

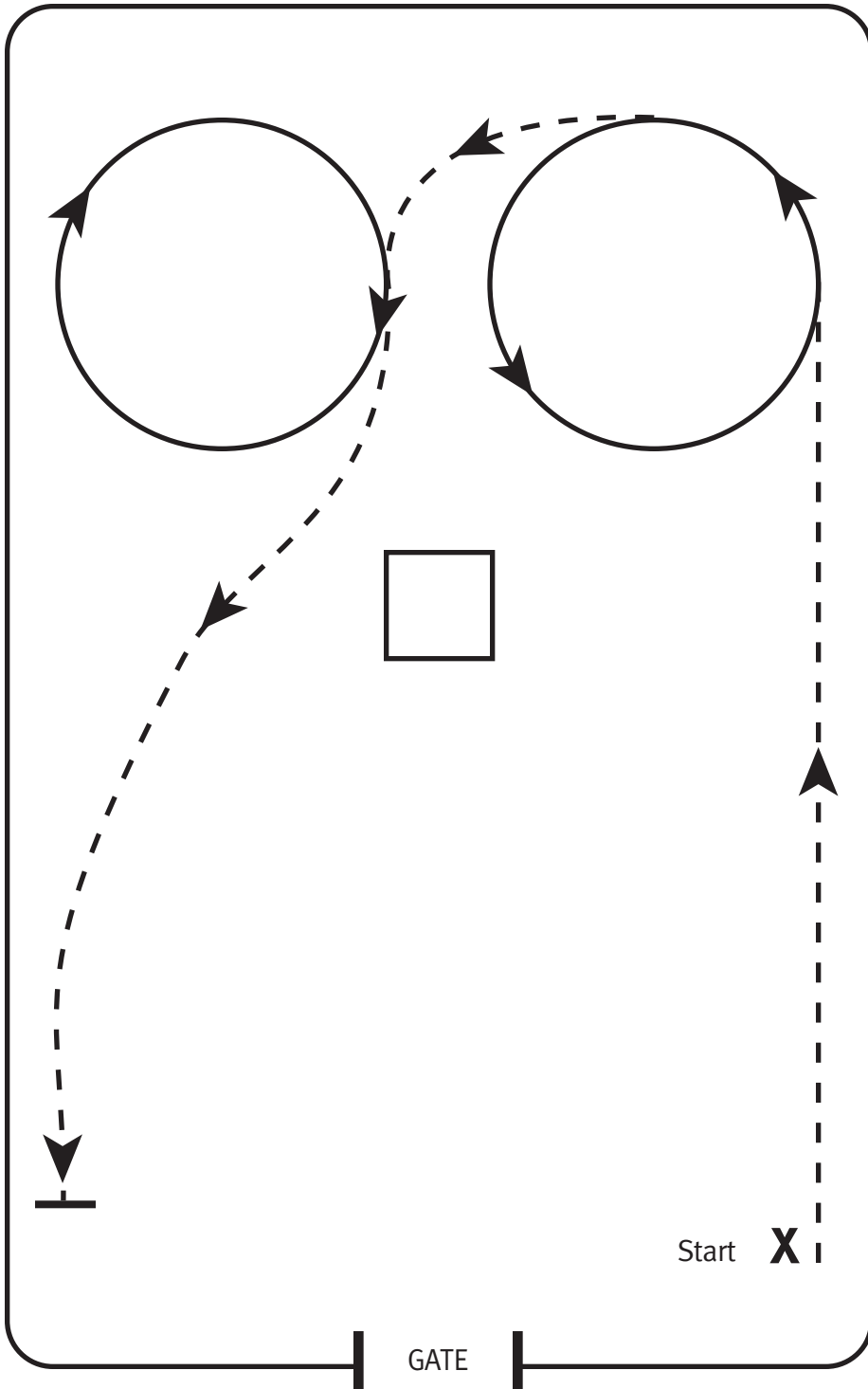
Pattern Book



2024 Daffodil Spring Show
April 26-28, 2024
Spanaway, WA

Hunter/Jumping Seat

LEVEL 1 • PATTERN J



Walk to the starting point.

At the beginning of the straightaway pick up a posting trot on the correct diagonal. Demonstrate one change of diagonal.

At the midpoint of the straightaway transition to the sitting trot.

At the end of the straightaway transition to a canter circle to the left on the correct lead. At the end of the circle, transition to the sitting trot. At the center of that end of the arena execute a circle to the right at the canter on the correct lead. At the end of that circle, transition to the posting trot on the right diagonal and trot on the diagonal line to the end of the straightaway. 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.

Saddle Seat

LEVEL 1 • PATTERN G • Tests 2,6,10

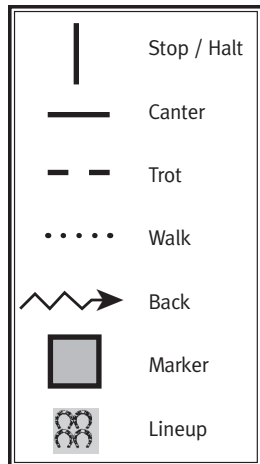
Trot down the rail to the center of the turn. Halt.*

Canter one circle on the correct lead. Halt. Reverse.

Trot one circle on the correct diagonal.

Continue trotting and trot down the rail showing one change of diagonal at the midpoint of the rail.

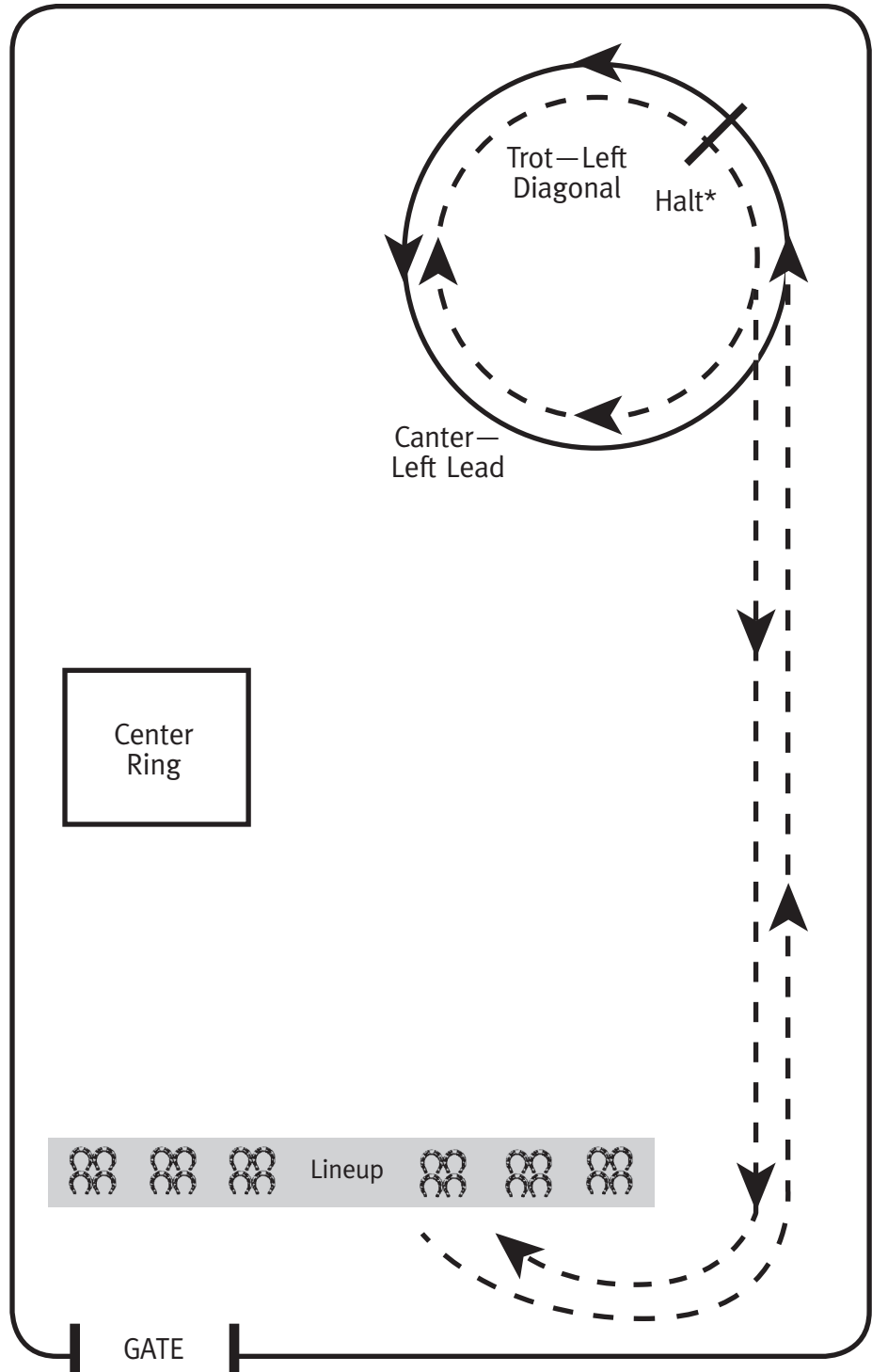
Return to the lineup or exit arena at a trot.



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.

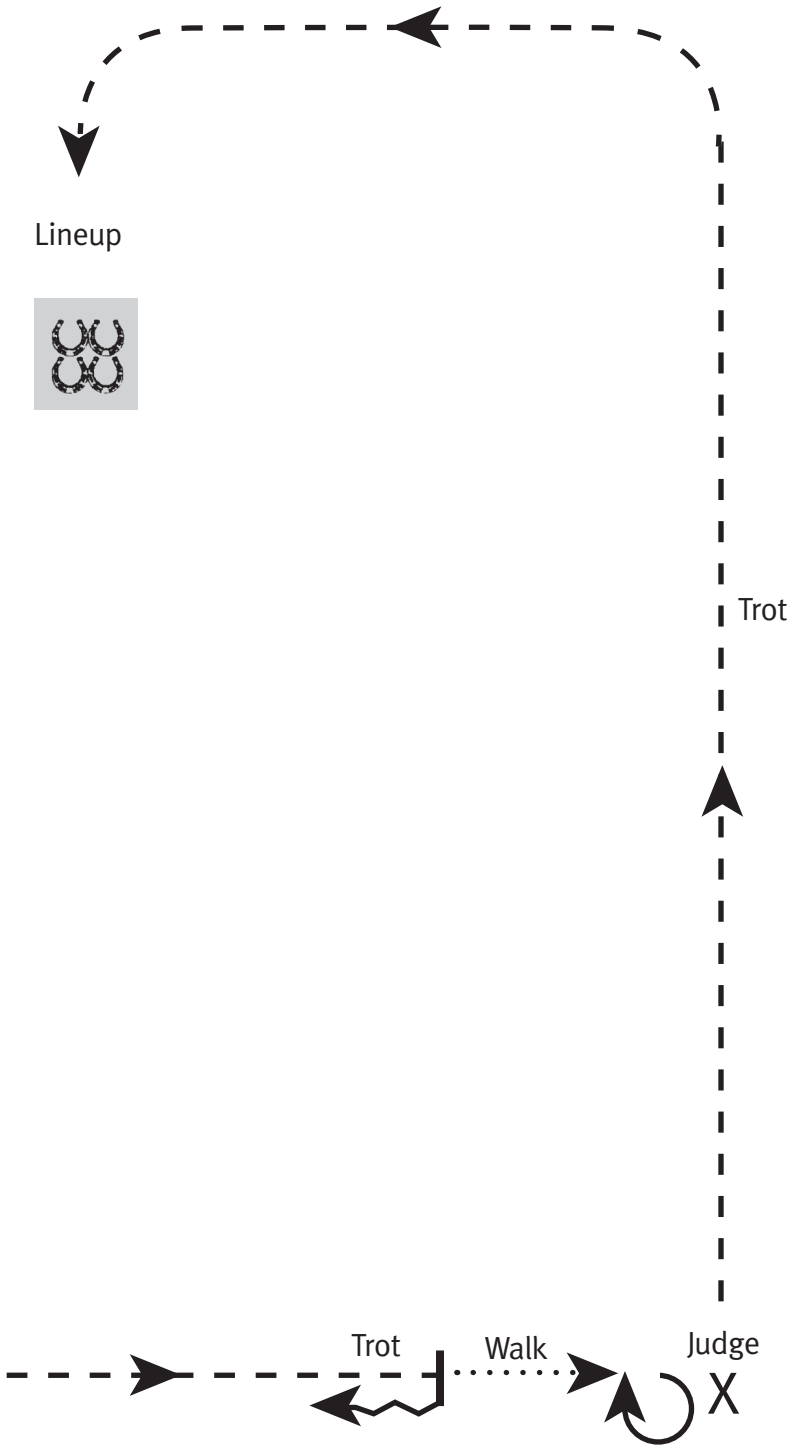


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

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



Trot 3/4 way to the judge.

Stop and back four steps.

Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn to the right and trot straight away from the judge.

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

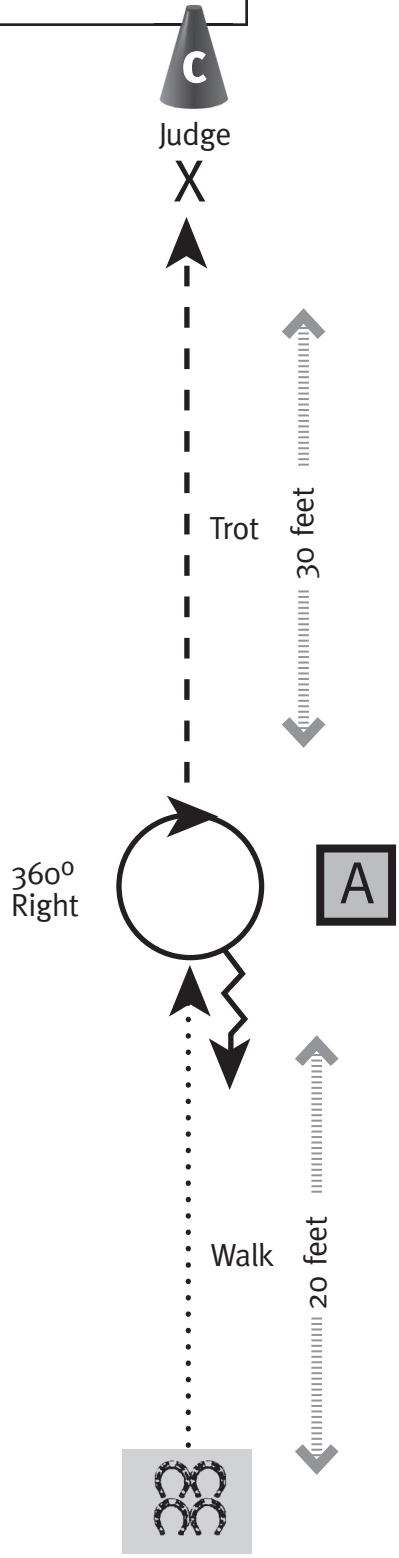
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 1 • PATTERN E

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



Line up at direction of ringmaster — can be head to tail or side by side.

Walk to marker A.

At marker A, execute a 360-degree turn.

Back four steps.

Trot to judge.

Stop. Set up for inspection.

When dismissed return to lineup at the trot or exit as directed by the ringmaster.

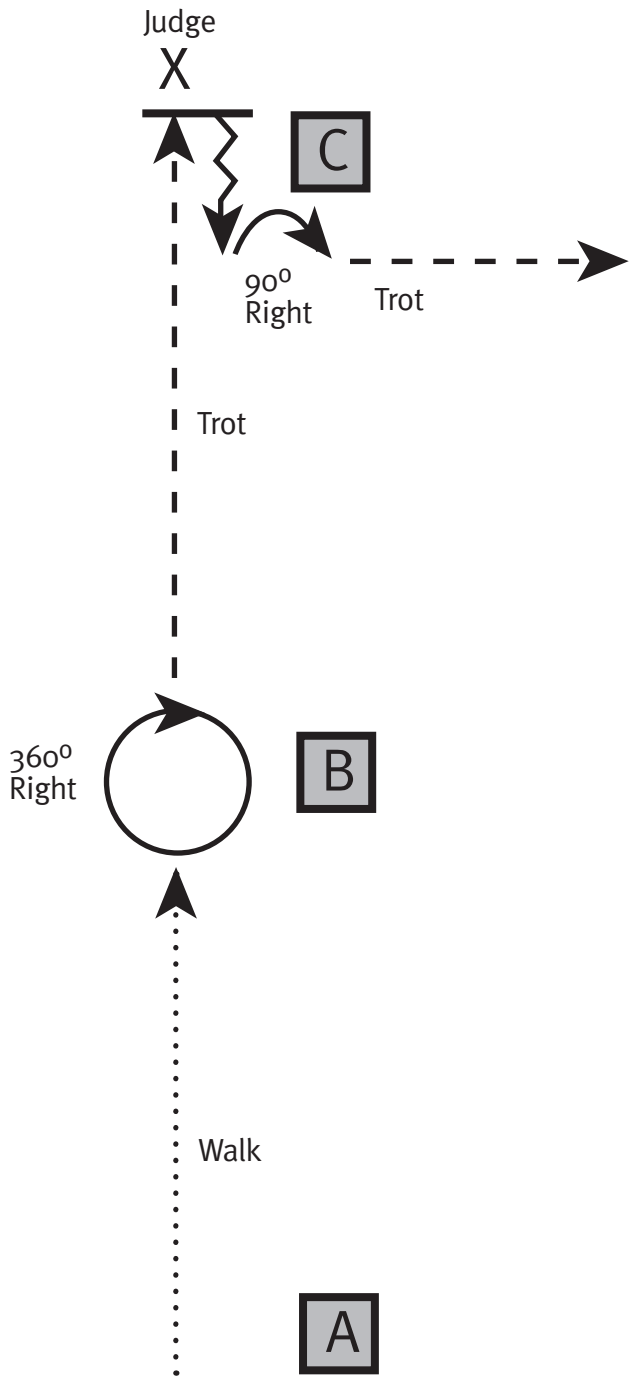
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

LEVEL 1 • PATTERN G

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



Be ready at marker A.

Walk to marker B. Stop.

Perform a 360-degree haunch turn to the right. Stop.

Trot to marker C. Stop.

Set up for inspection.

After dismissal, back four steps.

Perform a 90-degree turn to the right and trot to lineup or exit as directed by the ringmaster.

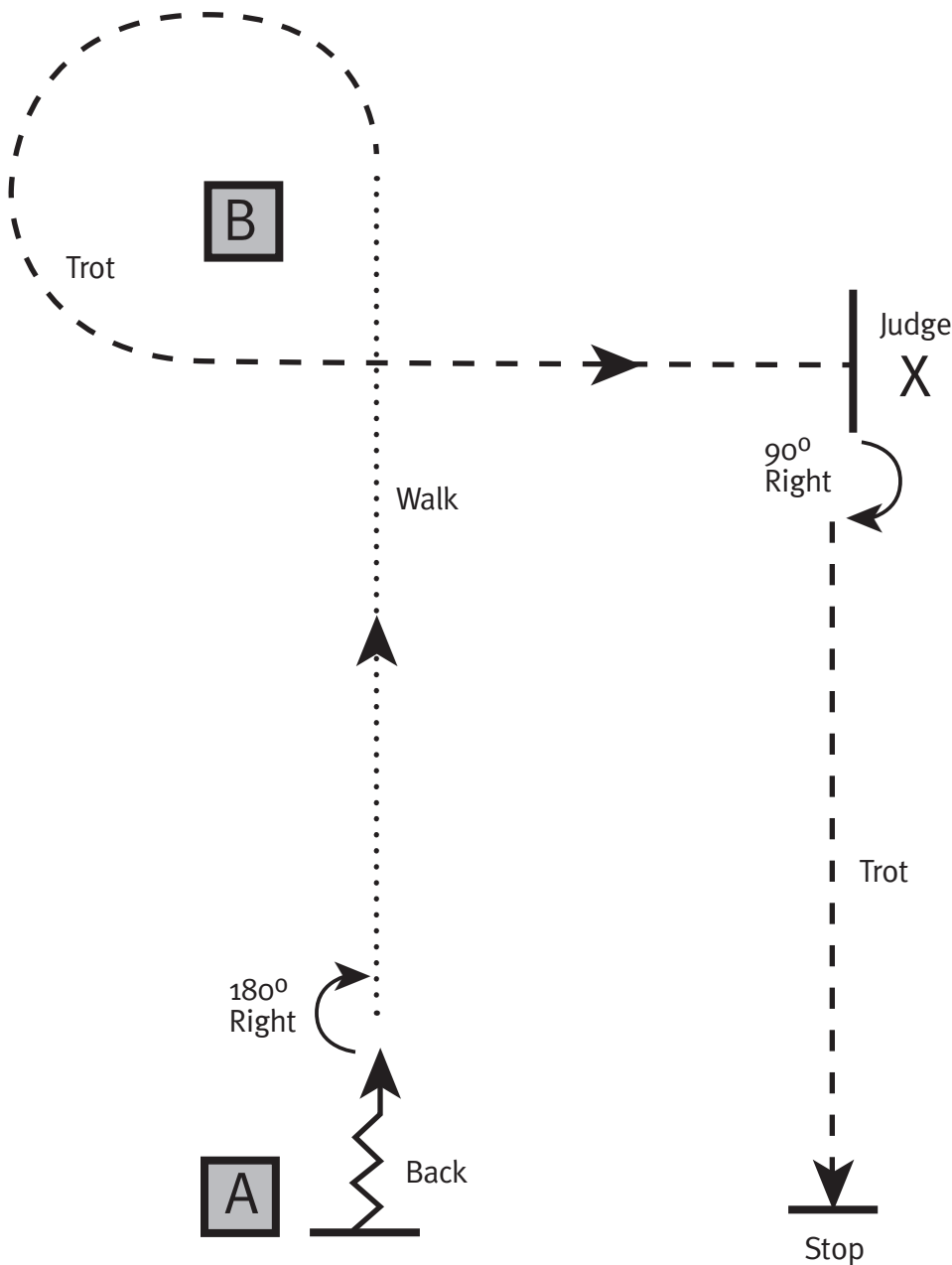
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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

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

LEVEL 3 • PATTERN MM

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 to judge as shown.

Stop and set up.

Inspection.

Execute a 180-degree turn and trot.

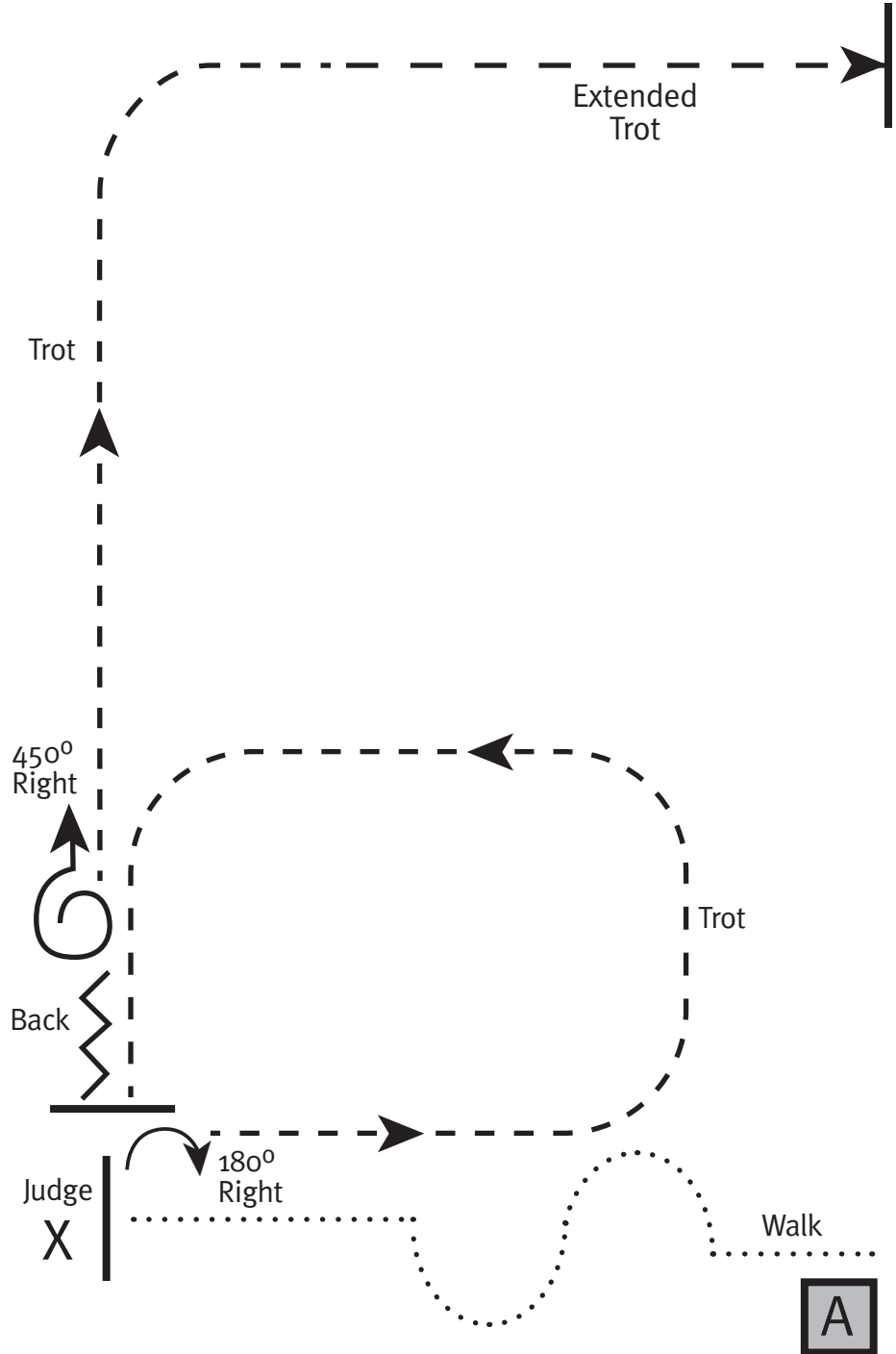
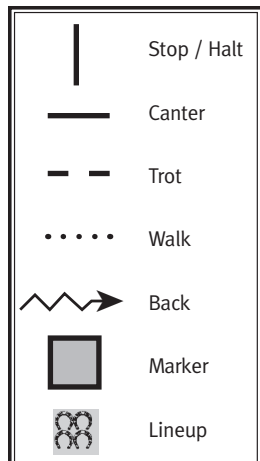
Stop and back.

Execute a 450-degree turn to the right.

Trot.

Extended trot, stop.

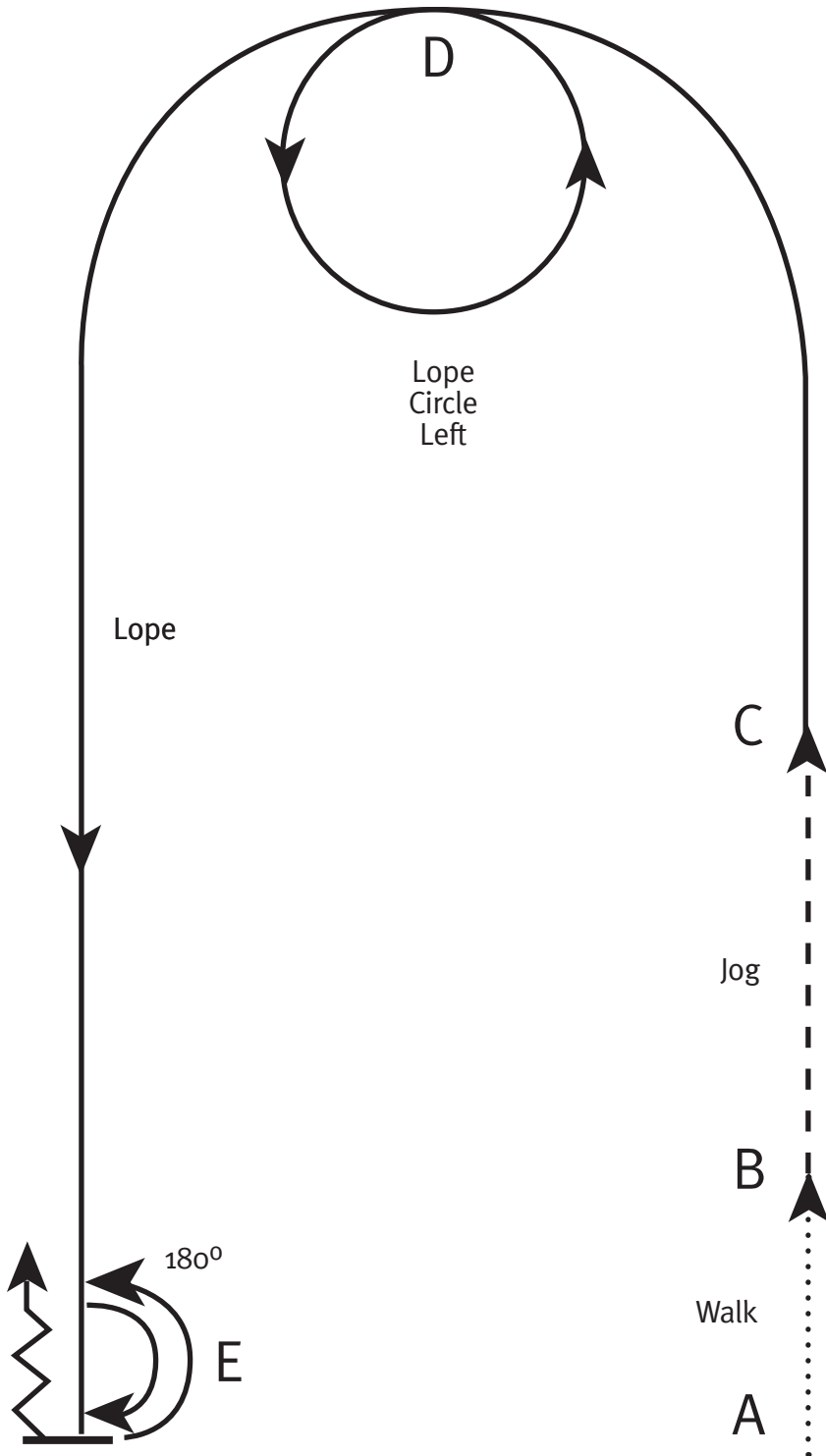
Return to the lineup at the trot or exit as directed by the ringmaster.



Western Horsemanship

LEVEL 1 • PATTERN C

*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 from marker A to marker B.

Jog to marker C.

Lope on the left lead to marker D.

Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on hindquarters to the left.

Execute a 180-degree turn on hindquarters to the right.

Back four steps.

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

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

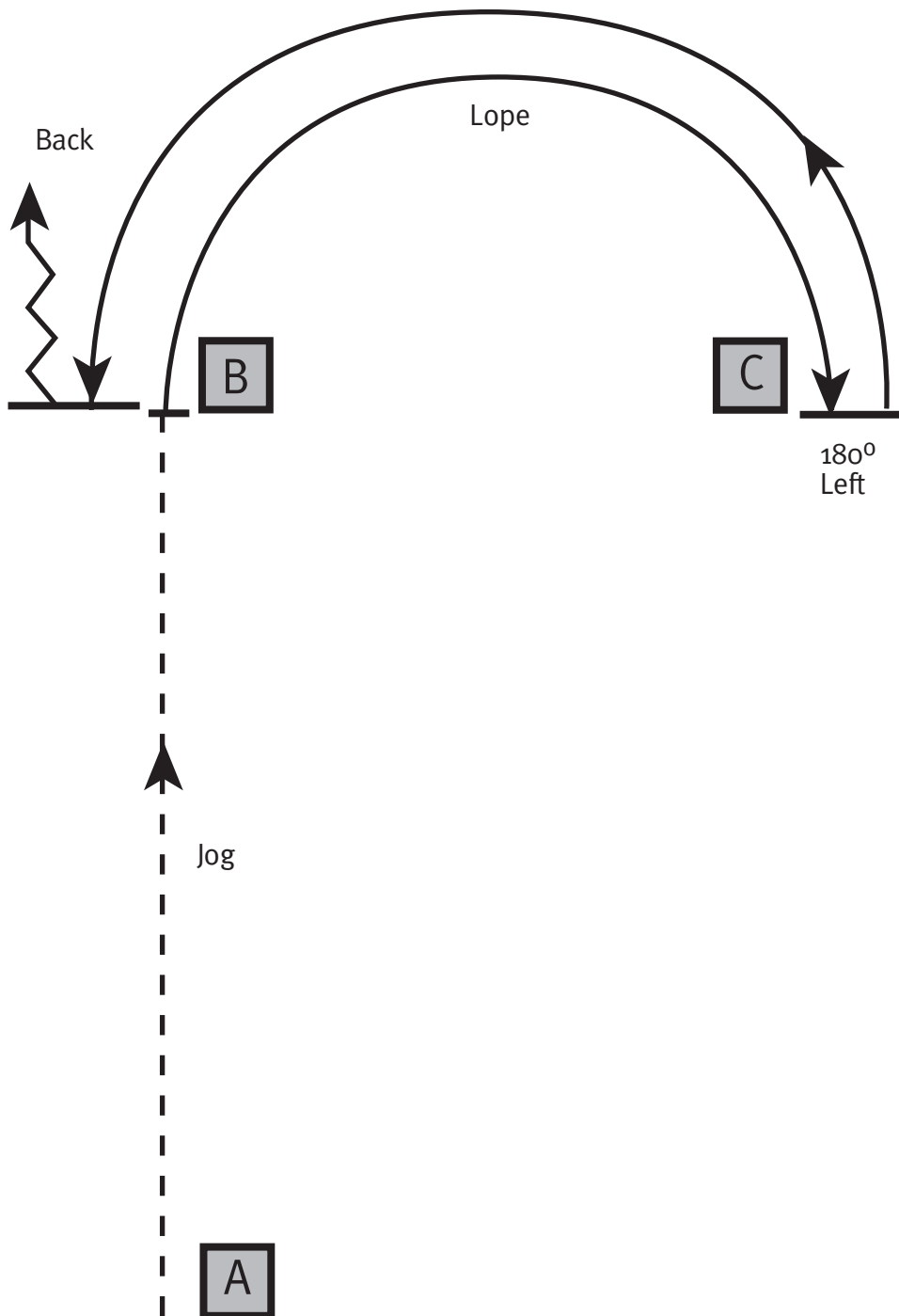
This pattern is appropriate to use for all age groups

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

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.

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.

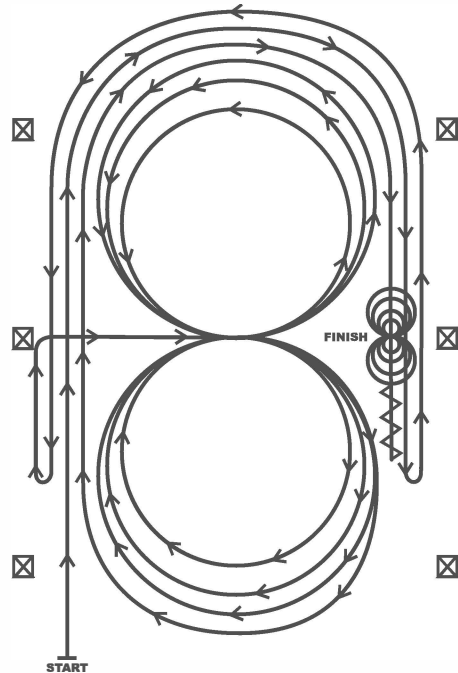
	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

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.

PATTERN

3



53- AHA Reining Seat Medal 18 and Under

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.

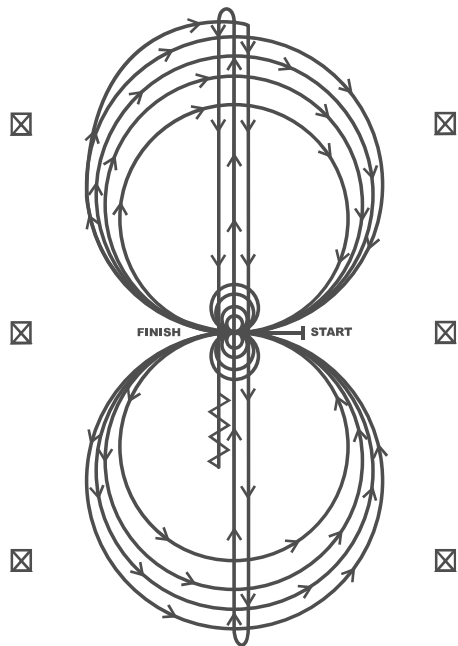
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding 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

4



54 Arabian Reining Horse
56 HA/AA Reining Horse

PATTERN

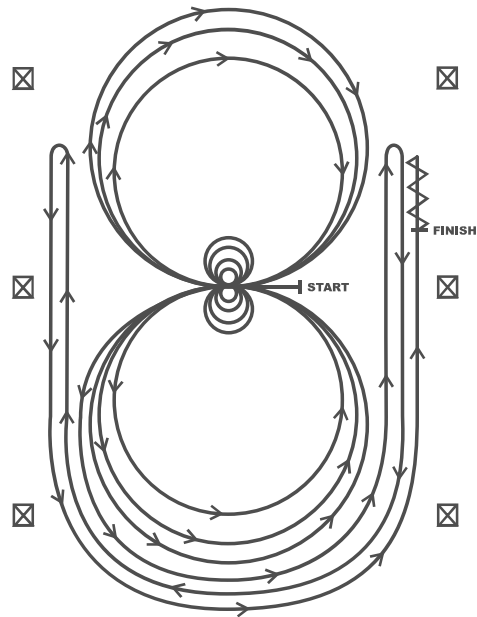
4

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.

PATTERN

6



55 Arabian Reining Horse ATR
57 HA/AA Reining Horse ATR

PATTERN

6

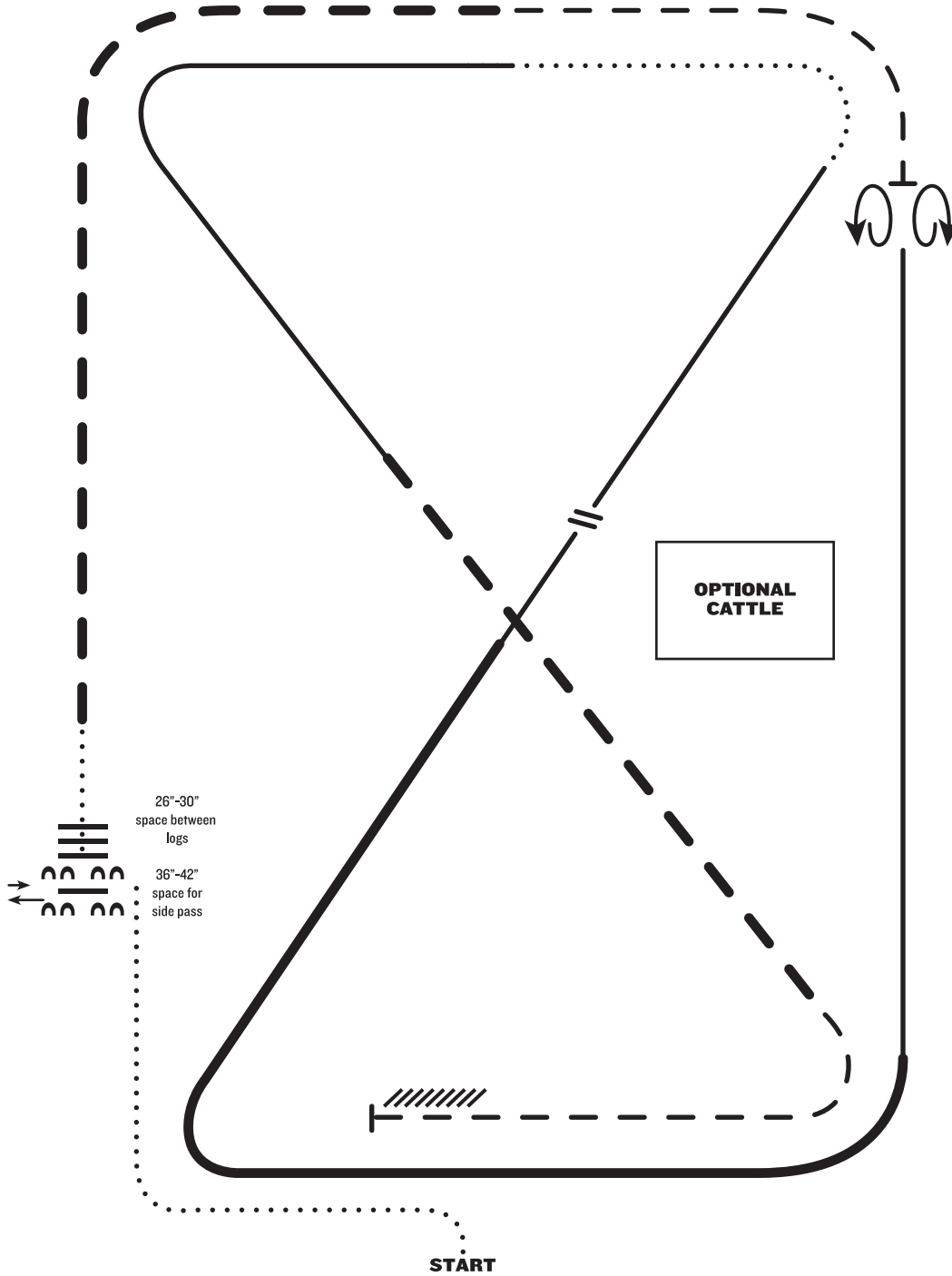
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. 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. Change leads at the center of the arena.
4. 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.
5. Begin a large 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.
6. Continue back 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.
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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

RANCH RIDING - PATTERN 8

LEGEND

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



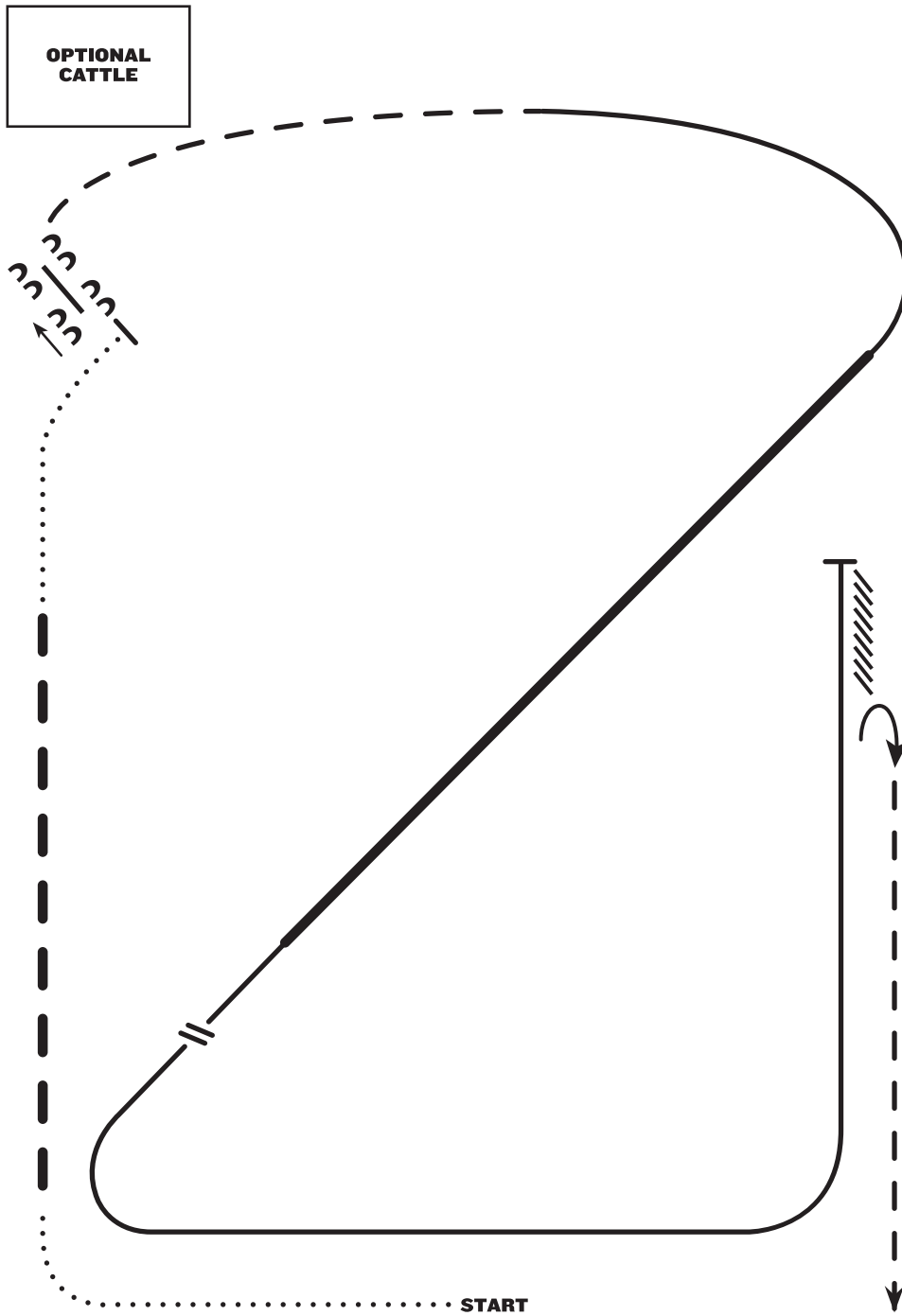
1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead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

LEGEND

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

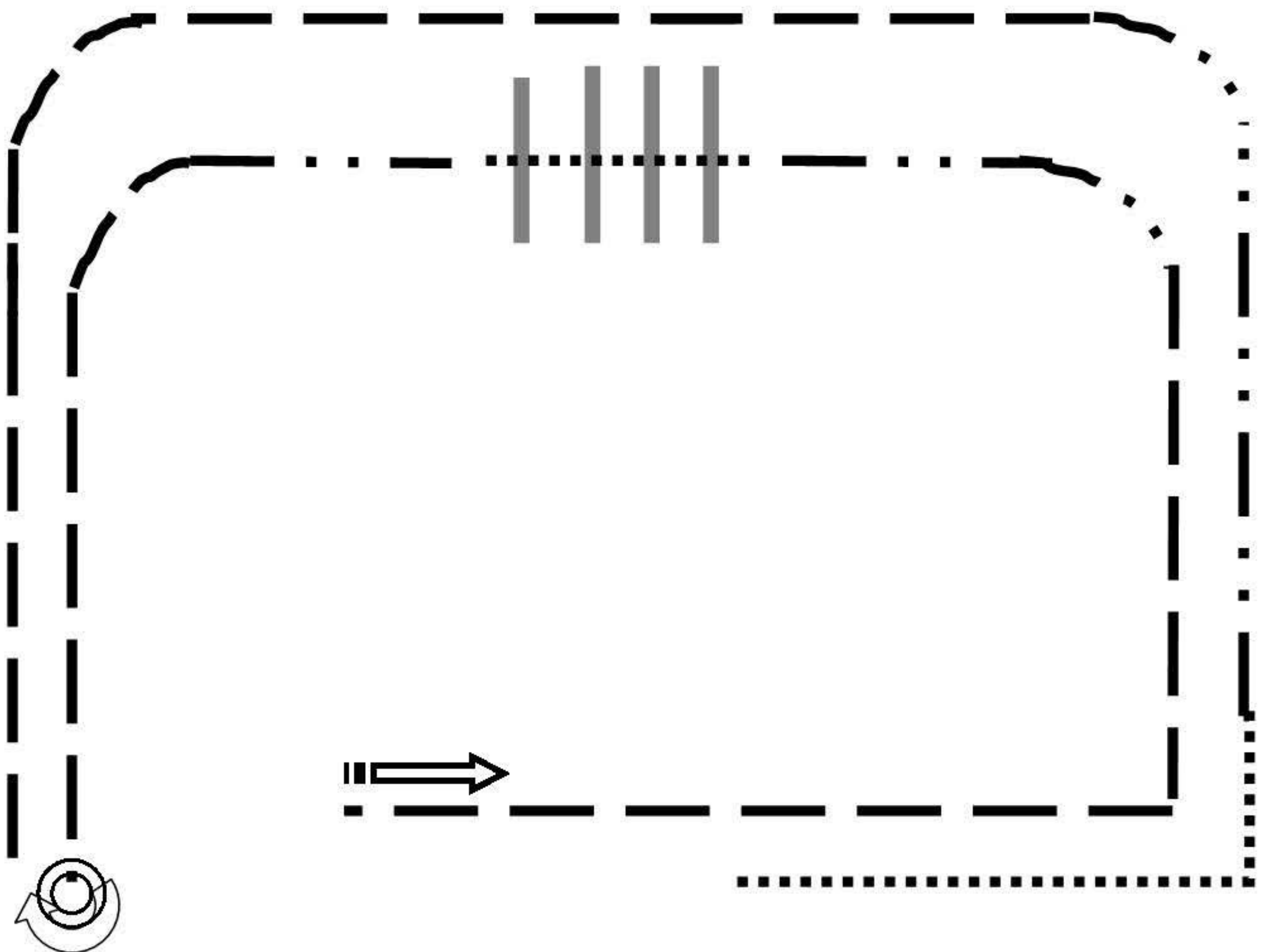


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extended lope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 1/2 turn right
12. Trot

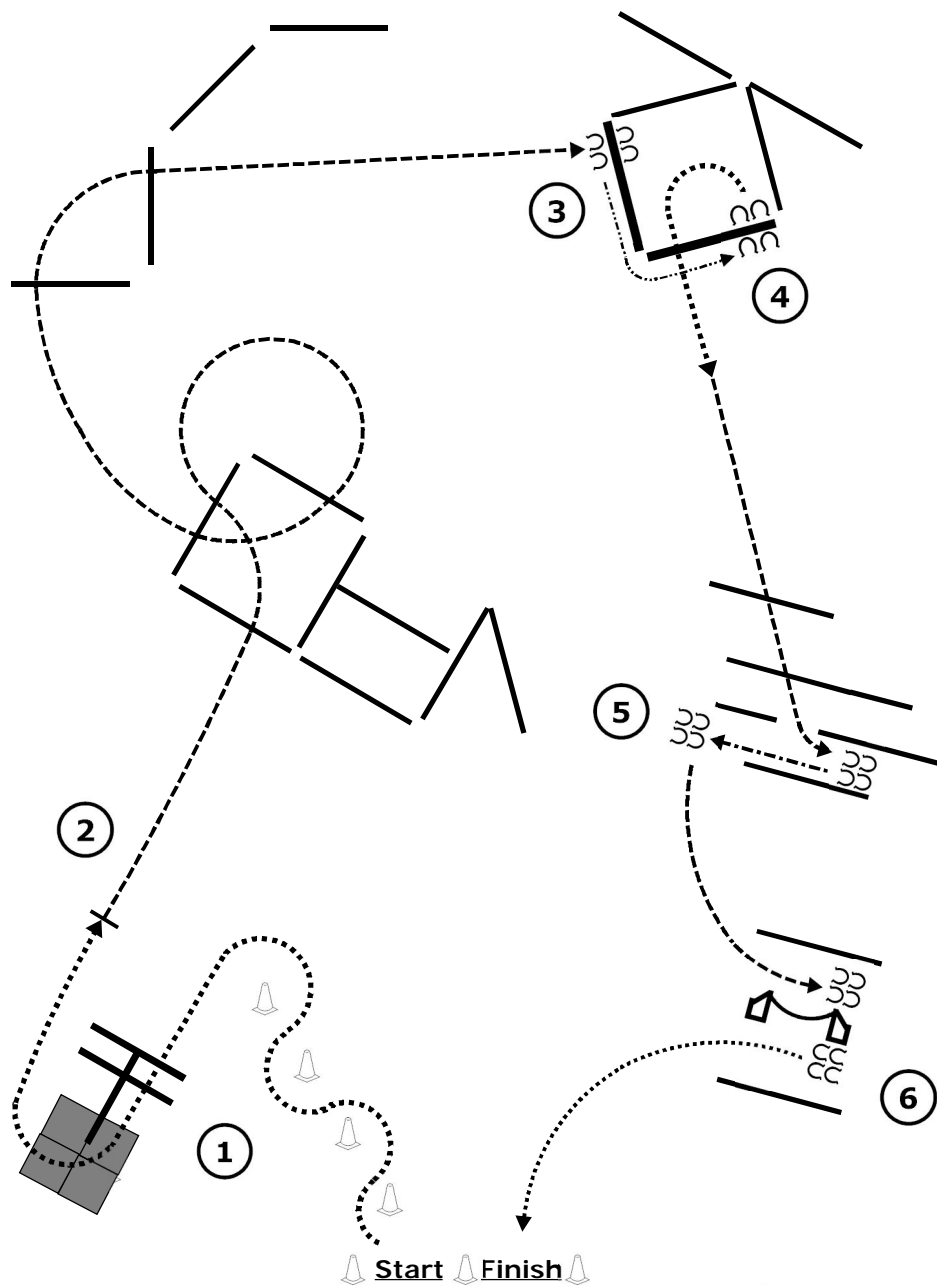
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

126 GYFW W/T Ranch Horse Riding
127 A/HA/AA W/T Ranch Horse Riding 10 & Under

1. WALK
2. TROT 1/2 WAY UP THE ARENA
3. TURN LEFT EXTEND TROT THRU CENTER DOWN OTHER SIDE OF ARENA
4. STOP
5. 1 1/2 SPINS TO THE RIGHT
6. EXTENDED TROT
7. WALK OVER LOGS
8. TROT
9. EXTENDED TROT
10. STOP / BACK one horse length



Sunday 4-28-24



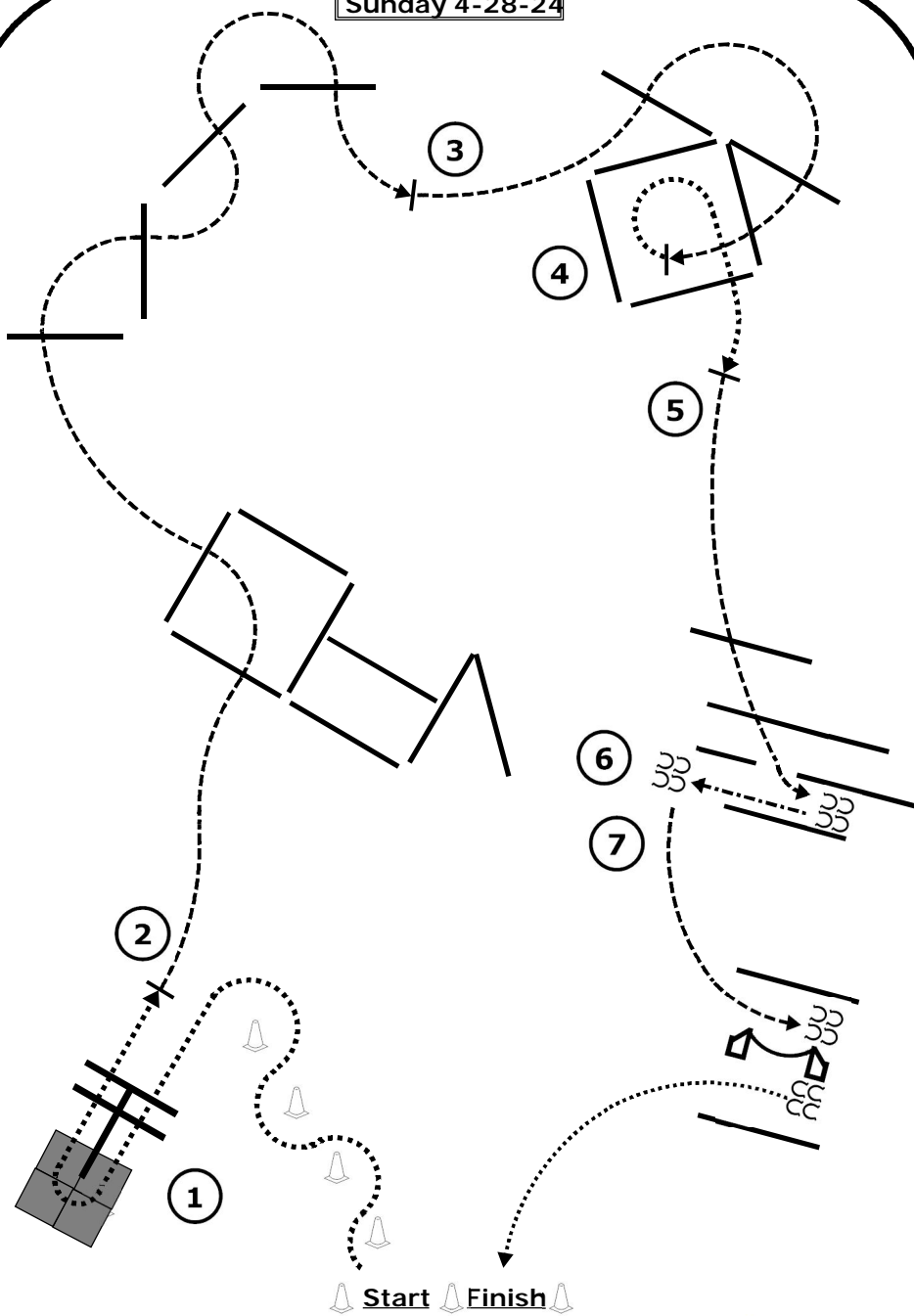
Course Design By:
Forrest McCallister
253-736-4045

- 1- Walk Cones, Poles & Bridge
- 2- Jog Poles & Halt over pole
- 3- Side Pass L
- 4- Walk Forward, Turn 180° Left, Walk Pole, Jog Into Chute
- 5- Back Out Of Chute
- 6- Jog Up To Gate, Right Hand Push Gate, Walk To Finish

Trail Class

- 144 - Arabian In Hand Eng/West 1 Yr & over
- 145 - HA/AA In Hand Eng/West 1 Yr & over

Sunday 4-28-24



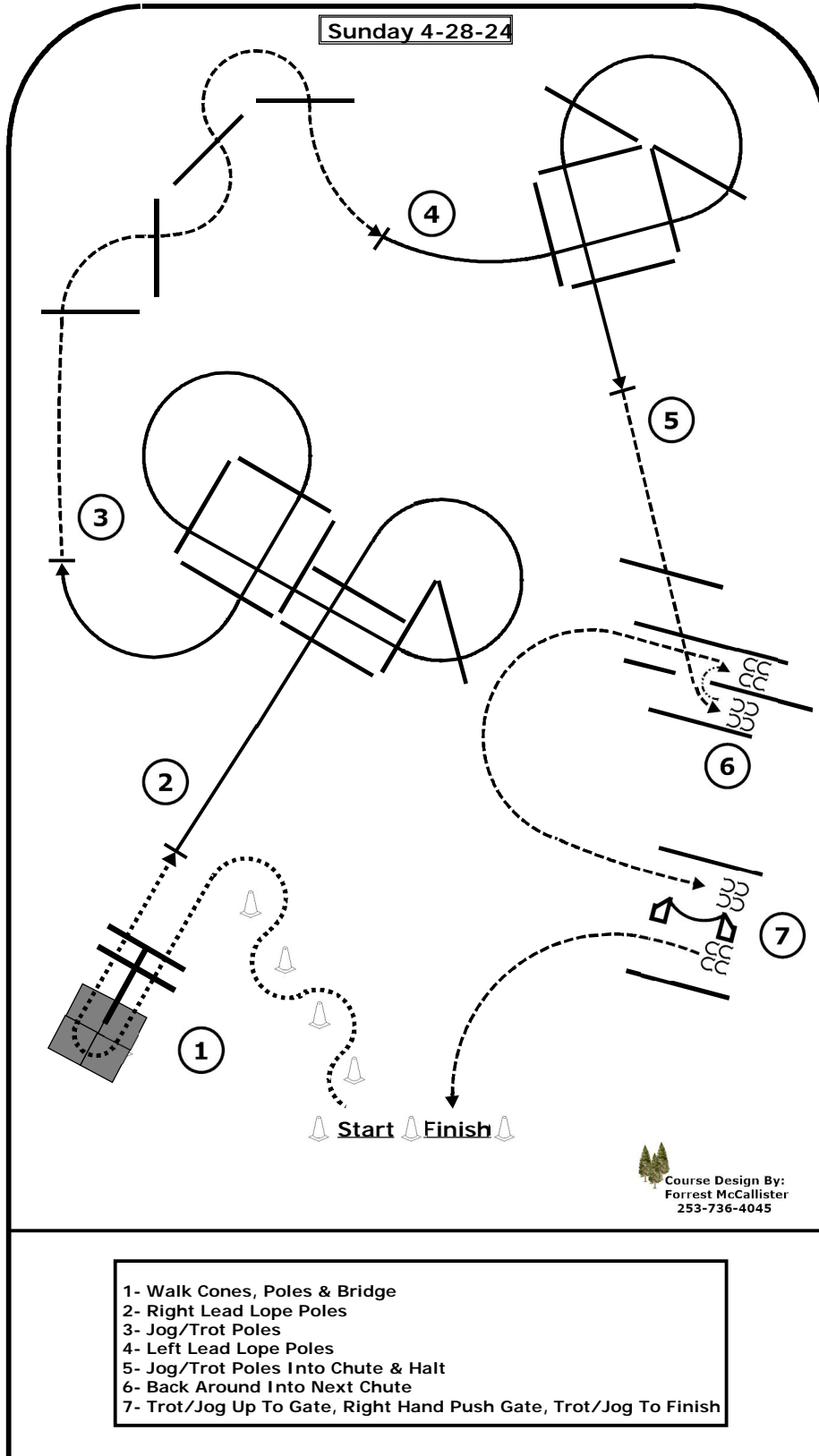
Course Design By:
Forrest McCallister
253-736-4045

- 1- Walk Cones, Poles & Bridge
- 2- Jog/Trot Poles
- 3- Jog/Trot Poles Into Box & Halt for 3 Seconds
- 4- 270° Circle to Right & Walk Pole
- 5- Jog/Trot Poles Into Chute & Halt
- 6- Back out of Chute
- 7- Trot/Jog Up To Gate, Right Hand Push Gate, Walk To Finish

Trail Class

- 136 – A/HA/AA W/T Eng Trail 10 & Under
- 142 – GYFW W/T Eng or West Trail
- 143 – A/HA/AA W/T Western Trail 10 & Under

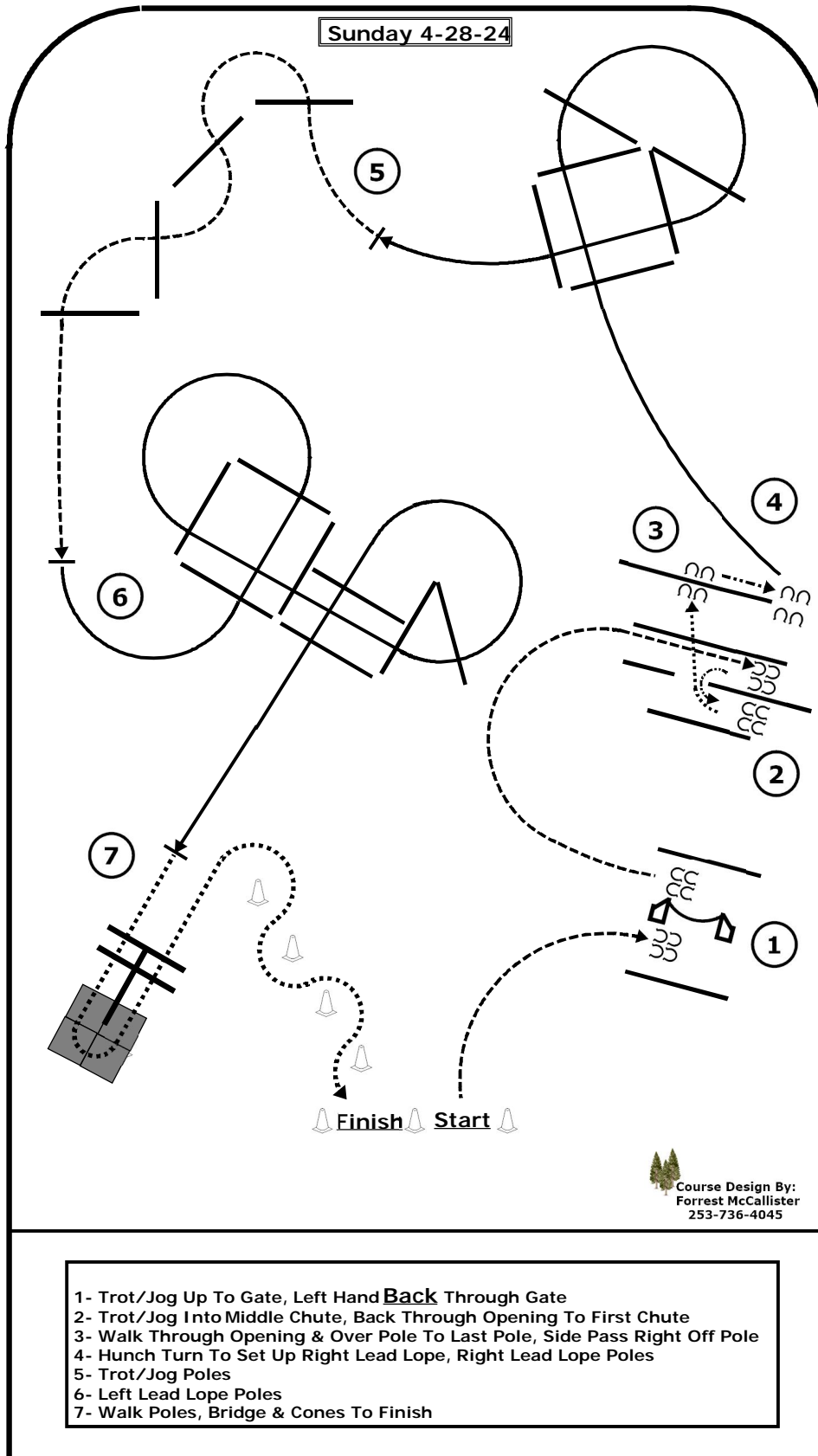
Sunday 4-28-24



Trail Class

- 134 Arabian English Trail ATR
- 135 HA/AA English Trail ATR
- 139 Arabian Western Trail ATR
- 140 HA/AA Western Trail ATR
- 141 A/HA/AA Jackpot Trail

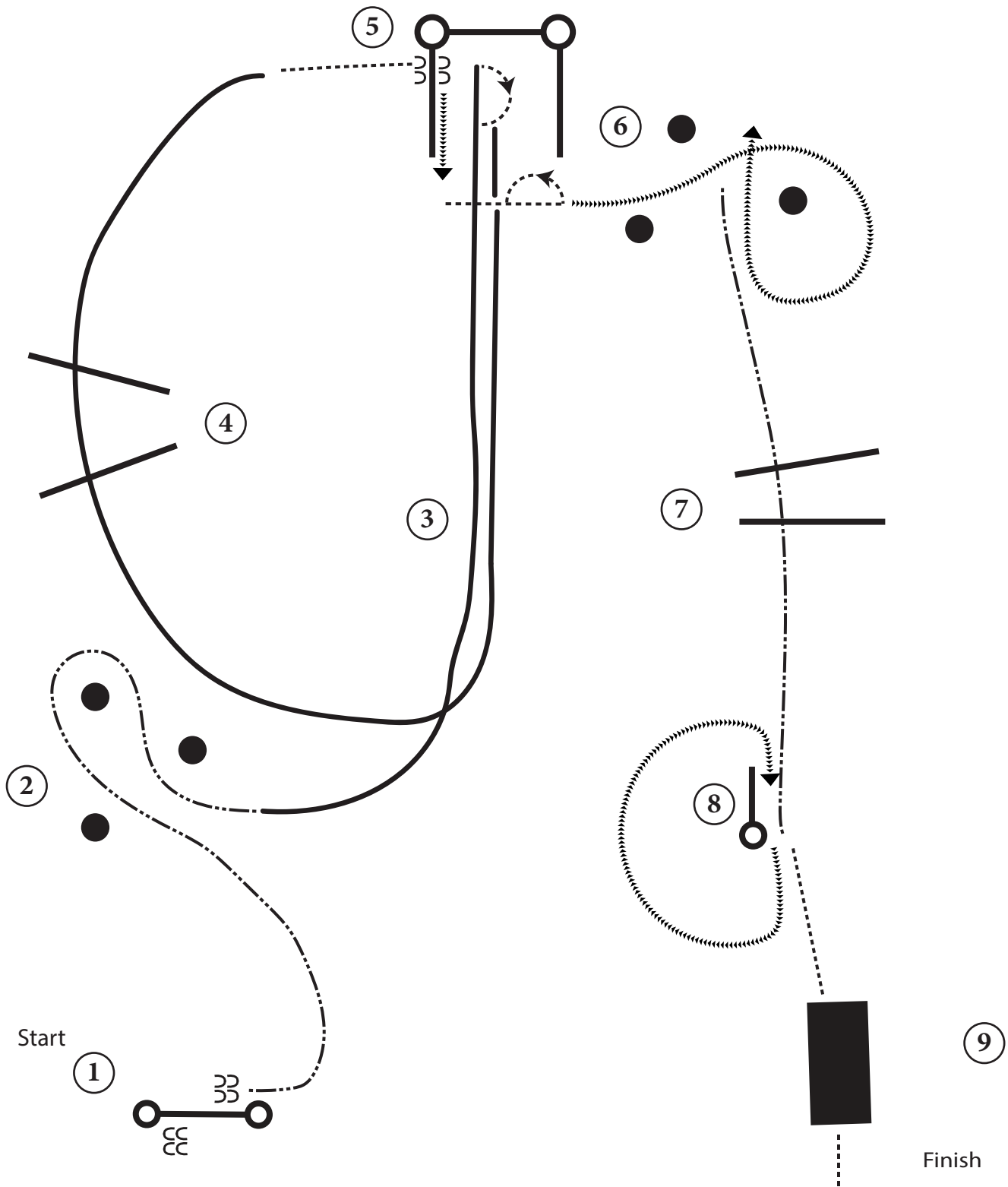
Sunday 4-28-24



- 1- Trot/Jog Up To Gate, Left Hand **Back** Through Gate
- 2- Trot/Jog Into Middle Chute, Back Through Opening To First Chute
- 3- Walk Through Opening & Over Pole To Last Pole, Side Pass Right Off Pole
- 4- Hunch Turn To Set Up Right Lead Lope, Right Lead Lope Poles
- 5- Trot/Jog Poles
- 6- Left Lead Lope Poles
- 7- Walk Poles, Bridge & Cones To Finish

Trail Class

- 132 – Arabian English Trail
- 133 – HA/AA English Trail
- 137 – Arabian Western Trail
- 138 – HA/AA English Trail

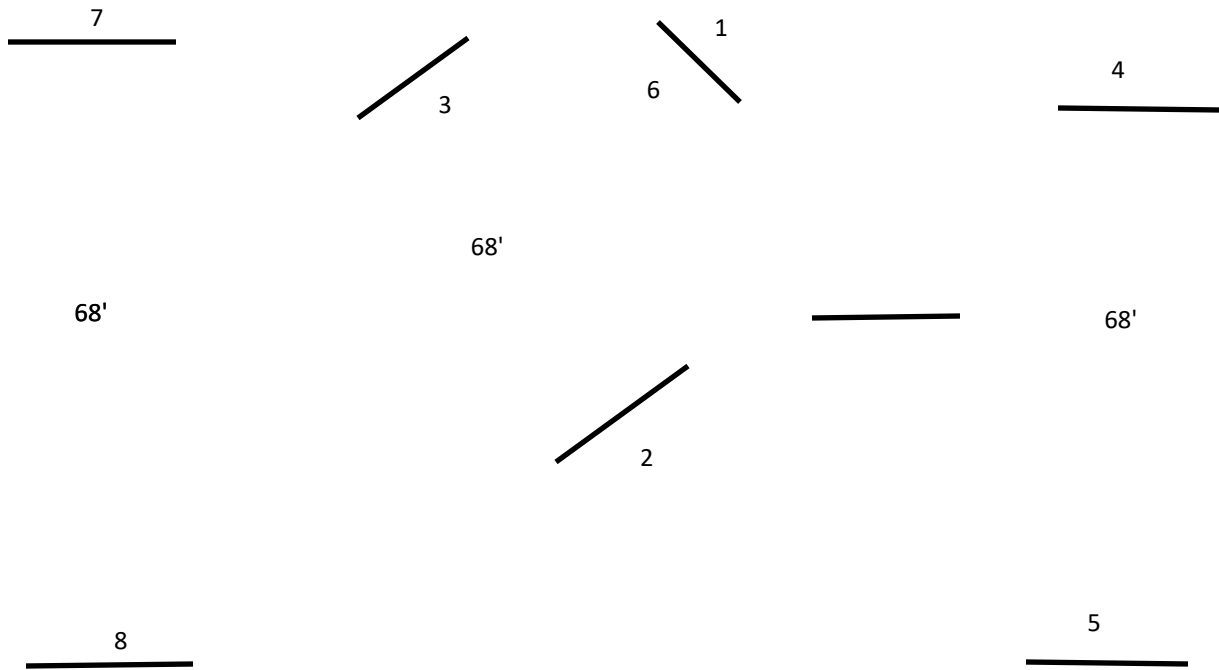


- 1) Work gate, right hand push.
 - 2) Trot around markers as drawn.
 - 3) Lope left lead into chute. Halt and 180 degree right.
 - 4) Lope right lead over logs.
 - 5) Break to walk. Walk over log and sidepass right.
 - 6) Walk forward and complete a 180 degree forehand turn left. Back through stumps as drawn.
 - 7) Trot over logs and up to drag.
 - 8) Pull drag in full circle. Hang up rope.
 - 9) Walk over bridge.
- Pattern complete.

146 - Arabian WRH Ranch Trail
 147 - HA/AA VRH Ranch Horse Trail

166 Regular Working Hunter ATR 2'6"

167 Modified Working Hunter 2'9"



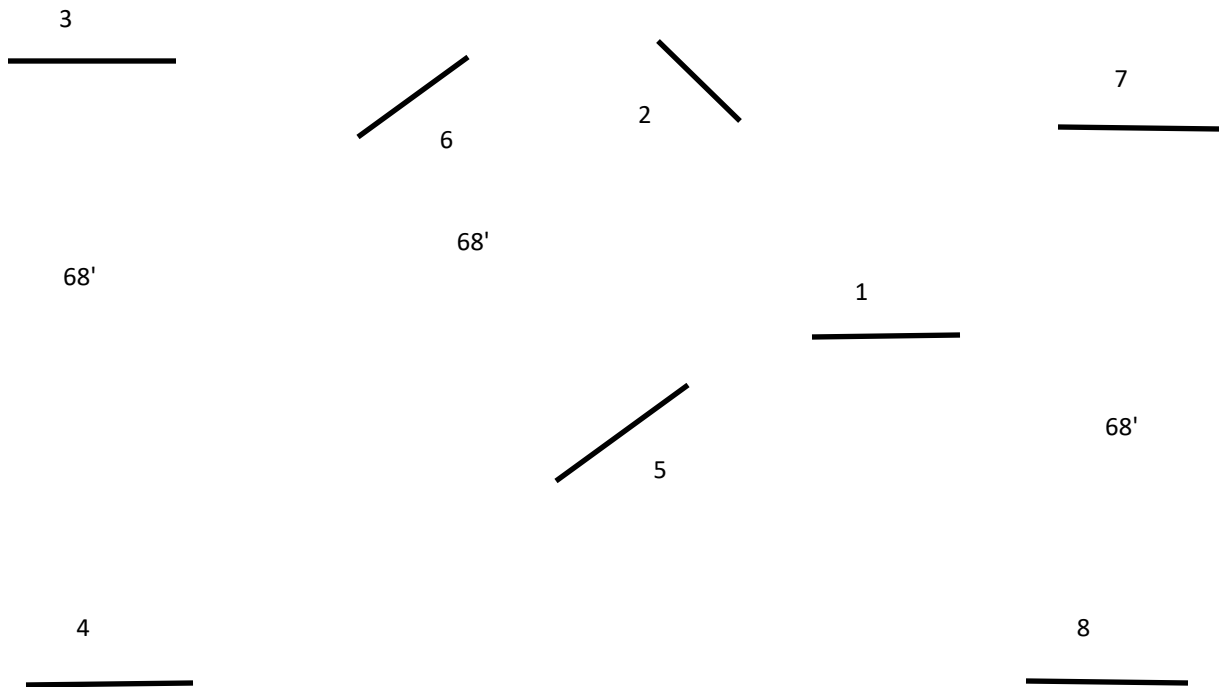
159 GYFW Working Hunter Cross Rails not to exceed 18"

160 Working Hunter Cross Rails W/T 10 & U. not to exceed 18"

161 Working Hunter Cross Rails JTR not to exceed 18"

162 Working Hunter 2'

163 Modified Working Hunter ATR 2'3"



164 AHA Modified H.S. Eq. Medal Over Obstacles JTR 2'3"

165 Modified Hunter Seat Equitation Over Obstacles ATR 2'3"

