EURO PAINT
25TH
ANNIVERSARY

PATTERNS

European Paint Horse
Championship
August 23.–30, 2025
Rieden/Kreuth

IRHA
INTERNATIONAL REINING HORSE ASSOCIATION

AMERICAN
PAINT
HORSE
ASSOCIATION

DREAM PERFORMANCE HORSES

Breeding Paint & Quarter Horses

DREAM TO KISS
2021 APHA Roan Stallion
Frozen semen in Europe

dreamperformancehorses.com ❖ +45 26 21 79 49
dreamperformancehorses@outlook.com
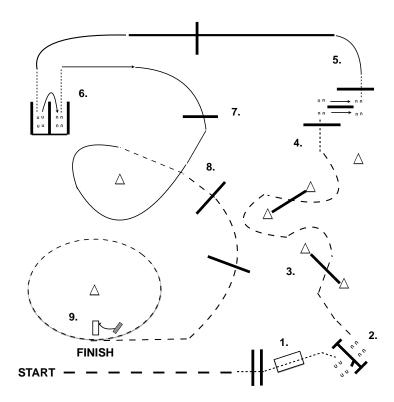
TABLE OF CONTENTS

Patterns courtesy of
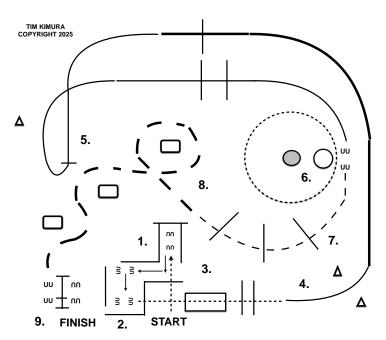APHA, NRHA, Tim S. Kimura

EURO PAINT
25TH ANNIVERSARY

RANCH TRAIL
AMATEUR, YOUTH, IRHA NON-PRO

1. EXTEND THE TROT UP TO BRIDGE, BREAK TO THE WALK, WALK OVER LOGS AND WALK OVER BRIDGE AND WALK UP TO GATE.
2. WORK GATE LEFT HAND.
3. TROT THROUGH SERPENTINE, TROT OVER LOGS.
4. BREAK TO THE WALK, WALK OVER LOG, SIDE PASS RIGHT OVER LOG, WALK OVER LOG.
5. LOPE LEFT LEAD AND THEN EXTEND THE LOPE AND LOPE OVER LOG, THEN COLLECT THE LOPE.
6. BREAK TO THE WALK, WALK INTO CHUTE, BACK A U-TURN BETWEEN LOGS, WALK OUT.
7. LOPE RIGHT LEAD OVER LOG AND LOPE AROUND MARKER.
8. BREAK TO THE TROT, TROT OVER LOGS, TROT UP TO DRAG.
9. PICK UP ROPE, DRAG LOG (WALK OR TROT) AROUND CONE, AND RETURN ROPE.
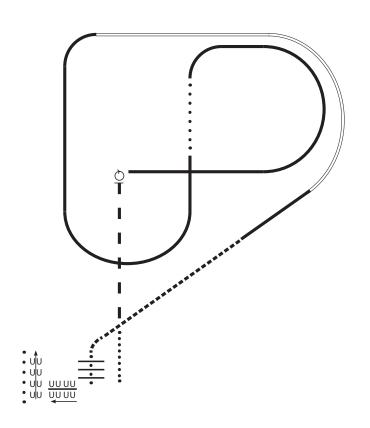**9. YOUTH TRAIL:** PICK UP OBJECT, TROT AROUND CONE, RETURN OBJECT.

RANCH TRAIL
OPEN, IRHA OPEN

EURO PAINT 2025

TIM KIMURA
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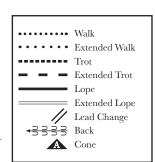1. WALK OVER LOG, WALK INTO CHUTE, BACK BETWEEN LOGS AND AROUND THE CORNER.
2. SIDE PASS RIGHT IN GAP, WALK OVER LOG.
3. WALK OVER BRIDGE, WALK OVER LOGS.
4. LOPE (LEFT LEAD) BETWEEN CONES, THEN EXTEND THE LOPE OVER LOG THEN COLLECT THE LOPE AND LOPE AROUND CORNER.
5. KEEP LOPING PAST CONE, THEN STOP ROLL BACK RIGHT, LOPE (RIGHT LEAD) AND LOPE OVER LOGS AND LOPE UP TO DRAG.
6. WORK DRAG, WALK OR TROT WITH DRAG AROUND MARKER, RETURN DRAG.
7. TROT OVER LOGS.
8. EXTEND THE TROT AROUND BALES AND EXTEND THE TROT TO GATE.
9. WORK GATE LEFT HAND

RANCH RIDING
NOVICE AMATEUR, NOVICE YOUTH
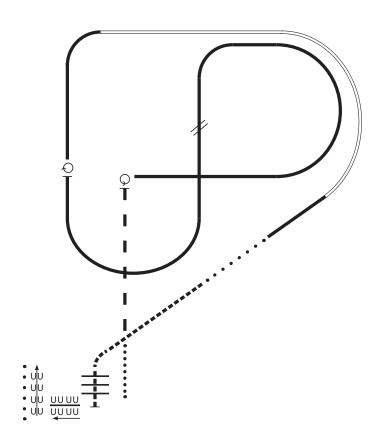

1. ENTER AT EXTENDED WALK.
2. EXTENDED TROT.
3. STOP. PERFORM 450° RIGHT.
4. LOPE LEFT LEAD SEMI CIRCLE DOWN CENTER.
5. WALK FOR TWO HORSE LENGTHS.
6. LOPE RIGHT LEAD SEMI CIRCLE.
7. EXTENDED LOPE RIGHT LEAD. COLLECT LOPE.
8. TROT AT CENTER.
9. WALK OVER LOGS.
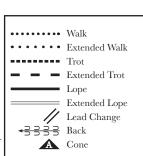10. SIDEPASS RIGHT OVER LOG.
11. BACK TWO HORSE LENGTHS. EXIT AT WALK.

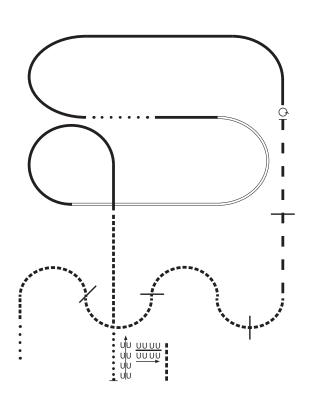|	
··········	Walk
· · · · · ·	Extended Walk
▬ ▬ ▬ ▬	Trot
▬ ▬ ▬	Extended Trot
——————	Lope
══════	Extended Lope
⁄⁄	Lead Change
⇇	Back
▲A	Cone

RANCH RIDING
JUNIOR, GREEN

1. ENTER AT EXTENDED WALK.
2. EXTENDED TROT.
3. STOP. PERFORM 1¾ TURN LEFT (630°).
4. LOPE LEFT LEAD SEMI CIRCLE DOWN CENTER.
5. CHANGE LEADS WHEN STRAIGHT.
6. LOPE RIGHT LEAD SEMI CIRCLE.
7. STOP. PERFORM 360° TURN RIGHT.
8. LOPE RIGHT LEAD AND BUILD TO EXTENDED LOPE.
9. COLLECT LOPE. WALK TWO HORSE LENGTHS.
10. TROT TO AND OVER LOGS.
11. SIDEPASS RIGHT OVER LOG.
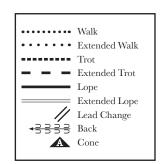12. BACK TWO HORSE LENGTHS AND EXIT AT THE WALK.

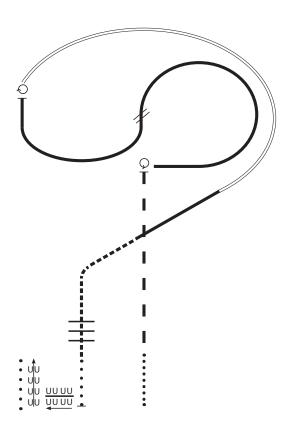|	
··········	Walk
· · · · · ·	Extended Walk
■■■■■■■	Trot
▬ ▬ ▬	Extended Trot
———	Lope
═══	Extended Lope
//	Lead Change
⇇	Back
▲	Cone

1. ENTER AT WALK.
2. TROT SERPENTINE OVER LOGS.
3. BUILD TO EXTENDED TROT OVER LOG.
4. STOP. PERFORM A 360° TURN LEFT.
5. LOPE LEFT LEAD.
6. WALK TWO HORSE LENGTHS IN CENTER.
7. LOPE RIGHT LEAD BUILDING TO EXTENDED LOPE.
8. COLLECT AND LOPE RIGHT LOOP.
9. BREAK TO TROT.
10. EXTENDED WALK PAST LOG.
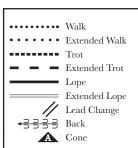11. STOP AND BACK.
12. SIDEPASS LEFT AND EXIT AT TROT.

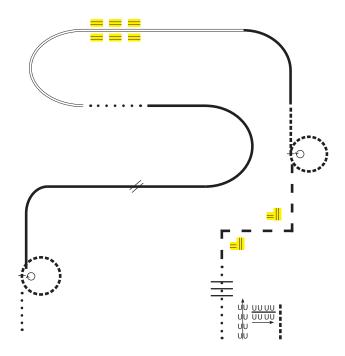|	
··········	Walk
· · · · · ·	Extended Walk
▬ ▬ ▬ ▬	Trot
▬ ▬ ▬	Extended Trot
——————	Lope
══════	Extended Lope
⁄⁄	Lead Change
⇦ ⋜⋜⋜⋜	Back
▲	Cone

1. ENTER AT EXTENDED WALK.
2. EXTENDED TROT DOWN CENTER.
3. 1 3/4 TURN LEFT (630°).
4. LOPE LEFT LEAD CIRCLE WITH LEAD CHANGE DOWN CENTER LINE.
5. LOPE RIGHT LEAD SEMI CIRCLE.
6. STOP AND PERFORM 360° TURN RIGHT.
7. EXTENDED LOPE AROUND TOP AND DIAGONAL LINE. COLLECT LOPE.
8. BREAK TO TROT.
9. TROT OVER LOGS.
10. WALK TO SIDE PASS. SIDE PASS RIGHT OVER LOG.
11. BACK TWO HORSE LENGTHS AND EXIT AT WALK.

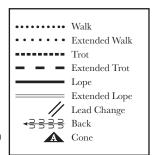|	
• • • • • • • • • •	Walk
• • • • • • •	Extended Walk
▪▪▪▪▪▪▪▪▪▪	Trot
▬ ▬ ▬ ▬	Extended Trot
——	Lope
═══	Extended Lope
⁄⁄	Lead Change
←ᗡᗡᗡᗡ	Back
▲	Cone

RANCH RIDING
IRHA OPEN , CHROME CASH
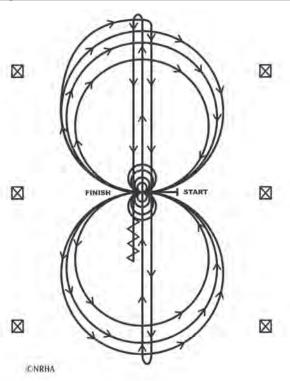

1. WALK.
2. TROT TIGHT CIRCLE RIGHT.
3. PERFORM 360° TURN RIGHT.
4. LOPE RIGHT LEAD.
5. CHANGE LEADS.
6. LOPE LEFT LEAD.
7. WALK TWO HORSE LENGTHS.
8. EXTENDED LOPE RIGHT LEAD THROUGH CHUTE AND COLLECT AT CORNER.
9. TROT STRAIGHT AND THEN TIGHT CIRCLE LEFT.
10. PERFORM 360° TURN LEFT.
11. EXTENDED TROT SQUARE CORNERS AT HAY BALES.
12. WALK OVER LOGS AND PAST SIDEPASS LOG.
13. BACK. SIDEPASS LEFT OVER LOG AND EXIT AT TROT.

··········	Walk
· · · · · ·	Extended Walk
▬ ▬ ▬ ▬ ▬	Trot
— — —	Extended Trot
———	Lope
═══	Extended Lope
//	Lead Change
⇄ ⨅⨅⨅⨅	Back
▲ A	Cone

Reining Pattern #2

©NRHA

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.
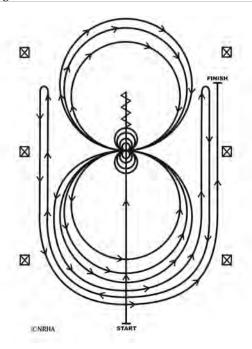1. BEGINNING ON THE RIGHT LEAD, COMPLETE THREE CIRCLES TO THE RIGHT; THE FIRST CIRCLE SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
2. COMPLETE THREE CIRCLES TO THE LEFT; THE FIRST CIRCLE SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
3. 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.
4. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK- NO HESITATION.
5. RUN PAST THE CENTER MARKER AND DO A SLIDING STOP. BACK UP TO THE CENTER OF THE ARENA OR AT LEAST TEN FEET(3M). HESITATE.
6. COMPLETE FOUR SPINS TO THE RIGHT. HESITATE.
7. COMPLETE FOUR SPINS TO THE LEFT. HESITATE TO DEMONSTRATE THE COMPLETION OF THE PATTERN.
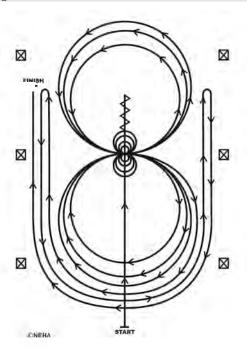EXHIBITOR MAY DISMOUNT AND DROP BRIDLE TO THE DESIGNATED JUDGE

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, COMPETE 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 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 20 FEET (6 METERS) FROM THE WALL OR FENCE-NO HESITATION.
7. CONTINUE BACK AROUND PREVIOUS CIRCLE BUT TO 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.
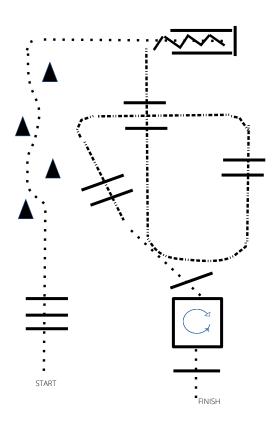RIDER MAY DROP BRIDLE TO THE DESIGNATED JUDGE.

2025

Reining Pattern #16

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 LEFT. HESITATE.
3. COMPLETE FOUR AND ONE-QUARTER SPINS TO THE RIGHT SO THAT THE HORSE IS FACING THE RIGHT WALL OR FENCE. HESITATE.
4. BEGINNING ON THE RIGHT LEAD, COMPETE 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.
5. COMPLETE THREE CIRCLES TO THE LEFT: 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 RIGHT 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 20 FEET (6 METERS) FROM THE WALL OR FENCE-NO HESITATION.
7. CONTINUE BACK AROUND PREVIOUS CIRCLE BUT TO NOT CLOSE THIS CIRCLE. RUN UP THE RIGHT SIDE OF THE ARENA AND PAST THE CENTER MARKER AND DO A RIGHT 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 LEFT 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.
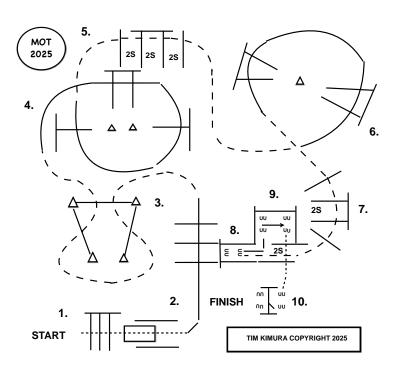
START

FINISH

1. WALK OVER POLES
2. WALK SERPENTINE
3. WALK IN CHUTE, STOP, BACK OUT
4. JOG OVER POLES
5. WALK OVER, WALK INTO BOX, TURN EITHER WAY, WALK OUT
6. WALK OVER

TRAIL
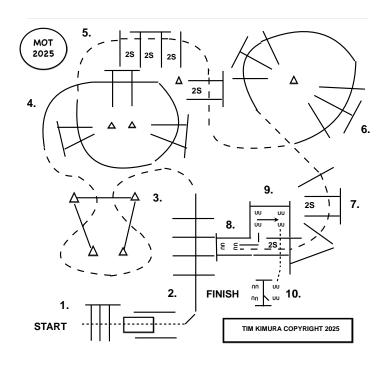## NOVICE AMATEUR, PHCG MATURITY, JUNIOR

TIM KIMURA COPYRIGHT 2025

1. WALK OVER POLES AND WALK OVER BRIDGE.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
8. BACK BETWEEN POLES, BACK AROUND CORNER.
9 . SIDE PASS LEFT BETWEEN POLES, AND WALK OVER POLES, WALK UP TO GATE.
10. WORK GATE RIGHT HAND.
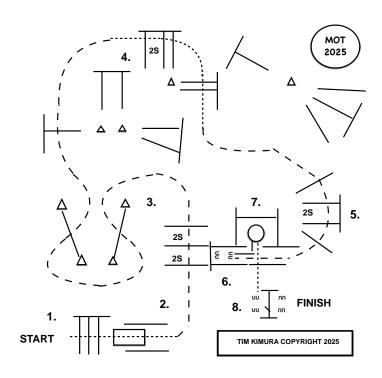
EURO PAINT
2025

MOT 2025

TIM KIMURA COPYRIGHT 2025

1. WALK OVER POLES AND WALK OVER BRIDGE.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
8. BACK BETWEEN POLES, BACK AROUND CORNER.
9. SIDE PASS LEFT BETWEEN POLES,
   AND WALK OVER POLES, WALK UP TO GATE.
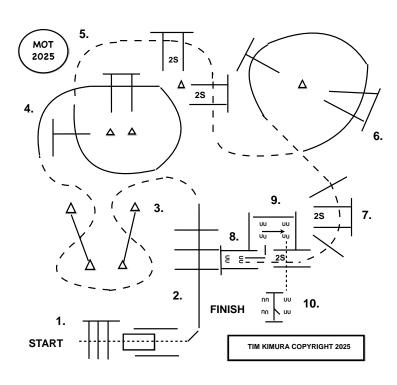10. WORK GATE RIGHT HAND.

IN HAND TRAIL
YEARLING, 2-YR OLD, 3-YR OLD & OLDER, YOUTH 3-YR OLD & OLDER

MOT 2025

START

FINISH

TIM KIMURA COPYRIGHT 2025

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

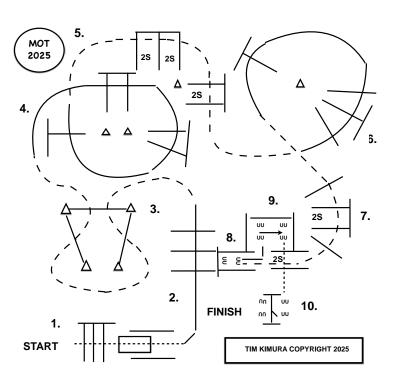1. WALK OVER POLES AND WALK OVER BRIDGE.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
8. BACK BETWEEN POLES, BACK AROUND CORNER.
9 . SIDE PASS LEFT BETWEEN POLES.
   AND WALK OVER POLES, WALK UP TO GATE.
10. WORK GATE RIGHT HAND.

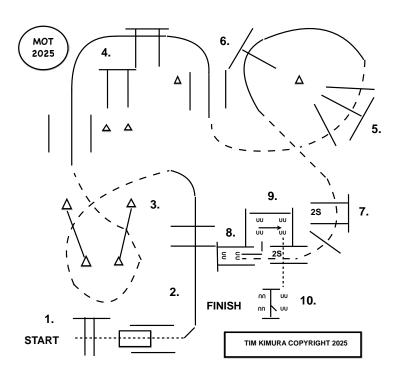# TRAIL
AMATEUR

EURO PAINT 2025

MOT 2025

TIM KIMURA COPYRIGHT 2025

1. WALK OVER POLES AND WALK OVER BRIDGE.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG JOG OVER POLES.
6. LOPE OVER POLES (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
8. BACK BETWEEN POLES, BACK AROUND CORNER.
9 . SIDE PASS LEFT BETWEEN POLES.
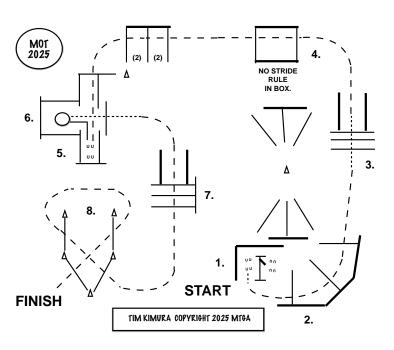   AND WALK OVER POLES, WALK UP TO GATE.
10. WORK GATE RIGHT HAND.

TRAIL
GREEN

MOT 2025

TIM KIMURA COPYRIGHT 2025

1. WALK OVER POLES AND WALK OVER BRIDGE.
2. LOPE OVER POLES (LEFT LEAD).
3. BREAK TO THE JOG, JOG THROUGH SERPENTINE, JOG OVER POLES.
4. LOPE OVER POLES (RIGHT LEAD).
5. BREAK TO THE JOG, JOG JOG OVER POLES.
6. LOPE OVER POLE (LEFT LEAD).
7. BREAK TO THE JOG, JOG OVER POLES, JOG INTO CHUTE.
8. BACK BETWEEN POLES, BACK AROUND CORNER.
9. SIDE PASS LEFT BETWEEN POLES.
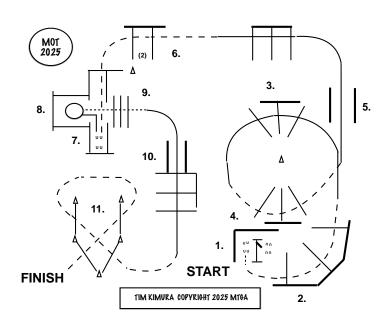   AND WALK OVER POLES, WALK UP TO GATE.
10. WORK GATE RIGHT HAND.

IN HAND TRAIL
AMATEUR YEARLING, AMATEUR 2-YR-OLD, AMATEUR 3-YR-OLD & OLDER

EURO PAINT 2025

MOT 2025

(2) (2)

NO STRIDE
RULE
IN BOX.

4.

6.

5.

3.

7.

8.

1.

START

FINISH

TIM KIMURA COPYRIGHT 2025 MTGA

2.

1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. STOP OR BREAK TO THE WALK, WALK OVER POLES.
4. JOG OVER POLES, JOG INTO CHUTE.
5. BACK AROUND CORNER, BACK INTO BOX.
6. EXECUTE A 360 TURN RIGHT, WALK OUT OVER POLE.
7. JOG OVER POLES
8. JOG OVER POLES, JOG AROUND CONES.

EURO PAINT
2025

JOG 2025

(2) 6.

9.

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7.

3.

5.

10.

11.

4.

1.

START

FINISH

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2.
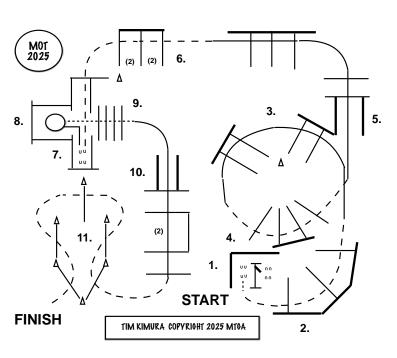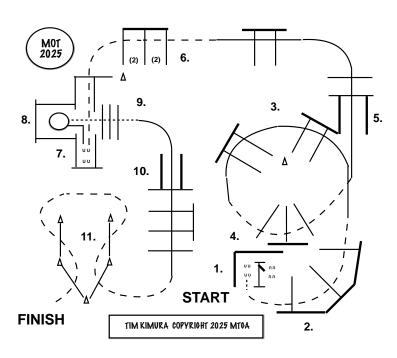
CORRECTION

1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (LEFT LEAD).
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG OVER POLES, JOG INTO CHUTE.
7. BACK AROUND CORNER, BACK INTO BOX.
8. EXECUTE A 360 TURN EITHER WAY.
9. WALK OUT BOX, WALK OVER POLES.
10. LOPE OVER POLES (RIGHT LEAD).
11. JOG OVER POLES, JOG AROUND CONES.

EURO PAINT 2025

MOT 2025

(2) (2) **6.**

9.

3.

5.

8.

7.

10.

(2)

11.

4.

1.

START

FINISH

TIM KIMURA COPYRIGHT 2025 MTGA

2.

CORRECTION

1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (LEFT LEAD).
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG OVER POLES, JOG INTO CHUTE.
7. BACK AROUND CORNER, BACK INTO BOX.
8. EXECUTE A 360 TURN EITHER WAY.
9. WALK OUT BOX, WALK OVER POLES.
10. LOPE OVER POLES (RIGHT LEAD).
11. JOG OVER POLES, JOG AROUND CONES

EURO PAINT
2025

MOT 2025

(2) (2) **6.**

9.

3.

5.

8.

7.

10.

11.

4.

1.

START

FINISH

TIM KIMURA COPYRIGHT 2025 MTGA

2.

CORRECTION

1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG OVER POLES.
3. LOPE OVER POLES (LEFT LEAD).
4. JOG OVER POLES.
5. LOPE OVER POLES (LEFT LEAD).
6. JOG OVER POLES, JOG INTO CHUTE.
7. BACK AROUND CORNER, BACK INTO BOX.
8. EXECUTE A 360 TURN EITHER WAY.
9. WALK OUT BOX, WALK OVER POLES.
10. LOPE OVER POLES (RIGHT LEAD).
11. JOG OVER POLES, JOG AROUND CONES.

PHCG FUTURITY CA$H
Programm

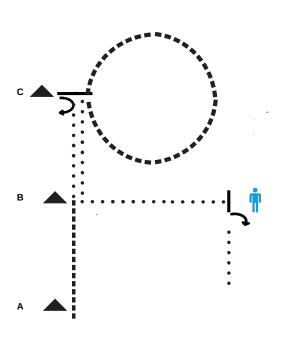**5 Vorteile des PHCG Futurity Cash Programms:**

☐ **Attraktive Preisgelder:** Hohe Gewinnsummen für verschiedene Altersklassen

☐ **Exklusive Startberechtigung** für APHA-registrierte Pferde, die in Europa geboren sind

☐ **Flexible Nominierung:** Möglichkeit zur Einzelanmeldung oder durch Elterntiere

☐ **Breites Wettbewerbsspektrum** durch verschiedene Disziplinen

☐ **Professionelle Bewertung:** Mindestens 3 APHA-Richter bei jedem Wettbewerb

Mit einem dynamischen Preisgeldsystem und exklusiven Vorteilen ist dies die perfekte Bühne, um Ihr Paint Horse zu präsentieren. Werden Sie Teil der Elite – sichern sie sich die Vorteile mit einer Einzahlung bis zum 31.12. eines jeden Jahres!
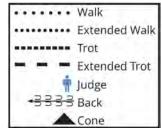
WWW.PHCG.DE
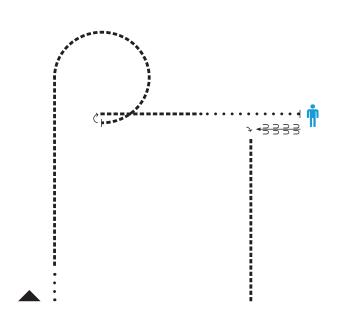
1. TROT FROM A TO B
2. WALK FROM B TO C
3. STOP, PERFORM A ½ TURN
4. TROT A FULL CIRCLE TO THE LEFT
5. WALK AT C
6. WALK CORNER AND CONTINUE TO WALK TO JUDGE
7. STOP AND SET UP
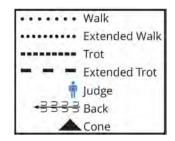8. INSPECTION
9. PERFORM A ¼ TURN
10. WALK TO EXIT

• • • • • • •	Walk
••••••••••	Extended Walk
▬▬▬▬▬▬	Trot
▬ ▬ ▬	Extended Trot
🚶	Judge
←ƧƧƧƧ	Back
▲	Cone

2025
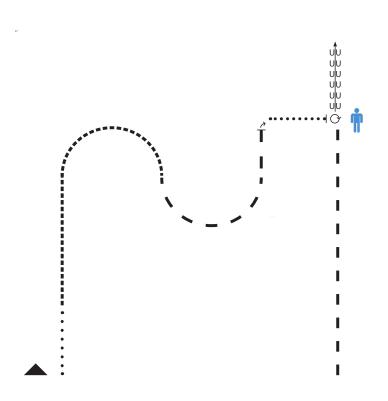
1. WALK ONE HORSE LENGTH.
2. TROT LINE AND SEMICIRCLE.
3. STOP. PERFORM A 180° TURN.
4. TROT HALFWAY TO JUDGE.
5. BREAK TO WALK. WALK TO JUDGE.
6. STOP AND SET UP.
7. INSPECTION.
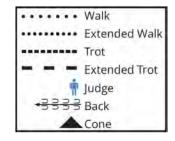8. BACK ONE HORSE LENGTH.
9. PERFORM A 90° TURN.
10. TROT TO EXIT.

• • • • • • •	Walk
••••••••••	Extended Walk
----------	Trot
▬ ▬ ▬	Extended Trot
🧍	Judge
⇐ ᴈᴈᴈᴈ	Back
▲	Cone

SHOWMANSHIP
YOUTH, AMATEUR
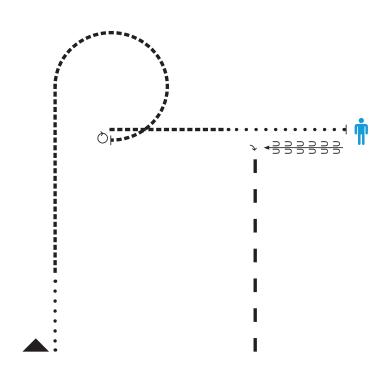

1. WALK TWO HORSE LENGTHS.
2. TROT SERPENTINE LOOP.
3. EXTENDED TROT LAST LOOP.
4. STOP. PERFORM A 90° TURN.
5. EXTENDED WALK TO JUDGE.
6. STOP AND SET UP.
7. INSPECTION.
8. PERFORM A 450° TURN.
9. BACK TWO HORSE LENGTHS.
10. EXTENDED TROT TO EXIT.

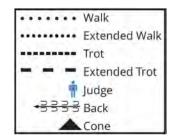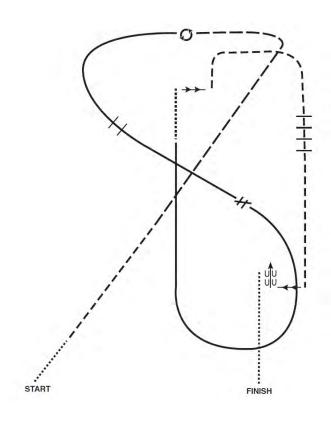|	
• • • • • • •	Walk
••••••••••	Extended Walk
▬▬▬▬▬▬	Trot
▬ ▬ ▬	Extended Trot
🧍	Judge
←ᴣ ᴣ ᴣ ᴣ	Back
▲	Cone

1. WALK TWO HORSE LENGTHS.
2. TROT LINE AND SEMICIRCLE.
3. STOP. PERFORM A 540° TURN.
4. TROT HALFWAY TO JUDGE.
5. BREAK TO WALK. WALK TO JUDGE.
6. STOP AND SET UP.
7. INSPECTION.
8. BACK TWO HORSE LENGTHS.
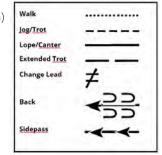9. PERFORM A 90° TURN.
10. EXTENDED TROT TO EXIT.

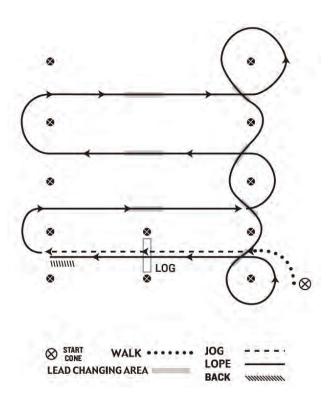| Legend	
• • • • • • •	Walk
••••••••••	Extended Walk
▬ ▬ ▬ ▬ ▬	Trot
▬ ▬ ▬	Extended Trot
🕴	Judge
⌐ЗЗЗЗ	Back
▲	Cone

WESTERN VERSATILITY

1. WALK
2. JOG
3. EXTENDED JOG
4. STOP, 360° LEFT
5. LEFT LEAD
6. LOPE 2 POLES
7. CHANGE LEADS (SIMPLE OR FLYING)
8. LOPE RIGHT LEAD OVER ONE POLE AND UP CENTER
9. BREAKT TO WALK
10. SIDEPASS RIGHT
11. JOG
12. JOG OVER 4 POLES
13. SIDEPASS POLE RIGHT
14. BACK
15. WALK TO EXIT

Walk	··············
Jog/Trot	– – – – –
Lope/Canter	————
Extended Trot	— — —
Change Lead	≠
Back	⮐
Sidepass	←—←—

Western Riding Pattern #7
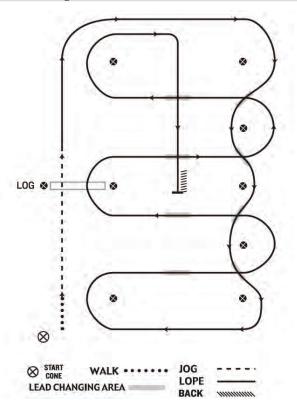

1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG.
2. TRANSITION TO THE LOPE, ON THE RIGHT LEAD
3. FIRST CROSSING CHANGE
4. SECOND CROSSING CHANGE
5. THIRD CROSSING CHANGE
6. CIRCLE & FIRST LINE CHANGE
7. SECOND LINE CHANGE
8. THIRD LINE CHANGE
9. FOURTH LINE CHANGE & CIRCLE
10. LOPE OVER LOG
11. LOPE, STOP & BACK

Western Riding Pattern #6

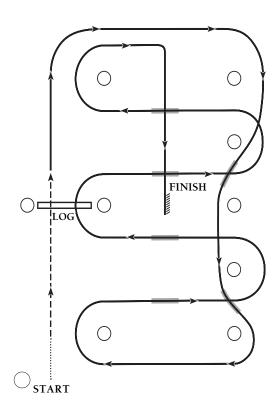1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN,TRANSITION TO JOG, JOG OVER LOG
2. TRANSITION TO RIGHT LEAD & LOPE AROUND END
3. FIRST LINE CHANGE
4. SECOND LINE CHANGE
5. THIRD LINE CHANGE
6. FOURTH LINE CHANGE LOPE AROUND THE END OF ARENA
7. FIRST CROSSING CHANGE
8. SECOND CROSSING CHANGE
9. LOPE OVER LOG
10. THIRD CROSSING CHANGE
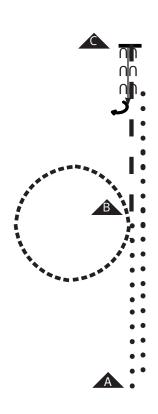11. FOURTH CROSSING CHANGE
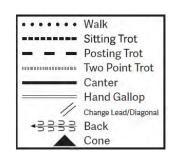12. LOPE UP THE CENTER, STOP & BACK

Green Western Riding Pattern #6

1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN,TRANSITION TO JOG, JOG OVER LOG
2. TRANSITION TO RIGHT 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
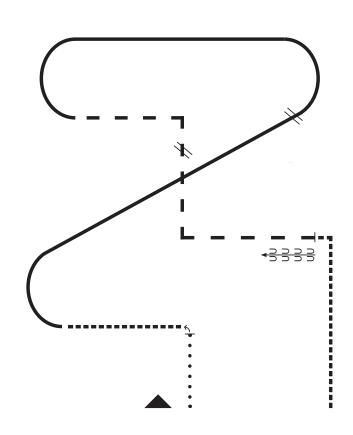11. FOURTH CROSSING CHANGE
12. LOPE UP THE CENTER, STOP & BACK

1. WALK FROM A TO B
2. SITTING TROT CIRCLE TO THE LEFT
3. POSTING TROT EITHER DIAGONAL FROM B TO C
4. STOP
5. BACK UP APPROXIMATELY 1 HORSE LENGTH
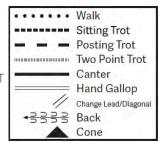6. FOREHAND TURN TO THE RIGHT
7. 2 POINT WALK TO A

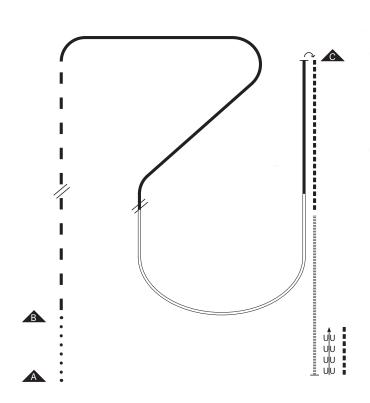|	
• • • • • • •	Walk
- - - - - - -	Sitting Trot
– – – – –	Posting Trot
ⅷⅷⅷⅷⅷ	Two Point Trot
———	Canter
═══	Hand Gallop
⁄⁄	Change Lead/Diagonal
ᴈᴈᴈᴈ	Back
▲	Cone

1. WALK TO HORSE LENGTHS
2. STOP AND PERFORM A 90°
   FOREHAND TURN LEFT
3. SITTING TROT
4. CANTER RIGHT LEAD AS SHOWN
5. CHANGE LEADS, SIMPLE OR FLYING
6. TRANSITION TO POSTING TROT LEFT
   DIAGONAL SQUARE CORNER
7. CHANGE DIAGONALS. POSTING TROT
   RIGHT DIAGONAL SQUARE CORNER
8. HALT AND BACK
9. SITTING TROT SQUARE CORNER TO
   EXIT

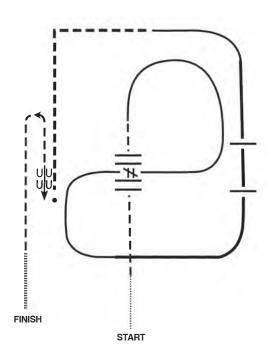|	
• • • • • •	Walk
▪▪▪▪▪▪▪▪	Sitting Trot
▪▪ ▪▪ ▪▪	Posting Trot
⊪⊪⊪⊪⊪⊪	Two Point Trot
———	Canter
═══	Hand Gallop
⁄⁄	Change Lead/Diagonal
◄ƎƎƎƎ	Back
▲	Cone

HUNT SEAT EQUITATION
YOUTH, AMATEUR

1. WALK TWO HORSE LENGTHS.
2. POSTING TROT LEFT DIAGONAL.
3. CHANGE DIAGONALS. POSTING TROT RIGHT DIAGONAL.
4. CANTER RIGHT LEAD.
5. CHANGE LEADS, SIMPLE OR FLYING.
6. HAND GALLOP ONE HALF CIRCLE.
7. COLLECT THE CANTER, THEN HALT AT THE CONE.
8. PERFORM A 180° FOREHAND TURN RIGHT.
9. SITTING TROT TO THE CENTER.
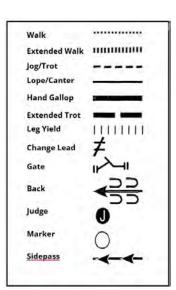10. TWO-POINT TROT FROM CENTER UNTIL EVEN WITH A. HALT AND BACK. EXIT AT SITTING TROT.

Legend:
- Walk
- Sitting Trot
- Posting Trot
- Two Point Trot
- Canter
- Hand Gallop
- Change Lead/Diagonal
- Back
- Cone

EURO PAINT
2025

FINISH

START
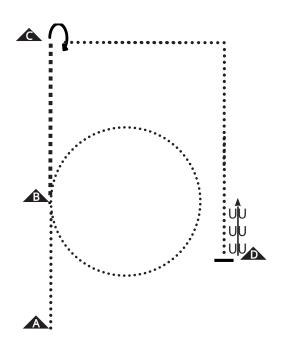
1. FORWARD WALK FROM GATE
2. TROT UP CENTER
3. TROT 4 POLES
4. CANTER RIGHT LEAD
5. CANTER ACROSS CENTER
6. CHANGE LEADS (SIMPLE OR FLYING)
7. BUILD TO HAND GALLOP ON LEFT LEAD
8. HAND GALLOP TWO RAILS/ CAVALETTIS OR SMALL JUMPS
9. COLLECT CANTER
10. EXTENDED TROT
11. HALT AND BACK
12. FOREHAND TURN RIGHT
13. SITTING TROT
14. EXTENDED WALK TO EXIT

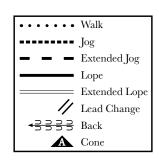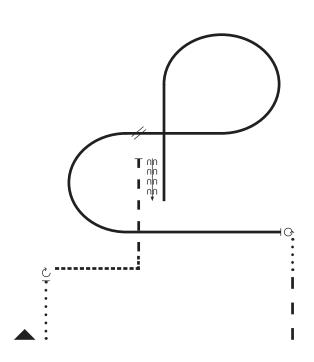|	
Walk	··············
Extended Walk	ΙΙΙΙΙΙΙΙΙΙΙΙΙ
Jog/Trot	– – – –
Lope/Canter	———
Hand Gallop	▬▬▬▬▬
Extended Trot	▬▬ ▬▬
Leg Yield	Ι Ι Ι Ι Ι Ι Ι Ι
Change Lead	≠
Gate	⊢⅄⊣
Back	⇇
Judge	ⓙ
Marker	◯
Sidepass	◄–◄–

1. WALK FROM A TO B
2. PERFORM A CIRCLE AT B AT WALK
3. JOG FROM B TO C
4. STOP AT C
5. PERFORM A 90° TURN TO THE RIGHT
6. WALK CORNER AND CONTINUE TO WALK TO D
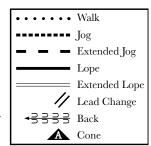7. STOP
8. BACK UP APPROX. 1 HORSE LENGTH

• • • • • • •	Walk
▬ ▬ ▬ ▬ ▬	Jog
▬ ▬ ▬	Extended Jog
▬▬▬▬	Lope
═══	Extended Lope
//	Lead Change
◄ ㅋㅋㅋㅋ	Back
▲	Cone

2025
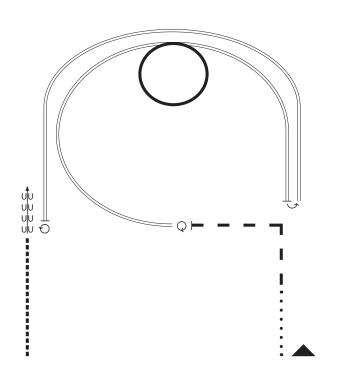

1. WALK 2 HORSE LENGTHS WITH PURPOSE.
2. PERFORM 270° TURN LEFT
3. JOG SQUARE CORNER.
4. EXTENDED JOG UP MIDDLE.
5 .STOP. BACK.
6. LOPE RIGHT LEAD CIRCLE.
7. SIMPLE LEAD CHANGE.
8. LOPE LEFT LED
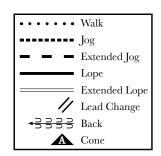9. STOP. PERFORM A 450° TURN RIGHT. DROP STIRRUPS.
10. WALK. EXTENDED JOG TO EXIT.

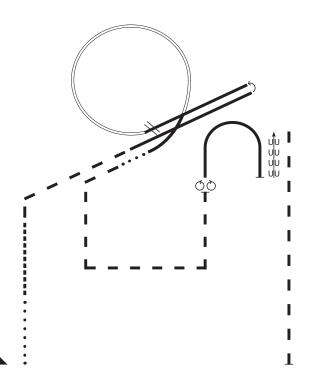|	
• • • • • • •	Walk
▬ ▬ ▬ ▬ ▬	Jog
▬ ▬ ▬	Extended Jog
——————	Lope
═══════	Extended Lope
//	Lead Change
◄ ⋽ ⋽ ⋽ ⋽	Back
▲	Cone

WESTERN HORSEMANSHIP
YOUTH, AMATEUR

1. WALK 2 HORSE LENGTHS WITH PURPOSE.
2. EXTENDED JOG SQUARE CORNER TO CENTER.
3. STOP. PERFORM 360° TURN RIGHT.
4. LOPE 1/2 LARGE CIRCLE RIGHT LEAD WITH SPEED.
5. COLLECTED LOPE AT TOP AND LOPE A SMALL CIRCLE TO RIGHT.
6. AT TOP OF CIRCLE RETURN TO LOPE WITH SPEED.
7. STOP AND ROLLBACK TO THE LEFT
8. LOPE AROUND END OF ARENA WITH SPEED.
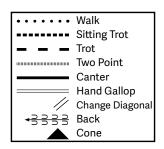9. STOP. PERFORM A 360° TURN LEFT. BACK
10. EXIT AT JOG.

• • • • • • •	Walk
▪▪▪▪▪▪▪▪	Jog
▬ ▬ ▬	Extended Jog
——	Lope
═══	Extended Lope
//	Lead Change
⮜℈℈℈℈	Back
▲	Cone

40

1. WALK 2 HORSE LENGTHS WITH PURPOSE.
2. JOG, EXTENDED JOG THROUGH CORNER.
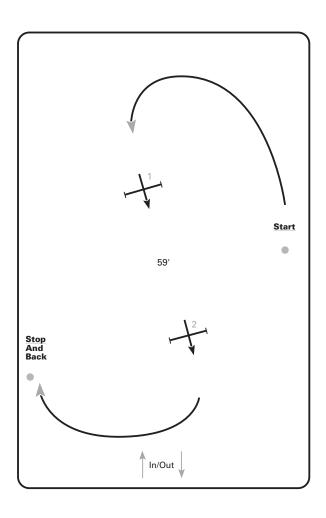3. LOPE RIGHT LEAD ON THE DIAGONAL.
4. STOP. LEFT ROLL BACK EXITING ON LEFT LEAD.
5. CHANGE LEADS. LOPE RIGHT LEAD CIRCLE WITH SPEED. COLLECT.
6. WALK AND DROP STIRRUPS.
7. EXTENDED JOG AS SHOWN.
8. STOP. PERFORM 360° TURN BOTH DIRECTIONS.
9. LOPE LEFT LEAD AND COUNTER CANTER LOOP.
10. STOP AND BACK. EXTENDED JOG UNTIL EVEN WITH CONE.
STOP. PATTERN IS COMPLETE.

• • • • • • •	Walk
▬ ▬ ▬ ▬ ▬ ▬	Sitting Trot
▬ ▬ ▬ ▬	Trot
▭▭▭▭▭▭▭	Two Point
▬▬▬▬▬▬	Canter
══════	Hand Gallop
⁄⁄	Change Diagonal
←₃₃₃₃	Back
▲	Cone

1

Start

59'

2

Stop
And
Back

In/Out

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