

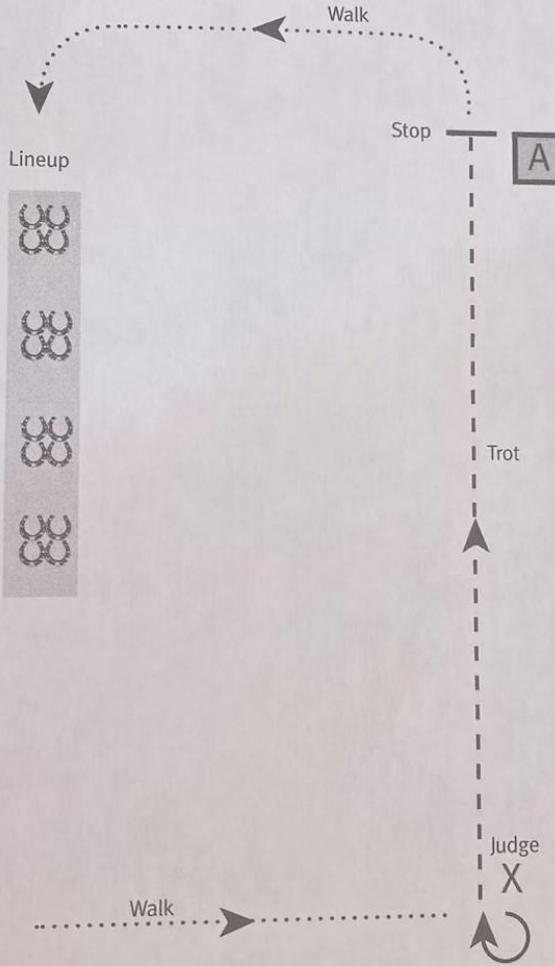
Show SSMHA Class 6
 Date 9/6/24 Judge Jasalle

- 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

Show SSMHA Class 7
 Date 9/10/24 Judge Jabale

Showmanship

LEVEL 1 • PATTERN B

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.

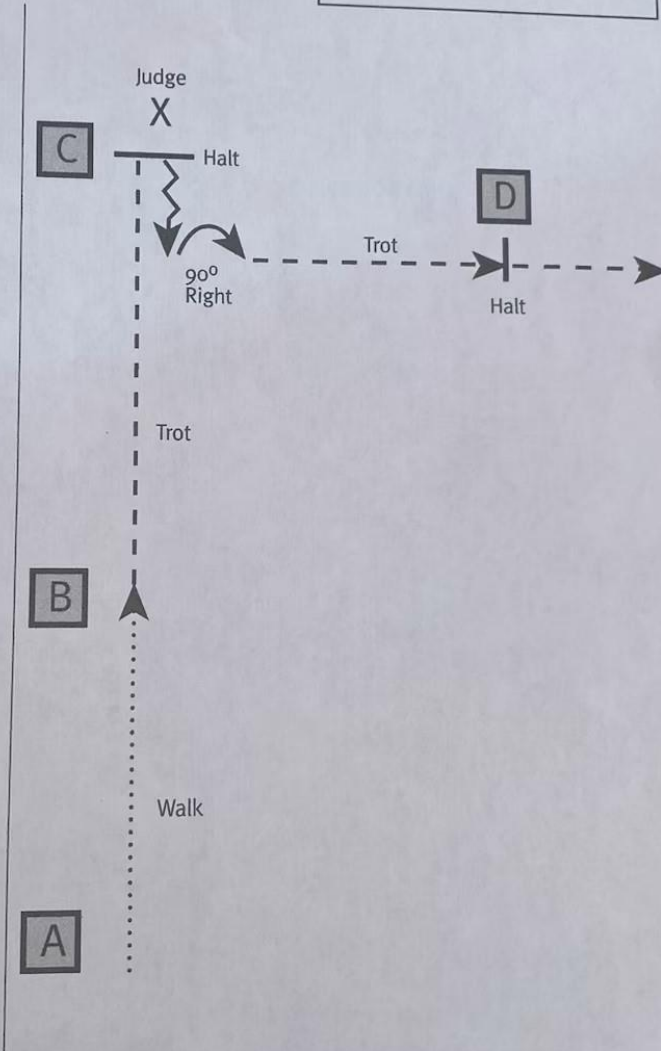
Stop at marker C and set up for inspection.

When dismissed, back four steps.

Execute 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 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.



	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.

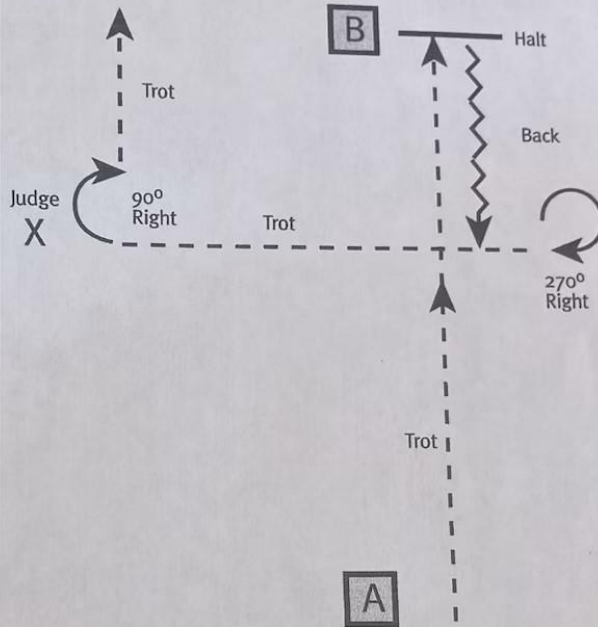
Stop. Set up for inspection.

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.

Class # 8

- 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

Morgan Showmanship

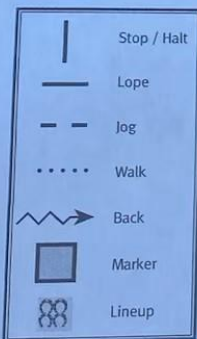
Show SSMHA Class 10
 Date 9/16/24 Judge LaSalle

Western Horsemanship

LEVEL 2 • PATTERN V

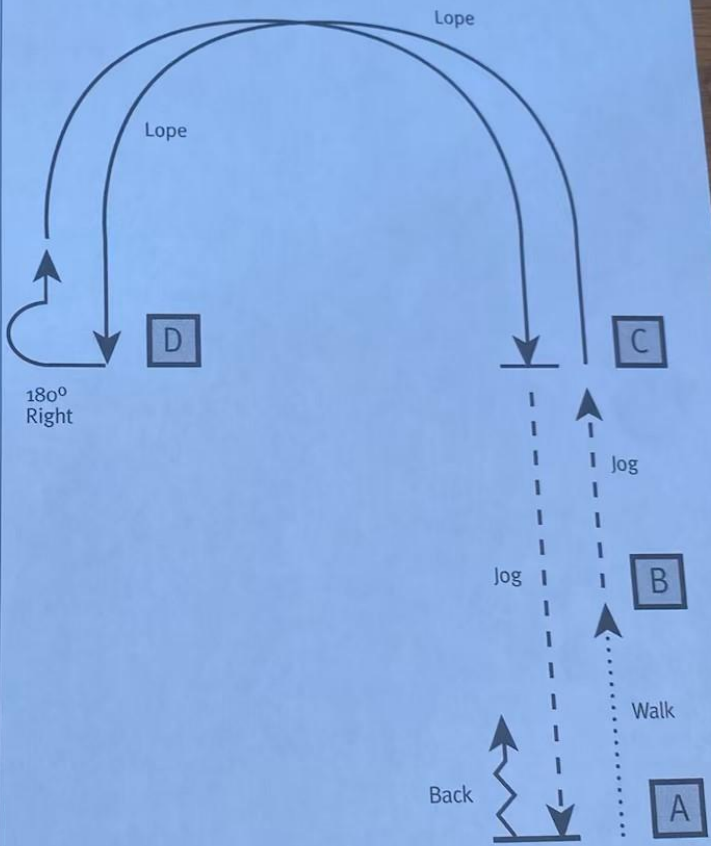
The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena to best exhibit their horses.

- Be ready at marker A. Walk to marker B.
- Jog to marker C.
- Lope a half circle to marker D as drawn on the left lead.
- Stop at marker D and execute a 180-degree turn on the hindquarters right.
- Lope a half circle to marker C on the right lead.
- Stop at marker C, drop your stirrups and jog to marker A.
- Stop at marker A, pick up your stirrups and back ten steps.
- Return to lineup at the jog ~~at the~~ arena at the jog.



- 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.



Manes will be used
 in half of arena.

Show SSMHA Class 12
 Date 9/6/24 Judge Jasalle

Saddle Seat

LEVEL 1 • PATTERN G • Tests 2,6,10

Walk Trot
or
jog








^{or jog}
Trot down the rail to the center of the turn. Halt.*

~~Trot~~ ^{or jog} ~~one circle on the correct~~ ^{diagonal}.
Halt. Reverse.

^{or jog}
Trot one circle on the correct diagonal.

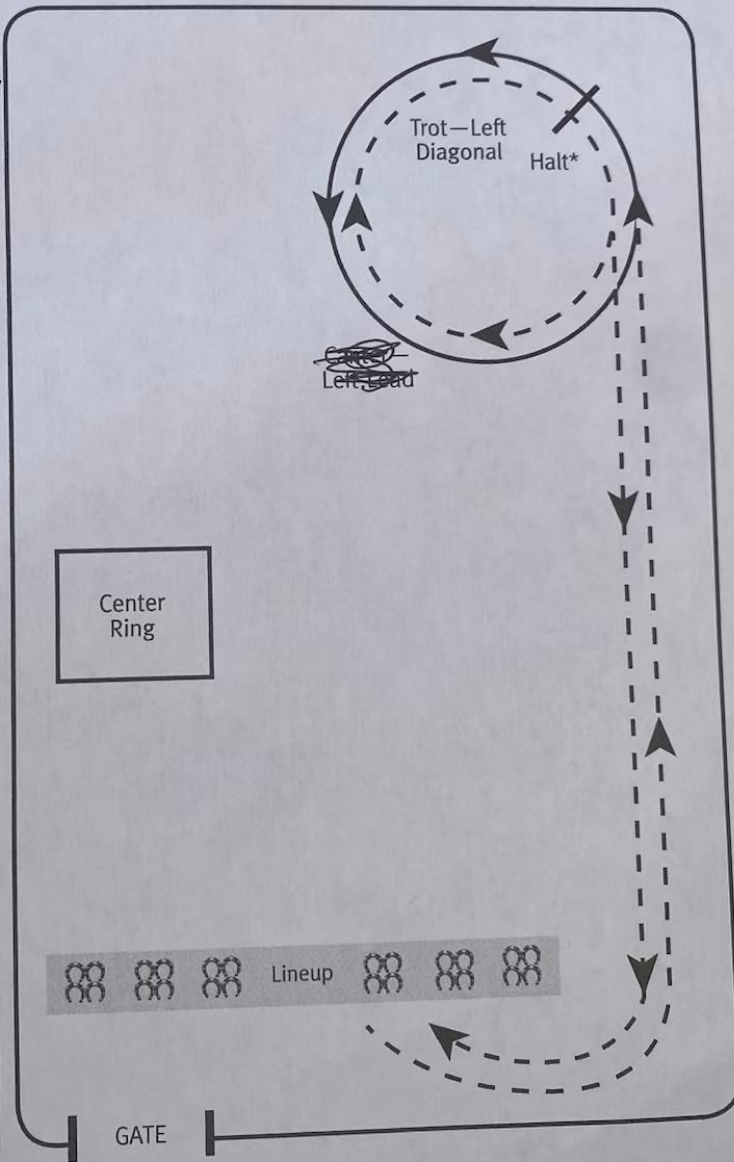
Continue trotting and trot down the rail showing one change of diagonal at the midpoint of the rail. (~~Not a jog~~)

Return to the lineup ~~or exit arena~~ at a trot. ^{or jog}

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- This pattern may only be used for:
- 13 & Under
 - 14 - 18
 - 18 & Under
 - 19 & Over

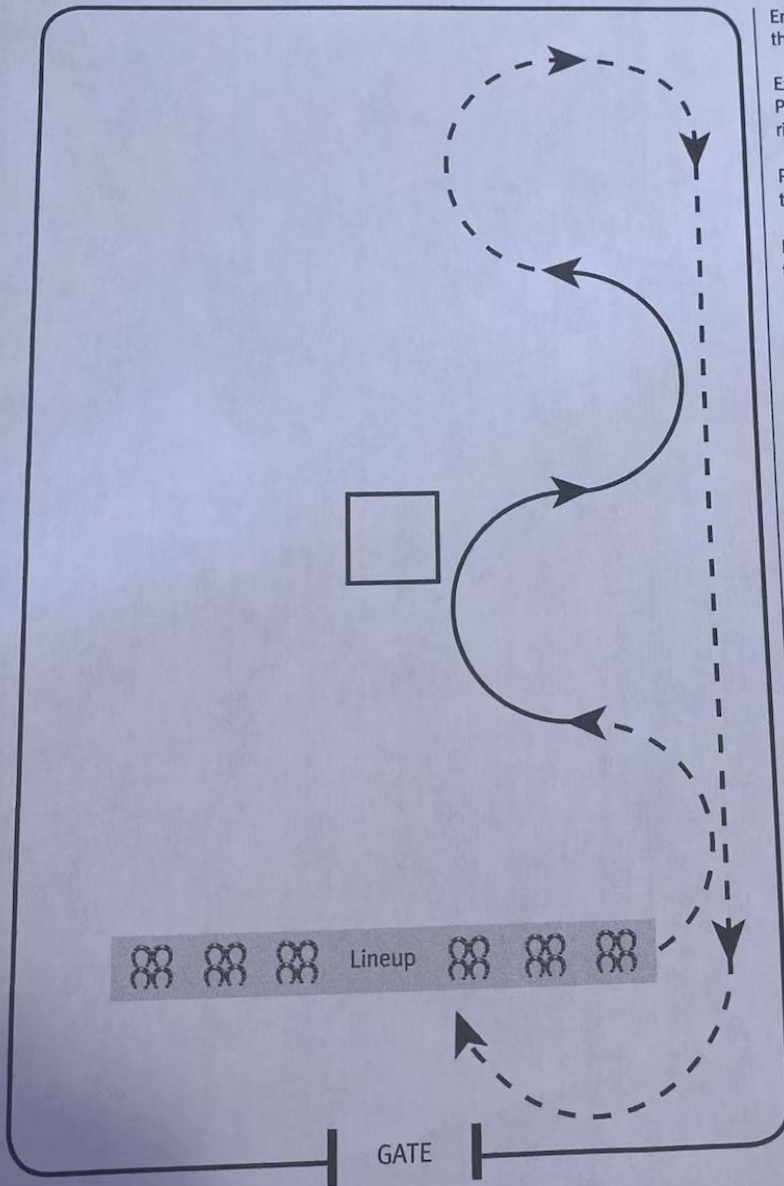
If used at a Regional or National Show, pattern may not be run from the lineup.



Show SSMHA Class 23
 Date 9/06/24 Judge Saballe

Saddle Seat

LEVEL 1 • PATTERN M • Tests 3,7,11



Enter the ring at a walk and turn to the right.

Execute an alternating serpentine. Perform the first loop at a trot on the right diagonal.

Perform the second loop at a canter on the right lead.

Perform the third loop at a canter on the left lead.

Perform the last loop at a trot on the left diagonal and continue at the trot down the straightaway.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

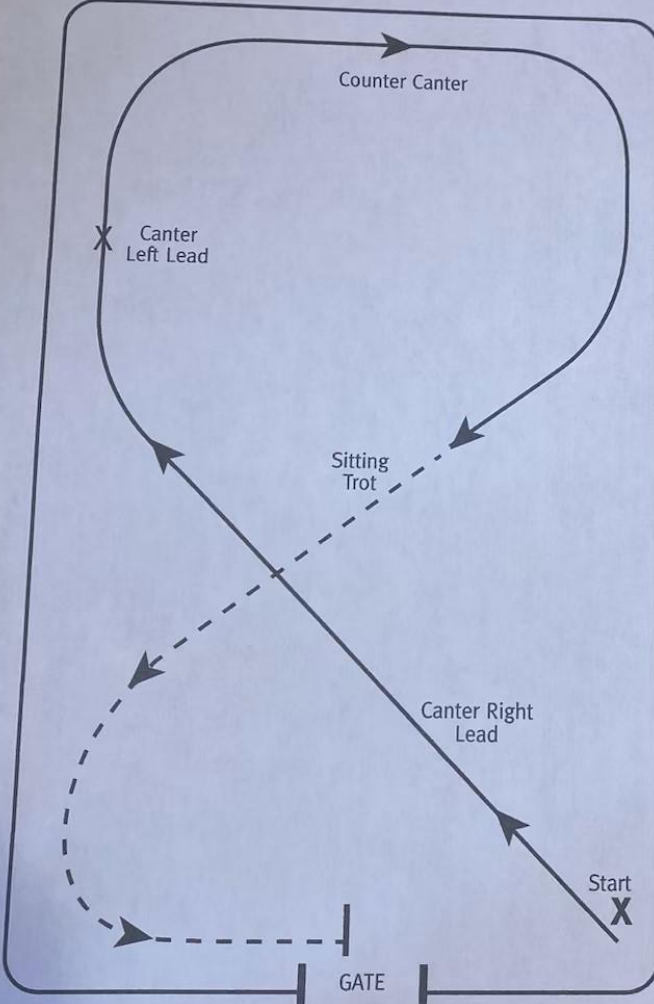
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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

Show SSMMA Class 52
Date 9/7/24 Judge Taballe

Hunter/Jumping Seat

LEVEL 3 • PATTERN VV



Walk to the starting point.
Canter right lead diagonally across arena.
Change to left lead and continue to counter canter around end of arena.
Continue diagonally across arena, transition to sitting trot and return to gate end of arena.
Halt.
Return to lineup ~~at trot~~
At TROT

—	Stop / Halt
—	Canter
— — —	Hand Gallop
- - -	Trot
.....	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
• 14 & Under

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

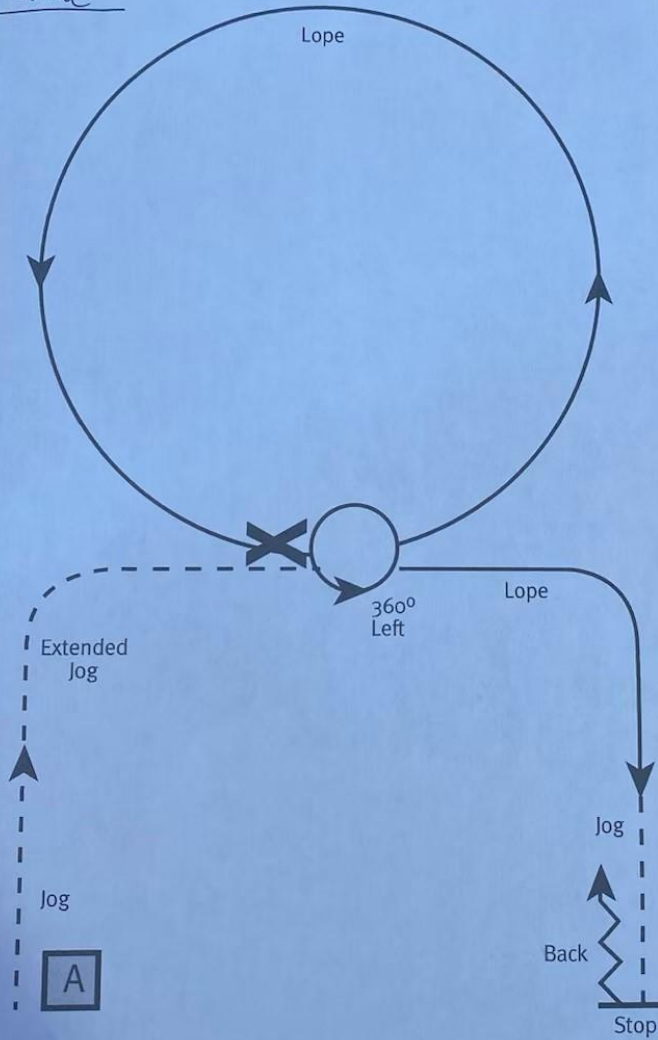
Show SSMHA Class 70
 Date 09/07/24 Judge Jaballe

Western Horsemanship

LEVEL 2 • PATTERN QQ

WILL BE
 done in
 one half of
 arena

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 1/2 line, extend 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 ~~at the arena~~
~~at the jog.~~

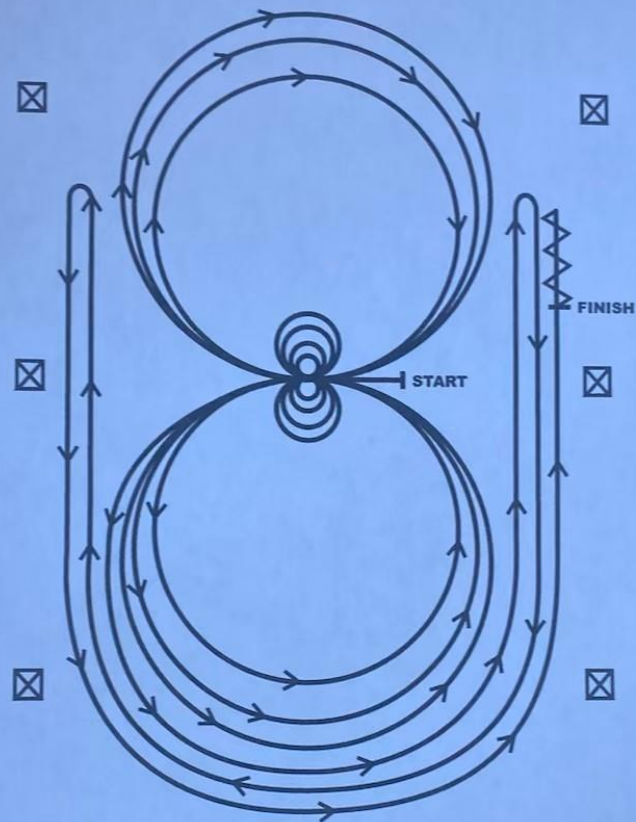
	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

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.

REINING PATTERN 6

SATURDAY, 9/7/24

CLASS #
83



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.

Revised 01-2021

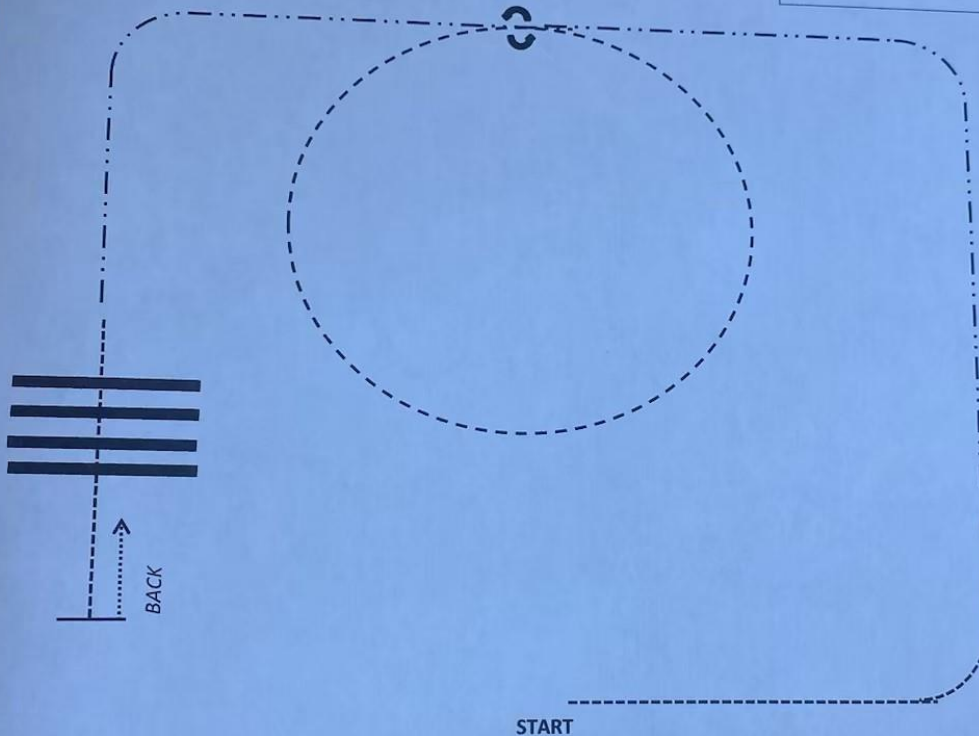
Class 91

09/08/24

RANCH RIDING WALK TROT

Pattern #1

WALK	-----
TROT	- - - - -
EXT TROT	- · - · -



1. WALK
2. EXT. TROT 1/2 way up the ARENA
3. TURN LEFT EXT. TROT to Center of ARENA
4. TROT CIRCLE to LEFT
5. 360 TURN RIGHT
6. 360 TURN LEFT
7. EXT. TROT
8. WALK over RAILS
9. STOP / BACK 1 Horse Length

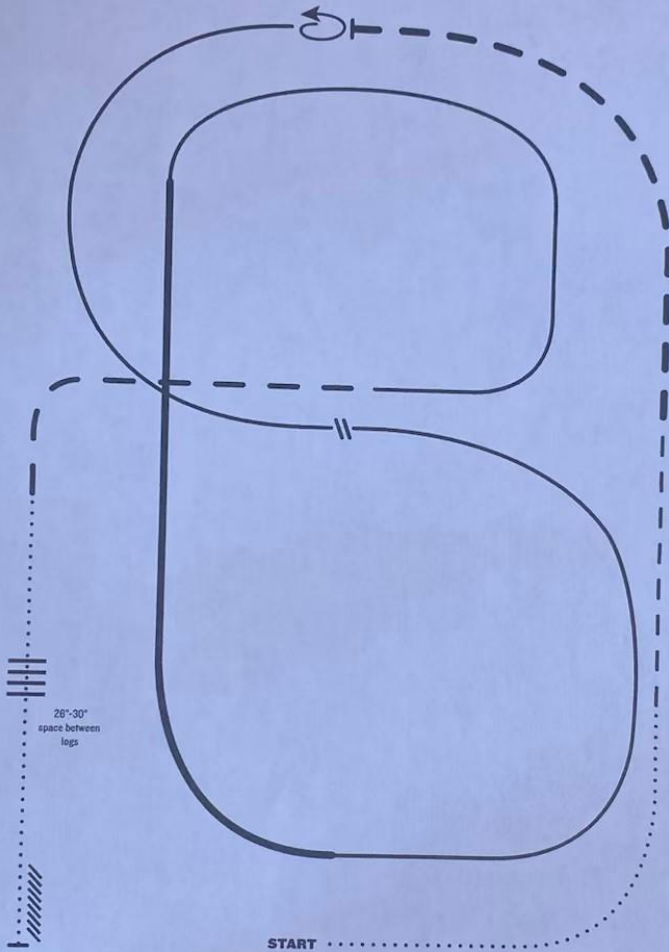
09/08/24

Class # 92

RANCH RIDING - PATTERN I

LEGEND

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



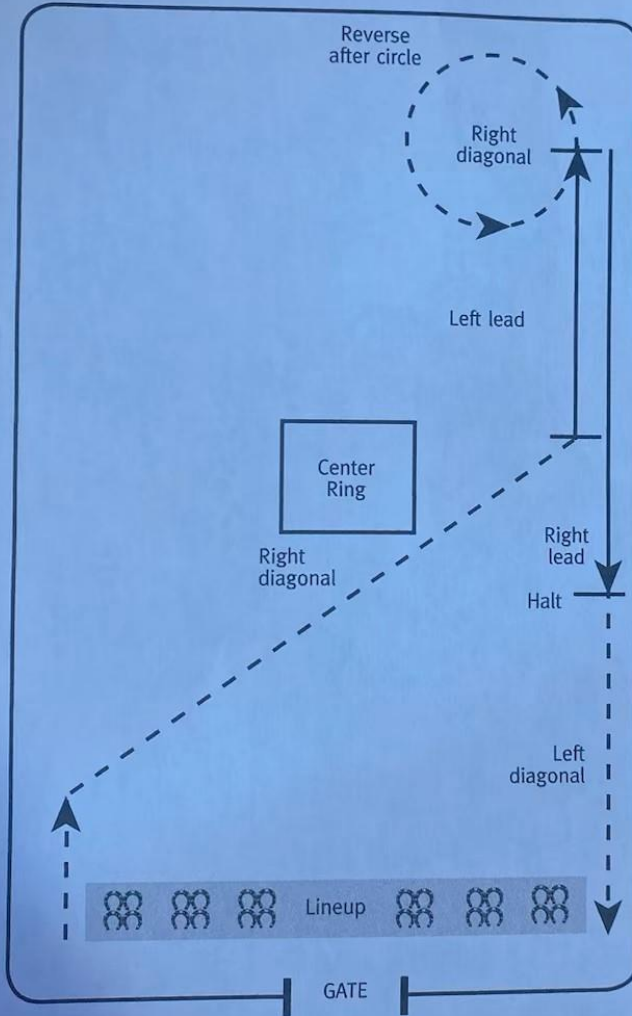
1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over logs
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.

Revised 05-2021

Show SSMHA Class 96
 Date 9/8/24 Judge Jabala

LEVEL 2 • PATTERN W • Tests 2,3,4,13



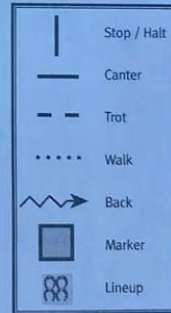
From the beginning of the straightaway near the exit gate, trot a diagonal line on the right diagonal to the midpoint of the opposite straightaway. Halt.

Turn left so that you are parallel with the rail. Canter on the left lead to the three-quarter point on the straightaway. Halt.

Trot a circle on the right diagonal. Halt.

Reverse and canter on the right lead one-half the length of the straightaway. Halt.

Trot on the left diagonal the remainder of the straightaway. Return to the lineup without stopping.



This pattern may only be used for:

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

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

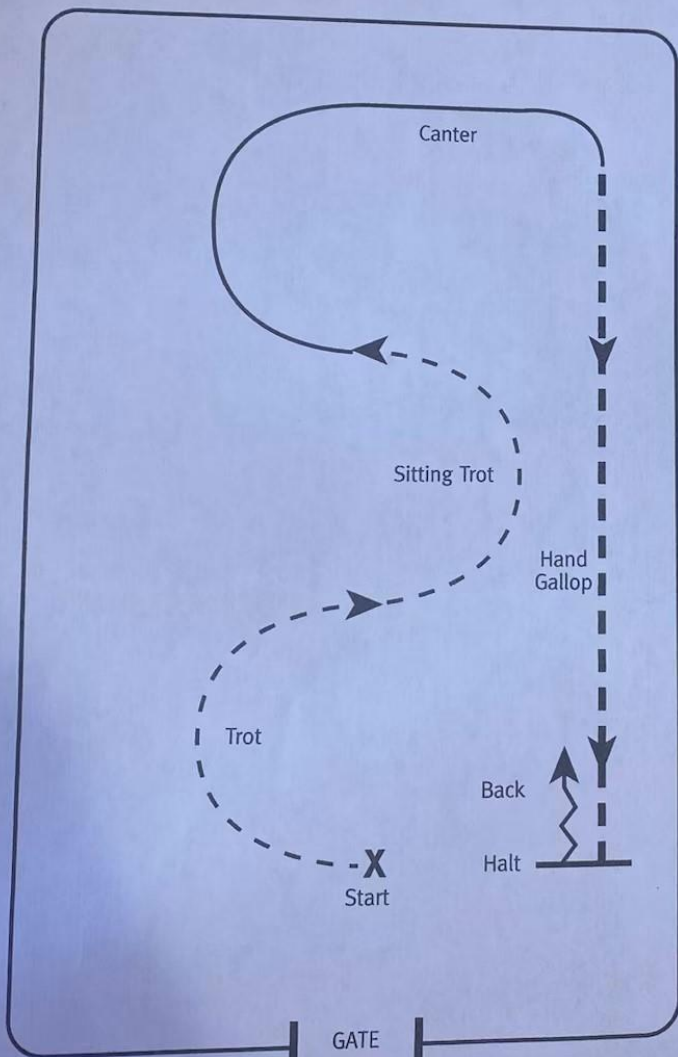
- 13 & Under

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

Show SSMMA Class 105
 Date 9/8/24 Judge Jasalle

Hunter/Jumping Seat

LEVEL 2 • PATTERN HH



Walk to the starting point.
 Execute a three loop serpentine: first loop at the posting trot, second loop at a sitting trot, third loop at the canter.
 Continue cantering around corner.
 Proceed to the hand gallop. Halt.
 Back four steps.
 Return to lineup or exit at a walk.
AT A TROT

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

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

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

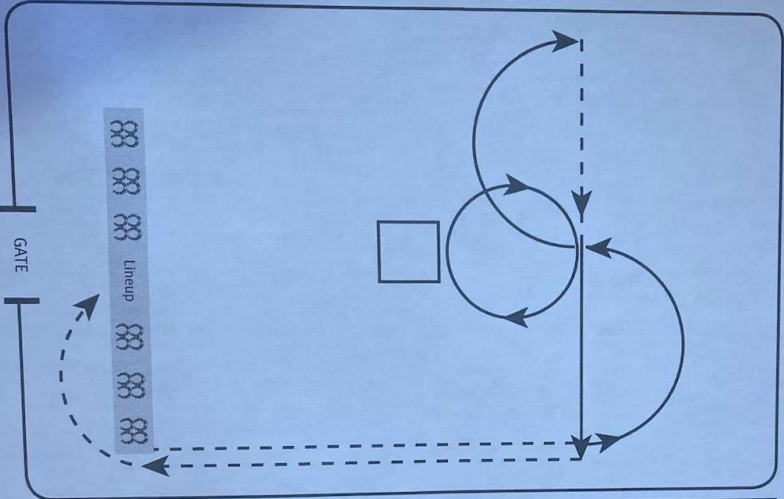
- 13 & Under
- 14 & Under

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

Show SSMHA Class 108
 Date 9/8/24 Judge Tabbara

Saddle Seat

LEVEL 2 • PATTERN TT • Tests 3,10,11,13,14



Enter the ring at the trot and turn to the right.

Trot on the right diagonal 3/4 of the length of the straightaway. Halt.

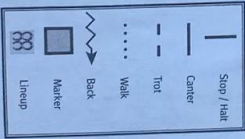
Canter a two loop serpentine across the ring. Halt.

Turn to the right and face the opposite rail. Trot on the left diagonal 1/2 way across the ring. Halt.

Canter a circle to the right on the right lead and continue cantering to the rail. Halt.

Turn to the right. Drop stirrups and trot on the left diagonal to the end of the straightaway. Halt. Pick up stirrups.

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



This pattern may only be used for

- 14 - 18
- 18 & Under
- This pattern may **NOT** be used for
- 13 & Under
- 19 & Over

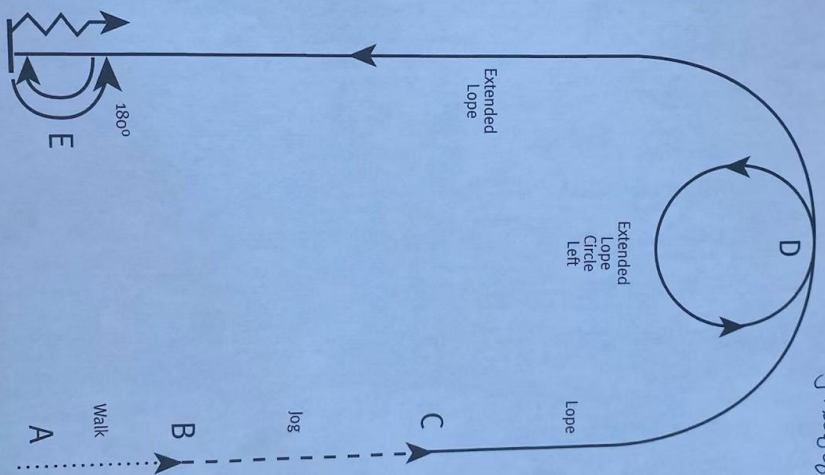
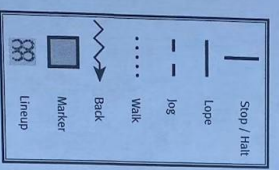
If used at a Regional or National Show, pattern may not be run from the lineup.

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. *Pattern will be completed using half of arena*

- 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 ~~at the~~ at the



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.