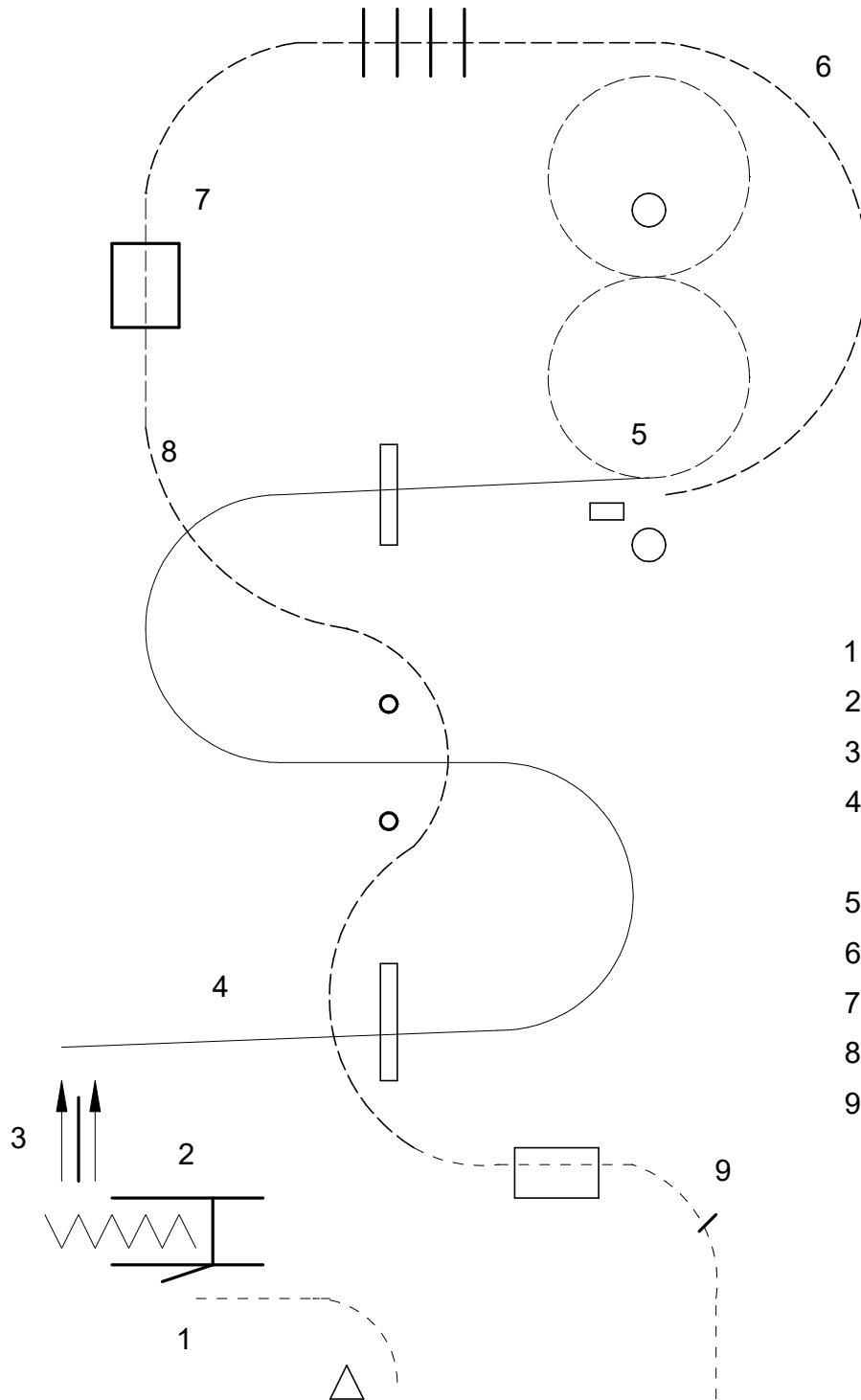


Ranch Trail - Youth, Novice Non Pro

Classes - 99, 402, 102, 702, 706

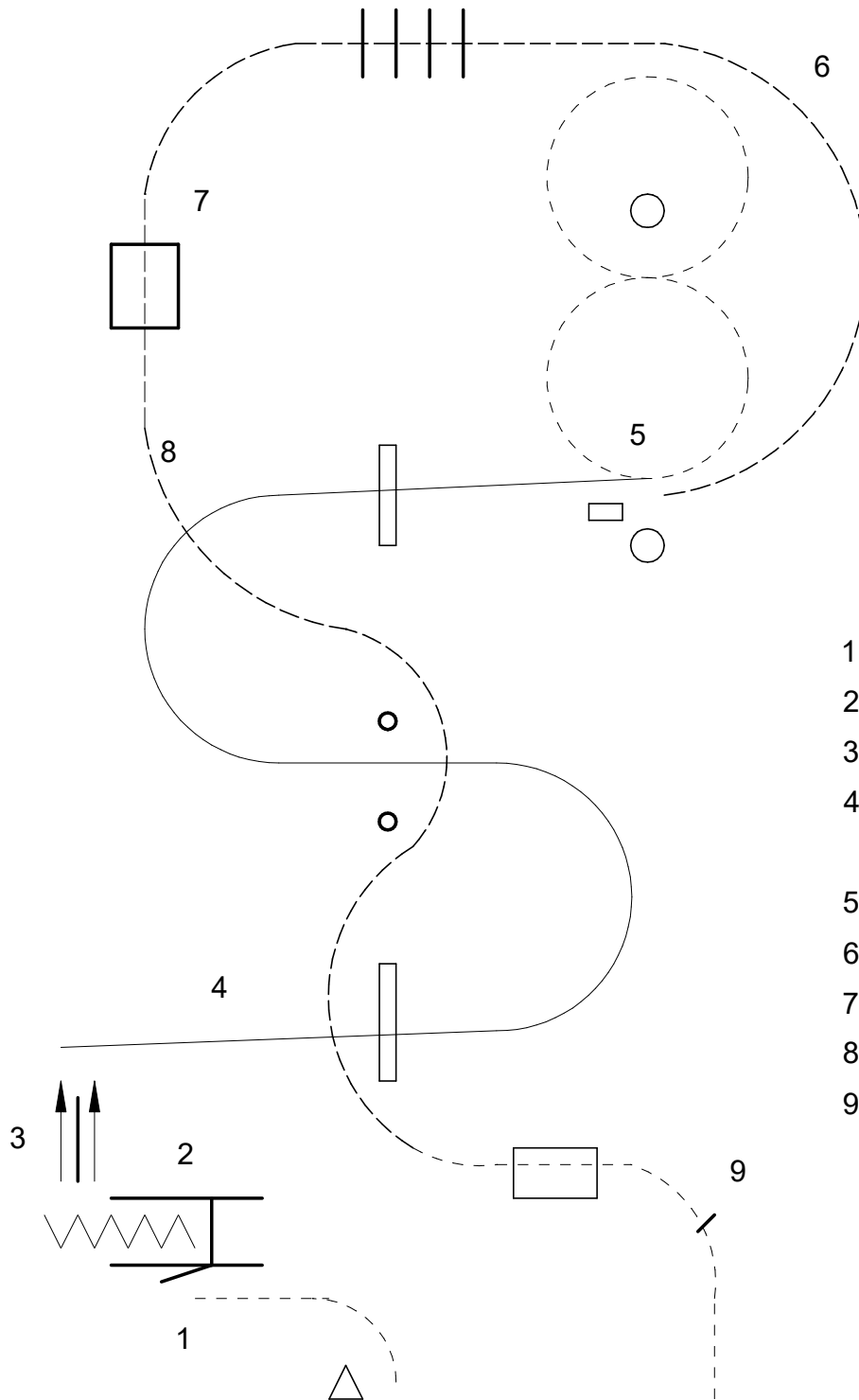


Walk	-----
Trot/jog	-----
Extended trot	-----
Lope	-----
Back	-----

Be ready at the marker.

1. Walk to gate, work with right hand.
2. Back out of chute.
3. Sidepass left over pole.
4. Lope left lead over log, changing leads between logs, continue on right lead over 2nd log.
5. Stop at post, pick up rope, trot figure 8, stop and replace rope.
6. Extend the trot around the drag area and over poles.
7. Collect the trot through the box.
8. Extend the trot through serpentine, walk over bridge.
9. Stop, dismount and lead horse to exit at a walk.

Ranch Trail - All Breed Open, Junior, Senior
Classes - 400, 101, 701, 103, 703

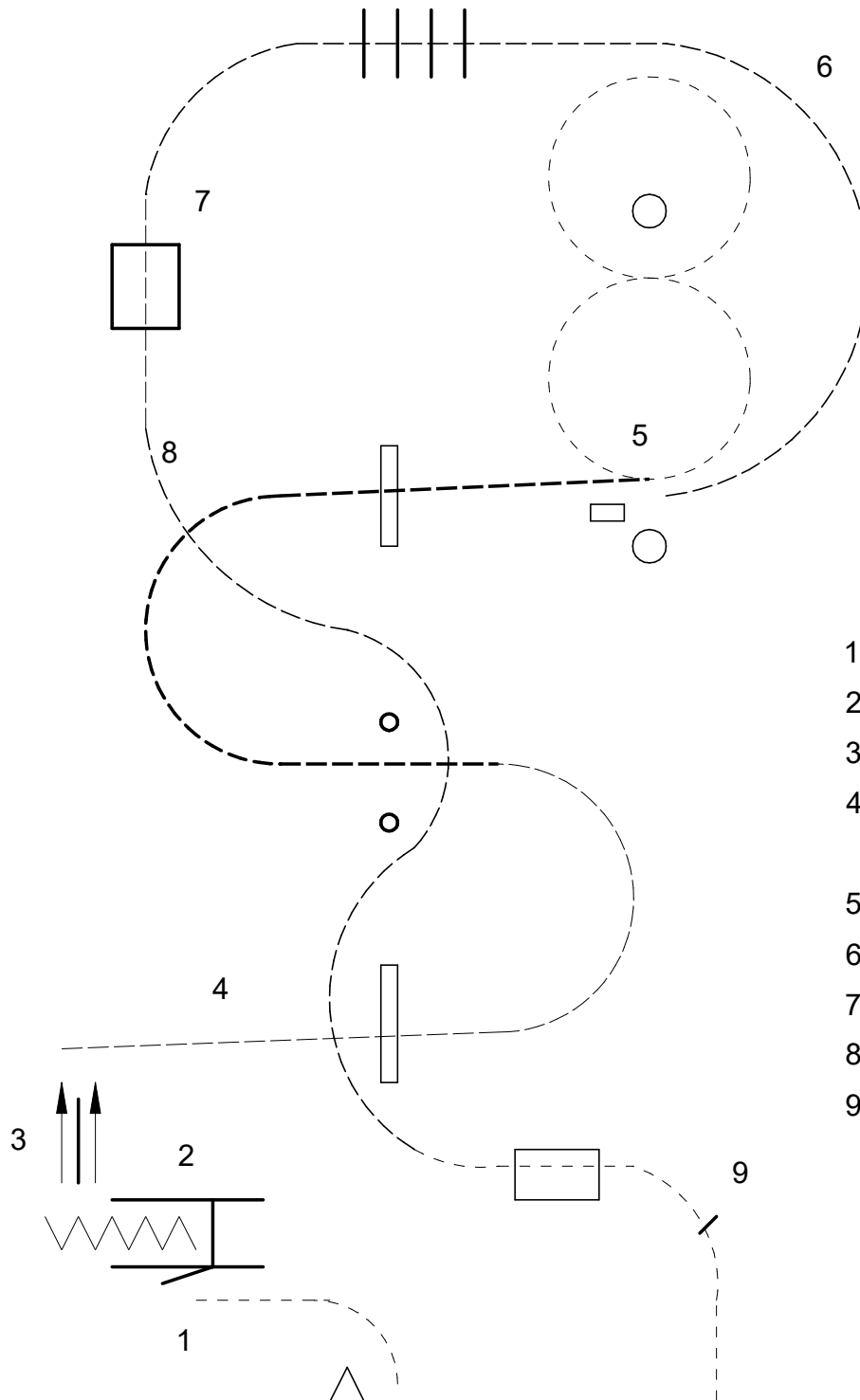


Walk	-----
Trot/jog	-----
Extended trot	-----
Lope	-----
Back	^ ^ ^ ^

Be ready at the marker.

1. Walk to gate, work with right hand.
2. Back out of chute.
3. Sidepass left over pole.
4. Lope left lead over log, changing leads between logs, continue on right lead over 2nd log.
5. Stop at drag, drag log at walk or trot in figure 8.
6. Extend the trot around the drag area and over poles.
7. Collect the trot through the box.
8. Extend the trot through serpentine, walk over bridge.
9. Stop, dismount and lead horse to exit at a walk.

Ranch Trail - Walk Trot
Classes - 98, 405, 105

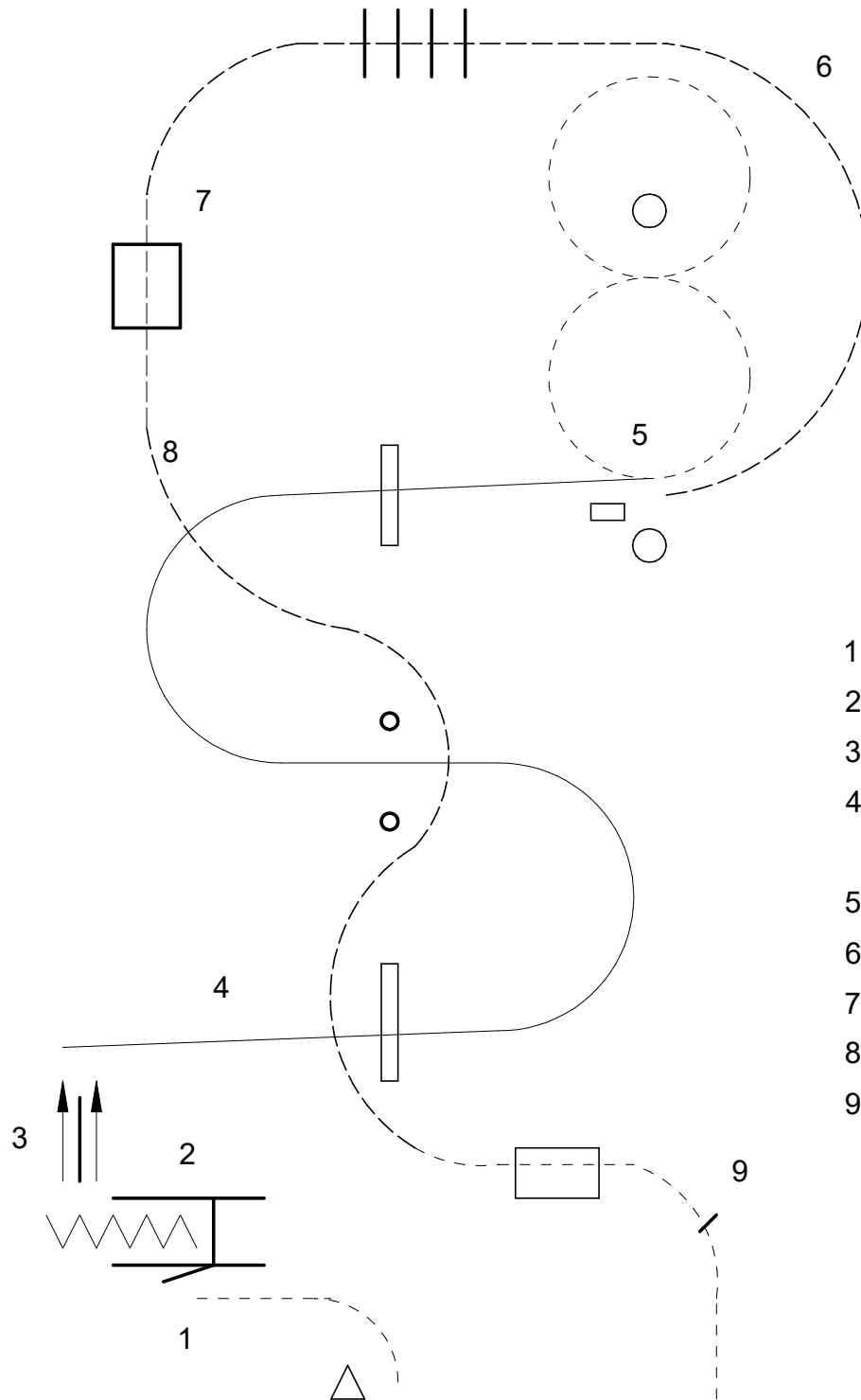


Walk	-----
Trot/jog	-----
Extended trot	-----
Lope	-----
Back	^ ^ ^ ^

Be ready at the marker.

1. Walk to gate, work with right hand.
2. Back out of chute.
3. Sidepass left over pole.
4. Trot over first log and around 1/2 circle, extended trot in 1/2 circle and over 2nd log.
5. Stop at drag, pick up rope and walk figure 8, return rope.
6. Extend the trot around the drag area and over poles.
7. Collect the trot through the box.
8. Extend the trot through serpentine, walk over bridge.
9. Stop, dismount and lead horse to exit at a walk.

Ranch Trail - Green, Non Pro, Amateur
Classes - 401, 100, 404, 104, 704, 705



Walk	-----
Trot/jog	-----
Extended trot	-----
Lope	-----
Back	^ ^ ^ ^ ^

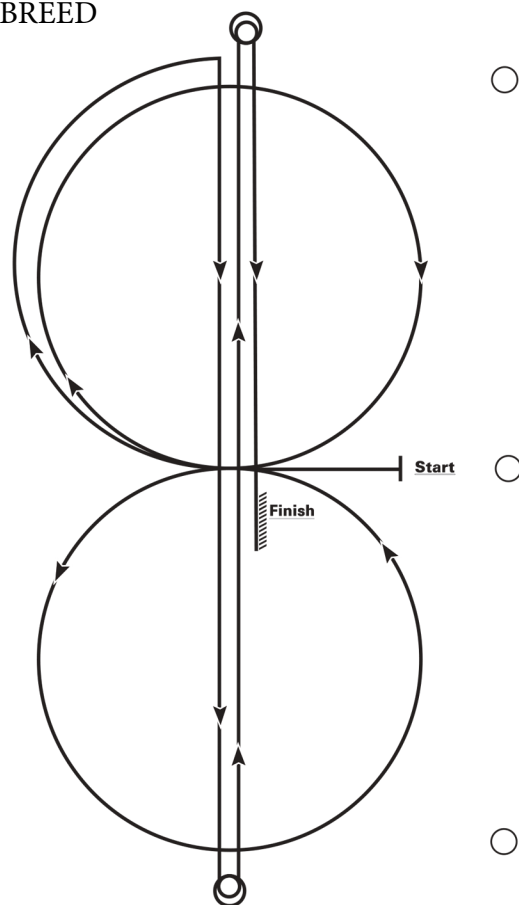
Be ready at the marker.

1. Walk to gate, work with right hand.
2. Back out of chute.
3. Sidepass left over pole.
4. Lope left lead over log, changing leads between logs, continue on right lead over 2nd log.
5. Stop at drag, drag log at walk in figure 8.
6. Extend the trot around the drag area and over poles.
7. Collect the trot through the box.
8. Extend the trot through serpentine, walk over bridge.
9. Stop, dismount and lead horse to exit at a walk.

PAINT HORSE WORKING COW BOXING

Working Cow Horse Pattern #6

ALL BREED



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

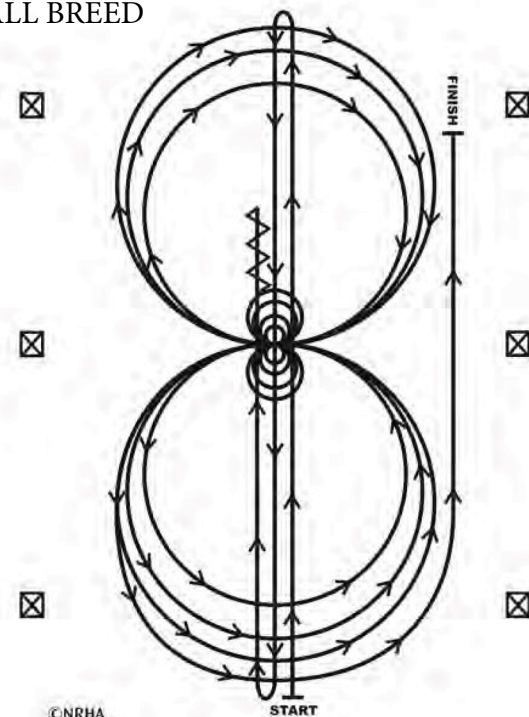
1. Beginning on the right lead lope one circle to the right. Change leads to the left.
2. Complete one circle to the left. Change leads to the right and go to the top of the arena.
3. Run down center of arena past the end marker and come to a sliding stop.
4. Complete $2\frac{1}{2}$ spins to the right.
5. Run to the other end of the arena, past the end marker and come to a sliding stop.
6. Complete $2\frac{1}{2}$ spins to the left.
7. Run past the center marker, stop, back at least 10 feet.
8. Hesitate to complete pattern.

This pattern may be used as a lope-in pattern; see SC-265.B.

PAINT HORSE RANCH REINING

Reining Pattern #1

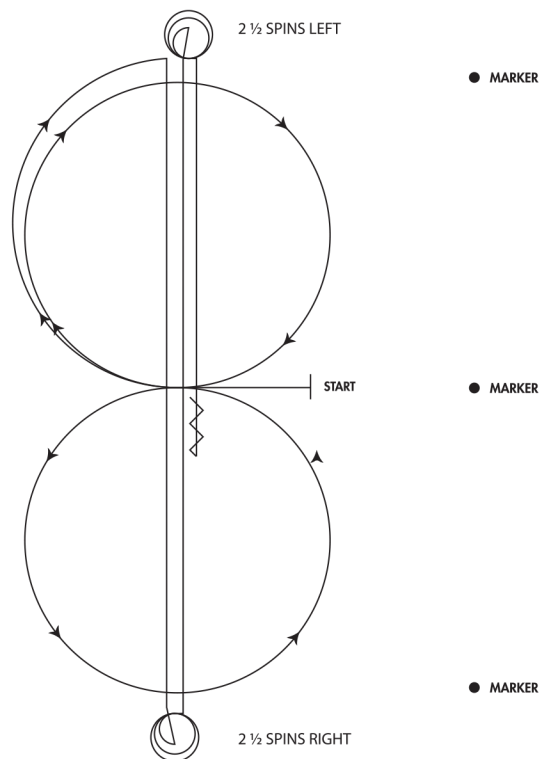
ALL BREED



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1. Run at speed to the far end of the arena past the end marker and do a left rollback – no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback – no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (3m). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. 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.
7. 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.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (6.09m) from wall or fence. Hesitate to demonstrate the completion of the pattern.

Exhibitor may dismount and drop bridle to the designated judge.



APPALOOSA

Working Cow Horse Pattern #6

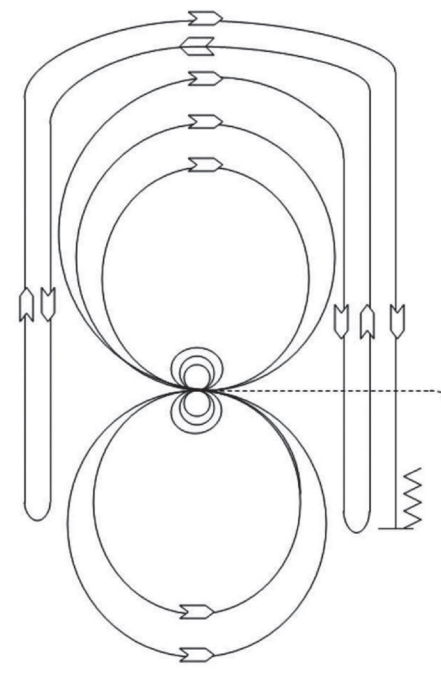
Trot to center of arena, stop. Start pattern facing towards judge.

12. Beginning on the right lead lope one circle to the right. Change leads to the left.
13. Complete one circle to the left. Change leads to the right and go to the top of the arena.
14. Run down center of arena past the end marker and come to a sliding stop.
15. Complete 2 1/2 spins to the right.
16. Run to the other end of the arena, past the end marker and come to a sliding stop.
17. Complete 2 1/2 spins to the left.
18. Run past the center marker, stop, back at least 10 feet.
19. 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 | |

APPALOOSA RANCH REINING



RANCH REINING PATTERN 1

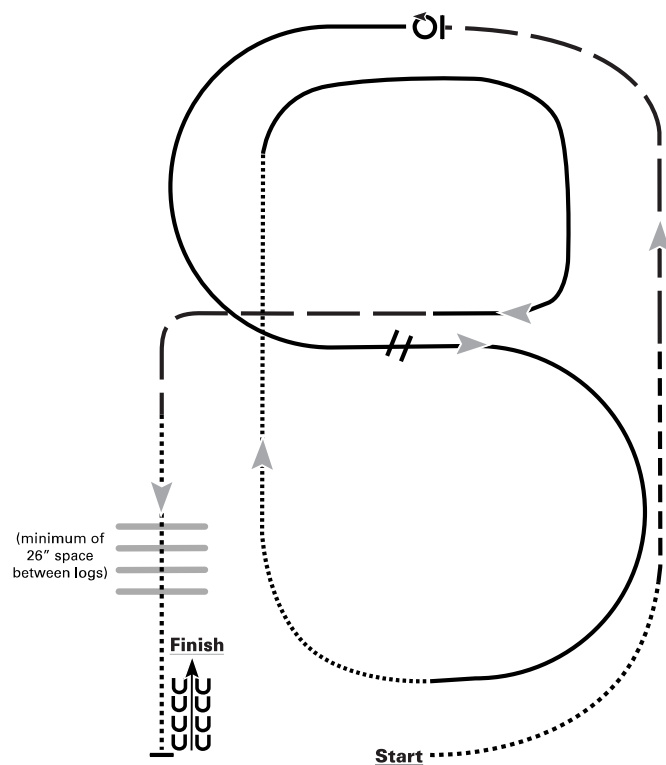
Mandatory Markers along Fence or Wall: The judge shall indicate with markers on arena fence or wall the center of the pattern.

Ride pattern as follows: Trot to center of arena and stop.

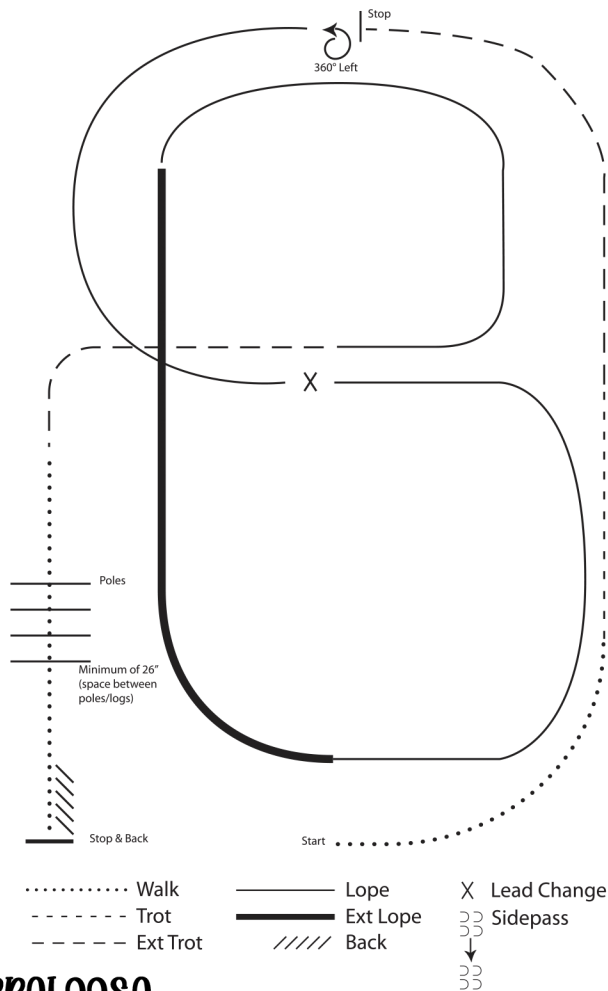
1. Complete 3 spins in one direction. Hesitate.
2. Complete 3 spins in the opposite direction. Hesitate.
3. Beginning on right lead, complete two large fast circles to the right. Change leads at center of arena.
4. Complete two large fast circles to the left. Change leads at center of arena.
5. Begin 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.

Ranch Riding Pattern #1

PAINT HORSE
& ALL BREED



1. Walk
2. Trot
3. Extend the trot ,at the top of the arena, stop
4. 360 turn to the left
5. Left lead $\frac{1}{2}$ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead $\frac{1}{2}$ 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



APPALOOSA

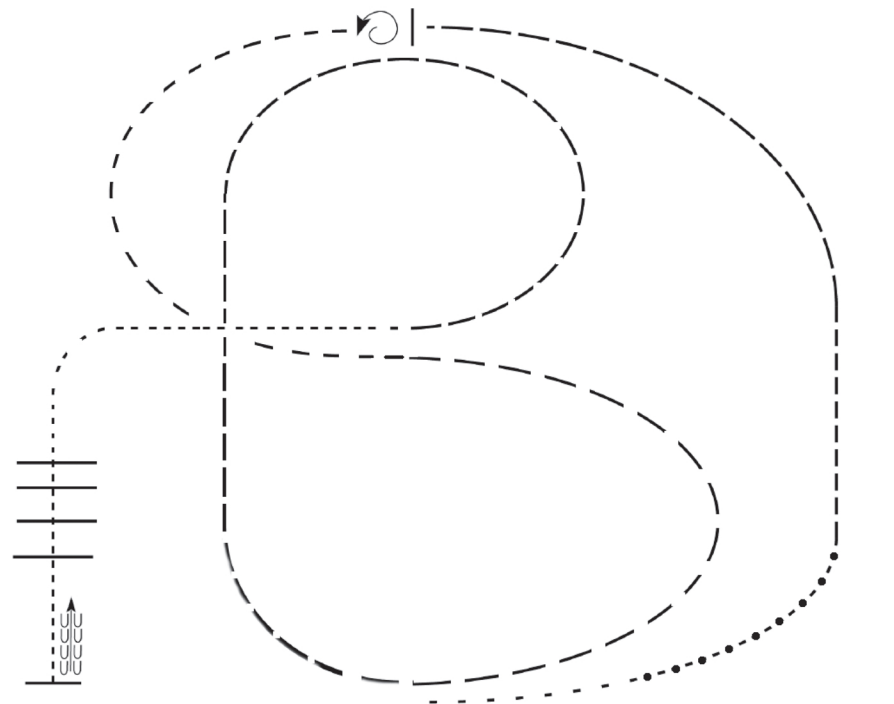
RANCH RIDING PATTERN 1

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

MPApHC Colorado Show

APPALOOSA Walk Trot Ranch Riding

www.HorseShowPatterns.com



- 1). Walk , Extend the walk
- 2). Trot
- 3). Extend the trot, at the top of arena, stop
- 4). 360 degree turn to the left
- 5). Trot 1/2 circle
- 6). Extend the trot
- 7). Break down to walk
- 8). Walk over poles
- 9). Stop and back

Walk	-----
Extended Walk	-.-.-.-.-
Jog	-----
Extended Jog	-----
Back	← 33333

Pattern Provided by:

The Judges

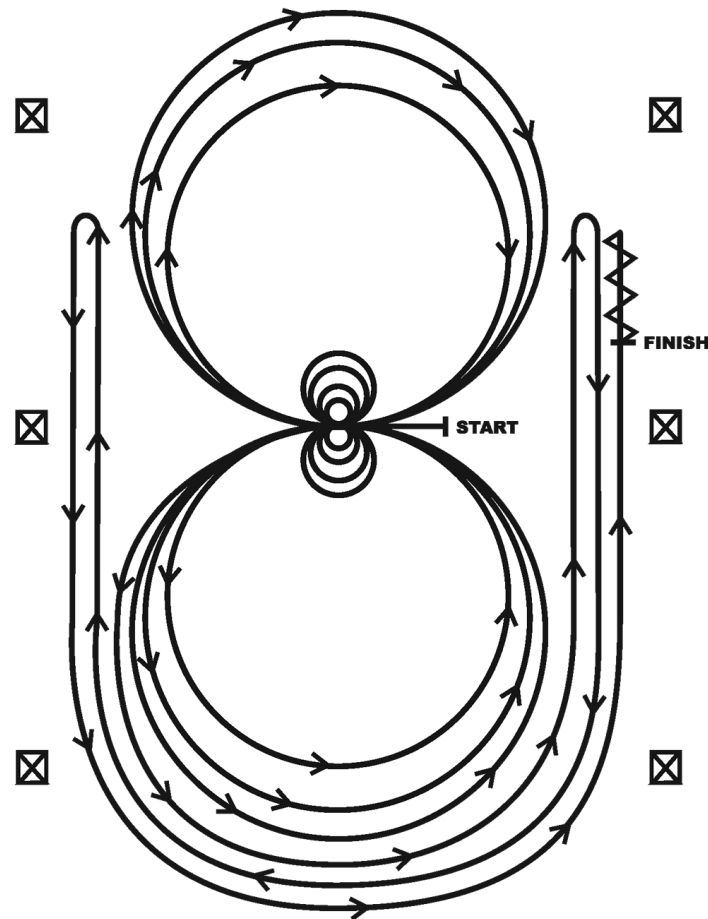
www.HorseShowPatterns.com

MPApHC Colorado Show

Reining (Jr, Sr and NP)

Show Date: 09-06-2024

REINING PATTERN 6



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the 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 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 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 twenty feet (six meters) 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 twenty feet (six meters) 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-6]

Pattern Provided by:

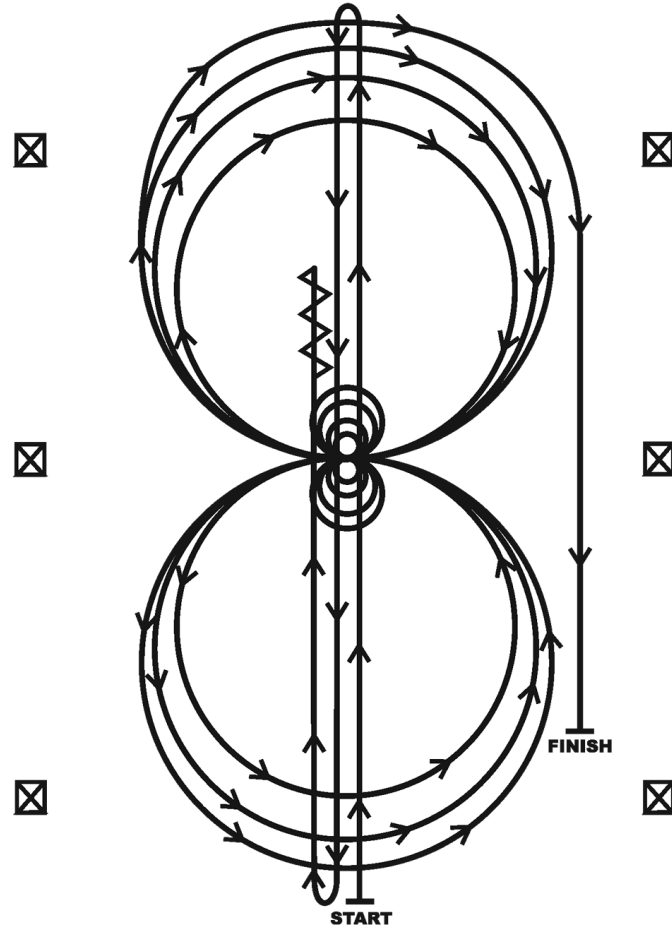
The Judges

MPApHC Colorado Show

Reining (Youth, Novice, Masters and Hack/Snaffle)

Show Date: 09-06-2024

REINING PATTERN 7



1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. 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.
4. Complete four spins to the right. Hesitate.
5. Complete four and 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 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 fast; the third circle small and slow. Change leads at the center of the arena.
8. 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 sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

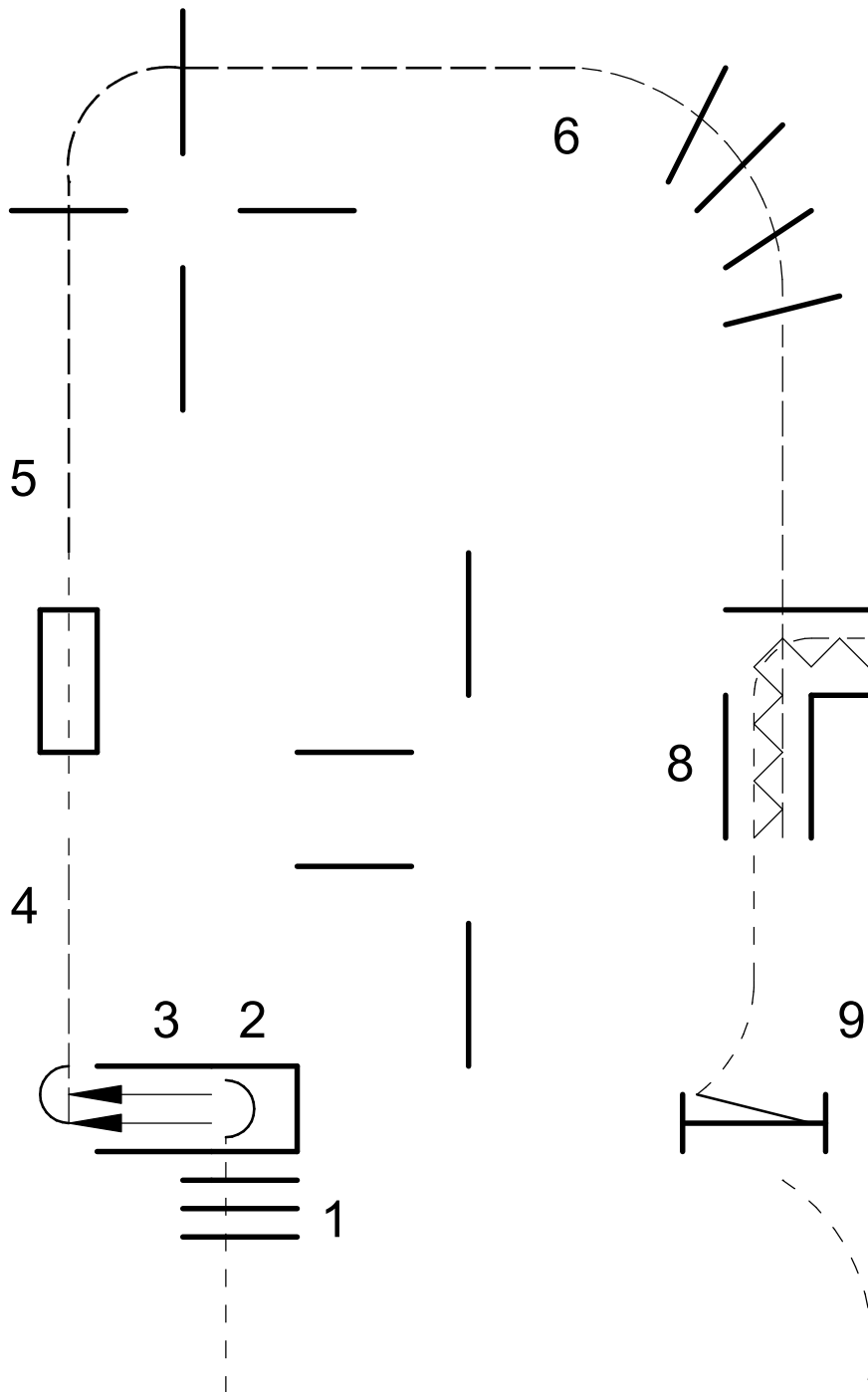
[R/AQHAP-7]

Pattern Provided by:

The Judges

Trail - All In Hand Trail

Classes - 472, 171, 772, 773

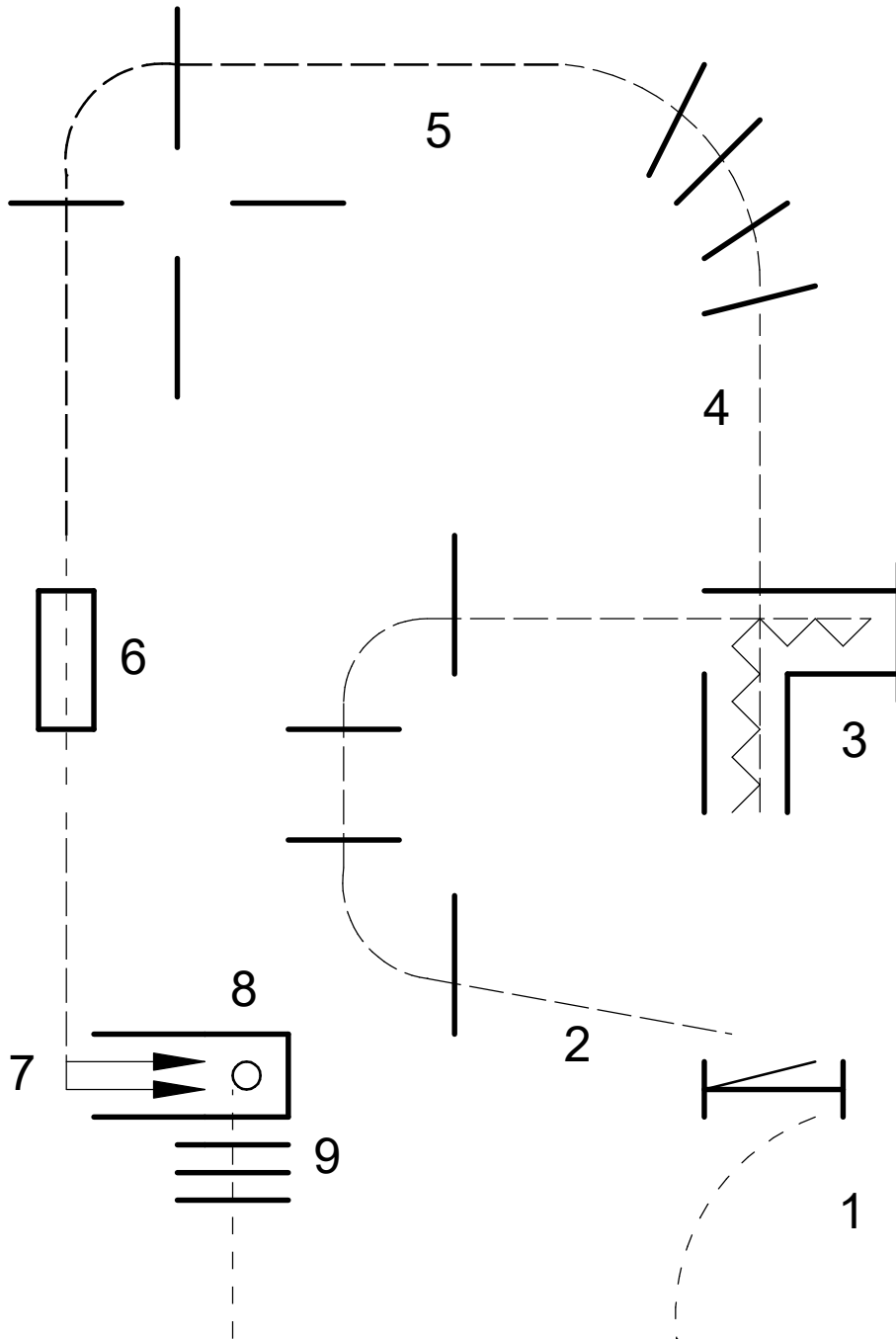


1. Walk over logs into box.
2. Turn 180 to right.
3. Sidepass right out of chute.
4. Turn 180 to right, jog to bridge, walk over bridge.
5. Extended jog over poles.
6. Jog over poles and into chute.
7. Back through L.
8. Walk through L to gate.
9. Work gate, left hand, walk to exit.

Kathryn Erickson 2024

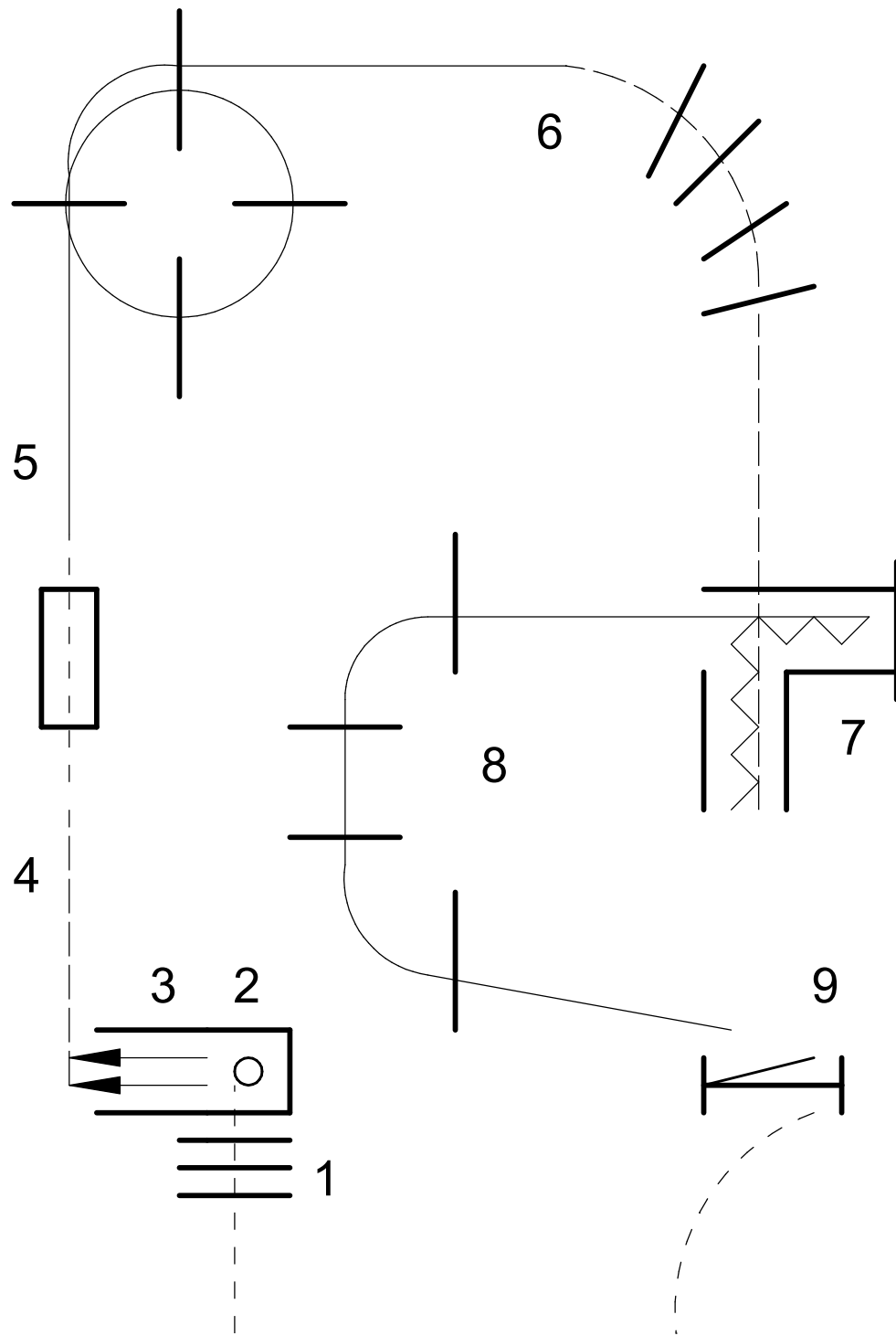
Trail - All Walk Trot

Classes - 168, 768, 169, 769



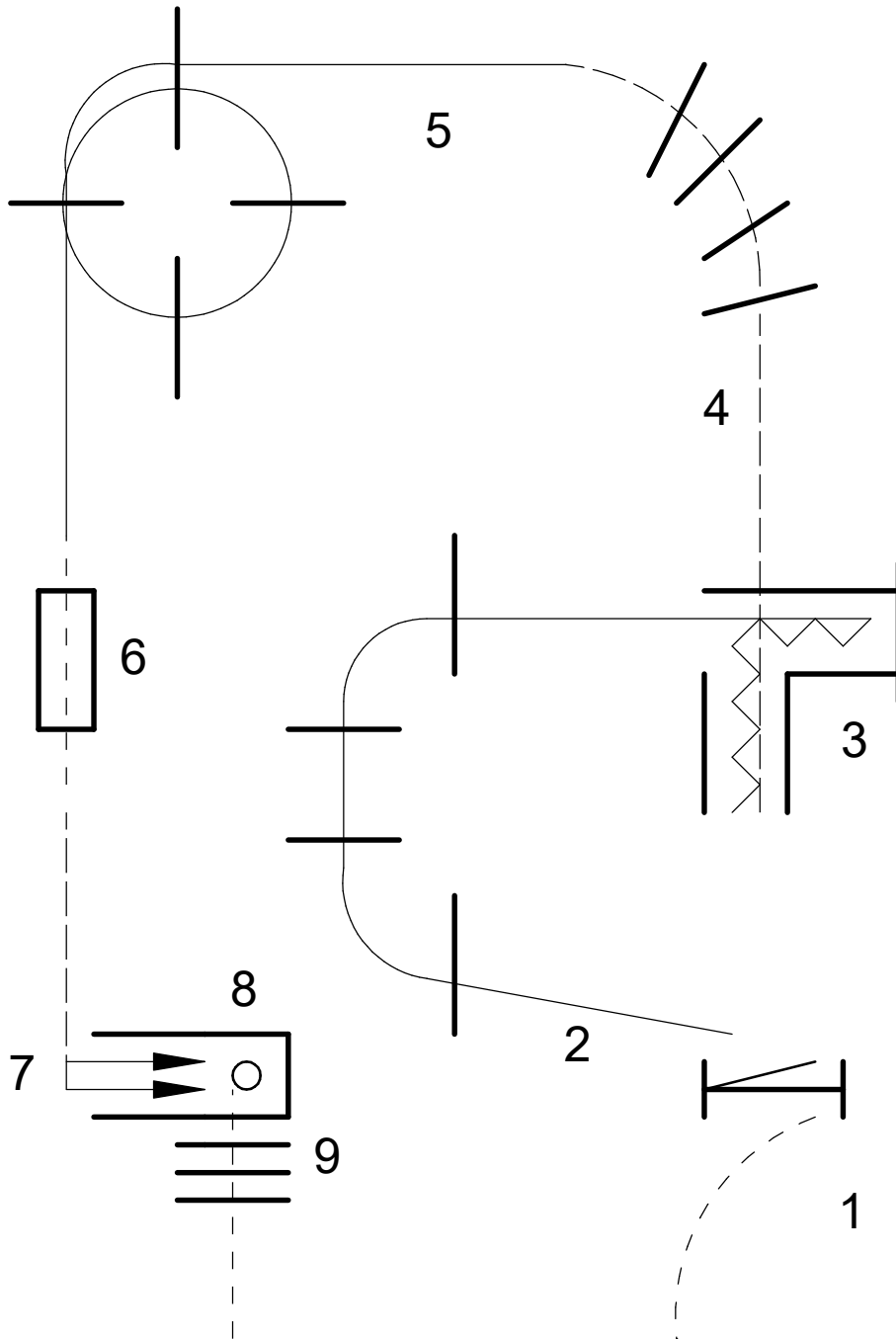
1. Walk to gate, work gate left hand.
2. Jog over logs and into chute.
3. Back around L.
4. Jog over logs.
5. Extended jog over logs.
6. Walk over bridge, jog to next obstacle and stop.
7. Sidepass left between poles.
8. Turn 360 either direction.
9. Walk out of box and over poles to exit.

Trail - Green, Masters Non Pro, Novice Non Pro, Novice AM, Youth
Classes - 161, 761, 162, 762, 163, 166, 766, 771



1. Walk over logs into box.
2. Turn 360 either direction.
3. Sidepass left out of chute.
4. Jog to bridge, walk over bridge.
5. Lope right lead over poles.
6. Jog over poles and into chute.
7. Back through L.
8. Lope left lead over poles.
9. Work gate, right hand, walk to exit.

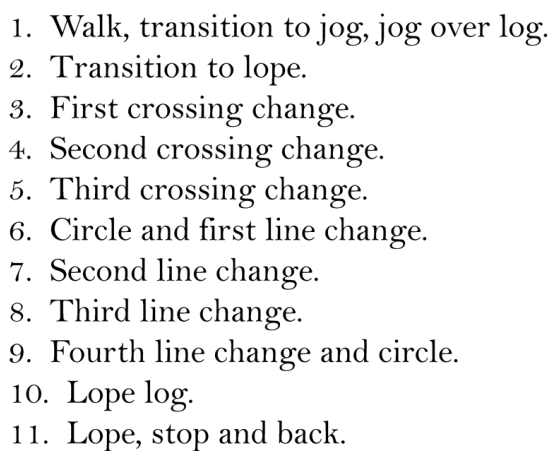
Trail - Junior, Senior, Non Pro, Amateur
Classes - 164, 764, 165, 765, 167, 767, 770



1. Walk to gate, work gate left hand.
2. Lope right lead over logs and into chute.
3. Back around L.
4. Jog over logs.
5. Lope left lead over logs.
6. Walk over bridge, jog to next obstacle and stop.
7. Sidepass left between poles.
8. Turn 360 either direction.
9. Walk out of box and over poles to exit.

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Show Date: 09-06-2024

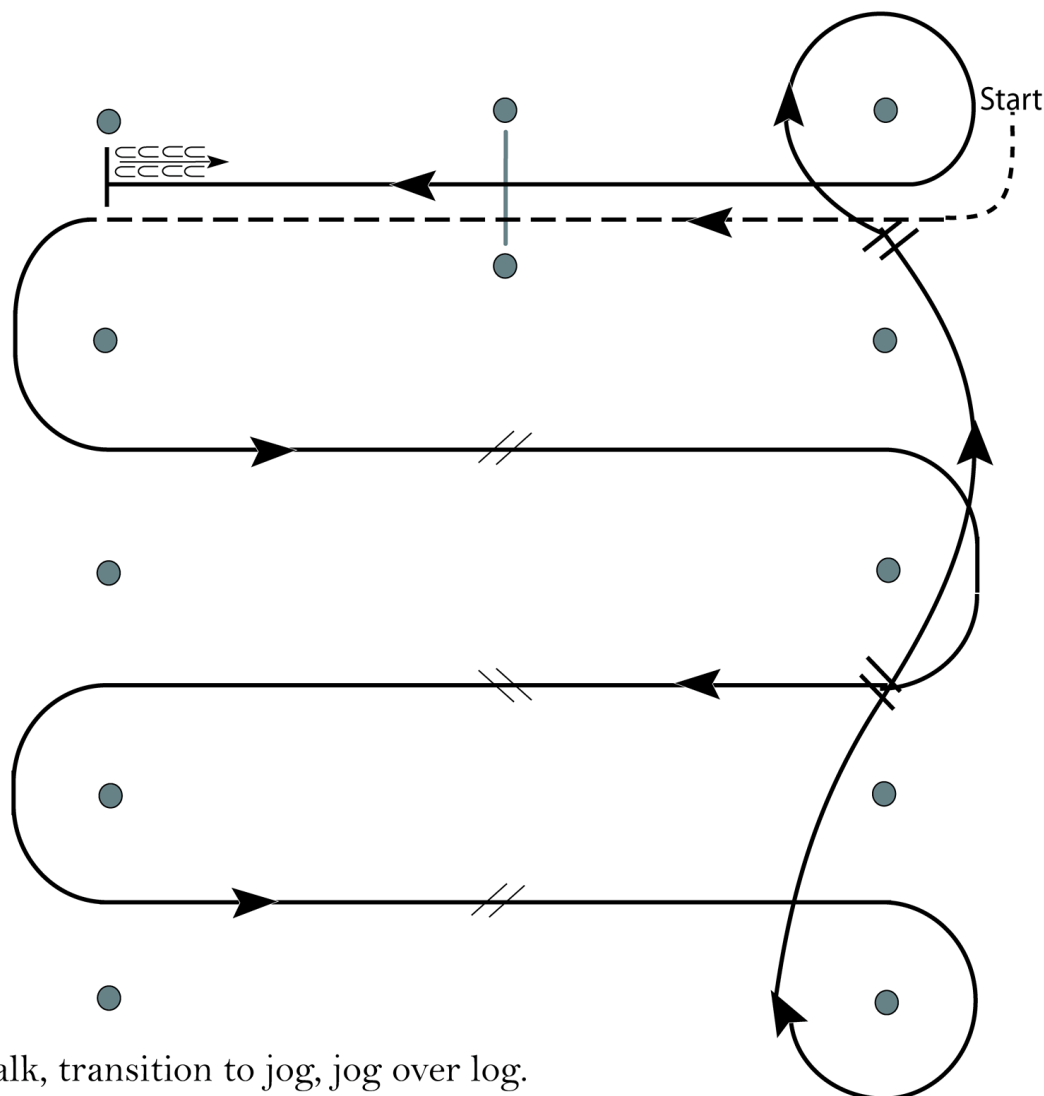


The Judges

MPApHC Colorado Show

Green Western Riding

Show Date: 09-06-2024



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 and first line change.
7. Second line change and circle.
8. Lope log.
9. Stop and back.

[WR/GP-2]

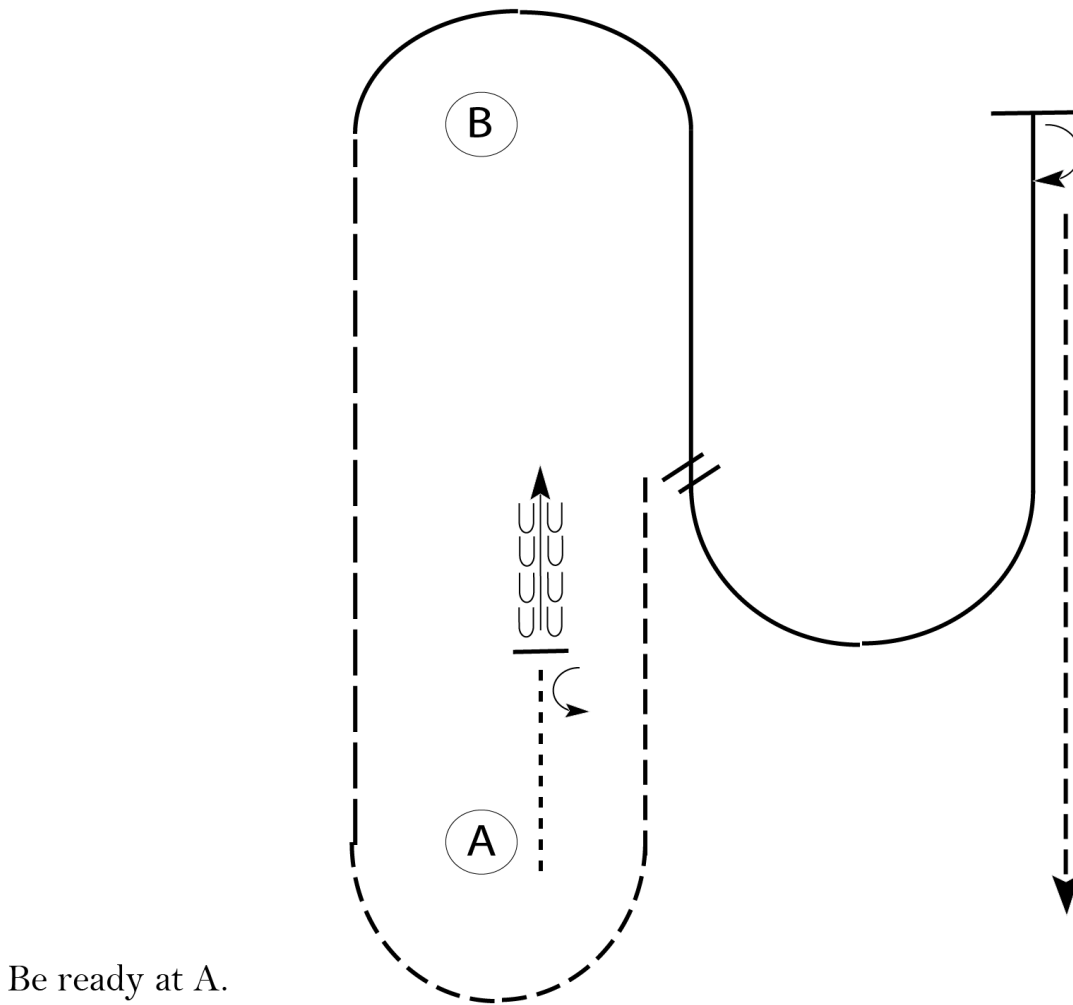
Pattern Provided by:

The Judges

MPApHC Colorado Show

Western Horsemanship (Open, All Youth and NP)

Show Date: 09-06-2024



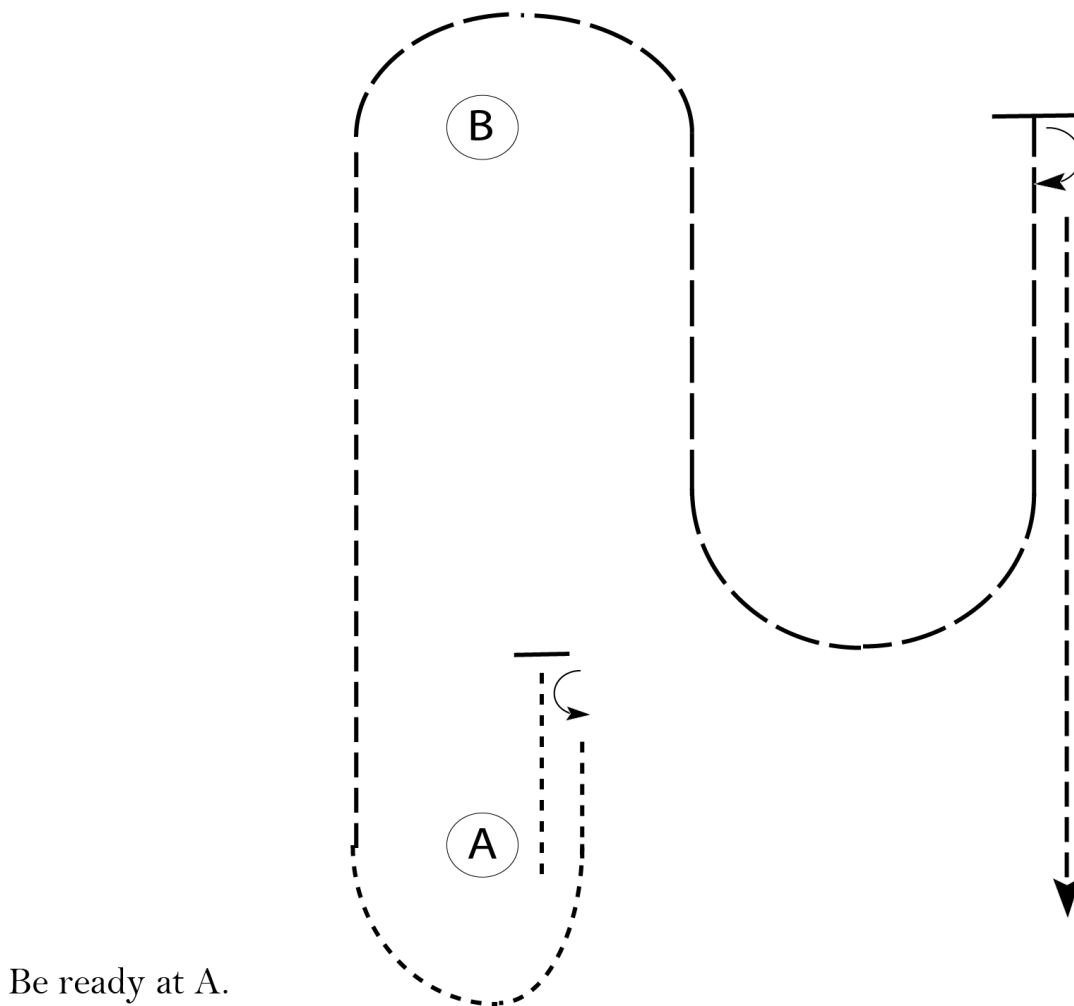
Pattern Provided by:

The Judges

MPApHC Colorado Show

Western Horsemanship (All Walk Trot)

Show Date: 09-06-2024



Be ready at A.

1. Walk approximately two horse lengths forward.
Stop and perform a 1/2 turn left.
2. Walk to and around A.
3. Jog to B.
4. Extend the jog as shown until even with B.
until even with B.
5. Stop and perform a 180 degree turn to the
right and jog to finish.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	
Lead Change	
Back	
Marker	(B)

[WH/WT-118]

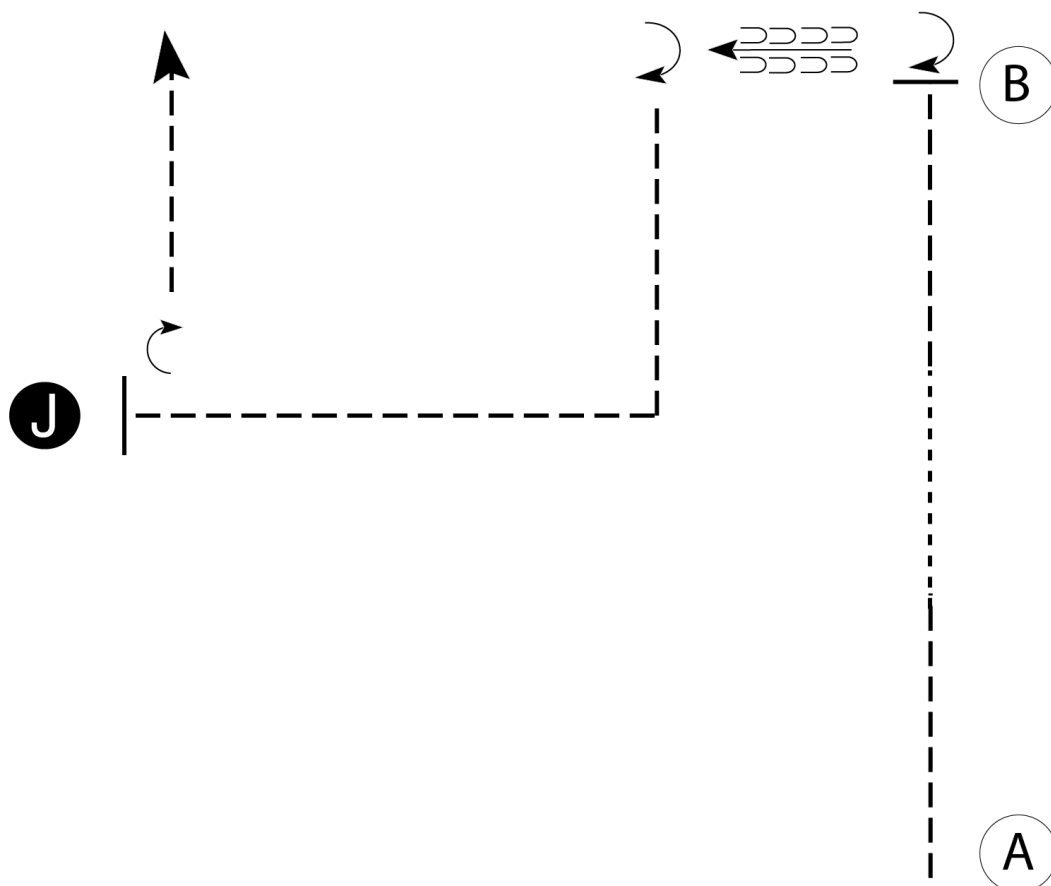
Pattern Provided by:

The Judges

MPApHC Colorado Show

Showmanship (All Walk Trot and Novice)

Show Date: 09-06-2024



Be ready at A.

1. Trot 1/3 of the line, then walk 1/3 of the line then trot the final 1/3 of the line.
2. Stop with horse's hip even with B then perform a 1/4 turn.
3. Back 2 horse lengths then perform a 1/4 turn.
4. Trot to judge as shown.
5. Stop and set up at Judge.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.

Walk -----
Trot - - - - -
Back ← \ \ \ \ \
Marker (B)
Judge (J)

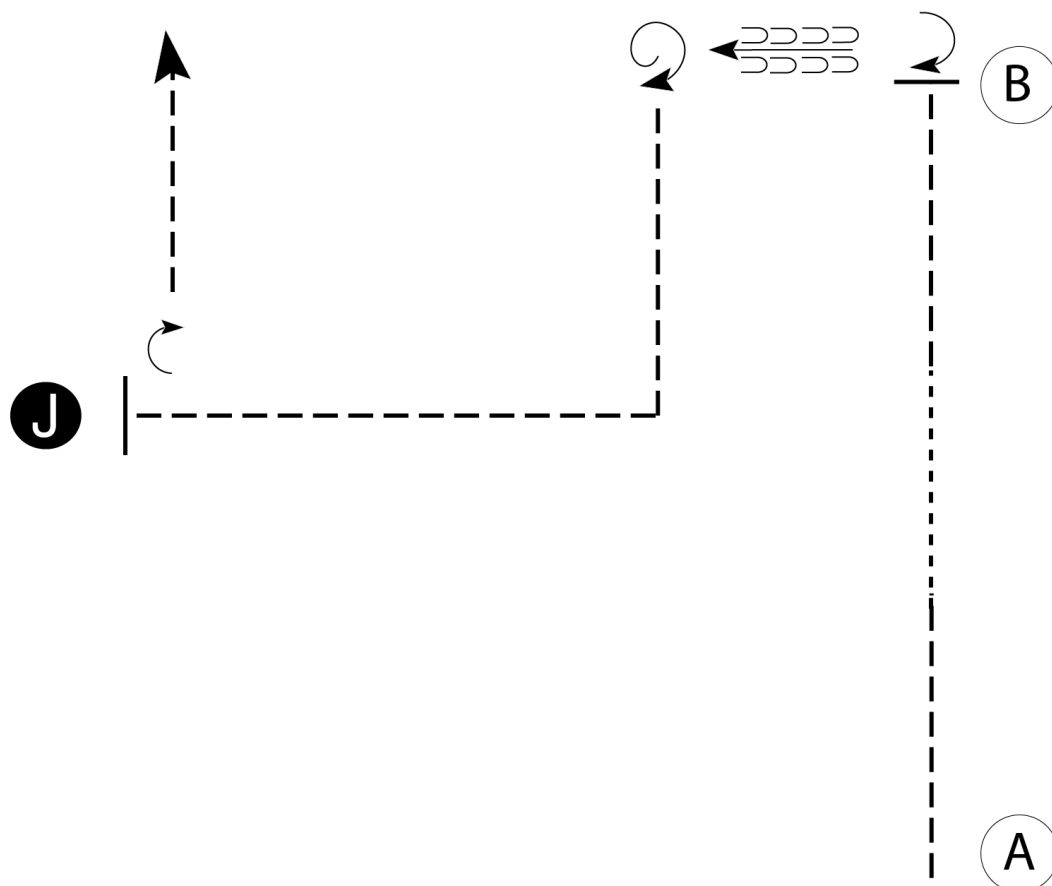
[S/1-119]

Pattern Provided by:
The Judges

MPApHC Colorado Show

Showmanship (Open, All Youth and NP)

Show Date: 09-06-2024



Be ready at A.

1. Trot 1/3 of the line, then walk 1/3 of the line then trot the final 1/3 of the line.
2. Stop with horse's hip even with B then perform a 1/4 turn.
3. Back 2 horse lengths then perform a 1 1/4 turn.
4. Trot to judge as shown.
5. Stop and set up at Judge.
6. Inspection.
7. When dismissed, perform a 1/4 turn and trot to exit.

Walk -----
Trot -----
Back ←-----
Marker (B)
Judge (J)

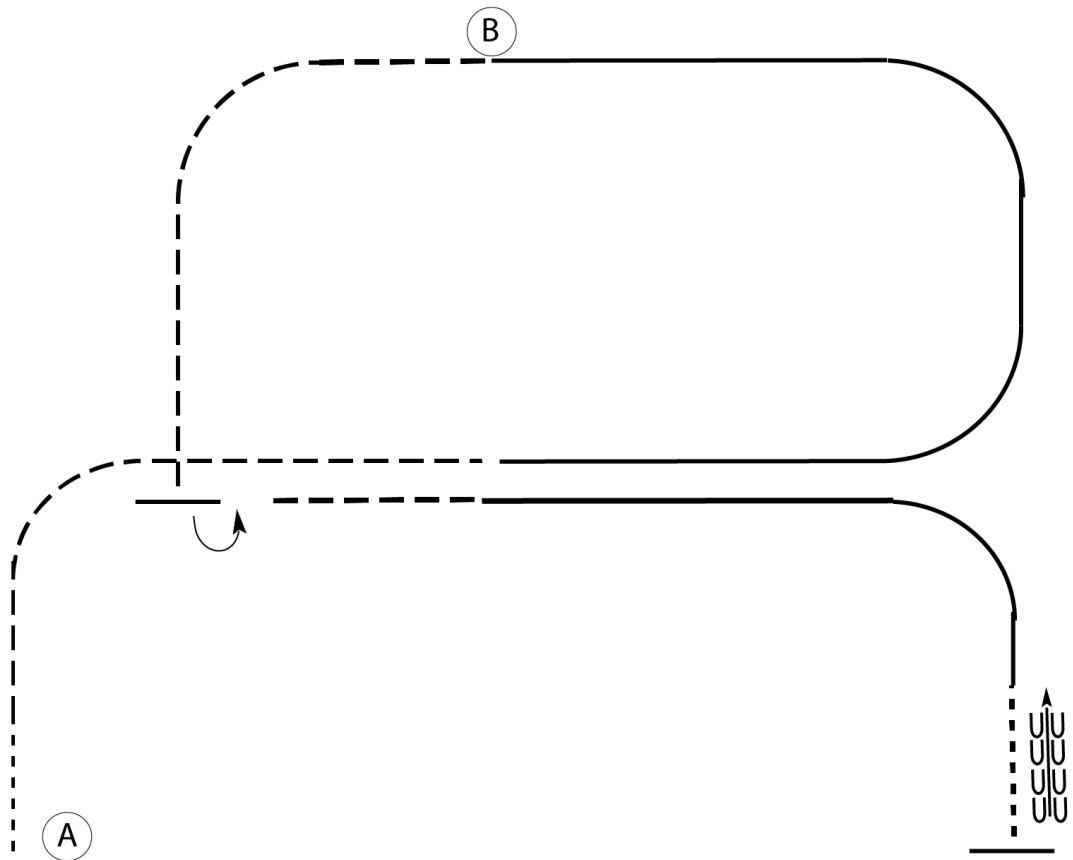
[S/2-119]

Pattern Provided by:
The Judges

MPApHC Colorado Show

Hunt Seat Equitation (Open, All Youth and NP)

Show Date: 09-06-2024



Be ready at A.

1. Forward walk for approximately 2 strides.
2. Trot on the left diagonal to center of pattern.
3. Canter on the left lead to B.
4. Trot on the right diagonal until halfway to A.
5. Stop and perform a 90 degree turn on the forehand to the left to change direction.
6. Sitting trot for 2-3 strides.
7. Canter on the right lead around corner.
8. Forward walk until even with A.
9. Stop and back.

Pattern is complete.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	— / —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	—————

[HSE/1-115]

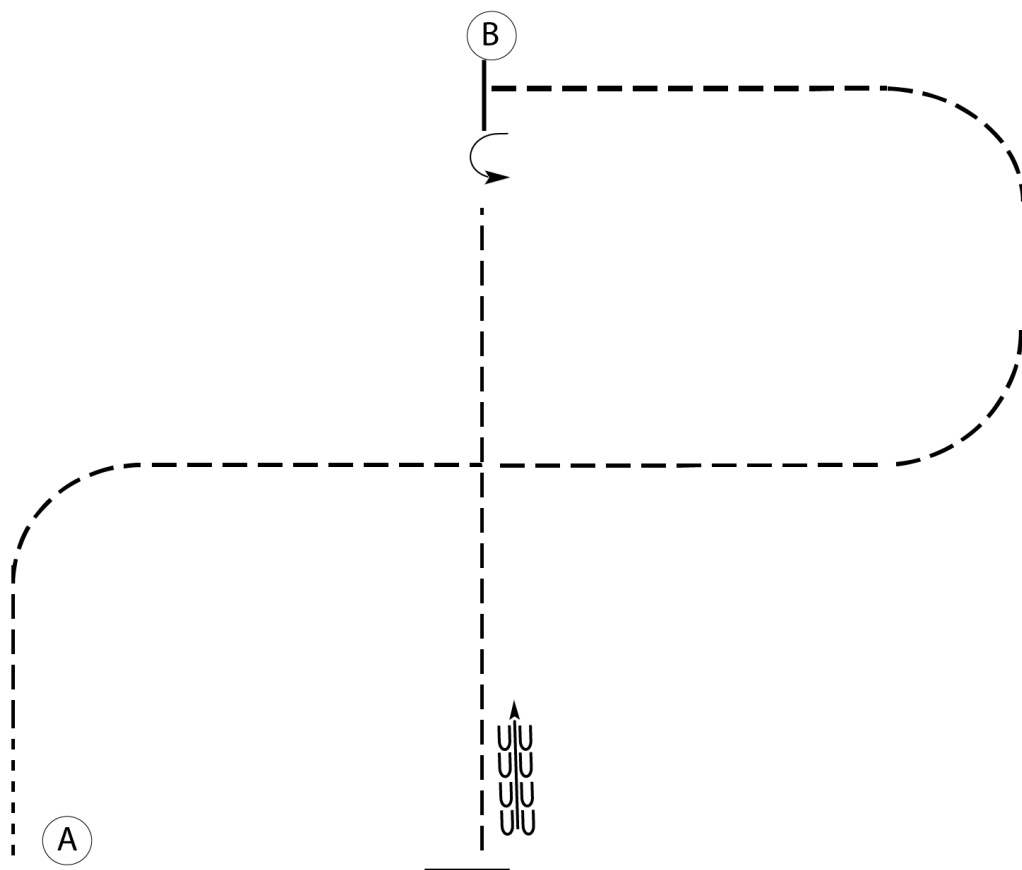
Pattern Provided by:

The Judges

MPApHC Colorado Show

Hunt Seat Equitation (All Walk Trot)

Show Date: 09-06-2024



Be ready at A.

1. Forward walk for approximately 2 strides.
2. Trot on the left diagonal to center of pattern.
3. Change diagonals and trot on the right diagonal until even with B.
4. Stop and perform a 90 degree turn on the forehand to the left to change direction.
5. Sitting trot for 2-3 strides.
6. Trot on the left diagonal until even with A.
7. Stop and back.

Pattern is complete.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	—————
Leg Yield	
Lead Change	↗ ↘
Back	← ← ←
Marker	Ⓚ
Sidepass	← — — — — →
Hand Gallop	—————

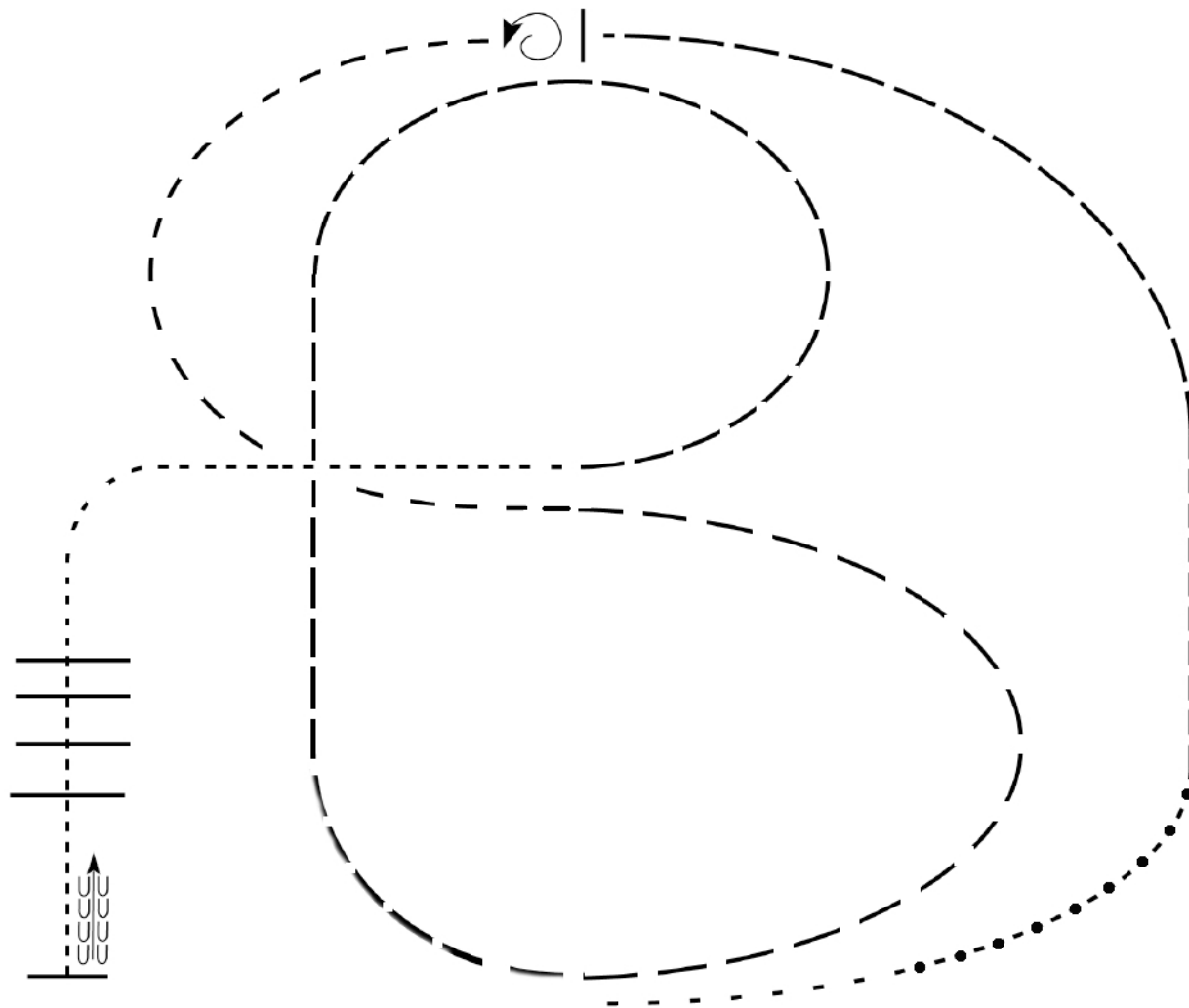
[HSE/WT-115]

Pattern Provided by:

The Judges

MPApHC Colorado Show

Walk Trot Ranch Riding



- 1). Walk , Extend the walk
- 2). Trot
- 3). Extend the trot, at the top of arena, stop
- 4). 360 degree turn to the left
- 5). Trot 1/2 circle
- 6). Extend the trot
- 7). Break down to walk
- 8). Walk over poles
- 9). Stop and back

Walk	-----
Extended Walk	-.-.-.-.-
Jog	-----
Extended Jog	-----
Back	← =====

Pattern Provided by:
The Judges

RANCH REINING PATTERNS

ApHC Ranch Reining #4

APHA Ranch Reining #1

All Breed APHA Ranch Reining #1

WORKING COWHORSE PATTERNS**BOXING PATTERNS**

ApHC WCH #6

APHA WCH #6

All Breed APHA #6

RANCH RIDING PATTERNS

ApHC WCH #1

APHA WCH #1

All Breed APHA #1