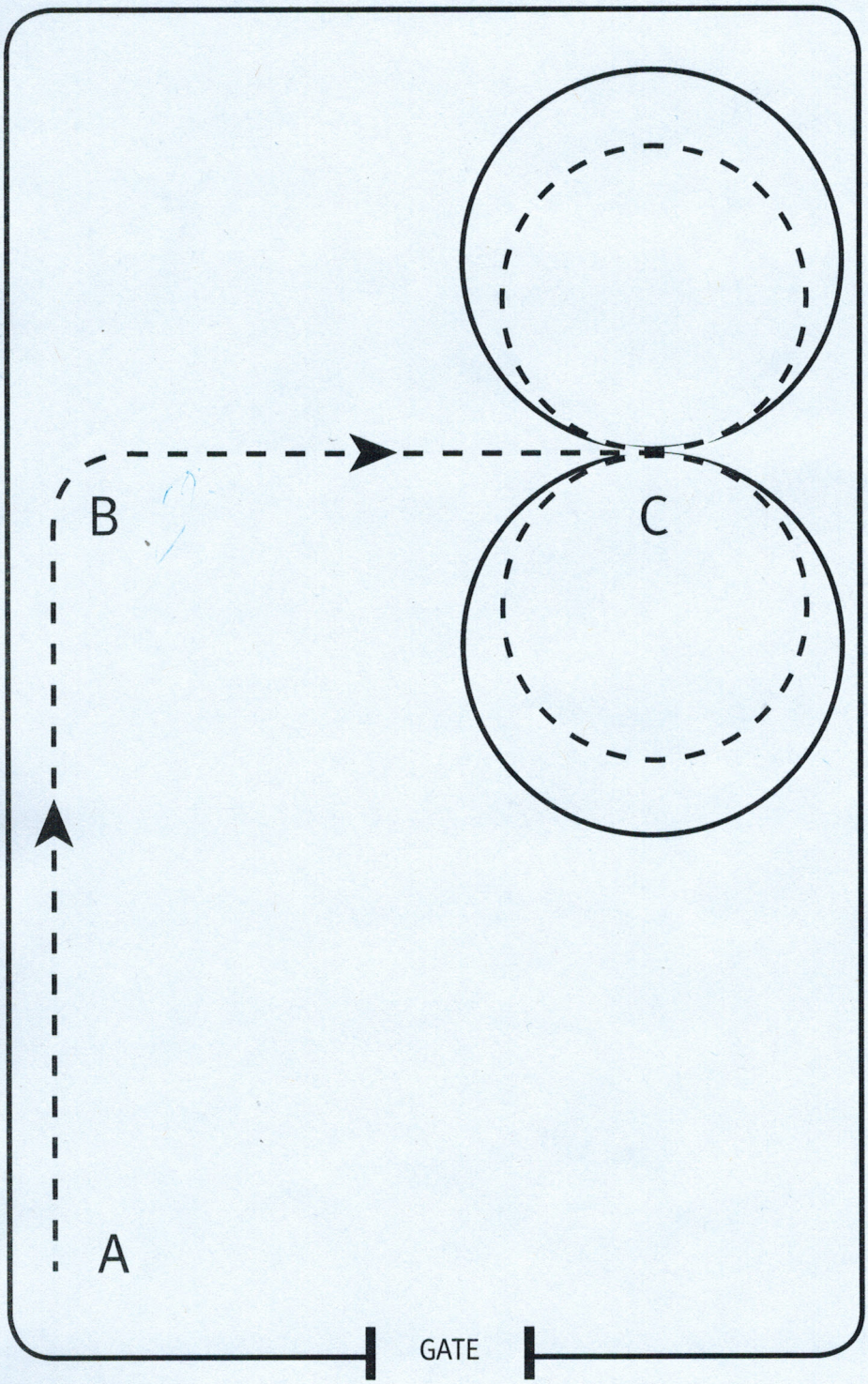
Show REG 2 CHAMP Class 217
Date THURS AFT Judge

REG 2 CHAMP

Hunter/Jumping Seat

LEVEL 1 • PATTERN C • Tests 1,3,4,5

NOT TO JUMP CHAMP 18 YRS/UNDER



Sitting trot A to B.

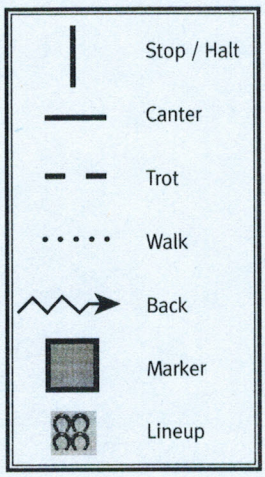
Posting trot to C on left diagonal.

Execute a figure eight at a trot.

Execute a figure eight at a canter demonstrating a simple change of lead.

Halt.

Return to lineup at a posting trot or exit at a 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.

REV 122018

Show REG 2 CHAMP Class 234
Date FRI AM Judge

REG 2 CHAMP

Saddle Seat

EQUITATION Champ JTR 18/under

LEVEL 1 • PATTERN L • Tests 2,3,6,10,11

Trot on the correct diagonal to the end of the straightaway. Halt.

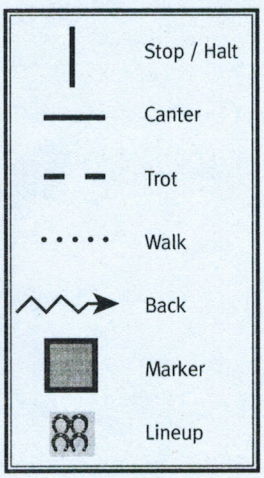
Canter a two loop serpentine to the opposite side of the ring.

Halt. Trot a circle on the correct diagonal. Halt.

Canter a circle on the correct lead. Halt.

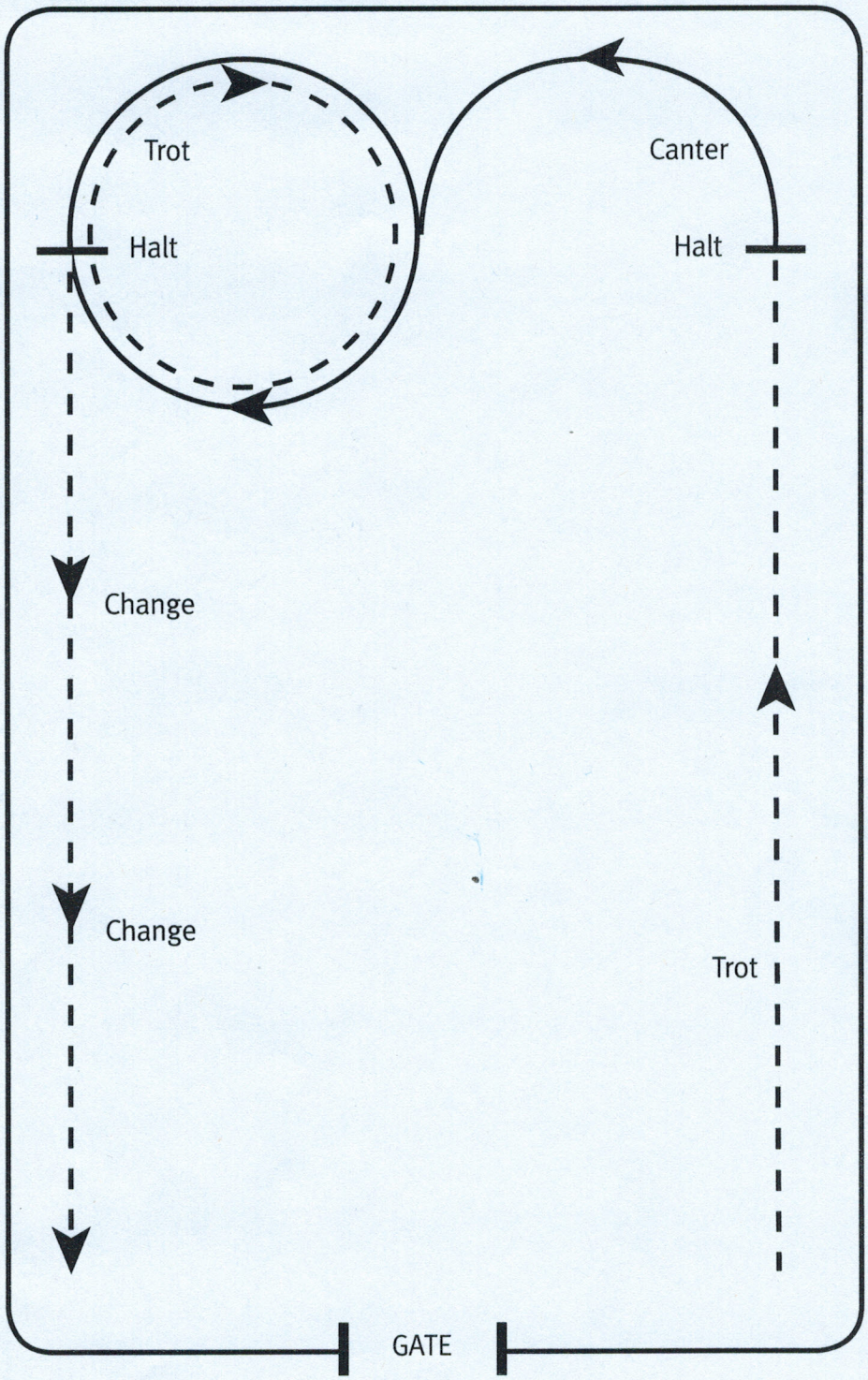
Reverse and trot down the straightaway starting on the correct diagonal and show two diagonal changes.

Exit arena at a 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.



Show REG 2 CHAMP Class 277
Date SAT AM Judge

REG 2 CHAMP

Showmanship

PATTERN D • LEVEL 1

JTH
18/UNDER

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 to marker B.

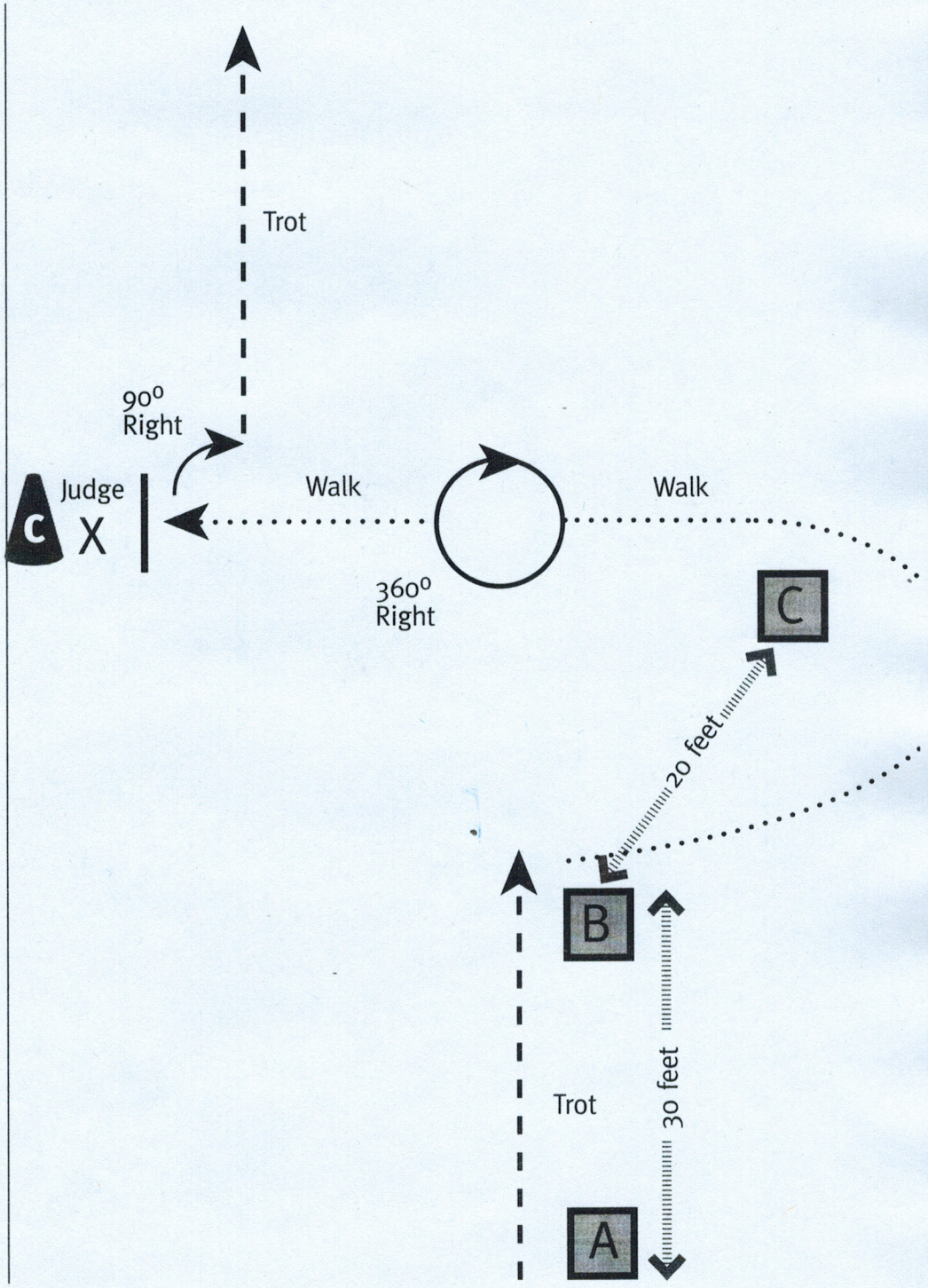
Walk from marker B and around marker C as shown.

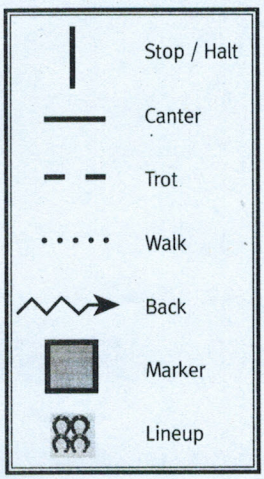
Half way between marker C and the judge, stop and do a 360-degree turn.

Walk to judge and set up for inspection.

When dismissed, do a 90-degree turn and trot away.

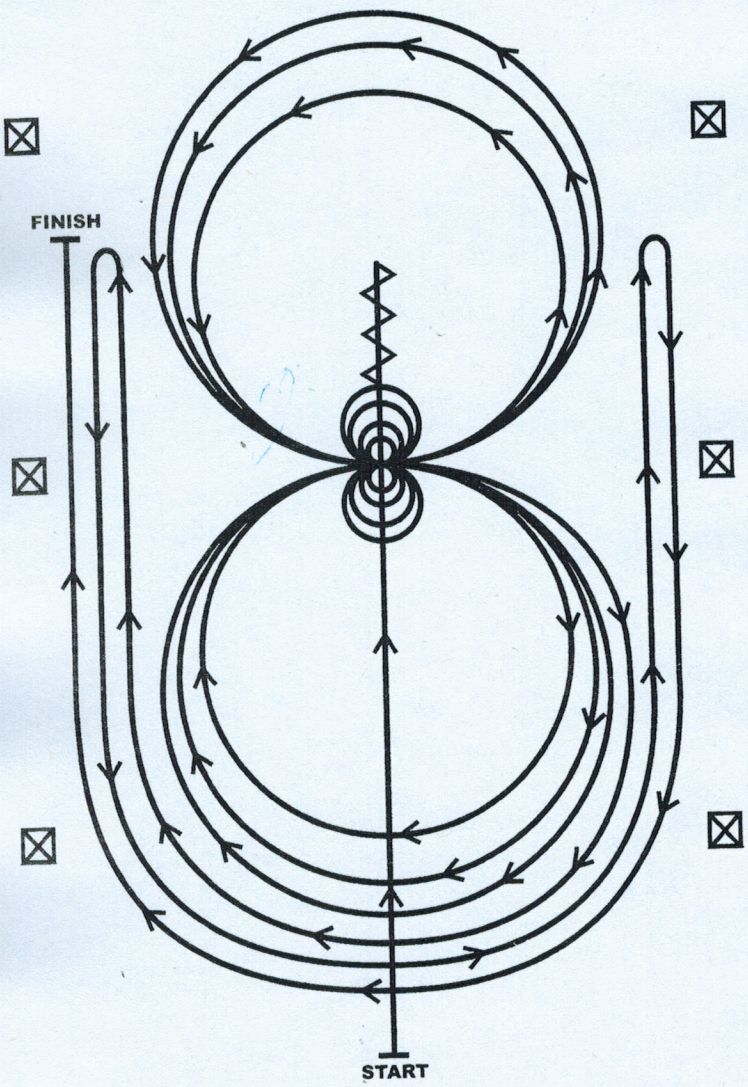
Return to the lineup as directed by the ringmaster or exit at the trot.





REG 2
315 ARABIAN REINING HORSE CHAMP
316 HA/AA REINING HORSE CHAMP

Pattern 16



Pattern 16

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.

2. Complete four spins to the left. Hesitate.

3. Complete four and one-quarter spins to the right so that the horse is facing the right wall or fence. Hesitate.

4. Beginning on the right lead, compete 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.

5. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.

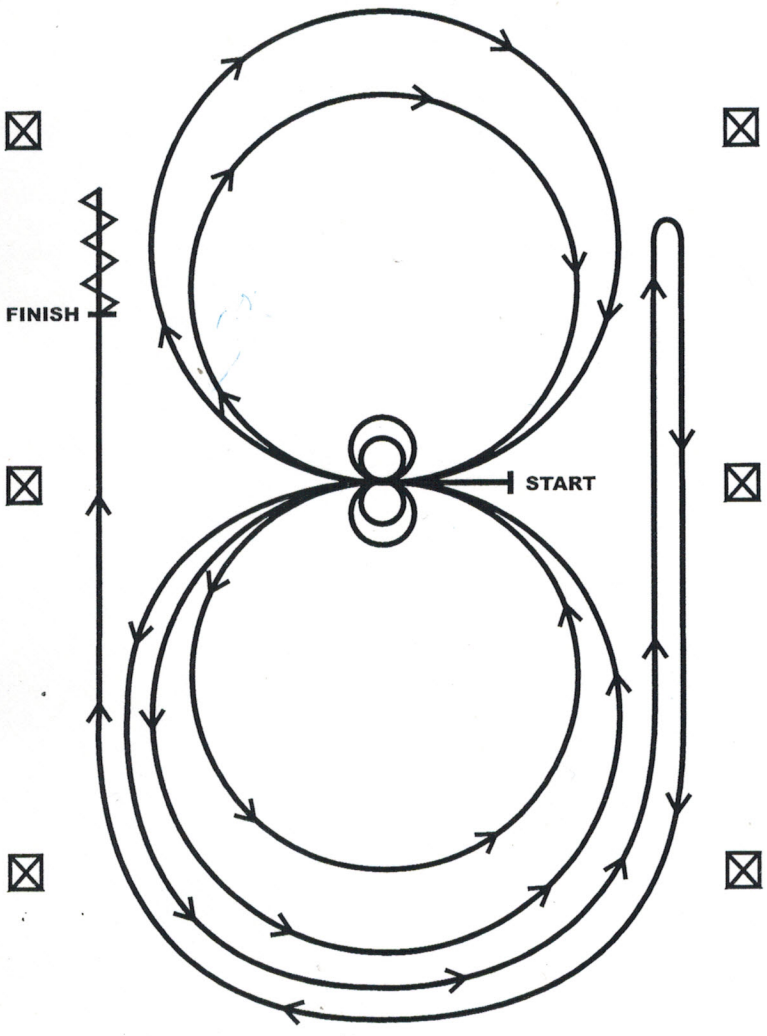
6. Begin a large circle to the right but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.

7. Continue back around previous circle but to not close this circle. Run up the right side of the arena and past the center marker and do a right 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 left 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.

317 ARABIAN REINING HORSE Champ ATR
318 HA/AA REINING HORSE Champ ATR

PATTERN 14



PATTERN 14

To be used for the Youth 10 & Under Short Stirrup class only.

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

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.

2. Complete two spins to the left. Hesitate.

3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.

4. Complete two spins to the right. Hesitate.

5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.

6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.

Show REG 2 CHAMP Class 319
Date THURS AFT Judge Fletcher-Powell

Western Horsemanship

LEVEL 2 • PATTERN QQ • Tests 1,2,3,4,6,10 ATR

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 1/2 line, extend jog to middle.

Stop, 360-degree turn to the left on the haunches.

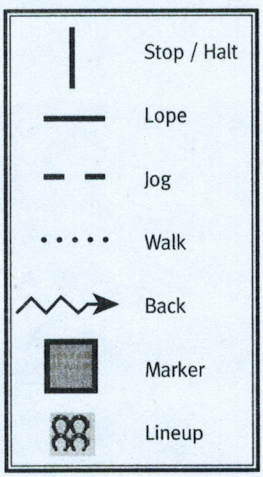
Lope a circle on the left lead.

Simple change of lead through walk or jog.

Lope right lead, break to jog.

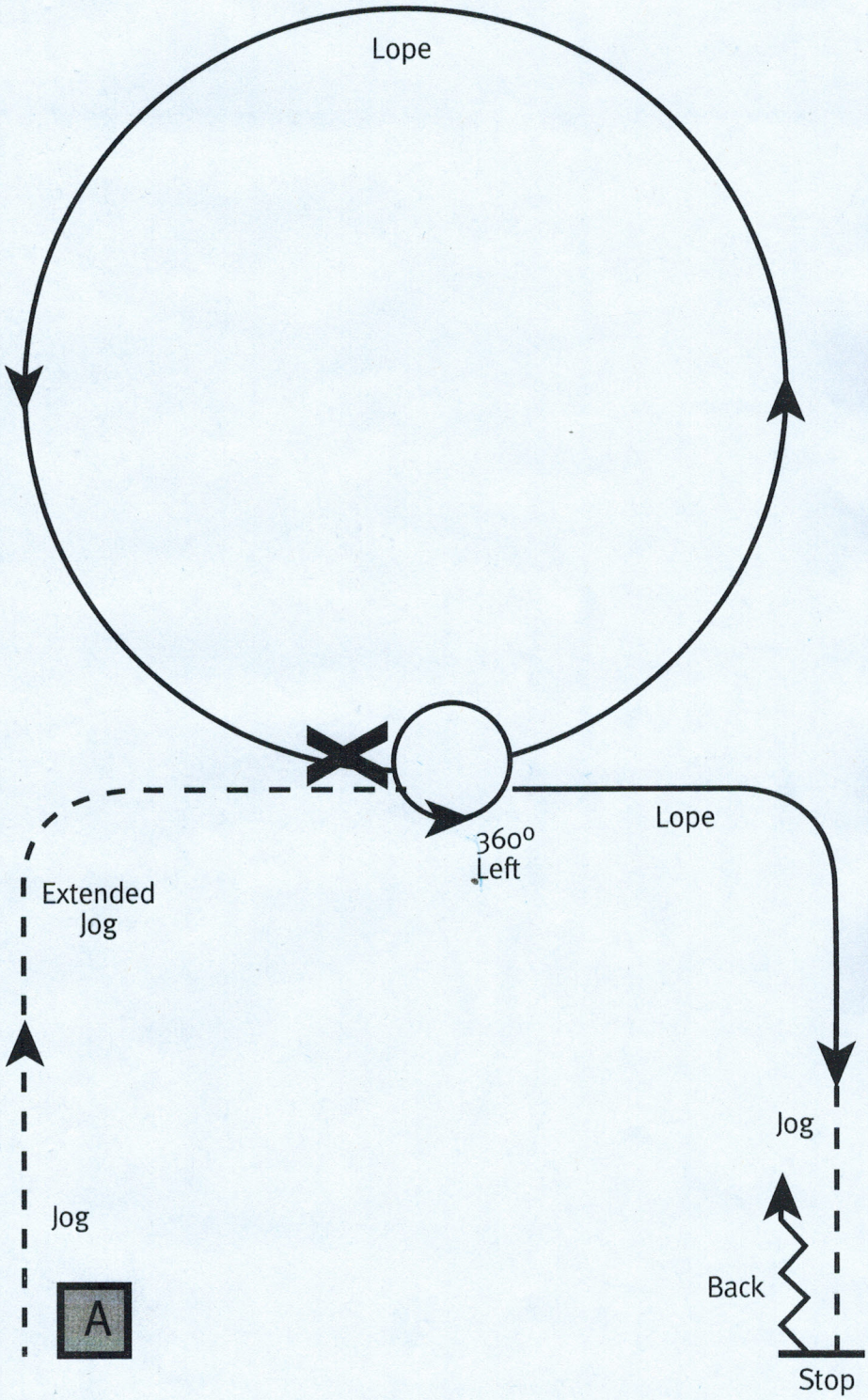
Stop and back.

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



This pattern is appropriate to use for all age groups

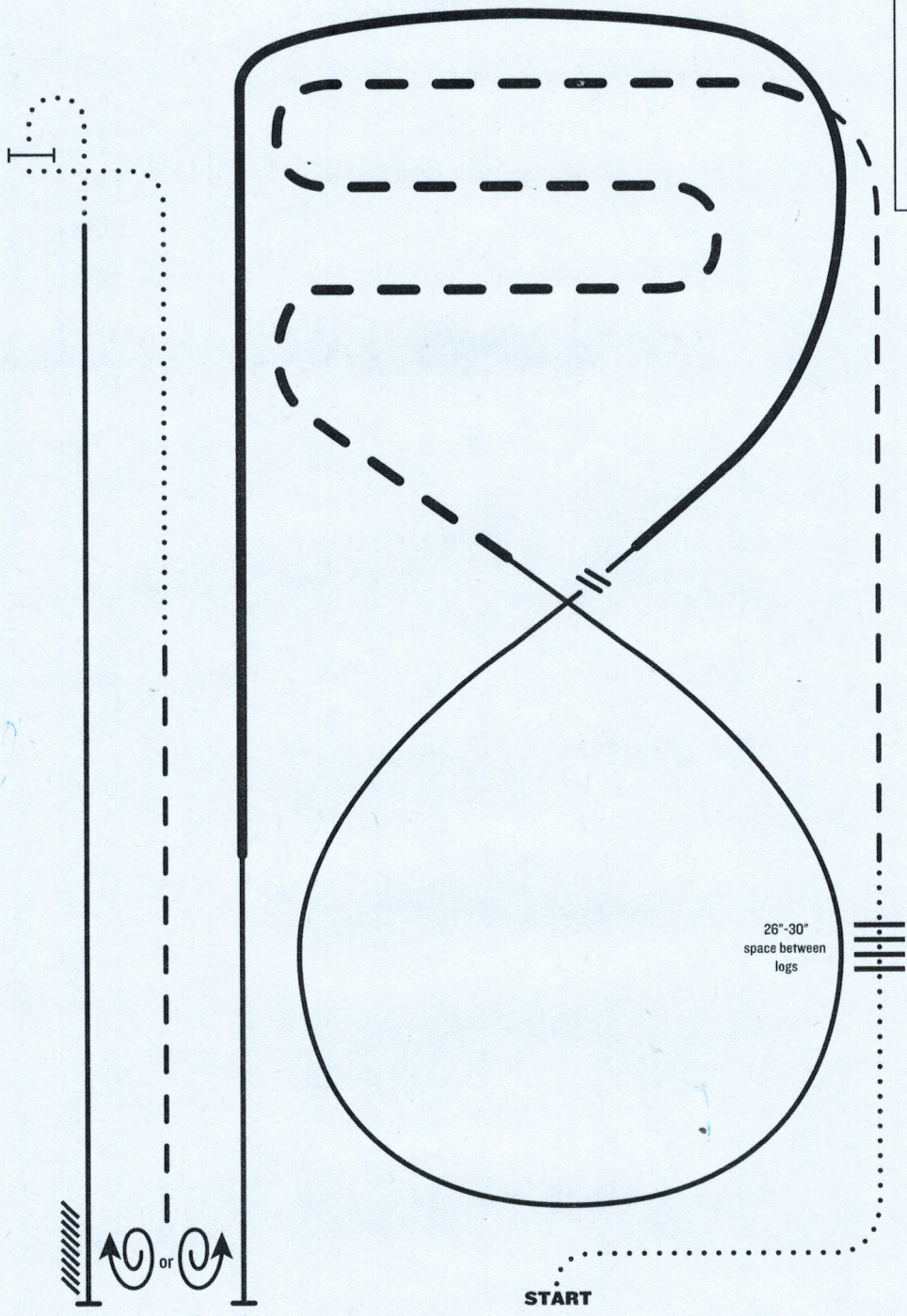
If used at a Regional or National Show, pattern may not be run from the lineup.



RANCH RIDING - PATTERN 13

#324 / #325

ARABIAN & HA/AA OPEN



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

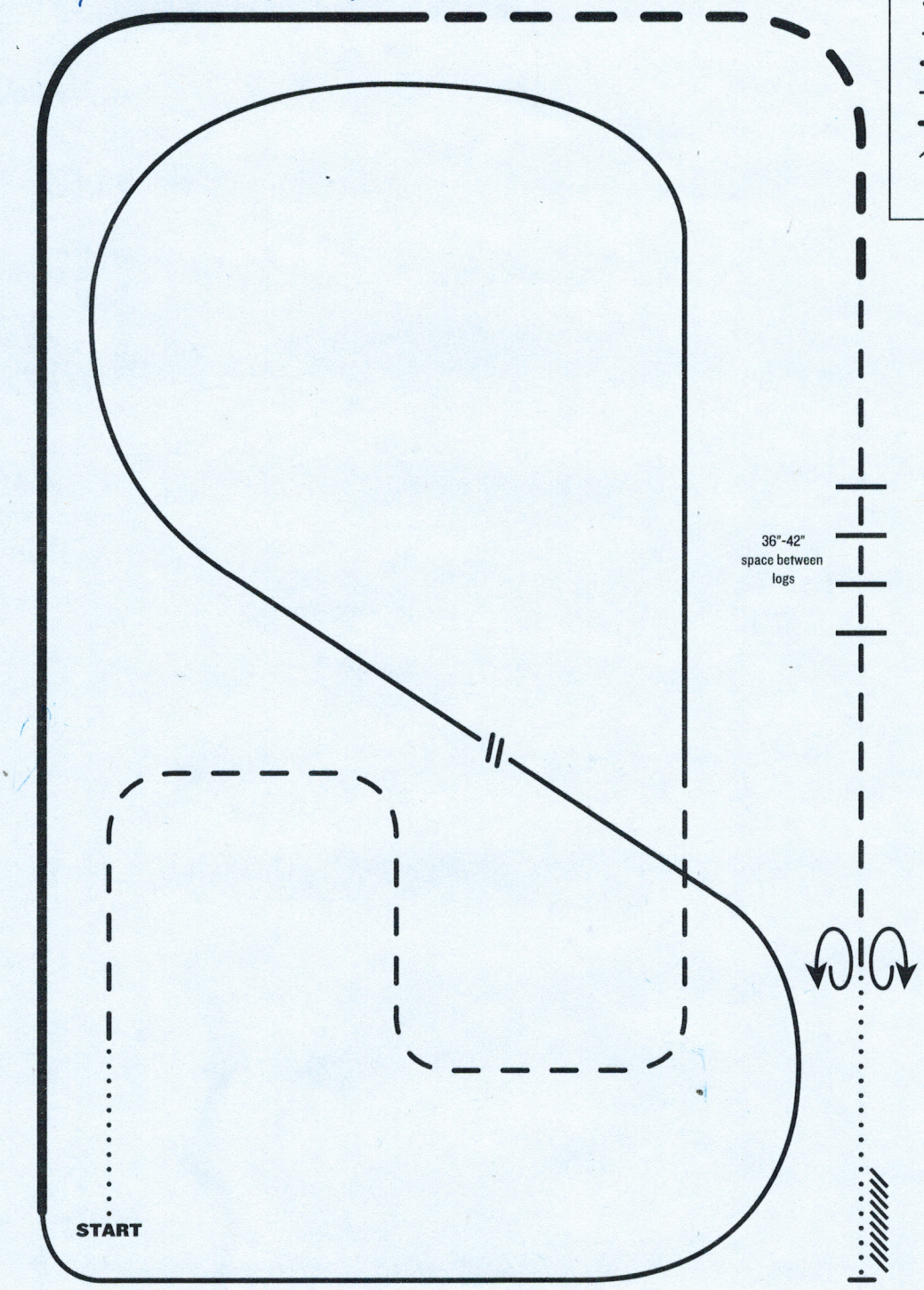
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

Revised 05-2021

RANCH RIDING - PATTERN 3

#326/#327

ARABIAN/HA/AA ATR



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
11. Walk, 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.

Revised 05-2021