

# 2026 Pattern Book



Equitation, Medal,  
Horsemanship,  
Showmanship, UPHA

Class 12

AHA Saddle Seat  
Equitation Medal-  
JTR 18 & Under

# Saddle Seat

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

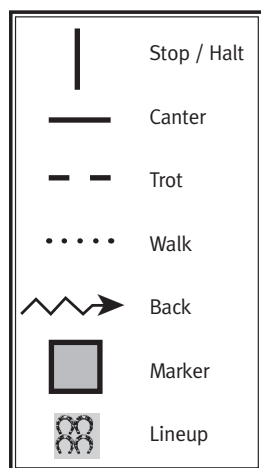
Trot down the right rail beginning on the right diagonal and show one change of diagonal. Halt at the  $\frac{3}{4}$  point of the rail.

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.



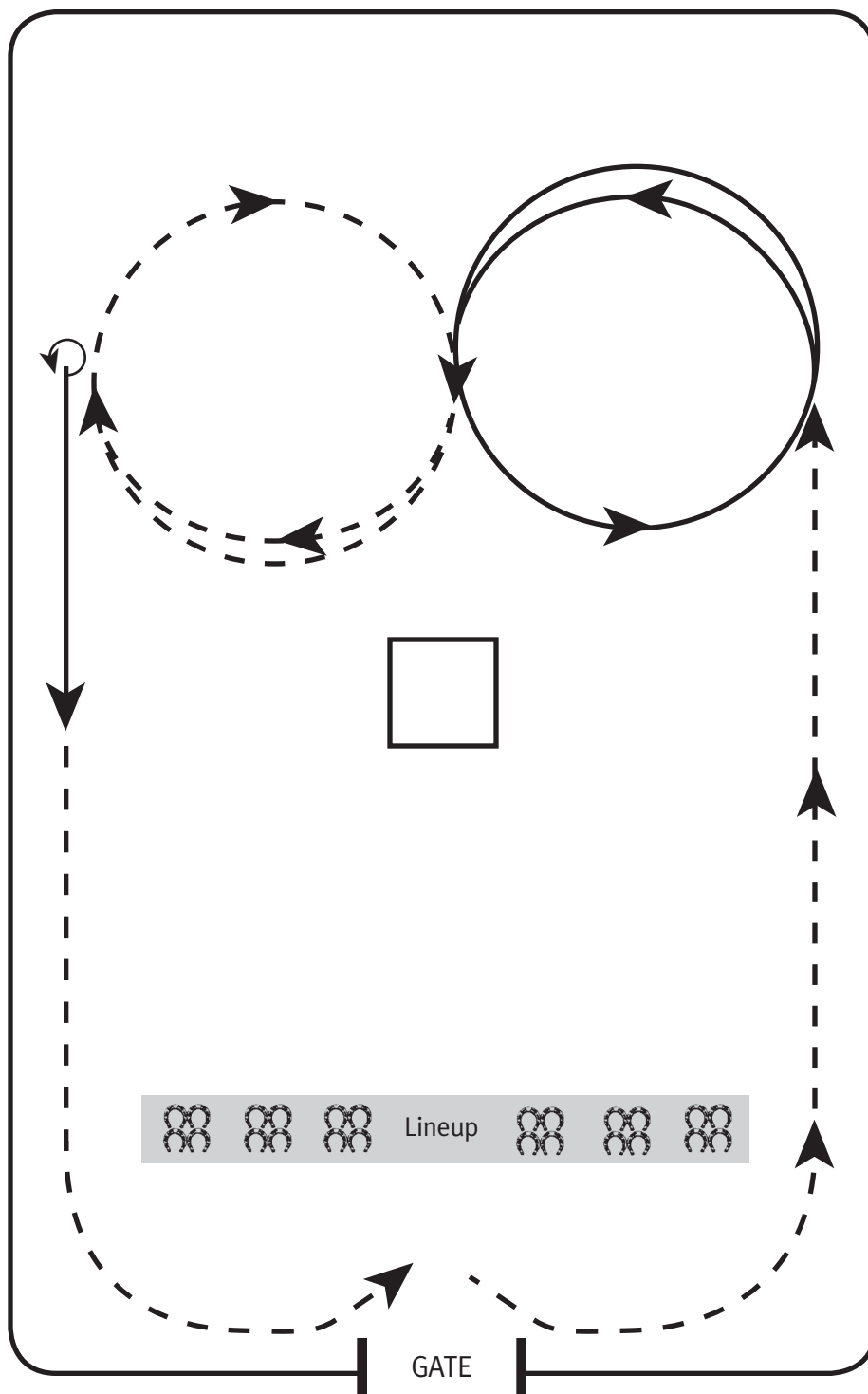
*This pattern may only be used for:*

- 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.*



Class 37

AHA Hunter Seat

Equitation Not to Jump

Medal

JTR 15-18

# Hunter/Jumping Seat

## LEVEL 1 • PATTERN U

Walk to the starting point.

Trot left diagonal from A.

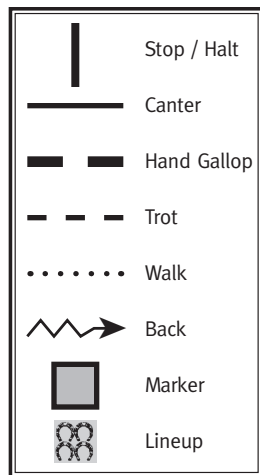
Canter on the correct lead from B to C.  
Continue to canter a right circle.

Transition to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

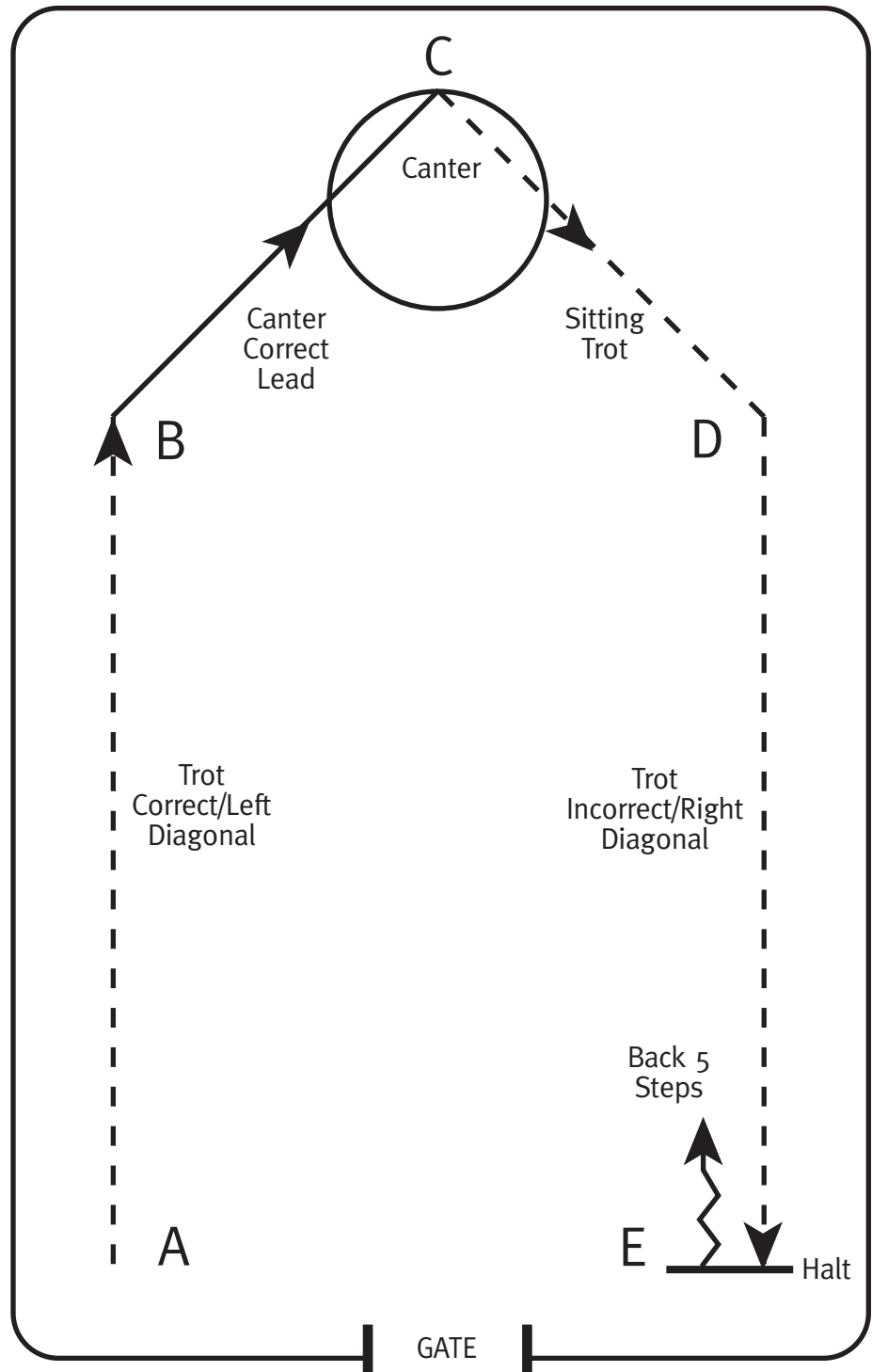
Halt and back five steps.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

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



Class 59

AHA Hunter Seat

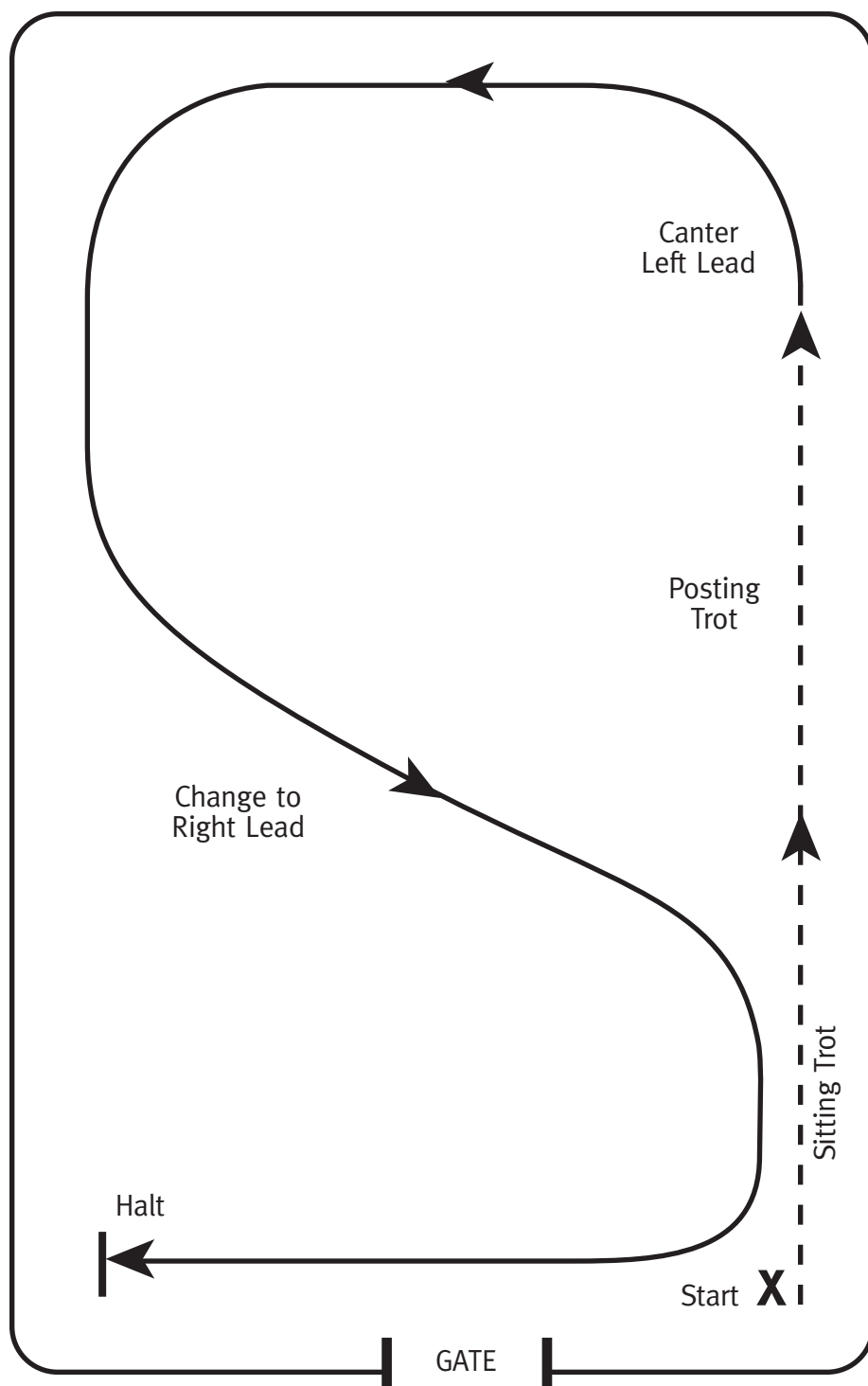
Equitation Not to Jump

Medal

JTR 14 & Under

# Hunter/Jumping Seat

## LEVEL 1 • PATTERN P



Walk to the starting point.

Pick up sitting trot.

Continue at posting trot on the correct diagonal.

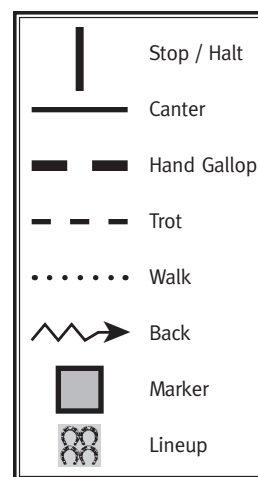
Pick up canter, correct lead.

Cut diagonally across arena and change lead (simple change).

Continue around end of arena.

Halt.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

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

Class 97

Hunter Seat Equitation

Not to Jump

Championship

JTR 15-18





Class 114

Saddle Seat Equitation  
Championship

JTR 14 & Under

# Saddle Seat

## LEVEL 1 • PATTERN A • Tests 2,3,10

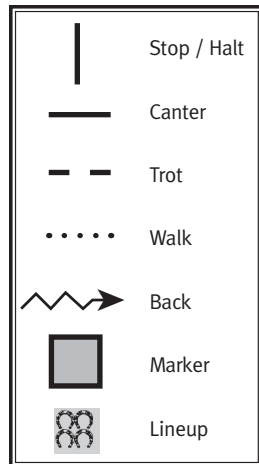
At the mid-point of the in-gate of the arena (A), trot to the left around the curve to the end of the straightaway on the left diagonal (B) and stop briefly.

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).

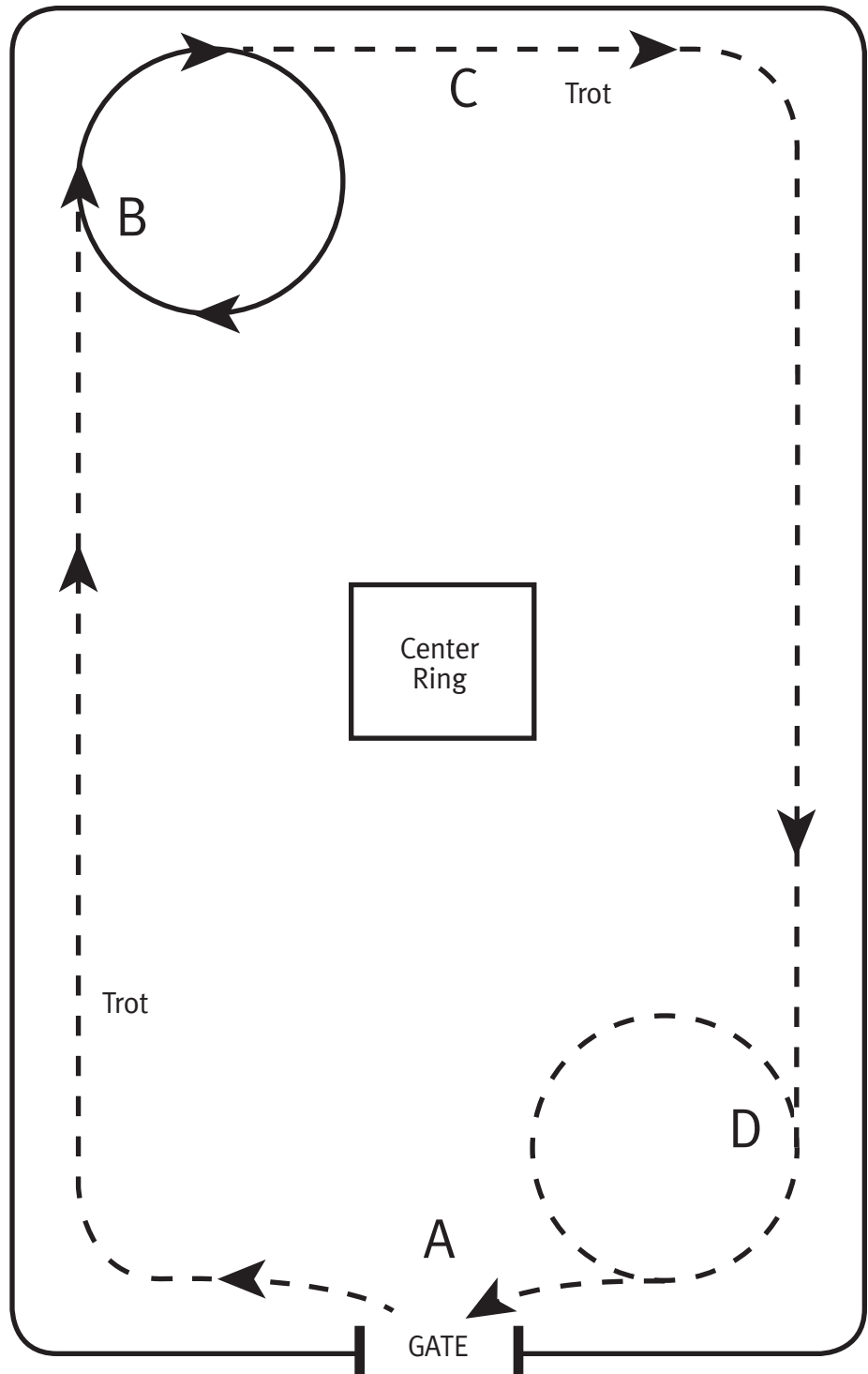
Exit arena at the trot.



*This pattern may only be used for:*

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

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Class 116  
Saddle Seat Equitation  
Championship  
JTR 15-18

# Saddle Seat

## LEVEL 1 • PATTERN N • Tests 3,12

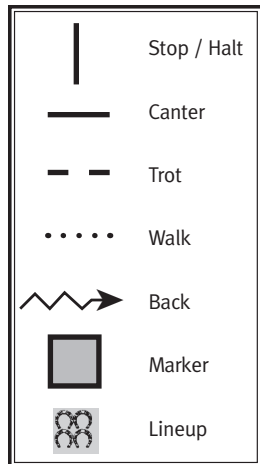
Enter the ring and turn to the right.

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.

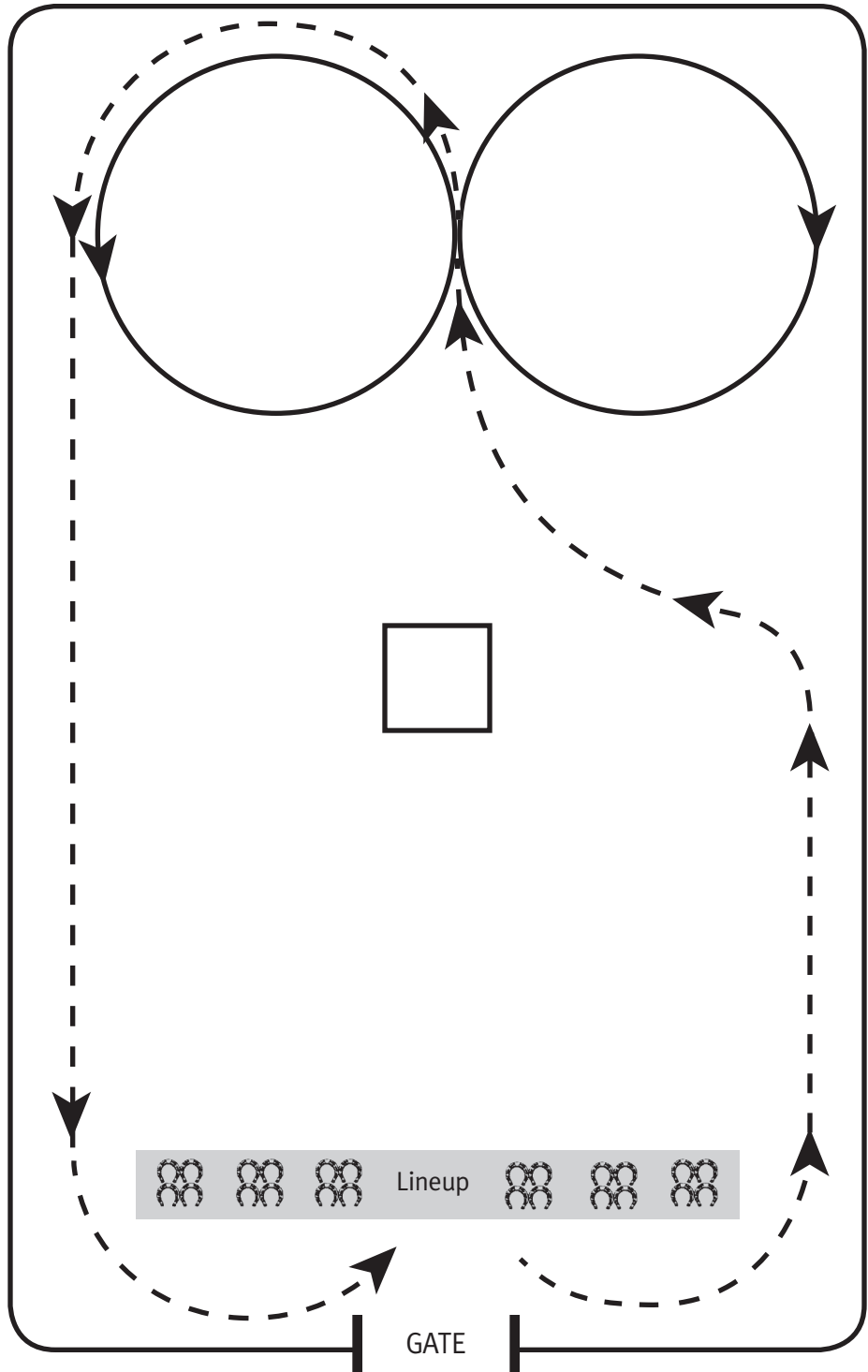
Return to the lineup or exit the ring without stopping.



*This pattern may only be used for:*

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

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Class 117

UPHA Arabian Breeds

Challenge Cup

JTR 17 & Under

# 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.)

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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.

Class 149

Hunter Seat Equitation

Not to Jump

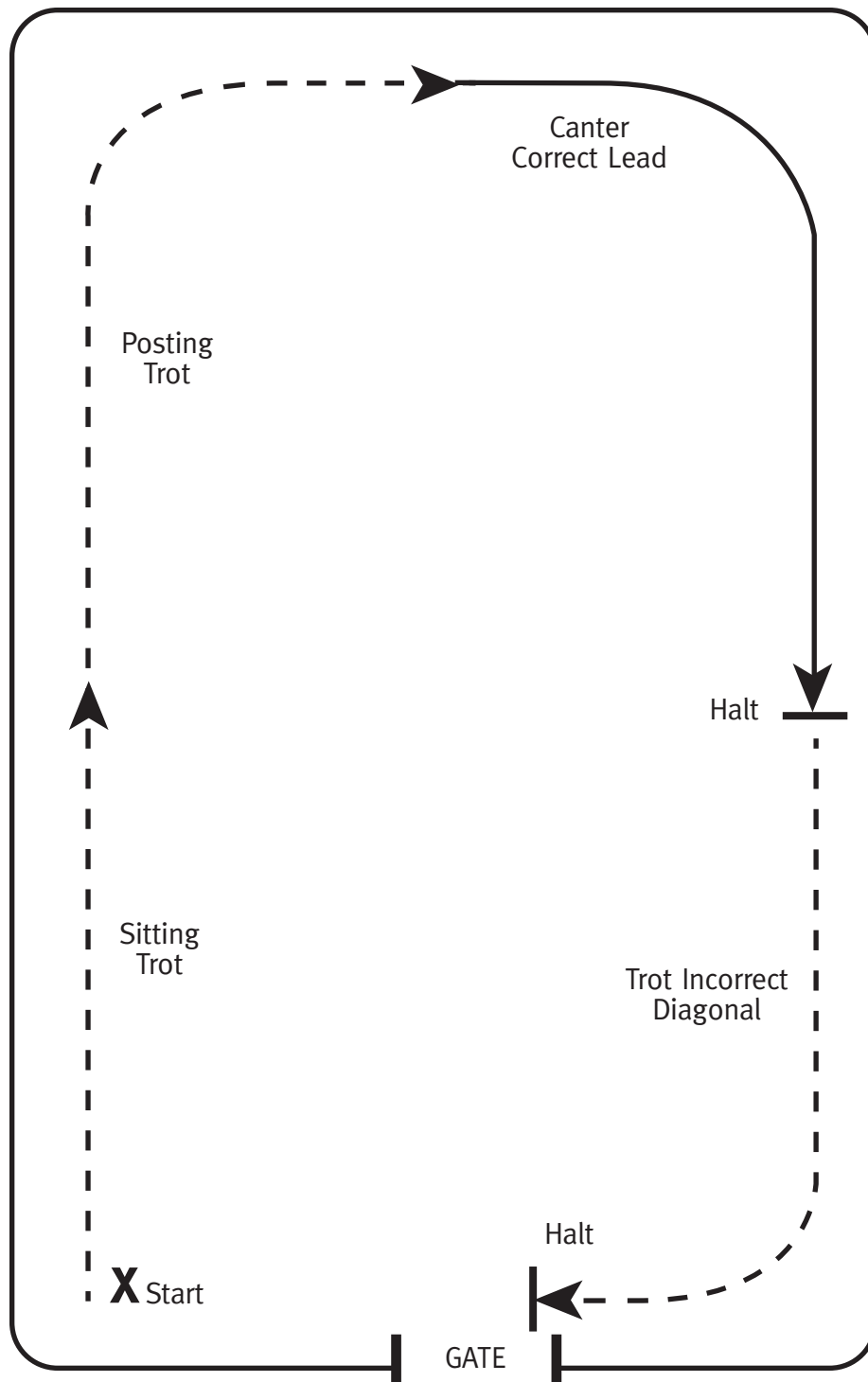
Championship

JTR 14 & Under



# Hunter/Jumping Seat

## LEVEL 1 • PATTERN E



Walk to the starting point.

Pick up a sitting trot.

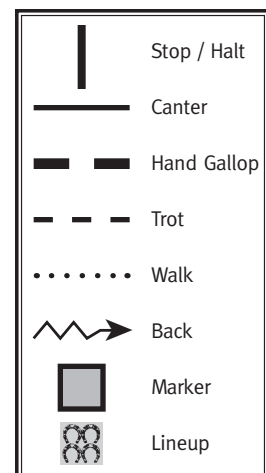
Change to posting trot, correct diagonal.

Canter correct lead. Halt.

Trot on the incorrect diagonal to gate.

Halt.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

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

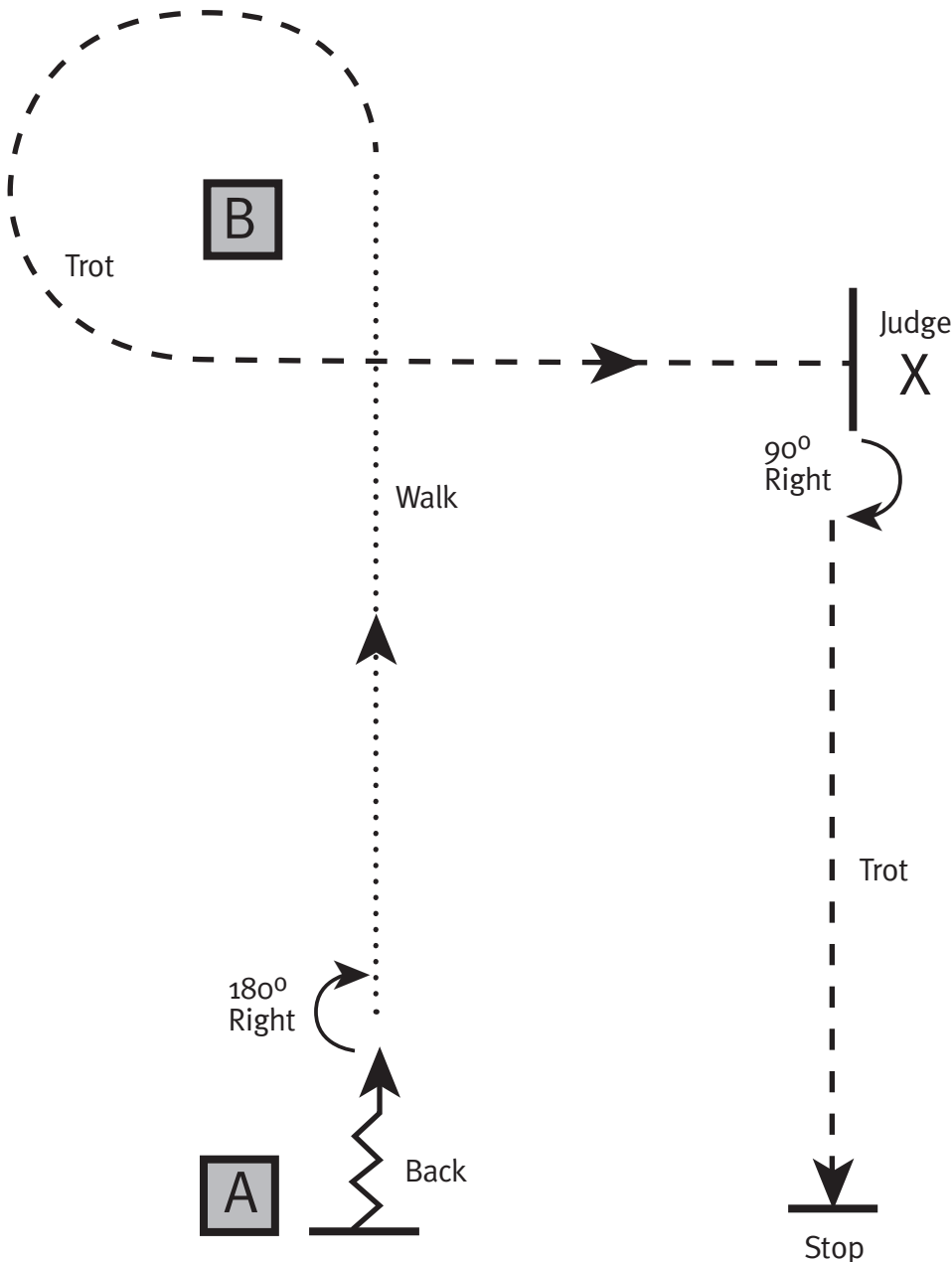
Class 163  
Showmanship  
Championship  
JTH 15-18

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❌ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

# Showmanship

## LEVEL 1 • PATTERN J

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*



Be ready at marker A.

At marker A back four steps.

Perform a 180-degree turn.

Walk to marker B.

At marker B trot around B and to the judge, set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn until even with marker A. Stop.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

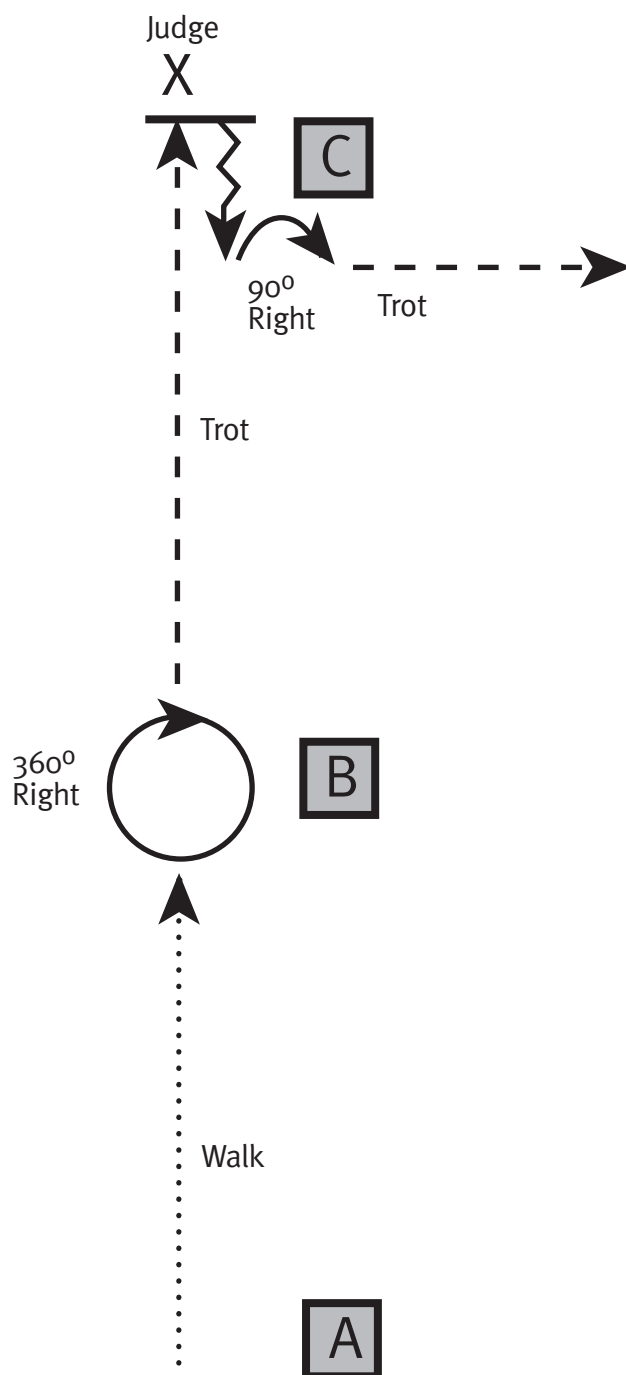
Class 164  
Showmanship  
Championship  
JTH 11-14

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❌ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

# Showmanship

## LEVEL 1 • PATTERN G

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*



Be ready at marker A.

Walk to marker B. Stop.

Perform a 360-degree haunch turn to the right. Stop.

Trot to marker C. Stop.

Set up for inspection.

After dismissal, back four steps.

Perform a 90-degree turn to the right and trot to lineup or exit as directed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Class 165  
Showmanship  
Championship  
JTH 10 & Under

# Showmanship

## LEVEL 1 • PATTERN B

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*

Be ready at marker A.

Walk from marker A to marker B.

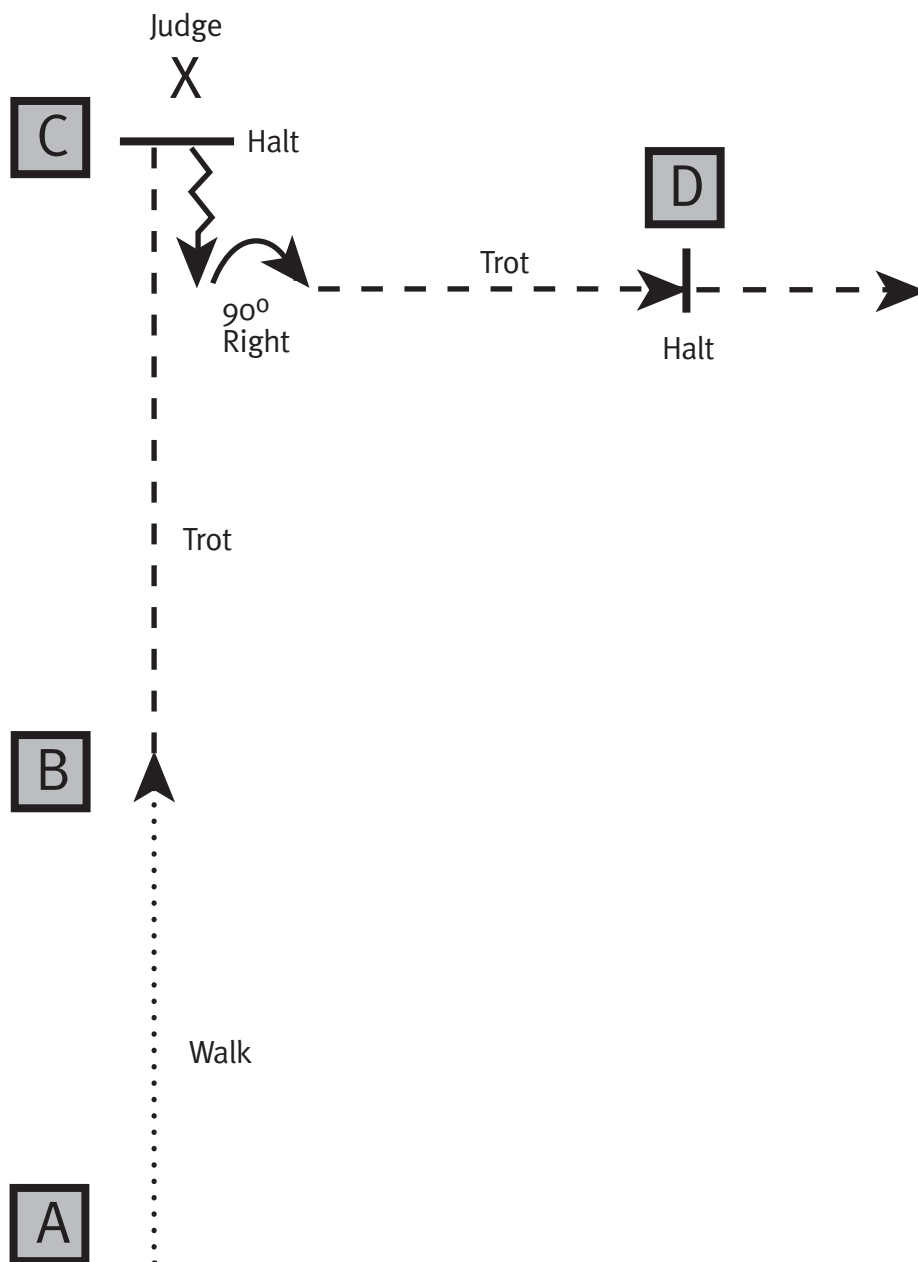
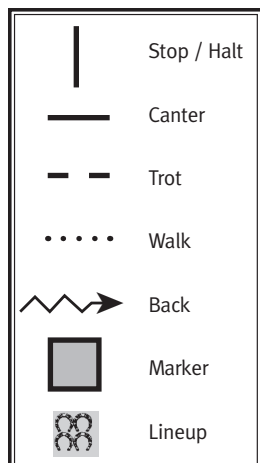
Trot from marker B to marker C.

Stop at marker C and set up for inspection.

When dismissed, back four steps.

Execute a 90-degree turn and trot to marker D as drawn. Stop.

Hesitate for several seconds and then trot to new lineup as directed by the ringmaster or exit as directed by the ringmaster.



- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☒ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

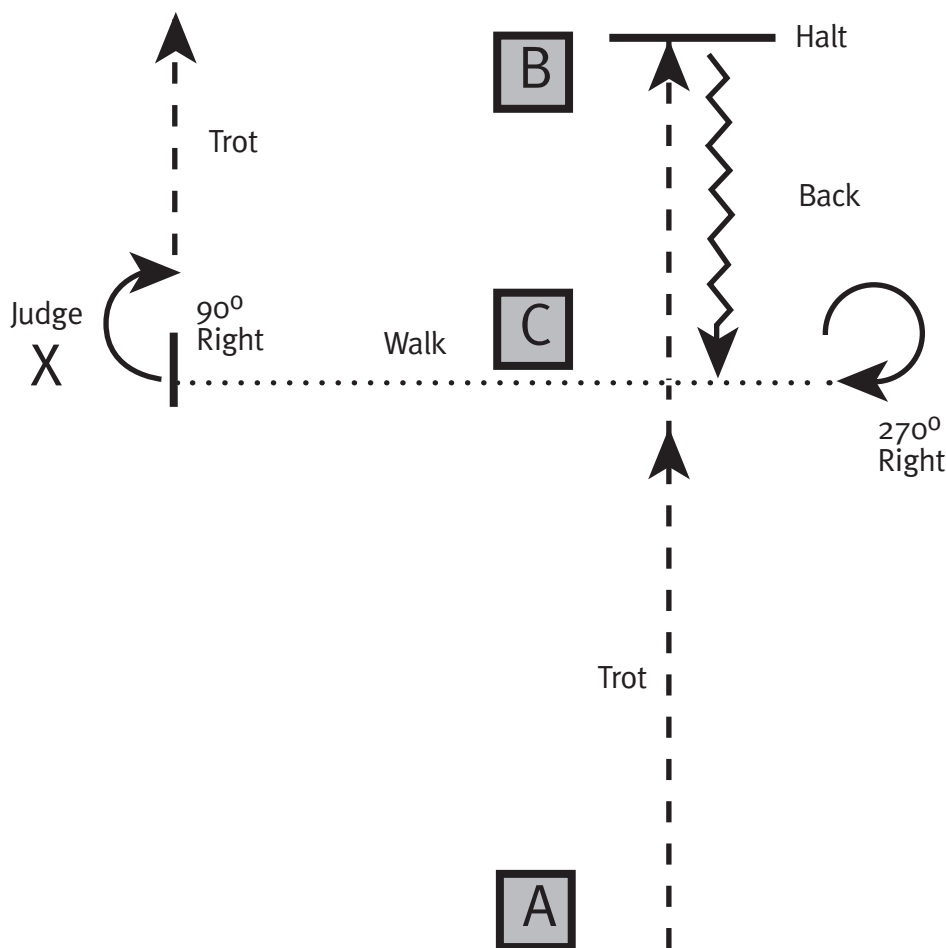
Class 217  
Showmanship  
Championship  
AATH 19-39










- # Showmanship

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

When dismissed, perform a 90-degree turn and return to lineup at the trot or exit as directed by the ringmaster.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

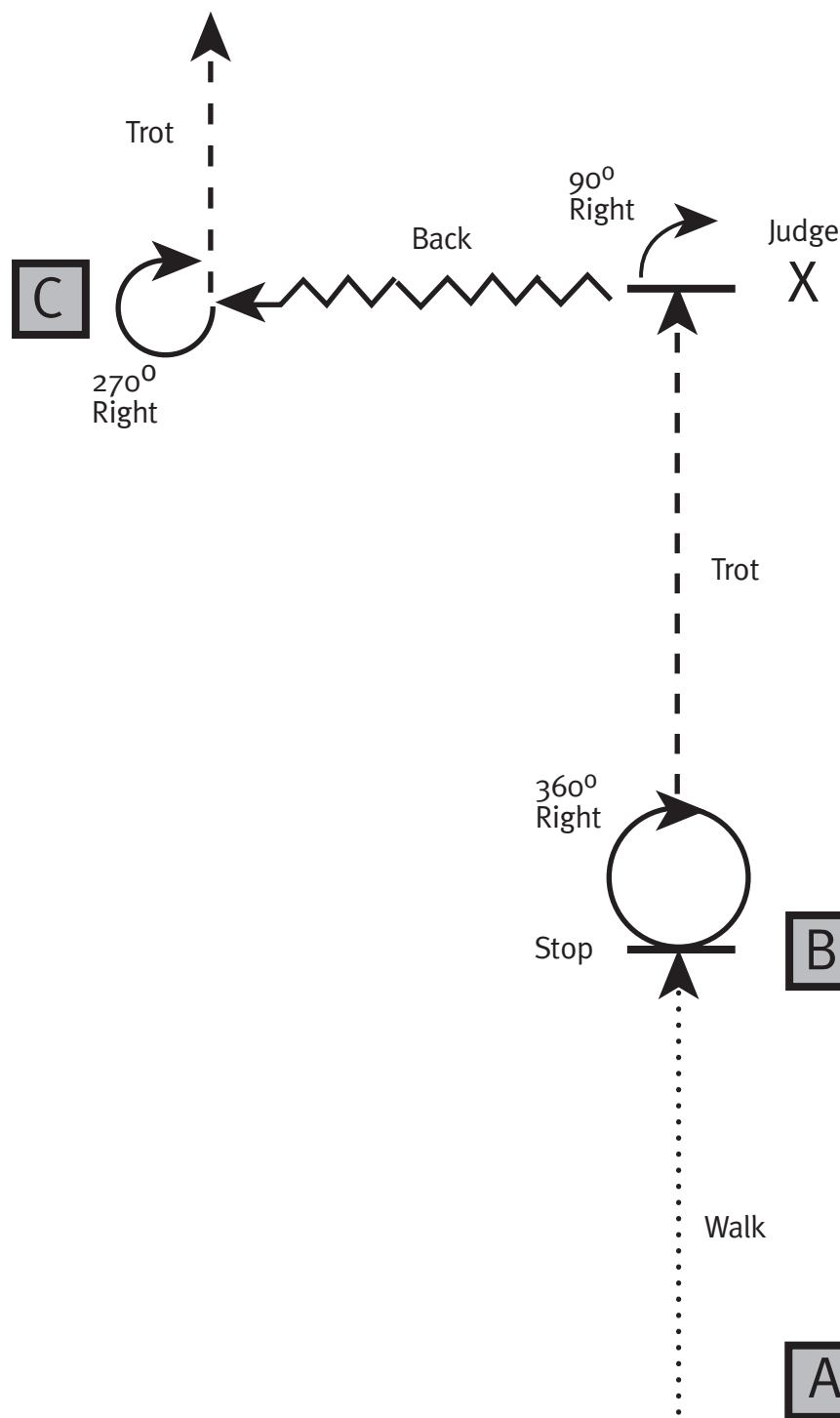
Class 218  
Showmanship  
Championship  
AATH 40 & Over

- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ❌ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

# Showmanship

## LEVEL 2 • PATTERN X

*Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing*



Be ready at marker A.

Walk from marker A to marker B.

Stop at marker B and perform a 360-degree turn.

Trot until hip is even with Judge.

Stop and perform a 90-degree turn, set up for inspection.

When dismissed, back to marker C.

Perform a 270-degree turn and trot away as drawn.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Class 338

Hunter Seat Equitation

Not to Jump

Championship

AATR

# Hunter/Jumping Seat

## LEVEL 2 • PATTERN KK

Walk to the starting point.

Pick up the trot and trot a circle to the right and continue trotting.

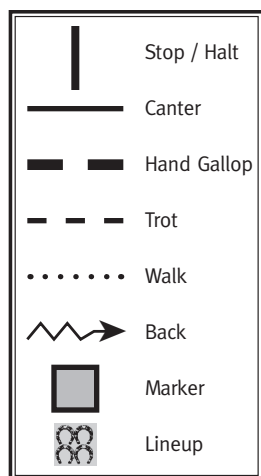
Canter a circle to the right. At the conclusion of the circle, perform a simple change of lead.

Canter a half circle to the left. Halt and drop stirrups.

Sitting trot to the end of the arena. Halt.

Pick up stirrups.

Return to lineup or exit at a walk.



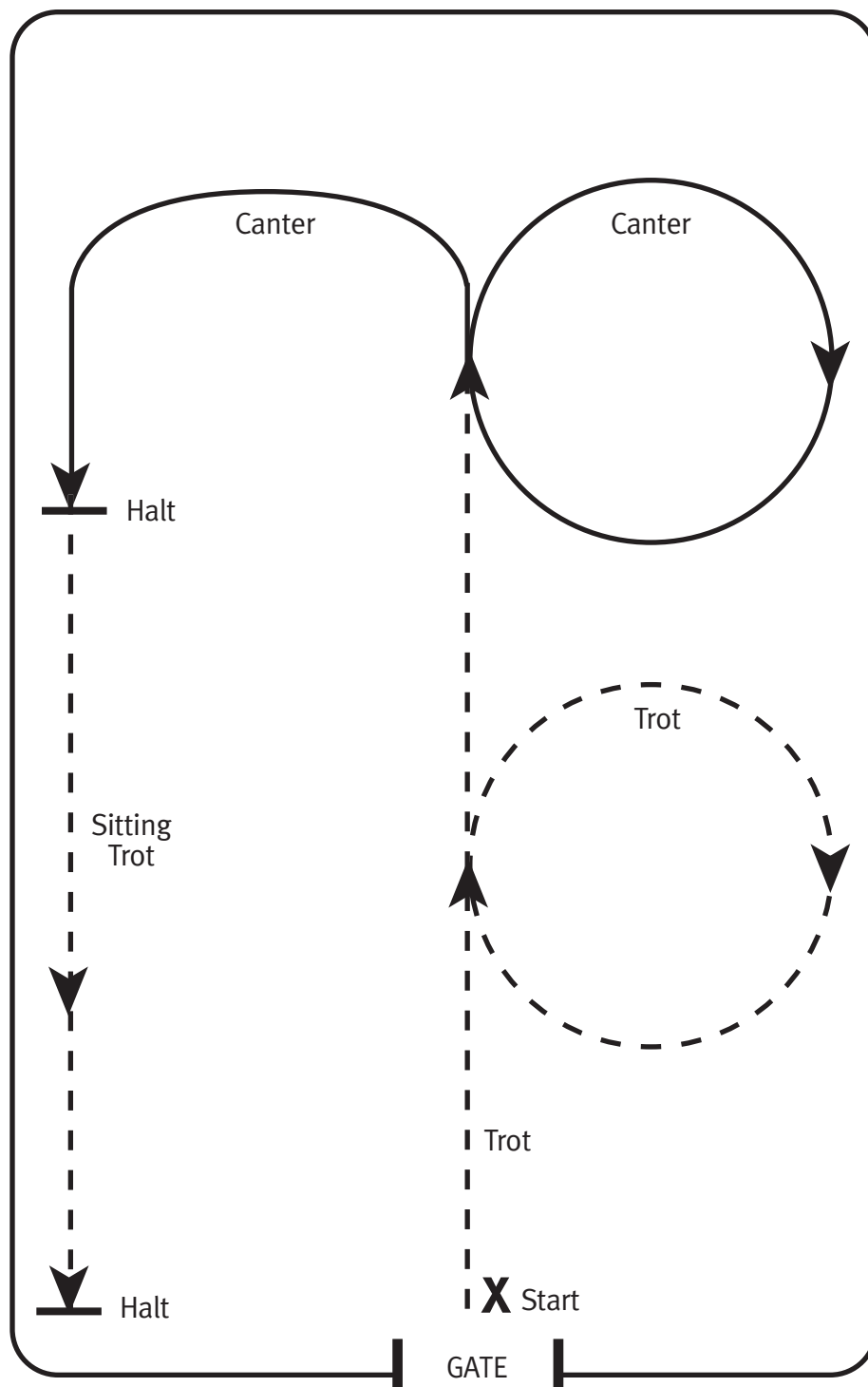
This pattern may only be used for:

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

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

- 13 & Under
- 14 & Under

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



Class 759  
AHA Western  
Horsemanship  
Medal  
JTR 15-18

# Western Horsemanship

## LEVEL 1 • PATTERN M

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

Be ready at marker A.

Walk to marker B.

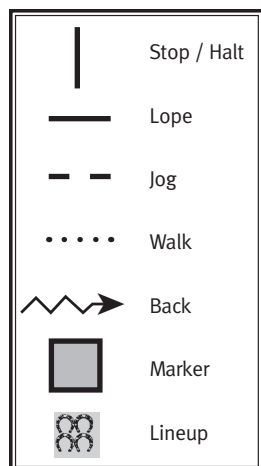
Jog to marker C. Stop.

Make a 360-degree turn on the haunches to the right. Lope on the left lead and circle back to marker C.

At marker C demonstrate simple change of lead (walk or jog) and lope right lead to marker D.

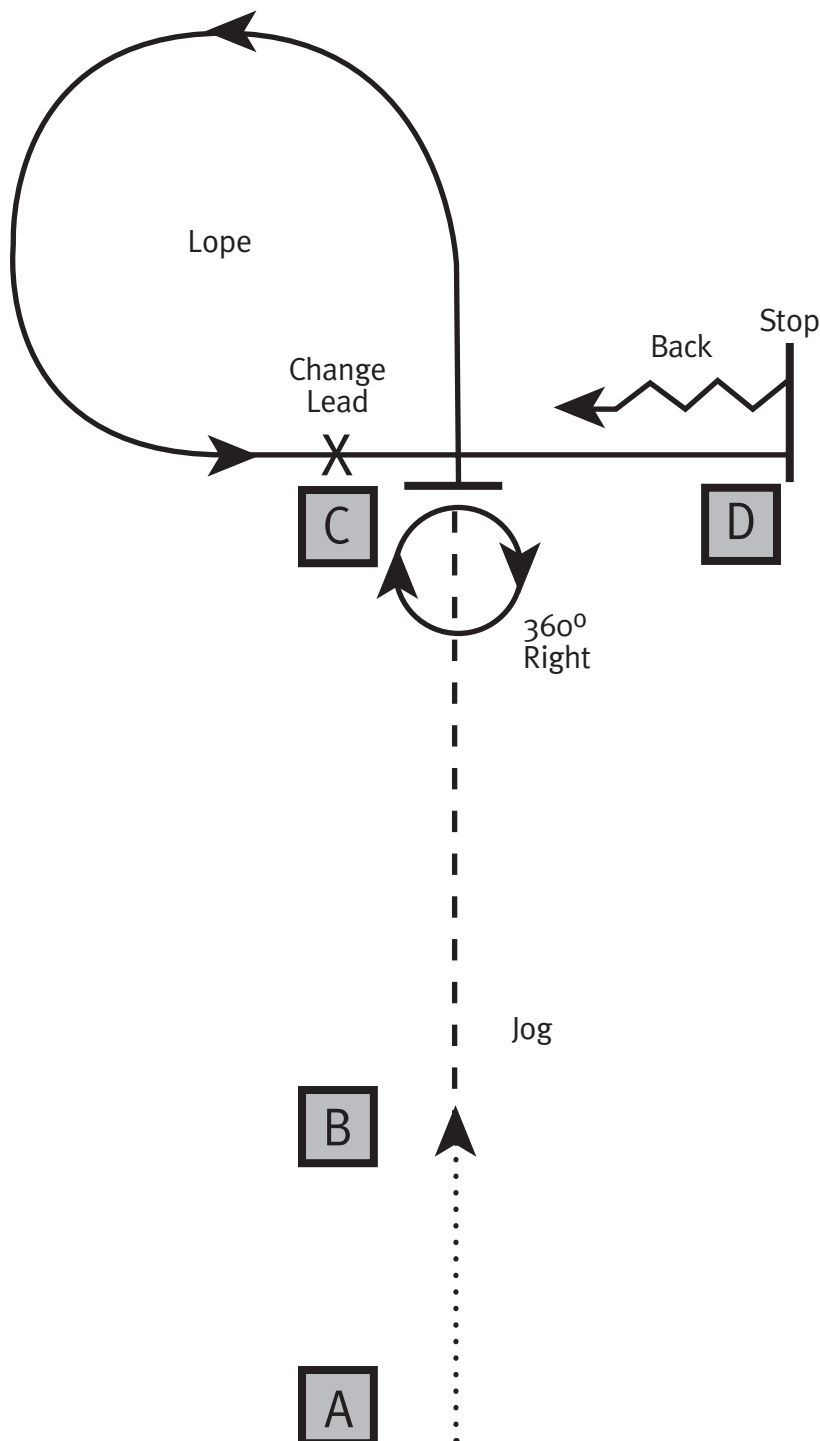
Stop at marker D and back ten feet.

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



*This pattern is appropriate to use for all age groups*

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



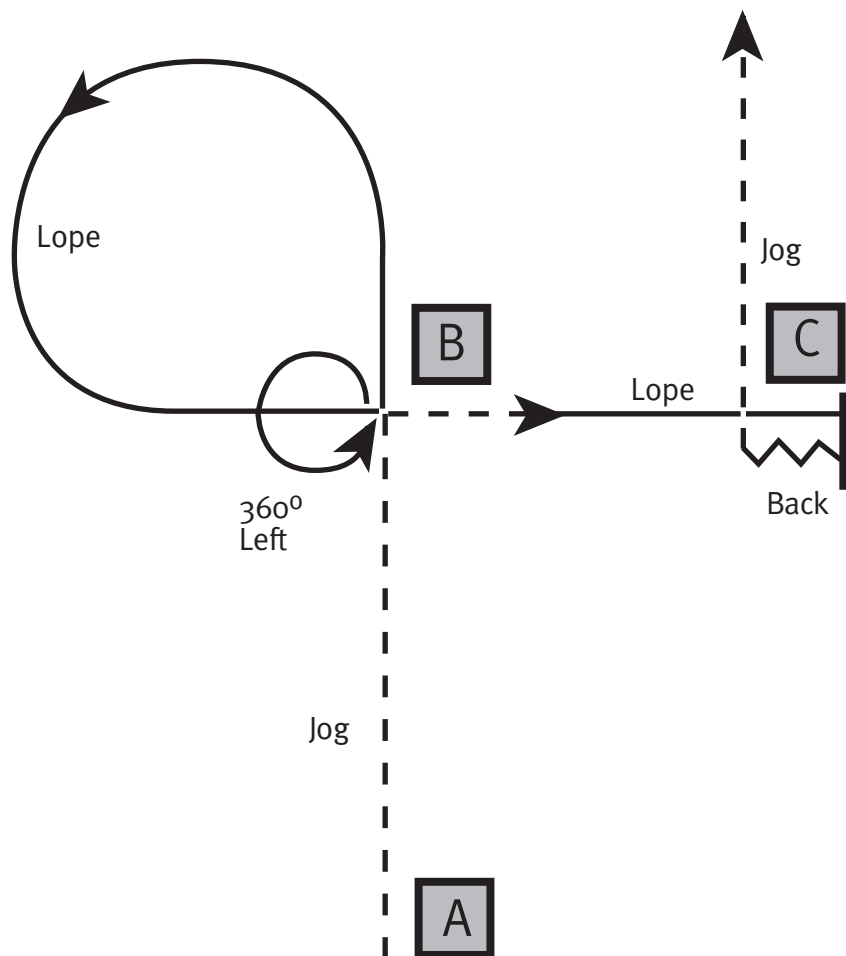
Class 760  
AHA Western  
Horsemanship  
Medal  
JTR 14 & Under



# Western Horsemanship

## LEVEL 1 • PATTERN J

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



Be ready at A.

Jog to B.

Execute 360-degree turn on haunches to left.

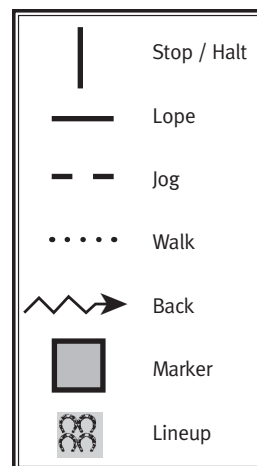
Lope left lead back to B.

Simple lead change (walk or jog).

Lope right lead to C and stop.

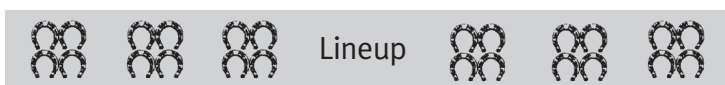
Back nine steps.

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



*This pattern is appropriate to use for all age groups*

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Class 784

Western Horsemanship  
Championship

JTR 15-18

# Western Horsemanship

## LEVEL 2 • PATTERN W

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

Be ready at marker A.

Walk from marker A to marker B.

Jog to marker C.

Lope on the left lead to marker D.

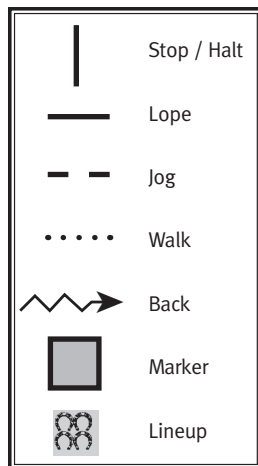
Extended lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on haunches to the left.

Execute a 180-degree turn on haunches to the right.

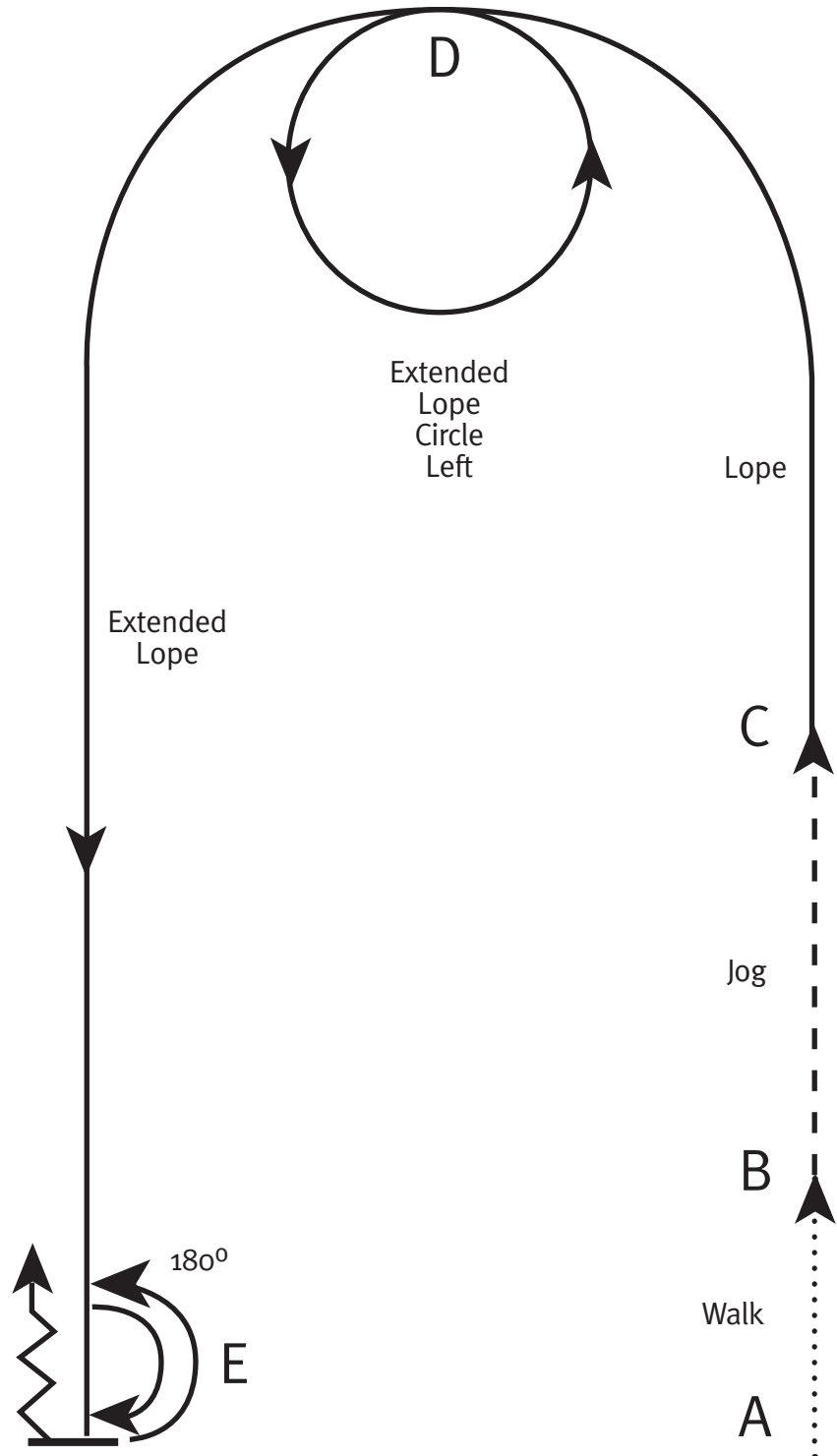
Back four steps.

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



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Class 785

Western Horsemanship  
Championship

JTR 14 & Under

# Western Horsemanship

## LEVEL 1 • PATTERN P

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

Be ready at marker A.

Lope right lead to marker B and stop.

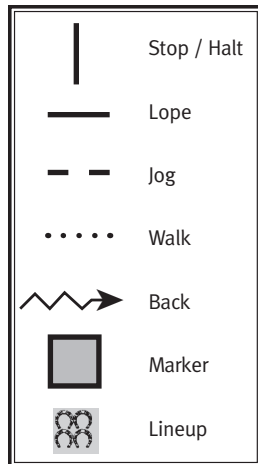
Execute a 360-degree turn on hindquarters right.

Lope left lead to marker C and stop.

Execute a 360-degree turn on the hindquarters left.

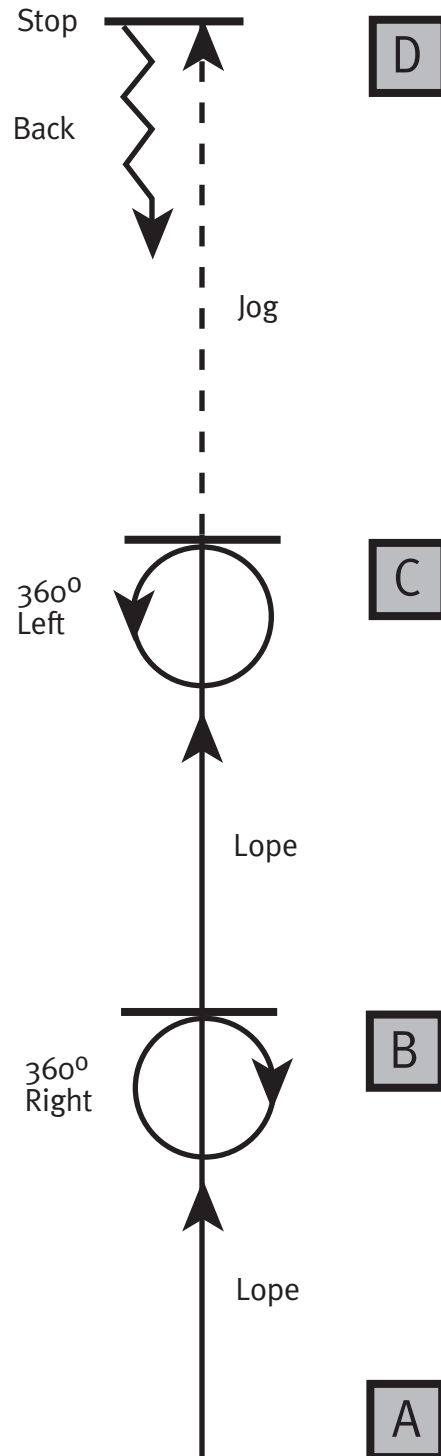
Jog to marker D and Stop. Back ten steps.

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



*This pattern is appropriate to use for all age groups*

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



Class 809

Western Horsemanship  
Championship

AATR

# Western Horsemanship

## LEVEL 2 • PATTERN V

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

Be ready at marker A. Walk to marker B.

Jog to marker C.

Lope a half circle to marker D as drawn on the left lead.

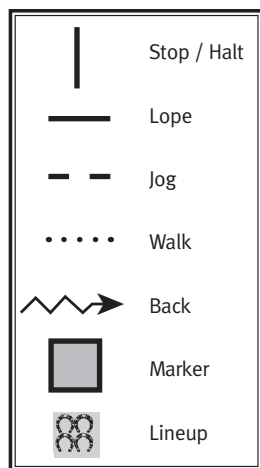
Stop at marker D and execute a 180-degree turn on the hindquarters right.

Lope a half circle to marker C on the right lead.

Stop at marker C, drop your stirrups and jog to marker A.

Stop at marker A, pick up your stirrups and back ten steps.

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



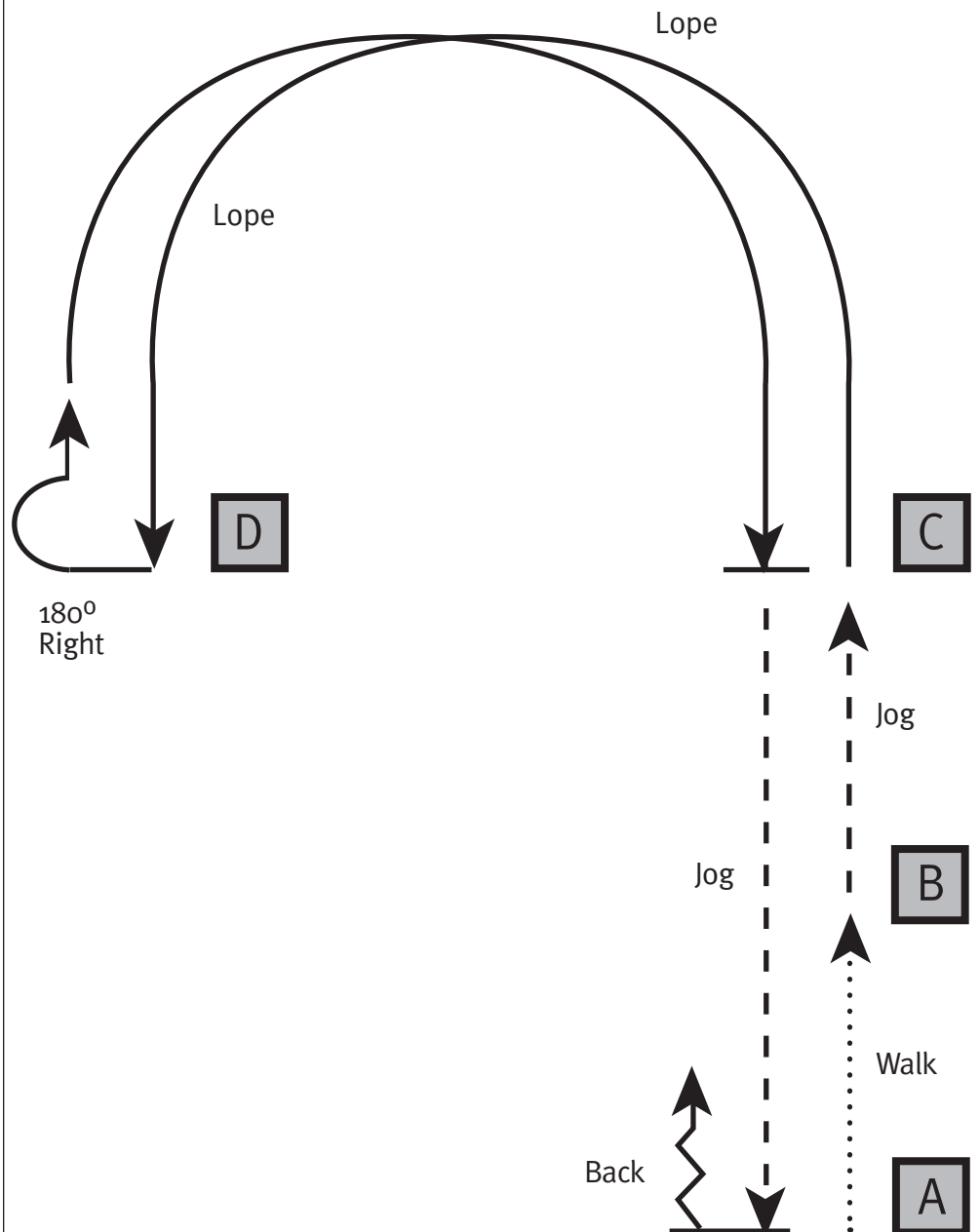
*This pattern may only be used for:*

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- 19 & Over

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- 13 & Under
- 14 & Under

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



Class 1011  
A/HA/AA English  
Dressage Seat  
Equitation Medal JTR  
18 & Under



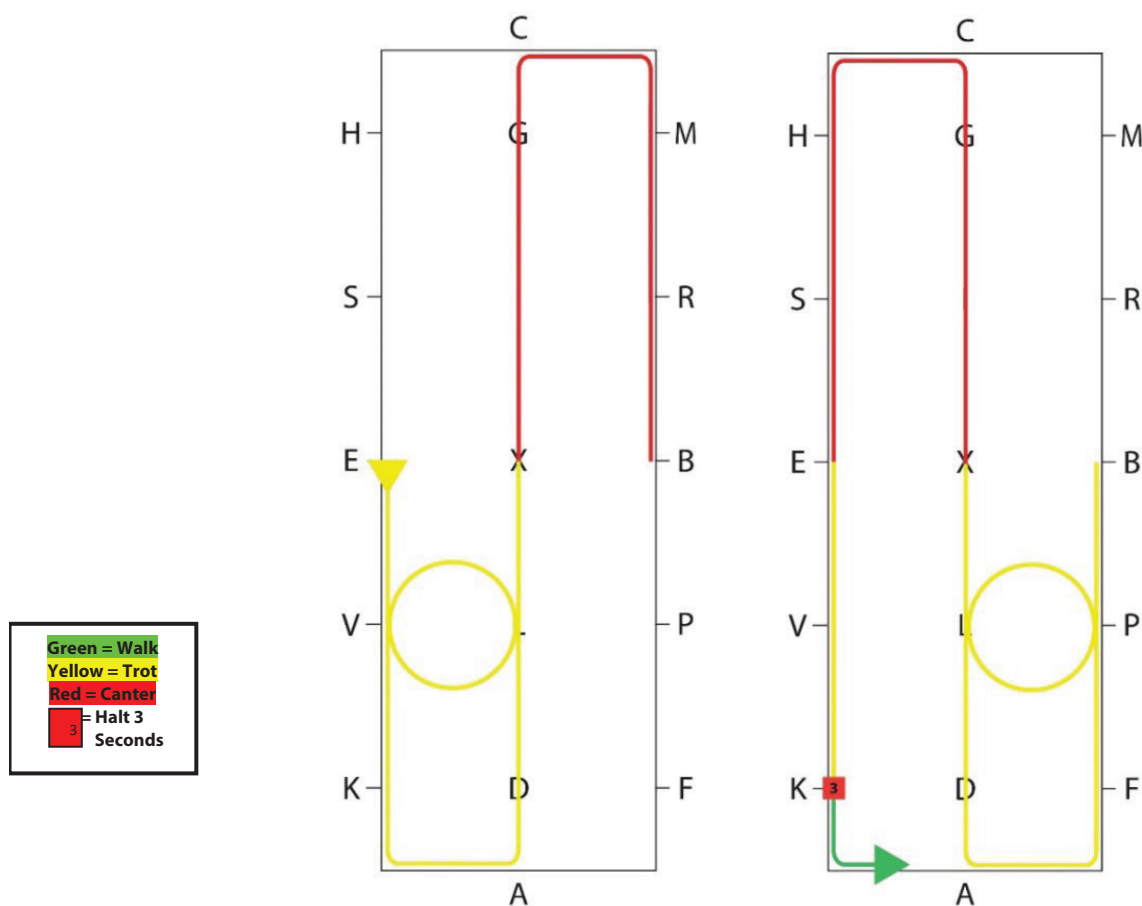
# USDF Dressage Seat Medal Semi-Finals and USDF Regional Adult Amateur Equitation Finals Patterns



## EASY - Approximate Ride Time: 1:49

All trot work may be ridden sitting or rising, unless stated by the judge.

Judging begins at E in working trot, tracking left.	
<b>E</b>	Working trot.
<b>A</b>	Down centerline.
<b>L</b>	Circle left 10m, proceed down center line.
<b>X</b>	Working canter right lead.
<b>C</b>	Track right.
<b>B</b>	Transition to working trot.
<b>A</b>	Down centerline.
<b>L</b>	Circle right 10m.
<b>X</b>	Working canter left lead.
<b>C</b>	Track left.
<b>E</b>	Transition to working trot.
<b>K</b>	Halt for 3 seconds. Proceed at walk and exit arena.



(image is divided into parts 1 and 2)