

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

1. Beginning on the left lead, complete three circles: two large fast circles; then one small slow circle. Change leads at center of arena.
2. Complete three circles to the right: two fast circles, then one small slow circle. Change leads at center of arena.
3. 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.
4. Complete 3 1/2 spins to the left.
5. Run down center of arena past end marker and come to a square sliding stop.
6. Complete 3 1/2 spins to the right.
7. Run down center of arena past center marker, and come to a square sliding stop. Back up at least 10 feet. Hesitate to complete pattern.

Pattern 8

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

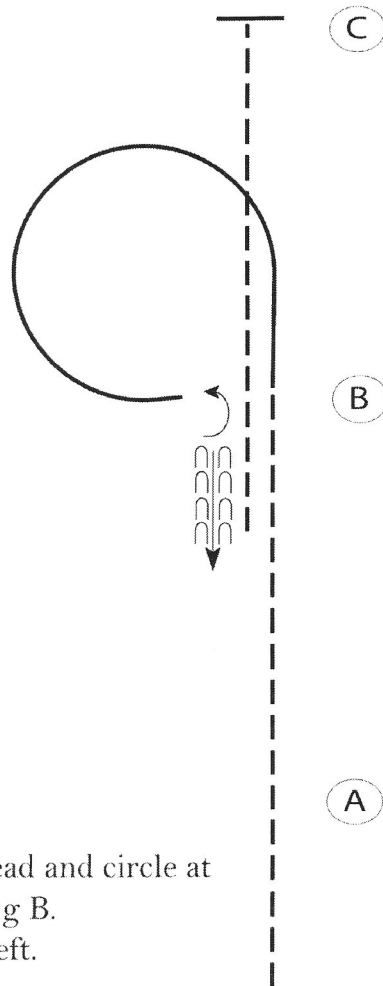
This pattern may be used as a lope-in pattern; refer to SHW505.2.

Horsemanship (Novice Youth, Novice Amateur and *All Breed*)

Show Date: *August 20*

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Begin before A at a jog.

1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1/4 turn to the left.
4. Back one horse length.
5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	—————
Leg Yield	
Lead Change	↘
Back	← ⊂ ⊂ ⊂ ⊂ ⊂
Marker	⊙ B
Sidepass	← - - - - - →

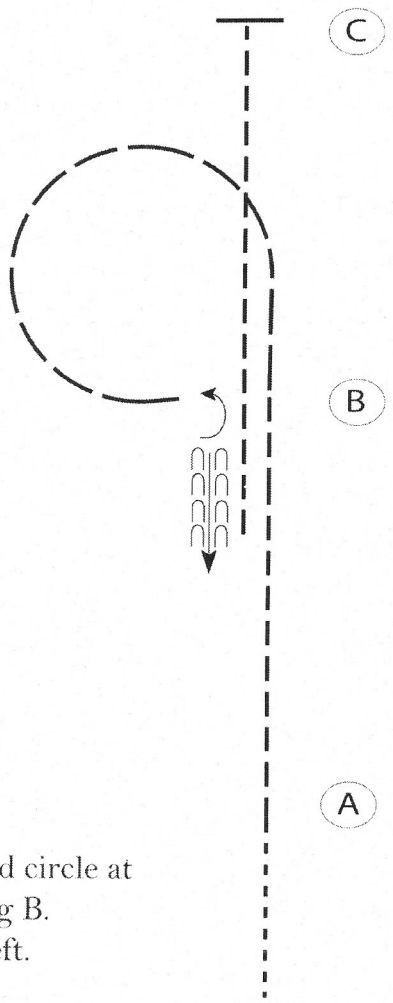
**Pattern Provided By
Marvin Kapushion**

Class could be added if entries
Horsemanship (Walk Trot)

Show Date: August 20-

W W W . H O R S E S H O W P A T T E R N S . C O M

W W W . H O R S E S H O W P A T T E R N S . C O M



- Begin before A at a walk.
1. Jog from A to B.
 2. At B, extend the jog and circle at B as shown. Stop facing B.
 3. Turn 1/4 turn to the left.
 4. Back one horse length.
 5. Jog to C. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	- - - - -
Extended Jog	- - - - -
Lope	—————
Leg Yield	
Lead Change	—/—
Back	←←←←←
Marker	⊙
Sidepass	←-----→

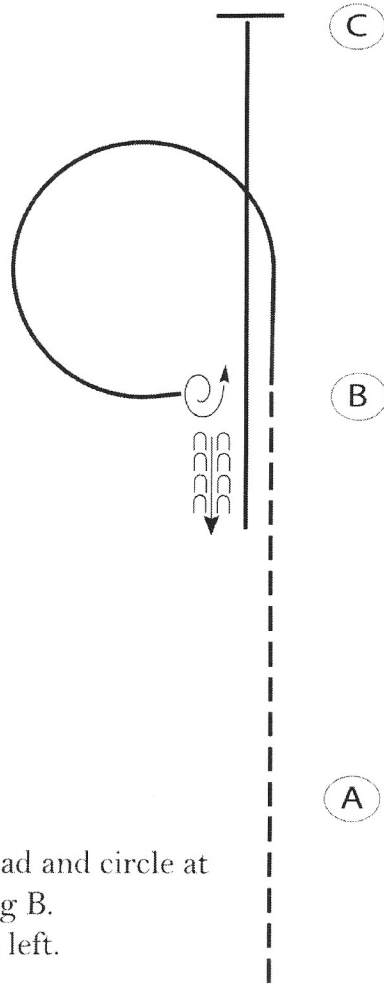
Pattern Provided By
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Horsemanship (Youth, Amateur and Select)

Show Date: August 20

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Begin before A at a jog.

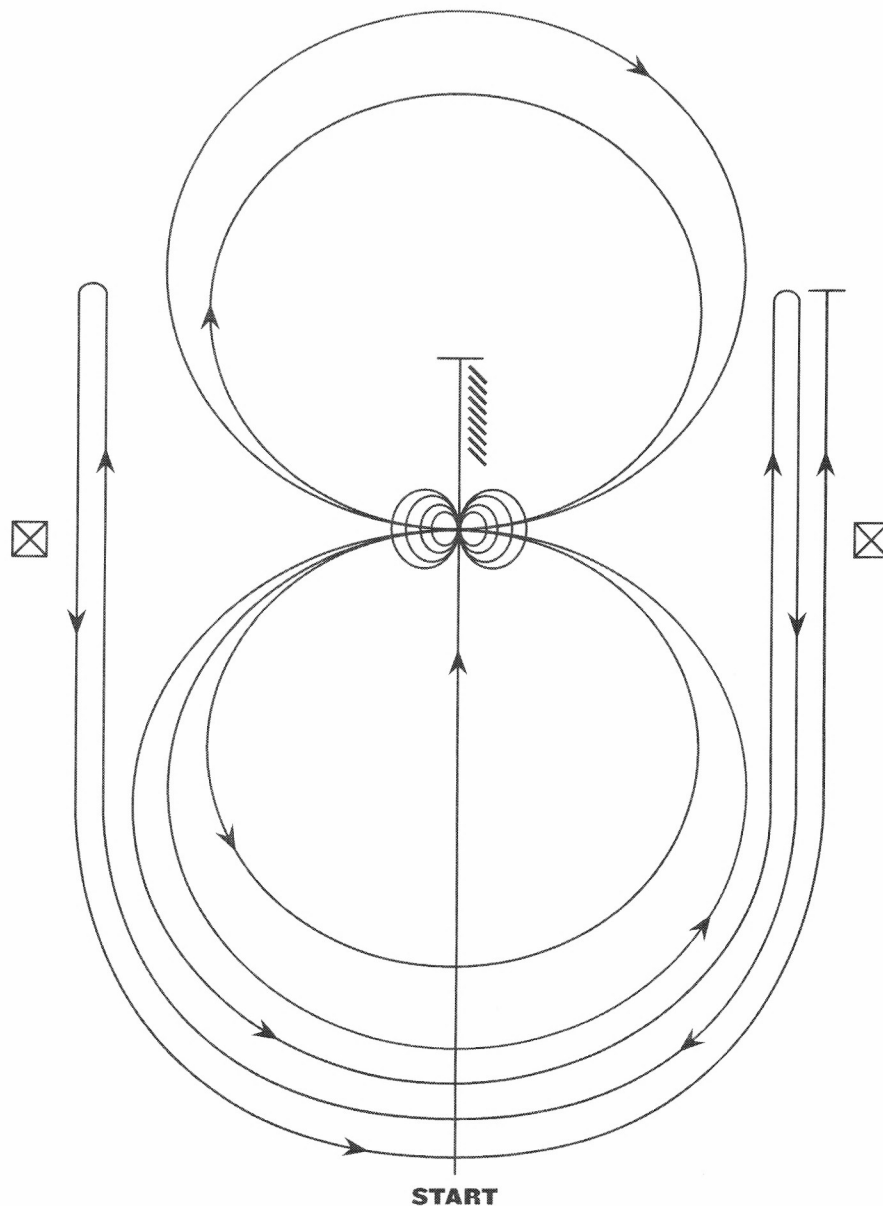
1. Jog from A to B.
2. At B, lope on the left lead and circle at B as shown. Stop facing B.
3. Turn 1 1/4 turn to the left.
4. Back one horse length.
5. Lope on the right lead to C. Stop at C.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	—————
Leg Yield	
Lead Change	—/—
Back	← Z Z Z Z Z
Marker	⊙ B
Sidepass	←-----→

**Pattern Provided By
Marvin Kapushion**

VRH AND RHC 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.

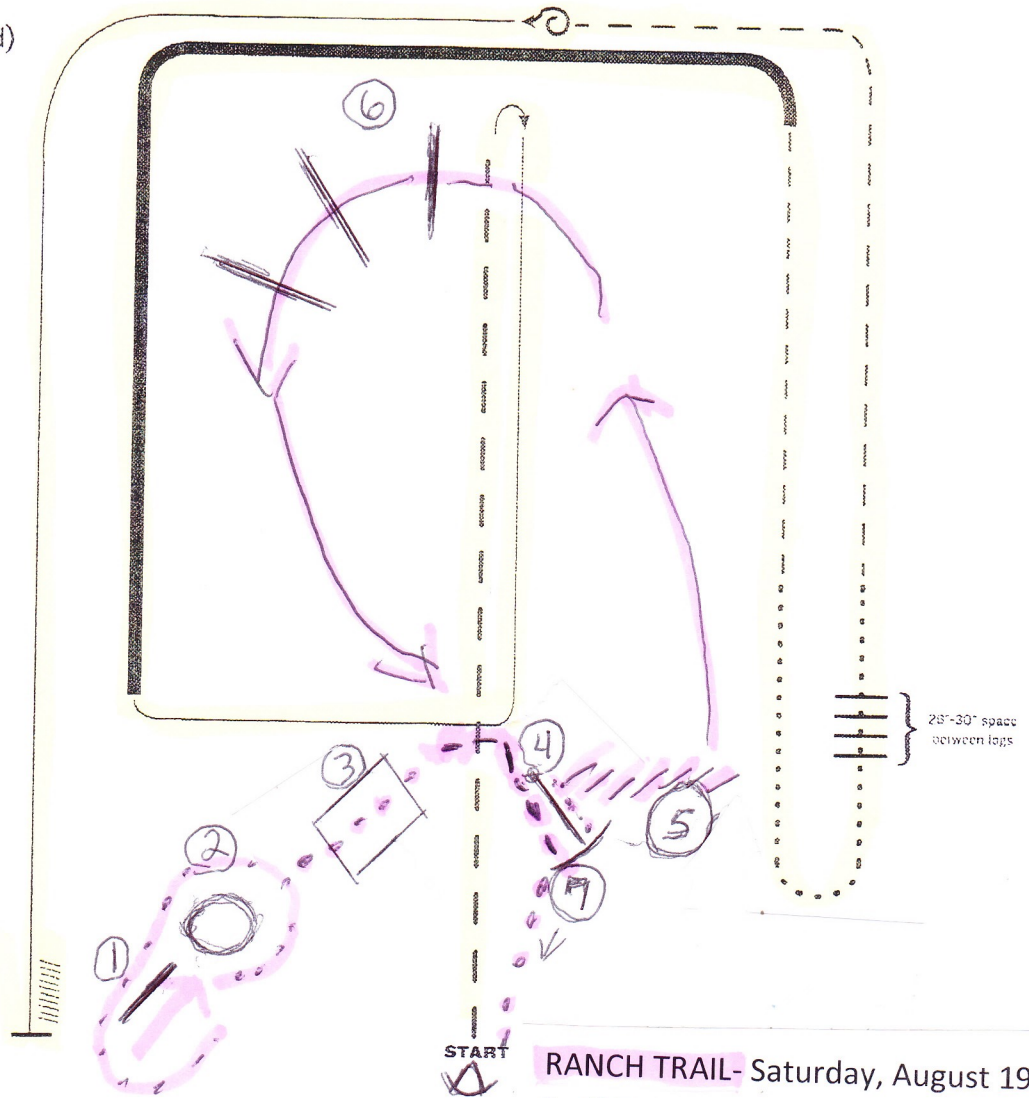
Ride pattern as follows:

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.

RANCH RIDING - PATTERN 15

Saturday, Aug 19

1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back



*ATTENTION ApHC RANCH TRAIL EXHIBITORS!!!

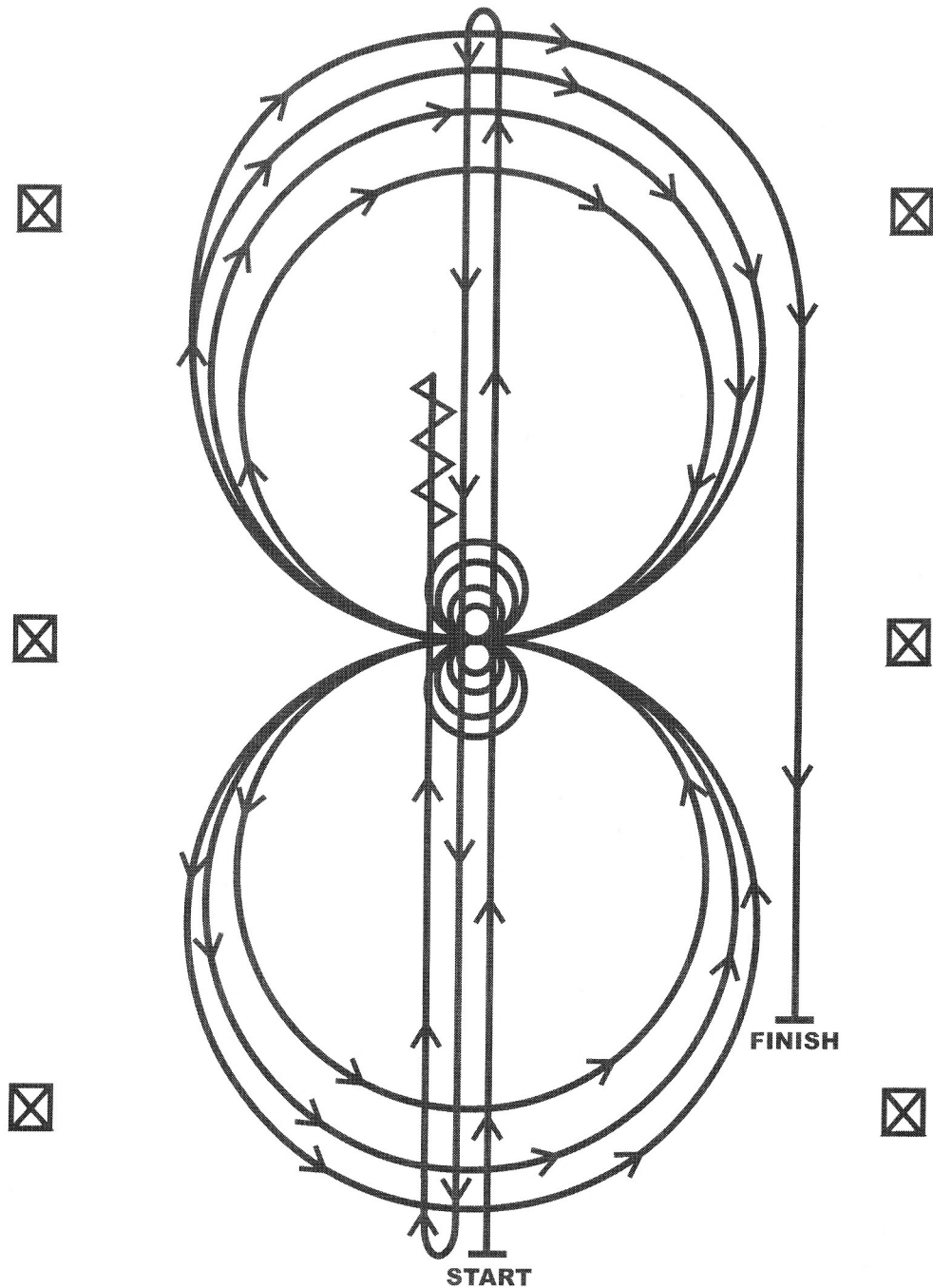
In keeping with Category 2ApHC Rules of Ranch Trail, all exhibitors must include the drag obstacle in this pattern.

RANCH TRAIL- Saturday, August 19

1. Side pass over log to barrel.
2. Drag obstacle around barrel and log. Replace rope on barrel. (Side Pass and drag can be done either to left or right, using either hand.) **ROOKIE, NOVICE AND YOUTH DO NOT DRAG, JUST TROT AROUND BARREL AND POLE.***
3. Walk over bridge.
4. Trot to gate, and left hand pull gate.
5. Back from gate to either side of barrel, pick up bucket, shake contents, and replace.
6. Lope left lead over three logs and back to gate.
7. Dismount and lead horse thru gate, closing gate behind horse, and lead horse at a trot to cone.

REINING PATTERN 7

Saturday, Aug. 19



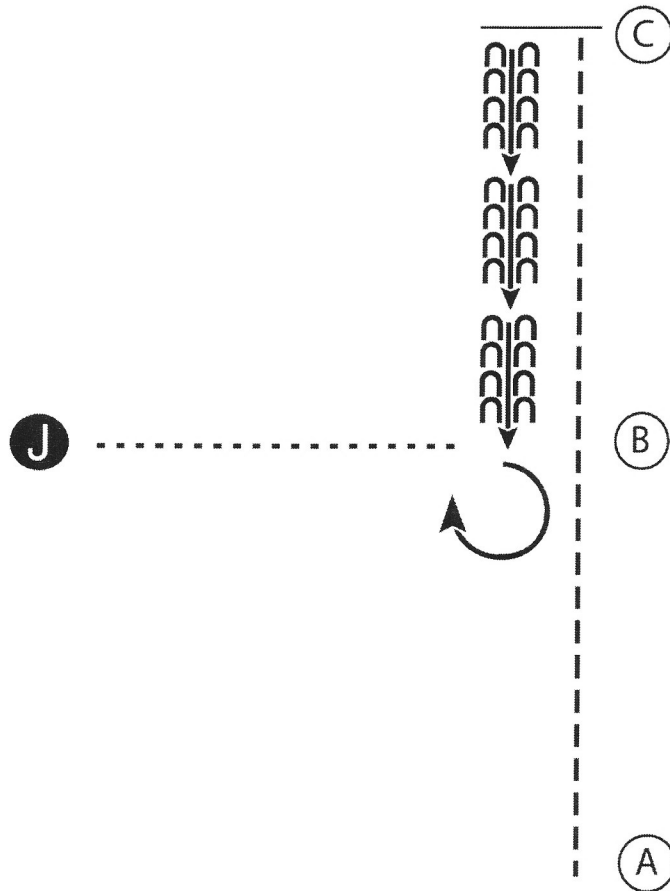
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 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.

Showmanship (Novice Youth, Novice Amateur and *All Breed*)

Show Date: *August 19*

W W W . H O R S E S H O W P A T T E R N S . C O M

W W W . H O R S E S H O W P A T T E R N S . C O M



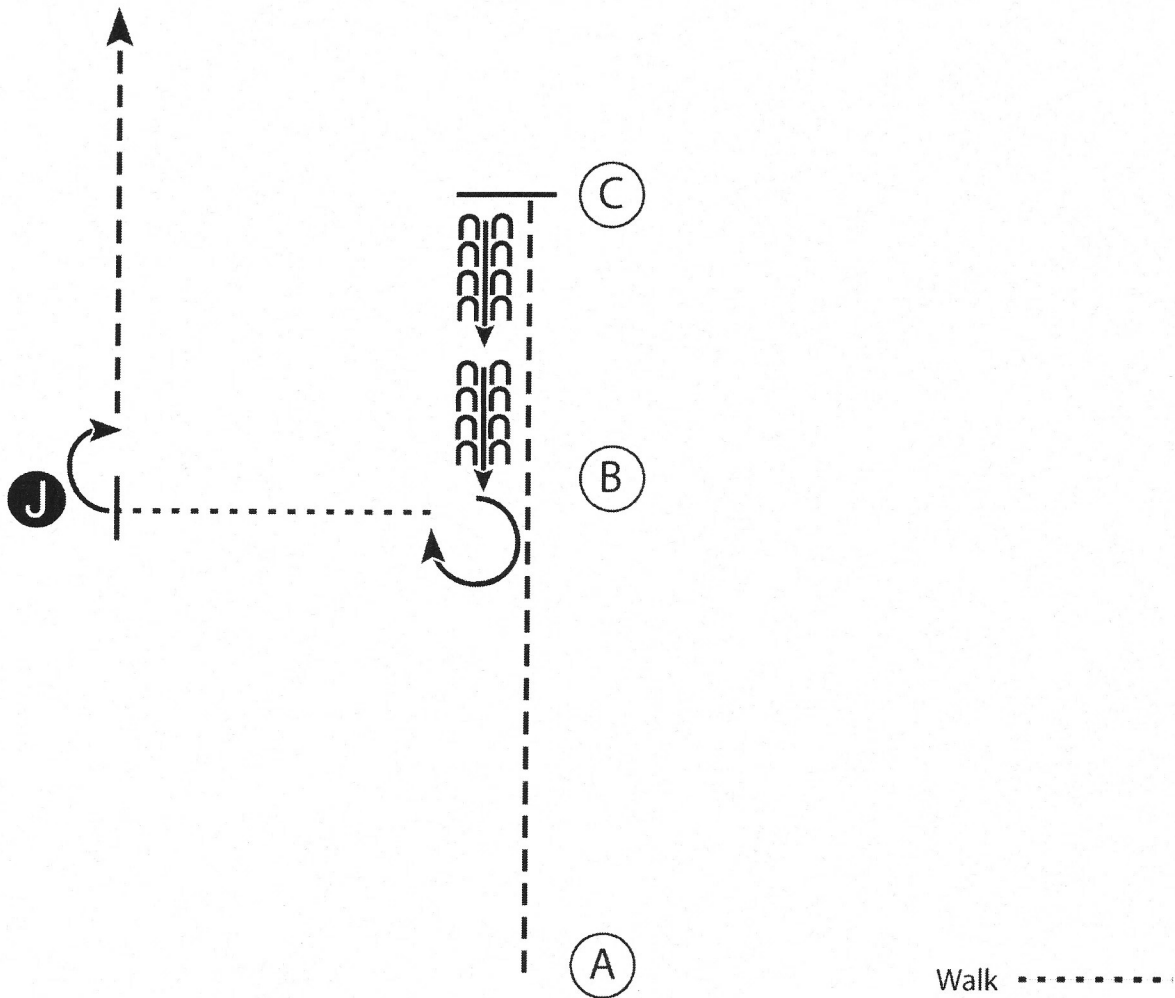
1. Trot from A to C.
2. Stop at C.
3. Back to B.
4. Perform a 270 degree turn.
5. Walk to the judge and set up for inspection.
6. When dismissed walk to line-up.

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

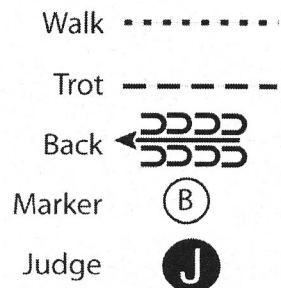
**Pattern Provided By
Marvin Kapushion**

Showmanship (Youth, Amateur and Select)

Show Date: August 19



1. Trot from A to C.
2. Stop and back to B.
3. Perform a 270 degree turn and walk to the Judge.
4. Stop and set up for inspection.
5. When dismissed perform a 90 degree turn and trot to line-up.



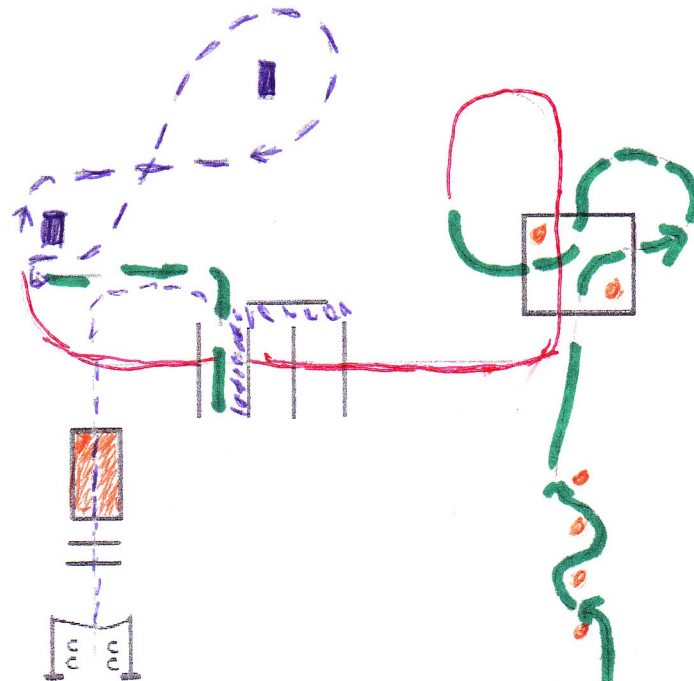
Pattern Provided By
Marvin Kapushion

W W W . H O R S E S H O W P A T T E R N S . C O M

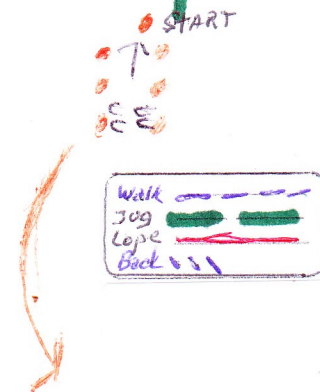
W W W . H O R S E S H O W P A T T E R N S . C O M

Spudtacular Horse Show

AQHA/ApHC Trail – Sunday, August 20



1. Jog serpentine thru cones.
2. Jog thru box as shown.
3. Lope right lead thru box and over logs.
4. Pick up bucket on barrel and carry around second barrel in a figure-8 pattern as shown.
5. Turn and jog into chute, then back "L".
6. Walk forward over bridge and logs to gate.
7. Open and close gate, either hand.



ATTENTION ApHC EXHIBITORS!!!

Your trail pattern starts with a sidepass thru the cones set as the first obstacle in the pattern.

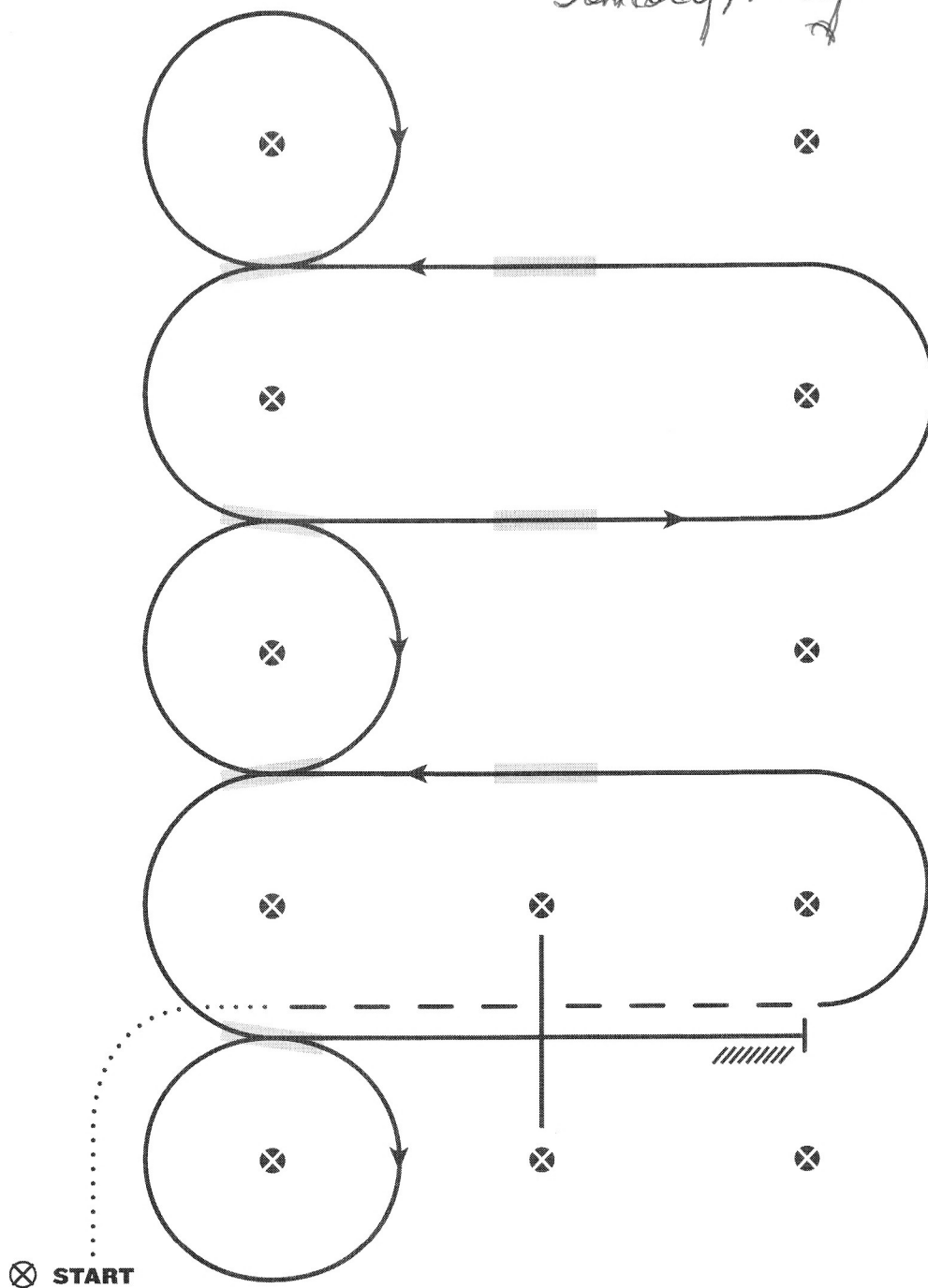
Sidepass to the right please, as shown in this diagram.

WESTERN RIDING - PATTERN 2

Sunday, Aug 20

LEGEND

.....	Walk
- - -	Jog
————	Lope
///////	Back
	Lead Changing Area



1. Walk at least 15 feet from start cone to the first marker, as drawn, transition to jog, jog over log.
2. Transition to the lope left lead
3. First crossing change
4. Second crossing change
5. Third crossing change
6. Circle & first line change
7. Second line change
8. Third line change
9. Fourth line change & circle
10. Lope over log
11. Lope, stop & back