

2020 Region 2
Regional Patterns

Main Arena

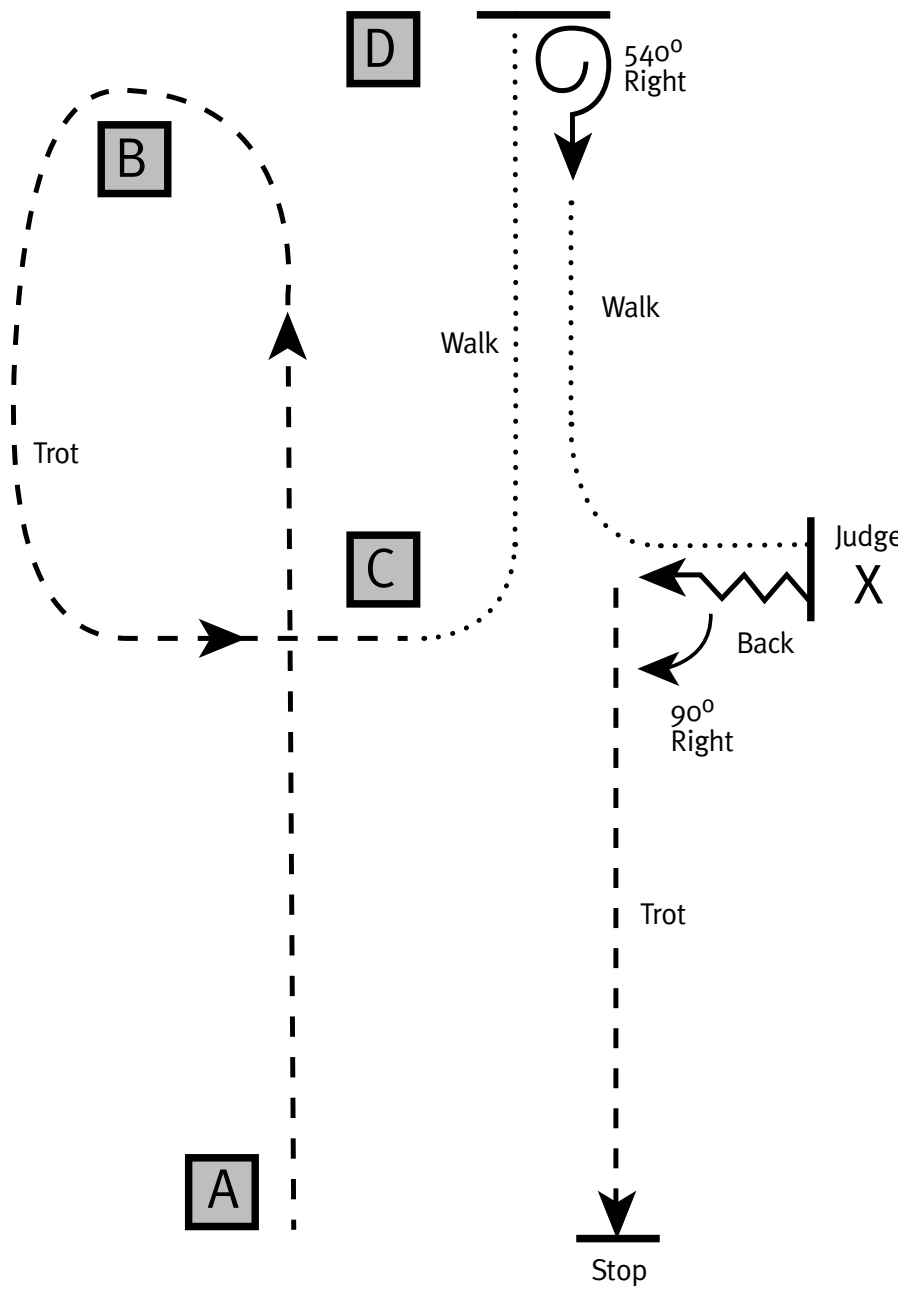
217 - REG 2 SHOWMANSHIP – JTH 18 YEARS & UNDER
 381 - SHOWMANSHIP AATH 19 & OVER
 CALL JUDGE - ODOM

Showmanship

PATTERN T • LEVEL 2

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

- ☐ **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.

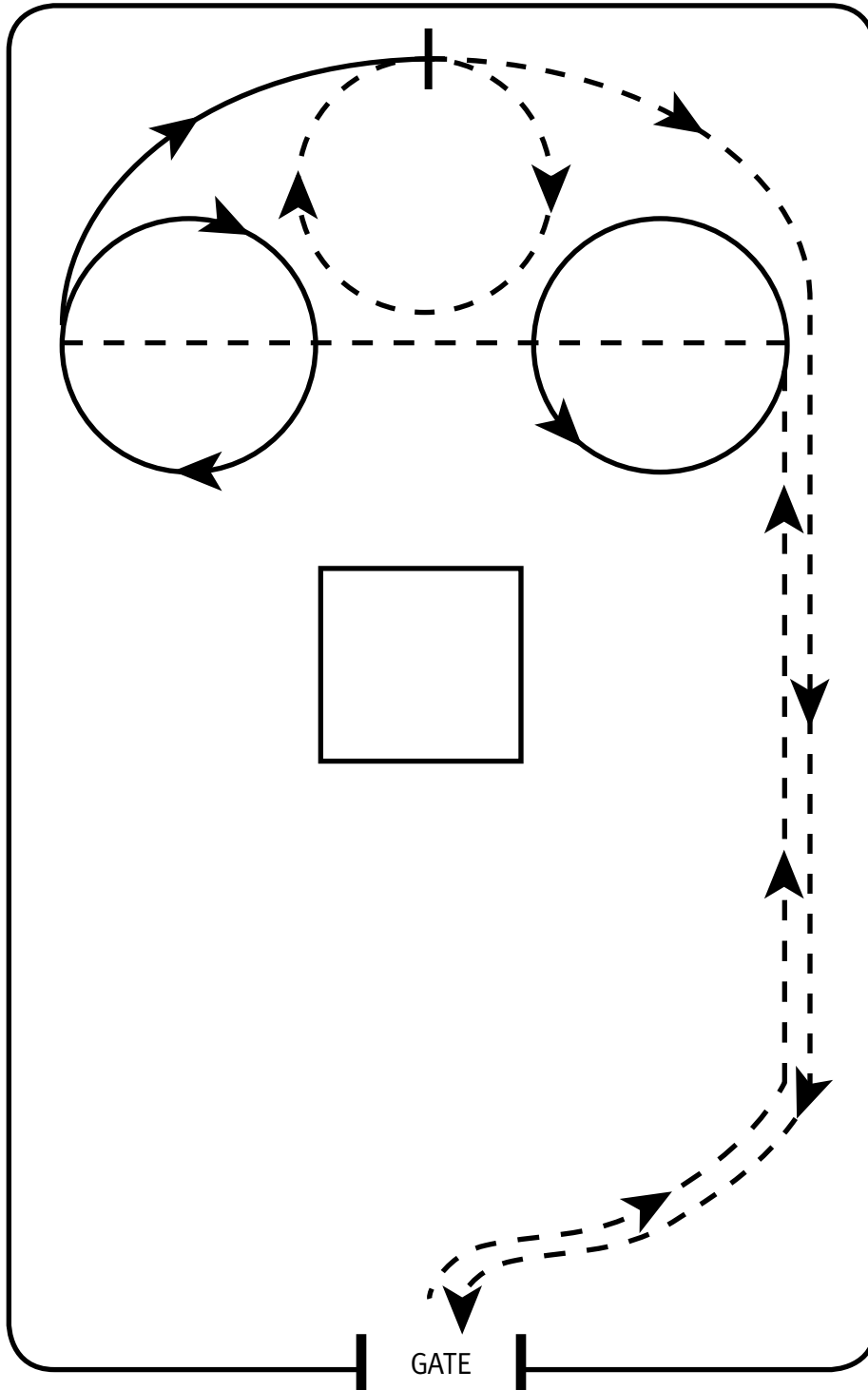


- Be ready at marker A.
- Trot around marker B and to marker C.
- Walk curve directly to marker D.
- Stop and execute 540-degree turn.
- Walk curve to the judge.
- Stop and set up for inspection.
- When dismissed, back four steps, execute 90-degree turn.
- Trot away as drawn until even with marker A.
- Stop.
- Return to lineup at trot or exit as instructed by the ringmaster.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Saddle Seat

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.

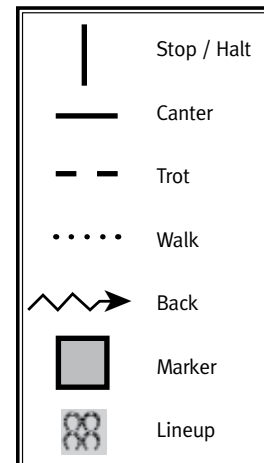
Canter a circle to the left. Halt. Turn to the left.

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.



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.

Hunter/Jumping Seat

PATTERN LL • EQUITATION – Tests 1,5,9

Enter arena at a walk to your left. Halt.
 Drop stirrups.

Pick up a sitting trot.

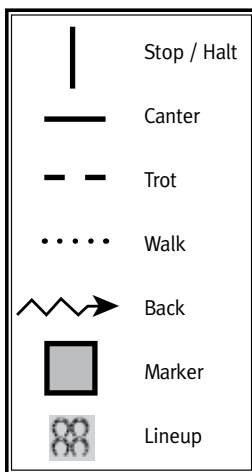
Change to posting trot, correct diagonal.

Canter correct lead.

Halt. Pick up stirrups.

Trot on the incorrect diagonal to gate.

Halt. Exit at a walk or return to the
 lineup.



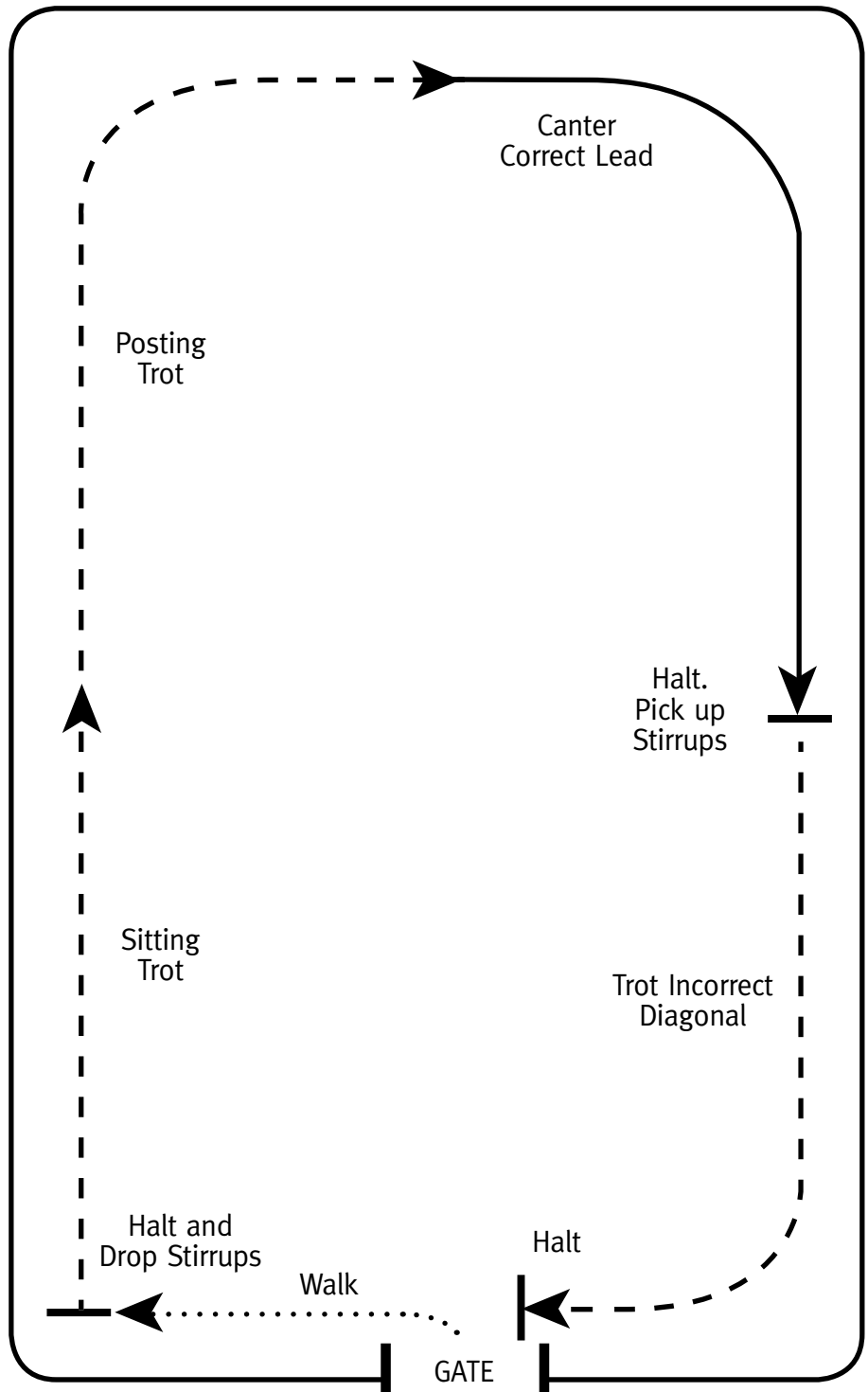
This pattern may only be used for:

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

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

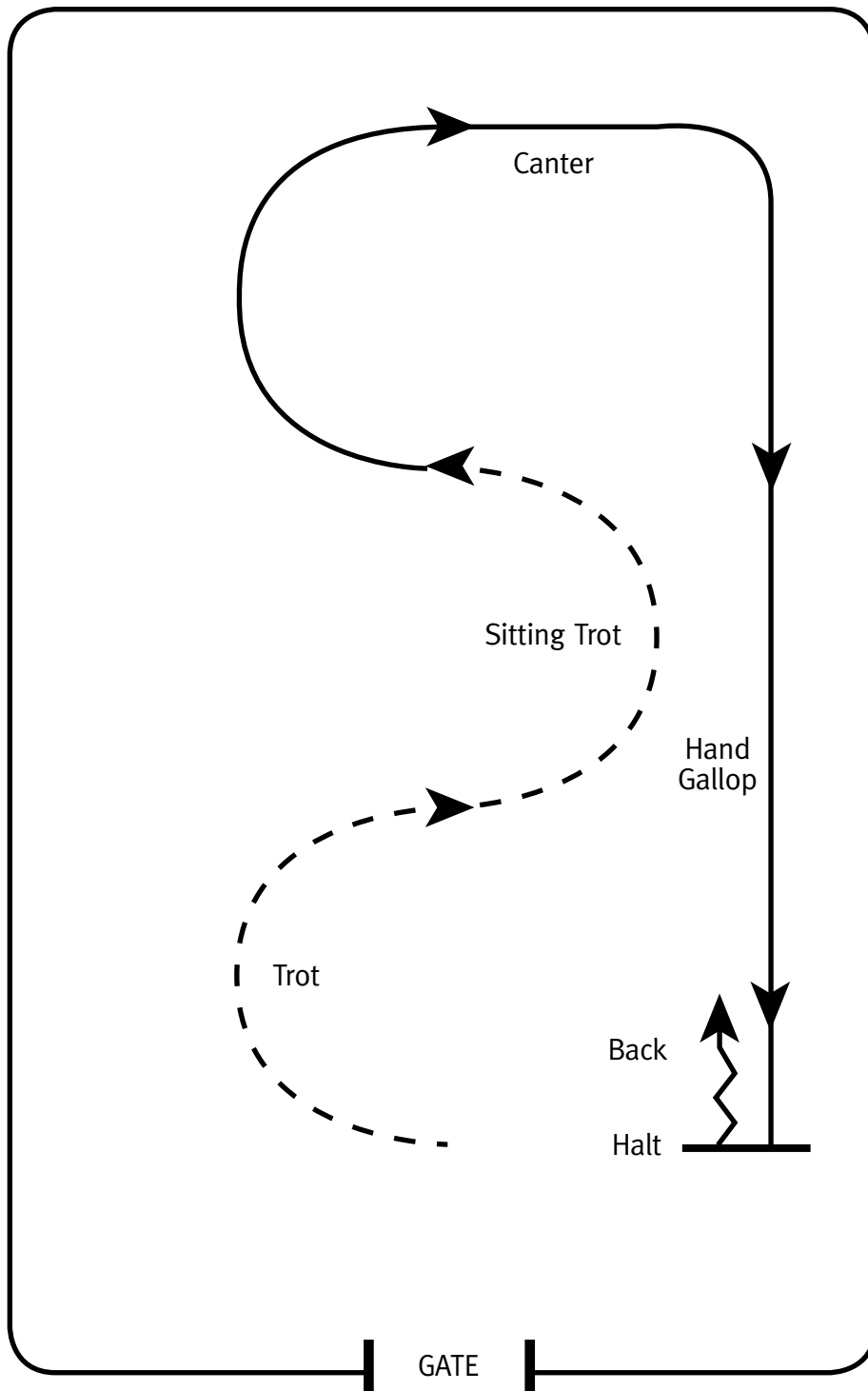
- 13 & Under

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



Hunter/Jumping Seat

PATTERN HH • Tests 1,2,5,14



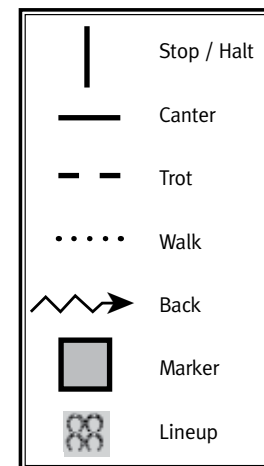
Execute a three loop serpentine: first loop at the posting trot, second loop at a sitting trot, third loop at the canter.

Continue cantering around corner.

Proceed to the hand gallop. Halt.

Back four steps.

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

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