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Hunter/Jumping Seat

LEVEL 1 • PATTERN N

Walk to the starting point.

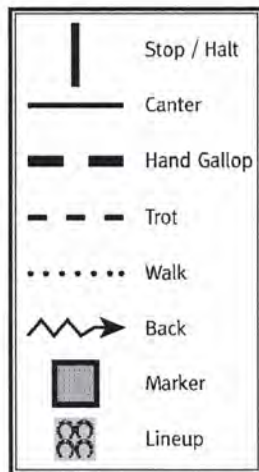
Pick up the trot and trot a circle to the right and continue trotting.

Canter a circle to the right. At the conclusion of the circle, perform a simple change of lead.

Canter a half circle to the left. Halt.

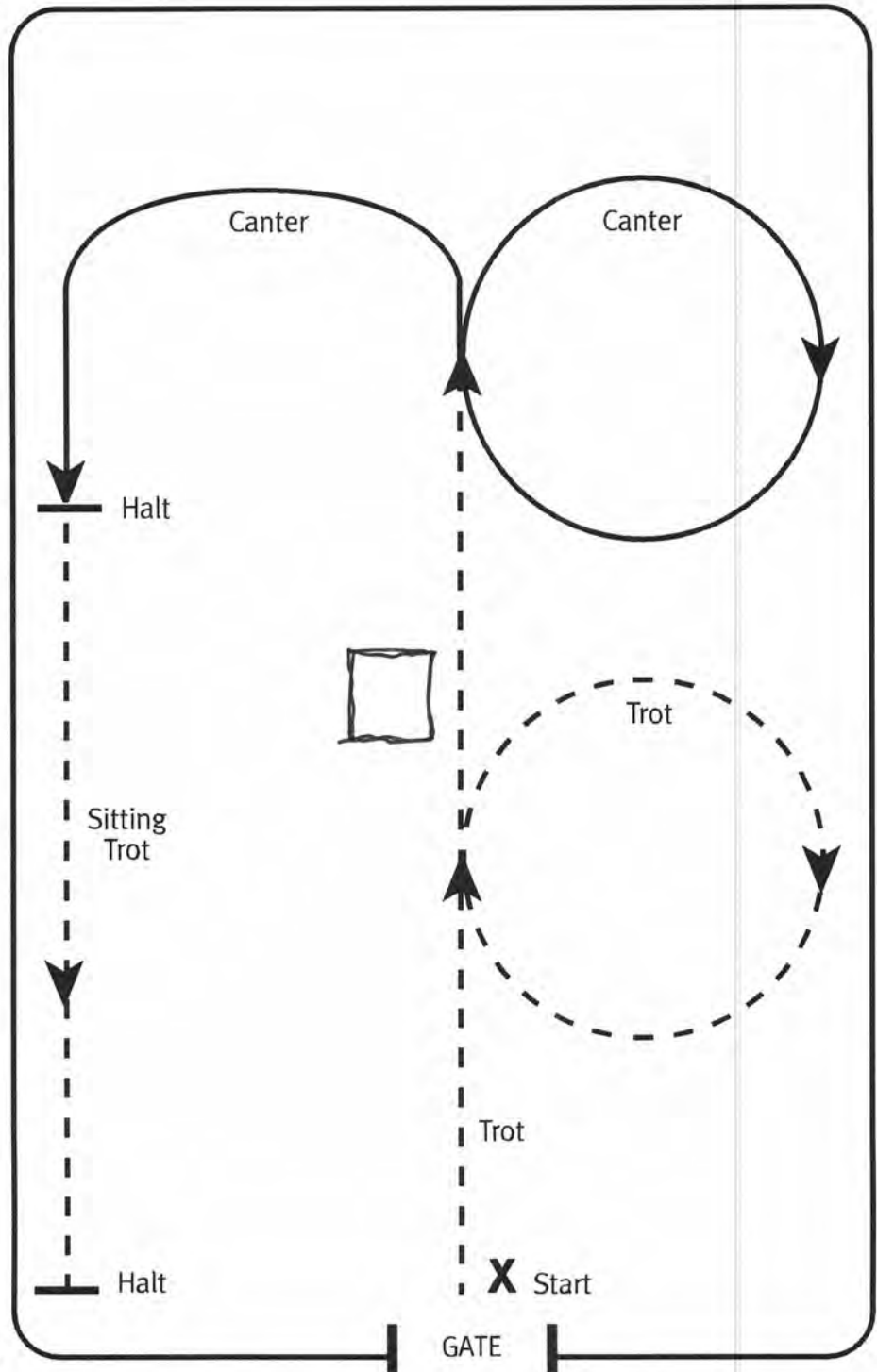
Sitting trot to the end of the arena. Halt.

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.



Hunter/Jumping Seat

LEVEL 2 • PATTERN QQ

Walk to the starting point.

Trot on the correct diagonal from A to B.

Counter canter on the left lead from B to C.

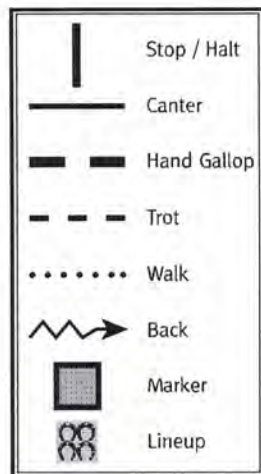
Halt. Canter a right circle on the correct lead.

Transition to sitting trot and 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.



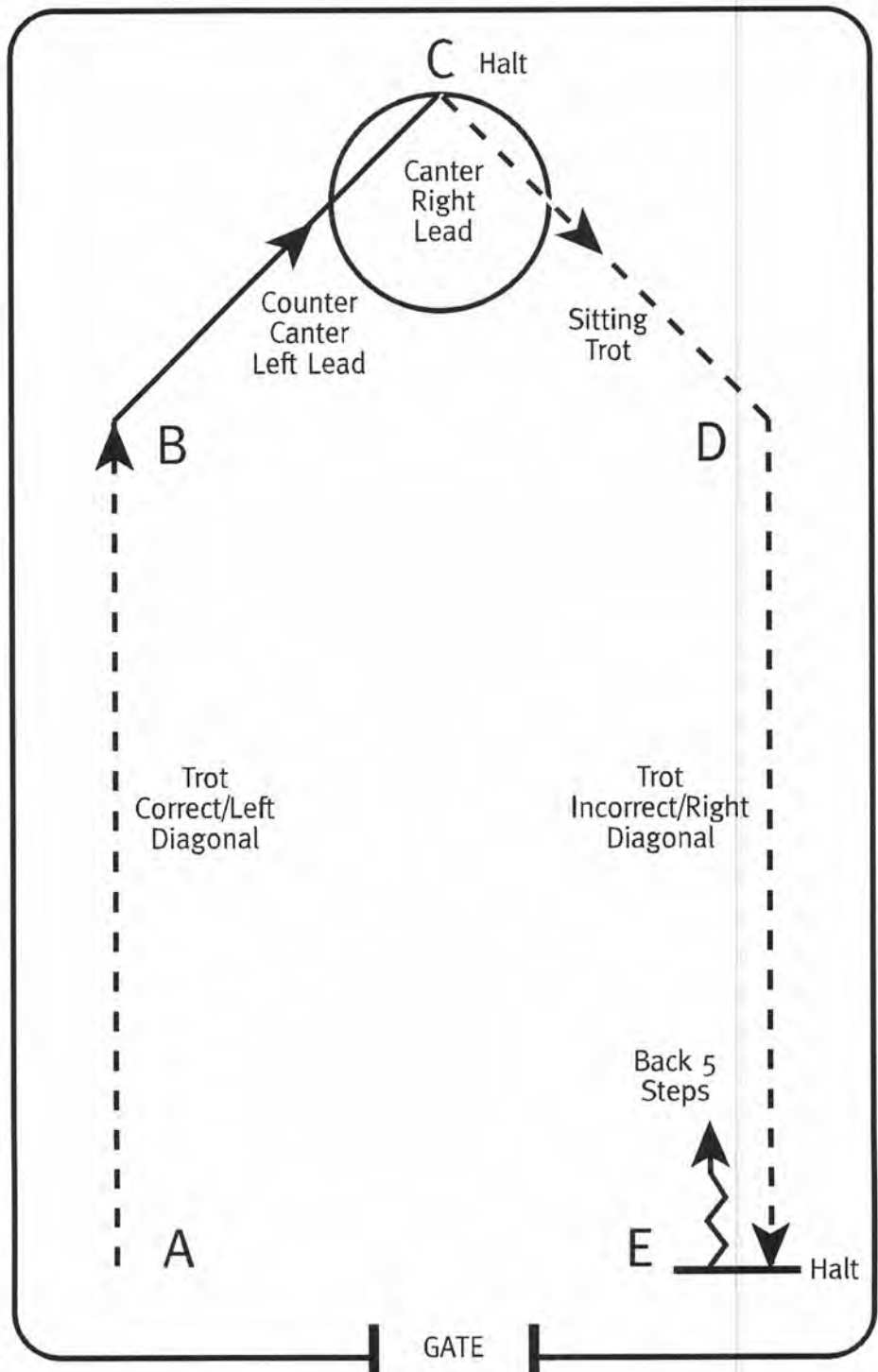
This pattern may only be used for:

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

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

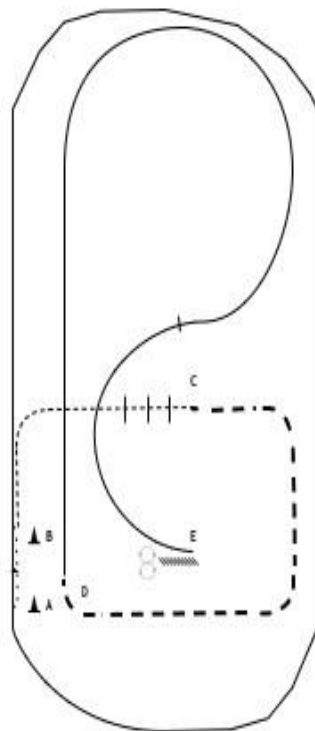
- 13 & Under
- 14 & Under

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



CLASS 65 RANCHMANSHIP

1. Walk from A to B
2. At B, trot over poles to C
3. At C, extended trot to D
4. Lope on the right lead up arena and close circle to center, change to left lead
5. Lope to the right side of cone E and stop; back 8 to 10 feet
6. 2 spins to the left
7. 2 ¼ spins to the right



- | = Lead Change
- X = Stop
- = Walk
- = Trot
- = Lope
- = Ext. Lope
- = Ext. Trot
- ||||||| = Back

Show Mid-Summer Classic Class 64
Date 6-6-25 Judge S. DUELL

A H A

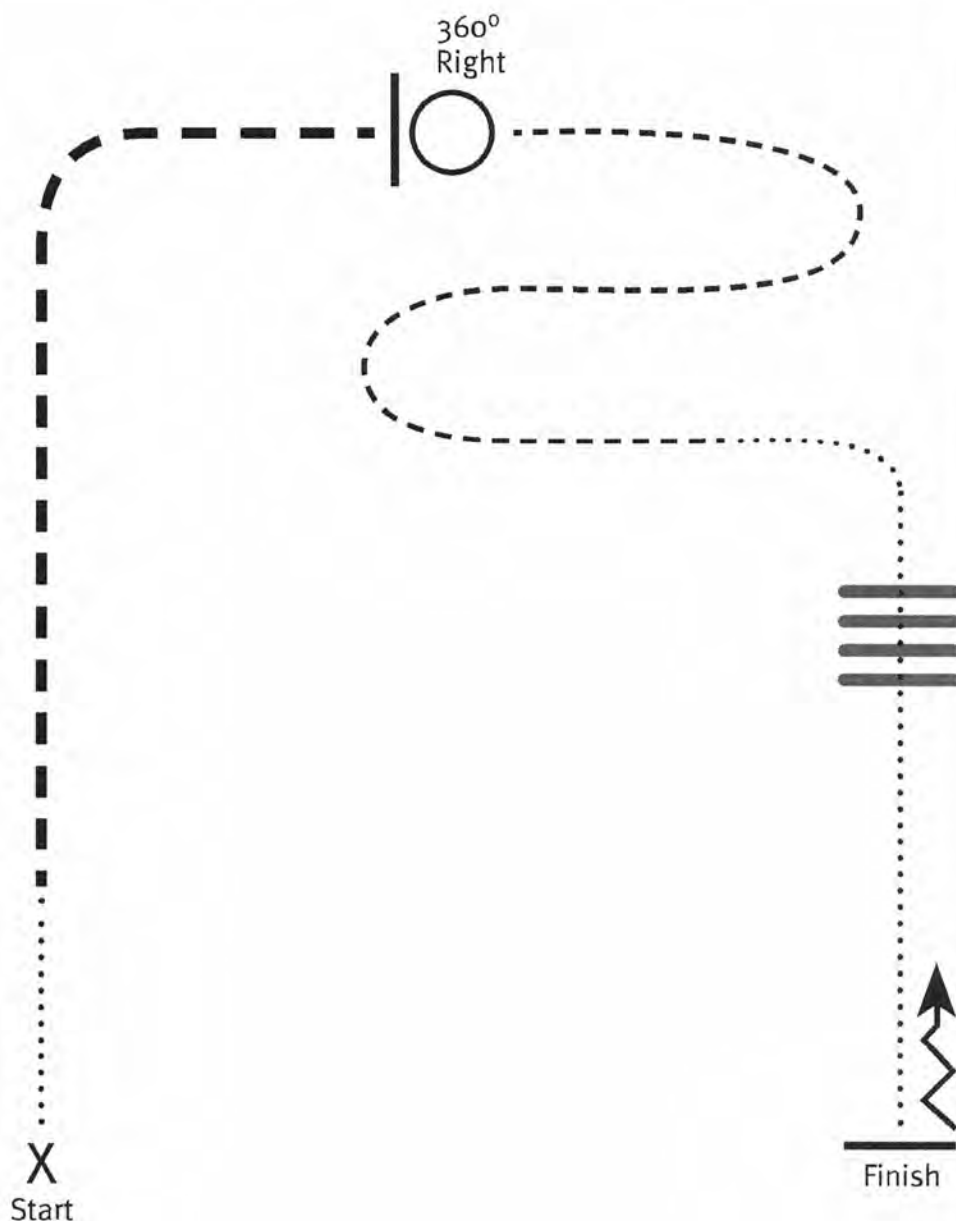
Ranch Riding

PATTERN 3

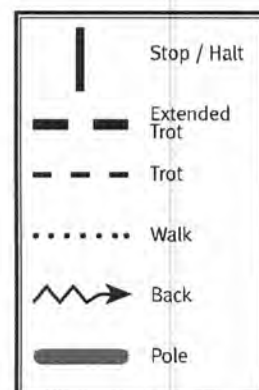
To be used for Walk/Trot 10 & Under and 11 & Over

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 start.
- Walk.
- Extended trot.
- Stop. Turn 360-degrees right.
- Trot serpentine.
- Walk.
- Walk over poles.
- Stop, and back.
- Exit the arena at the walk.

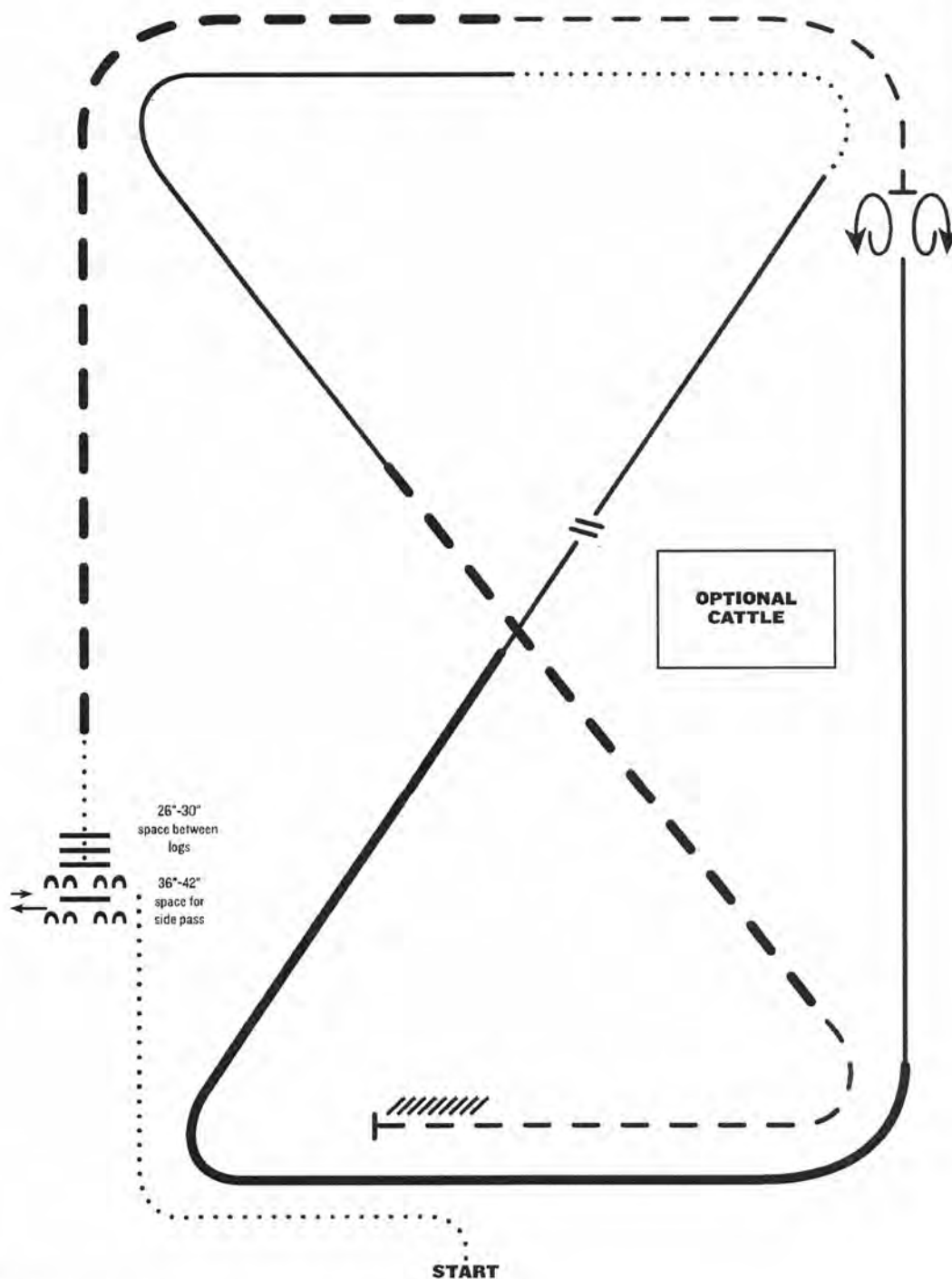


RANCH RIDING - PATTERN 8

MID-SUMMER CLASSIC
CLASS: 60,61,62+63

LEGEND

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



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

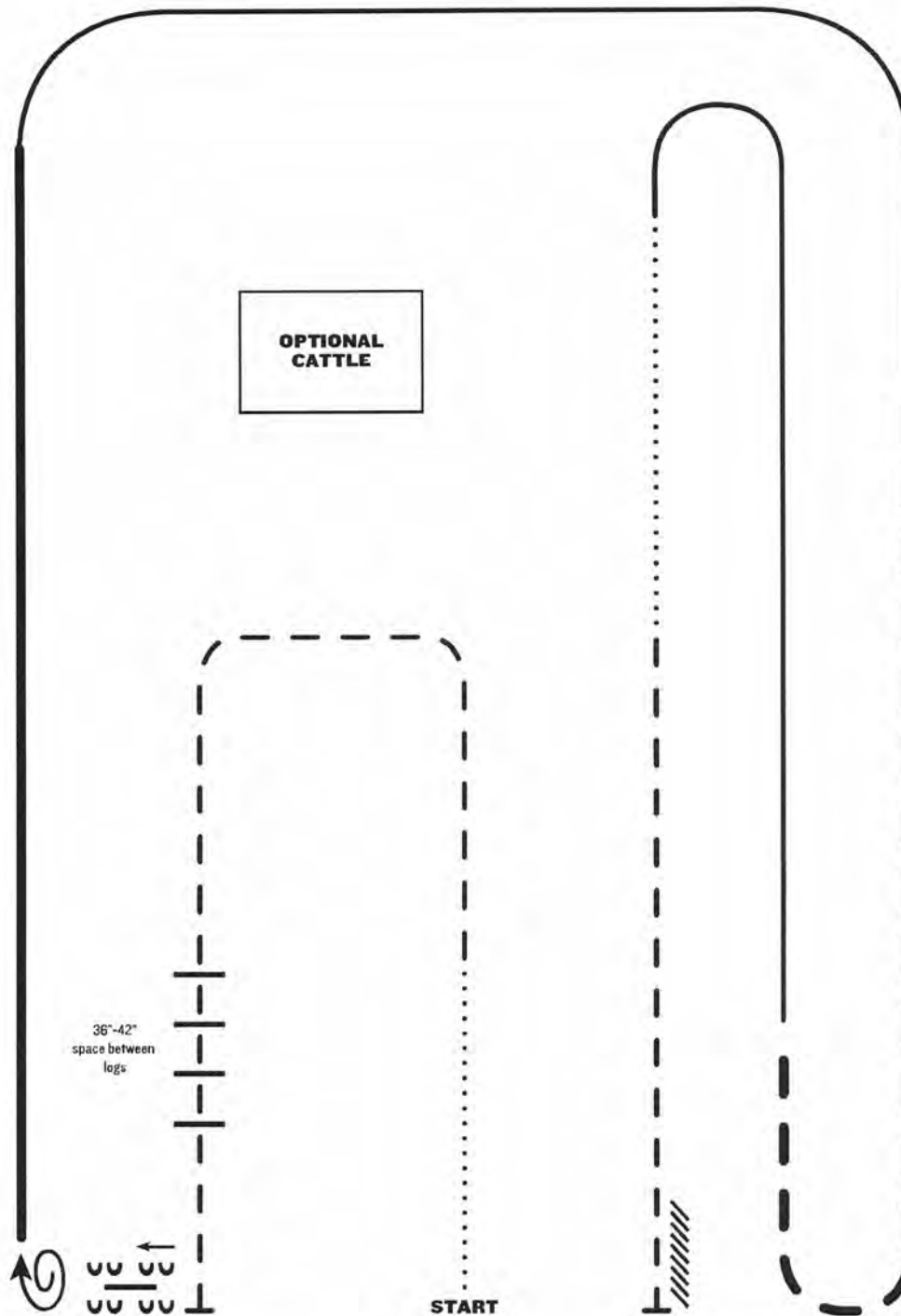
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

RANCH RIDING - PATTERN 12

MID-SUMMER CLASSIC
CLASS: 58+59

LEGEND

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



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
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.

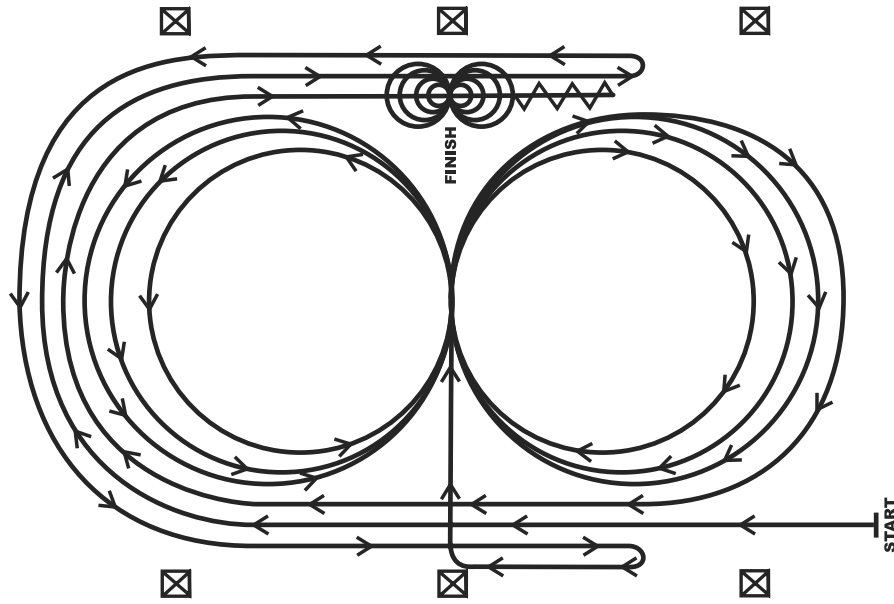
Class 132 Arabian Reining ATR

Class 133 HA/AA Reining ATR

Pattern 3

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.
2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.
3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of the arena.
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

Pattern 3

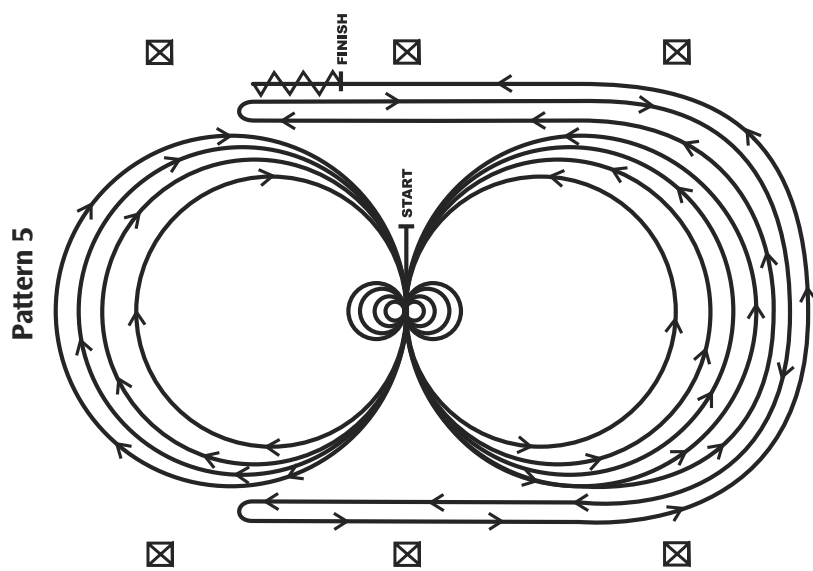


Class #66 Arabian Reining
Class #67 HA/AA Reining

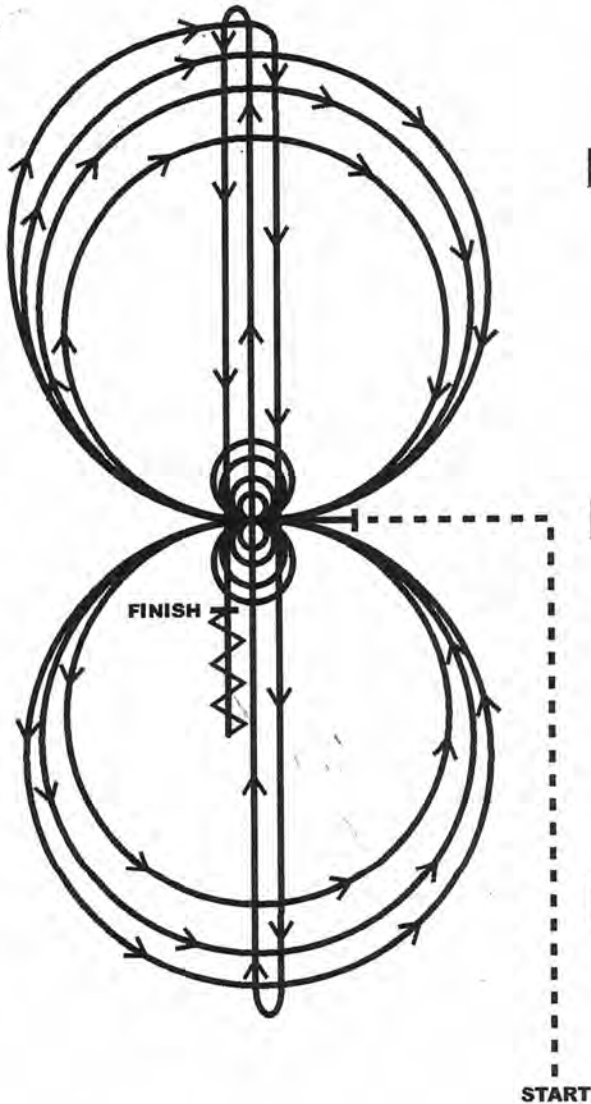
Pattern 5

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 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.



Pattern 11



Horses must jog to the center of the arena (see Judges Guide for maneuver description). 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.

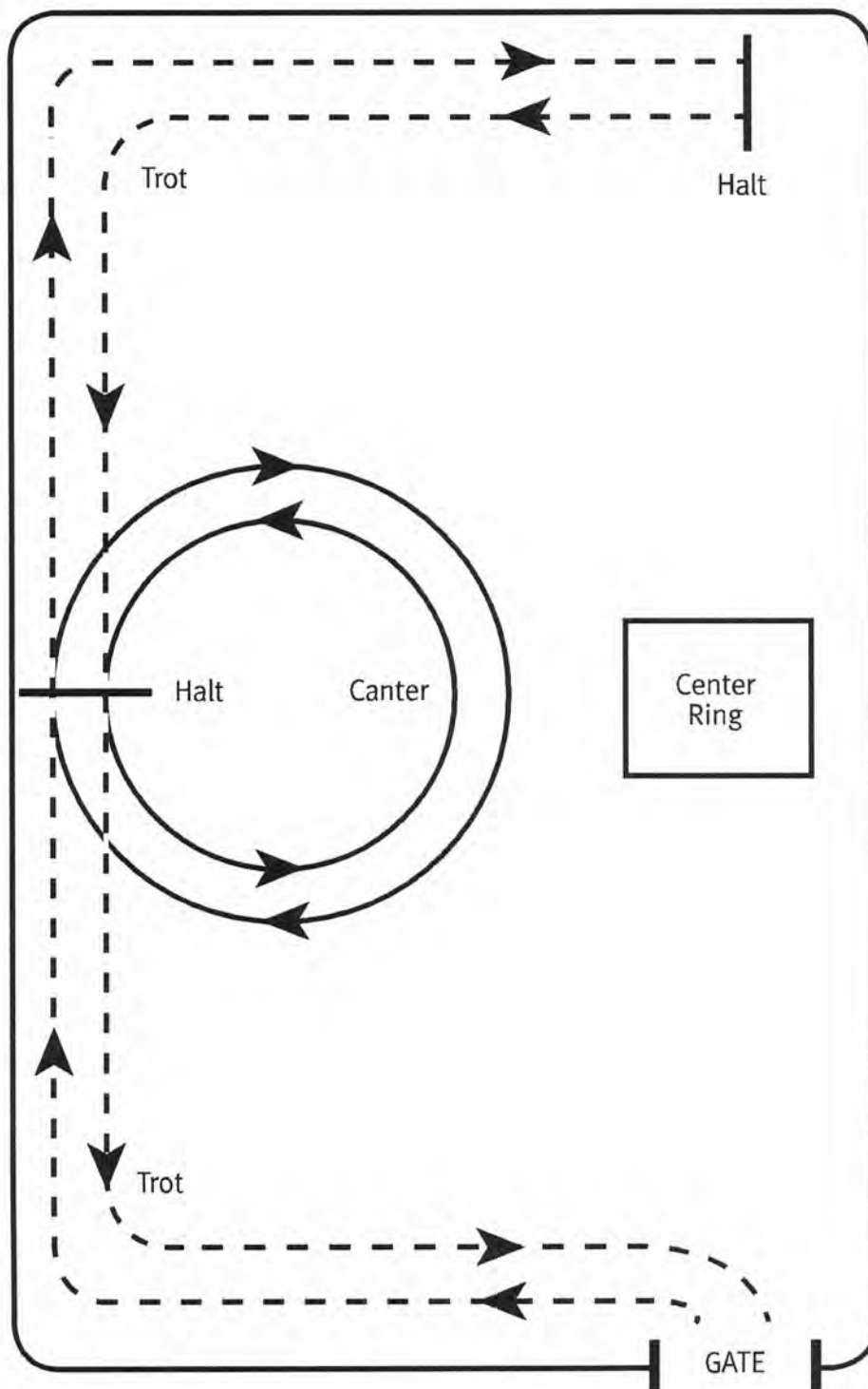
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.

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.

Saddle Seat

LEVEL 1 • PATTERN B • Tests 3,10



Enter the arena to the left at a trot on the correct diagonal. Continue to the center of the straightaway. Halt.

Canter one circle to the right on the correct lead. Halt.

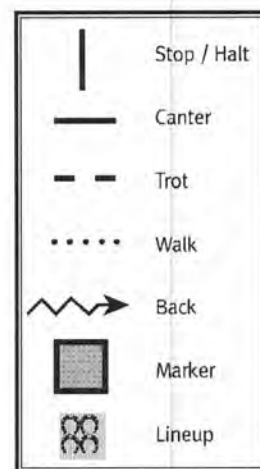
Trot on correct diagonal to the far end of the arena. Halt.

Reverse direction.

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

Canter one circle to the left on the correct lead. Halt.

Exit at a trot on correct diagonal.



This pattern may only be used for:

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

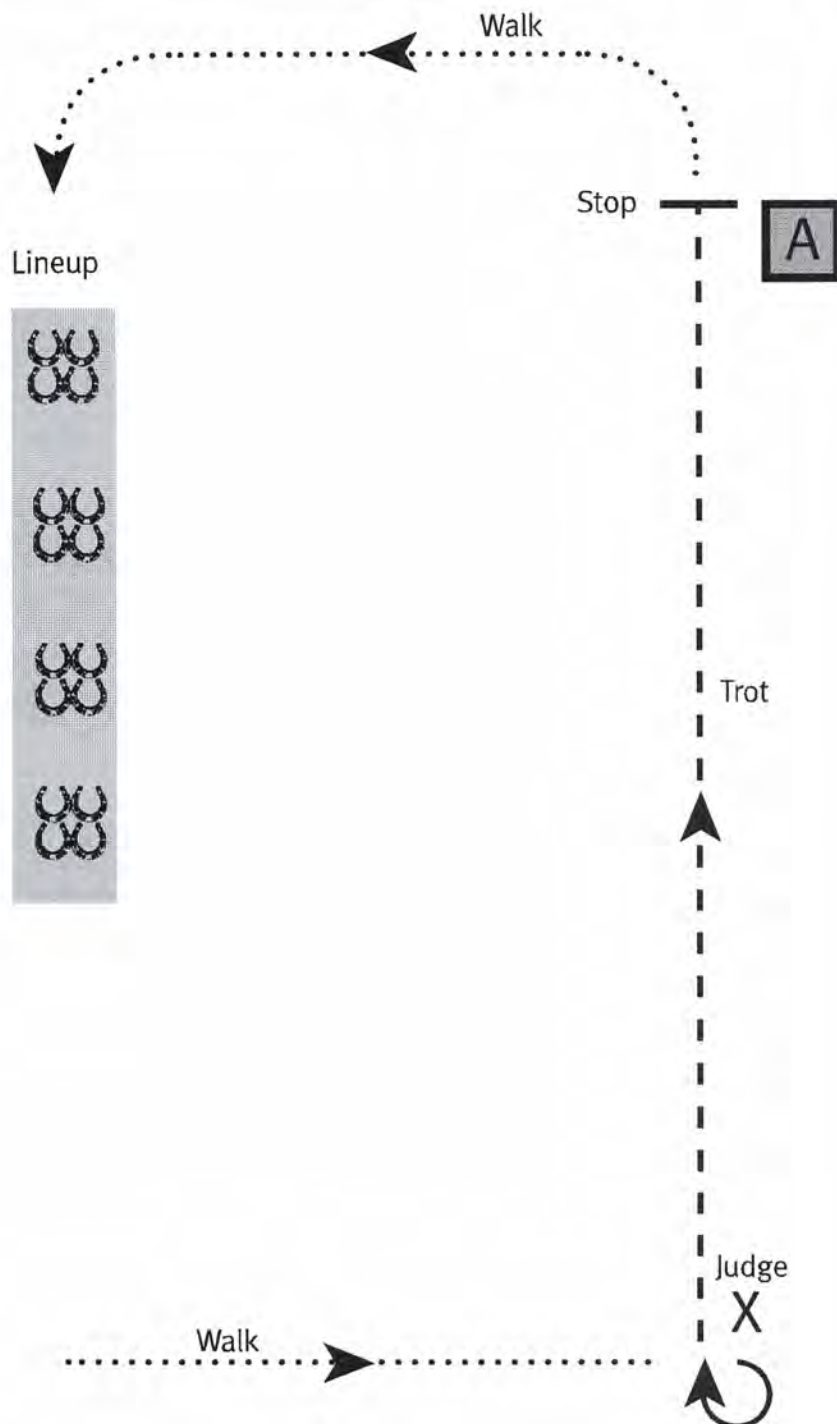
If used at a Regional or National Show, pattern may not be run from the lineup.

- ☐ **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 A

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



Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn.

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

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

LEVEL 2 • PATTERN L

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.

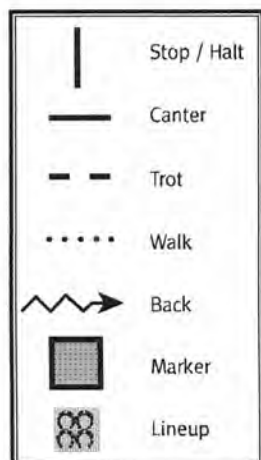
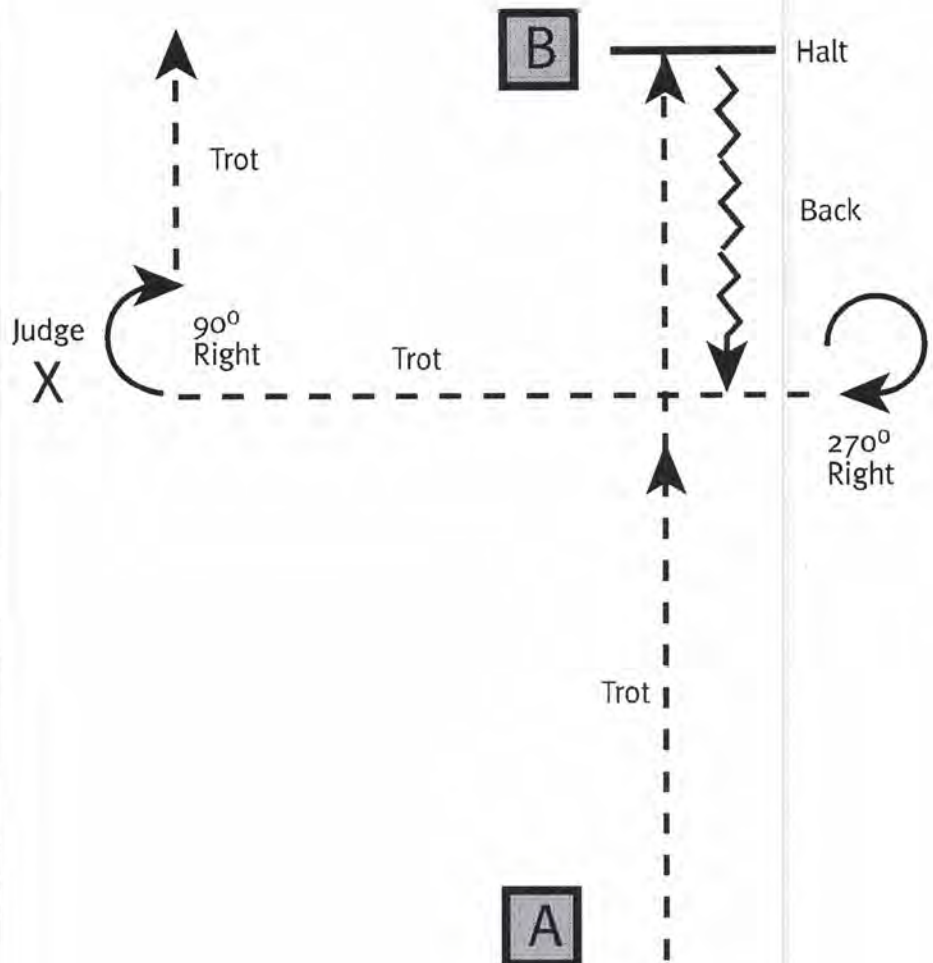
Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

Return to lineup at the trot 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.



Western Horsemanship

LEVEL 1 • PATTERN D

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.

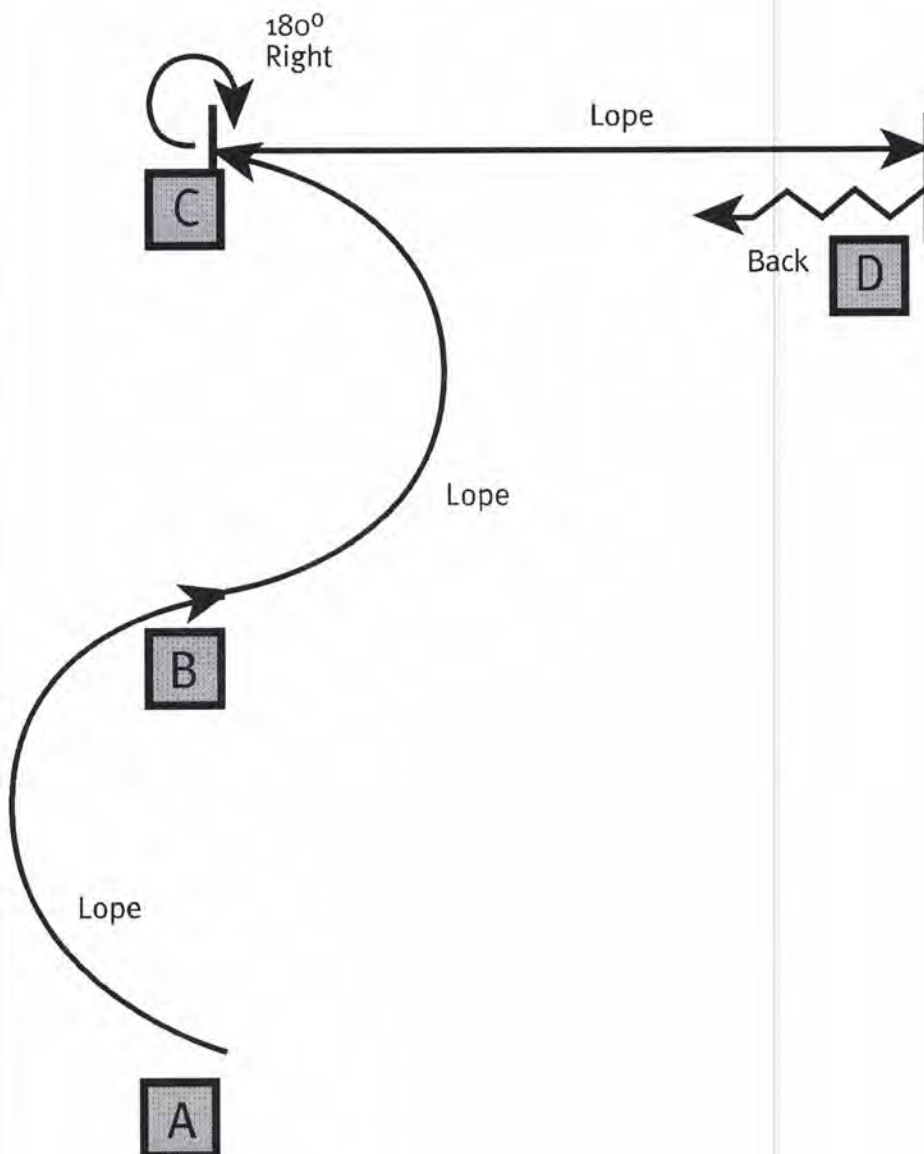
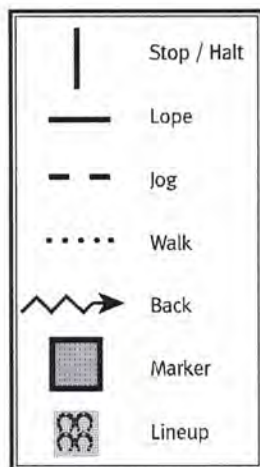
Lope a two loop serpentine beginning on the right lead showing one simple change (walk or jog) of lead.

Stop at marker C turn 180-degrees on haunches to the right.

Lope on right lead to marker D.

Stop at marker D and back four steps.

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



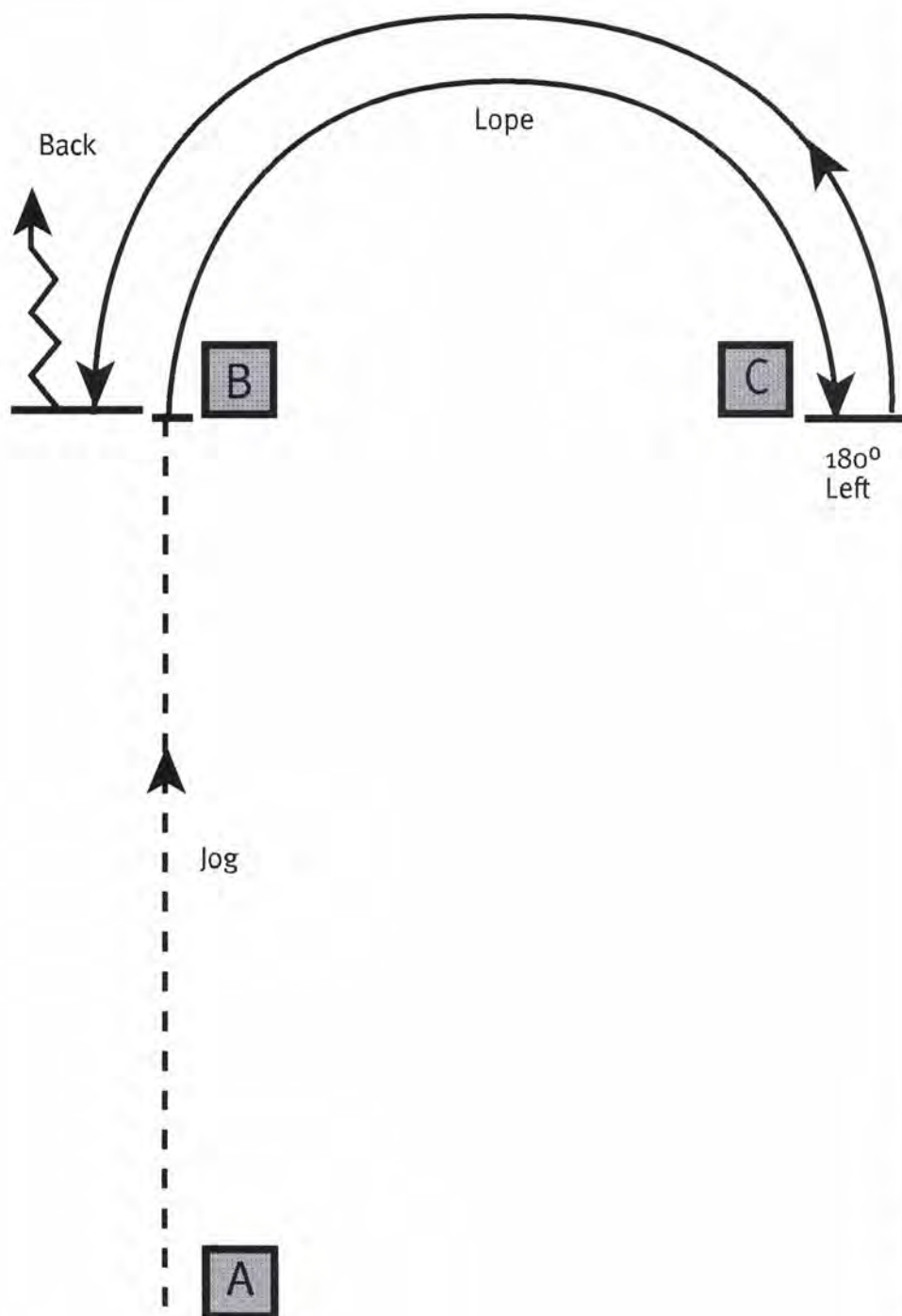
This pattern is appropriate to use for all age groups

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

Western Horsemanship

LEVEL 1 • PATTERN E

*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.

Lope a semi-circle on the right lead to marker C.

Stop.

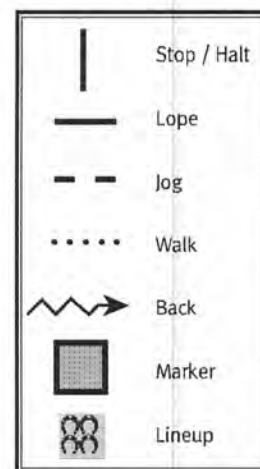
Turn 180-degrees on the haunches to the left.

Lope a semi-circle on the left lead to marker B.

Stop.

Back approximately five steps.

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



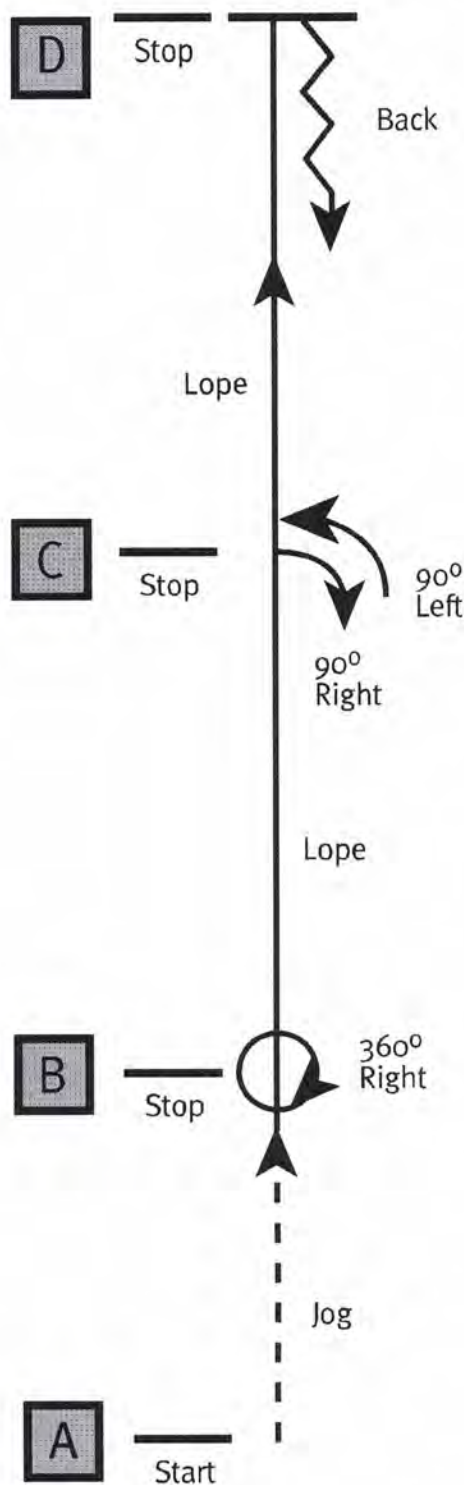
This pattern is appropriate to use for all age groups

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

Western Horsemanship

LEVEL 1 • PATTERN G

*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

Make a 360-degree turn to the right on the hindquarters.

Lope right lead to marker C. Stop.

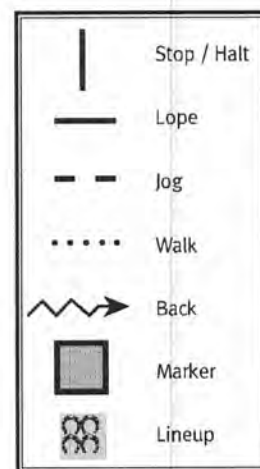
Make a 90-degree turn on hindquarters to the right.

Make a 90-degree turn on hindquarters to the left.

Lope left lead to marker D.

Stop at marker D and back five steps.

Return to 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.

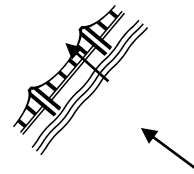
Class 1 Arabian English Trail
Class 2 HA/AA English Trail

3. Arabian English Trail ATR
4. HA/AA English Trail ATR

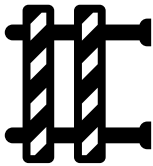


A

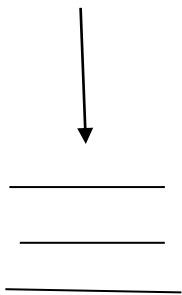
3. Jump Jump left lead



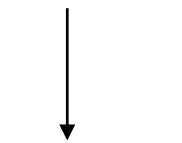
4. Stop, Walk into chute Back out



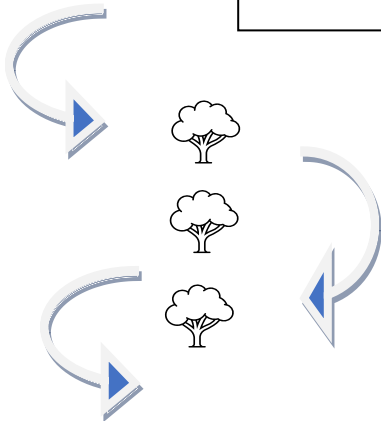
5. Left hand push gate



6. Right lead canter
Over poles



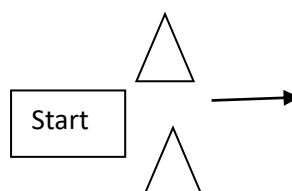
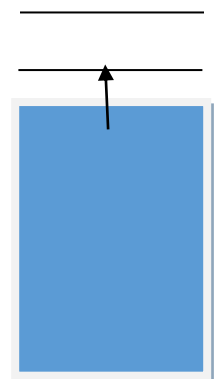
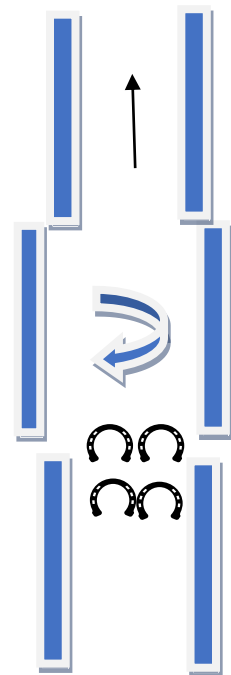
7. Trot Serpentine



Finish

2. Walk into chute
360 either direction
Back
Canter out left lead

1. Walk over poles and bridge



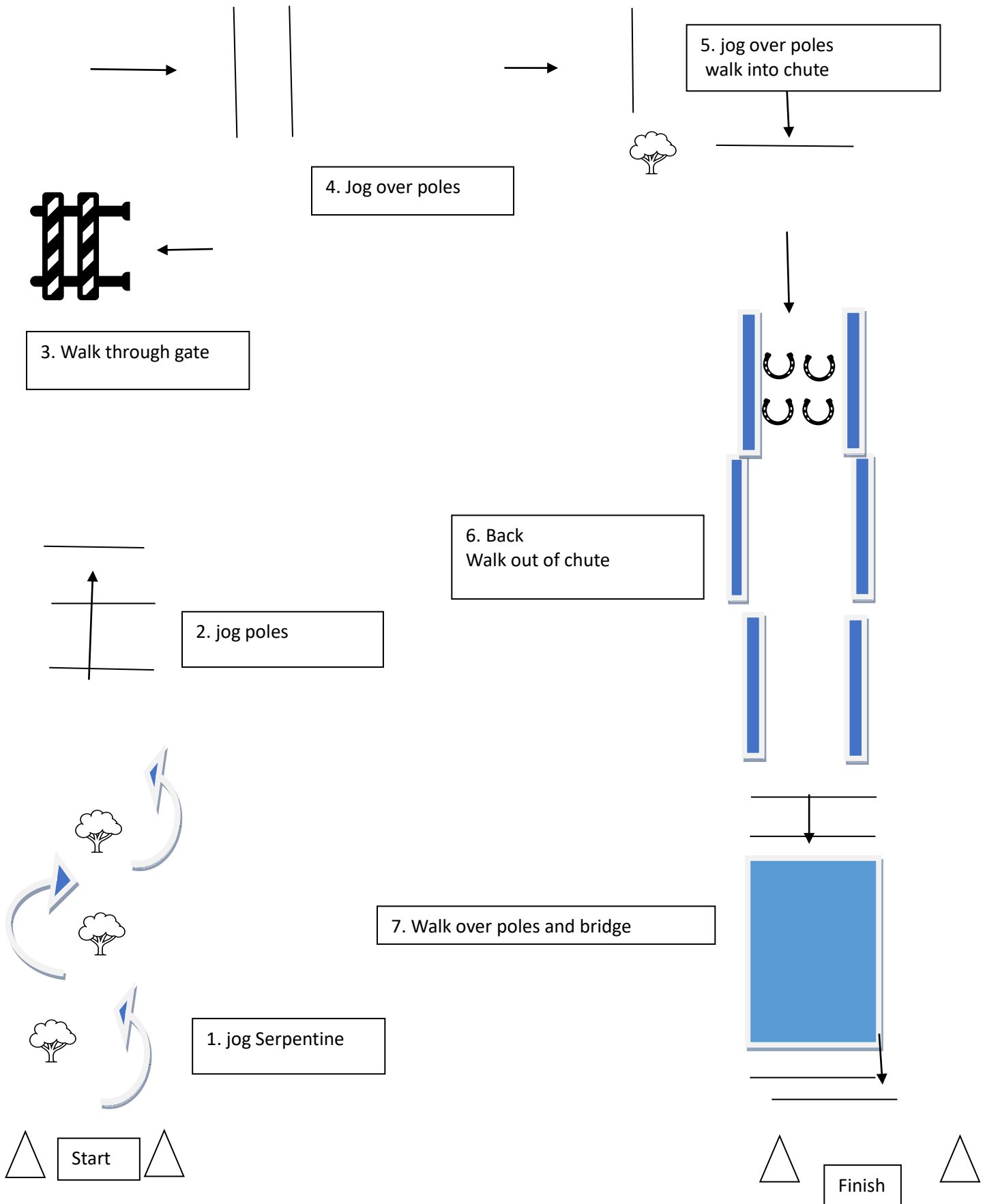
B



Class 5 A/HA/AA Walk/Trot 10 & under English

Class 10 A/HA/AA Walk/Trot 10 & under Western

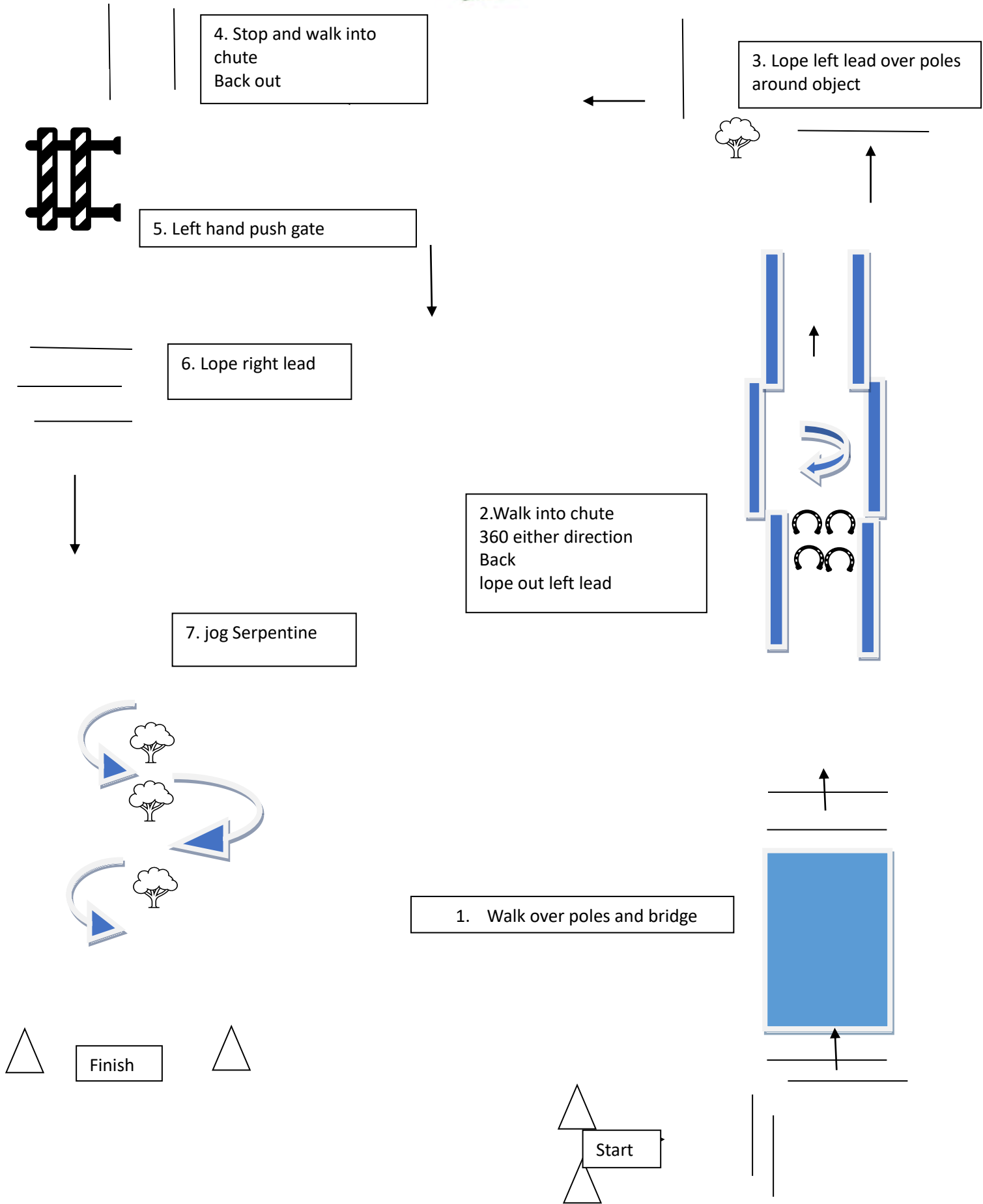
Class 11 Arabian In Hand Trail E/W Class 12 HA/AA In Hand Trail E/W Class 13 In Hand 10 & Under



C

Class 6 Arabian Western Trail Open

7. HA/AA Western Trail Open

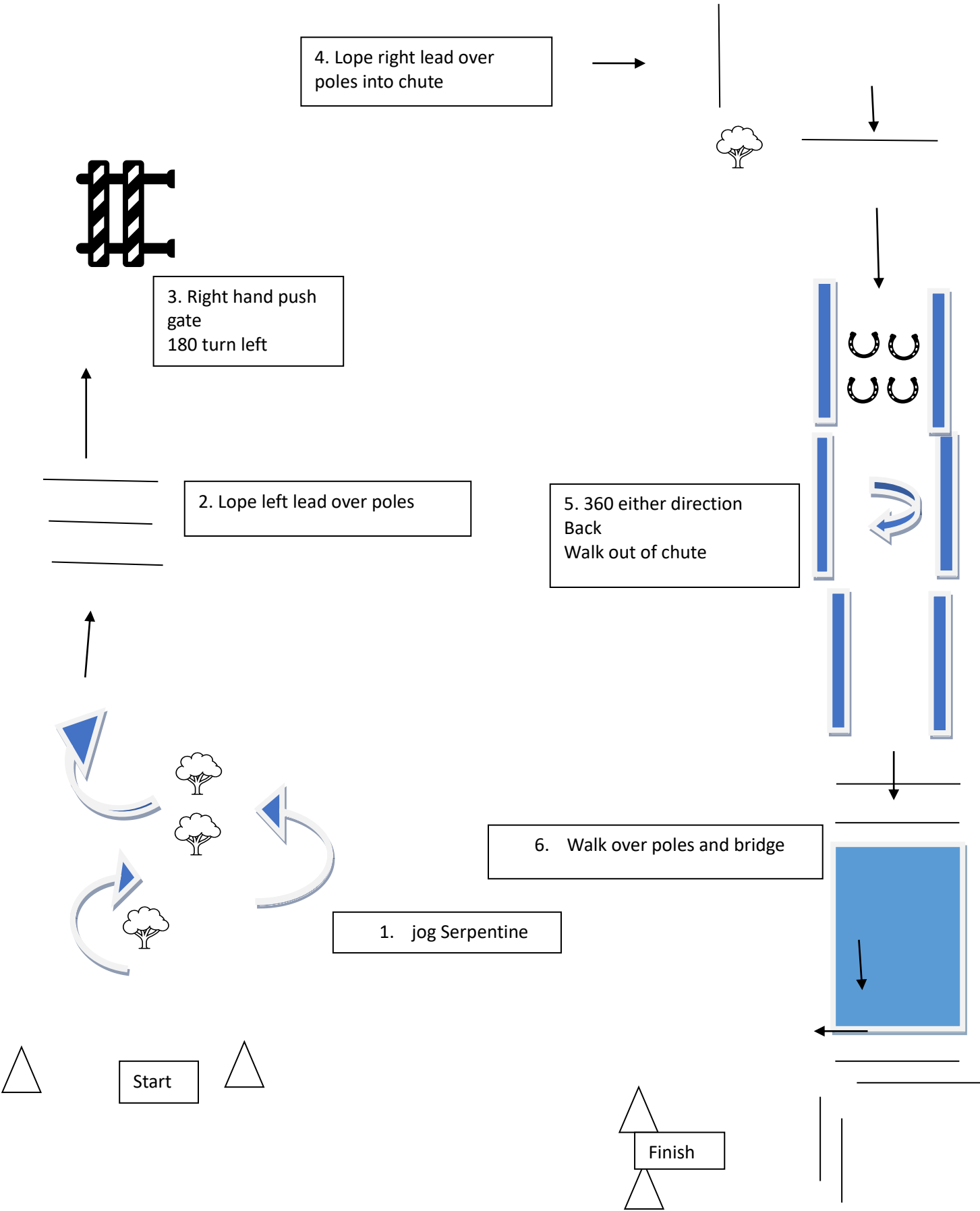


D



Class 8 Arabian Western Trail ATR

Class 9 HA/AA Western Trail ATR



4. Lope right lead over poles into chute

3. Right hand push gate
180 turn left

2. Lope left lead over poles

5. 360 either direction
Back
Walk out of chute

6. Walk over poles and bridge

1. jog Serpentine

Start

Finish

E

Class 14 Arabian VRH Ranch Trail
Class 15 HA/AA VRH Ranch Trail

Class 16 Arabian VRH Ranch Trail ATR
Class 17 HA/AA VRH Ranch Trail ATR

