



🍁 MATZENDORF // SEPTEMBER 09 – 12, 2021 🍁

Patternbook

ApHCS

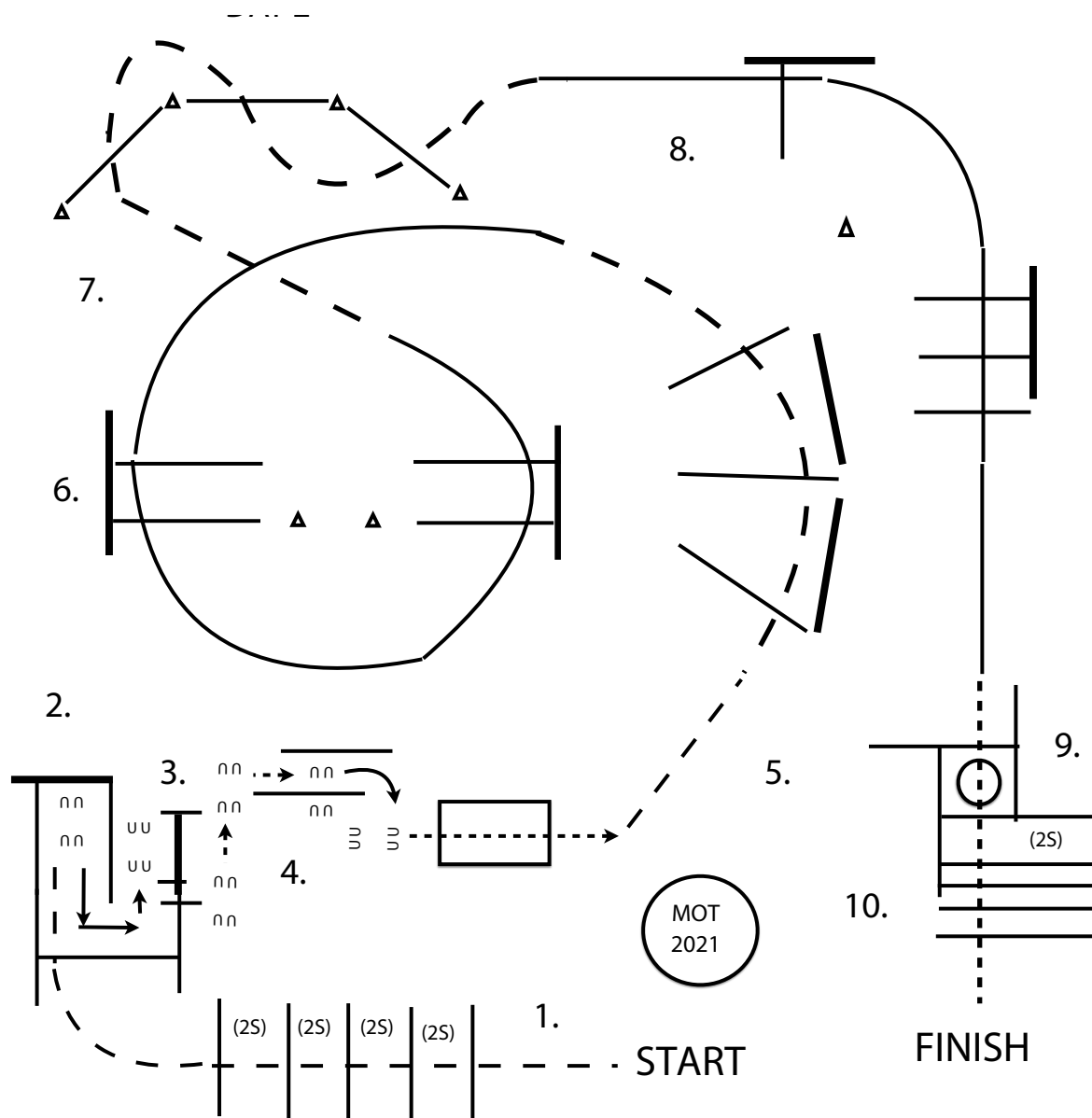
Patternbook designed by



socialhorse

ApHCS Futurity 2020 & 2021

Trail 4&5 year old



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

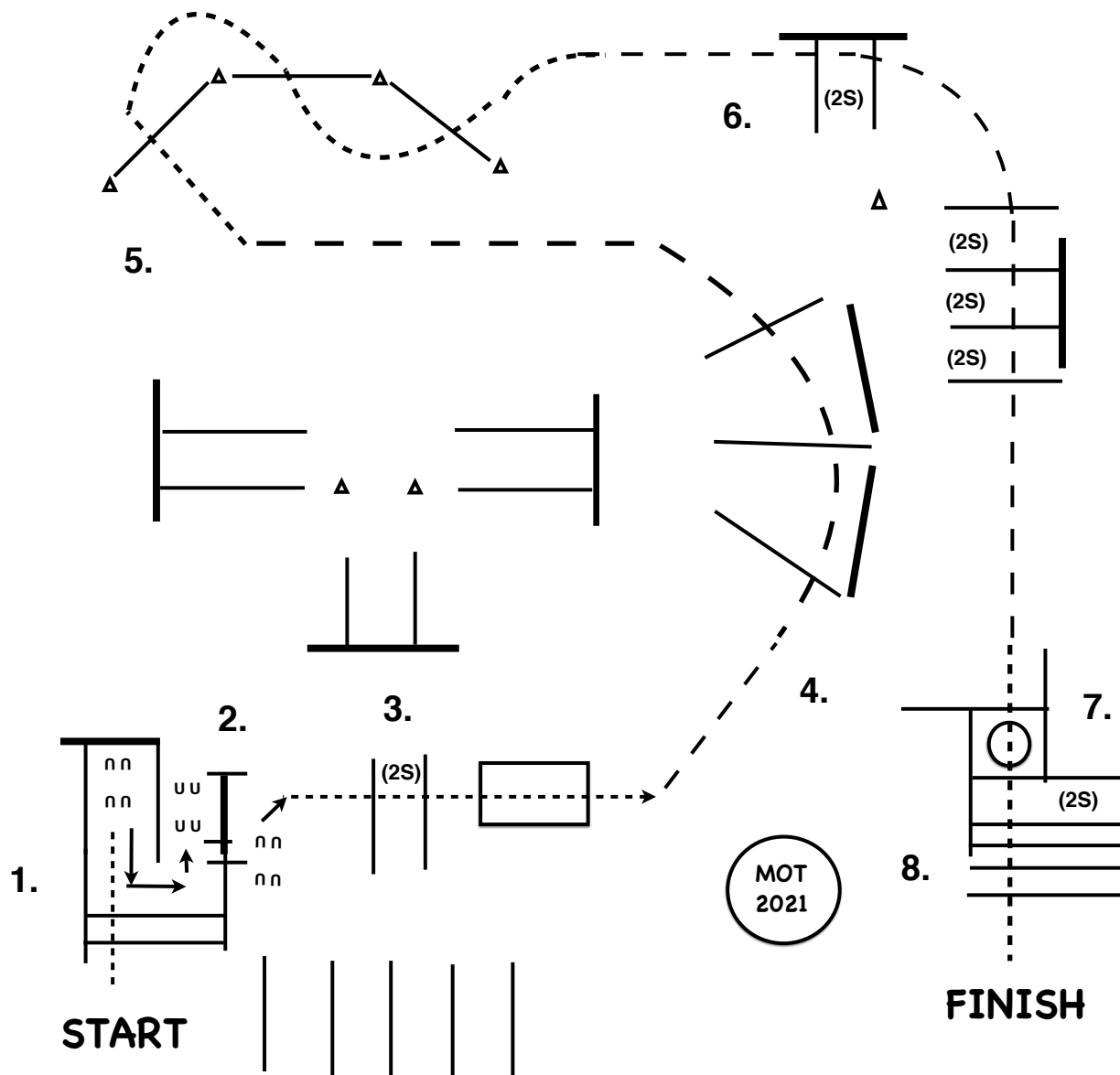
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Trail in Hand 1-3 year old

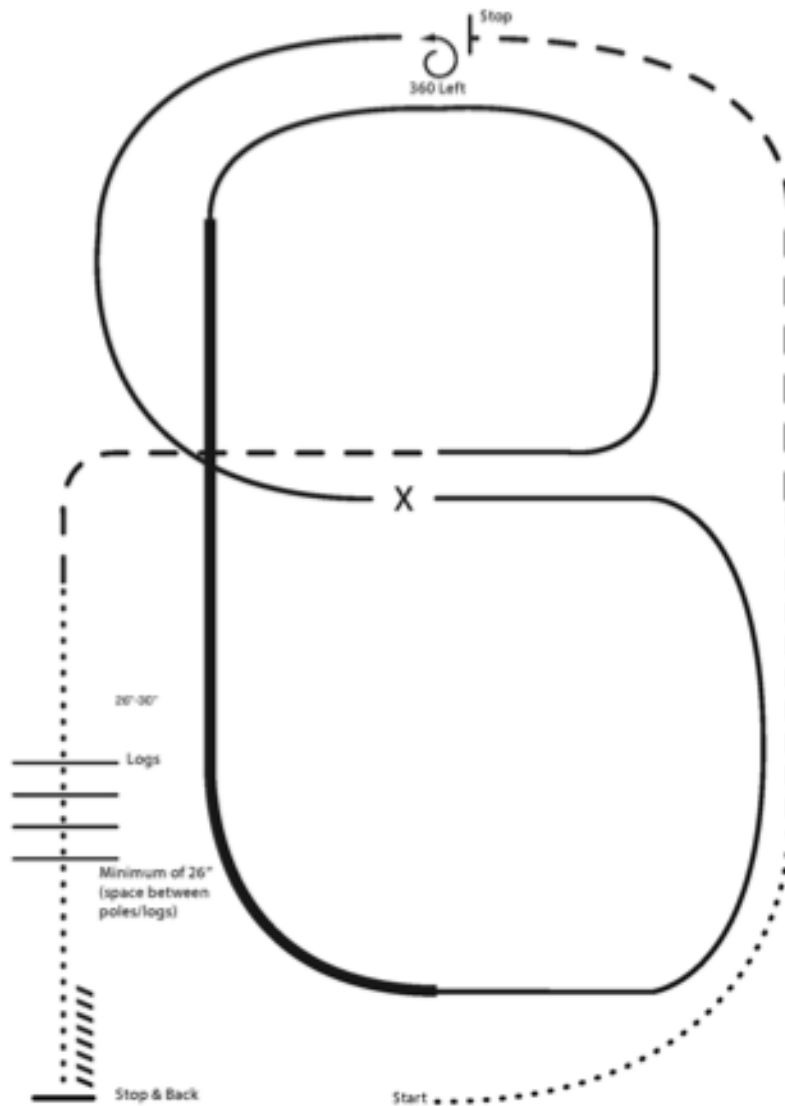


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1. WALK OVER POLES, WALK INTO CHUTE. BACK A U-TURN BETWEEN POLES.
2. WORK GATE LEFT HAND.
3. WALK OVER POLES AND WALK OVER BRIDGE.
4. JOG OVER POLES.
5. BREAK TO THE WALK, WALK THROUGH SERPENTINE, WALK OVER POLES.
6. JOG OVER POLES.
7. STOP OR BREAK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

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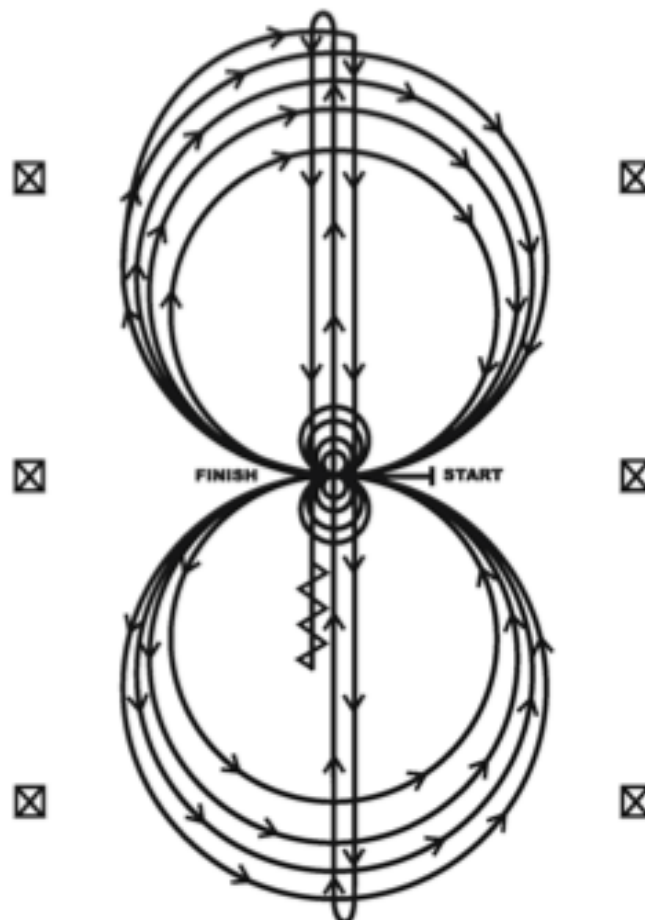
ApHCS Futurity 2020 & 2021 **Ranch Riding**



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

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 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 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 logs
12. Stop and back

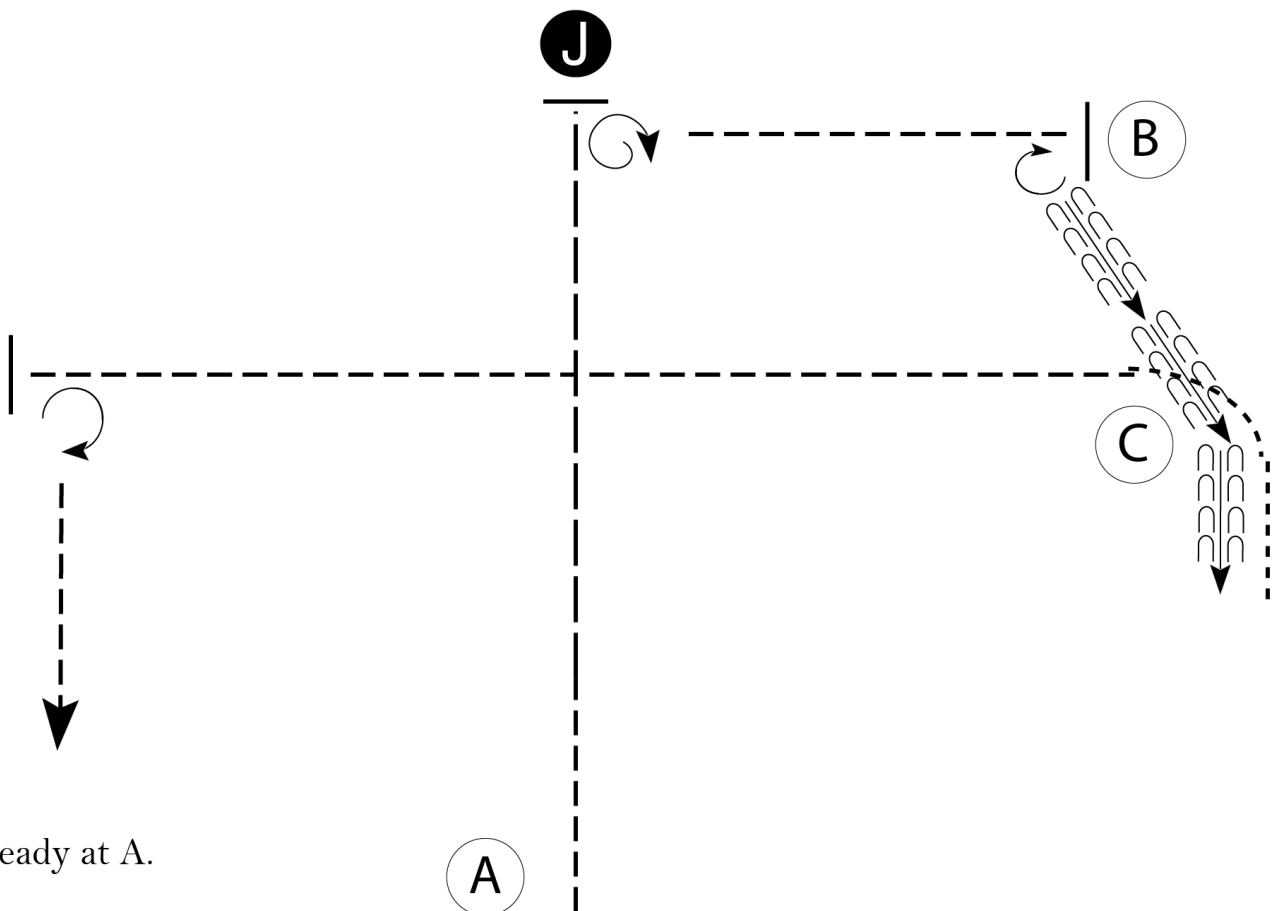
ApHCS Futurity 2020 & 2021 **Reining**



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.

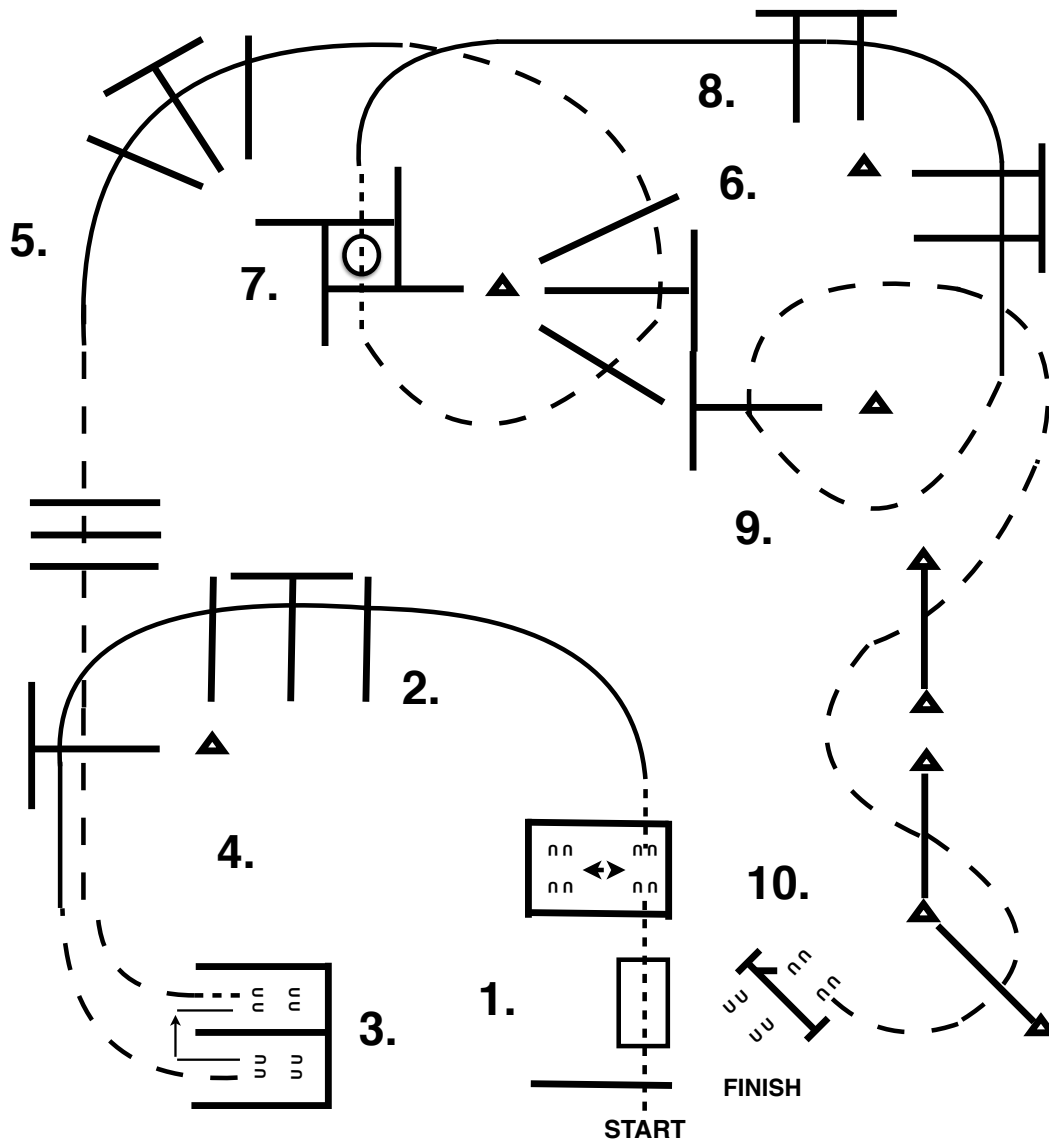
1. Beginning on the right lead, complete three circles to the right: the first two large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two 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.

**ApHC Non Pro
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 $1\frac{1}{4}$ turn and trot to B.
4. Perform a $\frac{3}{4}$ 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.

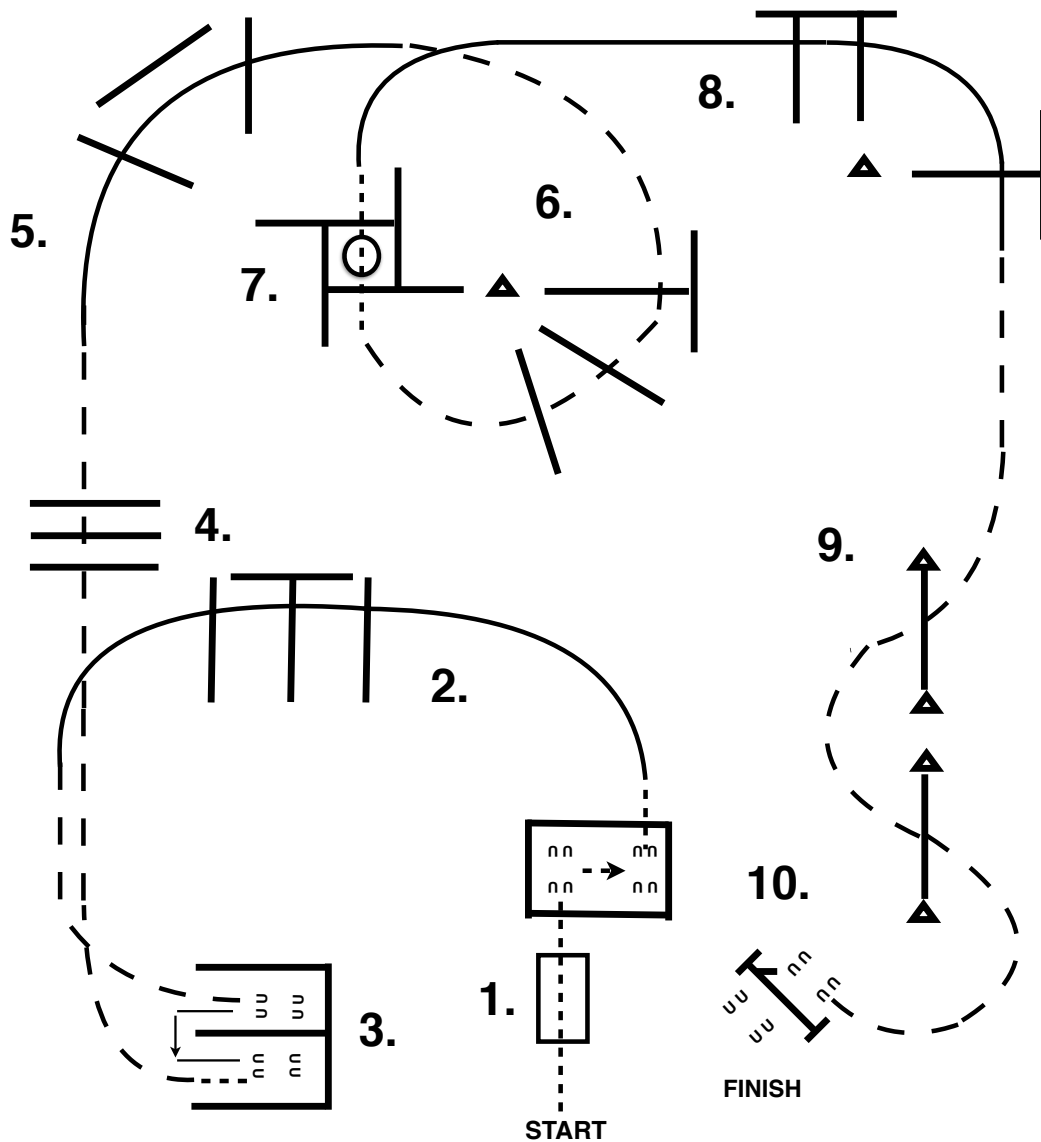
Walk	-----
Trot	- - - - -
Back	←
Marker	(B)
Judge	(J)



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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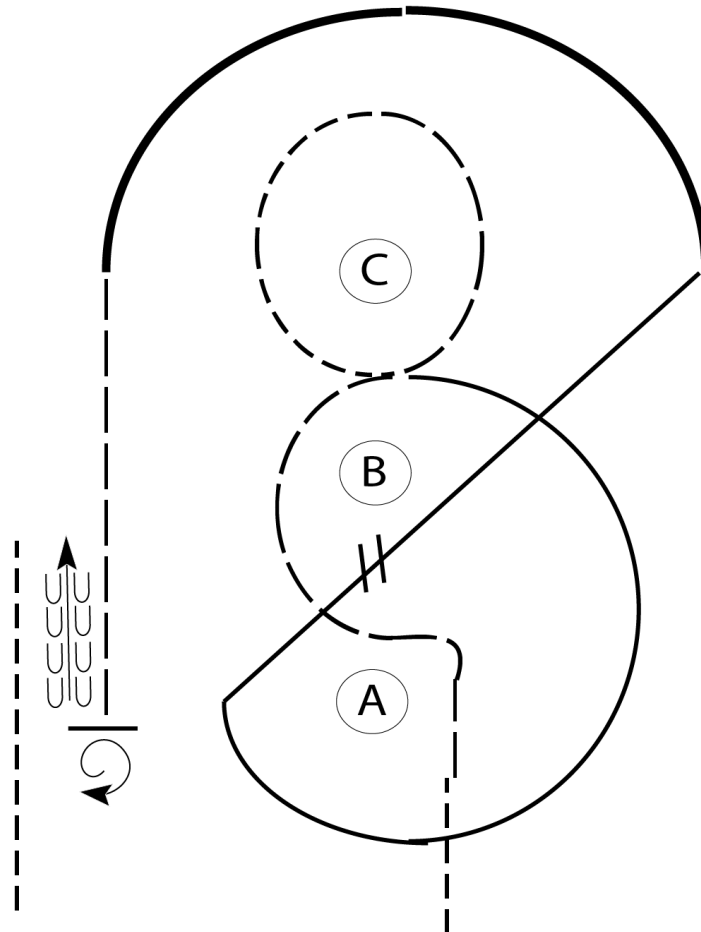




1. WALK OVER BRIDGE, WALK INTO BOX, SIDE PASS TO THE RIGHT, WALK OUT BOX.
2. LOPE OVER POLES (LEFT LEAD).
3. JOG INTO CHUTE, BACK A U-TURN BETWEEN POLES, WALK OUT.
4. JOG OVER POLES.
5. LOPE OVER POLES (RIGHT LEAD).
6. JOG OVER POLES.
7. STOP OR BREAK TO THE WALK, WALK INTO BOX, EXECUTE A 360 TURN EITHER 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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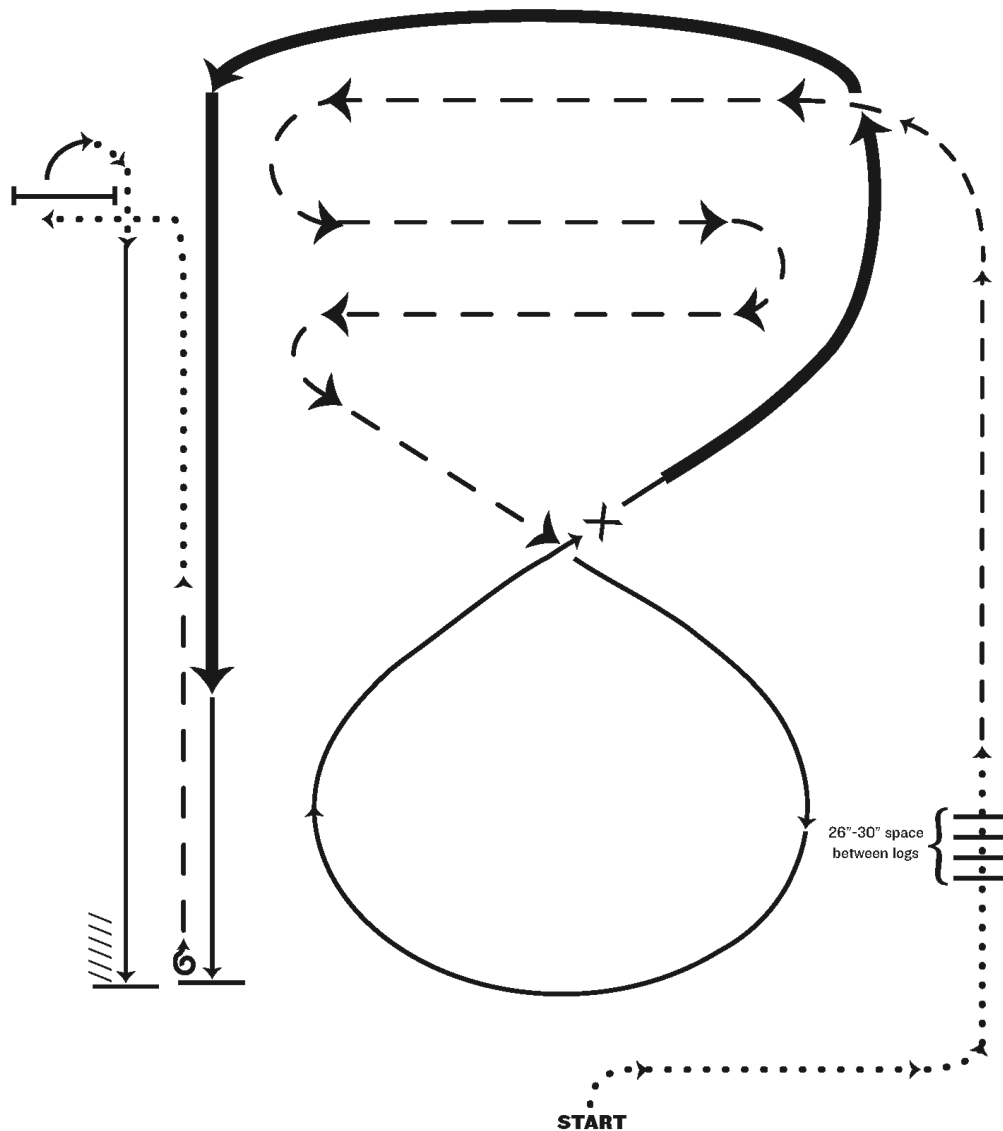




Be ready before A.

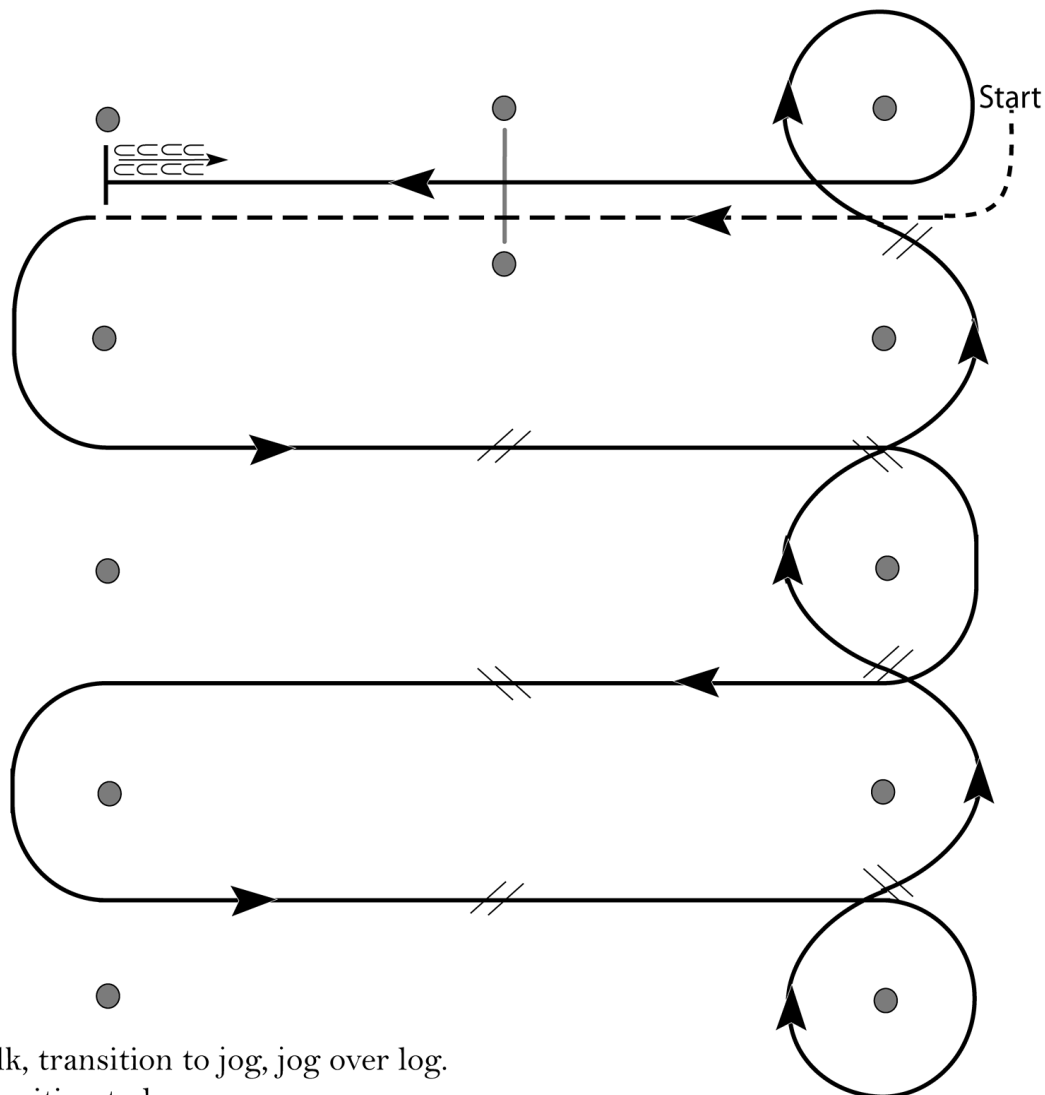
1. Begin at a jog and build to an extended jog by the time you reach A. Extend the jog through A, B and C as shown.
2. At the top of C, slow to a jog and jog a half circle.
3. Right lead lope around A as shown.
4. Change leads between A and B.
5. Lope left lead then extend the lope in a half circle around 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	



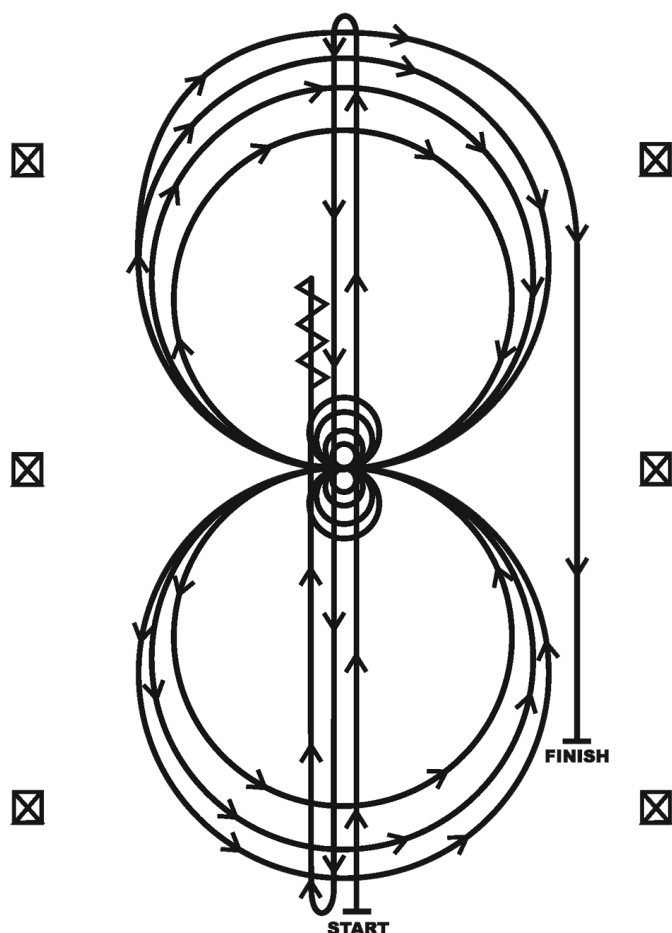
1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

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

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.