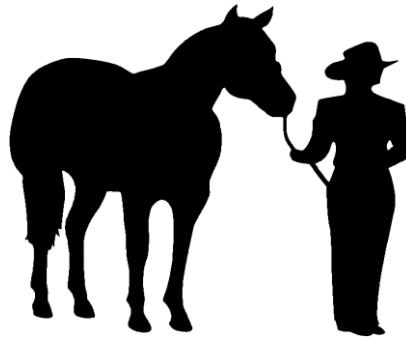


HALF-ARABIAN CLUB OF WASHINGTON
2024 MID-SUMMER CLASSIC PATTERN BOOK



Class 1 Arabian English Trail

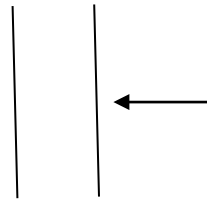
3. Arabian English Trail ATR

Class 2 HA/AA English Trail

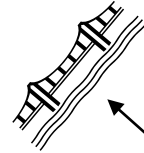
4. HA/AA English Trail ATR



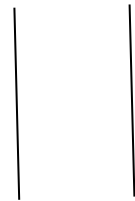
4. Trot over poles



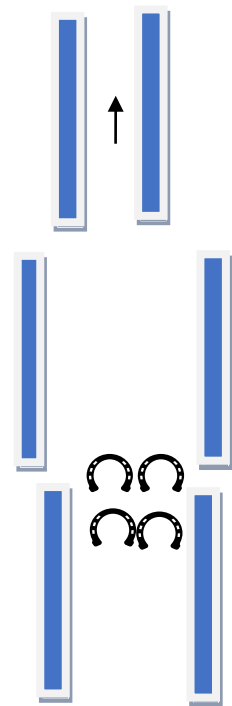
3. Jump Jump left lead



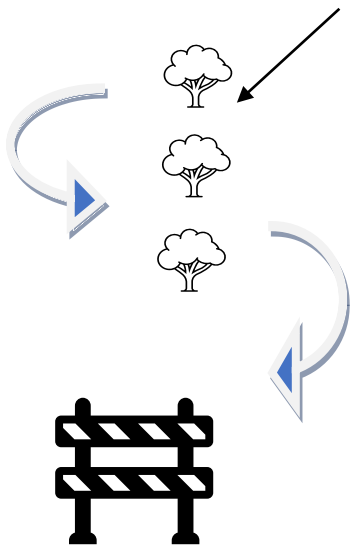
5. Canter right lead over poles



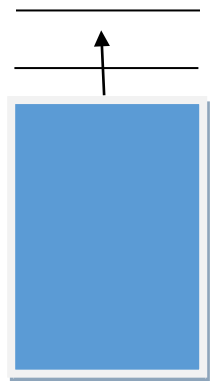
2. Walk into chute
360 either direction
Back
Canter out left lead



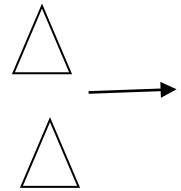
6. Trot Serpentine



1. Walk over poles and bridge

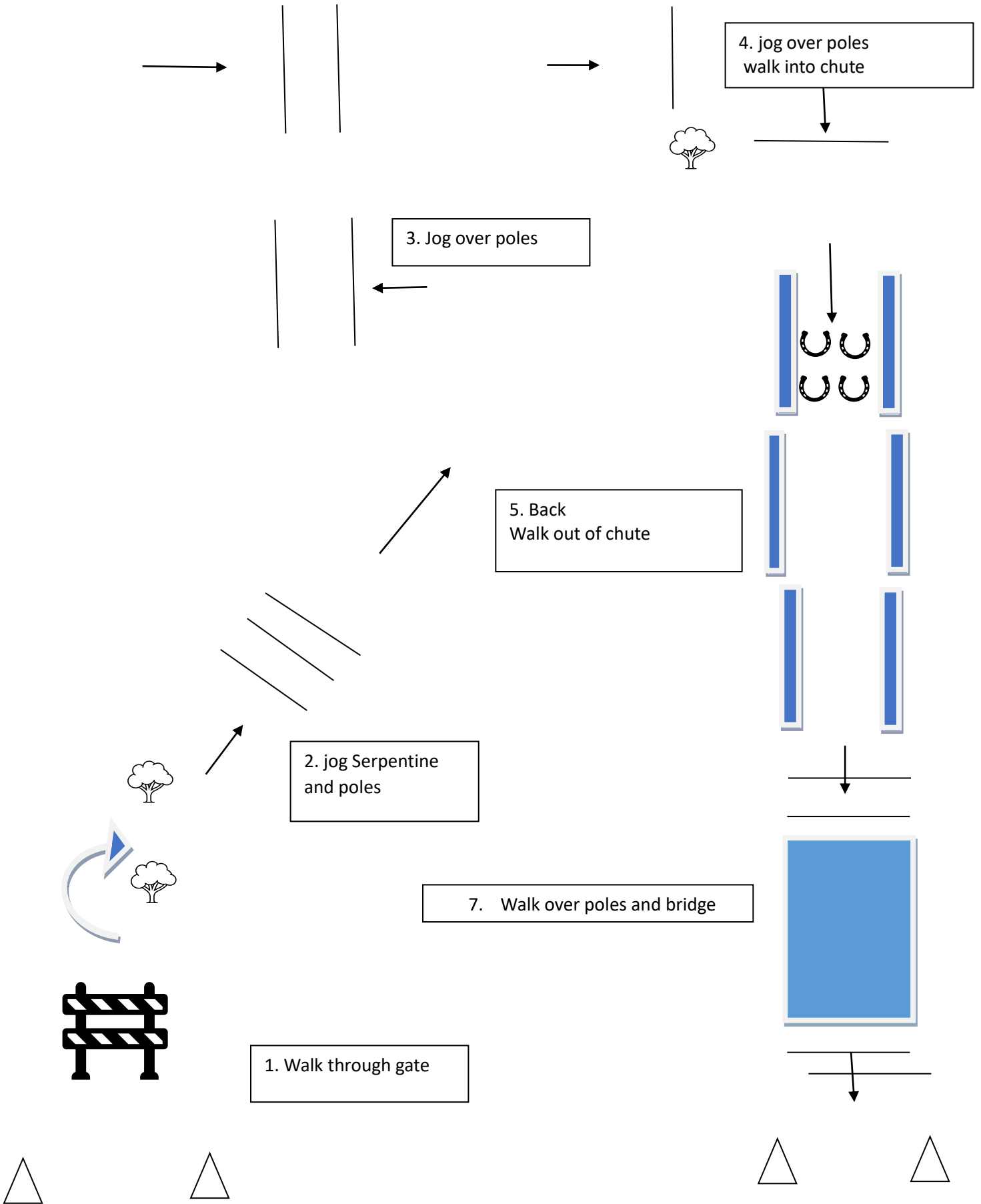


7 Left hand gate



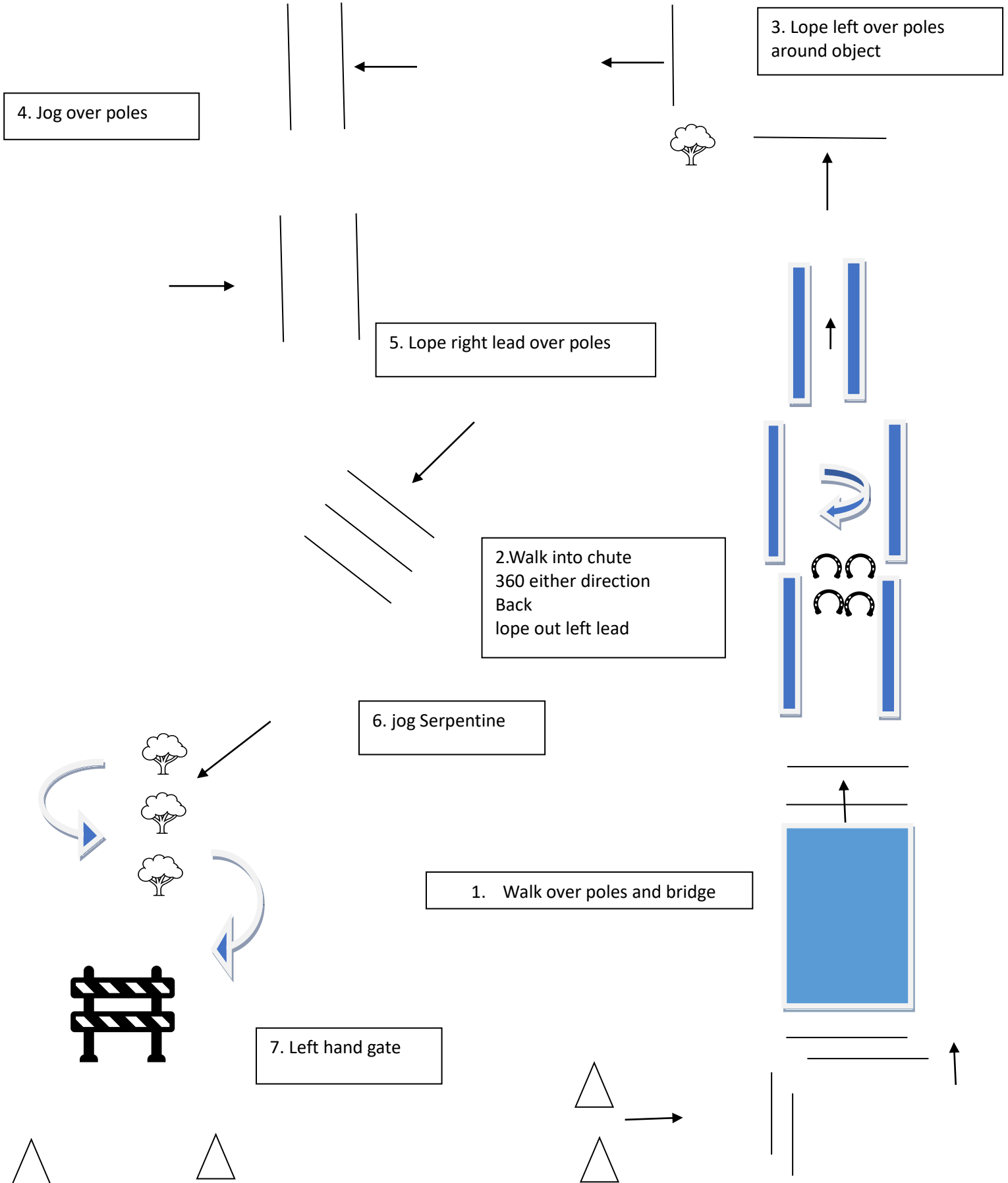


Class 5 A/HA/AA Walk/Trot 10 & under English
Class 10 A/HA/AA Walk/Trot 10 & under Western
Class 10a Arabian In Hand Trail E/W - Class 10b HA/AA In Hand Trail E/W - Class 10c In Hand 10 & Under



Class 6 Arabian Western Trail Open

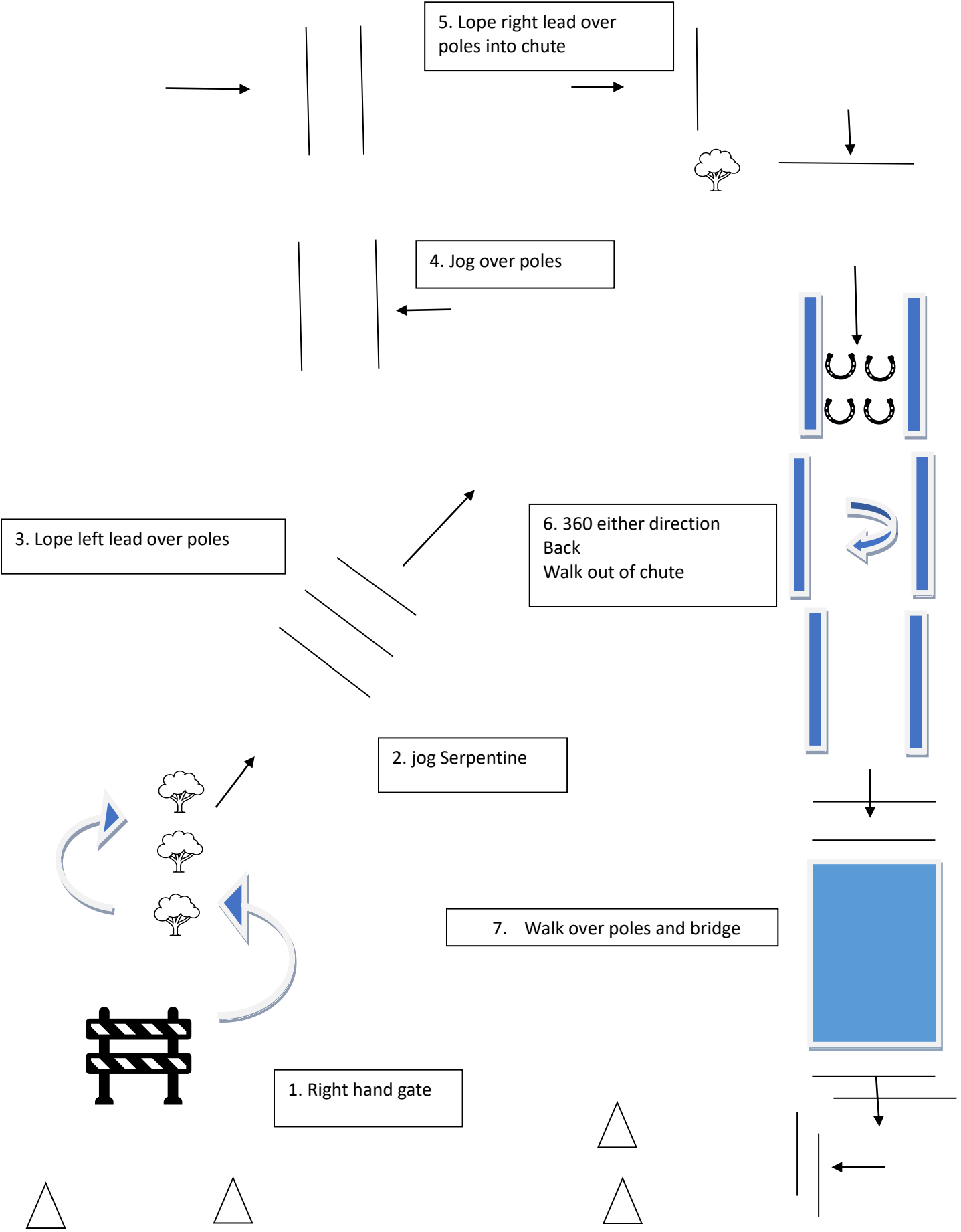
7. HA/AA Western Trail Open





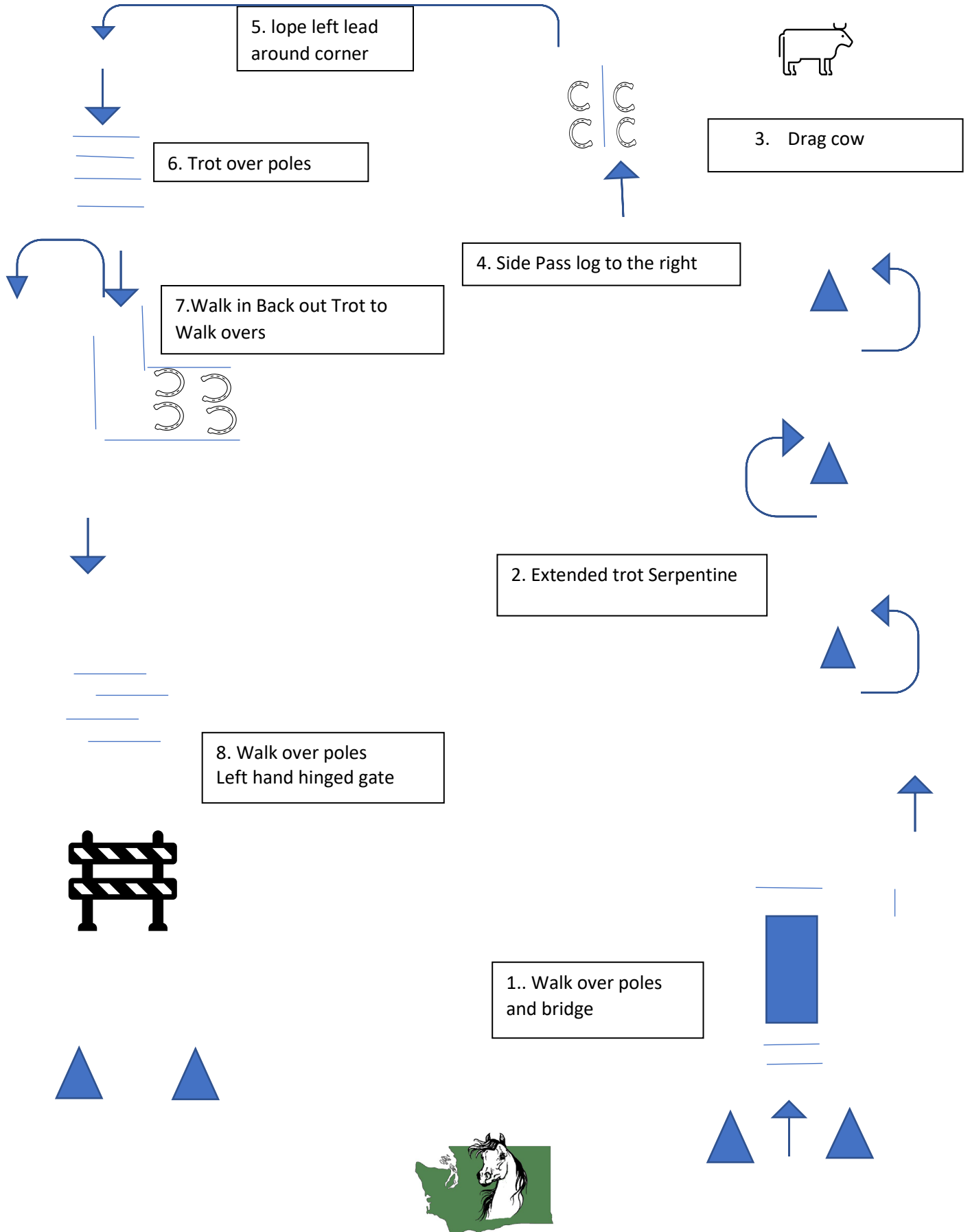
Class 8 Arabian Western Trail ATR

Class 9 HA/AA Western Trail ATR



Class 11 Arabian Ranch Trail
Class 12 HA/AA Ranch Trail

Class 13 Arabian Ranch Trail ATR
Class 14 HA/AA Ranch Trail ATR



Hunter/Jumping Seat

LEVEL 1 • PATTERN H









Walk to the starting point.

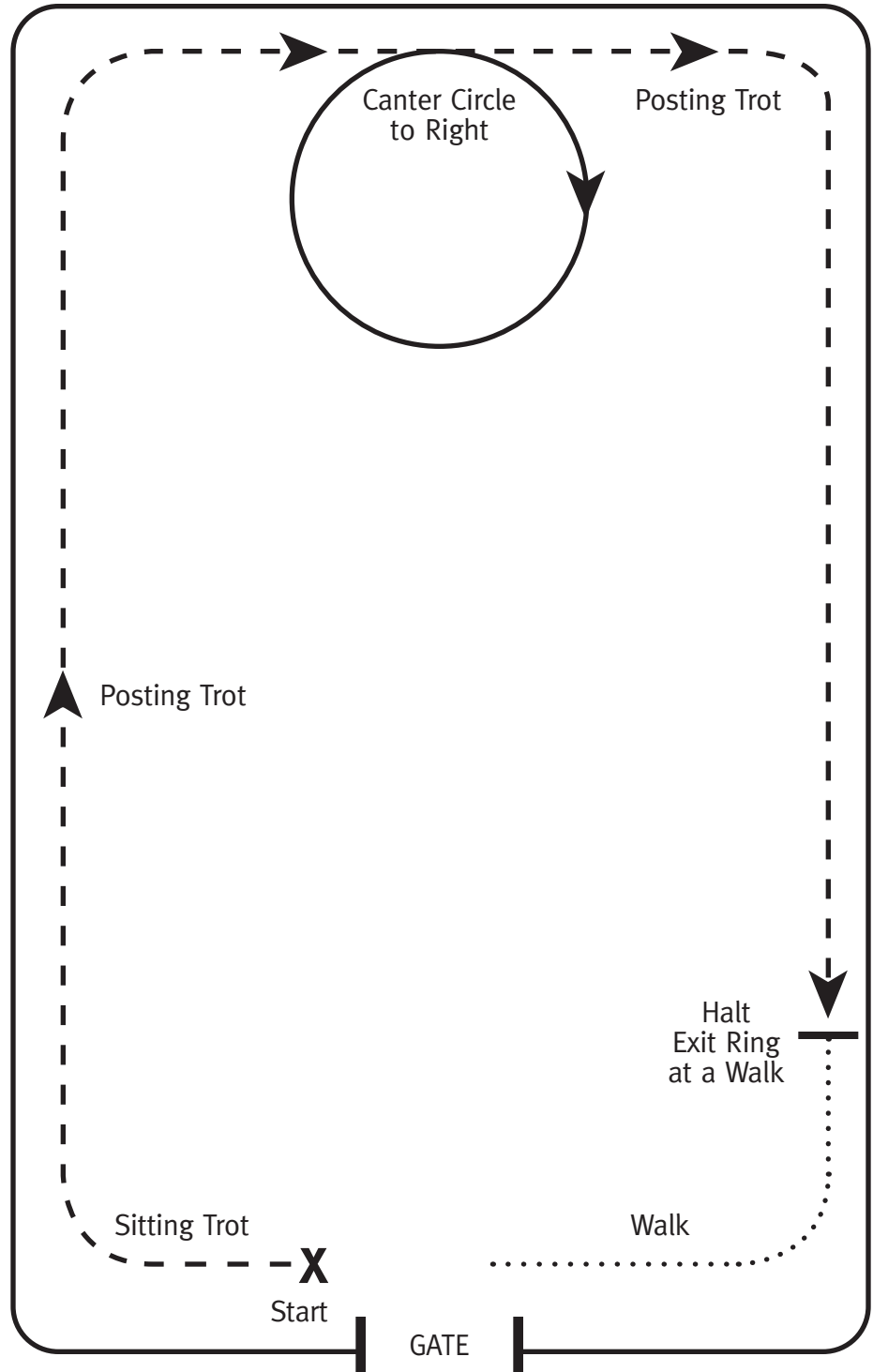
Pick up a sitting trot through turn and down the rail. At the half way point move into the posting trot on the correct diagonal. Continue to the center of the end of the arena.

Canter in a circle to the right at the correct lead. Upon completing the circle transition to the posting trot.

At the end of the straightaway halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup



This pattern is appropriate for all ages.

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

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).

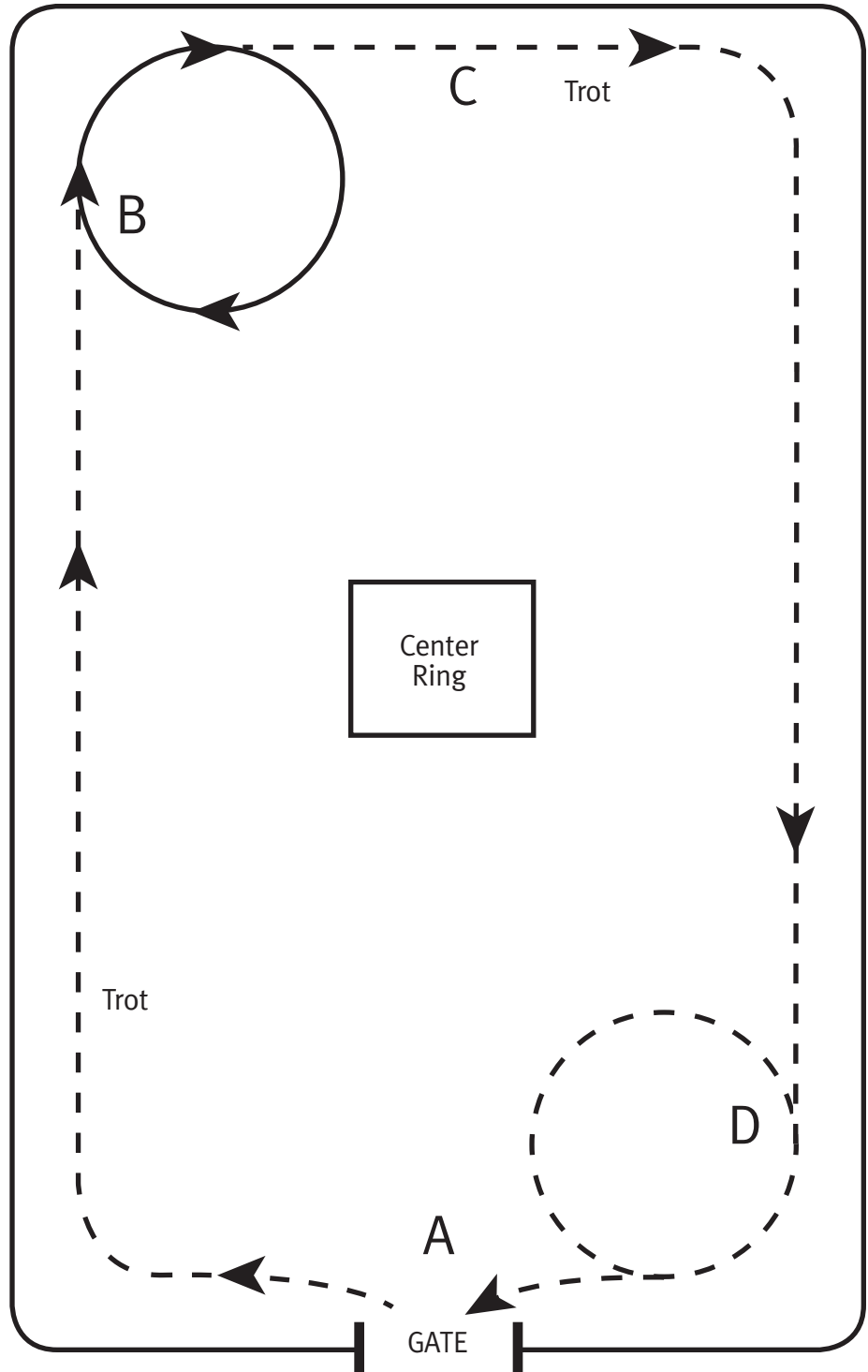
Exit arena at the trot.

	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.



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.

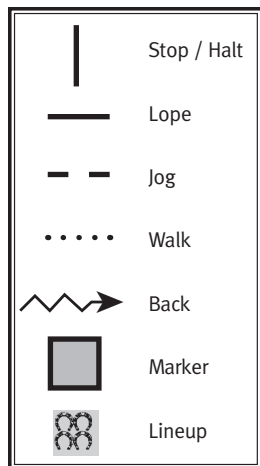
Extended lope a circle on the left lead around marker D and continue to marker E. Stop.

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

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

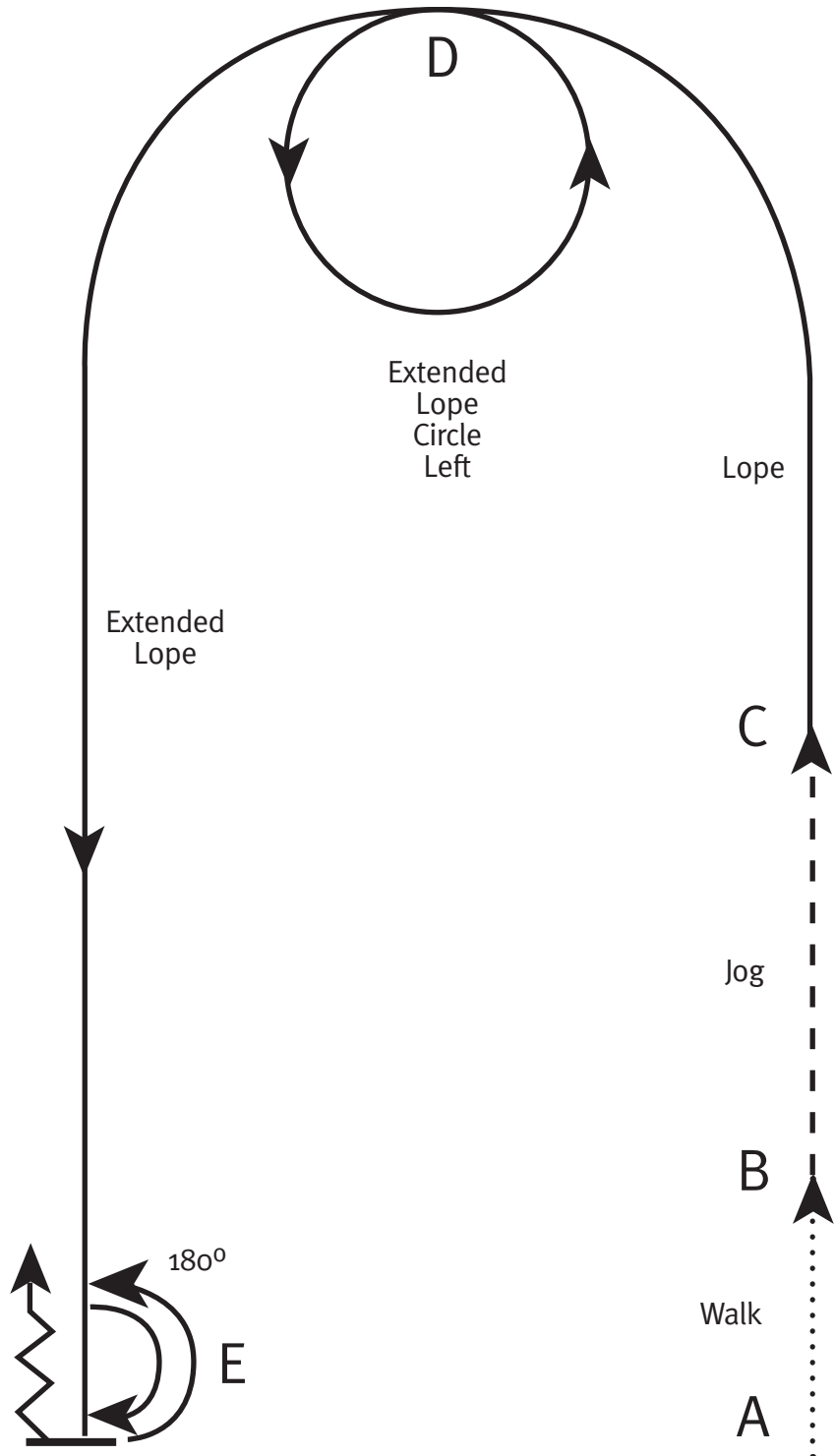
Back four steps.

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



This pattern is appropriate to use for all age groups

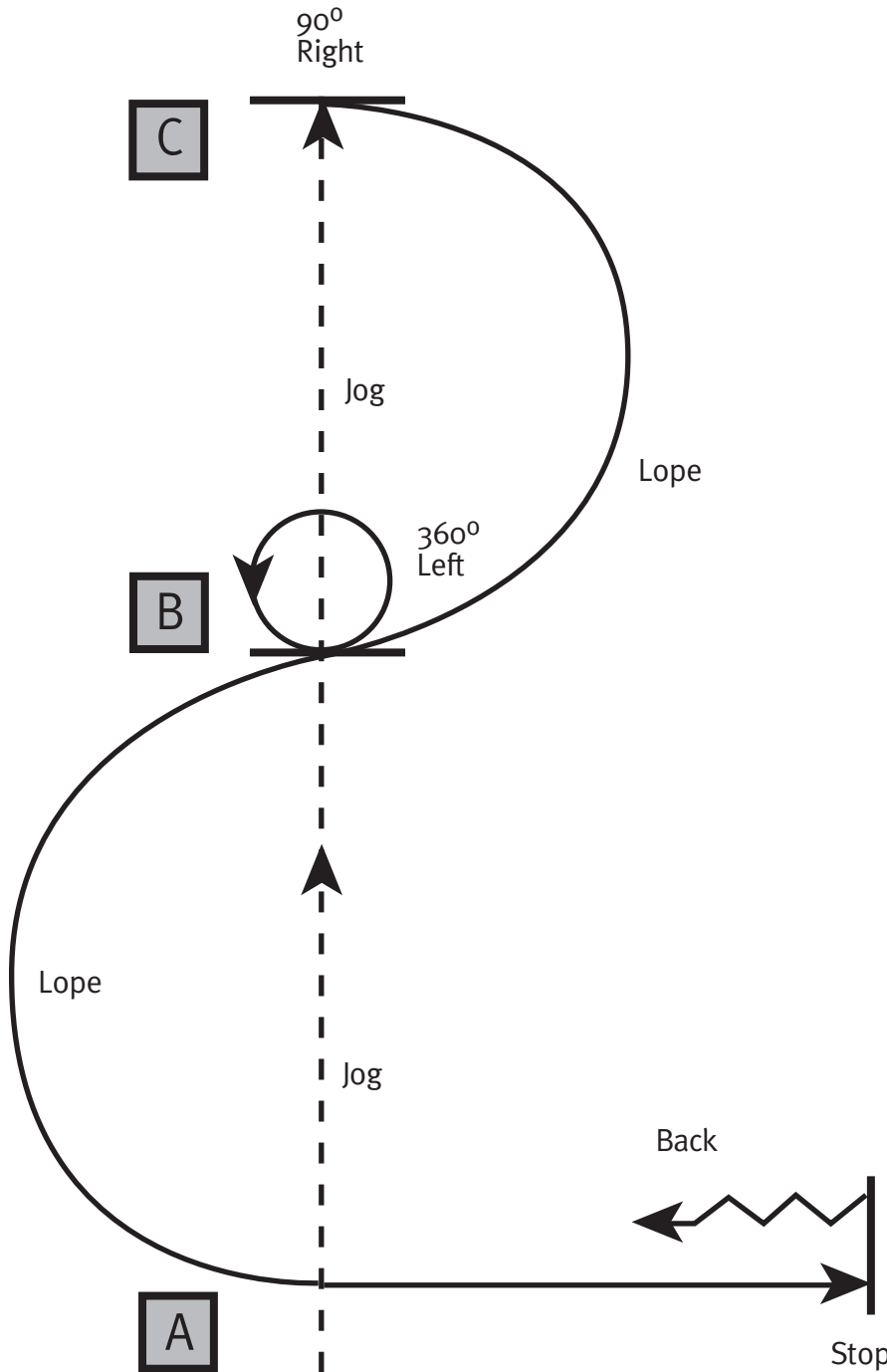
If used at a Regional or National Show, pattern may not be run from the lineup.



Western Horsemanship

LEVEL 1 • PATTERN Q

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.

Jog to marker B. Stop.

Complete a 360-degree turn to the left on the hindquarters.

Jog from marker B to marker C. Stop.

Make a 90-degree turn to the right on the haunches.

Lope a serpentine starting on the right lead.

At marker B demonstrate a simple change of lead (walk or jog) and finish the serpentine at the lope past marker A to the rail. Stop. Back five steps.

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

	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

This pattern is appropriate to use for all age groups

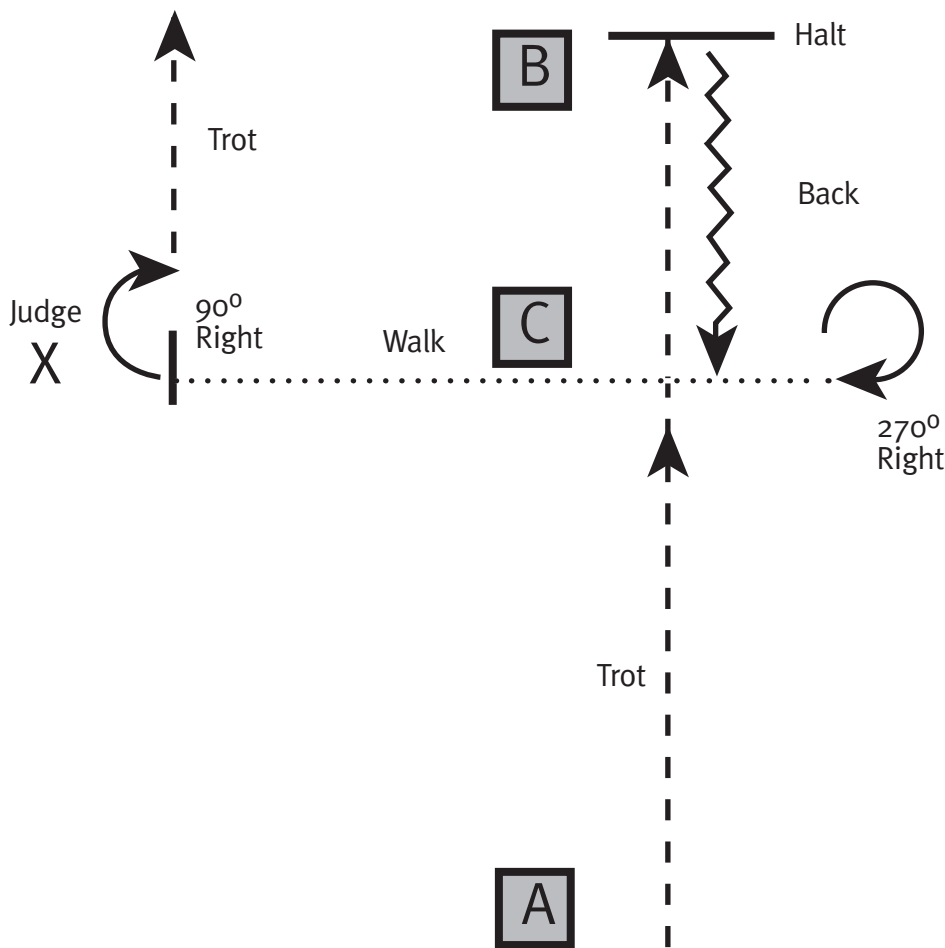
If used at a Regional or National Show, pattern may not be run from the lineup.

- ❑ **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 R

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



Be ready at marker A.

Trot to marker B. Stop.

Back to marker C and perform a 270-degree turn.

Walk to judge. Stop. Set up for inspection.

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

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.

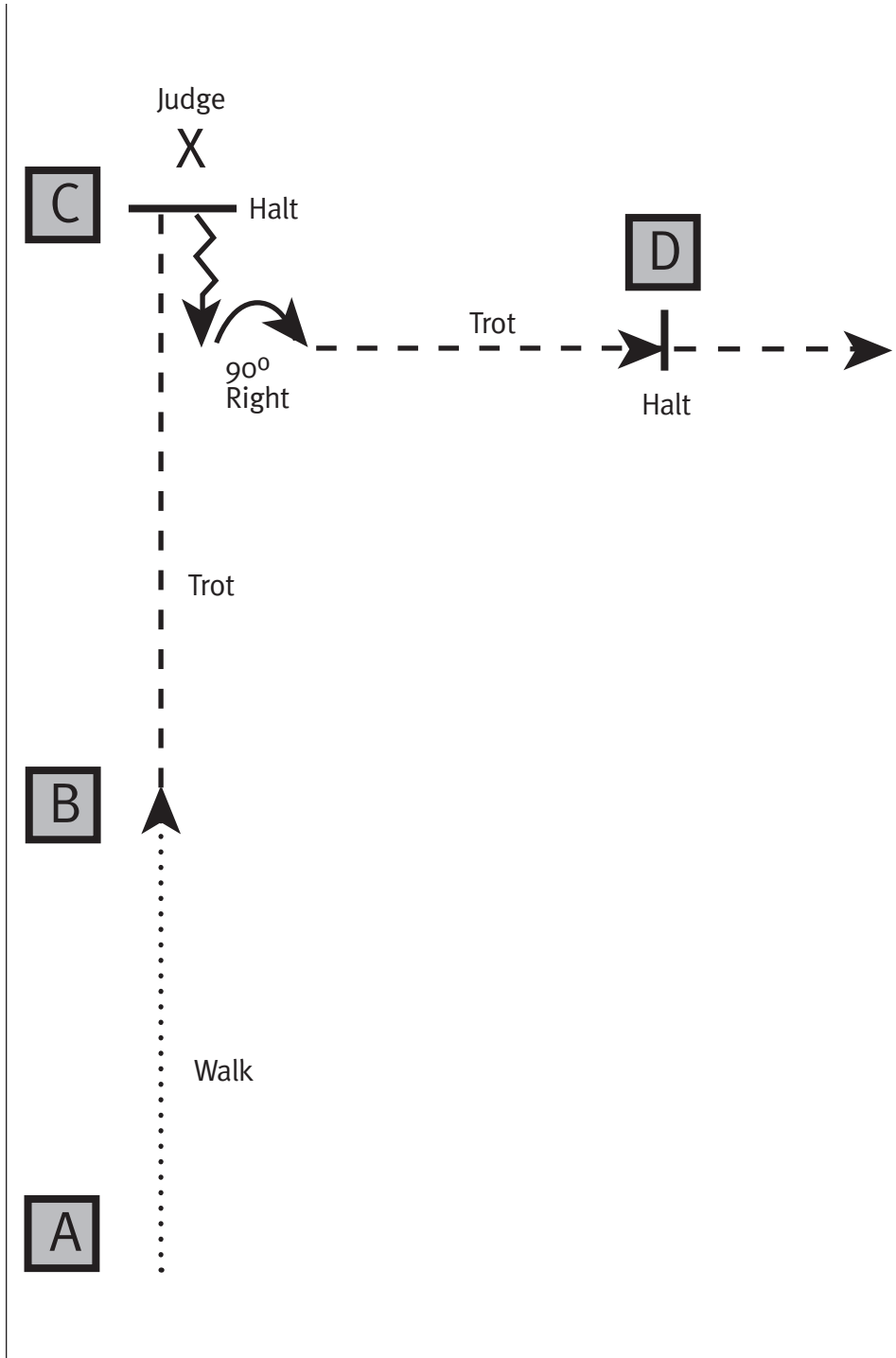
Stop at marker C and set up for inspection.

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.

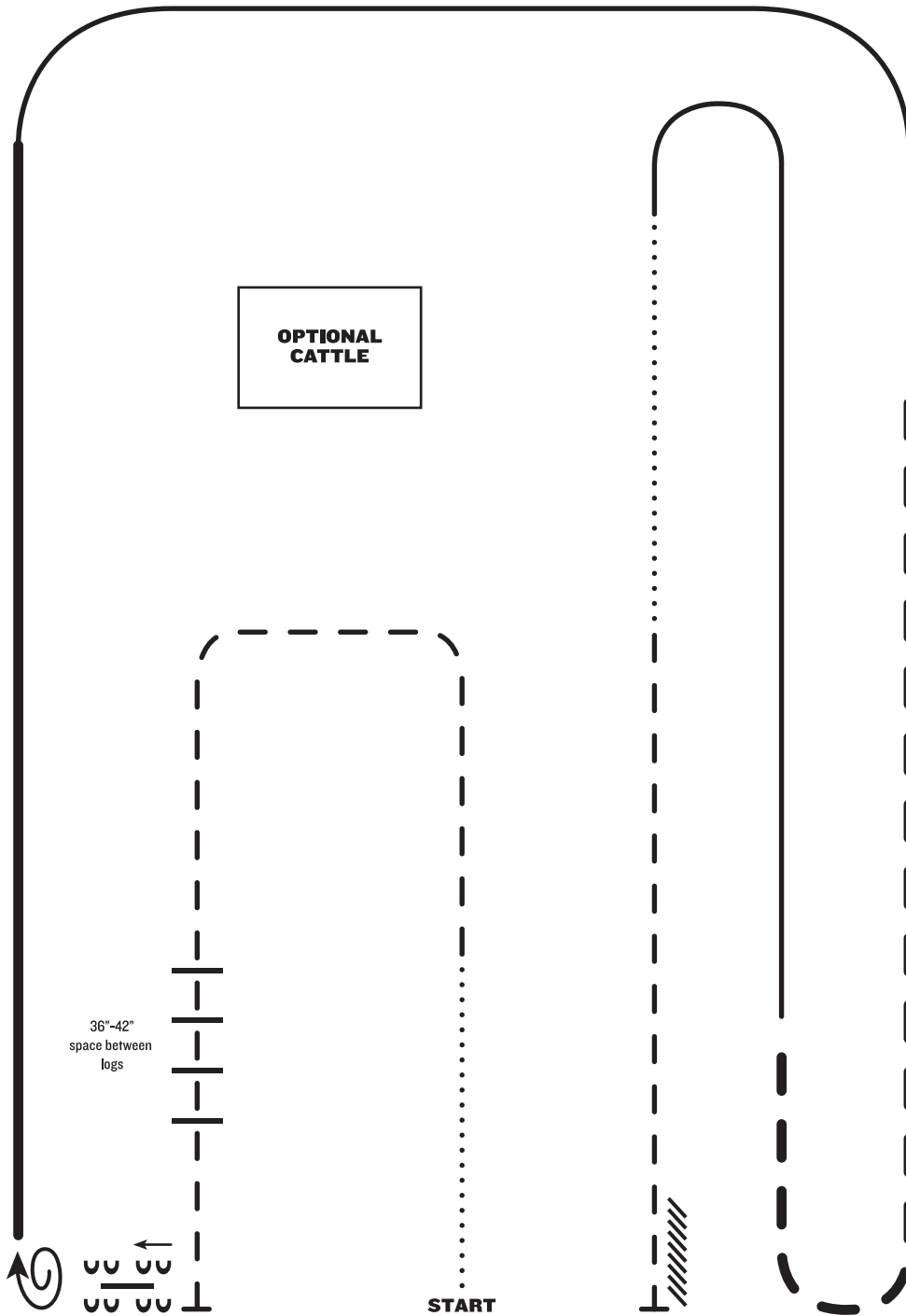


—	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
↖ ↗ ↘ ↙	Back
■	Marker
⊞	Lineup

RANCH RIDING - PATTERN 12

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
////	Back
\\	Lead Change



1. Walk
2. Trot
3. Trot over logs, stop
4. Side pass right over log
5. 1 1/2 turn right
6. Extended lope right lead
7. Lope right lead
8. Extended trot
9. Lope left lead
10. Walk
11. Trot
12. Stop and back

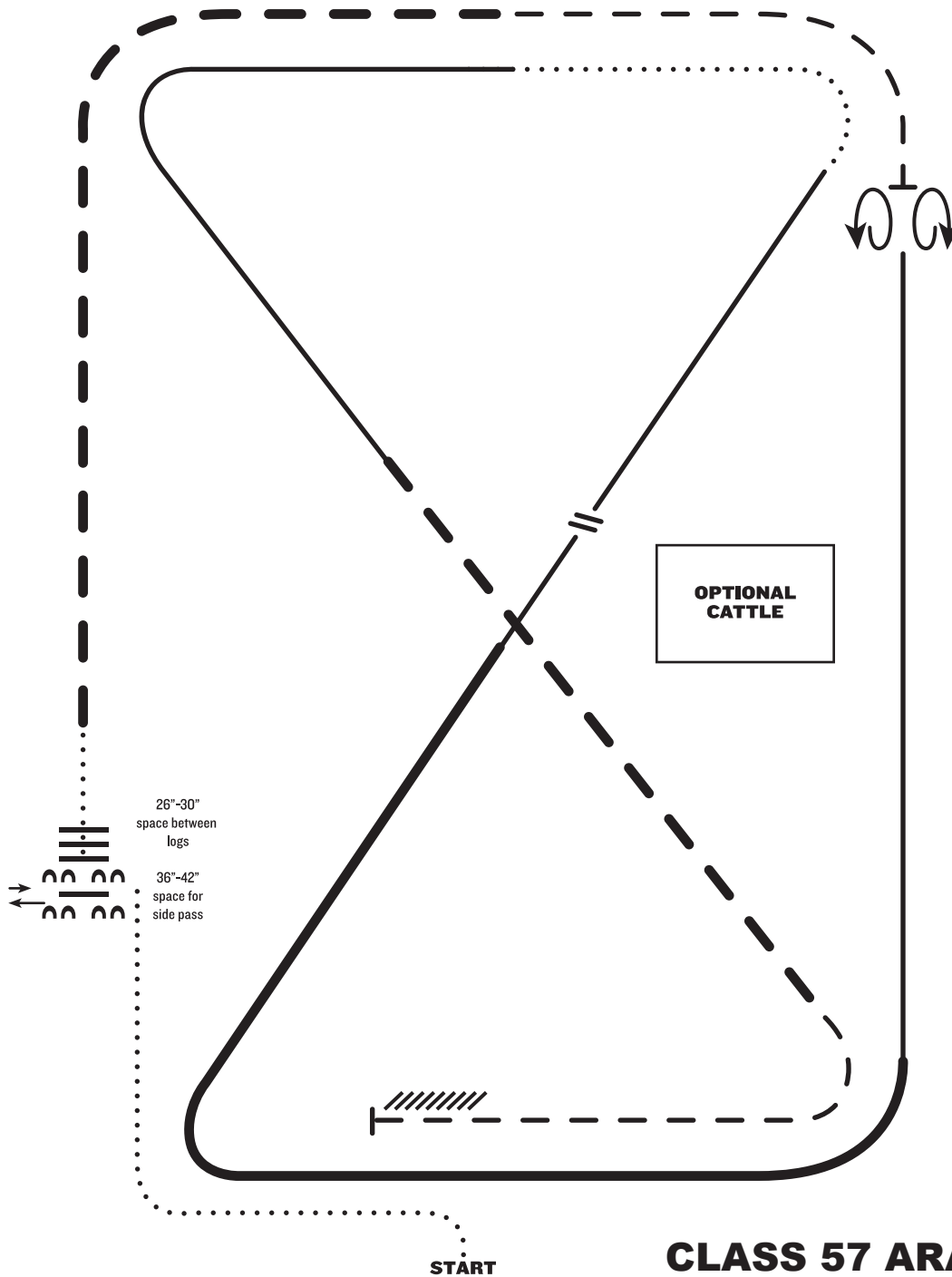
CLASS 55 ARABIAN OPEN CLASS 56 HA/AA OPEN

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.

RANCH RIDING - PATTERN 8

LEGEND

.....	Walk
.....	Extended Walk
- - -	Trot
- - -	Extended Trot
— — —	Lope
— — —	Extended Lope
//////	Back
\\	Lead Change

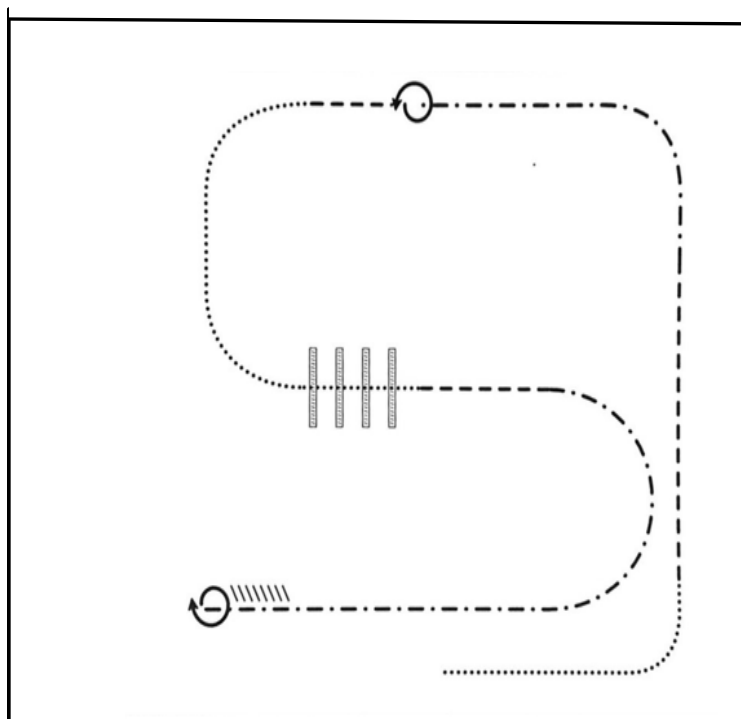


1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

CLASS 57 ARABIAN AATR
CLASS 58 HA/AA AATR
CLASS 59 ARABIAN JTR
CLASS 60 HA/AA JTR

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.

CLASS 61 WALK/TROT RANCH HORSE RIDING 10 & UNDER

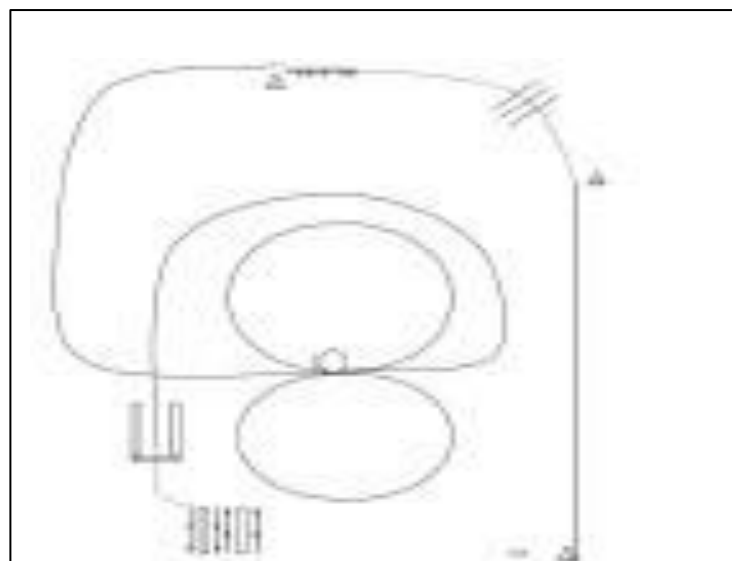


1. Walk
2. Trot
3. Extended Trot
4. Stop, 360° turn left
5. Trot
6. Walk
7. Walk logs
8. Trot
9. Extended trot
10. Stop, 360° turn right
11. Back

CLASS 62 RANCHMANSHIP CLASS SPECIFICATIONS

The purpose of this class is to bring forth the versatility in both the ranch horse and exhibitor, in the task of performing 1 of the 8 ARHA designated patterns, constructed of both Ranch Trail obstacles and Ranch Reining maneuvers. Obstacles and maneuvers are to be judged to the standards written in Ranch Trail, Ranch Riding, and Ranch Reining in each part of the patterns that pertain to these classes. Horses will be scored on a basis of 0-100, with 70 denoting an average performance. There will be no time-limit. A simple or flying lead change should be executed precisely in the specified number of strides and/or at the designated location. A simple lead change is performed by breaking to a walk or trot for one to five strides (before break of gait penalty applies). Flying lead changes should be simultaneous front to rear. All changes should be smooth and timely. This class will also be judged on quality of movement on horse by standards written in the Ranch Riding portion of the ARHA Rulebook. For specifics and details of credits, deductions, and penalties refer to class in question. The Ranch Riding portion will be scored in 1/2point increments from -1 1/2 to +1 1/2 on the score sheets on the overall quality of the horses movement. Judge will score on all gaits performed at the end of the pattern on the overall average of each gait. Transitions should be performed where designated, with smoothness and responsiveness. Posting at extended trot is acceptable. Exhibitor may not hold the saddle horn.

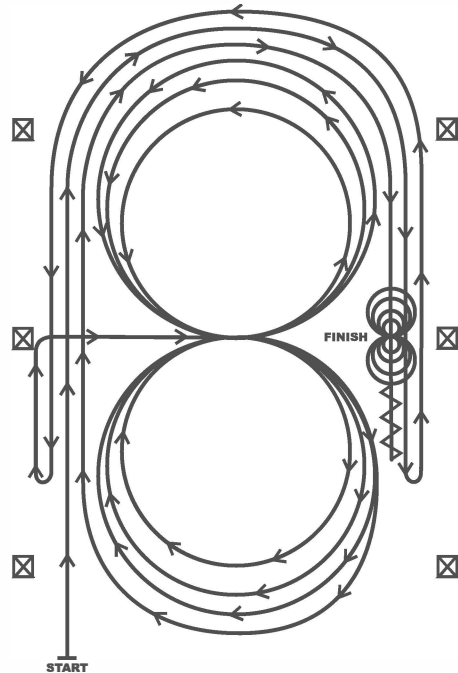
Ranchmanship Pattern 4 – 8 logs, 3 cones



1. Left lead lope A to B.
2. At B break to a trot.
3. Cross Over Poles.
4. Trot to next cone and stop.
5. Back 5 steps.
6. Left lead lope to center, small slow circle. Stop.
7. 2 spins left.
8. Right lead lope small slow; in center change to left lead.
9. Continue to lope left lead into chute; in chute transition to walk.
10. Walk to log and side pass right. Side pass left.

PATTERN

3



Class 62A Arabian Reining
Class 62B HA/AA Reining
Class 62C AHA Reining Seat Medal 18 & Under

PATTERN

3

1. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hesitation.

2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.

3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.

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

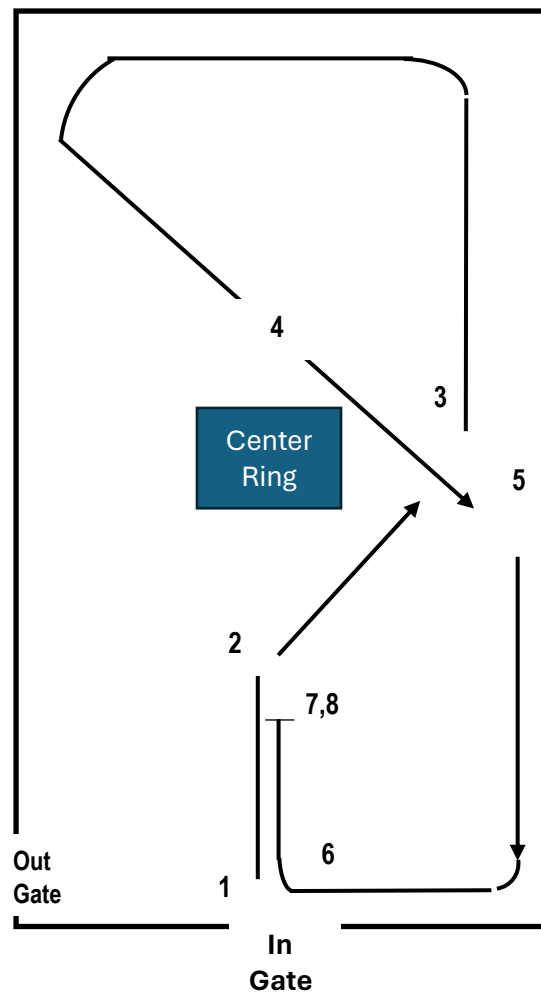
5. Begin a large circle to the right but do not close this circle. Continue up the left side of the arena, circle the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.

6. Complete four spins to the right. Hesitate.

7. Complete four spins to the left. Hesitate to demonstrate completion of the pattern.

This class will run after Class 146 Saturday afternoon

CLASS 160 – AHA DRESSAGE SEAT MEDAL JTR 18 & UNDER



- 1- When acknowledged, walk through the gate and transition to a working trot on center line.
- 2- Leg-yield right, then straighten.
- 3- Left lead canter around the top of arena and turn across the diagonal.
- 4- Perform a simple change of lead through the trot.
- 5- Before reaching the rail, transition to a working trot and continue around the corner
- 6- Turn down the center line.
- 7- Halt.
- 8- Leave the arena free walk on a loose rein.