

# SCHAA 2026

97 Youth Halter Showmanship, Walk/Trot/Jog JTH 10 & Under  
 98 Youth Halter Showmanship, JTH 14 & Under  
 99 Youth Halter Showmanship, JTH 15 -18  
 100 Halter Showmanship, AATH 19 & over

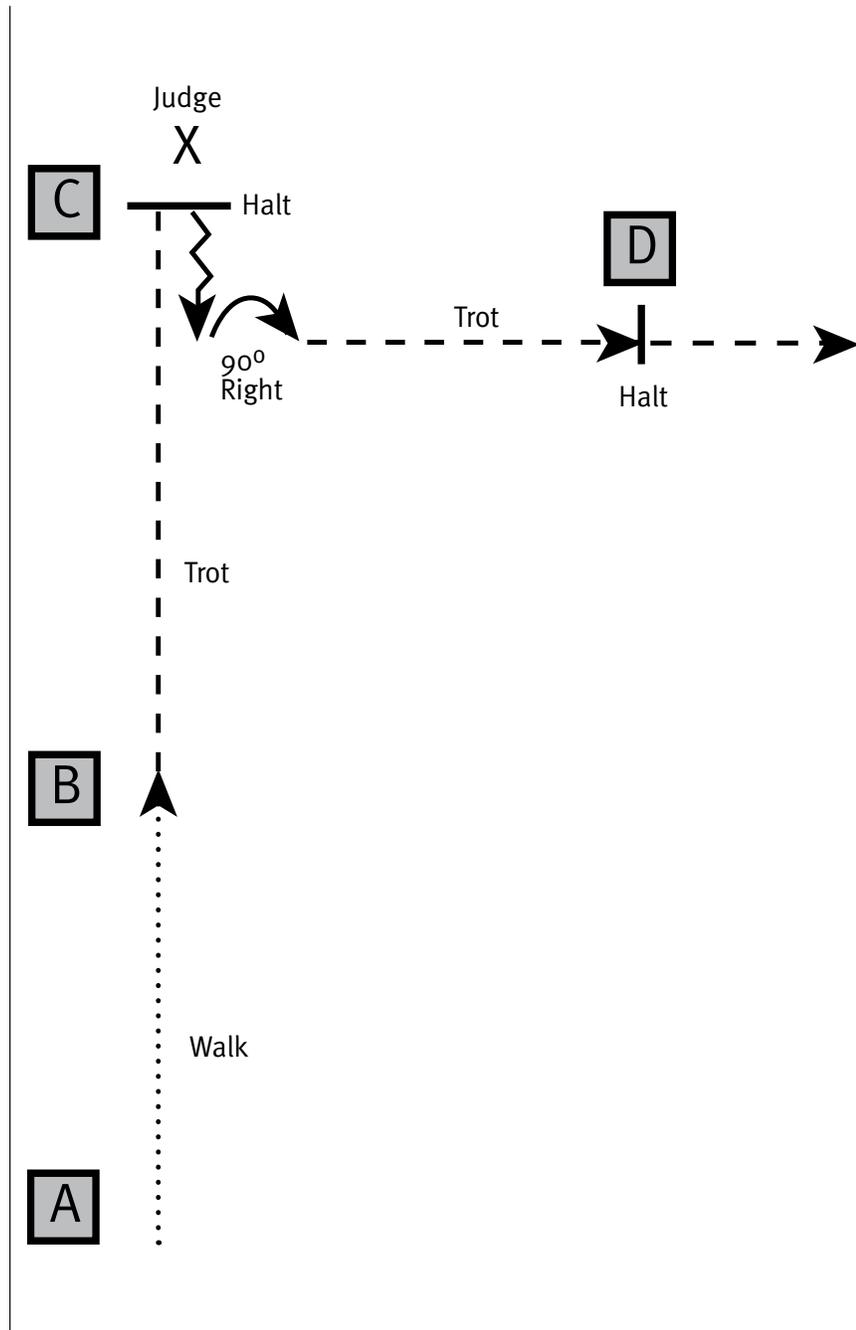
# Showmanship

## LEVEL 1 • PATTERN B

*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.

1. Be ready at marker A. Walk from marker A to marker B
2. Trot from marker B to marker C
3. Stop at C. Set up for inspection
4. Presentation of horse
5. When dismissed, back 4 steps
6. Execute a 90-degree turn
7. Trot to marker D and halt
8. Trot to new lineup or exit arena as directed

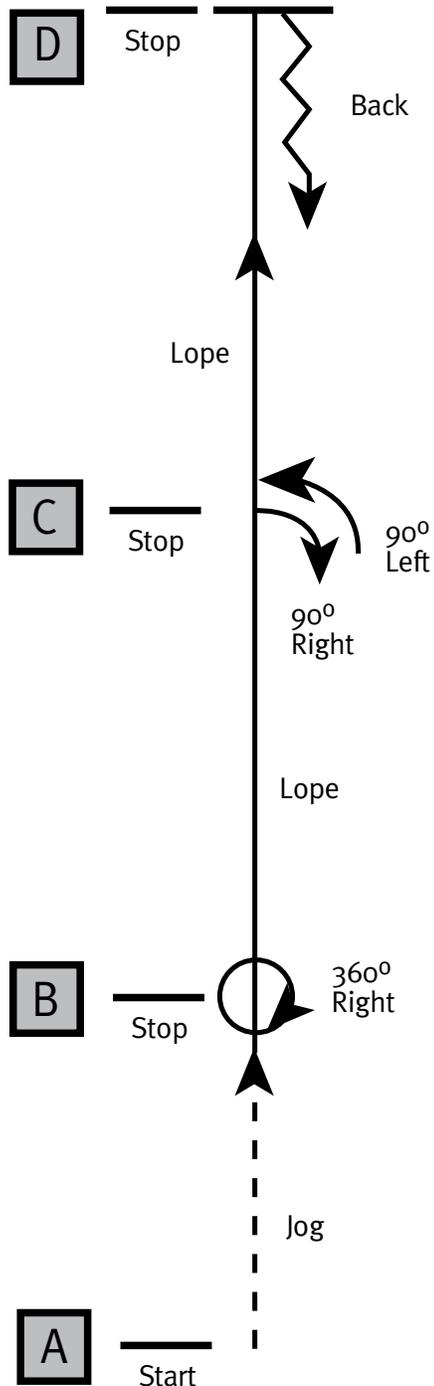


	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

# Western Horsemanship

## PATTERN G • Tests 1,2,3,6

*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 marker B. Stop

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

Lope right lead to marker C. Stop.

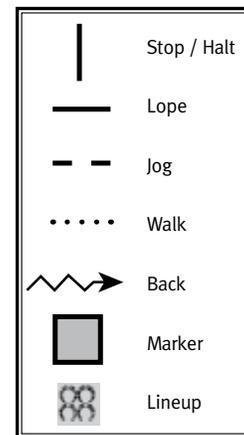
Make a 90-degree turn on hindquarters to the right.

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 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

Walk to the starting point.

Trot left diagonal from A.

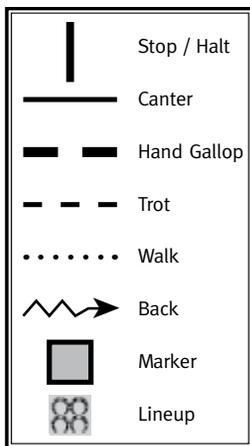
Canter on the correct lead from B to C.  
Continue to canter a right circle.

Transition to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

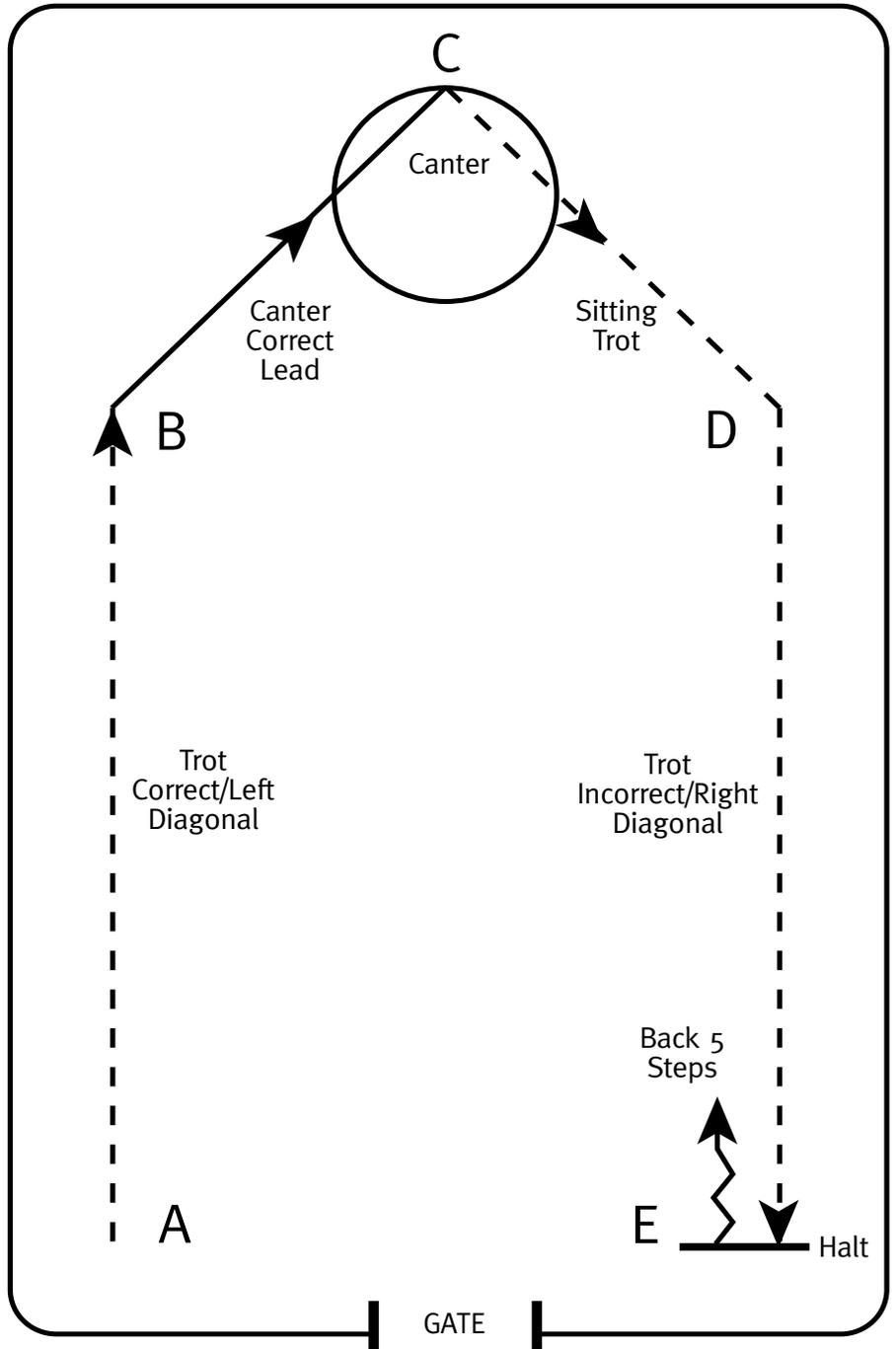
Halt and back five steps.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

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



# Saddle Seat

## PATTERN G • Tests 2,6,10

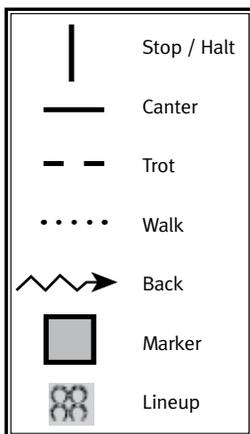
Trot down the rail to the center of the turn. Halt.\*

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.*

