

2026 Region 5 Championship Show

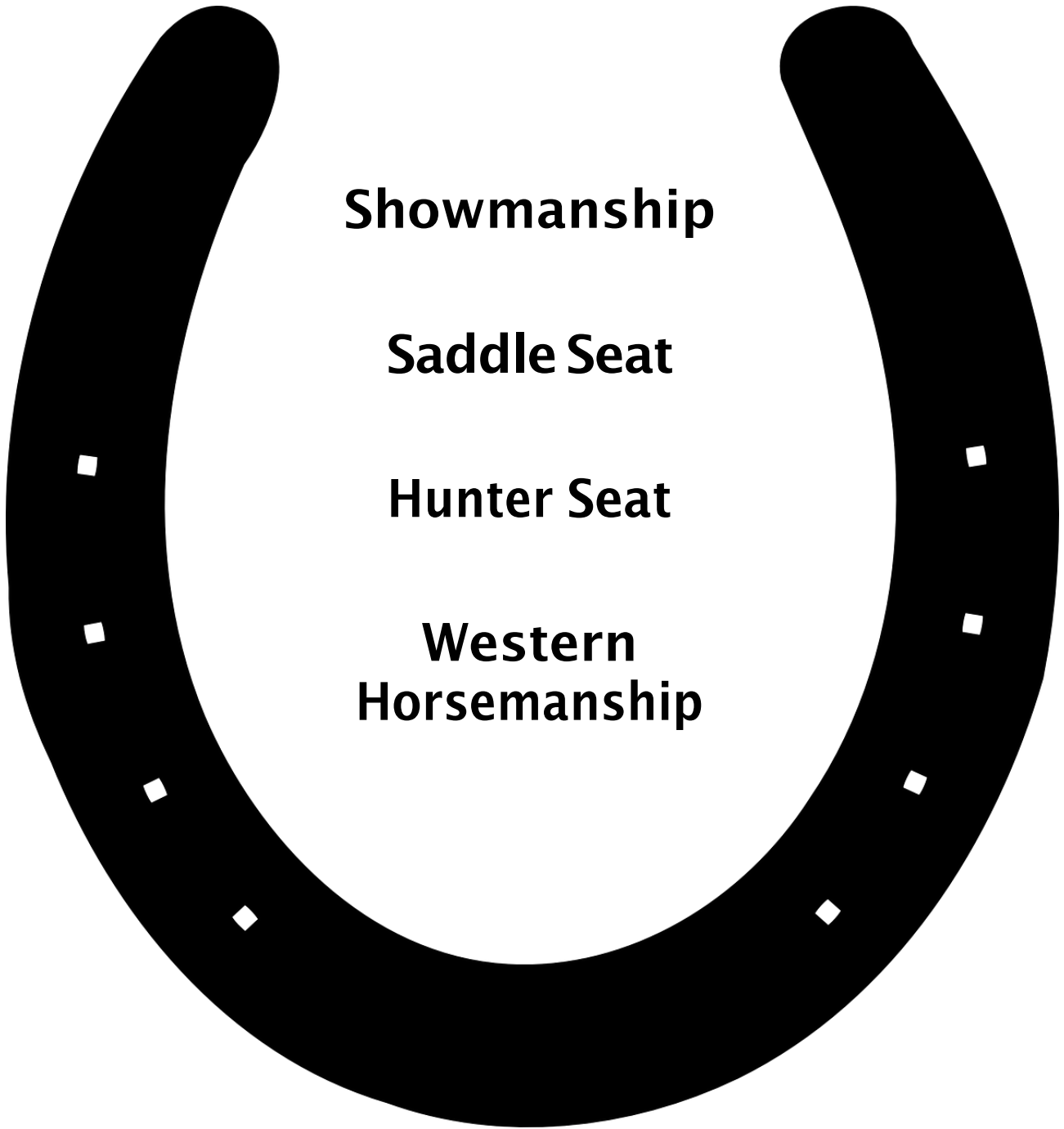
Pattern Book 1

Showmanship

Saddle Seat

Hunter Seat

**Western
Horsemanship**

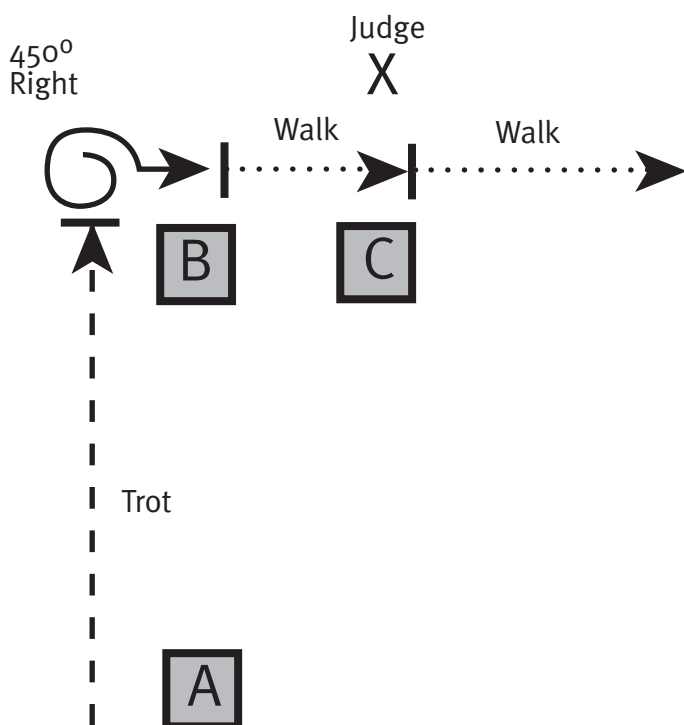


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

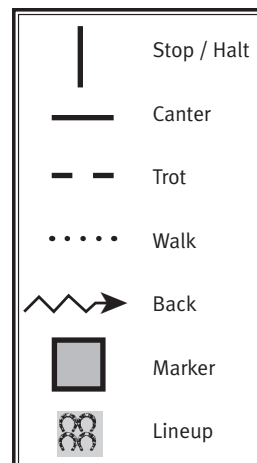
Showmanship

LEVEL 2 • PATTERN M

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



1. Be ready at marker A. Trot past marker B, halt
2. Execute a 450-degree haunch turn
3. Walk to marker C, halt
4. Set up for inspection
5. Presentation of horse
6. When dismissed walk into lineup or exit arena as directed

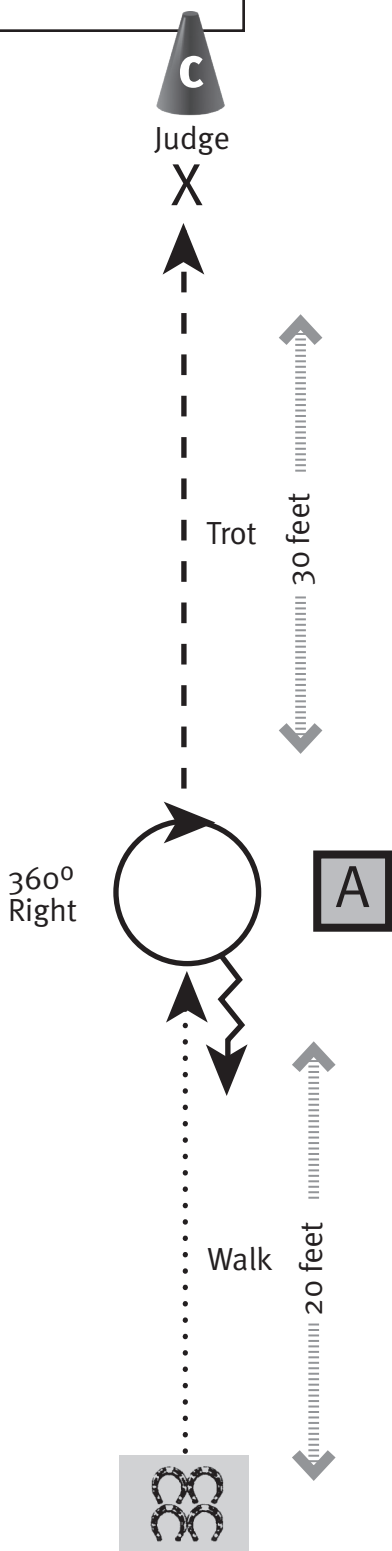


- ❑ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ❑ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion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

LEVEL 1 • PATTERN E

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

1. Walk to marker A, halt
2. Execute a 360-degree turn
3. Back four steps
4. Trot to judge and halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed return to lineup at trot or exit as directed

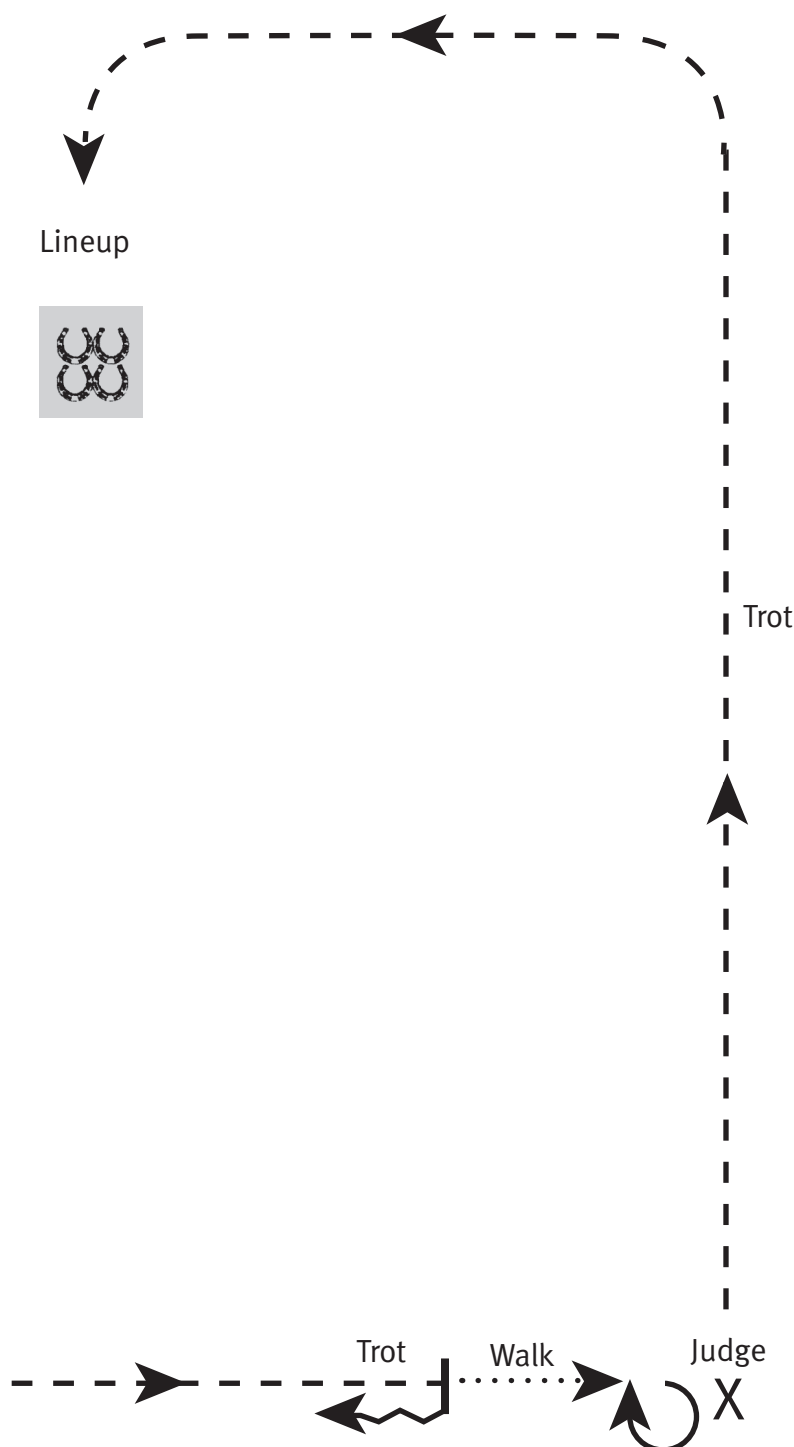
	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

- ❑ **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.
- ❑ **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.

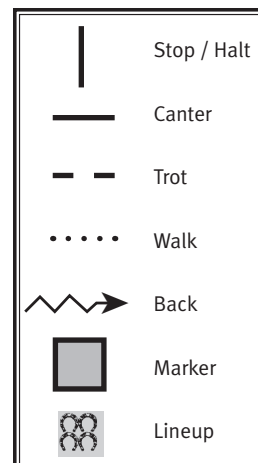
Showmanship

LEVEL 1 • PATTERN C

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

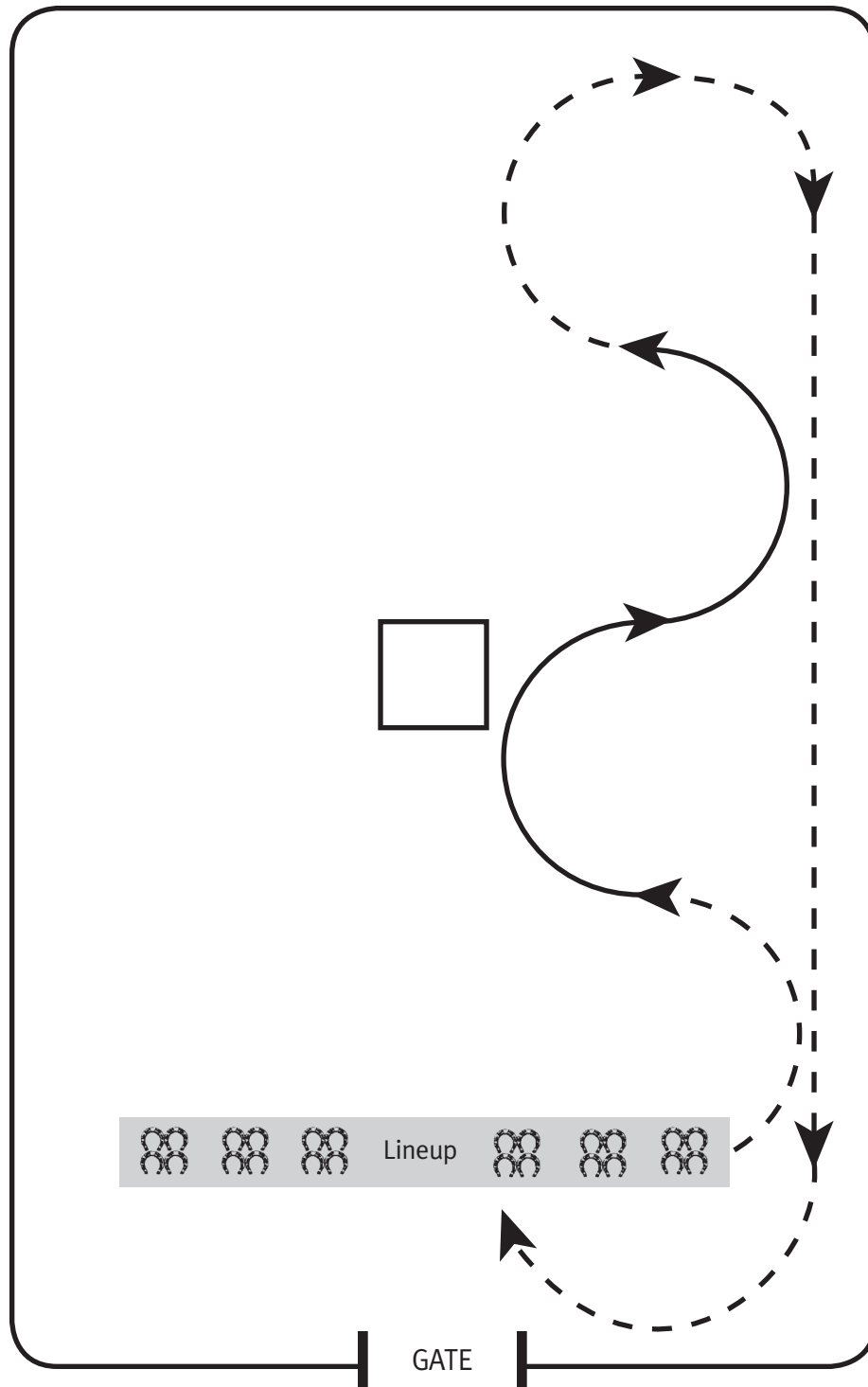


1. Trot 3/4 of the way to judge, halt
2. Back four steps
3. Walk to judge and set up for inspection
4. Presentation of horse
5. When excused execute a 270-degree turn
6. Trot a straight away from judge
7. Return to lineup at a trot or exit arena as directed



Saddle Seat

LEVEL 1 • PATTERN M • Tests 3,7,11



Enter the ring at a walk and turn to the right.

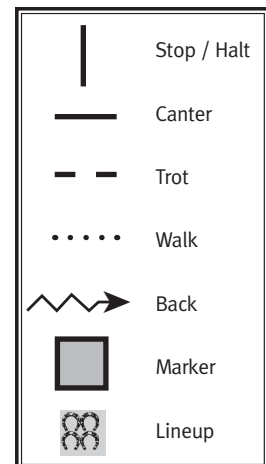
Execute an alternating serpentine. Perform the first loop at a trot on the right diagonal.

Perform the second loop at a canter on the right lead.

Perform the third loop at a canter on the left lead.

Perform the last loop at a trot on the left diagonal and continue at the trot down the straightaway.

Return to the lineup or exit the ring at the trot.



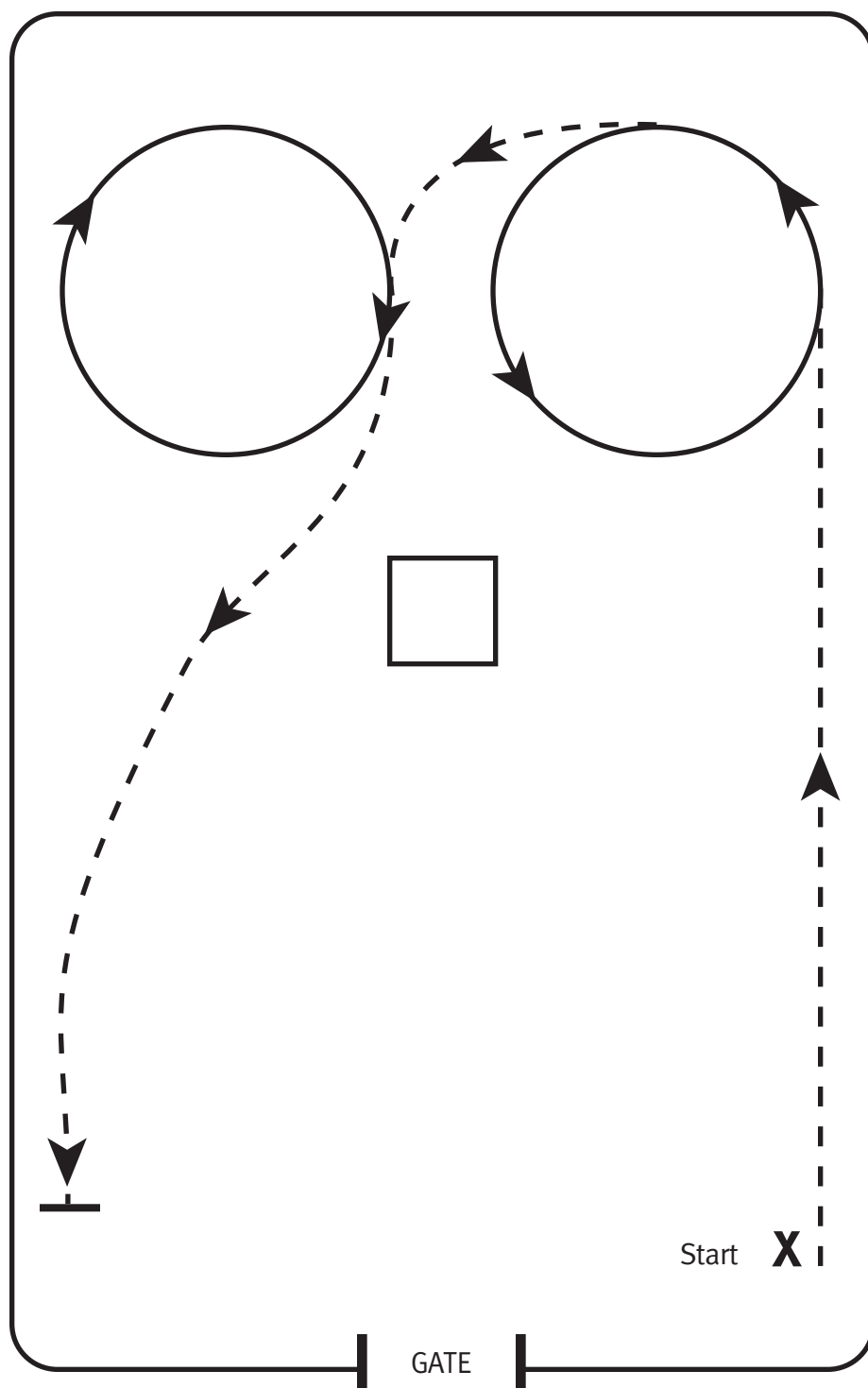
This pattern may only be used for:

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

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

Hunter/Jumping Seat

LEVEL 1 • PATTERN J



Walk to the starting point.

At the beginning of the straightaway pick up a posting trot on the correct diagonal. Demonstrate one change of diagonal.

At the midpoint of the straightaway transition to the sitting trot.

At the end of the straightaway transition to a canter circle to the left on the correct lead. At the end of the circle, transition to the sitting trot. At the center of that end of the arena execute a circle to the right at the canter on the correct lead. At the end of that circle, transition to the posting trot on the right diagonal and trot on the diagonal line to the end of the straightaway. 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 1 • PATTERN H

Walk to the starting point.

Pick up a sitting trot through turn and down the rail. At the half way point move into the posting trot on the correct diagonal. Continue to the center of the end of the arena.

Canter in a circle to the right at the correct lead. Upon completing the circle transition to the posting trot.

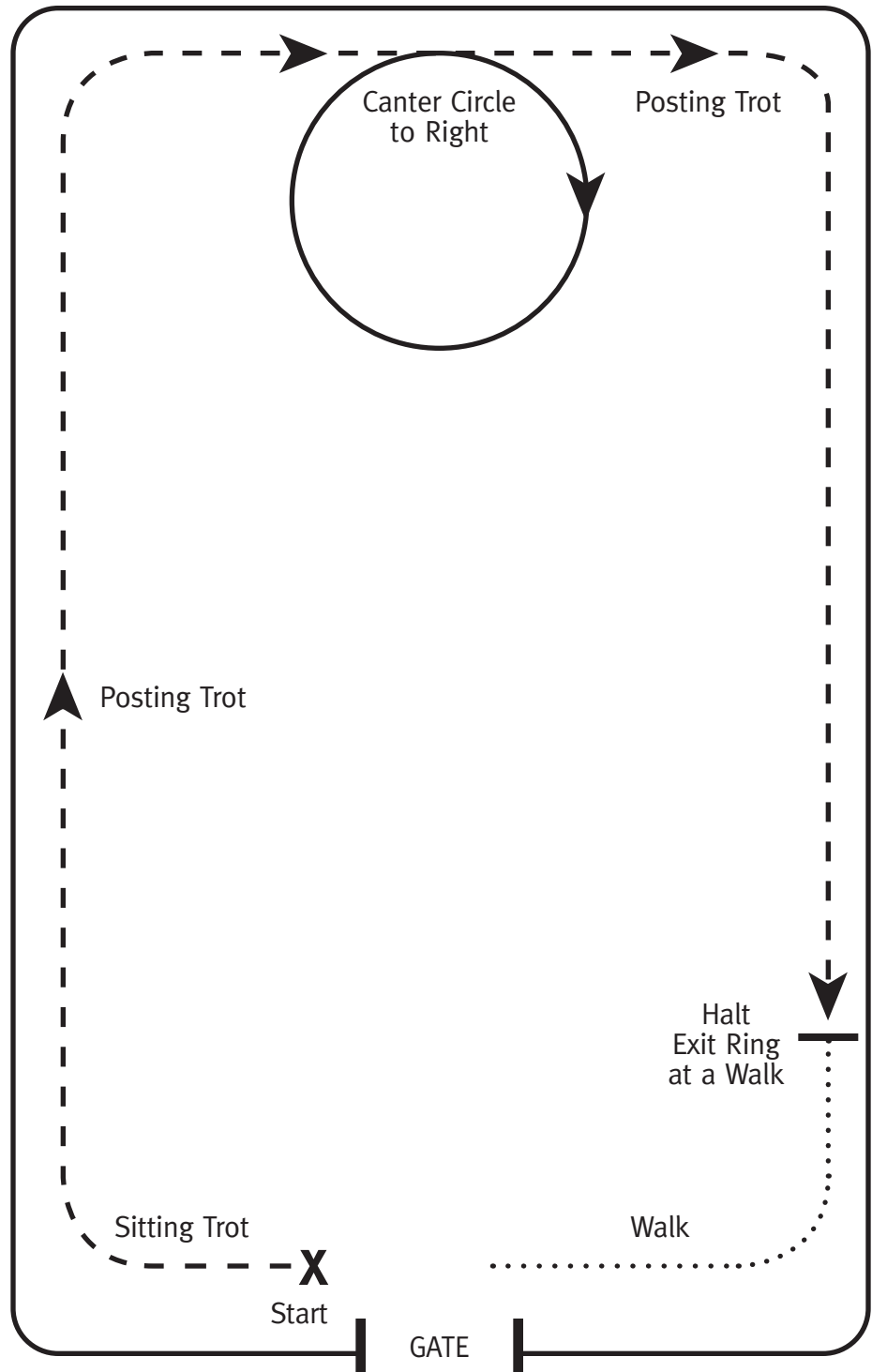
At the end of the straightaway halt.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

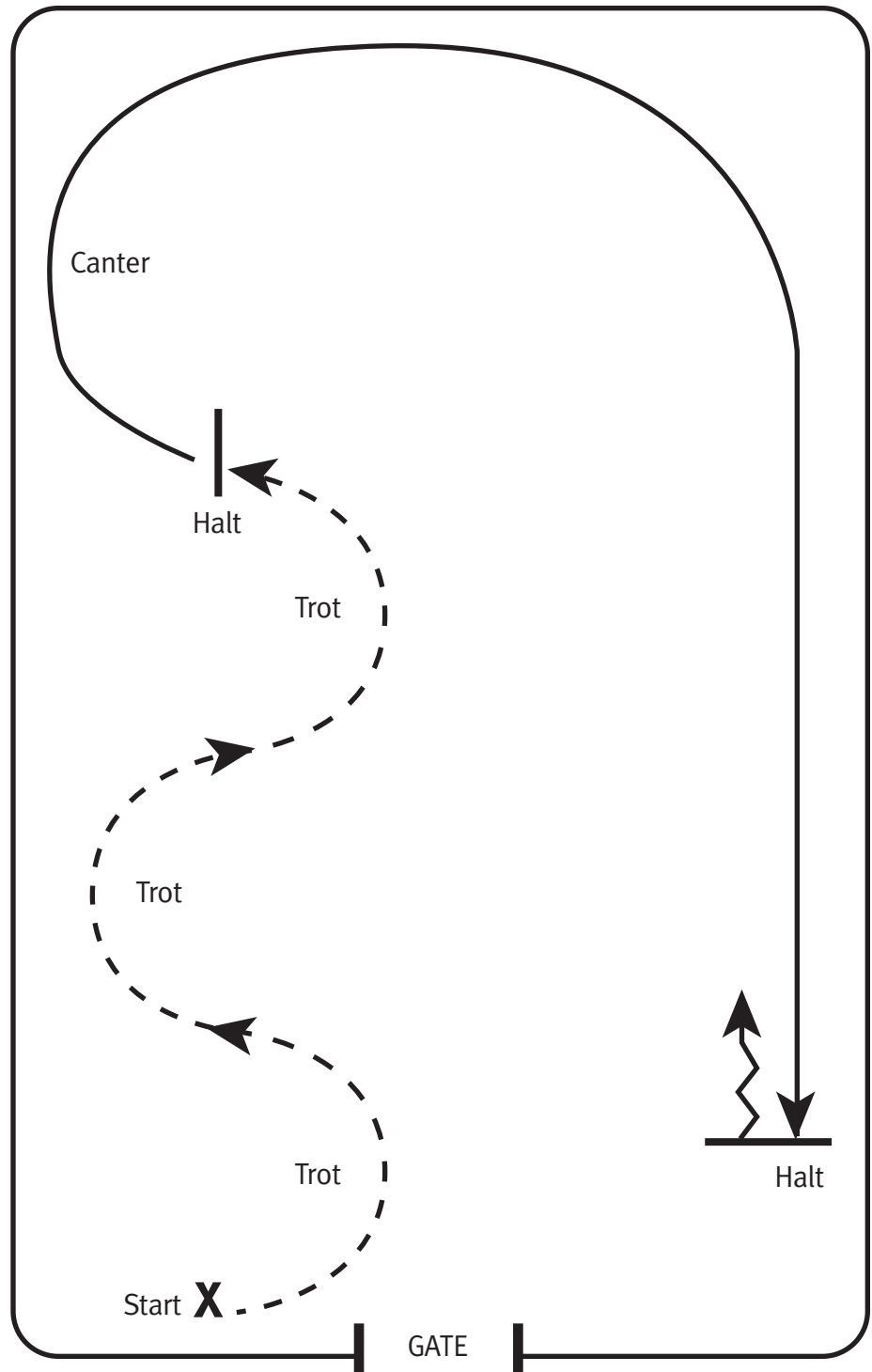
This pattern is appropriate for all ages.

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



LEVEL 2 • PATTERN DD

Return to lineup or exit at a walk.



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

Western Horsemanship

LEVEL 2 • PATTERN CC

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. Drop stirrups.

Jog to marker B. Stop. Pickup stirrups.

Lope a semi-circle on the right lead to marker C.

Turn 180-degrees on the haunches to the left.

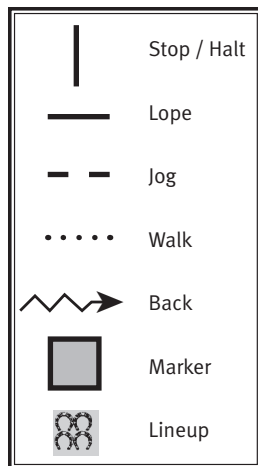
Lope a semi-circle on the left lead to marker B.

Stop.

Back approximately five steps.

Execute the extended jog across the diagonal to marker D. Stop at D.

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



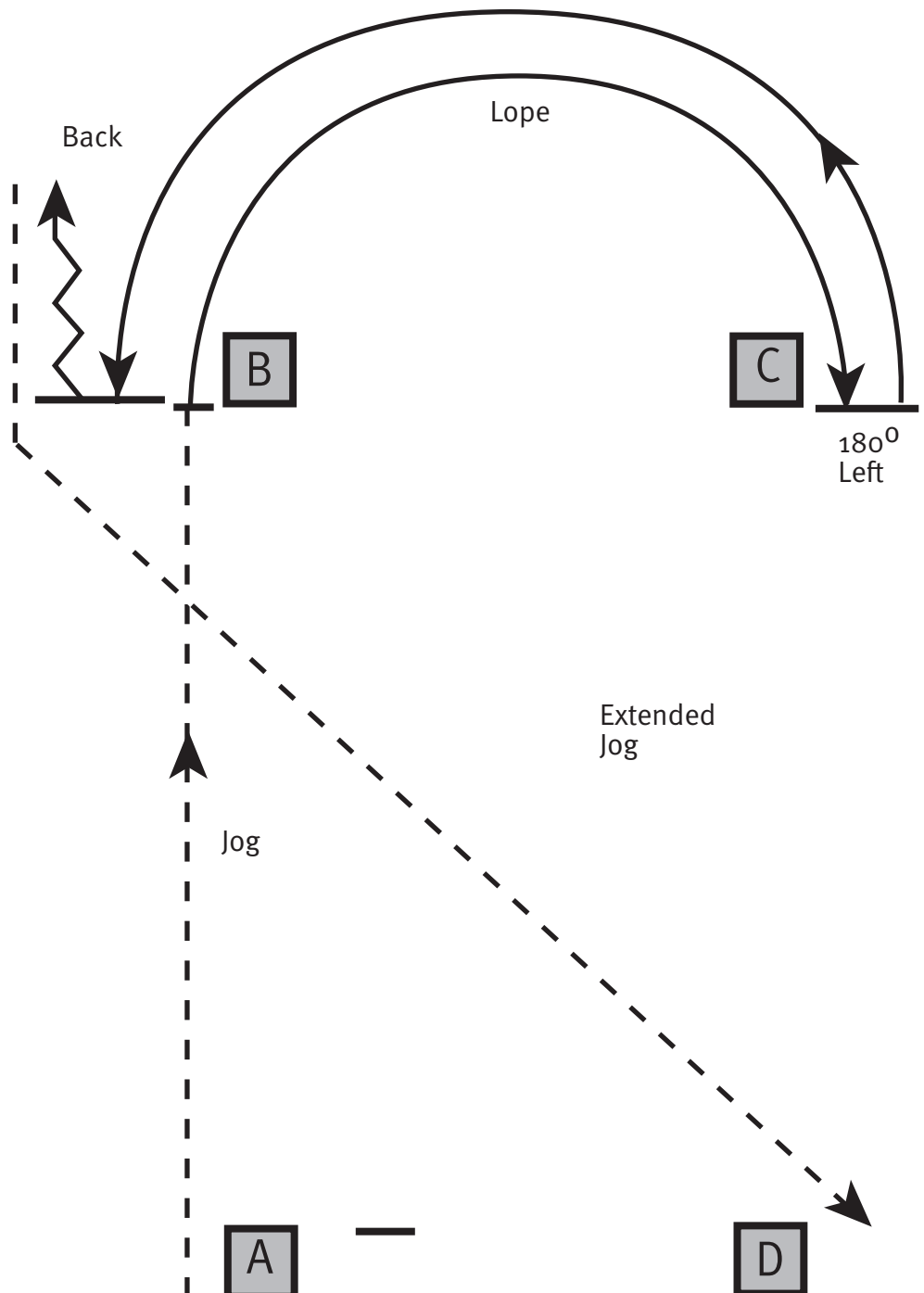
This pattern may only be used for:

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

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

- 13 & Under
- 14 & Under

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



Western Horsemanship

LEVEL 1 • PATTERN H

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 A.

Lope on the left lead to B and stop.

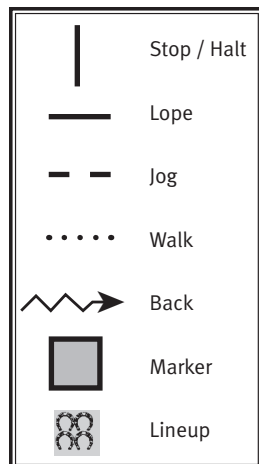
Execute 270-degree turn to the right.

Lope on the right lead to C, continuing at the lope, make a small circle continuing to D and stop.

Execute a 180-degree turn to the left.

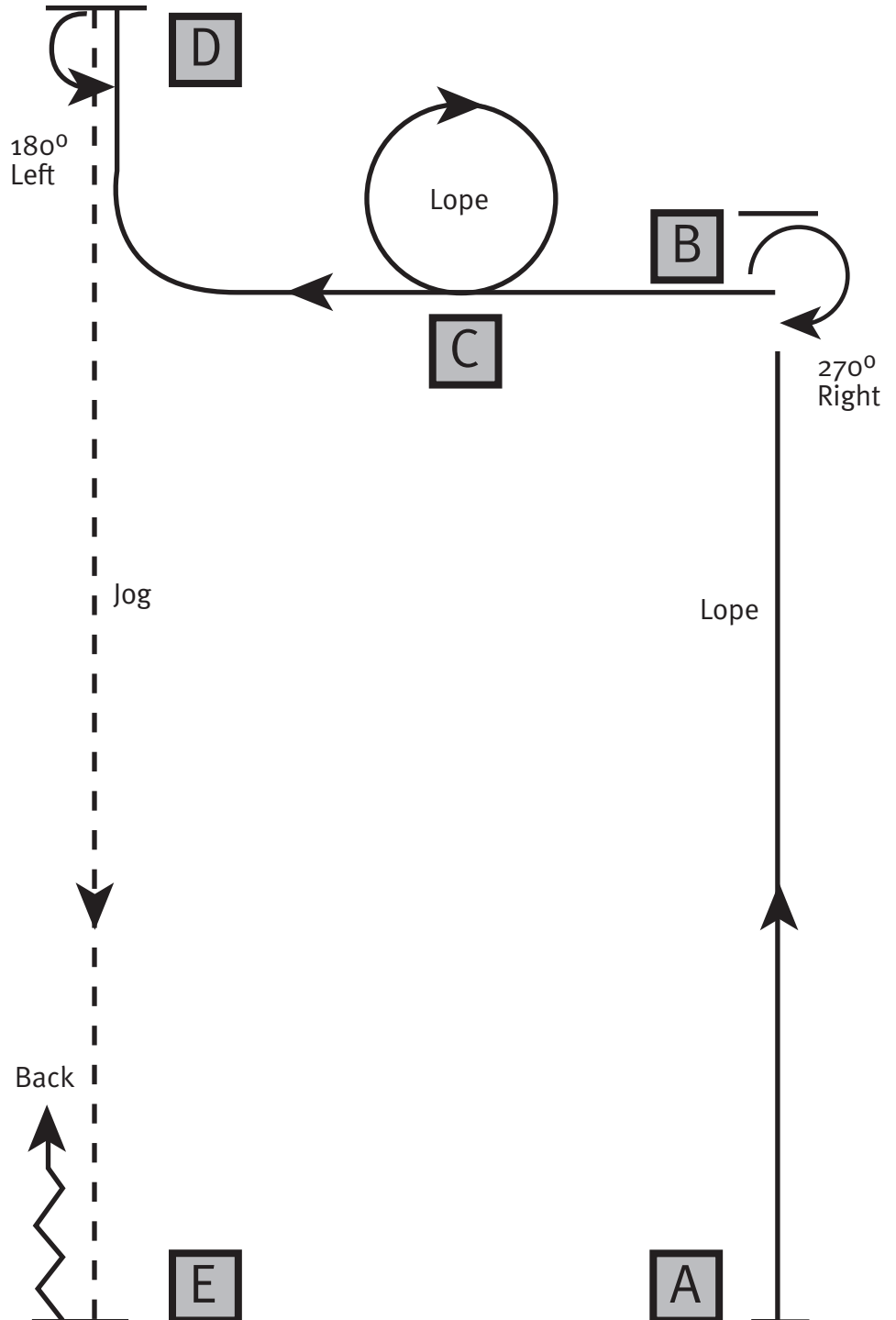
Jog to E. Stop and back ten feet.

Return to line or exit at a jog.



This pattern is appropriate to use for all age groups

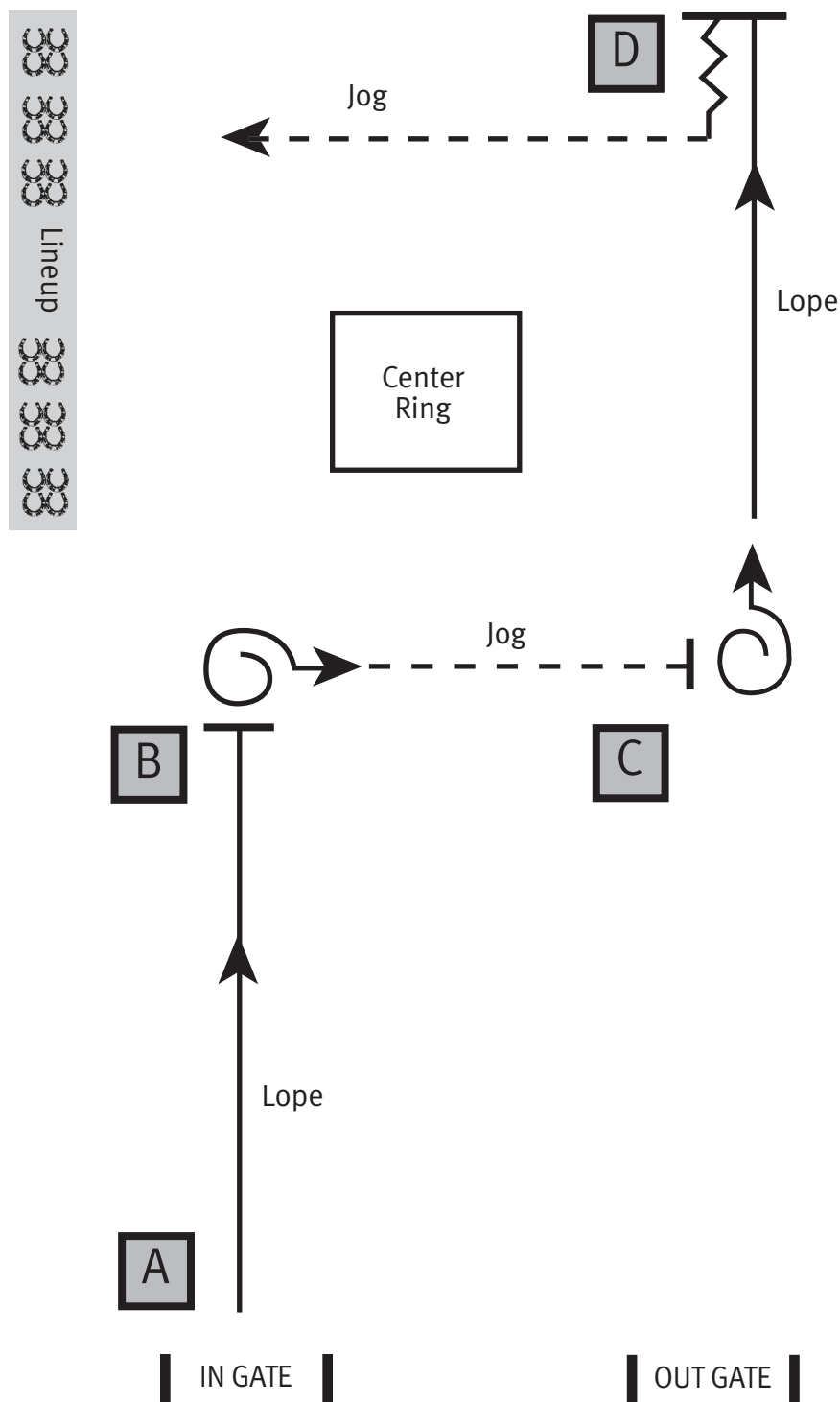
If used at a Regional or National Show, pattern may not be run from the lineup.



Western Horsemanship

LEVEL 2 • PATTERN DD

*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.

Lope right lead to Marker B and stop.

Execute 1 1/4 pivot to right and stop.

Drop stirrups and jog to Marker C. Stop.
 Pick up stirrups.

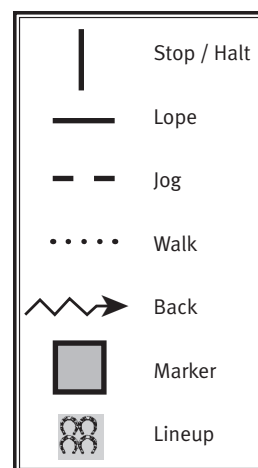
Execute 1 1/4 pivot to the left and stop.

Lope left lead to Marker D and stop.

Back ten steps at Marker D.

Pivot left 90-degrees.

Return back to the line at jog or exit 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
- 14 & Under

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