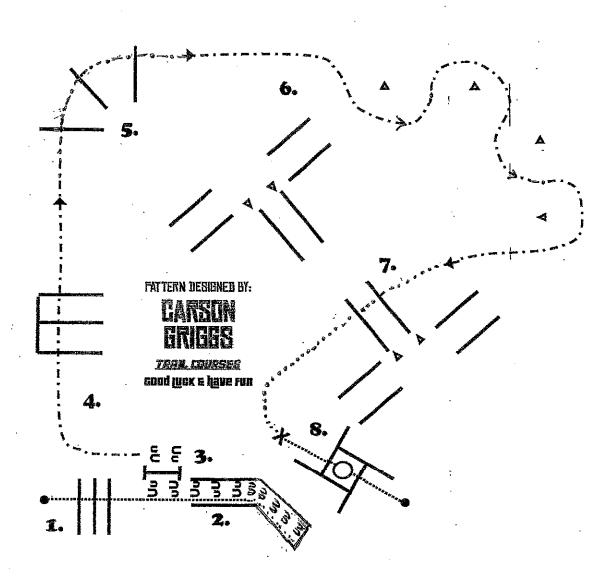
Show Trail – All In-Hand Classes APHA and ApHC

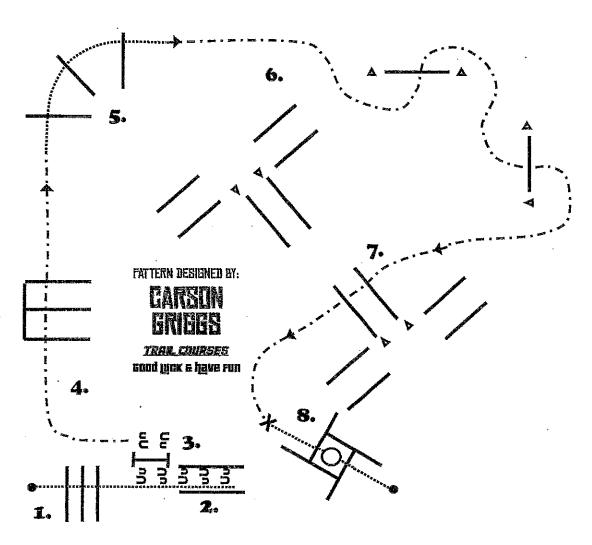
Classes: 13, 14, 15, 16, 20



- 1. Walk over poles into dogleg chute
- 2. Back up to gate
- 3. Open gate, walk thru and close left hand
- 4. Jog over poles
- 5. **Jog big fan**
- 6. Jog serpentine
- Walk over 2 poles
- 8. Stop at X Walk into box, 360 turn either way, walk out to finish

Show Trail – Walk Trot Riding Classes
All Breeds

Classes: 17, 18, 19, 21, 22, 23, 24

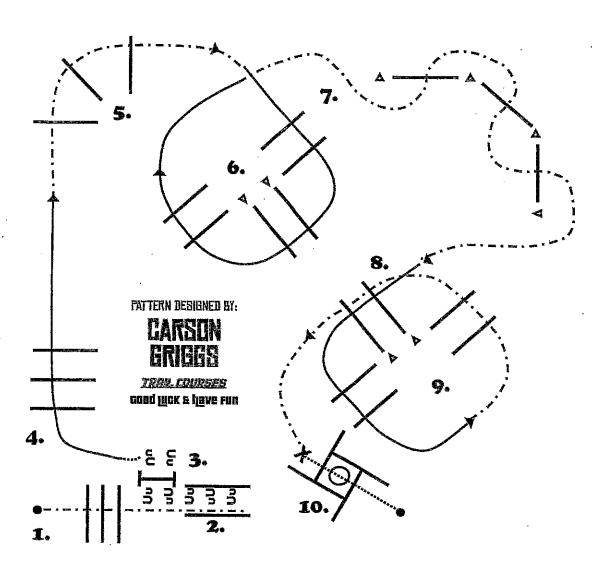


- 1. WALK OVER POLES INTO CHUTE 6. JOG SERPENTINE
- 2. BACK UP TO GATE
- 3. OPEN GATE LEFT HAND
- 4. JOG OVER POLES
- 5. WALK BIG FAN

- 7. CONTINUE JOG OVER 2 POLES
- 8. STOP! WALK INTO BOX

360 TURN EITHER WAY WALK OUT TO FINISH

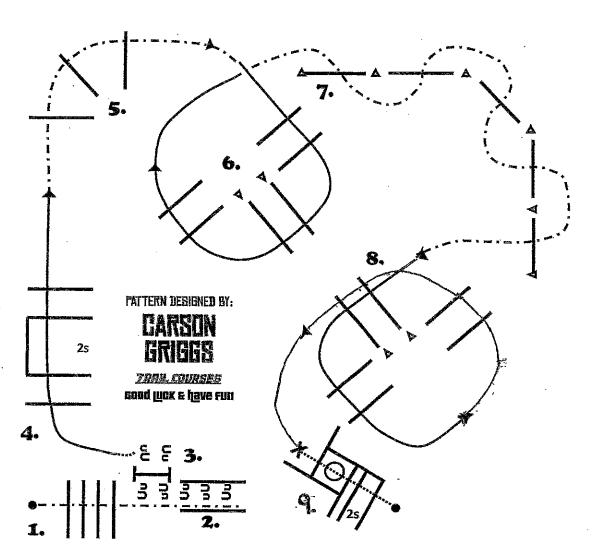
Show Trail
Novice, 13 and Under, Green, Level 1
Classes: 25 thru 33



- 1. JOG OVER POLES INTO CHUTE
- 2. BACK UP TO GATE
- 3. OPEN GATE LEFT HAND
  (YOU MAY WALK A FEW STEPS AWAY FROM GATE)
- 4. LOPE POLES RIGHT LEAD
- 5. JOG BIG FAN
- 6. LOPE 3/4 WHEEL RIGHT LEAD

- 7. JOG SERPENTINE
- 8. LOPE LEFT LEAD FIRST 4 POLES
- 9. JOG NEXT 4 POLES
- 10. STOP OR BREAK TO WALK INTO BOX, SPIN 360 DEGREES EITHER DIRECTION

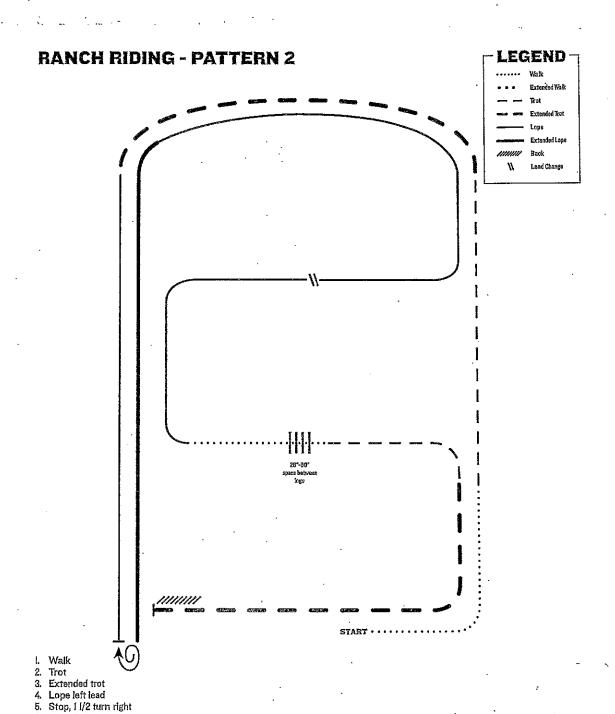
Show Trail
Junior Horse, Senior Horse, Youth, Amateur, Non-Pro
Classes: 34 thru 45



- 1. JOG OVER POLES INTO CHUTE
- 2. BACK UP TO GATE
- 3. OPEN GATE LEFT HAND
  (YOU MAY WALK A FEW STEPS AWAY FROM GATE)
- 4. LOPE 4 POLES RIGHT LEAD
- 5. JOG BIG FAN
- 6. LOPE 3/4 WHEEL RIGHT LEAD

- 7. JOG SERPENTINE
- s. LOPELEFTLEAD & POUS
- $\tilde{q}_{*}$ . Stop or break to walk into box, spin 360 degrees either direction walk out over 3 poles to finish

Ranch Riding — All Breeds — Pattern #2 Classes: 46, 47, 48, 49, 50, 51, 52, 75, 76, 77, 78, 79, 80, 81



6. Extended lope

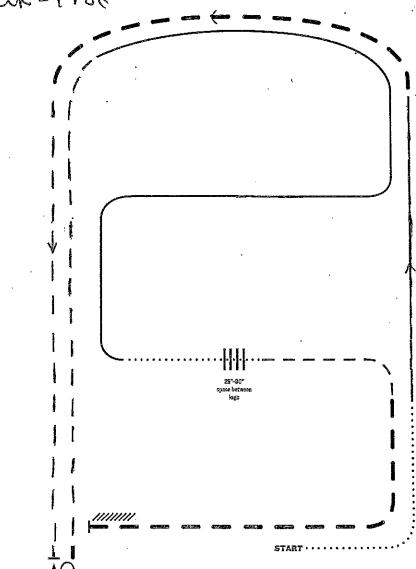
Walk
 Walk over logs
 Trot
 Extended trot
 Stop and back

7. Collect lope right lead
8. Change leads (simple or flying), continue lope left lead

Ranch Riding – ApHC – Pattern #2 - Walk Trot Class: 53

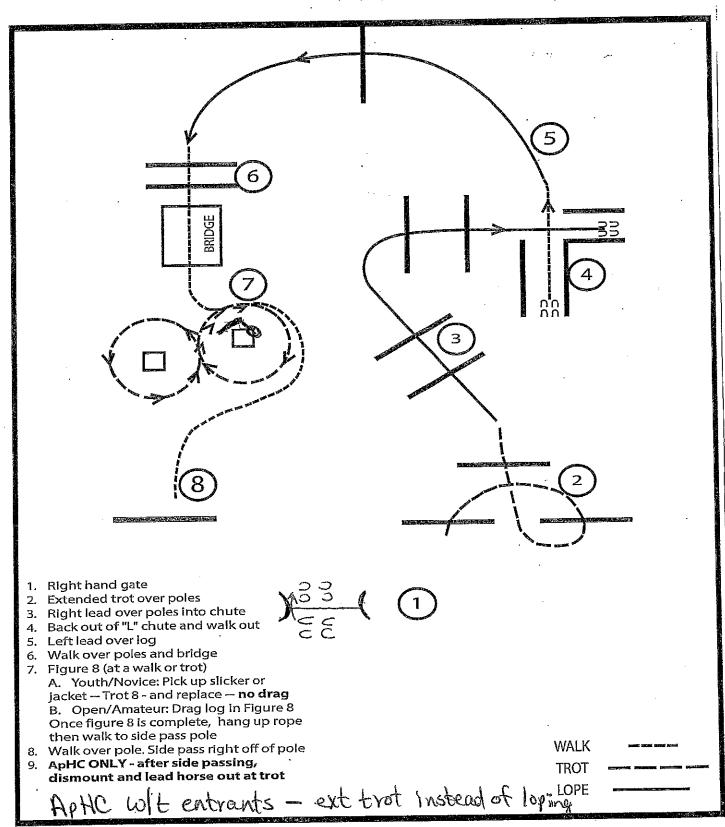
#### **RANCH RIDING - PATTERN 2**

walk-Trot



- I. Walk
- 2. Trot
- 3. Extended trot
- 4. Stop, 11/2 turn right 6. Extended Trat
- 6. Trop
- す、Walk る、Walk over logs
- ۹, Trot
- 10, Extended frot
- )) Stop and back

Ranch Trail- All Breeds Classes: 61, 63, 65, 66 thru 74



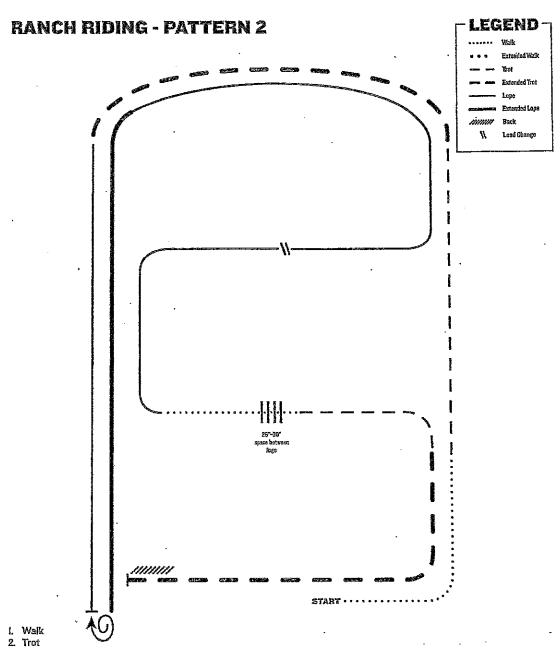
Ranch Pleasure – APHA only Classes: 60, 62, 64

#### **APHA PATTERN 1**

- Extended Walk- 75 feet
  - Trot- 120 feet
- Extended Trot- 240 feet
  - Lope- 150 feet
- Stop; reverse (either direction)
  - Walk- 30 feet
  - Lope- 150 feet
  - Extended Lope- 200 feet
    - Trot- 90 feet
    - Stop and Back

Markers will be set up to show each gait transition

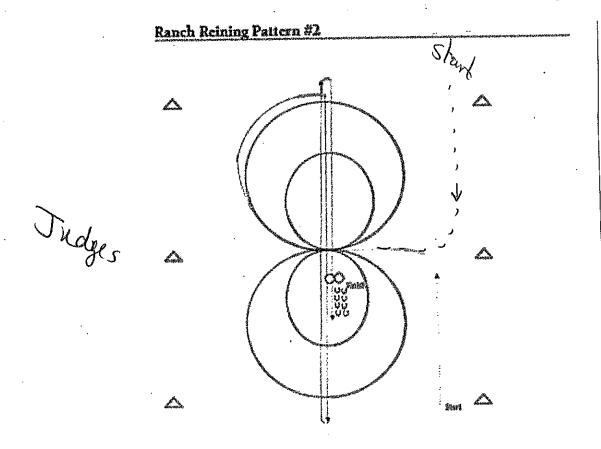
Ranch Riding – All Breeds – Pattern #2 Classes: 46, 47, 48, 49, 50, 51, 52, 75, 76, 77, 78, 79, 80, 81



- Extended trot
   Lope left lead
- 5. Stop, I I/2 turn right

- Collect lope right lead
  Change leads (simple or flying), continue lope left lead
- 9. Walk
- IO. Walk over logs
- II. Trot
- · I2. Extended trot
- 13. Stop and back

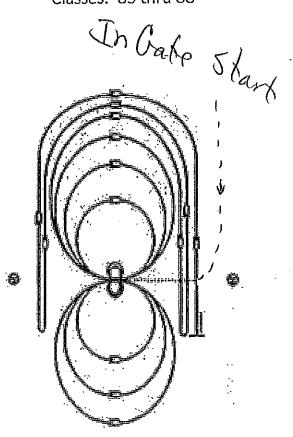
Ranch Reining – APHA Only – Pattern #2 Classes: 82, 83, 84



Trot to center of Arena, Stop. Start pattern facing towards Judge.

- Beginning on the right lead complete two circle to the right, The first circle small and slow, the next circle large and fast, Change leads at the center of arena.
- Complete two circles to the left, The first circle small and slow, the next circle large and fast, Change leads in the center of the arena.
- Begin large circle to right, but do not close the circle. Run down center of arena past the end marker and do a right roll back, no hesitation.
- 4. Run up the middle to the other end of the arena past the end marker and do a left roll back, no hesitation.
- 3. Run past the center marker, stop, back 10 feet.
- 6. I spin to right, I spin to left. Hesitate to complete pattern.

Ranch Reining – ApHC Only – Pattern #2 Classes: 85 thru 88



Troge

#### **RANCH REINING PATTERN 2**

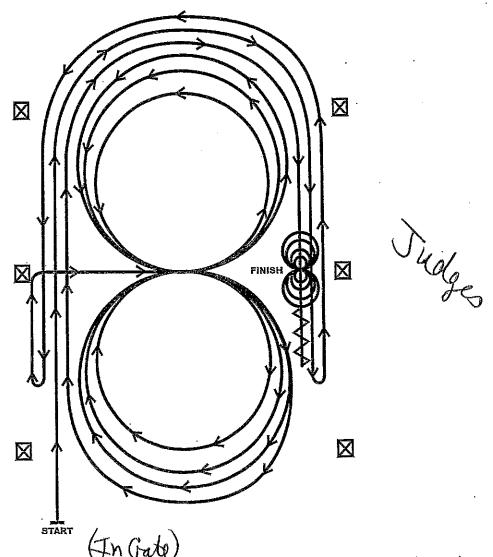
Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of pattern.

Ride pattern as follows: Trot to center of arena and stop or walk before depar-

- 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.
- 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.
- 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.
- 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.
- 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.
- 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.

Reining – All Breeds- Pattern #3 Classes: 89 thru 104

#### **REINING PATTERN 3**



I. Beginning, lope straight up the left side of the arena, circle the top end of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a left rollback—no hastisticn.

2. Continue straight up the right side of the arena circle back around the top of the arena, and staying at least twenty feet (six meters) from the walls or fence, run straight down the left side of the arena past the center marker and do a right rollback—no hesitation.

3. Continue up the left side of the arena to the center marker. At the center marker, the horse should be on the right lead. Guide the horse to the center of the arena on the right lead and 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.

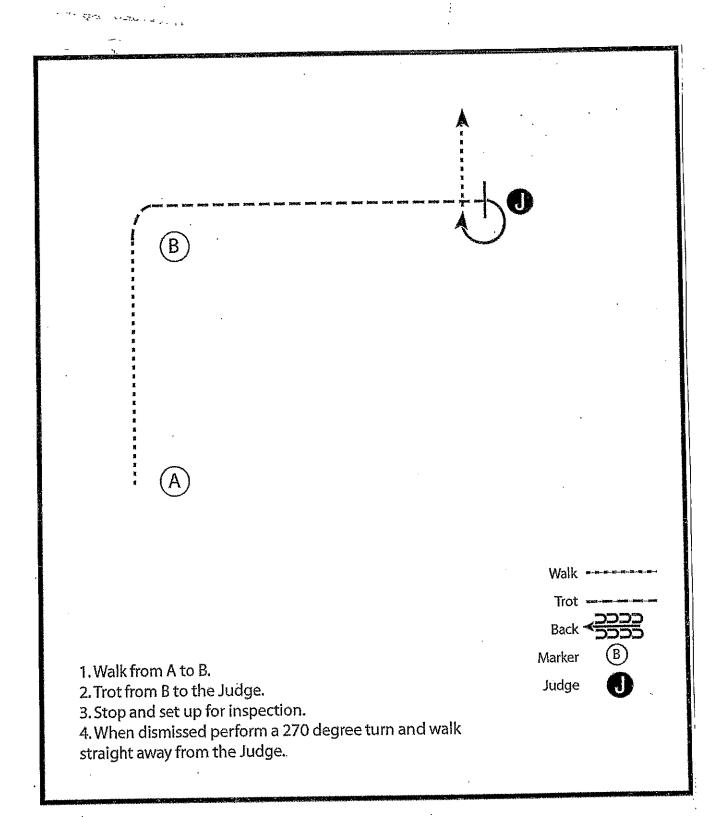
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads in the center of

Staying at least twenty feet (six meters) from the walls or fence, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up at least ten feet (three meters). Hesitate.

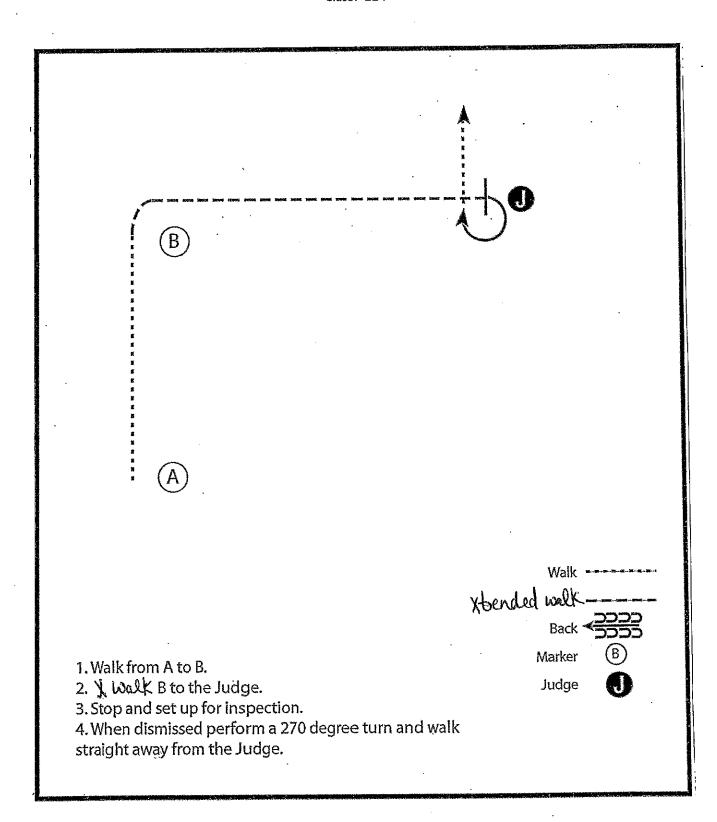
6. Complete four spins to the right, Hesitate.

7. Complete four spins to the left. Hesitafe to demonstrate completion of the pattern.

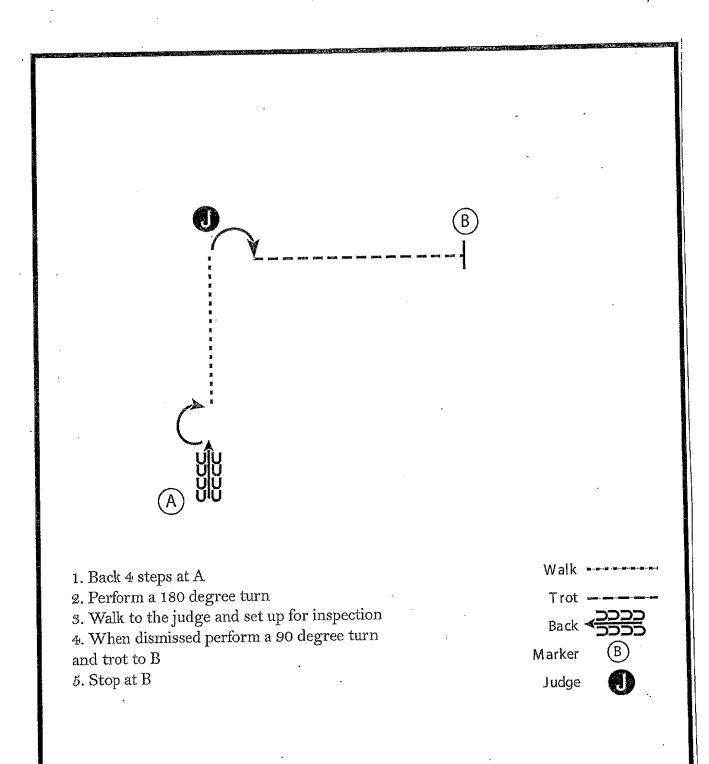
Showmanship — ApHC and APHA — Walk/Trot Only Classes: 207, 212, 213, **356** (newly added ApHC Non-Pro W/T)



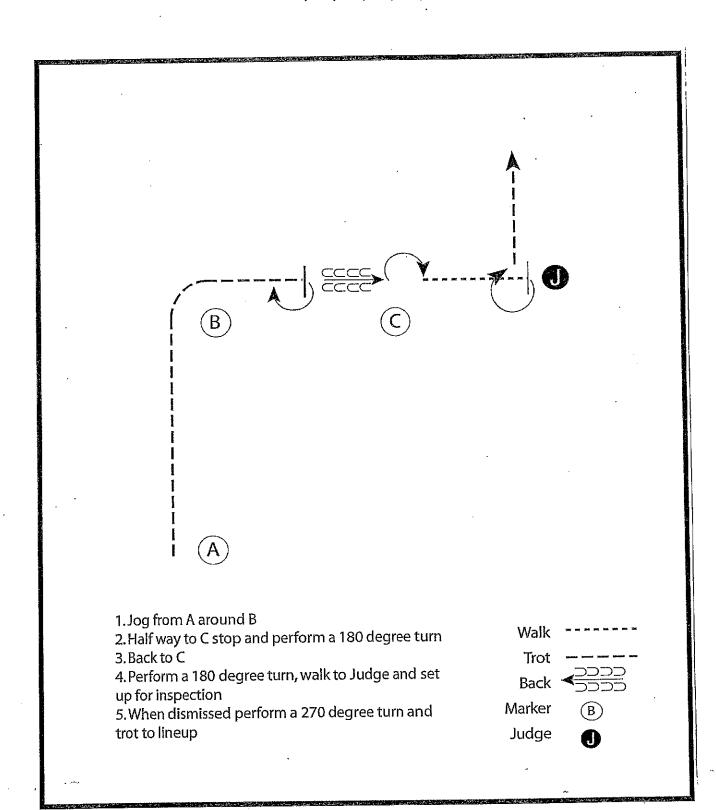
Showmanship – APHA – Amateur Walk Only Class: 214



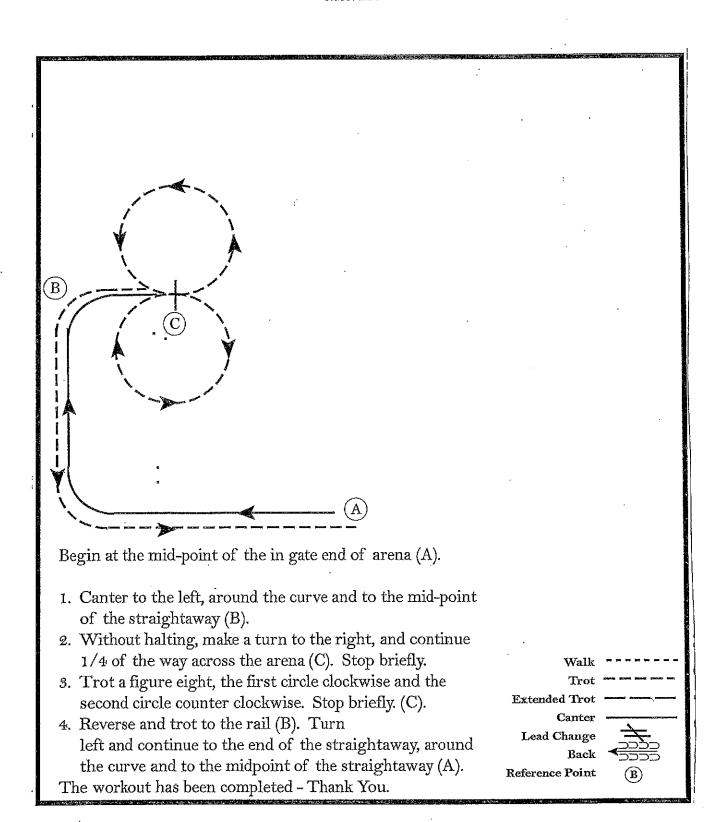
Showmanship — All Breeds — Level 1 and Novice Classes: 208, 210, 215, 218, 220, 222



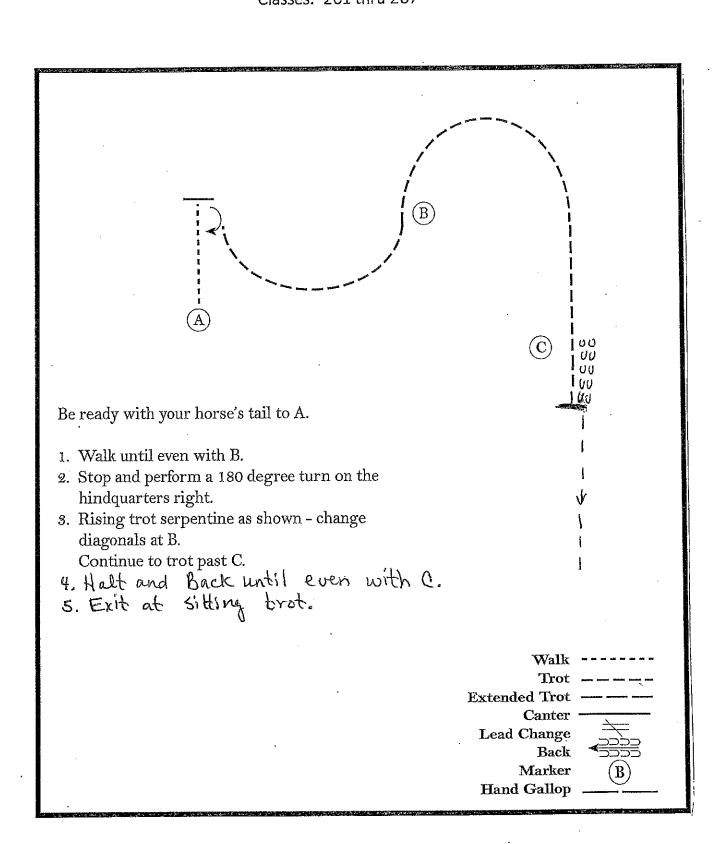
Showmanship – All Breeds – Youth, Amateur and Non-Pro Classes: 209, 211, 216, 217, 219, 221, 223



Saddle Seat Equitation- ApHC only Class: 226

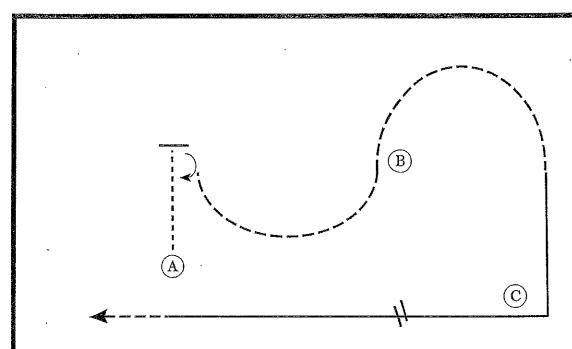


Hunt Seat Equitation – All Walk Trot All Breeds Classes: 261 thru 267



Hunt Seat Equitation
Novice, Level 1, All Youth- All Breeds

Classes: 268, 269, 270, 271, 273, 274, 275, 277, 278, 279



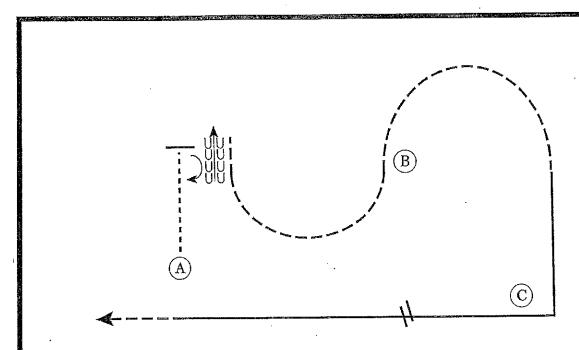
Be ready with your horse's tail to A.

- 1. Walk until even with B.
- 2. Stop and perform a 180 degree turn on the hindquarters right.
- 3. Rising trot serpentine as shown change diagonals at B.
- 4. When even with B, canter right lead around C.
- 5. When even with B, change leads and canter until even with A.
- 6. Break to a sitting trot when even with A.

Pattern is over once you have passed A at the trot.

Walk
Trot
Trot
Canter
Lead Change
Back
Marker
Hand Gallop

Hunt Seat Equitation Non-Pro and Amateur only- All Breeds Classes: 272, 276, 280



Be ready with your horse's tail to A.

- 1. Walk until even with B.
- 2. Stop and perform a 180 degree turn on the forehand right.
- 3. Back approximately one horse length.
- 4. Rising trot serpentine as shown change diagonals at B.
- 5. When even with B, canter right lead around C.
- 6. When even with B, change leads and canter until even with A.
- 7. Break to a sitting trot when even with A.

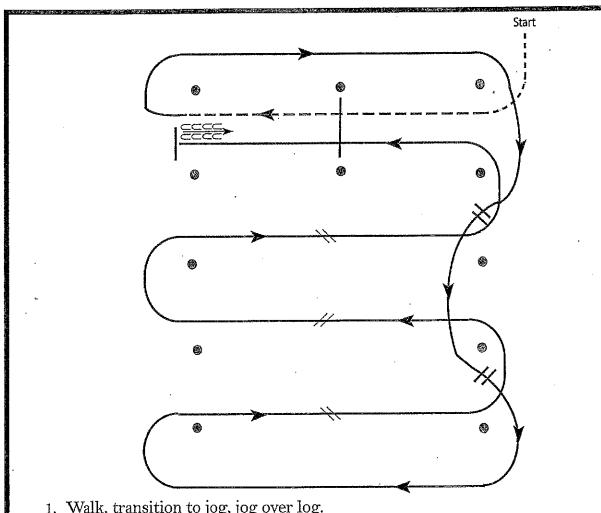
Pattern is over once you have passed A at the trot.

Walk
Trot
Trot
Extended Trot
Canter
Lead Change
Back
Marker
Hand Gallop

#### Western Riding

Novice, Level 1, Green- All Breeds

Classes: 282, 283, 286, 291, 292, 293, 296

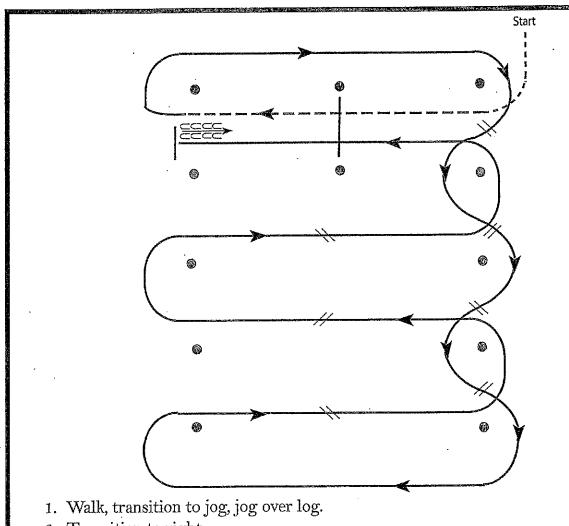


- 1. Walk, transition to jog, jog over log.
- 2. Transition to right lead and lope around end.
- 3. First line change.
- 4. Second line change. Lope around end of arena.
- 5. First crossing change.
- 6. Second crossing change.
- 7. Third crossing change.
- 8. Lope over log.
- 9. Lope, stop and back.

#### Western Riding

Youth, Non-Pro, Amateur- All Breeds

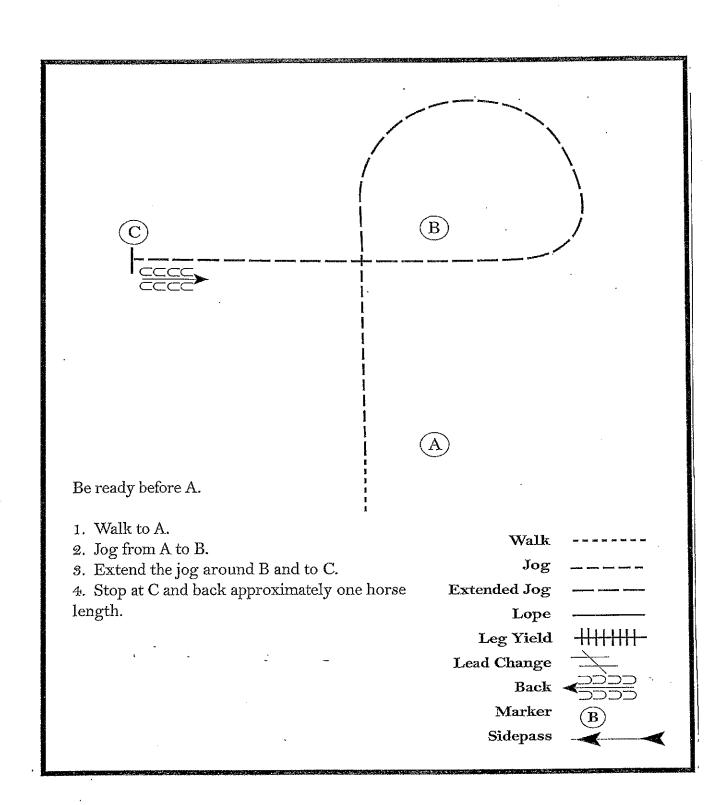
Classes: 284, 285, 287, 288, 289, 290, 294, 295, 297



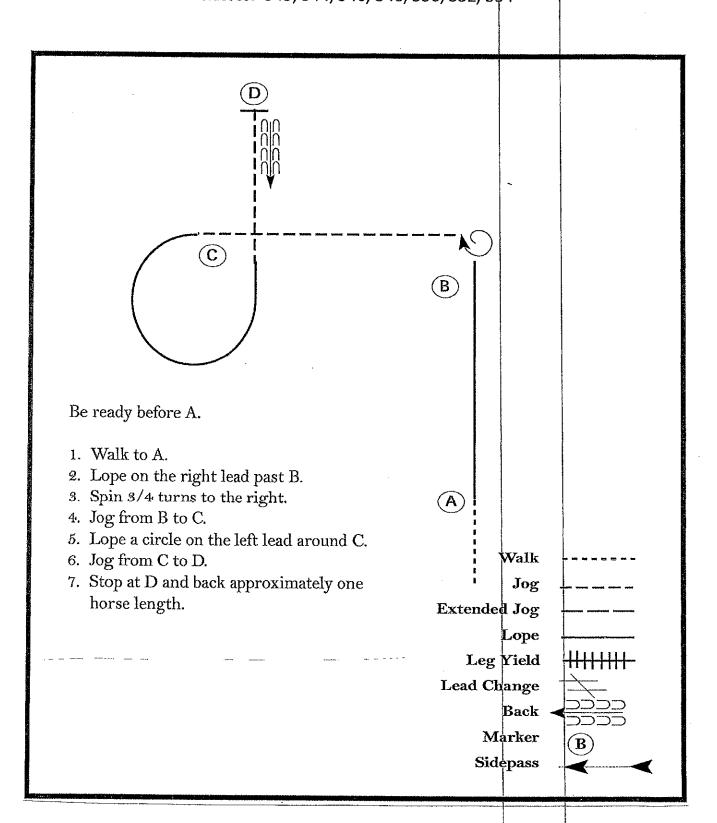
- 2. Transition to right.
- 3. First line change.
- 4. Second line change.
- 5. Third line change.
- 6. Fourth line change.
- 7. First crossing change.
- 8. Second crossing change.
- 9. Third crossing change.
- 10. Lope over log.
- 11. Lope, stop and back.

Western Horsemanship – All Walk Trot All Breeds

Classes: 336 thru 342



Western Horsemanship
13 and Under, Novice, Level 1- All Breeds
Classes: 343, 344, 346, 348, 350, 352, 354



Western Horsemanship Youth, Non-Pro, Amateur- All Breeds Classes: 345, 347, 349, 351, 353, 355

