

2024

REGION 7 SHOW

EQUIDOME  
PATTERNS

# REGION 7 SHOW

825 - Region 7 Saddle Seat Eq JTR 14 & Under Champ  
Call Judge - Odom

## Saddle Seat

### PATTERN E • Tests 3,6,11

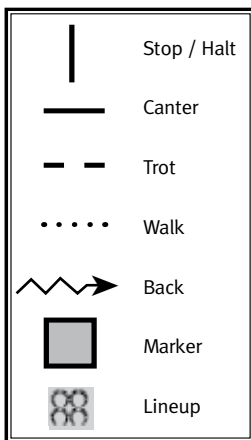
Enter the ring to the right at a trot.  
Trot down the rail showing one change of diagonal. Begin on the left/incorrect diagonal.

Halt at the end of the rail.

Canter on the left lead to the midpoint of the turn and continue cantering executing a two loop serpentine down the center line. Halt.

Trot to the rail on the left diagonal.  
Halt.

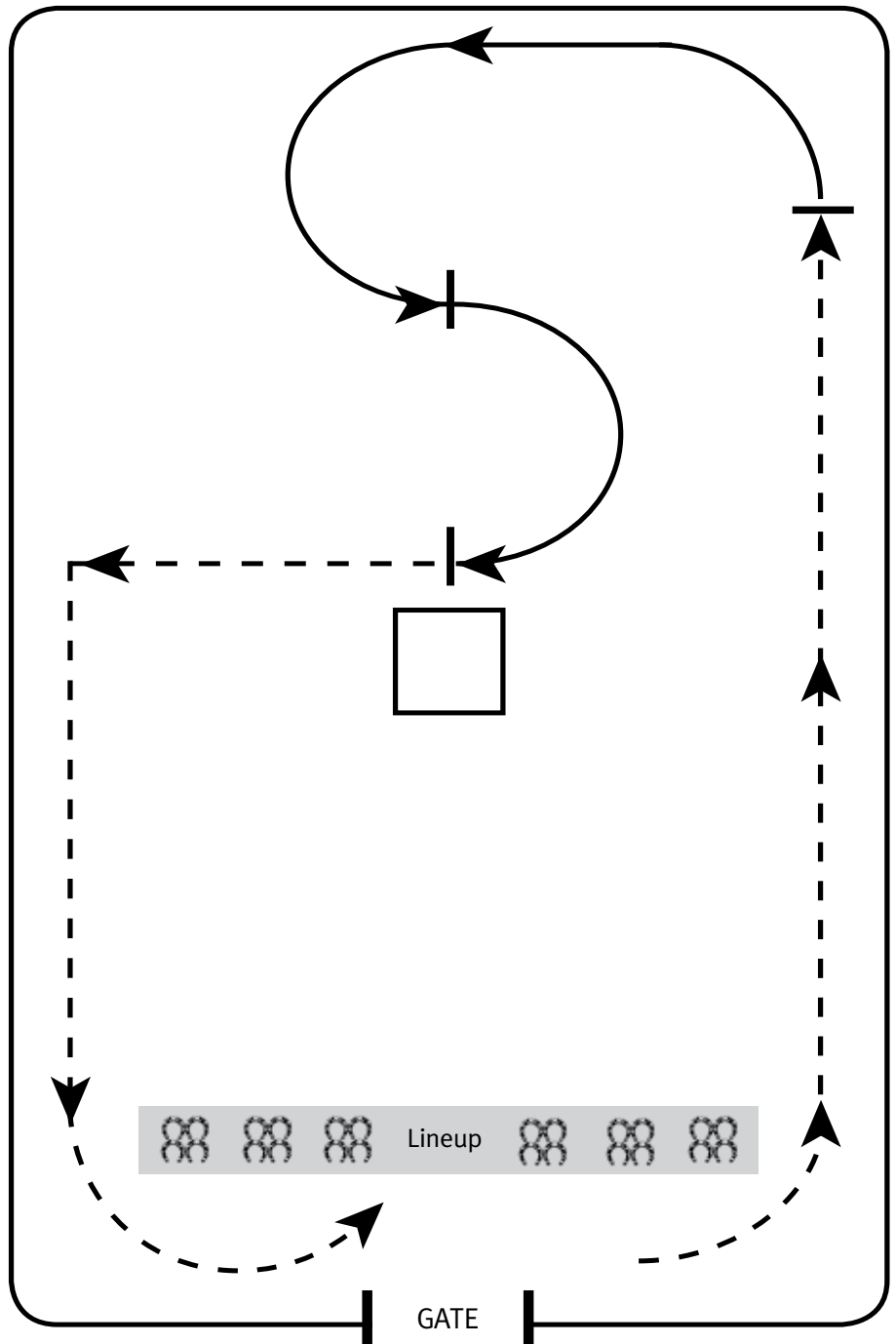
Turn left. Trot down the rail on the right diagonal and return to the lineup or exit the ring at the trot.



*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.*



# REGION 7 SHOW

826 - Region 7 A/HA/AA Saddle Seat Eq JTR 15 - 18 CH

Call Potts

## Saddle Seat

**PATTERN G • Tests 2,6,10**

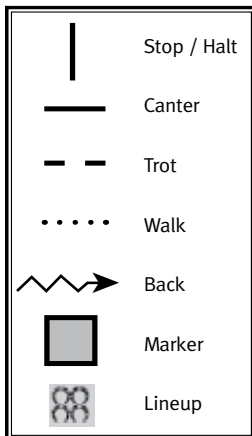
Trot down the rail to the center of the turn. Halt.\*

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.

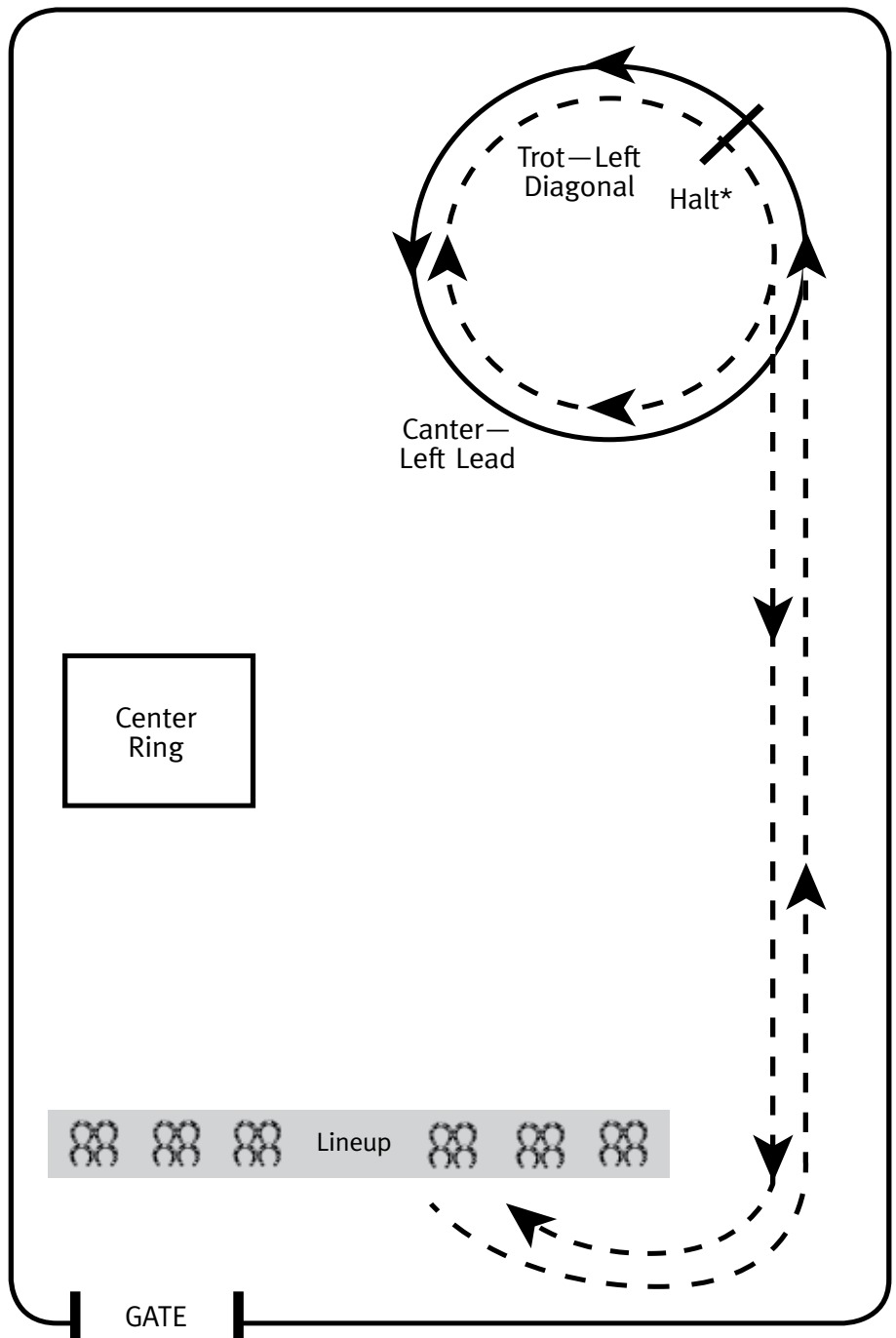
Return to the lineup or exit arena at a trot.



*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.*



# REGION 7 SHOW

## 947 - Region 7 A/HA/AA Showmanship JTH 14 & Under CH Call Judge Odom

# Showmanship

## PATTERN L • LEVEL 2

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

Be ready at marker A.

Trot from marker A to marker B.

Stop at marker B and back halfway to marker A.

Stop and perform a 270-degree turn.

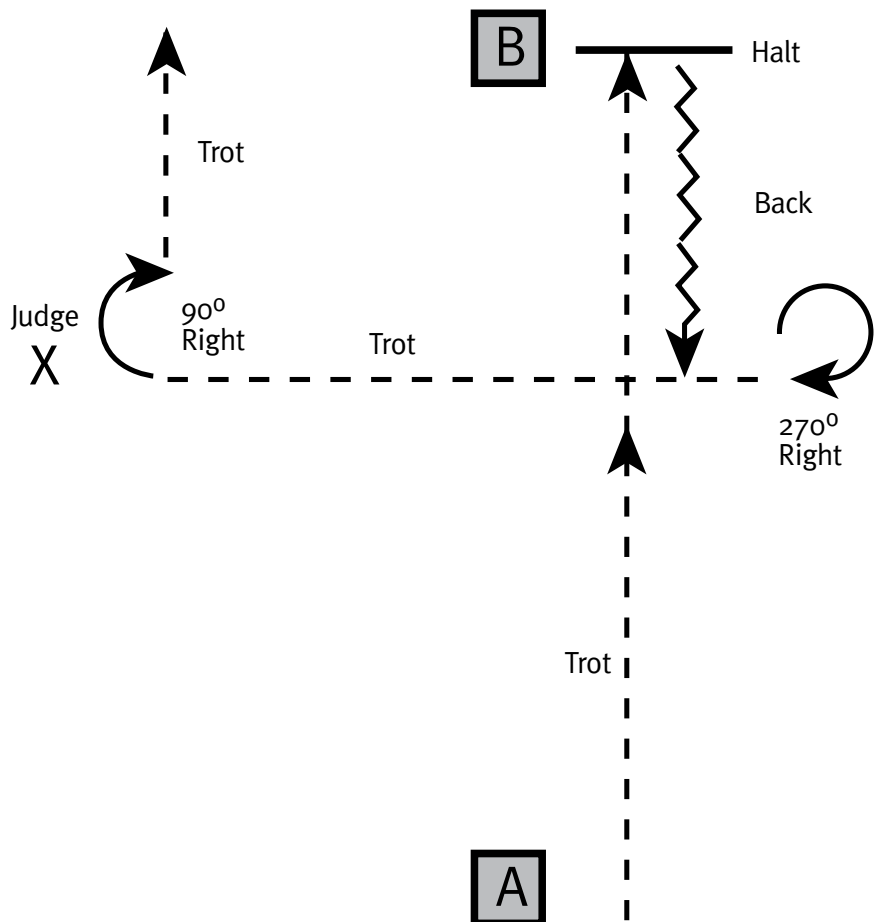
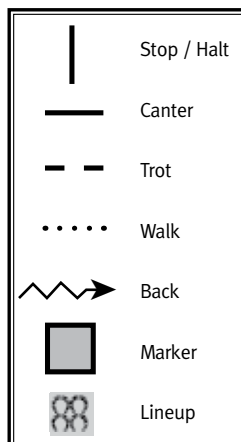
Trot to judge.

Stop. Set up for inspection.

When dismissed perform a 90-degree turn and trot away as drawn.

Return to the lineup at the trot 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.



# REGION 7 SHOW

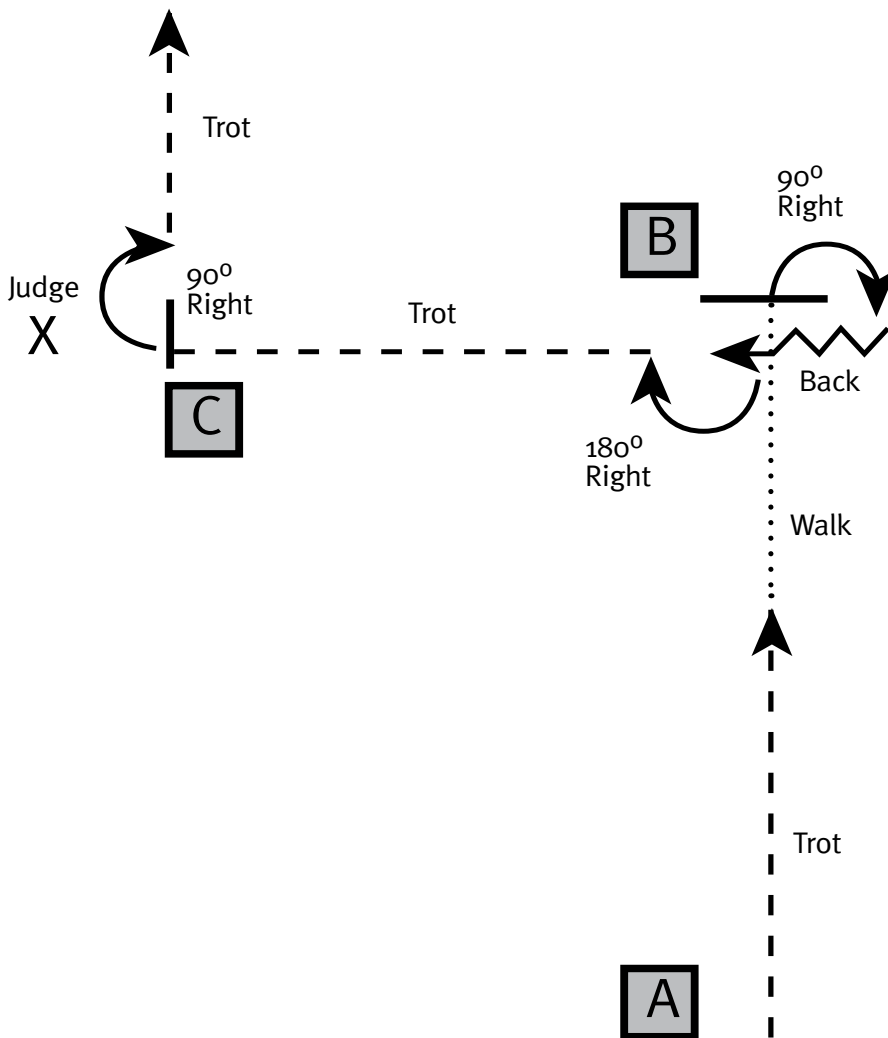
948 -Region 7 A/HA/AA Showmanship JTH 15 - 18 Champ  
Call Judge Potts

## Showmanship

### PATTERN P • LEVEL 2

*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.



Be ready at marker A.

Trot from marker A halfway to marker B.

Break to walk and walk to marker B.

Stop and perform a 90-degree turn.

Back four steps and perform a 180-degree turn.

Trot to marker C. Stop. Set up for inspection.

When dismissed, perform a 90-degree turn and trot to the lineup as directed by the ringmaster or exit at the trot.

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

# REGION 7 SHOW

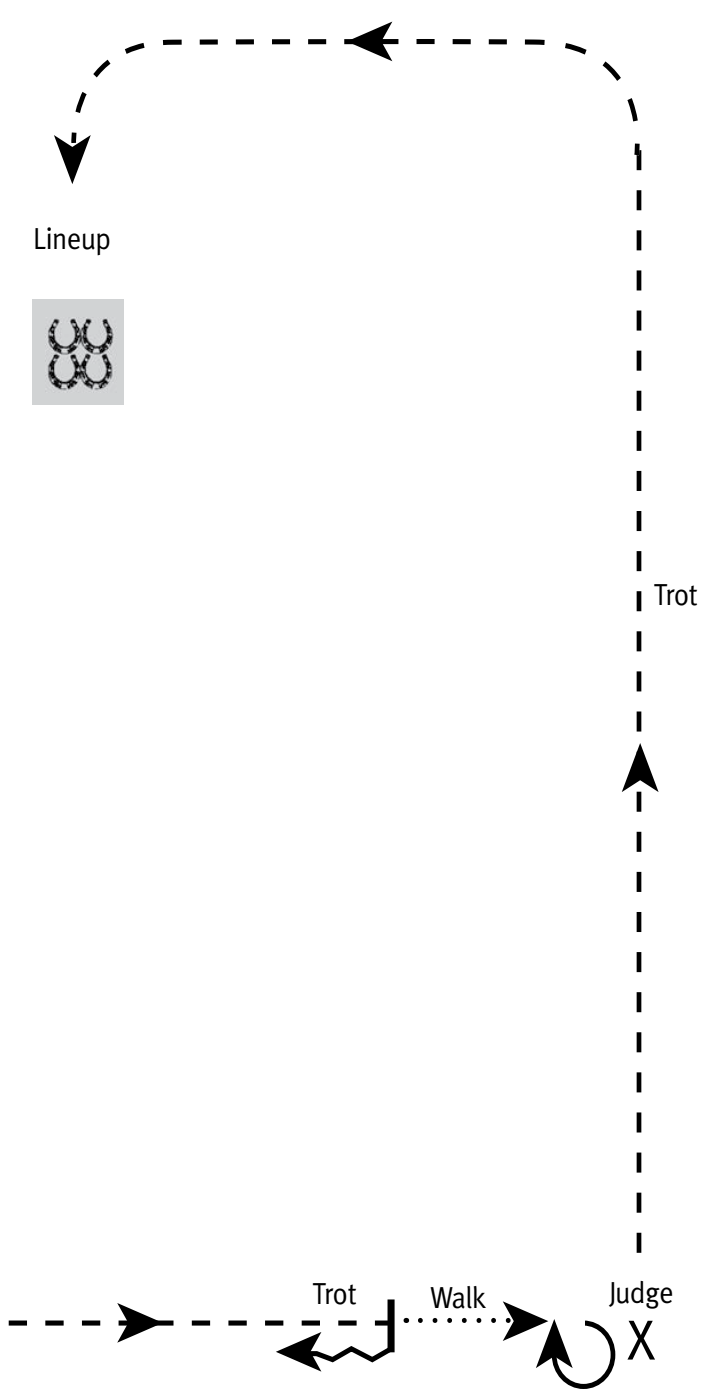
949 - Region 7 A/HA/AA Showmanship W/T JTH 10 & U CH  
Call Judge Standish

## Showmanship

### LEVEL 1 • PATTERN C

*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.



Trot 3/4 way to the judge.

Stop and back four steps.

Walk to the judge and set up for inspection.

When excused, execute a 270-degree turn to the right and trot straight away from the judge.

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

	Stop / Halt
—	Canter
- -	Trot
. . . .	Walk
~ ~ ~ ~ →	Back
■	Marker
☐ (with horse heads)	Lineup

# REGION 7 SHOW

950 - Region 7 A/HA/AA Showmanship AATH CH

Call Judge Odom

# Showmanship

## PATTERN W • LEVEL 2

*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.

Be ready at marker A.

Walk to and past marker B.

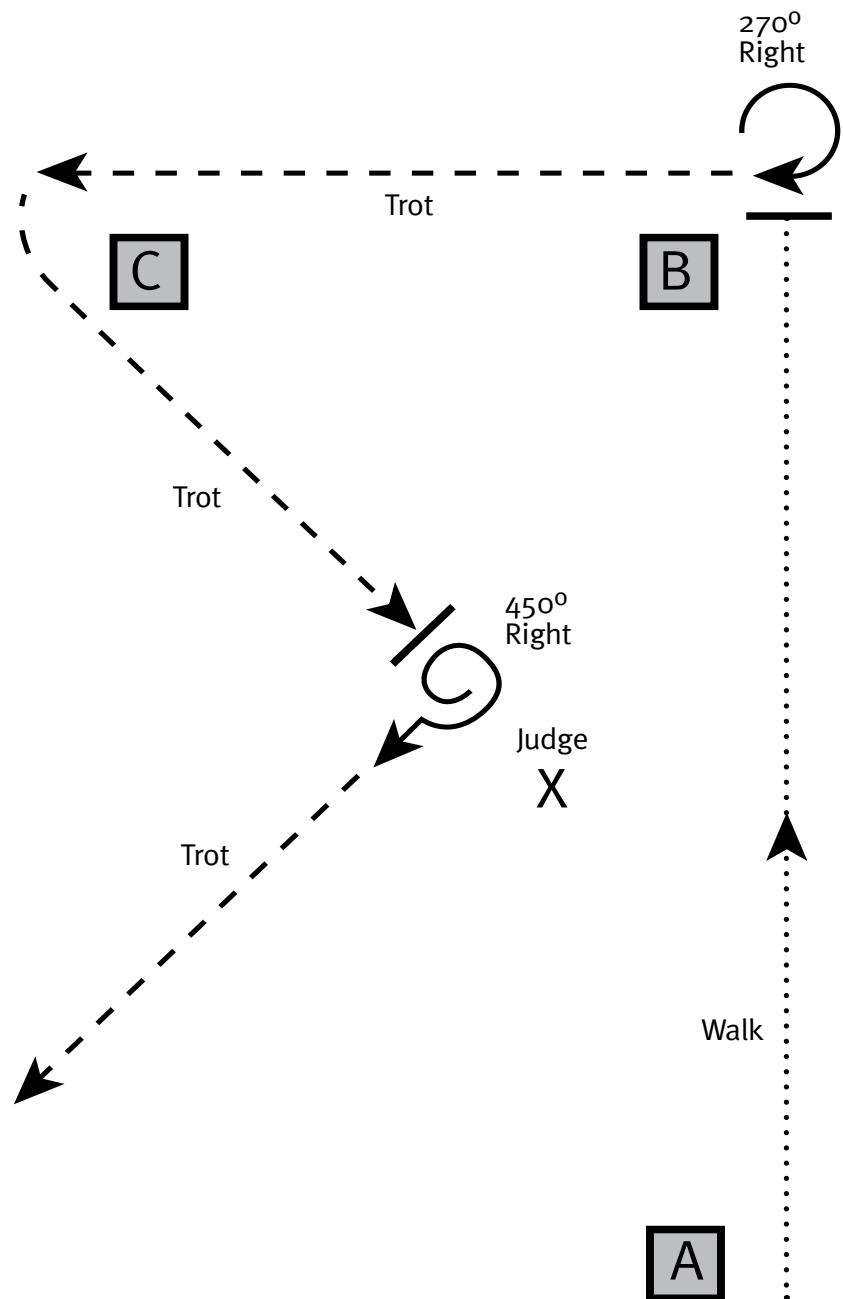
Turn 270-degrees.

Trot to and around marker C to judge.

Stop at judge and set up for inspection.

Turn approximately 450-degrees as shown.

Return to the line up as directed by the ringmaster or exit at the trot.



	Stop / Halt
	Canter
	Trot
	Walk
	Back
	Marker
	Lineup

# REGION 7 SHOW

952 - Region 7 A/HA/AA Hunter Seat Eq NTJ JTR 18 & U Champ  
Call Judge Standish

# Hunter/Jumping Seat LEVEL 1 • PATTERN F









Walk to the starting point.

At the beginning of the straightaway pick up the sitting trot.

Transition to the canter on the correct lead. At the 3/4 mark of the straightaway execute a canter circle to the left. Continue around the top of the arena and make a half circle to the left. Demonstrate a simple change of lead and canter a circle to the right.

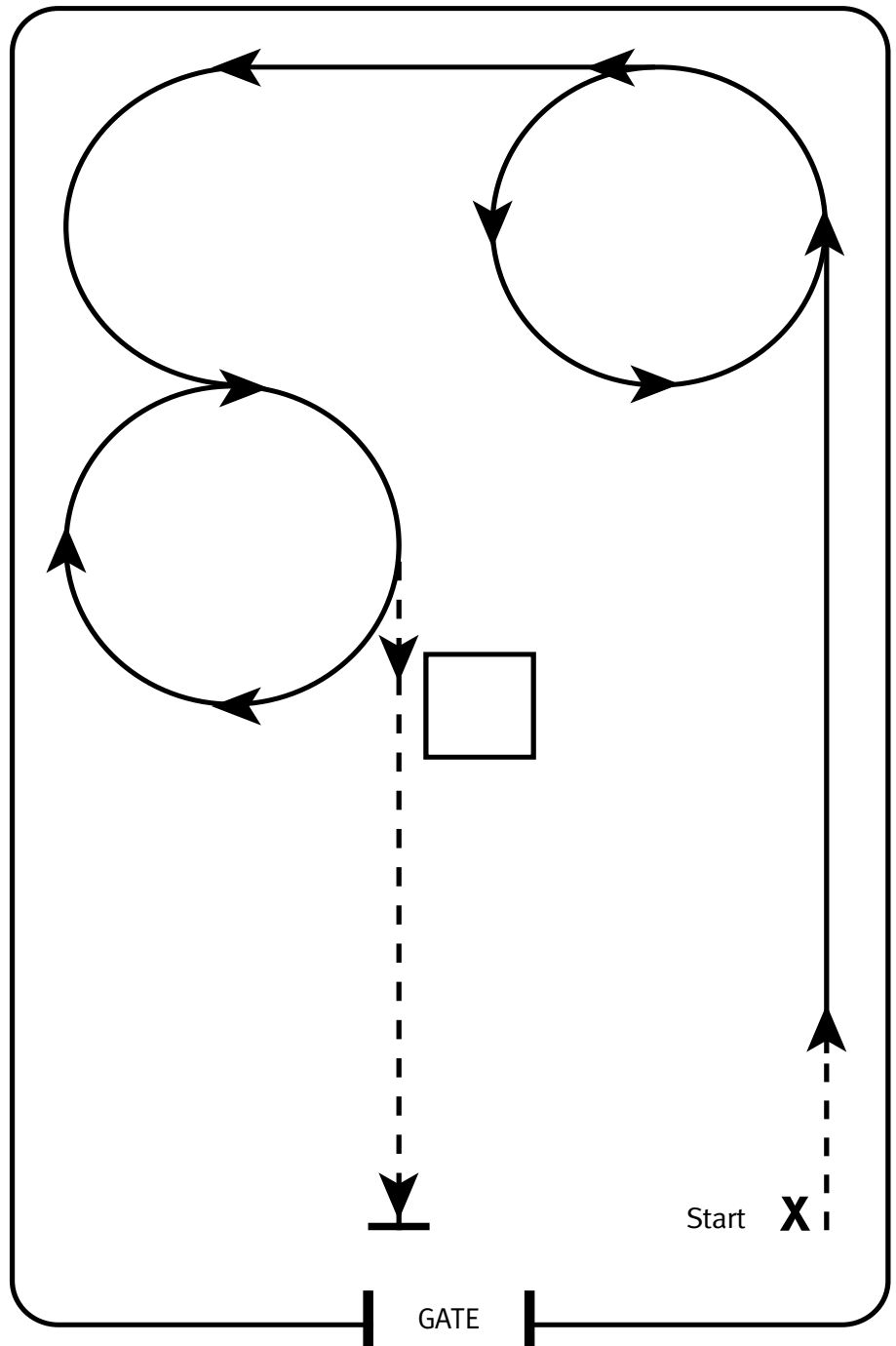
Transition to the trot on the left diagonal. Halt.

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.*

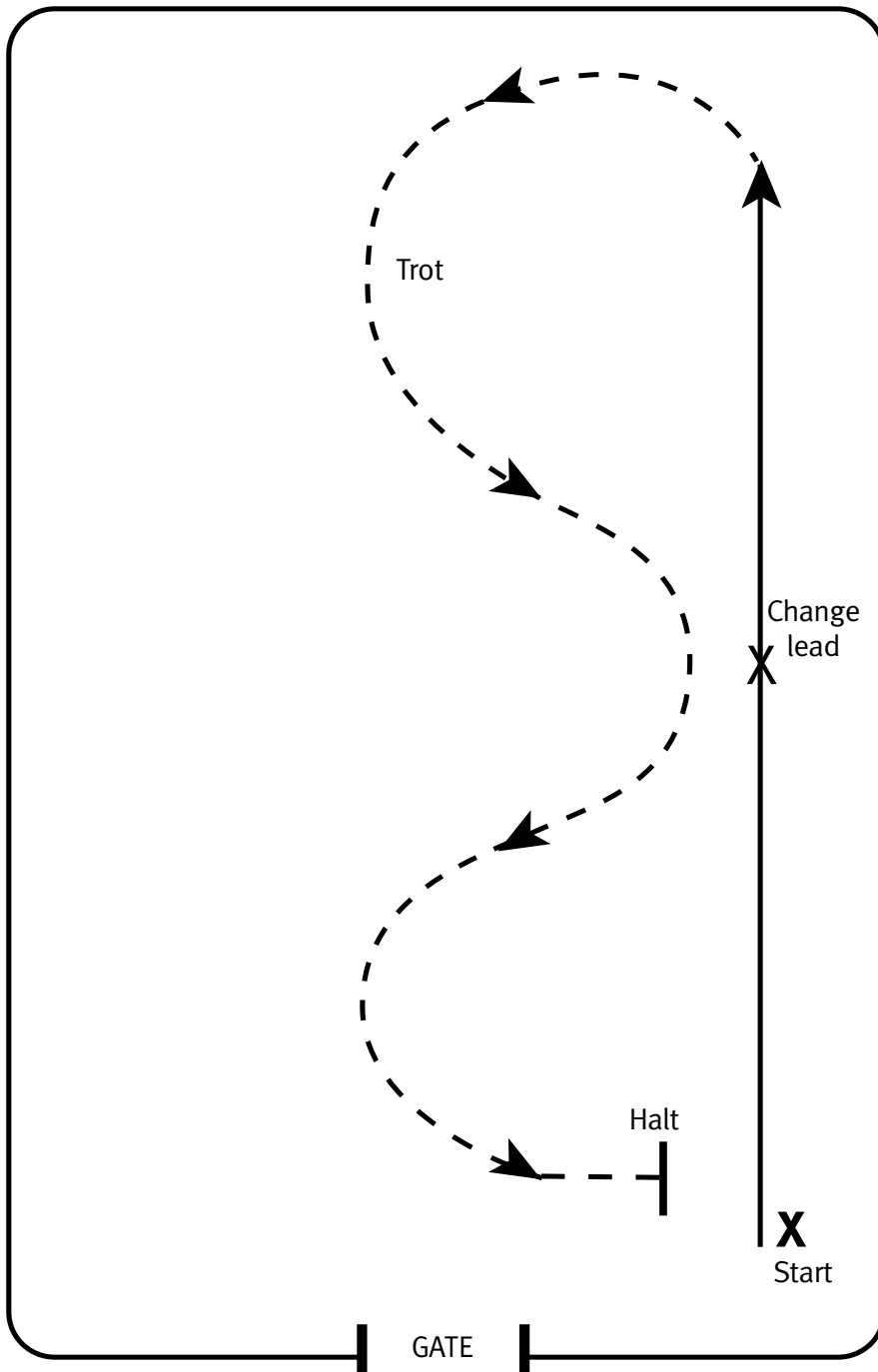




# REGION 7 SHOW

953 - Region 7 A/HA/AA Hunter Seat Eq NTJ AATR CH  
Call Judge Odom

## Hunter/Jumping Seat LEVEL 2 • PATTERN CC



Walk to the starting point.

Counter canter.

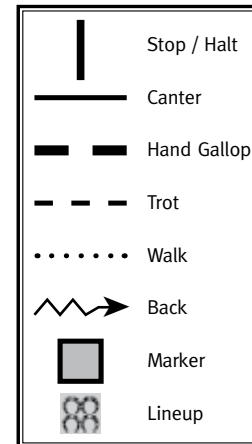
Halfway down the line, change (simple or flying) to the correct lead.

At end of line, trot a three-loop serpentine.

Halt.

Turn on the forehand to the right.

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

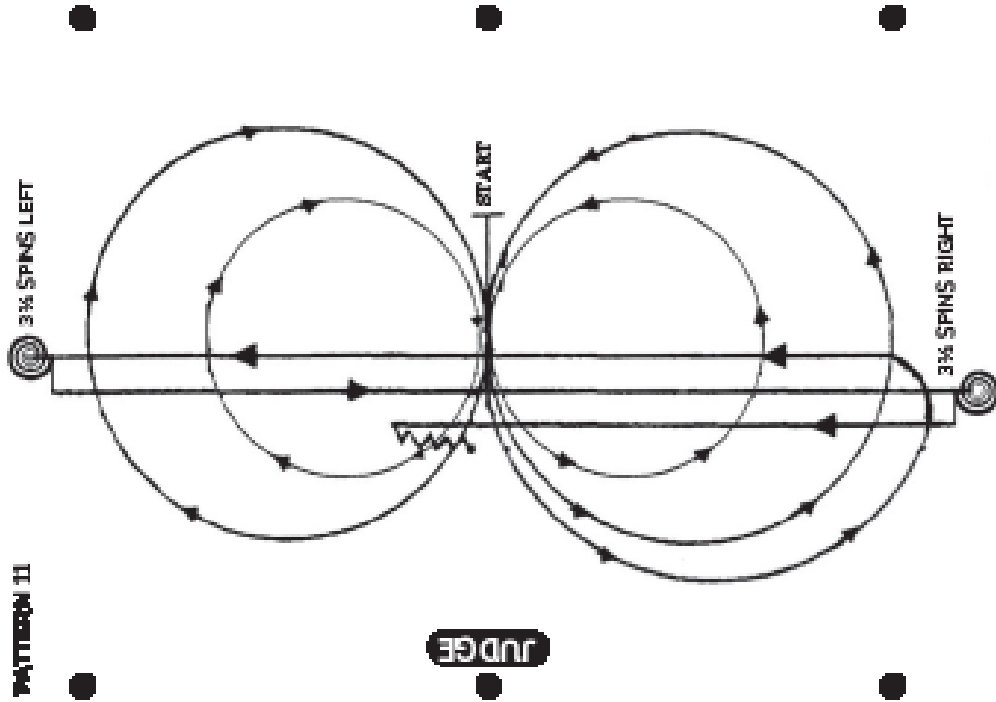
*If used at a Regional or National Show, pattern may not be run from the lineup.*

# REGION 7 SHOW

## 760 & 761 Reined Cow Horse

### Call Judge Damianos

### Pattern 11



- Start to center of arena, stop. Start pattern facing towards judge.
1. Beginning on the left lead, complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change lead at the center of the arena.
  2. Complete 2 circles to the right, the first large and fast, the second small and slow. Change lead at the center of the arena.
  3. Complete second end of arena without leading; get or changing lead, run down center of the arena past the end marker, execute a square sliding stop.
  4. Complete 3 1/2 spins to the left.
  5. Run down center of arena past end marker, execute a square sliding stop.
  6. Complete 3 1/2 spins to the right.
  7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Heed note to complete pattern.
- \*This pattern may be used as a loop in pattern, please refer to rule 3019

2023

REGION 7 SHOW

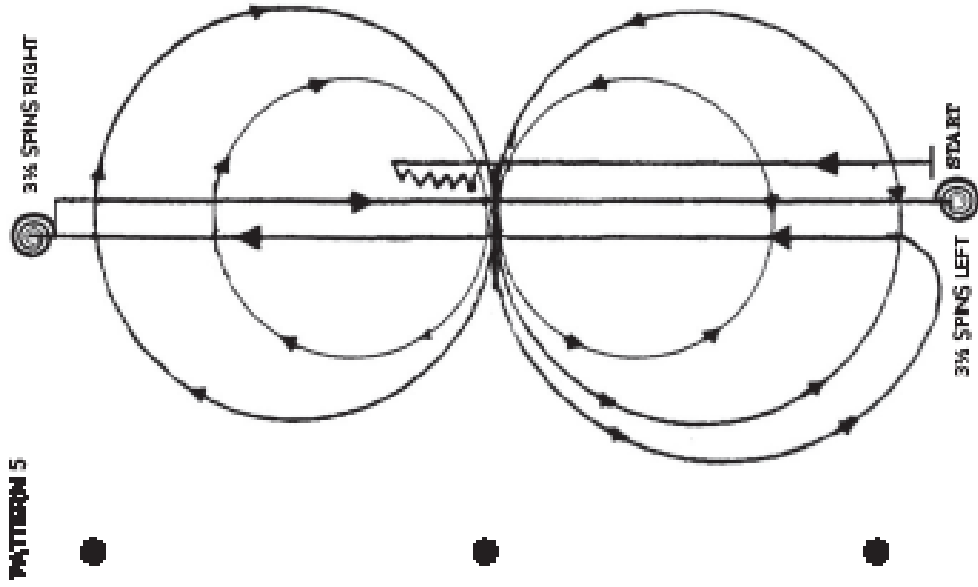
WORKING  
WESTERN  
PATTERNS

# REGION 7 SHOW

## 762, 763 Reined Cow Horse ATR

### Call Judge Damianos

### Pattern 5



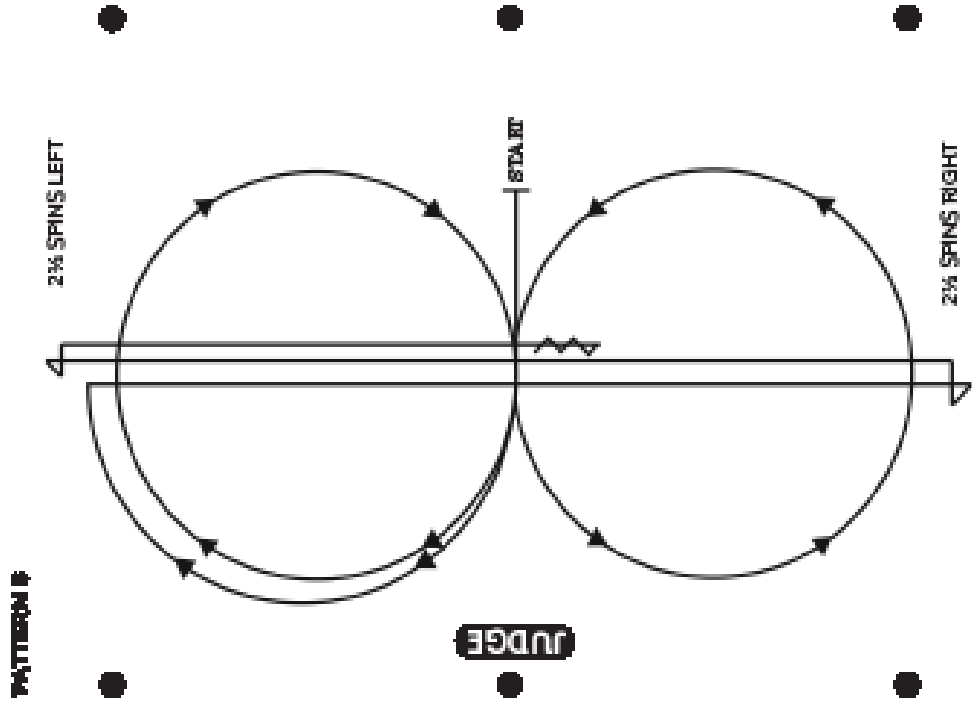
- This pattern works best when the exhibitor and cow horse enter from the same end of arena.
1. Start at end of arena, Run past center marker, stop, and look at least 30 feet.
  2. Move to left, Complete 2 spins to left, The first spins legs and feet, the second spins small and slow, Change body at the center of the arena.
  3. Complete 2 spins to the right, The first spins small and slow, the second spins legs and feet, Change body at the center of the arena.
  4. Continue around end of arena without heading left or changing body, run down center of arena past end marker, execute a square sliding stop.
  5. Complete 3/4 spins to the right.
  6. Run down center of arena past end marker, execute a square sliding stop.
  7. Complete 3/4 spins to the left, Head into complete position.

# REGION 7 SHOW

## 764, 765 Limited Reined Cow Horse ATR

### Call Judge Damianos

### Pattern 6



- Start to center of arena, stop. Start pattern facing towards judge.
1. Beginning on the right hand side one circle to the right. Change leads to the left.
  2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
  3. Run down center of arena past the end marker and come to a sliding stop.
  4. Complete 2 1/4 spins to the right.
  5. Run to the other end of the arena, past the end marker and come to a sliding stop.
  6. Complete 2 1/4 spins to the left.
  7. Run past the center marker, stop, back at least 10 feet.
- \*This pattern may be used as a figure 8 pattern, please refer to rule 204.

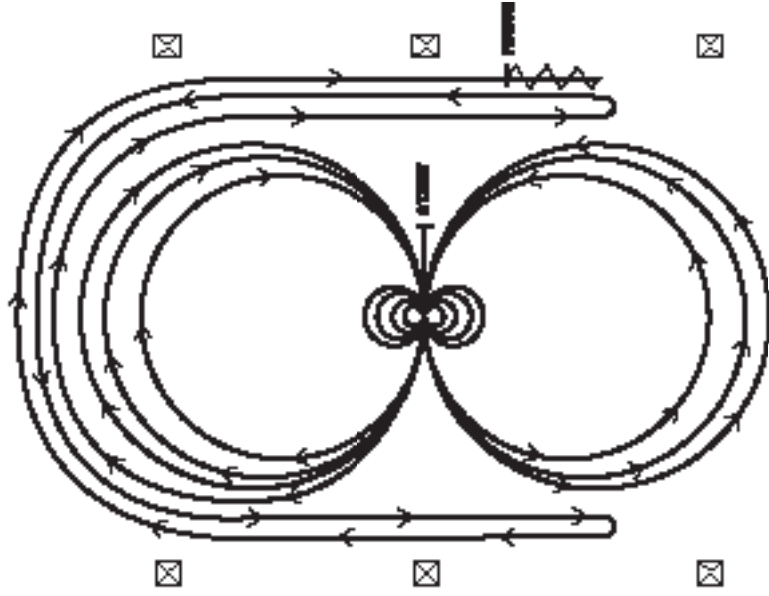
# REGION 7 SHOW

## 789 & 796 Reining Junior Horse

### Call Judge Damianos

## Pattern 8

Pattern 8



Pattern 8

Horses may walk or jog to the center of arena. 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 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 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 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.
5. 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 left 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 right 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.

# REGION 7 SHOW

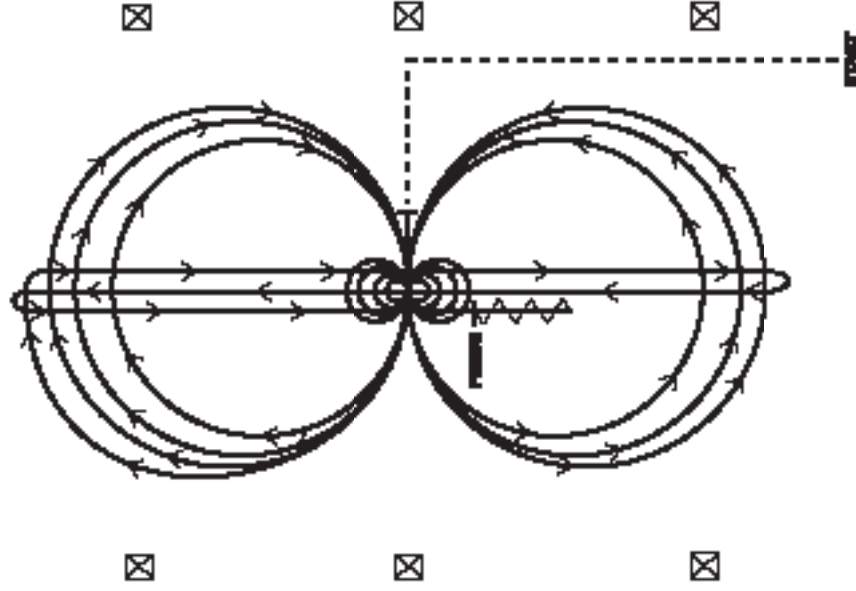
790, 791, 792, 793, 794, 795, 797, 798, 799, 800, 801, 802

Reining Horse AAOTr, AATR, Intermediate Non-Pro,  
Limited Non-Pro, Primetime, Non-Pro Rookie AATR

Call Judge Damianos

## Pattern 11

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. Turn down the center of the arena past the end marker and do a right rollback—not hesitation.
6. Turn up the middle to the opposite end of the arena past the end marker and do a left rollback—not 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.

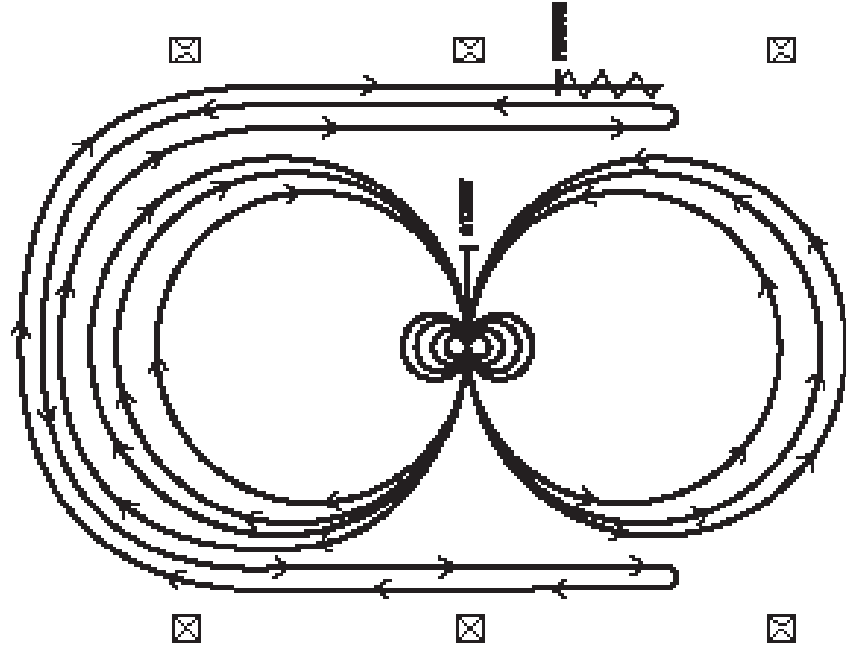
# REGION 7 SHOW

## 962, 963, 964, 965 Reining Horse Open & Intermediate

### Call Judge Damianos

#### Pattern 8

**Pattern 8**



**Pattern 8**

Horses may walk or jog to the center of arena. 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 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 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 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.
5. 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 left 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 right 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.



# REGION 7 SHOW

## 919, 920 Ranch Horse Riding

### Call Judge Mitchell

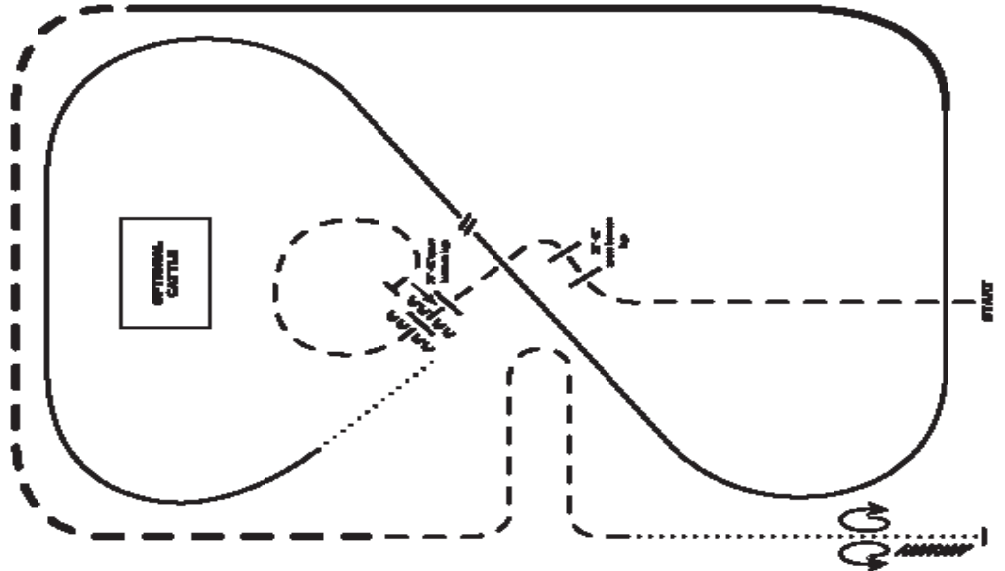
## Pattern 9

### RANCH RIDING - PATTERN 9

**LEGEND**

.....	Walk
.....	Straddle Walk
.....	Trot
.....	Straddle Trot
.....	Lope
.....	Straddle Lope
.....	Back
.....	Lead Change

1. Trot
2. Trot over two sets of legs
3. Trot across, stop and ebb pass left over/leg
4. Walk
5. Lope right lead
6. Change leads (simple or figure)
7. Lope left lead
8. Extended lops left lead
9. Extended trot
10. Trot
11. Walk
12. Stop and back
13. 180° turn each direction (either direction led) (L-R or R-L)



Notes: The above description of the pattern is only intended for the general education of the pattern. Exhibitors should consult their own instructor for the exact details of the pattern.

Revised 10/20/2020

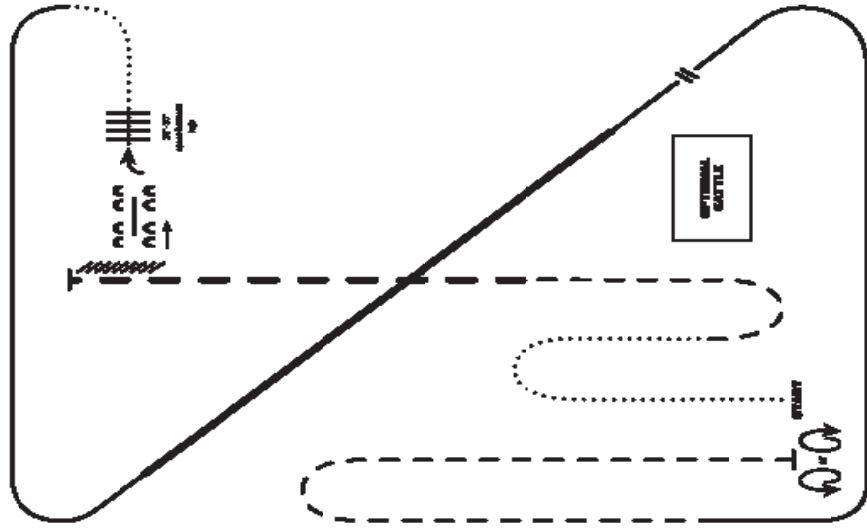
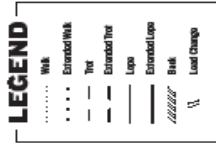
# REGION 7 SHOW

921, 922 Ranch Horse Riding Jr Horse

Call Judge Mitchell

Pattern 7

## RANCH RIDING - PATTERN 7



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass right over log
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope left lead
10. Collected lops, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360° turn either direction

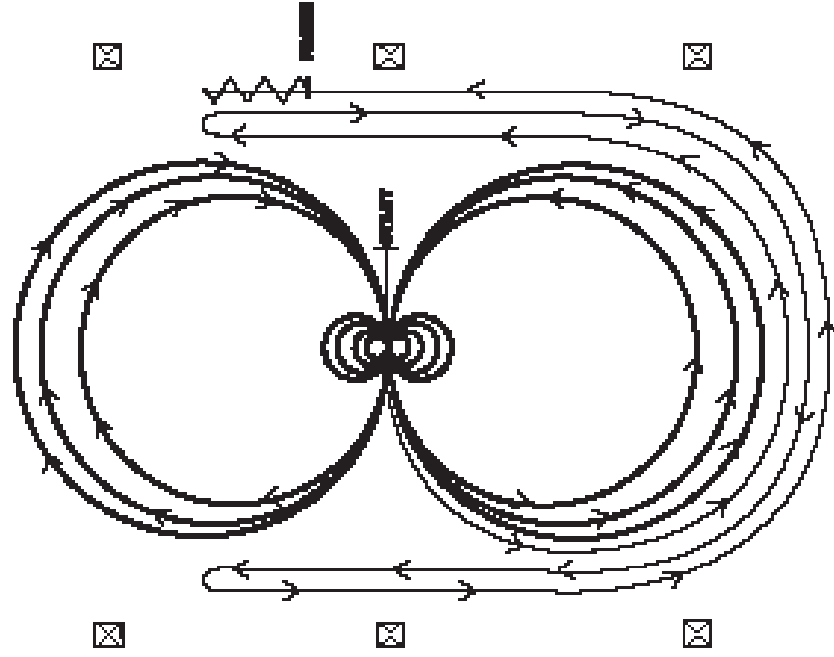
# REGION 7 SHOW

1014, 1015, 1016, 1017 Reining JTR 14 & Under & JTR 15 - 18

Call Judge Damianos

## Pattern 13

Pattern 13



Pattern 13

Horses may walk or jog in the center of the arena. 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 two circles to the left: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Heed back.

2. Complete four spins to the left. Heed back.

3. Beginning on the right lead, complete two circles to the right: the first circle large and fast; the second circle small and slow. Stop at the center of the arena. Heed back.

4. Complete four spins to the right. Heed back.

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.

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 20 feet [markers] 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 20 feet [markers] 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 20 feet [markers] from the wall or fence. Back up at least 10 feet [3 meters]. Heed back to demonstrate completion of pattern.

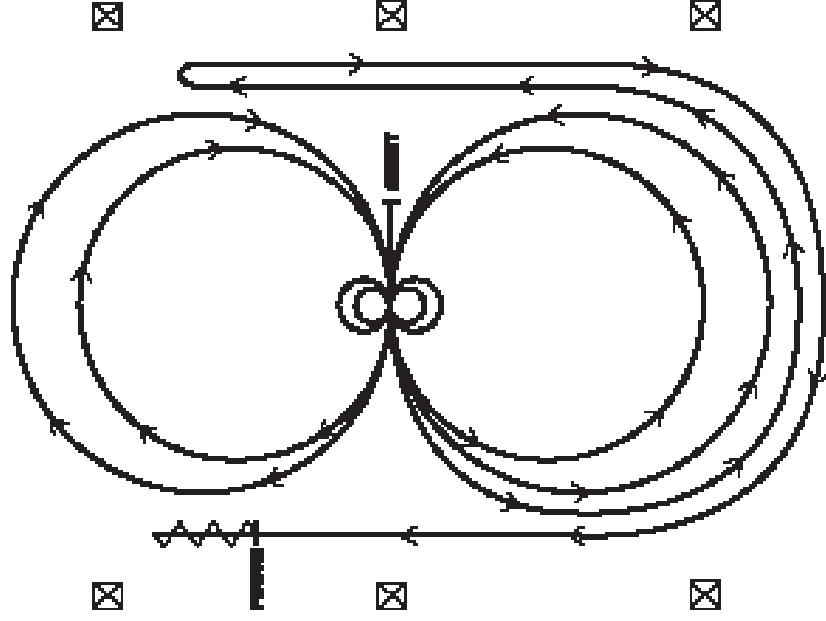
# REGION 7 SHOW

## 1018 Region 7 Short Stirrup Reining 10/Under

### Call Judge Damianos

#### Pattern A

Pattern A



Pattern A

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

Horses may walk or jog to the center of the arena. 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.

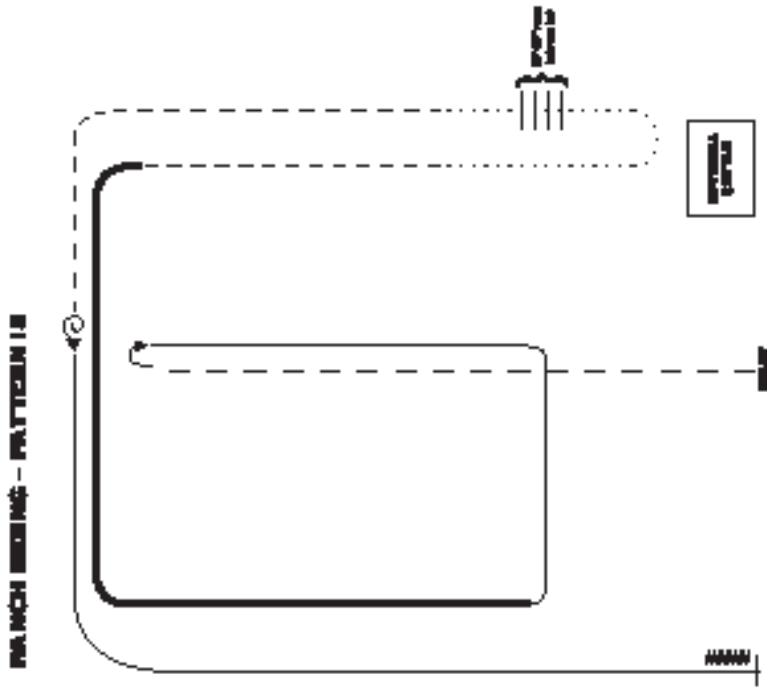
See the Judges' Guide for a summary of other allowances made in the *Handbook*.

# REGION 7 SHOW

## 1023, 1024 Ranch Horse Riding AATR

### Call Judge Mitchell

### Pattern 15



1. Extended trot
2. Stop, roll onto right
3. Large right lead
4. Extended large (right lead)
5. Trot
6. Walk
7. Walk over legs
8. Trot
9. Trot
10. Stop, 200 feet
11. Large left lead
12. Stop and lead

Notes: The dressage pattern of this pattern is only intended for the purpose of the pattern. Exhibitors should follow the same sequence to best maintain their horses.

# REGION 7 SHOW

## 1025, 1026 Ranch Horse Riding JTR

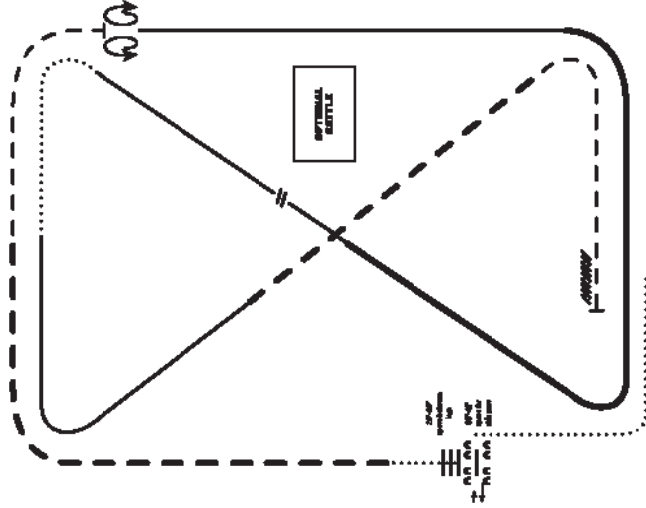
### Call Judge Mitchell

### Pattern 8

#### RANCH RIDING - PATTERN 8

**LEGEND**

- ..... Walk
- Trot
- Cantered trot
- Lope
- Extended lope
- Back
- Leadchange



1. Walk
2. Ride pass left across first leg, side pass 1/2 way to right
3. Walk over legs
4. Extended trot
5. Trot
6. Stop, 360° turn with direction (either direction line) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Extended lope right lead
10. Walk
11. Collected lope, change leads (trot or 1/2 way), continue lope both lead
12. Lope left lead
13. Extended trot
14. Stop and back

Notes: The dressage foundation of this pattern is only intended for the general education of the pattern. Exhibitors should utilize their own judgment to best execute their horses.

Revised 09-2020

1. Walk
2. Ride pass left across first leg, side pass 1/2 way to right
3. Walk over legs
4. Extended trot
5. Trot
6. Stop, 360° turn with direction (either direction line) (L-R or R-L)
7. Lope right lead
8. Extended lope right lead
9. Extended lope right lead
10. Walk
11. Collected lope, change leads (trot or 1/2 way), continue lope both lead
12. Lope left lead
13. Extended trot
14. Stop and back

Notes: The dressage foundation of this pattern is only intended for the general education of the pattern. Exhibitors should utilize their own judgment to best execute their horses.

Revised 09-2020

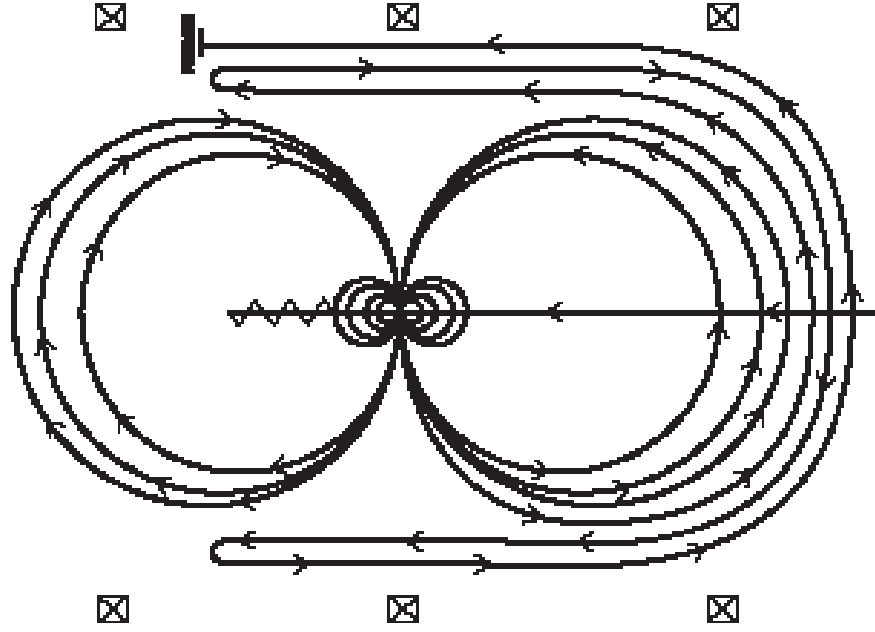
# REGION 7 SHOW

1065, 1066, 1067 Reining Seat Eq JTR 14 & Under, 15 - 18, AATR

Call Judge Damianos

## Pattern 12

Pattern 12



Pattern 12

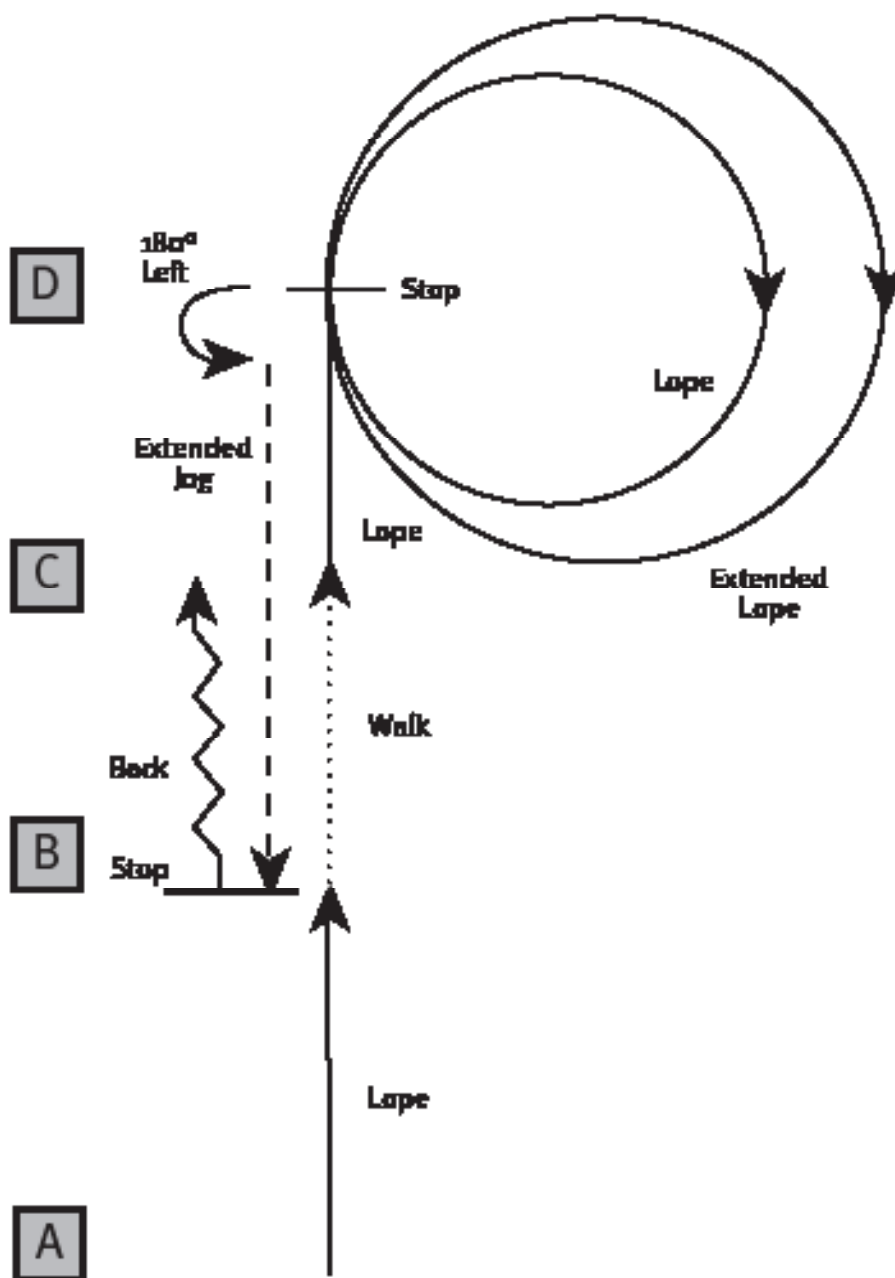
1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the arena.
6. 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 20 feet (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 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 20 feet (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.

# REGION 7 SHOW

1041 - Western Horsemanship AATR 19 - 49 Champ  
Call Judge Mitchell

## Western Horsemanship PATTERN MM • Tests 1,2,3,6,10

*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 on the left lead to marker B.

Walk from marker E to marker C.

Lope on the right lead to marker D.

Perform a large circle to the right on the right lead at the extended lope.

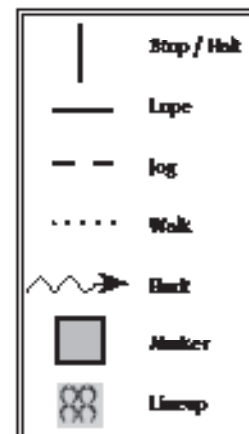
Perform a small circle to the right at the lope on the right lead.

Stop at marker D and perform a 180-degree turn on the haunches to the left.

Extend the jog to marker E.

Stop at marker B and back to marker C.

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



*This pattern may only be used for:*

- 24 - 28
- 28 & Under
- 29 & Over

*This pattern may NOT be used for:*

- 23 & Under

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



# REGION 7 SHOW

1042 - Western Horsemanship AATR 50 & Over Champ  
Call Judge Mitchell

## Western Horsemanship PATTERN 55 • Tests 1,2,3,4,6,10

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.

Extended jog to center. Stop.

360-degree turn to the right on the haunches.

360-degree turn to the left on the haunches.








Lope a large circle on the left lead at the extended lope.

Simple change of leads (walk or jog).  
Lope a small circle on the right lead.

After completing circle, jog, stop and back.

90-degree turn on the haunches to the right.

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

	Stop / Halt
	Lope
	Jog
	Walk
	Back
	Marker
	Lineup

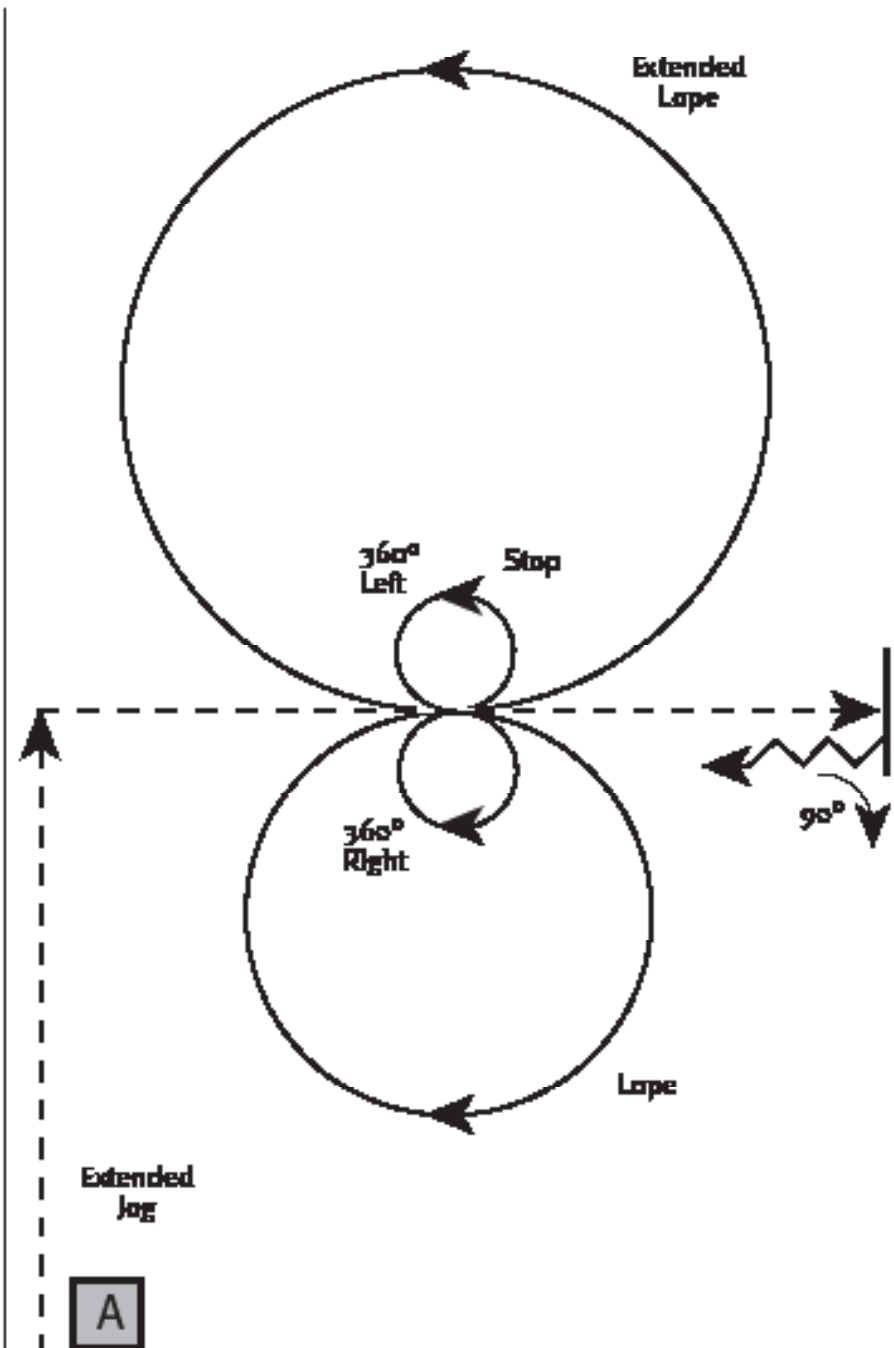
This pattern may only be used for:

- 24 - 28
- 28 & Under
- 29 & Over

This pattern may NOT be used for:

- 23 & Under

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



# REGION 7 SHOW

1043 - Western Horsemanship JTR 14 & Under Champ  
Call Judge Mitchell

## Western Horsemanship PATTERN T • 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 middle.

Stop, 360-degree turn to the left on the haunches.

Lope a circle on the left lead.

Simple change of lead through walk or jog.

Lope right lead, break to jog.

Stop and back.

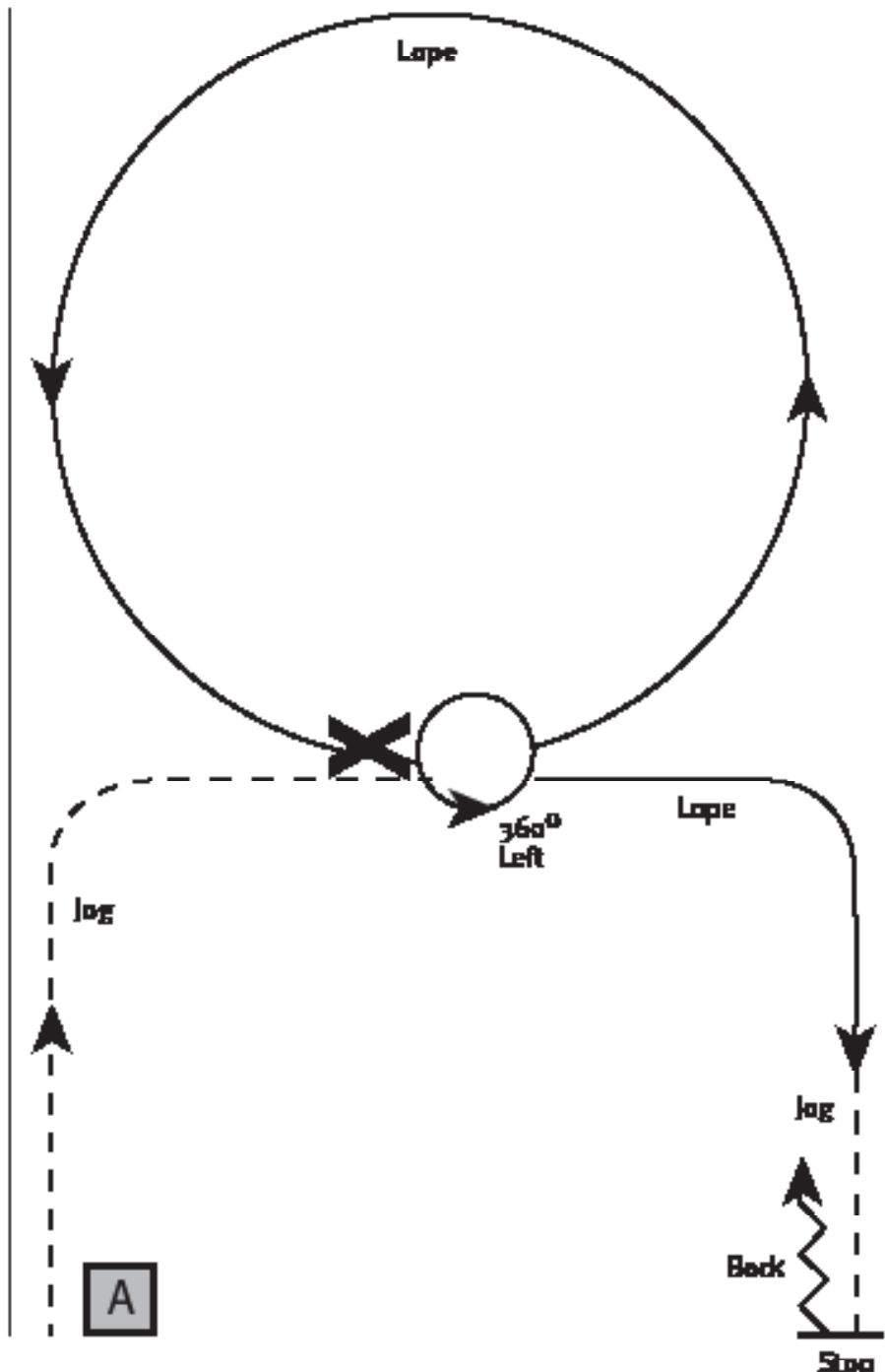
Return to lineup at the jog or exit arena at the jog.

—	Stop/Halt
—	Lope
- - -	Jog
.....	Walk
~>	Back
■	Marker
⊞	Lineup

*This pattern may only be used for:*

- 23 & Under
- 24 - 28
- 28 & Under
- 29 & Over

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



# REGION 7 SHOW

1044 - Western Horsemanship JTR 15 & Over Champ  
Call Judge Mitchell

## Western Horsemanship PATTERN JJ • Tests 1,2,3,4,6,8

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 on diagonal line right lead half way to marker B and stop.

Pivot 360-degrees on hindquarters to the left.

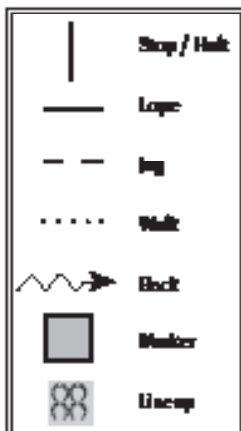
Lope remainder of diagonal line to marker B on the left lead.

Stop at marker B and back approximately five steps.

Reposition to pick up right lead and lope a figure eight, crossways, at top of arena with two simple changes of lead (walk or jog). Close up figure eight and stop.

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

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



This pattern may only be used for:

- 24 - 28
- 28 & Under
- 29 & Over

This pattern may NOT be used for:

- 23 & Under

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

