

# 2020 Region 8

## 2 Showmanship W/T 10 & Under In the ring Procedure

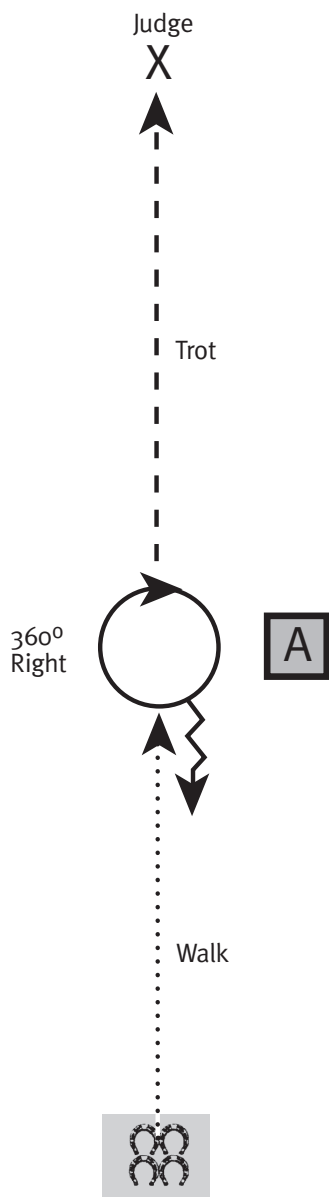
A H A

- ❑ **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

# 2020 Region 8

## 3 Showmanship AATH In the ring Procedure

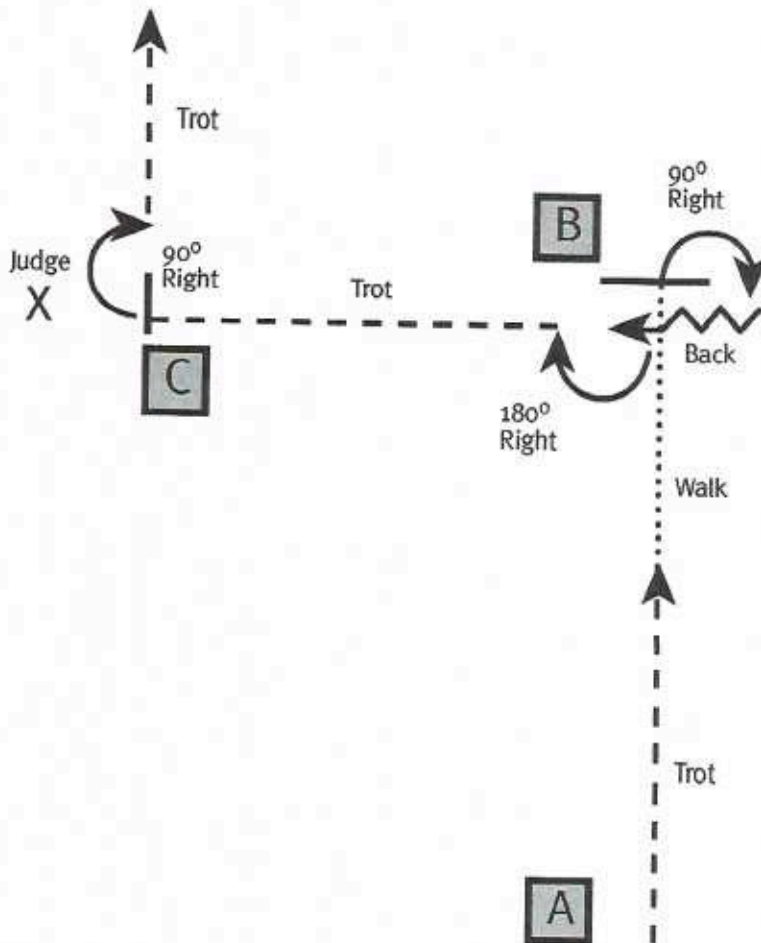
A H A

- **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 P • 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 halfway to marker B.

Break to walk and walk to marker B.

Stop and perform a 90-degree turn.

Back four steps and perform a 180-degree turn.

Trot to marker C. Stop. Set up for inspection.

When dismissed, perform a 90-degree turn and trot to the lineup as directed by the ringmaster or exit at the trot.

	Stop / Halt
—	Center
- - -	Trot
.....	Walk
~ ~ ~ ~ ~	Back
■	Marker
⊕	Lineup

Original

4 Showmanship 14 - 18  
In the ring Procedure

A H A

# Showmanship

## PATTERN L • 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.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

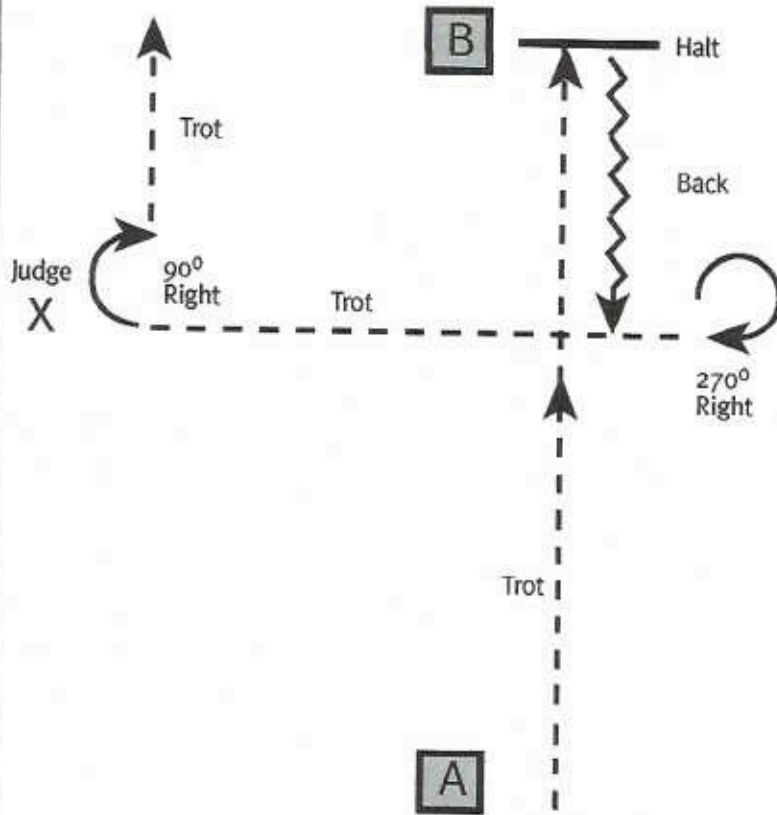
Stop and perform a 270-degree turn.

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.



—	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
~~~~~	Back
■	Marker
🐎	Lineup

5 Showmanship 11 - 13  
In the ring Procedure

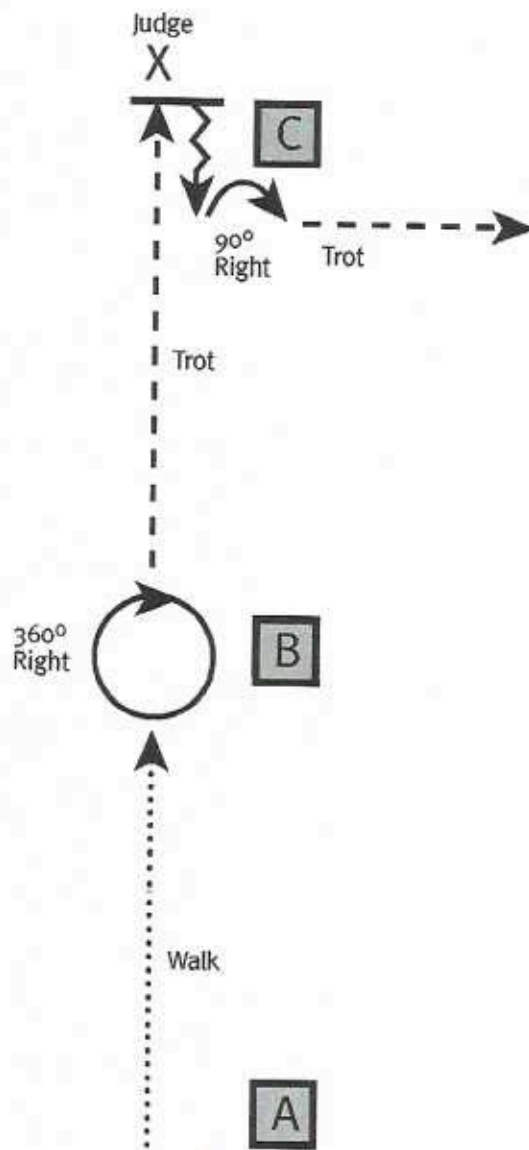
A H A

- ☐ **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.

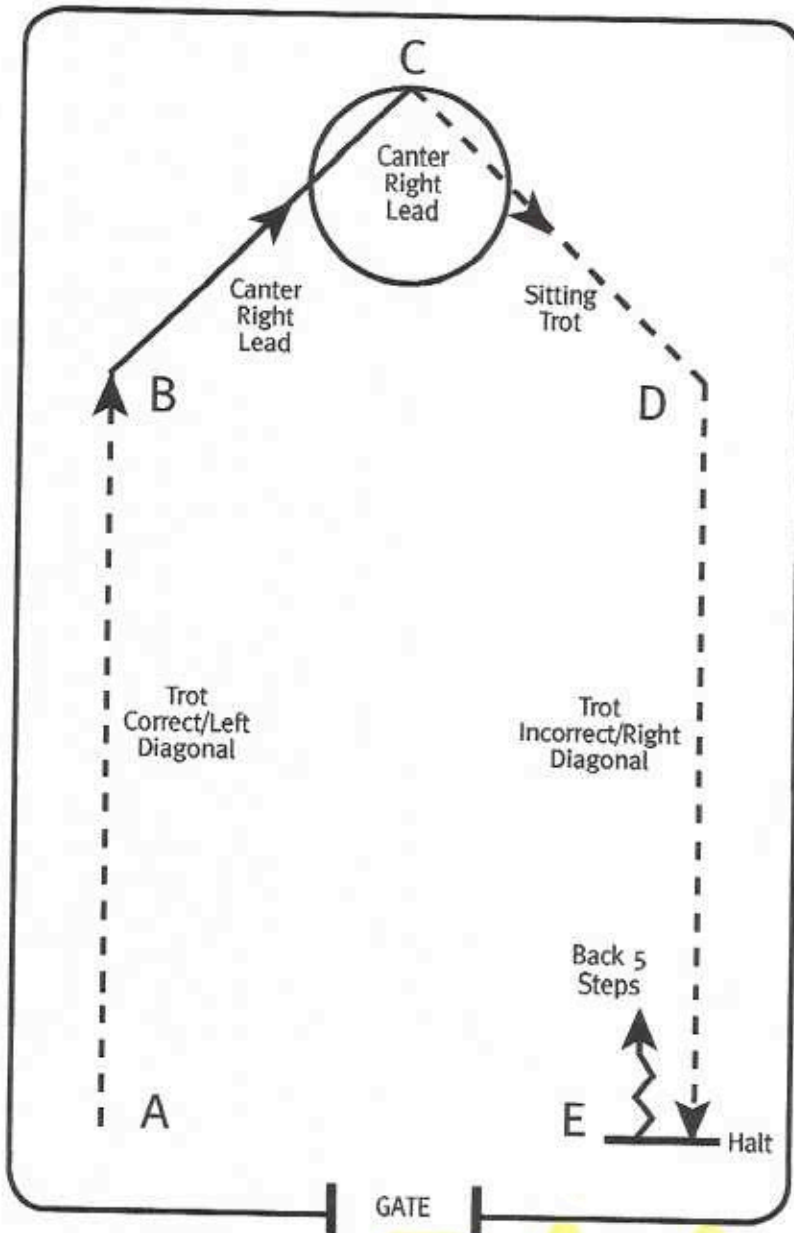
Perform a 90-degree turn to the right and trot into the completion line as directed by the ringmaster or exit at the trot.

	Stop / Halt
—	Canter
- - -	Trot
.....	Walk
↗	Back
☐	Marker
⊞	Lineup

Original

# Hunter/Jumping Seat

LEVEL 1 • PATTERN U • Test 1,5



Trot on the correct diagonal from A to B.

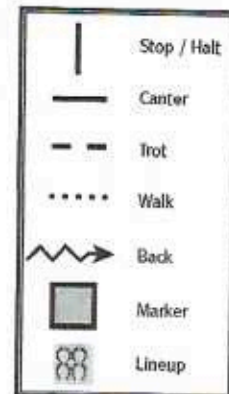
Canter on the correct lead from B to C. Continue to canter a right circle on the correct lead.

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.*

## 2020 Region 8

# 21 Western Horsemanship AATR

A H A

# Western Horsemanship

## LEVEL 2 • PATTERN M • Tests 1,2,3,4,6

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 to marker B.

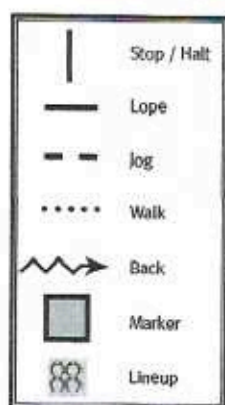
Jog to marker C. Stop.

Make a 360-degree turn on the haunches to the right. Lope on the left lead and circle back to marker C.

At marker C demonstrate simple change of lead (walk or jog) and lope right lead to marker D.

Stop at marker D and back ten feet.

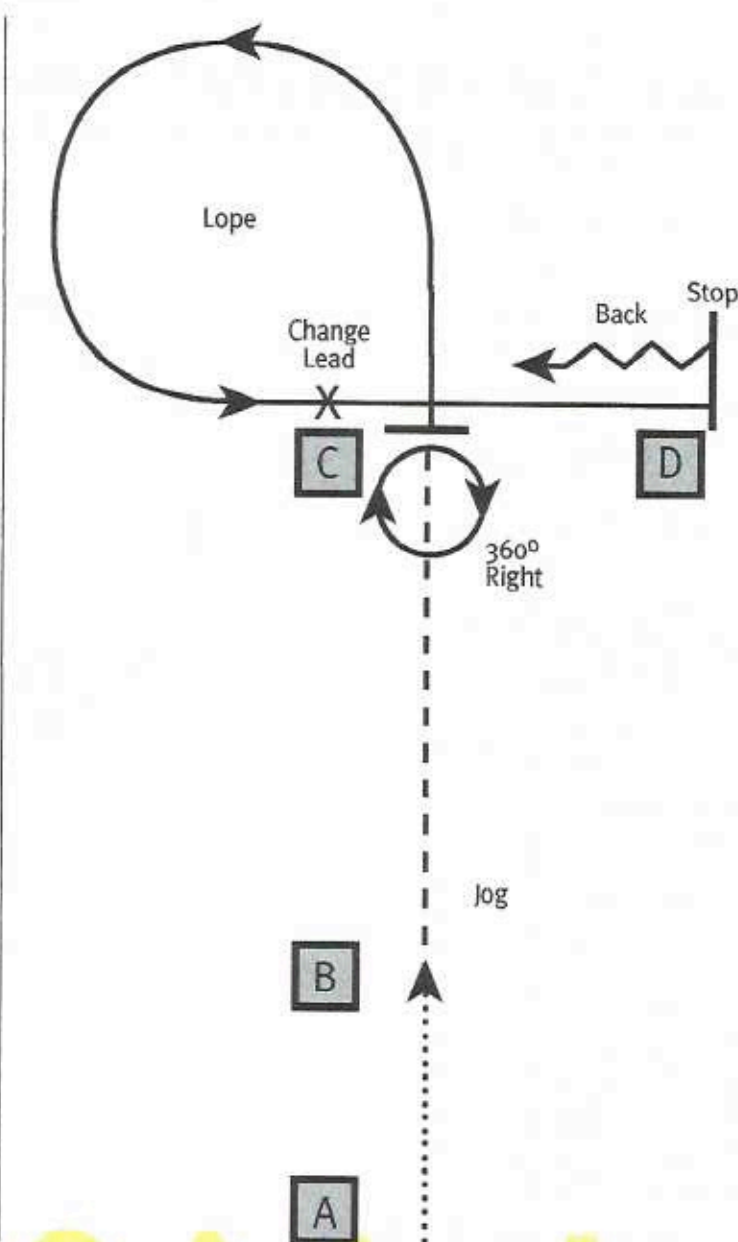
Return to lineup at the jog or exit the arena at the jog.



This pattern may only be used for:

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

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# 2020 Region 8

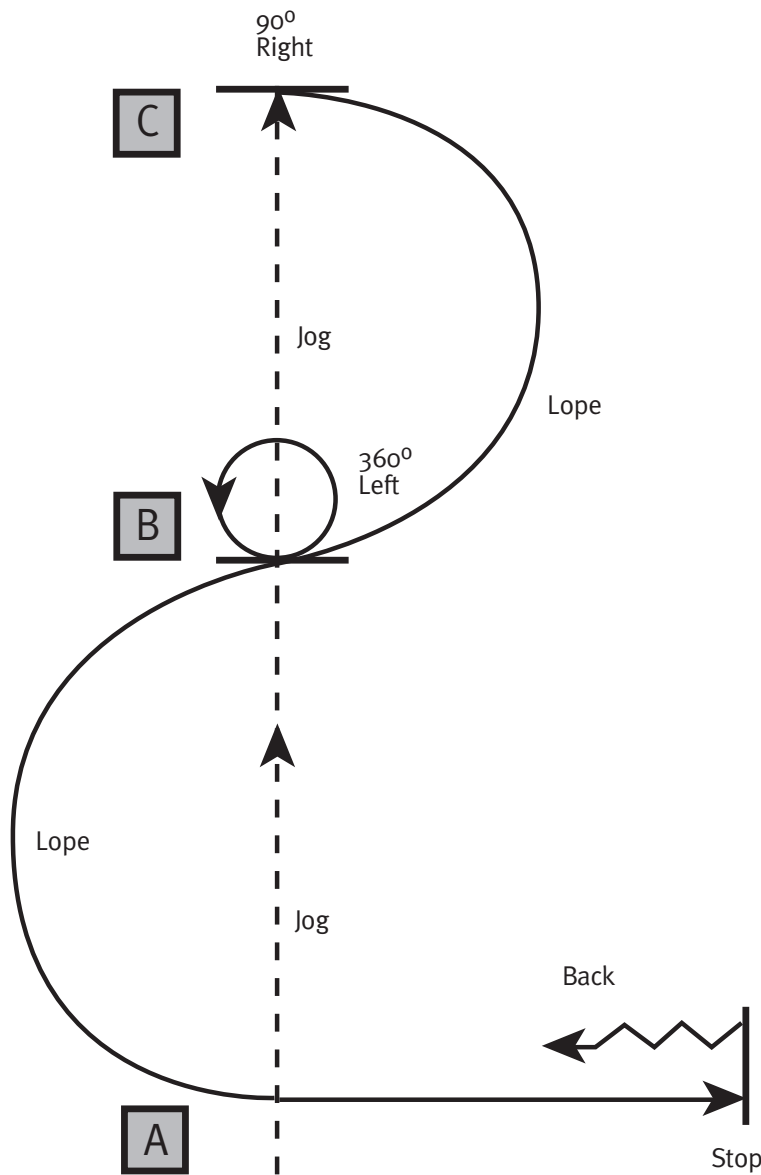
## 22 Western Horsemanship 14 - 18

A H A

# Western Horsemanship

## LEVEL 2 • PATTERN Q • Tests 1,2,3,4,6

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.

Complete a 360-degree turn to the left on the hindquarters.

Jog from marker B to marker C. Stop.

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

Lope a serpentine starting on the right lead.

At marker B demonstrate a simple change of lead (walk or jog) and finish the serpentine at the lope past marker A to the rail. Stop. Back five steps.

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

	Stop / Halt
	Lope
	Jog
	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.

# Original

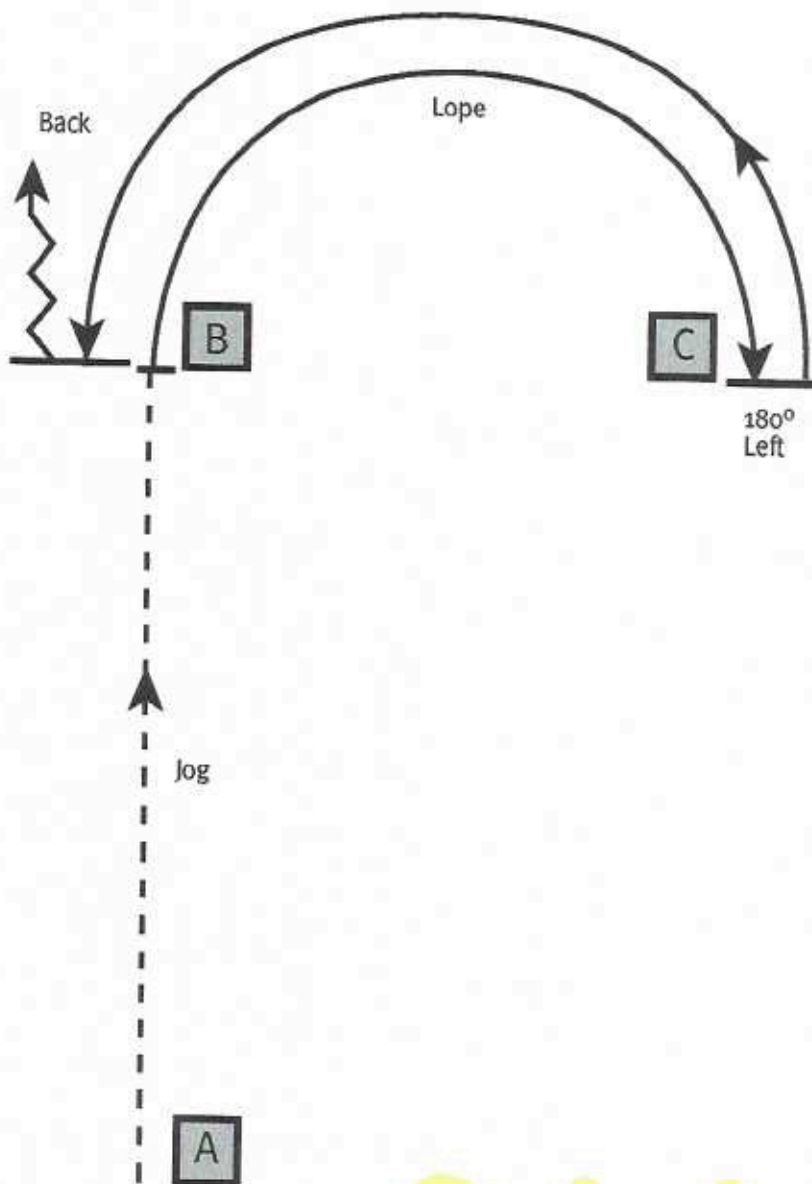
2020 Region 8  
 23 Western Horsemanship 13 & Under

A H A

# Western Horsemanship

## LEVEL 1 • PATTERN E • 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.
- Lope a semi-circle on the right lead to marker C.
- Turn 180-degrees on the haunches to the left.
- Lope a semi-circle on the left lead to marker B.
- Stop.
- Back approximately five steps.
- Return to the lineup at the jog or exit the arena at the jog.

	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

- This pattern may only be used for:*
- 13 & Under
  - 14 - 18
  - 18 & Under
  - 19 & Over

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Original



123 Hunt Seat Equ 14 - 18



# Hunter/Jumping Seat

LEVEL 1 • PATTERN K • Tests 1,2,5

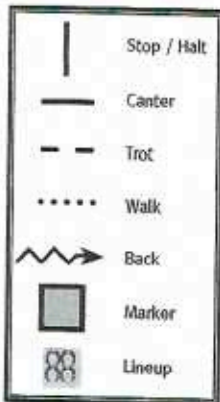
Trot down the left rail at a sitting trot.

Without stopping, execute a figure eight — two half circles at the posting trot. Close up figure eight by executing two half circles at the canter showing a simple lead change.

Continue cantering around the end of the arena.

Show a hand gallop down the side of the arena. Halt.

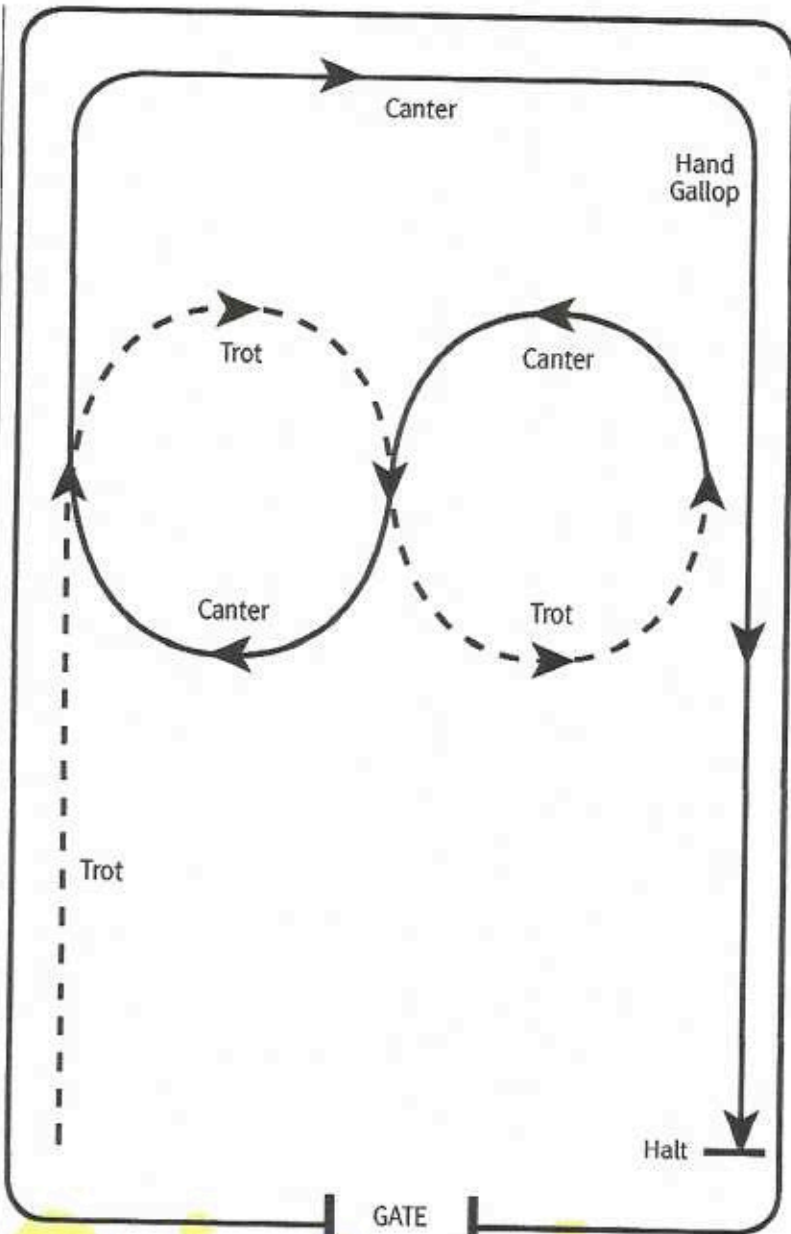
Return to lineup or exit at a walk.



*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.*



124 Hunt Seat Equ 13 & Under



# Hunter/Jumping Seat

LEVEL 1 • PATTERN B • Tests 1,4,5

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

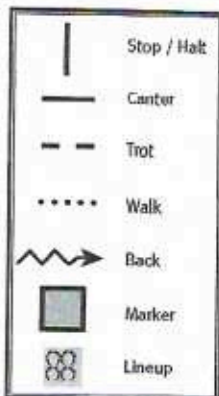
Post the second half on the left diagonal.

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.*

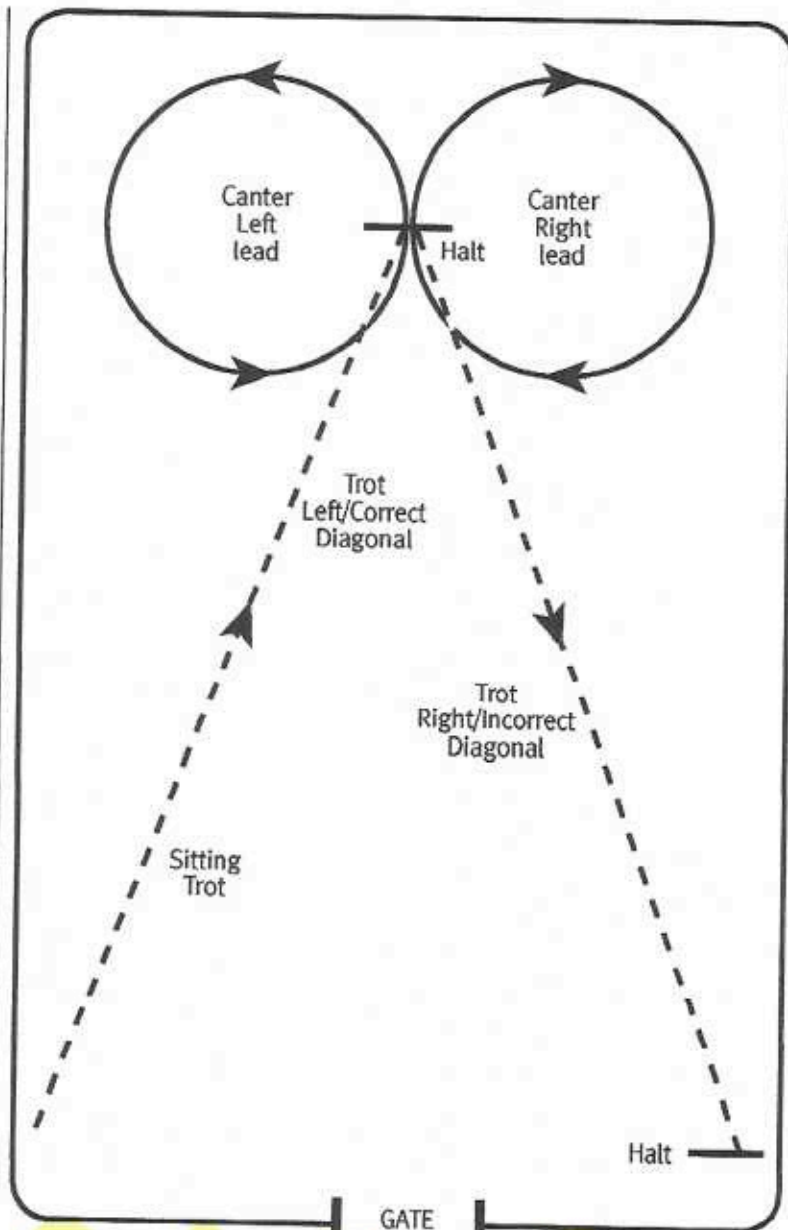


*This pattern may only be used for:*

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

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

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## 140 Saddle Seat Equ 14 - 18

A H A

## Saddle Seat

LEVEL 2 • PATTERN DD • Tests 2,6,10,13

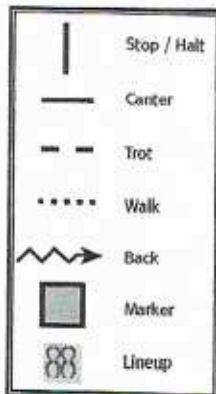
Enter arena at a walk to the right.

Trot on the diagonal line on the right diagonal and continue into a circle at the trot to the left. Continue on the diagonal line at the trot and demonstrate a change of diagonal. Continue into a circle at the trot to the right. Continue to trot to the end of the diagonal line. Transition to the walk.

Walk around the corner. Pick up a canter on the left/incorrect lead across the end of the ring. Transition to the walk.

Walk around the corner. Pick up a canter on the right/correct lead down the rail. Continue to canter into a circle to the right. Upon completion of the circle, drop to a trot on the correct diagonal and trot to the end of the straightaway. Halt.

Return to the line up or exit the ring at the trot.



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.

