

2019 Region One Regional Patterns

Grandstand Arena

Hunter/Jumping Seat

PATTERN B • Tests 1,4,5

Sitting trot one half of the way to the centerpoint of the far end of the arena.








Post the second half on the left diagonal.

Canter a figure eight showing a simple change of lead.

Halt. Reverse and trot on the right diagonal to the corner of the arena. Halt.

Return to lineup or exit at a walk.

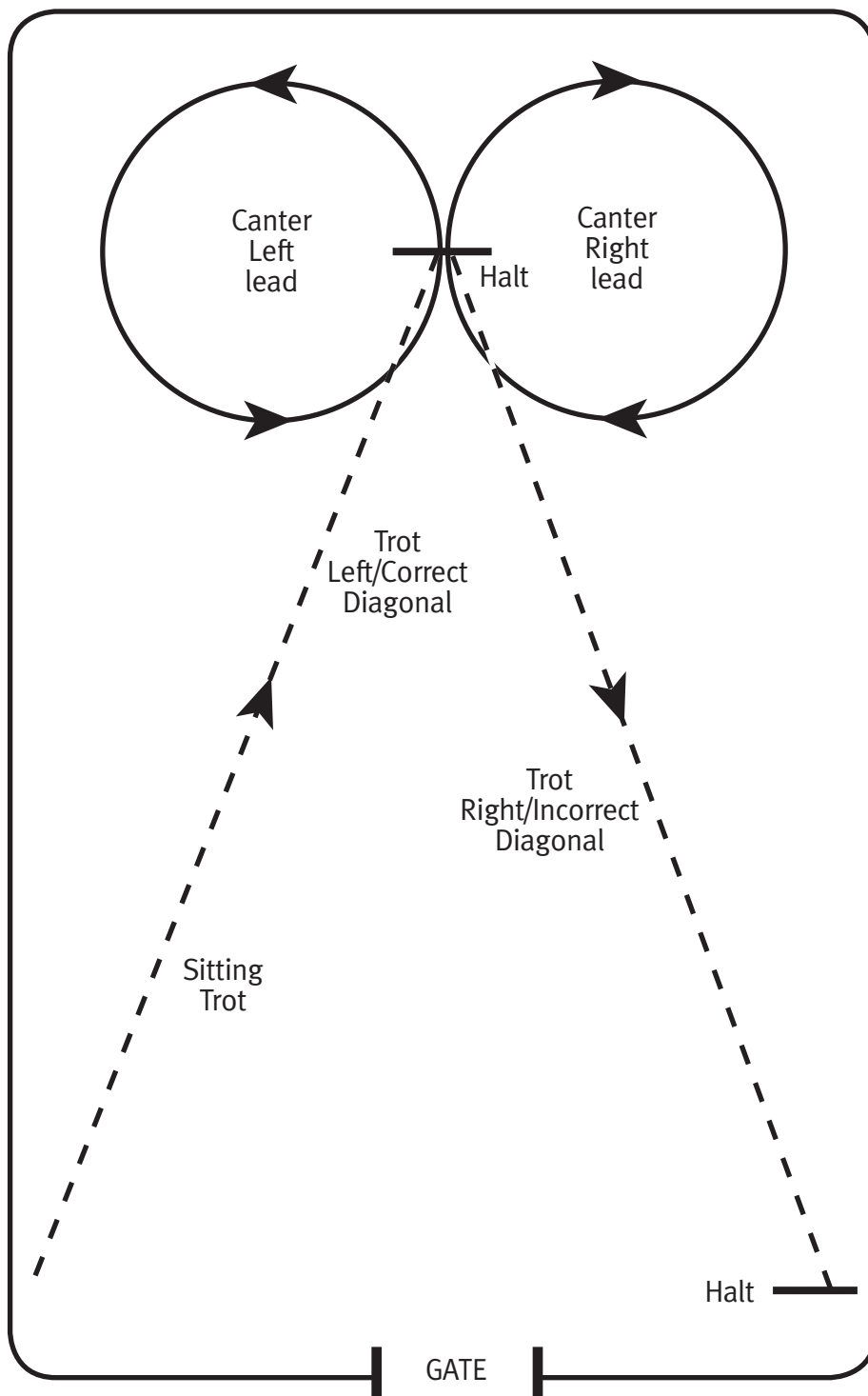
“Right” in this pattern is utilized to indicate left or right not correct or incorrect.

	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.



Hunter/Jumping Seat

PATTERN V • Tests 1,3,4,5

Walk into the ring.

Canter left lead down rail to center of figure eight.

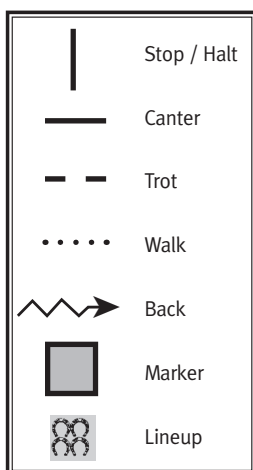
Execute a figure eight —
First Circle—Trot to the left
Second Circle—Canter right lead
Continue cantering a half circle.

Halt. Back five steps.

Reverse towards the rail.

Trot to gate, demonstrating one change of diagonal beginning on the correct diagonal. Halt.

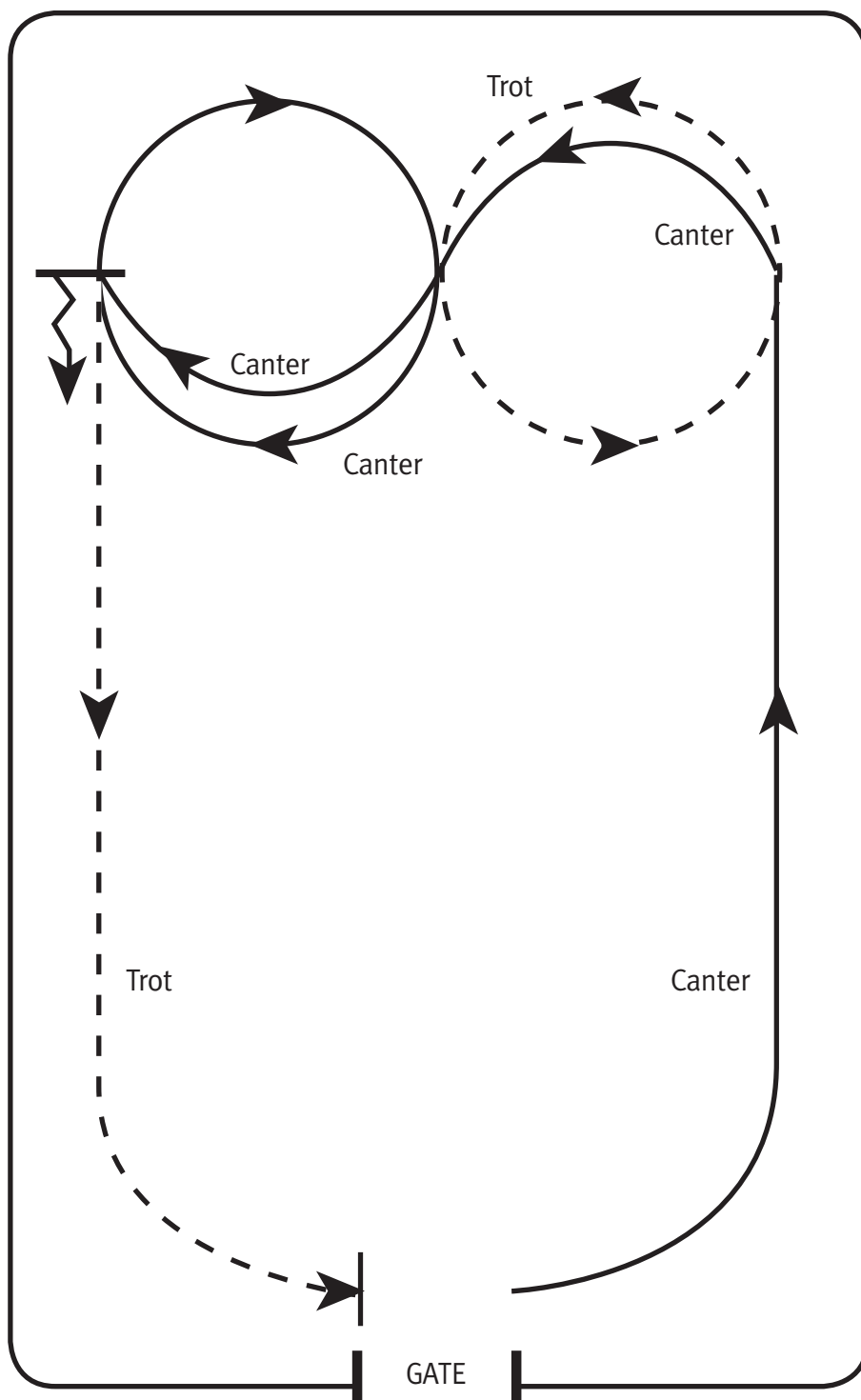
Exit at a walk.



This pattern may only be used for:

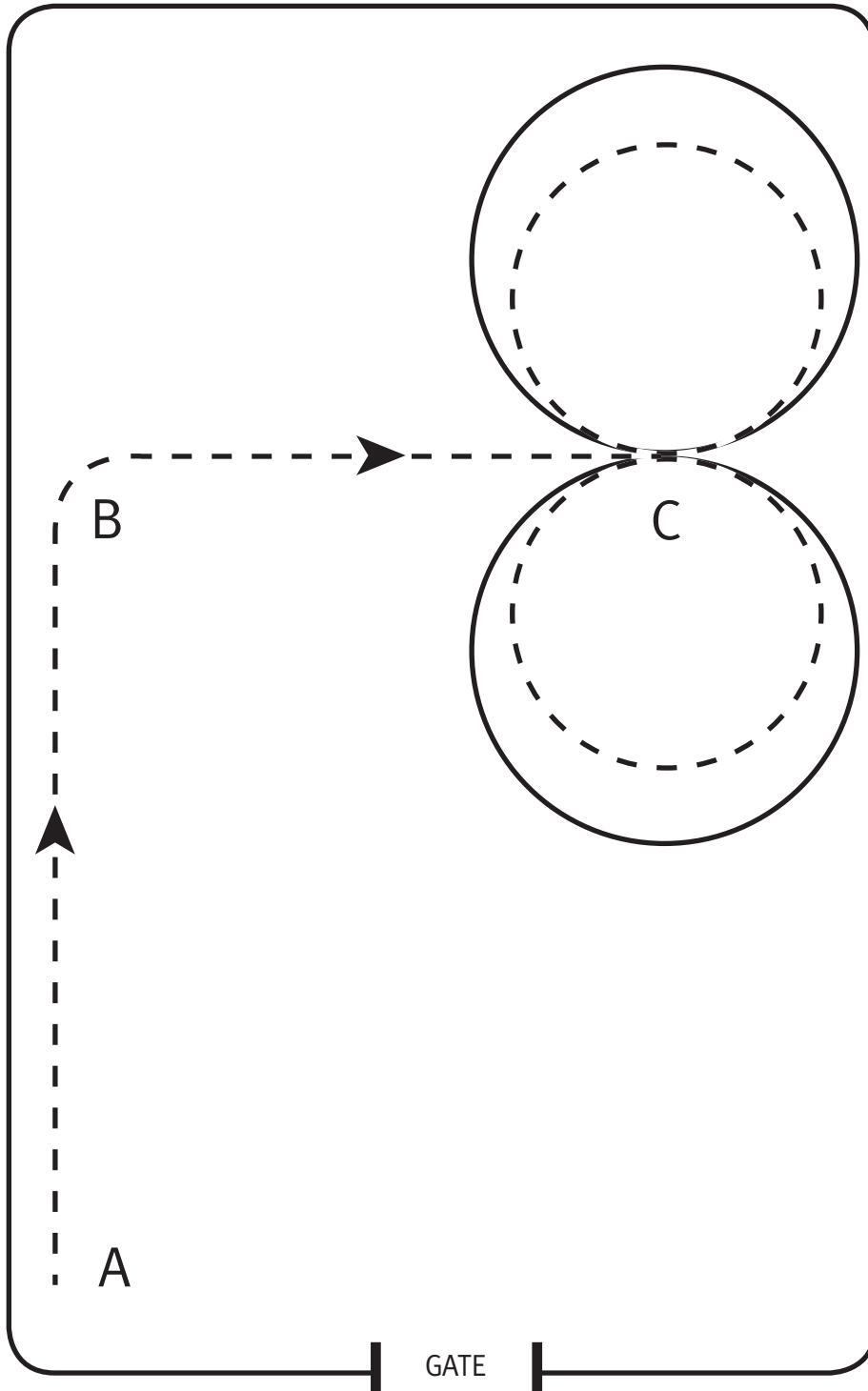
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



Hunter/Jumping Seat

PATTERN C • Tests 1,3,4,5



Sitting trot A to B.

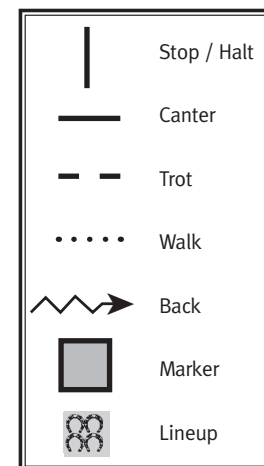
Posting trot to C on left diagonal.

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:

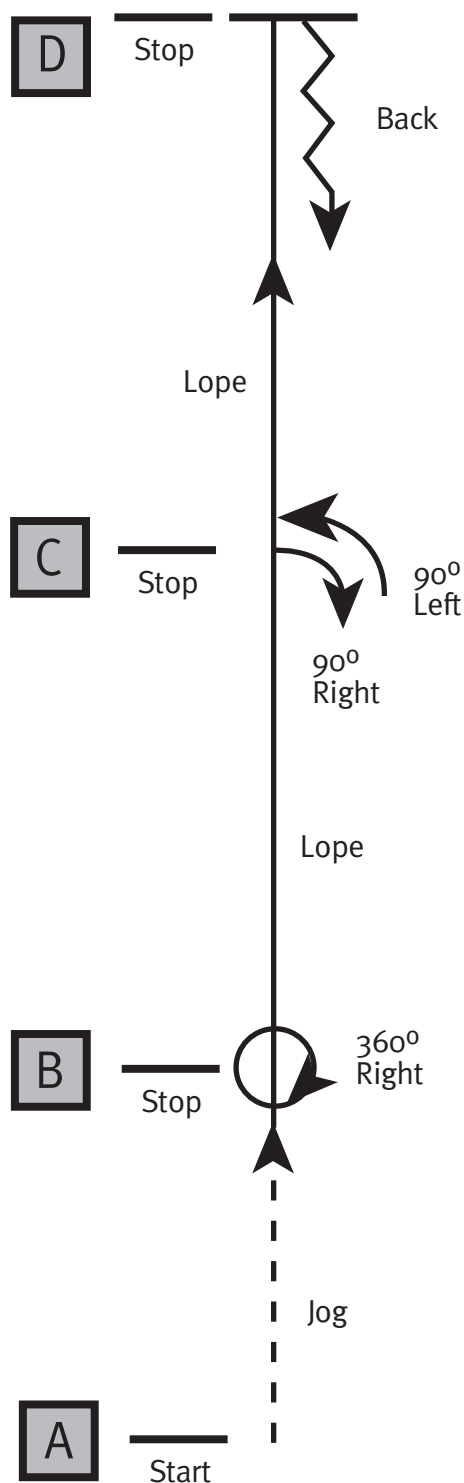
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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

Western Horsemanship

PATTERN G • Tests 1,2,3,6

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

Make a 360-degree turn to the right on the hindquarters.

Lope right lead to marker C. Stop.

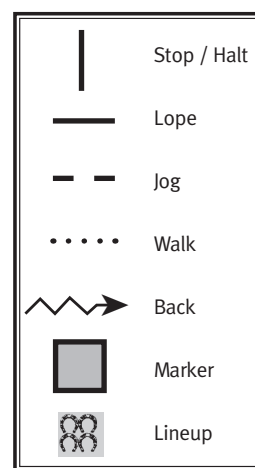
Make a 90-degree turn on hindquarters to the right.

Make a 90-degree turn on hindquarters to the left.

Lope left lead to marker D.

Stop at marker D and back five steps.

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



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.

Showmanship

PATTERN Q • LEVEL 2

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

Trot from marker A to marker B.

Stop and perform a 270-degree turn.

Trot from marker B, around marker C, to the Judge.

Stop and set up for inspection.

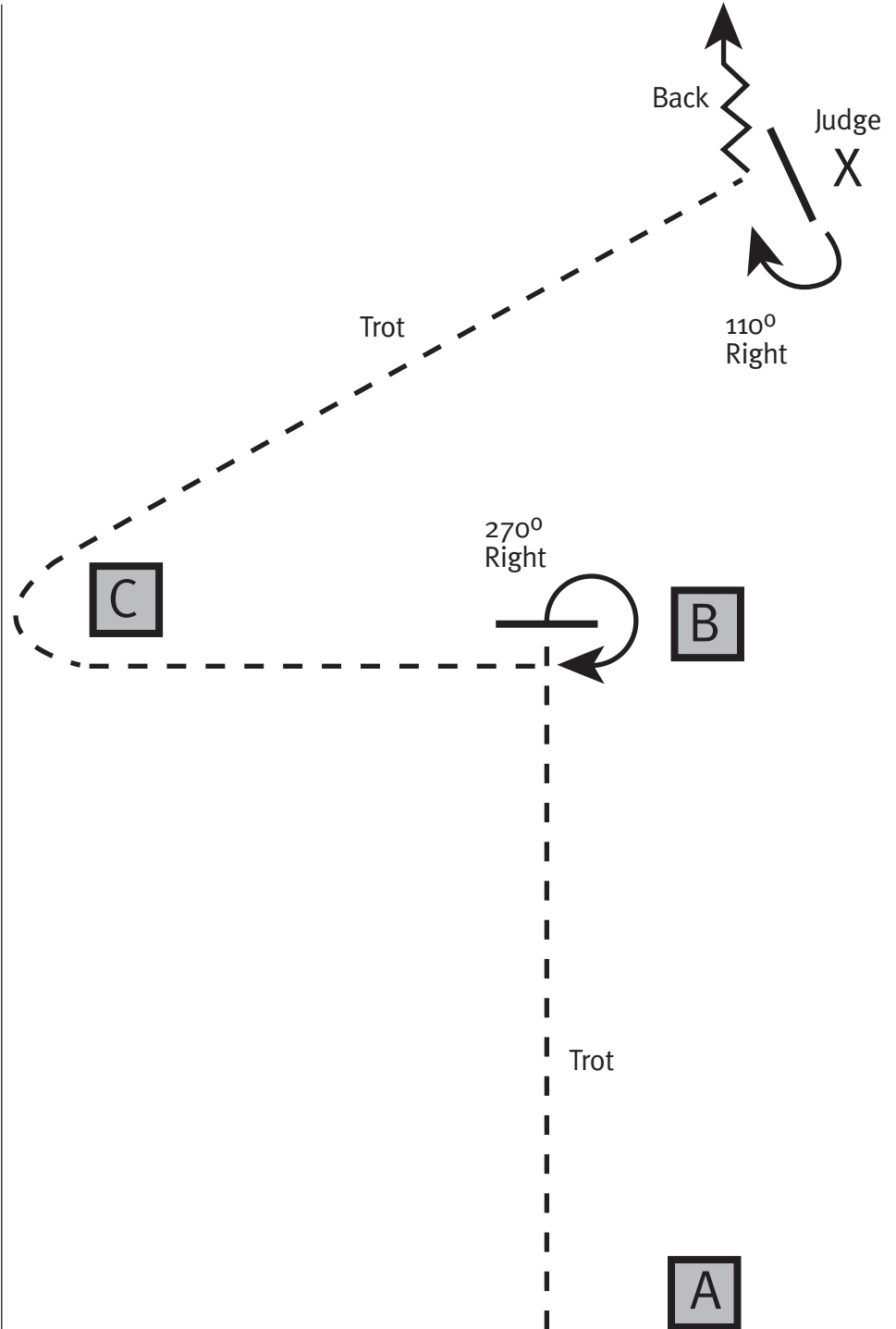
When dismissed, perform a 110-degree turn.

Back six steps.

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

- 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



Showmanship

PATTERN H • LEVEL 1

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

Be ready at marker A.

Back four steps at marker A.

Perform a 180-degree turn.

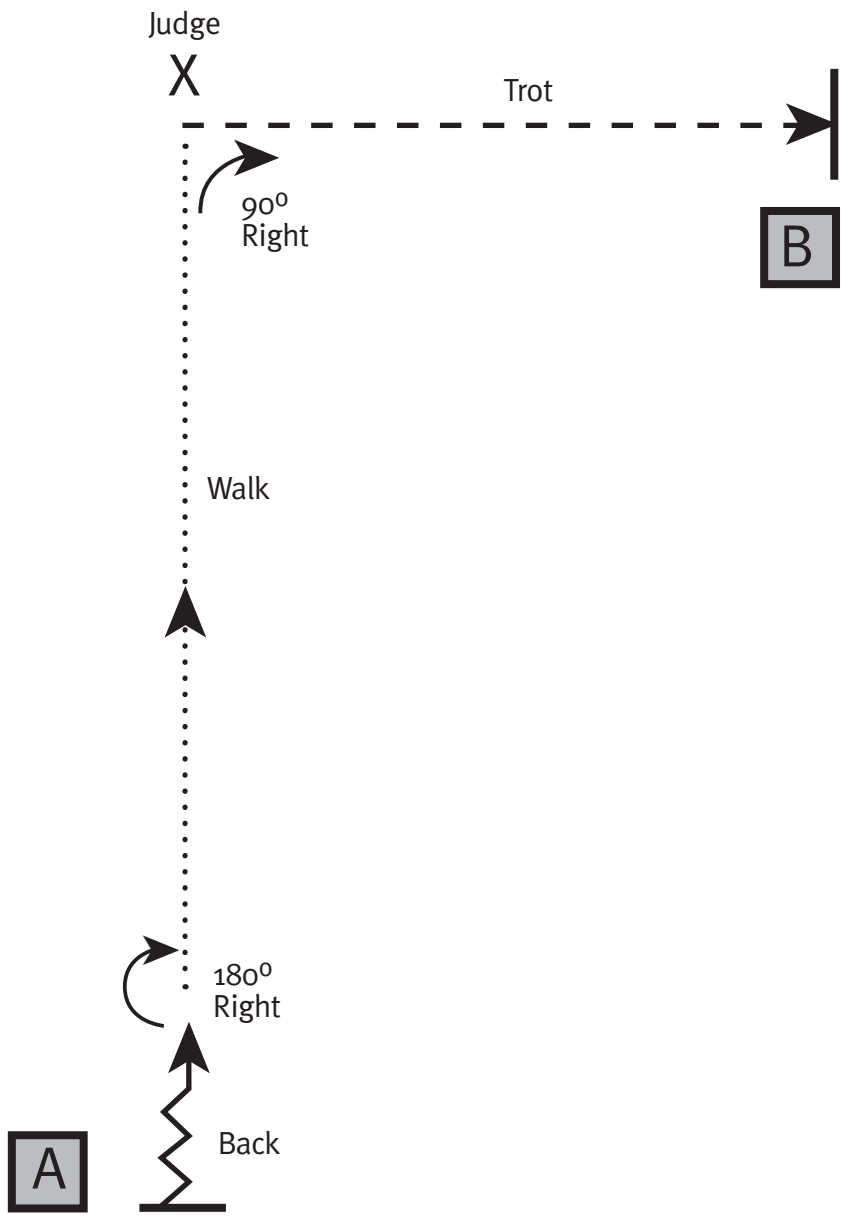
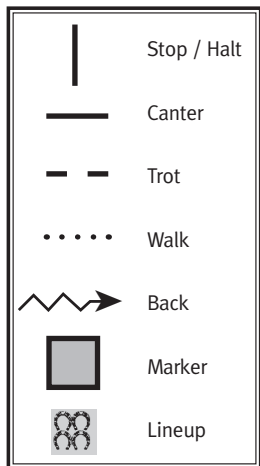
Walk to the judge and set up for inspection.

When dismissed perform a 90-degree turn and trot to marker B.

Stop at marker B.

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

- **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

PATTERN B • 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.

Walk from marker A to marker B.

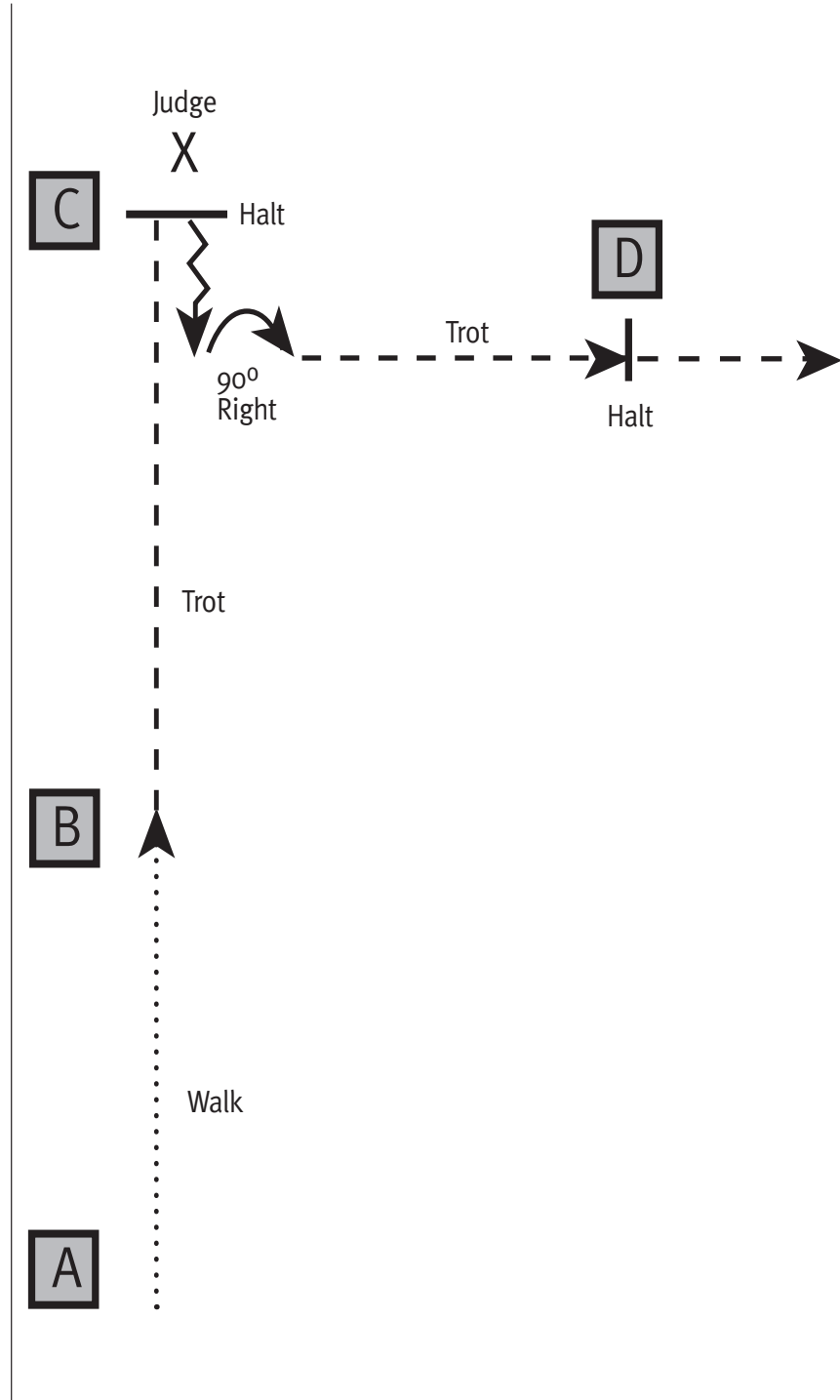
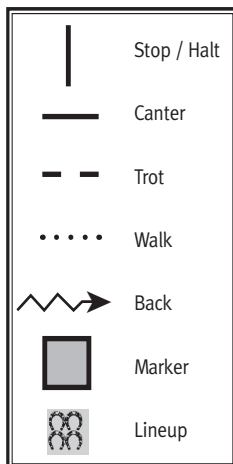
Trot from marker B to marker C.

Stop at marker C and set up for inspection.

When dismissed, back four steps.

Perform 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 at the trot.



Showmanship

PATTERN Y • 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. When across from the judge, stop and set up horse for brief inspection.

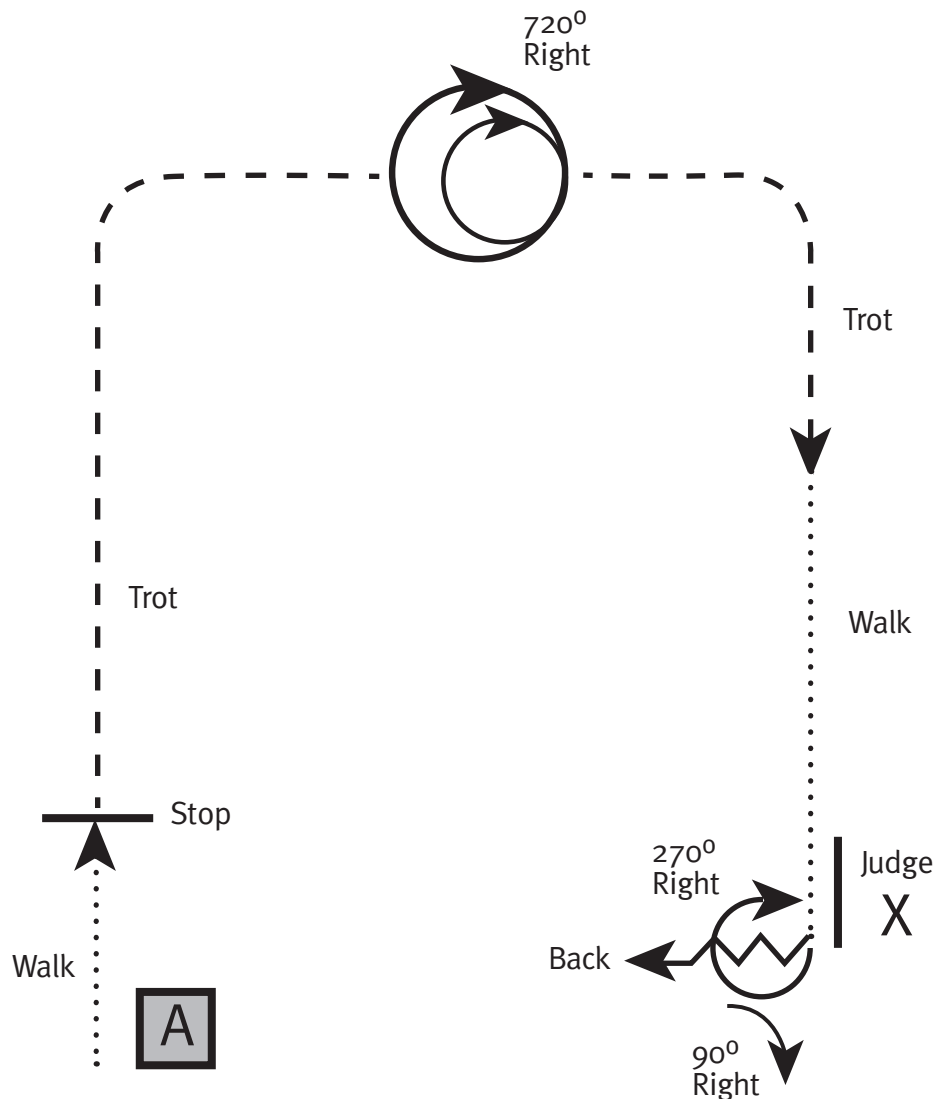
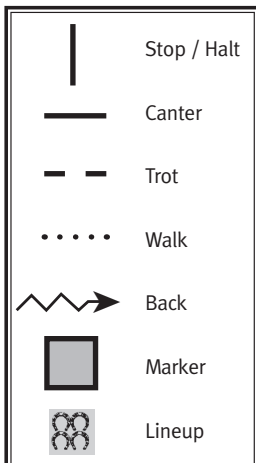
Trot corner. Stop. Perform a 720-degree turn.

Trot corner. Walk, halt, and perform a 270-degree turn.

Set up for full inspection.

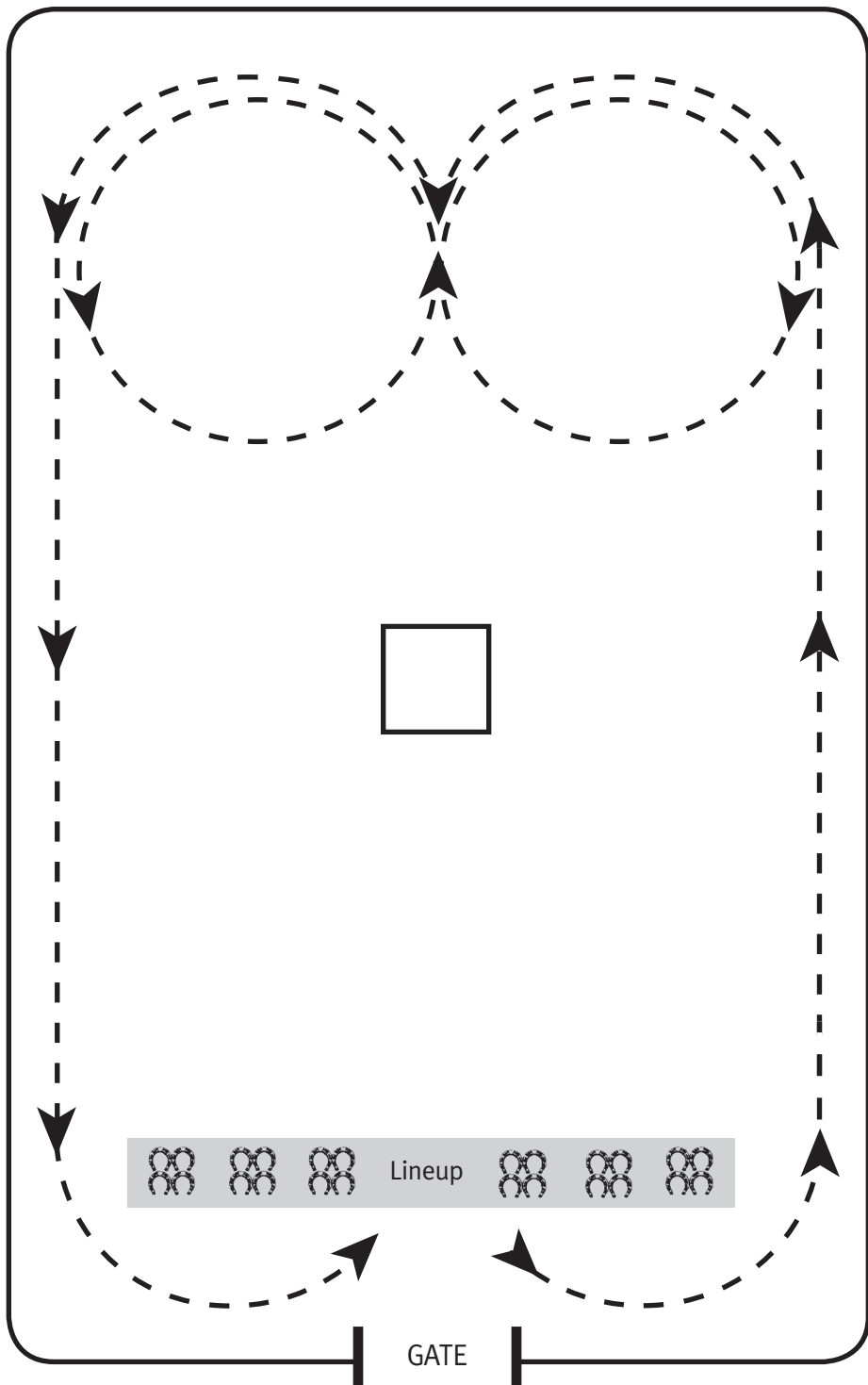
Back approximately five steps and perform a 90-degree turn.

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



Saddle Seat

PATTERN D • Tests 2,3



From the lineup trot down the right hand straightaway and around the turn on the right diagonal to the center of a figure eight facing the center of the ring. Halt.

Trot a figure eight. Trot the first circle to the left on the right diagonal, trot the second circle to the right on the left diagonal. Halt.

Reverse. Trot from the center point of the figure eight to the left, around the turn and continue trotting on the right diagonal down the straightaway back to the line-up.

Return to the lineup or exit 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.

Saddle Seat

PATTERN BB • Tests 2,4,13








Enter the ring to the right and trot to a point 1/3 down the rail. Continue to trot a circle to the left and proceed down the rail to a point on the rail past center ring. Halt. Turn to the left.

Canter a straight line on the right lead to the midpoint of the ring. Continue to canter a circle to the right and proceed on the original line to the rail. Halt. Turn to the right.

Canter a straight line on the left lead to the midpoint of the turn. Halt. Turn to the right.

Trot a straight line to the rail on the left diagonal.

Without stopping, continue to trot down the rail and out of the ring.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

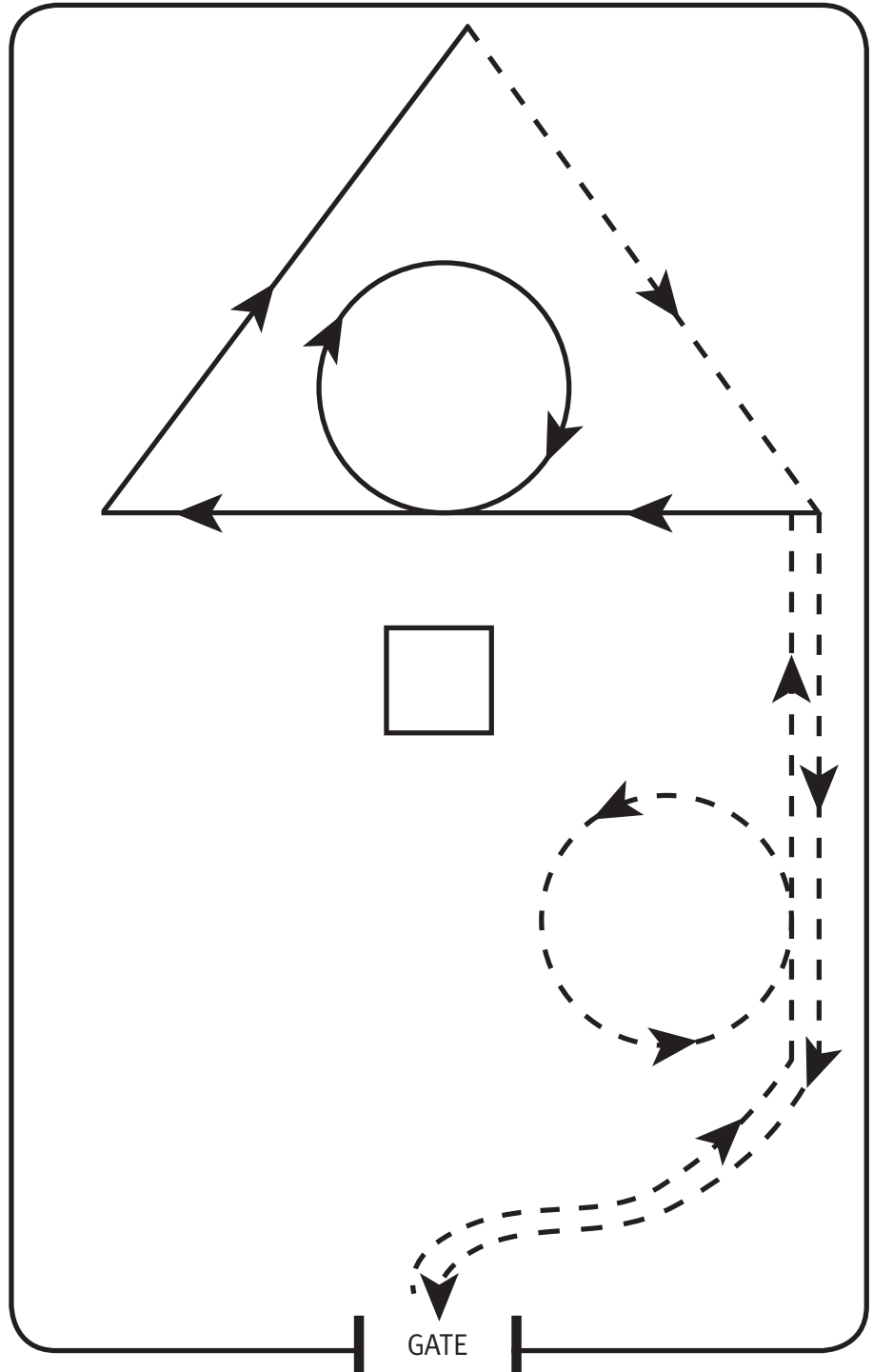
This pattern may only be used for:

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

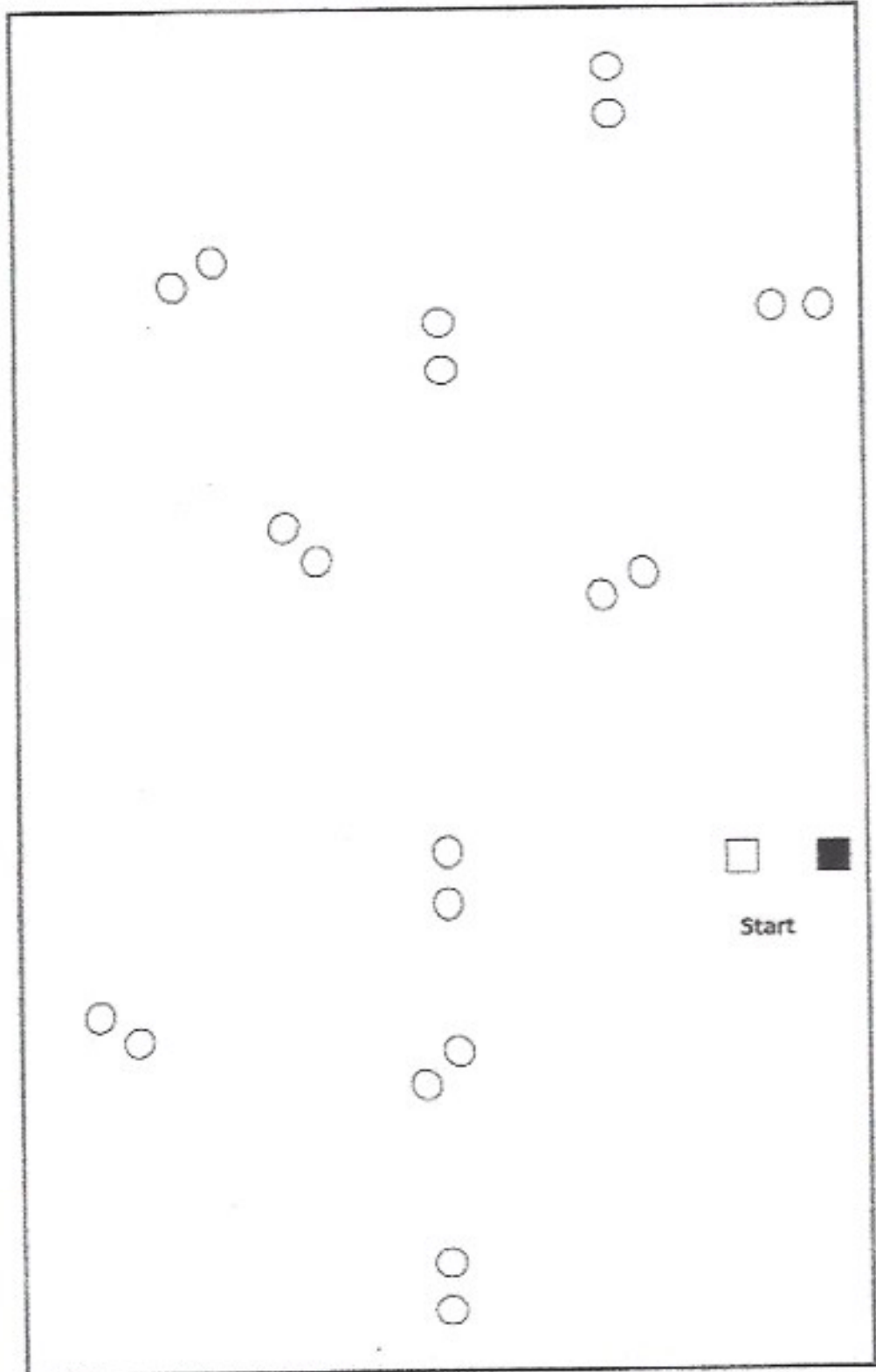
*This pattern may **NOT** be used for:*

- 13 & Under

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



328 Region One Carriage Pleas Driving Pick Your Route Ch



Western Horsemanship

PATTERN F • Tests 1,2,3,4

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 from marker A to marker B.

Lope a circle on the right lead.

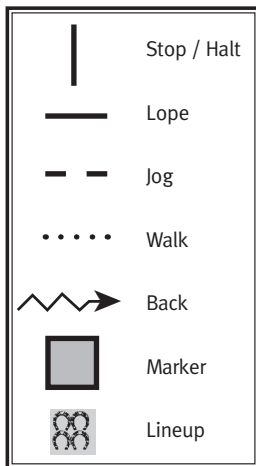
Continue out of the circle at a lope and simple change (walk or jog) to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

Stop and back ten feet.

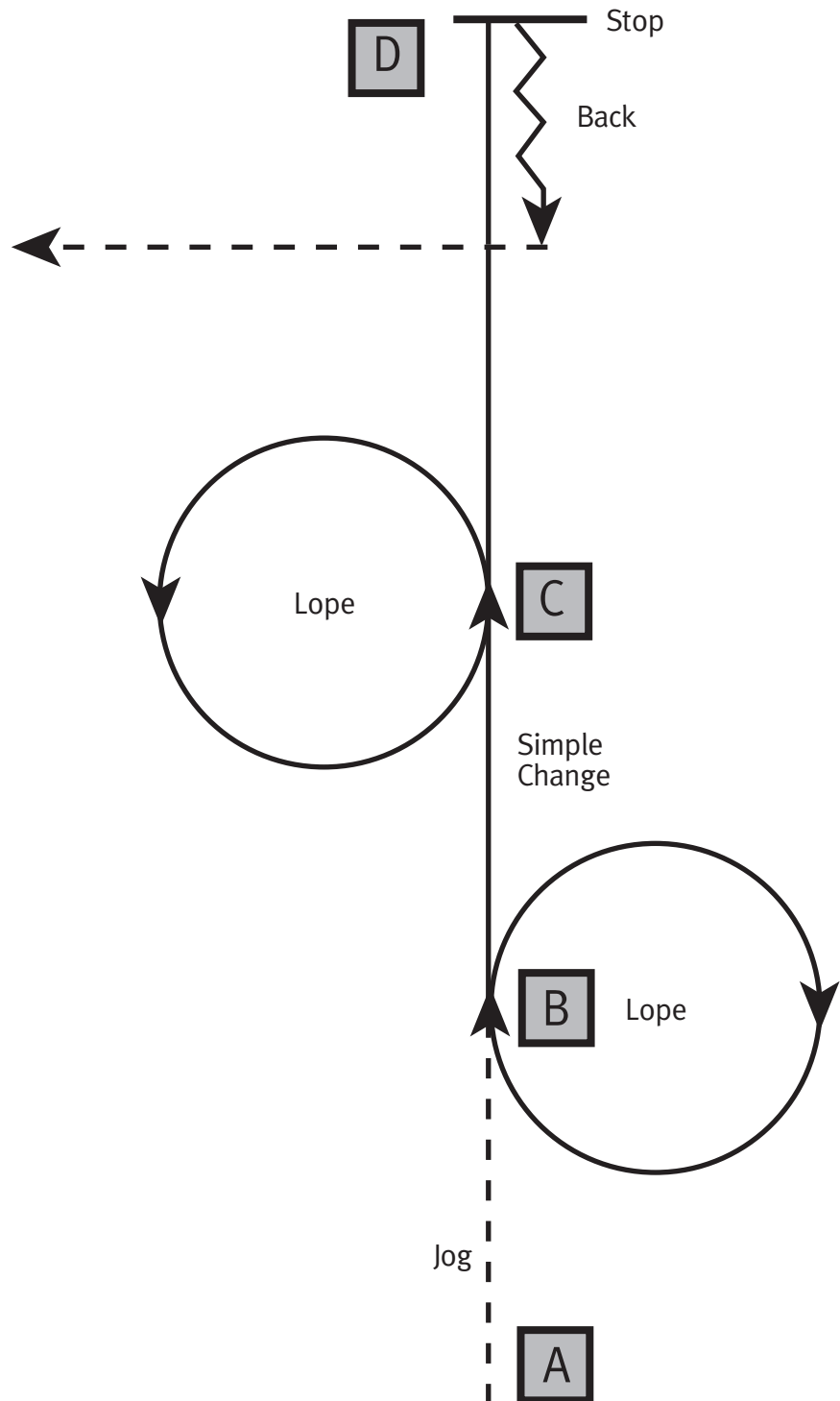
Return to the lineup at the jog or exit the arena at the jog.



This pattern may only be used for:

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

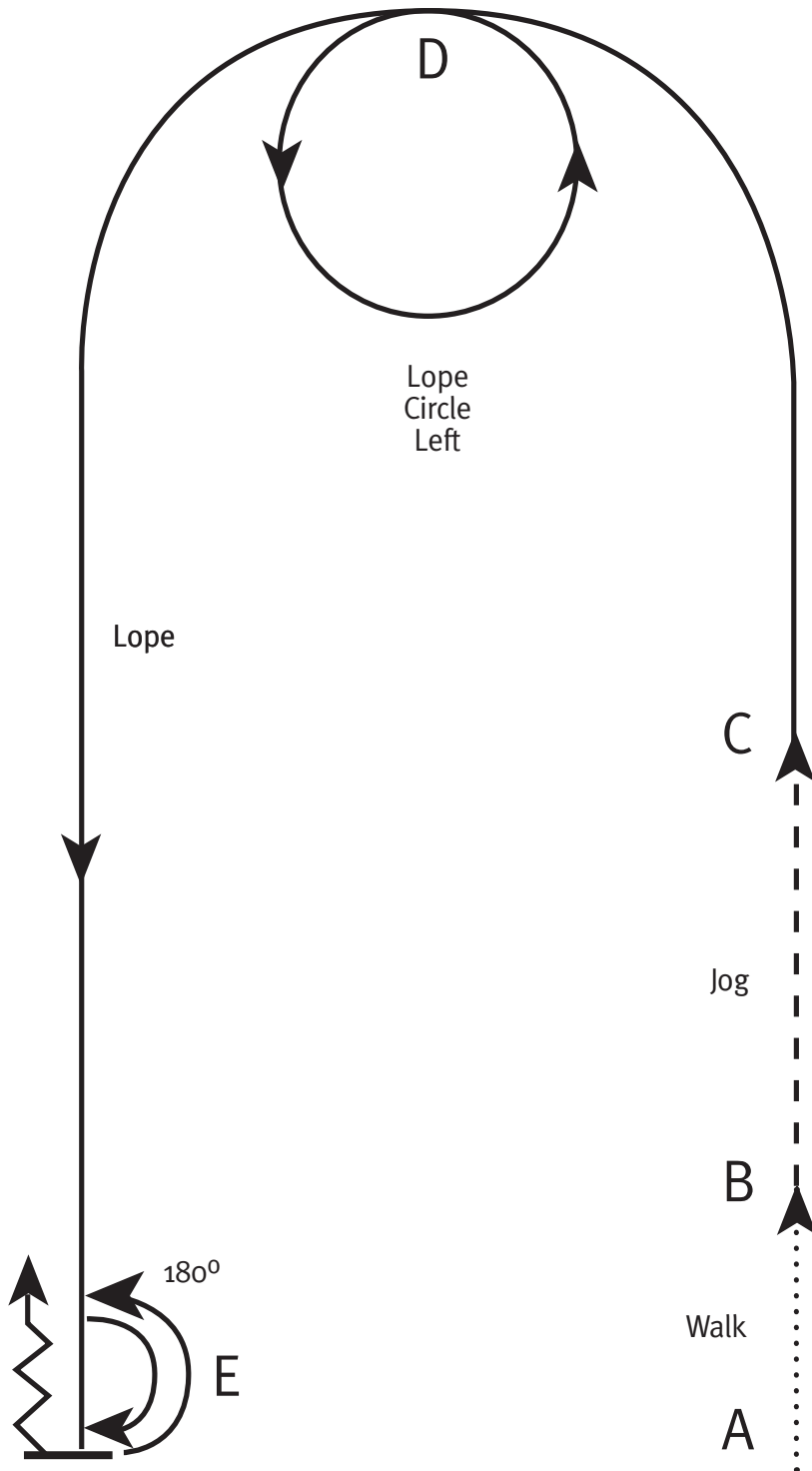
If used at a Regional or National Show, pattern may not be run from the lineup.



Western Horsemanship

PATTERN C • Tests 1,2,3,6

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.

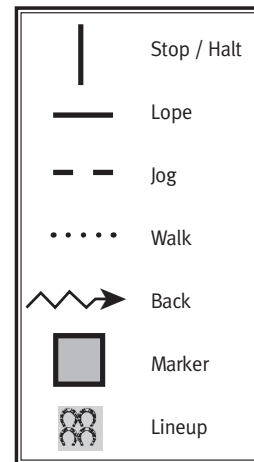
Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on hindquarters to the left.

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

Back four steps.

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



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.