

2026 Region Two
Regional Show
Patterns

219 REG 2 HUNTER SEAT EQUITATION NOT TO JUMP CHAMPIONSHIP- JTR
 CALL JUDGE - DORAN

Hunter/Jumping Seat

LEVEL 1 • PATTERN U

Walk to the starting point.

Trot left diagonal from A.

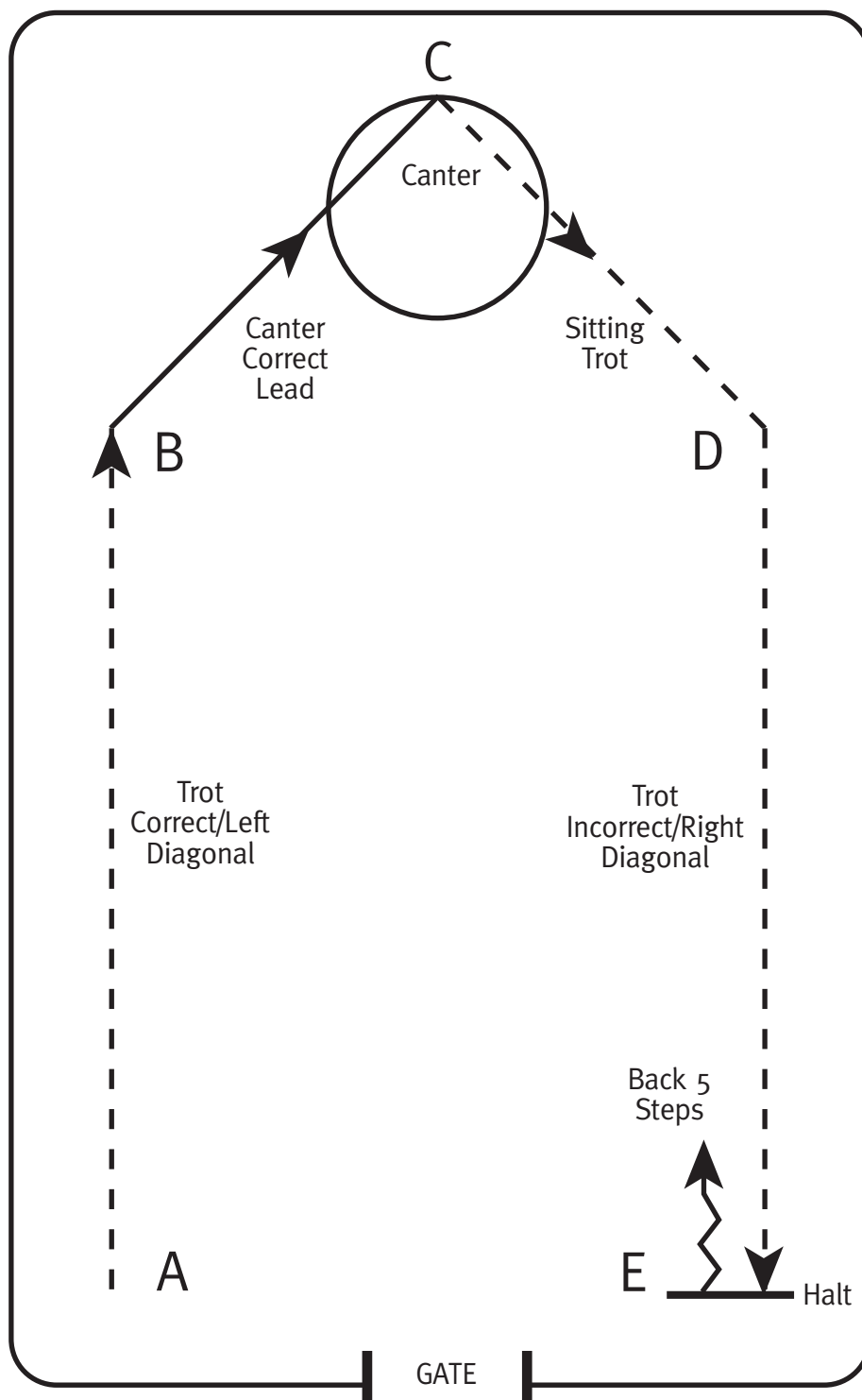
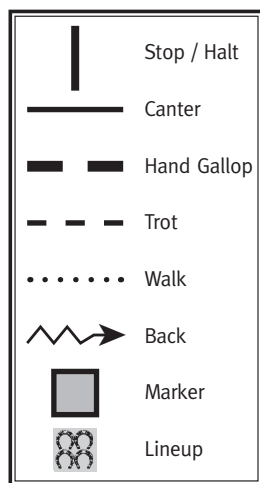
Canter on the correct lead from B to C.
 Continue to canter a right circle.

Transition to a sitting trot & continue to D.

At D posting trot on the incorrect diagonal to E.

Halt and back five steps.

Return to lineup or exit at a walk.



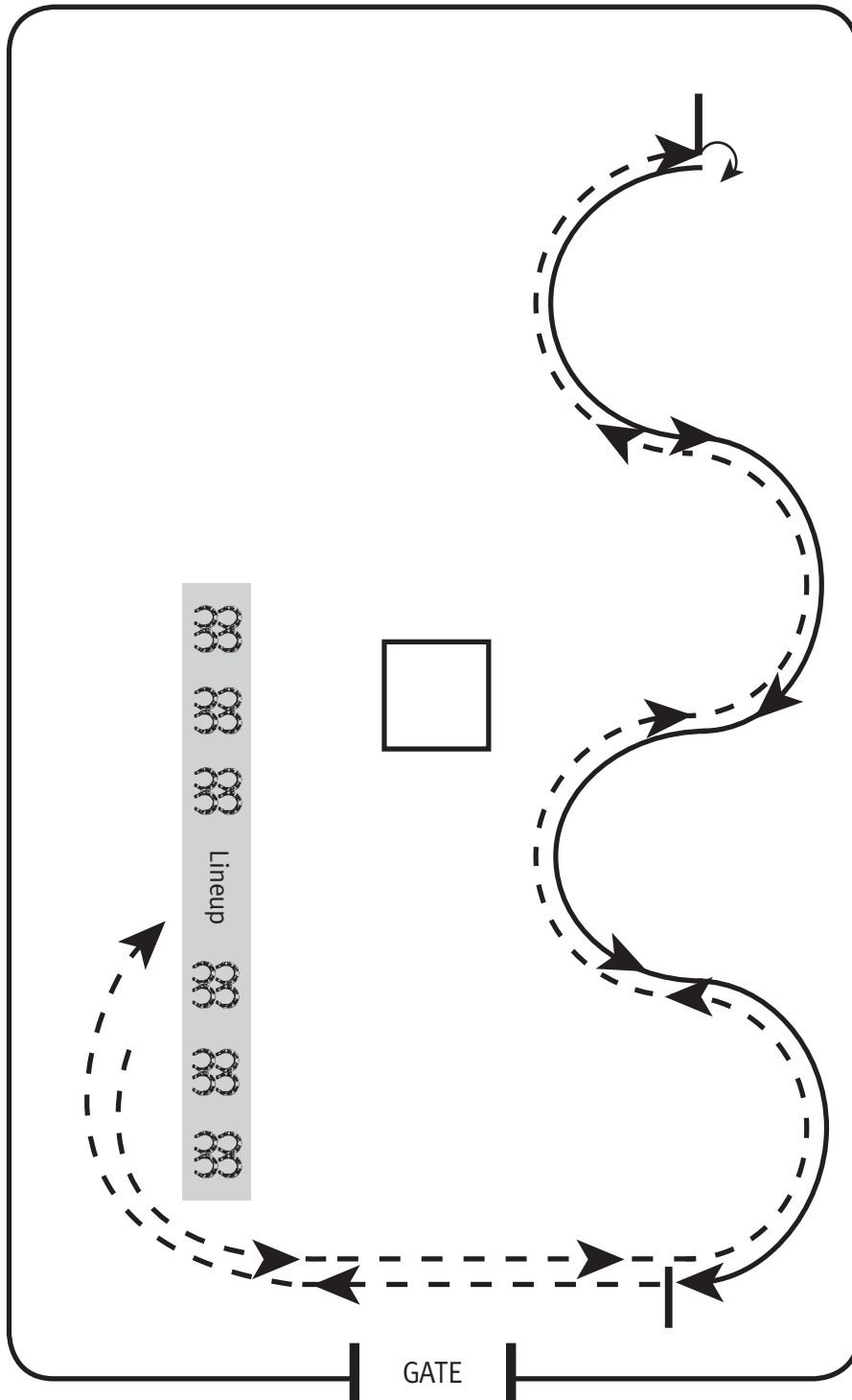
This pattern is appropriate for all ages.

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

227 — REG 2 SADDLE SEAT EQUITATION CHAMPIONSHIP - JTR
CALL JUDGE - RINEHART

Saddle Seat

LEVEL 2 • PATTERN P • Tests 7,11



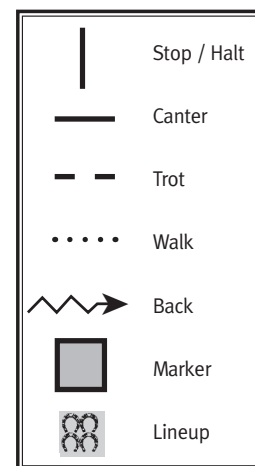
Enter the ring at a trot and turn to the right.

Execute a four loop serpentine at the trot to the opposite end of the ring.

Halt. Reverse.

Execute a four loop serpentine at the canter on the same line demonstrating simple changes of lead. Halt.

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.

235 REG 2 A/HA/AA HUNTER SEAT EQUITATION AATR
CALL JUDGE DORAN

Hunter/Jumping Seat

LEVEL 2 • PATTERN QQ

Walk to the starting point.

Trot on the correct diagonal from A to B.

Counter canter on the left lead from B to C.

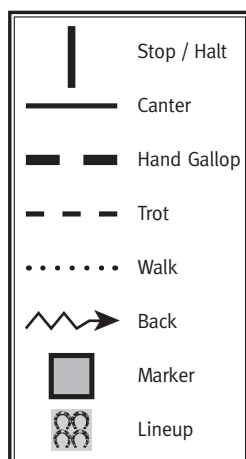
Halt. Canter a right circle on the correct lead.

Transition to sitting trot and continue to D.

At D posting trot on the incorrect diagonal to E.

Halt and back five steps.

Return to lineup or exit at a walk.



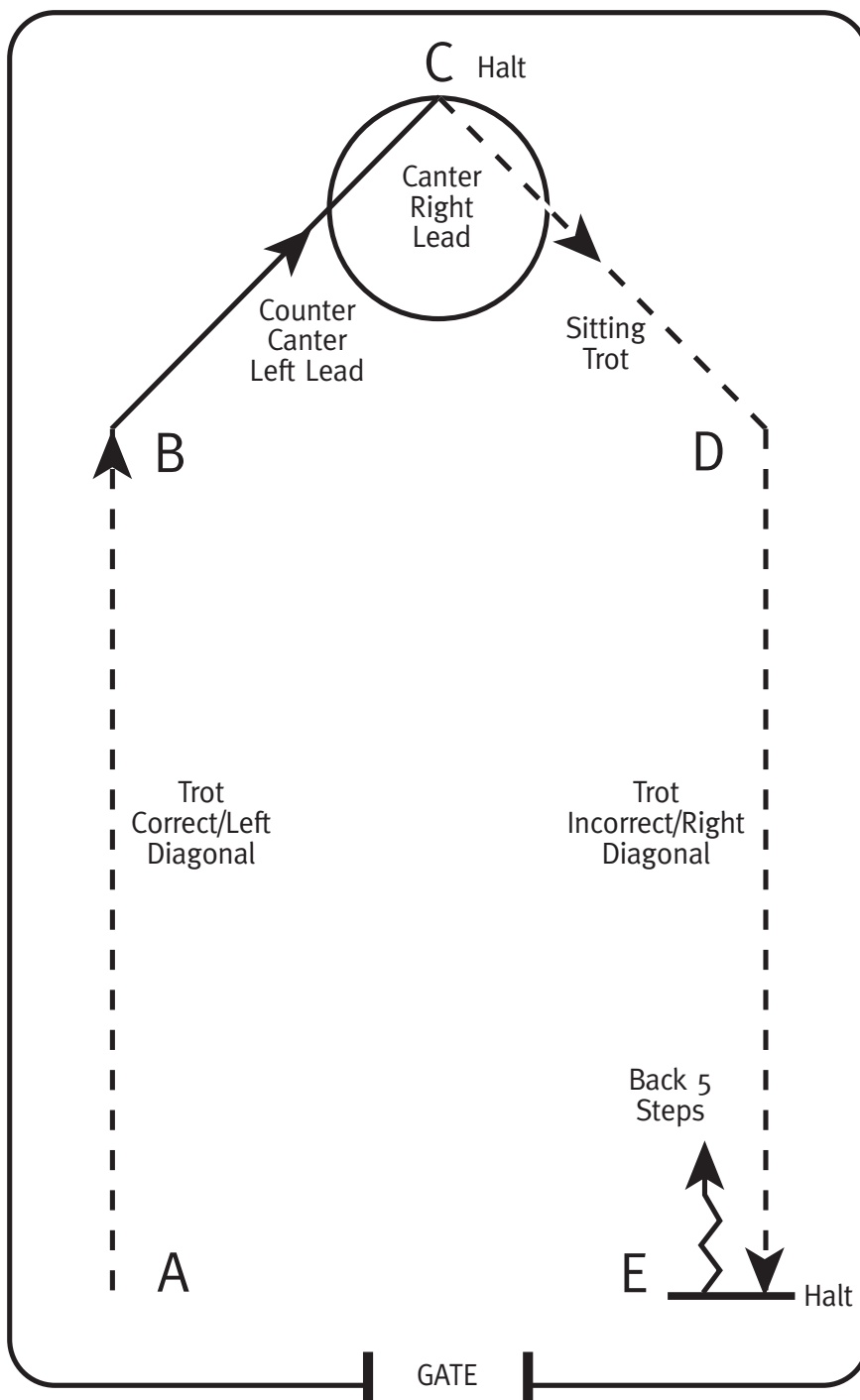
This pattern may only be used for:

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

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

- 13 & Under
- 14 & Under

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



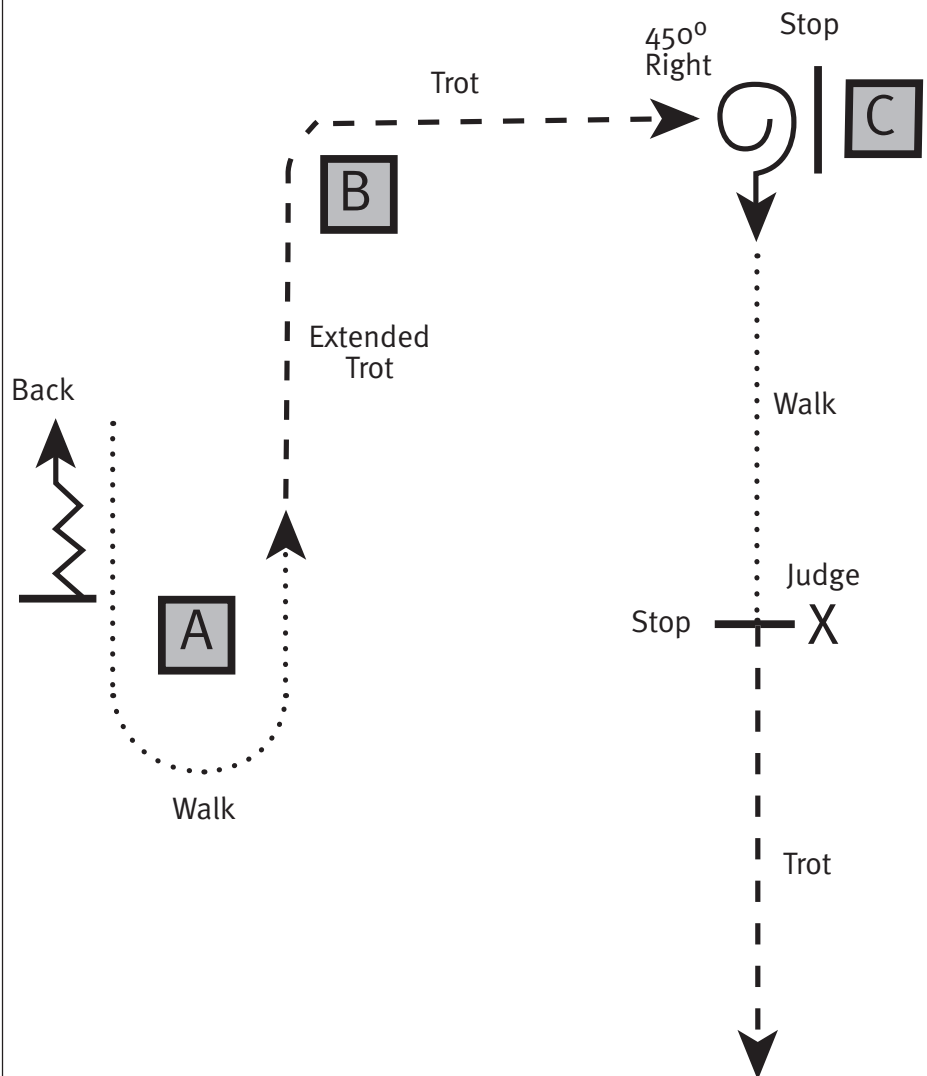
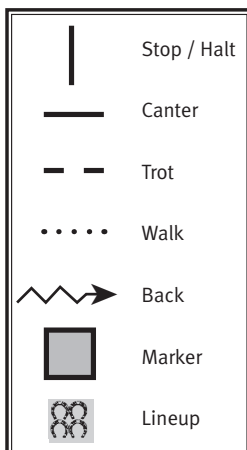
277 Reg 2 A/HA/AA SHOWMANSHIP CHAMPIONSHIP - ATH CALL JUDGE - RINEHART

Showmanship

LEVEL 2 • PATTERN S

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

1. Be ready at marker A. Back five steps
2. Walk half a circle around marker A
3. Extended trot to marker B
4. Return to trot and trot to marker C, halt
5. Execute a 450-degree turn
6. Walk to judge and set up for inspection
7. Presentation of horse
8. When excused trot away and return to lineup or exit arena as directed

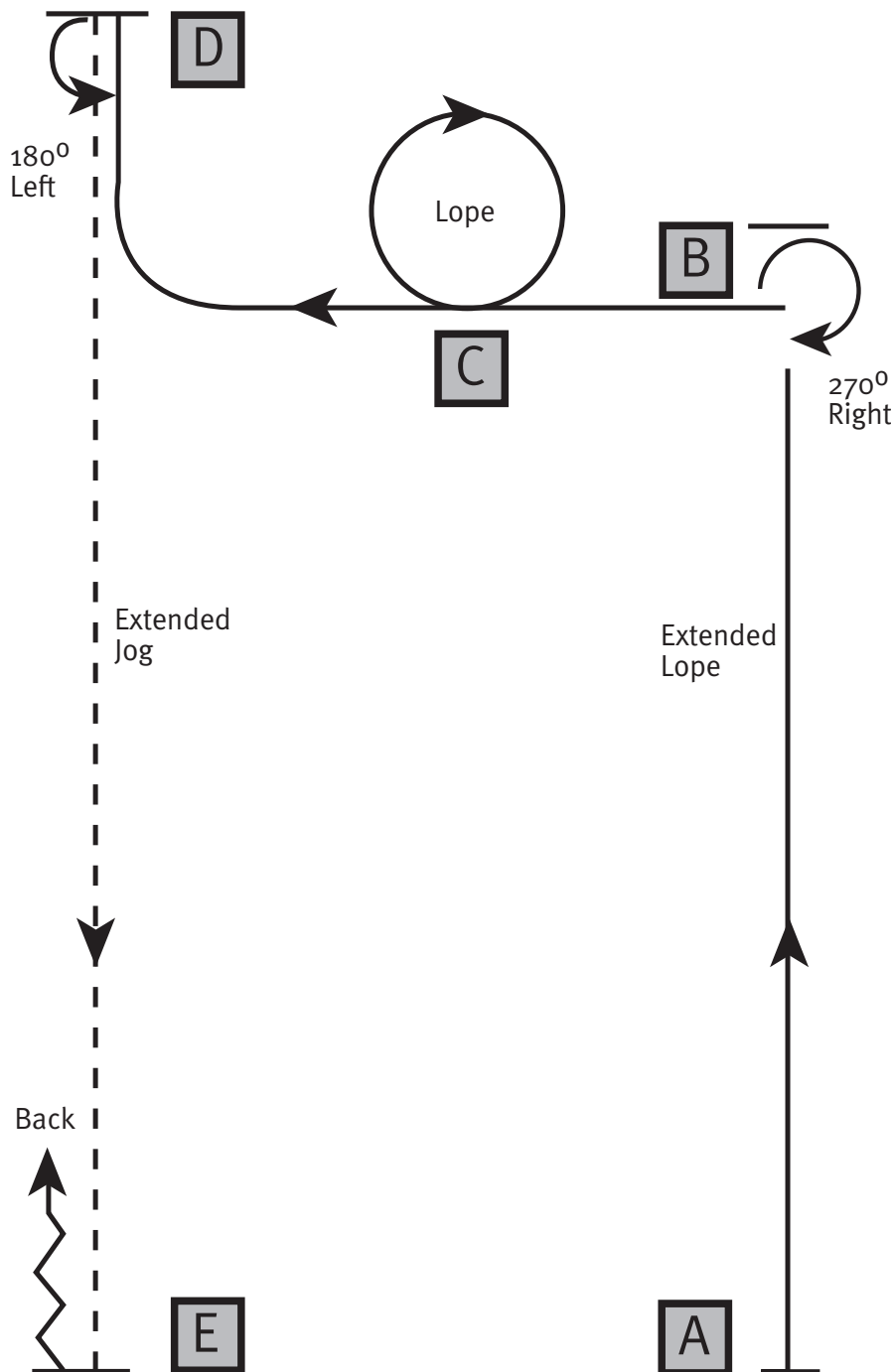


- In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of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

Western Horsemanship

LEVEL 2 • PATTERN EE

*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.

Extended 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.

Extended jog to E. Stop and back ten feet.

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

	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

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.

426A Reg 2 RANCH RIDING WALK/TROT 10 & UNDER JUDGE SCHEYLI

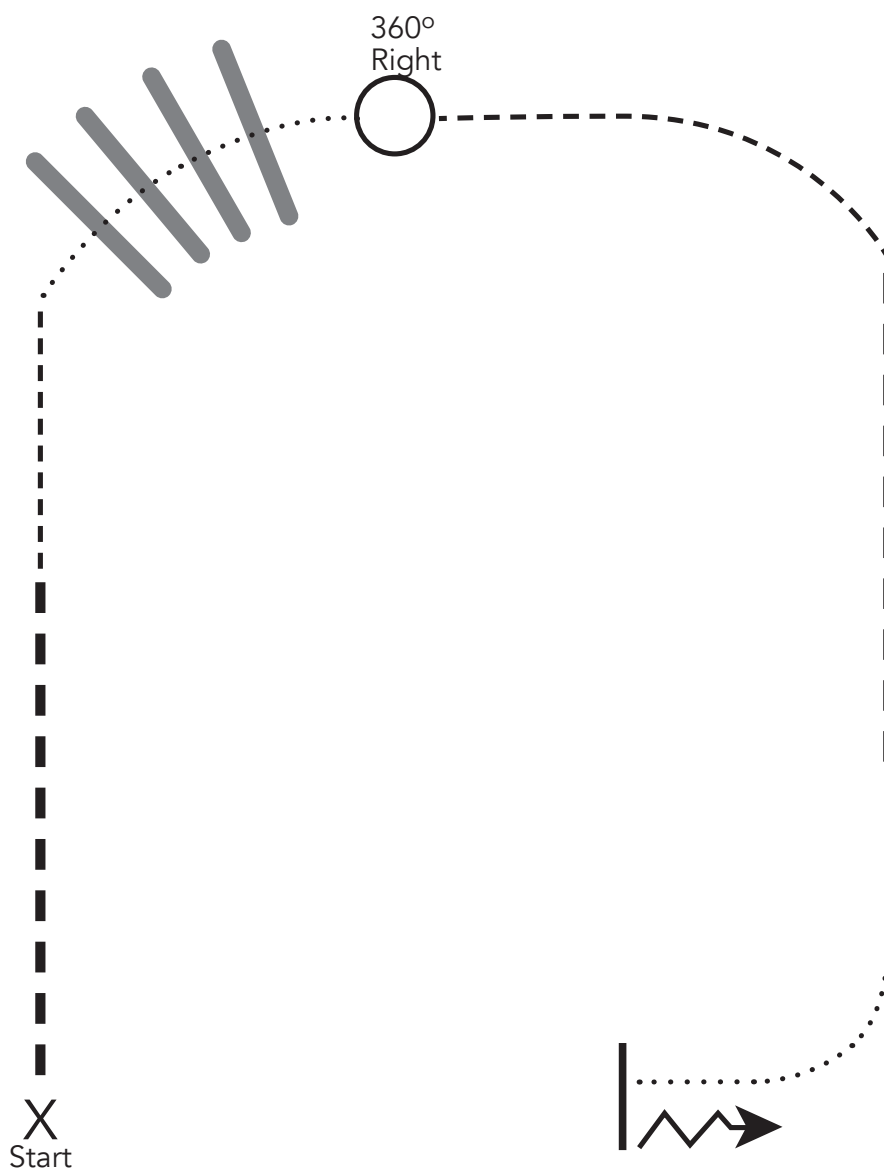
RANCH RIDING WALK/TROT PATTERN

PATTERN 1

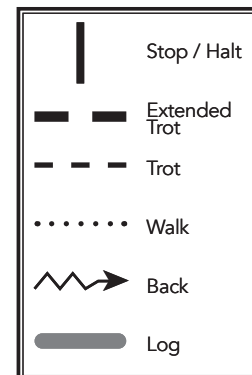
To be used for Walk/Trot 10 & Under and 11 & Over

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.



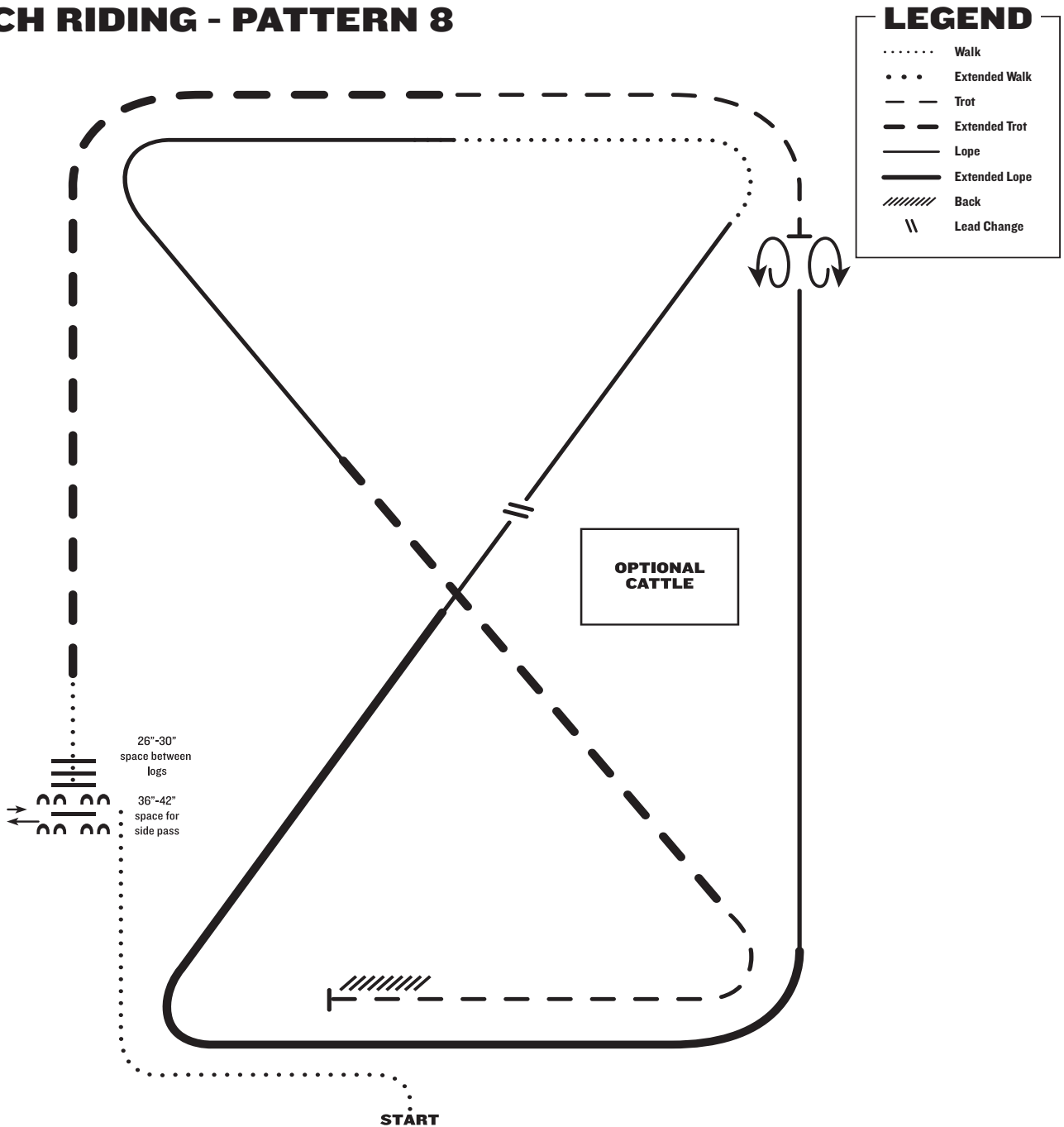
1. Extended trot.
2. Trot.
3. Walk.
4. Walk over poles.
5. Execute a 360-degree turn right.
6. Trot.
7. Extended trot.
8. Walk.
9. Stop.
10. Back.



427 Reg 2 ARABIAN RANCH HORSE RIDING CH – Open

428 Reg 2 HA/AA RANCH HORSE RIDING CH – Open

RANCH RIDING - PATTERN 8



1. Walk
2. Side pass left across first log, side pass 1/2 way to right
3. Walk over logs
4. Extended trot
5. Trot
6. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Collect lope, change leads (simple or flying), continue lope left lead
10. Walk
11. Lope left lead
12. Extended trot
13. Trot
14. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

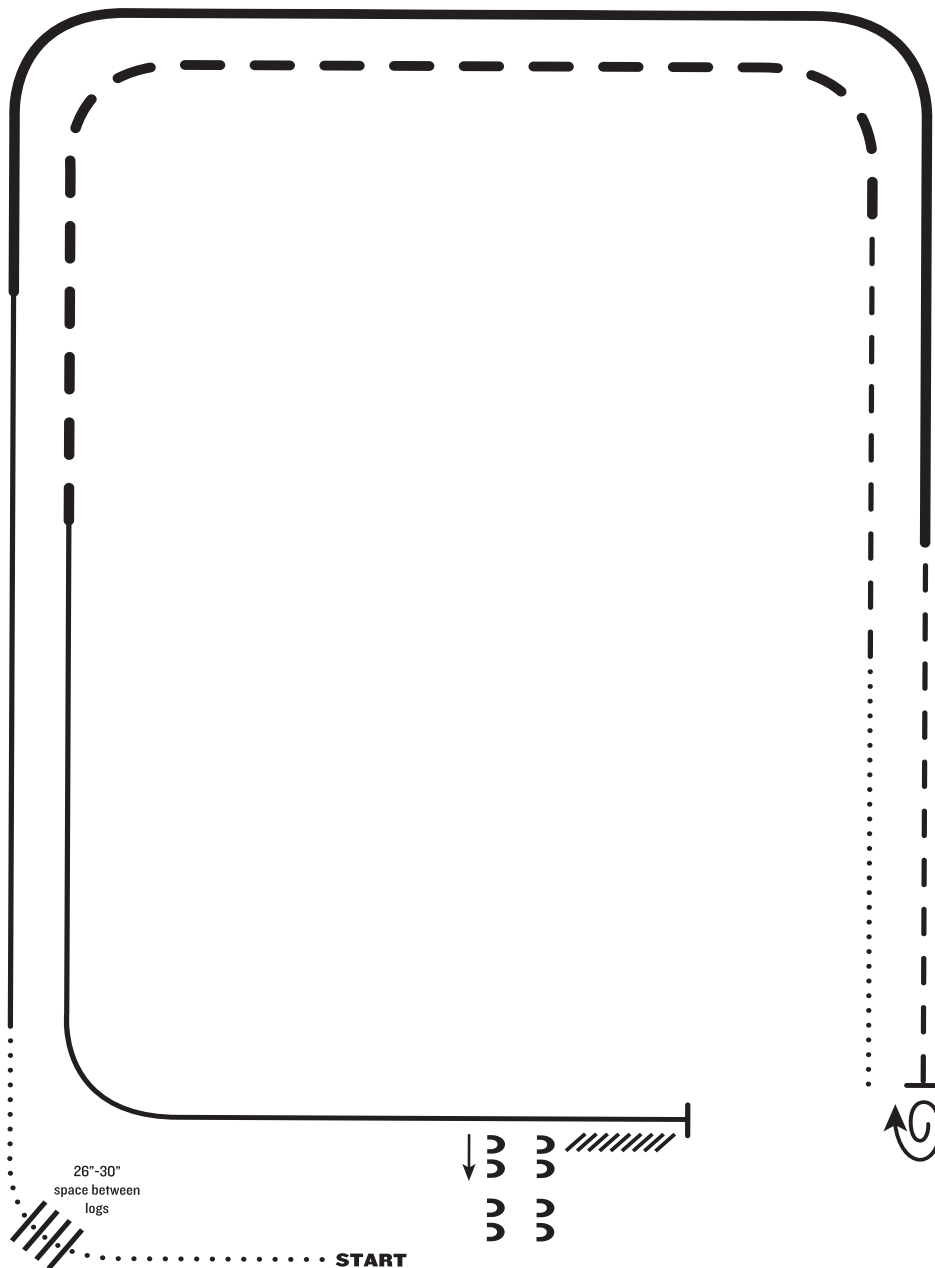
429 - REG 2 ARABIAN RANCH HORSE RIDING CHAMPIONSHIP – ATR

430 - REG 2 HA/AA RANCH HORSE RIDING CHAMPIONSHIP – ATR

RANCH RIDING - PATTERN 6

LEGEND

.....	Walk
....	Extended Walk
- - -	Trot
- - - -	Extended Trot
— — —	Lope
— — — —	Extended Lope
////	Back
\\	Lead Change

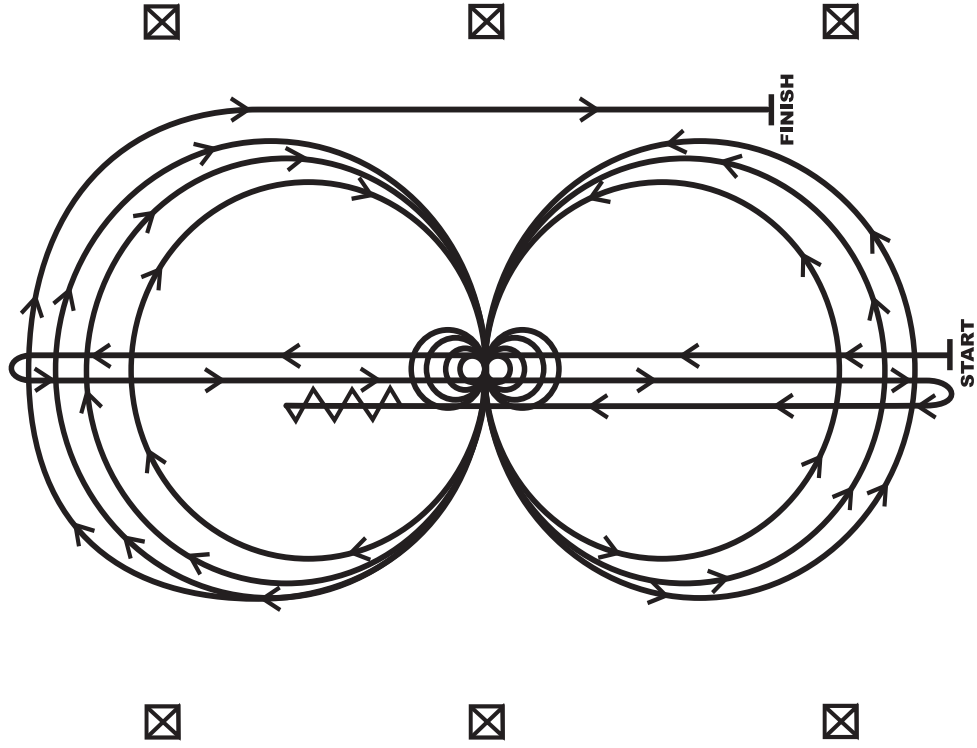


1. Walk
2. Walk over logs
3. Lope right lead
4. Extended lope right lead
5. Trot
6. Stop, 1 1/2 turn right
7. Walk
8. Trot
9. Extended trot
10. Lope left lead
11. Stop and back
12. Side pass right

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

431 - Reg 2 A/HA/AA CH REINING SEAT EQUITATION JTR

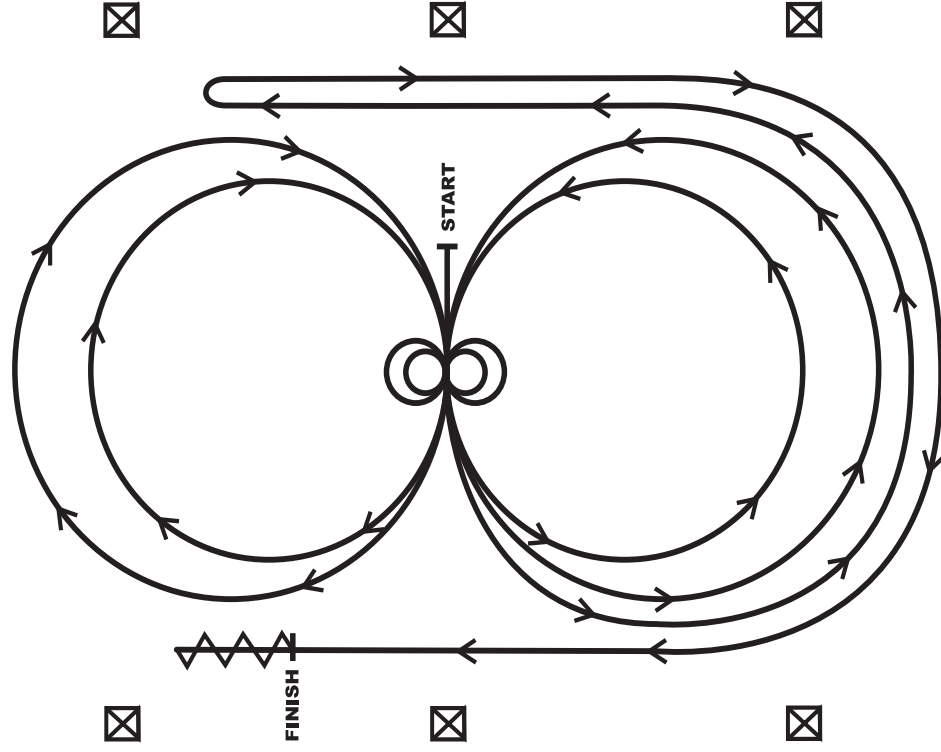
Pattern 7



3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the right lead, complete three circles to the right: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
7. Complete three circles to the left: the first two circles large fast; the third circle small and slow. Change leads at the center of the arena.
8. Begin a large circle to the right but do not close this circle. Run straight down 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. Hesitate to demonstrate completion of the pattern.

431A - REG 2 A/HA/AA SHORT STIRRUP W/T REINING

Pattern A



horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

See the Judges' Guide for a summary of other allowances made in the *Handbook*.