



ALASKA ~ WASHINGTON ~ NORTHERN IDAHO ~ WESTERN MONTANA

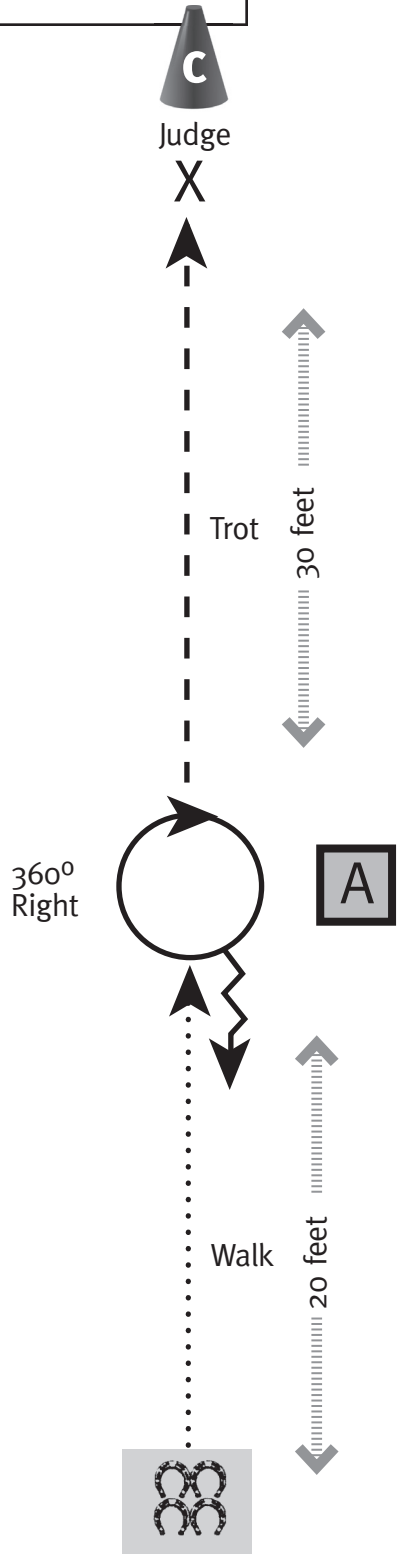
REGION 5
2023
CHAMPIONSHIP
EQUITATION
PATTERN
BOOK

- ❑ **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 E • LEVEL 1

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



- Line up at direction of ringmaster — can be head to tail or side by side.
- Walk to marker A.
- At marker A, execute a 360-degree turn.
- Back four steps.
- Trot to judge.
- Set up for inspection.
- When dismissed return to the lineup at the trot or exit at the trot.

	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

Showmanship

PATTERN L • LEVEL 2

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

Be ready at marker A.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

Stop and perform a 270-degree turn.

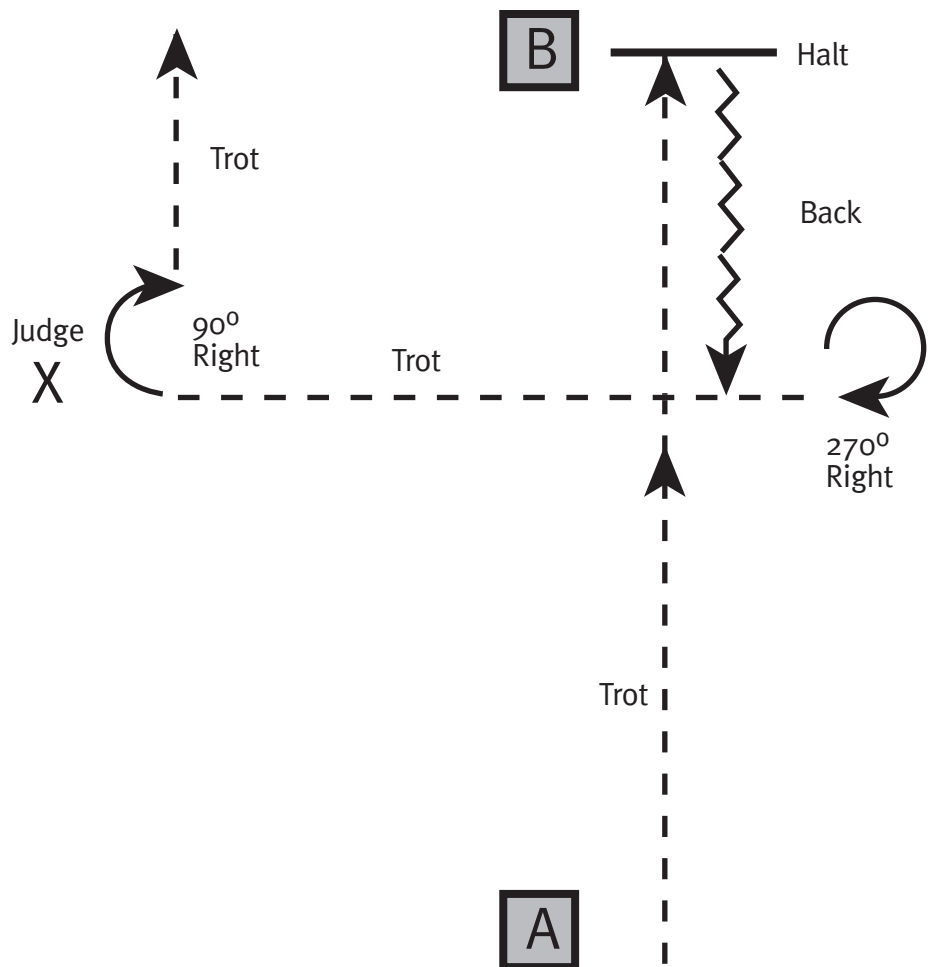
Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

Return to the lineup at the trot 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.
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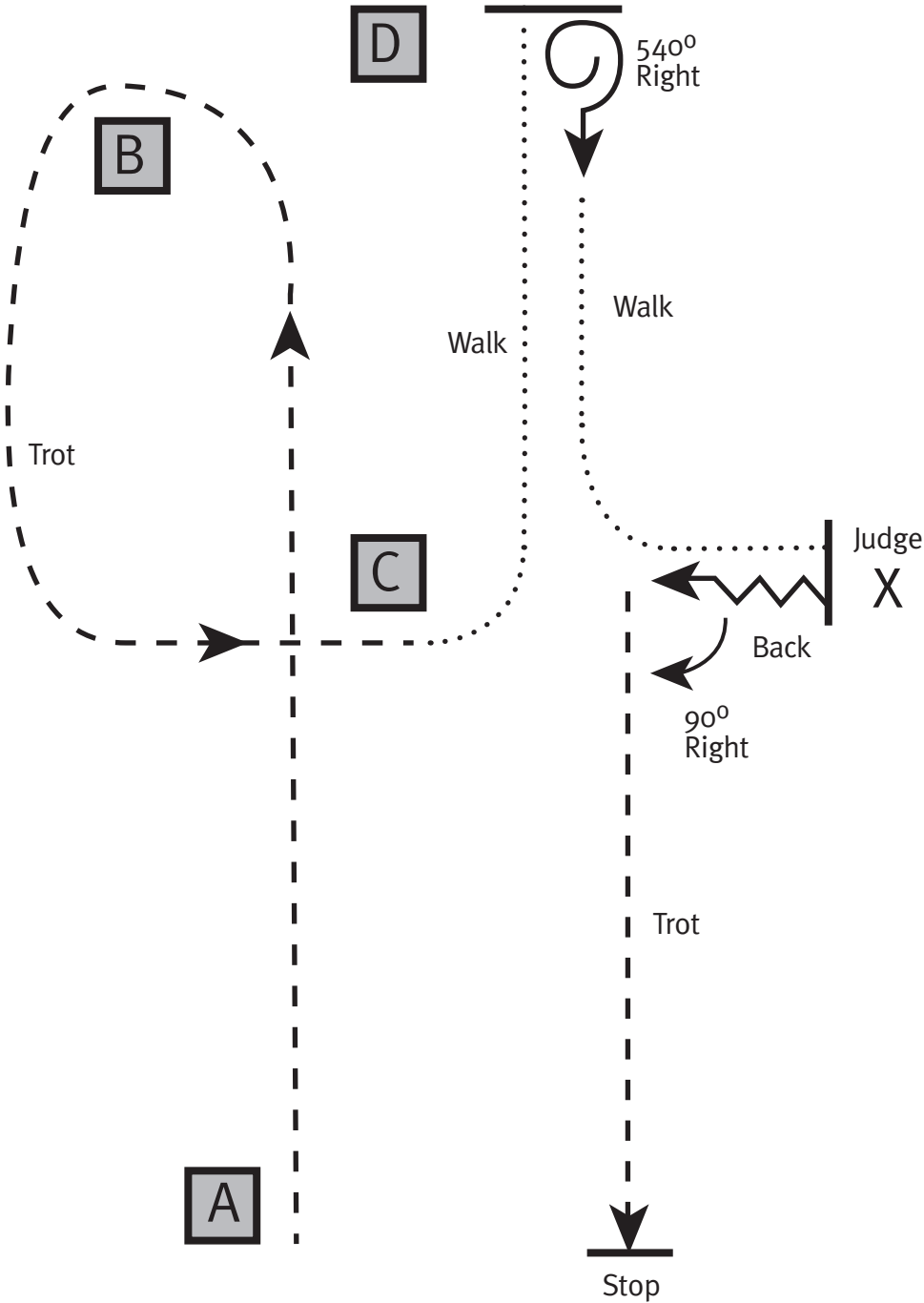
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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.
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Showmanship

PATTERN T • LEVEL 2

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



- 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

Showmanship

PATTERN S • LEVEL 2

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

Be ready at marker A.

Start at marker A and back five steps.

Walk half circle around marker A.

Trot and lengthen stride at the trot to and around marker B.

Return to trot directly to marker C.

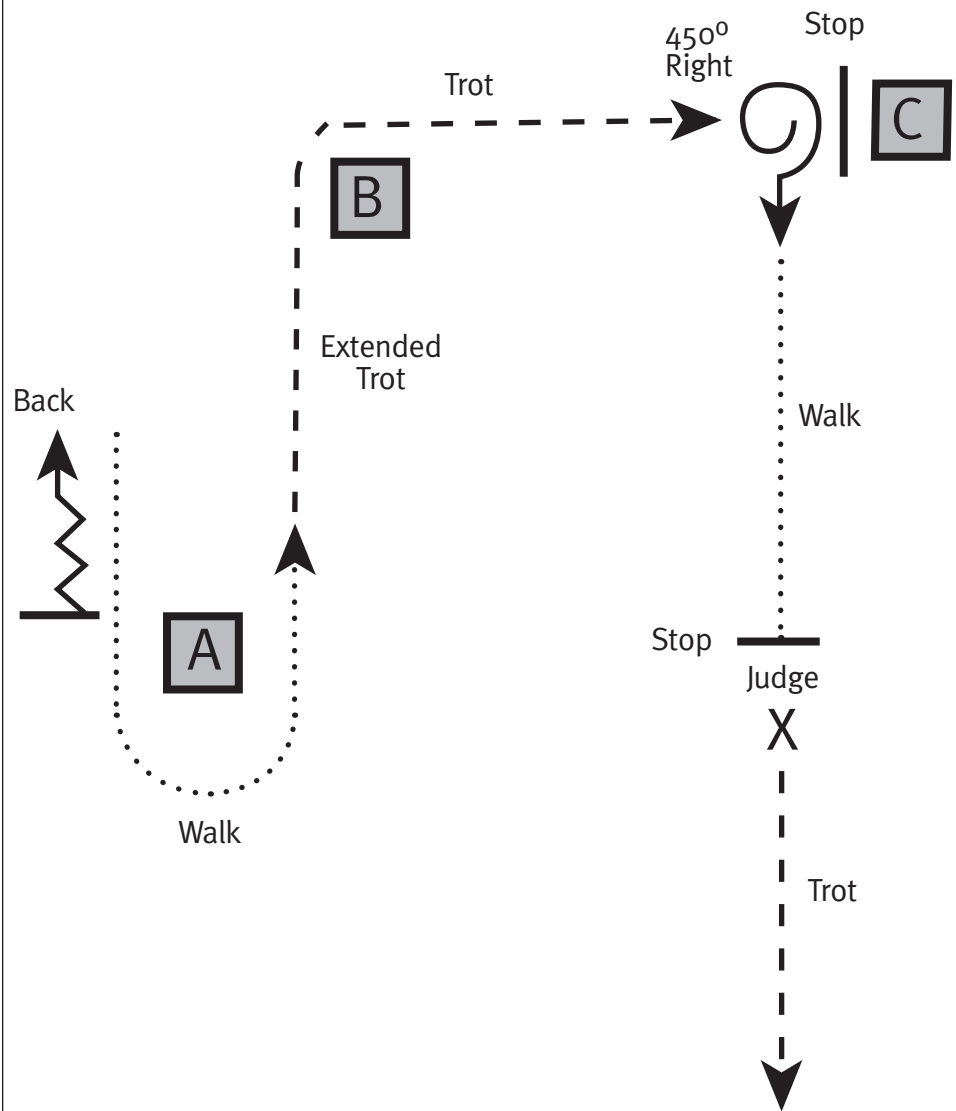
Stop with hip lined up with Judge.

Perform a 450-degree turn and walk to Judge and set up for inspection.

Trot straight away from the judge when excused.

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

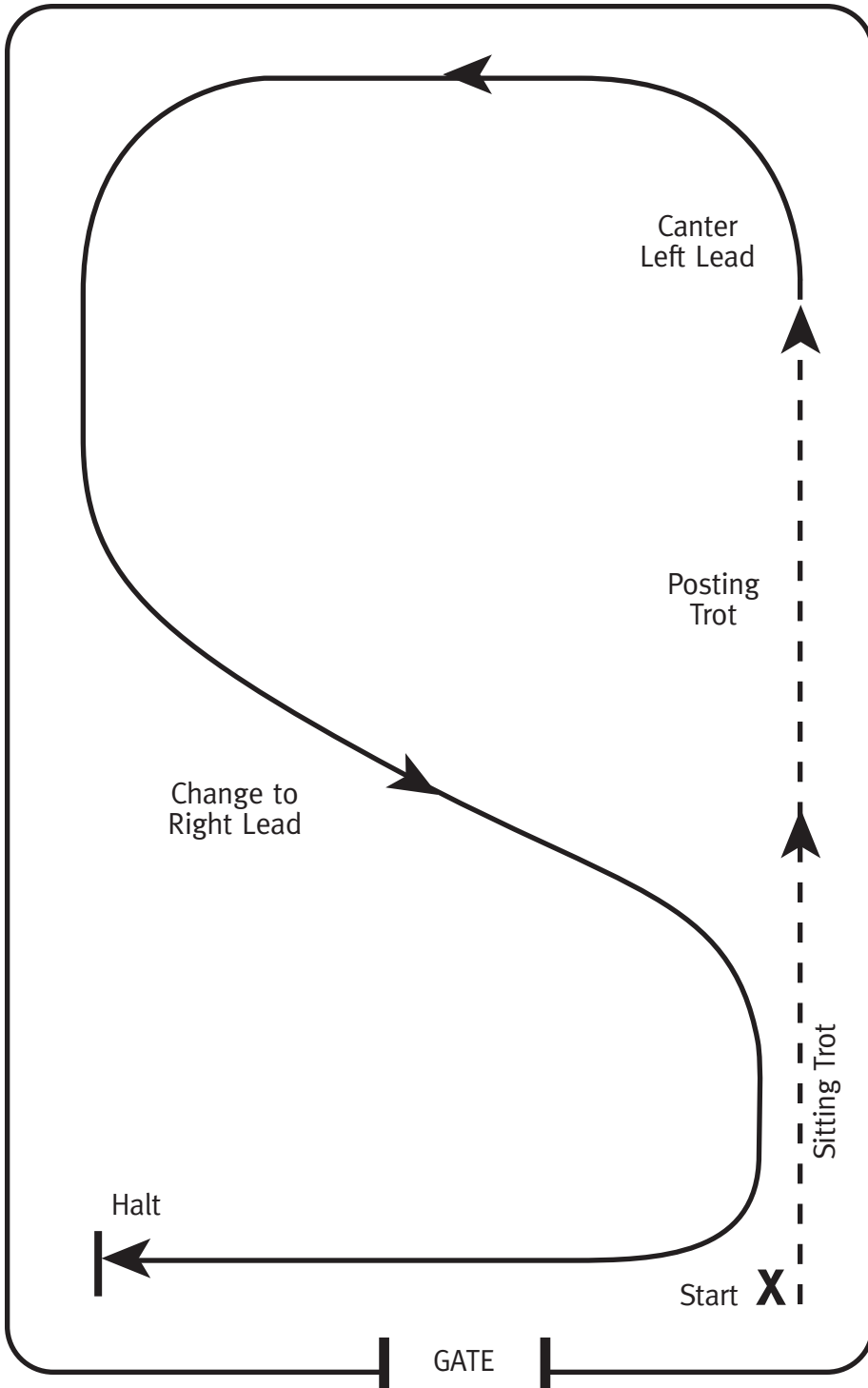
- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion 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

Hunter/Jumping Seat

LEVEL 1 • PATTERN P



Walk to the starting point.

Pick up sitting trot.

Continue at posting trot on the correct diagonal.

Pick up canter, correct lead.

Cut diagonally across arena and change lead (simple change).

Continue around end of arena.

Halt.

Return to lineup or exit at a walk.

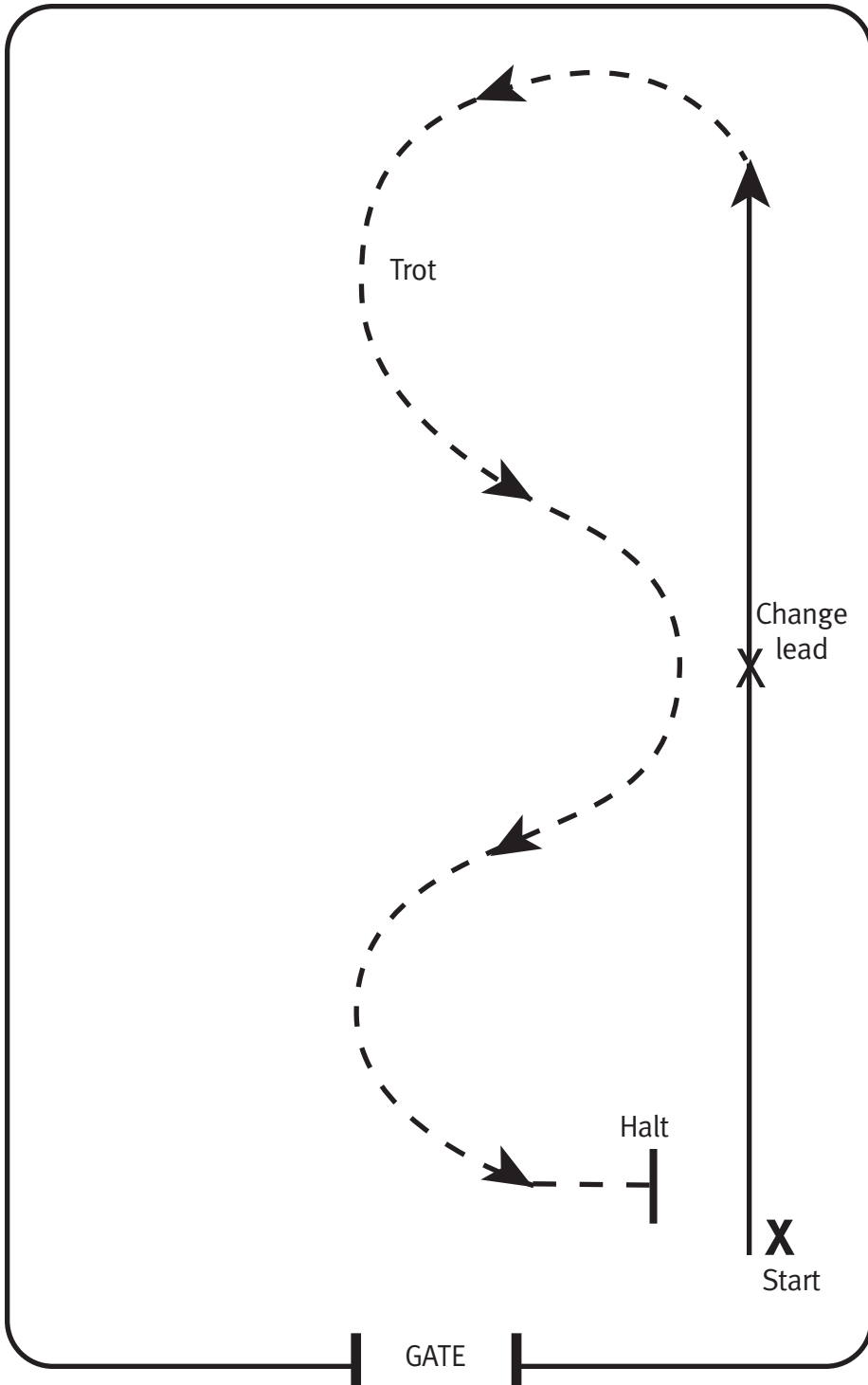
	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern is appropriate for all ages.

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

Hunter/Jumping Seat

LEVEL 2 • PATTERN CC



Walk to the starting point.

Counter canter.

Halfway down the line, change (simple or flying) to the correct lead.

At end of line, trot a three-loop serpentine.

Halt.

Turn on the forehand to the right.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	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
- 14 & Under

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

Western Horsemanship

LEVEL 1 • 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.

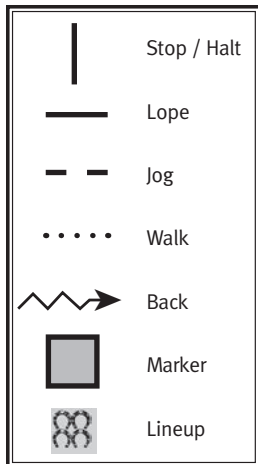
Continue out of the circle at a lope and simple change (walk or jog) to the left lead before marker C.

Lope a left circle on left lead at marker C.

Continue on the left lead to marker D.

Stop and back ten feet.

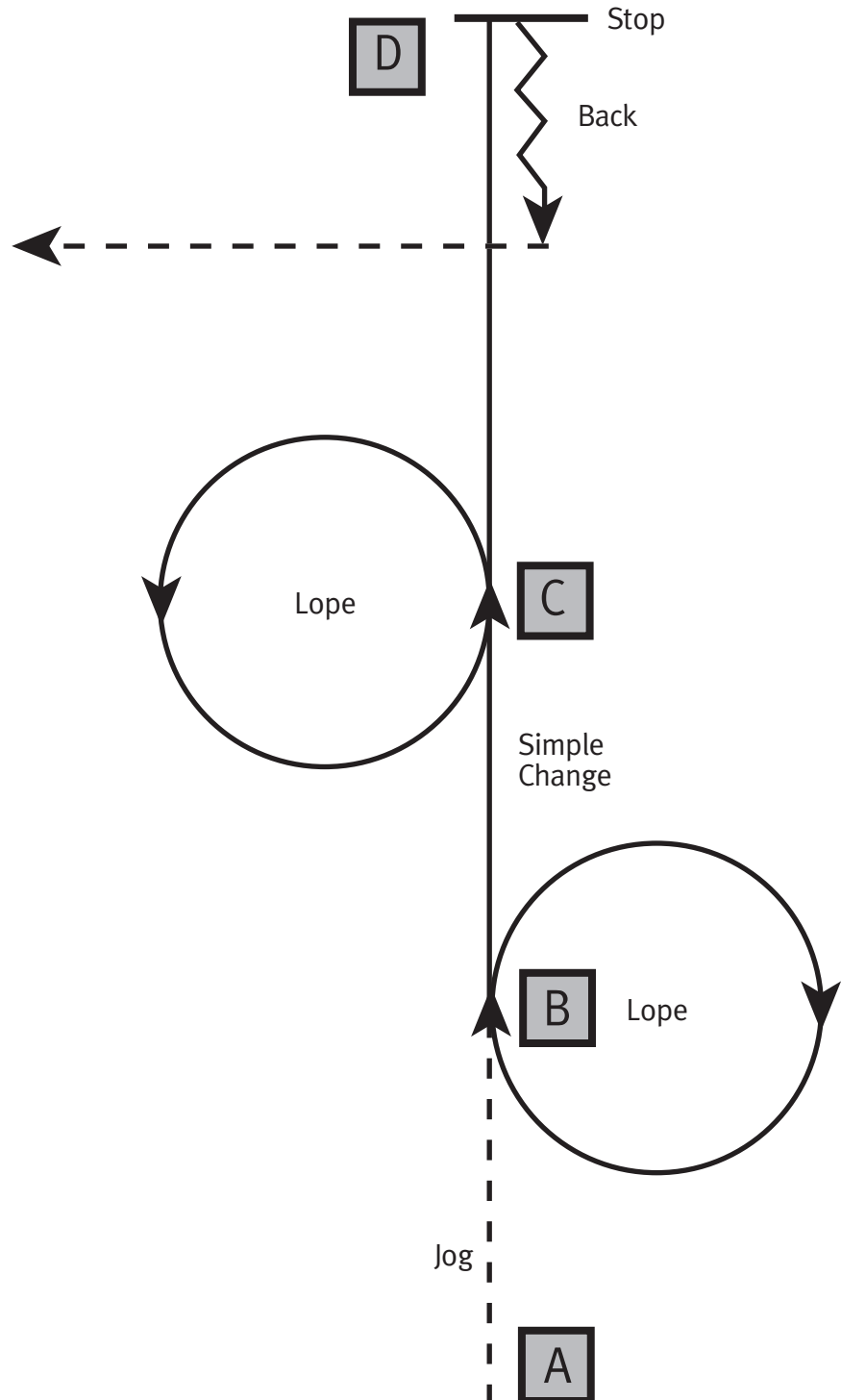
Return to the lineup at the jog or exit the arena at the jog.



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

LEVEL 2 • PATTERN Y • Tests 1,2,3,8

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.

At marker B, lope a right circle.

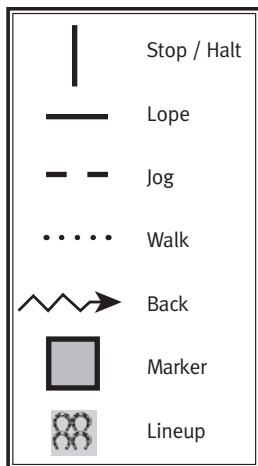
Returning to marker B. Stop.

Drop stirrups and jog a circle to the left. Stop.

Pick up stirrups and lope on left lead to marker C.

Stop and back ten steps.

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



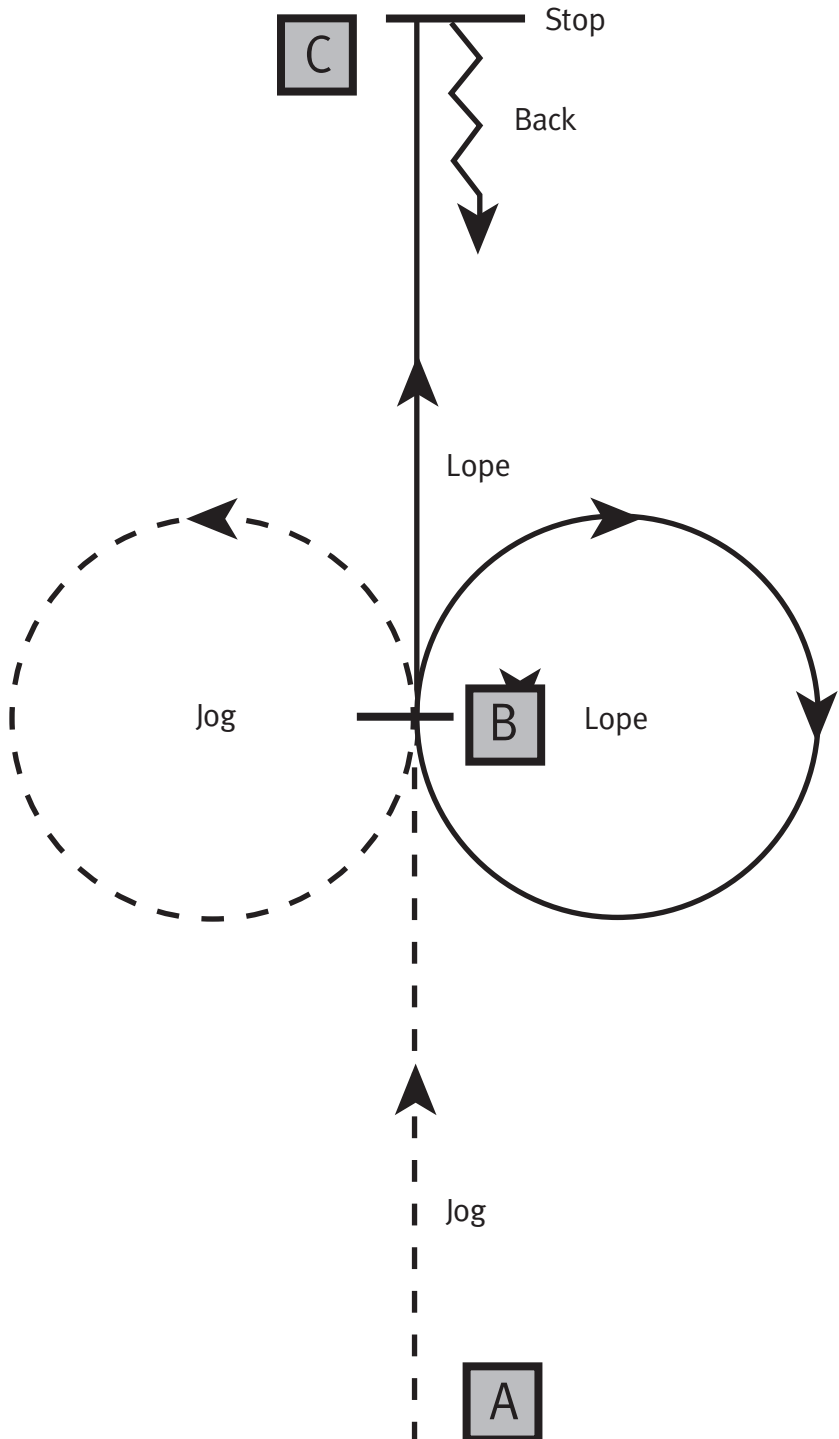
This pattern may only be used for:

- 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.



Saddle Seat

LEVEL 2 • PATTERN E • Tests 3,6,11

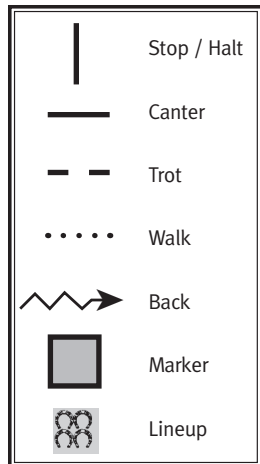
Enter the ring to the right at a trot.
 Trot down the rail showing one change of diagonal. Begin on the left/incorrect diagonal.

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.

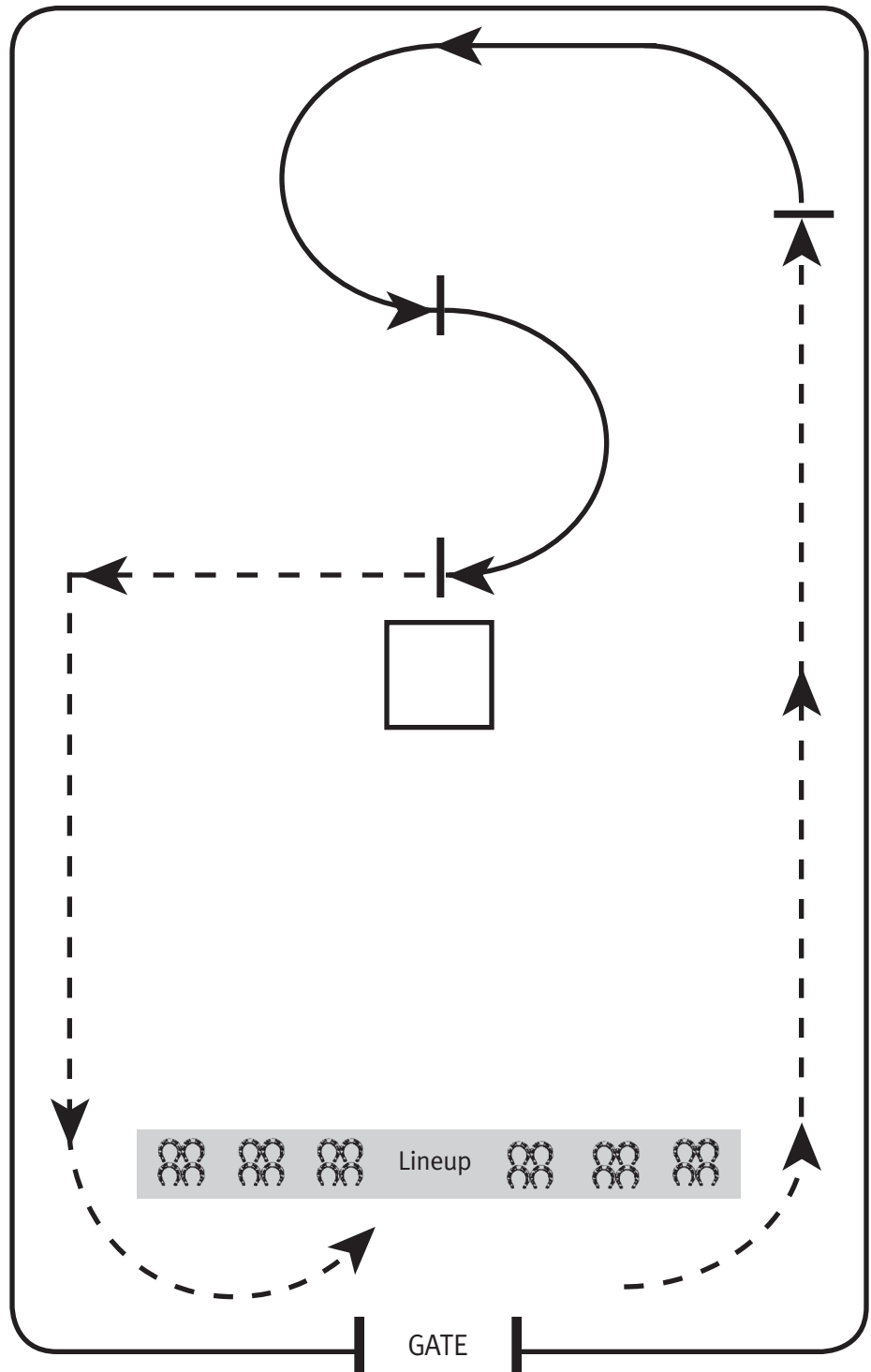
Turn left. Trot down the rail on the right diagonal and return to the lineup or exit the ring at the trot.



This pattern may only be used for:

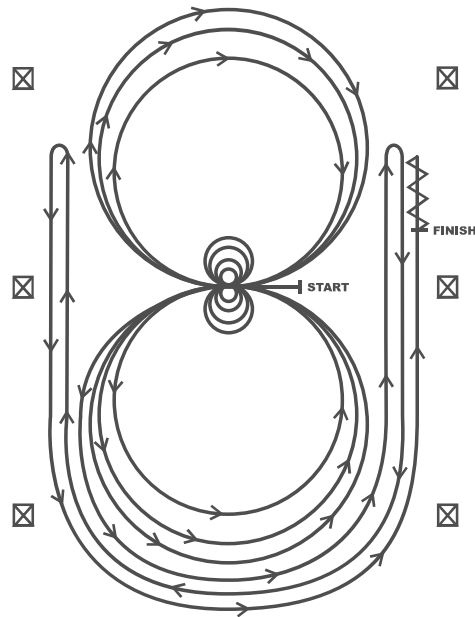
- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

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



PATTERN

6



Class 557 Reining Seat Equitation JTR

PATTERN

6

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

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete 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. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. 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 left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.