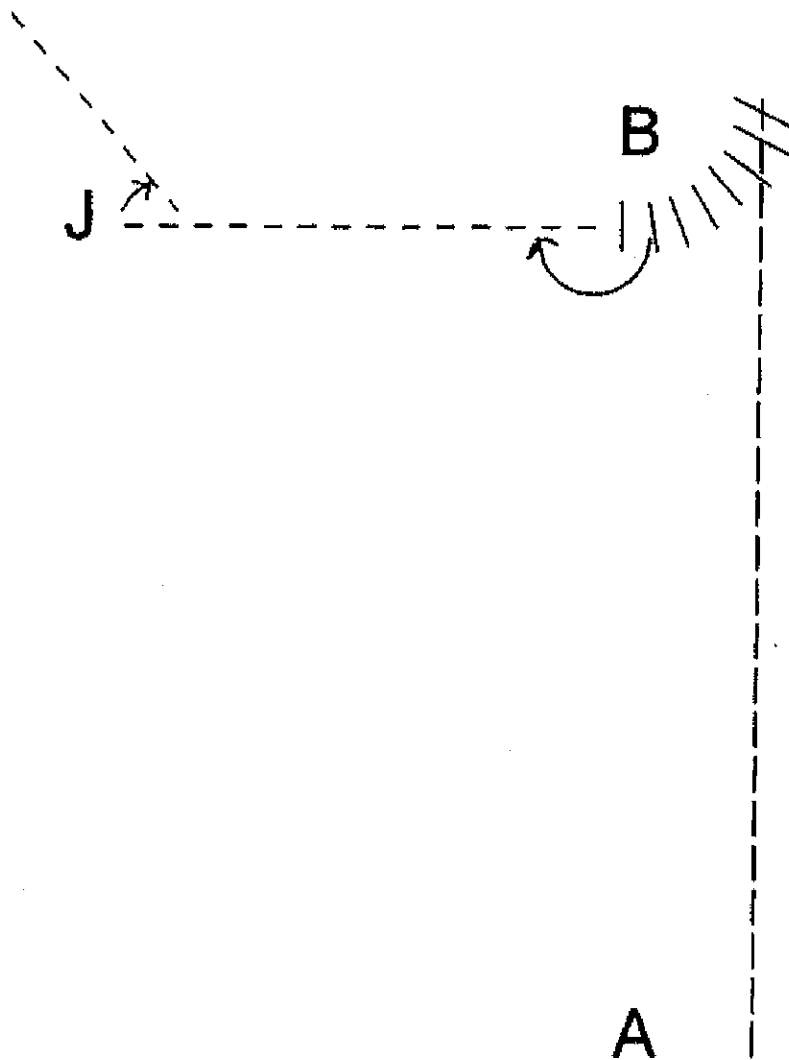


SHOWMANSHIP

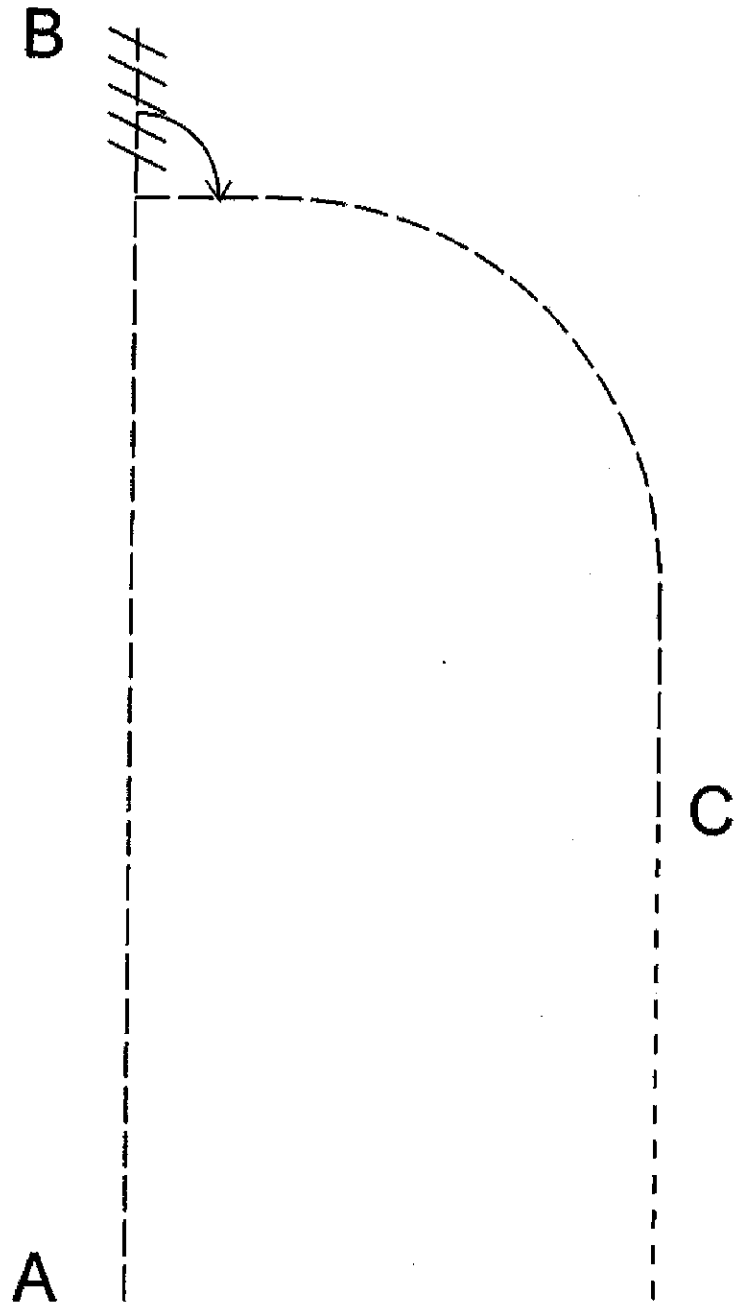
MASTERS, YOUTH, NP, NP 35 & OVER



1. Be waiting at A, when signalled, trot to B.
2. Stop at B, back 1/4 circle around B.
3. Turn 180 to right, walk to judge, set up for inspection.
4. When dismissed, turn to right and walk to exit/lineup.

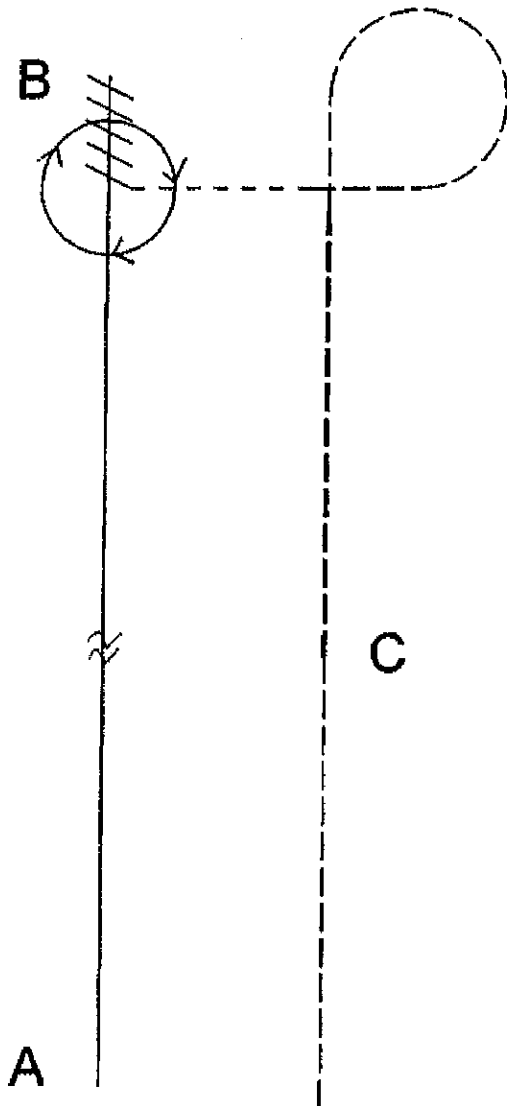
WESTERN EQUITATION - WALK / TROT

NP + Youth



1. Begin at A, jog to B and stop.
2. Back 5 steps, turn 90 to right on hindquarters.
3. Jog 1/4 circle to C, walk at C.
4. Continue at walk to exit or lineup.

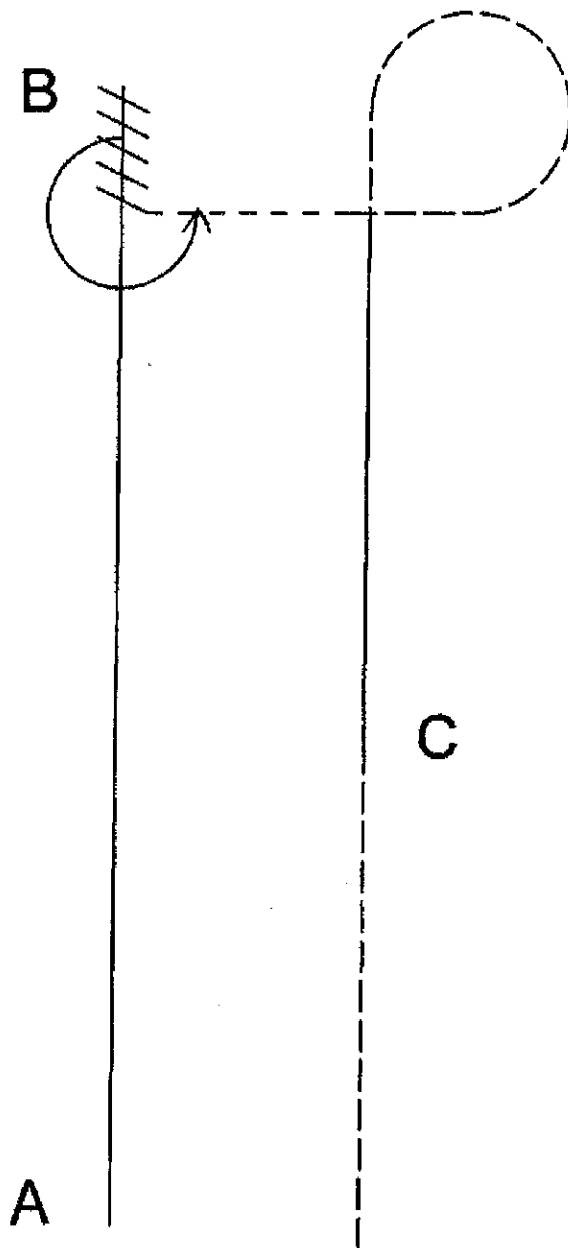
**WESTERN EQUITATION
NON PRO, NON PRO 35 & OVER
YOUTH**



1. Start at A, lope on right lead toward B.
2. When even with C, change leads. Stop at B.
3. Back 5 steps, turn 1 1/4 turn on hindquarters to right.
4. Walk 5 strides, then jog tight circle to the left.
5. When circle is complete, extend jog to C.
6. At C, normal jog to exit or lineup.

WESTERN EQUITATION

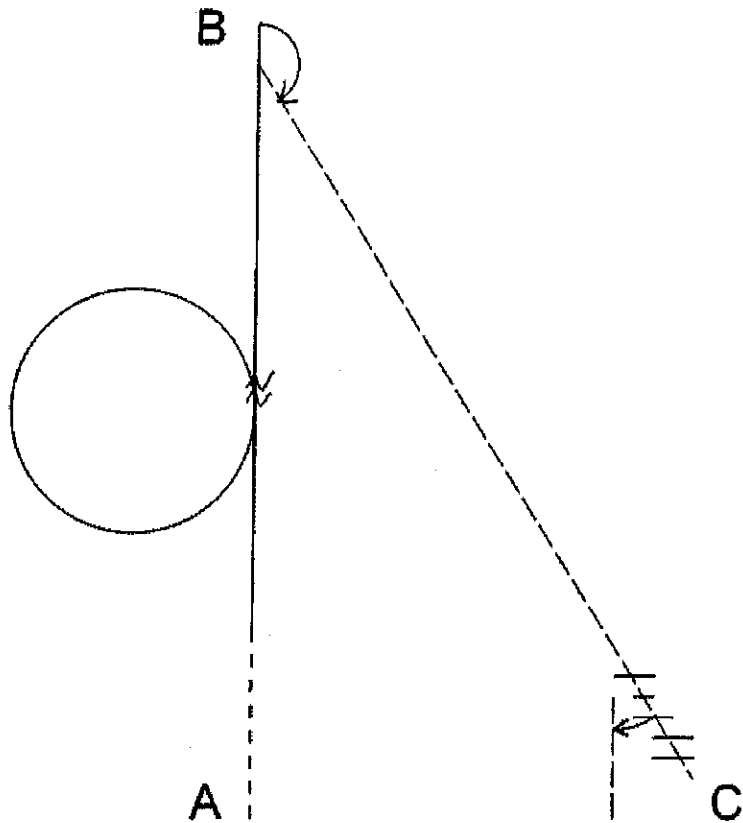
NOVICE YOUTH, NOVICE NP, MASTERS



1. Begin at A, lope on right lead to B and stop.
2. Back 5 steps, turn left on hindquarters 3/4 turn.
3. Walk 5 strides, then jog tight circle to the left.
4. After completion of circle, lope on left lead to C.
5. At C, jog to exit or lineup.

HUNT SEAT EQUITATION

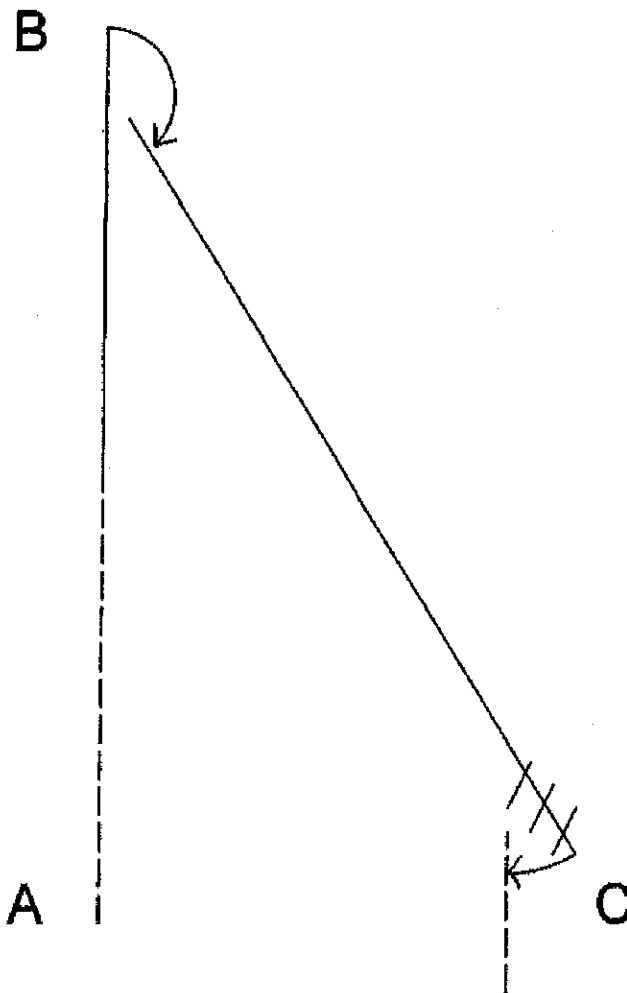
NOVICE YOUTH, NOVICE NON-PRO, MASTERS



1. Begin at A, walk 5 strides then canter on left lead.
2. At point between A & B, canter circle to left. At completion of circle, change leads.
3. Continue on right lead to B, stop at B.
4. Turn 150 (1/3 turn) to right on haunches.
5. Posting trot on left diagonal to C, stop at C.
6. Back 5 steps, turn 1/6 turn to right on haunches and exit at a trot.

WALK - TROT HUNT SEAT EQUITATION

NP & YOUTH

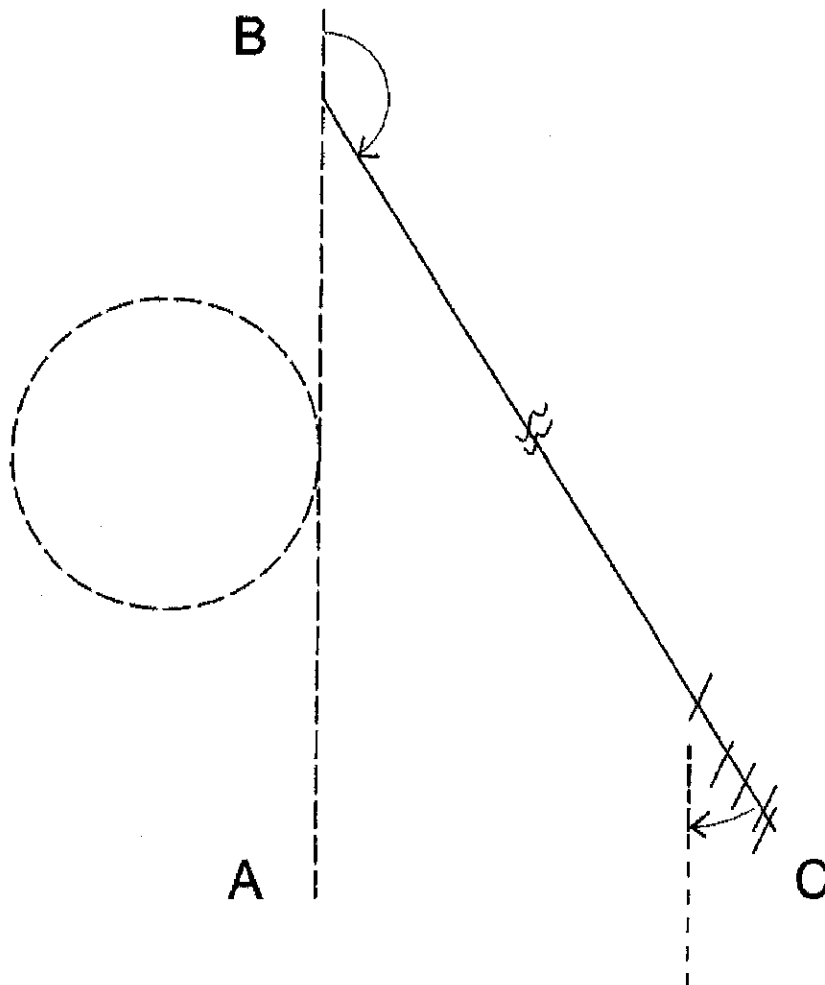


1. Begin at A, walk to point 1/2 way between A & B.
2. Jog to B, stop at B.
3. Turn 150 (1/3 turn) on haunches to the right.
4. Posting trot on right diagonal to C, stop at C.
5. Back 5 steps, turn 1/6 turn on haunches to right.
6. Exit at a walk.

HUNT SEAT EQUITATION

YOUTH, NON-PRO 35 & OVER

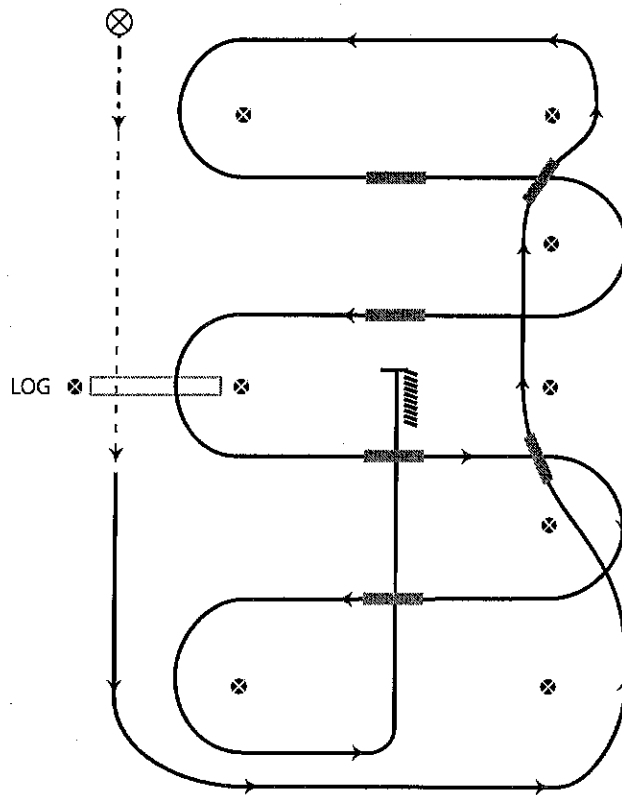
NON-PRO



1. Begin at A, posting trot right diagonal.
2. At point 1/2 way between A & B, circle to left at trot.
3. Stop at B. Turn 150 (1/3 turn) to right on haunches.
4. Canter on right lead toward C.
5. Change leads 1/2 way between B & C, stop at C.
6. Back 5 steps, turn 1/6 turn on forehand to right.
7. Exit at a walk.

GREEN WESTERN RIDING

in gate

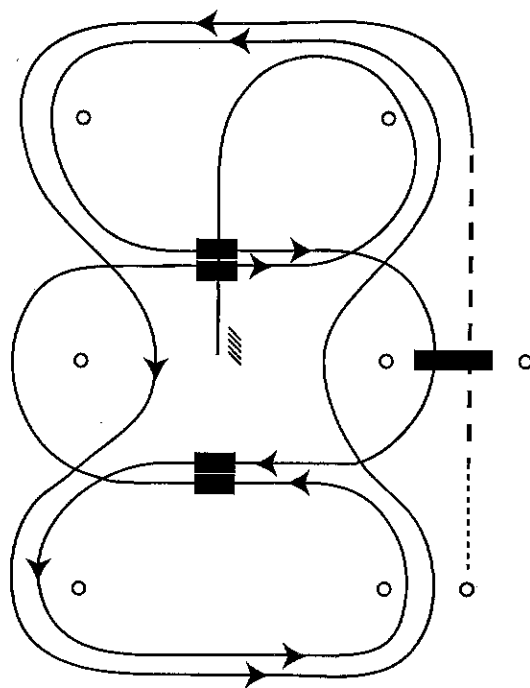


- | | |
|------------|-----------------------------|
| WALK | ○ MARKER |
| JOG - - - | ■ RECOMMENDED CHANGING AREA |
| LOPE ——— | ▭ LOG |
| BACK // | |

GREEN WESTERN RIDING PATTERN 1

1. Walk at least 15' & jog over log
2. Transition to left lead & lope around end
3. First line change
4. Second line change lope around the end of arena
5. First crossing change
6. Second crossing change
7. Lope over log
8. Third crossing change
9. Fourth crossing change
10. Lope up the center, stop & back

OPEN → NP WESTERN RIDING
 YOUTH WESTERN RIDING



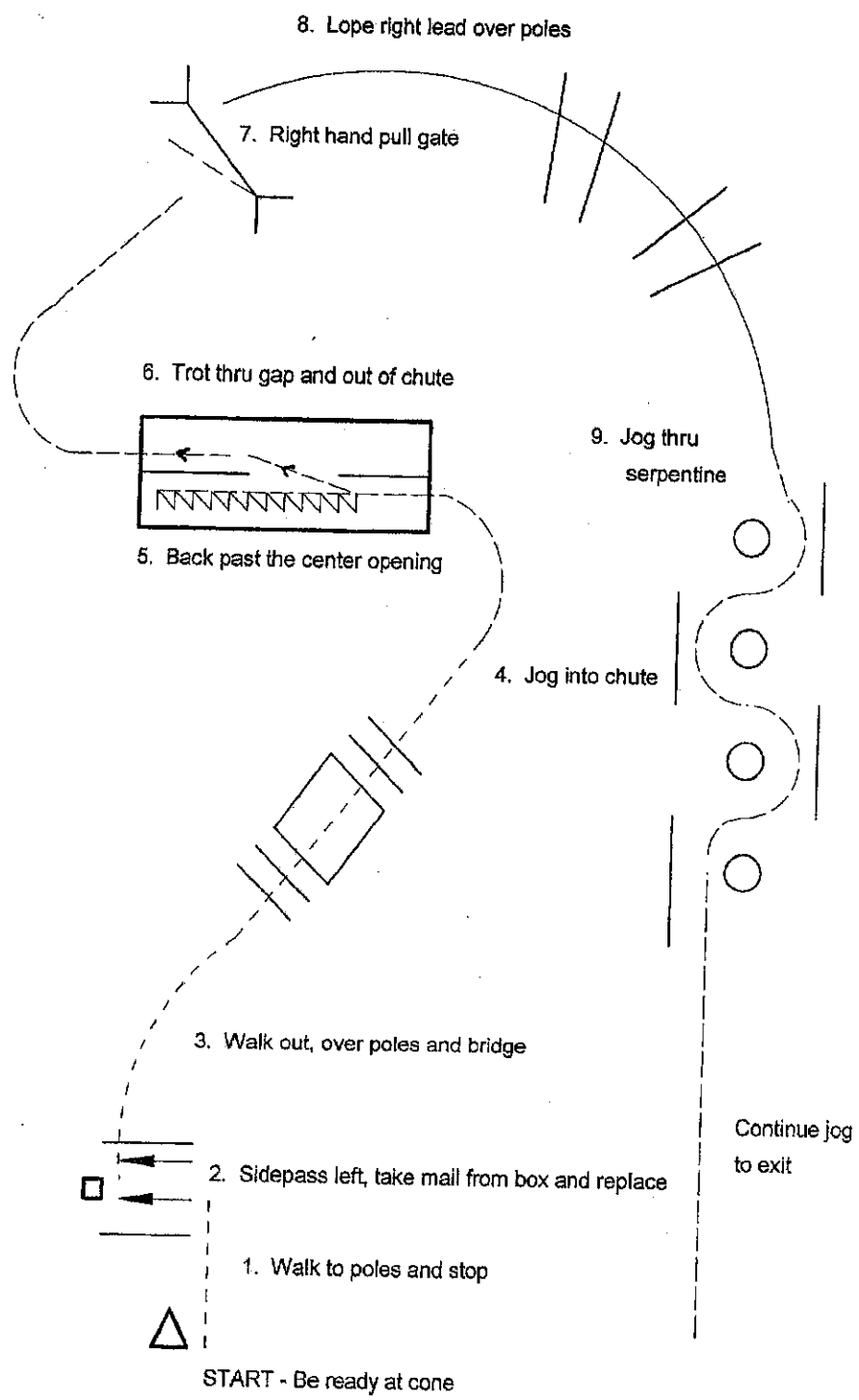
RECOMMENDED FOR SMALL ARENAS

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

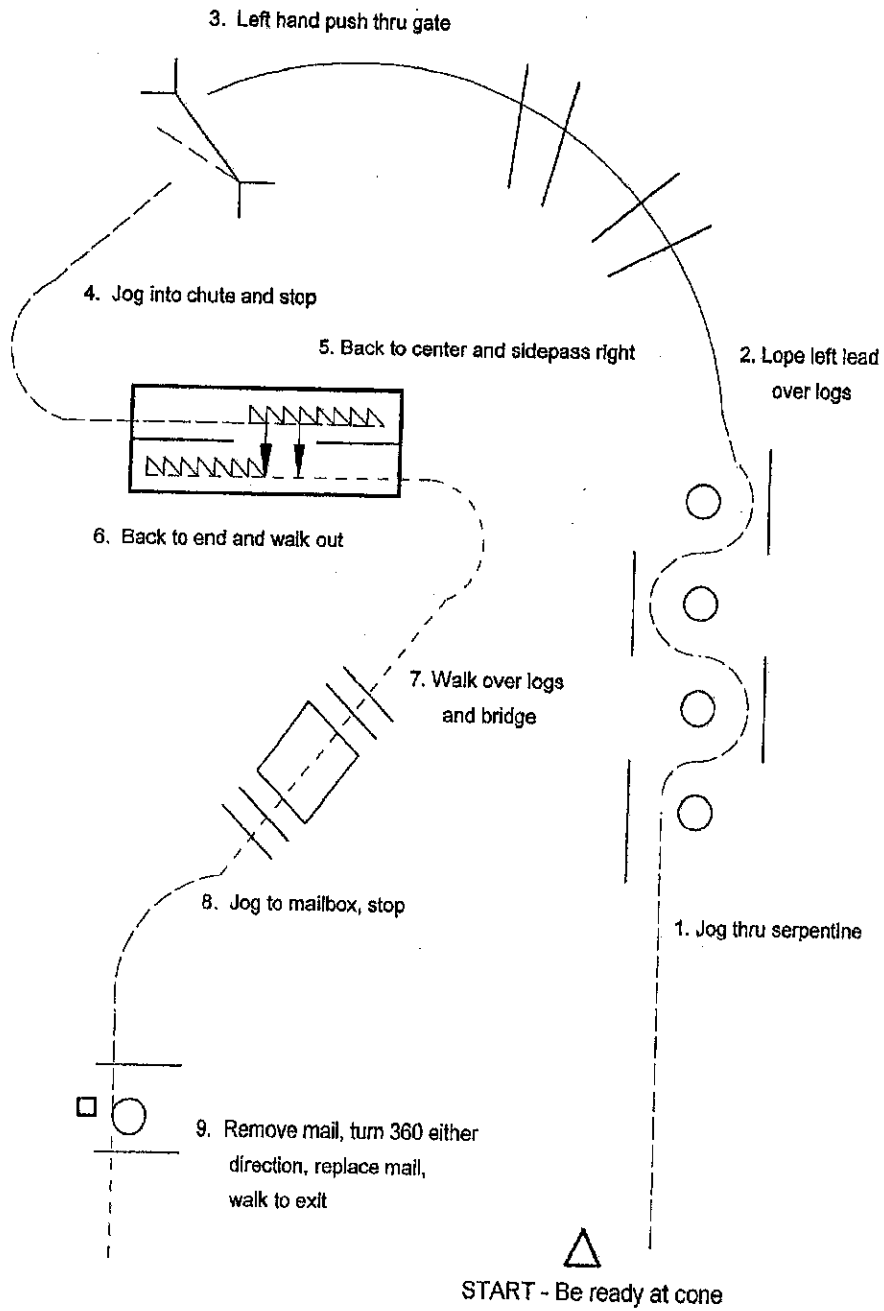
WESTERN RIDING PATTERN 5

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

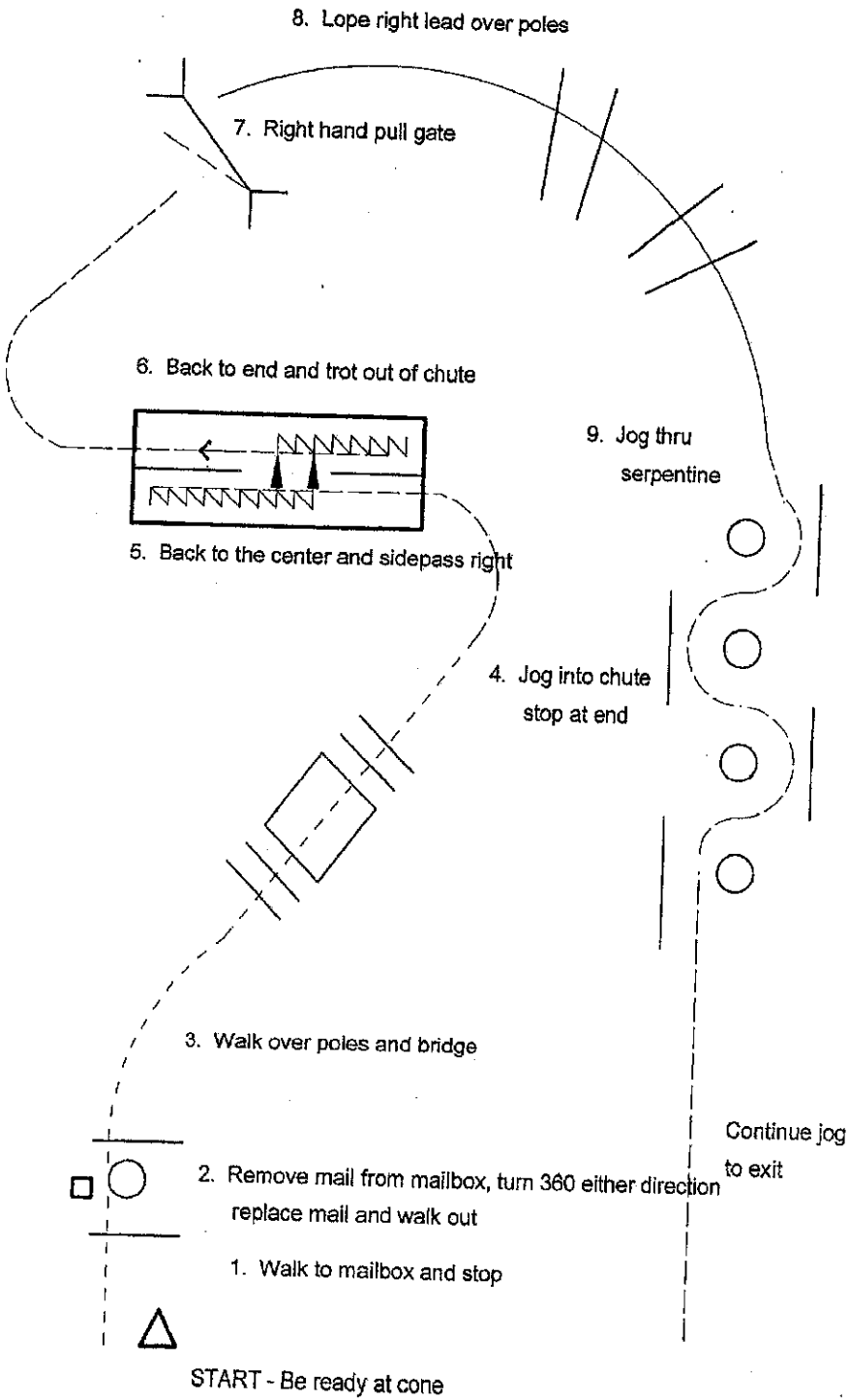
GREEN TRAIL YOUTH TRAIL NOVICE WP TRAIL



OPEN TRAIL - JUNIOR + SENIOR

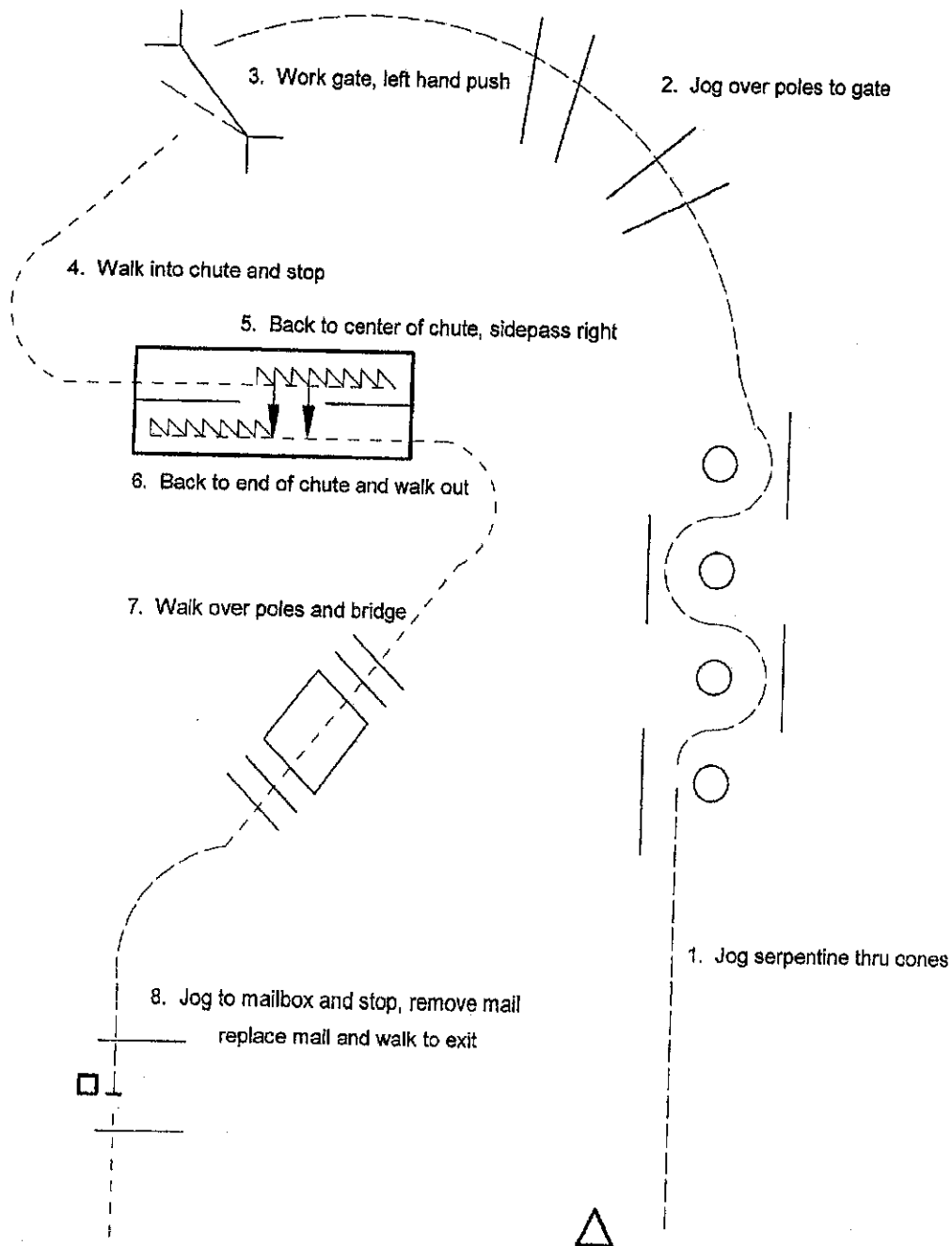


TRAIL - NP & MASTERS UP



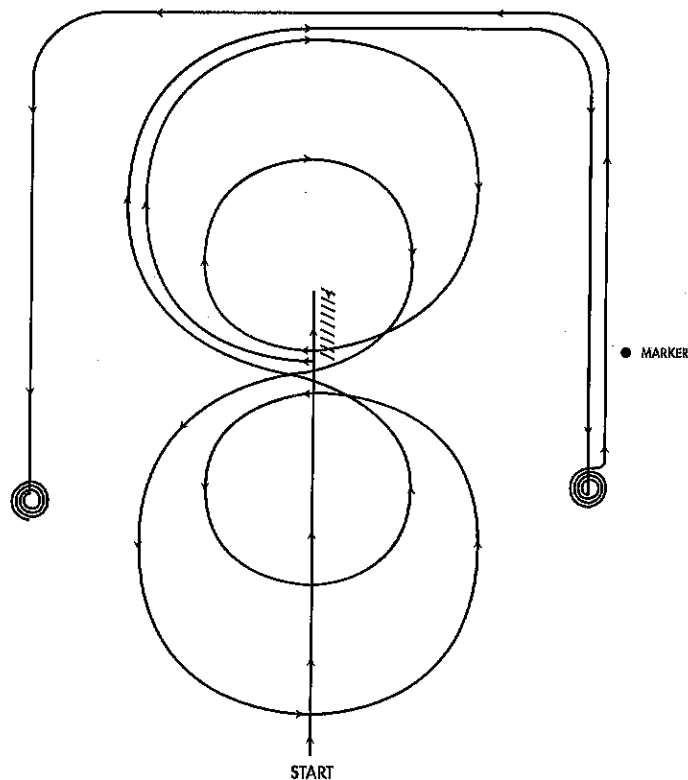
ALL WALK TROT TRAIL

ALL WALK TROT TRAIL



START - Be ready at cone

ALL WORKING COW HORSE + BOXING



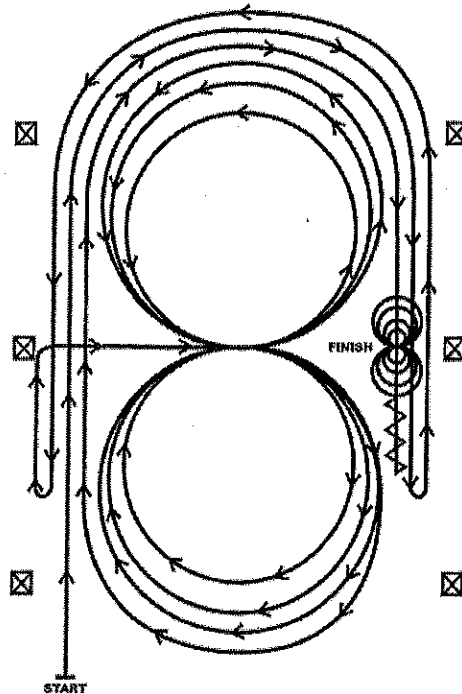
WORKING COW HORSE PATTERN #1

1. Start at end of arena. Run down middle past center marker to sliding stop.
2. Back up 10 to 15 feet (3.05–4.57 m) to center. ¼ turn left.
3. Pick up right lead, big fast circle, small slow circle.
4. Change leads to left, big fast circle, small slow circle.
5. Change leads to right, do not close this circle.
6. Run around end of arena and down the side (approximately 20 feet (6.09 m) from fence, past center marker and come to a sliding stop.
7. Complete 3 ½ spins to the right.
8. Continue back down side and end of arena to other side (approximately 20 feet (6.09 m) from fence, go past center marker and come to a sliding stop.
9. Complete 3 ½ spins to the left.
10. Hesitate to complete pattern.

Pattern 1

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

ALL REINING

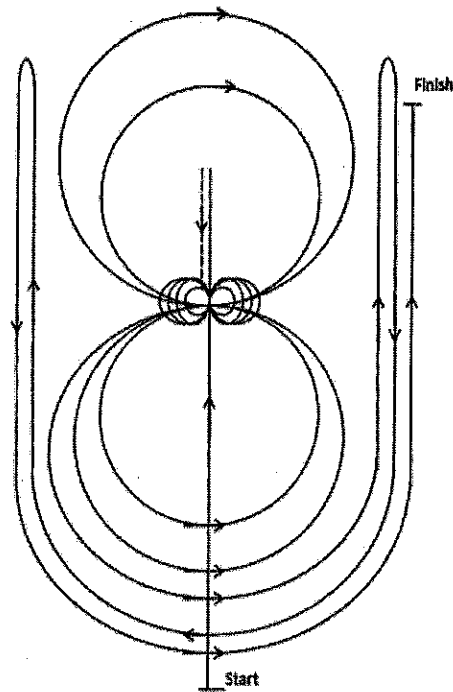


PATTERN 3

1. Beginning and staying at least 20 feet (6.09 millimetre) from the walls or fence, lope straight up the left side of the arena, circle the top end of the arena, run straight down the opposite or right side of the arena past the center marker and do a left rollback - no hesitation.
2. Continue straight up the right side of the arena staying at least twenty feet from the walls or fence, circle back around the top of the arena, 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 the arena.
5. Begin a large fast circle to the right but do not close this circle. Continue up the left side of the arena staying at least twenty feet from the walls or fence, circle the top of the arena, run straight down the opposite or right side of the arena past the center marker and do a sliding stop. Back up 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 completion of the pattern.

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

ALL RANCH REINING



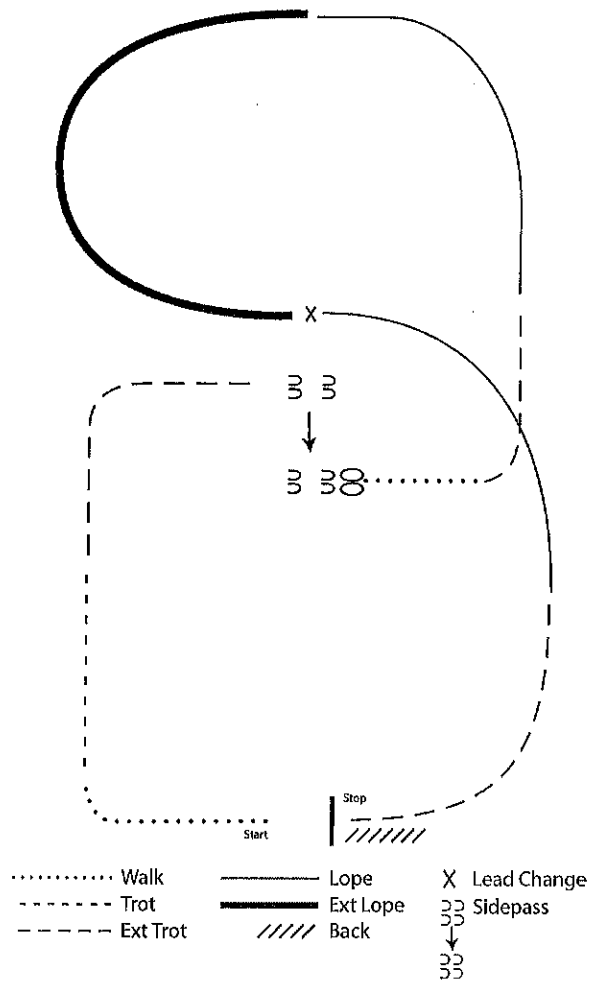
RANCH REINING PATTERN 5

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.

ALL RANCH RIDING

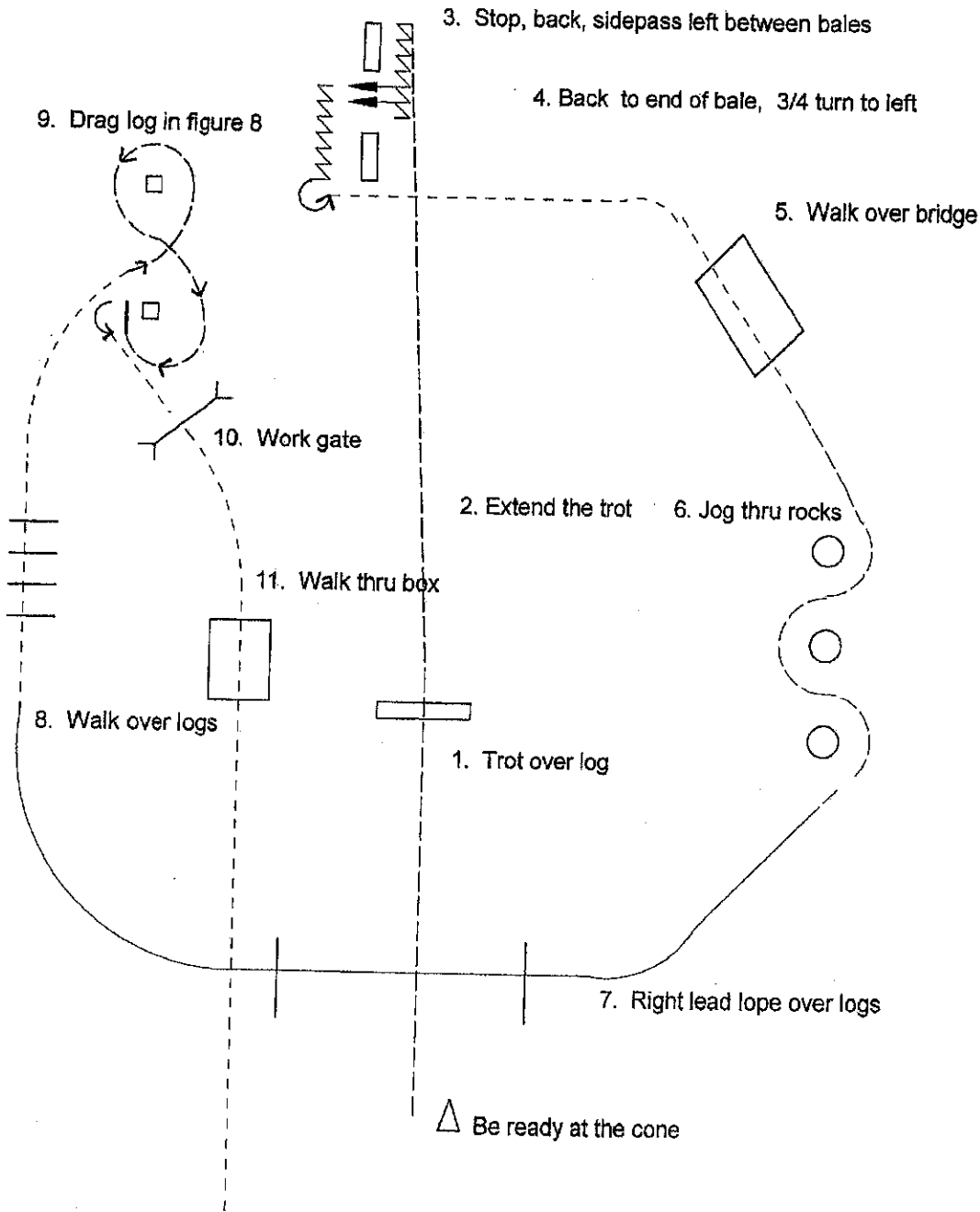


RANCH HORSE RIDING PATTERN 3

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
12. Stop and back

ALL BREED - OPEN + AMT.
APHC Senior + NP

RANCH TRAIL



YOUTH RANCH TRAIL - ApHC + All Breed Junior ApHC Ranch Trail

