

2026

REGION 7 SHOW

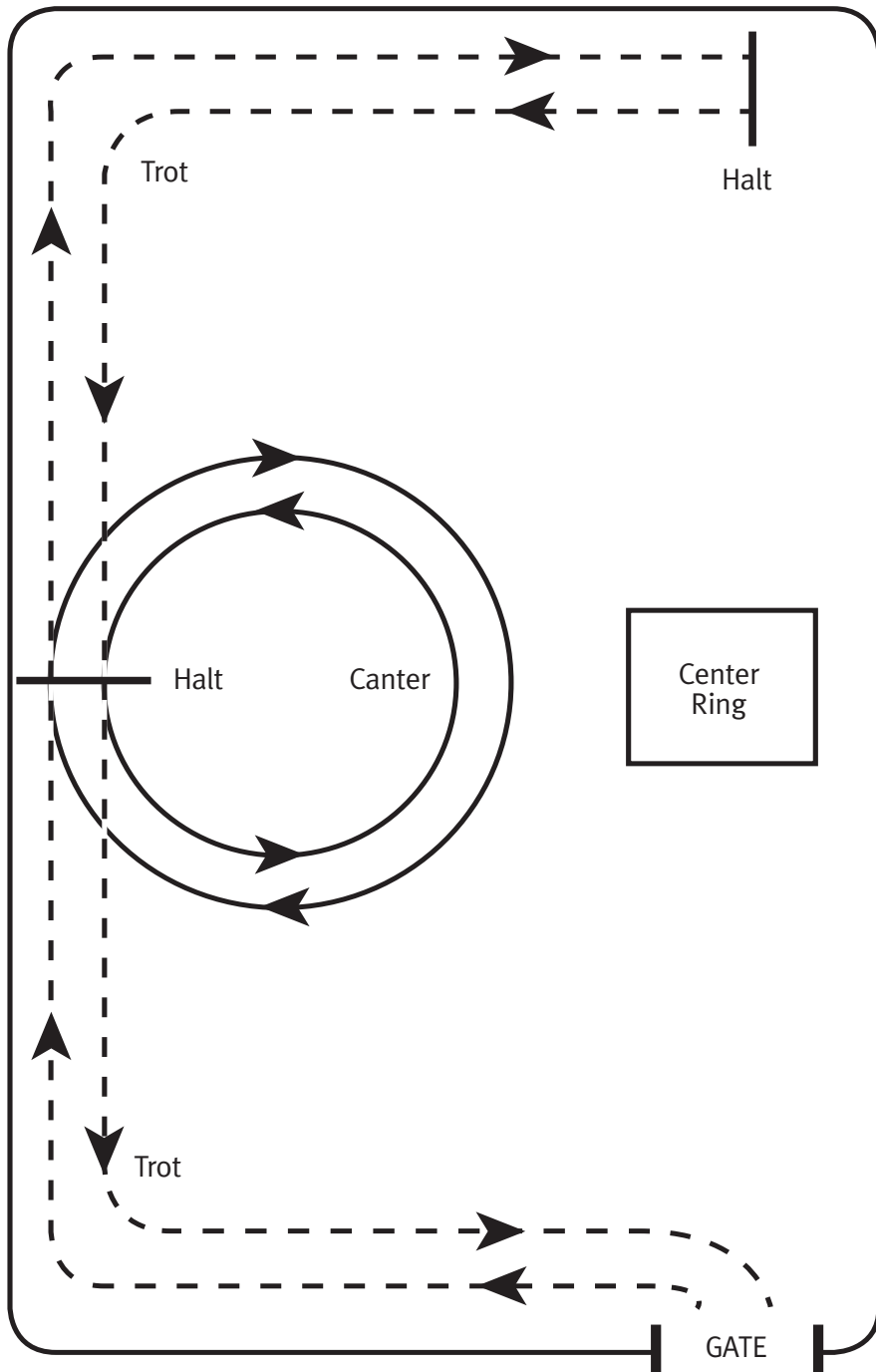
EQUIDOME  
PATTERNS

# REGION 7 SHOW

885 Region 7 A/HA/AA Saddle Seat Eq JTR 14 & Under Ch  
Call Judge - Duell

## Saddle Seat

LEVEL 1 • PATTERN B • Tests 3,10



Enter the arena to the left at a trot on the correct diagonal. Continue to the center of the straightaway. Halt.

Canter one circle to the right on the correct lead. Halt.

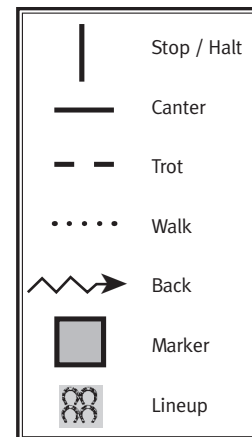
Trot on correct diagonal to the far end of the arena. Halt.

Reverse direction.

Trot on the correct diagonal to the center of the straightaway. Halt.

Canter one circle to the left on the correct lead. Halt.

Exit at a trot on correct diagonal.



*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.*

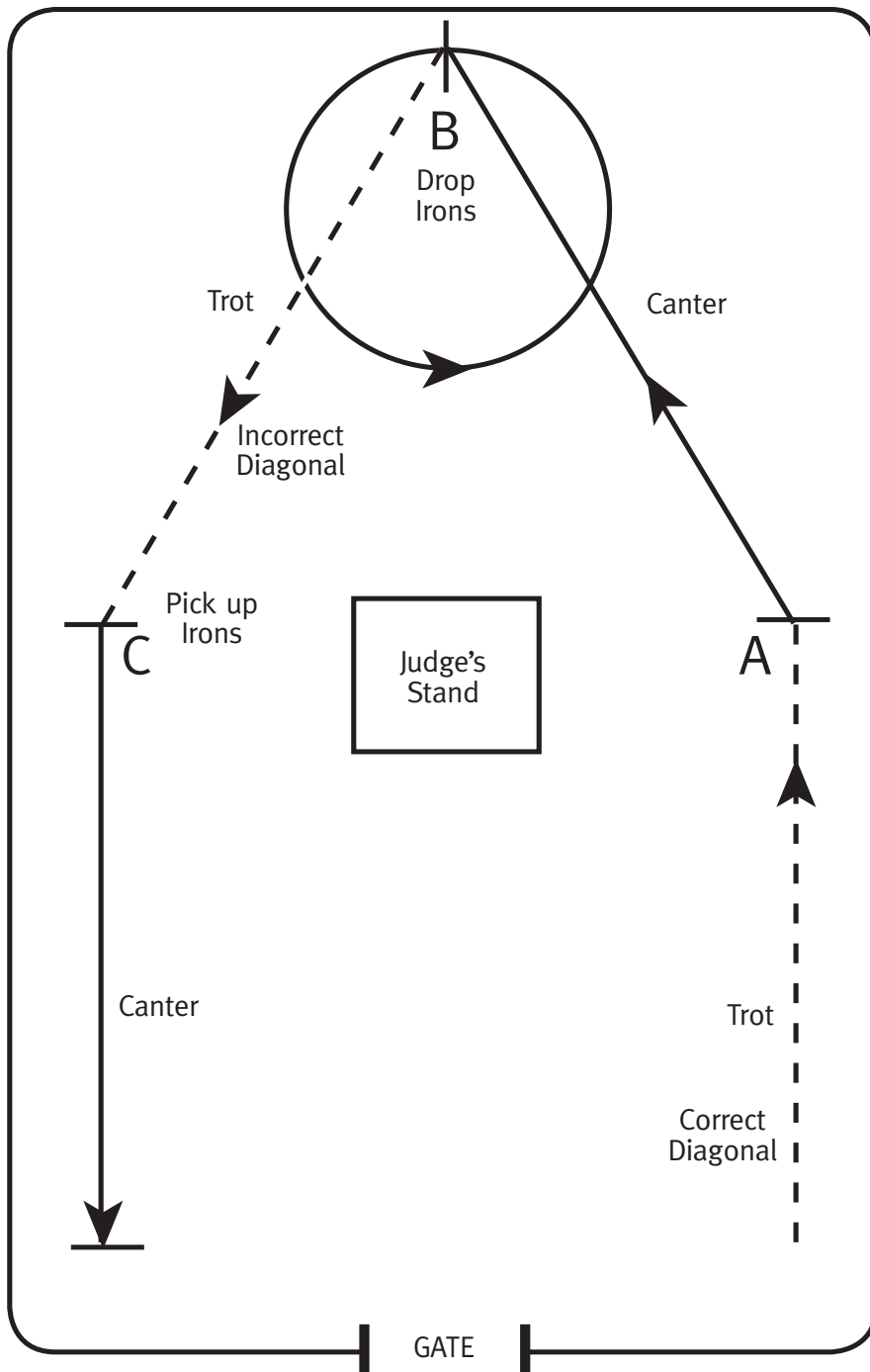
# REGION 7 SHOW

887 Region 7 A/HA/AA Saddle Seat Eq JTR 15-18 Champ

Call Judge - Humphrey

# Saddle Seat

LEVEL 3 • PATTERN RR • Tests 3,10,13,14



Trot to the midpoint of the rail to your right on the correct diagonal (A). Halt.

Turn to the left, facing the middle of the end of the arena.

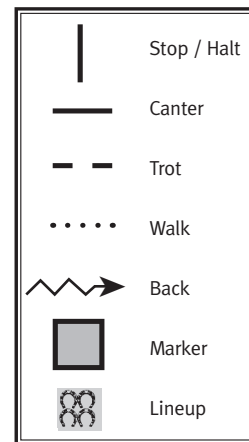
Canter on your incorrect lead to B. Halt.

Canter a circle to the left on the correct lead.

Turn to the left, facing the midpoint of the opposite side of the arena (C). Drop your irons. Trot a straight line on your incorrect diagonal to that point. Halt.

Pick up your irons. Canter on the correct lead to the end of the straight-away. Halt.

Exit at the trot.



*This pattern may only be used for*

- 14 - 18
- 18 & Under

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

- 13 & Under
- 19 & Over

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

# REGION 7 SHOW

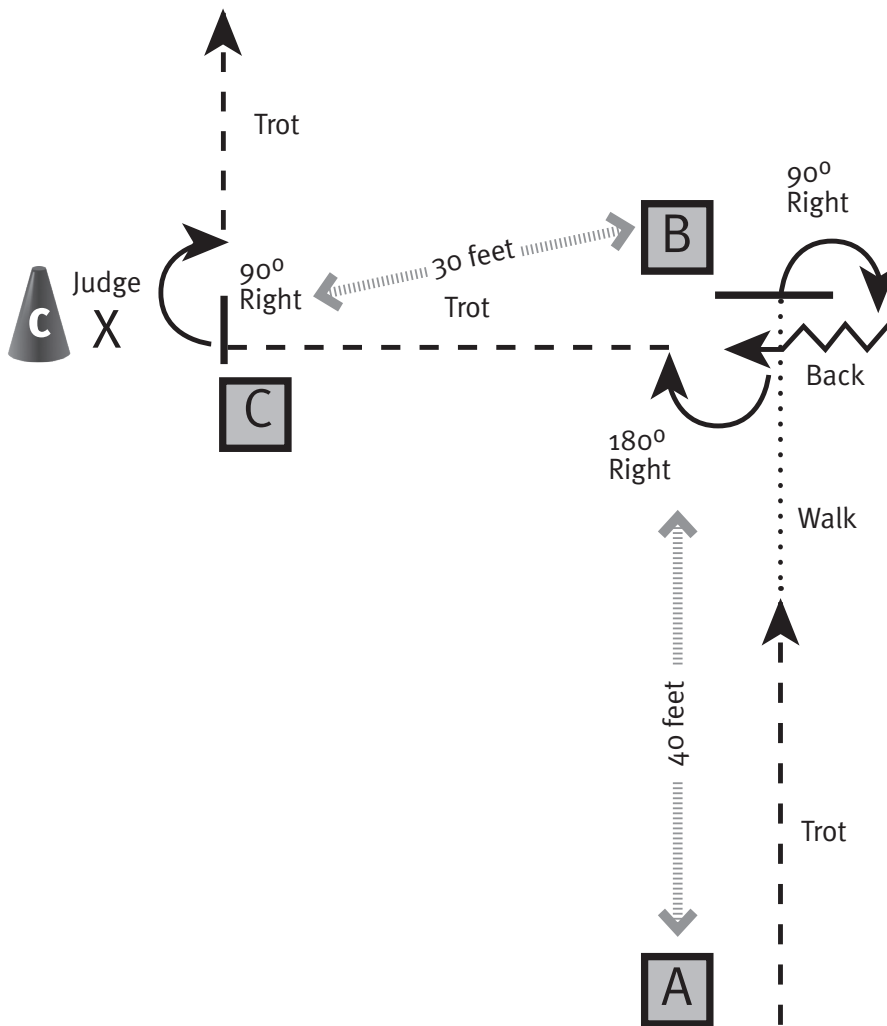
## 896 Region 7 A/HA/AA Showmanship AATH Ch - Duell Call Judge Duell

- ☐ **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 P

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



1. Be ready at marker A. Trot from marker A halfway to marker B, break to a walk and walk to marker B
2. Stop and execute a 90-degree turn
3. Back four steps
4. Execute a 180-degree turn
5. Trot to marker C and halt
6. Set up for inspection
7. Presentation of horse
8. When dismissed, execute a 90-degree turn and trot

Return to lineup at a trot or exit arena as directed

	Stop / Halt
—	Canter
- -	Trot
••••	Walk
⚡	Back
■	Marker
⊞	Lineup

# REGION 7 SHOW

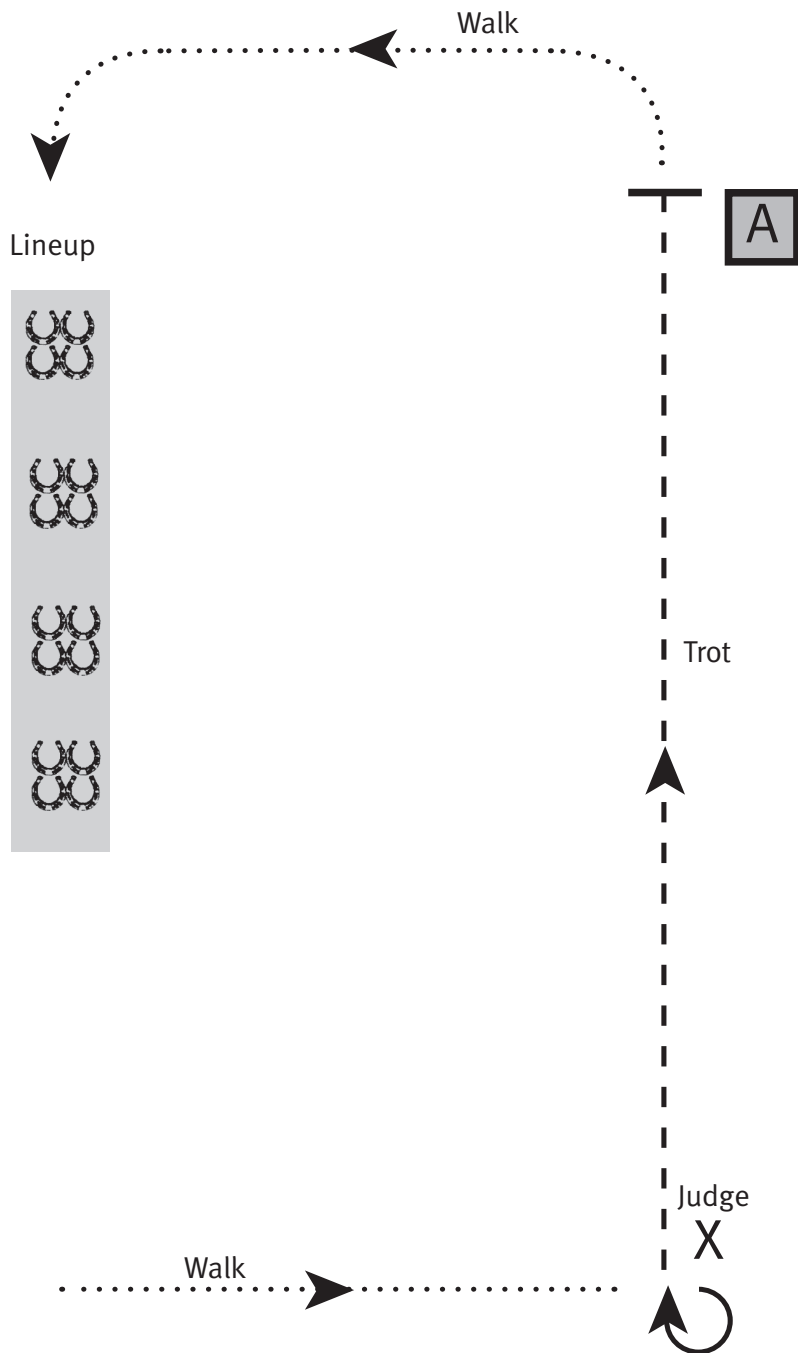
897 Region 7 A/HA/AA Showmanship W/T JTH 10 & U Ch -  
Call Judge Wilson

## Showmanship

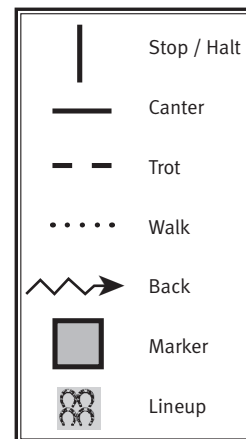
### LEVEL 1 • PATTERN A

*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.



1. Walk to judge, halt
2. Set up for inspection
3. Presentation of horse
4. When excused, execute a 270-degree turn
5. Trot a straight line as drawn
6. Stop at marker A
7. Walk back to lineup or either at a walk as directed by ringmaster



# REGION 7 SHOW

898 Region 7 A/HA/AA Showmanship JTH 18 & Under Ch  
Call Judge Humphrey

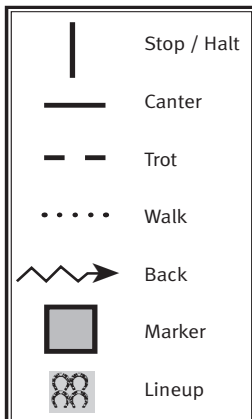
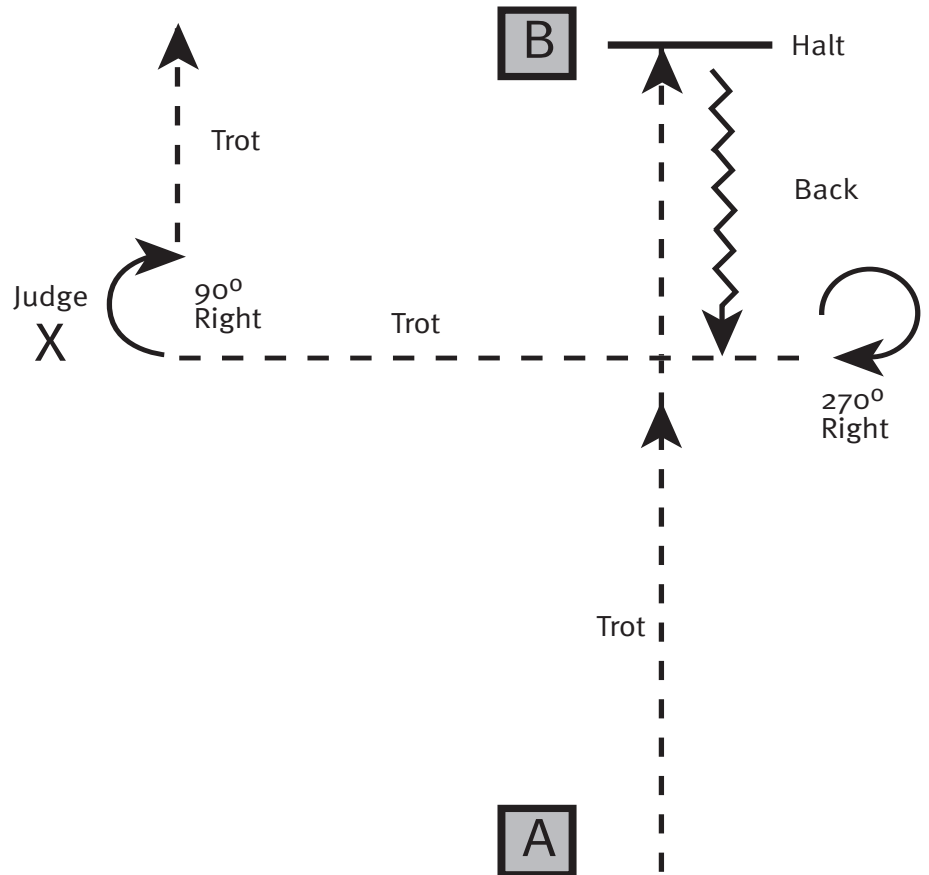
## Showmanship

### LEVEL 2 • PATTERN L

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

1. Be ready at marker A. Trot from marker A to marker B, halt
2. Back 1/2 way to marker A, halt
3. Execute a 270-degree turn
4. Trot to judge, halt
5. Set up for inspection
6. Presentation of horse
7. When dismissed perform a 90-degree turn
8. Trot away and return to lineup at a trot 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.



# REGION 7 SHOW

898A Region 7 A/HA/AA Showmanship JTH Select Ch  
 898B Region 7 A/HA/AA Showmanship AATH Select Ch  
 Call Judge Duell

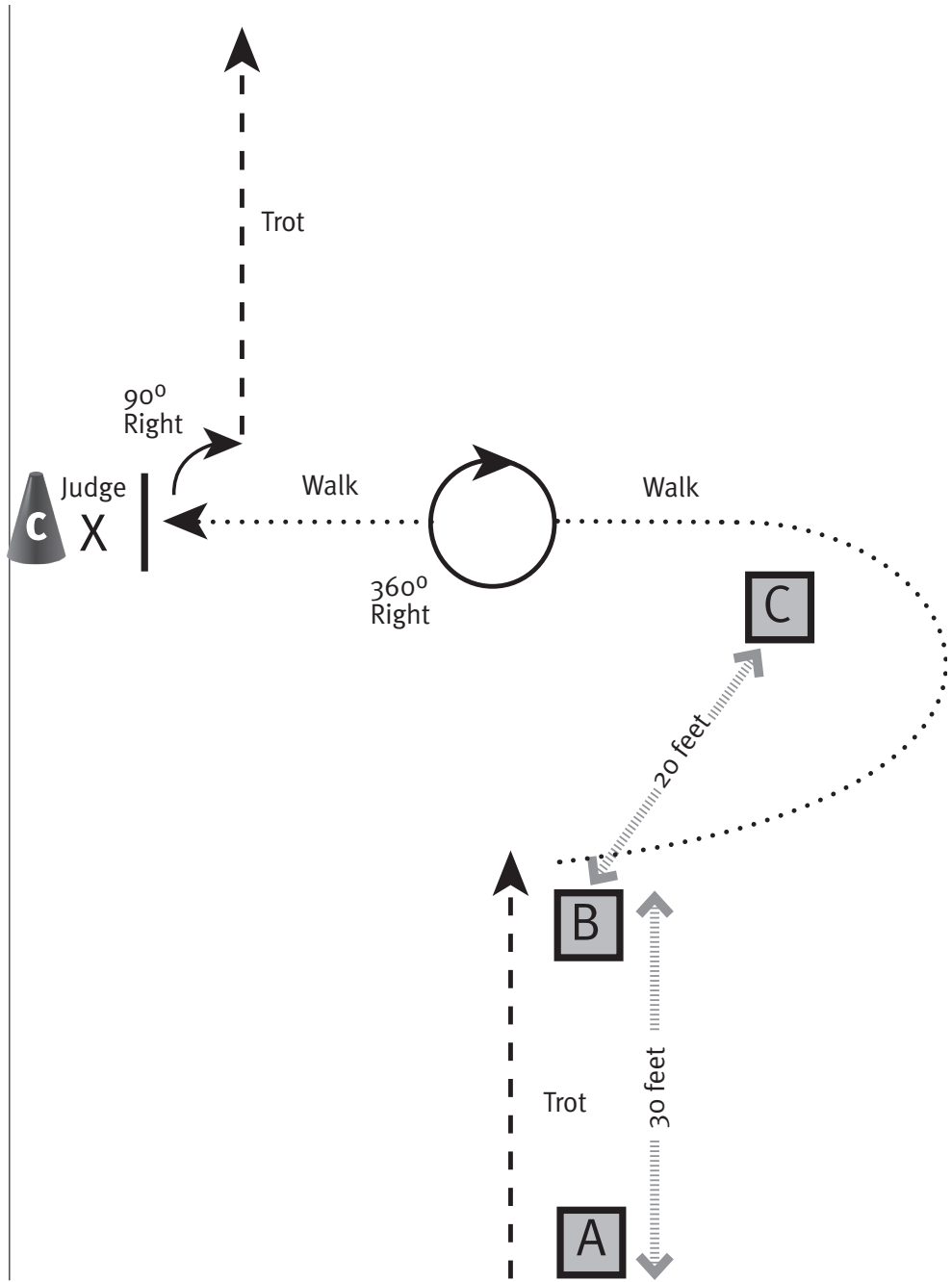
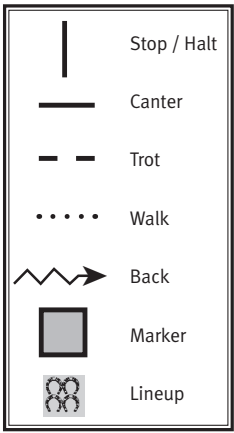
## Showmanship

### LEVEL 1 • PATTERN D

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

1. Be ready at marker A, trot to marker B
2. Walk from marker B, around marker C and walk 1/2 way to judge
3. Halt, execute a 360-degree turn
4. Walk to judge and set up for inspection
5. Presentation of horse
6. When dismissed, execute a 90-degree turn
7. Trot away 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.



# REGION 7 SHOW

900 Region 7 A/HA/AA Hunter Seat Eq NTJ JTR 18 & Under Ch  
Call Judge Wilson

## Hunter/Jumping Seat LEVEL 1 • PATTERN H

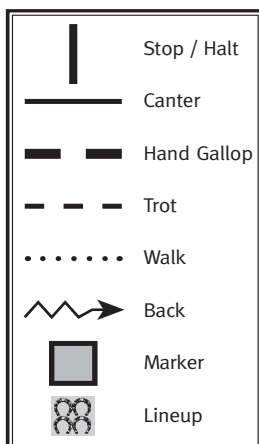
Walk to the starting point.

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.

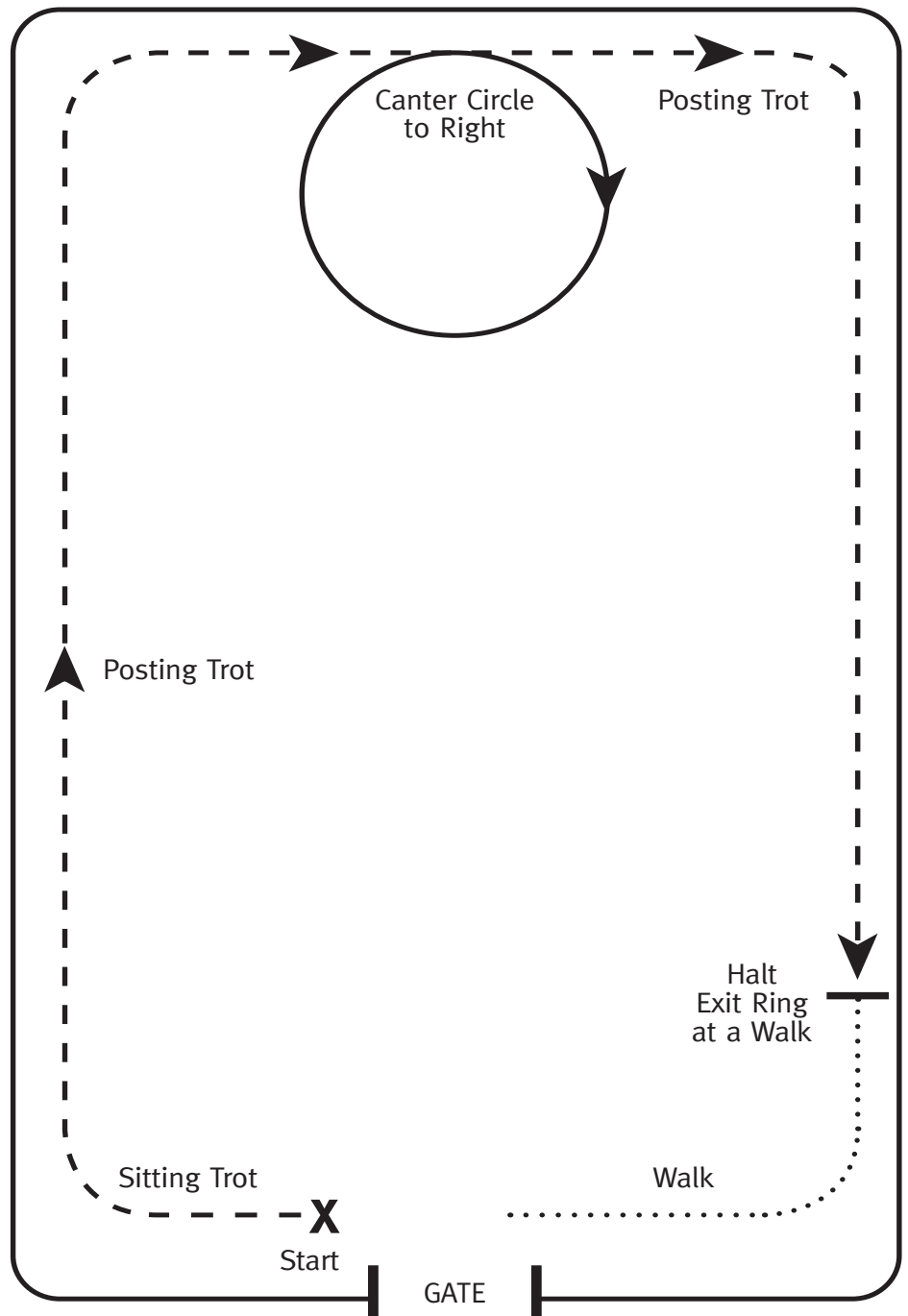
At the end of the straightaway halt.

Return to lineup or exit at a walk.



*This pattern is appropriate for all ages.*

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





2026

REGION 7 SHOW

WORKING  
WESTERN  
PATTERNS

## REGION 7 SHOW

- 721 Region 7 Arabian Reining Horse JTR 18 & Under Ch
- 722 Region 7 HA/AA Reining Horse JTR 18 & Under Ch
- 723 Region 7 Arabian Reining Junior Horse Champ \$
- 724 Region 7 HA/AA Reining Junior Horse Champ \$

Judge Melendez — Pattern 8

### Pattern 8

Horses may walk or jog to the center of arena. (To assist with show schedule, show management may require that horses be jogged to center. Show management is responsible for fixing this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the wall or fence.

Complete four spins to the left. Hesitate.

Complete four spins to the right. Hesitate.

Beginning on the right lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

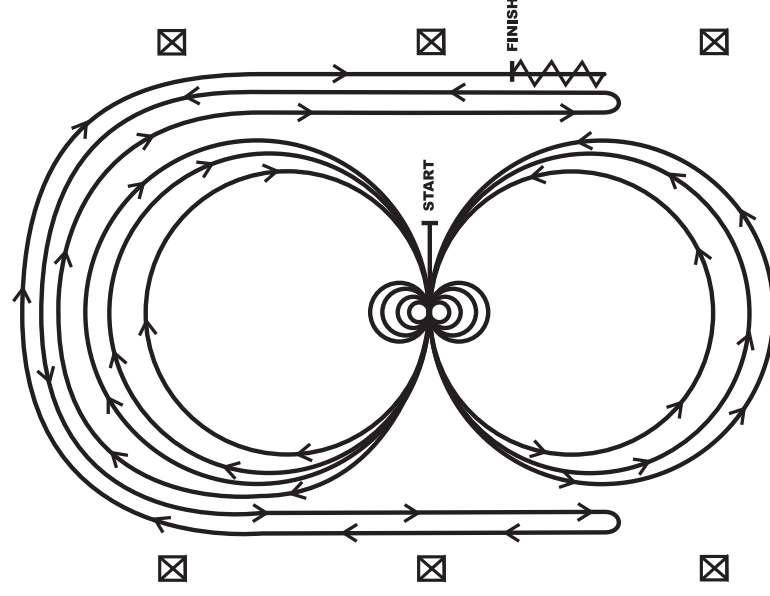
Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.

Begin a large circle to the right but do not close this circle. Then straight down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.

Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.

Continue back around the previous circle but do not close this circle. Run 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern 8



## REGION 7 SHOW

725 Region 7 Arabian Reining Horse AAO TR Champ \$

726 Region 7 HA/AA Reining Horse AAO TR Champ \$

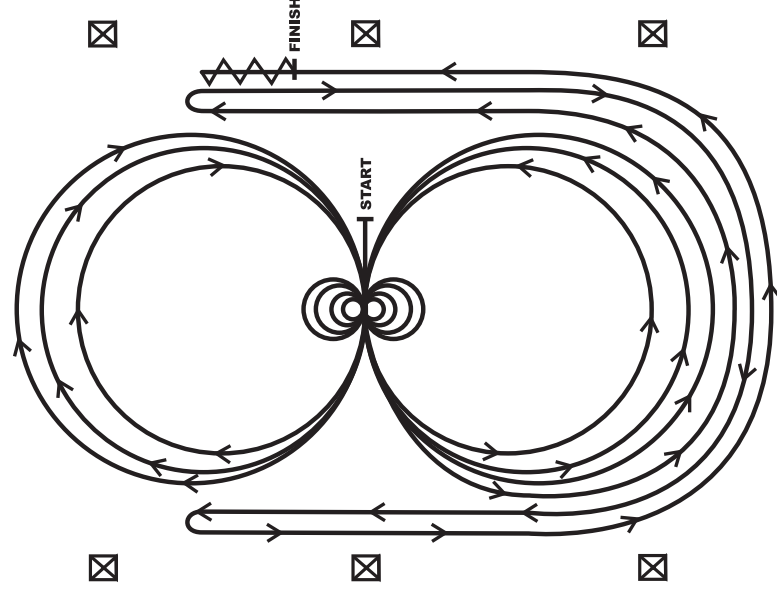
Judge Melendez — Pattern 6

### Pattern 6

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

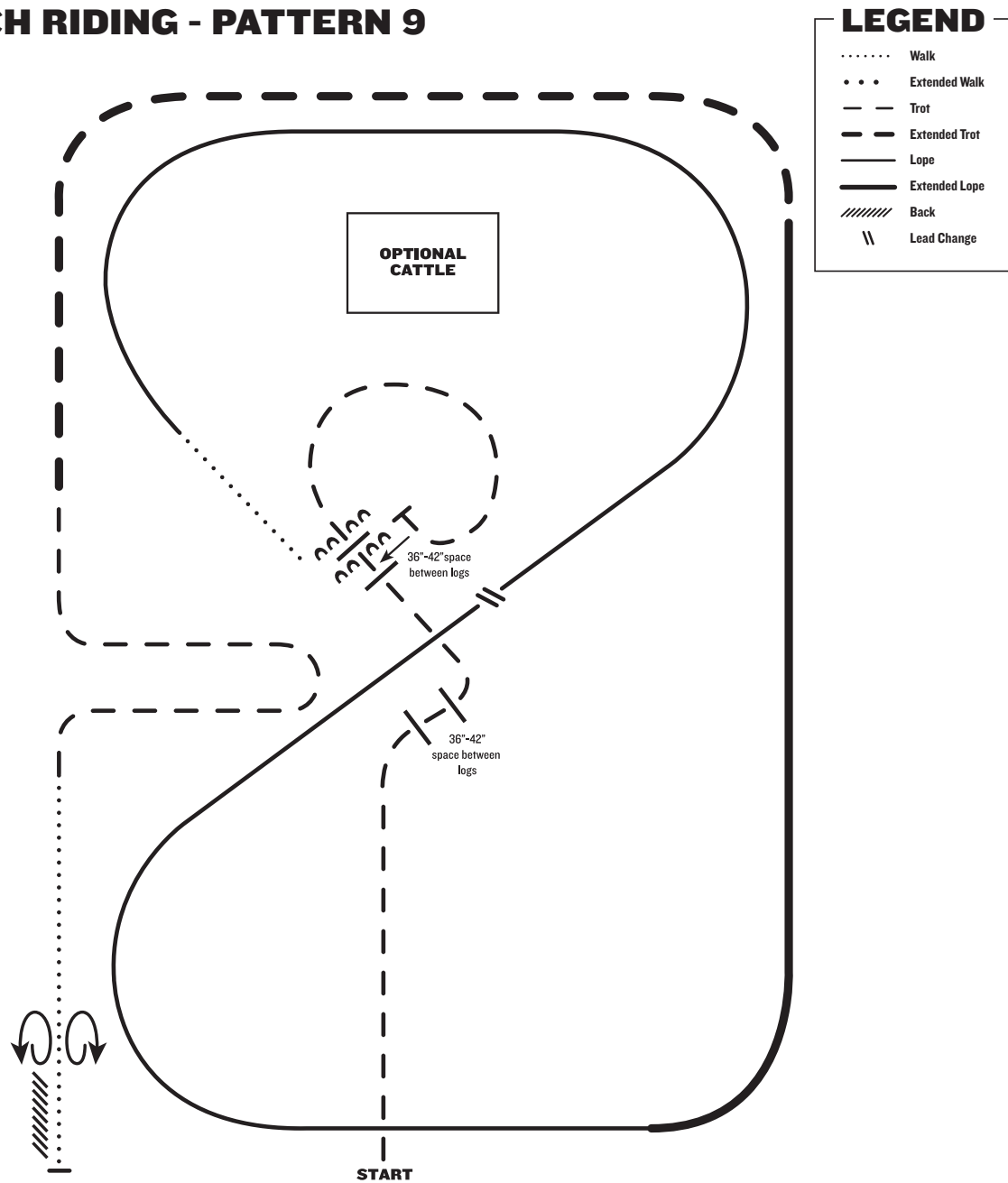
Pattern 6



# REGION 7 SHOW

759 Region 7 Arabian Ranch Horse Riding Champ  
 760 Region 7 HA/AA Ranch Horse Riding Champ  
 Judge Melendez —Pattern 9

## RANCH RIDING - PATTERN 9



1. Trot
2. Trot over two sets of logs
3. Trot circle, stop and side pass left over log
4. Walk
5. Lope right lead
6. Change leads (simple or flying)
7. Lope left lead
8. Extended lope left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 360° 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.

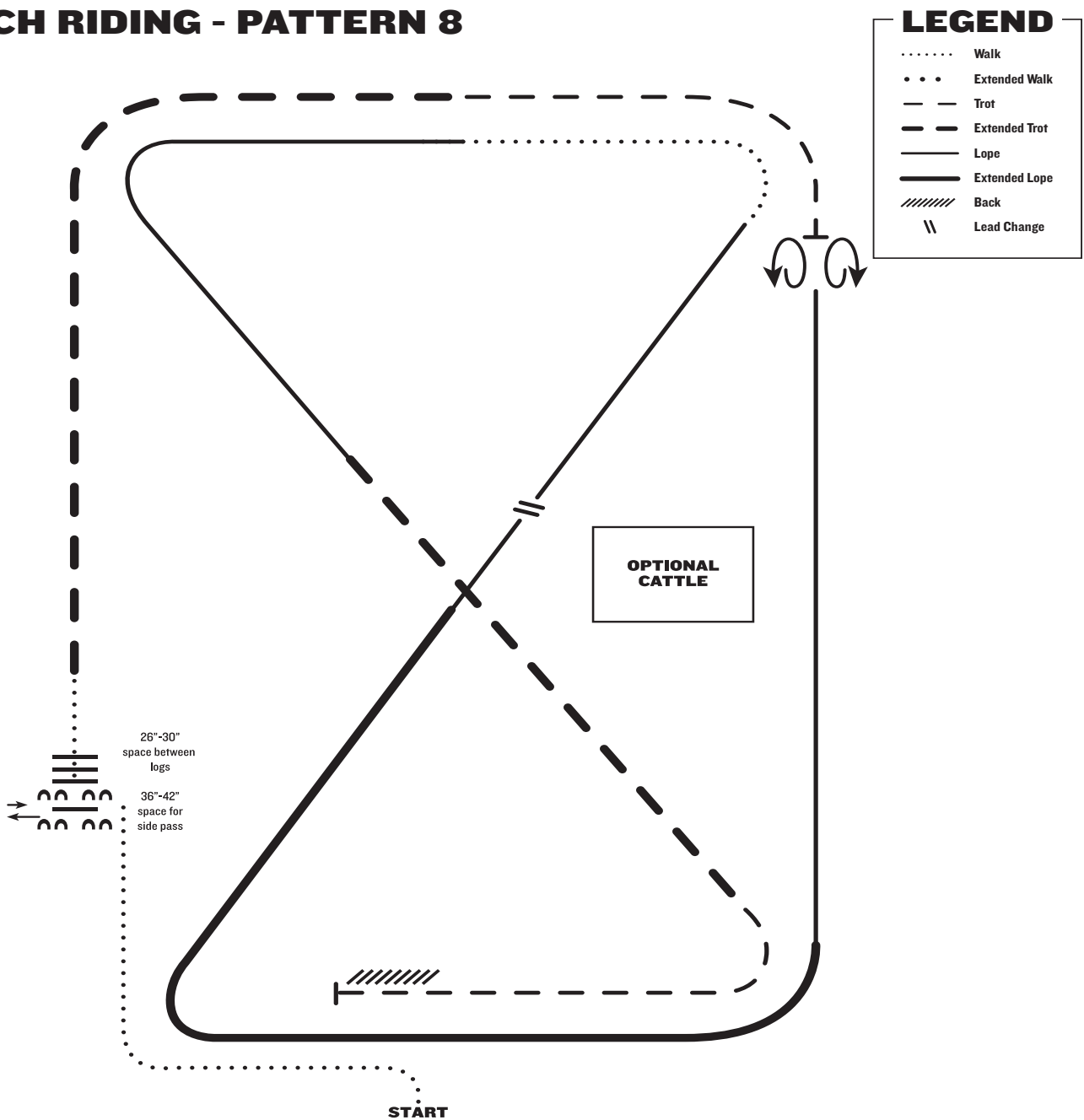
# REGION 7 SHOW

894 Region 7 Arabian Ranch Horse Riding Jr Horse Champ

895 Region 7 HA/AA Ranch Horse Riding Jr Horse Champ

Judge Melendez — Pattern 8

## 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.

# REGION 7 SHOW

963 Region 7 Arabian Reining Horse AATR Champ

964 Region 7 HA/AA Reining Horse AATR Champ

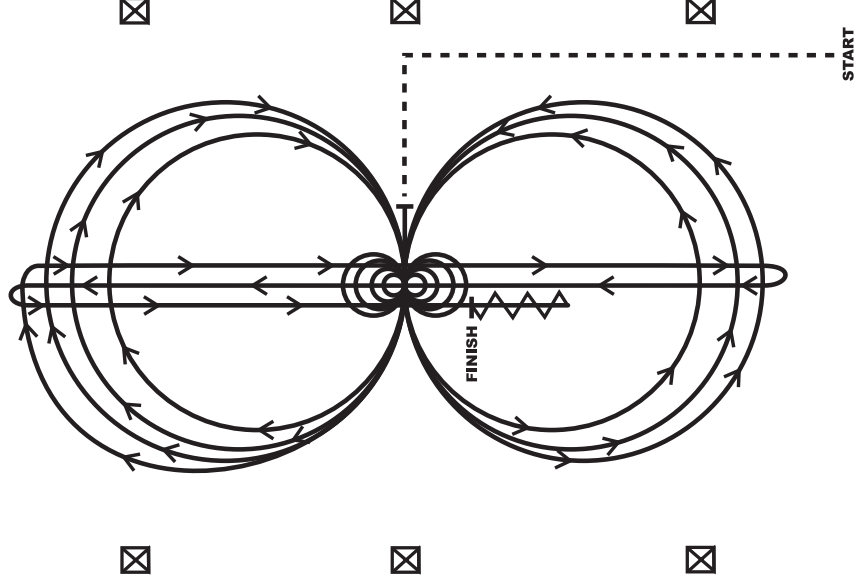
Judge Melendez — Pattern 11

## Pattern 11

Horses must jog to the center of the arena (see Judges Guide for maneuver description). Horses must walk or stop prior to starting the pattern. Beginning 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 circle 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 circle 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.
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 ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern 11



# REGION 7 SHOW

## 965 Region 7 A/HA/AA Short Stirrup Reining 10 & Under Champ

### Judge Melendez — Pattern A

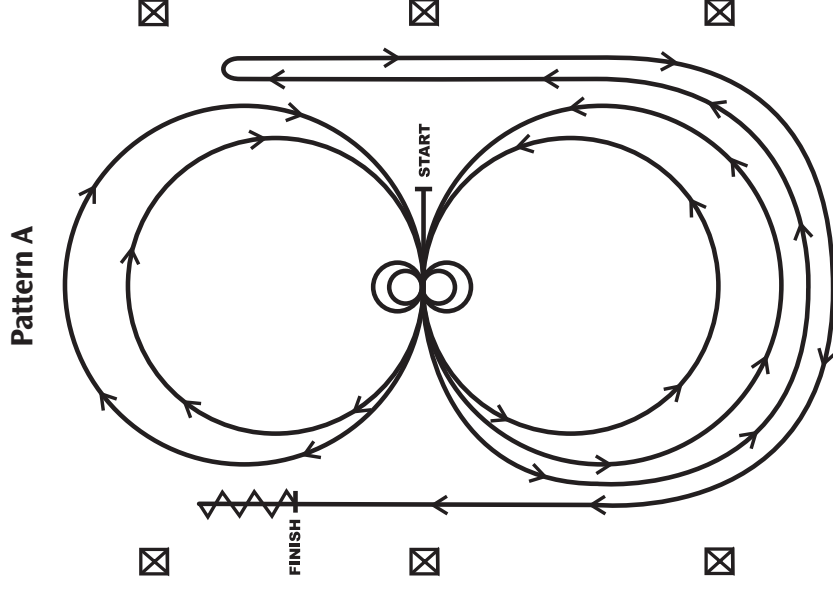
#### Pattern A

To be used for the Youth 10 & Under Short Stirrup and Para-Reining only.

Horses may walk or jog to the center of the arena. (To assist with the show schedule, show management may require that 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*.



## REGION 7 SHOW

991 Region 7 Arabian Reining Horse Non-Pro Rookie ATR Ch

992 Region 7 HA/AA Reining Horse Non-Pro Rookie ATR Ch

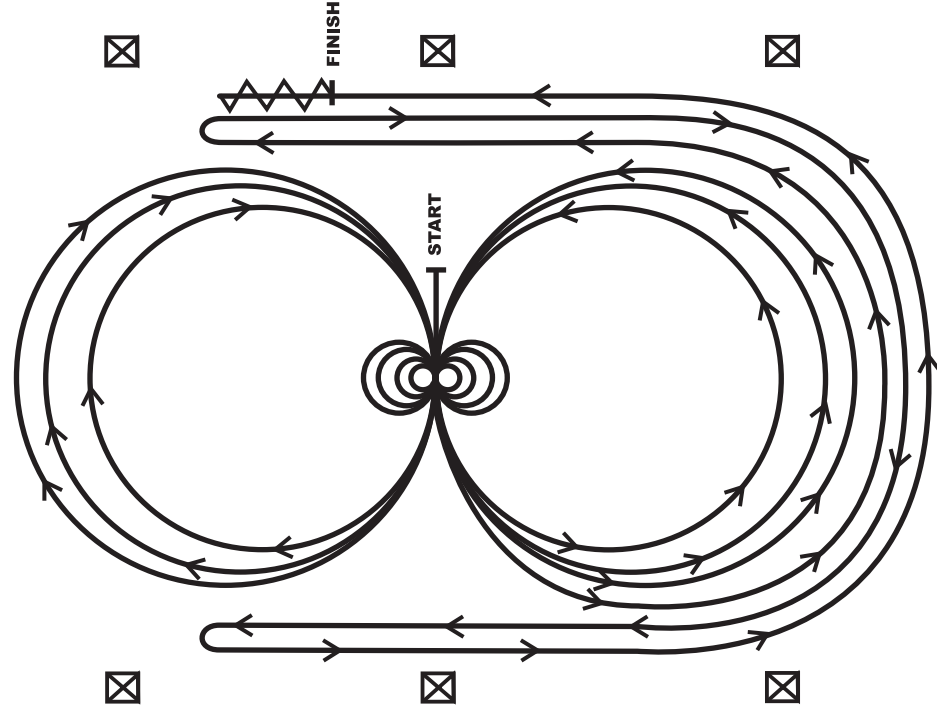
Judge Melendez — Pattern 15

### Pattern 15

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run straight down the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Pattern 15



# REGION 7 SHOW

966 Region 7 Arabian Ranch Horse Riding AATR Champ

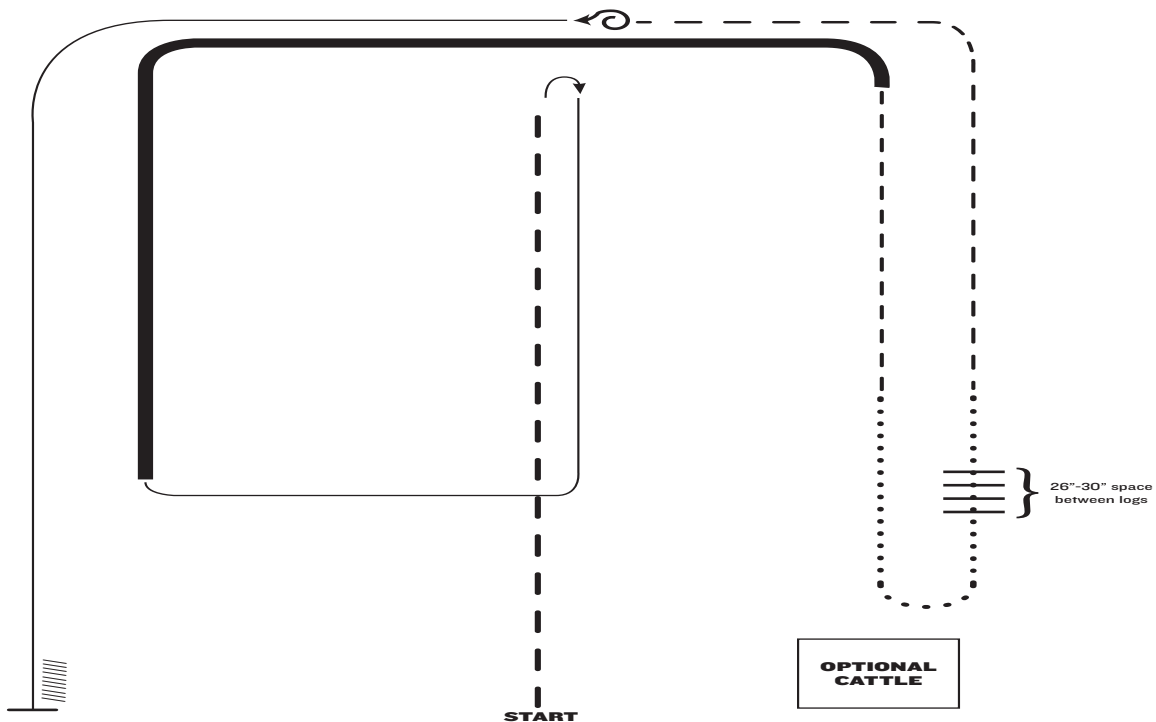
967 Region 7 HA/AA Ranch Horse Riding AATR Champ

968 Region 7 Arabian Ranch Horse Riding JTR 18 & Under Champ

969 Region 7 HA/AA Ranch Horse Riding JTR 18 & Under Champ

Judge Melendez — Pattern 15

## RANCH RIDING - PATTERN 15



1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. 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.

# REGION 7 SHOW

970 Region 7 A/HA/AA Ranch Horse Riding W/T 10 & Under Champ  
Judge Melendez — Pattern 2

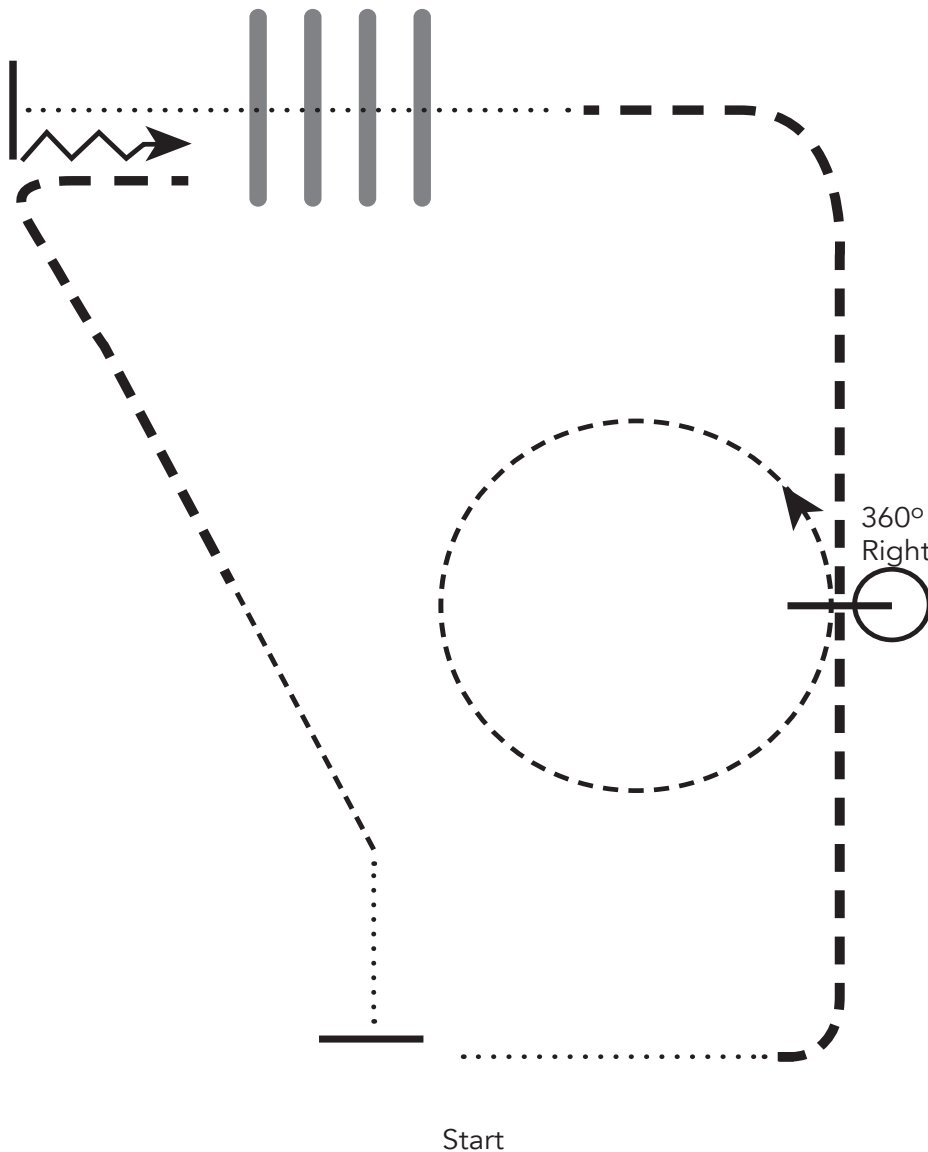
## RANCH RIDING WALK/TROT PATTERN

### PATTERN 2

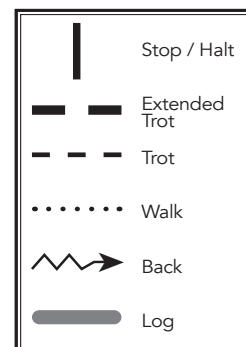
To be used for Walk/Trot 10 & Under and 11 & Over

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. Walk.
2. Extended trot.
3. Stop, and turn 360-degrees right.
4. Trot circle to left.
5. Extended trot.
6. Walk over poles.
7. Stop and back.
8. Extended trot.
9. Trot.
10. Walk.
11. Exit the arena at the walk.



# REGION 7 SHOW

987 Region 7 A/HA/AA West Horsemanship JTR 18 & Under Champ

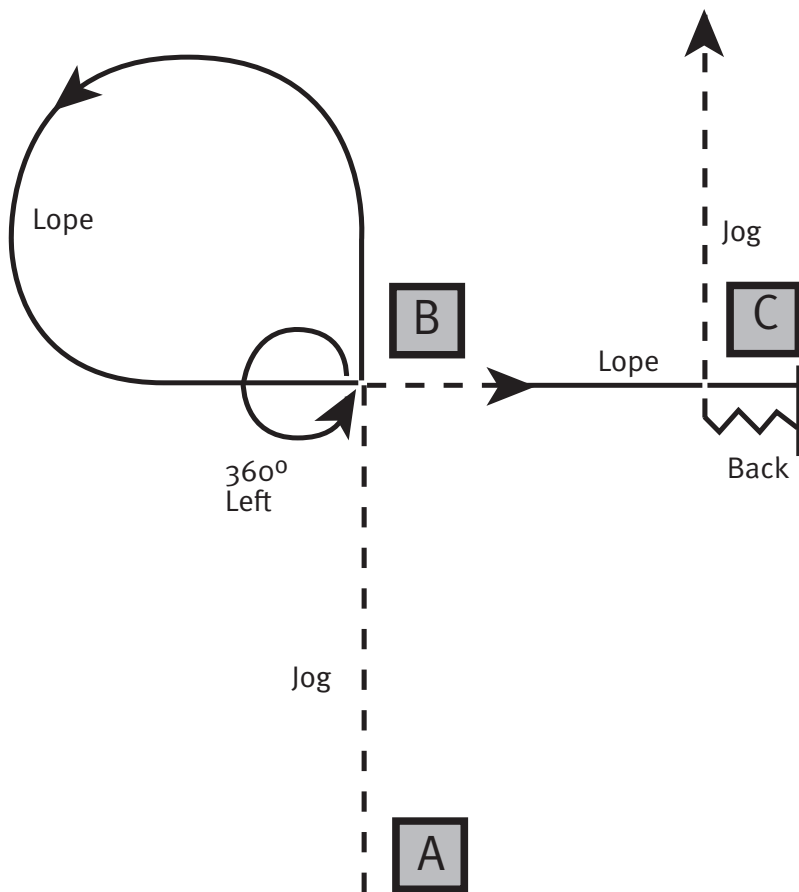
988 Region 7 A/HA/AA Western Horsemanship AATR Champ

Judge Melendez

# Western Horsemanship

## LEVEL 1 • PATTERN J

*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.

Jog to B.

Execute 360-degree turn on haunches to left.

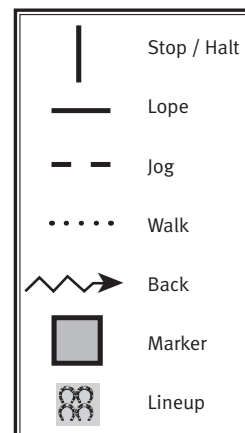
Lope left lead back to B.

Lead change.

Lope right lead to C and stop.

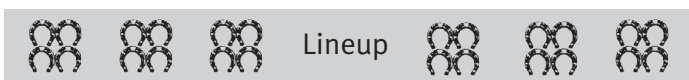
Back nine steps.

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



# REGION 7 SHOW

988A Region 7 A/HA/AA Western Horsemanship AATR Champ  
Judge Melendez

## Western Horsemanship

### LEVEL 1 • PATTERN D

*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.

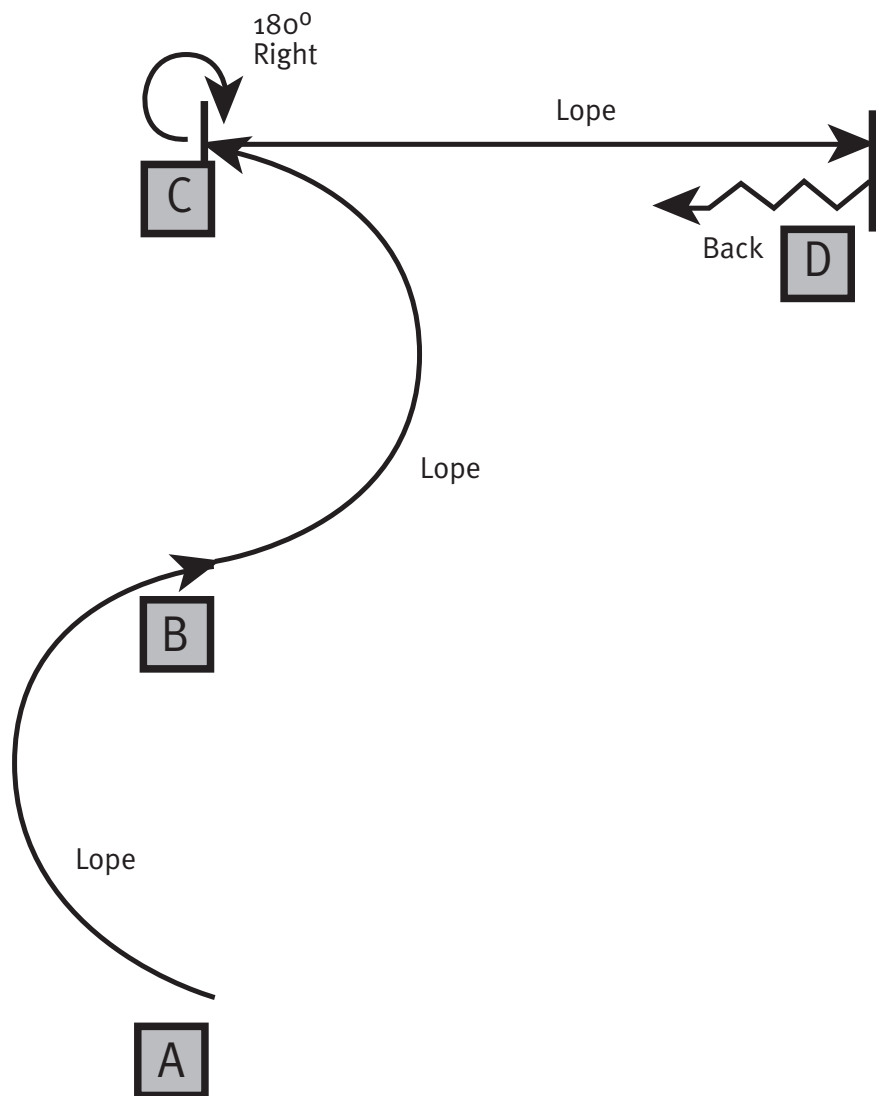
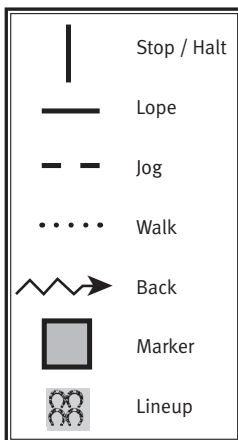
Lope a two loop serpentine beginning on the right lead showing one change of lead.

Stop at marker C turn 180-degrees on haunches to the right.

Lope on right lead to marker D.

Stop at marker D and back four steps.

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

# REGION 7 SHOW

989 Region 7 Arabian Reining Horse Champ

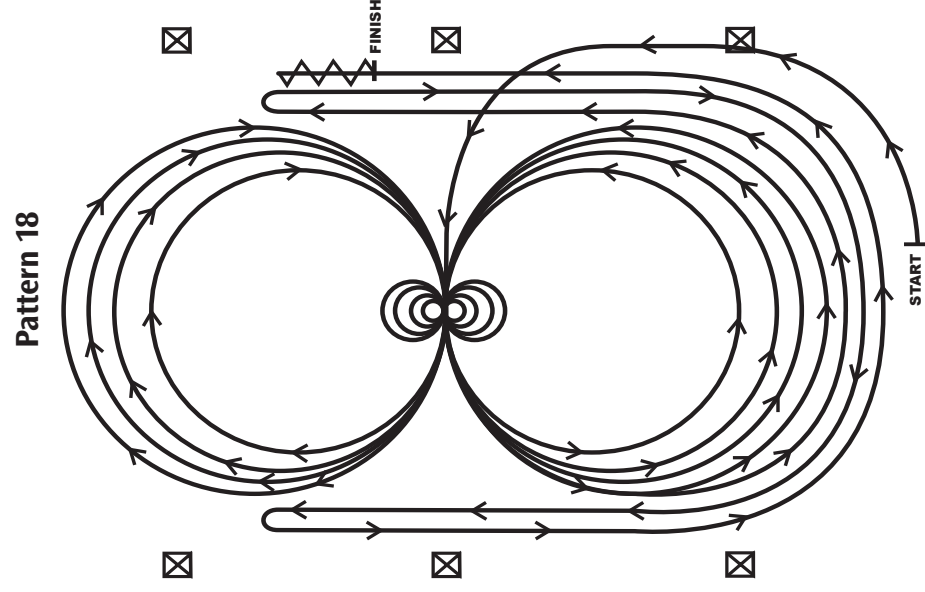
990 Region 7 HA/AA Reining Horse Champ

Judge Melendez — Pattern 18

## Pattern 18

Begin on the left lead. Continue to the center of the arena to begin the pattern facing toward the left wall or fence, without stopping or breaking gait.

1. Continue on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



# REGION 7 SHOW

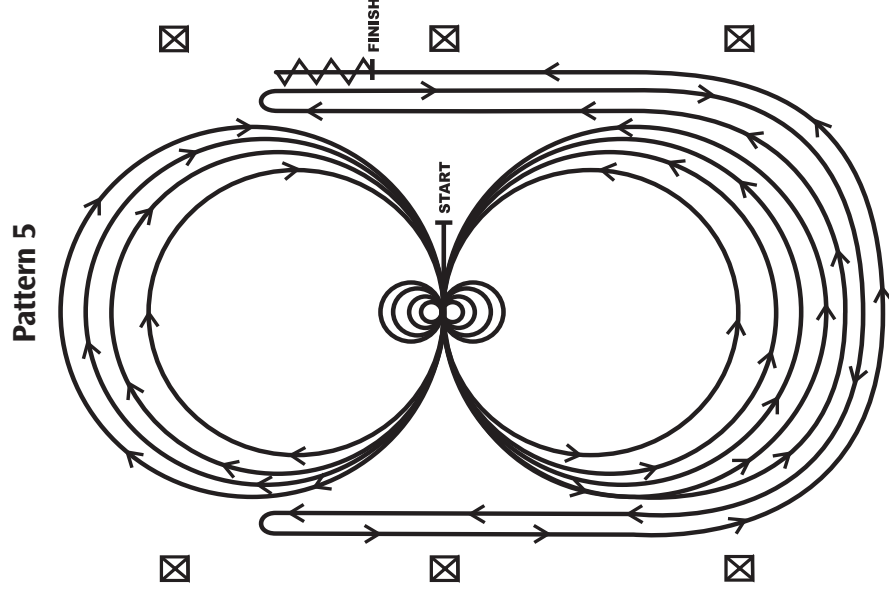
## 1019 Region 7 A/HA/AA Reining Seat Eq JTR 18 & Under Champ 1020 Region 7 A/HA/AA Reining Seat Eq AATR Champ

Judge Melendez — Pattern 5

### Pattern 5

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses 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 left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



# REGION 7 SHOW

1023 Region 7 Arabian Ranch Horse Riding Ch

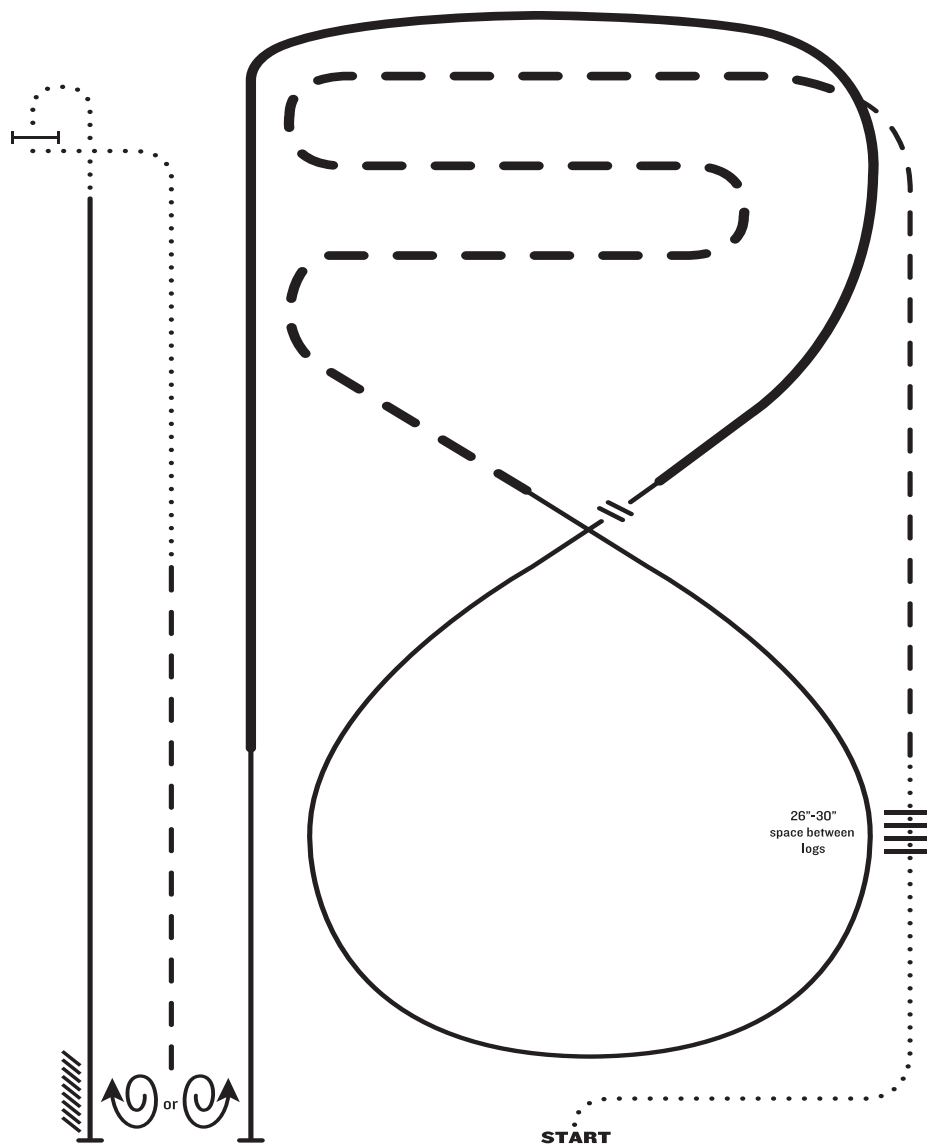
1025 Region 7 HA/AA Ranch Horse Riding Ch

Judge Melendez — Pattern 13

## RANCH RIDING - PATTERN 13

### LEGEND

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



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope left lead, collect lope
8. Stop, 1 1/2 turn either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. 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.