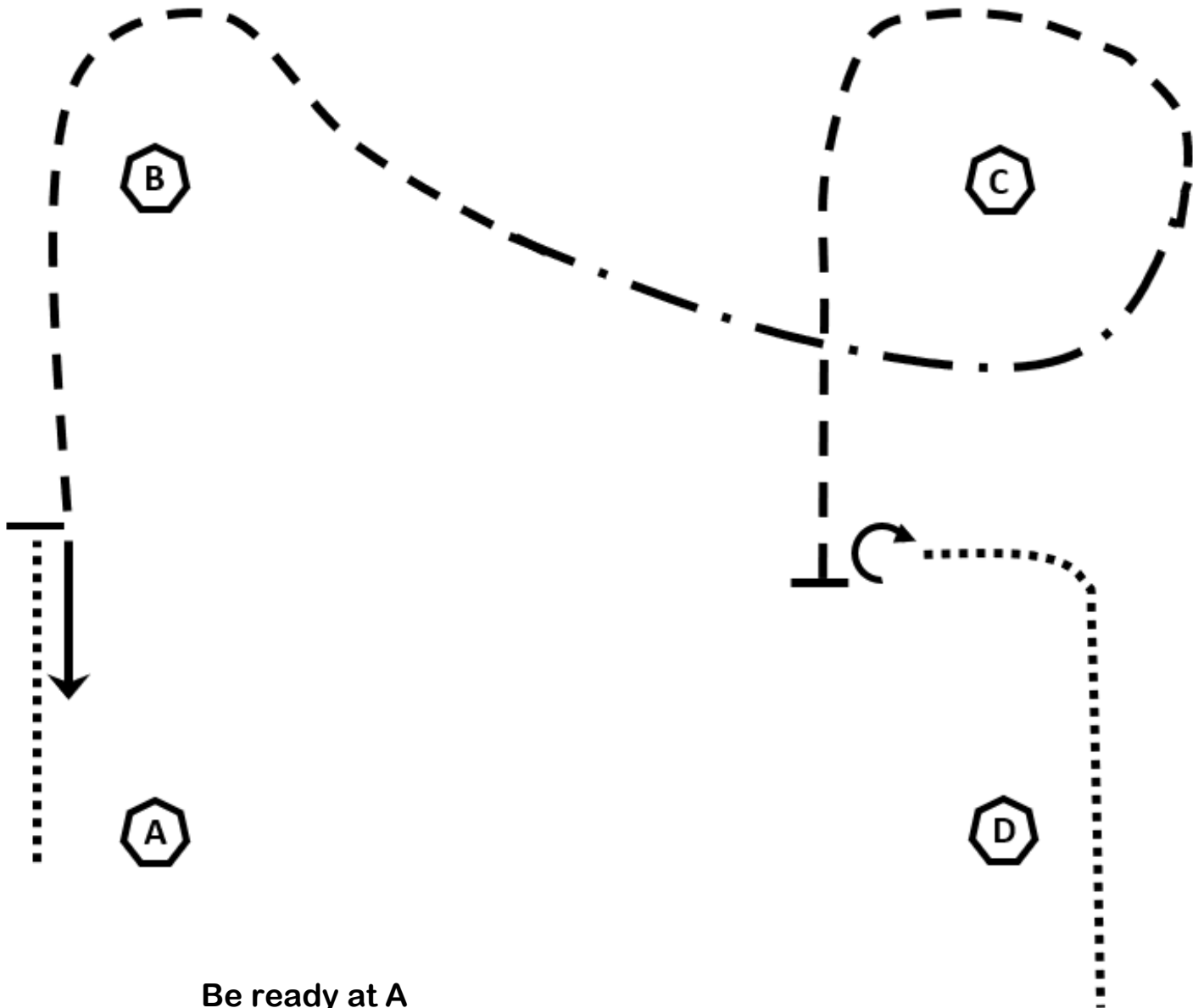


# Western Horsemanship

ApHC Walk & Trot



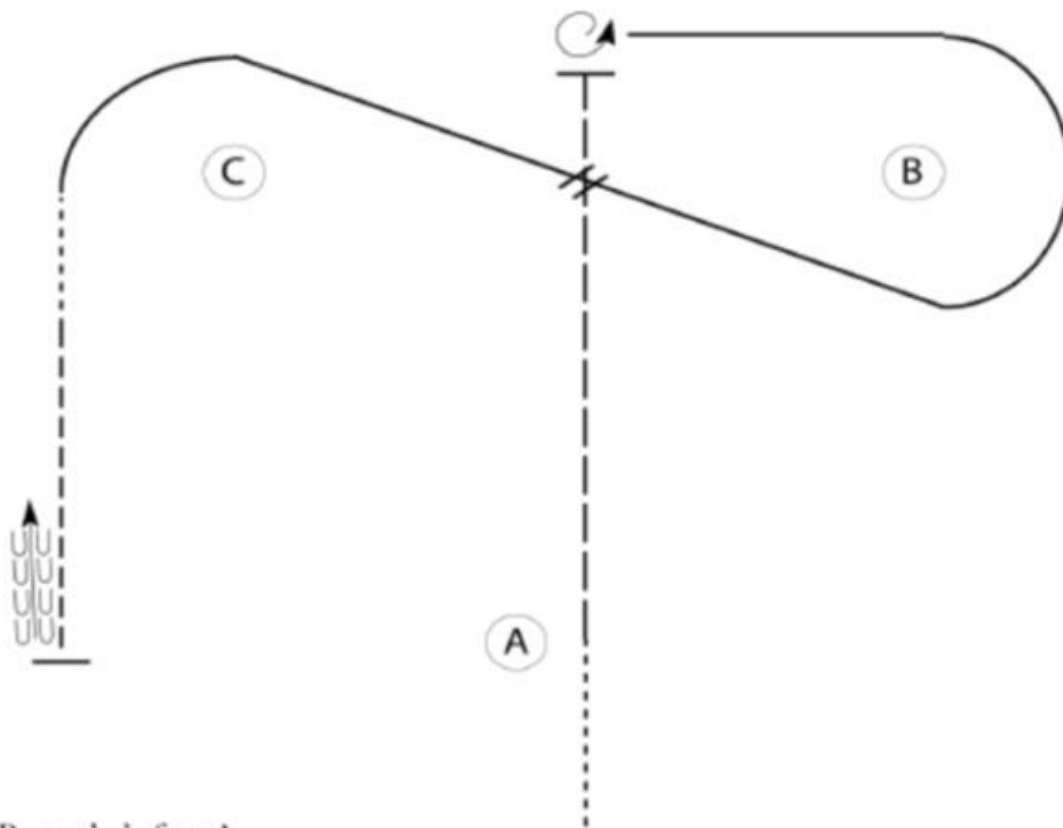
Be ready at A

1. Walk  $\frac{1}{2}$  way to B
2. Stop & back
3. Jog around B
4. Ext. Jog to C
5. Jog around C
6. Stop  $\frac{1}{2}$  way between C & D
7. 270° turn on the hindquarters to the right
8. Walk corner & to exit

# Western Horsemanship

AQHA Rookie Amateur & Youth

APHA Youth



Be ready before A.

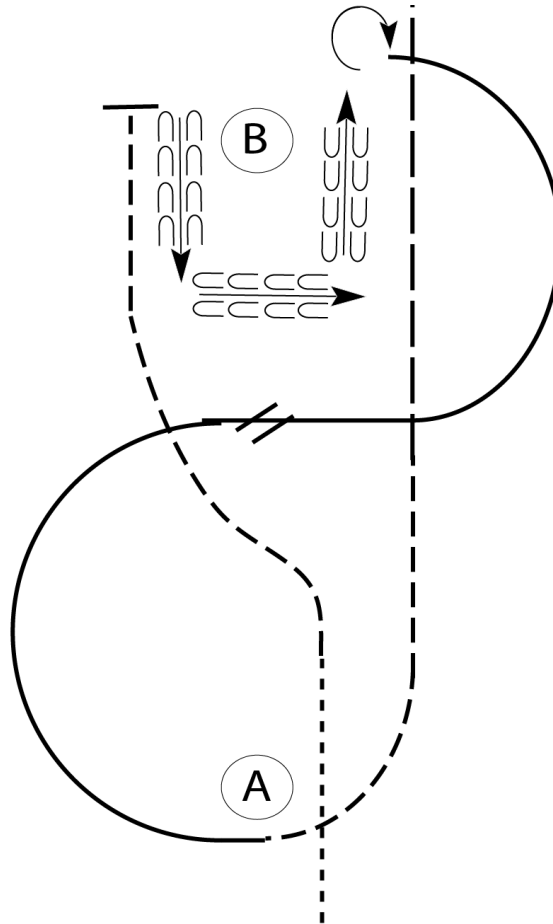
1. Walk to A.
2. Extended jog until just past B and C.
3. Stop and perform a 3/4 turn left.
4. Lope on the right lead around B.
5. Change leads halfway to C and lope around C.
6. Break to walk for 2 strides.
7. Jog until even with A.
8. Stop and back approximately one horse length and walk to exit.

Follow the instructions of your ring steward.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	-----
<b>Lead Change</b>	
<b>Back</b>	
<b>Marker</b>	(B)

# Western Horsemanship

AQHA & APHA Amateur



Be ready before A.

1. Walk approximately 2 horse lengths from A.
2. Jog to B as shown.
3. Stop at B and back around B as shown.
4. Perform a 3/4 turn to the right.
5. Lope a half circle on the right lead to center of pattern.
6. Perform a simple lead change and lope a half circle to A.
7. Jog from A halfway to B.
8. Extend the jog to and past B.

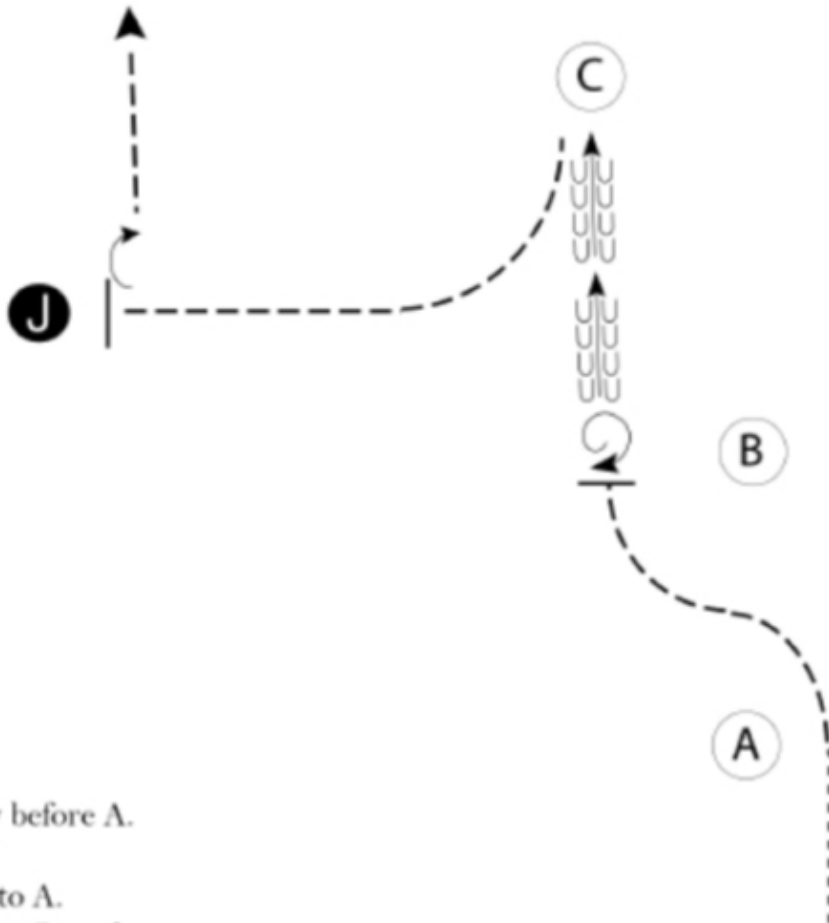
Pattern is over once you have passed B.

<b>Walk</b>	-----
<b>Jog</b>	-----
<b>Extended Jog</b>	-----
<b>Lope</b>	—————
<b>Lead Change</b>	
<b>Back</b>	
<b>Marker</b>	

# Showmanship

AQHA Rookie Amateur & Youth

APHA & ApHC Youth



Be ready before A.

1. Walk to A.
2. Trot to B as shown.
3. Stop at B and perform a 1/2 turn.
4. Back to C.
5. Trot to Judge.
6. set up for inspection
7. When dismissed, Perform a 1/4 turn and exit at a trot.

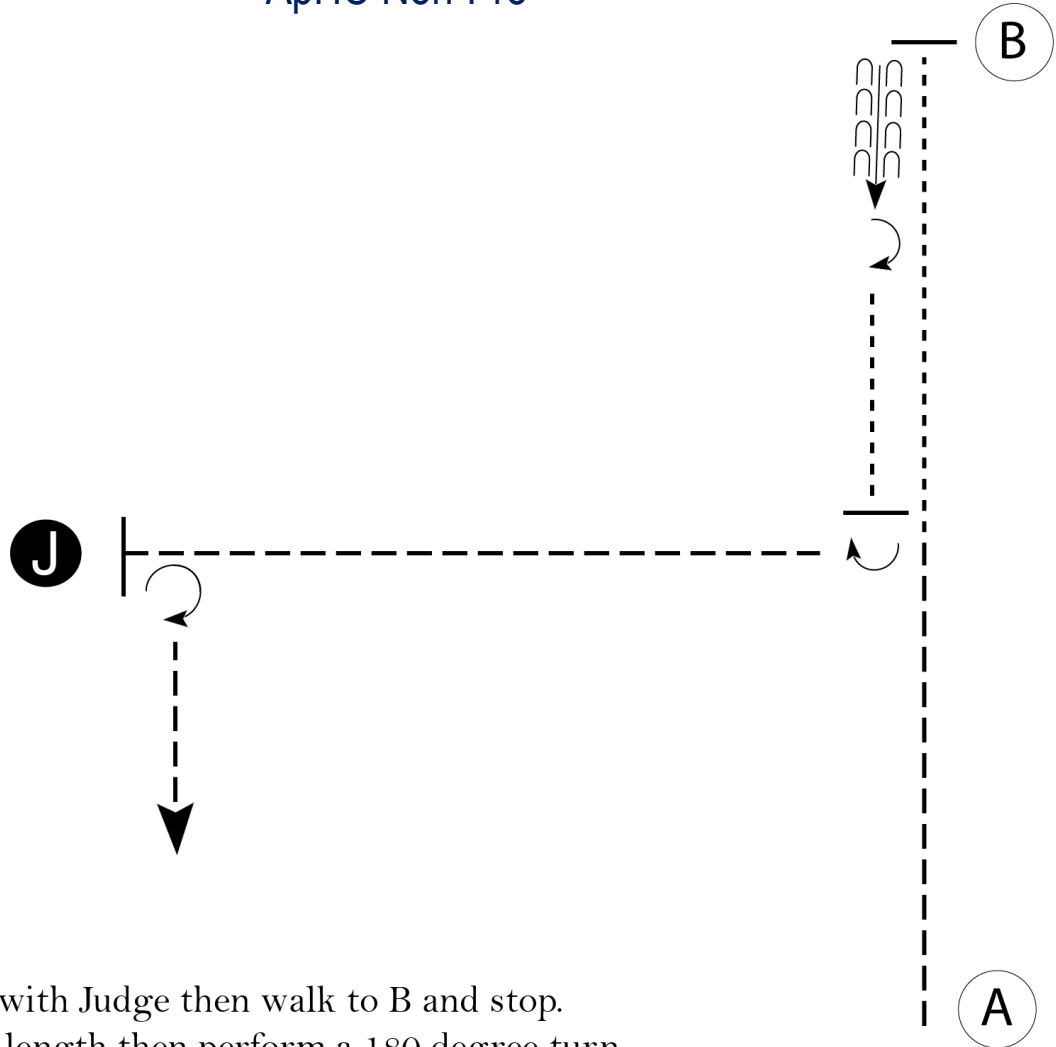
Follow the instructions of your ring steward.



# Showmanship

AQHA & APHA (SPB) Amateur

ApHC Non-Pro



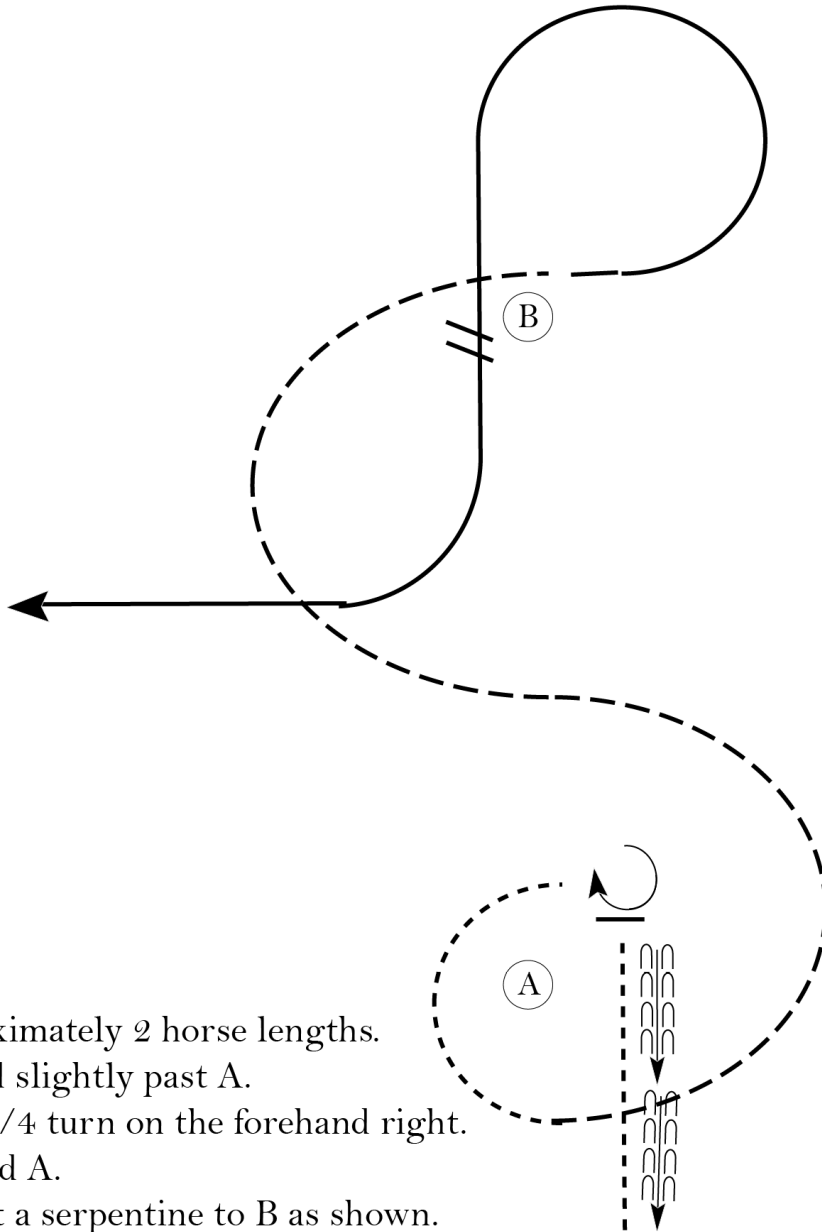
Be ready at A.

1. Trot until even with Judge then walk to B and stop.
2. Back one horse length then perform a 180 degree turn.
3. Walk until your horse's hip is even with Judge.
4. Perform a 1/4 turn.
5. Trot to Judge.
6. Set up.
7. Inspection. When dismissed, perform a 270 degree turn and trot to exit.

Walk	-----
Trot	- - - - -
Back	← ㄥㄥㄥㄥ ㄥㄥㄥㄥ
Marker	⊙ B
Judge	⊙ J

# Hunt Seat Equitation

AQHA & APHA Amateur



Be ready at A.

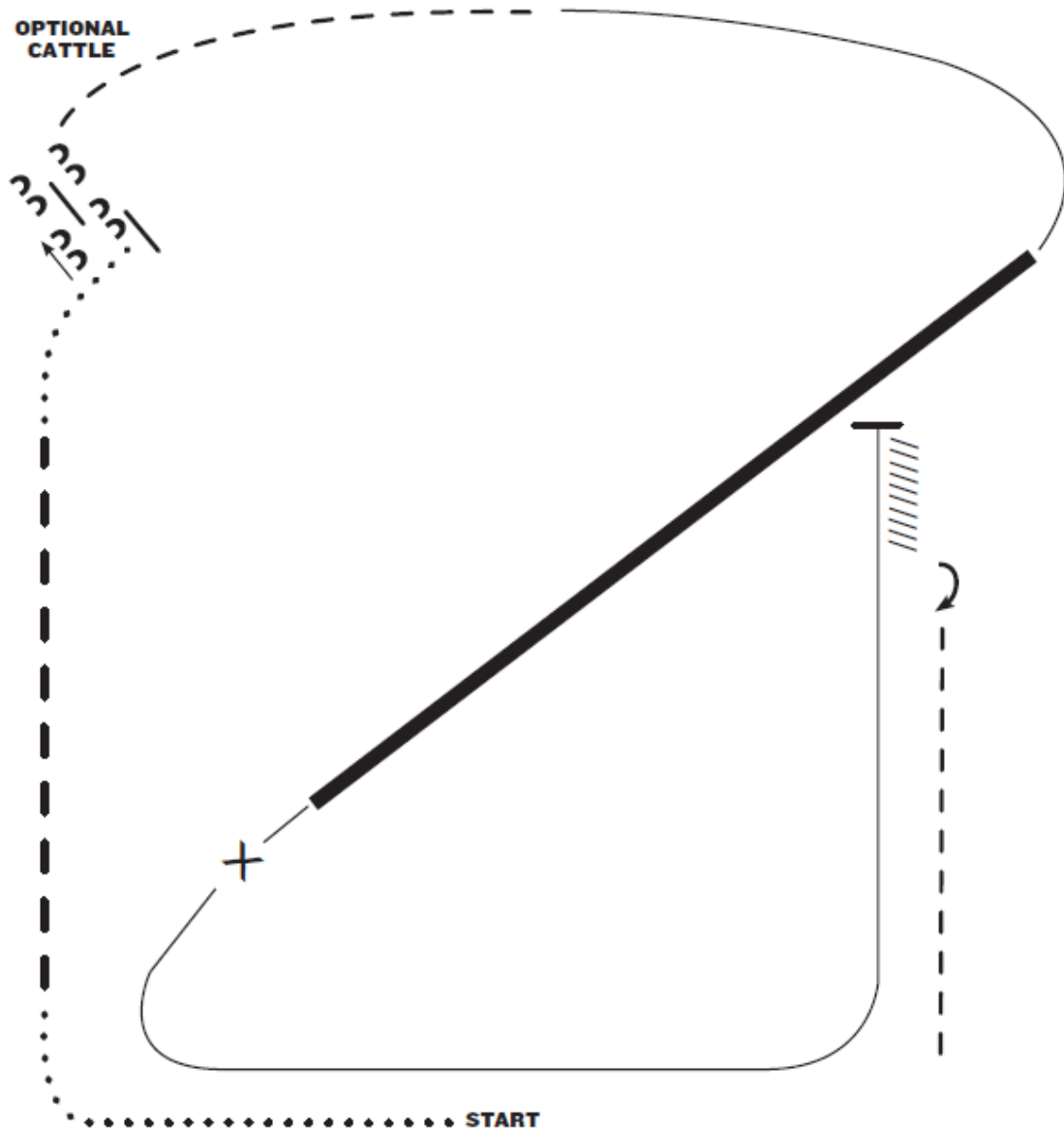
1. Back approximately 2 horse lengths.
2. Walk to and slightly past A.
3. Perform a 3/4 turn on the forehand right.
4. Walk around A.
5. Posting trot a serpentine to B as shown.
6. Canter on the left lead in a circle to B.
7. Change leads at B and canter on the right lead to exit as shown.

Follow the instructions of your ring steward.

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

# Ranch Riding

AQHA Amateur & Youth

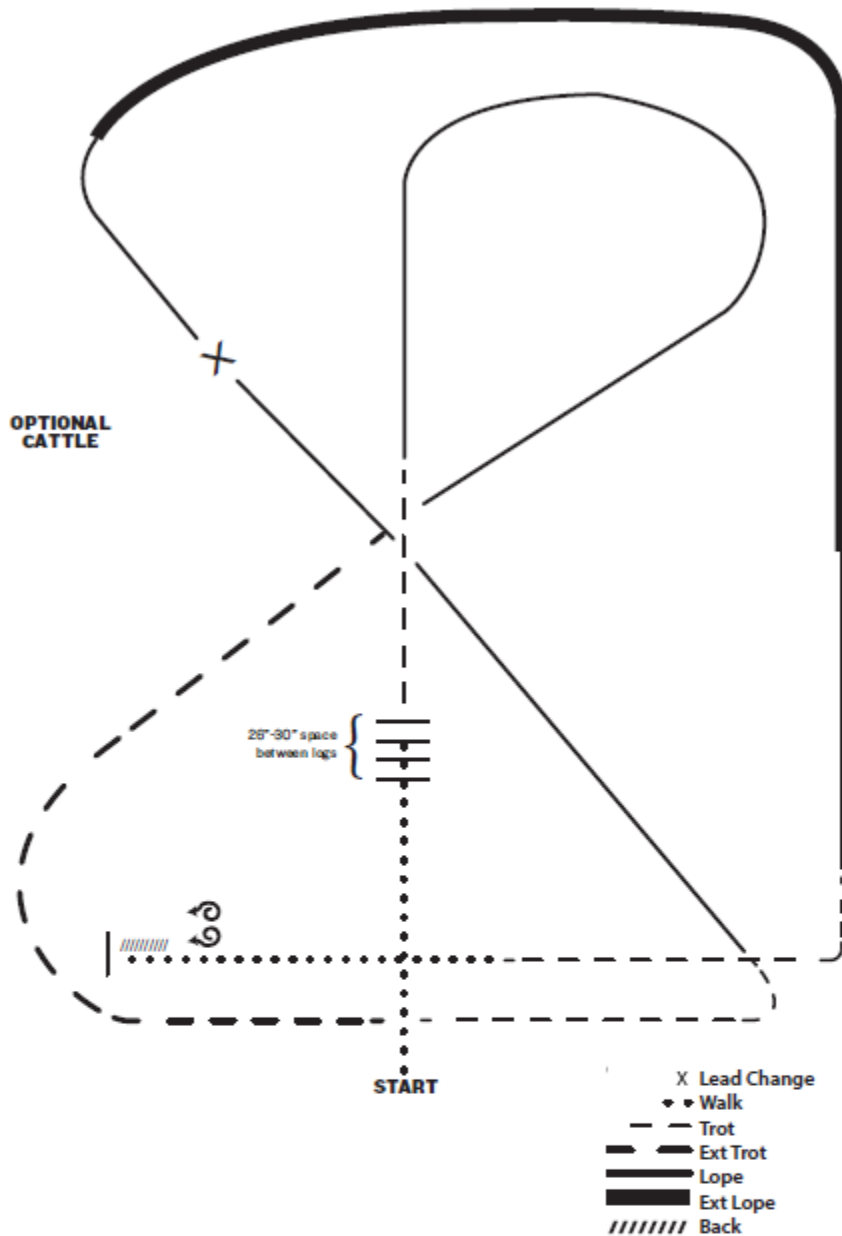


1. Walk
2. Extended trot
3. Walk
4. Stop, side pass log left
5. Trot
6. Lope right lead
7. Extended Lope (right lead)
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stop and back
11. 180 turn to right
12. Trot

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

# Ranch Riding

AQHA & APHA Open



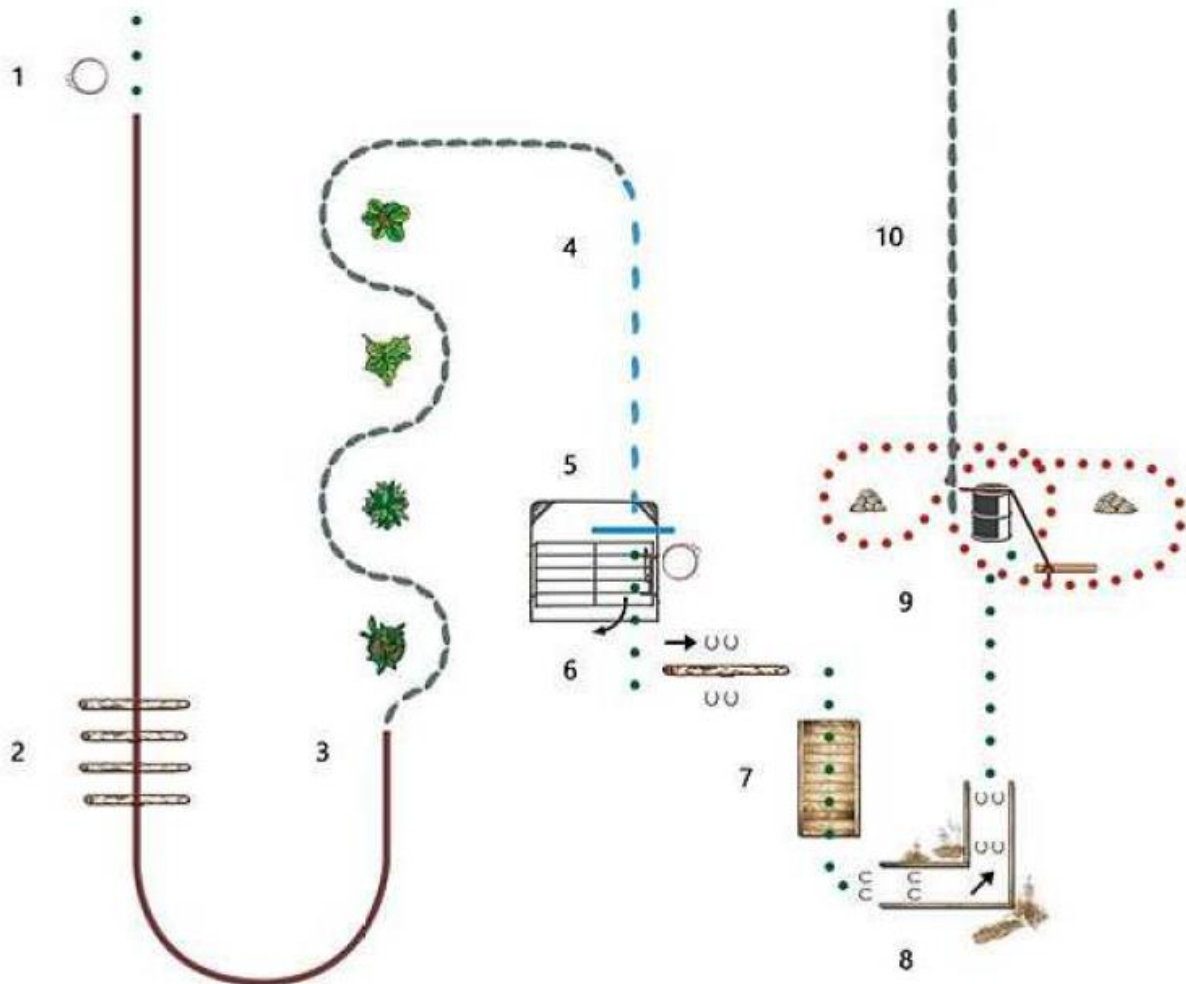
1. Walk
2. Walk over logs
3. Trot
4. Lope right lead
5. Extended trot
6. Trot
7. Lope left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect Lope
11. Trot
12. Walk
13. Stop and back
14. 360 degree turn each direction (either direction 1st) (L-R or R-L)

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.



# Ranch Trail

All Classes



## Course Description

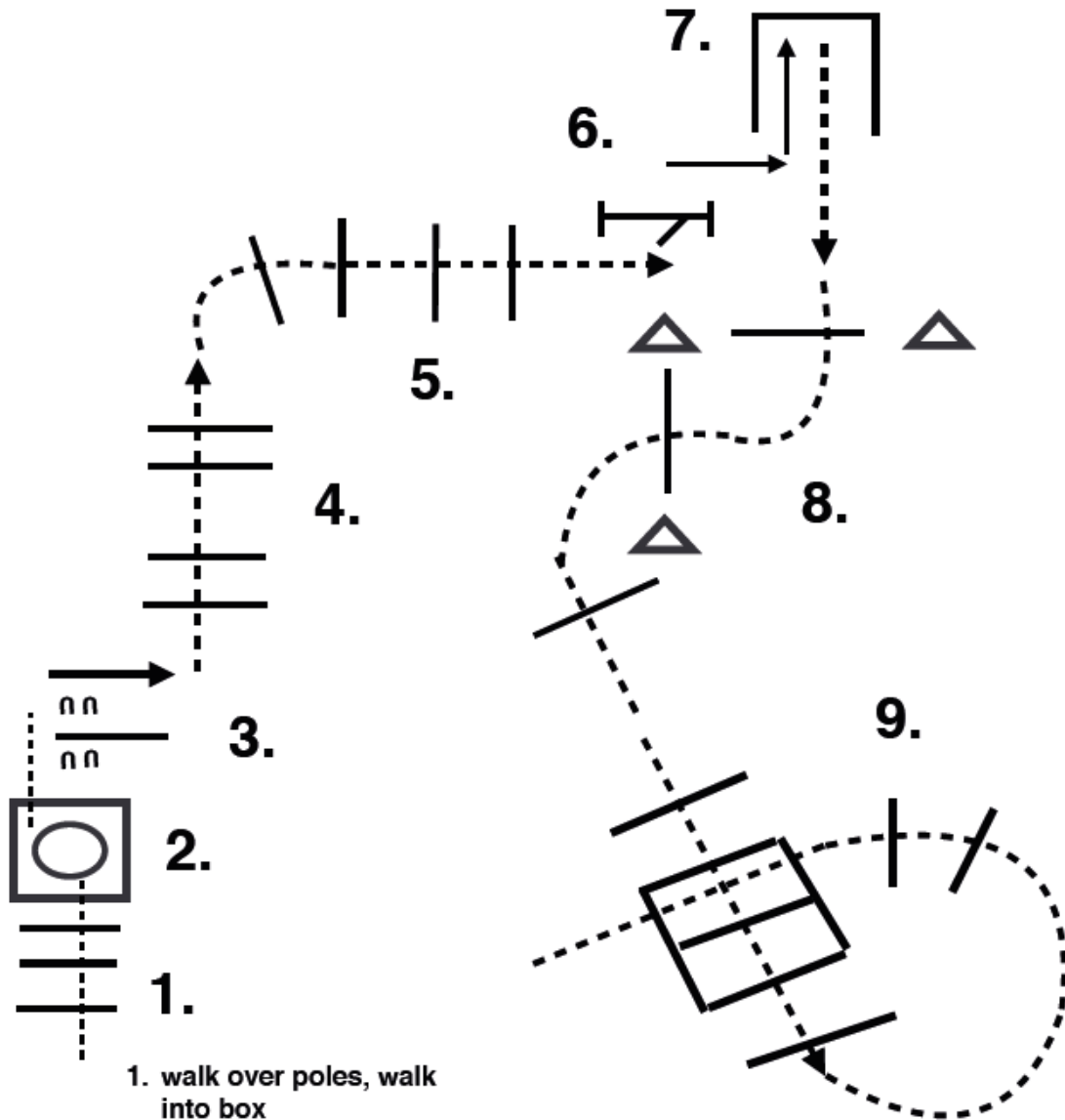
1. Enter course at a Walk, Pick up Rope & Carry to Gate
2. Lope over logs
3. Break to Trot thru Serpentine
4. Extend Trot
5. Stop at Gate, Hang up Rope, Open Right-Hand Gate & Close
6. Side-Pass across Log
7. Walk across Bridge
8. Back thru "L" obstacle
9. Walk to obstacle & Drag Log in Figure-8, Return Rope
10. Exit course at a Trot

## Legend

- |                |           |
|----------------|-----------|
| WALK           | •••••     |
| WALK WITH DRAG | •••••     |
| TROT           | — — — — — |
| EXTENDED TROT  | - - - - - |
| LOPE           | —————     |

# Trail in Hand

AQHA & APHA (SPB)



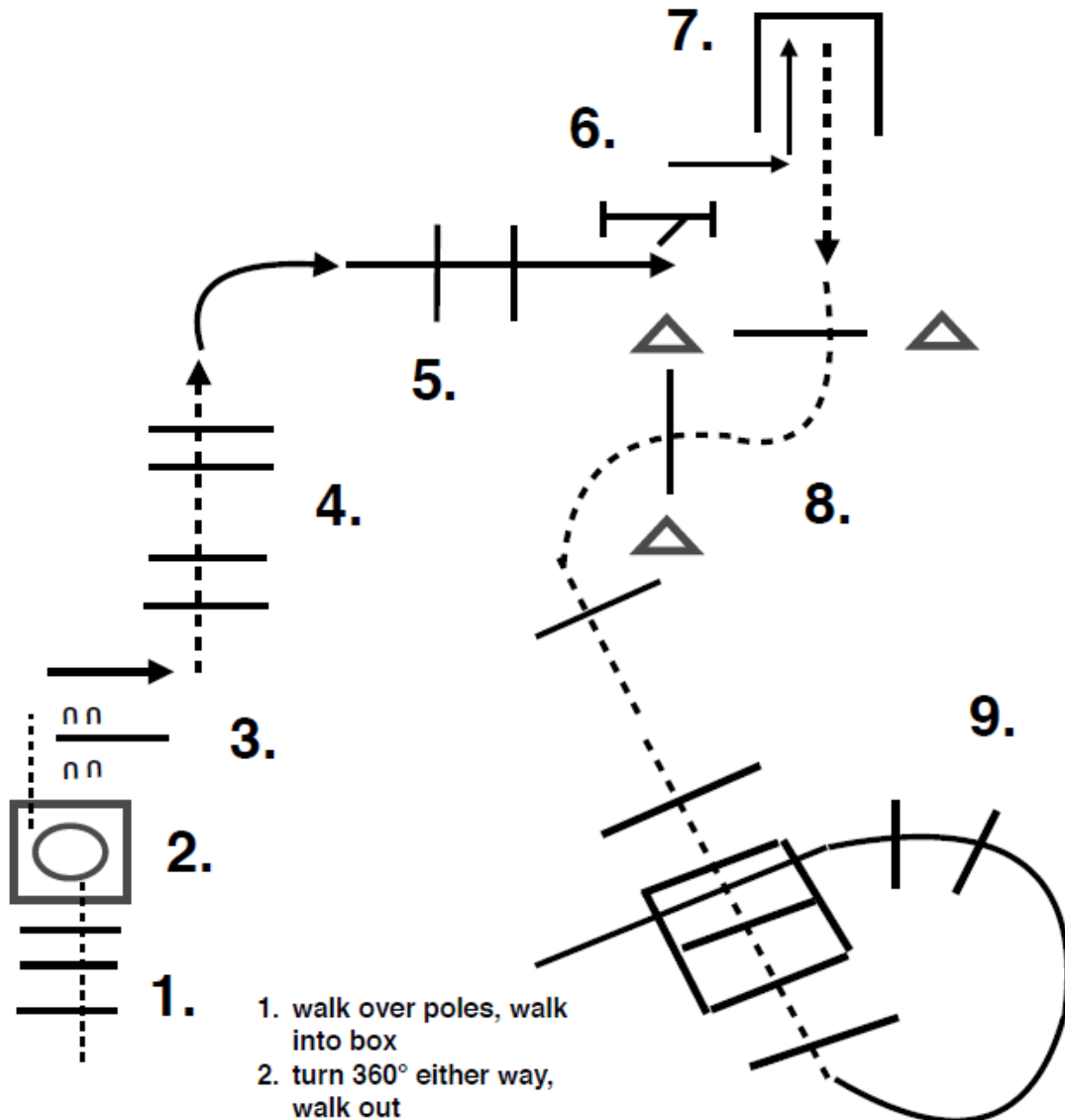
1. walk over poles, walk into box
2. turn 360° either way, walk out
3. side pass right
4. jog over poles
5. jog over poles, to gait
6. work gait with pole, left hand
7. back up
8. Jog serpentine
9. jog over poles

Copyright © Stefanle Bubenzer

# Trail

AQHA Rookie Amateur & Youth

APHA Youth

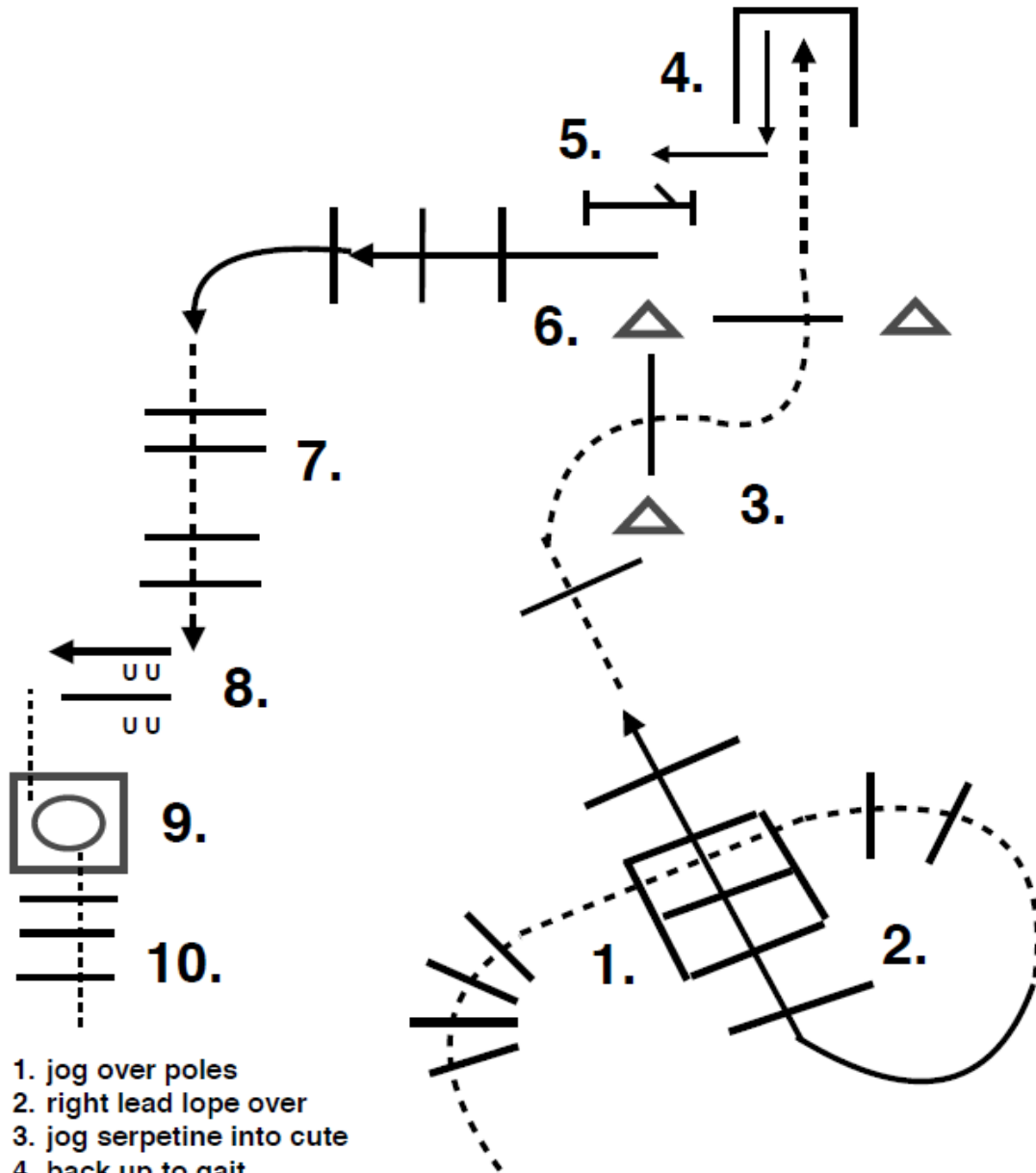


1. walk over poles, walk into box
2. turn 360° either way, walk out
3. side pass right
4. Jog over poles
5. right lead lope over poles, to gait
6. work gait with pole, left hand
7. back up
8. Jog serpentine, jog poles
9. left lead lope over poles

# Trail

AQHA Amateur & L1 Open

APHA Amateur & Green

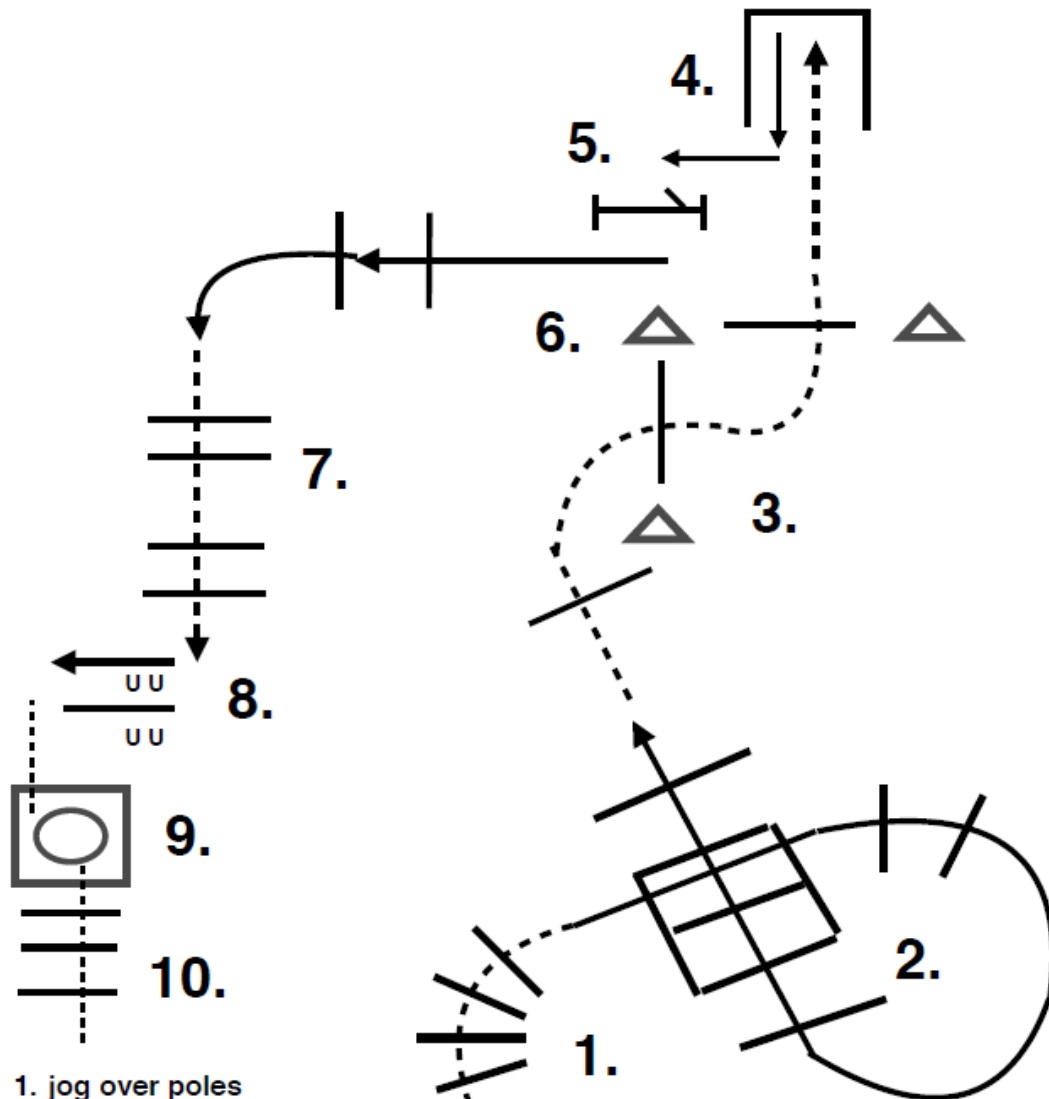


1. jog over poles
2. right lead lope over
3. jog serpentine into cute
4. back up to gait
5. work gait, right hand
6. left lead lope over poles
7. jog over poles
8. Side pass right
9. walk into box, turn 360°  
either way
10. walk out of box, over poles

Copyright © Stefanie Bubbenzer

# Trail

AQHA & APHA Open

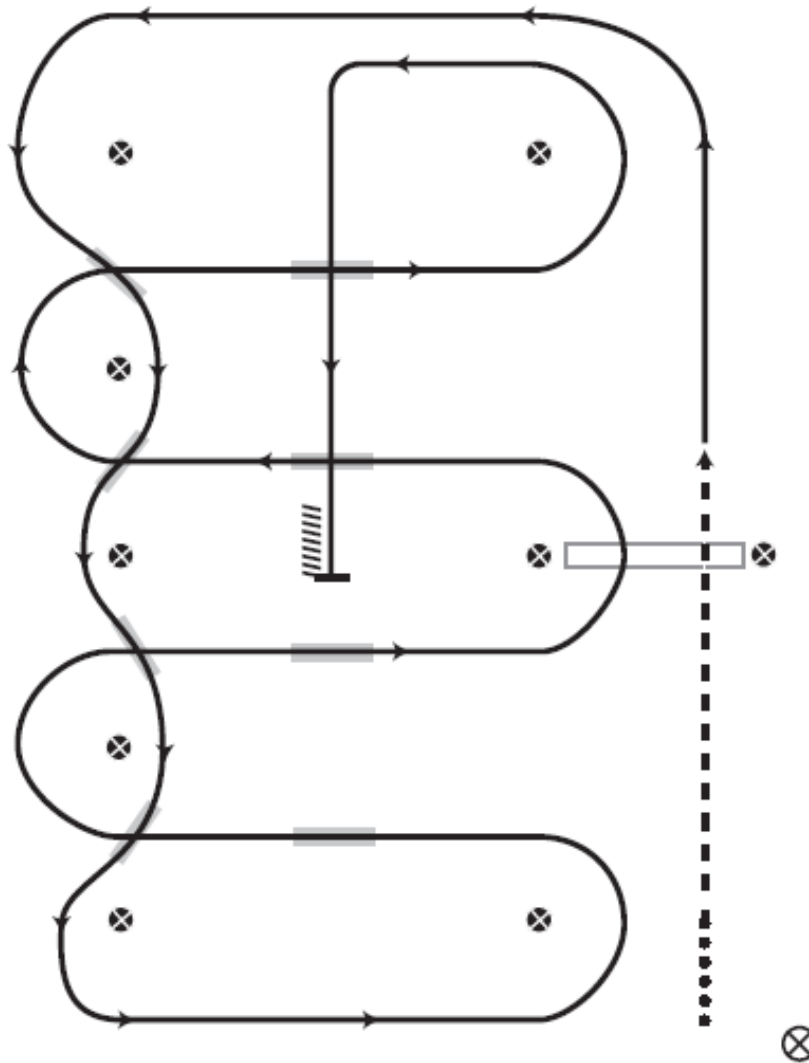


1. jog over poles
2. right lead lope over
3. jog serpentine into cute
4. back up to gait
5. work gait, right hand
6. left lead lope over poles
7. jog over poles
8. Side pass right
9. walk into box, turn 360°  
either way
10. walk out of box, over poles

Copyright © Stefanie Bubenzer

# Western Riding

All classes



- I. Walk at least 15 feet from start cone to the first marker, transition to jog, jog over log.
2. Transition to left lead & lope around end
3. First line change
4. Second line change
5. Third line change
6. Fourth line change lope around the end of arena
7. First crossing change
8. Second crossing change
9. Lope over log
10. Third crossing change
11. Fourth crossing change
12. Lope up the center, stop & back