

2024

Pattern Book 3^a tappa Campionato PHCI 2024 20/21 Giugno 2024

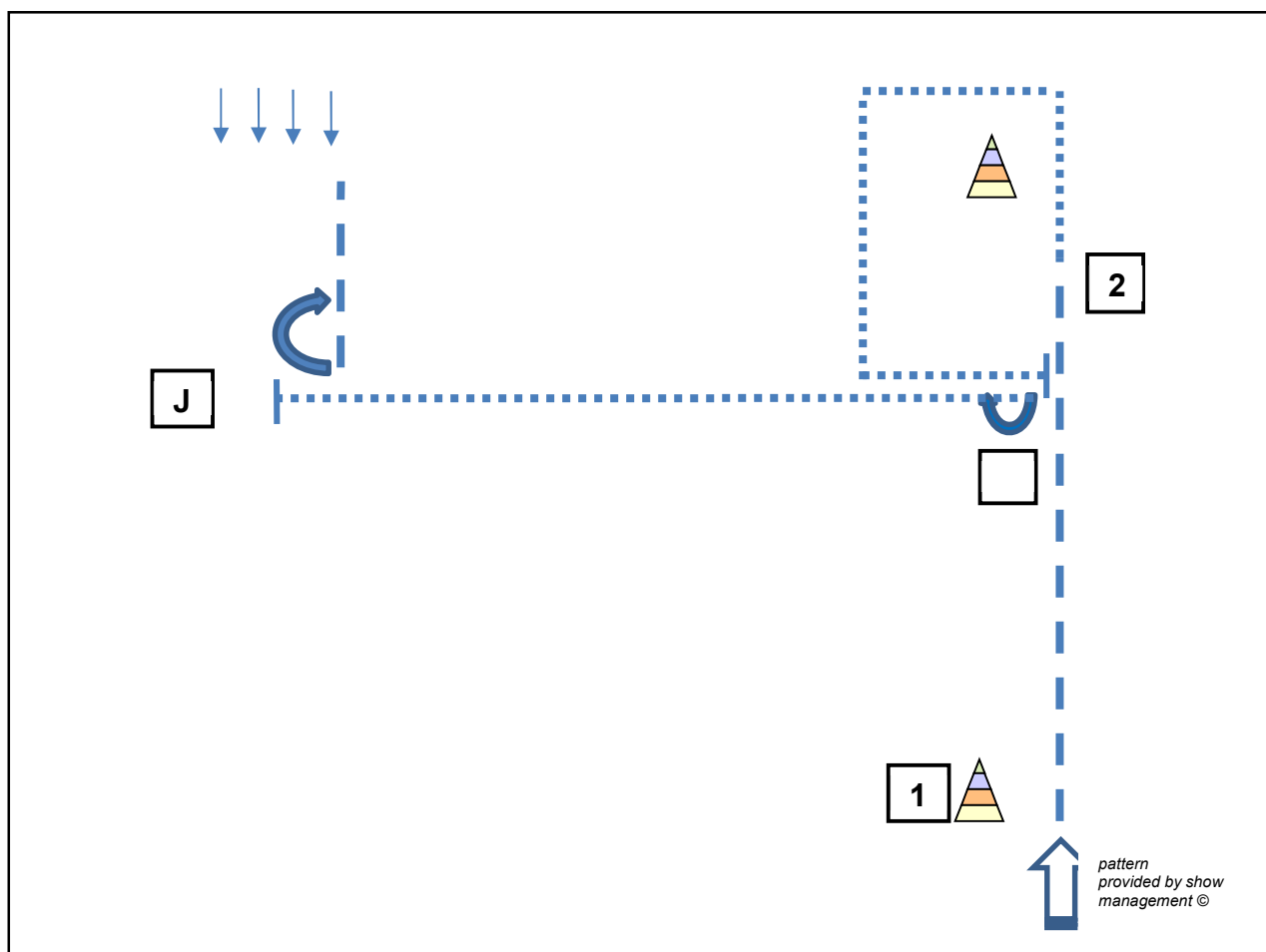
Grande weekend al Cristallo per i cavalli Western!!!
Show APHA & Paint Horse Club Italia
FITETREC ANTE Veneto

Powered by:



PATTERN: SHOWMANSHIP at Halter

Showmanship rookies and Walk & trot



..... Walk

- - - jog,

^ ^ ^ ^ back,



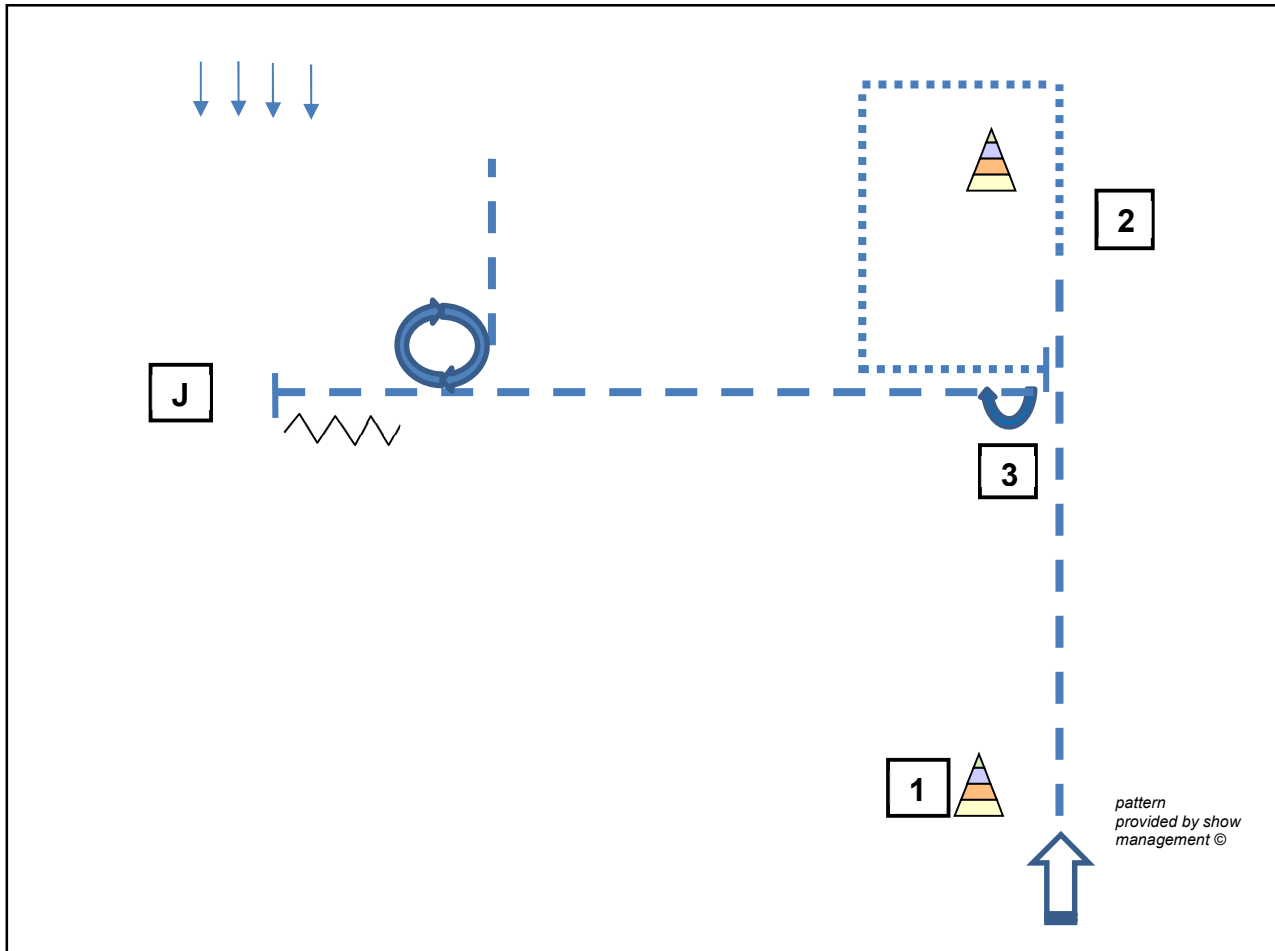
marker

Pattern:

1. *Set up at the marker 1, jog and break to walk before marker 2, - sugli appiombi al marker 1, trotto e prima del marker 2 passo*
2. *walk 3 corners and stop – fare al passo tre angoli retti e stop*
3. *180° pivot and walk to the judge, - 180° a destra, passo sino al giudice*
4. *stop and set up – stop e sugli appiombi*
5. *Inspection, - ispezione*
6. *At the dismissal 90° and jog in line, - al cenno del giudice 90° a destra e trotto*

PATTERN: SHOWMANSHIP at Halter

Showmanship novice



..... Walk



marker

- - - jog,



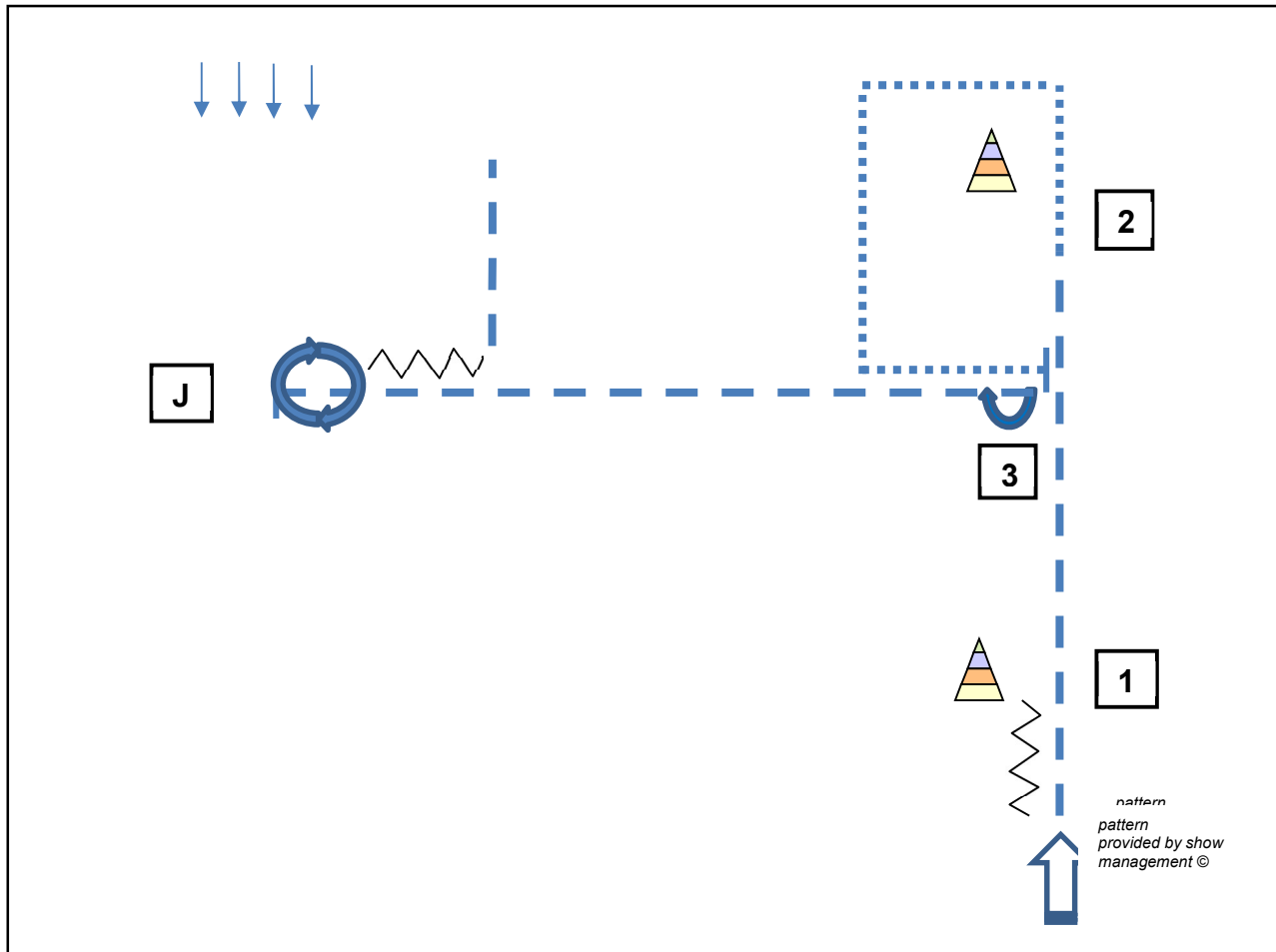
back,

Pattern:

1. Set up at the marker 1, jog and break to walk before marker 2, - sugli appiombi al marker 1, trotto e prima del marker 2 passo
2. walk 3 corners and stop – fare al passo tre angoli retti e stop
3. 180°pivot and jog to the judge - 180°a destra, trotto sino al giudice
4. stop and set up – stop e sugli appiombi
5. Inspection, - ispezione
6. At the dismissal back one length and 450° pivot
7. jog in line,

PATTERN: SHOWMANSHIP at Halter

Showmanship Amateur, Youth, Open



..... Walk

- - - jog,

^ ^ ^ ^ back,



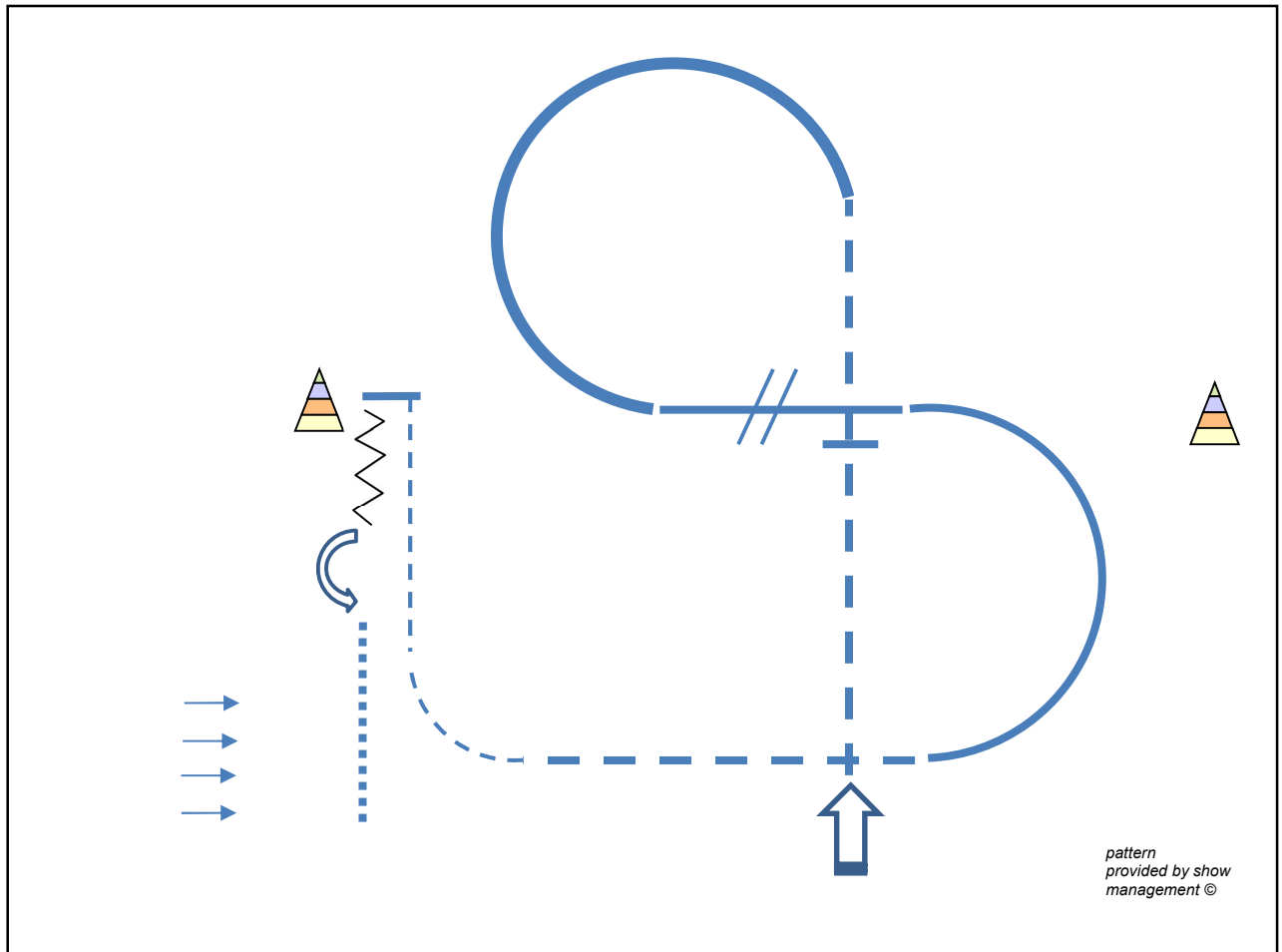
marker

Pattern:

1. Set up at marker back one length,
2. jog and break to walk before the marker 2,
3. walk 3 corners and stop
4. 180° pivot and jog to the judge
5. stop and set up
6. Inspection,
7. At the dismissal perform a 360° pivot and back one horse length, - al cenno del giudice
360° e back di una lunghezza
8. 90° turn and jog in line, - 90° a destra e trotto

PATTERN: Hunt Seat Equitation

all classes



..... Walk

- - - trot,

^ ^ ^ ^ back,

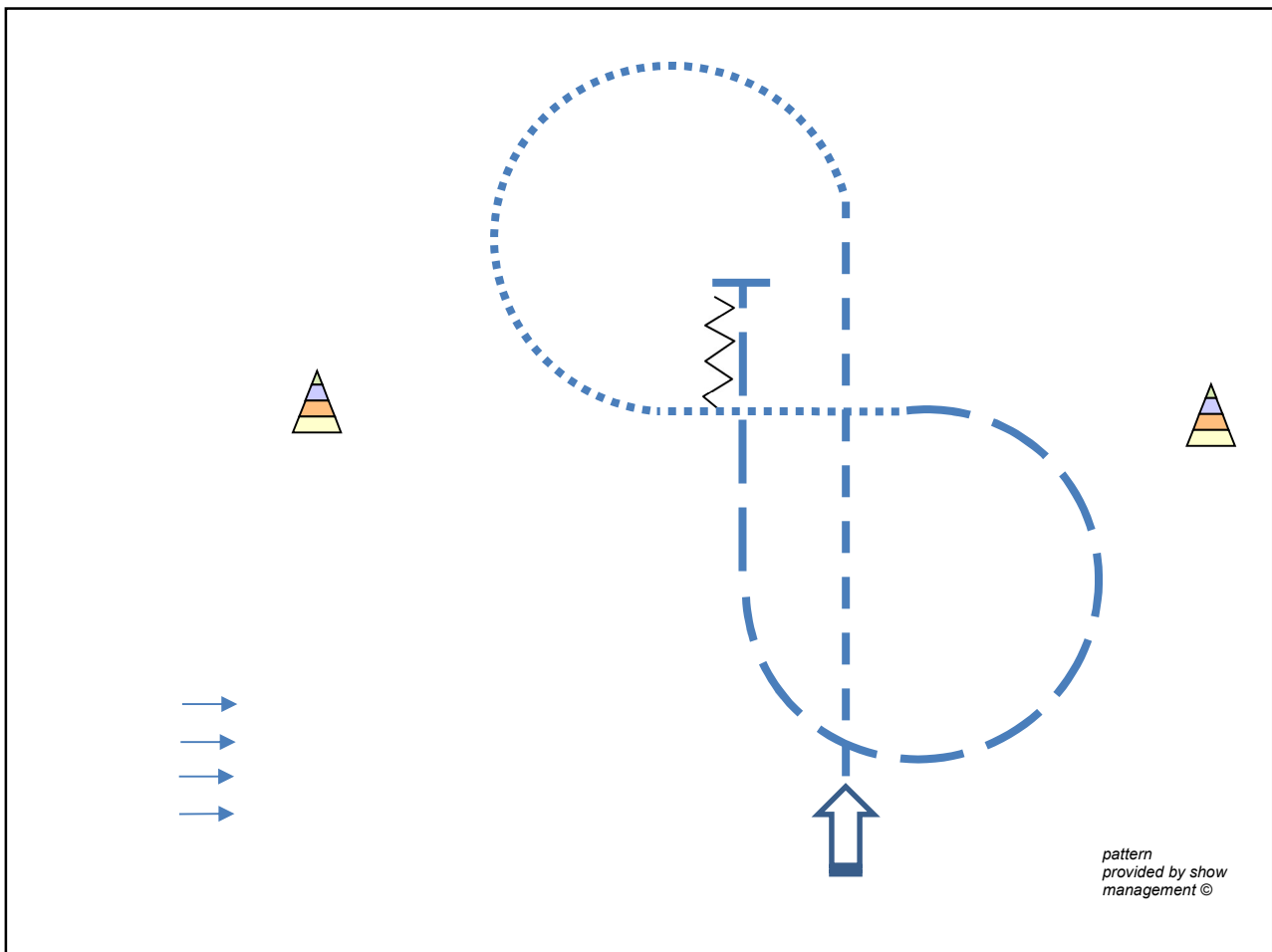
 marker
 canter

Pattern:

1. *Set up, posting trot on the left diagonal- appiombi, trotto battuto diagonale sinistro*
2. *halt for 3 second then posting trot on the right diagonal – halt, per 3 secondi, poi trotto sul diagonale destro*
3. *Left Hand Gallop $\frac{3}{4}$ of circle, sit when in line – galoppo rialzato per $\frac{3}{4}$ di cerchio, seduti quando sul diritto*
4. *change lead in the center simple or flying – cambio di galoppo semplice o al volo*
5. *right lead canter $\frac{1}{2}$ circle – galoppo destroy per $\frac{1}{2}$ cerchio*
6. *post trot on left diagonal till the corner then – trotto battuto diagonale sinistro sino all'angolo*
7. *sit trot till the middle, stop – trotto seduto sino al centro*
8. *back one horse length, – back una lunghezza*
9. *at the judge dismissal, perform a left 180° pivot on the forelegs and walk in line – al cenno del giudice fare pivot 180° a sinistra sugli anteriori e uscire al passo*

PATTERN: Western Horsemanship

Walk & trot



..... Walk

- - - trot,

^ ^ ^ ^ back,



marker



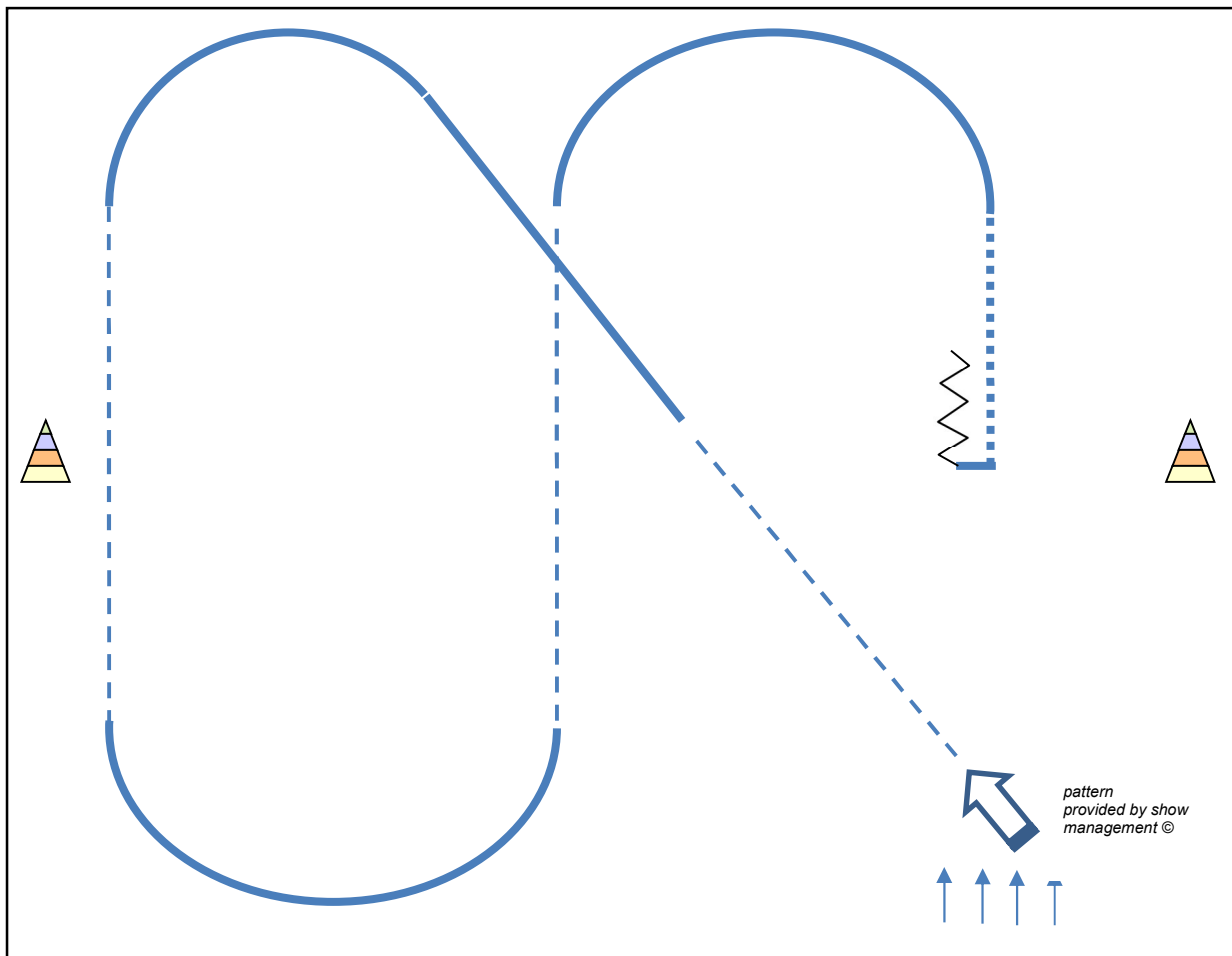
canter

Pattern:

1. *Set up, jog* – sugli appiombi , trotto
2. *walk $\frac{3}{4}$ of circle* – passo $\frac{3}{4}$ di cerchio
3. *extended jog $\frac{3}{4}$ of circle* – trotto allungato per $\frac{3}{4}$ di cerchio
4. *extend straight* – trotto allungato diritto
5. *stop and back till the center line and drop reins to the horse* – stop e back sino al centro, stop e rilassare le redini
6. *at the judge dismissal trot in line* – al cenno del giudice uscire al trotto

PATTERN: Western Horsemanship

Novice & Rookies



..... Walk

- - - jog,

^ ^ ^ ^ back,



marker



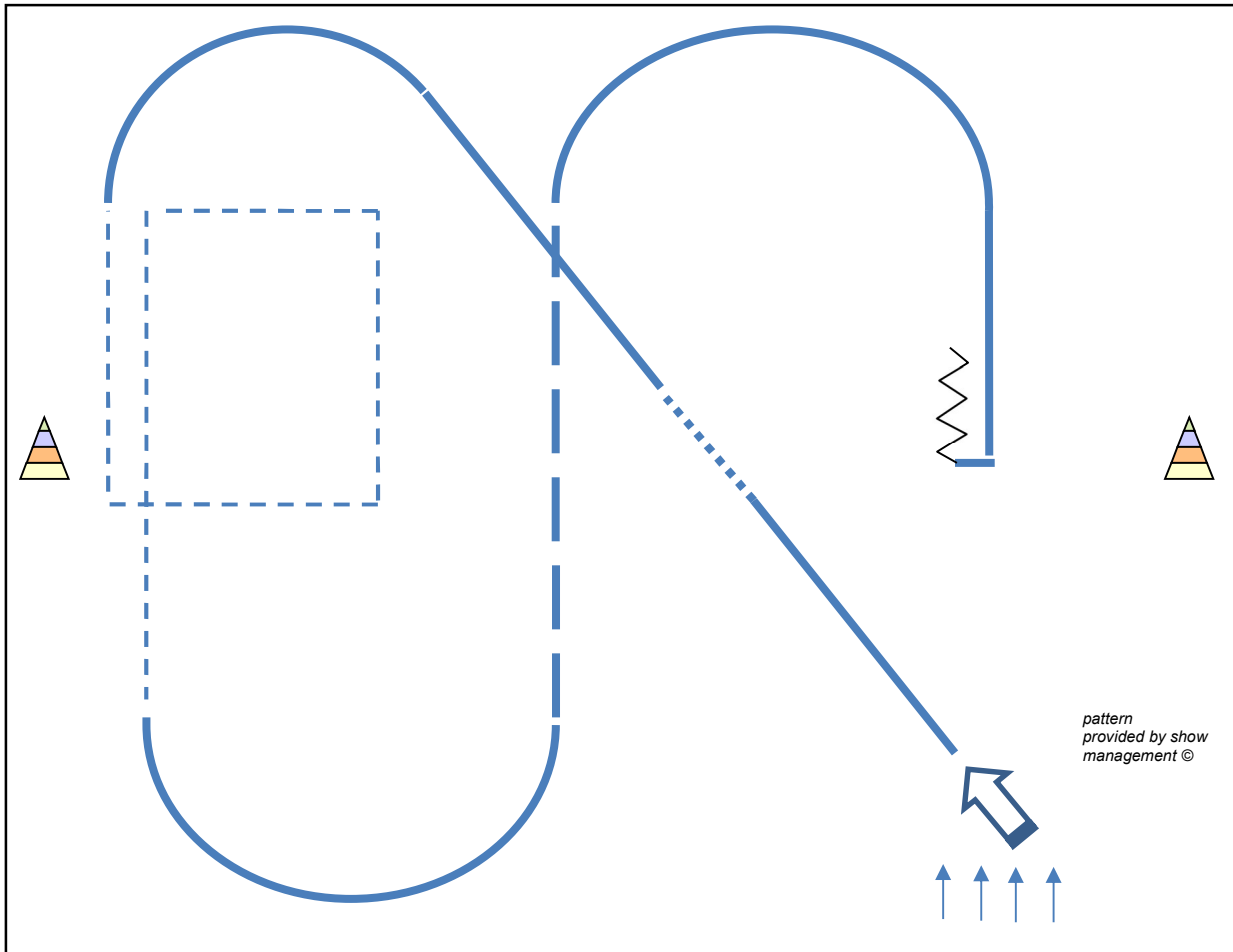
lope

Pattern:

1. *Set up, start at jog*, – sugli appiombi , trotto
2. *at the center left lope* – al centro galoppo sinistro
3. *jog the line* – trotto sulla linea
4. *lope in the turn* – galoppo di mano in curva
5. *break down to the jog* – trotto sulla linea
6. *take the right lope on the turn and walk till center line* – galoppo destroy nella curva e passo sino al centro
7. *back 1 horse length*, - back di una lunghezza
8. *At the dismissal jog in line*, – al cenno del giudice uscire al trotto

PATTERN: Western Horsemanship

Amateur, Youth & Open



..... Walk

- - - jog,

^ ^ ^ ^ back,



marker



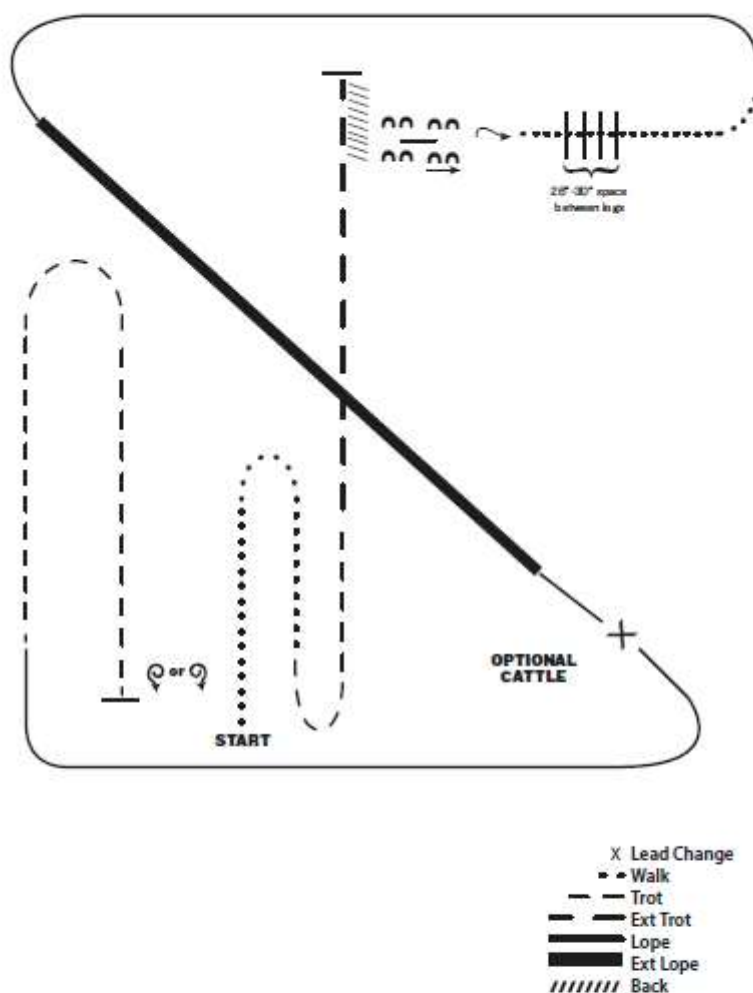
lope

Pattern:

1. *Set up, start at right lope, walk few step at the center, - appiombi, galoppo destroy, al passo per alcuni passi al centro*
2. *left lope – galoppo sinistro*
3. *jog a square –trotto in un quadrato*
4. *lope in the turn – galoppo nella curva*
5. *break down to extended jog – rompere al trotto allungato*
6. *take the right lope on the turn and stop on the center line – galoppo destro e stop al centro*
7. *back 1 horse length, – back una lunghezza*
8. *At the dismissal jog in line – al cenno del giudice uscire al trotto*

RANCH RIDING : OPEN, AMATEUR & YOUTH

RANCH RIDING – PATTERN 7

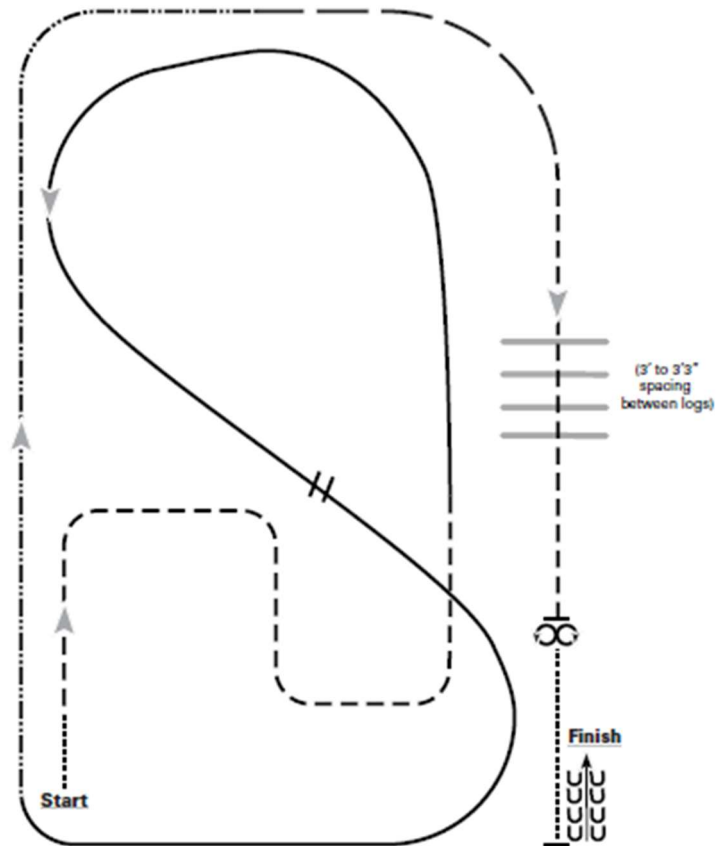


1. Walk
2. Trot
3. Extended trot
4. Stop and back
5. Side pass over log right
6. 1/4 turn right, walk over logs
7. Walk
8. Lope left lead
9. Extended lope (left lead)
10. Collect lope, change leads (simple or flying)
11. Lope right lead
12. Trot
13. Stop, one 360 degree turn either direction

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

RANCH RIDING : NOVICE, ROOKIES AMATEUR & YOUTH

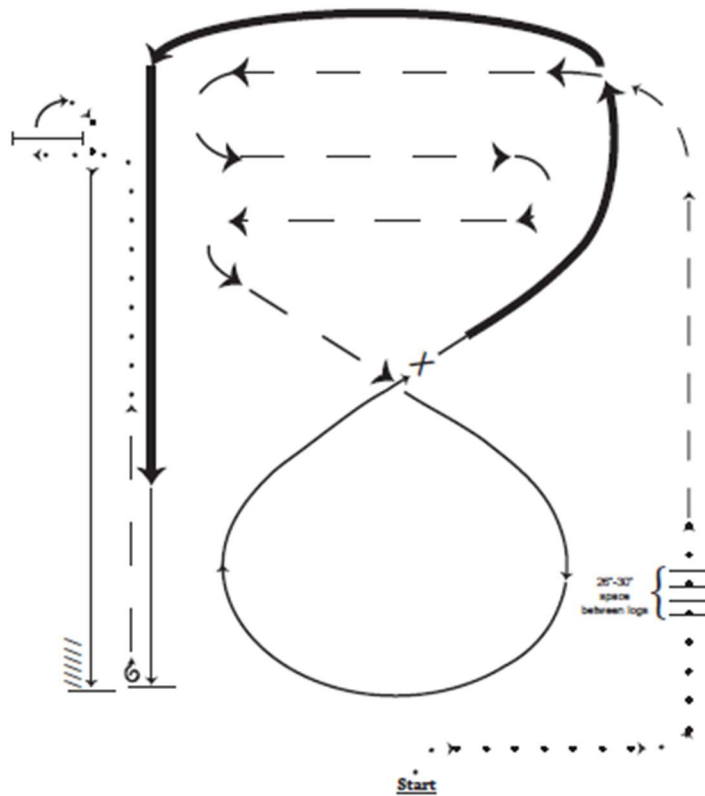
Ranch Riding Pattern #3



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 a 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

RANCH RIDING : TROFEO MARIANO BARBAN

Ranch Riding Pattern #13

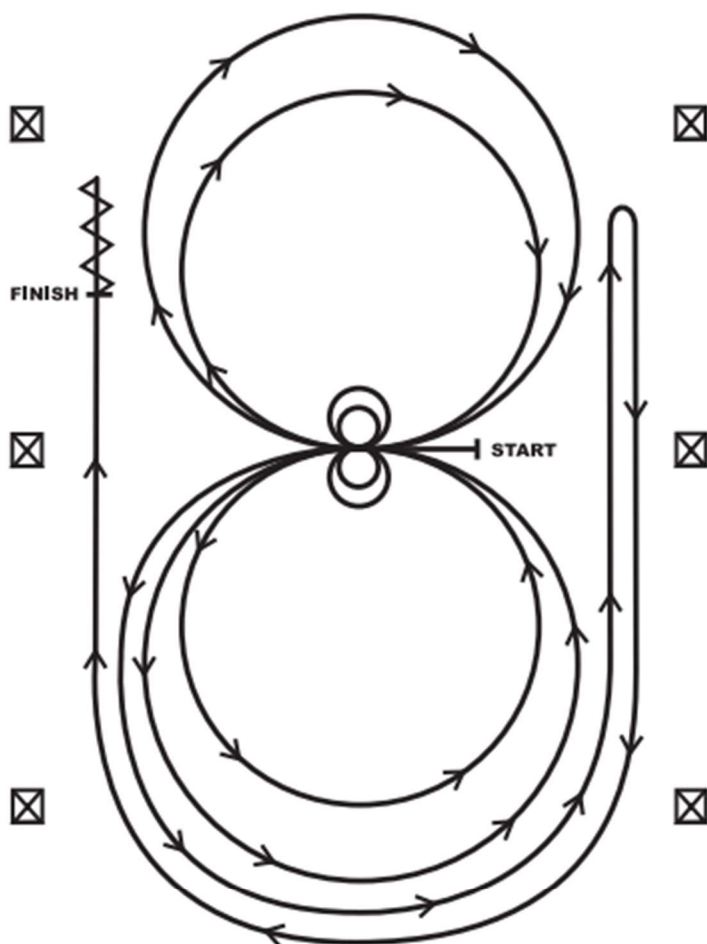


1. Walk
2. Walk over logs
3. Trot
4. Extended trot serpentine
5. Lope right lead
6. Change leads (simple or flying)
7. Extended lope (left lead), collect lope
8. Stop, 1 1/2 turn, either direction
9. Trot
10. Walk to gate
11. Right hand push gate
12. Walk, lope left lead
13. Stop and back

Reining pattern N°A Beginner

REINING PATTERN A

Approved only for Level I Youth & Amateur, Youth I3 & Under

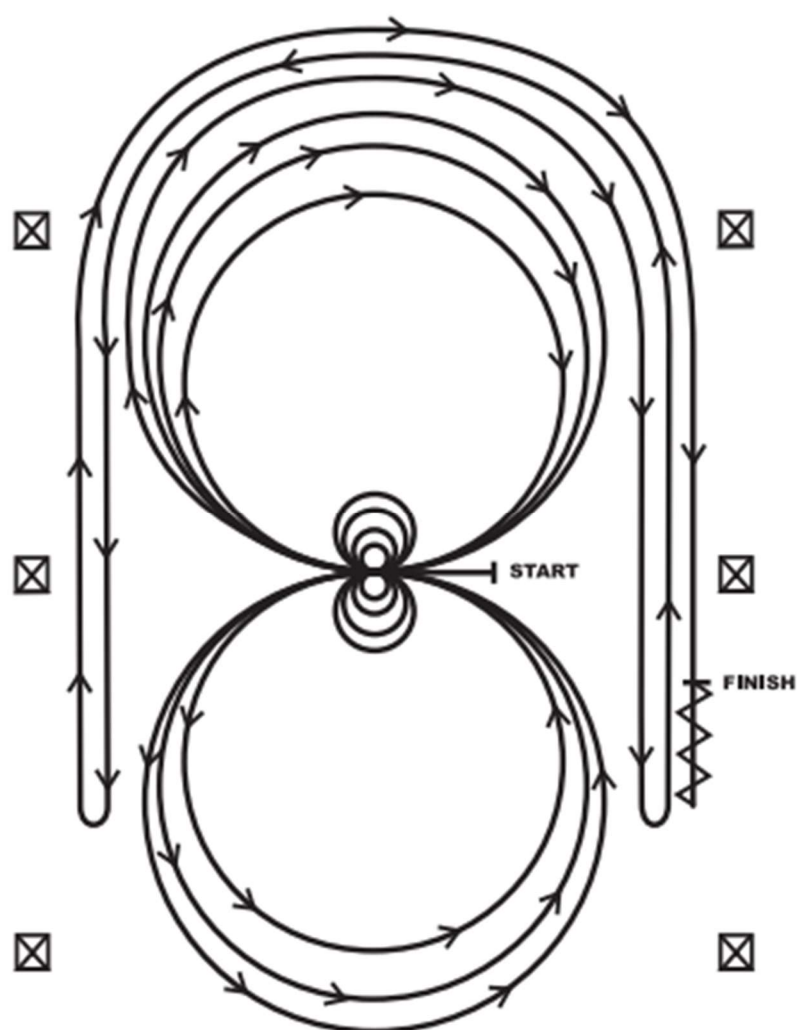


Horses may walk or jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete two circles to the left. Stop at the center of the arena. Hesitate.
2. Complete two spins to the left. Hesitate.
3. Beginning on the right lead complete two circles to the right. Stop at the center of the arena. Hesitate.
4. Complete two spins to the right. Hesitate.
5. Beginning on the left lead, go around the end of the arena, run down the right side of the arena past center marker, stop and roll back right.
6. Continue around the end of the arena to run down the left side of the arena past the center marker. Stop. Back up. Hesitate to demonstrate completion of the pattern.

Revised 01-2021

REINING PATTERN 8

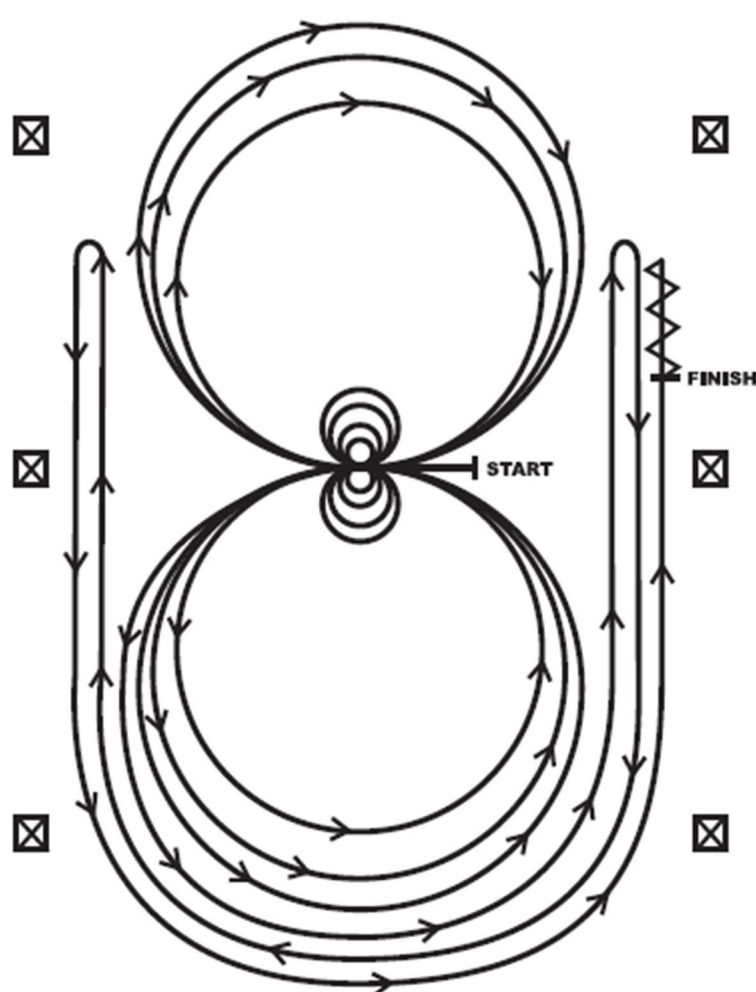


Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of arena facing the left wall or fence.

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 large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
4. Complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle 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 straight down 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 the previous circle but do not close this circle. Run down 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 the previous circle but do not close this circle. Run 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. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

Revised 01-2021

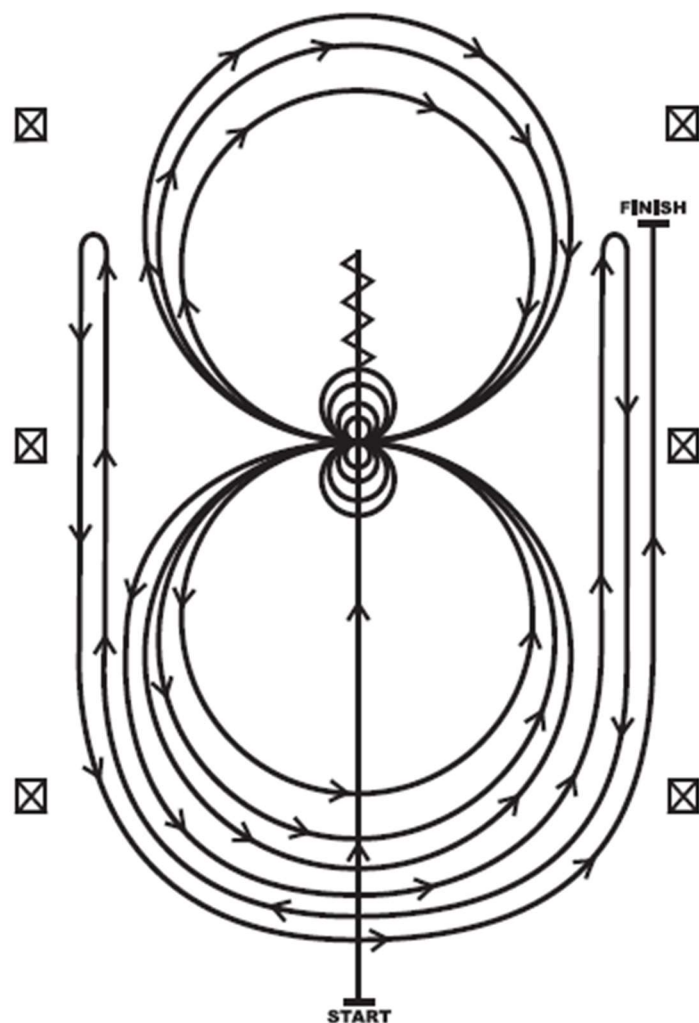
REINING PATTERN 6



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.

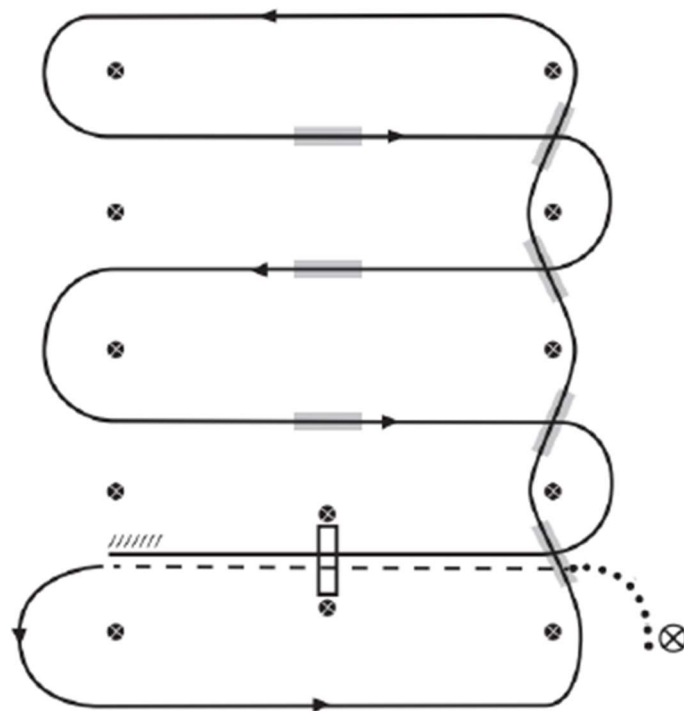
1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
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 left 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.

REINING PATTERN 9



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

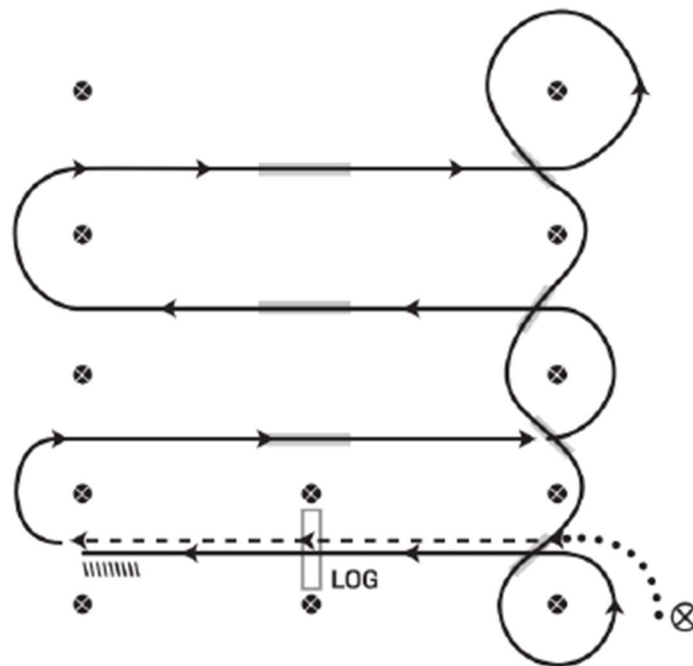
Western Riding Pattern #9



START CONE WALK JOG - - - -
LEAD CHANGING AREA 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

Western Riding Pattern #7



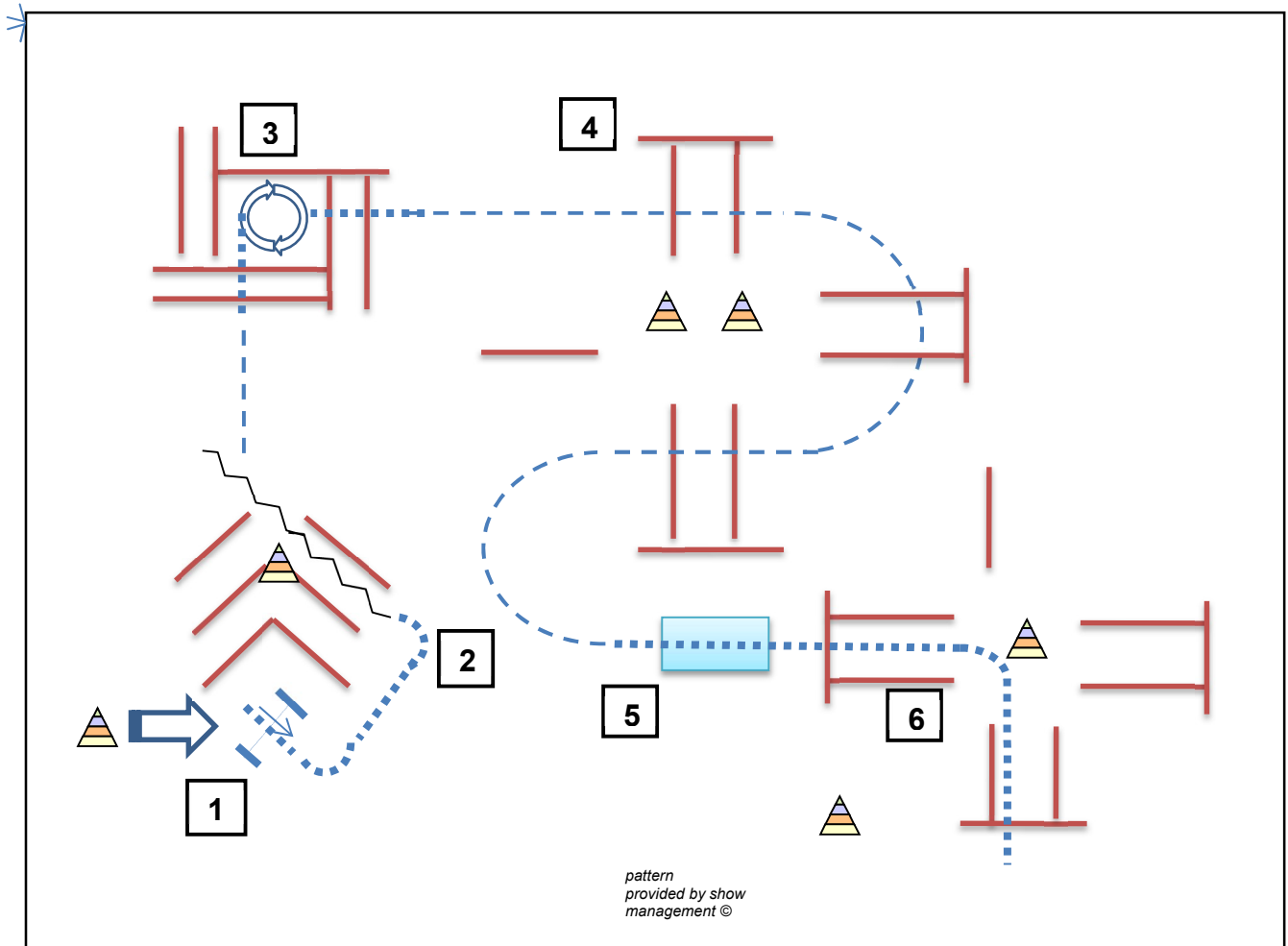
⊗ START
CONE
LEAD CHANGING AREA  WALK JOG - - - - -
LOPE ——— BACK 

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 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

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. Third crossing change.
8. Lope over log.
9. Lope, stop and back.

PATTERN: In Hand Trail

In Hand Trail all classes



..... Walk

- - - jog,

^ ^ ^ ^ back,

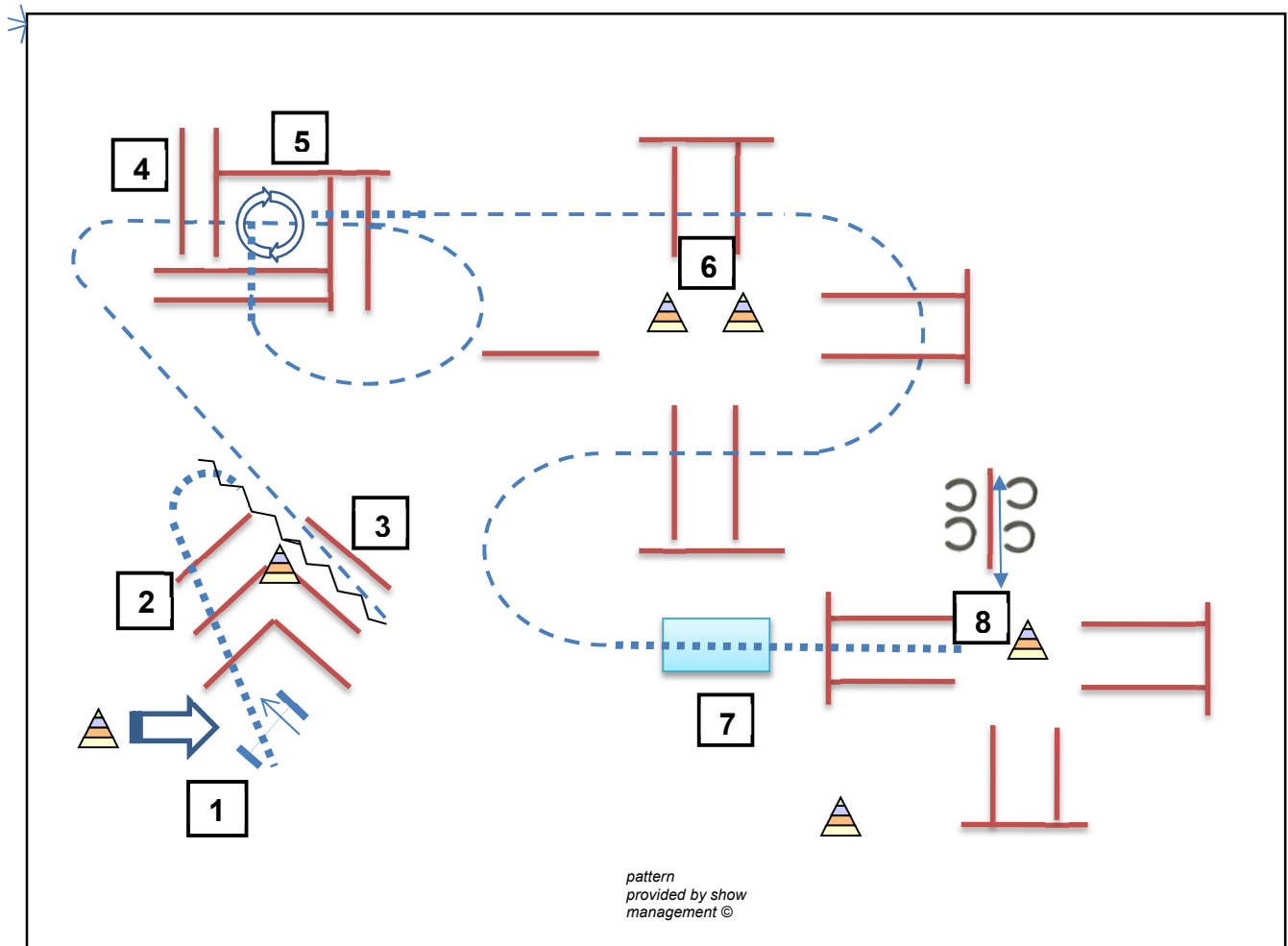


marker

Pattern:

1. ready to the marker, gate - cancello
2. walk turn and back between the poles till out – passo e back tra i pali sino a fuori
3. turn and jog over into the box in the box 450° to the right, exit at walk – jog e entrare al passo, eseguire 450° a destra, uscire al passo
4. jog over the poles – al trotto sulle barriere
5. walk the bridge – passo sul ponte
6. walk in and over the poles – passo sulle barriere

PATTERN: In Hand Trail
In Hand Trail FUTURITY APHA



..... Walk

- - - jog,

^ ^ ^ back,



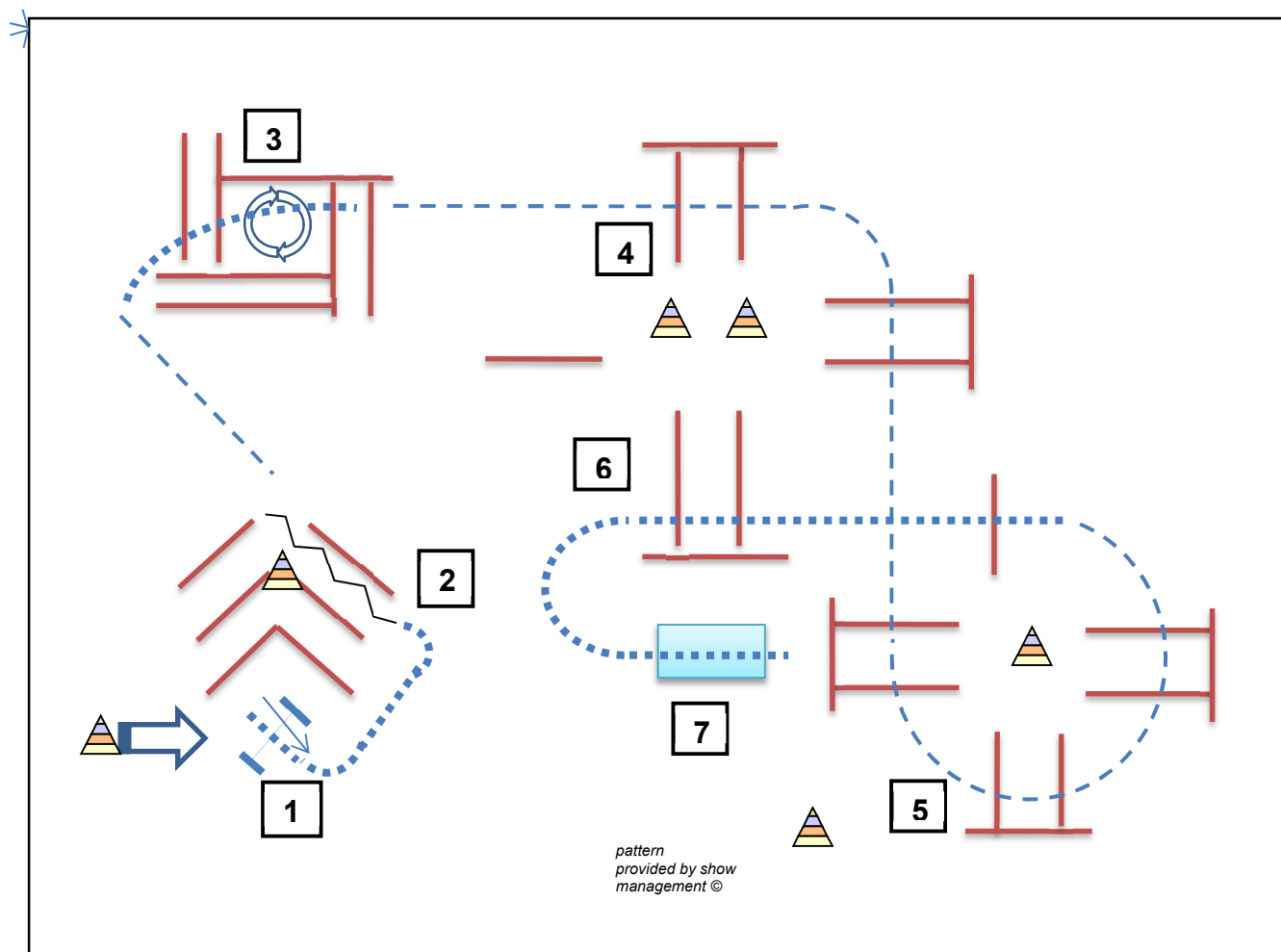
marker

Pattern:

1. ready to the marker, gate - cancello
2. walk over the logs - passo sulle barrierei
3. Back between the poles jog out – back tra i pali sino, poi trotto
4. turn and jog over into the box and out – trotto sui pali del box
5. walk in the box 450° to the right, exit at walk –entrare al passo, eseguire 450° a destra, uscire al passo
6. jog over the poles – al trotto sulle barriere
7. walk the bridge – passo sul ponte
8. walk in and side pass left and right over the pole – passo sulla barriera e side pass sinistro e destroy sul palo

PATTERN: Trail Horse

Walk & Trot



..... Walk

- - - jog,

^ ^ ^ back,



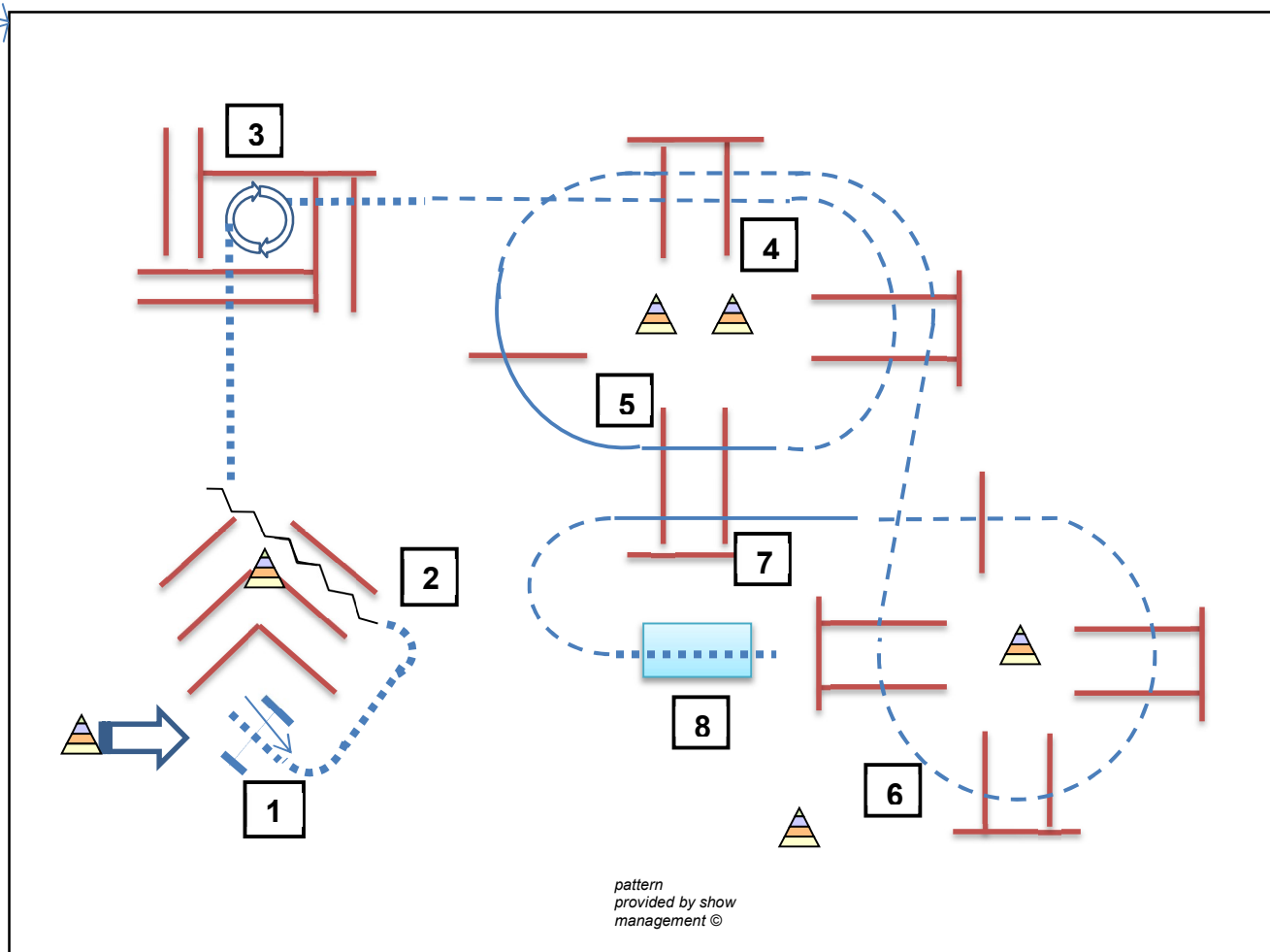
marker

Pattern:

1. ready to the marker, gate - cancello
2. walk and back – passo e back
3. jog over and walk into the box, 1 turn to the right, walk out - trotto entrare nel box al passo un giro a destra e uscire al passo
4. jog over –trotto sulle barriere
5. jog over –trotto sulle barriere
6. walk over –passo sulle barriere
7. walk the bridge –passo sul ponte

PATTERN: Trail Horse

Rookies & Green



..... Walk

- - - jog,

~~~~~ back,

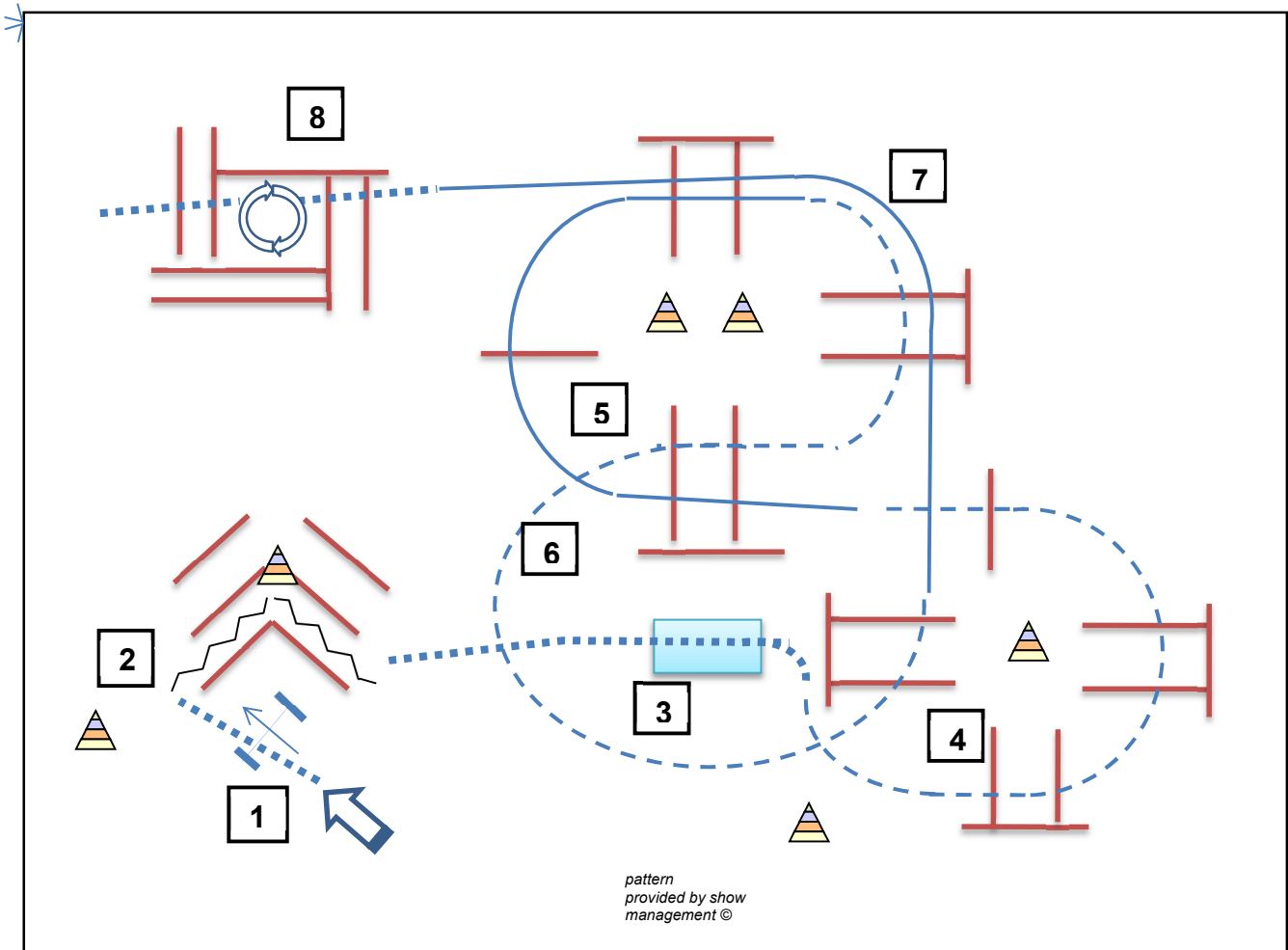
 marker  
 lope

### Pattern:

1. *ready to the gate, walk the gate, - cancello*
2. *back – back tra le barriere*
3. *walk over an into the box, 450° righ turn, walk over an out – box 450° a destra*
4. *jog over – trotto sulle barriere*
5. *right lope over, – galoppo destro sulle barriere*
6. *jog over – trotto sulle barriere*
7. *left lope over, break to a jog , – galoppo sinistro sulle barrier, poi trotto*
8. *walk the bridge – ponte al passo*

# PATTERN: Trail Horse

# Novice



..... Walk

- - - jog,

^ ^ ^ ^ back,



marker

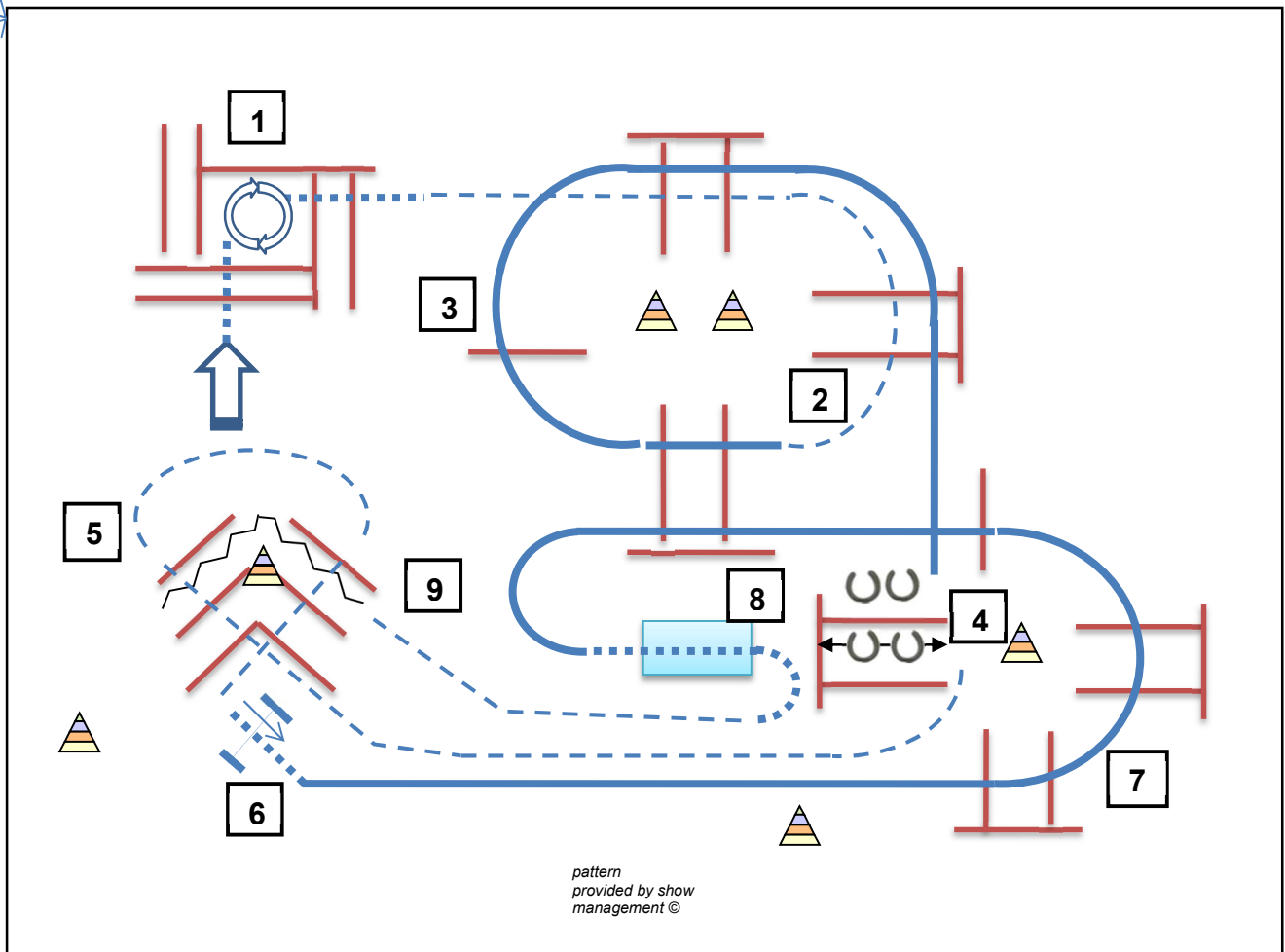
\_\_\_\_\_ lope

## Pattern:

1. gate – cancello
2. adjust the horse back “L” between the logs – back a “L” tra le barriere
3. walk the bridge, - passo sul ponte
4. jog over – trotto sulle barriere
5. right lope over – galoppo destro sulle barriere
6. jog over – trotto sulle barriere
7. left lope over – galoppo sinistro sulle barriere
8. walk over and enter the box, 1 turn to the left, walk over – box 1 giro a sinistra e uscire

## PATTERN: Trail Horse

# Youth, Amateur, Open Trail



..... Walk, passo



marker

- - - trot,



lope, galoppo



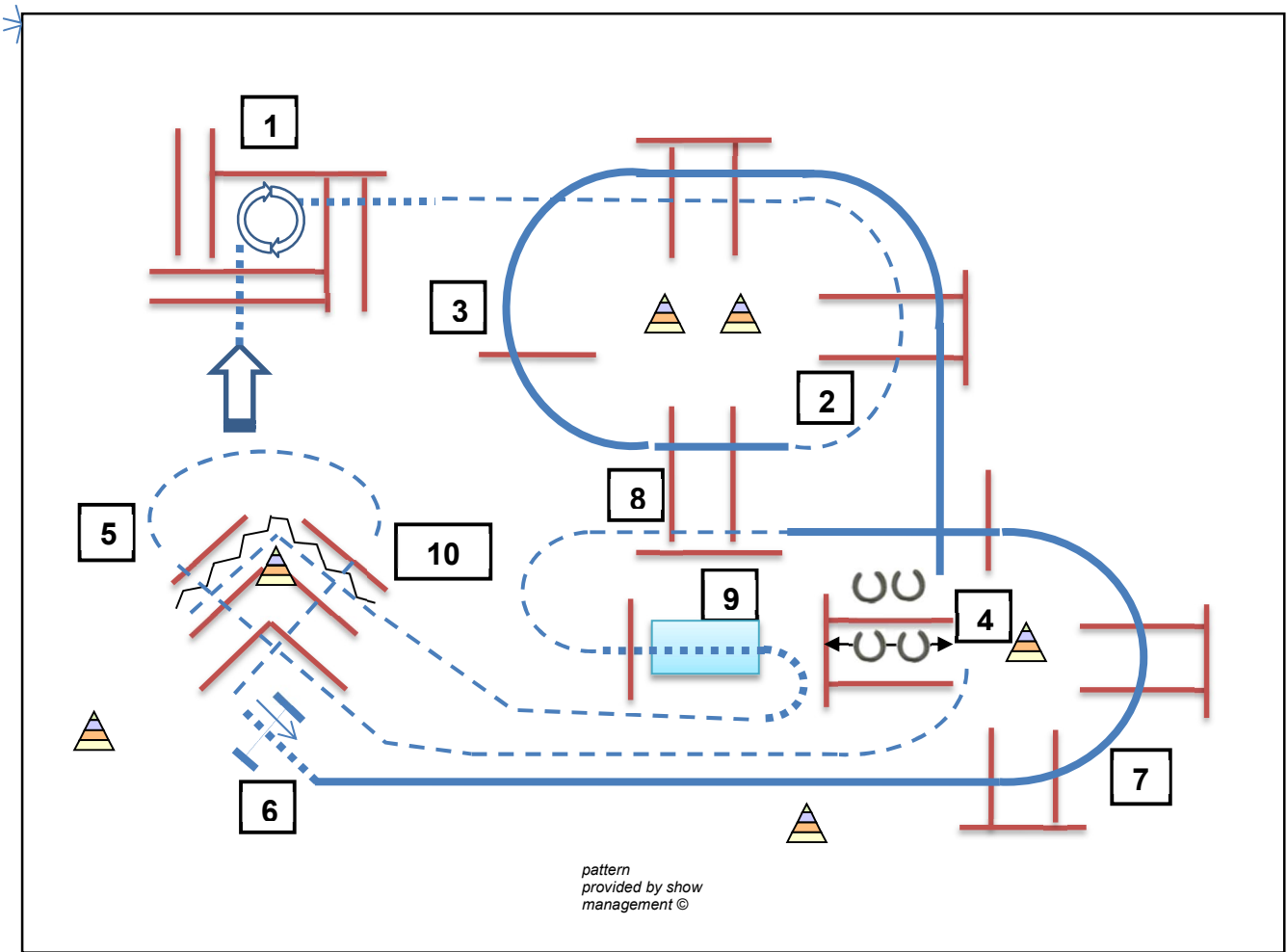
back,

### Pattern:

1. walk over and enter the box, 1 1/4 turn to the right, walk over – passo, 1,1/4 a destra
2. jog over – trotto sulle barriere
3. right lope over, stop – galoppo destro sulle barriere, stop
4. side pass right and left – side pass destro e sinistro
5. jog over – trotto sulle barriere
6. gate - cancello
7. left lope over - galoppo sinistro sulle barriere,
8. walk the bridge – passo sul ponte
9. jog, turn and back “L” – trotto, girare e back a “L”

# PATTERN: Trail Horse

# APHA FUTURITY



..... Walk, passo



marker

- - - trot,

———— lope, galoppo

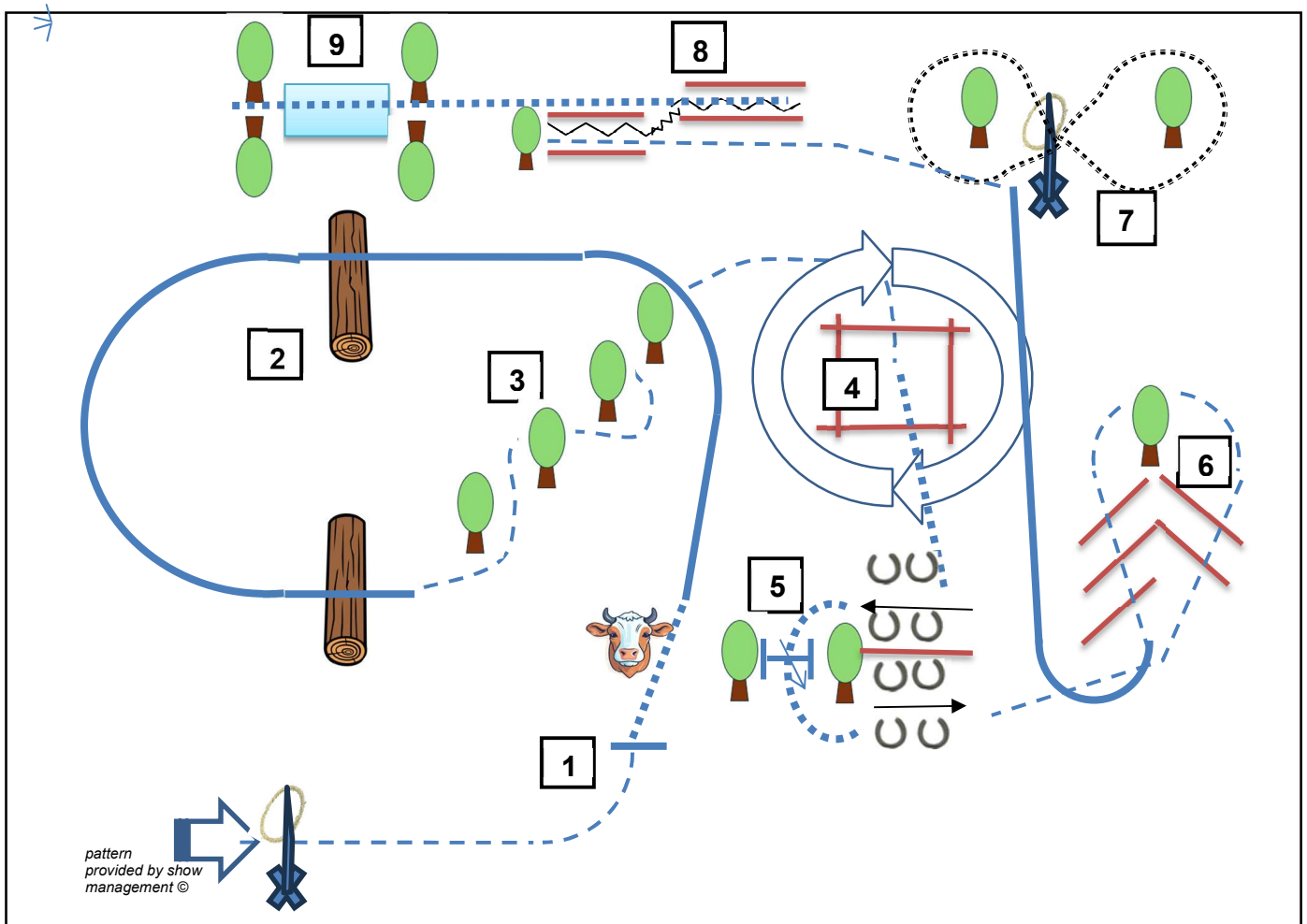
^ ^ ^ ^ back,

## Pattern:

1. walk over and enter the box, 1 1/4 turn to the right, walk over – passo, 1,1/4 a destra
2. jog over – trotto sulle barriere
3. right lope over, stop – galoppo destro sulle barriere, stop
4. side pass right and left – side pass destro e sinistro
5. jog over – trotto sulle barriere
6. gate - cancello
7. left lope over - galoppo sinistro sulle barriere,
8. jog over – trotto sulle barriere
9. walk over and walk the bridge, – passo sulle barriere e sul ponte
10. jog in, and back “L” – trotto tra i pali e back a “L”

## PATTERN: RANCH Trail

# OPEN



..... Walk, passo

- - - - - trot,

^ ^ ^ ^ back,



marker

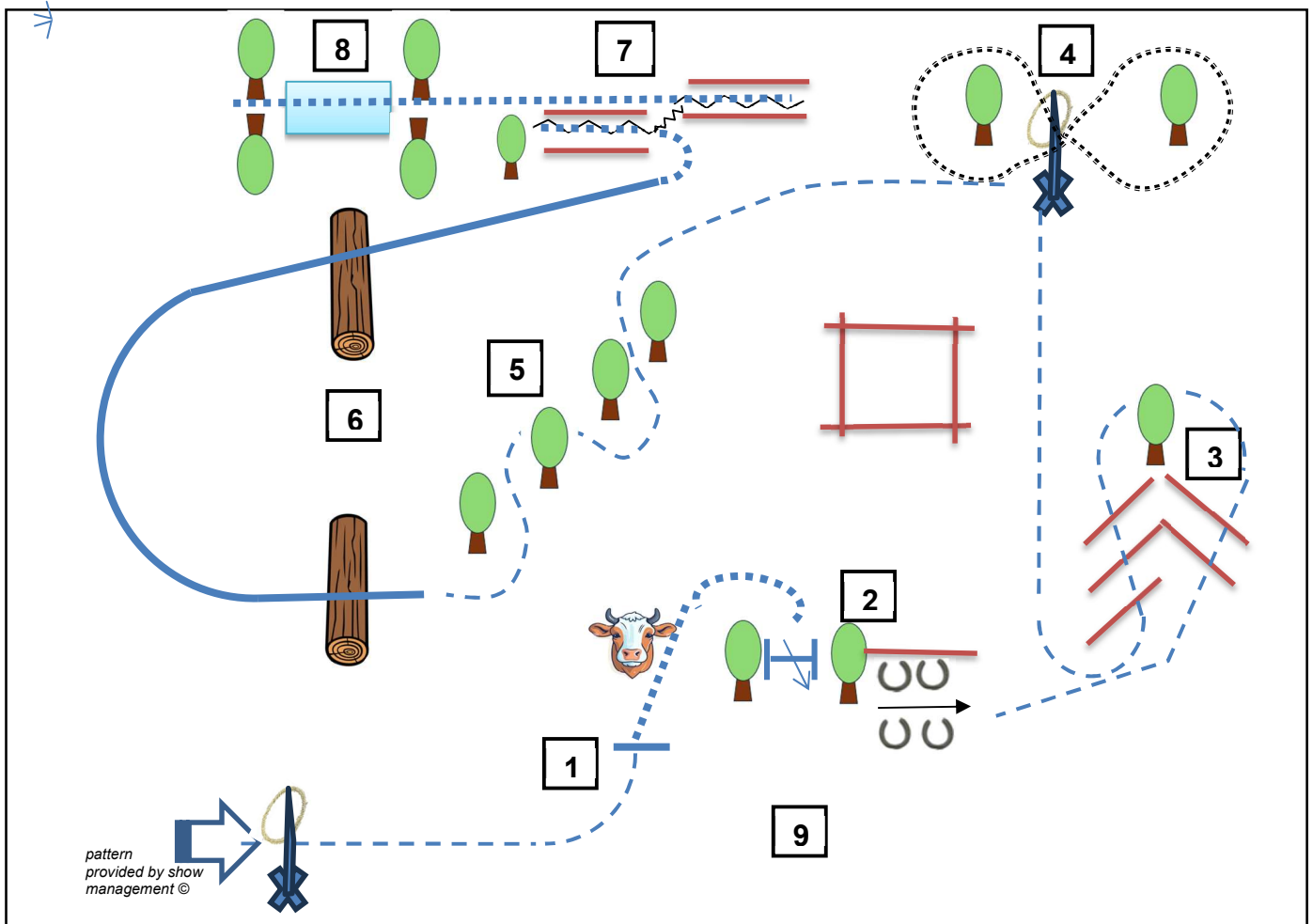
———— lope, galoppo

### Pattern:

1. Trot in with your rope, set and rope the dummy – entrare al trotto, portando il proprio lazzo, piazzarsi e lanciare il rope alla sagoma
2. Lope and make the 2 jumps over the logs – galoppo saltando i due tronchi
3. Trot the serpentine till in the box – trotto in serpentina, sino dentro al quadrato, stop
4. Ground tie and walk around the box, mount and walk out – smontare, ground tie, fare a piedi un giro del quadrato, rimontare e uscire al passo
5. side pass right enter the gate and side pass left – side pass destro passare il cancello e side pass sinistro
6. trot over – trotto sulle barriere
7. drag figure 8 – trainare il tronco figura 8
8. trot into the cage and back up as designed - trottare nella strettoia e retromarcia tra i pali
9. walk the bridge – passo sul ponte

## PATTERN: RANCH Trail

# Amateur



..... Walk, passo

- - - - - trot,

~~~~~ back,



marker



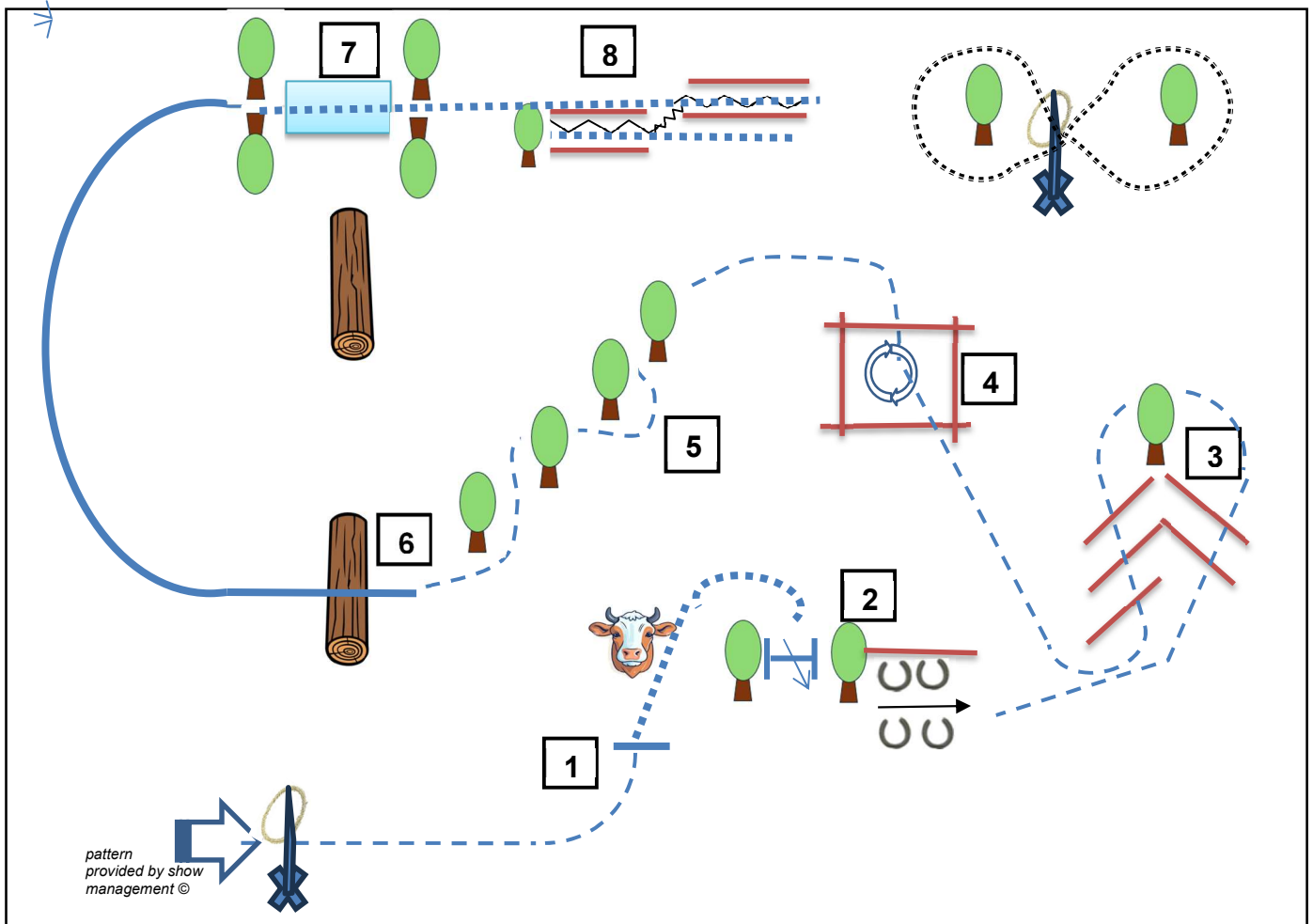
lope, galoppo

Pattern:

1. Trot in with your rope, set and rope the dummy – entrare al trotto, portando il proprio lazzo, piazzarsi e lanciare il rope alla sagoma
2. enter the gate and side pass left – lavorare il cancello e side pass sinistro
3. trot over – trotto sulle barriere
4. drag figure 8 – trainare il tronco figura 8
5. Trot the serpentine till – trotto in serpentina,
6. Lope and make the 2 jumps over the logs – galoppo saltando i due tronchi
7. walk into the cage and back up as designed - al passo nella strettoia e retromarcia tra i pali
8. walk the bridge – passo sul ponte

PATTERN: RANCH Trail

Youth, Rookies & Novice, Green



..... Walk, passo

- - - - - trot,

^ ^ ^ ^ ^ back,

 marker
 lope, galoppo

Pattern: Pattern:

1. Trot in with your rope, set and rope the dummy – entrare al trotto, portando il proprio lazzo, piazzarsi e lanciare il rope alla sagoma
2. enter the gate and side pass left – lavorare il cancello e side pass sinistro
3. trot over till in the box – trotto sulle barriere sino all'interno del quadrato
4. in the box 360° turn each way exit at trot – nel quadrato, girare 360° in entrambe le direzioni uscire al trotto
5. Trot the serpentine – serpentina al trotto
6. Lope and make the 1 jump over the log – galoppo saltando un tronco
7. walk the bridge – passo sul ponte
8. walk into the cage and back up as designed - trottare nella strettoia e retromarcia tra i pali