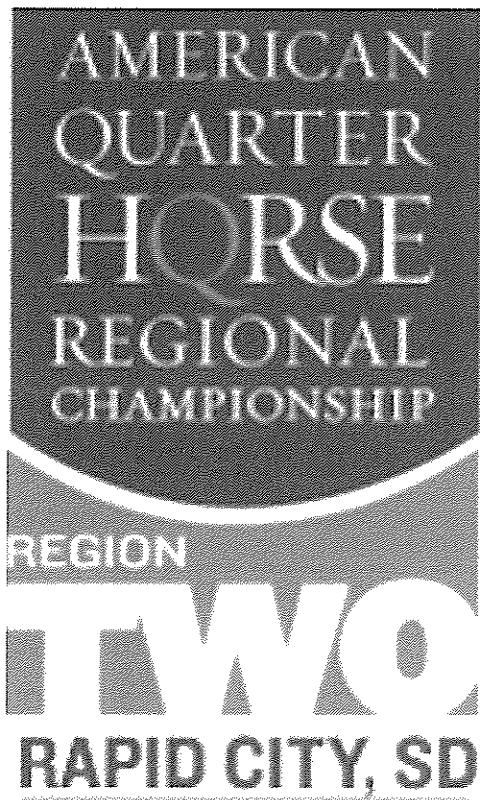


PATTERN BOOK



REGION

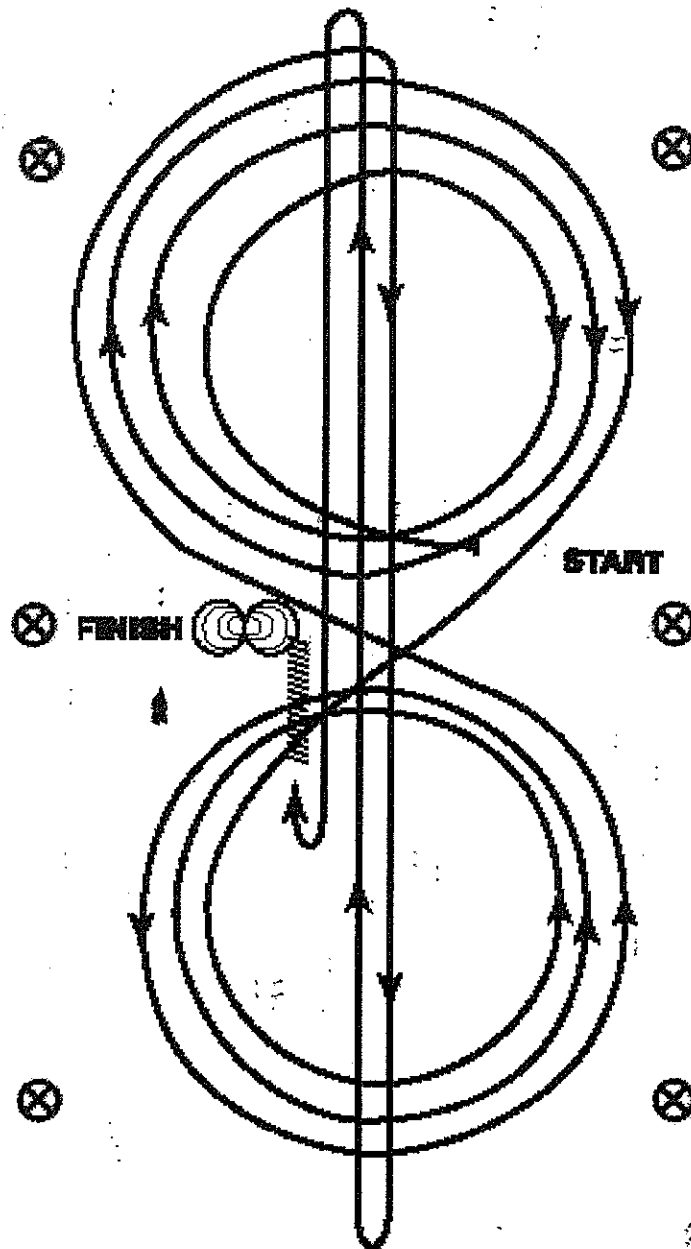
TWO

RAPID CITY, SD

**September 20-23
2018**

Thank you for showing at the Region 2 Championship Show.

REINING -- (Jr / All L-1 classes /Amt Select) AQHA #2



Horse must walk or stop prior to starting pattern.

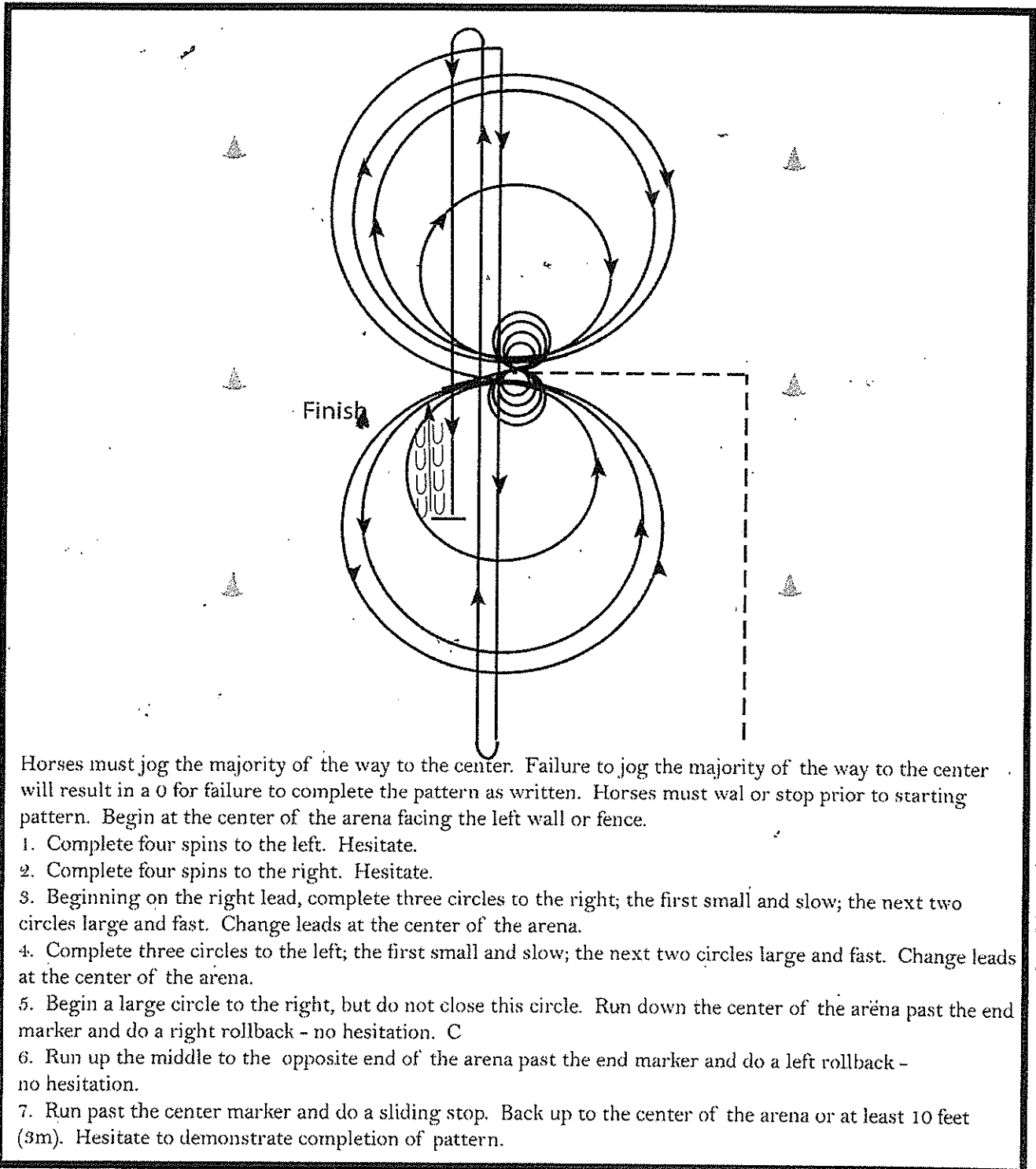
Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

AQHA REGION 2 CHAMPIONSHIPS

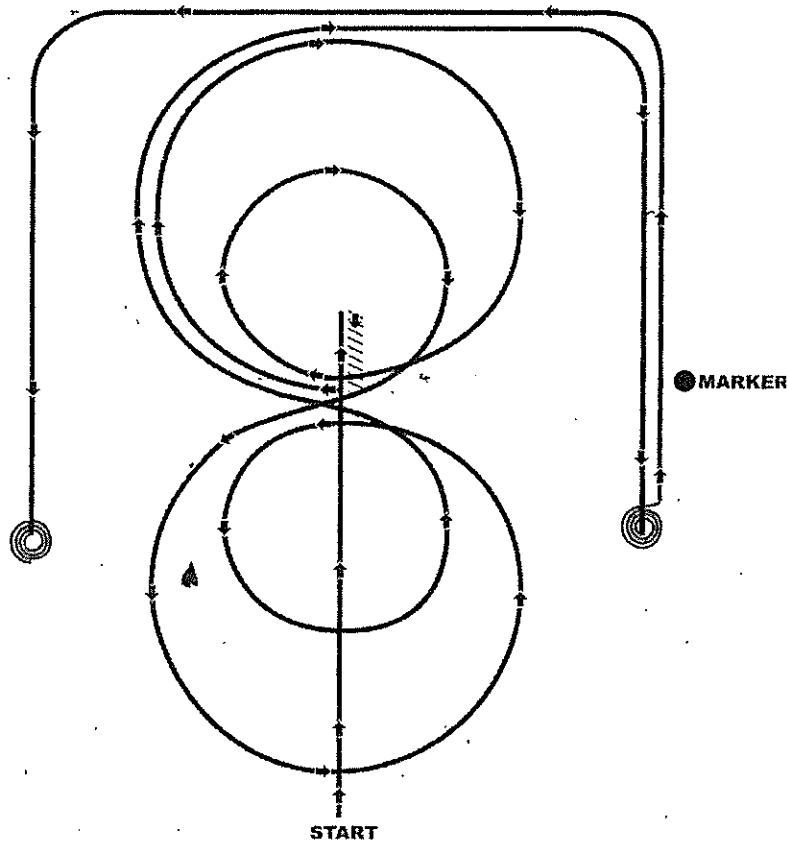
Reining – (All Youth/Amt/Senior) -- AQHA/Pattern Eleven



Horses must jog the majority of the way to the center. Failure to jog the majority of the way to the center will result in a 0 for failure to complete the pattern as written. Horses must wal or stop prior to starting pattern. Begin at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback - no hesitation. C
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3m). Hesitate to demonstrate completion of pattern.

Working Cow Horse – (Jr. / Yth Box / L-1 Amt Box) Pattern # 1



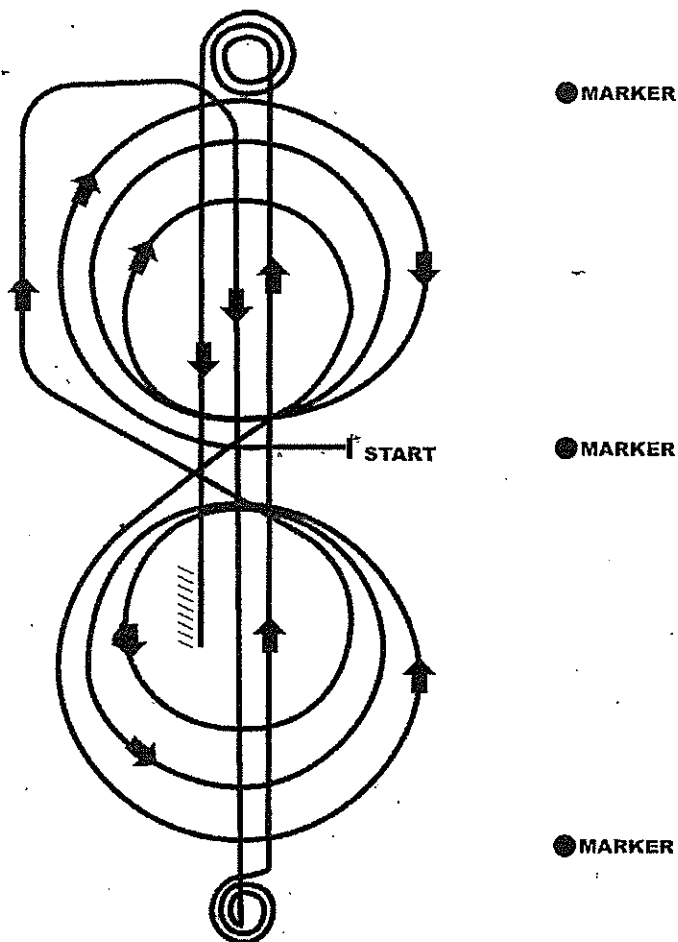
1. Start at end of arena. Run down middle past center marker to a sliding stop.
2. Back at least 10 feet to center. 1/4 turn to left.
3. Pick up right lead, large fast circle, small slow circle.
4. Change leads to left, large fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet from fence) past center marker and come to a sliding stop.
7. Complete 3 1/2 spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet from fence) go past center marker and come to a sliding stop.
9. Complete 3 1/2 spins to the left.
10. Hesitate to complete pattern.

Pattern I

1. Stop and back up and 1/4 turn
2. Right circles
3. Left circles
4. Stop
5. 3 1/2 right spins
6. Stop
7. 3 1/2 left spins

Working Cow Horse – (Amt. Box / Amt. Working Cow / Sr.)

AQHA Cow Horse Pattern # 3



Mandatory Marker Along Fence or Wall

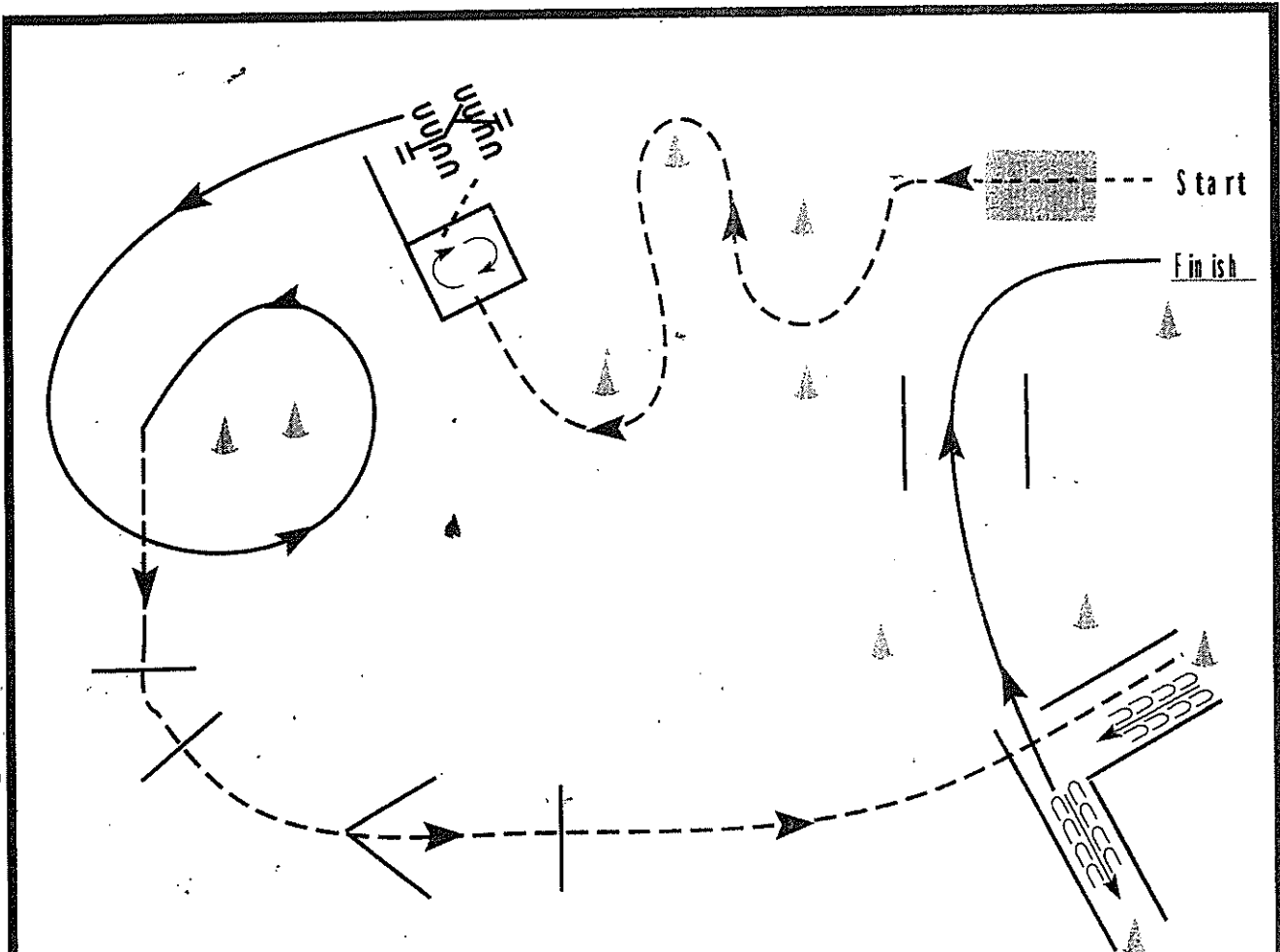
Trot to center of arena and stop. Start pattern facing toward judge.

- | | |
|--|---|
| <ol style="list-style-type: none">1. Begin on right lead and complete three circles to right, two large fast circles followed by one small slow circle, change to left lead.2. Complete three circles to left, two large, fast circles followed by one small slow circle. Change to right lead.3. Continue loping around end of arena without breaking gait.4. Run up center of arena to far end past the end marker and come to a sliding stop.5. Complete 3 1/2 spins to the right.6. Run up center of arena past the end marker, come to a sliding stop.7. Complete 3 1/2 spins to the left.8. Run back to middle of the arena past the center marker and come to a sliding stop.9. Back at least 10 feet in a straight line.10. Hesitate to complete pattern. | <p>Pattern 3</p> <ol style="list-style-type: none">1. Right circles2. Left circles3. Stop4. 3 1/2 right spins5. Stop6. 3 1/2 left spins7. Stop and back up |
|--|---|

This pattern may be used as a lope in pattern; refer to SHW505.2.

AQHA Region 2

TRAIL -- (ALL L-1 Classes)

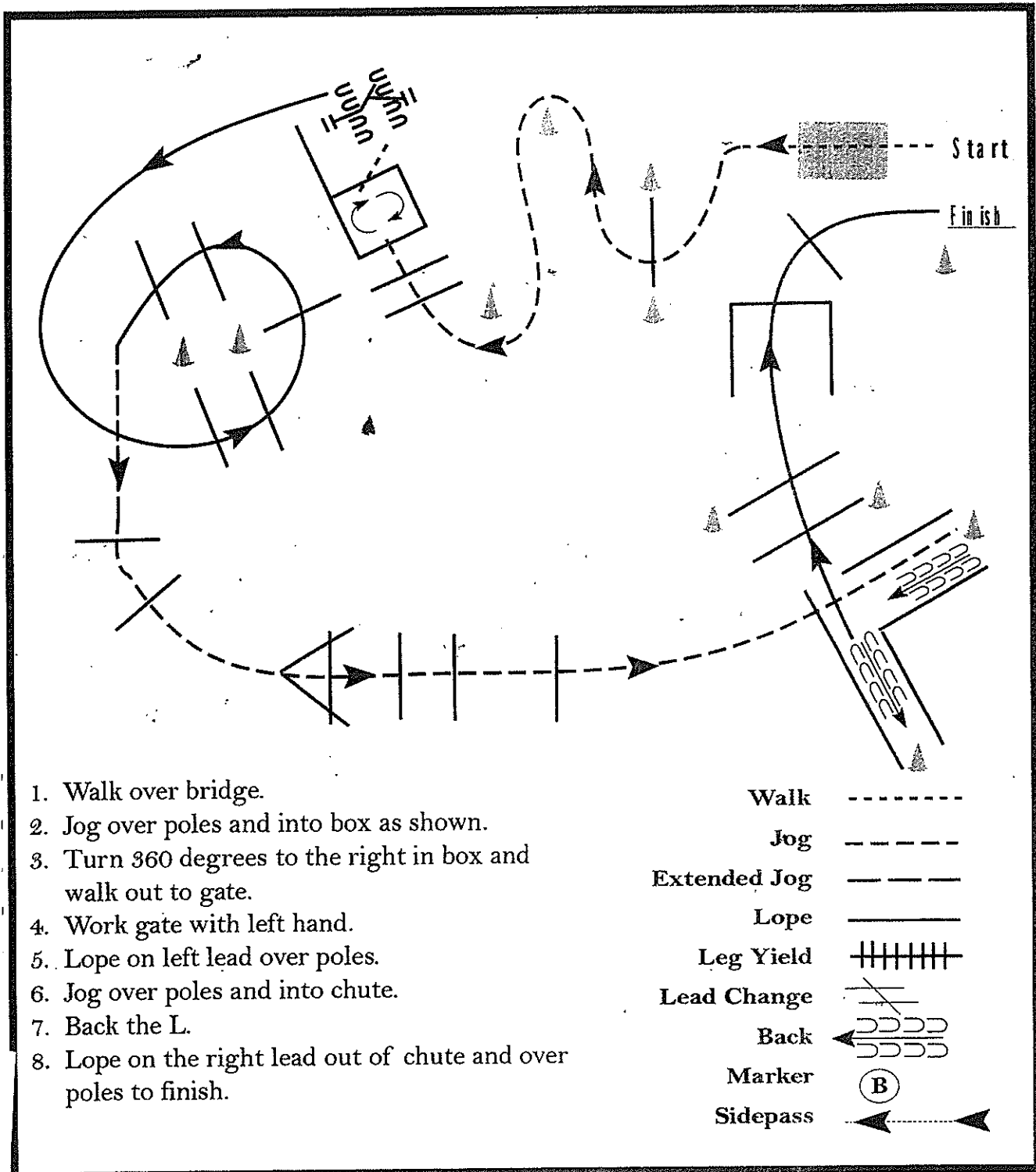


1. Walk over bridge.
2. Jog the serpentine and into box as shown.
3. Turn 360 degrees to the right in box and walk out to gate.
4. Work gate with left hand.
5. Lope on left lead around cones.
6. Jog over poles and into chute.
7. Back the L.
8. Lope on the right lead to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	——— /
Back	←←←←← ←←←←←
Marker	Ⓚ
Sidepass	←-----→

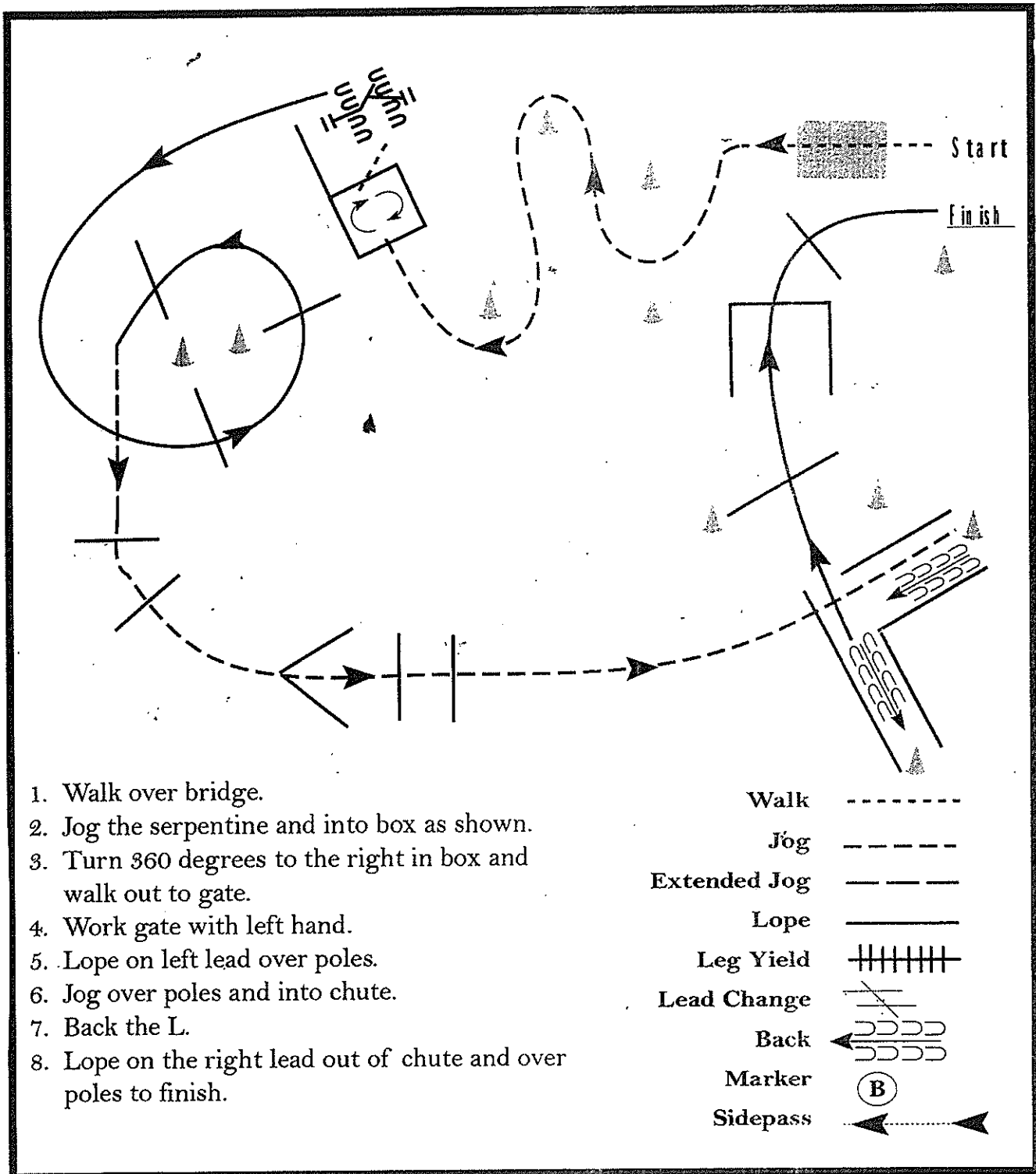
AQHA Region 2

TRAIL -- (Jr & Sr)



AQHA Region 2

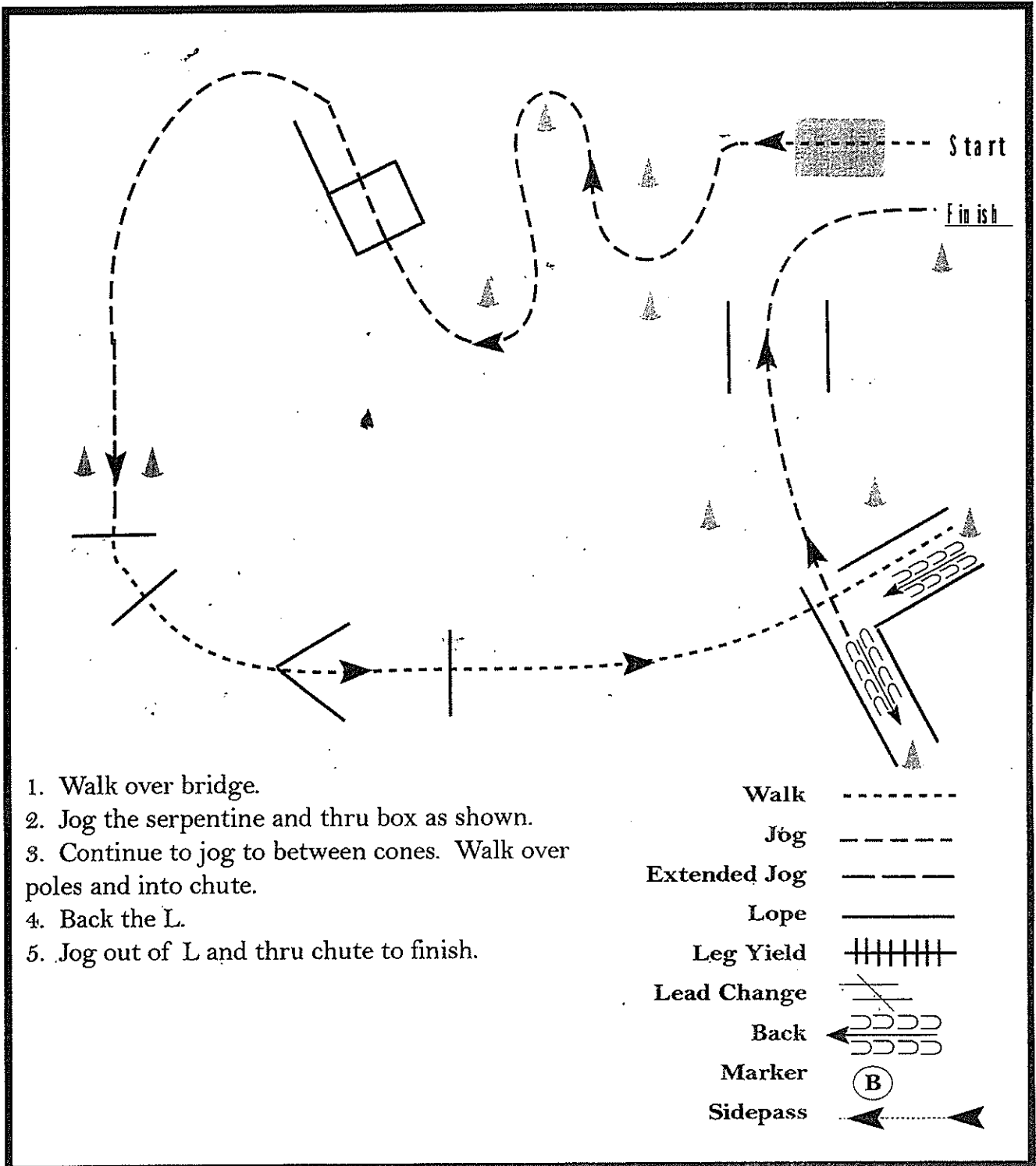
TRAIL -- (Youth / Amt. / Amt Select)



AQHA Region 2

TRAIL – (Small fry – Walk Trot)

Show Date: September 20-23



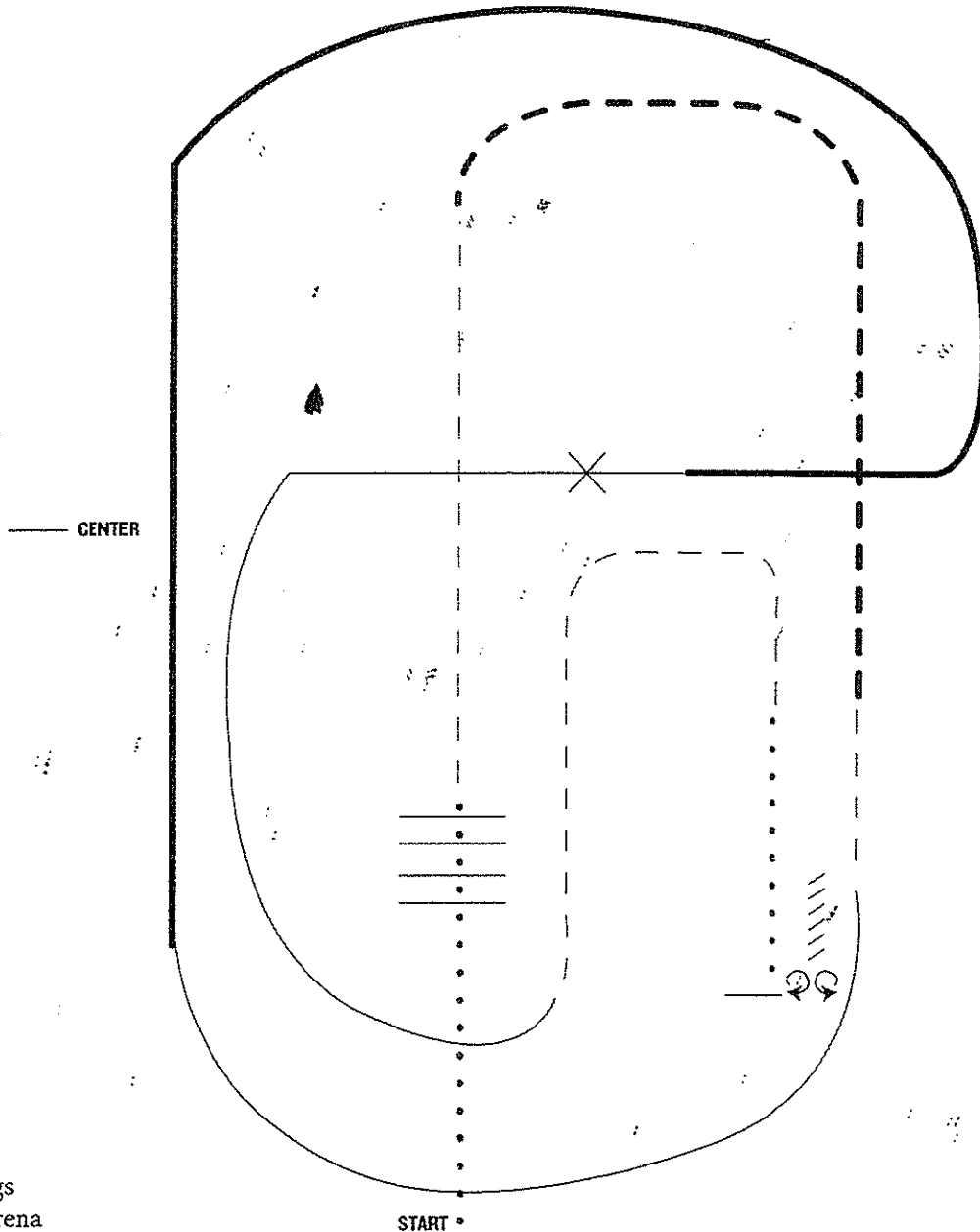
1. Walk over bridge.
2. Jog the serpentine and thru box as shown.
3. Continue to jog to between cones. Walk over poles and into chute.
4. Back the L.
5. Jog out of L and thru chute to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	//////
Back	←←←←←
Marker	(B)
Sidepass	←-----→

AQHA Region 2 Championships

Ranch Riding

Ranch Riding -- (All L-1 / Amt Select)

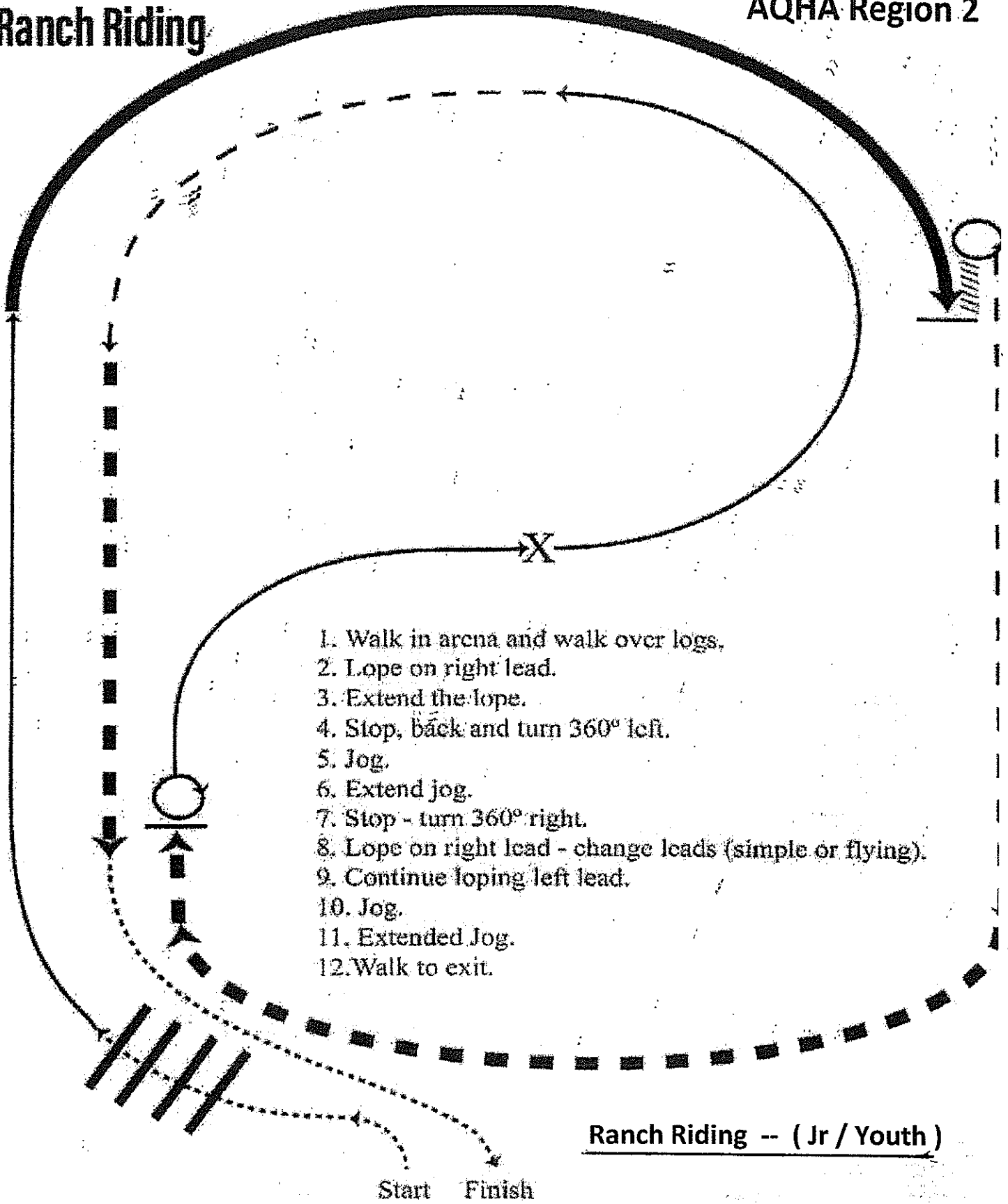


1. Walk
2. Walk over logs
3. Trot up the arena
4. Extend the trot, collect
5. Lope right lead
6. Extend the lope up the arena and around the top of the arena around to the center, collect
7. Change leads (simple or flying)
8. Lope left lead as shown
9. Trot path as shown
10. Walk
11. Stop, 360 in both directions (either way first), back 2 horse lengths
12. Exit at a walk or trot

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.

Ranch Riding

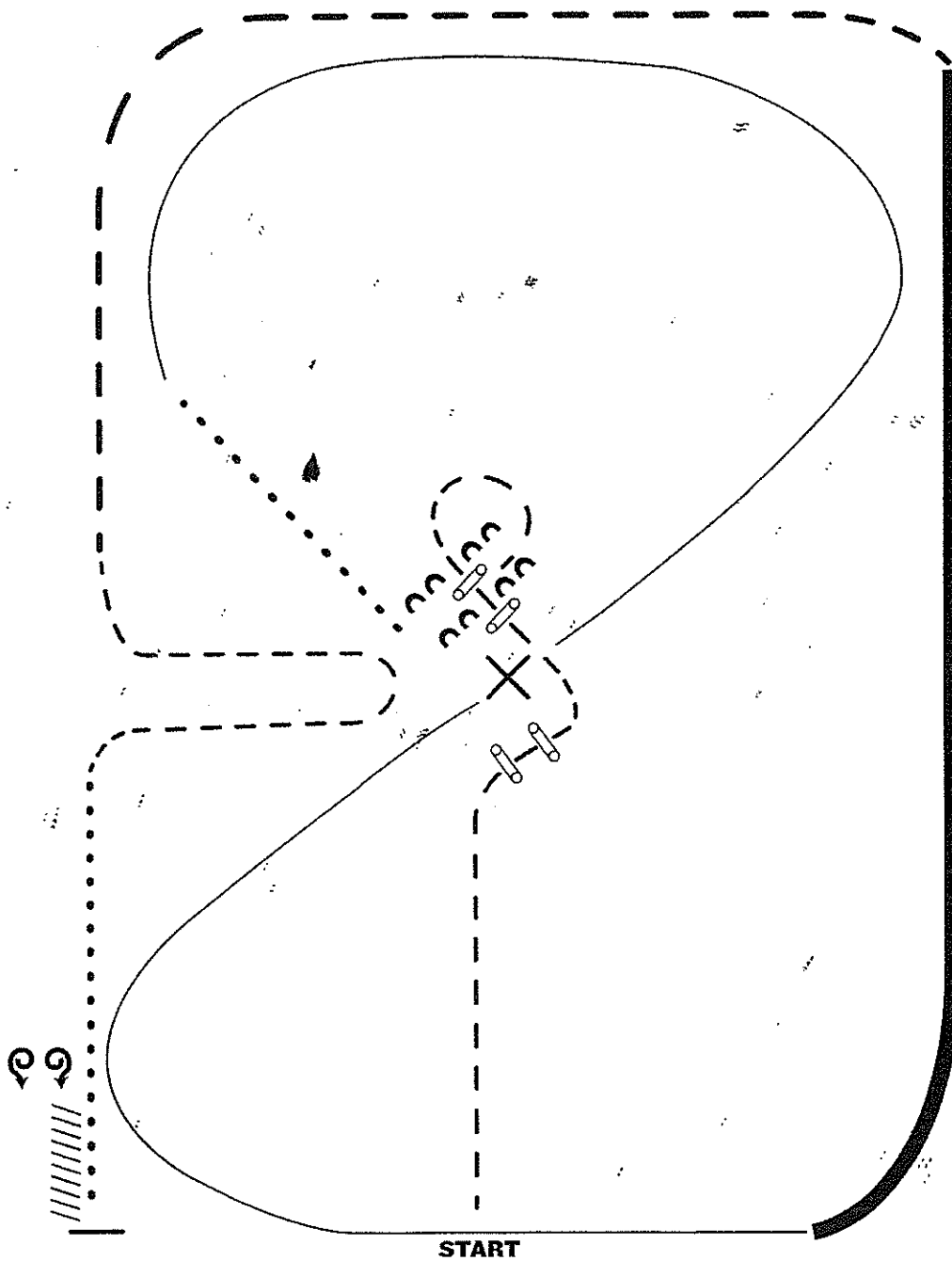
AQHA Region 2



Ranch Riding

AQHA Region 2

Ranch Riding -- (Sr / Amt)



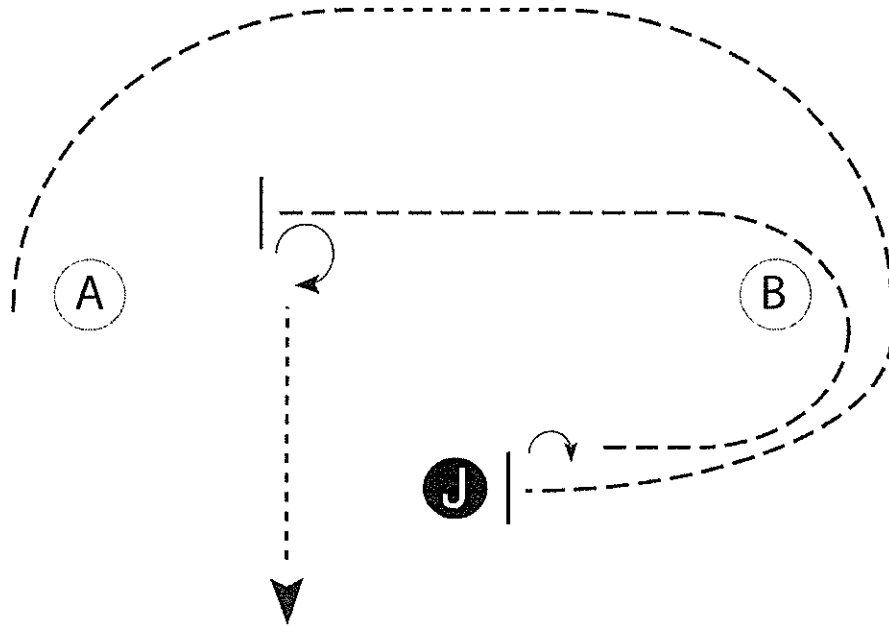
1. Trot
2. Trot two sets of logs
3. Trot circle, stop and side pass log left
4. Walk
5. Lope right lead
6. Change leads
7. Lope left lead

8. Extended lope (left lead)
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360 degree turn each direction (either direction 1st) (L-R or R-L)

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."

AQHA REGION 2 CHAMPIONSHIPS

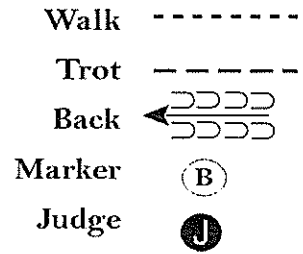
Showmanship (ROOKIE CLASSES)



Be ready at A.

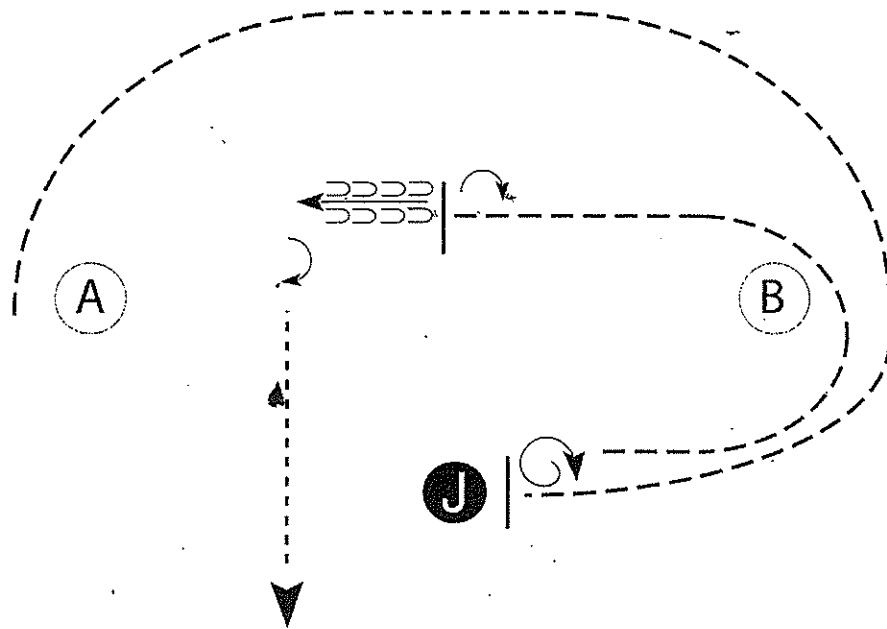
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Trot around B as shown and stop before A.
7. Perform a 3/4 turn and walk straight away to exit.

Follow the instructions of your ring steward.



AQHA REGION 2 CHAMPIONSHIPS

Showmanship (YTH / AMT / SELECT)



Be ready at A.

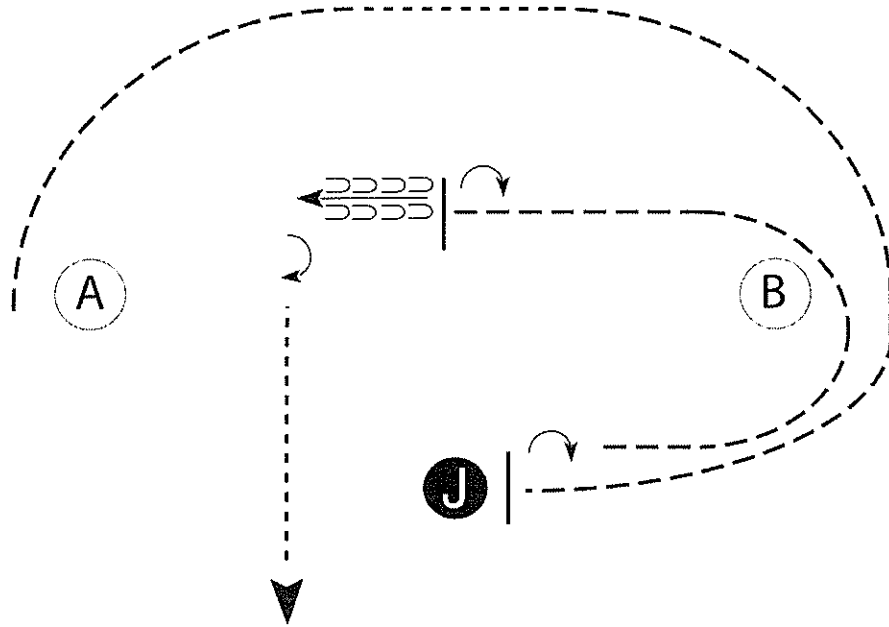
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Turn 1/4 turn and walk straight away to exit.

Walk
Trot	-----
Back	←————— —————→
Marker	⊙ B
Judge	● J

Follow the instructions of your ring steward.

AQHA REGION 2 CHAMPIONSHIPS

Showmanship (L1 CLASSES)



Be ready at A.

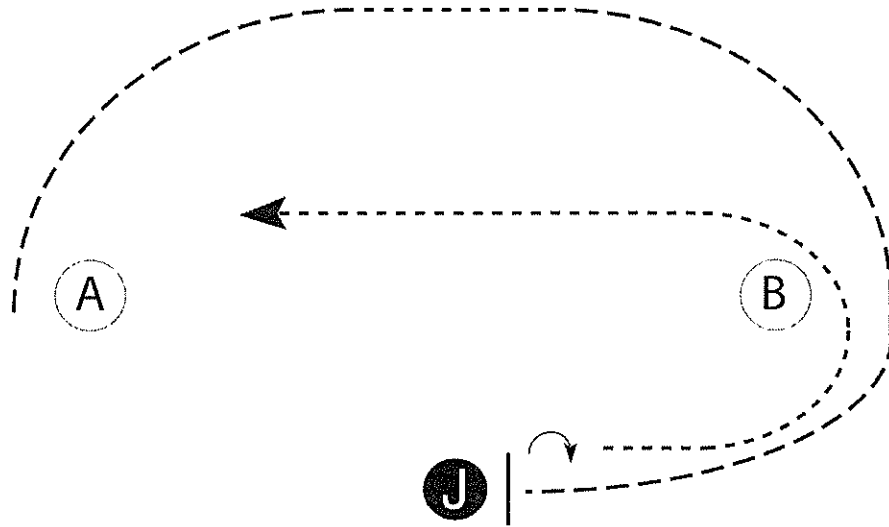
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Trot around B as shown. When even with Judge, stop and perform a 1/2 turn.
7. Back approximately one horse length.
8. Perform 1/4 turn and walk straight away to exit.

Walk	-----
Trot	-----
Back	←
Marker	⊙ B
Judge	● J

Follow the instructions of your ring steward.

AQHA REGION 2 CHAMPIONSHIPS

Showmanship (SMALL FRY)



Be ready at A.

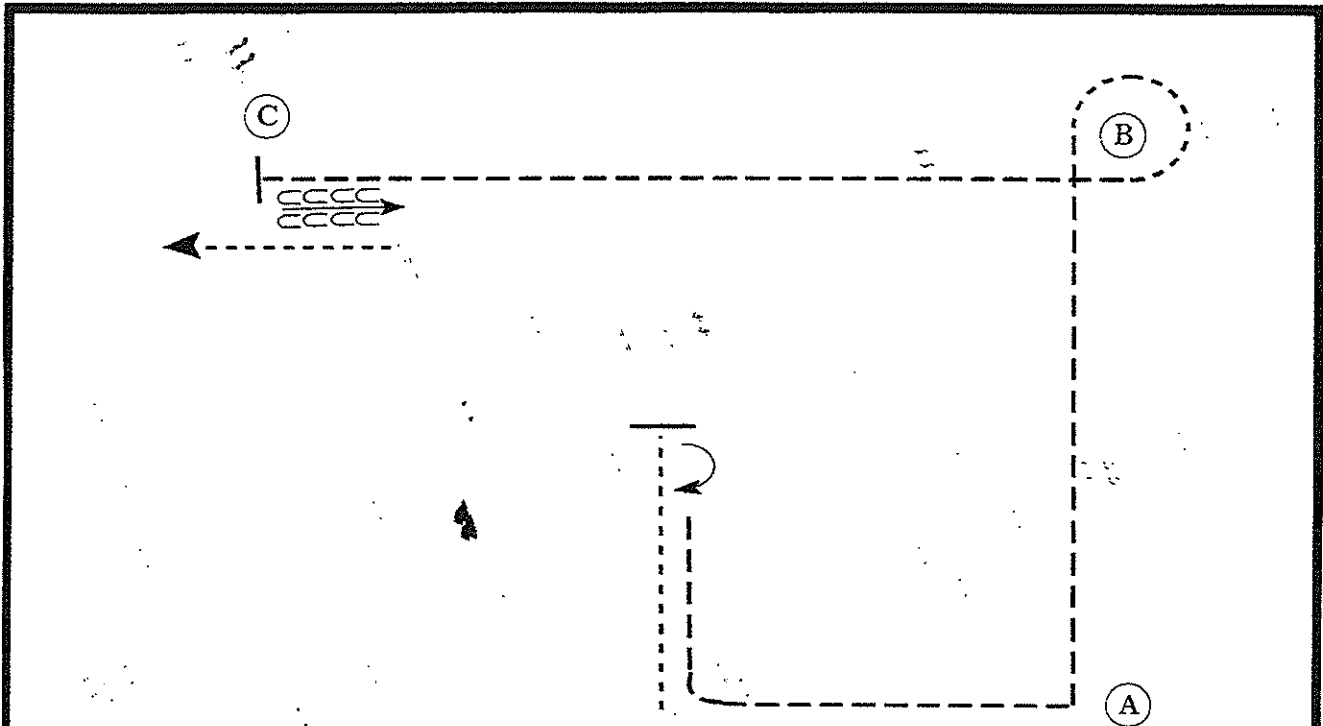
1. Trot an arc to the right.
2. At the top of the arc, walk two strides.
3. Trot in a half circle and straight to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 1/2 turn.
6. Walk around B and toward A as shown..
7. Continue to walk to exit.

Follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Back	← SSSSS
Marker	⊙ B
Judge	● J

REGION 2 CHAMPIONSHIPS

Equitation (Small Fry)



Be ready halfway between B and C and even with A.

1. Walk to center of pattern.
2. Halt and perform a 180 degree turn on the forehand to the right.
3. Posting trot on the right diagonal toward A and halfway to B.
4. Change diagonals and posting trot on the left diagonal to B.
5. Walk around B.
6. Trot on the left diagonal to C.
7. Halt and back approximately one horse length.

Pattern is over once you have backed. Walk off and follow the instructions of your ring steward.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	—————
Leg Yield	
Lead Change	— / —
Back	←←←←← —————
Marker	ⓑ
Sidepass	←←
Hand Gallop	-----

REGION 2 CHAMPIONSHIPS

Equitation (L1 13&Under, L1 14-18 Youth/L1 Amateur)

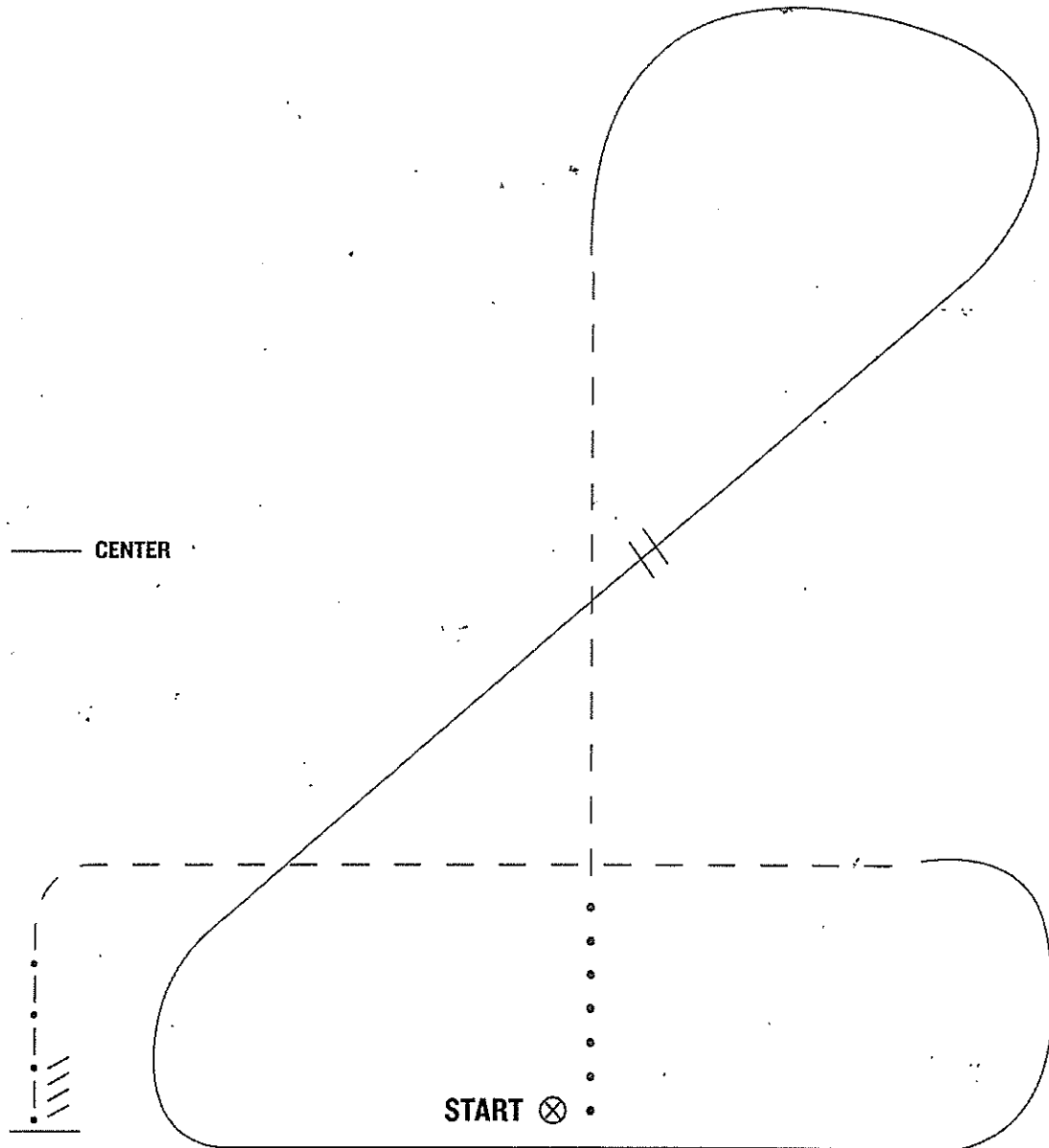
1. Canter on the right lead A to B.
 2. At B posting trot around B.
 3. At B canter on the left lead to and around C and continue towards A.
 4. Halfway to A posting trot on the right diagonal to and around A and continue towards C.
 5. Halfway to C sit the trot.
 6. Stop at C.

Walk	-----
Trot	==
Extended Trot	-----
Canter	-----
Leg Yield	
Lead Change	↗ ↘
Back	←←←←
Marker	(B)
Sidepass	←←←←

REGION 2 CHAMPIONSHIPS

Rookie Hunt Seat Equitation

(All Rookie Classes)

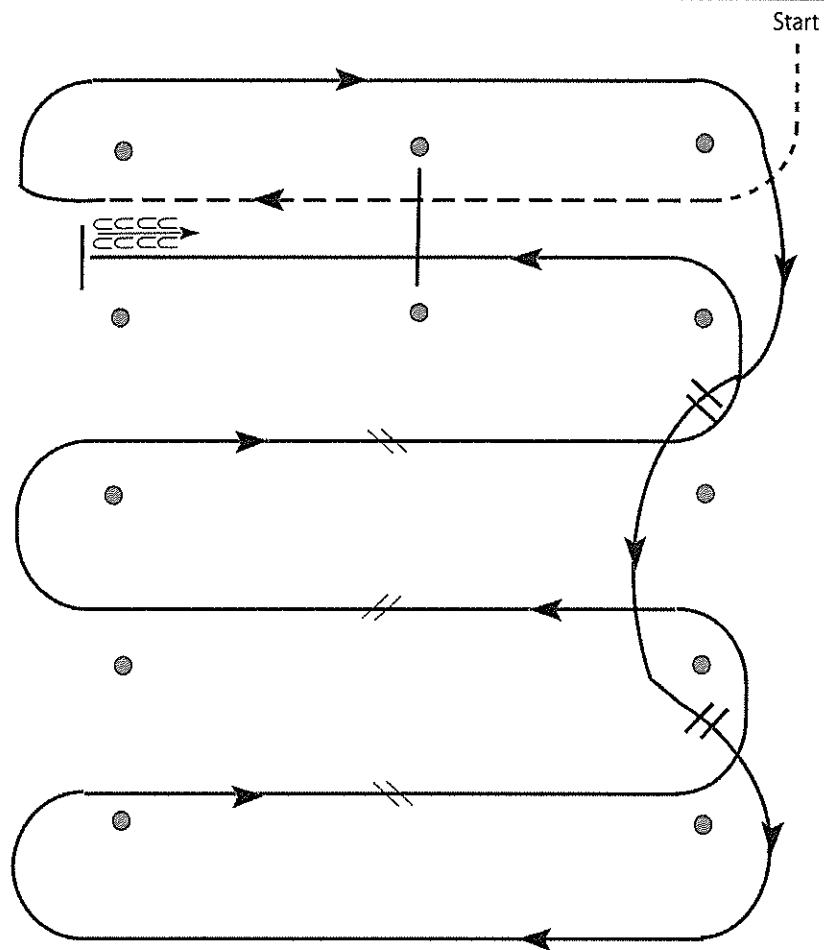


1. Forward walk, right diagonal, change to left diagonal at center
2. Canter right lead
3. Change leads (simple or flying)
4. Canter left lead around the end of the arena
5. Right diagonal around corner
6. Sitting trot, halt, back
7. Exit at the walk or trot

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.

AQHA REGION 2 CHAMPIONSHIPS

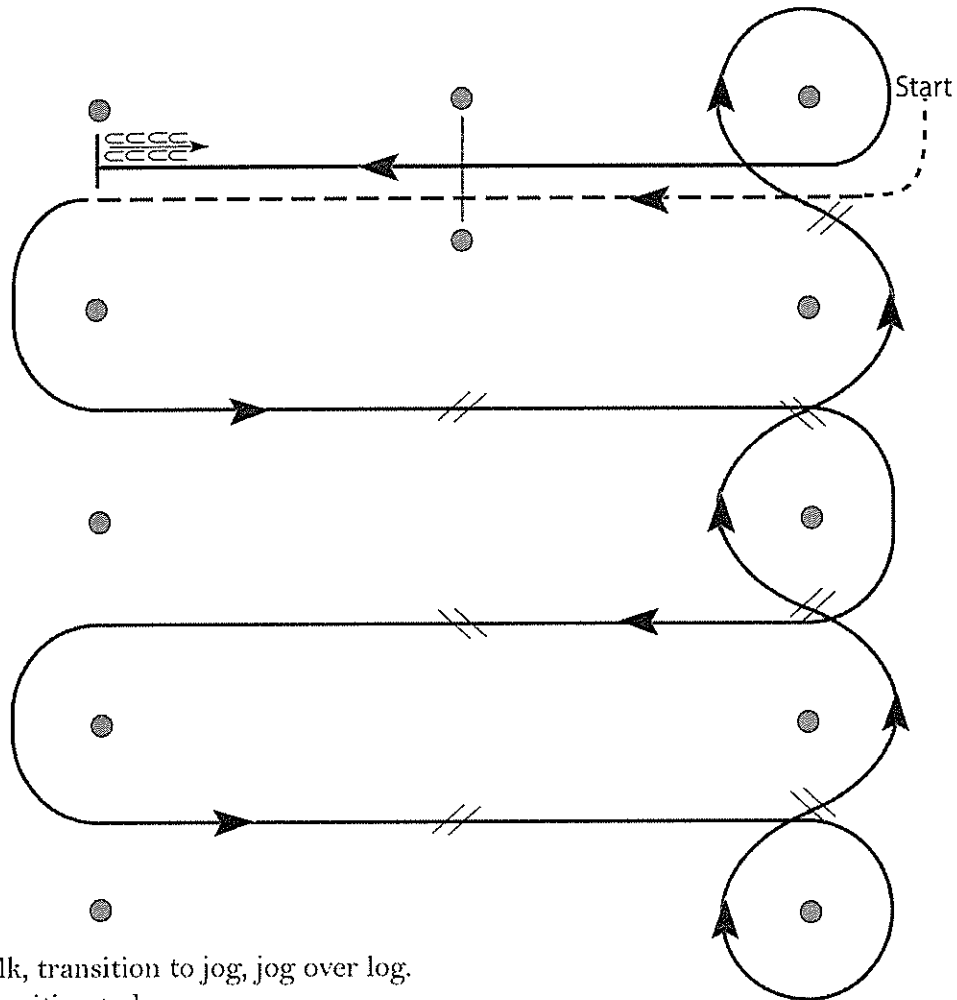
Western Riding (LEVEL 1 CLASSES)



1. Walk, transition to jog, jog over log.
2. Transition to right lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena.
5. First crossing change.
6. Second crossing change.
7. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

AQHA REGION 2 CHAMPIONSHIPS

Western Riding (YTH / AMT / SELECT / OPEN)

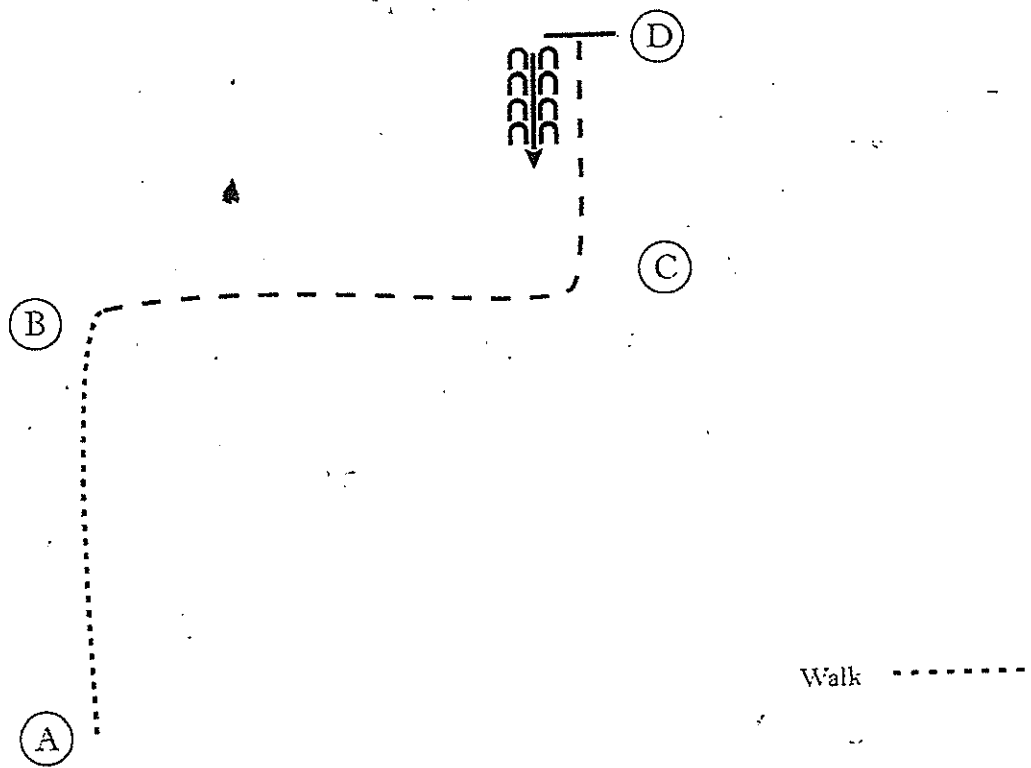


1. Walk, transition to jog, jog over log.
2. Transition to lope.
3. First crossing change.
4. Second crossing change.
5. Third crossing change.
6. Circle and first line change.
7. Second line change.
8. Third line change.
9. Fourth line change and circle.
10. Lope log.
11. Lope, stop and back.

Region 2

Horsemanship Walk Trot - Small Fry

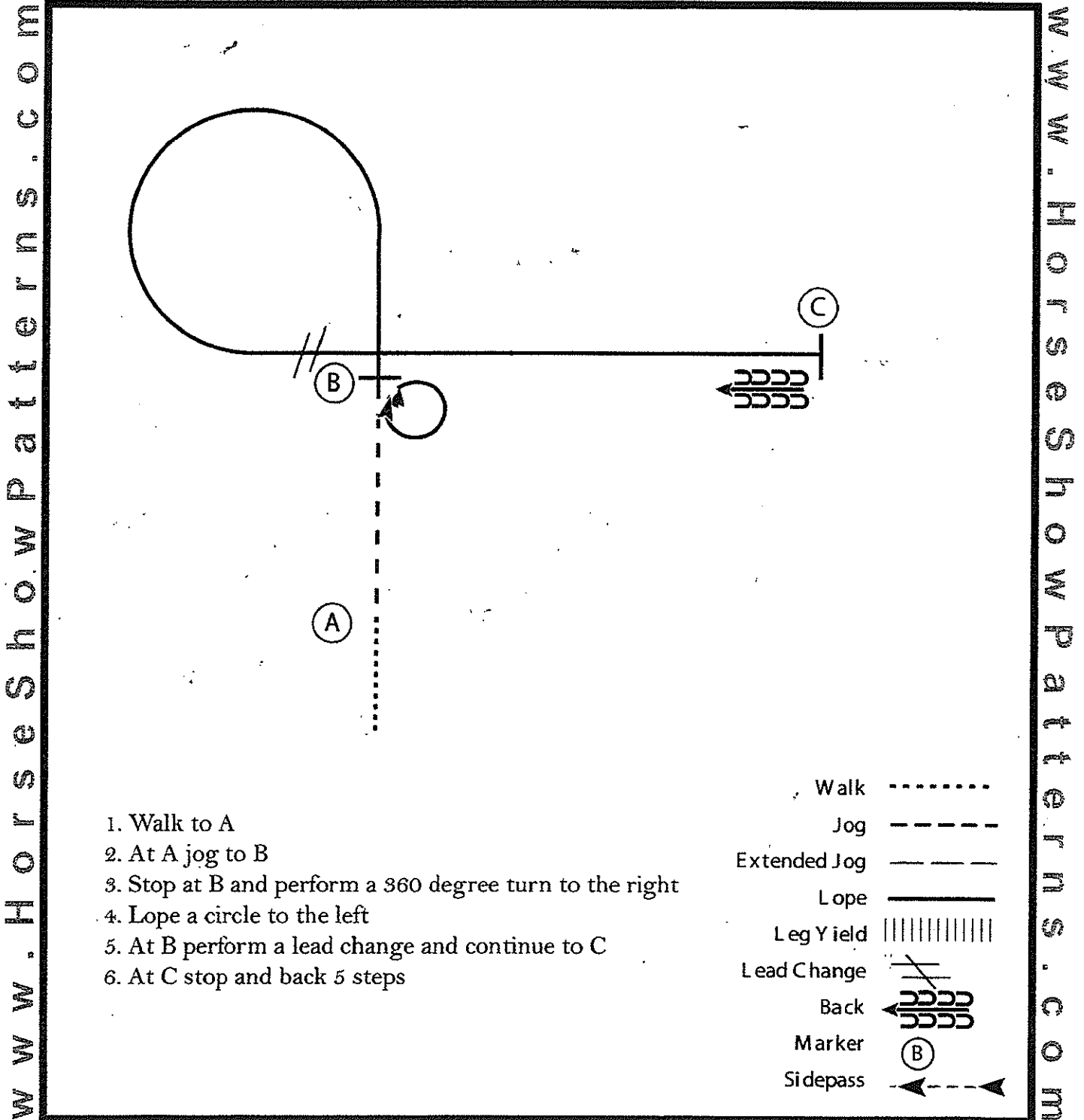
1. Walk A to B
2. At B jog to D
3. At D stop and back 4 steps.



Region 2

Horsemanship

Class – Rookie Youth/ L-1 Yth 13 under/ L-1 Youth 14-18/ Rookie Amt/L-1 Amt



1. Walk to A
2. At A jog to B
3. Stop at B and perform a 360 degree turn to the right
4. Lope a circle to the left
5. At B perform a lead change and continue to C
6. At C stop and back 5 steps

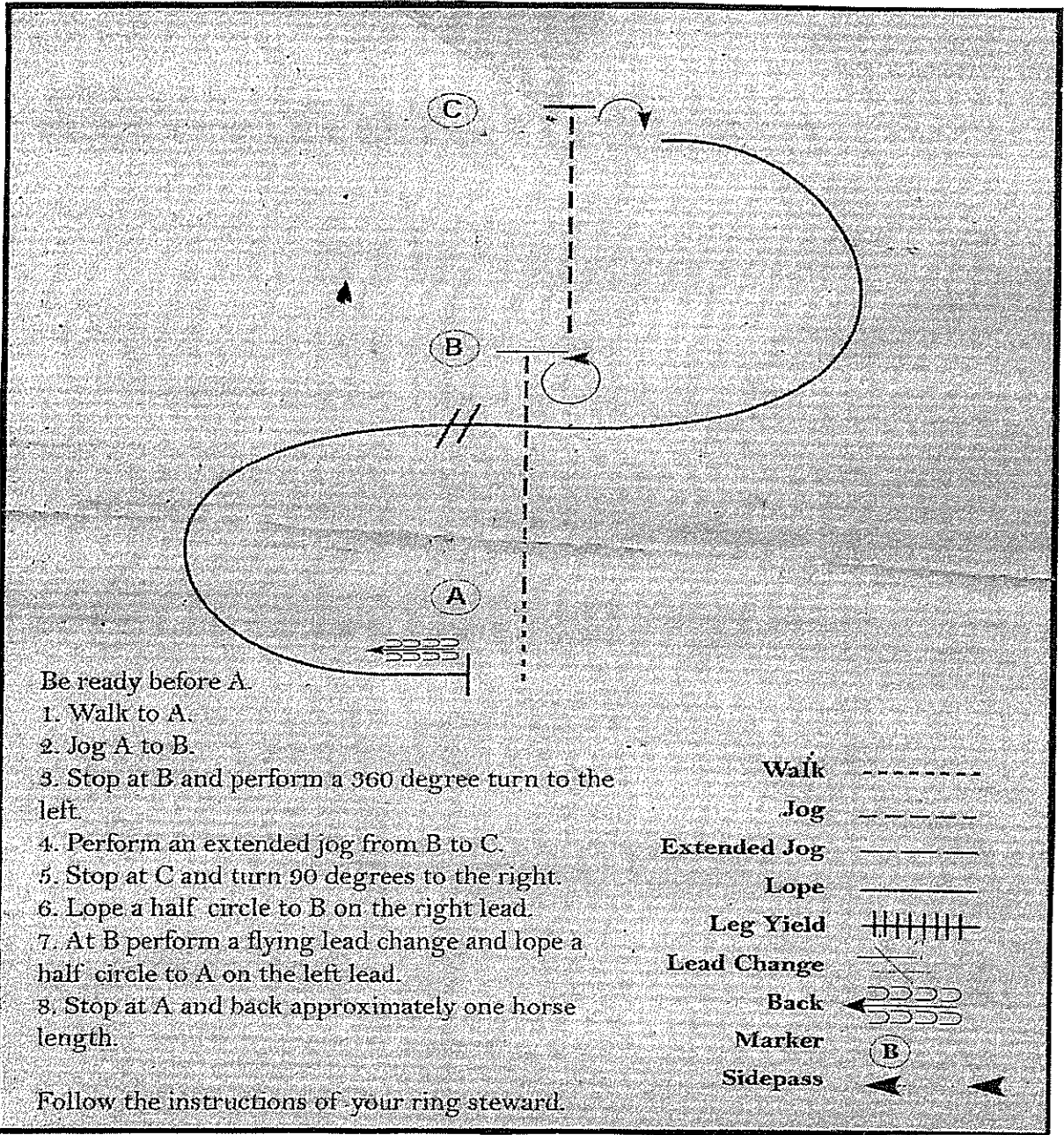
Walk
Jog	-----
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	Ⓚ
Sidepass	→ - - - - ←

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AQHA REGION 2

Horsemanship -- (Amateur / Amt Select / Youth)



Be ready before A.

1. Walk to A.
2. Jog A to B.
3. Stop at B and perform a 360 degree turn to the left.
4. Perform an extended jog from B to C.
5. Stop at C and turn 90 degrees to the right.
6. Lope a half circle to B on the right lead.
7. At B perform a flying lead change and lope a half circle to A on the left lead.
8. Stop at A and back approximately one horse length.

Follow the instructions of your ring steward.

- Walk -----
- Jog - - - - -
- Extended Jog - - - - -
- Lope _____
- Leg Yield |||||
- Lead Change /
- Back ← ← ← ← ←
- Marker (B)
- Sidepass ← ←