2024 PATTERN BOOK



Thanks to the sponsorship of Karen Graham & Clients the pattern book is free to all exhibitors!

SCHEDULE OF EVENTS BY ARENA

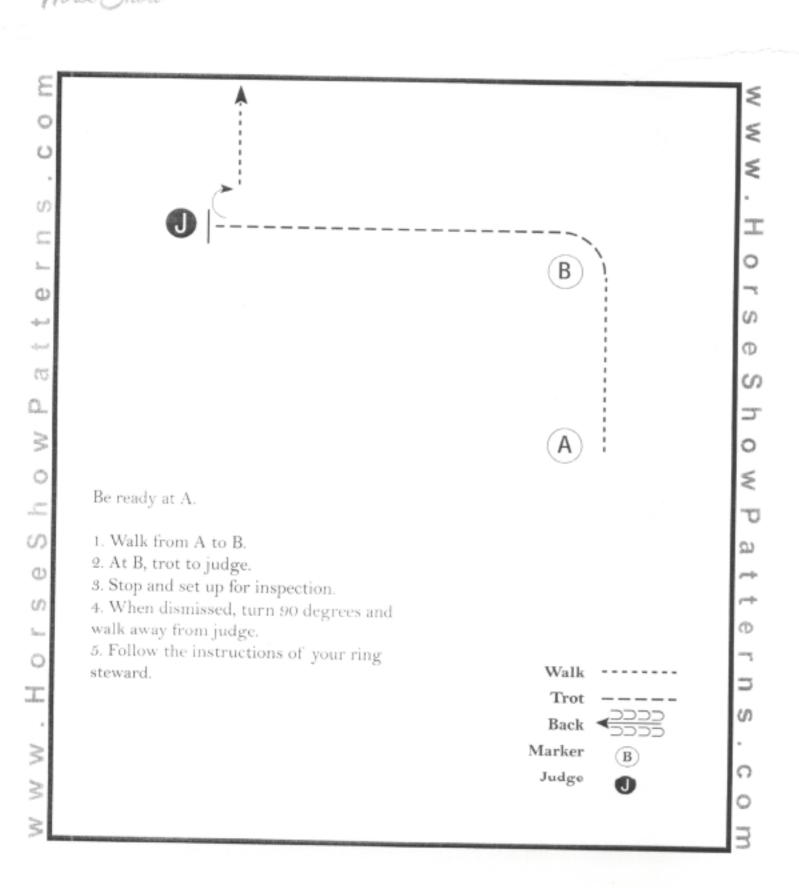
2024 ARIZONA NATIONAL HORSE SHOW

All competition held at WestWorld of Scottsdale

	Thursday	Friday	Saturday	Sunday
Arenas	December 12	December 13	December 14	December 15
Wendell	Halter Showmanship	English Classes Western Classes	English Classes Western Classes	Ranch Rail Ranch Riding
Arena 6	Paid Reining Schooling	Reining	Ranch Rail Ranch Riding	Reining
Arena 5	Trail (after Showmanship)	Trail (after Western Classes)	Ranch Trail (after Ranch Riding)	Ranch Trail (after Ranch Riding)
TBD			AzNat Horse Judging and Skillathon	

Showmanship-Walk Trot

Thursday December 12- show to each judge

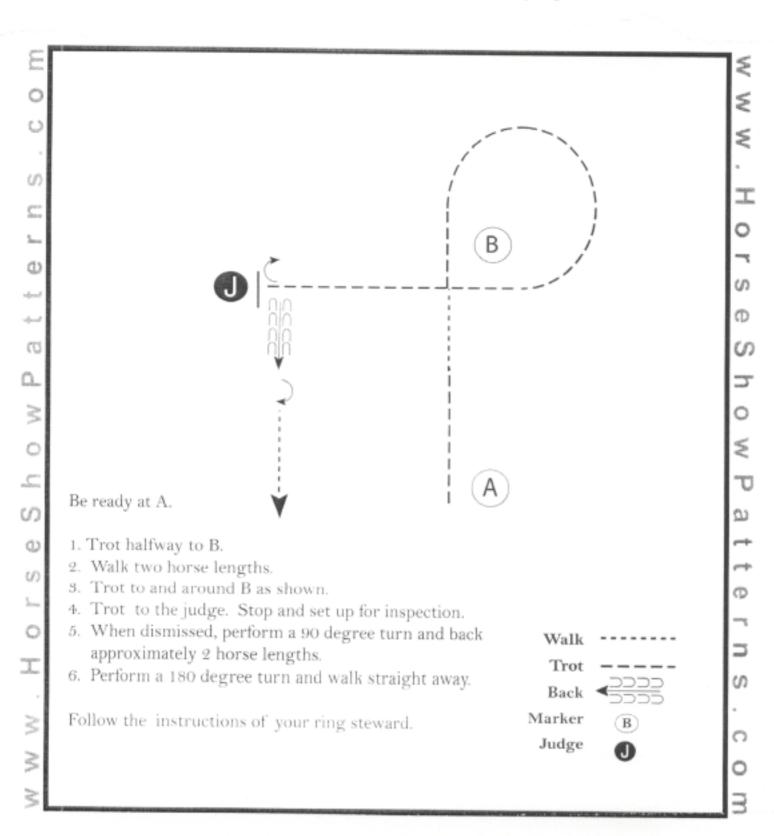




Showmanship

All Breed, Level 1, Youth, Amateur

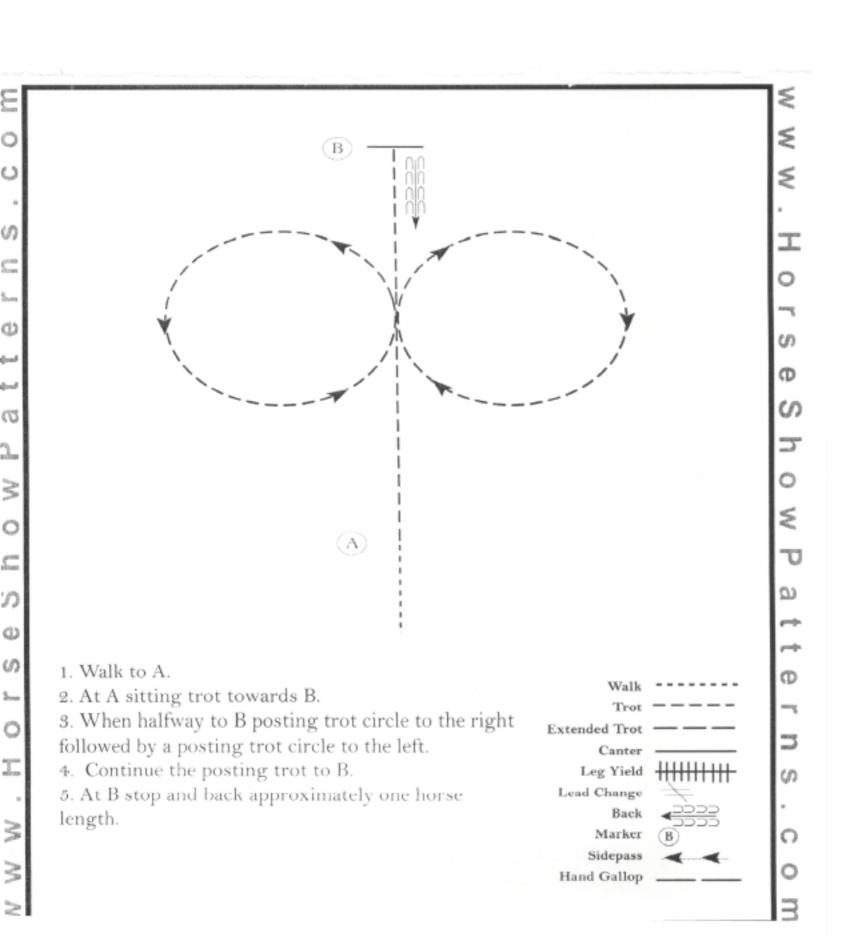
Thursday December 12- show to each judge





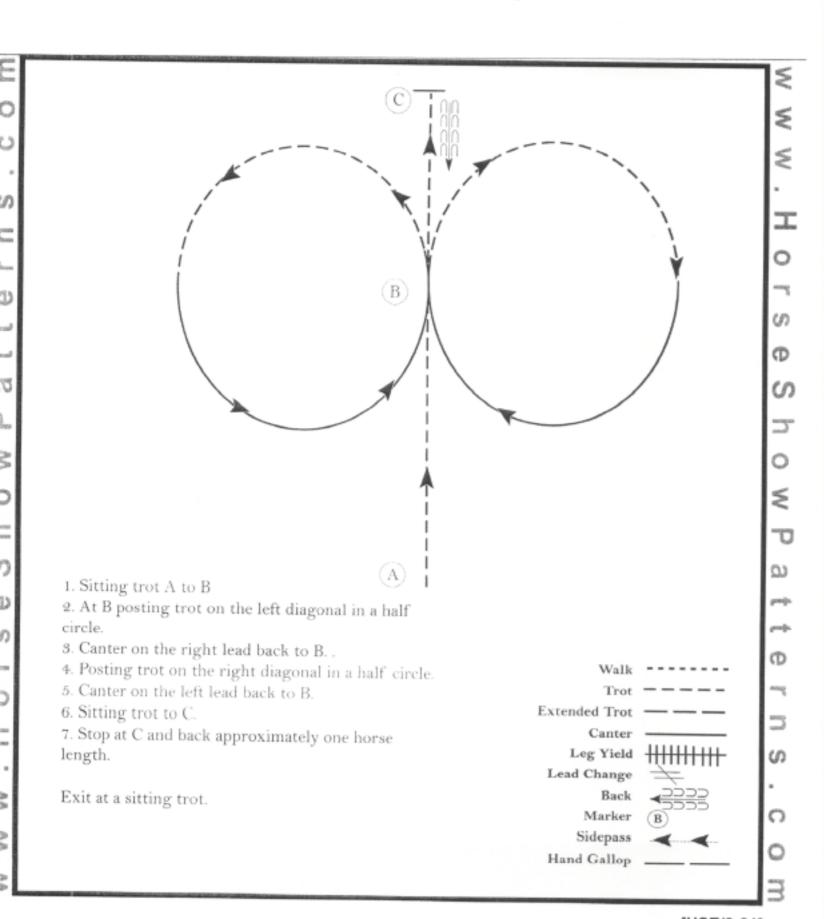
Hunt Seat Equitation

Walk Trot



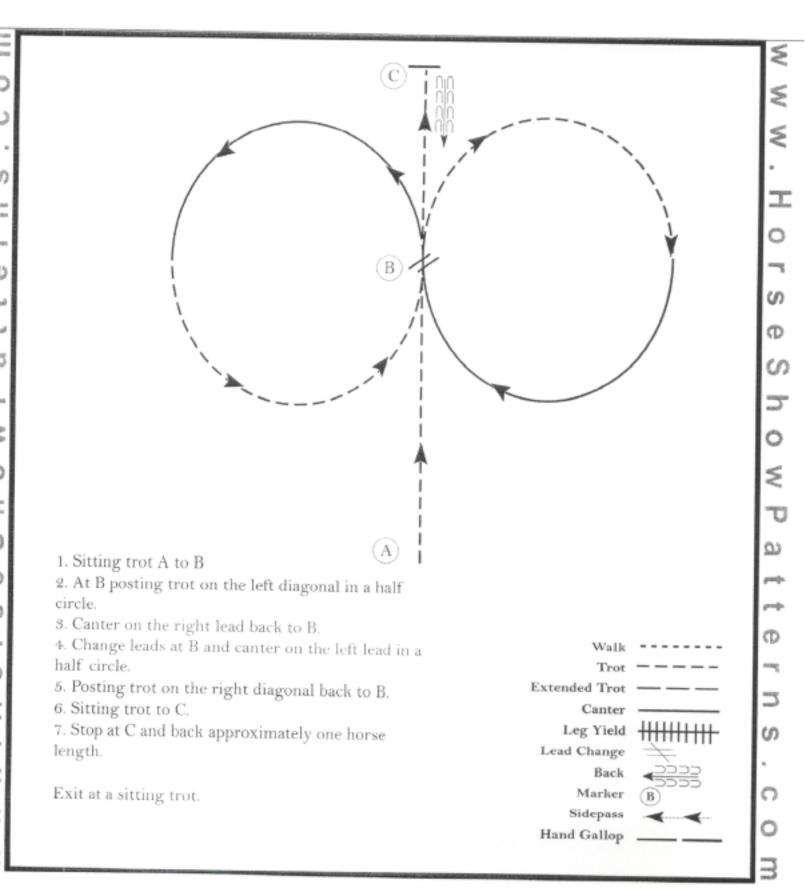
Hunt Seat Equitation

All Breed, Level 1 Youth & Amateur



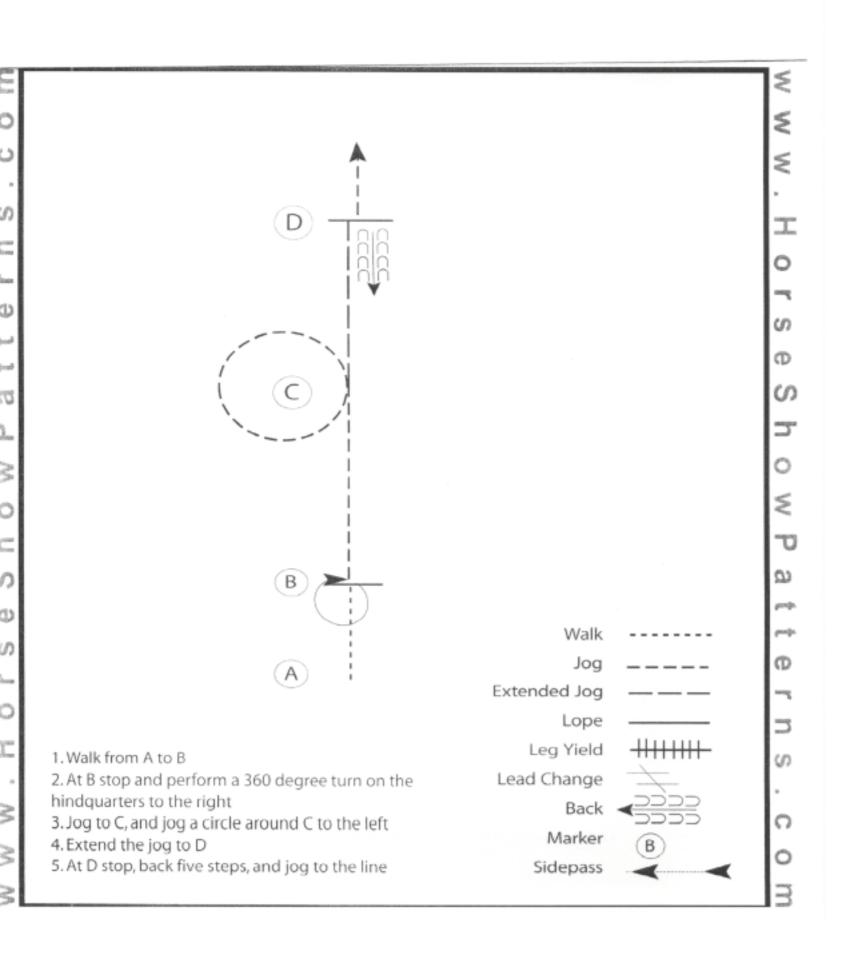
Hunt Seat Equitation

Youth & Amateur



Horsemanship

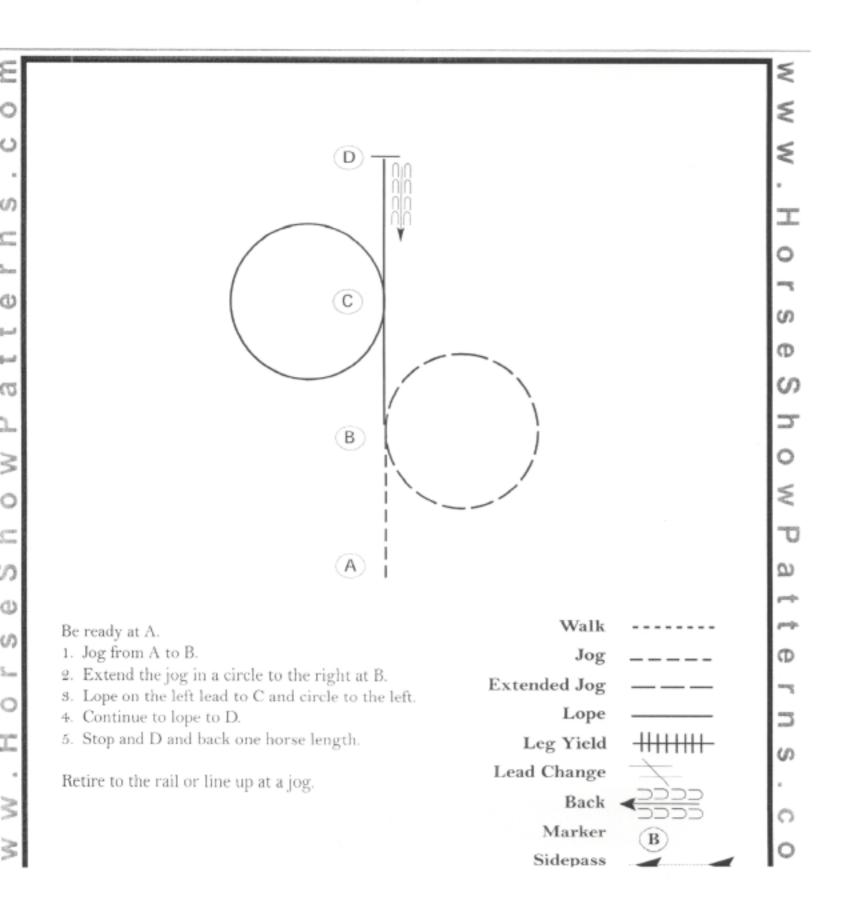
Walk Trot





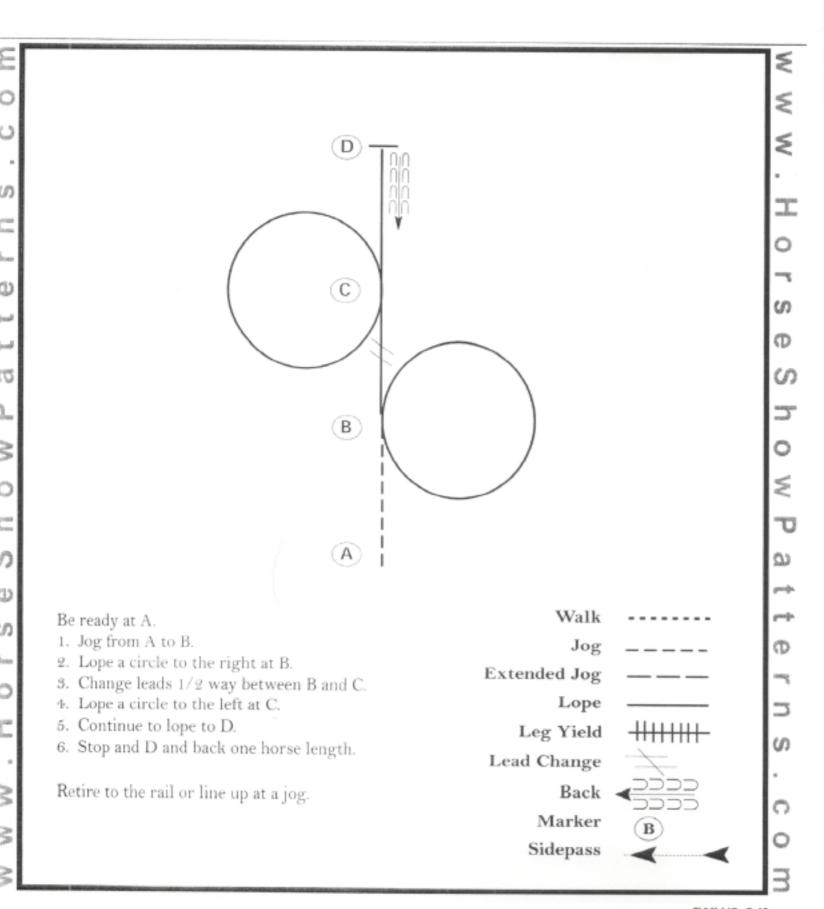
Horsemanship

All Breed, Level 1 Youth / Amateur



Horsemanship

Youth & Amateur



LEVEL 1 WESTERN RIDING PATTERN 6 Friday December 13 8



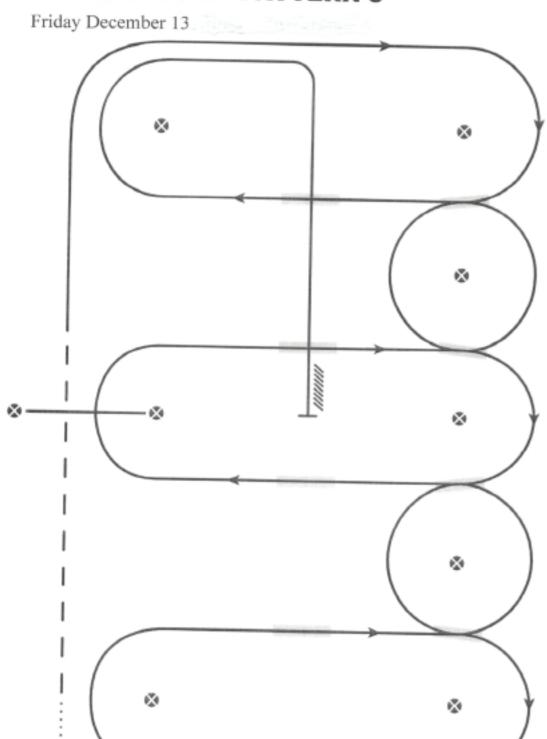
ARIZONA NATIONAL Horse Show

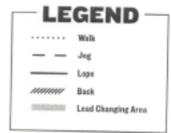
- I. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
- 2. Transition to the lope right lead & lope around end
- 3. First line change
- 4. Second line change, lope around the end of arena
- 5. First crossing change

START

- 6. Second crossing change
- 7. Lope over log
- 8. Third crossing change
- 9. Fourth crossing change
- 10. Lope up the center, stop & back

WESTERN RIDING - PATTERN 6





ārizonā Horse Show

- I. Walk at least I5 feet from start cone to the first marker, transition to jog. jog over log
- 2. Transition to the lope right lead & lope around end
- 3. First line change

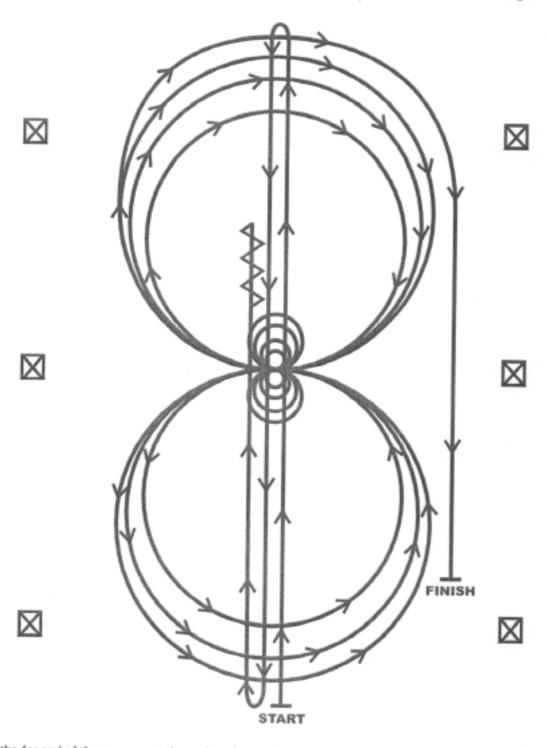
(8)

4. Second line change

START

- 5. Third line change
- 6. Fourth line change lope around the end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- 10. Third crossing change
- II. Fourth crossing change
- Lope up the center, stop & back

Friday December 13- Judge Knabenshue



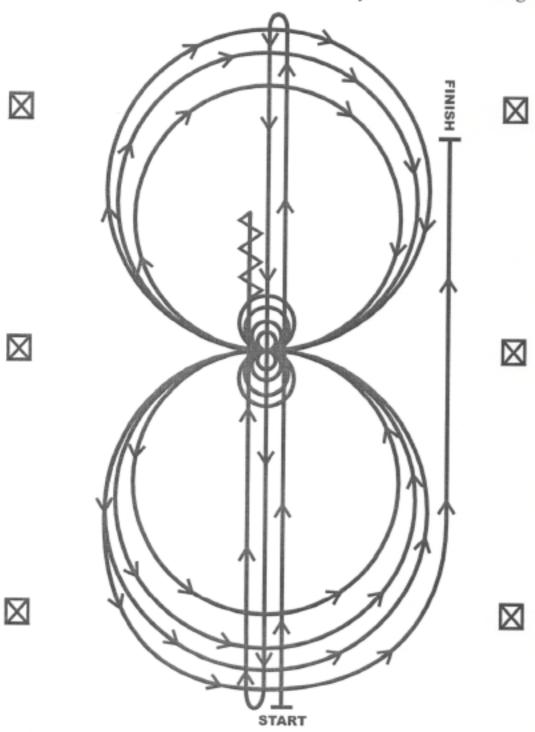
- Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
- 2. Run to the opposite end of the arena past the end marker and do a right rollback-no hesitation.
- Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 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.
- 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.
- 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.
- 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.

REINING PATTERN 1

Junior and Senior

NATIONAL

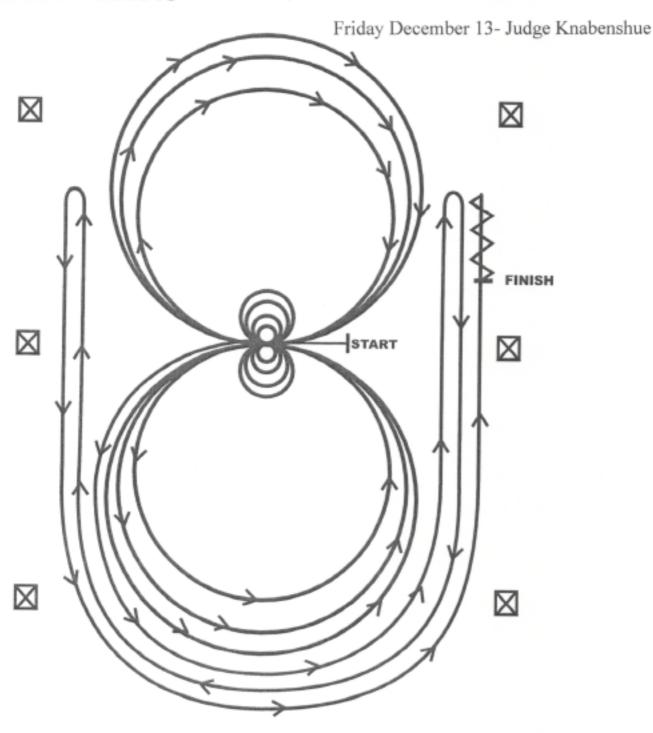
Friday December 13- Judge Knabenshue



- 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.
- 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 13 All Breed, Level 1 Youth/ Amateur



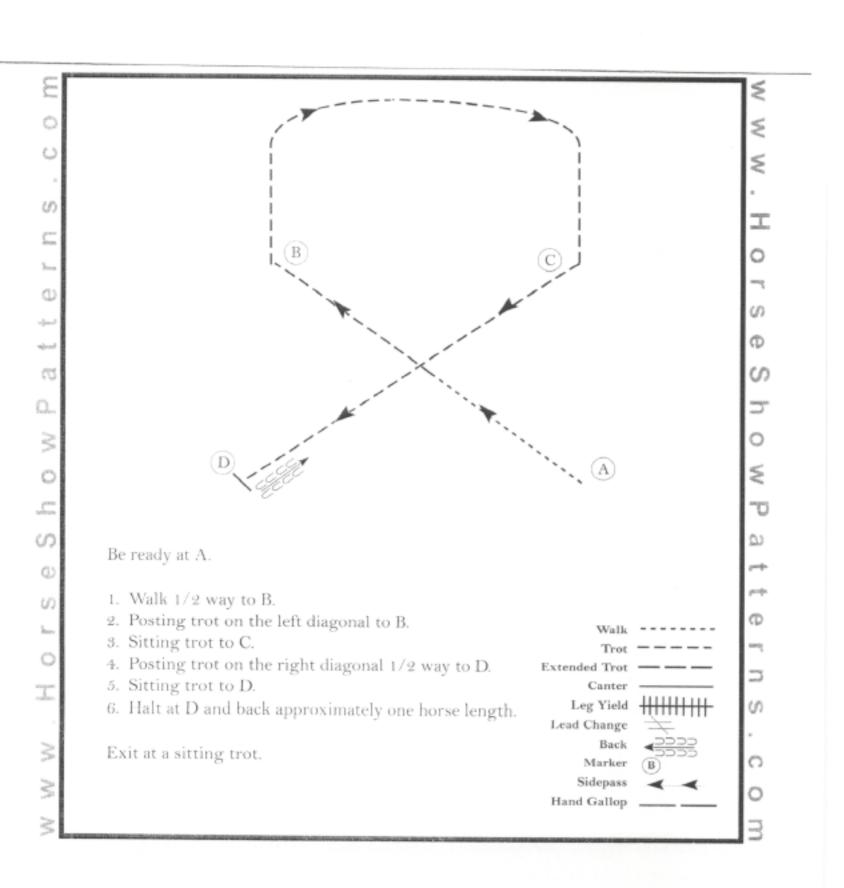


Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

- Beginning on the left lead, complete two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena
- Complete four spins to the left. Hesitate.
- Beginning on the right lead, complete two circles to the right: the first being large and fast; the second circle small and slow. Stop at the center of the arena.
- 4. Complete four spins to the right. Hesitate.
- Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena.
- Continue around previous 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 20 feet (6 meters) from the wall or fence-no hesitation.
- Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
- Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do
 a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate completion of pattern.

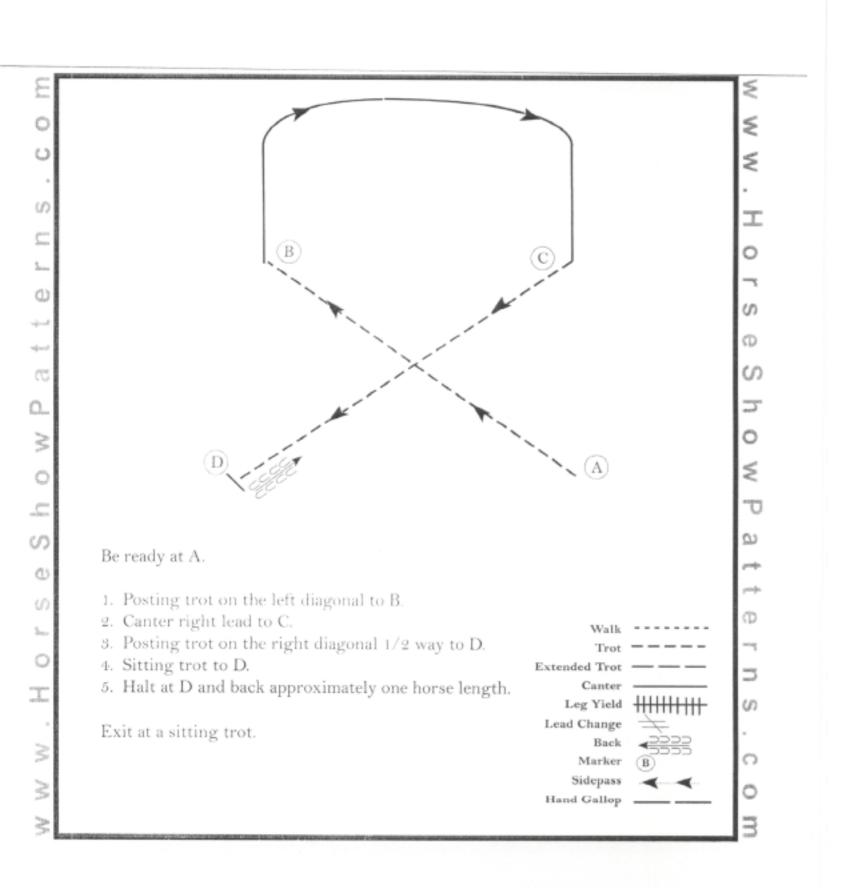
Hunt Seat Equitation

Walk Trot



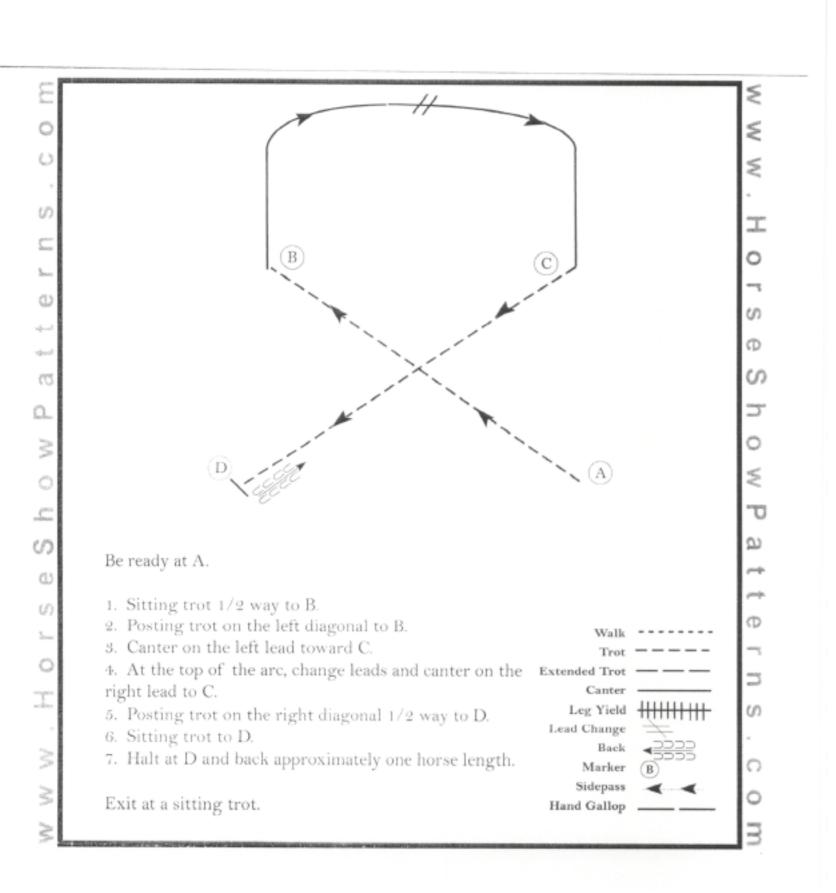
Hunt Seat Equitation

All Breed, Level 1 Youth / Amateur



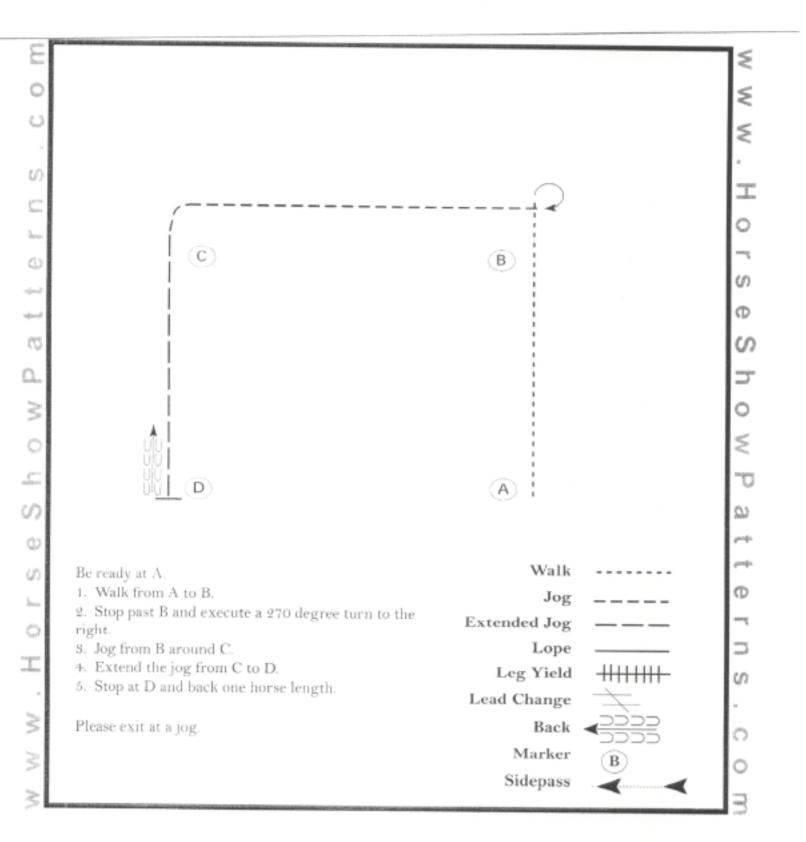
Hunt Seat Equitation

Youth & Amateur



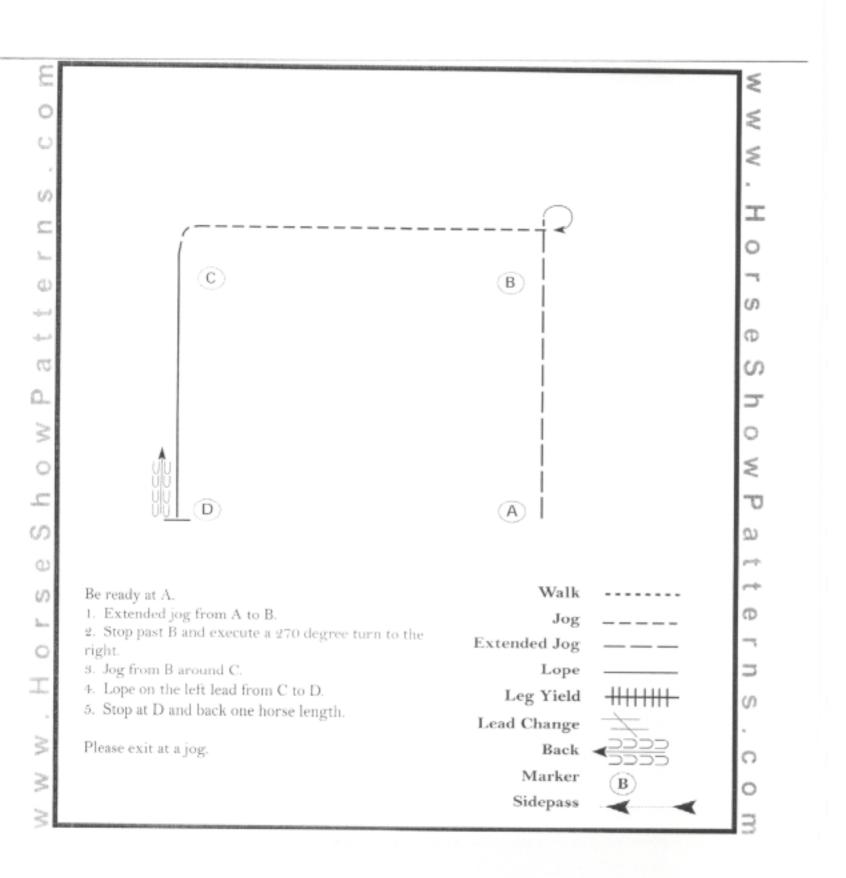
Horsemanship

Walk Trot



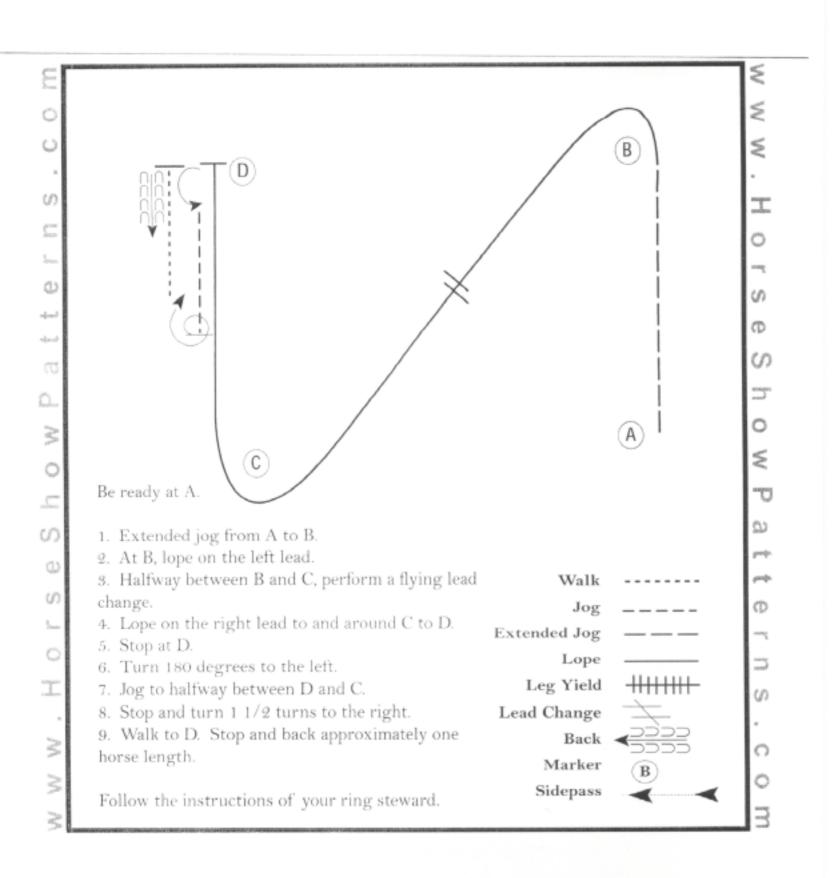
Horsemanship

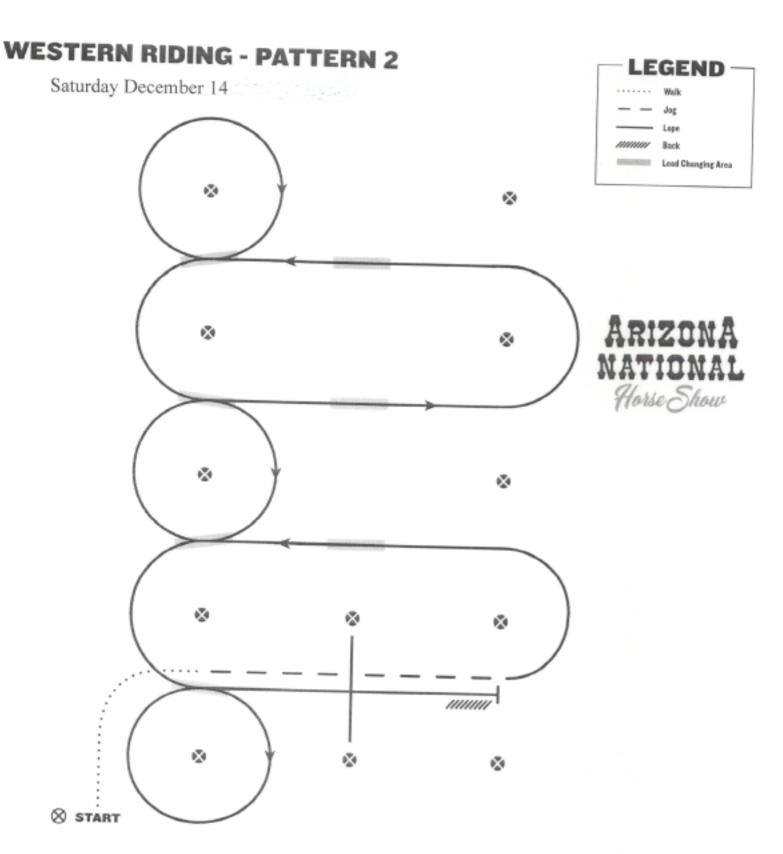
All Breed, Level 1 Youth / Amateur



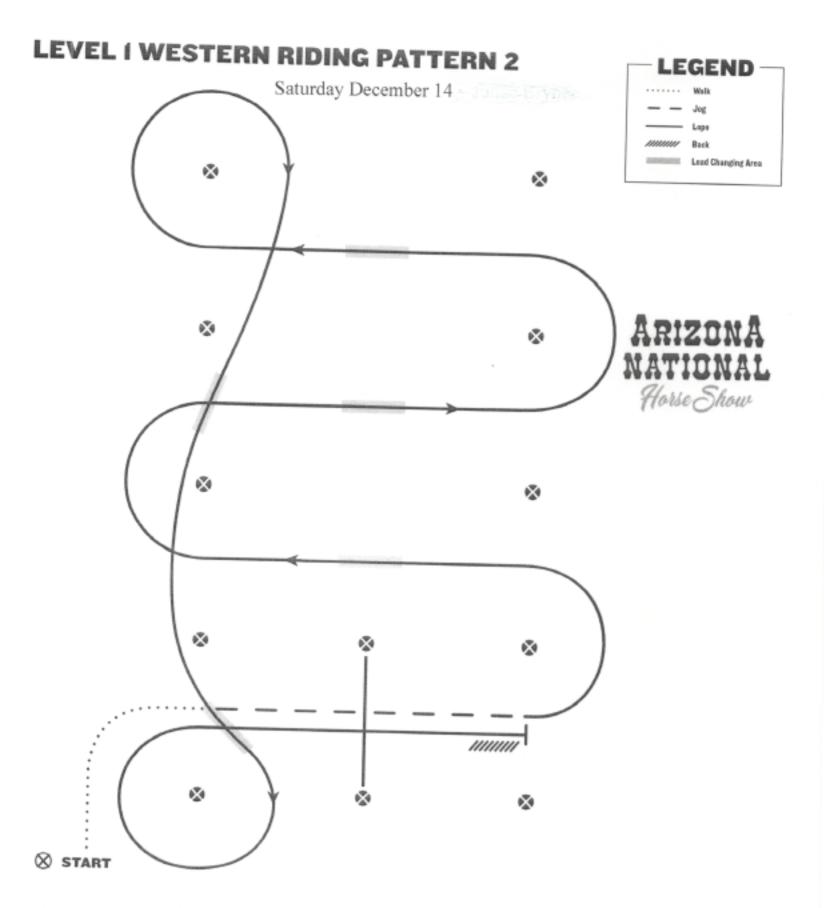
Horsemanship

Youth & Amateur

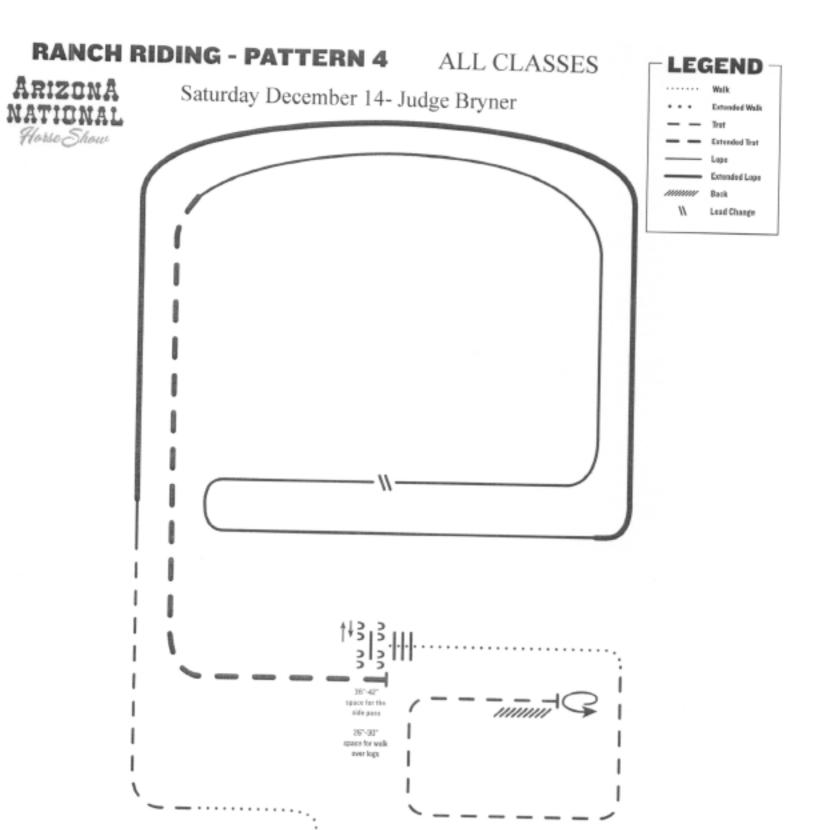




- I. Walk at least I5 feet from start cone to the first marker, as drawn, transition to jog, jog over log. 2. Transition to the lope left lead
- 3. First crossing change
- 4. Second crossing change
- Third crossing change
- 6. Circle & first line change
- 7. Second line change
- 8. Third line change
- Fourth line change & circle
- Lope over log
- Lope, stop & back



- I. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
- 2. Transition to the lope left lead
- 3. First crossing change
- 4. Second crossing change
- 5. Third crossing change
- 6. Circle & first line change
- 7. Second line change & circle
- 8. Lope over log
- 9. Stop & back



START

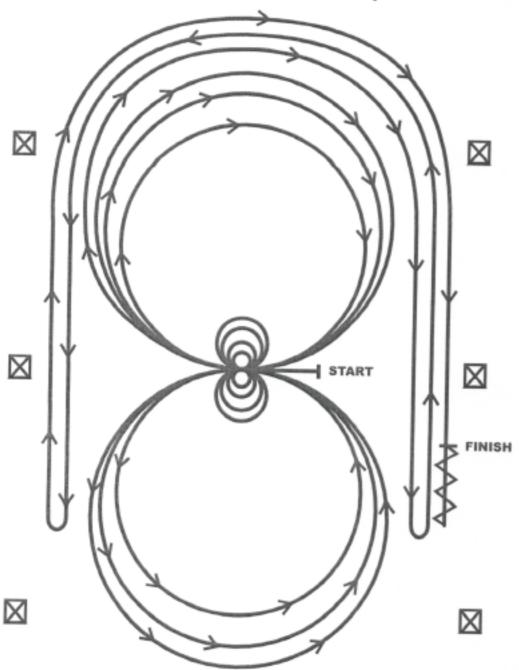
- Walk
- 2. Trot
- 3. Extended lope right lead
- 4. Lope right lead
- 5. Change leads (simple or flying)
- 6. Lope left lead
- 7. Extended trot
- 8. Stop, side pass left, side pass right, I/2 way
- 9. Walk over logs
- 10. Walk
- II. Trot square
- I2. Stop, 360° turn left, and back

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

REINING PATTERN 8 All Breed, Level 1 Youth, Level 1 Amateur

ARIZONĀ NATIONAL

Sunday December 15- Judge Bryner



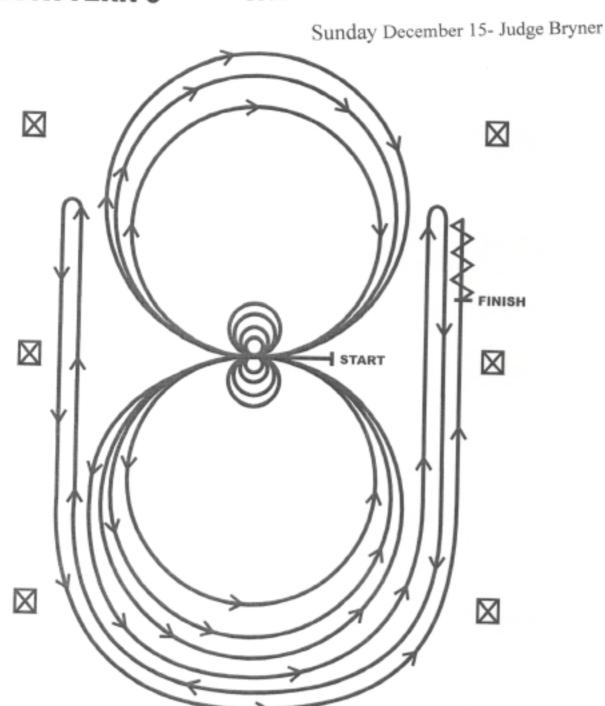
Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the

- Complete four spins to the left. Hesitate.
- 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.

REINING PATTERN 6

Youth and Amateur

RIZONĀ ATIONAL Horse Show



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

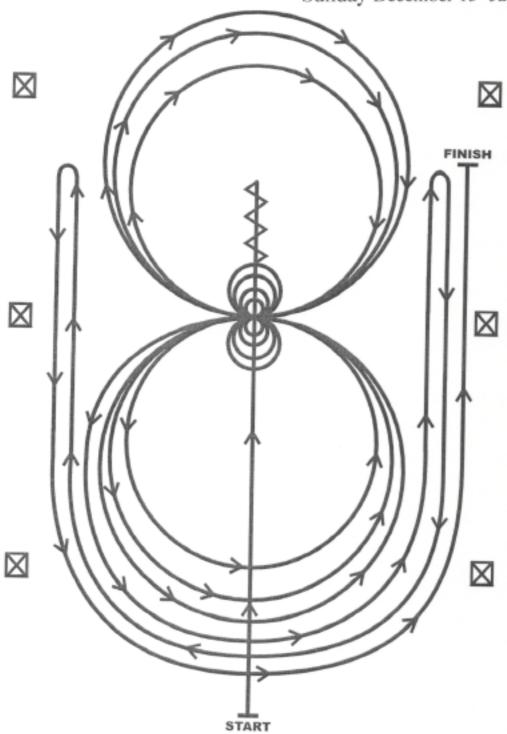
- Complete four spins to the right. Hesitate.
- Complete four spins to the left. Hesitate.
- Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow.
- Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of
- 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
 Continue back around arenia and arena past the center marker and do a right
- Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a
 Continue back at least twenty feet (six meters) from the wall or fence—no hesitation.
- 7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

REINING PATTERN 12

Junior and Senior

Horse Show

Sunday December 15- Judge Bryner



- I. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least IO feet (3 meters). Hesitate.
- 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 left lead, compete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
- 5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for
- 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 20 feet (6 meters) from the wall or fence-no hesitation.
- 7. Continue back around previous circle but to not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
- 8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

RANCH RIDING - PATTERN 2 ALL CLASSES ARIZONA Sunday December 15- Judge Knabenshue Extended Walk NATIONAL Trot Horse Show Extended Tret Extended Lape Back Lead Change 26"-30" space between logs /////////

- Walk
- 2. Trot
- 3. Extended trot
- Lope left lead
- 5. Stop, I I/2 turn right
- 6. Extended lope
- 7. Collect lope right lead
- 8. Change leads (simple or flying), continue lope left lead
- 9. Walk
- Walk over logs
- II. Trot
- 12. Extended trot
- 13. Stop and back

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