

SCHAA 2024
56 - Western Horsemanship, ATR
57 - AHA Western Horsemanship Medal, JTR 18 & under

Western Horsemanship

PATTERN B • 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.

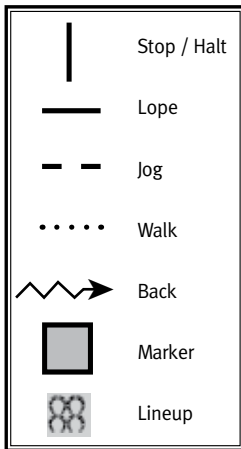
Lope right lead to marker B.
Stop.

Execute a 3/4 turn on the hindquarters to the left.

Lope left lead to marker C.

Stop and back approximately ten feet.

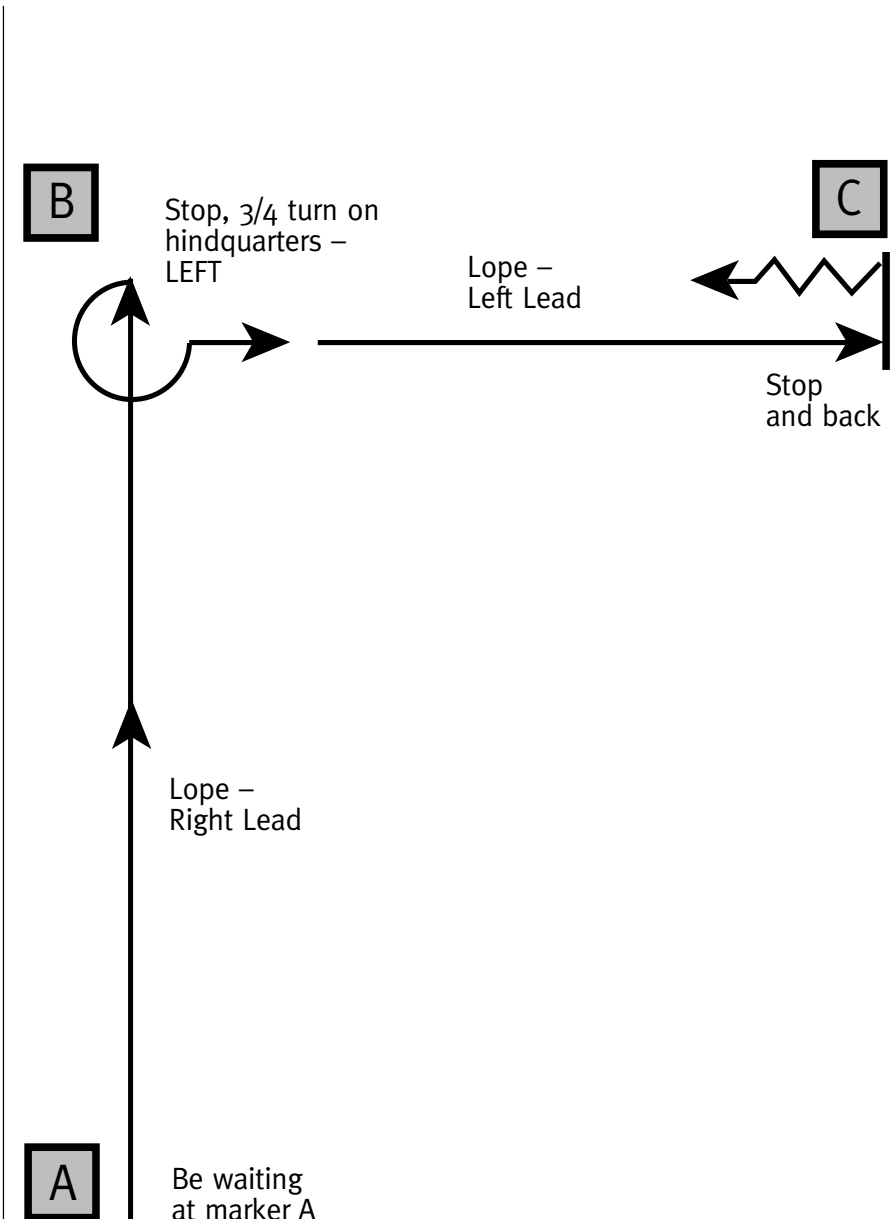
Return to lineup at the jog or exit arena at the jog.



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.



SCHAA 2024

90 - AHA Hunterseat Medal (not to jump), JTR 14 & Under

91 - AHA Hunterseat Medal (not to jump), JTR 15 - 18

Hunter/Jumping Seat

PATTERN F

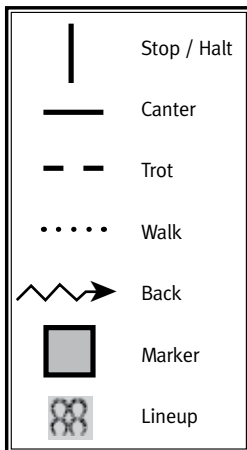
Enter the arena at a walk and turn to the right.

At the beginning of the straightaway pick up the sitting trot.

Transition to the canter on the left correct lead. At the $\frac{3}{4}$ mark of the straightaway execute a canter circle to the left. Continue around the top of the arena and make a half circle to the left. Demonstrate a simple change of lead and canter a circle to the right.

Transition to the trot on the left diagonal. Halt.

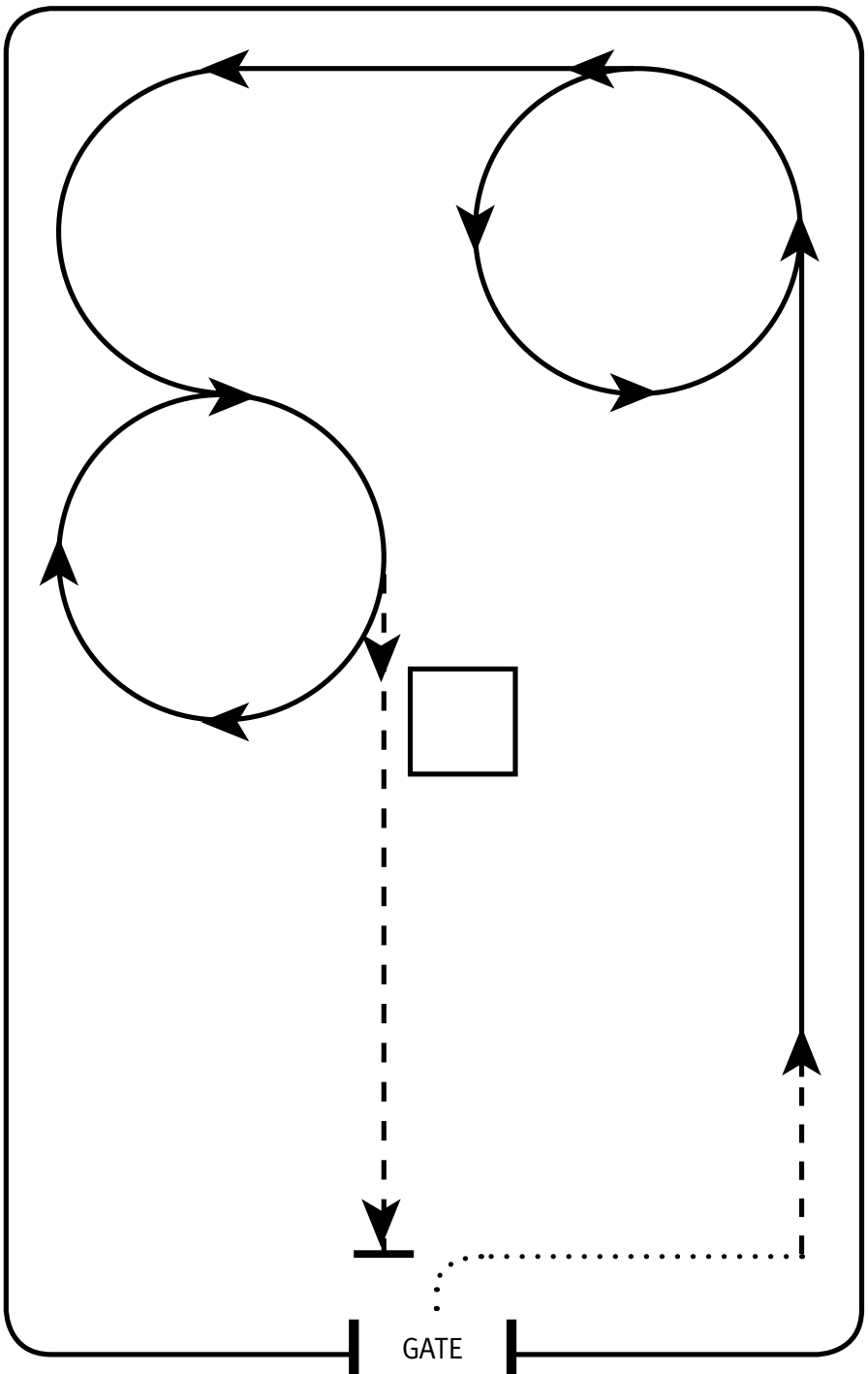
Return to the lineup or exit the arena at the walk.



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.



Saddle Seat

PATTERN E • Tests 3,6,11

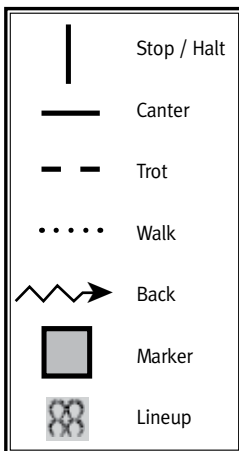
Enter the ring to the right at a trot.
Trot down the rail showing one change of diagonal. Begin on the left/incorrect diagonal.

Halt at the end of the rail.

Canter on the left lead to the midpoint of the turn and continue cantering executing a two loop serpentine down the center line. Halt.

Trot to the rail on the left diagonal.
Halt.

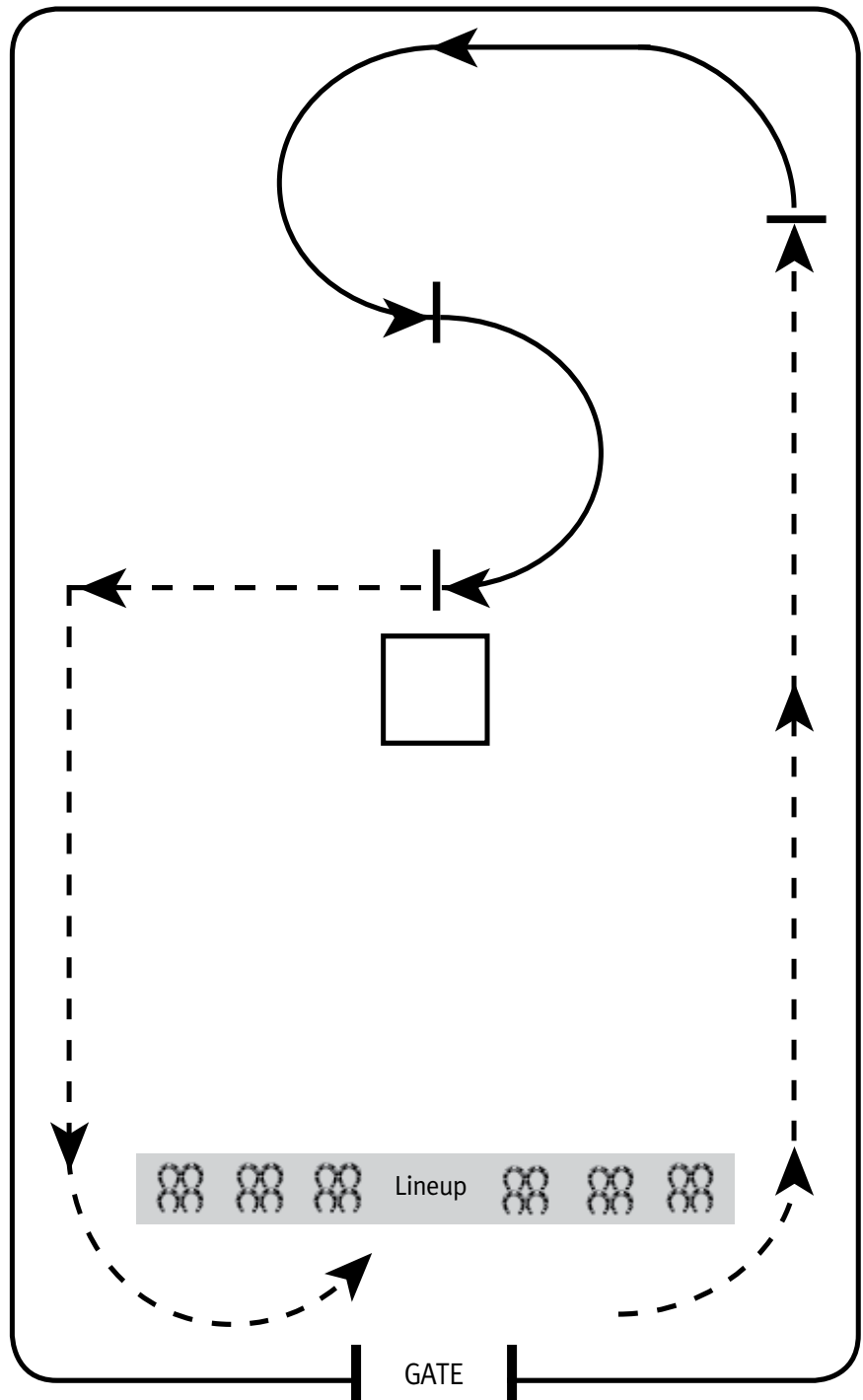
Turn left. Trot down the rail on the right diagonal and return to the lineup or exit the ring at the trot.



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.



SCHAA 2024

128 - Youth Halter Showmanship, Walk/Trot/Jog JTH 10 & Under

129 - Youth Halter Showmanship, JTH 14 & Under

Showmanship

PATTERN B • LEVEL 1

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 from marker A to marker B.

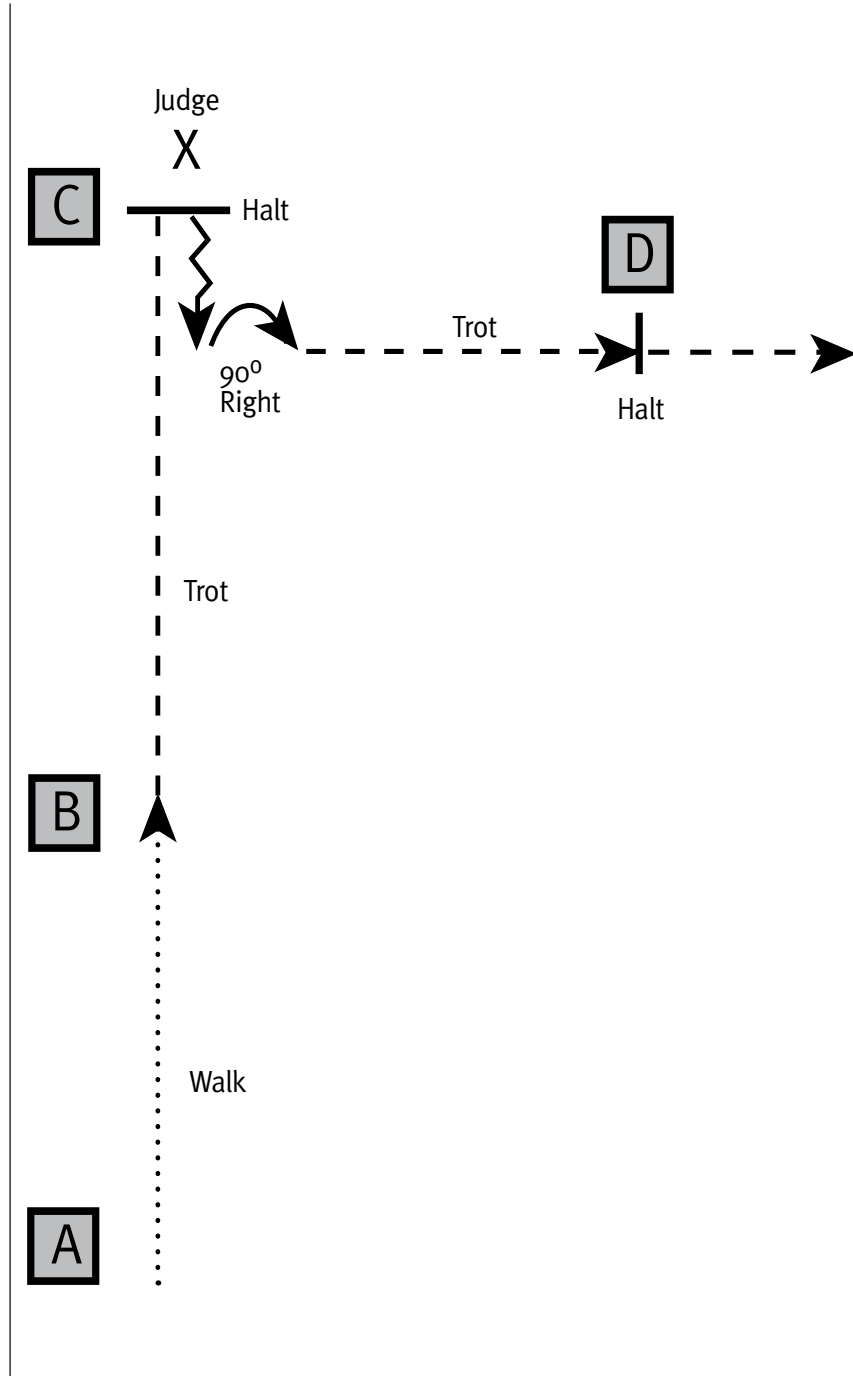
Trot from marker B to marker C.

Stop at marker C and set up for inspection.

When dismissed, back four steps.

Perform 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 at the trot.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

SCHAA 2024

130 - Youth Halter Showmanship, JTH 14 -18

131 - Halter Showmanship, AATH 19 & ove

Showmanship

PATTERN D • LEVEL 1

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.

Trot to marker B.

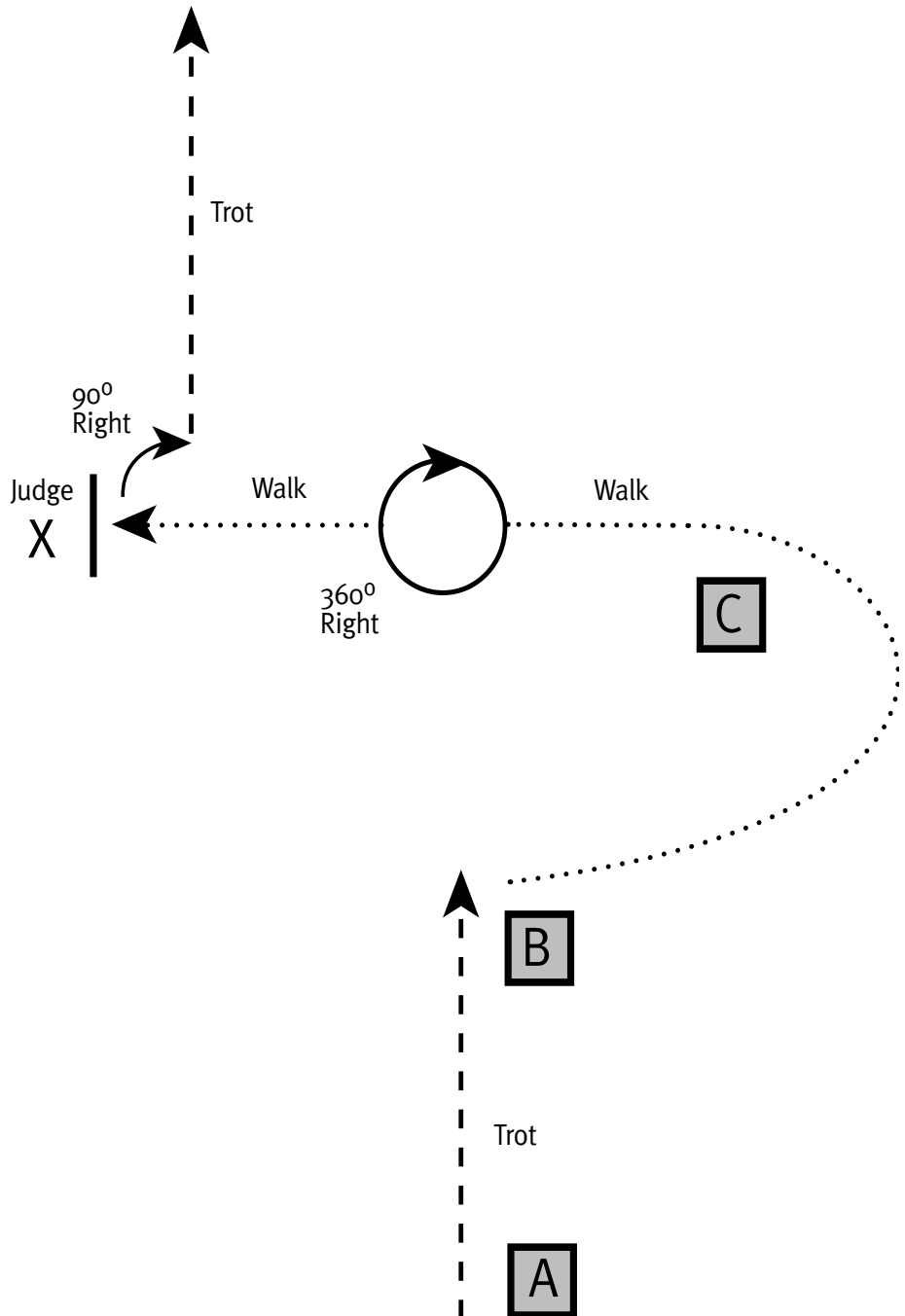
Walk from marker B and around marker C as shown.

Half way between marker C and the judge, stop and do a 360-degree turn.

Walk to judge and set up for inspection.

When dismissed, do a 90-degree turn and trot away.

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



	Stop / Halt
—	Canter
- -	Trot
.....	Walk
~>	Back
■	Marker
⊗	Lineup

SCHAA 2024
1005 - All Breed Ranch Riding W/T

SHRC WALK TROT RANCH PATTERN

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

