


## PATTERN

01- RANCH RIDING ( AMATEUR AND YOUTH ) PATTERN \# 5
02- RANCH RIDING ( OPEN ) PATTERN \# 9
03- RANCH RIDING ( OPEN L1, AMATEUR L1, YOUTH L1 ) PATTERN \# 10
04- RANCH TRAIL ( OPEN, AMATEUR, YOUTH )
05- SHOWMANSHIP AT HALTER ( AMATEUR AND YOUTH )
06- SHOWMANSHIP AT HALTER ( AMATEUR L1 AND YOUTH L1)
07- TRAIL ( AMATEUR AND YOUTH )
08- TRAIL ( OPEN )
09- TRAIL ( OPEN L1, AMATEUR L1, YOUTH L1 )
10- WESTERN HORSEMANSHIP ( AMATEUR AND YOUTH )
11- WESTERN HORSEMANSHIP ( AMATEUR L1AND YOUTH L1 )
12- WESTERN RIDING ( AMATEUR AND YOUTH ) PATTERN \# 7
13- WESTERN RIDING ( OPEN ) PATTERN \# 9
14- WESTERN RIDING ( OPEN L1, AMATEUR L1, YOUTH L1 ) L1 PATTERN \# 9


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. Extended loperight lead
10. Collectlope
11. Trot
12. Walk
13. Stopand back
14. $360^{\circ}$ 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.



1. Walk
2. Extended trot
3. Walk
4. Stop, side pass left over log
5. Trot
6. Lope right lead
7. Extendedlope right lead
8. Collect lope and change leads (simple or flying)
9. Lope left lead
10. Stopand back
11. $1 /$ zurn 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.


04


1. WORK GATE, LEFT HAND, PUSH OPEN RIDE THROUGH AND CLOSE GATE.
2. YOU MAY WALK FORWARD, THEN LOPE OVER LOGS LEFT LEAD, AND LOPE AROUND MARKER.
3. BREAK TO THE TROT, TROT THROUGH SERPENTINE.
4. TROT INTO CHUTE, STOP AND BACK A U-TURN BETWEEN LOGS AND WALK OUT.
5. LOPE RIGHT LEAD, THEN EXTEND THE LOPE ACROSS THE TOP OF THE ARENA, THEN BREAK TO THE WALK, WALK INTO CHUTE, SIDE PASS LEFT.
6. TROT FIRST, THEN EXTEND THE TROT, OVER LOGS
7. BREAK DOWN TO THE WALK, WALK OVER LOGS.
8. TROT TO DRAG, DRAG LOG AT THE WALK OR TROT AROUND CONE, RETURN ROPE. YOUTH TRAIL CARRY OBJECT AROUND CONE WALK OR TROT USING EITHER HAND.
9. TROT TO BRIDGE, BREAK TO THE WALK, WALK OVER BRIDGE.

## AQHA/APHA Showmanship (Amateur and Youth)



1. Trot halfway to B and stop.
2. Resume the trot, and trot a rectangle around B and stop even with B.
3. Back approximately one horse length and perform a 180 degree turn.
4. Walk to the Judge and stop.
5. Set up for inspection.
6. When dismissed, perform a 270 degree turn and trot to exit.
7. Pattern is complete once you have trotted more than one horse length away from Judge.


## AQHA/APHA Showmanship (Amateur L1 and Youth L1)



1. Trot to $B$ and trot a rectangle around $B$ and stop even with B.
2. Perform a 180 degree turn.
3. Walk to the Judge and stop.
4. Set up for inspection.
5. When dismissed, perform a 270 degree turn and trot to exit.
6. Pattern is complete once you have trotted more than one horse length away from Judge.

| Walk |  |
| :---: | :---: |
| Trot | ----- |
| Back | $\stackrel{\rightharpoonup}{\langle }$ |
| Marker | B |
| Judge | J |

## AMATEUR \& YOUTH TRAIL

6. 



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5.
10.

1.

3.


FINISH

1. JOG OVER POLES
2. JOG OVER POLES AND JOG INTO CHUTE AND STOP.
3. BACK BETWEEN POLES, BACK AROUND CORNER UP TO GATE.
4. WORK GATE, RIGHT HAND OPEN, WALK THROUGH, AND CLOSE GATE.
5. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
10. LOPE OVER POLES (LEFT LEAD).
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY.
12. WALK OUT BOX, WALK OVER POLES.

## OPEN TRAIL

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6.

3.


FINISH
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1.

$\triangle$ 'START

1. JOG OVER POLES
2. JOG OVER POLES AND JOG INTO CHUTE AND STOP.
3. BACK BETWEEN POLES, BACK AROUND CORNER UP TO GATE.
4. WORK GATE, RIGHT HAND OPEN, WALK THROUGH, AND CLOSE GATE.
5. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
10. LOPE OVER POLES (LEFT LEAD).
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY.
12. WALK OUT BOX, WALK OVER POLES.

## OPEN L1 TRAIL L1 AMATEUR TRAIL L1 YOUTH TRAIL

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1. JOG OVER POLES
2. JOG OVER POLES AND JOG INTO CHUTE AND STOP.
3. BACK BETWEEN POLES, BACK AROUND CORNER UP TO GATE.
4. WORK GATE, RIGHT HAND OPEN, WALK THROUGH, AND CLOSE GATE.
5. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
6. LOPE OVER POLES (RIGHT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES.
8. LOPE OVER POLES (RIGHT LEAD).
9. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
10. LOPE OVER POLES (LEFT LEAD).
11. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY.
12. WALK OUT BOX, WALK OVER POLES.

## AQHA/APHA Horsemanship (Amateur and Youth)

Be ready at A.


1. Perform a jog from A and a square corner toward center of pattern.
2. Make a square corner right at center.
3. Lope a right lead square.
4. Change leads at center and lope a left lead circle.
5. Close the circle and continue loping on the left lead in a straight line.
6. Stop and perform a $1 / 4$ turn to the left.
7. Back 5 steps.
8. Walk until you cross your line.
9. Exit arena at a jog.


## AQHA/APHA Horsemanship (Amateur L1 and Youth L1)



Be ready at A.

1. Jog to B.
2. At the top of B, pick up the left lead.
3. Lope on the left lead to C.
4. Back approximately one horse length.
5. Turn 180 degrees to the right.
6. Jog to D.
7. Walk at D and turn to the left.

Follow the instructions of your ring steward.

[WH/1-52]

12

## WESTERN RIDING - PATTERN 7



13

## WESTERN RIDING - PATTERN 9



14

LEVEL 1 WESTERN RIDING PATTERN 9


