EURO PAINT

PATTERNS

26. EUROPEAN PAINT HORSE CHAMPIONSHIP

AUGUST 21–29, 2026
RIEDEN/KREUTH
GERMANY

EUROPE´S PREMIER
PAINT HORSE SHOW

PAINT AT HEART
OPEN TO FRIENDS

AMERICAN PAINT HORSE ASSOCIATION

INTERNATIONAL RANCH HORSE ASSOCIATION
IRHA

NSBA
EST. 1985

MY BOOTS

WESTERN FOOTWEAR

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Patterns courtesy of
APHA, NRHA, Tim S. Kimura

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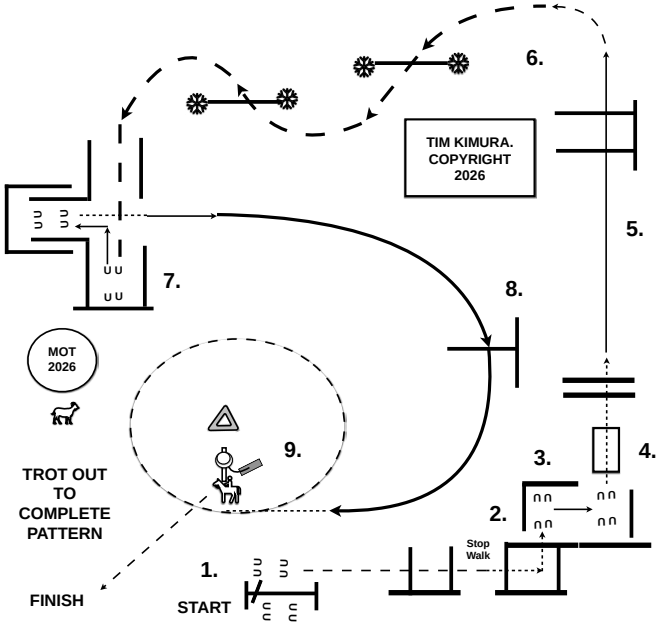
EURO PAINT 2026

RANCH TRAIL

OPEN, AMATEUR, YOUTH, NON-PRO



1. WORK GATE RIGHT HAND
2. TROT OVER 2 LOGS AND STOP
3. WALK OVER 2 LOGS, THEN SIDE PASS RIGHT BETWEEN LOGS
4. WALK OVER BRIDGE, WALK OVER 2 LOGS
5. LOPE OVER 2 LOGS (LEFT LEAD)
6. BREAK TO TROT, THEN EXTEND THE TROT THROUGH SERPENTINE AND TROT OVER LOGS, TROT INTO CHUTE
7. BACK BETWEEN LOGS, THEN YOU MUST WALK FORWARD BEFORE PICKING UP THE LOPE
8. FIRST LOPE, THEN EXTEND THE LOPE OVER LOG (RIGHT LEAD)
9. BREAK TO THE WALK, WALK TO DRAG, WORK DRAG WALK OR TROT

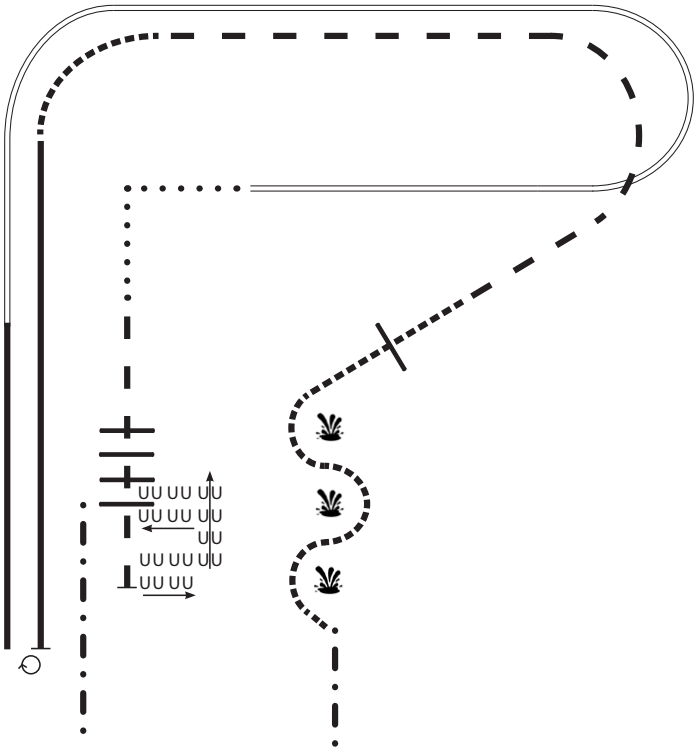
9. YOUTH: BREAK TO THE WALK, WALK TO HOOK, STOP AT HOOK AND PICK UP OBJECT, TROT AROUND WITH OBJECT AND RETURN OBJECT

EVERYONE MUST SHOW THE TROT OUT AFTER THEY COMPLETE OBSTACLE 9 TO THE EXIT

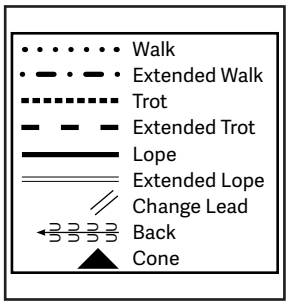
EURO PAINT 2026

RANCH RIDING

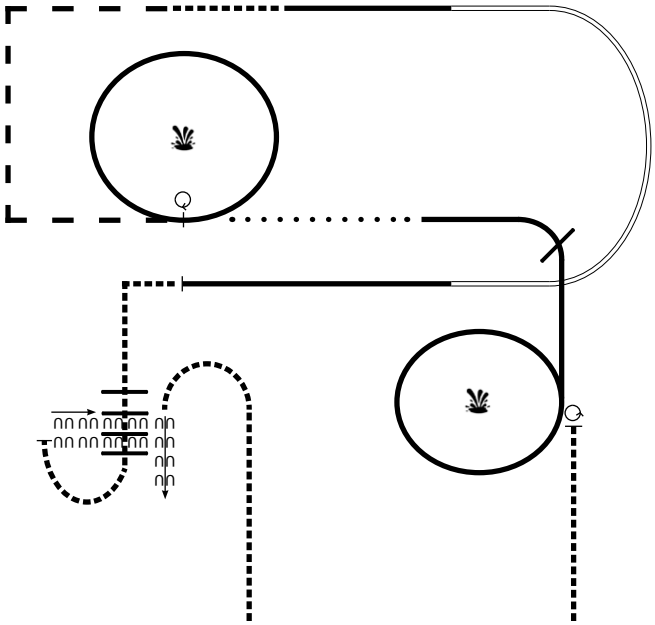
NOVICE AMATEUR, NOVICE YOUTH



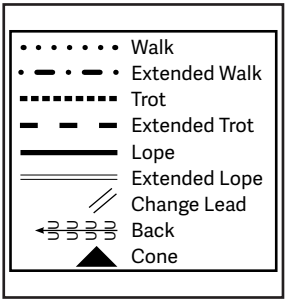
1. ENTER AT EXTENDED WALK
2. TROT THROUGH SERPENTINE AROUND GRAS AND OVER ONE LOG
3. BUILD TO EXTENDED TROT STRAIGHT AND AROUND END AND COLLECT BEFORE LEFT LEAD.
4. LOPE LEFT LEAD TO END.
5. STOP AND PERFORM 1 1/2 TURN RIGHT
6. LOPE RIGHT LEAD BUILDING TO EXTENDED LOPE
7. WALK SQUARE CORNER
8. EXTEND TROT OVER FOUR LOGS
9. STOP AND SIDEPASS LEFT
10. BACK AND SIDEPASS RIGHT OVER LOG
11. STAND QUIETLY AND EXTENDED WALK TO EXIT



RANCH RIDING
JUNIOR

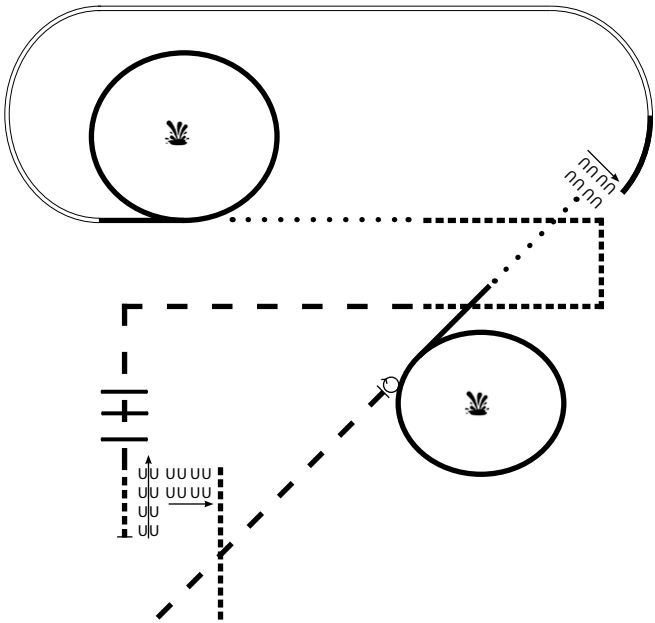


1. TROT STRAIGHT LINE
2. STOP. PERFORM A 360° TURN LEFT
3. LOPE LEFT LEAD CIRCLE
4. CONTINUE LOPING LEFT ARC OVER ONE LOG
5. WALK THREE HORSE LENGTHS
6. LOPE RIGHT LEAD CIRCLE
7. STOP. PERFORM A 360° TURN RIGHT
8. EXTENDED TROT TWO CORNERS THEN COLLECTING TROT
9. LOPE RIGHT LEAD, BUILD TO EXTENDED LOPE
10. COLLECT LOPE IN CENTER CONTINUING ON RIGHT LEAD
11. STOP AND STAND QUIETLY
12. TROT OVER FOUR LOGS
13. TROT ARC AND SIDEPASS LOG RIGHT
14. BACK
15. TROT U-TURN TO EXIT

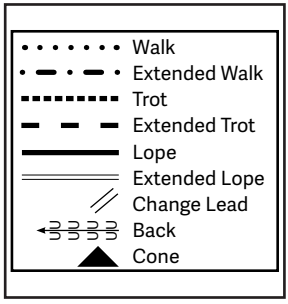


RANCH RIDING

AMATEUR, YOUTH, GREEN, IRHA NON-PRO

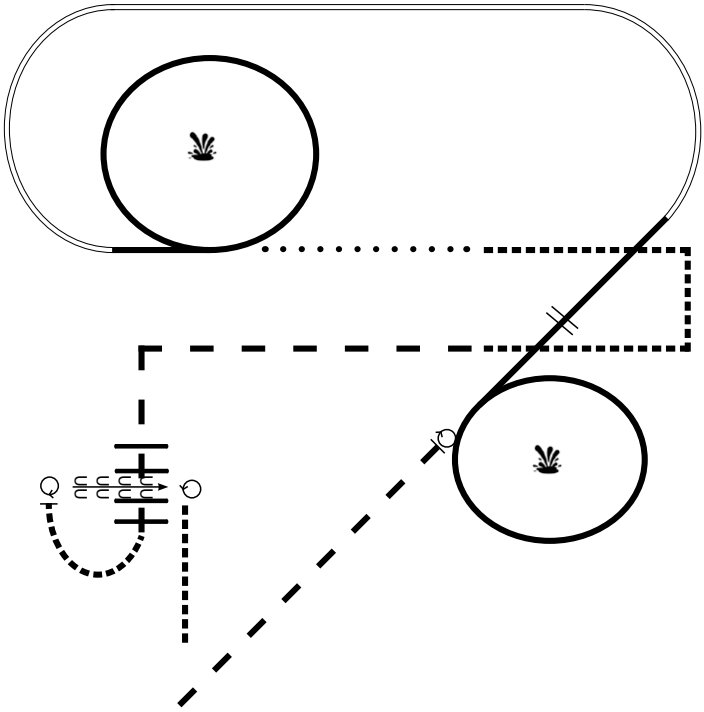


1. EXTENDED TROT DIAGONAL LINE
2. STOP. PERFORM A 360Â° TURN RIGHT
3. LOPE RIGHT LEAD CIRCLE, CONTINUE ON DIAGONAL LINE
4. WALK TWO HORSE LENGTHS
5. SIDEPASS RIGHT
6. BUILD TO EXTENDED LOPE LEFT LEAD
7. COLLECT AND LOPE LEFT CIRCLE
8. WALK THREE HORSE LENGTHS
9. TROT TWO SQUARE CORNERS
10. EXTENDED TROT OVER THREE LOGS
11. COLLECT AND STOP. BACK
12. SIDEPASS LEFT AND STAND QUIETLY
13. TROT TO EXIT

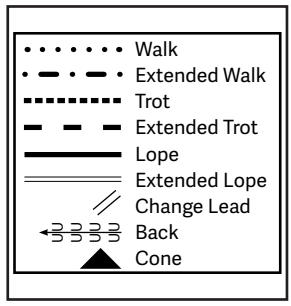


RANCH RIDING

SENIOR, IRHA OPEN

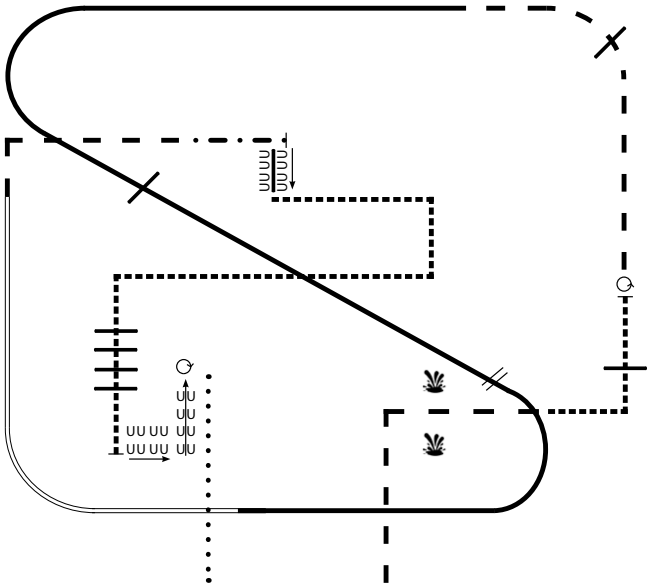


1. EXTENDED TROT DIAGONAL LINE
2. STOP. PERFORM A 360° TURN RIGHT
3. LOPE RIGHT LEAD CIRCLE, CONTINUE ON DIAGONAL LINE
4. CHANGE LEADS
5. BUILD TO EXTENDED LOPE LEFT LEAD
6. COLLECT AND LOPE LEFT CIRCLE
7. WALK THREE HORSE LENGTHS
8. TROT TWO SQUARE CORNERS
9. EXTENDED TROT OVER FOUR LOGS
10. COLLECT AND TROT ARC TO MIDDLE LOGS
11. STOP. PERFORM A 1 3/4 TURN RIGHT
12. BACK THROUGH LOGS
13. PERFORM A 1 1/4 TURN LEFT
14. TROT TO EXIT

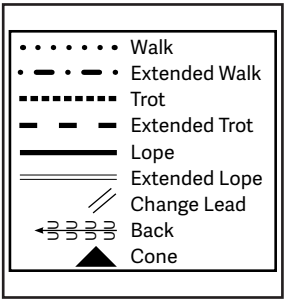


RANCH RIDING

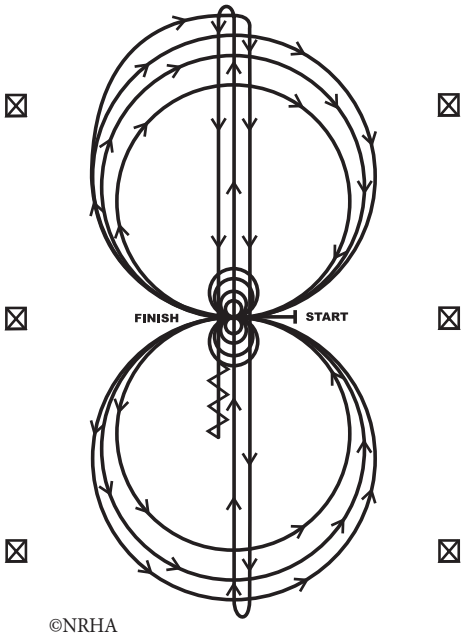
CHROME CASH



1. EXTENDED TROT SQUARE CORNER AND COLLECT SQUARE CORNER OVER ONE LOG
2. STOP. PERFORM A 360° TURN LEFT
3. EXTENDED TROT OVER ONE LOG AROUND CORNER
4. LOPE LEFT LEAD AROUND END AND OVER ONE LOG ON DIAGONAL LINE
5. CHANGE LEAD 3/4 WAY OF DIAGONAL LINE AND RIGHT LEAD AROUND END
6. EXTENDED LOPE
7. EXTENDED TROT SQUARE CORNER RIGHT
8. EXTENDED WALK TO CENTER
9. SIDEPASS POLE RIGHT
10. TROT THREE SQUARE CORNERS AND OVER FOUR LOGS
11. STOP AND SIDEPASS LEFT. STAND QUIETLY
12. BACK
13. PERFORM A 360° TURN RIGHT. WALK ON RELAXED REIN TO EXIT



Pattern 2



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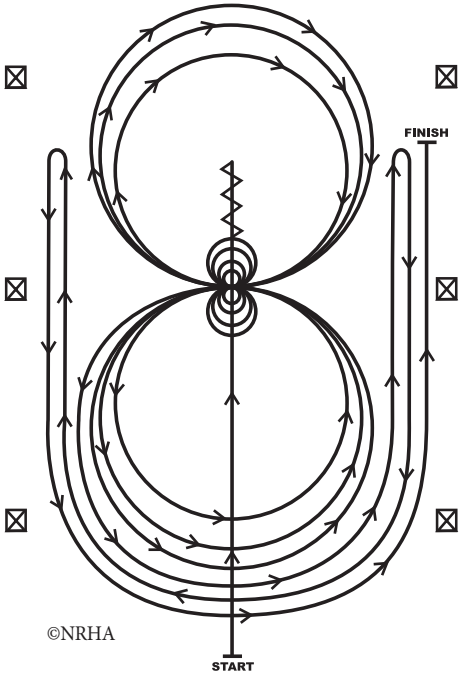
HORSES MAY WALK OR JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

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.

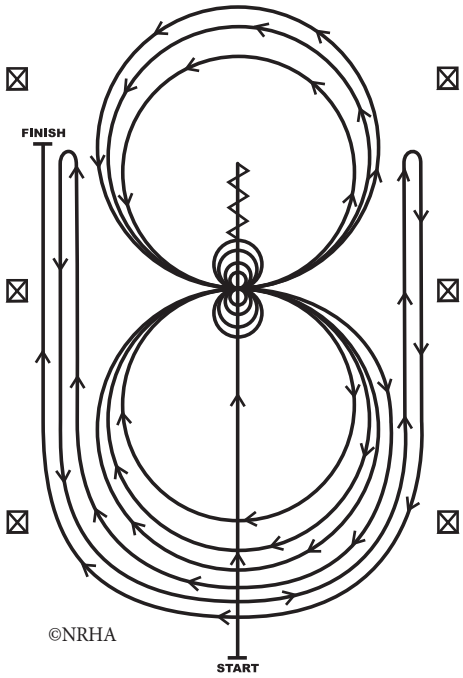
Pattern 12



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.

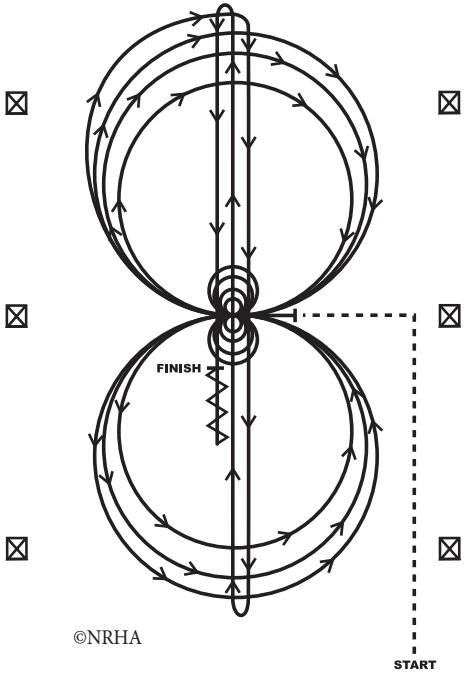
RIDER MAY DROP BRIDLE TO THE DESIGNATED JUDGE.

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 DE MONSTRATE COMPLETION OF PATTERN.

Pattern 11



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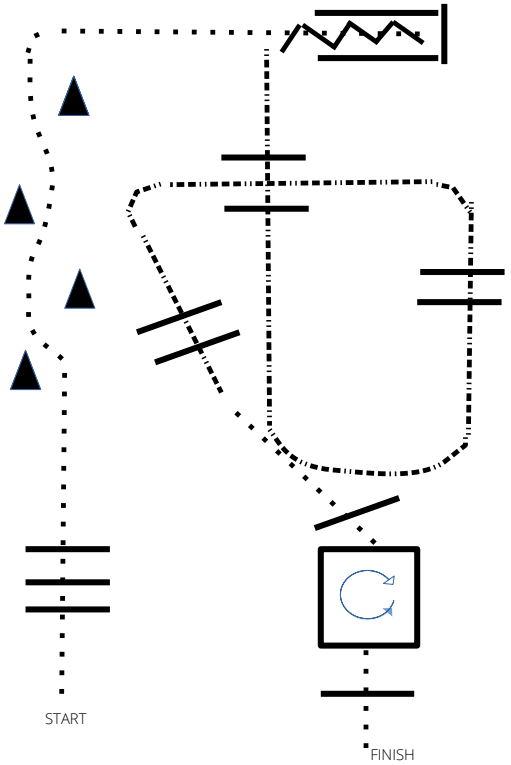
HORSES MUST JOG TO THE CENTER OF THE ARENA. HORSES MUST WALK OR STOP PRIOR TO STARTING THE PATTERN. BEGINNING AT THE CENTER OF THE ARENA FACING THE LEFT WALL OR FENCE.

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 CIRCLE SMALL AND SLOW; THE NEXT TWO CIRCLES LARGE AND FAST. CHANGE LEADS AT THE CENTER OF THE ARENA.
4. 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. BEGIN A LARGE CIRCLE TO THE RIGHT, BUT DO NOT CLOSE THIS CIRCLE. RUN DOWN THE CENTER OF THE ARENA PAST THE END MARKER AND DO A RIGHT ROLLBACK – NO HESITATION.
6. RUN UP THE MIDDLE TO THE OPPOSITE END OF THE ARENA PAST THE END MARKER AND DO A LEFT ROLLBACK – NO HESITATION.
7. 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.

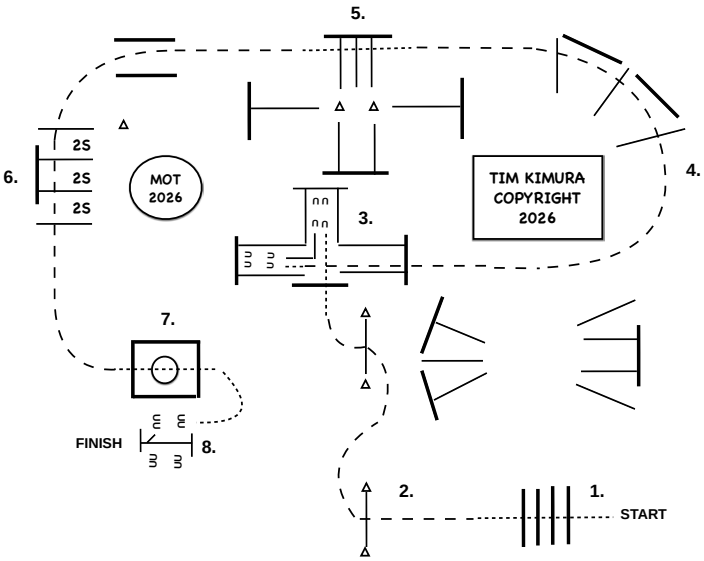
TRAIL
YOUTH WALK TROT



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

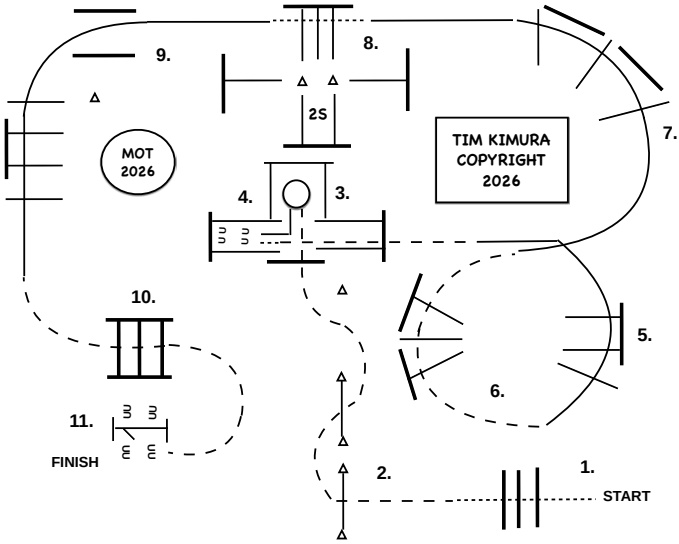
IN HAND TRAIL

OPEN YEARLING, OPEN 2-YR OLD, OPEN 3-YR OLD & OLDER, FUTURITY CASH

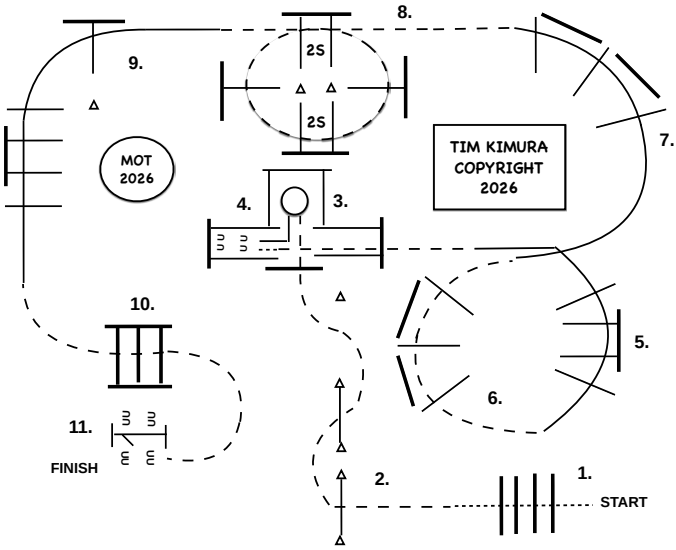


1. WALK OVER POLES
2. JOG THROUGH SERPENTINE, JOG OVER POLES
3. STOP OR BREAK TO THE WALK, WALK INTO BOX, THEN BACK OUT BOX, BACK AROUND CORNER, YOU MAY WALK FORWARD, THEN JOG OUT OVER POLE
4. JOG OVER POLES
5. STOP OR BREAK TO THE WALK, WALK OVER POLES
6. JOG BETWEEN POLES, THEN JOG OVER POLES
7. STOP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

TRAIL
GREEN



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

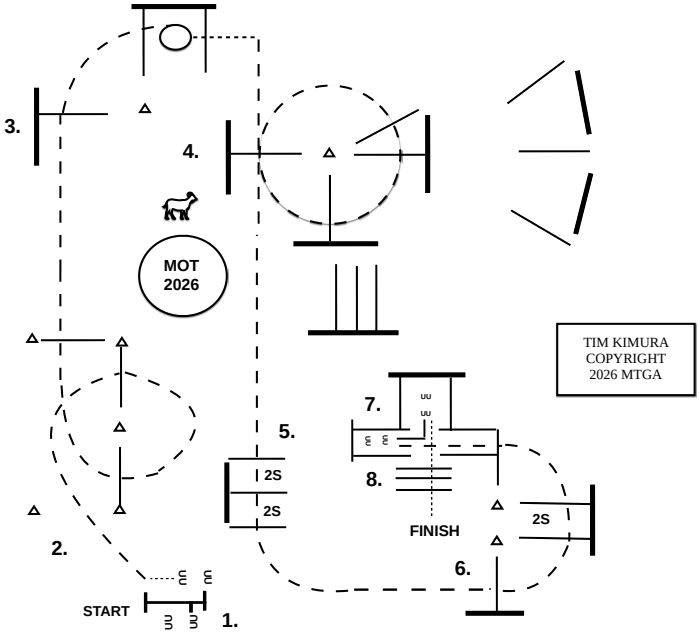


1. WALK OVER POLES
2. JOG THROUGH SERPENTINE, JOG OVER POLES, JOG INTO BOX
3. EXECUTE A 360 TURN EITHER WAY
4. BACK OUT BOX, BACK AROUND CORNER, YOU MAY WALK FORWARD, THEN JOG OUT OVER POLE
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LEFT LEAD)
8. BREAK TO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

EURO PAINT 2026

IN HAND TRAIL

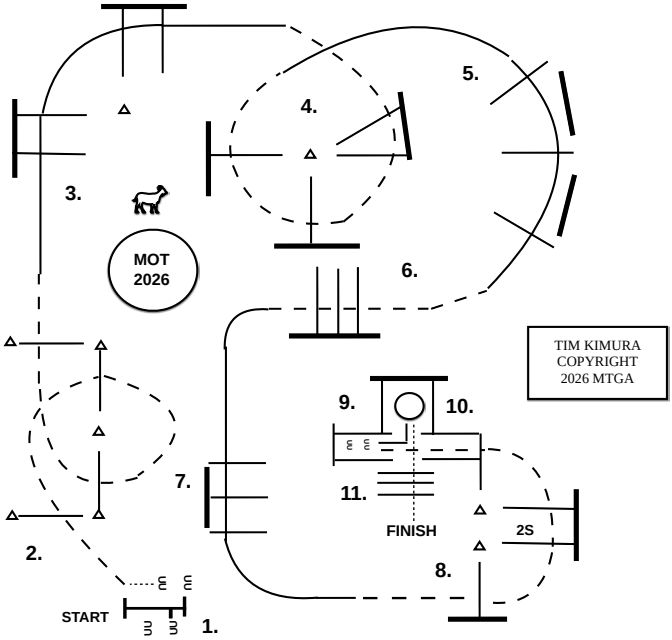
AMATEUR YEARLING, AMATEUR 2-YR OLD, AMATEUR 3-YR OLD & OLDER, YOUTH 3-YR OLD & OLDER



1. WORK GATE LEFT HAND.
2. YOU MAY WALK FORWARD, THEN JOG THROUGH SERPENTINE, JOG OVER POLES
3. JOG OVER 2 POLES, STOP, EXECUTE A 360 TURN RIGHT, WALK OVER POLE.
4. JOG OVER POLES.
5. JOG OVER POLES.
6. JOG OVER POLES, JOG INTO CHUTE AND STOP
7. BACK BETWEEN POLES AND, BACK AROUND CORNER
8. WALK OUT CHUTE, WALK OVER POLES

TRAIL

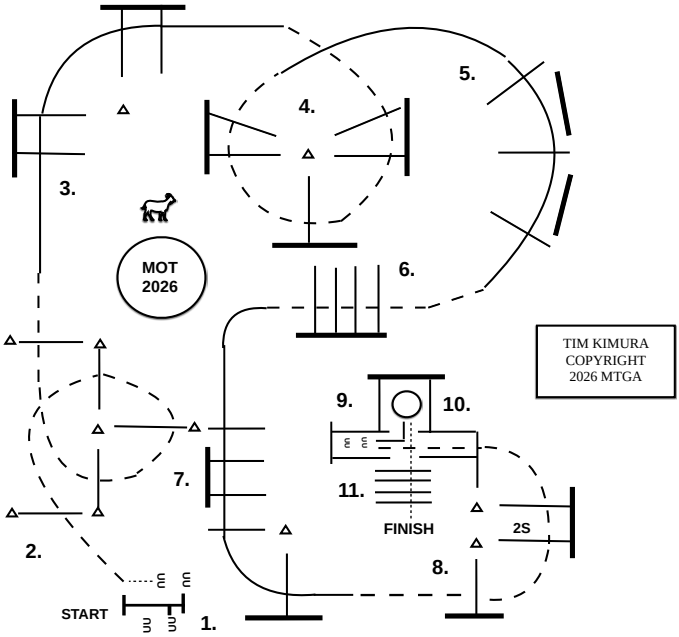
NOVICE YOUTH, NOVICE AMATEUR, PHCG MATURITY



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

EURO PAINT 2026

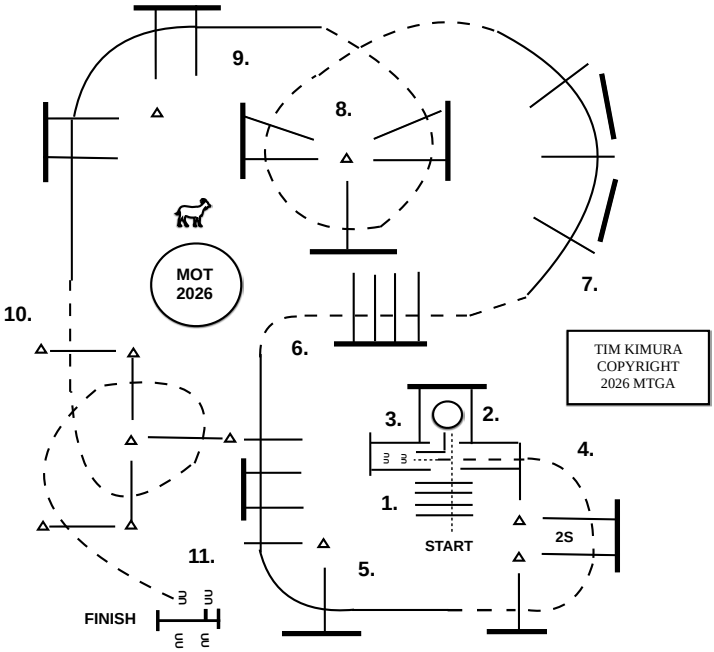
TRAIL
AMATEUR



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

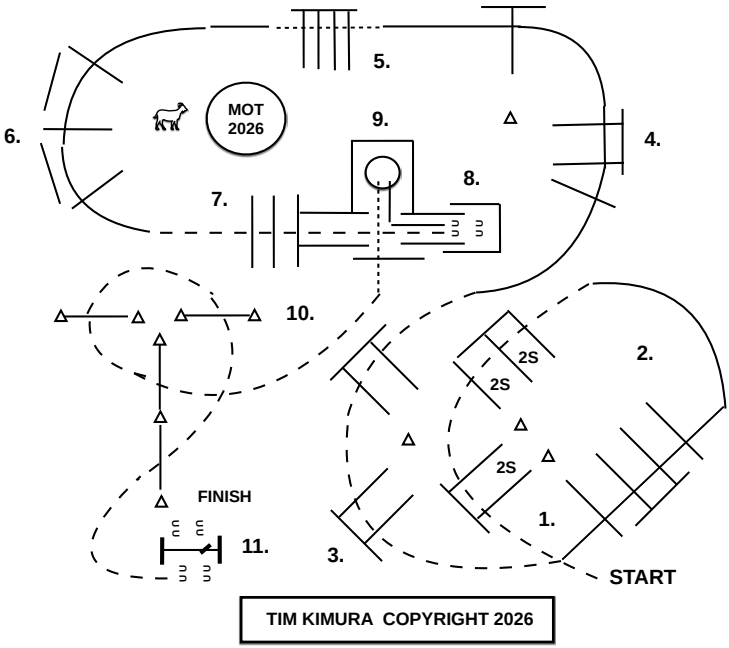
TRAIL

CHROME CASH



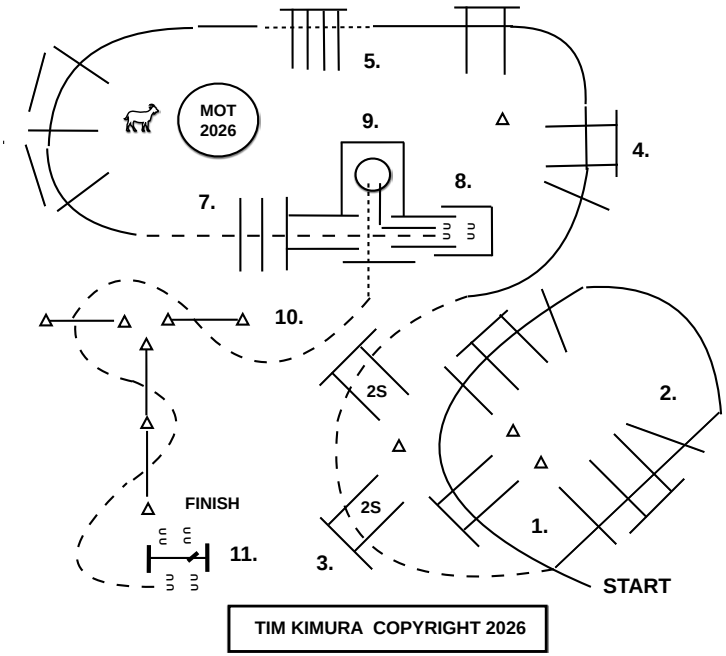
1. WALK OVER POLES, WALK INTO BOX
2. EXECUTE A 360 TURN EITHER WAY
3. BACK OUT BOX, BACK BETWEEN POLES
4. YOU MAY WALK FORWARD, THEN JOG OVER POLES
5. LOPE OVER POLES (RIGHT LEAD)
6. BREAK TO THE JOG, JOG OVER POLES
7. LOPE OVER POLES (LEFT LEAD)
8. BREAK TO THE JOG, JOG OVER POLES
9. LOPE OVER POLES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

TRAIL
MASTERS, YOUTH, JUNIOR



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

TRAIL
SENIOR



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

PHCG FUTURITY CA$H Programm

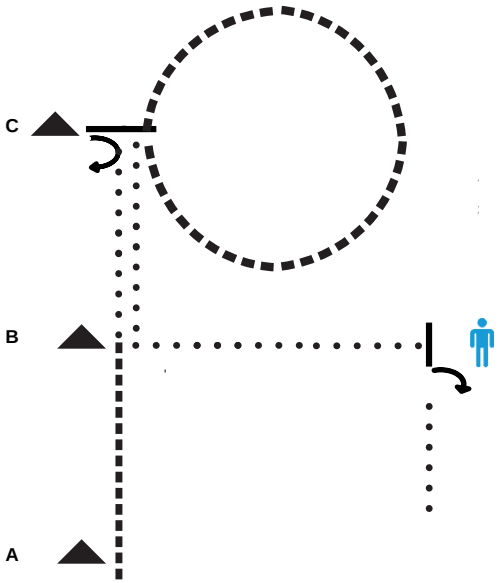
5 Vorteile des PHCG Futurity Cash Programms:

- **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

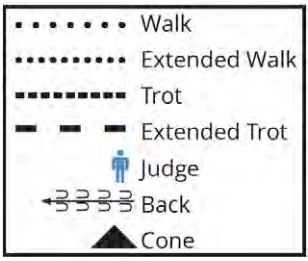
Mit einem dynamischen Preisgeldsystem und exklusiven Vorteilen ist dies die perfekte Bühne, um Ihr Paint Horse zu präsentieren. Werden Sie Teil der Elite – sichern sie sich die Vorteile mit einer Einzahlung bis zum 31.12. eines jeden Jahres!

WWW.PHCG.DE

SHOWMANSHIP
YOUTH WALK TROT

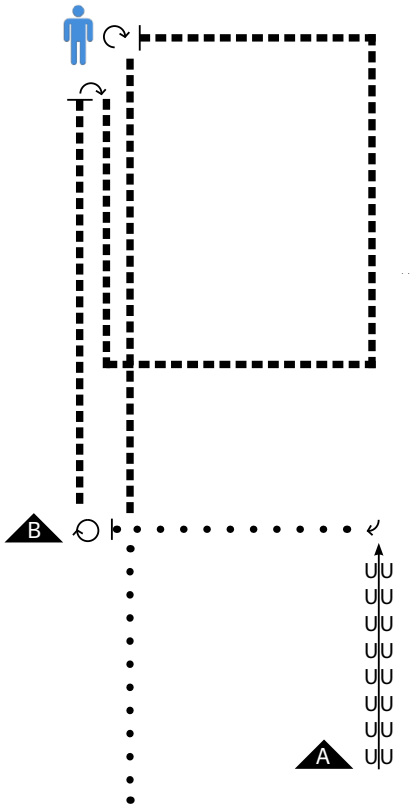


1. TROT FROM A TO B
2. WALK FROM B TO C
3. STOP, PERFORM A ½ TURN
4. TROT A FULL CIRCLE TO THE LEFT
5. WALK AT C
6. WALK CORNER AND CONTINUE TO WALK TO JUDGE
7. STOP AND SET UP
8. INSPECTION
9. PERFORM A ¼ TURN
10. WALK TO EXIT



SHOWMANSHIP

NOVICE YOUTH, NOVICE AMATEUR, MASTERS, NATIONS CUP

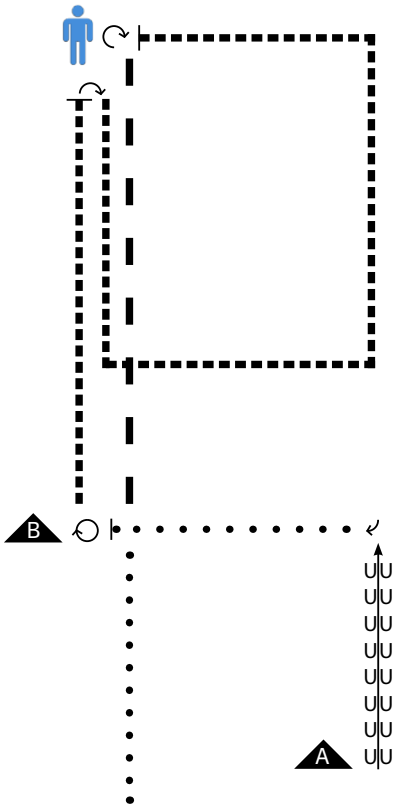


1. BACK AND STOP
2. PERFORM A 1/4 TURN, WALK, STOP
3. PERFORM A 1 1/4 TURN
4. TROT AND STOP
5. PERFORM A 1/2 TURN
6. TROT THREE SQUARE CORNERS, STOP
7. SET UP
8. INSPECTION
9. PERFORM A 3/4 TURN
10. TROT TO B, BREAK TO WALK, WALK PAST A

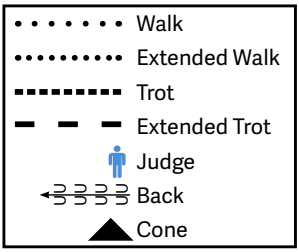
ONCE PAST A, PATTERN IS COMPLETE

Walk
Extended Walk
Trot
Extended Trot
Judge
Back
Cone

SHOWMANSHIP
YOUTH, AMATEUR

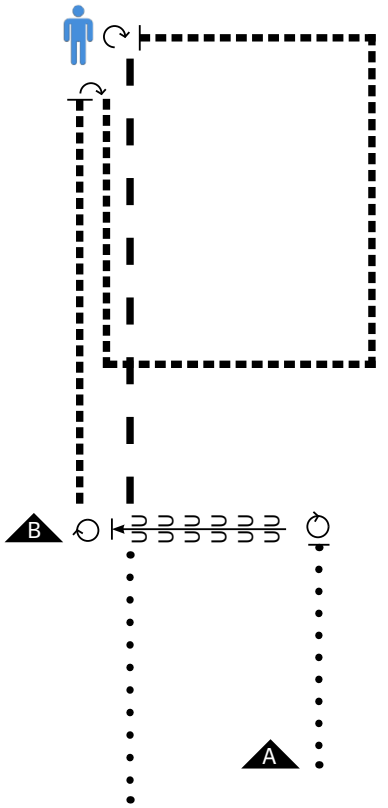


1. BACK AND STOP
2. PERFORM A 1/4 TURN, WALK, STOP
3. PERFORM A 1 1/4 TURN
4. TROT AND STOP
5. PERFORM A 1/2 TURN
6. TROT THREE SQUARE CORNERS, STOP
7. SET UP
8. INSPECTION
9. PERFORM A 3/4 TURN
10. EXTENDED TROT TO B, BREAK TO WALK, WALK PAST A. ONCE PAST A, PATTERN IS COMPLETE



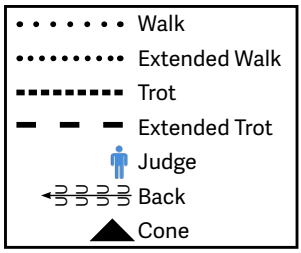
SHOWMANSHIP

CHROME CASH



1. WALK UNTIL EVEN WITH B. STOP. PERFORM A 1 1/4 TURN
2. BACK AND STOP WITH HIP EVEN WITH JUDGE
3. PERFORM A 1 3/4 TURN
4. TROT AND STOP
5. PERFORM A 1/2 TURN
6. TROT THREE SQUARE CORNERS. STOP
7. SET UP
8. INSPECTION
9. PERFORM A 3/4 TURN
10. EXTENDED TROT TO B, BREAK TO WALK, WALK PAST A

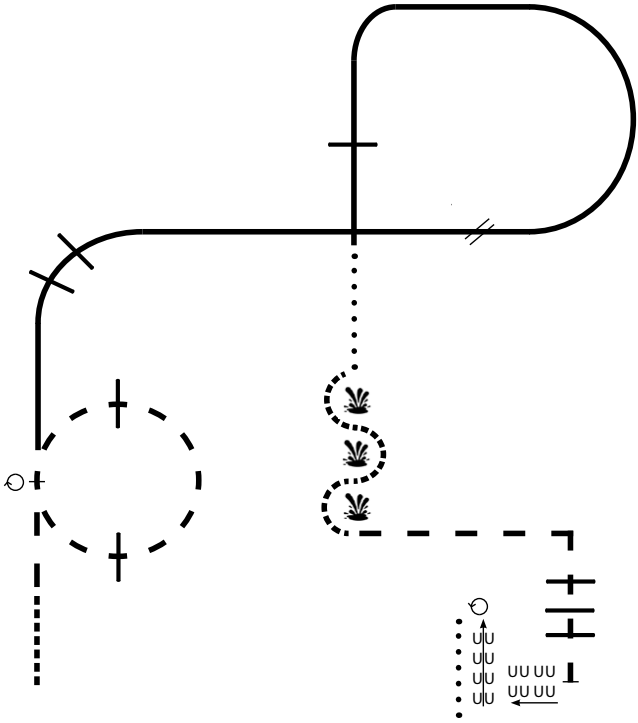
ONCE PAST A, PATTERN IS COMPLETE



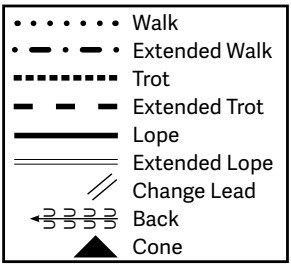
EURO PAINT 2026

WESTERN VERSATILITY

OPEN

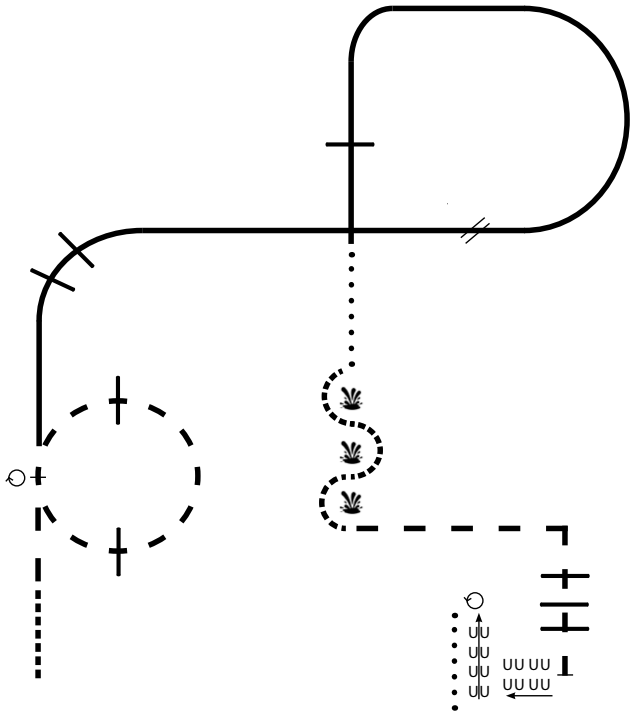


1. JOG BUILDING TO EXTENDED JOG RIGHT CIRCLE OVER TWO LOGS
2. STOP AND PERFORM 360° TURN RIGHT
3. LOPE RIGHT LEAD OVER TWO LOGS
4. CONTINUE LOPING PAST CENTER AND CHANGE LEADS
5. LOPE LEFT LEAD ARC AND CONTINUE DOWN CENTER OF ARENA. LOPE OVER ONE POLE
6. WALK FOUR HORSE LENGTHS
7. JOG SERPENTINE
8. EXTENDED TROT SQUARE CORNER OVER THREE POLES
9. STOP AND SIDEPASS RIGHT
10. BACK. STAND QUIETLY. PERFORM 360° TURN LEFT AND WALK TO EXIT

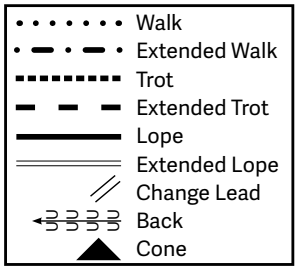


WESTERN VERSATILITY

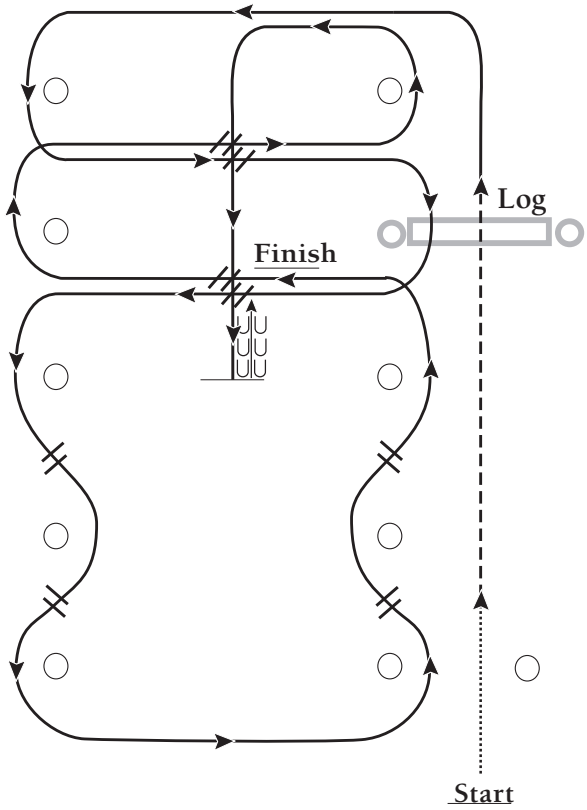
YOUTH, AMATEUR



1. JOG BUILDING TO EXTENDED JOG RIGHT CIRCLE OVER TWO LOGS
2. STOP AND PERFORM 360° TURN RIGHT
3. LOPE RIGHT LEAD OVER TWO LOGS
4. CONTINUE LOPING PAST CENTER AND CHANGE LEADS
5. LOPE LEFT LEAD ARC AND CONTINUE DOWN CENTER OF ARENA. LOPE OVER ONE POLE
6. WALK FOUR HORSE LENGTHS
7. JOG SERPENTINE
8. EXTENDED TROT SQUARE CORNER OVER THREE POLES
9. STOP AND SIDEPASS RIGHT
10. BACK. STAND QUIETLY. PERFORM 360° TURN LEFT AND WALK TO EXIT

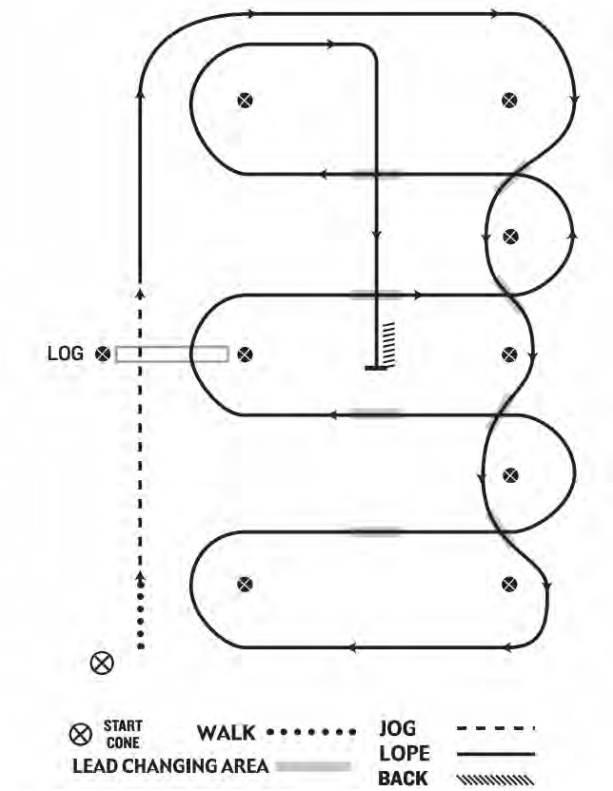


Western Riding Pattern #3



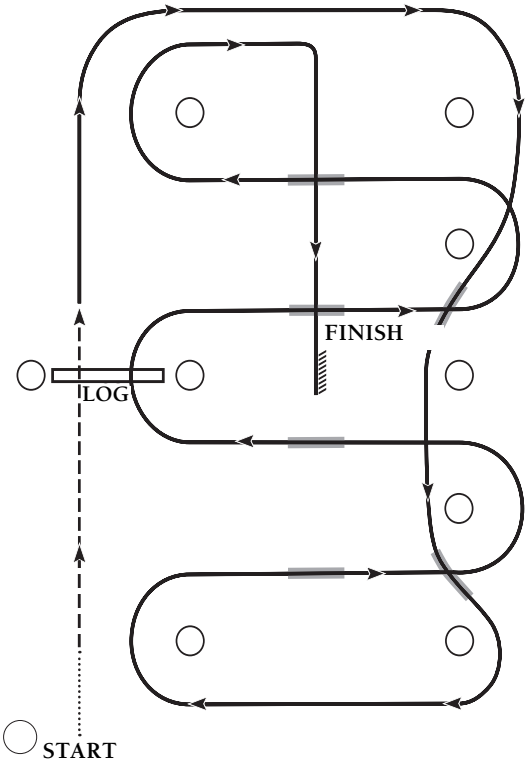
1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG
2. TRANSITION TO LOPE, LOPE TO LEFT AROUND END
3. FIRST CROSSING CHANGE
4. LOPE OVER LOG
5. SECOND CROSSING CHANGE
6. FIRST LINE CHANGE
7. SECOND LINE CHANGE
8. THIRD LINE CHANGE
9. FOURTH LINE CHANGE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

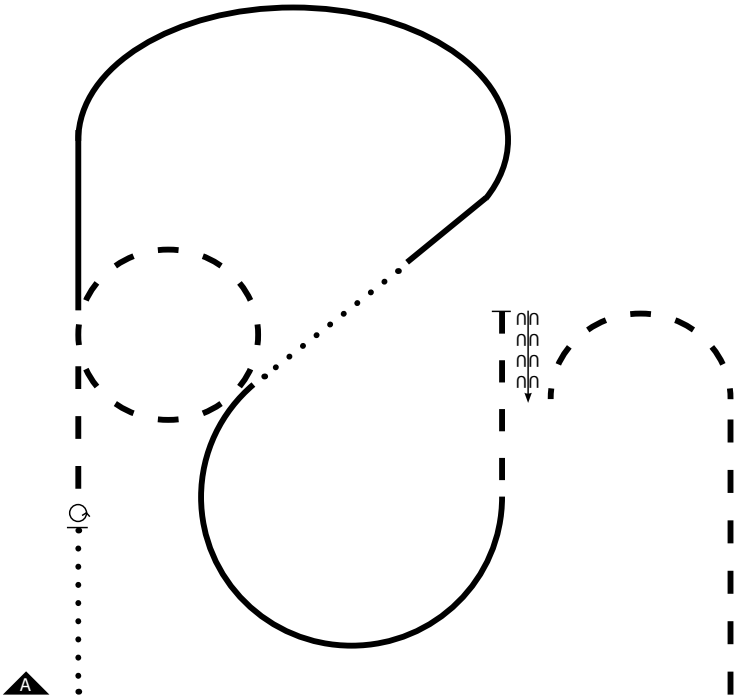
Green Western Riding Pattern #6



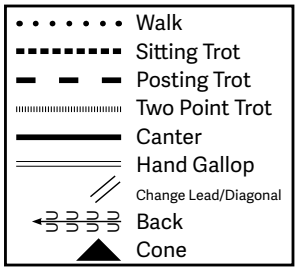
1. WALK AT LEAST 15 FEET FROM START CONE TO THE FIRST MARKER, AS DRAWN, TRANSITION TO JOG, JOG OVER LOG
2. TRANSITION TO RIGHT LEAD AND LOPE AROUND END
3. FIRST LINE CHANGE
4. SECOND LINE CHANGE, LOPE AROUND END OF ARENA
5. FIRST CROSSING CHANGE
6. SECOND CROSSING CHANGE
7. LOPE OVER LOG
8. THIRD CROSSING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

HUNT SEAT EQUITATION

NOVICE YOUTH, NOVICE AMATEUR, MASTERS

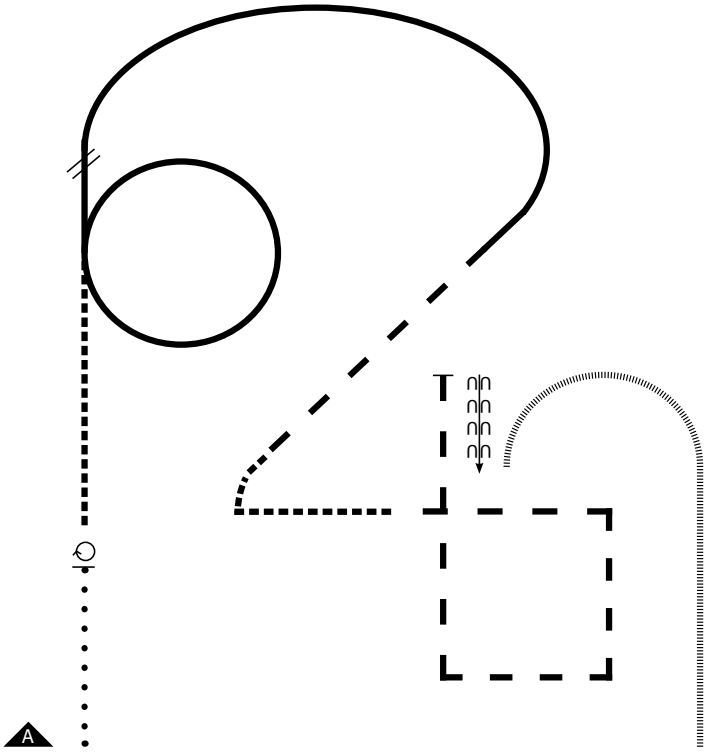


1. WALK AND STOP
2. PERFORM A 360° TURN LEFT ON FOREHAND
3. POSTING TROT LEFT DIAGONAL CIRCLE
4. CANTER RIGHT LEAD AROUND END AND DIAGONAL LINE
5. WALK THREE HORSE LENGTHS
6. CANTER LEFT LEAD AROUND END
7. POSTING TROT RIGHT DIAGONAL TO CENTER
8. STOP AND BACK
9. POSTING TROT LEFT DIAGONAL ARC TO EXIT

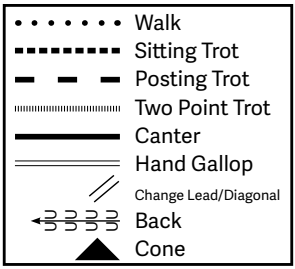


HUNT SEAT EQUITATION

YOUTH, AMATEUR

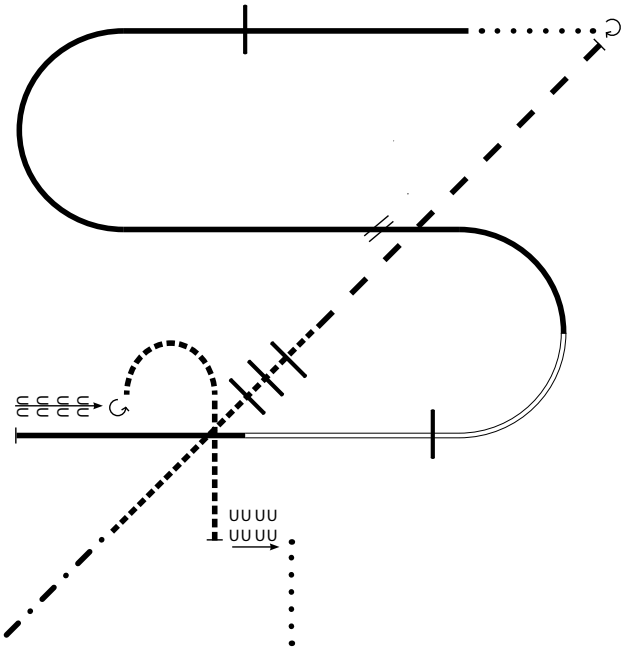


1. WALK AND STOP. PERFORM A 360° TURN RIGHT ON FOREHAND
2. SITTING TROT
3. CANTER RIGHT LEAD CIRCLE
4. CHANGE LEADS. CANTER LEFT LEAD COUNTER CANTER AROUND END AND DIAGONAL LINE
5. BREAK TO POSTING TROT RIGHT DIAGONAL
6. SITTING TROT BEFORE AND THROUGH SQUARE CORNER
7. POSTING TROT LEFT DIAGONAL AT CENTER AND CONTINUE FOR THREE SQUARE CORNERS AND UP TO CENTER
8. STOP AND BACK
9. TWO POINT TROT ARC TO EXIT

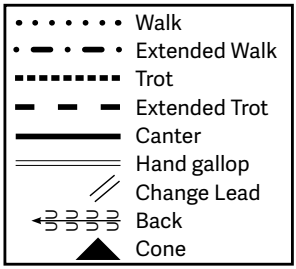


ENGLISH VERSATILITY

YOUTH, AMATEUR

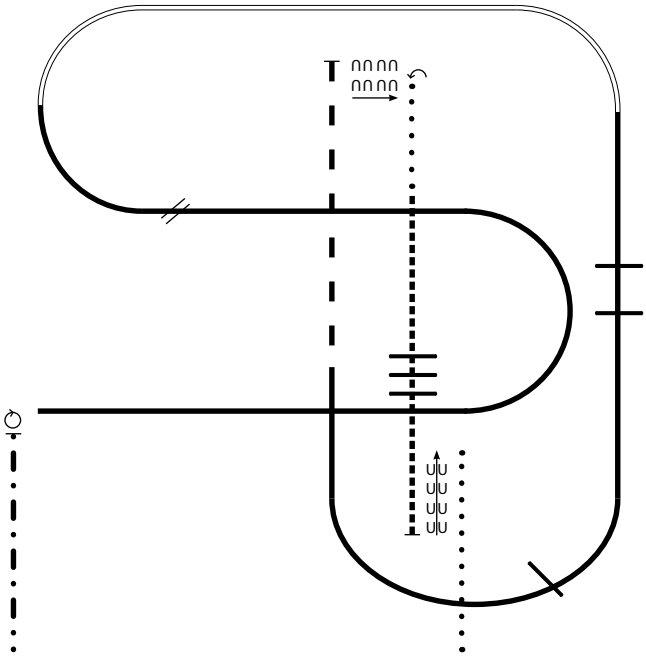


1. EXTENDED WALK DIAGONAL LINE
2. TROT OVER THREE POLES
3. BUILD TO EXTENDED TROT
4. HALT. PERFORM A 3/4 TURN RIGHT ON FOREHAND
5. WALK FOUR HORSE LENGTHS
6. CANTER LEFT LEAD OVER ONE POLE
7. CHANGE LEAD SLIGHTLY PAST CENTER
8. CANTER RIGHT LEAD BUILDING TO HAND GALLOP OVER ONE POLE
9. COLLECT CANTER
10. HALT. BACK. PERFORM A 3/4 TURN LEFT ON FOREHAND
11. SITTING TROT ARCH
12. HALT. SIDEPASS LEFT AND EXIT AT WALK ON RELAXED REIN

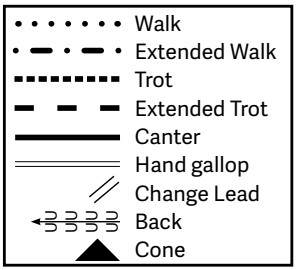


ENGLISH VERSATILITY

OPEN

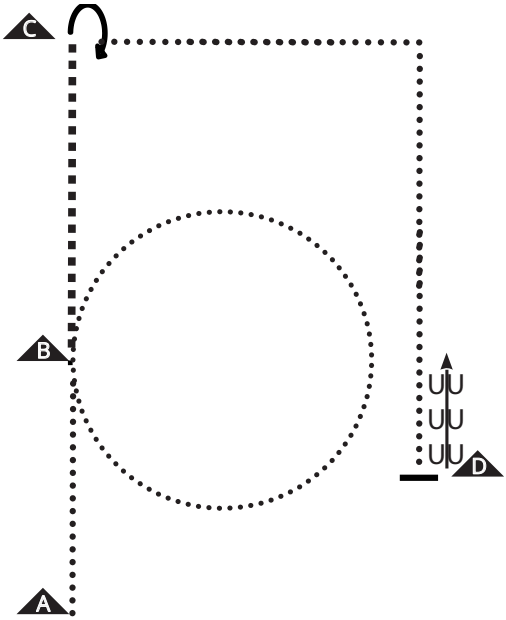


1. EXTENDED WALK
2. HALT. PERFORM A 1 1/4 FOREHAND TURN RIGHT
3. CANTER LEFT LEAD
4. LEAD CHANGE PAST CENTER
5. CANTER RIGHT LEAD BUILDING TO HAND GALLOP AND COLLECT
6. COLLECTED CANTER OVER TWO RAISED RAILS
7. CONTINUE RIGHT LEAD OVER ONE RAISED RAIL AND UP MIDDLE OF ARENA
8. EXTENDED TROT
9. HALT. SIDEPASS RIGHT. PERFORM A 1/2 TURN LEFT ON FOREHAND
10. WALK FOUR HORSE LENGTHS
11. TROT OVER THREE POLES
12. HALT. BACK AND STAND QUIETLY. EXIT AT A WALK ON RELAXED REIN

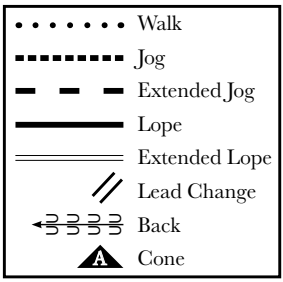


WESTERN HORSEMANSHIP

YOUTH WALK TROT

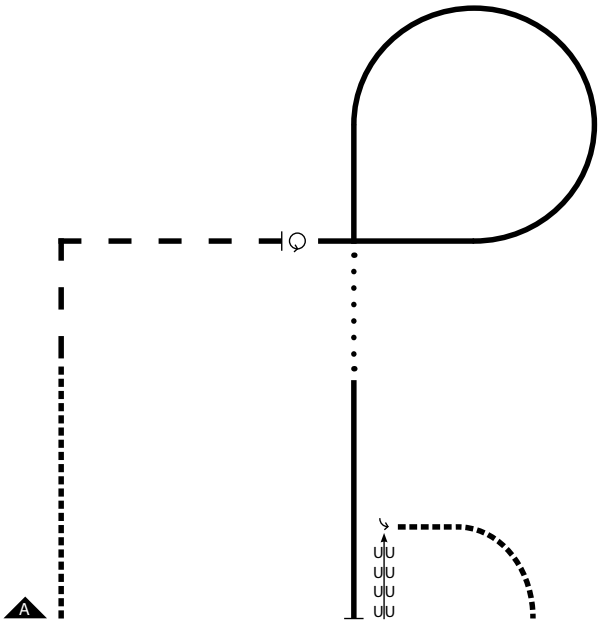


1. WALK FROM A TO B
2. PERFORM A CIRCLE AT B AT WALK
3. JOG FROM B TO C
4. STOP AT C
5. PERFORM A 90° TURN TO THE RIGHT
6. WALK CORNER AND CONTINUE TO WALK TO D
7. STOP
8. BACK UP APPROX. 1 HORSE LENGTH

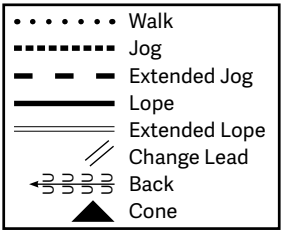


WESTERN HORSEMANSHIP

NOVICE YOUTH, NOVICE AMATEUR, MASTERS, NATIONS CUP

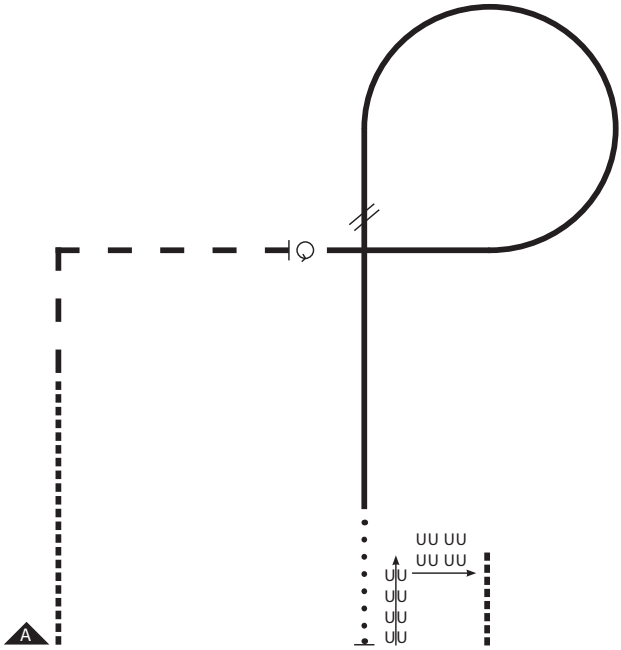


BE READY AT A
1. JOG TO CENTER
2. EXTENDED JOG SQUARE CORNER
3. STOP. PERFORM A 360° TURN LEFT
4. LOPE LEFT LEAD CIRCLE
5. WALK TWO HORSE LENGTHS
6. LOPE RIGHT LEAD
7. STOP AND BACK
8. PERFORM A 90° TURN LEFT AND JOG TO EXIT

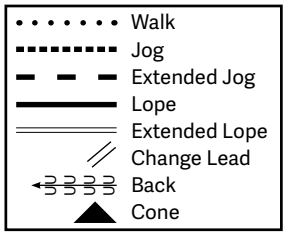


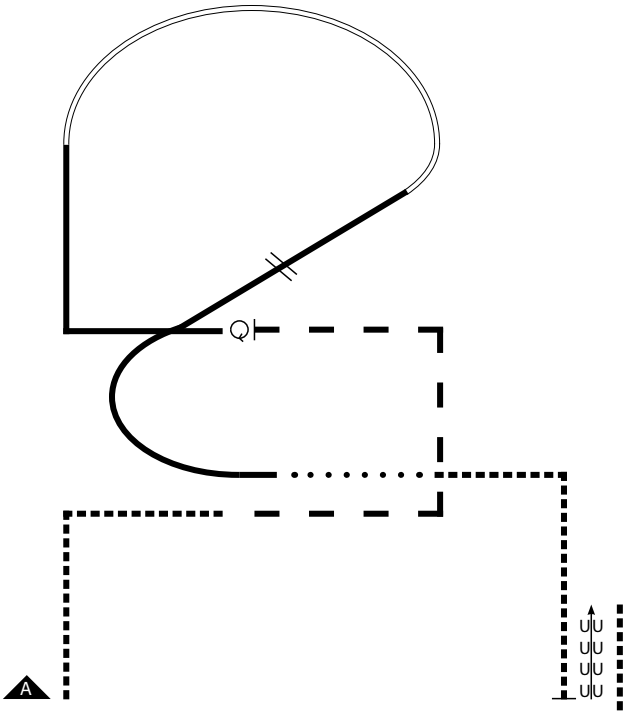
WESTERN HORSEMANSHIP

YOUTH, AMATEUR

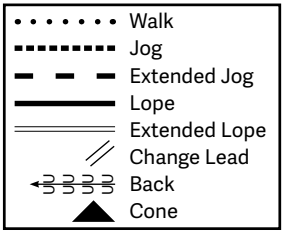


BE READY AT A
1. JOG TO CENTER
2. EXTENDED JOG SQUARE CORNER
3. STOP. PERFORM A 360˚TURN LEFT
4. LOPE LEFT LEAD CIRCLE
5. CHANGE LEADS
6. LOPE RIGHT LEAD
7. WALK TWO HORSE LENGTHS
8. STOP AND BACK
9. SIDEPASS LEFT AND JOG TO EXIT



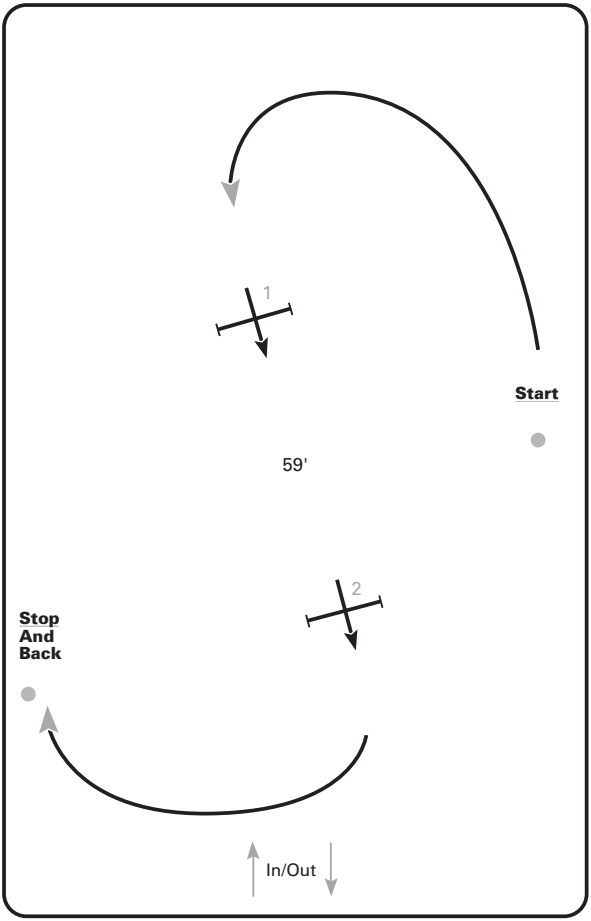


BE READY AT A
1. JOG SQUARE CORNER
2. EXTENDED JOG TWO SQUARE CORNERS
3. STOP. PERFORM A 360° TURN RIGHT
4. LOPE RIGHT LEAD SQUARE CORNER
5. INCREASE SPEED IN ARC
6. COLLECT LOPE. CHANGE LEADS
7. LOPE LEFT LEAD
8. WALK
9. JOG SQUARE CORNER
10. STOP AND BACK. PATTERN IS COMPLETE.
JOG TO EXIT



HUNTER HACK

YOUTH, AMATEUR, OPEN



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