



60th Mid Summer Classic Dual Arabian Equitation / Horsemanship / Showmanship

June 10 - 13, Thursday - Sunday 2021

Pattern				Equitation Manual
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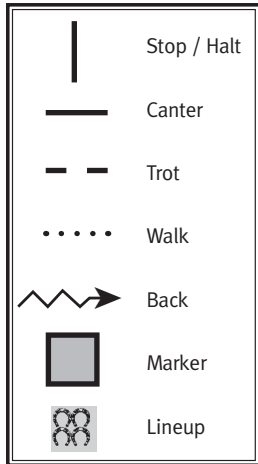
Saddle Seat

LEVEL 1 • PATTERN C • Tests 6,10

From the lineup, trot down the right hand straightaway showing two changes of diagonal. Begin on the right diagonal. Continue trotting to the center of the end. Halt.

Canter a circle on the left lead. Halt.

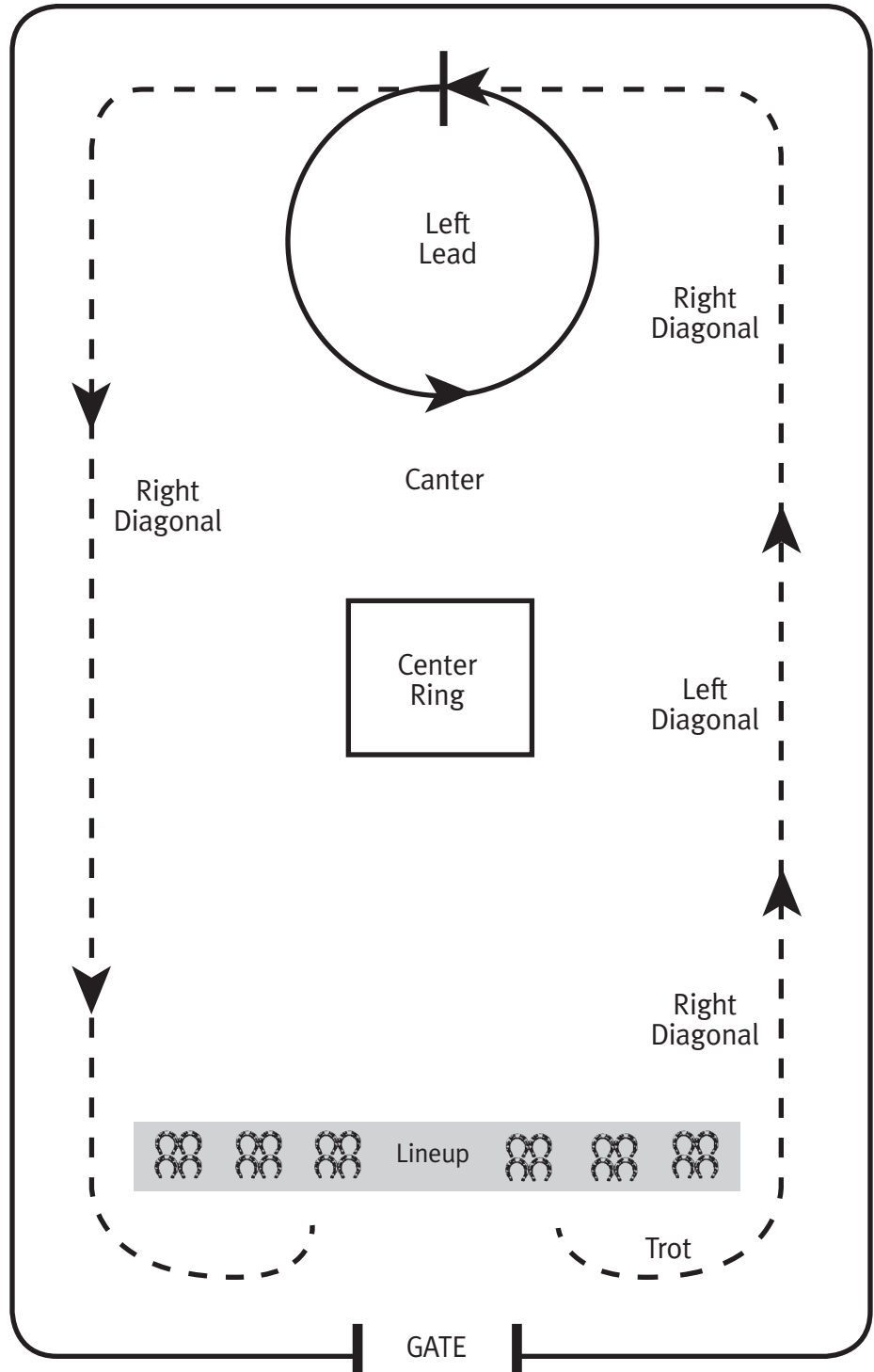
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



This pattern may only be used for:

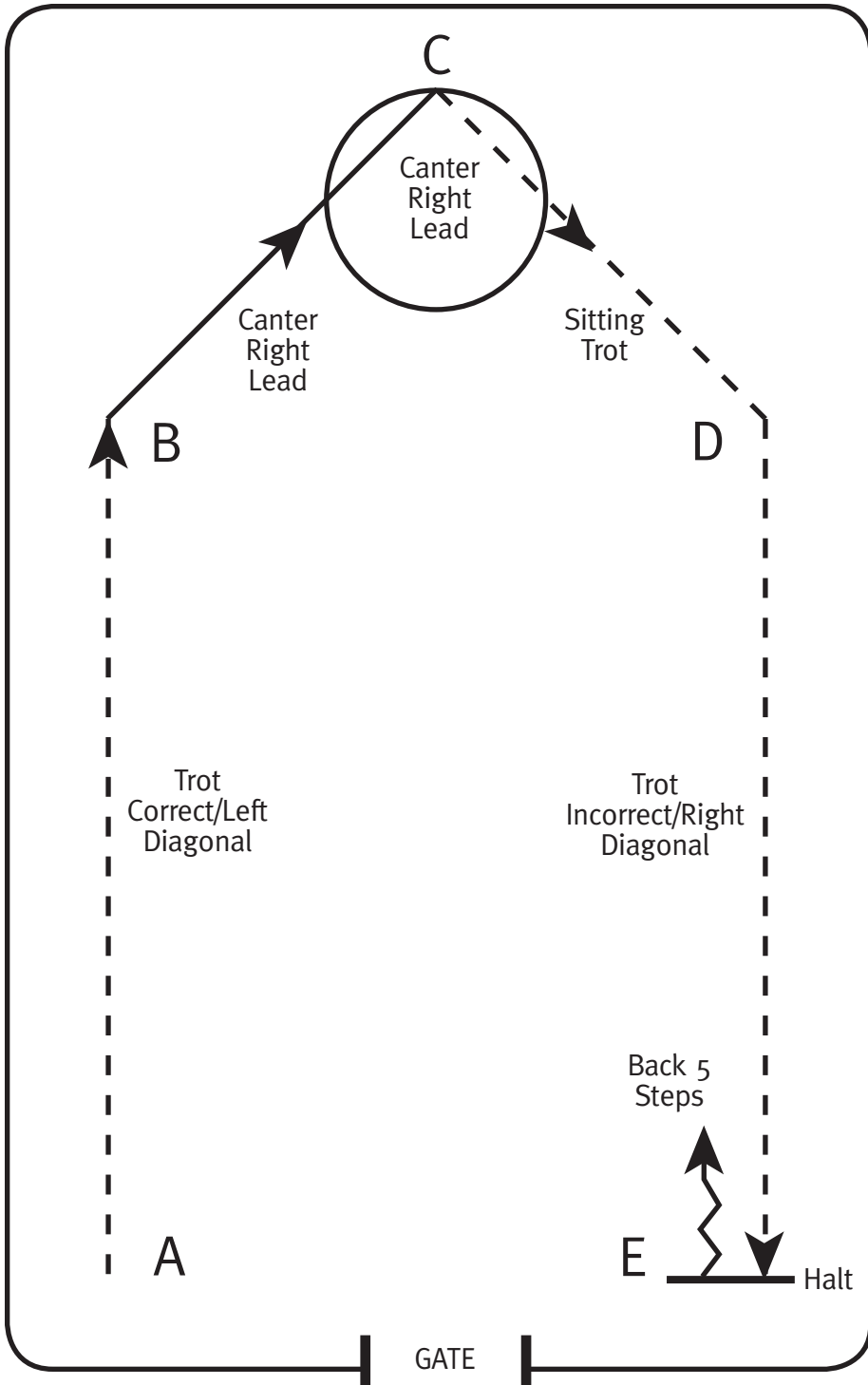
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Hunter/Jumping Seat

LEVEL 1 • PATTERN U • Test 1,5



Trot on the correct diagonal from A to B.

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

Break to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

Halt and back five steps.

Return to the lineup or exit at a walk.

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

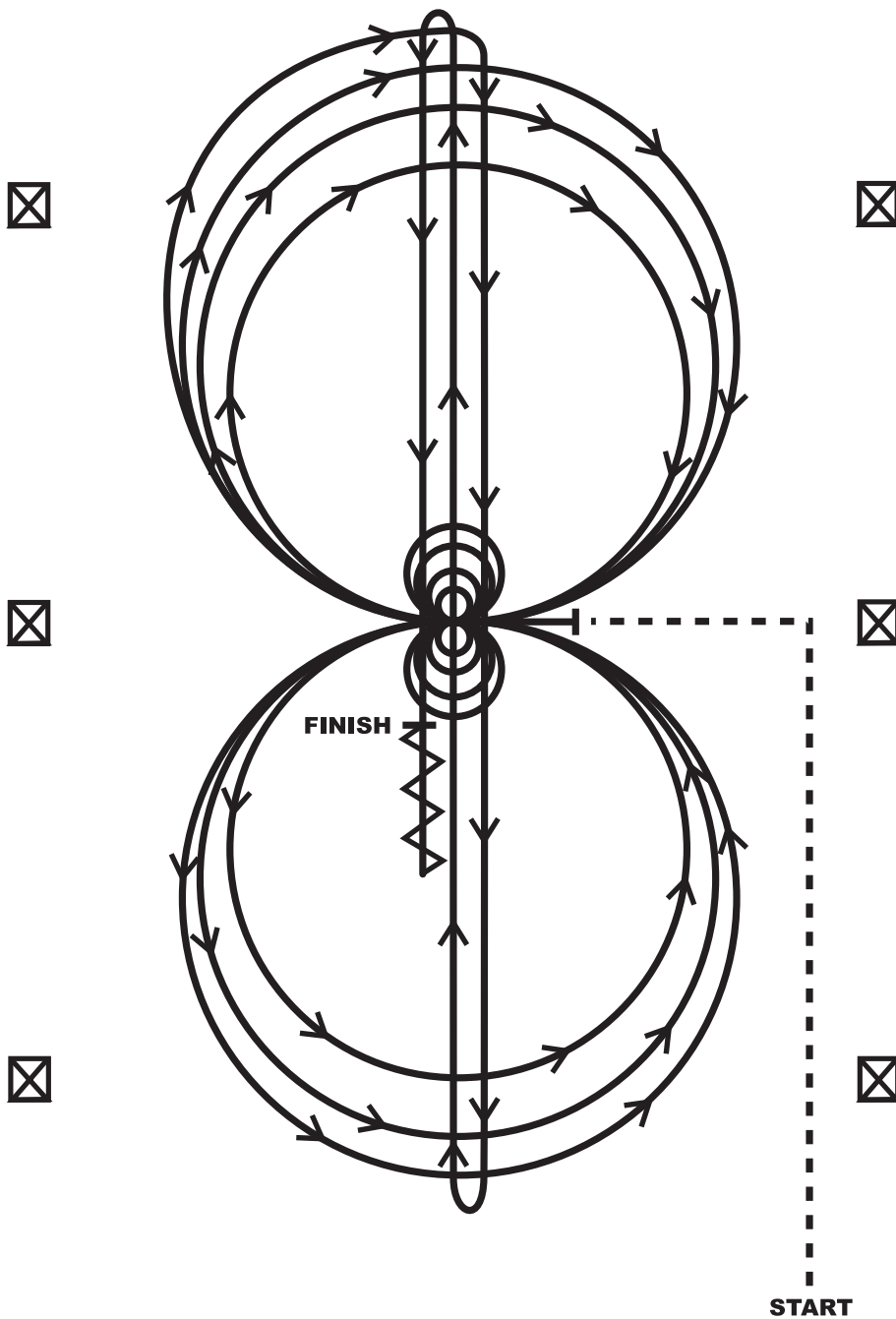
This pattern may only be used for:

- 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 11



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

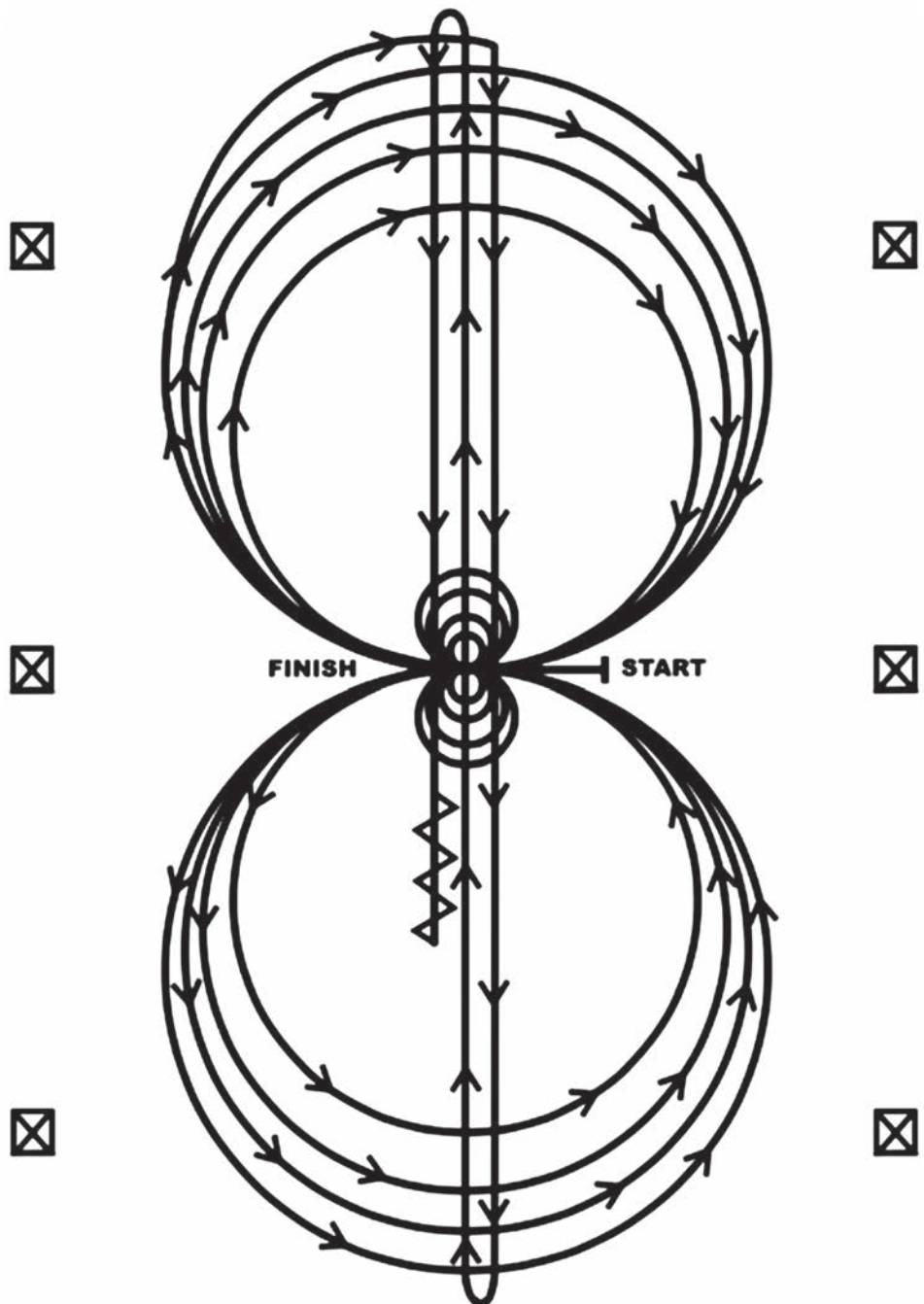
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback — no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback — no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Reining Seat

PATTERN 4

Horses may walk or jog to the center of the 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 right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback — no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback — no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



Western Horsemanship

LEVEL 2 • PATTERN T • Tests 1,2,3,4,6

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 middle.

Stop, 360-degree turn to the left on the haunches.

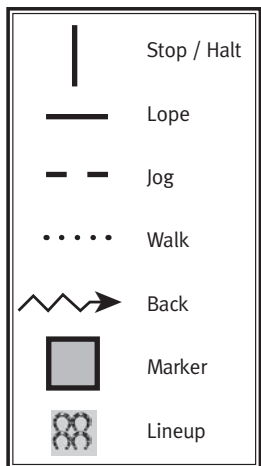
Lope a circle on the left lead.

Simple change of lead through walk or jog.

Lope right lead, break to jog.

Stop and back.

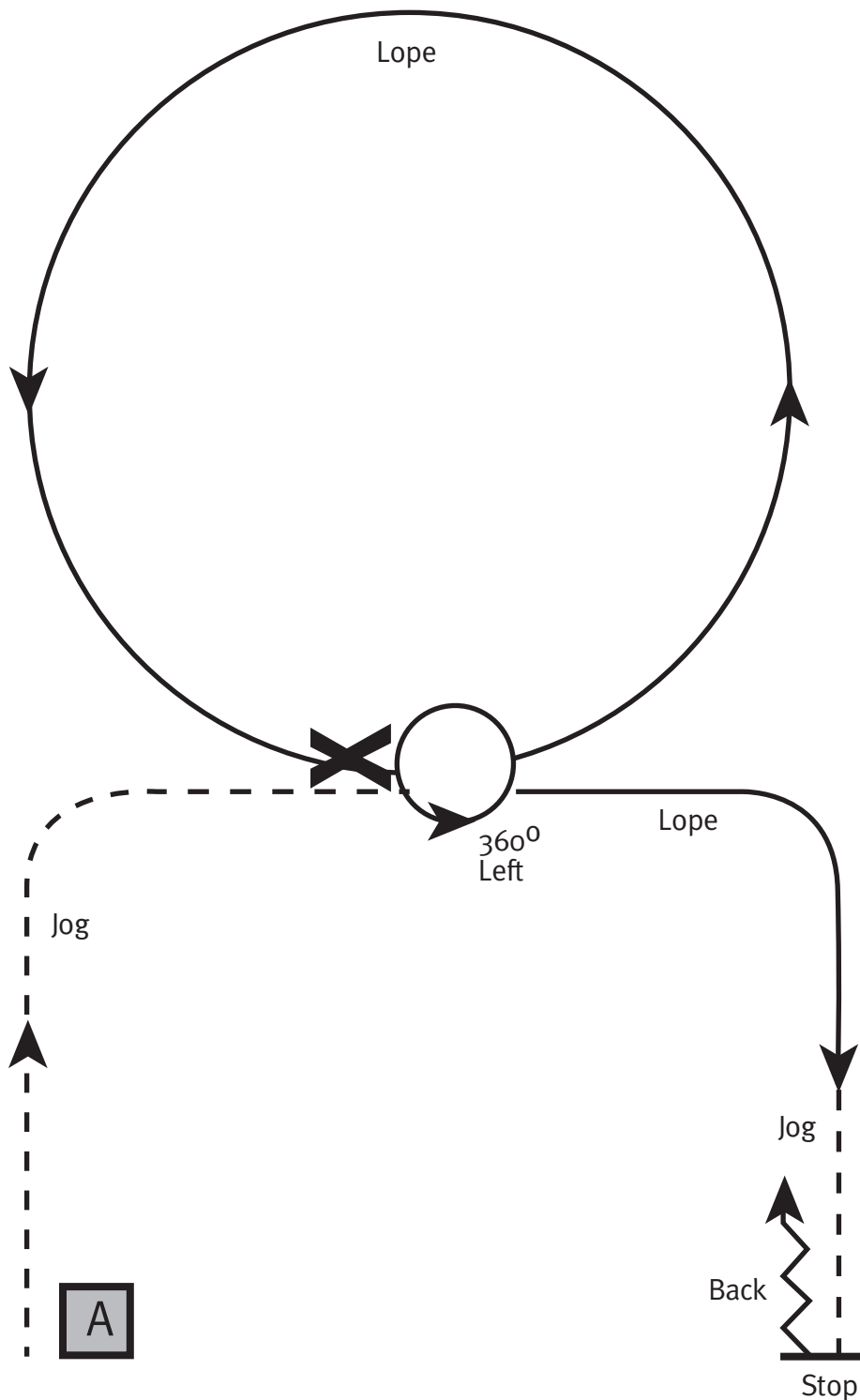
Return to lineup at the jog or exit arena at the jog.



This pattern may only be used for:

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

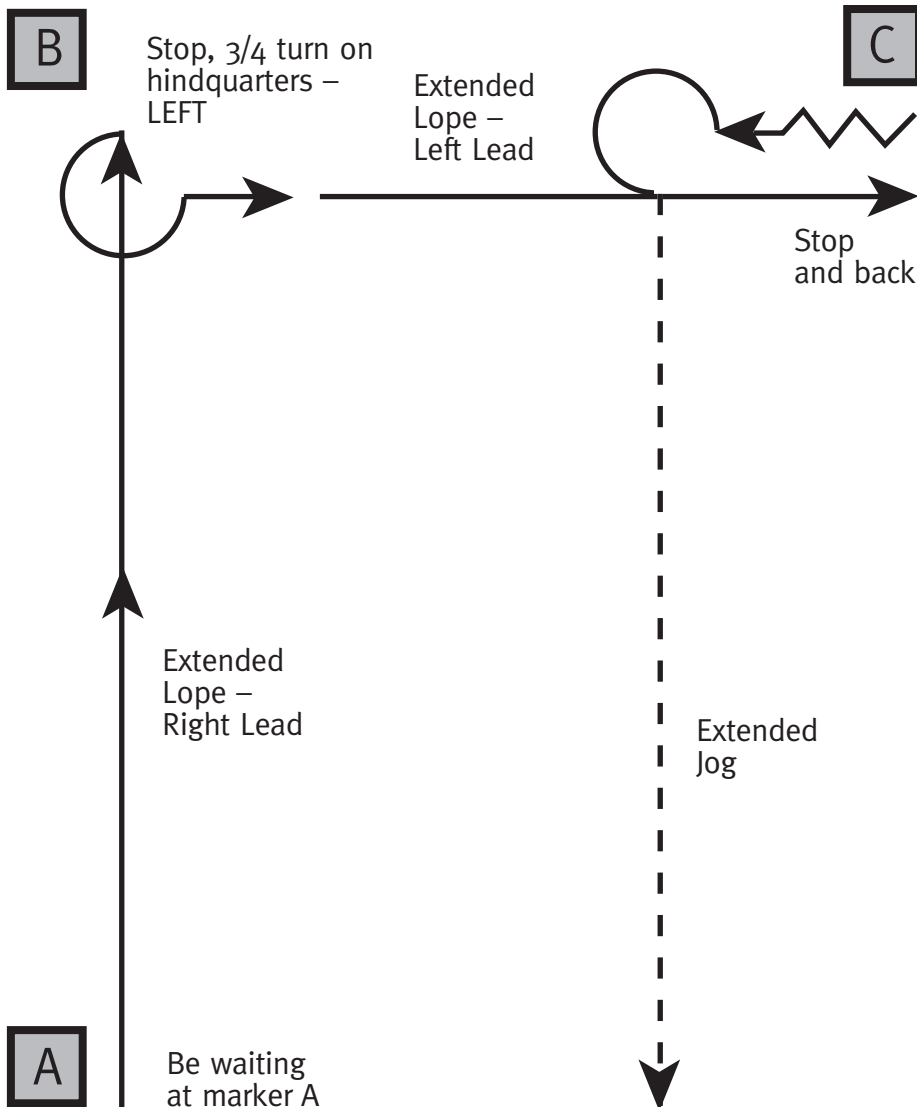
If used at a Regional or National Show, pattern may not be run from the lineup.



Western Horsemanship

LEVEL 3 • PATTERN FF • Tests 1,2,3,5,6,10

*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.

Extended Lope right lead to marker B.

Stop.

Execute a 3/4 turn on the hindquarters to the left.

Extended Lope left lead to marker C.

Stop and back approximately ten feet.

Execute a turn on the forehand.

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

	Stop / Halt
—	Lope
- -	Jog
.....	Walk
~>	Back
■	Marker
⊗	Lineup

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.

Western Horsemanship

LEVEL 1 • PATTERN F • Tests 1,2,3,4

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.

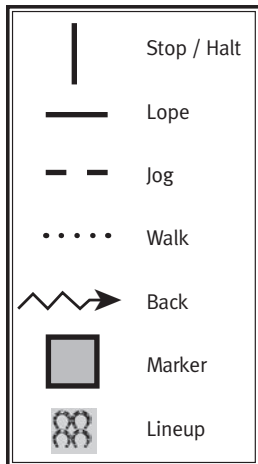
Continue out of the circle at a lope and simple change (walk or jog) to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

Stop and back ten feet.

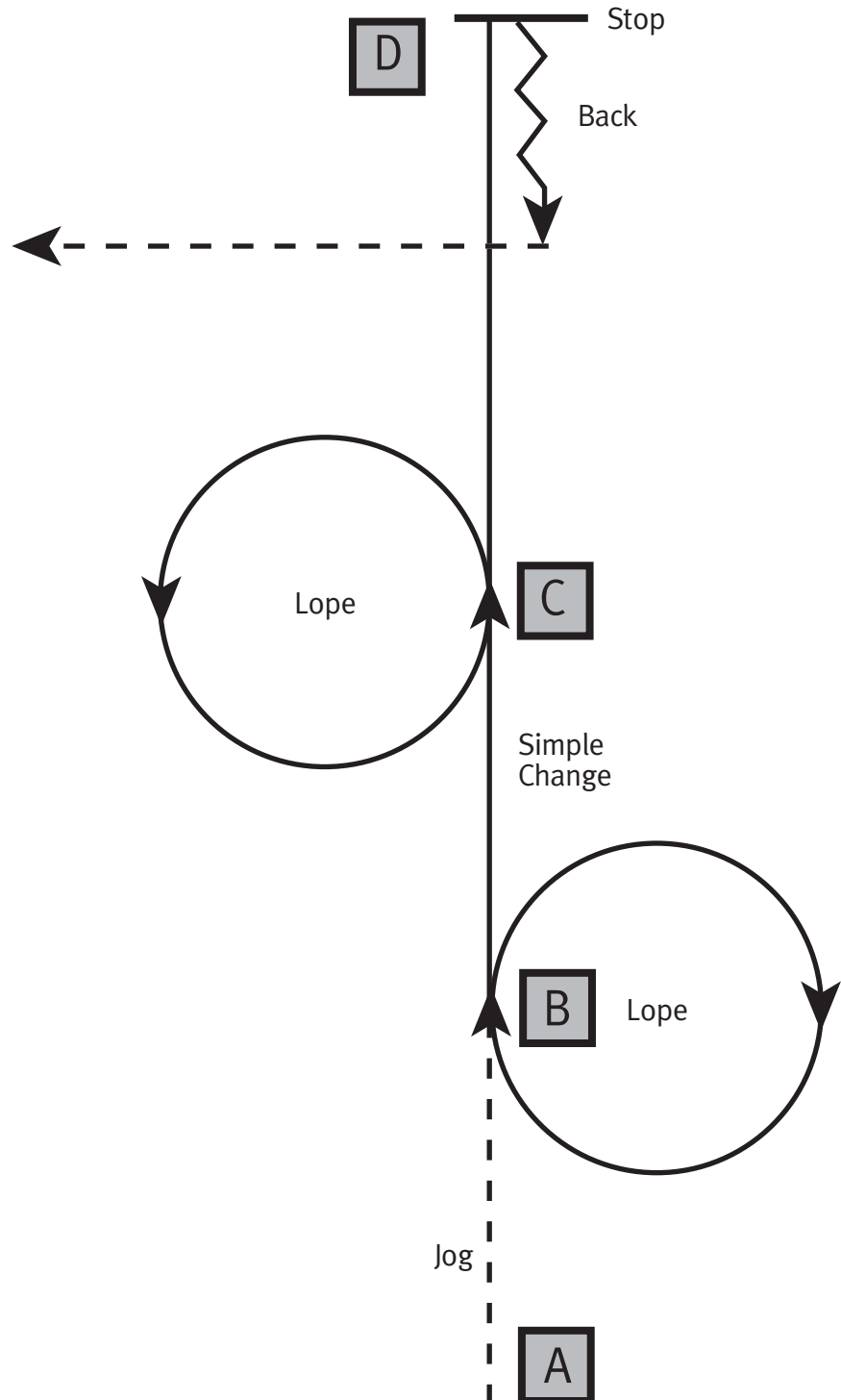
Return to the lineup at the jog or exit the arena at the jog.



This pattern 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.



Showmanship

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.

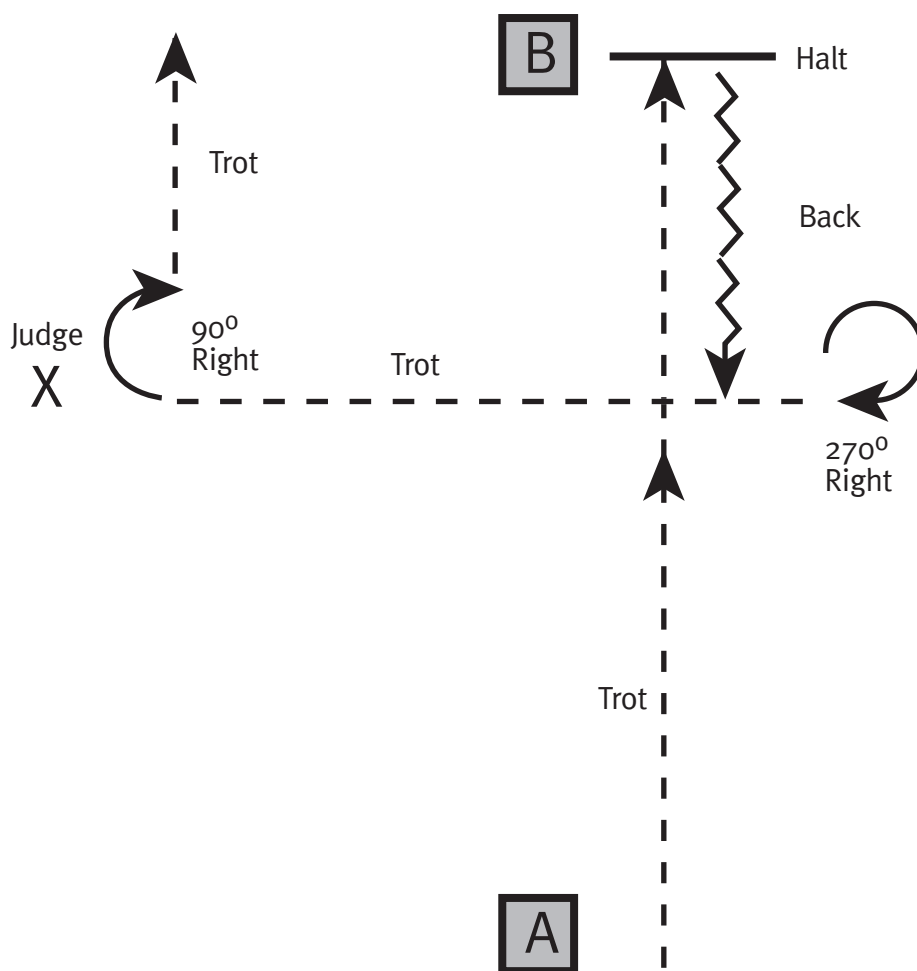
Trot to judge.

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.



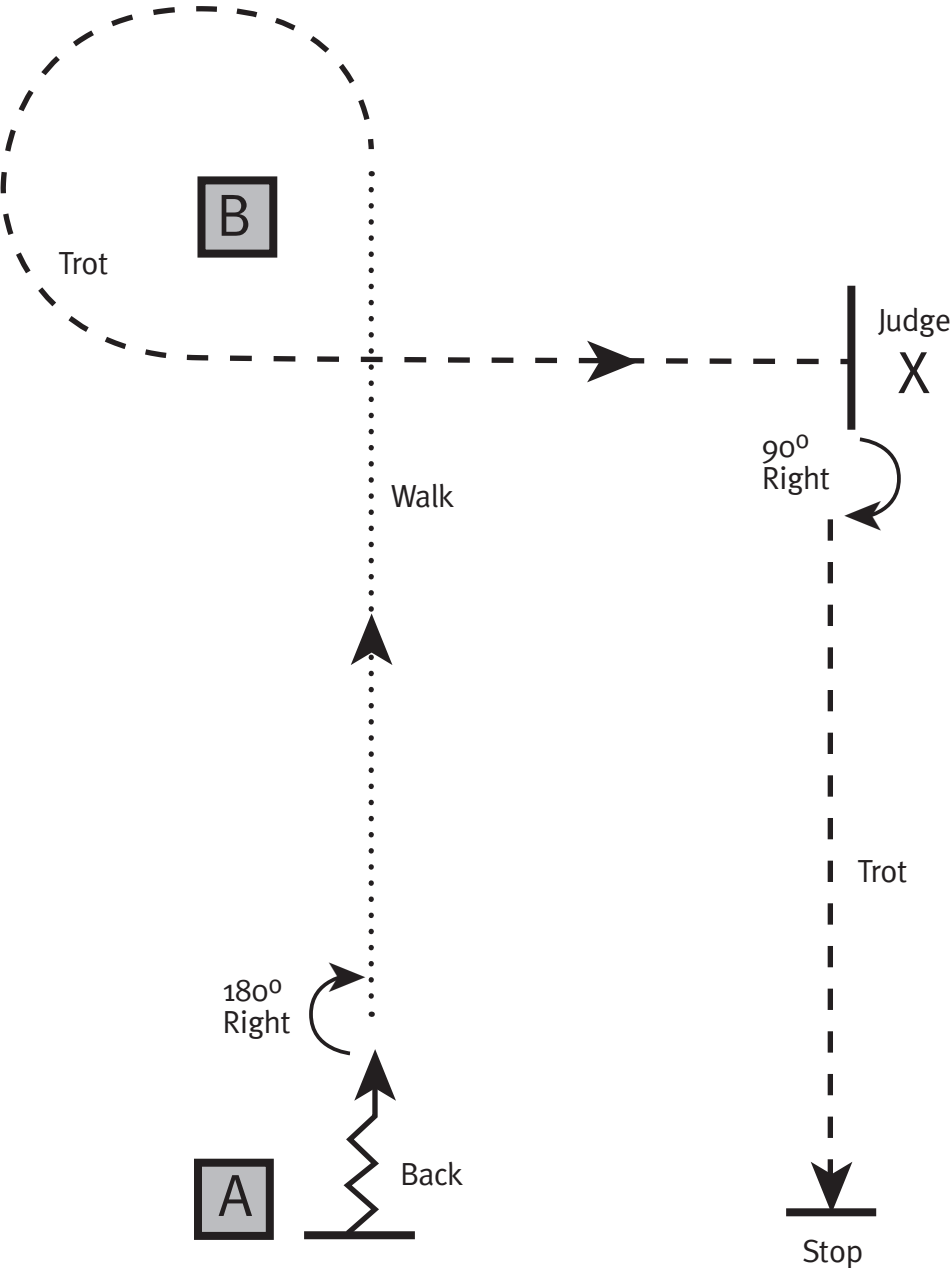
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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.

Showmanship

PATTERN J • LEVEL 1

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

PATTERN H • LEVEL 1

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

Be ready at marker A.

Back four steps at marker A.

Perform a 180-degree turn.

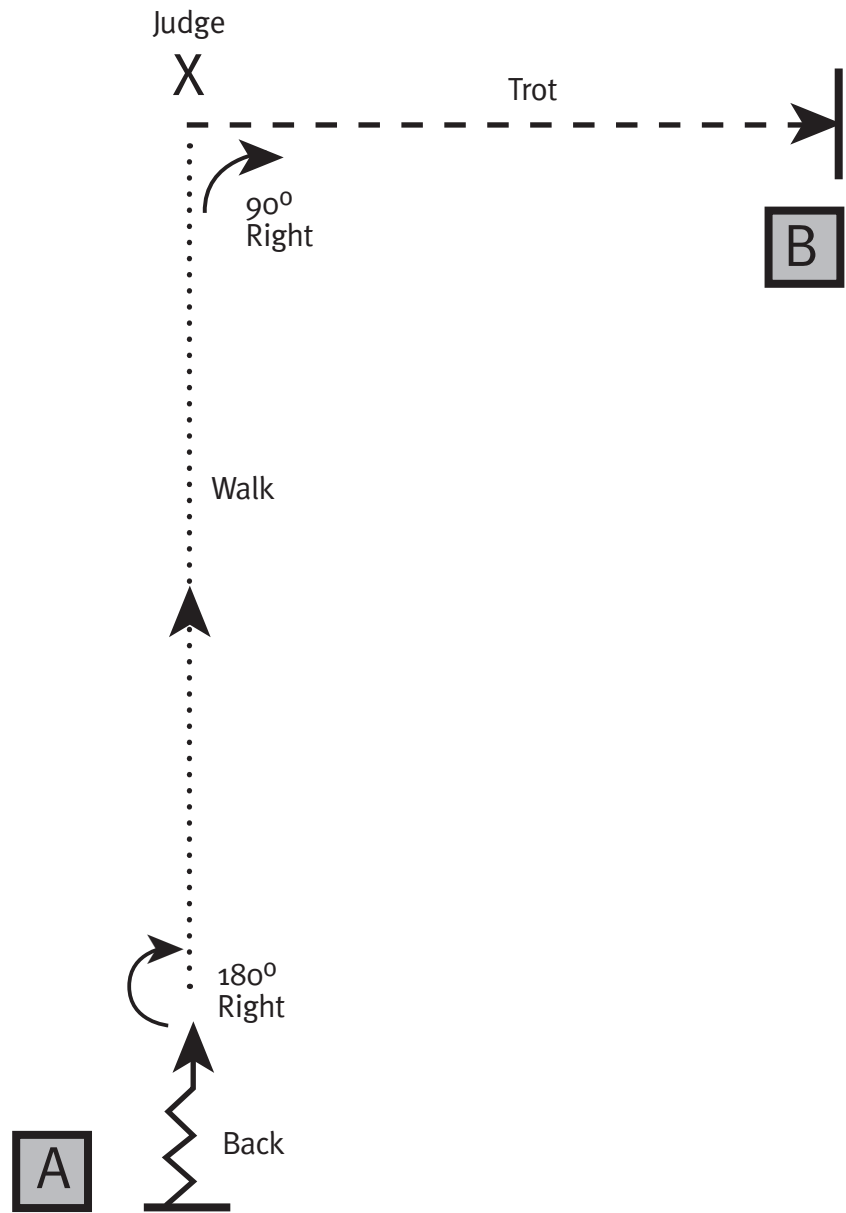
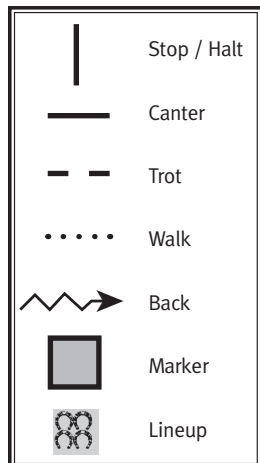
Walk to the judge and set up for inspection.

When dismissed perform a 90-degree turn and trot to marker B.

Stop at marker B.

Return to 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.



Showmanship

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.

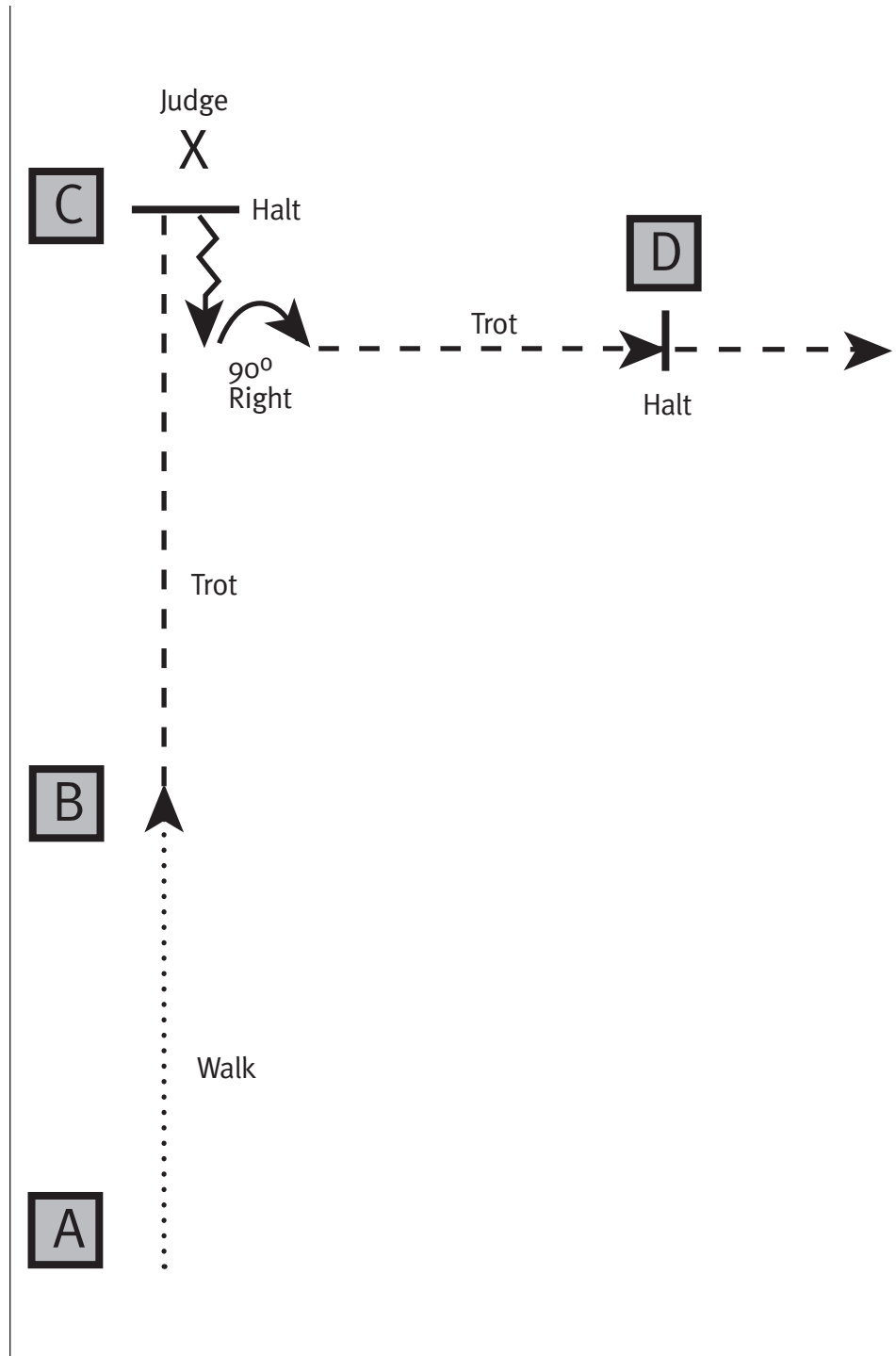
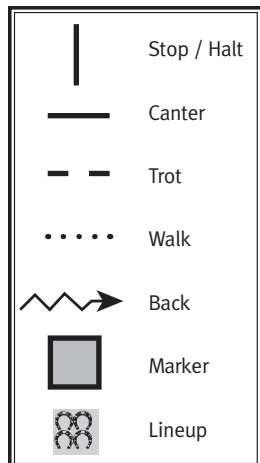
Stop at marker C and set up for inspection.

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.

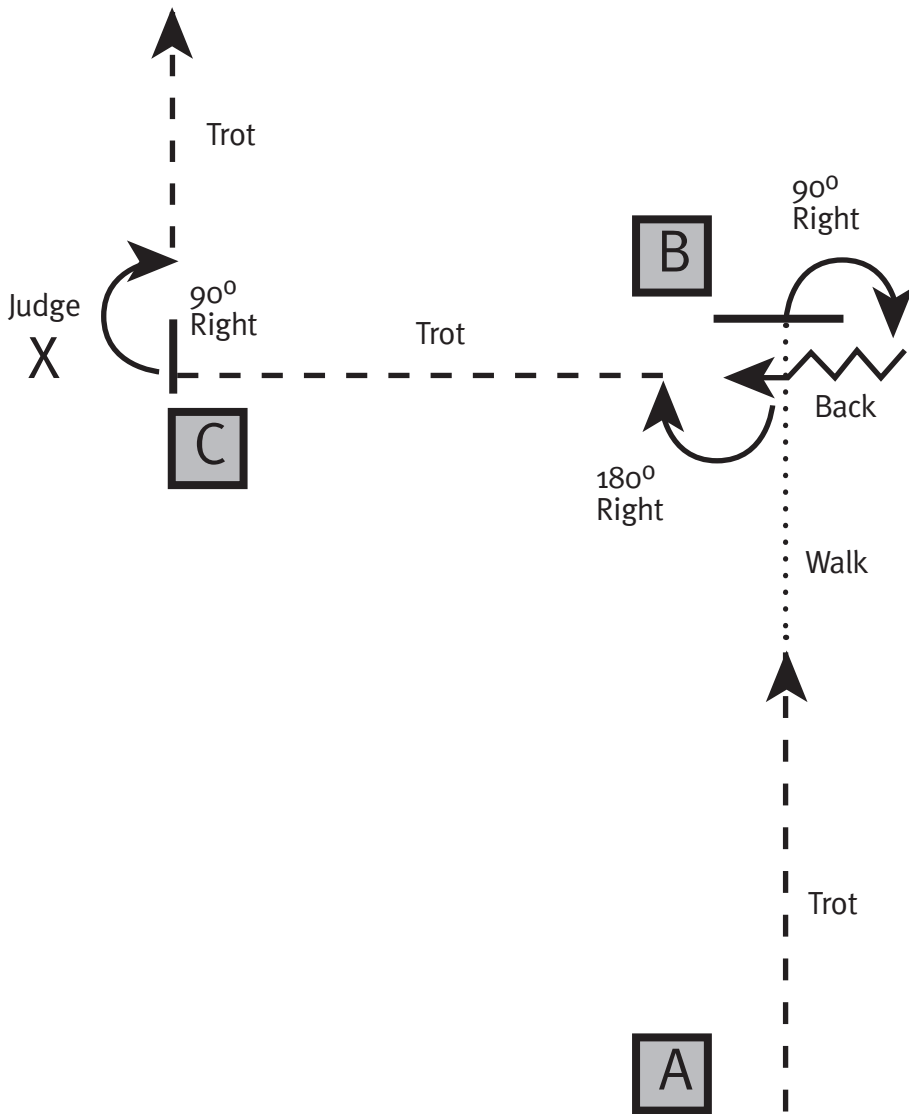


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

Break to walk and walk to marker B.

Stop and perform a 90-degree turn.

Back four steps and perform a 180-degree turn.

Trot to marker C. Stop. Set up for inspection.

When dismissed, perform a 90-degree turn and trot to the lineup as directed by the ringmaster or exit at the trot.

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