

2025 Region One Regional Patterns

Grandstand Arena

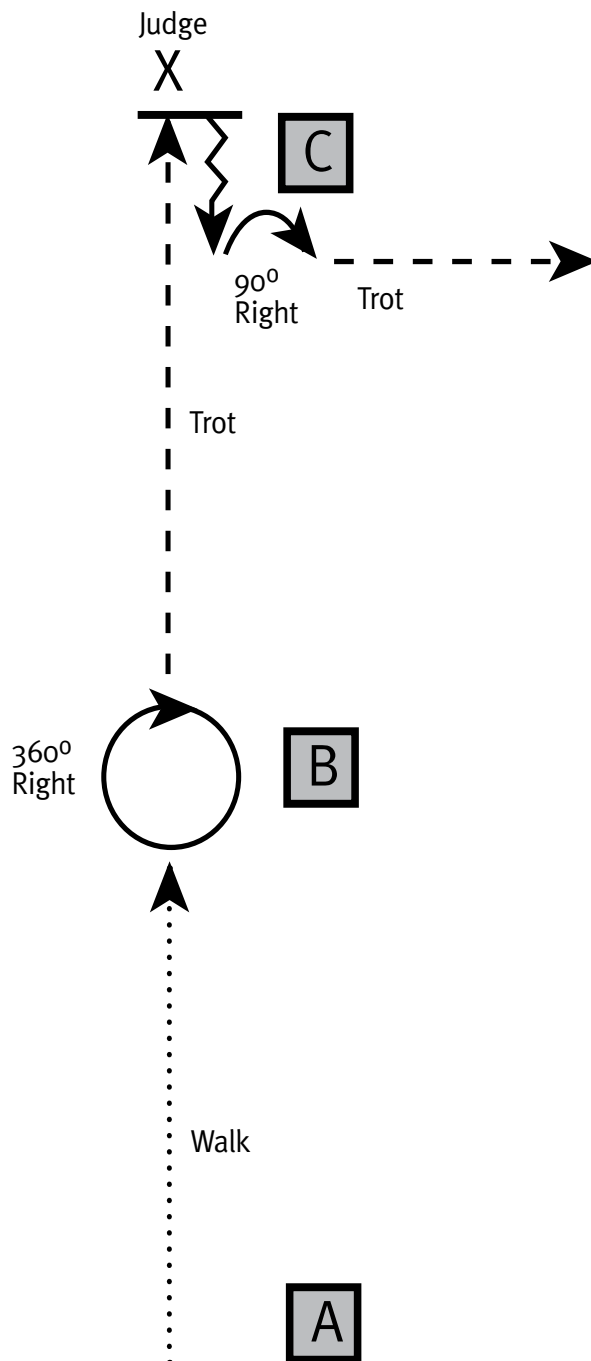
203 - Region One A/HA/AA Showmanship AATH Champ
Call Judge - Krause

- ❑ **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 G • LEVEL 1

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



Be ready at marker A.

Walk to marker B. Stop.

Perform a 360-degree (1) haunch turn to the right. Stop.

Trot to marker C. Stop.

Set up for inspection.

After dismissal, back four steps.

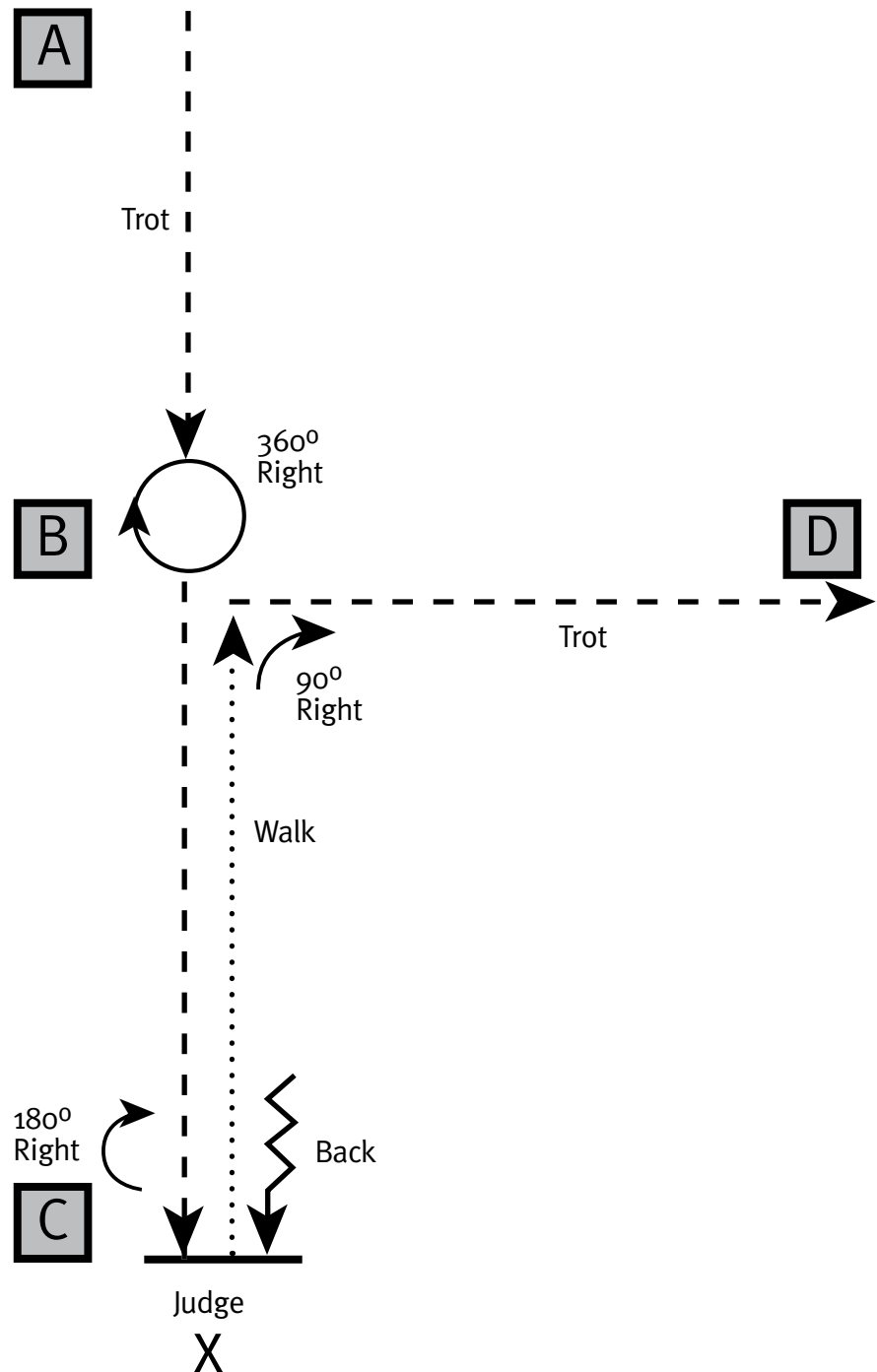
Perform a 90-degree turn to the right and trot into the completion line as directed by the ringmaster or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

PATTERN U • LEVEL 2

At the Gate— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.

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



Showmanship

PATTERN H • 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.

Back four steps at marker A.

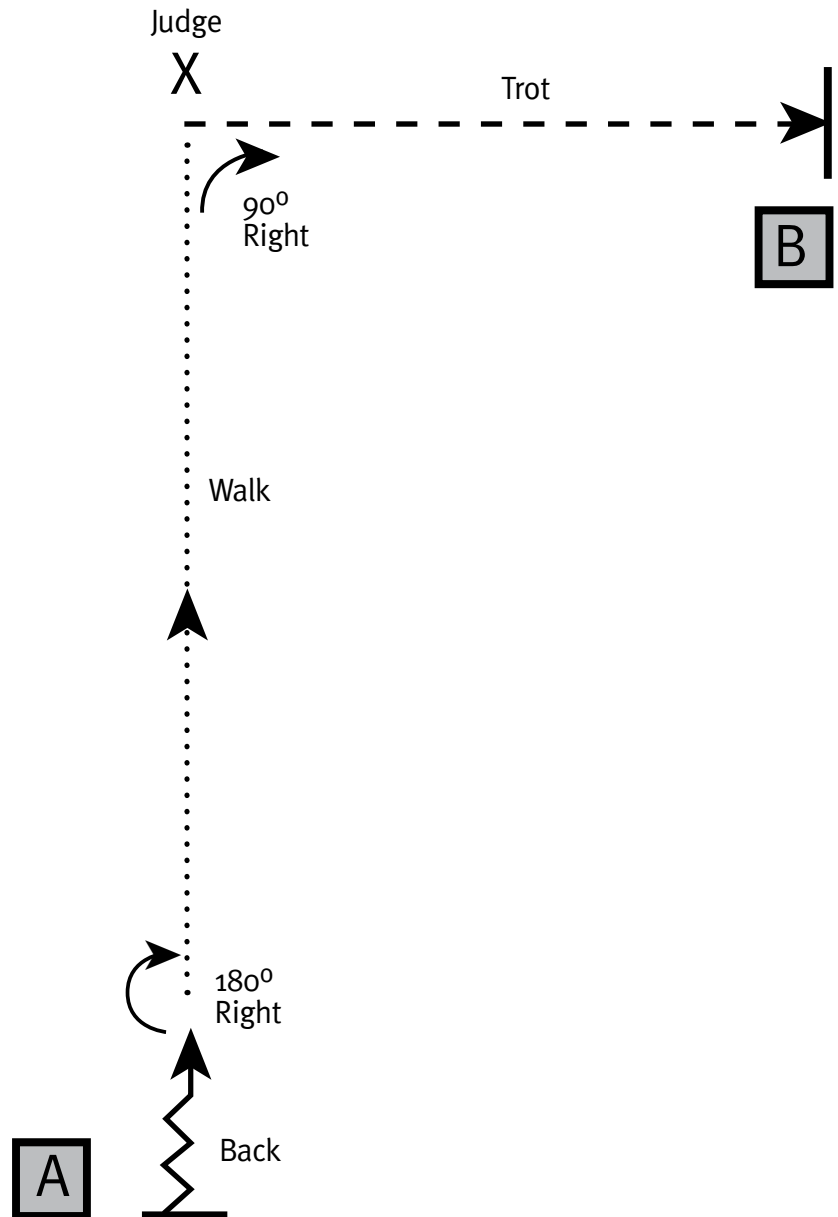
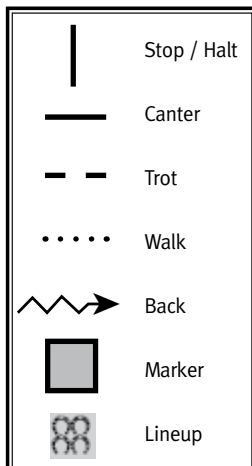
Perform a 180-degree turn.

Walk to the judge and set up for inspection.

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

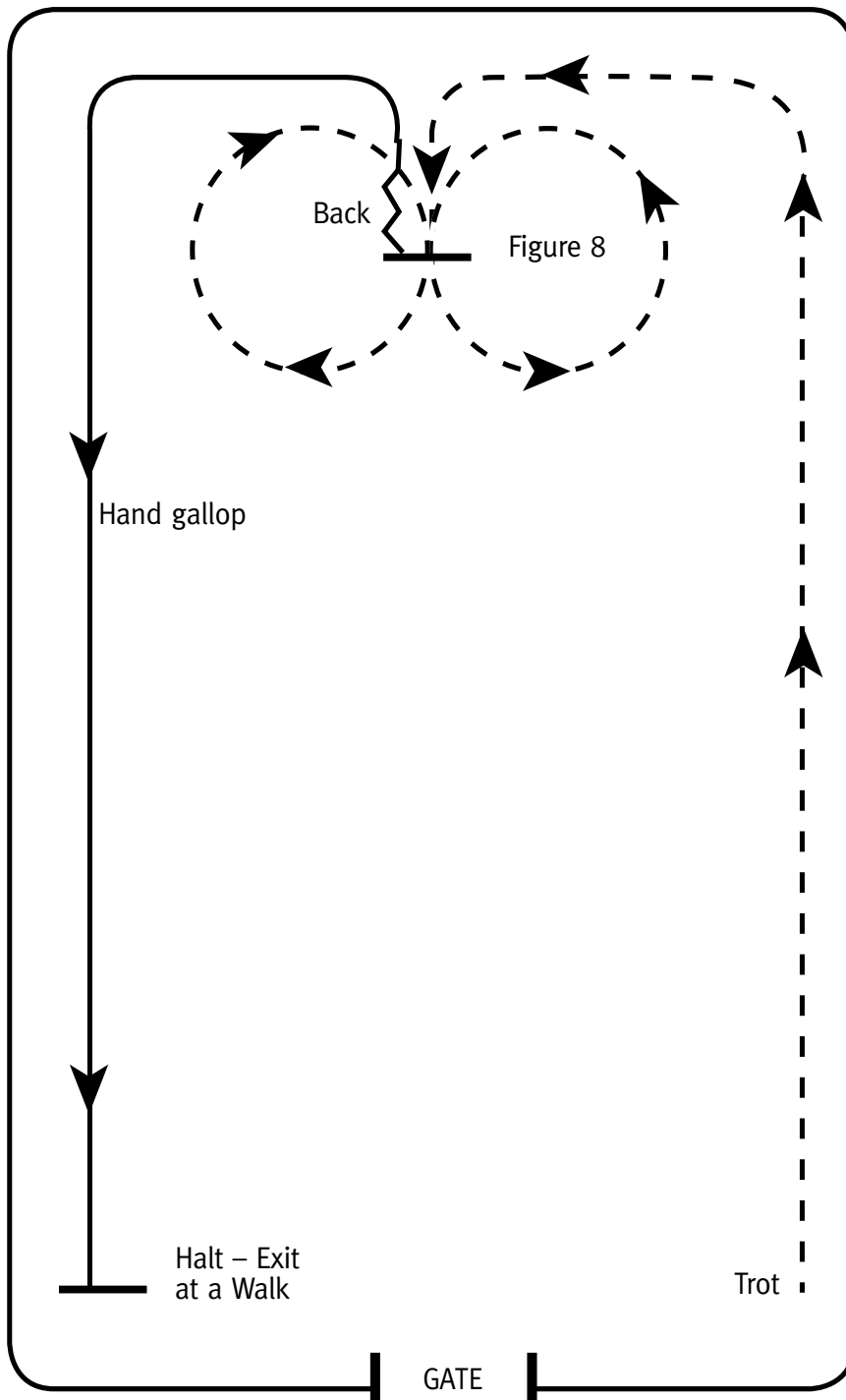
Stop at marker B.

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



Hunter/Jumping Seat

PATTERN TT



Walk into arena. Turn to the right. Drop stirrups.

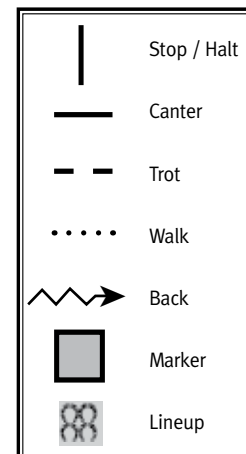
Trot on correct diagonal to far end of arena, turn at center line, and proceed approximately 1/4 of way down line. Halt.

Trot one figure eight, then halt and recover stirrups

Back five steps and do a half turn on the forehand to the right.

Pick up the canter on the correct lead and hand gallop down the rail showing the two point and halt.

Exit at a walk.



This pattern may only be used for:

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

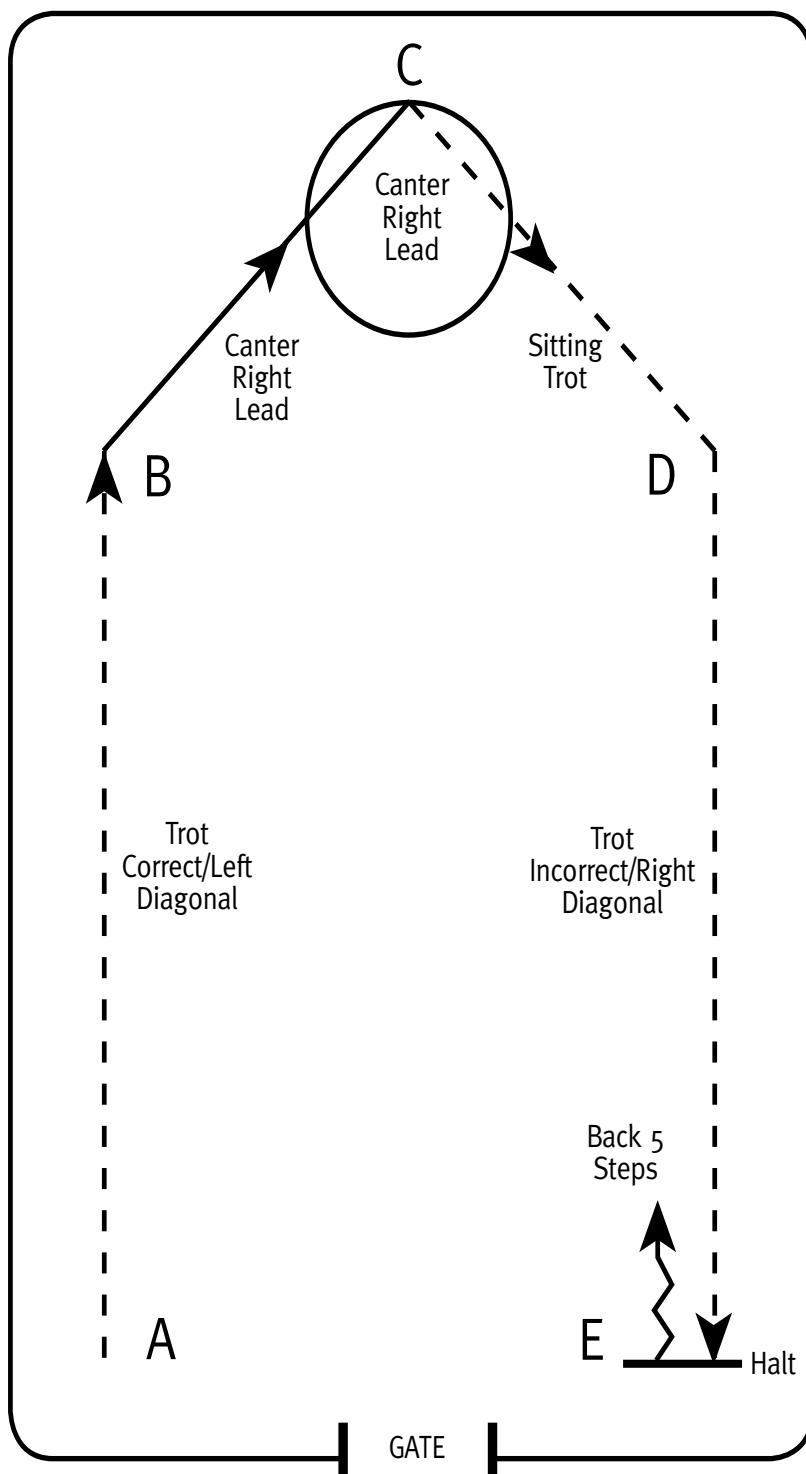
*This pattern may **NOT** be used for:*

- 13 & Under

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

Hunter/Jumping Seat

PATTERN U



Trot on the correct diagonal from A to B.

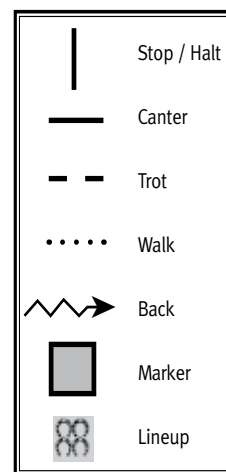
Canter on the correct lead from B to C.
Continue to canter a right circle on the correct lead.

Break to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

Halt and back five steps.

Return to the lineup 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.

Saddle Seat

PATTERN E • Tests 3,6,11

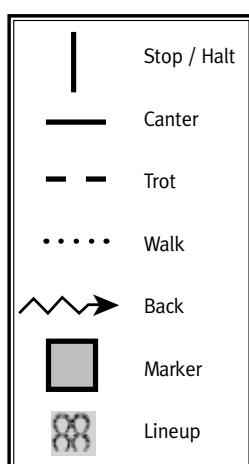
Enter the ring to the right at a trot.
Trot down the rail showing one change of diagonal. Begin on the left/incorrect diagonal.

Halt at the end of the rail.

Canter on the left lead to the midpoint of the turn and continue cantering executing a two loop serpentine down the center line. Halt.

Trot to the rail on the left diagonal.
Halt.

Turn left. Trot down the rail on the right diagonal and 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.

