

# Showmanship

## PATTERN N • LEVEL 2

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

Begin at marker A. Walk from marker A to marker B.

At marker B, pick up the trot from marker B to marker C.

At marker C, trot the serpentine/circle as drawn to the judge.

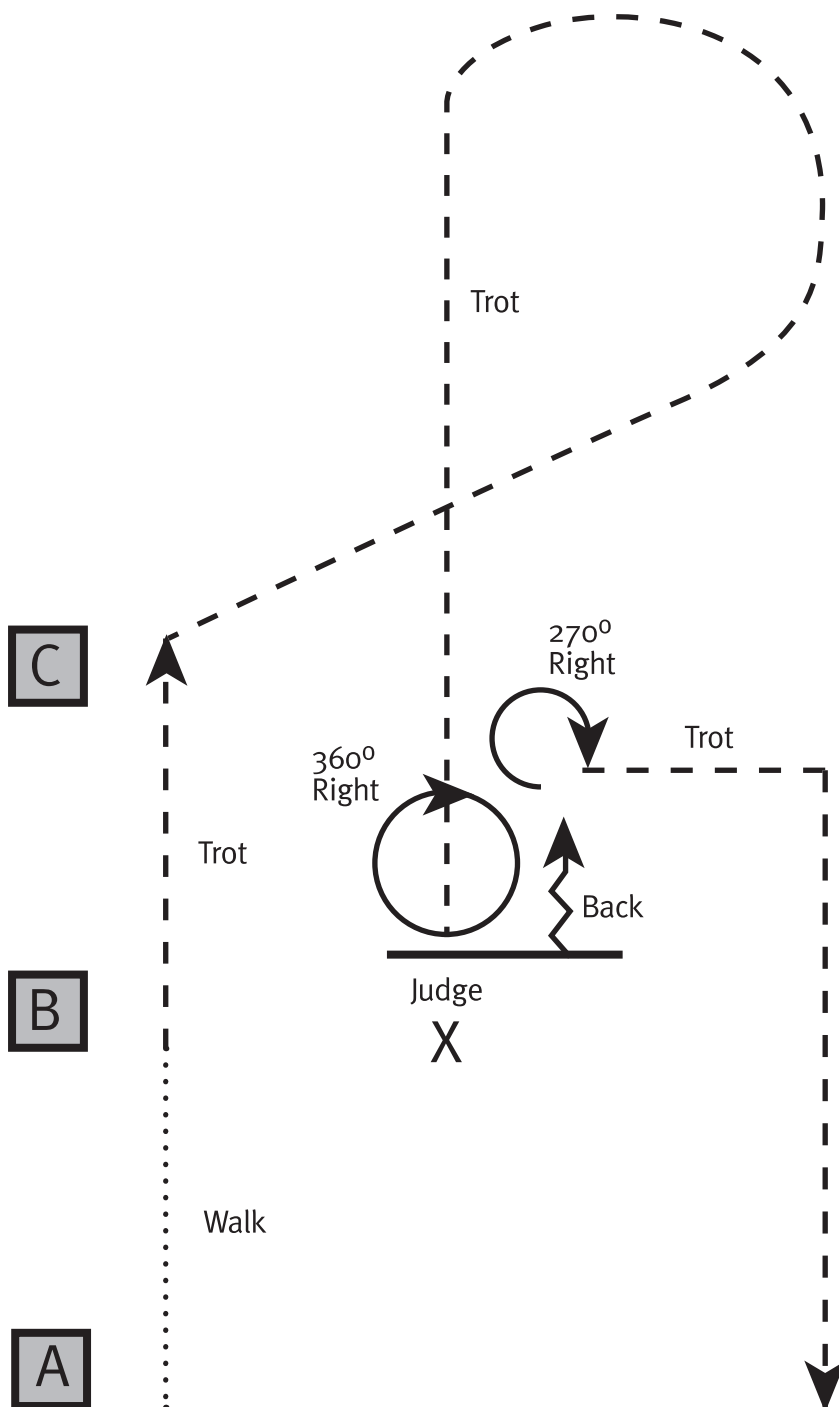
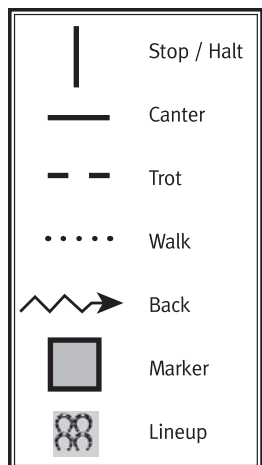
At the Judge, stop. Perform a 360-degree turn. Set up for inspection.

When excused, back one horse length.

Execute a 270-degree turn. Trot away as drawn.

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

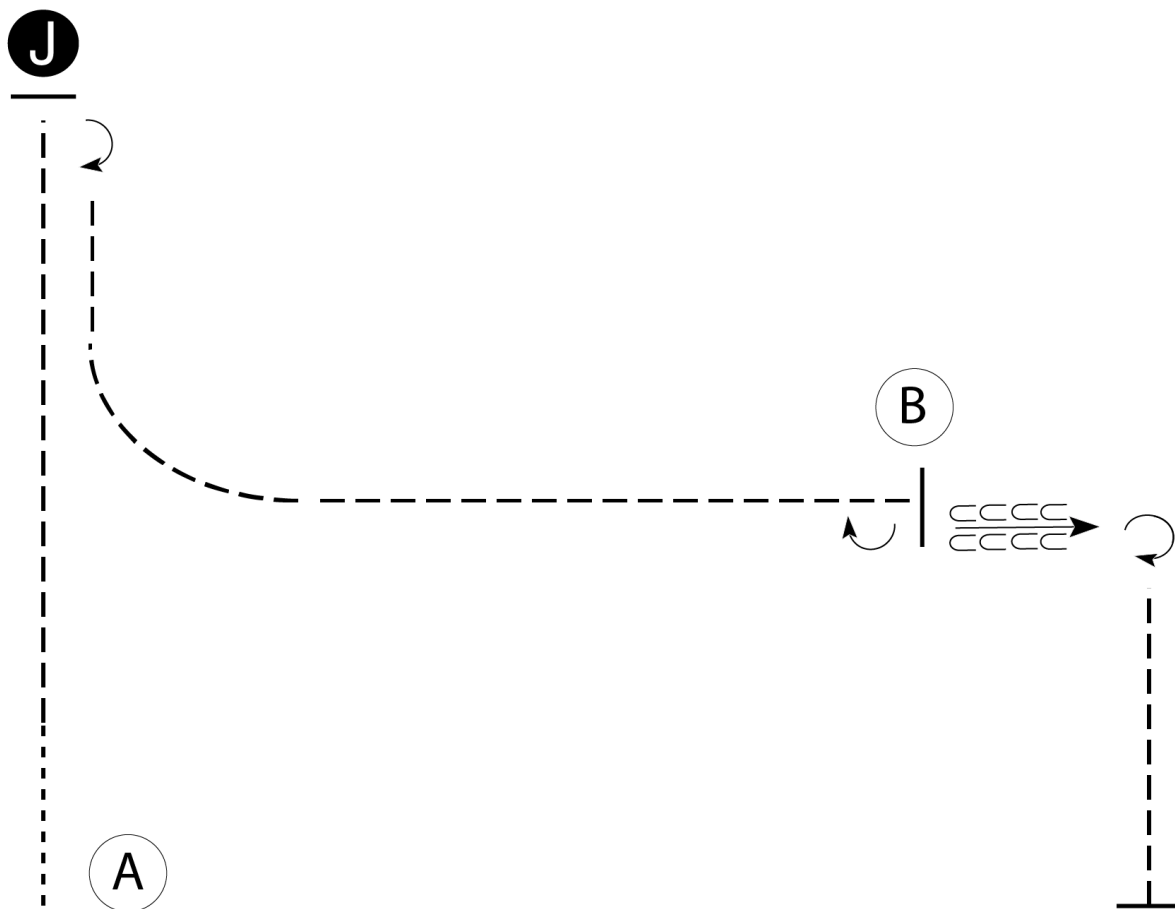
- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



# 2019 Regional Championship Pattern

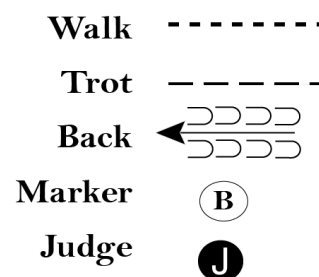
## Hunt Seat Showmanship

Show Date: 09-28-2019



Be ready at A.

1. Walk two horse lengths then trot to the Judge, and stop.
2. Set up for inspection.
3. Perform a 180 degree turn.
4. Trot an arc to B and stop with your horse's shoulder at B.
5. Perform a 180 degree turn and back until you pass B.
6. Perform a 270 degree turn, trot until even with A, then stop.
7. Pattern is complete. Exit at the trot.



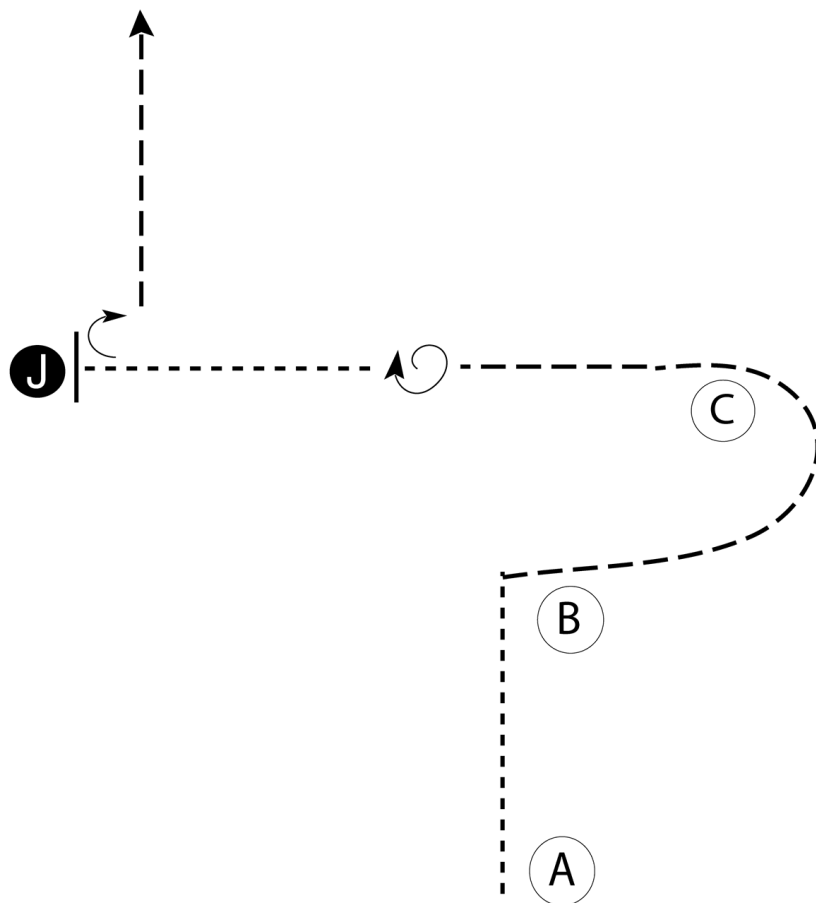
[S/2-97]

Pattern Provided by:  
*Pattern Committee*

# 2019 Regional Championship Pattern

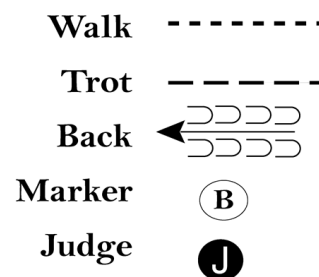
## Saddle Seat Showmanship

Show Date: 09-28-2019



Be ready at A.

1. Walk to B.
2. Trot from B and around C as shown.
3. Halfway between C and the judge, stop and do a 360 degree turn.
4. Walk to judge and set up for inspection.
5. When dismissed, do a 90 degree turn and trot away.



[S/2-21]

Pattern Provided by:  
*Pattern Committee*

**APPENDIX**

Back #: \_\_\_\_\_

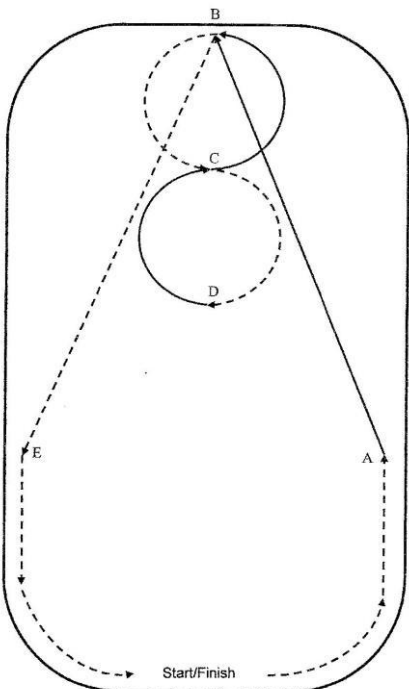
**High School**  
***Saddle Seat Pattern #3***

**Each item to be scored from 0-10 points.**

**Total possible is 100 points.**

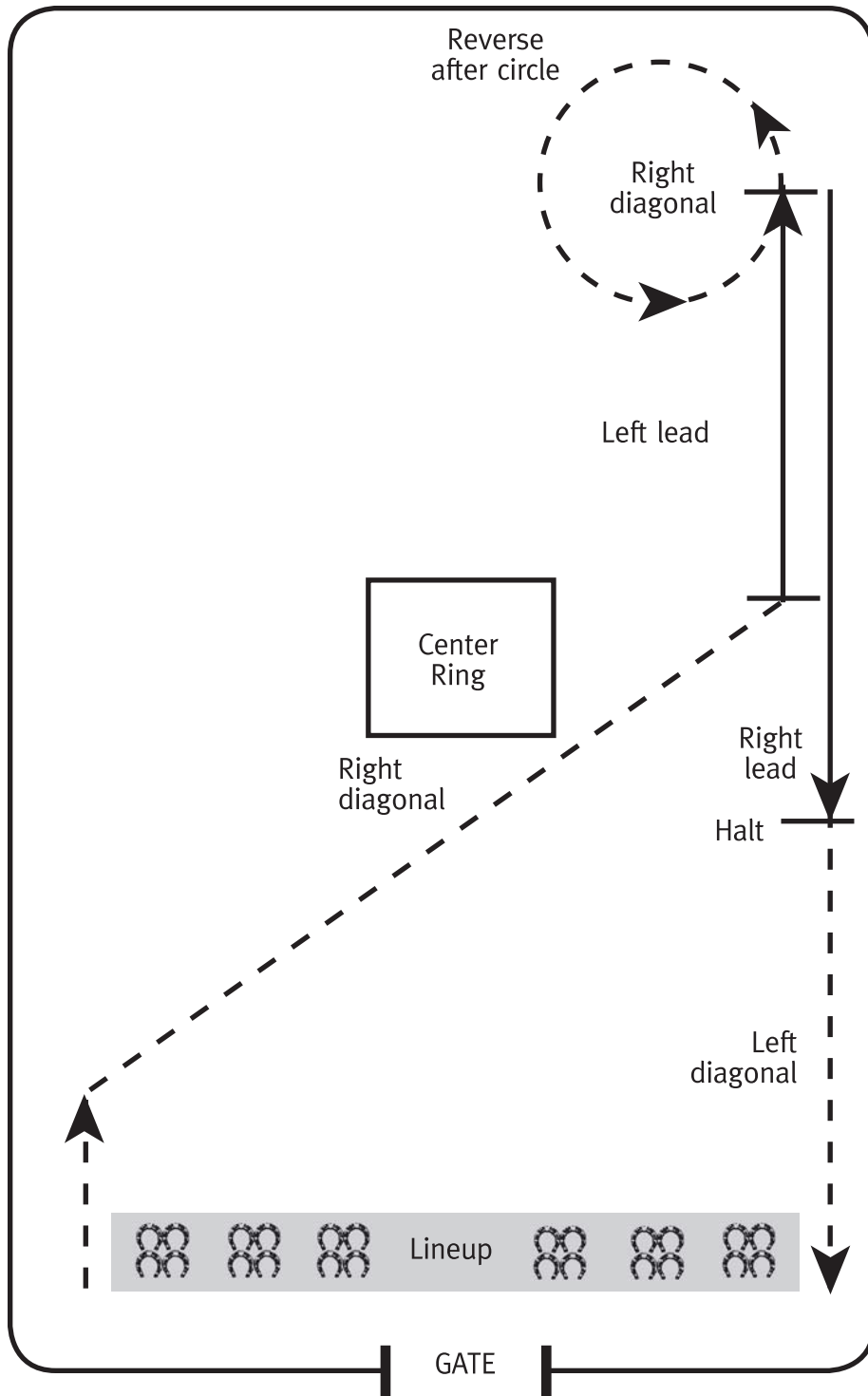
**(All trot work will be performed at the rising trot on the correct diagonal unless specified.)**

#	Movement	Points	Score
1	Trot or second gait from the start point to a point 1/3 of the way up the straightaway (A).	10	
2	Stop and reposition your horse. Canter a straight line on the right lead to the center of the turn at the opposite end of the ring (B).	10	
3	Reposition your horse and execute a 1/2 circle to the left at the trot or second gait.	10	
4	Continue the trot or second gait into a 1/2 circle to the right (C).	10	
5	Stop at D. Executive a 1/2 circle at the canter on the right lead.	10	
6	Stop (C). Canter another 1/2 circle on the left lead to B. Reposition your horse to face E.	10	
7	Drop your irons and trot or second gait in a straight line to E. Halt and pick up your irons. Continue to the finish point at the trot or second gait.	10	
8	Rider's position.	10	
9	Riders effective use of aids.	10	
10	Overall impression (Exhibitor presentation, accuracy of figures, suitability of horse/rider combination, ringmanship, etc.	10	
	<b>Total</b>	<b>100</b>	



# Saddle Seat

## LEVEL 2 • PATTERN W • Tests 2,3,4,13



From the beginning of the straightaway near the exit gate, trot a diagonal line on the right diagonal to the midpoint of the opposite straightaway. Halt.

Turn left so that you are parallel with the rail. Canter on the left lead to the three-quarter point on the straightaway. Halt.

Trot a circle on the right diagonal. Halt.

Reverse and canter on the right lead one-half the length of the straightaway. Halt.

Trot on the left diagonal the remainder of the straightaway. Return to the lineup without stopping.

—	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.*

# Saddle Seat

## LEVEL 1 • PATTERN G • Tests 2,6,10

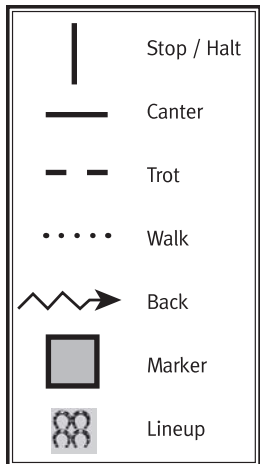
Trot down the rail to the center of the turn. Halt.\*

Canter one circle on the correct lead. Halt. Reverse.

Trot one circle on the correct diagonal.

Continue trotting and trot down the rail showing one change of diagonal at the midpoint of the rail.

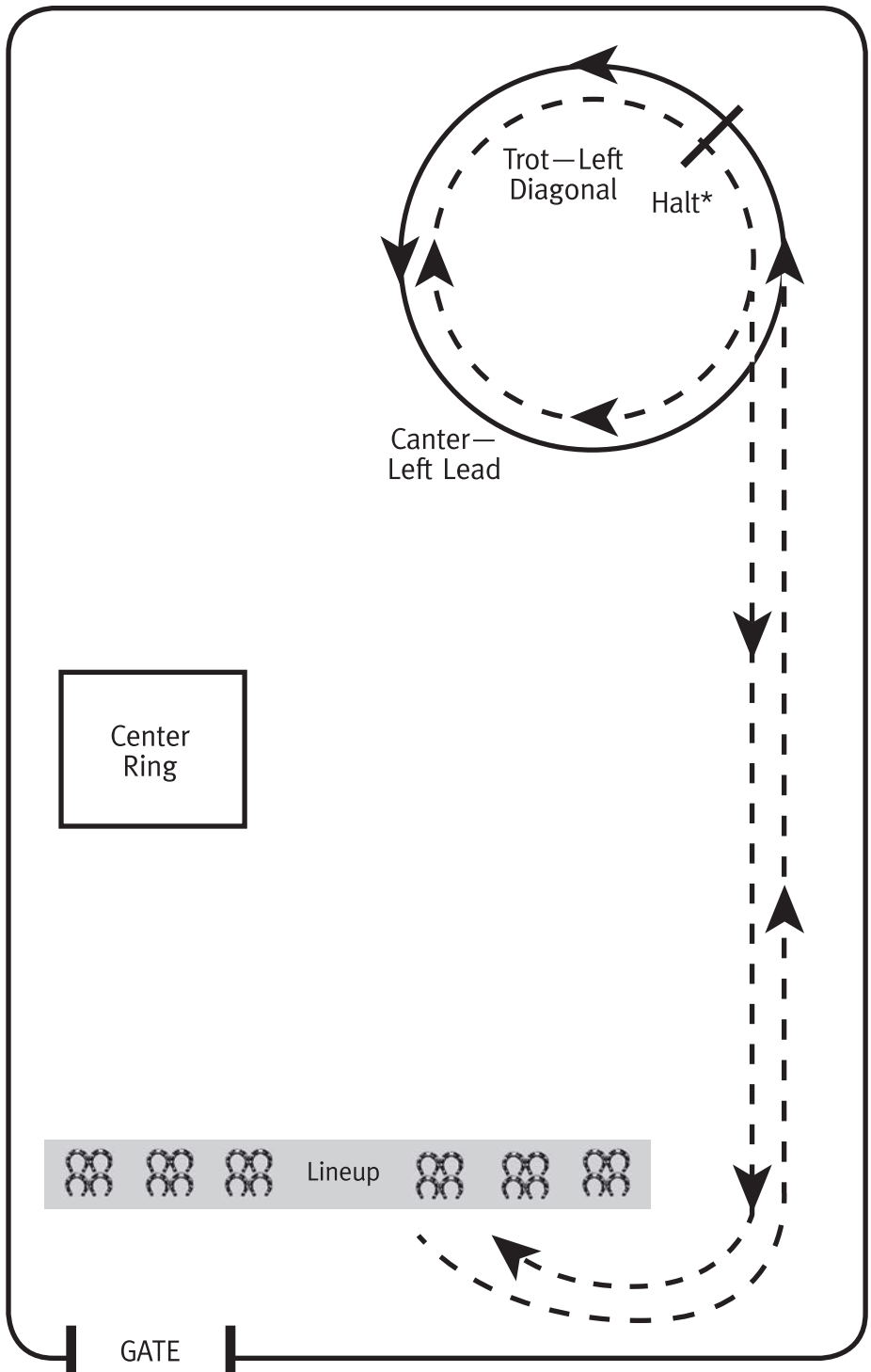
Return to the lineup or exit arena at a trot.



*This pattern may only be used for:*

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

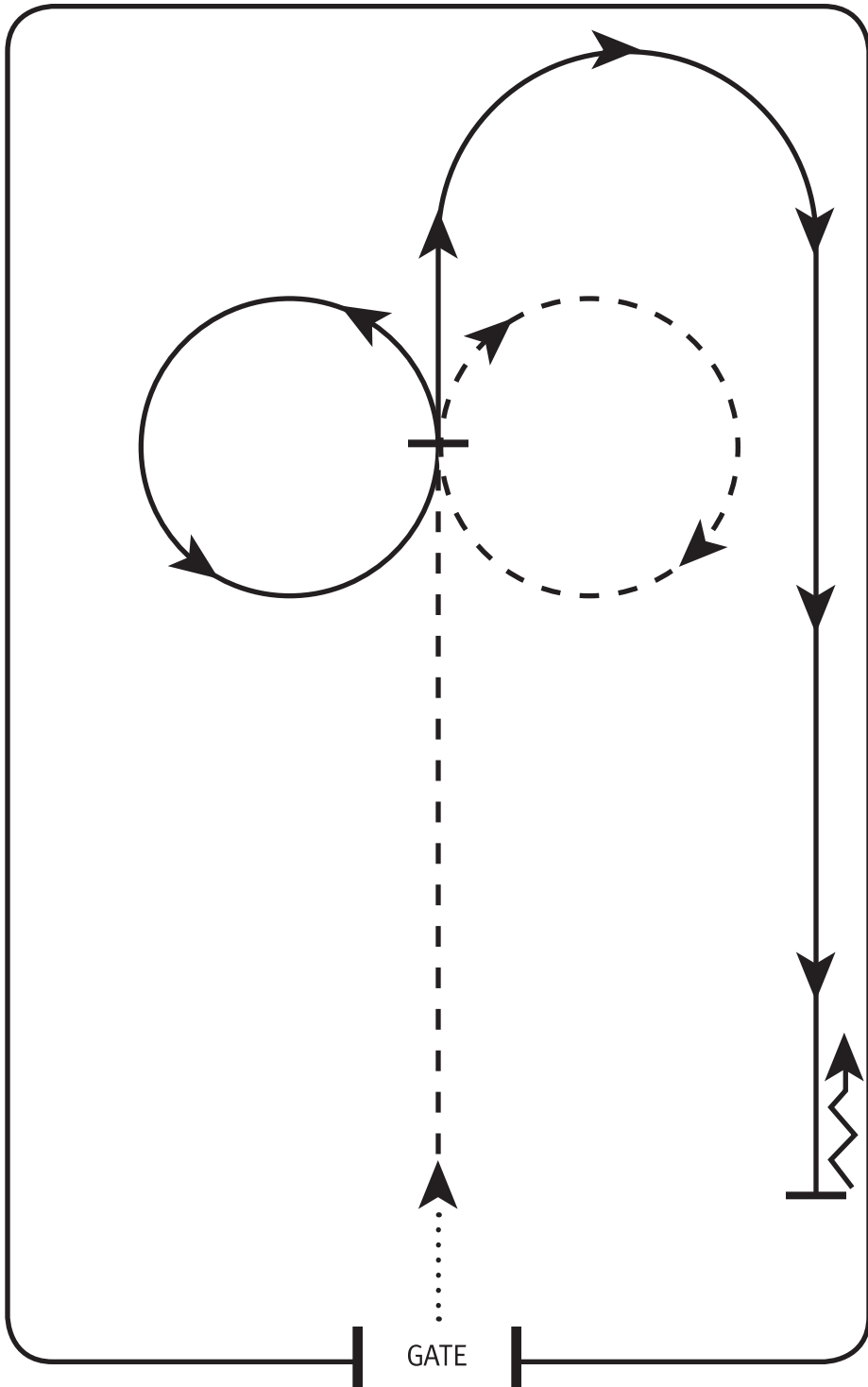
*If used at a Regional or National Show, pattern may not be run from the lineup.*





# Hunter/Jumping Seat

## LEVEL 1 • PATTERN A • Tests 1,5



Enter arena at a walk.

Trot down the center of the arena on the left diagonal. Continue into a circle to the right at the trot.

Transition to the canter and demonstrate a circle to the left. Halt.

Canter on the right lead around the top of the arena and down the straightaway. Halt. Back five steps.

Return to lineup or exit at a walk.

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

*This pattern may only be used for:*

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

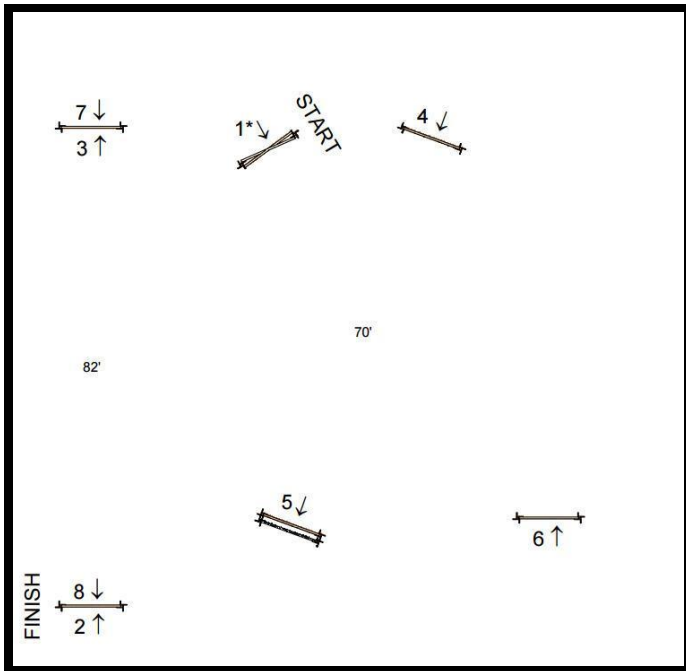
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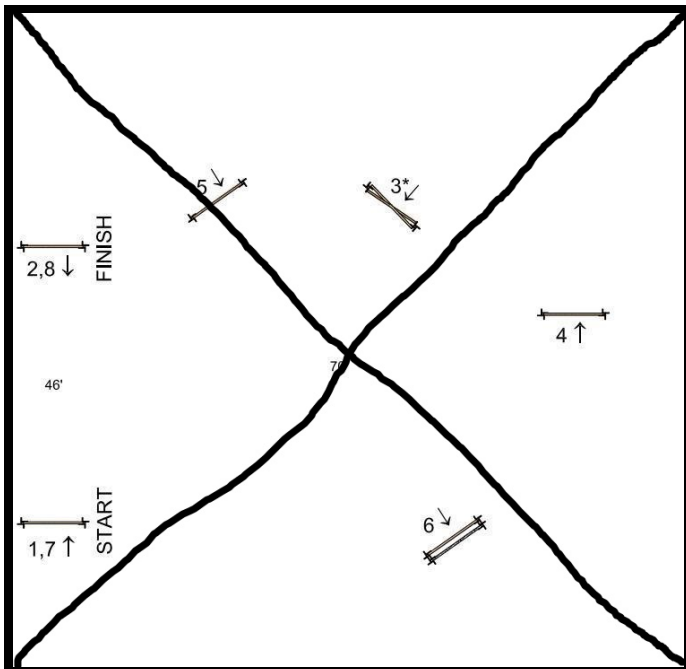
APPENDIX

High School  
*Equitation Over Fences*

Pattern #3

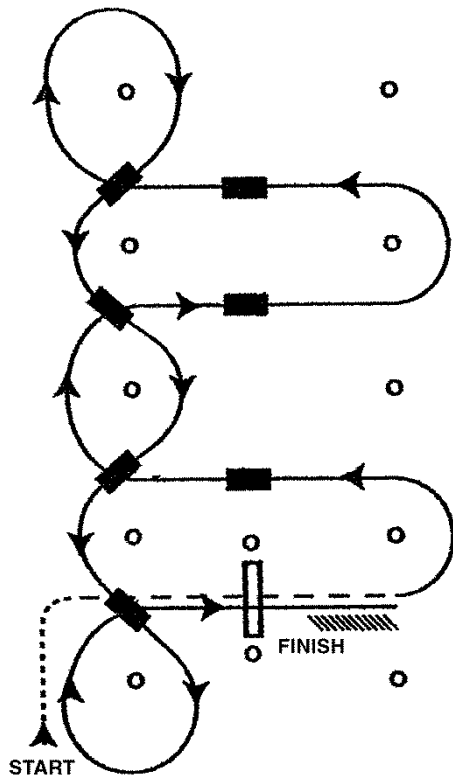


Pattern #4



APPENDIX

High School  
Western Riding Pattern #3



Walk..... Marker ○  
 Jog----- Recommended changing area ■  
 Lope\_\_\_\_\_ Log ▭  
 Back //////////////

1. Walk, transition to jog, jog over log.
2. Transition to left lead.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope over log.
11. Lope, stop and back.

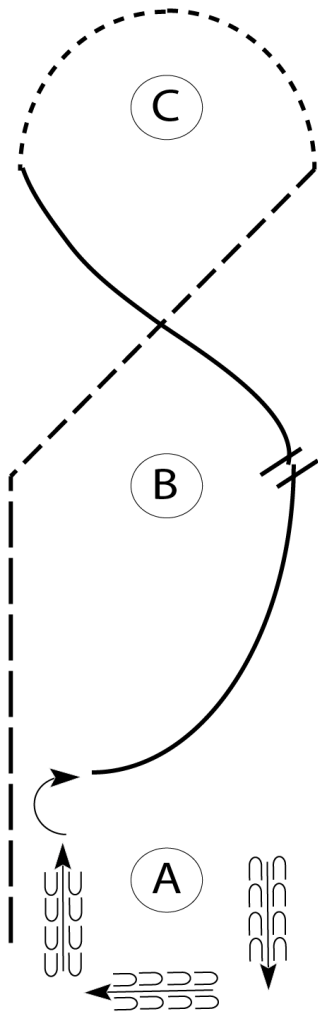
# 2019 Regional Championship Pattern

## Western Equitation

Show Date: 09-28-2019

w w w . H o r s e S h o w P a t t e r n s . c o m

w w w . H o r s e S h o w P a t t e r n s . c o m



Be ready at A.

1. Back around A as shown.
2. Perform a 1/2 turn right.
3. Lope on the right lead to B.
4. Perform a simple lead change at B.
5. Lope on the left lead to C.
6. Walk around C.
7. Jog to B.
8. Extended jog from B to exit.

Pattern is over once you have passed A.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Lead Change	
Back	
Marker	

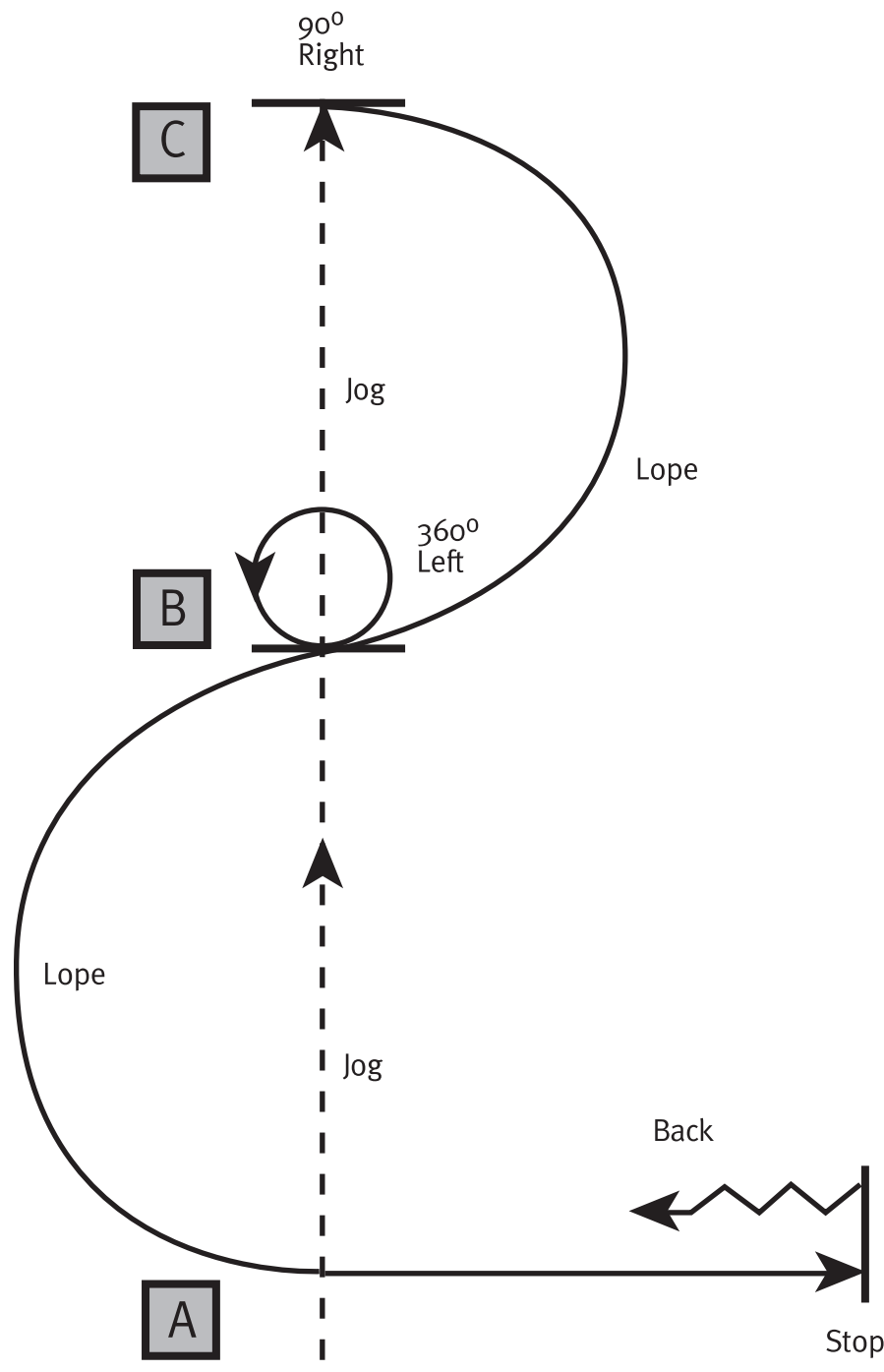
[WH/2-93]

Pattern Provided by:  
*Pattern Committee*

# 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.*

# 2019 MIHA Regional Championship Pattern Trail

