



EOPHC Patterns

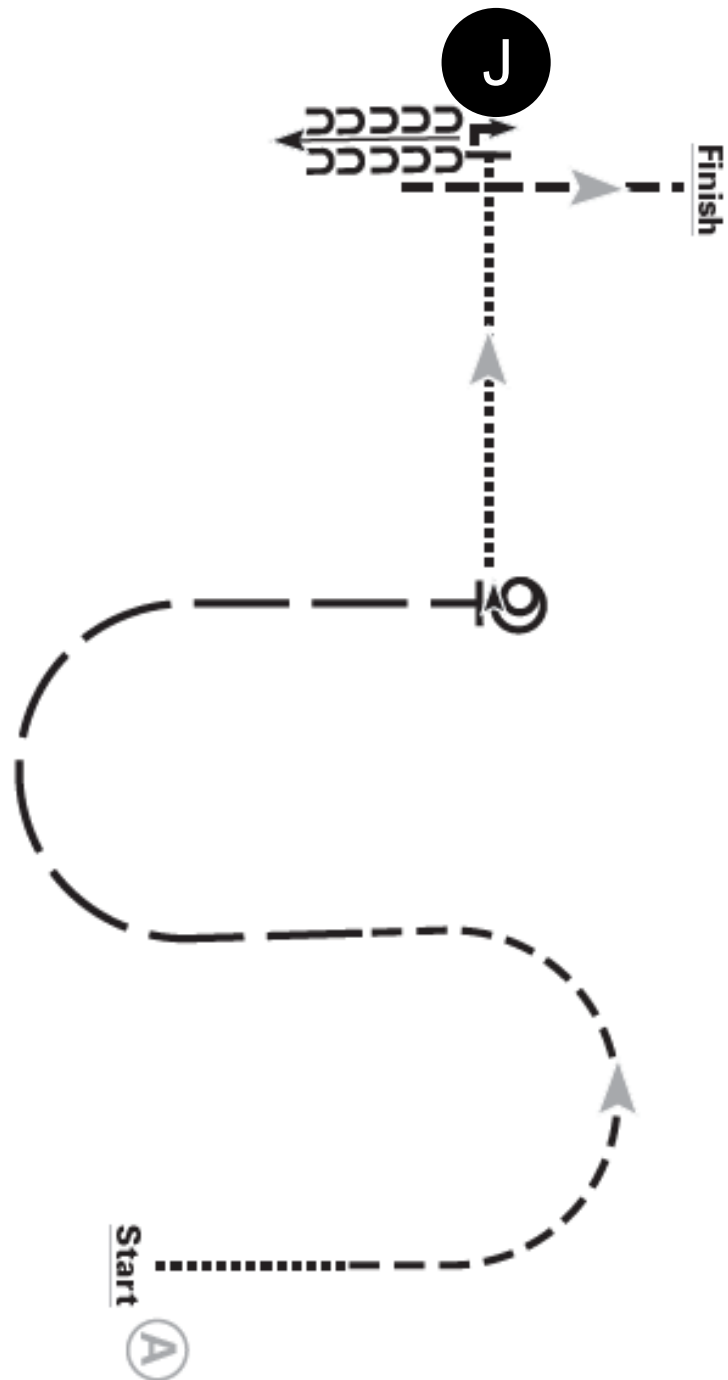
Sept. 18, 2021

NOTE: Some patterns do not show cones. These patterns are only intended for the general depiction of the pattern. Contestants should utilize the arena space to best exhibit their horses.

Paint Amateur Showmanship Paint Sold Bred Amateur Showmanship

Be ready at A.

1. Walk two horse lengths.
 2. Trot a half circle to the left.
 3. Extend the trot in a half circle to the right until even with the judge.
 4. Stop and perform a $1\frac{3}{4}$ turn.
 5. Walk to the judge.
 6. Stop and set up for inspection.
 7. When dismissed, perform a $\frac{1}{4}$ turn.
 8. Back two horse lengths.
- Exit at a trot.



Pattern Legend

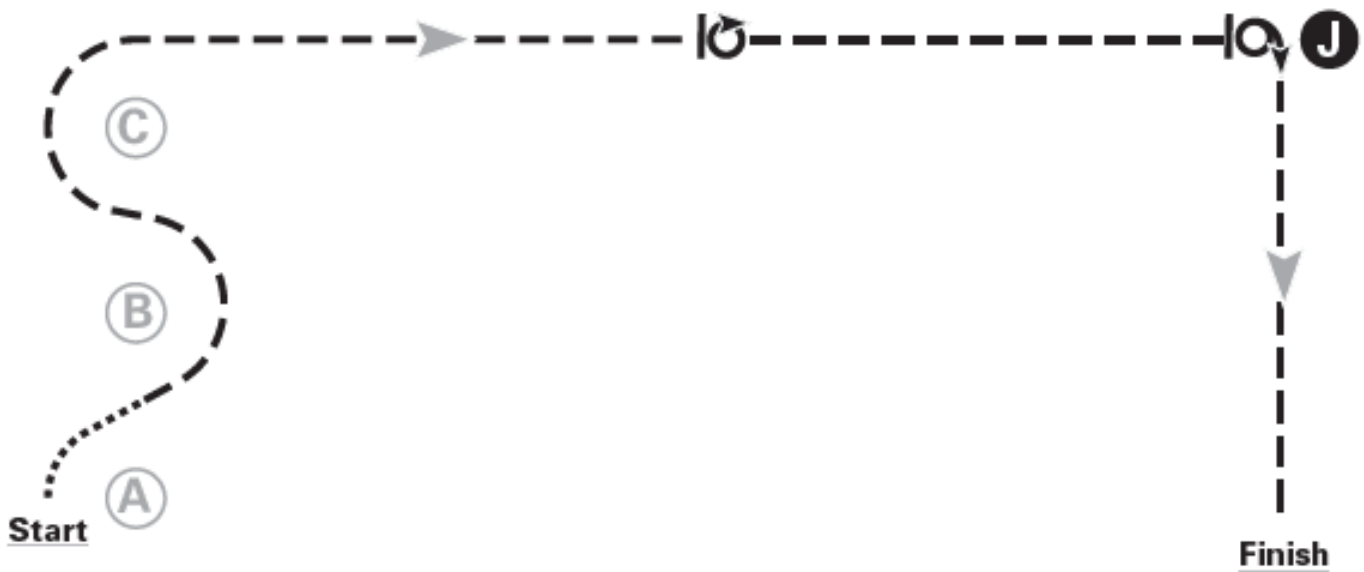
- Walk (dotted line)
- Jog/Trot - - - - - (dashed line)
- Lope/Canter _____ (solid line)
- Extended Trot/Jog ——— (long dashed line)
- Leg Yield | | | | | (vertical bars)
- Hand Gallop - - - - - (dash-dot line)
- Change Lead/Diagonal ≠ (diagonal slash)
- Back ← 33 (back symbol with arrow)
- Judge J (circle with J)
- Marker ○ (circle)
- Sidepass ← ← ← (dashed arrow)

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All Breed Adult Showmanship Paint Novice Amateur Showmanship

Be ready at A.

1. Walk two horse lengths.
2. Trot a serpentine around B and C.
3. Stop half way to the judge and perform a 360 degree turn.
4. Trot to the judge.
5. Stop and set up for inspection.
6. When dismissed, perform a 1¼ turn. Exit at a trot.

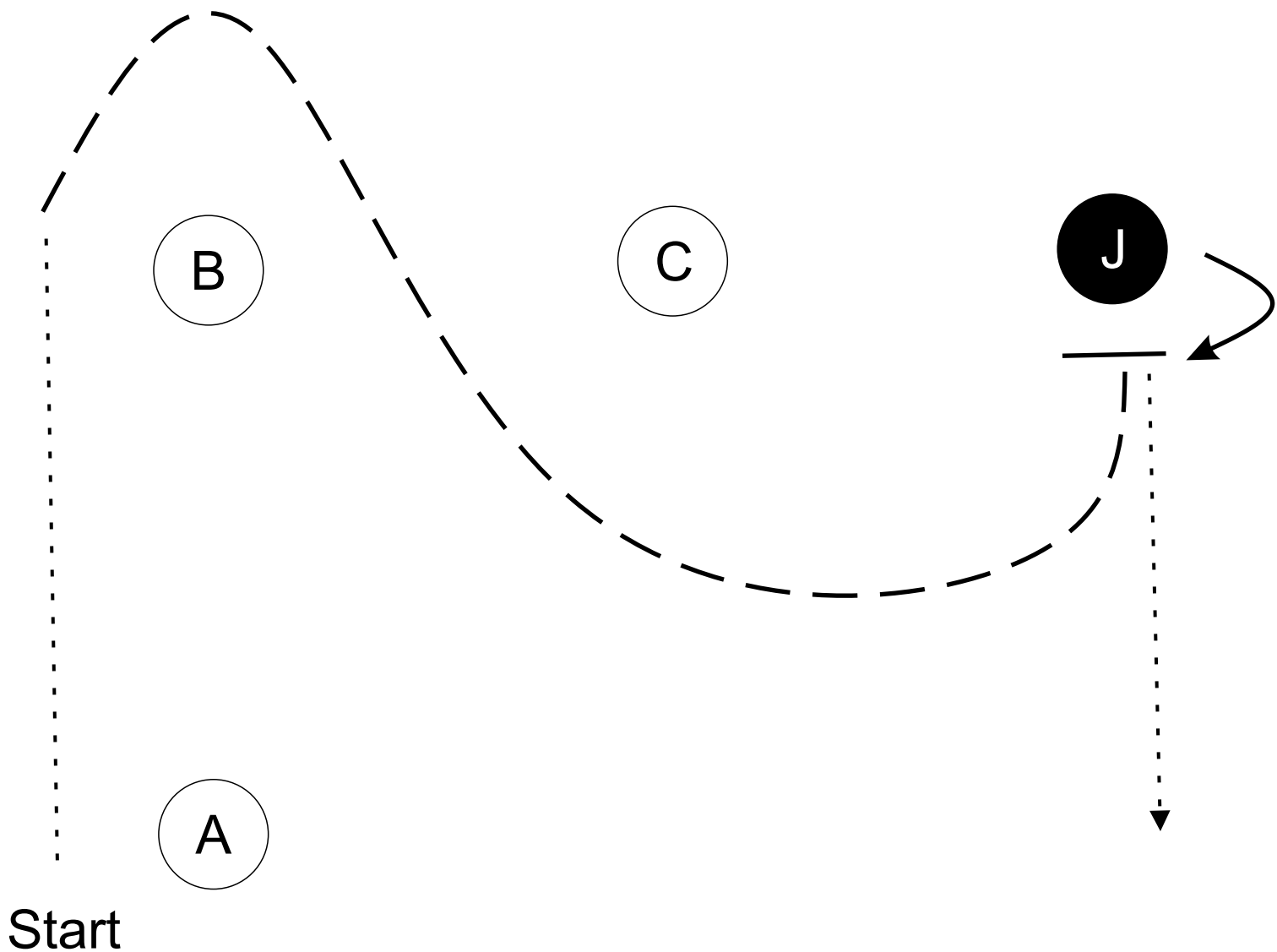


Pattern Legend

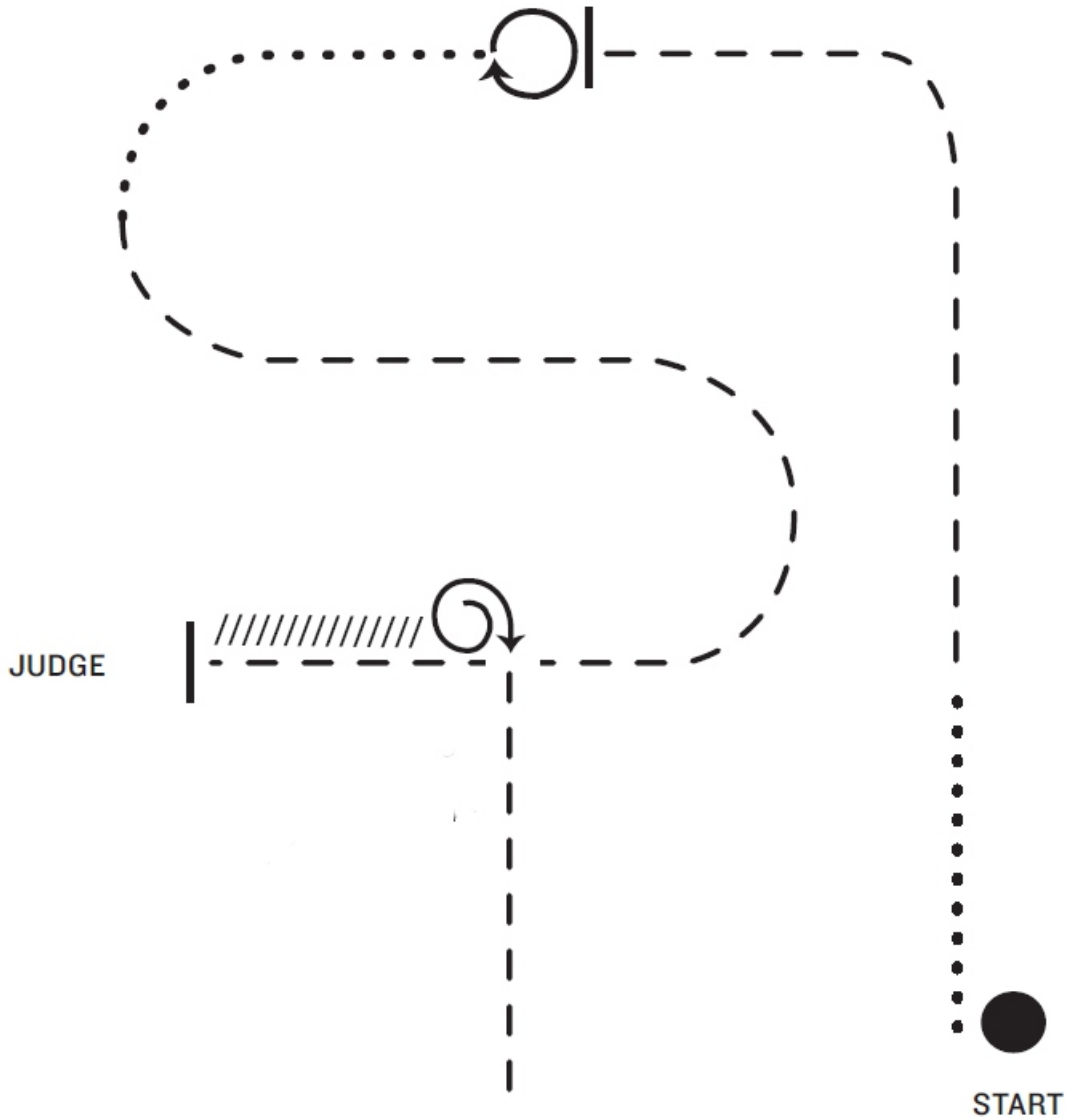
| | |
|----------------------|-------|
| Walk | |
| Jog/Trot | ----- |
| Lope/Canter | ————— |
| Extended Trot/Jog | ——— |
| Leg Yield | |
| Hand Gallop | ----- |
| Change Lead/Diagonal | ≠ |
| Back | ← 33 |
| Judge | ● |
| Marker | ○ |
| Sidepass | ←←← |

Paint Youth Showmanship (13 yrs & under)
Paint Youth Showmanship (18 yrs & under)
All Breed Youth Showmanship

1. Start at A.
2. Walk from A to B.
3. Jog around B and C to Judge.
4. Stop and set up for inspection.
5. When dismissed, perform a 180 degree turn.
6. Walk to rail.



Hoffman Showmanship Challenge



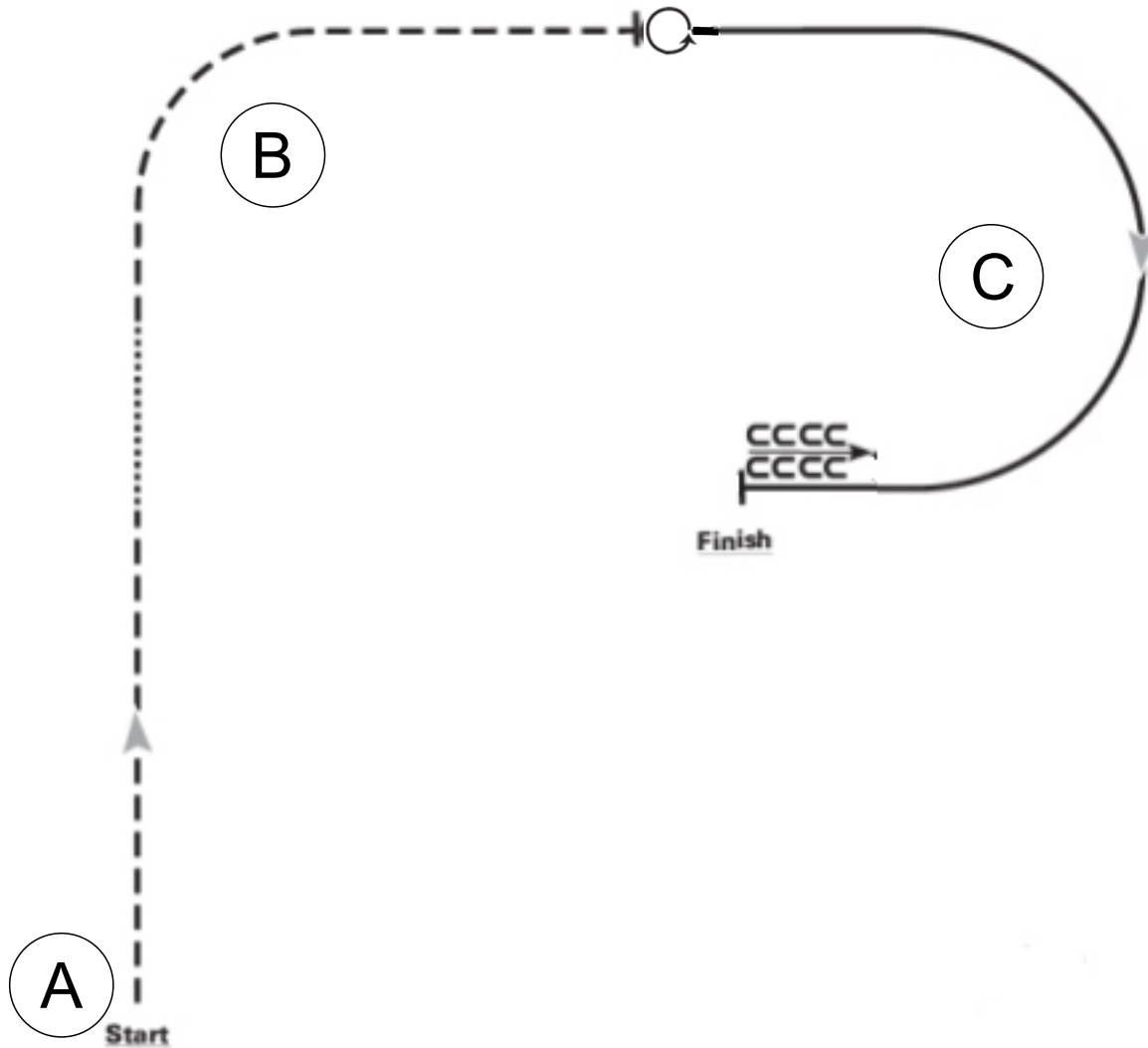
1. Walk, trot corner, stop
2. 360° turn
3. Walk, trot serpentine
4. Stop, set up for inspection
5. After inspection, back 2 horse lengths
6. Perform a 1 & 3/4 turn (630°)
7. Exit at a trot

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Paint Youth Hunt Seat Equitation (13 & under)

Paint Youth Hunt Seat Equitation (18 & under)

All Breed Youth Hunt Seat Equitation



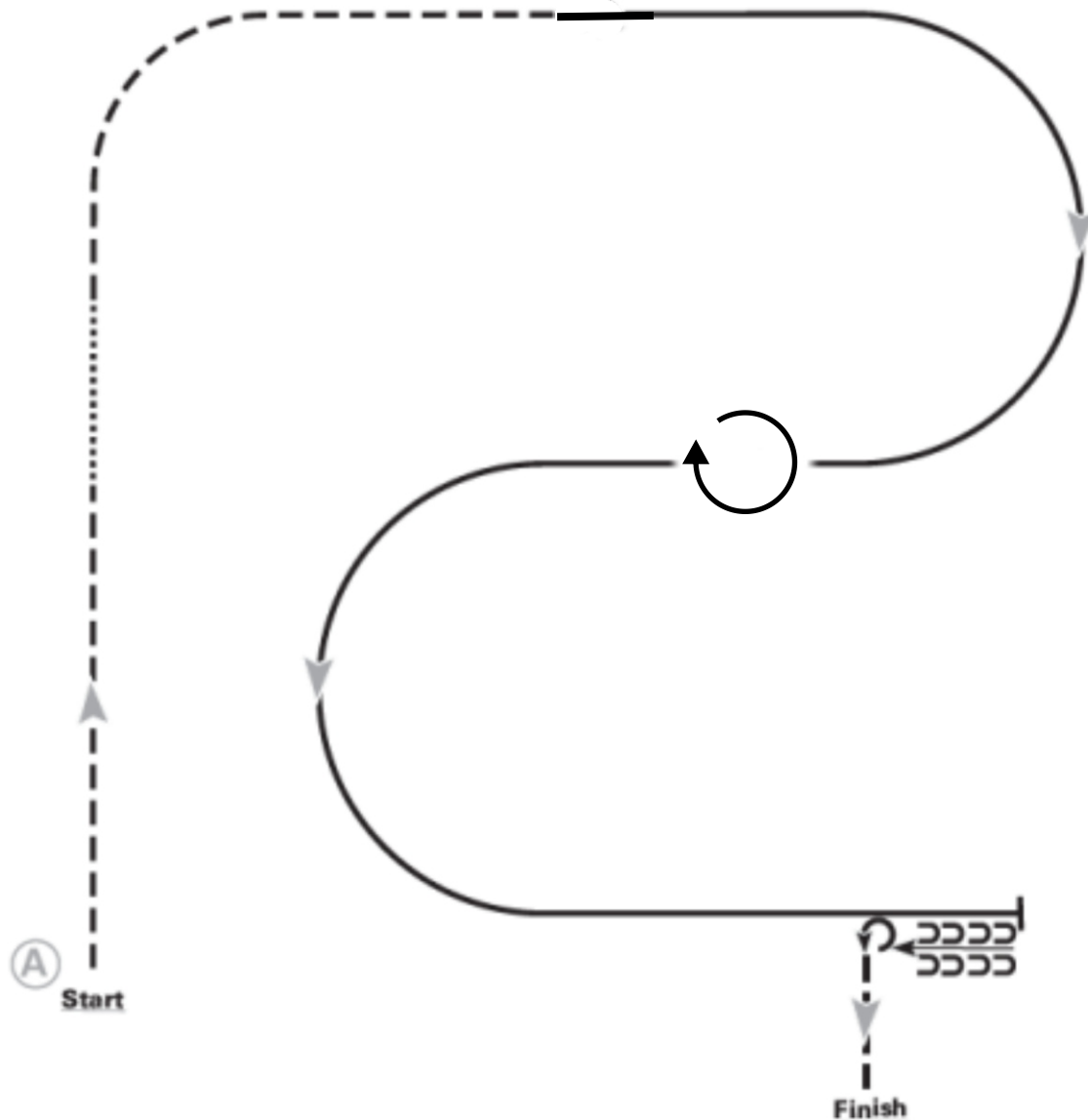
- Be ready at A.
1. Trot on the right diagonal.
 2. Walk one horse length.
 3. Trot on the left diagonal.
 4. Stop and perform a 360 degree forehand turn to the left.
 5. Canter on the right lead in a half circle.
 6. Stop and back one horse length.
 7. Exit at a sitting trot.

Pattern Legend

| | |
|----------------------|-------|
| Walk | |
| Jog/Trot | ----- |
| Lope/Canter | ———— |
| Extended Trot/Jog | ——— |
| Leg Yield | |
| Hand Gallop | |
| Change Lead/Diagonal | ≠ |
| Back | ← 33 |
| Judge | ⓐ |
| Marker | ○ |
| Sidepass | ←←← |

Paint Amateur Hunt Seat Equitation

Paint Solid Bred Amateur Hunt Seat Equitation



Be ready at A.

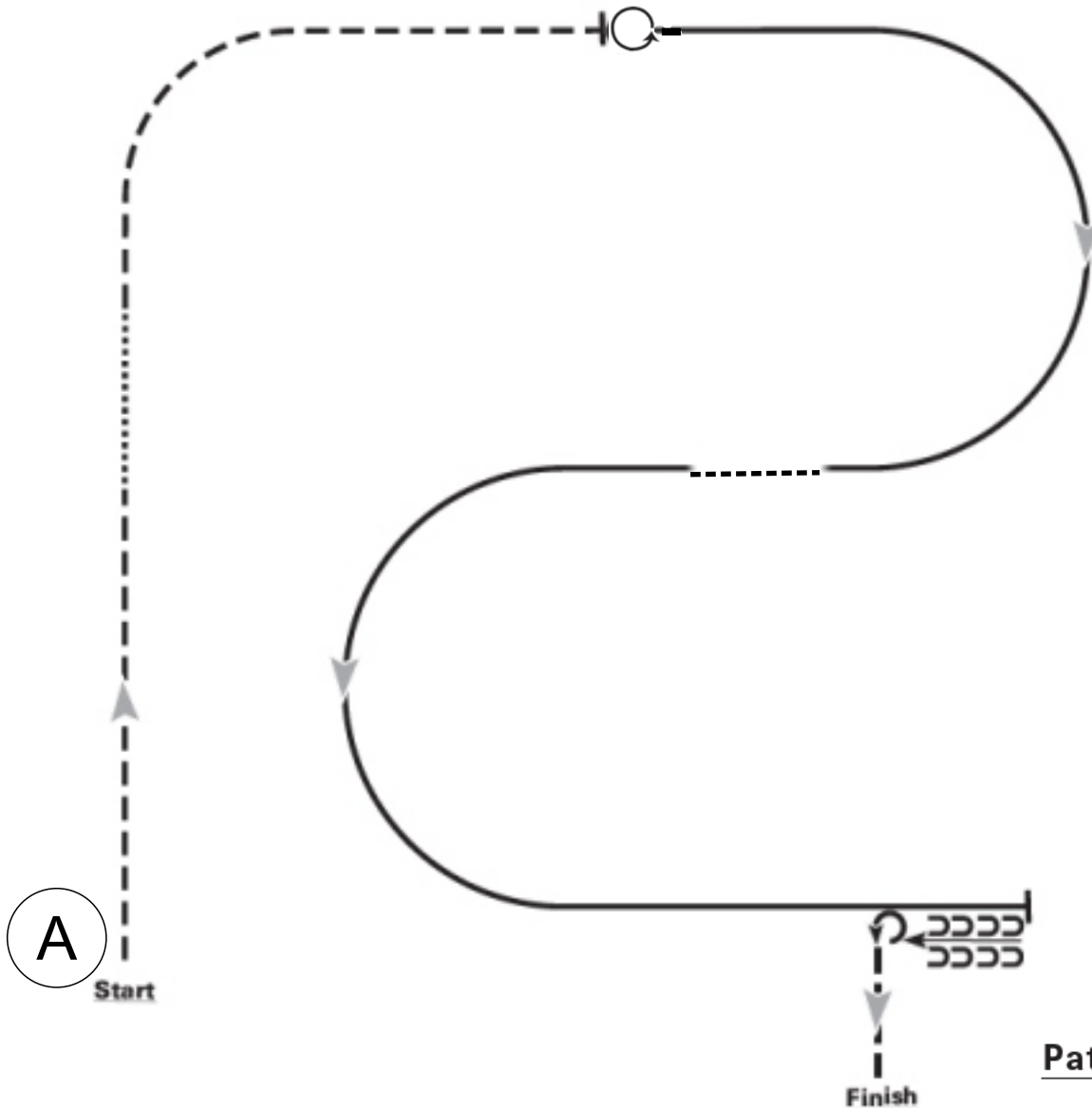
1. Trot on the right diagonal.
 2. Walk one horse length.
 3. Trot on the left diagonal.
 4. Canter on the right lead in a half circle.
 5. Stop and perform a 360 degree forehand turn to the right.
 6. Canter a half circle on the left lead.
 7. Stop and back.
 8. Perform a 270 degree left turn on the haunches.
- Exit at a sitting trot.

Pattern Legend

| | |
|----------------------|-------------|
| Walk | |
| Jog/Trot | ---- |
| Lope/Canter | ———— |
| Extended Trot/Jog | — — — — |
| Leg Yield | |
| Hand Gallop | — · — · — · |
| Change Lead/Diagonal | ≠ |
| Back | ←←← ←←← |
| Judge | ⓐ |
| Marker | ○ |
| Sidepass | ←←←←← |

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All Breed Adult Hunt Seat Equitation



Pattern Legend

| | |
|----------------------|-------------|
| Walk | |
| Jog/Trot | ---- |
| Lope/Canter | ———— |
| Extended Trot/Jog | — — — |
| Leg Yield | |
| Hand Gallop | ----- |
| Change Lead/Diagonal | ≠ |
| Back | ← ↔ ↔ |
| Judge | ⓐ |
| Marker | ○ |
| Sidepass | ←←← |

Be ready at A.

1. Trot on the right diagonal.
 2. Walk one horse length.
 3. Trot on the left diagonal.
 4. Stop and perform a 360 degree forehand turn to the left.
 5. Canter on the right lead in a half circle.
 6. Break to a walk for 2 horse strides and canter a half circle on the left lead.
 7. Stop and back.
 8. Perform a 270 degree left turn on the haunches.
- Exit at a sitting trot.

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Paint Amateur Walk Jog Horsemanship

Paint Amateur Solid Bred Walk Jog Horsemanship



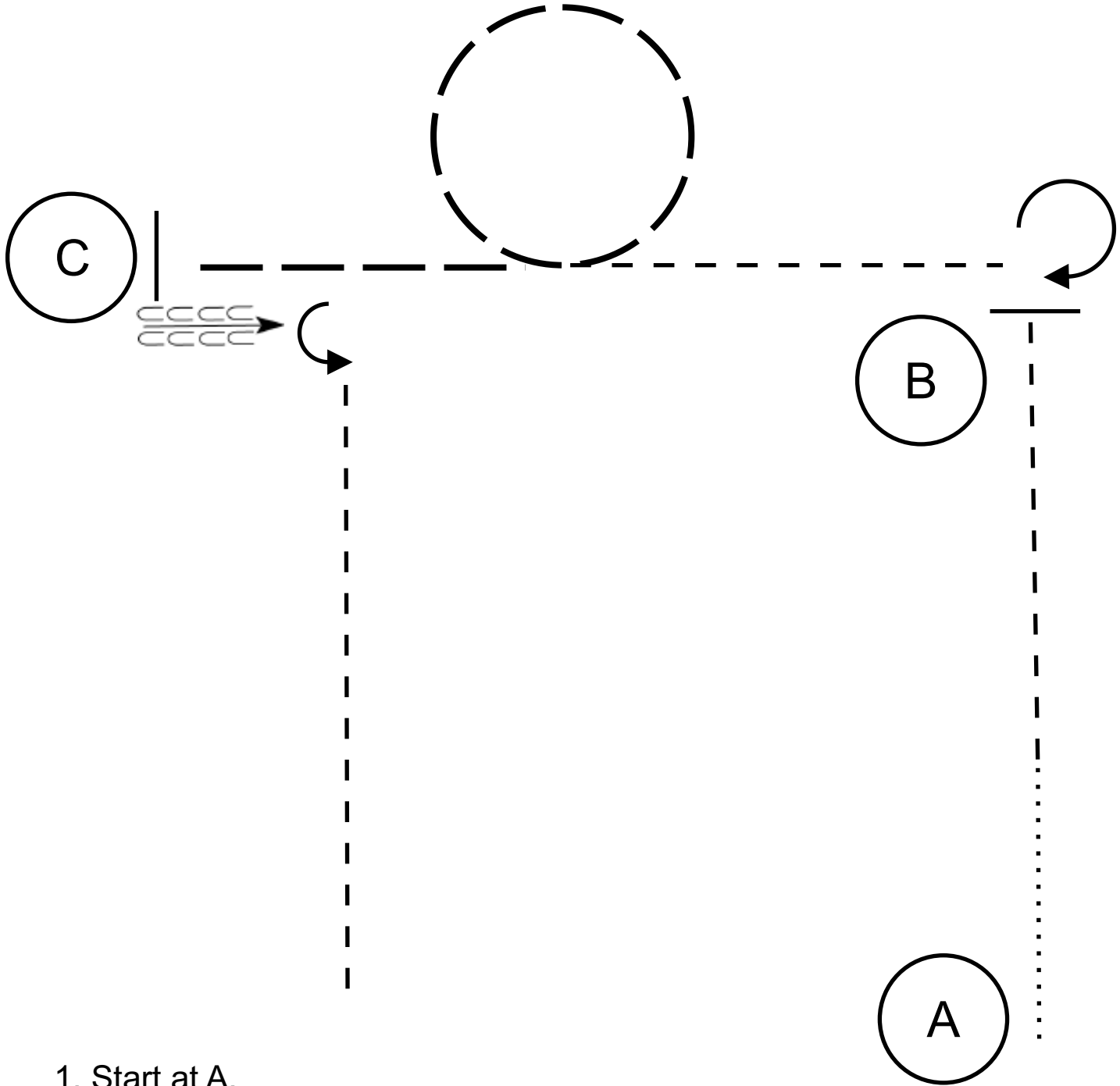
Be ready at A.

1. Jog a serpentine from A to C.
 2. Once around C, extend the jog from C to D.
 3. Just before D, stop and perform a 270 degree turn to the left.
 4. Walk from D to E.
 5. At E, stop and back one horse length.
- Exit at a jog.

Pattern Legend

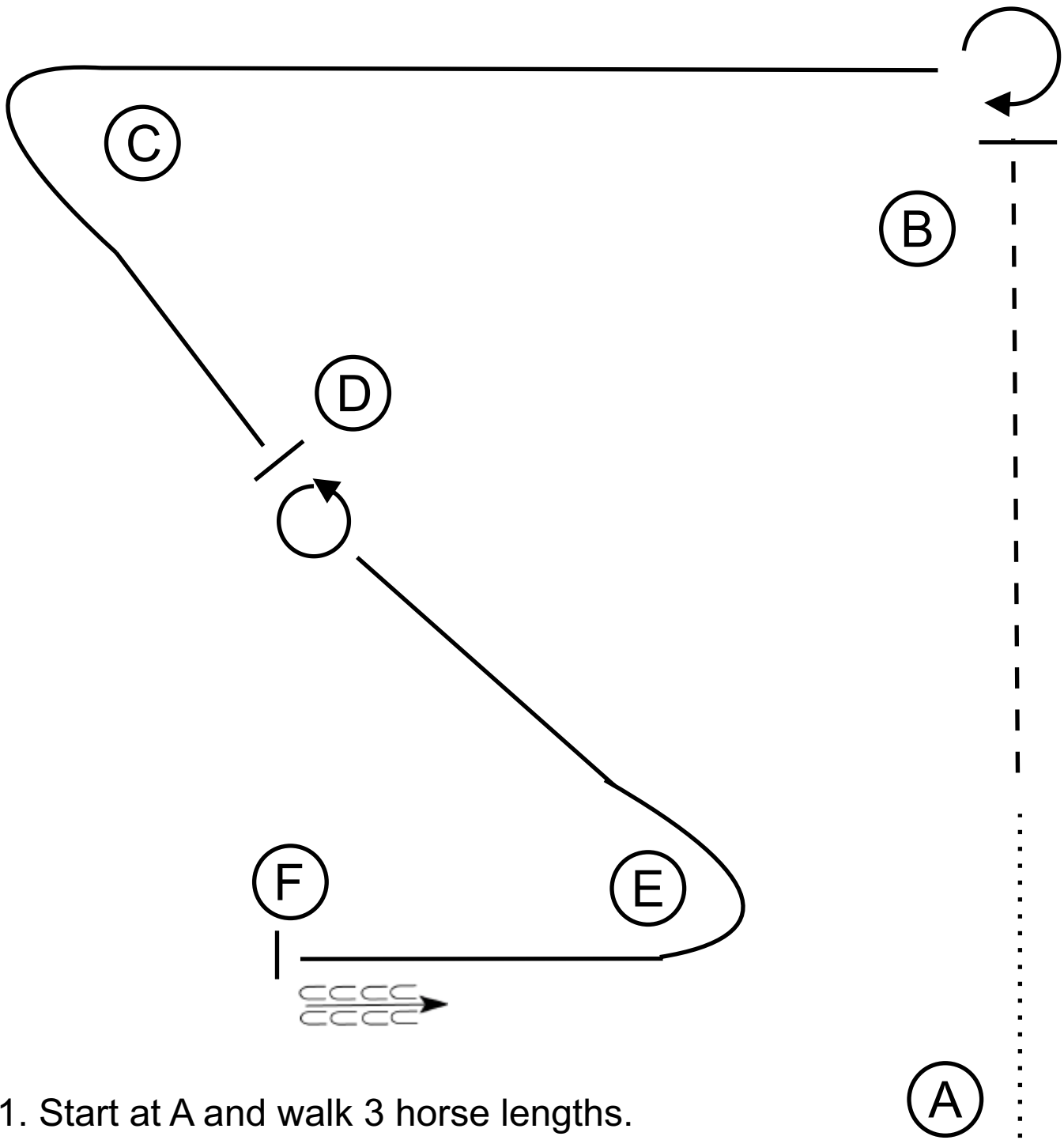
| | |
|----------------------|------------|
| Walk | |
| Jog/Trot | ----- |
| Lope/Canter | ————— |
| Extended Trot/Jog | ——— |
| Leg Yield | |
| Extended Lope | ----- |
| Change Lead/Diagonal | ≠ |
| Back | ← 33 33 |
| Judge | ⓐ |
| Marker | ○ |
| Sidepass | ←←←← |

All Breed Walk Jog/Trot English/Western Horsemanship



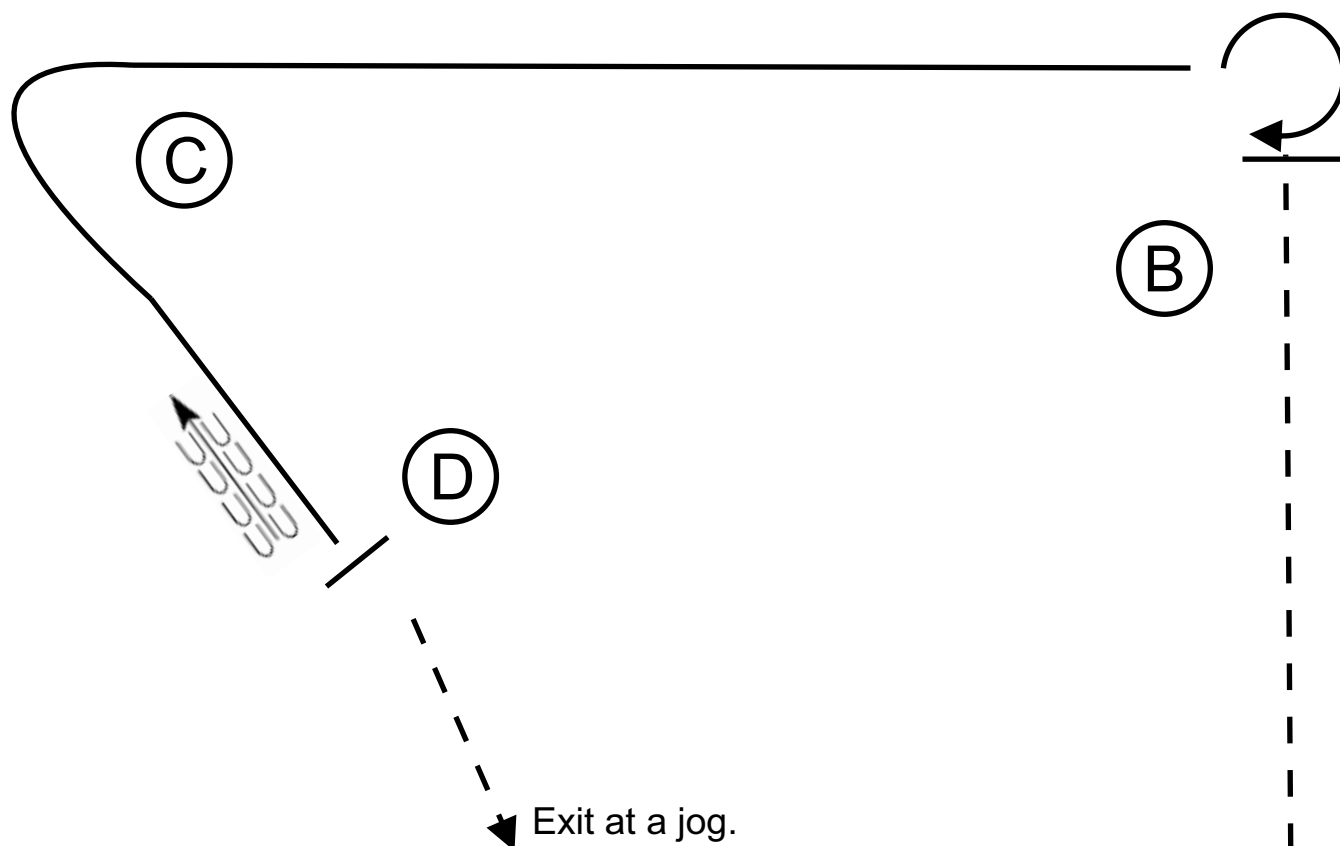
1. Start at A.
2. Walk half way between A and B.
3. Jog/trot past B and stop.
4. Perform a 270 degree turn right.
5. Jog/trot half way between B and C.
6. Circle to the right at an extended jog/trot and continue to C.
7. Stop. Back up one horse length.
8. Perform a 90 degree turn left.
9. Jog/trot to exit.

Paint Amateur Western Horsemanship
Paint Solid Bred Amateur Western Horsemanship



1. Start at A and walk 3 horse lengths.
2. Jog past B and stop.
3. Turn on haunches 270 degrees right.
4. Lope left lead around C and stop at D.
5. Turn on haunches 360 degrees left.
6. Lope right lead around E and stop at F.
7. Back 1 horse length.
8. Exit at a walk.

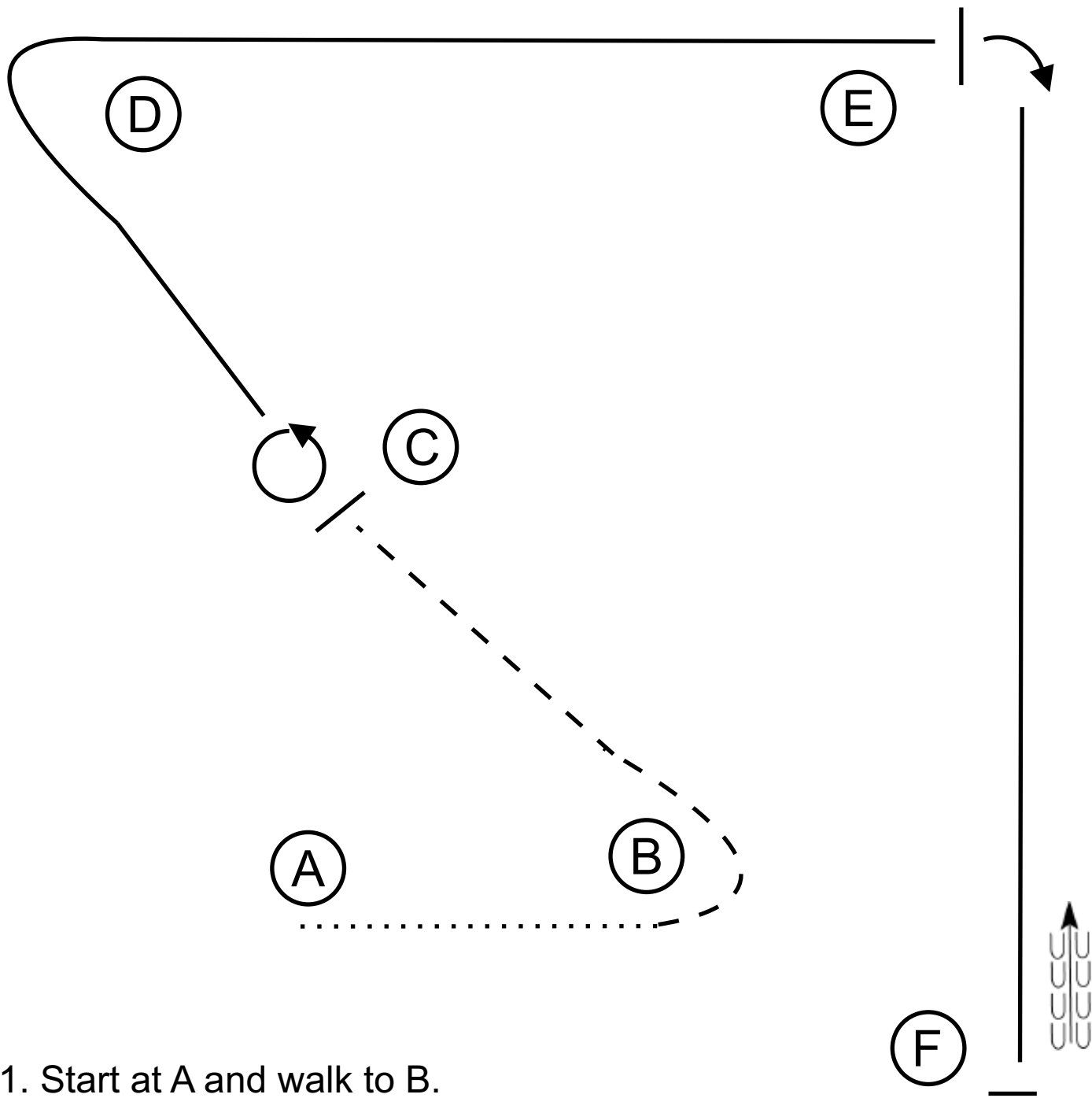
Paint Youth Western Horsemanship (13 & under)
Paint Youth Western Horsemanship (18 & under)
All Breed Youth Western Horsemanship
Paint Novice Amateur Western Horsemanship



1. Start at A and walk 3 horse lengths.
2. Jog past B and stop.
3. Turn on haunches 270 degrees right.
4. Lope left lead around C and stop at D.
5. Back 1 horse length.
6. Exit at a jog.

(A)

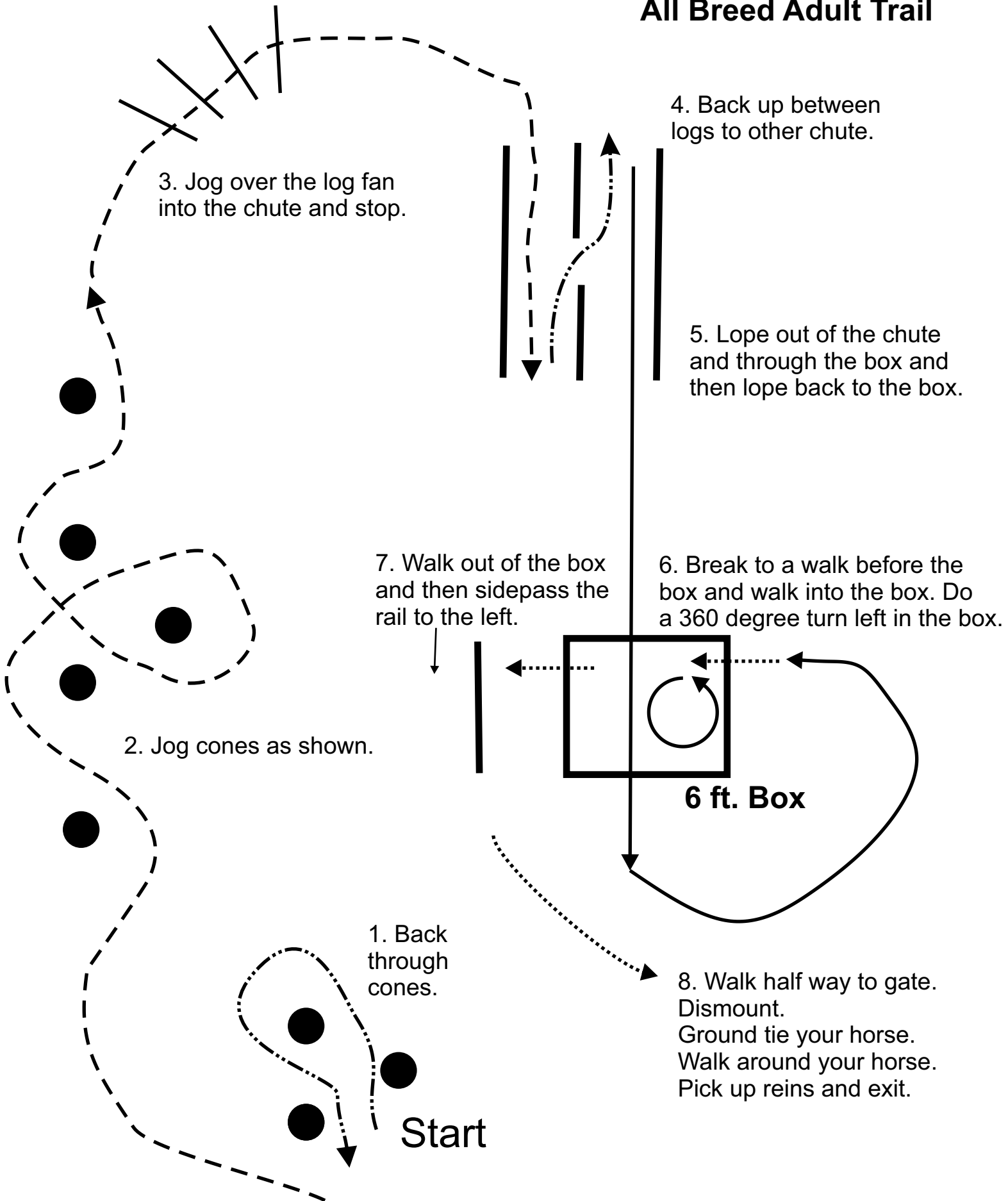
All Breed Western Horsemanship



1. Start at A and walk to B.
2. Jog around B to C and stop.
3. Turn on haunches 360 degrees left.
4. Lope right lead around D and stop after E.
5. Turn on haunches 90 degrees right.
6. Lope left lead and stop at F.
7. Back 1 horse length.
8. Exit at a walk.

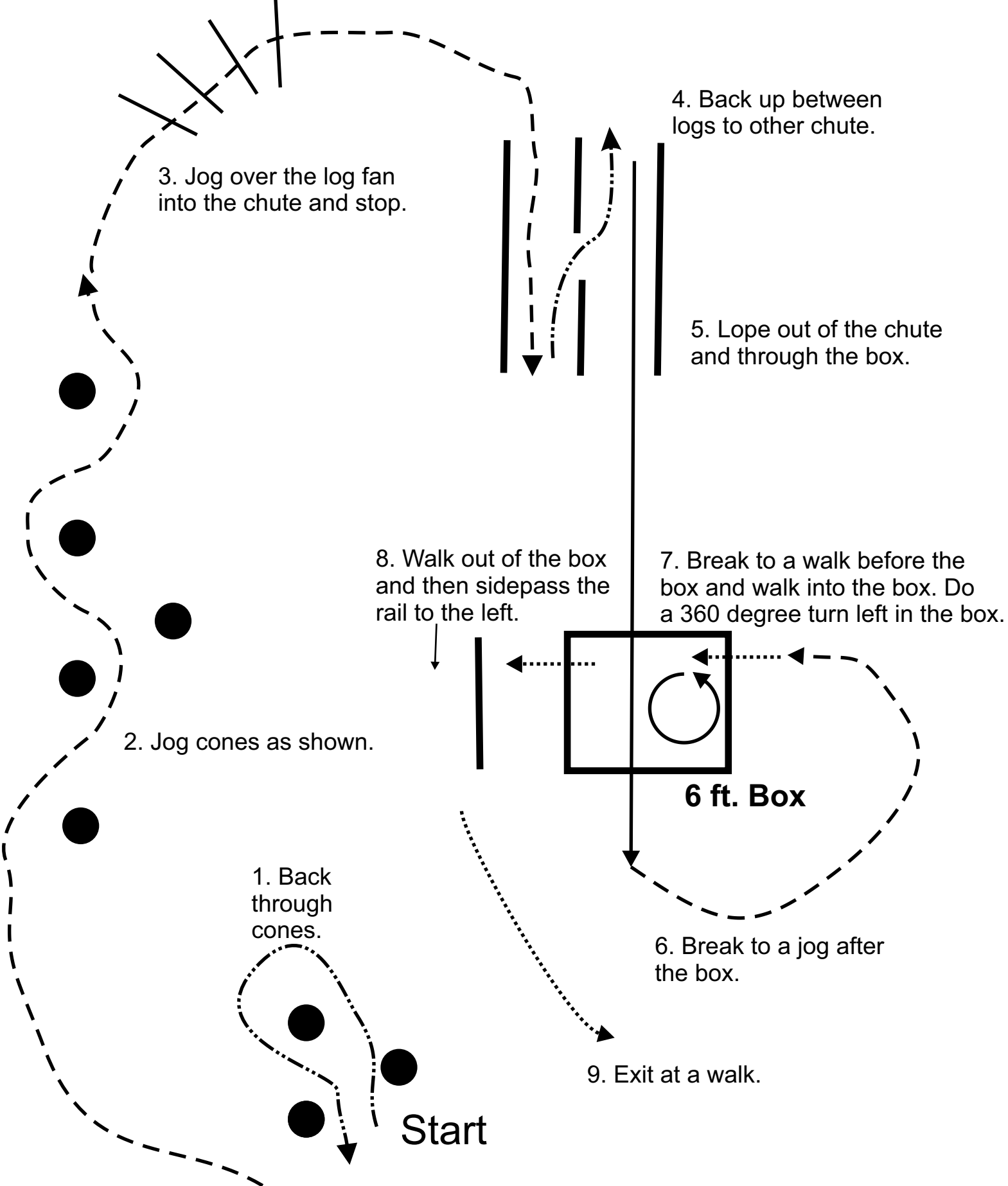
Paint Amateur Trail
Paint Solid Bred Amateur Trail

Paint Senior Trail
Paint Solid Bred Trail
All Breed Adult Trail

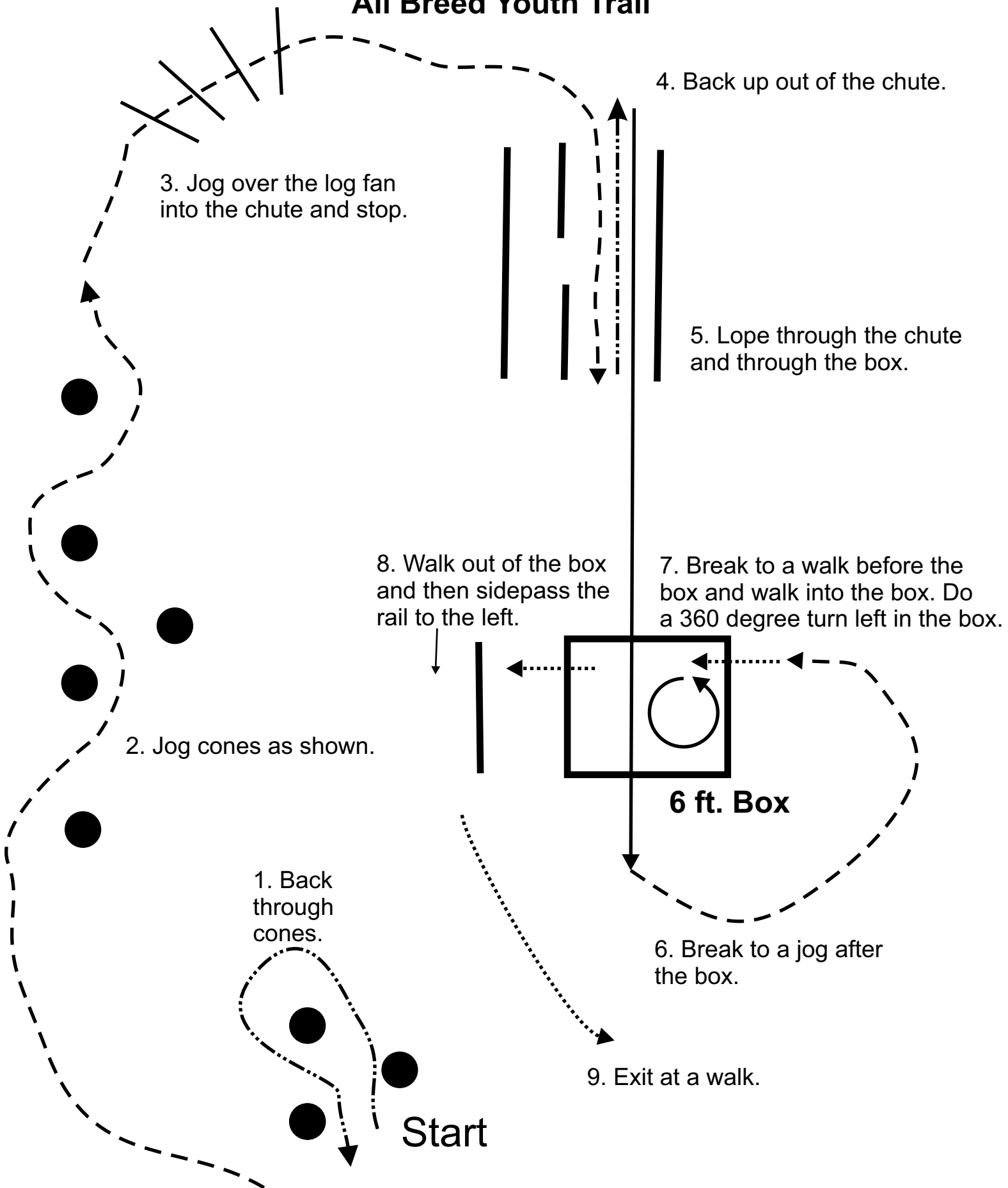


Paint Junior Trail

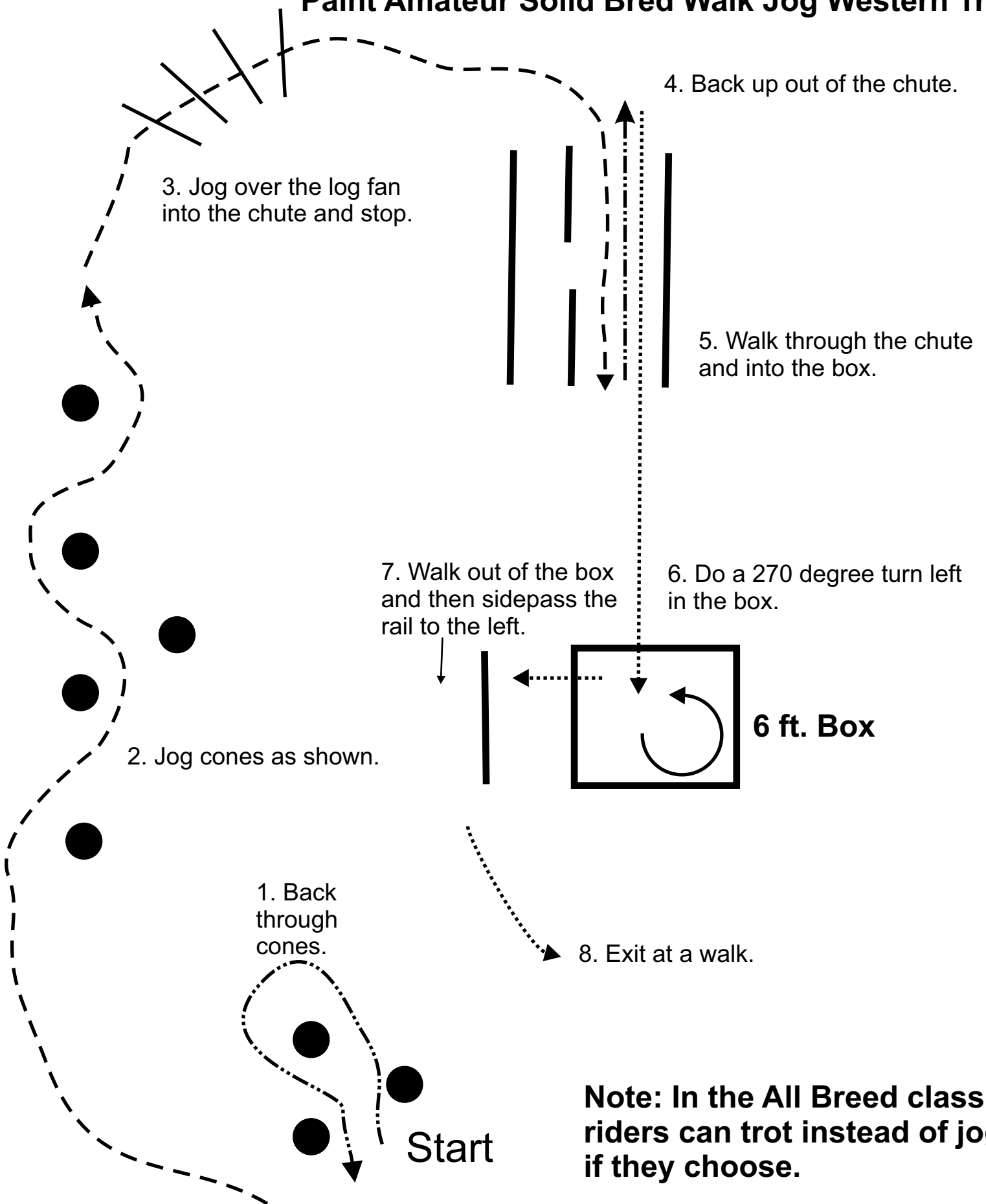
Paint Novice Amateur Trail



Paint Youth Trail (18 yrs & under)
Paint Green Trail
All Breed Youth Trail

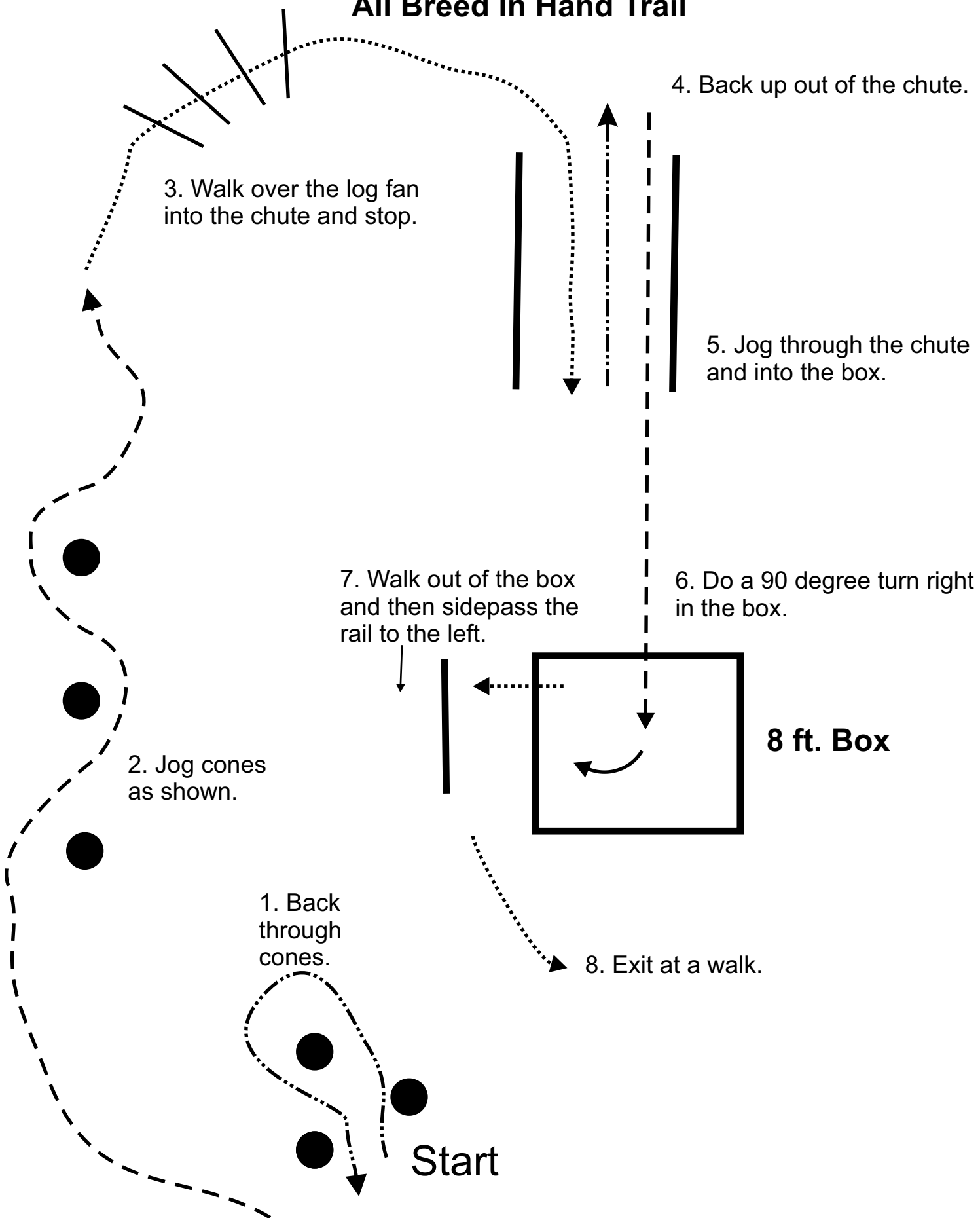


**All Breed Walk Jog/Trot English/Western Trail
Paint Amateur Walk Jog Western Trail
Paint Amateur Solid Bred Walk Jog Western Trail**



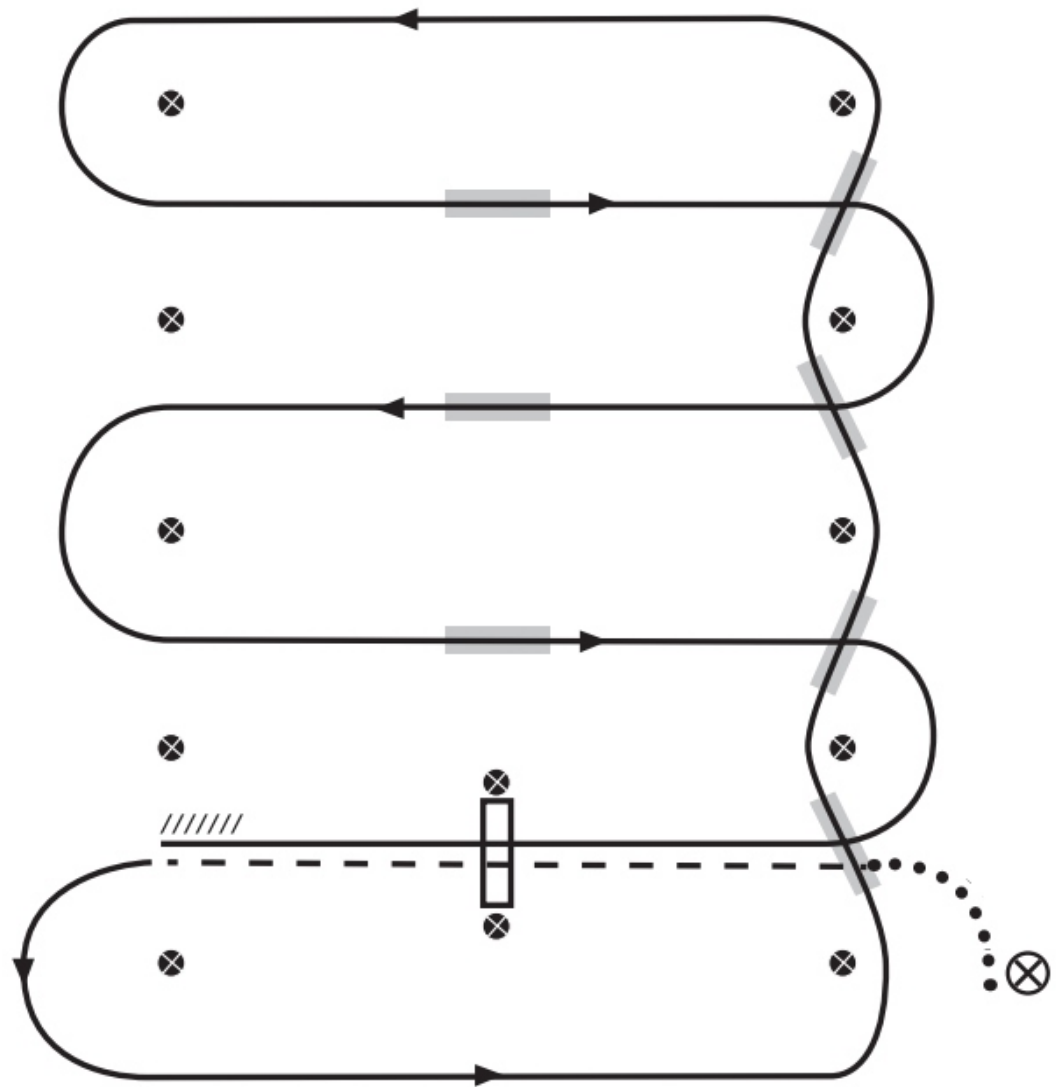
Note: In the All Breed class, riders can trot instead of jog if they choose.

Paint Yearling In Hand Trail
Paint Solid Bread Yearling in Hand Trail
All Breed In Hand Trail



Paint Western Riding (all ages) Paint Solid Bred Western Riding (all ages)

APHA Western
Riding Pattern 9

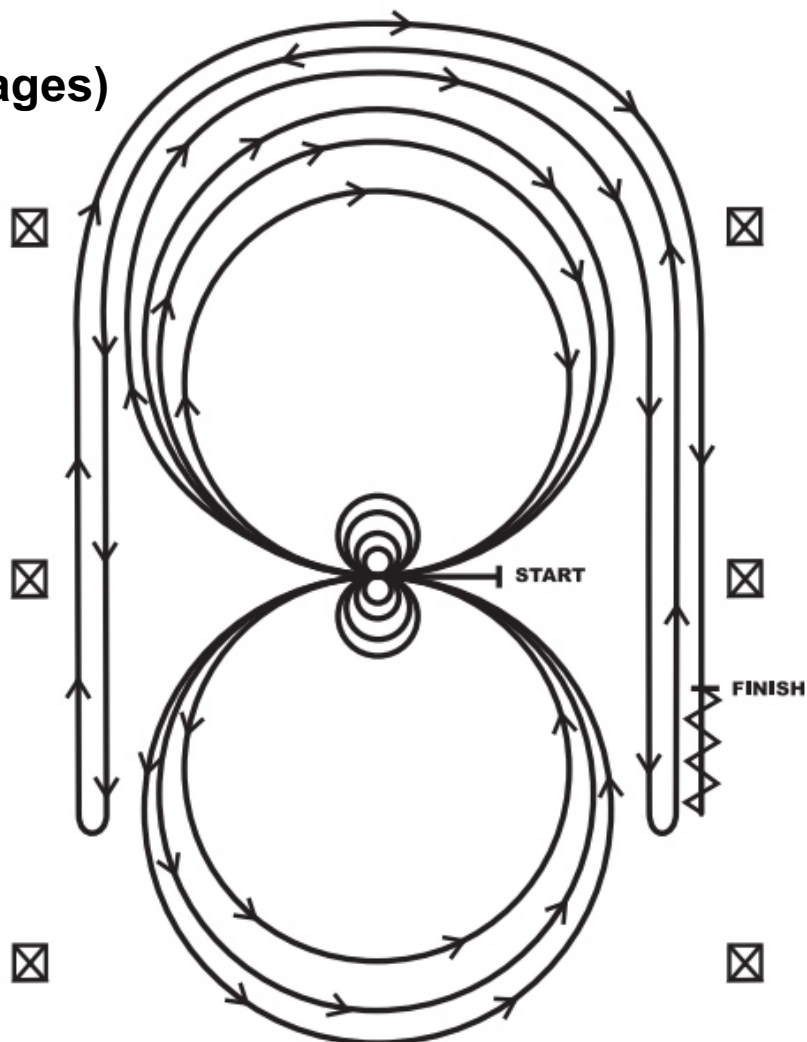


⊗ START
CONE
LEAD CHANGING AREA  WALK JOG
LOPE
BACK   

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, on the left lead
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 & back

Paint Reining (all ages)
Paint Solid Bred Reining (all ages)

APHA Reining
Pattern 14

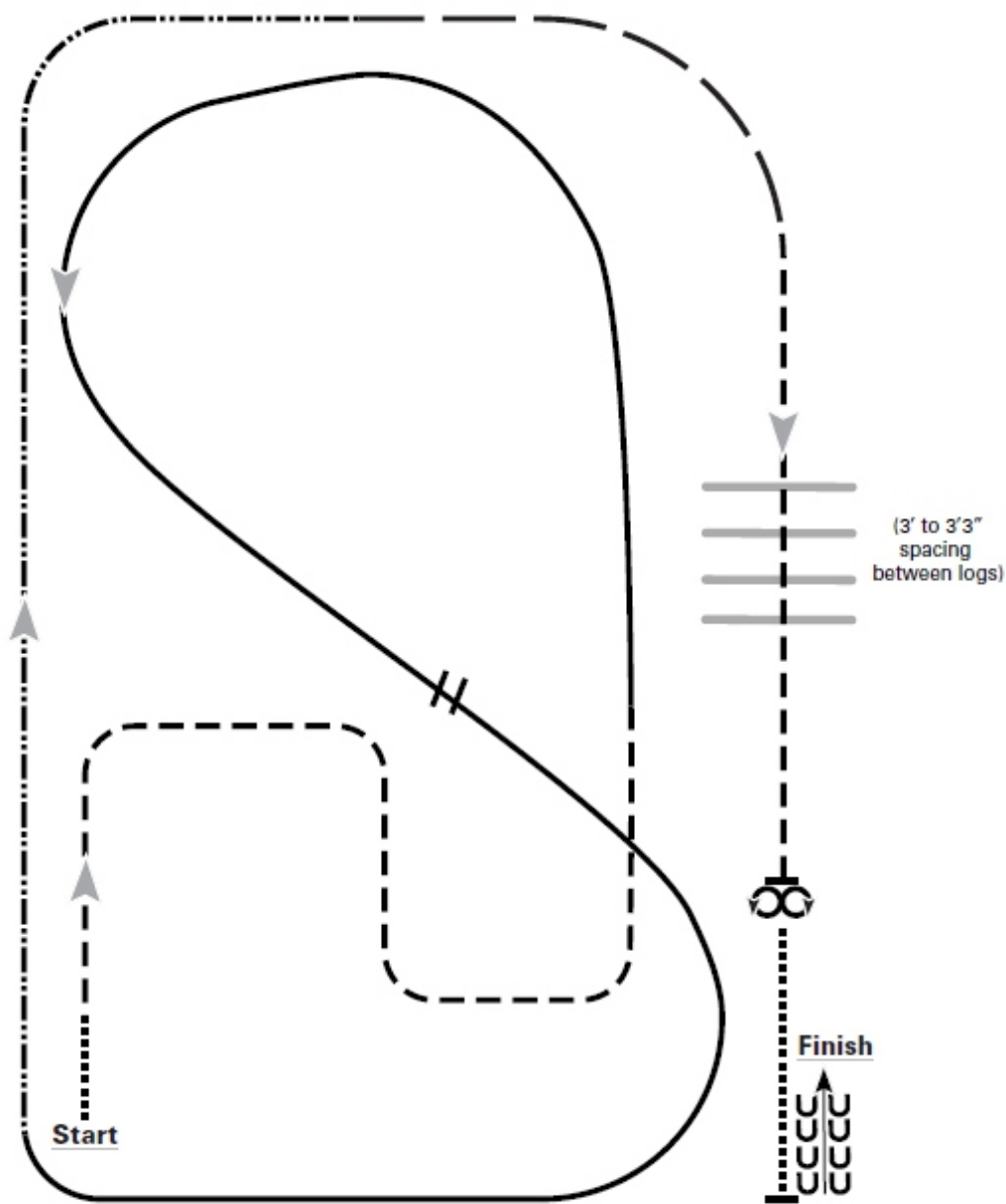


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. 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. Begin a large circle to the right but do not close this circle. Run up the right 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.
6. Continue back around previous circle but do not close this circle. Run up the left 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 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 twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

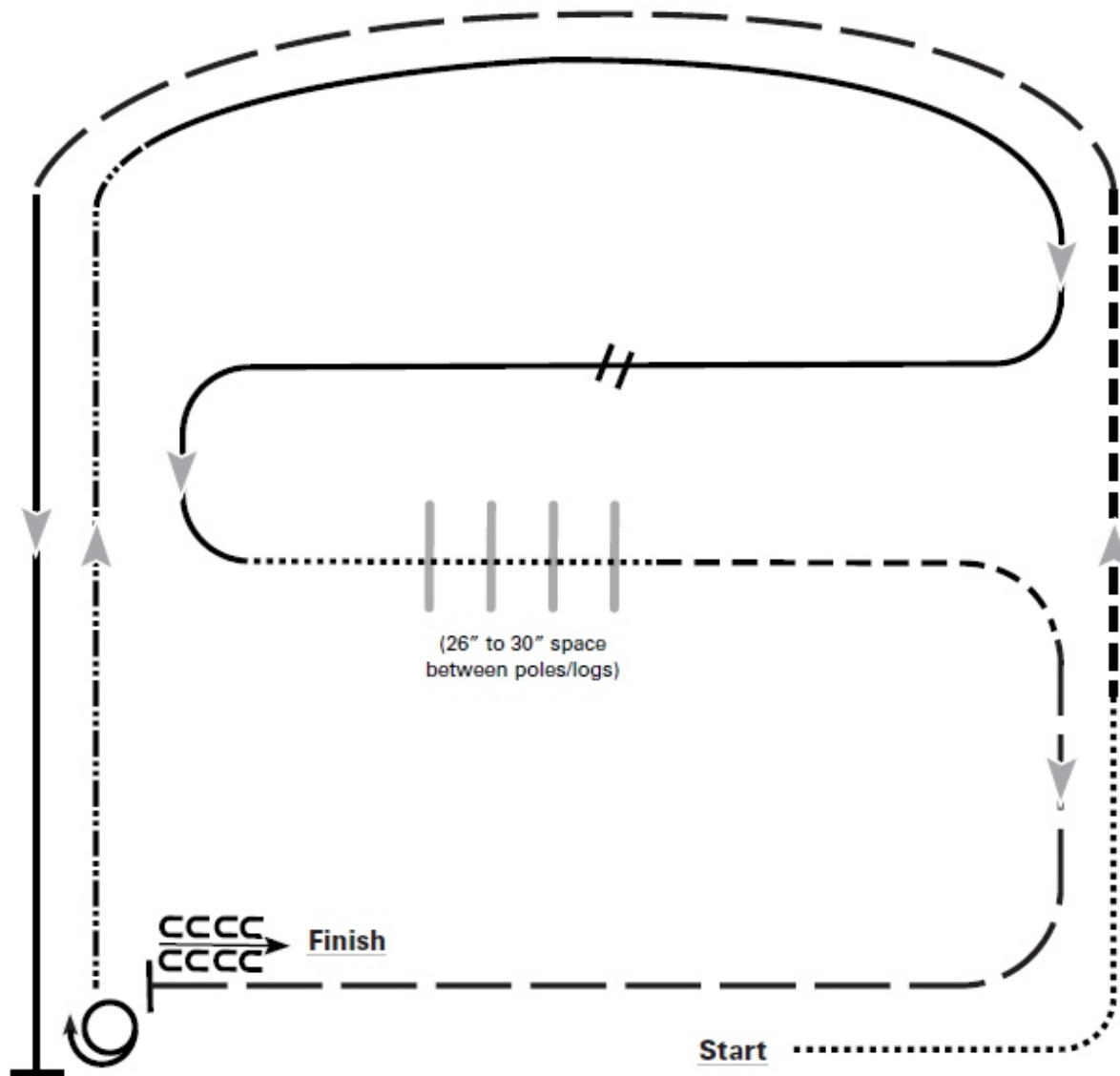
Paint Amateur Ranch Riding
Paint Ranch Riding
Paint Solid Bred Ranch Riding

**APHA Ranch
 Riding Pattern 3**



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 trot
9. Trot over poles
10. Stop, do 360 turn each direction (either direction 1st) (L-R or R-L)
11. Walk, stop and back

All Breed Ranch Riding



APHA Ranch
Riding Pattern 2

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1. turn right
6. Extended lope
7. Collect to working lope (right lead)
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extend trot
13. Stop and back