



 MATZENDORF // SEPTEMBER 09 – 12, 2021 

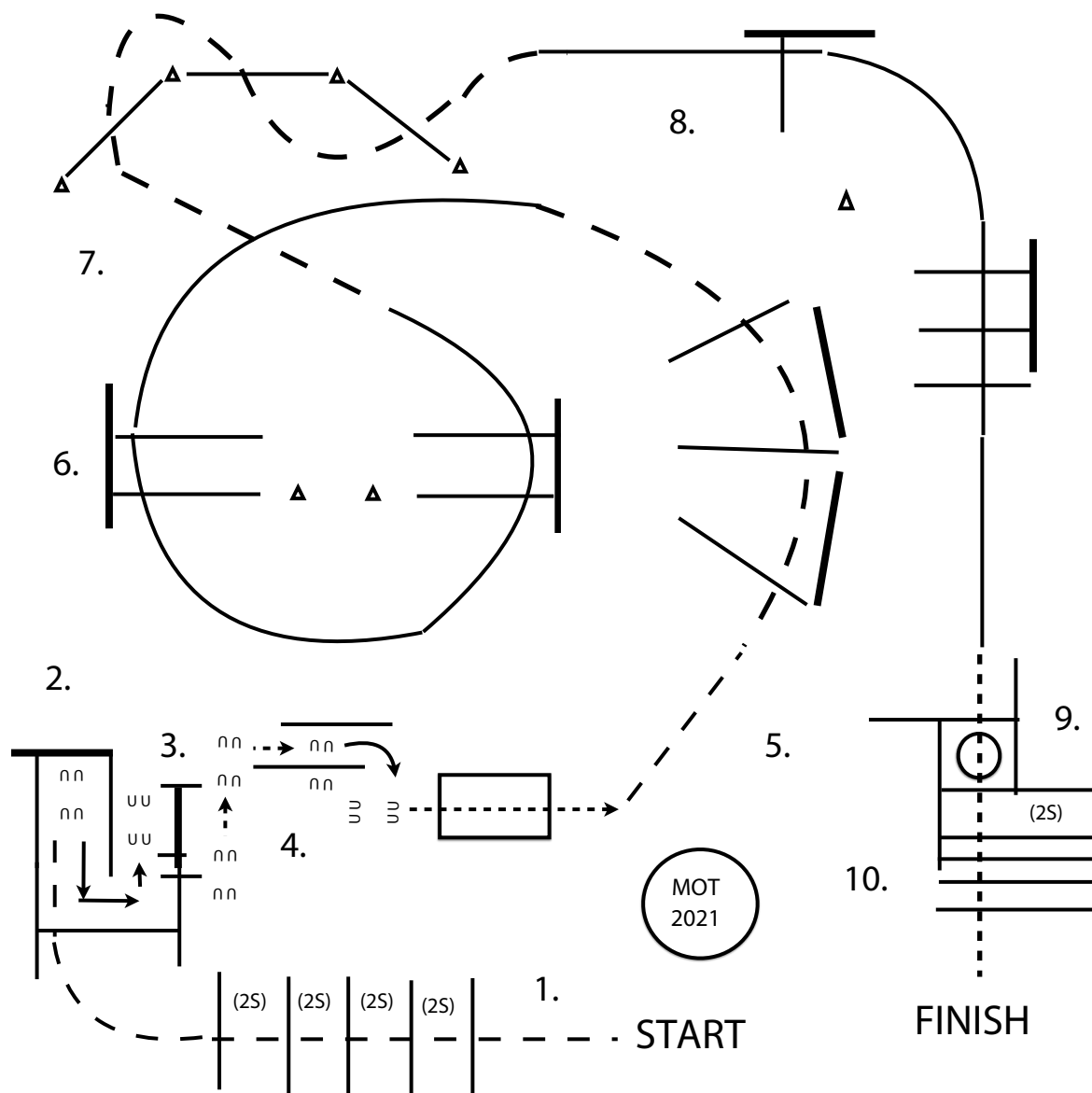
Patternbook

SPHA

Patternbook designed by



socialhorse

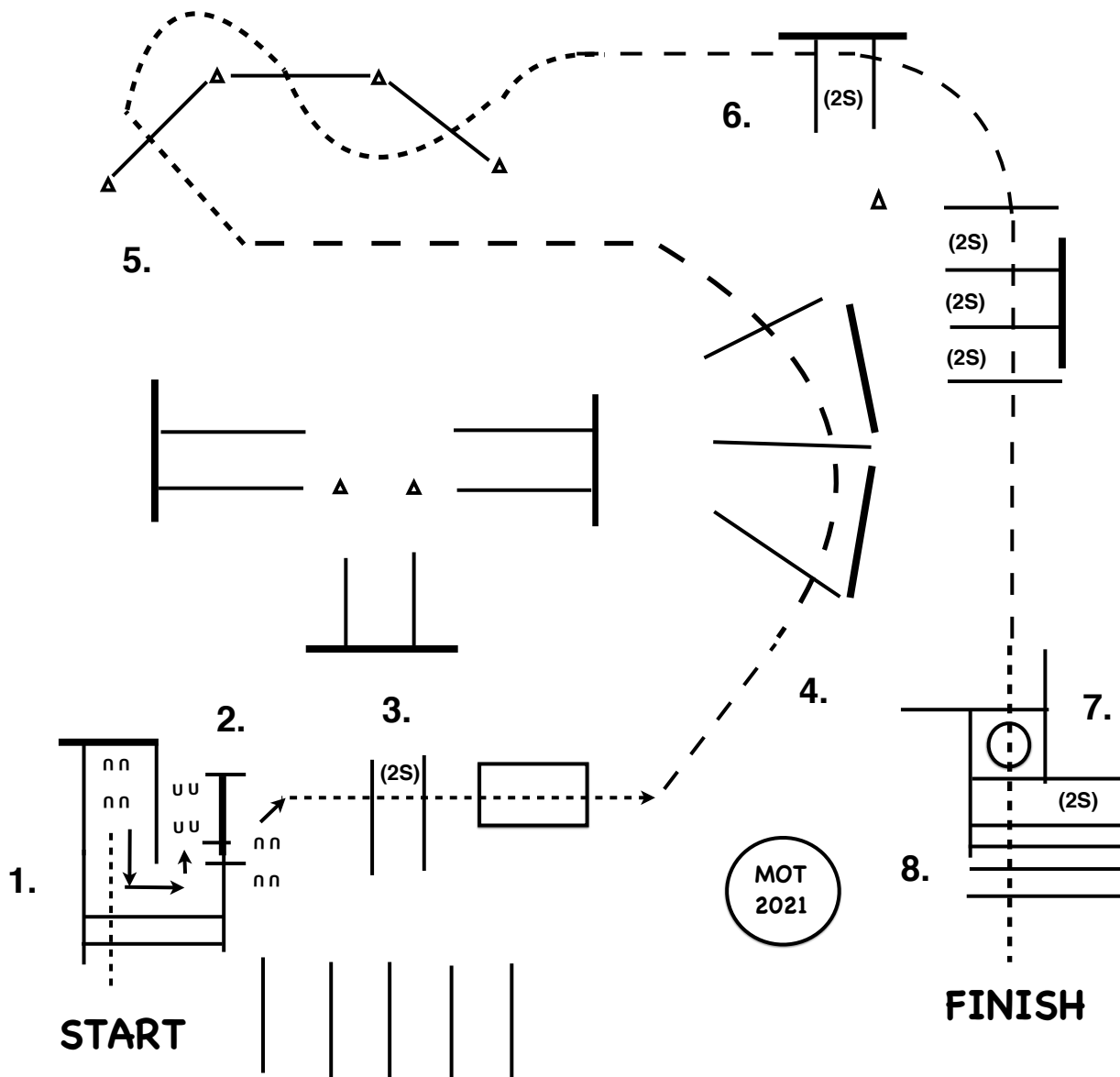


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- | | |
|-----------------------------------------------------------|------------------------------------------------------------------------------------------------|
| 1. JOG OVER POLES, JOG INTO CHUTE. | 7. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES. |
| 2. BACK A U-TURN BETWEEN POLES. | 8. LOPE OVER POLES (RIGHT LEAD). |
| 3. WORK GATE LEFT HAND. | 9. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER WAY, THEN WALK OUT BOX. |
| 4. WALK UP TO POLE, SIDE PASS RIGHT AND WALK OVER BRIDGE. | 10. WALK OVER POLES. |
| 5. JOG OVER POLES. | |
| 6. LOPE OVER POLES (LEFT LEAD). | |

Pattern sponsored by

SPHA Futurity 2021
Trail in Hand 1-3 year old



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1. WALK OVER POLES, WALK INTO CHUTE. BACK A U-TURN BETWEEN POLES.
2. WORK GATE LEFT HAND.
3. WALK OVER POLES AND WALK OVER BRIDGE.
4. JOG OVER POLES.

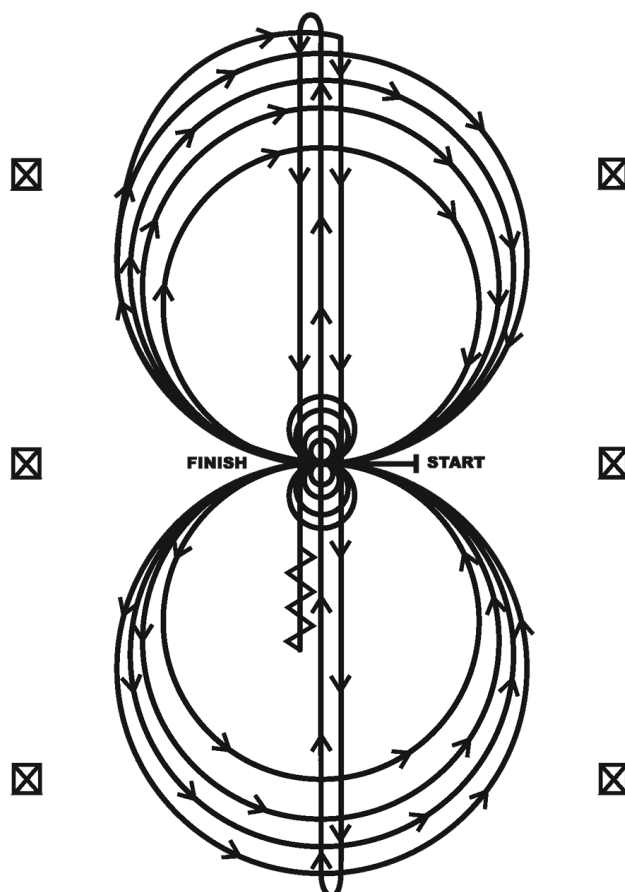
5. BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN RIGHT, THEN WALK OUT BOX.
8. WALK OVER POLES.

Pattern sponsored by



Pattern provided by: Tim Kimura

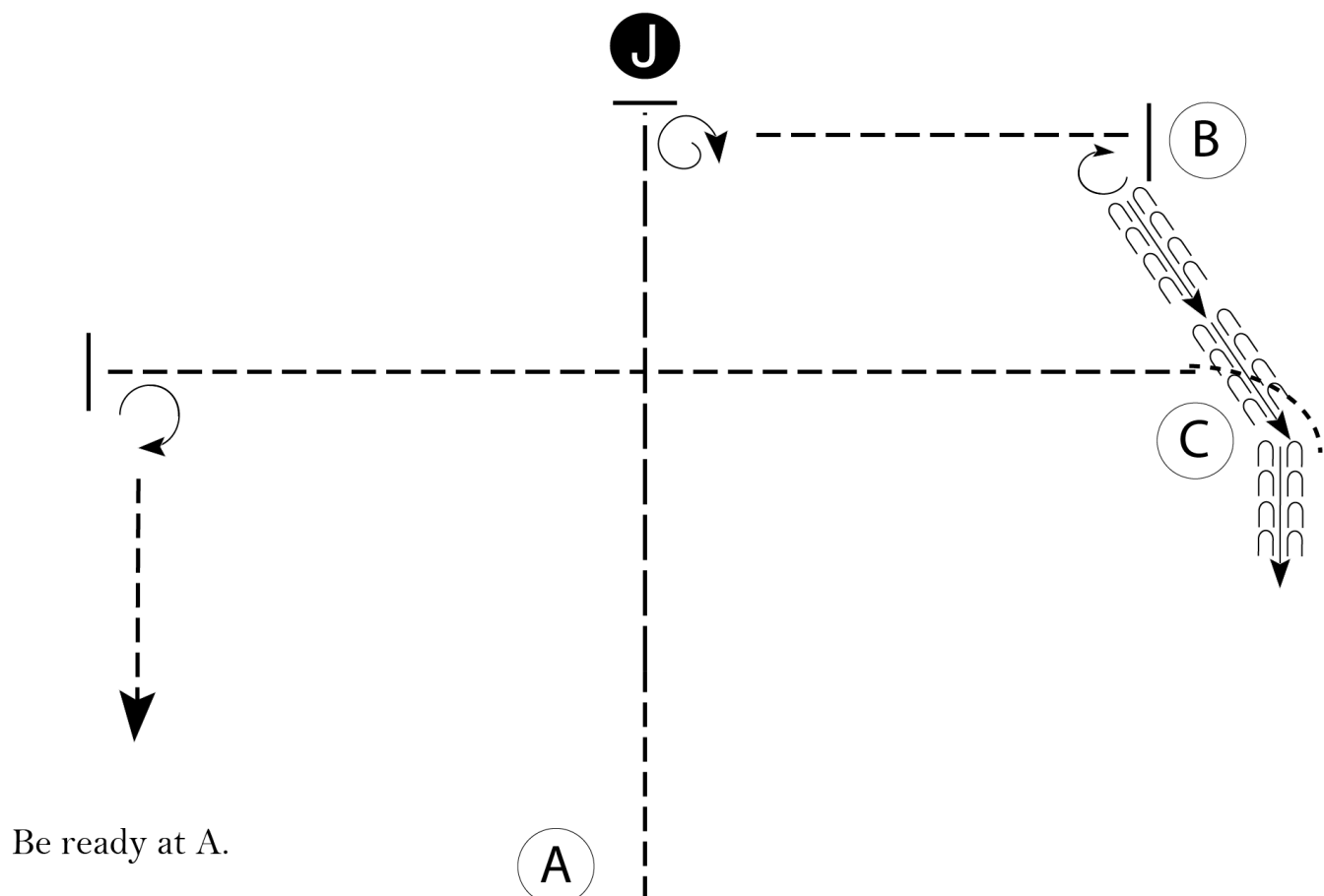
REINING PATTERN 4




Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. 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. Stop at the center of the arena. Hesitate.
4. Complete four spins to the left. Hesitate.
5. Beginning on the right lead, run a large fast circle to the right, change leads at the center of the arena, run a large fast circle to the left, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
7. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
8. 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 to demonstrate completion of the pattern.

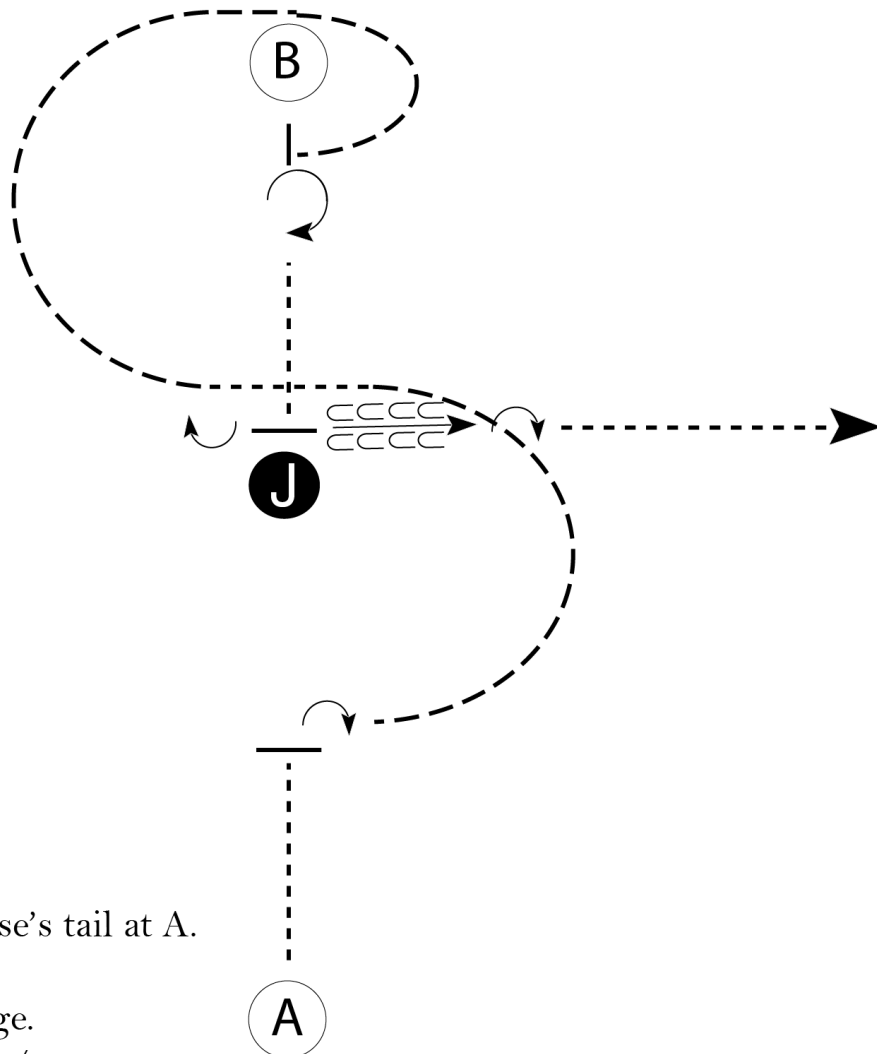
**APHA Amateur
 Showmanship at Halter**



1. Begin at a trot for several strides then build to an extended trot to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 1 1/4 turn and trot to B.
4. Perform a 3/4 turn then back past C as shown.
5. Walk to and around C. When even with C, trot a straight line past the center line of the pattern and stop.
6. Perform a 270 degree turn and trot to exit.

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

**APHA Youth
Showmanship at Halter**

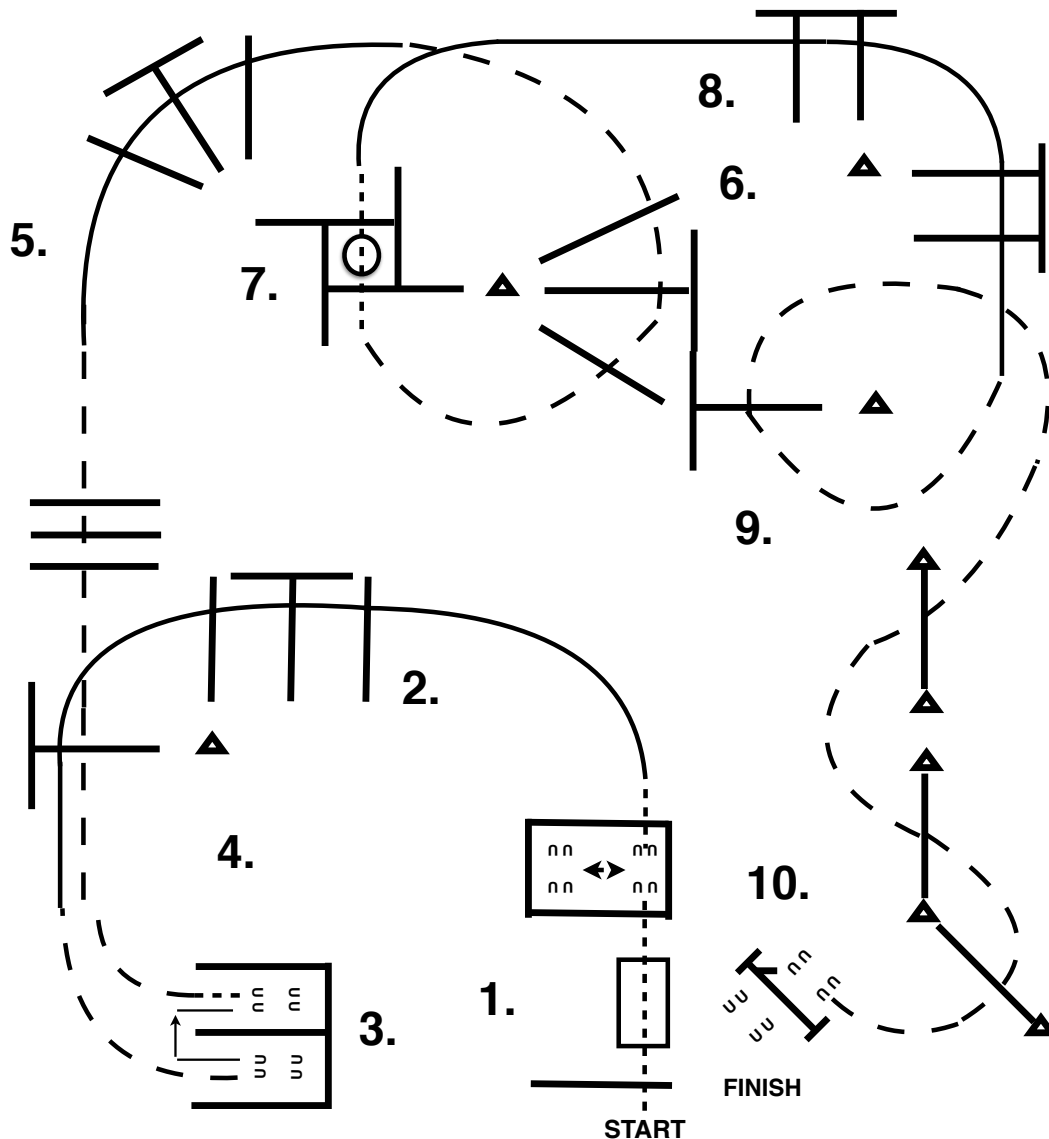


Be ready with your horse's tail at A.

1. Walk halfway to Judge.
2. Stop and perform a 1/4 turn.
3. Trot a half circle. Break to a walk before Judge and walk at least two horse lengths past Judge.
4. Trot a half circle to and around B as shown.
5. Stop and perform a 3/4 turn and walk to Judge.
6. Stop and set up for inspection.
7. When dismissed, perform a 1/4 turn.
8. Back approximately one horse length.
9. Perform a 1/2 turn and walk straight away to exit.

Walk - - - - -
Trot - - - - -
Back ← 3 3 3 3
Marker (B)
Judge (J)

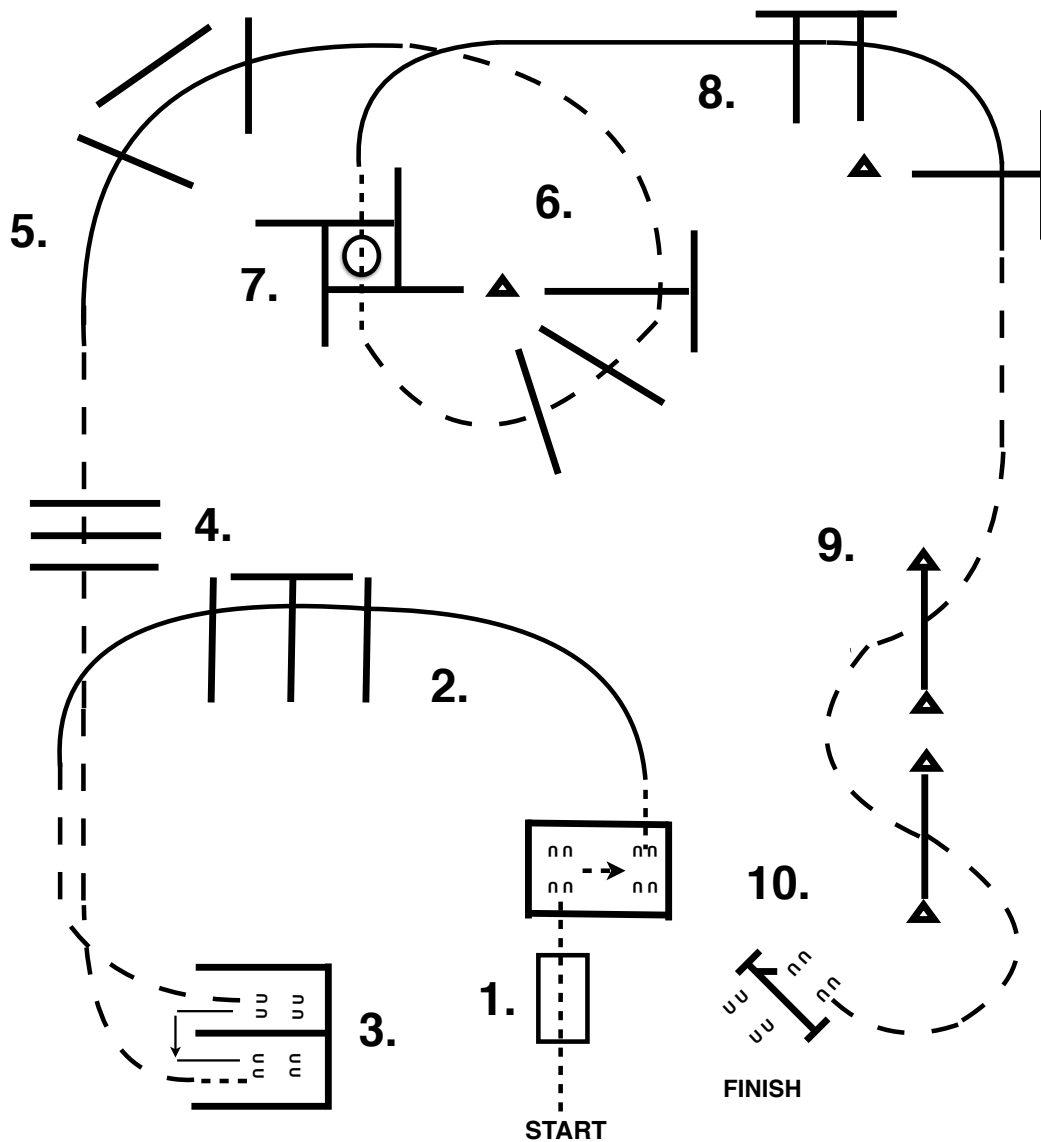
Follow the instructions of your ring steward.



1. WALK OVER POLE, WALK OVER BRIDGE, WALK INTO BOX, SIDE PASS LEFT THEN BACK TO THE RIGHT, WALK OUT BOX.
2. LOPE OVER POLES (LEFT LEAD).
3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. JOG OVER POLE, JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
10. WORK GATE LEFT HAND.

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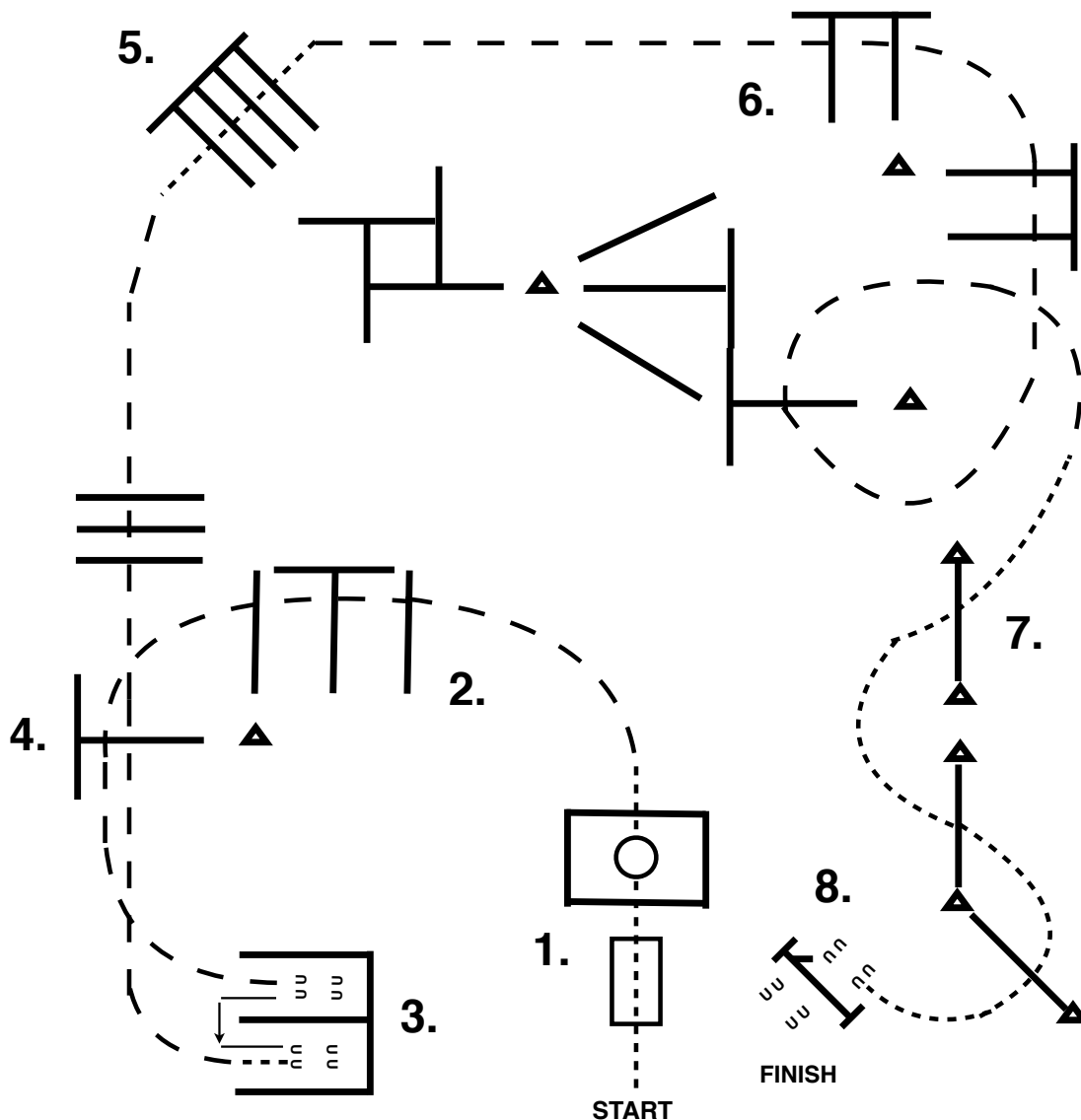


1. WALK OVER BRIDGE, WALK INTO BOX, SIDE PASS TO THE RIGHT, WALK OUT BOX.
2. LOPE OVER POLES (LEFT LEAD).
3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER DIRECTION, WALK OUT BOX.
8. LOPE OVER POLES (RIGHT LEAD).
9. JOG OVER POLE, JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
10. WORK GATE LEFT HAND.

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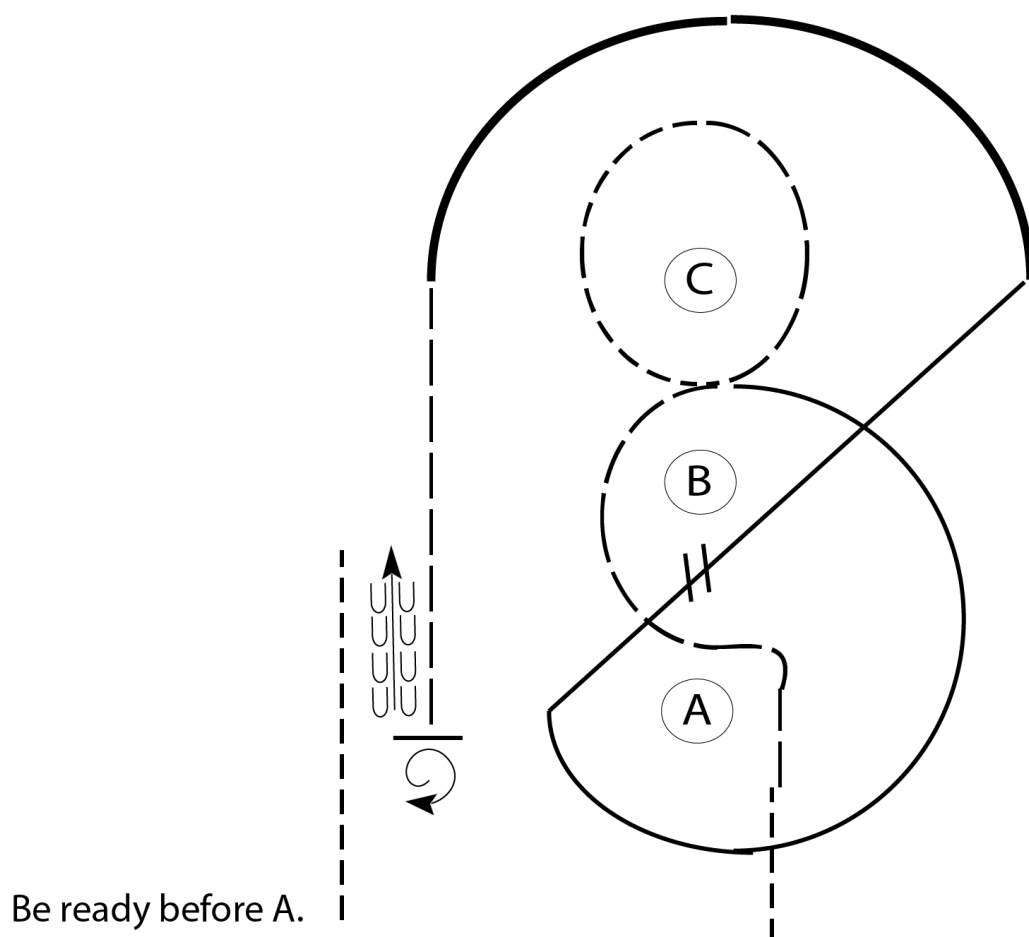
APHA Open
Trail in Hand 1&2 year old



1. WALK OVER BRIDGE, WALK INTO BOX, EXECUTE A 360 TURN RIGHT THEN, WALK OUT BOX.
2. JOG OVER POLES.
3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
4. JOG OVER POLES.
5. BREAK TO THE WALK, WALK OVER POLES.
6. JOG OVER POLES, JOG AROUND MARKER.
7. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG UP TO GATE.
8. WORK GATE LEFT HAND.

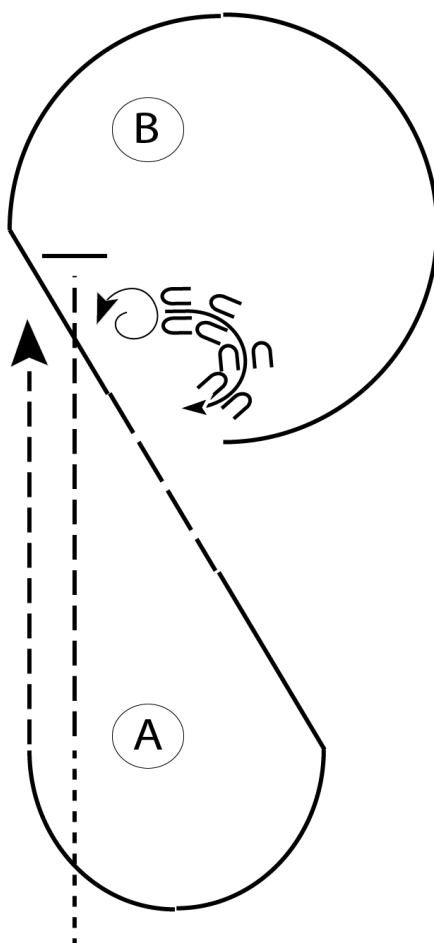
Pattern sponsored by





1. Begin at a jog and build to an extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, slow to a jog and jog a half circle.
3. Right lead lope around A as shown.
4. Change leads between A and B.
5. Lope left lead then extend the lope in a half circle around C.
6. When even with C, extend the jog until even with A and stop.
7. Perform a full turn right then back approximately one horse length.
8. Jog to exit.

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



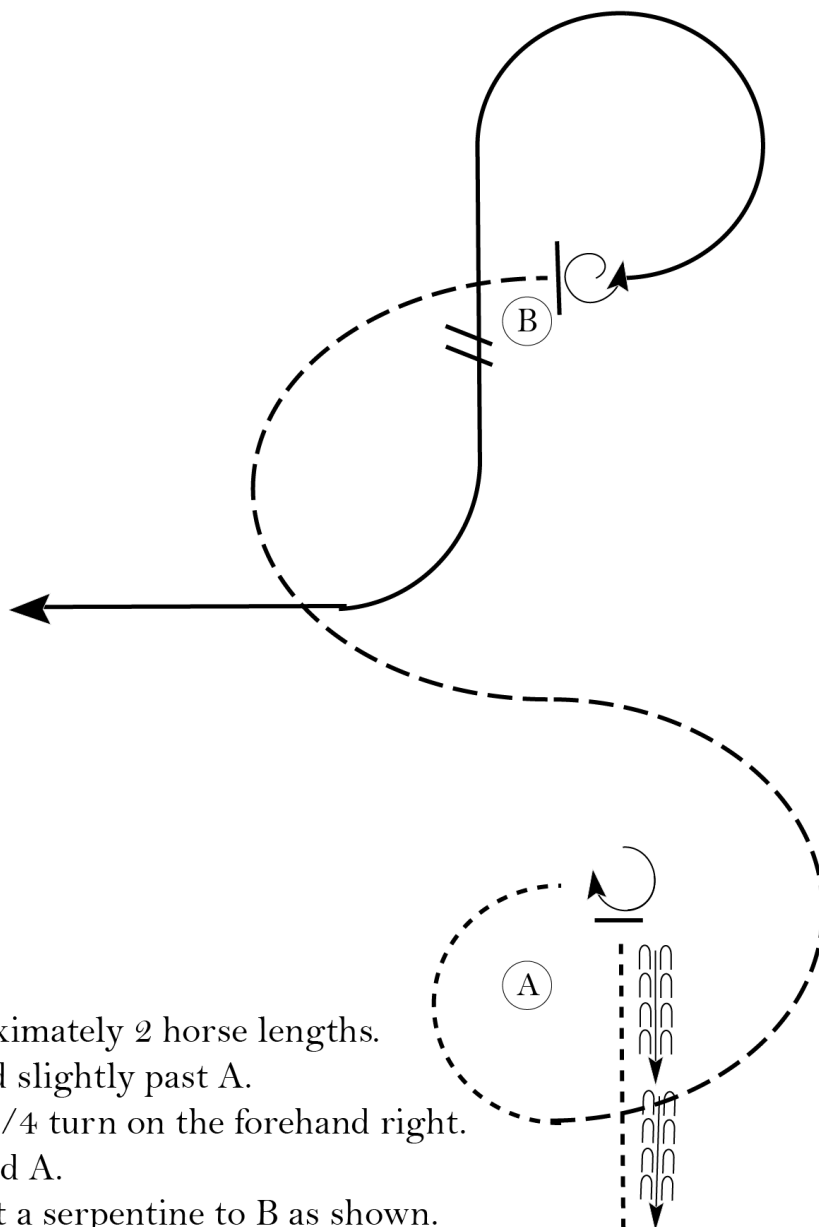
Be ready before A.

1. Walk to A.
2. Jog 2/3 of the way to B.
3. Stop and perform a 1 1/4 turn left.
4. Back a half circle to center of pattern.
5. Lope on the left lead to and around B and toward center of pattern.
6. Break to an extended jog through middle of pattern.
7. Lope on the right lead around A as shown.
8. Break to a jog at A and jog to exit.

Follow the instructions of your ring steward.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Lead Change	
Back	
Marker	

APHA Amateur
Hunt Seat Equitation



Be ready at A.

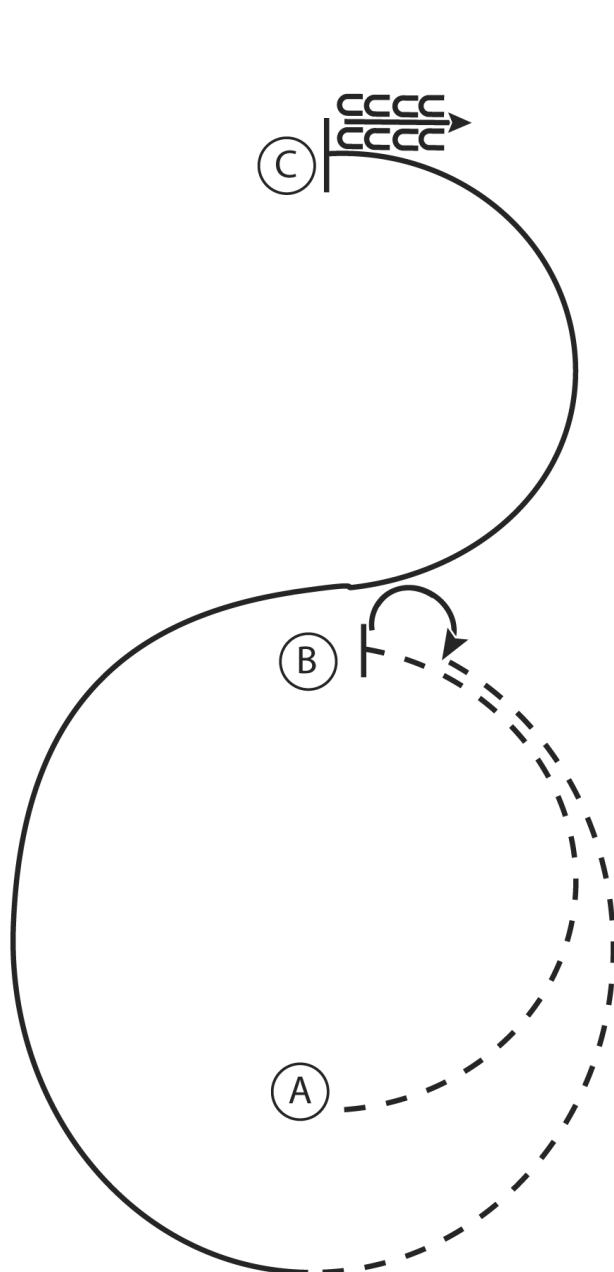
1. Back approximately 2 horse lengths.
2. Walk to and slightly past A.
3. Perform a 3/4 turn on the forehand right.
4. Walk around A.
5. Posting trot a serpentine to B as shown.
6. Halt at B. Perform a full turn on the forehand left.
7. Canter on the left lead in a circle to B.
8. Change leads at B and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

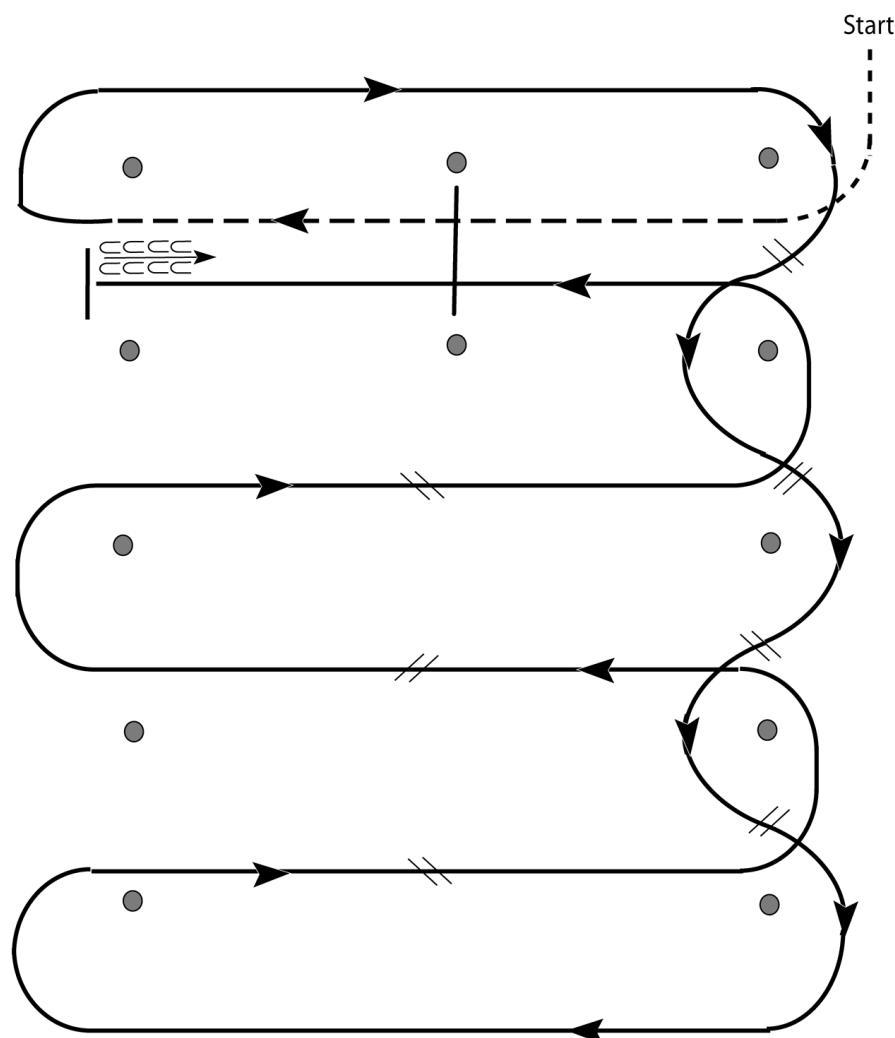
APHA Youth

Hunt Seat Equitation

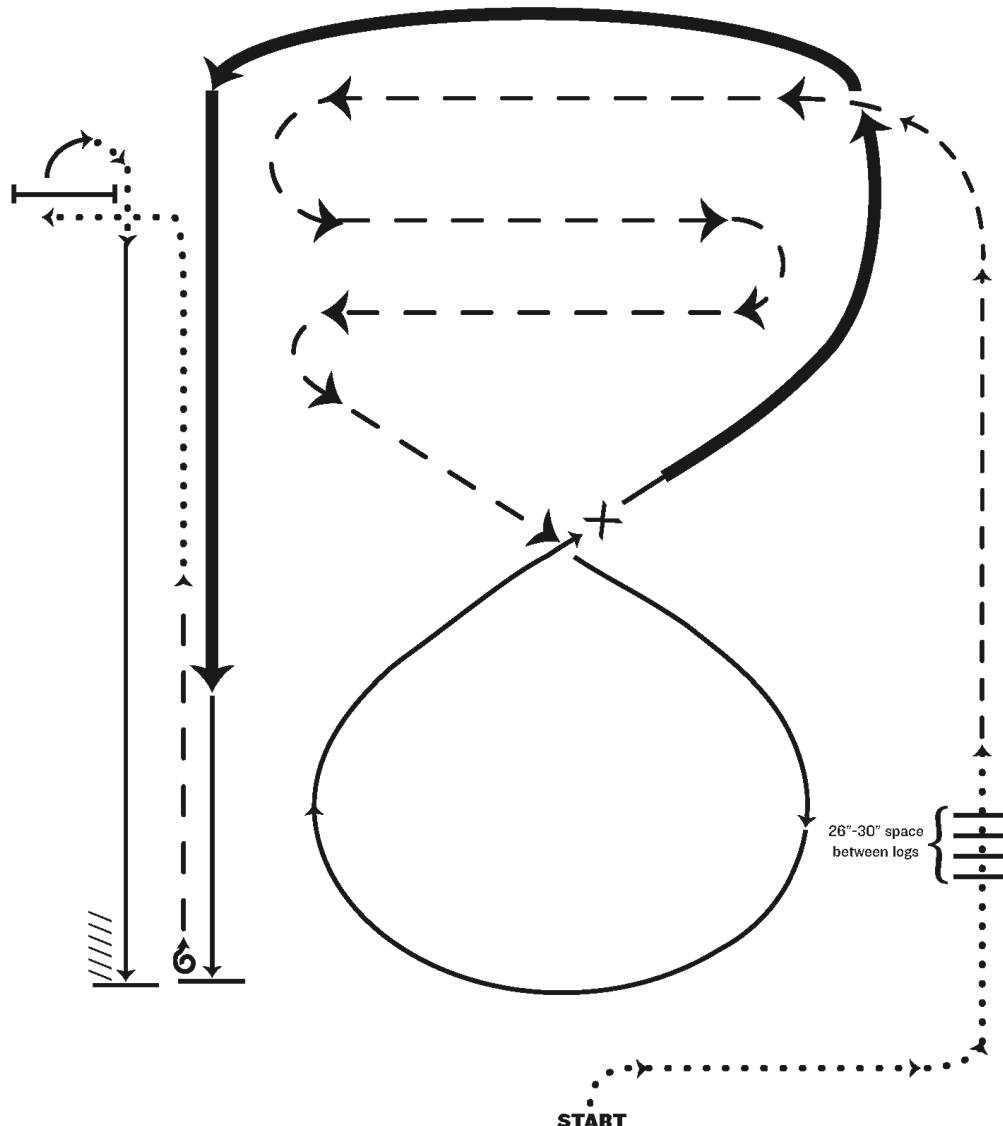


1. Posting trot half circle A to B
2. At B stop and perform a 180 degree turn to the right on the forehand
3. Posting trot half circle B to A
4. At A canter a half circle to B on the left lead
5. At B maintain the left lead in a half circle to C
6. At C stop and back 4 steps

Walk
Trot	-----
Extended Trot	————
Canter	————
Leg Yield	
Lead Change	↗↘
Back	←←←←
Marker	(B)
Sidepass	←←←←



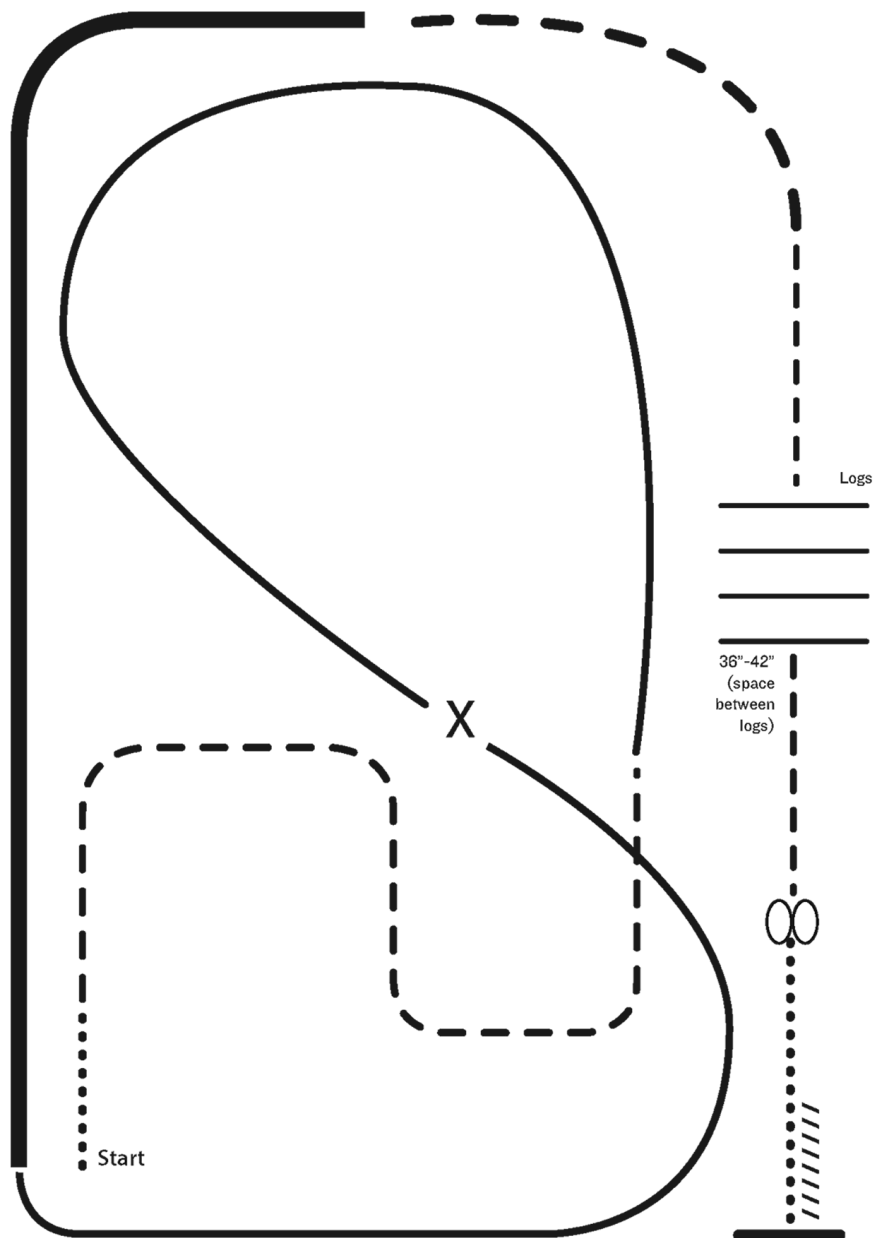
1. Walk, transition to jog, jog over log.
2. Transition to right.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change.
7. First crossing change.
8. Second crossing change.
9. Third crossing change.
10. Lope over log.
11. Lope, stop and back.



1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and hack

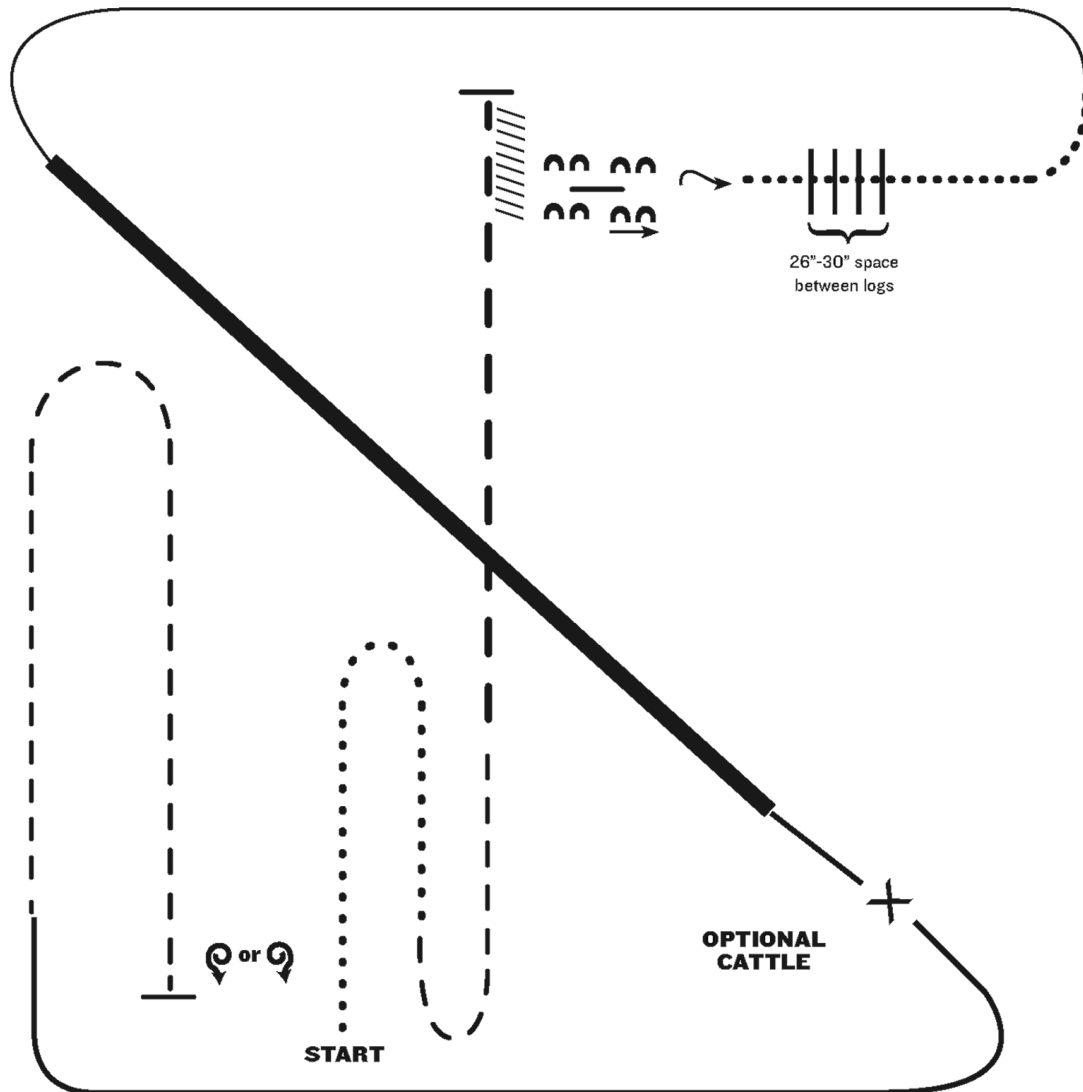
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

**APHA Amateur
Ranch Riding**



X Lead Change
 • • Walk
 - - Trot
 - - Ext trot
 — Lope
 — Ext Lope
 // // // Back

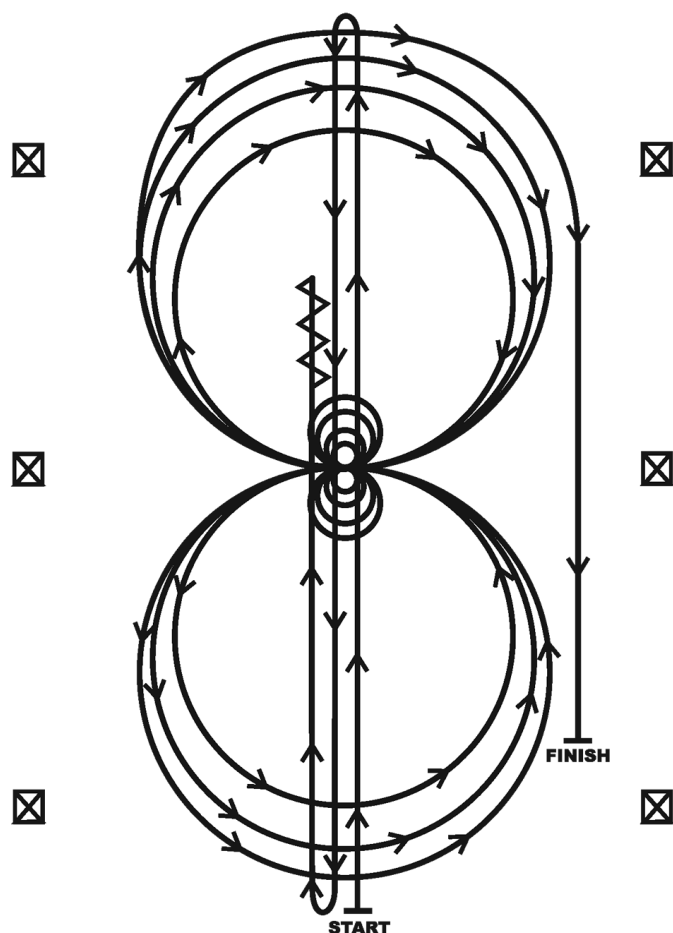
1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying) and
5. Lope on the right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, do 360 degree turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back



1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

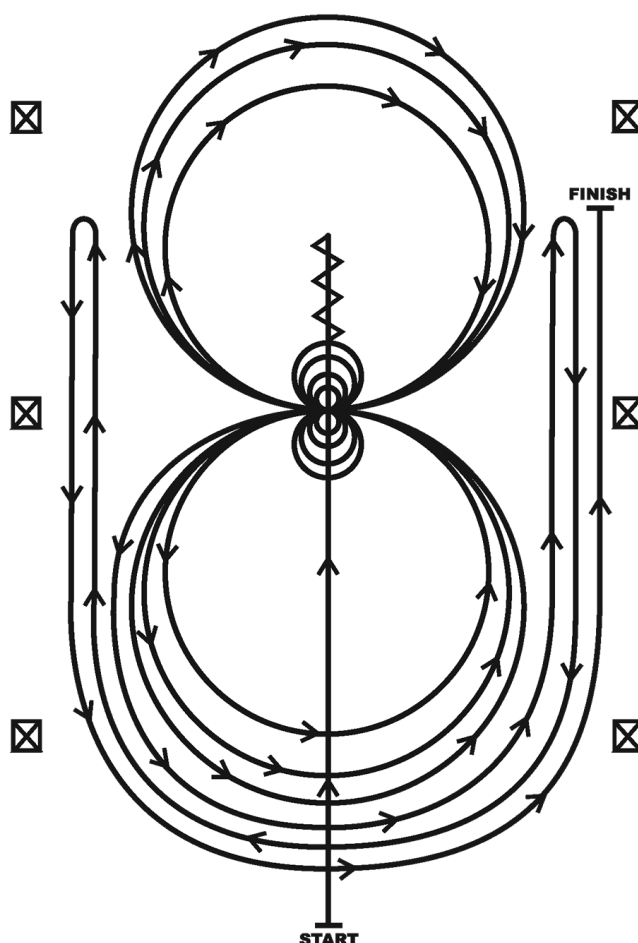
Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

REINING PATTERN 7



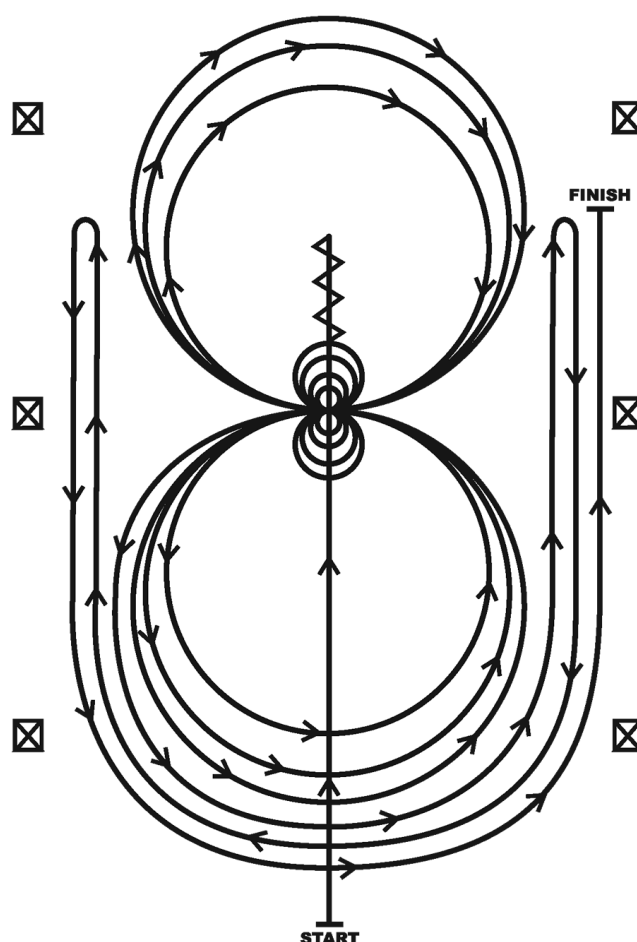
1. Run at speed to the far end of the arena past the end marker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least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

REINING PATTERN 9



1. 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.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that horse is facing the left wall or fence. Hesitate.
4. Beginning on the left lead, complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the 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 twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the 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.
8. Continue back around previous circle but do not close this circle. Run up 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.

REINING PATTERN 12



1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (3 meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. 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.
5. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center for the 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 (6 meters) from the wall or fence-no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the left side of the arena and past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence-no hesitation.
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 (6 meters) from the wall or fence. Hesitate to demonstrate completion of pattern.