

2025



CHAMPIONSHIP APPALOOSA SHOW

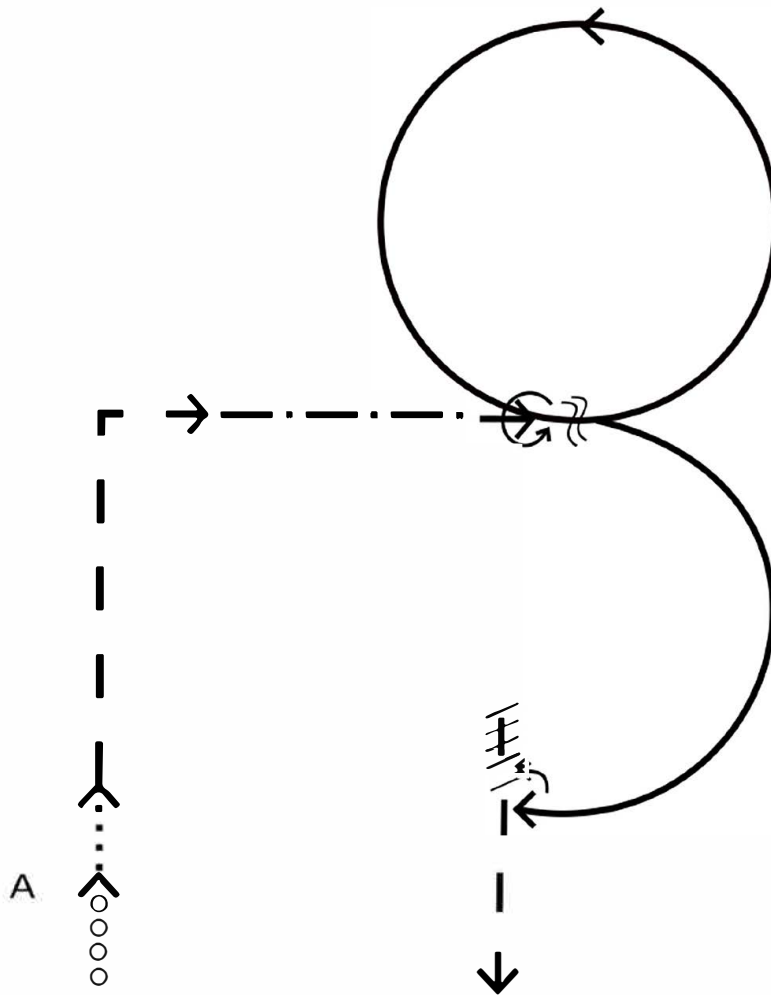
PATTERN BOOK



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2025 World Championship Appaloosa Show

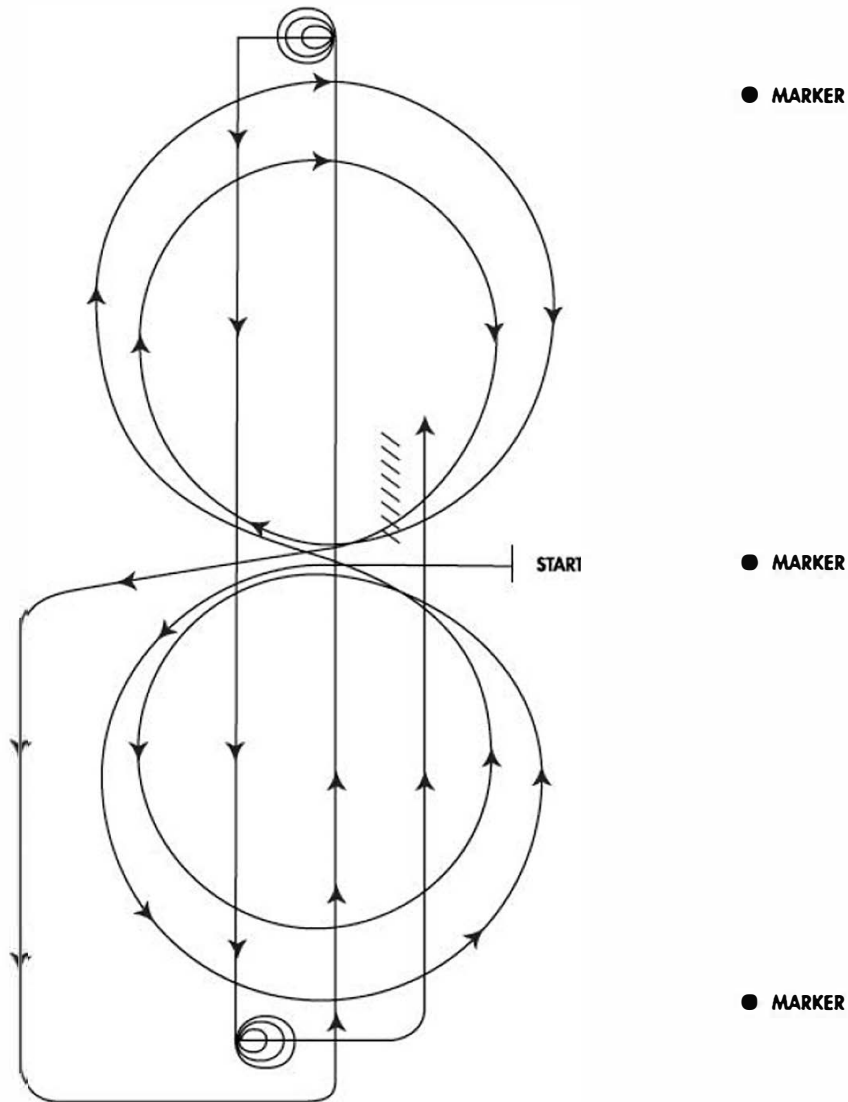
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KEY

.....	Walk
oooooo	Extended Walk
-----	Jog
-.-.-.-.	Extended Jog
////////	Back
————	Lope
————	Extended Lope
≈	Change Leads
wwwww	Sidepass
A, B, C	Markers

1. Begin before A. Extended walk to A. At A, walk.
2. Jog and jog square corner.
3. Extended jog. Stop.
4. 360-degree haunch turn left.
5. Lope left lead circle to left. Change leads (simple or flying).
6. Lope right lead half circle. Stop.
7. 90-degree forehand turn left.
8. Back.
9. Jog. Exit at a jog.

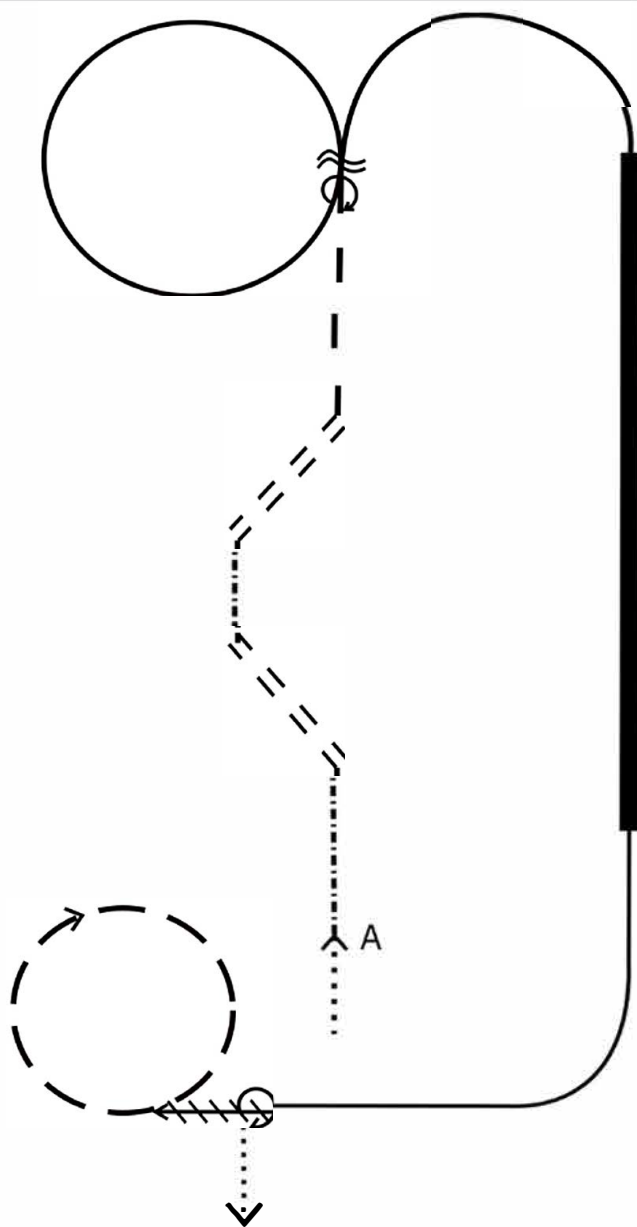


INSTRUCTIONS

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

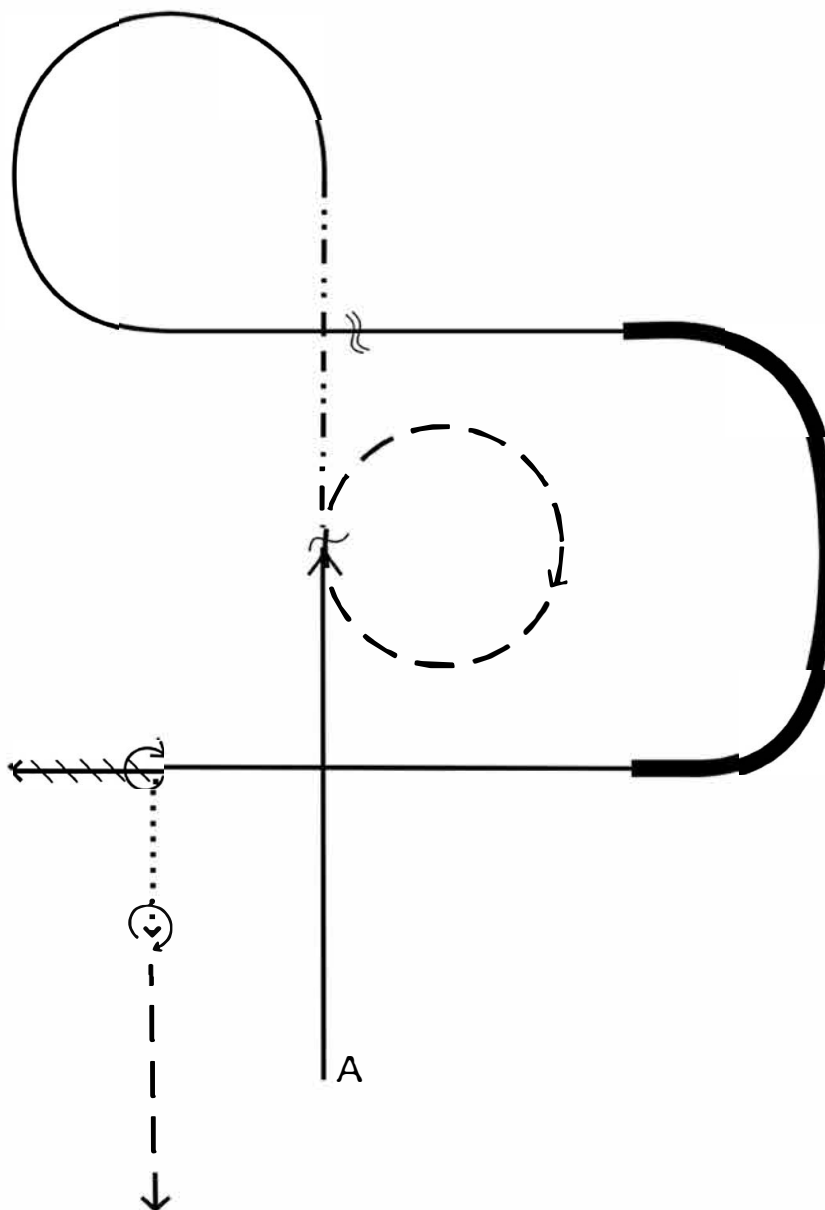
1. Beginning on the left lead, complete 2 circles to the left; the first circle large and fast, the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right; the first circle large and fast, the second circle small and slow. Change leads at the center 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 ½ spins to the left.
5. Run down center of arena past end maker, and execute a square sliding stop.
6. Complete 3 ½ 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.

1. Left circles
2. Right circles
3. Stop
4. 3 ½ spins left
5. Stop
6. 3 ½ spins right
7. Stop and back up



KEY

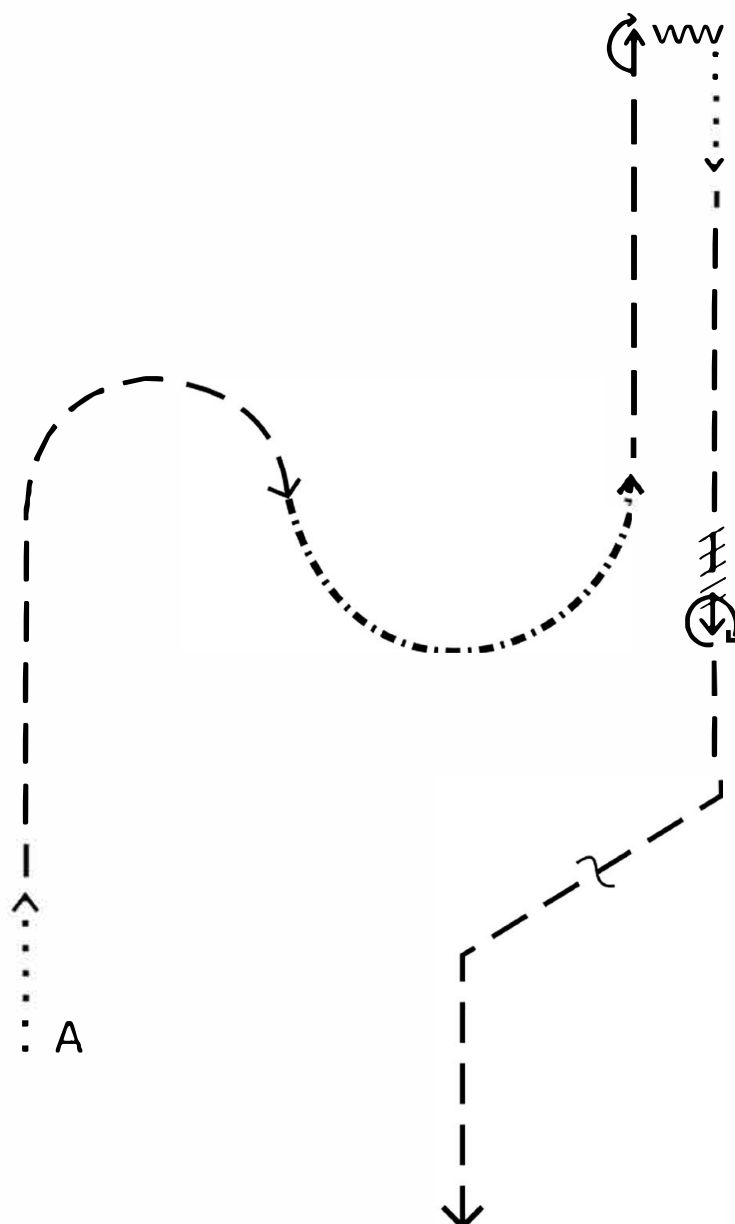
• • • • •	Walk	1. Begin before A. Walk to A. At A, sit the trot. Leg yield left.
○ ○ ○ ○ ○	Extended Walk	2. Sit the trot. Leg yield right.
- - - - -	Trot	3. Trot posting on the right diagonal. Stop.
- . - . - .	Extended Trot	4. 360-degree forehand turn right.
- . - . - .	Sitting Trot	5. Canter left lead circle to the left. Change leads (simple or flying).
~	Change Diagonal	6. Canter half circle to the right.
///	Back	7. Hand gallop straight line. Canter arc to right.
—	Canter	8. Trot small circle to the right, posting on left diagonal.
—	Hand Gallop	9. Stop and Back
≈	Change Leads	10. 270-degree haunch turn right. Walk forward one horse length. Pattern complete. Exit at a walk.
= = = =	Leg Yield	
W W W W	Sidepass	
A, B, C	Markers	



INSTRUCTIONS

• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Trot
- • • - • •	Extended Trot
- • • • • - • •	Sitting Trot
~	Change Diagonal
/ / / / /	Back
_____	Canter
_____	Hand Gallup
≈	Change Leads
= = = =	Leg Yield
WWWWW	Sidepass
A, B, C	Markers

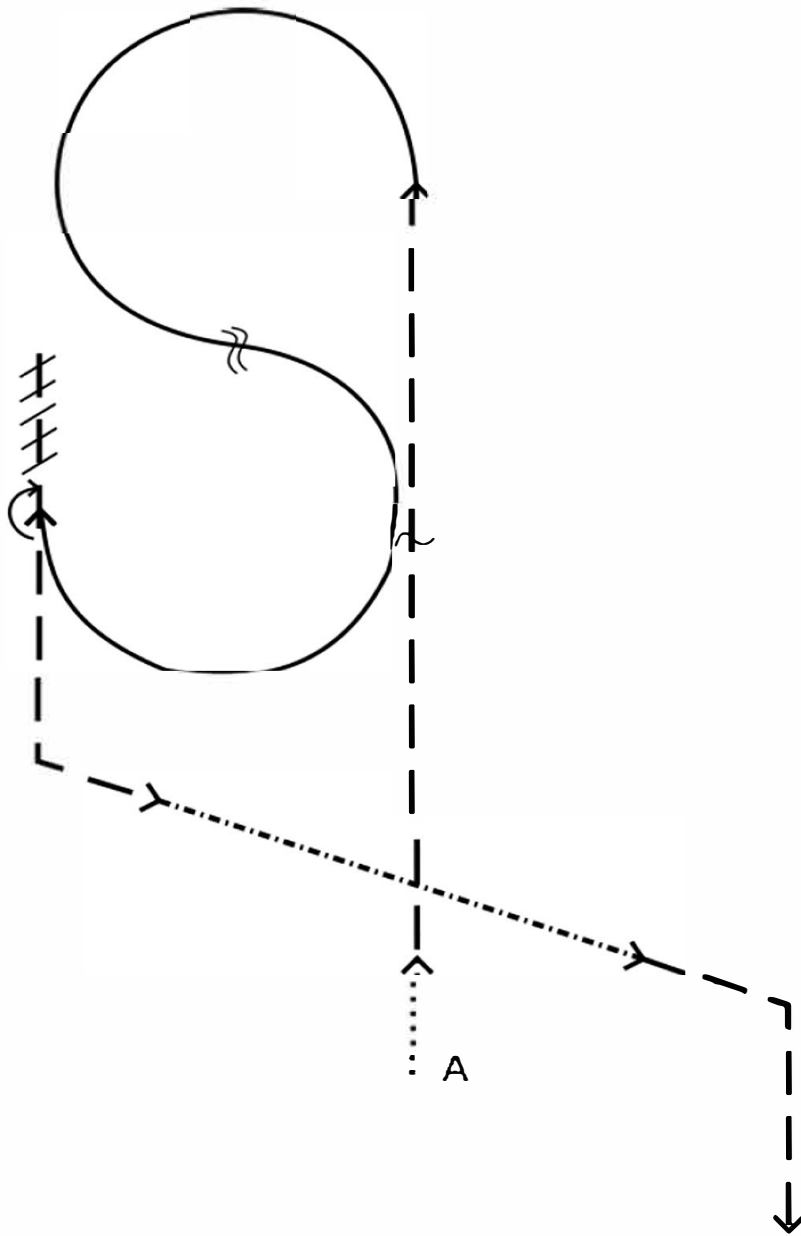
1. Begin at A. Canter right lead.
2. Trot small circle to the right posting on the left diagonal. Change diagonals.
3. Extended trot, posting on right diagonal.
4. Canter $\frac{3}{4}$ circle to the left in the left lead. Change leads (simple or flying).
5. Canter right lead, hand gallop half circle, canter right lead.
6. Stop and Back.
7. 270-degree forehand turn right.
8. Walk.
9. 360-degree haunch turn right.
10. Trot, posting on the left diagonal. Exit at a trot.



KEY

.....	Walk
oooooo	Extended Walk
-----	Trot
- . - . - .	Extended Trot
- . - . - .	Sitting Trot
~~~~~	Change Diagonal
//////	Back
=====	Canter
=====	Hand Gallup
~~~~~	Change Leads
=====	Leg Yield
WWWWW	Sidepass
A, B, C	Markers

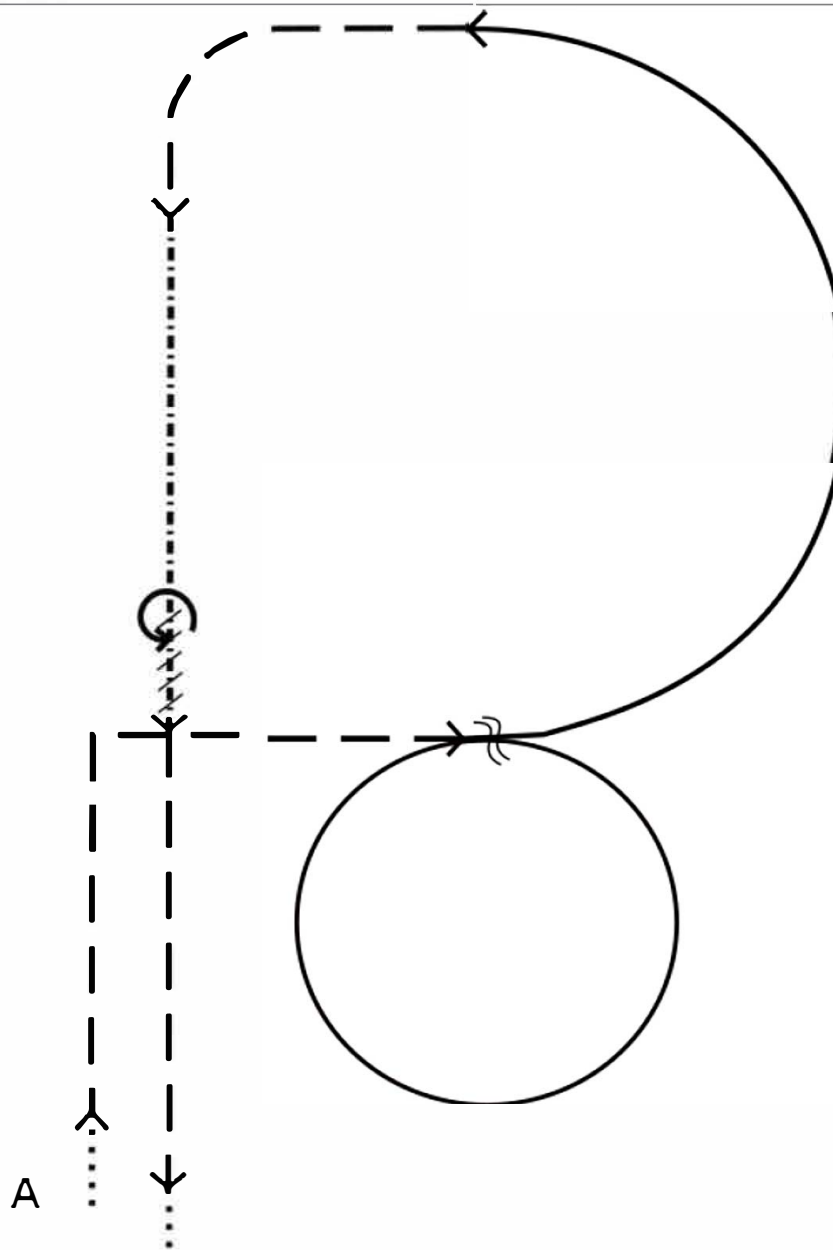
1. Begin at A. Walk one horse length.
2. Trot a straight line, then half circle posting on left diagonal.
3. Sit the trot in a half circle.
4. Trot straight line posting on right diagonal. Stop.
5. 180-degree forehand turn right.
6. Side pass left.
7. Walk. Trot posting on left diagonal. Stop.
8. 360-degree haunch turn right.
9. Back.
10. Trot serpentine, begin posting on left diagonal changing as shown. Exit at a trot.



KEY

• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Trot
- • • • •	Extended Trot
- - - - -	Sitting Trot
~	Change Diagonal
///	Back
_____	Canter
_____	Hand Gallup
≈	Change Leads
= = = =	Leg Yield
WWWW	Sidepass
A, B, C	Markers

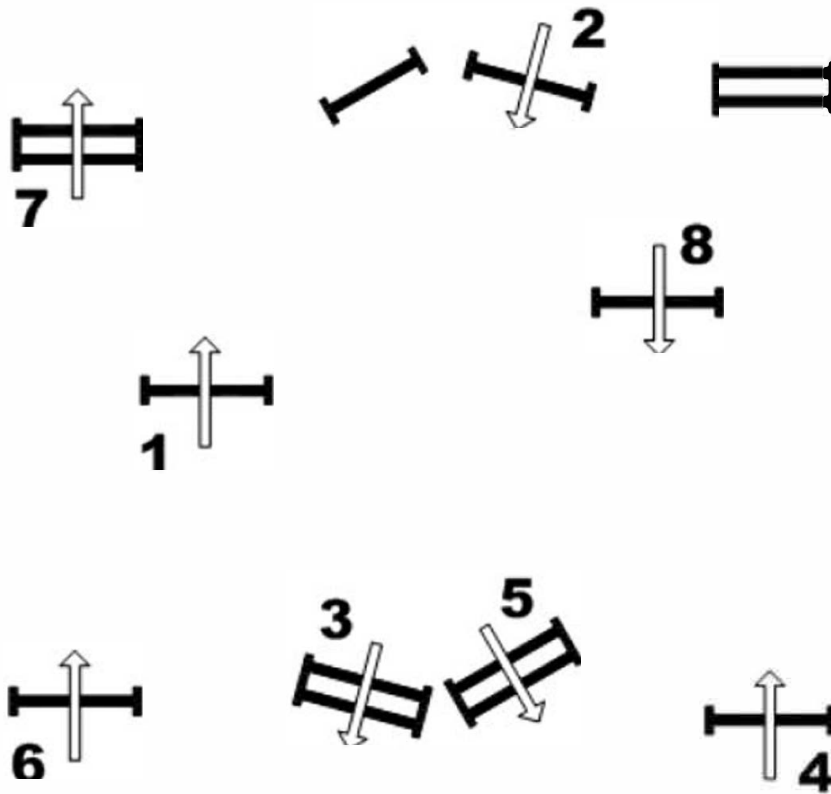
1. Begin at A. Walk one horse length.
2. Trot a straight line, begin posting on the left diagonal, change half way.
3. Canter in left lead a $\frac{3}{4}$ circle. Change leads (simple or flying).
4. Canter in right lead a $\frac{3}{4}$ circle. Stop.
5. 180-degree forehand turn right.
6. Back.
7. Posting trot right diagonal as shown.
8. Sit the trot.
9. Posting trot left diagonal as shown. Exit at the trot.



KEY

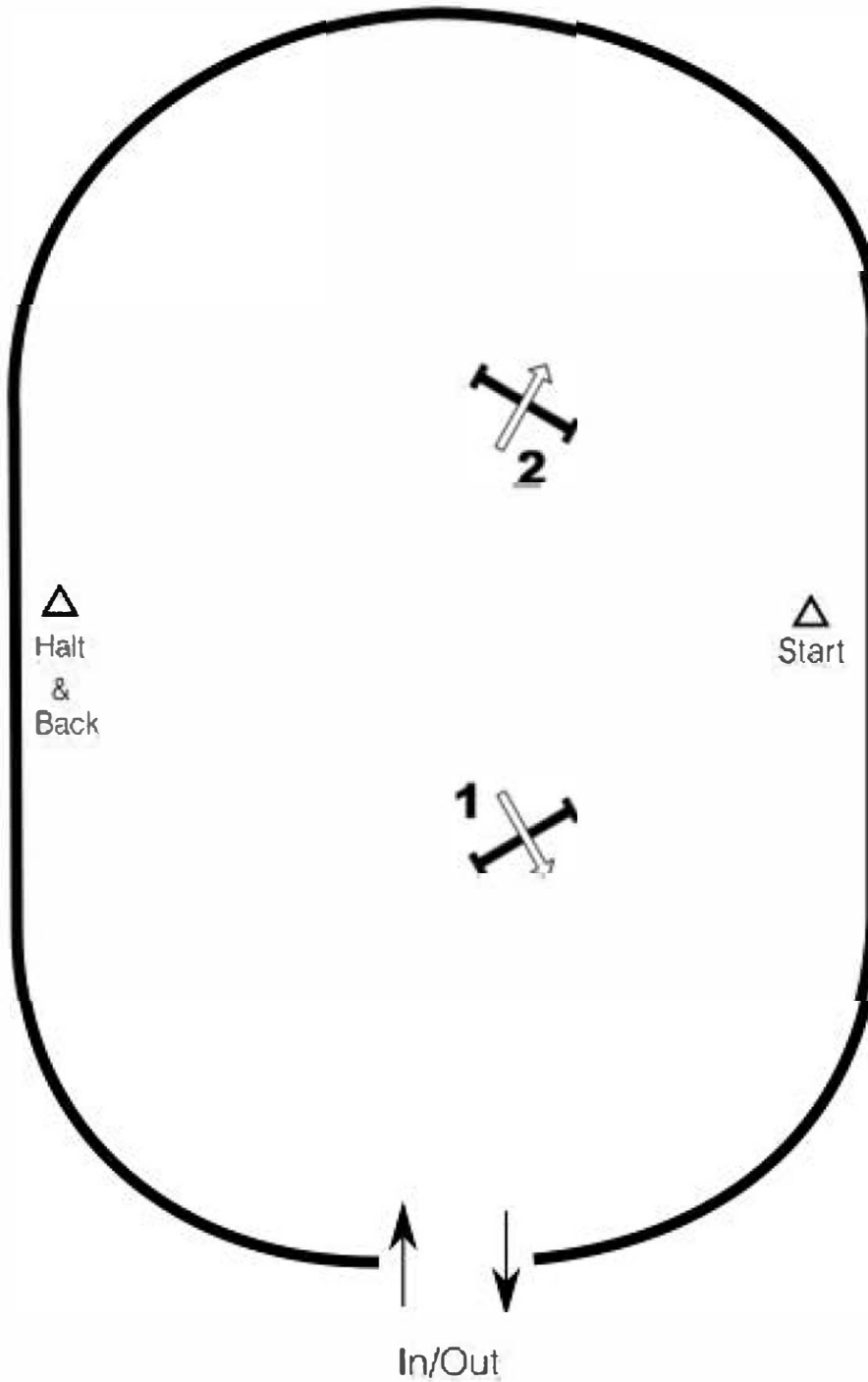
.....	Walk
oooooo	Extended Walk
-----	Trot
- . - . - .	Extended Trot
.....	Sitting Trot
~~~~~	Change Diagonal
//////	Back
=====	Canter
=====	Hand Gallup
~~~~~	Change Leads
=====	Leg Yield
WWWWW	Sidepass
A, B, C	Markers

1. Begin at A. Walk one horse length.
2. Trot a straight line, then a square corner posting on the left diagonal.
3. Canter small circle to the right in the right lead. Change leads (simple).
4. Canter large half circle to the left in the left lead.
5. Trot posting on right diagonal. Trot corner to the left.
6. Sit the trot in a straight line.
7. Stop and Back.
8. 360-degree haunch turn left.
9. Trot posing on the right diagonal to A.
10. At A, break to walk. Walk one horse length. Pattern complete. Exit the arena.



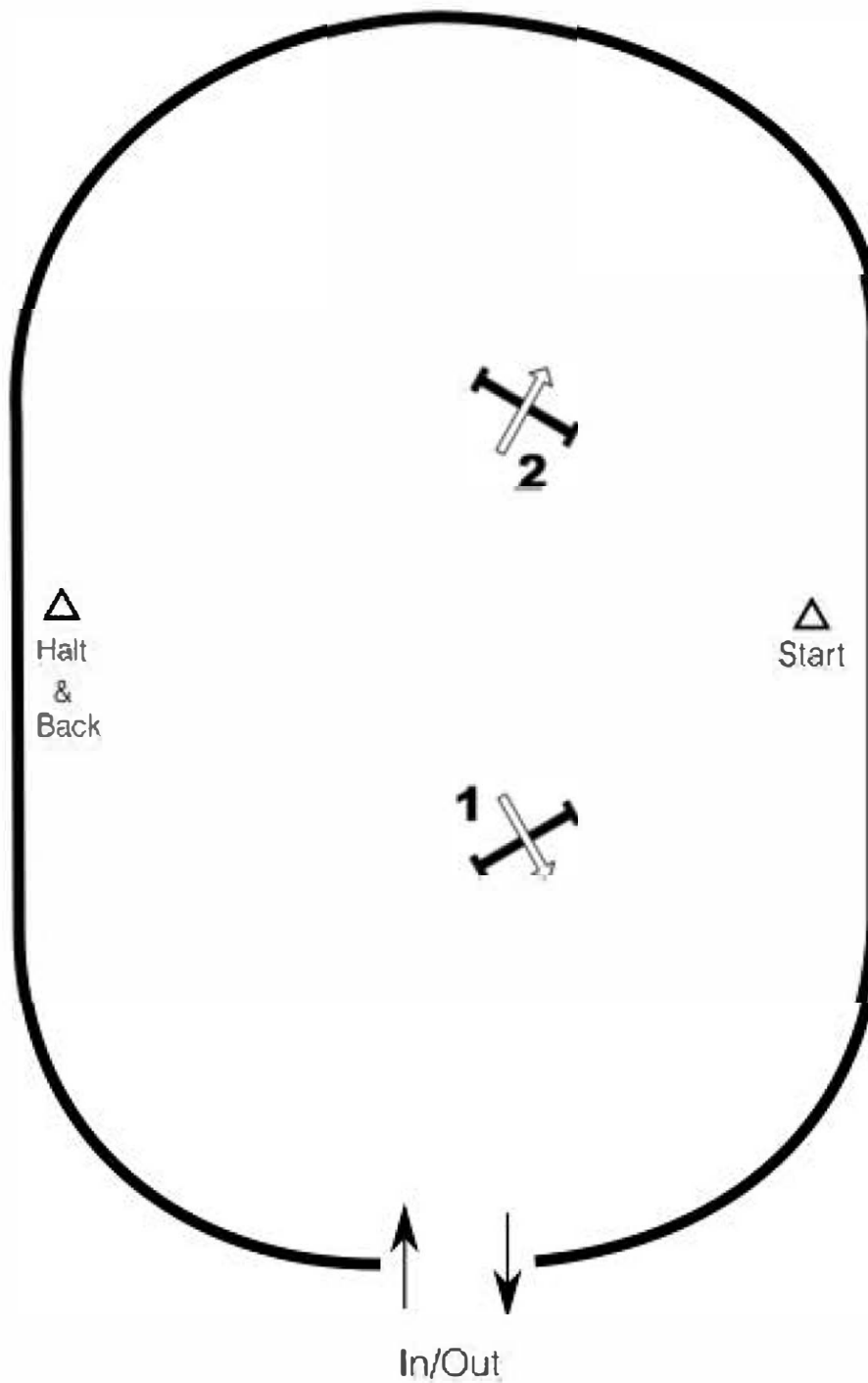
Fences set at 2'6"

Trot Fence (4) to Stay at 2'3"



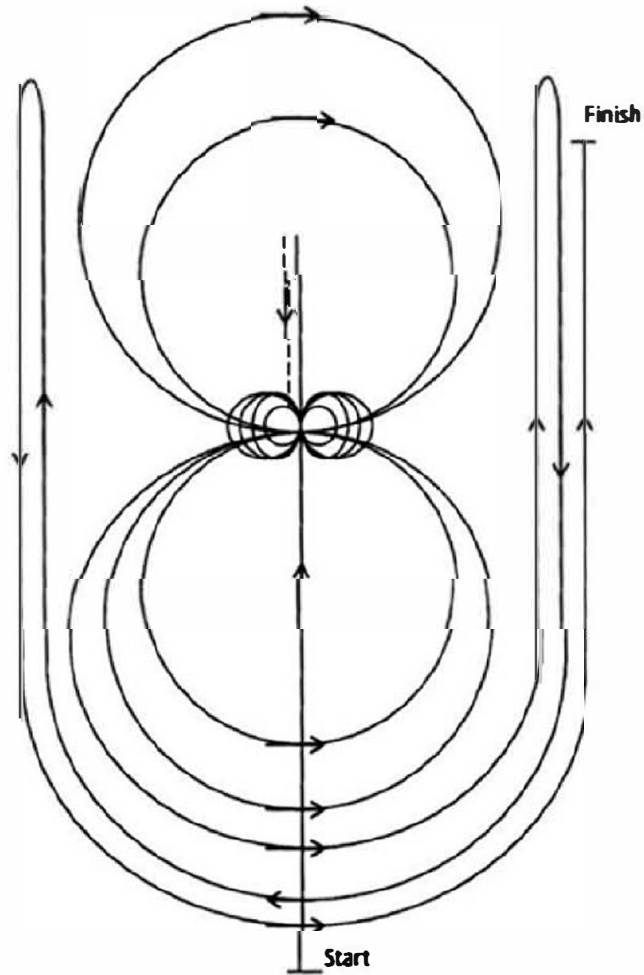
INSTRUCTIONS

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



INSTRUCTIONS

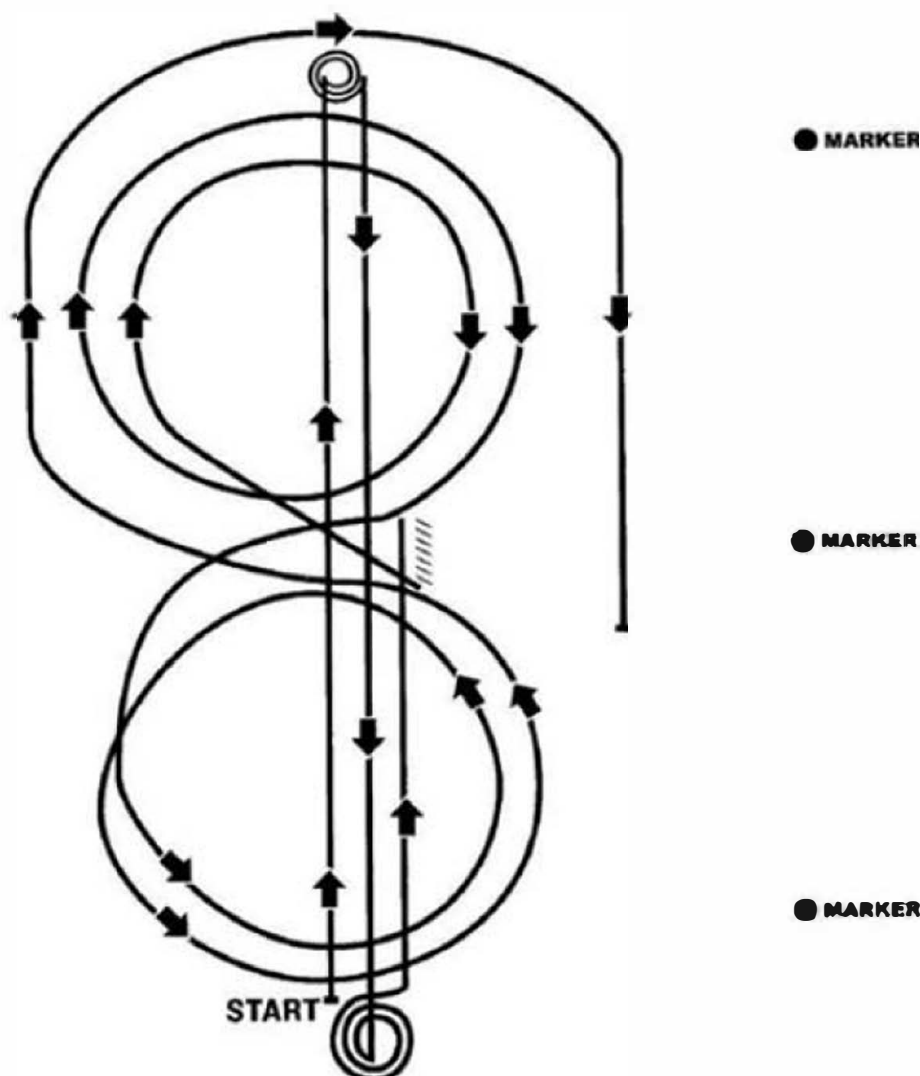
1. After second fence, hand gallop and stop at marker.
2. Back and stand quietly.



INSTRUCTIONS

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:

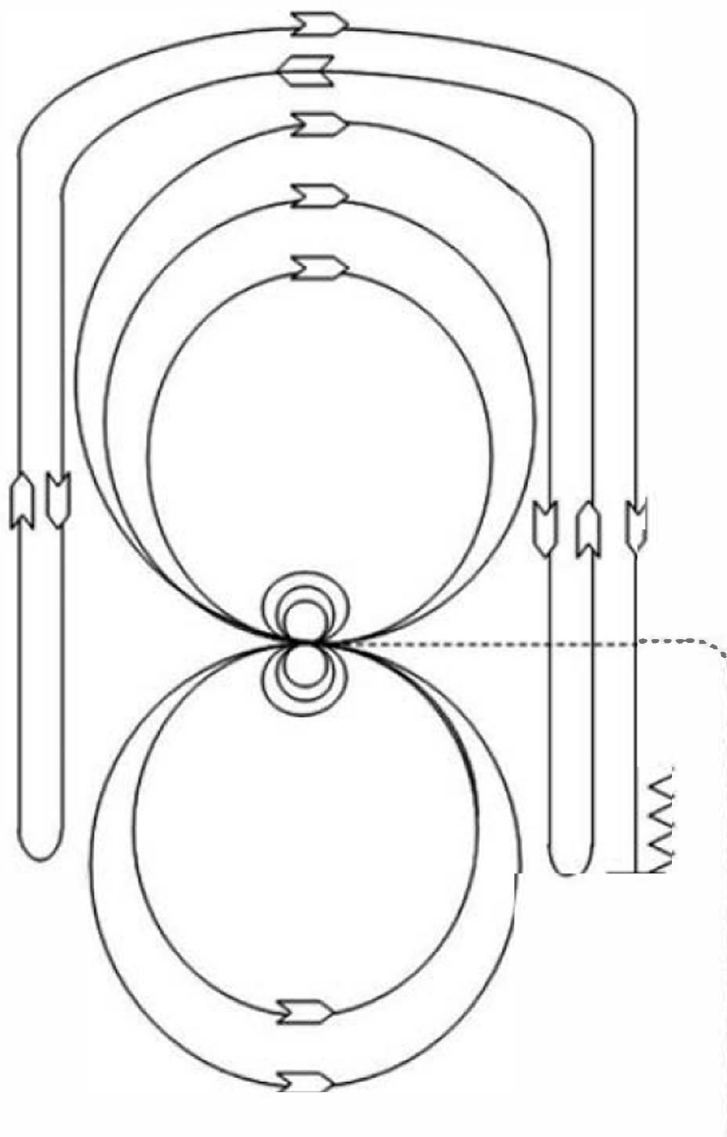
1. Run past the center marker and do a sliding stop. Back to center of arena or at least 10 feet. Hesitate.
2. Complete four right spins. Hesitate.
3. Complete four and one-quarter left spins. Hesitate. Horse to be facing left fence.
4. Beginning on left lead, complete two circles to the left - the first 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. Back up at least 10 feet. Hesitate to show completion of pattern.



INSTRUCTIONS

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.

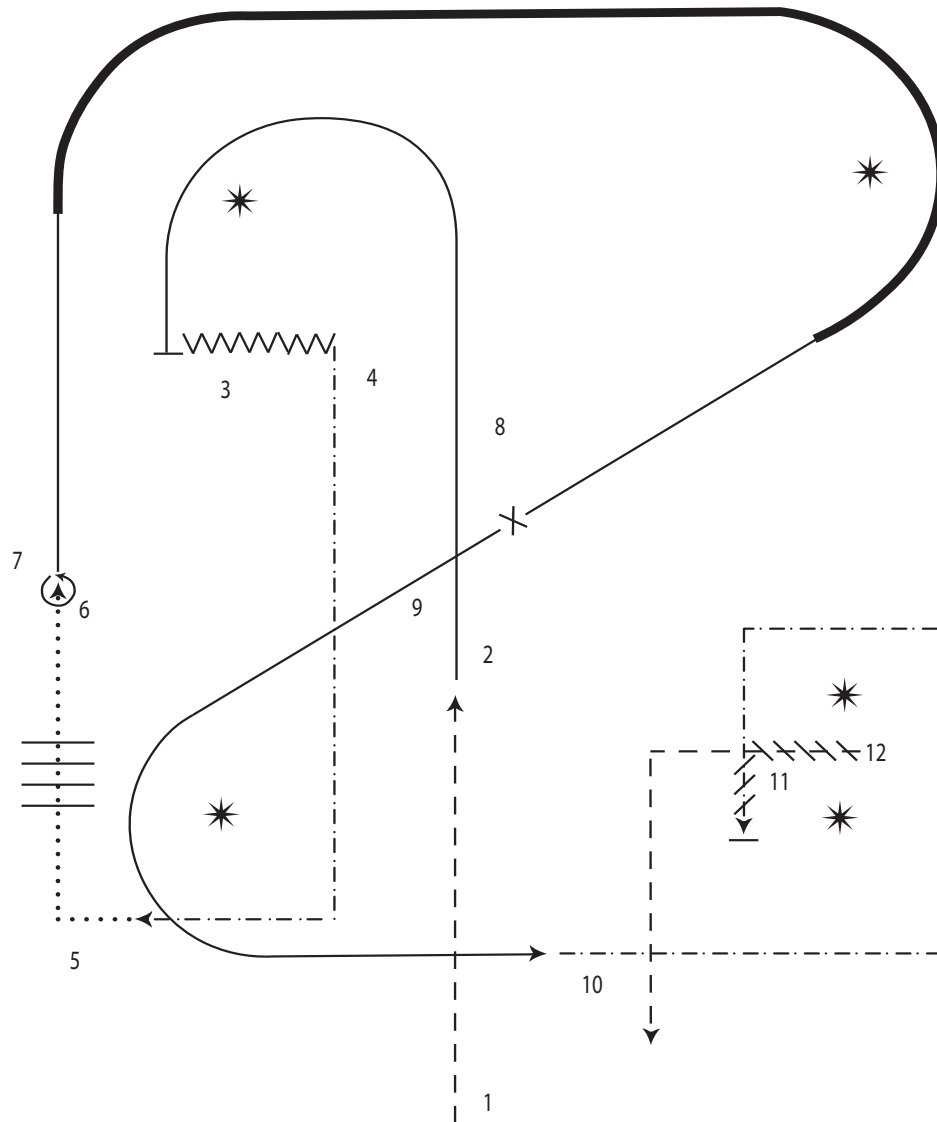
1. Run up center of arena past the end marker and do a sliding stop.
2. Complete 3 1/2 spins to the left.
3. Run down to opposite end of arena, past the end marker and do a sliding stop.
4. Complete 3 1/2 spins to the right.
5. Run past the center marker and do a sliding stop. Back at least 10 feet. 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.



INSTRUCTIONS

Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern. Ride pattern as follows: Trot to center of arena and stop.

1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. 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 left roll back at least 20 feet 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 roll back at least 20 feet from the wall or fence, no hesitation.
7. Continue back around 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 from the wall or fence. Back up at least 10 feet. Hesitate to show completion of pattern.

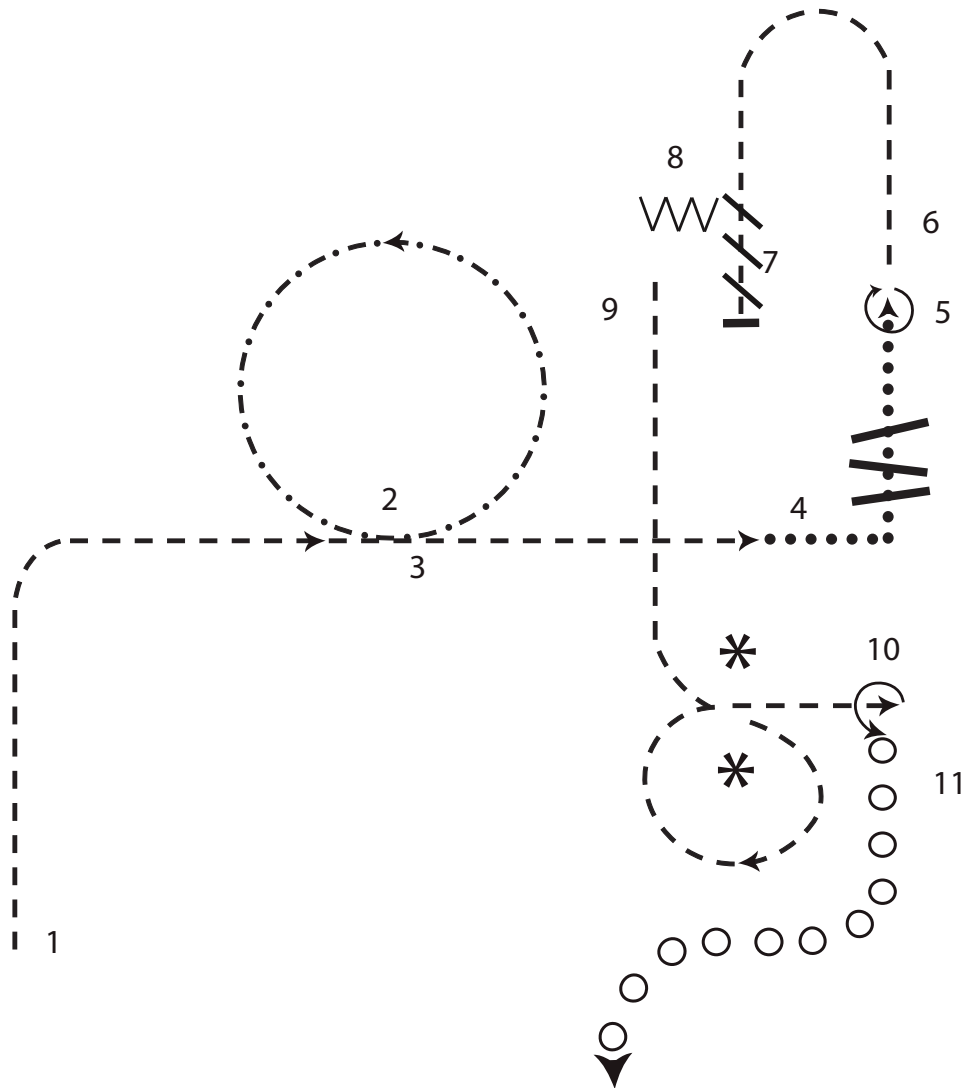


KEY

.....	Walk
oooooo	Extended Walk
-----	Trot
-----	Extended Trot
————	Lope
————	Extended Lope
////////	Back
X	Change Leads
WWWW	Side pass

INSTRUCTIONS

1. Trot.
2. Lope left lead. Stop.
3. Side pass left.
4. Extended trot, trot corner.
5. Walk corner, walk over logs. Stop.
6. 360-degree turn left.
7. Lope right lead, extended lope, collected lope.
8. Change leads (simple or flying).
9. Lope left lead.
10. Extended trot square. Stop.
11. Back corner and in between brush.
12. Trot corner and trot to exit.

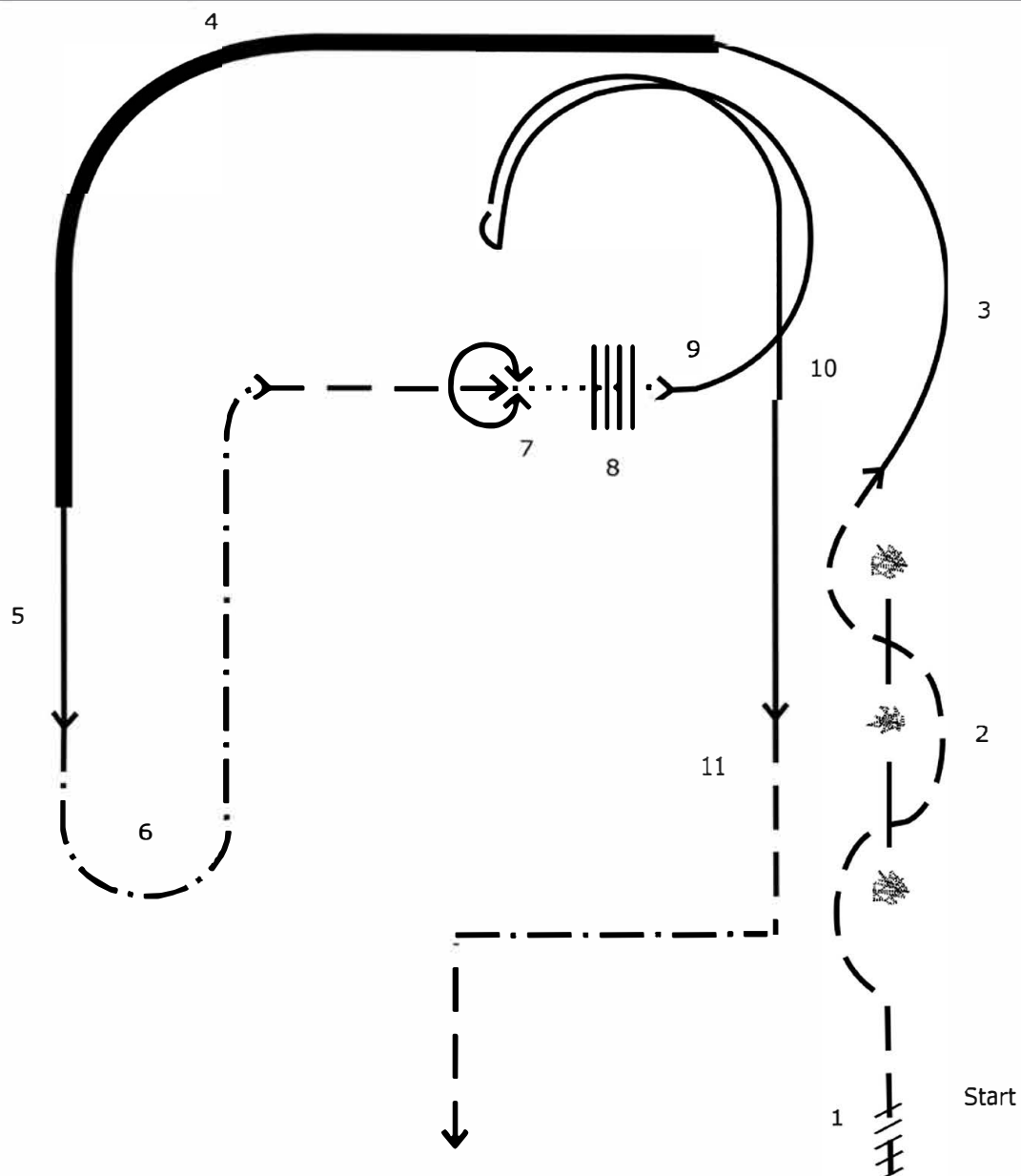


KEY

.....	Walk
oooooo	Extended Walk
-----	Trot
-----	Extended Trot
-----	Lope
-----	Extended Lope
////////	Back
X	Change Leads
WWWW	Side pass

INSTRUCTIONS

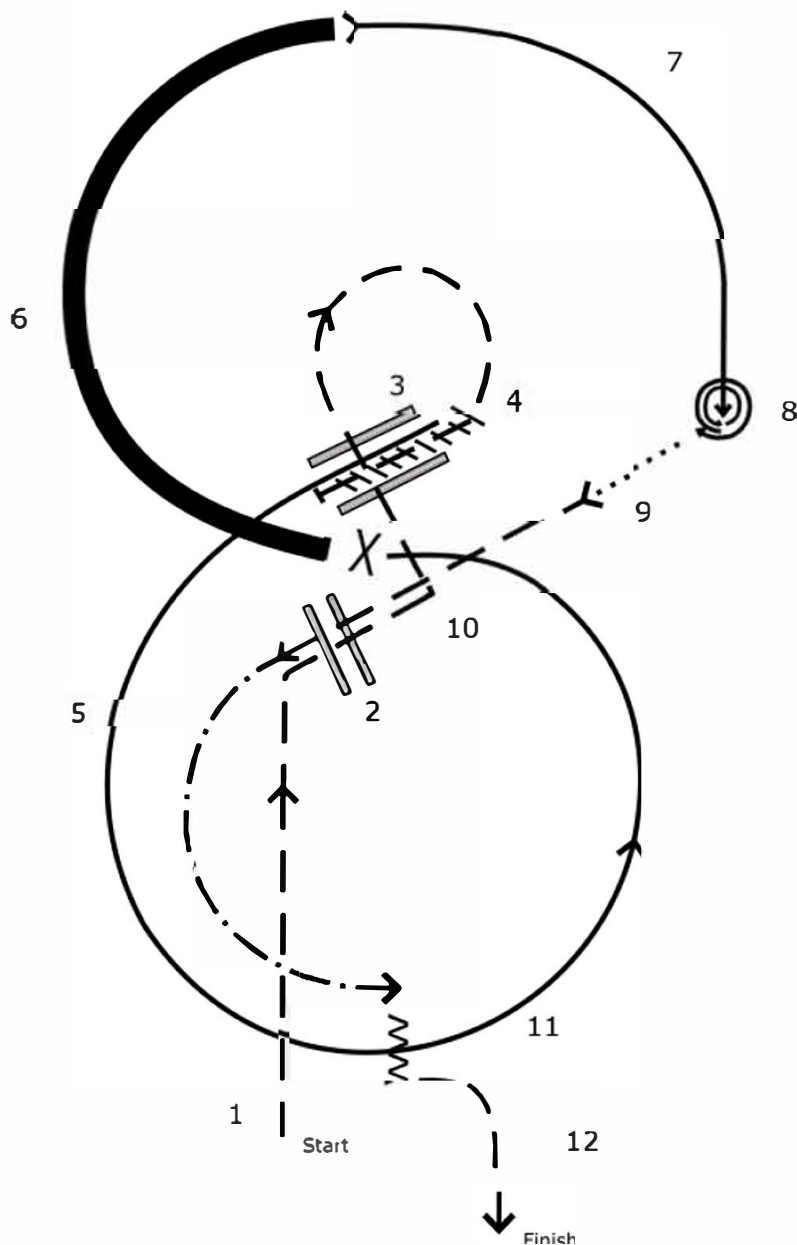
1. Trot.
2. Extended trot circle.
3. Trot.
4. Walk corner and over poles. Stop.
5. 360-degree turn right.
6. Trot, stop.
7. Back.
8. Side pass right.
9. Trot serpentine, stop.
10. 270-degree turn left.
11. Extended walk serpentine to exit.



KEY

.....	Walk
ooooo	Extended Walk
-----	Trot
-. - . - .	Extended Trot
//////	Back
_____	Lope
————	Extended Lope
X	Change Leads
wwwww	Sidepass

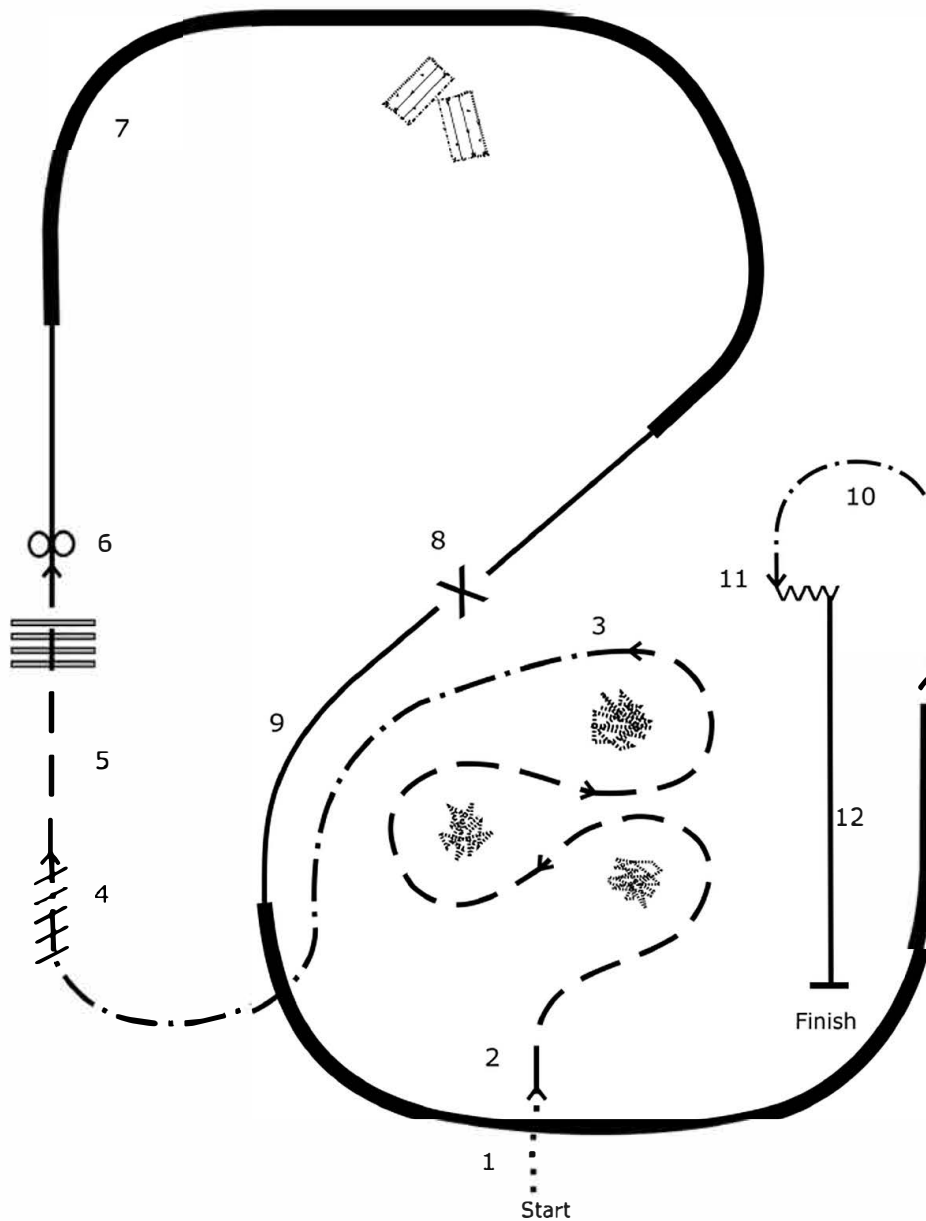
1. Back.
2. Trot serpentine.
3. Lope left lead.
4. Extended lope.
5. Lope.
6. Extended trot, trot. Stop.
7. 360-degree turn either direction.
8. Walk over logs.
9. Lope left lead. Stop. Roll back right.
10. Lope right lead.
11. Trot, extended trot, collect to trot. Pattern complete. Exit the arena.



KEY

.....	Walk
ooooo	Extended Walk
-----	Trot
-.-.-.-	Extended Trot
//////	Back
————	Lope
————	Extended Lope
X	Change Leads
wwwww	Sidepass

1. Trot.
2. Trot over 2 sets of poles.
3. Trot circle into chute. Stop.
4. Back.
5. Lope left lead. Change leads
6. Extended lope right lead.
7. Collect to the lope. Stop.
8. 360-degree turn left. 405-degree turn right.
9. Walk.
10. Trot over poles, extended trot. Stop.
11. Side pass right.
12. Trot to exit. After turning corner to the right at the trot, the pattern is complete. Exit the arena.



KEY

.....	Walk
oooooo	Extended Walk
-----	Trot
-.-.-.-	Extended Trot
//////	Back
=====	Lope
=====	Extended Lope
X	Change Leads
wwwww	Sidepass

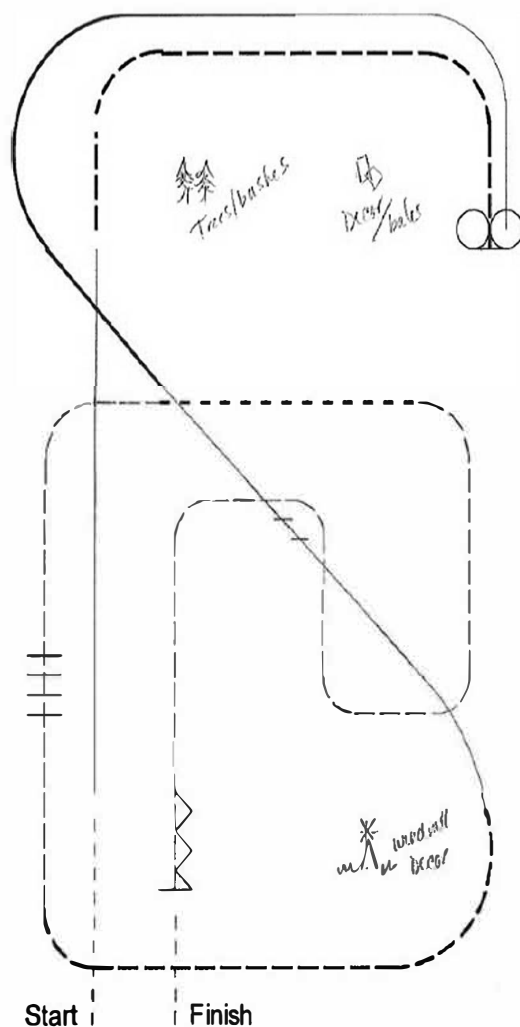
1. Walk.
2. Trot serpentine around obstacles.
3. Extended trot. Stop.
4. Back.
5. Trot over poles. Stop.
6. 360-degree turn both directions.
7. Lope right lead. Extended lope. Collect to the lope.
8. Change leads.
9. Lope left lead. Extended lope.
10. Extended trot. Stop.
11. Side pass left.
12. Lope right lead, stop and hesitate to finish. Exit the arena.



1. Enter at trot, trot over logs.
2. Right lead lope.
3. Change leads, lope left lead.
4. Extended lope around end of arena.
5. Trot around corner, walk.
6. Extended trot serpentine.
7. Stop, stand/hesitate for 5 seconds
8. Turn 360 left, turn 1 1/4 right.
9. Extended walk through square corners.
10. Trot serpentine with square corners.
11. Stop and back.
12. Sidepass right, exit at a walk.

Key

• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Trot
- . - . -	Extended Trot
/// ///	Back
_____	Lope
—————	Extended Lope
X	Change Leads
wwwww	Sidpass



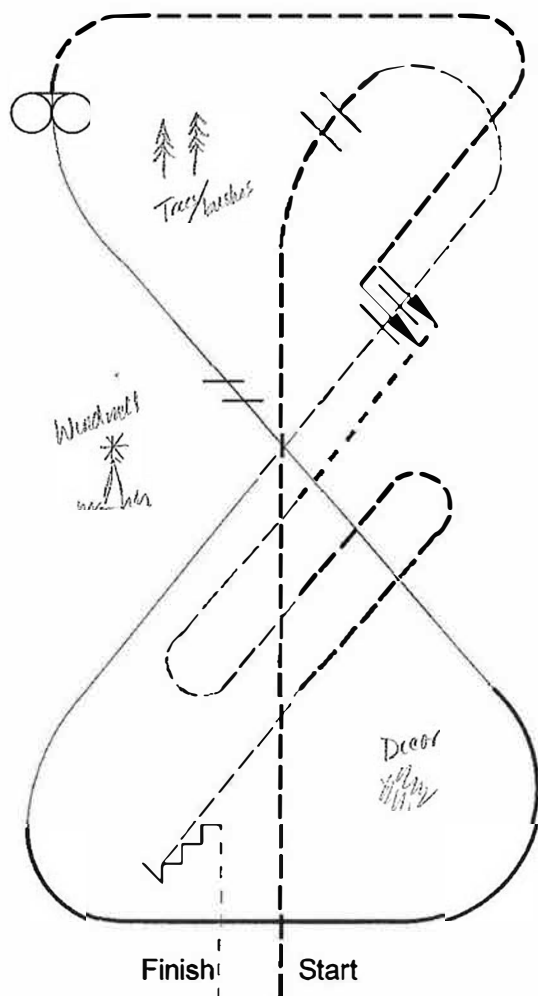
ApRRA 4-6 Year Old NP/Youth Ranch Riding Derby

1. Enter at a walk, lope right lead
2. Extended trot around end of arena, stop.
3. Turn 360 to right, 1 1/2 to left.
4. Lope left lead.
5. Extended lope around corner.
6. Collect lope and change leads.
7. Extended trot around end of arena.
8. Trot over logs and around corner.
9. Extended walk.
10. Trot serpentine with square corners.
11. Stop and back.

Pattern complete, walk to exit.

Key

.....	Walk
oooooo	Extended Walk
-----	Trot
-.-.-.-	Extended Trot
//////	Back
=====	Lope
=====	Extended Lope
X	Change Leads
wwwwww	Sidepass

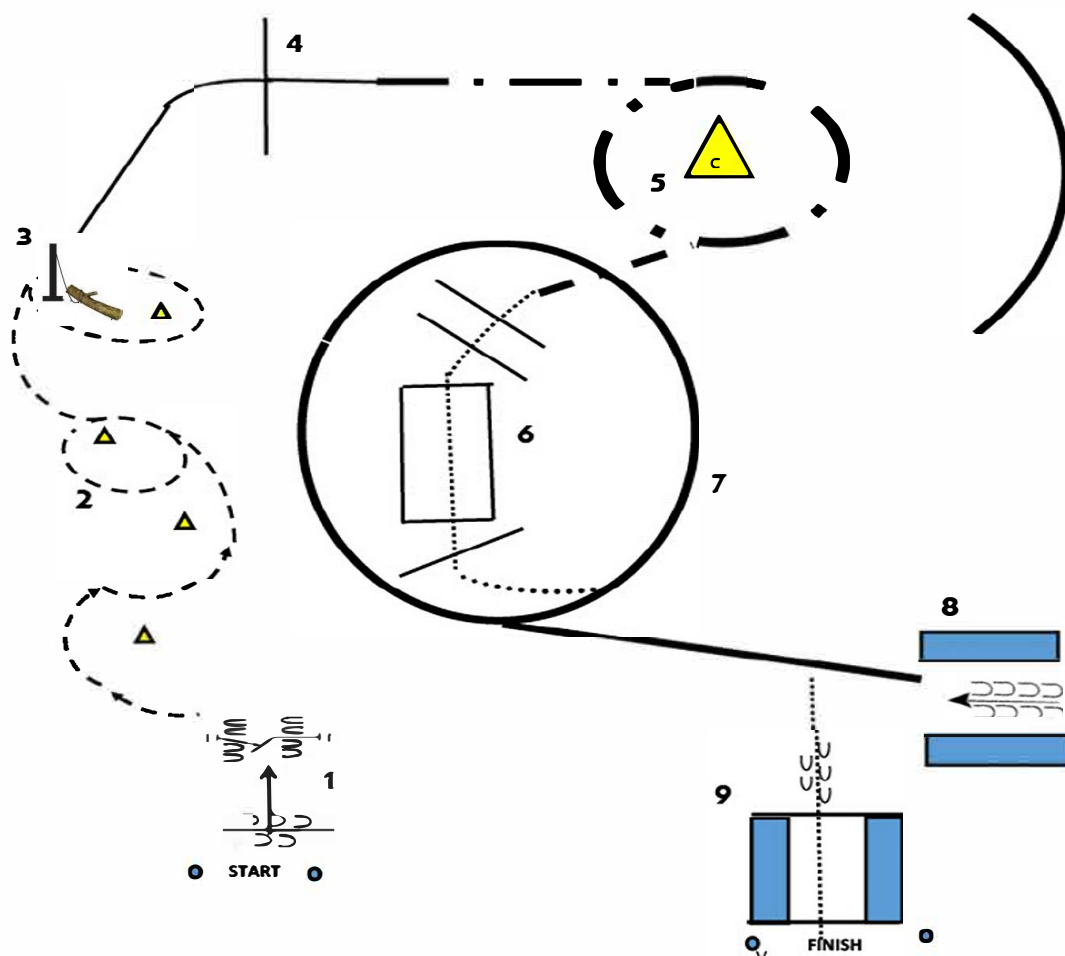


ApRRA 4-6 YO Open Ranch Riding Derby

1. Extended trot down center and over logs.
2. Trot 1/2 circle and over logs.
3. Lope left lead.
4. Extended lope around end of arena.
5. Collect the lope and change leads.
6. Lope right lead, stop.
7. Turn 360 both directions, either way first.
8. Extended trot around end of arena, stop.
9. Sidepass left over log.
10. Extended walk, transition to trot.
11. Trot, extended trot through serpentine, collect trot.
12. Stop and back, walk to exit.

KEY

.....	Walk
ooooo	Extended Walk
-----	Trot
-. - . - .	Extended Trot
//////	Back
_____	Lope
—————	Extended Lope
X	Change Leads
wwwww	Sidepass

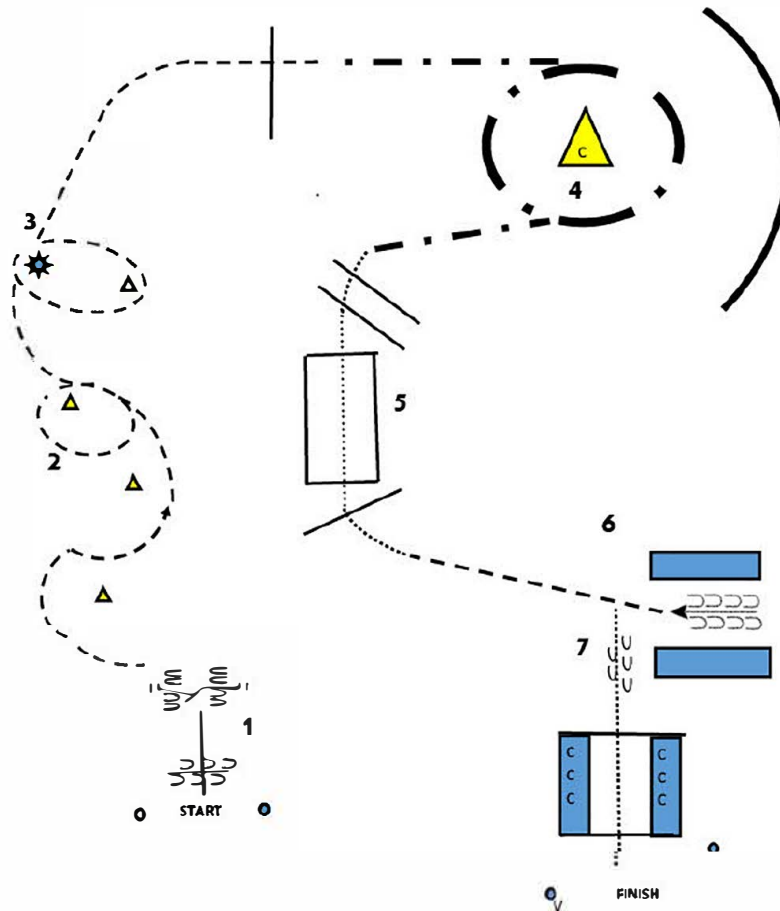


KEY

.....	Walk
ooooo	Extended Walk
-----	Trot
- . - . - .	Extended Trot
//////	Back
—————	Lope
—————	Extended Lope
X	Change Leads
wwwww	Sidepass

INSTRUCTIONS

1. Sidepass left to left hand push gate
2. Trot serpentine
3. Drag a right circle return drag.
4. Lope right lead over pole.
5. Extended trot around cow camp.
6. Break to walk over logs and bridge
7. Left Lead extended lope around bridge and logs.
8. Collect lope and continue into chute. Back straight out of box.
9. Dismount and walk out of chute over logs to finish.

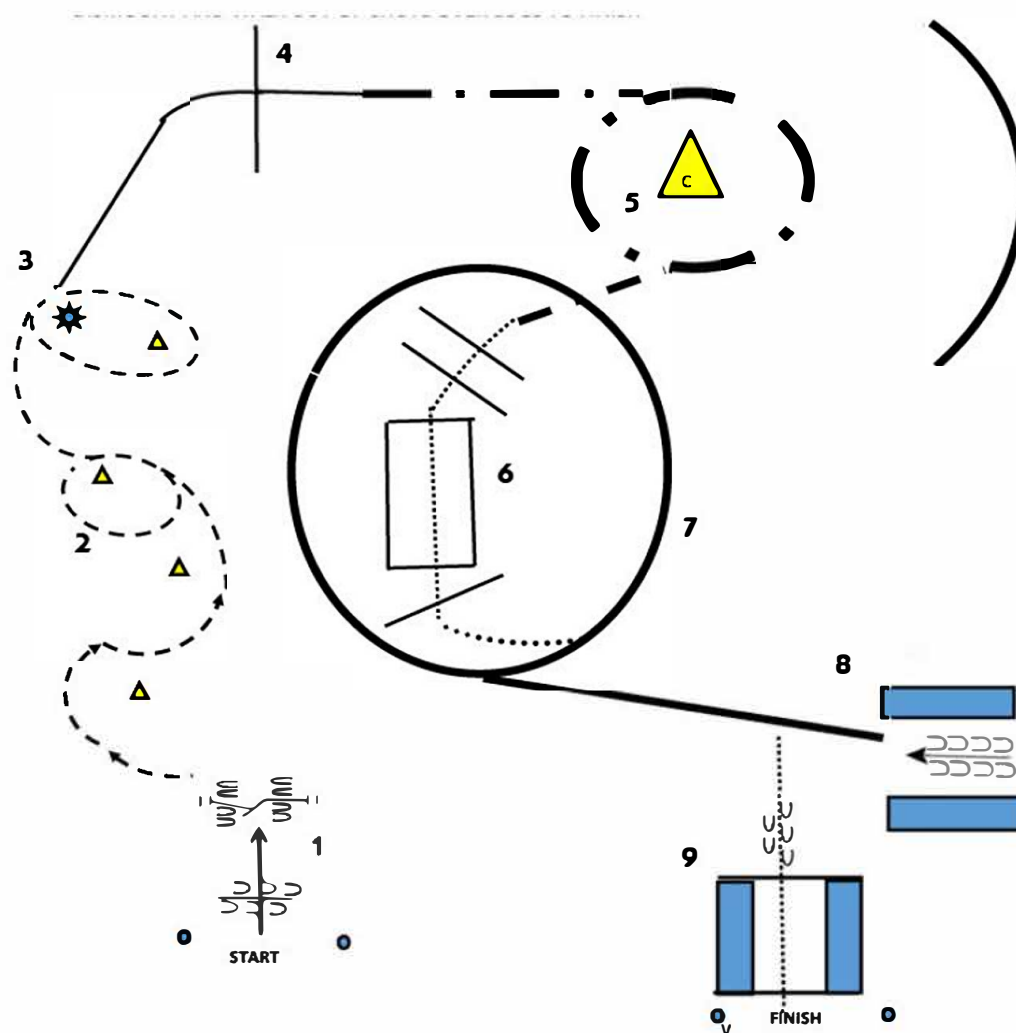


KEY

.....	Walk
oooooo	Extended Walk
-----	Trot
-.-.-.-	Extended Trot
////////	Back
————	Lope
————	Extended Lope
X	Change Leads
wwwww	Sidepass

INSTRUCTIONS

1. Sidepass left to left hand push gate.
2. Trot serpentine
3. Stop at mailbox, pick up slicker and trot around mailbox, return slicker.
4. Trot over pole then extended trot around cow camp.
5. Break to walk over logs and bridge.
6. Trot into chute and back straight out of box.
7. Dismount and walk out of chute over logs to finish.

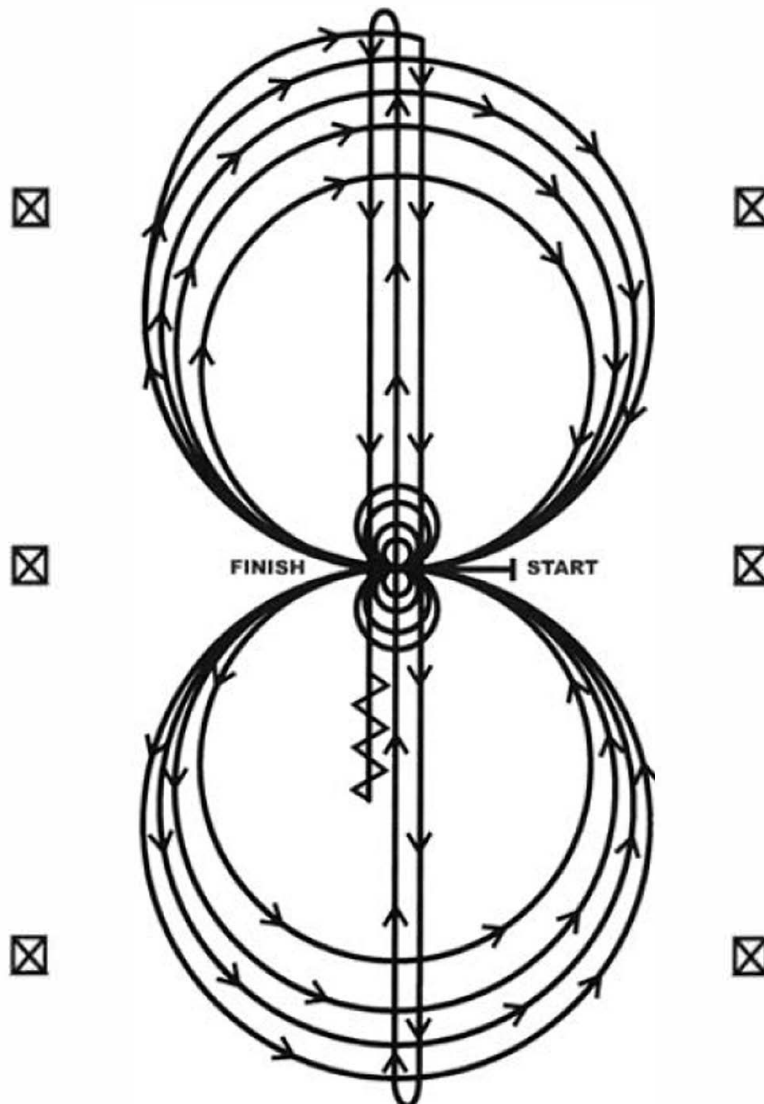


KEY

.....	Walk
ooooo	Extended Walk
-----	Trot
-.-.-.-	Extended Trot
////////	Back
_____	Lope
=====	Extended Lope
X	Change Leads
wwwww	Sidepass

INSTRUCTIONS

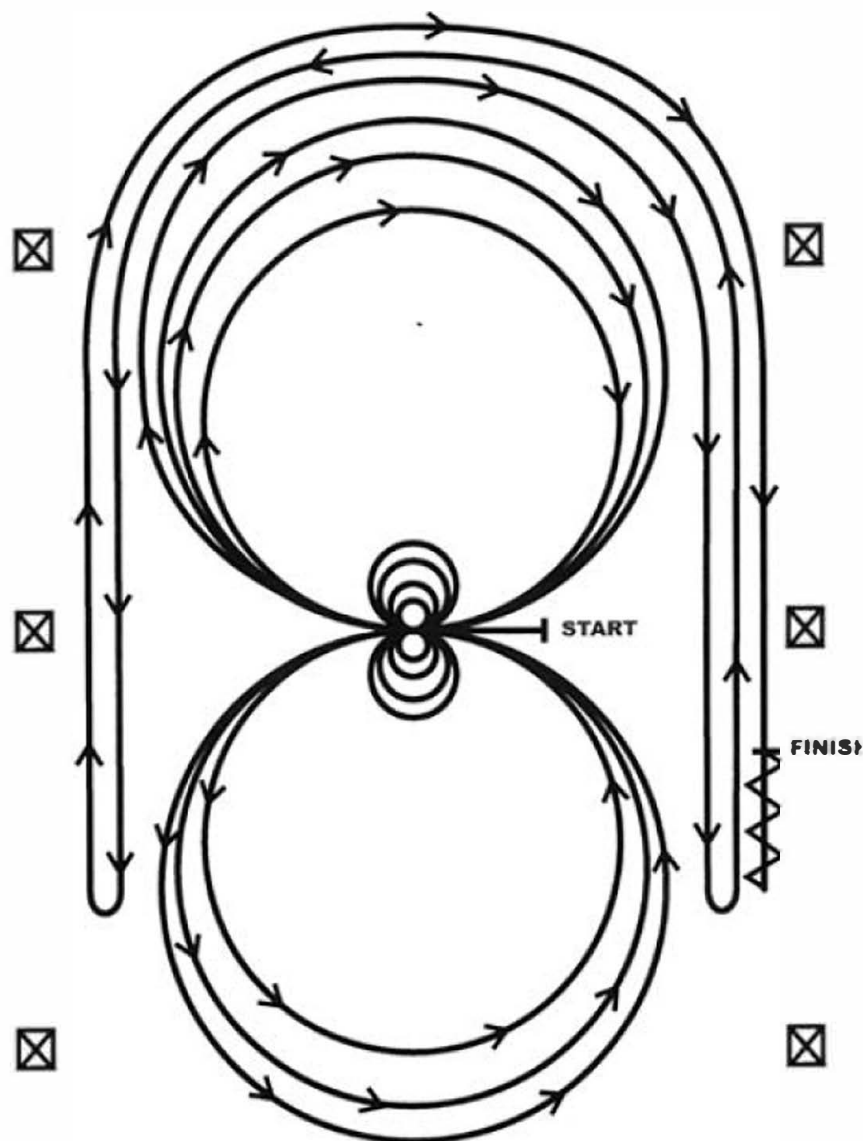
1. Sidepass left to left hand push gate.
2. Trot serpentine.
3. Stop at mailbox, pick up slicker and trot around mailbox, return slicker.
4. Lope right lead over pole.
5. Extended trot around cow camp
6. Break to walk over logs and bridge.
7. Left lead extended lope around bridge and logs.
8. Collect the lope and continue into chute and back straight out of box
9. Dismount and walk out of chute over logs to finish



INSTRUCTIONS

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.

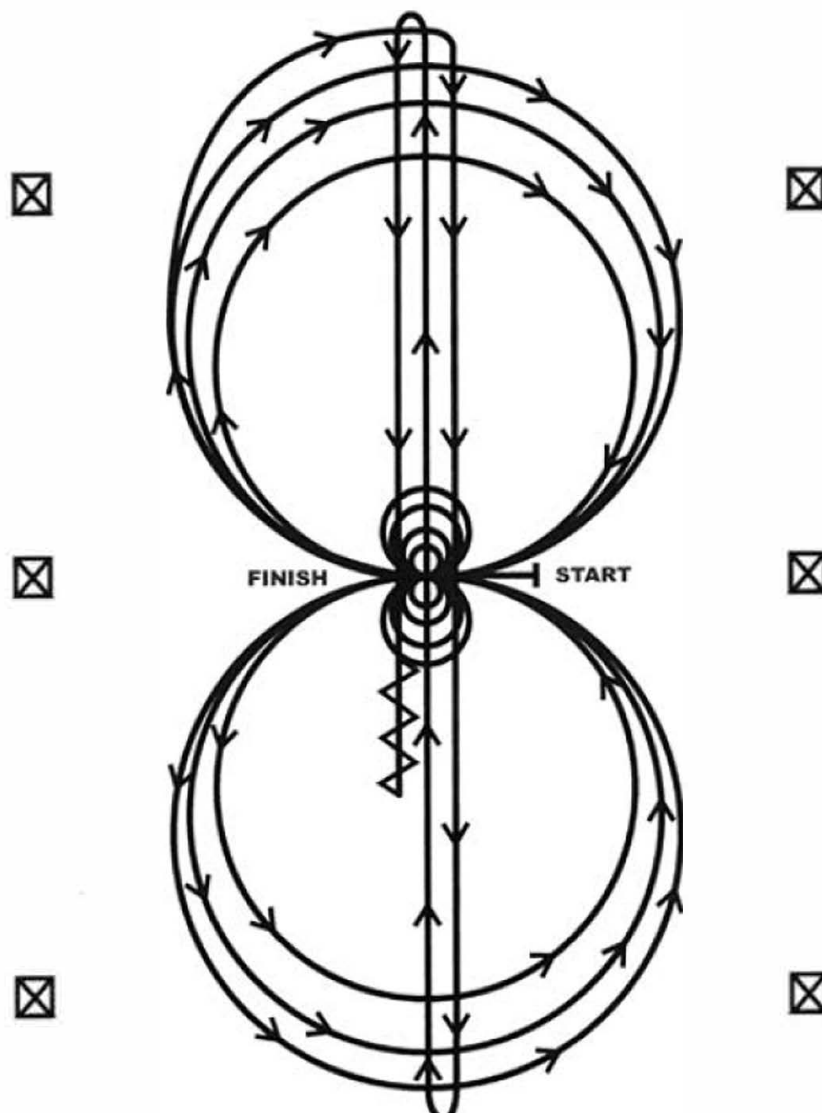
1. Beginning on right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
8. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.



INSTRUCTIONS

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.

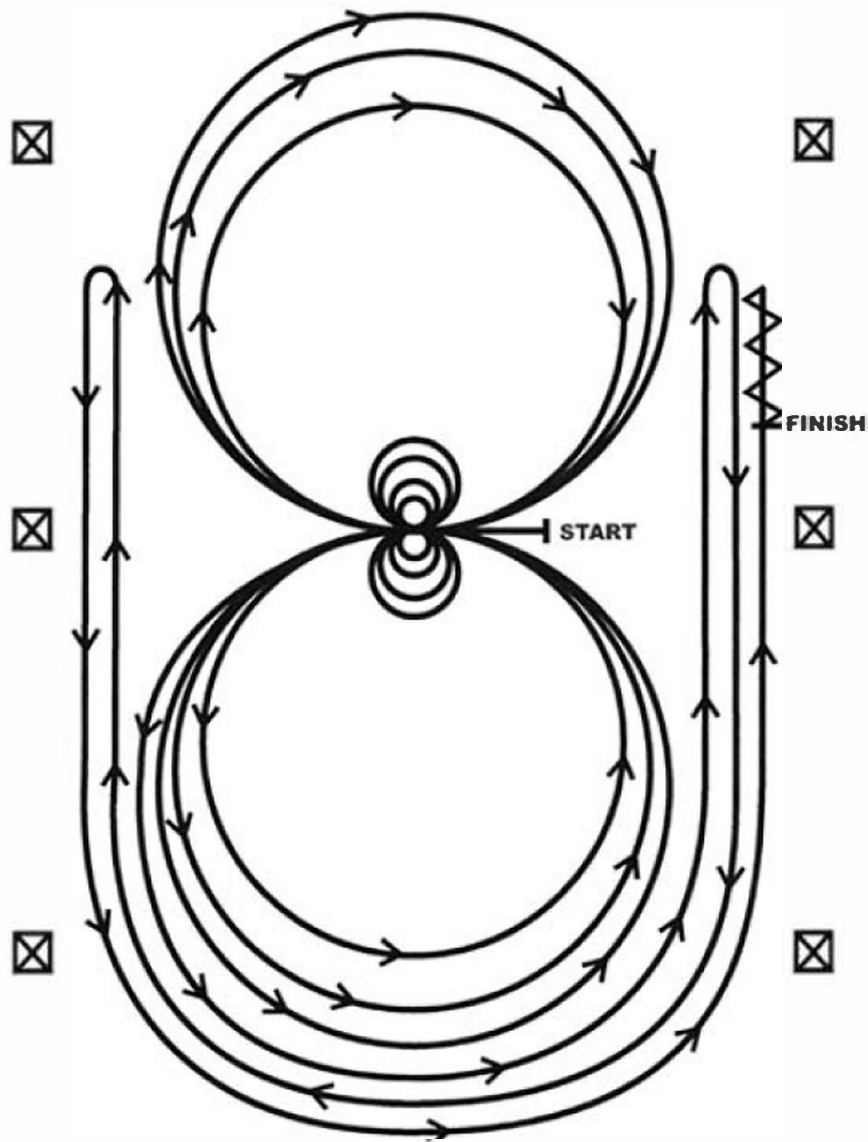
1. Complete four spins to the left.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at center of the arena.
4. Complete 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.



INSTRUCTIONS

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.

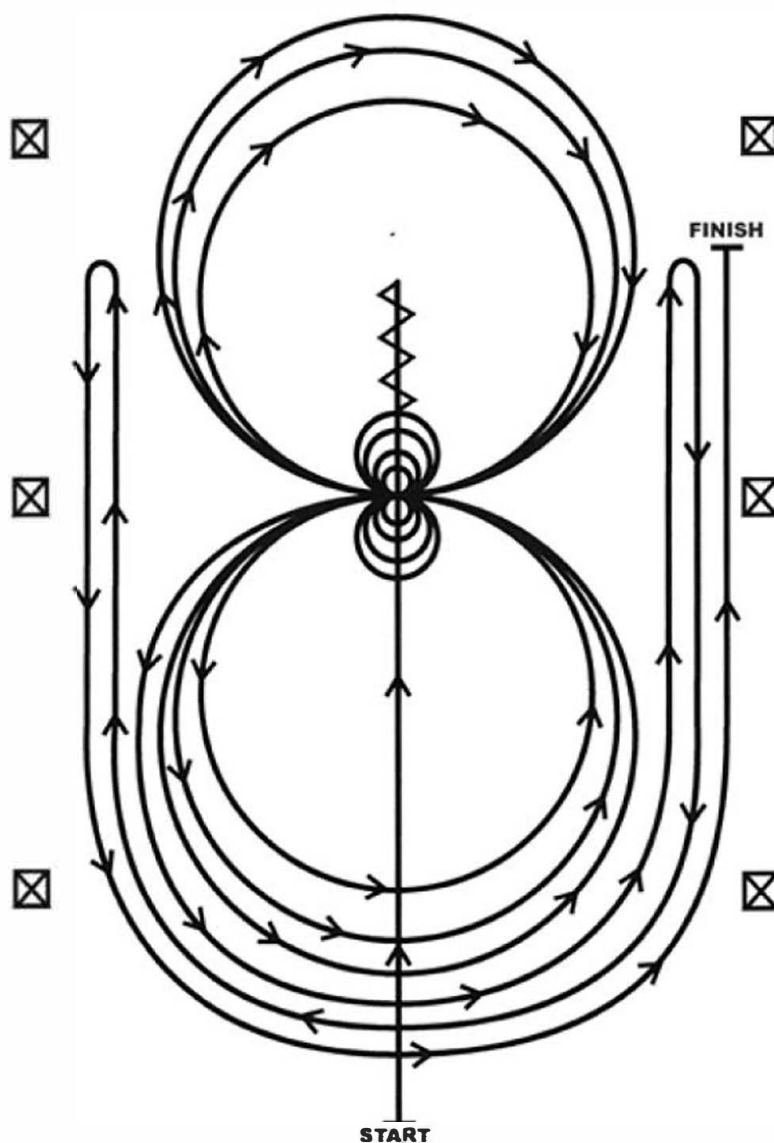
1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.



INSTRUCTIONS

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 right.
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 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.
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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate the completion of the pattern.

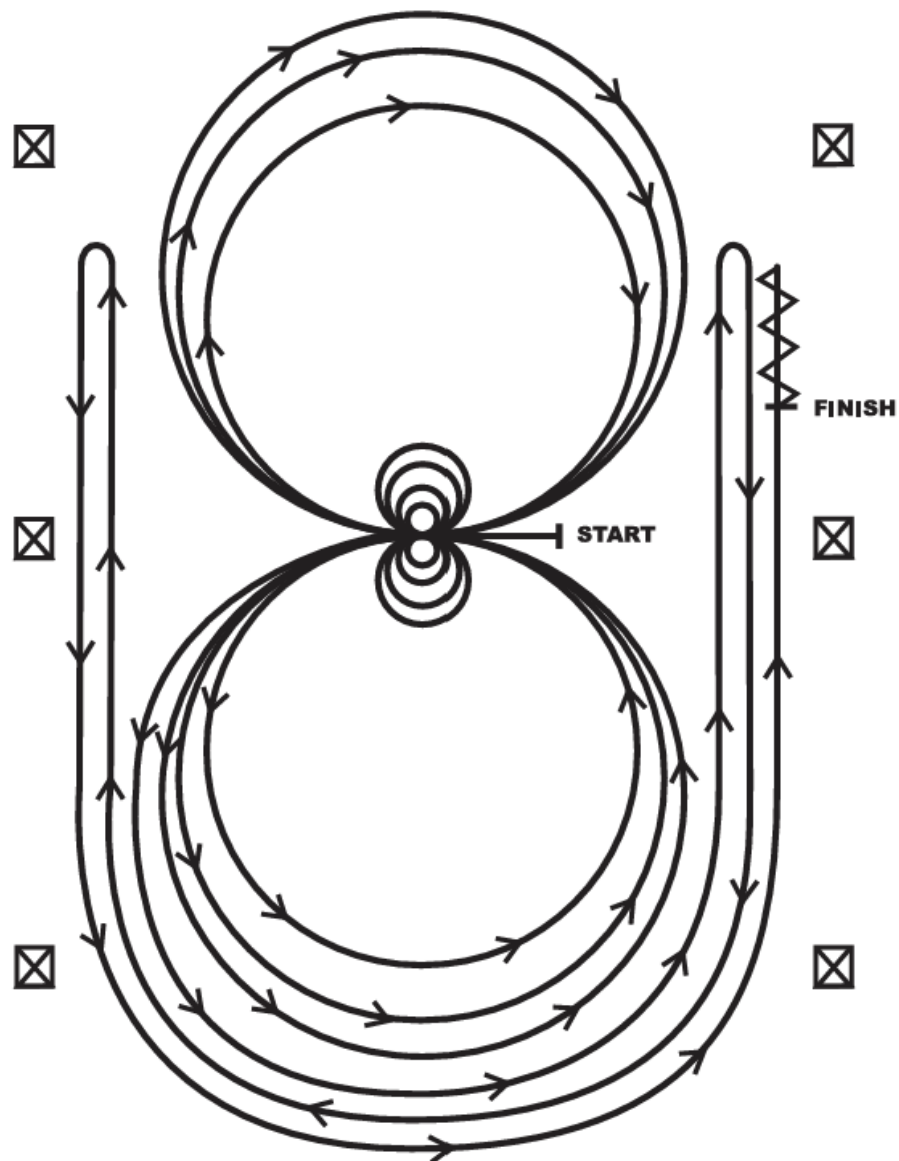


INSTRUCTIONS

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3.05 m). 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. Changes leads at the center of 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 (6.1 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 and past the center marker and do a left rollback at least 20 feet (6.1 m) 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 (6.1 m) from the wall or fence. Hesitate to demonstrate completion of the pattern.

Open L4 Futurity, Open L1 Futurity, Non-Pro Futurity

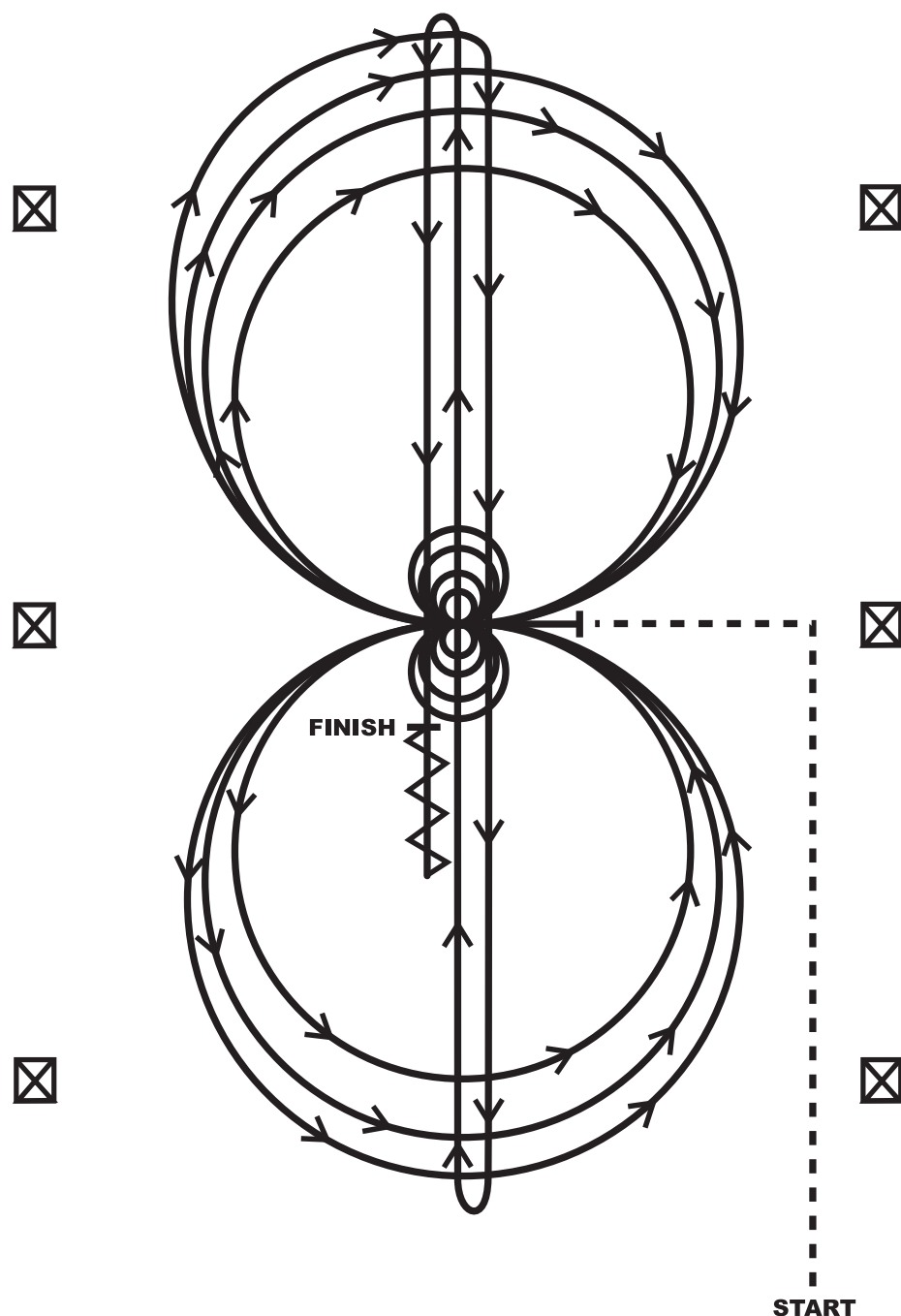
Pattern 15



Pattern 15

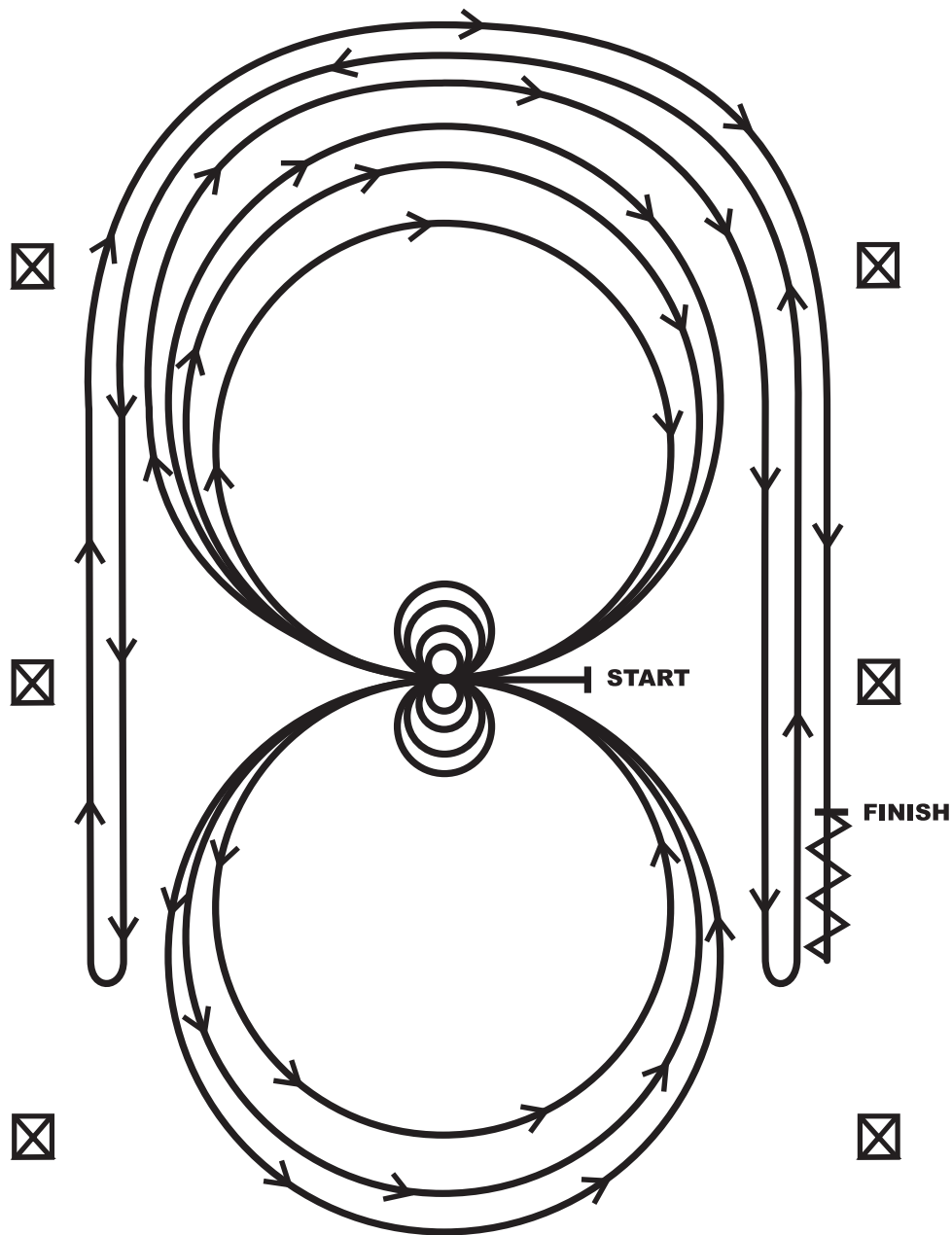
Horses may walk or jog to the center of arena.

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 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.

REINING PATTERN 11

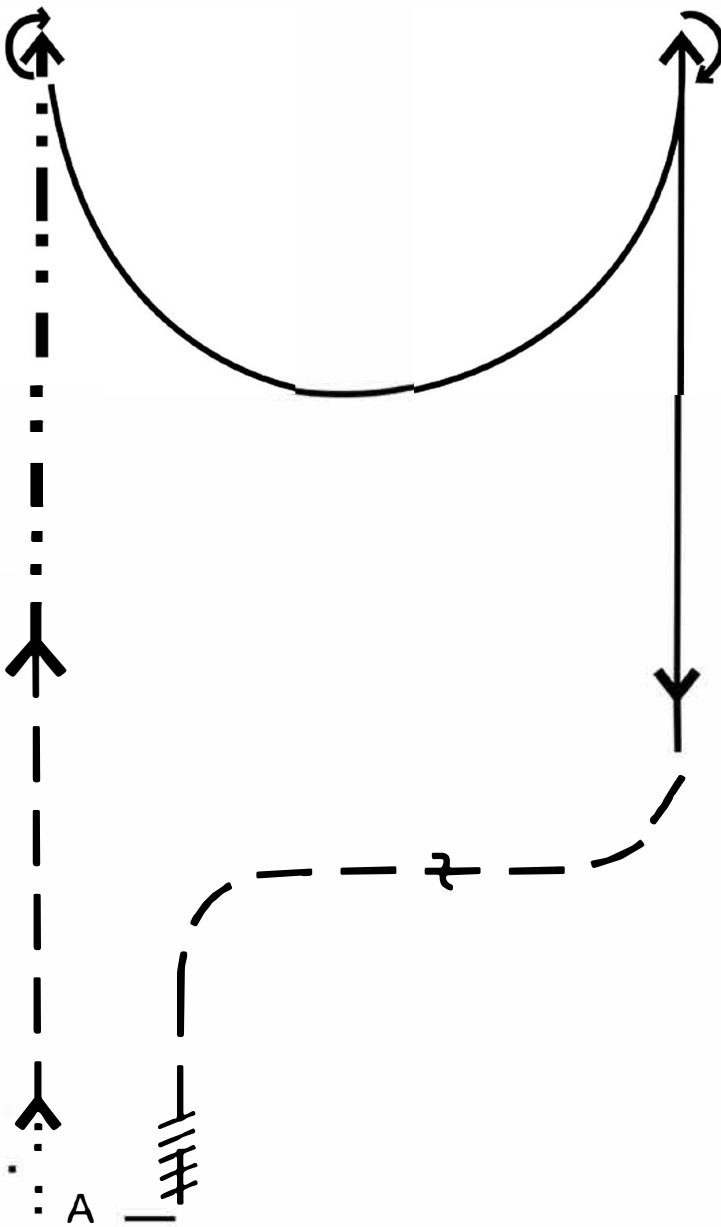
Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. 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.

REINING 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.

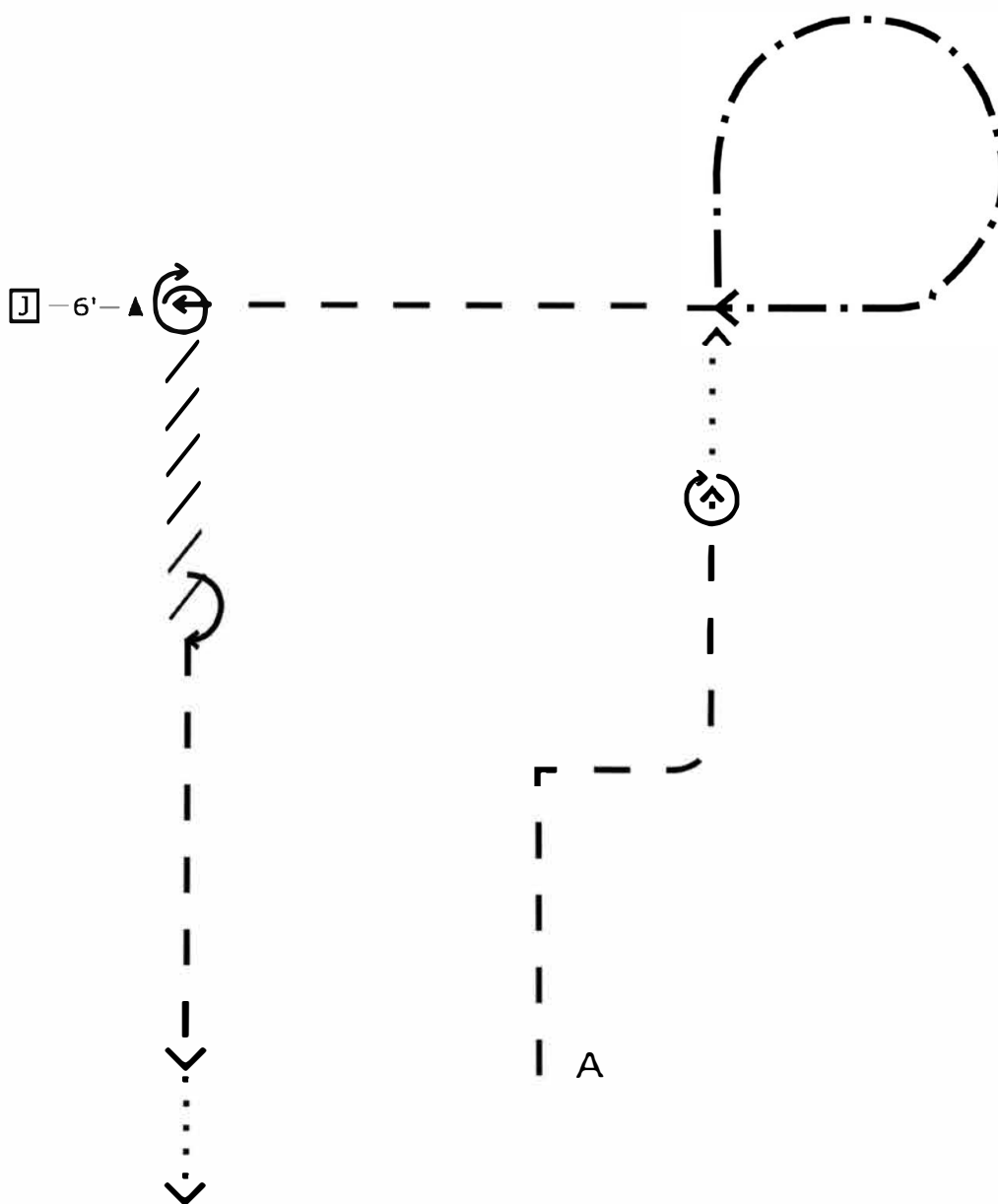
1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.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



KEY

• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Trot
- • • • •	Extended Trot
- • • • •	Sitting Trot
~	Change Diagonal
///	Back
—	Canter
—	Hand Gallup
≈	Change Leads
= = = =	Leg Yield
WWWW	Sidepass
A, B, C	Markers

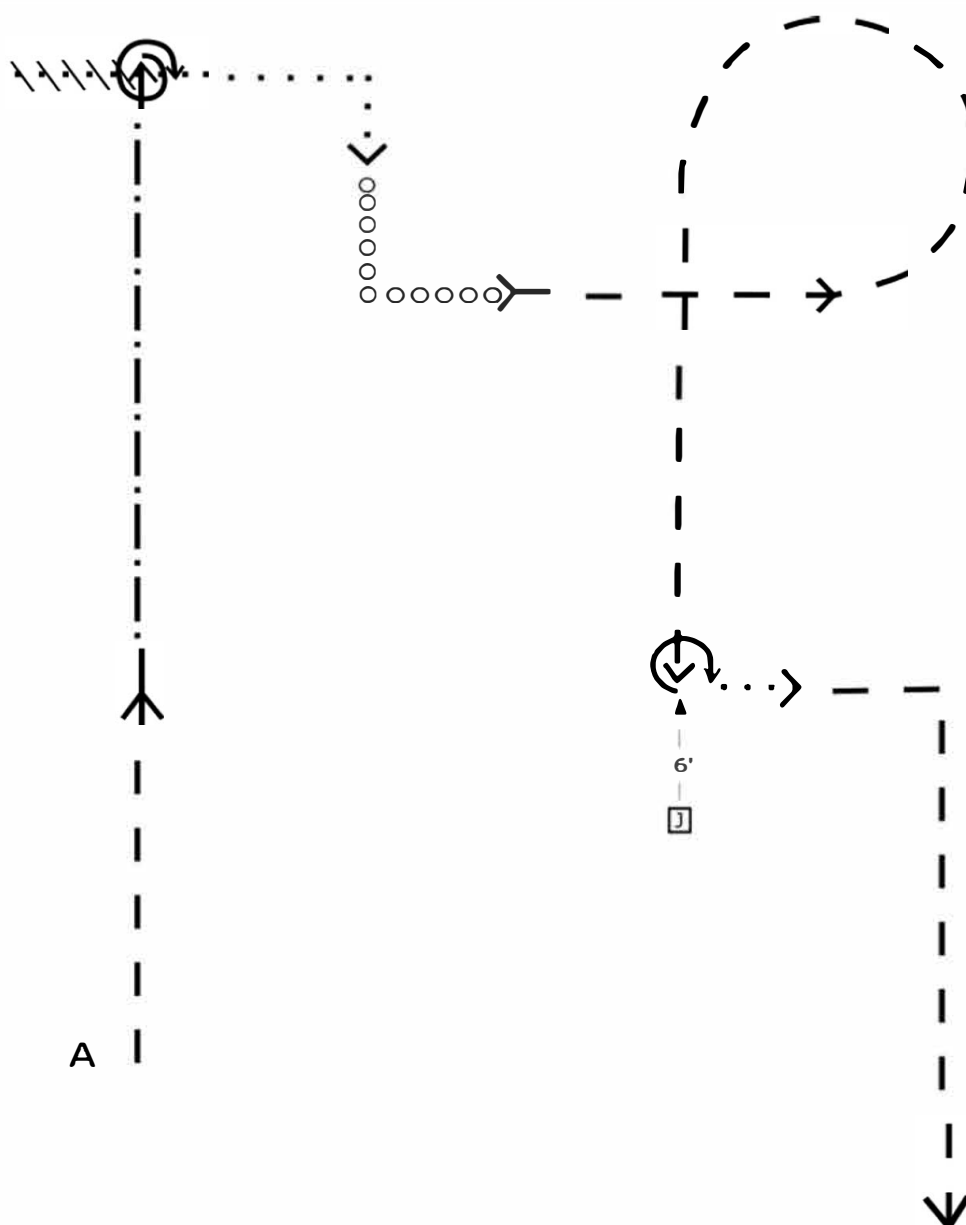
1. Begin at A. Walk one horse length.
2. Trot posting on left diagonal.
3. Extend the trot. Stop.
4. 180-degree forehand turn right.
5. Canter large half circle to the left in the left lead. Stop
6. 180-degree haunch turn right.
7. Canter right lead. **Stop.**
8. Trot serpentine to A. Begin posting on left diagonal, changing as shown.
9. Stop and Back. Pattern complete. Exit arena.



KEY

.....	Walk
ooooo	Extended Walk
-----	Jog
-.-.-.-	Extended Jog
////////	Back
A	Marker
J	Judge

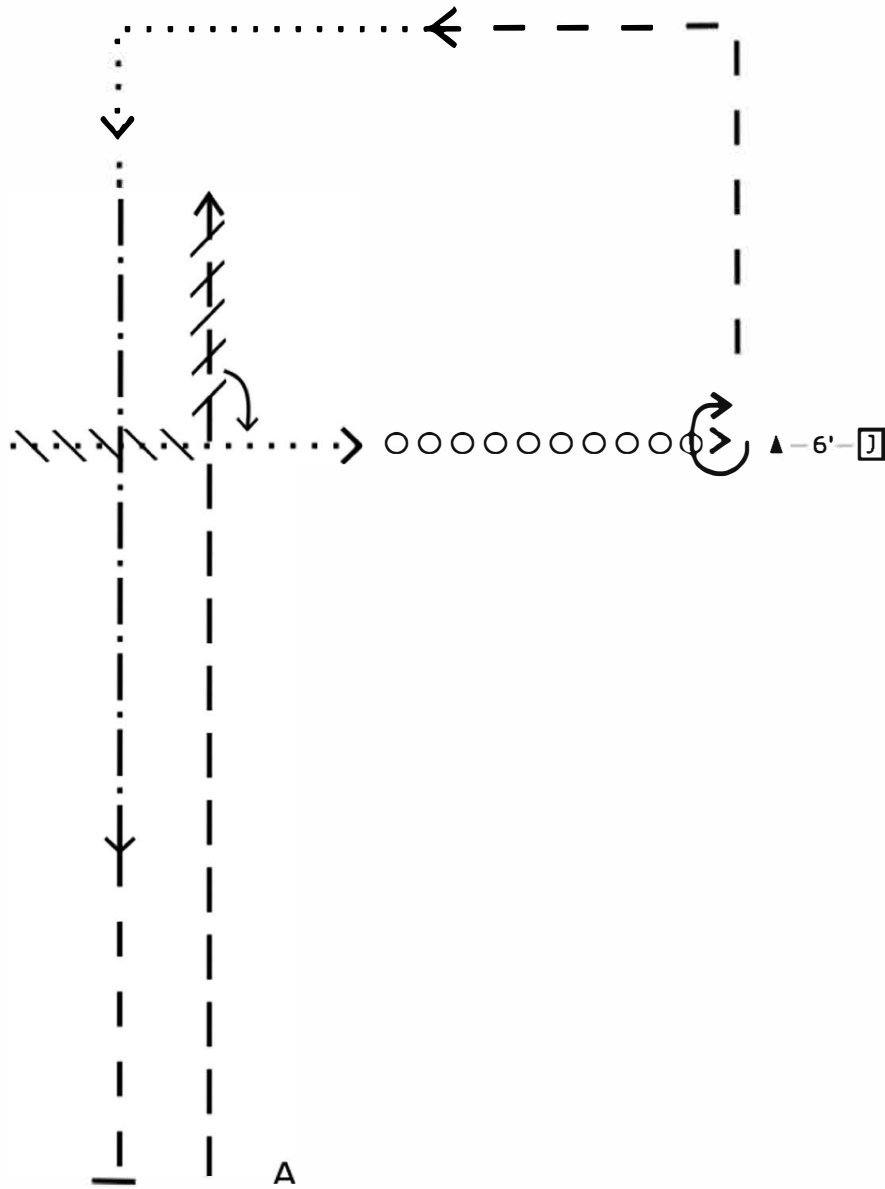
1. Begin at A. Jog square corner right, then jog corner left. Stop.
2. 360-degree turn.
3. Walk.
4. Extended jog circle.
5. Jog to Judge marker. Stop.
6. Set-up.
7. Inspection by Judge.
8. When excused, 450-degree turn.
9. Back 2 horse lengths.
10. 180-degree turn. Jog until even with A. At A, break down to a walk. Walk 3 steps. Pattern complete. Exit the arena.



KEY

.....	Walk
oooooo	Extended Walk
-----	Jog
-.-.-.-	Extended Jog
////////	Back
A	Marker
[J]	Judge

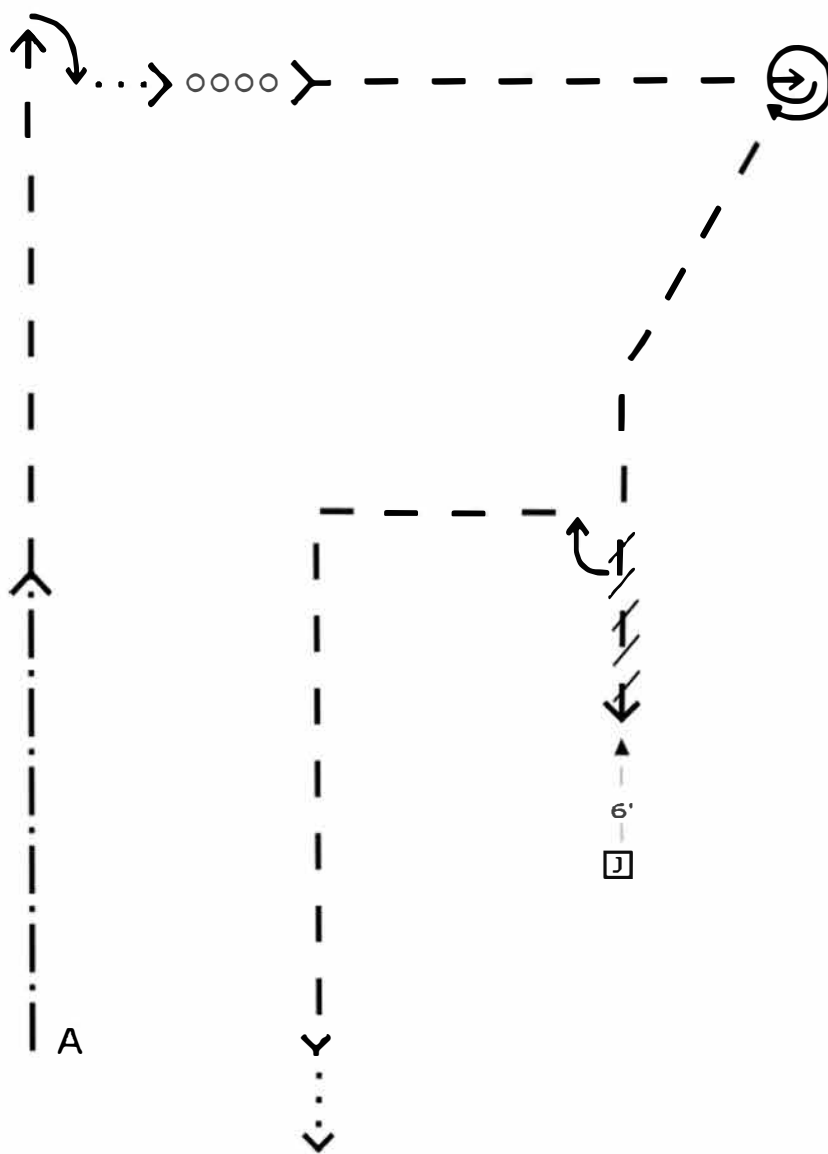
1. Begin at A. Jog. Extend the jog. Stop.
2. 450-degree turn.
3. Back.
4. Walk square corner.
5. Extended walk square corner.
6. Jog small circle and jog to Judge marker. Stop.
7. Set up.
8. Inspection by Judge.
9. When excused, 270-degree turn.
10. Walk, jog square corner to A. Pattern is complete when even with A. Exit the arena.



KEY

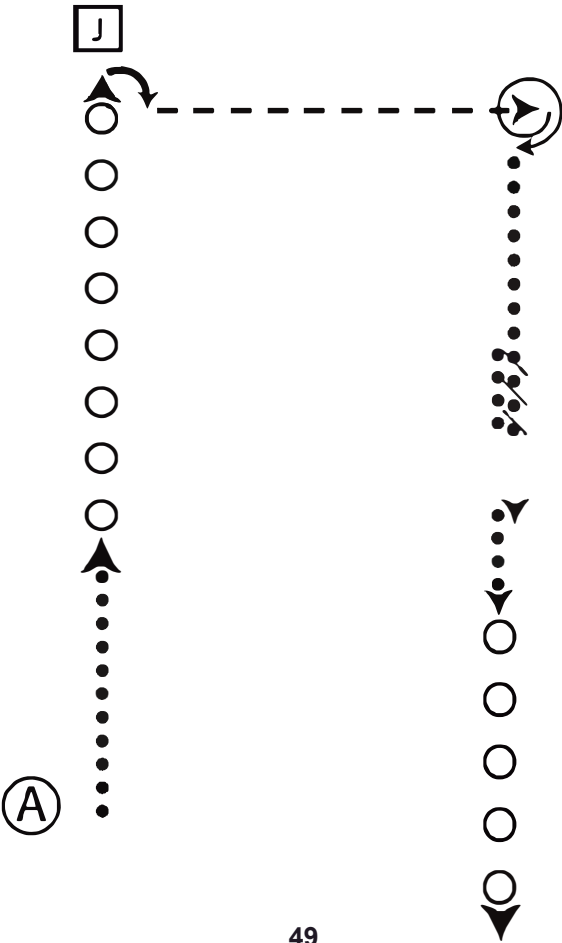
.....	Walk
oooooo	Extended Walk
-----	Jog
-.-.-.-.-	Extended Jog
////////	Back
A	Marker
J	Judge

1. Begin at A. Jog past judge. Stop.
2. Back.
3. 90-degree turn.
4. Back. Walk, then extended walk to Judge marker. Stop.
5. Set-up.
6. Inspection by Judge.
7. When excused, 270-degree turn.
8. Jog square corner.
9. Walk square corner.
10. Extended jog, jog to A. Stop. Hesitate. Pattern complete. Exit arena.



• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Jog
— • — • —	Extended Jog
/// ///	Back
A	Marker
J	Judge

1. Begin at A. Extended jog, then collect to the jog. Stop.
2. 90-degree turn.
3. Walk, extend the walk, jog. Stop.
4. 495-degree turn.
5. Jog arc to Judge marker. Stop.
6. Set-up.
7. Inspection by Judge.
8. When excused, back.
9. 90-degree turn.
10. Jog and jog square corner to A. At A, break down to a walk for 3 steps. Pattern complete. Exit at a walk.



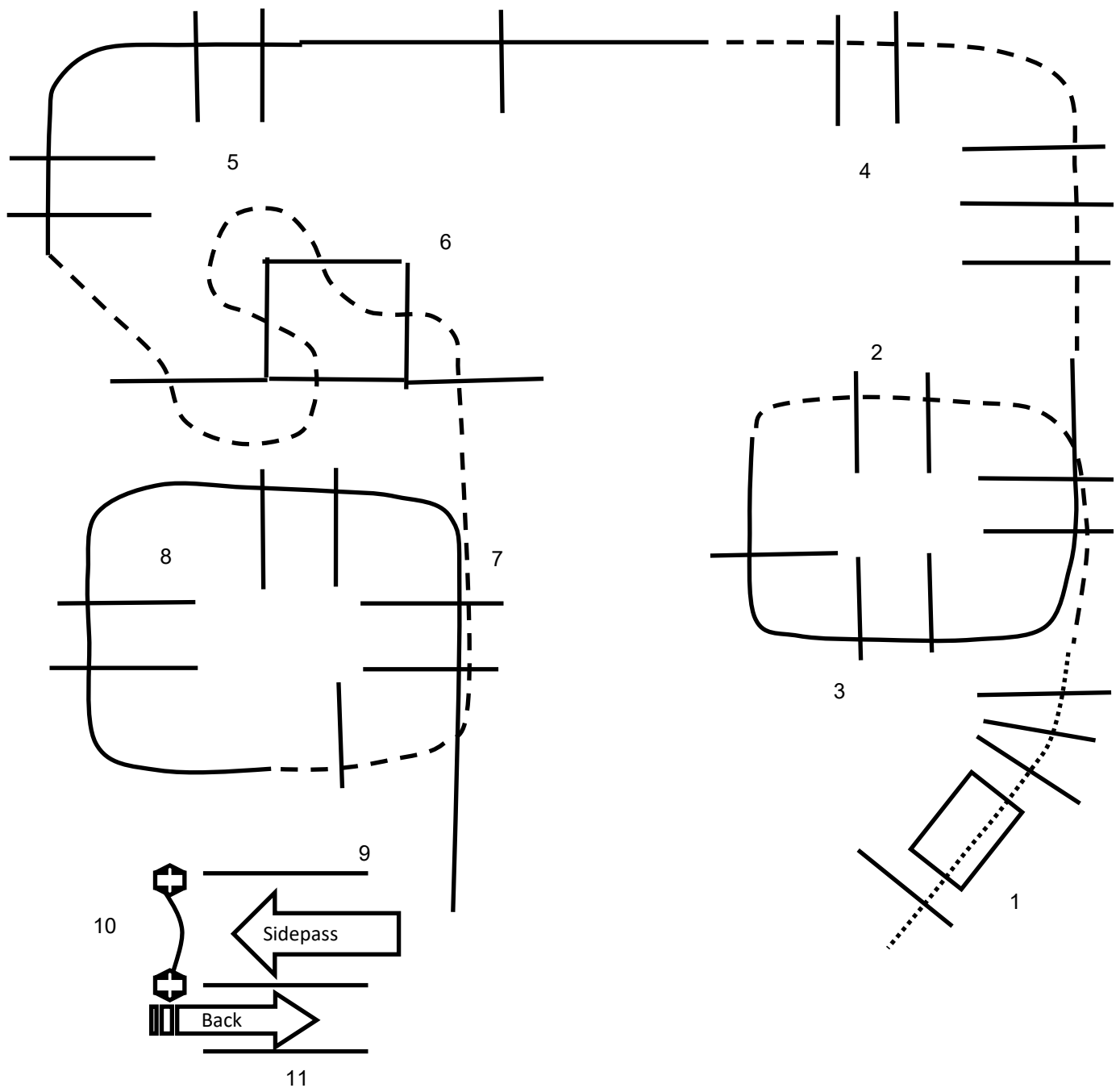
KEY

INSTRUCTIONS

.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
A, B, C	Markers
J	Judge

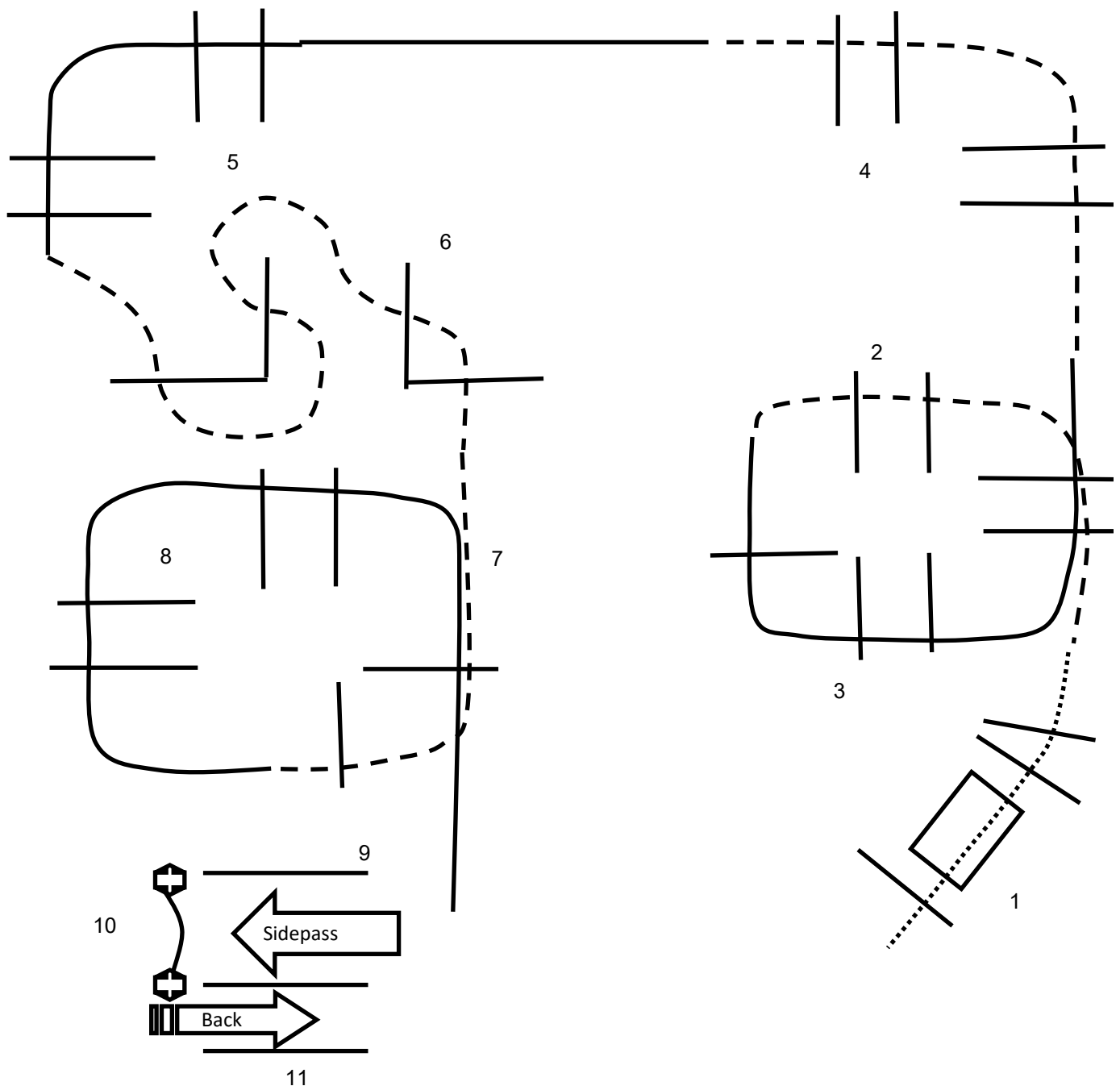
1. Begin at A. Walk toward Judge.
2. Extend the walk to Judge. Stop.
3. Set up.
4. Inspection.
5. When excused, 90-degree turn.
6. Jog. Stop.
7. 450-degree turn.
8. Walk. Stop.
9. Back.
10. Walk, then extend the walk to A. At A, pattern is complete. Exit the arena.

O382-Senior, N350-Non-Pro, N355– Non-Oro 35 and Over



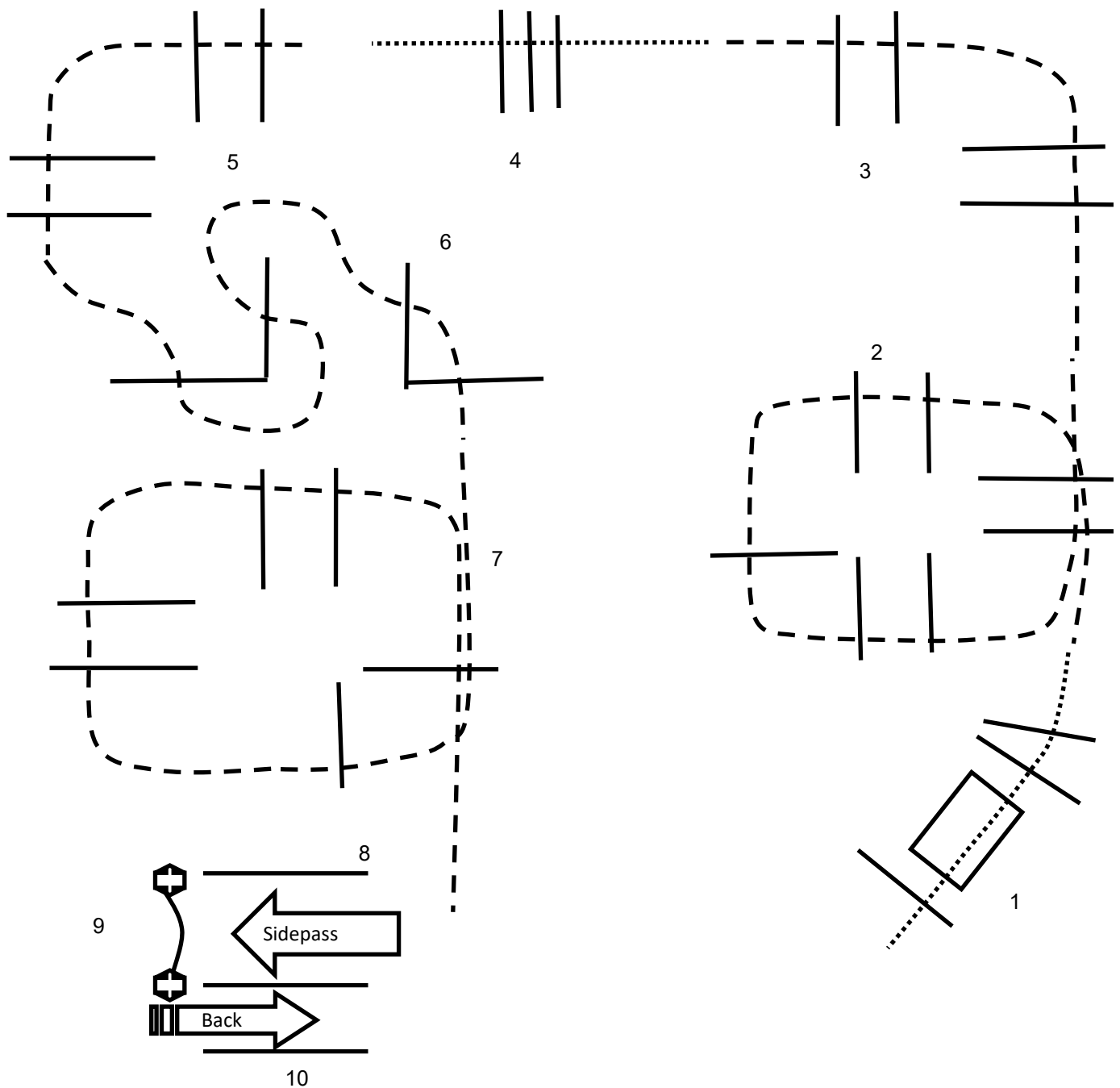
1. Walk over poles and bridge
- ▲ 2. Trot poles
3. Lope left lead poles
4. Trot corner
5. Lope left lead corner
6. Trot serpentine
7. Trot poles
8. Lope right lead
9. Stop and side pass right
10. RH gate
11. Back into chute
12. Pattern is complete exit at a walk

O381-Junior, O358– Green, N358-Non-Pro Masters, N359 Novice Non-Pro



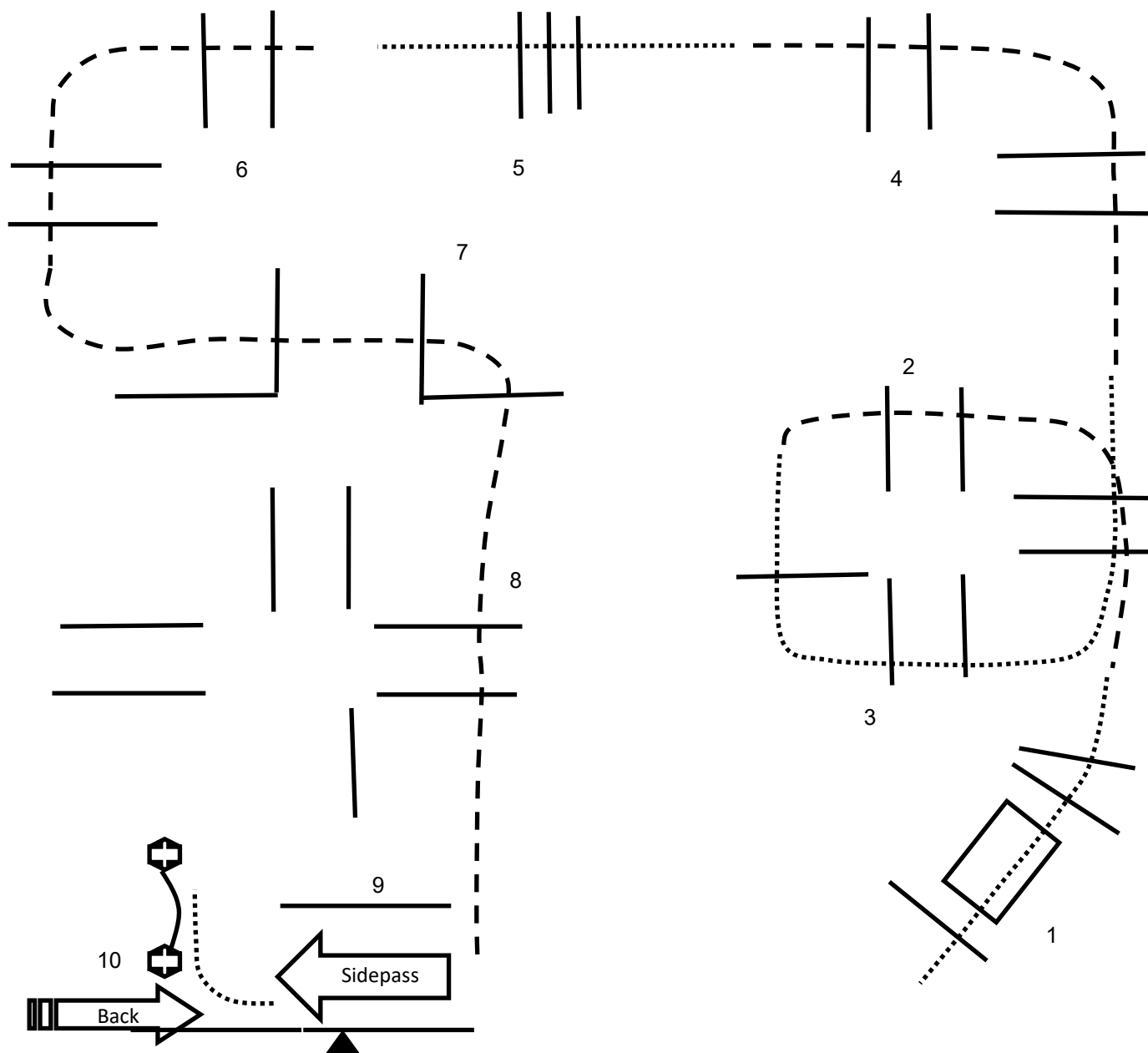
1. Walk over poles and bridge
- ▲ 2. Trot poles
3. Lope left lead poles
4. Trot corner
5. Lope left lead corner
6. Trot serpentine
7. Trot poles
8. Lope right lead
9. Stop and side pass right
10. RH gate
11. Back into chute
12. Pattern is complete exit at a walk

N357– Non-Pro Walk/Trot



1. Walk over poles and bridge
- ▲ 2. Trot poles
3. Trot corner
4. Stop or Break to walk, walk poles
5. Trot corner
6. Trot serpentine
7. Trot poles
8. Stop, Sidepass right
9. RH Gate
10. Back into chute
11. Pattern is complete exit at a walk

O388-Yearling In Hand, N353 Yearling In Hand Non-Pro



11

1. Walk over poles and bridge
- ▲ 2. Trot poles
3. Walk Poles
4. Trot corner
5. Break to Walk, Walk Poles
6. Trot Corner
7. Trot poles
8. Trot poles
9. Stop pass right past marker
10. Walk to and perform a LH gate
11. Walk forward Pivot 90 and Back into chute to marker
12. Pattern is complete exit at a walk

• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Jog
- . - . -	Extended Jog
/ / / / /	Back
_____	Lope
_____	Extended Lope
≈ ≈	Change Leads
WWWW	Sidepass
A, B, C	Markers

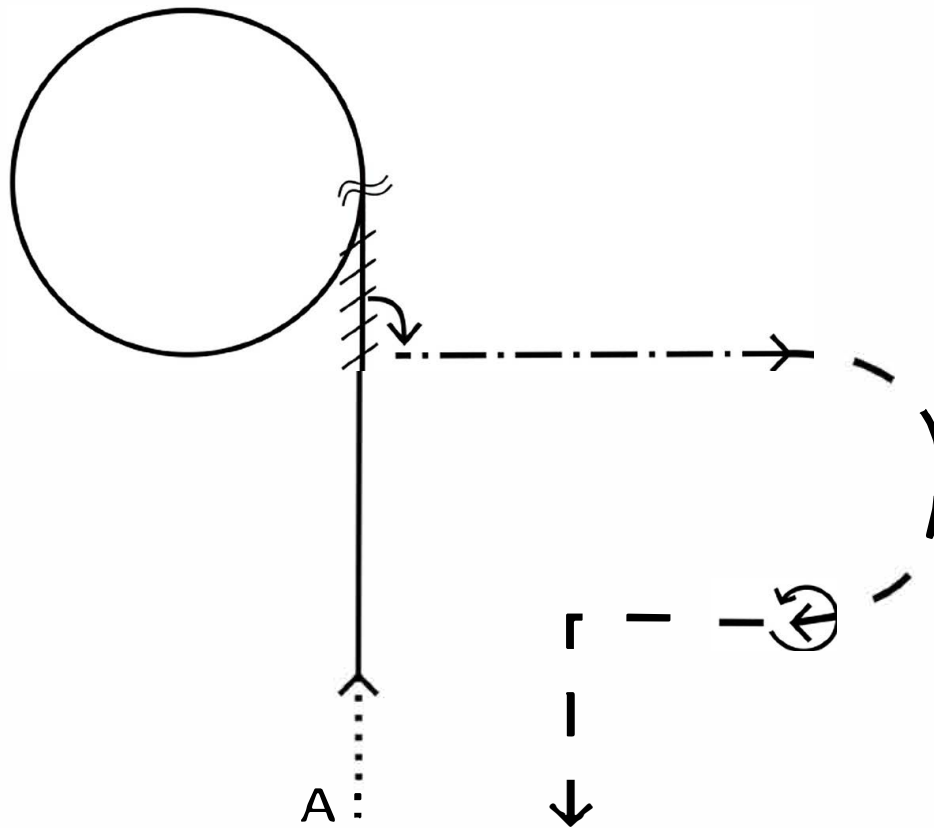
1. Begin before A. Walk to A. At A, extended jog, square corner to right.
2. Collect to the jog, stop.
3. 270-degree haunch turn left.
4. Back.
5. 180-degree haunch turn right.
6. Lope left lead. Extend the lope. Collect the lope.
7. Lope the serpentine, changing leads (simply or flying) between C and B.
8. Break to jog between B and A. Jog around A.
9. Lope right lead. Stop.
10. 90-degree haunch turn right. Jog 3 steps. Pattern is complete. Exit the arena.

• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Jog
- . - . -	Extended Jog
/ / / / /	Back
_____	Lope
_____	Extended Lope
≈ ≈	Change Leads
W W W W	Sidepass
A, B, C	Markers

1. Begin before A. Walk to A.
2. Lope left lead, lope sharp corner to the left. Change leads (simple or flying).
3. Lope right lead, extended lope.
4. Collect to the lope.
5. Jog straight line. Stop.
6. 360-degree haunch turn right.
7. Back.
8. 180-degree haunch turn left.
9. Extended jog, square corner to A.
10. At A, stop. Hesitate. Pattern is complete. Exit the arena.

• • • • •	Walk
○ ○ ○ ○ ○	Extended Walk
- - - - -	Jog
- . - . -	Extended Jog
/ / / / /	Back
_____	Lope
_____	Extended Lope
≈	Change Leads
WWWWW	Sidepass
A, B, C	Markers

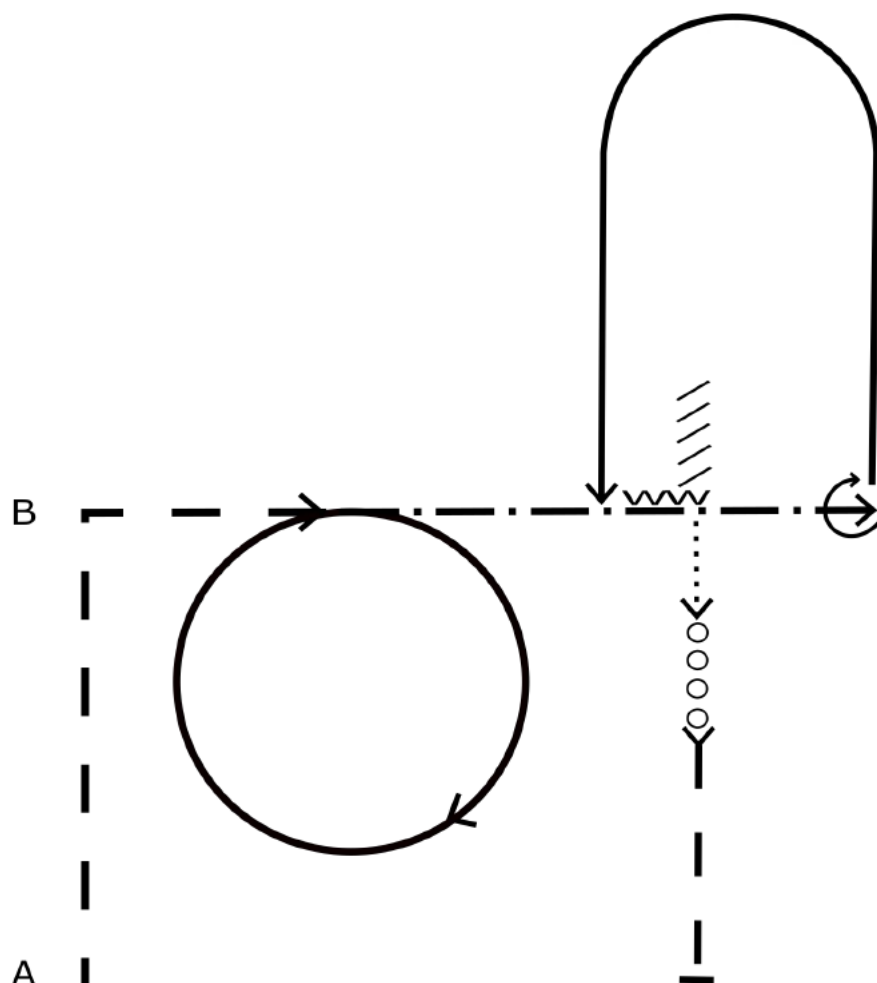
1. Begin at A. Walk. Extend the walk.
2. Jog.
3. Extend the jog in a $\frac{3}{4}$ circle to the right. Stop.
4. 270-degree haunch turn left.
5. Back.
6. 180-degree haunch turn right.
7. Jog to A. Stop.
8. Side pass left.
9. Jog. After 3 steps at a jog, pattern is complete. Exit the arena.



KEY

.....	Walk
ooooo	Extended Walk
-----	Jog
- . - . - .	Extended Jog
////////	Back
————	Lope
————	Extended Lope
≈	Change Leads
wwwww	Sidepass
A, B, C	Markers

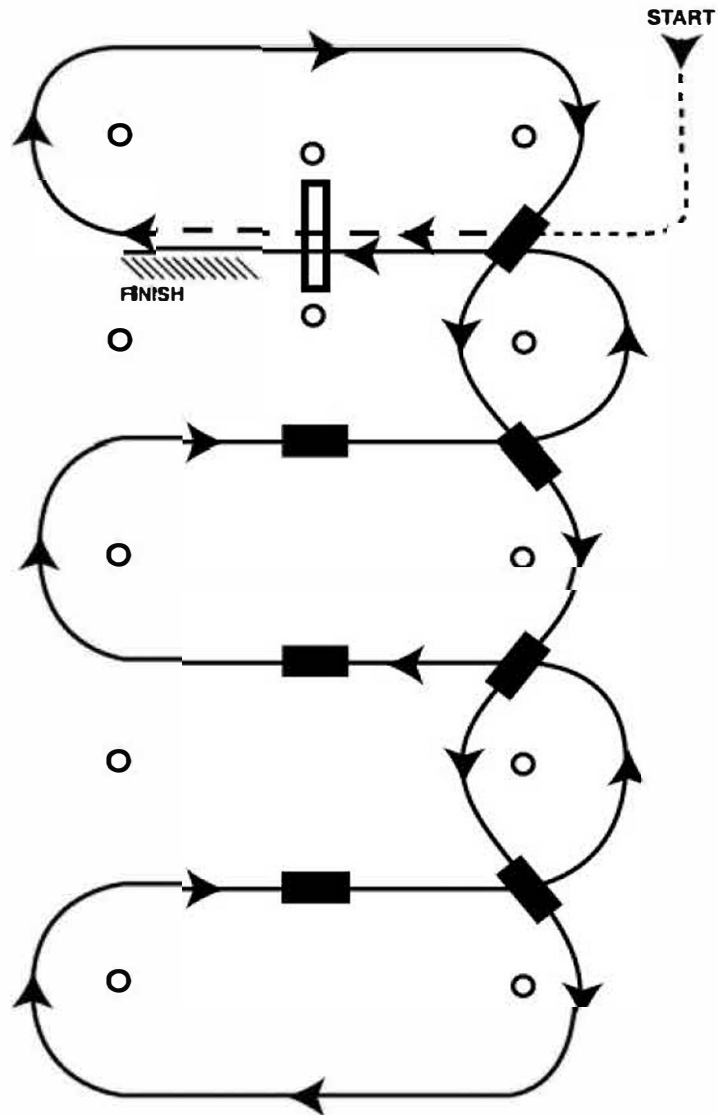
1. Begin at A. Walk one horse length.
2. Lope right lead. Change leads (simple or flying).
3. Lope circle to the left in left lead.
4. Stop and Back.
5. 90-degree haunch turn right.
6. Extended jog.
7. Jog half circle. Stop.
8. 360-degree haunch turn left.
9. Jog square corner to A. At A, pattern is complete. Exit the arena.



KEY

.....	Walk
oooooo	Extended Walk
-----	Jog
-. - . - . -	Extended Jog
////////	Back
_____	Lope
—————	Extended Lope
≈	Change Leads
WWWW	Sidepass
A, B, C	Markers

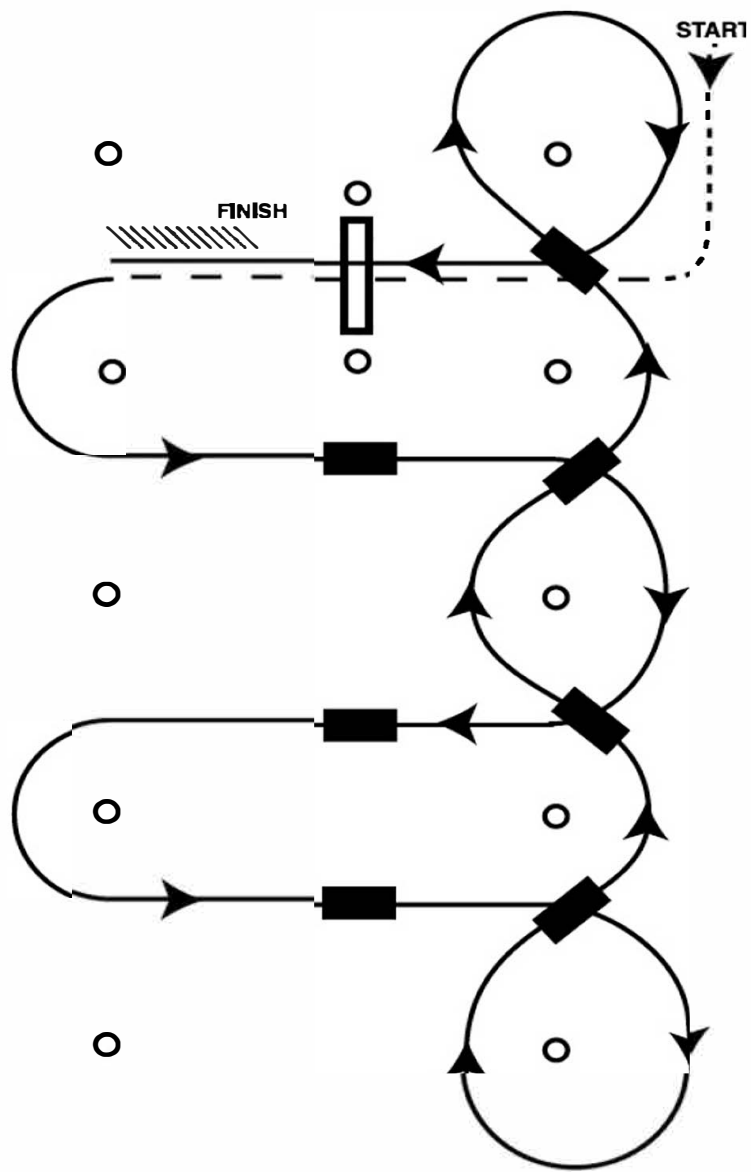
1. Begin at A. Jog to B. At B, jog square corner to the right.
2. Lope circle to the right in the right lead.
3. Extended jog in a straight line. Stop.
4. 270-degree haunch turn right.
5. Lope left lead as shown. Stop when even with B.
6. Side pass left.
7. Back.
8. Walk, extended walk.
9. Jog to A. Stop. Hesitate. Pattern is complete. Exit the arena.



KEY

.....	WALK
- - - -	JOG
————	LOPE
//////	BACK
○	MARKER
■	RECOMMENDED CHANGING AREA
□	LOG

1. Walk, transition to jog, jog over log
2. Transition to right
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



KEY

..... WALK

- - - - - JOG

———— LOPE

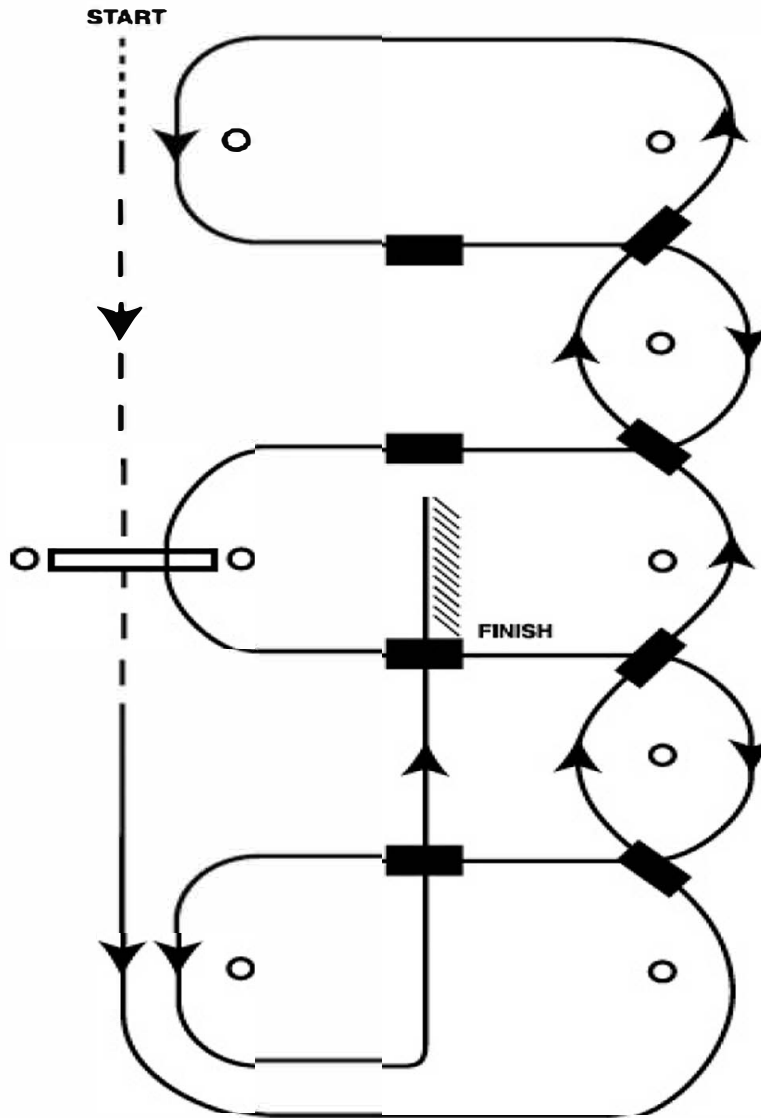
////// BACK

○ MARKER

■ RECOMMENDED
CHANGING AREA

▭ LOG

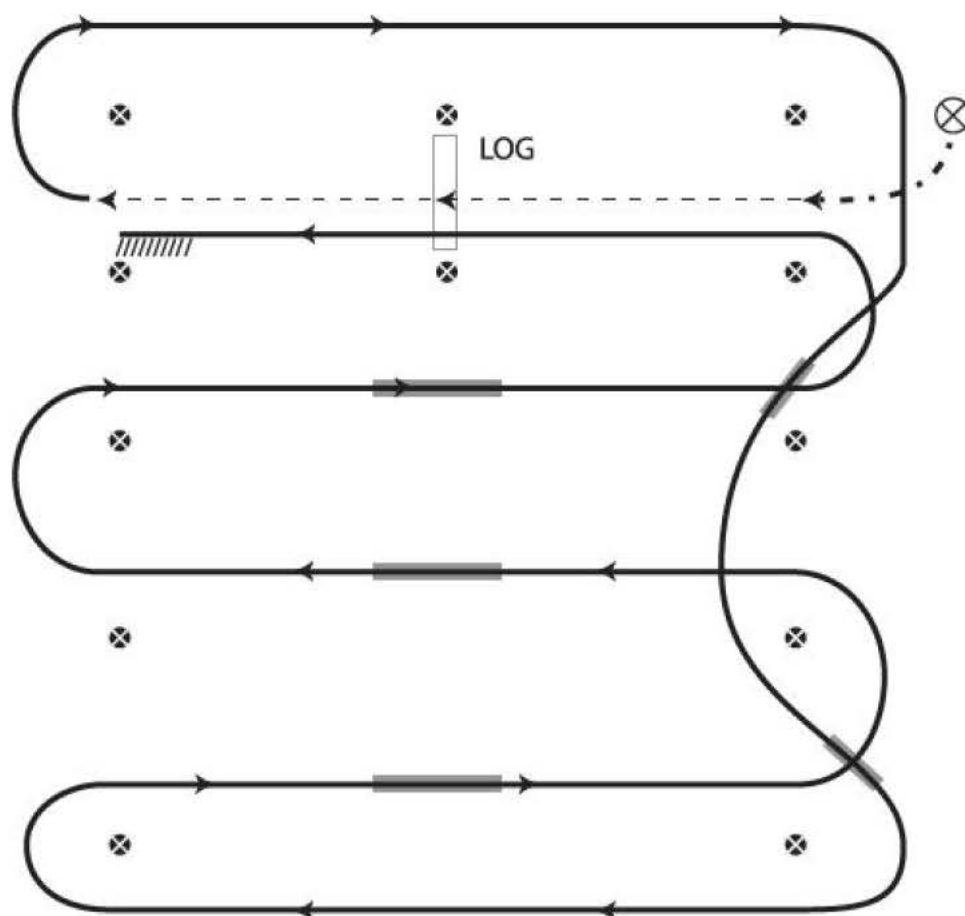
1. Walk, transition to jog, jog over log
2. Transition to left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle and first line change
7. Second line change
8. Third line change
9. Fourth line change and circle
10. Lope over log
11. Lope, stop and back



KEY

.....	WALK
- - - -	JOG
————	LOPE
////	BACK
○	MARKER
■	RECOMMENDED CHANGING AREA
▭	LOG

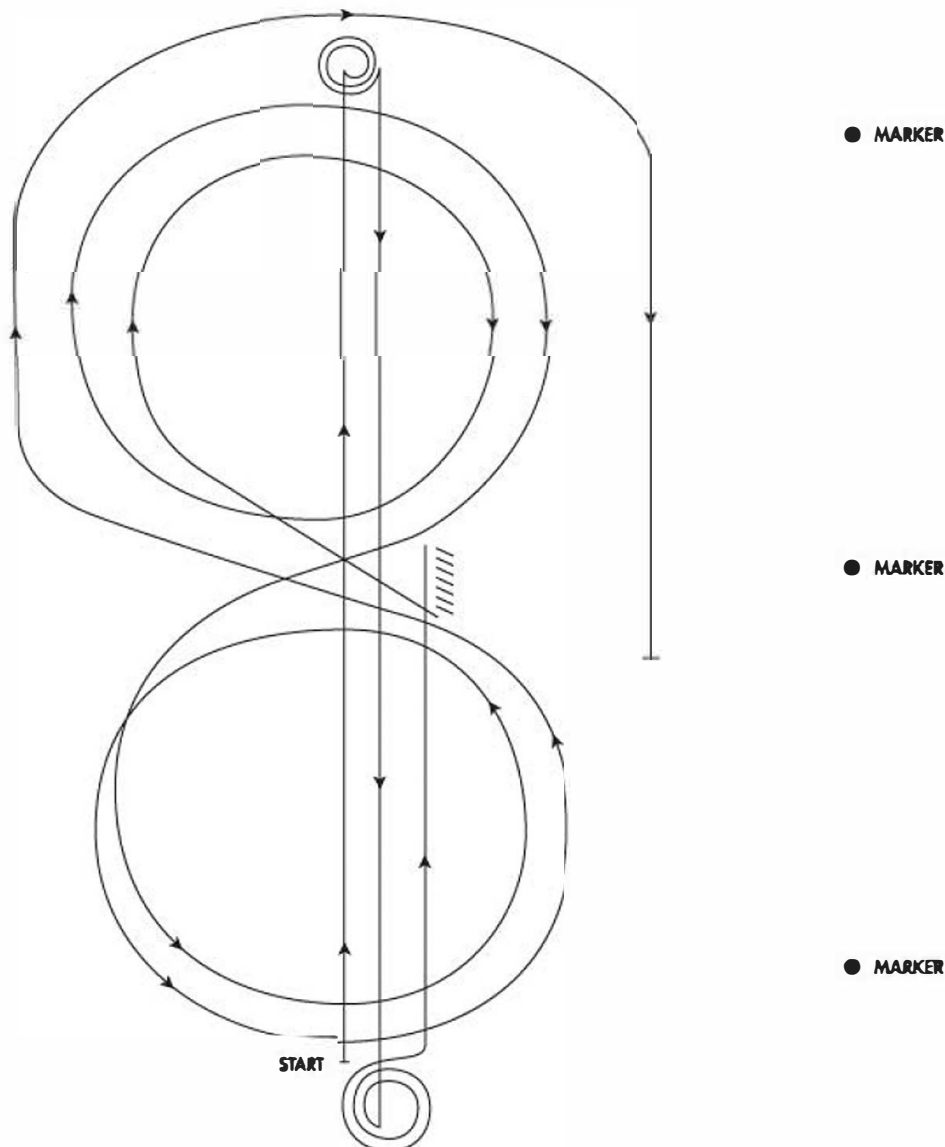
1. Walk and jog over log
2. Transition to left and lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change and lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop and back



KEY

.....	WALK
- - - -	JOG
————	LOPE
////	BACK
○	MARKER
■	RECOMMENDED CHANGING AREA
□	LOG

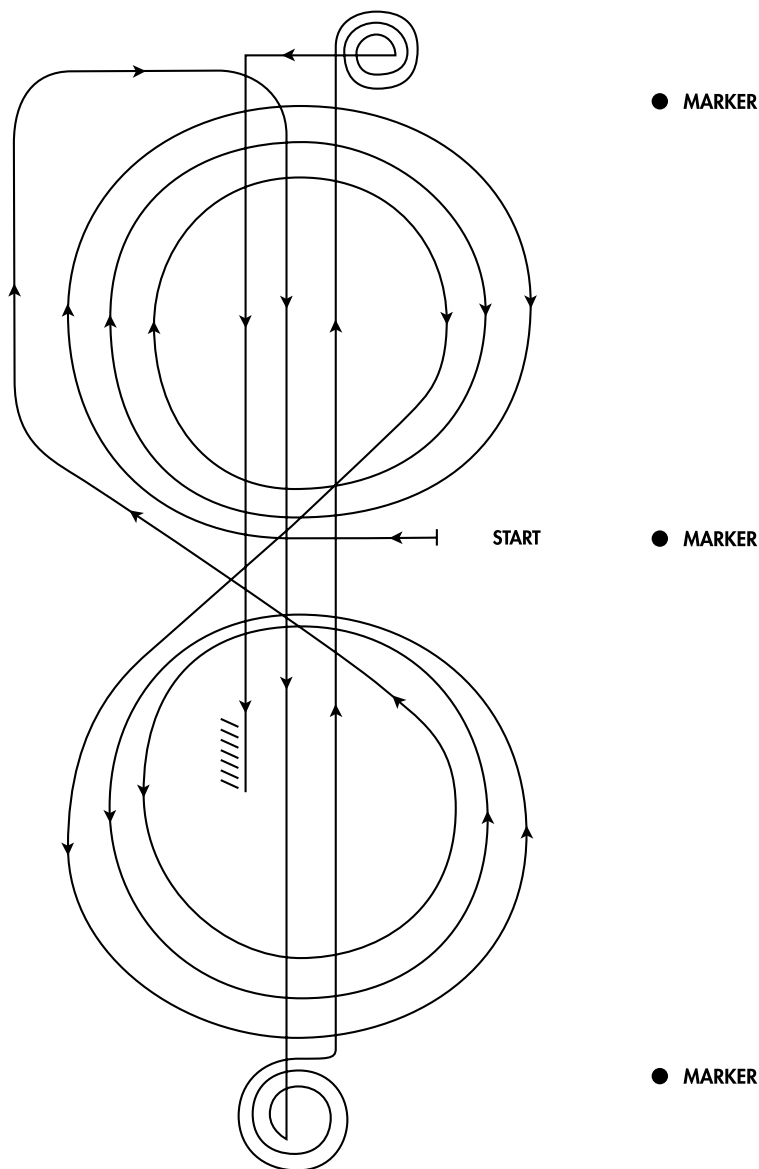
1. Walk, transition to jog, jog over log
2. Transition to the lope, on the right lead
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Third crossing change
8. Lope over log
9. Lope, stop & back



INSTRUCTIONS

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 ½ spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 ½ 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 ¼ 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.

1. Stop
2. 3 ½ spins left
3. Stop
4. 3 ½ spins right
5. Stop and back up and ¼ turn
6. Right circles and left circles
7. Stop

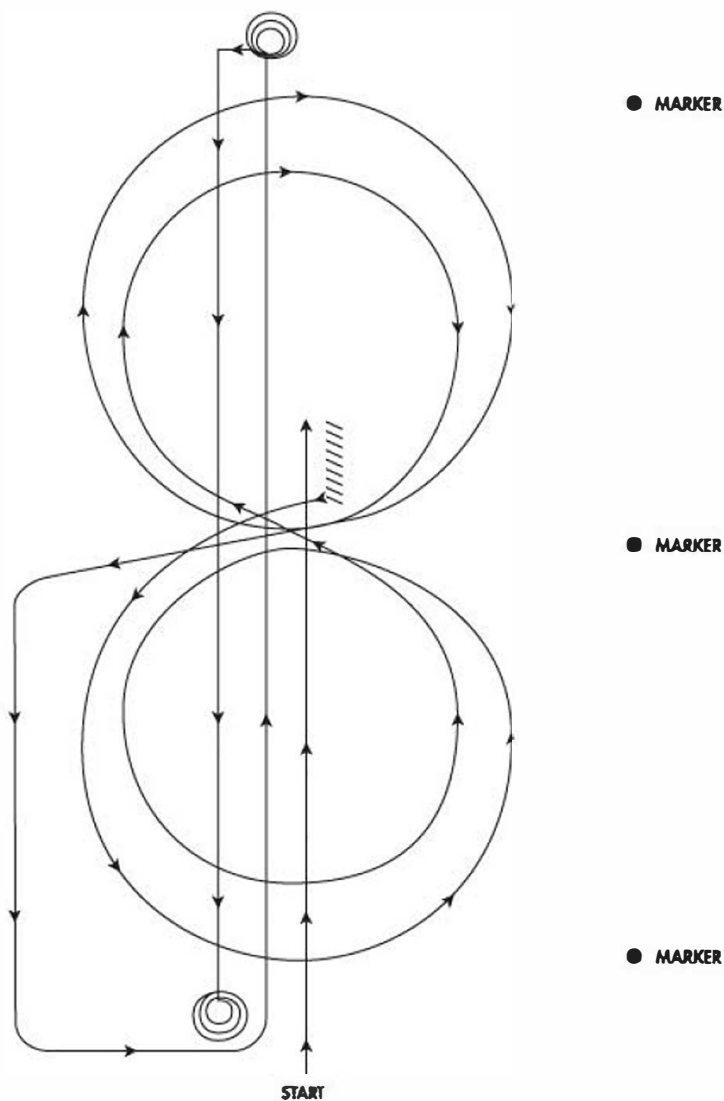


INSTRUCTIONS

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

1. Begin at center of arena. Pick up right lead and complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the left.
2. Complete 3 circles (the first big, fast; the second small, slow; the third big, fast). Change leads to the right.
3. Continue loping around end of arena without breaking gait or changing leads.
4. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
5. Complete 3 ½ spins to the right.
6. Run down the center of arena, past end marker, and come to a sliding stop. Hesitate.
7. Complete 3 ½ spins to the left.
8. Run past center marker and come to a sliding stop.
9. Back up at least 10 feet (3.05 m).
10. Hesitate to complete pattern.

Pattern 7
 1. Right circles
 2. Left circles
 3. Stop
 4. 3 ½ spins right
 5. Stop
 6. 3 ½ spins left
 7. Stop and back up



INSTRUCTIONS

1. Start at end of arena.
2. Run past the center marker and stop.
3. Back up at least 10 feet.
4. Complete $\frac{1}{4}$ turn to the left.
5. Complete two circles to the left, the first one large and fast and the second small and slow. Change leads at the center of the arena.
6. Complete two circles to the right, the first one small and slow, the second large and fast. Change leads at the center of the arena.
7. Continue around end of arena without breaking gait or changing leads, run down center of arena past end marker, come to a square sliding stop.
8. Complete $3 \frac{1}{2}$ spins to the right.
9. Run down center of arena past end marker and come to a square sliding stop.
10. Complete $3 \frac{1}{2}$ spins to the left.
11. Hesitate to complete pattern

1. Stop and back up and $\frac{1}{4}$ turn
2. Left circles
3. Right circles
4. Stop
5. $3 \frac{1}{2}$ spins right
6. Stop
7. $3 \frac{1}{2}$ spins left

O500 - Open, N170 - NP working Hunter 2'9"

O523 - Pre-Green Hunter, O520 - Green Hunter - 2'6"

