

Pattern

Appaloosa Show

ApHC approved Show am 13.09.2025

Wittmoor Ranch in Norderstedt



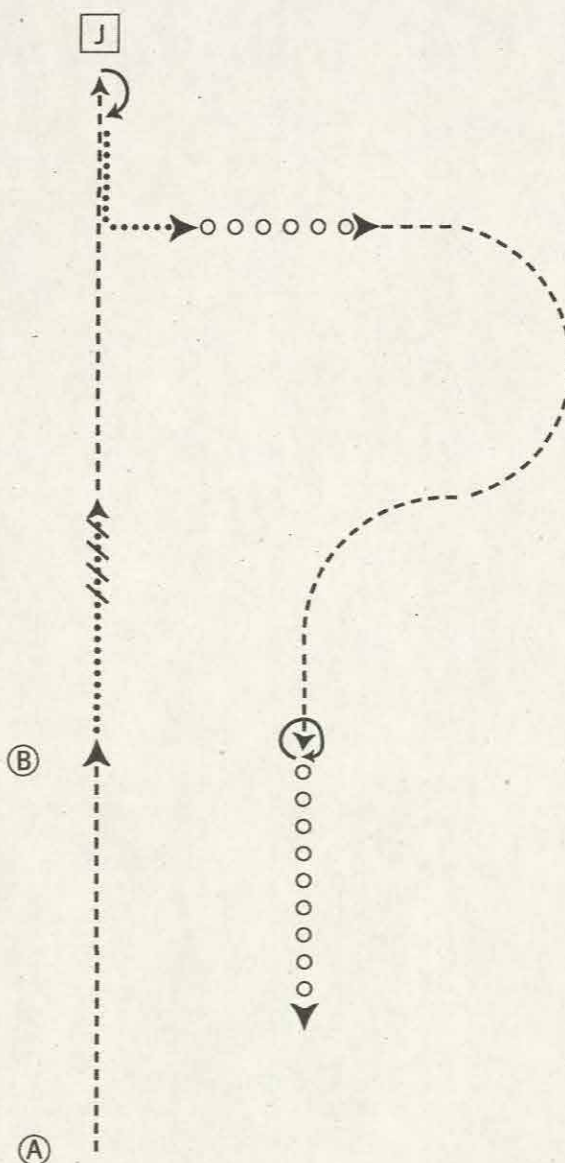
ApHC Open Klassen Halter, Hunter in Hand und diverse Reitklassen

Rasseoffene Klassen für jeden ohne Vereinszugehörigkeit

Führzügelklasse, Longe Line, Trail in Hand und diverse Reitklassen
inkl. Ranchtrail

Abends Party am Lagerfeuer mit Musik

Sonntag 14.09.2025 Retro Turnier auch ohne Vereinszugehörigkeit



KEY

.....	Walk
oooooo	Extended Walk
-----	Jog
-----	Extended Jog
////////	Back
A, B, C	Markers
[J]	Judge

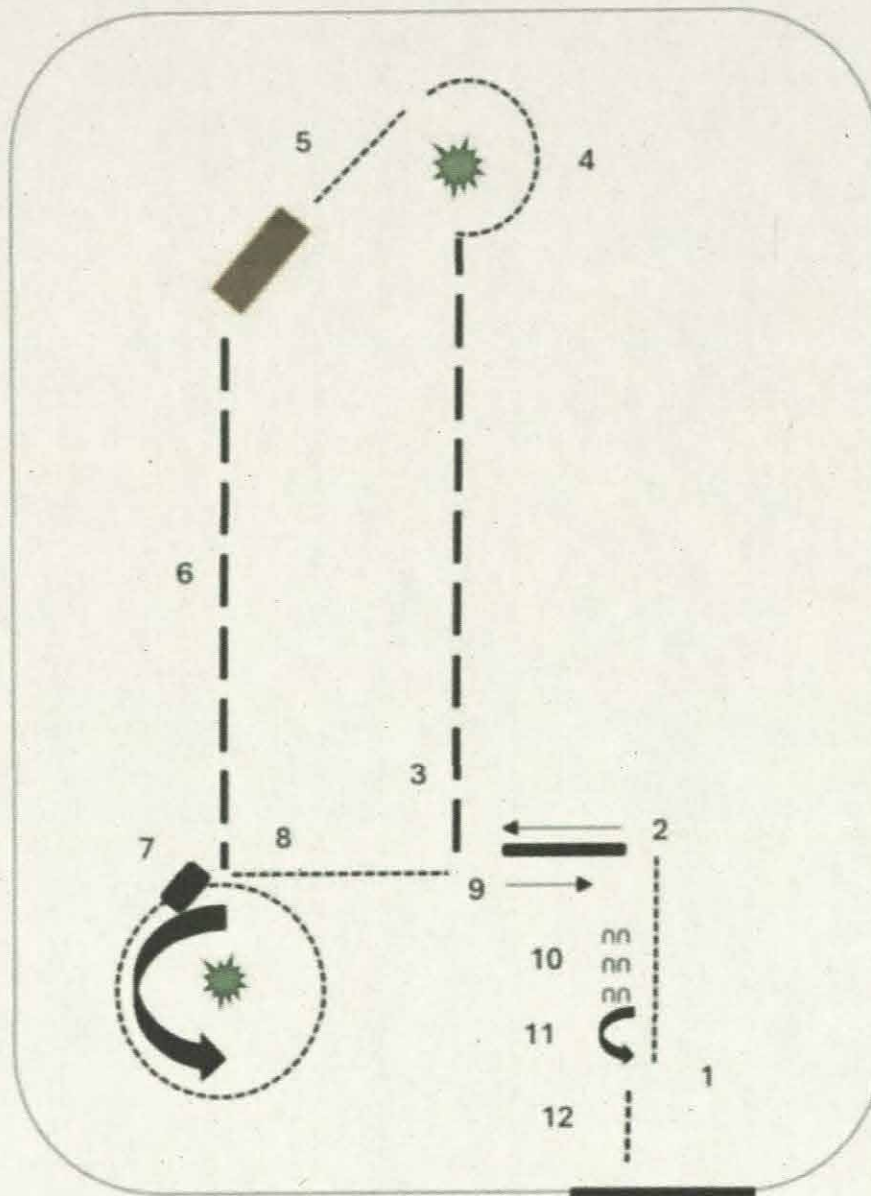
INSTRUCTIONS

1. Begin at A. Jog to B.
2. At B, walk. Stop.
3. Back.
4. Jog to Judge. Stop.
5. Set up.
6. Inspection.
7. When excused, 180-degree turn.
8. Walk square corner, extend the walk.
9. Jog serpentine to B. Stop.
10. 360-degree turn. Extended walk two horse lengths. Pattern is complete. Exit the arena.



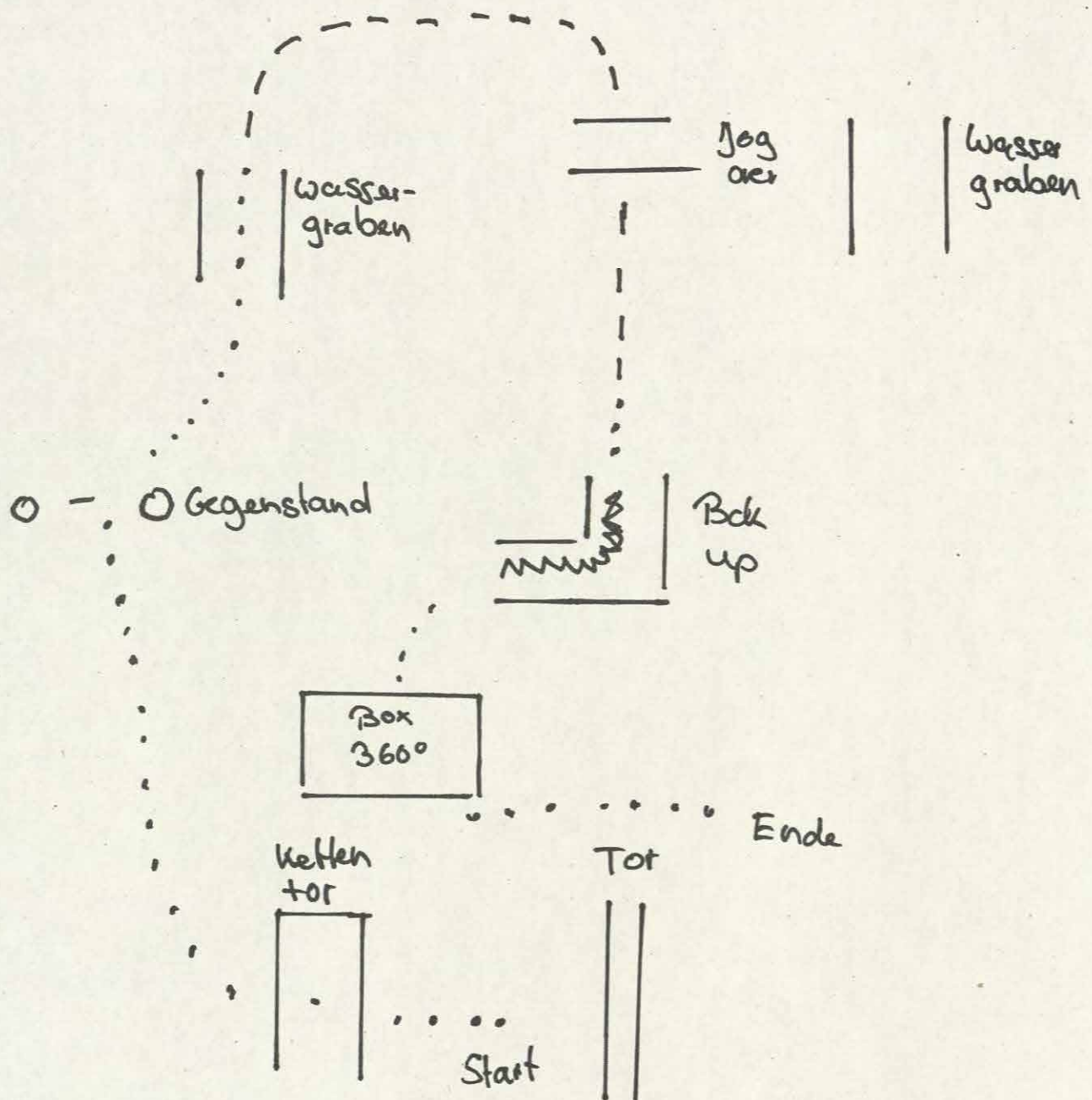
RANCH SHOWMANSHIP

All Classes



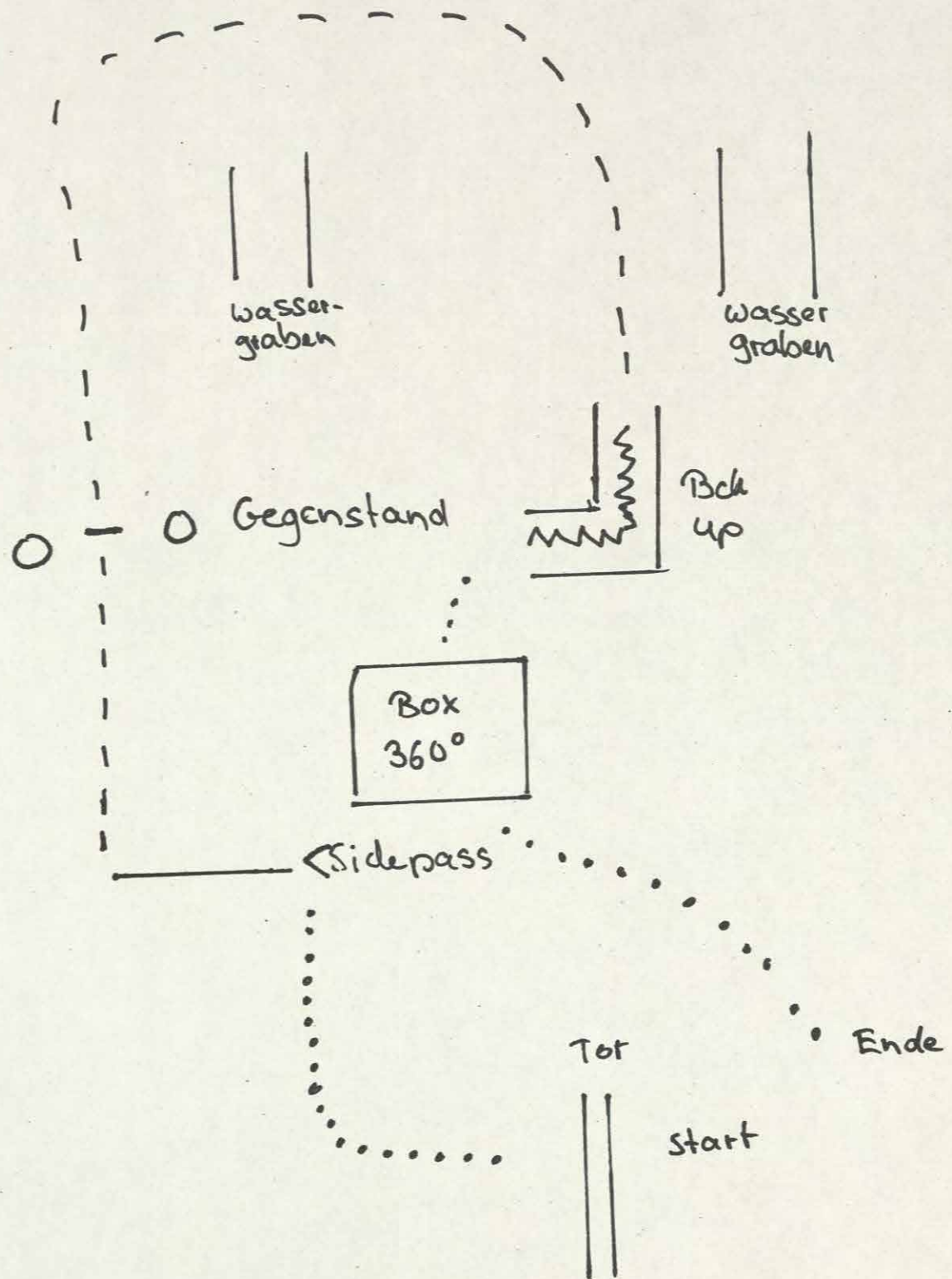
1. Walk to ground pole
2. Left side pass over ground pole
3. Trot to tree
4. Walk around tree
5. Cross bridge without hesitation
6. Trot to wheelbarrow
7. Walk wheelbarrow and horse around tree leaving approx. 3 feet between you and tree
8. Place wheelbarrow back where found, walk to ground pole
9. Side pass to the right over ground pole
10. Back your horse 6 steps
11. 180 haunch turn to the left
12. Walk out of arena

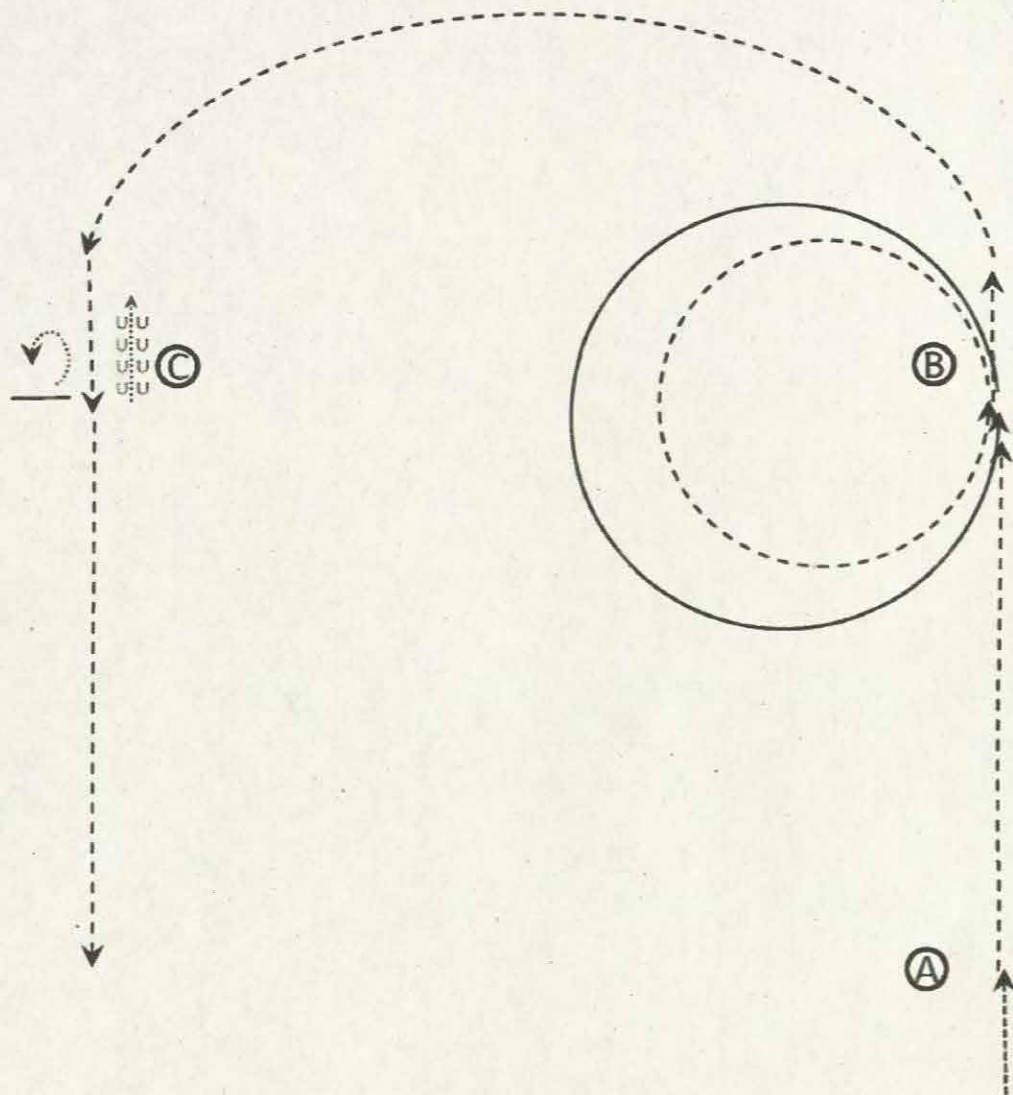
Rasseoffen Trail in Hand



Trail

Rasseoffen

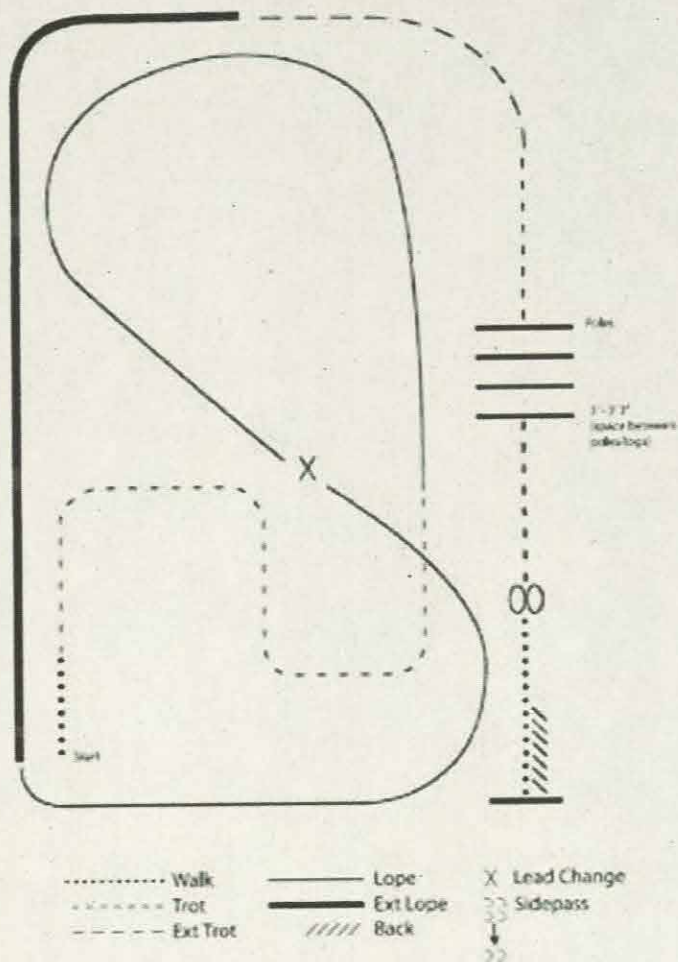




1. Im Schritt zu A
2. Jog zu B
3. Linksgaloppzirkel, groß
4. kleiner Zirkel im Jog nach links
5. Jog bis C
6. Stopp
7. Hinterhandwendung 360° egal welche Richtung
8. Eine Pferdelänge rückwärts
9. Verlasse die Arena im Jog

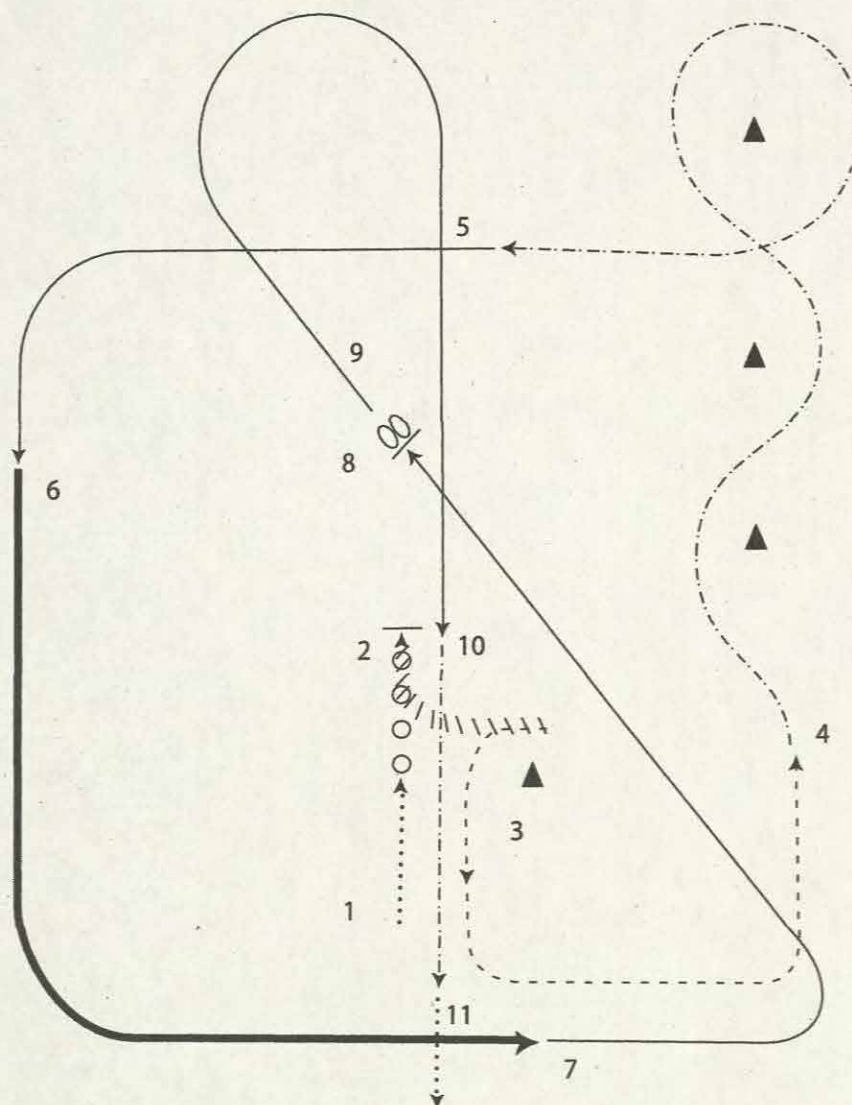
Walk	→
Jog	-----→
Ext. Jog	- . - . →
Lope	————→
Ext. Lope	————→

OSSO Ranch Riding



RANCH RIDING PATTERN 4

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 degree turn each direction (either direction 1st)
(L-R or R-L)
11. Walk, stop and back



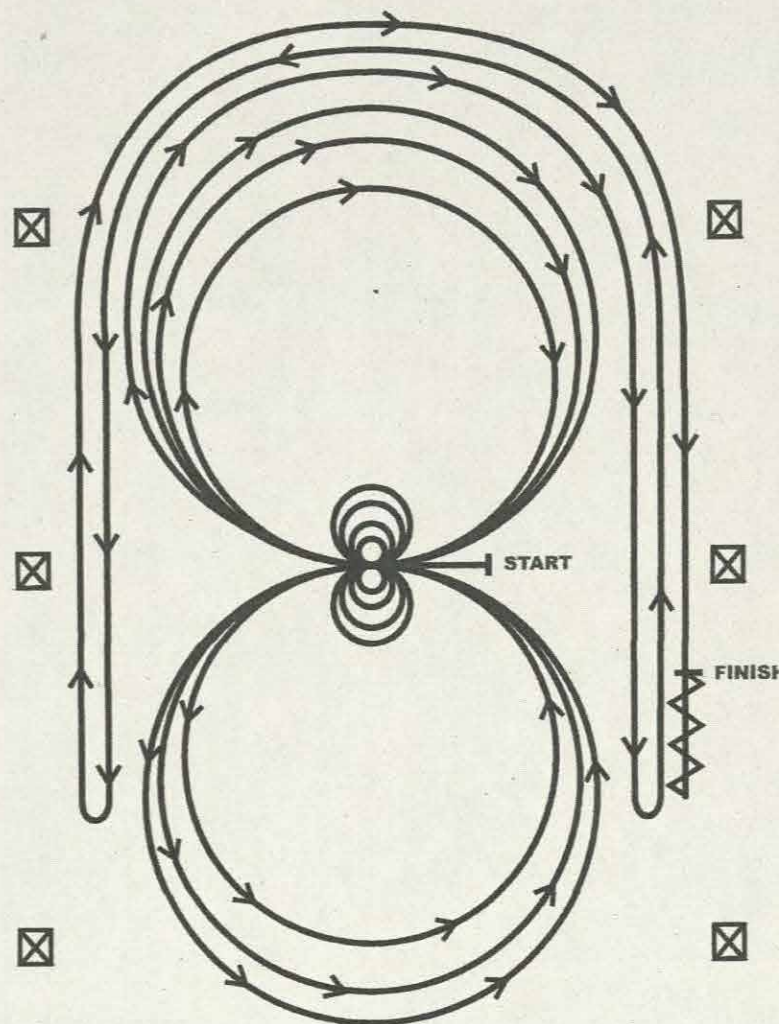
KEY

.....	Walk
oooooo	Extended Walk
-----	Trot
-----	Extended Trot
-----	Lope
-----	Extended Lope
////////	Back
X	Change Leads
WWWWW	Side pass

INSTRUCTIONS

1. Walk, extend the walk. Stop.
2. Back to marker.
3. Trot.
4. Extended trot serpentine.
5. Lope left lead.
6. Extended lope.
7. Collect lope, stop.
8. 360-degree both directions.
9. Lope right lead.
10. Extended trot.
11. Walk one horse length. Pattern complete. Exit.



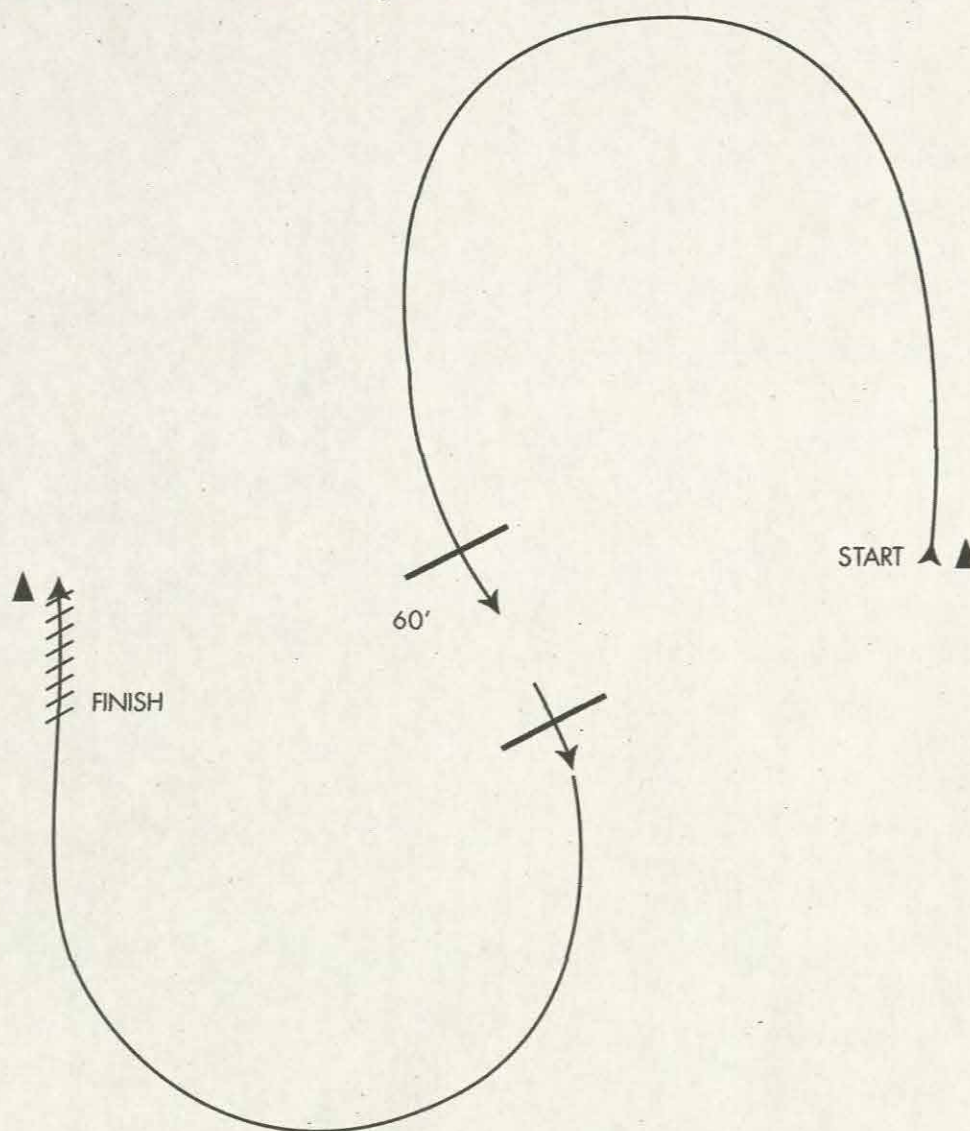


INSTRUCTIONS

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

1. Complete four spins to the left.
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 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 fast 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 20 feet (6.09 m) 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 20 feet (6.09 m) 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 20 feet (6.09 m) from the wall or fence. Back up at least 10 feet (3.05 m). Hesitate to demonstrate completion of the pattern.

Exhibitor may be requested to dismount and drop bridle to the designated judge.



INSTRUCTIONS

1. After second fence, hand gallop and stop at marker.
2. Back and stand quietly.