

## 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.

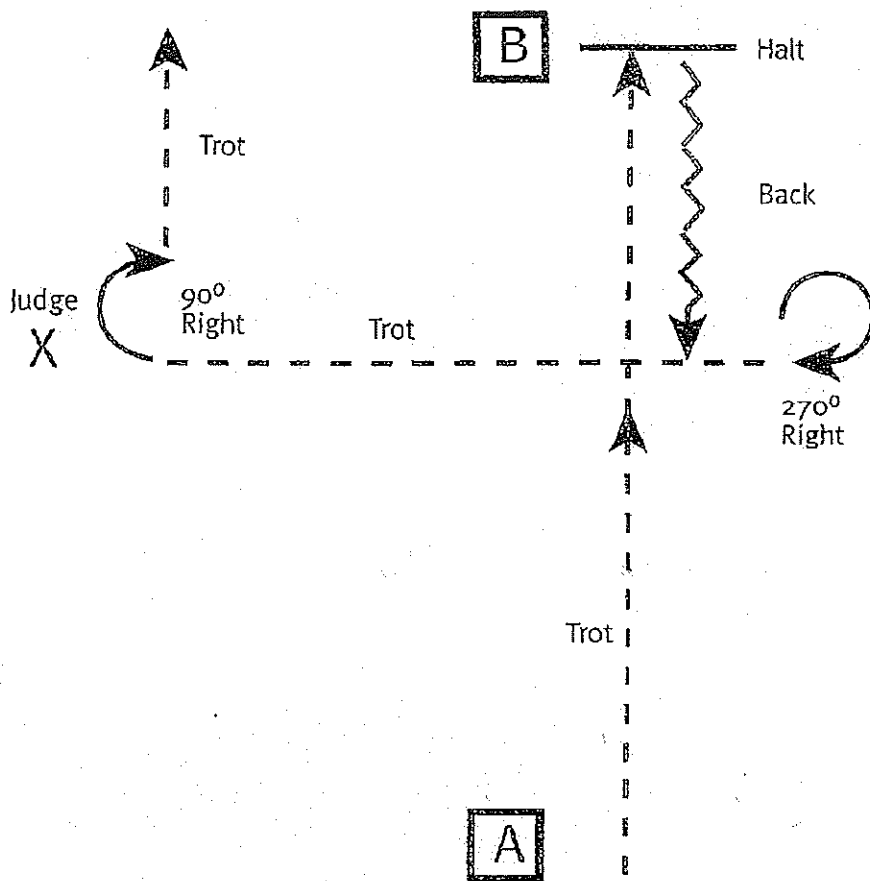
Trot to judge.

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.

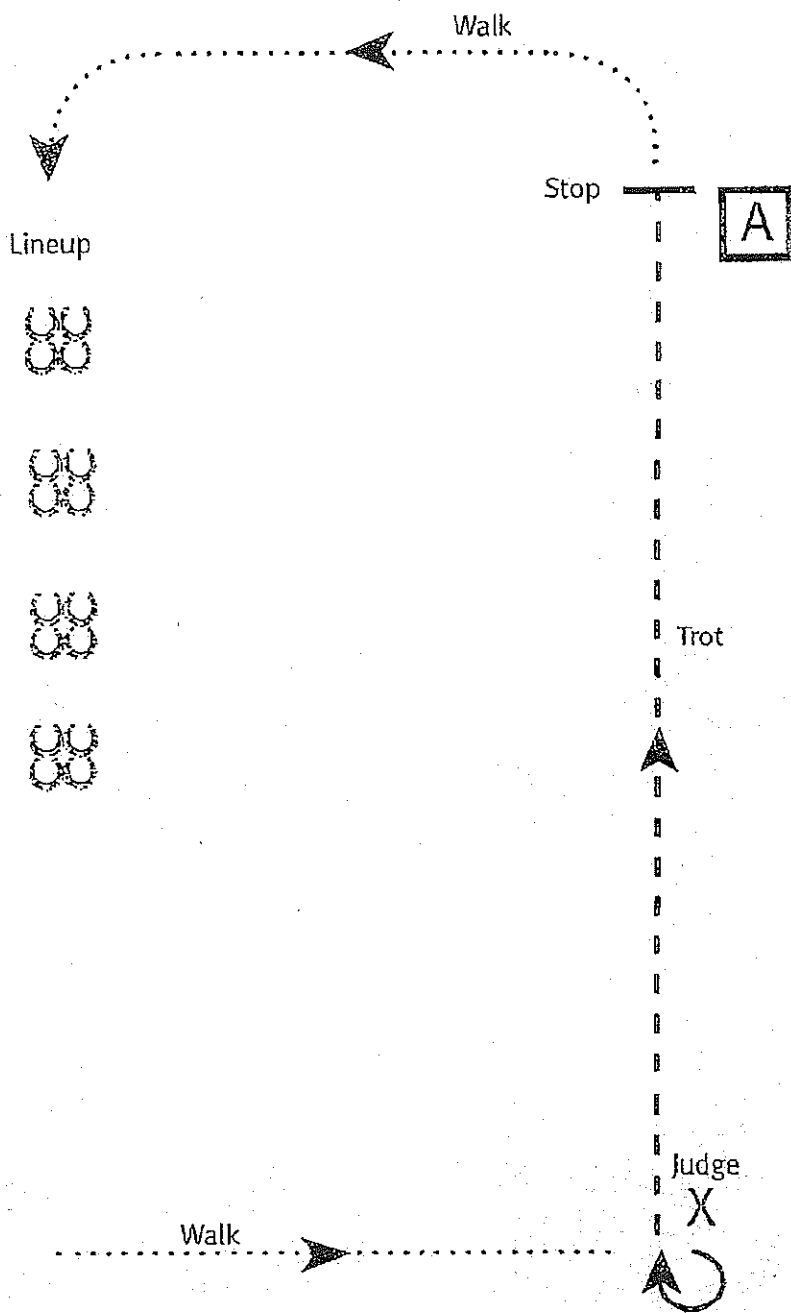


	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- 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.

### PATTERN A • LEVEL 1

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



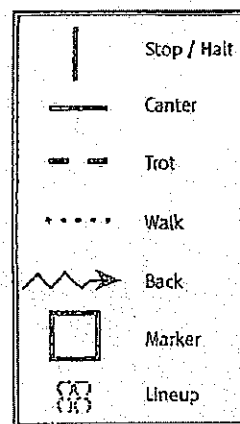
Walk to the judge and set up.

When excused, make a 3/4 turn.

Trot a straight line as drawn in the pattern and stop beside marker A.

Stop.

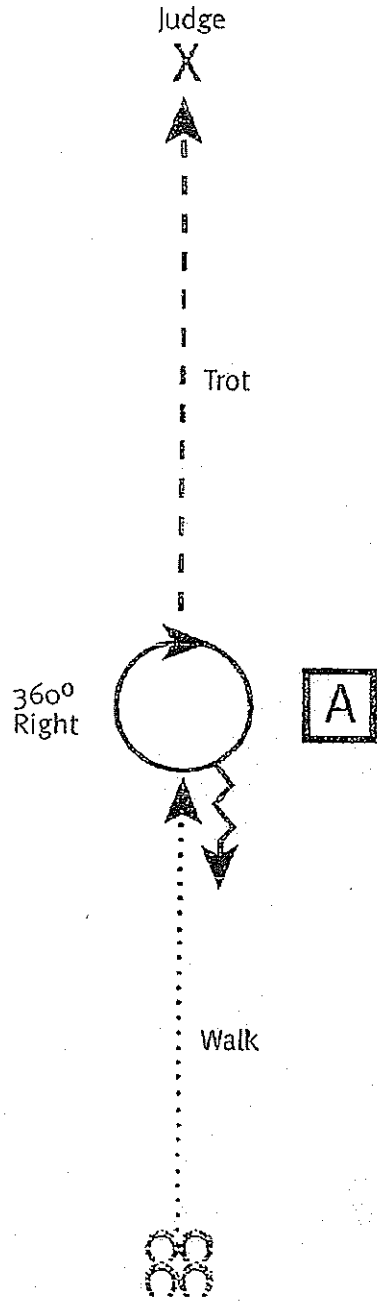
Walk back to lineup at the direction of the ringmaster or exit at the walk.



- 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.

### 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.

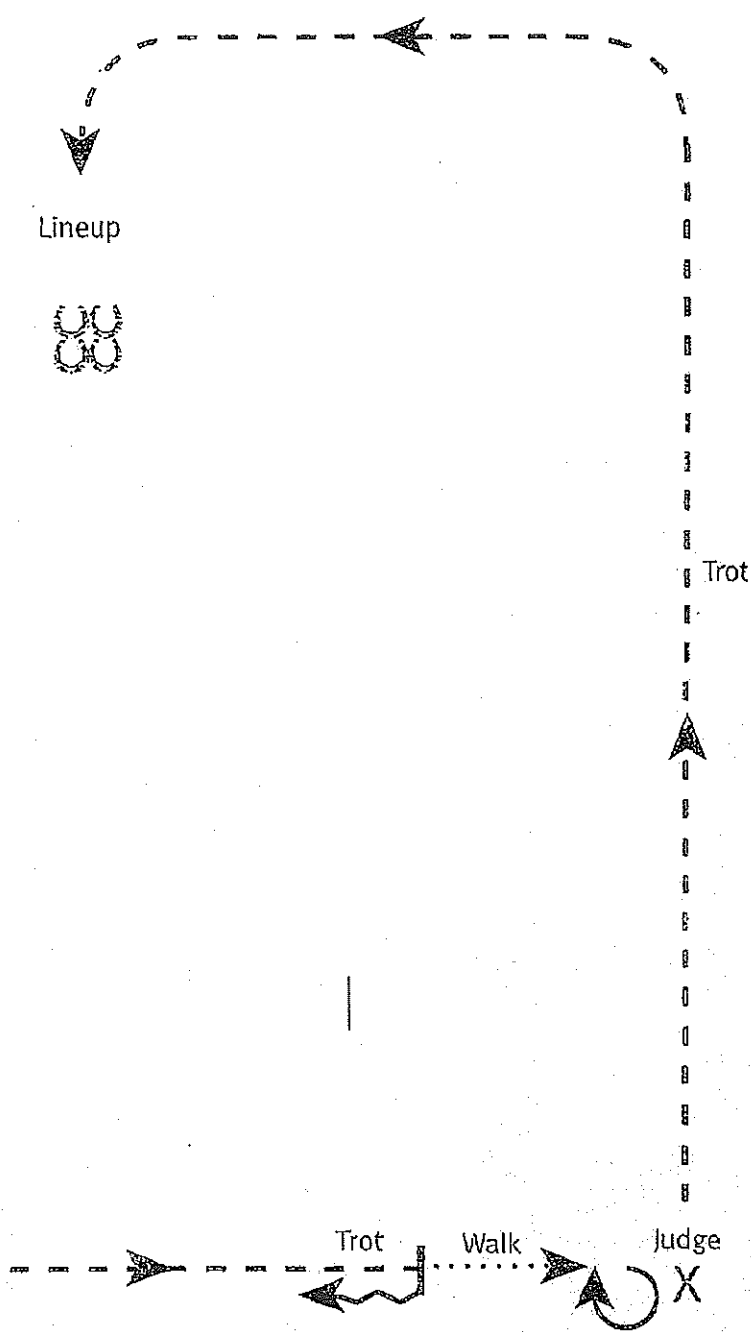
When dismissed return to the lineup at the trot or exit at the trot.

	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.

## 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

## PATTERN B • LEVEL 1

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

Be ready at marker A.

Walk from marker A to marker B.

Trot from marker B to marker C.

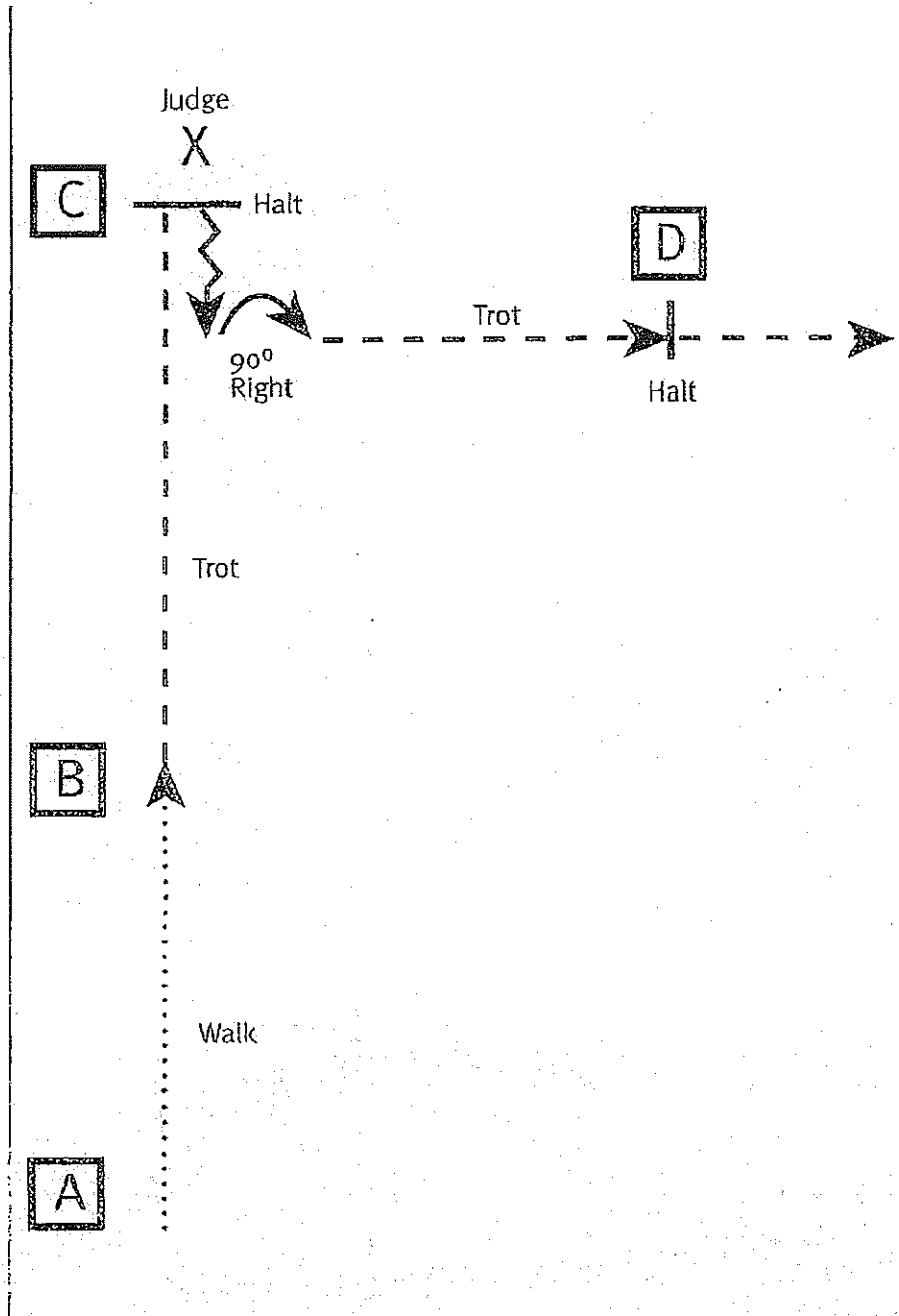
Stop at marker C and set up for inspection.

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.

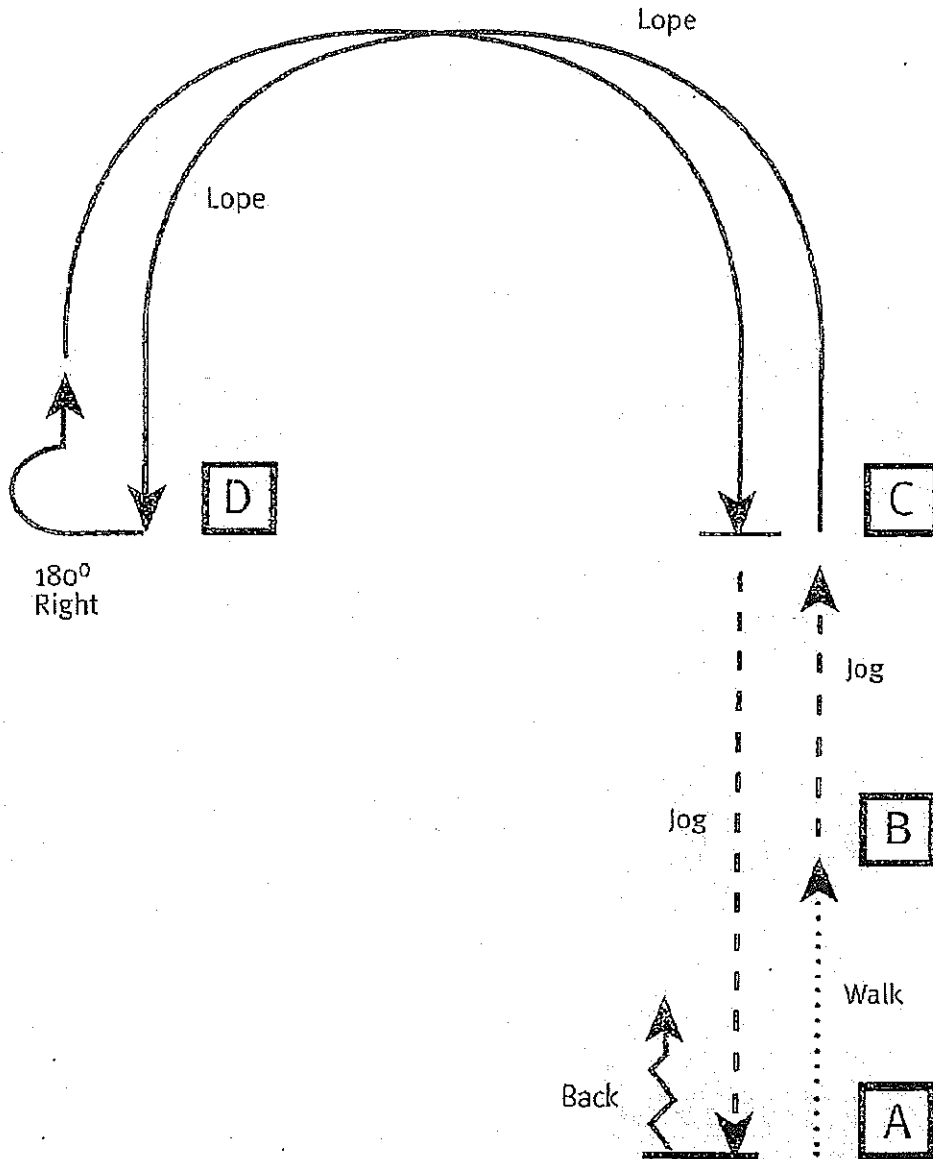
- In the Ring— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

## PATTERN V • Tests 1,2,3,6,8

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 to marker B.

Jog to marker C.

Lope a half circle to marker D as drawn on the left lead.

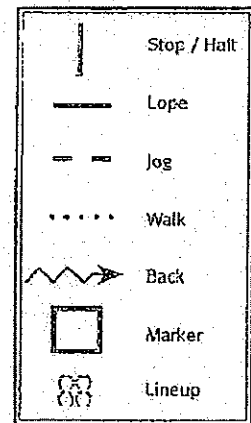
Stop at marker D and execute a 180-degree turn on the hindquarters right.

Lope a half circle to marker C on the right lead.

Stop at marker C, drop your stirrups and jog to marker A.

Stop at marker A, pick up your stirrups and back ten steps.

Return to lineup at the jog or exit 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.

# PATTERN A • Tests 2,3,10








At the mid-point of the in-gate of the arena (A), trot to the left around the curve to the end of the straightaway on the left diagonal (B) and stop briefly.

Canter (right lead) a circle in a clockwise direction.

Go directly into the trot on correct diagonal (C) and continue to the end of the straightaway (D) and at the curve execute a circle in a clockwise direction.

Continue the trot around the curve to the mid-point of the turn (A).

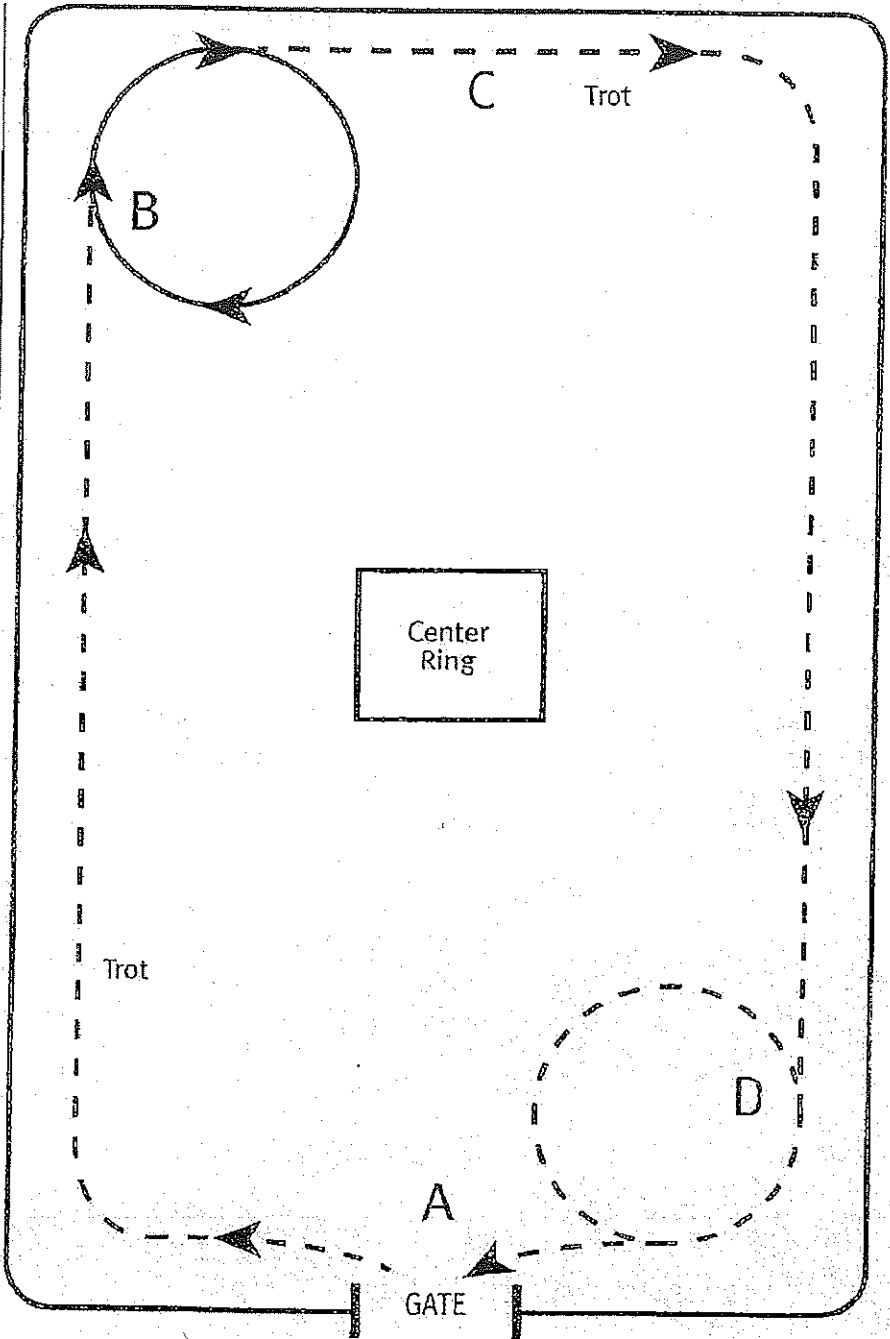
Exit arena at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

*This pattern may only be used for:*

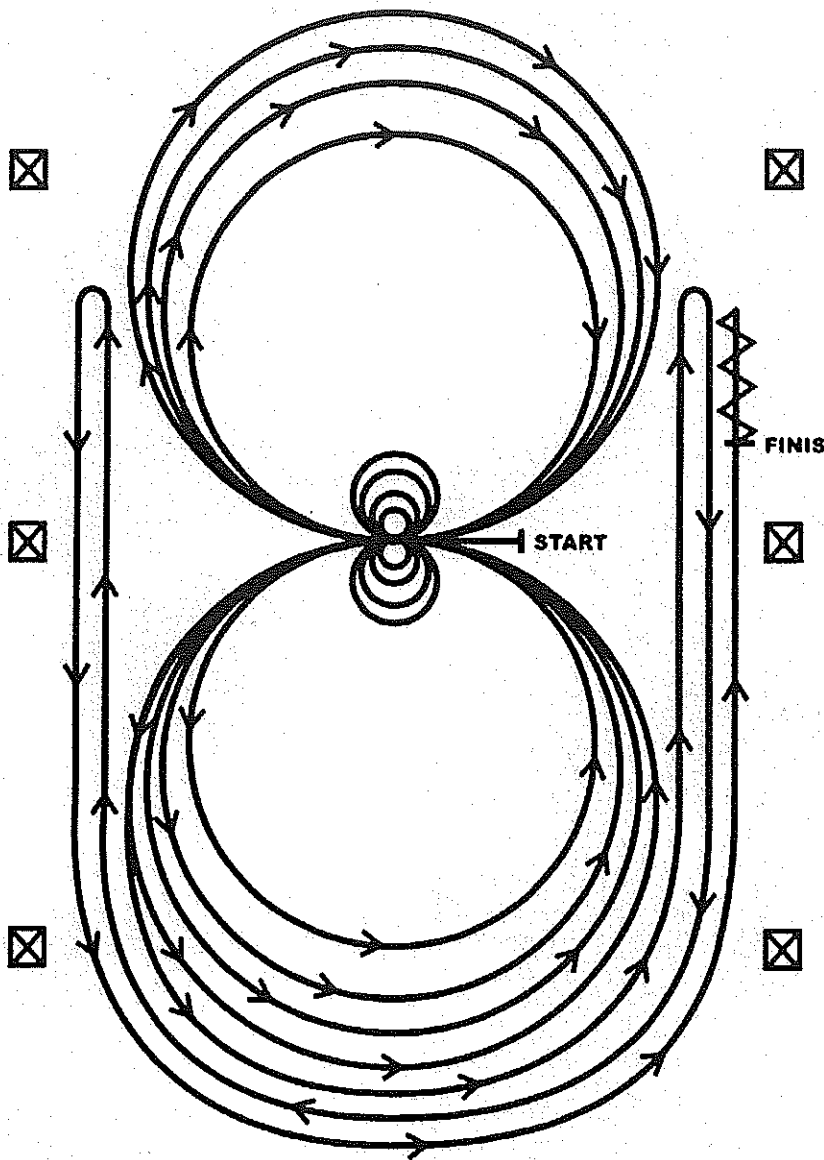
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



# Reining Seat

## PATTERN 5



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. 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 eight)
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.

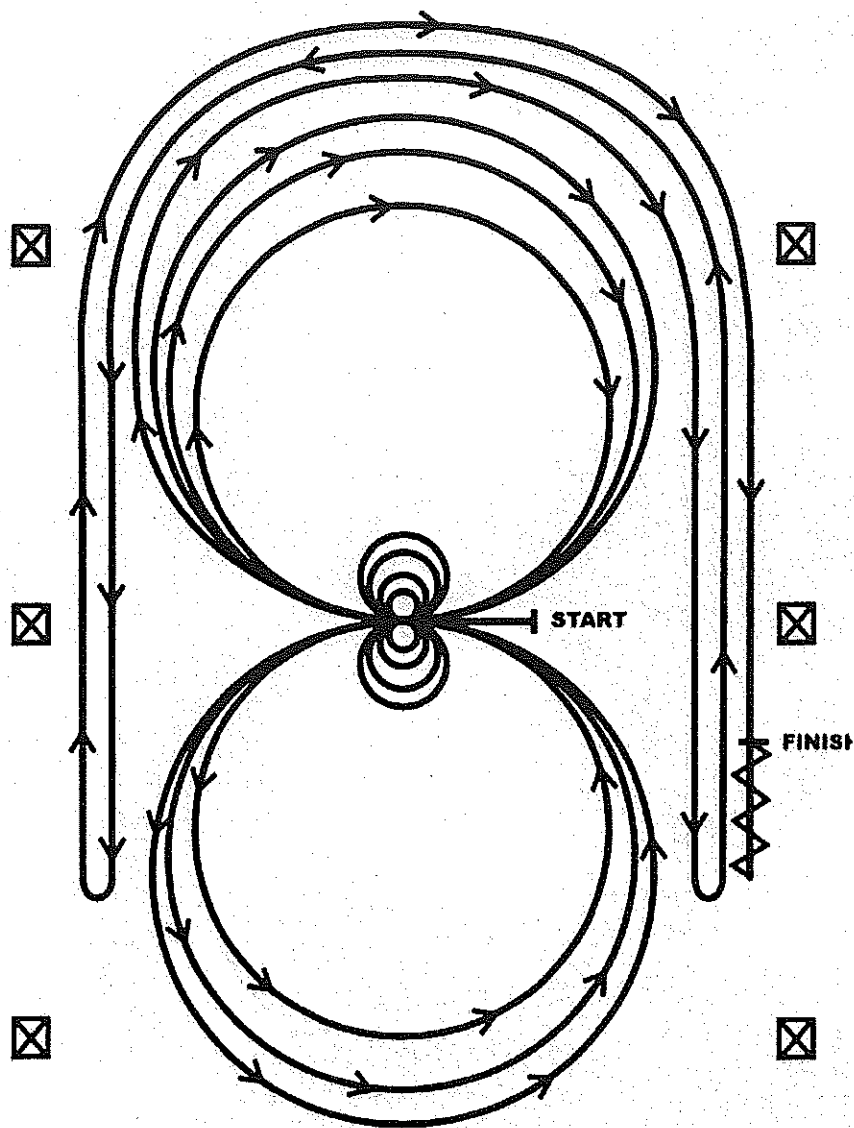


# Reining Seat

## PATTERN 8

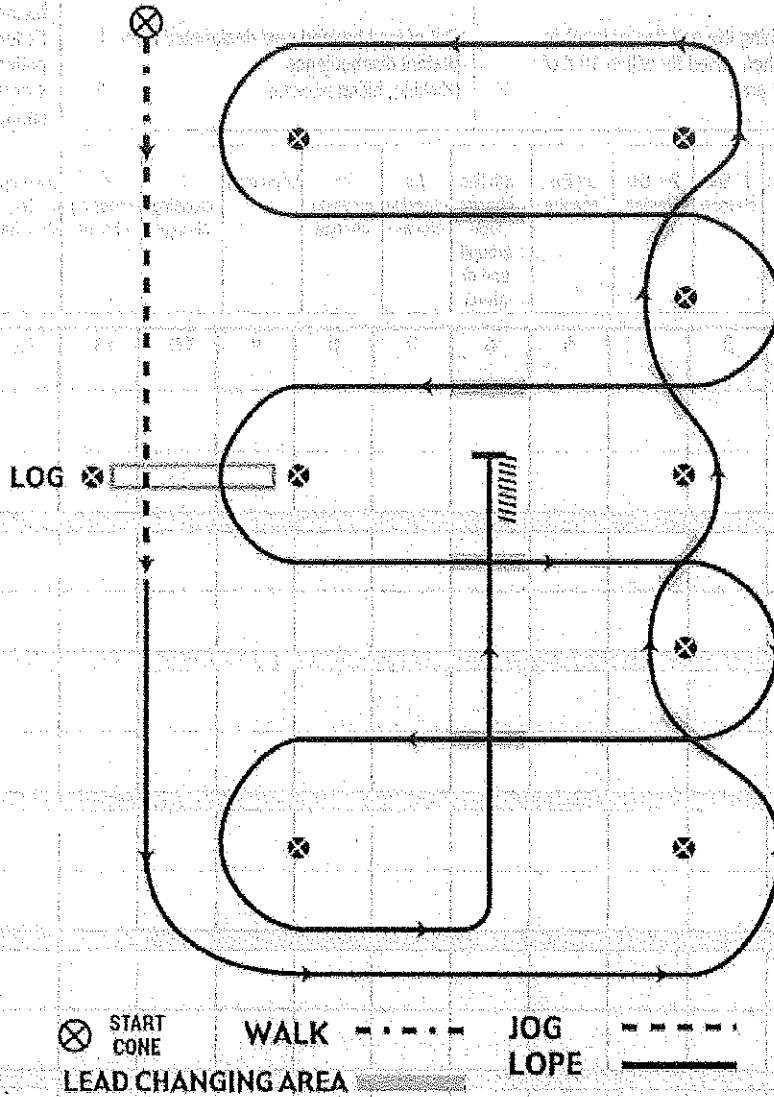
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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.



# Western Riding

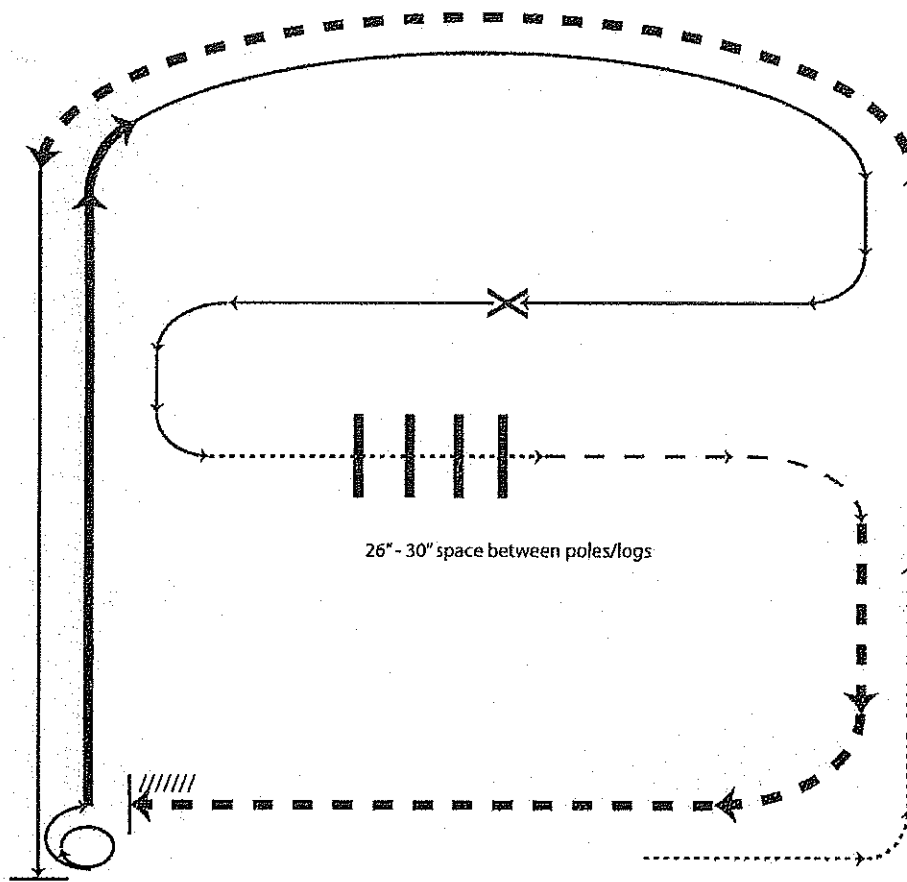
## PATTERN 1



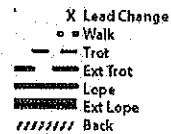
- |   |                                       |
|---|---------------------------------------|
| 1. Walk and jog over log                        | 7. First crossing change              |
| 2. Transition to left lead and lope             | 8. Second crossing change             |
| 3. First line change                            | 9. Lope over log                      |
| 4. Second line change                           | 10. Third crossing change             |
| 5. Third line change                            | 11. Fourth crossing change            |
| 6. Fourth line change, lope around end of arena | 12. Lope up the center, stop and back |

closed 69 + 70

## RANCH RIDING - PATTERN 2



1. Walk
2. Jog/Trot
3. Extended Jog
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. Jog/Trot
12. Extended jog
13. Stop and back

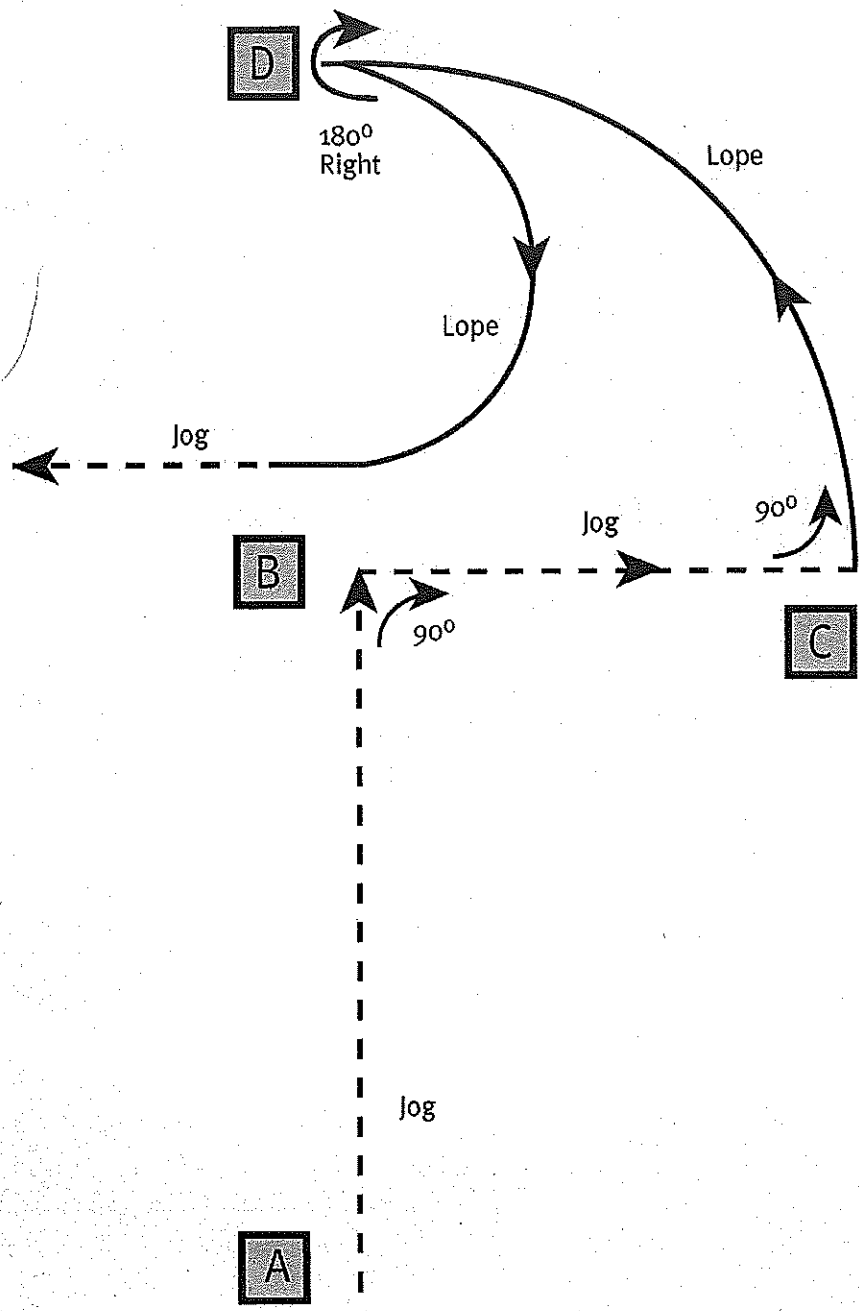


In Ranch Riding the Jog should be a natural two beat gait demonstrating more forward motion than the Western Jog. The Extended Jog is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with an above level topline.

# Western Horsemanship

## PATTERN S • Tests 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.
- Jog from marker A to marker B. Stop.
- Perform a 90-degree turn on the haunches right.
- Jog to marker C. Stop.
- Perform a 90-degree turn on the haunches left.
- Lope left lead to marker D. Stop.
- Perform 180-degree turn on the haunches right.
- Lope right lead to marker B.
- Transition to jog and return to the lineup at the jog or exit the 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.

# 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.*

	Stop / Halt
	Canter
	Trot
	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.*

