



PATTERN BOOK



2024



(Patterns located in the 2024 ApHC Rule Book)

BOXING

<u>Class:</u>	<u>Pattern #</u>
Non Pro	4
Youth	4

RANCH REINING

<u>Class:</u>	<u>Pattern #</u>
Green	4
Junior	5
Non Pro	4
Senior	2
Youth 18 & Under	3

RANCH RIDING

<u>Class:</u>	<u>Pattern #</u>
Green	1
Junior	4
Non Pro	3
Non Pro Walk Trot	(see pattern listed in this booklet)
Novice Non Pro	2
Senior	5
Youth	1

REINING

<u>Class:</u>	<u>Pattern #</u>
Non Pro	9
Open	8
Youth 18 & Under	7

WESTERN RIDING

<u>Class:</u>	<u>Pattern #</u>
Green	2
Non Pro	2
Open/Limited	4
Youth 18 & Under	2

WORKING COW HORSE

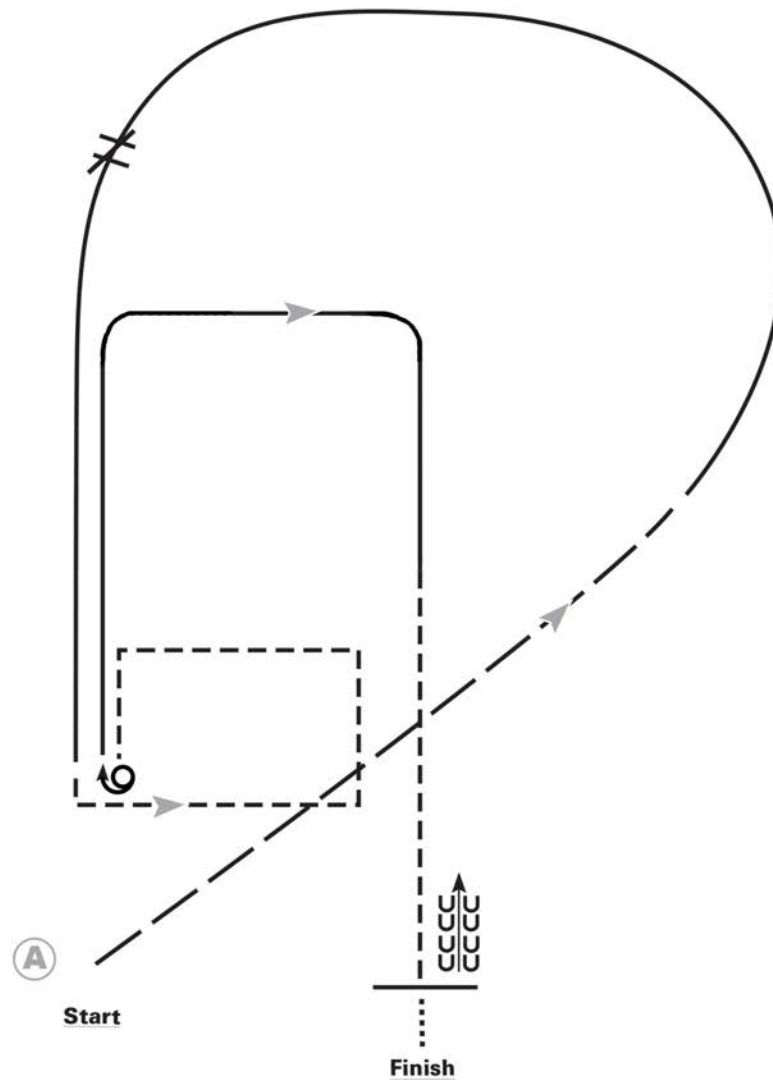
<u>Class:</u>	<u>Pattern #</u>
Non Pro	6
Open/Limited	10



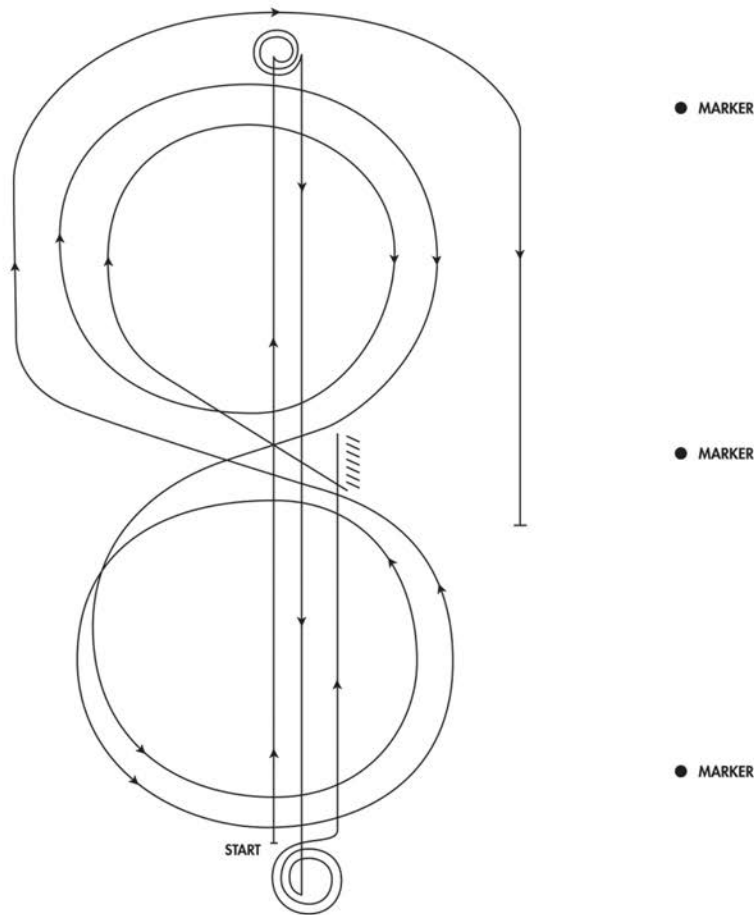


Bareback Horsemanship

Youth 14 - 18



1. Extend the jog across the arena
2. Lope left lead around to the left
3. Perform a lead change (simple or flying)
4. Right lead lope in a straight line
5. Break to the jog and jog a square
6. Stop, perform a 1-1/2 right turn on the hindquarters
7. Lope on the right lead
8. Break down to the jog
9. When even with A, stop and back one horse length
10. Exit at the walk

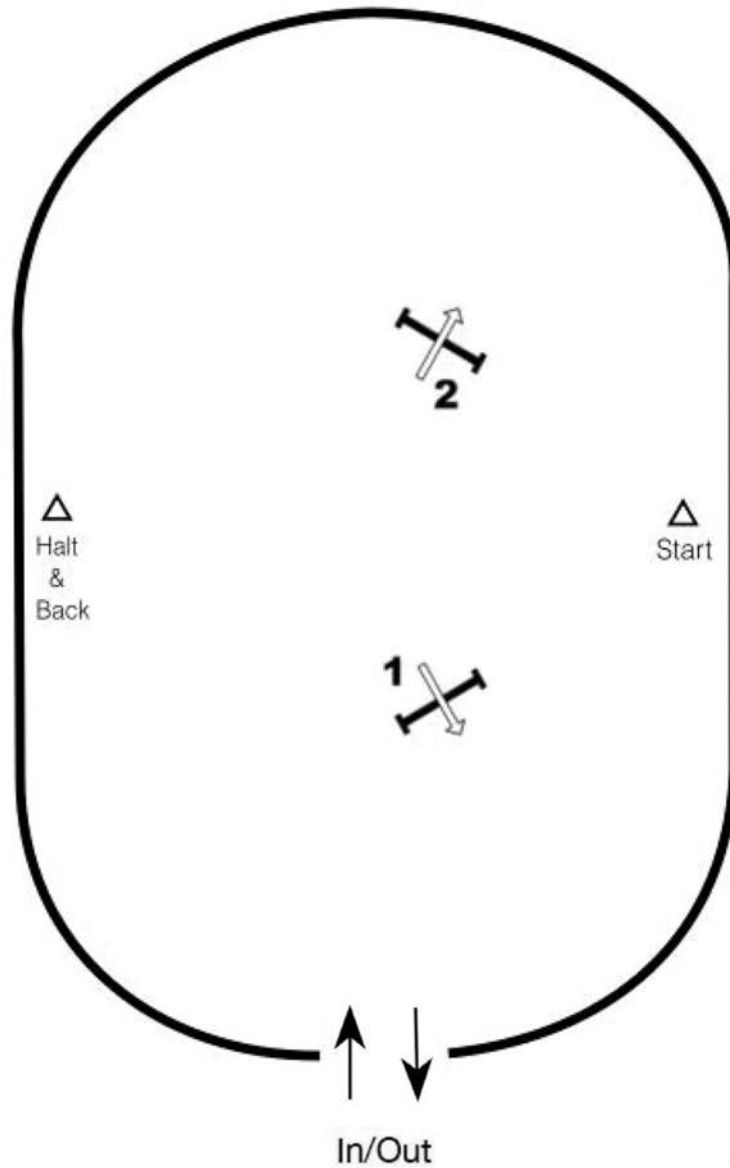


Working Cow Horse Pattern #4

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete **3 1/2** spins to the left.
3. Run to other end of arena past the end marker and stop. Complete **3 1/2** spins to the right.
4. Run past the center marker and stop.
5. Back 10 to 15 feet (3.05–4.57 m) in a straight line.
6. Complete 1/4 turn to the left, hesitate. Begin on right lead. Circle to the right. Complete one small, slow circle and one large, fast circle. Change leads to the left.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet (6.09 m) from fence and come to sliding stop.
9. Hesitate to complete pattern.

Hunter Hack

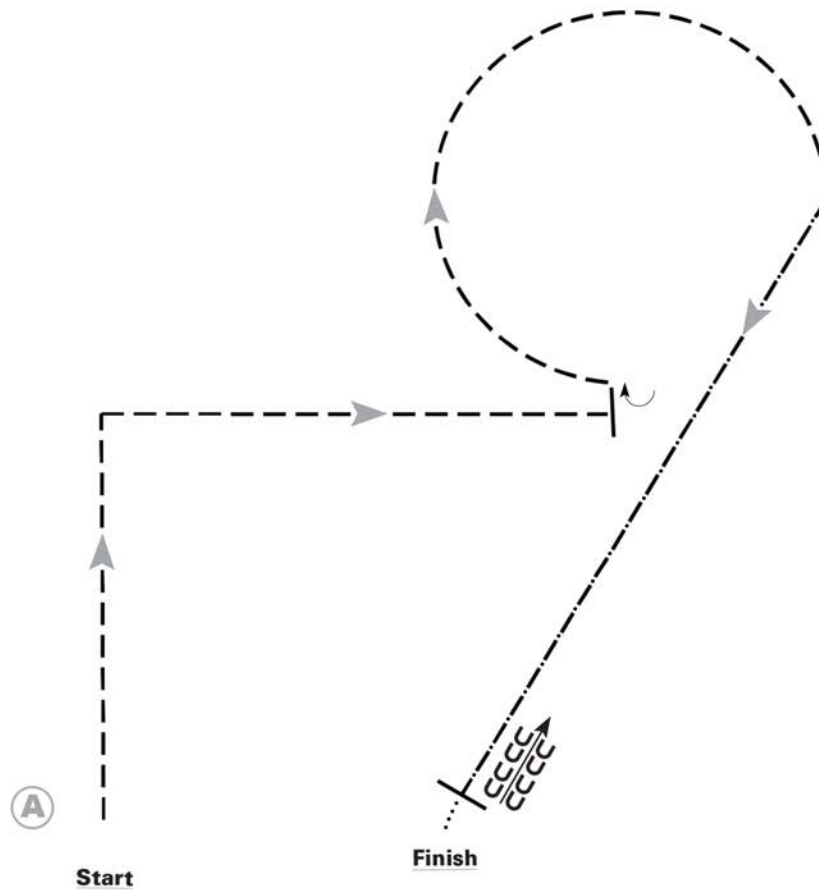
Youth 18 & Under
 Non Pro
 Open



1. After second fence, hand gallop and stop at marker
2. Back and stand quietly

Hunt Seat Equitation

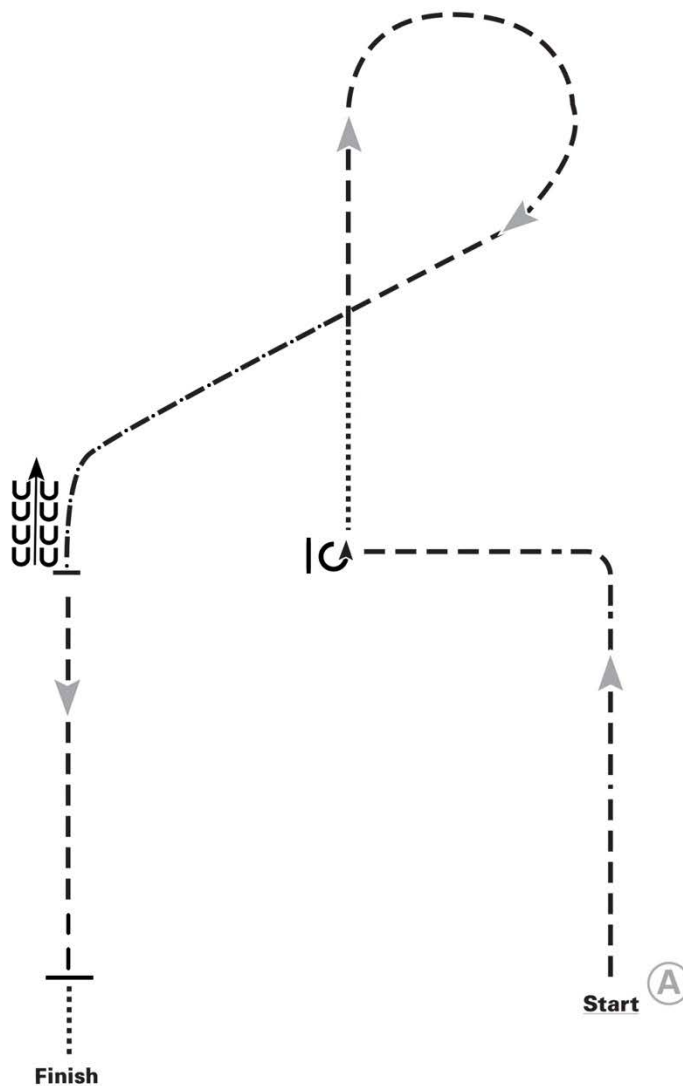
Walk Trot 10 & Under



1. Posting trot right diagonal
2. Once turned to the right, change to the left diagonal
3. Halt and perform a 1/2 forehand turn to the right
4. Trot on the left diagonal in 3/4 circle
5. Sitting trot until even with A
6. Halt and back approximately one horse length
7. Exit at a walk

Hunt Seat Equitation

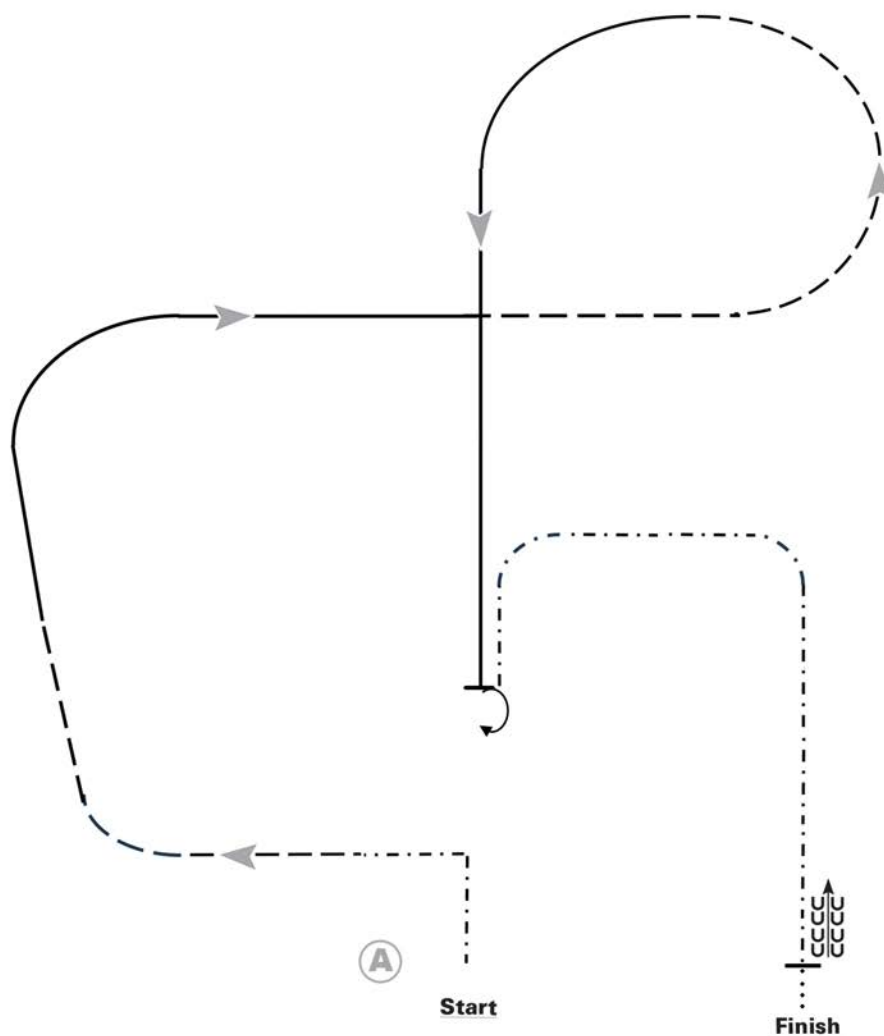
Non Pro Walk Trot
 Youth 11 - 18 Walk Trot



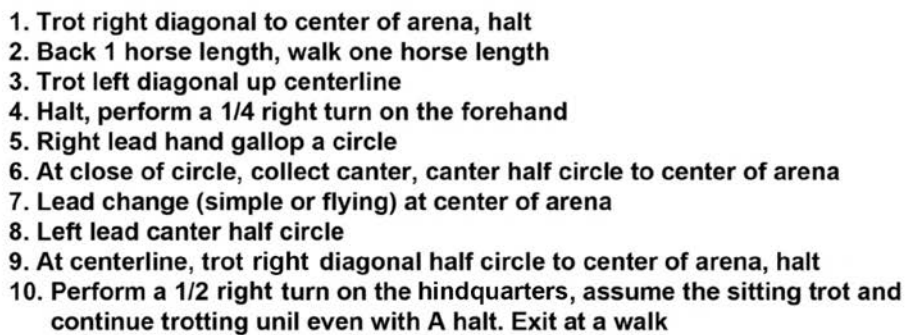
1. Posting trot on the right diagonal and trot around the corner
2. Stop. Perform a 3/4 turn to the left on hindquarters
3. Walk 2 horse lengths
4. Posting trot on the left diagonal around to the right
5. Halfway across diagonal, sit the trot
6. Stop and back
7. Posting trot on the left diagonal. Stop in line with A
8. Exit at a walk

Hunt Seat Equitation

Youth 13 & Under

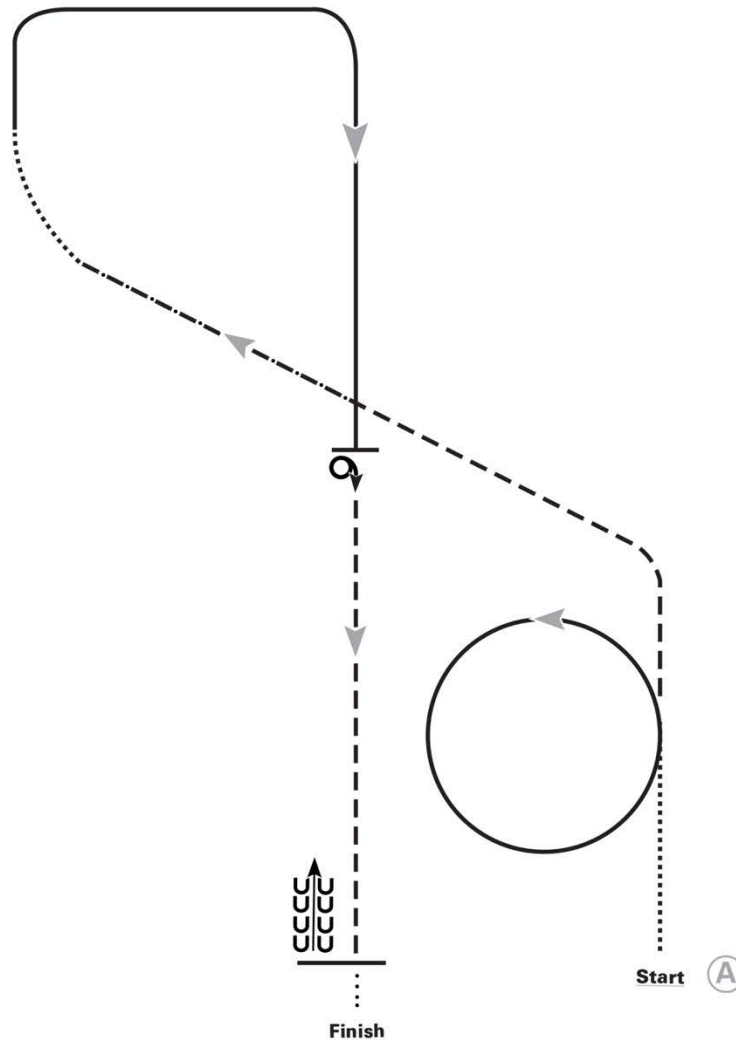


1. Sitting trot and continue through left corner
2. Posting trot left diagonal
3. Canter right lead to center
4. Break to a posting trot, right diagonal
5. At top of the circle, canter left lead
6. Halt and perform 180° forehand turn to the right
7. Sit trot as shown
8. Halt in line with A and back. Exit at a walk

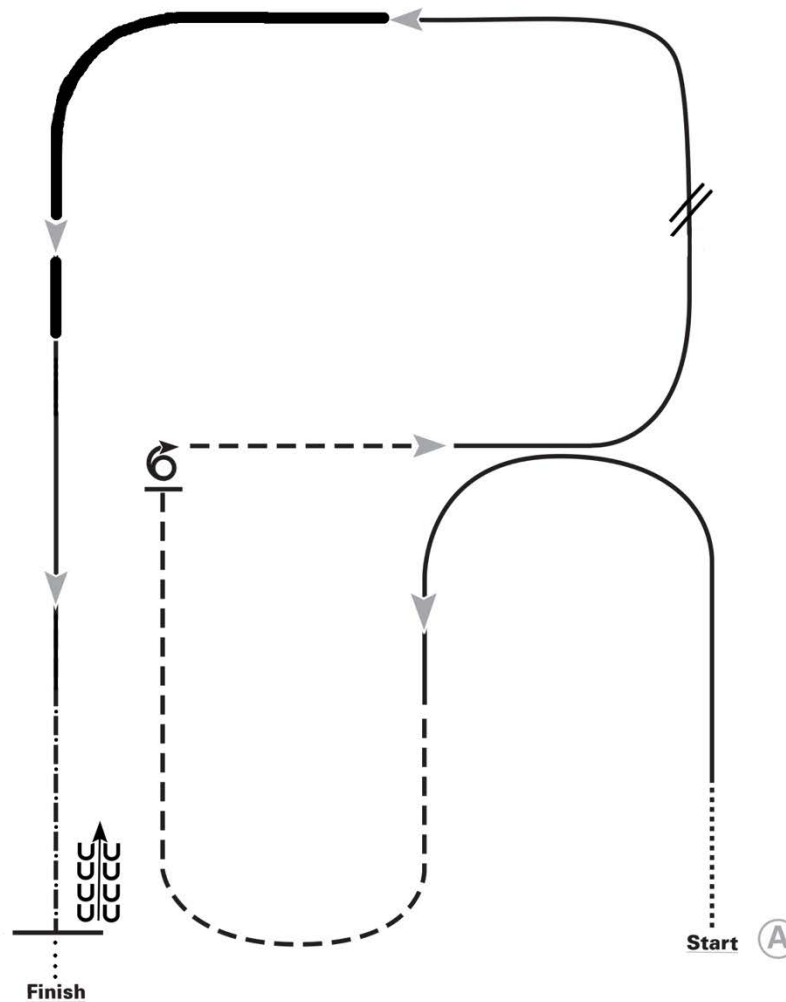


Hunt Seat Equitation

Novice Non Pro
 Novice Youth 13 & Under
 Novice Youth 14 - 18



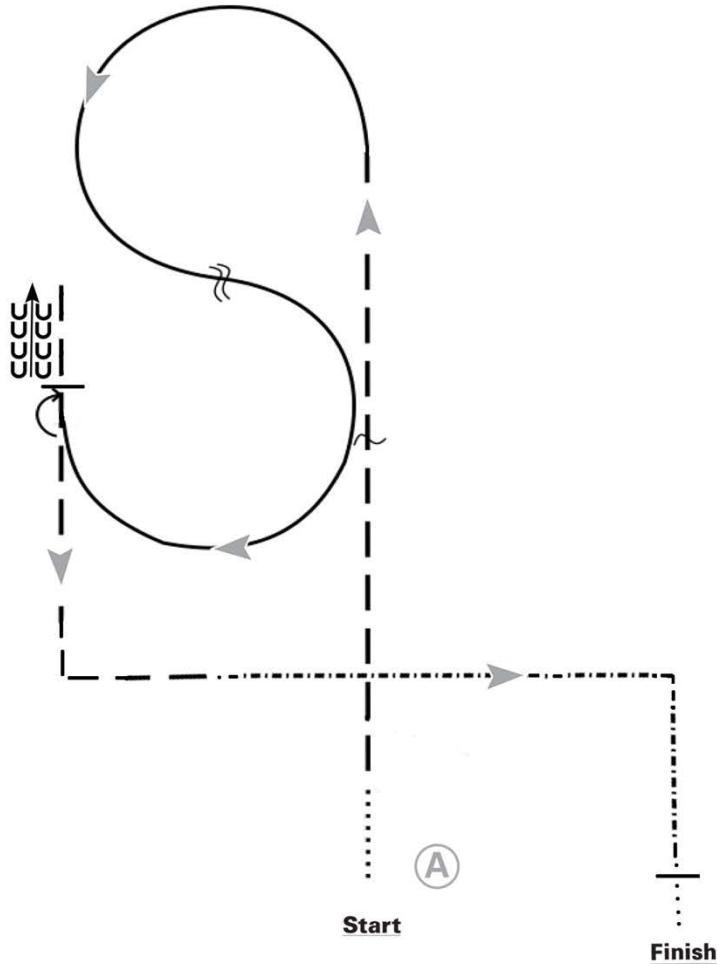
1. Walk 2 horse lengths
2. Canter circle to the left on left lead
3. Posting trot on the right diagonal across the arena
4. Halfway across transition to sitting trot
5. Break to a walk and walk around the corner
6. Perform a canter on the right lead around two corners and continue down the center of the arena
7. Stop halfway down and turn 360° to the right on hindquarters
8. Posting trot on the left diagonal
9. Stop and back. Exit at a walk



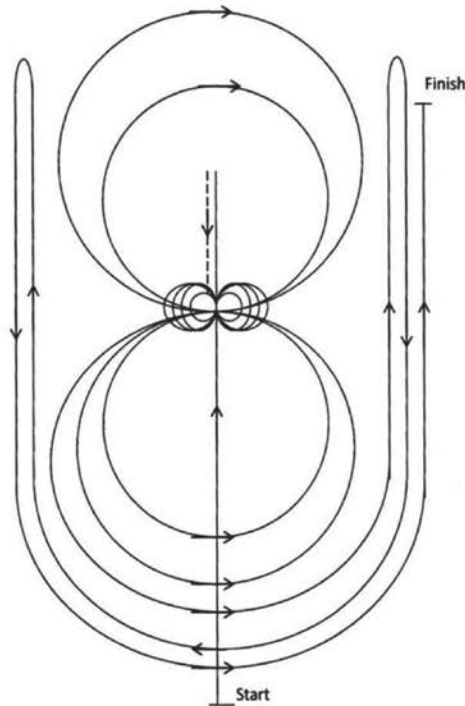
1. Walk 2 horse lengths
2. Canter on the left lead
3. Break to a posting trot on the left diagonal
4. Halt. Perform a 1-1/4 turn to the right on the forehand
5. Perform a posting trot on the right diagonal
6. Canter on the right lead and canter around the corner
7. Change leads (simple or flying)
8. Canter on the left lead and continue around the corner
9. Transition to hand gallop and continue around the corner
10. Collect the left lead canter
11. Break to a sitting trot. Halt when even with cone and back.
Exit at a walk

Hunt Seat Equitation

Masters Non Pro



1. Walk one horse length
2. Posting trot on left diagonal, change half way
3. Canter in the left lead a 3/4 circle.
4. Lead change (simple or flying)
5. Canter in the right lead a 3/4 circle. Halt
6. Perform a 180° forehand turn right
7. Back one horse length
8. Posting trot on right diagonal as shown
9. Sit the trot as shown. Halt in line with A. Exit at a walk

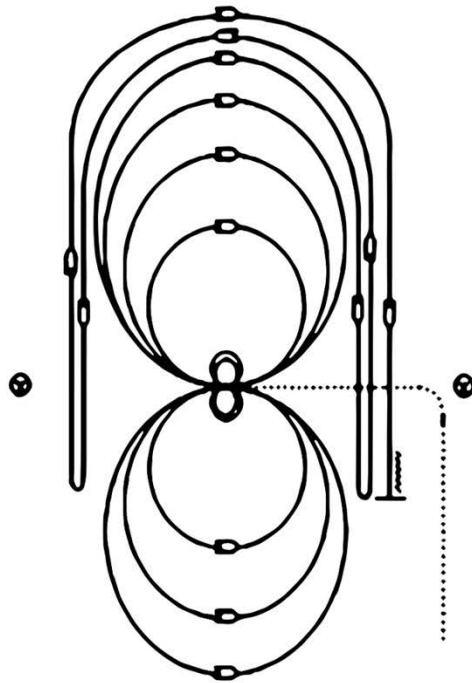


RANCH REINING PATTERN 5

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
5. Complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of 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 from the wall or fence.
7. Continue back around the previous circle, but do not close circle. Run up the left side of the arena, past the center marker, and do a left rollback at least 20 feet from the wall or fence.
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 from the wall or fence. Hesitate to show completion of pattern.

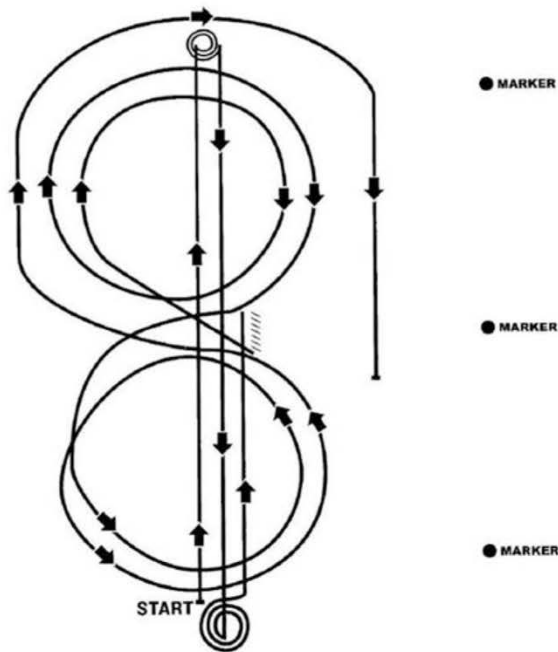


RANCH REINING PATTERN 2

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before departure.

1. Beginning on right lead, complete two circles to the right - the first one large and fast; the second one small and slow. Stop at center.
2. Complete 4 spins to the right. Hesitate.
3. Beginning on left lead, complete two circles to the left - the first one large and fast; the second one small and slow. Stop at center.
4. Complete 4 spins to the left. Hesitate.
5. Beginning on the right lead, complete a large fast circle to the right and change leads at center of arena. Complete a large fast circle to the left and change leads at center of arena.
6. Begin a large fast circle to the right, but do not close this circle. Run down the right side of the arena, past the center marker, and do a left roll back at least 20 feet from the wall or fence.
7. 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 roll back at least 20 feet from the wall or fence.
8. Continue back around previous circle, but do not close this circle. Run down right side of the arena, past the center marker, and do a sliding stop at least 20 feet from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

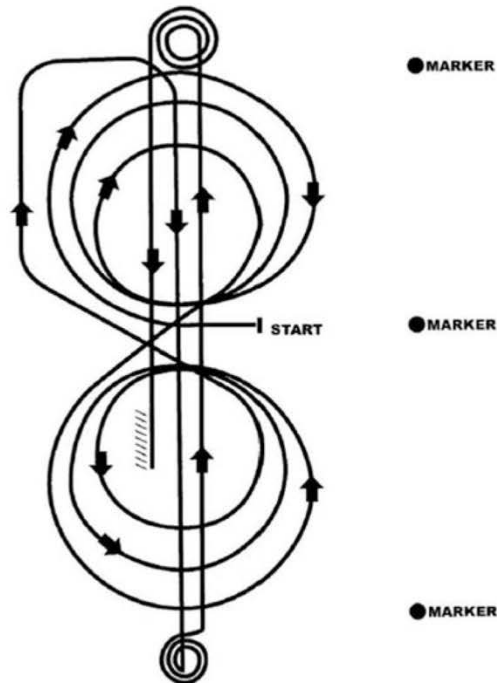


RANCH REINING PATTERN 4

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also end place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows:

1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. Complete 1/4 turn to the left; hesitate.
6. Beginning on right lead, complete two circles to the right - the first one small and slow, the second one large and fast. Change leads at center of arena.
7. Complete two circles to the left - the first one small and slow, the second one large and fast. Change leads at center of arena.
8. Begin a large circle to the right 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 20 feet from the fence . Hesitate to show completion of pattern.

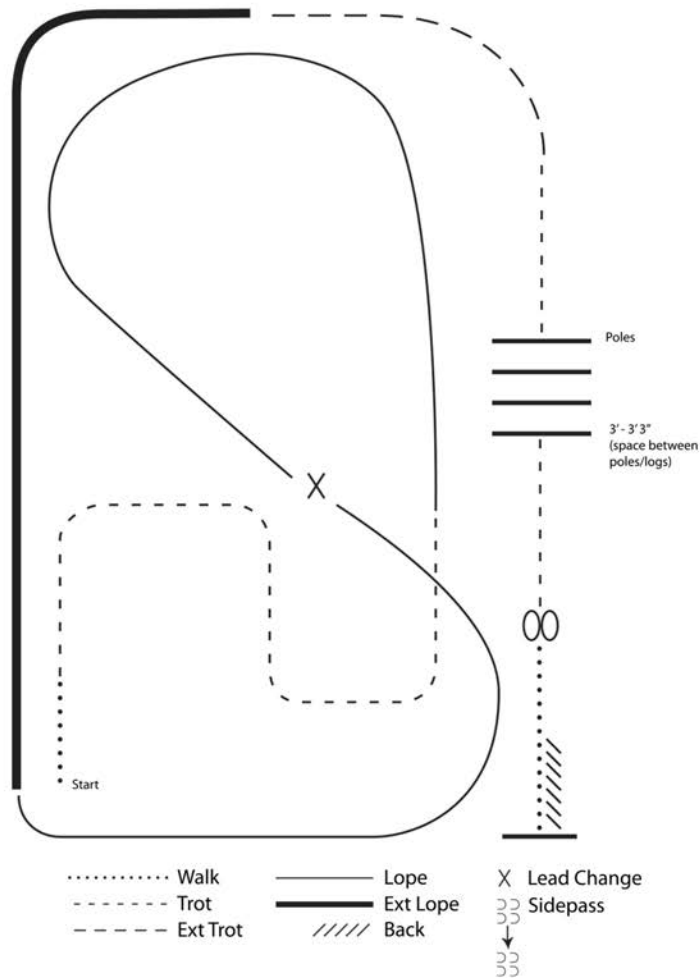


RANCH REINING PATTERN 3

Mandatory Marker along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern. Judge shall also place markers on fence or wall at least 50' from each end of the arena.

Ride pattern as follows: Trot to center of arena and stop or walk before departure. Start pattern facing toward judge.

1. Beginning on right lead, complete three circles to the right - the first two large and fast; the third one small and slow. Change leads at center of arena.
2. Complete three circles to the left - the first two large and fast; the third one small and slow. Change leads at center of arena.
3. Begin a large circle to the right, but do not close this circle. Run down center of arena, past the end marker, and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run up center of arena to the opposite end, past the end marker, do a sliding stop.
6. Complete 3 1/2 spins to the left.
7. Run back to the middle of the arena, past the center marker, and do a sliding stop. Back up at least 10 feet. Hesitate to show completion of pattern.

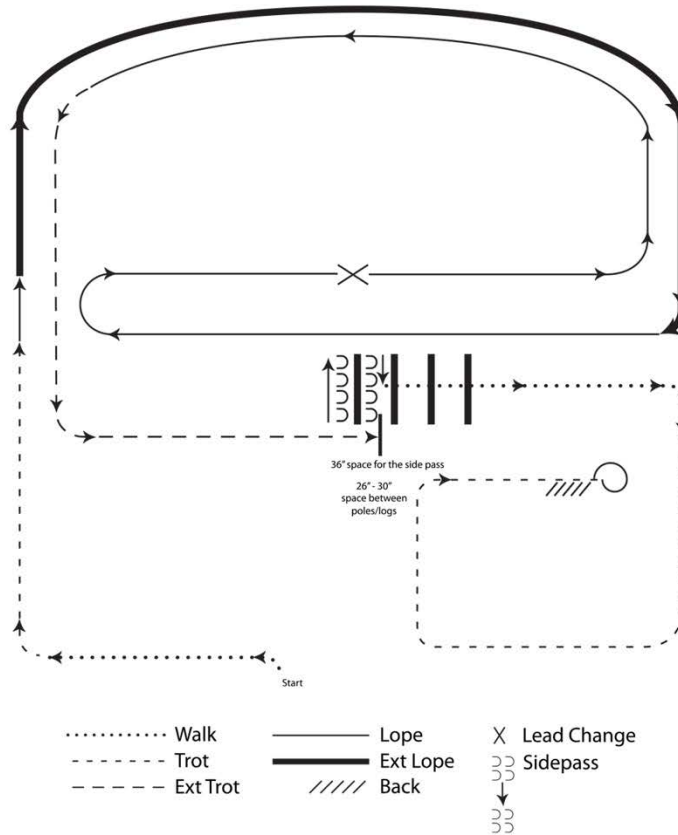


RANCH RIDING PATTERN 4

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

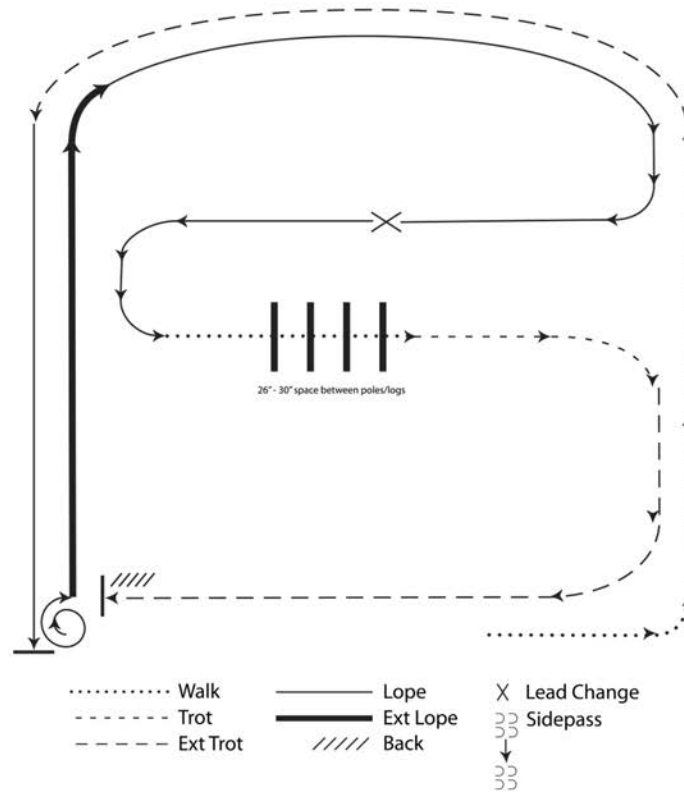
Ranch Riding

Senior



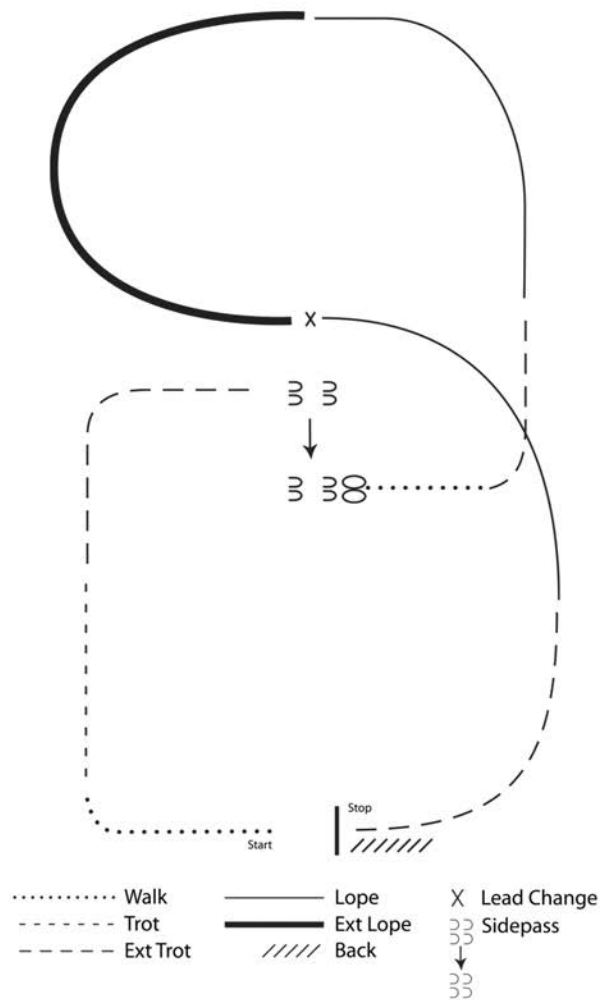
RANCH RIDING PATTERN 5

11. Walk
12. Trot
13. Extended lope-right lead
14. Lope-right lead
15. Change leads (simple or flying)
16. Lope left lead
17. Extended trot
18. Stop, side pass left, side pass right, 1/2 way
19. Walk over logs
20. Walk
21. Trot square
22. Stop, 360° turn left, back



RANCH RIDING PATTERN 2

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 ½ turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back



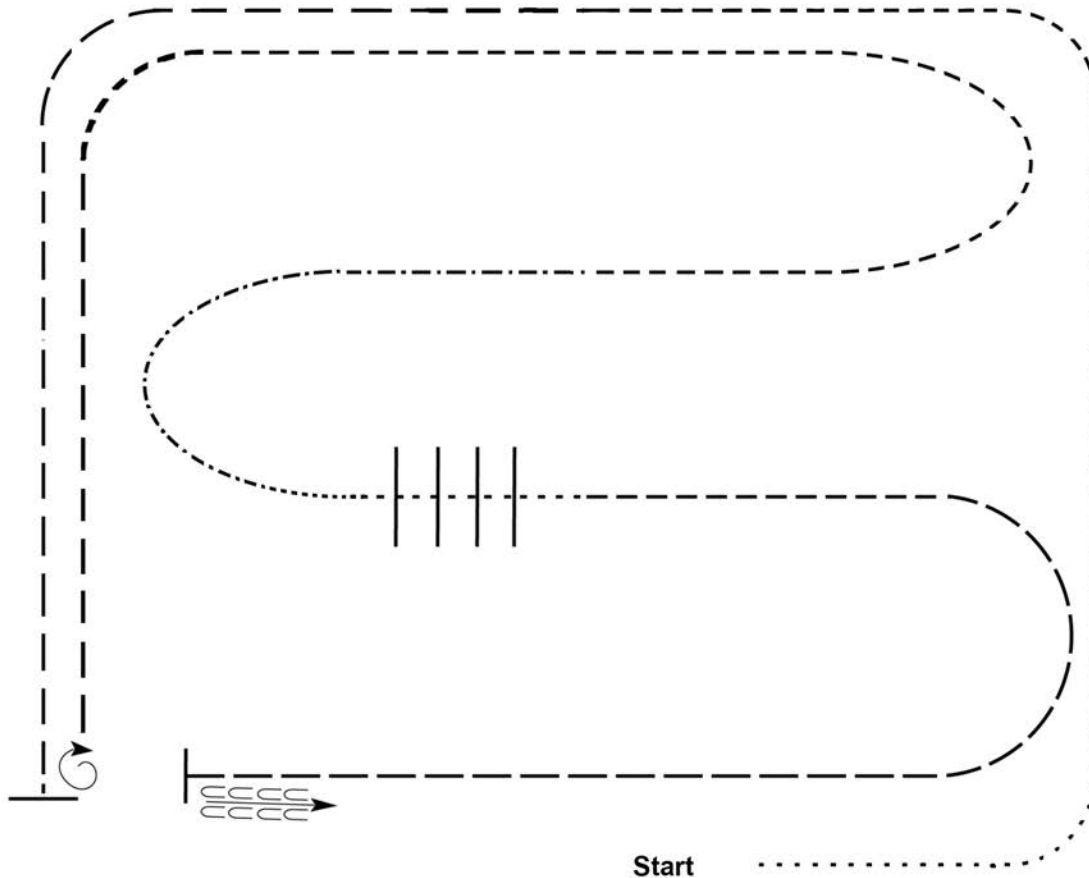
RANCH RIDING PATTERN 3

1. Walk to the left around corner of the arena
2. Trot
3. Extend alongside of the arena and around the corner to center
4. Stop, side pass right
5. 360 degree turn each direction (either way 1st)
6. Walk
7. Trot
8. Lope left lead
9. Extend the lope
10. Change leads (simple or flying)
11. Collect to the lope
11. Extend Trot
12. Stop and back



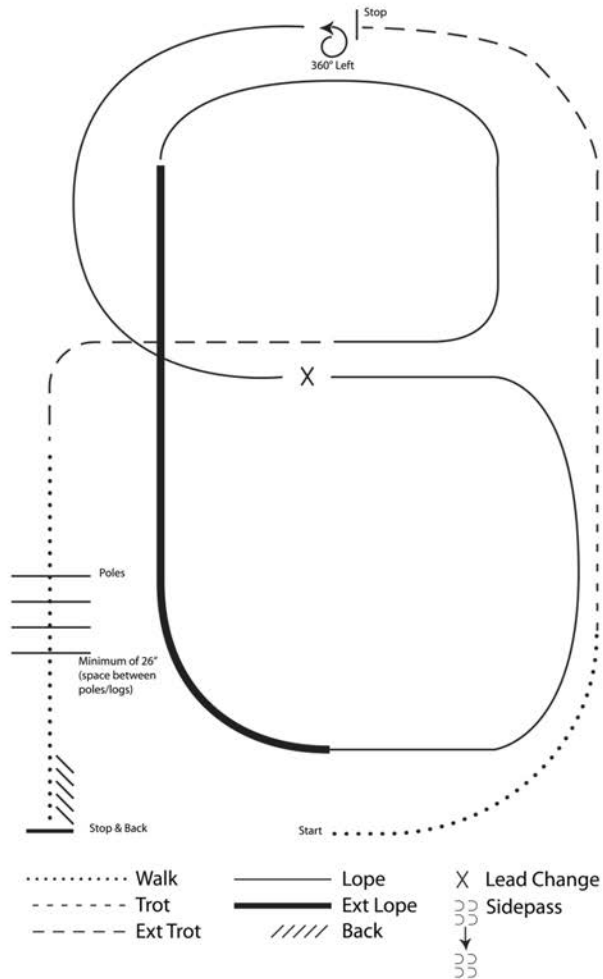
Ranch Riding

Non Pro Walk Trot



1. Walk
2. Trot
3. Extended trot
4. Stop. 1-1/2 turn to the right
5. Extended trot
6. Trot
7. Extended walk
8. Walk. Walk over logs
9. Trot
10. Extended trot
11. Stop and back

Walk
Extended Walk
Trot	-----
Extended Trot	-----



RANCH RIDING PATTERN 1

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

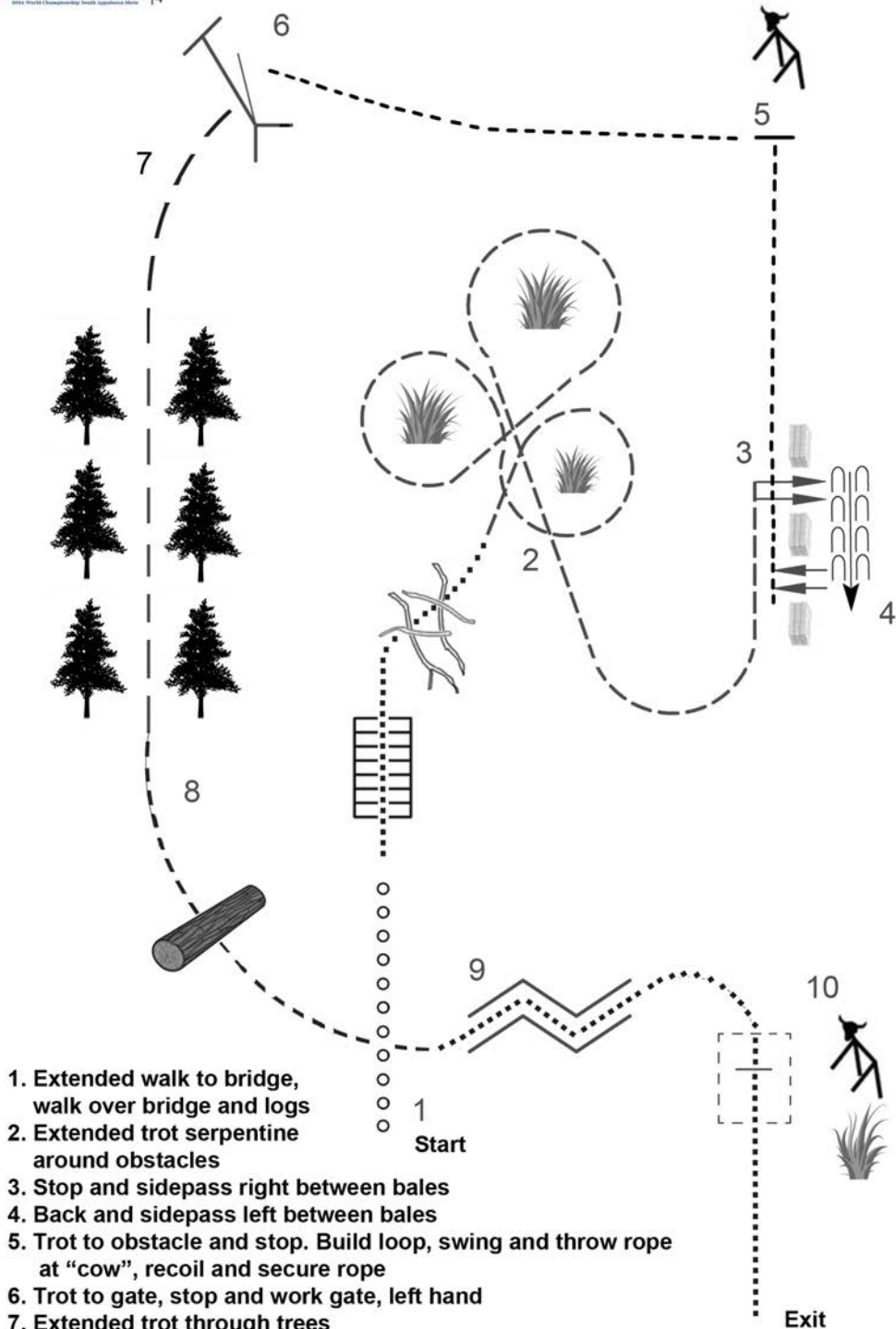




****Exhibitor must carry rope****

Ranch Trail

Walk Trot



1. Extended walk to bridge, walk over bridge and logs
2. Extended trot serpentine around obstacles
3. Stop and sidepass right between bales
4. Back and sidepass left between bales
5. Trot to obstacle and stop. Build loop, swing and throw rope at "cow", recoil and secure rope
6. Trot to gate, stop and work gate, left hand
7. Extended trot through trees
8. Trot over jump
9. Walk through cow trail to ground tie area, dismount
10. Ground tie, "brand" cow, lead horse to exit at a walk

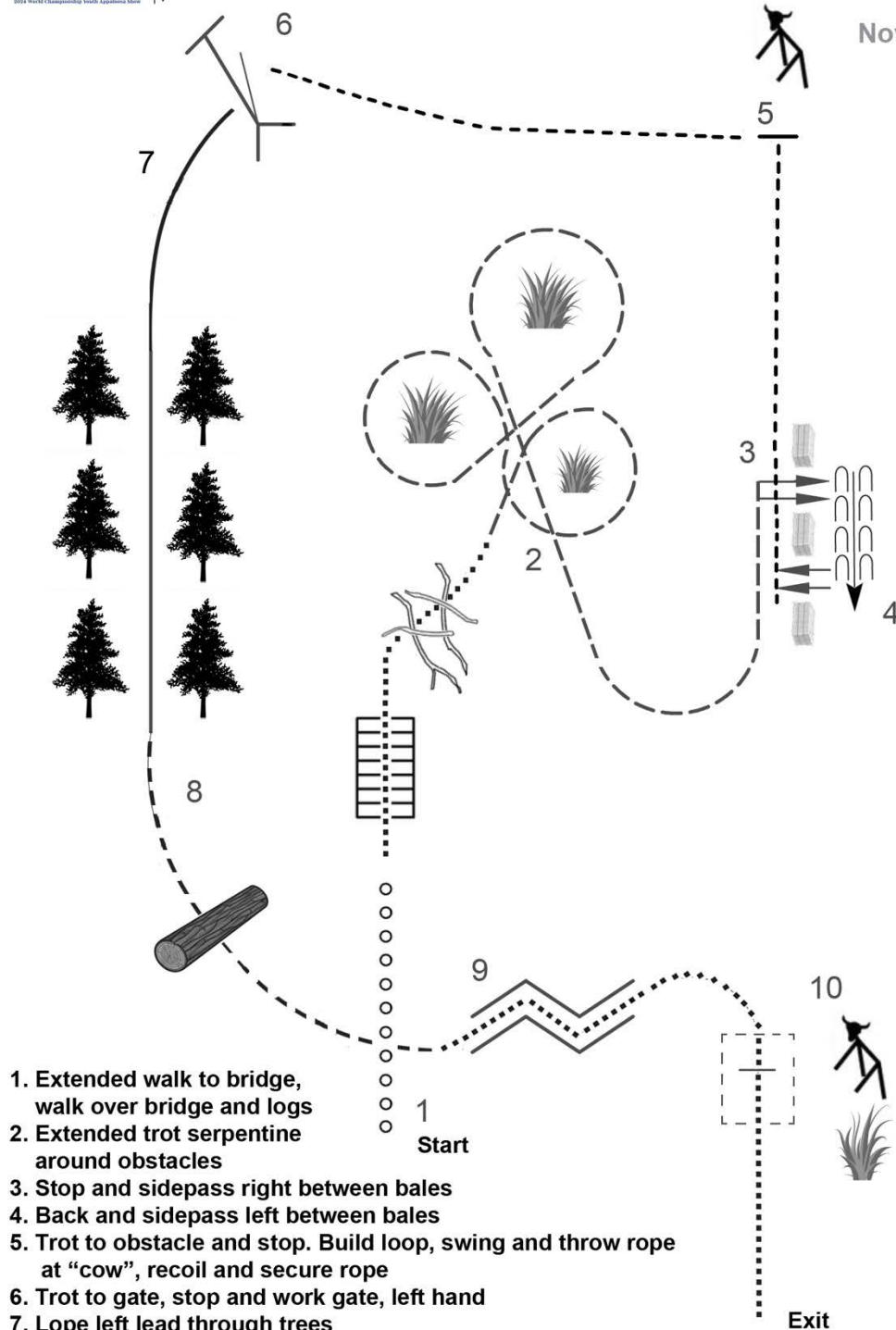




****Exhibitor must carry rope****

Ranch Trail

Youth
Novice Non Pro



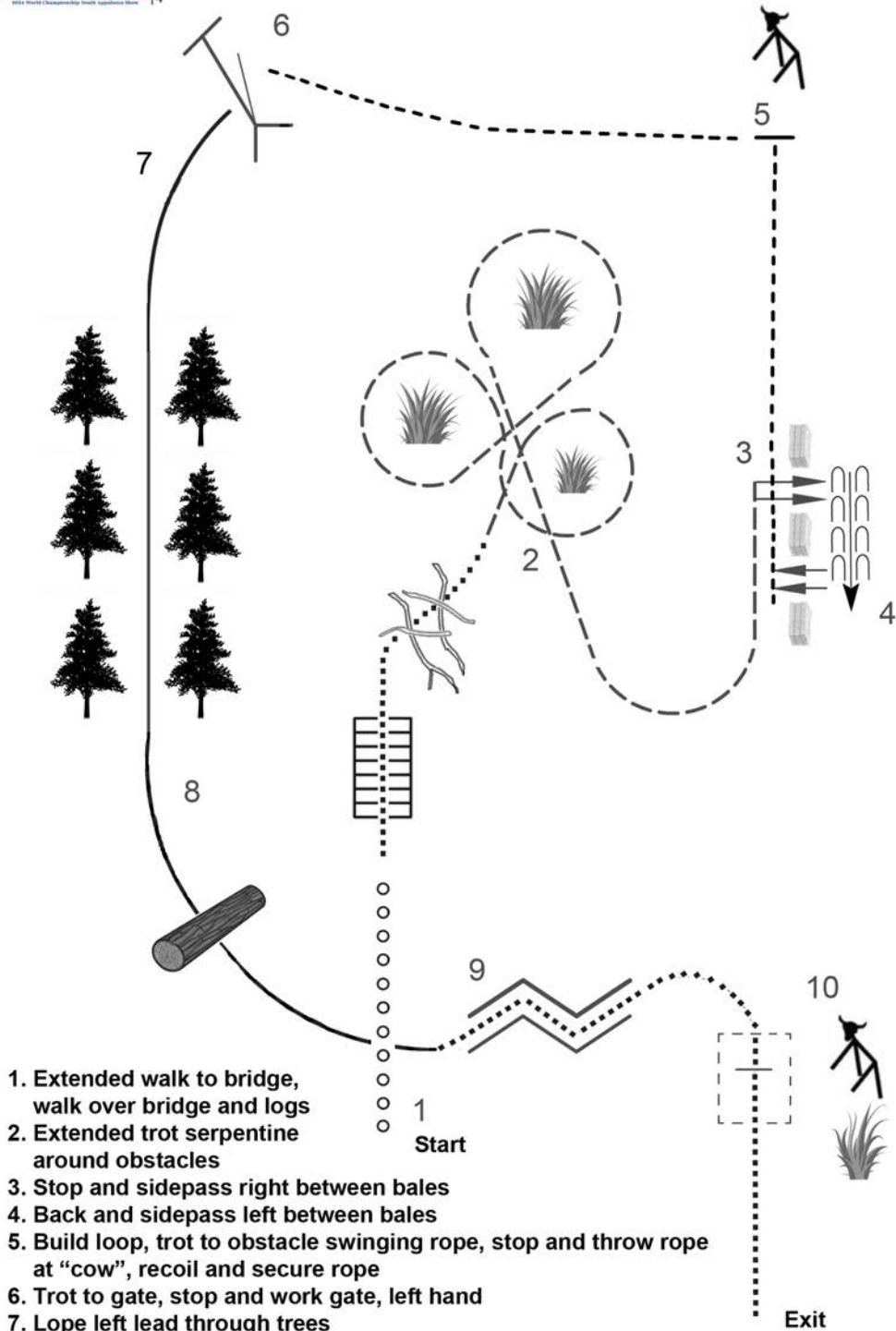
1. Extended walk to bridge, walk over bridge and logs
2. Extended trot serpentine around obstacles
3. Stop and sidepass right between bales
4. Back and sidepass left between bales
5. Trot to obstacle and stop. Build loop, swing and throw rope at "cow", recoil and secure rope
6. Trot to gate, stop and work gate, left hand
7. Lope left lead through trees
8. Trot over jump
9. Walk through cow trail to ground tie area, dismount
10. Ground tie, "brand" cow, lead horse to exit at a walk



****Exhibitor must carry rope****

Ranch Trail

Junior
Green



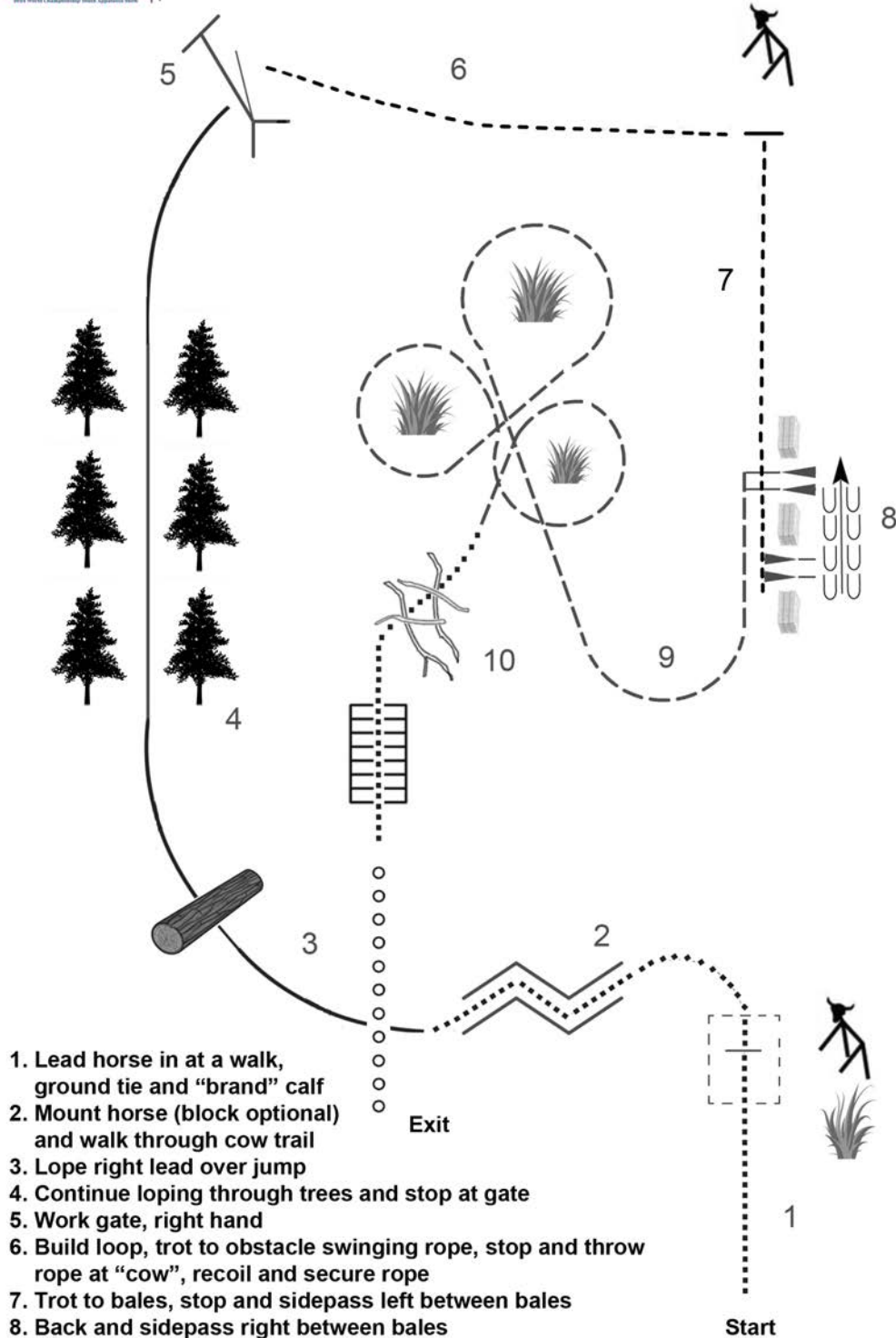
1. Extended walk to bridge, walk over bridge and logs
2. Extended trot serpentine around obstacles
3. Stop and sidepass right between bales
4. Back and sidepass left between bales
5. Build loop, trot to obstacle swinging rope, stop and throw rope at "cow", recoil and secure rope
6. Trot to gate, stop and work gate, left hand
7. Lope left lead through trees
8. Continue loping over jump
9. Walk through cow trail to ground tie area, dismount
10. Ground tie, "brand" cow, lead horse to exit at a walk



****Exhibitor must carry rope****

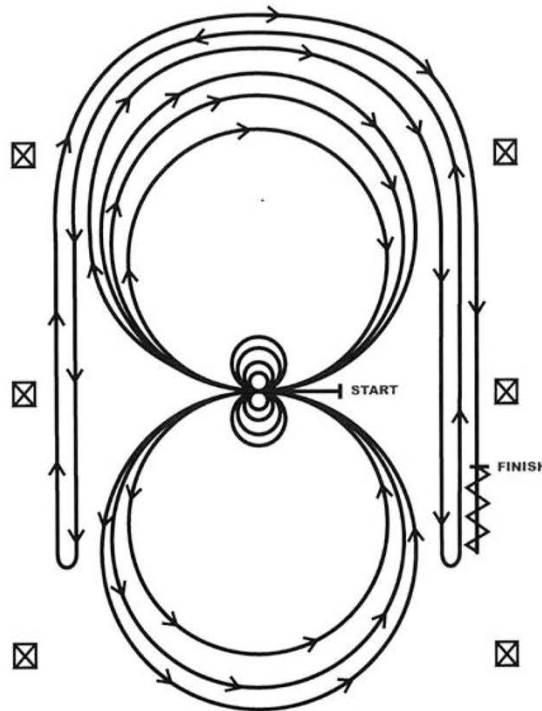
Ranch Trail

Senior
Non Pro



1. Lead horse in at a walk, ground tie and "brand" calf
2. Mount horse (block optional) and walk through cow trail
3. Lope right lead over jump
4. Continue loping through trees and stop at gate
5. Work gate, right hand
6. Build loop, trot to obstacle swinging rope, stop and throw rope at "cow", recoil and secure rope
7. Trot to bales, stop and sidepass left between bales
8. Back and sidepass right between bales
9. Extended trot serpentine around obstacles
10. Walk over logs and bridge, extended walk to exit



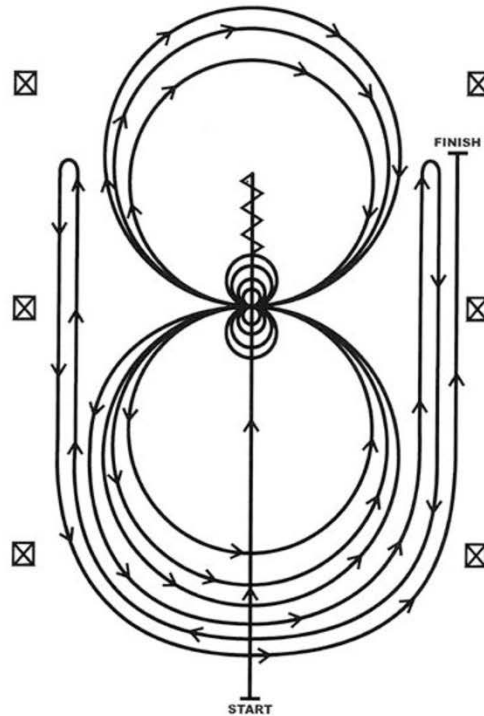


PATTERN 8

Horse may walk or jog to the center of the arena. Horse must walk 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.
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 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 fast 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.

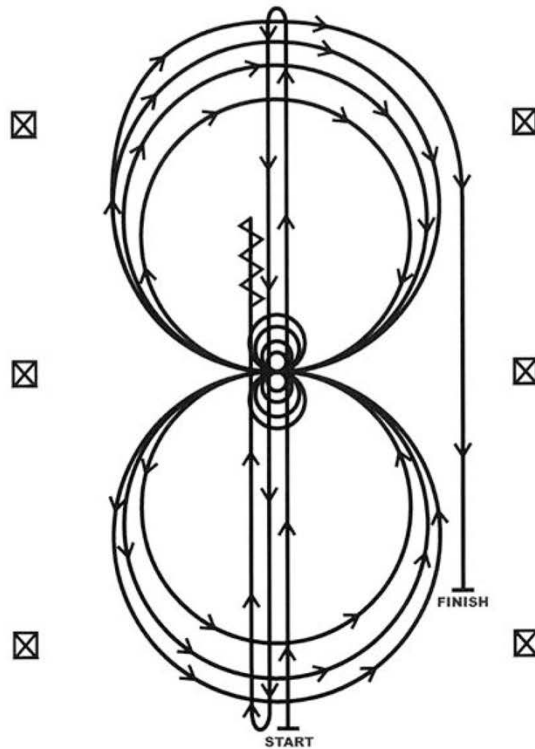
Exhibitor may be requested to dismount and drop bridle to the designated judge.



PATTERN 9

1. Run past the center marker and do a sliding stop. Back up to center of the arena or at least 10 feet (3.05 m). Hesitate.
2. Complete four spins to the right.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, 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. 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.
6. Begin a large fast 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 (6.09 m) from the wall or fence - no hesitation.
7. Continue back around the 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 (6.09 m) from the wall or fence - no hesitation.
8. Continue back around previous circle but do not close this circle. Run up right side of the arena past the center marker and do a sliding stop at least 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.



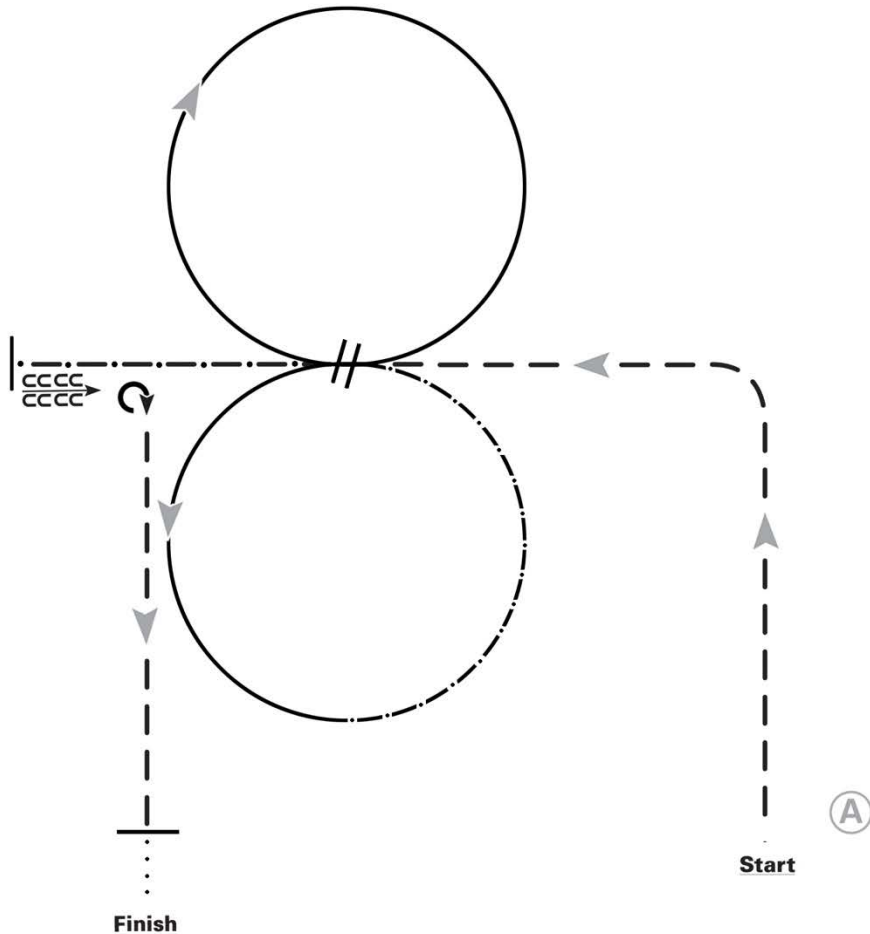
PATTERN 7

1. Run at speed to the far end of the arena past end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past end marker and do a right rollback - no hesitation.
3. Run past the center marker, do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
4. Complete four spins to the right.
5. Complete four and a 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 and 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 and fast, the third circle small and slow. Change leads at the center of the arena.
8. Begin a large fast 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 20 feet (6.09 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.

Saddle Seat Equitation

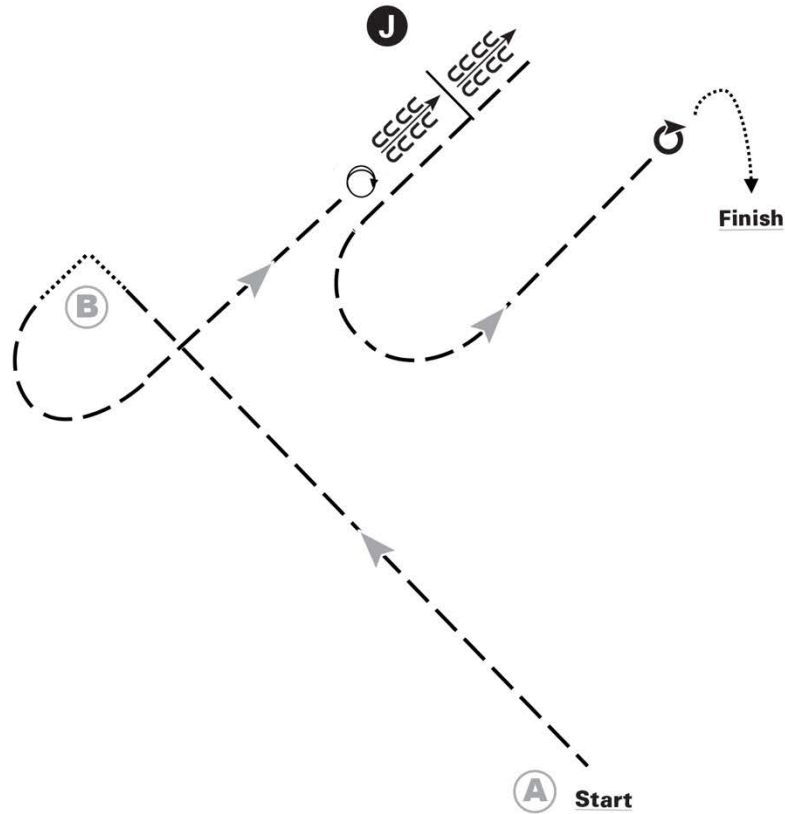
Youth 18 & Under
Non Pro



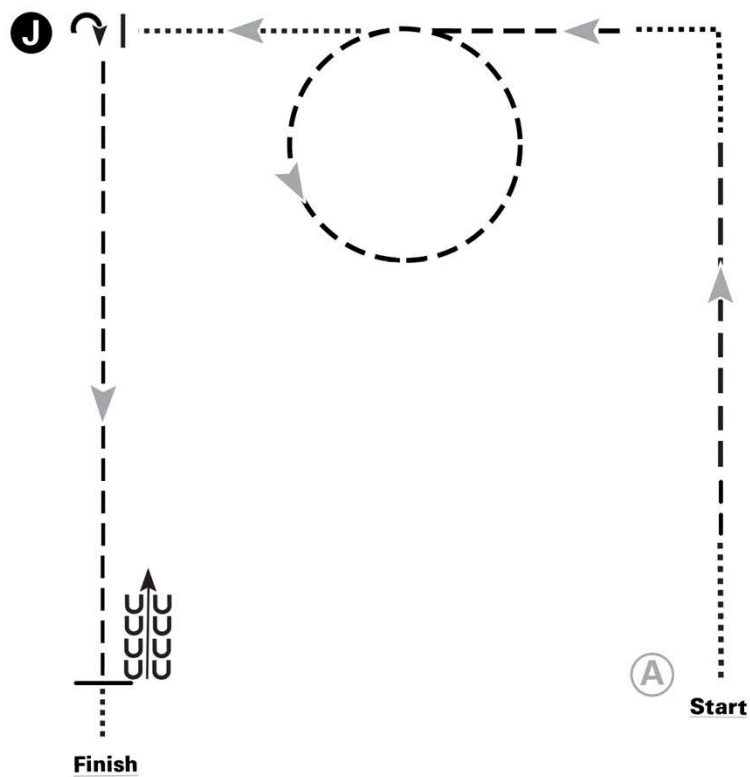
1. Trot right diagonal and turn left
2. Pickup right lead in center of arena and canter circle to the right
3. Simple lead change
4. Canter left lead half circle
5. Break to sitting trot half circle
6. Halt after crossing the center line and back
7. Perform a 3/4 right turn on the hindquarters
8. Posting trot left diagonal
9. Halt when even with A. Exit at a walk

Showmanship

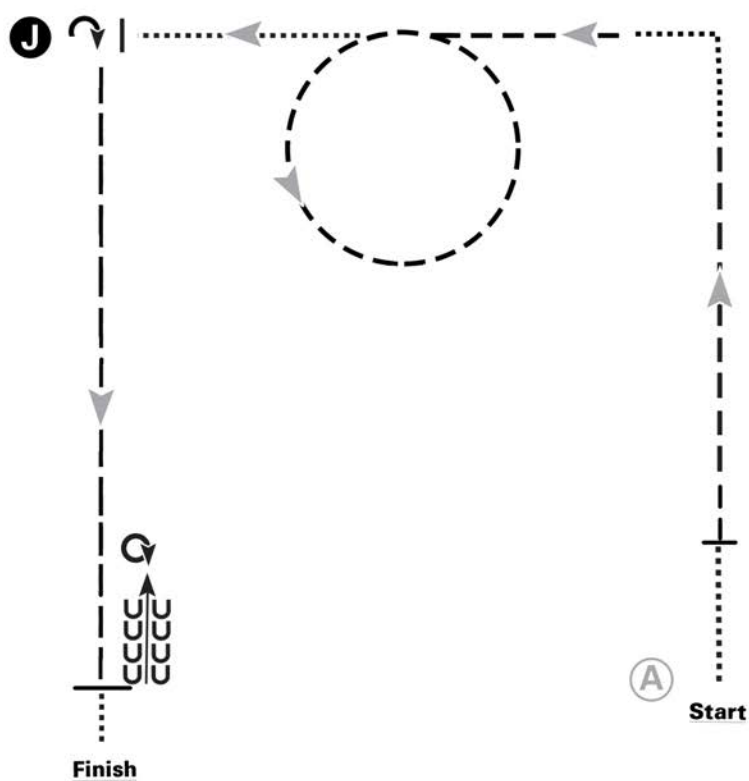
English Youth 13 & Under
English Youth 14 - 18



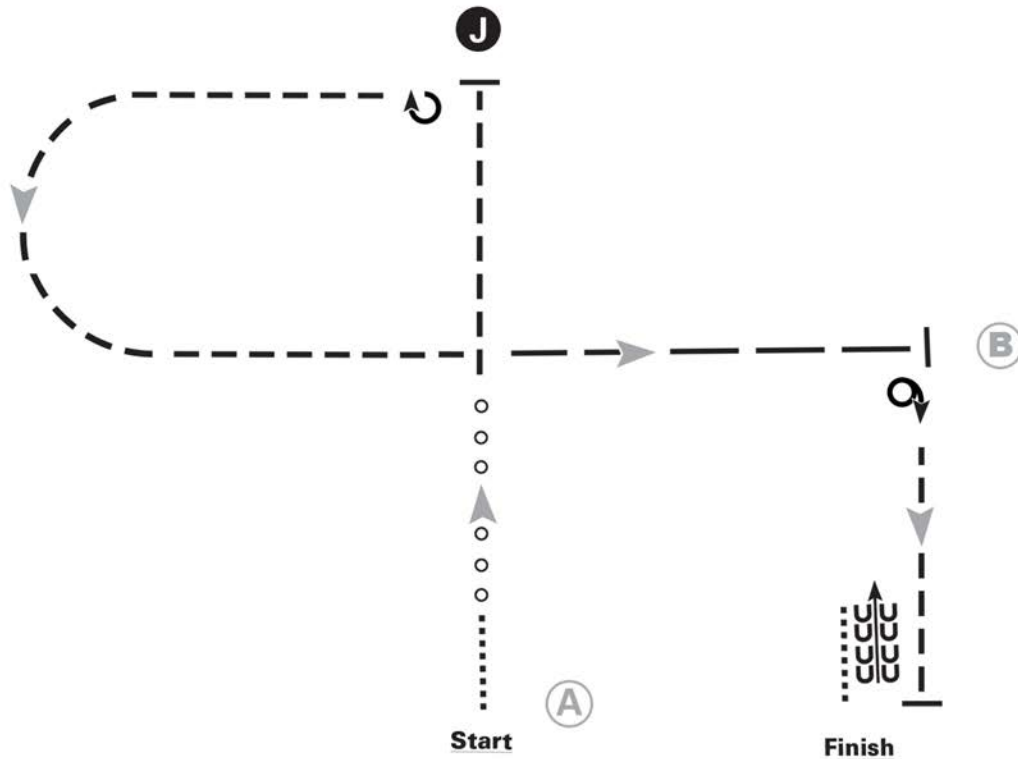
1. Trot towards B
2. At B, break to walk, walk corner
3. Trot an arc at least halfway to Judge
4. Stop, perform a 540° (1-1/2) turn
5. Back until horse's hip in line with Judge
6. Set up
7. Inspection
8. When excused, back
9. Trot an arc as shown
10. Stop and perform a 360° turn, exit at a walk



1. Walk 2 horse lengths
2. Trot
3. Walk the corner
4. Trot and trot a circle
5. Walk to the Judge and stop
6. Set up
7. Inspection
8. When dismissed, perform a 3/4 turn
9. Trot until even with A
10. Stop and back 1 horse length
11. Exit at a walk



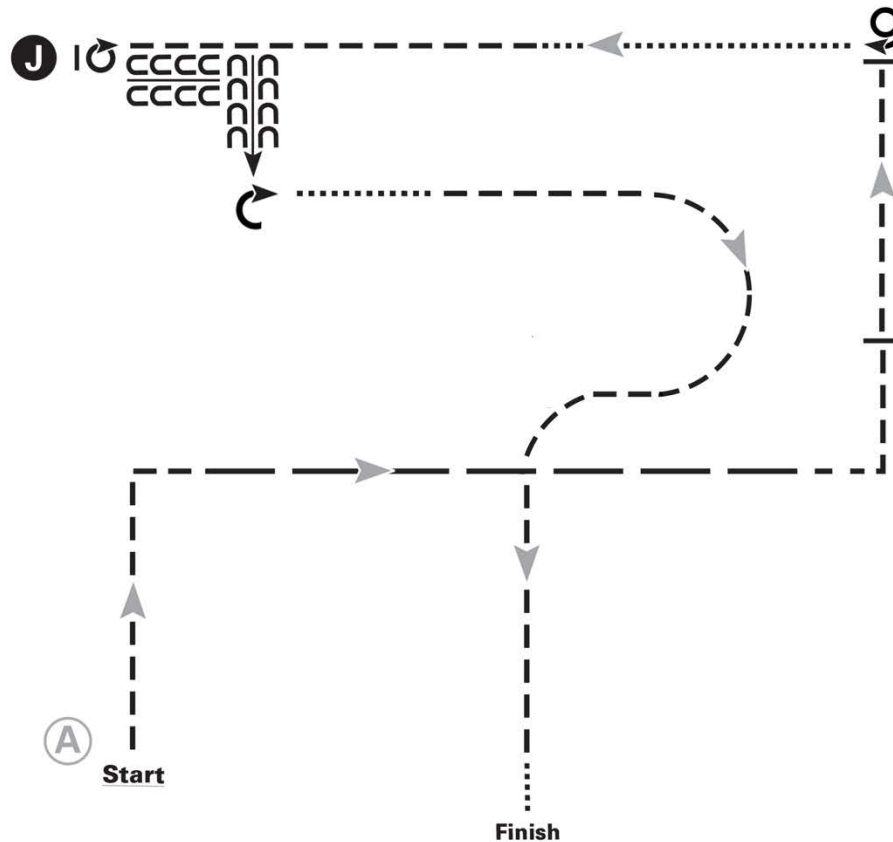
1. Walk 2 horse lengths. Stop and hesitate
2. Trot
3. Walk the corner
4. Trot and trot a circle
5. Walk to the Judge and stop
6. Set up
7. Inspection
8. When dismissed, perform a 3/4 turn
9. Trot until even with A. Stop
10. Back 1 horse length. Perform a 360° turn
11. Exit at a walk



1. Walk, extend the walk half way to Judge
2. Trot to Judge and stop
3. Set up
4. Inspection
5. When dismissed, perform a 3/4 turn
6. Trot half circle to the left
7. Extend the trot to B. Stop
8. Perform a 1-1/4 turn
9. Trot to A. Stop
10. Back. Exit at a walk

Showmanship

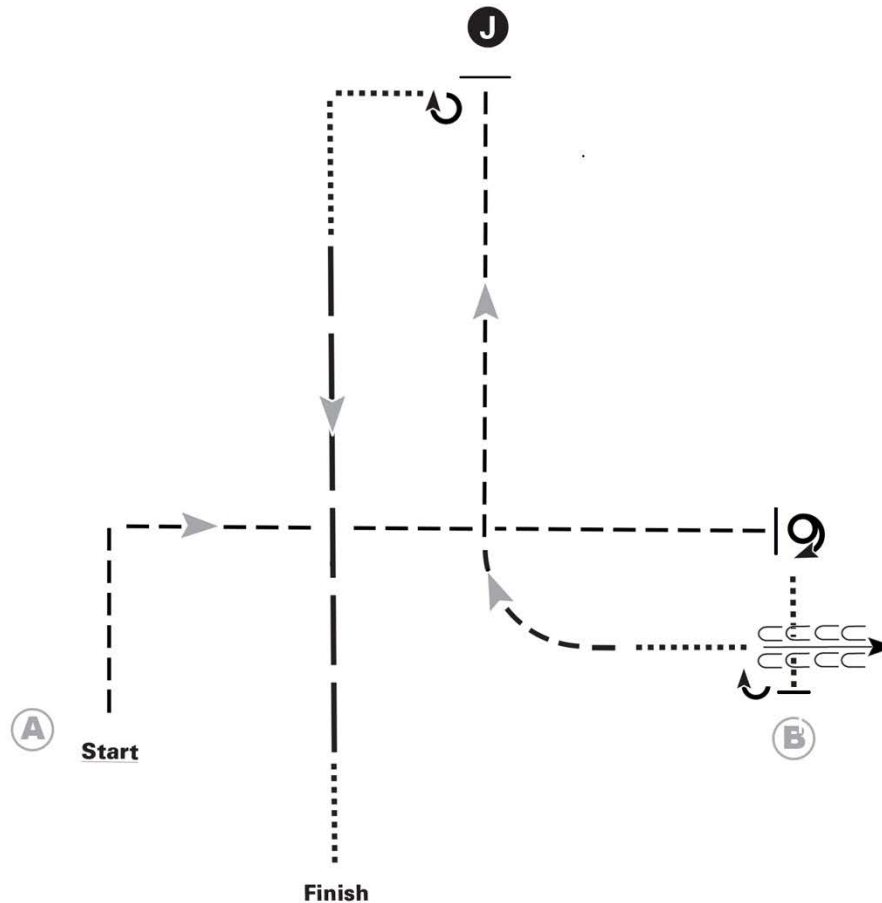
Non Pro 35 & Over
Youth 14 - 18



1. Trot and perform a square corner
2. Extend trot across the arena
3. Collect trot and trot a square corner. Stop and briefly hesitate.
Trot and stop with hip even with Judge
4. Perform a 1-3/4 turn
5. Walk halfway to Judge. Trot to Judge and stop
6. Perform a 360° turn
7. Set up
8. Inspection
9. When dismissed, back a corner
10. Perform a 1/4 turn and walk. Trot as shown
11. When even with A, break down to a walk and exit

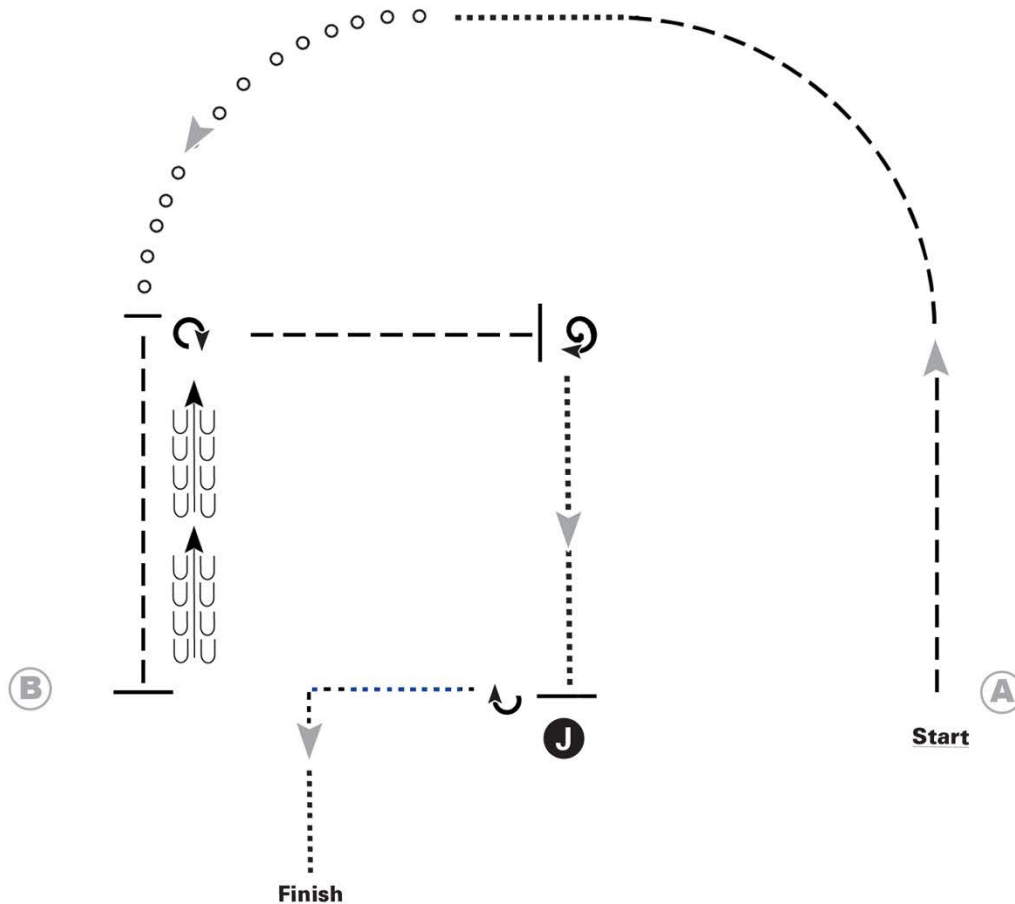
Showmanship

Novice Non Pro
Novice Youth 13 & Under
Novice Youth 14-18

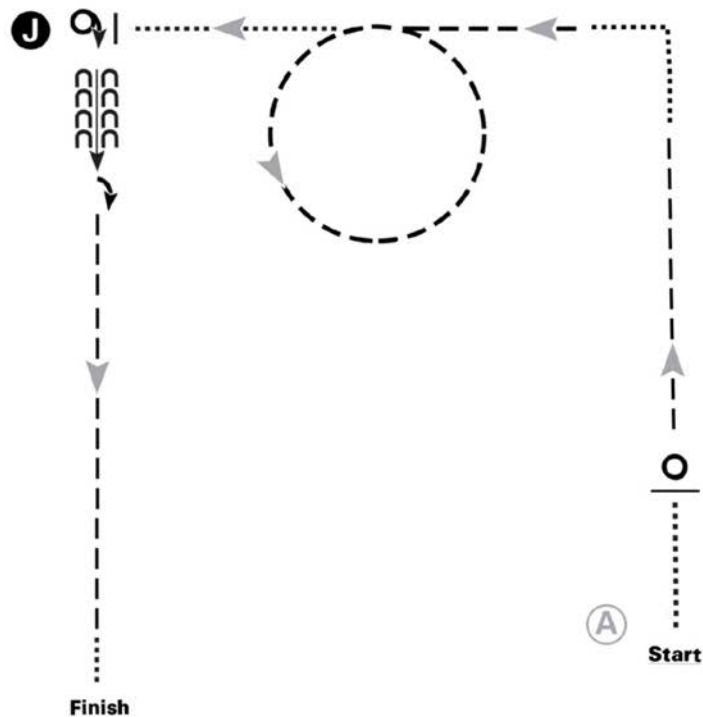


1. Trot, trot a square corner to the right. Continue until even with B marker
2. Stop. Perform a 1-1/4 turn
3. Walk to B. Stop. Perform a 1/4 turn
4. Back several steps then walk forward
5. Trot forward and then trot a corner to the right. Trot to the Judge. Stop
6. Set up
7. Inspection
8. When dismissed, perform a 3/4 turn
9. Walk forward and walk a square corner to the left
10. Extend the trot until even with A
11. Break down to a walk and exit

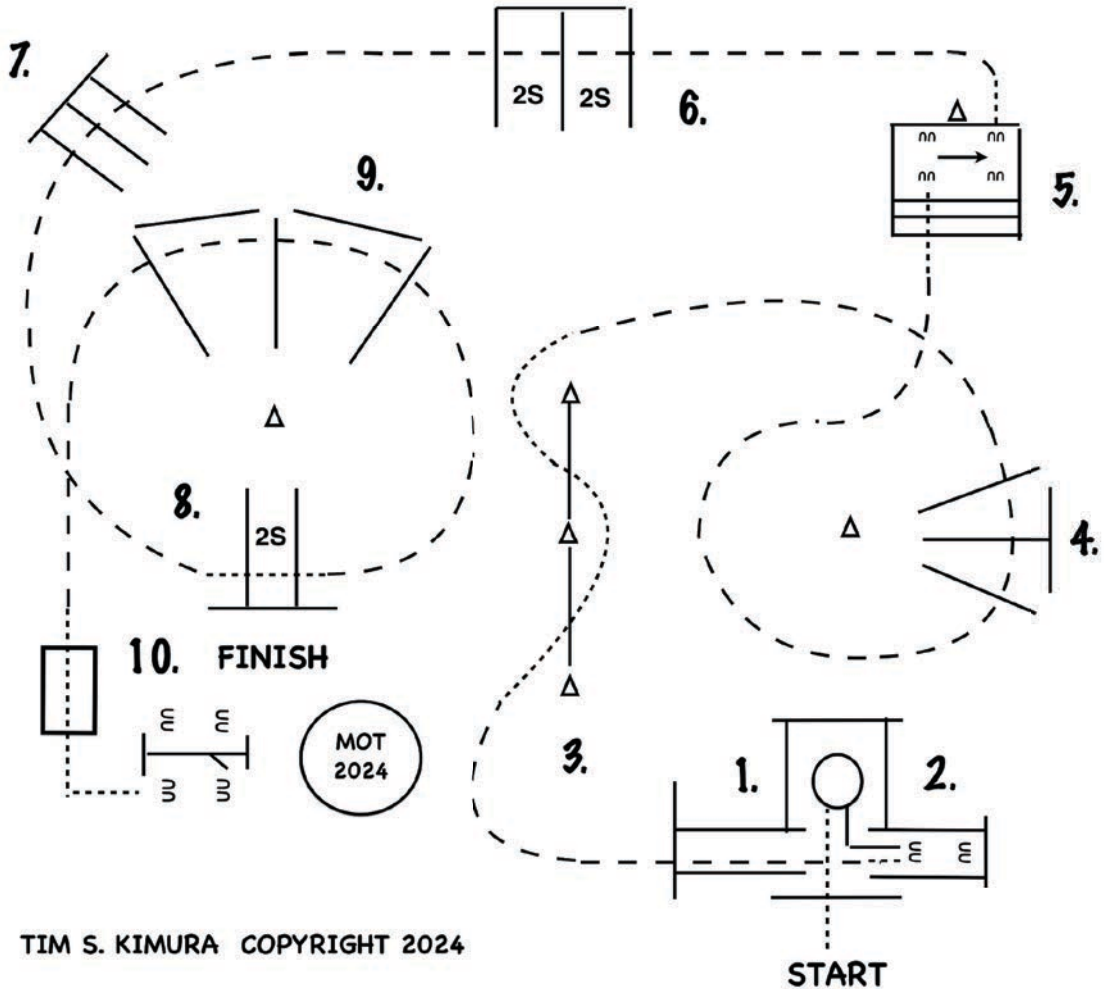




1. Trot from A to the top of the arc, walk two horse lengths
2. Extend the walk toward B. Stop half way and briefly hesitate. Trot toward B
3. Stop and back 2 horse lengths
4. Perform a 3/4 turn
5. Trot and stop
6. Perform a 1-1/4 turn, walk to the Judge and stop
7. Set up
8. Inspection
9. When dismissed, perform a 1/4 turn
10. Walk as shown and exit



1. Walk 2 horse lengths
2. Perform a 360° turn
3. Trot and break down to a walk. Walk the corner
4. Trot and trot a circle
5. Walk to the Judge and stop
6. Set up
7. Inspection
8. When dismissed, perform a 1-1/4 turn
9. Back
10. Perform 1/2 turn and trot until even with A
11. Exit at a walk

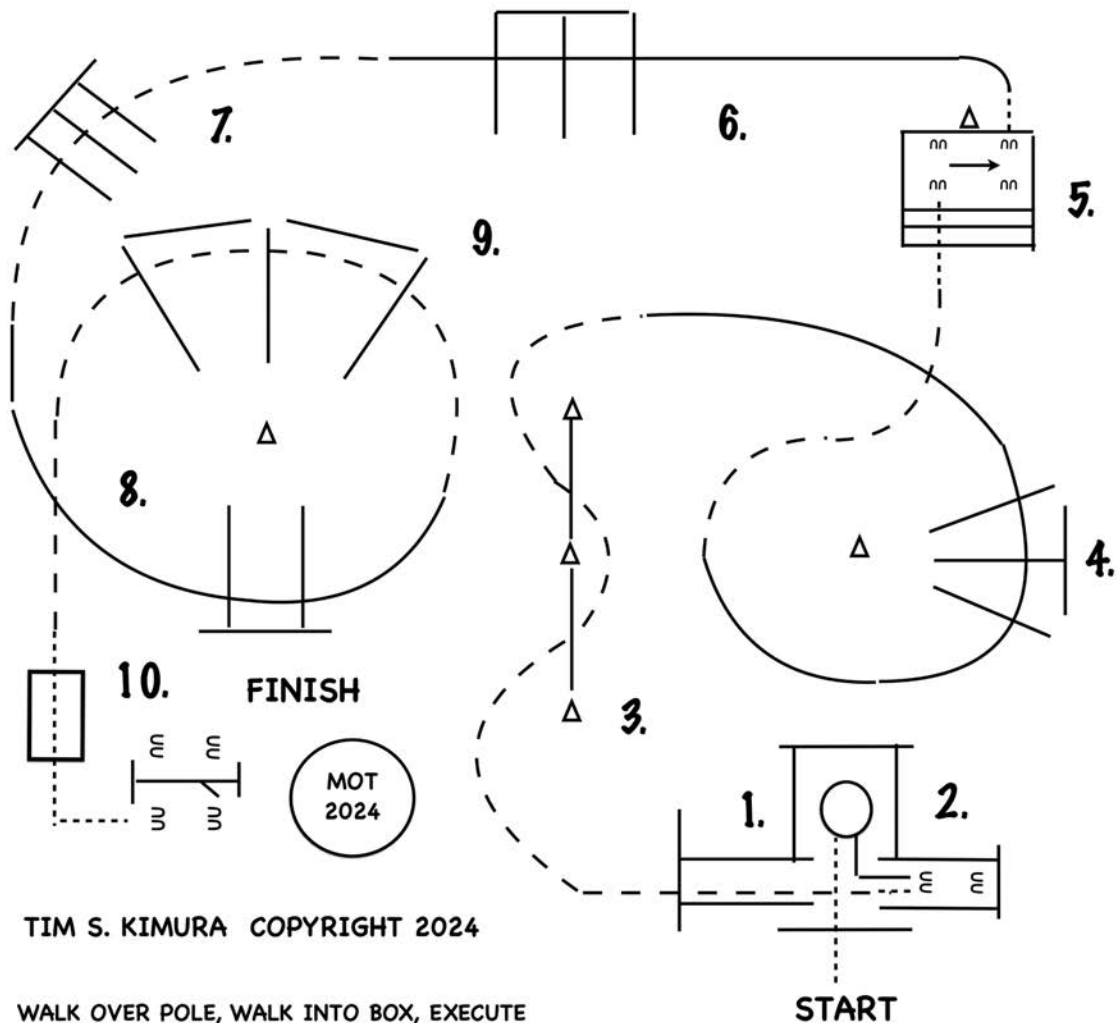


TIM S. KIMURA COPYRIGHT 2024

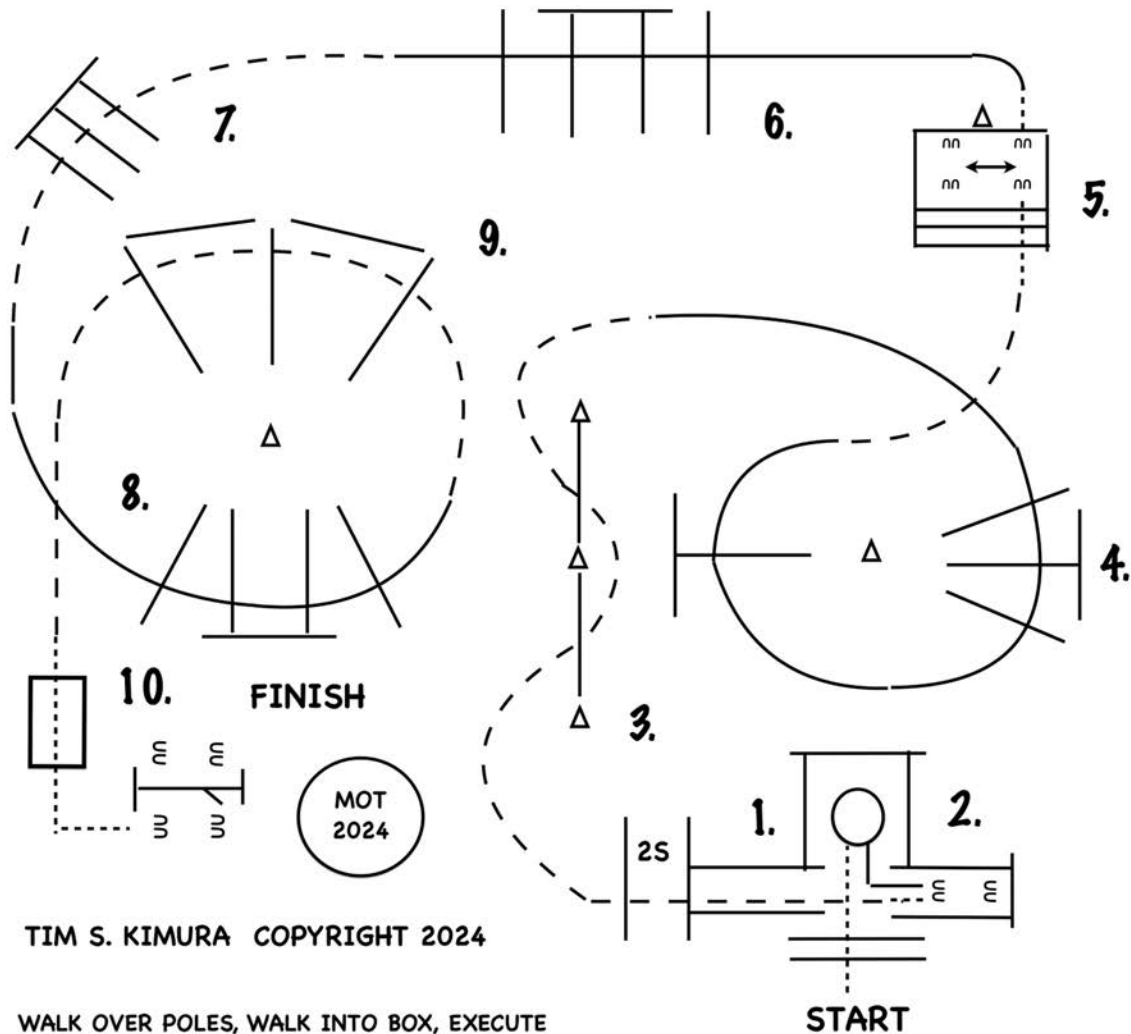
1. WALK OVER POLE, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, WALK FORWARD, THEN JOG OVER POLE.
3. WALK THROUGH SERPENTINE, WALK OVER POLES.
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES, SIDE PASS TO THE RIGHT THEN WALK OUT.
6. JOG OVER POLES.
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES..
9. JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK WALK OVER BRIDGE, WALK TO GATE. WORK GATE LEFT HAND.

Trail

Youth 13 & Under
 Novice Youth 14 - 18
 Novice Youth 13 & Under



1. WALK OVER POLE, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, WALK FORWARD, THEN JOG OVER POLE.
3. JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, THEN STOP OR BREAK TO THE WALK, WALK OVER POLES, SIDE PASS TO THE RIGHT THEN WALK OUT.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK WALK OVER BRIDGE, WALK TO GATE. WORK GATE LEFT HAND.



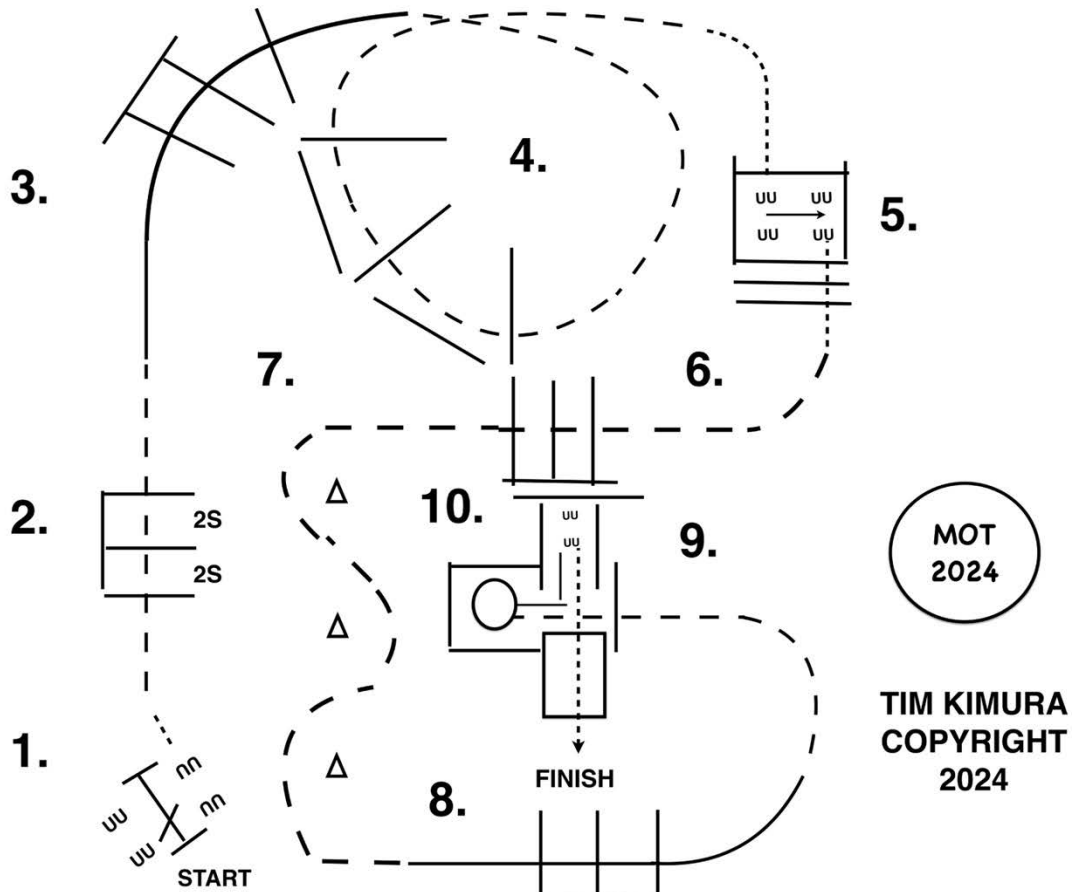
TIM S. KIMURA COPYRIGHT 2024

1. WALK OVER POLES, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY.
2. BACK AROUND CORNER, WALK FORWARD, THEN JOG OVER POLES.
3. JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, THEN STOP OR BREAK TO THE WALK, WALK OVER POLES, SIDE PASS TO THE LEFT THEN BACK TO THE RIGHT, WALK OUT.

6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (LEFT LEAD).
9. BREAK TO THE JOG, JOG OVER POLES.
10. STOP OR BREAK TO THE WALK, WALK WALK OVER BRIDGE, WALK TO GATE. WORK GATE LEFT HAND.

Trail

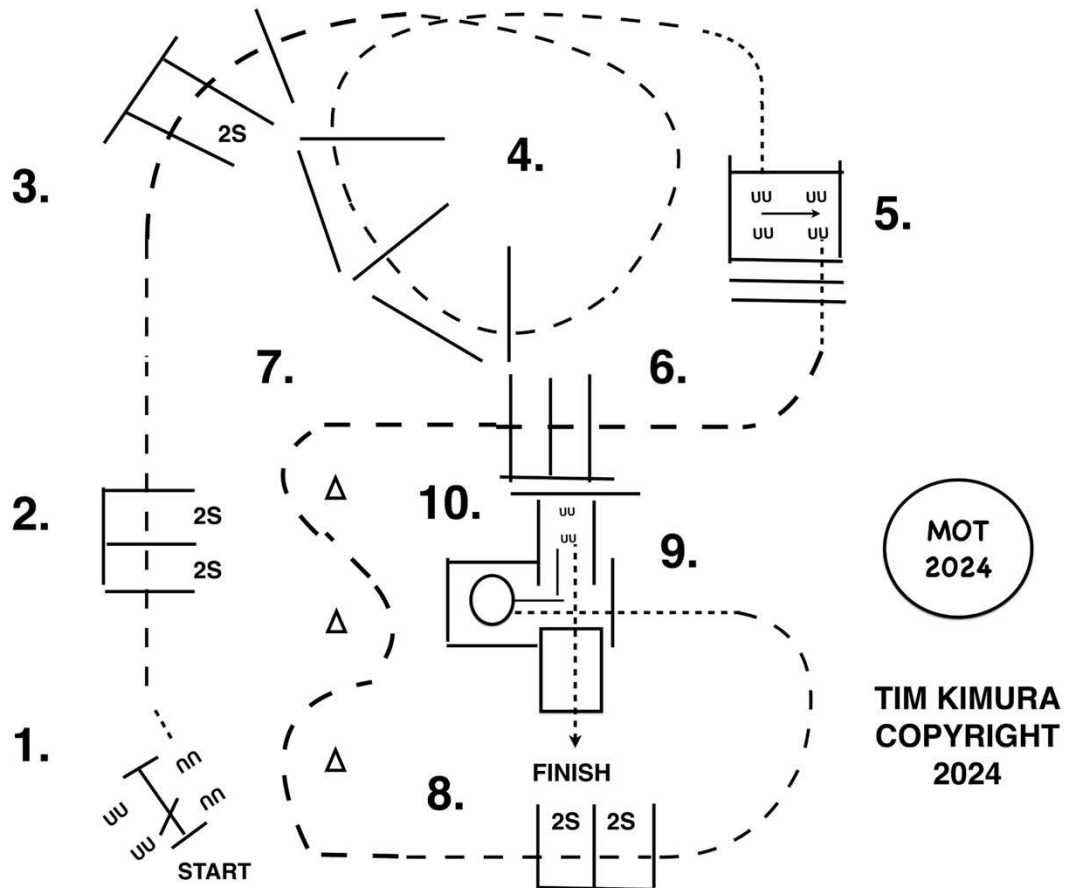
Novice Non Pro



1. WORK GATE LEFT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLE, SIDE PASS LEFT BETWEEN POLES, THEN WALK OUT OVER POLES.
6. JOG OVER POLES
7. JOG THRU SERPENTINE.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG, JOG OVER POLES AND INTO JOG CHUTE. STOP AND EXECUTE A 360 TURN EITHER WAY.
10. BACK BETWEEN POLES AND, BACK AROUND CORNER. WALK OUT CHUTE, WALK OVER BRIDGE.

Trail

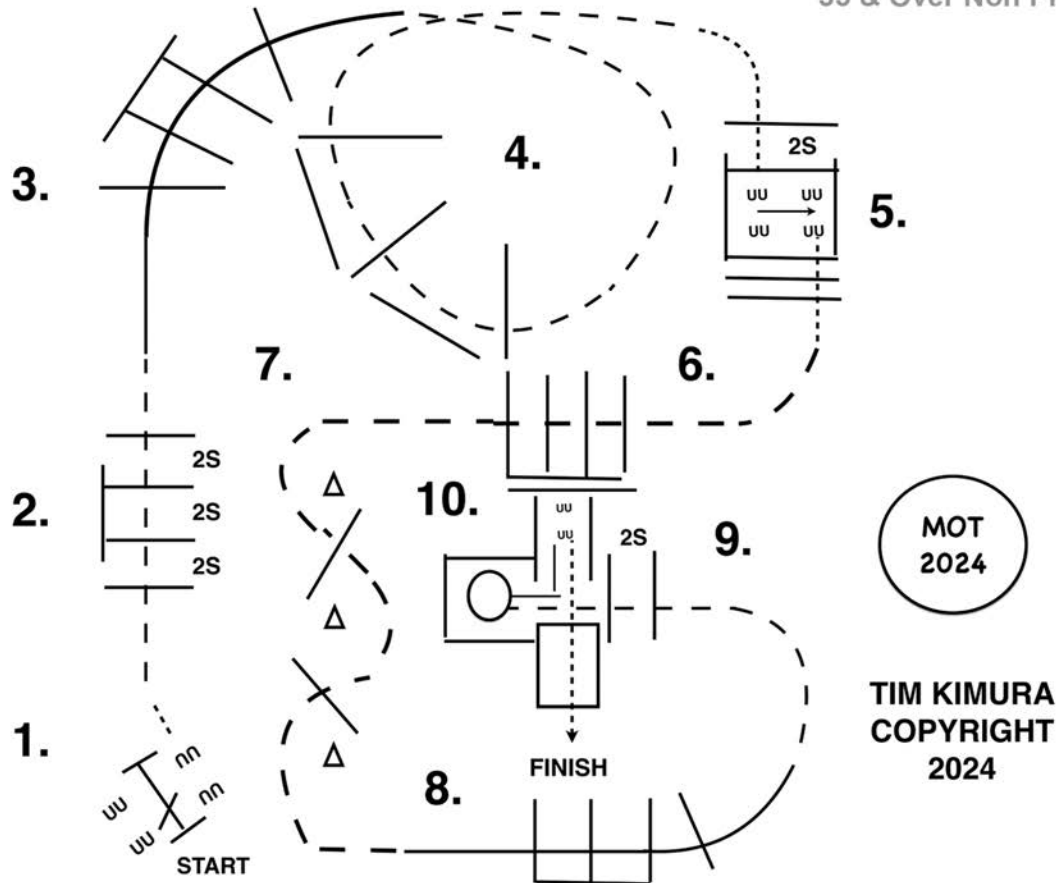
Walk Trot Non Pro



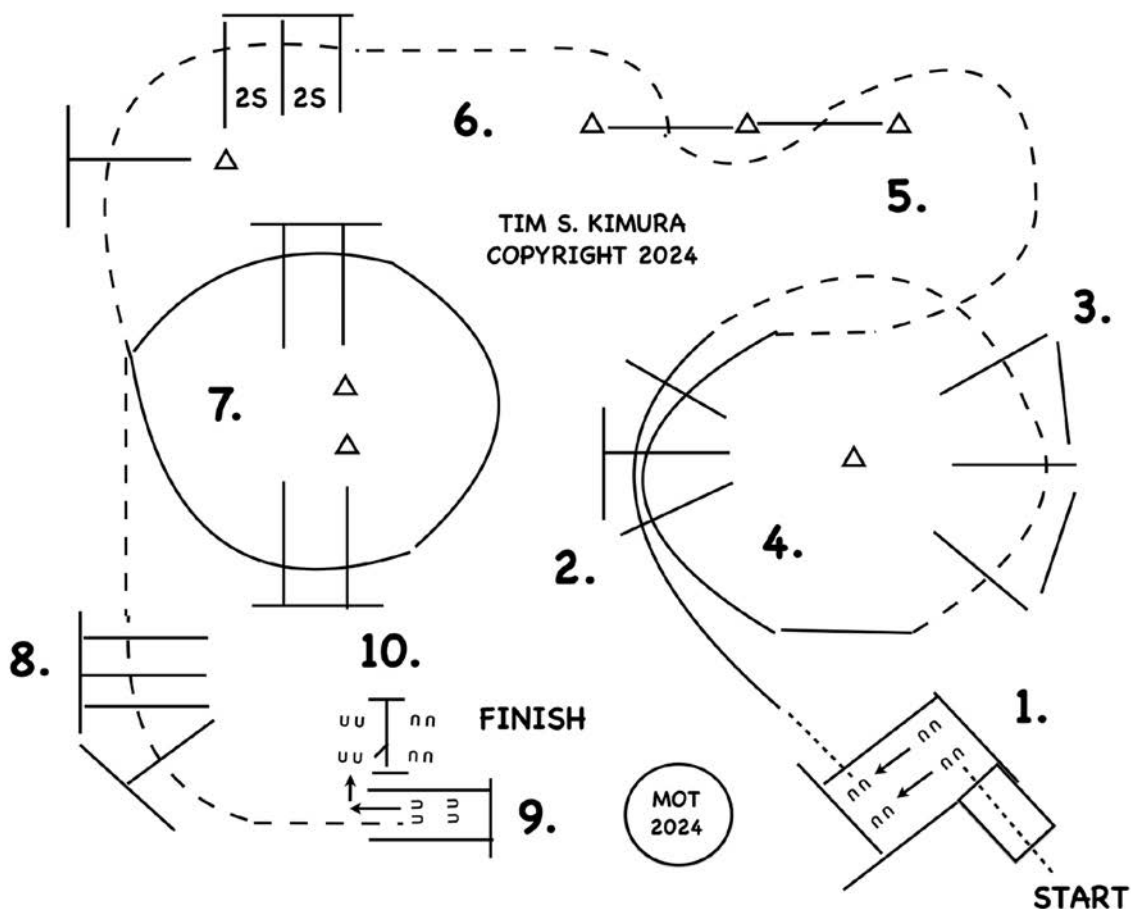
1. WORK GATE LEFT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. JOG OVER POLES
4. JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLE, SIDE PASS LEFT BETWEEN POLES, THEN WALK OUT OVER POLES.
6. JOG OVER POLES
7. JOG THRU SERPENTINE.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK INTO CHUTE. STOP AND EXECUTE A 360 TURN EITHER WAY.
10. BACK BETWEEN POLES AND, BACK AROUND CORNER. WALK OUT CHUTE, WALK OVER BRIDGE.

Trail

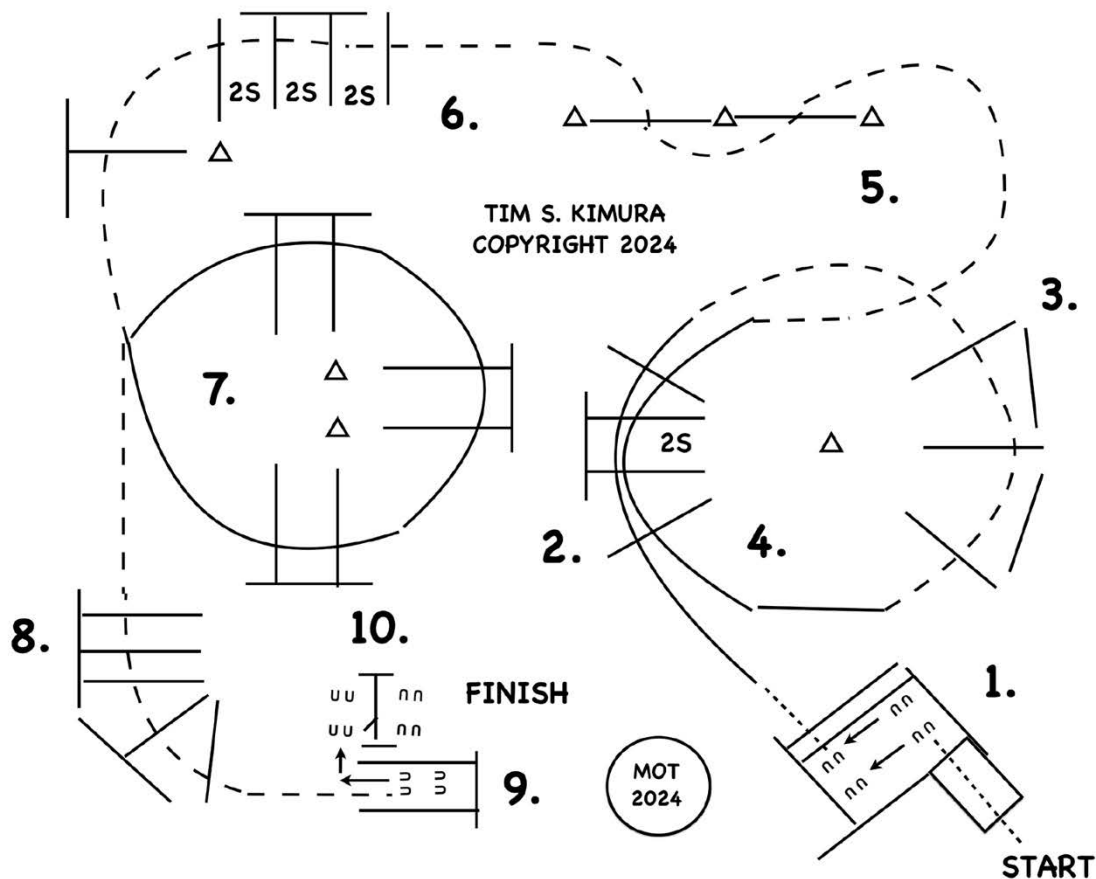
Non Pro
 Masters Non Pro
 35 & Over Non Pro



1. WORK GATE LEFT HAND.
2. WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (RIGHT LEAD)
4. BREAK TO THE JOG, JOG OVER POLES.
5. STOP OR BREAK TO THE WALK, WALK OVER POLES, SIDE PASS LEFT BETWEEN POLES, THEN WALK OUT OVER POLES.
6. JOG OVER POLES
7. JOG THRU SERPENTINE, JOG OVER POLES.
8. LOPE OVER POLES (LL).
9. BREAK TO THE JOG, JOG OVER POLES AND INTO JOG CHUTE. STOP AND EXECUTE A 360 TURN EITHER WAY.
10. BACK BETWEEN POLES AND, BACK AROUND CORNER. WALK OUT CHUTE, WALK OVER BRIDGE.

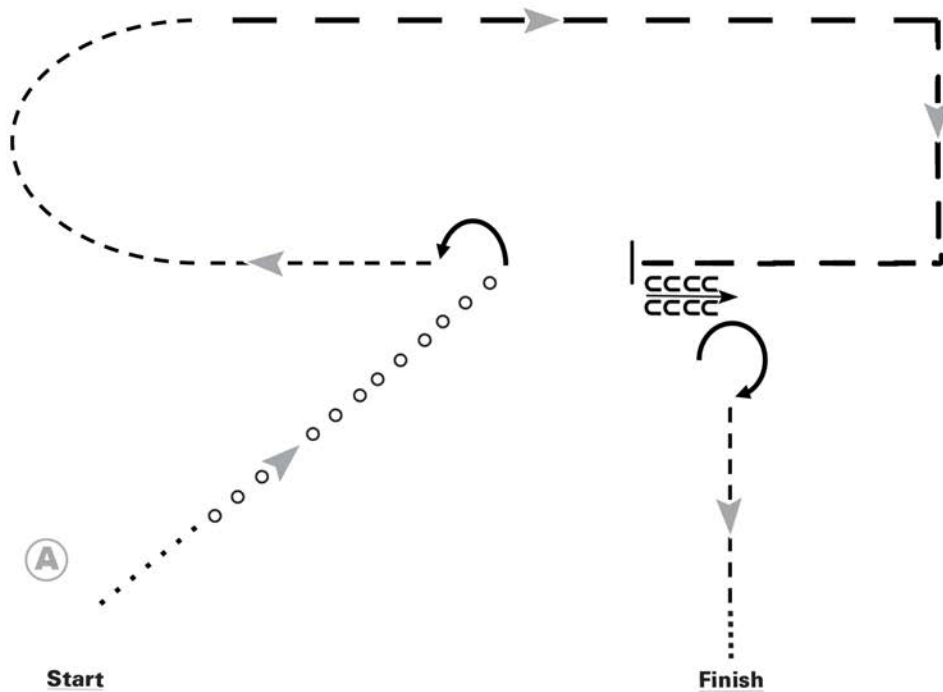


1. WALK OVER BRIDGE, SIDE PASS LEFT, WALK OVER POLE.
2. LOPE OVER POLES (RIGHT LEAD).
3. BREAK TO THE JOG, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
6. JOG OVER POLES.
7. LOPE OVER POLES (LEFT LEAD).
8. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
9. BACK BETWEEN POLES, BACK UP TO GATE.
10. WORK GATE LEFT HAND, OPEN AND CLOSE GATE.



Western Horsemanship

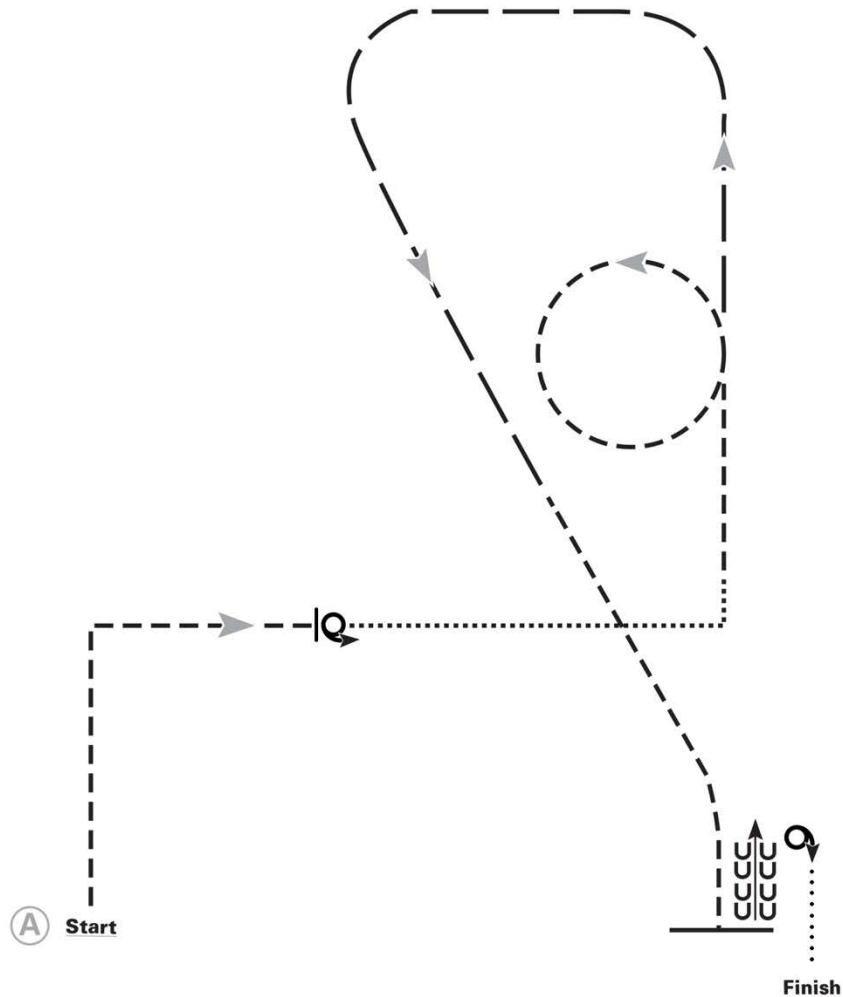
Walk Trot Youth 10 & Under



1. Walk 2 horse lengths. Extend the walk toward the center
2. Stop. Perform approximate 135° turn to the left on the hindquarters
3. Jog arc as shown
4. Extend the jog 2 square corners
5. Stop and back
6. Perform a 3/4 right turn on the hindquarters
7. Jog until even with A
8. Break down to a walk and exit

Western Horsemanship

Non Pro Walk Trot
 Youth Walk Trot 11 - 18

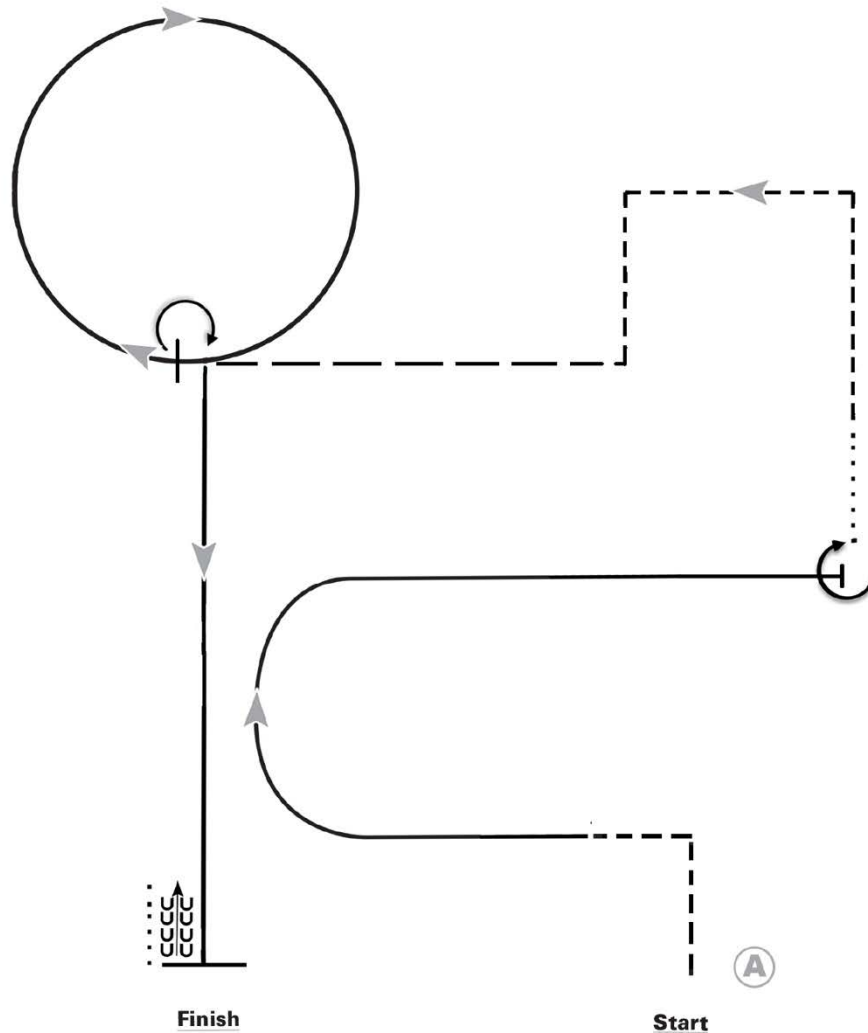


1. Jog and jog square corner to the right
2. Stop. Perform a 360° turn to the left
3. Walk, walk square corner
4. Jog, jog a circle to the left
5. Extend jog
6. Collect jog
7. Stop and back
8. Perform a 360° turn to the right. Exit at a walk



Western Horsemanship

**Master Non Pro
Youth 13 & Under**

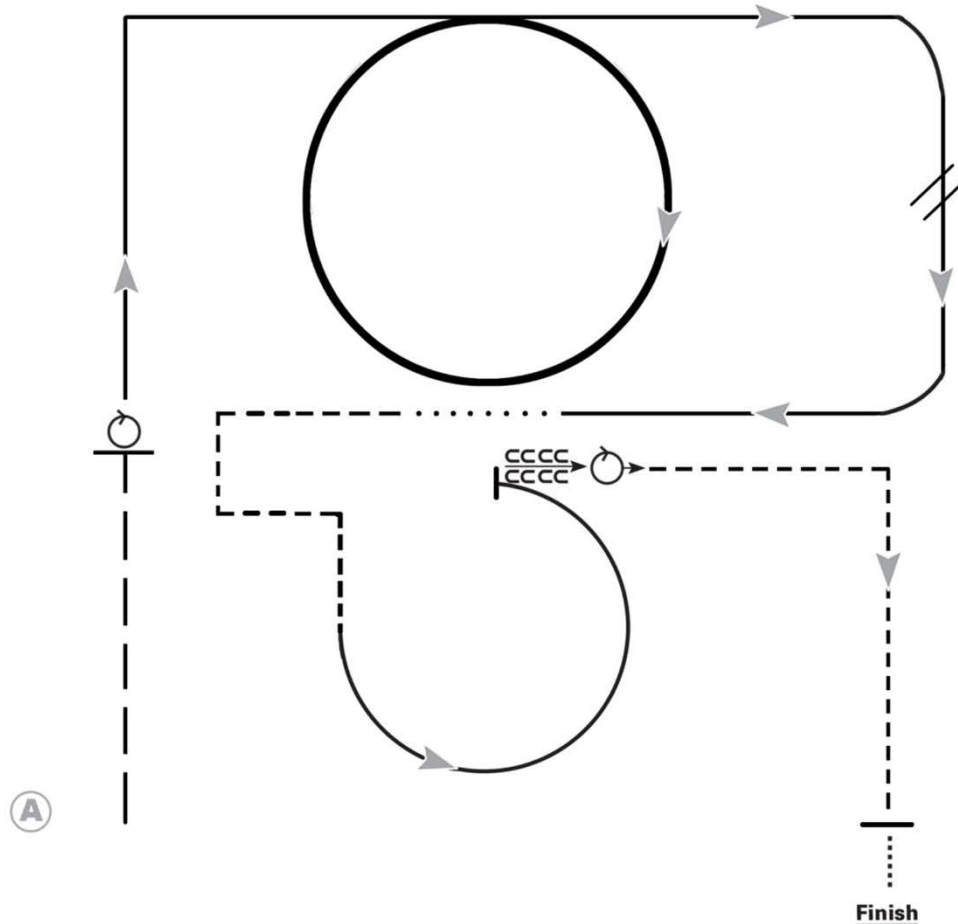


1. Jog square corner as shown
2. Right lead lope. Stop
3. Perform a 3/4 turn to the right on the hindquarters
4. Walk 2 horse lengths
5. Jog 3 square corners as shown
6. Extended the jog
6. Right lead circle
7. Stop. Perform a 3/4 turn to the right on the hindquarters
8. Lope on the left lead
9. Stop when even with A and back. Walk toward the exit



Western Horsemanship

Non Pro 35 & Over
Youth 14 - 18

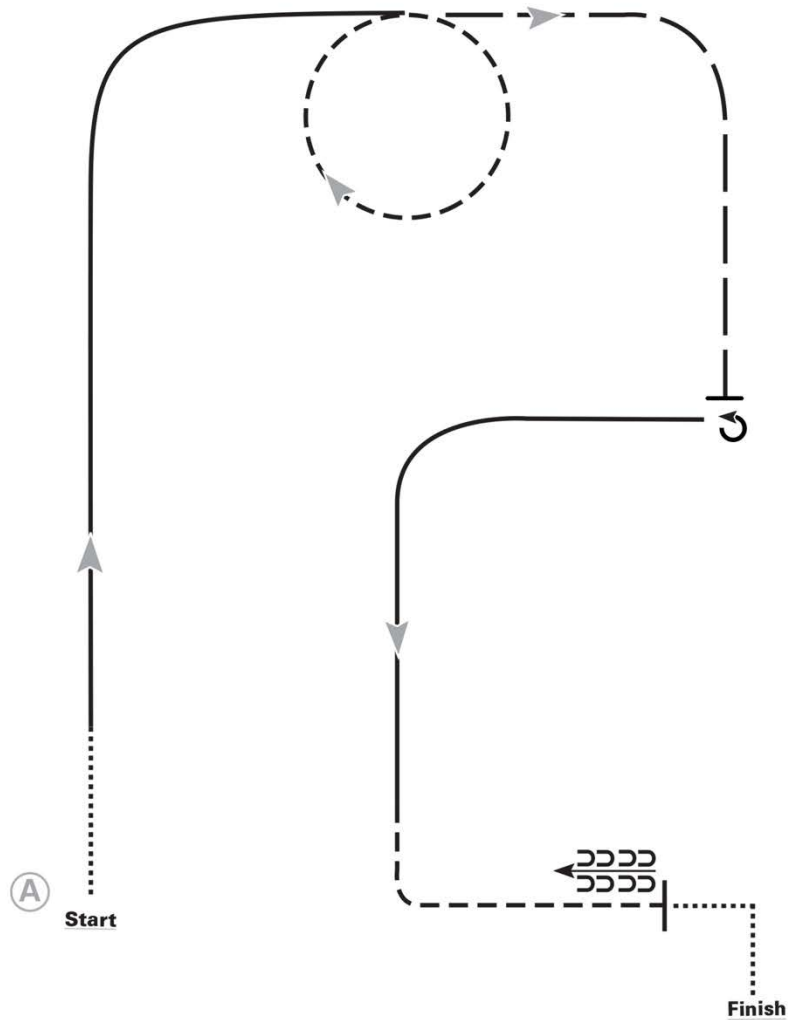


1. Extended jog halfway up line, stop and perform a 360° right turn
2. Right lead lope square corner and halfway across arena
3. Extended right lead lope large right circle
4. Collect lope, right lead lope as shown
5. Change leads (simple or flying), continue left lead lope around corner
6. Walk approximately two horse lengths
7. Jog square corners
8. Left lead lope 3/4 circle
9. Stop and back approximately one horse length
10. Perform a 1-1/2 left turn on the hindquarters and jog.
Stop when even with A. Walk to exit.

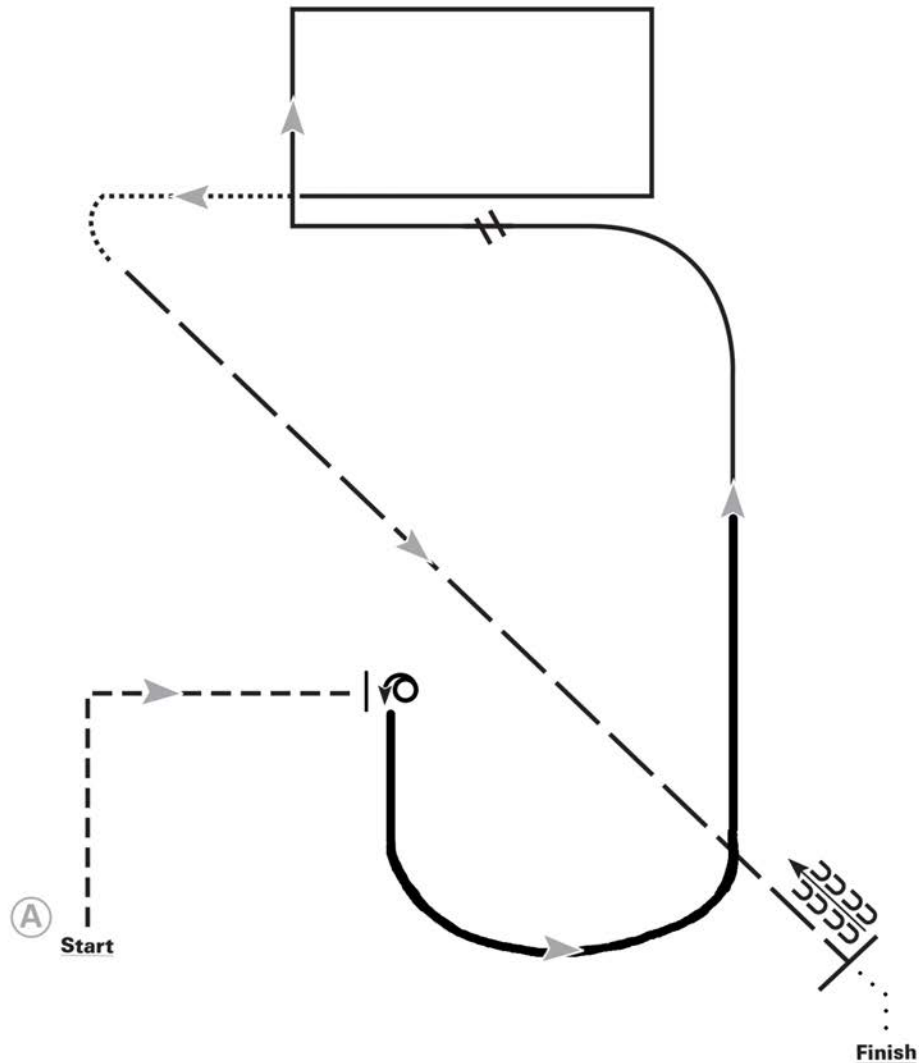


Western Horsemanship

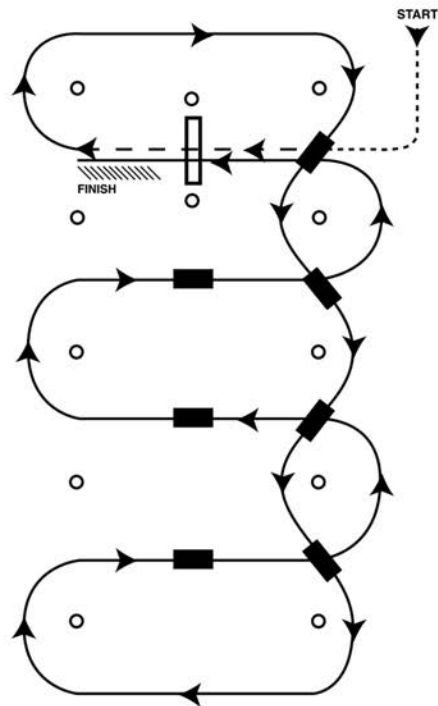
Novice Non Pro
Novice Youth 13 & Under



1. Walk 2 horse lengths
2. Lope a straight line on right lead and around the corner to right
3. Jog a circle to the right
4. Extend the jog and around corner
5. Stop and perform a 3/4 turn to the left on the haunches
6. Perform a left lead lope around corner
7. Break to a jog and jog around the corner
8. Stop and back. Exit at a walk



1. Jog and jog square corner to the right
2. Stop. Perform a 1-3/4 turn to the left on the hindquarters
3. Extend the lope on the left lead
4. Collect the lope
5. Change leads (simple or flying)
6. Lope a square on right lead
7. Walk
8. Extend the trot across the arena
9. Stop and back. Exit at a walk

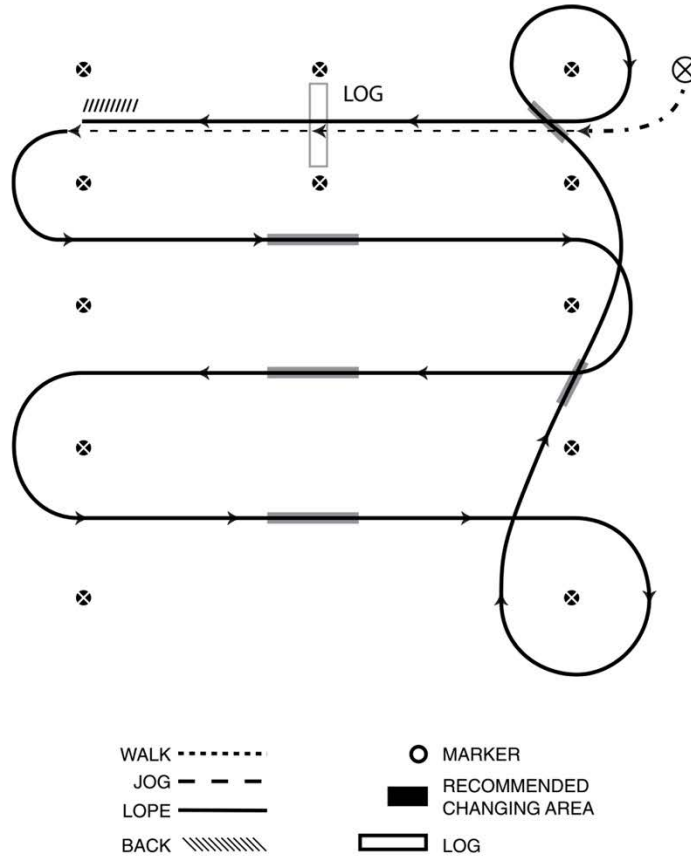


WALK
 JOG - - - -
 LOPE —————
 BACK \\\\\\\\\\\

○ MARKER
 ■ RECOMMENDED CHANGING AREA
 □ LOG

WESTERN RIDING PATTERN 4

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



GREEN WESTERN RIDING PATTERN 2

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

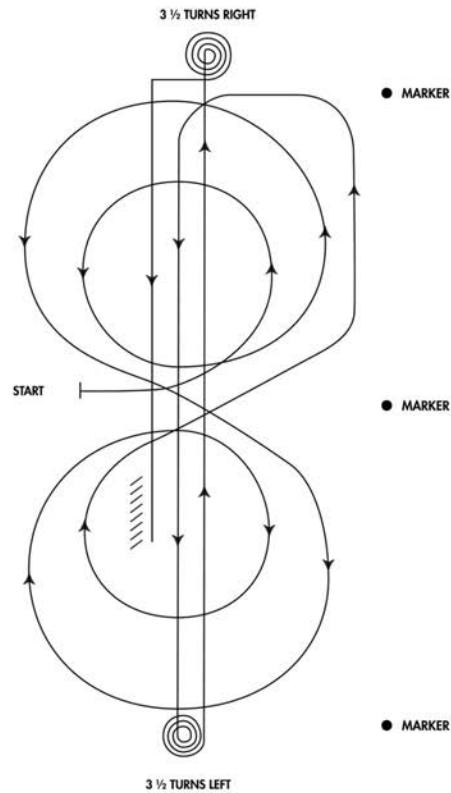


1. Walk, transition to jog, jog over log
2. Transition to left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and first line change
7. Second line change
8. Third line change
9. Fourth line change and circle
10. Lope over log
11. Lope, stop and back



Working Cow Horse

Open/Limited



Working Cow Horse Pattern #10

Trot to center of arena, stop. Start pattern facing away from judge.

1. Beginning on the left lead, complete 2 circles to the left; the first circle small and slow, the second circle large and fast. Change leads at the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center of arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, and execute a square sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker, and execute a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and execute a square sliding stop.
8. Back up at least 10 feet.
9. Hesitate to complete pattern.

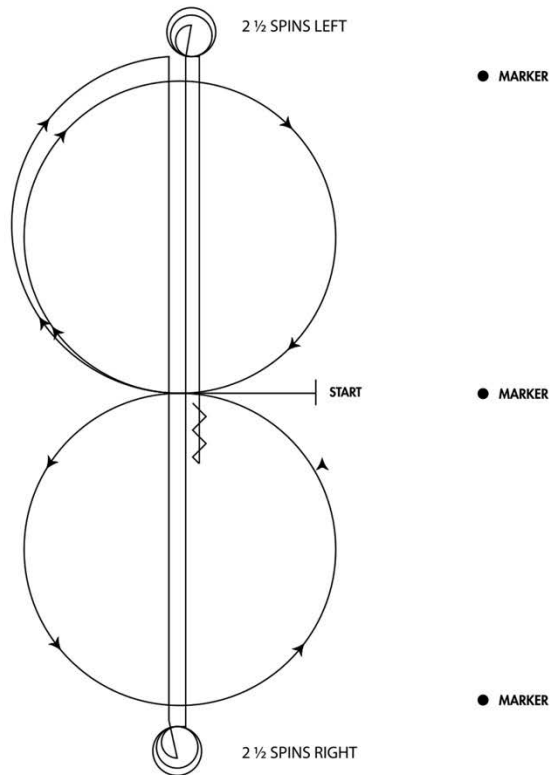
Pattern 10

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



Working Cow Horse

Non Pro



Working Cow Horse Pattern #6

Trot to center of arena, stop. Start pattern facing towards judge.

1. Beginning on the right lead lope 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 1/2 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 1/2 spins to the left.
7. Run past the center marker, stop, back at least 10 feet.
8. Hesitate to complete pattern

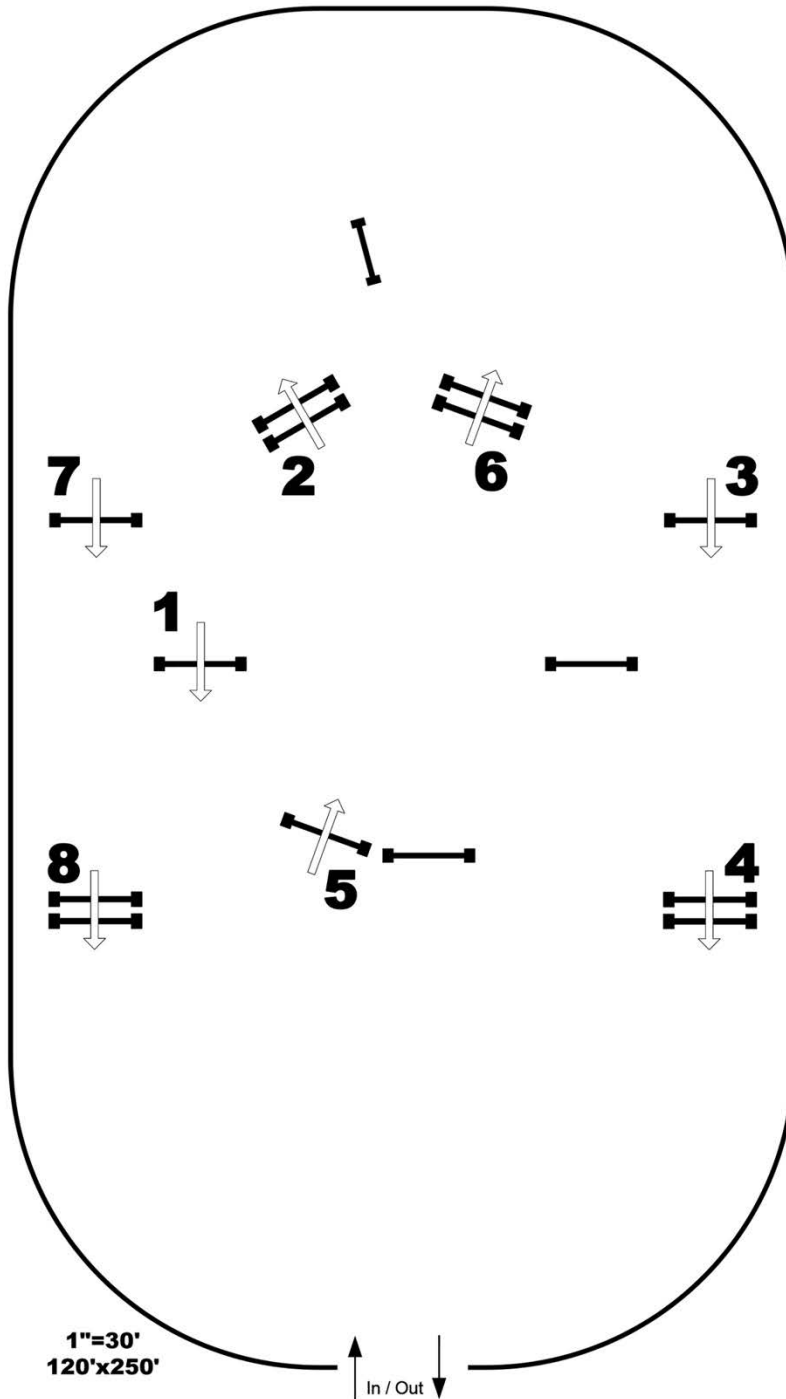
Pattern 6

- | | |
|----------------------|---------------------|
| 1. Right circle | 5. Stop |
| 2. Left circle | 6. 2 1/2 spins left |
| 3. Stop | 7. Stop and back up |
| 4. 2 1/2 spins right | |



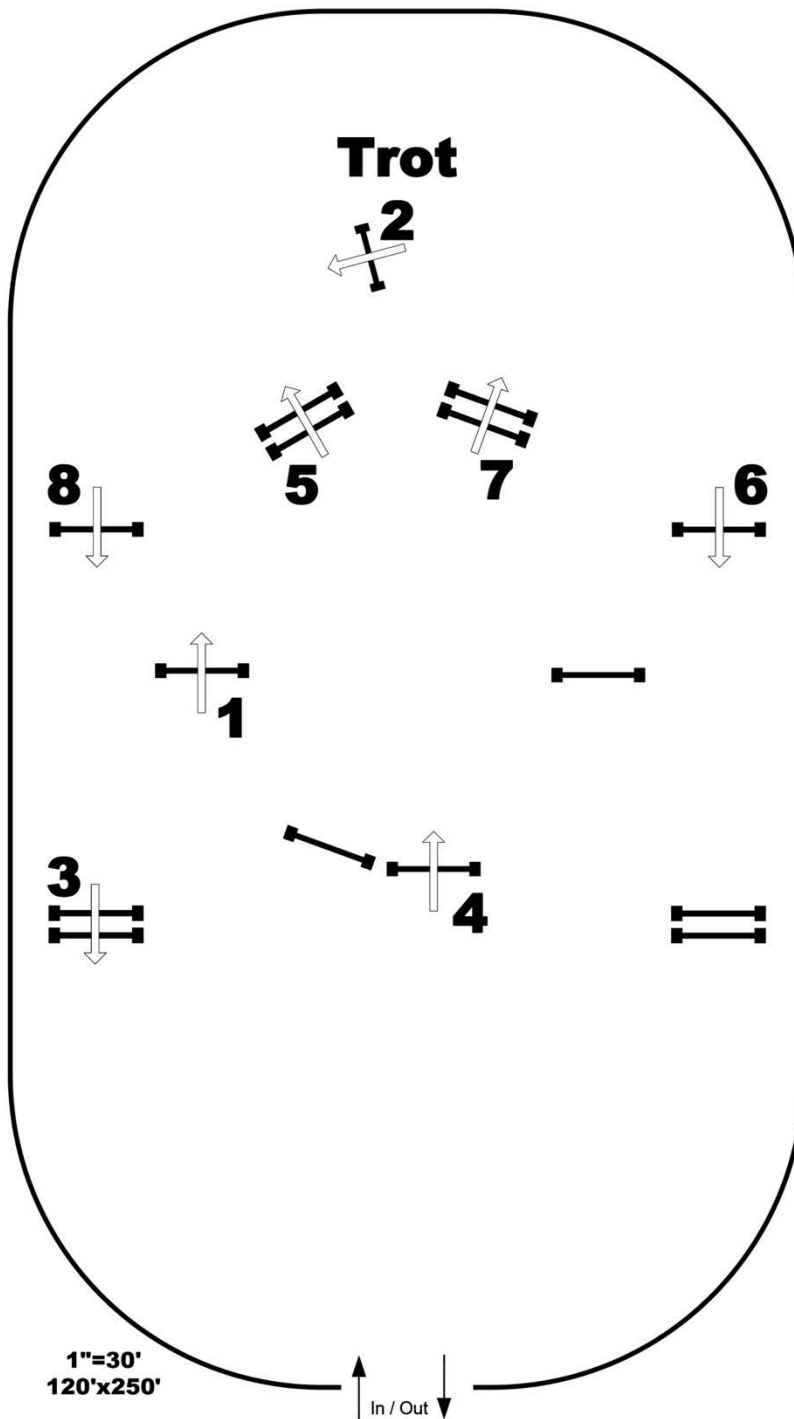
Working Hunter

Pre-Green
 Open
 Youth



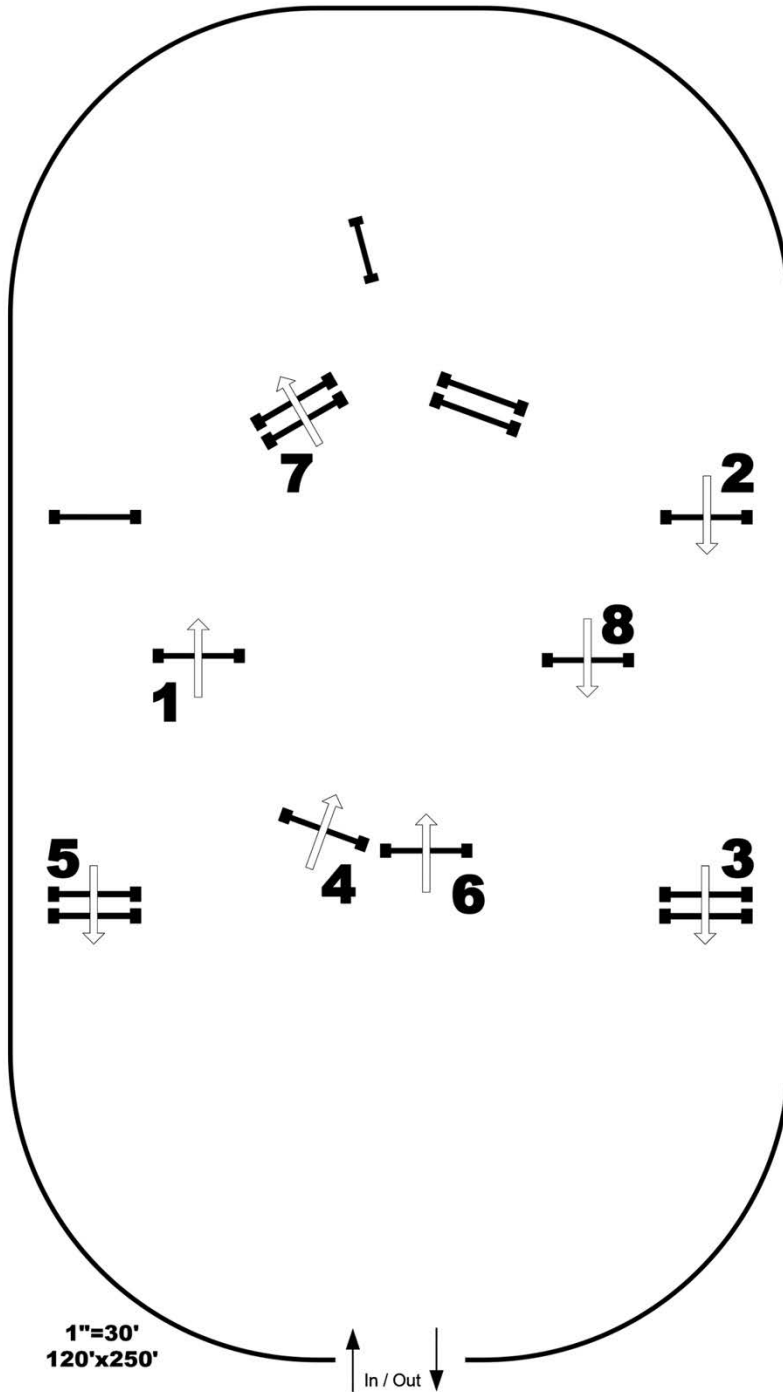
Windemere Handy Hunter

Non Pro
Youth



Equitation Over Fences

Youth 18 & Under
 Non Pro





getjumps.com

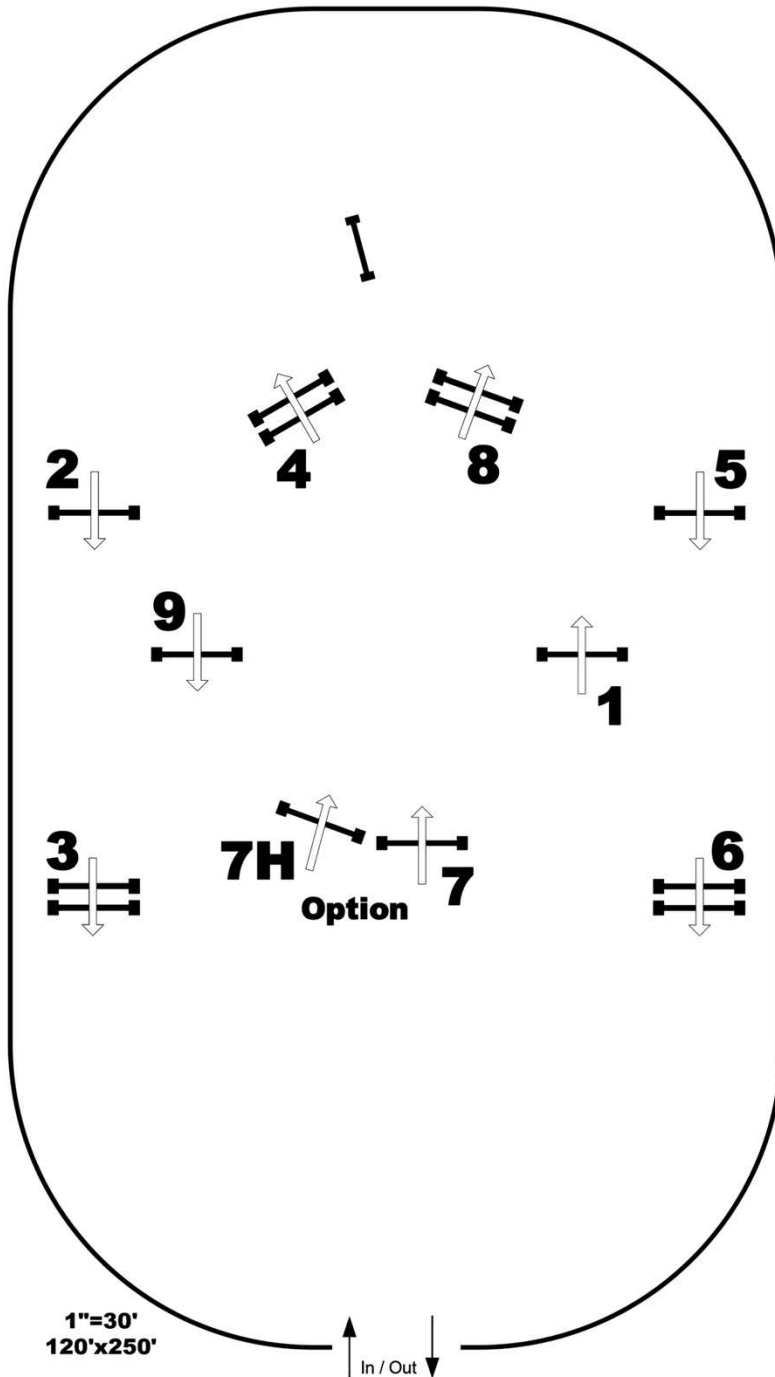
CD: Tucker Williams
USEF R - FEI 2*





 Appaloosa
 Horse
 Club

Windemere Open Derby



H=High Side



Working Hunter

Green Hunter
Non Pro

