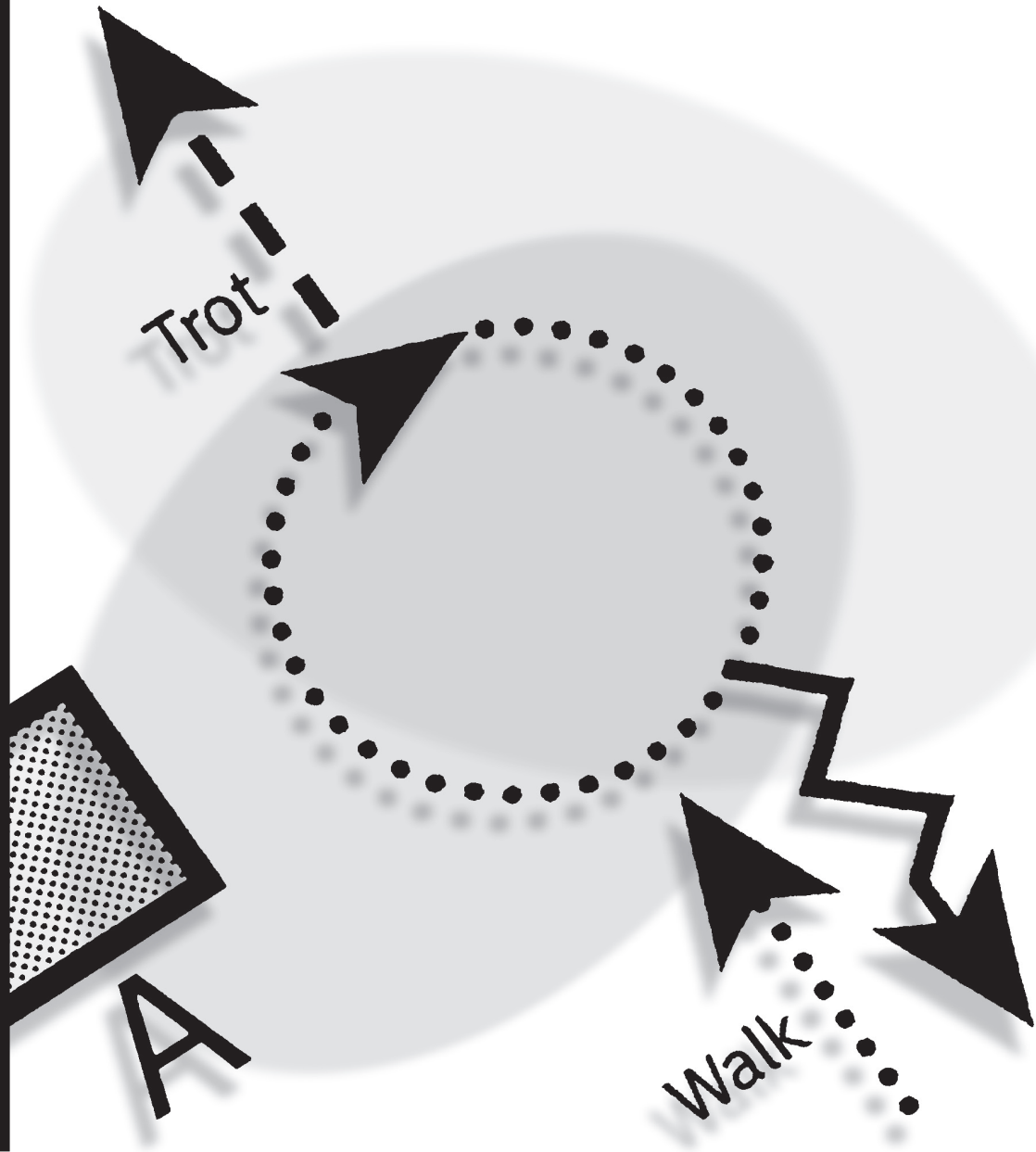


AHA
EQUITATION
MANUAL

SADDLE SEAT



Arabian Horse Association

6030 Greenwood Plaza Blvd, Suite 100
Greenwood Village, CO 80111-4825
303-696-4500 phone • 303-696-4599 fax
info@ArabianHorses.org
ArabianHorses.org

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Thank You

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Sheri Odom, Chair

Kathy Callahan-Smith, Vice Chair

Kari Adamson

Darlene Barrett

Mary Jane Brown

Lori Conway

Michael Damianos

Stacey Dunn

Analise Himmel

Jim Hitt

Cynthia Howey

Deborah Johnson

Juli Goder-Larson

Ted Lange

Bill Melendez

Dawn Muschetto

Frances Newsom

Sarah Olmsted

Joan Palelek

Michelle Pease-Paulson

Debbie Price

Lorne Robertson

Joyce Thomas

Deb Witty

Jodi Zeier

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Guidelines

AHA EQUITATION MANUAL

This information has been compiled and endorsed by the AHA Equitation Committee in an effort to clarify many of the ambiguities that are currently present in the rules pertaining to the equitation divisions. It is not intended to be the final word on the subject, for any controversial statements with regard to equitation will almost certainly be met with disagreement. There may also be some areas that need addressing but were inadvertently omitted. Hopefully the benefits obtained by the use of this information will far outweigh any of its shortcomings. Items covered directly in either the *US Equestrian (USEF)* or the *Equestrian Canada (EC) Rule Books*, or the *Arabian Horse Association (AHA) Handbook* are not covered herein except for purposes of clarification.

Exhibitors should always know the rules of the pertinent association(s) and the classes in which they are competing. In the Arabian division, this means that the current *USEF/EC Rule Books* prevail, except where specifically modified by the current *AHA Handbook*. Copies of all rulebooks should be carried to horse shows, for easy reference. Any questions not readily answerable by consulting these rulebooks should be referred to this manual.

Exhibitors should be aware the written directions of the pattern take precedence over the drawing. The drawings are a guide. In addition, the patterns are written to call for either correct/incorrect diagonals and leads or right/left diagonals and leads. In the patterns written utilizing right/left diagonals and leads, the word "right" has no inference as to whether the diagonal/lead is correct.

Other questions should be addressed in writing and emailed to info@ArabianHorses.org or mailed to the Arabian Horse Association, 10805 E. Bethany Dr., Aurora, Colorado 80014-2605 — Attention Judges & Stewards Commissioner. Canadian Shows are governed by the current Equestrian Canada rules. These can be obtained by writing or calling Equestrian Canada, 308 Legget Dr., Ste 100, Ottawa ON K2K 1Y6 (613-287-1515).

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USEF rules require posting of patterns one hour prior to the class; however, the Equitation Committee recommends that copies of patterns be posted 24 hours in advance of the class and that copies of patterns be made available to all exhibitors. Regional and National Class patterns must be posted 24 hours in advance of the scheduled class.

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Do's and Don'ts

Applies to Saddle Seat, Western Seat, Reining Seat, Western Horsemanship and Hunter Seat Classes

Be courteous at all times to fellow exhibitors, ring personnel, office workers, judges and the like. Sportsmanship is paramount in the field of equitation. Congratulate the winners. Your time will come some day and you would want the same courtesy extended to you. Also, be helpful to your fellow exhibitors. Point out, in a tactful manner, that their jod strap is undone or that their horse has slobbered on their chaps, etc.

Subtle verbal communication between rider and horse is encouraged in equitation classes; however, this communication should not be so loud as to be distracting to other exhibitors or ring personnel. A notable exception to this is when a rider is specifically addressing another rider, such as calling "rail." However, excessive yelling of "rail, rail" is very distracting and undignified and should be discouraged. The only time "rail" is appropriate is when another rider is cutting in dangerously close and collision is imminent. It is inappropriate for a rider to come up behind a rider already on the rail and force them off the rail. Riders should always be positioned so that they can go around those ahead of them on the inside (not the rail side), and should be penalized at the judge's discretion for not doing so.

Leave room in the lineup for the nervous horse or rider. In addition to being courteous and safety conscious, this will lessen the effect the other horse might have on your mount.

Show disciplined control of your mount, but never abuse it if it makes a mistake, either in the ring or after leaving the ring. The show arena and grounds are not proper places to "teach the horse a lesson." Emotions run high and a lot is at stake. Because of this, most mistakes are due to rider error for which the horse should not be punished.

Do not wear anything or put anything on the horse or rider that jiggles, flaps, or waves. This includes loose hair or hair ribbons, flapping ties or fringe and unpinned numbers. All of these are very distracting to the judge, especially not being able to read a rider's number. If a rider trims their number card, care should be taken to not reduce the size so that the judge can still easily read the number. Pinning numbers both top and bottom as well as from inside the shirt or jacket will make a smoother picture.

An exhibitor may wear protective headgear (ASTM/SEI or BSI/BS EN) and/or a protective safety vest, specifically designed for use in equestrian sport in any division or class without penalty from the judge. The federation recommends that the vest meet or surpass the current ASTM or BSI/BS EN standard or be certified by the Safety Equipment Institute.

Judges should appraise the ability and level of proficiency of the riders at the show before posting patterns. This can be accomplished by asking a member of show management. If

Do's and Don'ts

they don't know the answer, they can easily find out by asking the steward to talk to the exhibitors. Both exhibitors and judges alike benefit from this little bit of advance planning. Those who want a challenge are given one, while those whose ability is not as advanced are given a test which they can perform, and the judge's decision is made simpler by this consistency. Judges should be prepared with more than one pattern for any given class so as to compensate for differences in the ability of the riders, ring sizes, weather conditions and the like. Judges should also be aware that in Reining Seat equitation, the 13 and Under riders are expected to be able to perform the same tests as the 14-18 riders — one of the current NRHA patterns.

Riders should enter the arena ready to show, displaying confidence and presence. Show that you are a rider and not just a passenger. Poise and consistency, even under adverse conditions, are necessary. Perfect the performance of your horse(s) to best reflect your equitation abilities. A ground-covering smooth walk should not be so strong that its lateral movement creates too much body motion in the rider. A smooth, cadenced jog or trot will be much more attractive than a bone-jarring concussive gait. Likewise, a smooth flowing canter or lope will enhance a rider's skill rather than the four-beat gait that shakes or vibrates the rider.

An exhibitor with a disability (other than hearing) will be provided reasonable accommodation upon submission of a written certification from a treating medical professional's office certifying the disability and identifying the accommodation necessary for the exhibitor to compete safely. The medical certification must be provided to the competition Steward within a reasonable time prior to competing, who shall then attach a copy to the Steward report.

Guidelines

TIPS FOR JUDGES

1. Get your patterns to show management so that they can be reviewed by the steward and posted at the proper time.
 - a. AHA Medal Classes — At least one hour prior to an AHA medal class.
 - b. Regional & National Equitation Classes — At least 24 hours prior to the first section of the eliminations.
 - c. National Shows — Subsequent patterns are to be available immediately following the last working section of each phase.
 - d. It is helpful to show management and exhibitors to receive patterns prior to the show so they may be copied for exhibitors and posted in a timely fashion.
2. Know the size of your arena, if you have a center ring box and where the entrance and exit gates are located before drawing your patterns.
3. Know which tests are allowed for each age group.
4. Make sure you are familiar with the AHA Equitation Manual and bring it to the show.
5. Review the Equitation section of the *USEF* or *EC Rulebook*, both in the General Equitation by seat and the Arabian Equitation Sections as well as the *AHA Handbook*. Bring Rulebooks, either electronic or hard copy, to the show.
6. Know the depth of the competition when choosing a pattern so that all riders can accomplish the pattern and the best riders will do it the best.
7. If the class is large, do not keep the riders in the lineup. It is **mandatory** at Regionals and Nationals to not have the lineup remain in the arena during patterns. This includes Saddle Seat, Hunter Seat not to jump, and Western Horsemanship classes.
8. Know your pattern and visualize it in the arena to know how it will play. Be aware of the position of the lineup compared to your pattern.
9. Prepare your card to reflect the proper percentages of rail/pattern work and be comfortable with the scoring system.
 - Saddleseat Equitation is 50 percent rail, 50 percent pattern
 - UPHA is 60 percent rail, 40 percent workout
 - Hunter/Jumper Seat equitation — not jump — is 50 percent rail, 50 percent pattern
 - Western Horsemanship is 50 percent rail, 50 percent pattern
 - Reining Seat is 100 percent pattern
 - Showmanship is 100 percent pattern
10. Know if off-pattern is elimination or severe fault
 - Saddleseat Equitation **is not** elimination
 - UPHA **is not** elimination
 - Hunter/Jumper Seat equitation — not jump — **is not** elimination
 - Western Horsemanship **is not** elimination
 - Reining Seat **is** elimination
 - Showmanship **is not** elimination
11. No cones or markers are to be used in pattern work for Saddle Seat classes.
12. The arena gate must be closed during railwork and patterns.
13. Patterns are not permitted in walk/trot or walk/jog Equitation.
14. All Hunter Seat Equitation Not to Jump patterns must exit and enter the arena at a walk.
15. Reward good horsemanship and showmanship.
16. Judges are not to confer individually with exhibitors, questions and answers are to be repeated and announced over the PA system.

Show Committees Need to be Aware: In AHA Medal Classes in which the required minimum number of entries is achieved, the fact that a contestant is excused from the arena once judging has commenced, or goes off pattern during the pattern portion of the class, will not nullify an AHA Medal Class win if the remaining number of exhibitors is less than the minimum requirement. In AHA Medal classes, points are accumulated so rail work and patterns are required, regardless of the number of exhibitors.

Medal winners may ride in any medal class throughout the year. Once a rider wins an AHA medal in a certain discipline, they will be allowed to show again in a medal class of the same discipline. All medal classes must be held for one or more exhibitors.

For walk/trot, walk/jog equitation information, review corresponding equitation seat in this manual and current *USEF/EC Rule Books*, Arabian Division.

Saddle Seat

RING GENERALSHIP

Ring Generalship, or the awareness and command of what is happening in the arena, is paramount in all equitation seats. It is even more important in saddle seat, however, simply because the pace and tempo of a saddle seat class is quicker and bolder than that of the other seats. In order to achieve the best advantage, a rider must maintain a good forward motion and an uninhibited path for that motion. This means knowing where other horses, crowded or trouble spots, and the judge(s) are located at any given time. Circling or cutting across the arena to achieve better positioning is acceptable as an indication of good ring generalship but should never be used to excess.

Executing the command to reverse: Riders may turn into or away from the rail when asked to reverse and, generally speaking, turning into the rail shows more polish and precise execution. However, either way is equally acceptable and no penalties should be assessed for either choice unless the rider demonstrates unsympathetic hands or ineffective leg aids while attempting to reverse.

The only equitation classes in the Arabian Saddle Seat division, which require that a pattern be performed, are AHA Medal classes, United Professional Horsemen's Association (UPHA) Challenge Cup Qualifying classes, Regional Championship classes, National Championship classes and UPHA Challenge Cup Championship Phase I. In all of these classes, all riders are required to perform the pattern. The pattern for AHA Medal classes must be posted at least ONE HOUR PRIOR to an AHA Medal Class. For Regional and National Championship classes, the pattern for the first section of the elimination must be posted 24 hours in advance, and subsequent patterns are to be available immediately following the last working section of each phase.

Patterns are not required in age group or championship classes; except in Saddle Seat Championships where at least the top four (4) riders must be worked individually from any of the Saddle Seat Equitation Tests appropriate for the class. However, in any class in which a pattern is used, it must be written, posted, and publicly announced prior to being performed. Additional tests such as backing and addressing reins are not considered patterns and are not required to be posted. As stated earlier, judges should tailor the degree of difficulty in their patterns to the level of ability of the riders if possible. Judges should find out if there is a center ring judge box and where the in-gate and out-gates are located before choosing an appropriate pattern.

Exhibitors are reminded to always refer to current USEF/EC Rule Books for specific rules. Exhibitors are reminded to refer to the current AHA Handbook for procedures.

The Little Things That Make a Difference

Saddle Seat

POSITION OF RIDER

Refer to Current USEF/EC Rules

Legs and Feet: The old days of the flared lower leg and the cocked ankle are long gone. It is easy to see why, as this unnatural leg and foot position did not allow the rider to properly guide the horse using calf pressure. With feet in stirrups, the stirrup leathers should hang straight down, should never be twisted and should be even on both sides. With feet out of stirrups and relaxed, proper length of irons may be determined by finding the point at which the stirrup touches the inside anklebone. A good rule of thumb is that the stirrup should hit close to, or just below, the ankle bone depending on the length of the rider's leg.

Maintaining center of balance: Rider's back should be straight, with shoulders directly over hips and spine in line with that of horse. Leaning down over horse to check leads and/or diagonals should be severely penalized. Ideally, a rider should be able to feel the correct lead and diagonals, but if they must be checked, only a glance downward with the eyes is appropriate. However, a rider who leans over and obtains a correct lead or diagonal should be scored above a rider who glances down but obtains and maintains an incorrect lead or diagonal.

Hands: Hands should be quiet and light, with flexible (not locked) wrists and should show sympathy, adaptability and control. Horses with high-set necks allow the rider's hands to be held higher than do horses with low-set necks; therefore, the placement of the horse's neck dictates the proper elevation of the rider's hands. Hands should be tipped in 30-45 degrees from vertical and should not be excessively far apart (not more than 8 inches in most cases). Bight of reins is on off (right) side. Constant bumping of the horse's mouth or excessive shortening of the reins is distracting and should be avoided.

Arms: Elbows should be no further from the body than the point at which the chest begins to look concave. Improper roundness of the arms forces the chest to cave inward and the shoulders to come forward out of position. The upper body, including the arms and hands, should give the appearance of elegant style and complete control but without the impression of stiffness, posing or exaggeration.

Exhibitors are reminded to always refer to current *USEF/EC Rule Books* for specific rules regarding Saddle Seat position and suitability. Exhibitors are reminded to refer to the current *AHA Handbook* for procedures.

Saddle Seat

POSITION OF RIDER

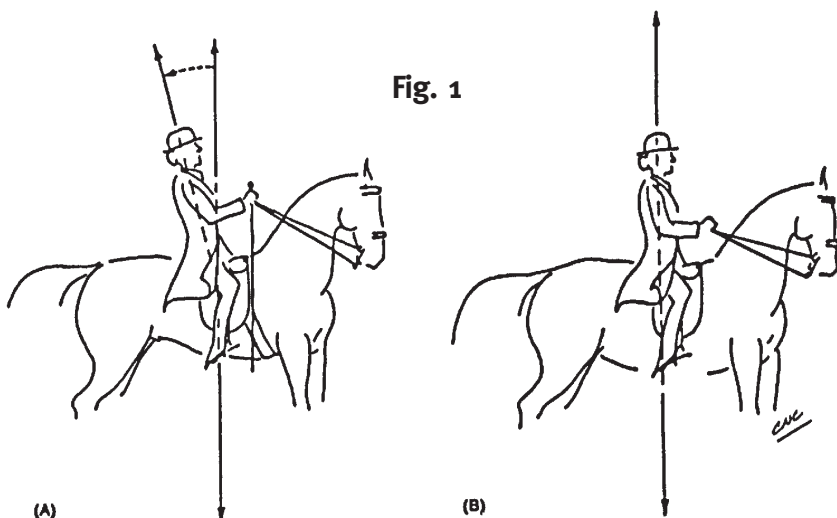


Fig. 1

Fig. 1

A common distortion in saddle seat equitation (A). Correct position (B).

Fig. 2

Rider has rolled shoulders forward, causing chest to concave — resulting in stiffness in neck area, restricted use of upper back and rigidity in arms and wrists. This creates extra stress on the lower back and waist, as the upper body now must rely on the reins to maintain balance.

Fig. 2

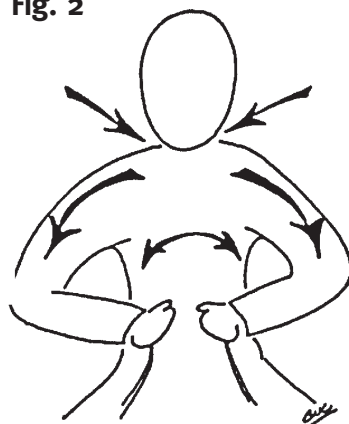


Fig. 4

Elbows.

(A) Pinched in, pressed downward from shoulder—stiffens entire back, neck, and shoulders.

(B) Out, causes balance to come from arms; stiffens shoulders, neck and hands brace on horse's mouth.

(C) Natural-related, comfortable, resting easily at rider's side.

Drawings courtesy of Craig Christiansen

Fig. 4

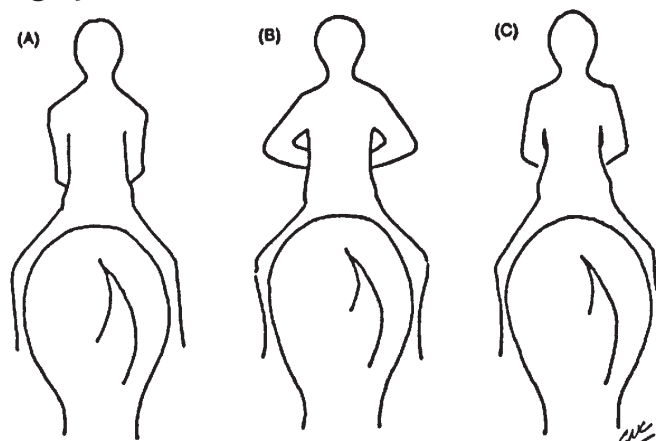


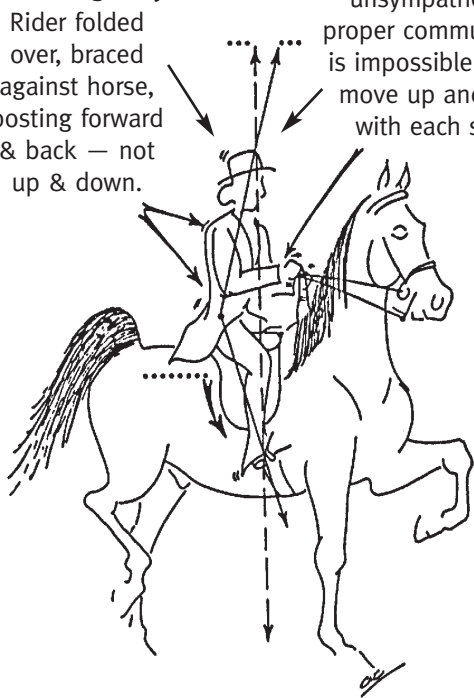
Fig. 3

False center of gravity.

Hands and arms tensed, braced against the bits, wrists stiff & unsympathetic — proper communication is impossible—hands move up and down with each stride.

Center of gravity.

Rider folded over, braced against horse, posting forward & back — not up & down.



Incorrect saddle seat
(rider behind motion of horse)

Saddle Seat

ATTIRE OF RIDER/TACK OF HORSE

Refer to Current USEF/EC Rules

Properly fitted, clean tack and clothing along with a well-groomed, neatly clipped horse go a long way toward perfecting the ultimate final picture. Some judges have even been known to check the bottom of a rider's boots for cleanliness, so be prepared! Horses must be shown in full bridle and with a flat english-type saddle.

Informal saddle suits should be of a conservative, preferably dark color, which appears to be solid. Small pinstripes or herringbone-type patterns are acceptable as long as the material appears from a distance to be of a solid nature. According to the *USEF Rule Book*, accessories are to be the same color as the suit itself. Taken literally, this would mean that derbies, boots, ties, vests, hatbands and gloves must all match. However, at this time the Arabian division (and others) is tolerant of and will allow contrasting derbies, ties, boots, hatbands, vest and gloves, but the key word to remember when considering them is *conservative*. The coat, vest and jodphurs must be from the same bolt of fabric. An emerald green to fire engine red derby may match your vest, but is definitely not conservative and should be avoided. This also applies to contrasting hatbands and gloves as well as derbies. A safe rule of thumb to follow is that if a contrasting derby is worn, it should be the same color family as the riding habit but may be several shades lighter or darker. It is also reasonable to assume that if you have doubts as to whether a particular color of fabric is conservative, then others will probably have the same doubts and you would be wise to choose something else. Day coats are not permitted.

Formal attire is even more conservative and may be worn only after 6:00 pm. It is recommended, but not mandatory, that tuxedos be worn in the evening, so judges should not penalize riders who do not wear them. There is no allowance for formal attire of contrasting colors, with one exception made for gloves. This means the collar and lapels must be of the same color as the jacket and the top hat must match the entire ensemble. White or black tie may be worn but no contrasting tie/cummerbund sets. Also, either black or white gloves are proper but keep in mind that white gloves draw attention to the hands, so make sure yours are very good before you wear white gloves. Finally, if earrings are worn, they should be small and also conservative. Small stud earrings are more appropriate for formal attire.

Spurs, if worn, must be unrowelled and not so large that they noticeably interfere with the smooth line of the jod pants. A whip or crop is optional, but if used should be of an appropriate length.

Exhibitors are reminded to always refer to current *USEF/EC Rule Books* for specific rules regarding Saddle Seat attire and tack. Exhibitors are reminded to refer to the current *AHA Handbook* for procedures.

Saddle Seat

CLASS ROUTINE/PATTERNS & TESTS

In walk, trot, canter classes, riders enter the ring at a trot going to the right and continue counterclockwise. The trot should be performed at least one time around the ring. Then the riders are asked to walk. The judge should be attentive to the walking phase of the class. The riders are next asked to canter. Riders are then asked to walk and then reverse. They may reverse toward or away from the rail. Riders can be asked to reverse and trot and some may turn toward the rail and some may turn and pick up a trot across the ring “showing” their horse. Judges should consider the talent level of the class prior to deciding to make this call on the reverse. Riders are then asked to walk if they’ve been at the trot prior to calling for the canter. Riders then canter at least one time around the ring. Riders may then be called back to the trot or walk. Finally riders trot and are called to the lineup at the trot.

In walk trot classes, riders enter the ring at a walk going to the right and continue counterclockwise. The judge should be very attentive to the walking phase of the class. The riders are then asked to trot at least one time around the ring. Riders are called back to the walk and then reverse. They should always be asked to reverse and continue to walk. The reverse may be towards or away from the rail. After the walking phase, riders will be asked to trot at least one time around the ring. Riders are then asked to walk and come in to lineup at the walk. Headers are then allowed in the ring for safety of the riders. No tests or backing may be called.

1. If a pattern or workout is used in any given class, it is to count 50 percent of the final score. Too many judges score saddle seat classes on the workout alone and this is entirely improper. If judged correctly, it is very possible for a rider who was excellent on the rail, but who badly mishandled the pattern, to place above a rider who was below average on the rail and slightly above average on the pattern. **CONES OR MARKERS OF ANY KIND ARE NOT TO BE USED TO MARK POINTS OF A PATTERN IN A SADDLE SEAT EQUITATION CLASS.** How well a rider selects and uses points in a pattern should be taken into consideration by the judge in the overall scoring of each rider’s performance.
2. Unlike the terminology in other equitation seats, there is no such thing in saddle seat as being “off pattern.” This has caused much confusion among judges and exhibitors alike when they see riders who make obvious mistakes. Saddle seat classes are judged instead on a common sense system of rewards and penalties just like any other class. If judges would like to assign numbers to these rewards and penalties, this is their prerogative.

The fall of a horse or rider does NOT necessarily eliminate an entry from competition. The penalty in the saddle seat division for a fall is **AT THE JUDGE’S DISCRETION.**

A common question asked by judges and exhibitors alike is the proper number of exhibitors chosen to perform workouts in classes such as championships where entries are not required to do additional tests but the judge does ask for a pattern. If time permits and show management is agreeable, it is in the best interest of all exhibitors (particularly the young ones just getting started) to have all of them do the workout in order to gain

Refer to Current USEF/EC Rules

Saddle Seat

PATTERNS & TESTS

Refer to Current USEF/EC Rules

experience in performing individually. If this is not feasible, however, a good rule of thumb to use for a minimum number to perform the workout in a large class is the number of ribbons to be awarded plus two reserve placings. For example, in a 25-rider saddle seat championship where eight ribbons are given, you should choose at least ten riders to ride the pattern. Please do not choose only ten riders out of a class of thirteen to do a workout. This can be embarrassing and humiliating for those not chosen. If time and conditions permit, it is preferable to have all riders exit the arena and return individually to perform the patterns, as this is the method used in Regional and National Championship classes. Judges should watch the entire pattern completely through to the finish and not begin writing notes as the riders approach the end of the workout.

Tests 1 – 12 are allowed for 13/under classes

Tests 1 – 15 are allowed for 14-18 classes

Tests 1 – 13, 15 are allowed for 19 and over

Test 16 is allowed only at National Level

The order of running a class in which a pattern is to be performed is to do the rail work first, followed by the lineup for inspection, reading of the pattern and any questions, and finally the pattern work. Judges are prohibited from conferring with riders individually in the lineup but they may answer questions regarding the pattern where the entire lineup can hear the question and the answer. Judges may not speak to any rider in the lineup even after they have turned in their cards. A rider may approach a judge after the show is over if they are interested in hearing the judge's thoughts or comments.

In the saddle seat equitation division, judges are encouraged to ask all contestants to perform two or more individual tests from the current *USEF/EC Rule Books*, Equitation Division, Saddle Seat Equitation Section. The Arabian division does not allow riders to exchange horses, except at the national level final.

UPHA: Judges and exhibitors should be aware of the UPHA rules. UPHA has a booklet that judges should bring with them to the show. The UPHA class has a mandatory workout for all qualifying classes. The pattern is as follows: Trot a serpentine, consisting of four half circles, to the opposite end of ring. Return down either rail at a show trot. You should also know if the class is an Arabian Breed or an Open Breed class. This should be stated in the premium list. The class is scored 60% on the rail work and 40% on the pattern. Any pattern with appropriate tests may be used at UPHA National finals. The serpentine pattern is only for qualifying classes. UPHA walk-trot classes **DO NOT** have any patterns. To obtain a booklet, write to: UPHA, 4059 Iron Works Parkway, Suite #2, Lexington, KY 40511, (859) 231-5070. UPHA also has a pattern book available with many excellent patterns in it.

Exhibitors are reminded to always refer to current *USEF/EC Rule Books* for specific rules regarding Saddle Seat patterns and tests. Exhibitors are reminded to refer to the current *AHA Handbook* for procedures.

Saddle Seat

UPHA CHALLENGE CUP QUALIFYING CLASSES

This class is judged 60 percent on railwork and 40 percent on the workout. The top four riders are required to perform the workout but it has been customary at AHA shows to work all of the riders.

The Required workout is:

“Trot a serpentine, consisting of four half circles, to the opposite end of the ring. Return down either rail at a show trot.”

(Workout is not to be asked in walk/trot classes.)

In Arabian Breeders UPHA (United Professional Horsemen's Association) Challenge Cup Qualifying Classes the top two riders will qualify for the Arabian Breeders UPHA Challenge Cup Championship at Youth Nationals.

Shows are encouraged to offer All Breed UPHA Challenge Cup Qualifying Classes which will qualify the top four riders for that National Championship.

Individual classes may be offered for Walk/Trot 10 & Under, 13 & Under and 14 to 17 age groups.

The UPHA Challenge Cup Championships held at Youth Nationals consists of a preliminary work called Phase I, in which all contestants must work as a group or in groups of 20 or less on the rail and also complete an individual workout. The serpentine workout is not to be called for. Patterns are posted at least one hour prior to the performance.

Riders chosen to return for Phase II will be judged only on railwork. No individual workouts are permitted in Phase II, however, at the judge's discretion selected riders may be requested to do additional railwork as a group for the purpose of breaking a tie. They may not be asked to ride without irons or exchange horses. The class is scored 1/3 on the Phase I railwork, 1/3 on the Phase I workout, and 1/3 on the Phase II railwork with scores going forward from the Phase I to Phase II.

UPHA 10 & Under Walk/Trot Challenge Cup and Championship is judged on the rail at a walk and trot only. In the Championship, ten riders are chosen from Phase I for the Phase II and are judged 50 percent on each Phase. No pattern is allowed.

Saddle Seat

CREDITS

- Ring generalship — awareness of ring position in relation to other horses and riders as well as the judges. Presenting the horse and rider with courtesy to other entrants
- Showing the horse to its best advantage
- Keeping the horse in the open
- Seeing trouble spots ahead
- Knowing where the judge is
- Reversing to your best advantage
- Showing effective use of leg aids
- Showing sympathetic hands
- Proper foot position and pressure in the stirrup
- Strong leg position
- Strong seat and balance
- Confidence
- Utilizing the best speed for your particular horse
- Using proper rein length
- Showing the horse in a relaxed and effective manner, never rigid or posed
- Effective, smooth starts and stops in pattern
- Being able to come up on correct diagonal in pattern and rail
- Recognizing leads and diagonals
- Keeping both circles of a figure eight the same size
- Keeping straight line elements – straight
- Keeping serpentine loops equal and in a half circle form
- Keeping horse from drifting
- Not allowing horse to stop early when going to the wall
- Moving through the pattern at the pace appropriate for that particular horse, neither taking excessive time or rushing

Saddle Seat

FAULTS

- Breaking out of any gait
- Taking a wrong diagonal
- Taking a wrong lead
- Interfering with the performance of others
- Going sideways on the rail
- Fall of horse or rider does not cause elimination but may be penalized at the judge's discretion
- Excessive speed at trot or canter that causes imbalance of the horse's gait
- Stiff riding position
- Knee behind the stirrup leather
- Knee too high on saddle (stirrups or saddle too short)
- Legs too straight (stirrups or saddle too long)
- Pivot turns that are walk turns
- Rider whose hand height does not take into consideration the horse's neck position
- Riders going too fast so as to put the horse out of a collected position and off balance
- Riding too close to the judge
- Horse cantering so slow as to create a four beat cadence
- Arched or rounded back
- Missed center point
- Line changes that are not straight
- Cross leads
- Failure to use proper aids
- Circles of figure eights that are uneven (count strides)
- Diagonals and lead changes that are not centered on the imaginary straight line of a serpentine
- An exaggerated or "perched" position in the lineup

Saddle Seat

PATTERN CONSIDERATIONS

Tests may be performed either individually or collectively but no other tests may be used. Instructions must be publicly announced. All circles and turns must be performed on correct diagonals and leads. On left diagonal, rider should be out of saddle when horse's left front leg is in the air; on right diagonal, rider should be out of saddle when horse's right front leg is in the air. On left lead, horse's left leg reaches further than the right; on the right lead, horse's right leg reaches further than the left. All changes of lead must be a simple change whereby the horse is brought back into a halt or walk and restarted into the canter on the opposite lead. In Medal and Championship classes individual workout instructions must be written down by the judge and delivered to the announcer at the beginning of the class. Instructions can be posted at the judge's discretion provided it is announced and posted at least one hour prior to the session in which the class is held. Competition management is encouraged to post the workout more than one hour prior to the session if possible. At all World and National Championships and Finals, competitors must be allowed ample access to the competition arena in order to walk on foot the posted workout. A minimum of 1/2 hour is recommended. In Championship classes and any class where a workout is required, judge(s) must work a minimum number of riders per number of ribbons awarded in the class. The judge(s) determine which riders will be required to perform additional testing.

1. Circle at a trot. When circling clockwise, rider should be on left diagonal; when circling counterclockwise rider should be on right diagonal. The horse and rider should maintain a constant arc at a consistent and appropriate rate of speed. The circle should end in the same place it starts.
2. Walk or Trot on a straight line on or off the rail, using the correct diagonals.
3. Canter a straight line on the rail on the correct lead.
4. Performance around the ring at a walk, trot, or canter using the correct leads and diagonals only. Judges may ask for any gait or combination of gaits. All diagonals and leads must be correct. Riders must remain on the rail at all times.
5. Feet disengaged from stirrups. Feet engaged. In the line-up only. After disengaging, the rider must re-engage feet in the stirrups. The foot should enter the stirrup from the outside as the stirrup lies flat. Judges should observe the behavior of the horses in the lineup before asking for this test.
6. Change of diagonals on or off the rail. The judge must specify diagonal changes to be executed and the beginning diagonal. Judges must state the diagonal on which the rider is to start and the specific changes the rider is to demonstrate.
6. Change of diagonals on or off the rail. The judge must specify diagonal changes to be executed and the beginning diagonal. Judges must state the diagonal on which the rider is to start and the specific changes the rider is to demonstrate.

Saddle Seat

PATTERN CONSIDERATIONS

7. Execute serpentine at a trot. A series of left and right half circles off imaginary line where correct diagonals must be shown. A series of left and right half circles off the center of an imaginary straight line where the rider must demonstrate correct diagonals. The half circles of a serpentine must be equal in size and proportion and should be true half circles, not too deep nor too shallow.
8. Back for not more than eight steps. The rider should back the horse in a quiet manner and in a straight line. The hindquarters of the horse should be controlled by effective leg aids. When simply asked to back, the rider should back at least three strides, but not more than eight.
9. Figure eight at trot demonstrating change of diagonals. Unless specified, it may be started either facing the center or away from the center. If started facing the center, it must be commenced from a halt. Both circles of a figure eight should be equal in size and proportion. The rider must make the change of diagonal at the same point at which they began the figure eight. This is referred to as the midpoint.
10. Circle at the canter. When circling clockwise, horse should be on right lead; when circling counterclockwise, horse should be on the left lead. The rider should keep the horse in a continuous arc and at a consistent and appropriate rate of speed. The circle should end in the same place where it started.
11. Execute serpentine at a canter. The half circles must be equal in size and proportion and should be true half circles, not too deep nor too shallow.
12. Figure eight at canter. Unless specified, it can be started either facing the center or away from the center. If started facing the center it must be commenced from a halt. Figures are commenced in center of two circles so that one lead change is shown. This is a change whereby the horse is brought back to a halt or walk and restarted into the canter on the opposite lead. Both circles of the figure eight should be equal in size and proportion. Special attention should be paid as to whether the lead change was executed at the center point. Riders should cross the center point at the time of the change of lead.
13. Canter a straight line, on or off the rail, using the correct diagonals, with or without demonstrating simple change of lead. The judge must specify lead changes to be executed and the beginning lead. For this test, the judge needs to watch for the use of leg aids and to observe whether the line is straight.

Saddle Seat

PATTERN CONSIDERATIONS

14. Ride without stirrups for a brief period of time, at any gait requested (for not more than one minute at the trotting phase). Riders may be asked to disengage or engage stirrups at a halt or walk or any gait requested by the judge. (Exception: Adult Equitation riders must not be asked to perform without stirrups. See EQ117.9, EQ117.12e and EQ117.15f). This test may be asked for at any gait. However, at the trot the rider must not be asked to ride for more than one minute. You may ask the rider to disengage or engage stirrups at the halt or walk or any gait requested by the judge. Remember, adult equitation riders must not be asked to ride without stirrups. Before using this test, be confident the riders are experienced and can handle this test.
15. Demonstration ride of approximately one minute on own mount. Movements must be selected from Tests 1-14 above. Rider must advise judge beforehand what ride he plans to demonstrate. To be used only in Championship and/or Medal Classes. Riders must have with them two copies (one for judge and one for announcer) of a written one minute workout in case the judge asks for this test. The test must be stopped at the end of one minute but the rider will not be penalized for not completing it.
16. Exchange horses. This test is to be used only after four or more of the top riders have been tested. Only one pair of riders to exchange. Saddles can be exchanged. The attendant for each horse being exchanged must be allowed in the ring only to facilitate the change. The purpose of this test is to break a tie.

SADDLE SEAT

These patterns may only be used for:

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

Level 1:

A, B, C, D, F, G, J, K, L, **M**, N

Level 2:

E, H, **M**, P, Q, S, T

Saddle Seat

LEVEL 1 • PATTERN A • Tests 2,3,10








At the mid-point of the in-gate of the arena (A), trot to the left around the curve to the end of the straightaway on the left diagonal (B) and stop briefly.

Canter (right lead) a circle in a clockwise direction.

Go directly into the trot on correct diagonal (C) and continue to the end of the straightaway (D) and at the curve execute a circle in a clockwise direction.

Continue the trot around the curve to the mid-point of the turn (A).

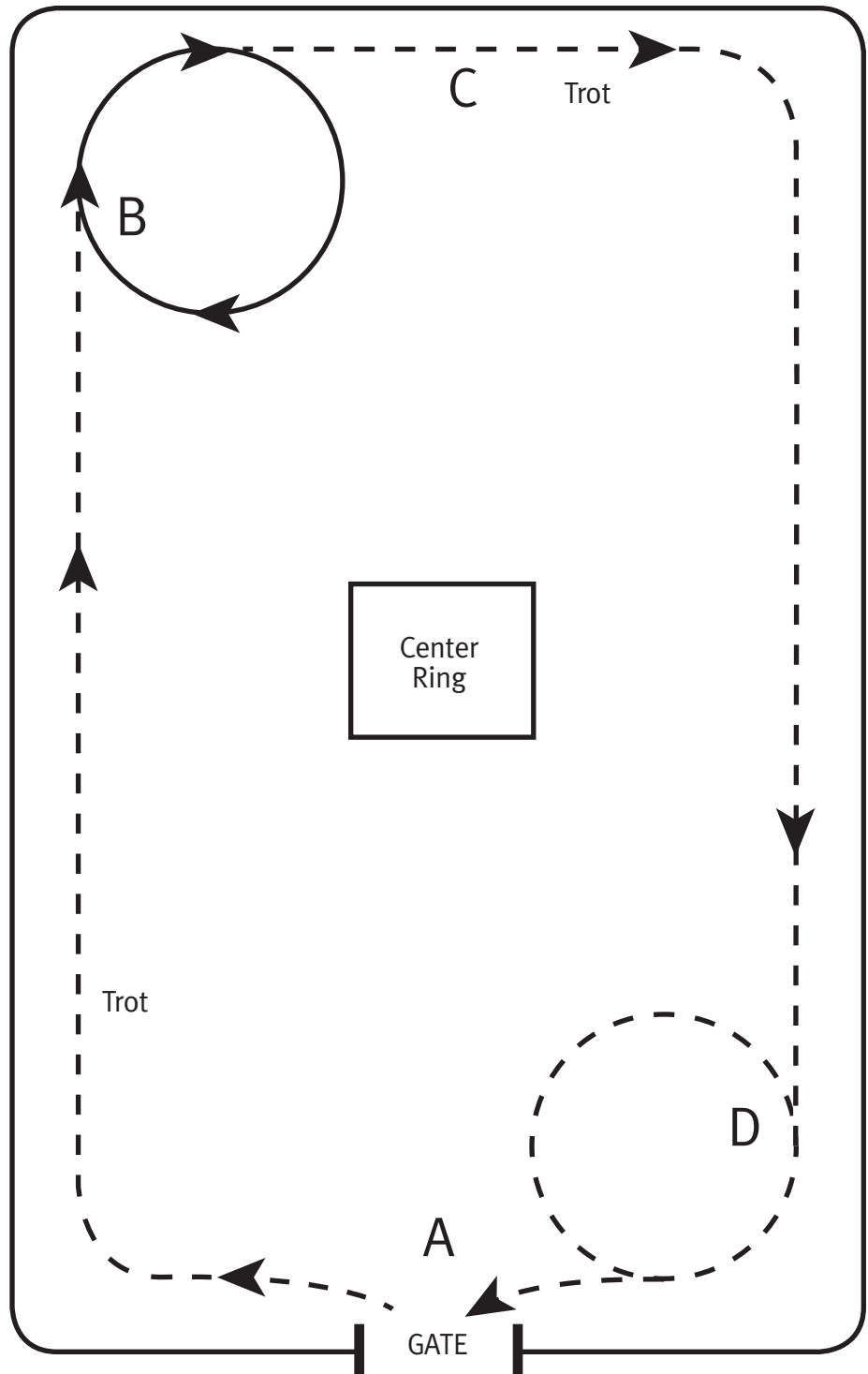
Exit arena at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

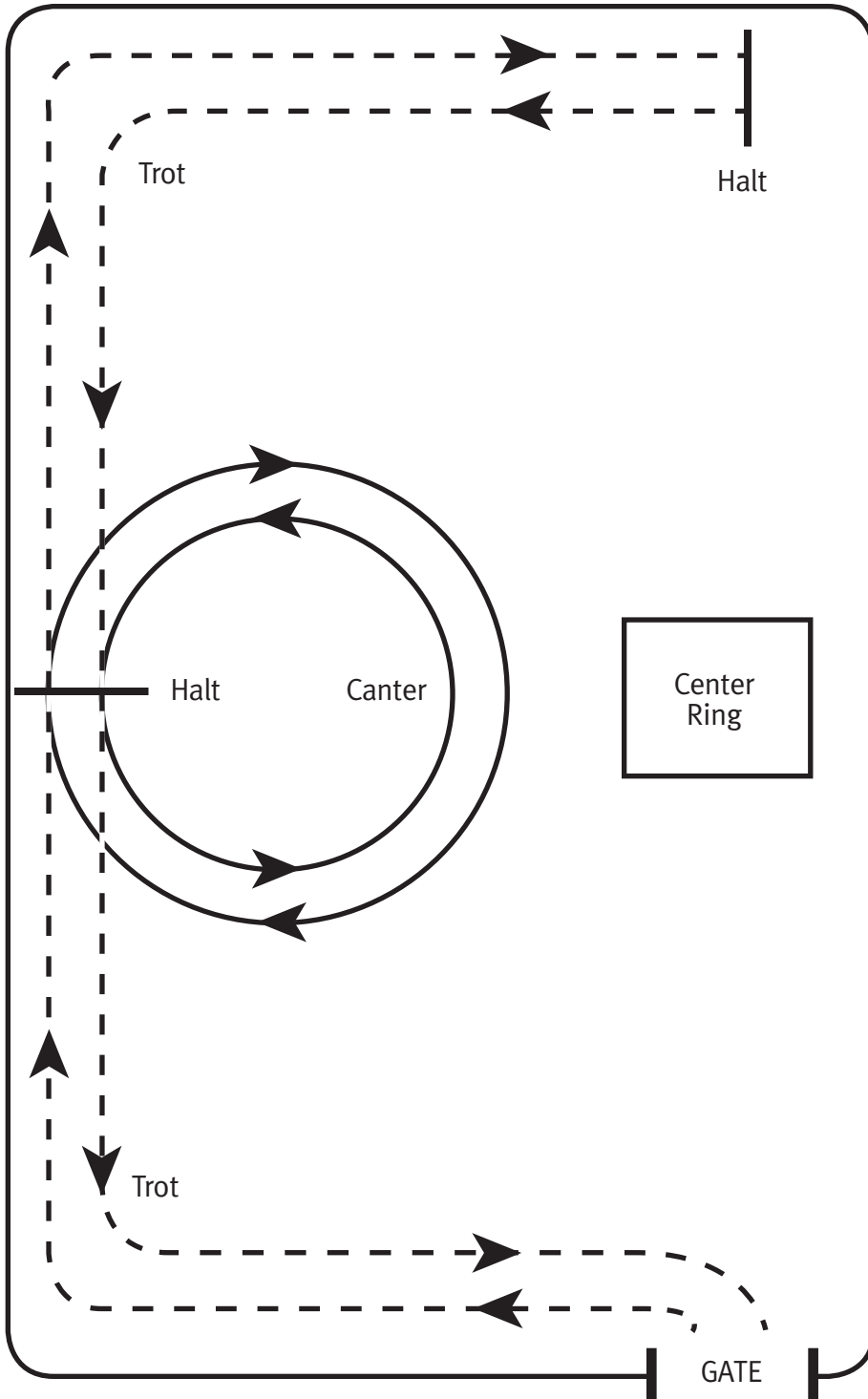
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 1 • PATTERN B • Tests 3,10



Enter the arena to the left at a trot on the correct diagonal. Continue to the center of the straightaway. Halt.

Canter one circle to the right on the correct lead. Halt.

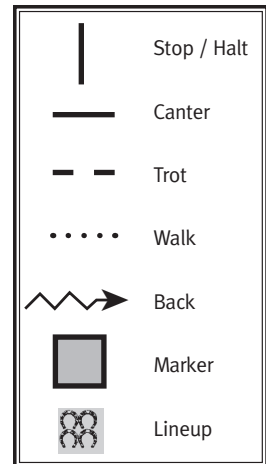
Trot on correct diagonal to the far end of the arena. Halt.

Reverse direction.

Trot on the correct diagonal to the center of the straightaway. Halt.

Canter one circle to the left on the correct lead. Halt.

Exit at a trot on correct diagonal.



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.

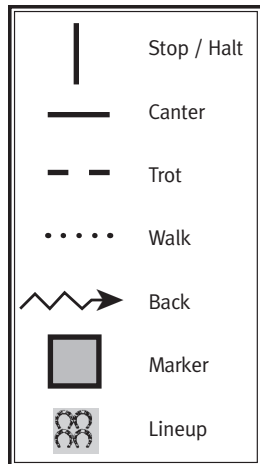
Saddle Seat

LEVEL 1 • PATTERN C • Tests 6,10

From the lineup, trot down the right hand straightaway showing two changes of diagonal. Begin on the right diagonal. Continue trotting to the center of the end. Halt.

Canter a circle on the left lead. Halt.

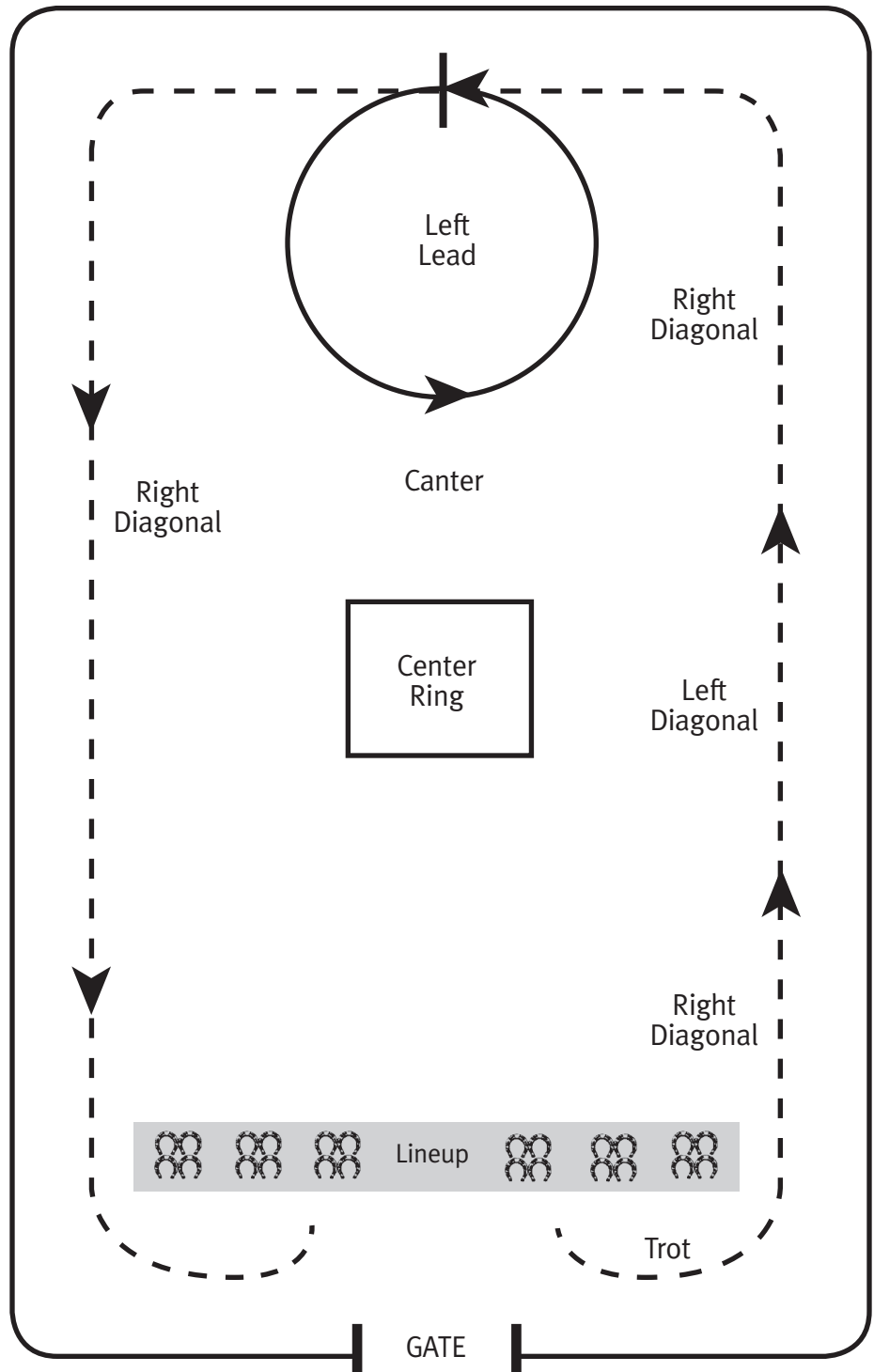
Trot from the center of the end down the opposite straightaway on the right diagonal. Return to the lineup without stopping, or continue to the exit at the trot.



This pattern may only be used for:

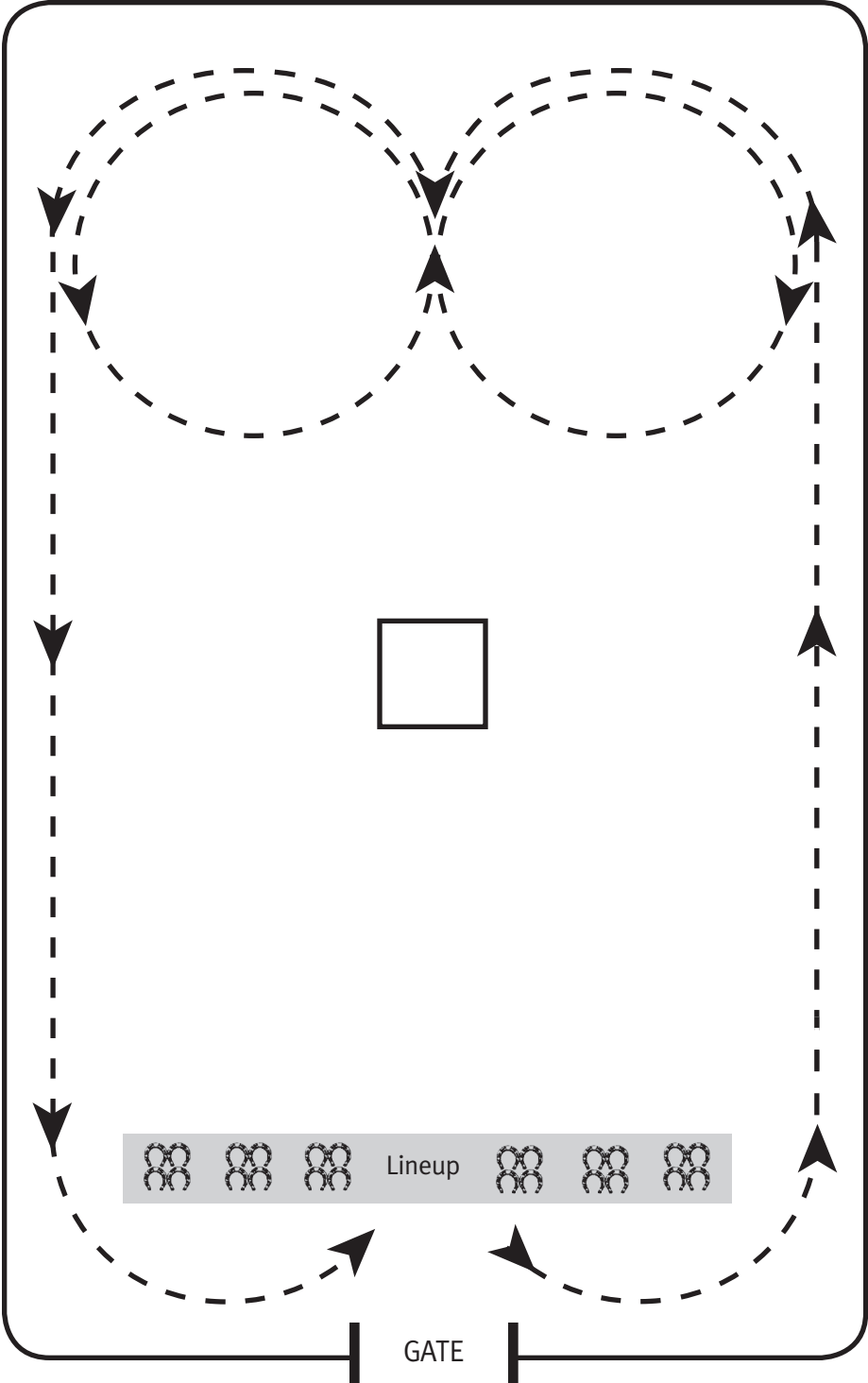
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 1 • PATTERN D • Tests 2,3



From the lineup trot down the right hand straightaway and around the turn on the right diagonal to the center of a figure eight facing the center of the ring. Halt.

Trot a figure eight. Trot the first circle to the left on the right diagonal, trot the second circle to the right on the left diagonal. Halt.

Reverse. Trot from the center point of the figure eight to the left, around the turn and continue trotting on the right diagonal down the straightaway back to the line-up.

Return to the lineup or exit 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 lineup.

Saddle Seat

LEVEL 2 • PATTERN E • Tests 3,6,11

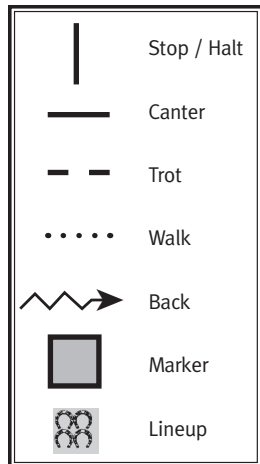
Enter the ring to the right at a trot. Trot down the rail showing one change of diagonal. Begin on the left/incorrect diagonal.

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.

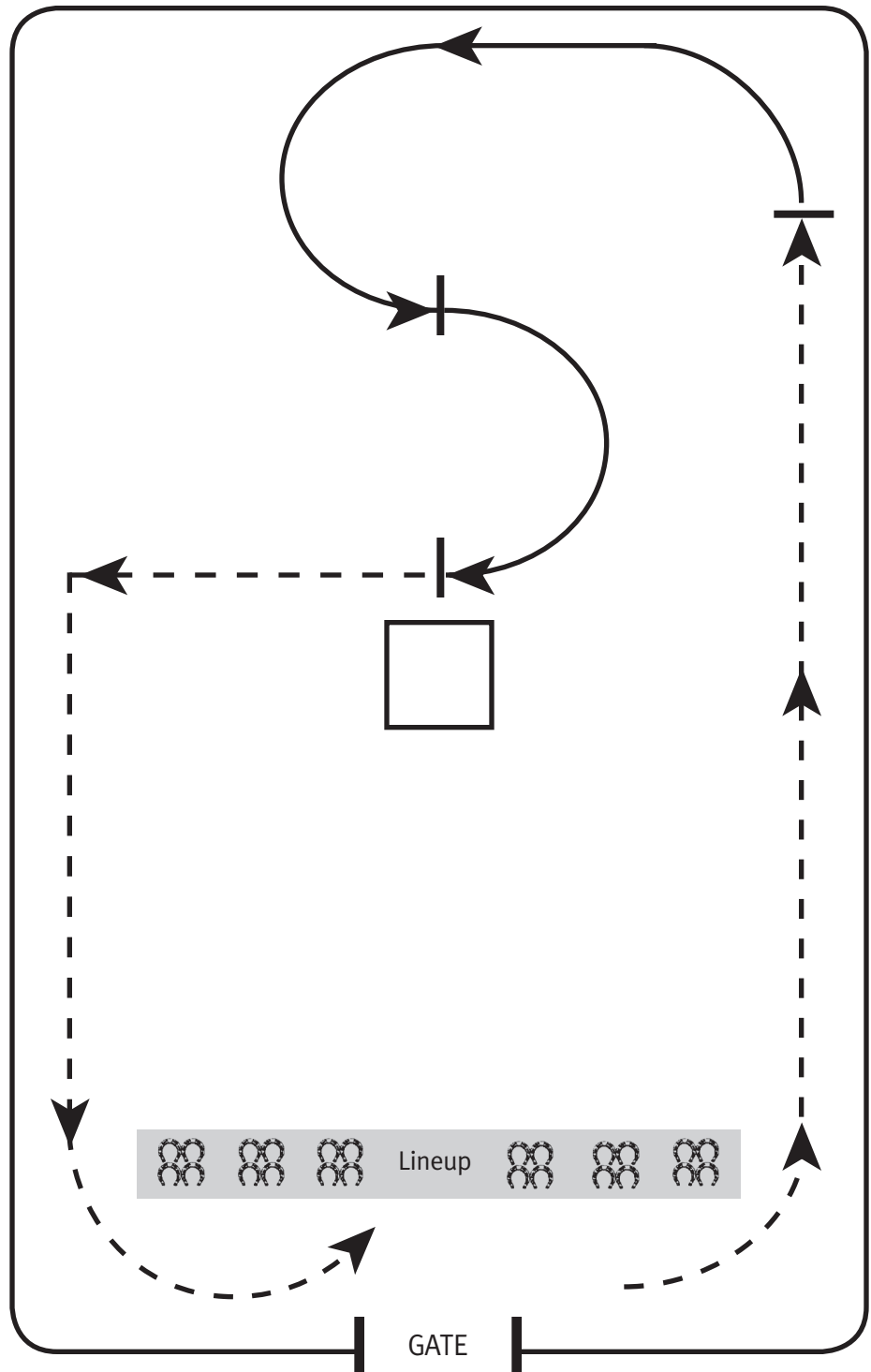
Turn left. Trot down the rail on the right diagonal and return to the lineup or exit the ring at the trot.



This pattern may only be used for:

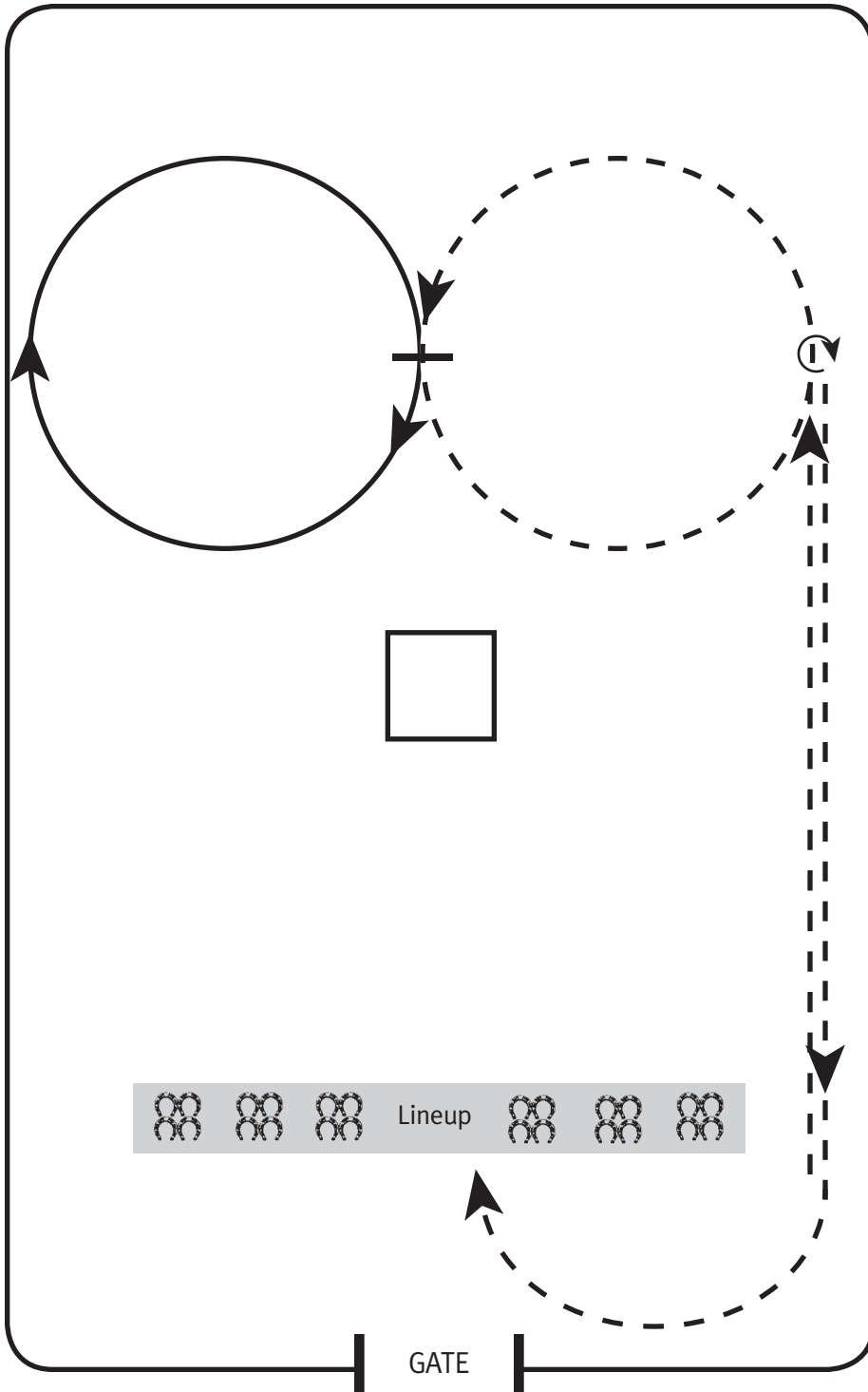
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 1 • PATTERN F • Tests 2,3,6,10



Enter the ring to the right at a trot on the right diagonal to the 3/4 point of the rail and execute a half circle to the left at the trot to the center of the ring on the right diagonal. Halt.

Canter a circle to the right on the right lead. Halt.

Trot a half circle to the left on the right diagonal back to the rail. Halt.

Reverse and trot down the rail showing two changes of diagonal beginning on the left diagonal.

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 lineup.

Saddle Seat

LEVEL 1 • PATTERN G • Tests 2,6,10

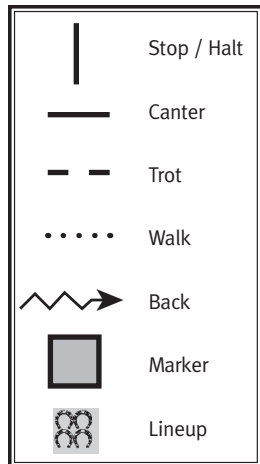
Trot down the rail to the center of the turn. Halt.*

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.

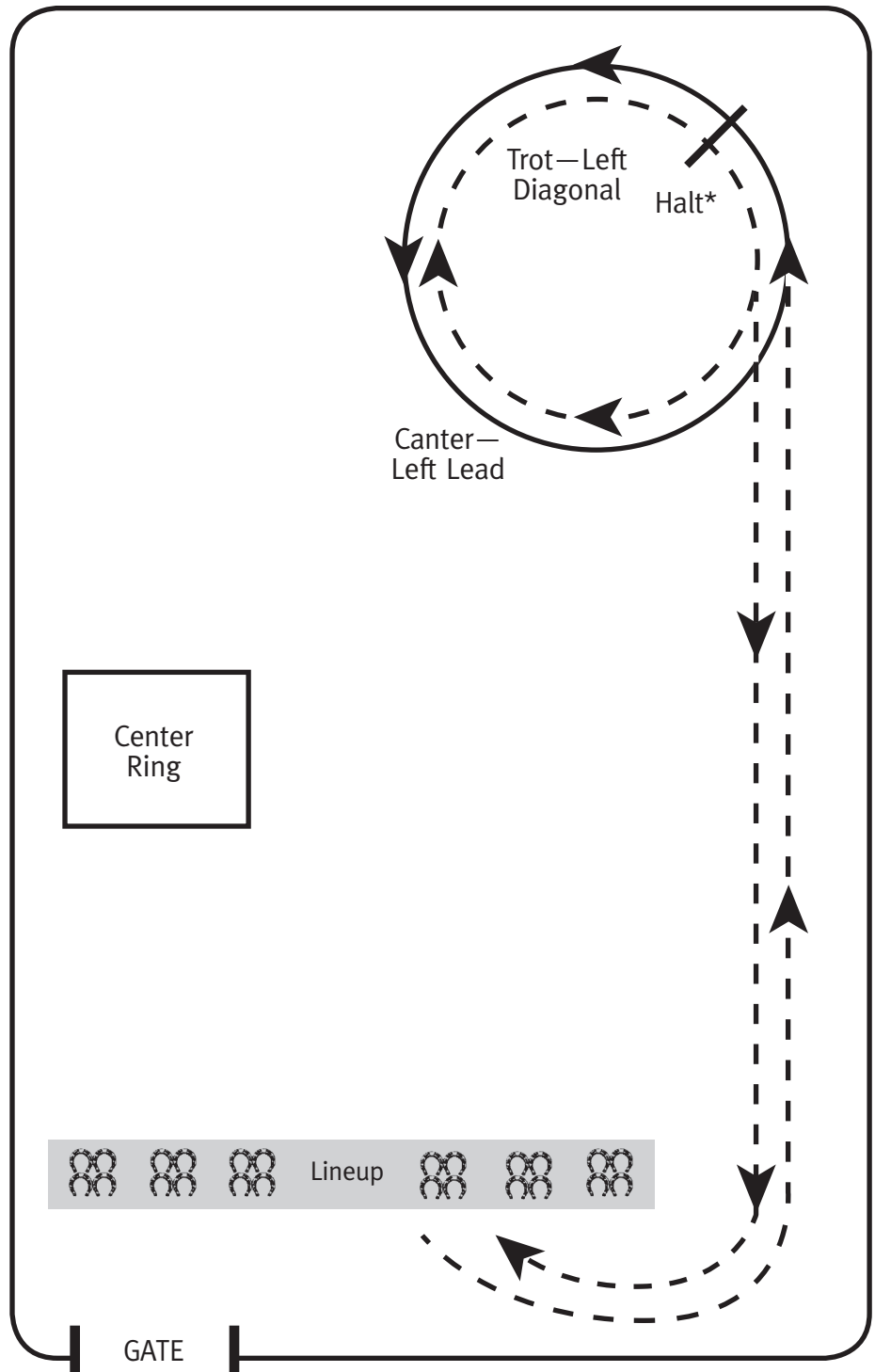
Return to the lineup or exit arena at a trot.



This pattern may only be used for:

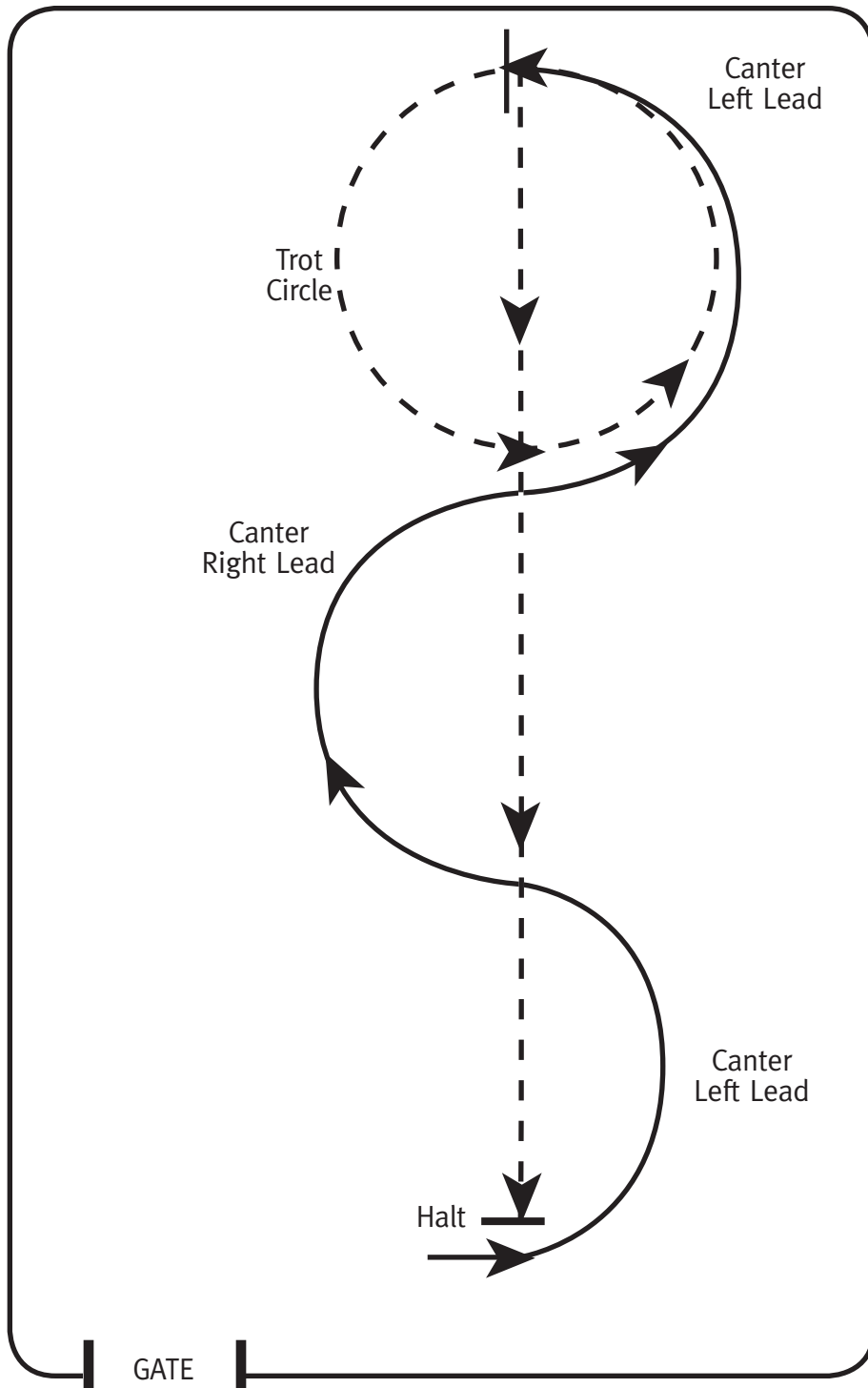
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 2 • PATTERN H • Tests 2,6,11

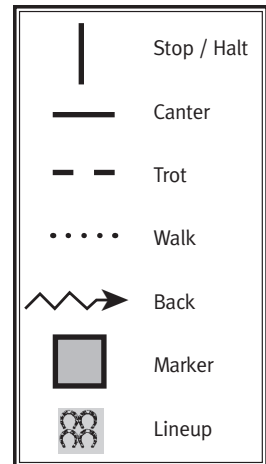


Execute three loop serpentine at canter.

Trot a circle on the correct diagonal.
Halt.

Turn and trot a line down the center of the serpentine. Change diagonals every four strides. Start on the left diagonal.

Halt at end of arena and return to lineup or exit 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.

Saddle Seat

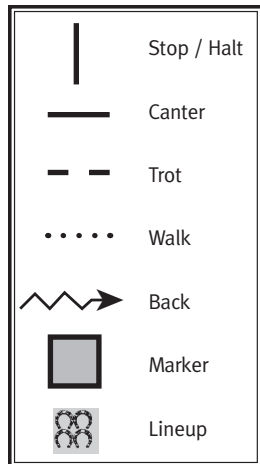
LEVEL 1 • PATTERN J • Tests 6,9,10

From the starting point, canter a half circle on the left lead to the center of the ring. Halt facing left rail.*

Execute one figure eight at the trot beginning on the right diagonal and demonstrating one change of diagonal. Halt facing left rail.*

Canter a half circle on the right lead to the midpoint of the far end of the ring. Halt.

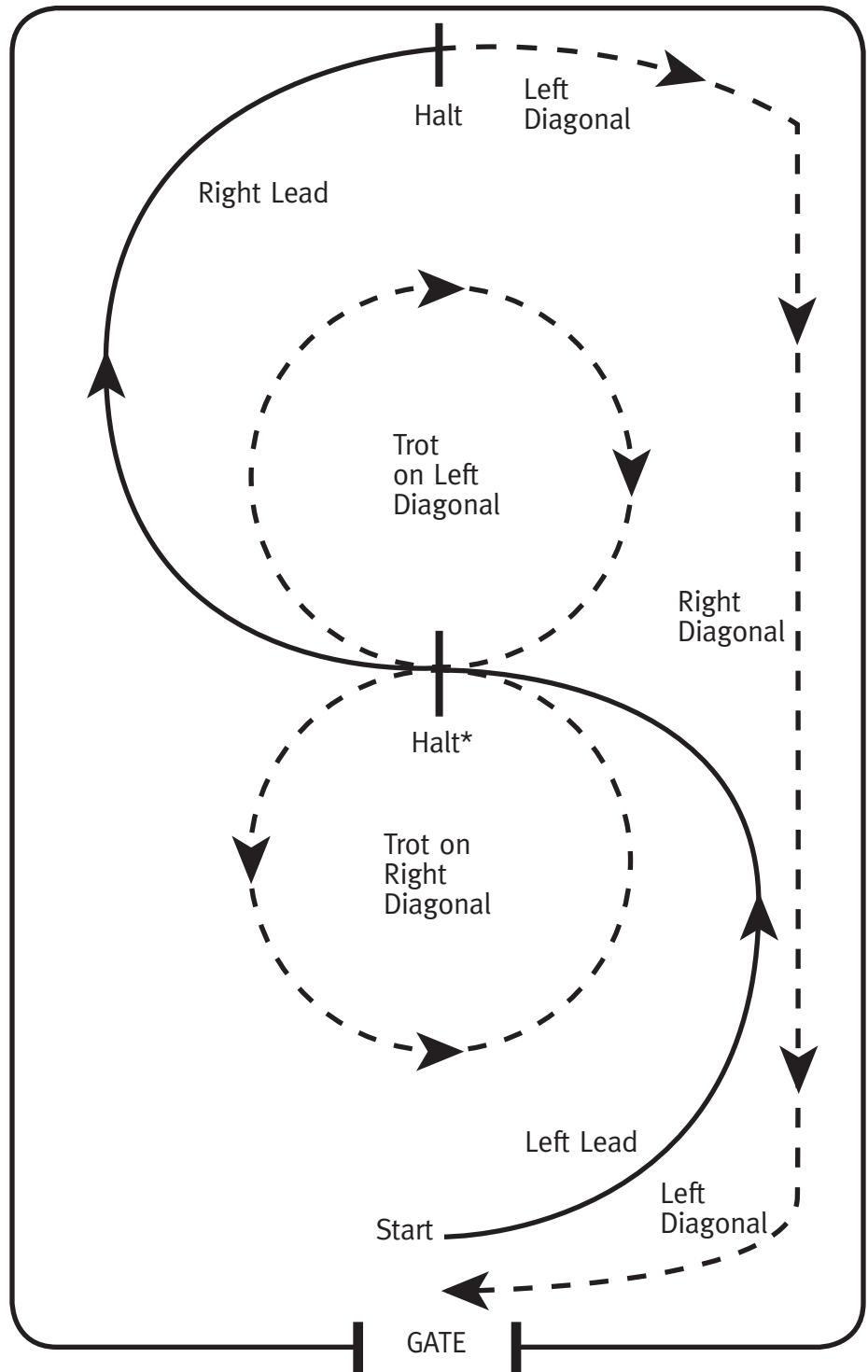
Beginning on the left diagonal trot down the right rail demonstrating two changes of diagonal. Exit the ring without stopping.



This pattern may only be used for:

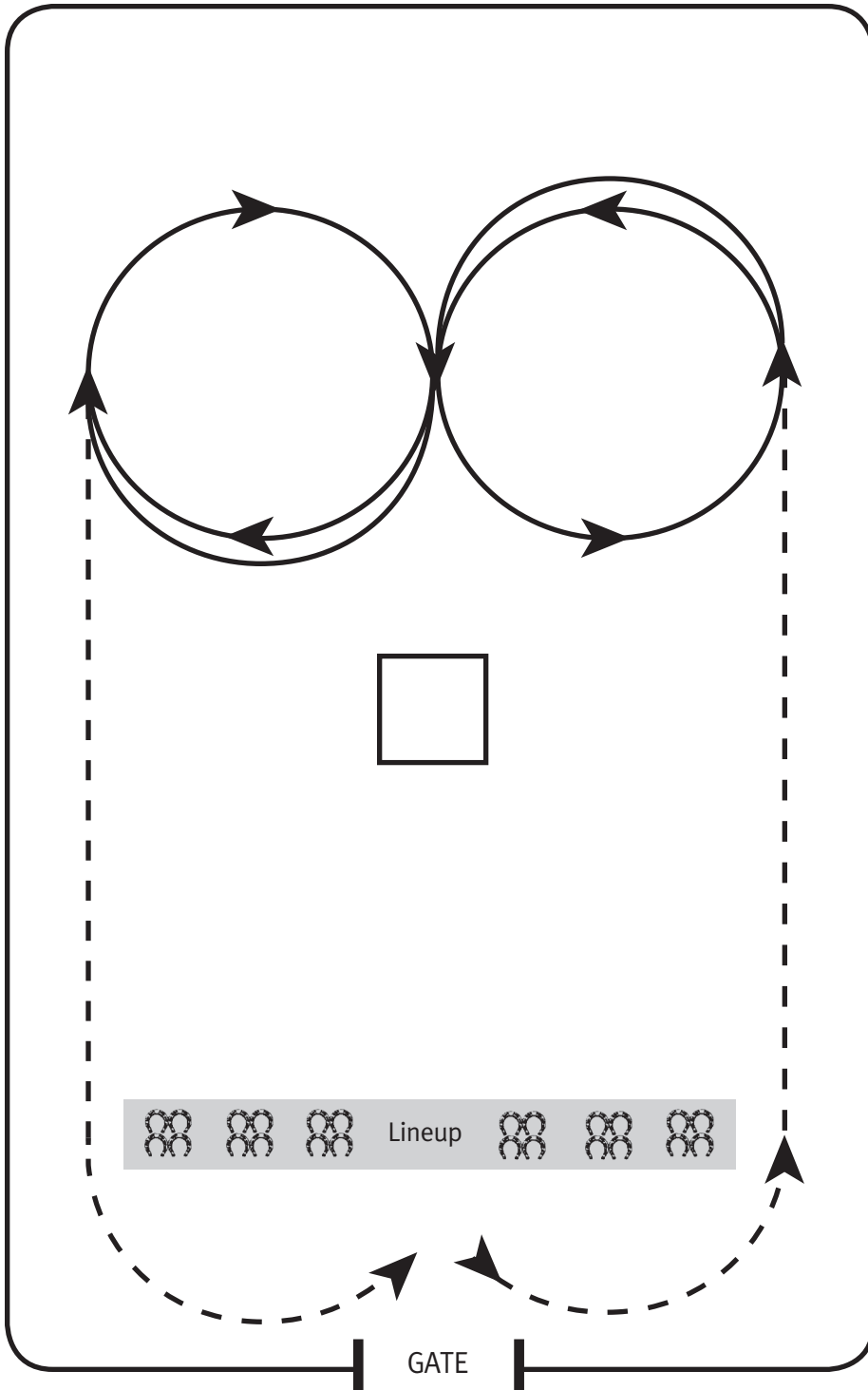
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 1 • PATTERN K • Tests 3,10



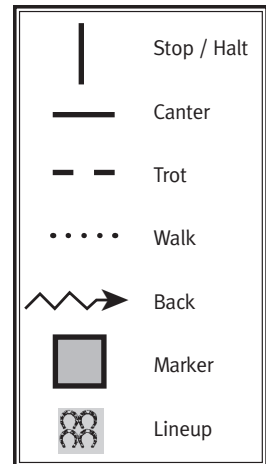
Using the rail to your right, trot on the right diagonal to the 3/4 point. Halt.

Canter 1 1/2 circles to the left on the left lead. Halt.

Canter 1 1/2 circles to the right on the right lead. Halt.

Reverse and return to the lineup at a trot on the right diagonal.

Return to the lineup or exit at the trot.



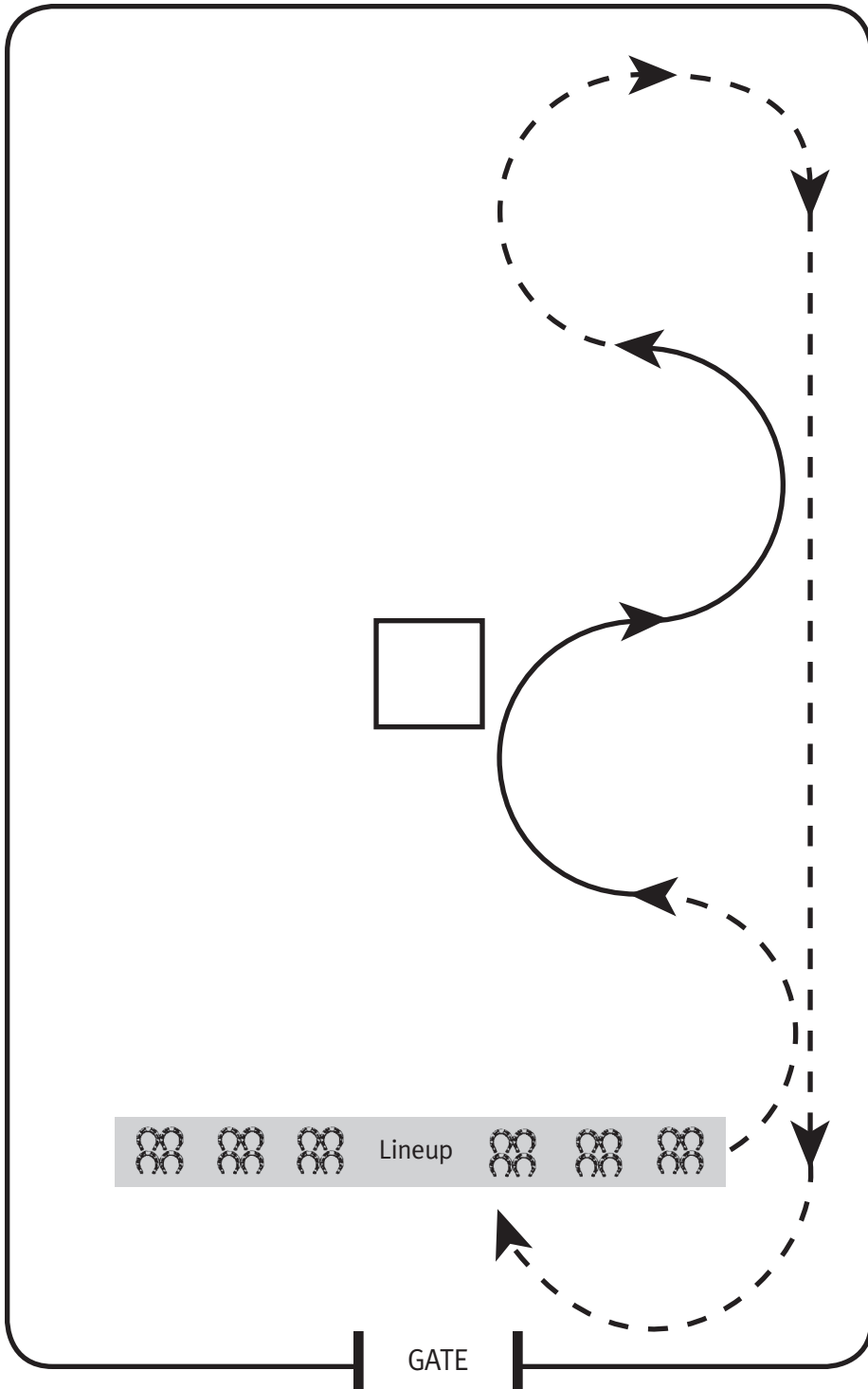
This pattern may only be used for:

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

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

Saddle Seat

LEVEL 1 • PATTERN M • Tests 3,7,11



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

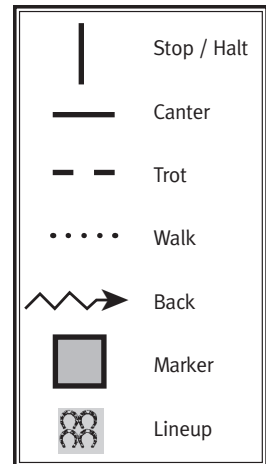
Execute an alternating serpentine. Perform the first loop at a trot on the right diagonal.

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.



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

LEVEL 1 • PATTERN N • Tests 3,12

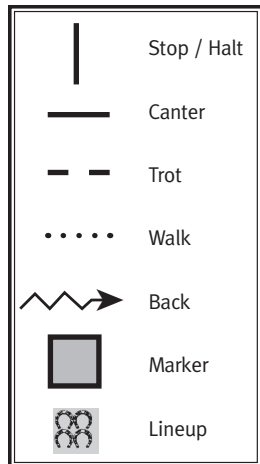
Enter the ring and turn to the right.

Trot down the right straightaway on the right diagonal to the center point of a figure eight facing the rail. Halt.

Canter a figure eight either direction first. Halt

Trot from the center point of the figure eight to the left around the turn and continue trotting down the straightaway on the right diagonal.

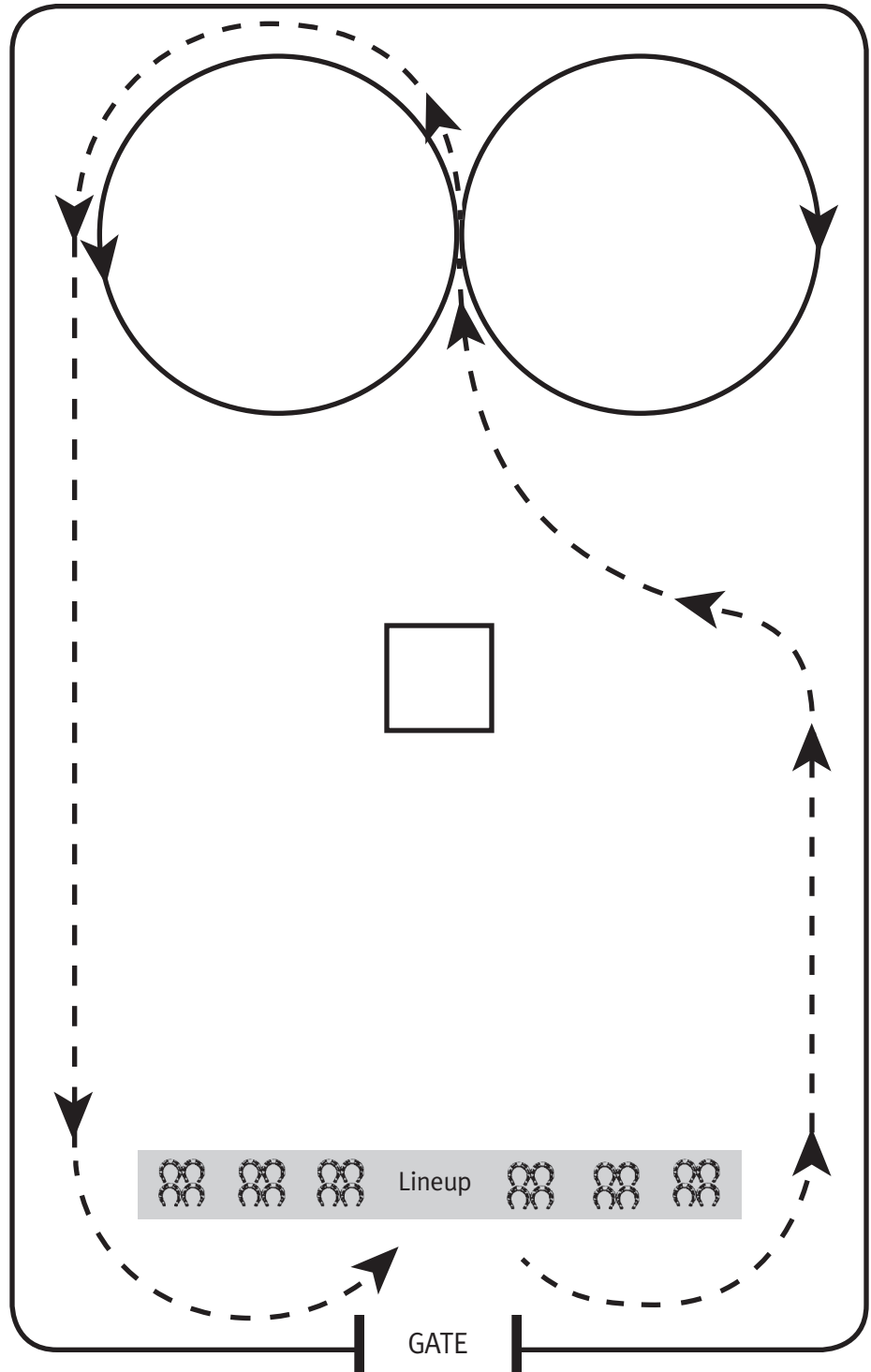
Return to the lineup or exit the ring without stopping.



This pattern may only be used for:

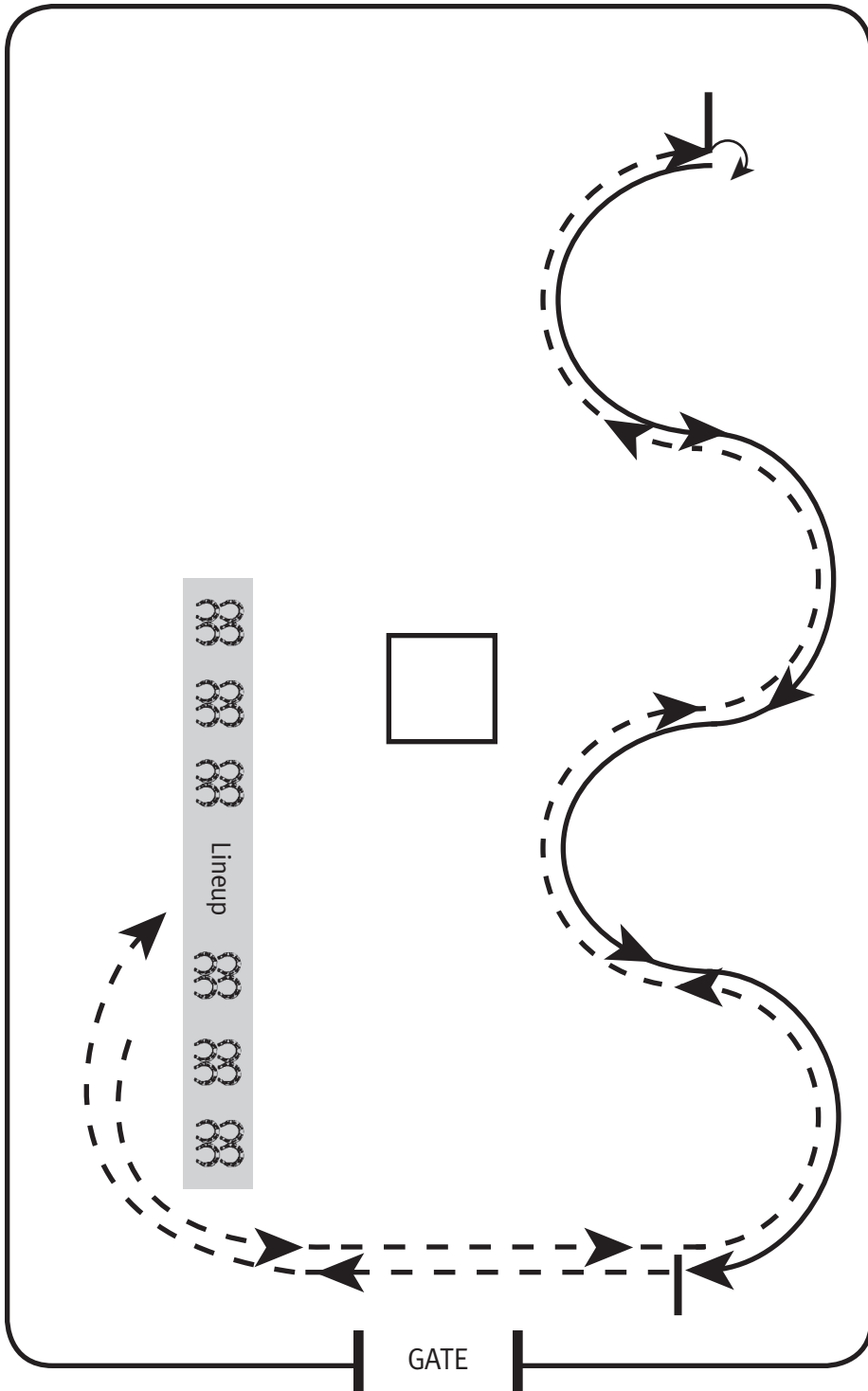
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 2 • PATTERN P • Tests 7,11



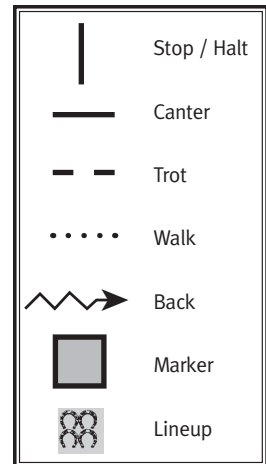
Enter the ring at a trot and turn to the right.

Execute a four loop serpentine at the trot to the opposite end of the ring.

Halt. Reverse.

Execute a four loop serpentine at the canter on the same line demonstrating simple changes of lead. Halt.

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.

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.

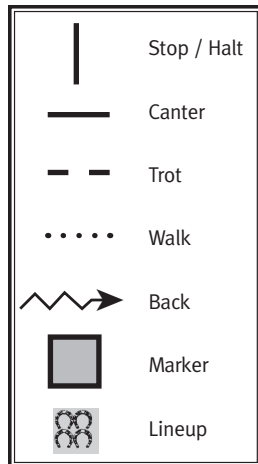
Trot the second loop on the left diagonal.

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.

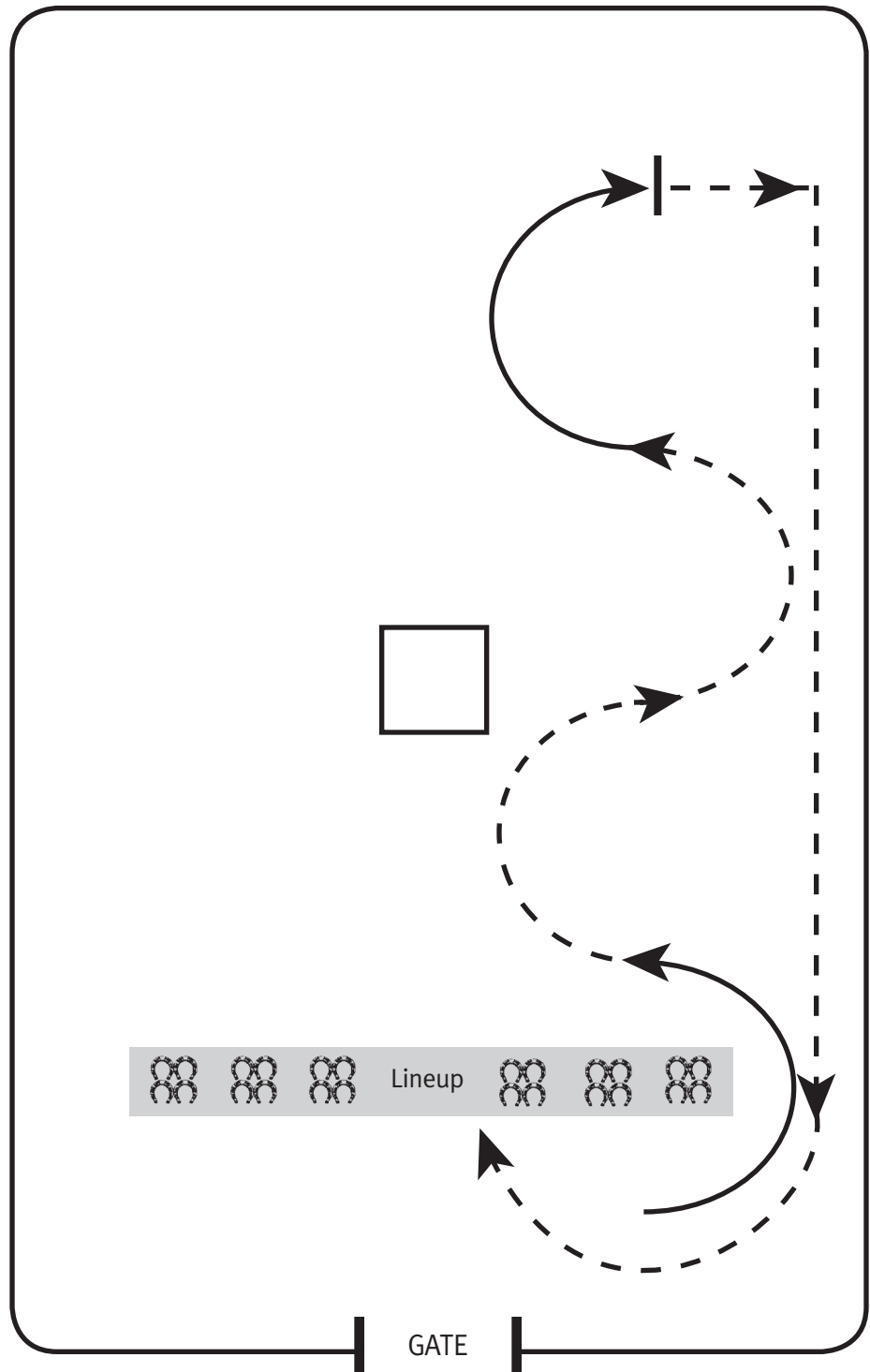
Return to the lineup or exit the ring at the trot.



This pattern may only be used for:

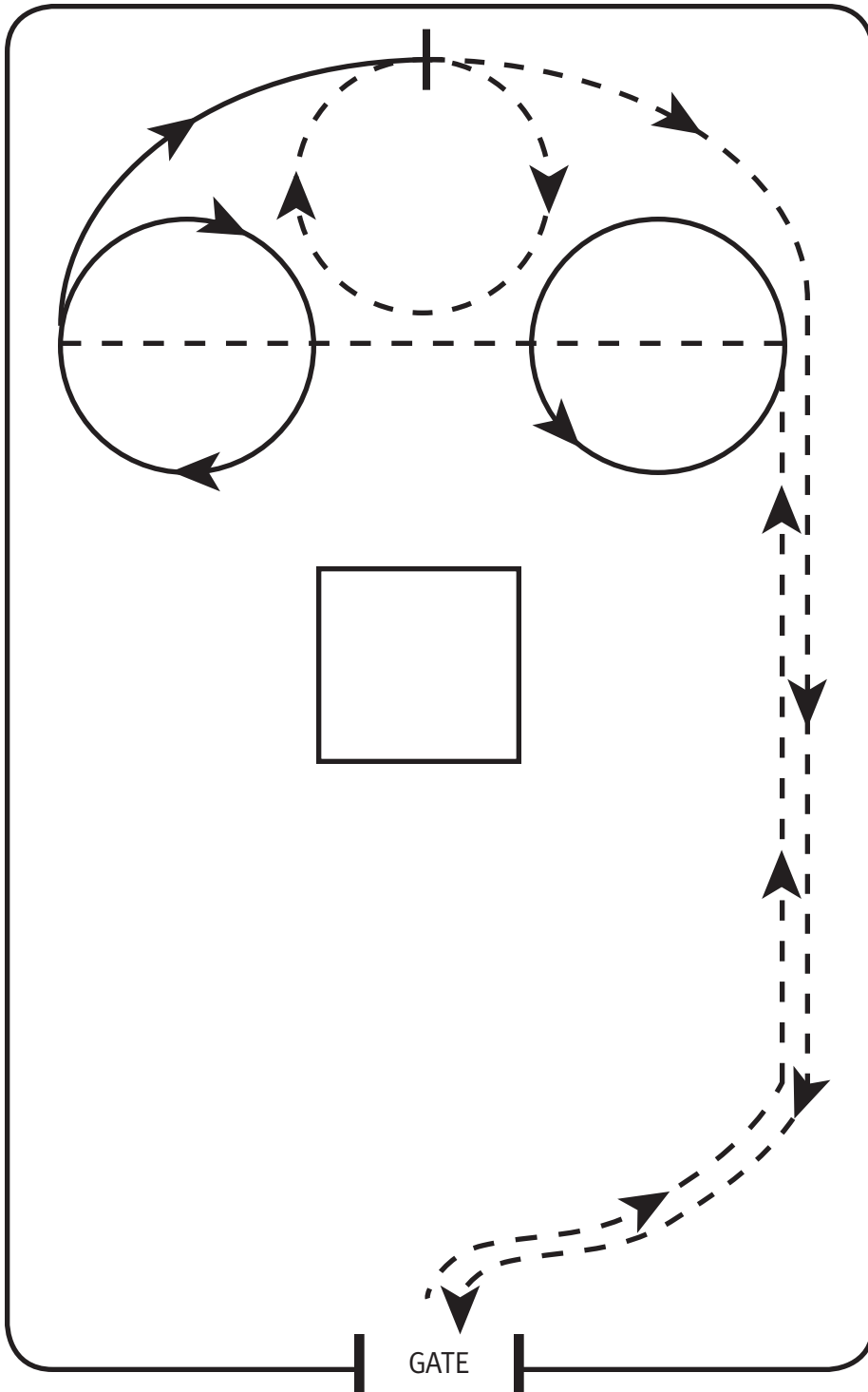
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 3 • PATTERN R • Tests 2,4,6



Enter the ring at a trot to the right and continue to trot on the correct diagonal to the 3/4 point of the rail. Halt.








Canter a circle to the left. Halt. Turn to the left.

Trot a straight line across the arena on the right diagonal. Halt. Turn to the right.

Canter a circle to the right and continue cantering to the midpoint of the turn. Halt.

Trot a circle to the right and continue to trot around the end to the straightaway.

Trot down the rail and out of the ring showing two changes of diagonal. Begin on the correct diagonal.

	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.

Saddle Seat

LEVEL 2 • PATTERN S • Test 4

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

Canter a half circle to the left on the left lead. Halt

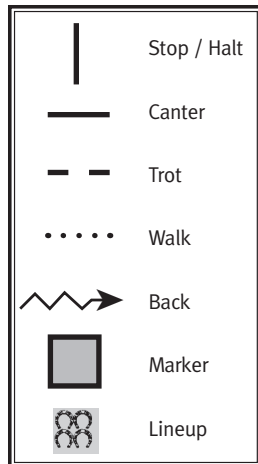
Trot a half circle to the right on the left diagonal. Halt. Reverse.

Canter a half circle to the right on the right lead. Halt.

Trot a half circle to the left on the right diagonal and continue trotting around the turn to the midpoint of the straightaway. Halt.

Trot on the left diagonal to the end of the straightaway. Halt.

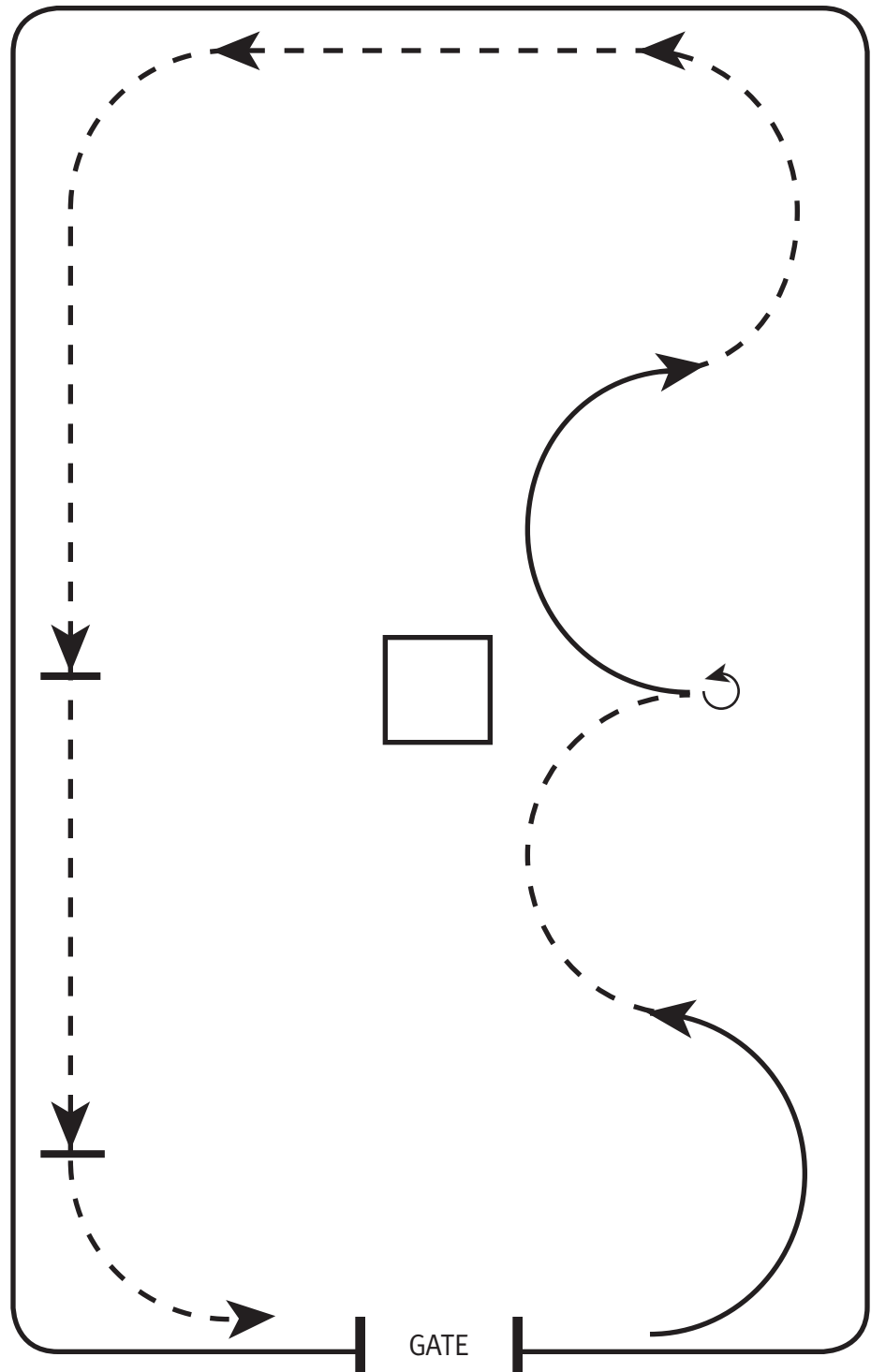
Exit the ring at the trot.



This pattern may only be used for:

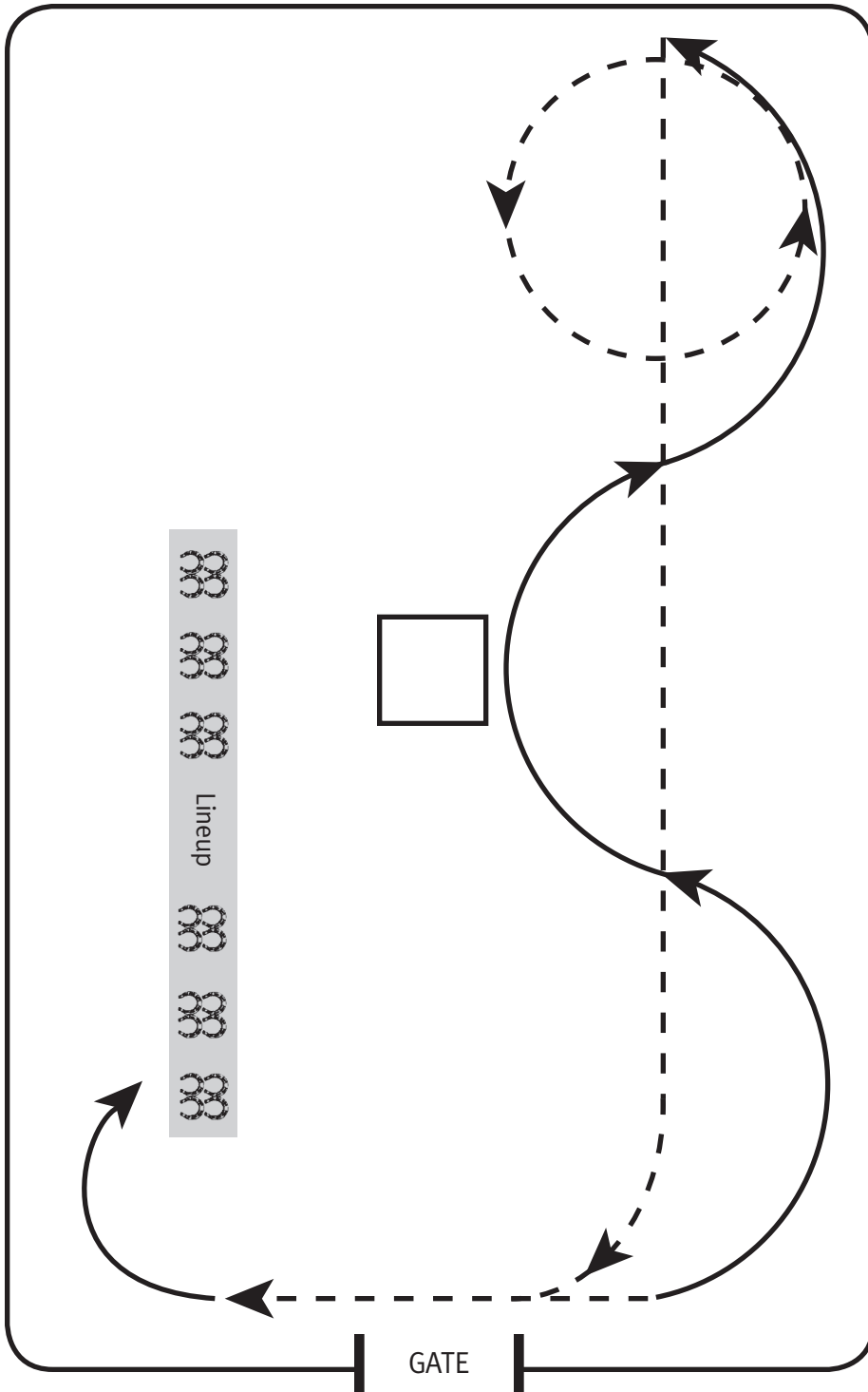
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 2 • PATTERN T • Tests 2,6,11



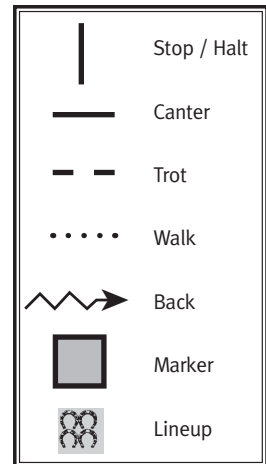
Enter the ring at a walk and turn right.

Execute a three loop serpentine at the canter demonstrating two simple changes of lead beginning on the left lead. Halt.

Trot a circle to the left on the right diagonal. Halt.

Turn to the left and trot a line down the center of the serpentine. Change diagonal every four strides beginning on the left diagonal. Halt.

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.

Saddle Seat

LEVEL 3 • PATTERN U • Tests 4,6,8,10

Enter the ring at the walk and turn left.

Begin at point A, trot on the left diagonal to point B. Halt.

Canter a circle to the left on the left lead. Halt.

Trot on the left diagonal to point C. Halt.

Turn left and trot on the right diagonal to point D. Halt.

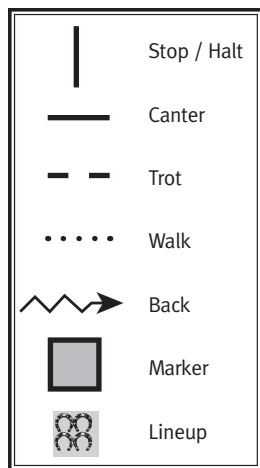
Canter a circle to the right on the right lead. Halt.

Trot on the right diagonal to point E. Halt.

Turn to the right and trot on the left diagonal around the turn and down the rail, showing three changes of diagonal on the straightaway. Halt.

Back not more than eight steps.

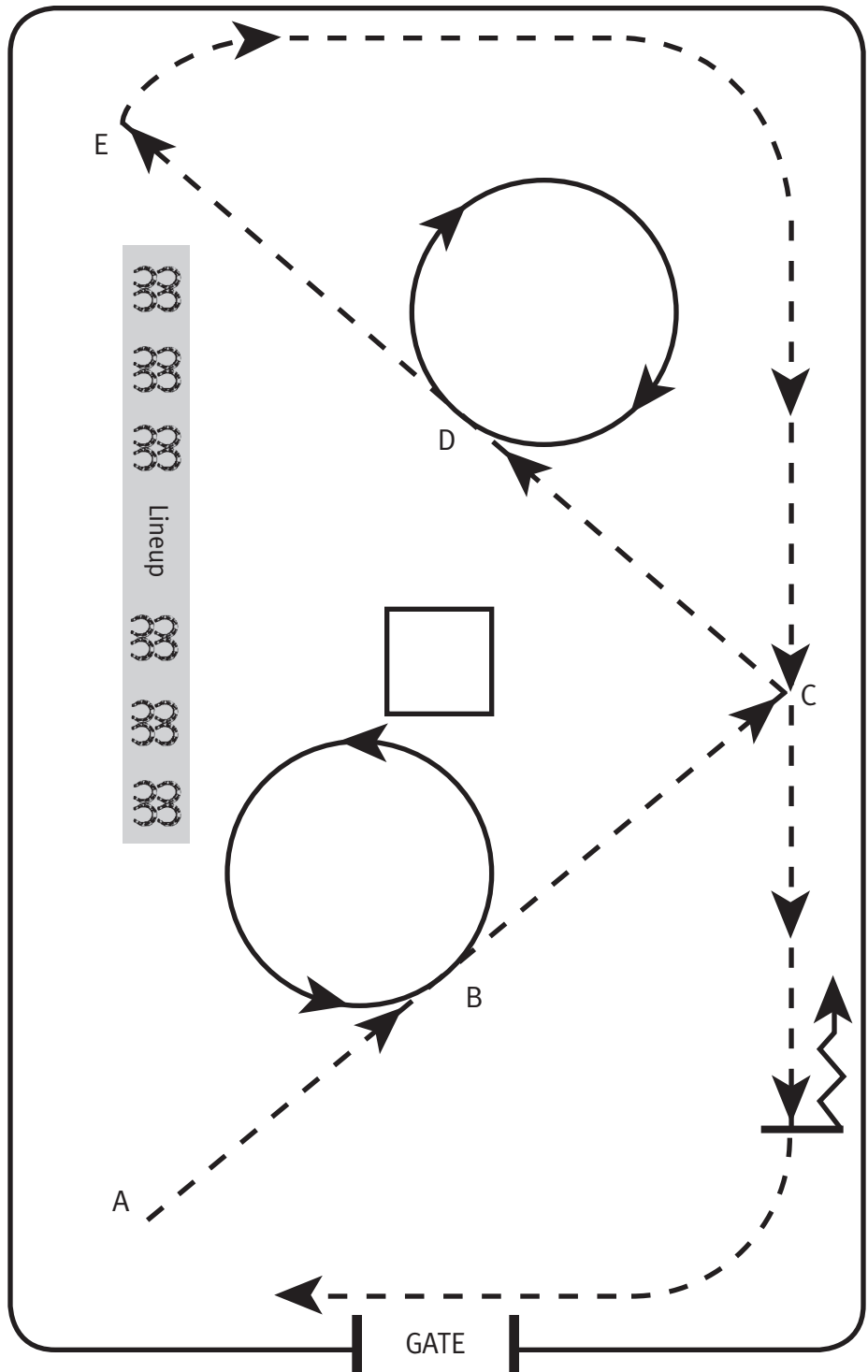
Return to the lineup or exit the ring at the trot.



This pattern may only be used for:

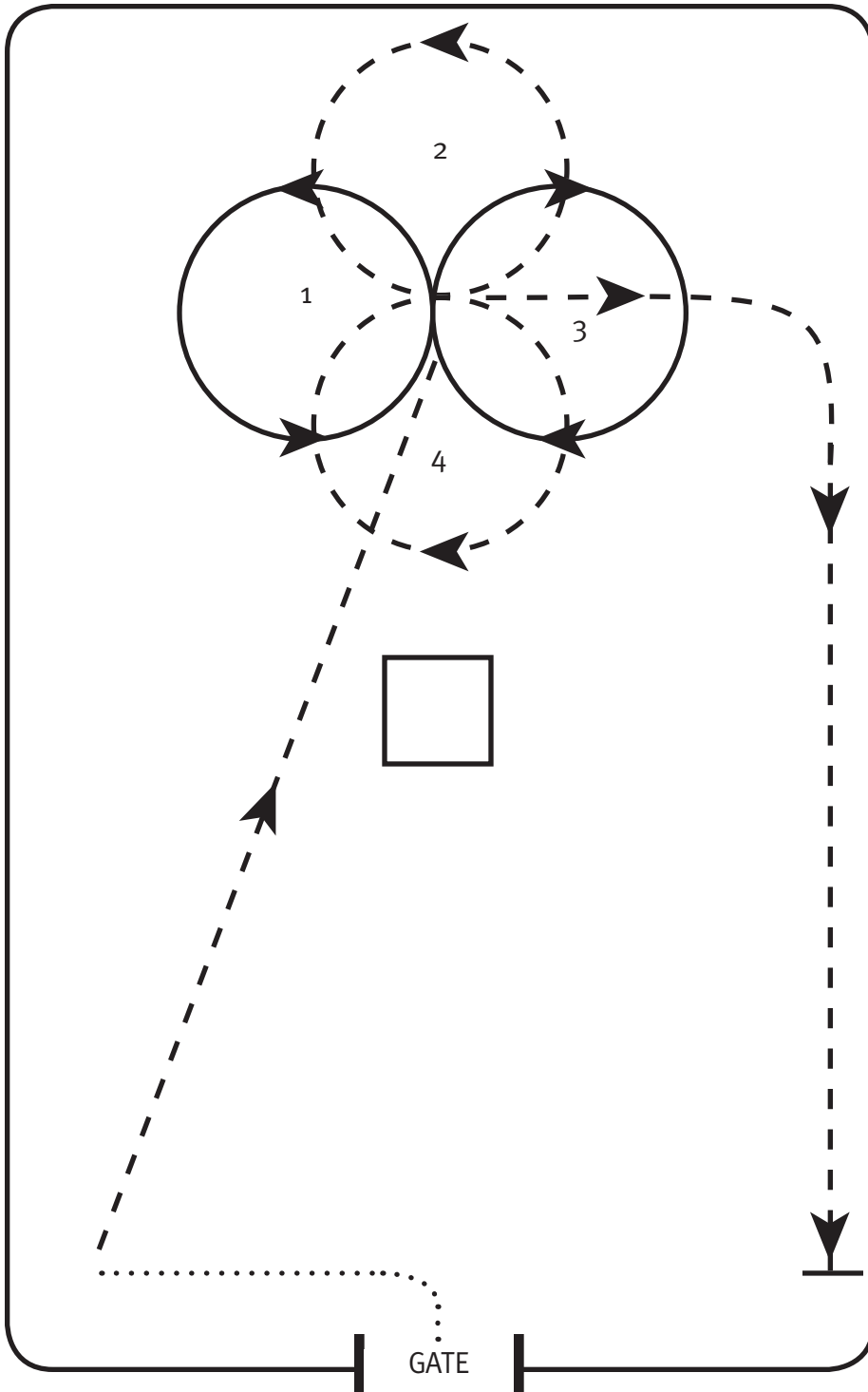
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Saddle Seat

LEVEL 3 • PATTERN V • Tests 2,10



Enter the ring at the walk and turn to the left.

At the start of the straightaway trot on the left diagonal to the opposite end of the ring. Halt. Execute four circles in a cloverleaf pattern as shown.

Canter the first circle to the left on the left lead. Halt. Turn to the right.

Trot the second circle to the left on the right diagonal. Halt. Turn to the left.

Canter the third circle to the right on the right lead. Halt. Turn to the right.

Trot the fourth circle to the right on the left diagonal.

Continue to trot to the rail on the left diagonal. Continue down the rail at the trot on the left diagonal. Halt at the end of 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 lineup.

SADDLE SEAT

These patterns may only be used for:

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

These patterns may NOT be used for:

- 13 & Under

Level 1:

CC

Level 2:

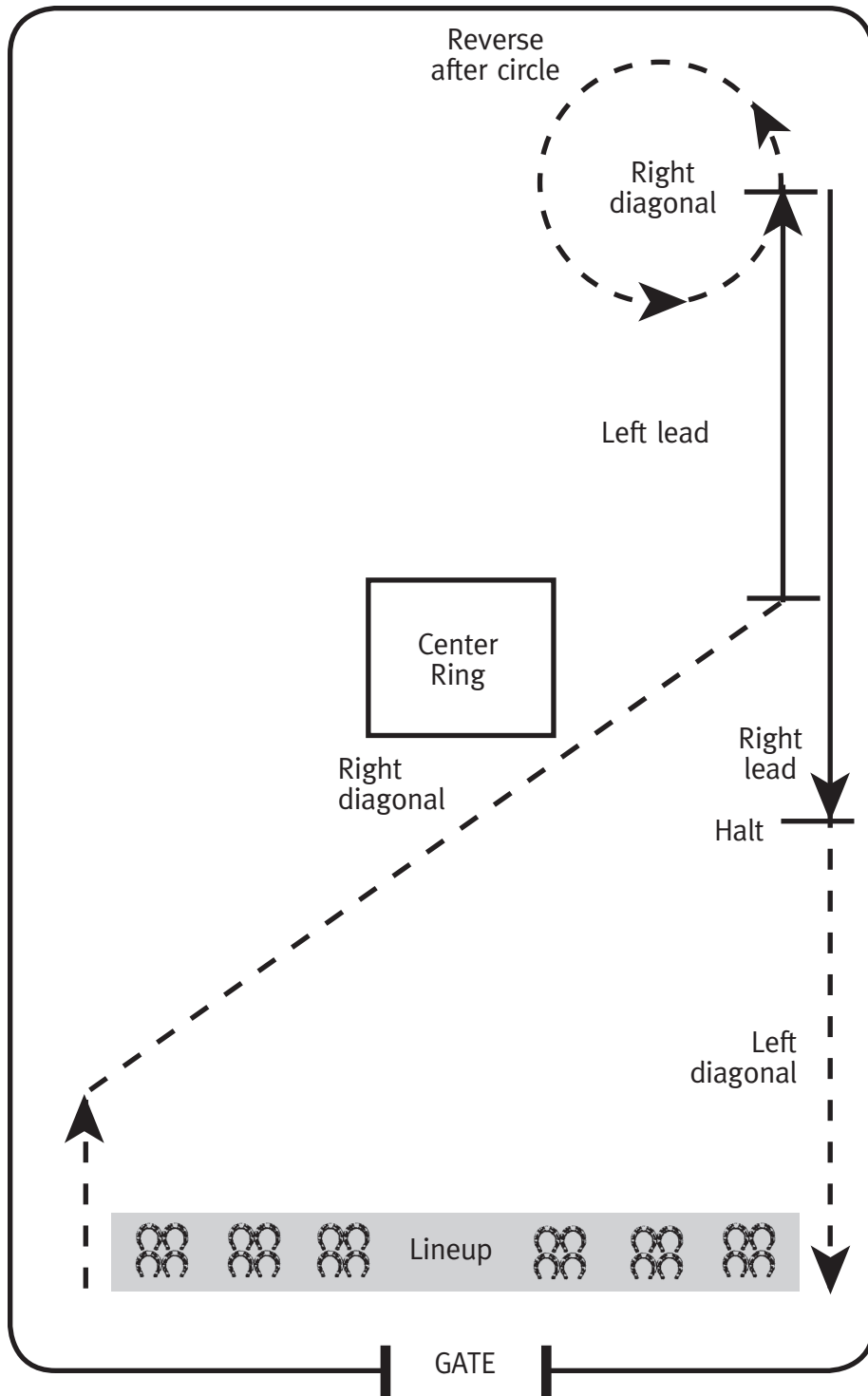
W-Z, AA, BB, DD, KK, LL, MM, TT

Level 3:

R, U, V, EE, FF, GG, HH, JJ, NN, PP, QQ, RR, SS, UU, VV

Saddle Seat

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.

—	Stop / Halt
—	Canter
- - -	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

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

Saddle Seat

LEVEL 2 • PATTERN X • Tests 3,7,13

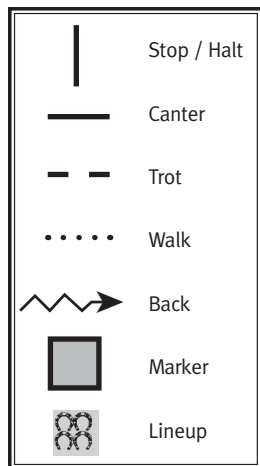
Enter the ring at a trot. Turn right and trot down the right rail to the first quarter (1/4) point.

Continue to trot and execute a two (2) loop serpentine across the width of the arena, demonstrating one change of diagonal. Continue to trot down the left rail to the midpoint of arena. Halt.

Turn and canter on the left lead a diagonal line to the midpoint of the far end. Halt.

Turn and canter on the right lead a diagonal line to the midpoint of the right wall. Halt.

Exit ring at a trot on the correct diagonal.



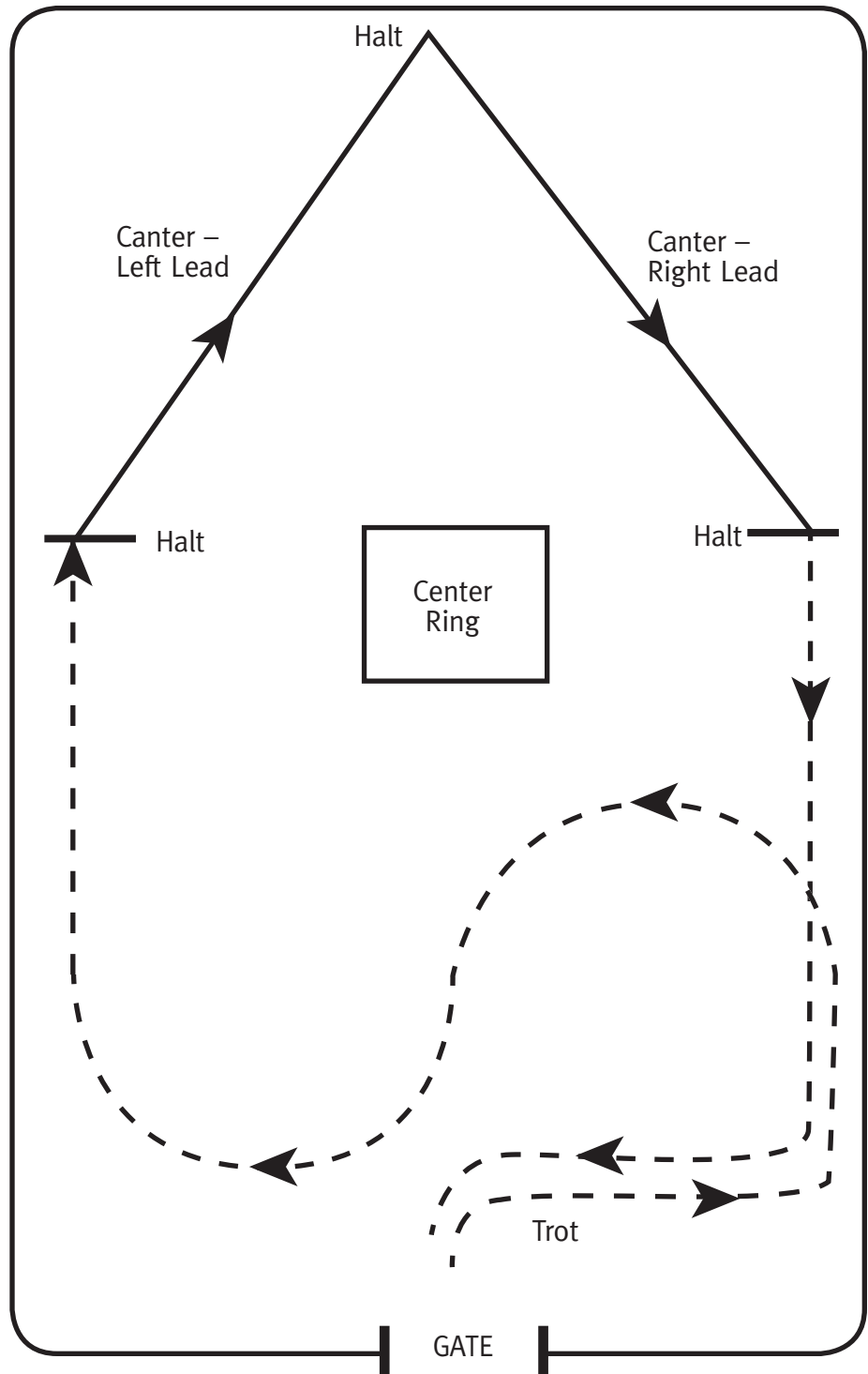
This pattern may only be used for:

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

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

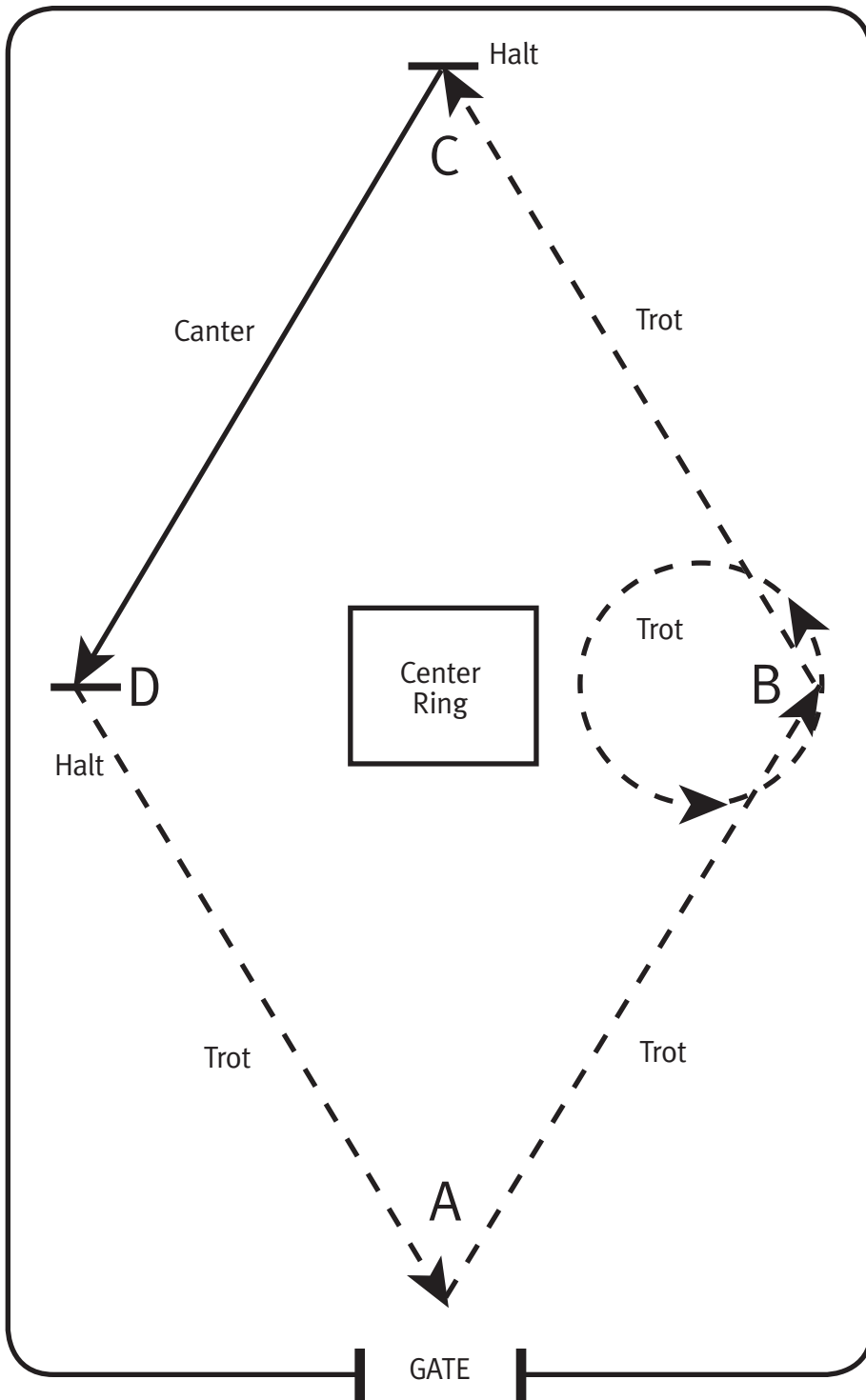
- 13 & Under

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



Saddle Seat

LEVEL 2 • PATTERN Y • Tests 2,6,13



Beginning at A, trot on the right diagonal. Trot a diagonal line to the center point of the straightaway B.

At this point continue trotting and perform a circle to the left.

As you come out of the circle, change to the left diagonal and trot on a diagonal line to the end of the arena C.

Halt. Turn left. Canter on a diagonal line on the right lead to the center point of the opposite straightaway D.

Halt. Turn left. Trot on a diagonal line to A, posting on either diagonal.

Exit arena at the trot.

	Stop / Halt
	Canter
	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

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

Saddle Seat

LEVEL 2 • PATTERN Z • Tests 3,6,10,13

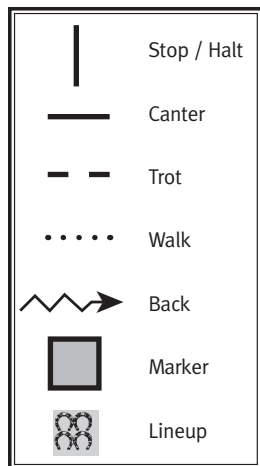
Starting on the rail to your right, divide the straightaway into three sections.

Canter the first section on the left lead, trot the second section on the left diagonal, and trot the final section on the right diagonal.

Halt. Reverse.

Canter a circle on the right lead.

Halt. Return to line or exit at a trot on the left diagonal.



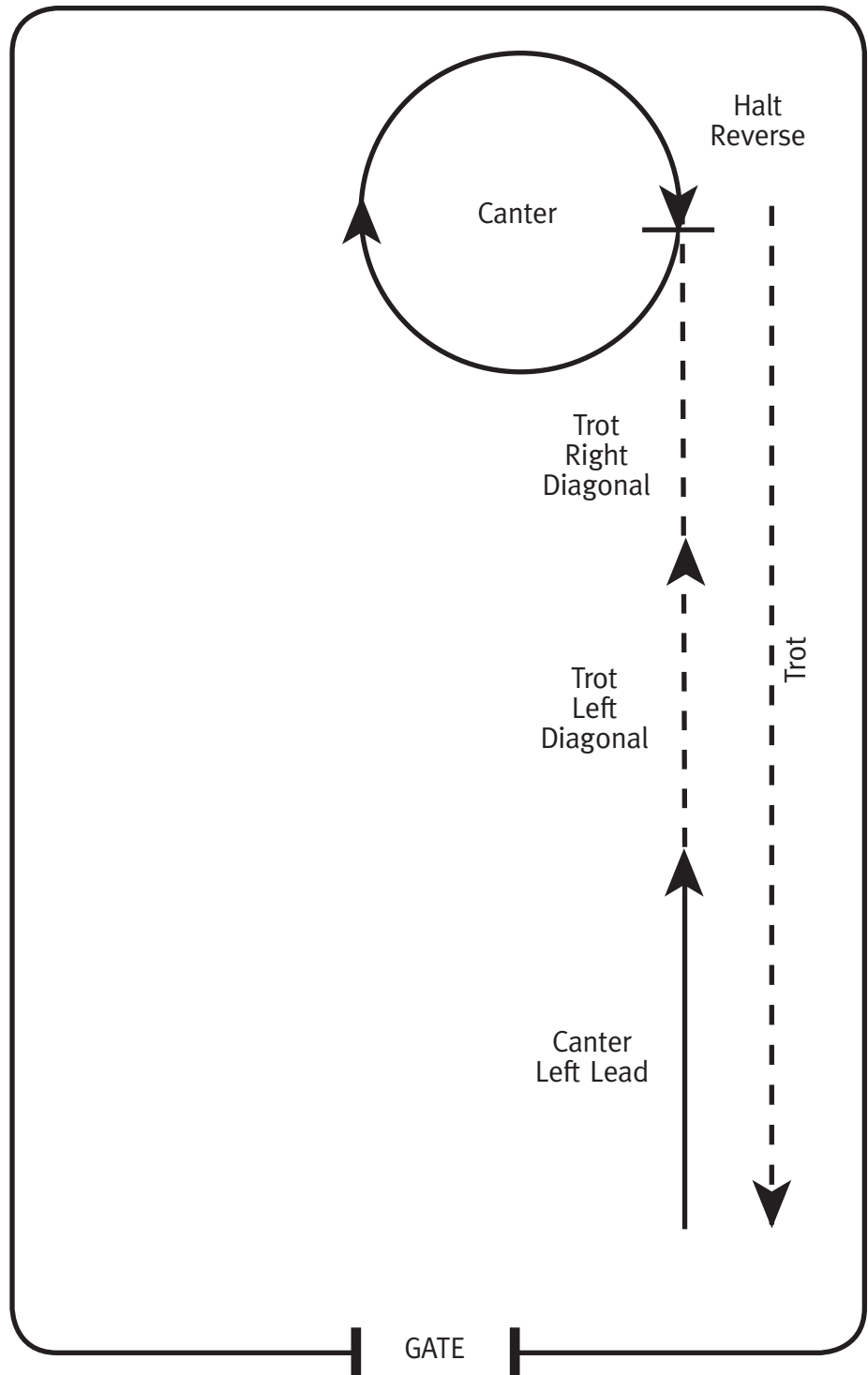
This pattern may only be used for:

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

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

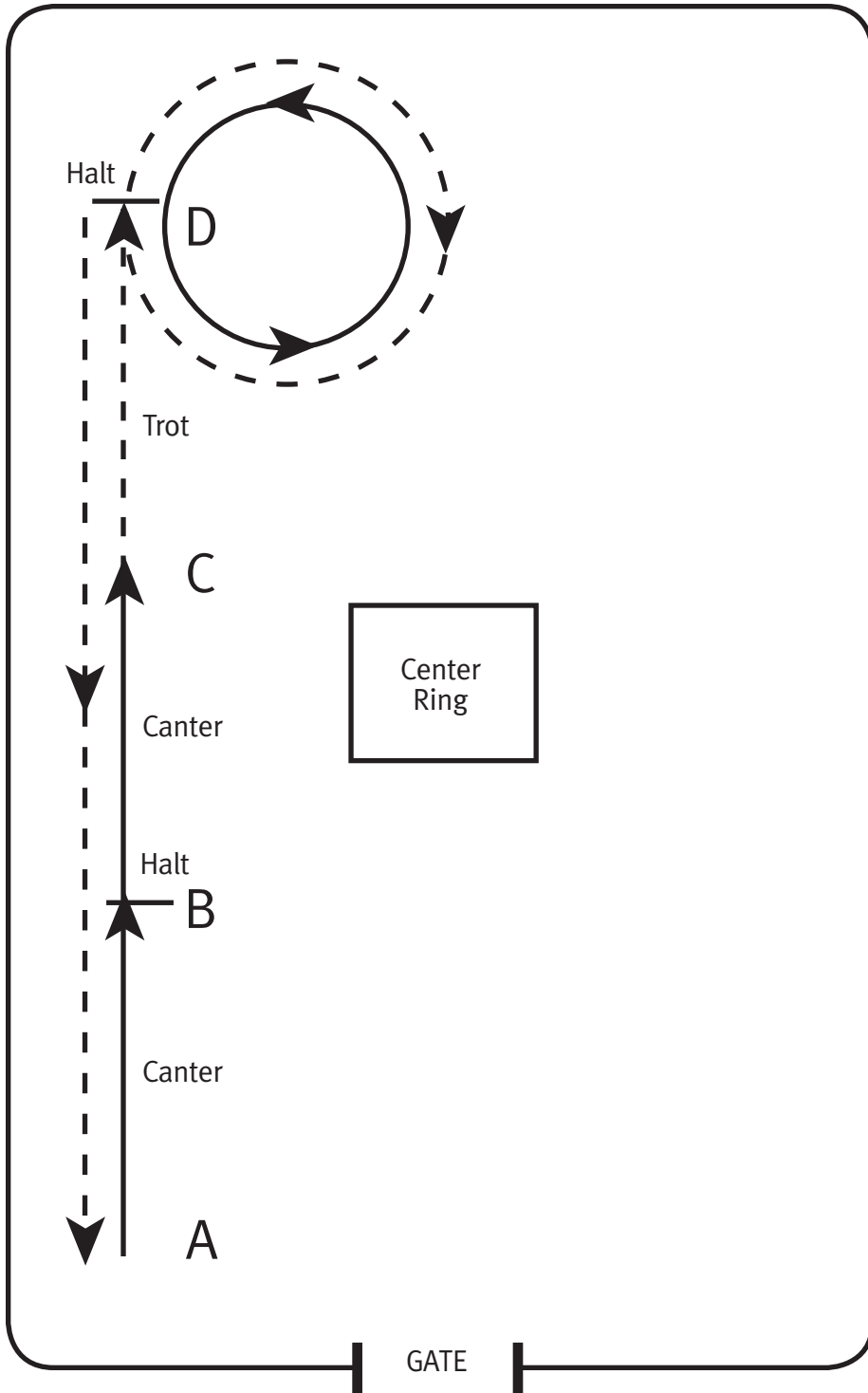
- 13 & Under

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



Saddle Seat

LEVEL 2 • PATTERN AA • Tests 2,6,10,13



This workout consists of circles and a straight line on the rail.

Starting at A, canter to B on the left lead.

At B, do a simple change of lead.

Canter to C on the right lead.

At C, trot to D on the right diagonal.

At D, change to the left diagonal. Trot a circle.

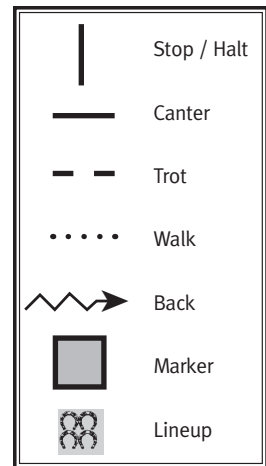
Halt. Reverse.

Canter a circle on the left lead.

At D, go directly to the trot on the right diagonal.

Show two changes of diagonal on the straight line.

Return to the lineup or exit at the trot.



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.

Saddle Seat

LEVEL 2 • PATTERN BB • Tests 2,4,13

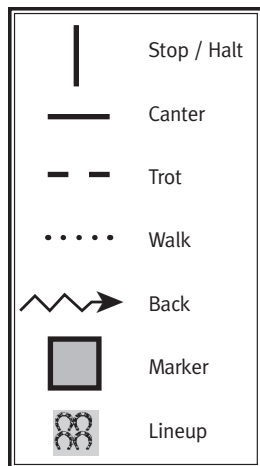
Enter the ring to the right and trot to a point 1/3 down the rail. Continue to trot a circle to the left and proceed down the rail to a point on the rail past center ring. Halt. Turn to the left.

Canter a straight line on the right lead to the midpoint of the ring. Continue to canter a circle to the right and proceed on the original line to the rail. Halt. Turn to the right.

Canter a straight line on the left lead to the midpoint of the turn. Halt. Turn to the right.

Trot a straight line to the rail on the left diagonal.

Without stopping, continue to trot down the rail and out of the ring.



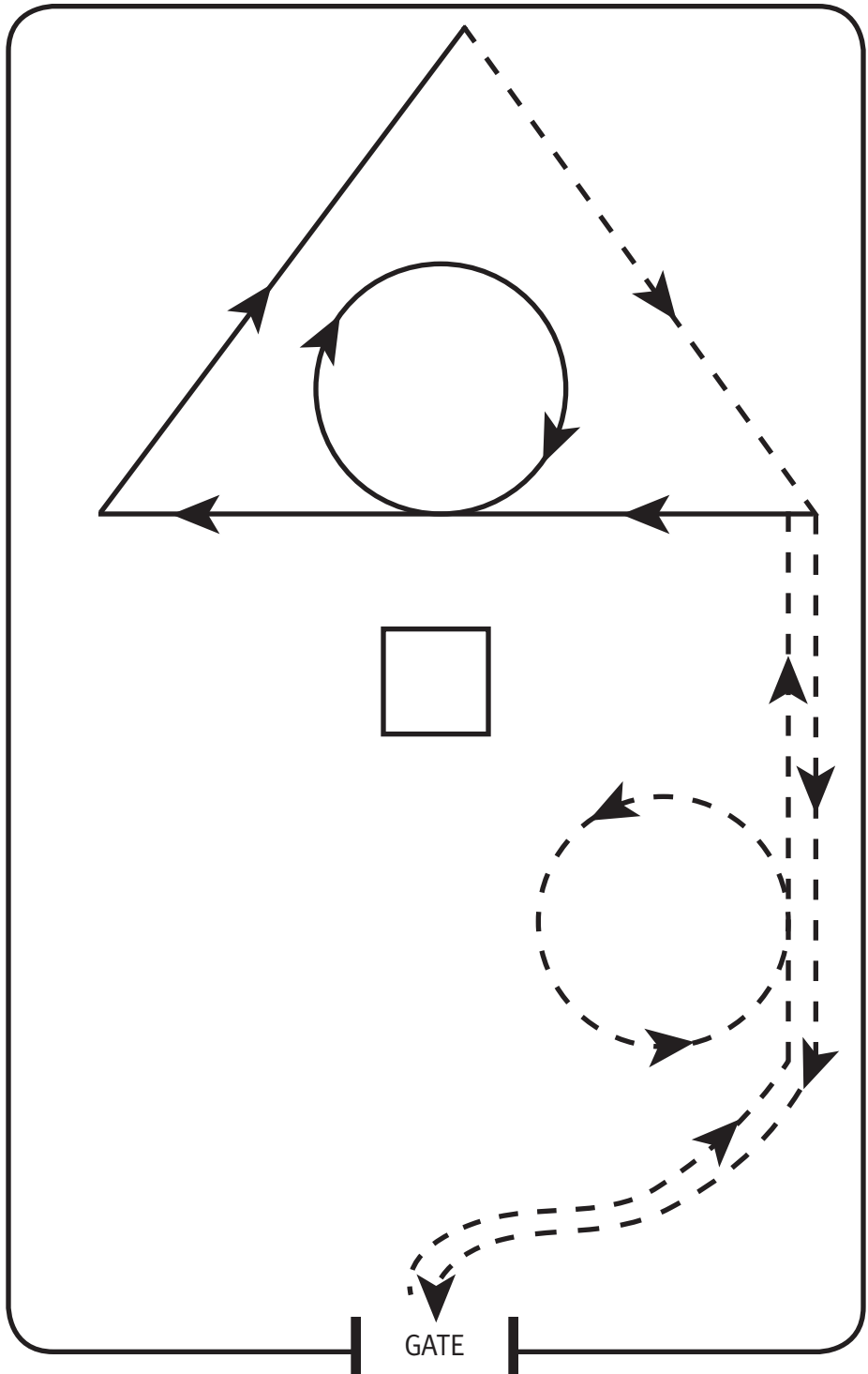
This pattern may only be used for:

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

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

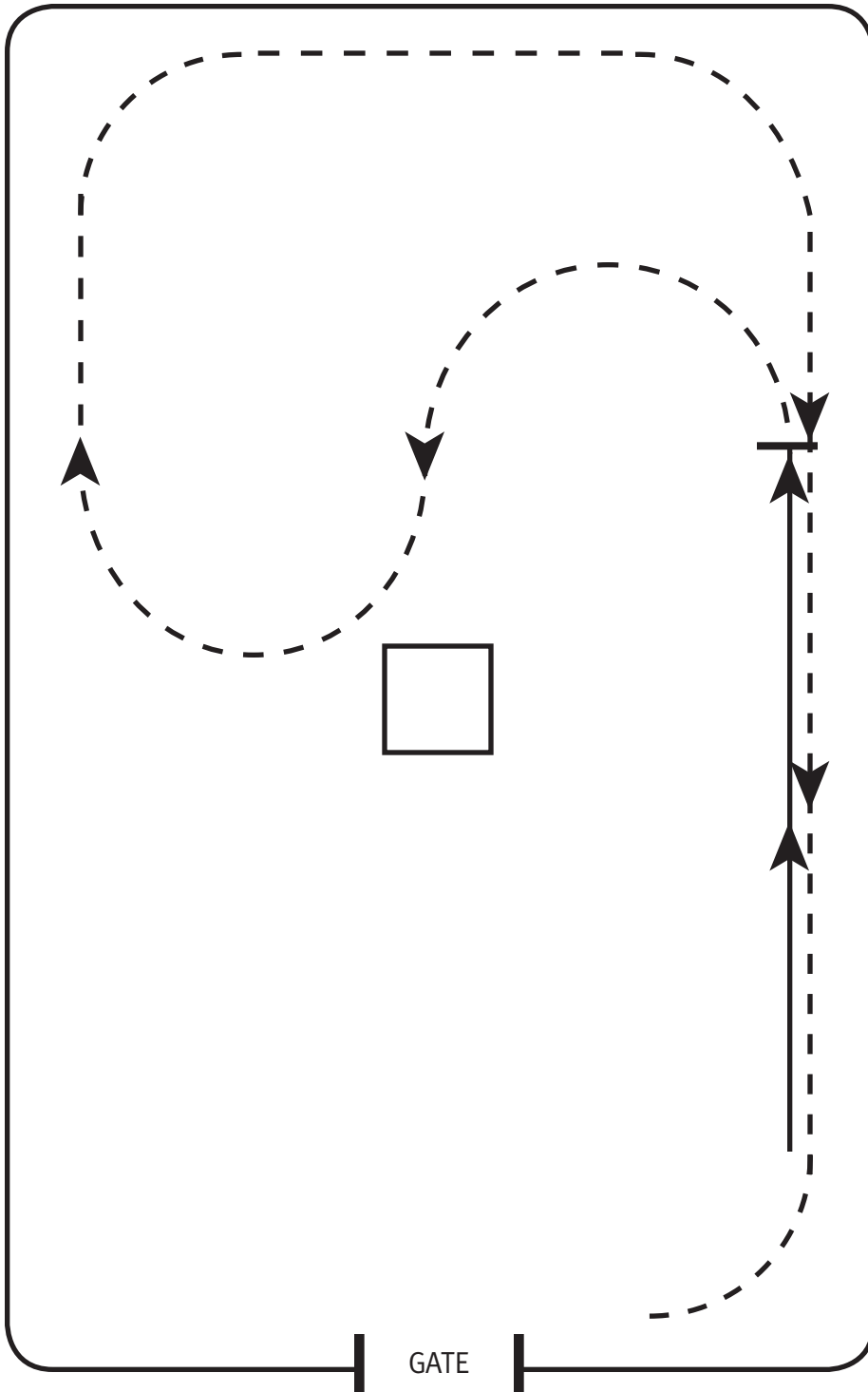
- 13 & Under

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



Saddle Seat

LEVEL 1 • PATTERN CC • Tests 3,6,7,13










On the straightaway to the right, canter on the left lead $\frac{2}{3}$ of the way down the rail. Halt.

Trot a two loop serpentine across the width of the ring and continue to trot around the end of the ring.

Continue to trot the straightaway showing two changes of diagonal.

Exit the ring without stopping.

	Stop / Halt
	Canter
	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

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

Saddle Seat

LEVEL 2 • PATTERN DD • Tests 2,6,10,13

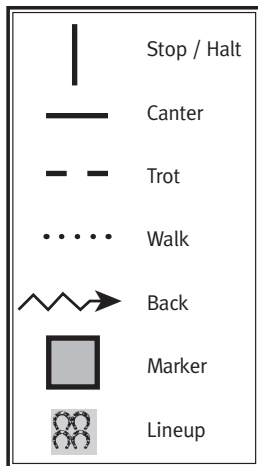
Enter arena at a walk to the right.

Trot on the diagonal line on the right diagonal and continue into a circle at the trot to the left. Continue on the diagonal line at the trot and demonstrate a change of diagonal. Continue into a circle at the trot to the right. Continue to trot to the end of the diagonal line. Transition to the walk.

Walk around the corner. Pick up a canter on the left/incorrect lead across the end of the ring. Transition to the walk.

Walk around the corner. Pick up a canter on the right/correct lead down the rail. Continue to canter into a circle to the right. Upon completion of the circle, drop to a trot on the correct diagonal and trot to the end of the straightaway. Halt.

Return to the line up or exit the ring at the trot.



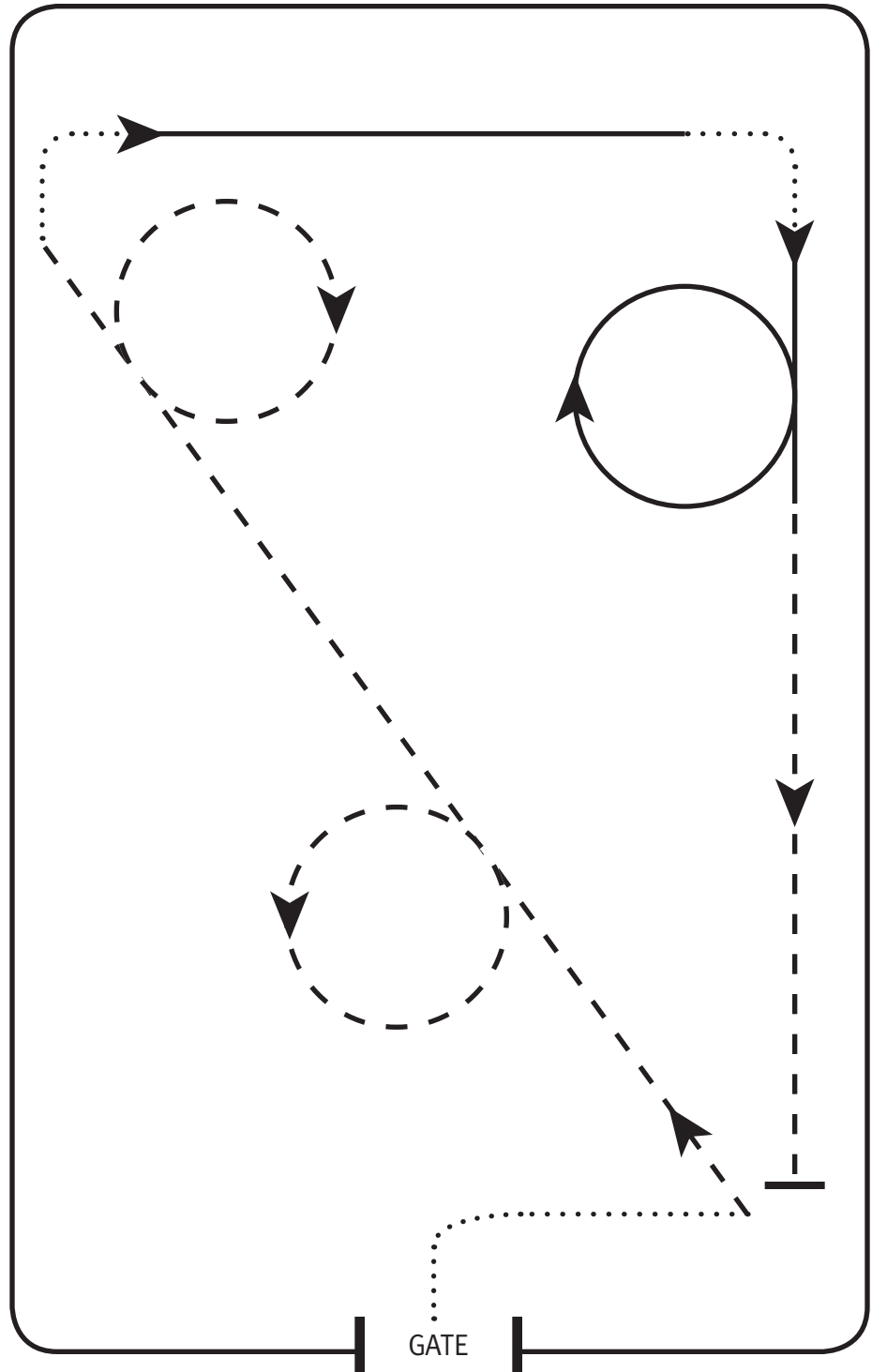
This pattern may only be used for:

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

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

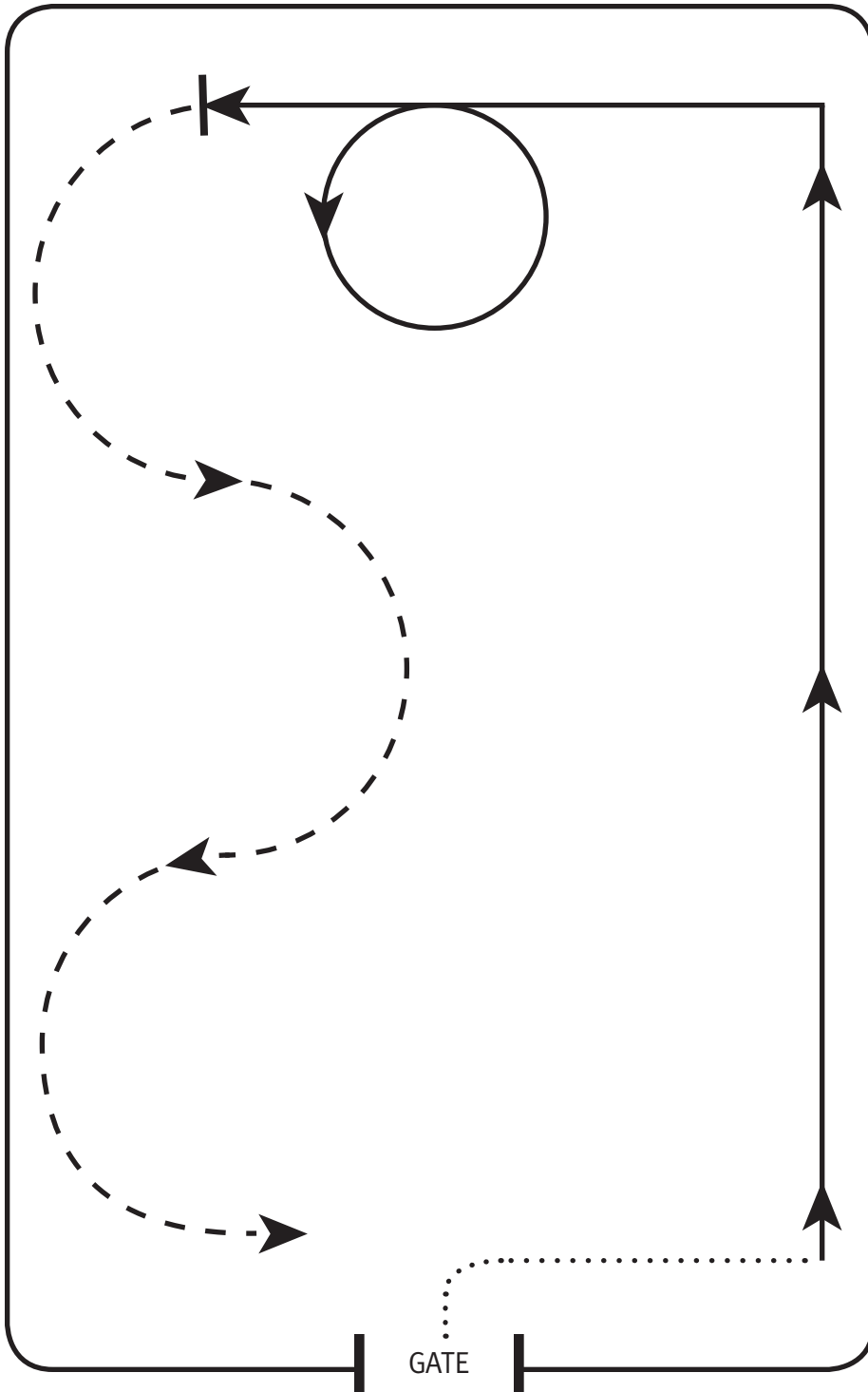
- 13 & Under

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



Saddle Seat

LEVEL 3 • PATTERN EE • Tests 7,10,13



Enter the ring at a walk and turn to the right. Beginning at the start of the straightaway canter beginning on the left lead and show two changes of lead. At the end of the straightaway halt.

Reposition and canter on the left lead and at the midpoint of the end continue to canter a circle to the left.

Halt in position to execute a serpentine.

Trot a three loop serpentine down the left side of the ring. Halt.

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:

- 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.

Saddle Seat

LEVEL 3 • PATTERN FF • Tests 2,3,8,10,13

Enter the ring at a walk. Halt at A.

Turn left and canter a straight line to B, showing one change of lead. Begin on the left lead.

Halt. Turn right and pick up a trot on the left diagonal.

Trot around the corner to the center point of a figure eight. Halt.

Perform a figure eight. Canter the first circle to the right on the right lead. Halt.

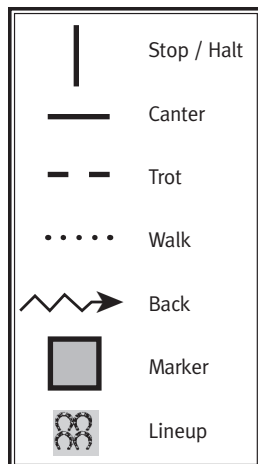
Trot the second circle to the left on the right diagonal. Halt.

Reverse. Pick up a trot on the left diagonal. Trot around the corner to C.

Halt and pick up the left canter lead.

Between C and A, pick up a trot on the left diagonal.

Halt before the gate. Exit at the walk.



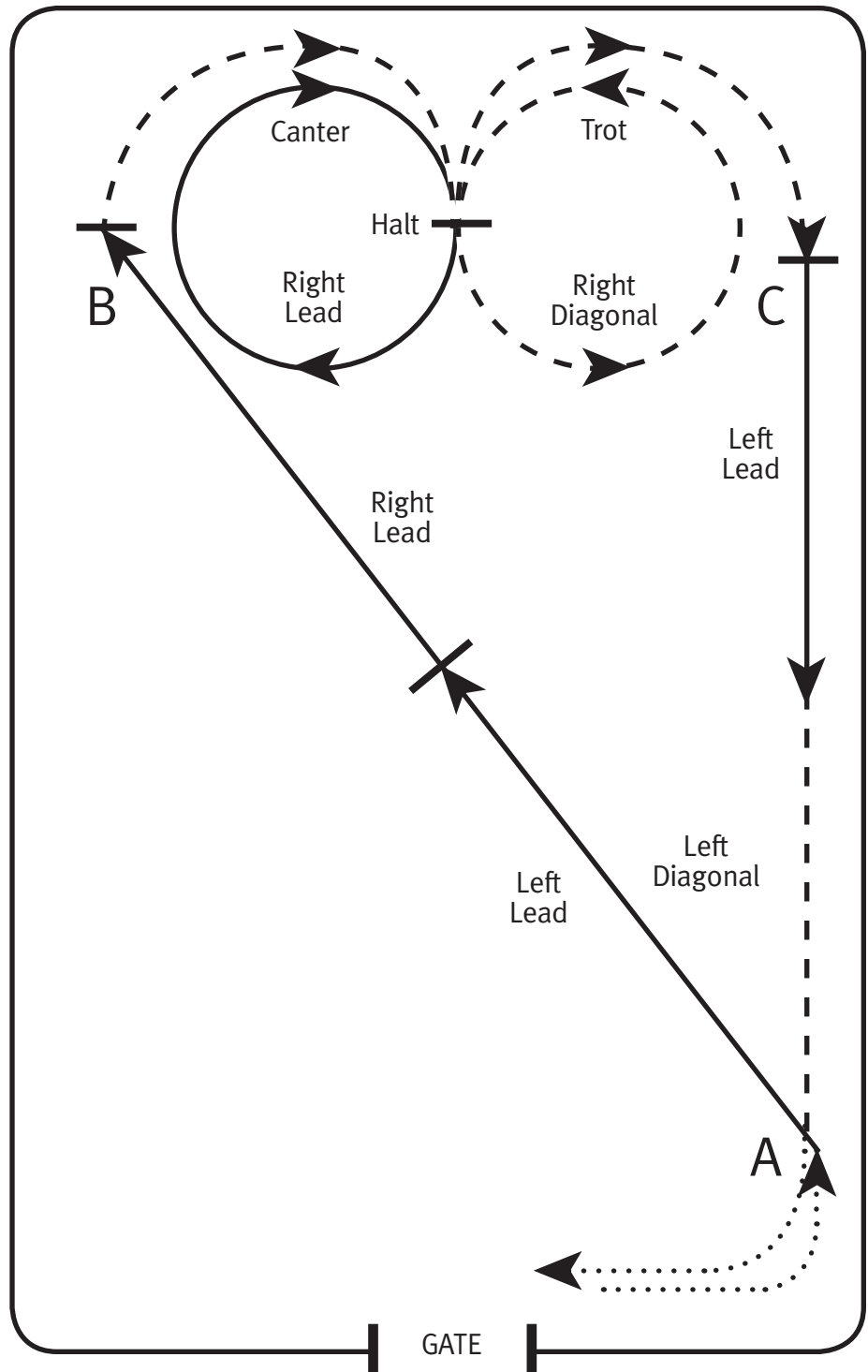
This pattern may only be used for:

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

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

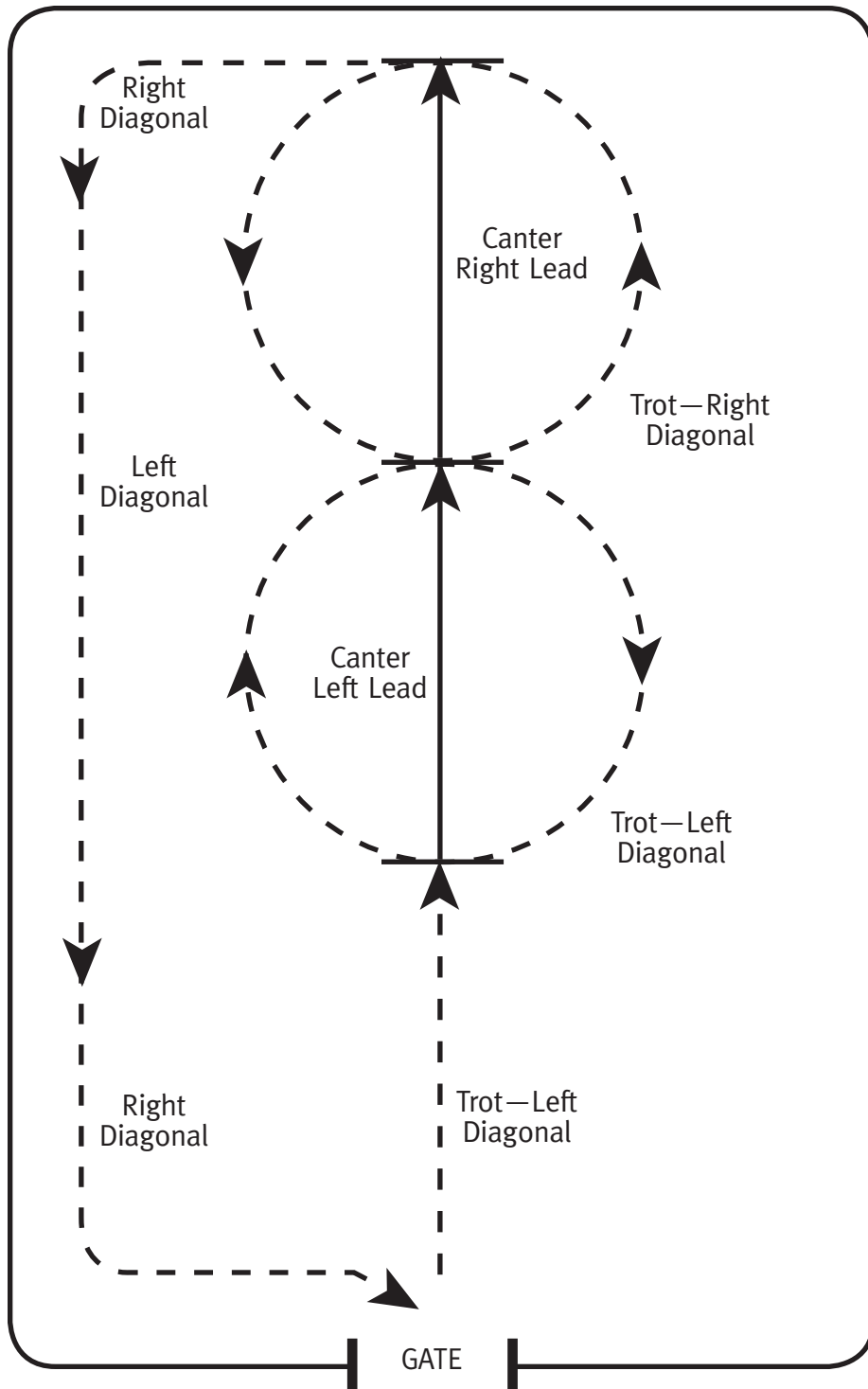
- 13 & Under

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



Saddle Seat

LEVEL 3 • PATTERN GG • Tests 2,6,13



Enter the arena at a trot on the left diagonal.

Trot straight up the center line of the arena for one-third of its length. Halt.

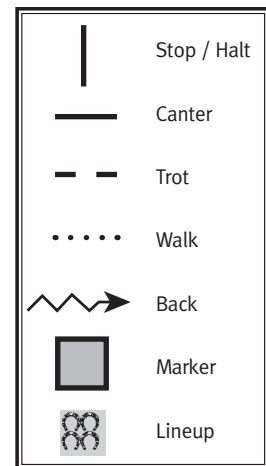
Make a quarter turn to the left.

Trot a circle on the left diagonal. Halt. Make a quarter turn to the right.

Canter the next third of the arena straight up the center line on the left lead. Halt.

Canter the final third of the arena straight up the center line on the right lead. Halt. Make a quarter turn to the left.

Trot a circle on the right diagonal. Without stopping, trot down the rail demonstrating two changes of diagonal. Exit 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.

Saddle Seat

LEVEL 3 • PATTERN HH • Tests 3,10,11,13

Beginning on the right diagonal, trot down the straightaway. Halt.

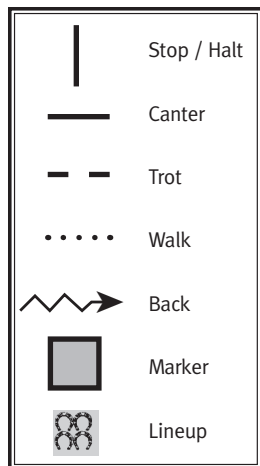
Canter a two-loop serpentine across the ring. Halt.

Turn right and face the opposite rail.

Trot on the left diagonal halfway across the ring. Halt.

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

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



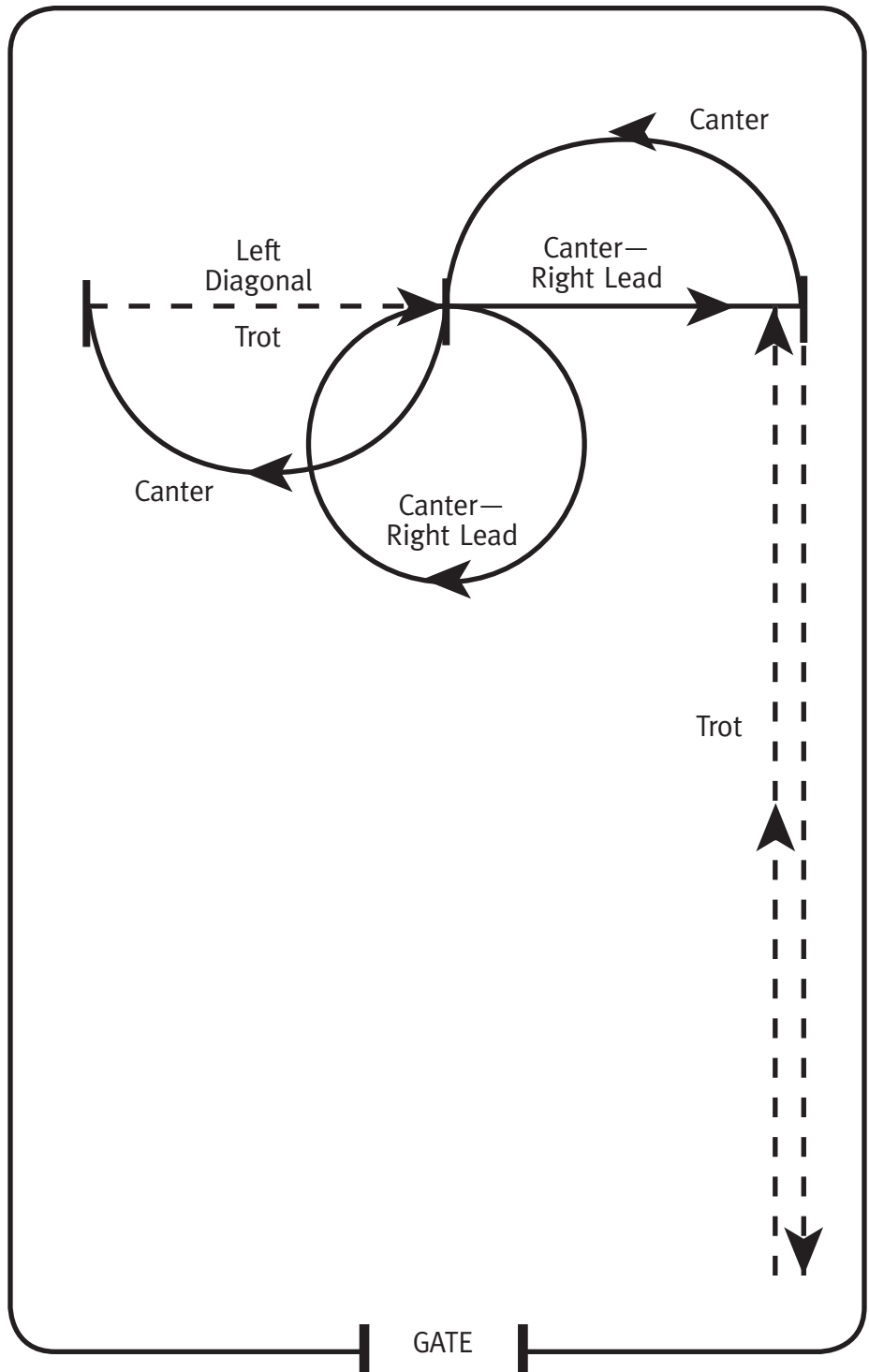
This pattern may only be used for:

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

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

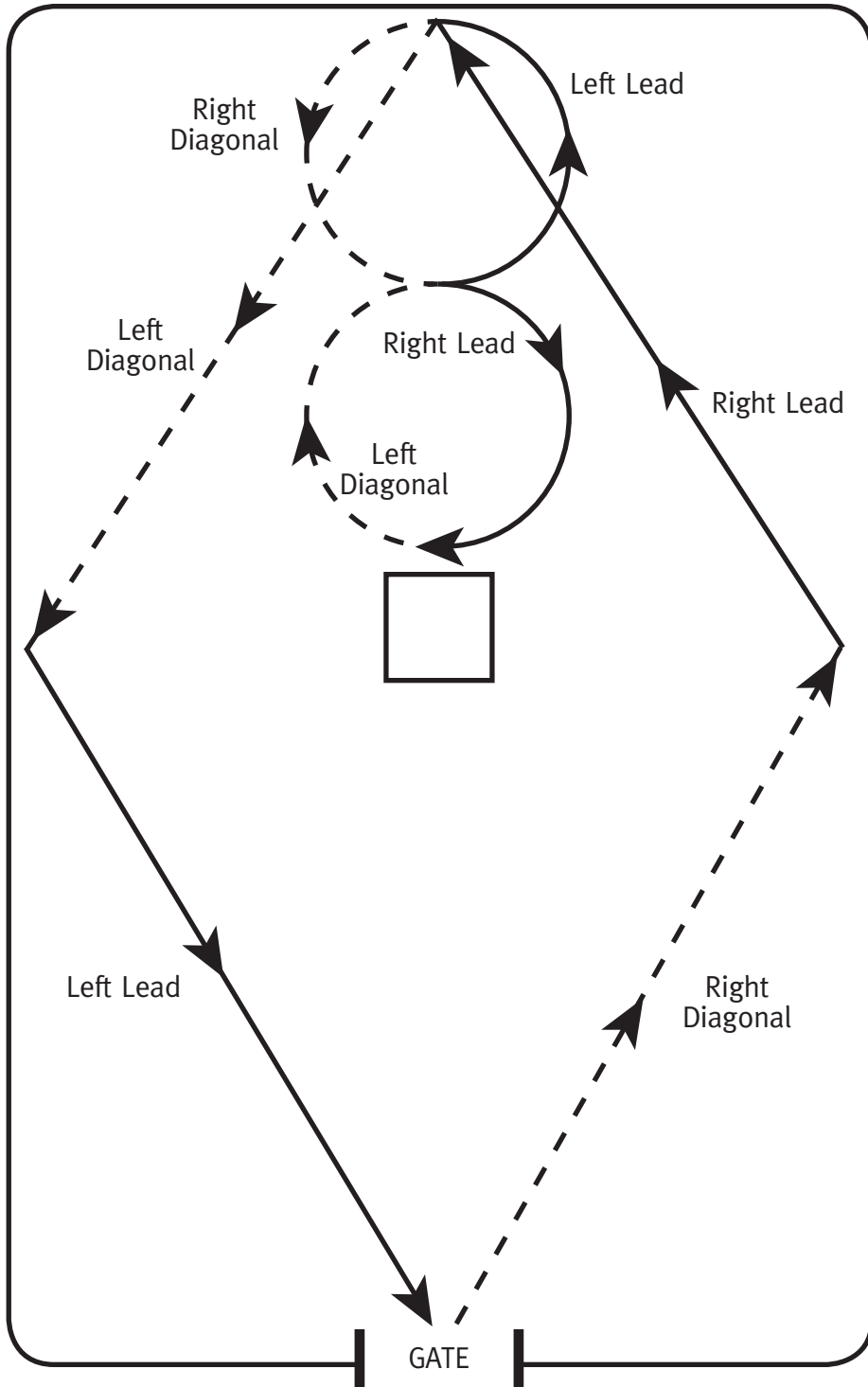
- 13 & Under

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



Saddle Seat

LEVEL 3 • PATTERN JJ • Tests 4,7,11,13



Trot to the midpoint of the right straightaway on the right diagonal. Halt.

Canter a straight line to the midpoint of the far end on the right lead. Halt.

Execute a serpentine consisting of two half circles. Trot the first half circle on the right diagonal. Halt.

Canter the second half circle on the right lead. Halt.

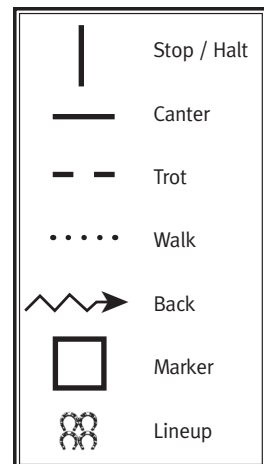
Close up the first serpentine by executing another serpentine back toward the far end. Trot the first half circle on the left diagonal. Halt.

Canter the second half circle on the left lead. Halt.

Trot a straight line from the far turn to the midpoint of the next straightaway on the left diagonal. Halt.

Canter a straight line to the gate on the left lead. Halt.

Exit at the walk or trot.



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.

Saddle Seat

LEVEL 2 • PATTERN KK • Tests 2,6,10,13

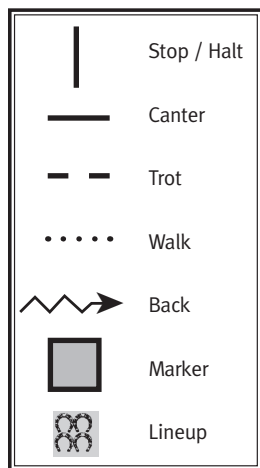
Trot down the right rail beginning on the right diagonal and show one change of diagonal. Halt at the 3/4 point of the rail.

Canter a circle and a half to the left on the left lead.

Trot a circle and a half to the right on the left diagonal. Halt. Reverse.

Canter on the left lead to the midpoint of the rail.

Drop down to a trot on the right diagonal and continue trotting to the line up or to exit the arena.



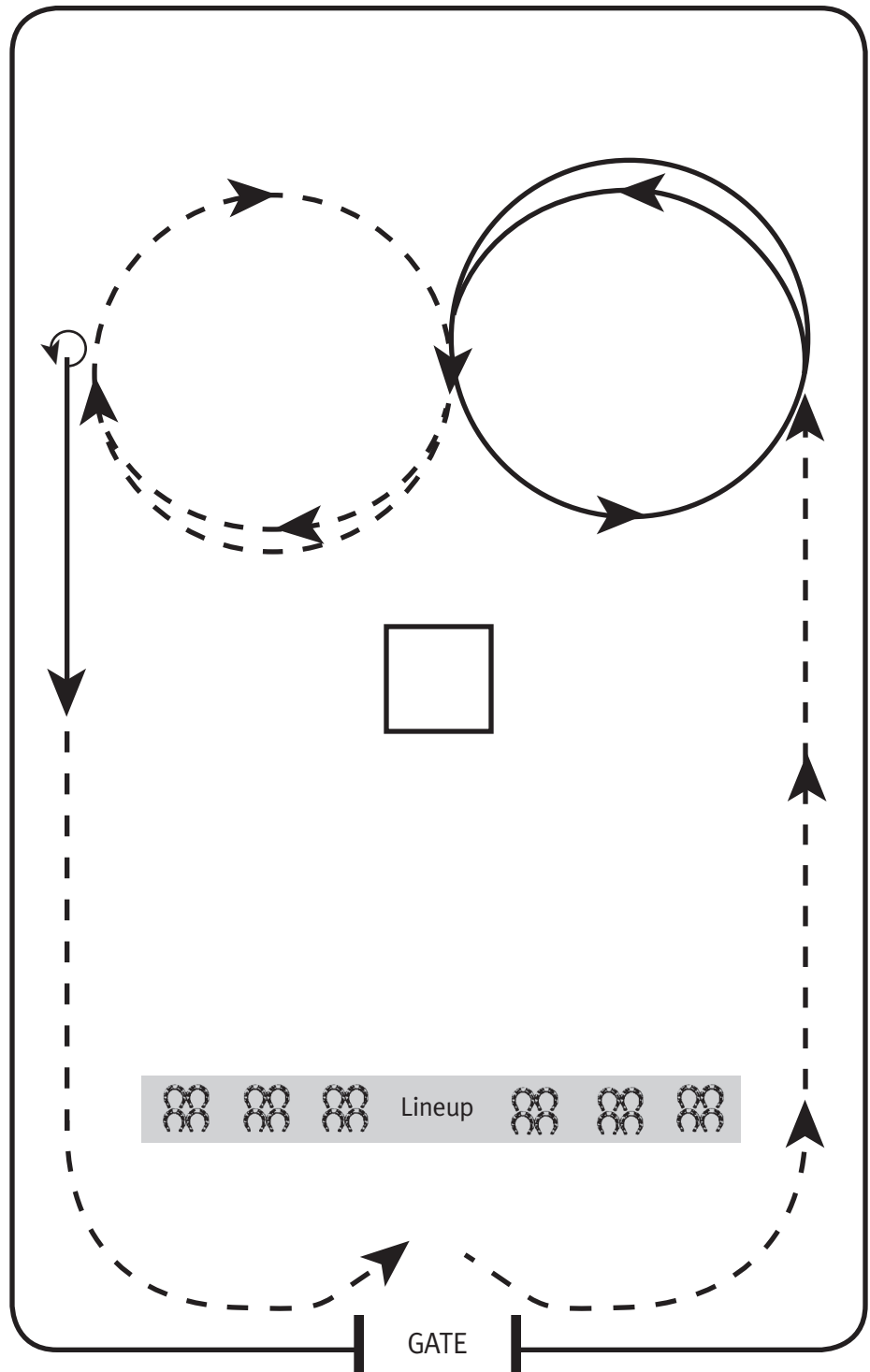
This pattern may only be used for:

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

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

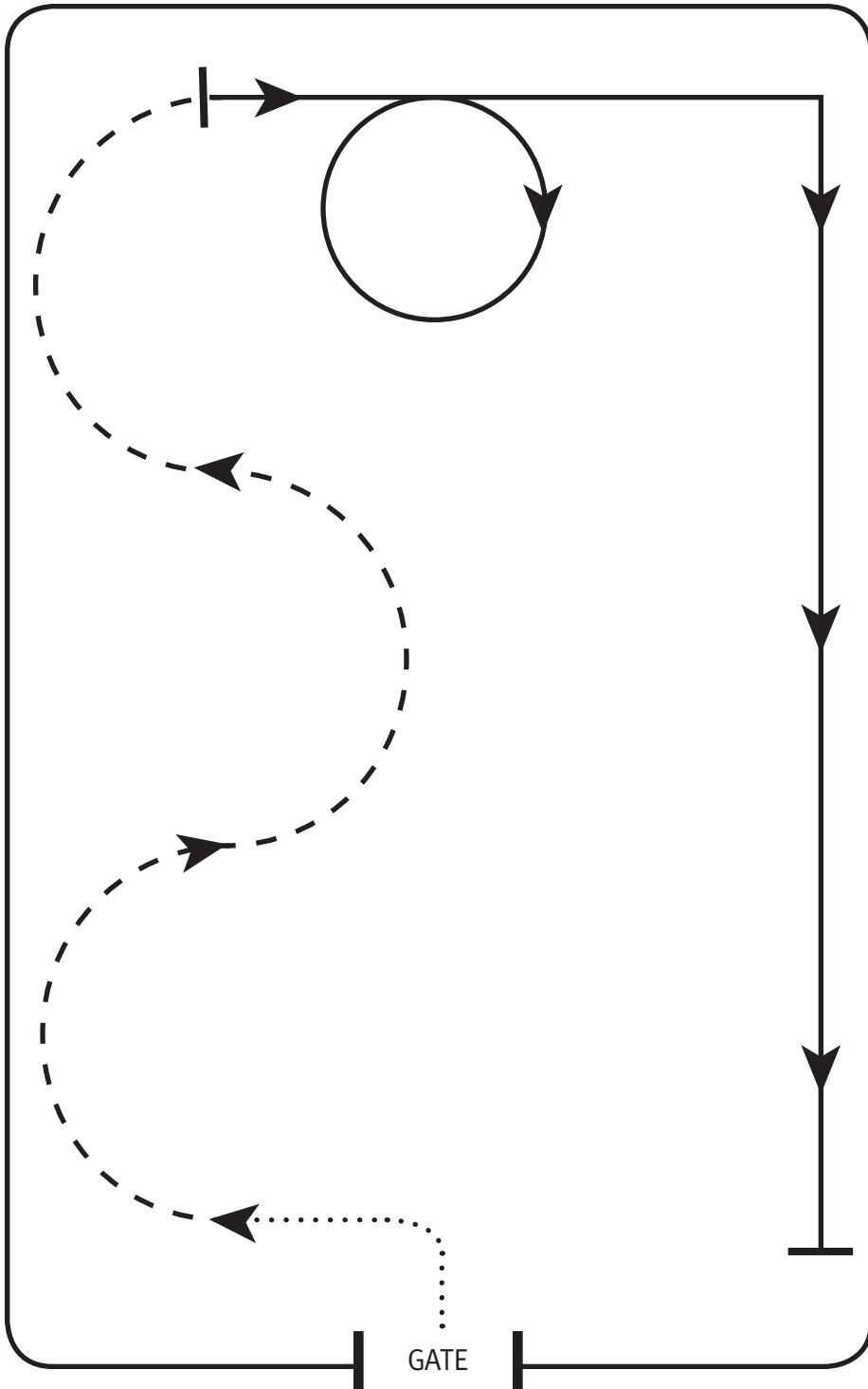
- 13 & Under

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



Saddle Seat

LEVEL 2 • PATTERN LL • Tests 7,10,13



Enter the ring at a walk and turn to your left.

Execute a three loop serpentine at the trot. Halt.

Canter on the right lead and at the midpoint of the end continue to canter a circle to the right. At the corner halt. Reposition and canter down the rail beginning on the left lead showing two changes of lead. Halt.

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:

- 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.

SADDLE SEAT

These patterns may only be used for:

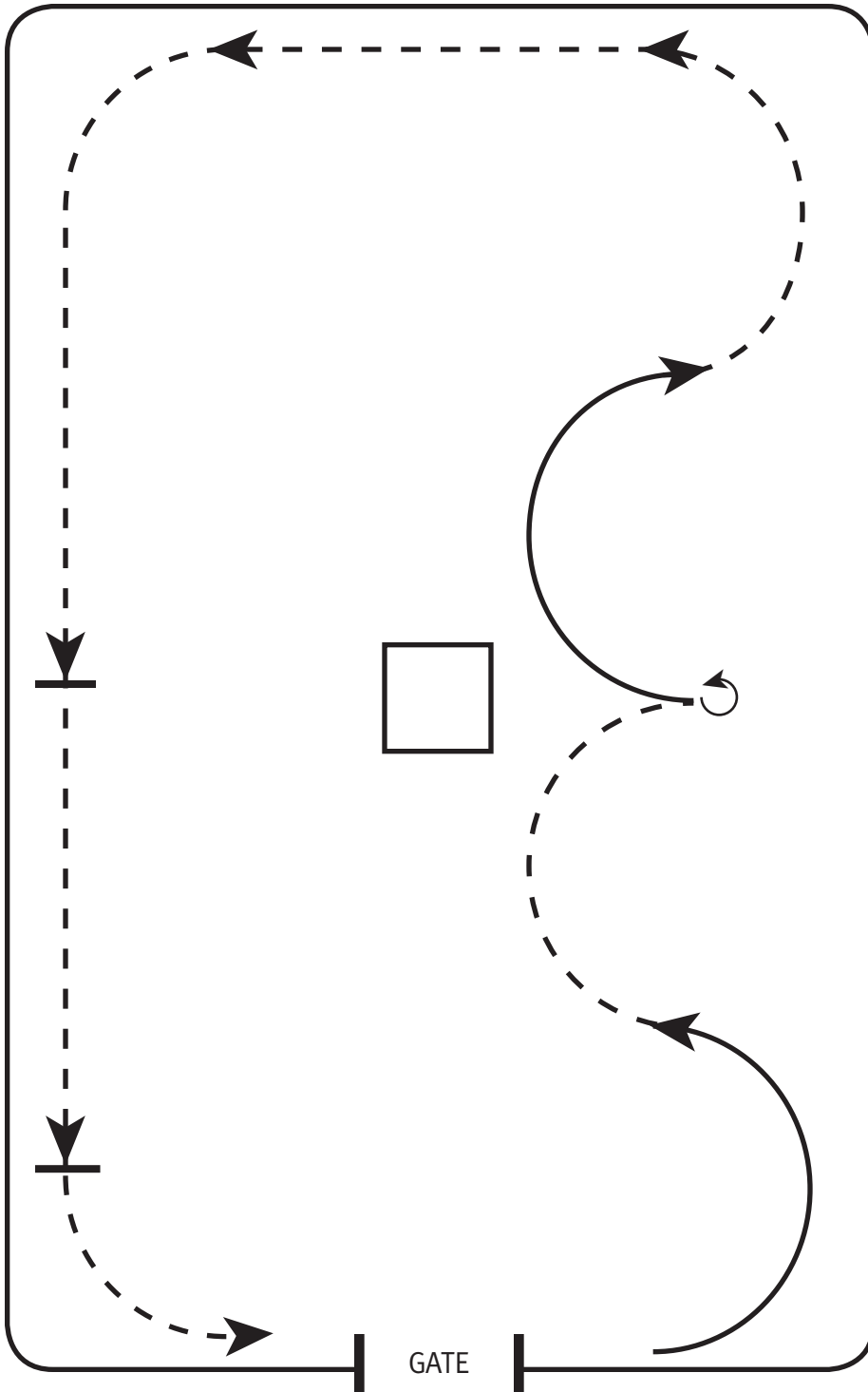
- **14 - 18**
- **18 & Under**

These patterns may NOT be used for:

- **13 & Under**
- **19 & Over**

Saddle Seat

LEVEL 2 • PATTERN MM • Tests 4,14



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

Canter a half circle to the left on the left lead. Halt

Trot a half circle to the right on the left diagonal. Halt. Reverse.

Canter a half circle to the right on the right lead. Halt.

Trot a half circle to the left on the right diagonal and continue trotting around the turn to the midpoint of the straightaway. Halt.

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

Exit the ring at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

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.

Saddle Seat

LEVEL 3 • PATTERN NN • Tests 4,7,11,13,14

Trot from gate across ring to rail. Halt.

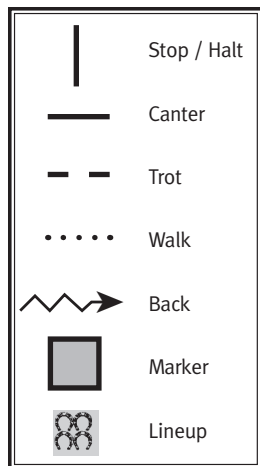
Execute the first loop of a serpentine at the trot and the second loop at the canter. Halt.

Trot on the rail to 2/3 point of the ring on the correct diagonal. Halt.

Turn and canter on the right lead to rail. Halt.

Turn. Drop irons and trot to the end of the straightaway. Halt.

Pick up irons and exit ring at the trot.



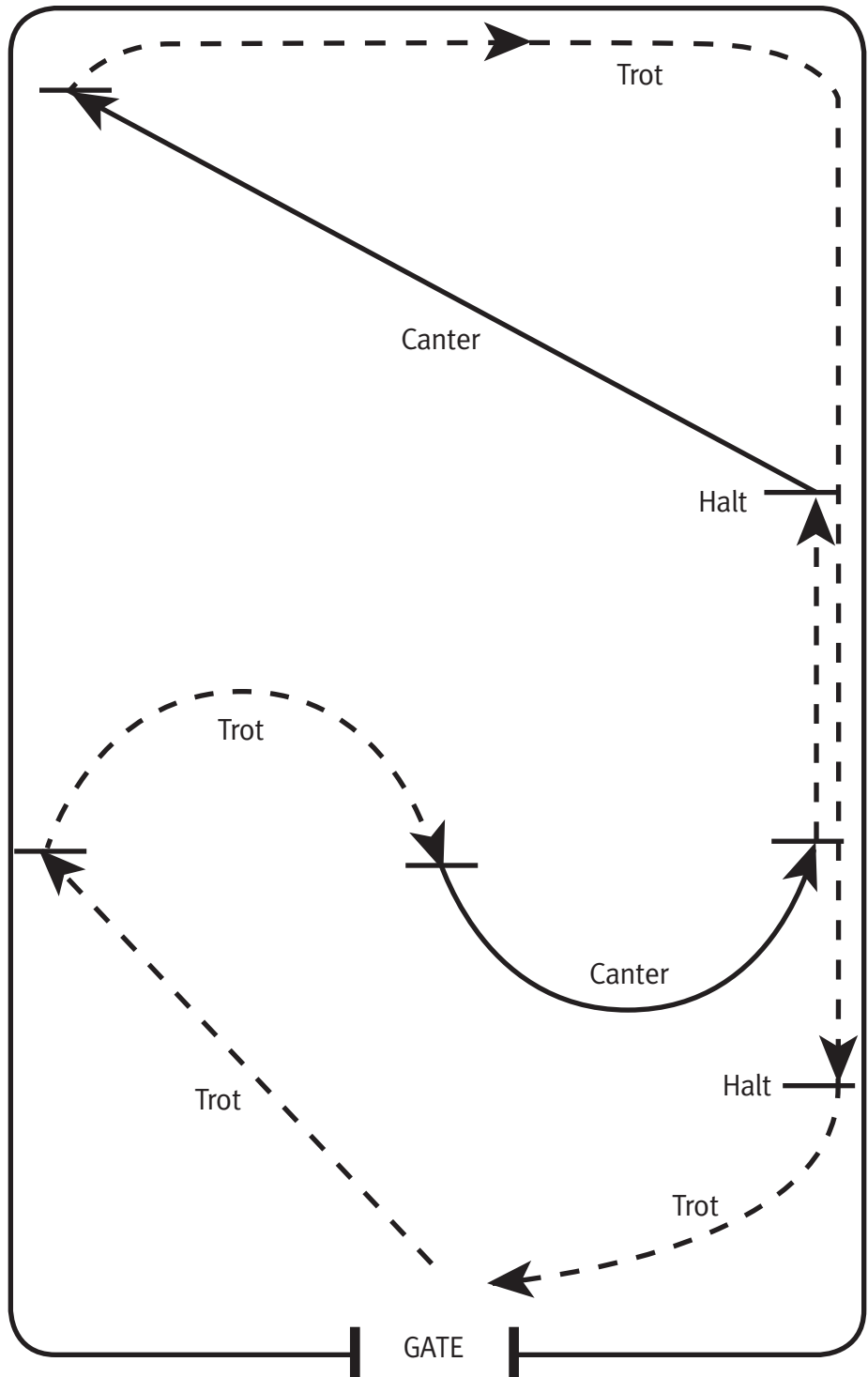
This pattern may only be used for

- 14 - 18
- 18 & Under

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

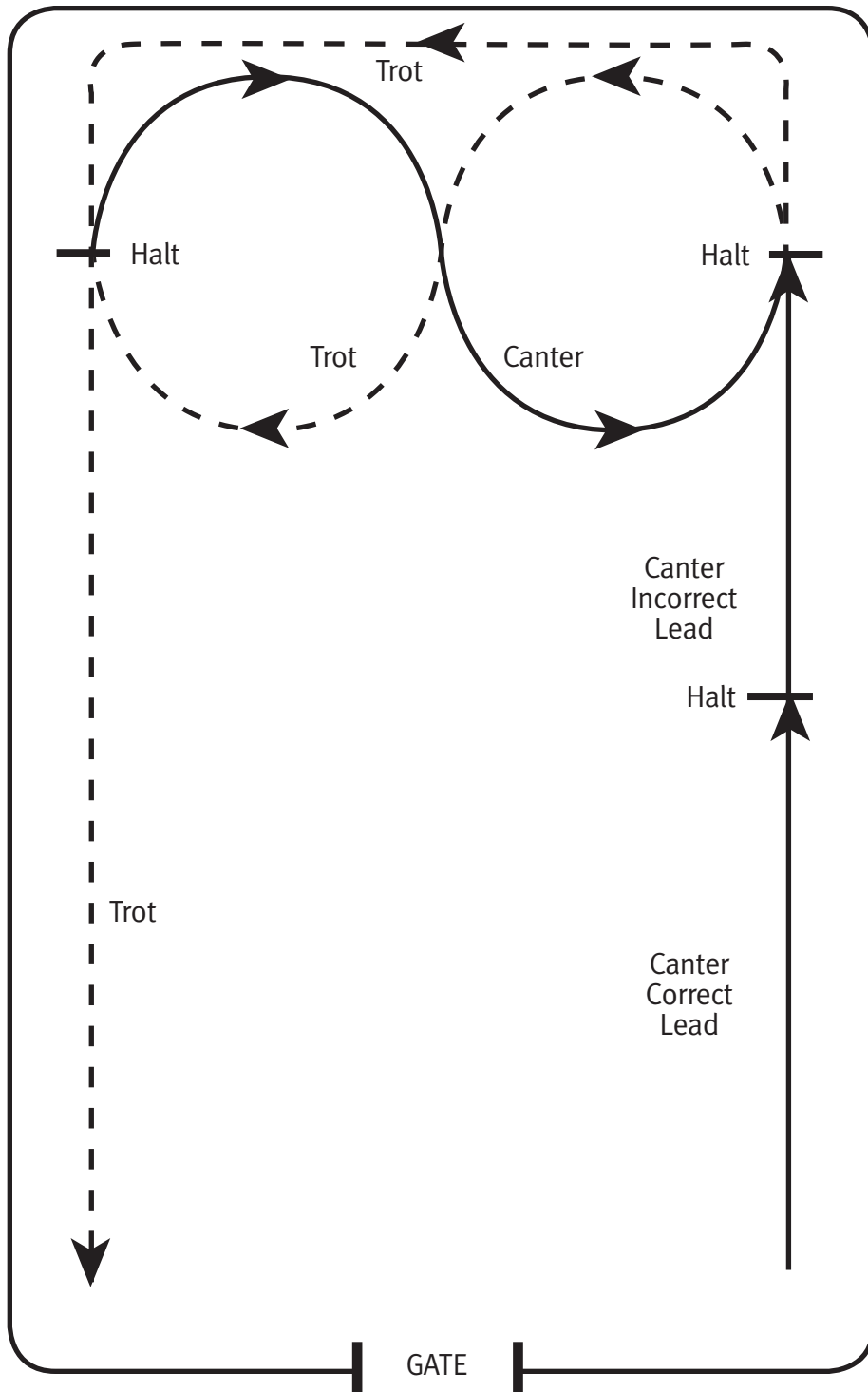
- 13 & Under
- 19 & Over

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



Saddle Seat

LEVEL 3 • PATTERN PP • Tests 3,6,7,11,13,14



Walk to the beginning of the straightaway to your right. Halt.

Canter the correct lead to midpoint of straightaway. Halt.

Canter incorrect lead to the end of the straightaway. Halt.

Begin serpentine of two loops at a trot across the end. Halt.

Return across the end performing serpentine of two loops at the canter. Halt.

Drop irons, trot around the turn to beginning of straightaway. Halt.

Pick up irons. Return down rail at a trot on the correct diagonal.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

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.

Saddle Seat

LEVEL 3 • PATTERN QQ • Tests 2,6,10,13,14

Enter the ring at a trot on the left diagonal. Trot in a straight line to the midpoint of the right rail. Halt.

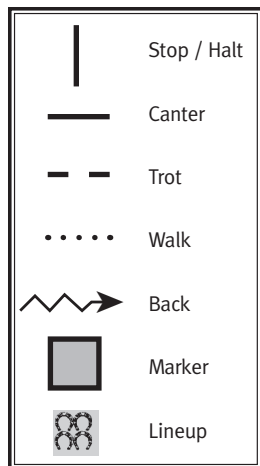
Canter a circle on the left lead. Halt.

Canter on the right lead in a straight line to the midpoint of the far end of the ring. Halt.

Trot a circle on the right diagonal. Halt.

Drop your irons. Trot beginning on the correct diagonal, change to the incorrect diagonal. Halt at the midpoint of the left rail. Pick up your irons.

Exit the ring at a trot on the correct diagonal without stopping.



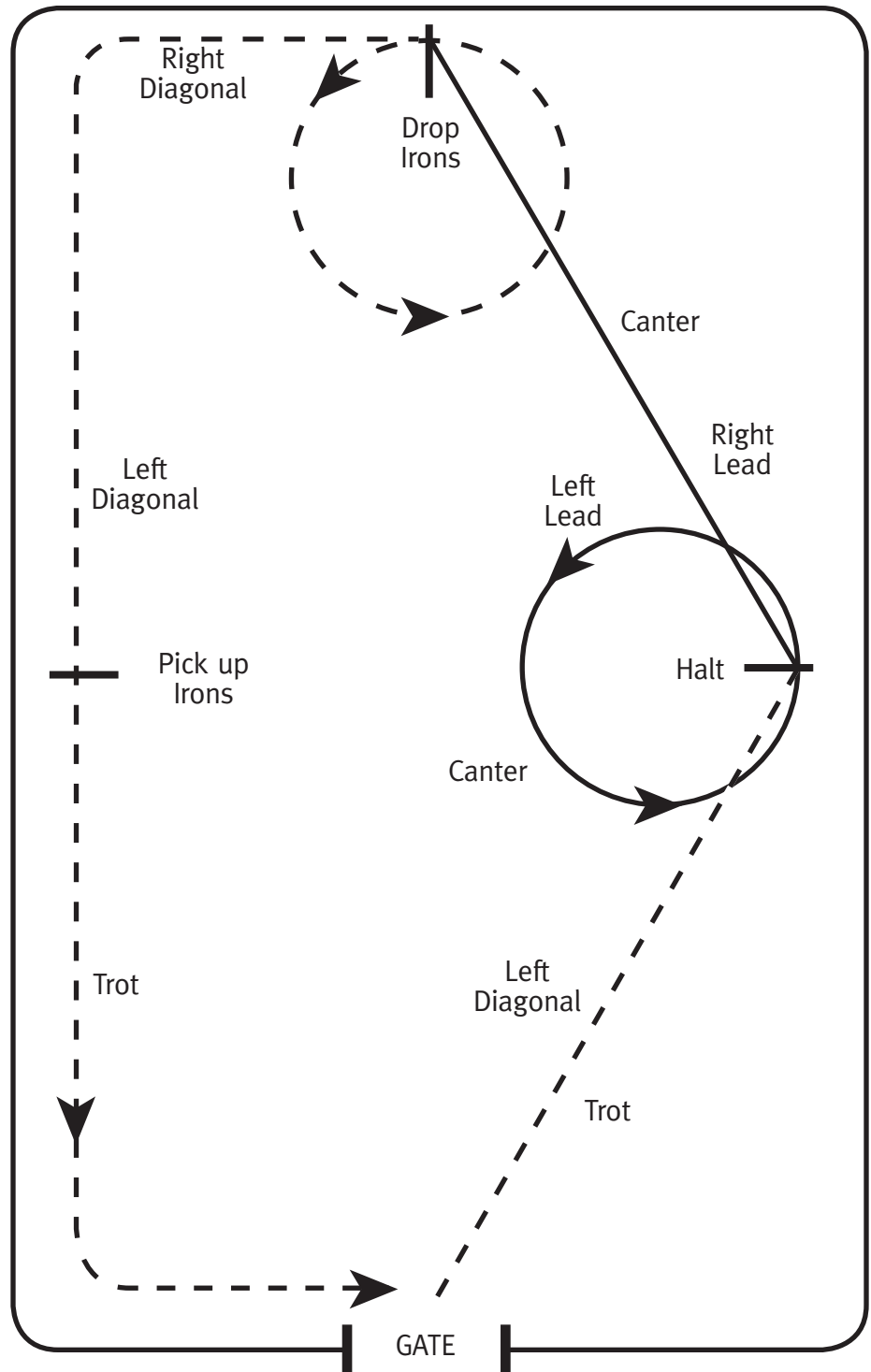
This pattern may only be used for

- 14 - 18
- 18 & Under

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

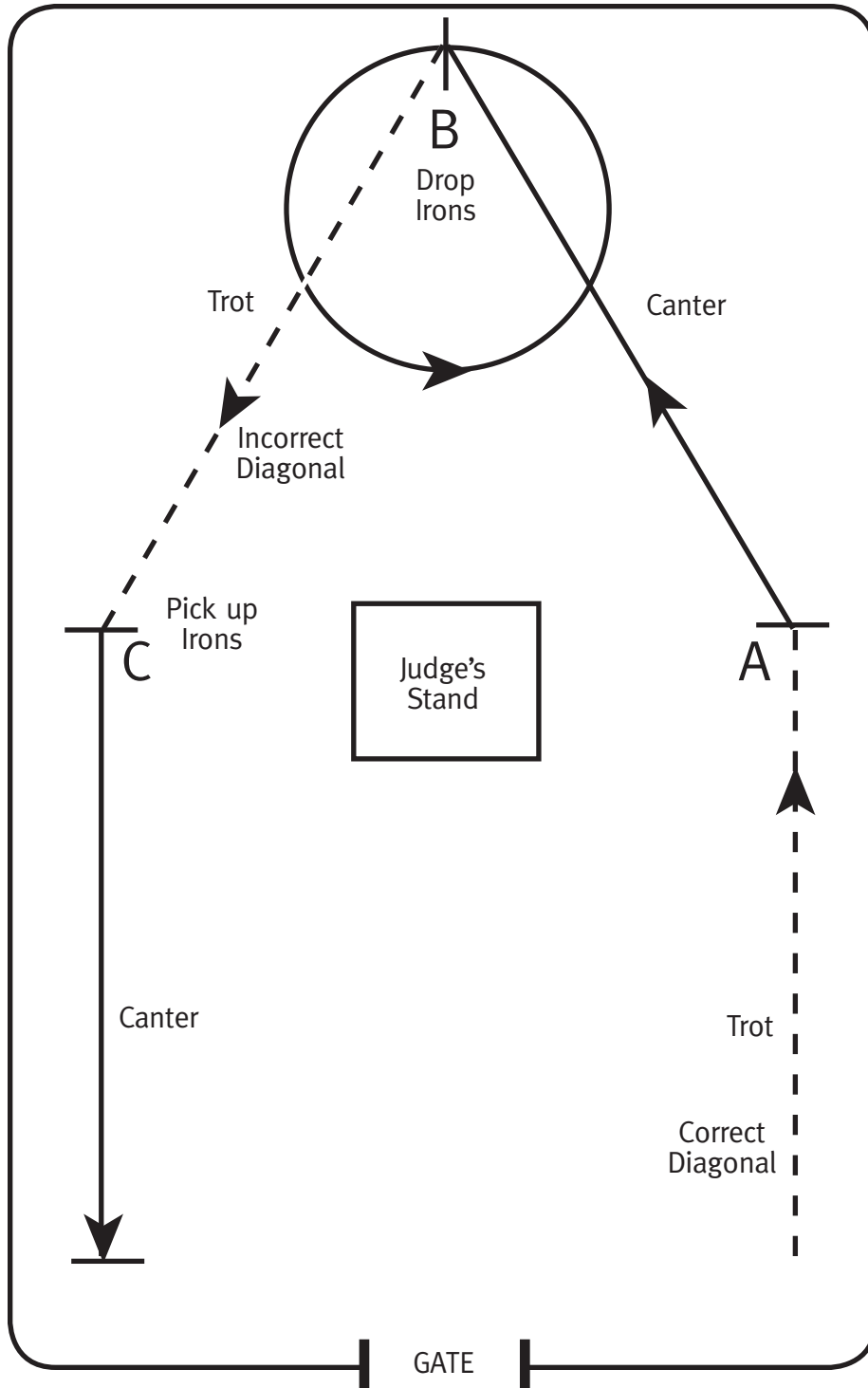
- 13 & Under
- 19 & Over

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



Saddle Seat

LEVEL 3 • PATTERN RR • Tests 3,10,13,14



Trot to the midpoint of the rail to your right on the correct diagonal (A). Halt.

Turn to the left, facing the middle of the end of the arena.

Canter on your incorrect lead to B. Halt.

Canter a circle to the left on the correct lead.

Turn to the left, facing the midpoint of the opposite side of the arena (C). Drop your irons. Trot a straight line on your incorrect diagonal to that point. Halt.

Pick up your irons. Canter on the correct lead to the end of the straight-away. Halt.

Exit at the trot.

	Stop / Halt
—	Canter
- -	Trot
• • • •	Walk
⚡→	Back
■	Marker
⊞	Lineup

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.

Saddle Seat

LEVEL 3 • PATTERN SS • Tests 2,6,10,13,14

Enter the ring and turn right.

Trot a diagonal line to the midpoint of the straightaway on the right diagonal. Halt.

Drop stirrups. Trot a circle to the left on the right diagonal.

Change to the left diagonal at the end of the circle and trot a diagonal line to the midpoint of the turn. Halt. Pick up stirrups.

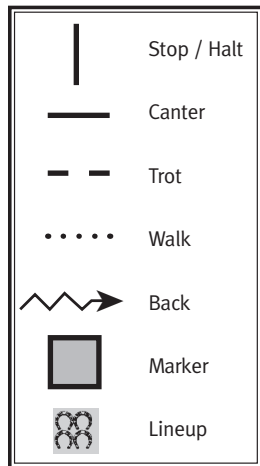
Turn to face the midpoint of the next straightaway. On a diagonal line, canter on the right lead to the midpoint of the diagonal line. Halt.

Execute a simple change of lead at the midpoint of the diagonal line and continue to the midpoint of the straightaway.

Without stopping, canter a circle to the left at the midpoint of the straightaway.

Continue cantering to the halfway point of the last segment. Halt.

Trot the remainder of the diagonal line on the left diagonal. Exit without stopping.



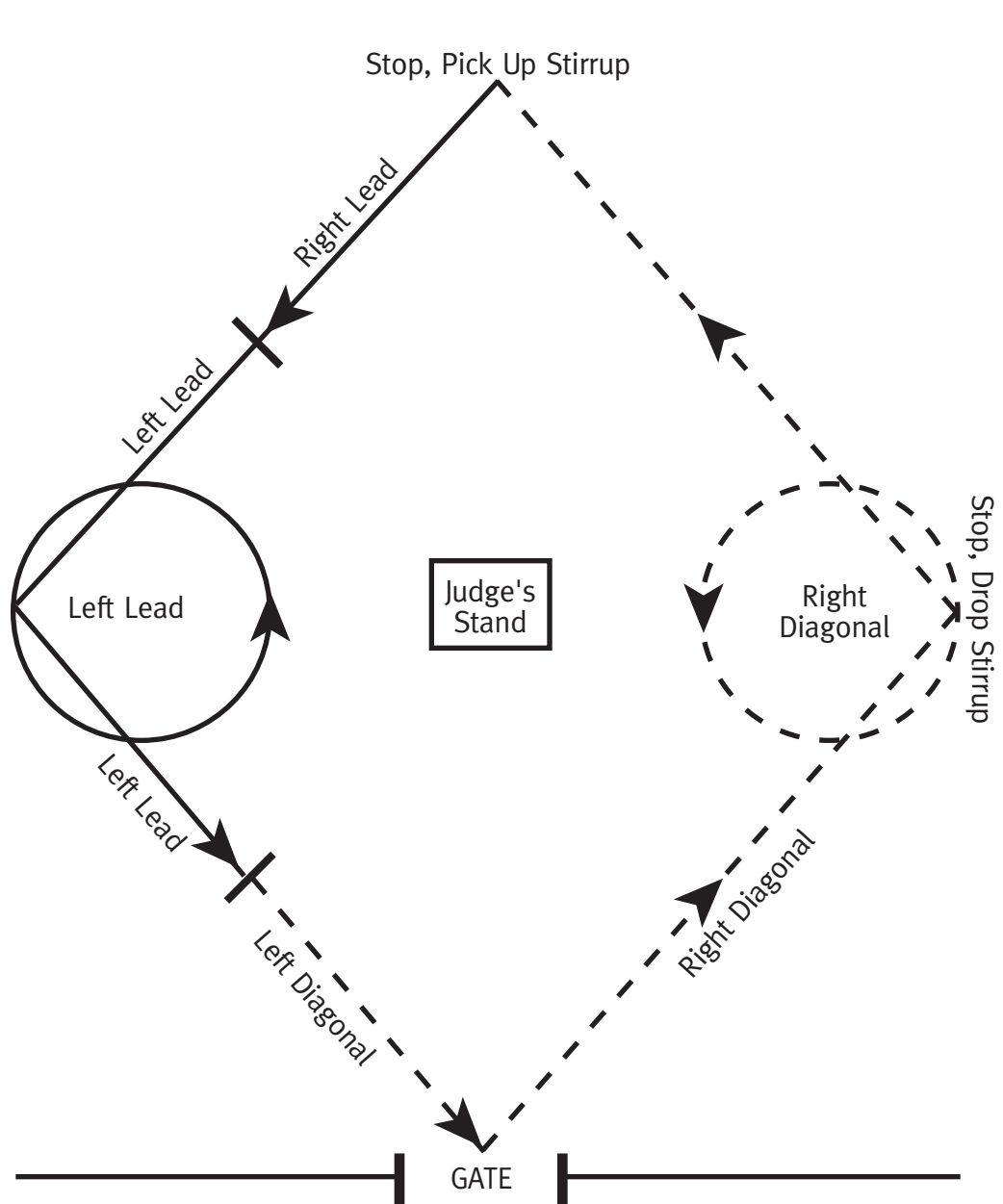
This pattern may only be used for:

- 14 - 18
- 18 & Under

This pattern may **NOT** be used for

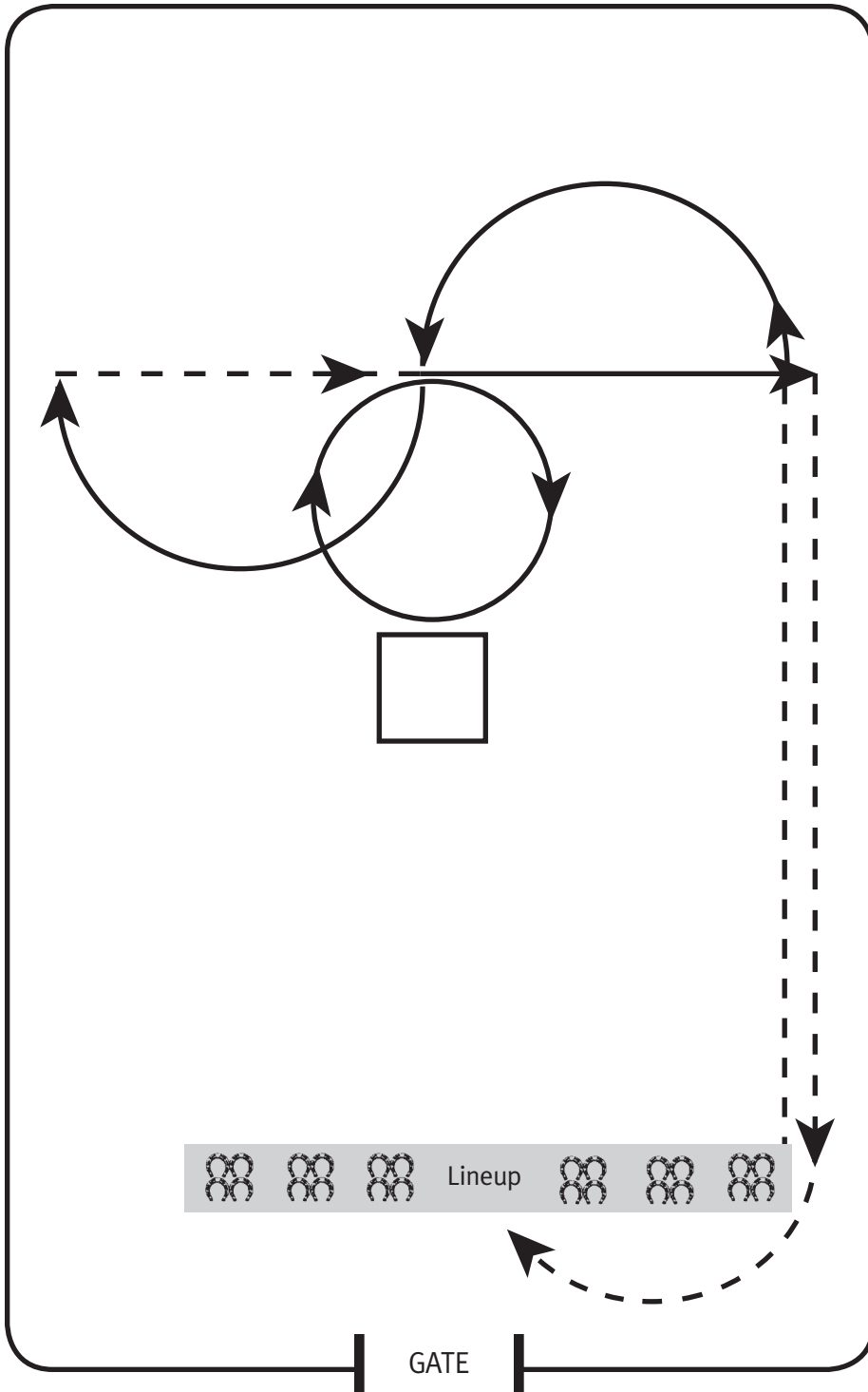
- 13 & Under
- 19 & Over

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



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 $\frac{3}{4}$ of the length of the straightaway. Halt.

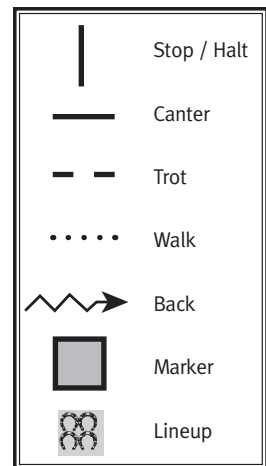
Canter a two loop serpentine across the ring. Halt.

Turn to the right and face the opposite rail. Trot on the left diagonal $\frac{1}{2}$ 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.

Saddle Seat

LEVEL 3 • PATTERN UU • Tests 2,10,14

Enter the ring at the walk and turn to the left.

At the start of the straightaway trot on the left diagonal to the opposite end of the ring. Halt. Execute four circles in a cloverleaf pattern as shown.

Canter the first circle to the left on the left lead. Halt. Turn to the right.

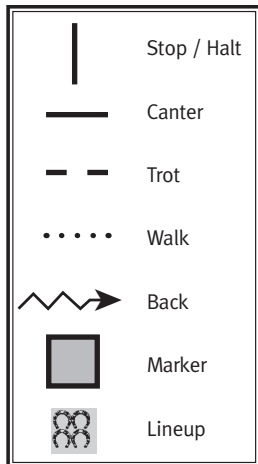
Trot the second circle to the left on the right diagonal. Halt. Turn to the left .

Canter the third circle to the right on the right lead. Halt. Turn to the right.

Trot the fourth circle to the right on the left diagonal.

Drop stirrups and continue to trot to the rail on the left diagonal. Continue down the rail at the trot on the left diagonal. Halt at the end of the straightaway. Pick up stirrups.

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



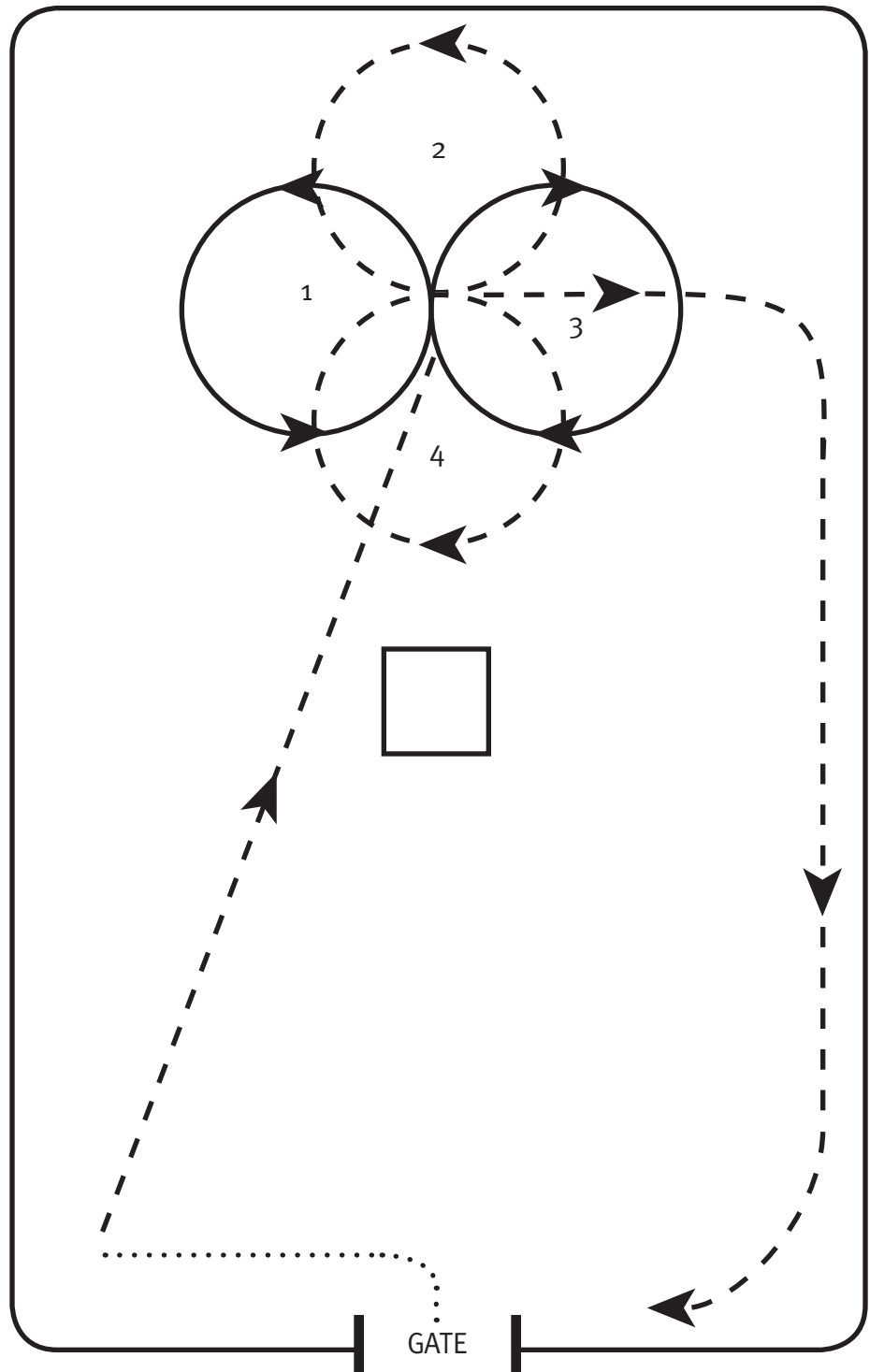
This pattern may only be used for

- 14 - 18
- 18 & Under

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

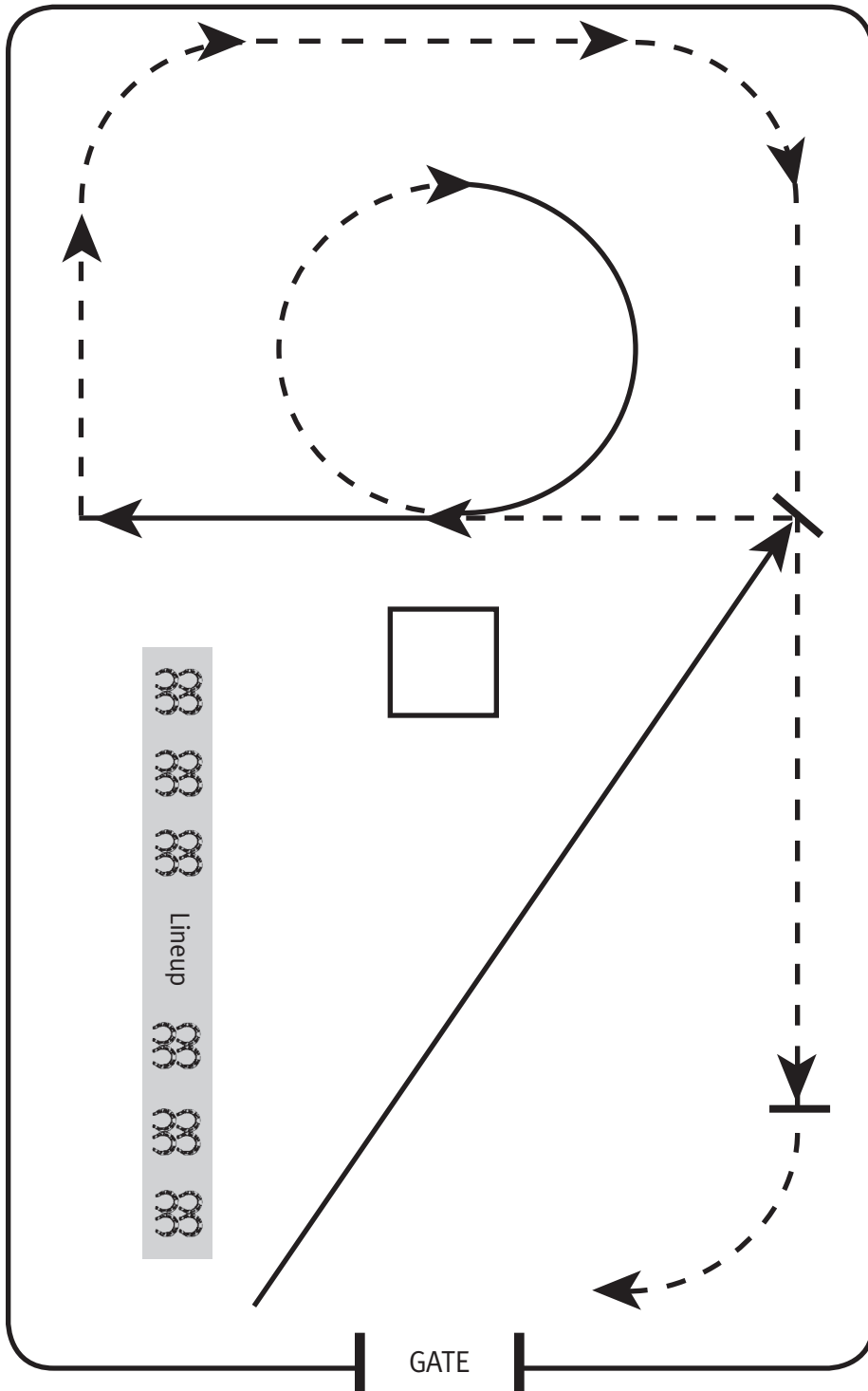
- 13 & Under
- 19 & Over

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

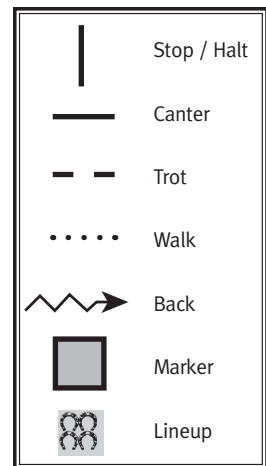


Saddle Seat

LEVEL 3 • PATTERN VV • Tests 2,10,13,14



Enter the ring at a walk and turn left.
 Canter a diagonal line showing one change of lead. Begin on the right lead.
 Turn to the left. Trot a straight line on the left diagonal to the center of the ring. Continue trotting a half circle to the right. Halt.
 Canter the second half of the circle on the right lead and continue cantering a straight line to the rail. Halt.
 Turn to the right. Drop stirrups. Trot on the left diagonal around the turn 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.

ARABIAN HORSE ASSOCIATION

6030 Greenwood Plaza Blvd, Suite 100 • Greenwood Village, CO 80111-4825
(303) 696-4500 • Fax (303) 696-4599 • www.ArabianHorses.org



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