

2020 Region 2 Pre-show Patterns

Main Arena

23 — SHOWMANSHIP - JTH 18 Yrs/Under
 Judge - Campbell

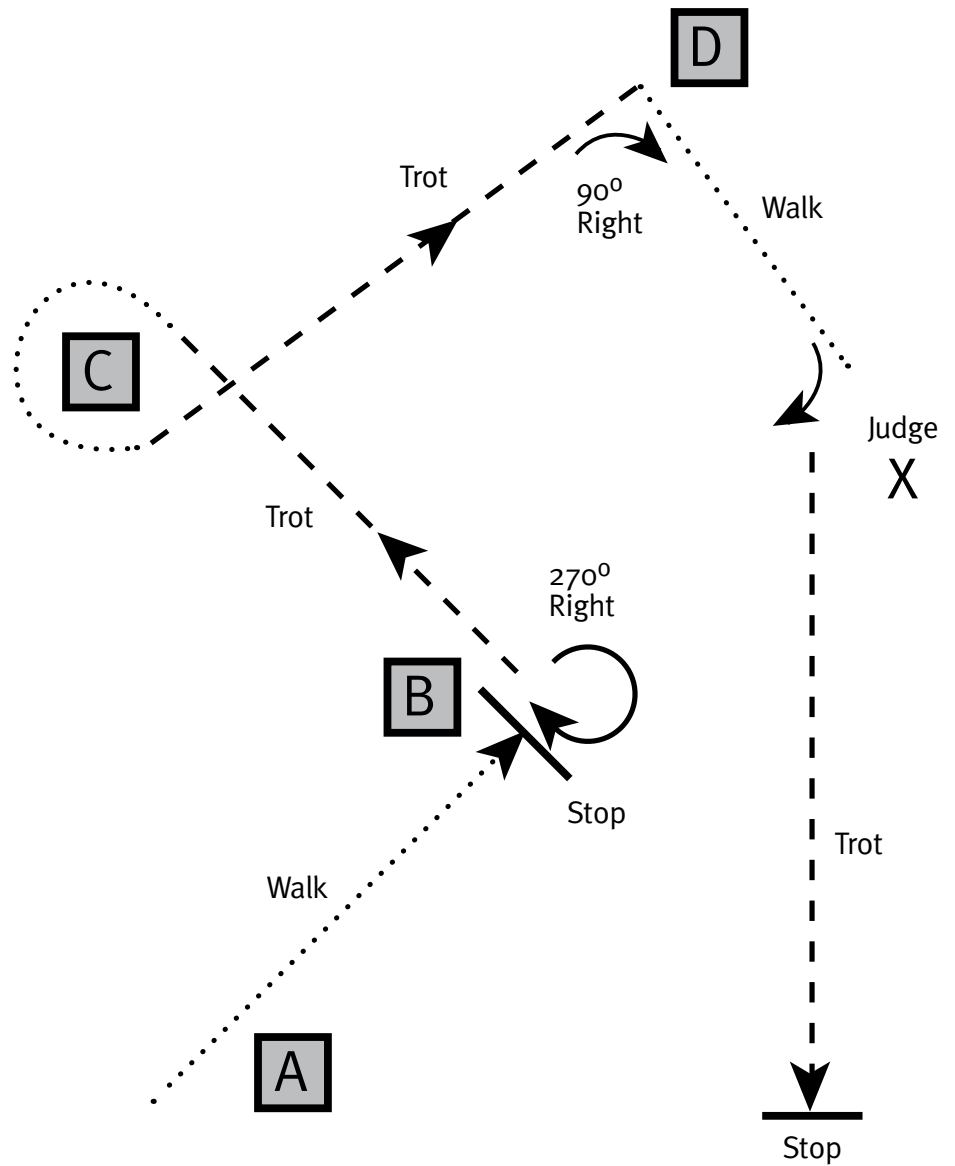
Showmanship

PATTERN EE • 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.
- Walk to marker B.
- Stop and execute a 270-degree turn.
- Trot to marker C.
- Walk around marker C.
- Trot to marker D.
- Stop, execute a 90-degree turn.
- Walk to the Judge.
- Stop and set up for inspection.
- When dismissed, turn until clear of the Judge and trot away as drawn.
- Stop when even with marker A.
- Return to lineup at the trot or exit as directed by the ringmaster.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

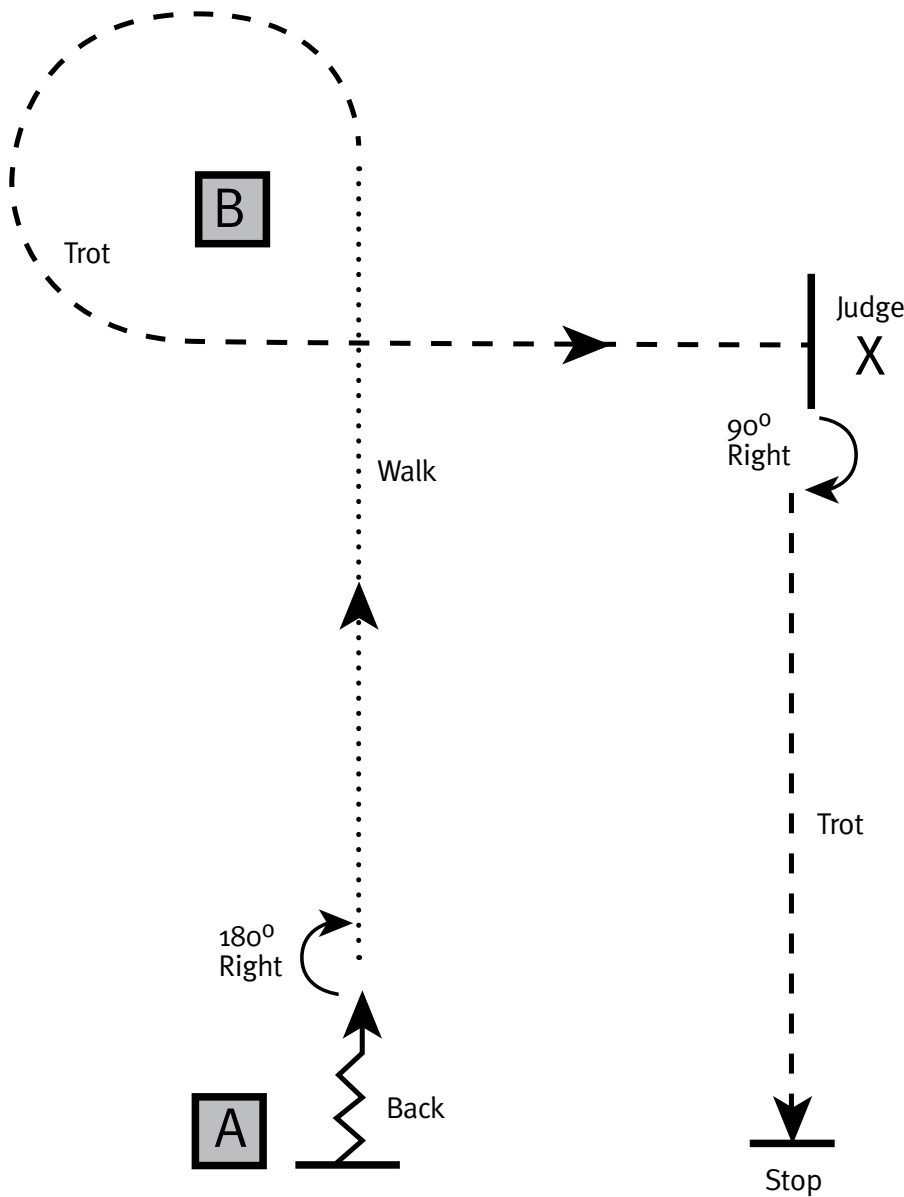
183 — SHOWMANSHIP, AATH
Judge - Campbell

Showmanship

PATTERN J • LEVEL 1

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.

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.

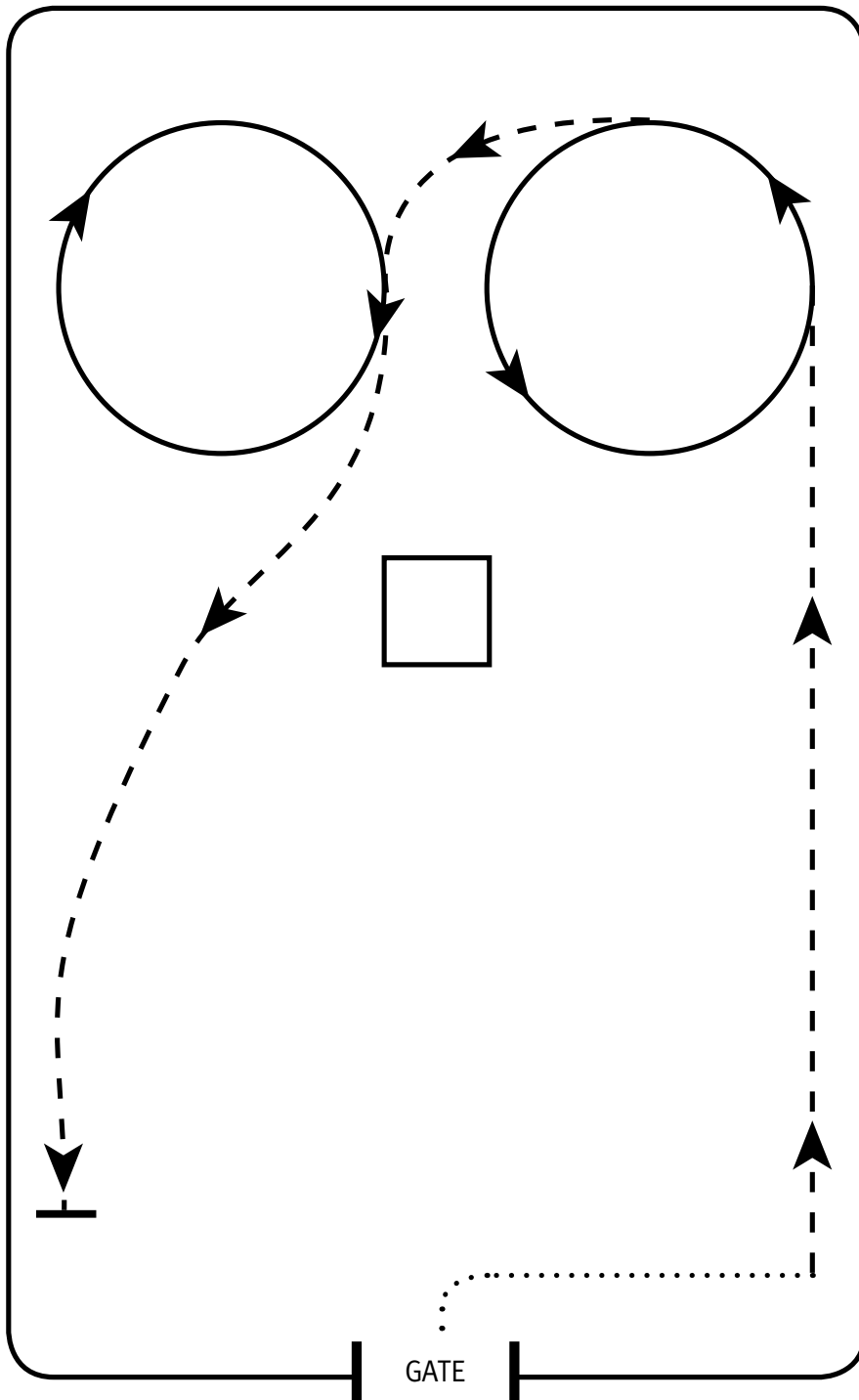
When dismissed perform a 90-degree turn and trot away as drawn until even with marker A. Stop.

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

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Hunter/Jumping Seat

PATTERN J • Tests 1,5



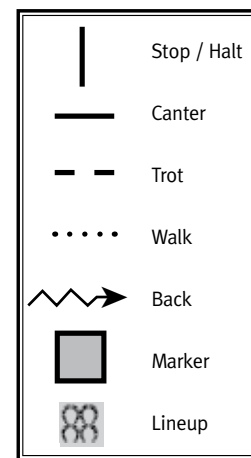
Enter the arena at a walk and turn to the right.

At the beginning of the straightaway pick up a posting trot on the right diagonal. Demonstrate one change of diagonal.

At the midpoint of the straightaway transition to the sitting trot.

At the end of the straightaway transition to a canter circle to the left on the correct lead. At the end of the circle, transition to the sitting trot. At the center of that end of the arena execute a circle to the right at the canter on the correct lead. At the end of that circle, transition to the posting trot on the right diagonal and trot on the diagonal line to the end of the straightaway. Halt.

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



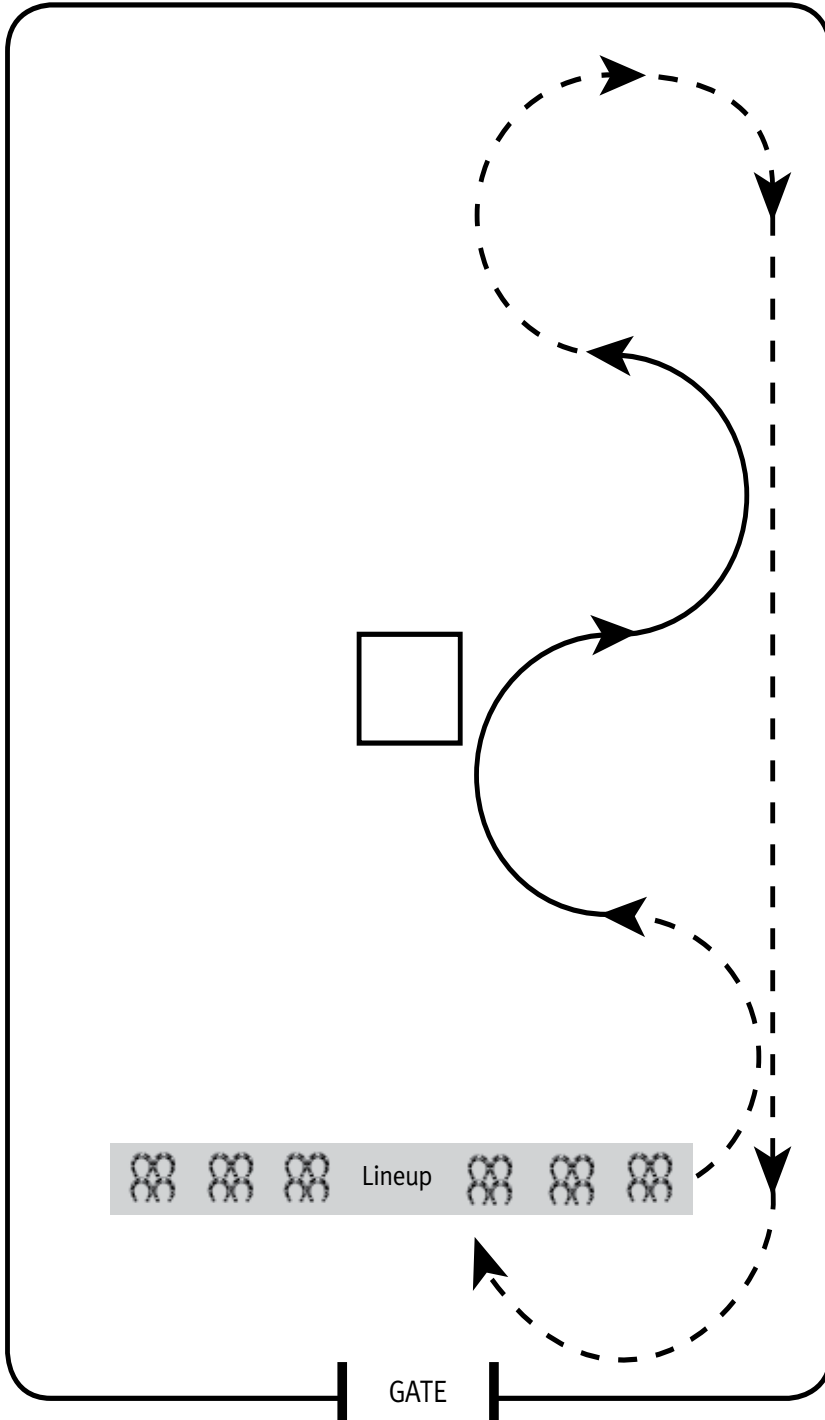
This pattern may only be used for:

- 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

PATTERN M • Tests 3,7,11



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

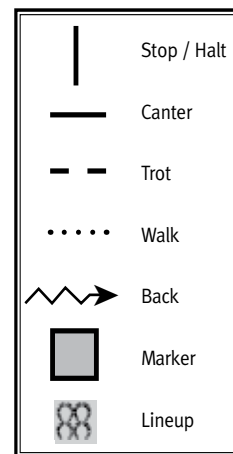
Execute an alternating serpentine.
Perform the first loop at a trot on the right diagonal.

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.