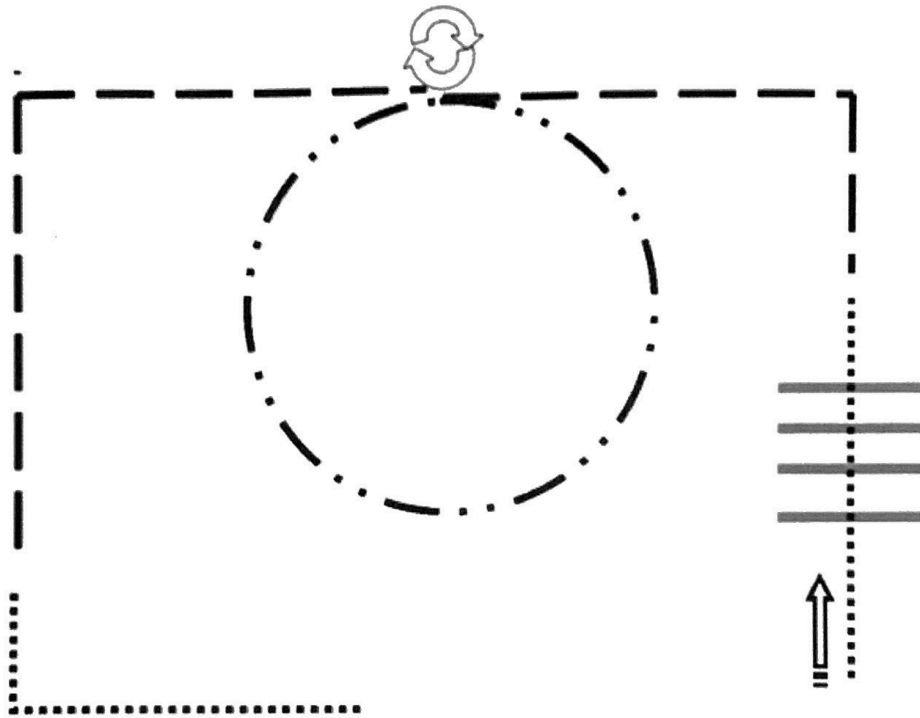


# RANCH RIDING - WALK TROT



1. Walk as shown
2. Extended Trot
3. Trot circle to right
4. Stop
5. 360 to right
6. Extended trot
7. Walk, walk logs
8. Stop and back

# Hunter/Jumping Seat

## LEVEL 1 • PATTERN H

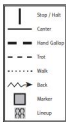
Walk to the starting point.

Pick up a sitting trot through turn and down the rail. At the half way point move into the posting trot on the correct diagonal. Continue to the center of the end of the arena.

Center in a circle to the right at the correct lead. Upon completing the circle transition to the posting trot.

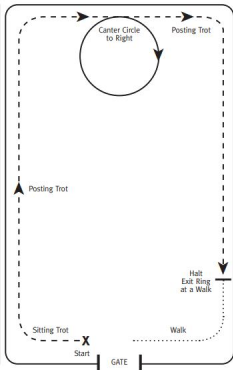
At the end of the straightaway halt.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

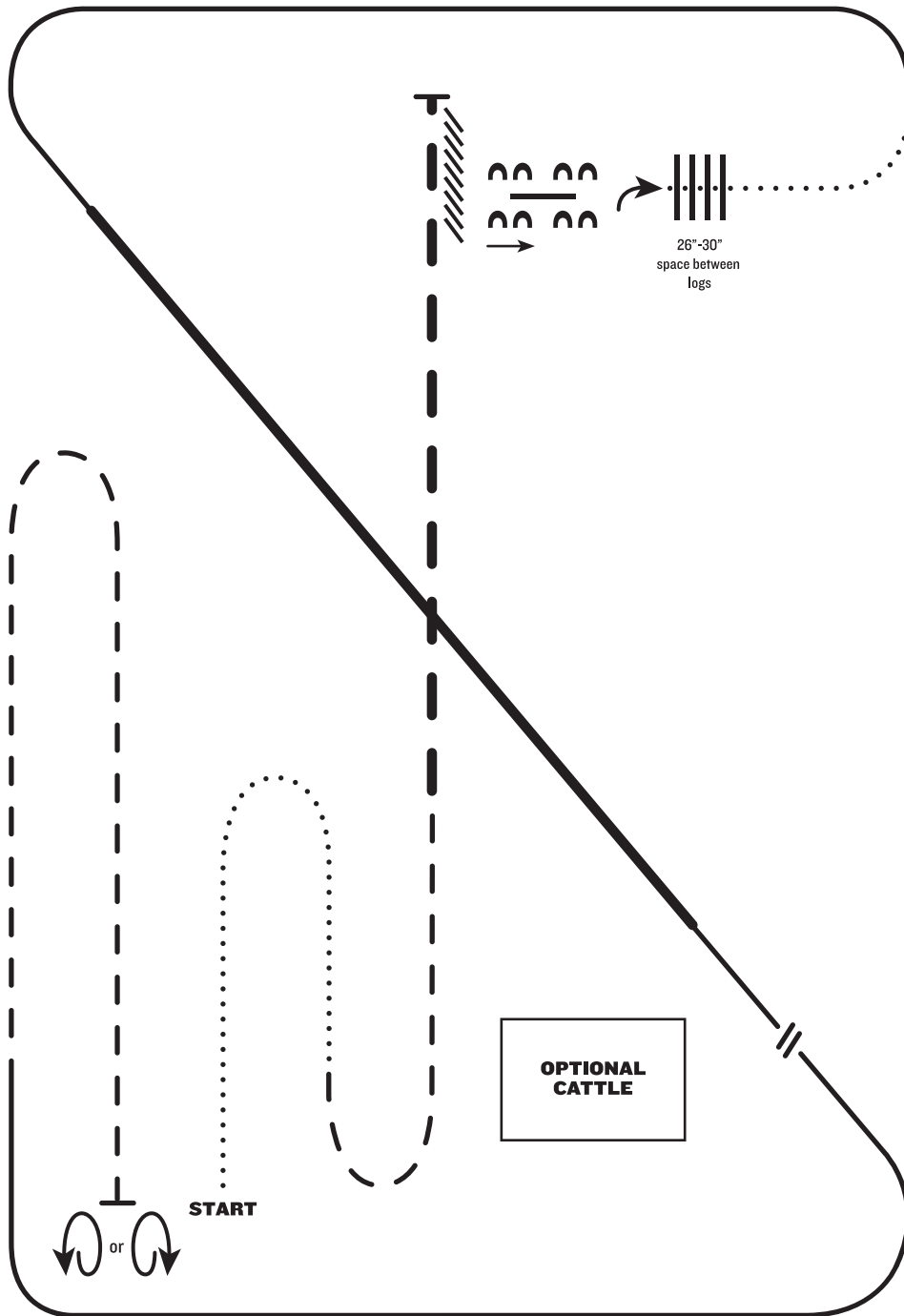
*If used at a Regional or National Show, pattern may not be run from the lineup.*



# RANCH RIDING - PATTERN 7

## LEGEND

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

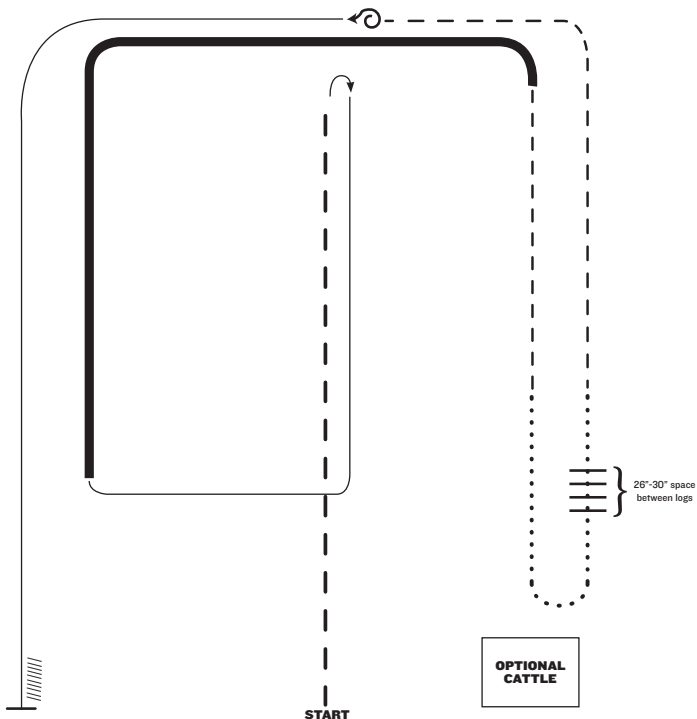


1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

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.

# Class 7,8

## RANCH RIDING - PATTERN 15



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. 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.

# Class 1,2

## Pattern 17

Begin on the left lead. Continue to the center of the arena to begin the pattern facing toward the left wall or fence, without stopping or breaking gait.

1. Continue on the left lead, complete two circles to the left: the first circle large and fast; the second 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 two circles to the right: the first being large and fast; the second 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 8).

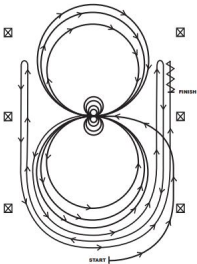
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.

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 20 feet (6 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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

# Class 1,2

## Pattern 17



# Class 3,4

## Pattern 18

Begin on the left lead. Continue to the center of the arena to begin the pattern facing toward the left wall or fence, without stopping or breaking gait.

1. Continue 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.

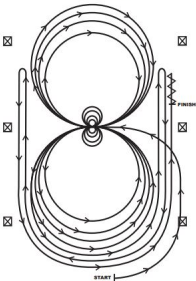
4. Complete four spins to the right. Hesitate.

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 8)

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.



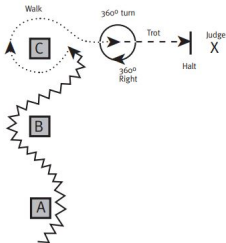


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the direction of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

## LEVEL 2/3 • PATTERN FF

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



**Level 2 or 3 depending on marker distance/degree of difficulty.**

Be ready at marker A.

Back a serpentine through markers A, B and C.

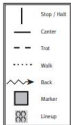
Walk a circle around marker C until you are in position in line with the judge.

Execute a 360-degree turn.

Continue and trot straight to the judge.

Stop and set up for inspection.

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



# Saddle Seat

LEVEL 1 • PATTERN L • Tests 2,3,6,10,11

Trot on the correct diagonal to the end of the straightaway. Halt.

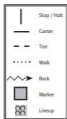
Canter a two loop serpentine to the opposite side of the ring.

Halt. Trot a circle on the correct diagonal. Halt.

Canter a circle on the correct lead. Halt.

Reverse and trot down the straightaway starting on the correct diagonal and show two diagonal changes.

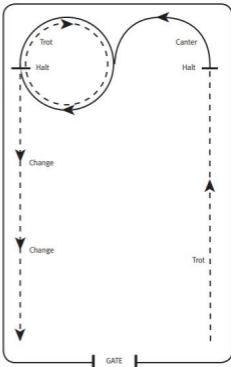
Exit arena at a walk.



*This pattern may only be used for*

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

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



# Western Horsemanship

## LEVEL 2 • PATTERN BBB

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.

jog.

Lope, left lead.

Walk.

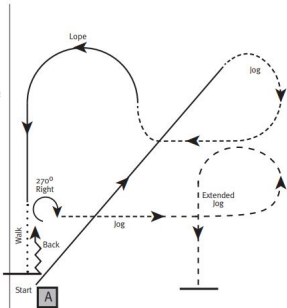
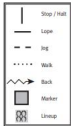
Stop, back.

Execute a 270-degree turn to the right on the haunches.

jog.

Extended jog, stop when even with cone A.

Return to line up or exit arena as directed by ringmaster.



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.

# Showmanship

## LEVEL 2 • PATTERN Y

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. When across from the judge, stop and set up horse for brief inspection.

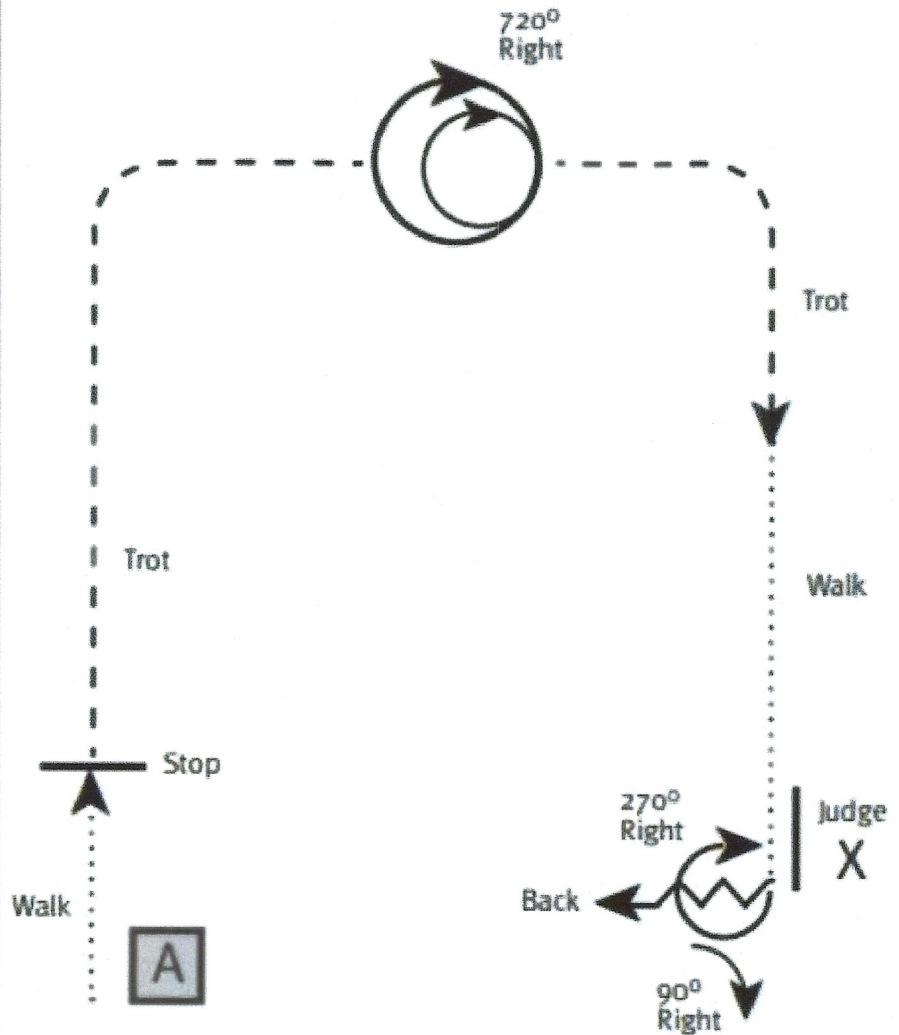
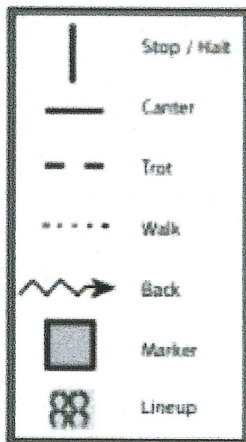
Trot, trot corner and halt. Perform a 720-degree turn.

Trot corner. Walk. Stop with hip even with judge. Perform a 270-degree turn.

Set up for full inspection.

Back approximately five steps and perform a 90-degree turn.

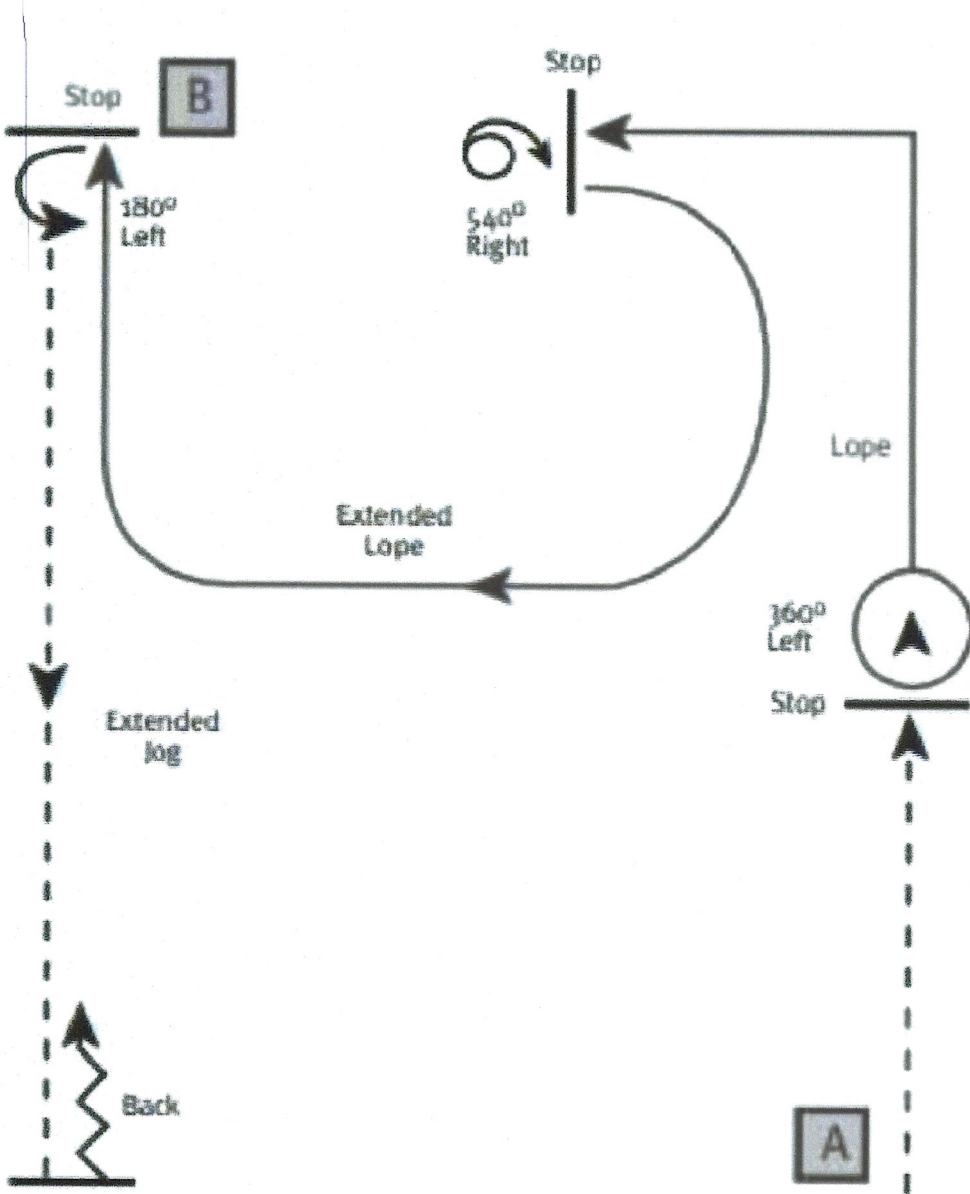
Return to lineup at the trot or exit as directed by the ringmaster.



# Western Horsemanship

## LEVEL 3 • PATTERN RR

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.



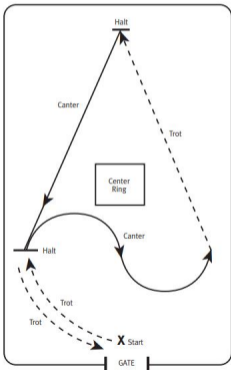
Be ready at marker A. Jog half way.  
 Stop and perform a 360-degree turn left on the haunches.  
 Lope on the left lead until even with marker B and make a square corner toward B.  
 Half way to marker B. Stop and perform a 540-degree turn right on the haunches.  
 Extended lope on right lead to marker B. Stop.  
 Perform a 180-degree turn left on the haunches. Extend the jog until even with marker A.  
 Stop and back one horse length.  
 Return to lineup at the jog 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 2 • PATTERN UU



Walk to the starting point.

Perform posting trot down left side to quarter point.

Halt.

Canter two-loop serpentine across width of arena showing a simple change of lead.

Transition into posting trot to midpoint at far end of arena showing two changes of diagonal beginning on the correct diagonal.

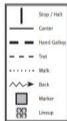
Halt.

Turn on forehand left and counter canter to quarter point on left side of arena.

Transition to posting trot to the gate.

Halt.

Return to lineup or exit at a walk.



This pattern may only be used for:

- 14 & 15
- 18 & Under
- 19 & Over

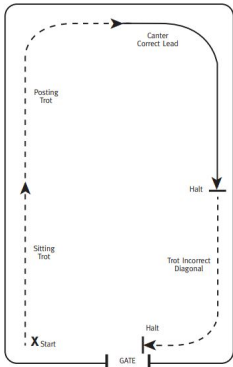
This pattern may **NOT** be used for:

- 13 & Under
- 14 & Under

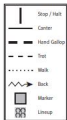
If used at a Regional or National Show, pattern may not be run from the lineup.

# Hunter/Jumping Seat

## LEVEL 1 • PATTERN E



1. Walk to the starting point.
2. Pick up a sitting trot.
3. Change to posting trot, correct diagonal.
4. Canter correct lead. Halt.
5. Trot on the incorrect diagonal to gate.
6. Halt.
7. Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.  
 If used at a Regional or National Show,  
 pattern may not be run from the lineup.*