

Pattern Book



**APHA
WORLD
CHAMPIONSHIPS
SHOW 2020**

**SEPTEMBER 18 -
OCTOBER 4, 2020**

Will Rogers Memorial Center
Fort Worth, Texas

COME AND PLAY, **WIN \$15K**

Sponsored by Cowboy Trailer Sales & Platinum Trailers!

Any Amateur exhibitor can win BIG, just by entering the

APHA World Show!

September 18 – October 4, 2020

All Amateur exhibitors (Amateur, Masters Amateur, Novice Amateur and Amateur Walk-Trot) entered in the APHA World Show by 5 p.m. Thursday, September 24 are automatically entered to win \$15,000 CASH!

**Every class entry counts,
so the more classes you enter,
the better your chance
of winning!**

Drawing held September 25, 2020



Visit apha.com/worldshow for complete details.

GOOD LUCK!

No purchase necessary. Any individual may enter to win by mailing a postcard with name, address and contact information to APHA, World Show Cash Giveaway, 122 E. Exchange Ave., Suite 420, Fort Worth, TX 76164.

Drawing date above. Need not be present to win.

All entries must be received by September 24, 2020 by 5 p.m.

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(Patterns located in the 2020 APHA Rule Book)

REINING

<i>Class</i>	<i>Pattern #</i>
Novice Amateur *NRHA.....	8
Solid Paint-Bred *NRHA.....	6
Amateur *NRHA.....	2
Junior *NRHA.....	9
Senior *NRHA.....	10
Amateur Solid Paint-Bred *NRHA Novice Youth.....	6
Youth 18 & Under.....	6
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3-Year-Old Reining Challenge (NRHA Levels 1 & 4) *NRHA.....	5
Non-Pro 3-Year-Old Reining Challenge (NRHA Levels 1 & 4) *NRHA.....	6
NRHA Non-Pro/Int. NP/Ltd. NP/Prime Time NP/Youth - All-Breed.....	12
NRHA Rookie (Levels 1 & 2)- All-Breed.....	8
NRHA Open/Int. Open/Ltd. Open /Rookie Pro - All-Breed.....	11
NRHA Non-Pro Novice Horse - All-Breed.....	4
NRHA Novice Horse (Levels 1 & 2) - All-Breed.....	4

RANCH REINING

Amateur.....	Working Cow Horse 7
Novice Amateur.....	Working Cow Horse 9
Open.....	Working Cow Horse 1

RANCH PLEASURE

Amateur.....	4
Novice Amateur.....	3
Open.....	5

WORKING COW HORSE

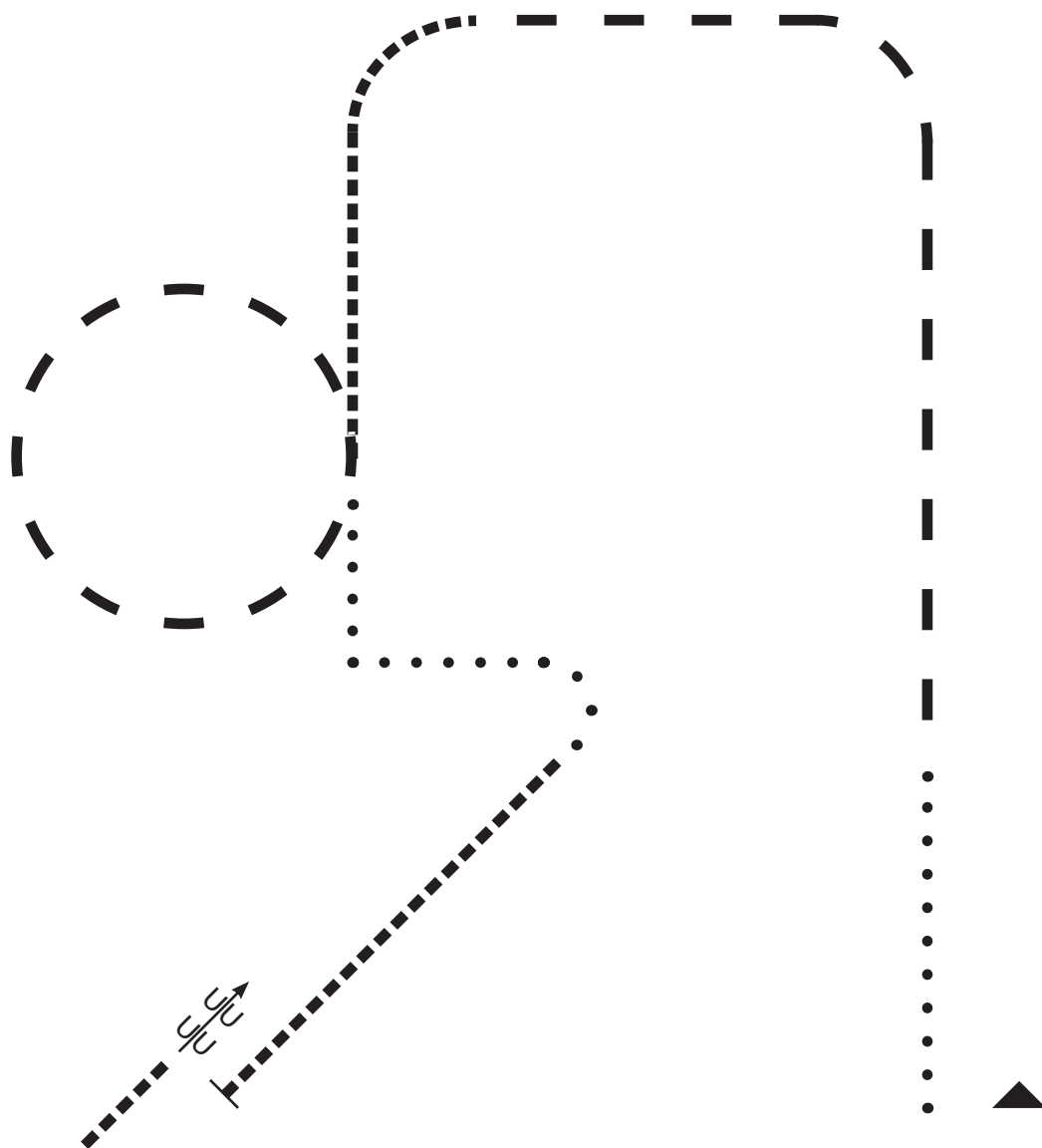
Limited Amateur/Limited Youth/Non Pro Limited Challenge.....	3
Amateur/Youth/Non-Pro 4 & 5-Year-Old Challenge.....	7
Junior/4 & 5-Year-Old Challenge.....	1
Senior.....	5

WESTERN RIDING

Amateur/Youth 13 & Under/Youth 18 & Under.....	1
Masters Amateur.....	3
Novice Amateur/Novice Youth.....	Green 1
Green.....	Green 1
Junior.....	3
Senior.....	4

HUNT SEAT EQUITATION

All Walk-Trot



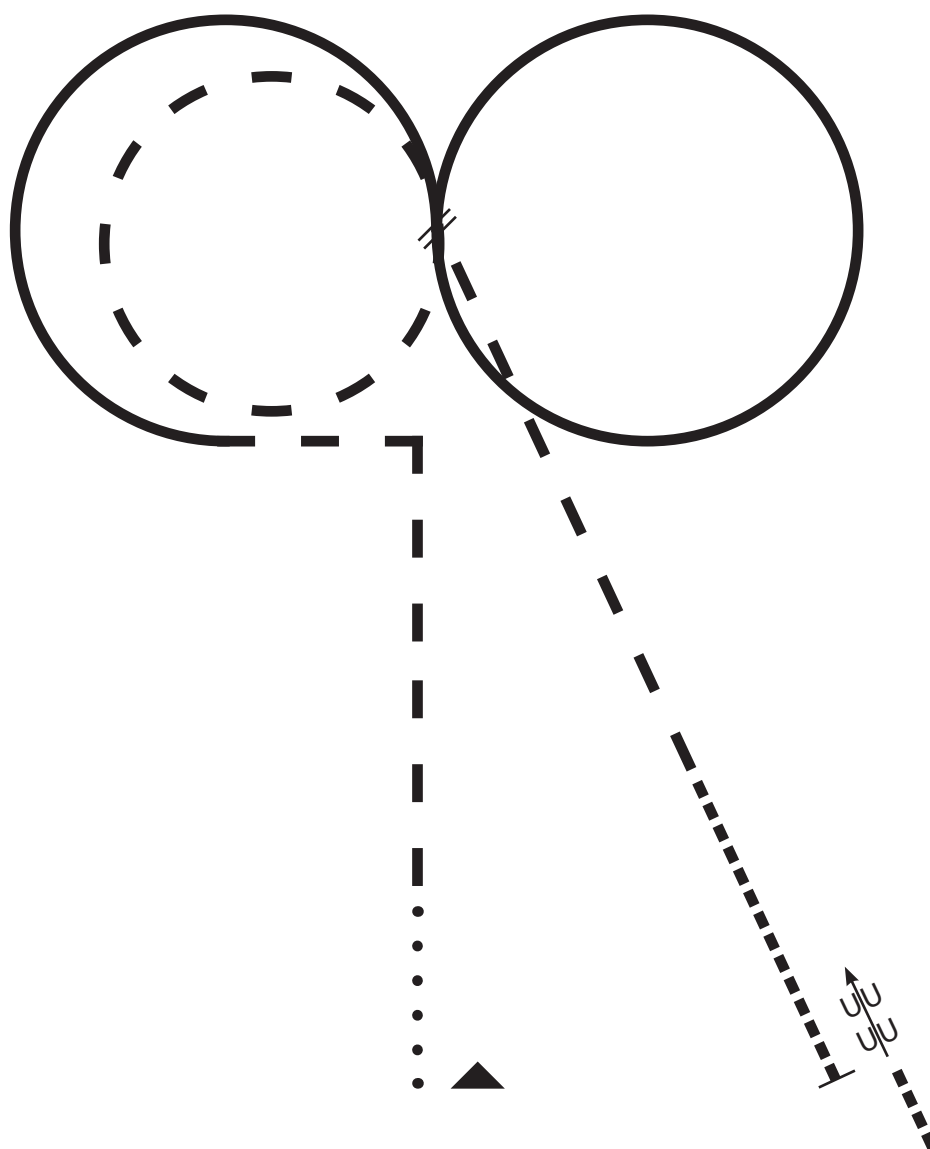
1. Walk 1/3 of line.
2. Right diagonal arc.
3. Sitting trot arc and line as drawn.
4. Circle right on left diagonal.
5. Walk square corner and curve right.
6. Sitting trot until even with cone.
7. Halt and back approximately one horse length.
8. Exit at the sitting trot.

Pattern Legend

.....	Walk
-----	Sitting Trot
---	Trot
=====	Canter
=====	Hand Gallop
///	Change Leads
← 3 3 3 3	Back
▲	Cone

HUNT SEAT EQUITATION

Novice Youth, Novice Amateur



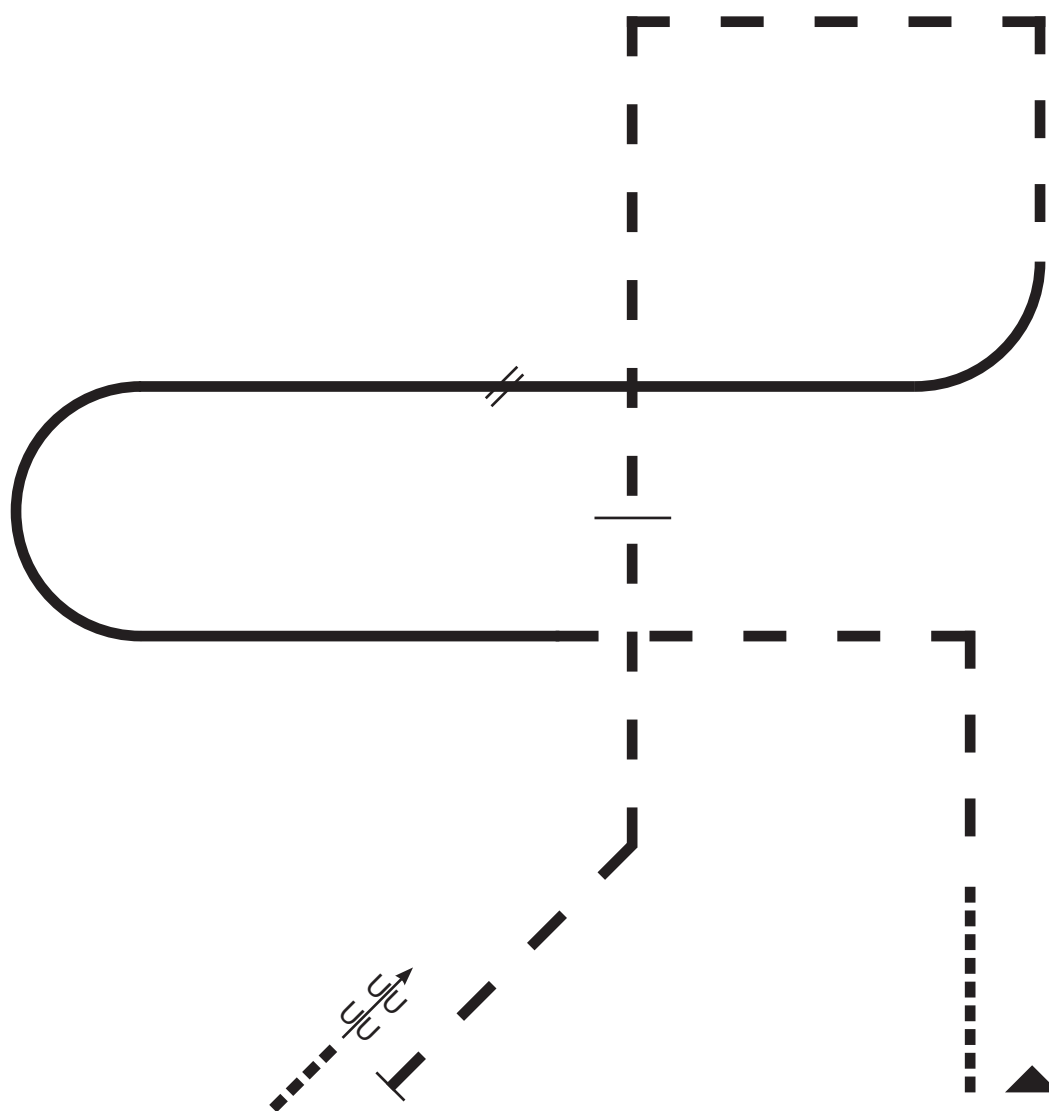
1. Walk 1/3 way to center.
2. Right diagonal through square corner.
3. Right lead 3/4 circle.
4. At center, change leads.
5. Left lead circle.
6. At center, pick up left diagonal smaller circle right.
7. Continue left diagonal halfway down line.
8. Sitting trot last half of line.
9. Halt and back approximately one horse length.
10. Exit at the sitting trot.

Pattern Legend

.....	Walk
-----	Sitting Trot
- - - -	Trot
=====	Canter
=====	Hand Gallop
///	Change Leads
← → → →	Back
▲	Cone

HUNT SEAT EQUITATION

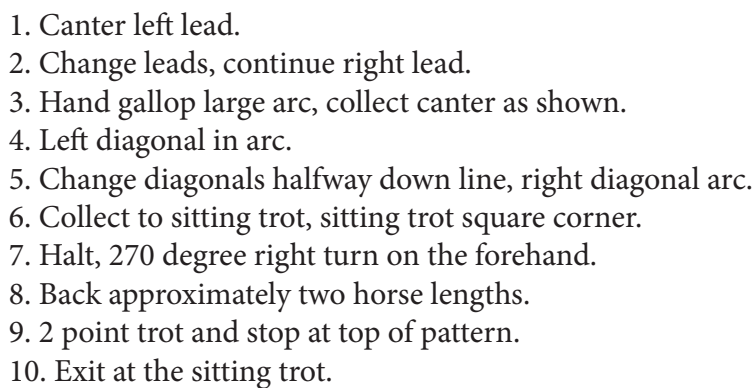
Youth 13 & Under, Bareback, All SPB, Masters












1. Sitting trot halfway to square corner.
2. Right diagonal through square corner.
3. Canter right lead as drawn.
4. Change leads, continue left lead around corner.
5. Pick up right diagonal and trot two square corners.
6. Change diagonals.
7. Slight angle right, continue on left diagonal.
8. Halt and back approximately one horse length.
9. Exit at the sitting trot.

Pattern Legend

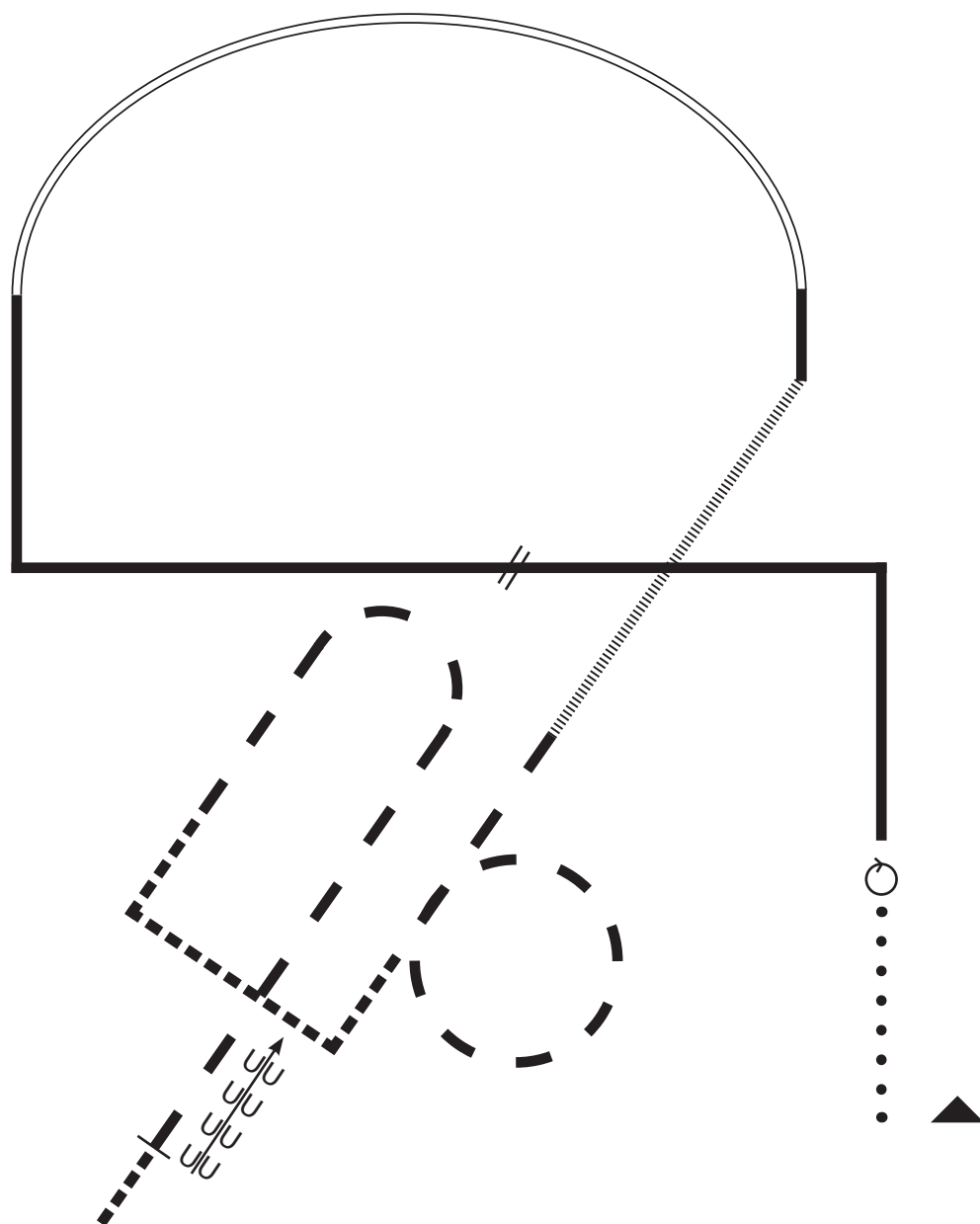
.....	Walk
-----	Sitting Trot
- - - -	Trot
=====	Canter
=====	Hand Gallop
///	Change Leads
← 3 3 3 3	Back
▲	Cone



 Walk
 Sitting Trot
 Trot
 2 Point Trot
 Canter
 Hand Gallop
 Change Leads/Diagonals
 Back
 Cone

HUNT SEAT EQUITATION

Finals - Youth 18 & Under



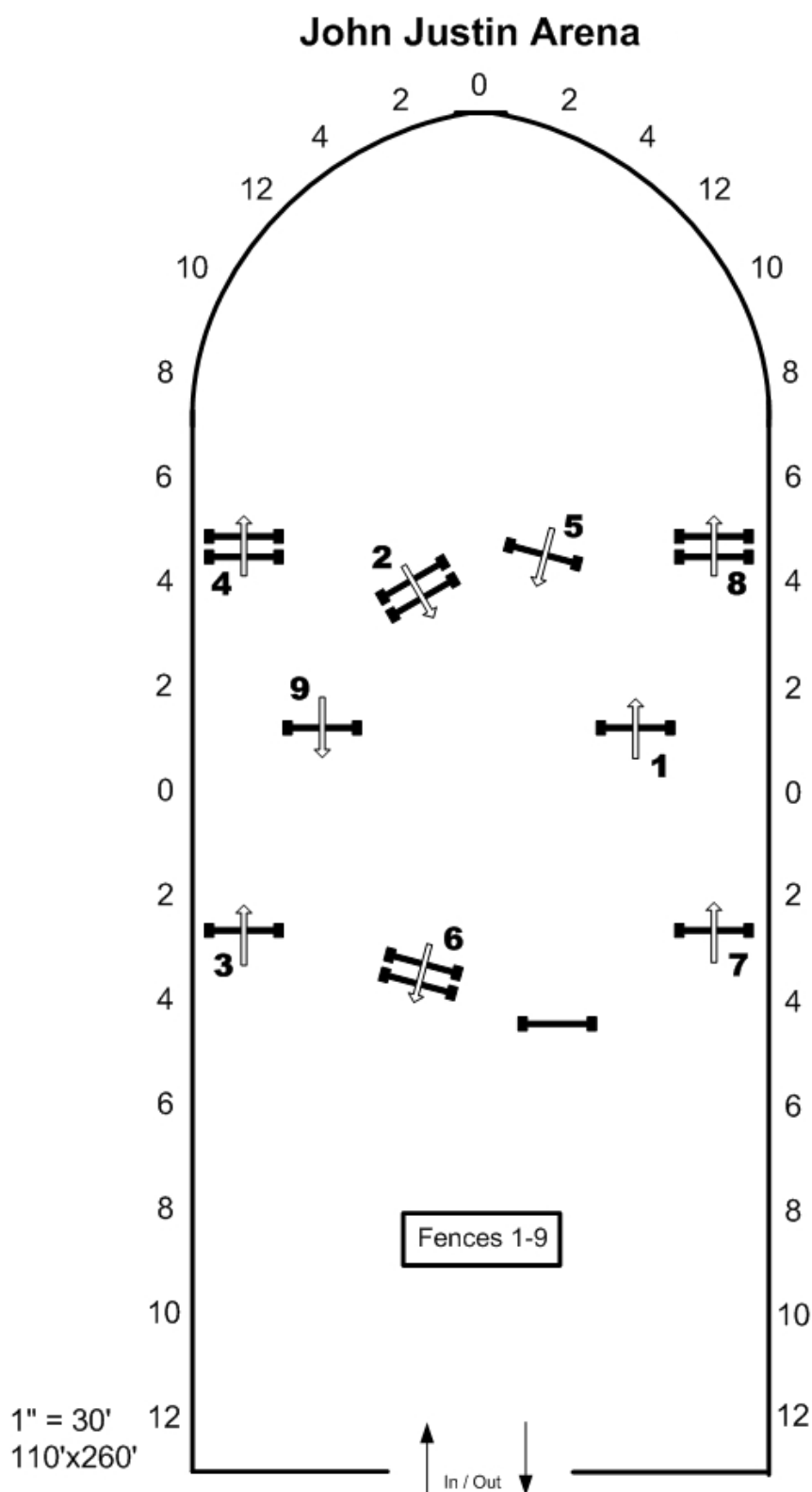
1. Walk two full horse lengths, stop and perform a 360 degree turn on the forehand either direction.
2. Canter left lead square corner left.
3. Change leads at middle, continue right lead square corner.
4. Hand gallop 1/2 circle, collect canter.
5. 2 point trot past center.
6. Trot right diagonal straight, then circle to the left.
7. Sitting trot through two square corners.
8. Trot left diagonal arc.
9. Halt and back approximately two horse lengths.
10. Exit at the sitting trot.

Pattern Legend

.....	Walk
-----	Sitting Trot
- - - -	Trot
	2 Point Trot
=====	Canter
=====	Hand Gallop
///	Change Leads
← ↩ ↩ ↩ ↩	Back
▲	Cone

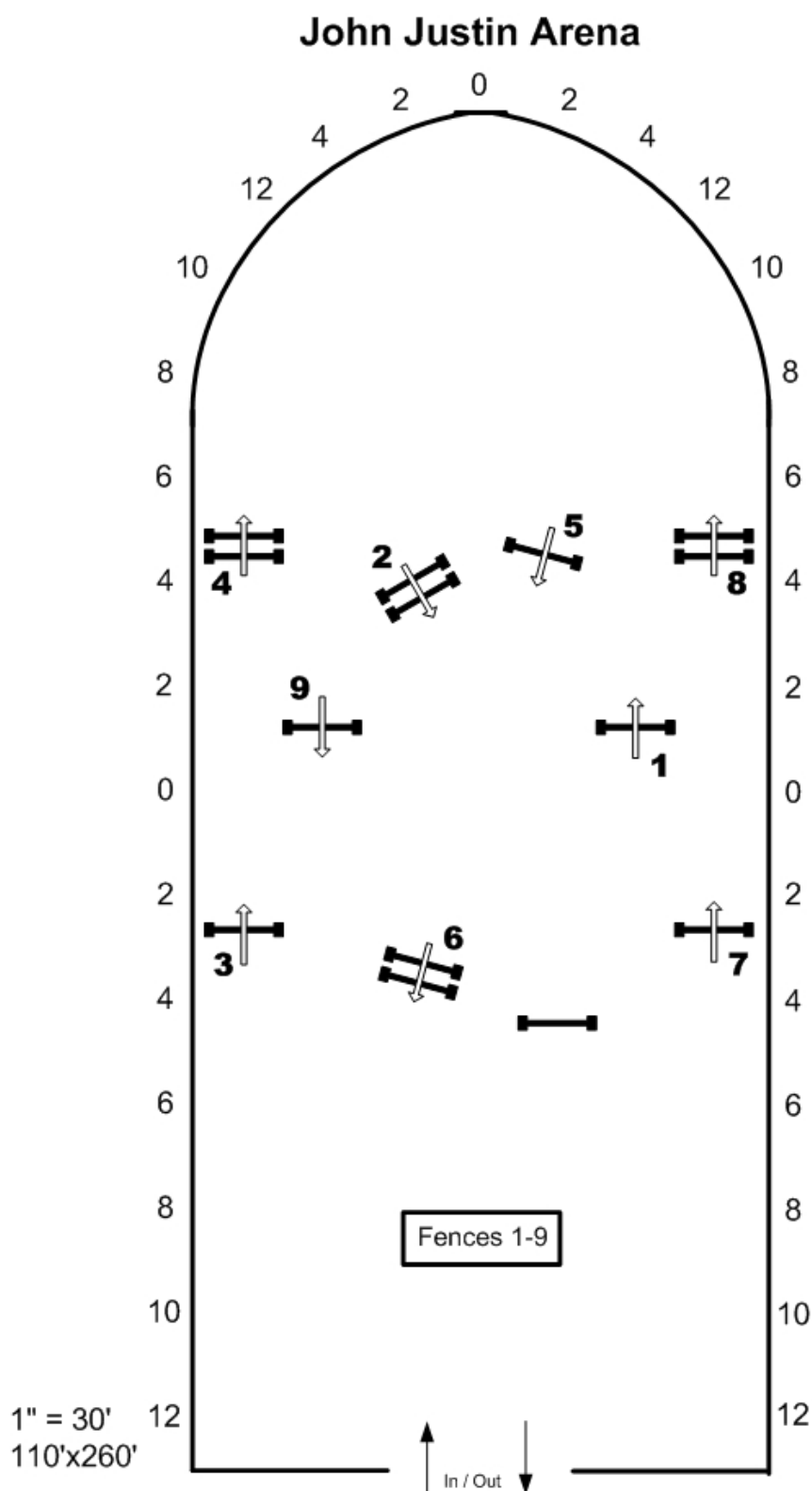
HUNT SEAT EQUITATION OVER FENCES

Novice Youth



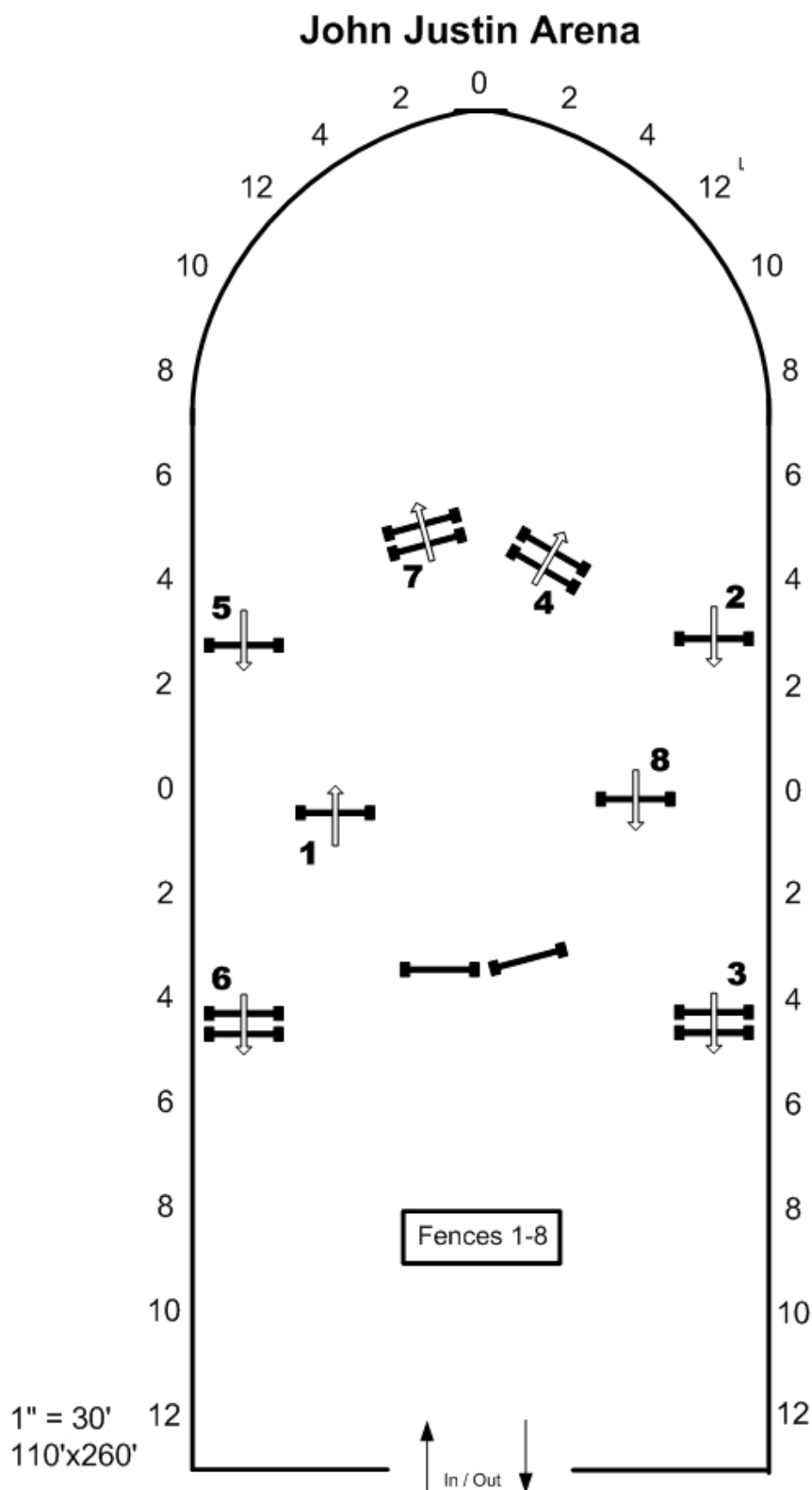
HUNT SEAT EQUITATION OVER FENCES

Youth



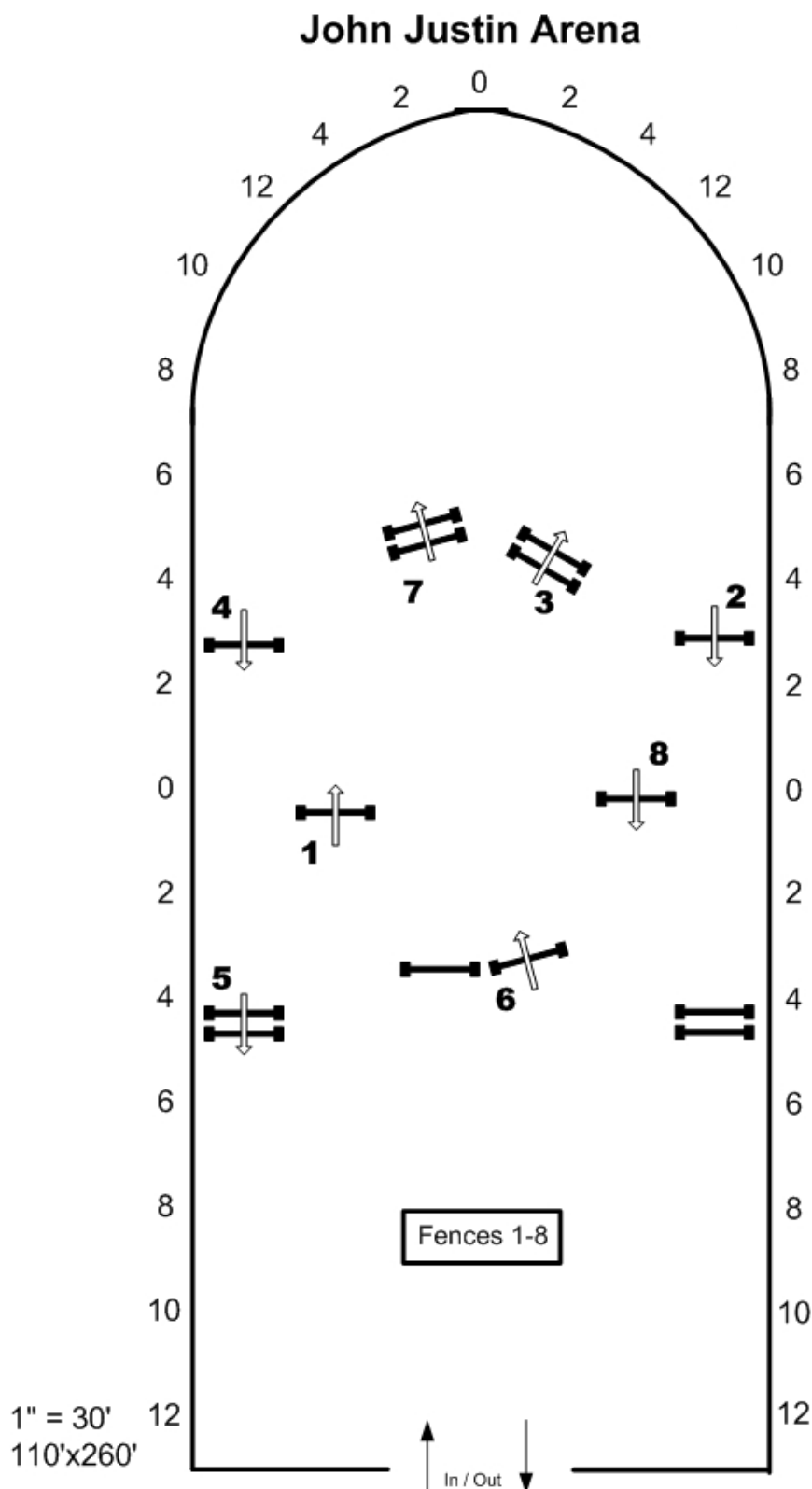
HUNT SEAT EQUITATION OVER FENCES

Novice Amateur



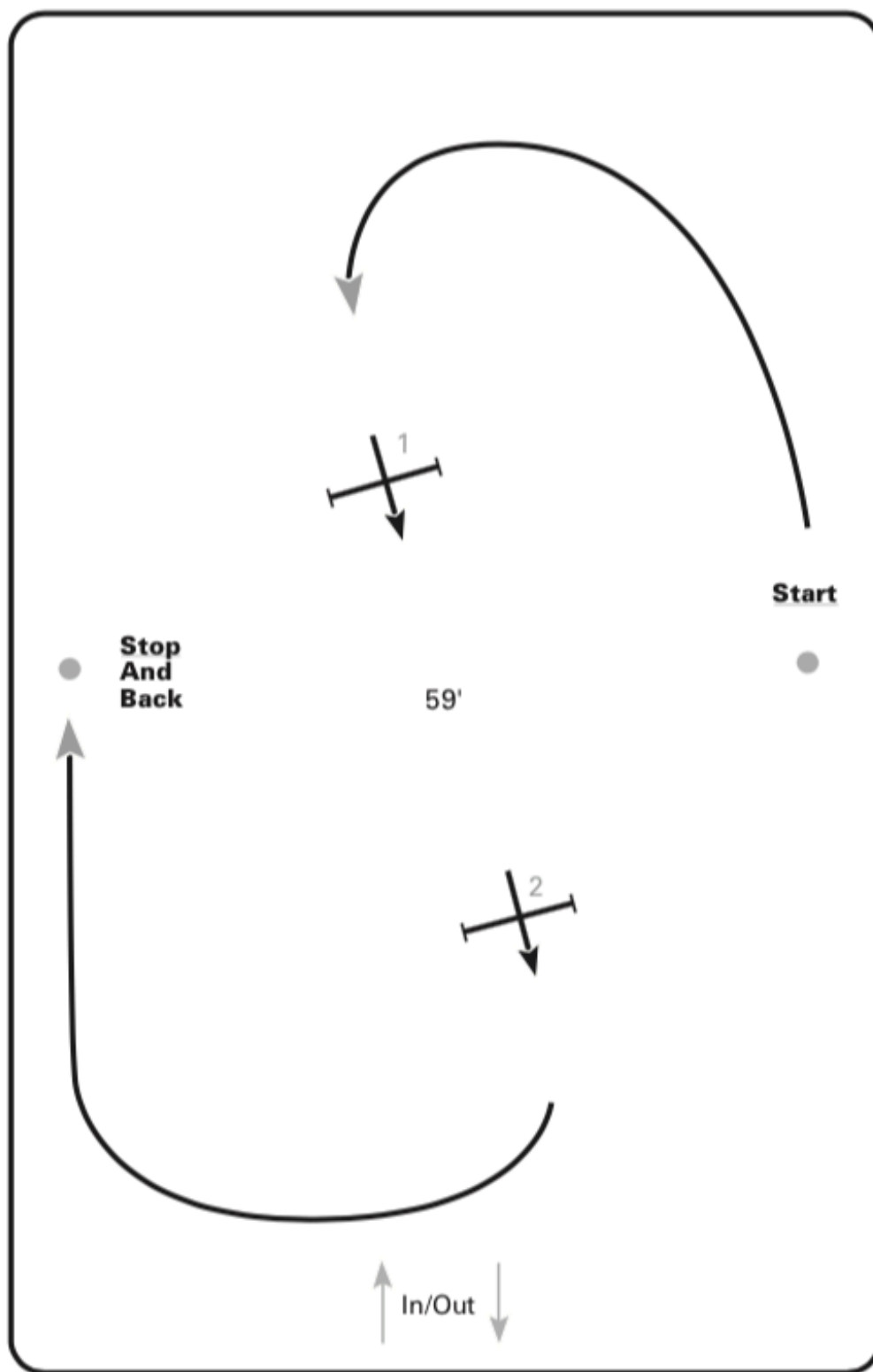
HUNT SEAT EQUITATION OVER FENCES

Amateur



HUNTER HACK

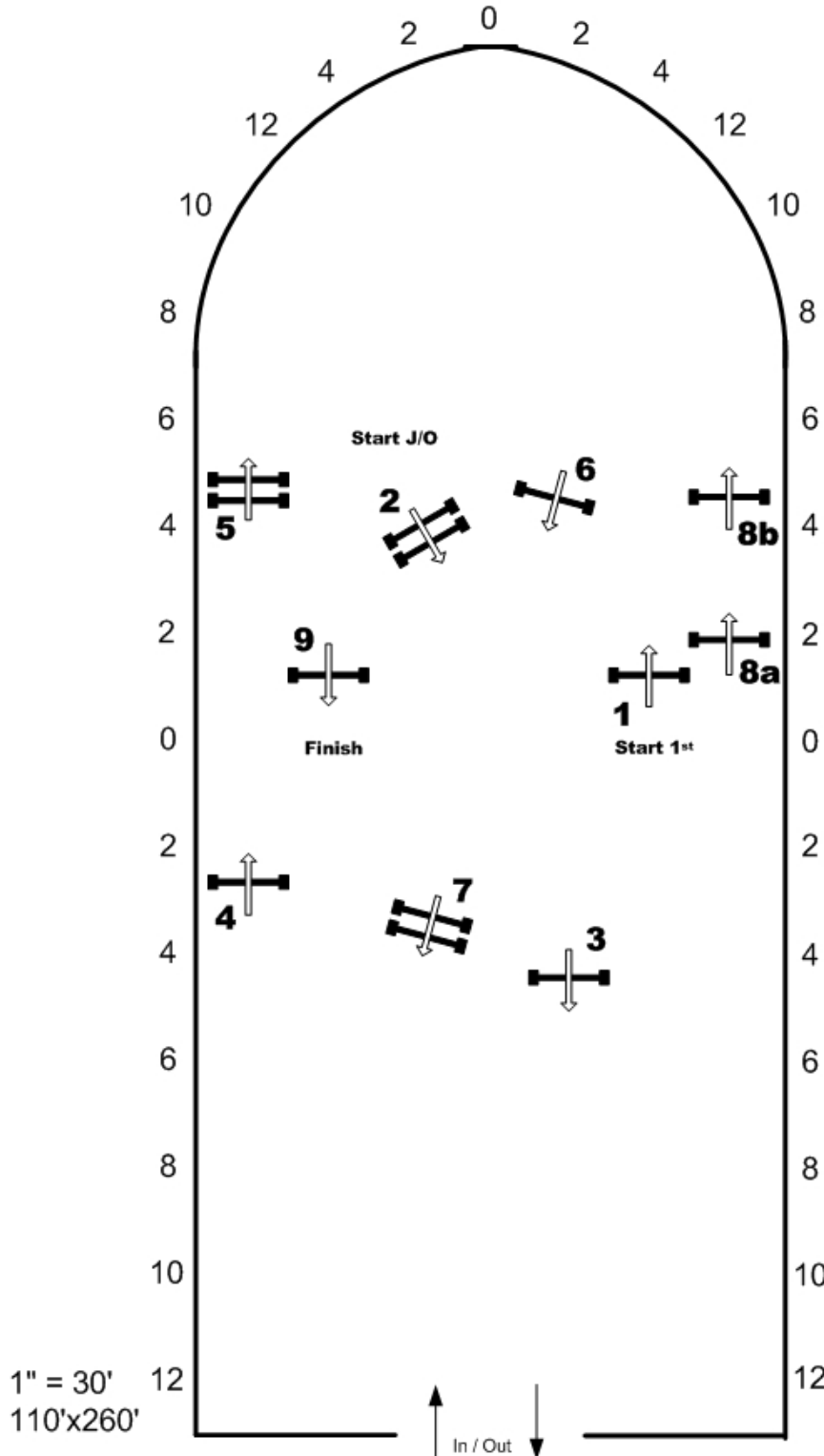
Novice Youth, Youth, Novice Amateur, Amateur, Junior,



JUMPING

Youth 18 & Under

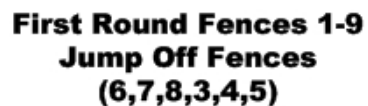
John Justin Arena

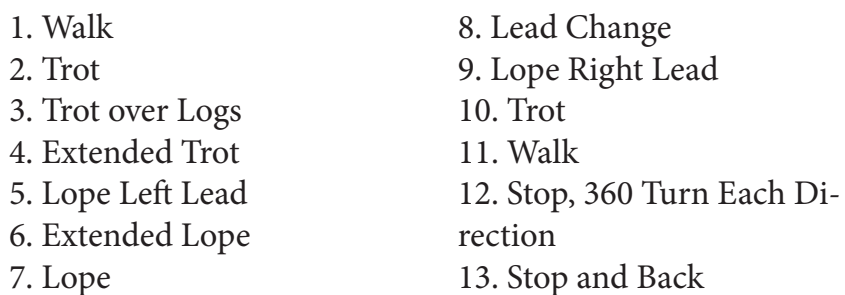


First Round Fences 1-9
Jump Off Fences
(2,3,4,7,1,9)



CD: Tucker Williams
 USEF "R" CD

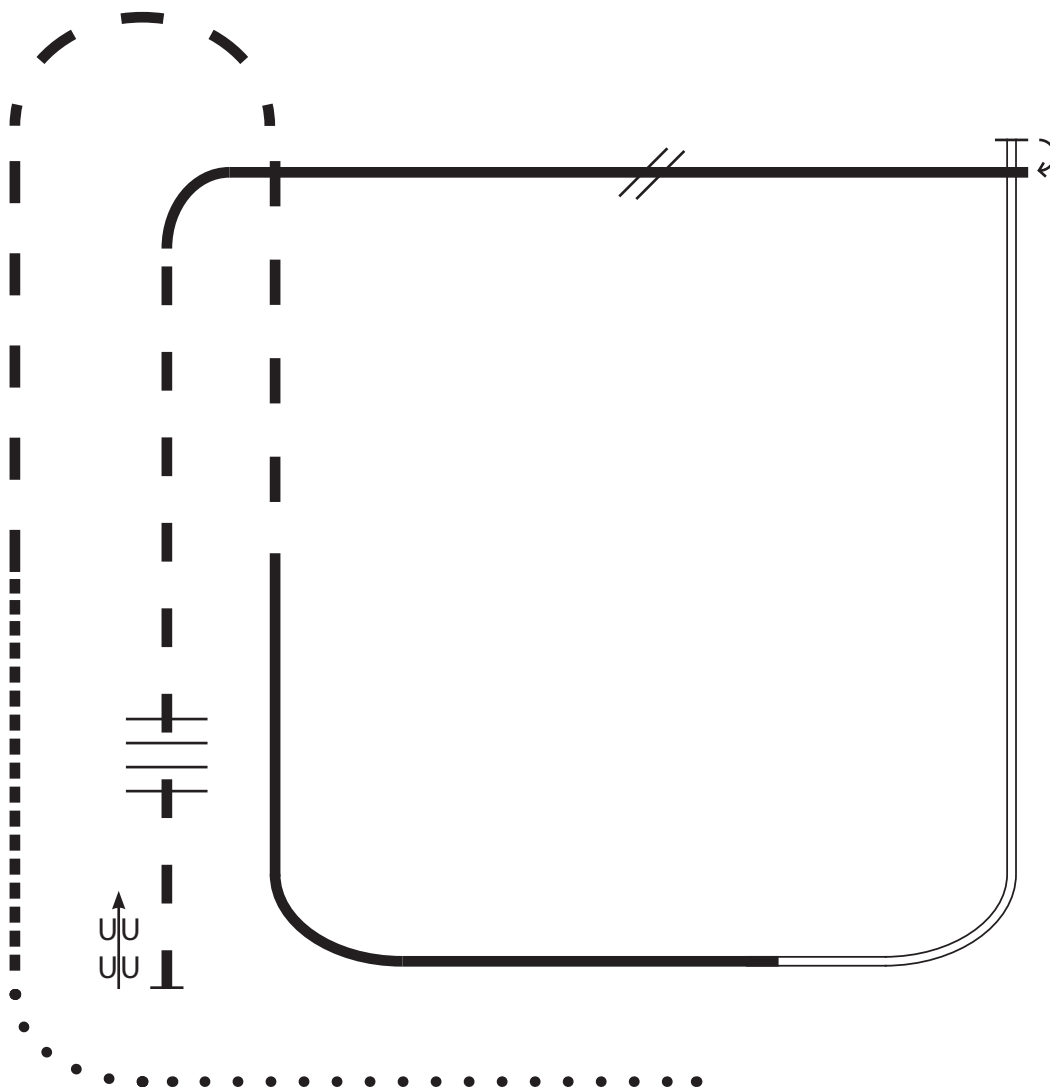




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RANCH RIDING

Novice Amateur



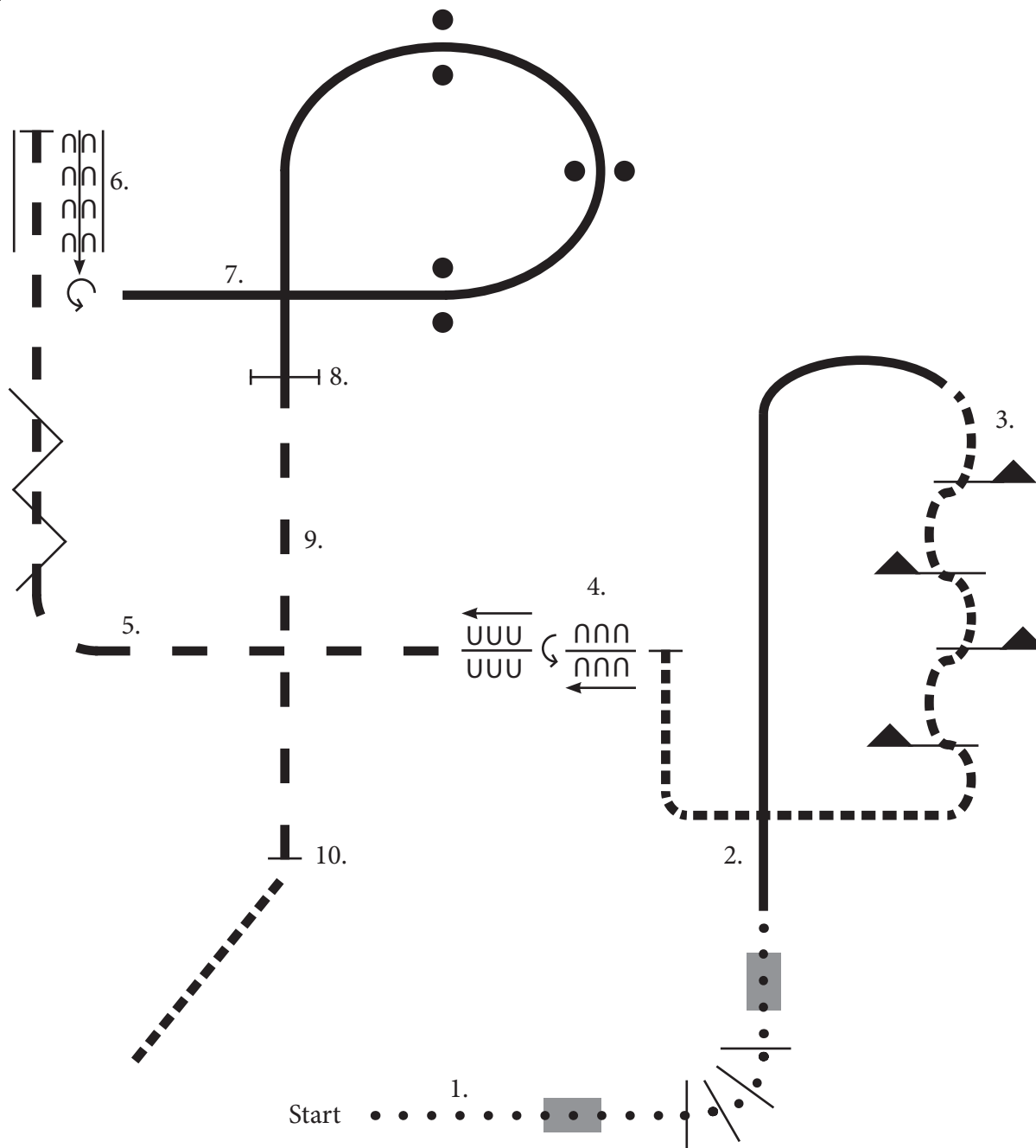
1. Walk
2. Trot
3. Extended Trot
4. Lope Left Lead
5. Extended Lope
6. Stop and Rollback to the Right
7. Lope Right Lead

8. Lead Change
9. Lope Left Lead
10. Extended Trot
11. Extended Trot over Logs
12. Stop and Back

.....	Walk
-----	Trot
-----	Extended Trot
-----	Lope
=====	Extended Lope
←=====	Back

RANCH TRAIL

Amateur/Open/Youth/All SPB



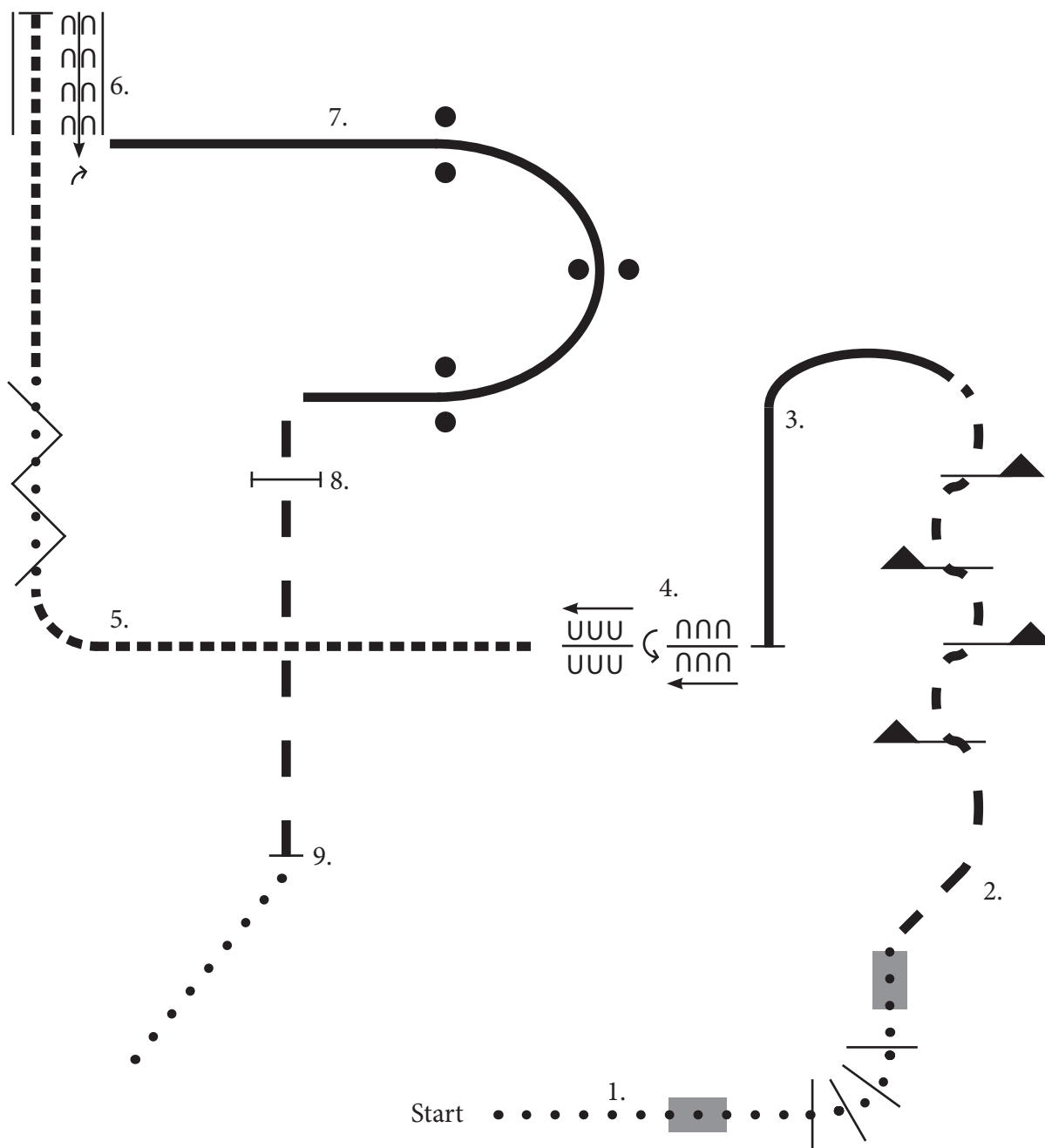
1. Walk over bridge, walk over poles, walk over second bridge.
2. Lope right lead.
3. Trot serpentine.
4. Stop, side pass left over pole, 180 degree turn to the left, side pass right over pole.
5. Extended trot over poles.
6. Extended trot into chute, back out, 270 degree turn to the left.

7. Lope left lead, lope between bushes.
8. Lope over jump.
9. Extended trot.
10. Stop, dismount, ground tie, walk around horse, lead horse out of arena at a trot.

.....	Walk
-----	Trot
- - - - -	Extended Trot
=====	Lope
=====	Extended Lope
← ← ← ←	Back

RANCH TRAIL

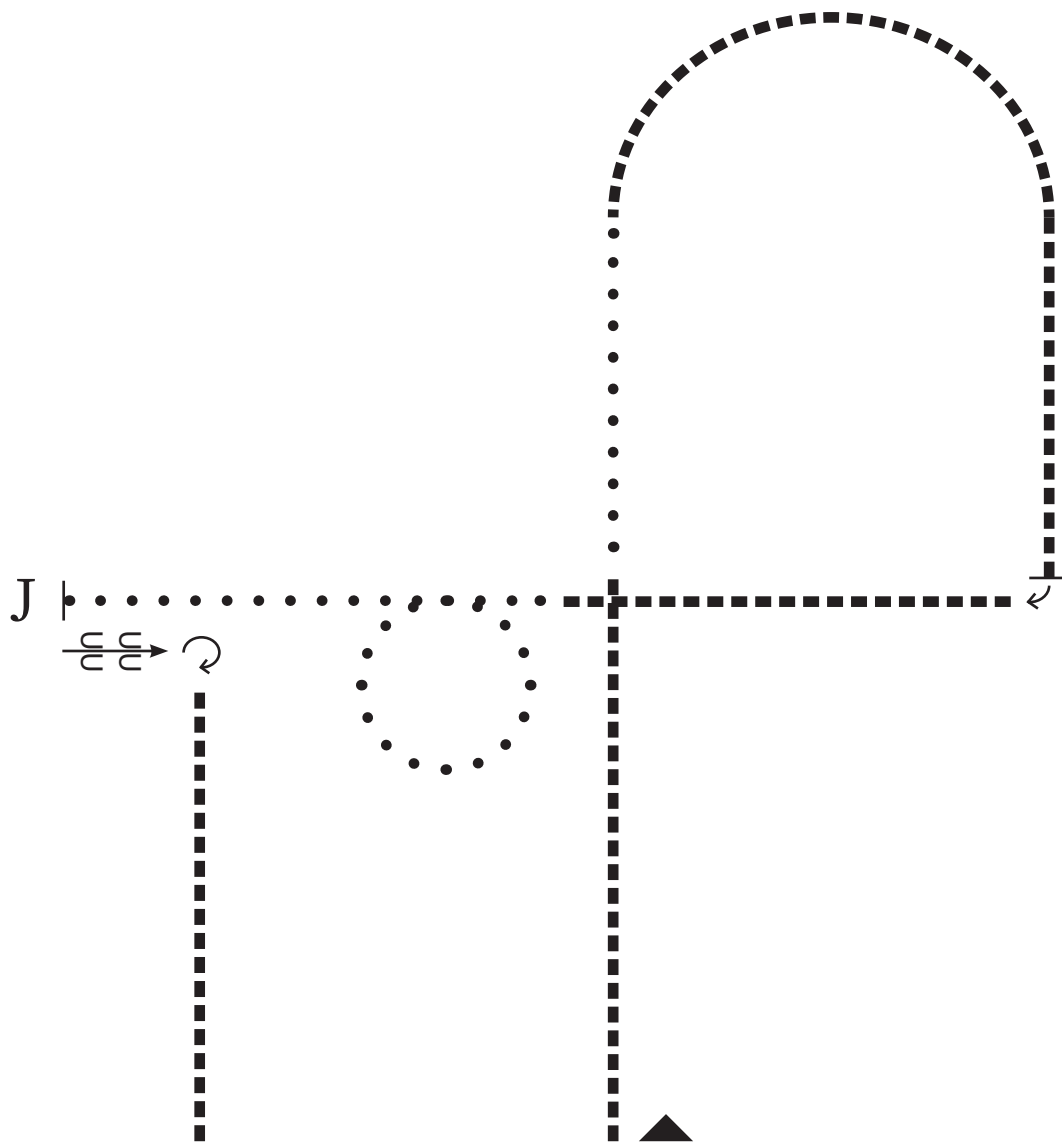
Novice Amateur/Youth Versatility Challenge



1. Walk over first bridge, walk over poles, walk over second bridge.
2. Extended trot through serpentine.
3. Lope left lead.
4. Stop, side pass right over pole, 180 degree turn to the left, side pass left over pole.
5. Trot, walk over poles.
6. Trot into chute, back out, 90 degree turn to the right.
7. Lope right lead, lope between bushes.
8. Trot over jump.
9. Stop, dismount, ground tie, walk around horse, lead horse out of arena at a walk.

SHOWMANSHIP

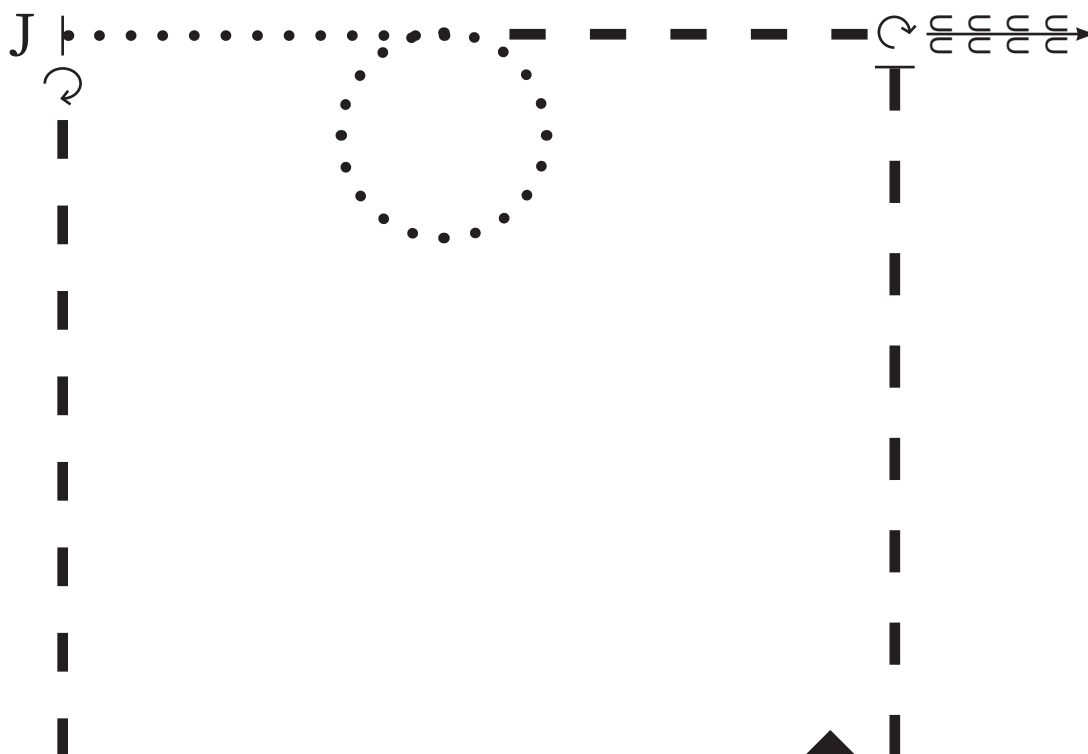
Youth Walk-Trot



1. Trot until even with judge.
 2. Walk.
 3. Trot curve and line until even with judge.
 4. Stop, 90 degree turn.
 5. Trot halfway to judge.
 6. Walk circle to the left and to judge.
 7. Stop and set up.
 8. Inspection.
 9. Back approximately one horse length, 270 degree turn and trot away.
- Pattern complete when even with the start cone.

Pattern Legend

• • • • •	Walk
-----	Trot
—————	Extended Trot
←←←←←	Back
▲	Cone
J	Judge



1. Extended walk until even with judge.
 2. Stop, 270 degree turn.
 3. Back approximately two horse lengths.
 4. Extended walk halfway to judge
 5. Break to walk, walk circle to the left and to the judge.
 6. Stop and set up.
 7. Inspection.
 8. When dismissed, 270 degree turn and extended walk away.
- Pattern complete when even with the start cone.

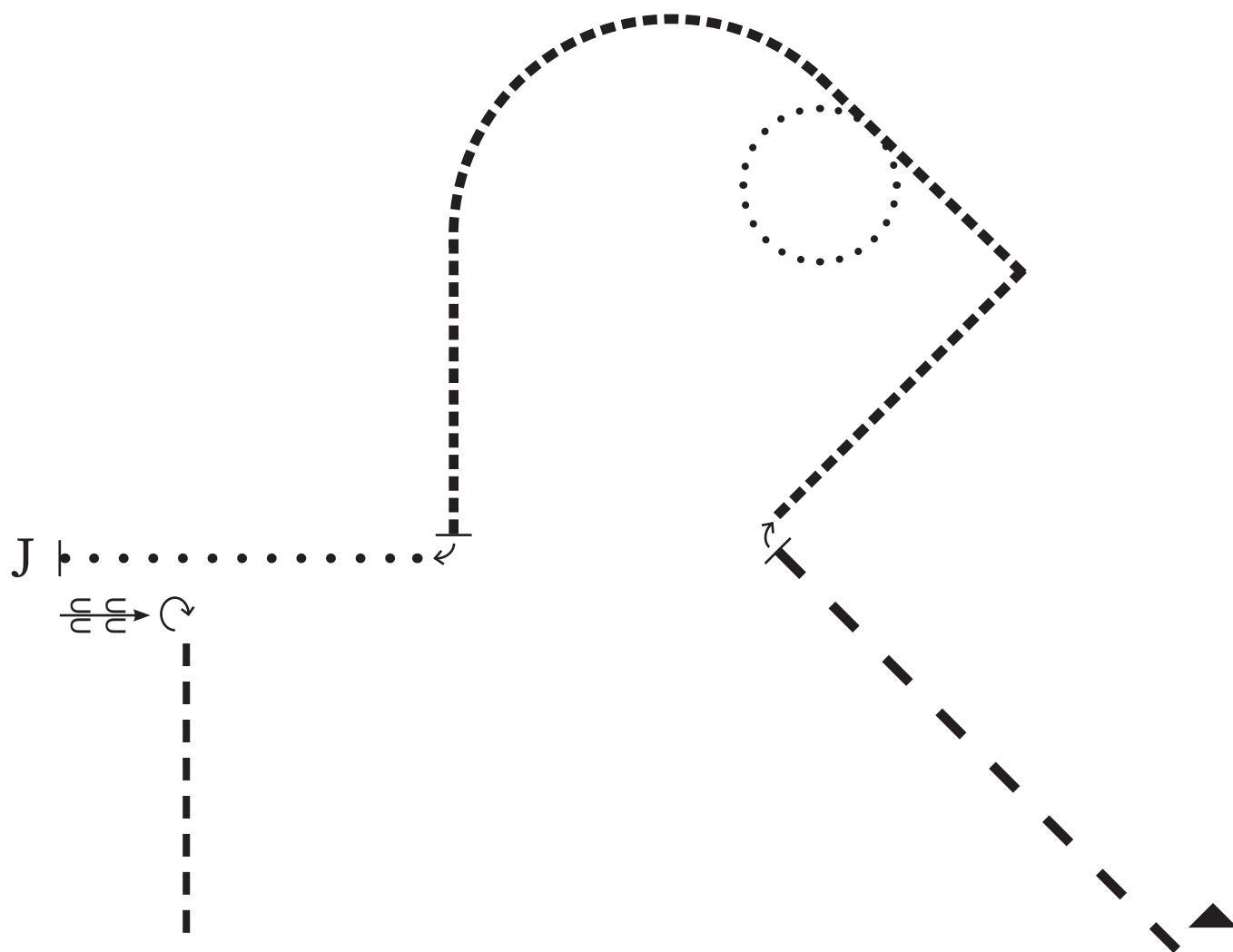
Pattern Legend

• • • • •	Walk
— — —	Extended Walk
← → → →	Back
▲	Cone
J	Judge



SHOWMANSHIP

Novice Youth, Novice Amateur



1. Extended trot toward center of pattern.
 2. Stop, perform a 90 degree turn.
 3. Trot square corner.
 4. Walk small circle to the left.
 5. Trot arc and line back toward center of pattern.
 6. Stop, 90 degree turn and walk to judge.
 7. Stop and set up.
 8. Inspection.
 9. Back approximately one horse length and 270 degree turn.
 10. Trot away.
- Pattern complete when even with the start cone.

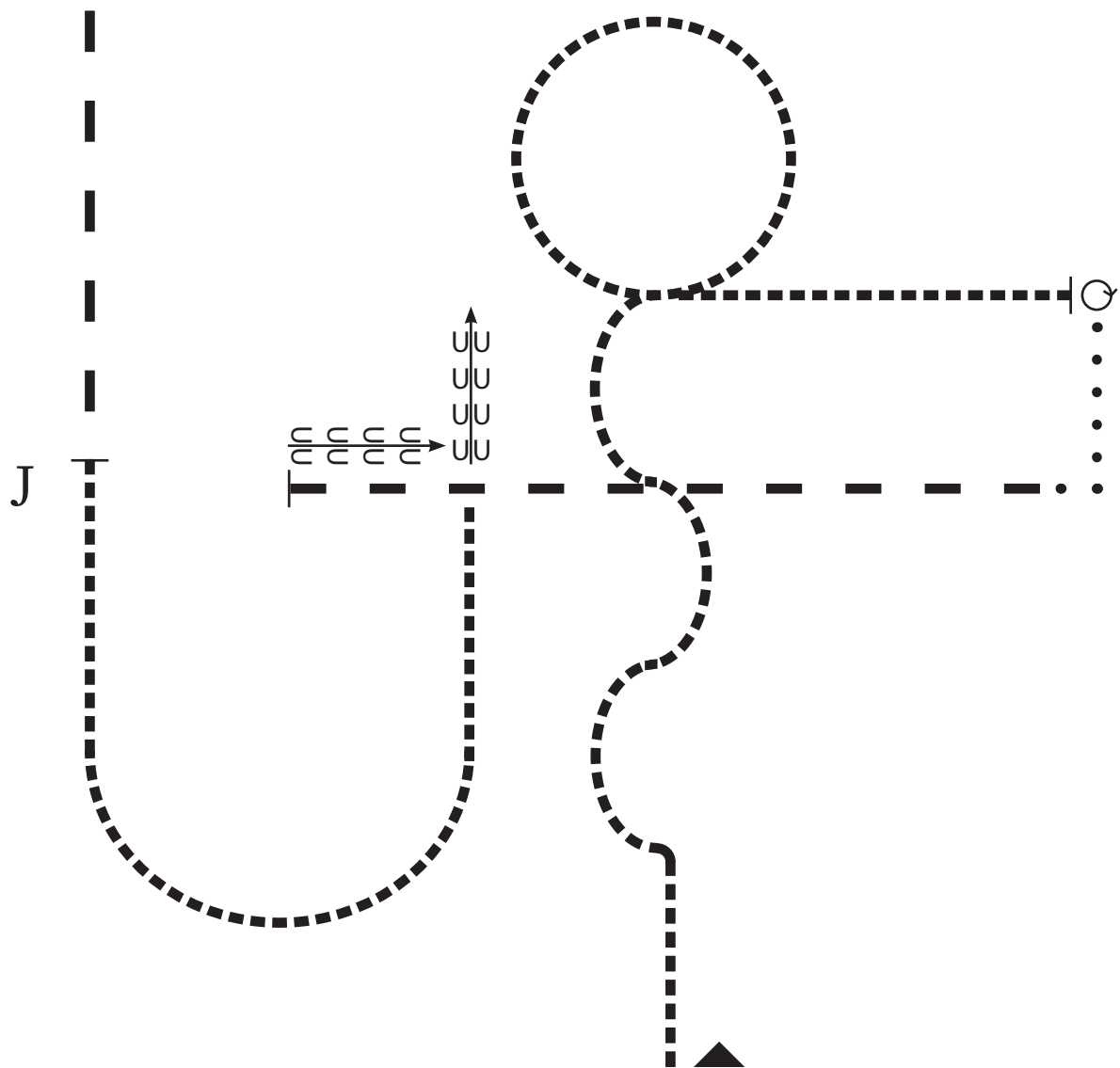
Pattern Legend

• • • • •	Walk
— — — — —	Trot
— — — — —	Extended Trot
← — — — —	Back
▲	Cone
J	Judge

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SHOWMANSHIP

Prelims - Youth 18 & Under, Amateur



1. Trot serpentine as drawn.
2. Trot a circle to the left and continue straight.
3. Stop, perform a 450 degree turn.
4. Walk line and square corner right.
5. Extended trot.
6. Stop and back L shape.
7. Trot arc and stop with hip at judge.
8. Set up.
9. Inspection.
10. Extended trot away.

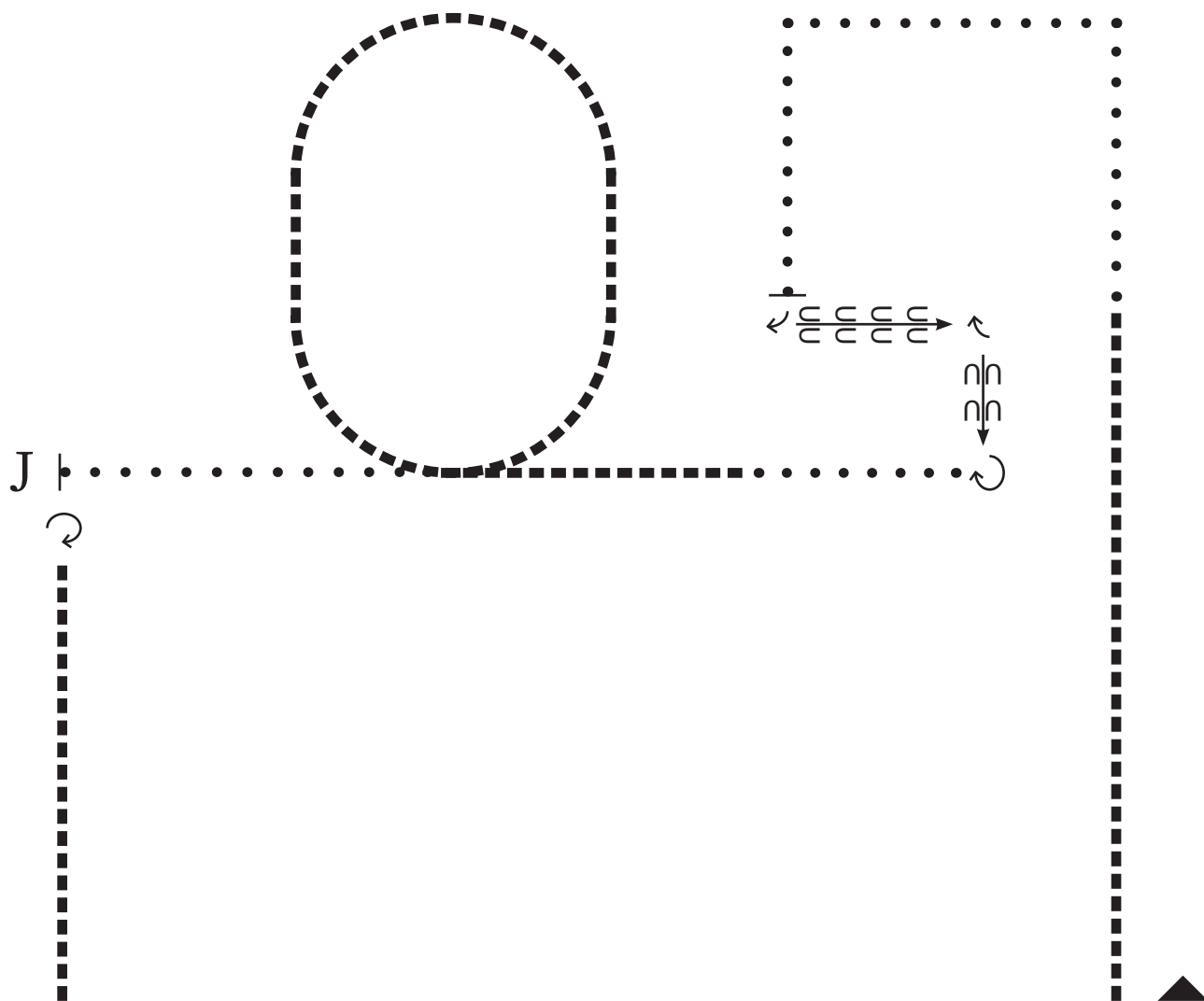
Pattern Legend

• • • • •	Walk
-----	Trot
— — —	Extended Trot
← — — — —	Back
▲	Cone
J	Judge

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SHOWMANSHIP

Finals - Masters Amateur



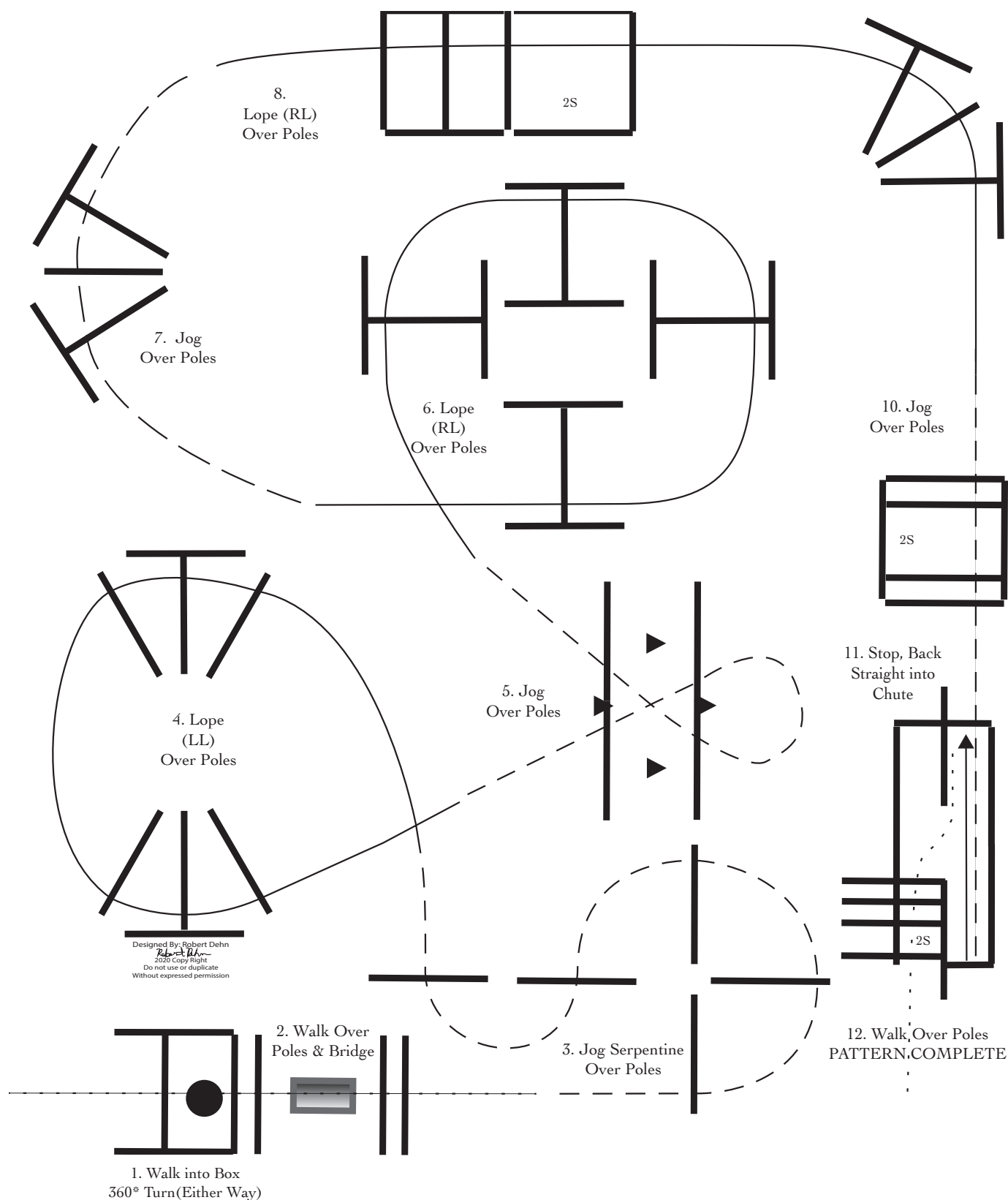
1. Trot 2/3 down the line.
 2. Walk last 1/3 of the line and two square corners to the left.
 3. Stop, perform a 90 degree turn.
 4. Back approximately two horse lengths.
 5. Perform a 90 degree turn, back approximately one horse length.
 6. 270 degree turn and walk line.
 7. Trot a large oval to the right.
 8. Walk to the judge, stop and set up.
 9. Inspection.
 10. 270 degree turn, trot away.
- Pattern complete when even with the start cone.

Pattern Legend

• • • • •	Walk
— — — — —	Trot
— — —	Extended Trot
← — — — —	Back
▲	Cone
J	Judge

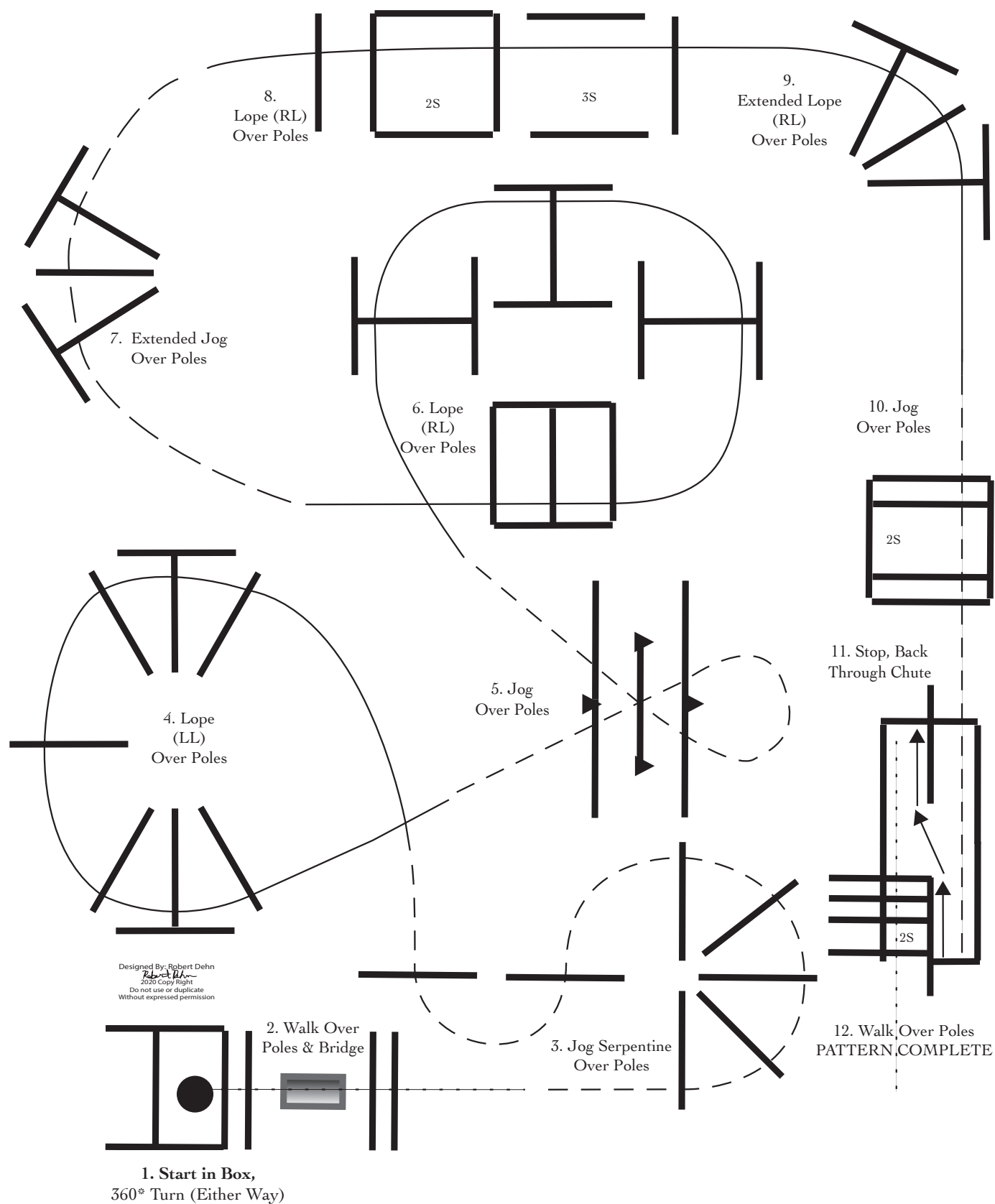
TRAIL

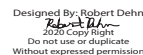
Novice Youth 13 & Under/Novice Youth 14-18



TRAIL

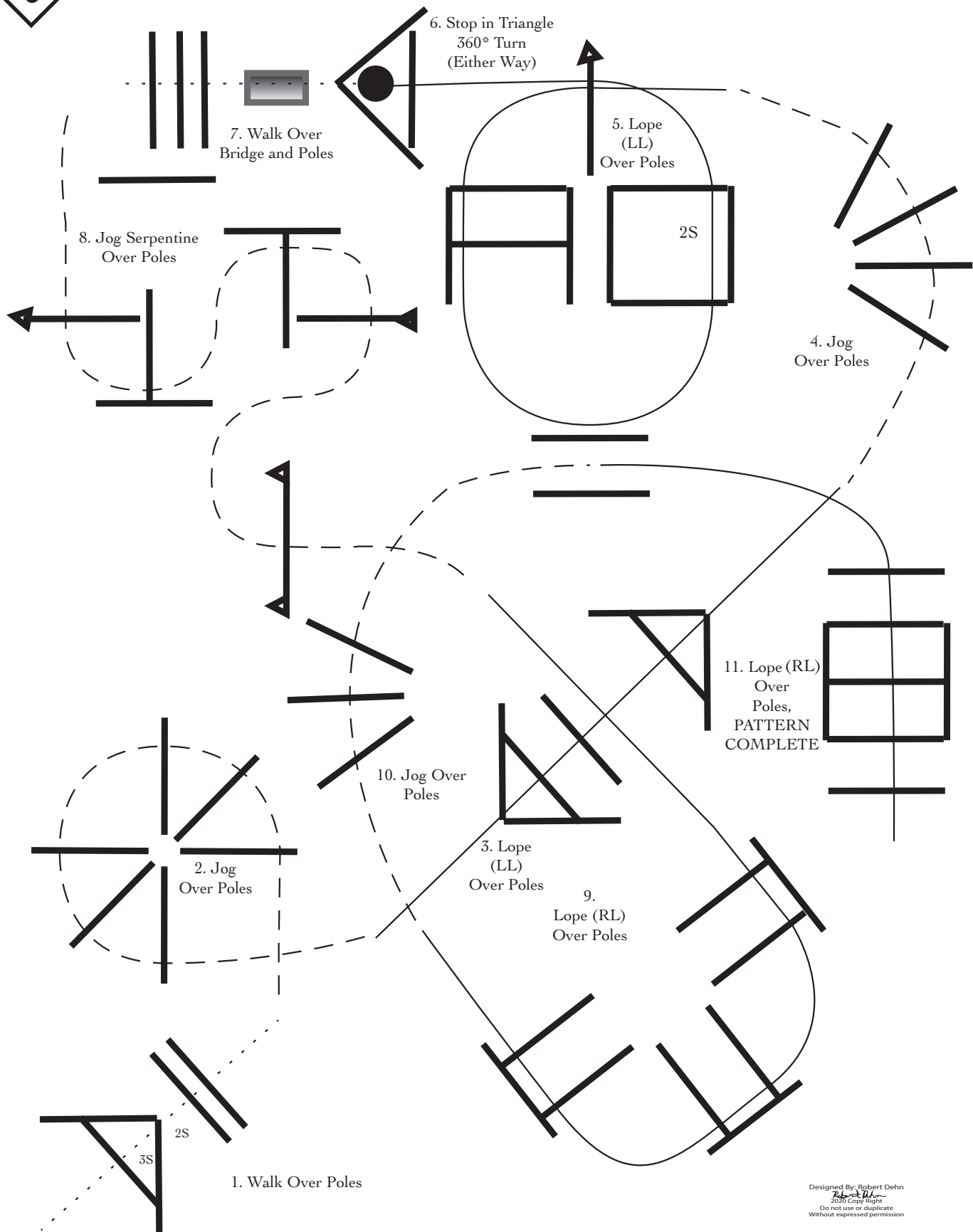
Prelims - Youth 18 & Under





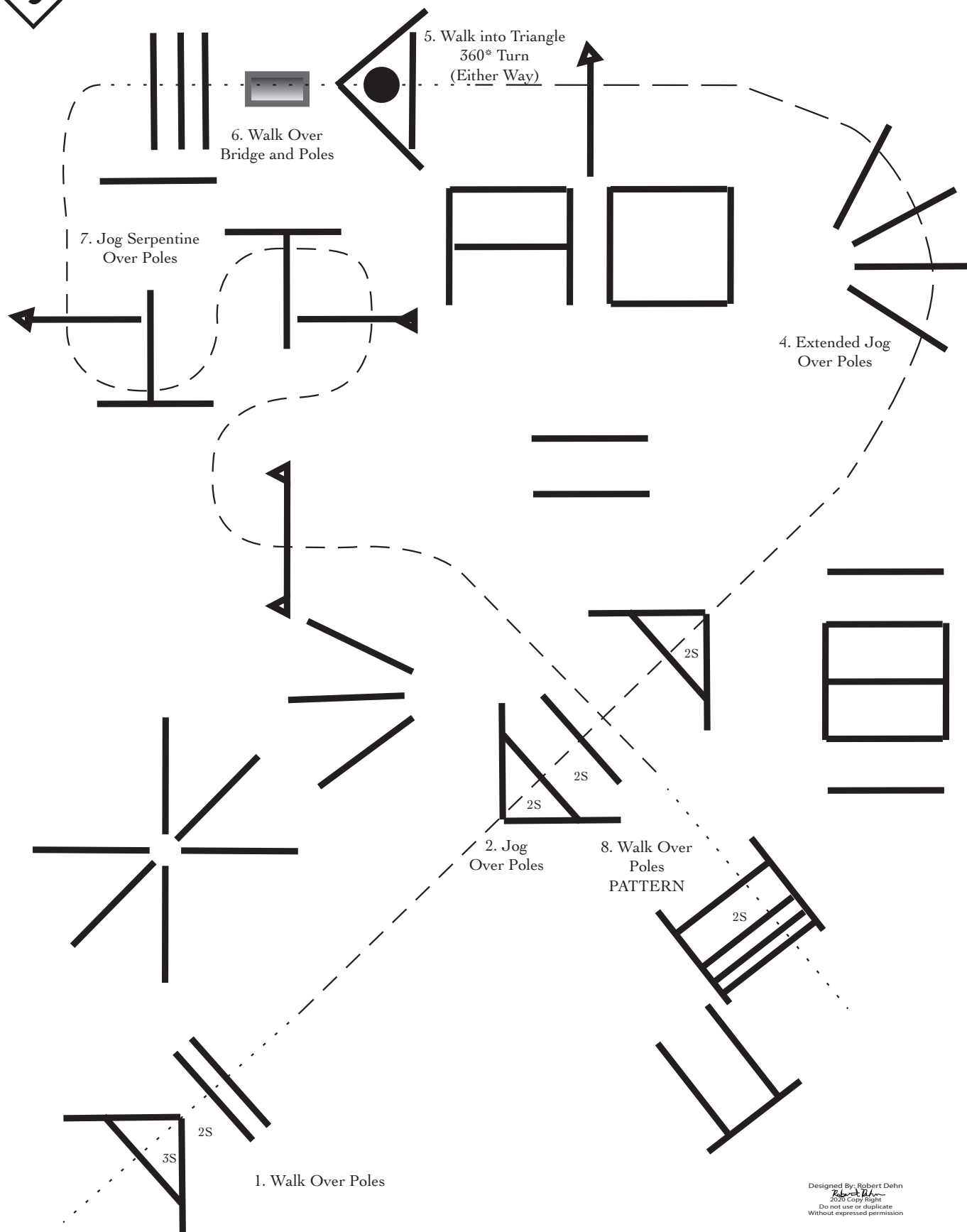
TRAIL

Youth 13 & Under

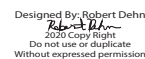


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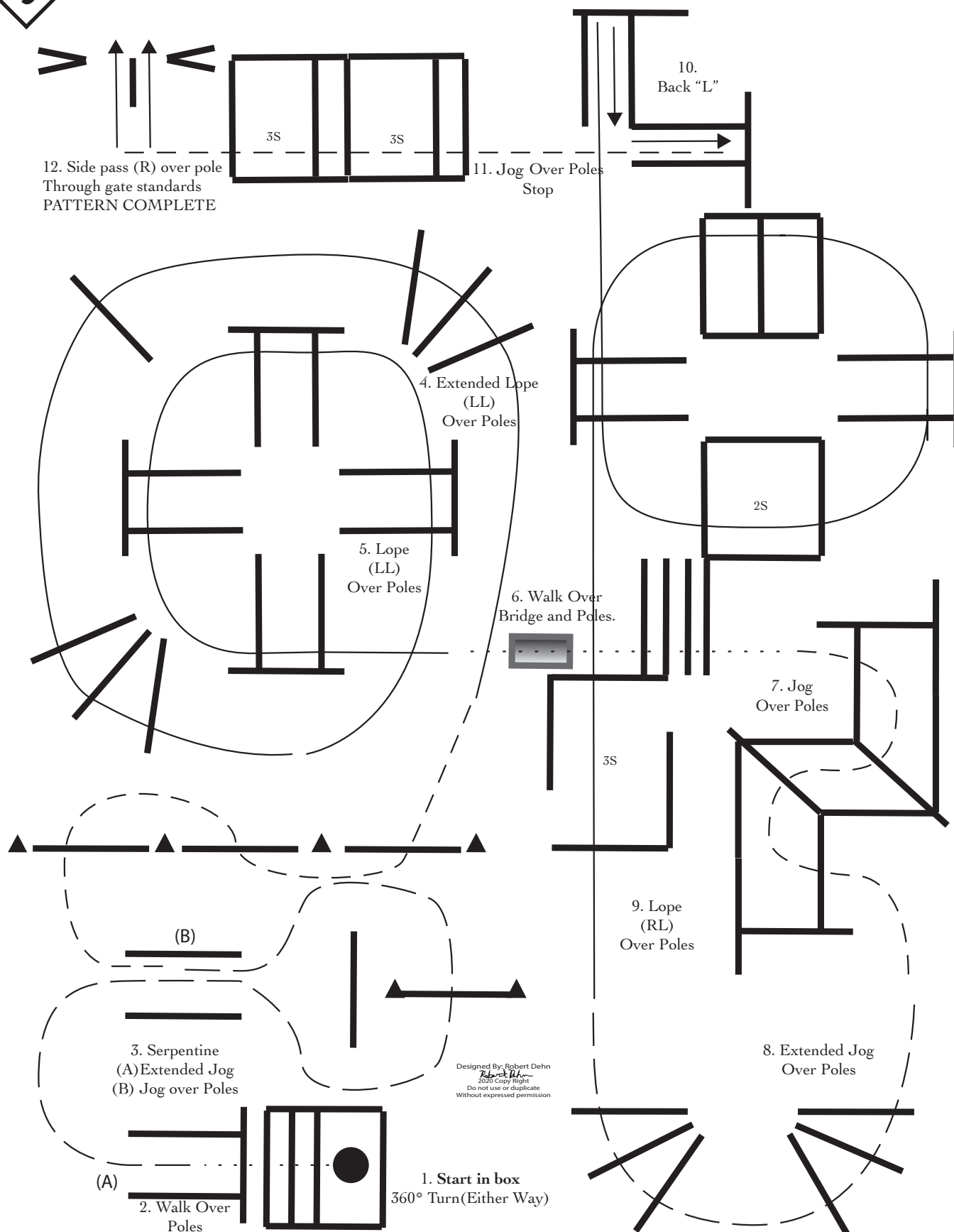
TRAIL Youth Walk-Trot



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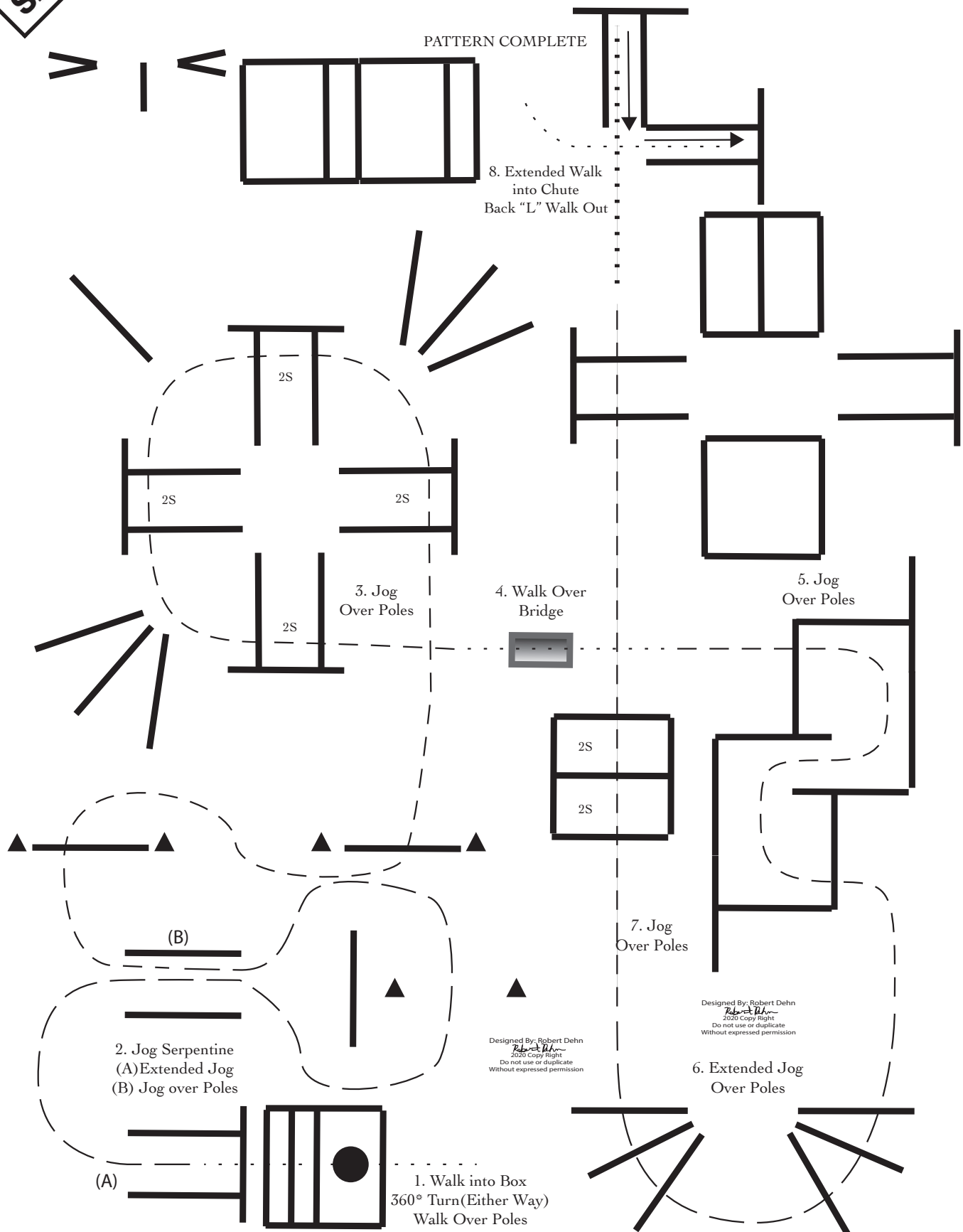


TRAIL Finals - Senior



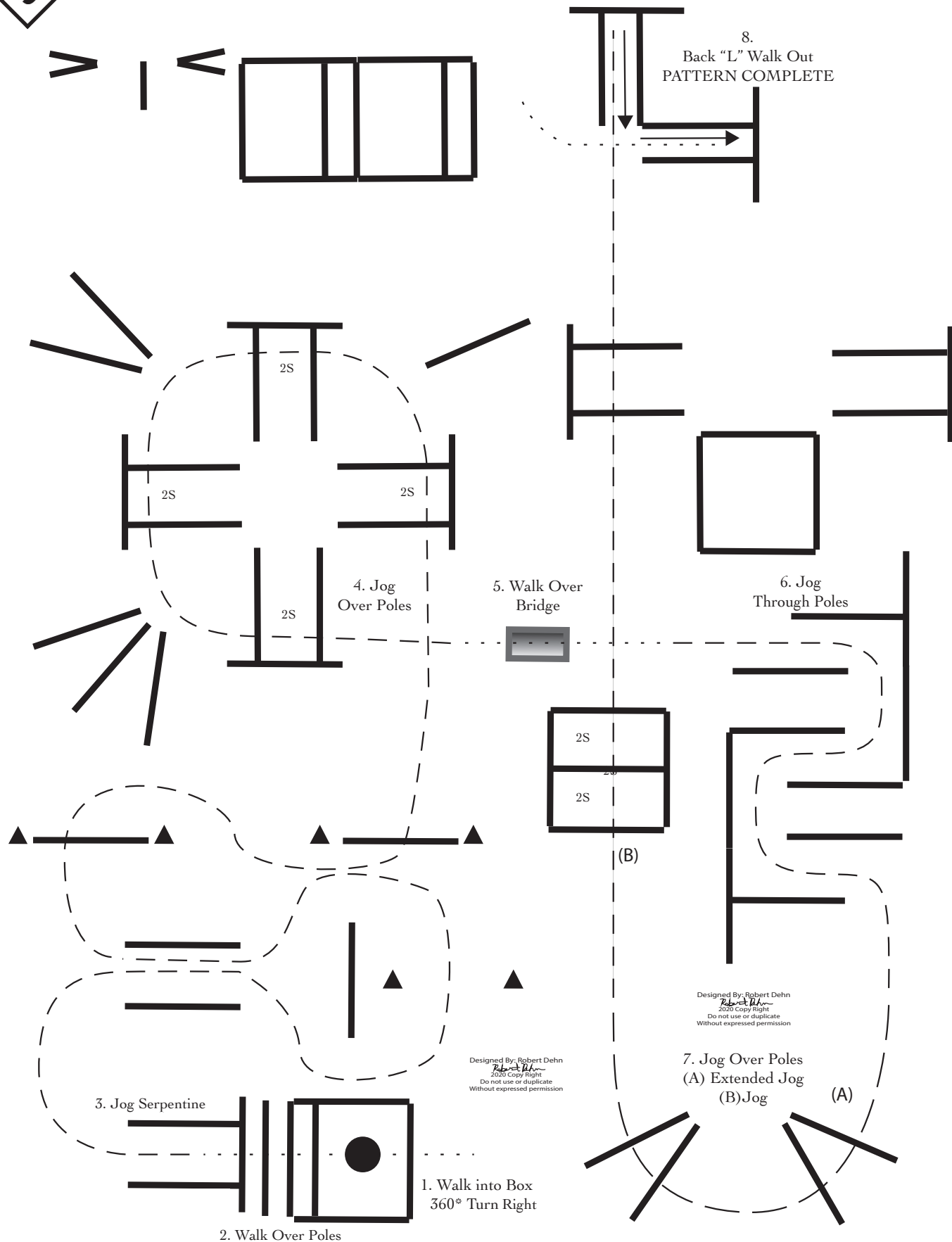
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TRAIL Amateur Walk-Trot

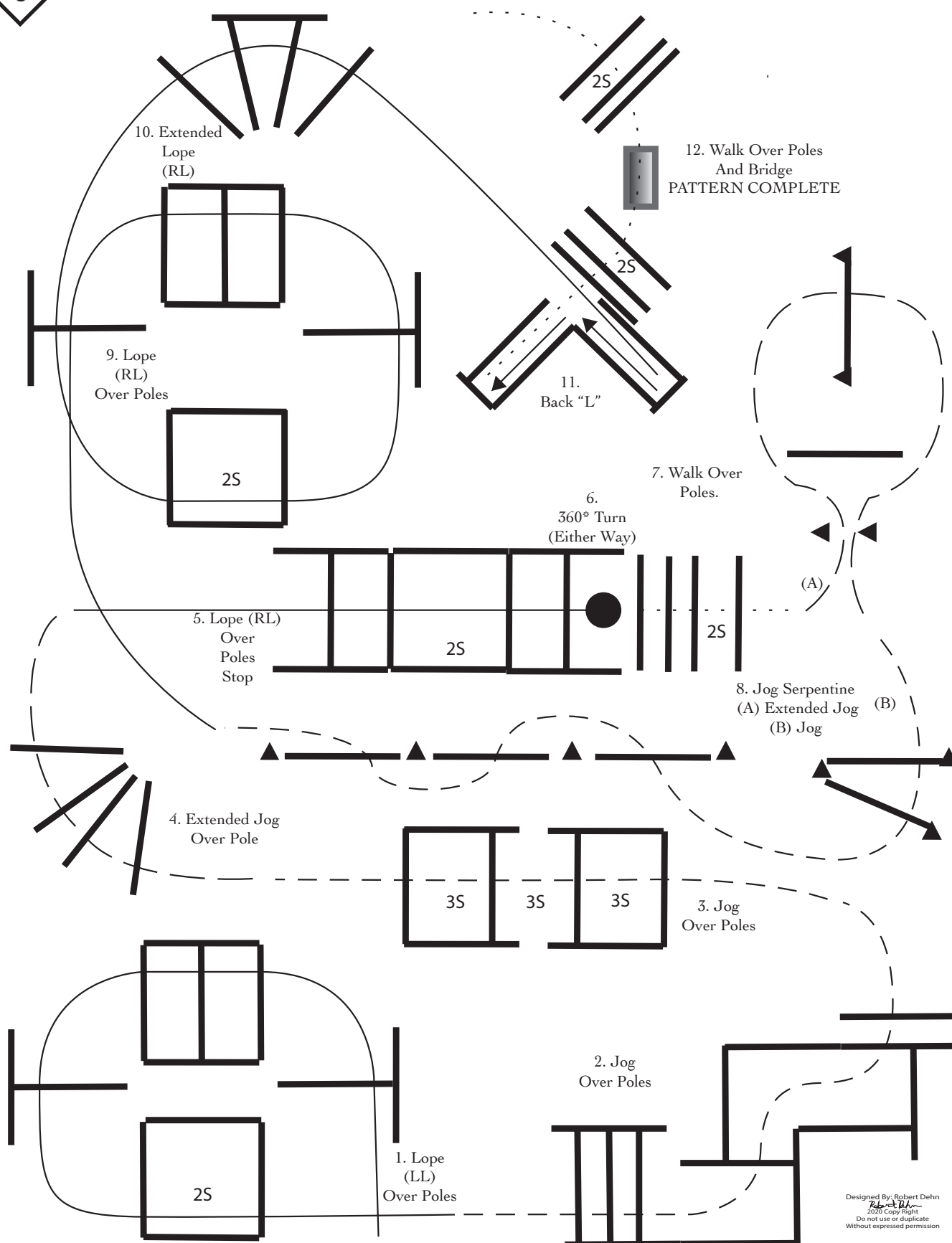


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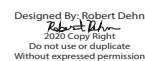
Amateur Yearling In-Hand/Amateur SPB Yearling In-Hand



TRAIL Junior/Junior Sweepstakes

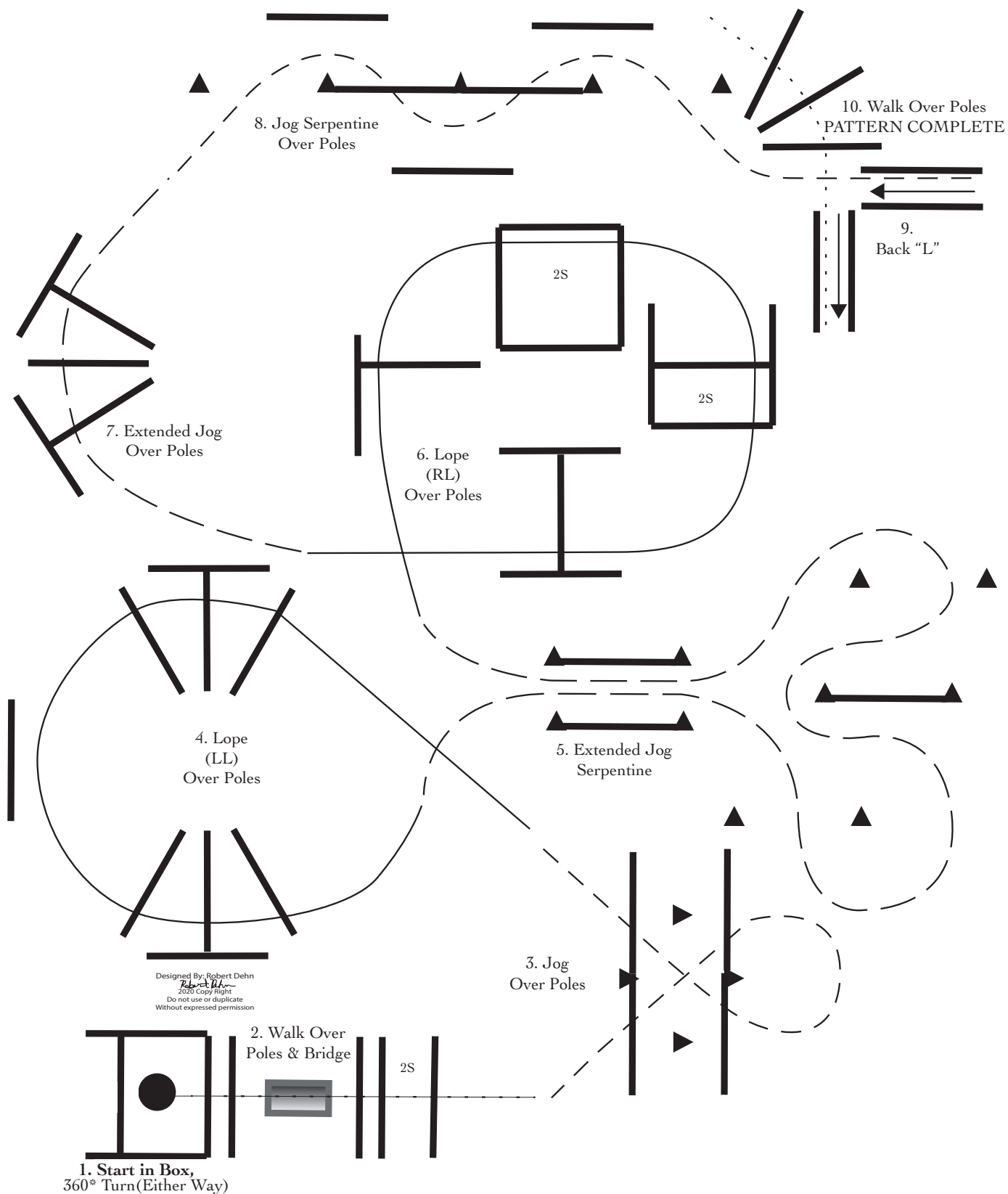


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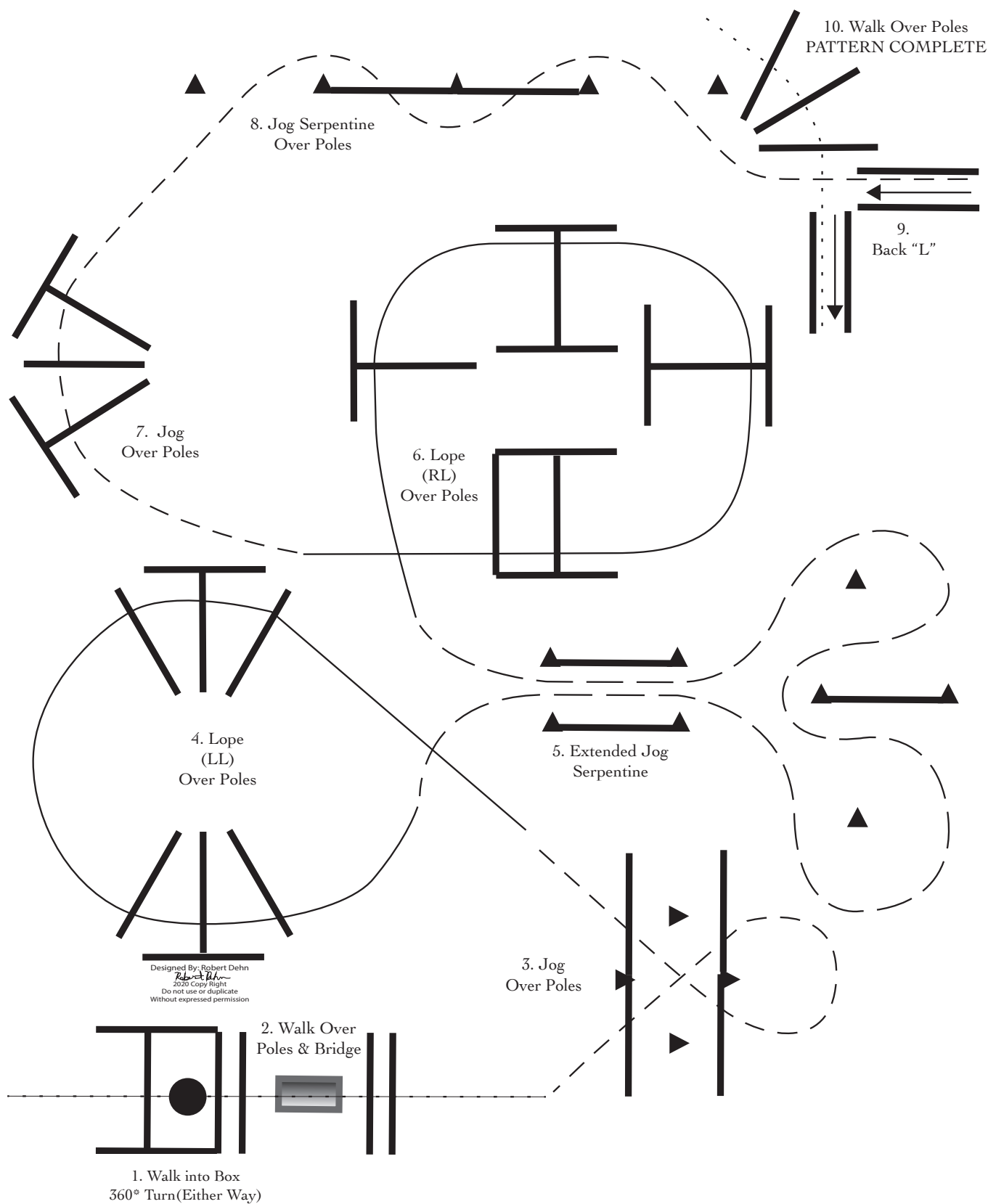
TRAIL

Green & Open SPB



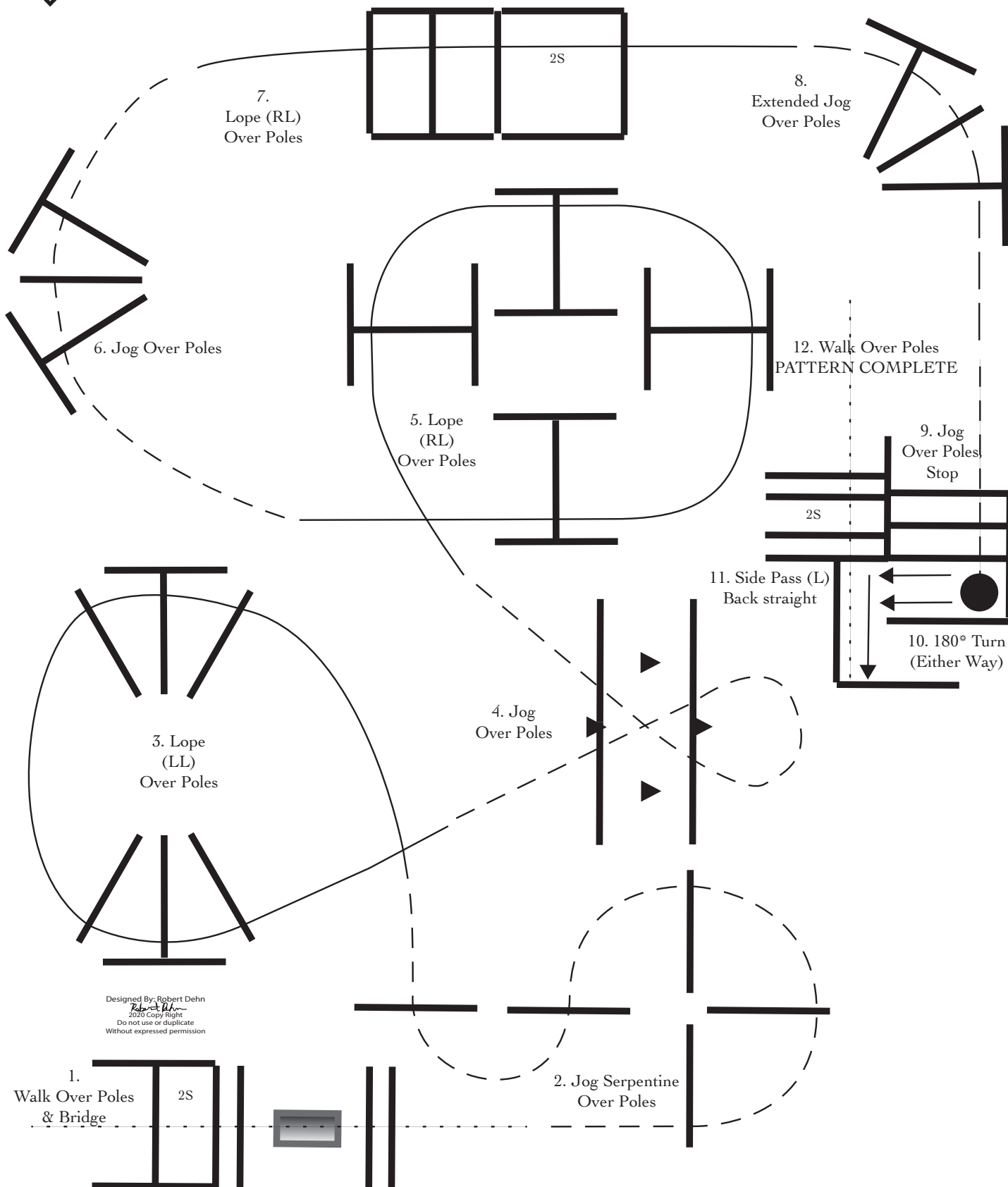
TRAIL

Novice Amateur & Non-Pro 3-Year-Old



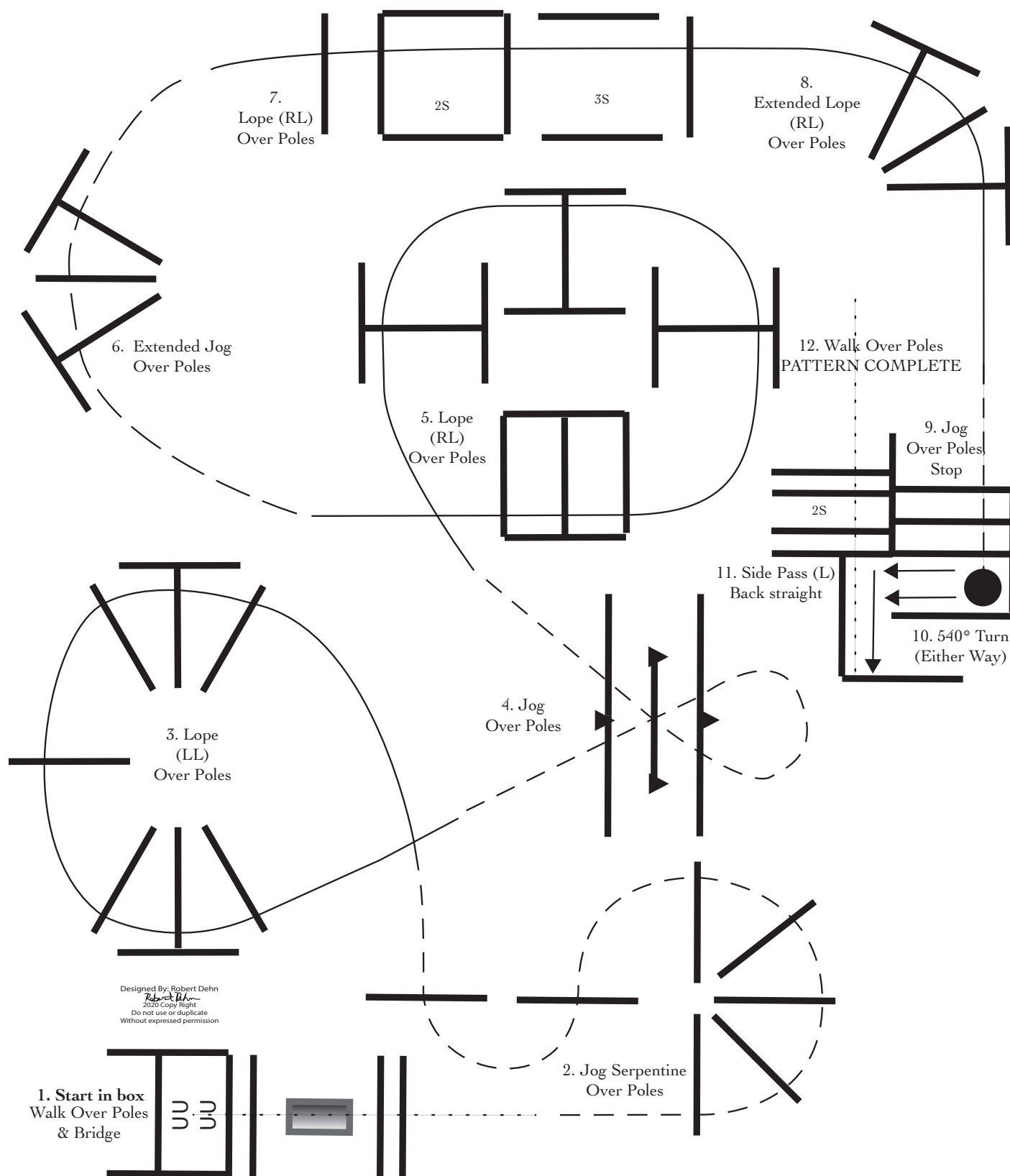
TRAIL

3-Year-Old Sweepstakes, Gold 3-Year-Old



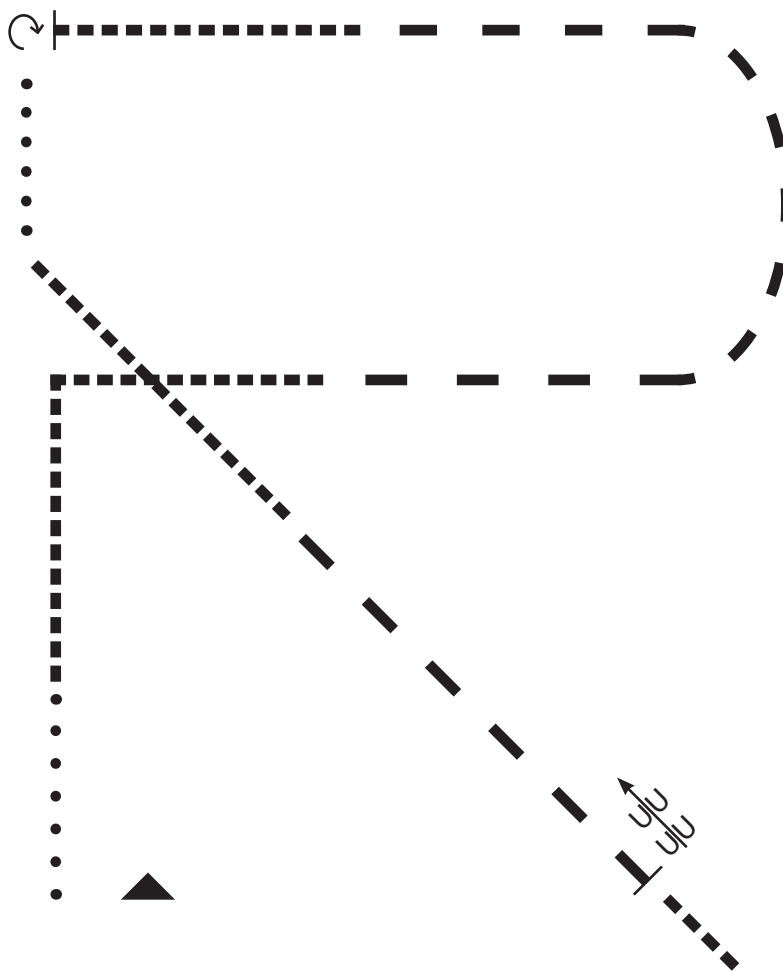
TRAIL

Masters Amateur, Amateur, Non-Pro Sweepstakes



WESTERN HORSEMANSHIP

All Walk-Trot



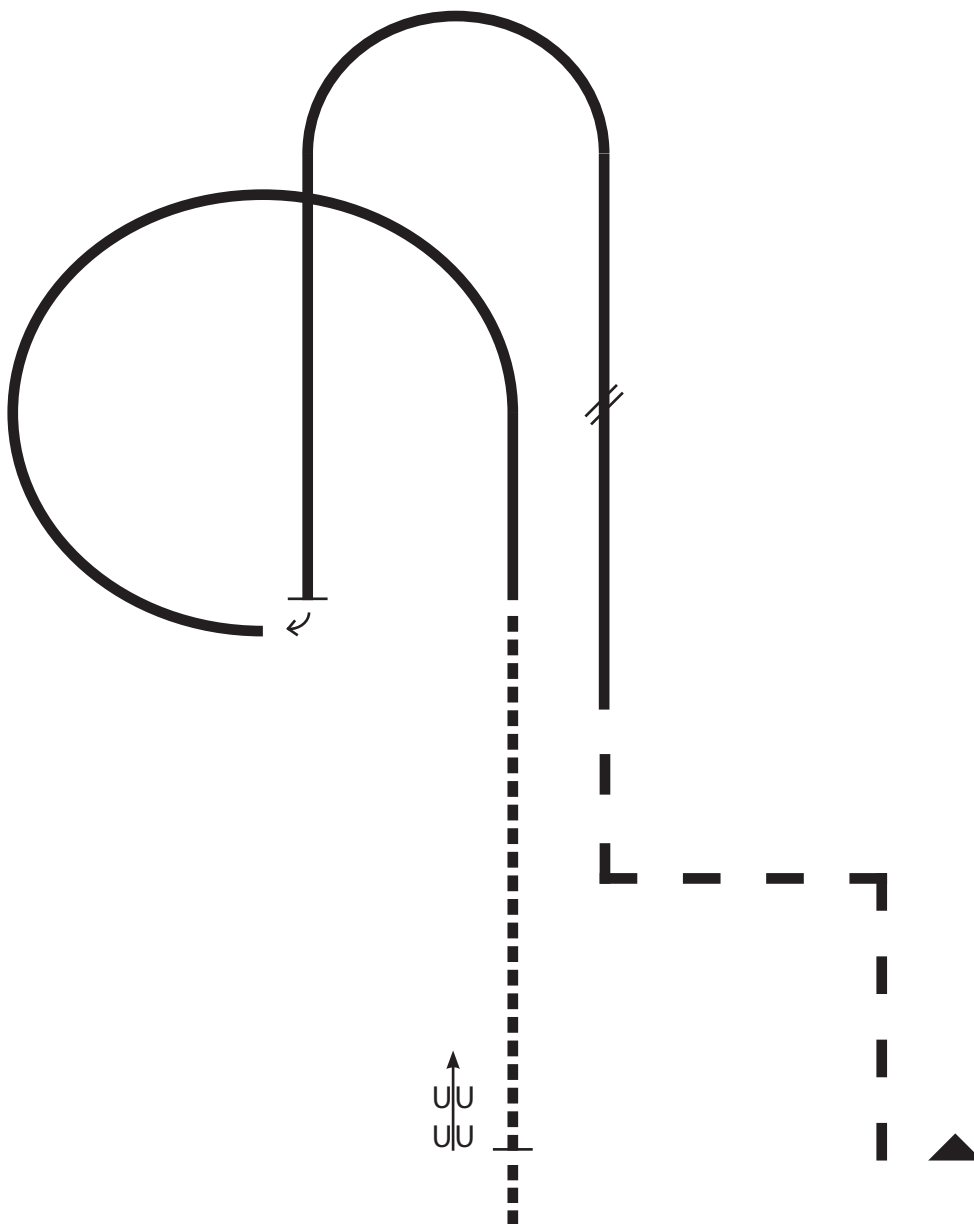
1. Walk halfway to corner.
2. Jog to center of pattern.
3. Extended jog around arc.
4. At halfway point return to jog.
5. Stop, perform a 270 degree right turn.
6. Walk approximately one horse length.
7. Angle left and jog halfway, extend the jog until even with cone.
8. Stop and back approximately one horse length.
9. Exit at the jog.

Pattern Legend

.....	Walk
-----	Jog
-----	Extended Jog
=====	Lope
=====	Extended Lope
///	Change Leads
← → → →	Back
▲	Cone

WESTERN HORSEMANSHIP

Novice Youth, Novice Amateur



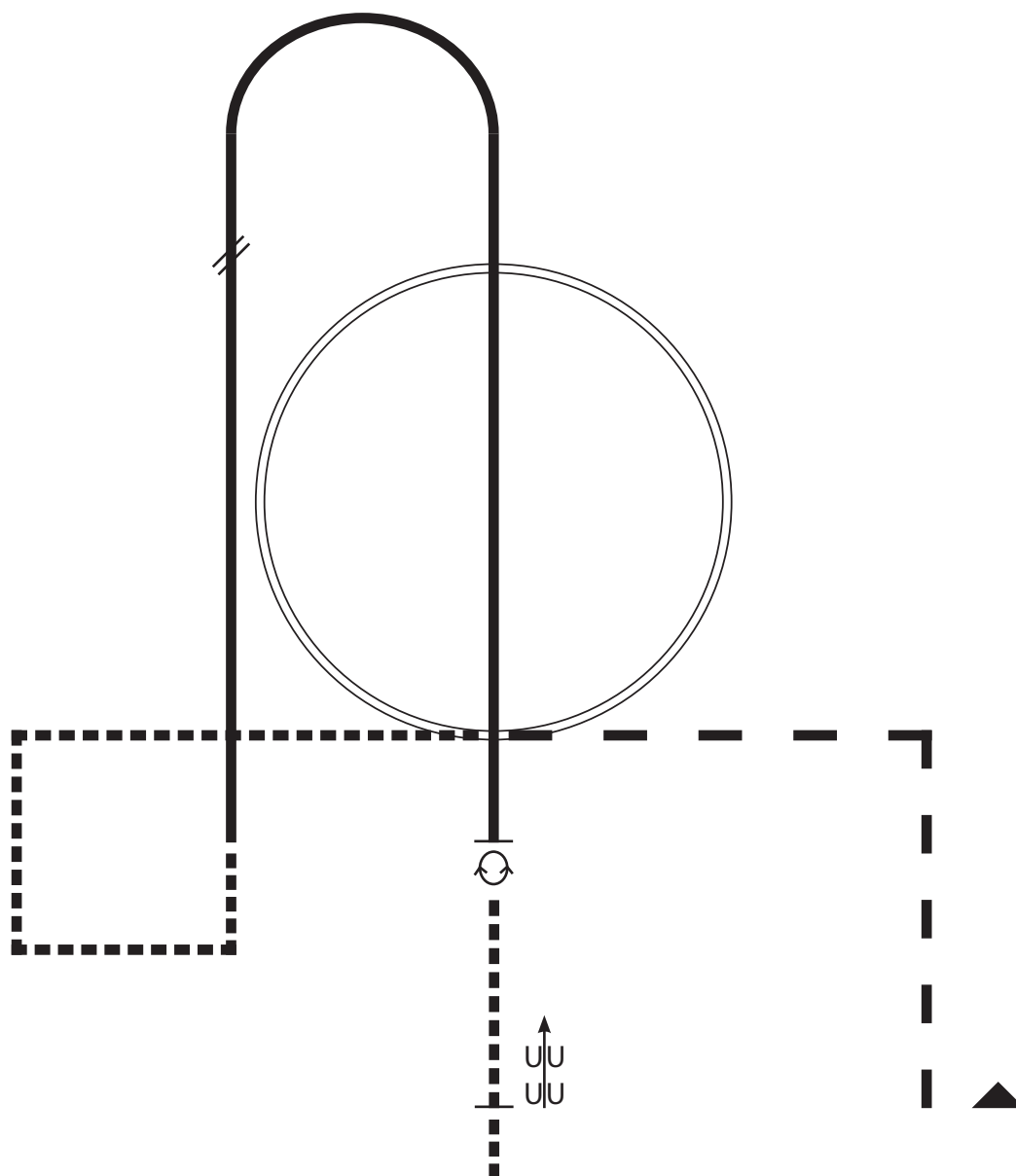
1. Extended jog two square corners as drawn.
2. Right lead lope line, change leads.
3. Left lead lope in arc as drawn.
4. Stop, perform a 90 degree right turn.
5. Right lead 3/4 circle and line.
6. Jog when even with turn location.
7. Stop and back approximately one horse length.
8. Exit at the jog.

Pattern Legend

.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
///	Change Leads
← 3 3 3 3	Back
▲	Cone

WESTERN HORSEMANSHIP

Youth 13 & Under, Bareback, All SPB, Masters Amateur



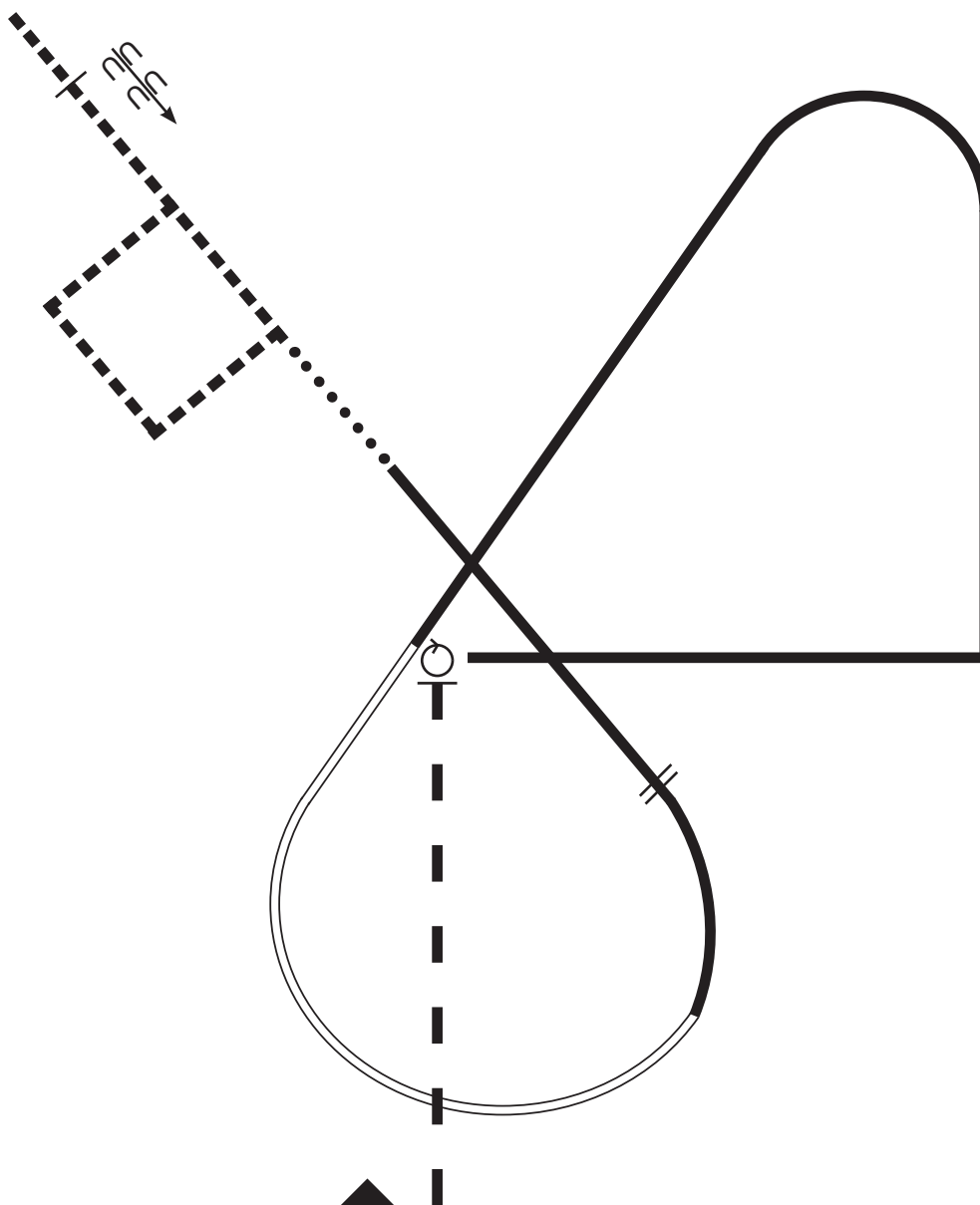
1. Extended jog to square corner to center.
2. Right lead extended lope large circle to the right.
3. Jog three square corners.
4. Left lead lope line.
5. Change leads, continue right lead arc and line.
6. Stop, perform a 360 degree turn either direction.
7. Jog line until even with cone.
8. Stop and back approximately one horse length.
9. Exit at the jog.

Pattern Legend

.....	Walk
- - - - -	Jog
- - - - -	Extended Jog
—————	Lope
=====	Extended Lope
///	Change Leads
← 3 3 3 3	Back
▲	Cone

WESTERN HORSEMANSHIP

Prelims - Youth 18 & Under, Amateur



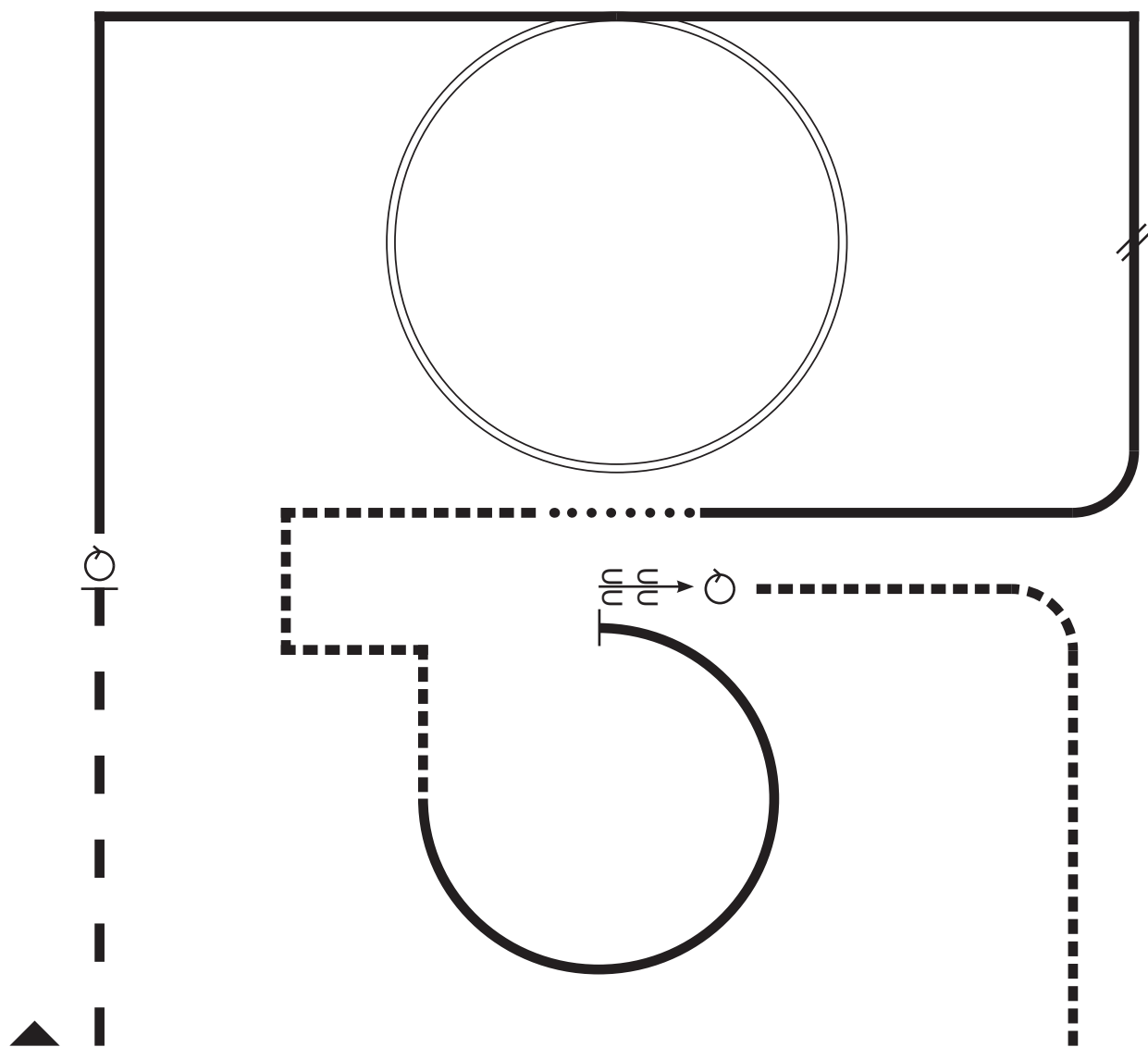
1. Extended jog to center.
2. Stop, perform a 450 degree right turn.
3. Left lead lope line and square corner.
4. Continue left lead lope arc back to center.
5. Extended left lead lope arc, then collect.
6. Change leads, continue right lead line.
7. Walk minimum of two horse lengths.
8. Jog square to the left then line.
9. Stop and back approximately one horse length.
10. Exit at the jog.

Pattern Legend

.....	Walk
-----	Jog
-----	Extended Jog
—————	Lope
=====	Extended Lope
///	Change Leads
← 3 3 3 3	Back
▲	Cone

WESTERN HORSEMANSHIP

Finals - Youth 18 & Under



1. Extended jog halfway up line, stop and perform a 360 degree right turn.
2. Right lead lope square corner and halfway across arena.
3. Extended right lead lope large right circle.
4. Collect lope, right lead lope square corner.
5. Change leads, continue left lead lope around corner.
6. Walk approximately two horse lengths.
7. Jog square corners.
8. Left lead lope 3/4 circle.
9. Stop and back approximately one horse length.
10. 540 degree left turn and jog to exit.

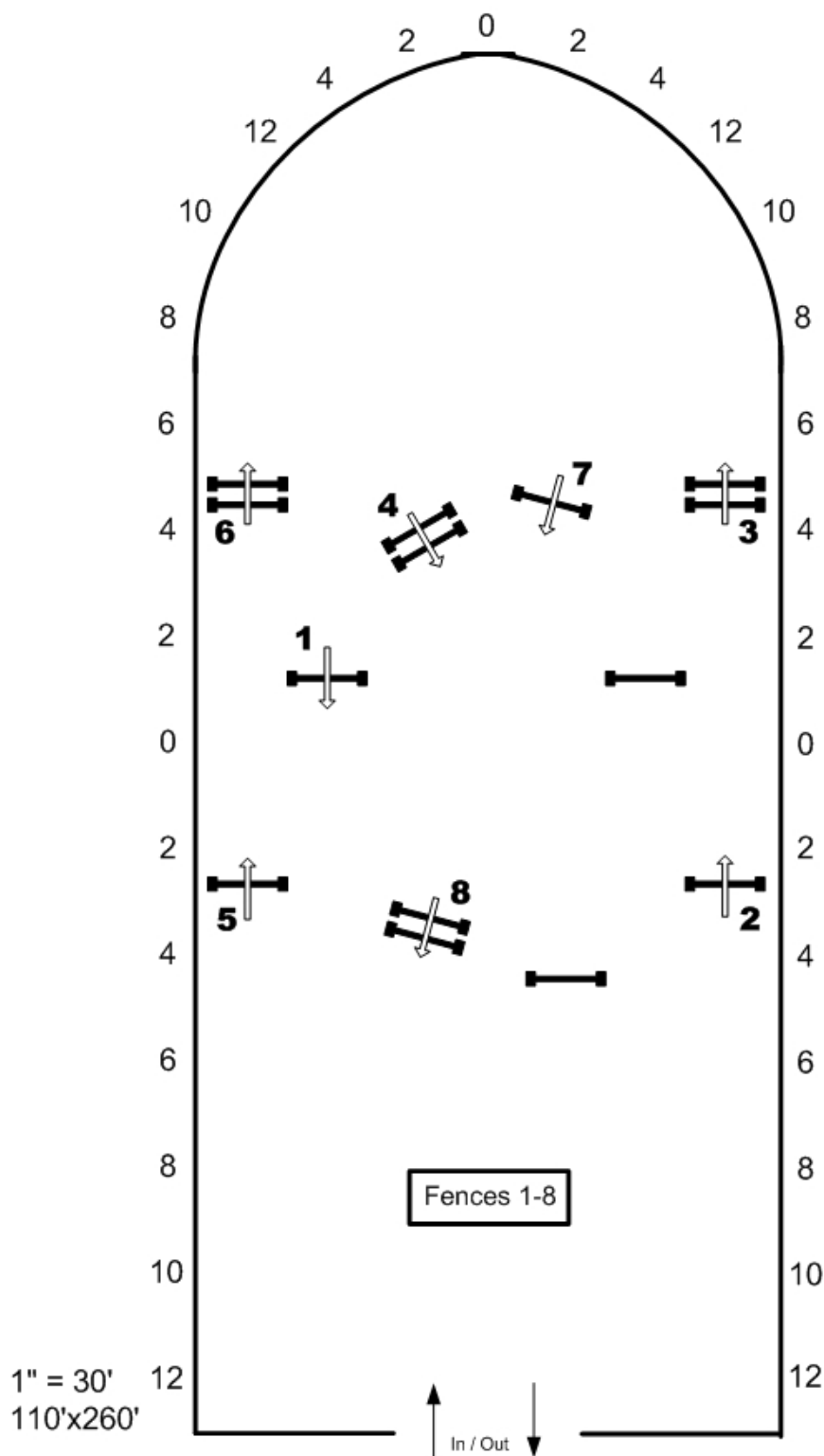
Pattern Legend

• • • • •	Walk
— — — — —	Jog
— — — — —	Extended Jog
— — — — —	Lope
— — — — —	Extended Lope
///	Change Leads
← — — — —	Back
▲	Cone

WORKING HUNTER

Novice Youth

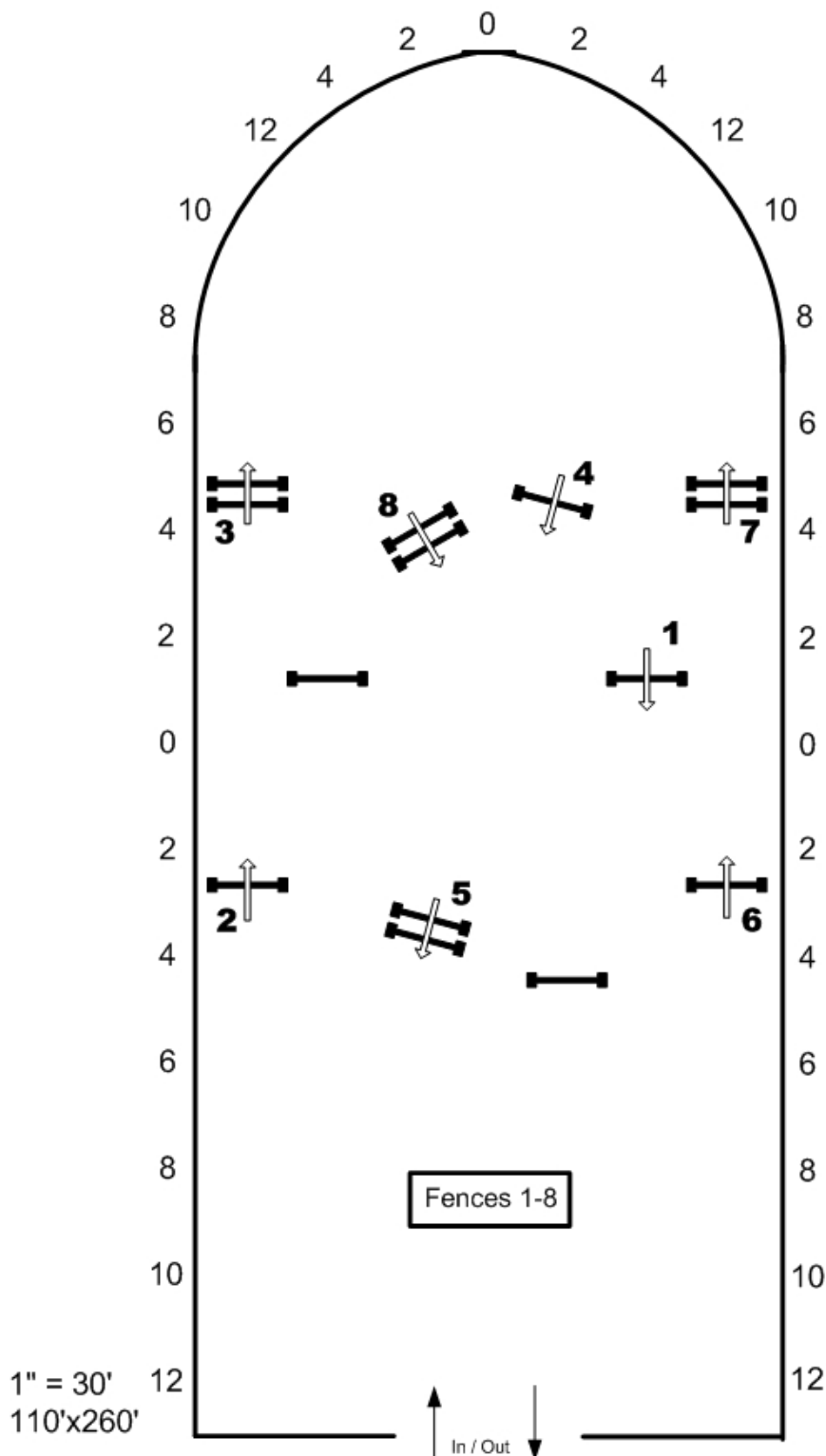
John Justin Arena



WORKING HUNTER

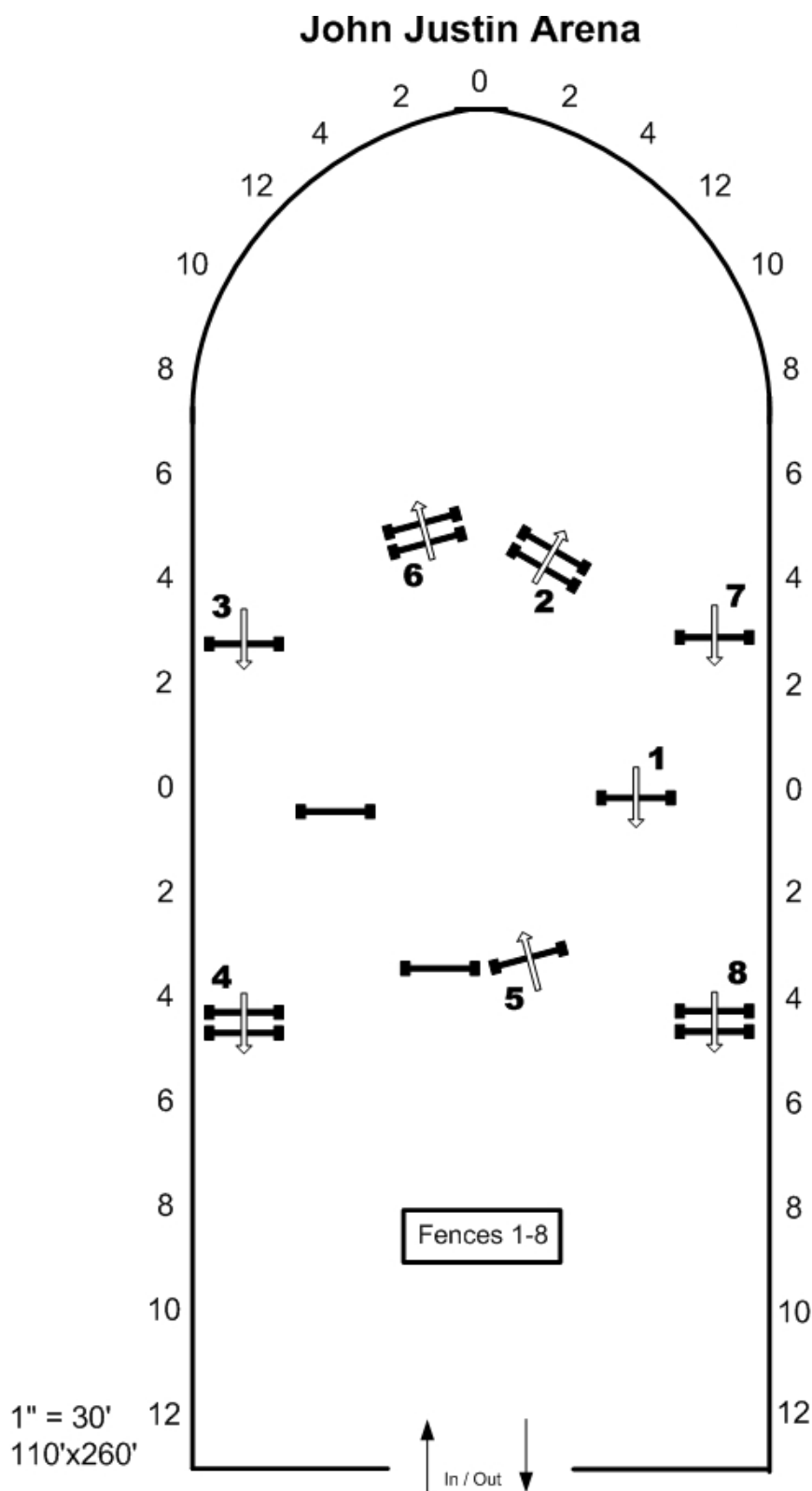
Youth 18 & Under

John Justin Arena



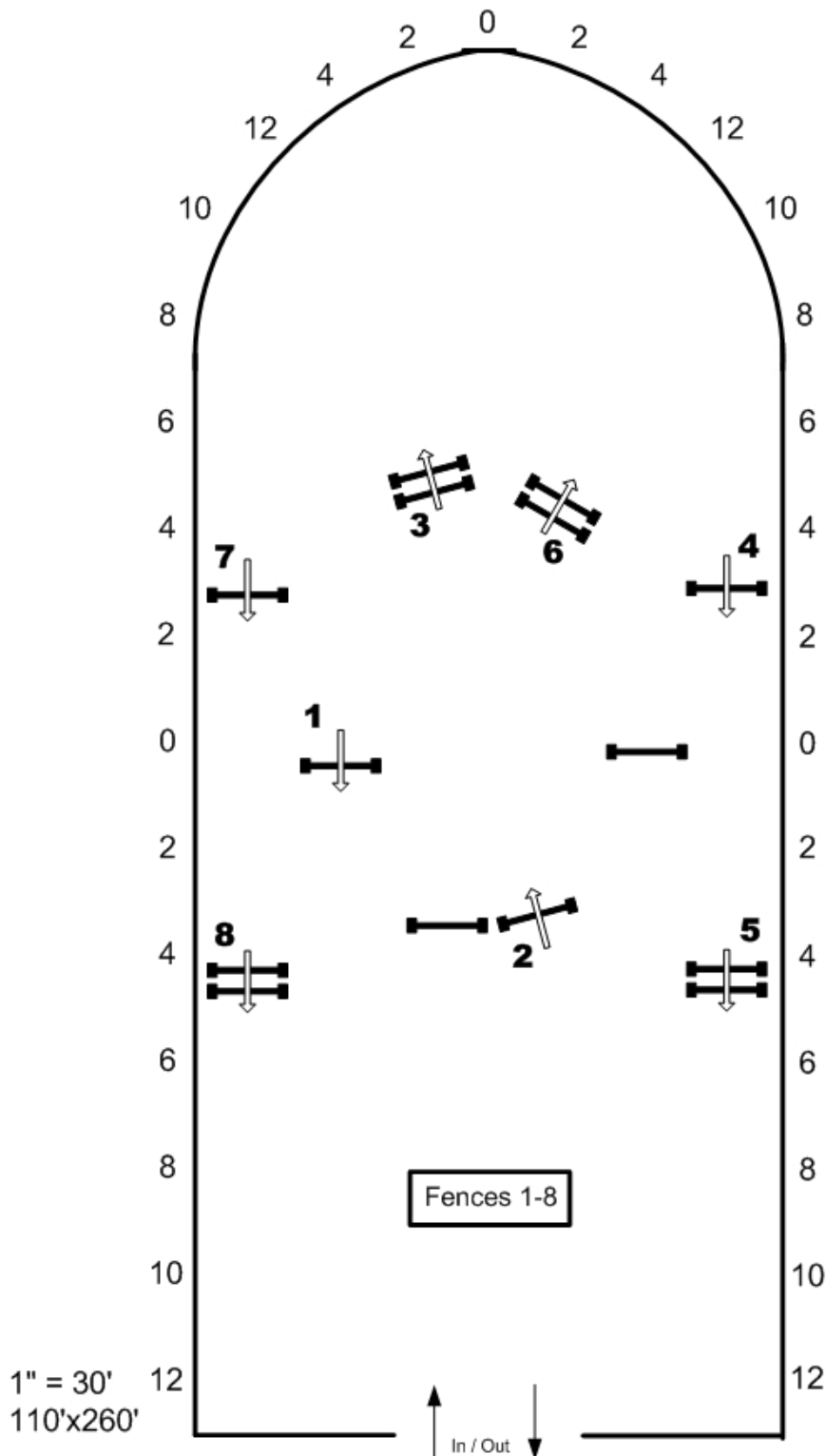
WORKING HUNTER

Preliminary, Junior, Novice Amateur



WORKING HUNTER Amateur

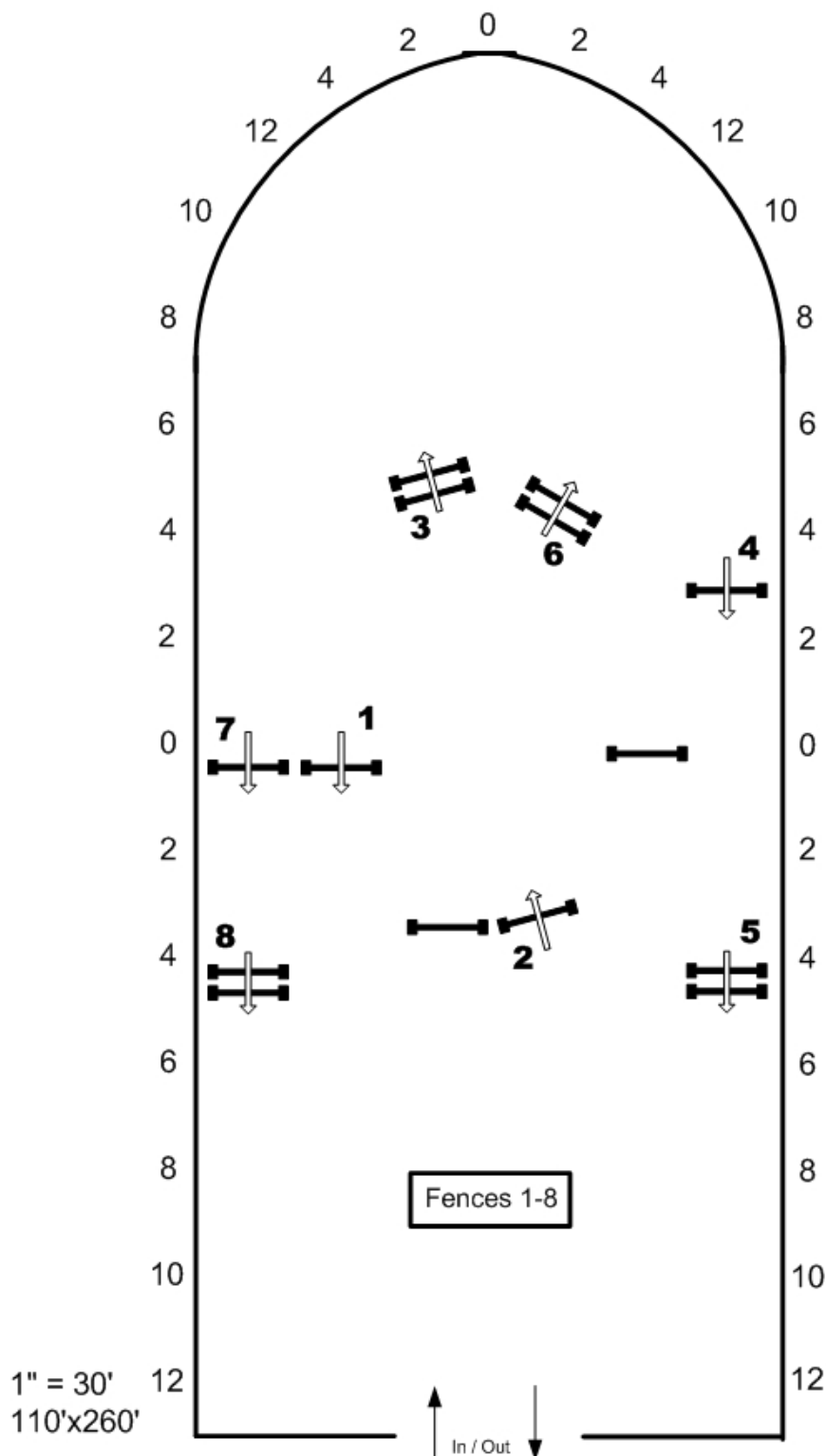
John Justin Arena



WORKING HUNTER

Senior

John Justin Arena





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