The American Cup Championship
Arabian Horse Show
11/6 - 11/8/2020
Patterns*

Friday Morning – Arena 3
Class
301 Reining Pattern 1
302 Reining Pattern 10
303 Reining Pattern 10
304 Reining Pattern 9
305 Reining Pattern 7
306 Reining Pattern 7
307 Reining Pattern A
314 Ranch Horse Riding Pattern 1
315 Ranch Horse Riding Pattern 1
316 Ranch Horse Riding Pattern 1
317 Ranch Horse Riding Pattern 1
318 Ranch Horse Riding Pattern 1
319 Ranch Horse Riding Pattern 1

Saturday Morning – Equidome
Class
60 AHA Hunter Seat Equitation (Not to Jump) Medal Class JTR 18 & Under – Level 1 – Pattern D

Saturday Morning – Arena 3
Class
323 AHA Western Horsemanship Medal JTR 18 & Under - Level 1 - Pattern D
324 Reining Pattern 4
325 Reining Pattern 8
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336 Ranch Horse Riding Pattern 2
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339 Ranch Horse Riding Pattern 2

Sunday Morning – Equidome
Class
95 AHA Saddle Seat Medal 18 & Under - Level 2 - Pattern E

*Excludes any patterns required for TBA class as of 9/23/20
Reining Pattern 1
Class: 301

PATTERN

1

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START

FINISH

4 NRHA Patterns
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.

2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.

3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.

4. Complete four spins to the right. Hesitate.

5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.
Reining Pattern 10
Classes: 302 & 303

PATTERN

10

START

FINISH

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22 NRHA Patterns
1. 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.

2. Complete four spins to the right. Hesitate.

3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.

4. Beginning on the right lead, 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. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.

6. Begin a large circle to the right but do not close this circle. Run down the right 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 the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right 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 down 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. Hesitate to demonstrate completion of the pattern.
1. 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.

2. Complete four spins to the right. Hesitate.

3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.

4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.

6. 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.

7. Continue back around the 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 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. Hesitate to demonstrate completion of the pattern.
Reining Pattern 7
Classes: 305, 306 & 324

PATTERN

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16 NRHA Patterns
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.

2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.

3. 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.

4. Complete four spins to the right. Hesitate.

5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.

6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.

7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.

8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.
To be used for the Youth 10 & Under Short Stirrup Class only.

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

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.

2. Complete two spins to the left. Hesitate.

3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.

4. Complete two spins to the right. Hesitate.

5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.

6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the Handbook.
Ranch Riding Pattern 1
Classes: 314, 315, 316
317, 318 & 319

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the 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
Hunter/Jumping Seat

LEVEL 1 • PATTERN D • Tests 1, 2, 5

Enter arena at a walk and turn to the right. Hand gallop down rail on the correct lead.

Halt at end.

Trot around end of ring beginning on the correct diagonal and execute two changes of diagonal to the gate end. Line up or exit at a 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.

REV 122018
Western Horsemanship

LEVEL 1 • PATTERN D • Tests 1, 2, 3, 4, 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 a two loop serpentine beginning on the right lead showing one simple change (walk or jog) of lead.

Stop at marker C turn 180-degrees on haunches to the right.

Lope on right lead to marker D.

Stop at marker D and back four steps.

Return to the 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.

REV 122018
Reining Pattern 4
Class: 327
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.
Reining Pattern 8
Classes: 325 & 329

PATTERN

START

FINISH

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

1. Complete four spins to the left. Hesitate.

2. Complete four spins to the right. Hesitate.

3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

5. Begin a large circle to the right but do not close this circle. Run straight down the right 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.

6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center maker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.

7. Continue back around the previous circle but do not close this circle. Run down 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.
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.
Reining Pattern B
Class: 328
To be used for the Youth 10 & Under Short Stirrup class only.

1. Beginning, lope straight up the right side of the arena, circle the top of the arena run straight down the opposite or left side of the arena past the center mark and do a right rollback—no hesitation.

2. Continue straight up the left side of the arena circle back around the top of the arena run straight down the right side of the arena past the center marker and do a left rollback—no hesitation.

3. Continue up the right side of the arena to the center marker, at the center marker the horse should be on the left lead and complete two circles to the left, one large fast and one small slow. Stop at center. Hesitate.

4. Complete three spins to the left. Hesitate.

5. Complete two circles to the right, one large fast and one small slow. Stop at center. Hesitate.

6. Complete three spins to the right. Hesitate.

7. Begin a large circle to the left, do not close the circle. Continue up the center of the arena past the center marker and do a sliding stop. Back up at least ten feet. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the Handbook.
Ranch Riding Pattern 2

Classes: 336, 337, 338 &c

339

26" - 30" space between logs

X Lead Change
• Walk
— Trot
— Ext Trot
— Lope
— Ext Lope
//////// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 1/2 turn right
6. Extended lope
7. Collect to working lope—right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back
Saddle Seat

LEVEL 2 • 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.