



PATTERN BOOK





(Patterns located in the 2026 ApHC Rule Book)

BOXING

<u>Class:</u>	<u>Pattern #</u>
Non Pro	6
Youth	6

RANCH REINING

<u>Class:</u>	<u>Pattern #</u>
Green	3
Junior	1
Non Pro	3
Senior	5
Youth 18 & Under	4

RANCH RIDING

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

REINING

<u>Class:</u>	<u>Pattern #</u>
Non Pro	10
Open	5
Youth 18 & Under	11

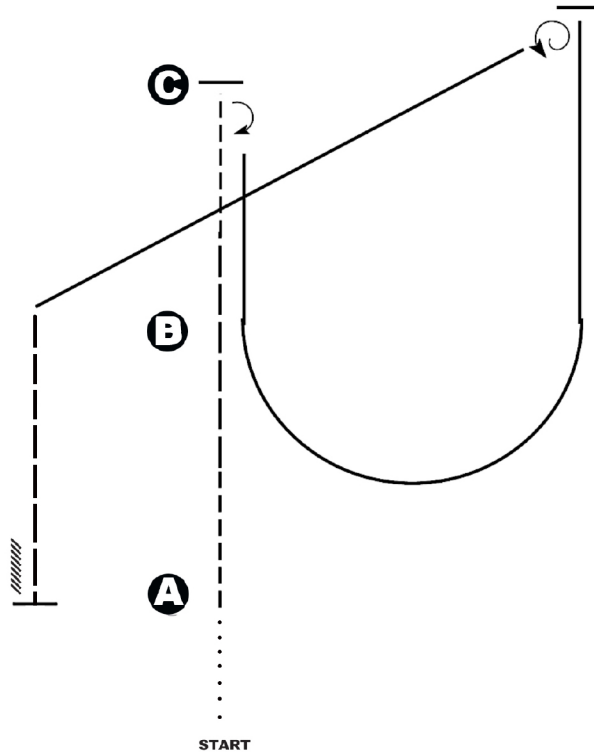
WESTERN RIDING

<u>Class:</u>	<u>Pattern #</u>
Green	6
Non Pro	2
Open/Limited	3
Youth 18 & Under	4

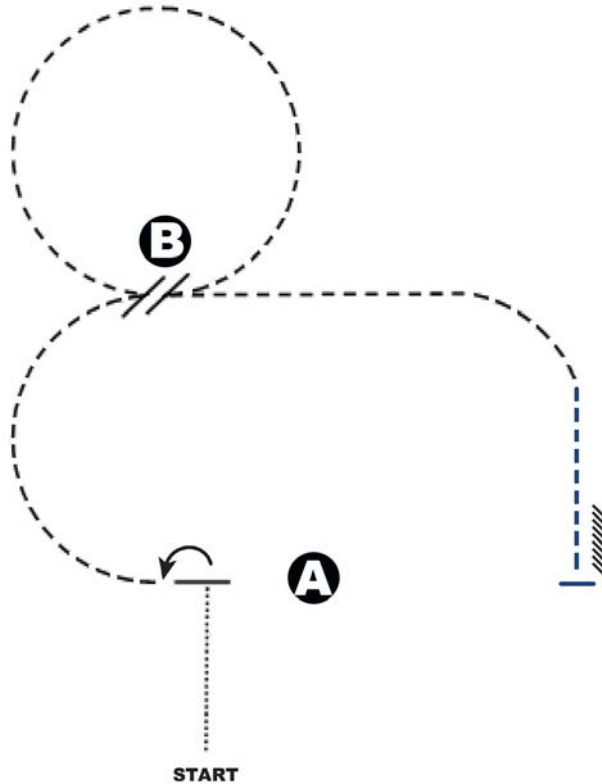
WORKING COW HORSE

<u>Class:</u>	<u>Pattern #</u>
Non Pro	5
Open/Limited	1

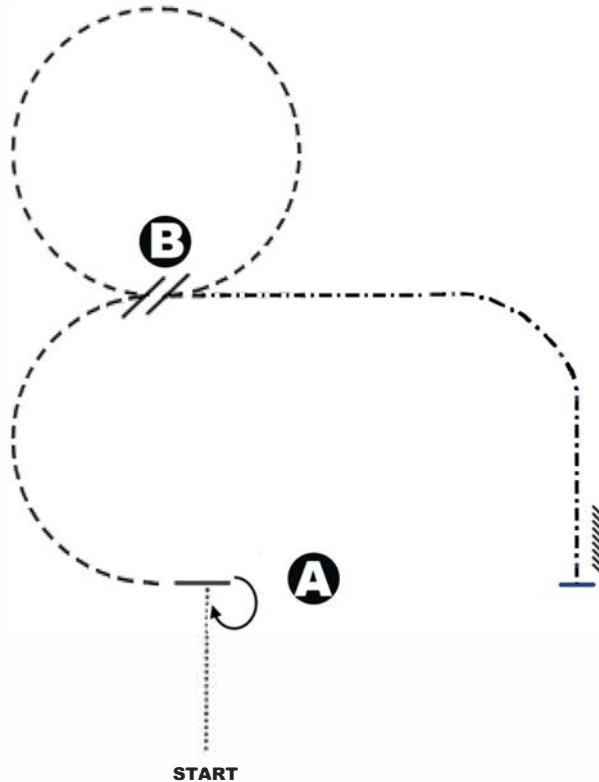




1. Walk to A
2. Jog halfway from A to B, then extended jog halfway to C, slow to jog to C as shown
3. Stop and perform a 1/2 right turn on the haunches
4. Lope left lead as shown
5. Stop and perform a 1-1/3 (approximately) left turn
6. Lope right lead as shown
7. Extend jog until even with A
8. Stop and back
Pattern is complete



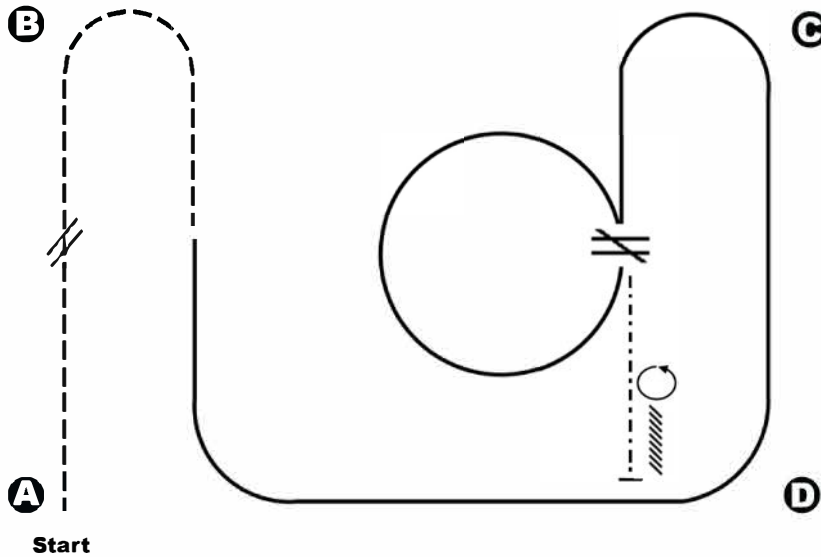
1. Walk to A and halt
2. Perform a 1/4 left turn on the haunches
3. Posting trot on the left diagonal a half circle
4. At B, change diagonal and trot a full circle to the left
5. Once you reach back to B, change to the left diagonal and trot as shown
6. Once you are even with A, halt and back approximately one horse length
Pattern is complete



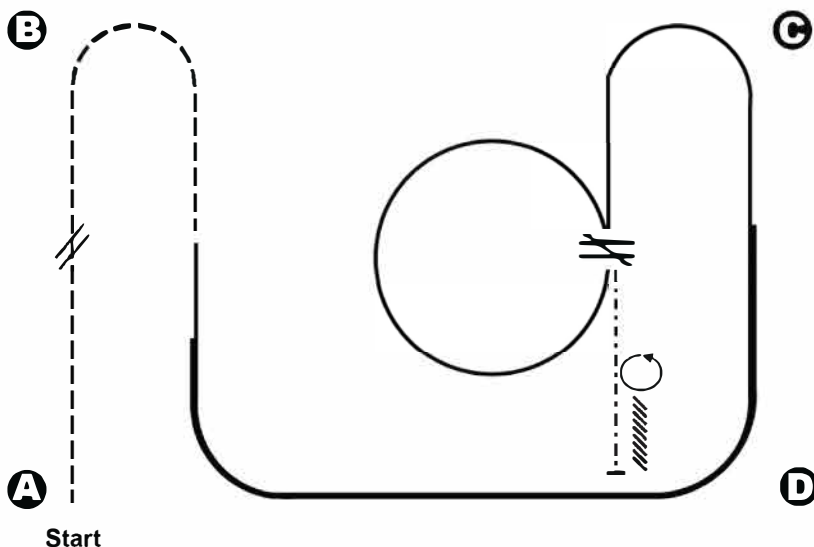
1. Walk to A and halt
2. Perform a 3/4 left turn on the forehand to the right
3. Posting trot on the left diagonal a half circle
4. At B, change diagonal and trot a full circle
5. Once you reach back to B, sit the trot until even with A
6. Halt and back approximately one horse length
Pattern is complete

Hunt Seat Equitation

Youth 13 & Under
Non Pro Masters

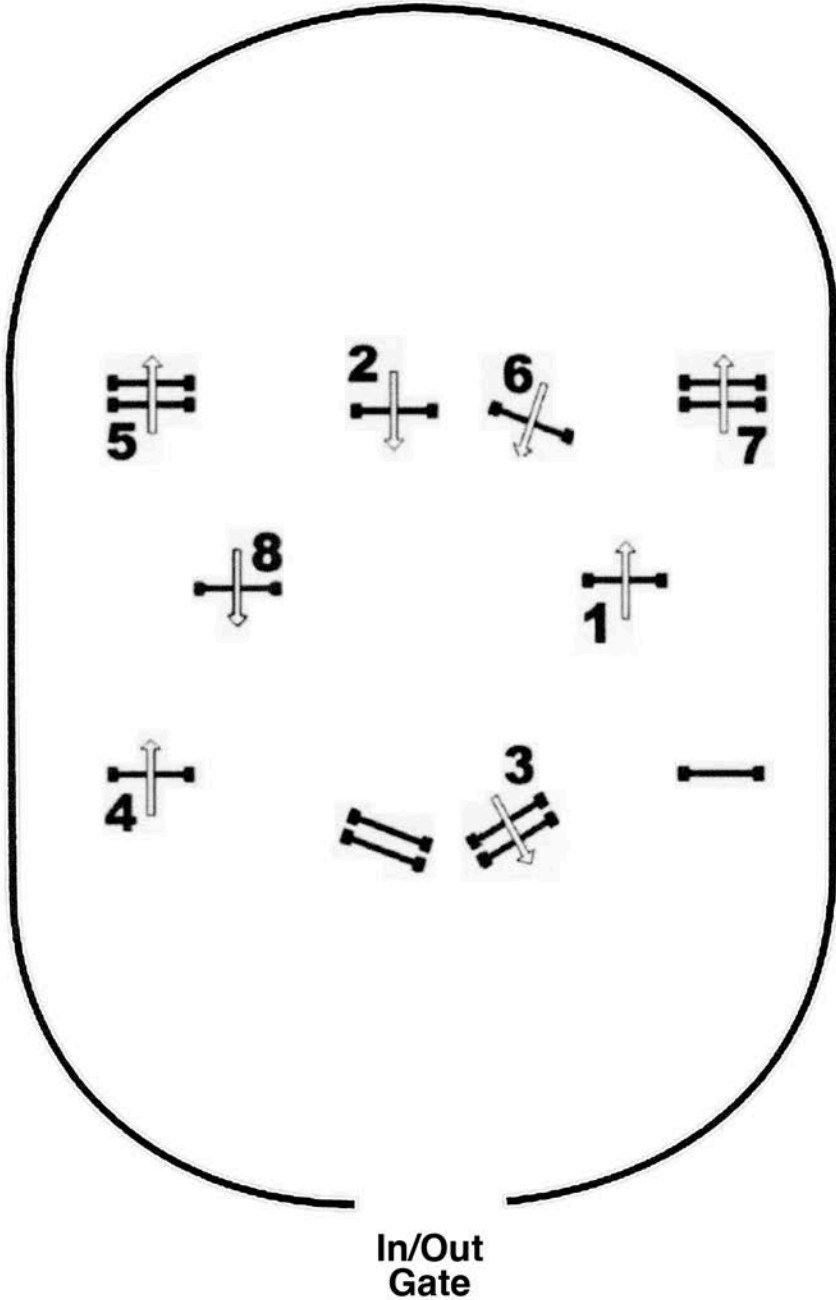


1. Posting trot on right diagonal, halfway between A and B
 2. Change diagonals and continue as shown
 3. Halfway to A, canter on the left lead and continue as shown
 4. Change leads (simple or flying) halfway between C and D
 5. Canter a full circle to the right
 6. Close the circle and sit trot to D
 7. Halt and back one horse length
 8. Perform a 360° forehand turn to the left
- Pattern is complete



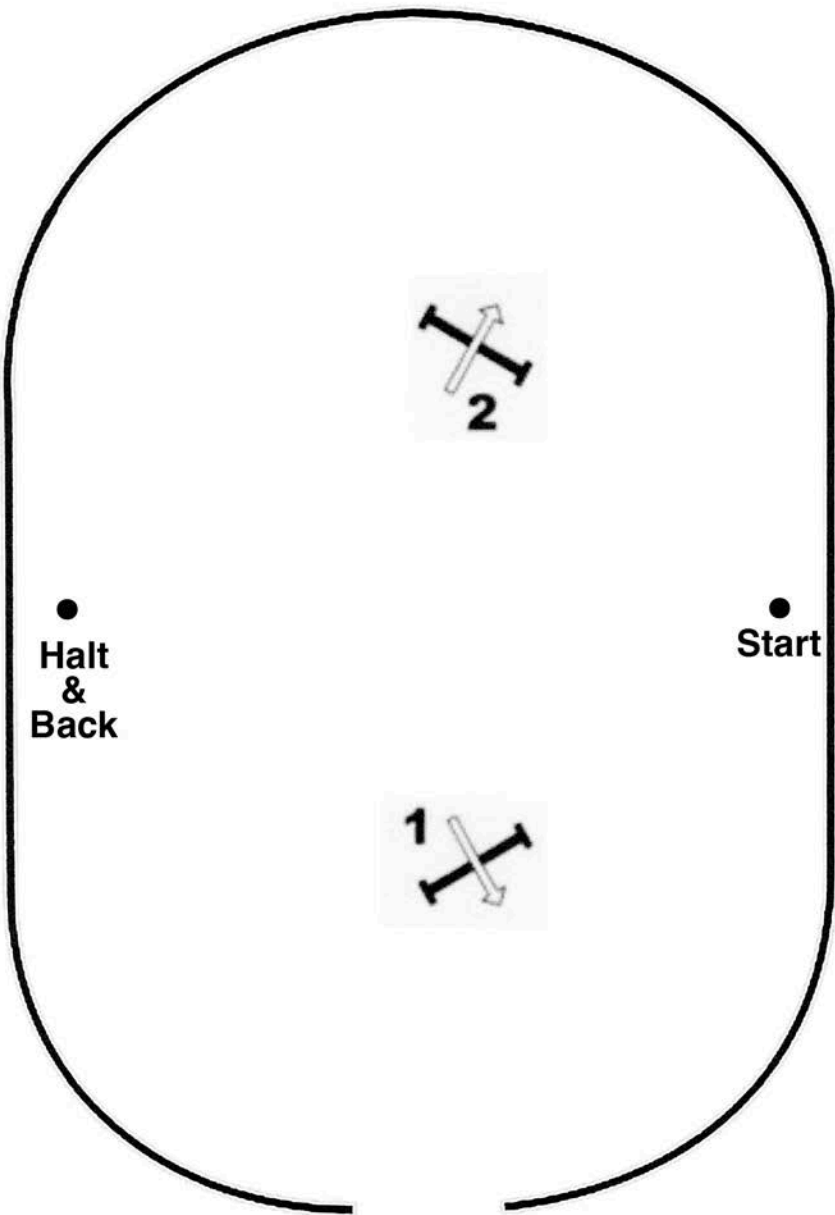
1. Posting trot on right diagonal, halfway between A and B
 2. Change diagonals and continue as shown
 3. Halfway to A, canter on the left lead building to hand gallop as shown
 4. Collect the canter and continue as shown
 5. Change leads (simple or flying) halfway between C and D
 6. Canter a full circle to the right
 7. Close the circle and sit trot to D
 8. Halt and back one horse length
 9. Perform a 360° forehand turn to the left
- Pattern is complete

Hunt Seat Equitation Over Fences



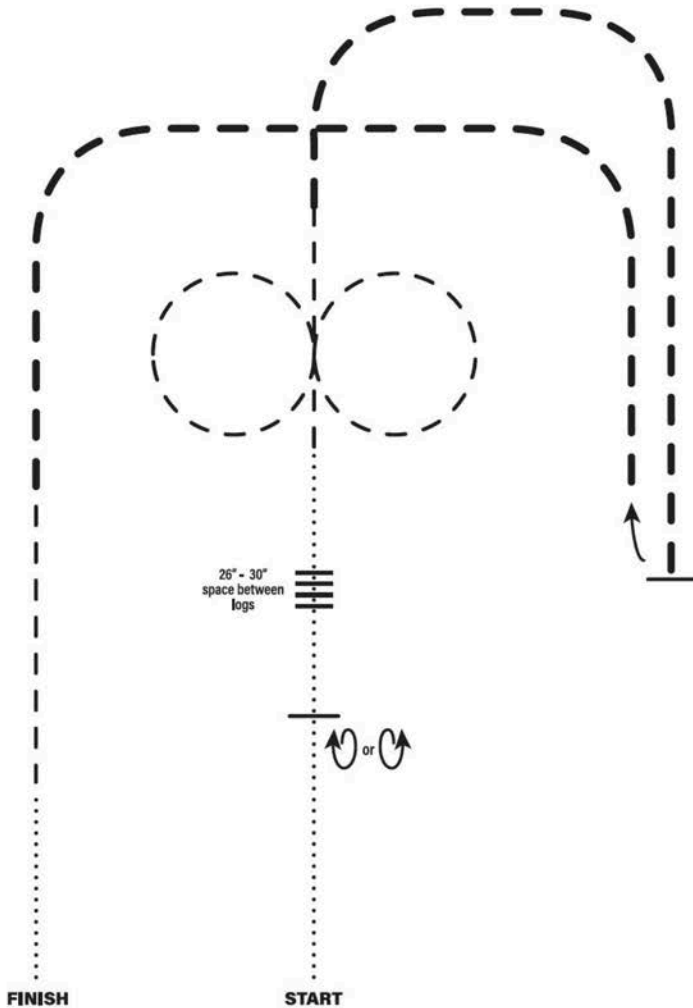
Hunter Hack

Open
Non Pro
Youth



In/Out
Gate

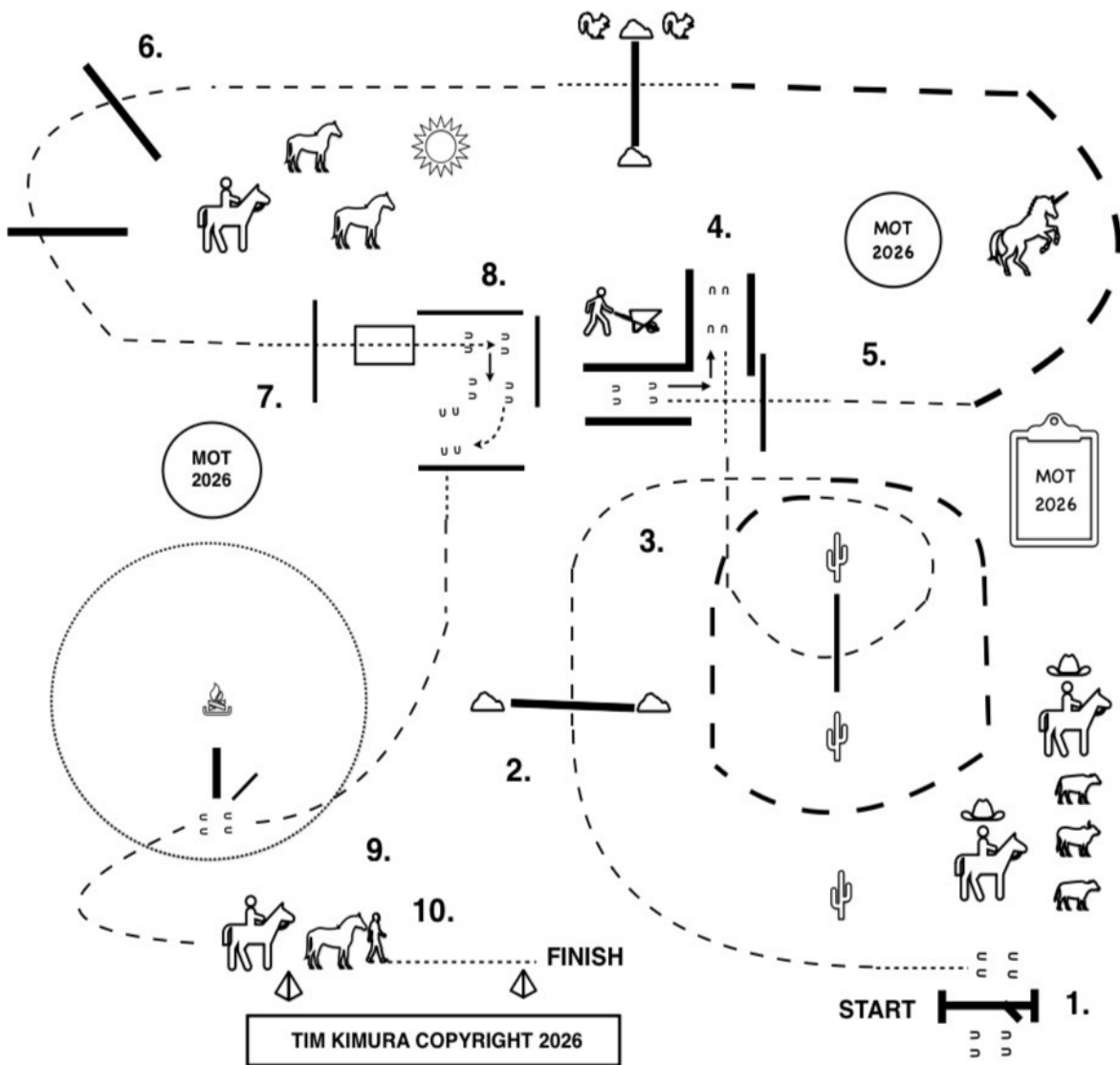




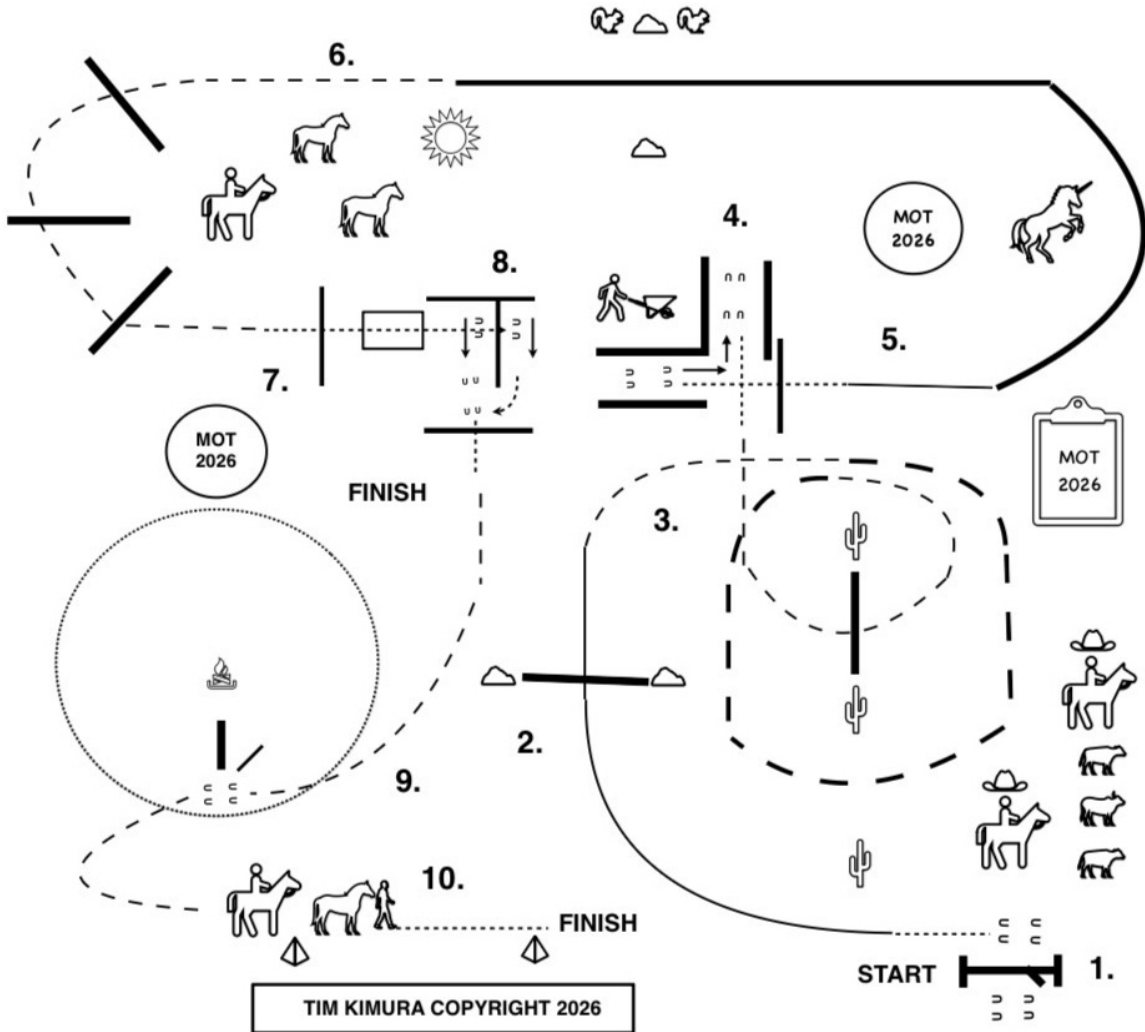
1. Walk
2. Stop, 360° turn either direction
3. Walk over logs
4. Trot a figure 8, either direction first
5. Extended trot, stop
6. 180° (1/2) turn right
7. Extended trot
8. Collect to a trot
9. Walk

Ranch Trail

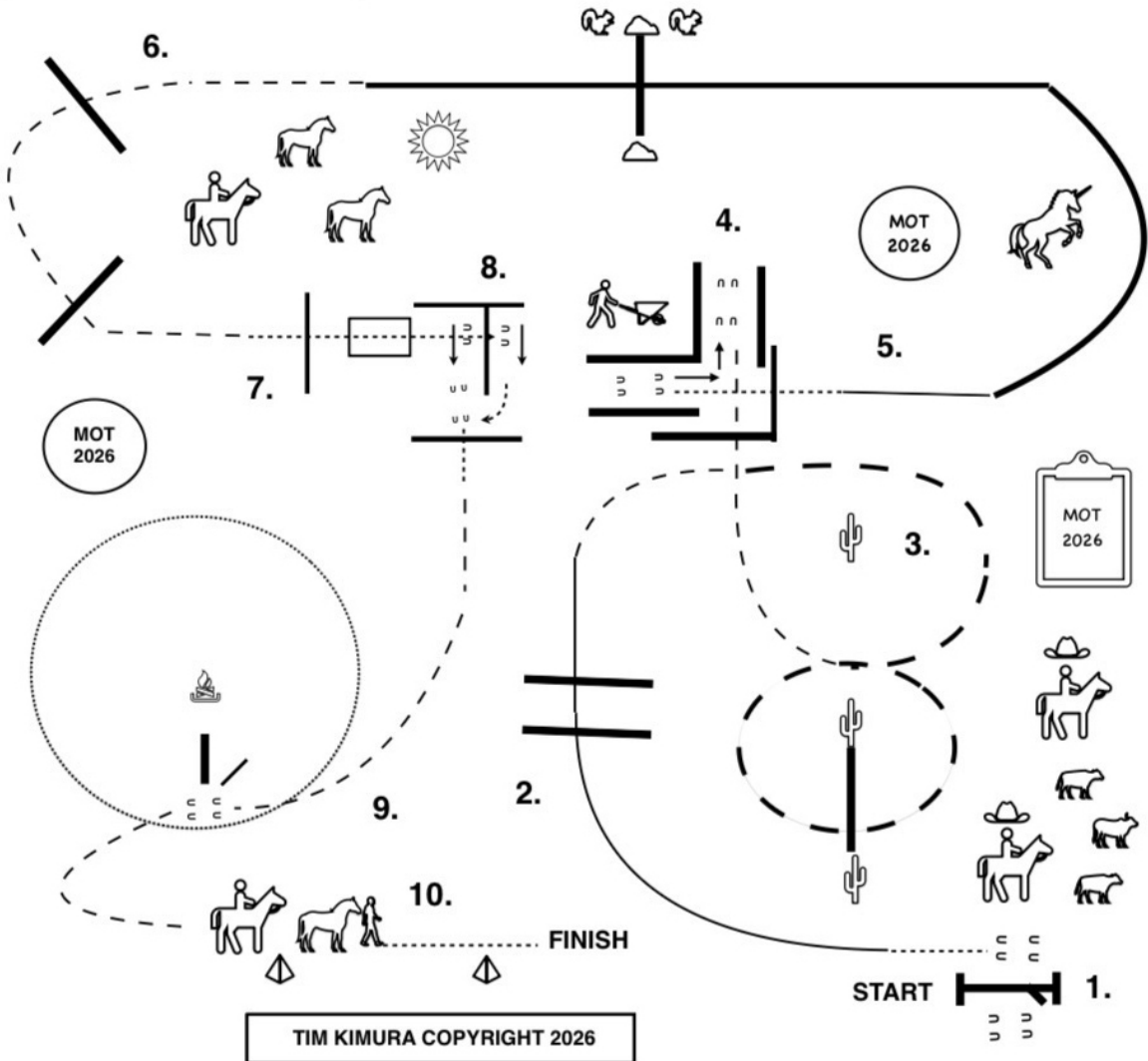
Walk Trot Youth 10 & Under
Walk Trot Non Pro



1. START AT GATE, WORK GATE LEFT HAND.
2. WALK AWAY FROM GATE, THEN TROT OVER LOGS.
3. EXTEND THE TROT AROUND MARKERS, COLLECT THE TROT, TROT BETWEEN MARKERS TROT OVER LOG.
4. BREAK TO THE WALK, WALK INTO CHUTE, STOP, BACK AROUND CORNER, WALK OUT OVER LOG.
5. TROT THEN EXTEND THE TROT, THEN BREAK TO THE WALK, WALK OVER LOG.
6. TROT OVER LOGS.
7. BREAK TO THE WALK, WALK OVER LOG, AND BRIDGE AND WALK OFF BRIDGE, STOP.
8. SIDE PASS TO THE RIGHT IN FRONT OF LOG, TURN RIGHT, AND WALK OVER LOG.
9. PICKS UP OBJECT, TROT AROUND MARKER, RETURN OBJECT.
10. TROT TO MARKER, DISMOUNT, LEAD HORSE AT THE WALK TO LAST MARKER.

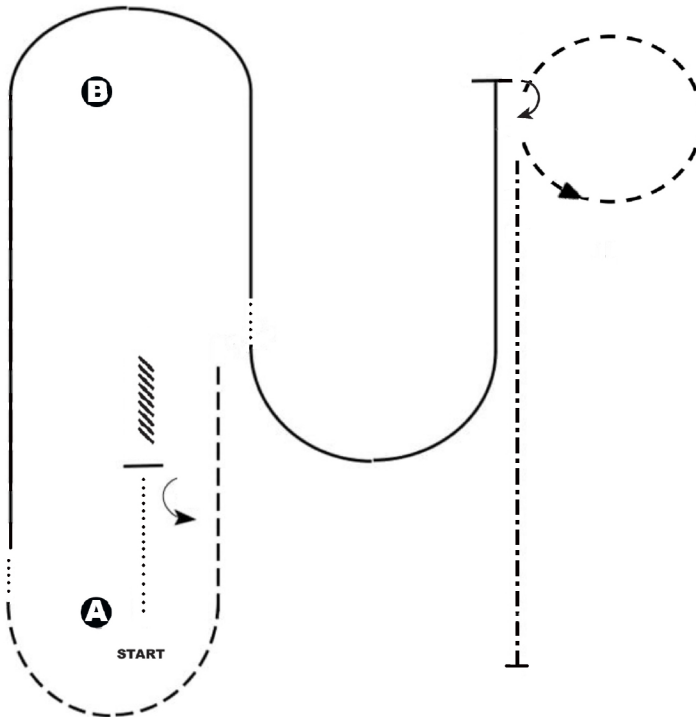


1. START AT GATE, WORK GATE LEFT HAND.
2. WALK AWAY FROM GATE, THEN LOPE OVER LOGS RIGHT LEAD.
3. BREAK TO THE TROT, THEN EXTEND THE TROT AROUND MARKERS.
COLLECT THE TROT, TROT BETWEEN MARKERS, TROT OVER LOG.
4. BREAK TO THE WALK, WALK INTO CHUTE, STOP, BACK AROUND CORNER, WALK OUT OVER LOG.
5. LOPE LEFT LEAD THEN EXTEND THE LOPE BETWEEN MARKERS, LEFT LEAD.
6. BREAK TO THE TROT, TROT OVER LOGS.
7. BREAK TO THE WALK, WALK OVER LOG, AND BRIDGE AND STEP ONTO NEXT LOG.
8. SIDE PASS TO THE RIGHT OVER LOG AND SIDE PASS AROUND CORNER, WALK OVER LOG.
9. TROT TO DRAG, GREEN TRAIL WORK DRAG, WALK OR TROT.
NOVICE NON PRO & YOUTH TRAIL PICKS UP OBJECT, TROT AROUND MARKER, RETURN OBJECT.
10. TROT TO MARKER, DISMOUNT AND LEAD AND WALK TO LAST MAKER.

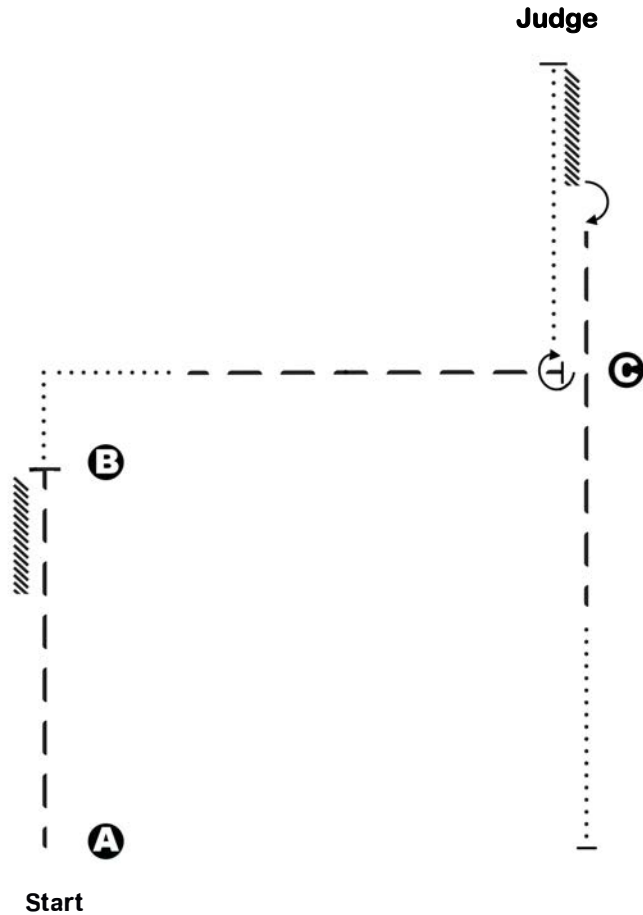


1. START AT GATE, WORK GATE LEFT HAND.
2. WALK AWAY FROM GATE, THEN LOPE OVER LOGS RIGHT LEAD.
3. BREAK TO THE TROT, THEN EXTEND THE TROT AROUND MARKERS AND OVER LOG.
4. COLLECT THE TROT, TROT INTO CHUTE, STOP, BACK AROUND CORNER, WALK OUT OVER LOG.
5. LOPE LEFT LEAD THEN EXTEND THE LOPE OVER LOG, LEFT LEAD.
6. BREAK TO THE TROT, TROT OVER LOGS.
7. BREAK TO THE WALK, WALK OVER LOG, AND BRIDGE AND STEP ONTO NEXT LOG.
8. SIDE PASS TO THE RIGHT OVER LOG AND SIDE PASS AROUND CORNER, WALK OVER LOG.
9. TROT TO DRAG, WORK DRAG, WALK OR TROT.
10. TROT TO MARKER, DISMOUNT AND LEAD YOUR HORSE TO NEXT MARKER AT THE WALK.

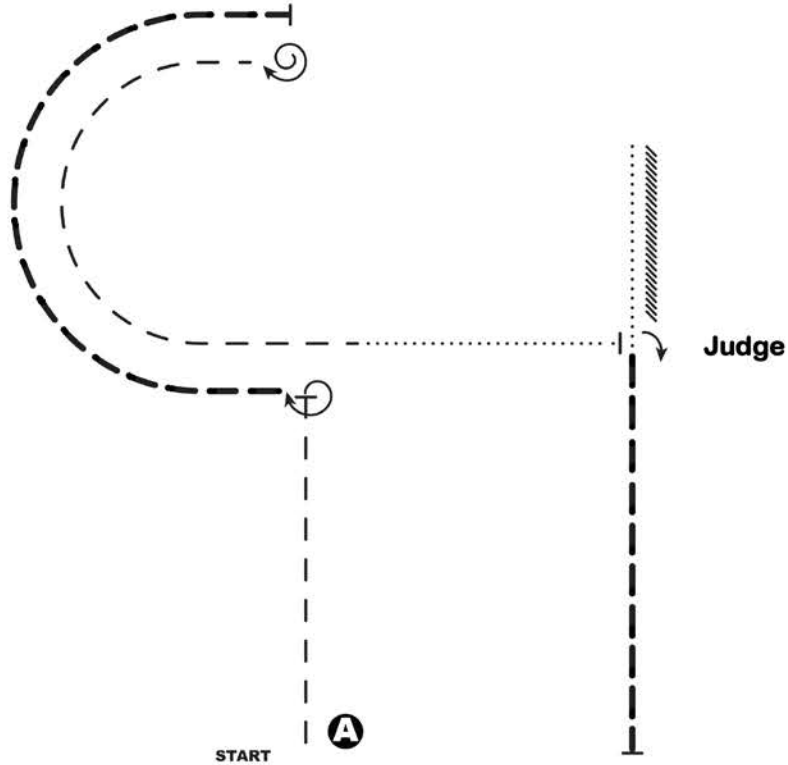
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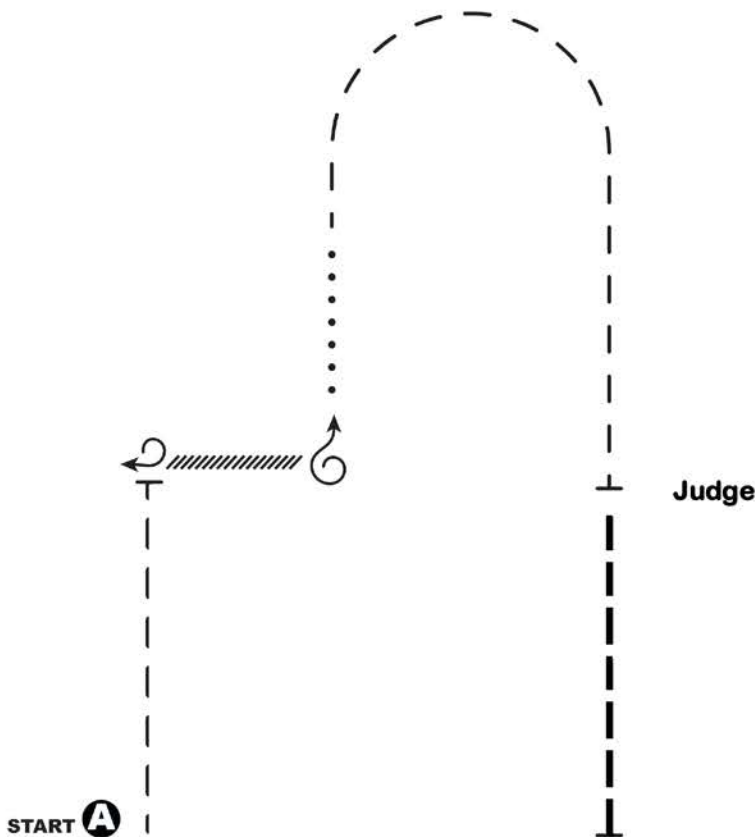
1. Walk approximately two horse lengths. Halt and perform a 180° turn to the left on the forehead
 2. Back approximately two horse lengths
 3. Posting trot on the left diagonal as shown, just passed A, walk one horse length
 4. Canter on the right lead as shown
 5. Walk one horse length, canter on the left lead as shown
 6. Halt and perform a 1/2 turn to the right on the haunches
 7. Trot a full circle as shown, on the right diagonal
 8. Once closed circle, sit trot straight and halt once even with A
- Pattern is complete



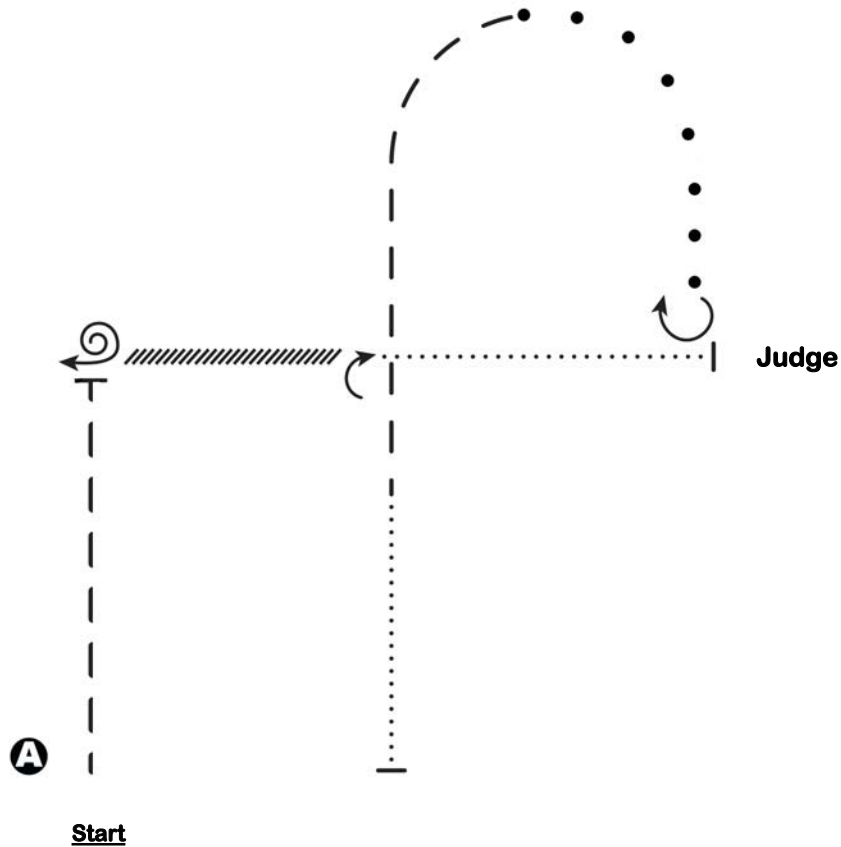
1. Trot from A to B. Stop
 2. Back 1 horse length.
 3. Walk around B. Trot to C
 4. Perform a 270° (3/4) turn
 5. Walk to the Judge, stop
 6. Set up
 7. Inspection
 8. When excused, back 1 horse length. Perform a 180° (1/2) turn
 9. Trot and walk as shown. Stop when even with A
- Pattern is complete



1. Trot, stop just short of Judge's position
 2. Perform a 270° (3/4) turn
 3. Extended trot half circle, stop even with the initial trot tracks
 4. Perform a 540° (1-1/2) turn
 5. Trot a smaller half circle inside larger half circle's track
 6. Slow to a walk upon passing start cone and walk to judge. Stop, perform a 90° (1/4) turn
 7. Set up
 8. Inspection
 9. When excused, back approximately 1-1/2 horse lengths
 10. Walk until even with judge, extended trot. Stop when even with start cone
- Pattern is complete

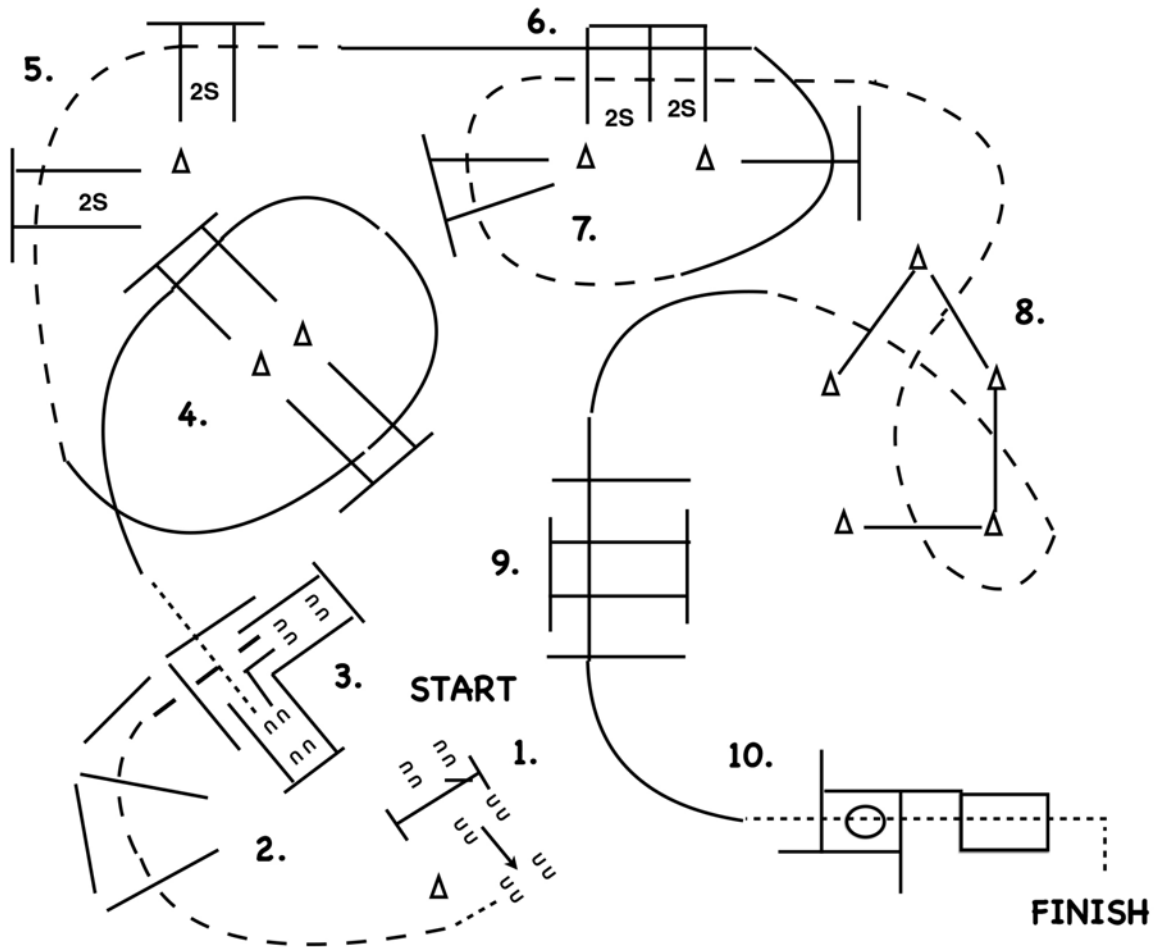


1. Trot, stop with horse's hip even with Judge
 2. Perform a 270° (3/4) turn and back approximately 1-1/2 horse lengths in line with Judge
 3. Perform a 450° (1-1/4) turn
 4. Walk approximately 2 horse lengths
 5. Trot a half circle, stopping with horse's hip even with Judge
 6. Set up
 7. Inspection
 8. When excused, extended trot and stop when even with start cone
- Pattern is complete

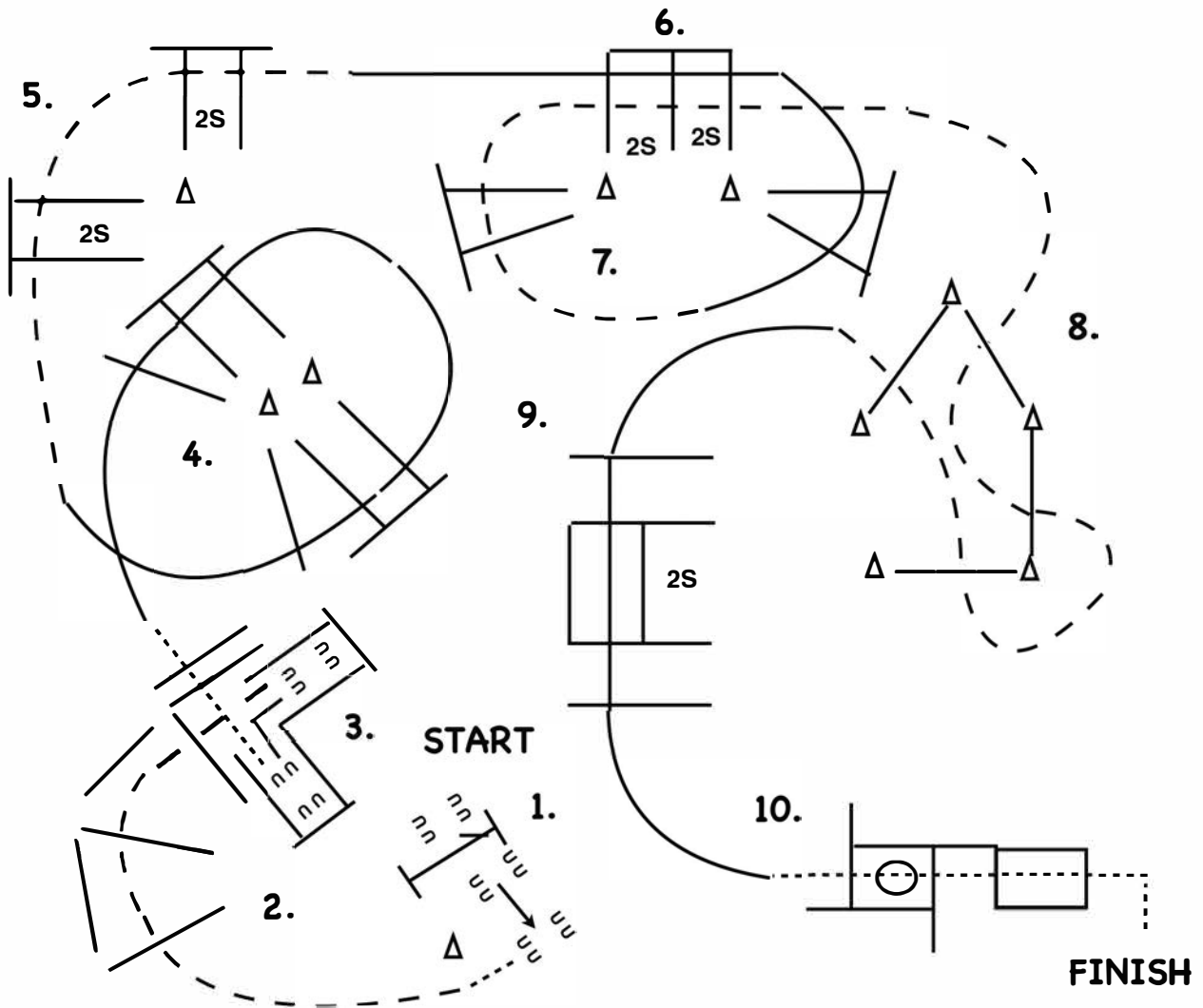


1. Trot, stop with horse's hip even with Judge
 2. Set up briefly, do not change sides
 3. Perform a 1 3/4 turn
 4. Back approximately 1 1/2 horse lengths in line with Judge
 5. Perform a 1/2 turn, walk to Judge, stop
 6. Set up
 7. Inspection
 8. When dismissed, perform a 3/4 turn
 9. Extend walk, trot past center as shown
 10. Walk and stop when even with start cone
- Pattern is complete

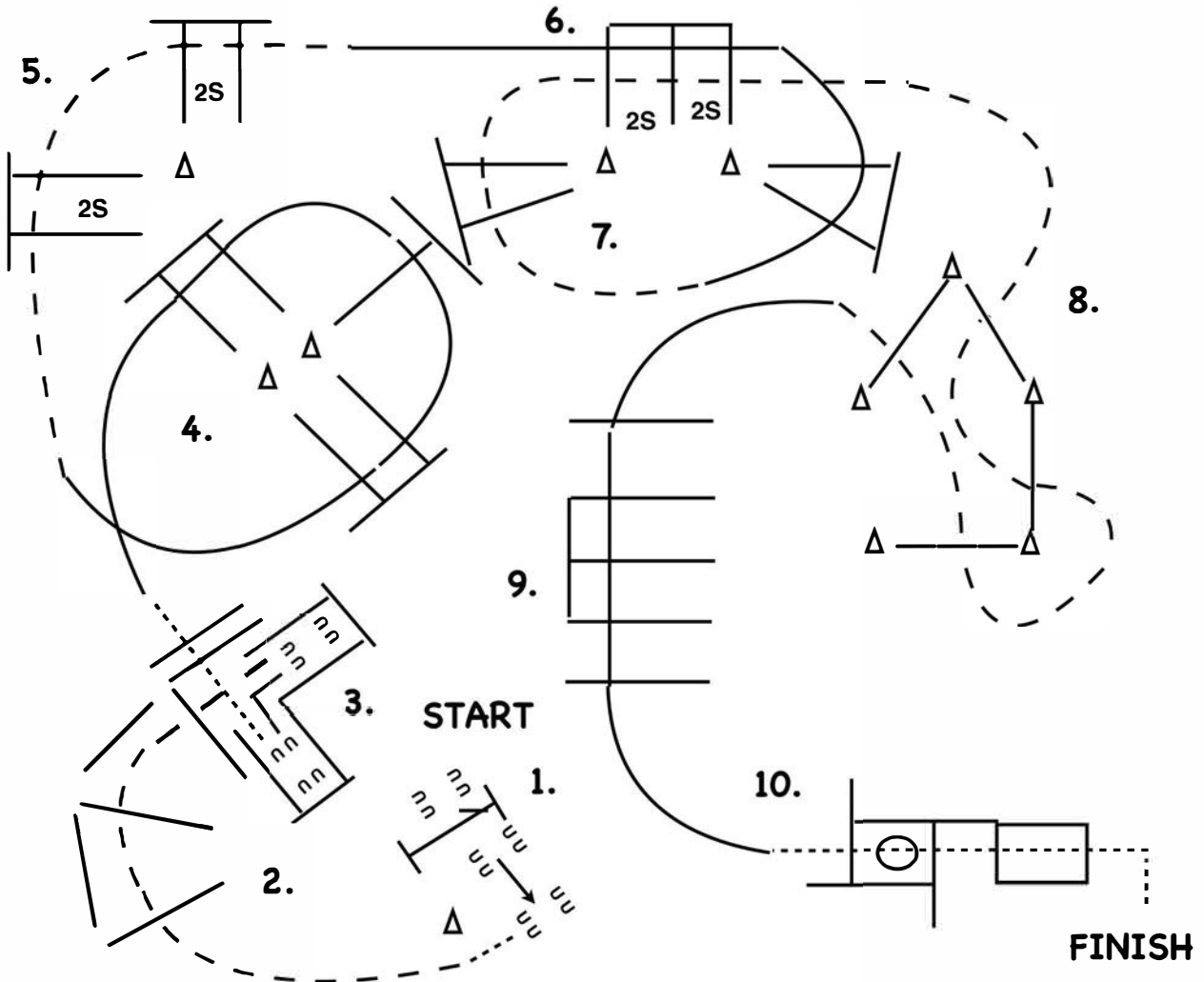
Youth 13 & Under
Youth Novice 13 & Under
Youth Novice 14-18
Non Pro Novice
Green
Junior



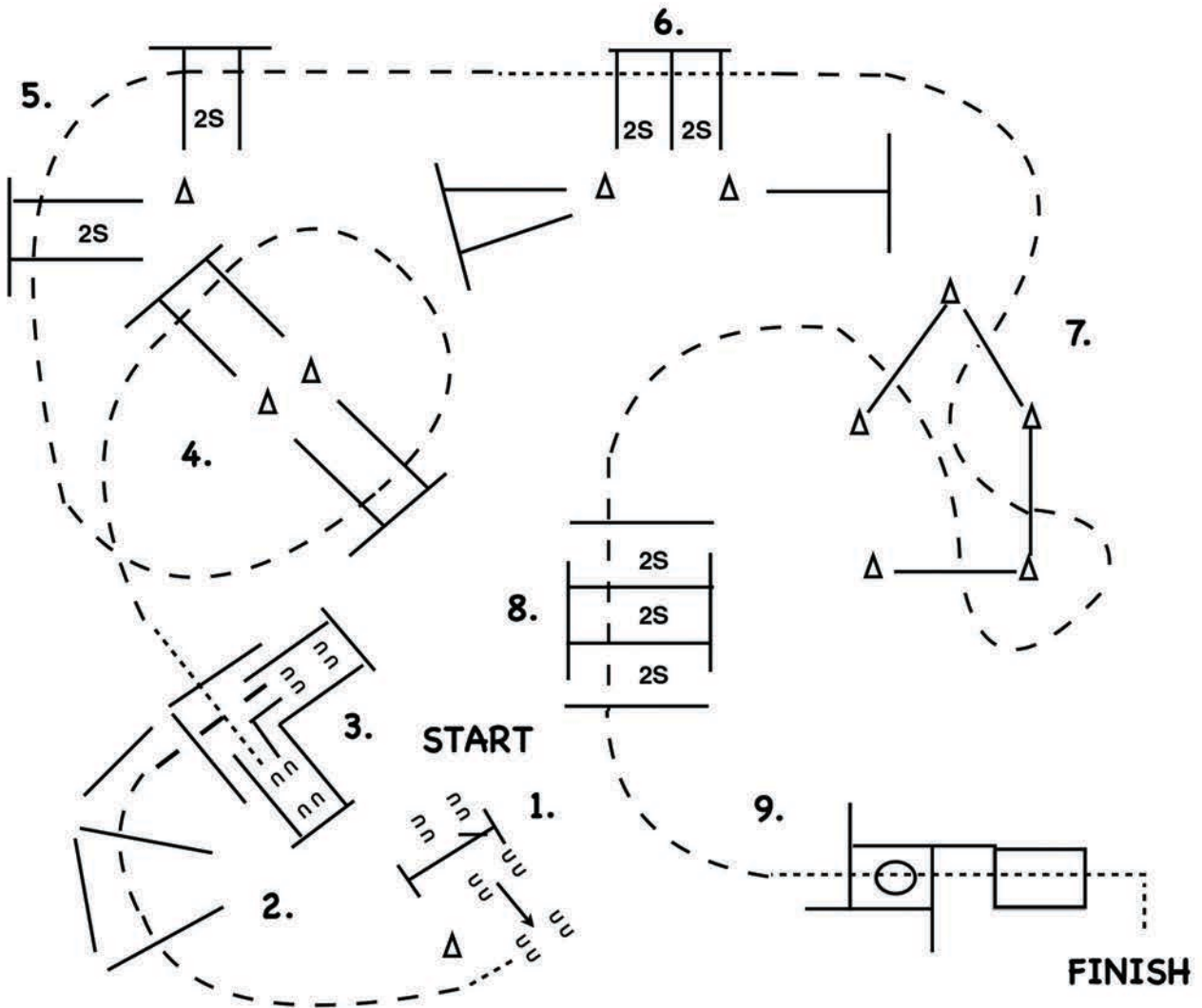
1. WORK GATE (RIGHT HAND), SIDE PASS PAST THE CONE TO THE LEFT.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES, JOG INTO CHUTE.
3. STOP, THEN BACK THROUGH "L", WALK OUT CHUTE, WALK OVER POLE.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK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



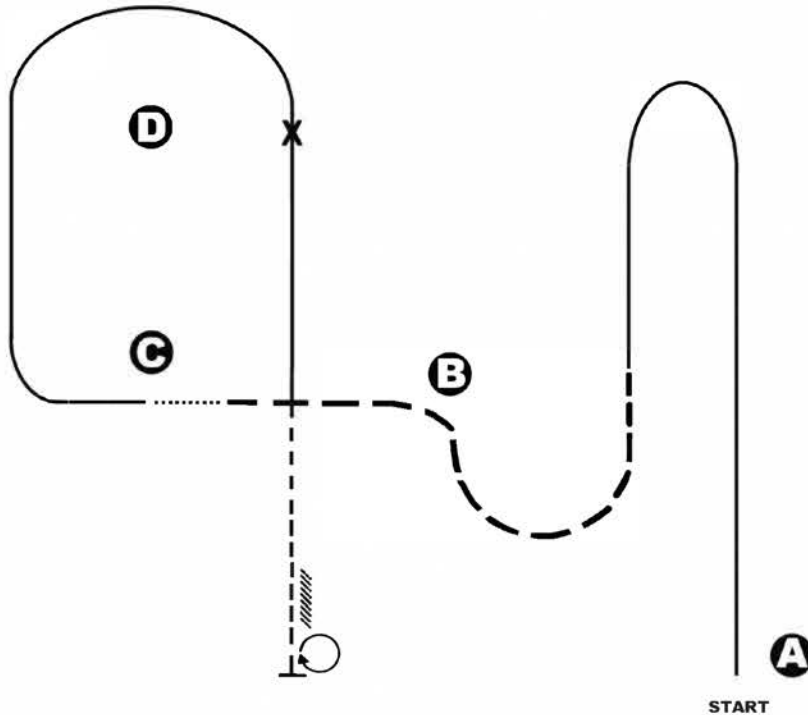
1. WORK GATE (RIGHT HAND), SIDE PASS PASS THE CONE TO THE LEFT.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES, JOG INTO CHUTE.
3. STOP, THEN BACK THROUGH "L", WALK OUT CHUTE, WALK OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK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



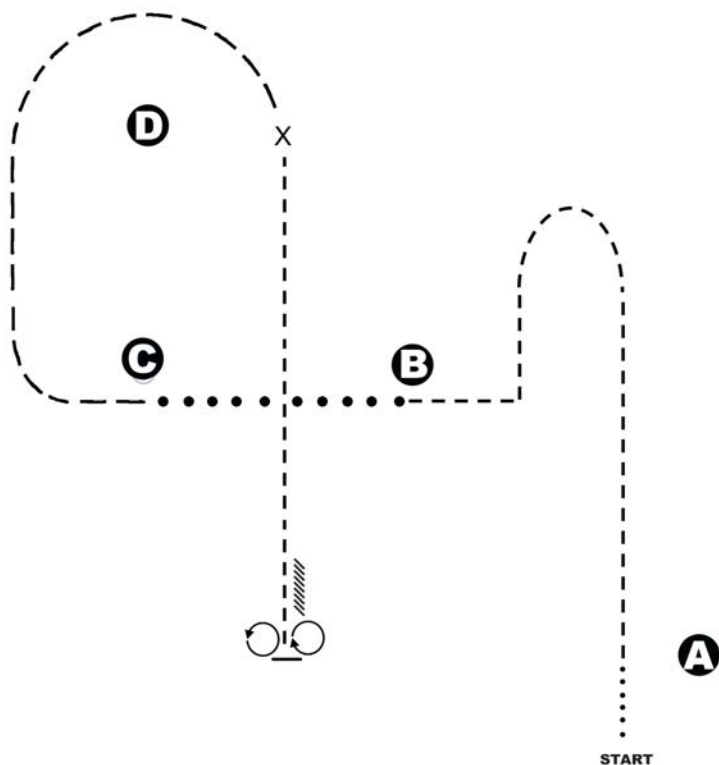
1. WORK GATE (RIGHT HAND), SIDE PASS PAST THE CONE TO THE LEFT.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES, JOG INTO CHUTE.
3. STOP, THEN BACK THROUGH "L", WALK OUT CHUTE, WALK OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. JOG THROUGH SERPENTINE, JOG OVER POLES.
9. LOPE OVER POLES (LEFT LEAD).
10. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE 360 TURN EITHER WAY, WALK OUT BOX AND WALK OVER BRIDGE.



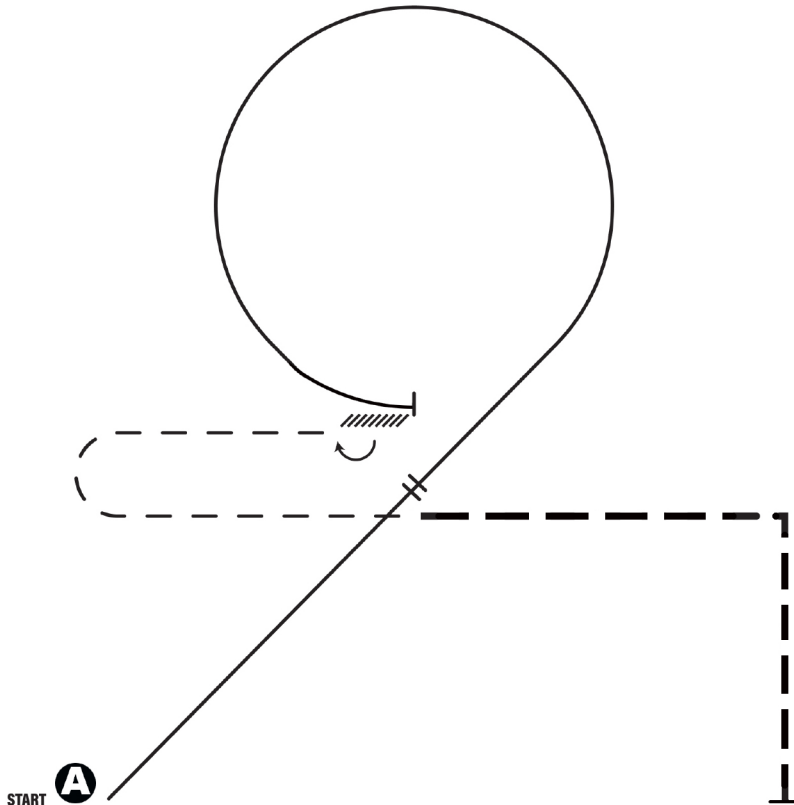
1. WORK GATE (RIGHT HAND), SIDE PASS PAST THE CONE TO THE LEFT.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES, JOG INTO CHUTE.
3. STOP, THEN BACK THROUGH "L", WALK OUT CHUTE, WALK OVER POLE.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. STOP OR BREAK TO THE WALK, WALK OVER POLES.
7. JOG THROUGH SERPENTINE, JOG OVER POLES.
8. JOG OVER POLES.
9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE 360 TURN EITHER WAY, WALK OUT BOX AND WALK OVER BRIDGE.



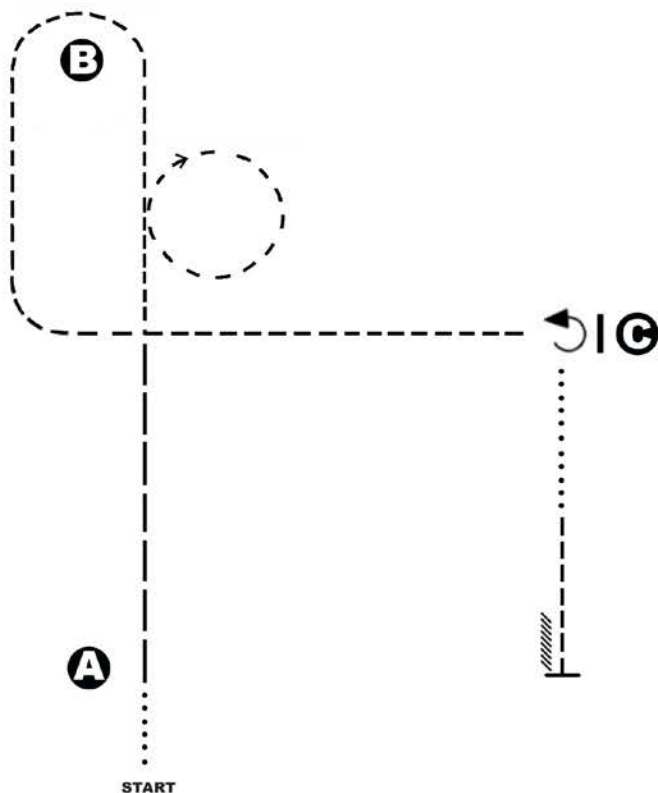
1. Lope on the left lead as shown
2. Break to an extended trot in line with B, continue as shown
3. Walk prior to C
4. At C, right lead lope as shown
5. Change leads at D, simple change, and continue on left lead
6. Just pass C, break down to a jog and stop across from A
7. Perform a 360° right turn and back 1 horse length
Pattern is complete



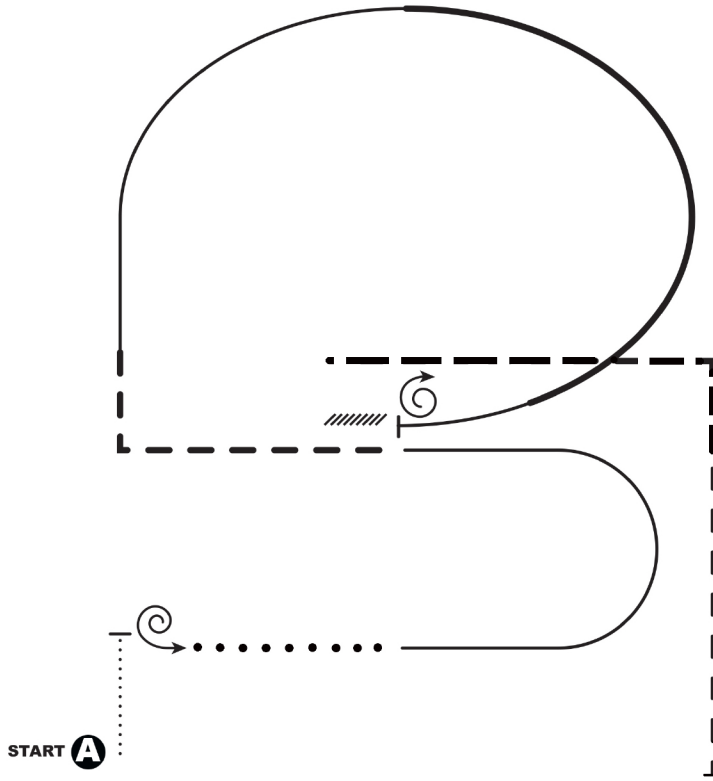
1. Walk to cone A
2. At A, jog as shown to B
3. Break to an extended walk from B to C
4. At C, extend jog from C to around D
5. At D (indicated by X), slow to jog.
Jog until in line with start cone, stop
6. Perform a 360° right turn
7. Perform a 360° left turn
8. Back 1 horse length
Pattern is complete



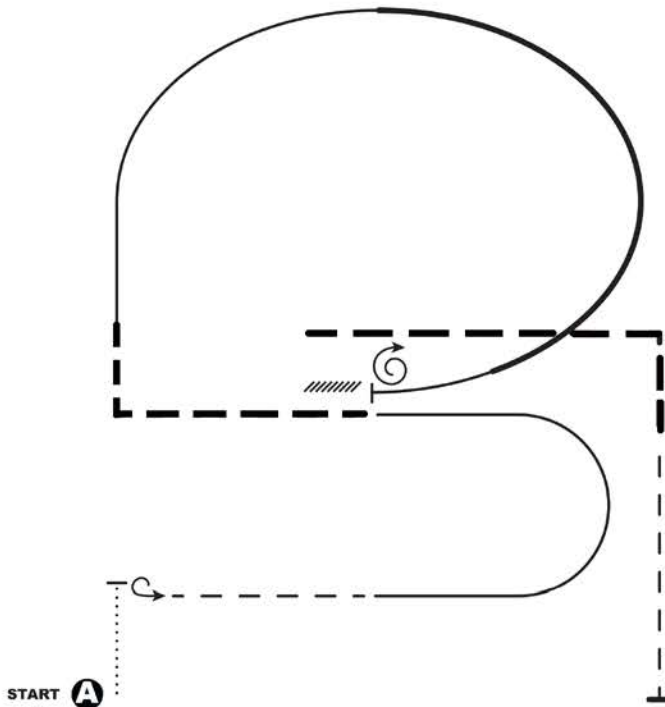
1. Lope right lead
2. Simple lead change
3. Lope left lead as shown
4. Stop at center, back approximately 1 horse length
5. Perform a 180° (1/2) right turn
6. Jog as shown
7. Extended jog to and through square corner. Stop when even with start marker
Pattern is complete



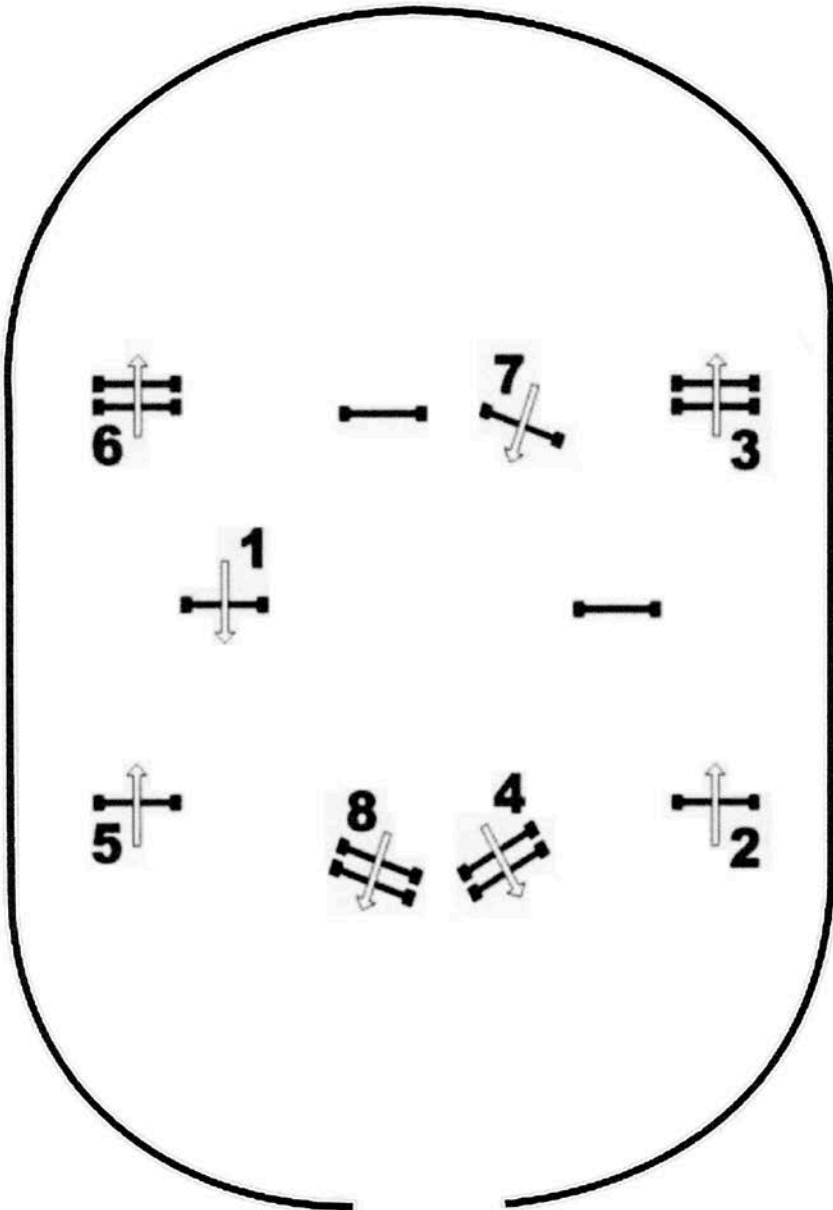
1. Walk to A
2. Extended jog until in line with C marker
3. Jog, jog a circle to the right as shown
4. Continue jogging around B to C as shown, stop
5. Perform a 3/4 left turn
6. Walk and jog as shown
7. Stop when in line with A and back 1 horse length
Pattern is complete



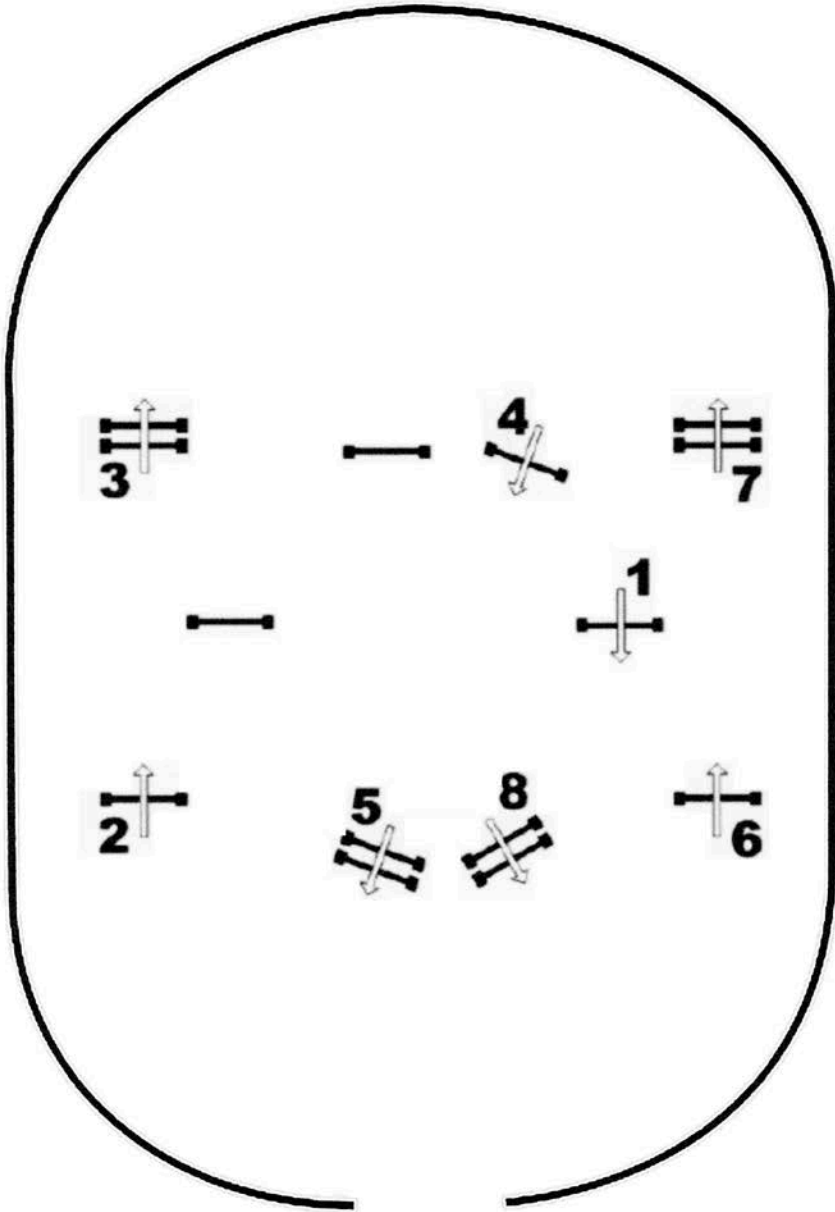
1. Walk approximately 2 horse lengths. Stop, perform a 1-3/4 turn to the left
 2. Extended walk
 3. Lope left lead a half circle
 4. Extended jog through square corner
 5. Lope right lead
 6. Extend the lope and lope a large 1/2 circle, collect lope
 7. Stop at center, perform a 1-1/2 turn to the right
 8. Back approximately 1-1/2 horse lengths
 9. Extended jog to and through corner
 10. Jog as shown and stop when even with start marker
- Pattern is complete



1. Walk approximately 2 horse lengths. Stop, perform a 270° (3/4) turn to the left
2. Jog
3. Lope left lead a half circle
4. Extended jog through square corner
5. Lope right lead
6. Extend the lope and lope a large 1/2 circle, collect lope
7. Stop at center, perform a 540° (1-1/2) turn to the right
8. Back approximately 1-1/2 horse lengths
9. Extended jog to and through corner
10. Jog as shown and stop when even with start marker
Pattern is complete



In/Out
Gate



In/Out
Gate