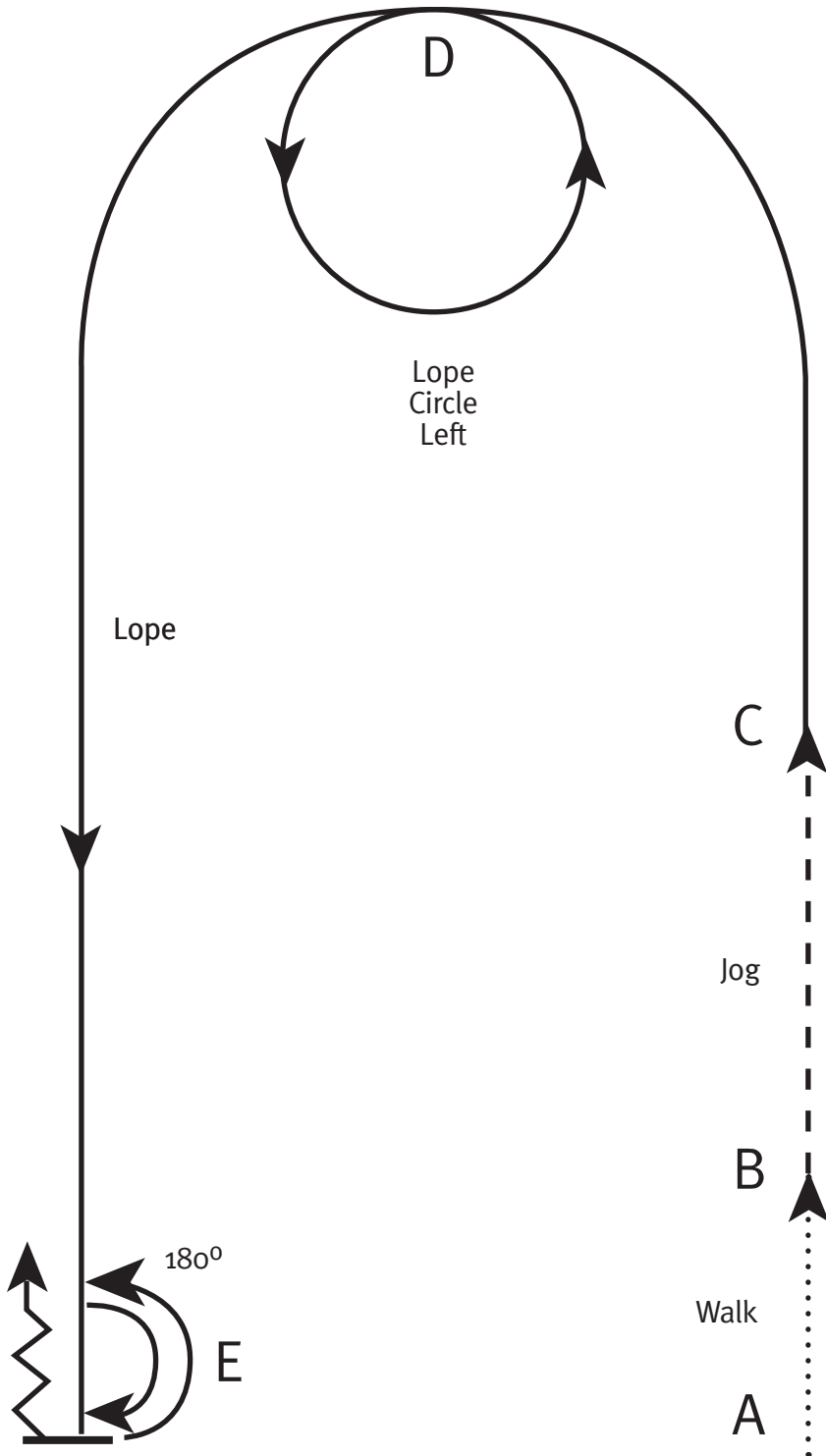
Return to the lineup at the trot as directed by the ringmaster or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

# Western Horsemanship

## LEVEL 1 • PATTERN C • 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.

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.

	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

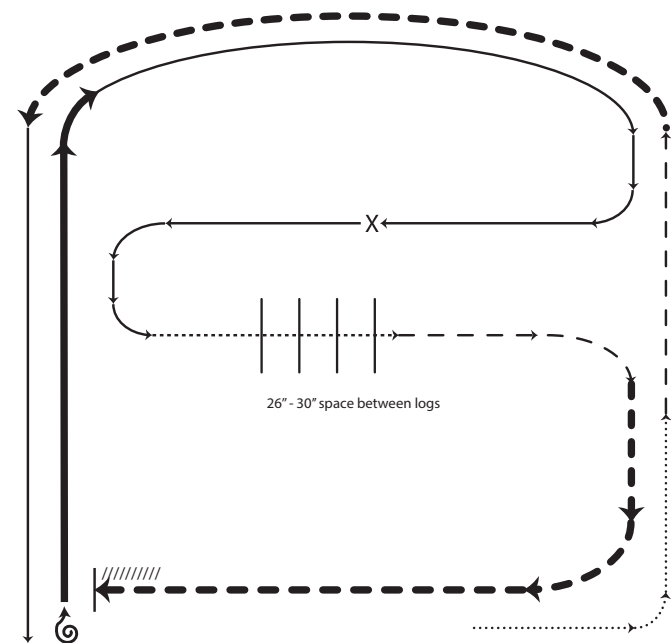
This pattern may only be used for:

- 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 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

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.

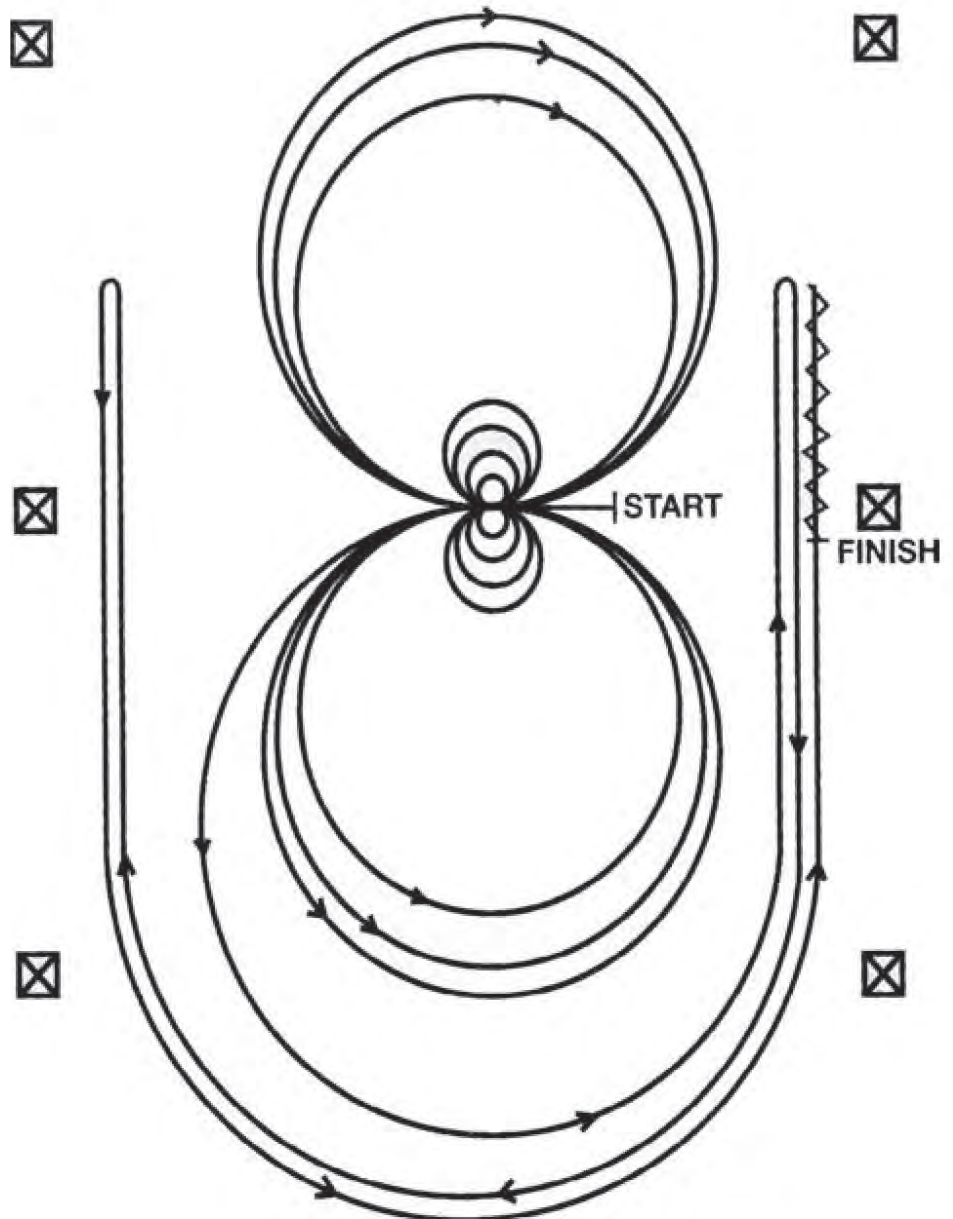
# Reining Seat

## PATTERN 6

181 AHA MEDAL  
 182 ARABIAN OPEN  
 185 HA/AA ATR

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.



# Reining Seat

## PATTERN 8

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

