

Showmanship

LEVEL 1 • PATTERN D

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.

Trot to marker B.

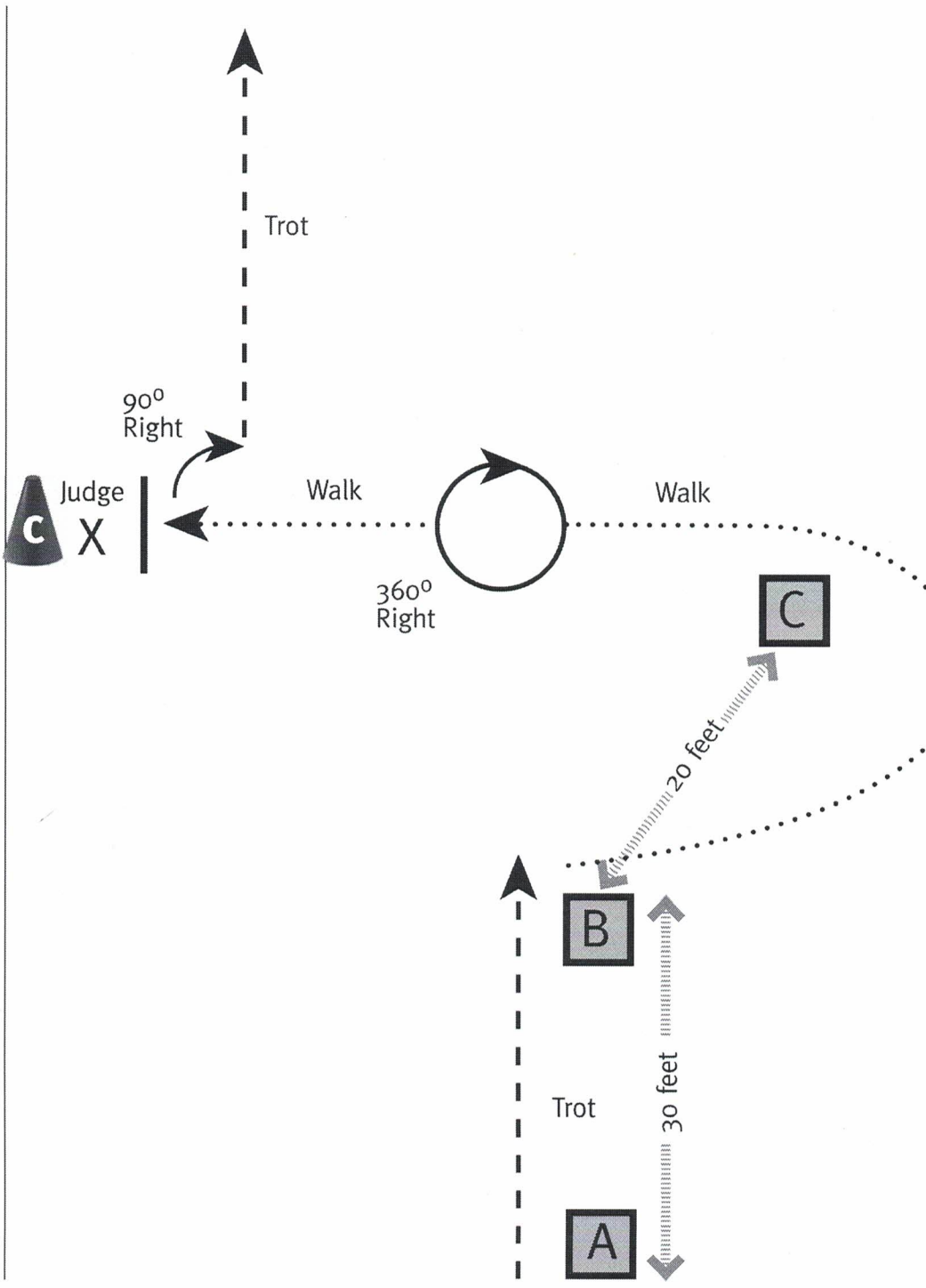
Walk from marker B and around marker C as shown.

Half-way between marker C and the judge, stop and execute a 360-degree turn.

Walk to judge and set up for inspection.

When dismissed, execute a 90-degree turn and trot away.

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



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 1 • PATTERN B

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.

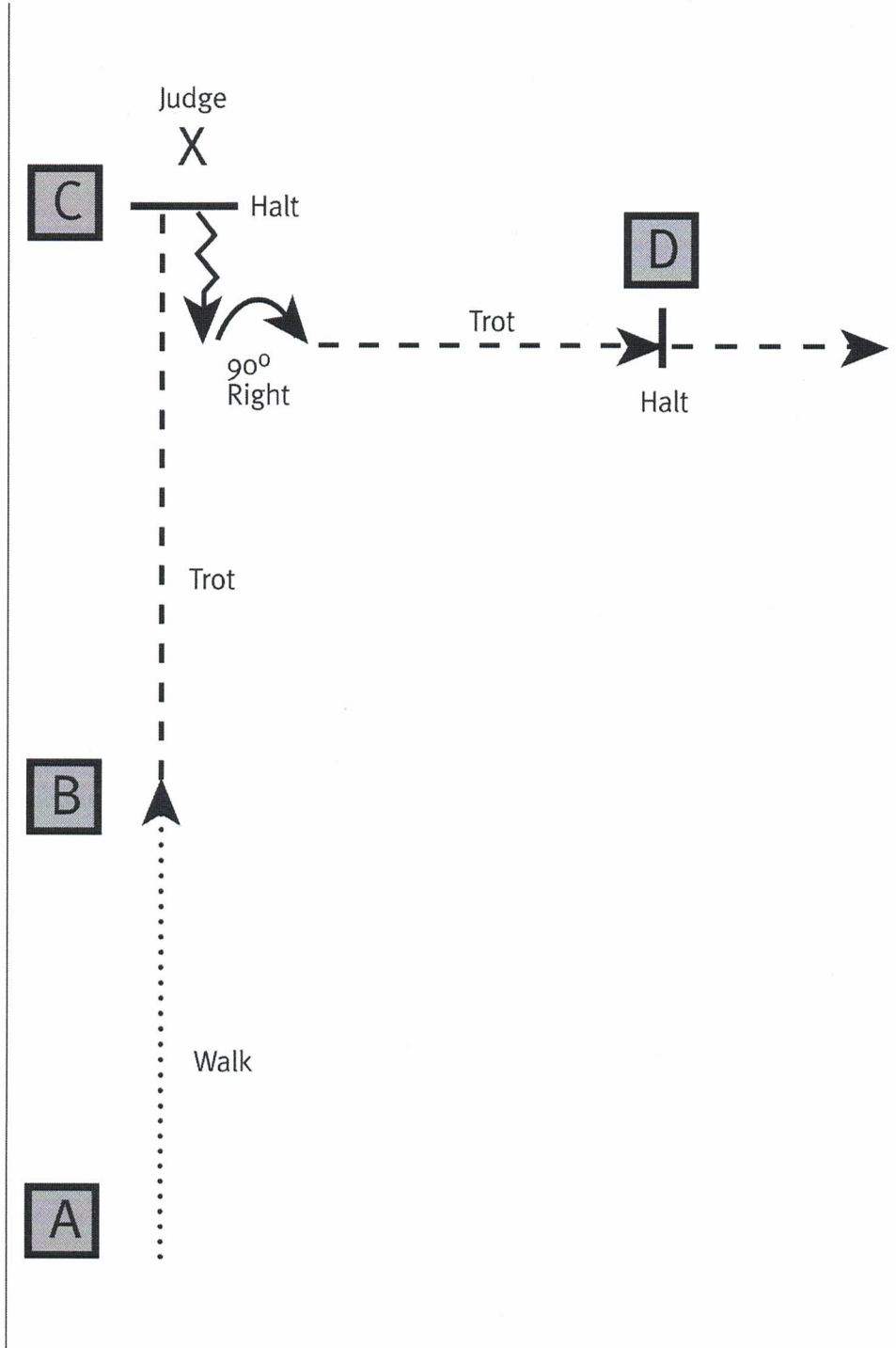
Trot from marker B to marker C.

Stop at marker C and set up for inspection.

When dismissed, back four steps.

Execute 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 as directed by the ringmaster.

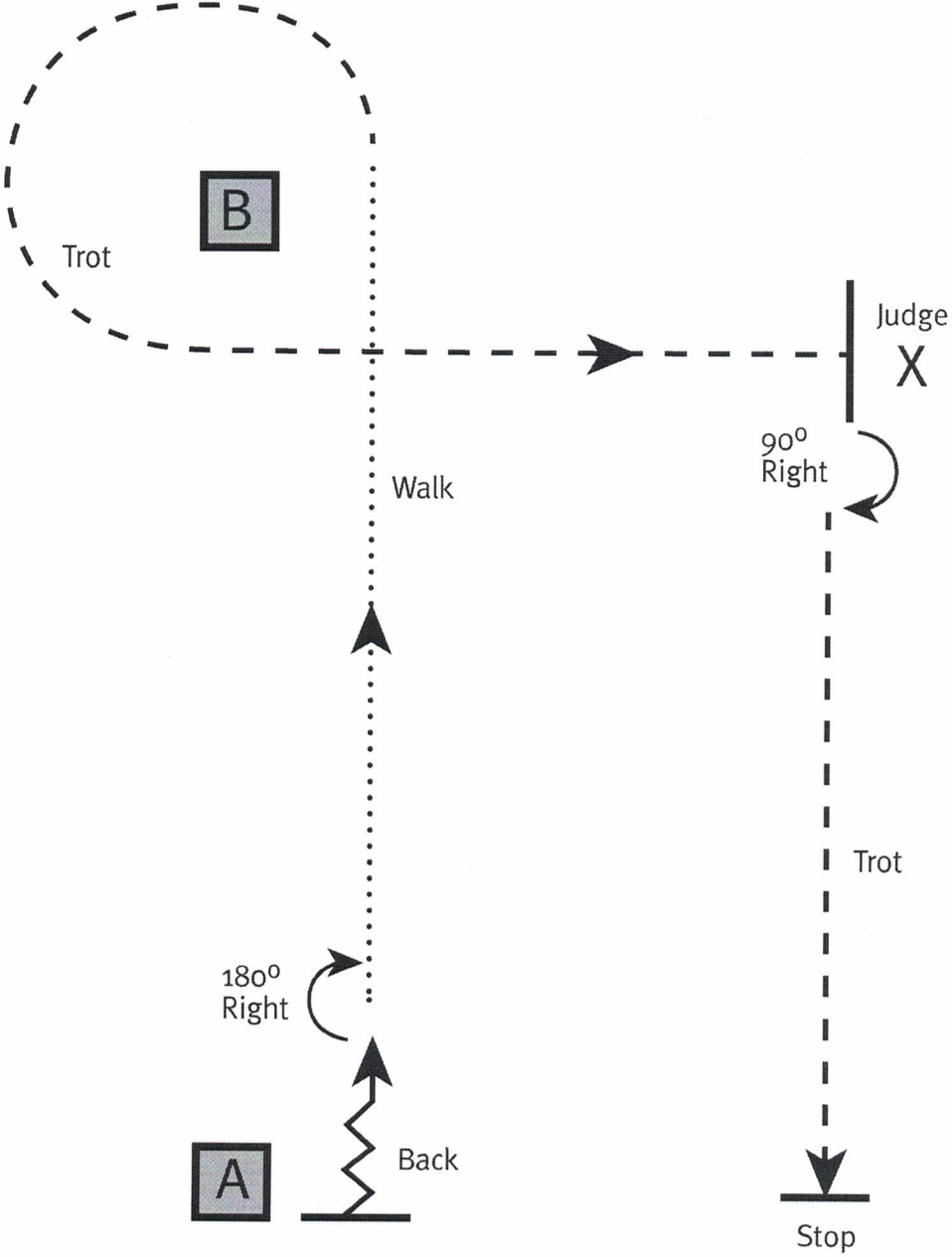


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

LEVEL 1 • PATTERN J

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



- Be ready at marker A.
- At marker A back four steps.
- Perform a 180-degree turn.
- Walk to marker B.
- At marker B trot around B and to the judge, set up for inspection.
- When dismissed perform a 90-degree turn and trot away as drawn until even with marker A. Stop.
- Return to the lineup at the trot or exit arena as instructed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

- 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.

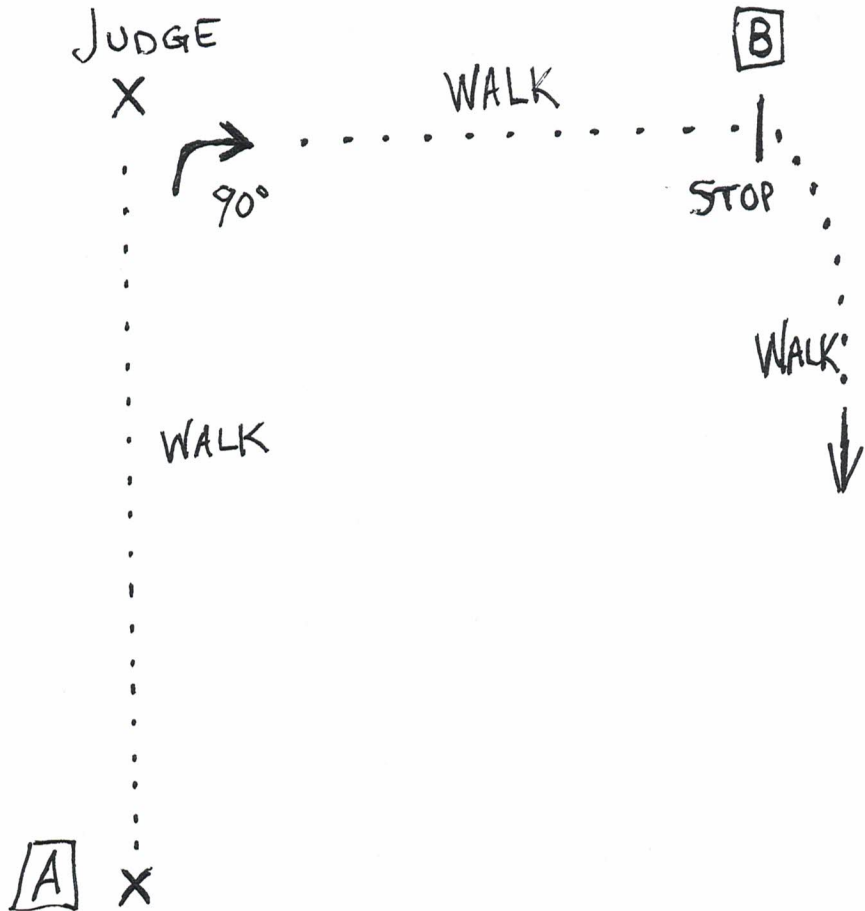
Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

READY AT A.
Walk to the judge and set up for inspection.

When excused, execute a **90-degree** turn.

WALK a straight line as drawn in the pattern and stop at marker **B**

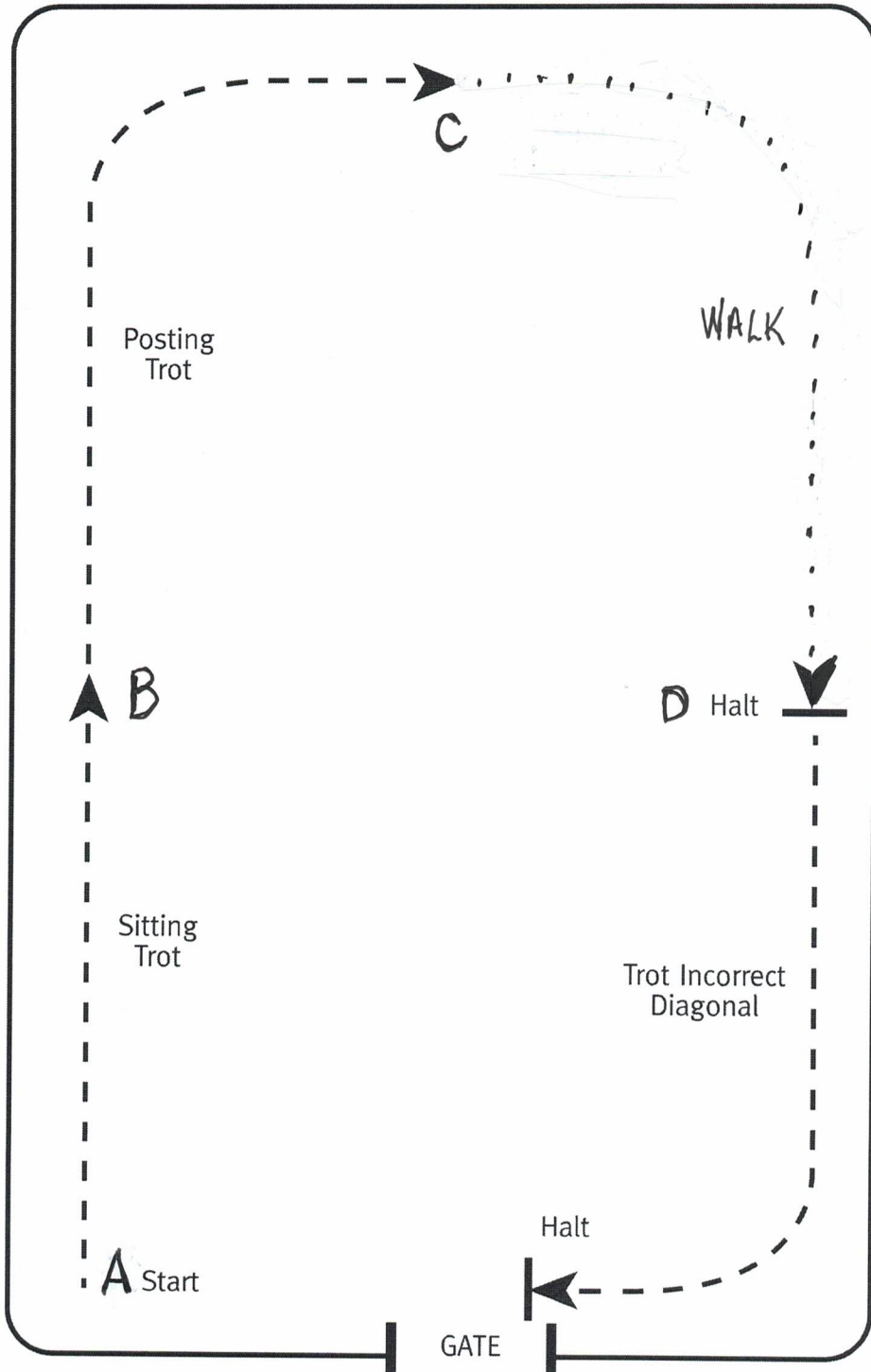
Walk back to lineup at the direction of the ringmaster or exit at the walk.



	Stop / Halt
—	Canter
- -	Trot
.....	Walk
~>	Back
■	Marker
⊞	Lineup

Hunter/Jumping Seat

LEVEL 1 • PATTERN E



- Walk to the starting point. *CA*
- Pick up a sitting trot. *TO B*
- Change to posting trot, correct diagonal. *TO C*
- WALK TO D*. Halt.
- Trot on the incorrect diagonal to gate.
- Halt.
- Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

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

Hunter/Jumping Seat

LEVEL 1 • PATTERN U

Walk to the starting point.

Trot left diagonal from A.

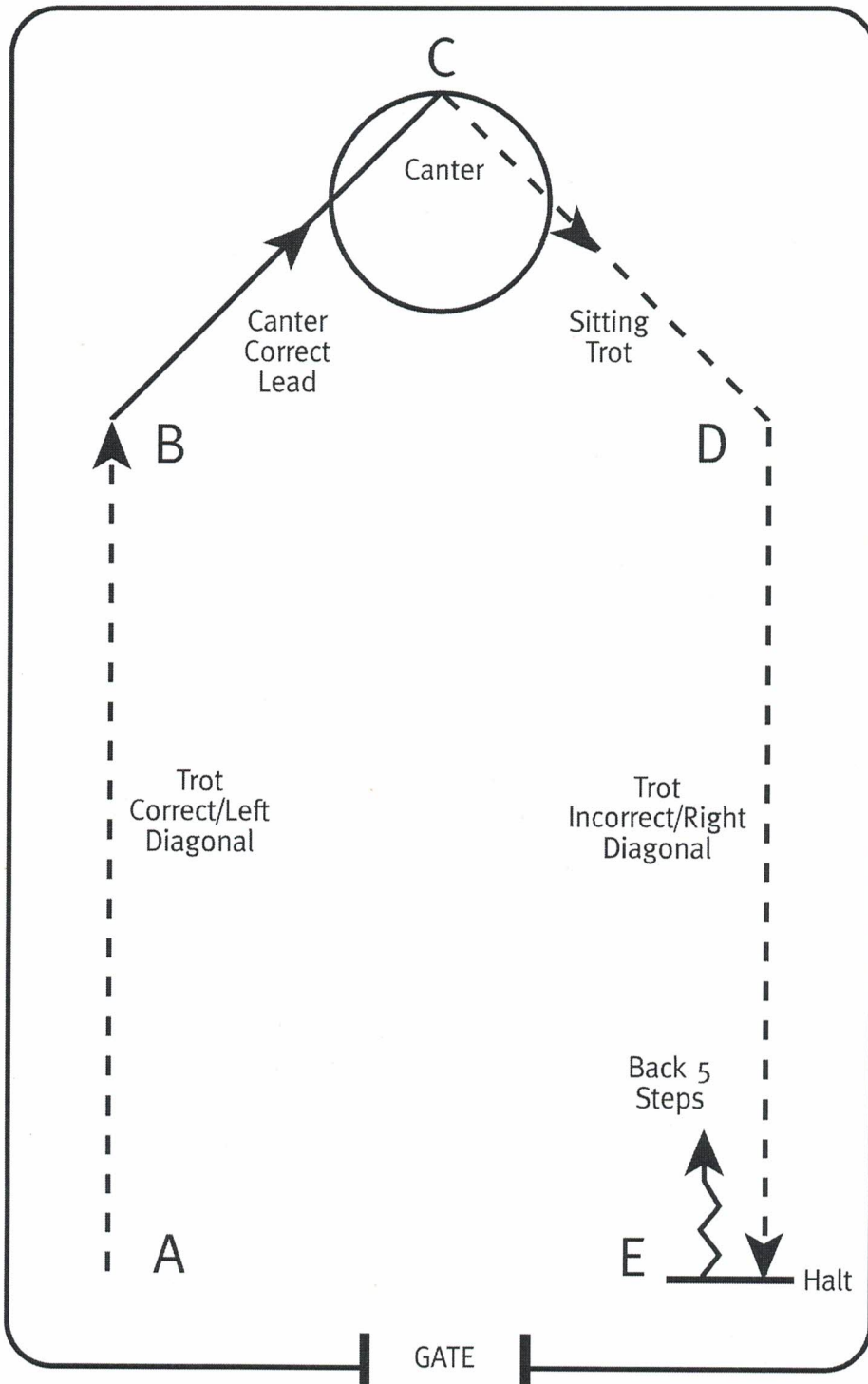
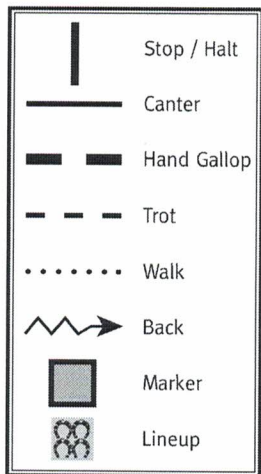
Canter on the correct lead from B to C.
 Continue to canter a right circle.

Transition to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

Halt and back five steps.

Return to lineup or exit at a walk.



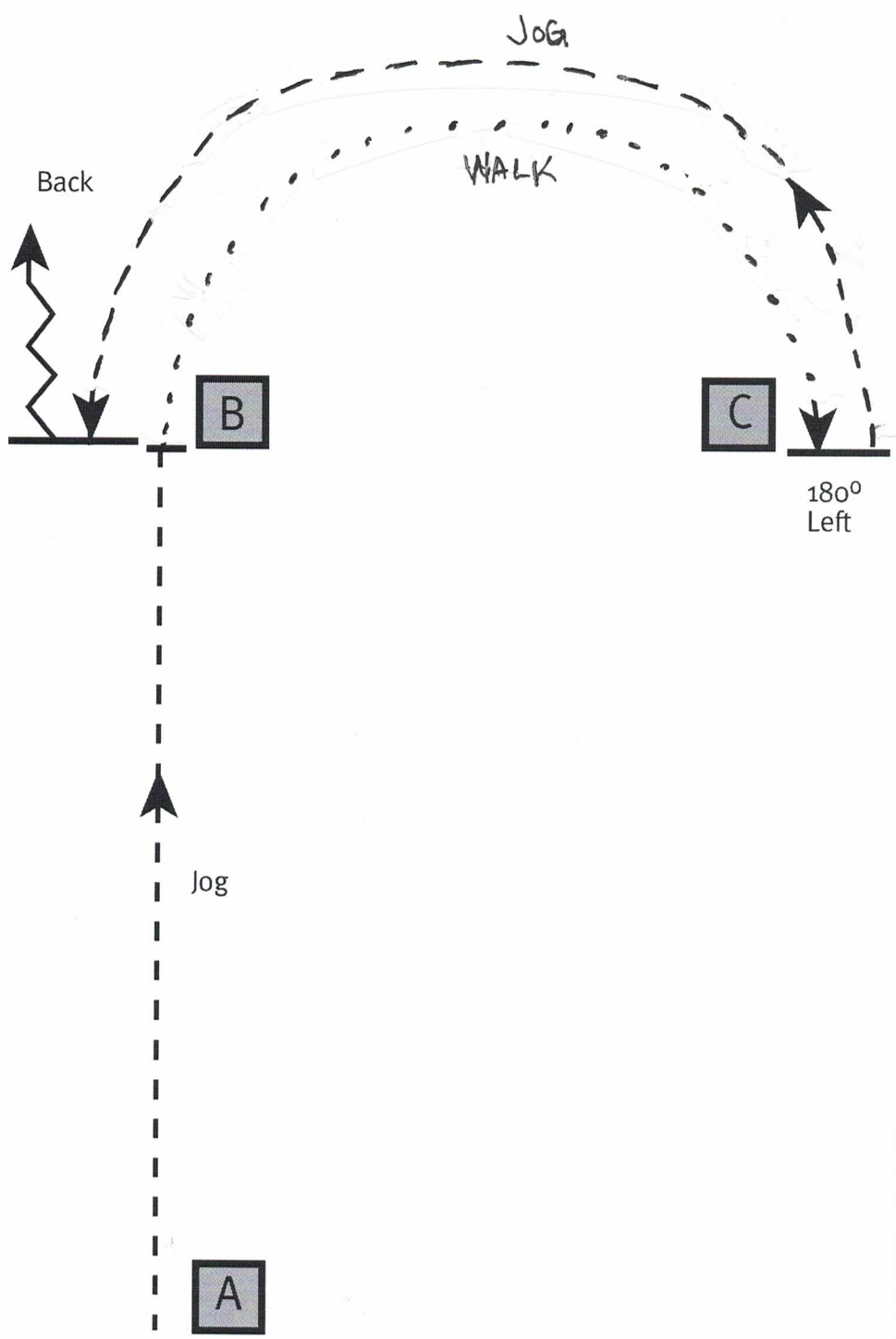
This pattern is appropriate for all ages.

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

Western Horsemanship

LEVEL 1 • PATTERN E • 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.
 Jog to marker B. Stop.
WALK a semi-circle **TO MARKER C**
 Turn 180-degrees on the haunches to the left.
Jog a semi-circle **TO MARKER B**
 Stop.
 Back approximately five steps.
 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:

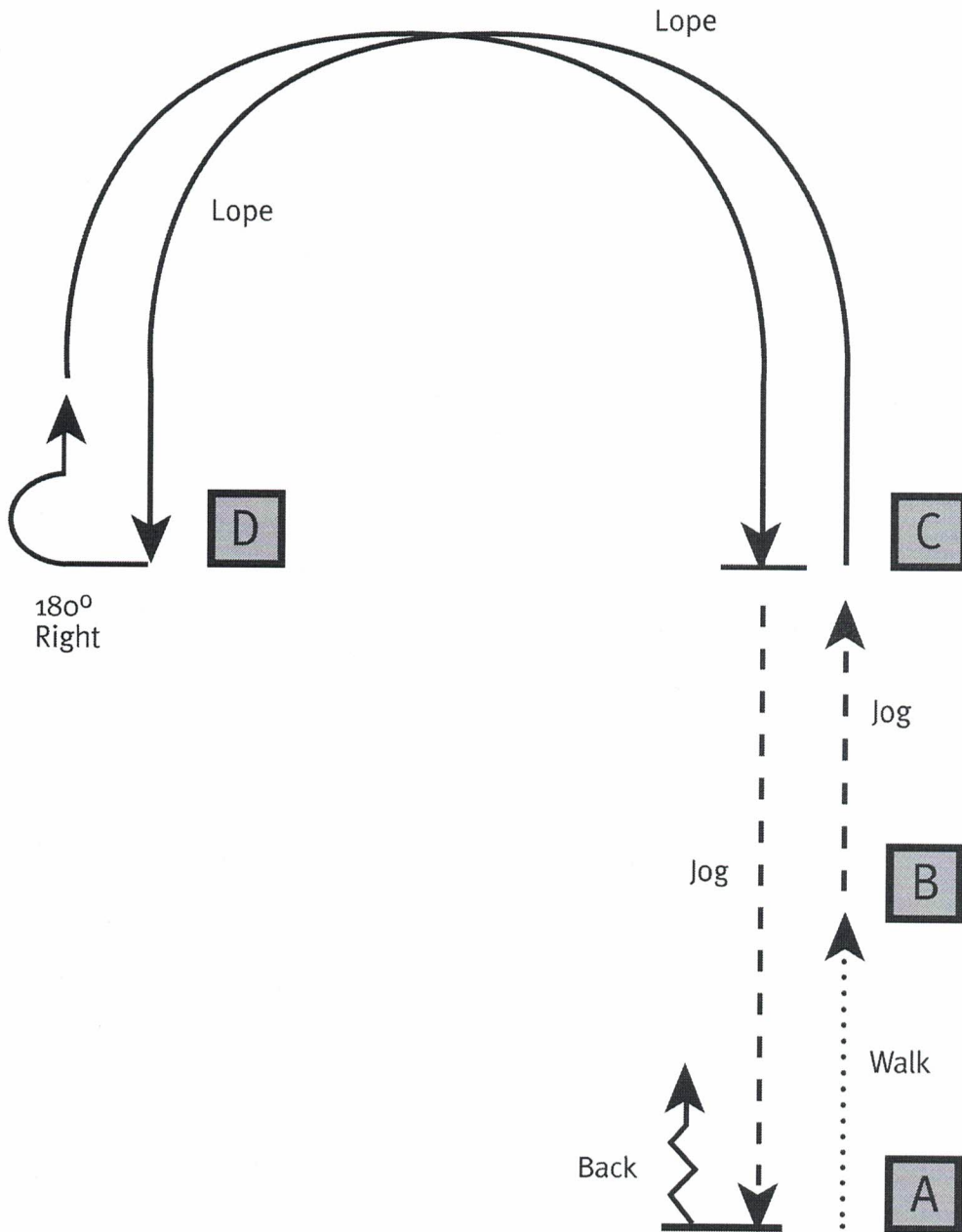
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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

Western Horsemanship

LEVEL 2 • 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.

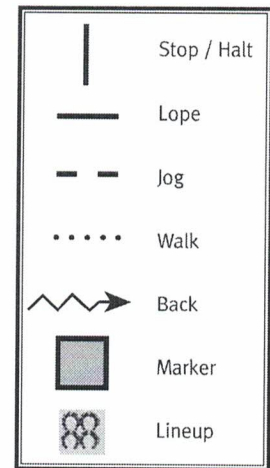
Stop at marker D and execute a 180-degree turn on the hindquarters right.

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:

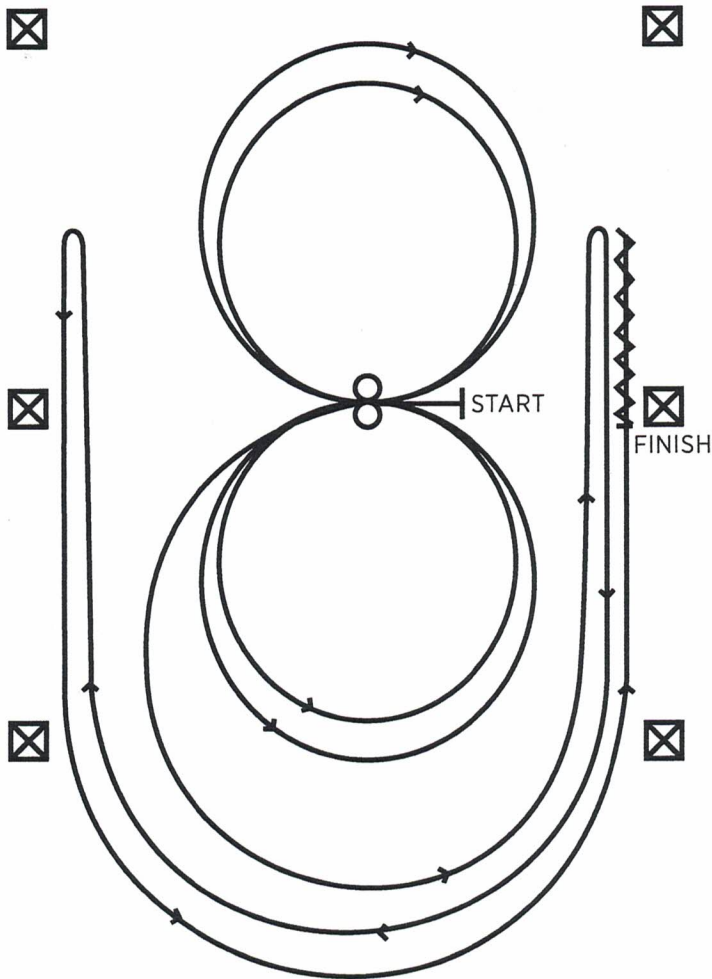
- 14 - 18
- 18 & Under
- 19 & Over

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.

(4-14 PATTERN 2)



REINING PATTERN 2

Exhibitors may walk or trot their horses to the center of the arena. Horses must walk or stop before starting the pattern. Begin at the center of the arena facing the left wall or fence. (See fig. 19 for a diagram of reining pattern 2.)

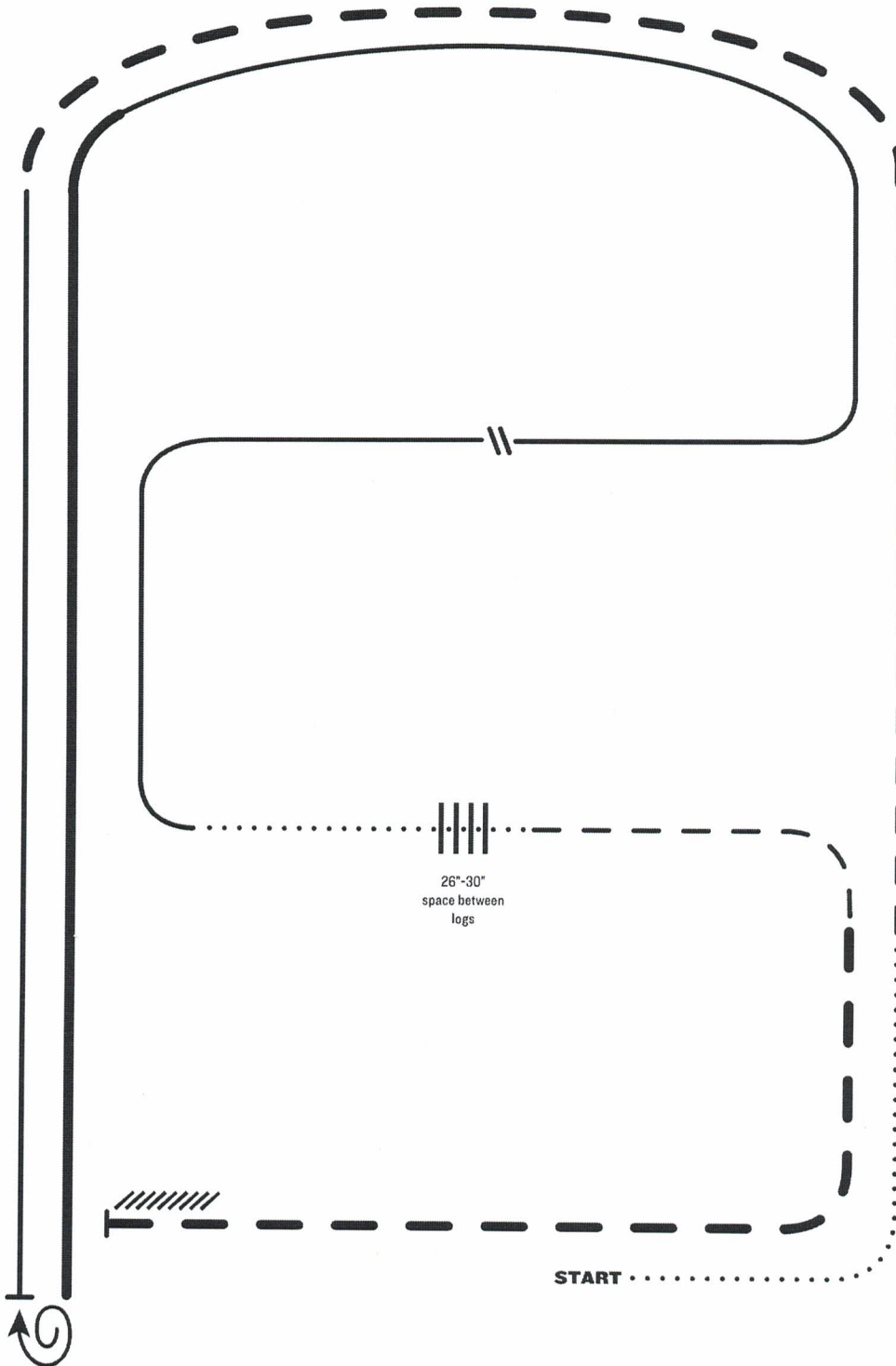
1. Complete one spin to the right. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
4. Complete two circles to the right, with the first circle large and fast, and the second 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 20 feet (6 meters) from the wall or fence—no hesitation.
6. Continue back around the 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.
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 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate that you have completed the pattern.

RANCH RIDING - PATTERN 2

- SPARTAN SPRING WARM-UP SHOW
 - CLASS 44, RANCH RIDING
 - DATE: 4-14-24

LEGEND

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



1. Walk
2. Trot
3. Extended trot
4. Lope left lead
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead
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.