

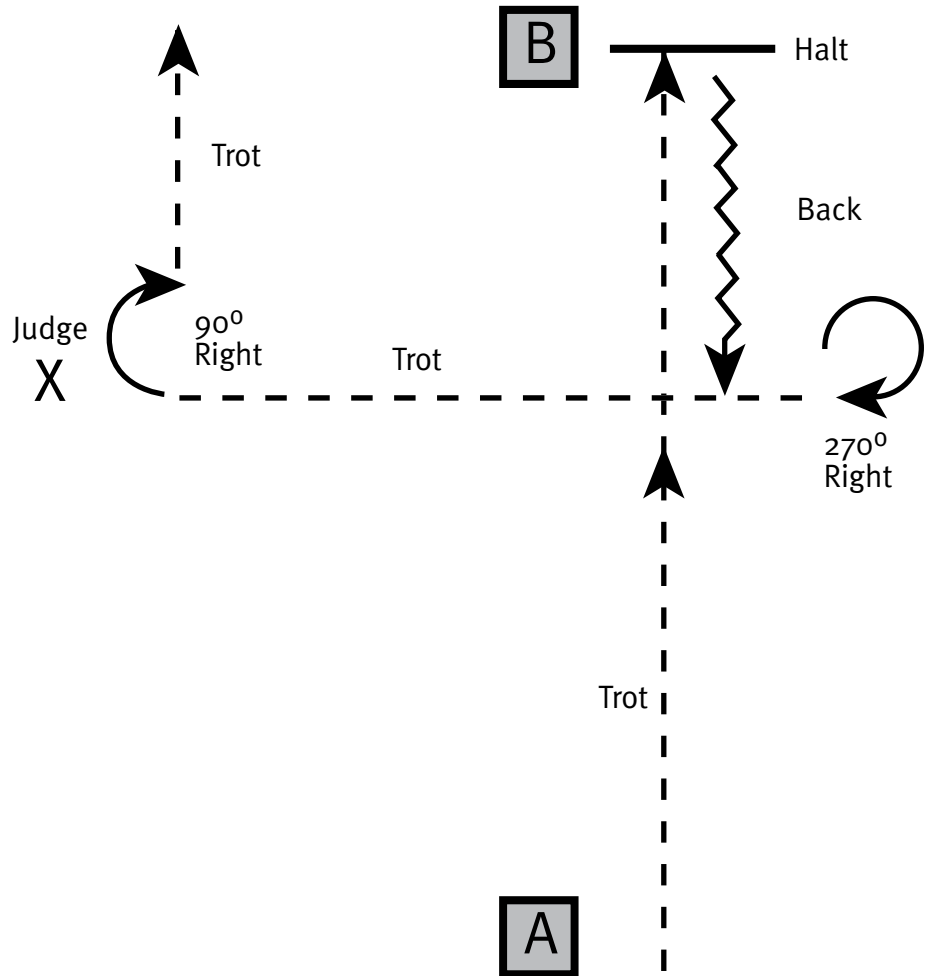
Showmanship

LEVEL 2 • PATTERN L

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

1. Be ready at marker A. Trot from marker A to marker B, halt
2. Back 1/2 way to marker A, halt
3. Execute a 270-degree turn
4. Trot to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed perform a 90-degree turn
8. Trot away and return to lineup at a trot or exit arena as directed

- 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

Western Horsemanship

LEVEL 1 • PATTERN H

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 A.

Lope on the left lead to B and stop.

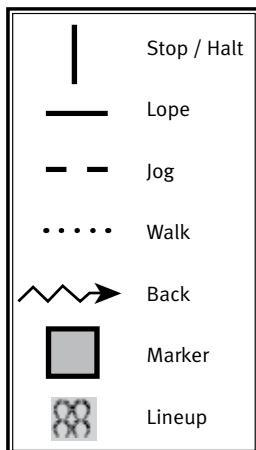
Execute 270-degree turn to the right.

Lope on the right lead to C, continuing at the lope, make a small circle continuing to D and stop.

Execute a 180-degree turn to the left.

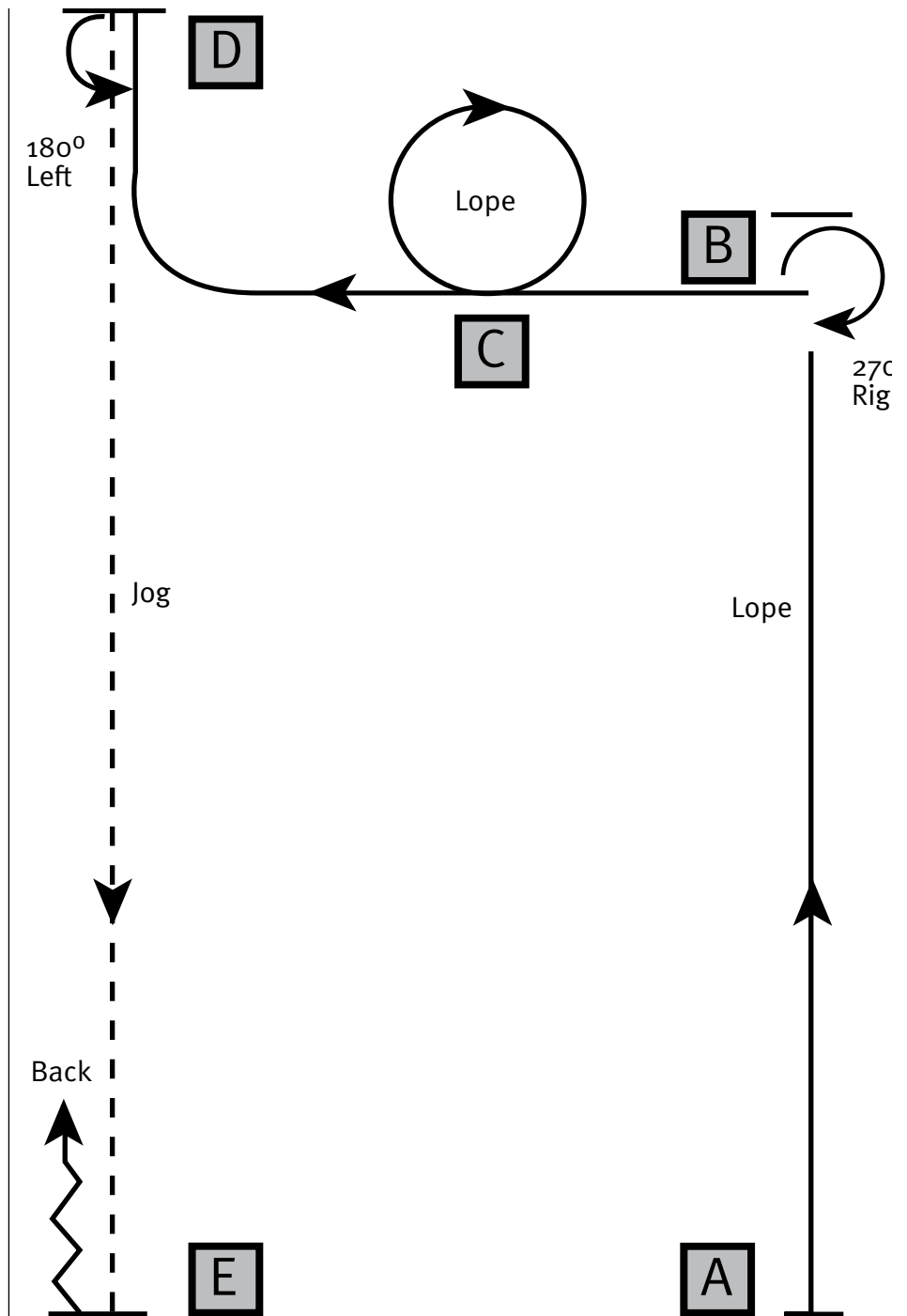
Jog to E. Stop and back ten feet.

Return to line or exit at a jog.



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.



Western Horsemanship

LEVEL 1 • PATTERN F

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.

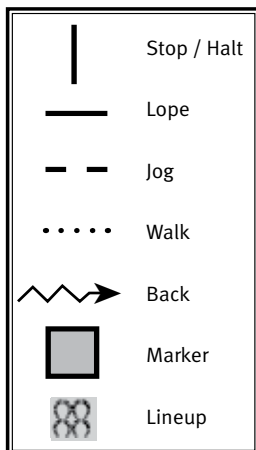
Continue out of the circle at a lope and change to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

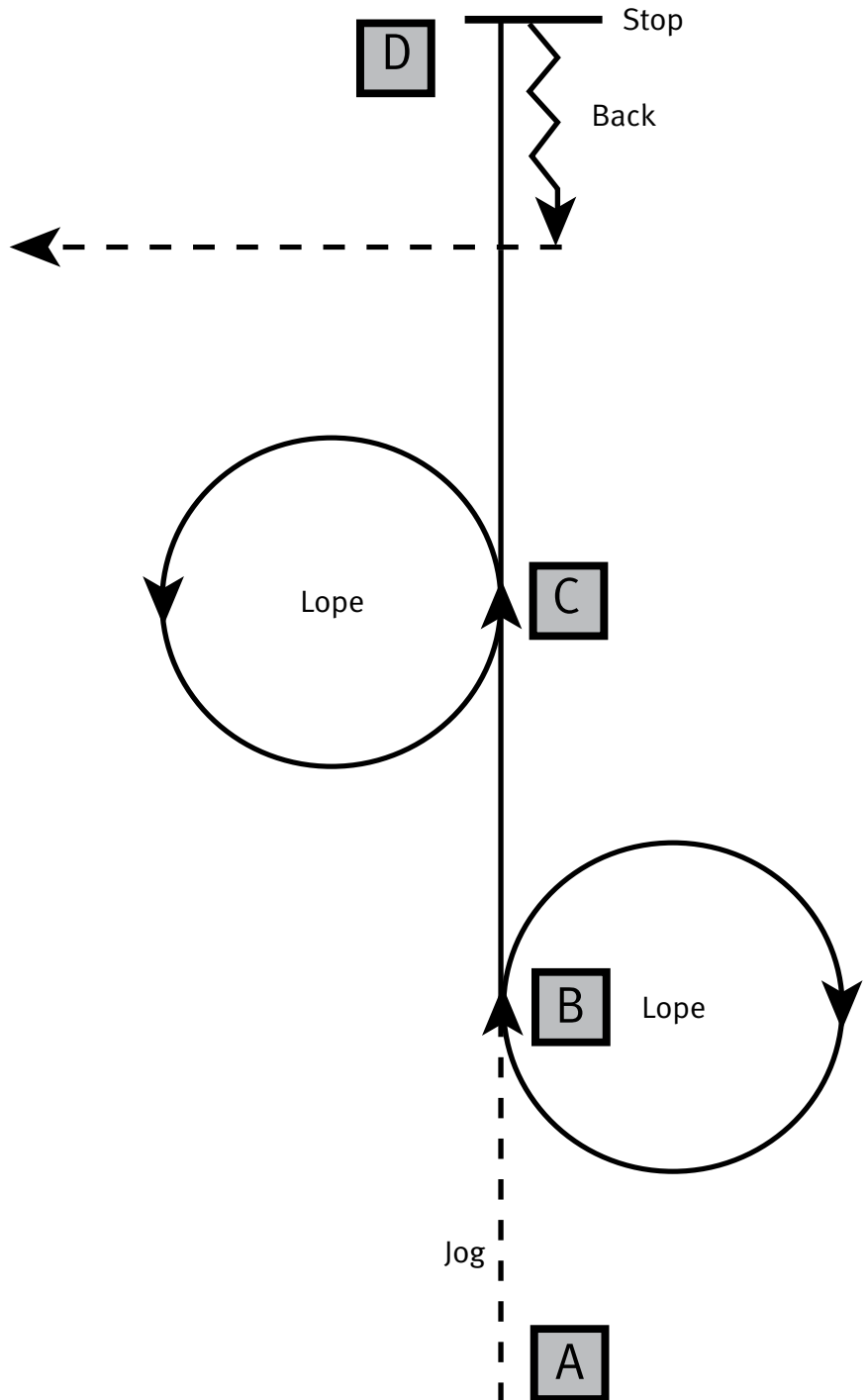
Stop and back ten feet.

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



This pattern is appropriate to use for all age groups

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



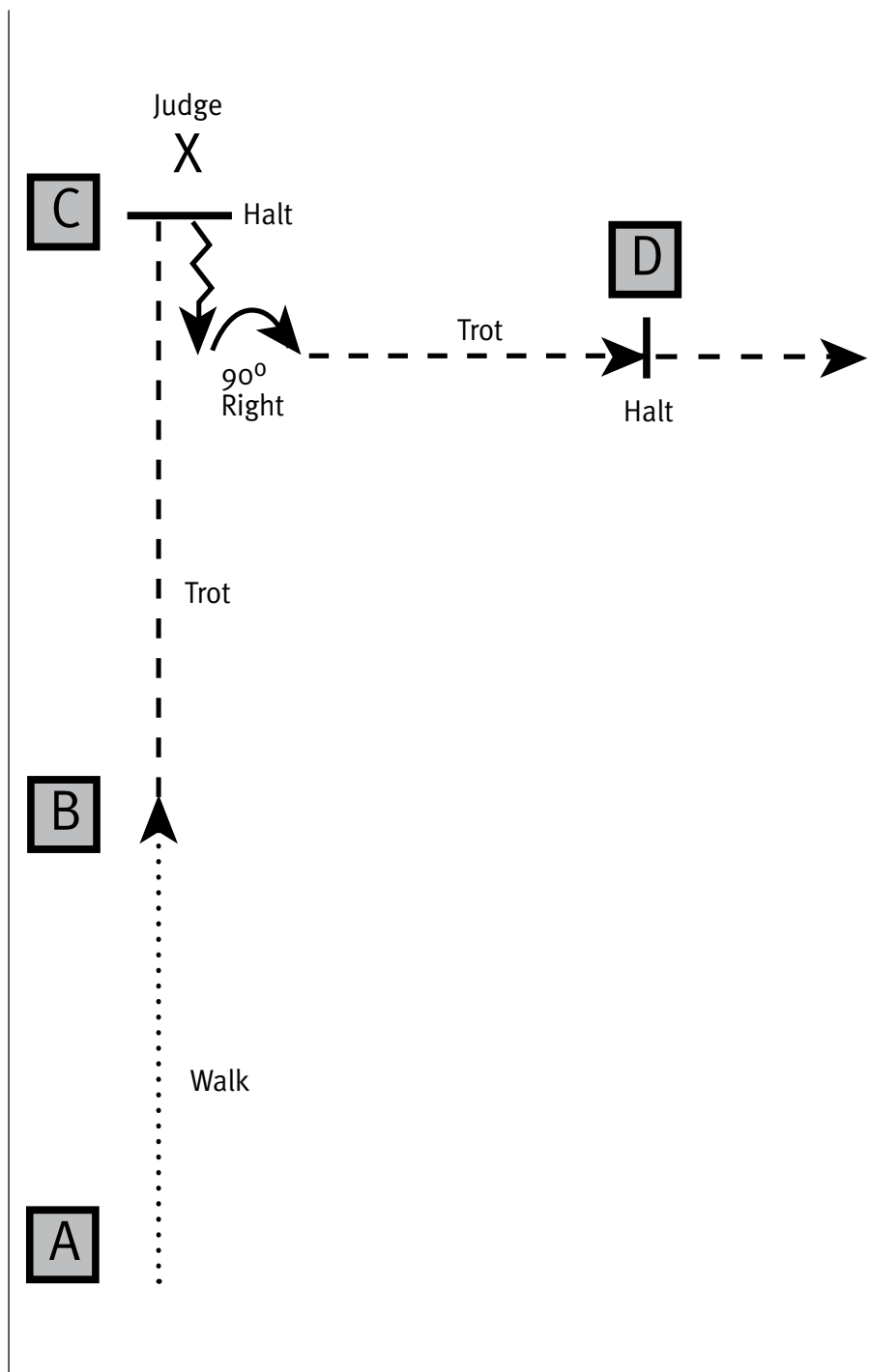
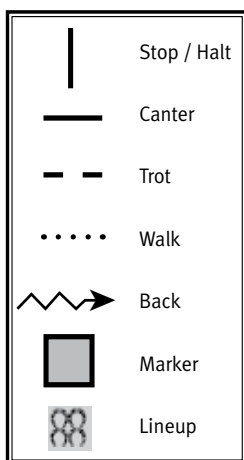
Showmanship

LEVEL 1 • PATTERN B

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

1. Be ready at marker A. Walk from marker A to marker B
2. Trot from marker B to marker C
3. Stop at C. Set up for inspection
4. Presentation of horse
5. When dismissed, back 4 steps
6. Execute a 90-degree turn
7. Trot to marker D and halt
8. Trot to new lineup or exit arena as directed

- 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.

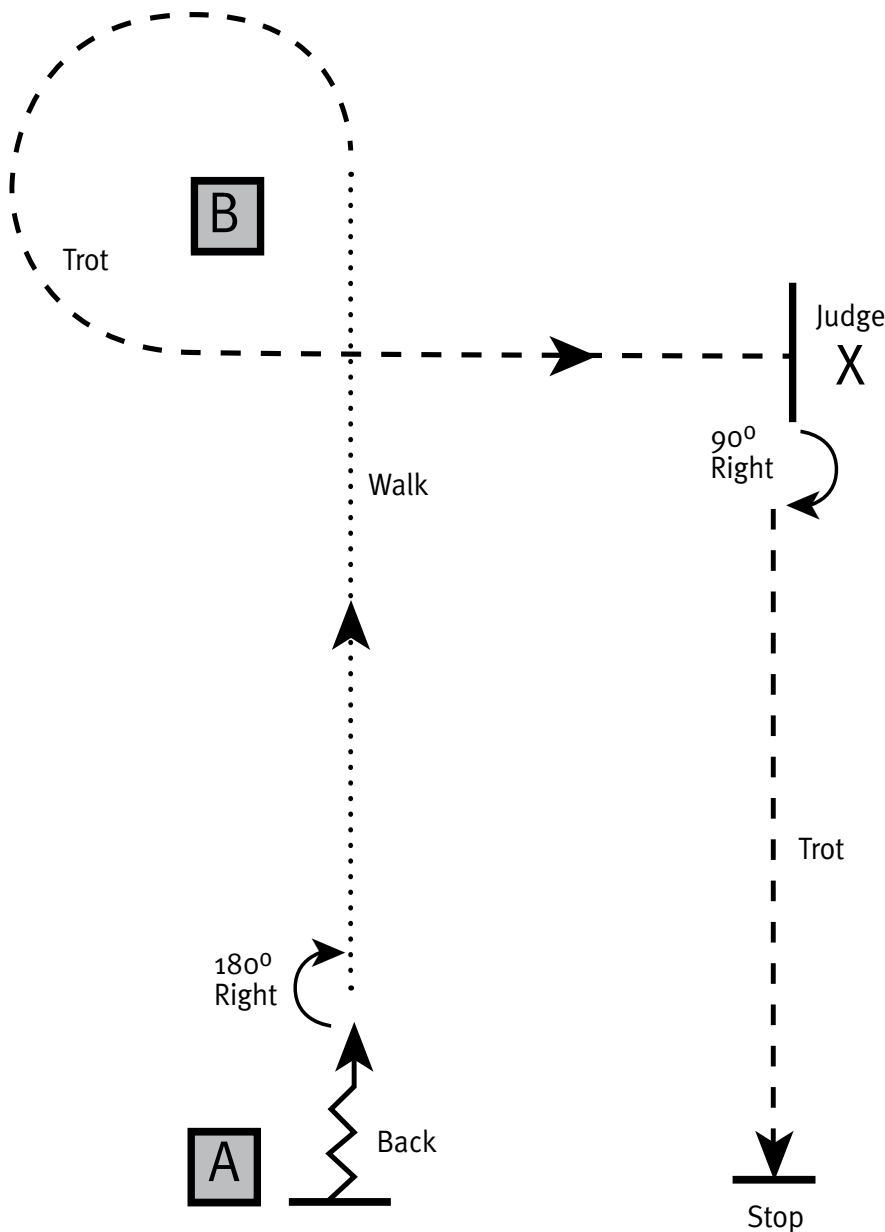


Showmanship

LEVEL 1 • PATTERN J

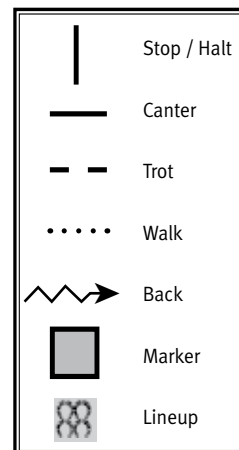
Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

- ☐ **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.



1. Be ready at marker A. Back four steps
2. Perform a 180-degree turn
3. Walk to marker B
4. At marker B trot around marker to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed perform a 90-degree turn
8. Trot until even with marker A and halt

Return to lineup at a trot or exit arena as directed



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.

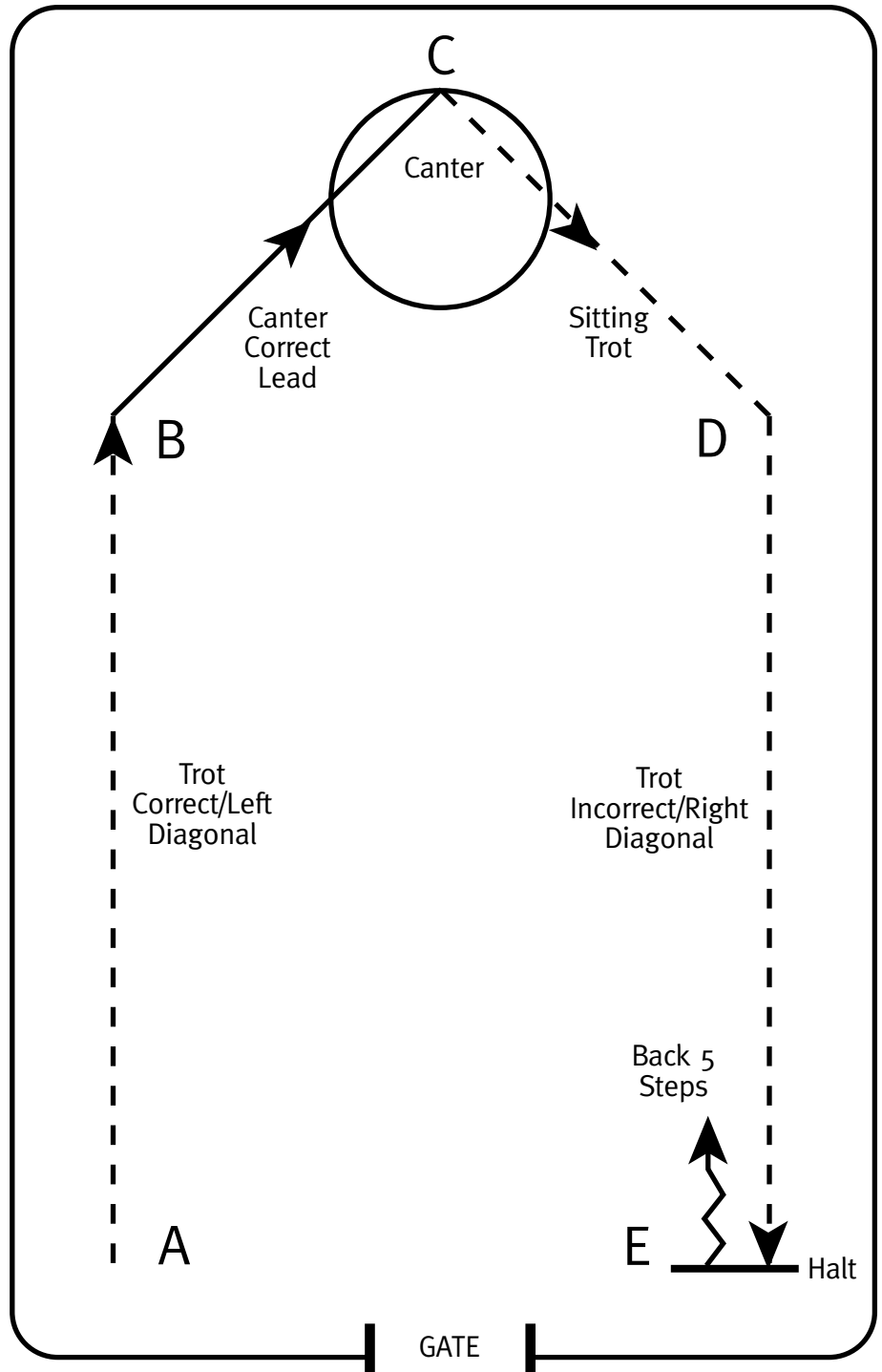
Transition to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

Halt and back five steps.

Return to lineup or exit at a walk.

	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.