

Pattern Book



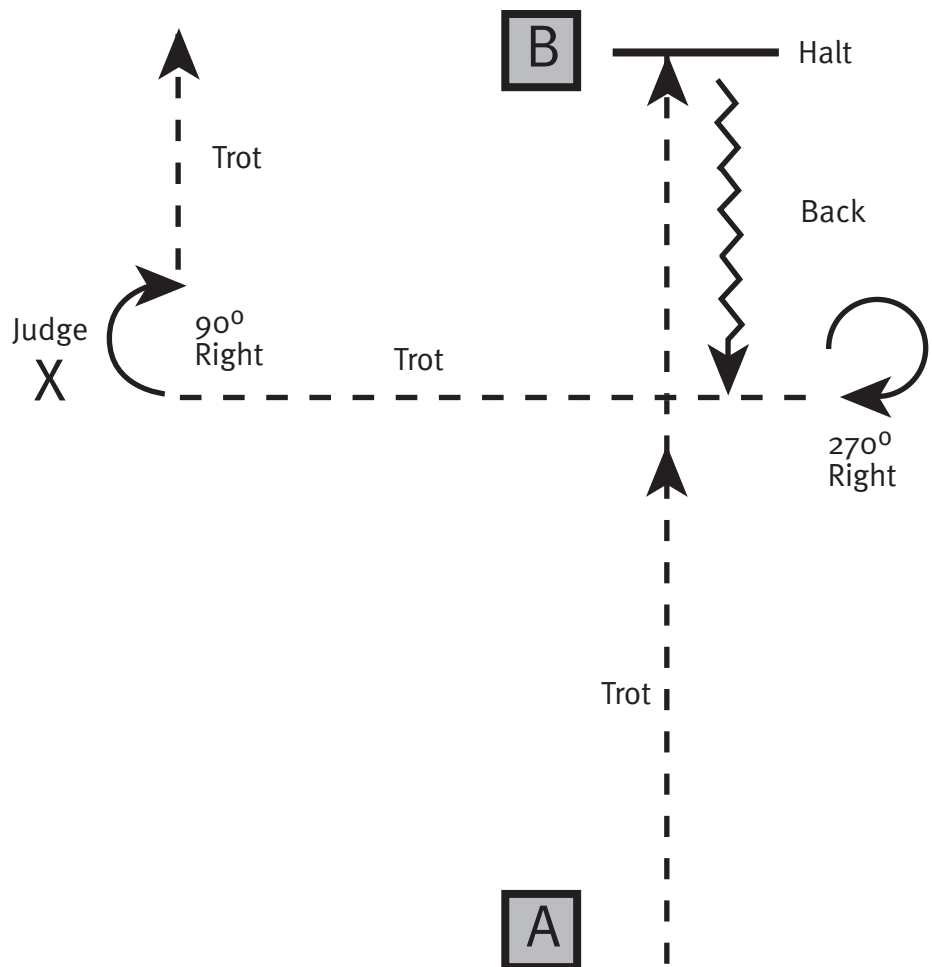
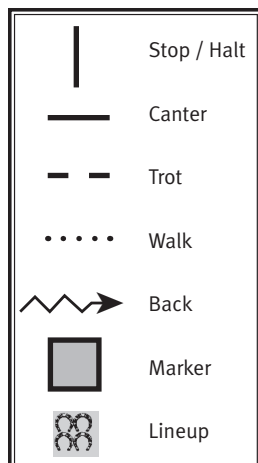
2026 Daffodil Spring Show
April 22-26, 2026
Spanaway, WA

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



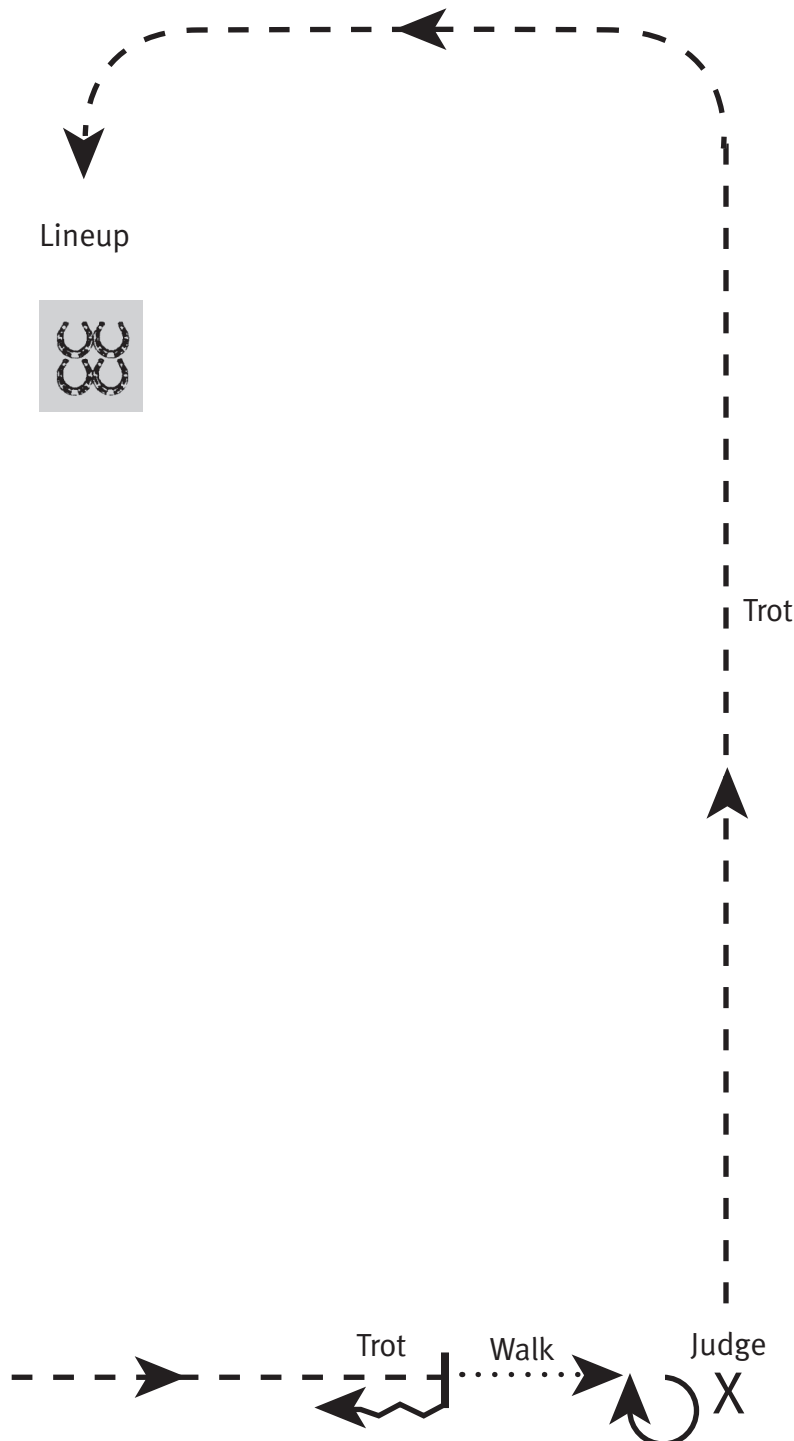
- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

- ❑ **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.

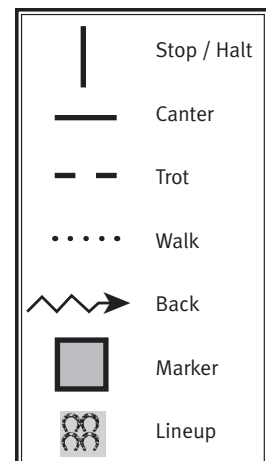
Showmanship

LEVEL 1 • PATTERN C

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



1. Trot 3/4 of the way to judge, halt
2. Back four steps
3. Walk to judge and set up for inspection
4. Presentation of horse
5. When excused execute a 270-degree turn
6. Trot a straight away from judge
7. Return to lineup at a trot or exit arena as directed

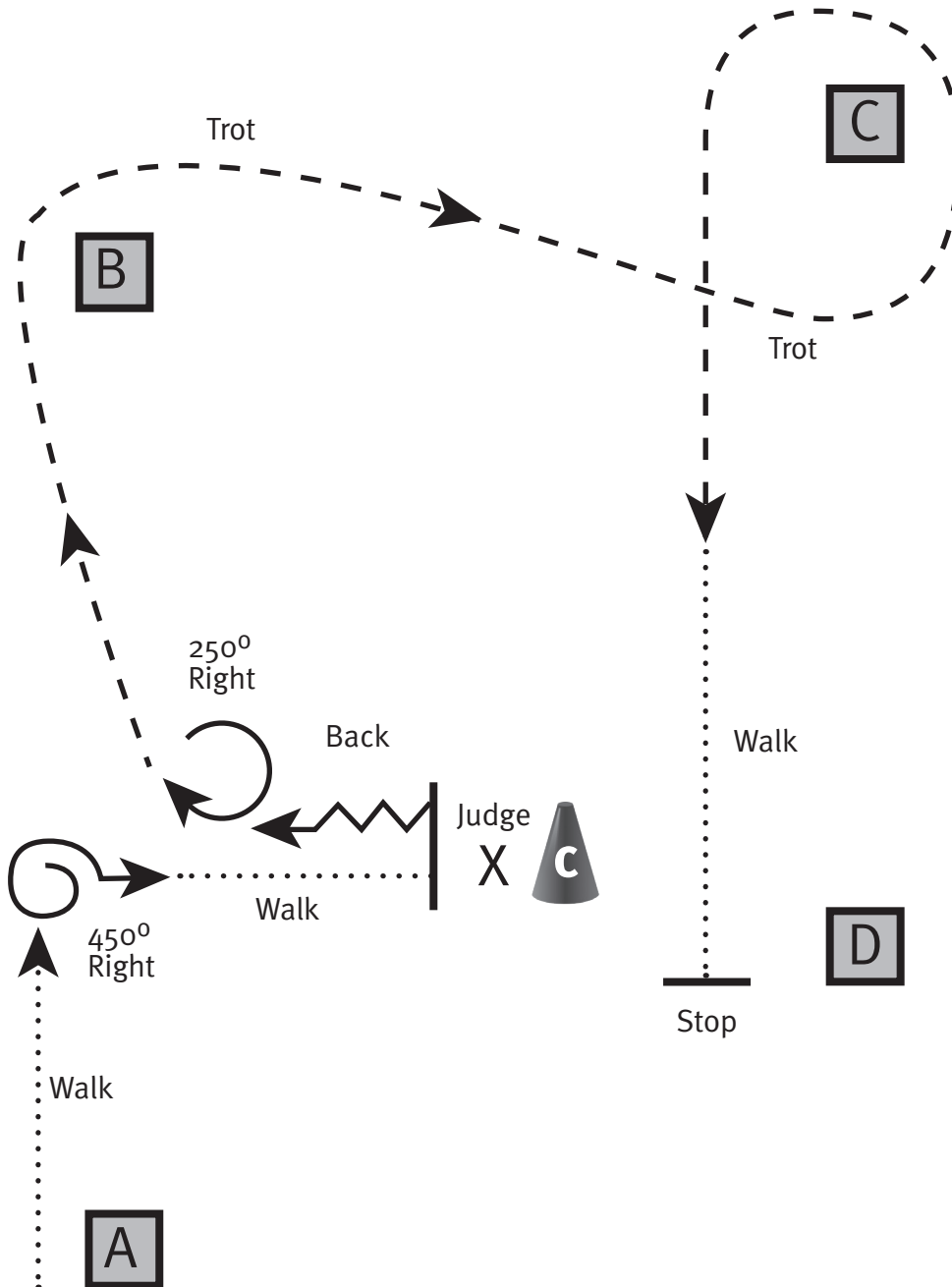


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

Showmanship

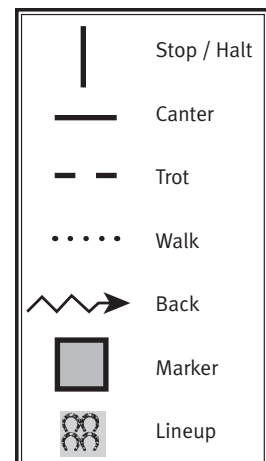
LEVEL 3 • PATTERN GG

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



1. Be ready at marker A. Walk until even with judge, halt
2. Execute a 450-degree turn
3. Walk to judge, halt and set up for inspection
4. Presentation of horse
5. When dismissed, back four steps
6. Execute approximately a 250-degree turn
7. Trot around markers B & C towards marker D
8. Break to a walk before marker D, walk to D and halt

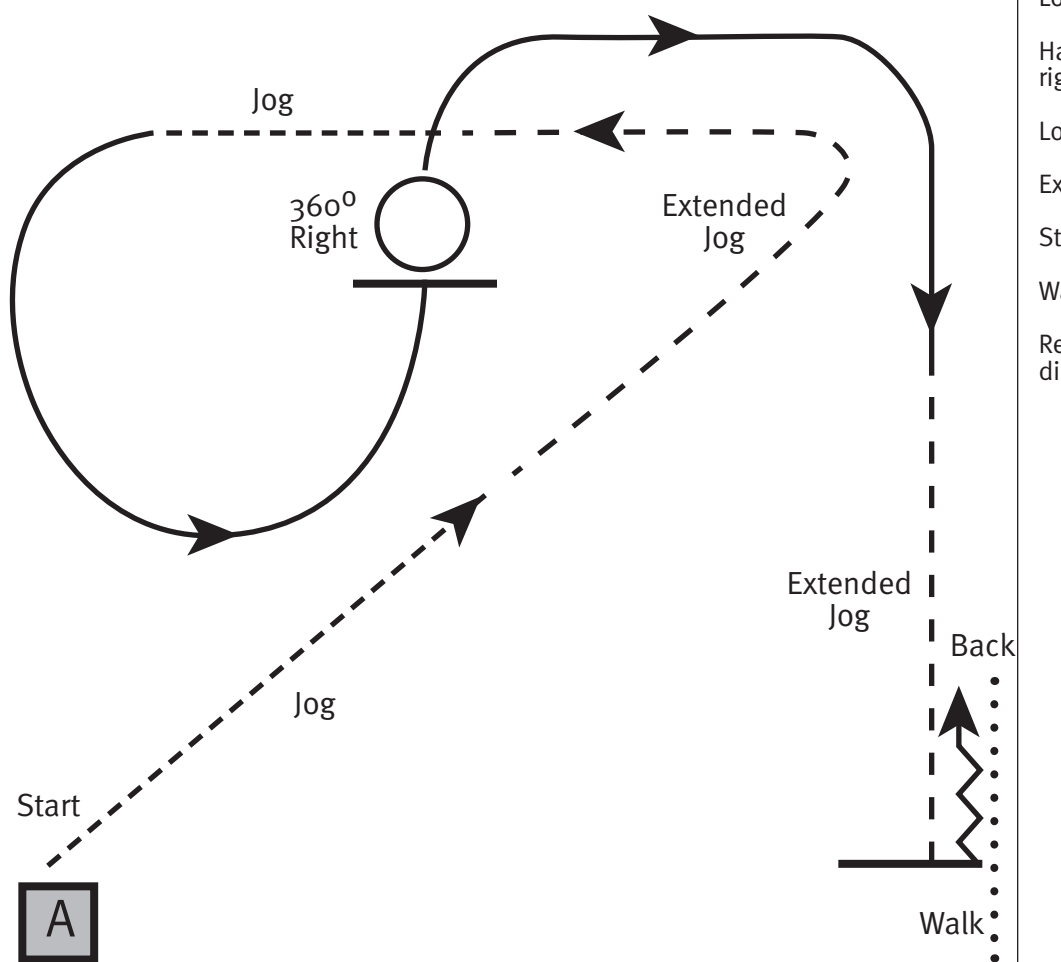
Return to the lineup at a trot or exit arena as directed



Western Horsemanship

LEVEL 2 • PATTERN CCC

*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.

Extended jog.

Jog.

Lope, left lead.

Halt, execute 360-degree turn to the right on the haunches.

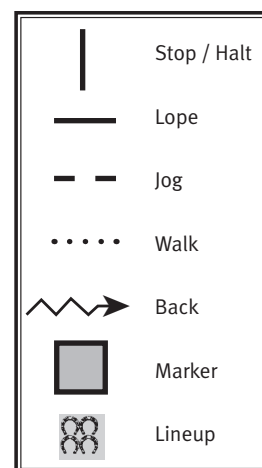
Lope, right lead.

Extended jog.

Stop when even with cone A. Back.

Walk, stop.

Return to line up or exit arena as directed by ringmaster.



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 2 • PATTERN W

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.

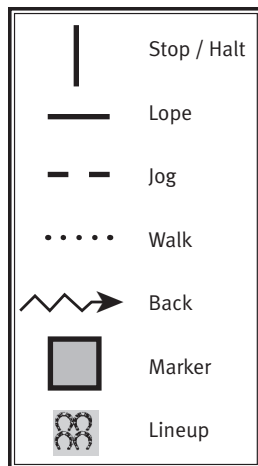
Extended lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on haunches to the left.

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

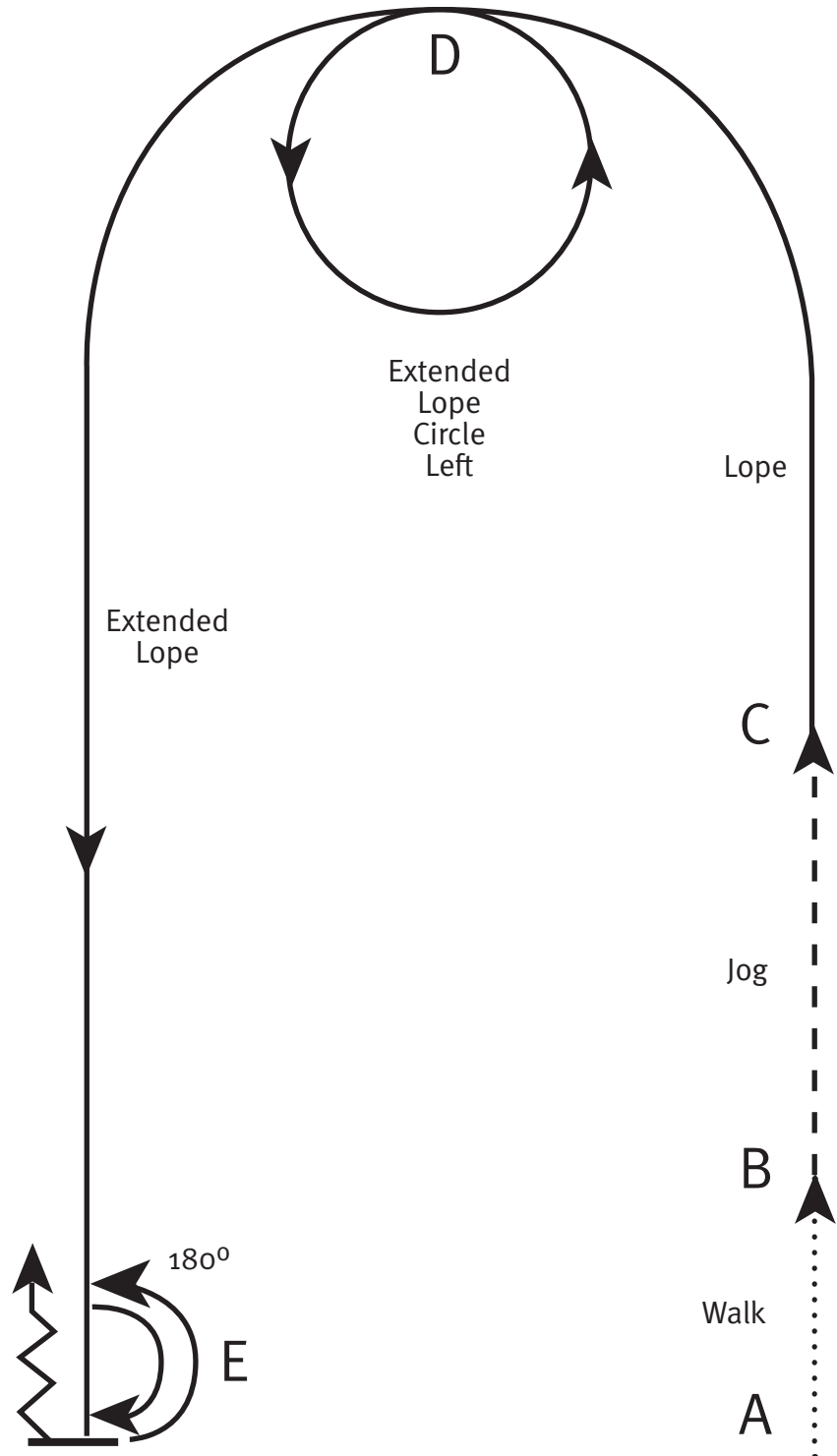
Back four steps.

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.

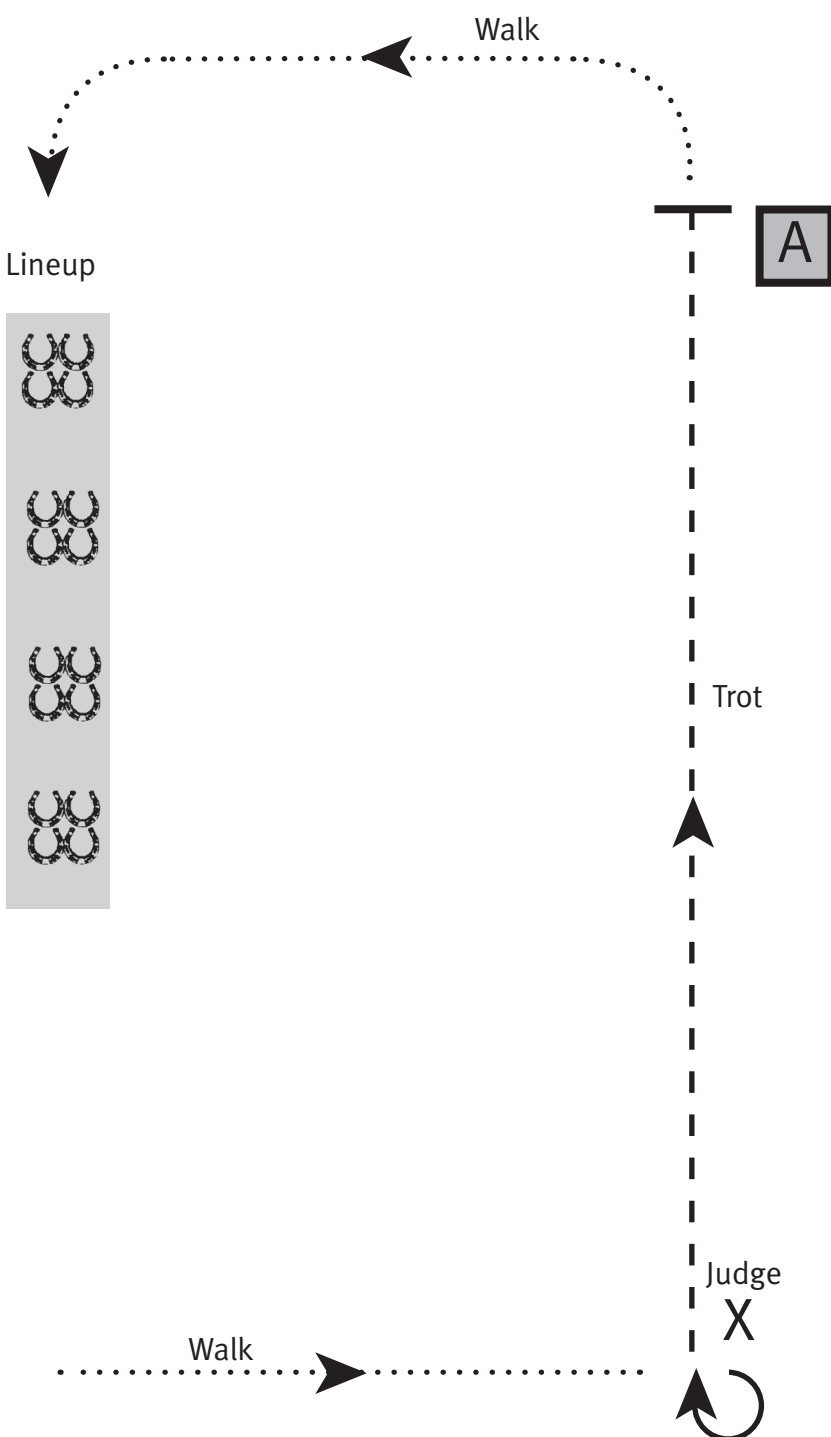


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

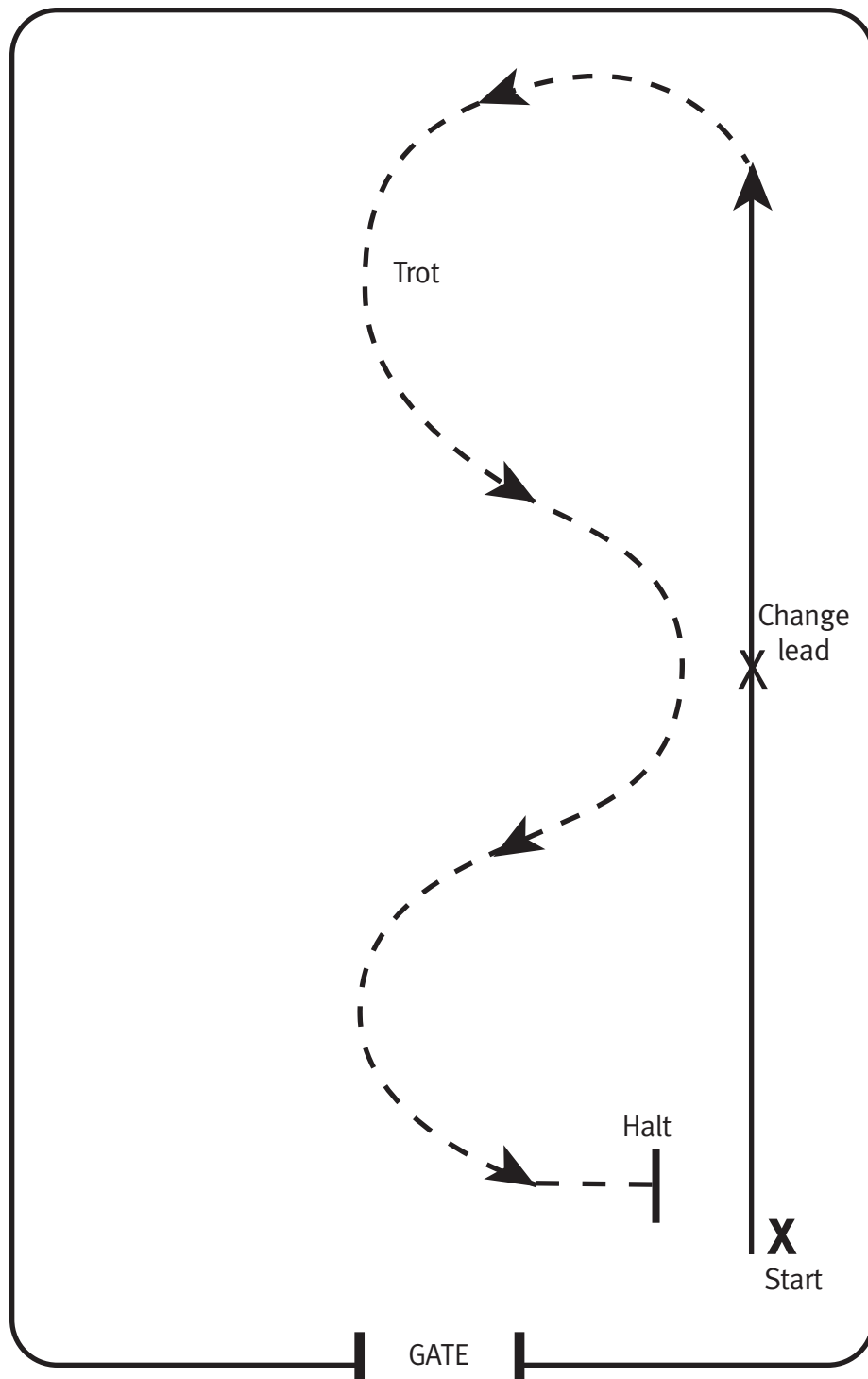
Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing



1. Walk to judge, halt
2. Set up for inspection
3. Presentation of horse
4. When excused, execute a 270-degree turn
5. Trot a straight line as drawn
6. Stop at marker A
7. Walk back to lineup or either at a walk as directed by ringmaster

Hunter/Jumping Seat

LEVEL 2 • PATTERN CC



Walk to the starting point.

Counter canter.

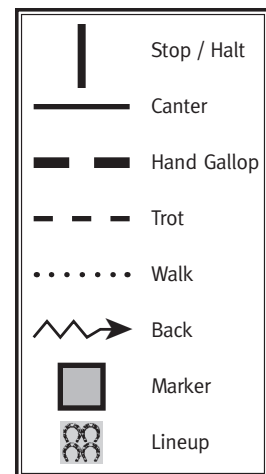
Halfway down the line, change (simple or flying) to the correct lead.

At end of line, trot a three-loop serpentine.

Halt.

Turn on the forehand to the right.

Return to lineup or exit at a walk.



This pattern may only be used for:

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

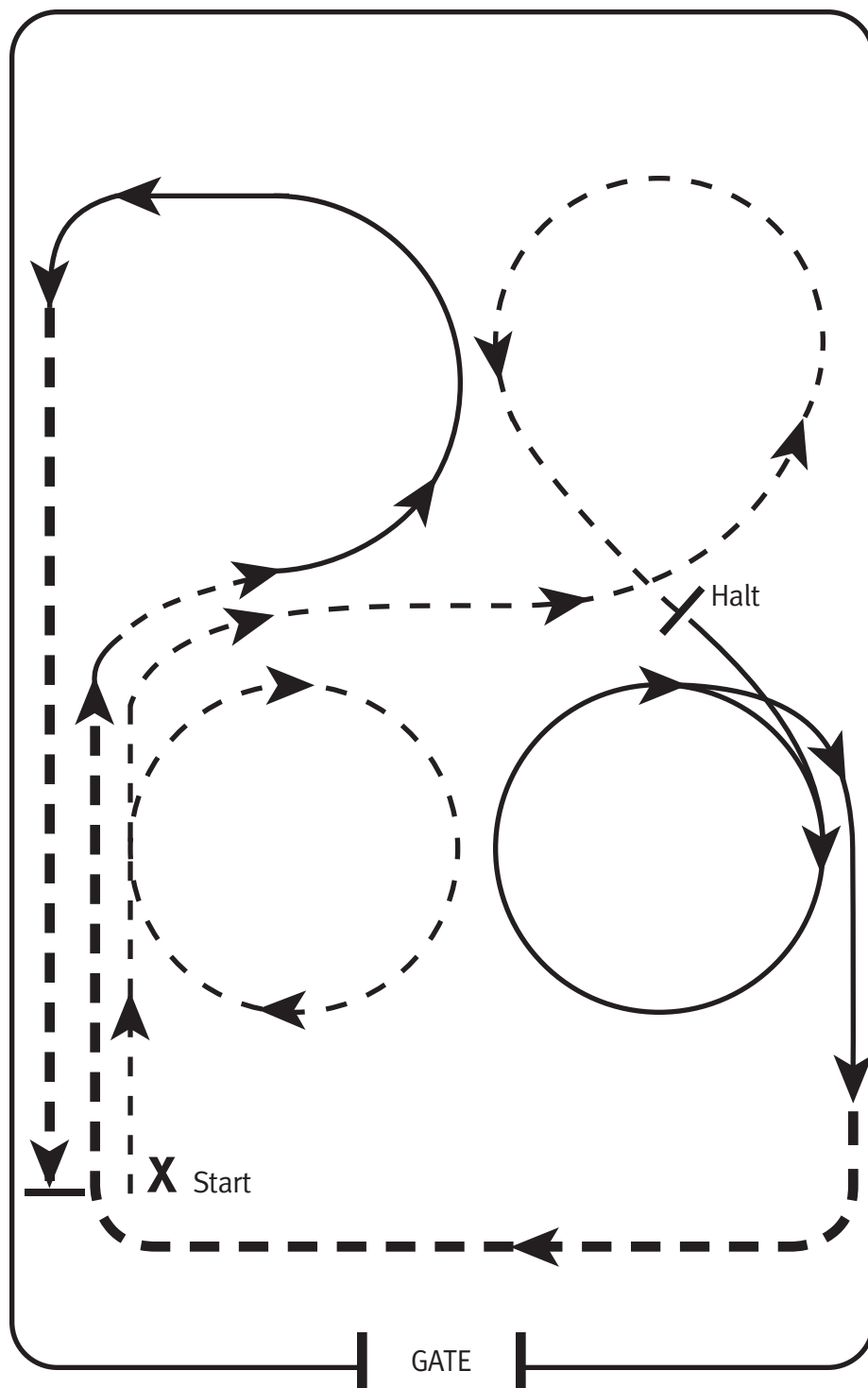
*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

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

Hunter/Jumping Seat

LEVEL 2 • PATTERN X



Walk to the starting point.

Posting trot in a circle to the right and continue across the arena into a circle to the left. Halt.

Demonstrate a circle to the right at the canter on the correct lead. Transition to the hand gallop upon reaching the rail and move into a hand gallop around the end of the arena.

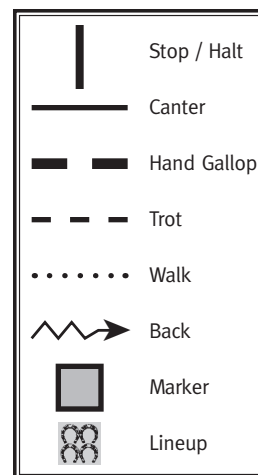
Transition to the sitting trot while moving off the rail.

Pick up a canter on the left lead and make the turn moving toward the center of the arena.

Canter on the left lead to the beginning of the straightaway.

At the beginning of the straightaway transition to the hand gallop. Halt at the end of the straightaway.

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.

Saddle Seat

LEVEL 2 • PATTERN Q • Tests 3,7,11

Enter the ring at a trot and turn right.

Execute a four loop serpentine. Canter the first loop on the left lead.

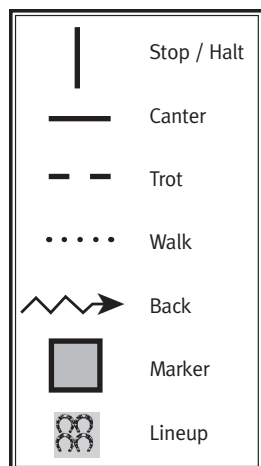
Trot the second loop on the left diagonal.

Trot the third loop on the right diagonal.

Canter the fourth loop on the right lead. Halt.

Turn right and trot on the left diagonal down the rail.

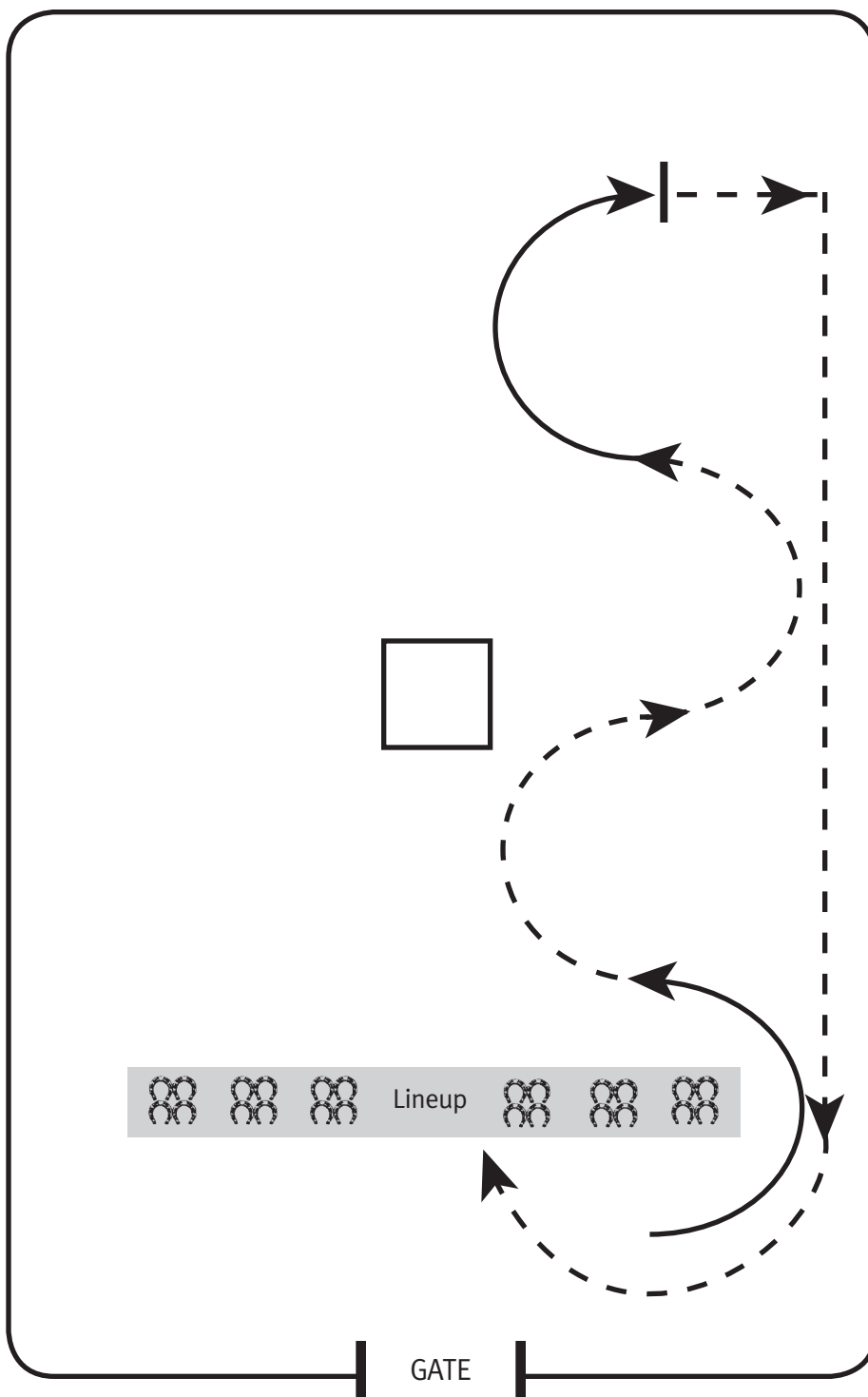
Return to the lineup or exit the ring at the trot.



This pattern may only be used for:

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

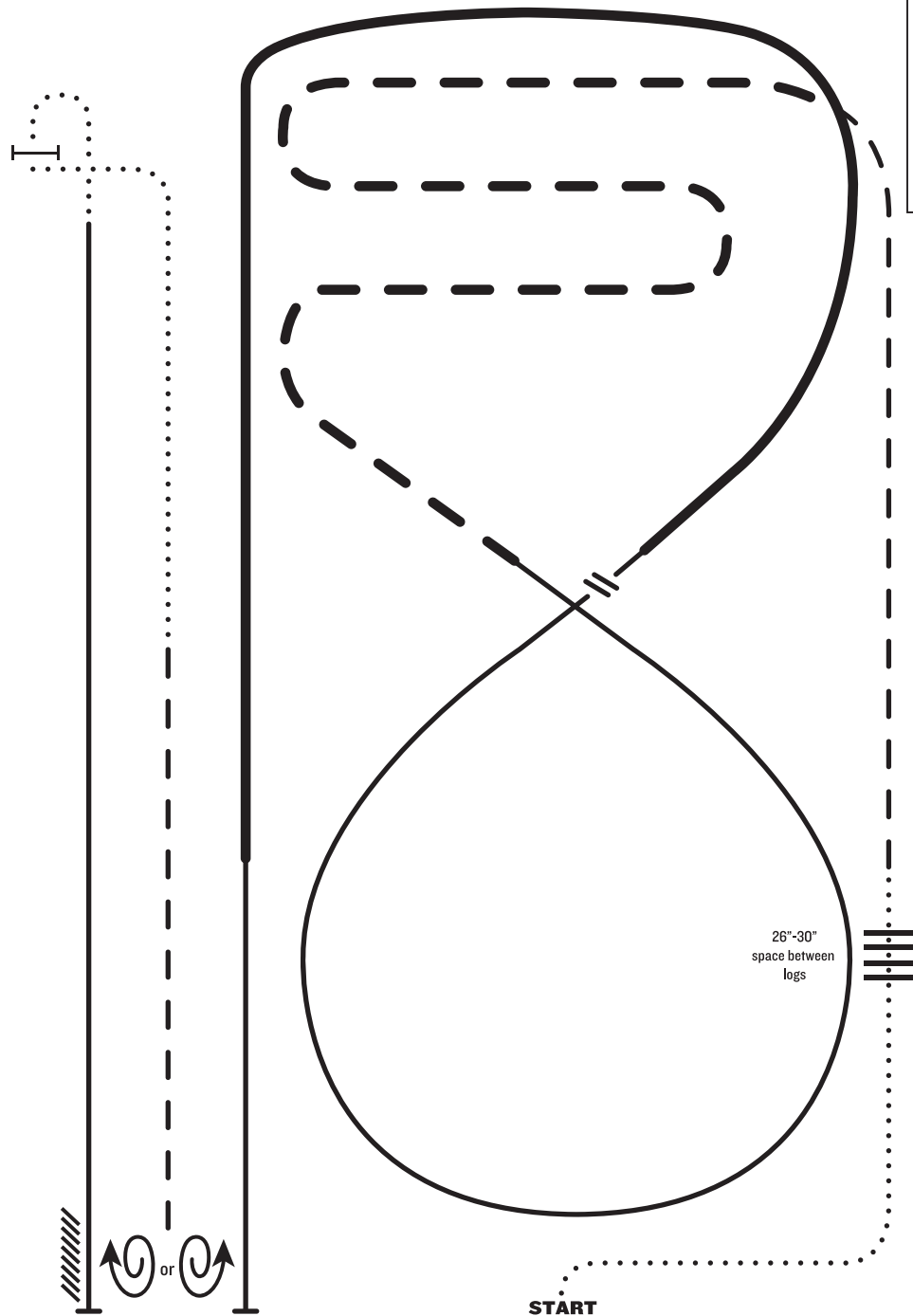
If used at a Regional or National Show, pattern may not be run from the lineup.



RANCH RIDING - PATTERN 13

LEGEND

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

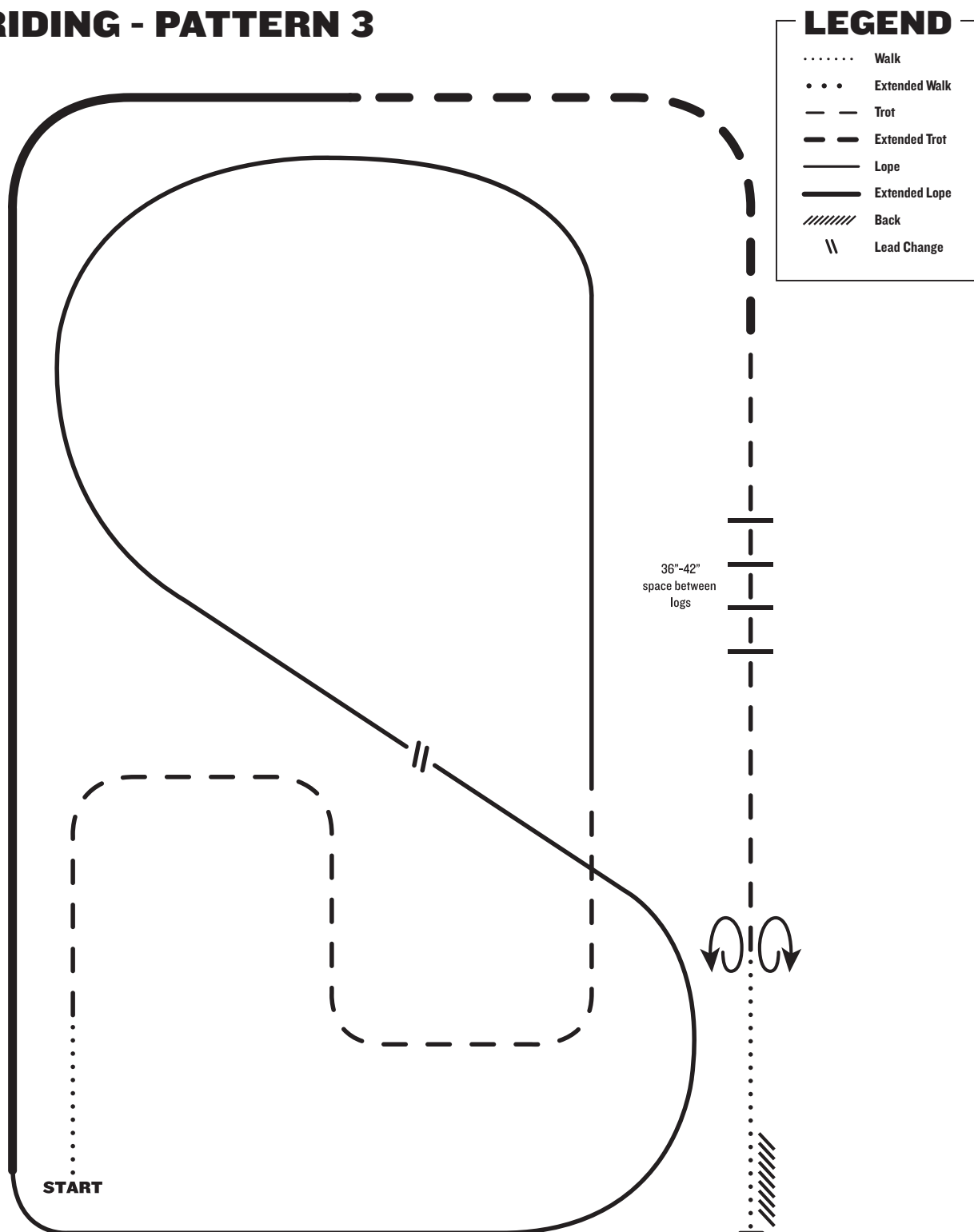


1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

162, 162, 164, 165

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 3

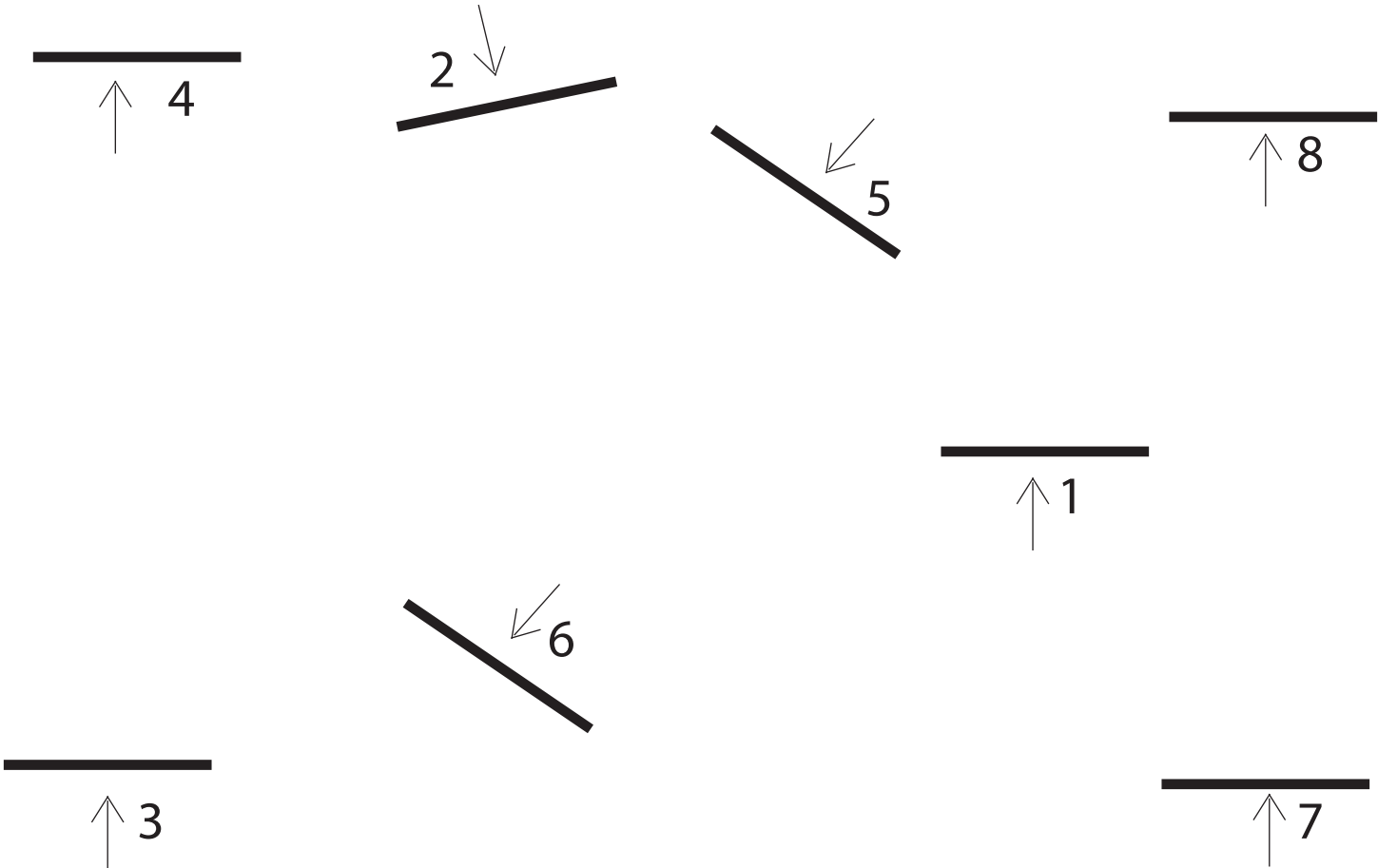


- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

166, 167, 168, 169

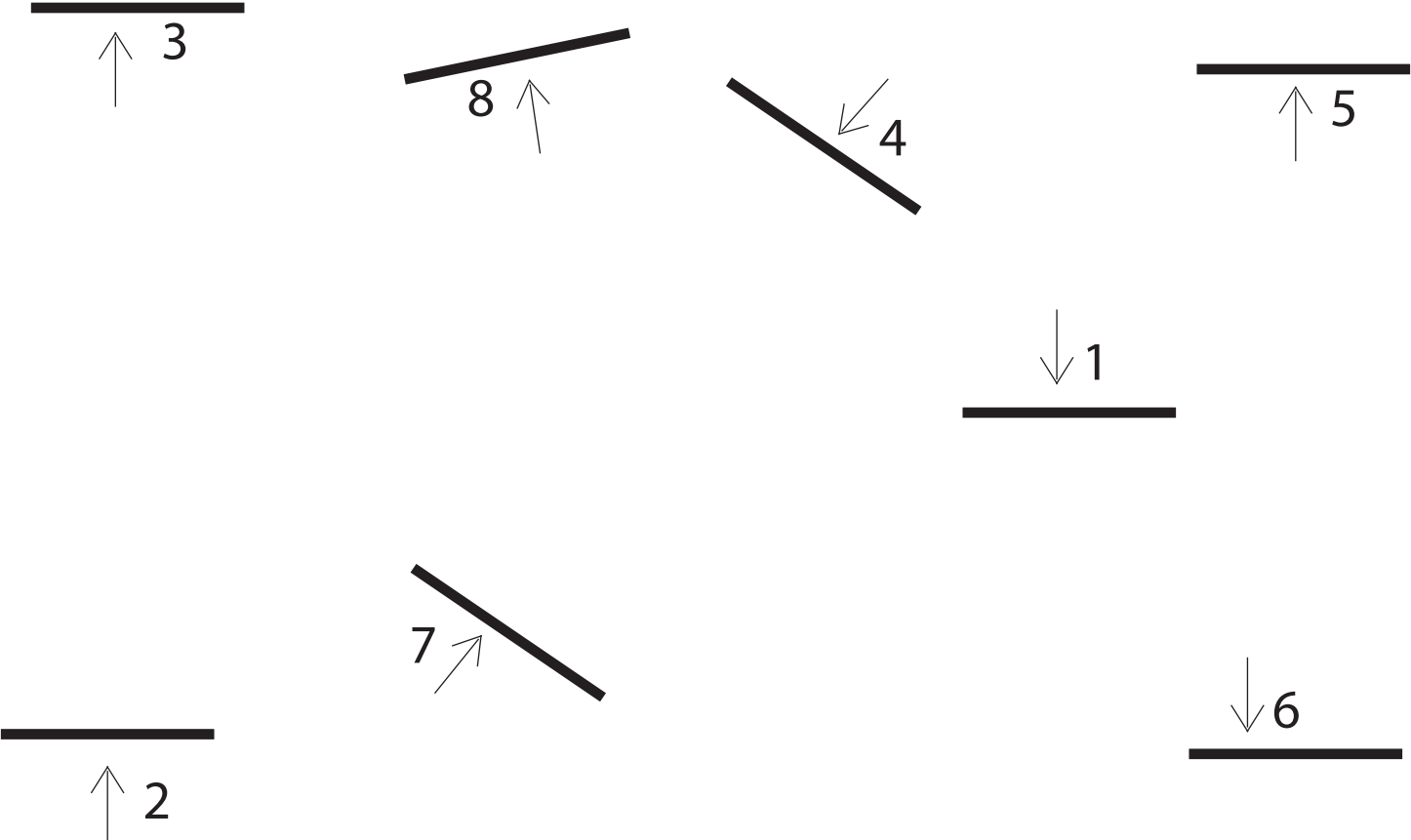
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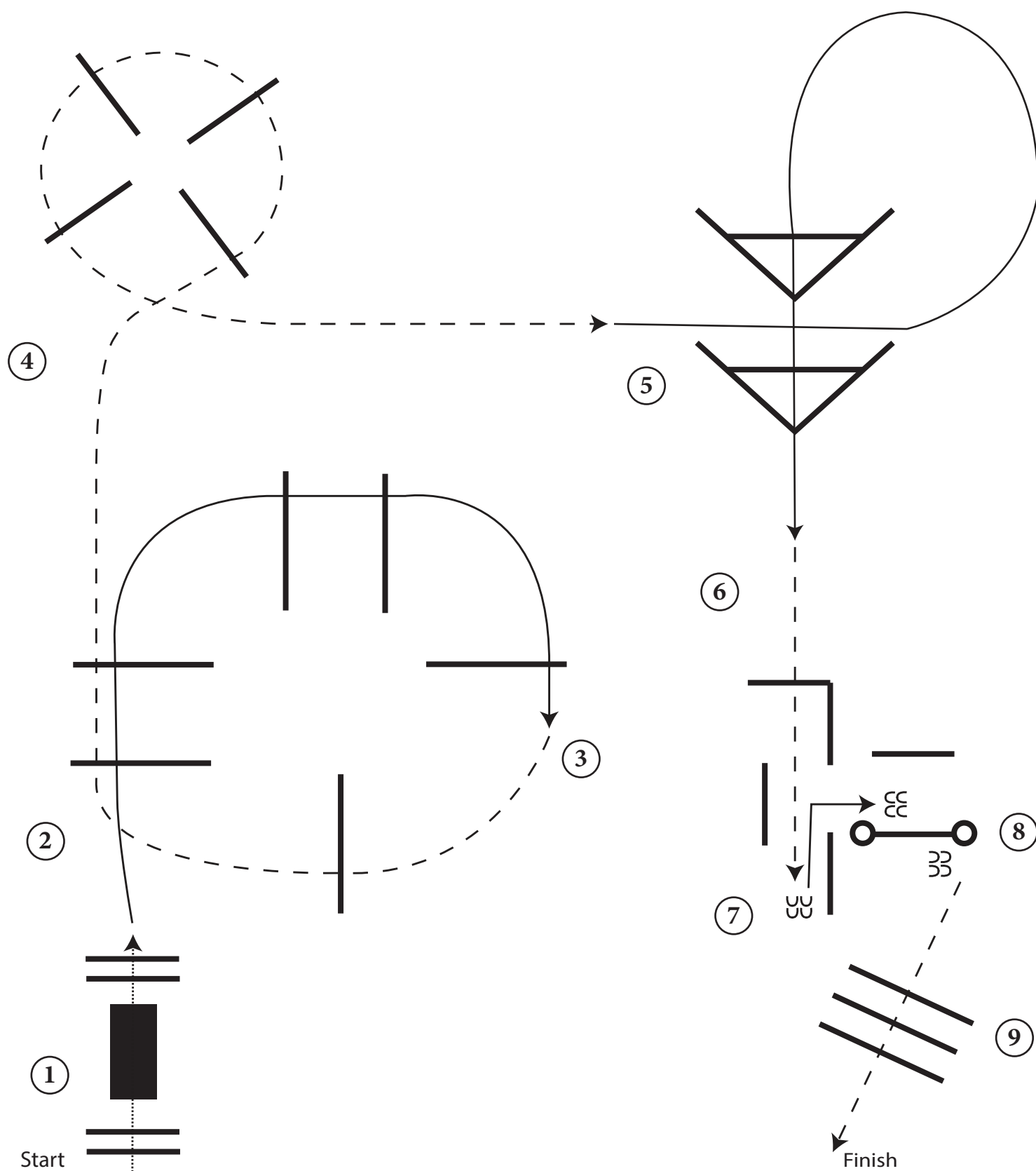
- Class 195 - GYFW Working Hunter Cross Rails
- Class 196 - Working Hunter Cross Rails W/T 10 & Under
- Class 197 - Working Hunter Cross Rails
- Class 198 - Working Hunter 2'



Class 199 AHA Modified H.S. Seat Eq. Medal Over Obstacles JTR 2'3"

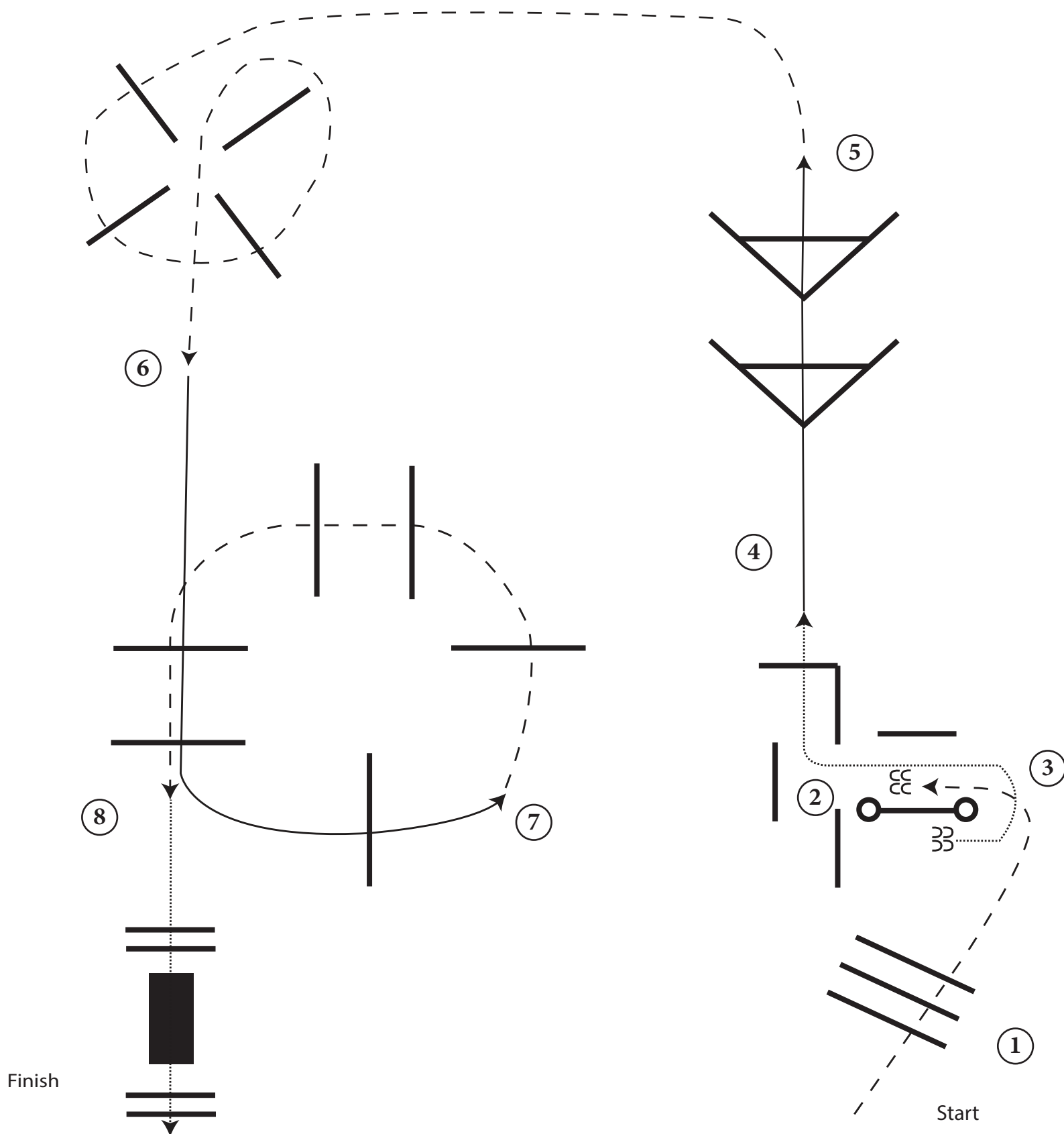
Class 200 Modified Hunter Seat Equitation Over Obstacles ATR 2'3"





- 1) Walk over poles and bridge.
- 2) Right lead canter/lope poles.
- 3) Trot/Jog poles.
- 4) Continue at trot/jog over poles.
- 5) Left lead canter/lope poles.

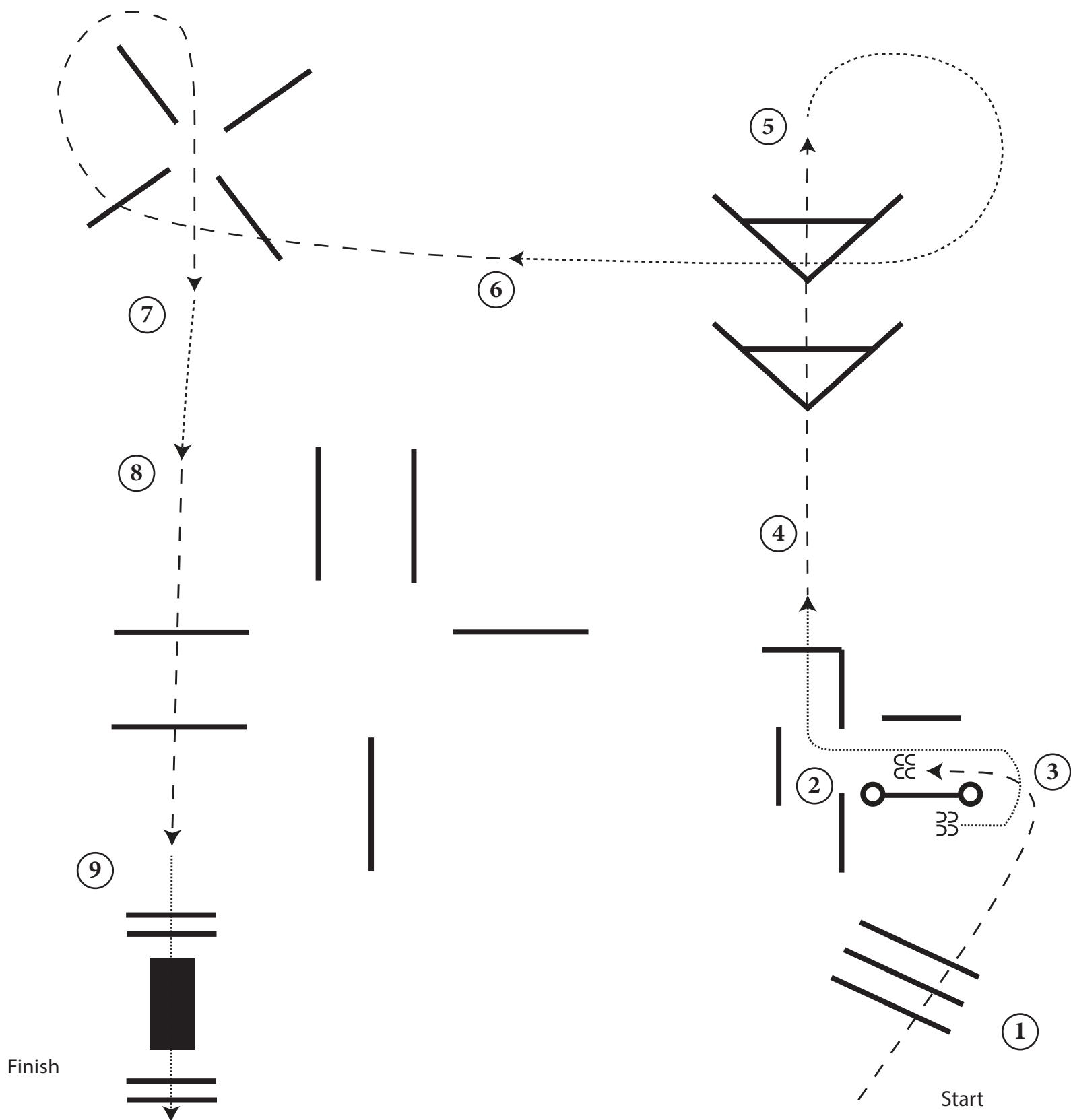
- 6) Trot/Jog poles into chute.
- 7) Back to gate.
- 8) Work gate left hand push.
- 9) Trot/Jog over poles.



- 1) Jog/trot over poles and to gate.
- 2) Work gate left hand push.
- 3) Walk around gate and through chute.
- 4) **Right** lead canter/lope poles.

- 5) Trot/Jog poles.
- 7) **Left** lead canter/lope poles.
- 8) Trot/jog poles.
- 9) Walk over poles and bridge.

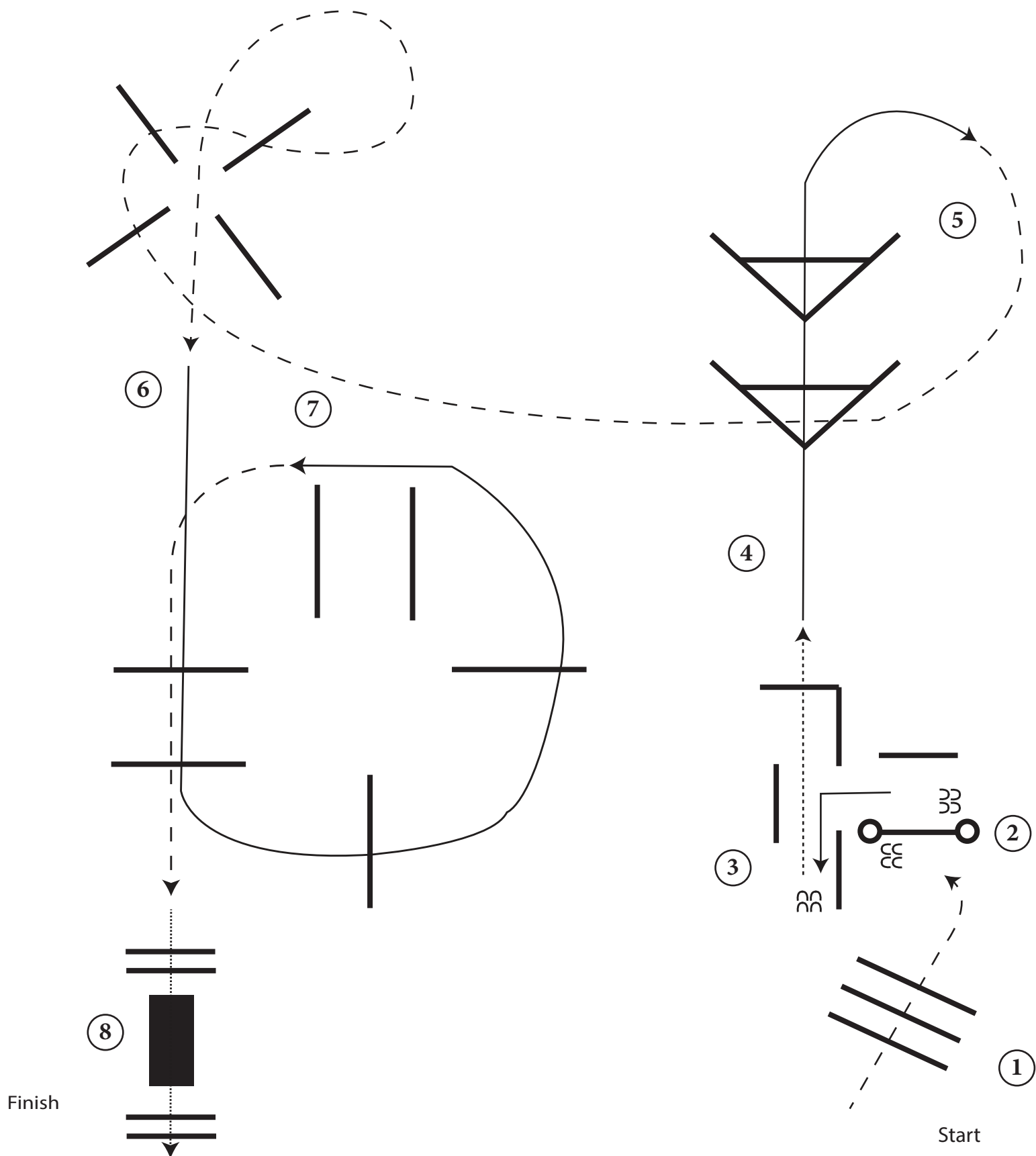
172 Arabian English Trail ATR
 173 HA English Trail ATR
 177 Arabian Western Trail ATR
 178 HA Western Trail ATR
 179 Arabian Western Trail JTR
 180 HA Western Trail JTR



- 1) Trot/Jog over poles and to gate.
- 2) Simulate **left** hand push gate.
- 3) Walk around gate and through chute.
- 4) Trot/Jog over poles.

- 5) Walk over poles.
- 6) Trot/Jog over poles.
- 7) Walk.
- 8) Trot/jog over poles.
- 9) Walk over poles and bridge.

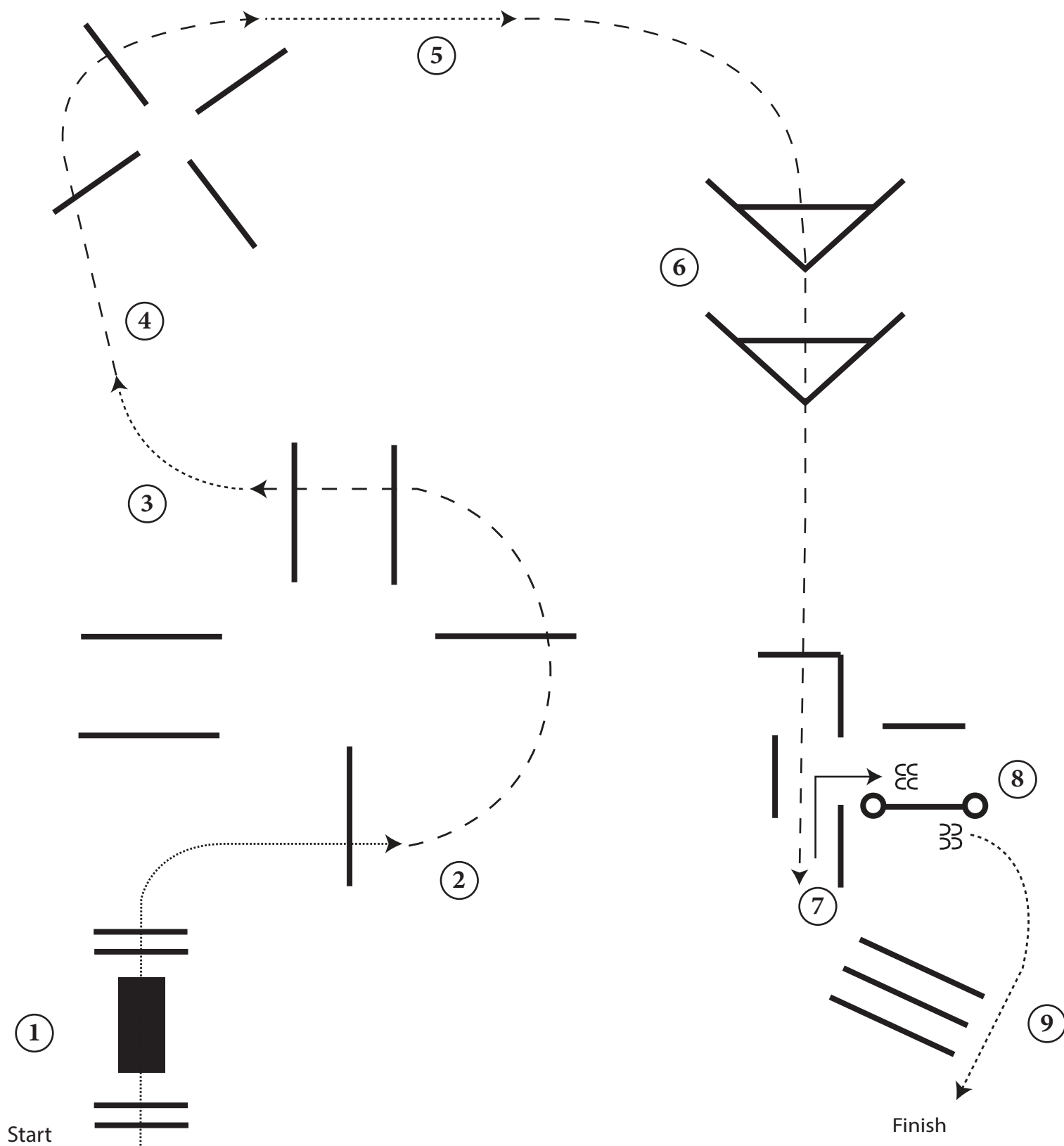
174 A/HA/AA W/T Trail 10 & under
 174B A/HA/AA W/T Trail 11 & over
 182 GYFW W/T Trail
 183 A/HA/AA W/J Trail 10 & under
 184 A/HA/AA W/J Trail 11 & over



- 1) Trot/jog over poles to gate.
- 2) Work gate right hand push.
- 3) Back into chute and walk over pole.
- 4) Right lead canter/lope poles.

- 6) Left lead canter/lope poles.
- 7) Trot/jog poles.
- 8) Walk over poles and bridge.

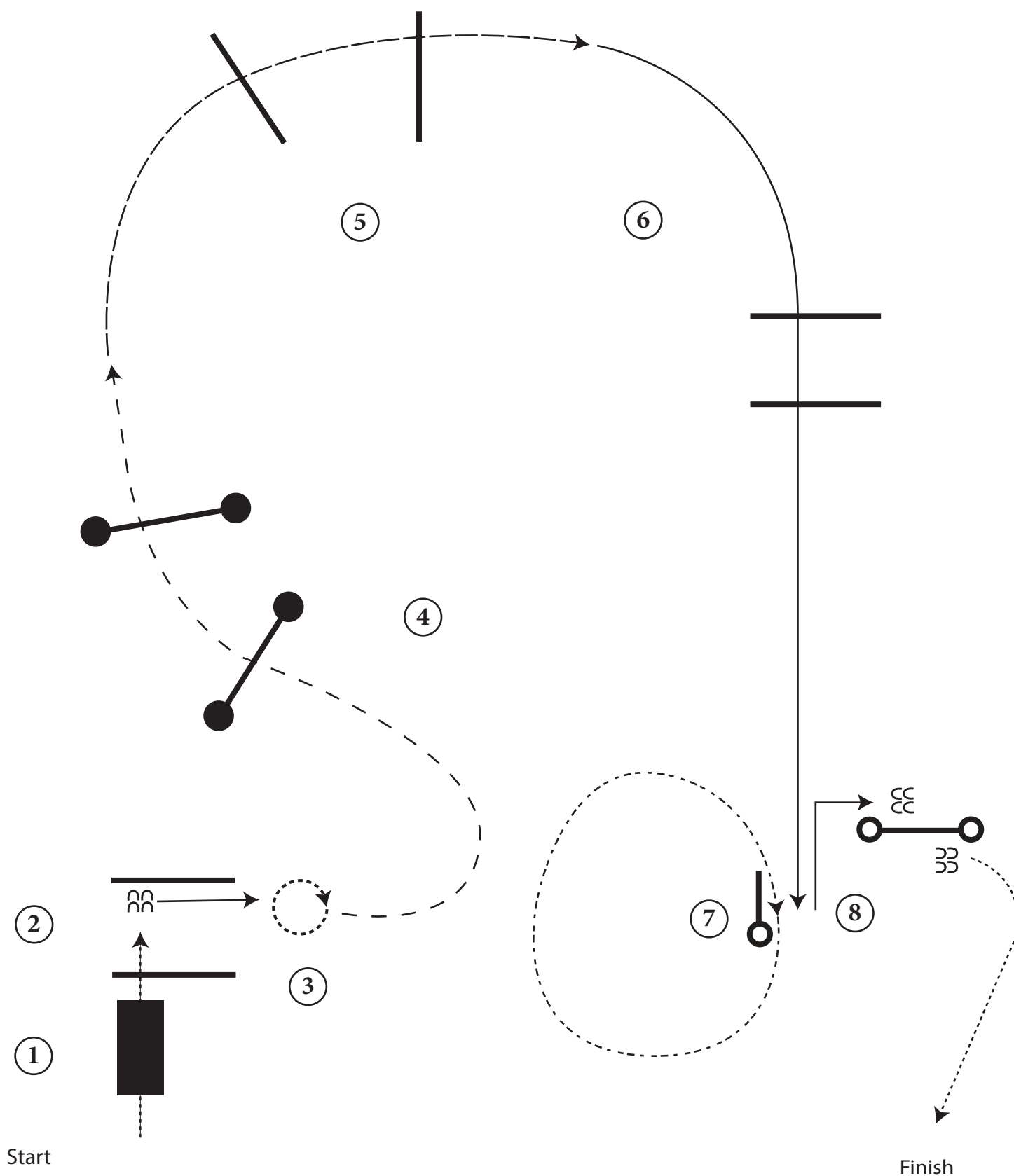
181 A/HA/AA Jackpot Trail



1) Walk over poles and bridge.
 2) Trot poles.
 3) Walk.
 4) Trot poles.
 5) Walk.

6) Trot/Jog over poles and into chute.
 7) Back L to gate.
 8) Work gate right hand push.
 9) Walk out.

185 Arabian Trail In Hand
 186 HA/AA Trail In Hand



1) Walk over poles and bridge.

2) Side pass right.

3) 450 degree turn right.

4) Trot poles.

5) Extended trot poles.

6) Right lead lope poles.

7) Work drag walk or trot.

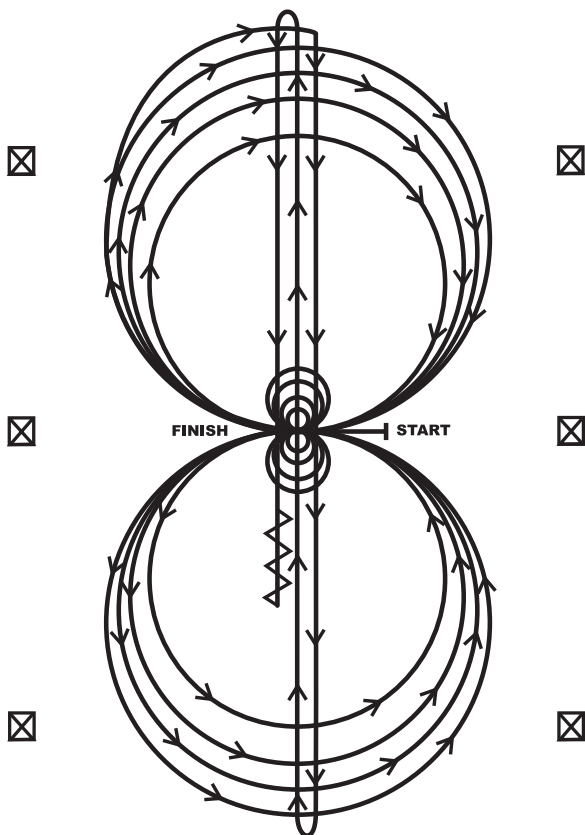
8) Back to gate and work gate left hand push.

9) Walk out.

187 Arabian VRH Trail

188 HA/AA VRH Trail

Pattern 4



82 - Arabian Reining ATR

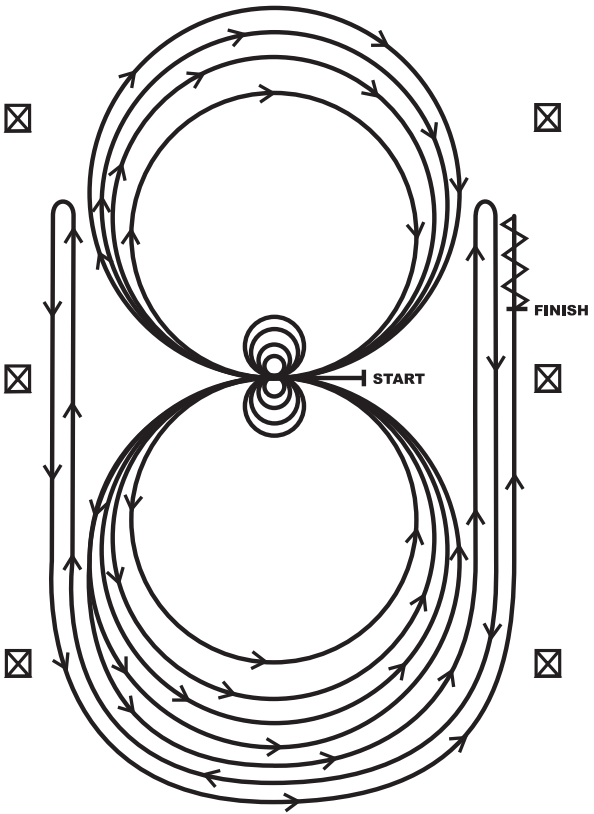
84 - HA Reining ATR

Pattern 4

Horses may walk or jog to the center of the arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) 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 5



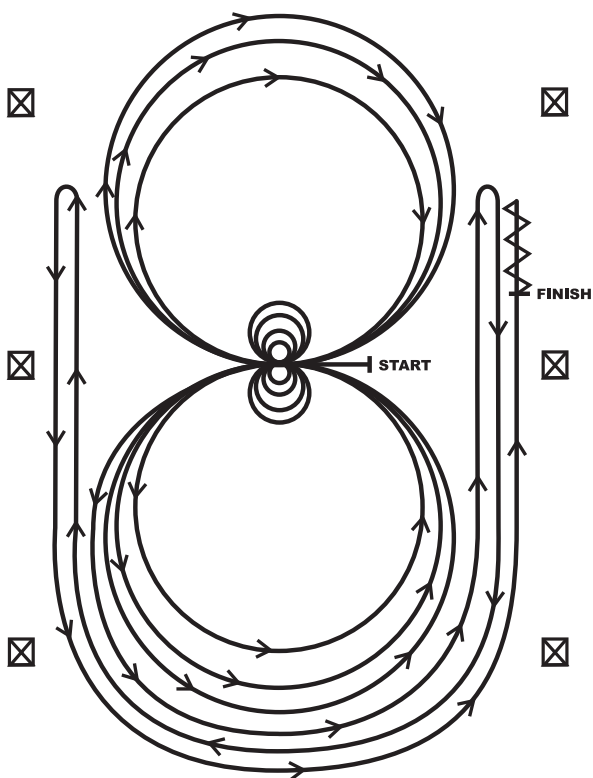
80 AHA Reining Medal

Pattern 5

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) 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 6



81 - Arabian
Reining
83 - HA Reining

Pattern 6

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) 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.